```c
__global__ void mul( float *Ad, float *Bd, float *Cd, int msize, int tile, int task){

        int tx, ty;
        int r, c;
        float Cv;
        int m;

        for ( tx = 0; tx < task; tx++){
                for ( ty = 0; ty < task; ty++){
                        r = blockIdx.y * tile + threadIdx.y * task + ty;
                        c = blockIdx.x * tile + threadIdx.x * task + tx;
                        Cv = (float)0;
                        for ( m = 0; m < msize; m++){
                                Cv += Ad[ r * msize + m] * Bd[ m * msize + c];
                        }
                        Cd[ r * msize + c] = Cv;
                }
        }
}
```