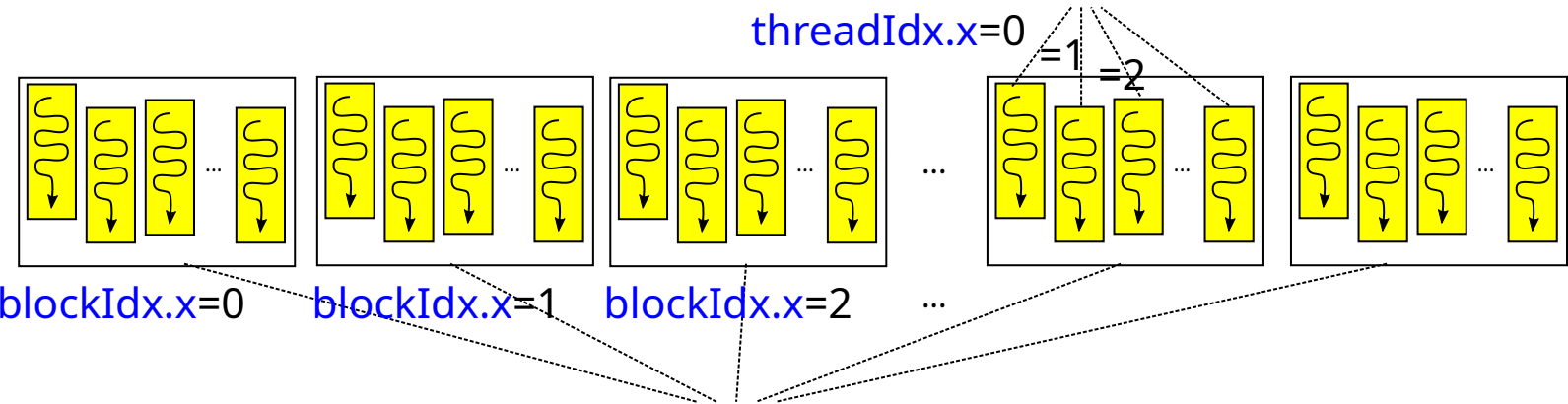


*a thread block* (**blockDim.x** threads)



*the grid* (**gridDim.x** thread blocks)