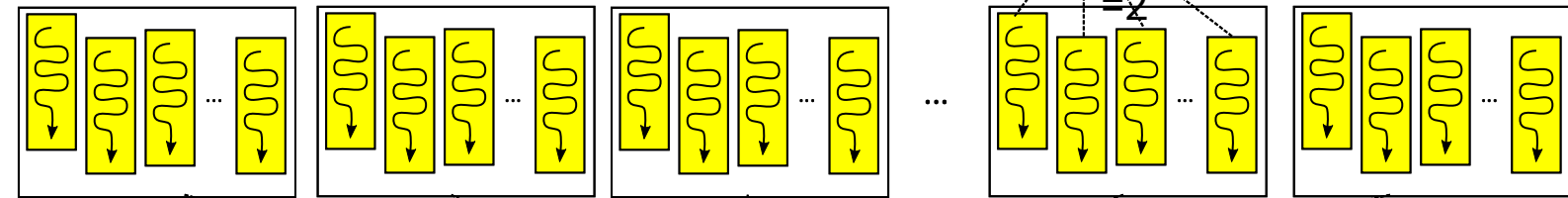


a thread block (blockDim.x threads)

threadIdx.x=0

=1

=2



blockIdx.x=0

blockIdx.x=1

blockIdx.x=2

...

the grid (gridDim.x thread blocks)