

CPU/Host

GPU/Device

Kernel 1



Grid

Block
(0,0)

Block
(0,1)

Block
(0,2)

Block
(1,0)

Block
(1,1)

Block
(1,2)

Block

Warp

Thread
(0,0)

Thread
(0,1)

Thread
(0,2)

Thread
(0,3)

Thread
(0,4)

Thread
(1,0)

Thread
(1,1)

Thread
(1,2)

Thread
(1,3)

Thread
(1,4)

Thread
(2,0)

Thread
(2,1)

Thread
(2,2)

Thread
(2,3)

Thread
(2,4)

Thread
(3,0)

Thread
(3,1)

Thread
(3,2)

Thread
(3,3)

Thread
(3,4)

Warp

Kernel 2



Grid

(1,0)

(1,1)

(1,2)