

blockIdx.x = 0

blockIdx.y = 0

blockDim.y = 2

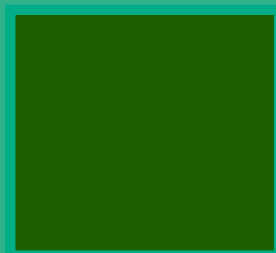
threadIdx.y = 0    threadIdx.y = 1

blockDim.x = 3

threadIdx.x = 0

threadIdx.x = 1

threadIdx.x = 2



blockIdx.y = 1

blockDim.y = 2

threadIdx.y = 0    threadIdx.y = 1

blockDim.x = 3

threadIdx.x = 0

threadIdx.x = 1

threadIdx.x = 2



gridDim.y = 2