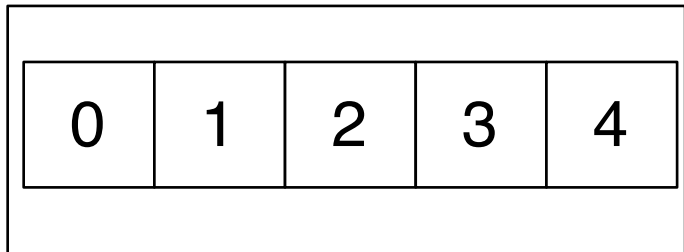


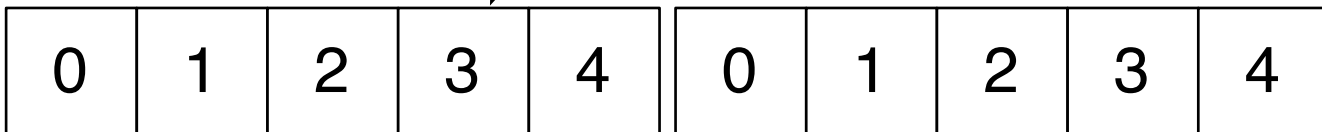
blockDim.x = 5
一つのブロックの要素数



blockIdx.x = 0
ブロックごとのID



threadIdx.x = 3



blockIdx.x = 1

```
int index = blockDim.x * blockIdx.x + threadIdx.x
          = 5 * 1 + 3
          = 8
```