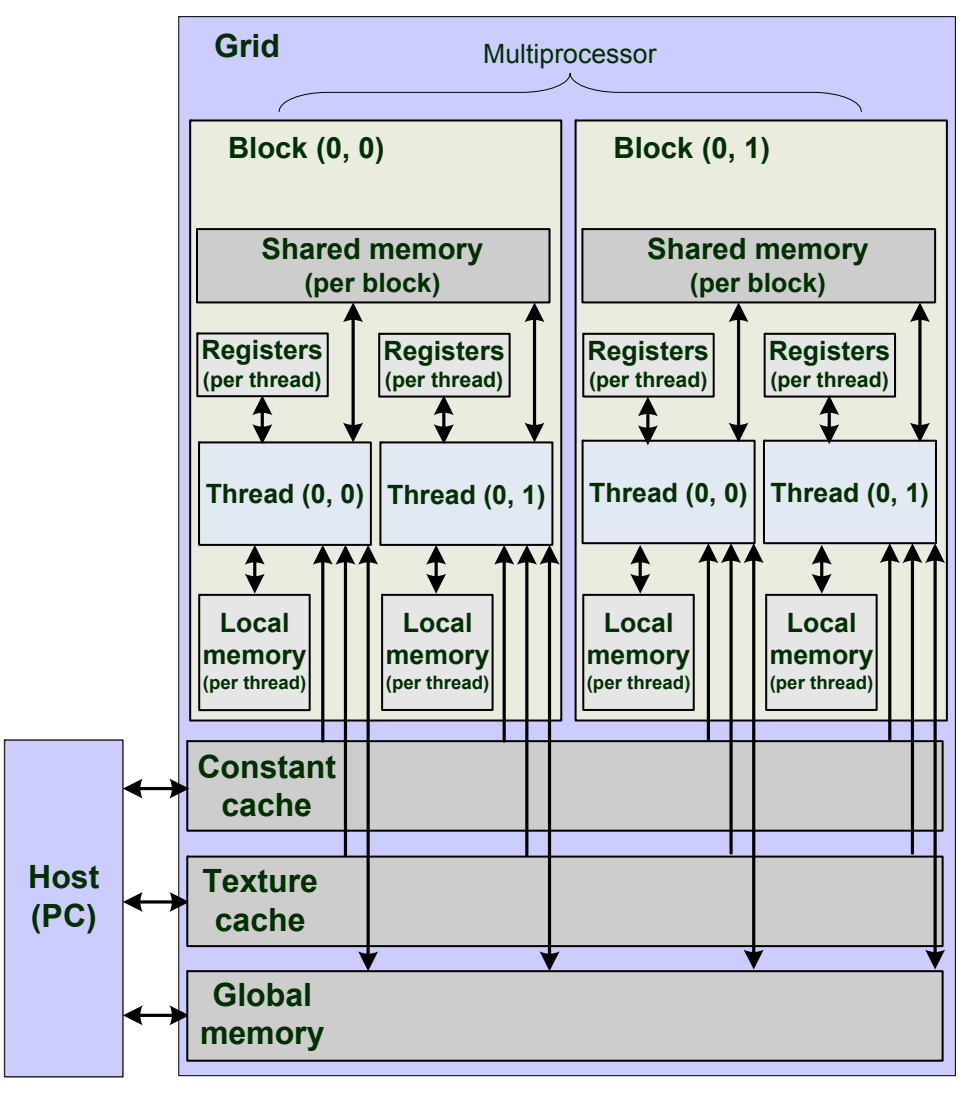
Grid
Multiprocessor
Block (0, 0)
Block (0, 1)
Shared memory (per block)
Shared memory (per block)
Registers (per thread)
Registers (per thread)
Registers (per thread)
Registers (per thread)
Thread (0, 0)
Thread (0, 1)
Thread (0, 0)
Thread (0, 1)
Local memory (per thread)
Local memory (per thread)
Local memory (per thread)
Local memory (per thread)
Constant cache
Texture cache
Global memory
Host (PC)