```
__global__ void PictureKernell(float* d_Pin, float* d_Pout, int n, int m) {

  // Calculate the row # of the d_Pin and d_Pout element to process
  int Row = blockIdx.y*blockDim.y + threadIdx.y;

  // Calculate the column # of the d_Pin and d_Pout element to process
  int Col = blockIdx.x*blockDim.x + threadIdx.x;

  // each thread computes one element of d_Pout if in range
  if ((Row < m) && (Col < n)) {
    d_Pout[Row*n+Col] = 2*d_Pin[Row*n+Col];
  }

}
```