

Access order



thread _{0,0}	M _{0,0} * N _{0,0}	M _{0,1} * N _{1,0}	M _{0,2} * N _{2,0}	M _{0,3} * N _{3,0}
thread _{0,1}	M _{0,0} * N _{0,1}	M _{0,1} * N _{1,1}	M _{0,2} * N _{2,1}	M _{0,3} * N _{3,1}
thread _{1,0}	M _{1,0} * N _{0,0}	M _{1,1} * N _{1,0}	M _{1,2} * N _{2,0}	M _{1,3} * N _{3,0}
thread _{1,1}	M _{1,0} * N _{0,1}	M _{1,1} * N _{1,1}	M _{1,2} * N _{2,1}	M _{1,3} * N _{3,1}