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The driver and runtime APIs are very similar and can for the most part be used interchangeably. However, there are some key differences worth noting between the two.

### Complexity vs. control

The runtime API eases device code management by providing implicit initialization, context management, and module management. This leads to simpler code, but it also lacks the level of control that the driver API has.

In comparison, the driver API offers more fine-grained control, especially over contexts and module loading. Kernel launches are much more complex to implement, as the execution configuration and kernel parameters must be specified with explicit function calls. However, unlike the runtime, where all the kernels are automatically loaded during initialization and stay loaded for as long as the program runs, with the driver API it is possible to only keep the modules that are currently needed loaded, or even dynamically reload modules. The driver API is also language-independent as it only deals with cubin objects.

### Context management

Context management can be done through the driver API, but is not exposed in the runtime API. Instead, the runtime API decides itself which context to use for a thread: if a context has been made current to the calling thread through the driver API, the runtime will use that, but if there is no such context, it uses a "primary context." Primary contexts are created as needed, one per device per process, are reference-counted, and are then destroyed when there are no more references to them. Within one process, all users of the runtime API will share the primary context, unless a context has been made current to each thread. The context that the runtime uses, i.e, either the current
context or primary context, can be synchronized with `cudaDeviceSynchronize()`, and destroyed with `cudaDeviceReset()`.

Using the runtime API with primary contexts has its tradeoffs, however. It can cause trouble for users writing plug-ins for larger software packages, for example, because if all plug-ins run in the same process, they will all share a context but will likely have no way to communicate with each other. So, if one of them calls `cudaDeviceReset()` after finishing all its CUDA work, the other plug-ins will fail because the context they were using was destroyed without their knowledge. To avoid this issue, CUDA clients can use the driver API to create and set the current context, and then use the runtime API to work with it. However, contexts may consume significant resources, such as device memory, extra host threads, and performance costs of context switching on the device. This runtime-driver context sharing is important when using the driver API in conjunction with libraries built on the runtime API, such as cuBLAS or cuFFT.
Chapter 2.
API SYNCHRONIZATION BEHAVIOR

The API provides memcpy/memset functions in both synchronous and asynchronous forms, the latter having an "Async" suffix. This is a misnomer as each function may exhibit synchronous or asynchronous behavior depending on the arguments passed to the function. In the reference documentation, each memcpy function is categorized as synchronous or asynchronous, corresponding to the definitions below.

Memcpy

The API provides memcpy/memset functions in both synchronous and asynchronous forms, the latter having an "Async" suffix. This is a misnomer as each function may exhibit synchronous or asynchronous behavior depending on the arguments passed to the function. In the reference documentation, each memcpy function is categorized as synchronous or asynchronous, corresponding to the definitions below.

**Synchronous**

1. All transfers involving Unified Memory regions are fully synchronous with respect to the host.

2. For transfers from pageable host memory to device memory, a stream sync is performed before the copy is initiated. The function will return once the pageable buffer has been copied to the staging memory for DMA transfer to device memory, but the DMA to final destination may not have completed.

3. For transfers from pinned host memory to device memory, the function is synchronous with respect to the host.

4. For transfers from device to either pageable or pinned host memory, the function returns only once the copy has completed.

5. For transfers from device memory to device memory, no host-side synchronization is performed.
API synchronization behavior

6. For transfers from any host memory to any host memory, the function is fully synchronous with respect to the host.

**Asynchronous**

1. For transfers from device memory to pageable host memory, the function will return only once the copy has completed.

2. For transfers from any host memory to any host memory, the function is fully synchronous with respect to the host.

3. For all other transfers, the function is fully asynchronous. If pageable memory must first be staged to pinned memory, this will be handled asynchronously with a worker thread.

**Memset**

The synchronous memset functions are asynchronous with respect to the host except when the target is pinned host memory or a Unified Memory region, in which case they are fully synchronous. The Async versions are always asynchronous with respect to the host.

**Kernel Launches**

Kernel launches are asynchronous with respect to the host. Details of concurrent kernel execution and data transfers can be found in the CUDA Programmers Guide.
Default stream

The default stream, used when 0 is passed as a `cudaStream_t` or by APIs that operate on a stream implicitly, can be configured to have either legacy or per-thread synchronization behavior as described below.

The behavior can be controlled per compilation unit with the `--default-stream` nvcc option. Alternatively, per-thread behavior can be enabled by defining the `CUDA_API_PER_THREAD_DEFAULT_STREAM` macro before including any CUDA headers. Either way, the `CUDA_API_PER_THREAD_DEFAULT_STREAM` macro will be defined in compilation units using per-thread synchronization behavior.

Legacy default stream

The legacy default stream is an implicit stream which synchronizes with all other streams in the same `CUcontext` except for non-blocking streams, described below. (For applications using the runtime APIs only, there will be one context per device.) When an action is taken in the legacy stream such as a kernel launch or `cudaStreamWaitEvent()`, the legacy stream first waits on all blocking streams, the action is queued in the legacy stream, and then all blocking streams wait on the legacy stream.

For example, the following code launches a kernel `k_1` in stream `s`, then `k_2` in the legacy stream, then `k_3` in stream `s`:

```plaintext
k_1<<<1, 1, 0, s>>>()
k_2<<<1, 1>>>()
k_3<<<1, 1, 0, s>>>()
```

The resulting behavior is that `k_2` will block on `k_1` and `k_3` will block on `k_2`.

Non-blocking streams which do not synchronize with the legacy stream can be created using the `cudaStreamNonBlocking` flag with the stream creation APIs.
The legacy default stream can be used explicitly with the `CUstream (cudaStream_t)` handle `CU_STREAM_LEGACY (cudaStreamLegacy)`. 

**Per-thread default stream**

The per-thread default stream is an implicit stream local to both the thread and the `CUcontext`, and which does not synchronize with other streams (just like explicitly created streams). The per-thread default stream is not a non-blocking stream and will synchronize with the legacy default stream if both are used in a program.

The per-thread default stream can be used explicitly with the `CUstream (cudaStream_t)` handle `CU_STREAM_PER_THREAD (cudaStreamPerThread)`.
Chapter 4.
MODULES

Here is a list of all modules:

- Device Management
- Thread Management [DEPRECATED]
- Error Handling
- Stream Management
- Event Management
- Execution Control
- Occupancy
- Execution Control [DEPRECATED]
- Memory Management
- Unified Addressing
- Peer Device Memory Access
- OpenGL Interoperability
- OpenGL Interoperability [DEPRECATED]
- Direct3D 9 Interoperability
- Direct3D 9 Interoperability [DEPRECATED]
- Direct3D 10 Interoperability
- Direct3D 10 Interoperability [DEPRECATED]
- Direct3D 11 Interoperability
- Direct3D 11 Interoperability [DEPRECATED]
- VDPAU Interoperability
- EGL Interoperability
- Graphics Interoperability
- Texture Reference Management
- Surface Reference Management
- Texture Object Management
- Surface Object Management
4.1. Device Management

CUDARTDEVICE

This section describes the device management functions of the CUDA runtime application programming interface.

__host__cudaError_t cudaChooseDevice (int *device, const cudaDeviceProp *prop)

Select compute-device which best matches criteria.

Parameters

device
- Device with best match

prop
- Desired device properties

Returns

cudaSuccess, cudaErrorInvalidValue

Description

Returns in *device the device which has properties that best match *prop.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGetDeviceCount, cudaGetDevice, cudaSetDevice, cudaGetDeviceProperties
__host__ __device__ cudaError_t cudaDeviceGetAttribute
(int *value, cudaDeviceAttr attr, int device)

Returns information about the device.

Parameters
value
- Returned device attribute value
attr
- Device attribute to query
device
- Device number to query

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue

Description
Returns in *value the integer value of the attribute `attr` on device `device`. The supported attributes are:

- cudaDevAttrMaxThreadsPerBlock: Maximum number of threads per block;
- cudaDevAttrMaxBlockDimX: Maximum x-dimension of a block;
- cudaDevAttrMaxBlockDimY: Maximum y-dimension of a block;
- cudaDevAttrMaxBlockDimZ: Maximum z-dimension of a block;
- cudaDevAttrMaxGridDimX: Maximum x-dimension of a grid;
- cudaDevAttrMaxGridDimY: Maximum y-dimension of a grid;
- cudaDevAttrMaxGridDimZ: Maximum z-dimension of a grid;
- cudaDevAttrMaxSharedMemoryPerBlock: Maximum amount of shared memory available to a thread block in bytes;
- cudaDevAttrTotalConstantMemory: Memory available on device for __constant__ variables in a CUDA C kernel in bytes;
- cudaDevAttrWarpSize: Warp size in threads;
- cudaDevAttrMaxPitch: Maximum pitch in bytes allowed by the memory copy functions that involve memory regions allocated through cudaMallocPitch();
- cudaDevAttrMaxTexture1DWidth: Maximum 1D texture width;
- cudaDevAttrMaxTexture1DLinearWidth: Maximum width for a 1D texture bound to linear memory;
- cudaDevAttrMaxTexture1DMipmappedWidth: Maximum mipmapped 1D texture width;
- cudaDevAttrMaxTexture2DWidth: Maximum 2D texture width;
- cudaDevAttrMaxTexture2DHeight: Maximum 2D texture height;
- `cudaDevAttrMaxTexture2DLinearWidth`: Maximum width for a 2D texture bound to linear memory;
- `cudaDevAttrMaxTexture2DLinearHeight`: Maximum height for a 2D texture bound to linear memory;
- `cudaDevAttrMaxTexture2DLinearPitch`: Maximum pitch in bytes for a 2D texture bound to linear memory;
- `cudaDevAttrMaxTexture2DMipmappedWidth`: Maximum mipmapped 2D texture width;
- `cudaDevAttrMaxTexture2DMipmappedHeight`: Maximum mipmapped 2D texture height;
- `cudaDevAttrMaxTexture3DWidth`: Maximum 3D texture width;
- `cudaDevAttrMaxTexture3DHeight`: Maximum 3D texture height;
- `cudaDevAttrMaxTexture3DDepth`: Maximum 3D texture depth;
- `cudaDevAttrMaxTexture3DWidthAlt`: Alternate maximum 3D texture width, 0 if no alternate maximum 3D texture size is supported;
- `cudaDevAttrMaxTexture3DHeightAlt`: Alternate maximum 3D texture height, 0 if no alternate maximum 3D texture size is supported;
- `cudaDevAttrMaxTexture3DDepthAlt`: Alternate maximum 3D texture depth, 0 if no alternate maximum 3D texture size is supported;
- `cudaDevAttrMaxTextureCubemapWidth`: Maximum cubemap texture width or height;
- `cudaDevAttrMaxTexture1DLayeredWidth`: Maximum 1D layered texture width;
- `cudaDevAttrMaxTexture1DLayeredLayers`: Maximum layers in a 1D layered texture;
- `cudaDevAttrMaxTexture2DLayeredWidth`: Maximum 2D layered texture width;
- `cudaDevAttrMaxTexture2DLayeredHeight`: Maximum 2D layered texture height;
- `cudaDevAttrMaxTexture2DLayeredLayers`: Maximum layers in a 2D layered texture;
- `cudaDevAttrMaxTextureCubemapLayeredWidth`: Maximum cubemap layered texture width or height;
- `cudaDevAttrMaxTextureCubemapLayeredLayers`: Maximum layers in a cubemap layered texture;
- `cudaDevAttrMaxSurface1DWidth`: Maximum 1D surface width;
- `cudaDevAttrMaxSurface2DWidth`: Maximum 2D surface width;
- `cudaDevAttrMaxSurface2DHeight`: Maximum 2D surface height;
- `cudaDevAttrMaxSurface3DWidth`: Maximum 3D surface width;
- `cudaDevAttrMaxSurface3DHeight`: Maximum 3D surface height;
- `cudaDevAttrMaxSurface3DDepth`: Maximum 3D surface depth;
- `cudaDevAttrMaxSurface1DLayeredWidth`: Maximum 1D layered surface width;
- `cudaDevAttrMaxSurface1DLayeredLayers`: Maximum layers in a 1D layered surface;
cudaDevAttrMaxSurface2DLayeredWidth: Maximum 2D layered surface width;
cudaDevAttrMaxSurface2DLayeredHeight: Maximum 2D layered surface height;
cudaDevAttrMaxSurface2DLayeredLayers: Maximum layers in a 2D layered surface;
cudaDevAttrMaxSurfaceCubemapWidth: Maximum cubemap surface width;
cudaDevAttrMaxSurfaceCubemapLayeredWidth: Maximum cubemap layered surface width;
cudaDevAttrMaxSurfaceCubemapLayeredLayers: Maximum layers in a cubemap layered surface;
cudaDevAttrMaxRegistersPerBlock: Maximum number of 32-bit registers available to a thread block;
cudaDevAttrClockRate: Peak clock frequency in kilohertz;
cudaDevAttrTextureAlignment: Alignment requirement; texture base addresses aligned to textureAlign bytes do not need an offset applied to texture fetches;
cudaDevAttrTexturePitchAlignment: Pitch alignment requirement for 2D texture references bound to pitched memory;
cudaDevAttrGpuOverlap: 1 if the device can concurrently copy memory between host and device while executing a kernel, or 0 if not;
cudaDevAttrMultiProcessorCount: Number of multiprocessors on the device;
cudaDevAttrKernelExecTimeout: 1 if there is a run time limit for kernels executed on the device, or 0 if not;
cudaDevAttrIntegrated: 1 if the device is integrated with the memory subsystem, or 0 if not;
cudaDevAttrCanMapHostMemory: 1 if the device can map host memory into the CUDA address space, or 0 if not;
cudaDevAttrComputeMode: Compute mode is the compute mode that the device is currently in. Available modes are as follows:
 (cudaComputeModeDefault: Default mode - Device is not restricted and multiple threads can use cudaSetDevice() with this device.
  cudaComputeModeExclusive: Compute-exclusive mode - Only one thread will be able to use cudaSetDevice() with this device.
  cudaComputeModeProhibited: Compute-prohibited mode - No threads can use cudaSetDevice() with this device.
  cudaComputeModeExclusiveProcess: Compute-exclusive-process mode - Many threads in one process will be able to use cudaSetDevice() with this device.
  cudaDevAttrConcurrentKernels: 1 if the device supports executing multiple kernels within the same context simultaneously, or 0 if not. It is not guaranteed that multiple kernels will be resident on the device concurrently so this feature should not be relied upon for correctness;
  cudaDevAttrEccEnabled: 1 if error correction is enabled on the device, 0 if error correction is disabled or not supported by the device;
- `cudaDevAttrPciBusId`: PCI bus identifier of the device;
- `cudaDevAttrPciDeviceId`: PCI device (also known as slot) identifier of the device;
- `cudaDevAttrTccDriver`: 1 if the device is using a TCC driver. TCC is only available on Tesla hardware running Windows Vista or later;
- `cudaDevAttrMemoryClockRate`: Peak memory clock frequency in kilohertz;
- `cudaDevAttrGlobalMemoryBusWidth`: Global memory bus width in bits;
- `cudaDevAttrL2CacheSize`: Size of L2 cache in bytes. 0 if the device doesn’t have L2 cache;
- `cudaDevAttrMaxThreadsPerMultiProcessor`: Maximum resident threads per multiprocessor;
- `cudaDevAttrUnifiedAddressing`: 1 if the device shares a unified address space with the host, or 0 if not;
- `cudaDevAttrComputeCapabilityMajor`: Major compute capability version number;
- `cudaDevAttrComputeCapabilityMinor`: Minor compute capability version number;
- `cudaDevAttrStreamPrioritiesSupported`: 1 if the device supports stream priorities, or 0 if not;
- `cudaDevAttrGlobalL1CacheSupported`: 1 if device supports caching globals in L1 cache, 0 if not;
- `cudaDevAttrMaxSharedMemoryPerMultiprocessor`: Maximum amount of shared memory available to a multiprocessor in bytes; this amount is shared by all thread blocks simultaneously resident on a multiprocessor;
- `cudaDevAttrMaxRegistersPerMultiprocessor`: Maximum number of 32-bit registers available to a multiprocessor; this number is shared by all thread blocks simultaneously resident on a multiprocessor;
- `cudaDevAttrManagedMemSupported`: 1 if device supports allocating managed memory, 0 if not;
- `cudaDevAttrIsMultiGpuBoard`: 1 if device is on a multi-GPU board, 0 if not;
- `cudaDevAttrMultiGpuBoardGroupID`: Unique identifier for a group of devices on the same multi-GPU board;
- `cudaDevAttrHostNativeAtomicSupported`: 1 if the link between the device and the host supports native atomic operations;
- `cudaDevAttrSingleToDoublePrecisionPerfRatio`: Ratio of single precision performance (in floating-point operations per second) to double precision performance;
- `cudaDevAttrPageableMemoryAccess`: 1 if the device supports coherently accessing pageable memory without calling cudaHostRegister on it, and 0 otherwise.
- `cudaDevAttrConcurrentManagedAccess`: 1 if the device can coherently access managed memory concurrently with the CPU, and 0 otherwise.
CUDA Runtime API

- `cudaDevAttrComputePreemptionSupported`: 1 if the device supports Compute Preemption, 0 if not.
- `cudaDevAttrCanUseHostPointerForRegisteredMem`: 1 if the device can access host registered memory at the same virtual address as the CPU, and 0 otherwise.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaGetDeviceCount`, `cudaGetDevice`, `cudaSetDevice`, `cudaChooseDevice`, `cudaGetDeviceProperties`

```c
__host__ cudaError_t cudaDeviceGetByPCIBusId (int *device, const char *pciBusId)
```

Returns a handle to a compute device.

**Parameters**

- `device` - Returned device ordinal
- `pciBusId` - String in one of the following forms: `[domain]:[bus]:[device]:[function]` [domain]: [bus]:[device] [bus]:[device].[function] where domain, bus, device, and function are all hexadecimal values

**Returns**

- `cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidDevice`

**Description**

Returns in `device` a device ordinal given a PCI bus ID string.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaDeviceGetPCIBusId`
__host__ __device__ cudaError_t
cudaDeviceGetCacheConfig (cudaFuncCache *pCacheConfig)

Returns the preferred cache configuration for the current device.

Parameters

pCacheConfig
- Returned cache configuration

Returns
cudaSuccess, cudaErrorInitializationError

Description

On devices where the L1 cache and shared memory use the same hardware resources, this returns through pCacheConfig the preferred cache configuration for the current device. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute functions.

This will return a pCacheConfig of cudaFuncCachePreferNone on devices where the size of the L1 cache and shared memory are fixed.

The supported cache configurations are:

- cudaFuncCachePreferNone: no preference for shared memory or L1 (default)
- cudaFuncCachePreferShared: prefer larger shared memory and smaller L1 cache
- cudaFuncCachePreferL1: prefer larger L1 cache and smaller shared memory
- cudaFuncCachePreferEqual: prefer equal size L1 cache and shared memory

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceSetCacheConfig, cudaFuncSetCacheConfig (C API),
cudaFuncSetCacheConfig (C++ API)
__host__ __device__ cudaError_t cudaDeviceGetLimit(size_t *pValue, cudaLimit limit)
Returns resource limits.

Parameters

pValue
- Returned size of the limit

limit
- Limit to query

Returns
cudaSuccess, cudaErrorUnsupportedLimit, cudaErrorInvalidValue

Description
Returns in *pValue the current size of limit. The supported cudaLimit values are:

- cudaLimitStackSize: stack size in bytes of each GPU thread;
- cudaLimitPrintfFifoSize: size in bytes of the shared FIFO used by the printf() and fprintf() device system calls.
- cudaLimitMallocHeapSize: size in bytes of the heap used by the malloc() and free() device system calls;
- cudaLimitDevRuntimeSyncDepth: maximum grid depth at which a thread can issue the device runtime call cudaDeviceSynchronize() to wait on child grid launches to complete.
- cudaLimitDevRuntimePendingLaunchCount: maximum number of outstanding device runtime launches.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceSetLimit
__host__cudaError_t cudaDeviceGetP2PAttribute (int *value, cudaDeviceP2PAttr attr, int srcDevice, int dstDevice)
Queries attributes of the link between two devices.

Parameters
value
- Returned value of the requested attribute
attr
srcDevice
- The source device of the target link.
dstDevice
- The destination device of the target link.

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue

Description
Returns in *value the value of the requested attribute attr of the link between srcDevice and dstDevice. The supported attributes are:

- CudaDevP2PAttrPerformanceRank: A relative value indicating the performance of the link between two devices. Lower value means better performance (0 being the value used for most performant link).
- CudaDevP2PAttrAccessSupported: 1 if peer access is enabled.
- CudaDevP2PAttrNativeAtomicSupported: 1 if native atomic operations over the link are supported.

Returns cudaErrorInvalidDevice if srcDevice or dstDevice are not valid or if they represent the same device.
Returns cudaErrorInvalidValue if attrib is not valid or if value is a null pointer.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaCtxEnablePeerAccess, cudaCtxDisablePeerAccess, cudaCtxCanAccessPeer
__host__cudaError_t cudaDeviceGetPCIBusId (char *pciBusId, int len, int device)

Returns a PCI Bus Id string for the device.

Parameters

pciBusId
- Returned identifier string for the device in the following format [domain]:[bus]:[device].[function] where domain, bus, device, and function are all hexadecimal values. pciBusId should be large enough to store 13 characters including the NULL-terminator.

len
- Maximum length of string to store in name

device
- Device to get identifier string for

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description

Returns an ASCII string identifying the device dev in the NULL-terminated string pointed to by pciBusId. len specifies the maximum length of the string that may be returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceGetByPCIBusId

__host___device__cudaError_t cudaDeviceGetSharedMemConfig (cudaSharedMemConfig *pConfig)

Returns the shared memory configuration for the current device.

Parameters

pConfig
- Returned cache configuration
Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInitializationError

Description
This function will return in pConfig the current size of shared memory banks on the current device. On devices with configurable shared memory banks, cudaDeviceSetSharedMemConfig can be used to change this setting, so that all subsequent kernel launches will by default use the new bank size. When cudaDeviceGetSharedMemConfig is called on devices without configurable shared memory, it will return the fixed bank size of the hardware.

The returned bank configurations can be either:

- cudaSharedMemBankSizeFourByte - shared memory bank width is four bytes.
- cudaSharedMemBankSizeEightByte - shared memory bank width is eight bytes.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceSetCacheConfig, cudaDeviceGetCacheConfig,
cudaDeviceSetSharedMemConfig, cudaFuncSetCacheConfig

__host__cudaError_t
cudaDeviceGetStreamPriorityRange (int *leastPriority,
int *greatestPriority)
Returns numerical values that correspond to the least and greatest stream priorities.

Parameters
leastPriority
- Pointer to an int in which the numerical value for least stream priority is returned
greatestPriority
- Pointer to an int in which the numerical value for greatest stream priority is returned

Returns
cudaSuccess, cudaErrorInvalidValue
Description

Returns in *leastPriority and *greatestPriority the numerical values that correspond to the least and greatest stream priorities respectively. Stream priorities follow a convention where lower numbers imply greater priorities. The range of meaningful stream priorities is given by [*greatestPriority, *leastPriority]. If the user attempts to create a stream with a priority value that is outside the the meaningful range as specified by this API, the priority is automatically clamped down or up to either *leastPriority or *greatestPriority respectively. See cudaStreamCreateWithPriority for details on creating a priority stream. A NULL may be passed in for *leastPriority or *greatestPriority if the value is not desired.

This function will return '0' in both *leastPriority and *greatestPriority if the current context’s device does not support stream priorities (see cudaDeviceGetAttribute).

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreateWithPriority, cudaStreamGetPriority

__host__ cudaError_t cudaDeviceReset (void)
Destroy all allocations and reset all state on the current device in the current process.

Returns
cudaSuccess

Description

Explicitly destroys and cleans up all resources associated with the current device in the current process. Any subsequent API call to this device will reinitialize the device.

Note that this function will reset the device immediately. It is the caller’s responsibility to ensure that the device is not being accessed by any other host threads from the process when this function is called.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceSynchronize

__host__ cudaError_t cudaDeviceSetCacheConfig (cudaFuncCache cacheConfig)
Sets the preferred cache configuration for the current device.

Parameters

cacheConfig
- Requested cache configuration

Returns

cudaSuccess, cudaErrorInitializationError

Description

On devices where the L1 cache and shared memory use the same hardware resources, this sets through cacheConfig the preferred cache configuration for the current device. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute the function. Any function preference set via cudaFuncSetCacheConfig (C API) or cudaFuncSetCacheConfig (C++ API) will be preferred over this device-wide setting. Setting the device-wide cache configuration to cudaFuncCachePreferNone will cause subsequent kernel launches to prefer to not change the cache configuration unless required to launch the kernel.

This setting does nothing on devices where the size of the L1 cache and shared memory are fixed.

Launching a kernel with a different preference than the most recent preference setting may insert a device-side synchronization point.

The supported cache configurations are:

- cudaFuncCachePreferNone: no preference for shared memory or L1 (default)
- cudaFuncCachePreferShared: prefer larger shared memory and smaller L1 cache
- cudaFuncCachePreferL1: prefer larger L1 cache and smaller shared memory
- cudaFuncCachePreferEqual: prefer equal size L1 cache and shared memory

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceGetCacheConfig, cudaFuncSetCacheConfig (C API),
cudaFuncSetCacheConfig (C++ API)

__host__cudaError_t cudaDeviceSetLimit (cudaLimit limit, size_t value)
Set resource limits.

Parameters
limit
- Limit to set
value
- Size of limit

Returns
cudaSuccess, cudaErrorUnsupportedLimit, cudaErrorInvalidValue,
cudaErrorMemoryAllocation

Description
Setting limit to value is a request by the application to update the current limit
maintained by the device. The driver is free to modify the requested value to meet h/w
requirements (this could be clamping to minimum or maximum values, rounding up
to nearest element size, etc). The application can use cudaDeviceGetLimit() to find out
exactly what the limit has been set to.

Setting each cudaLimit has its own specific restrictions, so each is discussed here.

- cudaLimitStackSize controls the stack size in bytes of each GPU thread.
- cudaLimitPrintfFifoSize controls the size in bytes of the shared FIFO used by the
  printf() and fprintf() device system calls. Setting cudaLimitPrintfFifoSize must not
  be performed after launching any kernel that uses the printf() or fprintf() device
  system calls - in such case cudaErrorInvalidValue will be returned.
- cudaLimitMallocHeapSize controls the size in bytes of the heap used by the malloc()
  and free() device system calls. Setting cudaLimitMallocHeapSize must not be
  performed after launching any kernel that uses the malloc() or free() device system
  calls - in such case cudaErrorInvalidValue will be returned.
- cudaLimitDevRuntimeSyncDepth controls the maximum nesting depth of a grid
  at which a thread can safely call cudaDeviceSynchronize(). Setting this limit must
  be performed before any launch of a kernel that uses the device runtime and calls
  cudaDeviceSynchronize() above the default sync depth, two levels of grids. Calls to
  cudaDeviceSynchronize() will fail with error code cudaErrorSyncDepthExceeded
  if the limitation is violated. This limit can be set smaller than the default or up the
maximum launch depth of 24. When setting this limit, keep in mind that additional levels of sync depth require the runtime to reserve large amounts of device memory which can no longer be used for user allocations. If these reservations of device memory fail, `cudaDeviceSetLimit` will return `cudaErrorMemoryAllocation`, and the limit can be reset to a lower value. This limit is only applicable to devices of compute capability 3.5 and higher. Attempting to set this limit on devices of compute capability less than 3.5 will result in the error `cudaErrorUnsupportedLimit` being returned.

- `cudaLimitDevRuntimePendingLaunchCount` controls the maximum number of outstanding device runtime launches that can be made from the current device. A grid is outstanding from the point of launch up until the grid is known to have been completed. Device runtime launches which violate this limitation fail and return `cudaErrorLaunchPendingCountExceeded` when `cudaGetLastError()` is called after launch. If more pending launches than the default (2048 launches) are needed for a module using the device runtime, this limit can be increased. Keep in mind that being able to sustain additional pending launches will require the runtime to reserve larger amounts of device memory upfront which can no longer be used for allocations. If these reservations fail, `cudaDeviceSetLimit` will return `cudaErrorMemoryAllocation`, and the limit can be reset to a lower value. This limit is only applicable to devices of compute capability 3.5 and higher. Attempting to set this limit on devices of compute capability less than 3.5 will result in the error `cudaErrorUnsupportedLimit` being returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaDeviceGetLimit`

```c
__host__cudaError_t cudaDeviceSetSharedMemConfig
(cudaSharedMemConfig config)
```

Sets the shared memory configuration for the current device.

**Parameters**

- `config`
  - Requested cache configuration

**Returns**

- `cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInitializationError`
Description

On devices with configurable shared memory banks, this function will set the shared memory bank size which is used for all subsequent kernel launches. Any per-function setting of shared memory set via `cudaFuncSetSharedMemConfig` will override the device wide setting.

Changing the shared memory configuration between launches may introduce a device side synchronization point.

Changing the shared memory bank size will not increase shared memory usage or affect occupancy of kernels, but may have major effects on performance. Larger bank sizes will allow for greater potential bandwidth to shared memory, but will change what kinds of accesses to shared memory will result in bank conflicts.

This function will do nothing on devices with fixed shared memory bank size.

The supported bank configurations are:

- `cudaSharedMemBankSizeDefault`: set bank width the device default (currently, four bytes)
- `cudaSharedMemBankSizeFourByte`: set shared memory bank width to be four bytes natively.
- `cudaSharedMemBankSizeEightByte`: set shared memory bank width to be eight bytes natively.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaDeviceSetCacheConfig`, `cudaDeviceGetCacheConfig`,
`cudaDeviceGetSharedMemConfig`, `cudaFuncSetCacheConfig`

`__host__ __device__ cudaError_t cudaDeviceSynchronize (void)`

Wait for compute device to finish.

Returns

cudaSuccess

Description

Blocks until the device has completed all preceding requested tasks.

`cudaDeviceSynchronize()` returns an error if one of the preceding tasks has failed. If the
cudaDeviceScheduleBlockingSync flag was set for this device, the host thread will block until the device has finished its work.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceReset

__host__ __device__ cudaError_t cudaGetDevice (int *device)
Returns which device is currently being used.

Parameters
device
- Returns the device on which the active host thread executes the device code.

Returns
cudaSuccess

Description
Returns in *device the current device for the calling host thread.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGetDeviceCount, cudaSetDevice, cudaGetDeviceProperties, cudaChooseDevice

__host__ __device__ cudaError_t cudaGetDeviceCount (int *count)
Returns the number of compute-capable devices.

Parameters
count
- Returns the number of devices with compute capability greater or equal to 2.0
Returns
cudaSuccess, cudaErrorNoDevice, cudaErrorInsufficientDriver

Description
Returns in \*count the number of devices with compute capability greater or equal to 2.0 that are available for execution. If there is no such device then cudaGetDeviceCount() will return cudaErrorNoDevice. If no driver can be loaded to determine if any such devices exist then cudaGetDeviceCount() will return cudaErrorInsufficientDriver.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGetDevice, cudaSetDevice, cudaGetDeviceProperties, cudaChooseDevice

__host__cudaError_t cudaGetDeviceFlags (unsigned int \*flags)

Gets the flags for the current device.

Parameters
flags
- Pointer to store the device flags

Returns
cudaSuccess, cudaErrorInvalidDevice

Description
Returns in flags the flags for the current device. If there is a current device for the calling thread, and the device has been initialized or flags have been set on that device specifically, the flags for the device are returned. If there is no current device, but flags have been set for the thread with cudaSetDeviceFlags, the thread flags are returned. Finally, if there is no current device and no thread flags, the flags for the first device are returned, which may be the default flags. Compare to the behavior of cudaSetDeviceFlags.

Typically, the flags returned should match the behavior that will be seen if the calling thread uses a device after this call, without any change to the flags or current device inbetween by this or another thread. Note that if the device is not initialized, it is possible for another thread to change the flags for the current device before it is
initialized. Additionally, when using exclusive mode, if this thread has not requested a specific device, it may use a device other than the first device, contrary to the assumption made by this function.

If a context has been created via the driver API and is current to the calling thread, the flags for that context are always returned.

Flags returned by this function may specifically include \texttt{cudaDeviceMapHost} even though it is not accepted by \texttt{cudaSetDeviceFlags} because it is implicit in runtime API flags. The reason for this is that the current context may have been created via the driver API in which case the flag is not implicit and may be unset.

\textbf{See also:}
\texttt{cudaGetDevice}, \texttt{cudaGetDeviceProperties}, \texttt{cudaSetDevice}, \texttt{cudaSetDeviceFlags}

\begin{verbatim}
__host__ cudaError_t cudaGetDeviceProperties (cudaDeviceProp *prop, int device)
Returns information about the compute-device.

\textbf{Parameters}
\begin{verbatim}
prop
  - Properties for the specified device
device
  - Device number to get properties for
\end{verbatim}

\textbf{Returns}
\begin{verbatim}
cudaSuccess, cudaErrorInvalidDevice
\end{verbatim}
\end{verbatim}
Description

Returns in *prop the properties of device dev. The cudaDeviceProp structure is defined as:

```c
struct cudaDeviceProp {
    char name[256];
    size_t totalGlobalMem;
    size_t sharedMemPerBlock;
    int_regsPerBlock;
    int WarpSize;
    size_t memPitch;
    int maxThreadsPerBlock;
    int maxThreadsDim[3];
    int maxGridSize[3];
    int clockRate;
    size_t totalConstMem;
    int_major;
    int minor;
    size_t textureAlignment;
    size_t texturePitchAlignment;
    int_deviceOverlap;
    int_multiProcessorCount;
    int kernelExecTimeoutEnabled;
    int integrated;
    int canMapHostMemory;
    int computeMode;
    int maxTexture1D;
    int maxTexture1DMipmap;
    int maxTexture1DLinear;
    int maxTexture2D[2];
    int maxTexture2DMipmap[2];
    int maxTexture2DLinear[3];
    int maxTexture2DGather[2];
    int maxTexture3D[3];
    int maxTexture3DAlt[3];
    int maxTextureCubeMap;
    int maxTexture1DLayered[2];
    int maxTexture2DLayered[3];
    int maxTextureCubeMapLayered[2];
    int maxSurface1D;
    int maxSurface2D[2];
    int maxSurface3D[3];
    int maxSurface1DLayered[2];
    int maxSurface2DLayered[3];
    int maxSurfaceCubeMap;
    int maxSurfaceCubeMapLayered[2];
    size_t textureAlignment;
    int concurrentKernels;
    int ECCEnabled;
    int pciBusID;
    int pciDeviceID;
    int pciDomainID;
    int tccDriver;
    int asyncEngineCount;
    int unifiedAddressing;
    int memoryClockRate;
    int memoryBusWidth;
    int l2CacheSize;
    int maxThreadsPerMultiProcessor;
    int streamPrioritiesSupported;
    int globalL1CacheSupported;
    int localL1CacheSupported;
    size_t sharedMemPerMultiProcessor;
    int_regsPerMultiProcessor;
    int managedMemSupported;
    int isMultiGpuBoard;
    int multiGpuBoardGroupID;
    int singleToDoublePrecisionPerfRatio;
    int pageableMemoryAccess;
    int concurrentManagedAccess;
};
```
where:

- `name[256]` is an ASCII string identifying the device;
- `totalGlobalMem` is the total amount of global memory available on the device in bytes;
- `sharedMemPerBlock` is the maximum amount of shared memory available to a thread block in bytes;
- `regsPerBlock` is the maximum number of 32-bit registers available to a thread block;
- `warpSize` is the warp size in threads;
- `memPitch` is the maximum pitch in bytes allowed by the memory copy functions that involve memory regions allocated through `cudaMallocPitch()`;
- `maxThreadsPerBlock` is the maximum number of threads per block;
- `maxThreadsDim[3]` contains the maximum size of each dimension of a block;
- `maxGridSize[3]` contains the maximum size of each dimension of a grid;
- `clockRate` is the clock frequency in kilohertz;
- `totalConstMem` is the total amount of constant memory available on the device in bytes;
- `major, minor` are the major and minor revision numbers defining the device’s compute capability;
- `textureAlignment` is the alignment requirement; texture base addresses that are aligned to `textureAlignment` bytes do not need an offset applied to texture fetches;
- `texturePitchAlignment` is the pitch alignment requirement for 2D texture references that are bound to pitched memory;
- `deviceOverlap` is 1 if the device can concurrently copy memory between host and device while executing a kernel, or 0 if not. Deprecated, use instead `asyncEngineCount`.
- `multiProcessorCount` is the number of multiprocessors on the device;
- `kernelExecTimeoutEnabled` is 1 if there is a run time limit for kernels executed on the device, or 0 if not.
- `integrated` is 1 if the device is an integrated (motherboard) GPU and 0 if it is a discrete (card) component.
- `canMapHostMemory` is 1 if the device can map host memory into the CUDA address space for use with `cudaHostAlloc()`/`cudaHostGetDevicePointer()`, or 0 if not;
- `computeMode` is the compute mode that the device is currently in. Available modes are as follows:
  - `cudaComputeModeDefault`: Default mode - Device is not restricted and multiple threads can use `cudaSetDevice()` with this device.
  - `cudaComputeModeExclusive`: Compute-exclusive mode - Only one thread will be able to use `cudaSetDevice()` with this device.
  - `cudaComputeModeProhibited`: Compute-prohibited mode - No threads can use `cudaSetDevice()` with this device.
- **cudaComputeModeExclusiveProcess**: Compute-exclusive-process mode - Many threads in one process will be able to use `cudaSetDevice()` with this device.

  If `cudaSetDevice()` is called on an already occupied device with computeMode `cudaComputeModeExclusive`, `cudaErrorDeviceAlreadyInUse` will be immediately returned indicating the device cannot be used. When an occupied exclusive mode device is chosen with `cudaSetDevice`, all subsequent non-device management runtime functions will return `cudaErrorDevicesUnavailable`.

- **maxTexture1D** is the maximum 1D texture size.
- **maxTexture1DMipmap** is the maximum 1D mipmapped texture size.
- **maxTexture1DLinear** is the maximum 1D texture size for textures bound to linear memory.
- **maxTexture2D[2]** contains the maximum 2D texture dimensions.
- **maxTexture2DMipmap[2]** contains the maximum 2D mipmapped texture dimensions.
- **maxTexture2DLinear[2]** contains the maximum 2D texture dimensions for 2D textures bound to pitch linear memory.
- **maxTexture2DGather[2]** contains the maximum 2D texture dimensions if texture gather operations have to be performed.
- **maxTexture3D[3]** contains the maximum 3D texture dimensions.
- **maxTexture3DAlt[3]** contains the maximum alternate 3D texture dimensions.
- **maxTextureCubeMap** is the maximum cubemap texture width or height.
- **maxTexture1DLayered[2]** contains the maximum 1D layered texture dimensions.
- **maxTexture2DLayered[3]** contains the maximum 2D layered texture dimensions.
- **maxTextureCubeMapLayered[2]** contains the maximum cubemap layered texture dimensions.
- **maxSurface1D** is the maximum 1D surface size.
- **maxSurface2D[2]** contains the maximum 2D surface dimensions.
- **maxSurface3D[3]** contains the maximum 3D surface dimensions.
- **maxSurface1DLayered[2]** contains the maximum 1D layered surface dimensions.
- **maxSurface2DLayered[3]** contains the maximum 2D layered surface dimensions.
- **maxSurfaceCubeMap** is the maximum cubemap surface width or height.
- **maxSurfaceCubeMapLayered[2]** contains the maximum cubemap layered surface dimensions.
- **surfaceAlignment** specifies the alignment requirements for surfaces.
- **concurrentKernels** is 1 if the device supports executing multiple kernels within the same context simultaneously, or 0 if not. It is not guaranteed that multiple kernels will be resident on the device concurrently so this feature should not be relied upon for correctness;
- **ECCEnabled** is 1 if the device has ECC support turned on, or 0 if not.
- **pciBusID** is the PCI bus identifier of the device.
- `pciDeviceID` is the PCI device (sometimes called slot) identifier of the device.
- `pciDomainID` is the PCI domain identifier of the device.
- `tccDriver` is 1 if the device is using a TCC driver or 0 if not.
- `asyncEngineCount` is 1 when the device can concurrently copy memory between host and device while executing a kernel. It is 2 when the device can concurrently copy memory between host and device in both directions and execute a kernel at the same time. It is 0 if neither of these is supported.
- `unifiedAddressing` is 1 if the device shares a unified address space with the host and 0 otherwise.
- `memoryClockRate` is the peak memory clock frequency in kilohertz.
- `memoryBusWidth` is the memory bus width in bits.
- `l2CacheSize` is L2 cache size in bytes.
- `maxThreadsPerMultiProcessor` is the number of maximum resident threads per multiprocessor.
- `streamPrioritiesSupported` is 1 if the device supports stream priorities, or 0 if it is not supported.
- `globalL1CacheSupported` is 1 if the device supports caching of globals in L1 cache, or 0 if it is not supported.
- `localL1CacheSupported` is 1 if the device supports caching of locals in L1 cache, or 0 if it is not supported.
- `sharedMemPerMultiprocessor` is the maximum amount of shared memory available to a multiprocessor in bytes; this amount is shared by all thread blocks simultaneously resident on a multiprocessor;
- `regsPerMultiprocessor` is the maximum number of 32-bit registers available to a multiprocessor; this number is shared by all thread blocks simultaneously resident on a multiprocessor;
- `managedMemory` is 1 if the device supports allocating managed memory on this system, or 0 if it is not supported.
- `isMultiGpuBoard` is 1 if the device is on a multi-GPU board (e.g. Gemini cards), and 0 if not;
- `multiGpuBoardGroupID` is a unique identifier for a group of devices associated with the same board. Devices on the same multi-GPU board will share the same identifier;
- `singleToDoublePrecisionPerfRatio` is the ratio of single precision performance (in floating-point operations per second) to double precision performance.
- ` pageableMemoryAccess` is 1 if the device supports coherently accessing pageable memory without calling cudaHostRegister on it, and 0 otherwise.
- `concurrentManagedAccess` is 1 if the device can coherently access managed memory concurrently with the CPU, and 0 otherwise.

**See also:**
cudaGetDeviceCount, cudaGetDevice, cudaSetDevice, cudaChooseDevice, cudaDeviceGetAttribute

__host__cudaError_t cudaIpcCloseMemHandle (void *devPtr)
Close memory mapped with cudaIpcOpenMemHandle.

Parameters

devPtr
- Device pointer returned by cudaIpcOpenMemHandle

Returns
cudaSuccess, cudaErrorMapBufferObjectFailed, cudaErrorInvalidResourceHandle,

Description
Unmaps memory returned by cudaIpcOpenMemHandle. The original allocation in the exporting process as well as imported mappings in other processes will be unaffected.

Any resources used to enable peer access will be freed if this is the last mapping using them.

IPC functionality is restricted to devices with support for unified addressing on Linux operating systems.

See also:
cudaMalloc, cudaFree, cudaIpcGetEventHandle, cudaIpcOpenEventHandle, cudaIpcGetMemHandle, cudaIpcOpenMemHandle,

__host__cudaError_t cudaIpcGetEventHandle (cudaIpcEventHandle_t *handle, cudaEvent_t event)
Gets an interprocess handle for a previously allocated event.

Parameters

handle
- Pointer to a user allocated cudaIpcEventHandle in which to return the opaque event handle

event
- Event allocated with cudaEventInterprocess and cudaEventDisableTiming flags.
Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorMemoryAllocation, cudaErrorMapBufferObjectFailed

Description

Takes as input a previously allocated event. This event must have been created with the cudaEventInterprocess and cudaEventDisableTiming flags set. This opaque handle may be copied into other processes and opened with cudaMemcpyEventHandle to allow efficient hardware synchronization between GPU work in different processes.

After the event has been opened in the importing process, cudaEventRecord, cudaEventSynchronize, cudaStreamWaitEvent and cudaEventQuery may be used in either process. Performing operations on the imported event after the exported event has been freed with cudaEventDestroy will result in undefined behavior.

IPC functionality is restricted to devices with support for unified addressing on Linux operating systems.

See also:
cudaEventCreate, cudaEventDestroy, cudaEventSynchronize, cudaEventQuery, cudaStreamWaitEvent, cudaMemcpyEventHandle, cudaMemcpyMemHandle, cudaMemcpyCloseMemHandle

__host__cudaError_t cudaMemcpyMemHandle (cudaMemHandle_t *handle, void *devPtr)

 Gets an interprocess memory handle for an existing device memory allocation.

Parameters

handle
  - Pointer to user allocated cudaMemcpyMemHandle to return the handle in.

devPtr
  - Base pointer to previously allocated device memory

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorMemoryAllocation, cudaErrorMapBufferObjectFailed,

Description

Takes a pointer to the base of an existing device memory allocation created with cudaMemcpy and exports it for use in another process. This is a lightweight operation and may be called multiple times on an allocation without adverse effects.
If a region of memory is freed with `cudaFree` and a subsequent call to `cudaMalloc` returns memory with the same device address, `cudaIpcGetMemHandle` will return a unique handle for the new memory.

IPC functionality is restricted to devices with support for unified addressing on Linux operating systems.

See also:

`cudaMalloc`, `cudaFree`, `cudaIpcGetEventHandle`, `cudaIpcOpenEventHandle`, `cudaIpcOpenMemHandle`, `cudaIpcCloseMemHandle`

```c
__host__ cudaError_t cudaIpcOpenEventHandle( cudaEvent_t *event, cudaIpcEventHandle_t handle )
```

Opens an interprocess event handle for use in the current process.

**Parameters**

- `event` - Returns the imported event
- `handle` - Interprocess handle to open

**Returns**

`cudaSuccess`, `cudaErrorMapBufferObjectFailed`, `cudaErrorInvalidResourceHandle`

**Description**

Opens an interprocess event handle exported from another process with `cudaIpcGetEventHandle`. This function returns a `cudaEvent_t` that behaves like a locally created event with the `cudaEventDisableTiming` flag specified. This event must be freed with `cudaEventDestroy`.

Performing operations on the imported event after the exported event has been freed with `cudaEventDestroy` will result in undefined behavior.

IPC functionality is restricted to devices with support for unified addressing on Linux operating systems.

See also:

`cudaEventCreate`, `cudaEventDestroy`, `cudaEventSynchronize`, `cudaEventQuery`, `cudaStreamWaitEvent`, `cudaIpcGetEventHandle`, `cudaIpcGetMemHandle`, `cudaIpcOpenMemHandle`, `cudaIpcCloseMemHandle`
__host__cudaError_t cudaMemcpyHandle (void **devPtr, cudaMemcpyHandle_t handle, unsigned int flags)

Opens an interprocess memory handle exported from another process and returns a device pointer usable in the local process.

Parameters

devPtr
- Returned device pointer

handle
- cudaMemcpyHandle to open

flags
- Flags for this operation. Must be specified as cudaMemcpyLazyEnablePeerAccess

Returns
cudaSuccess, cudaMemcpyMapBufferObjectFailed, cudaMemcpyInvalidResourceHandle, cudaMemcpyTooManyPeers

Description

Maps memory exported from another process with cudaMemcpyHandle into the current device address space. For contexts on different devices cudaMemcpyHandle can attempt to enable peer access between the devices as if the user called cudaMemcpyDeviceEnablePeerAccess. This behavior is controlled by the cudaMemcpyMemLazyEnablePeerAccess flag. cudaMemcpyDeviceCanAccessPeer can determine if a mapping is possible.

Contexts that may open cudaMemcpyHandles are restricted in the following way. cudaMemcpyHandles from each device in a given process may only be opened by one context per device per other process.

Memory returned from cudaMemcpyHandle must be freed with cudaMemcpyCloseHandle.

Calling cudaMemcpy on an exported memory region before calling cudaMemcpyCloseHandle in the importing context will result in undefined behavior.

IPC functionality is restricted to devices with support for unified addressing on Linux operating systems.

No guarantees are made about the address returned in *devPtr. In particular, multiple processes may not receive the same address for the same handle.
See also:
cudaMalloc, cudaFree, cudaIpcGetEventHandle, cudaIpcOpenEventHandle,
cudaIpcGetMemHandle, cudaIpcCloseMemHandle, cudaDeviceEnablePeerAccess,
cudaDeviceCanAccessPeer,

__host__cudaError_t cudaSetDevice (int device)
Set device to be used for GPU executions.

Parameters
device
- Device on which the active host thread should execute the device code.

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorDeviceAlreadyInUse

Description
Sets device as the current device for the calling host thread. Valid device id’s are 0 to (cudaGetDeviceCount() - 1).

Any device memory subsequently allocated from this host thread using cudaMemcpy(), cudaMemcpyPitch() or cudaMemcpyArray() will be physically resident on device. Any host memory allocated from this host thread using cudaMemcpyHost() or cudaMemcpyHost() or cudaMemcpyHost() will have its lifetime associated with device. Any streams or events created from this host thread will be associated with device. Any kernels launched from this host thread using the <<<>>> operator or cudaMemcpyHost() will be executed on device.

This call may be made from any host thread, to any device, and at any time. This function will do no synchronization with the previous or new device, and should be considered a very low overhead call.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGetDeviceCount, cudaGetDevice, cudaGetDeviceProperties, cudaChooseDevice
__host__cudaError_t cudaSetDeviceFlags (unsigned int flags)

Sets flags to be used for device executions.

Parameters

flags
- Parameters for device operation

Returns

cudaSuccess, cudaErrorInvalidDevice, cudaErrorSetOnActiveProcess

Description

Records flags as the flags to use when initializing the current device. If no device has been made current to the calling thread, then flags will be applied to the initialization of any device initialized by the calling host thread, unless that device has had its initialization flags set explicitly by this or any host thread.

If the current device has been set and that device has already been initialized then this call will fail with the error cudaErrorSetOnActiveProcess. In this case it is necessary to reset device using cudaDeviceReset() before the device's initialization flags may be set.

The two LSBs of the flags parameter can be used to control how the CPU thread interacts with the OS scheduler when waiting for results from the device.

- cudaDeviceScheduleAuto: The default value if the flags parameter is zero, uses a heuristic based on the number of active CUDA contexts in the process C and the number of logical processors in the system P. If C > P, then CUDA will yield to other OS threads when waiting for the device, otherwise CUDA will not yield while waiting for results and actively spin on the processor.
- cudaDeviceScheduleSpin: Instruct CUDA to actively spin when waiting for results from the device. This can decrease latency when waiting for the device, but may lower the performance of CPU threads if they are performing work in parallel with the CUDA thread.
- cudaDeviceScheduleYield: Instruct CUDA to yield its thread when waiting for results from the device. This can increase latency when waiting for the device, but can increase the performance of CPU threads performing work in parallel with the device.
- cudaDeviceScheduleBlockingSync: Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the device to finish work.
- cudaDeviceBlockingSync: Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the device to finish work.
Deprecation: This flag was deprecated as of CUDA 4.0 and replaced with `cudaDeviceScheduleBlockingSync`.

- **cudaDeviceMapHost**: This flag enables allocating pinned host memory that is accessible to the device. It is implicit for the runtime but may be absent if a context is created using the driver API. If this flag is not set, `cudaHostGetDevicePointer()` will always return a failure code.

- **cudaDeviceLmemResizeToMax**: Instruct CUDA to not reduce local memory after resizing local memory for a kernel. This can prevent thrashing by local memory allocations when launching many kernels with high local memory usage at the cost of potentially increased memory usage.

See also:

- `cudaGetDeviceFlags`, `cudaGetDeviceCount`, `cudaGetDevice`, `cudaGetDeviceProperties`, `cudaSetDevice`, `cudaSetValidDevices`, `cudaChooseDevice`

```c
__host__ cudaError_t cudaSetValidDevices (int *device_arr, int len)
```

Set a list of devices that can be used for CUDA.

**Parameters**

- **device_arr**: List of devices to try
- **len**: Number of devices in specified list

**Returns**

- `cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidDevice`

**Description**

Sets a list of devices for CUDA execution in priority order using `device_arr`. The parameter `len` specifies the number of elements in the list. CUDA will try devices from the list sequentially until it finds one that works. If this function is not called, or if it is called with a `len` of 0, then CUDA will go back to its default behavior of trying devices sequentially from a default list containing all of the available CUDA devices in the system. If a specified device ID in the list does not exist, this function will return `cudaErrorInvalidDevice`. If `len` is not 0 and `device_arr` is NULL or if `len` exceeds the number of devices in the system, then `cudaErrorInvalidValue` is returned.
4.2. Thread Management [DEPRECATED]

This section describes deprecated thread management functions of the CUDA runtime application programming interface.

__host__.cudaError_t cudaThreadExit (void)

Exit and clean up from CUDA launches.

Returns

cudaSuccess

Description

Deprecated

Note that this function is deprecated because its name does not reflect its behavior. Its functionality is identical to the non-deprecated function cudaDeviceReset(), which should be used instead.

Explicitly destroys all cleans up all resources associated with the current device in the current process. Any subsequent API call to this device will reinitialize the device.

Note that this function will reset the device immediately. It is the caller’s responsibility to ensure that the device is not being accessed by any other host threads from the process when this function is called.

See also:

cudaDeviceReset
__host__ cudaError_t cudaThreadGetCacheConfig (cudaFuncCache *pCacheConfig)

Returns the preferred cache configuration for the current device.

Parameters

pCacheConfig
- Returned cache configuration

Returns
cudaSuccess, cudaErrorInitializationError

Description

Deprecated

Note that this function is deprecated because its name does not reflect its behavior. Its functionality is identical to the non-deprecated function cudaDeviceGetCacheConfig(), which should be used instead.

On devices where the L1 cache and shared memory use the same hardware resources, this returns through pCacheConfig the preferred cache configuration for the current device. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute functions.

This will return a pCacheConfig of cudaFuncCachePreferNone on devices where the size of the L1 cache and shared memory are fixed.

The supported cache configurations are:

- cudaFuncCachePreferNone: no preference for shared memory or L1 (default)
- cudaFuncCachePreferShared: prefer larger shared memory and smaller L1 cache
- cudaFuncCachePreferL1: prefer larger L1 cache and smaller shared memory

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceGetCacheConfig
__host__cudaError_t cudaThreadGetLimit (size_t *pValue, cudaLimit limit)

Returns resource limits.

**Parameters**

* pValue  
  - Returned size in bytes of limit
* limit  
  - Limit to query

**Returns**

cudaSuccess, cudaErrorUnsupportedLimit, cudaErrorInvalidValue

**Description**

Deprecated

Note that this function is deprecated because its name does not reflect its behavior. Its functionality is identical to the non-deprecated function cudaDeviceGetLimit(), which should be used instead.

Returns in *pValue the current size of limit. The supported cudaLimit values are:

- `cudaLimitStackSize`: stack size of each GPU thread;
- `cudaLimitPrintfFifoSize`: size of the shared FIFO used by the printf() and fprintf() device system calls.
- `cudaLimitMallocHeapSize`: size of the heap used by the malloc() and free() device system calls;

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

cudaDeviceGetLimit
__host__cudaError_t cudaThreadSetCacheConfig (cudaFuncCache cacheConfig)
Sets the preferred cache configuration for the current device.

Parameters

cacheConfig
- Requested cache configuration

Returns

cudaSuccess, cudaErrorInitializationError

Description

Deprecated

Note that this function is deprecated because its name does not reflect its behavior. Its functionality is identical to the non-deprecated function cudaDeviceSetCacheConfig(), which should be used instead.

On devices where the L1 cache and shared memory use the same hardware resources, this sets through cacheConfig the preferred cache configuration for the current device. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute the function. Any function preference set via cudaFuncSetCacheConfig (C API) or cudaFuncSetCacheConfig (C++ API) will be preferred over this device-wide setting. Setting the device-wide cache configuration to cudaFuncCachePreferNone will cause subsequent kernel launches to prefer to not change the cache configuration unless required to launch the kernel.

This setting does nothing on devices where the size of the L1 cache and shared memory are fixed.

Launching a kernel with a different preference than the most recent preference setting may insert a device-side synchronization point.

The supported cache configurations are:

- cudaFuncCachePreferNone: no preference for shared memory or L1 (default)
- cudaFuncCachePreferShared: prefer larger shared memory and smaller L1 cache
- cudaFuncCachePreferL1: prefer larger L1 cache and smaller shared memory

Note that this function may also return error codes from previous, asynchronous launches.
See also:
cudaDeviceSetCacheConfig

__host__cudaError_t cudaThreadSetLimit (cudaLimit limit, size_t value)
Set resource limits.

Parameters

limit
- Limit to set

value
- Size in bytes of limit

Returns
cudaSuccess, cudaErrorUnsupportedLimit, cudaErrorInvalidValue

Description
Deprecated
Note that this function is deprecated because its name does not reflect its behavior. Its functionality is identical to the non-deprecated function cudaDeviceSetLimit(), which should be used instead.

Setting limit to value is a request by the application to update the current limit maintained by the device. The driver is free to modify the requested value to meet h/w requirements (this could be clamping to minimum or maximum values, rounding up to nearest element size, etc). The application can use cudaThreadGetLimit() to find out exactly what the limit has been set to.

Setting each cudaLimit has its own specific restrictions, so each is discussed here.

- cudaLimitStackSize controls the stack size of each GPU thread.

- cudaLimitPrintfFifoSize controls the size of the shared FIFO used by the printf() and fprintf() device system calls. Setting cudaLimitPrintfFifoSize must be performed before launching any kernel that uses the printf() or fprintf() device system calls, otherwise cudaErrorInvalidValue will be returned.

- cudaLimitMallocHeapSize controls the size of the heap used by the malloc() and free() device system calls. Setting cudaLimitMallocHeapSize must be performed before launching any kernel that uses the malloc() or free() device system calls, otherwise cudaErrorInvalidValue will be returned.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceSetLimit

__host__cudaError_t cudaThreadSynchronize (void)

Wait for compute device to finish.

Returns
cudaSuccess

Description
Deprecated
Note that this function is deprecated because its name does not reflect its behavior. Its functionality is similar to the non-deprecated function cudaDeviceSynchronize(), which should be used instead.

Blocks until the device has completed all preceding requested tasks. cudaThreadSynchronize() returns an error if one of the preceding tasks has failed. If the cudaDeviceScheduleBlockingSync flag was set for this device, the host thread will block until the device has finished its work.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceSynchronize

4.3. Error Handling

This section describes the error handling functions of the CUDA runtime application programming interface.
__host____device__const char *cudaGetErrorName (cudaError_t error)
Returns the string representation of an error code enum name.

Parameters
error
- Error code to convert to string

Returns
char* pointer to a NULL-terminated string

Description
Returns a string containing the name of an error code in the enum. If the error code is not recognized, "unrecognized error code" is returned.

See also:
cudaGetErrorString, cudaGetLastError, cudaPeekAtLastError, cudaError

__host____device__const char *cudaGetErrorString (cudaError_t error)
Returns the description string for an error code.

Parameters
error
- Error code to convert to string

Returns
char* pointer to a NULL-terminated string

Description
Returns the description string for an error code. If the error code is not recognized, "unrecognized error code" is returned.

See also:
cudaGetErrorName, cudaGetLastError, cudaPeekAtLastError, cudaError
__host____device__cudaError_t cudaGetLastError (void)
Returns the last error from a runtime call.

Returns

Description
Returns the last error that has been produced by any of the runtime calls in the same host thread and resets it to cudaSuccess.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaPeekAtLastError, cudaGetErrorName, cudaGetErrorString, cudaError

__host____device__cudaError_t cudaPeekAtLastError (void)
Returns the last error from a runtime call.

Returns
cudaSuccess, cudaErrorMissingConfiguration, cudaErrorMemoryAllocation, cudaErrorInitializationError, cudaErrorLaunchFailure, cudaErrorLaunchTimeout, cudaErrorLaunchOutOfResources, cudaErrorInvalidDeviceFunction, cudaErrorInvalidConfiguration, cudaErrorInvalidDevice, cudaErrorInvalidValue, cudaErrorInvalidPitchValue, cudaErrorInvalidSymbol, cudaErrorUnmapBufferObjectFailed, cudaErrorInvalidHostPointer, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture, cudaErrorInvalidTextureBinding, cudaErrorInvalidChannelDescriptor,
cudaErrorInvalidMemcpyDirection, cudaErrorInvalidFilterSetting,
cudaErrorInvalidNormSetting, cudaErrorUnknown, cudaErrorInvalidResourceHandle,
cudaErrorInsufficientDriver, cudaErrorSetOnActiveProcess, cudaErrorStartupFailure,

**Description**

Returns the last error that has been produced by any of the runtime calls in the same host thread. Note that this call does not reset the error to cudaSuccess like cudaGetLastError().

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**
cudaGetLastError, cudaGetErrorName, cudaGetErrorString, cudaError

### 4.4. Stream Management

This section describes the stream management functions of the CUDA runtime application programming interface.

```c
typedef void (CUDART_CB *cudaStreamCallback_t)(cudaStream_t stream, cudaError_t status, void* userData)
```

Type of stream callback functions.

```c
__host__cudaError_t cudaStreamAddCallback (cudaStream_t stream, cudaStreamCallback_t callback, void *userData, unsigned int flags)
```

Add a callback to a compute stream.

**Parameters**

- **stream**
  - Stream to add callback to
- **callback**
  - The function to call once preceding stream operations are complete
- **userData**
  - User specified data to be passed to the callback function
flags
- Reserved for future use, must be 0

Returns
cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorNotSupported

Description
Adds a callback to be called on the host after all currently enqueued items in the stream have completed. For each cudaStreamAddCallback call, a callback will be executed exactly once. The callback will block later work in the stream until it is finished.

The callback may be passed cudaSuccess or an error code. In the event of a device error, all subsequently executed callbacks will receive an appropriate cudaError_t.

Callbacks must not make any CUDA API calls. Attempting to use CUDA APIs will result in cudaErrorNotPermitted. Callbacks must not perform any synchronization that may depend on outstanding device work or other callbacks that are not mandated to run earlier. Callbacks without a mandated order (in independent streams) execute in undefined order and may be serialized.

For the purposes of Unified Memory, callback execution makes a number of guarantees:

- The callback stream is considered idle for the duration of the callback. Thus, for example, a callback may always use memory attached to the callback stream.
- The start of execution of a callback has the same effect as synchronizing an event recorded in the same stream immediately prior to the callback. It thus synchronizes streams which have been "joined" prior to the callback.
- Adding device work to any stream does not have the effect of making the stream active until all preceding callbacks have executed. Thus, for example, a callback might use global attached memory even if work has been added to another stream, if it has been properly ordered with an event.
- Completion of a callback does not cause a stream to become active except as described above. The callback stream will remain idle if no device work follows the callback, and will remain idle across consecutive callbacks without device work in between. Thus, for example, stream synchronization can be done by signaling from a callback at the end of the stream.

- This function uses standard default stream semantics.
- Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreate, cudaStreamCreateWithFlags, cudaStreamQuery,
cudaStreamSynchronize, cudaStreamWaitEvent, cudaStreamDestroy,
cudaMallocManaged, cudaStreamAttachMemAsync

__host__ cudaError_t cudaStreamAttachMemAsync
(cudaStream_t stream, void *devPtr, size_t length,
unsigned int flags)

Attach memory to a stream asynchronously.

Parameters

stream
- Stream in which to enqueue the attach operation
devPtr
- Pointer to memory (must be a pointer to managed memory)
length
- Length of memory (must be zero, defaults to zero)
flags
- Must be one of cudaMemAttachGlobal, cudaMemAttachHost or cudaMemAttachSingle (defaults to cudaMemAttachSingle)

Returns
cudaSuccess, cudaErrorNotReady, cudaErrorInvalidValue
cudaErrorInvalidResourceHandle

Description

Enqueues an operation in stream to specify stream association of length bytes of memory starting from devPtr. This function is a stream-ordered operation, meaning that it is dependent on, and will only take effect when, previous work in stream has completed. Any previous association is automatically replaced.

devPtr must point to an address within managed memory space declared using the __managed__ keyword or allocated with cudaMallocManaged.

length must be zero, to indicate that the entire allocation's stream association is being changed. Currently, it's not possible to change stream association for a portion of an allocation. The default value for length is zero.

The stream association is specified using flags which must be one of cudaMemAttachGlobal, cudaMemAttachHost or cudaMemAttachSingle. The default value for flags is cudaMemAttachSingle. If the cudaMemAttachGlobal flag is specified, the memory can be accessed by any stream on any device. If the cudaMemAttachHost flag is specified, the program makes a guarantee that it won't access the memory on the device from any stream on a device that has a zero value for the device attribute.
cudaDevAttrConcurrentManagedAccess. If the cudaMemAttachSingle flag is specified and stream is associated with a device that has a zero value for the device attribute cudaDevAttrConcurrentManagedAccess, the program makes a guarantee that it will only access the memory on the device from stream. It is illegal to attach singly to the NULL stream, because the NULL stream is a virtual global stream and not a specific stream. An error will be returned in this case.

When memory is associated with a single stream, the Unified Memory system will allow CPU access to this memory region so long as all operations in stream have completed, regardless of whether other streams are active. In effect, this constrains exclusive ownership of the managed memory region by an active GPU to per-stream activity instead of whole-GPU activity.

Accessing memory on the device from streams that are not associated with it will produce undefined results. No error checking is performed by the Unified Memory system to ensure that kernels launched into other streams do not access this region.

It is a program’s responsibility to order calls to cudaStreamAttachMemAsync via events, synchronization or other means to ensure legal access to memory at all times. Data visibility and coherency will be changed appropriately for all kernels which follow a stream-association change.

If stream is destroyed while data is associated with it, the association is removed and the association reverts to the default visibility of the allocation as specified at cudaMemcpyManaged. For __managed__ variables, the default association is always cudaMemAttachGlobal. Note that destroying a stream is an asynchronous operation, and as a result, the change to default association won’t happen until all work in the stream has completed.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreate, cudaStreamCreateWithFlags, cudaStreamWaitEvent, cudaStreamSynchronize, cudaStreamAddCallback, cudaStreamDestroy, cudaMallocManaged
__host__cudaError_t cudaStreamCreate (cudaStream_t *pStream)
Create an asynchronous stream.

Parameters
pStream
- Pointer to new stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Creates a new asynchronous stream.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

__host____device__cudaError_t cudaStreamCreateWithFlags (cudaStream_t *pStream, unsigned int flags)
Create an asynchronous stream.

Parameters
pStream
- Pointer to new stream identifier
flags
- Parameters for stream creation

Returns
cudaSuccess, cudaErrorInvalidValue
Description

Creates a new asynchronous stream. The flags argument determines the behaviors of the stream. Valid values for flags are

- `cudaStreamDefault`: Default stream creation flag.
- `cudaStreamNonBlocking`: Specifies that work running in the created stream may run concurrently with work in stream 0 (the NULL stream), and that the created stream should perform no implicit synchronization with stream 0.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaStreamCreate, cudaStreamCreateWithPriority, cudaStreamGetFlags, cudaStreamQuery, cudaStreamSynchronize, cudaStreamWaitEvent, cudaStreamAddCallback, cudaStreamDestroy

__host__ cudaError_t cudaStreamCreateWithPriority (cudaStream_t *pStream, unsigned int flags, int priority)

Create an asynchronous stream with the specified priority.

Parameters

pStream
- Pointer to new stream identifier

flags
- Flags for stream creation. See `cudaStreamCreateWithFlags` for a list of valid flags that can be passed

priority
- Priority of the stream. Lower numbers represent higher priorities. See `cudaDeviceGetStreamPriorityRange` for more information about the meaningful stream priorities that can be passed.

Returns

cudaSuccess, cudaErrorInvalidValue

Description

Creates a stream with the specified priority and returns a handle in pStream. This API alters the scheduler priority of work in the stream. Work in a higher priority stream may preempt work already executing in a low priority stream.
priority follows a convention where lower numbers represent higher priorities. '0' represents default priority. The range of meaningful numerical priorities can be queried using `cudaDeviceGetStreamPriorityRange`. If the specified priority is outside the numerical range returned by `cudaDeviceGetStreamPriorityRange`, it will automatically be clamped to the lowest or the highest number in the range.

---

- Note that this function may also return error codes from previous, asynchronous launches.
- Stream priorities are supported only on GPUs with compute capability 3.5 or higher.
- In the current implementation, only compute kernels launched in priority streams are affected by the stream's priority. Stream priorities have no effect on host-to-device and device-to-host memory operations.

See also:

`cudaStreamCreate`, `cudaStreamCreateWithFlags`, `cudaDeviceGetStreamPriorityRange`,
`cudaStreamGetPriority`, `cudaStreamQuery`, `cudaStreamWaitEvent`,
`cudaStreamAddCallback`, `cudaStreamSynchronize`, `cudaStreamDestroy`

---

__host__ __device__ cudaError_t cudaStreamDestroy (cudaStream_t stream)

Destroys and cleans up an asynchronous stream.

**Parameters**

**stream**

- Stream identifier

**Returns**

`cudaSuccess`, `cudaErrorInvalidResourceHandle`

**Description**

Destroys and cleans up the asynchronous stream specified by `stream`.

In case the device is still doing work in the stream `stream` when `cudaStreamDestroy()` is called, the function will return immediately and the resources associated with `stream` will be released automatically once the device has completed all work in `stream`.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaStreamCreate, cudaStreamCreateWithFlags, cudaStreamQuery, cudaStreamWaitEvent, cudaStreamSynchronize, cudaStreamAddCallback

__host__cudaError_t cudaStreamGetFlags (cudaStream_t hStream, unsigned int *flags)
Query the flags of a stream.

Parameters

hStream
- Handle to the stream to be queried
flags
- Pointer to an unsigned integer in which the stream's flags are returned

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle

Description
Query the flags of a stream. The flags are returned in flags. See cudaStreamCreateWithFlags for a list of valid flags.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreateWithPriority, cudaStreamCreateWithFlags, cudaStreamGetPriority
__host__cudaError_t cudaStreamGetPriority (cudaStream_t hStream, int *priority)
Query the priority of a stream.

Parameters
hStream
- Handle to the stream to be queried
priority
- Pointer to a signed integer in which the stream's priority is returned

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle

Description
Query the priority of a stream. The priority is returned in priority. Note that if the stream was created with a priority outside the meaningful numerical range returned by cudaDeviceGetStreamPriorityRange, this function returns the clamped priority. See cudaStreamCreateWithPriority for details about priority clamping.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreateWithPriority, cudaDeviceGetStreamPriorityRange, cudaStreamGetFlags

__host__cudaError_t cudaStreamQuery (cudaStream_t stream)
Queries an asynchronous stream for completion status.

Parameters
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorNotReady, cudaErrorInvalidResourceHandle
Description

Returns `cudaSuccess` if all operations in `stream` have completed, or `cudaErrorNotReady` if not.

For the purposes of Unified Memory, a return value of `cudaSuccess` is equivalent to having called `cudaStreamSynchronize()`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaStreamCreate`, `cudaStreamCreateWithFlags`, `cudaStreamWaitEvent`, `cudaStreamSynchronize`, `cudaStreamAddCallback`, `cudaStreamDestroy`

```c
__host__ cudaError_t cudaStreamSynchronize
  (cudaStream_t stream)
```

Waits for stream tasks to complete.

Parameters

- **stream**
  - Stream identifier

Returns

- `cudaSuccess`, `cudaErrorInvalidResourceHandle`

Description

Blocks until `stream` has completed all operations. If the `cudaDeviceScheduleBlockingSync` flag was set for this device, the host thread will block until the stream is finished with all of its tasks.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaStreamCreate`, `cudaStreamCreateWithFlags`, `cudaStreamQuery`, `cudaStreamWaitEvent`, `cudaStreamAddCallback`, `cudaStreamDestroy`
__host____device__cudaError_t cudaStreamWaitEvent(cudaStream_t stream, cudaEvent_t event, unsigned int flags)

Make a compute stream wait on an event.

Parameters

stream
  - Stream to wait
event
  - Event to wait on
flags
  - Parameters for the operation (must be 0)

Returns
cudaSuccess, cudaErrorInvalidResourceHandle

Description

Makes all future work submitted to stream wait until event reports completion before beginning execution. This synchronization will be performed efficiently on the device. The event event may be from a different context than stream, in which case this function will perform cross-device synchronization.

The stream stream will wait only for the completion of the most recent host call to cudaEventRecord() on event. Once this call has returned, any functions (including cudaEventRecord() and cudaEventDestroy()) may be called on event again, and the subsequent calls will not have any effect on stream.

If cudaEventRecord() has not been called on event, this call acts as if the record has already completed, and so is a functional no-op.

▶ This function uses standard default stream semantics.
▶ Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreate, cudaStreamCreateWithFlags, cudaStreamQuery, cudaStreamSynchronize, cudaStreamAddCallback, cudaStreamDestroy
4.5. Event Management

This section describes the event management functions of the CUDA runtime application programming interface.

**__host__cudaError_t cudaEventCreate (cudaEvent_t *event)**

Creates an event object.

**Parameters**

- **event** - Newly created event

**Returns**

cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorLaunchFailure, cudaErrorMemoryAllocation

**Description**

Creates an event object using cudaEventDefault.

---

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

cudaEventCreate ( C++ API), cudaEventCreateWithFlags, cudaEventRecord, cudaEventQuery, cudaEventSynchronize, cudaEventDestroy, cudaEventElapsedTime, cudaStreamWaitEvent

**__host__device__cudaError_t cudaEventCreateWithFlags (cudaEvent_t *event, unsigned int flags)**

Creates an event object with the specified flags.

**Parameters**

- **event** - Newly created event
flags
- Flags for new event

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorLaunchFailure, cudaErrorMemoryAllocation

Description
Creates an event object with the specified flags. Valid flags include:

- **cudaEventDefault**: Default event creation flag.
- **cudaEventBlockingSync**: Specifies that event should use blocking synchronization. A host thread that uses cudaEventSynchronize() to wait on an event created with this flag will block until the event actually completes.
- **cudaEventDisableTiming**: Specifies that the created event does not need to record timing data. Events created with this flag specified and the cudaEventBlockingSync flag not specified will provide the best performance when used with cudaStreamWaitEvent() and cudaEventQuery().
- **cudaEventInterprocess**: Specifies that the created event may be used as an interprocess event by cudaIpcGetEventHandle(). cudaEventInterprocess must be specified along with cudaEventDisableTiming.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaEventCreate (C API), cudaEventSynchronize, cudaEventDestroy, cudaEventElapsedTime, cudaStreamWaitEvent

`__host__ __device__ cudaError_t cudaEventDestroy (cudaEvent_t event)`
Destroys an event object.

Parameters

- **event**
  - Event to destroy
Returns

cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorLaunchFailure

Description

Destroys the event specified by event.

In case event has been recorded but has not yet been completed when cudaEventDestroy() is called, the function will return immediately and the resources associated with event will be released automatically once the device has completed event.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

ccudaEventCreate (C API), cudaEventCreateWithFlags, cudaEventQuery, cudaEventSynchronize, cudaEventRecord, cudaEventElapsedTime

__host__cudaError_t cudaEventElapsedTime (float *ms, cudaEvent_t start, cudaEvent_t end)

Computes the elapsed time between events.

Parameters

ms
  - Time between start and end in ms

start
  - Starting event

end
  - Ending event

Returns

cudaSuccess, cudaErrorNotReady, cudaErrorInvalidValue, cudaErrorInitializationError, cudaErrorInvalidResourceHandle, cudaErrorLaunchFailure

Description

Computes the elapsed time between two events (in milliseconds with a resolution of around 0.5 microseconds).
If either event was last recorded in a non-NULL stream, the resulting time may be greater than expected (even if both used the same stream handle). This happens because the `cudaEventRecord()` operation takes place asynchronously and there is no guarantee that the measured latency is actually just between the two events. Any number of other different stream operations could execute in between the two measured events, thus altering the timing in a significant way.

If `cudaEventRecord()` has not been called on either event, then `cudaErrorInvalidResourceHandle` is returned. If `cudaEventRecord()` has been called on both events but one or both of them has not yet been completed (that is, `cudaEventQuery()` would return `cudaErrorNotReady` on at least one of the events), `cudaErrorNotReady` is returned. If either event was created with the `cudaEventDisableTiming` flag, then this function will return `cudaErrorInvalidResourceHandle`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaEventCreate` (C API), `cudaEventCreateWithFlags`, `cudaEventQuery`, `cudaEventSynchronize`, `cudaEventDestroy`, `cudaEventRecord`

```c
__host__ cudaError_t cudaEventQuery (cudaEvent_t event)
```

Queries an event’s status.

**Parameters**

`event`
- Event to query

**Returns**

`cudaSuccess`, `cudaErrorNotReady`, `cudaErrorInitializationError`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`, `cudaErrorLaunchFailure`

**Description**

Query the status of all device work preceding the most recent call to `cudaEventRecord()` (in the appropriate compute streams, as specified by the arguments to `cudaEventRecord()`).
If this work has successfully been completed by the device, or if `cudaEventRecord()` has not been called on `event`, then `cudaSuccess` is returned. If this work has not yet been completed by the device then `cudaErrorNotReady` is returned.

For the purposes of Unified Memory, a return value of `cudaSuccess` is equivalent to having called `cudaEventSynchronize()`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaEventCreate ( C API), cudaEventCreateWithFlags, cudaEventRecord, cudaEventSynchronize, cudaEventDestroy, cudaEventElapsedTime`

```c
__host__ __device__ cudaError_t cudaEventRecord (cudaEvent_t event, cudaStream_t stream)
```
Records an event.

**Parameters**

- **event**
  - Event to record
- **stream**
  - Stream in which to record event

**Returns**

`cudaSuccess, cudaErrorInvalidValue, cudaErrorInitializationError, cudaErrorInvalidResourceHandle, cudaErrorLaunchFailure`

**Description**

Records an event. See note about NULL stream behavior. Since operation is asynchronous, `cudaEventQuery()` or `cudaEventSynchronize()` must be used to determine when the event has actually been recorded.

If `cudaEventRecord()` has previously been called on `event`, then this call will overwrite any existing state in `event`. Any subsequent calls which examine the status of `event` will only examine the completion of this most recent call to `cudaEventRecord()`.

This function uses standard default stream semantics.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaEventCreate ( C API), cudaEventCreateWithFlags, cudaEventQuery, cudaEventSynchronize, cudaEventDestroy, cudaEventElapsedTime, cudaStreamWaitEvent

__host__cudaError_t cudaEventSynchronize (cudaEvent_t event)
Waits for an event to complete.

Parameters

event - Event to wait for

Returns

cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorLaunchFailure

Description

Wait until the completion of all device work preceding the most recent call to cudaEventRecord() (in the appropriate compute streams, as specified by the arguments to cudaEventRecord()).

If cudaEventRecord() has not been called on event, cudaSuccess is returned immediately.

Waiting for an event that was created with the cudaEventBlockingSync flag will cause the calling CPU thread to block until the event has been completed by the device. If the cudaEventBlockingSync flag has not been set, then the CPU thread will busy-wait until the event has been completed by the device.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaEventCreate ( C API), cudaEventCreateWithFlags, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime
4.6. Execution Control

This section describes the execution control functions of the CUDA runtime application programming interface.

Some functions have overloaded C++ API template versions documented separately in the C++ API Routines module.

```c
__host__ __device__ cudaError_t cudaFuncGetAttributes(
cudaFuncAttributes *attr, const void *func)
```

Find out attributes for a given function.

**Parameters**

- `attr` - Return pointer to function’s attributes
- `func` - Device function symbol

**Returns**

`cudaSuccess`, `cudaErrorInitializationError`, `cudaErrorInvalidDeviceFunction`

**Description**

This function obtains the attributes of a function specified via `func`. `func` is a device function symbol and must be declared as a `__global__` function. The fetched attributes are placed in `attr`. If the specified function does not exist, then `cudaErrorInvalidDeviceFunction` is returned. For templated functions, pass the function symbol as follows: `func_name<template_arg_0,...,template_arg_N>`

Note that some function attributes such as `maxThreadsPerBlock` may vary based on the device that is currently being used.

- Note that this function may also return error codes from previous, asynchronous launches.
- Use of a string naming a function as the `func` parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

**See also:**
cudaConfigureCall, cudaFuncSetCacheConfig (C API), cudaFuncGetAttributes (C++ API), cudaLaunchKernel (C API), cudaSetDoubleForDevice, cudaSetDoubleForHost, cudaSetupArgument (C API)

__host__ cudaError_t cudaFuncSetCacheConfig (const void *func, cudaFuncCache cacheConfig)
Sets the preferred cache configuration for a device function.

Parameters
func
- Device function symbol

cacheConfig
- Requested cache configuration

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidDeviceFunction

Description
On devices where the L1 cache and shared memory use the same hardware resources, this sets through cacheConfig the preferred cache configuration for the function specified via func. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute func.

func is a device function symbol and must be declared as a __global__ function. If the specified function does not exist, then cudaErrorInvalidDeviceFunction is returned. For templated functions, pass the function symbol as follows: func_name<template_arg_0,...,template_arg_N>

This setting does nothing on devices where the size of the L1 cache and shared memory are fixed.

Launching a kernel with a different preference than the most recent preference setting may insert a device-side synchronization point.

The supported cache configurations are:

- cudaFuncCachePreferNone: no preference for shared memory or L1 (default)
- cudaFuncCachePreferShared: prefer larger shared memory and smaller L1 cache
- cudaFuncCachePreferL1: prefer larger L1 cache and smaller shared memory
- cudaFuncCachePreferEqual: prefer equal size L1 cache and shared memory
Functions

Note that this function may also return error codes from previous, asynchronous launches.

Use of a string naming a function as the `func` parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:

cudaConfigureCall, cudaFuncSetCacheConfig (C++ API), cudaFuncGetAttributes (C API), cudaLaunchKernel (C API), cudaSetDoubleForDevice, cudaSetDoubleForHost, cudaSetupArgument (C API), cudaThreadGetCacheConfig, cudaThreadSetCacheConfig

```c
__host__ cudaError_t cudaFuncSetSharedMemConfig(const void *func, cudaSharedMemConfig config)
```

Sets the shared memory configuration for a device function.

**Parameters**

- `func` - Device function symbol
- `config` - Requested shared memory configuration

**Returns**

- `cudaSuccess`
- `cudaErrorInitializationError`
- `cudaErrorInvalidDeviceFunction`
- `cudaErrorInvalidValue`

**Description**

On devices with configurable shared memory banks, this function will force all subsequent launches of the specified device function to have the given shared memory bank size configuration. On any given launch of the function, the shared memory configuration of the device will be temporarily changed if needed to suit the function's preferred configuration. Changes in shared memory configuration between subsequent launches of functions, may introduce a device side synchronization point.

Any per-function setting of shared memory bank size set via `cudaFuncSetSharedMemConfig` will override the device wide setting set by `cudaDeviceSetSharedMemConfig`.

Changing the shared memory bank size will not increase shared memory usage or affect occupancy of kernels, but may have major effects on performance. Larger bank sizes will allow for greater potential bandwidth to shared memory, but will change what kinds of accesses to shared memory will result in bank conflicts.
This function will do nothing on devices with fixed shared memory bank size.

For templated functions, pass the function symbol as follows:

```
func_name<template_arg_0,...,template_arg_N>
```

The supported bank configurations are:

- `cudaSharedMemBankSizeDefault`: use the device’s shared memory configuration when launching this function.
- `cudaSharedMemBankSizeFourByte`: set shared memory bank width to be four bytes natively when launching this function.
- `cudaSharedMemBankSizeEightByte`: set shared memory bank width to be eight bytes natively when launching this function.

Note that this function may also return error codes from previous, asynchronous launches.

Use of a string naming a function as the `func` parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:

- `cudaConfigureCall`
- `cudaDeviceSetSharedMemConfig`
- `cudaDeviceGetSharedMemConfig`
- `cudaDeviceSetCacheConfig`
- `cudaDeviceGetCacheConfig`
- `cudaFuncSetCacheConfig`

```c
__device__ void *cudaGetParameterBuffer (size_t alignment, size_t size)
```

Obtains a parameter buffer.

**Parameters**

- `alignment` - Specifies alignment requirement of the parameter buffer
- `size` - Specifies size requirement in bytes

**Returns**

Returns pointer to the allocated parameterBuffer

**Description**

Obtains a parameter buffer which can be filled with parameters for a kernel launch. Parameters passed to cudaLaunchDevice must be allocated via this function.
This is a low level API and can only be accessed from Parallel Thread Execution (PTX). CUDA user code should use <<< >>> to launch kernels.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaLaunchDevice

__device__ void *cudaGetParameterBufferV2 (void *func, dim3 gridDimension, dim3 blockDimension, unsigned int sharedMemSize)
Launches a specified kernel.

Parameters
func
- Pointer to the kernel to be launched
gridDimension
- Specifies grid dimensions
blockDimension
- Specifies block dimensions
sharedMemSize
- Specifies size of shared memory

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorLaunchMaxDepthExceeded, cudaErrorInvalidConfiguration, cudaErrorStartupFailure, cudaErrorLaunchPendingCountExceeded, cudaErrorLaunchOutOfResources

Description
Launches a specified kernel with the specified parameter buffer. A parameter buffer can be obtained by calling cudaGetParameterBuffer().

This is a low level API and can only be accessed from Parallel Thread Execution (PTX). CUDA user code should use <<< >>> to launch the kernels.

Note that this function may also return error codes from previous, asynchronous launches.
Please refer to Execution Configuration and Parameter Buffer Layout from the CUDA Programming Guide for the detailed descriptions of launch configuration and parameter layout respectively.

See also:
cudaGetParameterBuffer

```c
__host__ cudaError_t cudaLaunchKernel (const void *func, dim3 gridDim, dim3 blockDim, void **args, size_t sharedMem, cudaStream_t stream)
```

Launches a device function.

**Parameters**

- `func` - Device function symbol
- `gridDim` - Grid dimensions
- `blockDim` - Block dimensions
- `args` - Arguments
- `sharedMem` - Shared memory
- `stream` - Stream identifier

**Returns**

cudaSuccess, cudaErrorInvalidDeviceFunction, cudaErrorInvalidConfiguration, cudaErrorLaunchFailure, cudaErrorLaunchTimeout, cudaErrorLaunchOutOfResources, cudaErrorSharedObjectInitFailed

**Description**
The function invokes kernel `func` on `gridDim(gridDim.x \times gridDim.y \times gridDim.z)` grid of blocks. Each block contains `blockDim(blockDim.x \times blockDim.y \times blockDim.z)` threads.

If the kernel has N parameters the `args` should point to array of N pointers. Each pointer, from `args[0]` to `args[N - 1]`, point to the region of memory from which the actual parameter will be copied.
For templated functions, pass the function symbol as follows:
func_name<template_arg_0,...,template_arg_N>

sharedMem sets the amount of dynamic shared memory that will be available to each thread block.

stream specifies a stream the invocation is associated to.

_cudaError_t cudaSetDoubleForDevice (double *d)
Converts a double argument to be executed on a device.

Parameters
d
- Double to convert

Returns
cudaSuccess

Description
Deprecated This function is deprecated as of CUDA 7.5
Converts the double value of d to an internal float representation if the device does not support double arithmetic. If the device does natively support doubles, then this function does nothing.

Note that this function may also return error codes from previous, asynchronous launches.

cudaLaunch (C API), cudaFuncSetCacheConfig (C API), cudaFuncGetAttributes (C API), cudaMemcpyDoubleForHost, cudaMemcpyDoubleForHost (C API)
__host__cudaError_t cudaSetDoubleForHost (double *d)
Converts a double argument after execution on a device.

Parameters

d
- Double to convert

Returns

cudaSuccess

Description

Deprecated This function is deprecated as of CUDA 7.5

Converts the double value of d from a potentially internal float representation if the device does not support double arithmetic. If the device does natively support doubles, then this function does nothing.

Note that this function may also return error codes from previous, asynchronous launches.

cudaLaunch (C API), cudaFuncSetCacheConfig (C API), cudaFuncGetAttributes (C API), cudaSetDoubleForDevice, cudaSetupArgument (C API)

4.7. Occupancy

This section describes the occupancy calculation functions of the CUDA runtime application programming interface.

Besides the occupancy calculator functions (cudaOccupancyMaxActiveBlocksPerMultiprocessor and cudaOccupancyMaxActiveBlocksPerMultiprocessorWithFlags), there are also C++ only occupancy-based launch configuration functions documented in C++ API Routines module.

See cudaOccupancyMaxPotentialBlockSize (C++ API), cudaOccupancyMaxPotentialBlockSize (C++ API), cudaOccupancyMaxPotentialBlockSizeVariableSMem (C++ API), cudaOccupancyMaxPotentialBlockSizeVariableSMem (C++ API),
cudaOccupancyMaxActiveBlocksPerMultiprocessor (int *numBlocks, const void *func, int blockSize, size_t dynamicSMemSize)

Returns occupancy for a device function.

Parameters

numBlocks
- Returned occupancy

func
- Kernel function for which occupancy is calculated

blockSize
- Block size the kernel is intended to be launched with

dynamicSMemSize
- Per-block dynamic shared memory usage intended, in bytes

Returns
cudaSuccess, cudaErrorCudartUnloading, cudaErrorInitializationError,
cudaErrorInvalidDevice, cudaErrorInvalidDeviceFunction, cudaErrorInvalidValue,
cudaErrorUnknown,

Description

Returns in *numBlocks the maximum number of active blocks per streaming multiprocessor for the device function.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaOccupancyMaxActiveBlocksPerMultiprocessorWithFlags,
cudaOccupancyMaxPotentialBlockSize ( C++ API),
cudaOccupancyMaxPotentialBlockSizeWithFlags ( C++ API),
cudaOccupancyMaxPotentialBlockSizeVariableSMem ( C++ API)
cudaOccupancyMaxPotentialBlockSizeVariableSMemWithFlags ( C++ API)

cudaOccupancyMaxActiveBlocksPerMultiprocessorWithFlags
(int *numBlocks, const void *func, int blockSize, size_t dynamicSMemSize, unsigned int flags)
Returns occupancy for a device function with the specified flags.

Parameters

numBlocks
- Returned occupancy

func
- Kernel function for which occupancy is calculated

blockSize
- Block size the kernel is intended to be launched with

dynamicSMemSize
- Per-block dynamic shared memory usage intended, in bytes

flags
- Requested behavior for the occupancy calculator

Returns
cudaSuccess, cudaErrorCudartUnloading, cudaErrorInitializationError, cudaErrorInvalidDevice, cudaErrorInvalidDeviceFunction, cudaErrorInvalidValue, cudaErrorUnknown,

Description
Returns in *numBlocks the maximum number of active blocks per streaming multiprocessor for the device function.
The flags parameter controls how special cases are handled. Valid flags include:
- cudaOccupancyDefault: keeps the default behavior as cudaOccupancyMaxActiveBlocksPerMultiprocessor
- cudaOccupancyDisableCachingOverride: This flag suppresses the default behavior on platform where global caching affects occupancy. On such platforms, if caching is enabled, but per-block SM resource usage would result in zero occupancy, the occupancy calculator will calculate the occupancy as if caching is disabled. Setting this flag makes the occupancy calculator to return 0 in such cases. More information can be found about this feature in the "Unified L1/Texture Cache" section of the Maxwell tuning guide.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaOccupancyMaxActiveBlocksPerMultiprocessor,
cudaOccupancyMaxPotentialBlockSize (C++ API),
cudaOccupancyMaxPotentialBlockSizeWithFlags (C++ API),
cudaOccupancyMaxPotentialBlockSizeVariableSMem (C++ API),
cudaOccupancyMaxPotentialBlockSizeVariableSMemWithFlags (C++ API)

4.8. Execution Control [DEPRECATED]

This section describes the deprecated execution control functions of the CUDA runtime application programming interface.

Some functions have overloaded C++ API template versions documented separately in the C++ API Routines module.

__host__cudaError_t cudaConfigureCall (dim3 gridDim,
        dim3 blockDim, size_t sharedMem, cudaStream_t stream)

Configure a device-launch.

Parameters

gridDim
- Grid dimensions
blockDim
- Block dimensions
sharedMem
- Shared memory
stream
- Stream identifier

Returns

cudaSuccess, cudaErrorInvalidConfiguration

Description

Deprecated This function is deprecated as of CUDA 7.0

Specifies the grid and block dimensions for the device call to be executed similar to the execution configuration syntax. cudaConfigureCall() is stack based. Each call pushes data on top of an execution stack. This data contains the dimension for the grid and thread blocks, together with any arguments for the call.
This function uses standard default stream semantics.

Note that this function may also return error codes from previous, asynchronous launches.

```
cudaLaunchKernel ( C API), cudaFuncSetCacheConfig ( C API), cudaFuncGetAttributes
( C API), cudaLaunch ( C API), cudaSetDoubleForDevice, cudaSetDoubleForHost,
cudaSetupArgument ( C API),
```

```__host__cudaError_t cudaLaunch (const void *func)```
Launches a device function.

**Parameters**

- **func** - Device function symbol

**Returns**

cudaSuccess, cudaErrorInvalidDeviceFunction, cudaErrorInvalidConfiguration,
cudaErrorLaunchFailure, cudaErrorLaunchTimeout, cudaErrorLaunchOutOfResources,
cudaErrorSharedObjectInitFailed

**Description**

**Deprecated** This function is deprecated as of CUDA 7.0

Launches the function `func` on the device. The parameter `func` must be a
device function symbol. The parameter specified by `func` must be declared as
a `__global__` function. For templated functions, pass the function symbol as
follows: `func_name<template_arg_0,...,template_arg_N>` `cudaLaunch()` must be
preceded by a call to `cudaConfigureCall()` since it pops the data that was pushed by
`cudaConfigureCall()` from the execution stack.

```
cudaLaunchKernel ( C API), cudaFuncSetCacheConfig ( C API), cudaFuncGetAttributes
( C API), cudaLaunch ( C++ API), cudaSetDoubleForDevice, cudaSetDoubleForHost,
cudaSetupArgument ( C API), cudaThreadGetCacheConfig, cudaThreadSetCacheConfig
```
__host__ cudaError_t cudaSetupArgument (const void *arg, size_t size, size_t offset)
Configure a device launch.

Parameters

arg
- Argument to push for a kernel launch
size
- Size of argument
offset
- Offset in argument stack to push new arg

Returns
cudaSuccess

Description

Deprecated This function is deprecated as of CUDA 7.0

Pushes size bytes of the argument pointed to by arg at offset bytes from the start of the parameter passing area, which starts at offset 0. The arguments are stored in the top of the execution stack. cudaSetupArgument() must be preceded by a call to cudaConfigureCall().

Note that this function may also return error codes from previous, asynchronous launches.

cudaLaunchKernel (C API), cudaFuncSetCacheConfig (C API), cudaFuncGetAttributes (C API), cudaLaunch (C API), cudaSetDoubleForDevice, cudaSetDoubleForHost, cudaSetupArgument (C++ API),

4.9. Memory Management

This section describes the memory management functions of the CUDA runtime application programming interface.

Some functions have overloaded C++ API template versions documented separately in the C++ API Routines module.
__host__cudaError_t cudaArrayGetInfo (cudaChannelFormatDesc *desc, cudaExtent *extent, unsigned int *flags, cudaArray_t array)

Gets info about the specified cudaArray.

Parameters

desc
- Returned array type
extent
- Returned array shape. 2D arrays will have depth of zero
flags
- Returned array flags
array
- The cudaArray to get info for

Returns
cudaSuccess, cudaErrorInvalidValue

Description

Returns in *desc, *extent and *flags respectively, the type, shape and flags of array.

Any of *desc, *extent and *flags may be specified as NULL.

Note that this function may also return error codes from previous, asynchronous launches.

__host___device__cudaError_t cudaFree (void *devPtr)

Frees memory on the device.

Parameters

devPtr
- Device pointer to memory to free

Returns
cudaSuccess, cudaErrorInvalidDevicePointer, cudaErrorInitializationError
**Description**

Frees the memory space pointed to by `devPtr`, which must have been returned by a previous call to `cudaMalloc()` or `cudaMallocPitch()`. Otherwise, or if `cudaFree(devPtr)` has already been called before, an error is returned. If `devPtr` is 0, no operation is performed. `cudaFree()` returns `cudaErrorInvalidDevicePointer` in case of failure.

The device version of `cudaFree` cannot be used with a `*devPtr` allocated using the host API, and vice versa.

```
Note that this function may also return error codes from previous, asynchronous launches.
```

**See also:**

`cudaMalloc`, `cudaMallocPitch`, `cudaMallocArray`, `cudaFreeArray`, `cudaMallocHost` (C API), `cudaFreeHost`, `cudaMalloc3D`, `cudaMalloc3DArray`, `cudaHostAlloc`

**__host__cudaError_t cudaFreeArray (cudaArray_t array)**

Frees an array on the device.

**Parameters**

- `array` - Pointer to array to free

**Returns**

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInitializationError`

**Description**

Frees the CUDA array `array`, which must have been returned by a previous call to `cudaMallocArray()`. If `cudaFreeArray(array)` has already been called before, `cudaErrorInvalidValue` is returned. If `devPtr` is 0, no operation is performed.

```
Note that this function may also return error codes from previous, asynchronous launches.
```

**See also:**

`cudaMalloc`, `cudaMallocPitch`, `cudaFree`, `cudaMallocArray`, `cudaMallocHost` (C API), `cudaFreeHost`, `cudaHostAlloc`
__host__cudaError_t cudaFreeHost (void *ptr)
Frees page-locked memory.

Parameters

ptr
- Pointer to memory to free

Returns
cudaSuccess, cudaErrorInitializationError

Description
Frees the memory space pointed to by hostPtr, which must have been returned by a previous call to cudaMallocHost() or cudaHostAlloc().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc, cudaMallocPitch, cudaFree, cudaMallocArray, cudaFreeArray, cudaMallocHost (C API), cudaMalloc3D, cudaMalloc3DArray, cudaHostAlloc

__host__cudaError_t cudaFreeMipmappedArray(cudaMipmappedArray_t mipmappedArray)
Frees a mipmapped array on the device.

Parameters

mipmappedArray
- Pointer to mipmapped array to free

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInitializationError

Description
Frees the CUDA mipmapped array mipmappedArray, which must have been returned by a previous call to cudaMallocMipmappedArray(). If cudaFreeMipmappedArray(mipmappedArray) has already been called before, cudaErrorInvalidValue is returned.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc, cudaMallocPitch, cudaFree, cudaMallocArray, cudaMallocHost (C API),
cudaFreeHost, cudaHostAlloc

__host__cudaError_t cudaMemcpy3D
(cudatArray_t *dstArray, cudatArray_t *srcArray, const cudacudaDims<3_t> &pitch, int srcOriginX, int srcOriginY, int srcOriginZ, int dstOriginX, int dstOriginY, int dstOriginZ, cudaDataType type, size_t blockSize, cudaStream_t stream, cudaError_t *error);

This function copies data from the host to the device, vice versa or between two devices.

Parameters

dstArray
- Destination device array

srcArray
- Source device array

pitch
- Source or destination device array pitch

srcOriginX, srcOriginY, srcOriginZ
- Source device array origin

dstOriginX, dstOriginY, dstOriginZ
- Destination device array origin

type
- Data type

blockSize
- Block size

stream
- CUDA stream

error
- Error code

Returns


Description

This function copies data from the host to the device or vice versa. It can be used to copy data between two different devices, and it supports blocking and non-blocking operations.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc, cudaMallocPitch, cudaFree, cudaMallocArray, cudaMallocHost (C API),
cudaFreeHost, cudaHostAlloc, make_cudaExtent

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc3D, cudaMalloc, cudaMallocPitch, cudaFree, cudaFreeArray,
cudaMallocHost (C API), cudaFreeHost, cudaHostAlloc, make_cudaExtent
__host__cudaError_t cudaGetSymbolAddress (void **devPtr, const void *symbol)
Finds the address associated with a CUDA symbol.

Parameters

  devPtr
  - Return device pointer associated with symbol
  
  symbol
  - Device symbol address

Returns
cudaSuccess, cudaErrorInvalidSymbol

Description

Returns in *devPtr the address of symbol symbol on the device. symbol is a variable that resides in global or constant memory space. If symbol cannot be found, or if symbol is not declared in the global or constant memory space, *devPtr is unchanged and the error cudaErrorInvalidSymbol is returned.

- Note that this function may also return error codes from previous, asynchronous launches.
- Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaGetSymbolAddress (C++ API), cudaGetSymbolSize (C API)

__host__cudaError_t cudaGetSymbolSize (size_t *size, const void *symbol)
Finds the size of the object associated with a CUDA symbol.

Parameters

  size
  - Size of object associated with symbol
  
  symbol
  - Device symbol address
Returns

cudaSuccess, cudaErrorInvalidSymbol

Description

Returns in *size the size of symbol. symbol is a variable that resides in global or constant memory space. If symbol cannot be found, or if symbol is not declared in global or constant memory space, *size is unchanged and the error cudaErrorInvalidSymbol is returned.

‣ Note that this function may also return error codes from previous, asynchronous launches.
‣ Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaGetSymbolAddress (C API), cudaGetSymbolSize (C++ API)

__host__cudaError_t cudaHostAlloc (void **pHost, size_t size, unsigned int flags)
Allocates page-locked memory on the host.

Parameters

pHost
- Device pointer to allocated memory

size
- Requested allocation size in bytes

flags
- Requested properties of allocated memory

Returns

cudaSuccess, cudaErrorMemoryAllocation

Description

Allocates size bytes of host memory that is page-locked and accessible to the device. The driver tracks the virtual memory ranges allocated with this function and automatically accelerates calls to functions such as cudaMemcpy(). Since the memory can be accessed directly by the device, it can be read or written with much higher bandwidth than pageable memory obtained with functions such as malloc(). Allocating excessive amounts of pinned memory may degrade system performance, since it reduces
the amount of memory available to the system for paging. As a result, this function is best used sparingly to allocate staging areas for data exchange between host and device.

The flags parameter enables different options to be specified that affect the allocation, as follows.

- **ccudaHostAllocDefault**: This flag’s value is defined to be 0 and causes cudaHostAlloc() to emulate cudaMallocHost().
- **cudaHostAllocPortable**: The memory returned by this call will be considered as pinned memory by all CUDA contexts, not just the one that performed the allocation.
- **cudaHostAllocMapped**: Maps the allocation into the CUDA address space. The device pointer to the memory may be obtained by calling cudaHostGetDevicePointer().
- **cudaHostAllocWriteCombined**: Allocates the memory as write-combined (WC). WC memory can be transferred across the PCI Express bus more quickly on some system configurations, but cannot be read efficiently by most CPUs. WC memory is a good option for buffers that will be written by the CPU and read by the device via mapped pinned memory or host->device transfers.

All of these flags are orthogonal to one another: a developer may allocate memory that is portable, mapped and/or write-combined with no restrictions.

cudaSetDeviceFlags() must have been called with the cudaDeviceMapHost flag in order for the cudaHostAllocMapped flag to have any effect.

The cudaHostAllocMapped flag may be specified on CUDA contexts for devices that do not support mapped pinned memory. The failure is deferred to cudaHostGetDevicePointer() because the memory may be mapped into other CUDA contexts via the cudaHostAllocPortable flag.

Memory allocated by this function must be freed with cudaFreeHost().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaSetDeviceFlags, cudaMallocHost (C API), cudaFreeHost
__host__ cudaError_t cudaHostGetDevicePointer (void **pDevice, void *pHost, unsigned int flags)

Passes back device pointer of mapped host memory allocated by cudaHostAlloc or registered by cudaHostRegister.

Parameters

pDevice
- Returned device pointer for mapped memory

pHost
- Requested host pointer mapping

flags
- Flags for extensions (must be 0 for now)

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorMemoryAllocation

Description

Passes back the device pointer corresponding to the mapped, pinned host buffer allocated by cudaHostAlloc() or registered by cudaHostRegister().

cudaHostGetDevicePointer() will fail if the cudaDeviceMapHost flag was not specified before deferred context creation occurred, or if called on a device that does not support mapped, pinned memory.

For devices that have a non-zero value for the device attribute cudaDevAttrCanUseHostPointerForRegisteredMem, the memory can also be accessed from the device using the host pointer pHost. The device pointer returned by cudaHostGetDevicePointer() may or may not match the original host pointer pHost and depends on the devices visible to the application. If all devices visible to the application have a non-zero value for the device attribute, the device pointer returned by cudaHostGetDevicePointer() will match the original pointer pHost. If any device visible to the application has a zero value for the device attribute, the device pointer returned by cudaHostGetDevicePointer() will not match the original host pointer pHost, but it will be suitable for use on all devices provided Unified Virtual Addressing is enabled. In such systems, it is valid to access the memory using either pointer on devices that have a non-zero value for the device attribute. Note however that such devices should access the memory using only of the two pointers and not both.

flags provides for future releases. For now, it must be set to 0.
See also:
cudaSetDeviceFlags, cudaHostAlloc

__host__cudaError_t cudaHostGetFlags (unsigned int *pFlags, void *pHost)

Passes back flags used to allocate pinned host memory allocated by cudaHostAlloc.

Parameters

pFlags
  - Returned flags word
pHost
  - Host pointer

Returns
cudaSuccess, cudaErrorInvalidValue

Description
cudaHostGetFlags() will fail if the input pointer does not reside in an address range allocated by cudaHostAlloc().

See also:
cudaHostAlloc

__host__cudaError_t cudaHostRegister (void *ptr, size_t size, unsigned int flags)

Registers an existing host memory range for use by CUDA.

Parameters

ptr
  - Host pointer to memory to page-lock
size
- Size in bytes of the address range to page-lock in bytes

flags
- Flags for allocation request

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorMemoryAllocation, cudaErrorHostMemoryAlreadyRegistered

Description

Page-locks the memory range specified by ptr and size and maps it for the device(s) as specified by flags. This memory range also is added to the same tracking mechanism as cudaHostAlloc() to automatically accelerate calls to functions such as cudaMemcpy(). Since the memory can be accessed directly by the device, it can be read or written with much higher bandwidth than pageable memory that has not been registered. Page-locking excessive amounts of memory may degrade system performance, since it reduces the amount of memory available to the system for paging. As a result, this function is best used sparingly to register staging areas for data exchange between host and device.

The flags parameter enables different options to be specified that affect the allocation, as follows.

- cudaHostRegisterDefault: On a system with unified virtual addressing, the memory will be both mapped and portable. On a system with no unified virtual addressing, the memory will be neither mapped nor portable.

- cudaHostRegisterPortable: The memory returned by this call will be considered as pinned memory by all CUDA contexts, not just the one that performed the allocation.

- cudaHostRegisterMapped: Maps the allocation into the CUDA address space. The device pointer to the memory may be obtained by calling cudaHostGetDevicePointer().

- cudaHostRegisterIoMemory: The passed memory pointer is treated as pointing to some memory-mapped I/O space, e.g. belonging to a third-party PCIe device, and it will marked as non cache-coherent and contiguous.

All of these flags are orthogonal to one another: a developer may page-lock memory that is portable or mapped with no restrictions.

The CUDA context must have been created with the cudaMapHost flag in order for the cudaHostRegisterMapped flag to have any effect.

The cudaHostRegisterMapped flag may be specified on CUDA contexts for devices that do not support mapped pinned memory. The failure is deferred to
cudaHostGetDevicePointer() because the memory may be mapped into other CUDA contexts via the cudaHostRegisterPortable flag.

For devices that have a non-zero value for the device attribute cudaDevAttrCanUseHostPointerForRegisteredMem, the memory can also be accessed from the device using the host pointer \texttt{ptr}. The device pointer returned by cudaHostGetDevicePointer() may or may not match the original host pointer \texttt{ptr} and depends on the devices visible to the application. If all devices visible to the application have a non-zero value for the device attribute, the device pointer returned by cudaHostGetDevicePointer() will match the original pointer \texttt{ptr}. If any device visible to the application has a zero value for the device attribute, the device pointer returned by cudaHostGetDevicePointer() will not match the original host pointer \texttt{ptr}, but it will be suitable for use on all devices provided Unified Virtual Addressing is enabled. In such systems, it is valid to access the memory using either pointer on devices that have a non-zero value for the device attribute. Note however that such devices should access the memory using only of the two pointers and not both.

The memory page-locked by this function must be unregistered with cudaHostUnregister().

\begin{quote}
Note that this function may also return error codes from previous, asynchronous launches.
\end{quote}

\textbf{See also:}

cudaHostUnregister, cudaHostGetFlags, cudaHostGetDevicePointer

\begin{verbatim}
__host__ cudaError_t cudaHostUnregister (void *ptr)
\end{verbatim}

Unregisters a memory range that was registered with cudaHostRegister.

\textbf{Parameters}

\begin{verbatim}
ptr
\end{verbatim}

- Host pointer to memory to unregister

\textbf{Returns}

cudaSuccess, cudaErrorInvalidValue

\textbf{Description}

Unmaps the memory range whose base address is specified by \texttt{ptr}, and makes it pageable again.

The base address must be the same one specified to cudaHostRegister().
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaHostUnregister

__host____device__cudaError_t cudaMalloc (void **devPtr, size_t size)
Allocate memory on the device.

Parameters

devPtr
  - Pointer to allocated device memory
size
  - Requested allocation size in bytes

Returns

cudaSuccess, cudaErrorMemoryAllocation

Description

Allocates size bytes of linear memory on the device and returns in *devPtr a pointer to the allocated memory. The allocated memory is suitably aligned for any kind of variable. The memory is not cleared. cudaMalloc() returns cudaErrorMemoryAllocation in case of failure.

The device version of cudaMemcpy cannot be used with a *devPtr allocated using the host API, and vice versa.

See also:

cudaMallocPitch, cudaMemcpy, cudaMallocArray, cudaMemcpy, cudaMalloc3D, cudaMalloc3DArray, cudaMallocHost ( C API), cudaFreeHost, cudaHostAlloc
__host__ cudaError_t cudaMemcpy3D (cudaPitchedPtr *pitchedDevPtr, cudaExtent extent)
Allocates logical 1D, 2D, or 3D memory objects on the device.

Parameters
pitchedDevPtr
- Pointer to allocated pitched device memory
extent
- Requested allocation size (width field in bytes)

Returns
cudaSuccess, cudaErrorMemoryAllocation

Description
Allocates at least width * height * depth bytes of linear memory on the device and returns a cudaPitchedPtr in which ptr is a pointer to the allocated memory. The function may pad the allocation to ensure hardware alignment requirements are met. The pitch returned in the pitch field of pitchedDevPtr is the width in bytes of the allocation.

The returned cudaPitchedPtr contains additional fields xsize and ysize, the logical width and height of the allocation, which are equivalent to the width and height extent parameters provided by the programmer during allocation.

For allocations of 2D and 3D objects, it is highly recommended that programmers perform allocations using cudaMemcpy3D() or cudaMemcpyPitch(). Due to alignment restrictions in the hardware, this is especially true if the application will be performing memory copies involving 2D or 3D objects (whether linear memory or CUDA arrays).

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMallocPitch, cudaFree, cudaMemcpy3D, cudaMemcpyPitch, cudaMemcpyArray, cudaMemcpyArray, cudaMemcpyHost, cudaMemcpyHost, cudaMemcpyHost, make_cudaPitchedPtr, make_cudaExtent
__host__cudaError_t cudaMalloc3DArray (cudaArray_t *array, const cudaChannelFormatDesc *desc, cudaExtent extent, unsigned int flags)

Allocate an array on the device.

Parameters

array
- Pointer to allocated array in device memory
desc
- Requested channel format
extent
- Requested allocation size (width field in elements)
flags
- Flags for extensions

Returns
cudaSuccess, cudaErrorMemoryAllocation

Description
Allocates a CUDA array according to the cudaChannelFormatDesc structure desc and returns a handle to the new CUDA array in *array.

The cudaChannelFormatDesc is defined as:

```c
struct cudaChannelFormatDesc {
    int x, y, z, w;
    enum cudaChannelFormatKind f;
};
```

where cudaChannelFormatKind is one of cudaChannelFormatKindSigned, cudaChannelFormatKindUnsigned, or cudaChannelFormatKindFloat.

cudaMalloc3DArray() can allocate the following:

- A 1D array is allocated if the height and depth extents are both zero.
- A 2D array is allocated if only the depth extent is zero.
- A 3D array is allocated if all three extents are non-zero.
- A 1D layered CUDA array is allocated if only the height extent is zero and the cudaArrayLayered flag is set. Each layer is a 1D array. The number of layers is determined by the depth extent.
- A 2D layered CUDA array is allocated if all three extents are non-zero and the cudaArrayLayered flag is set. Each layer is a 2D array. The number of layers is determined by the depth extent.
A cubemap CUDA array is allocated if all three extents are non-zero and the cudaArrayCubemap flag is set. Width must be equal to height, and depth must be six. A cubemap is a special type of 2D layered CUDA array, where the six layers represent the six faces of a cube. The order of the six layers in memory is the same as that listed in cudaGraphicsCubeFace.

A cubemap layered CUDA array is allocated if all three extents are non-zero, and both, cudaArrayCubemap and cudaArrayLayered flags are set. Width must be equal to height, and depth must be a multiple of six. A cubemap layered CUDA array is a special type of 2D layered CUDA array that consists of a collection of cubemaps. The first six layers represent the first cubemap, the next six layers form the second cubemap, and so on.

The flags parameter enables different options to be specified that affect the allocation, as follows.

- cudaArrayDefault: This flag’s value is defined to be 0 and provides default array allocation
- cudaArrayLayered: Allocates a layered CUDA array, with the depth extent indicating the number of layers
- cudaArrayCubemap: Allocates a cubemap CUDA array. Width must be equal to height, and depth must be six. If the cudaArrayLayered flag is also set, depth must be a multiple of six.
- cudaArraySurfaceLoadStore: Allocates a CUDA array that could be read from or written to using a surface reference.
- cudaArrayTextureGather: This flag indicates that texture gather operations will be performed on the CUDA array. Texture gather can only be performed on 2D CUDA arrays.

The width, height and depth extents must meet certain size requirements as listed in the following table. All values are specified in elements.

Note that 2D CUDA arrays have different size requirements if the cudaArrayTextureGather flag is set. In that case, the valid range for (width, height, depth) is ((1,maxTexture2Dgather[0]), (1,maxTexture2Dgather[1]), 0).

<table>
<thead>
<tr>
<th>CUDA array type</th>
<th>Valid extents that must always be met {(width range in elements), (height range), (depth range)}</th>
<th>Valid extents with cudaArraySurfaceLoadStore set {(width range in elements), (height range), (depth range)}</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D</td>
<td>{(1,maxTexture1D), 0, 0}</td>
<td>{(1,maxSurface1D), 0, 0}</td>
</tr>
<tr>
<td>2D</td>
<td>{(1,maxTexture2D[0]), (1,maxTexture2D[1]), 0}</td>
<td>{(1,maxSurface2D[0]), (1,maxSurface2D[1]), 0}</td>
</tr>
<tr>
<td>CUDA array type</td>
<td>Valid extents that must always be met {(width range in elements), (height range), (depth range)}</td>
<td>Valid extents with cudaArraySurfaceLoadStore set {(width range in elements), (height range), (depth range)}</td>
</tr>
<tr>
<td>-----------------</td>
<td>-------------------------------------------------</td>
<td>-------------------------------------------------</td>
</tr>
<tr>
<td>3D</td>
<td>{ (1, maxTexture3D[0]), (1, maxTexture3D[1]), (1, maxTexture3D[2]) } OR { (1, maxTexture3DAlt[0]), (1, maxTexture3DAlt[1]), (1, maxTexture3DAlt[2]) }</td>
<td>{ (1, maxSurface3D[0]), (1, maxSurface3D[1]), (1, maxSurface3D[2]) }</td>
</tr>
<tr>
<td>1D Layered</td>
<td>{ (1, maxTexture1DLayered[0]), 0, (1, maxTexture1DLayered[1]) }</td>
<td>{ (1, maxSurface1DLayered[0]), 0, (1, maxSurface1DLayered[1]) }</td>
</tr>
<tr>
<td>2D Layered</td>
<td>{ (1, maxTexture2DLayered[0]), (1, maxTexture2DLayered[1]), (1, maxTexture2DLayered[2]) }</td>
<td>{ (1, maxSurface2DLayered[0]), (1, maxSurface2DLayered[1]), (1, maxSurface2DLayered[2]) }</td>
</tr>
<tr>
<td>Cubemap</td>
<td>{ (1, maxTextureCubemap), (1, maxTextureCubemap), 6 }</td>
<td>{ (1, maxSurfaceCubemap), (1, maxSurfaceCubemap), 6 }</td>
</tr>
<tr>
<td>Cubemap Layered</td>
<td>{ (1, maxTextureCubemapLayered[0]), (1, maxTextureCubemapLayered[0]), (1, maxTextureCubemapLayered[1]) }</td>
<td>{ (1, maxSurfaceCubemapLayered[0]), (1, maxSurfaceCubemapLayered[0]), (1, maxSurfaceCubemapLayered[1]) }</td>
</tr>
</tbody>
</table>

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc3D, cudaMalloc, cudaMallocPitch, cudaFree, cudaFreeArray, cudaMallocHost (C API), cudaFreeHost, cudaMemcpy, make_cudaExtent

__host__ cudaError_t cudaMallocArray (cudaArray_t *array, const cudaChannelFormatDesc *desc, size_t width, size_t height, unsigned int flags)
Allocate an array on the device.

Parameters
array
- Pointer to allocated array in device memory
desc
- Requested channel format

width
- Requested array allocation width

height
- Requested array allocation height

flags
- Requested properties of allocated array

Returns

cudaSuccess, cudaErrorMemoryAllocation

Description

Allocates a CUDA array according to the cudaChannelFormatDesc structure desc and returns a handle to the new CUDA array in *array.

The cudaChannelFormatDesc is defined as:

```c
struct cudaChannelFormatDesc {
    int x, y, z, w;
    enum cudaChannelFormatKind f;
};
```

where cudaChannelFormatKind is one of cudaChannelFormatKindSigned, cudaChannelFormatKindUnsigned, or cudaChannelFormatKindFloat.

The flags parameter enables different options to be specified that affect the allocation, as follows.

- cudaArrayDefault: This flag's value is defined to be 0 and provides default array allocation
- cudaArraySurfaceLoadStore: Allocates an array that can be read from or written to using a surface reference
- cudaArrayTextureGather: This flag indicates that texture gather operations will be performed on the array.

width and height must meet certain size requirements. See cudaMemcpy3D() for more details.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaMalloc, cudaMallocPitch, cudaFree, cudaFreeArray, cudaMallocHost (C API), cudaFreeHost, cudaMalloc3D, cudaMalloc3DArray, cudaHostAlloc
__host__cudaError_t cudaMallocHost (void **ptr, size_t size)
Allocates page-locked memory on the host.

Parameters

ptr
- Pointer to allocated host memory

size
- Requested allocation size in bytes

Returns
cudaSuccess, cudaErrorMemoryAllocation

Description

Allocates size bytes of host memory that is page-locked and accessible to the device. The driver tracks the virtual memory ranges allocated with this function and automatically accelerates calls to functions such as cudaMemcpy*. Since the memory can be accessed directly by the device, it can be read or written with much higher bandwidth than pageable memory obtained with functions such as malloc(). Allocating excessive amounts of memory with cudaMallocHost() may degrade system performance, since it reduces the amount of memory available to the system for paging. As a result, this function is best used sparingly to allocate staging areas for data exchange between host and device.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc, cudaMallocPitch, cudaMallocArray, cudaMalloc3D, cudaMalloc3DArray, cudaHostAlloc, cudaFree, cudaFreeArray, cudaMallocHost (C++ API), cudaFreeHost, cudaHostAlloc
`__host__ cudaError_t cudaMemcpyManaged (void **devPtr, size_t size, unsigned int flags)`

Allocates memory that will be automatically managed by the Unified Memory system.

**Parameters**

- **devPtr**
  - Pointer to allocated device memory
- **size**
  - Requested allocation size in bytes
- **flags**
  - Must be either `cudaMemAttachGlobal` or `cudaMemAttachHost` (defaults to `cudaMemAttachGlobal`)

**Returns**

- `cudaSuccess`
- `cudaErrorMemoryAllocation`
- `cudaErrorNotSupported`
- `cudaErrorInvalidValue`

**Description**

Allocates `size` bytes of managed memory on the device and returns in `*devPtr` a pointer to the allocated memory. If the device doesn't support allocating managed memory, `cudaErrorNotSupported` is returned. Support for managed memory can be queried using the device attribute `cudaDevAttrManagedMemory`. The allocated memory is suitably aligned for any kind of variable. The memory is not cleared. If `size` is 0, `cudaMallocManaged` returns `cudaErrorInvalidValue`. The pointer is valid on the CPU and on all GPUs in the system that support managed memory. All accesses to this pointer must obey the Unified Memory programming model.

`flags` specifies the default stream association for this allocation. `flags` must be one of `cudaMemAttachGlobal` or `cudaMemAttachHost`. The default value for `flags` is `cudaMemAttachGlobal`. If `cudaMemAttachGlobal` is specified, then this memory is accessible from any stream on any device. If `cudaMemAttachHost` is specified, then the allocation should not be accessed from devices that have a zero value for the device attribute `cudaDevAttrConcurrentManagedAccess`; an explicit call to `cudaStreamAttachMemAsync` will be required to enable access on such devices.

If the association is later changed via `cudaStreamAttachMemAsync` to a single stream, the default association, as specified during `cudaMallocManaged`, is restored when that stream is destroyed. For `__managed__` variables, the default association is always `cudaMemAttachGlobal`. Note that destroying a stream is an asynchronous operation, and as a result, the change to default association won't happen until all work in the stream has completed.
Memory allocated with `cudaMallocManaged` should be released with `cudaFree`.

Device memory oversubscription is possible for GPUs that have a non-zero value for the device attribute `cudaDevAttrConcurrentManagedAccess`. Managed memory on such GPUs may be evicted from device memory to host memory at any time by the Unified Memory driver in order to make room for other allocations.

In a multi-GPU system where all GPUs have a non-zero value for the device attribute `cudaDevAttrConcurrentManagedAccess`, managed memory may not be populated when this API returns and instead may be populated on access. In such systems, managed memory can migrate to any processor's memory at any time. The Unified Memory driver will employ heuristics to maintain data locality and prevent excessive page faults to the extent possible. The application can also guide the driver about memory usage patterns via `cudaMemAdvise`. The application can also explicitly migrate memory to a desired processor's memory via `cudaMemPrefetchAsync`.

In a multi-GPU system where all of the GPUs have a zero value for the device attribute `cudaDevAttrConcurrentManagedAccess` and all the GPUs have peer-to-peer support with each other, the physical storage for managed memory is created on the GPU which is active at the time `cudaMallocManaged` is called. All other GPUs will reference the data at reduced bandwidth via peer mappings over the PCIe bus. The Unified Memory driver does not migrate memory among such GPUs.

In a multi-GPU system where not all GPUs have peer-to-peer support with each other and where the value of the device attribute `cudaDevAttrConcurrentManagedAccess` is zero for at least one of those GPUs, the location chosen for physical storage of managed memory is system-dependent.

- On Linux, the location chosen will be device memory as long as the current set of active contexts are on devices that either have peer-to-peer support with each other or have a non-zero value for the device attribute `cudaDevAttrConcurrentManagedAccess`. If there is an active context on a GPU that does not have a non-zero value for that device attribute and it does not have peer-to-peer support with the other devices that have active contexts on them, then the location for physical storage will be 'zero-copy' or host memory. Note that this means that managed memory that is located in device memory is migrated to host memory if a new context is created on a GPU that doesn’t have a non-zero value for the device attribute and does not support peer-to-peer with at least one of the other devices that has an active context. This in turn implies that context creation may fail if there is insufficient host memory to migrate all managed allocations.

- On Windows, the physical storage is always created in 'zero-copy' or host memory. All GPUs will reference the data at reduced bandwidth over the PCIe bus. In these circumstances, use of the environment variable `CUDA_VISIBLE_DEVICES` is recommended to restrict CUDA to only use those GPUs that have peer-to-peer support. Alternatively, users can also set `CUDA_MANAGED_FORCE_DEVICE_ALLOC` to a non-zero value to force the
driver to always use device memory for physical storage. When this environment variable is set to a non-zero value, all devices used in that process that support managed memory have to be peer-to-peer compatible with each other. The error `cudaErrorInvalidDevice` will be returned if a device that supports managed memory is used and it is not peer-to-peer compatible with any of the other managed memory supporting devices that were previously used in that process, even if `cudaDeviceReset` has been called on those devices. These environment variables are described in the CUDA programming guide under the “CUDA environment variables” section.

See also:
cudaMallocPitch, cudaFree, cudaMallocArray, cudaFreeArray, cudaMalloc3D, cudaMalloc3DArray, cudaMallocHost (C API), cudaFreeHost, cudaHostAlloc, cudaDeviceGetAttribute, cudaStreamAttachMemAsync

```c
__host__ cudaError_t cudaMemcpyMipmappedArray
cudaMipmappedArray_t *mipmappedArray, const
cudaChannelFormatDesc *desc, cudaExtent extent,
unsigned int numLevels, unsigned int flags)
```
Allocate a mipmapped array on the device.

Parameters

- **mipmappedArray**
  - Pointer to allocated mipmapped array in device memory
- **desc**
  - Requested channel format
- **extent**
  - Requested allocation size (`width` field in elements)
- **numLevels**
  - Number ofipmap levels to allocate
- **flags**
  - Flags for extensions

Returns

cudaSuccess, cudaErrorMemoryAllocation

Description

Allocates a CUDA mipmapped array according to the `cudaChannelFormatDesc` structure `desc` and returns a handle to the new CUDA mipmapped array in
*mipmappedArray.numLevels* specifies the number of mipmap levels to be allocated. This value is clamped to the range \([1, 1 + \text{floor}(\log_2(\max(\text{width, height, depth}))))\].

The `cudaChannelFormatDesc` is defined as:

```c
struct cudaChannelFormatDesc {
    int x, y, z, w;
    enum cudaChannelFormatKind f;
};
```

where `cudaChannelFormatKind` is one of `cudaChannelFormatKindSigned`, `cudaChannelFormatKindUnsigned`, or `cudaChannelFormatKindFloat`.

cudaMallocMipmappedArray() can allocate the following:

- A 1D mipmapped array is allocated if the height and depth extents are both zero.
- A 2D mipmapped array is allocated if only the depth extent is zero.
- A 3D mipmapped array is allocated if all three extents are non-zero.
- A 1D layered CUDA mipmapped array is allocated if only the height extent is zero and the cudaArrayLayered flag is set. Each layer is a 1D mipmapped array. The number of layers is determined by the depth extent.
- A 2D layered CUDA mipmapped array is allocated if all three extents are non-zero and the cudaArrayLayered flag is set. Each layer is a 2D mipmapped array. The number of layers is determined by the depth extent.
- A cubemap CUDA mipmapped array is allocated if all three extents are non-zero and the cudaArrayCubemap flag is set. Width must be equal to height, and depth must be six. The order of the six layers in memory is the same as that listed in `cudaGraphicsCubeFace`.
- A cubemap layered CUDA mipmapped array is allocated if all three extents are non-zero, and both, cudaArrayCubemap and cudaArrayLayered flags are set. Width must be equal to height, and depth must be a multiple of six. A cubemap layered CUDA mipmapped array is a special type of 2D layered CUDA mipmapped array that consists of a collection of cubemap mipmapped arrays. The first six layers represent the first cubemap mipmapped array, the next six layers form the second cubemap mipmapped array, and so on.

The `flags` parameter enables different options to be specified that affect the allocation, as follows.

- `cudaArrayDefault`: This flag's value is defined to be 0 and provides default mipmapped array allocation
- `cudaArrayLayered`: Allocates a layered CUDA mipmapped array, with the depth extent indicating the number of layers
- `cudaArrayCubemap`: Allocates a cubemap CUDA mipmapped array. Width must be equal to height, and depth must be six. If the cudaArrayLayered flag is also set, depth must be a multiple of six.
 cudaArraySurfaceLoadStore: This flag indicates that individual mipmap levels of the CUDA mipmapped array will be read from or written to using a surface reference.

 cudaArrayTextureGather: This flag indicates that texture gather operations will be performed on the CUDA array. Texture gather can only be performed on 2D CUDA mipmapped arrays, and the gather operations are performed only on the most detailed mipmap level.

The width, height and depth extents must meet certain size requirements as listed in the following table. All values are specified in elements.

<table>
<thead>
<tr>
<th>CUDA array type</th>
<th>Valid extents {(width range in elements), (height range), (depth range)}</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D</td>
<td>{(1, maxTexture1DMipmap), 0, 0}</td>
</tr>
<tr>
<td>2D</td>
<td>{(1, maxTexture2DMipmap[0]), (1, maxTexture2DMipmap[1]), 0}</td>
</tr>
<tr>
<td>3D</td>
<td>{(1, maxTexture3D[0]), (1, maxTexture3D[1]), (1, maxTexture3D[2])}</td>
</tr>
<tr>
<td>1D Layered</td>
<td>{(1, maxTexture1DLayered[0]), 0, (1, maxTexture1DLayered[1])}</td>
</tr>
<tr>
<td>2D Layered</td>
<td>{(1, maxTexture2DLayered[0]), (1, maxTexture2DLayered[1]), (1, maxTexture2DLayered[2])}</td>
</tr>
<tr>
<td>Cubemap</td>
<td>{(1, maxTextureCubemap), (1, maxTextureCubemap), 6}</td>
</tr>
<tr>
<td>Cubemap Layered</td>
<td>{(1, maxTextureCubemapLayered[0]), (1, maxTextureCubemapLayered[0]), (1, maxTextureCubemapLayered[1])}</td>
</tr>
</tbody>
</table>

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc3D, cudaMalloc, cudaMallocPitch, cudaFree, cudaFreeArray, cudaMallocHost (C API), cudaFreeHost, cudaHostAlloc, make_cudaExtent

__host__cudaError_t cudaMallocPitch (void **devPtr, size_t *pitch, size_t width, size_t height)

Allocates pitched memory on the device.

Parameters

devPtr
- Pointer to allocated pitched device memory
**pitch**
- Pitch for allocation

**width**
- Requested pitched allocation width (in bytes)

**height**
- Requested pitched allocation height

**Returns**
cudaSuccess, cudaErrorMemoryAllocation

**Description**
Allocates at least `width` (in bytes) * `height` bytes of linear memory on the device and returns in `*devPtr` a pointer to the allocated memory. The function may pad the allocation to ensure that corresponding pointers in any given row will continue to meet the alignment requirements for coalescing as the address is updated from row to row. The pitch returned in `*pitch` by cudaMallocPitch() is the width in bytes of the allocation. The intended usage of pitch is as a separate parameter of the allocation, used to compute addresses within the 2D array. Given the row and column of an array element of type `T`, the address is computed as:

```
    T* pElement = (T*)((char*)BaseAddress + Row * pitch) + Column;
```

For allocations of 2D arrays, it is recommended that programmers consider performing pitch allocations using cudaMallocPitch(). Due to pitch alignment restrictions in the hardware, this is especially true if the application will be performing 2D memory copies between different regions of device memory (whether linear memory or CUDA arrays).

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**
cudaMalloc, cudaFree, cudaMallocArray, cudaFreeArray, cudaMallocHost (C API), cudaFreeHost, cudaMalloc3D, cudaMalloc3DArray, cudaHostAlloc
__host__cudaError_t cudaMemAdvise (const void *devPtr, size_t count, cudaMemoryAdvise advice, int device)

Advise about the usage of a given memory range.

Parameters

devPtr
- Pointer to memory to set the advice for

count
- Size in bytes of the memory range

advice
- Advice to be applied for the specified memory range

device
- Device to apply the advice for

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description

Advise the Unified Memory subsystem about the usage pattern for the memory range starting at devPtr with a size of count bytes. The start address and end address of the memory range will be rounded down and rounded up respectively to be aligned to CPU page size before the advice is applied. The memory range must refer to managed memory allocated via cudaMallocManaged or declared via __managed__ variables. The advice parameter can take the following values:

- cudaMemAdviseSetReadMostly: This implies that the data is mostly going to be read from and only occasionally written to. Any read accesses from any processor to this region will create a read-only copy of at least the accessed pages in that processor’s memory. Additionally, if cudaMemPrefetchAsync is called on this region, it will create a read-only copy of the data on the destination processor. If any processor writes to this region, all copies of the corresponding page will be invalidated except for the one where the write occurred. The device argument is ignored for this advice. Note that for a page to be read-duplicated, the accessing processor must either be the CPU or a GPU that has a non-zero value for the device attribute cudaDevAttrConcurrentManagedAccess. Also, if a context is created on a device that does not have the device attribute cudaDevAttrConcurrentManagedAccess set, then read-duplication will not occur until all such contexts are destroyed.
cudaMemAdviceUnsetReadMostly: Undoes the effect of cudaMemAdviceReadMostly and also prevents the Unified Memory driver from attempting heuristic read-duplication on the memory range. Any read-duplicated copies of the data will be collapsed into a single copy. The location for the collapsed copy will be the preferred location if the page has a preferred location and one of the read-duplicated copies was resident at that location. Otherwise, the location chosen is arbitrary.

cudaMemAdviseSetPreferredLocation: This advice sets the preferred location for the data to be the memory belonging to device. Passing in cudaCpuDeviceId for device sets the preferred location as host memory. If device is a GPU, then it must have a non-zero value for the device attribute cudaDevAttrConcurrentManagedAccess. Setting the preferred location does not cause data to migrate to that location immediately. Instead, it guides the migration policy when a fault occurs on that memory region. If the data is already in its preferred location and the faulting processor can establish a mapping without requiring the data to be migrated, then data migration will be avoided. On the other hand, if the data is not in its preferred location or if a direct mapping cannot be established, then it will be migrated to the processor accessing it. It is important to note that setting the preferred location does not prevent data prefetching done using cudaMemPrefetchAsync. Having a preferred location can override the page thrash detection and resolution logic in the Unified Memory driver. Normally, if a page is detected to be constantly thrashing between for example host and device memory, the page may eventually be pinned to host memory by the Unified Memory driver. But if the preferred location is set as device memory, then the page will continue to thrash indefinitely. If cudaMemAdviseSetReadMostly is also set on this memory region or any subset of it, then the policies associated with that advice will override the policies of this advice.

cudaMemAdviseUnsetPreferredLocation: Undoes the effect of cudaMemAdviseSetPreferredLocation and changes the preferred location to none.

cudaMemAdviseSetAccessedBy: This advice implies that the data will be accessed by device. Passing in cudaCpuDeviceId for device will set the advice for the CPU. If device is a GPU, then the device attribute cudaDevAttrConcurrentManagedAccess must be non-zero. This advice does not cause data migration and has no impact on the location of the data per se. Instead, it causes the data to always be mapped in the specified processor’s page tables, as long as the location of the data permits a mapping to be established. If the data gets migrated for any reason, the mappings are updated accordingly. This advice is recommended in scenarios where data locality is not important, but avoiding faults is. Consider for example a system containing multiple GPUs with peer-to-peer access enabled, where the data located on one GPU is occasionally accessed by peer GPUs. In such scenarios, migrating data over to the other GPUs is not as important because the accesses are infrequent and the overhead of migration may be too high. But preventing faults can still help improve performance, and so having
a mapping set up in advance is useful. Note that on CPU access of this data, the data may be migrated to host memory because the CPU typically cannot access device memory directly. Any GPU that had the cudaMemAdviceSetAccessedBy flag set for this data will now have its mapping updated to point to the page in host memory. If cudaMemAdviseSetReadMostly is also set on this memory region or any subset of it, then the policies associated with that advice will override the policies of this advice. Additionally, if the preferred location of this memory region or any subset of it is also device, then the policies associated with cudaMemAdviseSetPreferredLocation will override the policies of this advice.

- cudaMemAdviseUnsetAccessedBy: Undoes the effect of cudaMemAdviseSetAccessedBy. Any mappings to the data from device may be removed at any time causing accesses to result in non-fatal page faults.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard default stream semantics.

See also:
cudaMemcpy, cudaMemcpyPeer, cudaMemcpyAsync, cudaMemcpy3DPeerAsync, cudaMemcpyAsync

cudaMemcpy (void *dst, const void *src, size_t count, cudaMemcpyKind kind)
Copies data between host and device.

Parameters
dst
- Destination memory address
src
- Source memory address
count
- Size in bytes to copy
kind
- Type of transfer

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection
Description
Copies count bytes from the memory area pointed to by src to the memory area pointed to by dst, where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing. Calling cudaMemcpy() with dst and src pointers that do not match the direction of the copy results in an undefined behavior.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits synchronous behavior for most use cases.

See also:
ccudaMemcpy2D, cudaMemcpyToHostArray, cudaMemcpy2DToHostArray,
ccudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyHostToDevice,
ccudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyDeviceToHost,
ccudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyDeviceToHost,
ccudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyHostToDevice,
ccudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync,
ccudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync,
ccudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyHostToDevice,
ccudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyDeviceToHost,
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ccudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync,
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ccudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync,
ccudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyDeviceToHost,
ccudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync,
ccudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync,
ccudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyDeviceToHost,
ccudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync,
ccudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync,
ccudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyDeviceToHost,
ccudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync,
ccudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync,
ccudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyDeviceToHost,
ccudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync,
ccudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync,
ccudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyDeviceToHost,
ccudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArray Async

__host__cudaError_t cudaMemcpy2D (void *dst, size_t dpitch, const void *src, size_t spitch, size_t width, size_t height, cudaMemcpyKind kind)
Copies data between host and device.

Parameters
dst
- Destination memory address
dpitch
- Pitch of destination memory
src
- Source memory address
spitch
- Pitch of source memory
width
- Width of matrix transfer (columns in bytes)
height
  - Height of matrix transfer (rows)

kind
  - Type of transfer

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidPitchValue,
cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

**Description**

Copies a matrix (height rows of width bytes each) from the memory area pointed to by src to the memory area pointed to by dst, where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing. dpitch and spitch are the widths in memory in bytes of the 2D arrays pointed to by dst and src, including any padding added to the end of each row. The memory areas may not overlap. width must not exceed either dpitch or spitch. Calling cudaMemcpy2D() with dst and src pointers that do not match the direction of the copy results in an undefined behavior. cudaMemcpy2D() returns an error if dpitch or spitch exceeds the maximum allowed.

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

cudaMemcpy, cudaMemcpyToArray, cudaMemcpy2DToArray,
cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray,
cudaMemcpy2DToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyFromArrayAsync,
cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync,
cudaMemcpyFromSymbolAsync

__host__cudaError_t cudaMemcpy2DToArray(cudaArray_t dst, size_t wOffsetDst, size_t hOffsetDst, cudaArray_const_t src, size_t wOffsetSrc,
size_t hOffsetSrc, size_t width, size_t height, cudaMemcpyKind kind)

Copies data between host and device.

Parameters

dst
  - Destination memory address
wOffsetDst
  - Destination starting X offset
hOffsetDst
  - Destination starting Y offset
src
  - Source memory address
wOffsetSrc
  - Source starting X offset
hOffsetSrc
  - Source starting Y offset
width
  - Width of matrix transfer (columns in bytes)
height
  - Height of matrix transfer (rows)
kind
  - Type of transfer

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidMemcpyDirection

Description

Copies a matrix (height rows of width bytes each) from the CUDA array srcArray starting at the upper left corner (wOffsetSrc, hOffsetSrc) to the CUDA array dst starting at the upper left corner (wOffsetDst, hOffsetDst), where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing. wOffsetDst + width must not exceed the width of the CUDA array dst. wOffsetSrc + width must not exceed the width of the CUDA array src.
Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits synchronous behavior for most use cases.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray,
cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray,
cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync,
cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync,
cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync,
cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

__host__ __device__ cudaError_t cudaMemcpy2DAsync
(void *dst, size_t dpitch, const void *src, size_t spitch,
size_t width, size_t height, cudaMemcpyKind kind,
cudaStream_t stream)
Copies data between host and device.

Parameters

dst
- Destination memory address
dpitch
- Pitch of destination memory
src
- Source memory address
spitch
- Pitch of source memory
width
- Width of matrix transfer (columns in bytes)
height
- Height of matrix transfer (rows)
kind
- Type of transfer
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidPitchValue,
cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection
Description

Copies a matrix (height rows of width bytes each) from the memory area pointed to by src to the memory area pointed to by dst, where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing. dPitch and sPitch are the widths in memory in bytes of the 2D arrays pointed to by dst and src, including any padding added to the end of each row. The memory areas may not overlap. width must not exceed either dPitch or sPitch.

Calling cudaMemcpy2DAsync() with dst and src pointers that do not match the direction of the copy results in an undefined behavior. cudaMemcpy2DAsync() returns an error if dPitch or sPitch is greater than the maximum allowed.

cudaMemcpy2DAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

The device version of this function only handles device to device copies and cannot be given local or shared pointers.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard default stream semantics.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

__host__cudaError_t cudaMemcpy2DFromArray (void *dst, size_t dPitch, cudaArray_const_t src, size_t sPitch)
wOffset, size_t hOffset, size_t width, size_t height, cudaMemcpyKind kind)
Copies data between host and device.

Parameters

dst
- Destination memory address
dpitch
- Pitch of destination memory
src
- Source memory address
wOffset
- Source starting X offset
hOffset
- Source starting Y offset
width
- Width of matrix transfer (columns in bytes)
height
- Height of matrix transfer (rows)
kind
- Type of transfer

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection

Description
Copies a matrix (height rows of width bytes each) from the CUDA array srcArray starting at the upper left corner (wOffset, hOffset) to the memory area pointed to by dst, where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToDevice, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing. dpitch is the width in memory in bytes of the 2D array pointed to by dst, including any padding added to the end of each row. wOffset + width must not exceed the width of the CUDA array src.width must not exceed dpitch. cudaMemcpy2DFromArray() returns an error if dpitch exceeds the maximum allowed.
Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits synchronous behavior for most use cases.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyTo, cudaMemcpy2DTo, cudaMemcpyFromArray, cudaMemcpyArrayTo, cudaMemcpy2DArrayTo, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

__host__cudaError_t cudaMemcpy2DFromArrayAsync
( void *dst, size_t dpitch, cudaArray_const_t src, size_t wOffset, size_t hOffset, size_t width, size_t height, cudaMemcpyKind kind, cudaStream_t stream)

Copies data between host and device.

Parameters

dst
  - Destination memory address
dpitch
  - Pitch of destination memory
src
  - Source memory address
wOffset
  - Source starting X offset
hOffset
  - Source starting Y offset
width
  - Width of matrix transfer (columns in bytes)
height
  - Height of matrix transfer (rows)
kind
  - Type of transfer
stream
  - Stream identifier
Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer,
cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection

Description
Copies a matrix (height rows of width bytes each) from the CUDA array srcArray starting at the upper left corner (wOffset, hOffset) to the memory area pointed to by dst, where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing. dpitch is the width in memory in bytes of the 2D array pointed to by dst, including any padding added to the end of each row. wOffset + width must not exceed the width of the CUDA array src.width must not exceed dpitch. cudaMemcpy2DFromArrayAsync() returns an error if dpitch exceeds the maximum allowed.

cudaMemcpy2DFromArrayAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard default stream semantics.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray,
cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyToArrayArray,
cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpyFromArraySymbol,
cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync,
cudaMemcpy2DArrayAsync, cudaMemcpyFromArrayAsync,
cudaMemcpyToSymbolAsync, cudaMemcpyFromArrayAsync

__host__cudaError_t cudaMemcpy2DToArray(cuarray_t dst, size_t wOffset, size_t hOffset, const
void *src, size_t spitch, size_t width, size_t height,
cudA memcpyKind kind)
Copies data between host and device.

Parameters

dst
- Destination memory address
wOffset
- Destination starting X offset
hOffset
- Destination starting Y offset
src
- Source memory address
spitch
- Pitch of source memory
width
- Width of matrix transfer (columns in bytes)
height
- Height of matrix transfer (rows)
kind
- Type of transfer

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer,
cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection

Description
Copies a matrix (height rows of width bytes each) from the memory area pointed
to by src to the CUDA array dst starting at the upper left corner (wOffset,
hOffset) where kind specifies the direction of the copy, and must be one of
cudA memcpyHostToHost, cudA memcpyHostToDevice, cudA memcpyDeviceToHost,
cudA memcpyDeviceToDevice, or cudA memcpyDefault. Passing cudA memcpyDefault
is recommended, in which case the type of transfer is inferred from the pointer values.
However, cudA memcpyDefault is only allowed on systems that support unified
virtual addressing. spitch is the width in memory in bytes of the 2D array pointed
to by src, including any padding added to the end of each row. wOffset + width
must not exceed the width of the CUDA array dst.width must not exceed spitch.
cudA memcpy2DToArray() returns an error if spitch exceeds the maximum allowed.
Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits synchronous behavior for most use cases.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray, cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpy2DAsync, cudaMemcpyFromArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpyToSymbolAsync

__host__cudaError_t cudaMemcpy2DToArrayAsync (cudaArray_t dst, size_t wOffset, size_t hOffset, const void *src, size_t spitch, size_t width, size_t height, cudaMemcpyKind kind, cudaStream_t stream)

Copies data between host and device.

Parameters

dst
- Destination memory address
wOffset
- Destination starting X offset
hOffset
- Destination starting Y offset
src
- Source memory address
spitch
- Pitch of source memory
width
- Width of matrix transfer (columns in bytes)
height
- Height of matrix transfer (rows)
kind
- Type of transfer
stream
- Stream identifier
Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer,
cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection

Description
Copies a matrix (height rows of width bytes each) from the memory area pointed to by src to the CUDA array dst starting at the upper left corner (wOffset, hOffset) where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing. spitch is the width in memory in bytes of the 2D array pointed to by src, including any padding added to the end of each row. wOffset + width must not exceed the width of the CUDA array dst. width must not exceed spitch. cudaMemcpy2DToArrayAsync() returns an error if spitch exceeds the maximum allowed.

cudaMemcpy2DToArrayAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard default stream semantics.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray,
cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyFromArrayAsync,
cudaMemcpy2DArrayToArray, cudaMemcpyToArrayAsync,
cudaMemcpyToSymbol, cudaMemcpyFromSymbol,
cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToSymbolAsync,
cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync,
cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync
__host__ cudaError_t cudaMemcpy3D (const cudaMemcpy3DParms *p)
Copies data between 3D objects.

Parameters

p
- 3D memory copy parameters

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer,
cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection

Description

struct cudaExtent {
    size_t width;
    size_t height;
    size_t depth;
};
struct cudaExtent
    make_cudaExtent(size_t w, size_t h, size_t d);

struct cudaMemcpy3DParms {
    cudaArray_t srcArray;
    struct cudaPos srcPos;
    struct cudaPitchedPtr srcPtr;
    cudaArray_t dstArray;
    struct cudaPos dstPos;
    struct cudaPitchedPtr dstPtr;
    struct cudaExtent extent;
    enum cudaMemcpyKind kind;
};
cudaMemcpy3D() copies data between two 3D objects. The source and destination objects may be in either host memory, device memory, or a CUDA array. The source, destination, extent, and kind of copy performed is specified by the cudaMemcpy3DParms struct which should be initialized to zero before use:

```c
cudaMemcpy3DParms myParms = {0};
```
The struct passed to cudaMemcpy3D() must specify one of srcArray or srcPtr and one of dstArray or dstPtr. Passing more than one non-zero source or destination will cause cudaMemcpy3D() to return an error.

The srcPos and dstPos fields are optional offsets into the source and destination objects and are defined in units of each object's elements. The element for a host or device pointer is assumed to be unsigned char. For CUDA arrays, positions must be in the range [0, 2048) for any dimension.

The extent field defines the dimensions of the transferred area in elements. If a CUDA array is participating in the copy, the extent is defined in terms of that array's elements. If no CUDA array is participating in the copy then the extents are defined in elements of unsigned char.

The kind field defines the direction of the copy. It must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.

If the source and destination are both arrays, cudaMemcpy3D() will return an error if they do not have the same element size.

The source and destination object may not overlap. If overlapping source and destination objects are specified, undefined behavior will result.

The source object must lie entirely within the region defined by srcPos and extent. The destination object must lie entirely within the region defined by dstPos and extent.

cudaMemcpy3D() returns an error if the pitch of srcPtr or dstPtr exceeds the maximum allowed. The pitch of a cudaPitchedPtr allocated with cudaMalloc3D() will always be valid.

Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits synchronous behavior for most use cases.

See also:
cudaMalloc3D, cudaMalloc3DArray, cudaMemset3D, cudaMemcpy3DAsync, cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray, cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync,
cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync,
cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync,
cudaMemcpyFromSymbolAsync, make_cudaExtent, make_cudaPos

__host__ __device__ __cudaError_t cudaMemcpy3DAsync
(const cudaMemcpy3DParms *p, cudaStream_t stream)

Copies data between 3D objects.

Parameters

p
  - 3D memory copy parameters

stream
  - Stream identifier

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer,
cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection

Description

```
struct cudaExtent {
    size_t width;
    size_t height;
    size_t depth;
};
struct cudaExtent
    make_cudaExtent(size_t w, size_t h, size_t d);

struct cudaPos {
    size_t x;
    size_t y;
    size_t z;
};
struct cudaPos
    make_cudaPos(size_t x, size_t y, size_t z);

struct cudaMemcpy3DParms {
    cudaArray_t srcArray;
    struct cudaPos srcPos;
    struct cudaMemcpy3DParms srcPtr;
    cudaArray_t dstArray;
    struct cudaPos dstPos;
    struct cudaMemcpy3DParms dstPtr;
    struct cudaMemcpy3DParms extent;
    enum cudaMemcpyKind kind;
};
```
cudaMemcpy3DAsync() copies data between two 3D objects. The source and destination objects may be in either host memory, device memory, or a CUDA array. The source, destination, extent, and kind of copy performed is specified by the cudaMemcpy3DParms struct which should be initialized to zero before use:

```c
cudaMemcpy3DParms myParms = {0};
```

The struct passed to cudaMemcpy3DAsync() must specify one of srcArray or srcPtr and one of dstArray or dstPtr. Passing more than one non-zero source or destination will cause cudaMemcpy3DAsync() to return an error.

The srcPos and dstPos fields are optional offsets into the source and destination objects and are defined in units of each object's elements. The element for a host or device pointer is assumed to be unsigned char. For CUDA arrays, positions must be in the range [0, 2048) for any dimension.

The extent field defines the dimensions of the transferred area in elements. If a CUDA array is participating in the copy, the extent is defined in terms of that array's elements. If no CUDA array is participating in the copy then the extents are defined in elements of unsigned char.

The kind field defines the direction of the copy. It must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.

If the source and destination are both arrays, cudaMemcpy3DAsync() will return an error if they do not have the same element size.

The source and destination object may not overlap. If overlapping source and destination objects are specified, undefined behavior will result.

The source object must lie entirely within the region defined by srcPos and extent. The destination object must lie entirely within the region defined by dstPos and extent.

cudaMemcpy3DAsync() returns an error if the pitch of srcPtr or dstPtr exceeds the maximum allowed. The pitch of a cudaPitchedPtr allocated with cudaMalloc3D() will always be valid.

cudaMemcpy3DAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

The device version of this function only handles device to device copies and cannot be given local or shared pointers.
Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits asynchronous behavior for most use cases.

This function uses standard default stream semantics.

See also:
cudaMalloc3D, cudaMalloc3DArray, cudaMemset3D, cudaMemcpy3D,
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToAll, cudaMemcpy2DtoAll,
cudaMemcpyFromAll, cudaMemcpy2DFromAll, cudaMemcpyArrayToAll,
cudaMemcpy2DArrayToAll, cudaMemcpyToSymbol, cudaMemcpyFromSymbol,
cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToAllAsync,
cudaMemcpy2DtoAllAsync, cudaMemcpyArrayToAllAsync, cudaMemcpy2DArrayToAllAsync,
cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync, make_cudaExtent, make_cudaPos

__host__cudaError_t cudaMemcpy3DPeer (const cudaMemcpy3DPeerParms *p)
Copies memory between devices.

Parameters

p
- Parameters for the memory copy

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description
Perform a 3D memory copy according to the parameters specified in p. See the definition of the cudaMemcpy3DPeerParms structure for documentation of its parameters.

Note that this function is synchronous with respect to the host only if the source or destination of the transfer is host memory. Note also that this copy is serialized with respect to all pending and future asynchronous work in to the current device, the copy’s source device, and the copy’s destination device (use cudaMemcpy3DPeerAsync to avoid this synchronization).
This function exhibits synchronous behavior for most use cases.

See also:
cudaMemcpy, cudaMemcpyPeer, cudaMemcpyAsync, cudaMemcpyPeerAsync, cudaMemcpy3DPeerAsync

__host__cudaError_t cudaMemcpy3DPeerAsync (const cudaMemcpy3DPeerParms *p, cudaStream_t stream)
Copies memory between devices asynchronously.

Parameters
p
- Parameters for the memory copy
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description
Perform a 3D memory copy according to the parameters specified in p. See the definition of the cudaMemcpy3DPeerParms structure for documentation of its parameters.

Note that this function may also return error codes from previous, asynchronous launches. This function exhibits asynchronous behavior for most use cases. This function uses standard default stream semantics.

See also:
cudaMemcpy, cudaMemcpyPeer, cudaMemcpyAsync, cudaMemcpyPeerAsync, cudaMemcpy3DPeerAsync

__host__cudaError_t cudaMemcpyArrayToArray (cudaArray_t dst, size_t wOffsetDst, size_t hOffsetDst,
cudaArray_const_t src, size_t wOffsetSrc, size_t hOffsetSrc, size_t count, cudaMemcpyKind kind)

Copies data between host and device.

Parameters

dst
  - Destination memory address
wOffsetDst
  - Destination starting X offset
hOffsetDst
  - Destination starting Y offset
src
  - Source memory address
wOffsetSrc
  - Source starting X offset
hOffsetSrc
  - Source starting Y offset
count
  - Size in bytes to copy
kind
  - Type of transfer

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidMemcpyDirection

Description

Copies count bytes from the CUDA array src starting at the upper left corner (wOffsetSrc, hOffsetSrc) to the CUDA array dst starting at the upper left corner (wOffsetDst, hOffsetDst) where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMemcpyAsync (void *dst, const void *src, size_t count, cudaMemcpyKind kind, cudaStream_t stream)

Copies data between host and device.

**Parameters**

- **dst**
  - Destination memory address
- **src**
  - Source memory address
- **count**
  - Size in bytes to copy
- **kind**
  - Type of transfer
- **stream**
  - Stream identifier

**Returns**

- cudaSuccess
- cudaErrorInvalidValue
- cudaErrorInvalidDevicePointer
- cudaErrorInvalidMemcpyDirection

**Description**

Copies `count` bytes from the memory area pointed to by `src` to the memory area pointed to by `dst`, where `kind` specifies the direction of the copy, and must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.

The memory areas may not overlap. Calling cudaMemcpyAsync() with `dst` and `src` pointers that do not match the direction of the copy results in an undefined behavior.

cudaMemcpyAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by
passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and the stream is non-zero, the copy may overlap with operations in other streams.

The device version of this function only handles device to device copies and cannot be given local or shared pointers.

Note that this function may also return error codes from previous, asynchronous launches.
This function exhibits asynchronous behavior for most use cases.
This function uses standard default stream semantics.

See also:
cuDaaMemcpyn, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyFromArray, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

__host__cudaError_t cudaMemcpyFromArray (void *dst, cudaMemcpy_device_t src, size_t wOffset, size_t hOffset, size_t count, cudaMemcpyKind kind)

Copies data between host and device.

Parameters

dst
- Destination memory address
src
- Source memory address
wOffset
- Source starting X offset
hOffset
- Source starting Y offset
count
- Size in bytes to copy
kind
- Type of transfer
Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description

Copies count bytes from the CUDA array src starting at the upper left corner (wOffset, hOffset) to the memory area pointed to by dst, where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits synchronous behavior for most use cases.

See also:

ccudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray, cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

__host__ cudaError_t cudaMemcpyFromArrayAsync
( void *dst, cudaArray_const_t src, size_t wOffset, size_t hOffset, size_t count, cudaMemcpyKind kind, cudaStream_t stream)
Copies data between host and device.

Parameters

dst
  - Destination memory address
src
  - Source memory address
wOffset
  - Source starting X offset
hOffset
- Source starting Y offset
count
- Size in bytes to copy
kind
- Type of transfer
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description
Copies count bytes from the CUDA array src starting at the upper left corner (wOffset, hOffset) to the memory area pointed to by dst, where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToDevice, cudaMemcpyHostToDevice, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.
cudaMemcpyFromArrayAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard default stream semantics.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToGateway, cudaMemcpy2DToGateway, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyGatewayToGateway, cudaMemcpy2DGatewayToGateway, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyGatewayToGatewayAsync, cudaMemcpy2DGatewayToGatewayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync
__host__ cudaError_t cudaMemcpyFromSymbol (void *dst, const void *symbol, size_t count, size_t offset, cudaMemcpyKind kind)
 Copies data from the given symbol on the device.

Parameters

dst
- Destination memory address
symbol
- Device symbol address
count
- Size in bytes to copy
offset
- Offset from start of symbol in bytes
kind
- Type of transfer

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description

Copies count bytes from the memory area pointed to by offset bytes from the start of symbol symbol to the memory area pointed to by dst. The memory areas may not overlap. symbol is a variable that resides in global or constant memory space. kind can be either cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits synchronous behavior for most use cases.
- Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray, cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

__host__ cudaError_t cudaMemcpyFromSymbolAsync
(void *dst, const void *symbol, size_t count, size_t offset, cudaMemcpyKind kind, cudaStream_t stream)

Copies data from the given symbol on the device.

Parameters

dst
- Destination memory address

symbol
- Device symbol address

count
- Size in bytes to copy

offset
- Offset from start of symbol in bytes

kind
- Type of transfer

stream
- Stream identifier

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description

Copies count bytes from the memory area pointed to by offset bytes from the start of symbol symbol to the memory area pointed to by dst. The memory areas may not overlap. symbol is a variable that resides in global or constant memory space. kind can be either cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.

cudaMemcpyFromSymbolAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a
stream by passing a non-zero stream argument. If kind is cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard default stream semantics.
- Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArrays, cudaMemcpy2DToArrays, cudaMemcpyFromArrays, cudaMemcpy2DFromArrays, cudaMemcpyArrayToArrays, cudaMemcpy2DArrayToArrays, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

`__host__cudaError_t cudaMemcpyPeer (void *dst, int dstDevice, const void *src, int srcDevice, size_t count)`

Copies memory between two devices.

Parameters

dst
  - Destination device pointer
dstDevice
  - Destination device
src
  - Source device pointer
srcDevice
  - Source device
count
  - Size of memory copy in bytes

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice
Description

Copies memory from one device to memory on another device. \( \text{dst} \) is the base device pointer of the destination memory and \( \text{dstDevice} \) is the destination device. \( \text{src} \) is the base device pointer of the source memory and \( \text{srcDevice} \) is the source device. \( \text{count} \) specifies the number of bytes to copy.

Note that this function is asynchronous with respect to the host, but serialized with respect all pending and future asynchronous work in to the current device, \( \text{srcDevice} \), and \( \text{dstDevice} \) (use cudaMemcpyPeerAsync to avoid this synchronization).

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits synchronous behavior for most use cases.

See also:
cudaMemcpy, cudaMemcpyAsync, cudaMemcpyPeerAsync, cudaMemcpy3DPeerAsync

\[
\_\_\_\_\_\text{cudaError_t cudaMemcpyPeerAsync}(\text{void }^*\text{dst, int }\text{dstDevice, const void }^*\text{src, int srcDevice, size_t count, cudaStream_t stream})
\]

Copies memory between two devices asynchronously.

Parameters

dst
  - Destination device pointer

dstDevice
  - Destination device

src
  - Source device pointer

srcDevice
  - Source device

count
  - Size of memory copy in bytes

stream
  - Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice
Description

Copies memory from one device to memory on another device. \texttt{dst} is the base device pointer of the destination memory and \texttt{dstDevice} is the destination device. \texttt{src} is the base device pointer of the source memory and \texttt{srcDevice} is the source device. \texttt{count} specifies the number of bytes to copy.

Note that this function is asynchronous with respect to the host and all work on other devices.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits \texttt{asynchronous} behavior for most use cases.
- This function uses standard \texttt{default stream} semantics.

See also:

\texttt{cudaMemcpy}, \texttt{cudaMemcpyPeer}, \texttt{cudaMemcpyAsync}, \texttt{cudaMemcpy3DPeerAsync}

\_\_host\_\_cudaError\_t cudaMemcpyToArray (cudaArray\_t dst, size\_t wOffset, size\_t hOffset, const void \*src, size\_t count, cudaMemcpy\_Kind kind)

Copies data between host and device.

Parameters

\- \texttt{dst} - Destination memory address
\- \texttt{wOffset} - Destination starting X offset
\- \texttt{hOffset} - Destination starting Y offset
\- \texttt{src} - Source memory address
\- \texttt{count} - Size in bytes to copy
\- \texttt{kind} - Type of transfer

Returns

\texttt{cudaSuccess}, \texttt{cudaErrorInvalidValue}, \texttt{cudaErrorInvalidDevicePointer}, \texttt{cudaErrorInvalidMemcpyDirection}
Description

Copies count bytes from the memory area pointed to by src to the CUDA array dst starting at the upper left corner (wOffset, hOffset), where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits synchronous behavior for most use cases.

See also:

cudaMemcpy, cudaMemcpy2D, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DToArray, cudaMemcpyToArray, cudaMemcpy2DToArrayAsync, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbol, cudaMemcpyFromSymbol

cudaMemcpyToArrayAsync (cudaArray_t dst, size_t wOffset, size_t hOffset, const void *src, size_t count, cudaMemcpyKind kind, cudaStream_t stream)
Copies data between host and device.

Parameters

dst
- Destination memory address

wOffset
- Destination starting X offset

hOffset
- Destination starting Y offset

src
- Source memory address

count
- Size in bytes to copy
kind
- Type of transfer

stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description
Copies count bytes from the memory area pointed to by src to the CUDA array dst starting at the upper left corner (wOffset, hOffset), where kind specifies the direction of the copy, and must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.

ccudaMemcpyToArrayAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard default stream semantics.

See also:
ccudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray, cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyToArrayAsync, cudaMemcpy2DAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromArrayAsync
__host__cudaError_t cudaMemcpyToSymbol (const void *symbol, const void *src, size_t count, size_t offset, cudaMemcpyKind kind)
Copies data to the given symbol on the device.

Parameters
symbol
- Device symbol address
src
- Source memory address
count
- Size in bytes to copy
offset
- Offset from start of symbol in bytes
kind
- Type of transfer

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol,
cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description
Copies count bytes from the memory area pointed to by src to the memory area pointed to by offset bytes from the start of symbol symbol. The memory areas may not overlap. symbol is a variable that resides in global or constant memory space. kind can be either cudaMemcpyHostToDevice, cudaMemcpyDeviceToDevice, or cudaMemcpyDefault. Passing cudaMemcpyDefault is recommended, in which case the type of transfer is inferred from the pointer values. However, cudaMemcpyDefault is only allowed on systems that support unified virtual addressing.

Note that this function may also return error codes from previous, asynchronous launches.
This function exhibits synchronous behavior for most use cases.
Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaMemcpyToSymbolAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream.
by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice and stream is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard default stream semantics.
- Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyTo陣列, cudaMemcpy2DTo陣列, cudaMemcpyFrom陣列, cudaMemcpy2DFrom陣列, cudaMemcpy陣列To陣列, cudaMemcpy2DArrayTo陣列, cudaMemcpyToArray, cudaMemcpy2DFromArray, cudaMemcpyToArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync

__host__cudaError_t cudaMemcpy (size_t *free, size_t *total)
Gets free and total device memory.

Parameters

- free - Returned free memory in bytes
- total - Returned total memory in bytes

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorLaunchFailure

Description

Returns in *free and *total respectively, the free and total amount of memory available for allocation by the device in bytes.
__host__cudaError_t cudaMemPrefetchAsync (const void *devPtr, size_t count, int dstDevice, cudaStream_t stream)

Prefetches memory to the specified destination device.

Parameters

devPtr
- Pointer to be prefetched

count
- Size in bytes

dstDevice
- Destination device to prefetch to

stream
- Stream to enqueue prefetch operation

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description

Prefetches memory to the specified destination device. devPtr is the base device pointer of the memory to be prefetched and dstDevice is the destination device. count specifies the number of bytes to copy. stream is the stream in which the operation is enqueued. The memory range must refer to managed memory allocated via cudaMallocManaged or declared via __managed__ variables.

Passing in cudaCpuDeviceId for dstDevice will prefetch the data to host memory. If dstDevice is a GPU, then the device attribute cudaDevAttrConcurrentManagedAccess must be non-zero. Additionally, stream must be associated with a device that has a non-zero value for the device attribute cudaDevAttrConcurrentManagedAccess.

The start address and end address of the memory range will be rounded down and rounded up respectively to be aligned to CPU page size before the prefetch operation is enqueued in the stream.

If no physical memory has been allocated for this region, then this memory region will be populated and mapped on the destination device. If there’s insufficient memory to prefetch the desired region, the Unified Memory driver may evict pages from other
cudaMallocManaged allocations to host memory in order to make room. Device memory allocated using cudaMalloc or cudaMallocArray will not be evicted.

By default, any mappings to the previous location of the migrated pages are removed and mappings for the new location are only setup on dstDevice. The exact behavior however also depends on the settings applied to this memory range via cudaMemAdvise as described below:

If cudaMemAdviseSetReadMostly was set on any subset of this memory range, then that subset will create a read-only copy of the pages on dstDevice.

If cudaMemAdviseSetPreferredLocation was called on any subset of this memory range, then the pages will be migrated to dstDevice even if dstDevice is not the preferred location of any pages in the memory range.

If cudaMemAdviseSetAccessedBy was called on any subset of this memory range, then mappings to those pages from all the appropriate processors are updated to refer to the new location if establishing such a mapping is possible. Otherwise, those mappings are cleared.

Note that this API is not required for functionality and only serves to improve performance by allowing the application to migrate data to a suitable location before it is accessed. Memory accesses to this range are always coherent and are allowed even when the data is actively being migrated.

Note that this function is asynchronous with respect to the host and all work on other devices.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard default stream semantics.

See also:
cudaMemcpy, cudaMemcpyPeer, cudaMemcpyAsync, cudaMemcpy3DPeerAsync, cudaMemcpy3DPeerAsync, cudaMemcpy3DPeerAsync, cudaMemcpy3DPeerAsync
__host__ cudaError_t cudaMemRangeGetAttribute
(void *data, size_t dataSize, cudaMemRangeAttribute attribute, const void *devPtr, size_t count)
Query an attribute of a given memory range.

Parameters

data
- A pointer to a memory location where the result of each attribute query will be written to.
dataSize
- Array containing the size of data
attribute
- The attribute to query
devPtr
- Start of the range to query
count
- Size of the range to query

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Query an attribute about the memory range starting at devPtr with a size of count bytes. The memory range must refer to managed memory allocated via cudaMallocManaged or declared via __managed__ variables.
The attribute parameter can take the following values:

- **cudaMemRangeAttributeReadMostly**: If this attribute is specified, data will be interpreted as a 32-bit integer, and dataSize must be 4. The result returned will be 1 if all pages in the given memory range have read-duplication enabled, or 0 otherwise.
- **cudaMemRangeAttributePreferredLocation**: If this attribute is specified, data will be interpreted as a 32-bit integer, and dataSize must be 4. The result returned will be a GPU device id if all pages in the memory range have that GPU as their preferred location, or it will be cudaCpuDeviceId if all pages in the memory range have the CPU as their preferred location, or it will be cudaInvalidDeviceId if either all the pages don’t have the same preferred location or some of the pages don’t have a preferred location at all. Note that the actual location of the pages in the memory range at the time of the query may be different from the preferred location.
• **cudaMemRangeAttributeAccessedBy**: If this attribute is specified, *data* will be interpreted as an array of 32-bit integers, and *dataSize* must be a non-zero multiple of 4. The result returned will be a list of device ids that had cudaMemAdviceSetAccessedBy set for that entire memory range. If any device does not have that advice set for the entire memory range, that device will not be included. If *data* is larger than the number of devices that have that advice set for that memory range, cudaInvalidDeviceId will be returned in all the extra space provided. For ex., if *dataSize* is 12 (i.e. *data* has 3 elements) and only device 0 has the advice set, then the result returned will be `{ 0, cudaInvalidDeviceId, cudaInvalidDeviceId }`. If *data* is smaller than the number of devices that have that advice set, then only as many devices will be returned as can fit in the array. There is no guarantee on which specific devices will be returned, however.

• **cudaMemRangeAttributeLastPrefetchLocation**: If this attribute is specified, *data* will be interpreted as a 32-bit integer, and *dataSize* must be 4. The result returned will be the last location to which all pages in the memory range were prefetched explicitly via cudaMemPrefetchAsync. This will either be a GPU id or cudaCpuDeviceId depending on whether the last location for prefetch was a GPU or the CPU respectively. If any page in the memory range was never explicitly prefetched or if all pages were not prefetched to the same location, cudaInvalidDeviceId will be returned. Note that this simply returns the last location that the application requested to prefetch the memory range to. It gives no indication as to whether the prefetch operation to that location has completed or even begun.

Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits asynchronous behavior for most use cases.

This function uses standard default stream semantics.

See also:
cudaMemRangeGetAttributes, cudaMemPrefetchAsync, cudaMemAdvise

__host__cudaError_t cudaMemRangeGetAttributes
(void **data, size_t *dataSizes, cudaMemRangeAttribute

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*attributes, size_t numAttributes, const void *devPtr, size_t count)

Query attributes of a given memory range.

Parameters

data
- A two-dimensional array containing pointers to memory locations where the result of each attribute query will be written to.
dataSizes
- Array containing the sizes of each result
attributes
- An array of attributes to query (numAttributes and the number of attributes in this array should match)
numAttributes
- Number of attributes to query
devPtr
- Start of the range to query
count
- Size of the range to query

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Query attributes of the memory range starting at devPtr with a size of count bytes. The memory range must refer to managed memory allocated via cudaMallocManaged or declared via __managed__ variables. The attributes array will be interpreted to have numAttributes entries. The dataSizes array will also be interpreted to have numAttributes entries. The results of the query will be stored in data.

The list of supported attributes are given below. Please refer to cudaMemRangeGetAttribute for attribute descriptions and restrictions.

- cudaMemRangeAttributeReadMostly
- cudaMemRangeAttributePreferredLocation
- cudaMemRangeAttributeAccessedBy
- cudaMemRangeAttributeLastPrefetchLocation

Note that this function may also return error codes from previous, asynchronous launches.
See also:
cudaMemRangeGetAttribute, cudaMemAdvise cudaMemPrefetchAsync

__host__cudaError_t cudaMemset (void *devPtr, int value, size_t count)
Initializes or sets device memory to a value.

Parameters

devPtr
- Pointer to device memory

value
- Value to set for each byte of specified memory

count
- Size in bytes to set

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

Description

Fills the first count bytes of the memory area pointed to by devPtr with the constant byte value value.

Note that this function is asynchronous with respect to the host unless devPtr refers to pinned host memory.

- Note that this function may also return error codes from previous, asynchronous launches.
- See also memset synchronization details.

See also:
cudaMemset2D, cudaMemset3D, cudaMemsetAsync, cudaMemset2DAsync, cudaMemset3DAsync
__host__ cudaError_t cudaMemset2D (void *devPtr, size_t pitch, int value, size_t width, size_t height)
Initializes or sets device memory to a value.

Parameters

devPtr
- Pointer to 2D device memory
pitch
- Pitch in bytes of 2D device memory
value
- Value to set for each byte of specified memory
width
- Width of matrix set (columns in bytes)
height
- Height of matrix set (rows)

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

Description
Sets to the specified value value a matrix (height rows of width bytes each) pointed to by dstPtr. pitch is the width in bytes of the 2D array pointed to by dstPtr, including any padding added to the end of each row. This function performs fastest when the pitch is one that has been passed back by cudaMallocPitch().

Note that this function is asynchronous with respect to the host unless devPtr refers to pinned host memory.

- Note that this function may also return error codes from previous, asynchronous launches.
- See also memset synchronization details.

See also:
cudaMemset, cudaMemset3D, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpy3DAsync
__host__ __device__ cudaError_t cudaMemset2DAsync
(void *devPtr, size_t pitch, int value, size_t width,
size_t height, cudaStream_t stream)

Initializes or sets device memory to a value.

Parameters

devPtr
- Pointer to 2D device memory

pitch
- Pitch in bytes of 2D device memory

value
- Value to set for each byte of specified memory

width
- Width of matrix set (columns in bytes)

height
- Height of matrix set (rows)

stream
- Stream identifier

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

Description

Sets to the specified value value a matrix (height rows of width bytes each) pointed to by dstPtr. pitch is the width in bytes of the 2D array pointed to by dstPtr, including any padding added to the end of each row. This function performs fastest when the pitch is one that has been passed back by cudaMallocPitch().

cudaMemset2DAsync() is asynchronous with respect to the host, so the call may return before the memset is complete. The operation can optionally be associated to a stream by passing a non-zero stream argument. If stream is non-zero, the operation may overlap with operations in other streams.

The device version of this function only handles device to device copies and cannot be given local or shared pointers.

- Note that this function may also return error codes from previous, asynchronous launches.
- See also memset synchronization details.
- This function uses standard default stream semantics.
See also:
cudaMemset, cudaMemset2D, cudaMemset3D, cudaMemsetAsync, cudaMemset3DAsync

__host__cudaError_t cudaMemset3D (cudaPitchedPtr pitchedDevPtr, int value, cudaExtent extent)
Initializes or sets device memory to a value.

Parameters

pitchedDevPtr
  - Pointer to pitched device memory
value
  - Value to set for each byte of specified memory
extent
  - Size parameters for where to set device memory (width field in bytes)

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

Description

Initializes each element of a 3D array to the specified value value. The object to initialize is defined by pitchedDevPtr. The pitch field of pitchedDevPtr is the width in memory in bytes of the 3D array pointed to by pitchedDevPtr, including any padding added to the end of each row. The xsize field specifies the logical width of each row in bytes, while the ysize field specifies the height of each 2D slice in rows. The extents of the initialized region are specified as a width in bytes, a height in rows, and a depth in slices.

Extents with width greater than or equal to the xsize of pitchedDevPtr may perform significantly faster than extents narrower than the xsize. Secondarily, extents with height equal to the ysize of pitchedDevPtr will perform faster than when the height is shorter than the ysize.

This function performs fastest when the pitchedDevPtr has been allocated by cudaMalloc3D().

Note that this function is asynchronous with respect to the host unless pitchedDevPtr refers to pinned host memory.
Note that this function may also return error codes from previous, asynchronous launches.
See also memset synchronization details.

See also:
cudaMemset, cudaMemset2D, cudaMemsetAsync, cudaMemset2DAsync,
cudaMemset3DAsync, cudaMalloc3D, make_cudaPitchedPtr, make_cudaExtent

__host__ __device__ cudaError_t cudaMemset3DAsync
(cudaPitchedPtr pitchedDevPtr, int value, cudaExtent extent, cudaStream_t stream)
Initializes or sets device memory to a value.

Parameters
pitchedDevPtr
- Pointer to pitched device memory
value
- Value to set for each byte of specified memory
extent
- Size parameters for where to set device memory (width field in bytes)
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

Description
Initializes each element of a 3D array to the specified value value. The object to
initialize is defined by pitchedDevPtr. The pitch field of pitchedDevPtr is the
width in memory in bytes of the 3D array pointed to by pitchedDevPtr, including any
padding added to the end of each row. The xsize field specifies the logical width of
each row in bytes, while the ysize field specifies the height of each 2D slice in rows.
The extents of the initialized region are specified as a width in bytes, a height in rows,
and a depth in slices.

Extents with width greater than or equal to the xsize of pitchedDevPtr may
perform significantly faster than extents narrower than the xsize. Secondarily, extents
with height equal to the ysize of pitchedDevPtr will perform faster than when the
height is shorter than the ysize.
This function performs fastest when the `pitchedDevPtr` has been allocated by `cudaMalloc3D()`.

`cudaMemset3DAsync()` is asynchronous with respect to the host, so the call may return before the memset is complete. The operation can optionally be associated to a stream by passing a non-zero `stream` argument. If `stream` is non-zero, the operation may overlap with operations in other streams.

The device version of this function only handles device to device copies and cannot be given local or shared pointers.

- Note that this function may also return error codes from previous, asynchronous launches.
- See also memset synchronization details.
- This function uses standard default stream semantics.

See also:

`cudaMemset`, `cudaMemset2D`, `cudaMemset3D`, `cudaMemsetAsync`,
`cudaMemset2DAsync`, `cudaMalloc3D`, `make_cudaPitchedPtr`, `make_cudaExtent`

```c
__host____device__cudaError_t cudaMemsetAsync (void *devPtr, int value, size_t count, cudaStream_t stream)
```

Initializes or sets device memory to a value.

**Parameters**

- **devPtr**
  - Pointer to device memory
- **value**
  - Value to set for each byte of specified memory
- **count**
  - Size in bytes to set
- **stream**
  - Stream identifier

**Returns**

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidDevicePointer`

**Description**

Fills the first `count` bytes of the memory area pointed to by `devPtr` with the constant byte value `value`. 
cudaMemsetAsync() is asynchronous with respect to the host, so the call may return before the memset is complete. The operation can optionally be associated to a stream by passing a non-zero stream argument. If stream is non-zero, the operation may overlap with operations in other streams.

The device version of this function only handles device to device copies and cannot be given local or shared pointers.

- Note that this function may also return error codes from previous, asynchronous launches.
- See also memset synchronization details.
- This function uses standard default stream semantics.

See also:
cudaMemset, cudaMemset2D, cudaMemset3D, cudaMemset2DAsync, cudaMemset3DAsync

__host__make_cudaExtent (size_t w, size_t h, size_t d)
Returns a cudaExtent based on input parameters.

Parameters
w
- Width in elements when referring to array memory, in bytes when referring to linear memory

h
- Height in elements

d
- Depth in elements

Returns
cudaExtent specified by w, h, and d

Description
Returns a cudaExtent based on the specified input parameters w, h, and d.

See also:
make_cudaPitchedPtr, make_cudaPos
__host__make_cudaPitchedPtr (void *d, size_t p, size_t xsz, size_t ysz)
Returns a cudaPitchedPtr based on input parameters.

Parameters

d
- Pointer to allocated memory

p
- Pitch of allocated memory in bytes

xsz
- Logical width of allocation in elements

ysz
- Logical height of allocation in elements

Returns
cudaPitchedPtr specified by d, p, xsz, and ysz

Description
Returns a cudaPitchedPtr based on the specified input parameters d, p, xsz, and ysz.

See also:
make_cudaExtent, make_cudaPos

__host__make_cudaPos (size_t x, size_t y, size_t z)
Returns a cudaPos based on input parameters.

Parameters

x
- X position

y
- Y position

z
- Z position

Returns
cudaPos specified by x, y, and z
**Description**

Returns a `cudaPos` based on the specified input parameters `x`, `y`, and `z`.

**See also:**

`make_cudaExtent`, `make_cudaPitchedPtr`

**4.10. Unified Addressing**

This section describes the unified addressing functions of the CUDA runtime application programming interface.

**Overview**

CUDA devices can share a unified address space with the host. For these devices there is no distinction between a device pointer and a host pointer -- the same pointer value may be used to access memory from the host program and from a kernel running on the device (with exceptions enumerated below).

**Supported Platforms**

Whether or not a device supports unified addressing may be queried by calling `cudaGetDeviceProperties()` with the device property `cudaDeviceProp::unifiedAddressing`.

Unified addressing is automatically enabled in 64-bit processes.

Unified addressing is not yet supported on Windows Vista or Windows 7 for devices that do not use the TCC driver model.

**Looking Up Information from Pointer Values**

It is possible to look up information about the memory which backs a pointer value. For instance, one may want to know if a pointer points to host or device memory. As another example, in the case of device memory, one may want to know on which CUDA device the memory resides. These properties may be queried using the function `cudaPointerGetAttributes()`.

Since pointers are unique, it is not necessary to specify information about the pointers specified to `cudaMemcpy()` and other copy functions. The copy direction `cudaMemcpyDefault` may be used to specify that the CUDA runtime should infer the location of the pointer from its value.

**Automatic Mapping of Host Allocated Host Memory**

All host memory allocated through all devices using `cudaMallocHost()` and `cudaHostAlloc()` is always directly accessible from all devices that support unified...
addressing. This is the case regardless of whether or not the flags `cudaHostAllocPortable` and `cudaHostAllocMapped` are specified.

The pointer value through which allocated host memory may be accessed in kernels on all devices that support unified addressing is the same as the pointer value through which that memory is accessed on the host. It is not necessary to call `cudaHostGetDevicePointer()` to get the device pointer for these allocations.

Note that this is not the case for memory allocated using the flag `cudaHostAllocWriteCombined`, as discussed below.

**Direct Access of Peer Memory**

Upon enabling direct access from a device that supports unified addressing to another peer device that supports unified addressing using `cudaDeviceEnablePeerAccess()` all memory allocated in the peer device using `cudaMalloc()` and `cudaMallocPitch()` will immediately be accessible by the current device. The device pointer value through which any peer's memory may be accessed in the current device is the same pointer value through which that memory may be accessed from the peer device.

**Exceptions, Disjoint Addressing**

Not all memory may be accessed on devices through the same pointer value through which they are accessed on the host. These exceptions are host memory registered using `cudaHostRegister()` and host memory allocated using the flag `cudaHostAllocWriteCombined`. For these exceptions, there exists a distinct host and device address for the memory. The device address is guaranteed to not overlap any valid host pointer range and is guaranteed to have the same value across all devices that support unified addressing.

This device address may be queried using `cudaHostGetDevicePointer()` when a device using unified addressing is current. Either the host or the unified device pointer value may be used to refer to this memory in `cudaMemcpy()` and similar functions using the `cudaMemcpyDefault` memory direction.

```c
__host__cudaError_t cudaMemcpyDefault;
__host__cudaError_t cudaMemcpyHostToDevice;
__host__cudaError_t cudaMemcpyHostToHost;
__host__cudaError_t cudaMemcpyDeviceToDevice;
__host__cudaError_t cudaMemcpyDeviceToHost;
__host__cudaError_t cudaMemcpyHostToDeviceAsync;
__host__cudaError_t cudaMemcpyDeviceToDeviceAsync;
__host__cudaError_t cudaMemcpyDeviceToHostAsync;
__host__cudaError_t cudaMemcpyHostToDeviceAsync;
__host__cudaError_t cudaMemcpyDefault;
```

Returns attributes about a specified pointer.

**Parameters**

- **attributes**
  - Attributes for the specified pointer

- **ptr**
  - Pointer to get attributes for
Returns

cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue

Description

Returns in *attributes the attributes of the pointer ptr. If pointer was not allocated in, mapped by or registered with context supporting unified addressing cudaErrorInvalidValue is returned.

The cudaMemcpyAttributes structure is defined as:

```c
struct cudaMemcpyAttributes {
    enum cudaMemcpyType memoryType;
    int device;
    void *devicePointer;
    void *hostPointer;
    int isManaged;
};
```

In this structure, the individual fields mean

- **memoryType** identifies the physical location of the memory associated with pointer ptr. It can be cudaMemcpyTypeHost for host memory or cudaMemcpyTypeDevice for device memory.

- **device** is the device against which ptr was allocated. If ptr has memory type cudaMemcpyTypeDevice then this identifies the device on which the memory referred to by ptr physically resides. If ptr has memory type cudaMemcpyTypeHost then this identifies the device which was current when the allocation was made (and if that device is deinitialized then this allocation will vanish with that device’s state).

- **devicePointer** is the device pointer alias through which the memory referred to by ptr may be accessed on the current device. If the memory referred to by ptr cannot be accessed directly by the current device then this is NULL.

- **hostPointer** is the host pointer alias through which the memory referred to by ptr may be accessed on the host. If the memory referred to by ptr cannot be accessed directly by the host then this is NULL.

- **isManaged** indicates if the pointer ptr points to managed memory or not.

See also:

cudaGetDeviceCount, cudaGetDevice, cudaSetDevice, cudaChooseDevice
4.11. Peer Device Memory Access

This section describes the peer device memory access functions of the CUDA runtime application programming interface.

`__host__cudaError_t cudaMemcpyPeer (int *canAccessPeer, int device, int peerDevice)`

Queries if a device may directly access a peer device’s memory.

**Parameters**

- **canAccessPeer**
  - Returned access capability
- **device**
  - Device from which allocations on peerDevice are to be directly accessed.
- **peerDevice**
  - Device on which the allocations to be directly accessed by device reside.

**Returns**

- cudaSuccess, cudaErrorInvalidDevice

**Description**

Returns in *canAccessPeer a value of 1 if device device is capable of directly accessing memory from peerDevice and 0 otherwise. If direct access of peerDevice from device is possible, then access may be enabled by calling cudaMemcpyPeer().

- Note that this function may also return error codes from previous, asynchronous launches.

See also:

cu​​d​​aDeviceEnablePeerAccess, cudaMemcpyPeer

cu​​d​​aDeviceEnablePeerAccess, cudaMemcpyPeer

cu​​d​​aDeviceEnablePeerAccess, cudaMemcpyPeer

See also:

cu​​d​​aDeviceEnablePeerAccess, cudaMemcpyPeer

cu​​d​​aDeviceEnablePeerAccess, cudaMemcpyPeer

cu​​d​​aDeviceEnablePeerAccess, cudaMemcpyPeer
__host__cudaError_t cudaDeviceDisablePeerAccess (int peerDevice)
Disables direct access to memory allocations on a peer device.

Parameters

peerDevice
- Peer device to disable direct access to

Returns
cudaSuccess, cudaErrorPeerAccessNotEnabled, cudaErrorInvalidDevice

Description

Returns cudaErrorPeerAccessNotEnabled if direct access to memory on peerDevice has not yet been enabled from the current device.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceCanAccessPeer, cudaDeviceEnablePeerAccess

__host__cudaError_t cudaDeviceEnablePeerAccess (int peerDevice, unsigned int flags)
Enables direct access to memory allocations on a peer device.

Parameters

peerDevice
- Peer device to enable direct access to from the current device

flags
- Reserved for future use and must be set to 0

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorPeerAccessAlreadyEnabled, cudaErrorInvalidValue
Description
On success, all allocations from peerDevice will immediately be accessible by the current device. They will remain accessible until access is explicitly disabled using cudaDeviceDisablePeerAccess() or either device is reset using cudaDeviceReset().

Note that access granted by this call is unidirectional and that in order to access memory on the current device from peerDevice, a separate symmetric call to cudaDeviceEnablePeerAccess() is required.

Each device can support a system-wide maximum of eight peer connections.

Peer access is not supported in 32 bit applications.

Returns cudaErrorInvalidDevice if cudaDeviceCanAccessPeer() indicates that the current device cannot directly access memory from peerDevice.

Returns cudaErrorPeerAccessAlreadyEnabled if direct access of peerDevice from the current device has already been enabled.

Returns cudaErrorInvalidValue if flags is not 0.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceCanAccessPeer, cudaDeviceDisablePeerAccess

4.12. OpenGL Interoperability

This section describes the OpenGL interoperability functions of the CUDA runtime application programming interface. Note that mapping of OpenGL resources is performed with the graphics API agnostic, resource mapping interface described in Graphics Interopability.

enum cudaGLDeviceList
CUDA devices corresponding to the current OpenGL context

Values

cudaGLDeviceListAll = 1
The CUDA devices for all GPUs used by the current OpenGL context
cudaGLDeviceListCurrentFrame = 2
The CUDA devices for the GPUs used by the current OpenGL context in its currently rendering frame

\texttt{cudaGLDeviceListNextFrame = 3}

The CUDA devices for the GPUs to be used by the current OpenGL context in the next frame

\begin{verbatim}
__host__ cudaError_t cudaGLGetDevices (unsigned int *pCudaDeviceCount, int *pCudaDevices, unsigned int cudaDeviceCount, cudaGLDeviceList deviceList)
\end{verbatim}

Gets the CUDA devices associated with the current OpenGL context.

**Parameters**

- **pCudaDeviceCount** - Returned number of CUDA devices corresponding to the current OpenGL context
- **pCudaDevices** - Returned CUDA devices corresponding to the current OpenGL context
- **cudaDeviceCount** - The size of the output device array \( pCudaDevices \)
- **deviceList** - The set of devices to return. This set may be \texttt{cudaGLDeviceListAll} for all devices, \texttt{cudaGLDeviceListCurrentFrame} for the devices used to render the current frame (in SLI), or \texttt{cudaGLDeviceListNextFrame} for the devices used to render the next frame (in SLI).

**Returns**

\texttt{cudaSuccess}, \texttt{cudaErrorNoDevice}, \texttt{cudaErrorInvalidGraphicsContext}, \texttt{cudaErrorUnknown}

**Description**

Returns in \( *pCudaDeviceCount \) the number of CUDA-compatible devices corresponding to the current OpenGL context. Also returns in \( *pCudaDevices \) at most \( cudaDeviceCount \) of the CUDA-compatible devices corresponding to the current OpenGL context. If any of the GPUs being used by the current OpenGL context are not CUDA capable then the call will return \texttt{cudaErrorNoDevice}.

- This function is not supported on Mac OS X.
- Note that this function may also return error codes from previous, asynchronous launches.

See also:

__host__cudaError_t cudaGraphicsGLRegisterBuffer (cudaGraphicsResource **resource, GLuint buffer, unsigned int flags)
Registers an OpenGL buffer object.

Parameters

resource
- Pointer to the returned object handle

buffer
- name of buffer object to be registered

flags
- Register flags

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Registers the buffer object specified by buffer for access by CUDA. A handle to the registered object is returned as resource. The register flags flags specify the intended usage, as follows:

> cudaGraphicsRegisterFlagsNone: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA. This is the default value.
> cudaGraphicsRegisterFlagsReadOnly: Specifies that CUDA will not write to this resource.
> cudaGraphicsRegisterFlagsWriteDiscard: Specifies that CUDA will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

__host__ cudaError_t cudaGraphicsGLRegisterImage (cudaGraphicsResource **resource, GLuint image, GLenum target, unsigned int flags)
Register an OpenGL texture or renderbuffer object.

Parameters
resource
- Pointer to the returned object handle
image
- name of texture or renderbuffer object to be registered
target
- Identifies the type of object specified by image
flags
- Register flags

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Registers the texture or renderbuffer object specified by image for access by CUDA. A handle to the registered object is returned as resource.

target must match the type of the object, and must be one of GL_TEXTURE_2D, GL_TEXTURE_RECTANGLE, GL_TEXTURE_CUBE_MAP, GL_TEXTURE_3D, GL_TEXTURE_2D_ARRAY, or GL_RENDERBUFFER.
The register flags flags specify the intended usage, as follows:

- cudaGraphicsRegisterFlagsNone: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA. This is the default value.
- cudaGraphicsRegisterFlagsReadOnly: Specifies that CUDA will not write to this resource.
- cudaGraphicsRegisterFlagsWriteDiscard: Specifies that CUDA will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.
- cudaGraphicsRegisterFlagsSurfaceLoadStore: Specifies that CUDA will bind this resource to a surface reference.
cudaGraphicsRegisterFlagsTextureGather: Specifies that CUDA will perform texture gather operations on this resource.

The following image formats are supported. For brevity's sake, the list is abbreviated. For ex., \([\text{GL\_R, GL\_RG}] \times \{8, 16\}\) would expand to the following 4 formats \([\text{GL\_R8, GL\_R16, GL\_RG8, GL\_RG16}]\):

- \(\text{GL\_RED, GL\_RG, GL\_RGBA, GL\_LUMINANCE, GL\_ALPHA, GL\_LUMINANCE\_ALPHA, GL\_INTENSITY}\)
- \([\text{GL\_R, GL\_RG, GL\_RGBA}] \times \{8, 16, 16F, 32F, 8UI, 16UI, 32UI, 8I, 16I, 32I}\)
- \([\text{GL\_LUMINANCE, GL\_ALPHA, GL\_LUMINANCE\_ALPHA, GL\_INTENSITY}]\)
  \(\times \{8, 16, 16F\_\text{ARB}, 32F\_\text{ARB}, 8UI\_\text{EXT}, 16UI\_\text{EXT}, 32UI\_\text{EXT}, 8I\_\text{EXT}, 16I\_\text{EXT}, 32I\_\text{EXT}\}\)

The following image classes are currently disallowed:

- Textures with borders
- Multisampled renderbuffers

Note that this function may also return error codes from previous, asynchronous launches.

See also:


\_\_host\_\_cudaError\_t cudaWGLGetDevice (int *device, HGPUNV hGpu)

Gets the CUDA device associated with hGpu.

**Parameters**

**device**
- Returns the device associated with hGpu, or -1 if hGpu is not a compute device.

**hGpu**
- Handle to a GPU, as queried via WGL_NV_gpu_affinity

**Returns**

cudaSuccess

**Description**

Returns the CUDA device associated with a hGpu, if applicable.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
WGL_NV_gpu_affinity

4.13. OpenGL Interoperability [DEPRECATED]

This section describes deprecated OpenGL interoperability functionality.

enum cudaGLMapFlags

CUDA GL Map Flags

Values

cudaGLMapFlagsNone = 0
  Default; Assume resource can be read/written
cudaGLMapFlagsReadOnly = 1
  CUDA kernels will not write to this resource
cudaGLMapFlagsWriteDiscard = 2
  CUDA kernels will only write to and will not read from this resource

__host__cudaError_t cudaGLMapBufferObject (void **devPtr, GLuint bufObj)
Maps a buffer object for access by CUDA.

Parameters

devPtr
  - Returned device pointer to CUDA object
bufObj
  - Buffer object ID to map

Returns

cudaSuccess, cudaErrorMapBufferObjectFailed

Description

Deprecated This function is deprecated as of CUDA 3.0.
Maps the buffer object of ID `bufObj` into the address space of CUDA and returns in `*devPtr` the base pointer of the resulting mapping. The buffer must have previously been registered by calling `cudaGLRegisterBufferObject()`. While a buffer is mapped by CUDA, any OpenGL operation which references the buffer will result in undefined behavior. The OpenGL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called. All streams in the current thread are synchronized with the current GL context.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

- `cudaGraphicsMapResources`

```
__host__ cudaError_t cudaGLMapBufferObjectAsync
(void **devPtr, GLuint bufObj, cudaStream_t stream)
```

Maps a buffer object for access by CUDA.

**Parameters**

- `devPtr` - Returned device pointer to CUDA object
- `bufObj` - Buffer object ID to map
- `stream` - Stream to synchronize

**Returns**

- `cudaSuccess`, `cudaErrorMapBufferObjectFailed`

**Description**

**Deprecated** This function is deprecated as of CUDA 3.0.

Maps the buffer object of ID `bufObj` into the address space of CUDA and returns in `*devPtr` the base pointer of the resulting mapping. The buffer must have previously been registered by calling `cudaGLRegisterBufferObject()`. While a buffer is mapped by CUDA, any OpenGL operation which references the buffer will result in undefined behavior. The OpenGL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called. Stream `/p stream` is synchronized with the current GL context.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsMapResources

__host__cudaError_t cudaGLRegisterBufferObject (GLuint bufObj)

 Registers a buffer object for access by CUDA.

Parameters

bufObj

- Buffer object ID to register

Returns

cudaSuccess, cudaErrorInitializationError

Description

Deprecated This function is deprecated as of CUDA 3.0.

Registers the buffer object of ID bufObj for access by CUDA. This function must be called before CUDA can map the buffer object. The OpenGL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsGLRegisterBuffer
__host__ cudaError_t cudaGLSetBufferObjectMapFlags (GLuint bufObj, unsigned int flags)
Set usage flags for mapping an OpenGL buffer.

Parameters
bufObj
- Registered buffer object to set flags for
flags
- Parameters for buffer mapping

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Deprecated This function is deprecated as of CUDA 3.0.
Set flags for mapping the OpenGL buffer bufObj
Changes to flags will take effect the next time bufObj is mapped. The flags argument may be any of the following:

- cudaGLMapFlagsNone: Specifies no hints about how this buffer will be used. It is therefore assumed that this buffer will be read from and written to by CUDA kernels. This is the default value.
- cudaGLMapFlagsReadOnly: Specifies that CUDA kernels which access this buffer will not write to the buffer.
- cudaGLMapFlagsWriteDiscard: Specifies that CUDA kernels which access this buffer will not read from the buffer and will write over the entire contents of the buffer, so none of the data previously stored in the buffer will be preserved.

If bufObj has not been registered for use with CUDA, then cudaErrorInvalidResourceHandle is returned. If bufObj is presently mapped for access by CUDA, then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsResourceSetMapFlags
__host__cudaError_t cudaGLSetGLDevice (int device)
Sets a CUDA device to use OpenGL interoperability.

Parameters

device
- Device to use for OpenGL interoperability

Returns

cudaSuccess, cudaErrorInvalidDevice, cudaErrorSetOnActiveProcess

Description

Deprecated This function is deprecated as of CUDA 5.0.
This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA device with an OpenGL context in order to achieve maximum interoperability performance.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsGLRegisterBuffer, cudaGraphicsGLRegisterImage

__host__cudaError_t cudaGLUnmapBufferObject (GLuint bufObj)
Unmaps a buffer object for access by CUDA.

Parameters

bufObj
- Buffer object to unmap

Returns

cudaSuccess, cudaErrorInvalidDevicePointer, cudaErrorUnmapBufferObjectFailed

Description

Deprecated This function is deprecated as of CUDA 3.0.
Unmaps the buffer object of ID `bufObj` for access by CUDA. When a buffer is unmapped, the base address returned by `cudaGLMapBufferObject()` is invalid and subsequent references to the address result in undefined behavior. The OpenGL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called.

All streams in the current thread are synchronized with the current GL context.

```
Note that this function may also return error codes from previous, asynchronous launches.
```

**See also:**

cudaGraphicsUnmapResources

```c
__host__ cudaError_t cudaGLUnmapBufferObjectAsync(GLuint bufObj, cudaStream_t stream)
```

Unmaps a buffer object for access by CUDA.

**Parameters**

`bufObj`
- Buffer object to unmapped

`stream`
- Stream to synchronize

**Returns**

cudaSuccess, cudaErrorInvalidDevicePointer, cudaErrorUnmapBufferObjectFailed

**Description**

**Deprecated** This function is deprecated as of CUDA 3.0.

Unmaps the buffer object of ID `bufObj` for access by CUDA. When a buffer is unmapped, the base address returned by `cudaGLMapBufferObject()` is invalid and subsequent references to the address result in undefined behavior. The OpenGL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called.

Stream `/p` stream is synchronized with the current GL context.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnmapResources

__host__cudaError_t cudaGLUnregisterBufferObject (GLuint bufObj)
Unregisters a buffer object for access by CUDA.

Parameters
bufObj
- Buffer object to unregister

Returns
cudaSuccess

Description
Deprecated This function is deprecated as of CUDA 3.0.
Unregisters the buffer object of ID bufObj for access by CUDA and releases any CUDA resources associated with the buffer. Once a buffer is unregistered, it may no longer be mapped by CUDA. The GL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnregisterResource

4.14. Direct3D 9 Interoperability
This section describes the Direct3D 9 interoperability functions of the CUDA runtime application programming interface. Note that mapping of Direct3D 9 resources is
performed with the graphics API agnostic, resource mapping interface described in Graphics Interopability.

**enum cudaD3D9DeviceList**

CUDA devices corresponding to a D3D9 device

**Values**

- **cudaD3D9DeviceListAll = 1**
  - The CUDA devices for all GPUs used by a D3D9 device
- **cudaD3D9DeviceListCurrentFrame = 2**
  - The CUDA devices for the GPUs used by a D3D9 device in its currently rendering frame
- **cudaD3D9DeviceListNextFrame = 3**
  - The CUDA devices for the GPUs to be used by a D3D9 device in the next frame

```c
__host__ cudaError_t cudaD3D9GetDevice (int *device, const char *pszAdapterName)
```

Gets the device number for an adapter.

**Parameters**

- **device**
  - Returns the device corresponding to pszAdapterName
- **pszAdapterName**
  - D3D9 adapter to get device for

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

**Description**

Returns in *device the CUDA-compatible device corresponding to the adapter name pszAdapterName obtained from EnumDisplayDevices or IDirect3D9::GetAdapterIdentifier(). If no device on the adapter with name pszAdapterName is CUDA-compatible then the call will fail.

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

cudaD3D9SetDirect3DDevice, cudaGraphicsD3D9RegisterResource,
__host__cudaError_t cudaD3D9GetDevices (unsigned int *pCudaDeviceCount, int *pCudaDevices, unsigned int cudaDeviceCount, IDirect3DDevice9 *pD3D9Device, cudaD3D9DeviceList deviceList)

Gets the CUDA devices corresponding to a Direct3D 9 device.

Parameters

pCudaDeviceCount
- Returned number of CUDA devices corresponding to pD3D9Device

pCudaDevices
- Returned CUDA devices corresponding to pD3D9Device

cudaDeviceCount
- The size of the output device array pCudaDevices

pD3D9Device
- Direct3D 9 device to query for CUDA devices

deviceList
- The set of devices to return. This set may be cudaD3D9DeviceListAll for all devices, cudaD3D9DeviceListCurrentFrame for the devices used to render the current frame (in SLI), or cudaD3D9DeviceListNextFrame for the devices used to render the next frame (in SLI).

Returns

cudaSuccess, cudaErrorNoDevice, cudaErrorUnknown

Description

Returns in *pCudaDeviceCount the number of CUDA-compatible devices corresponding to the Direct3D 9 device pD3D9Device. Also returns in *pCudaDevices at most cudaDeviceCount of the CUDA-compatible devices corresponding to the Direct3D 9 device pD3D9Device.

If any of the GPUs being used to render pDevice are not CUDA capable then the call will return cudaErrorNoDevice.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnregisterResource, cudaGraphicsMapResources,
__host__ cudaError_t cudaD3D9GetDirect3DDevice (IDirect3DDevice9 **ppD3D9Device)
Gets the Direct3D device against which the current CUDA context was created.

Parameters

ppD3D9Device
- Returns the Direct3D device for this thread

Returns
cudaSuccess, cudaErrorInvalidGraphicsContext, cudaErrorUnknown

Description
Returns in *ppD3D9Device the Direct3D device against which this CUDA context was created in cudaD3D9SetDirect3DDevice().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaD3D9SetDirect3DDevice

__host__ cudaError_t cudaD3D9SetDirect3DDevice (IDirect3DDevice9 *pD3D9Device, int device)
Sets the Direct3D 9 device to use for interoperability with a CUDA device.

Parameters

pD3D9Device
- Direct3D device to use for this thread
device
- The CUDA device to use. This device must be among the devices returned when querying cudaD3D9DeviceListAll from cudaD3D9GetDevices, may be set to -1 to automatically select an appropriate CUDA device.

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorSetOnActiveProcess
Description

Records `pD3D9Device` as the Direct3D 9 device to use for Direct3D 9 interoperability with the CUDA device `device` and sets `device` as the current device for the calling host thread.

If `device` has already been initialized then this call will fail with the error `cudaErrorSetOnActiveProcess`. In this case it is necessary to reset `device` using `cudaDeviceReset()` before Direct3D 9 interoperability on `device` may be enabled.

Successfully initializing CUDA interoperability with `pD3D9Device` will increase the internal reference count on `pD3D9Device`. This reference count will be decremented when `device` is reset using `cudaDeviceReset()`.

Note that this function is never required for correct functionality. Use of this function will result in accelerated interoperability only when the operating system is Windows Vista or Windows 7, and the device `pD3DDevice` is not an IDirect3DDevice9Ex. In all other circumstances, this function is not necessary.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaD3D9GetDevice`, `cudaGraphicsD3D9RegisterResource`, `cudaDeviceReset`

```c
__host__cudaError_t
cudaGraphicsD3D9RegisterResource
(cudaGraphicsResource **resource, IDirect3DResource9 *pD3DResource, unsigned int flags)
```

Register a Direct3D 9 resource for access by CUDA.

**Parameters**

- `resource` - Pointer to returned resource handle
- `pD3DResource` - Direct3D resource to register
- `flags` - Parameters for resource registration
Returns

cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Registers the Direct3D 9 resource pD3DResource for access by CUDA.

If this call is successful then the application will be able to map and unmap this resource until it is unregistered through cudaGraphicsUnregisterResource(). Also on success, this call will increase the internal reference count on pD3DResource. This reference count will be decremented when this resource is unregistered through cudaGraphicsUnregisterResource().

This call potentially has a high-overhead and should not be called every frame in interactive applications.

The type of pD3DResource must be one of the following.

- IDirect3DVertexBuffer9: may be accessed through a device pointer
- IDirect3DIndexBuffer9: may be accessed through a device pointer
- IDirect3DSurface9: may be accessed through an array. Only stand-alone objects of type IDirect3DSurface9 may be explicitly shared. In particular, individual mipmap levels and faces of cube maps may not be registered directly. To access individual surfaces associated with a texture, one must register the base texture object.
- IDirect3DBaseTexture9: individual surfaces on this texture may be accessed through an array.

The flags argument may be used to specify additional parameters at register time. The valid values for this parameter are

- cudaGraphicsRegisterFlagsNone: Specifies no hints about how this resource will be used.
- cudaGraphicsRegisterFlagsSurfaceLoadStore: Specifies that CUDA will bind this resource to a surface reference.
- cudaGraphicsRegisterFlagsTextureGather: Specifies that CUDA will perform texture gather operations on this resource.

Not all Direct3D resources of the above types may be used for interoperability with CUDA. The following are some limitations.

- The primary rendertarget may not be registered with CUDA.
- Resources allocated as shared may not be registered with CUDA.
- Textures which are not of a format which is 1, 2, or 4 channels of 8, 16, or 32-bit integer or floating-point data cannot be shared.
- Surfaces of depth or stencil formats cannot be shared.

A complete list of supported formats is as follows:
If `pD3DResource` is of incorrect type or is already registered, then `cudaErrorInvalidResourceHandle` is returned. If `pD3DResource` cannot be registered, then `cudaErrorUnknown` is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:


4.15. Direct3D 9 Interoperability [DEPRECATED]

This section describes deprecated Direct3D 9 interoperability functions.

`enum cudaD3D9MapFlags`

CUDA D3D9 Map Flags
Values

cudaD3D9MapFlagsNone = 0
    Default; Assume resource can be read/written

cudaD3D9MapFlagsReadOnly = 1
    CUDA kernels will not write to this resource

cudaD3D9MapFlagsWriteDiscard = 2
    CUDA kernels will only write to and will not read from this resource

enum cudaD3D9RegisterFlags

CUDA D3D9 Register Flags

Values

cudaD3D9RegisterFlagsNone = 0
    Default; Resource can be accessed through void*

cudaD3D9RegisterFlagsArray = 1
    Resource can be accessed through a CUarray*

__host__cudaError_t cudaD3D9MapResources (int count, IDirect3DResource9 ***ppResources)

Map Direct3D resources for access by CUDA.

Parameters

count
    - Number of resources to map for CUDA

ppResources
    - Resources to map for CUDA

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Maps the count Direct3D resources in ppResources for access by CUDA.

The resources in ppResources may be accessed in CUDA kernels until they are unmapped. Direct3D should not access any resources while they are mapped by CUDA. If an application does so, the results are undefined.

This function provides the synchronization guarantee that any Direct3D calls issued before cudaD3D9MapResources() will complete before any CUDA kernels issued after cudaD3D9MapResources() begin.
If any of `ppResources` have not been registered for use with CUDA or if `ppResources` contains any duplicate entries then `cudaErrorInvalidResourceHandle` is returned. If any of `ppResources` are presently mapped for access by CUDA then `cudaErrorUnknown` is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsMapResources

```c
__host__ cudaError_t cudaD3D9RegisterResource (IDirect3DResource9 *pResource, unsigned int flags)
```

Registers a Direct3D resource for access by CUDA.

**Parameters**

- **pResource**
  - Resource to register
- **flags**
  - Parameters for resource registration

**Returns**

- `cudaSuccess`
- `cudaErrorInvalidValue`
- `cudaErrorInvalidResourceHandle`
- `cudaErrorUnknown`

**Description**

**Deprecated** This function is deprecated as of CUDA 3.0.

Registers the Direct3D resource `pResource` for access by CUDA.

If this call is successful, then the application will be able to map and unmap this resource until it is unregistered through `cudaD3D9UnregisterResource()`. Also on success, this call will increase the internal reference count on `pResource`. This reference count will be decremented when this resource is unregistered through `cudaD3D9UnregisterResource()`.

This call potentially has a high-overhead and should not be called every frame in interactive applications.

The type of `pResource` must be one of the following:

- `IDirect3DVertexBuffer9`: No notes.
- IDirect3DIndexBuffer9: No notes.
- IDirect3DSurface9: Only stand-alone objects of type IDirect3DSurface9 may be explicitly shared. In particular, individual mipmap levels and faces of cube maps may not be registered directly. To access individual surfaces associated with a texture, one must register the base texture object.
- IDirect3DBaseTexture9: When a texture is registered, all surfaces associated with all mipmap levels of all faces of the texture will be accessible to CUDA.

The flags argument specifies the mechanism through which CUDA will access the Direct3D resource. The following value is allowed:

- cudaD3D9RegisterFlagsNone: Specifies that CUDA will access this resource through a void*. The pointer, size, and pitch for each subresource of this resource may be queried through cudaD3D9ResourceGetMappedPointer(), cudaD3D9ResourceGetMappedSize(), and cudaD3D9ResourceGetMappedPitch() respectively. This option is valid for all resource types.

Not all Direct3D resources of the above types may be used for interoperability with CUDA. The following are some limitations:

- The primary rendertarget may not be registered with CUDA.
- Resources allocated as shared may not be registered with CUDA.
- Any resources allocated in D3DPOOL_SYSTEMMEM or D3DPOOL_MANAGED may not be registered with CUDA.
- Textures which are not of a format which is 1, 2, or 4 channels of 8, 16, or 32-bit integer or floating-point data cannot be shared.
- Surfaces of depth or stencil formats cannot be shared.

If Direct3D interoperability is not initialized on this context, then cudaErrorInvalidDevice is returned. If pResource is of incorrect type (e.g., is a non-stand-alone IDirect3DSurface9) or is already registered, then cudaErrorInvalidResourceHandle is returned. If pResource cannot be registered then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsD3D9RegisterResource
__host__cudaError_t cudaD3D9ResourceGetMappedArray
(cudaArray **ppArray, IDirect3DResource9 *pResource,
unsigned int face, unsigned int level)

Get an array through which to access a subresource of a Direct3D resource which has
been mapped for access by CUDA.

Parameters

ppArray
- Returned array corresponding to subresource

pResource
- Mapped resource to access

face
- Face of resource to access

level
- Level of resource to access

Returns
cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Returns in *pArray an array through which the subresource of the mapped Direct3D
resource pResource, which corresponds to face and level may be accessed. The
value set in pArray may change every time that pResource is mapped.

If pResource is not registered then cudaErrorInvalidResourceHandle is returned. If
pResource was not registered with usage flags cudaD3D9RegisterFlagsArray, then
cudaErrorInvalidResourceHandle is returned. If pResource is not mapped, then
cudaErrorUnknown is returned.

For usage requirements of face and level parameters, see
cudaD3D9ResourceGetMappedPointer().

Note that this function may also return error codes from previous, asynchronous
launches.

See also:
cudaGraphicsSubResourceGetMappedArray
__host__ cudaError_t cudaD3D9ResourceGetMappedPitch
(size_t *pPitch, size_t *pPitchSlice, IDirect3DResource9 *
pResource, unsigned int face, unsigned int int level)

Get the pitch of a subresource of a Direct3D resource which has been mapped for access
by CUDA.

Parameters

pPitch
- Returned pitch of subresource

pPitchSlice
- Returned Z-slice pitch of subresource

pResource
- Mapped resource to access

face
- Face of resource to access

level
- Level of resource to access

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle,
cudaErrorUnknown

Description

Deprecated  This function is deprecated as of CUDA 3.0.

Returns in *pPitch and *pPitchSlice the pitch and Z-slice pitch of the subresource
of the mapped Direct3D resource pResource, which corresponds to face and level.
The values set in pPitch and pPitchSlice may change every time that pResource is
mapped.

The pitch and Z-slice pitch values may be used to compute the location of a sample on a
surface as follows.

For a 2D surface, the byte offset of the sample at position x, y from the base pointer of
the surface is:

\[ y \times \text{pitch} + (\text{bytes per pixel}) \times x \]

For a 3D surface, the byte offset of the sample at position x, y, z from the base pointer of
the surface is:

\[ z \times \text{slicePitch} + y \times \text{pitch} + (\text{bytes per pixel}) \times x \]

Both parameters pPitch and pPitchSlice are optional and may be set to NULL.
If \texttt{pResource} is not of type \texttt{IDirect3DBaseTexture9} or one of its sub-types or if \texttt{pResource} has not been registered for use with CUDA, then \texttt{cudaErrorInvalidResourceHandle} is returned. If \texttt{pResource} was not registered with usage flags \texttt{cudaD3D9RegisterFlagsNone}, then \texttt{cudaErrorInvalidResourceHandle} is returned. If \texttt{pResource} is not mapped for access by CUDA then \texttt{cudaErrorUnknown} is returned.

For usage requirements of \texttt{face} and \texttt{level} parameters, see \texttt{cudaD3D9ResourceGetMappedPointer}.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
\texttt{cudaGraphicsResourceGetMappedPointer}

\punct{__host__cudaError_t cudaD3D9ResourceGetMappedPointer}\punct{(void **\texttt{pPointer}, IDirect3DResource9 *\texttt{pResource}, unsigned int \texttt{face}, unsigned int \texttt{level})}

Get a pointer through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.

\textbf{Parameters}

- \texttt{pPointer} - Returned pointer corresponding to subresource
- \texttt{pResource} - Mapped resource to access
- \texttt{face} - Face of resource to access
- \texttt{level} - Level of resource to access

\textbf{Returns}

- \texttt{cudaSuccess}
- \texttt{cudaErrorInvalidValue}
- \texttt{cudaErrorInvalidResourceHandle}
- \texttt{cudaErrorUnknown}

\textbf{Description}

\texttt{Deprecated} This function is deprecated as of CUDA 3.0.
Returns in *pPointer the base pointer of the subresource of the mapped Direct3D resource pResource, which corresponds to face and level. The value set in pPointer may change every time that pResource is mapped.

If pResource is not registered, then cudaErrorInvalidResourceHandle is returned. If pResource was not registered with usage flags cudaD3D9RegisterFlagsNone, then cudaErrorInvalidResourceHandle is returned. If pResource is not mapped, then cudaErrorUnknown is returned.

If pResource is of type IDirect3DCubeTexture9, then face must one of the values enumerated by type D3DCUBEMAP_FACES. For all other types, face must be 0. If face is invalid, then cudaErrorInvalidValue is returned.

If pResource is of type IDirect3DBaseTexture9, then level must correspond to a valid mipmap level. Only mipmap level 0 is supported for now. For all other types level must be 0. If level is invalid, then cudaErrorInvalidValue is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsResourceGetMappedPointer

__host__cudaError_t cudaD3D9ResourceGetMappedSize
(size_t *pSize, IDirect3DResource9 *pResource, unsigned int face, unsigned int level)
Get the size of a subresource of a Direct3D resource which has been mapped for access by CUDA.

Parameters

pSize
  - Returned size of subresource
pResource
  - Mapped resource to access
face
  - Face of resource to access
level
  - Level of resource to access
Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Returns in *pSize the size of the subresource of the mapped Direct3D resource pResource, which corresponds to face and level. The value set in pSize may change every time that pResource is mapped.

If pResource has not been registered for use with CUDA then cudaErrorInvalidResourceHandle is returned. If pResource was not registered with usage flags cudaD3D9RegisterFlagsNone, then cudaErrorInvalidResourceHandle is returned. If pResource is not mapped for access by CUDA then cudaErrorUnknown is returned.

For usage requirements of face and level parameters, see cudaD3D9ResourceGetMappedPointer().

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsResourceGetMappedPointer

__host__cudaError_t
cudaD3D9ResourceGetSurfaceDimensions (size_t *pWidth, size_t *pHeight, size_t *pDepth, IDirect3DResource9 *pResource, unsigned int face, unsigned int level)

Get the dimensions of a registered Direct3D surface.

Parameters

pWidth
- Returned width of surface

pHeight
- Returned height of surface

pDepth
- Returned depth of surface
pResource
- Registered resource to access

face
- Face of resource to access

level
- Level of resource to access

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle,

Description
Deprecated This function is deprecated as of CUDA 3.0.

Returns in *pWidth, *pHeight, and *pDepth the dimensions of the subresource of the mapped Direct3D resource pResource which corresponds to face and level.

Since anti-aliased surfaces may have multiple samples per pixel, it is possible that the dimensions of a resource will be an integer factor larger than the dimensions reported by the Direct3D runtime.

The parameters pWidth, pHeight, and pDepth are optional. For 2D surfaces, the value returned in *pDepth will be 0.

If pResource is not of type IDirect3DBaseTexture9 or IDirect3DSurface9 or if pResource has not been registered for use with CUDA, then cudaErrorInvalidResourceHandle is returned.

For usage requirements of face and level parameters, see cudaD3D9ResourceGetMappedPointer.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsSubResourceGetMappedArray
__host__ cudaError_t cudaD3D9ResourceSetMapFlags (IDirect3DResource9 *pResource, unsigned int flags)
Set usage flags for mapping a Direct3D resource.

Parameters

pResource
- Registered resource to set flags for

flags
- Parameters for resource mapping

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated  This function is deprecated as of CUDA 3.0.

Set flags for mapping the Direct3D resource pResource.

Changes to flags will take effect the next time pResource is mapped. The flags argument may be any of the following:

- cudaD3D9MapFlagsNone: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA kernels. This is the default value.
- cudaD3D9MapFlagsReadOnly: Specifies that CUDA kernels which access this resource will not write to this resource.
- cudaD3D9MapFlagsWriteDiscard: Specifies that CUDA kernels which access this resource will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.

If pResource has not been registered for use with CUDA, then cudaErrorInvalidResourceHandle is returned. If pResource is presently mapped for access by CUDA, then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaInteropResourceSetMapFlags

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__host__ cudaError_t cudaD3D9UnmapResources (int count, IDirect3DResource9 **ppResources)

Unmap Direct3D resources for access by CUDA.

**Parameters**

- **count**
  - Number of resources to unmap for CUDA
- **ppResources**
  - Resources to unmap for CUDA

**Returns**

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

**Description**

*Deprecated* This function is deprecated as of CUDA 3.0.

Unmaps the `count` Direct3D resources in `ppResources`.

This function provides the synchronization guarantee that any CUDA kernels issued before `cudaD3D9UnmapResources()` will complete before any Direct3D calls issued after `cudaD3D9UnmapResources()` begin.

If any of `ppResources` have not been registered for use with CUDA or if `ppResources` contains any duplicate entries, then `cudaErrorInvalidResourceHandle` is returned. If any of `ppResources` are not presently mapped for access by CUDA then `cudaErrorUnknown` is returned.

*Note that this function may also return error codes from previous, asynchronous launches.*

**See also:**

cudaGraphicsUnmapResources
__host__ cudaError_t cudaD3D9UnregisterResource(IDirect3DResource9 *pResource)

Unregisters a Direct3D resource for access by CUDA.

Parameters

pResource
- Resource to unregister

Returns
cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Unregisters the Direct3D resource pResource so it is not accessible by CUDA unless registered again.

If pResource is not registered, then cudaErrorInvalidResourceHandle is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnregisterResource

4.16. Direct3D 10 Interoperability

This section describes the Direct3D 10 interoperability functions of the CUDA runtime application programming interface. Note that mapping of Direct3D 10 resources is performed with the graphics API agnostic, resource mapping interface described in Graphics Interopability.

enum cudaD3D10DeviceList

CUDA devices corresponding to a D3D10 device

Values
cudaD3D10DeviceListAll = 1
The CUDA devices for all GPUs used by a D3D10 device
cudaD3D10DeviceListCurrentFrame = 2
   The CUDA devices for the GPUs used by a D3D10 device in its currently rendering frame
cudaD3D10DeviceListNextFrame = 3
   The CUDA devices for the GPUs to be used by a D3D10 device in the next frame

__host__cudaError_t cudaD3D10GetDevice (int *device, IDXGIAdapter *pAdapter)
Gets the device number for an adapter.

Parameters

device
   - Returns the device corresponding to pAdapter
pAdapter
   - D3D10 adapter to get device for

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

Description

Returns in *device the CUDA-compatible device corresponding to the adapter pAdapter obtained from IDXGIFactory::EnumAdapters. This call will succeed only if a device on adapter pAdapter is CUDA-compatible.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsD3D10RegisterResource,

__host__cudaError_t cudaD3D10GetDevices (unsigned int *pCudaDeviceCount, int *pCudaDevices, unsigned
int cudaDeviceCount, ID3D10Device *pD3D10Device, cudaD3D10DeviceList deviceList)
Gets the CUDA devices corresponding to a Direct3D 10 device.

Parameters

pCudaDeviceCount
- Returned number of CUDA devices corresponding to pD3D10Device
pCudaDevices
- Returned CUDA devices corresponding to pD3D10Device
cudaDeviceCount
- The size of the output device array pCudaDevices
pD3D10Device
- Direct3D 10 device to query for CUDA devices
deviceList
- The set of devices to return. This set may be cudaD3D10DeviceListAll for all devices, cudaD3D10DeviceListCurrentFrame for the devices used to render the current frame (in SLI), or cudaD3D10DeviceListNextFrame for the devices used to render the next frame (in SLI).

Returns
cudaSuccess, cudaErrorNoDevice, cudaErrorUnknown

Description

Returns in *pCudaDeviceCount the number of CUDA-compatible devices corresponding to the Direct3D 10 device pD3D10Device. Also returns in *pCudaDevices at most cudaDeviceCount of the CUDA-compatible devices corresponding to the Direct3D 10 device pD3D10Device.

If any of the GPUs being used to render pDevice are not CUDA capable then the call will return cudaErrorNoDevice.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
__host__cudaError_t
cudaGraphicsD3D10RegisterResource
cudaGraphicsResource **resource, ID3D10Resource *pD3DResource, unsigned int flags)
Registers a Direct3D 10 resource for access by CUDA.

Parameters
resource
- Pointer to returned resource handle
pD3DResource
- Direct3D resource to register
flags
- Parameters for resource registration

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue,
cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Registers the Direct3D 10 resource pD3DResource for access by CUDA.

If this call is successful, then the application will be able to map and unmap this resource until it is unregistered through cudaGraphicsUnregisterResource(). Also on success, this call will increase the internal reference count on pD3DResource. This reference count will be decremented when this resource is unregistered through cudaGraphicsUnregisterResource().

This call potentially has a high-overhead and should not be called every frame in interactive applications.

The type of pD3DResource must be one of the following:

- ID3D10Buffer: may be accessed via a device pointer
- ID3D10Texture1D: individual subresources of the texture may be accessed via arrays
- ID3D10Texture2D: individual subresources of the texture may be accessed via arrays
- ID3D10Texture3D: individual subresources of the texture may be accessed via arrays

The flags argument may be used to specify additional parameters at register time. The valid values for this parameter are

- cudaGraphicsRegisterFlagsNone: Specifies no hints about how this resource will be used.
cudaGraphicsRegisterFlagsSurfaceLoadStore: Specifies that CUDA will bind this resource to a surface reference.

cudaGraphicsRegisterFlagsTextureGather: Specifies that CUDA will perform texture gather operations on this resource.

Not all Direct3D resources of the above types may be used for interoperability with CUDA. The following are some limitations.

- The primary rendertarget may not be registered with CUDA.
- Resources allocated as shared may not be registered with CUDA.
- Textures which are not of a format which is 1, 2, or 4 channels of 8, 16, or 32-bit integer or floating-point data cannot be shared.
- Surfaces of depth or stencil formats cannot be shared.

A complete list of supported DXGI formats is as follows. For compactness the notation $A_{B,C,D}$ represents $A_B$, $A_C$, and $A_D$.

- DXGI_FORMAT_A8_UNORM
- DXGI_FORMAT_B8G8R8A8_UNORM
- DXGI_FORMAT_B8G8R8X8_UNORM
- DXGI_FORMAT_R16_FFLOAT
- DXGI_FORMAT_R16G16B16A16_[FLOAT, SINT, SNORM, UINT, UNORM]
- DXGI_FORMAT_R16G16_[FLOAT, SINT, SNORM, UINT, UNORM]
- DXGI_FORMAT_R16_[SINT, SNORM, UINT, UNORM]
- DXGI_FORMAT_R32_FFLOAT
- DXGI_FORMAT_R32G32B32A32_[FLOAT, SINT, UINT]
- DXGI_FORMAT_R32G32_[FLOAT, SINT, UINT]
- DXGI_FORMAT_R32_[SINT, UINT]
- DXGI_FORMAT_R8G8B8A8_[SINT, SNORM, UINT, UNORM, UNORM_SRGB]
- DXGI_FORMAT_R8G8_[SINT, SNORM, UINT, UNORM]
- DXGI_FORMAT_R8_[SINT, SNORM, UINT, UNORM]

If $pD3DResource$ is of incorrect type or is already registered, then cudaErrorInvalidResourceHandle is returned. If $pD3DResource$ cannot be registered, then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
4.17. Direct3D 10 Interoperability [DEPRECATED]

This section describes deprecated Direct3D 10 interoperability functions.

def enum cudaD3D10MapFlags

CUDA D3D10 Map Flags

Values

- cudaD3D10MapFlagsNone = 0
  Default; Assume resource can be read/written
- cudaD3D10MapFlagsReadOnly = 1
  CUDA kernels will not write to this resource
- cudaD3D10MapFlagsWriteDiscard = 2
  CUDA kernels will only write to and will not read from this resource

def enum cudaD3D10RegisterFlags

CUDA D3D10 Register Flags

Values

- cudaD3D10RegisterFlagsNone = 0
  Default; Resource can be accessed through a void*
- cudaD3D10RegisterFlagsArray = 1
  Resource can be accessed through a CUarray*

__host__ cudaError_t cudaD3D10GetDirect3DDevice (ID3D10Device **ppD3D10Device)

Gets the Direct3D device against which the current CUDA context was created.

Parameters

- ppD3D10Device
  - Returns the Direct3D device for this thread

Returns

- cudaSuccess, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 5.0.
This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA device with a D3D10 device in order to achieve maximum interoperability performance.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaD3D10SetDirect3DDevice

__host__cudaError_t cudaD3D10MapResources (int count, ID3D10Resource **ppResources)
Maps Direct3D Resources for access by CUDA.

Parameters

count
- Number of resources to map for CUDA

ppResources
- Resources to map for CUDA

Returns
cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Maps the count Direct3D resources in ppResources for access by CUDA.

The resources in ppResources may be accessed in CUDA kernels until they are unmapped. Direct3D should not access any resources while they are mapped by CUDA. If an application does so, the results are undefined.

This function provides the synchronization guarantee that any Direct3D calls issued before cudaD3D10MapResources() will complete before any CUDA kernels issued after cudaD3D10MapResources() begin.

If any of ppResources have not been registered for use with CUDA or if ppResources contains any duplicate entries then cudaErrorInvalidResourceHandle is returned. If any of ppResources are presently mapped for access by CUDA then cudaErrorUnknown is returned.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsMapResources

__host__cudaError_t cudaD3D10RegisterResource
(ID3D10Resource *pResource, unsigned int flags)
Registers a Direct3D 10 resource for access by CUDA.

Parameters
pResource
- Resource to register
flags
- Parameters for resource registration

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue,
cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Deprecated This function is deprecated as of CUDA 3.0.

Registers the Direct3D resource pResource for access by CUDA.

If this call is successful, then the application will be able to map and unmap this resource until it is unregistered through cudaD3D10UnregisterResource(). Also on success, this call will increase the internal reference count on pResource. This reference count will be decremented when this resource is unregistered through cudaD3D10UnregisterResource().

This call potentially has a high-overhead and should not be called every frame in interactive applications.

The type of pResource must be one of the following:

- ID3D10Buffer: Cannot be used with flags set to cudaD3D10RegisterFlagsArray.
- ID3D10Texture1D: No restrictions.
- ID3D10Texture2D: No restrictions.
- ID3D10Texture3D: No restrictions.
The flags argument specifies the mechanism through which CUDA will access the Direct3D resource. The following values are allowed.

- **cudaD3D10RegisterFlagsNone**: Specifies that CUDA will access this resource through a `void*`. The pointer, size, and pitch for each subresource of this resource may be queried through `cudaD3D10ResourceGetMappedPointer()`, `cudaD3D10ResourceGetMappedSize()`, and `cudaD3D10ResourceGetMappedPitch()` respectively. This option is valid for all resource types.

- **cudaD3D10RegisterFlagsArray**: Specifies that CUDA will access this resource through a `CUarray` queried on a sub-resource basis through `cudaD3D10ResourceGetMappedArray()`. This option is only valid for resources of type `ID3D10Texture1D`, `ID3D10Texture2D`, and `ID3D10Texture3D`.

Not all Direct3D resources of the above types may be used for interoperability with CUDA. The following are some limitations.

- The primary rendertarget may not be registered with CUDA.
- Resources allocated as shared may not be registered with CUDA.
- Textures which are not of a format which is 1, 2, or 4 channels of 8, 16, or 32-bit integer or floating-point data cannot be shared.
- Surfaces of depth or stencil formats cannot be shared.

If Direct3D interoperability is not initialized on this context then `cudaErrorInvalidDevice` is returned. If `pResource` is of incorrect type or is already registered then `cudaErrorInvalidResourceHandle` is returned. If `pResource` cannot be registered then `cudaErrorUnknown` is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaGraphicsD3D10RegisterResource`

```c
__host__ cudaError_t cudaD3D10ResourceGetMappedArray (cudaArray`
**ppArray, ID3D10Resource *pResource, unsigned int subResource)**

Gets an array through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.

**Parameters**

ppArray
- Returned array corresponding to subresource

pResource
- Mapped resource to access

subResource
- Subresource of pResource to access

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

**Description**

**Deprecated** This function is deprecated as of CUDA 3.0.

Returns in *ppArray an array through which the subresource of the mapped Direct3D resource pResource which corresponds to subResource may be accessed. The value set in ppArray may change every time that pResource is mapped.

If pResource is not registered, then cudaErrorInvalidResourceHandle is returned. If pResource was not registered with usage flags cudaD3D10RegisterFlagsArray, then cudaErrorInvalidResourceHandle is returned. If pResource is not mapped then cudaErrorUnknown is returned.

For usage requirements of the subResource parameter, see cudaD3D10ResourceGetMappedPointer().

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

cudaGraphicsSubResourceGetMappedArray

__host__ cudaError_t
cudaD3D10ResourceGetMappedPitch (size_t *pPitch,
size_t *pPitchSlice, ID3D10Resource *pResource, unsigned int subResource)

Gets the pitch of a subresource of a Direct3D resource which has been mapped for access by CUDA.

**Parameters**

- **pPitch**
  - Returned pitch of subresource
- **pPitchSlice**
  - Returned Z-slice pitch of subresource
- **pResource**
  - Mapped resource to access
- **subResource**
  - Subresource of pResource to access

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

**Description**

*Deprecated* This function is deprecated as of CUDA 3.0.

Returns in *pPitch and *pPitchSlice the pitch and Z-slice pitch of the subresource of the mapped Direct3D resource pResource, which corresponds to subResource. The values set in pPitch and pPitchSlice may change every time that pResource is mapped.

The pitch and Z-slice pitch values may be used to compute the location of a sample on a surface as follows.

For a 2D surface, the byte offset of the sample at position x, y from the base pointer of the surface is:

\[ y \times \text{pitch} + (\text{bytes per pixel}) \times x \]

For a 3D surface, the byte offset of the sample at position x, y, z from the base pointer of the surface is:

\[ z \times \text{slicePitch} + y \times \text{pitch} + (\text{bytes per pixel}) \times x \]

Both parameters pPitch and pPitchSlice are optional and may be set to NULL.

If pResource is not of type ID3D10Texture1D, ID3D10Texture2D, or ID3D10Texture3D, or if pResource has not been registered for use with CUDA, then cudaErrorInvalidResourceHandle is returned. If pResource was not registered with usage flags cudaD3D10RegisterFlagsNone, then cudaErrorInvalidResourceHandle is
returned. If `pResource` is not mapped for access by CUDA then `cudaErrorUnknown` is returned.

For usage requirements of the `subResource` parameter see `cudaD3D10ResourceGetMappedPointer()`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaGraphicsSubResourceGetMappedArray`

```c
__host__cudaError_t
cudaD3D10ResourceGetMappedPointer (void **pPointer,
      ID3D10Resource *pResource,
      unsigned int subResource)
```

Gets a pointer through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.

**Parameters**

- **pPointer**
  - Returned pointer corresponding to subresource
- **pResource**
  - Mapped resource to access
- **subResource**
  - Subresource of pResource to access

**Returns**

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

**Description**

**Deprecated** This function is deprecated as of CUDA 3.0.

Returns in `*pPointer` the base pointer of the subresource of the mapped Direct3D resource `pResource` which corresponds to `subResource`. The value set in `pPointer` may change every time that `pResource` is mapped.

If `pResource` is not registered, then `cudaErrorInvalidResourceHandle` is returned. If `pResource` was not registered with usage flags `cudaD3D9RegisterFlagsNone`, then `cudaErrorInvalidResourceHandle` is returned. If `pResource` is not mapped then `cudaErrorUnknown` is returned.
If `pResource` is of type `ID3D10Buffer` then `subResource` must be 0. If `pResource` is of any other type, then the value of `subResource` must come from the subresource calculation in `D3D10CalcSubResource()`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsResourceGetMappedPointer

```__host__cudaError_t cudaD3D10ResourceGetMappedSize(size_t *pSize, ID3D10Resource *pResource, unsigned int subResource)```

Gets the size of a subresource of a Direct3D resource which has been mapped for access by CUDA.

**Parameters**

- `pSize` - Returned size of subresource
- `pResource` - Mapped resource to access
- `subResource` - Subresource of `pResource` to access

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

**Description**

*Deprecated* This function is deprecated as of CUDA 3.0.

Returns in `*pSize` the size of the subresource of the mapped Direct3D resource `pResource` which corresponds to `subResource`. The value set in `pSize` may change every time that `pResource` is mapped.

If `pResource` has not been registered for use with CUDA then `cudaErrorInvalidHandle` is returned. If `pResource` was not registered with usage flags `cudaD3D10RegisterFlagsNone`, then `cudaErrorInvalidResourceHandle` is returned. If `pResource` is not mapped for access by CUDA then `cudaErrorUnknown` is returned.
For usage requirements of the `subResource` parameter see `cudaD3D10ResourceGetMappedPointer()`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaGraphicsResourceGetMappedPointer`

```c
__host__cudaError_t
cudaD3D10ResourceGetSurfaceDimensions(size_t *pWidth, size_t *pHeight, size_t *pDepth, ID3D10Resource *pResource, unsigned int subResource)
```

Gets the dimensions of a registered Direct3D surface.

**Parameters**

- `pWidth` - Returned width of surface
- `pHeight` - Returned height of surface
- `pDepth` - Returned depth of surface
- `pResource` - Registered resource to access
- `subResource` - Subresource of `pResource` to access

**Returns**

- `cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`,

**Description**

__Deprecated__ This function is deprecated as of CUDA 3.0.

Returns in `pWidth`, `pHeight`, and `pDepth` the dimensions of the subresource of the mapped Direct3D resource `pResource` which corresponds to `subResource`.

Since anti-aliased surfaces may have multiple samples per pixel, it is possible that the dimensions of a resource will be an integer factor larger than the dimensions reported by the Direct3D runtime.
The parameters pWidth, pHeight, and pDepth are optional. For 2D surfaces, the value returned in *pDepth will be 0.

If pResource is not of type ID3D10Texture1D, ID3D10Texture2D, or ID3D10Texture3D, or if pResource has not been registered for use with CUDA, then cudaErrorInvalidHandle is returned.

For usage requirements of subResource parameters see cudaD3D10ResourceGetMappedPointer().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsSubResourceGetMappedArray

__host__cudaError_t cudaD3D10ResourceSetMapFlags(ID3D10Resource *pResource, unsigned int flags)
Set usage flags for mapping a Direct3D resource.

Parameters
pResource
  - Registered resource to set flags for
flags
  - Parameters for resource mapping

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown,

Description
Deprecated This function is deprecated as of CUDA 3.0.
Set usage flags for mapping the Direct3D resource pResource.
Changes to flags will take effect the next time pResource is mapped. The flags argument may be any of the following:

- cudaD3D10MapFlagsNone: Specifies no hints about how this resource will be used.
  It is therefore assumed that this resource will be read from and written to by CUDA kernels. This is the default value.
CUDA Runtime API

- cudaD3D10MapFlagsReadOnly: Specifies that CUDA kernels which access this resource will not write to this resource.
- cudaD3D10MapFlagsWriteDiscard: Specifies that CUDA kernels which access this resource will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.

If pResource has not been registered for use with CUDA then cudaErrorInvalidHandle is returned. If pResource is presently mapped for access by CUDA then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsResourceSetMapFlags

__host__ cudaError_t cudaD3D10SetDirect3DDevice (ID3D10Device *pD3D10Device, int device)

Sets the Direct3D 10 device to use for interoperability with a CUDA device.

Parameters

pD3D10Device
- Direct3D device to use for interoperability

device
- The CUDA device to use. This device must be among the devices returned when querying cudaD3D10DeviceListAll from cudaD3D10GetDevices, may be set to -1 to automatically select an appropriate CUDA device.

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue,
cudaErrorSetOnActiveProcess

Description

Deprecated This function is deprecated as of CUDA 5.0.

This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA device with a D3D10 device in order to achieve maximum interoperability performance.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaD3D10GetDevice, cudaGraphicsD3D10RegisterResource, cudaDeviceReset

__host__cudaError_t cudaD3D10UnmapResources (int count, ID3D10Resource **ppResources)

Unmaps Direct3D resources.

Parameters

count
- Number of resources to unmap for CUDA

ppResources
- Resources to unmap for CUDA

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Unmaps the count Direct3D resource in ppResources.

This function provides the synchronization guarantee that any CUDA kernels issued before cudaD3D10UnmapResources() will complete before any Direct3D calls issued after cudaD3D10UnmapResources() begin.

If any of ppResources have not been registered for use with CUDA or if ppResources contains any duplicate entries, then cudaErrorInvalidResourceHandle is returned. If any of ppResources are not presently mapped for access by CUDA then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsUnmapResources
__host__cudaError_t cudaD3D10UnregisterResource (ID3D10Resource *pResource)

Unregisters a Direct3D resource.

Parameters

pResource
- Resource to unregister

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Unregisters the Direct3D resource resource so it is not accessible by CUDA unless
registered again.

If pResource is not registered, then cudaErrorInvalidResourceHandle is returned.

Note that this function may also return error codes from previous, asynchronous
launches.

See also:

cudaGraphicsUnregisterResource

4.18. Direct3D 11 Interoperability

This section describes the Direct3D 11 interoperability functions of the CUDA runtime
application programming interface. Note that mapping of Direct3D 11 resources is
performed with the graphics API agnostic, resource mapping interface described in
Graphics Interopability.

enum cudaD3D11DeviceList

CUDA devices corresponding to a D3D11 device

Values

cudaD3D11DeviceListAll = 1
The CUDA devices for all GPUs used by a D3D11 device

cudaD3D11DeviceListCurrentFrame = 2
   The CUDA devices for the GPUs used by a D3D11 device in its currently rendering frame

cudaD3D11DeviceListNextFrame = 3
   The CUDA devices for the GPUs to be used by a D3D11 device in the next frame

__host__cudaError_t cudaD3D11GetDevice (int *device, IDXGIAdapter *pAdapter)
Gets the device number for an adapter.

Parameters

device
   - Returns the device corresponding to pAdapter

pAdapter
   - D3D11 adapter to get device for

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

Description

Returns in *device the CUDA-compatible device corresponding to the adapter pAdapter obtained from IDXGIFactory::EnumAdapters. This call will succeed only if a device on adapter pAdapter is CUDA-compatible.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnregisterResource, cudaGraphicsMapResources,

__host__cudaError_t cudaD3D11GetDevices (unsigned int *pCudaDeviceCount, int *pCudaDevices, unsigned
int cudaDeviceCount, ID3D11Device *pD3D11Device, cudaD3D11DeviceList deviceList)

Gets the CUDA devices corresponding to a Direct3D 11 device.

Parameters

pCudaDeviceCount
- Returned number of CUDA devices corresponding to pD3D11Device

pCudaDevices
- Returned CUDA devices corresponding to pD3D11Device

cudaDeviceCount
- The size of the output device array pCudaDevices

pD3D11Device
- Direct3D 11 device to query for CUDA devices

deviceList
- The set of devices to return. This set may be cudaD3D11DeviceListAll for all devices, cudaD3D11DeviceListCurrentFrame for the devices used to render the current frame (in SLI), or cudaD3D11DeviceListNextFrame for the devices used to render the next frame (in SLI).

Returns

cudaSuccess, cudaErrorNoDevice, cudaErrorUnknown

Description

Returns in *pCudaDeviceCount the number of CUDA-compatible devices corresponding to the Direct3D 11 device pD3D11Device. Also returns in *pCudaDevices at most cudaDeviceCount of the the CUDA-compatible devices corresponding to the Direct3D 11 device pD3D11Device.

If any of the GPUs being used to render pDevice are not CUDA capable then the call will return cudaErrorNoDevice.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
__host__ cudaError_t
cudaGraphicsD3D11RegisterResource
(cudaGraphicsResource **resource, ID3D11Resource
*pD3DResource, unsigned int flags)

Register a Direct3D 11 resource for access by CUDA.

Parameters

resource
  - Pointer to returned resource handle
pD3DResource
  - Direct3D resource to register
flags
  - Parameters for resource registration

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue,
cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Registers the Direct3D 11 resource pD3DResource for access by CUDA.

If this call is successful, then the application will be able to map and unmap this resource until it is unregistered through cudaGraphicsUnregisterResource(). Also on success, this call will increase the internal reference count on pD3DResource. This reference count will be decremented when this resource is unregistered through cudaGraphicsUnregisterResource().

This call potentially has a high-overhead and should not be called every frame in interactive applications.

The type of pD3DResource must be one of the following.

- ID3D11Buffer: may be accessed via a device pointer
- ID3D11Texture1D: individual subresources of the texture may be accessed via arrays
- ID3D11Texture2D: individual subresources of the texture may be accessed via arrays
- ID3D11Texture3D: individual subresources of the texture may be accessed via arrays

The flags argument may be used to specify additional parameters at register time. The valid values for this parameter are

- cudaGraphicsRegisterFlagsNone: Specifies no hints about how this resource will be used.
cudaGraphicsRegisterFlagsSurfaceLoadStore: Specifies that CUDA will bind this resource to a surface reference.

cudaGraphicsRegisterFlagsTextureGather: Specifies that CUDA will perform texture gather operations on this resource.

Not all Direct3D resources of the above types may be used for interoperability with CUDA. The following are some limitations.

- The primary rendertarget may not be registered with CUDA.
- Resources allocated as shared may not be registered with CUDA.
- Textures which are not of a format which is 1, 2, or 4 channels of 8, 16, or 32-bit integer or floating-point data cannot be shared.
- Surfaces of depth or stencil formats cannot be shared.

A complete list of supported DXGI formats is as follows. For compactness the notation $A_{B,C,D}$ represents $A_B$, $A_C$, and $A_D$.

- DXGI_FORMAT_A8_UNORM
- DXGI_FORMAT_B8G8R8A8_UNORM
- DXGI_FORMAT_B8G8R8X8_UNORM
- DXGI_FORMAT_R16_FLOAT
- DXGI_FORMAT_R16G16B16A16_[FLOAT,SINT,SNORM,UINT,UNORM]
- DXGI_FORMAT_R16G16_[FLOAT,SINT,SNORM,UINT,UNORM]
- DXGI_FORMAT_R16_[SINT,SNORM,UINT,UNORM]
- DXGI_FORMAT_R32_FLOAT
- DXGI_FORMAT_R32G32B32A32_[FLOAT,SINT,UINT]
- DXGI_FORMAT_R32G32_[FLOAT,SINT,UINT]
- DXGI_FORMAT_R32_[SINT,UINT]
- DXGI_FORMAT_R8G8B8A8_[SINT,SNORM,UINT,UNORM,UNORM_SRGB]
- DXGI_FORMAT_R8G8_[SINT,SNORM,UINT,UNORM]
- DXGI_FORMAT_R8_[SINT,SNORM,UINT,UNORM]

If $pD3DResource$ is of incorrect type or is already registered, then cudaErrorInvalidResourceHandle is returned. If $pD3DResource$ cannot be registered, then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
- cudaGraphicsUnregisterResource, cudaGraphicsMapResources,
4.19. Direct3D 11 Interoperability [DEPRECATED]

This section describes deprecated Direct3D 11 interoperability functions.

__host__cudaError_t cudaD3D11GetDirect3DDevice (ID3D11Device **ppD3D11Device)

Gets the Direct3D device against which the current CUDA context was created.

Parameters

ppD3D11Device
- Returns the Direct3D device for this thread

Returns

cudaSuccess, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 5.0.

This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA device with a D3D11 device in order to achieve maximum interoperability performance.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaD3D11SetDirect3DDevice

__host__cudaError_t cudaD3D11SetDirect3DDevice (ID3D11Device *pD3D11Device, int device)

Sets the Direct3D 11 device to use for interoperability with a CUDA device.

Parameters

pD3D11Device
- Direct3D device to use for interoperability
device
- The CUDA device to use. This device must be among the devices returned when querying cudaD3D11DeviceListAll from cudaD3D11GetDevices, may be set to -1 to automatically select an appropriate CUDA device.

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorSetOnActiveProcess

Description
Deprecated This function is deprecated as of CUDA 5.0.

This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA device with a D3D11 device in order to achieve maximum interoperability performance.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

4.20. VDPAU Interoperability

This section describes the VDPAU interoperability functions of the CUDA runtime application programming interface.

__host__cudaError_t
cudaGraphicsVDPAURegisterOutputSurface
(cudaGraphicsResource **resource, VdpOutputSurface vdpSurface, unsigned int flags)

Register a VdpOutputSurface object.

Parameters
resource
- Pointer to the returned object handle
vdpSurface
- VDPAU object to be registered
flags
- Map flags

Returns

cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Registers the VdpOutputSurface specified by vdpSurface for access by CUDA. A handle to the registered object is returned as resource. The surface's intended usage is specified using flags, as follows:

- cudaGraphicsMapFlagsNone: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA. This is the default value.
- cudaGraphicsMapFlagsReadOnly: Specifies that CUDA will not write to this resource.
- cudaGraphicsMapFlagsWriteDiscard: Specifies that CUDA will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.

Note that this function may also return error codes from previous, asynchronous launches.

See also:


__host__ cudaError_t
cudaGraphicsVDPAURegisterVideoSurface
(cudaGraphicsResource **resource, VdpVideoSurface vdpSurface, unsigned int flags)

Register a VdpVideoSurface object.

Parameters

resource
- Pointer to the returned object handle

vdpSurface
- VDPAU object to be registered
flags
   - Map flags

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue,
cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Registers the VdpVideoSurface specified by vdpSurface for access by CUDA. A
handle to the registered object is returned as resource. The surface's intended usage is
specified using flags, as follows:

‣ cudaGraphicsMapFlagsNone: Specifies no hints about how this resource will be
   used. It is therefore assumed that this resource will be read from and written to by
   CUDA. This is the default value.
‣ cudaGraphicsMapFlagsReadOnly: Specifies that CUDA will not write to this
   resource.
‣ cudaGraphicsMapFlagsWriteDiscard: Specifies that CUDA will not read from this
   resource and will write over the entire contents of the resource, so none of the data
   previously stored in the resource will be preserved.

Note that this function may also return error codes from previous, asynchronous
launches.

See also:
cudaVDPAUSetVDPAUDevice, cudaGraphicsUnregisterResource,
cudaGraphicsSubResourceGetMappedArray

__host__cudaError_t cudaVDPAUGetDevice (int
*device, VdpDevice vdpDevice, VdpGetProcAddress
*vdpGetProcAddress)
Gets the CUDA device associated with a VdpDevice.

Parameters
device
   - Returns the device associated with vdpDevice, or -1 if the device associated with
     vdpDevice is not a compute device.
vdpDevice
   - A VdpDevice handle
vdpGetProcAddress
- VDPAU’s VdpGetProcAddress function pointer

Returns
cudaSuccess

Description
Returns the CUDA device associated with a VdpDevice, if applicable.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaVDPAUSetVDPAUDevice

__host__cudaError_t cudaVDPAUSetVDPAUDevice (int device, VdpDevice vdpDevice, VdpGetProcAddress *vdpGetProcAddress)
Sets a CUDA device to use VDPAU interoperability.

Parameters
device
- Device to use for VDPAU interoperability

vdpDevice
- The VdpDevice to interoperate with

vdpGetProcAddress
- VDPAU’s VdpGetProcAddress function pointer

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorSetOnActiveProcess

Description
Records vdpDevice as the VdpDevice for VDPAU interoperability with the CUDA device device and sets device as the current device for the calling host thread.

If device has already been initialized then this call will fail with the error cudaErrorSetOnActiveProcess. In this case it is necessary to reset device using cudaDeviceReset() before VDPAU interoperability on device may be enabled.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsVDPAURegisterVideoSurface,
cudaGraphicsVDPAURegisterOutputSurface, cudaDeviceReset

4.21. EGL Interoperability

This section describes the EGL interoperability functions of the CUDA runtime application programming interface. Note that mapping of EGL resources is performed with the graphics API agnostic, resource mapping interface described in Graphics Interopability.

__host__cudaError_t

cudaEGLStreamConsumerAcquireFrame

(cudaEglStreamConnection *conn,
cudaGraphicsResource_t *pCudaResource, cudaStream_t *pStream, unsigned int timeout)

Acquire an image frame from the EGLStream with CUDA as a consumer.

Parameters

conn
- Connection on which to acquire

pCudaResource
- CUDA resource on which the EGLStream frame will be mapped for use.

pStream
- CUDA stream for synchronization and any data migrations implied by cudaEglResourceLocationFlags.

timeout
- Desired timeout in usec.

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown
Description

Acquire an image frame from EGLStreamKHR.
cudaGraphicsResourceGetMappedEglFrame can be called on pCudaResource to get cudaEglFrame.

See also:
cudaEGLStreamConsumerConnect, cudaEGLStreamConsumerDisconnect, cudaEGLStreamConsumerReleaseFrame

__host__cudaError_t cudaEGLStreamConsumerConnect
cudaEGLStreamConsumerConnectWithFlags
cudaEGLStreamConsumerConnectWithFlags

cudaEGLStreamConsumerConnectWithFlags

cudaEGLStreamConsumerConnectWithFlags

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cudaEGLStreamConsumerConnectWithFlags

cudaEGLStreamConsumerConnectWithFlags
(cudaEglStreamConnection *conn, EGLStreamKHR eglStream, unsigned int flags)
Connect CUDA to EGLStream as a consumer with given flags.

Parameters
conn
- Pointer to the returned connection handle
eglStream
- EGLStreamKHR handle
flags
- Flags denote intended location - system or video.

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

Description
Connect CUDA as a consumer to EGLStreamKHR specified by stream with specified flags defined by cudaEglResourceLocationFlags.

The flags specify whether the consumer wants to access frames from system memory or video memory. Default is cudaEglResourceLocationVidmem.

See also:
cudaEGLStreamConsumerDisconnect, cudaEGLStreamConsumerAcquireFrame, cudaEGLStreamConsumerReleaseFrame

__host__cudaError_t
cudaEGLStreamConsumerReleaseFrame
(cudaEglStreamConnection *conn, cudaGraphicsResource_t pCudaResource, cudaStream_t *pStream)
Releases the last frame acquired from the EGLStream.

Parameters
conn
- Connection on which to release
pCudaResource
- CUDA resource whose corresponding frame is to be released
pStream
- CUDA stream on which release will be done.

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

Description
Release the acquired image frame specified by pCudaResource to EGLStreamKHR.

See also:
cudaEGLStreamConsumerConnect, cudaEGLStreamConsumerDisconnect, cudaEGLStreamConsumerAcquireFrame,

__host__cudaError_t cudaEGLStreamProducerConnect (cudaEglStreamConnection *conn, EGLStreamKHR eglStream, EGLint width, EGLint height)
Connect CUDA to EGLStream as a producer.

Parameters
conn
- Pointer to the returned connection handle
eglStream
- EGLStreamKHR handle
width
- width of the image to be submitted to the stream
height
- height of the image to be submitted to the stream

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

Description
Connect CUDA as a producer to EGLStreamKHR specified by stream.
The EGLStreamKHR is an EGL object that transfers a sequence of image frames from one API to another.

See also:
cudaEGLStreamProducerDisconnect, cudaEGLStreamProducerPresentFrame, cudaEGLStreamProducerReturnFrame

__host__cudaError_t cudaEGLStreamProducerDisconnect (cudaEglStreamConnection *conn)
Disconnect CUDA as a producer to EGLStream.

Parameters
conn
- Connection to disconnect.

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

Description
Disconnect CUDA as a producer to EGLStreamKHR.

See also:
cudaEGLStreamProducerConnect, cudaEGLStreamProducerPresentFrame, cudaEGLStreamProducerReturnFrame

__host__cudaError_t cudaEGLStreamProducerPresentFrame (cudaEglStreamConnection *conn, cudaEglFrame eglframe, cudaStream_t *pStream)
Present a CUDA eglFrame to the EGLStream with CUDA as a producer.

Parameters
conn
- Connection on which to present the CUDA array
eglframe
- CUDA Eglstream Proucer Frame handle to be sent to the consumer over EglStream.
pStream
- CUDA stream on which to present the frame.

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown
Description

The `cudaEglFrame` is defined as:

```c
typedef struct cudaEglFrame_st {
    union {
        cudaArray_t          pArray[CUDA_EGL_MAX_PLANES];
        struct cudaPitchedPtr pPitch[CUDA_EGL_MAX_PLANES];
    } frame;
    cudaEglPlaneDesc planeDesc[CUDA_EGL_MAX_PLANES];
    unsigned int planeCount;
    cudaEglFrameType frameType;
    cudaEglColorFormat eglColorFormat;
} cudaEglFrame;
```

See also:

cudaEGLStreamProducerConnect, cudaEGLStreamProducerDisconnect,
cudaEGLStreamProducerReturnFrame

```c
__host__ cudaError_t
cudaEGLStreamProducerReturnFrame
(cudaEglStreamConnection *conn, cudaEglFrame *eglframe, cudaStream_t *pStream)
```

Return the CUDA eglFrame to the EGLStream last released by the consumer.

Parameters

conn
  - Connection on which to present the CUDA array

eglframe
  - CUDA Egstream Proucer Frame handle returned from the consumer over EgStream.

pStream
  - CUDA stream on which to return the frame.

Returns

cudaSuccess, cudaErrorLaunchTimeout, cudaErrorInvalidValue, cudaErrorUnknown

Description

This API can potentially return cudaErrorLaunchTimeout if the consumer has not returned a frame to EGL stream. If timeout is returned the application can retry.

See also:

cudaEGLStreamProducerConnect, cudaEGLStreamProducerDisconnect,
cudaEGLStreamProducerPresentFrame,
__host__ cudaError_t cudaGraphicsEGLRegisterImage (cudaGraphicsResource **pCudaResource, EGLImageKHR image, unsigned int flags)

Registers an EGL image.

Parameters

pCudaResource
  - Pointer to the returned object handle

image
  - An EGLImageKHR image which can be used to create target resource.

flags
  - Map flags

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorInvalidValue, cudaErrorUnknown

Description

Registers the EGLImageKHR specified by image for access by CUDA. A handle to the registered object is returned as pCudaResource. Additional Mapping/Unmapping is not required for the registered resource and cudaGraphicsResourceGetMappedEglFrame can be directly called on the pCudaResource.

The application will be responsible for synchronizing access to shared objects. The application must ensure that any pending operation which access the objects have completed before passing control to CUDA. This may be accomplished by issuing and waiting for glFinish command on all GLcontexts (for OpenGL and likewise for other APIs). The application will be also responsible for ensuring that any pending operation on the registered CUDA resource has completed prior to executing subsequent commands in other APIs accessing the same memory objects. This can be accomplished by calling cuCtxSynchronize or cuEventSynchronize (preferably).

The surface's intended usage is specified using flags, as follows:

- cudaGraphicsRegisterFlagsNone: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA. This is the default value.
- cudaGraphicsRegisterFlagsReadOnly: Specifies that CUDA will not write to this resource.
CUDA Runtime API

- **cudaGraphicsRegisterFlagsWriteDiscard**: Specifies that CUDA will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.

The EGLImageKHR is an object which can be used to create EGLImage target resource. It is defined as a void pointer. `typedef void* EGLImageKHR`

See also:


```c
__host__ cudaError_t
cudaGraphicsResourceGetMappedEglFrame(
cudaEglFrame *eglFrame, cudaGraphicsResource_t resource, unsigned int index, unsigned int mipLevel)
```

Get an eglFrame through which to access a registered EGL graphics resource.

**Parameters**

- **eglFrame**: Returned eglFrame.
- **resource**: Registered resource to access.
- **index**: Index for cubemap surfaces.
- **mipLevel**: Mipmap level for the subresource to access.

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

**Description**

Returns in *eglFrame* an eglFrame pointer through which the registered graphics resource resource may be accessed. This API can only be called for EGL graphics resources.
The `cudaEglFrame` is defined as

```c
typedef struct cudaEglFrame_st {
  union {
    cudaArray_t             pArray[CUDA_EGL_MAX_PLANES];
    struct cudaPitchedPtr   pPitch[CUDA_EGL_MAX_PLANES];
  } frame;
  cudaEglPlaneDesc planeDesc[CUDA_EGL_MAX_PLANES];
  unsigned int planeCount;
  cudaEglFrameType frameType;
  cudaEglColorFormat eglColorFormat;
} cudaEglFrame;
```

See also:

### 4.22. Graphics Interoperability

This section describes the graphics interoperability functions of the CUDA runtime application programming interface.

```c
__host__ cudaError_t cudaGraphicsMapResources
(int count, cudaGraphicsResource_t *resources, cudaStream_t stream)
```

Map graphics resources for access by CUDA.

**Parameters**

- **count**
  - Number of resources to map
- **resources**
  - Resources to map for CUDA
- **stream**
  - Stream for synchronization

**Returns**

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

**Description**

Maps the `count` graphics resources in `resources` for access by CUDA.

The resources in `resources` may be accessed by CUDA until they are unmapped. The graphics API from which `resources` were registered should not access any resources while they are mapped by CUDA. If an application does so, the results are undefined.
This function provides the synchronization guarantee that any graphics calls issued before `cudaGraphicsMapResources()` will complete before any subsequent CUDA work issued in `stream` begins.

If `resources` contains any duplicate entries then `cudaErrorInvalidResourceHandle` is returned. If any of `resources` are presently mapped for access by CUDA then `cudaErrorUnknown` is returned.

- This function uses standard default stream semantics.
- Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

```c
__host__ cudaError_t
cudaGraphicsResourceGetMipmappedArray(
cudaMipmappedArray_t *mipmappedArray,
cudaGraphicsResource_t resource)
```

Get a mipmapped array through which to access a mapped graphics resource.

**Parameters**

- `mipmappedArray` - Returned mipmapped array through which `resource` may be accessed
- `resource` - Mapped resource to access

**Returns**

- `cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

**Description**

Returns in `*mipmappedArray` a mipmapped array through which the mapped graphics resource `resource` may be accessed. The value set in `mipmappedArray` may change every time that `resource` is mapped.

If `resource` is not a texture then it cannot be accessed via an array and `cudaErrorUnknown` is returned. If `resource` is not mapped then `cudaErrorUnknown` is returned.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsResourceGetMappedPointer

__host__cudaError_t
cudaGraphicsResourceGetMappedPointer (void **devPtr, size_t *size, cudaGraphicsResource_t resource)
Get an device pointer through which to access a mapped graphics resource.

Parameters

devPtr
  - Returned pointer through which resource may be accessed
size
  - Returned size of the buffer accessible starting at *devPtr
resource
  - Mapped resource to access

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Returns in *devPtr a pointer through which the mapped graphics resource resource may be accessed. Returns in *size the size of the memory in bytes which may be accessed from that pointer. The value set in devPtr may change every time that resource is mapped.

If resource is not a buffer then it cannot be accessed via a pointer and cudaErrorUnknown is returned. If resource is not mapped then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsMapResources, cudaGraphicsSubResourceGetMappedArray

__host__ cudaError_t cudaGraphicsResourceSetMapFlags (cudaGraphicsResource_t resource, unsigned int flags)
Set usage flags for mapping a graphics resource.

Parameters
resource
- Registered resource to set flags for
flags
- Parameters for resource mapping

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown,

Description
Set flags for mapping the graphics resource resource.
Changes to flags will take effect the next time resource is mapped. The flags argument may be any of the following:

- cudaGraphicsMapFlagsNone: Specifies no hints about how resource will be used. It is therefore assumed that CUDA may read from or write to resource.
- cudaGraphicsMapFlagsReadOnly: Specifies that CUDA will not write to resource.
- cudaGraphicsMapFlagsWriteDiscard: Specifies CUDA will not read from resource and will write over the entire contents of resource, so none of the data previously stored in resource will be preserved.

If resource is presently mapped for access by CUDA then cudaErrorUnknown is returned. If flags is not one of the above values then cudaErrorInvalidValue is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsMapResources
__host__ cudaError_t

cudaGraphicsSubResourceGetMappedArray (cudaArray_t *array, cudaGraphicsResource_t resource, unsigned int arrayIndex, unsigned int mipLevel)

Get an array through which to access a subresource of a mapped graphics resource.

Parameters

array
  - Returned array through which a subresource of resource may be accessed
resource
  - Mapped resource to access
arrayIndex
  - Array index for array textures or cubemap face index as defined by cudaGraphicsCubeFace for cubemap textures for the subresource to access
mipLevel
  - Mipmap level for the subresource to access

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Returns in *array an array through which the subresource of the mapped graphics resource resource which corresponds to array index arrayIndex and mipmap level mipLevel may be accessed. The value set in array may change every time that resource is mapped.

If resource is not a texture then it cannot be accessed via an array and cudaErrorUnknown is returned. If arrayIndex is not a valid array index for resource then cudaErrorInvalidValue is returned. If mipLevel is not a valid mipmap level for resource then cudaErrorInvalidValue is returned. If resource is not mapped then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsResourceGetMappedPointer
__host__ cudaError_t cudaGraphicsUnmapResources (int count, cudaGraphicsResource_t *resources, cudaStream_t stream)

Unmap graphics resources.

Parameters

- **count**
  - Number of resources to unmap
- **resources**
  - Resources to unmap
- **stream**
  - Stream for synchronization

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Unmaps the count graphics resources in resources.

Once unmapped, the resources in resources may not be accessed by CUDA until they are mapped again.

This function provides the synchronization guarantee that any CUDA work issued in stream before cudaGraphicsUnmapResources() will complete before any subsequently issued graphics work begins.

If resources contains any duplicate entries then cudaErrorInvalidResourceHandle is returned. If any of resources are not presently mapped for access by CUDA then cudaErrorUnknown is returned.

- This function uses standard default stream semantics.
- Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsMapResources
__host__ cudaError_t cudaGraphicsUnregisterResource (cudaGraphicsResource_t resource)

Unregisters a graphics resource for access by CUDA.

Parameters
resource
- Resource to unregister

Returns
cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Unregisters the graphics resource resource so it is not accessible by CUDA unless registered again.

If resource is invalid then cudaErrorInvalidResourceHandle is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

4.23. Texture Reference Management

This section describes the low level texture reference management functions of the CUDA runtime application programming interface.

Some functions have overloaded C++ API template versions documented separately in the C++ API Routines module.
__host__ cudaError_t cudaBindTexture (size_t *offset, const textureReference *texref, const void *devPtr, const cudaChannelFormatDesc *desc, size_t size)

Binds a memory area to a texture.

**Parameters**

*offset*  
- Offset in bytes

texref  
- Texture to bind

devPtr  
- Memory area on device

desc  
- Channel format

size  
- Size of the memory area pointed to by devPtr

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

**Description**

Binds size bytes of the memory area pointed to by devPtr to the texture reference texref. desc describes how the memory is interpreted when fetching values from the texture. Any memory previously bound to texref is unbound.

Since the hardware enforces an alignment requirement on texture base addresses, cudaBindTexture() returns in *offset a byte offset that must be applied to texture fetches in order to read from the desired memory. This offset must be divided by the texel size and passed to kernels that read from the texture so they can be applied to the tex1Dfetch() function. If the device memory pointer was returned from cudaMalloc(), the offset is guaranteed to be 0 and NULL may be passed as the offset parameter.

The total number of elements (or texels) in the linear address range cannot exceed cudaDeviceProp::maxTexture1DLinear[0]. The number of elements is computed as (size / elementSize), where elementSize is determined from desc.

Note that this function may also return error codes from previous, asynchronous launches.
__host__ cudaError_t cudaBindTexture2D (size_t *offset, const textureReference *texref, const void *devPtr, const cudaChannelFormatDesc *desc, size_t width, size_t height, size_t pitch)
Binds a 2D memory area to a texture.

Parameters
offset
- Offset in bytes
texref
- Texture reference to bind
devPtr
- 2D memory area on device
desc
- Channel format
width
- Width in texel units
height
- Height in texel units
pitch
- Pitch in bytes

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

Description
Binds the 2D memory area pointed to by devPtr to the texture reference texref. The size of the area is constrained by width in texel units, height in texel units, and pitch in byte units. desc describes how the memory is interpreted when fetching values from the texture. Any memory previously bound to texref is unbound.

Since the hardware enforces an alignment requirement on texture base addresses, cudaBindTexture2D() returns in *offset a byte offset that must be applied to texture fetches in order to read from the desired memory. This offset must be divided by the texel size and passed to kernels that read from the texture so they can be applied to the
tex2D() function. If the device memory pointer was returned from cudaMalloc(), the
offset is guaranteed to be 0 and NULL may be passed as the offset parameter.

width and height, which are specified in elements (or texels), cannot exceed
cudaDeviceProp::maxTexture2DLinear[0] and cudaDeviceProp::maxTexture2DLinear[1]
respectively. pitch, which is specified in bytes, cannot exceed
cudaDeviceProp::maxTexture2DLinear[2].

The driver returns cudaErrorInvalidValue if pitch is not a multiple of
cudaDeviceProp::texturePitchAlignment.

Note that this function may also return error codes from previous, asynchronous
launches.

See also:
cudaCreateChannelDesc (C API), cudaGetChannelDesc, cudaGetTextureReference,
cudaBindTexture (C API), cudaBindTexture2D (C++ API), cudaBindTexture2D
(C++ API, inherited channel descriptor), cudaBindTextureToArray (C API),
cudaBindTextureToArray (C API), cudaGetTextureAlignmentOffset (C API)

__host__ cudaError_t cudaBindTextureToArray (const
textureReference *texref, cudaArray_const_t array,
const cudaChannelFormatDesc *desc)
Binds an array to a texture.

Parameters

texref
  - Texture to bind
array
  - Memory array on device
desc
  - Channel format

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer,
cudaErrorInvalidTexture
Description

Binds the CUDA array `array` to the texture reference `texref`. `desc` describes how the memory is interpreted when fetching values from the texture. Any CUDA array previously bound to `texref` is unbound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaCreateChannelDesc (C API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C API), cudaBindTexture2D (C API), cudaBindTextureToArray (C++ API), cudaUnbindTexture (C API), cudaGetTextureAlignmentOffset (C API)

```c
__host__ cudaError_t
cudaBindTextureToMipmappedArray (const textureReference *texref, cudaMipmappedArray_const_t mipmappedArray, const cudaChannelFormatDesc *desc)
```

Binds a mipmapped array to a texture.

Parameters

- `texref` - Texture to bind
- `mipmappedArray` - Memory mipmapped array on device
- `desc` - Channel format

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

Description

Binds the CUDA mipmapped array `mipmappedArray` to the texture reference `texref`. `desc` describes how the memory is interpreted when fetching values from the texture. Any CUDA mipmapped array previously bound to `texref` is unbound.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaCreateChannelDesc (C API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C API), cudaBindTexture2D (C API), cudaBindTextureToArray (C++ API), cudaUnbindTexture (C API), cudaGetTextureAlignmentOffset (C API)

__host__cudaCreateChannelDesc (int x, int y, int z, int w, cudaChannelFormatKind f)
Returns a channel descriptor using the specified format.

Parameters

x
- X component

y
- Y component

z
- Z component

w
- W component

f
- Channel format

Returns

Channel descriptor with format f

Description

Returns a channel descriptor with format f and number of bits of each component x, y, z, and w. The cudaChannelFormatDesc is defined as:

```
struct cudaChannelFormatDesc {
  int x, y, z, w;
  enum cudaChannelFormatKind f;
};
```

where cudaChannelFormatKind is one of cudaChannelFormatKindSigned, cudaChannelFormatKindUnsigned, or cudaChannelFormatKindFloat.

See also:
cudaCreateChannelDesc (C++ API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C API), cudaBindTexture2D (C API), cudaBindTextureToArray (C API), cudaUnbindTexture (C API), cudaGetTextureAlignmentOffset (C API)

__host__cudaError_t cudaGetChannelDesc (cudaChannelFormatDesc *desc, cudaArray_const_t array)
Get the channel descriptor of an array.

Parameters

desc
- Channel format
array
- Memory array on device

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Returns in *desc the channel descriptor of the CUDA array array.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaCreateChannelDesc (C API), cudaGetTextureReference, cudaBindTexture (C API), cudaBindTexture2D (C API), cudaBindTextureToArray (C API), cudaUnbindTexture (C API), cudaGetTextureAlignmentOffset (C API)

__host__cudaError_t cudaGetTextureAlignmentOffset (size_t *offset, const textureReference *texref)
Get the alignment offset of a texture.

Parameters

offset
- Offset of texture reference in bytes
texref
- Texture to get offset of
Returns
cudaSuccess, cudaErrorInvalidTexture, cudaErrorInvalidTextureBinding

Description
Returns in *offset the offset that was returned when texture reference texref was bound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaCreateChannelDesc (C API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C API), cudaBindTexture2D (C API), cudaBindTextureToArray (C API), cudaUnbindTexture (C API), cudaGetTextureAlignmentOffset (C++ API)

__host__cudaError_t cudaGetTextureReference (const textureReference **texref, const void *symbol)
Get the texture reference associated with a symbol.

Parameters
texref
  - Texture reference associated with symbol
symbol
  - Texture to get reference for

Returns
cudaSuccess, cudaErrorInvalidTexture

Description
Returns in *texref the structure associated to the texture reference defined by symbol symbol.

Note that this function may also return error codes from previous, asynchronous launches.
Use of a string naming a variable as the symbol parameter was removed in CUDA 5.0.
__host__cudaError_t cudaUnbindTexture (const textureReference *texref)

Unbinds a texture.

Parameters

texref
  - Texture to unbind

Returns

cudaSuccess

Description

Unbinds the texture bound to texref.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaCreateChannelDesc (C API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C API), cudaBindTexture2D (C API), cudaBindTextureToArray (C API), cudaUnbindTexture (C API), cudaGetTextureAlignmentOffset (C API)


This section describes the low level surface reference management functions of the CUDA runtime application programming interface.

Some functions have overloaded C++ API template versions documented separately in the C++ API Routines module.
__host__cudaError_t cudaBindSurfaceToArray (const surfaceReference *surfref, cudaArray_const_t array, const cudaChannelFormatDesc *desc)
Binds an array to a surface.

Parameters

surfref
- Surface to bind
array
- Memory array on device
desc
- Channel format

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSurface

Description
Binds the CUDA array array to the surface reference surfref.desc describes how the memory is interpreted when fetching values from the surface. Any CUDA array previously bound to surfref is unbound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaBindSurfaceToArray ( C++ API), cudaBindSurfaceToArray ( C++ API, inherited channel descriptor), cudaGetSurfaceReference

__host__cudaError_t cudaGetSurfaceReference (const surfaceReference **surfref, const void *symbol)
Get the surface reference associated with a symbol.

Parameters

surfref
- Surface reference associated with symbol
symbol
- Surface to get reference for
4.25. Texture Object Management

This section describes the low level texture object management functions of the CUDA runtime application programming interface. The texture object API is only supported on devices of compute capability 3.0 or higher.

```c
__host__ cudaError_t cudaCreateTextureObject (cudaTextureObject_t *pTexObject, const cudaResourceDesc *pResDesc, const cudaTextureDesc *pTexDesc, const cudaResourceViewDesc *pResViewDesc)
```

Creates a texture object.

**Parameters**

- `pTexObject` - Texture object to create
- `pResDesc` - Resource descriptor
- `pTexDesc` - Texture descriptor
- `pResViewDesc` - Resource view descriptor
Returns
cudaSuccess, cudaErrorInvalidValue

Description
Creates a texture object and returns it in pTexObject. pResDesc describes the data to texture from. pTexDesc describes how the data should be sampled. pResViewDesc is an optional argument that specifies an alternate format for the data described by pResDesc, and also describes the subresource region to restrict access to when texturing. pResViewDesc can only be specified if the type of resource is a CUDA array or a CUDA mipmapped array.

Texture objects are only supported on devices of compute capability 3.0 or higher. Additionally, a texture object is an opaque value, and, as such, should only be accessed through CUDA API calls.

The cudaResourceDesc structure is defined as:

```c
struct cudaResourceDesc {
    enum cudaResourceType
    resType;

    union {
        struct {
            cudaArray_t
            array;
        } array;
        struct {
            cudaMipmappedArray_t
            mipmap;
        } mipmap;
        struct {
            void *devPtr;
            struct cudaChannelFormatDesc
desc;
            size_t sizeInBytes;
        } linear;
        struct {
            void *devPtr;
            struct cudaChannelFormatDesc
desc;
            size_t width;
            size_t height;
            size_t pitchInBytes;
        } pitch2D;
    } res;
};
```

where:

- cudaResourceDesc::resType specifies the type of resource to texture from.
  CUresourceType is defined as:

```c
enum cudaResourceType {
    cudaResourceTypeArray          = 0x00,
    cudaResourceTypeMipmappedArray = 0x01,
    cudaResourceTypeLinear         = 0x02,
    cudaResourceTypePitch2D        = 0x03
};
```
If `cudaResourceDesc::resType` is set to `cudaResourceTypeArray`, `cudaResourceDesc::res::array::array` must be set to a valid CUDA array handle.

If `cudaResourceDesc::resType` is set to `cudaResourceTypeMipmappedArray`, `cudaResourceDesc::res::mipmap::mipmap` must be set to a valid CUDA mipmapped array handle and `cudaTextureDesc::normalizedCoords` must be set to true.

If `cudaResourceDesc::resType` is set to `cudaResourceTypeLinear`, `cudaResourceDesc::res::linear::devPtr` must be set to a valid device pointer, that is aligned to `cudaDeviceProp::textureAlignment`. `cudaResourceDesc::res::linear::desc` describes the format and the number of components per array element. `cudaResourceDesc::res::linear::sizeInBytes` specifies the size of the array in bytes. The total number of elements in the linear address range cannot exceed `cudaDeviceProp::maxTexture1DLinear`. The number of elements is computed as `(sizeInBytes / sizeof(desc))`.

If `cudaResourceDesc::resType` is set to `cudaResourceTypePitch2D`, `cudaResourceDesc::res::pitch2D::devPtr` must be set to a valid device pointer, that is aligned to `cudaDeviceProp::textureAlignment`. `cudaResourceDesc::res::pitch2D::desc` describes the format and the number of components per array element. `cudaResourceDesc::res::pitch2D::width` and `cudaResourceDesc::res::pitch2D::height` specify the width and height of the array in elements, and cannot exceed `cudaDeviceProp::maxTexture2DLinear[0]` and `cudaDeviceProp::maxTexture2DLinear[1]` respectively. `cudaResourceDesc::res::pitch2D::pitchInBytes` specifies the pitch between two rows in bytes and has to be aligned to `cudaDeviceProp::texturePitchAlignment`. Pitch cannot exceed `cudaDeviceProp::maxTexture2DLinear[2]`.

The `cudaTextureDesc` struct is defined as

```c
struct cudaTextureDesc {
    enum cudaTextureAddressMode addressMode[3];
    enum cudaTextureFilterMode filterMode;
    enum cudaTextureReadMode readMode;
    int sRGB;
    float borderColor[4];
    int normalizedCoords;
    unsigned int maxAnisotropy;
    enum cudaTextureFilterMode mipmapFilterMode;
    float mipmapLevelBias;
    float minMipmapLevelClamp;
    float maxMipmapLevelClamp;
};
```

where
- **cudaTextureDesc::addressMode** specifies the addressing mode for each dimension of the texture data. `cudaTextureAddressMode` is defined as:

```c
enum cudaTextureAddressMode {
    cudaAddressModeWrap = 0,
    cudaAddressModeClamp = 1,
    cudaAddressModeMirror = 2,
    cudaAddressModeBorder = 3
};
```

This is ignored if `cudaResourceDesc::resType` is `cudaResourceTypeLinear`. Also, if `cudaTextureDesc::normalizedCoords` is set to zero, `cudaAddressModeWrap` and `cudaAddressModeMirror` won't be supported and will be switched to `cudaAddressModeClamp`.

- **cudaTextureDesc::filterMode** specifies the filtering mode to be used when fetching from the texture. `cudaTextureFilterMode` is defined as:

```c
enum cudaTextureFilterMode {
    cudaFilterModePoint = 0,
    cudaFilterModeLinear = 1
};
```

This is ignored if `cudaResourceDesc::resType` is `cudaResourceTypeLinear`.

- **cudaTextureDesc::readMode** specifies whether integer data should be converted to floating point or not. `cudaTextureReadMode` is defined as:

```c
enum cudaTextureReadMode {
    cudaReadModeElementType = 0,
    cudaReadModeNormalizedFloat = 1
};
```

Note that this applies only to 8-bit and 16-bit integer formats. 32-bit integer format would not be promoted, regardless of whether or not this `cudaTextureDesc::readMode` is set `cudaReadModeNormalizedFloat` is specified.

- **cudaTextureDesc::sRGB** specifies whether sRGB to linear conversion should be performed during texture fetch.

- **cudaTextureDesc::borderColor** specifies the float values of color. where: `cudaTextureDesc::borderColor[0]` contains value of 'R', `cudaTextureDesc::borderColor[1]` contains value of 'G', `cudaTextureDesc::borderColor[2]` contains value of 'B', `cudaTextureDesc::borderColor[3]` contains value of 'A' Note that application using integer border color values will need to `<reinterpret_cast>` these values to float. The values are set only when the addressing mode specified by `cudaTextureDesc::addressMode` is `cudaAddressModeBorder`.

- **cudaTextureDesc::normalizedCoords** specifies whether the texture coordinates will be normalized or not.

- **cudaTextureDesc::maxAnisotropy** specifies the maximum anistropy ratio to be used when doing anisotropic filtering. This value will be clamped to the range [1,16].
- **cudaTextureDesc::mipmapFilterMode** specifies the filter mode when the calculated mipmap level lies between two defined mipmap levels.

- **cudaTextureDesc::mipmapLevelBias** specifies the offset to be applied to the calculated mipmap level.

- **cudaTextureDesc::minMipmapLevelClamp** specifies the lower end of the mipmap level range to clamp access to.

- **cudaTextureDesc::maxMipmapLevelClamp** specifies the upper end of the mipmap level range to clamp access to.

The **cudaResourceViewDesc** struct is defined as

```c
    struct cudaResourceViewDesc {
        enum cudaResourceViewFormat format;
        size_t width;
        size_t height;
        size_t depth;
        unsigned int firstMipmapLevel;
        unsigned int lastMipmapLevel;
        unsigned int firstLayer;
        unsigned int lastLayer;
    };
```

where:

- **cudaResourceViewDesc::format** specifies how the data contained in the CUDA array or CUDA mipmapped array should be interpreted. Note that this can incur a change in size of the texture data. If the resource view format is a block compressed format, then the underlying CUDA array or CUDA mipmapped array has to have a 32-bit unsigned integer format with 2 or 4 channels, depending on the block compressed format. For ex., BC1 and BC4 require the underlying CUDA array to have a 32-bit unsigned int with 2 channels. The other BC formats require the underlying resource to have the same 32-bit unsigned int format but with 4 channels.

- **cudaResourceViewDesc::width** specifies the new width of the texture data. If the resource view format is a block compressed format, this value has to be 4 times the original width of the resource. For non block compressed formats, this value has to be equal to that of the original resource.

- **cudaResourceViewDesc::height** specifies the new height of the texture data. If the resource view format is a block compressed format, this value has to be 4 times the original height of the resource. For non block compressed formats, this value has to be equal to that of the original resource.

- **cudaResourceViewDesc::depth** specifies the new depth of the texture data. This value has to be equal to that of the original resource.

- **cudaResourceViewDesc::firstMipmapLevel** specifies the most detailed mipmap level. This will be the new mipmap level zero. For non-mipmapped resources, this value has to be zero. **cudaTextureDesc::minMipmapLevelClamp** and
cudaTextureDesc::maxMipmapLevelClamp will be relative to this value. For ex., if the firstMipmapLevel is set to 2, and a minMipmapLevelClamp of 1.2 is specified, then the actual minimum mipmap level clamp will be 3.2.

‣ cudaResourceViewDesc::lastMipmapLevel specifies the least detailed mipmap level. For non-mipmapped resources, this value has to be zero.

‣ cudaResourceViewDesc::firstLayer specifies the first layer index for layered textures. This will be the new layer zero. For non-layered resources, this value has to be zero.

‣ cudaResourceViewDesc::lastLayer specifies the last layer index for layered textures. For non-layered resources, this value has to be zero.

See also:
cudaDestroyTextureObject

__host__cudaError_t cudaDestroyTextureObject (cudaTextureObject_t texObject)
Destroys a texture object.

Parameters
texObject
- Texture object to destroy

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Destroys the texture object specified by texObject.

See also:
cudaCreateTextureObject
__host__cudaError_t
__host__cudaError_t
cudaGetTextureObjectResourceDesc (cudaResourceDesc *pResDesc, cudaTextureObject_t texObject)
Returns a texture object's resource descriptor.

Parameters
pResDesc
  - Resource descriptor
texObject
  - Texture object

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Returns the resource descriptor for the texture object specified by texObject.

See also:
cudaCreateTextureObject

cudaGetTextureObjectResourceViewDesc

cudaGetTextureObjectResourceViewDesc (cudaResourceViewDesc *pResViewDesc, cudaTextureObject_t texObject)
Returns a texture object's resource view descriptor.

Parameters
pResViewDesc
  - Resource view descriptor
texObject
  - Texture object

Returns
cudaSuccess, cudaErrorInvalidValue
**Description**

Returns the resource view descriptor for the texture object specified by `texObject`. If no resource view was specified, `cudaErrorInvalidValue` is returned.

**See also:**

`cudaCreateTextureObject`

```c
__host__ cudaError_t cudaGetTextureObjectTextureDesc (cudaTextureDesc *pTexDesc, cudaTextureObject_t texObject)
```

Returns a texture object's texture descriptor.

**Parameters**

- `pTexDesc` - Texture descriptor
- `texObject` - Texture object

**Returns**

`cudaSuccess`, `cudaErrorInvalidValue`

**Description**

Returns the texture descriptor for the texture object specified by `texObject`.

**See also:**

`cudaCreateTextureObject`

### 4.26. Surface Object Management

This section describes the low level texture object management functions of the CUDA runtime application programming interface. The surface object API is only supported on devices of compute capability 3.0 or higher.
__host__ cudaError_t cudaCreateSurfaceObject (cudaSurfaceObject_t *pSurfObject, const cudaResourceDesc *pResDesc)
Creates a surface object.

Parameters
pSurfObject
- Surface object to create
pResDesc
- Resource descriptor

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Creates a surface object and returns it in pSurfObject. pResDesc describes the data to perform surface load/stores on. cudaResourceDesc::resType must be cudaResourceTypeArray and cudaResourceDesc::res::array::array must be set to a valid CUDA array handle.

Surface objects are only supported on devices of compute capability 3.0 or higher. Additionally, a surface object is an opaque value, and, as such, should only be accessed through CUDA API calls.

See also:
cudaDestroySurfaceObject

__host__ cudaError_t cudaDestroySurfaceObject (cudaSurfaceObject_t surfObject)
Destroys a surface object.

Parameters
surfObject
- Surface object to destroy

Returns
cudaSuccess, cudaErrorInvalidValue
Description
Destroys the surface object specified by `surfObject`.

See also:
cudaCreateSurfaceObject

```c
__host__ cudaError_t
cudaGetSurfaceObjectResourceDesc (cudaResourceDesc *pResDesc, cudaSurfaceObject_t surfObject)
```
Returns a surface object's resource descriptor
Returns the resource descriptor for the surface object specified by `surfObject`.

Parameters
- `pResDesc` - Resource descriptor
- `surfObject` - Surface object

Returns
- `cudaSuccess`
- `cudaErrorInvalidValue`

Description

See also:
cudaCreateSurfaceObject

4.27. Version Management

```c
__host__ cudaError_t cudaDriverGetVersion (int *driverVersion)
```
Returns the CUDA driver version.

Parameters
- `driverVersion` - Returns the CUDA driver version.
Returns
cudaSuccess, cudaErrorInvalidValue

Description
Returns in *driverVersion the version number of the installed CUDA driver. If no driver is installed, then 0 is returned as the driver version (via driverVersion). This function automatically returns cudaErrorInvalidValue if the driverVersion argument is NULL.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaRuntimeGetVersion

__host__ __device__ cudaError_t cudaRuntimeGetVersion(int *runtimeVersion)
Returns the CUDA Runtime version.

Parameters
runtimeVersion
- Returns the CUDA Runtime version.

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Returns in *runtimeVersion the version number of the installed CUDA Runtime. This function automatically returns cudaErrorInvalidValue if the runtimeVersion argument is NULL.

See also:
cudaDriverGetVersion
4.29. Interactions with the CUDA Driver API

This section describes the interactions between the CUDA Driver API and the CUDA Runtime API.

Primary Contexts

There exists a one to one relationship between CUDA devices in the CUDA Runtime API and CUs in the CUDA Driver API within a process. The specific context which the CUDA Runtime API uses for a device is called the device’s primary context. From the perspective of the CUDA Runtime API, a device and its primary context are synonymous.

Initialization and Tear-Down

CUDA Runtime API calls operate on the CUDA Driver API CUcontext which is current to the calling host thread.

The function cudaSetDevice() makes the primary context for the specified device current to the calling thread by calling cuCtxSetCurrent().

The CUDA Runtime API will automatically initialize the primary context for a device at the first CUDA Runtime API call which requires an active context. If no CUcontext is current to the calling thread when a CUDA Runtime API call which requires an active context is made, then the primary context for a device will be selected, made current to the calling thread, and initialized.

The context which the CUDA Runtime API initializes will be initialized using the parameters specified by the CUDA Runtime API functions cudaSetDeviceFlags(), cudaD3D9SetDirect3DDevice(), cudaD3D10SetDirect3DDevice(), cudaD3D11SetDirect3DDevice(), cudaGLSetGLDevice(), and cudaVDPAUSetVDPAUDevice(). Note that these functions will fail with cudaErrorSetOnActiveProcess if they are called when the primary context for the specified device has already been initialized. (or if the current device has already been initialized, in the case of cudaSetDeviceFlags()).

Primary contexts will remain active until they are explicitly deinitialized using cudaDeviceReset(). The function cudaDeviceReset() will deinitialize the primary context for the calling thread’s current device immediately. The context will remain current to all of the threads that it was current to. The next CUDA Runtime API call on any thread which requires an active context will trigger the reinitialization of that device’s primary context.

Note that there is no reference counting of the primary context’s lifetime. It is recommended that the primary context not be deinitialized except just before exit or to recover from an unspecified launch failure.
Context Interoperability

Note that the use of multiple CUcontext s per device within a single process will substantially degrade performance and is strongly discouraged. Instead, it is highly recommended that the implicit one-to-one device-to-context mapping for the process provided by the CUDA Runtime API be used.

If a non-primary CUcontext created by the CUDA Driver API is current to a thread then the CUDA Runtime API calls to that thread will operate on that CUcontext, with some exceptions listed below. Interoperability between data types is discussed in the following sections.

The function cudaPointerGetAttributes() will return the error cudaErrorIncompatibleDriverContext if the pointer being queried was allocated by a non-primary context. The function cudaDeviceEnablePeerAccess() and the rest of the peer access API may not be called when a non-primary CUcontext is current. To use the pointer query and peer access APIs with a context created using the CUDA Driver API, it is necessary that the CUDA Driver API be used to access these features.

All CUDA Runtime API state (e.g, global variables' addresses and values) travels with its underlying CUcontext. In particular, if a CUcontext is moved from one thread to another then all CUDA Runtime API state will move to that thread as well.

Please note that attaching to legacy contexts (those with a version of 3010 as returned by cuCtxGetApiVersion()) is not possible. The CUDA Runtime will return cudaErrorIncompatibleDriverContext in such cases.

Interactions between CUstream and cudaStream_t

The types CUstream and cudaStream_t are identical and may be used interchangeably.

Interactions between CUevent and cudaEvent_t

The types CUevent and cudaEvent_t are identical and may be used interchangeably.

Interactions between CUarray and cudaArray_t

The types CUarray and struct cudaArray * represent the same data type and may be used interchangeably by casting the two types between each other.

In order to use a CUarray in a CUDA Runtime API function which takes a struct cudaArray *, it is necessary to explicitly cast the CUarray to a struct cudaArray *.

In order to use a struct cudaArray * in a CUDA Driver API function which takes a CUarray, it is necessary to explicitly cast the struct cudaArray * to a CUarray.

Interactions between CUgraphicsResource and cudaGraphicsResource_t

The types CUgraphicsResource and cudaGraphicsResource_t represent the same data type and may be used interchangeably by casting the two types between each other.
In order to use a CUgraphicsResource in a CUDA Runtime API function which takes a cudaGraphicsResource_t, it is necessary to explicitly cast the CUgraphicsResource to a cudaGraphicsResource_t.

In order to use a cudaGraphicsResource_t in a CUDA Driver API function which takes a CUgraphicsResource, it is necessary to explicitly cast the cudaGraphicsResource_t to a CUgraphicsResource.

### 4.30. Profiler Control

This section describes the profiler control functions of the CUDA runtime application programming interface.

```c
__host__ cudaError_t cudaProfilerInitialize (const char *configFile, const char *outputFile, cudaOutputMode_t outputMode)
```

Initialize the CUDA profiler.

**Parameters**

- **configFile**
  - Name of the config file that lists the counters/options for profiling.
- **outputFile**
  - Name of the outputFile where the profiling results will be stored.
- **outputMode**
  - outputMode, can be cudaKeyValuePair OR cudaCSV.

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorProfilerDisabled

**Description**

Using this API user can initialize the CUDA profiler by specifying the configuration file, output file and output file format. This API is generally used to profile different set of counters by looping the kernel launch. The configFile parameter can be used to select profiling options including profiler counters. Refer to the "Compute Command Line Profiler User Guide" for supported profiler options and counters.

Limitation: The CUDA profiler cannot be initialized with this API if another profiling tool is already active, as indicated by the cudaErrorProfilerDisabled return code.

Typical usage of the profiling APIs is as follows:
for each set of counters/options { cudaProfilerInitialize(); //Initialize profiling, set the counters/options in the config file ... cudaProfilerStart(); // code to be profiled cudaProfilerStop(); ... cudaProfilerStart(); // code to be profiled cudaProfilerStop(); ... }

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaProfilerStart, cudaProfilerStop

__host__cudaError_t cudaProfilerStart (void)
Enable profiling.

Returns
cudaSuccess

Description
Enables profile collection by the active profiling tool for the current context. If profiling is already enabled, then cudaProfilerStart() has no effect.

cudaProfilerStart and cudaProfilerStop APIs are used to programmatically control the profiling granularity by allowing profiling to be done only on selective pieces of code.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaProfilerInitialize, cudaProfilerStop

__host__cudaError_t cudaProfilerStop (void)
Disable profiling.

Returns
cudaSuccess

Description
Disables profile collection by the active profiling tool for the current context. If profiling is already disabled, then cudaProfilerStop() has no effect.
cudaProfilerStart and cudaProfilerStop APIs are used to programmatically control the profiling granularity by allowing profiling to be done only on selective pieces of code.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaProfilerInitialize, cudaProfilerStart

4.31. Data types used by CUDA Runtime
struct cudaChannelFormatDesc
struct cudaDeviceProp
struct cudaEglFrame
struct cudaEglPlaneDesc
struct cudaExtent
struct cudaFuncAttributes
struct cudaMemcpy3DParms
struct cudaMemcpy3DPeerParms
struct cudaPitchedPtr
struct cudaPointerAttributes
struct cudaPos
struct cudaResourceDesc
struct cudaResourceViewDesc
struct cudaMemcpy3DParms
struct cudaMemcpy3DPeerParms
struct surfaceReference
struct textureReference
enum cudaChannelFormatKind
Channel format kind

Values

cudaChannelFormatKindSigned = 0
Signed channel format
cudaChannelFormatKindUnsigned = 1
Unsigned channel format
cudaChannelFormatKindFloat = 2
Float channel format
cudaChannelFormatKindNone = 3
No channel format

enum cudaComputeMode
CUDA device compute modes

Values

cudaComputeModeDefault = 0
Default compute mode (Multiple threads can use cudaSetDevice() with this device)
cudaComputeModeExclusive = 1
Compute-exclusive-thread mode (Only one thread in one process will be able to use cudaSetDevice() with this device)
cudaComputeModeProhibited = 2
Compute-prohibited mode (No threads can use cudaSetDevice() with this device)
cudaComputeModeExclusiveProcess = 3
Compute-exclusive-process mode (Many threads in one process will be able to use cudaSetDevice() with this device)

enum cudaDeviceAttr
CUDA device attributes

Values

cudaDevAttrMaxThreadsPerBlock = 1
Maximum number of threads per block
cudaDevAttrMaxBlockDimX = 2
Maximum block dimension X
cudaDevAttrMaxBlockDimY = 3
Maximum block dimension Y
cudaDevAttrMaxBlockDimZ = 4
Maximum block dimension Z
\texttt{cudaDevAttrMaxGridDimZ} = 7
Maximum grid dimension Z

Maximum grid dimension X
\texttt{cudaDevAttrMaxGridDimX} = 5

Maximum grid dimension Y
\texttt{cudaDevAttrMaxGridDimY} = 6

Maximum shared memory available per block in bytes
\texttt{cudaDevAttrMaxSharedMemoryPerBlock} = 8

Memory available on device for \texttt{__constant__} variables in a CUDA C kernel in bytes
\texttt{cudaDevAttrTotalConstantMemory} = 9

Warp size in threads
\texttt{cudaDevAttrWarpSize} = 10

Maximum pitch in bytes allowed by memory copies
\texttt{cudaDevAttrMaxPitch} = 11

Maximum number of 32-bit registers available per block
\texttt{cudaDevAttrMaxRegistersPerBlock} = 12

Peak clock frequency in kilohertz
\texttt{cudaDevAttrClockRate} = 13

Alignment requirement for textures
\texttt{cudaDevAttrTextureAlignment} = 14

Device can possibly copy memory and execute a kernel concurrently
\texttt{cudaDevAttrGpuOverlap} = 15

Number of multiprocessors on device
\texttt{cudaDevAttrMultiProcessorCount} = 16

Specifies whether there is a run time limit on kernels
\texttt{cudaDevAttrKernelExecTimeout} = 17

Device is integrated with host memory
\texttt{cudaDevAttrIntegrated} = 18

Device can map host memory into CUDA address space
\texttt{cudaDevAttrCanMapHostMemory} = 19

Compute mode (See \texttt{cudaComputeMode} for details)
\texttt{cudaDevAttrComputeMode} = 20

Maximum 1D texture width
\texttt{cudaDevAttrMaxTexture1DWidth} = 21

Maximum 2D texture width
\texttt{cudaDevAttrMaxTexture2DWidth} = 22

Maximum 2D texture height
\texttt{cudaDevAttrMaxTexture2DHeight} = 23

Maximum 3D texture width
\texttt{cudaDevAttrMaxTexture3DWidth} = 24

Maximum 3D texture height
\texttt{cudaDevAttrMaxTexture3DHeight} = 25
cudaDevAttrMaxTexture3DDepth = 26
Maximum 3D texture depth

cudaDevAttrMaxTexture2DLayeredWidth = 27
Maximum 2D layered texture width

cudaDevAttrMaxTexture2DLayeredHeight = 28
Maximum 2D layered texture height

cudaDevAttrMaxTexture2DLayeredLayers = 29
Maximum layers in a 2D layered texture

cudaDevAttrSurfaceAlignment = 30
Alignment requirement for surfaces

cudaDevAttrConcurrentKernels = 31
Device can possibly execute multiple kernels concurrently

cudaDevAttrEccEnabled = 32
Device has ECC support enabled

cudaDevAttrPciBusId = 33
PCI bus ID of the device

cudaDevAttrPciDeviceId = 34
PCI device ID of the device

cudaDevAttrTccDriver = 35
Device is using TCC driver model

cudaDevAttrMemoryClockRate = 36
Peak memory clock frequency in kilohertz

cudaDevAttrGlobalMemoryBusWidth = 37
Global memory bus width in bits

cudaDevAttrL2CacheSize = 38
Size of L2 cache in bytes

cudaDevAttrMaxThreadsPerMultiProcessor = 39
Maximum resident threads per multiprocessor

cudaDevAttrAsyncEngineCount = 40
Number of asynchronous engines

cudaDevAttrUnifiedAddressing = 41
Device shares a unified address space with the host

cudaDevAttrMaxTexture1DLayeredWidth = 42
Maximum 1D layered texture width

cudaDevAttrMaxTexture1DLayeredLayers = 43
Maximum layers in a 1D layered texture

cudaDevAttrMaxTexture2DGatherWidth = 45
Maximum 2D texture width if cudaArrayTextureGather is set

cudaDevAttrMaxTexture2DGatherHeight = 46
Maximum 2D texture height if cudaArrayTextureGather is set

cudaDevAttrMaxTexture3DWidthAlt = 47
Alternate maximum 3D texture width

cudaDevAttrMaxTexture3DHeightAlt = 48
Alternate maximum 3D texture height
Alternate maximum 3D texture height
\texttt{cudaDevAttrMaxTexture3DDepthAlt} = 49
Alternate maximum 3D texture depth
\texttt{cudaDevAttrPciDomainId} = 50
PCI domain ID of the device
\texttt{cudaDevAttrTexturePitchAlignment} = 51
Pitch alignment requirement for textures
\texttt{cudaDevAttrMaxTextureCubemapWidth} = 52
Maximum cubemap texture width/height
\texttt{cudaDevAttrMaxTextureCubemapLayeredWidth} = 53
Maximum cubemap layered texture width/height
\texttt{cudaDevAttrMaxTextureCubemapLayeredLayers} = 54
Maximum layers in a cubemap layered texture
\texttt{cudaDevAttrMaxSurface1DWidth} = 55
Maximum 1D surface width
\texttt{cudaDevAttrMaxSurface2DWidth} = 56
Maximum 2D surface width
\texttt{cudaDevAttrMaxSurface2DHeight} = 57
Maximum 2D surface height
\texttt{cudaDevAttrMaxSurface3DWidth} = 58
Maximum 3D surface width
\texttt{cudaDevAttrMaxSurface3DHeight} = 59
Maximum 3D surface height
\texttt{cudaDevAttrMaxSurface3DDepth} = 60
Maximum 3D surface depth
\texttt{cudaDevAttrMaxSurface1DLayeredWidth} = 61
Maximum 1D layered surface width
\texttt{cudaDevAttrMaxSurface1DLayeredLayers} = 62
Maximum layers in a 1D layered surface
\texttt{cudaDevAttrMaxSurface2DLayeredWidth} = 63
Maximum 2D layered surface width
\texttt{cudaDevAttrMaxSurface2DLayeredHeight} = 64
Maximum 2D layered surface height
\texttt{cudaDevAttrMaxSurface2DLayeredLayers} = 65
Maximum layers in a 2D layered surface
\texttt{cudaDevAttrMaxSurfaceCubemapWidth} = 66
Maximum cubemap surface width
\texttt{cudaDevAttrMaxSurfaceCubemapLayeredWidth} = 67
Maximum cubemap layered surface width
\texttt{cudaDevAttrMaxSurfaceCubemapLayeredLayers} = 68
Maximum layers in a cubemap layered surface
\texttt{cudaDevAttrMaxTexture1DLinearWidth} = 69
Maximum 1D linear texture width
cudaDevAttrMaxTexture2DLinearWidth = 70
  Maximum 2D linear texture width

cudaDevAttrMaxTexture2DLinearHeight = 71
  Maximum 2D linear texture height

cudaDevAttrMaxTexture2DLinearPitch = 72
  Maximum 2D linear texture pitch in bytes

cudaDevAttrMaxTexture2DMipmappedWidth = 73
  Maximum mipmapmed 2D texture width

cudaDevAttrMaxTexture2DMipmappedHeight = 74
  Maximum mipmapmed 2D texture height

cudaDevAttrComputeCapabilityMajor = 75
  Major compute capability version number

cudaDevAttrComputeCapabilityMinor = 76
  Minor compute capability version number

cudaDevAttrMaxTexture1DMipmappedWidth = 77
  Maximum mipmapmed 1D texture width

cudaDevAttrStreamPrioritiesSupported = 78
  Device supports stream priorities

cudaDevAttrGlobalL1CacheSupported = 79
  Device supports caching globals in L1

cudaDevAttrLocalL1CacheSupported = 80
  Device supports caching locals in L1

cudaDevAttrMaxSharedMemoryPerMultiprocessor = 81
  Maximum shared memory available per multiprocessor in bytes

cudaDevAttrMaxRegistersPerMultiprocessor = 82
  Maximum number of 32-bit registers available per multiprocessor

cudaDevAttrManagedMemory = 83
  Device can allocate managed memory on this system

cudaDevAttrIsMultiGpuBoard = 84
  Device is on a multi-GPU board

cudaDevAttrMultiGpuBoardGroupID = 85
  Unique identifier for a group of devices on the same multi-GPU board

cudaDevAttrHostNativeAtomicSupported = 86
  Link between the device and the host supports native atomic operations

cudaDevAttrSingleToDoublePrecisionPerfRatio = 87
  Ratio of single precision performance (in floating-point operations per second) to
double precision performance

cudaDevAttrPageableMemoryAccess = 88
  Device supports coherently accessing pageable memory without calling
cudaHostRegister on it

cudaDevAttrConcurrentManagedAccess = 89
  Device can coherently access managed memory concurrently with the CPU

cudaDevAttrComputePreemptionSupported = 90
Device supports Compute Preemption

cudaDevAttrCanUseHostPointerForRegisteredMem = 91
Device can access host registered memory at the same virtual address as the CPU

**enum cudaDeviceP2PAttr**

CUDA device P2P attributes

**Values**

cudaDevP2PAttrPerformanceRank = 1
A relative value indicating the performance of the link between two devices
cudaDevP2PAttrAccessSupported = 2
Peer access is enabled
cudaDevP2PAttrNativeAtomicSupported = 3
Native atomic operation over the link supported

**enum cudaEglColorFormat**

CUDA EGL Color Format - The different planar and multiplanar formats currently supported for CUDA_EGL interops.

**Values**

cudaEglColorFormatYUV420Planar = 0
Y, U, V in three surfaces, each in a separate surface, U/V width = 1/2 Y width, U/V height = 1/2 Y height.
cudaEglColorFormatYUV420SemiPlanar = 1
Y, UV in two surfaces (UV as one surface), width, height ratio same as YUV420Planar.
cudaEglColorFormatYUV422Planar = 2
Y, U, V each in a separate surface, U/V width = 1/2 Y width, U/V height = Y height.
cudaEglColorFormatYUV422SemiPlanar = 3
Y, UV in two surfaces, width, height ratio same as YUV422Planar.
cudaEglColorFormatRGB = 4
R/G/B three channels in one surface with RGB byte ordering.
cudaEglColorFormatBGR = 5
R/G/B three channels in one surface with BGR byte ordering.
cudaEglColorFormatARGB = 6
R/G/B/A four channels in one surface with ARGB byte ordering.
cudaEglColorFormatRGBA = 7
R/G/B/A four channels in one surface with RGBA byte ordering.
cudaEglColorFormatL = 8
single luminance channel in one surface.
cudaEglColorFormatR = 9
single color channel in one surface.
cudaEglColorFormatYUV444Planar = 10
Y, U, V in three surfaces, each in a separate surface, U/V width = Y width, U/V height = Y height.
cudaEglColorFormatYUV444SemiPlanar = 11
Y, UV in two surfaces (UV as one surface), width, height ratio same as YUV444Planar.
cudaEglColorFormatYUYV422 = 12
Y, U, V in one surface, interleaved as YUYV.
cudaEglColorFormatUYVY422 = 13
Y, U, V in one surface, interleaved as UYVY.

enum cudaEglFrameType
CUDA EglFrame type - array or pointer

Values

cudaEglFrameTypeArray = 0
Frame type CUDA array
cudaEglFrameTypePitch = 1
Frame type CUDA pointer

enum cudaEglResourceLocationFlags
Resource location flags- sysmem or vidmem

For CUDA context on iGPU, since video and system memory are equivalent - these flags will not have an effect on the execution.

For CUDA context on dGPU, applications can use the flag cudaEglResourceLocationFlags to give a hint about the desired location.

cudaEglResourceLocationSysmem - the frame data is made resident on the system memory to be accessed by CUDA.
cudaEglResourceLocationVidmem - the frame data is made resident on the dedicated video memory to be accessed by CUDA.

There may be an additional latency due to new allocation and data migration, if the frame is produced on a different memory.

Values

cudaEglResourceLocationSysmem = 0x00
Resource location sysmem
cudaEglResourceLocationVidmem = 0x01
Resource location vidmem
enum cudaError

CUDA error types

Values

cudaSuccess = 0
The API call returned with no errors. In the case of query calls, this can also mean that the operation being queried is complete (see cudaEventQuery() and cudaStreamQuery()).

cudaErrorMissingConfiguration = 1
The device function being invoked (usually via cudaLaunchKernel()) was not previously configured via the cudaConfigureCall() function.

cudaErrorMemoryAllocation = 2
The API call failed because it was unable to allocate enough memory to perform the requested operation.

cudaErrorInitializationError = 3
The API call failed because the CUDA driver and runtime could not be initialized.

cudaErrorLaunchFailure = 4
An exception occurred on the device while executing a kernel. Common causes include dereferencing an invalid device pointer and accessing out of bounds shared memory. The device cannot be used until cudaThreadExit() is called. All existing device memory allocations are invalid and must be reconstructed if the program is to continue using CUDA.

cudaErrorPriorLaunchFailure = 5
This indicated that a previous kernel launch failed. This was previously used for device emulation of kernel launches. Deprecated This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

cudaErrorLaunchTimeout = 6
This indicates that the device kernel took too long to execute. This can only occur if timeouts are enabled - see the device property kernelExecTimeoutEnabled for more information. This leaves the process in an inconsistent state and any further CUDA work will return the same error. To continue using CUDA, the process must be terminated and relaunched.

cudaErrorLaunchOutOfResources = 7
This indicates that a launch did not occur because it did not have appropriate resources. Although this error is similar to cudaErrorInvalidConfiguration, this error usually indicates that the user has attempted to pass too many arguments to the device kernel, or the kernel launch specifies too many threads for the kernel’s register count.

cudaErrorInvalidDeviceFunction = 8
The requested device function does not exist or is not compiled for the proper device architecture.
cudaErrorInvalidConfiguration = 9
This indicates that a kernel launch is requesting resources that can never be satisfied
by the current device. Requesting more shared memory per block than the device
supports will trigger this error, as will requesting too many threads or blocks. See
cudaDeviceProp for more device limitations.

cudaErrorInvalidDevice = 10
This indicates that the device ordinal supplied by the user does not correspond to a
valid CUDA device.

cudaErrorInvalidValue = 11
This indicates that one or more of the parameters passed to the API call is not within
an acceptable range of values.

cudaErrorInvalidPitchValue = 12
This indicates that one or more of the pitch-related parameters passed to the API call
is not within the acceptable range for pitch.

cudaErrorInvalidSymbol = 13
This indicates that the symbol name/identifier passed to the API call is not a valid
name or identifier.

cudaErrorMapBufferObjectFailed = 14
This indicates that the buffer object could not be mapped.

cudaErrorUnmapBufferObjectFailed = 15
This indicates that the buffer object could not be unmapped.

cudaErrorInvalidHostPointer = 16
This indicates that at least one host pointer passed to the API call is not a valid host
pointer.

cudaErrorInvalidDevicePointer = 17
This indicates that at least one device pointer passed to the API call is not a valid
device pointer.

cudaErrorInvalidTexture = 18
This indicates that the texture passed to the API call is not a valid texture.

cudaErrorInvalidTextureBinding = 19
This indicates that the texture binding is not valid. This occurs if you call
cudaGetTextureAlignmentOffset() with an unbound texture.

cudaErrorInvalidChannelDescriptor = 20
This indicates that the channel descriptor passed to the API call is not valid. This
occurs if the format is not one of the formats specified by cudaChannelFormatKind,
or if one of the dimensions is invalid.

cudaErrorInvalidMemcpyDirection = 21
This indicates that the direction of the memcpy passed to the API call is not one of the
types specified by cudaMemcpyKind.

cudaErrorAddressOfConstant = 22
This indicated that the user has taken the address of a constant variable, which was
forbidden up until the CUDA 3.1 release. Deprecated This error return is deprecated
as of CUDA 3.1. Variables in constant memory may now have their address taken by
the runtime via cudaGetSymbolAddress().

cudaErrorTextureFetchFailed = 23
This indicated that a texture fetch was not able to be performed. This was previously
used for device emulation of texture operations. Deprecated This error return is
deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1
release.

cudaErrorTextureNotBound = 24
This indicated that a texture was not bound for access. This was previously used for
device emulation of texture operations. Deprecated This error return is deprecated as
of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

cudaErrorSynchronizationError = 25
This indicated that a synchronization operation had failed. This was previously used
for some device emulation functions. Deprecated This error return is deprecated as
of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

cudaErrorInvalidFilterSetting = 26
This indicates that a non-float texture was being accessed with linear filtering. This is
not supported by CUDA.

cudaErrorInvalidNormSetting = 27
This indicates that an attempt was made to read a non-float texture as a normalized
float. This is not supported by CUDA.

cudaErrorMixedDeviceExecution = 28
Mixing of device and device emulation code was not allowed. Deprecated This error
return is deprecated as of CUDA 3.1. Device emulation mode was removed with the
CUDA 3.1 release.

cudaErrorCudartUnloading = 29
This indicates that a CUDA Runtime API call cannot be executed because it is being
called during process shut down, at a point in time after CUDA driver has been
unloaded.

cudaErrorUnknown = 30
This indicates that an unknown internal error has occurred.

cudaErrorNotYetImplemented = 31
This indicates that the API call is not yet implemented. Production releases of CUDA
will never return this error. Deprecated This error return is deprecated as of CUDA
4.1.

cudaErrorMemoryValueTooLarge = 32
This indicated that an emulated device pointer exceeded the 32-bit address range.
Deprecated This error return is deprecated as of CUDA 3.1. Device emulation mode
was removed with the CUDA 3.1 release.

cudaErrorInvalidResourceHandle = 33
This indicates that a resource handle passed to the API call was not valid. Resource
handles are opaque types like cudaStream_t and cudaEvent_t.

cudaErrorNotReady = 34
This indicates that asynchronous operations issued previously have not completed yet. This result is not actually an error, but must be indicated differently than \texttt{cudaSuccess} (which indicates completion). Calls that may return this value include \texttt{cudaEventQuery()} and \texttt{cudaStreamQuery()}.

\texttt{cudaErrorInsufficientDriver} = 35

This indicates that the installed NVIDIA CUDA driver is older than the CUDA runtime library. This is not a supported configuration. Users should install an updated NVIDIA display driver to allow the application to run.

\texttt{cudaErrorSetOnActiveProcess} = 36

This indicates that the user has called \texttt{cudaSetValidDevices()}, \texttt{cudaSetDeviceFlags()}, \texttt{cudaD3D9SetDirect3DDevice()}, \texttt{cudaD3D10SetDirect3DDevice}, \texttt{cudaD3D11SetDirect3DDevice()}, or \texttt{cudaVDPASetVDPAUDevice()} after initializing the CUDA runtime by calling non-device management operations (allocating memory and launching kernels are examples of non-device management operations). This error can also be returned if using runtime/driver interoperability and there is an existing CUcontext active on the host thread.

\texttt{cudaErrorInvalidSurface} = 37

This indicates that the surface passed to the API call is not a valid surface.

\texttt{cudaErrorNoDevice} = 38

This indicates that no CUDA-capable devices were detected by the installed CUDA driver.

\texttt{cudaErrorECCUncorrectable} = 39

This indicates that an uncorrectable ECC error was detected during execution.

\texttt{cudaErrorSharedObjectSymbolNotFound} = 40

This indicates that a link to a shared object failed to resolve.

\texttt{cudaErrorSharedObjectInitFailed} = 41

This indicates that initialization of a shared object failed.

\texttt{cudaErrorUnsupportedLimit} = 42

This indicates that the \texttt{cudaLimit} passed to the API call is not supported by the active device.

\texttt{cudaErrorDuplicateVariableName} = 43

This indicates that multiple global or constant variables (across separate CUDA source files in the application) share the same string name.

\texttt{cudaErrorDuplicateTextureName} = 44

This indicates that multiple textures (across separate CUDA source files in the application) share the same string name.

\texttt{cudaErrorDuplicateSurfaceName} = 45

This indicates that multiple surfaces (across separate CUDA source files in the application) share the same string name.

\texttt{cudaErrorDevicesUnavailable} = 46

This indicates that all CUDA devices are busy or unavailable at the current time. Devices are often busy/unavailable due to use of \texttt{cudaComputeModeExclusive}, \texttt{cudaComputeModeProhibited} or when long running CUDA kernels have filled up
the GPU and are blocking new work from starting. They can also be unavailable due to memory constraints on a device that already has active CUDA work being performed.

cudaErrorInvalidKernelImage = 47
This indicates that the device kernel image is invalid.

cudaErrorNoKernelImageForDevice = 48
This indicates that there is no kernel image available that is suitable for the device. This can occur when a user specifies code generation options for a particular CUDA source file that do not include the corresponding device configuration.

cudaErrorIncompatibleDriverContext = 49
This indicates that the current context is not compatible with this the CUDA Runtime. This can only occur if you are using CUDA Runtime/Driver interoperability and have created an existing Driver context using the driver API. The Driver context may be incompatible either because the Driver context was created using an older version of the API, because the Runtime API call expects a primary driver context and the Driver context is not primary, or because the Driver context has been destroyed. Please see Interactions with the CUDA Driver API for more information.

cudaErrorPeerAccessAlreadyEnabled = 50
This error indicates that a call to cudaDeviceEnablePeerAccess() is trying to re-enable peer addressing on from a context which has already had peer addressing enabled.

cudaErrorPeerAccessNotEnabled = 51
This error indicates that cudaDeviceDisablePeerAccess() is trying to disable peer addressing which has not been enabled yet via cudaDeviceEnablePeerAccess().

cudaErrorDeviceAlreadyInUse = 54
This indicates that a call tried to access an exclusive-thread device that is already in use by a different thread.

cudaErrorProfilerDisabled = 55
This indicates profiler is not initialized for this run. This can happen when the application is running with external profiling tools like visual profiler.

cudaErrorProfilerNotInitialized = 56
Deprecated This error return is deprecated as of CUDA 5.0. It is no longer an error to attempt to enable/disable the profiling via cudaProfilerStart or cudaProfilerStop without initialization.

cudaErrorProfilerAlreadyStarted = 57
Deprecated This error return is deprecated as of CUDA 5.0. It is no longer an error to call cudaProfilerStart() when profiling is already enabled.

cudaErrorProfilerAlreadyStopped = 58
Deprecated This error return is deprecated as of CUDA 5.0. It is no longer an error to call cudaProfilerStop() when profiling is already disabled.

cudaErrorAssert = 59
An assert triggered in device code during kernel execution. The device cannot be used again until cudaThreadExit() is called. All existing allocations are invalid and must be reconstructed if the program is to continue using CUDA.
cudaErrorTooManyPeers = 60
This error indicates that the hardware resources required to enable peer access have been exhausted for one or more of the devices passed to cudaEnablePeerAccess().

cudaErrorHostMemoryAlreadyRegistered = 61
This error indicates that the memory range passed to cudaHostRegister() has already been registered.

cudaErrorHostMemoryNotRegistered = 62
This error indicates that the pointer passed to cudaHostUnregister() does not correspond to any currently registered memory region.

cudaErrorOperatingSystem = 63
This error indicates that an OS call failed.

cudaErrorPeerAccessUnsupported = 64
This error indicates that P2P access is not supported across the given devices.

cudaErrorLaunchMaxDepthExceeded = 65
This error indicates that a device runtime grid launch did not occur because the depth of the child grid would exceed the maximum supported number of nested grid launches.

cudaErrorLaunchFileScopedTex = 66
This error indicates that a grid launch did not occur because the kernel uses file-scoped textures which are unsupported by the device runtime. Kernels launched via the device runtime only support textures created with the Texture Object API's.

cudaErrorLaunchFileScopedSurf = 67
This error indicates that a grid launch did not occur because the kernel uses file-scoped surfaces which are unsupported by the device runtime. Kernels launched via the device runtime only support surfaces created with the Surface Object API's.

cudaErrorSyncDepthExceeded = 68
This error indicates that a call to cudaDeviceSynchronize made from the device runtime failed because the call was made at grid depth greater than than either the default (2 levels of grids) or user specified device limit cudaLimitDevRuntimeSyncDepth. To be able to synchronize on launched grids at a greater depth successfully, the maximum nested depth at which cudaDeviceSynchronize will be called must be specified with the cudaLimitDevRuntimeSyncDepth limit to the cudaDeviceSetLimit api before the host-side launch of a kernel using the device runtime. Keep in mind that additional levels of sync depth require the runtime to reserve large amounts of device memory that cannot be used for user allocations.

cudaErrorLaunchPendingCountExceeded = 69
This error indicates that a device runtime grid launch failed because the launch would exceed the limit cudaLimitDevRuntimePendingLaunchCount. For this launch to proceed successfully, cudaDeviceSetLimit must be called to set the cudaLimitDevRuntimePendingLaunchCount to be higher than the upper bound of outstanding launches that can be issued to the device runtime. Keep in mind that
raising the limit of pending device runtime launches will require the runtime to reserve device memory that cannot be used for user allocations.

**cudaErrorNotPermitted = 70**

This error indicates the attempted operation is not permitted.

**cudaErrorNotSupported = 71**

This error indicates the attempted operation is not supported on the current system or device.

**cudaErrorHardwareStackError = 72**

Device encountered an error in the call stack during kernel execution, possibly due to stack corruption or exceeding the stack size limit. This leaves the process in an inconsistent state and any further CUDA work will return the same error. To continue using CUDA, the process must be terminated and relaunched.

**cudaErrorIllegalInstruction = 73**

The device encountered an illegal instruction during kernel execution. This leaves the process in an inconsistent state and any further CUDA work will return the same error. To continue using CUDA, the process must be terminated and relaunched.

**cudaErrorMisalignedAddress = 74**

The device encountered a load or store instruction on a memory address which is not aligned. This leaves the process in an inconsistent state and any further CUDA work will return the same error. To continue using CUDA, the process must be terminated and relaunched.

**cudaErrorInvalidAddressSpace = 75**

While executing a kernel, the device encountered an instruction which can only operate on memory locations in certain address spaces (global, shared, or local), but was supplied a memory address not belonging to an allowed address space. This leaves the process in an inconsistent state and any further CUDA work will return the same error. To continue using CUDA, the process must be terminated and relaunched.

**cudaErrorInvalidPc = 76**

The device encountered an invalid program counter. This leaves the process in an inconsistent state and any further CUDA work will return the same error. To continue using CUDA, the process must be terminated and relaunched.

**cudaErrorIllegalAddress = 77**

The device encountered a load or store instruction on an invalid memory address. This leaves the process in an inconsistent state and any further CUDA work will return the same error. To continue using CUDA, the process must be terminated and relaunched.

**cudaErrorInvalidPtx = 78**

A PTX compilation failed. The runtime may fall back to compiling PTX if an application does not contain a suitable binary for the current device.

**cudaErrorInvalidGraphicsContext = 79**

This indicates an error with the OpenGL or DirectX context.

**cudaErrorNvlinkUncorrectable = 80**
This indicates that an uncorrectable NVLink error was detected during the execution. 

**cudaErrorStartupFailure = 0x7f**

This indicates an internal startup failure in the CUDA runtime.

**cudaErrorApiFailureBase = 10000**

Any unhandled CUDA driver error is added to this value and returned via the runtime. Production releases of CUDA should not return such errors. ** Deprecated**

This error return is deprecated as of CUDA 4.1.

---

**enum cudaFuncCache**

CUDA function cache configurations

**Values**

- **cudaFuncCachePreferNone = 0**
  - Default function cache configuration, no preference
- **cudaFuncCachePreferShared = 1**
  - Prefer larger shared memory and smaller L1 cache
- **cudaFuncCachePreferL1 = 2**
  - Prefer larger L1 cache and smaller shared memory
- **cudaFuncCachePreferEqual = 3**
  - Prefer equal size L1 cache and shared memory

---

**enum cudaGraphicsCubeFace**

CUDA graphics interop array indices for cube maps

**Values**

- **cudaGraphicsCubeFacePositiveX = 0x00**
  - Positive X face of cubemap
- **cudaGraphicsCubeFaceNegativeX = 0x01**
  - Negative X face of cubemap
- **cudaGraphicsCubeFacePositiveY = 0x02**
  - Positive Y face of cubemap
- **cudaGraphicsCubeFaceNegativeY = 0x03**
  - Negative Y face of cubemap
- **cudaGraphicsCubeFacePositiveZ = 0x04**
  - Positive Z face of cubemap
- **cudaGraphicsCubeFaceNegativeZ = 0x05**
  - Negative Z face of cubemap

---

**enum cudaGraphicsMapFlags**

CUDA graphics interop map flags
Values

cudaGraphicsMapFlagsNone = 0
  Default; Assume resource can be read/written

cudaGraphicsMapFlagsReadOnly = 1
  CUDA will not write to this resource

cudaGraphicsMapFlagsWriteDiscard = 2
  CUDA will only write to and will not read from this resource

enum cudaGraphicsRegisterFlags

CUDA graphics interop register flags

Values

cudaGraphicsRegisterFlagsNone = 0
  Default

cudaGraphicsRegisterFlagsReadOnly = 1
  CUDA will not write to this resource

cudaGraphicsRegisterFlagsWriteDiscard = 2
  CUDA will only write to and will not read from this resource

cudaGraphicsRegisterFlagsSurfaceLoadStore = 4
  CUDA will bind this resource to a surface reference

cudaGraphicsRegisterFlagsTextureGather = 8
  CUDA will perform texture gather operations on this resource

enum cudaLimit

CUDA Limits

Values

cudaLimitStackSize = 0x00
  GPU thread stack size

cudaLimitPrintfFifoSize = 0x01
  GPU printf/fprintf FIFO size

cudaLimitMallocHeapSize = 0x02
  GPU malloc heap size

cudaLimitDevRuntimeSyncDepth = 0x03
  GPU device runtime synchronize depth

cudaLimitDevRuntimePendingLaunchCount = 0x04
  GPU device runtime pending launch count

enum cudaMemcpyKind

CUDA memory copy types
Values

`cudaMemcpyHostToHost = 0`
Host -> Host

`cudaMemcpyHostToDevice = 1`
Host -> Device

`cudaMemcpyDeviceToHost = 2`
Device -> Host

`cudaMemcpyDeviceToDevice = 3`
Device -> Device

`cudaMemcpyDefault = 4`
Direction of the transfer is inferred from the pointer values. Requires unified virtual addressing

**enum cudaMemoryAdvise**

CUDA Memory Advise values

Values

`cudaMemAdviseSetReadMostly = 1`
Data will mostly be read and only occasionally be written to

`cudaMemAdviseUnsetReadMostly = 2`
Undo the effect of `cudaMemAdviseSetReadMostly`

`cudaMemAdviseSetPreferredLocation = 3`
Set the preferred location for the data as the specified device

`cudaMemAdviseUnsetPreferredLocation = 4`
Clear the preferred location for the data

`cudaMemAdviseSetAccessedBy = 5`
Data will be accessed by the specified device, so prevent page faults as much as possible

`cudaMemAdviseUnsetAccessedBy = 6`
Let the Unified Memory subsystem decide on the page faulting policy for the specified device

**enum cudaMemoryType**

CUDA memory types

Values

`cudaMemoryTypeHost = 1`
Host memory

`cudaMemoryTypeDevice = 2`
Device memory
enum cudaMemRangeAttribute
CUDA range attributes

Values

- `cudaMemRangeAttributeReadMostly = 1`
  Whether the range will mostly be read and only occasionally be written to

- `cudaMemRangeAttributePreferredLocation = 2`
  The preferred location of the range

- `cudaMemRangeAttributeAccessedBy = 3`
  Memory range has `cudaMemAdviseSetAccessedBy` set for specified device

- `cudaMemRangeAttributeLastPrefetchLocation = 4`
  The last location to which the range was prefetched

enum cudaOutputMode
CUDA Profiler Output modes

Values

- `cudaKeyValuePair = 0x00`
  Output mode Key-Value pair format.

- `cudaCSV = 0x01`
  Output mode Comma separated values format.

enum cudaResourceType
CUDA resource types

Values

- `cudaResourceTypeArray = 0x00`
  Array resource

- `cudaResourceTypeMipmappedArray = 0x01`
  Mipmapped array resource

- `cudaResourceTypeLinear = 0x02`
  Linear resource

- `cudaResourceTypePitch2D = 0x03`
  Pitch 2D resource

enum cudaResourceViewFormat
CUDA texture resource view formats
Values

cudaResViewFormatNone = 0x00
    No resource view format (use underlying resource format)
cudaResViewFormatUnsignedChar1 = 0x01
    1 channel unsigned 8-bit integers
cudaResViewFormatUnsignedChar2 = 0x02
    2 channel unsigned 8-bit integers
cudaResViewFormatUnsignedChar4 = 0x03
    4 channel unsigned 8-bit integers
cudaResViewFormatSignedChar1 = 0x04
    1 channel signed 8-bit integers
cudaResViewFormatSignedChar2 = 0x05
    2 channel signed 8-bit integers
cudaResViewFormatSignedChar4 = 0x06
    4 channel signed 8-bit integers
cudaResViewFormatUnsignedShort1 = 0x07
    1 channel unsigned 16-bit integers
cudaResViewFormatUnsignedShort2 = 0x08
    2 channel unsigned 16-bit integers
cudaResViewFormatUnsignedShort4 = 0x09
    4 channel unsigned 16-bit integers
cudaResViewFormatSignedShort1 = 0x0a
    1 channel signed 16-bit integers
cudaResViewFormatSignedShort2 = 0x0b
    2 channel signed 16-bit integers
cudaResViewFormatSignedShort4 = 0x0c
    4 channel signed 16-bit integers
cudaResViewFormatUnsignedInt1 = 0x0d
    1 channel unsigned 32-bit integers
cudaResViewFormatUnsignedInt2 = 0x0e
    2 channel unsigned 32-bit integers
cudaResViewFormatUnsignedInt4 = 0x0f
    4 channel unsigned 32-bit integers
cudaResViewFormatSignedInt1 = 0x10
    1 channel signed 32-bit integers
cudaResViewFormatSignedInt2 = 0x11
    2 channel signed 32-bit integers
cudaResViewFormatSignedInt4 = 0x12
    4 channel signed 32-bit integers
cudaResViewFormatHalf1 = 0x13
    1 channel 16-bit floating point
cudaResViewFormatHalf2 = 0x14
    2 channel 16-bit floating point
cudaResViewFormatHalf4 = 0x15
   4 channel 16-bit floating point
cudaResViewFormatFloat1 = 0x16
   1 channel 32-bit floating point
cudaResViewFormatFloat2 = 0x17
   2 channel 32-bit floating point
cudaResViewFormatFloat4 = 0x18
   4 channel 32-bit floating point
cudaResViewFormatUnsignedBlockCompressed1 = 0x19
   Block compressed 1
cudaResViewFormatUnsignedBlockCompressed2 = 0x1a
   Block compressed 2
cudaResViewFormatUnsignedBlockCompressed3 = 0x1b
   Block compressed 3
cudaResViewFormatUnsignedBlockCompressed4 = 0x1c
   Block compressed 4 unsigned
cudaResViewFormatSignedBlockCompressed4 = 0x1d
   Block compressed 4 signed
cudaResViewFormatUnsignedBlockCompressed5 = 0x1e
   Block compressed 5 unsigned
cudaResViewFormatSignedBlockCompressed5 = 0x1f
   Block compressed 5 signed
cudaResViewFormatUnsignedBlockCompressed6H = 0x20
   Block compressed 6 unsigned half-float
cudaResViewFormatSignedBlockCompressed6H = 0x21
   Block compressed 6 signed half-float
cudaResViewFormatUnsignedBlockCompressed7 = 0x22
   Block compressed 7

enum cudaSharedMemConfig
CUDA shared memory configuration

Values

cudaSharedMemBankSizeDefault = 0
 cudaSharedMemBankSizeFourByte = 1
 cudaSharedMemBankSizeEightByte = 2

enum cudaSurfaceBoundaryMode
CUDA Surface boundary modes
Values

cudaBoundaryModeZero = 0
   Zero boundary mode

cudaBoundaryModeClamp = 1
   Clamp boundary mode

cudaBoundaryModeTrap = 2
   Trap boundary mode

enum cudaSurfaceFormatMode

CUDA Surface format modes

Values

cudaFormatModeForced = 0
   Forced format mode

cudaFormatModeAuto = 1
   Auto format mode

enum cudaTextureAddressMode

CUDA texture address modes

Values

cudaAddressModeWrap = 0
   Wrapping address mode

cudaAddressModeClamp = 1
   Clamp to edge address mode

cudaAddressModeMirror = 2
   Mirror address mode

cudaAddressModeBorder = 3
   Border address mode

enum cudaTextureFilterMode

CUDA texture filter modes

Values

cudaFilterModePoint = 0
   Point filter mode

cudaFilterModeLinear = 1
   Linear filter mode
enum cudaTextureReadMode

CUDA texture read modes

Values

cudaReadModeElementType = 0
  Read texture as specified element type

cudaReadModeNormalizedFloat = 1
  Read texture as normalized float

typedef cudaArray *cudaArray_const_t

CUDA array (as source copy argument)

typedef cudaArray *cudaArray_t

CUDA array

typedef struct CUeglStreamConnection_st *cudaEglStreamConnection

CUDA EGLSream Connection

typedef cudaError_t

CUDA Error types

typedef struct CUevent_st *cudaEvent_t

CUDA event types

typedef cudaGraphicsResource *cudaGraphicsResource_t

CUDA graphics resource types

typedef cudaMipmappedArray *cudaMipmappedArray_const_t

CUDA mipmapped array (as source argument)

typedef cudaMipmappedArray *cudaMipmappedArray_t

CUDA mipmapped array
typedef cudaOutputMode_t
CUDA output file modes

typedef struct CUstream_st *cudaStream_t
CUDA stream

typedef unsigned long long cudaSurfaceObject_t
An opaque value that represents a CUDA Surface object

typedef unsigned long long cudaTextureObject_t
An opaque value that represents a CUDA texture object

typedef struct CUuuid_st cudaUUID_t
CUDA UUID types

#define CUDA_EGL_MAX_PLANES 3
Maximum number of planes per frame

#define CUDA_IPC_HANDLE_SIZE 64
CUDA IPC Handle Size

#define cudaArrayCubemap 0x04
Must be set in cudaMalloc3DArray to create a cubemap CUDA array

#define cudaArrayDefault 0x00
Default CUDA array allocation flag

#define cudaArrayLayered 0x01
Must be set in cudaMalloc3DArray to create a layered CUDA array

#define cudaArraySurfaceLoadStore 0x02
Must be set in cudaMallocArray or cudaMalloc3DArray in order to bind surfaces to the CUDA array
#define cudaArrayTextureGather 0x08
Must be set in cudaMallocArray or cudaMalloc3DArray in order to perform texture
gather operations on the CUDA array

#define cudaCpuDeviceId ((int)-1)
Device id that represents the CPU

#define cudaDeviceBlockingSync 0x04
Deprecated This flag was deprecated as of CUDA 4.0 and replaced with
cudaDeviceScheduleBlockingSync.
Device flag - Use blocking synchronization

#define cudaDeviceLmemResizeToMax 0x10
Device flag - Keep local memory allocation after launch

#define cudaDeviceMapHost 0x08
Device flag - Support mapped pinned allocations

#define cudaDeviceMask 0x1f
Device flags mask

#define cudaDevicePropDontCare
Empty device properties

#define cudaDeviceScheduleAuto 0x00
Device flag - Automatic scheduling

#define cudaDeviceScheduleBlockingSync 0x04
Device flag - Use blocking synchronization

#define cudaDeviceScheduleMask 0x07
Device schedule flags mask
#define cudaDeviceScheduleSpin 0x01
Device flag - Spin default scheduling

#define cudaDeviceScheduleYield 0x02
Device flag - Yield default scheduling

#define cudaEventBlockingSync 0x01
Event uses blocking synchronization

#define cudaEventDefault 0x00
Default event flag

#define cudaEventDisableTiming 0x02
Event will not record timing data

#define cudaEventInterprocess 0x04
Event is suitable for interprocess use. cudaEventDisableTiming must be set

#define cudaHostAllocDefault 0x00
Default page-locked allocation flag

#define cudaHostAllocMapped 0x02
Map allocation into device space

#define cudaHostAllocPortable 0x01
Pinned memory accessible by all CUDA contexts

#define cudaHostAllocWriteCombined 0x04
Write-combined memory

#define cudaHostRegisterDefault 0x00
Default host memory registration flag
#define cudaHostRegisterIoMemory 0x04
Memory-mapped I/O space

#define cudaHostRegisterMapped 0x02
Map registered memory into device space

#define cudaHostRegisterPortable 0x01
Pinned memory accessible by all CUDA contexts

#define cudalnvalidDeviceId ((int)-2)
Device id that represents an invalid device

#define cudaIpcMemLazyEnablePeerAccess 0x01
Automatically enable peer access between remote devices as needed

#define cudaMemAttachGlobal 0x01
Memory can be accessed by any stream on any device

#define cudaMemAttachHost 0x02
Memory cannot be accessed by any stream on any device

#define cudaMemAttachSingle 0x04
Memory can only be accessed by a single stream on the associated device

#define cudaOccupancyDefault 0x00
Default behavior

#define cudaOccupancyDisableCachingOverride 0x01
Assume global caching is enabled and cannot be automatically turned off

#define cudaPeerAccessDefault 0x00
Default peer addressing enable flag
#define cudaStreamDefault 0x00
Default stream flag

#define cudaStreamLegacy ((cudaStream_t)0x1)
Legacy stream handle
Stream handle that can be passed as a cudaStream_t to use an implicit stream with legacy synchronization behavior.
See details of the synchronization behavior.

#define cudaStreamNonBlocking 0x01
Stream does not synchronize with stream 0 (the NULL stream)

#define cudaStreamPerThread ((cudaStream_t)0x2)
Per-thread stream handle
Stream handle that can be passed as a cudaStream_t to use an implicit stream with per-thread synchronization behavior.
See details of the synchronization behavior.

4.28. Difference between the driver and runtime APIs

The driver and runtime APIs are very similar and can for the most part be used interchangeably. However, there are some key differences worth noting between the two.

**Complexity vs. control**

The runtime API eases device code management by providing implicit initialization, context management, and module management. This leads to simpler code, but it also lacks the level of control that the driver API has.

In comparison, the driver API offers more fine-grained control, especially over contexts and module loading. Kernel launches are much more complex to implement, as the execution configuration and kernel parameters must be specified with explicit function calls. However, unlike the runtime, where all the kernels are automatically loaded during initialization and stay loaded for as long as the program runs, with the driver API it is possible to only keep the modules that are currently needed loaded, or even
dynamically reload modules. The driver API is also language-independent as it only deals with cubin objects.

**Context management**

Context management can be done through the driver API, but is not exposed in the runtime API. Instead, the runtime API decides itself which context to use for a thread: if a context has been made current to the calling thread through the driver API, the runtime will use that, but if there is no such context, it uses a "primary context." Primary contexts are created as needed, one per device per process, are reference-counted, and are then destroyed when there are no more references to them. Within one process, all users of the runtime API will share the primary context, unless a context has been made current to each thread. The context that the runtime uses, i.e, either the current context or primary context, can be synchronized with `cudaDeviceSynchronize()`, and destroyed with `cudaDeviceReset()`.

Using the runtime API with primary contexts has its tradeoffs, however. It can cause trouble for users writing plug-ins for larger software packages, for example, because if all plug-ins run in the same process, they will all share a context but will likely have no way to communicate with each other. So, if one of them calls `cudaDeviceReset()` after finishing all its CUDA work, the other plug-ins will fail because the context they were using was destroyed without their knowledge. To avoid this issue, CUDA clients can use the driver API to create and set the current context, and then use the runtime API to work with it. However, contexts may consume significant resources, such as device memory, extra host threads, and performance costs of context switching on the device. This runtime-driver context sharing is important when using the driver API in conjunction with libraries built on the runtime API, such as cuBLAS or cuFFT.
Chapter 5.
DATA STRUCTURES

Here are the data structures with brief descriptions:

__cudaOccupancyB2DHelper
cudaChannelFormatDesc
cudaDeviceProp
cudaEglFrame
cudaEglPlaneDesc
cudaExtent
cudaFuncAttributes
cudaIpcEventHandle_t
cudaIpcMemHandle_t
cudaMemcpy3DPrams
cudaMemcpy3DPeerParms
cudaPitchedPtr
cudaPointerAttributes
cudaPos
cudaResourceDesc
cudaResourceViewDesc
cudaTextureDesc
surfaceReference
textureReference

5.1. __cudaOccupancyB2DHelper

C++ API Routines cppClassifierVisibility: visibility=public  cppClassifierTemplateModel:
=

Helper functor for cudaOccupancyMaxPotentialBlockSize
5.2. cudaChannelFormatDesc Struct Reference

CUDA Channel format descriptor

enum cudaChannelFormatKind
cudaChannelFormatDesc::f
Channel format kind

int cudaChannelFormatDesc::w
w

int cudaChannelFormatDesc::x
x

int cudaChannelFormatDesc::y
y

int cudaChannelFormatDesc::z
z

5.3. cudaDeviceProp Struct Reference

CUDA device properties

int cudaDeviceProp::asyncEngineCount
Number of asynchronous engines

int cudaDeviceProp::canMapHostMemory
Device can map host memory with cudaHostAlloc/cudaHostGetDevicePointer

int cudaDeviceProp::clockRate
Clock frequency in kilohertz
int cudaDeviceProp::computeMode
Compute mode (See cudaComputeMode)

int cudaDeviceProp::concurrentKernels
Device can possibly execute multiple kernels concurrently

int cudaDeviceProp::concurrentManagedAccess
Device can coherently access managed memory concurrently with the CPU

int cudaDeviceProp::deviceOverlap
Device can concurrently copy memory and execute a kernel. Deprecated. Use instead asyncEngineCount.

int cudaDeviceProp::ECCEnabled
Device has ECC support enabled

int cudaDeviceProp::globalL1CacheSupported
Device supports caching globals in L1

int cudaDeviceProp::hostNativeAtomicSupported
Link between the device and the host supports native atomic operations

int cudaDeviceProp::integrated
Device is integrated as opposed to discrete

int cudaDeviceProp::isMultiGpuBoard
Device is on a multi-GPU board

int cudaDeviceProp::kernelExecTimeoutEnabled
Specified whether there is a run time limit on kernels

int cudaDeviceProp::l2CacheSize
Size of L2 cache in bytes
int cudaDeviceProp::localL1CacheSupported
Device supports caching locals in L1

int cudaDeviceProp::major
Major compute capability

int cudaDeviceProp::managedMemory
Device supports allocating managed memory on this system

int cudaDeviceProp::maxGridSize
Maximum size of each dimension of a grid

int cudaDeviceProp::maxSurface1D
Maximum 1D surface size

int cudaDeviceProp::maxSurface1DLayered
Maximum 1D layered surface dimensions

int cudaDeviceProp::maxSurface2D
Maximum 2D surface dimensions

int cudaDeviceProp::maxSurface2DLayered
Maximum 2D layered surface dimensions

int cudaDeviceProp::maxSurface3D
Maximum 3D surface dimensions

int cudaDeviceProp::maxSurfaceCubemap
Maximum Cubemap surface dimensions

int cudaDeviceProp::maxSurfaceCubemapLayered
Maximum Cubemap layered surface dimensions
int cudaDeviceProp::maxTexture1D
Maximum 1D texture size

int cudaDeviceProp::maxTexture1DLayered
Maximum 1D layered texture dimensions

int cudaDeviceProp::maxTexture1DLinear
Maximum size for 1D textures bound to linear memory

int cudaDeviceProp::maxTexture1DMipmap
Maximum 1D mipmapped texture size

int cudaDeviceProp::maxTexture2D
Maximum 2D texture dimensions

int cudaDeviceProp::maxTexture2DGather
Maximum 2D texture dimensions if texture gather operations have to be performed

int cudaDeviceProp::maxTexture2DLayered
Maximum 2D layered texture dimensions

int cudaDeviceProp::maxTexture2DLinear
Maximum dimensions (width, height, pitch) for 2D textures bound to pitched memory

int cudaDeviceProp::maxTexture2DMipmap
Maximum 2D mipmapped texture dimensions

int cudaDeviceProp::maxTexture3D
Maximum 3D texture dimensions

int cudaDeviceProp::maxTexture3DAlt
Maximum alternate 3D texture dimensions
int cudaDeviceProp::maxTextureCubemap
Maximum Cubemap texture dimensions

int cudaDeviceProp::maxTextureCubemapLayered
Maximum Cubemap layered texture dimensions

int cudaDeviceProp::maxThreadsDim
Maximum size of each dimension of a block

int cudaDeviceProp::maxThreadsPerBlock
Maximum number of threads per block

int cudaDeviceProp::maxThreadsPerMultiProcessor
Maximum resident threads per multiprocessor

int cudaDeviceProp::memoryBusWidth
Global memory bus width in bits

int cudaDeviceProp::memoryClockRate
Peak memory clock frequency in kilohertz

size_t cudaDeviceProp::memPitch
Maximum pitch in bytes allowed by memory copies

int cudaDeviceProp::minor
Minor compute capability

int cudaDeviceProp::multiGpuBoardGroupID
Unique identifier for a group of devices on the same multi-GPU board

int cudaDeviceProp::multiProcessorCount
Number of multiprocessors on device
char cudaDeviceProp::name
ASCII string identifying device

int cudaDeviceProp::pageableMemoryAccess
Device supports coherently accessing pageable memory without calling cudaMemcpy on it

int cudaDeviceProp::pciBusID
PCI bus ID of the device

int cudaDeviceProp::pciDeviceID
PCI device ID of the device

int cudaDeviceProp::pciDomainID
PCI domain ID of the device

int cudaDeviceProp::regsPerBlock
32-bit registers available per block

int cudaDeviceProp::regsPerMultiprocessor
32-bit registers available per multiprocessor

size_t cudaDeviceProp::sharedMemPerBlock
Shared memory available per block in bytes

size_t cudaDeviceProp::sharedMemPerMultiprocessor
Shared memory available per multiprocessor in bytes

int cudaDeviceProp::singleToDoublePrecisionPerfRatio
Ratio of single precision performance (in floating-point operations per second) to double precision performance

int cudaDeviceProp::streamPrioritiesSupported
Device supports stream priorities
size_t cudaDeviceProp::surfaceAlignment
Alignment requirements for surfaces

int cudaDeviceProp::tccDriver
1 if device is a Tesla device using TCC driver, 0 otherwise

size_t cudaDeviceProp::textureAlignment
Alignment requirement for textures

size_t cudaDeviceProp::texturePitchAlignment
Pitch alignment requirement for texture references bound to pitched memory

size_t cudaDeviceProp::totalConstMem
Constant memory available on device in bytes

size_t cudaDeviceProp::totalGlobalMem
Global memory available on device in bytes

int cudaDeviceProp::unifiedAddressing
Device shares a unified address space with the host

int cudaDeviceProp::warpSize
Warp size in threads

5.4. cudaEglFrame Struct Reference
CUDA EGLFrame Descriptor - structure defining one frame of EGL.
Each frame may contain one or more planes depending on whether the surface is Multiplanar or not. Each plane of EGLFrame is represented by `cudaEglPlaneDesc` which is defined as:

```c
typedef struct cudaEglPlaneDesc_st {
    unsigned int width;
    unsigned int height;
    unsigned int depth;
    unsigned int pitch;
    unsigned int numChannels;
    struct cudaChannelFormatDesc channelDesc;
    unsigned int reserved[4];
} cudaEglPlaneDesc;
```

- **cudaEglColorFormat** `cudaEglFrame::eglColorFormat`
  CUDA EGL Color Format

- **cudaEglFrameType** `cudaEglFrame::frameType`
  Array or Pitch

- **cudaArray_t** `cudaEglFrame::pArray`
  Array of CUDA arrays corresponding to each plane

- **unsigned int** `cudaEglFrame::planeCount`
  Number of planes

- **struct** `cudaEglPlaneDesc` `cudaEglFrame::planeDesc`
  CUDA EGL Plane Descriptor `cudaEglPlaneDesc`

- **struct cudaPitchedPtr** `cudaEglFrame::pPitch`
  Array of Pointers corresponding to each plane

### 5.5. cudaEglPlaneDesc Struct Reference

CUDA EGL Plane Descriptor - structure defining each plane of a CUDA EGLFrame

- **struct cudaChannelFormatDesc**
  `cudaEglPlaneDesc::channelDesc`

  Channel Format Descriptor
unsigned int cudaEglPlaneDesc::depth
Depth of plane

unsigned int cudaEglPlaneDesc::height
Height of plane

unsigned int cudaEglPlaneDesc::numChannels
Number of channels for the plane

unsigned int cudaEglPlaneDesc::pitch
Pitch of plane

unsigned int cudaEglPlaneDesc::reserved
Reserved for future use

unsigned int cudaEglPlaneDesc::width
Width of plane

5.6. cudaExtent Struct Reference
CUDA extent

See also:
make_cudaExtent

size_t cudaExtent::depth
Depth in elements

size_t cudaExtent::height
Height in elements

size_t cudaExtent::width
Width in elements when referring to array memory, in bytes when referring to linear memory
5.7. cudaFuncAttributes Struct Reference

CUDA function attributes

`int cudaFuncAttributes::binaryVersion`

The binary architecture version for which the function was compiled. This value is the major binary version * 10 + the minor binary version, so a binary version 1.3 function would return the value 13.

`int cudaFuncAttributes::cacheModeCA`

The attribute to indicate whether the function has been compiled with user specified option "-Xptxas --dlcm=ca" set.

`size_t cudaFuncAttributes::constSizeBytes`

The size in bytes of user-allocated constant memory required by this function.

`size_t cudaFuncAttributes::localSizeBytes`

The size in bytes of local memory used by each thread of this function.

`int cudaFuncAttributes::maxThreadsPerBlock`

The maximum number of threads per block, beyond which a launch of the function would fail. This number depends on both the function and the device on which the function is currently loaded.

`int cudaFuncAttributes::numRegs`

The number of registers used by each thread of this function.

`int cudaFuncAttributes::ptxVersion`

The PTX virtual architecture version for which the function was compiled. This value is the major PTX version * 10 + the minor PTX version, so a PTX version 1.3 function would return the value 13.
size_t cudaFuncAttributes::sharedSizeBytes

The size in bytes of statically-allocated shared memory per block required by this function. This does not include dynamically-allocated shared memory requested by the user at runtime.

5.8. cudaIpcEventHandle_t Struct Reference

CUDA IPC event handle

5.9. cudaIpcMemHandle_t Struct Reference

CUDA IPC memory handle

5.10. cudaMemcpy3DParms Struct Reference

CUDA 3D memory copying parameters
cudaArray_t cudaMemcpy3DParms::dstArray

Destination memory address

struct cudaMemcpy3DParms::dstPos

Destination position offset

struct cudaMemcpy3DParms::dstPtr

Pitched destination memory address

struct cudaMemcpy3DParms::extent

Requested memory copy size

enum cudaMemcpyKind cudaMemcpy3DParms::kind

Type of transfer

cudaArray_t cudaMemcpy3DParms::srcArray

Source memory address
struct cudaPos cudaMemcpy3DParms::srcPos
Source position offset

struct cudaPitchedPtr cudaMemcpy3DParms::srcPtr
Pitched source memory address

5.11. cudaMemcpy3DPeerParms Struct Reference
CUDA 3D cross-device memory copying parameters

cudaArray_t cudaMemcpy3DPeerParms::dstArray
Destination memory address

int cudaMemcpy3DPeerParms::dstDevice
Destination device

struct cudaPos cudaMemcpy3DPeerParms::dstPos
Destination position offset

struct cudaPitchedPtr cudaMemcpy3DPeerParms::dstPtr
Pitched destination memory address

struct cudaExtent cudaMemcpy3DPeerParms::extent
Requested memory copy size

cudaArray_t cudaMemcpy3DPeerParms::srcArray
Source memory address

int cudaMemcpy3DPeerParms::srcDevice
Source device

struct cudaPos cudaMemcpy3DPeerParms::srcPos
Source position offset
**5.12. cudaPitchedPtr Struct Reference**

CUDA Pitched memory pointer

**See also:**

make_cudaPitchedPtr

**size_t cudaPitchedPtr::pitch**

Pitch of allocated memory in bytes

**void *cudaPitchedPtr::ptr**

Pointer to allocated memory

**size_t cudaPitchedPtr::xsize**

Logical width of allocation in elements

**size_t cudaPitchedPtr::ysize**

Logical height of allocation in elements

**5.13. cudaPointerAttributes Struct Reference**

CUDA pointer attributes

**int cudaPointerAttributes::device**

The device against which the memory was allocated or registered. If the memory type is cudaMemoryTypeDevice then this identifies the device on which the memory referred physically resides. If the memory type is cudaMemoryTypeHost then this identifies the device which was current when the memory was allocated or registered (and if that device is deinitialized then this allocation will vanish with that device's state).
void *cudaPointerAttributes::devicePointer

The address which may be dereferenced on the current device to access the memory or NULL if no such address exists.

void *cudaPointerAttributes::hostPointer

The address which may be dereferenced on the host to access the memory or NULL if no such address exists.

int cudaPointerAttributes::isManaged

Indicates if this pointer points to managed memory

enum cudaMemoryType

cudaPointerAttributes::memoryType

The physical location of the memory, cudaMemoryTypeHost or cudaMemoryTypeDevice.

5.14. cudaPos Struct Reference

CUDA 3D position

See also:

make_cudaPos

size_t cudaPos::x

x

size_t cudaPos::y

y

size_t cudaPos::z

z
5.15. cudaResourceDesc Struct Reference

CUDA resource descriptor

cudaArray_t cudaResourceDesc::array
CUDA array

struct cudaChannelFormatDesc cudaResourceDesc::desc
Channel descriptor

void *cudaResourceDesc::devPtr
Device pointer

size_t cudaResourceDesc::height
Height of the array in elements

cudaMipmappedArray_t cudaResourceDesc::mipmap
CUDA mipmapped array

size_t cudaResourceDesc::pitchInBytes
Pitch between two rows in bytes

enum cudaResourceType cudaResourceDesc::resType
Resource type

size_t cudaResourceDesc::sizeInBytes
Size in bytes

size_t cudaResourceDesc::width
Width of the array in elements
5.16. cudaResourceViewDesc Struct Reference

CUDA resource view descriptor

size_t cudaResourceViewDesc::depth
Depth of the resource view

unsigned int cudaResourceViewDesc::firstLayer
First layer index

unsigned int cudaResourceViewDesc::firstMipmapLevel
First defined mipmap level

enum cudaResourceViewFormat
cudaResourceViewDesc::format
Resource view format

size_t cudaResourceViewDesc::height
Height of the resource view

unsigned int cudaResourceViewDesc::lastLayer
Last layer index

unsigned int cudaResourceViewDesc::lastMipmapLevel
Last defined mipmap level

size_t cudaResourceViewDesc::width
Width of the resource view

5.17. cudaTextureDesc Struct Reference

CUDA texture descriptor
enum cudaTextureAddressMode

cudaTextureDesc::addressMode

Texture address mode for up to 3 dimensions

float cudaTextureDesc::borderColor

Texture Border Color

enum cudaTextureFilterMode

cudaTextureDesc::filterMode

Texture filter mode

unsigned int cudaTextureDesc::maxAnisotropy

Limit to the anisotropy ratio

float cudaTextureDesc::maxMipmapLevelClamp

Upper end of the mipmap level range to clamp access to

float cudaTextureDesc::minMipmapLevelClamp

Lower end of the mipmap level range to clamp access to

enum cudaTextureFilterMode

cudaTextureDesc::mipmapFilterMode

Mipmap filter mode

float cudaTextureDesc::mipmapLevelBias

Offset applied to the supplied mipmap level

int cudaTextureDesc::normalizedCoords

Indicates whether texture reads are normalized or not

denum cudaTextureReadMode

cudaTextureDesc::readMode

Texture read mode
int cudaTextureDesc::sRGB
Perform sRGB->linear conversion during texture read

5.18. surfaceReference Struct Reference
CUDA Surface reference

struct cudaChannelFormatDesc
surfaceReference::channelDesc
Channel descriptor for surface reference

5.19. textureReference Struct Reference
CUDA texture reference

denum cudaTextureAddressMode
textureReference::addressMode
Texture address mode for up to 3 dimensions

struct cudaChannelFormatDesc
textureReference::channelDesc
Channel descriptor for the texture reference

denum cudaTextureFilterMode
textureReference::filterMode
Texture filter mode

unsigned int textureReference::maxAnisotropy
Limit to the anisotropy ratio

float textureReference::maxMipmapLevelClamp
Upper end of the mipmap level range to clamp access to
float textureReference::minMipmapLevelClamp
Lower end of the mipmap level range to clamp access to

enum cudaTextureFilterMode
textureReference::mipmapFilterMode
Mipmap filter mode

float textureReference::mipmapLevelBias
Offset applied to the supplied mipmap level

int textureReference::normalized
Indicates whether texture reads are normalized or not

int textureReference::sRGB
Perform sRGB->linear conversion during texture read
Chapter 6.
DATA FIELDS

Here is a list of all documented struct and union fields with links to the struct/union documentation for each field:

A
addressMode
textureReference
cudaTextureDesc
array
cudaResourceDesc
asyncEngineCount
cudaDeviceProp

B
binaryVersion
cudaFuncAttributes
borderColor
cudaTextureDesc

C
cacheModeCA
cudaFuncAttributes
canMapHostMemory
cudaDeviceProp
channelDesc
surfaceReference
textureReference
cudaEglPlaneDesc
clockRate
cudaDeviceProp
**Data Fields**

- `computeMode`: `cudaDeviceProp`
- `concurrentKernels`: `cudaDeviceProp`
- `concurrentManagedAccess`: `cudaDeviceProp`
- `constSizeBytes`: `cudaFuncAttributes`

**D**
- `depth`: `cudaEglPlaneDesc`, `cudaExtent`, `cudaResourceViewDesc`
- `desc`: `cudaResourceDesc`
- `device`: `cudaPointerAttributes`
- `deviceOverlap`: `cudaDeviceProp`
- `devicePointer`: `cudaPointerAttributes`
- `devPtr`: `cudaResourceDesc`
- `dstArray`: `cudaMemcpy3DParms`, `cudaMemcpy3DPeerParms`
- `dstDevice`: `cudaMemcpy3DPeerParms`
- `dstPos`: `cudaMemcpy3DPeerParms`, `cudaMemcpy3DParms`
- `dstPtr`: `cudaMemcpy3DParms`, `cudaMemcpy3DPeerParms`

**E**
- `ECCEnabled`: `cudaDeviceProp`
- `eglColorFormat`: `cudaEglFrame`
- `extent`: `cudaMemcpy3DParms`
CUDA Runtime API v8.0

Data Fields

cudaMemcpy3DPeerParms

F
f
cudaChannelFormatDesc
filterMode
textureReference
cudaTextureDesc
firstLayer
cudaResourceViewDesc
firstMipmapLevel
cudaResourceViewDesc
format
cudaResourceViewDesc
frameType
cudaEglFrame

G
globalL1CacheSupported
cudaDeviceProp

H
height
cudaEglPlaneDesc
cudaExtent
cudaResourceViewDesc
cudaResourceDesc
hostNativeAtomicSupported
cudaDeviceProp
hostPointer
cudaPointerAttributes

I
integrated
cudaDeviceProp
isManaged
cudaPointerAttributes
isMultiGpuBoard
cudaDeviceProp

K
kernelExecTimeoutEnabled
cudaDeviceProp
Data Fields

kind
cudaMemcpy3DParms

L
l2CacheSize
cudaDeviceProp
lastLayer
cudaResourceViewDesc
lastMipmapLevel
cudaResourceViewDesc
localL1CacheSupported
cudaDeviceProp
localSizeBytes
cudaFuncAttributes

M
major
cudaDeviceProp
managedMemory
cudaDeviceProp
maxAnisotropy
cudaTextureDesc
textureReference
maxGridSize
cudaDeviceProp
maxMipmapLevelClamp
textureReference
cudaTextureDesc
maxSurface1D
cudaDeviceProp
maxSurface1DLayered
cudaDeviceProp
maxSurface2D
cudaDeviceProp
maxSurface2DLayered
cudaDeviceProp
maxSurface3D
cudaDeviceProp
maxSurfaceCubemap
cudaDeviceProp
maxSurfaceCubemapLayered
cudaDeviceProp
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<th>Data Fields</th>
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<td>maxTexture1D</td>
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<tr>
<td>cudaDeviceProp</td>
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<td>cudaDeviceProp</td>
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<td>maxTexture1DMipmap</td>
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<td>cudaDeviceProp</td>
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<td>maxTexture2DGather</td>
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<td>maxTexture3D</td>
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<td>maxTexture3DAlt</td>
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<td>cudaDeviceProp</td>
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<td>maxTextureCubemap</td>
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<td>maxThreadsPerBlock</td>
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<tr>
<td>cudaFuncAttributes</td>
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<td>cudaDeviceProp</td>
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<tr>
<td>maxThreadsPerMultiProcessor</td>
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<td>cudaDeviceProp</td>
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<tr>
<td>memoryBusWidth</td>
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<tr>
<td>cudaDeviceProp</td>
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<tr>
<td>memoryClockRate</td>
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<td>cudaDeviceProp</td>
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<td>memoryType</td>
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Chapter 7.
DEPRECATED LIST

Global cudaThreadExit

Global cudaThreadGetCacheConfig

Global cudaThreadGetLimit

Global cudaThreadSetCacheConfig

Global cudaThreadSetLimit

Global cudaThreadSynchronize

Global cudaSetDoubleForDevice
   This function is deprecated as of CUDA 7.5

Global cudaSetDoubleForHost
   This function is deprecated as of CUDA 7.5
Global cudaConfigureCall
This function is deprecated as of CUDA 7.0

Global cudaLaunch
This function is deprecated as of CUDA 7.0

Global cudaSetupArgument
This function is deprecated as of CUDA 7.0

Global cudaGLMapBufferObject
This function is deprecated as of CUDA 3.0.

Global cudaGLMapBufferObjectAsync
This function is deprecated as of CUDA 3.0.

Global cudaGLRegisterBufferObject
This function is deprecated as of CUDA 3.0.

Global cudaGLSetBufferObjectMapFlags
This function is deprecated as of CUDA 3.0.

Global cudaGLSetGLDevice
This function is deprecated as of CUDA 5.0.

Global cudaGLUnmapBufferObject
This function is deprecated as of CUDA 3.0.

Global cudaGLUnmapBufferObjectAsync
This function is deprecated as of CUDA 3.0.
Global `cudaGLUnregisterBufferObject`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D9MapResources`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D9RegisterResource`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D9ResourceGetMappedArray`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D9ResourceGetMappedPitch`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D9ResourceGetMappedPointer`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D9ResourceGetMappedSize`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D9ResourceGetSurfaceDimensions`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D9ResourceSetMapFlags`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D9UnmapResources`
   This function is deprecated as of CUDA 3.0.
Global cudaD3D9UnregisterResource
This function is deprecated as of CUDA 3.0.

Global cudaD3D10GetDirect3DDevice
This function is deprecated as of CUDA 5.0.

Global cudaD3D10MapResources
This function is deprecated as of CUDA 3.0.

Global cudaD3D10RegisterResource
This function is deprecated as of CUDA 3.0.

Global cudaD3D10ResourceGetMappedArray
This function is deprecated as of CUDA 3.0.

Global cudaD3D10ResourceGetMappedPitch
This function is deprecated as of CUDA 3.0.

Global cudaD3D10ResourceGetMappedPointer
This function is deprecated as of CUDA 3.0.

Global cudaD3D10ResourceGetMappedSize
This function is deprecated as of CUDA 3.0.

Global cudaD3D10ResourceGetSurfaceDimensions
This function is deprecated as of CUDA 3.0.

Global cudaD3D10ResourceSetMapFlags
This function is deprecated as of CUDA 3.0.
Global cudaD3D10SetDirect3DDevice
   This function is deprecated as of CUDA 5.0.

Global cudaD3D10UnmapResources
   This function is deprecated as of CUDA 3.0.

Global cudaD3D10UnregisterResource
   This function is deprecated as of CUDA 3.0.

Global cudaD3D11GetDirect3DDevice
   This function is deprecated as of CUDA 5.0.

Global cudaD3D11SetDirect3DDevice
   This function is deprecated as of CUDA 5.0.

Global cudaLaunch
   This function is deprecated as of CUDA 7.0

Global cudaSetupArgument
   This function is deprecated as of CUDA 7.0

Global cudaErrorPriorLaunchFailure
   This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global cudaErrorAddressOfConstant
   This error return is deprecated as of CUDA 3.1. Variables in constant memory may now have their address taken by the runtime via cudaGetSymbolAddress().

Global cudaErrorTextureFetchFailed
   This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.
Global `cudaErrorTextureNotBound`

This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global `cudaErrorSynchronizationError`

This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global `cudaErrorMixedDeviceExecution`

This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global `cudaErrorNotYetImplemented`

This error return is deprecated as of CUDA 4.1.

Global `cudaErrorMemoryValueTooLarge`

This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global `cudaErrorProfilerNotInitialized`

This error return is deprecated as of CUDA 5.0. It is no longer an error to attempt to enable/disable the profiling via `cudaProfilerStart` or `cudaProfilerStop` without initialization.

Global `cudaErrorProfilerAlreadyStarted`

This error return is deprecated as of CUDA 5.0. It is no longer an error to call `cudaProfilerStart()` when profiling is already enabled.

Global `cudaErrorProfilerAlreadyStopped`

This error return is deprecated as of CUDA 5.0. It is no longer an error to call `cudaProfilerStop()` when profiling is already disabled.

Global `cudaErrorApiFailureBase`

This error return is deprecated as of CUDA 4.1.
**Global cudaMemcpyAsync**

This flag was deprecated as of CUDA 4.0 and replaced with cudaMemcpyDeviceAsync.
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