



# CUDA Driver API

## API Reference Manual

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---

# Chapter 1. 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 2. API synchronization behavior

The API provides memcopy/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.

## Memcopy

In the reference documentation, each memcopy 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.
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.



---

# Chapter 3. Stream synchronization behavior

## 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`:

```
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. Graph object thread safety

Graph objects (`cudaGraph_t`, `CUgraph`) are not internally synchronized and must not be accessed concurrently from multiple threads. API calls accessing the same graph object must be serialized externally.

Note that **this includes APIs which may appear to be read-only**, such as `cudaGraphClone()` (`cuGraphClone()`) and `cudaGraphInstantiate()` (`cuGraphInstantiate()`). No API or pair of APIs is guaranteed to be safe to call on the same graph object from two different threads without serialization.

---

## Chapter 5. Rules for version mixing

1. Starting with CUDA 11.0, the ABI version for the CUDA runtime is bumped every major release. CUDA-defined types, whether opaque handles or structures like `cudaDeviceProp`, have their ABI tied to the major release of the CUDA runtime. It is unsafe to pass them from function A to function B if those functions have been compiled with different major versions of the toolkit and linked together into the same device executable.
2. The CUDA Driver API has a per-function ABI denoted with a `_v*` extension. CUDA-defined types (e.g structs) should not be passed across different ABI versions. For example, an application calling `cuMemcpy2D_v2(const CUDA_MEMCPY2D_v2 *pCopy)` and using the older version of the struct `CUDA_MEMCPY2D_v1` instead of `CUDA_MEMCPY2D_v2`.
3. Users should not arbitrarily mix different API versions during the lifetime of a resource. These resources include IPC handles, memory, streams, contexts, events, etc. For example, a user who wants to allocate CUDA memory using `cuMemAlloc_v2` should free the memory using `cuMemFree_v2` and not `cuMemFree`.

---

# Chapter 6. Modules

Here is a list of all modules:

- ▶ [Data types used by CUDA driver](#)
- ▶ [Error Handling](#)
- ▶ [Initialization](#)
- ▶ [Version Management](#)
- ▶ [Device Management](#)
- ▶ [Device Management \[DEPRECATED\]](#)
- ▶ [Primary Context Management](#)
- ▶ [Context Management](#)
- ▶ [Context Management \[DEPRECATED\]](#)
- ▶ [Module Management](#)
- ▶ [Memory Management](#)
- ▶ [Virtual Memory Management](#)
- ▶ [Stream Ordered Memory Allocator](#)
- ▶ [Unified Addressing](#)
- ▶ [Stream Management](#)
- ▶ [Event Management](#)
- ▶ [External Resource Interoperability](#)
- ▶ [Stream Memory Operations](#)
- ▶ [Execution Control](#)
- ▶ [Execution Control \[DEPRECATED\]](#)
- ▶ [Graph Management](#)
- ▶ [Occupancy](#)

- ▶ [Texture Reference Management \[DEPRECATED\]](#)
- ▶ [Surface Reference Management \[DEPRECATED\]](#)
- ▶ [Texture Object Management](#)
- ▶ [Surface Object Management](#)
- ▶ [Peer Context Memory Access](#)
- ▶ [Graphics Interoperability](#)
- ▶ [Driver Entry Point Access](#)
- ▶ [Profiler Control \[DEPRECATED\]](#)
- ▶ [Profiler Control](#)
- ▶ [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](#)

## 6.1. Data types used by CUDA driver

```
struct CUaccessPolicyWindow_v1
struct CUarrayMapInfo_v1
struct CUDA_ARRAY3D_DESCRIPTOR_v2
struct CUDA_ARRAY_DESCRIPTOR_v2
struct CUDA_ARRAY_MEMORY_REQUIREMENTS_v1
struct CUDA_ARRAY_SPARSE_PROPERTIES_v1
struct CUDA_EXT_SEM_SIGNAL_NODE_PARAMS_v1
struct CUDA_EXT_SEM_WAIT_NODE_PARAMS_v1
struct
CUDA_EXTERNAL_MEMORY_BUFFER_DESC_v1
struct
CUDA_EXTERNAL_MEMORY_HANDLE_DESC_v1
struct
CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC_v1
struct
CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC_v1
struct
CUDA_EXTERNAL_SEMAPHORE_SIGNAL_PARAMS_v1
```

```
struct  
CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1  
  
struct CUDA_HOST_NODE_PARAMS_v1  
  
struct CUDA_KERNEL_NODE_PARAMS_v1  
  
struct CUDA_LAUNCH_PARAMS_v1  
  
struct CUDA_MEM_ALLOC_NODE_PARAMS  
  
struct CUDA_MEMCPY2D_v2  
  
struct CUDA_MEMCPY3D_PEER_v1  
  
struct CUDA_MEMCPY3D_v2  
  
struct CUDA_MEMSET_NODE_PARAMS_v1  
  
struct CUDA_POINTER_ATTRIBUTE_P2P_TOKENS_v1  
  
struct CUDA_RESOURCE_DESC_v1  
  
struct CUDA_RESOURCE_VIEW_DESC_v1  
  
struct CUDA_TEXTURE_DESC_v1  
  
struct CUdevprop_v1  
  
struct CUeglFrame_v1  
  
struct CUexecAffinityParam_v1
```



```

struct CUexecAffinitySmCount_v1
struct CUipcEventHandle_v1
struct CUipcMemHandle_v1
union CUkernelNodeAttrValue_v1
struct CUmемAccessDesc_v1
struct CUmемAllocationProp_v1
struct CUmемLocation_v1
struct CUmемPoolProps_v1
struct CUmемPoolPtrExportData_v1
union CUstreamAttrValue_v1
union CUstreamBatchMemOpParams_v1
enum CUaccessProperty

```

Specifies performance hint with CUaccessPolicyWindow for hitProp and missProp members.

#### Values

**CU\_ACCESS\_PROPERTY\_NORMAL = 0**

Normal cache persistence.

**CU\_ACCESS\_PROPERTY\_STREAMING = 1**

Streaming access is less likely to persist from cache.

**CU\_ACCESS\_PROPERTY\_PERSISTING = 2**

Persisting access is more likely to persist in cache.

#### enum CUaddress\_mode

Texture reference addressing modes

## Values

**CU\_TR\_ADDRESS\_MODE\_WRAP = 0**

Wrapping address mode

**CU\_TR\_ADDRESS\_MODE\_CLAMP = 1**

Clamp to edge address mode

**CU\_TR\_ADDRESS\_MODE\_MIRROR = 2**

Mirror address mode

**CU\_TR\_ADDRESS\_MODE\_BORDER = 3**

Border address mode

## enum CUarray\_cubemap\_face

Array indices for cube faces

### Values

**CU\_CUBEMAP\_FACE\_POSITIVE\_X = 0x00**

Positive X face of cubemap

**CU\_CUBEMAP\_FACE\_NEGATIVE\_X = 0x01**

Negative X face of cubemap

**CU\_CUBEMAP\_FACE\_POSITIVE\_Y = 0x02**

Positive Y face of cubemap

**CU\_CUBEMAP\_FACE\_NEGATIVE\_Y = 0x03**

Negative Y face of cubemap

**CU\_CUBEMAP\_FACE\_POSITIVE\_Z = 0x04**

Positive Z face of cubemap

**CU\_CUBEMAP\_FACE\_NEGATIVE\_Z = 0x05**

Negative Z face of cubemap

## enum CUarray\_format

Array formats

### Values

**CU\_AD\_FORMAT\_UNSIGNED\_INT8 = 0x01**

Unsigned 8-bit integers

**CU\_AD\_FORMAT\_UNSIGNED\_INT16 = 0x02**

Unsigned 16-bit integers

**CU\_AD\_FORMAT\_UNSIGNED\_INT32 = 0x03**

Unsigned 32-bit integers

**CU\_AD\_FORMAT\_SIGNED\_INT8 = 0x08**

Signed 8-bit integers

**CU\_AD\_FORMAT\_SIGNED\_INT16 = 0x09**

Signed 16-bit integers

**CU\_AD\_FORMAT\_SIGNED\_INT32 = 0x0a**

Signed 32-bit integers

**CU\_AD\_FORMAT\_HALF = 0x10**

16-bit floating point

**CU\_AD\_FORMAT\_FLOAT = 0x20**

32-bit floating point

**CU\_AD\_FORMAT\_NV12 = 0xb0**

8-bit YUV planar format, with 4:2:0 sampling

**CU\_AD\_FORMAT\_UNORM\_INT8X1 = 0xc0**

1 channel unsigned 8-bit normalized integer

**CU\_AD\_FORMAT\_UNORM\_INT8X2 = 0xc1**

2 channel unsigned 8-bit normalized integer

**CU\_AD\_FORMAT\_UNORM\_INT8X4 = 0xc2**

4 channel unsigned 8-bit normalized integer

**CU\_AD\_FORMAT\_UNORM\_INT16X1 = 0xc3**

1 channel unsigned 16-bit normalized integer

**CU\_AD\_FORMAT\_UNORM\_INT16X2 = 0xc4**

2 channel unsigned 16-bit normalized integer

**CU\_AD\_FORMAT\_UNORM\_INT16X4 = 0xc5**

4 channel unsigned 16-bit normalized integer

**CU\_AD\_FORMAT\_SNORM\_INT8X1 = 0xc6**

1 channel signed 8-bit normalized integer

**CU\_AD\_FORMAT\_SNORM\_INT8X2 = 0xc7**

2 channel signed 8-bit normalized integer

**CU\_AD\_FORMAT\_SNORM\_INT8X4 = 0xc8**

4 channel signed 8-bit normalized integer

**CU\_AD\_FORMAT\_SNORM\_INT16X1 = 0xc9**

1 channel signed 16-bit normalized integer

**CU\_AD\_FORMAT\_SNORM\_INT16X2 = 0xca**

2 channel signed 16-bit normalized integer

**CU\_AD\_FORMAT\_SNORM\_INT16X4 = 0xcb**

4 channel signed 16-bit normalized integer

**CU\_AD\_FORMAT\_BC1\_UNORM = 0x91**

4 channel unsigned normalized block-compressed (BC1 compression) format

**CU\_AD\_FORMAT\_BC1\_UNORM\_SRGB = 0x92**

4 channel unsigned normalized block-compressed (BC1 compression) format with sRGB encoding

**CU\_AD\_FORMAT\_BC2\_UNORM = 0x93**

4 channel unsigned normalized block-compressed (BC2 compression) format

**CU\_AD\_FORMAT\_BC2\_UNORM\_SRGB = 0x94**

4 channel unsigned normalized block-compressed (BC2 compression) format with sRGB encoding

**CU\_AD\_FORMAT\_BC3\_UNORM = 0x95**

4 channel unsigned normalized block-compressed (BC3 compression) format

**CU\_AD\_FORMAT\_BC3\_UNORM\_SRGB = 0x96**

4 channel unsigned normalized block-compressed (BC3 compression) format with sRGB encoding

**CU\_AD\_FORMAT\_BC4\_UNORM = 0x97**

1 channel unsigned normalized block-compressed (BC4 compression) format

**CU\_AD\_FORMAT\_BC4\_SNORM = 0x98**

1 channel signed normalized block-compressed (BC4 compression) format

**CU\_AD\_FORMAT\_BC5\_UNORM = 0x99**

2 channel unsigned normalized block-compressed (BC5 compression) format

**CU\_AD\_FORMAT\_BC5\_SNORM = 0x9a**

2 channel signed normalized block-compressed (BC5 compression) format

**CU\_AD\_FORMAT\_BC6H\_UF16 = 0x9b**

3 channel unsigned half-float block-compressed (BC6H compression) format

**CU\_AD\_FORMAT\_BC6H\_SF16 = 0x9c**

3 channel signed half-float block-compressed (BC6H compression) format

**CU\_AD\_FORMAT\_BC7\_UNORM = 0x9d**

4 channel unsigned normalized block-compressed (BC7 compression) format

**CU\_AD\_FORMAT\_BC7\_UNORM\_SRGB = 0x9e**

4 channel unsigned normalized block-compressed (BC7 compression) format with sRGB encoding

## enum CUarraySparseSubresourceType

Sparse subresource types

### Values

**CU\_ARRAY\_SPARSE\_SUBRESOURCE\_TYPE\_SPARSE\_LEVEL = 0****CU\_ARRAY\_SPARSE\_SUBRESOURCE\_TYPE\_MIPTAIL = 1**

## enum CUcomputemode

Compute Modes

### Values

**CU\_COMPUTEMODE\_DEFAULT = 0**

Default compute mode (Multiple contexts allowed per device)

**CU\_COMPUTEMODE\_PROHIBITED = 2**

Compute-prohibited mode (No contexts can be created on this device at this time)

**CU\_COMPUTEMODE\_EXCLUSIVE\_PROCESS = 3**

Compute-exclusive-process mode (Only one context used by a single process can be present on this device at a time)

## enum CUctx\_flags

Context creation flags

### Values

**CU\_CTX\_SCHED\_AUTO = 0x00**

Automatic scheduling

**CU\_CTX\_SCHED\_SPIN = 0x01**

Set spin as default scheduling

**CU\_CTX\_SCHED\_YIELD = 0x02**

Set yield as default scheduling

**CU\_CTX\_SCHED\_BLOCKING\_SYNC = 0x04**

Set blocking synchronization as default scheduling

**CU\_CTX\_BLOCKING\_SYNC = 0x04**

Set blocking synchronization as default scheduling [Deprecated](#) This flag was deprecated as of CUDA 4.0 and was replaced with [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#).

**CU\_CTX\_SCHED\_MASK = 0x07**

**CU\_CTX\_MAP\_HOST = 0x08**

[Deprecated](#) This flag was deprecated as of CUDA 11.0 and it no longer has any effect. All contexts as of CUDA 3.2 behave as though the flag is enabled.

**CU\_CTX\_LMEM\_RESIZE\_TO\_MAX = 0x10**

Keep local memory allocation after launch

**CU\_CTX\_FLAGS\_MASK = 0x1f**

## enum CUDA\_POINTER\_ATTRIBUTE\_ACCESS\_FLAGS

Access flags that specify the level of access the current context's device has on the memory referenced.

### Values

**CU\_POINTER\_ATTRIBUTE\_ACCESS\_FLAG\_NONE = 0x0**

No access, meaning the device cannot access this memory at all, thus must be staged through accessible memory in order to complete certain operations

**CU\_POINTER\_ATTRIBUTE\_ACCESS\_FLAG\_READ = 0x1**

Read-only access, meaning writes to this memory are considered invalid accesses and thus return error in that case.

**CU\_POINTER\_ATTRIBUTE\_ACCESS\_FLAG\_READWRITE = 0x3**

Read-write access, the device has full read-write access to the memory

## enum CUdevice\_attribute

Device properties

## Values

**CU\_DEVICE\_ATTRIBUTE\_MAX\_THREADS\_PER\_BLOCK = 1**

Maximum number of threads per block

**CU\_DEVICE\_ATTRIBUTE\_MAX\_BLOCK\_DIM\_X = 2**

Maximum block dimension X

**CU\_DEVICE\_ATTRIBUTE\_MAX\_BLOCK\_DIM\_Y = 3**

Maximum block dimension Y

**CU\_DEVICE\_ATTRIBUTE\_MAX\_BLOCK\_DIM\_Z = 4**

Maximum block dimension Z

**CU\_DEVICE\_ATTRIBUTE\_MAX\_GRID\_DIM\_X = 5**

Maximum grid dimension X

**CU\_DEVICE\_ATTRIBUTE\_MAX\_GRID\_DIM\_Y = 6**

Maximum grid dimension Y

**CU\_DEVICE\_ATTRIBUTE\_MAX\_GRID\_DIM\_Z = 7**

Maximum grid dimension Z

**CU\_DEVICE\_ATTRIBUTE\_MAX\_SHARED\_MEMORY\_PER\_BLOCK = 8**

Maximum shared memory available per block in bytes

**CU\_DEVICE\_ATTRIBUTE\_SHARED\_MEMORY\_PER\_BLOCK = 8**

Deprecated, use CU\_DEVICE\_ATTRIBUTE\_MAX\_SHARED\_MEMORY\_PER\_BLOCK

**CU\_DEVICE\_ATTRIBUTE\_TOTAL\_CONSTANT\_MEMORY = 9**

Memory available on device for `__constant__` variables in a CUDA C kernel in bytes

**CU\_DEVICE\_ATTRIBUTE\_WARP\_SIZE = 10**

Warp size in threads

**CU\_DEVICE\_ATTRIBUTE\_MAX\_PITCH = 11**

Maximum pitch in bytes allowed by memory copies

**CU\_DEVICE\_ATTRIBUTE\_MAX\_REGISTERS\_PER\_BLOCK = 12**

Maximum number of 32-bit registers available per block

**CU\_DEVICE\_ATTRIBUTE\_REGISTERS\_PER\_BLOCK = 12**

Deprecated, use CU\_DEVICE\_ATTRIBUTE\_MAX\_REGISTERS\_PER\_BLOCK

**CU\_DEVICE\_ATTRIBUTE\_CLOCK\_RATE = 13**

Typical clock frequency in kilohertz

**CU\_DEVICE\_ATTRIBUTE\_TEXTURE\_ALIGNMENT = 14**

Alignment requirement for textures

**CU\_DEVICE\_ATTRIBUTE\_GPU\_OVERLAP = 15**

Device can possibly copy memory and execute a kernel concurrently. Deprecated. Use instead CU\_DEVICE\_ATTRIBUTE\_ASYNC\_ENGINE\_COUNT.

**CU\_DEVICE\_ATTRIBUTE\_MULTIPROCESSOR\_COUNT = 16**

Number of multiprocessors on device

**CU\_DEVICE\_ATTRIBUTE\_KERNEL\_EXEC\_TIMEOUT = 17**

Specifies whether there is a run time limit on kernels

**CU\_DEVICE\_ATTRIBUTE\_INTEGRATED = 18**

Device is integrated with host memory

**CU\_DEVICE\_ATTRIBUTE\_CAN\_MAP\_HOST\_MEMORY = 19**

Device can map host memory into CUDA address space

**CU\_DEVICE\_ATTRIBUTE\_COMPUTE\_MODE = 20**

Compute mode (See [CUcomputemode](#) for details)

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE1D\_WIDTH = 21**

Maximum 1D texture width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_WIDTH = 22**

Maximum 2D texture width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_HEIGHT = 23**

Maximum 2D texture height

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE3D\_WIDTH = 24**

Maximum 3D texture width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE3D\_HEIGHT = 25**

Maximum 3D texture height

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE3D\_DEPTH = 26**

Maximum 3D texture depth

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LAYERED\_WIDTH = 27**

Maximum 2D layered texture width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LAYERED\_HEIGHT = 28**

Maximum 2D layered texture height

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LAYERED\_LAYERS = 29**

Maximum layers in a 2D layered texture

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_ARRAY\_WIDTH = 27**

Deprecated, use CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LAYERED\_WIDTH

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_ARRAY\_HEIGHT = 28**

Deprecated, use CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LAYERED\_HEIGHT

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_ARRAY\_NUMSLICES = 29**

Deprecated, use CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LAYERED\_LAYERS

**CU\_DEVICE\_ATTRIBUTE\_SURFACE\_ALIGNMENT = 30**

Alignment requirement for surfaces

**CU\_DEVICE\_ATTRIBUTE\_CONCURRENT\_KERNELS = 31**

Device can possibly execute multiple kernels concurrently

**CU\_DEVICE\_ATTRIBUTE\_ECC\_ENABLED = 32**

Device has ECC support enabled

**CU\_DEVICE\_ATTRIBUTE\_PCI\_BUS\_ID = 33**

PCI bus ID of the device

**CU\_DEVICE\_ATTRIBUTE\_PCI\_DEVICE\_ID = 34**

PCI device ID of the device

**CU\_DEVICE\_ATTRIBUTE\_TCC\_DRIVER = 35**

Device is using TCC driver model

**CU\_DEVICE\_ATTRIBUTE\_MEMORY\_CLOCK\_RATE = 36**

Peak memory clock frequency in kilohertz

**CU\_DEVICE\_ATTRIBUTE\_GLOBAL\_MEMORY\_BUS\_WIDTH = 37**

Global memory bus width in bits

**CU\_DEVICE\_ATTRIBUTE\_L2\_CACHE\_SIZE = 38**

Size of L2 cache in bytes

**CU\_DEVICE\_ATTRIBUTE\_MAX\_THREADS\_PER\_MULTIPROCESSOR = 39**

Maximum resident threads per multiprocessor

**CU\_DEVICE\_ATTRIBUTE\_ASYNC\_ENGINE\_COUNT = 40**

Number of asynchronous engines

**CU\_DEVICE\_ATTRIBUTE\_UNIFIED\_ADDRESSING = 41**

Device shares a unified address space with the host

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE1D\_LAYERED\_WIDTH = 42**

Maximum 1D layered texture width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE1D\_LAYERED\_LAYERS = 43**

Maximum layers in a 1D layered texture

**CU\_DEVICE\_ATTRIBUTE\_CAN\_TEX2D\_GATHER = 44**

Deprecated, do not use.

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_GATHER\_WIDTH = 45**

Maximum 2D texture width if CUDA\_ARRAY3D\_TEXTURE\_GATHER is set

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_GATHER\_HEIGHT = 46**

Maximum 2D texture height if CUDA\_ARRAY3D\_TEXTURE\_GATHER is set

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE3D\_WIDTH\_ALTERNATE = 47**

Alternate maximum 3D texture width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE3D\_HEIGHT\_ALTERNATE = 48**

Alternate maximum 3D texture height

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE3D\_DEPTH\_ALTERNATE = 49**

Alternate maximum 3D texture depth

**CU\_DEVICE\_ATTRIBUTE\_PCI\_DOMAIN\_ID = 50**

PCI domain ID of the device

**CU\_DEVICE\_ATTRIBUTE\_TEXTURE\_PITCH\_ALIGNMENT = 51**

Pitch alignment requirement for textures

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURECUBEMAP\_WIDTH = 52**

Maximum cubemap texture width/height

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURECUBEMAP\_LAYERED\_WIDTH = 53**

Maximum cubemap layered texture width/height

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURECUBEMAP\_LAYERED\_LAYERS = 54**

Maximum layers in a cubemap layered texture

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE1D\_WIDTH = 55**

Maximum 1D surface width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE2D\_WIDTH = 56**

Maximum 2D surface width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE2D\_HEIGHT = 57**

Maximum 2D surface height

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE3D\_WIDTH = 58**

Maximum 3D surface width



**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE3D\_HEIGHT = 59**

Maximum 3D surface height

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE3D\_DEPTH = 60**

Maximum 3D surface depth

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE1D\_LAYERED\_WIDTH = 61**

Maximum 1D layered surface width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE1D\_LAYERED\_LAYERS = 62**

Maximum layers in a 1D layered surface

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE2D\_LAYERED\_WIDTH = 63**

Maximum 2D layered surface width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE2D\_LAYERED\_HEIGHT = 64**

Maximum 2D layered surface height

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE2D\_LAYERED\_LAYERS = 65**

Maximum layers in a 2D layered surface

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACECUBEMAP\_WIDTH = 66**

Maximum cubemap surface width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACECUBEMAP\_LAYERED\_WIDTH = 67**

Maximum cubemap layered surface width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACECUBEMAP\_LAYERED\_LAYERS = 68**

Maximum layers in a cubemap layered surface

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE1D\_LINEAR\_WIDTH = 69**

Deprecated, do not use. Use [cudaDeviceGetTexture1DLinearMaxWidth\(\)](#) or [cuDeviceGetTexture1DLinearMaxWidth\(\)](#) instead.

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LINEAR\_WIDTH = 70**

Maximum 2D linear texture width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LINEAR\_HEIGHT = 71**

Maximum 2D linear texture height

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LINEAR\_PITCH = 72**

Maximum 2D linear texture pitch in bytes

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_MIPMAPPED\_WIDTH = 73**

Maximum mipmapped 2D texture width

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_MIPMAPPED\_HEIGHT = 74**

Maximum mipmapped 2D texture height

**CU\_DEVICE\_ATTRIBUTE\_COMPUTE\_CAPABILITY\_MAJOR = 75**

Major compute capability version number

**CU\_DEVICE\_ATTRIBUTE\_COMPUTE\_CAPABILITY\_MINOR = 76**

Minor compute capability version number

**CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE1D\_MIPMAPPED\_WIDTH = 77**

Maximum mipmapped 1D texture width

**CU\_DEVICE\_ATTRIBUTE\_STREAM\_PRIORITIES\_SUPPORTED = 78**

Device supports stream priorities

**CU\_DEVICE\_ATTRIBUTE\_GLOBAL\_L1\_CACHE\_SUPPORTED = 79**

Device supports caching globals in L1

**CU\_DEVICE\_ATTRIBUTE\_LOCAL\_L1\_CACHE\_SUPPORTED = 80**

Device supports caching locals in L1

**CU\_DEVICE\_ATTRIBUTE\_MAX\_SHARED\_MEMORY\_PER\_MULTIPROCESSOR = 81**

Maximum shared memory available per multiprocessor in bytes

**CU\_DEVICE\_ATTRIBUTE\_MAX\_REGISTERS\_PER\_MULTIPROCESSOR = 82**

Maximum number of 32-bit registers available per multiprocessor

**CU\_DEVICE\_ATTRIBUTE\_MANAGED\_MEMORY = 83**

Device can allocate managed memory on this system

**CU\_DEVICE\_ATTRIBUTE\_MULTI\_GPU\_BOARD = 84**

Device is on a multi-GPU board

**CU\_DEVICE\_ATTRIBUTE\_MULTI\_GPU\_BOARD\_GROUP\_ID = 85**

Unique id for a group of devices on the same multi-GPU board

**CU\_DEVICE\_ATTRIBUTE\_HOST\_NATIVE\_ATOMIC\_SUPPORTED = 86**

Link between the device and the host supports native atomic operations (this is a placeholder attribute, and is not supported on any current hardware)

**CU\_DEVICE\_ATTRIBUTE\_SINGLE\_TO\_DOUBLE\_PRECISION\_PERF\_RATIO = 87**

Ratio of single precision performance (in floating-point operations per second) to double precision performance

**CU\_DEVICE\_ATTRIBUTE\_PAGEABLE\_MEMORY\_ACCESS = 88**

Device supports coherently accessing pageable memory without calling `cudaHostRegister` on it

**CU\_DEVICE\_ATTRIBUTE\_CONCURRENT\_MANAGED\_ACCESS = 89**

Device can coherently access managed memory concurrently with the CPU

**CU\_DEVICE\_ATTRIBUTE\_COMPUTE\_PREEMPTION\_SUPPORTED = 90**

Device supports compute preemption.

**CU\_DEVICE\_ATTRIBUTE\_CAN\_USE\_HOST\_POINTER\_FOR\_REGISTERED\_MEM = 91**

Device can access host registered memory at the same virtual address as the CPU

**CU\_DEVICE\_ATTRIBUTE\_CAN\_USE\_STREAM\_MEM\_OPS = 92**

[cuStreamBatchMemOp](#) and related APIs are supported.

**CU\_DEVICE\_ATTRIBUTE\_CAN\_USE\_64\_BIT\_STREAM\_MEM\_OPS = 93**

64-bit operations are supported in [cuStreamBatchMemOp](#) and related APIs.

**CU\_DEVICE\_ATTRIBUTE\_CAN\_USE\_STREAM\_WAIT\_VALUE\_NOR = 94**

[CU\\_STREAM\\_WAIT\\_VALUE\\_NOR](#) is supported.

**CU\_DEVICE\_ATTRIBUTE\_COOPERATIVE\_LAUNCH = 95**

Device supports launching cooperative kernels via [cuLaunchCooperativeKernel](#)

**CU\_DEVICE\_ATTRIBUTE\_COOPERATIVE\_MULTI\_DEVICE\_LAUNCH = 96**

Deprecated, [cuLaunchCooperativeKernelMultiDevice](#) is deprecated.

**CU\_DEVICE\_ATTRIBUTE\_MAX\_SHARED\_MEMORY\_PER\_BLOCK\_OPTIN = 97**

Maximum optin shared memory per block

**CU\_DEVICE\_ATTRIBUTE\_CAN\_FLUSH\_REMOTE\_WRITES = 98**

The [CU\\_STREAM\\_WAIT\\_VALUE\\_FLUSH](#) flag and the [CU\\_STREAM\\_MEM\\_OP\\_FLUSH\\_REMOTE\\_WRITES](#) MemOp are supported on the device. See [Stream Memory Operations](#) for additional details.

**CU\_DEVICE\_ATTRIBUTE\_HOST\_REGISTER\_SUPPORTED = 99**

Device supports host memory registration via [cudaHostRegister](#).

**CU\_DEVICE\_ATTRIBUTE\_PAGEABLE\_MEMORY\_ACCESS\_USES\_HOST\_PAGE\_TABLES = 100**

Device accesses pageable memory via the host's page tables.

**CU\_DEVICE\_ATTRIBUTE\_DIRECT\_MANAGED\_MEM\_ACCESS\_FROM\_HOST = 101**

The host can directly access managed memory on the device without migration.

**CU\_DEVICE\_ATTRIBUTE\_VIRTUAL\_ADDRESS\_MANAGEMENT\_SUPPORTED = 102**

Deprecated, Use

[CU\\_DEVICE\\_ATTRIBUTE\\_VIRTUAL\\_MEMORY\\_MANAGEMENT\\_SUPPORTED](#)

**CU\_DEVICE\_ATTRIBUTE\_VIRTUAL\_MEMORY\_MANAGEMENT\_SUPPORTED = 102**

Device supports virtual memory management APIs like [cuMemAddressReserve](#), [cuMemCreate](#), [cuMemMap](#) and related APIs

**CU\_DEVICE\_ATTRIBUTE\_HANDLE\_TYPE\_POSIX\_FILE\_DESCRIPTOR\_SUPPORTED = 103**

Device supports exporting memory to a posix file descriptor with [cuMemExportToShareableHandle](#), if requested via [cuMemCreate](#)

**CU\_DEVICE\_ATTRIBUTE\_HANDLE\_TYPE\_WIN32\_HANDLE\_SUPPORTED = 104**

Device supports exporting memory to a Win32 NT handle with [cuMemExportToShareableHandle](#), if requested via [cuMemCreate](#)

**CU\_DEVICE\_ATTRIBUTE\_HANDLE\_TYPE\_WIN32\_KMT\_HANDLE\_SUPPORTED = 105**

Device supports exporting memory to a Win32 KMT handle with [cuMemExportToShareableHandle](#), if requested via [cuMemCreate](#)

**CU\_DEVICE\_ATTRIBUTE\_MAX\_BLOCKS\_PER\_MULTIPROCESSOR = 106**

Maximum number of blocks per multiprocessor

**CU\_DEVICE\_ATTRIBUTE\_GENERIC\_COMPRESSION\_SUPPORTED = 107**

Device supports compression of memory

**CU\_DEVICE\_ATTRIBUTE\_MAX\_PERSISTING\_L2\_CACHE\_SIZE = 108**

Maximum L2 persisting lines capacity setting in bytes.

**CU\_DEVICE\_ATTRIBUTE\_MAX\_ACCESS\_POLICY\_WINDOW\_SIZE = 109**

Maximum value of [CUaccessPolicyWindow::num\\_bytes](#).

**CU\_DEVICE\_ATTRIBUTE\_GPU\_DIRECT\_RDMA\_WITH\_CUDA\_VMM\_SUPPORTED = 110**

Device supports specifying the GPUDirect RDMA flag with [cuMemCreate](#)

**CU\_DEVICE\_ATTRIBUTE\_RESERVED\_SHARED\_MEMORY\_PER\_BLOCK = 111**

Shared memory reserved by CUDA driver per block in bytes

**CU\_DEVICE\_ATTRIBUTE\_SPARSE\_CUDA\_ARRAY\_SUPPORTED = 112**

Device supports sparse CUDA arrays and sparse CUDA mipmapped arrays

**CU\_DEVICE\_ATTRIBUTE\_READ\_ONLY\_HOST\_REGISTER\_SUPPORTED = 113**

Device supports using the [cuMemHostRegister](#) flag [CU\\_MEMHOSTREGISTER\\_READ\\_ONLY](#) to register memory that must be mapped as read-only to the GPU

**CU\_DEVICE\_ATTRIBUTE\_TIMELINE\_SEMAPHORE\_INTEROP\_SUPPORTED = 114**

External timeline semaphore interop is supported on the device

**CU\_DEVICE\_ATTRIBUTE\_MEMORY\_POOLS\_SUPPORTED = 115**

Device supports using the [cuMemAllocAsync](#) and [cuMemPool](#) family of APIs

**CU\_DEVICE\_ATTRIBUTE\_GPU\_DIRECT\_RDMA\_SUPPORTED = 116**

Device supports GPUDirect RDMA APIs, like `nvidia_p2p_get_pages` (see <https://docs.nvidia.com/cuda/gpudirect-rdma> for more information)

**CU\_DEVICE\_ATTRIBUTE\_GPU\_DIRECT\_RDMA\_FLUSH\_WRITES\_OPTIONS = 117**

The returned attribute shall be interpreted as a bitmask, where the individual bits are described by the `CUflushGPUDirectRDMAWritesOptions` enum

**CU\_DEVICE\_ATTRIBUTE\_GPU\_DIRECT\_RDMA\_WRITES\_ORDERING = 118**

GPUDirect RDMA writes to the device do not need to be flushed for consumers within the scope indicated by the returned attribute. See `CUGPUDirectRDMAWritesOrdering` for the numerical values returned here.

**CU\_DEVICE\_ATTRIBUTE\_MEMPOOL\_SUPPORTED\_HANDLE\_TYPES = 119**

Handle types supported with mempool based IPC

**CU\_DEVICE\_ATTRIBUTE\_DEFERRED\_MAPPING\_CUDA\_ARRAY\_SUPPORTED = 121**

Device supports deferred mapping CUDA arrays and CUDA mipmapped arrays

**CU\_DEVICE\_ATTRIBUTE\_CAN\_USE\_64\_BIT\_STREAM\_MEM\_OPS\_V2 = 122**

64-bit operations are supported in `cuStreamBatchMemOp_v2` and related v2 MemOp APIs.

**CU\_DEVICE\_ATTRIBUTE\_CAN\_USE\_STREAM\_WAIT\_VALUE\_NOR\_V2 = 123**

`CU_STREAM_WAIT_VALUE_NOR` is supported by v2 MemOp APIs.

**CU\_DEVICE\_ATTRIBUTE\_DMA\_BUF\_SUPPORTED = 124**

Device supports buffer sharing with `dma_buf` mechanism.

**CU\_DEVICE\_ATTRIBUTE\_MAX**

## enum CUdevice\_P2PAttribute

P2P Attributes

### Values

**CU\_DEVICE\_P2P\_ATTRIBUTE\_PERFORMANCE\_RANK = 0x01**

A relative value indicating the performance of the link between two devices

**CU\_DEVICE\_P2P\_ATTRIBUTE\_ACCESS\_SUPPORTED = 0x02**

P2P Access is enable

**CU\_DEVICE\_P2P\_ATTRIBUTE\_NATIVE\_ATOMIC\_SUPPORTED = 0x03**

Atomic operation over the link supported

**CU\_DEVICE\_P2P\_ATTRIBUTE\_ACCESS\_ACCESS\_SUPPORTED = 0x04**

Deprecated use `CU_DEVICE_P2P_ATTRIBUTE_CUDA_ARRAY_ACCESS_SUPPORTED` instead

**CU\_DEVICE\_P2P\_ATTRIBUTE\_CUDA\_ARRAY\_ACCESS\_SUPPORTED = 0x04**

Accessing CUDA arrays over the link supported

## enum CUdriverProcAddress\_flags

Flags to specify search options. For more details see [cuGetProcAddress](#)

## Values

### **CU\_GET\_PROC\_ADDRESS\_DEFAULT = 0**

Default search mode for driver symbols.

### **CU\_GET\_PROC\_ADDRESS\_LEGACY\_STREAM = 1<<0**

Search for legacy versions of driver symbols.

### **CU\_GET\_PROC\_ADDRESS\_PER\_THREAD\_DEFAULT\_STREAM = 1<<1**

Search for per-thread versions of driver symbols.

## enum CUeglColorFormat

CUDA EGL Color Format - The different planar and multiplanar formats currently supported for CUDA\_EGL interops. Three channel formats are currently not supported for [CU\\_EGL\\_FRAME\\_TYPE\\_ARRAY](#)

## Values

### **CU\_EGL\_COLOR\_FORMAT\_YUV420\_PLANAR = 0x00**

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.

### **CU\_EGL\_COLOR\_FORMAT\_YUV420\_SEMIPLANAR = 0x01**

Y, UV in two surfaces (UV as one surface) with VU byte ordering, width, height ratio same as YUV420Planar.

### **CU\_EGL\_COLOR\_FORMAT\_YUV422\_PLANAR = 0x02**

Y, U, V each in a separate surface, U/V width = 1/2 Y width, U/V height = Y height.

### **CU\_EGL\_COLOR\_FORMAT\_YUV422\_SEMIPLANAR = 0x03**

Y, UV in two surfaces with VU byte ordering, width, height ratio same as YUV422Planar.

### **CU\_EGL\_COLOR\_FORMAT\_RGB = 0x04**

R/G/B three channels in one surface with BGR byte ordering. Only pitch linear format supported.

### **CU\_EGL\_COLOR\_FORMAT\_BGR = 0x05**

R/G/B three channels in one surface with RGB byte ordering. Only pitch linear format supported.

### **CU\_EGL\_COLOR\_FORMAT\_ARGB = 0x06**

R/G/B/A four channels in one surface with BGRA byte ordering.

### **CU\_EGL\_COLOR\_FORMAT\_RGBA = 0x07**

R/G/B/A four channels in one surface with ABGR byte ordering.

### **CU\_EGL\_COLOR\_FORMAT\_L = 0x08**

single luminance channel in one surface.

### **CU\_EGL\_COLOR\_FORMAT\_R = 0x09**

single color channel in one surface.

### **CU\_EGL\_COLOR\_FORMAT\_YUV444\_PLANAR = 0x0A**

Y, U, V in three surfaces, each in a separate surface, U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YUV444\_SEMIPLANAR = 0x0B**

Y, UV in two surfaces (UV as one surface) with VU byte ordering, width, height ratio same as YUV444Planar.

**CU\_EGL\_COLOR\_FORMAT\_YUYV\_422 = 0x0C**

Y, U, V in one surface, interleaved as UYVY in one channel.

**CU\_EGL\_COLOR\_FORMAT\_UYVY\_422 = 0x0D**

Y, U, V in one surface, interleaved as YUYV in one channel.

**CU\_EGL\_COLOR\_FORMAT\_ABGR = 0x0E**

R/G/B/A four channels in one surface with RGBA byte ordering.

**CU\_EGL\_COLOR\_FORMAT\_BGRA = 0x0F**

R/G/B/A four channels in one surface with ARGB byte ordering.

**CU\_EGL\_COLOR\_FORMAT\_A = 0x10**

Alpha color format - one channel in one surface.

**CU\_EGL\_COLOR\_FORMAT\_RG = 0x11**

R/G color format - two channels in one surface with GR byte ordering

**CU\_EGL\_COLOR\_FORMAT\_AYUV = 0x12**

Y, U, V, A four channels in one surface, interleaved as VUYA.

**CU\_EGL\_COLOR\_FORMAT\_YVU444\_SEMIPLANAR = 0x13**

Y, VU in two surfaces (VU as one surface) with UV byte ordering, U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU422\_SEMIPLANAR = 0x14**

Y, VU in two surfaces (VU as one surface) with UV byte ordering, U/V width = 1/2 Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU420\_SEMIPLANAR = 0x15**

Y, VU in two surfaces (VU as one surface) with UV byte ordering, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_444\_SEMIPLANAR = 0x16**

Y10, V10U10 in two surfaces (VU as one surface) with UV byte ordering, U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_420\_SEMIPLANAR = 0x17**

Y10, V10U10 in two surfaces (VU as one surface) with UV byte ordering, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y12V12U12\_444\_SEMIPLANAR = 0x18**

Y12, V12U12 in two surfaces (VU as one surface) with UV byte ordering, U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y12V12U12\_420\_SEMIPLANAR = 0x19**

Y12, V12U12 in two surfaces (VU as one surface) with UV byte ordering, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_VYUY\_ER = 0x1A**

Extended Range Y, U, V in one surface, interleaved as YVYU in one channel.

**CU\_EGL\_COLOR\_FORMAT\_UYVY\_ER = 0x1B**

Extended Range Y, U, V in one surface, interleaved as YUYV in one channel.

**CU\_EGL\_COLOR\_FORMAT\_YUYV\_ER = 0x1C**

Extended Range Y, U, V in one surface, interleaved as UYVY in one channel.

**CU\_EGL\_COLOR\_FORMAT\_YVYU\_ER = 0x1D**

Extended Range Y, U, V in one surface, interleaved as VYUY in one channel.

**CU\_EGL\_COLOR\_FORMAT\_YUV\_ER = 0x1E**

Extended Range Y, U, V three channels in one surface, interleaved as VUY. Only pitch linear format supported.

**CU\_EGL\_COLOR\_FORMAT\_YUVA\_ER = 0x1F**

Extended Range Y, U, V, A four channels in one surface, interleaved as AVUY.

**CU\_EGL\_COLOR\_FORMAT\_AYUV\_ER = 0x20**

Extended Range Y, U, V, A four channels in one surface, interleaved as VUYA.

**CU\_EGL\_COLOR\_FORMAT\_YUV444\_PLANAR\_ER = 0x21**

Extended Range Y, U, V in three surfaces, U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YUV422\_PLANAR\_ER = 0x22**

Extended Range Y, U, V in three surfaces, U/V width = 1/2 Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YUV420\_PLANAR\_ER = 0x23**

Extended Range Y, U, V in three surfaces, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_YUV444\_SEMIPLANAR\_ER = 0x24**

Extended Range Y, UV in two surfaces (UV as one surface) with VU byte ordering, U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YUV422\_SEMIPLANAR\_ER = 0x25**

Extended Range Y, UV in two surfaces (UV as one surface) with VU byte ordering, U/V width = 1/2 Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YUV420\_SEMIPLANAR\_ER = 0x26**

Extended Range Y, UV in two surfaces (UV as one surface) with VU byte ordering, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU444\_PLANAR\_ER = 0x27**

Extended Range Y, V, U in three surfaces, U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU422\_PLANAR\_ER = 0x28**

Extended Range Y, V, U in three surfaces, U/V width = 1/2 Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU420\_PLANAR\_ER = 0x29**

Extended Range Y, V, U in three surfaces, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU444\_SEMIPLANAR\_ER = 0x2A**

Extended Range Y, VU in two surfaces (VU as one surface) with UV byte ordering, U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU422\_SEMIPLANAR\_ER = 0x2B**

Extended Range Y, VU in two surfaces (VU as one surface) with UV byte ordering, U/V width = 1/2 Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU420\_SEMIPLANAR\_ER = 0x2C**

Extended Range Y, VU in two surfaces (VU as one surface) with UV byte ordering, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_RGGB = 0x2D**

Bayer format - one channel in one surface with interleaved RGGB ordering.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_BGGR = 0x2E**

Bayer format - one channel in one surface with interleaved BGGR ordering.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_GRBG = 0x2F**

Bayer format - one channel in one surface with interleaved GRBG ordering.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_GBRG = 0x30**

Bayer format - one channel in one surface with interleaved GBRG ordering.

**CU\_EGL\_COLOR\_FORMAT\_BAYER10\_RGGB = 0x31**

Bayer10 format - one channel in one surface with interleaved RGGB ordering. Out of 16 bits, 10 bits used 6 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER10\_BGGR = 0x32**

Bayer10 format - one channel in one surface with interleaved BGGR ordering. Out of 16 bits, 10 bits used 6 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER10\_GRBG = 0x33**

Bayer10 format - one channel in one surface with interleaved GRBG ordering. Out of 16 bits, 10 bits used 6 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER10\_GBRG = 0x34**

Bayer10 format - one channel in one surface with interleaved GBRG ordering. Out of 16 bits, 10 bits used 6 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER12\_RGGB = 0x35**

Bayer12 format - one channel in one surface with interleaved RGGB ordering. Out of 16 bits, 12 bits used 4 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER12\_BGGR = 0x36**

Bayer12 format - one channel in one surface with interleaved BGGR ordering. Out of 16 bits, 12 bits used 4 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER12\_GRBG = 0x37**

Bayer12 format - one channel in one surface with interleaved GRBG ordering. Out of 16 bits, 12 bits used 4 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER12\_GBRG = 0x38**

Bayer12 format - one channel in one surface with interleaved GBRG ordering. Out of 16 bits, 12 bits used 4 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER14\_RGGB = 0x39**

Bayer14 format - one channel in one surface with interleaved RGGB ordering. Out of 16 bits, 14 bits used 2 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER14\_BGGR = 0x3A**

Bayer14 format - one channel in one surface with interleaved BGGR ordering. Out of 16 bits, 14 bits used 2 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER14\_GRBG = 0x3B**

Bayer14 format - one channel in one surface with interleaved GRBG ordering. Out of 16 bits, 14 bits used 2 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER14\_GBRG = 0x3C**

Bayer14 format - one channel in one surface with interleaved GBRG ordering. Out of 16 bits, 14 bits used 2 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER20\_RGGB = 0x3D**



Bayer20 format - one channel in one surface with interleaved RGGB ordering. Out of 32 bits, 20 bits used 12 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER20\_BGGR = 0x3E**

Bayer20 format - one channel in one surface with interleaved BGGR ordering. Out of 32 bits, 20 bits used 12 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER20\_GRBG = 0x3F**

Bayer20 format - one channel in one surface with interleaved GRBG ordering. Out of 32 bits, 20 bits used 12 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER20\_GBRG = 0x40**

Bayer20 format - one channel in one surface with interleaved GBRG ordering. Out of 32 bits, 20 bits used 12 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_YVU444\_PLANAR = 0x41**

Y, V, U in three surfaces, each in a separate surface, U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU422\_PLANAR = 0x42**

Y, V, U in three surfaces, each in a separate surface, U/V width = 1/2 Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU420\_PLANAR = 0x43**

Y, V, U in three surfaces, each in a separate surface, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_ISP\_RGGB = 0x44**

Nvidia proprietary Bayer ISP format - one channel in one surface with interleaved RGGB ordering and mapped to opaque integer datatype.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_ISP\_BGGR = 0x45**

Nvidia proprietary Bayer ISP format - one channel in one surface with interleaved BGGR ordering and mapped to opaque integer datatype.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_ISP\_GRBG = 0x46**

Nvidia proprietary Bayer ISP format - one channel in one surface with interleaved GRBG ordering and mapped to opaque integer datatype.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_ISP\_GBRG = 0x47**

Nvidia proprietary Bayer ISP format - one channel in one surface with interleaved GBRG ordering and mapped to opaque integer datatype.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_BCCR = 0x48**

Bayer format - one channel in one surface with interleaved BCCR ordering.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_RCCB = 0x49**

Bayer format - one channel in one surface with interleaved RCCB ordering.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_CRBC = 0x4A**

Bayer format - one channel in one surface with interleaved CRBC ordering.

**CU\_EGL\_COLOR\_FORMAT\_BAYER\_CBRC = 0x4B**

Bayer format - one channel in one surface with interleaved CBRC ordering.

**CU\_EGL\_COLOR\_FORMAT\_BAYER10\_CCCC = 0x4C**

Bayer10 format - one channel in one surface with interleaved CCCC ordering. Out of 16 bits, 10 bits used 6 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER12\_BCCR = 0x4D**

Bayer12 format - one channel in one surface with interleaved BCCR ordering. Out of 16 bits, 12 bits used 4 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER12\_RCCB = 0x4E**

Bayer12 format - one channel in one surface with interleaved RCCB ordering. Out of 16 bits, 12 bits used 4 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER12\_CRBC = 0x4F**

Bayer12 format - one channel in one surface with interleaved CRBC ordering. Out of 16 bits, 12 bits used 4 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER12\_CBRC = 0x50**

Bayer12 format - one channel in one surface with interleaved CBRC ordering. Out of 16 bits, 12 bits used 4 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_BAYER12\_CCCC = 0x51**

Bayer12 format - one channel in one surface with interleaved CCCC ordering. Out of 16 bits, 12 bits used 4 bits No-op.

**CU\_EGL\_COLOR\_FORMAT\_Y = 0x52**

Color format for single Y plane.

**CU\_EGL\_COLOR\_FORMAT\_YUV420\_SEMIPLANAR\_2020 = 0x53**

Y, UV in two surfaces (UV as one surface) U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU420\_SEMIPLANAR\_2020 = 0x54**

Y, VU in two surfaces (VU as one surface) U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_YUV420\_PLANAR\_2020 = 0x55**

Y, U, V each in a separate surface, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU420\_PLANAR\_2020 = 0x56**

Y, V, U each in a separate surface, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_YUV420\_SEMIPLANAR\_709 = 0x57**

Y, UV in two surfaces (UV as one surface) U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU420\_SEMIPLANAR\_709 = 0x58**

Y, VU in two surfaces (VU as one surface) U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_YUV420\_PLANAR\_709 = 0x59**

Y, U, V each in a separate surface, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_YVU420\_PLANAR\_709 = 0x5A**

Y, V, U each in a separate surface, U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_420\_SEMIPLANAR\_709 = 0x5B**

Y10, V10U10 in two surfaces (VU as one surface), U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_420\_SEMIPLANAR\_2020 = 0x5C**

Y10, V10U10 in two surfaces (VU as one surface), U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_422\_SEMIPLANAR\_2020 = 0x5D**

Y10, V10U10 in two surfaces (VU as one surface) U/V width = 1/2 Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_422\_SEMIPLANAR = 0x5E**

Y10, V10U10 in two surfaces(VU as one surface) U/V width = 1/2 Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_422\_SEMIPLANAR\_709 = 0x5F**

Y10, V10U10 in two surfaces(VU as one surface) U/V width = 1/2 Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y\_ER = 0x60**

Extended Range Color format for single Y plane.

**CU\_EGL\_COLOR\_FORMAT\_Y\_709\_ER = 0x61**

Extended Range Color format for single Y plane.

**CU\_EGL\_COLOR\_FORMAT\_Y10\_ER = 0x62**

Extended Range Color format for single Y10 plane.

**CU\_EGL\_COLOR\_FORMAT\_Y10\_709\_ER = 0x63**

Extended Range Color format for single Y10 plane.

**CU\_EGL\_COLOR\_FORMAT\_Y12\_ER = 0x64**

Extended Range Color format for single Y12 plane.

**CU\_EGL\_COLOR\_FORMAT\_Y12\_709\_ER = 0x65**

Extended Range Color format for single Y12 plane.

**CU\_EGL\_COLOR\_FORMAT\_YUVA = 0x66**

Y, U, V, A four channels in one surface, interleaved as AVUY.

**CU\_EGL\_COLOR\_FORMAT\_YUV = 0x67**

Y, U, V three channels in one surface, interleaved as VUY. Only pitch linear format supported.

**CU\_EGL\_COLOR\_FORMAT\_YVYU = 0x68**

Y, U, V in one surface, interleaved as YVYU in one channel.

**CU\_EGL\_COLOR\_FORMAT\_VYUY = 0x69**

Y, U, V in one surface, interleaved as VYUY in one channel.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_420\_SEMIPLANAR\_ER = 0x6A**

Extended Range Y10, V10U10 in two surfaces(VU as one surface) U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_420\_SEMIPLANAR\_709\_ER = 0x6B**

Extended Range Y10, V10U10 in two surfaces(VU as one surface) U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_444\_SEMIPLANAR\_ER = 0x6C**

Extended Range Y10, V10U10 in two surfaces (VU as one surface) U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y10V10U10\_444\_SEMIPLANAR\_709\_ER = 0x6D**

Extended Range Y10, V10U10 in two surfaces (VU as one surface) U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y12V12U12\_420\_SEMIPLANAR\_ER = 0x6E**

Extended Range Y12, V12U12 in two surfaces (VU as one surface) U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y12V12U12\_420\_SEMIPLANAR\_709\_ER = 0x6F**

Extended Range Y12, V12U12 in two surfaces (VU as one surface) U/V width = 1/2 Y width, U/V height = 1/2 Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y12V12U12\_444\_SEMIPLANAR\_ER = 0x70**

Extended Range Y12, V12U12 in two surfaces (VU as one surface) U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_Y12V12U12\_444\_SEMIPLANAR\_709\_ER = 0x71**

Extended Range Y12, V12U12 in two surfaces (VU as one surface) U/V width = Y width, U/V height = Y height.

**CU\_EGL\_COLOR\_FORMAT\_MAX**

## enum CUeglFrameType

CUDA EglFrame type - array or pointer

### Values

**CU\_EGL\_FRAME\_TYPE\_ARRAY = 0**

Frame type CUDA array

**CU\_EGL\_FRAME\_TYPE\_PITCH = 1**

Frame type pointer

## enum CUeglResourceLocationFlags

Resource location flags- systemem 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 [CUeglResourceLocationFlags](#) to give a hint about the desired location.

[CU\\_EGL\\_RESOURCE\\_LOCATION\\_SYSTEMEM](#) - the frame data is made resident on the system memory to be accessed by CUDA.

[CU\\_EGL\\_RESOURCE\\_LOCATION\\_VIDMEM](#) - 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

**CU\_EGL\_RESOURCE\_LOCATION\_SYSTEMEM = 0x00**

Resource location systemem

**CU\_EGL\_RESOURCE\_LOCATION\_VIDMEM = 0x01**

Resource location vidmem

## enum CUevent\_flags

Event creation flags

### Values

**CU\_EVENT\_DEFAULT = 0x0**

Default event flag

**CU\_EVENT\_BLOCKING\_SYNC = 0x1**

Event uses blocking synchronization

**CU\_EVENT\_DISABLE\_TIMING = 0x2**

Event will not record timing data

**CU\_EVENT\_INTERPROCESS = 0x4**

Event is suitable for interprocess use. CU\_EVENT\_DISABLE\_TIMING must be set

## enum CUevent\_record\_flags

Event record flags

### Values

**CU\_EVENT\_RECORD\_DEFAULT = 0x0**

Default event record flag

**CU\_EVENT\_RECORD\_EXTERNAL = 0x1**

When using stream capture, create an event record node instead of the default behavior. This flag is invalid when used outside of capture.

## enum CUevent\_wait\_flags

Event wait flags

### Values

**CU\_EVENT\_WAIT\_DEFAULT = 0x0**

Default event wait flag

**CU\_EVENT\_WAIT\_EXTERNAL = 0x1**

When using stream capture, create an event wait node instead of the default behavior. This flag is invalid when used outside of capture.

## enum CUexecAffinityType

Execution Affinity Types

### Values

**CU\_EXEC\_AFFINITY\_TYPE\_SM\_COUNT = 0**

Create a context with limited SMs.

**CU\_EXEC\_AFFINITY\_TYPE\_MAX**

## enum CUexternalMemoryHandleType

External memory handle types

### Values

**CU\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_OPAQUE\_FD = 1**

Handle is an opaque file descriptor

**CU\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_OPAQUE\_WIN32 = 2**

Handle is an opaque shared NT handle

**CU\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_OPAQUE\_WIN32\_KMT = 3**

Handle is an opaque, globally shared handle

**CU\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_D3D12\_HEAP = 4**

Handle is a D3D12 heap object

**CU\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_D3D12\_RESOURCE = 5**

Handle is a D3D12 committed resource

**CU\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_D3D11\_RESOURCE = 6**

Handle is a shared NT handle to a D3D11 resource

**CU\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_D3D11\_RESOURCE\_KMT = 7**

Handle is a globally shared handle to a D3D11 resource

**CU\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_NVSCIBUF = 8**

Handle is an NvSciBuf object

## enum CUexternalSemaphoreHandleType

External semaphore handle types

### Values

**CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_OPAQUE\_FD = 1**

Handle is an opaque file descriptor

**CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_OPAQUE\_WIN32 = 2**

Handle is an opaque shared NT handle

**CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_OPAQUE\_WIN32\_KMT = 3**

Handle is an opaque, globally shared handle

**CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_D3D12\_FENCE = 4**

Handle is a shared NT handle referencing a D3D12 fence object

**CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_D3D11\_FENCE = 5**

Handle is a shared NT handle referencing a D3D11 fence object

**CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_NVSCISYNC = 6**

Opaque handle to NvSciSync Object

**CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_D3D11\_KEYED\_MUTEX = 7**

Handle is a shared NT handle referencing a D3D11 keyed mutex object

**CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_D3D11\_KEYED\_MUTEX\_KMT = 8**

Handle is a globally shared handle referencing a D3D11 keyed mutex object

**CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_TIMELINE\_SEMAPHORE\_FD = 9**

Handle is an opaque file descriptor referencing a timeline semaphore

**CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_TIMELINE\_SEMAPHORE\_WIN32 = 10**

Handle is an opaque shared NT handle referencing a timeline semaphore

## enum CUfilter\_mode

Texture reference filtering modes

### Values

**CU\_TR\_FILTER\_MODE\_POINT = 0**

Point filter mode

**CU\_TR\_FILTER\_MODE\_LINEAR = 1**

Linear filter mode

## enum CUflushGPUDirectRDMAWritesOptions

Bitmasks for [CU\\_DEVICE\\_ATTRIBUTE\\_GPU\\_DIRECT\\_RDMA\\_FLUSH\\_WRITES\\_OPTIONS](#)

### Values

**CU\_FLUSH\_GPU\_DIRECT\_RDMA\_WRITES\_OPTION\_HOST = 1<<0**

[cuFlushGPUDirectRDMAWrites\(\)](#) and its CUDA Runtime API counterpart are supported on the device.

**CU\_FLUSH\_GPU\_DIRECT\_RDMA\_WRITES\_OPTION\_MEMOPS = 1<<1**

The [CU\\_STREAM\\_WAIT\\_VALUE\\_FLUSH](#) flag and the [CU\\_STREAM\\_MEM\\_OP\\_FLUSH\\_REMOTE\\_WRITES](#) MemOp are supported on the device.

## enum CUflushGPUDirectRDMAWritesScope

The scopes for [cuFlushGPUDirectRDMAWrites](#)

### Values

**CU\_FLUSH\_GPU\_DIRECT\_RDMA\_WRITES\_TO\_OWNER = 100**

Blocks until remote writes are visible to the CUDA device context owning the data.

**CU\_FLUSH\_GPU\_DIRECT\_RDMA\_WRITES\_TO\_ALL\_DEVICES = 200**

Blocks until remote writes are visible to all CUDA device contexts.

## enum CUflushGPUDirectRDMAWritesTarget

The targets for [cuFlushGPUDirectRDMAWrites](#)

## Values

### **CU\_FLUSH\_GPU\_DIRECT\_RDMA\_WRITES\_TARGET\_CURRENT\_CTX = 0**

Sets the target for [cuFlushGPUDirectRDMAWrites\(\)](#) to the currently active CUDA device context.

## enum CUfunc\_cache

Function cache configurations

## Values

### **CU\_FUNC\_CACHE\_PREFER\_NONE = 0x00**

no preference for shared memory or L1 (default)

### **CU\_FUNC\_CACHE\_PREFER\_SHARED = 0x01**

prefer larger shared memory and smaller L1 cache

### **CU\_FUNC\_CACHE\_PREFER\_L1 = 0x02**

prefer larger L1 cache and smaller shared memory

### **CU\_FUNC\_CACHE\_PREFER\_EQUAL = 0x03**

prefer equal sized L1 cache and shared memory

## enum CUfunction\_attribute

Function properties

## Values

### **CU\_FUNC\_ATTRIBUTE\_MAX\_THREADS\_PER\_BLOCK = 0**

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.

### **CU\_FUNC\_ATTRIBUTE\_SHARED\_SIZE\_BYTES = 1**

The size in bytes of statically-allocated shared memory required by this function. This does not include dynamically-allocated shared memory requested by the user at runtime.

### **CU\_FUNC\_ATTRIBUTE\_CONST\_SIZE\_BYTES = 2**

The size in bytes of user-allocated constant memory required by this function.

### **CU\_FUNC\_ATTRIBUTE\_LOCAL\_SIZE\_BYTES = 3**

The size in bytes of local memory used by each thread of this function.

### **CU\_FUNC\_ATTRIBUTE\_NUM\_REGS = 4**

The number of registers used by each thread of this function.

### **CU\_FUNC\_ATTRIBUTE\_PTX\_VERSION = 5**

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. Note that this may return the undefined value of 0 for cubins compiled prior to CUDA 3.0.



**CU\_FUNC\_ATTRIBUTE\_BINARY\_VERSION = 6**

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. Note that this will return a value of 10 for legacy cubins that do not have a properly-encoded binary architecture version.

**CU\_FUNC\_ATTRIBUTE\_CACHE\_MODE\_CA = 7**

The attribute to indicate whether the function has been compiled with user specified option "-Xptxas --dlcm=ca" set .

**CU\_FUNC\_ATTRIBUTE\_MAX\_DYNAMIC\_SHARED\_SIZE\_BYTES = 8**

The maximum size in bytes of dynamically-allocated shared memory that can be used by this function. If the user-specified dynamic shared memory size is larger than this value, the launch will fail. See [cuFuncSetAttribute](#)

**CU\_FUNC\_ATTRIBUTE\_PREFERRED\_SHARED\_MEMORY\_CARVEOUT = 9**

On devices where the L1 cache and shared memory use the same hardware resources, this sets the shared memory carveout preference, in percent of the total shared memory. Refer to [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_SHARED\\_MEMORY\\_PER\\_MULTIPROCESSOR](#). This is only a hint, and the driver can choose a different ratio if required to execute the function. See [cuFuncSetAttribute](#)

**CU\_FUNC\_ATTRIBUTE\_MAX**

## enum CUGPUDirectRDMAWritesOrdering

Platform native ordering for GPUDirect RDMA writes

### Values

**CU\_GPU\_DIRECT\_RDMA\_WRITES\_ORDERING\_NONE = 0**

The device does not natively support ordering of remote writes. [cuFlushGPUDirectRDMAWrites\(\)](#) can be leveraged if supported.

**CU\_GPU\_DIRECT\_RDMA\_WRITES\_ORDERING\_OWNER = 100**

Natively, the device can consistently consume remote writes, although other CUDA devices may not.

**CU\_GPU\_DIRECT\_RDMA\_WRITES\_ORDERING\_ALL\_DEVICES = 200**

Any CUDA device in the system can consistently consume remote writes to this device.

## enum CUgraphDebugDot\_flags

The additional write options for [cuGraphDebugDotPrint](#)

### Values

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_VERBOSE = 1<<0****CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_RUNTIME\_TYPES = 1<<1**

Output all debug data as if every debug flag is enabled

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_KERNEL\_NODE\_PARAMS = 1<<2**

Use CUDA Runtime structures for output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_MEMCPY\_NODE\_PARAMS = 1<<3**

Adds CUDA\_KERNEL\_NODE\_PARAMS values to output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_MEMSET\_NODE\_PARAMS = 1<<4**

Adds CUDA\_MEMCPY3D values to output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_HOST\_NODE\_PARAMS = 1<<5**

Adds CUDA\_MEMSET\_NODE\_PARAMS values to output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_EVENT\_NODE\_PARAMS = 1<<6**

Adds CUDA\_HOST\_NODE\_PARAMS values to output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_EXT\_SEMAS\_SIGNAL\_NODE\_PARAMS = 1<<7**

Adds CUevent handle from record and wait nodes to output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_EXT\_SEMAS\_WAIT\_NODE\_PARAMS = 1<<8**

Adds CUDA\_EXT\_SEM\_SIGNAL\_NODE\_PARAMS values to output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_KERNEL\_NODE\_ATTRIBUTES = 1<<9**

Adds CUDA\_EXT\_SEM\_WAIT\_NODE\_PARAMS values to output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_HANDLES = 1<<10**

Adds CUkernelNodeAttrValue values to output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_MEM\_ALLOC\_NODE\_PARAMS = 1<<11**

Adds node handles and every kernel function handle to output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_MEM\_FREE\_NODE\_PARAMS = 1<<12**

Adds memory alloc node parameters to output

**CU\_GRAPH\_DEBUG\_DOT\_FLAGS\_BATCH\_MEM\_OP\_NODE\_PARAMS = 1<<13**

## enum CUgraphicsMapResourceFlags

Flags for mapping and unmapping interop resources

### Values

**CU\_GRAPHICS\_MAP\_RESOURCE\_FLAGS\_NONE = 0x00**

**CU\_GRAPHICS\_MAP\_RESOURCE\_FLAGS\_READ\_ONLY = 0x01**

**CU\_GRAPHICS\_MAP\_RESOURCE\_FLAGS\_WRITE\_DISCARD = 0x02**

## enum CUgraphicsRegisterFlags

Flags to register a graphics resource

### Values

**CU\_GRAPHICS\_REGISTER\_FLAGS\_NONE = 0x00**

**CU\_GRAPHICS\_REGISTER\_FLAGS\_READ\_ONLY = 0x01**

**CU\_GRAPHICS\_REGISTER\_FLAGS\_WRITE\_DISCARD = 0x02**

**CU\_GRAPHICS\_REGISTER\_FLAGS\_SURFACE\_LDST = 0x04**

**CU\_GRAPHICS\_REGISTER\_FLAGS\_TEXTURE\_GATHER = 0x08**

## enum CUgraphInstantiate\_flags

Flags for instantiating a graph

### Values

**CUDA\_GRAPH\_INSTANTIATE\_FLAG\_AUTO\_FREE\_ON\_LAUNCH = 1**

Automatically free memory allocated in a graph before relaunching.

**CUDA\_GRAPH\_INSTANTIATE\_FLAG\_USE\_NODE\_PRIORITY = 8**

Run the graph using the per-node priority attributes rather than the priority of the stream it is launched into.

## enum CUgraphNodeType

Graph node types

### Values

**CU\_GRAPH\_NODE\_TYPE\_KERNEL = 0**

GPU kernel node

**CU\_GRAPH\_NODE\_TYPE\_MEMCPY = 1**

Memcpy node

**CU\_GRAPH\_NODE\_TYPE\_MEMSET = 2**

Memset node

**CU\_GRAPH\_NODE\_TYPE\_HOST = 3**

Host (executable) node

**CU\_GRAPH\_NODE\_TYPE\_GRAPH = 4**

Node which executes an embedded graph

**CU\_GRAPH\_NODE\_TYPE\_EMPTY = 5**

Empty (no-op) node

**CU\_GRAPH\_NODE\_TYPE\_WAIT\_EVENT = 6**

External event wait node

**CU\_GRAPH\_NODE\_TYPE\_EVENT\_RECORD = 7**

External event record node

**CU\_GRAPH\_NODE\_TYPE\_EXT\_SEMAS\_SIGNAL = 8**

External semaphore signal node

**CU\_GRAPH\_NODE\_TYPE\_EXT\_SEMAS\_WAIT = 9**

External semaphore wait node

**CU\_GRAPH\_NODE\_TYPE\_MEM\_ALLOC = 10**

Memory Allocation Node

**CU\_GRAPH\_NODE\_TYPE\_MEM\_FREE = 11**

Memory Free Node

**CU\_GRAPH\_NODE\_TYPE\_BATCH\_MEM\_OP = 12**

Batch MemOp Node

## enum CUipcMem\_flags

CUDA Ipc Mem Flags

### Values

**CU\_IPC\_MEM\_LAZY\_ENABLE\_PEER\_ACCESS = 0x1**

Automatically enable peer access between remote devices as needed

## enum CUjit\_cacheMode

Caching modes for dlcm

### Values

**CU\_JIT\_CACHE\_OPTION\_NONE = 0**

Compile with no -dlcm flag specified

**CU\_JIT\_CACHE\_OPTION\_CG**

Compile with L1 cache disabled

**CU\_JIT\_CACHE\_OPTION\_CA**

Compile with L1 cache enabled

## enum CUjit\_fallback

Cubin matching fallback strategies

### Values

**CU\_PREFER\_PTX = 0**

Prefer to compile ptx if exact binary match not found

**CU\_PREFER\_BINARY**

Prefer to fall back to compatible binary code if exact match not found

## enum CUjit\_option

Online compiler and linker options

### Values

**CU\_JIT\_MAX\_REGISTERS = 0**

Max number of registers that a thread may use. Option type: unsigned int Applies to: compiler only

**CU\_JIT\_THREADS\_PER\_BLOCK**

IN: Specifies minimum number of threads per block to target compilation for OUT: Returns the number of threads the compiler actually targeted. This restricts the resource utilization for the compiler (e.g. max registers) such that a block with the given number of threads

should be able to launch based on register limitations. Note, this option does not currently take into account any other resource limitations, such as shared memory utilization.

Cannot be combined with [CU\\_JIT\\_TARGET](#). Option type: unsigned int Applies to: compiler only

### **CU\_JIT\_WALL\_TIME**

Overwrites the option value with the total wall clock time, in milliseconds, spent in the compiler and linker Option type: float Applies to: compiler and linker

### **CU\_JIT\_INFO\_LOG\_BUFFER**

Pointer to a buffer in which to print any log messages that are informational in nature (the buffer size is specified via option [CU\\_JIT\\_INFO\\_LOG\\_BUFFER\\_SIZE\\_BYTES](#)) Option type: char \* Applies to: compiler and linker

### **CU\_JIT\_INFO\_LOG\_BUFFER\_SIZE\_BYTES**

IN: Log buffer size in bytes. Log messages will be capped at this size (including null terminator) OUT: Amount of log buffer filled with messages Option type: unsigned int Applies to: compiler and linker

### **CU\_JIT\_ERROR\_LOG\_BUFFER**

Pointer to a buffer in which to print any log messages that reflect errors (the buffer size is specified via option [CU\\_JIT\\_ERROR\\_LOG\\_BUFFER\\_SIZE\\_BYTES](#)) Option type: char \* Applies to: compiler and linker

### **CU\_JIT\_ERROR\_LOG\_BUFFER\_SIZE\_BYTES**

IN: Log buffer size in bytes. Log messages will be capped at this size (including null terminator) OUT: Amount of log buffer filled with messages Option type: unsigned int Applies to: compiler and linker

### **CU\_JIT\_OPTIMIZATION\_LEVEL**

Level of optimizations to apply to generated code (0 - 4), with 4 being the default and highest level of optimizations. Option type: unsigned int Applies to: compiler only

### **CU\_JIT\_TARGET\_FROM\_CUCONTEXT**

No option value required. Determines the target based on the current attached context (default) Option type: No option value needed Applies to: compiler and linker

### **CU\_JIT\_TARGET**

Target is chosen based on supplied [CUjit\\_target](#). Cannot be combined with [CU\\_JIT\\_THREADS\\_PER\\_BLOCK](#). Option type: unsigned int for enumerated type [CUjit\\_target](#) Applies to: compiler and linker

### **CU\_JIT\_FALLBACK\_STRATEGY**

Specifies choice of fallback strategy if matching cubin is not found. Choice is based on supplied [CUjit\\_fallback](#). This option cannot be used with cuLink\* APIs as the linker requires exact matches. Option type: unsigned int for enumerated type [CUjit\\_fallback](#) Applies to: compiler only

### **CU\_JIT\_GENERATE\_DEBUG\_INFO**

Specifies whether to create debug information in output (-g) (0: false, default) Option type: int Applies to: compiler and linker

### **CU\_JIT\_LOG\_VERBOSE**

Generate verbose log messages (0: false, default) Option type: int Applies to: compiler and linker

### **CU\_JIT\_GENERATE\_LINE\_INFO**

Generate line number information (-lineinfo) (0: false, default) Option type: int Applies to: compiler only

### **CU\_JIT\_CACHE\_MODE**

Specifies whether to enable caching explicitly (-dlcm) Choice is based on supplied CUjit\_cacheMode\_enum. Option type: unsigned int for enumerated type CUjit\_cacheMode\_enum Applies to: compiler only

### **CU\_JIT\_NEW\_SM3X\_OPT**

Deprecated This jit option is deprecated and should not be used.

### **CU\_JIT\_FAST\_COMPILE**

This jit option is used for internal purpose only.

### **CU\_JIT\_GLOBAL\_SYMBOL\_NAMES**

Array of device symbol names that will be relocated to the corresponding host addresses stored in [CU\\_JIT\\_GLOBAL\\_SYMBOL\\_ADDRESSES](#). Must contain [CU\\_JIT\\_GLOBAL\\_SYMBOL\\_COUNT](#) entries. When loading a device module, driver will relocate all encountered unresolved symbols to the host addresses. It is only allowed to register symbols that correspond to unresolved global variables. It is illegal to register the same device symbol at multiple addresses. Option type: const char \*\* Applies to: dynamic linker only

### **CU\_JIT\_GLOBAL\_SYMBOL\_ADDRESSES**

Array of host addresses that will be used to relocate corresponding device symbols stored in [CU\\_JIT\\_GLOBAL\\_SYMBOL\\_NAMES](#). Must contain [CU\\_JIT\\_GLOBAL\\_SYMBOL\\_COUNT](#) entries. Option type: void \*\* Applies to: dynamic linker only

### **CU\_JIT\_GLOBAL\_SYMBOL\_COUNT**

Number of entries in [CU\\_JIT\\_GLOBAL\\_SYMBOL\\_NAMES](#) and [CU\\_JIT\\_GLOBAL\\_SYMBOL\\_ADDRESSES](#) arrays. Option type: unsigned int Applies to: dynamic linker only

### **CU\_JIT\_LTO**

Enable link-time optimization (-dlt) for device code (Disabled by default). This option is not supported on 32-bit platforms. Option type: int Applies to: compiler and linker

### **CU\_JIT\_FTZ**

Control single-precision denormals (-ftz) support (0: false, default). 1 : flushes denormal values to zero 0 : preserves denormal values Option type: int Applies to: link-time optimization specified with CU\_JIT\_LTO

### **CU\_JIT\_PREC\_DIV**

Control single-precision floating-point division and reciprocals (-prec-div) support (1: true, default). 1 : Enables the IEEE round-to-nearest mode 0 : Enables the fast approximation mode Option type: int Applies to: link-time optimization specified with CU\_JIT\_LTO

### **CU\_JIT\_PREC\_SQRT**

Control single-precision floating-point square root (-prec-sqrt) support (1: true, default). 1 : Enables the IEEE round-to-nearest mode 0 : Enables the fast approximation mode  
Option type: int Applies to: link-time optimization specified with CU\_JIT\_LTO

### **CU\_JIT\_FMA**

Enable/Disable the contraction of floating-point multiplies and adds/subtracts into floating-point multiply-add (-fma) operations (1: Enable, default; 0: Disable). Option type: int Applies to: link-time optimization specified with CU\_JIT\_LTO

### **CU\_JIT\_REFERENCED\_KERNEL\_NAMES**

Array of kernel names that should be preserved at link time while others can be removed. Must contain [CU\\_JIT\\_REFERENCED\\_KERNEL\\_COUNT](#) entries. Note that kernel names can be mangled by the compiler in which case the mangled name needs to be specified. Wildcard "\*" can be used to represent zero or more characters instead of specifying the full or mangled name. It is important to note that the wildcard "\*" is also added implicitly. For example, specifying "foo" will match "foobaz", "barfoo", "barfoobaz" and thus preserve all kernels with those names. This can be avoided by providing a more specific name like "barfoobaz". Option type: const char \*\* Applies to: dynamic linker only

### **CU\_JIT\_REFERENCED\_KERNEL\_COUNT**

Number of entries in [CU\\_JIT\\_REFERENCED\\_KERNEL\\_NAMES](#) array. Option type: unsigned int Applies to: dynamic linker only

### **CU\_JIT\_REFERENCED\_VARIABLE\_NAMES**

Array of variable names (`__device__` and/or `__constant__`) that should be preserved at link time while others can be removed. Must contain [CU\\_JIT\\_REFERENCED\\_VARIABLE\\_COUNT](#) entries. Note that variable names can be mangled by the compiler in which case the mangled name needs to be specified. Wildcard "\*" can be used to represent zero or more characters instead of specifying the full or mangled name. It is important to note that the wildcard "\*" is also added implicitly. For example, specifying "foo" will match "foobaz", "barfoo", "barfoobaz" and thus preserve all variables with those names. This can be avoided by providing a more specific name like "barfoobaz". Option type: const char \*\* Applies to: link-time optimization specified with CU\_JIT\_LTO

### **CU\_JIT\_REFERENCED\_VARIABLE\_COUNT**

Number of entries in [CU\\_JIT\\_REFERENCED\\_VARIABLE\\_NAMES](#) array. Option type: unsigned int Applies to: link-time optimization specified with CU\_JIT\_LTO

### **CU\_JIT\_OPTIMIZE\_UNUSED\_DEVICE\_VARIABLES**

This option serves as a hint to enable the JIT compiler/linker to remove constant (`__constant__`) and device (`__device__`) variables unreferenced in device code (Disabled by default). Note that host references to constant and device variables using APIs like [cuModuleGetGlobal\(\)](#) with this option specified may result in undefined behavior unless the variables are explicitly specified using [CU\\_JIT\\_REFERENCED\\_VARIABLE\\_NAMES](#). Option type: int Applies to: link-time optimization specified with CU\_JIT\_LTO

### **CU\_JIT\_NUM\_OPTIONS**

## enum CUjit\_target

Online compilation targets

## Values

**CU\_TARGET\_COMPUTE\_20 = 20**

Compute device class 2.0

**CU\_TARGET\_COMPUTE\_21 = 21**

Compute device class 2.1

**CU\_TARGET\_COMPUTE\_30 = 30**

Compute device class 3.0

**CU\_TARGET\_COMPUTE\_32 = 32**

Compute device class 3.2

**CU\_TARGET\_COMPUTE\_35 = 35**

Compute device class 3.5

**CU\_TARGET\_COMPUTE\_37 = 37**

Compute device class 3.7

**CU\_TARGET\_COMPUTE\_50 = 50**

Compute device class 5.0

**CU\_TARGET\_COMPUTE\_52 = 52**

Compute device class 5.2

**CU\_TARGET\_COMPUTE\_53 = 53**

Compute device class 5.3

**CU\_TARGET\_COMPUTE\_60 = 60**

Compute device class 6.0.

**CU\_TARGET\_COMPUTE\_61 = 61**

Compute device class 6.1.

**CU\_TARGET\_COMPUTE\_62 = 62**

Compute device class 6.2.

**CU\_TARGET\_COMPUTE\_70 = 70**

Compute device class 7.0.

**CU\_TARGET\_COMPUTE\_72 = 72**

Compute device class 7.2.

**CU\_TARGET\_COMPUTE\_75 = 75**

Compute device class 7.5.

**CU\_TARGET\_COMPUTE\_80 = 80**

Compute device class 8.0.

**CU\_TARGET\_COMPUTE\_86 = 86**

Compute device class 8.6.

**CU\_TARGET\_COMPUTE\_87 = 87**

Compute device class 8.7.

## enum CUjitInputType

Device code formats



## Values

### **CU\_JIT\_INPUT\_CUBIN = 0**

Compiled device-class-specific device code Applicable options: none

### **CU\_JIT\_INPUT\_PTX**

PTX source code Applicable options: PTX compiler options

### **CU\_JIT\_INPUT\_FATBINARY**

Bundle of multiple cubins and/or PTX of some device code Applicable options: PTX compiler options, [CU\\_JIT\\_FALLBACK\\_STRATEGY](#)

### **CU\_JIT\_INPUT\_OBJECT**

Host object with embedded device code Applicable options: PTX compiler options, [CU\\_JIT\\_FALLBACK\\_STRATEGY](#)

### **CU\_JIT\_INPUT\_LIBRARY**

Archive of host objects with embedded device code Applicable options: PTX compiler options, [CU\\_JIT\\_FALLBACK\\_STRATEGY](#)

### **CU\_JIT\_INPUT\_NVVM**

High-level intermediate code for link-time optimization Applicable options: NVVM compiler options, PTX compiler options

### **CU\_JIT\_NUM\_INPUT\_TYPES**

## enum CUkernelNodeAttrID

Graph kernel node Attributes

## Values

### **CU\_KERNEL\_NODE\_ATTRIBUTE\_ACCESS\_POLICY\_WINDOW = 1**

Identifier for [CUkernelNodeAttrValue::accessPolicyWindow](#).

### **CU\_KERNEL\_NODE\_ATTRIBUTE\_COOPERATIVE = 2**

Allows a kernel node to be cooperative (see [cuLaunchCooperativeKernel](#)).

### **CU\_KERNEL\_NODE\_ATTRIBUTE\_PRIORITY = 8**

Sets the priority of the kernel.

## enum CULimit

Limits

## Values

### **CU\_LIMIT\_STACK\_SIZE = 0x00**

GPU thread stack size

### **CU\_LIMIT\_PRINTF\_FIFO\_SIZE = 0x01**

GPU printf FIFO size

### **CU\_LIMIT\_MALLOC\_HEAP\_SIZE = 0x02**

GPU malloc heap size

**CU\_LIMIT\_DEV\_RUNTIME\_SYNC\_DEPTH = 0x03**

GPU device runtime launch synchronize depth

**CU\_LIMIT\_DEV\_RUNTIME\_PENDING\_LAUNCH\_COUNT = 0x04**

GPU device runtime pending launch count

**CU\_LIMIT\_MAX\_L2\_FETCH\_GRANULARITY = 0x05**

A value between 0 and 128 that indicates the maximum fetch granularity of L2 (in Bytes).

This is a hint

**CU\_LIMIT\_PERSISTING\_L2\_CACHE\_SIZE = 0x06**

A size in bytes for L2 persisting lines cache size

**CU\_LIMIT\_MAX**

## enum CUmem\_advise

Memory advise values

### Values

**CU\_MEM\_ADVISE\_SET\_READ\_MOSTLY = 1**

Data will mostly be read and only occasionally be written to

**CU\_MEM\_ADVISE\_UNSET\_READ\_MOSTLY = 2**Undo the effect of [CU\\_MEM\\_ADVISE\\_SET\\_READ\\_MOSTLY](#)**CU\_MEM\_ADVISE\_SET\_PREFERRED\_LOCATION = 3**

Set the preferred location for the data as the specified device

**CU\_MEM\_ADVISE\_UNSET\_PREFERRED\_LOCATION = 4**

Clear the preferred location for the data

**CU\_MEM\_ADVISE\_SET\_ACCESSED\_BY = 5**

Data will be accessed by the specified device, so prevent page faults as much as possible

**CU\_MEM\_ADVISE\_UNSET\_ACCESSED\_BY = 6**

Let the Unified Memory subsystem decide on the page faulting policy for the specified device

## enum CUmemAccess\_flags

Specifies the memory protection flags for mapping.

### Values

**CU\_MEM\_ACCESS\_FLAGS\_PROT\_NONE = 0x0**

Default, make the address range not accessible

**CU\_MEM\_ACCESS\_FLAGS\_PROT\_READ = 0x1**

Make the address range read accessible

**CU\_MEM\_ACCESS\_FLAGS\_PROT\_READWRITE = 0x3**

Make the address range read-write accessible

**CU\_MEM\_ACCESS\_FLAGS\_PROT\_MAX = 0x7FFFFFFF**

## enum CUmemAllocationCompType

Specifies compression attribute for an allocation.

### Values

**CU\_MEM\_ALLOCATION\_COMP\_NONE = 0x0**

Allocating non-compressible memory

**CU\_MEM\_ALLOCATION\_COMP\_GENERIC = 0x1**

Allocating compressible memory

## enum CUmemAllocationGranularity\_flags

Flag for requesting different optimal and required granularities for an allocation.

### Values

**CU\_MEM\_ALLOC\_GRANULARITY\_MINIMUM = 0x0**

Minimum required granularity for allocation

**CU\_MEM\_ALLOC\_GRANULARITY\_RECOMMENDED = 0x1**

Recommended granularity for allocation for best performance

## enum CUmemAllocationHandleType

Flags for specifying particular handle types

### Values

**CU\_MEM\_HANDLE\_TYPE\_NONE = 0x0**

Does not allow any export mechanism. >

**CU\_MEM\_HANDLE\_TYPE\_POSIX\_FILE\_DESCRIPTOR = 0x1**

Allows a file descriptor to be used for exporting. Permitted only on POSIX systems. (int)

**CU\_MEM\_HANDLE\_TYPE\_WIN32 = 0x2**

Allows a Win32 NT handle to be used for exporting. (HANDLE)

**CU\_MEM\_HANDLE\_TYPE\_WIN32\_KMT = 0x4**

Allows a Win32 KMT handle to be used for exporting. (D3DKMT\_HANDLE)

**CU\_MEM\_HANDLE\_TYPE\_MAX = 0x7FFFFFFF**

## enum CUmemAllocationType

Defines the allocation types available

### Values

**CU\_MEM\_ALLOCATION\_TYPE\_INVALID = 0x0**

**CU\_MEM\_ALLOCATION\_TYPE\_PINNED = 0x1**

This allocation type is 'pinned', i.e. cannot migrate from its current location while the application is actively using it

**CU\_MEM\_ALLOCATION\_TYPE\_MAX = 0x7FFFFFFF**

## enum CUmemAttach\_flags

CUDA Mem Attach Flags

### Values

**CU\_MEM\_ATTACH\_GLOBAL = 0x1**

Memory can be accessed by any stream on any device

**CU\_MEM\_ATTACH\_HOST = 0x2**

Memory cannot be accessed by any stream on any device

**CU\_MEM\_ATTACH\_SINGLE = 0x4**

Memory can only be accessed by a single stream on the associated device

## enum CUmemHandleType

Memory handle types

### Values

**CU\_MEM\_HANDLE\_TYPE\_GENERIC = 0**

## enum CUmemLocationType

Specifies the type of location

### Values

**CU\_MEM\_LOCATION\_TYPE\_INVALID = 0x0**

**CU\_MEM\_LOCATION\_TYPE\_DEVICE = 0x1**

Location is a device location, thus id is a device ordinal

**CU\_MEM\_LOCATION\_TYPE\_MAX = 0x7FFFFFFF**

## enum CUmemOperationType

Memory operation types

### Values

**CU\_MEM\_OPERATION\_TYPE\_MAP = 1**

**CU\_MEM\_OPERATION\_TYPE\_UNMAP = 2**

## enum CUmemorytype

Memory types

### Values

**CU\_MEMORYTYPE\_HOST = 0x01**

Host memory

**CU\_MEMORYTYPE\_DEVICE = 0x02**

Device memory

**CU\_MEMORYTYPE\_ARRAY = 0x03**

Array memory

**CU\_MEMORYTYPE\_UNIFIED = 0x04**

Unified device or host memory

## enum CUmemPool\_attribute

CUDA memory pool attributes

### Values

**CU\_MEMPOOL\_ATTR\_REUSE\_FOLLOW\_EVENT\_DEPENDENCIES = 1**

(value type = int) Allow cuMemAllocAsync to use memory asynchronously freed in another streams as long as a stream ordering dependency of the allocating stream on the free action exists. Cuda events and null stream interactions can create the required stream ordered dependencies. (default enabled)

**CU\_MEMPOOL\_ATTR\_REUSE\_ALLOW\_OPPORTUNISTIC**

(value type = int) Allow reuse of already completed frees when there is no dependency between the free and allocation. (default enabled)

**CU\_MEMPOOL\_ATTR\_REUSE\_ALLOW\_INTERNAL\_DEPENDENCIES**

(value type = int) Allow cuMemAllocAsync to insert new stream dependencies in order to establish the stream ordering required to reuse a piece of memory released by cuFreeAsync (default enabled).

**CU\_MEMPOOL\_ATTR\_RELEASE\_THRESHOLD**

(value type = cuuint64\_t) Amount of reserved memory in bytes to hold onto before trying to release memory back to the OS. When more than the release threshold bytes of memory are held by the memory pool, the allocator will try to release memory back to the OS on the next call to stream, event or context synchronize. (default 0)

**CU\_MEMPOOL\_ATTR\_RESERVED\_MEM\_CURRENT**

(value type = cuuint64\_t) Amount of backing memory currently allocated for the mempool.

**CU\_MEMPOOL\_ATTR\_RESERVED\_MEM\_HIGH**

(value type = cuuint64\_t) High watermark of backing memory allocated for the mempool since the last time it was reset. High watermark can only be reset to zero.

**CU\_MEMPOOL\_ATTR\_USED\_MEM\_CURRENT**

(value type = `cuuint64_t`) Amount of memory from the pool that is currently in use by the application.

### **CU\_MEMPOOL\_ATTR\_USED\_MEM\_HIGH**

(value type = `cuuint64_t`) High watermark of the amount of memory from the pool that was in use by the application since the last time it was reset. High watermark can only be reset to zero.

## enum CUmemRangeHandleType

Specifies the handle type for address range

### Values

**CU\_MEM\_RANGE\_HANDLE\_TYPE\_DMA\_BUF\_FD = 0x1**

**CU\_MEM\_RANGE\_HANDLE\_TYPE\_MAX = 0x7FFFFFFF**

## enum CUoccupancy\_flags

Occupancy calculator flag

### Values

**CU\_OCCUPANCY\_DEFAULT = 0x0**

Default behavior

**CU\_OCCUPANCY\_DISABLE\_CACHING\_OVERRIDE = 0x1**

Assume global caching is enabled and cannot be automatically turned off

## enum CUpointer\_attribute

Pointer information

### Values

**CU\_POINTER\_ATTRIBUTE\_CONTEXT = 1**

The [CUcontext](#) on which a pointer was allocated or registered

**CU\_POINTER\_ATTRIBUTE\_MEMORY\_TYPE = 2**

The [CUmemorytype](#) describing the physical location of a pointer

**CU\_POINTER\_ATTRIBUTE\_DEVICE\_POINTER = 3**

The address at which a pointer's memory may be accessed on the device

**CU\_POINTER\_ATTRIBUTE\_HOST\_POINTER = 4**

The address at which a pointer's memory may be accessed on the host

**CU\_POINTER\_ATTRIBUTE\_P2P\_TOKENS = 5**

A pair of tokens for use with the `nv-p2p.h` Linux kernel interface

**CU\_POINTER\_ATTRIBUTE\_SYNC\_MEMOPS = 6**

Synchronize every synchronous memory operation initiated on this region

**CU\_POINTER\_ATTRIBUTE\_BUFFER\_ID = 7**

A process-wide unique ID for an allocated memory region

**CU\_POINTER\_ATTRIBUTE\_IS\_MANAGED = 8**

Indicates if the pointer points to managed memory

**CU\_POINTER\_ATTRIBUTE\_DEVICE\_ORDINAL = 9**

A device ordinal of a device on which a pointer was allocated or registered

**CU\_POINTER\_ATTRIBUTE\_IS\_LEGACY\_CUDA\_IPC\_CAPABLE = 10**

1 if this pointer maps to an allocation that is suitable for [cudaIpcGetMemHandle](#), 0 otherwise

**CU\_POINTER\_ATTRIBUTE\_RANGE\_START\_ADDR = 11**

Starting address for this requested pointer

**CU\_POINTER\_ATTRIBUTE\_RANGE\_SIZE = 12**

Size of the address range for this requested pointer

**CU\_POINTER\_ATTRIBUTE\_MAPPED = 13**

1 if this pointer is in a valid address range that is mapped to a backing allocation, 0 otherwise

**CU\_POINTER\_ATTRIBUTE\_ALLOWED\_HANDLE\_TYPES = 14**

Bitmask of allowed [CUmemAllocationHandleType](#) for this allocation

**CU\_POINTER\_ATTRIBUTE\_IS\_GPU\_DIRECT\_RDMA\_CAPABLE = 15**

1 if the memory this pointer is referencing can be used with the GPUDirect RDMA API

**CU\_POINTER\_ATTRIBUTE\_ACCESS\_FLAGS = 16**

Returns the access flags the device associated with the current context has on the corresponding memory referenced by the pointer given

**CU\_POINTER\_ATTRIBUTE\_MEMPOOL\_HANDLE = 17**

Returns the mempool handle for the allocation if it was allocated from a mempool. Otherwise returns NULL.

**CU\_POINTER\_ATTRIBUTE\_MAPPING\_SIZE = 18**

Size of the actual underlying mapping that the pointer belongs to

**CU\_POINTER\_ATTRIBUTE\_MAPPING\_BASE\_ADDR = 19**

The start address of the mapping that the pointer belongs to

**CU\_POINTER\_ATTRIBUTE\_MEMORY\_BLOCK\_ID = 20**

A process-wide unique id corresponding to the physical allocation the pointer belongs to

## enum CUresourceType

Resource types

### Values

**CU\_RESOURCE\_TYPE\_ARRAY = 0x00**

Array resource

**CU\_RESOURCE\_TYPE\_MIPMAPPED\_ARRAY = 0x01**

Mipmapped array resource

**CU\_RESOURCE\_TYPE\_LINEAR = 0x02**

Linear resource

**CU\_RESOURCE\_TYPE\_PITCH2D = 0x03**

Pitch 2D resource

## enum CUresourceViewFormat

Resource view format

### Values

**CU\_RES\_VIEW\_FORMAT\_NONE = 0x00**

No resource view format (use underlying resource format)

**CU\_RES\_VIEW\_FORMAT\_UINT\_1X8 = 0x01**

1 channel unsigned 8-bit integers

**CU\_RES\_VIEW\_FORMAT\_UINT\_2X8 = 0x02**

2 channel unsigned 8-bit integers

**CU\_RES\_VIEW\_FORMAT\_UINT\_4X8 = 0x03**

4 channel unsigned 8-bit integers

**CU\_RES\_VIEW\_FORMAT\_SINT\_1X8 = 0x04**

1 channel signed 8-bit integers

**CU\_RES\_VIEW\_FORMAT\_SINT\_2X8 = 0x05**

2 channel signed 8-bit integers

**CU\_RES\_VIEW\_FORMAT\_SINT\_4X8 = 0x06**

4 channel signed 8-bit integers

**CU\_RES\_VIEW\_FORMAT\_UINT\_1X16 = 0x07**

1 channel unsigned 16-bit integers

**CU\_RES\_VIEW\_FORMAT\_UINT\_2X16 = 0x08**

2 channel unsigned 16-bit integers

**CU\_RES\_VIEW\_FORMAT\_UINT\_4X16 = 0x09**

4 channel unsigned 16-bit integers

**CU\_RES\_VIEW\_FORMAT\_SINT\_1X16 = 0x0a**

1 channel signed 16-bit integers

**CU\_RES\_VIEW\_FORMAT\_SINT\_2X16 = 0x0b**

2 channel signed 16-bit integers

**CU\_RES\_VIEW\_FORMAT\_SINT\_4X16 = 0x0c**

4 channel signed 16-bit integers

**CU\_RES\_VIEW\_FORMAT\_UINT\_1X32 = 0x0d**

1 channel unsigned 32-bit integers

**CU\_RES\_VIEW\_FORMAT\_UINT\_2X32 = 0x0e**

2 channel unsigned 32-bit integers

**CU\_RES\_VIEW\_FORMAT\_UINT\_4X32 = 0x0f**

4 channel unsigned 32-bit integers

**CU\_RES\_VIEW\_FORMAT\_SINT\_1X32 = 0x10**

1 channel signed 32-bit integers

**CU\_RES\_VIEW\_FORMAT\_SINT\_2X32 = 0x11**



2 channel signed 32-bit integers

**CU\_RES\_VIEW\_FORMAT\_SINT\_4X32 = 0x12**

4 channel signed 32-bit integers

**CU\_RES\_VIEW\_FORMAT\_FLOAT\_1X16 = 0x13**

1 channel 16-bit floating point

**CU\_RES\_VIEW\_FORMAT\_FLOAT\_2X16 = 0x14**

2 channel 16-bit floating point

**CU\_RES\_VIEW\_FORMAT\_FLOAT\_4X16 = 0x15**

4 channel 16-bit floating point

**CU\_RES\_VIEW\_FORMAT\_FLOAT\_1X32 = 0x16**

1 channel 32-bit floating point

**CU\_RES\_VIEW\_FORMAT\_FLOAT\_2X32 = 0x17**

2 channel 32-bit floating point

**CU\_RES\_VIEW\_FORMAT\_FLOAT\_4X32 = 0x18**

4 channel 32-bit floating point

**CU\_RES\_VIEW\_FORMAT\_UNSIGNED\_BC1 = 0x19**

Block compressed 1

**CU\_RES\_VIEW\_FORMAT\_UNSIGNED\_BC2 = 0x1a**

Block compressed 2

**CU\_RES\_VIEW\_FORMAT\_UNSIGNED\_BC3 = 0x1b**

Block compressed 3

**CU\_RES\_VIEW\_FORMAT\_UNSIGNED\_BC4 = 0x1c**

Block compressed 4 unsigned

**CU\_RES\_VIEW\_FORMAT\_SIGNED\_BC4 = 0x1d**

Block compressed 4 signed

**CU\_RES\_VIEW\_FORMAT\_UNSIGNED\_BC5 = 0x1e**

Block compressed 5 unsigned

**CU\_RES\_VIEW\_FORMAT\_SIGNED\_BC5 = 0x1f**

Block compressed 5 signed

**CU\_RES\_VIEW\_FORMAT\_UNSIGNED\_BC6H = 0x20**

Block compressed 6 unsigned half-float

**CU\_RES\_VIEW\_FORMAT\_SIGNED\_BC6H = 0x21**

Block compressed 6 signed half-float

**CU\_RES\_VIEW\_FORMAT\_UNSIGNED\_BC7 = 0x22**

Block compressed 7

## enum CUresult

Error codes

### Values

**CUDA\_SUCCESS = 0**

The API call returned with no errors. In the case of query calls, this also means that the operation being queried is complete (see [cuEventQuery\(\)](#) and [cuStreamQuery\(\)](#)).

#### **CUDA\_ERROR\_INVALID\_VALUE = 1**

This indicates that one or more of the parameters passed to the API call is not within an acceptable range of values.

#### **CUDA\_ERROR\_OUT\_OF\_MEMORY = 2**

The API call failed because it was unable to allocate enough memory to perform the requested operation.

#### **CUDA\_ERROR\_NOT\_INITIALIZED = 3**

This indicates that the CUDA driver has not been initialized with [culnit\(\)](#) or that initialization has failed.

#### **CUDA\_ERROR\_DEINITIALIZED = 4**

This indicates that the CUDA driver is in the process of shutting down.

#### **CUDA\_ERROR\_PROFILER\_DISABLED = 5**

This indicates profiler is not initialized for this run. This can happen when the application is running with external profiling tools like visual profiler.

#### **CUDA\_ERROR\_PROFILER\_NOT\_INITIALIZED = 6**

[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 [cuProfilerStart](#) or [cuProfilerStop](#) without initialization.

#### **CUDA\_ERROR\_PROFILER\_ALREADY\_STARTED = 7**

[Deprecated](#) This error return is deprecated as of CUDA 5.0. It is no longer an error to call [cuProfilerStart\(\)](#) when profiling is already enabled.

#### **CUDA\_ERROR\_PROFILER\_ALREADY\_STOPPED = 8**

[Deprecated](#) This error return is deprecated as of CUDA 5.0. It is no longer an error to call [cuProfilerStop\(\)](#) when profiling is already disabled.

#### **CUDA\_ERROR\_STUB\_LIBRARY = 34**

This indicates that the CUDA driver that the application has loaded is a stub library.

Applications that run with the stub rather than a real driver loaded will result in CUDA API returning this error.

#### **CUDA\_ERROR\_DEVICE\_UNAVAILABLE = 46**

This indicates that requested CUDA device is unavailable at the current time. Devices are often unavailable due to use of [CU\\_COMPUTEMODE\\_EXCLUSIVE\\_PROCESS](#) or [CU\\_COMPUTEMODE\\_PROHIBITED](#).

#### **CUDA\_ERROR\_NO\_DEVICE = 100**

This indicates that no CUDA-capable devices were detected by the installed CUDA driver.

#### **CUDA\_ERROR\_INVALID\_DEVICE = 101**

This indicates that the device ordinal supplied by the user does not correspond to a valid CUDA device or that the action requested is invalid for the specified device.

#### **CUDA\_ERROR\_DEVICE\_NOT\_LICENSED = 102**

This error indicates that the Grid license is not applied.

#### **CUDA\_ERROR\_INVALID\_IMAGE = 200**

This indicates that the device kernel image is invalid. This can also indicate an invalid CUDA module.

#### **CUDA\_ERROR\_INVALID\_CONTEXT = 201**

This most frequently indicates that there is no context bound to the current thread. This can also be returned if the context passed to an API call is not a valid handle (such as a context that has had [cuCtxDestroy\(\)](#) invoked on it). This can also be returned if a user mixes different API versions (i.e. 3010 context with 3020 API calls). See [cuCtxGetApiVersion\(\)](#) for more details.

#### **CUDA\_ERROR\_CONTEXT\_ALREADY\_CURRENT = 202**

This indicated that the context being supplied as a parameter to the API call was already the active context. [Deprecated](#) This error return is deprecated as of CUDA 3.2. It is no longer an error to attempt to push the active context via [cuCtxPushCurrent\(\)](#).

#### **CUDA\_ERROR\_MAP\_FAILED = 205**

This indicates that a map or register operation has failed.

#### **CUDA\_ERROR\_UNMAP\_FAILED = 206**

This indicates that an unmap or unregister operation has failed.

#### **CUDA\_ERROR\_ARRAY\_IS\_MAPPED = 207**

This indicates that the specified array is currently mapped and thus cannot be destroyed.

#### **CUDA\_ERROR\_ALREADY\_MAPPED = 208**

This indicates that the resource is already mapped.

#### **CUDA\_ERROR\_NO\_BINARY\_FOR\_GPU = 209**

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.

#### **CUDA\_ERROR\_ALREADY\_ACQUIRED = 210**

This indicates that a resource has already been acquired.

#### **CUDA\_ERROR\_NOT\_MAPPED = 211**

This indicates that a resource is not mapped.

#### **CUDA\_ERROR\_NOT\_MAPPED\_AS\_ARRAY = 212**

This indicates that a mapped resource is not available for access as an array.

#### **CUDA\_ERROR\_NOT\_MAPPED\_AS\_POINTER = 213**

This indicates that a mapped resource is not available for access as a pointer.

#### **CUDA\_ERROR\_ECC\_UNCORRECTABLE = 214**

This indicates that an uncorrectable ECC error was detected during execution.

#### **CUDA\_ERROR\_UNSUPPORTED\_LIMIT = 215**

This indicates that the [CUlimit](#) passed to the API call is not supported by the active device.

#### **CUDA\_ERROR\_CONTEXT\_ALREADY\_IN\_USE = 216**

This indicates that the [CUcontext](#) passed to the API call can only be bound to a single CPU thread at a time but is already bound to a CPU thread.

#### **CUDA\_ERROR\_PEER\_ACCESS\_UNSUPPORTED = 217**

This indicates that peer access is not supported across the given devices.

#### **CUDA\_ERROR\_INVALID\_PTX = 218**

This indicates that a PTX JIT compilation failed.

**CUDA\_ERROR\_INVALID\_GRAPHICS\_CONTEXT = 219**

This indicates an error with OpenGL or DirectX context.

**CUDA\_ERROR\_NVLINK\_UNCORRECTABLE = 220**

This indicates that an uncorrectable NVLink error was detected during the execution.

**CUDA\_ERROR\_JIT\_COMPILER\_NOT\_FOUND = 221**

This indicates that the PTX JIT compiler library was not found.

**CUDA\_ERROR\_UNSUPPORTED\_PTX\_VERSION = 222**

This indicates that the provided PTX was compiled with an unsupported toolchain.

**CUDA\_ERROR\_JIT\_COMPILATION\_DISABLED = 223**

This indicates that the PTX JIT compilation was disabled.

**CUDA\_ERROR\_UNSUPPORTED\_EXEC\_AFFINITY = 224**

This indicates that the [CUexecAffinityType](#) passed to the API call is not supported by the active device.

**CUDA\_ERROR\_INVALID\_SOURCE = 300**

This indicates that the device kernel source is invalid. This includes compilation/linker errors encountered in device code or user error.

**CUDA\_ERROR\_FILE\_NOT\_FOUND = 301**

This indicates that the file specified was not found.

**CUDA\_ERROR\_SHARED\_OBJECT\_SYMBOL\_NOT\_FOUND = 302**

This indicates that a link to a shared object failed to resolve.

**CUDA\_ERROR\_SHARED\_OBJECT\_INIT\_FAILED = 303**

This indicates that initialization of a shared object failed.

**CUDA\_ERROR\_OPERATING\_SYSTEM = 304**

This indicates that an OS call failed.

**CUDA\_ERROR\_INVALID\_HANDLE = 400**

This indicates that a resource handle passed to the API call was not valid. Resource handles are opaque types like [CUstream](#) and [CUevent](#).

**CUDA\_ERROR\_ILLEGAL\_STATE = 401**

This indicates that a resource required by the API call is not in a valid state to perform the requested operation.

**CUDA\_ERROR\_NOT\_FOUND = 500**

This indicates that a named symbol was not found. Examples of symbols are global/constant variable names, driver function names, texture names, and surface names.

**CUDA\_ERROR\_NOT\_READY = 600**

This indicates that asynchronous operations issued previously have not completed yet.

This result is not actually an error, but must be indicated differently than [CUDA\\_SUCCESS](#) (which indicates completion). Calls that may return this value include [cuEventQuery\(\)](#) and [cuStreamQuery\(\)](#).

**CUDA\_ERROR\_ILLEGAL\_ADDRESS = 700**

While executing a kernel, 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.

**CUDA\_ERROR\_LAUNCH\_OUT\_OF\_RESOURCES = 701**

This indicates that a launch did not occur because it did not have appropriate resources. 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. Passing arguments of the wrong size (i.e. a 64-bit pointer when a 32-bit int is expected) is equivalent to passing too many arguments and can also result in this error.

**CUDA\_ERROR\_LAUNCH\_TIMEOUT = 702**

This indicates that the device kernel took too long to execute. This can only occur if timeouts are enabled - see the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_KERNEL\\_EXEC\\_TIMEOUT](#) 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.

**CUDA\_ERROR\_LAUNCH\_INCOMPATIBLE\_TEXTURING = 703**

This error indicates a kernel launch that uses an incompatible texturing mode.

**CUDA\_ERROR\_PEER\_ACCESS\_ALREADY\_ENABLED = 704**

This error indicates that a call to [cuCtxEnablePeerAccess\(\)](#) is trying to re-enable peer access to a context which has already had peer access to it enabled.

**CUDA\_ERROR\_PEER\_ACCESS\_NOT\_ENABLED = 705**

This error indicates that [cuCtxDisablePeerAccess\(\)](#) is trying to disable peer access which has not been enabled yet via [cuCtxEnablePeerAccess\(\)](#).

**CUDA\_ERROR\_PRIMARY\_CONTEXT\_ACTIVE = 708**

This error indicates that the primary context for the specified device has already been initialized.

**CUDA\_ERROR\_CONTEXT\_IS\_DESTROYED = 709**

This error indicates that the context current to the calling thread has been destroyed using [cuCtxDestroy](#), or is a primary context which has not yet been initialized.

**CUDA\_ERROR\_ASSERT = 710**

A device-side assert triggered during kernel execution. The context cannot be used anymore, and must be destroyed. All existing device memory allocations from this context are invalid and must be reconstructed if the program is to continue using CUDA.

**CUDA\_ERROR\_TOO\_MANY\_PEERS = 711**

This error indicates that the hardware resources required to enable peer access have been exhausted for one or more of the devices passed to [cuCtxEnablePeerAccess\(\)](#).

**CUDA\_ERROR\_HOST\_MEMORY\_ALREADY\_REGISTERED = 712**

This error indicates that the memory range passed to [cuMemHostRegister\(\)](#) has already been registered.

**CUDA\_ERROR\_HOST\_MEMORY\_NOT\_REGISTERED = 713**

This error indicates that the pointer passed to [cuMemHostUnregister\(\)](#) does not correspond to any currently registered memory region.

**CUDA\_ERROR\_HARDWARE\_STACK\_ERROR = 714**

While executing a kernel, the device encountered a stack error. This can be 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.

**CUDA\_ERROR\_ILLEGAL\_INSTRUCTION = 715**

While executing a kernel, the device encountered an illegal instruction. 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.

**CUDA\_ERROR\_MISALIGNED\_ADDRESS = 716**

While executing a kernel, 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.

**CUDA\_ERROR\_INVALID\_ADDRESS\_SPACE = 717**

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.

**CUDA\_ERROR\_INVALID\_PC = 718**

While executing a kernel, the device program counter wrapped its 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.

**CUDA\_ERROR\_LAUNCH\_FAILED = 719**

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. Less common cases can be system specific - more information about these cases can be found in the system specific user guide. 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.

**CUDA\_ERROR\_COOPERATIVE\_LAUNCH\_TOO\_LARGE = 720**

This error indicates that the number of blocks launched per grid for a kernel that was launched via either [cuLaunchCooperativeKernel](#) or [cuLaunchCooperativeKernelMultiDevice](#) exceeds the maximum number of blocks as allowed by [cuOccupancyMaxActiveBlocksPerMultiprocessor](#) or [cuOccupancyMaxActiveBlocksPerMultiprocessorWithFlags](#) times the number of multiprocessors as specified by the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_MULTIPROCESSOR\\_COUNT](#).

**CUDA\_ERROR\_NOT\_PERMITTED = 800**

This error indicates that the attempted operation is not permitted.

**CUDA\_ERROR\_NOT\_SUPPORTED = 801**

This error indicates that the attempted operation is not supported on the current system or device.

**CUDA\_ERROR\_SYSTEM\_NOT\_READY = 802**

This error indicates that the system is not yet ready to start any CUDA work. To continue using CUDA, verify the system configuration is in a valid state and all required driver daemons are actively running. More information about this error can be found in the system specific user guide.

**CUDA\_ERROR\_SYSTEM\_DRIVER\_MISMATCH = 803**

This error indicates that there is a mismatch between the versions of the display driver and the CUDA driver. Refer to the compatibility documentation for supported versions.

**CUDA\_ERROR\_COMPAT\_NOT\_SUPPORTED\_ON\_DEVICE = 804**

This error indicates that the system was upgraded to run with forward compatibility but the visible hardware detected by CUDA does not support this configuration. Refer to the compatibility documentation for the supported hardware matrix or ensure that only supported hardware is visible during initialization via the `CUDA_VISIBLE_DEVICES` environment variable.

**CUDA\_ERROR\_MPS\_CONNECTION\_FAILED = 805**

This error indicates that the MPS client failed to connect to the MPS control daemon or the MPS server.

**CUDA\_ERROR\_MPS\_RPC\_FAILURE = 806**

This error indicates that the remote procedural call between the MPS server and the MPS client failed.

**CUDA\_ERROR\_MPS\_SERVER\_NOT\_READY = 807**

This error indicates that the MPS server is not ready to accept new MPS client requests.

This error can be returned when the MPS server is in the process of recovering from a fatal failure.

**CUDA\_ERROR\_MPS\_MAX\_CLIENTS\_REACHED = 808**

This error indicates that the hardware resources required to create MPS client have been exhausted.

**CUDA\_ERROR\_MPS\_MAX\_CONNECTIONS\_REACHED = 809**

This error indicates the the hardware resources required to support device connections have been exhausted.

**CUDA\_ERROR\_STREAM\_CAPTURE\_UNSUPPORTED = 900**

This error indicates that the operation is not permitted when the stream is capturing.

**CUDA\_ERROR\_STREAM\_CAPTURE\_INVALIDATED = 901**

This error indicates that the current capture sequence on the stream has been invalidated due to a previous error.

**CUDA\_ERROR\_STREAM\_CAPTURE\_MERGE = 902**

This error indicates that the operation would have resulted in a merge of two independent capture sequences.

**CUDA\_ERROR\_STREAM\_CAPTURE\_UNMATCHED = 903**

This error indicates that the capture was not initiated in this stream.

**CUDA\_ERROR\_STREAM\_CAPTURE\_UNJOINED = 904**

This error indicates that the capture sequence contains a fork that was not joined to the primary stream.

**CUDA\_ERROR\_STREAM\_CAPTURE\_ISOLATION = 905**

This error indicates that a dependency would have been created which crosses the capture sequence boundary. Only implicit in-stream ordering dependencies are allowed to cross the boundary.

#### **CUDA\_ERROR\_STREAM\_CAPTURE\_IMPLICIT = 906**

This error indicates a disallowed implicit dependency on a current capture sequence from `cudaStreamLegacy`.

#### **CUDA\_ERROR\_CAPTURED\_EVENT = 907**

This error indicates that the operation is not permitted on an event which was last recorded in a capturing stream.

#### **CUDA\_ERROR\_STREAM\_CAPTURE\_WRONG\_THREAD = 908**

A stream capture sequence not initiated with the `CU_STREAM_CAPTURE_MODE_RELAXED` argument to `cuStreamBeginCapture` was passed to `cuStreamEndCapture` in a different thread.

#### **CUDA\_ERROR\_TIMEOUT = 909**

This error indicates that the timeout specified for the wait operation has lapsed.

#### **CUDA\_ERROR\_GRAPH\_EXEC\_UPDATE\_FAILURE = 910**

This error indicates that the graph update was not performed because it included changes which violated constraints specific to instantiated graph update.

#### **CUDA\_ERROR\_EXTERNAL\_DEVICE = 911**

This indicates that an async error has occurred in a device outside of CUDA. If CUDA was waiting for an external device's signal before consuming shared data, the external device signaled an error indicating that the data is not valid for consumption. 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.

#### **CUDA\_ERROR\_UNKNOWN = 999**

This indicates that an unknown internal error has occurred.

## enum CUshared\_carveout

Shared memory carveout configurations. These may be passed to `cuFuncSetAttribute`

### Values

#### **CU\_SHARED\_MEM\_CARVEOUT\_DEFAULT = -1**

No preference for shared memory or L1 (default)

#### **CU\_SHARED\_MEM\_CARVEOUT\_MAX\_SHARED = 100**

Prefer maximum available shared memory, minimum L1 cache

#### **CU\_SHARED\_MEM\_CARVEOUT\_MAX\_L1 = 0**

Prefer maximum available L1 cache, minimum shared memory

## enum CUsharedconfig

Shared memory configurations



## Values

**CU\_SHARED\_MEM\_CONFIG\_DEFAULT\_BANK\_SIZE = 0x00**

set default shared memory bank size

**CU\_SHARED\_MEM\_CONFIG\_FOUR\_BYTE\_BANK\_SIZE = 0x01**

set shared memory bank width to four bytes

**CU\_SHARED\_MEM\_CONFIG\_EIGHT\_BYTE\_BANK\_SIZE = 0x02**

set shared memory bank width to eight bytes

## enum CUstream\_flags

Stream creation flags

### Values

**CU\_STREAM\_DEFAULT = 0x0**

Default stream flag

**CU\_STREAM\_NON\_BLOCKING = 0x1**

Stream does not synchronize with stream 0 (the NULL stream)

## enum CUstreamAttrID

Stream Attributes

### Values

**CU\_STREAM\_ATTRIBUTE\_ACCESS\_POLICY\_WINDOW = 1**

Identifier for [CUstreamAttrValue::accessPolicyWindow](#).

**CU\_STREAM\_ATTRIBUTE\_SYNCHRONIZATION\_POLICY = 3**

CUsynchronizationPolicy for work queued up in this stream

## enum CUstreamBatchMemOpType

Operations for [cuStreamBatchMemOp](#)

### Values

**CU\_STREAM\_MEM\_OP\_WAIT\_VALUE\_32 = 1**

Represents a [cuStreamWaitValue32](#) operation

**CU\_STREAM\_MEM\_OP\_WRITE\_VALUE\_32 = 2**

Represents a [cuStreamWriteValue32](#) operation

**CU\_STREAM\_MEM\_OP\_WAIT\_VALUE\_64 = 4**

Represents a [cuStreamWaitValue64](#) operation

**CU\_STREAM\_MEM\_OP\_WRITE\_VALUE\_64 = 5**

Represents a [cuStreamWriteValue64](#) operation

**CU\_STREAM\_MEM\_OP\_BARRIER = 6**

Insert a memory barrier of the specified type

**CU\_STREAM\_MEM\_OP\_FLUSH\_REMOTE\_WRITES = 3**

This has the same effect as [CU\\_STREAM\\_WAIT\\_VALUE\\_FLUSH](#), but as a standalone operation.

## enum CUstreamCaptureMode

Possible modes for stream capture thread interactions. For more details see [cuStreamBeginCapture](#) and [cuThreadExchangeStreamCaptureMode](#)

### Values

**CU\_STREAM\_CAPTURE\_MODE\_GLOBAL = 0**

**CU\_STREAM\_CAPTURE\_MODE\_THREAD\_LOCAL = 1**

**CU\_STREAM\_CAPTURE\_MODE\_RELAXED = 2**

## enum CUstreamCaptureStatus

Possible stream capture statuses returned by [cuStreamIsCapturing](#)

### Values

**CU\_STREAM\_CAPTURE\_STATUS\_NONE = 0**

Stream is not capturing

**CU\_STREAM\_CAPTURE\_STATUS\_ACTIVE = 1**

Stream is actively capturing

**CU\_STREAM\_CAPTURE\_STATUS\_INVALIDATED = 2**

Stream is part of a capture sequence that has been invalidated, but not terminated

## enum CUstreamMemoryBarrier\_flags

Flags for [cuStreamMemoryBarrier](#)

### Values

**CU\_STREAM\_MEMORY\_BARRIER\_TYPE\_SYS = 0x0**

System-wide memory barrier.

**CU\_STREAM\_MEMORY\_BARRIER\_TYPE\_GPU = 0x1**

Limit memory barrier scope to the GPU.

## enum CUstreamUpdateCaptureDependencies\_flags

Flags for [cuStreamUpdateCaptureDependencies](#)

### Values

**CU\_STREAM\_ADD\_CAPTURE\_DEPENDENCIES = 0x0**

Add new nodes to the dependency set

### **CU\_STREAM\_SET\_CAPTURE\_DEPENDENCIES = 0x1**

Replace the dependency set with the new nodes

## enum CUstreamWaitValue\_flags

Flags for [cuStreamWaitValue32](#) and [cuStreamWaitValue64](#)

### Values

#### **CU\_STREAM\_WAIT\_VALUE\_GEQ = 0x0**

Wait until  $(\text{int32\_t})[*\text{addr} - \text{value}] \geq 0$  (or  $\text{int64\_t}$  for 64 bit values). Note this is a cyclic comparison which ignores wraparound. (Default behavior.)

#### **CU\_STREAM\_WAIT\_VALUE\_EQ = 0x1**

Wait until  $*\text{addr} == \text{value}$ .

#### **CU\_STREAM\_WAIT\_VALUE\_AND = 0x2**

Wait until  $(*\text{addr} \& \text{value}) \neq 0$ .

#### **CU\_STREAM\_WAIT\_VALUE\_NOR = 0x3**

Wait until  $\sim(*\text{addr} | \text{value}) \neq 0$ . Support for this operation can be queried with

[cuDeviceGetAttribute\(\)](#) and

[CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_STREAM\\_WAIT\\_VALUE\\_NOR](#).

#### **CU\_STREAM\_WAIT\_VALUE\_FLUSH = 1<<30**

Follow the wait operation with a flush of outstanding remote writes. This means that, if a remote write operation is guaranteed to have reached the device before the wait can be satisfied, that write is guaranteed to be visible to downstream device work. The device is permitted to reorder remote writes internally. For example, this flag would be required if two remote writes arrive in a defined order, the wait is satisfied by the second write, and downstream work needs to observe the first write.

Support for this operation is restricted to selected platforms and can be queried with

[CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_FLUSH\\_REMOTE\\_WRITES](#).

## enum CUstreamWriteValue\_flags

Flags for [cuStreamWriteValue32](#)

### Values

#### **CU\_STREAM\_WRITE\_VALUE\_DEFAULT = 0x0**

Default behavior

#### **CU\_STREAM\_WRITE\_VALUE\_NO\_MEMORY\_BARRIER = 0x1**

Permits the write to be reordered with writes which were issued before it, as a performance optimization. Normally, [cuStreamWriteValue32](#) will provide a memory fence before the write, which has similar semantics to [\\_\\_threadfence\\_system\(\)](#) but is scoped to the stream rather than a CUDA thread. This flag is not supported in the v2 API.

## enum CUUserObject\_flags

Flags for user objects for graphs

### Values

#### **CU\_USER\_OBJECT\_NO\_DESTRUCTOR\_SYNC = 1**

Indicates the destructor execution is not synchronized by any CUDA handle.

## enum CUUserObjectRetain\_flags

Flags for retaining user object references for graphs

### Values

#### **CU\_GRAPH\_USER\_OBJECT\_MOVE = 1**

Transfer references from the caller rather than creating new references.

## typedef struct CUarray\_st \*CUarray

CUDA array

## typedef struct CUctx\_st \*CUcontext

CUDA context

## typedef CUdevice

CUDA device

## typedef int CUdevice\_v1

CUDA device

## typedef CUdeviceptr

CUDA device pointer

## typedef unsigned int CUdeviceptr\_v2

CUDA device pointer CUdeviceptr is defined as an unsigned integer type whose size matches the size of a pointer on the target platform.

```
typedef struct CUeglStreamConnection_st  
*CUeglStreamConnection
```

CUDA EGLSream Connection

```
typedef struct CUevent_st *CUevent
```

CUDA event

```
typedef struct CUextMemory_st *CUexternalMemory
```

CUDA external memory

```
typedef struct CUextSemaphore_st  
*CUexternalSemaphore
```

CUDA external semaphore

```
typedef struct CUfunc_st *CUfunction
```

CUDA function

```
typedef struct CUgraph_st *CUgraph
```

CUDA graph

```
typedef struct CUgraphExec_st *CUgraphExec
```

CUDA executable graph

```
typedef struct CUgraphicsResource_st  
*CUgraphicsResource
```

CUDA graphics interop resource

```
typedef struct CUgraphNode_st *CUgraphNode
```

CUDA graph node

```
typedef void (CUDA_CB *CUhostFn) (void* userData)
```

CUDA host function

```
typedef struct CUmemPoolHandle_st  
*CUMemoryPool
```

CUDA memory pool

```
typedef struct CUmipmappedArray_st  
*CUMipmappedArray
```

CUDA mipmapped array

```
typedef struct CUmod_st *CUmodule
```

CUDA module

```
typedef size_t (CUDA_CB *CUoccupancyB2DSize) (int  
blockSize)
```

Block size to per-block dynamic shared memory mapping for a certain kernel

```
typedef struct CUstream_st *CUstream
```

CUDA stream

```
typedef void (CUDA_CB *CUstreamCallback)  
(CUstream hStream, CUresult status, void* userData)
```

CUDA stream callback

```
typedef CUsurfObject
```

An opaque value that represents a CUDA surface object

```
typedef unsigned long long CUsurfObject_v1
```

An opaque value that represents a CUDA surface object

```
typedef struct CUsurfref_st *CUsurfref
```

CUDA surface reference

## typedef CUtexObject

An opaque value that represents a CUDA texture object

## typedef unsigned long long CUtexObject\_v1

An opaque value that represents a CUDA texture object

## typedef struct CUtexref\_st \*CUtexref

CUDA texture reference

## typedef struct CUuserObject\_st \*CUuserObject

CUDA user object for graphs

## #define

```
CU_ARRAY_SPARSE_PROPERTIES_SINGLE_MIPTAIL  
0x1
```

Indicates that the layered sparse CUDA array or CUDA mipmapped array has a single mip tail region for all layers

```
#define CU_DEVICE_CPU ((CUdevice)-1)
```

Device that represents the CPU

```
#define CU_DEVICE_INVALID ((CUdevice)-2)
```

Device that represents an invalid device

```
#define CU_IPC_HANDLE_SIZE 64
```

CUDA IPC handle size

```
#define CU_LAUNCH_PARAM_BUFFER_POINTER  
((void*)CU_LAUNCH_PARAM_BUFFER_POINTER_AS_INT)
```

Indicator that the next value in the `extra` parameter to `cuLaunchKernel` will be a pointer to a buffer containing all kernel parameters used for launching kernel `£`. This buffer needs to honor all alignment/padding requirements of the individual parameters. If

CU\_LAUNCH\_PARAM\_BUFFER\_SIZE is not also specified in the `extra` array, then CU\_LAUNCH\_PARAM\_BUFFER\_POINTER will have no effect.

```
#define
CU_LAUNCH_PARAM_BUFFER_POINTER_AS_INT
0x01
```

C++ compile time constant for CU\_LAUNCH\_PARAM\_BUFFER\_POINTER

```
#define CU_LAUNCH_PARAM_BUFFER_SIZE
((void*)CU_LAUNCH_PARAM_BUFFER_SIZE_AS_INT)
```

Indicator that the next value in the `extra` parameter to cuLaunchKernel will be a pointer to a `size_t` which contains the size of the buffer specified with CU\_LAUNCH\_PARAM\_BUFFER\_POINTER. It is required that CU\_LAUNCH\_PARAM\_BUFFER\_POINTER also be specified in the `extra` array if the value associated with CU\_LAUNCH\_PARAM\_BUFFER\_SIZE is not zero.

```
#define CU_LAUNCH_PARAM_BUFFER_SIZE_AS_INT
0x02
```

C++ compile time constant for CU\_LAUNCH\_PARAM\_BUFFER\_SIZE

```
#define CU_LAUNCH_PARAM_END
((void*)CU_LAUNCH_PARAM_END_AS_INT)
```

End of array terminator for the `extra` parameter to cuLaunchKernel

```
#define CU_LAUNCH_PARAM_END_AS_INT 0x00
```

C++ compile time constant for CU\_LAUNCH\_PARAM\_END

```
#define CU_MEM_CREATE_USAGE_TILE_POOL 0x1
```

This flag if set indicates that the memory will be used as a tile pool.

```
#define CU_MEMHOSTALLOC_DEVICEMAP 0x02
```

If set, host memory is mapped into CUDA address space and cuMemHostGetDevicePointer() may be called on the host pointer. Flag for cuMemHostAlloc()



## #define CU\_MEMHOSTALLOC\_PORTABLE 0x01

If set, host memory is portable between CUDA contexts. Flag for [cuMemHostAlloc\(\)](#)

## #define CU\_MEMHOSTALLOC\_WRITECOMBINED 0x04

If set, host memory is allocated as write-combined - fast to write, faster to DMA, slow to read except via SSE4 streaming load instruction (MOVNTDQA). Flag for [cuMemHostAlloc\(\)](#)

## #define CU\_MEMHOSTREGISTER\_DEVICEMAP 0x02

If set, host memory is mapped into CUDA address space and [cuMemHostGetDevicePointer\(\)](#) may be called on the host pointer. Flag for [cuMemHostRegister\(\)](#)

## #define CU\_MEMHOSTREGISTER\_IOMEMORY 0x04

If set, the passed memory pointer is treated as pointing to some memory-mapped I/O space, e.g. belonging to a third-party PCIe device. On Windows the flag is a no-op. On Linux that memory is marked as non cache-coherent for the GPU and is expected to be physically contiguous. It may return [CUDA\\_ERROR\\_NOT\\_PERMITTED](#) if run as an unprivileged user, [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#) on older Linux kernel versions. On all other platforms, it is not supported and [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#) is returned. Flag for [cuMemHostRegister\(\)](#)

## #define CU\_MEMHOSTREGISTER\_PORTABLE 0x01

If set, host memory is portable between CUDA contexts. Flag for [cuMemHostRegister\(\)](#)

## #define CU\_MEMHOSTREGISTER\_READ\_ONLY 0x08

If set, the passed memory pointer is treated as pointing to memory that is considered read-only by the device. On platforms without [CU\\_DEVICE\\_ATTRIBUTE\\_PAGEABLE\\_MEMORY\\_ACCESS\\_USES\\_HOST\\_PAGE\\_TABLES](#), this flag is required in order to register memory mapped to the CPU as read-only. Support for the use of this flag can be queried from the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_READ\\_ONLY\\_HOST\\_REGISTER\\_SUPPORTED](#). Using this flag with a current context associated with a device that does not have this attribute set will cause [cuMemHostRegister](#) to error with [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#).

## #define CU\_PARAM\_TR\_DEFAULT -1

For texture references loaded into the module, use default texunit from texture reference.

## #define CU\_STREAM\_LEGACY ((CUstream)0x1)

Legacy stream handle

Stream handle that can be passed as a CUstream to use an implicit stream with legacy synchronization behavior.

See details of the [synchronization behavior](#).

## #define CU\_STREAM\_PER\_THREAD ((CUstream)0x2)

Per-thread stream handle

Stream handle that can be passed as a CUstream to use an implicit stream with per-thread synchronization behavior.

See details of the [synchronization behavior](#).

## #define CU\_TRSA\_OVERRIDE\_FORMAT 0x01

Override the texref format with a format inferred from the array. Flag for [cuTexRefSetArray\(\)](#)

## #define

## CU\_TRSF\_DISABLE\_TRILINEAR\_OPTIMIZATION 0x20

Disable any trilinear filtering optimizations. Flag for [cuTexRefSetFlags\(\)](#) and [cuTexObjectCreate\(\)](#)

## #define CU\_TRSF\_NORMALIZED\_COORDINATES 0x02

Use normalized texture coordinates in the range [0,1] instead of [0,dim). Flag for [cuTexRefSetFlags\(\)](#) and [cuTexObjectCreate\(\)](#)

## #define CU\_TRSF\_READ\_AS\_INTEGER 0x01

Read the texture as integers rather than promoting the values to floats in the range [0,1]. Flag for [cuTexRefSetFlags\(\)](#) and [cuTexObjectCreate\(\)](#)

## #define CU\_TRSF\_SEAMLESS\_CUBEMAP 0x40

Enable seamless cube map filtering. Flag for [cuTexObjectCreate\(\)](#)

## **#define CU\_TRSF\_SRGB 0x10**

Perform sRGB->linear conversion during texture read. Flag for [cuTexRefSetFlags\(\)](#) and [cuTexObjectCreate\(\)](#)

## **#define CUDA\_ARRAY3D\_2DARRAY 0x01**

Deprecated, use CUDA\_ARRAY3D\_LAYERED

## **#define CUDA\_ARRAY3D\_COLOR\_ATTACHMENT 0x20**

This flag indicates that the CUDA array may be bound as a color target in an external graphics API

## **#define CUDA\_ARRAY3D\_CUBEMAP 0x04**

If set, the CUDA array is a collection of six 2D arrays, representing faces of a cube. The width of such a CUDA array must be equal to its height, and Depth must be six. If [CUDA\\_ARRAY3D\\_LAYERED](#) flag is also set, then the CUDA array is a collection of cubemaps and Depth must be a multiple of six.

## **#define CUDA\_ARRAY3D\_DEFERRED\_MAPPING 0x80**

This flag if set indicates that the CUDA array or CUDA mipmapped array will allow deferred memory mapping

## **#define CUDA\_ARRAY3D\_DEPTH\_TEXTURE 0x10**

This flag if set indicates that the CUDA array is a DEPTH\_TEXTURE.

## **#define CUDA\_ARRAY3D\_LAYERED 0x01**

If set, the CUDA array is a collection of layers, where each layer is either a 1D or a 2D array and the Depth member of CUDA\_ARRAY3D\_DESCRIPTOR specifies the number of layers, not the depth of a 3D array.

## **#define CUDA\_ARRAY3D\_SPARSE 0x40**

This flag if set indicates that the CUDA array or CUDA mipmapped array is a sparse CUDA array or CUDA mipmapped array respectively

```
#define CUDA_ARRAY3D_SURFACE_LDST 0x02
```

This flag must be set in order to bind a surface reference to the CUDA array

```
#define CUDA_ARRAY3D_TEXTURE_GATHER 0x08
```

This flag must be set in order to perform texture gather operations on a CUDA array.

```
#define
CUDA_COOPERATIVE_LAUNCH_MULTI_DEVICE_NO_POST_LA
0x02
```

If set, any subsequent work pushed in a stream that participated in a call to [cuLaunchCooperativeKernelMultiDevice](#) will only wait for the kernel launched on the GPU corresponding to that stream to complete before it begins execution.

```
#define
CUDA_COOPERATIVE_LAUNCH_MULTI_DEVICE_NO_PRE_LA
0x01
```

If set, each kernel launched as part of [cuLaunchCooperativeKernelMultiDevice](#) only waits for prior work in the stream corresponding to that GPU to complete before the kernel begins execution.

```
#define CUDA_EGL_INFINITE_TIMEOUT 0xFFFFFFFF
```

Indicates that timeout for [cuEGLStreamConsumerAcquireFrame](#) is infinite.

```
#define CUDA_EXTERNAL_MEMORY_DEDICATED 0x1
```

Indicates that the external memory object is a dedicated resource

```
#define
CUDA_EXTERNAL_SEMAPHORE_SIGNAL_SKIP_NVSCIBUF_M
0x01
```

When the `flags` parameter of `CUDA_EXTERNAL_SEMAPHORE_SIGNAL_PARAMS` contains this flag, it indicates that signaling an external semaphore object should skip performing appropriate memory synchronization operations over all the external memory objects that are imported as [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_NVSCIBUF](#), which otherwise are

performed by default to ensure data coherency with other importers of the same NvSciBuf memory objects.

## #define

### CUDA\_EXTERNAL\_SEMAPHORE\_WAIT\_SKIP\_NVSCIBUF\_MEM 0x02

When the `flags` parameter of `CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS` contains this flag, it indicates that waiting on an external semaphore object should skip performing appropriate memory synchronization operations over all the external memory objects that are imported as `CU_EXTERNAL_MEMORY_HANDLE_TYPE_NVSCIBUF`, which otherwise are performed by default to ensure data coherency with other importers of the same NvSciBuf memory objects.

## #define CUDA\_NVSCISYNC\_ATTR\_SIGNAL 0x1

When `flags` of `cuDeviceGetNvSciSyncAttributes` is set to this, it indicates that application needs signaler specific NvSciSyncAttr to be filled by `cuDeviceGetNvSciSyncAttributes`.

## #define CUDA\_NVSCISYNC\_ATTR\_WAIT 0x2

When `flags` of `cuDeviceGetNvSciSyncAttributes` is set to this, it indicates that application needs waiter specific NvSciSyncAttr to be filled by `cuDeviceGetNvSciSyncAttributes`.

## #define CUDA\_VERSION 11070

CUDA API version number

## #define MAX\_PLANES 3

Maximum number of planes per frame

## 6.2. Error Handling

This section describes the error handling functions of the low-level CUDA driver application programming interface.

## CUresult cuGetErrorName (CUresult error, const char \*\*pStr)

Gets the string representation of an error code enum name.

### Parameters

**error**

- Error code to convert to string

**pStr**

- Address of the string pointer.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Sets \*pStr to the address of a NULL-terminated string representation of the name of the enum error code error. If the error code is not recognized, [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned and \*pStr will be set to the NULL address.

**See also:**

[CUresult](#), [cudaGetErrorName](#)

## CUresult cuGetErrorString (CUresult error, const char \*\*pStr)

Gets the string description of an error code.

### Parameters

**error**

- Error code to convert to string

**pStr**

- Address of the string pointer.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Sets \*pStr to the address of a NULL-terminated string description of the error code error. If the error code is not recognized, [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned and \*pStr will be set to the NULL address.

**See also:**

[CUresult](#), [cudaGetErrorString](#)

## 6.3. Initialization

This section describes the initialization functions of the low-level CUDA driver application programming interface.

### CUresult `culnit` (unsigned int `Flags`)

Initialize the CUDA driver API.

#### Parameters

##### Flags

- Initialization flag for CUDA.

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#),  
[CUDA\\_ERROR\\_SYSTEM\\_DRIVER\\_MISMATCH](#),  
[CUDA\\_ERROR\\_COMPAT\\_NOT\\_SUPPORTED\\_ON\\_DEVICE](#)

#### Description

Initializes the driver API and must be called before any other function from the driver API. Currently, the `Flags` parameter must be 0. If `culnit()` has not been called, any function from the driver API will return [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#).

**Note:**

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

## 6.4. Version Management

This section describes the version management functions of the low-level CUDA driver application programming interface.

## CUresult cuDriverGetVersion (int \*driverVersion)

Returns the latest CUDA version supported by driver.

### Parameters

#### **driverVersion**

- Returns the CUDA driver version

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns in \*driverVersion the version of CUDA supported by the driver. The version is returned as (1000 major + 10 minor). For example, CUDA 9.2 would be represented by 9020.

This function automatically returns [CUDA\\_ERROR\\_INVALID\\_VALUE](#) if driverVersion is NULL.



#### **Note:**

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

#### **See also:**

[cudaDriverGetVersion](#), [cudaRuntimeGetVersion](#)

## 6.5. Device Management

This section describes the device management functions of the low-level CUDA driver application programming interface.

## CUresult cuDeviceGet (CUdevice \*device, int ordinal)

Returns a handle to a compute device.

### Parameters

#### **device**

- Returned device handle

#### **ordinal**

- Device number to get handle for



## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

## Description

Returns in `*device` a device handle given an ordinal in the range `[0, cuDeviceGetCount\(\)-1]`.



### Note:

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

### See also:

[cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGetUuid](#),  
[cuDeviceGetLuid](#), [cuDeviceTotalMem](#), [cuDeviceGetExecAffinitySupport](#)

## CUresult cuDeviceGetAttribute (int \*pi, CUdevice\_attribute attrib, CUdevice dev)

Returns information about the device.

## Parameters

### pi

- Returned device attribute value

### attrib

- Device attribute to query

### dev

- Device handle

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

## Description

Returns in `*pi` the integer value of the attribute `attrib` on device `dev`. The supported attributes are:

- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_THREADS\\_PER\\_BLOCK](#): Maximum number of threads per block;

- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_BLOCK\\_DIM\\_X](#): Maximum x-dimension of a block
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_BLOCK\\_DIM\\_Y](#): Maximum y-dimension of a block
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_BLOCK\\_DIM\\_Z](#): Maximum z-dimension of a block
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_GRID\\_DIM\\_X](#): Maximum x-dimension of a grid
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_GRID\\_DIM\\_Y](#): Maximum y-dimension of a grid
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_GRID\\_DIM\\_Z](#): Maximum z-dimension of a grid
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_SHARED\\_MEMORY\\_PER\\_BLOCK](#): Maximum amount of shared memory available to a thread block in bytes
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_TOTAL\\_CONSTANT\\_MEMORY](#): Memory available on device for `__constant__` variables in a CUDA C kernel in bytes
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_WARP\\_SIZE](#): Warp size in threads
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_PITCH](#): Maximum pitch in bytes allowed by the memory copy functions that involve memory regions allocated through `cuMemAllocPitch()`
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE1D\\_WIDTH](#): Maximum 1D texture width
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE1D\\_LINEAR\\_WIDTH](#): Maximum width for a 1D texture bound to linear memory
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE1D\\_MIPMAPPED\\_WIDTH](#): Maximum mipmapped 1D texture width
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE2D\\_WIDTH](#): Maximum 2D texture width
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE2D\\_HEIGHT](#): Maximum 2D texture height
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE2D\\_LINEAR\\_WIDTH](#): Maximum width for a 2D texture bound to linear memory
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE2D\\_LINEAR\\_HEIGHT](#): Maximum height for a 2D texture bound to linear memory
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE2D\\_LINEAR\\_PITCH](#): Maximum pitch in bytes for a 2D texture bound to linear memory
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE2D\\_MIPMAPPED\\_WIDTH](#): Maximum mipmapped 2D texture width
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE2D\\_MIPMAPPED\\_HEIGHT](#): Maximum mipmapped 2D texture height
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE3D\\_WIDTH](#): Maximum 3D texture width
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE3D\\_HEIGHT](#): Maximum 3D texture height
- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE3D\\_DEPTH](#): Maximum 3D texture depth

- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE3D\_WIDTH\_ALTERNATE: Alternate maximum 3D texture width, 0 if no alternate maximum 3D texture size is supported
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE3D\_HEIGHT\_ALTERNATE: Alternate maximum 3D texture height, 0 if no alternate maximum 3D texture size is supported
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE3D\_DEPTH\_ALTERNATE: Alternate maximum 3D texture depth, 0 if no alternate maximum 3D texture size is supported
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURECUBEMAP\_WIDTH: Maximum cubemap texture width or height
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE1D\_LAYERED\_WIDTH: Maximum 1D layered texture width
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE1D\_LAYERED\_LAYERS: Maximum layers in a 1D layered texture
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LAYERED\_WIDTH: Maximum 2D layered texture width
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LAYERED\_HEIGHT: Maximum 2D layered texture height
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURE2D\_LAYERED\_LAYERS: Maximum layers in a 2D layered texture
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURECUBEMAP\_LAYERED\_WIDTH: Maximum cubemap layered texture width or height
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_TEXTURECUBEMAP\_LAYERED\_LAYERS: Maximum layers in a cubemap layered texture
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE1D\_WIDTH: Maximum 1D surface width
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE2D\_WIDTH: Maximum 2D surface width
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE2D\_HEIGHT: Maximum 2D surface height
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE3D\_WIDTH: Maximum 3D surface width
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE3D\_HEIGHT: Maximum 3D surface height
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE3D\_DEPTH: Maximum 3D surface depth
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE1D\_LAYERED\_WIDTH: Maximum 1D layered surface width
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE1D\_LAYERED\_LAYERS: Maximum layers in a 1D layered surface
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE2D\_LAYERED\_WIDTH: Maximum 2D layered surface width

- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE2D\_LAYERED\_HEIGHT: Maximum 2D layered surface height
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACE2D\_LAYERED\_LAYERS: Maximum layers in a 2D layered surface
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACECUBEMAP\_WIDTH: Maximum cubemap surface width
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACECUBEMAP\_LAYERED\_WIDTH: Maximum cubemap layered surface width
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAXIMUM\_SURFACECUBEMAP\_LAYERED\_LAYERS: Maximum layers in a cubemap layered surface
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAX\_REGISTERS\_PER\_BLOCK: Maximum number of 32-bit registers available to a thread block
- ▶ CU\_DEVICE\_ATTRIBUTE\_CLOCK\_RATE: The typical clock frequency in kilohertz
- ▶ CU\_DEVICE\_ATTRIBUTE\_TEXTURE\_ALIGNMENT: Alignment requirement; texture base addresses aligned to textureAlign bytes do not need an offset applied to texture fetches
- ▶ CU\_DEVICE\_ATTRIBUTE\_TEXTURE\_PITCH\_ALIGNMENT: Pitch alignment requirement for 2D texture references bound to pitched memory
- ▶ CU\_DEVICE\_ATTRIBUTE\_GPU\_OVERLAP: 1 if the device can concurrently copy memory between host and device while executing a kernel, or 0 if not
- ▶ CU\_DEVICE\_ATTRIBUTE\_MULTIPROCESSOR\_COUNT: Number of multiprocessors on the device
- ▶ CU\_DEVICE\_ATTRIBUTE\_KERNEL\_EXEC\_TIMEOUT: 1 if there is a run time limit for kernels executed on the device, or 0 if not
- ▶ CU\_DEVICE\_ATTRIBUTE\_INTEGRATED: 1 if the device is integrated with the memory subsystem, or 0 if not
- ▶ CU\_DEVICE\_ATTRIBUTE\_CAN\_MAP\_HOST\_MEMORY: 1 if the device can map host memory into the CUDA address space, or 0 if not
- ▶ CU\_DEVICE\_ATTRIBUTE\_COMPUTE\_MODE: Compute mode that device is currently in. Available modes are as follows:
  - ▶ CU\_COMPUTEMODE\_DEFAULT: Default mode - Device is not restricted and can have multiple CUDA contexts present at a single time.
  - ▶ CU\_COMPUTEMODE\_PROHIBITED: Compute-prohibited mode - Device is prohibited from creating new CUDA contexts.
  - ▶ CU\_COMPUTEMODE\_EXCLUSIVE\_PROCESS: Compute-exclusive-process mode - Device can have only one context used by a single process at a time.

- ▶ CU\_DEVICE\_ATTRIBUTE\_CONCURRENT\_KERNELS: 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.
- ▶ CU\_DEVICE\_ATTRIBUTE\_ECC\_ENABLED: 1 if error correction is enabled on the device, 0 if error correction is disabled or not supported by the device
- ▶ CU\_DEVICE\_ATTRIBUTE\_PCI\_BUS\_ID: PCI bus identifier of the device
- ▶ CU\_DEVICE\_ATTRIBUTE\_PCI\_DEVICE\_ID: PCI device (also known as slot) identifier of the device
- ▶ CU\_DEVICE\_ATTRIBUTE\_PCI\_DOMAIN\_ID: PCI domain identifier of the device
- ▶ CU\_DEVICE\_ATTRIBUTE\_TCC\_DRIVER: 1 if the device is using a TCC driver. TCC is only available on Tesla hardware running Windows Vista or later
- ▶ CU\_DEVICE\_ATTRIBUTE\_MEMORY\_CLOCK\_RATE: Peak memory clock frequency in kilohertz
- ▶ CU\_DEVICE\_ATTRIBUTE\_GLOBAL\_MEMORY\_BUS\_WIDTH: Global memory bus width in bits
- ▶ CU\_DEVICE\_ATTRIBUTE\_L2\_CACHE\_SIZE: Size of L2 cache in bytes. 0 if the device doesn't have L2 cache
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAX\_THREADS\_PER\_MULTIPROCESSOR: Maximum resident threads per multiprocessor
- ▶ CU\_DEVICE\_ATTRIBUTE\_UNIFIED\_ADDRESSING: 1 if the device shares a unified address space with the host, or 0 if not
- ▶ CU\_DEVICE\_ATTRIBUTE\_COMPUTE\_CAPABILITY\_MAJOR: Major compute capability version number
- ▶ CU\_DEVICE\_ATTRIBUTE\_COMPUTE\_CAPABILITY\_MINOR: Minor compute capability version number
- ▶ CU\_DEVICE\_ATTRIBUTE\_GLOBAL\_L1\_CACHE\_SUPPORTED: 1 if device supports caching globals in L1 cache, 0 if caching globals in L1 cache is not supported by the device
- ▶ CU\_DEVICE\_ATTRIBUTE\_LOCAL\_L1\_CACHE\_SUPPORTED: 1 if device supports caching locals in L1 cache, 0 if caching locals in L1 cache is not supported by the device
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAX\_SHARED\_MEMORY\_PER\_MULTIPROCESSOR: Maximum amount of shared memory available to a multiprocessor in bytes; this amount is shared by all thread blocks simultaneously resident on a multiprocessor
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAX\_REGISTERS\_PER\_MULTIPROCESSOR: Maximum number of 32-bit registers available to a multiprocessor; this number is shared by all thread blocks simultaneously resident on a multiprocessor

- ▶ CU\_DEVICE\_ATTRIBUTE\_MANAGED\_MEMORY: 1 if device supports allocating managed memory on this system, 0 if allocating managed memory is not supported by the device on this system.
- ▶ CU\_DEVICE\_ATTRIBUTE\_MULTI\_GPU\_BOARD: 1 if device is on a multi-GPU board, 0 if not.
- ▶ CU\_DEVICE\_ATTRIBUTE\_MULTI\_GPU\_BOARD\_GROUP\_ID: Unique identifier for a group of devices associated with the same board. Devices on the same multi-GPU board will share the same identifier.
- ▶ CU\_DEVICE\_ATTRIBUTE\_HOST\_NATIVE\_ATOMIC\_SUPPORTED: 1 if Link between the device and the host supports native atomic operations.
- ▶ CU\_DEVICE\_ATTRIBUTE\_SINGLE\_TO\_DOUBLE\_PRECISION\_PERF\_RATIO: Ratio of single precision performance (in floating-point operations per second) to double precision performance.
- ▶ CU\_DEVICE\_ATTRIBUTE\_PAGEABLE\_MEMORY\_ACCESS: Device supports coherently accessing pageable memory without calling `cudaHostRegister` on it.
- ▶ CU\_DEVICE\_ATTRIBUTE\_CONCURRENT\_MANAGED\_ACCESS: Device can coherently access managed memory concurrently with the CPU.
- ▶ CU\_DEVICE\_ATTRIBUTE\_COMPUTE\_PREEMPTION\_SUPPORTED: Device supports Compute Preemption.
- ▶ CU\_DEVICE\_ATTRIBUTE\_CAN\_USE\_HOST\_POINTER\_FOR\_REGISTERED\_MEM: Device can access host registered memory at the same virtual address as the CPU.
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAX\_SHARED\_MEMORY\_PER\_BLOCK\_OPTIN: The maximum per block shared memory size supported on this device. This is the maximum value that can be opted into when using the `cuFuncSetAttribute()` call. For more details see CU\_FUNC\_ATTRIBUTE\_MAX\_DYNAMIC\_SHARED\_SIZE\_BYTES
- ▶ CU\_DEVICE\_ATTRIBUTE\_PAGEABLE\_MEMORY\_ACCESS\_USES\_HOST\_PAGE\_TABLES: Device accesses pageable memory via the host's page tables.
- ▶ CU\_DEVICE\_ATTRIBUTE\_DIRECT\_MANAGED\_MEM\_ACCESS\_FROM\_HOST: The host can directly access managed memory on the device without migration.
- ▶ CU\_DEVICE\_ATTRIBUTE\_VIRTUAL\_MEMORY\_MANAGEMENT\_SUPPORTED: Device supports virtual memory management APIs like `cuMemAddressReserve`, `cuMemCreate`, `cuMemMap` and related APIs
- ▶ CU\_DEVICE\_ATTRIBUTE\_HANDLE\_TYPE\_POSIX\_FILE\_DESCRIPTOR\_SUPPORTED: Device supports exporting memory to a posix file descriptor with `cuMemExportToShareableHandle`, if requested via `cuMemCreate`

- ▶ CU\_DEVICE\_ATTRIBUTE\_HANDLE\_TYPE\_WIN32\_HANDLE\_SUPPORTED: Device supports exporting memory to a Win32 NT handle with cuMemExportToShareableHandle, if requested via cuMemCreate
- ▶ CU\_DEVICE\_ATTRIBUTE\_HANDLE\_TYPE\_WIN32\_KMT\_HANDLE\_SUPPORTED: Device supports exporting memory to a Win32 KMT handle with cuMemExportToShareableHandle, if requested via cuMemCreate
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAX\_BLOCKS\_PER\_MULTIPROCESSOR: Maximum number of thread blocks that can reside on a multiprocessor
- ▶ CU\_DEVICE\_ATTRIBUTE\_GENERIC\_COMPRESSION\_SUPPORTED: Device supports compressible memory allocation via cuMemCreate
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAX\_PERSISTING\_L2\_CACHE\_SIZE: Maximum L2 persisting lines capacity setting in bytes
- ▶ CU\_DEVICE\_ATTRIBUTE\_MAX\_ACCESS\_POLICY\_WINDOW\_SIZE: Maximum value of CUaccessPolicyWindow::num\_bytes
- ▶ CU\_DEVICE\_ATTRIBUTE\_GPU\_DIRECT\_RDMA\_WITH\_CUDA\_VMM\_SUPPORTED: Device supports specifying the GPUDirect RDMA flag with cuMemCreate.
- ▶ CU\_DEVICE\_ATTRIBUTE\_RESERVED\_SHARED\_MEMORY\_PER\_BLOCK: Amount of shared memory per block reserved by CUDA driver in bytes
- ▶ CU\_DEVICE\_ATTRIBUTE\_SPARSE\_CUDA\_ARRAY\_SUPPORTED: Device supports sparse CUDA arrays and sparse CUDA mipmapped arrays.
- ▶ CU\_DEVICE\_ATTRIBUTE\_READ\_ONLY\_HOST\_REGISTER\_SUPPORTED: Device supports using the cuMemHostRegister flag `CU_MEMHOSTREGISTER_READ_ONLY` to register memory that must be mapped as read-only to the GPU
- ▶ CU\_DEVICE\_ATTRIBUTE\_MEMORY\_POOLS\_SUPPORTED: Device supports using the cuMemAllocAsync and cuMemPool family of APIs
- ▶ CU\_DEVICE\_ATTRIBUTE\_GPU\_DIRECT\_RDMA\_SUPPORTED: Device supports GPUDirect RDMA APIs, like `nvidia_p2p_get_pages` (see <https://docs.nvidia.com/cuda/gpudirect-rdma> for more information)
- ▶ CU\_DEVICE\_ATTRIBUTE\_GPU\_DIRECT\_RDMA\_FLUSH\_WRITES\_OPTIONS: The returned attribute shall be interpreted as a bitmask, where the individual bits are described by the CUflushGPUDirectRDMAWritesOptions enum
- ▶ CU\_DEVICE\_ATTRIBUTE\_GPU\_DIRECT\_RDMA\_WRITES\_ORDERING: GPUDirect RDMA writes to the device do not need to be flushed for consumers within the scope indicated by the returned attribute. See CUGPUDirectRDMAWritesOrdering for the numerical values returned here.
- ▶ CU\_DEVICE\_ATTRIBUTE\_MEMPOOL\_SUPPORTED\_HANDLE\_TYPES: Bitmask of handle types supported with mempool based IPC

- ▶ [CU\\_DEVICE\\_ATTRIBUTE\\_DEFERRED\\_MAPPING\\_CUDA\\_ARRAY\\_SUPPORTED](#): Device supports deferred mapping CUDA arrays and CUDA mipmapped arrays.

**Note:**

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

**See also:**

[cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGetUuid](#), [cuDeviceGet](#), [cuDeviceTotalMem](#), [cuDeviceGetExecAffinitySupport](#), [cudaDeviceGetAttribute](#), [cudaGetDeviceProperties](#)

## CUresult cuDeviceGetCount (int \*count)

Returns the number of compute-capable devices.

### Parameters

**count**

- Returned number of compute-capable devices

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns in \*count the number of devices with compute capability greater than or equal to 2.0 that are available for execution. If there is no such device, [cuDeviceGetCount\(\)](#) returns 0.

**Note:**

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

**See also:**

[cuDeviceGetAttribute](#), [cuDeviceGetName](#), [cuDeviceGetUuid](#), [cuDeviceGetLuid](#), [cuDeviceGet](#), [cuDeviceTotalMem](#), [cuDeviceGetExecAffinitySupport](#), [cudaGetDeviceCount](#)



## CUresult cuDeviceGetDefaultMemPool (CUmemoryPool \*pool\_out, CUdevice dev)

Returns the default mempool of a device.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

The default mempool of a device contains device memory from that device.



#### Note:

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

### See also:

[cuMemAllocAsync](#), [cuMemPoolTrimTo](#), [cuMemPoolGetAttribute](#), [cuMemPoolSetAttribute](#),  
[cuMemPoolSetAccess](#), [cuDeviceGetMemPool](#), [cuMemPoolCreate](#)

## CUresult cuDeviceGetLuid (char \*luid, unsigned int \*deviceNodeMask, CUdevice dev)

Return an LUID and device node mask for the device.

### Parameters

#### **luid**

- Returned LUID

#### **deviceNodeMask**

- Returned device node mask

#### **dev**

- Device to get identifier string for

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

## Description

Return identifying information (`luid` and `deviceNodeMask`) to allow matching device with graphics APIs.



### Note:

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

### See also:

[cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGet](#), [cuDeviceTotalMem](#), [cuDeviceGetExecAffinitySupport](#), [cudaGetDeviceProperties](#)

## CUresult cuDeviceGetMemPool (CUmemoryPool \*pool, CUdevice dev)

Gets the current mempool for a device.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Returns the last pool provided to [cuDeviceSetMemPool](#) for this device or the device's default memory pool if [cuDeviceSetMemPool](#) has never been called. By default the current mempool is the default mempool for a device. Otherwise the returned pool must have been set with [cuDeviceSetMemPool](#).

### See also:

[cuDeviceGetDefaultMemPool](#), [cuMemPoolCreate](#), [cuDeviceSetMemPool](#)

## CUresult cuDeviceGetName (char \*name, int len, CUdevice dev)

Returns an identifier string for the device.

### Parameters

#### **name**

- Returned identifier string for the device

#### **len**

- Maximum length of string to store in name

**dev**

- Device to get identifier string for

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

**Description**

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

**Note:**

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

**See also:**

[cuDeviceGetAttribute](#), [cuDeviceGetUuid](#), [cuDeviceGetLuid](#), [cuDeviceGetCount](#), [cuDeviceGet](#),  
[cuDeviceTotalMem](#), [cuDeviceGetExecAffinitySupport](#), [cudaGetDeviceProperties](#)

## CUresult cuDeviceGetNvSciSyncAttributes (void \*nvSciSyncAttrList, CUdevice dev, int flags)

Return NvSciSync attributes that this device can support.

**Parameters****nvSciSyncAttrList**

- Return NvSciSync attributes supported.

**dev**

- Valid Cuda Device to get NvSciSync attributes for.

**flags**

- flags describing NvSciSync usage.

**Description**

Returns in `nvSciSyncAttrList`, the properties of NvSciSync that this CUDA device, `dev` can support. The returned `nvSciSyncAttrList` can be used to create an NvSciSync object that matches this device's capabilities.

If `NvSciSyncAttrKey_RequiredPerm` field in `nvSciSyncAttrList` is already set this API will return [CUDA\\_ERROR\\_INVALID\\_VALUE](#).

The applications should set `nvSciSyncAttrList` to a valid `NvSciSyncAttrList` failing which this API will return [CUDA\\_ERROR\\_INVALID\\_HANDLE](#).

The `flags` controls how applications intends to use the `NvSciSync` created from the `nvSciSyncAttrList`. The valid flags are:

- ▶ [CUDA\\_NVSCISYNC\\_ATTR\\_SIGNAL](#), specifies that the applications intends to signal an `NvSciSync` on this CUDA device.
- ▶ [CUDA\\_NVSCISYNC\\_ATTR\\_WAIT](#), specifies that the applications intends to wait on an `NvSciSync` on this CUDA device.

At least one of these flags must be set, failing which the API returns [CUDA\\_ERROR\\_INVALID\\_VALUE](#). Both the flags are orthogonal to one another: a developer may set both these flags that allows to set both wait and signal specific attributes in the same `nvSciSyncAttrList`.

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

**See also:**

[cuImportExternalSemaphore](#), [cuDestroyExternalSemaphore](#),  
[cuSignalExternalSemaphoresAsync](#), [cuWaitExternalSemaphoresAsync](#)

## CUresult cuDeviceGetTexture1DLinearMaxWidth (size\_t \*maxWidthInElements, CUarray\_format format, unsigned numChannels, CUdevice dev)

Returns the maximum number of elements allocatable in a 1D linear texture for a given texture element size.

### Parameters

**maxWidthInElements**

- Returned maximum number of texture elements allocatable for given `format` and `numChannels`.

**format**

- Texture format.

**numChannels**

- Number of channels per texture element.

**dev**

- Device handle.

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

## Description

Returns in `maxWidthInElements` the maximum number of texture elements allocatable in a 1D linear texture for given `format` and `numChannels`.



### Note:

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

### See also:

[cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGetUuid](#), [cuDeviceGet](#),  
[cudaMemGetInfo](#), [cuDeviceTotalMem](#)

## CUresult cuDeviceGetUuid (CUuuid \*uuid, CUdevice dev)

Return an UUID for the device.

## Parameters

### uuid

- Returned UUID

### dev

- Device to get identifier string for

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

## Description

Note there is a later version of this API, [cuDeviceGetUuid\\_v2](#). It will supplant this version in 12.0, which is retained for minor version compatibility.

Returns 16-octets identifying the device `dev` in the structure pointed by the `uuid`.

**Note:**

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

**See also:**

[cuDeviceGetUuid\\_v2](#), [cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGetLuid](#), [cuDeviceGet](#), [cuDeviceTotalMem](#), [cuDeviceGetExecAffinitySupport](#), [cudaGetDeviceProperties](#)

## CUresult cuDeviceGetUuid\_v2 (CUuuid \*uuid, CUdevice dev)

Return an UUID for the device (11.4+).

### Parameters

**uuid**

- Returned UUID

**dev**

- Device to get identifier string for

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### Description

Returns 16-octets identifying the device `dev` in the structure pointed by the `uuid`. If the device is in MIG mode, returns its MIG UUID which uniquely identifies the subscribed MIG compute instance.

**Note:**

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

**See also:**

[cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGetLuid](#), [cuDeviceGet](#), [cuDeviceTotalMem](#), [cudaGetDeviceProperties](#)

## CUresult cuDeviceSetMemPool (CUdevice dev, CUmemoryPool pool)

Sets the current memory pool of a device.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

The memory pool must be local to the specified device. [cuMemAllocAsync](#) allocates from the current mempool of the provided stream's device. By default, a device's current memory pool is its default memory pool.



#### Note:

Use [cuMemAllocFromPoolAsync](#) to specify asynchronous allocations from a device different than the one the stream runs on.

### See also:

[cuDeviceGetDefaultMemPool](#), [cuDeviceGetMemPool](#), [cuMemPoolCreate](#), [cuMemPoolDestroy](#), [cuMemAllocFromPoolAsync](#)

## CUresult cuDeviceTotalMem (size\_t \*bytes, CUdevice dev)

Returns the total amount of memory on the device.

### Parameters

#### bytes

- Returned memory available on device in bytes

#### dev

- Device handle

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### Description

Returns in `*bytes` the total amount of memory available on the device `dev` in bytes.

**Note:**

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

**See also:**

[cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGetUuid](#), [cuDeviceGet](#), [cuDeviceGetExecAffinitySupport](#), [cudaMemGetInfo](#)

## CUresult cuFlushGPUDirectRDMAWrites (CUflushGPUDirectRDMAWritesTarget target, CUflushGPUDirectRDMAWritesScope scope)

Blocks until remote writes are visible to the specified scope.

### Parameters

**target**

- The target of the operation, see [CUflushGPUDirectRDMAWritesTarget](#)

**scope**

- The scope of the operation, see [CUflushGPUDirectRDMAWritesScope](#)

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Blocks until GPUDirect RDMA writes to the target context via mappings created through APIs like `nvidia_p2p_get_pages` (see <https://docs.nvidia.com/cuda/gpudirect-rdma> for more information), are visible to the specified scope.

If the scope equals or lies within the scope indicated by [CU\\_DEVICE\\_ATTRIBUTE\\_GPU\\_DIRECT\\_RDMA\\_WRITES\\_ORDERING](#), the call will be a no-op and can be safely omitted for performance. This can be determined by comparing the numerical values between the two enums, with smaller scopes having smaller values.

Users may query support for this API via `CU_DEVICE_ATTRIBUTE_FLUSH_FLUSH_GPU_DIRECT_RDMA_OPTIONS`.

**Note:**

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



## 6.6. Device Management [DEPRECATED]

This section describes the device management functions of the low-level CUDA driver application programming interface.

### CUresult cuDeviceComputeCapability (int \*major, int \*minor, CUdevice dev)

Returns the compute capability of the device.

#### Parameters

##### major

- Major revision number

##### minor

- Minor revision number

##### dev

- Device handle

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

#### Description

[Deprecated](#)

This function was deprecated as of CUDA 5.0 and its functionality superseded by [cuDeviceGetAttribute\(\)](#).

Returns in \*major and \*minor the major and minor revision numbers that define the compute capability of the device dev.



#### Note:

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

#### See also:

[cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGetUuid](#), [cuDeviceGet](#), [cuDeviceTotalMem](#)

## CUresult cuDeviceGetProperties (CUdevprop \*prop, CUdevice dev)

Returns properties for a selected device.

### Parameters

#### **prop**

- Returned properties of device

#### **dev**

- Device to get properties for

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### Description

#### Deprecated

This function was deprecated as of CUDA 5.0 and replaced by [cuDeviceGetAttribute\(\)](#).

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

```
↑
typedef struct CUdevprop_st {
    int maxThreadsPerBlock;
    int maxThreadsDim[3];
    int maxGridSize[3];
    int sharedMemPerBlock;
    int totalConstantMemory;
    int SIMDWidth;
    int memPitch;
    int regsPerBlock;
    int clockRate;
    int textureAlign
} CUdevprop;
```

where:

- ▶ maxThreadsPerBlock is the maximum number of threads per block;
- ▶ maxThreadsDim[3] is the maximum sizes of each dimension of a block;
- ▶ maxGridSize[3] is the maximum sizes of each dimension of a grid;
- ▶ sharedMemPerBlock is the total amount of shared memory available per block in bytes;
- ▶ totalConstantMemory is the total amount of constant memory available on the device in bytes;
- ▶ SIMDWidth is the warp size;

- ▶ `memPitch` is the maximum pitch allowed by the memory copy functions that involve memory regions allocated through [cuMemAllocPitch\(\)](#);
- ▶ `regsPerBlock` is the total number of registers available per block;
- ▶ `clockRate` is the clock frequency in kilohertz;
- ▶ `textureAlign` is the alignment requirement; texture base addresses that are aligned to `textureAlign` bytes do not need an offset applied to texture fetches.

**Note:**

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

**See also:**

[cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGetUuid](#), [cuDeviceGet](#), [cuDeviceTotalMem](#)

## 6.7. Primary Context Management

This section describes the primary context management functions of the low-level CUDA driver application programming interface.

The primary context is unique per device and shared with the CUDA runtime API. These functions allow integration with other libraries using CUDA.

### CUresult cuDevicePrimaryCtxGetState (CUdevice dev, unsigned int \*flags, int \*active)

Get the state of the primary context.

#### Parameters

**dev**

- Device to get primary context flags for

**flags**

- Pointer to store flags

**active**

- Pointer to store context state; 0 = inactive, 1 = active

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

## Description

Returns in `*flags` the flags for the primary context of `dev`, and in `*active` whether it is active. See [cuDevicePrimaryCtxSetFlags](#) for flag values.



### Note:

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

### See also:

[cuDevicePrimaryCtxSetFlags](#), [cuCtxGetFlags](#), [cudaGetDeviceFlags](#)

## CUresult cuDevicePrimaryCtxRelease (CUdevice dev)

Release the primary context on the GPU.

### Parameters

#### **dev**

- Device which primary context is released

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

## Description

Releases the primary context interop on the device. A retained context should always be released once the user is done using it. The context is automatically reset once the last reference to it is released. This behavior is different when the primary context was retained by the CUDA runtime from CUDA 4.0 and earlier. In this case, the primary context remains always active.

Releasing a primary context that has not been previously retained will fail with [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#).

Please note that unlike [cuCtxDestroy\(\)](#) this method does not pop the context from stack in any circumstances.



### Note:

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

### See also:

[cuDevicePrimaryCtxRetain](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#)

## CUresult cuDevicePrimaryCtxReset (CUdevice dev)

Destroy all allocations and reset all state on the primary context.

### Parameters

#### dev

- Device for which primary context is destroyed

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#), [CUDA\\_ERROR\\_PRIMARY\\_CONTEXT\\_ACTIVE](#)

### Description

Explicitly destroys and cleans up all resources associated with the current device in the current process.

Note that it is responsibility of the calling function to ensure that no other module in the process is using the device any more. For that reason it is recommended to use [cuDevicePrimaryCtxRelease\(\)](#) in most cases. However it is safe for other modules to call [cuDevicePrimaryCtxRelease\(\)](#) even after resetting the device. Resetting the primary context does not release it, an application that has retained the primary context should explicitly release its usage.



#### Note:

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

#### See also:

[cuDevicePrimaryCtxRetain](#), [cuDevicePrimaryCtxRelease](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#), [cudaDeviceReset](#)

## CUresult cuDevicePrimaryCtxRetain (CUcontext \*pctx, CUdevice dev)

Retain the primary context on the GPU.

### Parameters

#### **pctx**

- Returned context handle of the new context

#### **dev**

- Device for which primary context is requested

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### Description

Retains the primary context on the device. Once the user successfully retains the primary context, the primary context will be active and available to the user until the user releases it with [cuDevicePrimaryCtxRelease\(\)](#) or resets it with [cuDevicePrimaryCtxReset\(\)](#). Unlike [cuCtxCreate\(\)](#) the newly retained context is not pushed onto the stack.

Retaining the primary context for the first time will fail with [CUDA\\_ERROR\\_UNKNOWN](#) if the compute mode of the device is [CU\\_COMPUTEMODE\\_PROHIBITED](#). The function [cuDeviceGetAttribute\(\)](#) can be used with [CU\\_DEVICE\\_ATTRIBUTE\\_COMPUTE\\_MODE](#) to determine the compute mode of the device. The nvidia-smi tool can be used to set the compute mode for devices. Documentation for nvidia-smi can be obtained by passing a -h option to it.

Please note that the primary context always supports pinned allocations. Other flags can be specified by [cuDevicePrimaryCtxSetFlags\(\)](#).



#### **Note:**

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

#### **See also:**

[cuDevicePrimaryCtxRelease](#), [cuDevicePrimaryCtxSetFlags](#), [cuCtxCreate](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#)

## CUresult cuDevicePrimaryCtxSetFlags (CUdevice dev, unsigned int flags)

Set flags for the primary context.

### Parameters

#### **dev**

- Device for which the primary context flags are set

#### **flags**

- New flags for the device

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Sets the flags for the primary context on the device overwriting perviously set ones.

The three LSBs of the `flags` parameter can be used to control how the OS thread, which owns the CUDA context at the time of an API call, interacts with the OS scheduler when waiting for results from the GPU. Only one of the scheduling flags can be set when creating a context.

- ▶ [CU\\_CTX\\_SCHED\\_SPIN](#): Instruct CUDA to actively spin when waiting for results from the GPU. This can decrease latency when waiting for the GPU, but may lower the performance of CPU threads if they are performing work in parallel with the CUDA thread.
- ▶ [CU\\_CTX\\_SCHED\\_YIELD](#): Instruct CUDA to yield its thread when waiting for results from the GPU. This can increase latency when waiting for the GPU, but can increase the performance of CPU threads performing work in parallel with the GPU.
- ▶ [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#): Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the GPU to finish work.
- ▶ [CU\\_CTX\\_BLOCKING\\_SYNC](#): Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the GPU to finish work.

**Deprecated:** This flag was deprecated as of CUDA 4.0 and was replaced with [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#).

- ▶ [CU\\_CTX\\_SCHED\\_AUTO](#): 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 GPU ([CU\\_CTX\\_SCHED\\_YIELD](#)), otherwise CUDA will not yield while waiting for results and actively spin on the processor ([CU\\_CTX\\_SCHED\\_SPIN](#)). Additionally, on

Tegra devices, [CU\\_CTX\\_SCHED\\_AUTO](#) uses a heuristic based on the power profile of the platform and may choose [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#) for low-powered devices.

- ▶ [CU\\_CTX\\_LMEM\\_RESIZE\\_TO\\_MAX](#): 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.

**Deprecated:** This flag is deprecated and the behavior enabled by this flag is now the default and cannot be disabled.



**Note:**

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

**See also:**

[cuDevicePrimaryCtxRetain](#), [cuDevicePrimaryCtxGetState](#), [cuCtxCreate](#), [cuCtxGetFlags](#), [cudaSetDeviceFlags](#)

## 6.8. Context Management

This section describes the context management functions of the low-level CUDA driver application programming interface.

Please note that some functions are described in [Primary Context Management](#) section.

### CUresult cuCtxCreate (CUcontext \*pctx, unsigned int flags, CUdevice dev)

Create a CUDA context.

#### Parameters

**pctx**

- Returned context handle of the new context

**flags**

- Context creation flags

**dev**

- Device to create context on

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#),



[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

## Description



### Note:

In most cases it is recommended to use [cuDevicePrimaryCtxRetain](#).

Creates a new CUDA context and associates it with the calling thread. The `flags` parameter is described below. The context is created with a usage count of 1 and the caller of [cuCtxCreate\(\)](#) must call [cuCtxDestroy\(\)](#) or when done using the context. If a context is already current to the thread, it is supplanted by the newly created context and may be restored by a subsequent call to [cuCtxPopCurrent\(\)](#).

The three LSBs of the `flags` parameter can be used to control how the OS thread, which owns the CUDA context at the time of an API call, interacts with the OS scheduler when waiting for results from the GPU. Only one of the scheduling flags can be set when creating a context.

- ▶ [CU\\_CTX\\_SCHED\\_SPIN](#): Instruct CUDA to actively spin when waiting for results from the GPU. This can decrease latency when waiting for the GPU, but may lower the performance of CPU threads if they are performing work in parallel with the CUDA thread.
- ▶ [CU\\_CTX\\_SCHED\\_YIELD](#): Instruct CUDA to yield its thread when waiting for results from the GPU. This can increase latency when waiting for the GPU, but can increase the performance of CPU threads performing work in parallel with the GPU.
- ▶ [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#): Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the GPU to finish work.
- ▶ [CU\\_CTX\\_BLOCKING\\_SYNC](#): Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the GPU to finish work.


**Deprecated:** This flag was deprecated as of CUDA 4.0 and was replaced with [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#).

- ▶ [CU\\_CTX\\_SCHED\\_AUTO](#): 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 GPU ([CU\\_CTX\\_SCHED\\_YIELD](#)), otherwise CUDA will not yield while waiting for results and actively spin on the processor ([CU\\_CTX\\_SCHED\\_SPIN](#)). Additionally, on Tegra devices, [CU\\_CTX\\_SCHED\\_AUTO](#) uses a heuristic based on the power profile of the platform and may choose [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#) for low-powered devices.
- ▶ [CU\\_CTX\\_MAP\\_HOST](#): Instruct CUDA to support mapped pinned allocations. This flag must be set in order to allocate pinned host memory that is accessible to the GPU.

- ▶ [CU\\_CTX\\_LMEM\\_RESIZE\\_TO\\_MAX](#): 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.

**Deprecated:** This flag is deprecated and the behavior enabled by this flag is now the default and cannot be disabled. Instead, the per-thread stack size can be controlled with [cuCtxSetLimit\(\)](#).

Context creation will fail with [CUDA\\_ERROR\\_UNKNOWN](#) if the compute mode of the device is [CU\\_COMPUTEMODE\\_PROHIBITED](#). The function [cuDeviceGetAttribute\(\)](#) can be used with [CU\\_DEVICE\\_ATTRIBUTE\\_COMPUTE\\_MODE](#) to determine the compute mode of the device. The `nvidia-smi` tool can be used to set the compute mode for \* devices. Documentation for `nvidia-smi` can be obtained by passing a `-h` option to it.



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

#### See also:

[cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#)

## CUresult cuCtxCreate\_v3 (CUcontext \*pctx, CUexecAffinityParam \*paramsArray, int numParams, unsigned int flags, CUdevice dev)

Create a CUDA context with execution affinity.

### Parameters

#### **pctx**

- Returned context handle of the new context

#### **paramsArray**

- Execution affinity parameters

#### **numParams**

- Number of execution affinity parameters

#### **flags**

- Context creation flags

#### **dev**

- Device to create context on

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_UNSUPPORTED\\_EXEC\\_AFFINITY](#), [CUDA\\_ERROR\\_UNKNOWN](#)

## Description

Creates a new CUDA context with execution affinity and associates it with the calling thread. The `paramsArray` and `flags` parameter are described below. The context is created with a usage count of 1 and the caller of [cuCtxCreate\(\)](#) must call [cuCtxDestroy\(\)](#) or when done using the context. If a context is already current to the thread, it is supplanted by the newly created context and may be restored by a subsequent call to [cuCtxPopCurrent\(\)](#).

The type and the amount of execution resource the context can use is limited by `paramsArray` and `numParams`. The `paramsArray` is an array of `CUexecAffinityParam` and the `numParams` describes the size of the array. If two `CUexecAffinityParam` in the array have the same type, the latter execution affinity parameter overrides the former execution affinity parameter. The supported execution affinity types are:

- ▶ [CU\\_EXEC\\_AFFINITY\\_TYPE\\_SM\\_COUNT](#) limits the portion of SMs that the context can use. The portion of SMs is specified as the number of SMs via `CUexecAffinitySmCount`. This limit will be internally rounded up to the next hardware-supported amount. Hence, it is imperative to query the actual execution affinity of the context via `cuCtxGetExecAffinity` after context creation. Currently, this attribute is only supported under Volta+ MPS.

The three LSBs of the `flags` parameter can be used to control how the OS thread, which owns the CUDA context at the time of an API call, interacts with the OS scheduler when waiting for results from the GPU. Only one of the scheduling flags can be set when creating a context.


- ▶ [CU\\_CTX\\_SCHED\\_SPIN](#): Instruct CUDA to actively spin when waiting for results from the GPU. This can decrease latency when waiting for the GPU, but may lower the performance of CPU threads if they are performing work in parallel with the CUDA thread.
- ▶ [CU\\_CTX\\_SCHED\\_YIELD](#): Instruct CUDA to yield its thread when waiting for results from the GPU. This can increase latency when waiting for the GPU, but can increase the performance of CPU threads performing work in parallel with the GPU.
- ▶ [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#): Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the GPU to finish work.
- ▶ [CU\\_CTX\\_BLOCKING\\_SYNC](#): Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the GPU to finish work.

**Deprecated:** This flag was deprecated as of CUDA 4.0 and was replaced with [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#).

- ▶ [CU\\_CTX\\_SCHED\\_AUTO](#): 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 GPU ([CU\\_CTX\\_SCHED\\_YIELD](#)), otherwise CUDA will not yield while waiting for results and actively spin on the processor ([CU\\_CTX\\_SCHED\\_SPIN](#)). Additionally, on Tegra devices, [CU\\_CTX\\_SCHED\\_AUTO](#) uses a heuristic based on the power profile of the platform and may choose [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#) for low-powered devices.
- ▶ [CU\\_CTX\\_MAP\\_HOST](#): Instruct CUDA to support mapped pinned allocations. This flag must be set in order to allocate pinned host memory that is accessible to the GPU.
- ▶ [CU\\_CTX\\_LMEM\\_RESIZE\\_TO\\_MAX](#): 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.

**Deprecated:** This flag is deprecated and the behavior enabled by this flag is now the default and cannot be disabled. Instead, the per-thread stack size can be controlled with [cuCtxSetLimit\(\)](#).

Context creation will fail with [CUDA\\_ERROR\\_UNKNOWN](#) if the compute mode of the device is [CU\\_COMPUTEMODE\\_PROHIBITED](#). The function [cuDeviceGetAttribute\(\)](#) can be used with [CU\\_DEVICE\\_ATTRIBUTE\\_COMPUTE\\_MODE](#) to determine the compute mode of the device. The `nvidia-smi` tool can be used to set the compute mode for \* devices. Documentation for `nvidia-smi` can be obtained by passing a `-h` option to it.



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

#### See also:

[cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#), [CUexecAffinityParam](#)

## CUresult cuCtxDestroy (CUcontext ctx)

Destroy a CUDA context.

### Parameters

#### **ctx**

- Context to destroy

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Destroys the CUDA context specified by `ctx`. The context `ctx` will be destroyed regardless of how many threads it is current to. It is the responsibility of the calling function to ensure that no API call issues using `ctx` while [cuCtxDestroy\(\)](#) is executing.

Destroys and cleans up all resources associated with the context. It is the caller's responsibility to ensure that the context or its resources are not accessed or passed in subsequent API calls and doing so will result in undefined behavior. These resources include CUDA types such as [CUmodule](#), [CUfunction](#), [CUstream](#), [CUevent](#), [CUarray](#), [CUmipmappedArray](#), [CUtexObject](#), [CUSurfObject](#), [CUtexref](#), [CUSurfref](#), [CUgraphicsResource](#), [CUlinkState](#), [CUexternalMemory](#) and [CUexternalSemaphore](#).

If `ctx` is current to the calling thread then `ctx` will also be popped from the current thread's context stack (as though [cuCtxPopCurrent\(\)](#) were called). If `ctx` is current to other threads, then `ctx` will remain current to those threads, and attempting to access `ctx` from those threads will result in the error [CUDA\\_ERROR\\_CONTEXT\\_IS\\_DESTROYED](#).



### Note:

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

### See also:

[cuCtxCreate](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#),  
[cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#),  
[cuCtxSynchronize](#)

## CUresult cuCtxGetApiVersion (CUcontext ctx, unsigned int \*version)

Gets the context's API version.

### Parameters

#### **ctx**

- Context to check

#### **version**

- Pointer to version

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_UNKNOWN](#)

## Description

Returns a version number in `version` corresponding to the capabilities of the context (e.g. 3010 or 3020), which library developers can use to direct callers to a specific API version. If `ctx` is NULL, returns the API version used to create the currently bound context.

Note that new API versions are only introduced when context capabilities are changed that break binary compatibility, so the API version and driver version may be different. For example, it is valid for the API version to be 3020 while the driver version is 4020.



### Note:

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

### See also:

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#)

## CUresult cuCtxGetCacheConfig (CUfunc\_cache \*pconfig)

Returns the preferred cache configuration for the current context.

## Parameters

### **pconfig**

- Returned cache configuration

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

On devices where the L1 cache and shared memory use the same hardware resources, this function returns through `pconfig` the preferred cache configuration for the current context. This is only a preference. The driver 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 `pconfig` of [CU\\_FUNC\\_CACHE\\_PREFER\\_NONE](#) on devices where the size of the L1 cache and shared memory are fixed.

The supported cache configurations are:

- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_NONE](#): no preference for shared memory or L1 (default)
- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_SHARED](#): prefer larger shared memory and smaller L1 cache
- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_L1](#): prefer larger L1 cache and smaller shared memory
- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_EQUAL](#): prefer equal sized L1 cache and shared memory



**Note:**

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

**See also:**

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#), [cuFuncSetCacheConfig](#), [cudaDeviceGetCacheConfig](#)

## CUresult cuCtxGetCurrent (CUcontext \*pctx)

Returns the CUDA context bound to the calling CPU thread.

### Parameters

**pctx**

- Returned context handle

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),

### Description

Returns in `*pctx` the CUDA context bound to the calling CPU thread. If no context is bound to the calling CPU thread then `*pctx` is set to NULL and [CUDA\\_SUCCESS](#) is returned.



**Note:**

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

**See also:**

[cuCtxSetCurrent](#), [cuCtxCreate](#), [cuCtxDestroy](#), [cudaGetDevice](#)

## CUresult cuCtxGetDevice (CUdevice \*device)

Returns the device ID for the current context.

### Parameters

#### device

- Returned device ID for the current context

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Returns in \*device the ordinal of the current context's device.



#### Note:

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

### See also:

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#), [cudaGetDevice](#)

## CUresult cuCtxGetExecAffinity (CUexecAffinityParam \*pExecAffinity, CUexecAffinityType type)

Returns the execution affinity setting for the current context.

### Parameters

#### pExecAffinity

- Returned execution affinity

#### type

- Execution affinity type to query

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_UNSUPPORTED\\_EXEC\\_AFFINITY](#)



## Description

Returns in `*pExecAffinity` the current value of `type`. The supported [CUexecAffinityType](#) values are:

- ▶ [CU\\_EXEC\\_AFFINITY\\_TYPE\\_SM\\_COUNT](#): number of SMs the context is limited to use.



### Note:

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

### See also:

[CUexecAffinityParam](#)

## CUresult cuCtxGetFlags (unsigned int \*flags)

Returns the flags for the current context.

### Parameters

#### flags

- Pointer to store flags of current context

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Returns in `*flags` the flags of the current context. See [cuCtxCreate](#) for flag values.



### Note:

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

### See also:

[cuCtxCreate](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetCurrent](#), [cuCtxGetDevice](#), [cuCtxGetLimit](#), [cuCtxGetSharedMemConfig](#), [cuCtxGetStreamPriorityRange](#), [cudaGetDeviceFlags](#)

## CUresult cuCtxGetLimit (size\_t \*pvalue, CUlimit limit)

Returns resource limits.

### Parameters

#### **pvalue**

- Returned size of limit

#### **limit**

- Limit to query

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_UNSUPPORTED\\_LIMIT](#)

### Description

Returns in \*pvalue the current size of limit. The supported [CUlimit](#) values are:

- ▶ [CU\\_LIMIT\\_STACK\\_SIZE](#): stack size in bytes of each GPU thread.
- ▶ [CU\\_LIMIT\\_PRINTF\\_FIFO\\_SIZE](#): size in bytes of the FIFO used by the printf() device system call.
- ▶ [CU\\_LIMIT\\_MALLOC\\_HEAP\\_SIZE](#): size in bytes of the heap used by the malloc() and free() device system calls.
- ▶ [CU\\_LIMIT\\_DEV\\_RUNTIME\\_SYNC\\_DEPTH](#): maximum grid depth at which a thread can issue the device runtime call [cudaDeviceSynchronize\(\)](#) to wait on child grid launches to complete.
- ▶ [CU\\_LIMIT\\_DEV\\_RUNTIME\\_PENDING\\_LAUNCH\\_COUNT](#): maximum number of outstanding device runtime launches that can be made from this context.
- ▶ [CU\\_LIMIT\\_MAX\\_L2\\_FETCH\\_GRANULARITY](#): L2 cache fetch granularity.
- ▶ [CU\\_LIMIT\\_PERSISTING\\_L2\\_CACHE\\_SIZE](#): Persisting L2 cache size in bytes



#### **Note:**

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

#### **See also:**

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#), [cudaDeviceGetLimit](#)

## CUresult cuCtxGetSharedMemConfig (CUsharedconfig \*pConfig)

Returns the current shared memory configuration for the current context.

### Parameters

#### **pConfig**

- returned shared memory configuration

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

This function will return in `pConfig` the current size of shared memory banks in the current context. On devices with configurable shared memory banks, [cuCtxSetSharedMemConfig](#) can be used to change this setting, so that all subsequent kernel launches will by default use the new bank size. When [cuCtxGetSharedMemConfig](#) 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:

- ▶ [CU\\_SHARED\\_MEM\\_CONFIG\\_FOUR\\_BYTE\\_BANK\\_SIZE](#): shared memory bank width is four bytes.
- ▶ [CU\\_SHARED\\_MEM\\_CONFIG\\_EIGHT\\_BYTE\\_BANK\\_SIZE](#): shared memory bank width will be eight bytes.



#### **Note:**

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

#### **See also:**

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#),  
[cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetLimit](#),  
[cuCtxSynchronize](#), [cuCtxGetSharedMemConfig](#), [cuFuncSetCacheConfig](#),  
[cudaDeviceGetSharedMemConfig](#)

## CUresult cuCtxGetStreamPriorityRange (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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### 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 meaningful range as specified by this API, the priority is automatically clamped down or up to either `*leastPriority` or `*greatestPriority` respectively. See [cuStreamCreateWithPriority](#) 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 [cuDeviceGetAttribute](#)).



#### **Note:**

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

#### **See also:**

[cuStreamCreateWithPriority](#), [cuStreamGetPriority](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#), [cudaDeviceGetStreamPriorityRange](#)

## CUresult cuCtxPopCurrent (CUcontext \*pctx)

Pops the current CUDA context from the current CPU thread.

### Parameters

#### **pctx**

- Returned popped context handle

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

### Description

Pops the current CUDA context from the CPU thread and passes back the old context handle in \*pctx. That context may then be made current to a different CPU thread by calling [cuCtxPushCurrent\(\)](#).

If a context was current to the CPU thread before [cuCtxCreate\(\)](#) or [cuCtxPushCurrent\(\)](#) was called, this function makes that context current to the CPU thread again.



#### **Note:**

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

#### **See also:**

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#),  
[cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#),  
[cuCtxSynchronize](#)

## CUresult cuCtxPushCurrent (CUcontext ctx)

Pushes a context on the current CPU thread.

### Parameters

#### **ctx**

- Context to push

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Pushes the given context `ctx` onto the CPU thread's stack of current contexts. The specified context becomes the CPU thread's current context, so all CUDA functions that operate on the current context are affected.

The previous current context may be made current again by calling [cuCtxDestroy\(\)](#) or [cuCtxPopCurrent\(\)](#).



### Note:

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

### See also:

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#)

## CUresult cuCtxResetPersistingL2Cache (void)

Resets all persisting lines in cache to normal status.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

[cuCtxResetPersistingL2Cache](#) Resets all persisting lines in cache to normal status. Takes effect on function return.



### Note:

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

### See also:

[CUaccessPolicyWindow](#)

## CUresult cuCtxSetCacheConfig (CUfunc\_cache config)

Sets the preferred cache configuration for the current context.

### Parameters

#### config

- Requested cache configuration

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

On devices where the L1 cache and shared memory use the same hardware resources, this sets through `config` the preferred cache configuration for the current context. This is only a preference. The driver 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 [cuFuncSetCacheConfig\(\)](#) will be preferred over this context-wide setting. Setting the context-wide cache configuration to [CU\\_FUNC\\_CACHE\\_PREFER\\_NONE](#) 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:

- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_NONE](#): no preference for shared memory or L1 (default)
- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_SHARED](#): prefer larger shared memory and smaller L1 cache
- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_L1](#): prefer larger L1 cache and smaller shared memory
- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_EQUAL](#): prefer equal sized L1 cache and shared memory



#### Note:

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

#### See also:

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#),  
[cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetLimit](#),  
[cuCtxSynchronize](#), [cuFuncSetCacheConfig](#), [cudaDeviceSetCacheConfig](#)

## CUresult cuCtxSetCurrent (CUcontext ctx)

Binds the specified CUDA context to the calling CPU thread.

### Parameters

#### **ctx**

- Context to bind to the calling CPU thread

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

### Description

Binds the specified CUDA context to the calling CPU thread. If `ctx` is `NULL` then the CUDA context previously bound to the calling CPU thread is unbound and [CUDA\\_SUCCESS](#) is returned.

If there exists a CUDA context stack on the calling CPU thread, this will replace the top of that stack with `ctx`. If `ctx` is `NULL` then this will be equivalent to popping the top of the calling CPU thread's CUDA context stack (or a no-op if the calling CPU thread's CUDA context stack is empty).



#### **Note:**

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

#### **See also:**

[cuCtxGetCurrent](#), [cuCtxCreate](#), [cuCtxDestroy](#), [cudaSetDevice](#)

## CUresult cuCtxSetLimit (CUlimit limit, size\_t value)

Set resource limits.

### Parameters

#### **limit**

- Limit to set

#### **value**

- Size of limit

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_UNSUPPORTED\\_LIMIT](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)



## Description

Setting `limit` to `value` is a request by the application to update the current limit maintained by the context. 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 [cuCtxGetLimit\(\)](#) to find out exactly what the limit has been set to.

Setting each [CUlimit](#) has its own specific restrictions, so each is discussed here.

- ▶ [CU\\_LIMIT\\_STACK\\_SIZE](#) controls the stack size in bytes of each GPU thread. The driver automatically increases the per-thread stack size for each kernel launch as needed. This size isn't reset back to the original value after each launch. Setting this value will take effect immediately, and if necessary, the device will block until all preceding requested tasks are complete.
- ▶ [CU\\_LIMIT\\_PRINTF\\_FIFO\\_SIZE](#) controls the size in bytes of the FIFO used by the `printf()` device system call. Setting [CU\\_LIMIT\\_PRINTF\\_FIFO\\_SIZE](#) must be performed before launching any kernel that uses the `printf()` device system call, otherwise [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned.
- ▶ [CU\\_LIMIT\\_MALLOC\\_HEAP\\_SIZE](#) controls the size in bytes of the heap used by the `malloc()` and `free()` device system calls. Setting [CU\\_LIMIT\\_MALLOC\\_HEAP\\_SIZE](#) must be performed before launching any kernel that uses the `malloc()` or `free()` device system calls, otherwise [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned.
- ▶ [CU\\_LIMIT\\_DEV\\_RUNTIME\\_SYNC\\_DEPTH](#) 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 driver to reserve large amounts of device memory which can no longer be used for user allocations. If these reservations of device memory fail, [cuCtxSetLimit\(\)](#) will return [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), 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 [CUDA\\_ERROR\\_UNSUPPORTED\\_LIMIT](#) being returned.
- ▶ [CU\\_LIMIT\\_DEV\\_RUNTIME\\_PENDING\\_LAUNCH\\_COUNT](#) controls the maximum number of outstanding device runtime launches that can be made from the current context. 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 driver to reserve larger amounts of device memory upfront which can no longer be used for allocations. If these reservations fail, [cuCtxSetLimit\(\)](#) will return [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), 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 [CUDA\\_ERROR\\_UNSUPPORTED\\_LIMIT](#) being returned.

- ▶ [CU\\_LIMIT\\_MAX\\_L2\\_FETCH\\_GRANULARITY](#) controls the L2 cache fetch granularity. Values can range from 0B to 128B. This is purely a performance hint and it can be ignored or clamped depending on the platform.
- ▶ [CU\\_LIMIT\\_PERSISTING\\_L2\\_CACHE\\_SIZE](#) controls size in bytes available for persisting L2 cache. This is purely a performance hint and it can be ignored or clamped depending on the platform.

**Note:**

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

**See also:**

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSynchronize](#), [cudaDeviceSetLimit](#)

## CUresult cuCtxSetSharedMemConfig (CUsharedconfig config)

Sets the shared memory configuration for the current context.

### Parameters

**config**

- requested shared memory configuration

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

On devices with configurable shared memory banks, this function will set the context's shared memory bank size which is used for subsequent kernel launches.

Changed the shared memory configuration between launches may insert a device side synchronization point between those launches.

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:

- ▶ [CU\\_SHARED\\_MEM\\_CONFIG\\_DEFAULT\\_BANK\\_SIZE](#): set bank width to the default initial setting (currently, four bytes).
- ▶ [CU\\_SHARED\\_MEM\\_CONFIG\\_FOUR\\_BYTE\\_BANK\\_SIZE](#): set shared memory bank width to be natively four bytes.
- ▶ [CU\\_SHARED\\_MEM\\_CONFIG\\_EIGHT\\_BYTE\\_BANK\\_SIZE](#): set shared memory bank width to be natively eight bytes.



**Note:**

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

**See also:**

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#), [cuCtxGetSharedMemConfig](#), [cuFuncSetCacheConfig](#), [cudaDeviceSetSharedMemConfig](#)

## CUresult cuCtxSynchronize (void)

Block for a context's tasks to complete.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

### Description

Blocks until the device has completed all preceding requested tasks. [cuCtxSynchronize\(\)](#) returns an error if one of the preceding tasks failed. If the context was created with the [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#) flag, the CPU thread will block until the GPU context has finished its work.



**Note:**

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

**See also:**

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cudaDeviceSynchronize](#)

## 6.9. Context Management [DEPRECATED]

This section describes the deprecated context management functions of the low-level CUDA driver application programming interface.

### CUresult cuCtxAttach (CUcontext \*pctx, unsigned int flags)

Increment a context's usage-count.

#### Parameters

**pctx**

- Returned context handle of the current context

**flags**

- Context attach flags (must be 0)

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

#### Description

Deprecated

Note that this function is deprecated and should not be used.

Increments the usage count of the context and passes back a context handle in \*pctx that must be passed to [cuCtxDetach\(\)](#) when the application is done with the context. [cuCtxAttach\(\)](#) fails if there is no context current to the thread.

Currently, the flags parameter must be 0.



**Note:**

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

**See also:**

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxDetach](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#)

## CUresult cuCtxDetach (CUcontext ctx)

Decrement a context's usage-count.

### Parameters

**ctx**

- Context to destroy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

### Description

#### Deprecated

Note that this function is deprecated and should not be used.

Decrements the usage count of the context `ctx`, and destroys the context if the usage count goes to 0. The context must be a handle that was passed back by [cuCtxCreate\(\)](#) or [cuCtxAttach\(\)](#), and must be current to the calling thread.

**Note:**

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

**See also:**

[cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetApiVersion](#), [cuCtxGetCacheConfig](#), [cuCtxGetDevice](#), [cuCtxGetFlags](#), [cuCtxGetLimit](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSetCacheConfig](#), [cuCtxSetLimit](#), [cuCtxSynchronize](#)

## 6.10. Module Management

This section describes the module management functions of the low-level CUDA driver application programming interface.

```
CUresult cuLinkAddData (CUlinkState state,
CUjitInputType type, void *data, size_t size, const
char *name, unsigned int numOptions, CUjit_option
*options, void **optionValues)
```

Add an input to a pending linker invocation.

### Parameters

#### **state**

A pending linker action.

#### **type**

The type of the input data.

#### **data**

The input data. PTX must be NULL-terminated.

#### **size**

The length of the input data.

#### **name**

An optional name for this input in log messages.

#### **numOptions**

Size of options.

#### **options**

Options to be applied only for this input (overrides options from [cuLinkCreate](#)).

#### **optionValues**

Array of option values, each cast to void \*.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_IMAGE](#), [CUDA\\_ERROR\\_INVALID\\_PTX](#),  
[CUDA\\_ERROR\\_UNSUPPORTED\\_PTX\\_VERSION](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_NO\\_BINARY\\_FOR\\_GPU](#)

### Description

Ownership of `data` is retained by the caller. No reference is retained to any inputs after this call returns.

This method accepts only compiler options, which are used if the data must be compiled from PTX, and does not accept any of [CU\\_JIT\\_WALL\\_TIME](#), [CU\\_JIT\\_INFO\\_LOG\\_BUFFER](#), [CU\\_JIT\\_ERROR\\_LOG\\_BUFFER](#), [CU\\_JIT\\_TARGET\\_FROM\\_CUCONTEXT](#), or [CU\\_JIT\\_TARGET](#).

#### See also:

[cuLinkCreate](#), [cuLinkAddFile](#), [cuLinkComplete](#), [cuLinkDestroy](#)

```
CUresult cuLinkAddFile (CUlinkState state,
CUjitInputType type, const char *path, unsigned
int numOptions, CUjit_option *options, void
**optionValues)
```

Add a file input to a pending linker invocation.

### Parameters

**state**

A pending linker action

**type**

The type of the input data

**path**

Path to the input file

**numOptions**

Size of options

**options**

Options to be applied only for this input (overrides options from [cuLinkCreate](#))

**optionValues**

Array of option values, each cast to void \*

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_FILE\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_IMAGE](#),  
[CUDA\\_ERROR\\_INVALID\\_PTX](#), [CUDA\\_ERROR\\_UNSUPPORTED\\_PTX\\_VERSION](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_NO\\_BINARY\\_FOR\\_GPU](#)

### Description

No reference is retained to any inputs after this call returns.

This method accepts only compiler options, which are used if the input must be compiled from PTX, and does not accept any of [CU\\_JIT\\_WALL\\_TIME](#), [CU\\_JIT\\_INFO\\_LOG\\_BUFFER](#), [CU\\_JIT\\_ERROR\\_LOG\\_BUFFER](#), [CU\\_JIT\\_TARGET\\_FROM\\_CUCONTEXT](#), or [CU\\_JIT\\_TARGET](#).

This method is equivalent to invoking [cuLinkAddData](#) on the contents of the file.

**See also:**

[cuLinkCreate](#), [cuLinkAddData](#), [cuLinkComplete](#), [cuLinkDestroy](#)

## CUresult cuLinkComplete (CUlinkState state, void \*\*cubinOut, size\_t \*sizeOut)

Complete a pending linker invocation.

### Parameters

#### state

A pending linker invocation

#### cubinOut

On success, this will point to the output image

#### sizeOut

Optional parameter to receive the size of the generated image

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Completes the pending linker action and returns the cubin image for the linked device code, which can be used with [cuModuleLoadData](#). The cubin is owned by state, so it should be loaded before state is destroyed via [cuLinkDestroy](#). This call does not destroy state.

### See also:

[cuLinkCreate](#), [cuLinkAddData](#), [cuLinkAddFile](#), [cuLinkDestroy](#), [cuModuleLoadData](#)

## CUresult cuLinkCreate (unsigned int numOptions, CUjit\_option \*options, void \*\*optionValues, CUlinkState \*stateOut)

Creates a pending JIT linker invocation.

### Parameters

#### numOptions

Size of options arrays

#### options

Array of linker and compiler options

#### optionValues

Array of option values, each cast to void \*

#### stateOut

On success, this will contain a CUlinkState to specify and complete this action



## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_JIT\\_COMPILER\\_NOT\\_FOUND](#)

## Description

If the call is successful, the caller owns the returned `CULinkState`, which should eventually be destroyed with [cuLinkDestroy](#). The device code machine size (32 or 64 bit) will match the calling application.

Both linker and compiler options may be specified. Compiler options will be applied to inputs to this linker action which must be compiled from PTX. The options [CU\\_JIT\\_WALL\\_TIME](#), [CU\\_JIT\\_INFO\\_LOG\\_BUFFER\\_SIZE\\_BYTES](#), and [CU\\_JIT\\_ERROR\\_LOG\\_BUFFER\\_SIZE\\_BYTES](#) will accumulate data until the `CULinkState` is destroyed.

`optionValues` must remain valid for the life of the `CULinkState` if output options are used. No other references to inputs are maintained after this call returns.



### Note:

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

### See also:

[cuLinkAddData](#), [cuLinkAddFile](#), [cuLinkComplete](#), [cuLinkDestroy](#)

## CUresult cuLinkDestroy (CULinkState state)

Destroys state for a JIT linker invocation.

## Parameters

### state

State object for the linker invocation

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

## Description

### See also:

[cuLinkCreate](#)

## CUresult cuModuleGetFunction (CUfunction \*hfunc, CUmodule hmod, const char \*name)

Returns a function handle.

### Parameters

#### **hfunc**

- Returned function handle

#### **hmod**

- Module to retrieve function from

#### **name**

- Name of function to retrieve

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#)

### Description

Returns in \*hfunc the handle of the function of name name located in module hmod. If no function of that name exists, [cuModuleGetFunction\(\)](#) returns [CUDA\\_ERROR\\_NOT\\_FOUND](#).



#### **Note:**

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

#### **See also:**

[cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

## CUresult cuModuleGetGlobal (CUdeviceptr \*dptr, size\_t \*bytes, CUmodule hmod, const char \*name)

Returns a global pointer from a module.

### Parameters

#### **dptr**

- Returned global device pointer

#### **bytes**

- Returned global size in bytes

**hmod**

- Module to retrieve global from

**name**

- Name of global to retrieve

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_NOT\\_FOUND](#)

**Description**

Returns in `*dptr` and `*bytes` the base pointer and size of the global of name `name` located in module `hmod`. If no variable of that name exists, [cuModuleGetGlobal\(\)](#) returns [CUDA\\_ERROR\\_NOT\\_FOUND](#). Both parameters `dptr` and `bytes` are optional. If one of them is NULL, it is ignored.

**Note:**

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

**See also:**

[cuModuleGetFunction](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#),  
[cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#), [cudaGetSymbolAddress](#),  
[cudaGetSymbolSize](#)

## CUresult cuModuleGetSurfRef (CUSurfref \*pSurfRef, CUmodule hmod, const char \*name)

Returns a handle to a surface reference.

**Parameters****pSurfRef**

- Returned surface reference

**hmod**

- Module to retrieve surface reference from

**name**

- Name of surface reference to retrieve

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#)

## Description

Returns in `*pSurfRef` the handle of the surface reference of name `name` in the module `hmod`. If no surface reference of that name exists, [cuModuleGetSurfRef\(\)](#) returns [CUDA\\_ERROR\\_NOT\\_FOUND](#).



### Note:

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

### See also:

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#), [cudaGetSurfaceReference](#)

## CUresult cuModuleGetTexRef (CUtexref \*pTexRef, CUmodule hmod, const char \*name)

Returns a handle to a texture reference.

## Parameters

### **pTexRef**

- Returned texture reference

### **hmod**

- Module to retrieve texture reference from

### **name**

- Name of texture reference to retrieve

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#)

## Description

Returns in `*pTexRef` the handle of the texture reference of name `name` in the module `hmod`. If no texture reference of that name exists, [cuModuleGetTexRef\(\)](#) returns

[CUDA\\_ERROR\\_NOT\\_FOUND](#). This texture reference handle should not be destroyed, since it will be destroyed when the module is unloaded.



**Note:**

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

**See also:**

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetSurfRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#), [cudaGetTextureReference](#)

## CUresult cuModuleLoad (CUmodule \*module, const char \*fname)

Loads a compute module.

### Parameters

**module**

- Returned module

**fname**

- Filename of module to load

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_PTX](#), [CUDA\\_ERROR\\_UNSUPPORTED\\_PTX\\_VERSION](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_FILE\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_NO\\_BINARY\\_FOR\\_GPU](#), [CUDA\\_ERROR\\_SHARED\\_OBJECT\\_SYMBOL\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_SHARED\\_OBJECT\\_INIT\\_FAILED](#), [CUDA\\_ERROR\\_JIT\\_COMPILER\\_NOT\\_FOUND](#)

### Description

Takes a filename `fname` and loads the corresponding module `module` into the current context. The CUDA driver API does not attempt to lazily allocate the resources needed by a module; if the memory for functions and data (constant and global) needed by the module cannot be allocated, [cuModuleLoad\(\)](#) fails. The file should be a cubin file as output by **nvcc**, or a PTX file either as output by **nvcc** or handwritten, or a fatbin file as output by **nvcc** from toolchain 4.0 or later.

**Note:**

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

**See also:**

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

## CUresult cuModuleLoadData (CUmodule \*module, const void \*image)

Load a module's data.

### Parameters

**module**

- Returned module

**image**

- Module data to load

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_PTX](#), [CUDA\\_ERROR\\_UNSUPPORTED\\_PTX\\_VERSION](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_NO\\_BINARY\\_FOR\\_GPU](#), [CUDA\\_ERROR\\_SHARED\\_OBJECT\\_SYMBOL\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_SHARED\\_OBJECT\\_INIT\\_FAILED](#), [CUDA\\_ERROR\\_JIT\\_COMPILER\\_NOT\\_FOUND](#)

### Description

Takes a pointer `image` and loads the corresponding module `module` into the current context. The pointer may be obtained by mapping a cubin or PTX or fatbin file, passing a cubin or PTX or fatbin file as a NULL-terminated text string, or incorporating a cubin or fatbin object into the executable resources and using operating system calls such as Windows `FindResource()` to obtain the pointer.

**Note:**

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

**See also:**

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#),  
[cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

**CUresult cuModuleLoadDataEx (CUmodule \*module,  
 const void \*image, unsigned int numOptions,  
 CUjit\_option \*options, void \*\*optionValues)**

Load a module's data with options.

### Parameters

#### **module**

- Returned module

#### **image**

- Module data to load

#### **numOptions**

- Number of options

#### **options**

- Options for JIT

#### **optionValues**

- Option values for JIT

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_PTX](#), [CUDA\\_ERROR\\_UNSUPPORTED\\_PTX\\_VERSION](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_NO\\_BINARY\\_FOR\\_GPU](#),  
[CUDA\\_ERROR\\_SHARED\\_OBJECT\\_SYMBOL\\_NOT\\_FOUND](#),  
[CUDA\\_ERROR\\_SHARED\\_OBJECT\\_INIT\\_FAILED](#), [CUDA\\_ERROR\\_JIT\\_COMPILER\\_NOT\\_FOUND](#)

### Description

Takes a pointer `image` and loads the corresponding module `module` into the current context. The pointer may be obtained by mapping a cubin or PTX or fatbin file, passing a cubin or PTX or fatbin file as a NULL-terminated text string, or incorporating a cubin or fatbin object into the executable resources and using operating system calls such as Windows `FindResource()` to obtain the pointer. Options are passed as an array via `options` and any corresponding parameters are passed in `optionValues`. The number of total options is supplied via `numOptions`. Any outputs will be returned via `optionValues`.



#### **Note:**

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

**See also:**

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

## CUresult cuModuleLoadFatBinary (CUmodule \*module, const void \*fatCubin)

Load a module's data.

### Parameters

**module**

- Returned module

**fatCubin**

- Fat binary to load

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_PTX](#), [CUDA\\_ERROR\\_UNSUPPORTED\\_PTX\\_VERSION](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_NO\\_BINARY\\_FOR\\_GPU](#), [CUDA\\_ERROR\\_SHARED\\_OBJECT\\_SYMBOL\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_SHARED\\_OBJECT\\_INIT\\_FAILED](#), [CUDA\\_ERROR\\_JIT\\_COMPILER\\_NOT\\_FOUND](#)

### Description

Takes a pointer `fatCubin` and loads the corresponding module `module` into the current context. The pointer represents a fat binary object, which is a collection of different cubin and/or PTX files, all representing the same device code, but compiled and optimized for different architectures.

Prior to CUDA 4.0, there was no documented API for constructing and using fat binary objects by programmers. Starting with CUDA 4.0, fat binary objects can be constructed by providing the `-fatbin` option to **nvcc**. More information can be found in the **nvcc** document.

**Note:**

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

**See also:**

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleUnload](#)



## CUresult cuModuleUnload (CUmodule hmod)

Unloads a module.

### Parameters

#### **hmod**

- Module to unload

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Unloads a module hmod from the current context.



#### **Note:**

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ Use of the handle after this call is undefined behavior.

#### **See also:**

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#)

## 6.11. Memory Management

This section describes the memory management functions of the low-level CUDA driver application programming interface.

### CUresult cuArray3DCreate (CUarray \*pHandle, const CUDA\_ARRAY3D\_DESCRIPTOR \*pAllocateArray)

Creates a 3D CUDA array.

### Parameters

#### **pHandle**

- Returned array

#### **pAllocateArray**

- 3D array descriptor

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_UNKNOWN](#)

## Description

Creates a CUDA array according to the `CUDA_ARRAY3D_DESCRIPTOR` structure `pAllocateArray` and returns a handle to the new CUDA array in `*pHandle`. The `CUDA_ARRAY3D_DESCRIPTOR` is defined as:

```
↑ typedef struct {
    unsigned int Width;
    unsigned int Height;
    unsigned int Depth;
    CUarray\_format Format;
    unsigned int NumChannels;
    unsigned int Flags;
} CUDA\_ARRAY3D\_DESCRIPTOR;
```

where:

- ▶ Width, Height, and Depth are the width, height, and depth of the CUDA array (in elements); the following types of CUDA arrays can be allocated:
  - ▶ A 1D array is allocated if Height and Depth extents are both zero.
  - ▶ A 2D array is allocated if only 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 Height is zero and the [CUDA\\_ARRAY3D\\_LAYERED](#) 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 [CUDA\\_ARRAY3D\\_LAYERED](#) 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 [CUDA\\_ARRAY3D\\_CUBEMAP](#) 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 [CUarray\\_cubemap\\_face](#).
  - ▶ A cubemap layered CUDA array is allocated if all three extents are non-zero, and both, [CUDA\\_ARRAY3D\\_CUBEMAP](#) and [CUDA\\_ARRAY3D\\_LAYERED](#) 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.

- Format specifies the format of the elements; `CUarray_format` is defined as:

```
typedef enum CUarray_format_enum {
    CU_AD_FORMAT_UNSIGNED_INT8 = 0x01,
    CU_AD_FORMAT_UNSIGNED_INT16 = 0x02,
    CU_AD_FORMAT_UNSIGNED_INT32 = 0x03,
    CU_AD_FORMAT_SIGNED_INT8 = 0x08,
    CU_AD_FORMAT_SIGNED_INT16 = 0x09,
    CU_AD_FORMAT_SIGNED_INT32 = 0x0a,
    CU_AD_FORMAT_HALF = 0x10,
    CU_AD_FORMAT_FLOAT = 0x20
} CUarray_format;
```

- NumChannels specifies the number of packed components per CUDA array element; it may be 1, 2, or 4;
- Flags may be set to
  - `CUDA_ARRAY3D_LAYERED` to enable creation of layered CUDA arrays. If this flag is set, Depth specifies the number of layers, not the depth of a 3D array.
  - `CUDA_ARRAY3D_SURFACE_LDST` to enable surface references to be bound to the CUDA array. If this flag is not set, `cuSurfRefSetArray` will fail when attempting to bind the CUDA array to a surface reference.
  - `CUDA_ARRAY3D_CUBEMAP` to enable creation of cubemaps. If this flag is set, Width must be equal to Height, and Depth must be six. If the `CUDA_ARRAY3D_LAYERED` flag is also set, then Depth must be a multiple of six.
  - `CUDA_ARRAY3D_TEXTURE_GATHER` to indicate that the CUDA array will be used for texture gather. Texture gather can only be performed on 2D CUDA arrays.

Width, Height and Depth must meet certain size requirements as listed in the following table. All values are specified in elements. Note that for brevity's sake, the full name of the device attribute is not specified. For ex., TEXTURE1D\_WIDTH refers to the device attribute `CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE1D_WIDTH`.

Note that 2D CUDA arrays have different size requirements if the `CUDA_ARRAY3D_TEXTURE_GATHER` flag is set. Width and Height must not be greater than `CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_GATHER_WIDTH` and `CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_GATHER_HEIGHT` respectively, in that case.

CUDA array type	Valid extents that must always be met {(width range in elements), (height range), (depth range)}	Valid extents with <code>CUDA_ARRAY3D_SURFACE_LDST</code> set {(width range in elements), (height range), (depth range)}
1D	{(1,TEXTURE1D_WIDTH), 0, 0}	{(1,SURFACE1D_WIDTH), 0, 0}

2D	{ (1,TEXTURE2D_WIDTH), (1,TEXTURE2D_HEIGHT), 0 }	{ (1,SURFACE2D_WIDTH), (1,SURFACE2D_HEIGHT), 0 }
3D	{ (1,TEXTURE3D_WIDTH), (1,TEXTURE3D_HEIGHT), (1,TEXTURE3D_DEPTH) } OR { (1,TEXTURE3D_WIDTH_ALTERNATE), (1,TEXTURE3D_HEIGHT_ALTERNATE), (1,TEXTURE3D_DEPTH_ALTERNATE) }	{ (1,SURFACE3D_WIDTH), (1,SURFACE3D_HEIGHT), (1,SURFACE3D_DEPTH) }
1D Layered	{ (1,TEXTURE1D_LAYERED_WIDTH), 0, (1,TEXTURE1D_LAYERED_LAYERS) }	{ (1,SURFACE1D_LAYERED_WIDTH), 0, (1,SURFACE1D_LAYERED_LAYERS) }
2D Layered	{ (1,TEXTURE2D_LAYERED_WIDTH), (1,TEXTURE2D_LAYERED_HEIGHT), (1,TEXTURE2D_LAYERED_LAYERS) }	{ (1,SURFACE2D_LAYERED_WIDTH), (1,SURFACE2D_LAYERED_HEIGHT), (1,SURFACE2D_LAYERED_LAYERS) }
Cubemap	{ (1,TEXTURECUBEMAP_WIDTH), (1,TEXTURECUBEMAP_WIDTH), 6 }	{ (1,SURFACECUBEMAP_WIDTH), (1,SURFACECUBEMAP_WIDTH), 6 }
Cubemap Layered	{ (1,TEXTURECUBEMAP_LAYERED_WIDTH), (1,TEXTURECUBEMAP_LAYERED_WIDTH), (1,TEXTURECUBEMAP_LAYERED_LAYERS) }	{ (1,SURFACECUBEMAP_LAYERED_WIDTH), (1,SURFACECUBEMAP_LAYERED_WIDTH), (1,SURFACECUBEMAP_LAYERED_LAYERS) }

Here are examples of CUDA array descriptions:

Description for a CUDA array of 2048 floats:

```
↑ CUDA_ARRAY3D_DESCRIPTOR desc;
  desc.Format = CU_AD_FORMAT_FLOAT;
  desc.NumChannels = 1;
  desc.Width = 2048;
  desc.Height = 0;
  desc.Depth = 0;
```

Description for a 64 x 64 CUDA array of floats:

```
↑ CUDA_ARRAY3D_DESCRIPTOR desc;
  desc.Format = CU_AD_FORMAT_FLOAT;
  desc.NumChannels = 1;
  desc.Width = 64;
  desc.Height = 64;
  desc.Depth = 0;
```

Description for a width x height x depth CUDA array of 64-bit, 4x16-bit float16's:

```
↑ CUDA_ARRAY3D_DESCRIPTOR desc;
  desc.Format = CU_AD_FORMAT_HALF;
  desc.NumChannels = 4;
  desc.Width = width;
  desc.Height = height;
```

```
desc.Depth = depth;
```

**Note:**

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

**See also:**

[cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMalloc3DArray](#)

## CUresult cuArray3DGetDescriptor (CUDA\_ARRAY3D\_DESCRIPTOR \*pArrayDescriptor, CUarray hArray)

Get a 3D CUDA array descriptor.

### Parameters

#### **pArrayDescriptor**

- Returned 3D array descriptor

#### **hArray**

- 3D array to get descriptor of

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_CONTEXT\\_IS\\_DESTROYED](#)

### Description

Returns in `*pArrayDescriptor` a descriptor containing information on the format and dimensions of the CUDA array `hArray`. It is useful for subroutines that have been passed a CUDA array, but need to know the CUDA array parameters for validation or other purposes.

This function may be called on 1D and 2D arrays, in which case the `Height` and/or `Depth` members of the descriptor struct will be set to 0.

**Note:**

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

**See also:**

[cuArray3DCreate](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#),  
[cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#),  
[cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#),  
[cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#),  
[cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaArrayGetInfo](#)

## CUresult cuArrayCreate (CUarray \*pHandle, const CUDA\_ARRAY\_DESCRIPTOR \*pAllocateArray)

Creates a 1D or 2D CUDA array.

### Parameters

**pHandle**

- Returned array

**pAllocateArray**

- Array descriptor

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### Description

Creates a CUDA array according to the CUDA\_ARRAY\_DESCRIPTOR structure pAllocateArray and returns a handle to the new CUDA array in \*pHandle. The CUDA\_ARRAY\_DESCRIPTOR is defined as:

```
↑ typedef struct {
    unsigned int Width;
    unsigned int Height;
    CUarray_format Format;
    unsigned int NumChannels;
} CUDA_ARRAY_DESCRIPTOR;
```

where:

- ▶ Width, and Height are the width, and height of the CUDA array (in elements); the CUDA array is one-dimensional if height is 0, two-dimensional otherwise;
- ▶ Format specifies the format of the elements; `CUarray_format` is defined as:

```
↑ typedef enum CUarray_format_enum {
    CU_AD_FORMAT_UNSIGNED_INT8 = 0x01,
    CU_AD_FORMAT_UNSIGNED_INT16 = 0x02,
    CU_AD_FORMAT_UNSIGNED_INT32 = 0x03,
    CU_AD_FORMAT_SIGNED_INT8 = 0x08,
    CU_AD_FORMAT_SIGNED_INT16 = 0x09,
    CU_AD_FORMAT_SIGNED_INT32 = 0x0a,
    CU_AD_FORMAT_HALF = 0x10,
    CU_AD_FORMAT_FLOAT = 0x20
} CUarray_format;
```

- ▶ NumChannels specifies the number of packed components per CUDA array element; it may be 1, 2, or 4;

Here are examples of CUDA array descriptions:

Description for a CUDA array of 2048 floats:

```
↑ CUDA_ARRAY_DESCRIPTOR desc;
    desc.Format = CU_AD_FORMAT_FLOAT;
    desc.NumChannels = 1;
    desc.Width = 2048;
    desc.Height = 1;
```

Description for a 64 x 64 CUDA array of floats:

```
↑ CUDA_ARRAY_DESCRIPTOR desc;
    desc.Format = CU_AD_FORMAT_FLOAT;
    desc.NumChannels = 1;
    desc.Width = 64;
    desc.Height = 64;
```

Description for a width x height CUDA array of 64-bit, 4x16-bit float16's:

```
↑ CUDA_ARRAY_DESCRIPTOR desc;
    desc.Format = CU_AD_FORMAT_HALF;
    desc.NumChannels = 4;
    desc.Width = width;
    desc.Height = height;
```

Description for a width x height CUDA array of 16-bit elements, each of which is two 8-bit unsigned chars:

```
↑ CUDA_ARRAY_DESCRIPTOR arrayDesc;
    desc.Format = CU_AD_FORMAT_UNSIGNED_INT8;
    desc.NumChannels = 2;
    desc.Width = width;
    desc.Height = height;
```



**Note:**

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

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMallocArray](#)

## CUresult cuArrayDestroy (CUarray hArray)

Destroys a CUDA array.

### Parameters

#### **hArray**

- Array to destroy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ARRAY\\_IS\\_MAPPED](#), [CUDA\\_ERROR\\_CONTEXT\\_IS\\_DESTROYED](#)

### Description

Destroys the CUDA array `hArray`.



#### **Note:**

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

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaFreeArray](#)



## CUresult cuArrayGetDescriptor (CUDA\_ARRAY\_DESCRIPTOR \*pArrayDescriptor, CUarray hArray)

Get a 1D or 2D CUDA array descriptor.

### Parameters

#### **pArrayDescriptor**

- Returned array descriptor

#### **hArray**

- Array to get descriptor of

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Returns in \*pArrayDescriptor a descriptor containing information on the format and dimensions of the CUDA array hArray. It is useful for subroutines that have been passed a CUDA array, but need to know the CUDA array parameters for validation or other purposes.



#### **Note:**

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

#### **See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#),  
[cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#),  
[cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#),  
[cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaArrayGetInfo](#)

## CUresult cuArrayGetMemoryRequirements (CUDA\_ARRAY\_MEMORY\_REQUIREMENTS \*memoryRequirements, CUarray array, CUdevice device)

Returns the memory requirements of a CUDA array.

### Parameters

#### **memoryRequirements**

- Pointer to `CUDA_ARRAY_MEMORY_REQUIREMENTS`

#### **array**

- CUDA array to get the memory requirements of

#### **device**

- Device to get the memory requirements for

### Returns

[CUDA\\_SUCCESS](#) [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the memory requirements of a CUDA array in `memoryRequirements`. If the CUDA array is not allocated with flag [CUDA\\_ARRAY3D\\_DEFERRED\\_MAPPING](#) [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned.

The returned value in [CUDA\\_ARRAY\\_MEMORY\\_REQUIREMENTS::size](#) represents the total size of the CUDA array. The returned value in [CUDA\\_ARRAY\\_MEMORY\\_REQUIREMENTS::alignment](#) represents the alignment necessary for mapping the CUDA array.

#### See also:

[cuMipmappedArrayGetMemoryRequirements](#), [cuMemMapArrayAsync](#)

## CUresult cuArrayGetPlane (CUarray \*pPlaneArray, CUarray hArray, unsigned int planeIdx)

Gets a CUDA array plane from a CUDA array.

### Parameters

#### **pPlaneArray**

- Returned CUDA array referenced by the `planeIdx`

**hArray**

- Multiplanar CUDA array

**planeIdx**

- Plane index

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

**Description**

Returns in `pPlaneArray` a CUDA array that represents a single format plane of the CUDA array `hArray`.

If `planeIdx` is greater than the maximum number of planes in this array or if the array does not have a multi-planar format e.g: [CU\\_AD\\_FORMAT\\_NV12](#), then [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.

Note that if the `hArray` has format [CU\\_AD\\_FORMAT\\_NV12](#), then passing in 0 for `planeIdx` returns a CUDA array of the same size as `hArray` but with one channel and [CU\\_AD\\_FORMAT\\_UNSIGNED\\_INT8](#) as its format. If 1 is passed for `planeIdx`, then the returned CUDA array has half the height and width of `hArray` with two channels and [CU\\_AD\\_FORMAT\\_UNSIGNED\\_INT8](#) as its format.

**Note:**

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

**See also:**

[cuArrayCreate](#), [cudaGetArrayPlane](#)

## CUresult cuArrayGetSparseProperties (CUDA\_ARRAY\_SPARSE\_PROPERTIES \*sparseProperties, CUarray array)

Returns the layout properties of a sparse CUDA array.

**Parameters****sparseProperties**

- Pointer to [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES](#)

**array**

- CUDA array to get the sparse properties of

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Returns the layout properties of a sparse CUDA array in `sparseProperties`. If the CUDA array is not allocated with flag [CUDA\\_ARRAY3D\\_SPARSE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned.

If the returned value in [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES::flags](#) contains [CU\\_ARRAY\\_SPARSE\\_PROPERTIES\\_SINGLE\\_MIPTAIL](#), then [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES::mipTailSize](#) represents the total size of the array. Otherwise, it will be zero. Also, the returned value in [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES::mipTailFirstLevel](#) is always zero. Note that the array must have been allocated using [cuArrayCreate](#) or [cuArray3DCreate](#). For CUDA arrays obtained using [cuMipmappedArrayGetLevel](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned. Instead, [cuMipmappedArrayGetSparseProperties](#) must be used to obtain the sparse properties of the entire CUDA mipmapped array to which `array` belongs to.

### See also:

[cuMipmappedArrayGetSparseProperties](#), [cuMemMapArrayAsync](#)

## CUresult cuDeviceGetByPCIBusId (CUdevice \*dev, const char \*pciBusId)

Returns a handle to a compute device.

## Parameters

### **dev**

- Returned device handle

### **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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

## Description

Returns in `*device` a device handle given a PCI bus ID string.

**Note:**

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

**See also:**

[cuDeviceGet](#), [cuDeviceGetAttribute](#), [cuDeviceGetPCIBusId](#), [cudaDeviceGetByPCIBusId](#)

## CUresult cuDeviceGetPCIBusId (char \*pciBusId, int len, CUdevice dev)

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

**dev**

- Device to get identifier string for

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### 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:**

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

**See also:**

[cuDeviceGet](#), [cuDeviceGetAttribute](#), [cuDeviceGetByPCIBusId](#), [cudaDeviceGetPCIBusId](#)

## CUresult culpcCloseMemHandle (CUdeviceptr dptr)

Attempts to close memory mapped with [culpcOpenMemHandle](#).

### Parameters

#### **dptr**

- Device pointer returned by [culpcOpenMemHandle](#)

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_MAP\\_FAILED](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Decrements the reference count of the memory returned by [culpcOpenMemHandle](#) by 1. When the reference count reaches 0, this API unmaps the memory. 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 and Windows operating systems. IPC functionality on Windows is restricted to GPUs in TCC mode

#### **See also:**

[cuMemAlloc](#), [cuMemFree](#), [culpcGetEventHandle](#), [culpcOpenEventHandle](#),  
[culpcGetMemHandle](#), [culpcOpenMemHandle](#), [cudalpcCloseMemHandle](#)

## CUresult culpcGetEventHandle (CUipcEventHandle \*pHandle, CUevent event)

Gets an interprocess handle for a previously allocated event.

### Parameters

#### **pHandle**

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

#### **event**

- Event allocated with [CU\\_EVENT\\_INTERPROCESS](#) and [CU\\_EVENT\\_DISABLE\\_TIMING](#) flags.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_MAP\\_FAILED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Takes as input a previously allocated event. This event must have been created with the [CU\\_EVENT\\_INTERPROCESS](#) and [CU\\_EVENT\\_DISABLE\\_TIMING](#) flags set. This opaque handle may be copied into other processes and opened with [culpcOpenEventHandle](#) to allow efficient hardware synchronization between GPU work in different processes.

After the event has been opened in the importing process, [cuEventRecord](#), [cuEventSynchronize](#), [cuStreamWaitEvent](#) and [cuEventQuery](#) may be used in either process. Performing operations on the imported event after the exported event has been freed with [cuEventDestroy](#) will result in undefined behavior.

IPC functionality is restricted to devices with support for unified addressing on Linux and Windows operating systems. IPC functionality on Windows is restricted to GPUs in TCC mode

### See also:

[cuEventCreate](#), [cuEventDestroy](#), [cuEventSynchronize](#), [cuEventQuery](#), [cuStreamWaitEvent](#), [culpcOpenEventHandle](#), [culpcGetMemHandle](#), [culpcOpenMemHandle](#), [culpcCloseMemHandle](#), [cudalpcGetEventHandle](#)

## CUresult culpcGetMemHandle (CUipcMemHandle \*pHandle, CUdeviceptr dptr)

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

### Parameters

#### **pHandle**

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

#### **dptr**

- Base pointer to previously allocated device memory

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_MAP\\_FAILED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Takes a pointer to the base of an existing device memory allocation created with [cuMemAlloc](#) 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 [cuMemFree](#) and a subsequent call to [cuMemAlloc](#) returns memory with the same device address, [culpcGetMemHandle](#) will return a unique handle for the new memory.

IPC functionality is restricted to devices with support for unified addressing on Linux and Windows operating systems. IPC functionality on Windows is restricted to GPUs in TCC mode

**See also:**

[cuMemAlloc](#), [cuMemFree](#), [culpcGetEventHandle](#), [culpcOpenEventHandle](#), [culpcOpenMemHandle](#), [culpcCloseMemHandle](#), [cudalpcGetMemHandle](#)

## CUresult culpcOpenEventHandle (CUevent \*phEvent, CUipcEventHandle handle)

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

### Parameters

**phEvent**

- Returns the imported event

**handle**

- Interprocess handle to open

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_MAP\\_FAILED](#), [CUDA\\_ERROR\\_PEER\\_ACCESS\\_UNSUPPORTED](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Opens an interprocess event handle exported from another process with [culpcGetEventHandle](#). This function returns a [CUevent](#) that behaves like a locally created event with the [CU\\_EVENT\\_DISABLE\\_TIMING](#) flag specified. This event must be freed with [cuEventDestroy](#).

Performing operations on the imported event after the exported event has been freed with [cuEventDestroy](#) will result in undefined behavior.

IPC functionality is restricted to devices with support for unified addressing on Linux and Windows operating systems. IPC functionality on Windows is restricted to GPUs in TCC mode

**See also:**

[cuEventCreate](#), [cuEventDestroy](#), [cuEventSynchronize](#), [cuEventQuery](#), [cuStreamWaitEvent](#), [culpcGetEventHandle](#), [culpcGetMemHandle](#), [culpcOpenMemHandle](#), [culpcCloseMemHandle](#), [cudalpcOpenEventHandle](#)



## CUresult culpcOpenMemHandle (CUdeviceptr \*pdptr, CUipcMemHandle handle, unsigned int Flags)

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

### Parameters

#### pdptr

- Returned device pointer

#### handle

- CUipcMemHandle to open

#### Flags

- Flags for this operation. Must be specified as [CU\\_IPC\\_MEM\\_LAZY\\_ENABLE\\_PEER\\_ACCESS](#)

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_MAP\\_FAILED](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_TOO\\_MANY\\_PEERS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Maps memory exported from another process with [culpcGetMemHandle](#) into the current device address space. For contexts on different devices [culpcOpenMemHandle](#) can attempt to enable peer access between the devices as if the user called [cuCtxEnablePeerAccess](#). This behavior is controlled by the [CU\\_IPC\\_MEM\\_LAZY\\_ENABLE\\_PEER\\_ACCESS](#) flag. [cuDeviceCanAccessPeer](#) can determine if a mapping is possible.

Contexts that may open CUipcMemHandles are restricted in the following way. CUipcMemHandles from each [CUdevice](#) in a given process may only be opened by one [CUcontext](#) per [CUdevice](#) per other process.

If the memory handle has already been opened by the current context, the reference count on the handle is incremented by 1 and the existing device pointer is returned.

Memory returned from [culpcOpenMemHandle](#) must be freed with [culpcCloseMemHandle](#).

Calling [cuMemFree](#) on an exported memory region before calling [culpcCloseMemHandle](#) in the importing context will result in undefined behavior.

IPC functionality is restricted to devices with support for unified addressing on Linux and Windows operating systems. IPC functionality on Windows is restricted to GPUs in TCC mode



#### Note:

No guarantees are made about the address returned in `*pdptr`. In particular, multiple processes may not receive the same address for the same handle.

### See also:

[cuMemAlloc](#), [cuMemFree](#), [culpcGetEventHandle](#), [culpcOpenEventHandle](#), [culpcGetMemHandle](#), [culpcCloseMemHandle](#), [cuCtxEnablePeerAccess](#), [cuDeviceCanAccessPeer](#), [cudalpcOpenMemHandle](#)

## CUresult cuMemAlloc (CUdeviceptr \*dptr, size\_t bytesize)

Allocates device memory.

### Parameters

#### **dptr**

- Returned device pointer

#### **bytesize**

- Requested allocation size in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Allocates `bytesize` bytes of linear memory on the device and returns in `*dptr` a pointer to the allocated memory. The allocated memory is suitably aligned for any kind of variable. The memory is not cleared. If `bytesize` is 0, [cuMemAlloc\(\)](#) returns [CUDA\\_ERROR\\_INVALID\\_VALUE](#).



#### **Note:**

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

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),

[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMalloc](#)

## CUresult cuMemAllocHost (void \*\*pp, size\_t bytesize)

Allocates page-locked host memory.

### Parameters

#### pp

- Returned host pointer to page-locked memory

#### bytesize

- Requested allocation size in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Allocates `bytesize` 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 [cuMemcpy\(\)](#). 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 [cuMemAllocHost\(\)](#) 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 all host memory allocated using [cuMemHostAlloc\(\)](#) will automatically be immediately accessible to all contexts on all devices which support unified addressing (as may be queried using [CU\\_DEVICE\\_ATTRIBUTE\\_UNIFIED\\_ADDRESSING](#)). The device pointer that may be used to access this host memory from those contexts is always equal to the returned host pointer `*pp`. See [Unified Addressing](#) for additional details.



#### Note:

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

#### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#),

[cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#),  
[cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#),  
[cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaMallocHost](#)

## CUresult cuMemAllocManaged (CUdeviceptr \*dptr, size\_t bytesize, unsigned int flags)

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

### Parameters

#### **dptr**

- Returned device pointer

#### **bytesize**

- Requested allocation size in bytes

#### **flags**

- Must be one of [CU\\_MEM\\_ATTACH\\_GLOBAL](#) or [CU\\_MEM\\_ATTACH\\_HOST](#)

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Allocates `bytesize` bytes of managed memory on the device and returns in `*dptr` a pointer to the allocated memory. If the device doesn't support allocating managed memory, [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#) is returned. Support for managed memory can be queried using the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_MANAGED\\_MEMORY](#). The allocated memory is suitably aligned for any kind of variable. The memory is not cleared. If `bytesize` is 0, [cuMemAllocManaged](#) returns [CUDA\\_ERROR\\_INVALID\\_VALUE](#). 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 [CU\\_MEM\\_ATTACH\\_GLOBAL](#) or [CU\\_MEM\\_ATTACH\\_HOST](#). If [CU\\_MEM\\_ATTACH\\_GLOBAL](#) is specified, then this memory is accessible from any stream on any device. If [CU\\_MEM\\_ATTACH\\_HOST](#) is specified, then the allocation should not be accessed from devices that have a zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#); an explicit call to [cuStreamAttachMemAsync](#) will be required to enable access on such devices.

If the association is later changed via [cuStreamAttachMemAsync](#) to a single stream, the default association as specified during [cuMemAllocManaged](#) is restored when that stream is destroyed. For `__managed__` variables, the default association is always [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#). 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 [cuMemAllocManaged](#) should be released with [cuMemFree](#).

Device memory oversubscription is possible for GPUs that have a non-zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#). 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 [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#), 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 [cuMemAdvise](#). The application can also explicitly migrate memory to a desired processor's memory via [cuMemPrefetchAsync](#).

In a multi-GPU system where all of the GPUs have a zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#) 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 [cuMemAllocManaged](#) 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 [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#) 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 [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#). 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 contexts created in that process on devices that support managed memory have to be peer-to-peer compatible with each other. Context creation will fail if a context is created on a device that supports managed memory and is not peer-to-peer compatible with any of the other managed memory supporting devices on which contexts were previously created, even if those contexts have been destroyed. These environment variables are described in the CUDA programming guide under the "CUDA environment variables" section.
- ▶ On ARM, managed memory is not available on discrete gpu with Drive PX-2.

**Note:**

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

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#),  
[cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#),  
[cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#),  
[cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cuDeviceGetAttribute](#), [cuStreamAttachMemAsync](#), [cudaMallocManaged](#)

**CUresult cuMemAllocPitch (CUdeviceptr \*dptr, size\_t \*pPitch, size\_t WidthInBytes, size\_t Height, unsigned int ElementSizeBytes)**

Allocates pitched device memory.

**Parameters****dptr**

- Returned device pointer

**pPitch**

- Returned pitch of allocation in bytes

**WidthInBytes**

- Requested allocation width in bytes

**Height**

- Requested allocation height in rows

**ElementSizeBytes**

- Size of largest reads/writes for range

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

**Description**

Allocates at least `WidthInBytes * Height` bytes of linear memory on the device and returns in `*dptr` 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. `ElementSizeBytes` specifies the size of the largest reads and writes that will be performed on the memory range. `ElementSizeBytes` may be 4, 8 or 16 (since coalesced memory transactions are not possible on other data sizes). If `ElementSizeBytes` is smaller than the actual read/write size of a kernel, the kernel will run correctly, but possibly at reduced speed. The pitch returned in `*pPitch` by [cuMemAllocPitch\(\)](#) 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;
```

The pitch returned by [cuMemAllocPitch\(\)](#) is guaranteed to work with [cuMemcpy2D\(\)](#) under all circumstances. For allocations of 2D arrays, it is recommended that programmers consider performing pitch allocations using [cuMemAllocPitch\(\)](#). Due to 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).

The byte alignment of the pitch returned by [cuMemAllocPitch\(\)](#) is guaranteed to match or exceed the alignment requirement for texture binding with [cuTexRefSetAddress2D\(\)](#).

**Note:**

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

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#),  
[cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#),  
[cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#),  
[cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaMallocPitch](#)

## CUresult cuMemcpy (CUdeviceptr dst, CUdeviceptr src, size\_t ByteCount)

Copies memory.

### Parameters

#### **dst**

- Destination unified virtual address space pointer

#### **src**

- Source unified virtual address space pointer

#### **ByteCount**

- Size of memory copy in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Copies data between two pointers. `dst` and `src` are base pointers of the destination and source, respectively. `ByteCount` specifies the number of bytes to copy. Note that this function infers the type of the transfer (host to host, host to device, device to device, or device to host) from the pointer values. This function is only allowed in contexts which support unified addressing.



#### **Note:**

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ This function exhibits [synchronous](#) behavior for most use cases.
- ▶ Memory regions requested must be either entirely registered with CUDA, or in the case of host pageable transfers, not registered at all. Memory regions spanning over allocations



that are both registered and not registered with CUDA are not supported and will return `CUDA_ERROR_INVALID_VALUE`.

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#),  
[cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaMemcpy](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#)

## CUresult cuMemcpy2D (const CUDA\_MEMCPY2D \*pCopy)

Copies memory for 2D arrays.

### Parameters

#### pCopy

- Parameters for the memory copy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Perform a 2D memory copy according to the parameters specified in `pCopy`. The `CUDA_MEMCPY2D` structure is defined as:

```
↑ typedef struct CUDA_MEMCPY2D_st {
    unsigned int srcXInBytes, srcY;
    CUmemorytype srcMemoryType;
    const void *srcHost;
    CUdeviceptr srcDevice;
    CUarray srcArray;
    unsigned int srcPitch;

    unsigned int dstXInBytes, dstY;
    CUmemorytype dstMemoryType;
    void *dstHost;
    CUdeviceptr dstDevice;
    CUarray dstArray;
    unsigned int dstPitch;

    unsigned int WidthInBytes;
    unsigned int Height;
```

```
    } CUDA_MEMCPY2D;
```

where:

- `srcMemoryType` and `dstMemoryType` specify the type of memory of the source and destination, respectively; `CUmemorytype_enum` is defined as:

```
↑ typedef enum CUmemorytype_enum {
    CU_MEMORYTYPE_HOST = 0x01,
    CU_MEMORYTYPE_DEVICE = 0x02,
    CU_MEMORYTYPE_ARRAY = 0x03,
    CU_MEMORYTYPE_UNIFIED = 0x04
} CUmemorytype;
```

If `srcMemoryType` is `CU_MEMORYTYPE_UNIFIED`, `srcDevice` and `srcPitch` specify the (unified virtual address space) base address of the source data and the bytes per row to apply. `srcArray` is ignored. This value may be used only if unified addressing is supported in the calling context.

If `srcMemoryType` is `CU_MEMORYTYPE_HOST`, `srcHost` and `srcPitch` specify the (host) base address of the source data and the bytes per row to apply. `srcArray` is ignored.

If `srcMemoryType` is `CU_MEMORYTYPE_DEVICE`, `srcDevice` and `srcPitch` specify the (device) base address of the source data and the bytes per row to apply. `srcArray` is ignored.

If `srcMemoryType` is `CU_MEMORYTYPE_ARRAY`, `srcArray` specifies the handle of the source data. `srcHost`, `srcDevice` and `srcPitch` are ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_HOST`, `dstHost` and `dstPitch` specify the (host) base address of the destination data and the bytes per row to apply. `dstArray` is ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_UNIFIED`, `dstDevice` and `dstPitch` specify the (unified virtual address space) base address of the source data and the bytes per row to apply. `dstArray` is ignored. This value may be used only if unified addressing is supported in the calling context.

If `dstMemoryType` is `CU_MEMORYTYPE_DEVICE`, `dstDevice` and `dstPitch` specify the (device) base address of the destination data and the bytes per row to apply. `dstArray` is ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_ARRAY`, `dstArray` specifies the handle of the destination data. `dstHost`, `dstDevice` and `dstPitch` are ignored.

- `srcXInBytes` and `srcY` specify the base address of the source data for the copy.

For host pointers, the starting address is

```
↑ void* Start = (void*)((char*)srcHost+srcY*srcPitch + srcXInBytes);
```

For device pointers, the starting address is

```
↑ CUdeviceptr Start = srcDevice+srcY*srcPitch+srcXInBytes;
```

For CUDA arrays, `srcXInBytes` must be evenly divisible by the array element size.

- ▶ `dstXInBytes` and `dstY` specify the base address of the destination data for the copy.

For host pointers, the base address is

```
↑ void* dstStart = (void*)((char*)dstHost+dstY*dstPitch + dstXInBytes);
```

For device pointers, the starting address is

```
↑ CUdeviceptr dstStart = dstDevice+dstY*dstPitch+dstXInBytes;
```

For CUDA arrays, `dstXInBytes` must be evenly divisible by the array element size.

- ▶ `WidthInBytes` and `Height` specify the width (in bytes) and height of the 2D copy being performed.
- ▶ If specified, `srcPitch` must be greater than or equal to `WidthInBytes + srcXInBytes`, and `dstPitch` must be greater than or equal to `WidthInBytes + dstXInBytes`.

[cuMemcpy2D\(\)](#) returns an error if any pitch is greater than the maximum allowed (`CU_DEVICE_ATTRIBUTE_MAX_PITCH`). [cuMemAllocPitch\(\)](#) passes back pitches that always work with [cuMemcpy2D\(\)](#). On intra-device memory copies (device to device, CUDA array to device, CUDA array to CUDA array), [cuMemcpy2D\(\)](#) may fail for pitches not computed by [cuMemAllocPitch\(\)](#). [cuMemcpy2DUnaligned\(\)](#) does not have this restriction, but may run significantly slower in the cases where [cuMemcpy2D\(\)](#) would have returned an error code.



**Note:**

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

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMemcpy2D](#), [cudaMemcpy2DToArray](#), [cudaMemcpy2DFromArray](#)

## CUresult cuMemcpy2DAsync (const CUDA\_MEMCPY2D \*pCopy, CUstream hStream)

Copies memory for 2D arrays.

### Parameters

#### pCopy

- Parameters for the memory copy

#### hStream

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Perform a 2D memory copy according to the parameters specified in pCopy. The CUDA\_MEMCPY2D structure is defined as:

```
↑ typedef struct CUDA_MEMCPY2D_st {
    unsigned int srcXInBytes, srcY;
    CUmemorytype srcMemoryType;
    const void *srcHost;
    CUdeviceptr srcDevice;
    CUarray srcArray;
    unsigned int srcPitch;
    unsigned int dstXInBytes, dstY;
    CUmemorytype dstMemoryType;
    void *dstHost;
    CUdeviceptr dstDevice;
    CUarray dstArray;
    unsigned int dstPitch;
    unsigned int WidthInBytes;
    unsigned int Height;
} CUDA_MEMCPY2D;
```

where:

- ▶ srcMemoryType and dstMemoryType specify the type of memory of the source and destination, respectively; CUmemorytype\_enum is defined as:

```
↑ typedef enum CUmemorytype_enum {
    CU_MEMORYTYPE_HOST = 0x01,
    CU_MEMORYTYPE_DEVICE = 0x02,
    CU_MEMORYTYPE_ARRAY = 0x03,
    CU_MEMORYTYPE_UNIFIED = 0x04
} CUmemorytype;
```

If srcMemoryType is [CU\\_MEMORYTYPE\\_HOST](#), srcHost and srcPitch specify the (host) base address of the source data and the bytes per row to apply. srcArray is ignored.

If `srcMemoryType` is [CU\\_MEMORYTYPE\\_UNIFIED](#), `srcDevice` and `srcPitch` specify the (unified virtual address space) base address of the source data and the bytes per row to apply. `srcArray` is ignored. This value may be used only if unified addressing is supported in the calling context.

If `srcMemoryType` is [CU\\_MEMORYTYPE\\_DEVICE](#), `srcDevice` and `srcPitch` specify the (device) base address of the source data and the bytes per row to apply. `srcArray` is ignored.

If `srcMemoryType` is [CU\\_MEMORYTYPE\\_ARRAY](#), `srcArray` specifies the handle of the source data. `srcHost`, `srcDevice` and `srcPitch` are ignored.

If `dstMemoryType` is [CU\\_MEMORYTYPE\\_UNIFIED](#), `dstDevice` and `dstPitch` specify the (unified virtual address space) base address of the source data and the bytes per row to apply. `dstArray` is ignored. This value may be used only if unified addressing is supported in the calling context.

If `dstMemoryType` is [CU\\_MEMORYTYPE\\_HOST](#), `dstHost` and `dstPitch` specify the (host) base address of the destination data and the bytes per row to apply. `dstArray` is ignored.

If `dstMemoryType` is [CU\\_MEMORYTYPE\\_DEVICE](#), `dstDevice` and `dstPitch` specify the (device) base address of the destination data and the bytes per row to apply. `dstArray` is ignored.

If `dstMemoryType` is [CU\\_MEMORYTYPE\\_ARRAY](#), `dstArray` specifies the handle of the destination data. `dstHost`, `dstDevice` and `dstPitch` are ignored.

- `srcXInBytes` and `srcY` specify the base address of the source data for the copy.

For host pointers, the starting address is

```
↑ void* Start = (void*)((char*)srcHost+srcY*srcPitch + srcXInBytes);
```

For device pointers, the starting address is

```
↑ CUdeviceptr Start = srcDevice+srcY*srcPitch+srcXInBytes;
```

For CUDA arrays, `srcXInBytes` must be evenly divisible by the array element size.

- `dstXInBytes` and `dstY` specify the base address of the destination data for the copy.

For host pointers, the base address is

```
↑ void* dstStart = (void*)((char*)dstHost+dstY*dstPitch + dstXInBytes);
```


For device pointers, the starting address is

```
↑ CUdeviceptr dstStart = dstDevice+dstY*dstPitch+dstXInBytes;
```

For CUDA arrays, `dstXInBytes` must be evenly divisible by the array element size.

- ▶ WidthInBytes and Height specify the width (in bytes) and height of the 2D copy being performed.
- ▶ If specified, srcPitch must be greater than or equal to WidthInBytes + srcXInBytes, and dstPitch must be greater than or equal to WidthInBytes + dstXInBytes.
- ▶ If specified, srcPitch must be greater than or equal to WidthInBytes + srcXInBytes, and dstPitch must be greater than or equal to WidthInBytes + dstXInBytes.
- ▶ If specified, srcHeight must be greater than or equal to Height + srcY, and dstHeight must be greater than or equal to Height + dstY.

[cuMemcpy2DAsync\(\)](#) returns an error if any pitch is greater than the maximum allowed (`CU_DEVICE_ATTRIBUTE_MAX_PITCH`). [cuMemAllocPitch\(\)](#) passes back pitches that always work with [cuMemcpy2D\(\)](#). On intra-device memory copies (device to device, CUDA array to device, CUDA array to CUDA array), [cuMemcpy2DAsync\(\)](#) may fail for pitches not computed by [cuMemAllocPitch\(\)](#).



**Note:**

- ▶ 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:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#), [cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemcpy2DAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#)

## CUresult cuMemcpy2DUnaligned (const CUDA\_MEMCPY2D \*pCopy)

Copies memory for 2D arrays.

### Parameters

#### pCopy

- Parameters for the memory copy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Perform a 2D memory copy according to the parameters specified in pCopy. The CUDA\_MEMCPY2D structure is defined as:

```
↑ typedef struct CUDA_MEMCPY2D_st {
    unsigned int srcXInBytes, srcY;
    CUmemorytype srcMemoryType;
    const void *srcHost;
    CUdeviceptr srcDevice;
    CUarray srcArray;
    unsigned int srcPitch;
    unsigned int dstXInBytes, dstY;
    CUmemorytype dstMemoryType;
    void *dstHost;
    CUdeviceptr dstDevice;
    CUarray dstArray;
    unsigned int dstPitch;
    unsigned int WidthInBytes;
    unsigned int Height;
} CUDA_MEMCPY2D;
```

where:

- ▶ srcMemoryType and dstMemoryType specify the type of memory of the source and destination, respectively; CUmemorytype\_enum is defined as:

```
↑ typedef enum CUmemorytype_enum {
    CU_MEMORYTYPE_HOST = 0x01,
    CU_MEMORYTYPE_DEVICE = 0x02,
    CU_MEMORYTYPE_ARRAY = 0x03,
    CU_MEMORYTYPE_UNIFIED = 0x04
} CUmemorytype;
```

If srcMemoryType is [CU\\_MEMORYTYPE\\_UNIFIED](#), srcDevice and srcPitch specify the (unified virtual address space) base address of the source data and the bytes per row to apply. srcArray is ignored. This value may be used only if unified addressing is supported in the calling context.

If `srcMemoryType` is `CU_MEMORYTYPE_HOST`, `srcHost` and `srcPitch` specify the (host) base address of the source data and the bytes per row to apply. `srcArray` is ignored.

If `srcMemoryType` is `CU_MEMORYTYPE_DEVICE`, `srcDevice` and `srcPitch` specify the (device) base address of the source data and the bytes per row to apply. `srcArray` is ignored.

If `srcMemoryType` is `CU_MEMORYTYPE_ARRAY`, `srcArray` specifies the handle of the source data. `srcHost`, `srcDevice` and `srcPitch` are ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_UNIFIED`, `dstDevice` and `dstPitch` specify the (unified virtual address space) base address of the source data and the bytes per row to apply. `dstArray` is ignored. This value may be used only if unified addressing is supported in the calling context.

If `dstMemoryType` is `CU_MEMORYTYPE_HOST`, `dstHost` and `dstPitch` specify the (host) base address of the destination data and the bytes per row to apply. `dstArray` is ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_DEVICE`, `dstDevice` and `dstPitch` specify the (device) base address of the destination data and the bytes per row to apply. `dstArray` is ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_ARRAY`, `dstArray` specifies the handle of the destination data. `dstHost`, `dstDevice` and `dstPitch` are ignored.

- `srcXInBytes` and `srcY` specify the base address of the source data for the copy.

For host pointers, the starting address is

```
↑ void* Start = (void*)((char*)srcHost+srcY*srcPitch + srcXInBytes);
```

For device pointers, the starting address is

```
↑ CUdeviceptr Start = srcDevice+srcY*srcPitch+srcXInBytes;
```

For CUDA arrays, `srcXInBytes` must be evenly divisible by the array element size.

- `dstXInBytes` and `dstY` specify the base address of the destination data for the copy.

For host pointers, the base address is

```
↑ void* dstStart = (void*)((char*)dstHost+dstY*dstPitch + dstXInBytes);
```

For device pointers, the starting address is

```
↑ CUdeviceptr dstStart = dstDevice+dstY*dstPitch+dstXInBytes;
```


For CUDA arrays, `dstXInBytes` must be evenly divisible by the array element size.

- `WidthInBytes` and `Height` specify the width (in bytes) and height of the 2D copy being performed.



- ▶ If specified, `srcPitch` must be greater than or equal to `WidthInBytes + srcXInBytes`, and `dstPitch` must be greater than or equal to `WidthInBytes + dstXInBytes`.

[cuMemcpy2D\(\)](#) returns an error if any pitch is greater than the maximum allowed (`CU_DEVICE_ATTRIBUTE_MAX_PITCH`). [cuMemAllocPitch\(\)](#) passes back pitches that always work with [cuMemcpy2D\(\)](#). On intra-device memory copies (device to device, CUDA array to device, CUDA array to CUDA array), [cuMemcpy2D\(\)](#) may fail for pitches not computed by [cuMemAllocPitch\(\)](#). [cuMemcpy2DUnaligned\(\)](#) does not have this restriction, but may run significantly slower in the cases where [cuMemcpy2D\(\)](#) would have returned an error code.

 **Note:**

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

#### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMemcpy2D](#), [cudaMemcpy2DToArray](#), [cudaMemcpy2DFromArray](#)

## CUresult cuMemcpy3D (const CUDA\_MEMCPY3D \*pCopy)

Copies memory for 3D arrays.

### Parameters

#### **pCopy**

- Parameters for the memory copy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Perform a 3D memory copy according to the parameters specified in `pCopy`. The `CUDA_MEMCPY3D` structure is defined as:

```
↑ typedef struct CUDA_MEMCPY3D_st {
    unsigned int srcXInBytes, srcY, srcZ;
    unsigned int srcLOD;
    CUMemorytype srcMemoryType;
    const void *srcHost;
    CUdeviceptr srcDevice;
    CUarray srcArray;
    unsigned int srcPitch; // ignored when src is array
    unsigned int srcHeight; // ignored when src is array; may be 0
    if Depth==1

    unsigned int dstXInBytes, dstY, dstZ;
    unsigned int dstLOD;
    CUMemorytype dstMemoryType;
    void *dstHost;
    CUdeviceptr dstDevice;
    CUarray dstArray;
    unsigned int dstPitch; // ignored when dst is array
    unsigned int dstHeight; // ignored when dst is array; may be 0
    if Depth==1

    unsigned int WidthInBytes;
    unsigned int Height;
    unsigned int Depth;
} CUDA_MEMCPY3D;
```

where:

- `srcMemoryType` and `dstMemoryType` specify the type of memory of the source and destination, respectively; `CUMemorytype_enum` is defined as:

```
↑ typedef enum CUMemorytype_enum {
    CU_MEMORYTYPE_HOST = 0x01,
    CU_MEMORYTYPE_DEVICE = 0x02,
    CU_MEMORYTYPE_ARRAY = 0x03,
    CU_MEMORYTYPE_UNIFIED = 0x04
} CUMemorytype;
```

If `srcMemoryType` is `CU_MEMORYTYPE_UNIFIED`, `srcDevice` and `srcPitch` specify the (unified virtual address space) base address of the source data and the bytes per row to apply. `srcArray` is ignored. This value may be used only if unified addressing is supported in the calling context.

If `srcMemoryType` is `CU_MEMORYTYPE_HOST`, `srcHost`, `srcPitch` and `srcHeight` specify the (host) base address of the source data, the bytes per row, and the height of each 2D slice of the 3D array. `srcArray` is ignored.

If `srcMemoryType` is `CU_MEMORYTYPE_DEVICE`, `srcDevice`, `srcPitch` and `srcHeight` specify the (device) base address of the source data, the bytes per row, and the height of each 2D slice of the 3D array. `srcArray` is ignored.

If `srcMemoryType` is `CU_MEMORYTYPE_ARRAY`, `srcArray` specifies the handle of the source data. `srcHost`, `srcDevice`, `srcPitch` and `srcHeight` are ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_UNIFIED`, `dstDevice` and `dstPitch` specify the (unified virtual address space) base address of the source data and the bytes per row to apply. `dstArray` is ignored. This value may be used only if unified addressing is supported in the calling context.

If `dstMemoryType` is `CU_MEMORYTYPE_HOST`, `dstHost` and `dstPitch` specify the (host) base address of the destination data, the bytes per row, and the height of each 2D slice of the 3D array. `dstArray` is ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_DEVICE`, `dstDevice` and `dstPitch` specify the (device) base address of the destination data, the bytes per row, and the height of each 2D slice of the 3D array. `dstArray` is ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_ARRAY`, `dstArray` specifies the handle of the destination data. `dstHost`, `dstDevice`, `dstPitch` and `dstHeight` are ignored.

- ▶ `srcXInBytes`, `srcY` and `srcZ` specify the base address of the source data for the copy.

For host pointers, the starting address is

```
↑ void* Start = (void*)((char*)srcHost+(srcZ*srcHeight+srcY)*srcPitch +
srcXInBytes);
```

For device pointers, the starting address is

```
↑ CUdeviceptr Start = srcDevice+(srcZ*srcHeight+srcY)*srcPitch+srcXInBytes;
```

For CUDA arrays, `srcXInBytes` must be evenly divisible by the array element size.

- ▶ `dstXInBytes`, `dstY` and `dstZ` specify the base address of the destination data for the copy.

For host pointers, the base address is

```
↑ void* dstStart = (void*)((char*)dstHost+(dstZ*dstHeight+dstY)*dstPitch +
dstXInBytes);
```

For device pointers, the starting address is

```
↑ CUdeviceptr dstStart = dstDevice+(dstZ*dstHeight+dstY)*dstPitch+dstXInBytes;
```

For CUDA arrays, `dstXInBytes` must be evenly divisible by the array element size.

- ▶ `WidthInBytes`, `Height` and `Depth` specify the width (in bytes), height and depth of the 3D copy being performed.
- ▶ If specified, `srcPitch` must be greater than or equal to `WidthInBytes + srcXInBytes`, and `dstPitch` must be greater than or equal to `WidthInBytes + dstXInBytes`.

- ▶ If specified, srcHeight must be greater than or equal to Height + srcY, and dstHeight must be greater than or equal to Height + dstY.

[cuMemcpy3D\(\)](#) returns an error if any pitch is greater than the maximum allowed (CU\_DEVICE\_ATTRIBUTE\_MAX\_PITCH).

The srcLOD and dstLOD members of the CUDA\_MEMCPY3D structure must be set to 0.

**Note:**

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

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMemcpy3D](#)

## CUresult cuMemcpy3DAsync (const CUDA\_MEMCPY3D \*pCopy, CUstream hStream)

Copies memory for 3D arrays.

### Parameters

#### pCopy

- Parameters for the memory copy

#### hStream

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

## Description

Perform a 3D memory copy according to the parameters specified in `pCopy`. The `CUDA_MEMCPY3D` structure is defined as:

```
↑ typedef struct CUDA_MEMCPY3D_st {
    unsigned int srcXInBytes, srcY, srcZ;
    unsigned int srcLOD;
    CUMemorytype srcMemoryType;
    const void *srcHost;
    CUdeviceptr srcDevice;
    CUarray srcArray;
    unsigned int srcPitch; // ignored when src is array
    unsigned int srcHeight; // ignored when src is array; may be 0
    if Depth==1

    unsigned int dstXInBytes, dstY, dstZ;
    unsigned int dstLOD;
    CUMemorytype dstMemoryType;
    void *dstHost;
    CUdeviceptr dstDevice;
    CUarray dstArray;
    unsigned int dstPitch; // ignored when dst is array
    unsigned int dstHeight; // ignored when dst is array; may be 0
    if Depth==1

    unsigned int WidthInBytes;
    unsigned int Height;
    unsigned int Depth;
} CUDA_MEMCPY3D;
```

where:

- `srcMemoryType` and `dstMemoryType` specify the type of memory of the source and destination, respectively; `CUMemorytype_enum` is defined as:

```
↑ typedef enum CUMemorytype_enum {
    CU_MEMORYTYPE_HOST = 0x01,
    CU_MEMORYTYPE_DEVICE = 0x02,
    CU_MEMORYTYPE_ARRAY = 0x03,
    CU_MEMORYTYPE_UNIFIED = 0x04
} CUMemorytype;
```

If `srcMemoryType` is `CU_MEMORYTYPE_UNIFIED`, `srcDevice` and `srcPitch` specify the (unified virtual address space) base address of the source data and the bytes per row to apply. `srcArray` is ignored. This value may be used only if unified addressing is supported in the calling context.

If `srcMemoryType` is `CU_MEMORYTYPE_HOST`, `srcHost`, `srcPitch` and `srcHeight` specify the (host) base address of the source data, the bytes per row, and the height of each 2D slice of the 3D array. `srcArray` is ignored.

If `srcMemoryType` is `CU_MEMORYTYPE_DEVICE`, `srcDevice`, `srcPitch` and `srcHeight` specify the (device) base address of the source data, the bytes per row, and the height of each 2D slice of the 3D array. `srcArray` is ignored.

If `srcMemoryType` is `CU_MEMORYTYPE_ARRAY`, `srcArray` specifies the handle of the source data. `srcHost`, `srcDevice`, `srcPitch` and `srcHeight` are ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_UNIFIED`, `dstDevice` and `dstPitch` specify the (unified virtual address space) base address of the source data and the bytes per row to apply. `dstArray` is ignored. This value may be used only if unified addressing is supported in the calling context.

If `dstMemoryType` is `CU_MEMORYTYPE_HOST`, `dstHost` and `dstPitch` specify the (host) base address of the destination data, the bytes per row, and the height of each 2D slice of the 3D array. `dstArray` is ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_DEVICE`, `dstDevice` and `dstPitch` specify the (device) base address of the destination data, the bytes per row, and the height of each 2D slice of the 3D array. `dstArray` is ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_ARRAY`, `dstArray` specifies the handle of the destination data. `dstHost`, `dstDevice`, `dstPitch` and `dstHeight` are ignored.

- ▶ `srcXInBytes`, `srcY` and `srcZ` specify the base address of the source data for the copy.

For host pointers, the starting address is

```
↑ void* Start = (void*)((char*)srcHost+(srcZ*srcHeight+srcY)*srcPitch +
srcXInBytes);
```

For device pointers, the starting address is

```
↑ CUdeviceptr Start = srcDevice+(srcZ*srcHeight+srcY)*srcPitch+srcXInBytes;
```

For CUDA arrays, `srcXInBytes` must be evenly divisible by the array element size.

- ▶ `dstXInBytes`, `dstY` and `dstZ` specify the base address of the destination data for the copy.

For host pointers, the base address is

```
↑ void* dstStart = (void*)((char*)dstHost+(dstZ*dstHeight+dstY)*dstPitch +
dstXInBytes);
```

For device pointers, the starting address is

```
↑ CUdeviceptr dstStart = dstDevice+(dstZ*dstHeight+dstY)*dstPitch+dstXInBytes;
```


For CUDA arrays, `dstXInBytes` must be evenly divisible by the array element size.

- ▶ `WidthInBytes`, `Height` and `Depth` specify the width (in bytes), height and depth of the 3D copy being performed.
- ▶ If specified, `srcPitch` must be greater than or equal to `WidthInBytes + srcXInBytes`, and `dstPitch` must be greater than or equal to `WidthInBytes + dstXInBytes`.

- ▶ If specified, srcHeight must be greater than or equal to Height + srcY, and dstHeight must be greater than or equal to Height + dstY.

[cuMemcpy3DAsync\(\)](#) returns an error if any pitch is greater than the maximum allowed (`CU_DEVICE_ATTRIBUTE_MAX_PITCH`).

The srcLOD and dstLOD members of the `CUDA_MEMCPY3D` structure must be set to 0.



**Note:**

- ▶ 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:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpyAtoA](#),  
[cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#),  
[cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#),  
[cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#),  
[cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemcpy3DAsync](#)

## CUresult cuMemcpy3DPeer (const CUDA\_MEMCPY3D\_PEER \*pCopy)

Copies memory between contexts.

### Parameters

#### **pCopy**

- Parameters for the memory copy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Perform a 3D memory copy according to the parameters specified in `pCopy`. See the definition of the `CUDA_MEMCPY3D_PEER` structure for documentation of its parameters.



### Note:

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

### See also:

[cuMemcpyDtoD](#), [cuMemcpyPeer](#), [cuMemcpyDtoDAsync](#), [cuMemcpyPeerAsync](#), [cuMemcpy3DPeerAsync](#), [cudaMemcpy3DPeer](#)

## CUresult cuMemcpy3DPeerAsync (const CUDA\_MEMCPY3D\_PEER \*pCopy, CUstream hStream)

Copies memory between contexts asynchronously.

### Parameters

#### **pCopy**

- Parameters for the memory copy

#### **hStream**

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Perform a 3D memory copy according to the parameters specified in `pCopy`. See the definition of the `CUDA_MEMCPY3D_PEER` structure for documentation of its parameters.



### Note:

- ▶ 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:

[cuMemcpyDtoD](#), [cuMemcpyPeer](#), [cuMemcpyDtoDAsync](#), [cuMemcpyPeerAsync](#),  
[cuMemcpy3DPeerAsync](#), [cudaMemcpy3DPeerAsync](#)

## CUresult cuMemcpyAsync (CUdeviceptr dst, CUdeviceptr src, size\_t ByteCount, CUstream hStream)

Copies memory asynchronously.

### Parameters

#### dst

- Destination unified virtual address space pointer

#### src

- Source unified virtual address space pointer

#### ByteCount

- Size of memory copy in bytes

#### hStream

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Copies data between two pointers. `dst` and `src` are base pointers of the destination and source, respectively. `ByteCount` specifies the number of bytes to copy. Note that this function infers the type of the transfer (host to host, host to device, device to device, or device to host) from the pointer values. This function is only allowed in contexts which support unified addressing.



#### Note:

- ▶ 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.

- ▶ Memory regions requested must be either entirely registered with CUDA, or in the case of host pageable transfers, not registered at all. Memory regions spanning over allocations that are both registered and not registered with CUDA are not supported and will return `CUDA_ERROR_INVALID_VALUE`.

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#), [cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemcpyAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

## CUresult cuMemcpyAtoA (CUarray dstArray, size\_t dstOffset, CUarray srcArray, size\_t srcOffset, size\_t ByteCount)

Copies memory from Array to Array.

### Parameters

#### **dstArray**

- Destination array

#### **dstOffset**

- Offset in bytes of destination array

#### **srcArray**

- Source array

#### **srcOffset**

- Offset in bytes of source array

#### **ByteCount**

- Size of memory copy in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Copies from one 1D CUDA array to another. `dstArray` and `srcArray` specify the handles of the destination and source CUDA arrays for the copy, respectively. `dstOffset` and `srcOffset` specify the destination and source offsets in bytes into the CUDA arrays. `ByteCount` is the number of bytes to be copied. The size of the elements in the CUDA arrays need not be the same format, but the elements must be the same size; and count must be evenly divisible by that size.



### Note:

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

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMemcpyArrayToArray](#)

## CUresult cudaMemcpyAtoD (CUdeviceptr dstDevice, CUarray srcArray, size\_t srcOffset, size\_t ByteCount)

Copies memory from Array to Device.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **srcArray**

- Source array

#### **srcOffset**

- Offset in bytes of source array

#### **ByteCount**

- Size of memory copy in bytes

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Copies from one 1D CUDA array to device memory. `dstDevice` specifies the base pointer of the destination and must be naturally aligned with the CUDA array elements. `srcArray` and `srcOffset` specify the CUDA array handle and the offset in bytes into the array where the copy is to begin. `ByteCount` specifies the number of bytes to copy and must be evenly divisible by the array element size.



### Note:

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

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMemcpyFromArray](#)

## CUresult cuMemcpyAtoH (void \*dstHost, CUarray srcArray, size\_t srcOffset, size\_t ByteCount)

Copies memory from Array to Host.

### Parameters

#### **dstHost**

- Destination device pointer

#### **srcArray**

- Source array

#### **srcOffset**

- Offset in bytes of source array

**ByteCount**

- Size of memory copy in bytes

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Copies from one 1D CUDA array to host memory. `dstHost` specifies the base pointer of the destination. `srcArray` and `srcOffset` specify the CUDA array handle and starting offset in bytes of the source data. `ByteCount` specifies the number of bytes to copy.

**Note:**

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ This function exhibits [synchronous](#) behavior for most use cases.
- ▶ Memory regions requested must be either entirely registered with CUDA, or in the case of host pageable transfers, not registered at all. Memory regions spanning over allocations that are both registered and not registered with CUDA are not supported and will return `CUDA_ERROR_INVALID_VALUE`.

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#),  
[cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaMemcpyFromArray](#)

## CUresult cuMemcpyAtoHAsync (void \*dstHost, CUarray srcArray, size\_t srcOffset, size\_t ByteCount, CUstream hStream)

Copies memory from Array to Host.

### Parameters

#### **dstHost**

- Destination pointer

#### **srcArray**

- Source array

#### **srcOffset**

- Offset in bytes of source array

#### **ByteCount**

- Size of memory copy in bytes

#### **hStream**

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Copies from one 1D CUDA array to host memory. `dstHost` specifies the base pointer of the destination. `srcArray` and `srcOffset` specify the CUDA array handle and starting offset in bytes of the source data. `ByteCount` specifies the number of bytes to copy.



#### **Note:**

- ▶ 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.
- ▶ Memory regions requested must be either entirely registered with CUDA, or in the case of host pageable transfers, not registered at all. Memory regions spanning over allocations that are both registered and not registered with CUDA are not supported and will return `CUDA_ERROR_INVALID_VALUE`.

#### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#),  
[cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#),  
[cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#),  
[cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemcpyFromArrayAsync](#)

## CUresult cuMemcpyDtoA (CUarray dstArray, size\_t dstOffset, CUdeviceptr srcDevice, size\_t ByteCount)

Copies memory from Device to Array.

### Parameters

#### **dstArray**

- Destination array

#### **dstOffset**

- Offset in bytes of destination array

#### **srcDevice**

- Source device pointer

#### **ByteCount**

- Size of memory copy in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Copies from device memory to a 1D CUDA array. `dstArray` and `dstOffset` specify the CUDA array handle and starting index of the destination data. `srcDevice` specifies the base pointer of the source. `ByteCount` specifies the number of bytes to copy.



#### **Note:**

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

#### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoD](#),  
[cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaMemcpyToArray](#)

## CUresult cudaMemcpyDtoD (CUdeviceptr dstDevice, CUdeviceptr srcDevice, size\_t ByteCount)

Copies memory from Device to Device.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **srcDevice**

- Source device pointer

#### **ByteCount**

- Size of memory copy in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Copies from device memory to device memory. `dstDevice` and `srcDevice` are the base pointers of the destination and source, respectively. `ByteCount` specifies the number of bytes to copy.



#### **Note:**

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

#### **See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),



[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMemcpy](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#)

## CUresult cuMemcpyDtoDAsync (CUdeviceptr dstDevice, CUdeviceptr srcDevice, size\_t ByteCount, CUstream hStream)

Copies memory from Device to Device.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **srcDevice**

- Source device pointer

#### **ByteCount**

- Size of memory copy in bytes

#### **hStream**

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Copies from device memory to device memory. `dstDevice` and `srcDevice` are the base pointers of the destination and source, respectively. `ByteCount` specifies the number of bytes to copy.



#### **Note:**

- ▶ 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:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#),  
[cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#),  
[cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemcpyAsync](#),  
[cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

## CUresult cudaMemcpyToH (void \*dstHost, CUdeviceptr srcDevice, size\_t ByteCount)

Copies memory from Device to Host.

### Parameters

#### **dstHost**

- Destination host pointer

#### **srcDevice**

- Source device pointer

#### **ByteCount**


- Size of memory copy in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Copies from device to host memory. `dstHost` and `srcDevice` specify the base pointers of the destination and source, respectively. `ByteCount` specifies the number of bytes to copy.



**Note:**

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ This function exhibits [synchronous](#) behavior for most use cases.
- ▶ Memory regions requested must be either entirely registered with CUDA, or in the case of host pageable transfers, not registered at all. Memory regions spanning over allocations

that are both registered and not registered with CUDA are not supported and will return `CUDA_ERROR_INVALID_VALUE`.

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),  
[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaMemcpy](#), [cudaMemcpyFromSymbol](#)

## CUresult cuMemcpyDtoHAsync (void \*dstHost, CUdeviceptr srcDevice, size\_t ByteCount, CUstream hStream)

Copies memory from Device to Host.

### Parameters

#### **dstHost**

- Destination host pointer

#### **srcDevice**

- Source device pointer

#### **ByteCount**

- Size of memory copy in bytes

#### **hStream**

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Copies from device to host memory. `dstHost` and `srcDevice` specify the base pointers of the destination and source, respectively. `ByteCount` specifies the number of bytes to copy.

**Note:**

- ▶ 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.
- ▶ Memory regions requested must be either entirely registered with CUDA, or in the case of host pageable transfers, not registered at all. Memory regions spanning over allocations that are both registered and not registered with CUDA are not supported and will return `CUDA_ERROR_INVALID_VALUE`.

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#), [cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemcpyAsync](#), [cudaMemcpyFromSymbolAsync](#)

## CUresult cuMemcpyHtoA (CUarray dstArray, size\_t dstOffset, const void \*srcHost, size\_t ByteCount)

Copies memory from Host to Array.

### Parameters

#### **dstArray**

- Destination array

#### **dstOffset**

- Offset in bytes of destination array

#### **srcHost**

- Source host pointer

#### **ByteCount**


- Size of memory copy in bytes

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Copies from host memory to a 1D CUDA array. `dstArray` and `dstOffset` specify the CUDA array handle and starting offset in bytes of the destination data. `pSrc` specifies the base address of the source. `ByteCount` specifies the number of bytes to copy.

 **Note:**

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ This function exhibits [synchronous](#) behavior for most use cases.
- ▶ Memory regions requested must be either entirely registered with CUDA, or in the case of host pageable transfers, not registered at all. Memory regions spanning over allocations that are both registered and not registered with CUDA are not supported and will return `CUDA_ERROR_INVALID_VALUE`.

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMemcpyToArray](#)

## CUresult cuMemcpyHtoAAsync (CUarray dstArray, size\_t dstOffset, const void \*srcHost, size\_t ByteCount, CUstream hStream)

Copies memory from Host to Array.

### Parameters

#### **dstArray**

- Destination array

**dstOffset**

- Offset in bytes of destination array

**srcHost**

- Source host pointer

**ByteCount**

- Size of memory copy in bytes

**hStream**


- Stream identifier

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

**Description**

Copies from host memory to a 1D CUDA array. `dstArray` and `dstOffset` specify the CUDA array handle and starting offset in bytes of the destination data. `srcHost` specifies the base address of the source. `ByteCount` specifies the number of bytes to copy.

 **Note:**

- ▶ 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.
- ▶ Memory regions requested must be either entirely registered with CUDA, or in the case of host pageable transfers, not registered at all. Memory regions spanning over allocations that are both registered and not registered with CUDA are not supported and will return `CUDA_ERROR_INVALID_VALUE`.

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#),  
[cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#),  
[cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemcpyToArrayAsync](#)

## CUresult cuMemcpyHtoD (CUdeviceptr dstDevice, const void \*srcHost, size\_t ByteCount)

Copies memory from Host to Device.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **srcHost**

- Source host pointer

#### **ByteCount**

- Size of memory copy in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Copies from host memory to device memory. `dstDevice` and `srcHost` are the base addresses of the destination and source, respectively. `ByteCount` specifies the number of bytes to copy.



#### **Note:**

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ This function exhibits [synchronous](#) behavior for most use cases.
- ▶ Memory regions requested must be either entirely registered with CUDA, or in the case of host pageable transfers, not registered at all. Memory regions spanning over allocations that are both registered and not registered with CUDA are not supported and will return `CUDA_ERROR_INVALID_VALUE`.

#### **See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),

[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaMemcpy](#), [cudaMemcpyToSymbol](#)

## CUresult cudaMemcpyHtoDAsync (CUdeviceptr dstDevice, const void \*srcHost, size\_t ByteCount, CUstream hStream)

Copies memory from Host to Device.

### Parameters

#### dstDevice

- Destination device pointer

#### srcHost

- Source host pointer

#### ByteCount

- Size of memory copy in bytes

#### hStream

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Copies from host memory to device memory. `dstDevice` and `srcHost` are the base addresses of the destination and source, respectively. `ByteCount` specifies the number of bytes to copy.



#### Note:

- ▶ 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.
- ▶ Memory regions requested must be either entirely registered with CUDA, or in the case of host pageable transfers, not registered at all. Memory regions spanning over allocations that are both registered and not registered with CUDA are not supported and will return `CUDA_ERROR_INVALID_VALUE`.

#### See also:



[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemFree](#), [cuMemFreeHost](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#),  
[cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#),  
[cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemcpyAsync](#),  
[cudaMemcpyToSymbolAsync](#)

## CUresult cudaMemcpyPeer (CUdeviceptr dstDevice, CUcontext dstContext, CUdeviceptr srcDevice, CUcontext srcContext, size\_t ByteCount)

Copies device memory between two contexts.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **dstContext**

- Destination context

#### **srcDevice**

- Source device pointer

#### **srcContext**

- Source context

#### **ByteCount**

- Size of memory copy in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Copies from device memory in one context to device memory in another context. `dstDevice` is the base device pointer of the destination memory and `dstContext` is the destination context. `srcDevice` is the base device pointer of the source memory and `srcContext` is the source pointer. `ByteCount` specifies the number of bytes to copy.

**Note:**

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

**See also:**

[cuMemcpyDtoD](#), [cuMemcpy3DPeer](#), [cuMemcpyDtoDAsync](#), [cuMemcpyPeerAsync](#),  
[cuMemcpy3DPeerAsync](#), [cudaMemcpyPeer](#)

## CUresult cuMemcpyPeerAsync (CUdeviceptr dstDevice, CUcontext dstContext, CUdeviceptr srcDevice, CUcontext srcContext, size\_t ByteCount, CUstream hStream)

Copies device memory between two contexts asynchronously.

### Parameters

**dstDevice**

- Destination device pointer

**dstContext**

- Destination context

**srcDevice**

- Source device pointer

**srcContext**

- Source context

**ByteCount**

- Size of memory copy in bytes

**hStream**

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Copies from device memory in one context to device memory in another context. `dstDevice` is the base device pointer of the destination memory and `dstContext` is the destination

context. `srcDevice` is the base device pointer of the source memory and `srcContext` is the source pointer. `ByteCount` specifies the number of bytes to copy.

**Note:**

- ▶ 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:**

[cuMemcpyDtoD](#), [cuMemcpyPeer](#), [cuMemcpy3DPeer](#), [cuMemcpyDtoDAsync](#),  
[cuMemcpy3DPeerAsync](#), [cudaMemcpyPeerAsync](#)

## CUresult cuMemFree (CUdeviceptr dptr)

Frees device memory.

### Parameters

**dptr**

- Pointer to memory to free

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Frees the memory space pointed to by `dptr`, which must have been returned by a previous call to one of the following memory allocation APIs - [cuMemAlloc\(\)](#), [cuMemAllocPitch\(\)](#), [cuMemAllocManaged\(\)](#), [cuMemAllocAsync\(\)](#), [cuMemAllocFromPoolAsync\(\)](#)

Note - This API will not perform any implicit synchronization when the pointer was allocated with [cuMemAllocAsync](#) or [cuMemAllocFromPoolAsync](#). Callers must ensure that all accesses to the pointer have completed before invoking [cuMemFree](#). For best performance and memory reuse, users should use [cuMemFreeAsync](#) to free memory allocated via the stream ordered memory allocator.

**Note:**

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

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#),  
[cuMemAllocManaged](#), [cuMemAllocAsync](#), [cuMemAllocFromPoolAsync](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#),  
[cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#),  
[cuMemFreeAsync](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#),  
[cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaFree](#)

## CUresult cuMemFreeHost (void \*p)

Frees page-locked host memory.

### Parameters

**p**

- Pointer to memory to free

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Frees the memory space pointed to by p, which must have been returned by a previous call to [cuMemAllocHost\(\)](#).



#### Note:

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

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#),  
[cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaFreeHost](#)

## CUresult cuMemGetAddressRange (CUdeviceptr \*pbase, size\_t \*psize, CUdeviceptr dptr)

Get information on memory allocations.

### Parameters

#### **pbase**

- Returned base address

#### **psize**

- Returned size of device memory allocation

#### **dptr**

- Device pointer to query

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the base address in \*pbase and size in \*psize of the allocation by [cuMemAlloc\(\)](#) or [cuMemAllocPitch\(\)](#) that contains the input pointer dptr. Both parameters pbase and psize are optional. If one of them is NULL, it is ignored.



#### **Note:**

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

#### **See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

## CUresult cuMemGetInfo (size\_t \*free, size\_t \*total)

Gets free and total memory.

### Parameters

#### free

- Returned free memory in bytes

#### total

- Returned total memory in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns in `*total` the total amount of memory available to the the current context. Returns in `*free` the amount of memory on the device that is free according to the OS. CUDA is not guaranteed to be able to allocate all of the memory that the OS reports as free. In a multi-tenet situation, free estimate returned is prone to race condition where a new allocation/free done by a different process or a different thread in the same process between the time when free memory was estimated and reported, will result in deviation in free value reported and actual free memory.

The integrated GPU on Tegra shares memory with CPU and other component of the SoC. The free and total values returned by the API excludes the SWAP memory space maintained by the OS on some platforms. The OS may move some of the memory pages into swap area as the GPU or CPU allocate or access memory. See Tegra app note on how to calculate total and free memory on Tegra.



#### Note:

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

#### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#),  
[cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#),

[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaMemGetInfo](#)

## CUresult cuMemHostAlloc (void \*\*pp, size\_t bytesize, unsigned int Flags)

Allocates page-locked host memory.

### Parameters

#### **pp**

- Returned host pointer to page-locked memory

#### **bytesize**

- Requested allocation size in bytes

#### **Flags**

- Flags for allocation request

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Allocates `bytesize` 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 [cuMemcpyHtoD\(\)](#). 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.

- ▶ [CU\\_MEMHOSTALLOC\\_PORTABLE](#): The memory returned by this call will be considered as pinned memory by all CUDA contexts, not just the one that performed the allocation.
- ▶ [CU\\_MEMHOSTALLOC\\_DEVICEMAP](#): Maps the allocation into the CUDA address space. The device pointer to the memory may be obtained by calling [cuMemHostGetDevicePointer\(\)](#).
- ▶ [CU\\_MEMHOSTALLOC\\_WRITECOMBINED](#): 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 GPU 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.

The [CU\\_MEMHOSTALLOC\\_DEVICEMAP](#) flag may be specified on CUDA contexts for devices that do not support mapped pinned memory. The failure is deferred to [cuMemHostGetDevicePointer\(\)](#) because the memory may be mapped into other CUDA contexts via the [CU\\_MEMHOSTALLOC\\_PORTABLE](#) flag.

The memory allocated by this function must be freed with [cuMemFreeHost\(\)](#).

Note all host memory allocated using [cuMemHostAlloc\(\)](#) will automatically be immediately accessible to all contexts on all devices which support unified addressing (as may be queried using [CU\\_DEVICE\\_ATTRIBUTE\\_UNIFIED\\_ADDRESSING](#)). Unless the flag [CU\\_MEMHOSTALLOC\\_WRITECOMBINED](#) is specified, the device pointer that may be used to access this host memory from those contexts is always equal to the returned host pointer \*pp. If the flag [CU\\_MEMHOSTALLOC\\_WRITECOMBINED](#) is specified, then the function [cuMemHostGetDevicePointer\(\)](#) must be used to query the device pointer, even if the context supports unified addressing. See [Unified Addressing](#) for additional details.



**Note:**

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

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#), [cudaHostAlloc](#)



## CUresult cuMemHostGetDevicePointer (CUdeviceptr \*pdptr, void \*p, unsigned int Flags)

Passes back device pointer of mapped pinned memory.

### Parameters

#### **pdptr**

- Returned device pointer

#### **p**

- Host pointer

#### **Flags**

- Options (must be 0)

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Passes back the device pointer `pdptr` corresponding to the mapped, pinned host buffer `p` allocated by [cuMemHostAlloc](#).

[cuMemHostGetDevicePointer\(\)](#) will fail if the [CU\\_MEMHOSTALLOC\\_DEVICEMAP](#) flag was not specified at the time the memory was allocated, or if the function is called on a GPU that does not support mapped pinned memory.

For devices that have a non-zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_HOST\\_POINTER\\_FOR\\_REGISTERED\\_MEM](#), the memory can also be accessed from the device using the host pointer `p`. The device pointer returned by [cuMemHostGetDevicePointer\(\)](#) may or may not match the original host pointer `p` 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 [cuMemHostGetDevicePointer\(\)](#) will match the original pointer `p`. If any device visible to the application has a zero value for the device attribute, the device pointer returned by [cuMemHostGetDevicePointer\(\)](#) will not match the original host pointer `p`, 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 one of the two pointers and not both.

`Flags` provides for future releases. For now, it must be set to 0.



#### **Note:**

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

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#),  
[cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#),  
[cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#),  
[cuMemsetD32](#), [cudaHostGetDevicePointer](#)

## CUresult cuMemHostGetFlags (unsigned int \*pFlags, void \*p)

Passes back flags that were used for a pinned allocation.

### Parameters

#### **pFlags**

- Returned flags word

#### **p**

- Host pointer

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Passes back the flags `pFlags` that were specified when allocating the pinned host buffer `p` allocated by [cuMemHostAlloc](#).

[cuMemHostGetFlags\(\)](#) will fail if the pointer does not reside in an allocation performed by [cuMemAllocHost\(\)](#) or [cuMemHostAlloc\(\)](#).



#### **Note:**

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

**See also:**

[cuMemAllocHost](#), [cuMemHostAlloc](#), [cudaHostGetFlags](#)

## CUresult cuMemHostRegister (void \*p, size\_t bytesize, unsigned int Flags)

Registers an existing host memory range for use by CUDA.

### Parameters

#### **p**

- Host pointer to memory to page-lock

#### **bytesize**

- Size in bytes of the address range to page-lock

#### **Flags**

- Flags for allocation request

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_HOST\\_MEMORY\\_ALREADY\\_REGISTERED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

Page-locks the memory range specified by `p` and `bytesize` and maps it for the device(s) as specified by `Flags`. This memory range also is added to the same tracking mechanism as [cuMemHostAlloc](#) to automatically accelerate calls to functions such as [cuMemcpyHtoD\(\)](#). 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.

- ▶ [CU\\_MEMHOSTREGISTER\\_PORTABLE](#): The memory returned by this call will be considered as pinned memory by all CUDA contexts, not just the one that performed the allocation.
- ▶ [CU\\_MEMHOSTREGISTER\\_DEVICEMAP](#): Maps the allocation into the CUDA address space. The device pointer to the memory may be obtained by calling [cuMemHostGetDevicePointer\(\)](#).
- ▶ [CU\\_MEMHOSTREGISTER\\_IOMEMORY](#): The pointer is treated as pointing to some I/O memory space, e.g. the PCI Express resource of a 3rd party device.
- ▶ [CU\\_MEMHOSTREGISTER\\_READ\\_ONLY](#): The pointer is treated as pointing to memory that is considered read-only by the device. On platforms without

[CU\\_DEVICE\\_ATTRIBUTE\\_PAGEABLE\\_MEMORY\\_ACCESS\\_USES\\_HOST\\_PAGE\\_TABLES](#), this flag is required in order to register memory mapped to the CPU as read-only. Support for the use of this flag can be queried from the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_READ\\_ONLY\\_HOST\\_REGISTER\\_SUPPORTED](#). Using this flag with a current context associated with a device that does not have this attribute set will cause [cuMemHostRegister](#) to error with `CUDA_ERROR_NOT_SUPPORTED`.

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

The [CU\\_MEMHOSTREGISTER\\_DEVICEMAP](#) flag may be specified on CUDA contexts for devices that do not support mapped pinned memory. The failure is deferred to [cuMemHostGetDevicePointer\(\)](#) because the memory may be mapped into other CUDA contexts via the [CU\\_MEMHOSTREGISTER\\_PORTABLE](#) flag.

For devices that have a non-zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_HOST\\_POINTER\\_FOR\\_REGISTERED\\_MEM](#), the memory can also be accessed from the device using the host pointer `p`. The device pointer returned by [cuMemHostGetDevicePointer\(\)](#) may or may not match the original host pointer `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 [cuMemHostGetDevicePointer\(\)](#) will match the original pointer `ptr`. If any device visible to the application has a zero value for the device attribute, the device pointer returned by [cuMemHostGetDevicePointer\(\)](#) will not match the original host pointer `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 [cuMemHostUnregister\(\)](#).

**Note:**

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

**See also:**

[cuMemHostUnregister](#), [cuMemHostGetFlags](#), [cuMemHostGetDevicePointer](#), [cudaHostRegister](#)

## CUresult cuMemHostUnregister (void \*p)

Unregisters a memory range that was registered with cuMemHostRegister.

### Parameters

**p**

- Host pointer to memory to unregister

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_HOST\\_MEMORY\\_NOT\\_REGISTERED](#),

### Description

Unmaps the memory range whose base address is specified by p, and makes it pageable again.

The base address must be the same one specified to [cuMemHostRegister\(\)](#).



#### Note:

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

### See also:

[cuMemHostRegister](#), [cudaHostUnregister](#)

## CUresult cuMemsetD16 (CUdeviceptr dstDevice, unsigned short us, size\_t N)

Initializes device memory.

### Parameters

**dstDevice**

- Destination device pointer

**us**

- Value to set

**N**

- Number of elements

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Sets the memory range of  $N$  16-bit values to the specified value `us`. The `dstDevice` pointer must be two byte aligned.



### Note:

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ See also [memset synchronization details](#).

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#),  
[cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#),  
[cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#),  
[cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#),  
[cuMemsetD8Async](#), [cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemset](#)

## CUresult cuMemsetD16Async (CUdeviceptr dstDevice, unsigned short us, size\_t N, CUstream hStream)

Sets device memory.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **us**

- Value to set

#### **N**

- Number of elements

#### **hStream**

- Stream identifier

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Sets the memory range of  $N$  16-bit values to the specified value `us`. The `dstDevice` pointer must be two byte aligned.



### Note:

- ▶ 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:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemsetAsync](#)

## CUresult cuMemsetD2D16 (CUdeviceptr dstDevice, size\_t dstPitch, unsigned short us, size\_t Width, size\_t Height)

Initializes device memory.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **dstPitch**

- Pitch of destination device pointer (Unused if `Height` is 1)

#### **us**

- Value to set

**Width**

- Width of row

**Height**

- Number of rows

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Sets the 2D memory range of `width` 16-bit values to the specified value `us`. `Height` specifies the number of rows to set, and `dstPitch` specifies the number of bytes between each row. The `dstDevice` pointer and `dstPitch` offset must be two byte aligned. This function performs fastest when the pitch is one that has been passed back by [cuMemAllocPitch\(\)](#).

**Note:**

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ See also [memset synchronization details](#).

**See also:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#),  
[cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#),  
[cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16Async](#),  
[cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#),  
[cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemset2D](#)



## CUresult cuMemsetD2D16Async (CUdeviceptr dstDevice, size\_t dstPitch, unsigned short us, size\_t Width, size\_t Height, CUstream hStream)

Sets device memory.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **dstPitch**

- Pitch of destination device pointer(Unused if Height is 1)

#### **us**

- Value to set

#### **Width**

- Width of row

#### **Height**

- Number of rows

#### **hStream**

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Sets the 2D memory range of width 16-bit values to the specified value `us`. `Height` specifies the number of rows to set, and `dstPitch` specifies the number of bytes between each row. The `dstDevice` pointer and `dstPitch` offset must be two byte aligned. This function performs fastest when the pitch is one that has been passed back by [cuMemAllocPitch\(\)](#).



#### **Note:**

- ▶ 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:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),

[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#),  
[cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#),  
[cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#),  
[cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#),  
[cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemset2DAsync](#)

## CUresult cuMemsetD2D32 (CUdeviceptr dstDevice, size\_t dstPitch, unsigned int ui, size\_t Width, size\_t Height)

Initializes device memory.

### Parameters

#### dstDevice

- Destination device pointer

#### dstPitch

- Pitch of destination device pointer(Unused if Height is 1)

#### ui

- Value to set

#### Width

- Width of row

#### Height

- Number of rows

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Sets the 2D memory range of width 32-bit values to the specified value `ui`. `Height` specifies the number of rows to set, and `dstPitch` specifies the number of bytes between each row. The `dstDevice` pointer and `dstPitch` offset must be four byte aligned. This function performs fastest when the pitch is one that has been passed back by [cuMemAllocPitch\(\)](#).



#### Note:

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

► See also [memset synchronization details](#).

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#),  
[cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#),  
[cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#),  
[cuMemsetD2D16Async](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#),  
[cuMemsetD16](#), [cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemset2D](#)

## CUresult cuMemsetD2D32Async (CUdeviceptr dstDevice, size\_t dstPitch, unsigned int ui, size\_t Width, size\_t Height, CUstream hStream)

Sets device memory.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **dstPitch**

- Pitch of destination device pointer(Unused if Height is 1)

#### **ui**

- Value to set

#### **Width**

- Width of row

#### **Height**

- Number of rows

#### **hStream**

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Sets the 2D memory range of width 32-bit values to the specified value ui. Height specifies the number of rows to set, and dstPitch specifies the number of bytes between each

row. The `dstDevice` pointer and `dstPitch` offset must be four byte aligned. This function performs fastest when the pitch is one that has been passed back by [cuMemAllocPitch\(\)](#).



**Note:**

- ▶ 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:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#), [cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemset2DAsync](#)

## CUresult cuMemsetD2D8 (CUdeviceptr dstDevice, size\_t dstPitch, unsigned char uc, size\_t Width, size\_t Height)

Initializes device memory.

### Parameters

**dstDevice**

- Destination device pointer

**dstPitch**

- Pitch of destination device pointer(Unused if `Height` is 1)

**uc**

- Value to set

**Width**

- Width of row

**Height**

- Number of rows

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Sets the 2D memory range of `width` 8-bit values to the specified value `uc`. `Height` specifies the number of rows to set, and `dstPitch` specifies the number of bytes between each row. This function performs fastest when the pitch is one that has been passed back by [cuMemAllocPitch\(\)](#).



### Note:

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ See also [memset synchronization details](#).

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#), [cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemset2D](#)

## CUresult cuMemsetD2D8Async (CUdeviceptr dstDevice, size\_t dstPitch, unsigned char uc, size\_t Width, size\_t Height, CUstream hStream)

Sets device memory.

## Parameters

### dstDevice

- Destination device pointer

### dstPitch

- Pitch of destination device pointer(Unused if `Height` is 1)

**uc**

- Value to set

**Width**

- Width of row

**Height**

- Number of rows

**hStream**

- Stream identifier

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Sets the 2D memory range of `width` 8-bit values to the specified value `uc`. `Height` specifies the number of rows to set, and `dstPitch` specifies the number of bytes between each row. This function performs fastest when the pitch is one that has been passed back by [cuMemAllocPitch\(\)](#).

**Note:**

- ▶ 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:**

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#),  
[cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#),  
[cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#),  
[cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#),  
[cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#),  
[cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#),  
[cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#),  
[cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#),  
[cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#),  
[cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemset2DAsync](#)

## CUresult cuMemsetD32 (CUdeviceptr dstDevice, unsigned int ui, size\_t N)

Initializes device memory.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **ui**

- Value to set

#### **N**


- Number of elements

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Sets the memory range of  $N$  32-bit values to the specified value `ui`. The `dstDevice` pointer must be four byte aligned.



**Note:**

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ See also [memset synchronization details](#).

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#), [cuMemsetD16Async](#), [cuMemsetD32Async](#), [cudaMemset](#)

## CUresult cuMemsetD32Async (CUdeviceptr dstDevice, unsigned int ui, size\_t N, CUstream hStream)

Sets device memory.

### Parameters

#### dstDevice

- Destination device pointer

#### ui

- Value to set

#### N

- Number of elements

#### hStream

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Sets the memory range of  $N$  32-bit values to the specified value  $ui$ . The  $dstDevice$  pointer must be four byte aligned.



#### Note:

- ▶ 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:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD8Async](#), [cuMemsetD16](#), [cuMemsetD16Async](#), [cuMemsetD32](#), [cudaMemsetAsync](#)



## CUresult cuMemsetD8 (CUdeviceptr dstDevice, unsigned char uc, size\_t N)

Initializes device memory.

### Parameters

#### **dstDevice**

- Destination device pointer

#### **uc**

- Value to set

#### **N**

- Number of elements

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Sets the memory range of N 8-bit values to the specified value uc.



#### **Note:**

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ See also [memset synchronization details](#).

### See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8Async](#), [cuMemsetD16](#), [cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemset](#)

## CUresult cuMemsetD8Async (CUdeviceptr dstDevice, unsigned char uc, size\_t N, CUstream hStream)

Sets device memory.

### Parameters

#### dstDevice

- Destination device pointer

#### uc

- Value to set

#### N

- Number of elements

#### hStream


- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Sets the memory range of  $N$  8-bit values to the specified value  $uc$ .

 **Note:**

- ▶ 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:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D8Async](#), [cuMemsetD2D16](#), [cuMemsetD2D16Async](#), [cuMemsetD2D32](#), [cuMemsetD2D32Async](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD16Async](#), [cuMemsetD32](#), [cuMemsetD32Async](#), [cudaMemsetAsync](#)

```
CUresult cuMipmappedArrayCreate
(CUmipmappedArray *pHandle,
const CUDA_ARRAY3D_DESCRIPTOR
*pMipmappedArrayDesc, unsigned int
numMipmapLevels)
```

Creates a CUDA mipmapped array.

### Parameters

#### **pHandle**

- Returned mipmapped array

#### **pMipmappedArrayDesc**

- mipmapped array descriptor

#### **numMipmapLevels**

- Number of mipmap levels

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### Description

Creates a CUDA mipmapped array according to the `CUDA_ARRAY3D_DESCRIPTOR` structure `pMipmappedArrayDesc` and returns a handle to the new CUDA mipmapped array in `*pHandle`. `numMipmapLevels` specifies the number of mipmap levels to be allocated. This value is clamped to the range  $[1, 1 + \text{floor}(\log_2(\max(\text{width}, \text{height}, \text{depth})))]$ .

The `CUDA_ARRAY3D_DESCRIPTOR` is defined as:

```
↑
typedef struct {
    unsigned int Width;
    unsigned int Height;
    unsigned int Depth;
    CUarray\_format Format;
    unsigned int NumChannels;
    unsigned int Flags;
} CUDA\_ARRAY3D\_DESCRIPTOR;
```

where:

- ▶ `Width`, `Height`, and `Depth` are the width, height, and depth of the CUDA array (in elements); the following types of CUDA arrays can be allocated:
  - ▶ A 1D mipmapped array is allocated if `Height` and `Depth` extents are both zero.
  - ▶ A 2D mipmapped array is allocated if only `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 `Height` is zero and the [CUDA\\_ARRAY3D\\_LAYERED](#) flag is set. Each layer is a 1D 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 [CUDA\\_ARRAY3D\\_LAYERED](#) flag is set. Each layer is a 2D 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 [CUDA\\_ARRAY3D\\_CUBEMAP](#) 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 [CUarray\\_cubemap\\_face](#).
- ▶ A cubemap layered CUDA mipmapped array is allocated if all three extents are non-zero, and both, [CUDA\\_ARRAY3D\\_CUBEMAP](#) and [CUDA\\_ARRAY3D\\_LAYERED](#) 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.
- ▶ `Format` specifies the format of the elements; [CUarray\\_format](#) is defined as:

```
↑
typedef enum CUarray_format_enum {
    CU_AD_FORMAT_UNSIGNED_INT8 = 0x01,
    CU_AD_FORMAT_UNSIGNED_INT16 = 0x02,
    CU_AD_FORMAT_UNSIGNED_INT32 = 0x03,
    CU_AD_FORMAT_SIGNED_INT8 = 0x08,
    CU_AD_FORMAT_SIGNED_INT16 = 0x09,
    CU_AD_FORMAT_SIGNED_INT32 = 0x0a,
    CU_AD_FORMAT_HALF = 0x10,
    CU_AD_FORMAT_FLOAT = 0x20
} CUarray_format;
```

- ▶ `NumChannels` specifies the number of packed components per CUDA array element; it may be 1, 2, or 4;
- ▶ Flags may be set to
  - ▶ [CUDA\\_ARRAY3D\\_LAYERED](#) to enable creation of layered CUDA mipmapped arrays. If this flag is set, `Depth` specifies the number of layers, not the depth of a 3D array.
  - ▶ [CUDA\\_ARRAY3D\\_SURFACE\\_LDST](#) to enable surface references to be bound to individual mipmap levels of the CUDA mipmapped array. If this flag is not set, [cuSurfRefSetArray](#) will fail when attempting to bind a mipmap level of the CUDA mipmapped array to a surface reference.
  - ▶ [CUDA\\_ARRAY3D\\_CUBEMAP](#) to enable creation of mipmapped cubemaps. If this flag is set, `Width` must be equal to `Height`, and `Depth` must be six. If the [CUDA\\_ARRAY3D\\_LAYERED](#) flag is also set, then `Depth` must be a multiple of six.

- ▶ [CUDA\\_ARRAY3D\\_TEXTURE\\_GATHER](#) to indicate that the CUDA mipmapped array will be used for texture gather. Texture gather can only be performed on 2D CUDA mipmapped arrays.

Width, Height and Depth must meet certain size requirements as listed in the following table. All values are specified in elements. Note that for brevity's sake, the full name of the device attribute is not specified. For ex., TEXTURE1D\_MIPMAPPED\_WIDTH refers to the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE1D\\_MIPMAPPED\\_WIDTH](#).

CUDA array type	Valid extents that must always be met {(width range in elements), (height range), (depth range)}	Valid extents with CUDA_ARRAY3D_SURFACE_LDST set {(width range in elements), (height range), (depth range)}
1D	{ (1,TEXTURE1D_MIPMAPPED_WIDTH), (1,0), 0 }	{ (1,SURFACE1D_WIDTH), 0, 0 }
2D	{ (1,TEXTURE2D_MIPMAPPED_WIDTH), (1,TEXTURE2D_MIPMAPPED_HEIGHT), (1,0) }	{ (1,SURFACE2D_WIDTH), (1,SURFACE2D_HEIGHT), 0 }
3D	{ (1,TEXTURE3D_WIDTH), (1,TEXTURE3D_HEIGHT), (1,TEXTURE3D_DEPTH) } OR { (1,TEXTURE3D_WIDTH_ALTERNATE), (1,TEXTURE3D_HEIGHT_ALTERNATE), (1,TEXTURE3D_DEPTH_ALTERNATE) }	{ (1,SURFACE3D_WIDTH), (1,SURFACE3D_HEIGHT), (1,SURFACE3D_DEPTH) }
1D Layered	{ (1,TEXTURE1D_LAYERED_WIDTH), 0, (1,TEXTURE1D_LAYERED_LAYERS) }	{ (1,SURFACE1D_LAYERED_WIDTH), 0, (1,SURFACE1D_LAYERED_LAYERS) }
2D Layered	{ (1,TEXTURE2D_LAYERED_WIDTH), (1,TEXTURE2D_LAYERED_HEIGHT), (1,TEXTURE2D_LAYERED_LAYERS) }	{ (1,SURFACE2D_LAYERED_WIDTH), (1,SURFACE2D_LAYERED_HEIGHT), (1,SURFACE2D_LAYERED_LAYERS) }
Cubemap	{ (1,TEXTURECUBEMAP_WIDTH), (1,TEXTURECUBEMAP_WIDTH), 6 }	{ (1,SURFACECUBEMAP_WIDTH), (1,SURFACECUBEMAP_WIDTH), 6 }
Cubemap Layered	{ (1,TEXTURECUBEMAP_LAYERED_WIDTH), (1,TEXTURECUBEMAP_LAYERED_WIDTH), (1,TEXTURECUBEMAP_LAYERED_LAYERS) }	{ (1,SURFACECUBEMAP_LAYERED_WIDTH), (1,SURFACECUBEMAP_LAYERED_WIDTH), (1,SURFACECUBEMAP_LAYERED_LAYERS) }

**Note:**

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

**See also:**

[cuMipmappedArrayDestroy](#), [cuMipmappedArrayGetLevel](#), [cuArrayCreate](#),  
[cudaMallocMipmappedArray](#)

## CUresult cuMipmappedArrayDestroy (CUmipmappedArray hMipmappedArray)

Destroys a CUDA mipmapped array.

### Parameters

**hMipmappedArray**

- Mipmapped array to destroy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_ARRAY\\_IS\\_MAPPED](#), [CUDA\\_ERROR\\_CONTEXT\\_IS\\_DESTROYED](#)

### Description

Destroys the CUDA mipmapped array `hMipmappedArray`.

**Note:**

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

**See also:**

[cuMipmappedArrayCreate](#), [cuMipmappedArrayGetLevel](#), [cuArrayCreate](#),  
[cudaFreeMipmappedArray](#)

## CUresult cuMipmappedArrayGetLevel (CUarray \*pLevelArray, CUmipmappedArray hMipmappedArray, unsigned int level)

Gets a mipmap level of a CUDA mipmapped array.

### Parameters

**pLevelArray**

- Returned mipmap level CUDA array

**hMipmappedArray**

- CUDA mipmapped array

**level**

- Mipmap level

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Returns in \*pLevelArray a CUDA array that represents a single mipmap level of the CUDA mipmapped array hMipmappedArray.

If level is greater than the maximum number of levels in this mipmapped array, [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.

**Note:**

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

**See also:**

[cuMipmappedArrayCreate](#), [cuMipmappedArrayDestroy](#), [cuArrayCreate](#), [cudaGetMipmappedArrayLevel](#)

## CUresult

`cuMipmappedArrayGetMemoryRequirements`  
(`CUDA_ARRAY_MEMORY_REQUIREMENTS`  
`*memoryRequirements`, `CUmipmappedArray`  
`mipmap`, `CUdevice device`)

Returns the memory requirements of a CUDA mipmapped array.

### Parameters

#### **memoryRequirements**

- Pointer to `CUDA_ARRAY_MEMORY_REQUIREMENTS`

#### **mipmap**

- CUDA mipmapped array to get the memory requirements of

#### **device**

- Device to get the memory requirements for

### Returns

[`CUDA\_SUCCESS`](#) [`CUDA\_ERROR\_INVALID\_VALUE`](#)

### Description

Returns the memory requirements of a CUDA mipmapped array in `memoryRequirements`. If the CUDA mipmapped array is not allocated with flag [`CUDA\_ARRAY3D\_DEFERRED\_MAPPING`](#) [`CUDA\_ERROR\_INVALID\_VALUE`](#) will be returned.

The returned value in [`CUDA\_ARRAY\_MEMORY\_REQUIREMENTS::size`](#) represents the total size of the CUDA mipmapped array. The returned value in [`CUDA\_ARRAY\_MEMORY\_REQUIREMENTS::alignment`](#) represents the alignment necessary for mapping the CUDA mipmapped array.

#### **See also:**

[`cuArrayGetMemoryRequirements`](#), [`cuMemMapArrayAsync`](#)



## CUresult cuMipmappedArrayGetSparseProperties (CUDA\_ARRAY\_SPARSE\_PROPERTIES \*sparseProperties, CUmipmappedArray mipmap)

Returns the layout properties of a sparse CUDA mipmapped array.

### Parameters

#### **sparseProperties**

- Pointer to `CUDA_ARRAY_SPARSE_PROPERTIES`

#### **mipmap**

- CUDA mipmapped array to get the sparse properties of

### Returns

[CUDA\\_SUCCESS](#) [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the sparse array layout properties in `sparseProperties`. If the CUDA mipmapped array is not allocated with flag [CUDA\\_ARRAY3D\\_SPARSE](#) [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned.

For non-layered CUDA mipmapped arrays, [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES::mipTailSize](#) returns the size of the mip tail region. The mip tail region includes all mip levels whose width, height or depth is less than that of the tile. For layered CUDA mipmapped arrays, if [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES::flags](#) contains [CU\\_ARRAY\\_SPARSE\\_PROPERTIES\\_SINGLE\\_MIPTAIL](#), then [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES::mipTailSize](#) specifies the size of the mip tail of all layers combined. Otherwise, [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES::mipTailSize](#) specifies mip tail size per layer. The returned value of [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES::mipTailFirstLevel](#) is valid only if [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES::mipTailSize](#) is non-zero.

### See also:

[cuArrayGetSparseProperties](#), [cuMemMapArrayAsync](#)

## 6.12. Virtual Memory Management

This section describes the virtual memory management functions of the low-level CUDA driver application programming interface.

## CUresult cuMemAddressFree (CUdeviceptr ptr, size\_t size)

Free an address range reservation.

### Parameters

#### **ptr**

- Starting address of the virtual address range to free

#### **size**

- Size of the virtual address region to free

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

Frees a virtual address range reserved by cuMemAddressReserve. The size must match what was given to memAddressReserve and the ptr given must match what was returned from memAddressReserve.

### See also:

[cuMemAddressReserve](#)

## CUresult cuMemAddressReserve (CUdeviceptr \*ptr, size\_t size, size\_t alignment, CUdeviceptr addr, unsigned long long flags)

Allocate an address range reservation.

### Parameters

#### **ptr**

- Resulting pointer to start of virtual address range allocated

#### **size**

- Size of the reserved virtual address range requested

#### **alignment**

- Alignment of the reserved virtual address range requested

#### **addr**

- Fixed starting address range requested

**flags**

- Currently unused, must be zero

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_DEINITIALIZED](#),  
[CUDA\\_ERROR\\_NOT\\_PERMITTED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

**Description**

Reserves a virtual address range based on the given parameters, giving the starting address of the range in `ptr`. This API requires a system that supports UVA. The size and address parameters must be a multiple of the host page size and the alignment must be a power of two or zero for default alignment.

**See also:**

[cuMemAddressFree](#)

**CUresult cuMemCreate**

(CUmemGenericAllocationHandle \*handle, size\_t size, const CUmemAllocationProp \*prop, unsigned long long flags)

Create a CUDA memory handle representing a memory allocation of a given size described by the given properties.

**Parameters****handle**

- Value of handle returned. All operations on this allocation are to be performed using this handle.

**size**

- Size of the allocation requested

**prop**

- Properties of the allocation to create.

**flags**

- flags for future use, must be zero now.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_INVALID\\_DEVICE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),

[CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

## Description

This creates a memory allocation on the target device specified through the `prop` structure. The created allocation will not have any device or host mappings. The generic memory `handle` for the allocation can be mapped to the address space of calling process via [cuMemMap](#). This handle cannot be transmitted directly to other processes (see [cuMemExportToShareableHandle](#)). On Windows, the caller must also pass an `LPSECURITYATTRIBUTE` in `prop` to be associated with this handle which limits or allows access to this handle for a recipient process (see [CUmemAllocationProp::win32HandleMetaData](#) for more). The size of this allocation must be a multiple of the value given via [cuMemGetAllocationGranularity](#) with the [CU\\_MEM\\_ALLOC\\_GRANULARITY\\_MINIMUM](#) flag. If `CUmemAllocationProp::allocFlags::usage` contains [CU\\_MEM\\_CREATE\\_USAGE\\_TILE\\_POOL](#) flag then the memory allocation is intended only to be used as backing tile pool for sparse CUDA arrays and sparse CUDA mipmapped arrays. (see [cuMemMapArrayAsync](#)).



### Note:

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

### See also:

[cuMemRelease](#), [cuMemExportToShareableHandle](#), [cuMemImportFromShareableHandle](#)

## CUresult cuMemExportToShareableHandle (void \*shareableHandle, CUmemGenericAllocationHandle handle, CUmemAllocationHandleType handleType, unsigned long long flags)

Exports an allocation to a requested shareable handle type.

### Parameters

#### shareableHandle

- Pointer to the location in which to store the requested handle type

#### handle

- CUDA handle for the memory allocation

#### handleType

- Type of shareable handle requested (defines type and size of the `shareableHandle` output parameter)

**flags**

- Reserved, must be zero

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

**Description**

Given a CUDA memory handle, create a shareable memory allocation handle that can be used to share the memory with other processes. The recipient process can convert the shareable handle back into a CUDA memory handle using [cuMemImportFromShareableHandle](#) and map it with [cuMemMap](#). The implementation of what this handle is and how it can be transferred is defined by the requested handle type in `handleType`

Once all shareable handles are closed and the allocation is released, the allocated memory referenced will be released back to the OS and uses of the CUDA handle afterward will lead to undefined behavior.

This API can also be used in conjunction with other APIs (e.g. Vulkan, OpenGL) that support importing memory from the shareable type

**See also:**

[cuMemImportFromShareableHandle](#)

## CUresult cuMemGetAccess (unsigned long long \*flags, const CUmemLocation \*location, CUdeviceptr ptr)

Get the access `flags` set for the given `location` and `ptr`.

**Parameters****flags**

- Flags set for this location

**location**

- Location in which to check the flags for

**ptr**

- Address in which to check the access flags for

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#),  
[CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_DEINITIALIZED](#),  
[CUDA\\_ERROR\\_NOT\\_PERMITTED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

## Description

### See also:

[cuMemSetAccess](#)

## CUresult cuMemGetAllocationGranularity (size\_t \*granularity, const CUmemAllocationProp \*prop, CUmemAllocationGranularity\_flags option)

Calculates either the minimal or recommended granularity.

## Parameters

### granularity

Returned granularity.

### prop

Property for which to determine the granularity for

### option

Determines which granularity to return

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

## Description

Calculates either the minimal or recommended granularity for a given allocation specification and returns it in granularity. This granularity can be used as a multiple for alignment, size, or address mapping.

### See also:

[cuMemCreate](#), [cuMemMap](#)

## CUresult cuMemGetAllocationPropertiesFromHandle (CUmemAllocationProp \*prop, CUmemGenericAllocationHandle handle)

Retrieve the contents of the property structure defining properties for this handle.

### Parameters

#### **prop**

- Pointer to a properties structure which will hold the information about this handle

#### **handle**

- Handle which to perform the query on

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

#### See also:

[cuMemCreate](#), [cuMemImportFromShareableHandle](#)

## CUresult cuMemImportFromShareableHandle (CUmemGenericAllocationHandle \*handle, void \*osHandle, CUmemAllocationHandleType shHandleType)

Imports an allocation from a requested shareable handle type.

### Parameters

#### **handle**

- CUDA Memory handle for the memory allocation.

#### **osHandle**

- Shareable Handle representing the memory allocation that is to be imported.

#### **shHandleType**


- handle type of the exported handle [CUmemAllocationHandleType](#).

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

## Description

If the current process cannot support the memory described by this shareable handle, this API will error as `CUDA_ERROR_NOT_SUPPORTED`.

 **Note:**

Importing shareable handles exported from some graphics APIs (Vulkan, OpenGL, etc) created on devices under an SLI group may not be supported, and thus this API will return `CUDA_ERROR_NOT_SUPPORTED`. There is no guarantee that the contents of `handle` will be the same CUDA memory handle for the same given OS shareable handle, or the same underlying allocation.

## See also:

[cuMemExportToShareableHandle](#), [cuMemMap](#), [cuMemRelease](#)

# CUresult cuMemMap (CUdeviceptr ptr, size\_t size, size\_t offset, CUmemGenericAllocationHandle handle, unsigned long long flags)

Maps an allocation handle to a reserved virtual address range.

## Parameters

### ptr

- Address where memory will be mapped.

### size

- Size of the memory mapping.

### offset

handle from which to start mapping Note: currently must be zero.

- Offset into the memory represented by

### handle

- Handle to a shareable memory

### flags

- flags for future use, must be zero now.



## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

- ▶ `handle` from which to start mapping
- ▶ Note: currently must be zero.

## Description

Maps bytes of memory represented by `handle` starting from byte `offset` to `size` to address range `[addr, addr + size]`. This range must be an address reservation previously reserved with [cuMemAddressReserve](#), and `offset + size` must be less than the size of the memory allocation. Both `ptr`, `size`, and `offset` must be a multiple of the value given via [cuMemGetAllocationGranularity](#) with the [CU\\_MEM\\_ALLOC\\_GRANULARITY\\_MINIMUM](#) flag.

Please note calling [cuMemMap](#) does not make the address accessible, the caller needs to update accessibility of a contiguous mapped VA range by calling [cuMemSetAccess](#).

Once a recipient process obtains a shareable memory handle from [cuMemImportFromShareableHandle](#), the process must use [cuMemMap](#) to map the memory into its address ranges before setting accessibility with [cuMemSetAccess](#).

[cuMemMap](#) can only create mappings on VA range reservations that are not currently mapped.



### Note:

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

### See also:

[cuMemUnmap](#), [cuMemSetAccess](#), [cuMemCreate](#), [cuMemAddressReserve](#), [cuMemImportFromShareableHandle](#)

## CUresult cuMemMapArrayAsync (CUarrayMapInfo \*mapInfoList, unsigned int count, CUstream hStream)

Maps or unmmaps subregions of sparse CUDA arrays and sparse CUDA mipmapped arrays.

## Parameters

### mapInfoList

- List of CUarrayMapInfo

**count**

- Count of CUarrayMapInfo in mapInfoList

**hStream**

- Stream identifier for the stream to use for map or unmap operations

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

**Description**

Performs map or unmap operations on subregions of sparse CUDA arrays and sparse CUDA mipmapped arrays. Each operation is specified by a CUarrayMapInfo entry in the mapInfoList array of size count. The structure CUarrayMapInfo is defined as follow:

```

↑ typedef struct CUarrayMapInfo_st {
    CUresourcetype resourceType;
    union {
        CUmipmappedArray mipmap;
        CUarray array;
    } resource;

    CUarraySparseSubresourceType subresourceType;
    union {
        struct {
            unsigned int level;
            unsigned int layer;
            unsigned int offsetX;
            unsigned int offsetY;
            unsigned int offsetZ;
            unsigned int extentWidth;
            unsigned int extentHeight;
            unsigned int extentDepth;
        } sparseLevel;
        struct {
            unsigned int layer;
            unsigned long long offset;
            unsigned long long size;
        } miptail;
    } subresource;

    CUmemOperationType memOperationType;

    CUmemHandleType memHandleType;
    union {
        CUmemGenericAllocationHandle memHandle;
    } memHandle;

    unsigned long long offset;
    unsigned int deviceBitMask;
    unsigned int flags;
    unsigned int reserved[2];
} CUarrayMapInfo;

```

where [CUarrayMapInfo::resourceType](#) specifies the type of resource to be operated on. If [CUarrayMapInfo::resourceType](#) is set to [CUresourcetype::CU\\_RESOURCE\\_TYPE\\_ARRAY](#) then [CUarrayMapInfo::resource::array](#) must be set to a valid sparse CUDA array handle. The CUDA array must be either a 2D, 2D layered or 3D CUDA array and must have been allocated using [cuArrayCreate](#) or [cuArray3DCreate](#) with the flag [CUDA\\_ARRAY3D\\_SPARSE](#)

or [CUDA\\_ARRAY3D\\_DEFERRED\\_MAPPING](#).

For CUDA arrays obtained using [cuMipmappedArrayGetLevel](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned. If [CUarrayMapInfo::resourceType](#) is set to [CUresourcetype::CU\\_RESOURCE\\_TYPE\\_MIPMAPPED\\_ARRAY](#) then [CUarrayMapInfo::resource::mipmap](#) must be set to a valid sparse CUDA mipmapped array handle. The CUDA mipmapped array must be either a 2D, 2D layered or 3D CUDA mipmapped array and must have been allocated using [cuMipmappedArrayCreate](#) with the flag [CUDA\\_ARRAY3D\\_SPARSE](#)

or [CUDA\\_ARRAY3D\\_DEFERRED\\_MAPPING](#).

[CUarrayMapInfo::subresourceType](#) specifies the type of subresource within the resource. [CUarraySparseSubresourceType\\_enum](#) is defined as:

```
↑
typedef enum CUarraySparseSubresourceType_enum {
    CU_ARRAY_SPARSE_SUBRESOURCE_TYPE_SPARSE_LEVEL = 0,
    CU_ARRAY_SPARSE_SUBRESOURCE_TYPE_MIPTAIL = 1
} CUarraySparseSubresourceType;
```

where

[CUarraySparseSubresourceType::CU\\_ARRAY\\_SPARSE\\_SUBRESOURCE\\_TYPE\\_SPARSE\\_LEVEL](#) indicates a sparse-miplevel which spans at least one tile in every dimension. The remaining miplevels which are too small to span at least one tile in any dimension constitute the mip tail region as indicated by [CUarraySparseSubresourceType::CU\\_ARRAY\\_SPARSE\\_SUBRESOURCE\\_TYPE\\_MIPTAIL](#) subresource type.

If [CUarrayMapInfo::subresourceType](#) is set to [CUarraySparseSubresourceType::CU\\_ARRAY\\_SPARSE\\_SUBRESOURCE\\_TYPE\\_SPARSE\\_LEVEL](#) then [CUarrayMapInfo::subresource::sparseLevel](#) struct must contain valid array subregion offsets and extents. The [CUarrayMapInfo::subresource::sparseLevel::offsetX](#), [CUarrayMapInfo::subresource::sparseLevel::offsetY](#) and [CUarrayMapInfo::subresource::sparseLevel::offsetZ](#) must specify valid X, Y and Z offsets respectively. The [CUarrayMapInfo::subresource::sparseLevel::extentWidth](#), [CUarrayMapInfo::subresource::sparseLevel::extentHeight](#) and [CUarrayMapInfo::subresource::sparseLevel::extentDepth](#) must specify valid width, height and depth extents respectively. These offsets and extents must be aligned to the corresponding tile dimension. For CUDA mipmapped arrays [CUarrayMapInfo::subresource::sparseLevel::level](#) must specify a valid mip level index. Otherwise, must be zero. For layered CUDA arrays and layered CUDA mipmapped arrays [CUarrayMapInfo::subresource::sparseLevel::layer](#) must specify a valid layer index. Otherwise, must be zero. [CUarrayMapInfo::subresource::sparseLevel::offsetZ](#) must be zero and [CUarrayMapInfo::subresource::sparseLevel::extentDepth](#) must be set to 1 for 2D and 2D layered CUDA arrays and CUDA mipmapped arrays. Tile extents can be obtained by calling [cuArrayGetSparseProperties](#) and [cuMipmappedArrayGetSparseProperties](#)

If [CUarrayMapInfo::subresourceType](#) is set to [CUarraySparseSubresourceType::CU\\_ARRAY\\_SPARSE\\_SUBRESOURCE\\_TYPE\\_MIPTAIL](#) then [CUarrayMapInfo::subresource::mipTail](#) struct must contain valid mip tail offset in [CUarrayMapInfo::subresource::mipTail::offset](#) and size in [CUarrayMapInfo::subresource::mipTail::size](#). Both, mip tail offset and mip tail size must be aligned to the tile size. For layered CUDA mipmapped arrays which don't have the flag [CU\\_ARRAY\\_SPARSE\\_PROPERTIES\\_SINGLE\\_MIPTAIL](#) set in [CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES::flags](#) as returned by [cuMipmappedArrayGetSparseProperties](#), [CUarrayMapInfo::subresource::mipTail::layer](#) must specify a valid layer index. Otherwise, must be zero.

If [CUarrayMapInfo::resource::array](#) or [CUarrayMapInfo::resource::mipmap](#) was created with [CUDA\\_ARRAY3D\\_DEFERRED\\_MAPPING](#) flag set the [CUarrayMapInfo::subresourceType](#) and the contents of [CUarrayMapInfo::subresource](#) will be ignored.

[CUarrayMapInfo::memOperationType](#) specifies the type of operation. [CUmemOperationType](#) is defined as:

```
↑ typedef enum CUmemOperationType_enum {
    CU_MEM_OPERATION_TYPE_MAP = 1,
    CU_MEM_OPERATION_TYPE_UNMAP = 2
} CUmemOperationType;
```

If [CUarrayMapInfo::memOperationType](#) is set to [CUmemOperationType::CU\\_MEM\\_OPERATION\\_TYPE\\_MAP](#) then the subresource will be mapped onto the tile pool memory specified by [CUarrayMapInfo::memHandle](#) at offset [CUarrayMapInfo::offset](#). The tile pool allocation has to be created by specifying the [CU\\_MEM\\_CREATE\\_USAGE\\_TILE\\_POOL](#) flag when calling [cuMemCreate](#). Also, [CUarrayMapInfo::memHandleType](#) must be set to [CUmemHandleType::CU\\_MEM\\_HANDLE\\_TYPE\\_GENERIC](#).

If [CUarrayMapInfo::memOperationType](#) is set to [CUmemOperationType::CU\\_MEM\\_OPERATION\\_TYPE\\_UNMAP](#) then an unmapping operation is performed. [CUarrayMapInfo::memHandle](#) must be NULL.

[CUarrayMapInfo::deviceBitMask](#) specifies the list of devices that must map or unmap physical memory. Currently, this mask must have exactly one bit set, and the corresponding device must match the device associated with the stream. If [CUarrayMapInfo::memOperationType](#) is set to [CUmemOperationType::CU\\_MEM\\_OPERATION\\_TYPE\\_MAP](#), the device must also match the device associated with the tile pool memory allocation as specified by [CUarrayMapInfo::memHandle](#).

[CUarrayMapInfo::flags](#) and [CUarrayMapInfo::reserved\[\]](#) are unused and must be set to zero.

#### See also:

[cuMipmappedArrayCreate](#), [cuArrayCreate](#), [cuArray3DCreate](#), [cuMemCreate](#), [cuArrayGetSparseProperties](#), [cuMipmappedArrayGetSparseProperties](#)

## CUresult cuMemRelease (CUmemGenericAllocationHandle handle)

Release a memory handle representing a memory allocation which was previously allocated through cuMemCreate.

### Parameters

#### handle

Value of handle which was returned previously by cuMemCreate.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

Frees the memory that was allocated on a device through cuMemCreate.

The memory allocation will be freed when all outstanding mappings to the memory are unmapped and when all outstanding references to the handle (including it's shareable counterparts) are also released. The generic memory handle can be freed when there are still outstanding mappings made with this handle. Each time a recipient process imports a shareable handle, it needs to pair it with [cuMemRelease](#) for the handle to be freed. If handle is not a valid handle the behavior is undefined.



#### Note:

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

#### See also:

[cuMemCreate](#)

## CUresult cuMemRetainAllocationHandle (CUmemGenericAllocationHandle \*handle, void \*addr)

Given an address `addr`, returns the allocation handle of the backing memory allocation.

### Parameters

#### handle

CUDA Memory handle for the backing memory allocation.

**addr**

Memory address to query, that has been mapped previously.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

**Description**

The handle is guaranteed to be the same handle value used to map the memory. If the address requested is not mapped, the function will fail. The returned handle must be released with corresponding number of calls to [cuMemRelease](#).

**Note:**

The address `addr`, can be any address in a range previously mapped by [cuMemMap](#), and not necessarily the start address.

**See also:**

[cuMemCreate](#), [cuMemRelease](#), [cuMemMap](#)

## CUresult cuMemSetAccess (CUdeviceptr ptr, size\_t size, const CUmemAccessDesc \*desc, size\_t count)

Set the access flags for each location specified in `desc` for the given virtual address range.

**Parameters****ptr**

- Starting address for the virtual address range

**size**

- Length of the virtual address range

**desc**

mapping for each location specified

- Array of [CUmemAccessDesc](#) that describe how to change the

**count**

- Number of [CUmemAccessDesc](#) in `desc`

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

► mapping for each location specified

## Description

Given the virtual address range via `ptr` and `size`, and the locations in the array given by `desc` and `count`, set the access flags for the target locations. The range must be a fully mapped address range containing all allocations created by [cuMemMap](#) / [cuMemCreate](#).



### Note:

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

### See also:

[cuMemSetAccess](#), [cuMemCreate](#), [:cuMemMap](#)

## CUresult cuMemUnmap (CUdeviceptr ptr, size\_t size)

Unmap the backing memory of a given address range.

### Parameters

#### **ptr**

- Starting address for the virtual address range to unmap

#### **size**

- Size of the virtual address range to unmap

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_PERMITTED](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

The range must be the entire contiguous address range that was mapped to. In other words, [cuMemUnmap](#) cannot unmap a sub-range of an address range mapped by [cuMemCreate](#) / [cuMemMap](#). Any backing memory allocations will be freed if there are no existing mappings and there are no unreleased memory handles.

When [cuMemUnmap](#) returns successfully the address range is converted to an address reservation and can be used for a future calls to [cuMemMap](#). Any new mapping to this virtual address will need to have access granted through [cuMemSetAccess](#), as all mappings start with no accessibility setup.

**Note:**

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

**See also:**

[cuMemCreate](#), [cuMemAddressReserve](#)

## 6.13. Stream Ordered Memory Allocator

This section describes the stream ordered memory allocator exposed by the low-level CUDA driver application programming interface.

**overview**

The asynchronous allocator allows the user to allocate and free in stream order. All asynchronous accesses of the allocation must happen between the stream executions of the allocation and the free. If the memory is accessed outside of the promised stream order, a use before allocation / use after free error will cause undefined behavior.

The allocator is free to reallocate the memory as long as it can guarantee that compliant memory accesses will not overlap temporally. The allocator may refer to internal stream ordering as well as inter-stream dependencies (such as CUDA events and null stream dependencies) when establishing the temporal guarantee. The allocator may also insert inter-stream dependencies to establish the temporal guarantee.

**Supported Platforms**

Whether or not a device supports the integrated stream ordered memory allocator may be queried by calling [cuDeviceGetAttribute\(\)](#) with the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_MEMORY\\_POOLS\\_SUPPORTED](#)

### CUresult cuMemAllocAsync (CUdeviceptr \*dptr, size\_t bytesize, CUstream hStream)

Allocates memory with stream ordered semantics.

**Parameters****dptr**

- Returned device pointer

**bytesize**

- Number of bytes to allocate



**hStream**

- The stream establishing the stream ordering contract and the memory pool to allocate from

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#) (default stream specified with no current context), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

**Description**

Inserts an allocation operation into `hStream`. A pointer to the allocated memory is returned immediately in `*dptr`. The allocation must not be accessed until the allocation operation completes. The allocation comes from the memory pool current to the stream's device.

**Note:**

- ▶ The default memory pool of a device contains device memory from that device.
- ▶ Basic stream ordering allows future work submitted into the same stream to use the allocation. Stream query, stream synchronize, and CUDA events can be used to guarantee that the allocation operation completes before work submitted in a separate stream runs.
- ▶ During stream capture, this function results in the creation of an allocation node. In this case, the allocation is owned by the graph instead of the memory pool. The memory pool's properties are used to set the node's creation parameters.

**See also:**

[cuMemAllocFromPoolAsync](#), [cuMemFreeAsync](#), [cuDeviceSetMemPool](#), [cuDeviceGetDefaultMemPool](#), [cuDeviceGetMemPool](#), [cuMemPoolCreate](#), [cuMemPoolSetAccess](#), [cuMemPoolSetAttribute](#)

## CUresult cuMemAllocFromPoolAsync (CUdeviceptr \*dptr, size\_t bytesize, CUmemoryPool pool, CUstream hStream)

Allocates memory from a specified pool with stream ordered semantics.

**Parameters****dptr**

- Returned device pointer

**bytesize**

- Number of bytes to allocate

**pool**

- The pool to allocate from

**hStream**

- The stream establishing the stream ordering semantic

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#) (default stream specified with no current context), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

**Description**

Inserts an allocation operation into `hStream`. A pointer to the allocated memory is returned immediately in `*dptr`. The allocation must not be accessed until the the allocation operation completes. The allocation comes from the specified memory pool.

**Note:**

- ▶ The specified memory pool may be from a device different than that of the specified `hStream`.

- ▶ Basic stream ordering allows future work submitted into the same stream to use the allocation. Stream query, stream synchronize, and CUDA events can be used to guarantee that the allocation operation completes before work submitted in a separate stream runs.

**Note:**

During stream capture, this function results in the creation of an allocation node. In this case, the allocation is owned by the graph instead of the memory pool. The memory pool's properties are used to set the node's creation parameters.

**See also:**

[cuMemAllocAsync](#), [cuMemFreeAsync](#), [cuDeviceGetDefaultMemPool](#), [cuDeviceGetMemPool](#), [cuMemPoolCreate](#), [cuMemPoolSetAccess](#), [cuMemPoolSetAttribute](#)

## CUresult cuMemFreeAsync (CUdeviceptr dptr, CUstream hStream)

Frees memory with stream ordered semantics.

**Parameters****dptr**

- memory to free

**hStream**

- The stream establishing the stream ordering contract.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#) (default stream specified with no current context), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

**Description**

Inserts a free operation into `hStream`. The allocation must not be accessed after stream execution reaches the free. After this API returns, accessing the memory from any subsequent work launched on the GPU or querying its pointer attributes results in undefined behavior.

**Note:**

During stream capture, this function results in the creation of a free node and must therefore be passed the address of a graph allocation.

## CUresult cuMemPoolCreate (CUmemoryPool \*pool, const CUmemPoolProps \*poolProps)

Creates a memory pool.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

**Description**

Creates a CUDA memory pool and returns the handle in `pool`. The `poolProps` determines the properties of the pool such as the backing device and IPC capabilities.

By default, the pool's memory will be accessible from the device it is allocated on.

**Note:**

Specifying `CU_MEM_HANDLE_TYPE_NONE` creates a memory pool that will not support IPC.

**See also:**

[cuDeviceSetMemPool](#), [cuDeviceGetMemPool](#), [cuDeviceGetDefaultMemPool](#), [cuMemAllocFromPoolAsync](#), [cuMemPoolExportToShareableHandle](#)

## CUresult cuMemPoolDestroy (CUmemoryPool pool)

Destroys the specified memory pool.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

If any pointers obtained from this pool haven't been freed or the pool has free operations that haven't completed when [cuMemPoolDestroy](#) is invoked, the function will return immediately and the resources associated with the pool will be released automatically once there are no more outstanding allocations.

Destroying the current mempool of a device sets the default mempool of that device as the current mempool for that device.



#### Note:

A device's default memory pool cannot be destroyed.

### See also:

[cuMemFreeAsync](#), [cuDeviceSetMemPool](#), [cuDeviceGetMemPool](#),  
[cuDeviceGetDefaultMemPool](#), [cuMemPoolCreate](#)

## CUresult cuMemPoolExportPointer (CUmemoryPoolPtrExportData \*shareData\_out, CUdeviceptr ptr)

Export data to share a memory pool allocation between processes.

### Parameters

#### **shareData\_out**

- Returned export data

#### **ptr**

- pointer to memory being exported

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

## Description

Constructs `shareData_out` for sharing a specific allocation from an already shared memory pool. The recipient process can import the allocation with the [cuMemPoolImportPointer](#) api. The data is not a handle and may be shared through any IPC mechanism.

### See also:

[cuMemPoolExportToShareableHandle](#), [cuMemPoolImportFromShareableHandle](#), [cuMemPoolImportPointer](#)

## CUresult cuMemPoolExportToShareableHandle (void \*handle\_out, CUmemoryPool pool, CUmemAllocationHandleType handleType, unsigned long long flags)

Exports a memory pool to the requested handle type.

### Parameters

#### handle\_out

- Returned OS handle

#### pool

- pool to export

#### handleType

- the type of handle to create

#### flags

- must be 0

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

## Description

Given an IPC capable mempool, create an OS handle to share the pool with another process. A recipient process can convert the shareable handle into a mempool with [cuMemPoolImportFromShareableHandle](#). Individual pointers can then be shared with the [cuMemPoolExportPointer](#) and [cuMemPoolImportPointer](#) APIs. The implementation of what the shareable handle is and how it can be transferred is defined by the requested handle type.



### Note:

: To create an IPC capable mempool, create a mempool with a CUmemAllocationHandleType other than CU\_MEM\_HANDLE\_TYPE\_NONE.

**See also:**

[cuMemPoolImportFromShareableHandle](#), [cuMemPoolExportPointer](#),  
[cuMemPoolImportPointer](#), [cuMemAllocAsync](#), [cuMemFreeAsync](#),  
[cuDeviceGetDefaultMemPool](#), [cuDeviceGetMemPool](#), [cuMemPoolCreate](#),  
[cuMemPoolSetAccess](#), [cuMemPoolSetAttribute](#)

## CUresult cuMemPoolGetAccess (CUmemAccess\_flags \*flags, CUmemoryPool memPool, CUmemLocation \*location)

Returns the accessibility of a pool from a device.

### Parameters

**flags**

- the accessibility of the pool from the specified location

**memPool**

- the pool being queried

**location**

- the location accessing the pool

### Description

Returns the accessibility of the pool's memory from the specified location.

**See also:**

[cuMemAllocAsync](#), [cuMemFreeAsync](#), [cuDeviceGetDefaultMemPool](#), [cuDeviceGetMemPool](#),  
[cuMemPoolCreate](#)

## CUresult cuMemPoolGetAttribute (CUmemoryPool pool, CUmemPool\_attribute attr, void \*value)

Gets attributes of a memory pool.

### Parameters

**pool**

- The memory pool to get attributes of

**attr**

- The attribute to get

**value**

- Retrieved value

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Supported attributes are:

- ▶ [CU\\_MEMPOOL\\_ATTR\\_RELEASE\\_THRESHOLD](#): (value type = `cuuint64_t`) Amount of reserved memory in bytes to hold onto before trying to release memory back to the OS. When more than the release threshold bytes of memory are held by the memory pool, the allocator will try to release memory back to the OS on the next call to stream, event or context synchronize. (default 0)
- ▶ [CU\\_MEMPOOL\\_ATTR\\_REUSE\\_FOLLOW\\_EVENT\\_DEPENDENCIES](#): (value type = `int`) Allow [cuMemAllocAsync](#) to use memory asynchronously freed in another stream as long as a stream ordering dependency of the allocating stream on the free action exists. Cuda events and null stream interactions can create the required stream ordered dependencies. (default enabled)
- ▶ [CU\\_MEMPOOL\\_ATTR\\_REUSE\\_ALLOW\\_OPPORTUNISTIC](#): (value type = `int`) Allow reuse of already completed frees when there is no dependency between the free and allocation. (default enabled)
- ▶ [CU\\_MEMPOOL\\_ATTR\\_REUSE\\_ALLOW\\_INTERNAL\\_DEPENDENCIES](#): (value type = `int`) Allow [cuMemAllocAsync](#) to insert new stream dependencies in order to establish the stream ordering required to reuse a piece of memory released by [cuMemFreeAsync](#) (default enabled).
- ▶ [CU\\_MEMPOOL\\_ATTR\\_RESERVED\\_MEM\\_CURRENT](#): (value type = `cuuint64_t`) Amount of backing memory currently allocated for the mempool
- ▶ [CU\\_MEMPOOL\\_ATTR\\_RESERVED\\_MEM\\_HIGH](#): (value type = `cuuint64_t`) High watermark of backing memory allocated for the mempool since the last time it was reset.
- ▶ [CU\\_MEMPOOL\\_ATTR\\_USED\\_MEM\\_CURRENT](#): (value type = `cuuint64_t`) Amount of memory from the pool that is currently in use by the application.
- ▶ [CU\\_MEMPOOL\\_ATTR\\_USED\\_MEM\\_HIGH](#): (value type = `cuuint64_t`) High watermark of the amount of memory from the pool that was in use by the application.

**See also:**

[cuMemAllocAsync](#), [cuMemFreeAsync](#), [cuDeviceGetDefaultMemPool](#), [cuDeviceGetMemPool](#), [cuMemPoolCreate](#)

**CUresult cuMemPoolImportFromShareableHandle**  
 (CUmemoryPool \*pool\_out, void \*handle,  
 CUmemAllocationHandleType handleType, unsigned  
 long long flags)

imports a memory pool from a shared handle.

### Parameters

**pool\_out**

- Returned memory pool

**handle**

- OS handle of the pool to open

**handleType**

- The type of handle being imported

**flags**


- must be 0

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Specific allocations can be imported from the imported pool with [cuMemPoolImportPointer](#).

 **Note:**  
 Imported memory pools do not support creating new allocations. As such imported memory pools may not be used in [cuDeviceSetMemPool](#) or [cuMemAllocFromPoolAsync](#) calls.

**See also:**

[cuMemPoolExportToShareableHandle](#), [cuMemPoolExportPointer](#), [cuMemPoolImportPointer](#)



## CUresult cuMemPoolImportPointer (CUdeviceptr \*ptr\_out, CUmemoryPool pool, CUmemPoolPtrExportData \*shareData)

Import a memory pool allocation from another process.

### Parameters

**ptr\_out**

- pointer to imported memory

**pool**

- pool from which to import

**shareData**

- data specifying the memory to import

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Returns in `ptr_out` a pointer to the imported memory. The imported memory must not be accessed before the allocation operation completes in the exporting process. The imported memory must be freed from all importing processes before being freed in the exporting process. The pointer may be freed with `cuMemFree` or `cuMemFreeAsync`. If `cuMemFreeAsync` is used, the free must be completed on the importing process before the free operation on the exporting process.

**Note:**

The `cuMemFreeAsync` api may be used in the exporting process before the `cuMemFreeAsync` operation completes in its stream as long as the `cuMemFreeAsync` in the exporting process specifies a stream with a stream dependency on the importing process's `cuMemFreeAsync`.

**See also:**

[cuMemPoolExportToShareableHandle](#), [cuMemPoolImportFromShareableHandle](#),  
[cuMemPoolExportPointer](#)

## CUresult cuMemPoolSetAccess (CUmemoryPool pool, const CUmemAccessDesc \*map, size\_t count)

Controls visibility of pools between devices.

### Parameters

**pool**

- The pool being modified

**map**

- Array of access descriptors. Each descriptor instructs the access to enable for a single gpu.

**count**

- Number of descriptors in the map array.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

**See also:**

[cuMemAllocAsync](#), [cuMemFreeAsync](#), [cuDeviceGetDefaultMemPool](#), [cuDeviceGetMemPool](#), [cuMemPoolCreate](#)

## CUresult cuMemPoolSetAttribute (CUmemoryPool pool, CUmemPool\_attribute attr, void \*value)

Sets attributes of a memory pool.

### Parameters

**pool**

- The memory pool to modify

**attr**

- The attribute to modify

**value**

- Pointer to the value to assign

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Supported attributes are:

- ▶ [CU\\_MEMPOOL\\_ATTR\\_RELEASE\\_THRESHOLD](#): (value type = `cuuint64_t`) Amount of reserved memory in bytes to hold onto before trying to release memory back to the OS. When more than the release threshold bytes of memory are held by the memory pool, the allocator will try to release memory back to the OS on the next call to stream, event or context synchronize. (default 0)
- ▶ [CU\\_MEMPOOL\\_ATTR\\_REUSE\\_FOLLOW\\_EVENT\\_DEPENDENCIES](#): (value type = `int`) Allow [cuMemAllocAsync](#) to use memory asynchronously freed in another stream as long as a stream ordering dependency of the allocating stream on the free action exists. Cuda events and null stream interactions can create the required stream ordered dependencies. (default enabled)
- ▶ [CU\\_MEMPOOL\\_ATTR\\_REUSE\\_ALLOW\\_OPPORTUNISTIC](#): (value type = `int`) Allow reuse of already completed frees when there is no dependency between the free and allocation. (default enabled)
- ▶ [CU\\_MEMPOOL\\_ATTR\\_REUSE\\_ALLOW\\_INTERNAL\\_DEPENDENCIES](#): (value type = `int`) Allow [cuMemAllocAsync](#) to insert new stream dependencies in order to establish the stream ordering required to reuse a piece of memory released by [cuMemFreeAsync](#) (default enabled).
- ▶ [CU\\_MEMPOOL\\_ATTR\\_RESERVED\\_MEM\\_HIGH](#): (value type = `cuuint64_t`) Reset the high watermark that tracks the amount of backing memory that was allocated for the memory pool. It is illegal to set this attribute to a non-zero value.
- ▶ [CU\\_MEMPOOL\\_ATTR\\_USED\\_MEM\\_HIGH](#): (value type = `cuuint64_t`) Reset the high watermark that tracks the amount of used memory that was allocated for the memory pool.

**See also:**

[cuMemAllocAsync](#), [cuMemFreeAsync](#), [cuDeviceGetDefaultMemPool](#), [cuDeviceGetMemPool](#), [cuMemPoolCreate](#)

## CUresult cuMemPoolTrimTo (CUmemoryPool pool, size\_t minBytesToKeep)

Tries to release memory back to the OS.

### Parameters

#### **pool**

- The memory pool to trim

**minBytesToKeep**


- If the pool has less than minBytesToKeep reserved, the TrimTo operation is a no-op. Otherwise the pool will be guaranteed to have at least minBytesToKeep bytes reserved after the operation.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Releases memory back to the OS until the pool contains fewer than minBytesToKeep reserved bytes, or there is no more memory that the allocator can safely release. The allocator cannot release OS allocations that back outstanding asynchronous allocations. The OS allocations may happen at different granularity from the user allocations.



**Note:**

- ▶ : Allocations that have not been freed count as outstanding.
- ▶ : Allocations that have been asynchronously freed but whose completion has not been observed on the host (eg. by a synchronize) can count as outstanding.

**See also:**

[cuMemAllocAsync](#), [cuMemFreeAsync](#), [cuDeviceGetDefaultMemPool](#), [cuDeviceGetMemPool](#), [cuMemPoolCreate](#)

## 6.14. Unified Addressing

This section describes the unified addressing functions of the low-level CUDA driver 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 [cuDeviceGetAttribute\(\)](#) with the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_UNIFIED\\_ADDRESSING](#).

Unified addressing is automatically enabled in 64-bit processes

## 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 [cuPointerGetAttribute\(\)](#)

Since pointers are unique, it is not necessary to specify information about the pointers specified to the various copy functions in the CUDA API. The function [cuMemcpy\(\)](#) may be used to perform a copy between two pointers, ignoring whether they point to host or device memory (making [cuMemcpyHtoD\(\)](#), [cuMemcpyDtoD\(\)](#), and [cuMemcpyDtoH\(\)](#) unnecessary for devices supporting unified addressing). For multidimensional copies, the memory type [CU\\_MEMORYTYPE\\_UNIFIED](#) may be used to specify that the CUDA driver should infer the location of the pointer from its value.

## Automatic Mapping of Host Allocated Host Memory

All host memory allocated in all contexts using [cuMemAllocHost\(\)](#) and [cuMemHostAlloc\(\)](#) is always directly accessible from all contexts on all devices that support unified addressing. This is the case regardless of whether or not the flags [CU\\_MEMHOSTALLOC\\_PORTABLE](#) and [CU\\_MEMHOSTALLOC\\_DEVICEMAP](#) 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, so it is not necessary to call [cuMemHostGetDevicePointer\(\)](#) to get the device pointer for these allocations.

Note that this is not the case for memory allocated using the flag [CU\\_MEMHOSTALLOC\\_WRITECOMBINED](#), as discussed below.

## Automatic Registration of Peer Memory

Upon enabling direct access from a context that supports unified addressing to another peer context that supports unified addressing using [cuCtxEnablePeerAccess\(\)](#) all memory allocated in the peer context using [cuMemAlloc\(\)](#) and [cuMemAllocPitch\(\)](#) will immediately be accessible by the current context. The device pointer value through which any peer memory may be accessed in the current context is the same pointer value through which that memory may be accessed in the peer context.

## 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 [cuMemHostRegister\(\)](#) and host memory allocated using the flag [CU\\_MEMHOSTALLOC\\_WRITECOMBINED](#). 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 contexts that support unified addressing.

This device address may be queried using [cuMemHostGetDevicePointer\(\)](#) when a context using unified addressing is current. Either the host or the unified device pointer value may be used to refer to this memory through [cuMemcpy\(\)](#) and similar functions using the [CU\\_MEMORYTYPE\\_UNIFIED](#) memory type.

## CUresult cuMemAdvise (CUdeviceptr devPtr, size\_t count, CUmем\_advice advice, CUdevice 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### 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 [cuMemAllocManaged](#) or declared via `__managed__` variables. The memory range could also refer to system-allocated pageable memory provided it represents a valid, host-accessible region of memory and all additional constraints imposed by `advice` as outlined below are also satisfied. Specifying an invalid system-allocated pageable memory range results in an error being returned.

The `advice` parameter can take the following values:

- ▶ [CU\\_MEM\\_ADVICE\\_SET\\_READ\\_MAINLY](#): 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 [cuMemPrefetchAsync](#) 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 [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#). Also, if a context is created on a device that does not have the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#) set, then read-duplication will not occur until all such contexts are destroyed. If the memory region refers to valid system-allocated pageable memory, then the accessing device must have a non-zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_PAGEABLE\\_MEMORY\\_ACCESS](#) for a read-only copy to be created on that device. Note however that if the accessing device also has a non-zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_PAGEABLE\\_MEMORY\\_ACCESS\\_USES\\_HOST\\_PAGE\\_TABLES](#), then setting this advice will not create a read-only copy when that device accesses this memory region.

- ▶ [CU\\_MEM\\_ADVICE\\_UNSET\\_READ\\_MOSTLY](#): Undoes the effect of [CU\\_MEM\\_ADVICE\\_SET\\_READ\\_MOSTLY](#) 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.
- ▶ [CU\\_MEM\\_ADVICE\\_SET\\_PREFERRED\\_LOCATION](#): This advice sets the preferred location for the data to be the memory belonging to `device`. Passing in `CU_DEVICE_CPU` 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 [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#). 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 `cuMemPrefetchAsync`. 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 [CU\\_MEM\\_ADVICE\\_SET\\_READ\\_MOSTLY](#) 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, unless read accesses from `device` will not result in a read-only copy being created on that device as outlined in description for the advice [CU\\_MEM\\_ADVICE\\_SET\\_READ\\_MOSTLY](#). If the memory region refers to valid system-allocated pageable memory, then `device` must have a non-zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_PAGEABLE\\_MEMORY\\_ACCESS](#). Additionally, if `device` has a non-zero value for the device attribute

- CU\_DEVICE\_ATTRIBUTE\_PAGEABLE\_MEMORY\_ACCESS\_USES\_HOST\_PAGE\_TABLES, then this call has no effect. Note however that this behavior may change in the future.
- ▶ CU\_MEM\_ADVISE\_UNSET\_PREFERRED\_LOCATION: Undoes the effect of CU\_MEM\_ADVISE\_SET\_PREFERRED\_LOCATION and changes the preferred location to none.
  - ▶ CU\_MEM\_ADVISE\_SET\_ACCESSED\_BY: This advice implies that the data will be accessed by `device`. Passing in CU\_DEVICE\_CPU for `device` will set the advice for the CPU. If `device` is a GPU, then the device attribute CU\_DEVICE\_ATTRIBUTE\_CONCURRENT\_MANAGED\_ACCESS 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 CU\_MEM\_ADVISE\_SET\_ACCESSED\_BY flag set for this data will now have its mapping updated to point to the page in host memory. If CU\_MEM\_ADVISE\_SET\_READ\_MOSTLY 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 CU\_MEM\_ADVISE\_SET\_PREFERRED\_LOCATION will override the policies of this advice. If the memory region refers to valid system-allocated pageable memory, then `device` must have a non-zero value for the device attribute CU\_DEVICE\_ATTRIBUTE\_PAGEABLE\_MEMORY\_ACCESS. Additionally, if `device` has a non-zero value for the device attribute CU\_DEVICE\_ATTRIBUTE\_PAGEABLE\_MEMORY\_ACCESS\_USES\_HOST\_PAGE\_TABLES, then this call has no effect.
  - ▶ CU\_MEM\_ADVISE\_UNSET\_ACCESSED\_BY: Undoes the effect of CU\_MEM\_ADVISE\_SET\_ACCESSED\_BY. Any mappings to the data from `device` may be removed at any time causing accesses to result in non-fatal page faults. If the memory region refers to valid system-allocated pageable memory, then `device` must have a non-zero value for the device attribute CU\_DEVICE\_ATTRIBUTE\_PAGEABLE\_MEMORY\_ACCESS. Additionally, if `device` has a non-zero value for the device attribute CU\_DEVICE\_ATTRIBUTE\_PAGEABLE\_MEMORY\_ACCESS\_USES\_HOST\_PAGE\_TABLES, then this call has no effect.



**Note:**

- ▶ 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:**

[cuMemcpy](#), [cuMemcpyPeer](#), [cuMemcpyAsync](#), [cuMemcpy3DPeerAsync](#), [cuMemPrefetchAsync](#), [cudaMemAdvise](#)

## CUresult cuMemPrefetchAsync (CUdeviceptr devPtr, size\_t count, CUdevice dstDevice, CUstream hStream)

Prefetches memory to the specified destination device.

### Parameters

**devPtr**

- Pointer to be prefetched

**count**

- Size in bytes

**dstDevice**

- Destination device to prefetch to

**hStream**

- Stream to enqueue prefetch operation

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### 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. `hStream` is the stream in which the operation is enqueued. The memory range must refer to managed memory allocated via [cuMemAllocManaged](#) or declared via `__managed__` variables.

Passing in `CU_DEVICE_CPU` for `dstDevice` will prefetch the data to host memory. If `dstDevice` is a GPU, then the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#) must be non-zero. Additionally, `hStream` must be associated with a device that has a non-zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#).

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 [cuMemAllocManaged](#) allocations to host memory in order to make room. Device memory allocated using [cuMemAlloc](#) or [cuArrayCreate](#) 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 [cuMemAdvise](#) as described below:

If [CU\\_MEM\\_ADVISE\\_SET\\_READ\\_MOSTLY](#) was set on any subset of this memory range, then that subset will create a read-only copy of the pages on `dstDevice`.

If [CU\\_MEM\\_ADVISE\\_SET\\_PREFERRED\\_LOCATION](#) 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 [CU\\_MEM\\_ADVISE\\_SET\\_ACCESSED\\_BY](#) 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:**

- ▶ 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:**

[cuMemcpy](#), [cuMemcpyPeer](#), [cuMemcpyAsync](#), [cuMemcpy3DPeerAsync](#), [cuMemAdvise](#), [cudaMemPrefetchAsync](#)

## CUresult cuMemRangeGetAttribute (void \*data, size\_t dataSize, CUmem\_range\_attribute attribute, CUdeviceptr devPtr, size\_t count)

Query an attribute of a given memory range.

### Parameters

#### **data**

- A pointers 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### 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 [cuMemAllocManaged](#) or declared via `__managed__` variables.

The `attribute` parameter can take the following values:

- ▶ [CU\\_MEM\\_RANGE\\_ATTRIBUTE\\_READ\\_MOSTLY](#): 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.
- ▶ [CU\\_MEM\\_RANGE\\_ATTRIBUTE\\_PREFERRED\\_LOCATION](#): 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 `CU_DEVICE_CPU` if all pages in the memory range have the CPU as their preferred location, or it will be `CU_DEVICE_INVALID` 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.
- ▶ [CU\\_MEM\\_RANGE\\_ATTRIBUTE\\_ACCESSED\\_BY](#): 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 [CU\\_MEM\\_ADVISE\\_SET\\_ACCESSED\\_BY](#) 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, CU\_DEVICE\_INVALID 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, CU\_DEVICE\_INVALID, CU\_DEVICE\_INVALID }. 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.

- ▶ [CU\\_MEM\\_RANGE\\_ATTRIBUTE\\_LAST\\_PREFETCH\\_LOCATION](#): 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 [cuMemPrefetchAsync](#). This will either be a GPU id or CU\_DEVICE\_CPU 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, CU\_DEVICE\_INVALID 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:**

- ▶ 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:**

[cuMemRangeGetAttributes](#), [cuMemPrefetchAsync](#), [cuMemAdvise](#), [cudaMemRangeGetAttribute](#)

```
CUresult cuMemRangeGetAttributes (void **data,
size_t *dataSizes, CUmem_range_attribute
*attributes, size_t numAttributes, CUdeviceptr 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### 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 [cuMemAllocManaged](#) 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 [cuMemRangeGetAttribute](#) for attribute descriptions and restrictions.

- ▶ [CU\\_MEM\\_RANGE\\_ATTRIBUTE\\_READ\\_MOSTLY](#)
- ▶ [CU\\_MEM\\_RANGE\\_ATTRIBUTE\\_PREFERRED\\_LOCATION](#)
- ▶ [CU\\_MEM\\_RANGE\\_ATTRIBUTE\\_ACCESSED\\_BY](#)

► [CU\\_MEM\\_RANGE\\_ATTRIBUTE\\_LAST\\_PREFETCH\\_LOCATION](#)

**Note:**

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

**See also:**

[cuMemRangeGetAttribute](#), [cuMemAdvise](#), [cuMemPrefetchAsync](#),  
[cudaMemRangeGetAttributes](#)

## CUresult cuPointerGetAttribute (void \*data, CUpointer\_attribute attribute, CUdeviceptr ptr)

Returns information about a pointer.

### Parameters

**data**

- Returned pointer attribute value

**attribute**

- Pointer attribute to query

**ptr**

- Pointer

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### Description

The supported attributes are:

► [CU\\_POINTER\\_ATTRIBUTE\\_CONTEXT](#):

Returns in \*data the [CUcontext](#) in which ptr was allocated or registered. The type of data must be [CUcontext](#) \*.

If ptr was not allocated by, mapped by, or registered with a [CUcontext](#) which uses unified virtual addressing then [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.

► [CU\\_POINTER\\_ATTRIBUTE\\_MEMORY\\_TYPE](#):

Returns in \*data the physical memory type of the memory that ptr addresses as a [CUmemorytype](#) enumerated value. The type of data must be unsigned int.

If `ptr` addresses device memory then `*data` is set to `CU_MEMORYTYPE_DEVICE`. The particular `CUdevice` on which the memory resides is the `CUdevice` of the `CUcontext` returned by the `CU_POINTER_ATTRIBUTE_CONTEXT` attribute of `ptr`.

If `ptr` addresses host memory then `*data` is set to `CU_MEMORYTYPE_HOST`.

If `ptr` was not allocated by, mapped by, or registered with a `CUcontext` which uses unified virtual addressing then `CUDA_ERROR_INVALID_VALUE` is returned.

If the current `CUcontext` does not support unified virtual addressing then `CUDA_ERROR_INVALID_CONTEXT` is returned.

► `CU_POINTER_ATTRIBUTE_DEVICE_POINTER`:

Returns in `*data` the device pointer value through which `ptr` may be accessed by kernels running in the current `CUcontext`. The type of `data` must be `CUdeviceptr *`.

If there exists no device pointer value through which kernels running in the current `CUcontext` may access `ptr` then `CUDA_ERROR_INVALID_VALUE` is returned.

If there is no current `CUcontext` then `CUDA_ERROR_INVALID_CONTEXT` is returned.

Except in the exceptional disjoint addressing cases discussed below, the value returned in `*data` will equal the input value `ptr`.

► `CU_POINTER_ATTRIBUTE_HOST_POINTER`:

Returns in `*data` the host pointer value through which `ptr` may be accessed by the host program. The type of `data` must be `void **`. If there exists no host pointer value through which the host program may directly access `ptr` then `CUDA_ERROR_INVALID_VALUE` is returned.

Except in the exceptional disjoint addressing cases discussed below, the value returned in `*data` will equal the input value `ptr`.

► `CU_POINTER_ATTRIBUTE_P2P_TOKENS`:

Returns in `*data` two tokens for use with the `nv-p2p.h` Linux kernel interface. `data` must be a struct of type `CUDA_POINTER_ATTRIBUTE_P2P_TOKENS`.

`ptr` must be a pointer to memory obtained from `:cuMemAlloc()`. Note that `p2pToken` and `vaSpaceToken` are only valid for the lifetime of the source allocation. A subsequent allocation at the same address may return completely different tokens. Querying this attribute has a side effect of setting the attribute `CU_POINTER_ATTRIBUTE_SYNC_MEMOPS` for the region of memory that `ptr` points to.

► `CU_POINTER_ATTRIBUTE_SYNC_MEMOPS`:

A boolean attribute which when set, ensures that synchronous memory operations initiated on the region of memory that `ptr` points to will always synchronize. See further documentation in the section titled "API synchronization behavior" to learn more about cases when synchronous memory operations can exhibit asynchronous behavior.

► `CU_POINTER_ATTRIBUTE_BUFFER_ID`:

Returns in `*data` a buffer ID which is guaranteed to be unique within the process. `data` must point to an unsigned long long.

`ptr` must be a pointer to memory obtained from a CUDA memory allocation API. Every memory allocation from any of the CUDA memory allocation APIs will have a unique ID over a process lifetime. Subsequent allocations do not reuse IDs from previous freed allocations. IDs are only unique within a single process.

► [CU\\_POINTER\\_ATTRIBUTE\\_IS\\_MANAGED:](#)

Returns in `*data` a boolean that indicates whether the pointer points to managed memory or not.

If `ptr` is not a valid CUDA pointer then [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.

► [CU\\_POINTER\\_ATTRIBUTE\\_DEVICE\\_ORDINAL:](#)

Returns in `*data` an integer representing a device ordinal of a device against which the memory was allocated or registered.

► [CU\\_POINTER\\_ATTRIBUTE\\_IS\\_LEGACY\\_CUDA\\_IPC\\_CAPABLE:](#)

Returns in `*data` a boolean that indicates if this pointer maps to an allocation that is suitable for [cudaIpcGetMemHandle](#).

► [CU\\_POINTER\\_ATTRIBUTE\\_RANGE\\_START\\_ADDR:](#)

Returns in `*data` the starting address for the allocation referenced by the device pointer `ptr`. Note that this is not necessarily the address of the mapped region, but the address of the mappable address range `ptr` references (e.g. from [cuMemAddressReserve](#)).

► [CU\\_POINTER\\_ATTRIBUTE\\_RANGE\\_SIZE:](#)

Returns in `*data` the size for the allocation referenced by the device pointer `ptr`. Note that this is not necessarily the size of the mapped region, but the size of the mappable address range `ptr` references (e.g. from [cuMemAddressReserve](#)). To retrieve the size of the mapped region, see [cuMemGetAddressRange](#)

► [CU\\_POINTER\\_ATTRIBUTE\\_MAPPED:](#)

Returns in `*data` a boolean that indicates if this pointer is in a valid address range that is mapped to a backing allocation.

► [CU\\_POINTER\\_ATTRIBUTE\\_ALLOWED\\_HANDLE\\_TYPES:](#)

Returns a bitmask of the allowed handle types for an allocation that may be passed to [cuMemExportToShareableHandle](#).

► [CU\\_POINTER\\_ATTRIBUTE\\_MEMPOOL\\_HANDLE:](#)

Returns in `*data` the handle to the mempool that the allocation was obtained from.



Note that for most allocations in the unified virtual address space the host and device pointer for accessing the allocation will be the same. The exceptions to this are

- ▶ user memory registered using [cuMemHostRegister](#)
- ▶ host memory allocated using [cuMemHostAlloc](#) with the [CU\\_MEMHOSTALLOC\\_WRITECOMBINED](#) flag For these types of allocation there will exist separate, disjoint host and device addresses for accessing the allocation. In particular
- ▶ The host address will correspond to an invalid unmapped device address (which will result in an exception if accessed from the device)
- ▶ The device address will correspond to an invalid unmapped host address (which will result in an exception if accessed from the host). For these types of allocations, querying [CU\\_POINTER\\_ATTRIBUTE\\_HOST\\_POINTER](#) and [CU\\_POINTER\\_ATTRIBUTE\\_DEVICE\\_POINTER](#) may be used to retrieve the host and device addresses from either address.



**Note:**

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

**See also:**

[cuPointerSetAttribute](#), [cuMemAlloc](#), [cuMemFree](#), [cuMemAllocHost](#), [cuMemFreeHost](#), [cuMemHostAlloc](#), [cuMemHostRegister](#), [cuMemHostUnregister](#), [cudaPointerGetAttributes](#)

## CUresult cuPointerGetAttributes (unsigned int numAttributes, CUpointer\_attribute \*attributes, void \*\*data, CUdeviceptr ptr)

Returns information about a pointer.

### Parameters

**numAttributes**

- Number of attributes to query

**attributes**

- An array of attributes to query (numAttributes and the number of attributes in this array should match)

**data**

- A two-dimensional array containing pointers to memory locations where the result of each attribute query will be written to.

**ptr**

- Pointer to query

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

## Description

The supported attributes are (refer to [cuPointerGetAttribute](#) for attribute descriptions and restrictions):

- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_CONTEXT](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_MEMORY\\_TYPE](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_DEVICE\\_POINTER](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_HOST\\_POINTER](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_SYNC\\_MEMOPS](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_BUFFER\\_ID](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_IS\\_MANAGED](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_DEVICE\\_ORDINAL](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_RANGE\\_START\\_ADDR](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_RANGE\\_SIZE](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_MAPPED](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_IS\\_LEGACY\\_CUDA\\_IPC\\_CAPABLE](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_ALLOWED\\_HANDLE\\_TYPES](#)
- ▶ [CU\\_POINTER\\_ATTRIBUTE\\_MEMPOOL\\_HANDLE](#)

Unlike [cuPointerGetAttribute](#), this function will not return an error when the `ptr` encountered is not a valid CUDA pointer. Instead, the attributes are assigned default NULL values and `CUDA_SUCCESS` is returned.

If `ptr` was not allocated by, mapped by, or registered with a [CUcontext](#) which uses UVA (Unified Virtual Addressing), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#) is returned.



### Note:

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

### See also:

[cuPointerGetAttribute](#), [cuPointerSetAttribute](#), [cudaPointerGetAttributes](#)

## CUresult cuPointerSetAttribute (const void \*value, CUpointer\_attribute attribute, CUdeviceptr ptr)

Set attributes on a previously allocated memory region.

### Parameters

#### value

- Pointer to memory containing the value to be set

#### attribute

- Pointer attribute to set

#### ptr

- Pointer to a memory region allocated using CUDA memory allocation APIs

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### Description

The supported attributes are:

#### ► [CU\\_POINTER\\_ATTRIBUTE\\_SYNC\\_MEMOPS](#):

A boolean attribute that can either be set (1) or unset (0). When set, the region of memory that `ptr` points to is guaranteed to always synchronize memory operations that are synchronous. If there are some previously initiated synchronous memory operations that are pending when this attribute is set, the function does not return until those memory operations are complete. See further documentation in the section titled "API synchronization behavior" to learn more about cases when synchronous memory operations can exhibit asynchronous behavior. `value` will be considered as a pointer to an unsigned integer to which this attribute is to be set.



#### Note:

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

#### See also:

[cuPointerGetAttribute](#), [cuPointerGetAttributes](#), [cuMemAlloc](#), [cuMemFree](#), [cuMemAllocHost](#), [cuMemFreeHost](#), [cuMemHostAlloc](#), [cuMemHostRegister](#), [cuMemHostUnregister](#)

## 6.15. Stream Management

This section describes the stream management functions of the low-level CUDA driver application programming interface.

### CUresult cuStreamAddCallback (CUstream hStream, CUstreamCallback callback, void \*userData, unsigned int flags)

Add a callback to a compute stream.

#### Parameters

##### **hStream**

- 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

#### Description



##### **Note:**

This function is slated for eventual deprecation and removal. If you do not require the callback to execute in case of a device error, consider using [cuLaunchHostFunc](#). Additionally, this function is not supported with [cuStreamBeginCapture](#) and [cuStreamEndCapture](#), unlike [cuLaunchHostFunc](#).

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

The callback may be passed [CUDA\\_SUCCESS](#) or an error code. In the event of a device error, all subsequently executed callbacks will receive an appropriate [CUresult](#).

Callbacks must not make any CUDA API calls. Attempting to use a CUDA API will result in [CUDA\\_ERROR\\_NOT\\_PERMITTED](#). 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 host functions and stream callbacks have executed. Thus, for example, a callback might use global attached memory even if work has been added to another stream, if the work has been ordered behind the callback 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.

**Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuStreamCreate](#), [cuStreamQuery](#), [cuStreamSynchronize](#), [cuStreamWaitEvent](#), [cuStreamDestroy](#), [cuMemAllocManaged](#), [cuStreamAttachMemAsync](#), [cuStreamLaunchHostFunc](#), [cudaStreamAddCallback](#)

## CUresult cuStreamAttachMemAsync (CUstream hStream, CUdeviceptr dptr, size\_t length, unsigned int flags)

Attach memory to a stream asynchronously.

### Parameters

#### **hStream**

- Stream in which to enqueue the attach operation

#### **dptr**

- Pointer to memory (must be a pointer to managed memory or to a valid host-accessible region of system-allocated pageable memory)

#### **length**

- Length of memory

#### **flags**

- Must be one of [CUmemAttach\\_flags](#)

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

Enqueues an operation in `hStream` to specify stream association of `length` bytes of memory starting from `dptr`. 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.

`dptr` must point to one of the following types of memories:

- ▶ managed memory declared using the `__managed__` keyword or allocated with [cuMemAllocManaged](#).
- ▶ a valid host-accessible region of system-allocated pageable memory. This type of memory may only be specified if the device associated with the stream reports a non-zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_PAGEABLE\\_MEMORY\\_ACCESS](#).

For managed allocations, `length` must be either zero or the entire allocation's size. Both indicate that the entire allocation's stream association is being changed. Currently, it is not possible to change stream association for a portion of a managed allocation.

For pageable host allocations, `length` must be non-zero.

The stream association is specified using `flags` which must be one of [CUmemAttach\\_flags](#). If the [CU\\_MEM\\_ATTACH\\_GLOBAL](#) flag is specified, the memory can be accessed by any stream on any device. If the [CU\\_MEM\\_ATTACH\\_HOST](#) 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 [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#). If the [CU\\_MEM\\_ATTACH\\_SINGLE](#) flag is specified and `hStream` is associated with a device that has a zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#), the program makes a guarantee that it will only access the memory on the device from `hStream`. 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 `hStream` 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 [cuStreamAttachMemAsync](#) 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 `hStream` 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 [cuMemAllocManaged](#). For `__managed__` variables, the default association is always [CU\\_MEM\\_ATTACH\\_GLOBAL](#). 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:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuStreamCreate](#), [cuStreamQuery](#), [cuStreamSynchronize](#), [cuStreamWaitEvent](#), [cuStreamDestroy](#), [cuMemAllocManaged](#), [cudaStreamAttachMemAsync](#)

## CUresult cuStreamBeginCapture (CUstream hStream, CUstreamCaptureMode mode)

Begins graph capture on a stream.

### Parameters

#### **hStream**

- Stream in which to initiate capture

#### **mode**

- Controls the interaction of this capture sequence with other API calls that are potentially unsafe. For more details see [cuThreadExchangeStreamCaptureMode](#).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Begin graph capture on `hStream`. When a stream is in capture mode, all operations pushed into the stream will not be executed, but will instead be captured into a graph, which will be returned via [cuStreamEndCapture](#). Capture may not be initiated if `stream` is `CU_STREAM_LEGACY`. Capture must be ended on the same stream in which it was initiated, and it may only be initiated if the stream is not already in capture mode. The capture mode may be queried via [cuStreamIsCapturing](#). A unique id representing the capture sequence may be queried via [cuStreamGetCaptureInfo](#).

If `mode` is not `CU_STREAM_CAPTURE_MODE_RELAXED`, [cuStreamEndCapture](#) must be called on this stream from the same thread.



#### **Note:**

Kernels captured using this API must not use texture and surface references. Reading or writing through any texture or surface reference is undefined behavior. This restriction does not apply to texture and surface objects.



#### **Note:**

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

#### **See also:**

[cuStreamCreate](#), [cuStreamIsCapturing](#), [cuStreamEndCapture](#), [cuThreadExchangeStreamCaptureMode](#)



## CUresult cuStreamCopyAttributes (CUstream dst, CUstream src)

Copies attributes from source stream to destination stream.

### Parameters

#### **dst**

Destination stream

#### **src**

Source stream For list of attributes see [CUstreamAttrID](#)

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Copies attributes from source stream `src` to destination stream `dst`. Both streams must have the same context.



#### **Note:**

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

#### **See also:**

[CUaccessPolicyWindow](#)

## CUresult cuStreamCreate (CUstream \*phStream, unsigned int Flags)

Create a stream.

### Parameters

#### **phStream**

- Returned newly created stream

#### **Flags**

- Parameters for stream creation

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

## Description

Creates a stream and returns a handle in `phStream`. The `Flags` argument determines behaviors of the stream.

Valid values for `Flags` are:

- ▶ [CU\\_STREAM\\_DEFAULT](#): Default stream creation flag.
- ▶ [CU\\_STREAM\\_NON\\_BLOCKING](#): 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:

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

### See also:

[cuStreamDestroy](#), [cuStreamCreateWithPriority](#), [cuStreamGetPriority](#), [cuStreamGetFlags](#), [cuStreamWaitEvent](#), [cuStreamQuery](#), [cuStreamSynchronize](#), [cuStreamAddCallback](#), [cudaStreamCreate](#), [cudaStreamCreateWithFlags](#)

## CUresult cuStreamCreateWithPriority (CUstream \*phStream, unsigned int flags, int priority)

Create a stream with the given priority.

### Parameters

#### **phStream**

- Returned newly created stream

#### **flags**

- Flags for stream creation. See [cuStreamCreate](#) for a list of valid flags

#### **priority**

- Stream priority. Lower numbers represent higher priorities. See [cuCtxGetStreamPriorityRange](#) for more information about meaningful stream priorities that can be passed.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

## Description

Creates a stream with the specified priority and returns a handle in `phStream`. 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 [cuCtxGetStreamPriorityRange](#). If the specified priority is outside the numerical range returned by [cuCtxGetStreamPriorityRange](#), it will automatically be clamped to the lowest or the highest number in the range.



### Note:

- ▶ 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:

[cuStreamDestroy](#), [cuStreamCreate](#), [cuStreamGetPriority](#), [cuCtxGetStreamPriorityRange](#), [cuStreamGetFlags](#), [cuStreamWaitEvent](#), [cuStreamQuery](#), [cuStreamSynchronize](#), [cuStreamAddCallback](#), [cudaStreamCreateWithPriority](#)

## CUresult cuStreamDestroy (CUstream hStream)

Destroys a stream.

### Parameters

#### **hStream**

- Stream to destroy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Destroys the stream specified by `hStream`.

In case the device is still doing work in the stream `hStream` when [cuStreamDestroy\(\)](#) is called, the function will return immediately and the resources associated with `hStream` will be released automatically once the device has completed all work in `hStream`.

**Note:**

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

**See also:**

[cuStreamCreate](#), [cuStreamWaitEvent](#), [cuStreamQuery](#), [cuStreamSynchronize](#), [cuStreamAddCallback](#), [cudaStreamDestroy](#)

## CUresult cuStreamEndCapture (CUstream hStream, CUgraph \*phGraph)

Ends capture on a stream, returning the captured graph.

### Parameters

**hStream**

- Stream to query

**phGraph**

- The captured graph

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_STREAM\\_CAPTURE\\_WRONG\\_THREAD](#)

### Description

End capture on `hStream`, returning the captured graph via `phGraph`. Capture must have been initiated on `hStream` via a call to [cuStreamBeginCapture](#). If capture was invalidated, due to a violation of the rules of stream capture, then a NULL graph will be returned.

If the `mode` argument to [cuStreamBeginCapture](#) was not `CU_STREAM_CAPTURE_MODE_RELAXED`, this call must be from the same thread as [cuStreamBeginCapture](#).

**Note:**

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

**See also:**

[cuStreamCreate](#), [cuStreamBeginCapture](#), [cuStreamIsCapturing](#)

## CUresult cuStreamGetAttribute (CUstream hStream, CUstreamAttrID attr, CUstreamAttrValue \*value\_out)

Queries stream attribute.

### Parameters

**hStream**

**attr**

**value\_out**

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Queries attribute `attr` from `hStream` and stores it in corresponding member of `value_out`.



#### Note:

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

### See also:

[CUaccessPolicyWindow](#)

## CUresult cuStreamGetCaptureInfo (CUstream hStream, CUstreamCaptureStatus \*captureStatus\_out, cuuint64\_t \*id\_out)

Query capture status of a stream.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_STREAM\\_CAPTURE\\_IMPLICIT](#)

### Description

Note there is a later version of this API, [cuStreamGetCaptureInfo\\_v2](#). It will supplant this version in 12.0, which is retained for minor version compatibility.

Query the capture status of a stream and get an id for the capture sequence, which is unique over the lifetime of the process.

If called on [CU\\_STREAM\\_LEGACY](#) (the "null stream") while a stream not created with [CU\\_STREAM\\_NON\\_BLOCKING](#) is capturing, returns [CUDA\\_ERROR\\_STREAM\\_CAPTURE\\_IMPLICIT](#).

A valid id is returned only if both of the following are true:

- ▶ the call returns [CUDA\\_SUCCESS](#)
- ▶ captureStatus is set to [CU\\_STREAM\\_CAPTURE\\_STATUS\\_ACTIVE](#)



**Note:**

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

**See also:**

[cuStreamGetCaptureInfo\\_v2](#), [cuStreamBeginCapture](#), [cuStreamIsCapturing](#)

**CUresult cuStreamGetCaptureInfo\_v2**  
 (CUstream hStream, CUstreamCaptureStatus \*captureStatus\_out, cuuint64\_t \*id\_out, CUgraph \*graph\_out, const CUGraphNode \*\*dependencies\_out, size\_t \*numDependencies\_out)

Query a stream's capture state (11.3+).

**Parameters**

**hStream**

- The stream to query

**captureStatus\_out**

- Location to return the capture status of the stream; required

**id\_out**

- Optional location to return an id for the capture sequence, which is unique over the lifetime of the process

**graph\_out**

- Optional location to return the graph being captured into. All operations other than destroy and node removal are permitted on the graph while the capture sequence is in progress. This API does not transfer ownership of the graph, which is transferred or destroyed at [cuStreamEndCapture](#). Note that the graph handle may be invalidated before end of capture for certain errors. Nodes that are or become unreachable from the original stream at [cuStreamEndCapture](#) due to direct actions on the graph do not trigger [CUDA\\_ERROR\\_STREAM\\_CAPTURE\\_UNJOINED](#).

**dependencies\_out**

- Optional location to store a pointer to an array of nodes. The next node to be captured in the stream will depend on this set of nodes, absent operations such as event wait which modify this set. The array pointer is valid until the next API call which operates on the stream or until end of capture. The node handles may be copied out and are valid until they or the graph is destroyed. The driver-owned array may also be passed directly to APIs that operate on the graph (not the stream) without copying.

**numDependencies\_out**

- Optional location to store the size of the array returned in dependencies\_out.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_STREAM\\_CAPTURE\\_IMPLICIT](#)

**Description**

Query stream state related to stream capture.

If called on [CU\\_STREAM\\_LEGACY](#) (the "null stream") while a stream not created with [CU\\_STREAM\\_NON\\_BLOCKING](#) is capturing, returns [CUDA\\_ERROR\\_STREAM\\_CAPTURE\\_IMPLICIT](#).

Valid data (other than capture status) is returned only if both of the following are true:

- ▶ the call returns [CUDA\\_SUCCESS](#)
- ▶ the returned capture status is [CU\\_STREAM\\_CAPTURE\\_STATUS\\_ACTIVE](#)

This version of `cuStreamGetCaptureInfo` is introduced in CUDA 11.3 and will supplant the previous version in 12.0. Developers requiring compatibility across minor versions to CUDA 11.0 (driver version 445) should use [cuStreamGetCaptureInfo](#) or include a fallback path.

**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuStreamGetCaptureInfo](#), [cuStreamBeginCapture](#), [cuStreamIsCapturing](#),  
[cuStreamUpdateCaptureDependencies](#)

## CUresult cuStreamGetCtx (CUstream hStream, CUcontext \*pctx)

Query the context associated with a stream.

### Parameters

#### **hStream**

- Handle to the stream to be queried

#### **pctx**

- Returned context associated with the stream

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),

### Description

Returns the CUDA context that the stream is associated with.

The stream handle `hStream` can refer to any of the following:

- ▶ a stream created via any of the CUDA driver APIs such as [cuStreamCreate](#) and [cuStreamCreateWithPriority](#), or their runtime API equivalents such as [cudaStreamCreate](#), [cudaStreamCreateWithFlags](#) and [cudaStreamCreateWithPriority](#). The returned context is the context that was active in the calling thread when the stream was created. Passing an invalid handle will result in undefined behavior.
- ▶ any of the special streams such as the NULL stream, [CU\\_STREAM\\_LEGACY](#) and [CU\\_STREAM\\_PER\\_THREAD](#). The runtime API equivalents of these are also accepted, which are NULL, [cudaStreamLegacy](#) and [cudaStreamPerThread](#) respectively. Specifying any of the special handles will return the context current to the calling thread. If no context is current to the calling thread, [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#) is returned.



#### **Note:**

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

#### **See also:**

[cuStreamDestroy](#), [cuStreamCreateWithPriority](#), [cuStreamGetPriority](#), [cuStreamGetFlags](#), [cuStreamWaitEvent](#), [cuStreamQuery](#), [cuStreamSynchronize](#), [cuStreamAddCallback](#), [cudaStreamCreate](#), [cudaStreamCreateWithFlags](#)



## CUresult cuStreamGetFlags (CUstream hStream, unsigned int \*flags)

Query the flags of a given stream.

### Parameters

#### **hStream**

- Handle to the stream to be queried

#### **flags**

- Pointer to an unsigned integer in which the stream's flags are returned. The value returned in `flags` is a logical 'OR' of all flags that were used while creating this stream. See [cuStreamCreate](#) for the list of valid flags.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Query the flags of a stream created using [cuStreamCreate](#) or [cuStreamCreateWithPriority](#) and return the flags in `flags`.



#### **Note:**

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

#### **See also:**

[cuStreamDestroy](#), [cuStreamCreate](#), [cuStreamGetPriority](#), [cudaStreamGetFlags](#)

## CUresult cuStreamGetPriority (CUstream hStream, int \*priority)

Query the priority of a given 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

## Description

Query the priority of a stream created using [cuStreamCreate](#) or [cuStreamCreateWithPriority](#) and return the priority in `priority`. Note that if the stream was created with a priority outside the numerical range returned by [cuCtxGetStreamPriorityRange](#), this function returns the clamped priority. See [cuStreamCreateWithPriority](#) for details about priority clamping.



### Note:

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

### See also:

[cuStreamDestroy](#), [cuStreamCreate](#), [cuStreamCreateWithPriority](#),  
[cuCtxGetStreamPriorityRange](#), [cuStreamGetFlags](#), [cudaStreamGetPriority](#)

## CUresult cuStreamIsCapturing (CUstream hStream, CUstreamCaptureStatus \*captureStatus)

Returns a stream's capture status.

## Parameters

### **hStream**

- Stream to query

### **captureStatus**

- Returns the stream's capture status

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_STREAM\\_CAPTURE\\_IMPLICIT](#)

## Description

Return the capture status of `hStream` via `captureStatus`. After a successful call, `*captureStatus` will contain one of the following:

- ▶ [CU\\_STREAM\\_CAPTURE\\_STATUS\\_NONE](#): The stream is not capturing.
- ▶ [CU\\_STREAM\\_CAPTURE\\_STATUS\\_ACTIVE](#): The stream is capturing.

- ▶ [CU\\_STREAM\\_CAPTURE\\_STATUS\\_INVALIDATED](#): The stream was capturing but an error has invalidated the capture sequence. The capture sequence must be terminated with [cuStreamEndCapture](#) on the stream where it was initiated in order to continue using `hStream`.

Note that, if this is called on [CU\\_STREAM\\_LEGACY](#) (the "null stream") while a blocking stream in the same context is capturing, it will return [CUDA\\_ERROR\\_STREAM\\_CAPTURE\\_IMPLICIT](#) and `*captureStatus` is unspecified after the call. The blocking stream capture is not invalidated.

When a blocking stream is capturing, the legacy stream is in an unusable state until the blocking stream capture is terminated. The legacy stream is not supported for stream capture, but attempted use would have an implicit dependency on the capturing stream(s).



**Note:**

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

**See also:**

[cuStreamCreate](#), [cuStreamBeginCapture](#), [cuStreamEndCapture](#)

## CUresult cuStreamQuery (CUstream hStream)

Determine status of a compute stream.

### Parameters

**hStream**

- Stream to query status of

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_READY](#)

### Description

Returns [CUDA\\_SUCCESS](#) if all operations in the stream specified by `hStream` have completed, or [CUDA\\_ERROR\\_NOT\\_READY](#) if not.

For the purposes of Unified Memory, a return value of [CUDA\\_SUCCESS](#) is equivalent to having called [cuStreamSynchronize\(\)](#).



**Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuStreamCreate](#), [cuStreamWaitEvent](#), [cuStreamDestroy](#), [cuStreamSynchronize](#),  
[cuStreamAddCallback](#), [cudaStreamQuery](#)

## CUresult cuStreamSetAttribute (CUstream hStream, CUstreamAttrID attr, const CUstreamAttrValue \*value)

Sets stream attribute.

### Parameters

**hStream****attr****value**

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Sets attribute `attr` on `hStream` from corresponding attribute of `value`. The updated attribute will be applied to subsequent work submitted to the stream. It will not affect previously submitted work.

**Note:**

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

**See also:**

[CUaccessPolicyWindow](#)

## CUresult cuStreamSynchronize (CUstream hStream)

Wait until a stream's tasks are completed.

### Parameters

**hStream**


- Stream to wait for

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

## Description

Waits until the device has completed all operations in the stream specified by `hStream`. If the context was created with the [CU\\_CTX\\_SCHED\\_BLOCKING\\_SYNC](#) flag, the CPU thread will block until the stream is finished with all of its tasks.



**Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

## See also:

[cuStreamCreate](#), [cuStreamDestroy](#), [cuStreamWaitEvent](#), [cuStreamQuery](#), [cuStreamAddCallback](#), [cudaStreamSynchronize](#)

# CUresult cuStreamUpdateCaptureDependencies (CUstream hStream, CUGraphNode \*dependencies, size\_t numDependencies, unsigned int flags)

Update the set of dependencies in a capturing stream (11.3+).

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_ILLEGAL\\_STATE](#)

## Description

Modifies the dependency set of a capturing stream. The dependency set is the set of nodes that the next captured node in the stream will depend on.

Valid flags are [CU\\_STREAM\\_ADD\\_CAPTURE\\_DEPENDENCIES](#) and [CU\\_STREAM\\_SET\\_CAPTURE\\_DEPENDENCIES](#). These control whether the set passed to the API is added to the existing set or replaces it. A flags value of 0 defaults to [CU\\_STREAM\\_ADD\\_CAPTURE\\_DEPENDENCIES](#).

Nodes that are removed from the dependency set via this API do not result in [CUDA\\_ERROR\\_STREAM\\_CAPTURE\\_UNJOINED](#) if they are unreachable from the stream at [cuStreamEndCapture](#).

Returns [CUDA\\_ERROR\\_ILLEGAL\\_STATE](#) if the stream is not capturing.

This API is new in CUDA 11.3. Developers requiring compatibility across minor versions to CUDA 11.0 should not use this API or provide a fallback.

**See also:**

[cuStreamBeginCapture](#), [cuStreamGetCaptureInfo](#), [cuStreamGetCaptureInfo\\_v2](#)

## CUresult cuStreamWaitEvent (CUstream hStream, CUevent hEvent, unsigned int Flags)

Make a compute stream wait on an event.

### Parameters

**hStream**

- Stream to wait

**hEvent**

- Event to wait on (may not be NULL)

**Flags**

- See [CUevent\\_capture\\_flags](#)

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),

### Description

Makes all future work submitted to `hStream` wait for all work captured in `hEvent`. See [cuEventRecord\(\)](#) for details on what is captured by an event. The synchronization will be performed efficiently on the device when applicable. `hEvent` may be from a different context or device than `hStream`.

flags include:

- ▶ [CU\\_EVENT\\_WAIT\\_DEFAULT](#): Default event creation flag.
- ▶ [CU\\_EVENT\\_WAIT\\_EXTERNAL](#): Event is captured in the graph as an external event node when performing stream capture. This flag is invalid outside of stream capture.



**Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuStreamCreate](#), [cuEventRecord](#), [cuStreamQuery](#), [cuStreamSynchronize](#),  
[cuStreamAddCallback](#), [cuStreamDestroy](#), [cudaStreamWaitEvent](#)

## CUresult cuThreadExchangeStreamCaptureMode (CUstreamCaptureMode \*mode)

Swaps the stream capture interaction mode for a thread.

### Parameters

**mode**

- Pointer to mode value to swap with the current mode

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Sets the calling thread's stream capture interaction mode to the value contained in \*mode, and overwrites \*mode with the previous mode for the thread. To facilitate deterministic behavior across function or module boundaries, callers are encouraged to use this API in a push-pop fashion:

```
↑
    CUstreamCaptureMode mode = desiredMode;
    cuThreadExchangeStreamCaptureMode(&mode);
    ...
    cuThreadExchangeStreamCaptureMode(&mode); // restore previous mode
```

During stream capture (see [cuStreamBeginCapture](#)), some actions, such as a call to [cudaMalloc](#), may be unsafe. In the case of [cudaMalloc](#), the operation is not enqueued asynchronously to a stream, and is not observed by stream capture. Therefore, if the sequence of operations captured via [cuStreamBeginCapture](#) depended on the allocation being replayed whenever the graph is launched, the captured graph would be invalid.

Therefore, stream capture places restrictions on API calls that can be made within or concurrently to a [cuStreamBeginCapture-cuStreamEndCapture](#) sequence. This behavior can be controlled via this API and flags to [cuStreamBeginCapture](#).

A thread's mode is one of the following:

- ▶ **CU\_STREAM\_CAPTURE\_MODE\_GLOBAL**: This is the default mode. If the local thread has an ongoing capture sequence that was not initiated with **CU\_STREAM\_CAPTURE\_MODE\_RELAXED** at [cuStreamBeginCapture](#), or if any other thread has a concurrent capture sequence initiated with **CU\_STREAM\_CAPTURE\_MODE\_GLOBAL**, this thread is prohibited from potentially unsafe API calls.

- ▶ `CU_STREAM_CAPTURE_MODE_THREAD_LOCAL`: If the local thread has an ongoing capture sequence not initiated with `CU_STREAM_CAPTURE_MODE_RELAXED`, it is prohibited from potentially unsafe API calls. Concurrent capture sequences in other threads are ignored.
- ▶ `CU_STREAM_CAPTURE_MODE_RELAXED`: The local thread is not prohibited from potentially unsafe API calls. Note that the thread is still prohibited from API calls which necessarily conflict with stream capture, for example, attempting [cuEventQuery](#) on an event that was last recorded inside a capture sequence.

**Note:**

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

**See also:**

[cuStreamBeginCapture](#)

## 6.16. Event Management

This section describes the event management functions of the low-level CUDA driver application programming interface.

### CUresult cuEventCreate (CUevent \*phEvent, unsigned int Flags)

Creates an event.

#### Parameters

##### phEvent

- Returns newly created event

##### Flags

- Event creation flags

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

#### Description

Creates an event \*phEvent for the current context with the flags specified via `Flags`. Valid flags include:



- ▶ [CU\\_EVENT\\_DEFAULT](#): Default event creation flag.
- ▶ [CU\\_EVENT\\_BLOCKING\\_SYNC](#): Specifies that the created event should use blocking synchronization. A CPU thread that uses [cuEventSynchronize\(\)](#) to wait on an event created with this flag will block until the event has actually been recorded.
- ▶ [CU\\_EVENT\\_DISABLE\\_TIMING](#): Specifies that the created event does not need to record timing data. Events created with this flag specified and the [CU\\_EVENT\\_BLOCKING\\_SYNC](#) flag not specified will provide the best performance when used with [cuStreamWaitEvent\(\)](#) and [cuEventQuery\(\)](#).
- ▶ [CU\\_EVENT\\_INTERPROCESS](#): Specifies that the created event may be used as an interprocess event by [culpcGetEventHandle\(\)](#). [CU\\_EVENT\\_INTERPROCESS](#) must be specified along with [CU\\_EVENT\\_DISABLE\\_TIMING](#).

**Note:**

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

**See also:**

[cuEventRecord](#), [cuEventQuery](#), [cuEventSynchronize](#), [cuEventDestroy](#), [cuEventElapsedTime](#), [cudaEventCreate](#), [cudaEventCreateWithFlags](#)

## CUresult cuEventDestroy (CUevent hEvent)

Destroys an event.

### Parameters

#### **hEvent**

- Event to destroy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Destroys the event specified by `hEvent`.

An event may be destroyed before it is complete (i.e., while [cuEventQuery\(\)](#) would return [CUDA\\_ERROR\\_NOT\\_READY](#)). In this case, the call does not block on completion of the event, and any associated resources will automatically be released asynchronously at completion.

**Note:**

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

**See also:**

[cuEventCreate](#), [cuEventRecord](#), [cuEventQuery](#), [cuEventSynchronize](#), [cuEventElapsedTime](#), [cudaEventDestroy](#)

## CUresult cuEventElapsedTime (float \*pMilliseconds, CUevent hStart, CUevent hEnd)

Computes the elapsed time between two events.

### Parameters

**pMilliseconds**

- Time between hStart and hEnd in ms

**hStart**

- Starting event

**hEnd**

- Ending event

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_READY](#)

### 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 [cuEventRecord\(\)](#) 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 [cuEventRecord\(\)](#) has not been called on either event then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If [cuEventRecord\(\)](#) has been called on both events but one or both of them has not yet been completed (that is, [cuEventQuery\(\)](#) would return [CUDA\\_ERROR\\_NOT\\_READY](#) on at least one of the events), [CUDA\\_ERROR\\_NOT\\_READY](#) is returned. If either event

was created with the [CU\\_EVENT\\_DISABLE\\_TIMING](#) flag, then this function will return [CUDA\\_ERROR\\_INVALID\\_HANDLE](#).

**Note:**

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

**See also:**

[cuEventCreate](#), [cuEventRecord](#), [cuEventQuery](#), [cuEventSynchronize](#), [cuEventDestroy](#), [cudaEventElapsedTime](#)

## CUresult cuEventQuery (CUevent hEvent)

Queries an event's status.

### Parameters

**hEvent**

- Event to query

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_READY](#)

### Description

Queries the status of all work currently captured by `hEvent`. See [cuEventRecord\(\)](#) for details on what is captured by an event.

Returns [CUDA\\_SUCCESS](#) if all captured work has been completed, or [CUDA\\_ERROR\\_NOT\\_READY](#) if any captured work is incomplete.

For the purposes of Unified Memory, a return value of [CUDA\\_SUCCESS](#) is equivalent to having called [cuEventSynchronize\(\)](#).

**Note:**

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

**See also:**

[cuEventCreate](#), [cuEventRecord](#), [cuEventSynchronize](#), [cuEventDestroy](#), [cuEventElapsedTime](#), [cudaEventQuery](#)

## CUresult cuEventRecord (CUevent hEvent, CUstream hStream)

Records an event.

### Parameters

#### **hEvent**

- Event to record

#### **hStream**

- Stream to record event for

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Captures in `hEvent` the contents of `hStream` at the time of this call. `hEvent` and `hStream` must be from the same context. Calls such as [cuEventQuery\(\)](#) or [cuStreamWaitEvent\(\)](#) will then examine or wait for completion of the work that was captured. Uses of `hStream` after this call do not modify `hEvent`. See note on default stream behavior for what is captured in the default case.

[cuEventRecord\(\)](#) can be called multiple times on the same event and will overwrite the previously captured state. Other APIs such as [cuStreamWaitEvent\(\)](#) use the most recently captured state at the time of the API call, and are not affected by later calls to [cuEventRecord\(\)](#). Before the first call to [cuEventRecord\(\)](#), an event represents an empty set of work, so for example [cuEventQuery\(\)](#) would return [CUDA\\_SUCCESS](#).



#### **Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuEventCreate](#), [cuEventQuery](#), [cuEventSynchronize](#), [cuStreamWaitEvent](#), [cuEventDestroy](#), [cuEventElapsedTime](#), [cudaEventRecord](#), [cuEventRecordWithFlags](#)

## CUresult cuEventRecordWithFlags (CUevent hEvent, CUstream hStream, unsigned int flags)

Records an event.

### Parameters

#### **hEvent**

- Event to record

#### **hStream**

- Stream to record event for

#### **flags**

- See CUevent\_capture\_flags

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Captures in `hEvent` the contents of `hStream` at the time of this call. `hEvent` and `hStream` must be from the same context. Calls such as [cuEventQuery\(\)](#) or [cuStreamWaitEvent\(\)](#) will then examine or wait for completion of the work that was captured. Uses of `hStream` after this call do not modify `hEvent`. See note on default stream behavior for what is captured in the default case.

[cuEventRecordWithFlags\(\)](#) can be called multiple times on the same event and will overwrite the previously captured state. Other APIs such as [cuStreamWaitEvent\(\)](#) use the most recently captured state at the time of the API call, and are not affected by later calls to [cuEventRecordWithFlags\(\)](#). Before the first call to [cuEventRecordWithFlags\(\)](#), an event represents an empty set of work, so for example [cuEventQuery\(\)](#) would return [CUDA\\_SUCCESS](#).

flags include:

- ▶ [CU\\_EVENT\\_RECORD\\_DEFAULT](#): Default event creation flag.
- ▶ [CU\\_EVENT\\_RECORD\\_EXTERNAL](#): Event is captured in the graph as an external event node when performing stream capture. This flag is invalid outside of stream capture.



#### **Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuEventCreate](#), [cuEventQuery](#), [cuEventSynchronize](#), [cuStreamWaitEvent](#), [cuEventDestroy](#), [cuEventElapsedTime](#), [cuEventRecord](#), [cudaEventRecord](#)

## CUresult cuEventSynchronize (CUevent hEvent)

Waits for an event to complete.

### Parameters

#### **hEvent**

- Event to wait for

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Waits until the completion of all work currently captured in `hEvent`. See [cuEventRecord\(\)](#) for details on what is captured by an event.

Waiting for an event that was created with the [CU\\_EVENT\\_BLOCKING\\_SYNC](#) flag will cause the calling CPU thread to block until the event has been completed by the device. If the [CU\\_EVENT\\_BLOCKING\\_SYNC](#) flag has not been set, then the CPU thread will busy-wait until the event has been completed by the device.



#### **Note:**

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

**See also:**

[cuEventCreate](#), [cuEventRecord](#), [cuEventQuery](#), [cuEventDestroy](#), [cuEventElapsedTime](#), [cudaEventSynchronize](#)

## 6.17. External Resource Interoperability

This section describes the external resource interoperability functions of the low-level CUDA driver application programming interface.

## CUresult cuDestroyExternalMemory (CUexternalMemory extMem)

Destroys an external memory object.

### Parameters

#### **extMem**

- External memory object to be destroyed

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Destroys the specified external memory object. Any existing buffers and CUDA mipmapped arrays mapped onto this object must no longer be used and must be explicitly freed using [cuMemFree](#) and [cuMipmappedArrayDestroy](#) respectively.



#### **Note:**

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

### See also:

[cuImportExternalMemory](#), [cuExternalMemoryGetMappedBuffer](#),  
[cuExternalMemoryGetMappedMipmappedArray](#)

## CUresult cuDestroyExternalSemaphore (CUexternalSemaphore extSem)

Destroys an external semaphore.

### Parameters

#### **extSem**

- External semaphore to be destroyed

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

## Description

Destroys an external semaphore object and releases any references to the underlying resource. Any outstanding signals or waits must have completed before the semaphore is destroyed.



### Note:

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

### See also:

[cuImportExternalSemaphore](#), [cuSignalExternalSemaphoresAsync](#),  
[cuWaitExternalSemaphoresAsync](#)

## CUresult cuExternalMemoryGetMappedBuffer (CUdeviceptr \*devPtr, CUexternalMemory extMem, const CUDA\_EXTERNAL\_MEMORY\_BUFFER\_DESC \*bufferDesc)

Maps a buffer onto an imported memory object.

### Parameters

#### devPtr

- Returned device pointer to buffer

#### extMem

- Handle to external memory object

#### bufferDesc

- Buffer descriptor

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

## Description

Maps a buffer onto an imported memory object and returns a device pointer in `devPtr`.

The properties of the buffer being mapped must be described in `bufferDesc`. The `CUDA_EXTERNAL_MEMORY_BUFFER_DESC` structure is defined as follows:

```
↑ typedef struct CUDA_EXTERNAL_MEMORY_BUFFER_DESC_st {
    unsigned long long offset;
    unsigned long long size;
```



```
    unsigned int flags;
} CUDA_EXTERNAL_MEMORY_BUFFER_DESC;
```

where `CUDA_EXTERNAL_MEMORY_BUFFER_DESC::offset` is the offset in the memory object where the buffer's base address is. `CUDA_EXTERNAL_MEMORY_BUFFER_DESC::size` is the size of the buffer. `CUDA_EXTERNAL_MEMORY_BUFFER_DESC::flags` must be zero.

The offset and size have to be suitably aligned to match the requirements of the external API. Mapping two buffers whose ranges overlap may or may not result in the same virtual address being returned for the overlapped portion. In such cases, the application must ensure that all accesses to that region from the GPU are volatile. Otherwise writes made via one address are not guaranteed to be visible via the other address, even if they're issued by the same thread. It is recommended that applications map the combined range instead of mapping separate buffers and then apply the appropriate offsets to the returned pointer to derive the individual buffers.

The returned pointer `devPtr` must be freed using [cuMemFree](#).



#### Note:

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

#### See also:

[cuImportExternalMemory](#), [cuDestroyExternalMemory](#),  
[cuExternalMemoryGetMappedMipmappedArray](#)

## CUresult

```
cuExternalMemoryGetMappedMipmappedArray
(CUmipmappedArray *mipmap,
CUexternalMemory extMem, const
CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC
*mipmapDesc)
```

Maps a CUDA mipmapped array onto an external memory object.

### Parameters

#### **mipmap**

- Returned CUDA mipmapped array

#### **extMem**

- Handle to external memory object

#### **mipmapDesc**

- CUDA array descriptor

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

## Description

Maps a CUDA mipmapped array onto an external object and returns a handle to it in `mipmap`.

The properties of the CUDA mipmapped array being mapped must be described in `mipmapDesc`. The structure `CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC` is defined as follows:

```
↑ typedef struct CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC_st {
    unsigned long long offset;
    CUDA\_ARRAY3D\_DESCRIPTOR arrayDesc;
    unsigned int numLevels;
} CUDA\_EXTERNAL\_MEMORY\_MIPMAPPED\_ARRAY\_DESC;
```

where `CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC::offset` is the offset in the memory object where the base level of the mipmap chain is. `CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC::arrayDesc` describes the format, dimensions and type of the base level of the mipmap chain. For further details on these parameters, please refer to the documentation for [cuMipmappedArrayCreate](#). Note that if the mipmapped array is bound as a color target in the graphics API, then the flag `CUDA_ARRAY3D_COLOR_ATTACHMENT` must be specified in `CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC::arrayDesc::Flags`. `CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC::numLevels` specifies the total number of levels in the mipmap chain.

If `extMem` was imported from a handle of type `CU_EXTERNAL_MEMORY_HANDLE_TYPE_NVSCIBUF`, then `CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC::numLevels` must be equal to 1.

The returned CUDA mipmapped array must be freed using [cuMipmappedArrayDestroy](#).



### Note:

- ▶ Note that this function may also return error codes from previous, asynchronous launches.
- ▶ On Tegra devices, this API will always attempt to do a compressed mapping when the `extMem` is imported from a handle of type `CU_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD`

### See also:

[cuImportExternalMemory](#), [cuDestroyExternalMemory](#), [cuExternalMemoryGetMappedBuffer](#)

## CUresult cuImportExternalMemory (CUexternalMemory \*extMem\_out, const CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC \*memHandleDesc)

Imports an external memory object.

### Parameters

#### **extMem\_out**

- Returned handle to an external memory object

#### **memHandleDesc**

- Memory import handle descriptor

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Imports an externally allocated memory object and returns a handle to that in `extMem_out`.

The properties of the handle being imported must be described in `memHandleDesc`. The `CUDA_EXTERNAL_MEMORY_HANDLE_DESC` structure is defined as follows:

```
↑ typedef struct CUDA_EXTERNAL_MEMORY_HANDLE_DESC_st {
    CUexternalMemoryHandleType type;
    union {
        int fd;
        struct {
            void *handle;
            const void *name;
        } win32;
        const void *nvSciBufObject;
    } handle;
    unsigned long long size;
    unsigned int flags;
} CUDA_EXTERNAL_MEMORY_HANDLE_DESC;
```

where `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::type` specifies the type of handle being imported. `CUexternalMemoryHandleType` is defined as:

```
↑ typedef enum CUexternalMemoryHandleType_enum {
    CU_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD = 1,
    CU_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32 = 2,
    CU_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT = 3,
    CU_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP = 4,
    CU_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE = 5,
    CU_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_RESOURCE = 6,
    CU_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_RESOURCE_KMT = 7,
    CU_EXTERNAL_MEMORY_HANDLE_TYPE_NVSCIBUF = 8
} CUexternalMemoryHandleType;
```

If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::type` is `CU_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD`, then `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::fd` must be a valid file descriptor referencing a memory object. Ownership of the file descriptor is transferred to the CUDA driver when the handle is imported successfully. Performing any operations on the file descriptor after it is imported results in undefined behavior.

If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::type` is `CU_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32`, then exactly one of `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::handle` and `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::name` must not be NULL. If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::handle` is not NULL, then it must represent a valid shared NT handle that references a memory object. Ownership of this handle is not transferred to CUDA after the import operation, so the application must release the handle using the appropriate system call. If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::name` is not NULL, then it must point to a NULL-terminated array of UTF-16 characters that refers to a memory object.

If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::type` is `CU_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT`, then `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::handle` must be non-NULL and `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::name` must be NULL. The handle specified must be a globally shared KMT handle. This handle does not hold a reference to the underlying object, and thus will be invalid when all references to the memory object are destroyed.

If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::type` is `CU_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP`, then exactly one of `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::handle` and `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::name` must not be NULL. If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::handle` is not NULL, then it must represent a valid shared NT handle that is returned by `ID3D12Device::CreateSharedHandle` when referring to a `ID3D12Heap` object. This handle holds a reference to the underlying object. If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::name` is not NULL, then it must point to a NULL-terminated array of UTF-16 characters that refers to a `ID3D12Heap` object.

If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::type` is `CU_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE`, then exactly one of `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::handle` and `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::name` must not be NULL. If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::handle` is not NULL, then it must represent a valid shared NT handle that is returned by `ID3D12Device::CreateSharedHandle` when referring to a `ID3D12Resource` object. This handle holds a reference to the underlying object. If `CUDA_EXTERNAL_MEMORY_HANDLE_DESC::handle::win32::name` is not NULL,

then it must point to a NULL-terminated array of UTF-16 characters that refers to a ID3D12Resource object.

If [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::type](#) is [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_D3D11\\_RESOURCE](#), then [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::handle::win32::handle](#) must represent a valid shared NT handle that is returned by [IDXGIResource1::CreateSharedHandle](#) when referring to a ID3D11Resource object. If [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::handle::win32::name](#) is not NULL, then it must point to a NULL-terminated array of UTF-16 characters that refers to a ID3D11Resource object.

If [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::type](#) is [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_D3D11\\_RESOURCE\\_KMT](#), then [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::handle::win32::handle](#) must represent a valid shared KMT handle that is returned by [IDXGIResource::GetSharedHandle](#) when referring to a ID3D11Resource object and [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::handle::win32::name](#) must be NULL.

If [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::type](#) is [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_NVSCIBUF](#), then [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::handle::nvSciBufObject](#) must be non-NULL and reference a valid NvSciBuf object. If the NvSciBuf object imported into CUDA is also mapped by other drivers, then the application must use [cuWaitExternalSemaphoresAsync](#) or [cuSignalExternalSemaphoresAsync](#) as appropriate barriers to maintain coherence between CUDA and the other drivers. See [CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_SKIP\\_NVSCIBUF\\_MEMSYNC](#) and [CUDA\\_EXTERNAL\\_SEMAPHORE\\_WAIT\\_SKIP\\_NVSCIBUF\\_MEMSYNC](#) for memory synchronization.

The size of the memory object must be specified in [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::size](#).

Specifying the flag [CUDA\\_EXTERNAL\\_MEMORY\\_DEDICATED](#) in [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::flags](#) indicates that the resource is a dedicated resource. The definition of what a dedicated resource is outside the scope of this extension. This flag must be set if [CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC::type](#) is one of the following: [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_D3D12\\_RESOURCE](#) [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_D3D11\\_RESOURCE](#) [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_D3D11\\_RESOURCE\\_KMT](#)



**Note:**

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

- ▶ If the Vulkan memory imported into CUDA is mapped on the CPU then the application must use `vkInvalidateMappedMemoryRanges/vkFlushMappedMemoryRanges` as well as appropriate Vulkan pipeline barriers to maintain coherence between CPU and GPU. For more information on these APIs, please refer to "Synchronization and Cache Control" chapter from Vulkan specification.

### See also:

[cuDestroyExternalMemory](#), [cuExternalMemoryGetMappedBuffer](#),  
[cuExternalMemoryGetMappedMipmappedArray](#)

## CUresult cuImportExternalSemaphore (CUexternalSemaphore \*extSem\_out, const CUDA\_EXTERNAL\_SEMAPHORE\_HANDLE\_DESC \*semHandleDesc)

Imports an external semaphore.

### Parameters

#### **extSem\_out**

- Returned handle to an external semaphore

#### **semHandleDesc**

- Semaphore import handle descriptor

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Imports an externally allocated synchronization object and returns a handle to that in `extSem_out`.

The properties of the handle being imported must be described in `semHandleDesc`. The `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC` is defined as follows:

```
↑ typedef struct CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC_st {
    CUexternalSemaphoreHandleType type;
    union {
        int fd;
        struct {
            void *handle;
            const void *name;
        } win32;
        const void* NvSciSyncObj;
    } handle;
    unsigned int flags;
} CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC;
```

where `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::type` specifies the type of handle being imported. `CUexternalSemaphoreHandleType` is defined as:

```
↑ typedef enum CUexternalSemaphoreHandleType_enum {
    CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_FD           = 1,
    CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32       = 2,
    CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_KMT   = 3,
    CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D12_FENCE       = 4,
    CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D11_FENCE       = 5,
    CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_NVSCISYNC         = 6,
    CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D11_KEYED_MUTEX = 7,
    CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D11_KEYED_MUTEX_KMT = 8,
    CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_TIMELINE_SEMAPHORE_FD = 9,
    CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_TIMELINE_SEMAPHORE_WIN32 = 10
} CUexternalSemaphoreHandleType;
```

If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::type` is `CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_FD`, then `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::fd` must be a valid file descriptor referencing a synchronization object. Ownership of the file descriptor is transferred to the CUDA driver when the handle is imported successfully. Performing any operations on the file descriptor after it is imported results in undefined behavior.

If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::type` is `CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32`, then exactly one of `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::handle` and `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::name` must not be NULL. If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::handle` is not NULL, then it must represent a valid shared NT handle that references a synchronization object. Ownership of this handle is not transferred to CUDA after the import operation, so the application must release the handle using the appropriate system call. If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::name` is not NULL, then it must name a valid synchronization object.

If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::type` is `CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_KMT`, then `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::handle` must be non-NULL and `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::name` must be NULL. The handle specified must be a globally shared KMT handle. This handle does not hold a reference to the underlying object, and thus will be invalid when all references to the synchronization object are destroyed.

If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::type` is `CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D12_FENCE`, then exactly one of `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::handle` and `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::name` must not be NULL. If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::handle` is not NULL, then it must represent a valid shared NT handle that is returned by `ID3D12Device::CreateSharedHandle` when referring to a `ID3D12Fence` object. This handle holds a reference to the underlying object. If

`CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::name` is not NULL, then it must name a valid synchronization object that refers to a valid `ID3D12Fence` object.

If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::type` is `CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D11_FENCE`, then `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::handle` represents a valid shared NT handle that is returned by `ID3D11Fence::CreateSharedHandle`. If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::name` is not NULL, then it must name a valid synchronization object that refers to a valid `ID3D11Fence` object.

If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::type` is `CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_NVSCISYNC`, then `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::nvSciSyncObj` represents a valid `NvSciSyncObj`.

`CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D11_KEYED_MUTEX`, then `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::handle` represents a valid shared NT handle that is returned by `IDXGIResource1::CreateSharedHandle` when referring to a `IDXGIKeyedMutex` object. If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::name` is not NULL, then it must name a valid synchronization object that refers to a valid `IDXGIKeyedMutex` object.

If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::type` is `CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D11_KEYED_MUTEX_KMT`, then `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::handle` represents a valid shared KMT handle that is returned by `IDXGIResource::GetSharedHandle` when referring to a `IDXGIKeyedMutex` object and `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::name` must be NULL.

If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::type` is `CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_TIMELINE_SEMAPHORE_FD`, then `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::fd` must be a valid file descriptor referencing a synchronization object. Ownership of the file descriptor is transferred to the CUDA driver when the handle is imported successfully. Performing any operations on the file descriptor after it is imported results in undefined behavior.

If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::type` is `CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_TIMELINE_SEMAPHORE_WIN32`, then exactly one of `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::handle` and `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::name` must not be NULL. If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::handle` is not NULL, then it must represent a valid shared NT handle that references a synchronization object. Ownership of this handle is not transferred to CUDA after the import operation, so the application must release the handle using the appropriate system call. If `CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESC::handle::win32::name` is not NULL, then it must name a valid synchronization object.



**Note:**

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

**See also:**

[cuDestroyExternalSemaphore](#), [cuSignalExternalSemaphoresAsync](#),  
[cuWaitExternalSemaphoresAsync](#)

**CUresult cuSignalExternalSemaphoresAsync**  
(const CUexternalSemaphore \*extSemArray, const  
CUDA\_EXTERNAL\_SEMAPHORE\_SIGNAL\_PARAMS  
\*paramsArray, unsigned int numExtSems, CUstream  
stream)

Signals a set of external semaphore objects.

**Parameters****extSemArray**

- Set of external semaphores to be signaled

**paramsArray**

- Array of semaphore parameters

**numExtSems**

- Number of semaphores to signal

**stream**

- Stream to enqueue the signal operations in

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

**Description**

Enqueues a signal operation on a set of externally allocated semaphore object in the specified stream. The operations will be executed when all prior operations in the stream complete.

The exact semantics of signaling a semaphore depends on the type of the object.

If the semaphore object is any one of the following types:

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_OPAQUE\\_FD](#),

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_OPAQUE\\_WIN32](#),

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_OPAQUE\\_WIN32\\_KMT](#) then signaling the semaphore will set it to the signaled state.

If the semaphore object is any one of the following types:

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D12\\_FENCE](#),  
[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D11\\_FENCE](#),  
[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_TIMELINE\\_SEMAPHORE\\_FD](#),  
[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_TIMELINE\\_SEMAPHORE\\_WIN32](#)

then the semaphore will be set to the value specified in `CUDA_EXTERNAL_SEMAPHORE_SIGNAL_PARAMS::params::fence::value`.

If the semaphore object is of the type

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_NVSCISYNC](#) this API sets

`CUDA_EXTERNAL_SEMAPHORE_SIGNAL_PARAMS::params::nvSciSync::fence` to a value that can be used by subsequent waiters of the same `NvSciSync` object to order operations with those currently submitted in `stream`. Such an update will overwrite previous contents of `CUDA_EXTERNAL_SEMAPHORE_SIGNAL_PARAMS::params::nvSciSync::fence`.

By default, signaling such an external semaphore object causes appropriate memory synchronization operations to be performed over all external memory objects that are imported as [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_NVSCIBUF](#). This ensures that any subsequent accesses made by other importers of the same set of `NvSciBuf` memory object(s) are coherent. These operations can be skipped by specifying the flag [CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_SKIP\\_NVSCIBUF\\_MEMSYNC](#), which can be used as a performance optimization when data coherency is not required. But specifying this flag in scenarios where data coherency is required results in undefined behavior. Also, for semaphore object of the type [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_NVSCISYNC](#), if the `NvSciSyncAttrList` used to create the `NvSciSyncObj` had not set the flags in [cuDeviceGetNvSciSyncAttributes](#) to `CUDA_NVSCISYNC_ATTR_SIGNAL`, this API will return `CUDA_ERROR_NOT_SUPPORTED`.

If the semaphore object is any one of the following types:

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D11\\_KEYED\\_MUTEX](#),  
[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D11\\_KEYED\\_MUTEX\\_KMT](#)

then the keyed mutex will be released with the key specified in `CUDA_EXTERNAL_SEMAPHORE_PARAMS::params::keyedmutex::key`.



**Note:**

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

**See also:**

[cuImportExternalSemaphore](#), [cuDestroyExternalSemaphore](#),  
[cuWaitExternalSemaphoresAsync](#)

```
CUresult cuWaitExternalSemaphoresAsync (const
CUexternalSemaphore *extSemArray, const
CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS
*paramsArray, unsigned int numExtSems, CUstream
stream)
```

Waits on a set of external semaphore objects.

### Parameters

#### **extSemArray**

- External semaphores to be waited on

#### **paramsArray**

- Array of semaphore parameters

#### **numExtSems**

- Number of semaphores to wait on

#### **stream**

- Stream to enqueue the wait operations in

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_TIMEOUT](#)

### Description

Enqueues a wait operation on a set of externally allocated semaphore object in the specified stream. The operations will be executed when all prior operations in the stream complete.

The exact semantics of waiting on a semaphore depends on the type of the object.

If the semaphore object is any one of the following types:

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_OPAQUE\\_FD](#),

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_OPAQUE\\_WIN32](#),

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_OPAQUE\\_WIN32\\_KMT](#) then waiting on the

semaphore will wait until the semaphore reaches the signaled state. The semaphore will then be reset to the unsignaled state. Therefore for every signal operation, there can only be one wait operation.

If the semaphore object is any one of the following types:

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D12\\_FENCE](#),

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D11\\_FENCE](#),

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_TIMELINE\\_SEMAPHORE\\_FD](#),

[CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_TIMELINE\\_SEMAPHORE\\_WIN32](#) then waiting

on the semaphore will wait until the value of the semaphore is greater than or equal to `CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS::params::fence::value`.

If the semaphore object is of the type [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_NVSCISYNC](#) then, waiting on the semaphore will wait until the `CUDA_EXTERNAL_SEMAPHORE_SIGNAL_PARAMS::params::nvSciSync::fence` is signaled by the signaler of the `NvSciSyncObj` that was associated with this semaphore object. By default, waiting on such an external semaphore object causes appropriate memory synchronization operations to be performed over all external memory objects that are imported as [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_NVSCIBUF](#). This ensures that any subsequent accesses made by other importers of the same set of `NvSciBuf` memory object(s) are coherent. These operations can be skipped by specifying the flag [CUDA\\_EXTERNAL\\_SEMAPHORE\\_WAIT\\_SKIP\\_NVSCIBUF\\_MEMSYNC](#), which can be used as a performance optimization when data coherency is not required. But specifying this flag in scenarios where data coherency is required results in undefined behavior. Also, for semaphore object of the type [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_NVSCISYNC](#), if the `NvSciSyncAttrList` used to create the `NvSciSyncObj` had not set the flags in [cuDeviceGetNvSciSyncAttributes](#) to `CUDA_NVSCISYNC_ATTR_WAIT`, this API will return `CUDA_ERROR_NOT_SUPPORTED`.

If the semaphore object is any one of the following types: [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D11\\_KEYED\\_MUTEX](#), [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D11\\_KEYED\\_MUTEX\\_KMT](#) then the keyed mutex will be acquired when it is released with the key specified in `CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS::params::keyedmutex::key` or until the timeout specified by `CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS::params::keyedmutex::timeoutMs` has lapsed. The timeout interval can either be a finite value specified in milliseconds or an infinite value. In case an infinite value is specified the timeout never elapses. The windows `INFINITE` macro must be used to specify infinite timeout.



**Note:**

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

**See also:**

[cuImportExternalSemaphore](#), [cuDestroyExternalSemaphore](#),  
[cuSignalExternalSemaphoresAsync](#)

## 6.18. Stream Memory Operations

This section describes the stream memory operations of the low-level CUDA driver application programming interface.

There are two versions of these APIs, a legacy version and a newer V2 version.

V1:

The V1 API is disabled by default. Users are required to explicitly enable it, e.g. on Linux by passing the kernel module parameter shown below: `modprobe nvidia NVreg_EnableStreamMemOPs=1` There is currently no way to enable these operations on other operating systems.

Users can programmatically query whether the device supports these operations with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_STREAM\\_MEM\\_OPS](#).

Support for the [CU\\_STREAM\\_WAIT\\_VALUE\\_NOR](#) flag can be queried with [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_STREAM\\_WAIT\\_VALUE\\_NOR](#).

Support for the [cuStreamWriteValue64\(\)](#) and [cuStreamWaitValue64\(\)](#) functions, as well as for the [CU\\_STREAM\\_MEM\\_OP\\_WAIT\\_VALUE\\_64](#) and [CU\\_STREAM\\_MEM\\_OP\\_WRITE\\_VALUE\\_64](#) flags, can be queried with [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_64\\_BIT\\_STREAM\\_MEM\\_OPS](#).

Support for both [CU\\_STREAM\\_WAIT\\_VALUE\\_FLUSH](#) and [CU\\_STREAM\\_MEM\\_OP\\_FLUSH\\_REMOTE\\_WRITES](#) requires dedicated platform hardware features and can be queried with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_FLUSH\\_REMOTE\\_WRITES](#).

V2:

The V2 APIs are available by default on all platforms.

Support for the [CU\\_STREAM\\_WAIT\\_VALUE\\_NOR](#) flag can be queried with [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_STREAM\\_WAIT\\_VALUE\\_NOR\\_V2](#).

Support for the [cuStreamWriteValue64\(\)](#) and [cuStreamWaitValue64\(\)](#) functions, as well as for the [CU\\_STREAM\\_MEM\\_OP\\_WAIT\\_VALUE\\_64](#) and [CU\\_STREAM\\_MEM\\_OP\\_WRITE\\_VALUE\\_64](#) flags, can be queried with [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_64\\_BIT\\_STREAM\\_MEM\\_OPS\\_V2](#).

Support for both [CU\\_STREAM\\_WAIT\\_VALUE\\_FLUSH](#) and [CU\\_STREAM\\_MEM\\_OP\\_FLUSH\\_REMOTE\\_WRITES](#) requires dedicated platform hardware features and can be queried with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_FLUSH\\_REMOTE\\_WRITES](#).

V1 & V2:

Note that all memory pointers passed as parameters to these operations are device pointers. Where necessary a device pointer should be obtained, for example with [cuMemHostGetDevicePointer\(\)](#).

None of the operations accepts pointers to managed memory buffers ([cuMemAllocManaged](#)).



**Note:**

Warning: Improper use of these APIs may deadlock the application. Synchronization ordering established through these APIs is not visible to CUDA. CUDA tasks that are (even indirectly) ordered by these APIs should also have that order expressed with CUDA-visible dependencies such as events. This ensures that the scheduler does not serialize them in an improper order. For more information, see the Stream Memory Operations section in the programming guide(<https://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>).

## CUresult cuStreamBatchMemOp (CUstream stream, unsigned int count, CUstreamBatchMemOpParams \*paramArray, unsigned int flags)

Batch operations to synchronize the stream via memory operations.

### Parameters

**stream**

The stream to enqueue the operations in.

**count**

The number of operations in the array. Must be less than 256.

**paramArray**

The types and parameters of the individual operations.

**flags**

Reserved for future expansion; must be 0.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

This is a batch version of [cuStreamWaitValue32\(\)](#) and [cuStreamWriteValue32\(\)](#). Batching operations may avoid some performance overhead in both the API call and the device execution versus adding them to the stream in separate API calls. The operations are enqueued in the order they appear in the array.

See [CUstreamBatchMemOpType](#) for the full set of supported operations, and [cuStreamWaitValue32\(\)](#), [cuStreamWaitValue64\(\)](#), [cuStreamWriteValue32\(\)](#), and [cuStreamWriteValue64\(\)](#) for details of specific operations.

Basic support for this can be queried with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_STREAM\\_MEM\\_OPS](#). See related APIs for details on querying support for specific operations.

**Note:**

Warning: Improper use of this API may deadlock the application. Synchronization ordering established through this API is not visible to CUDA. CUDA tasks that are (even indirectly) ordered by this API should also have that order expressed with CUDA-visible dependencies such as events. This ensures that the scheduler does not serialize them in an improper order. For more information, see the Stream Memory Operations section in the programming guide(<https://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>).

**Note:**

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

**See also:**

[cuStreamWaitValue32](#), [cuStreamWaitValue64](#), [cuStreamWriteValue32](#), [cuStreamWriteValue64](#), [cuMemHostRegister](#)

## CUresult cuStreamBatchMemOp\_v2 (CUstream stream, unsigned int count, CUstreamBatchMemOpParams \*paramArray, unsigned int flags)

Batch operations to synchronize the stream via memory operations.

### Parameters

**stream**

The stream to enqueue the operations in.

**count**

The number of operations in the array. Must be less than 256.

**paramArray**

The types and parameters of the individual operations.

**flags**

Reserved for future expansion; must be 0.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

## Description

This is a batch version of [cuStreamWaitValue32\\_v2\(\)](#) and [cuStreamWriteValue32\\_v2\(\)](#). Batching operations may avoid some performance overhead in both the API call and the device execution versus adding them to the stream in separate API calls. The operations are enqueued in the order they appear in the array.

See [CUstreamBatchMemOpType](#) for the full set of supported operations, and [cuStreamWaitValue32\\_v2\(\)](#), [cuStreamWaitValue64\\_v2\(\)](#), [cuStreamWriteValue32\\_v2\(\)](#), and [cuStreamWriteValue64\\_v2\(\)](#) for details of specific operations.

See related APIs for details on querying support for specific operations.



### Note:

Warning: Improper use of this API may deadlock the application. Synchronization ordering established through this API is not visible to CUDA. CUDA tasks that are (even indirectly) ordered by this API should also have that order expressed with CUDA-visible dependencies such as events. This ensures that the scheduler does not serialize them in an improper order. For more information, see the Stream Memory Operations section in the programming guide(<https://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>).



### Note:

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

### See also:

[cuStreamWaitValue32\\_v2](#), [cuStreamWaitValue64\\_v2](#), [cuStreamWriteValue32\\_v2](#), [cuStreamWriteValue64\\_v2](#), [cuMemHostRegister](#)

## CUresult cuStreamWaitValue32 (CUstream stream, CUdeviceptr addr, cuuint32\_t value, unsigned int flags)

Wait on a memory location.

### Parameters

#### stream

The stream to synchronize on the memory location.

#### addr

The memory location to wait on.



**value**

The value to compare with the memory location.

**flags**

See [CUstreamWaitValue\\_flags](#).

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

**Description**

Enqueues a synchronization of the stream on the given memory location. Work ordered after the operation will block until the given condition on the memory is satisfied. By default, the condition is to wait for  $(\text{int32\_t})(*\text{addr} - \text{value}) \geq 0$ , a cyclic greater-or-equal. Other condition types can be specified via `flags`.

If the memory was registered via [cuMemHostRegister\(\)](#), the device pointer should be obtained with [cuMemHostGetDevicePointer\(\)](#). This function cannot be used with managed memory ([cuMemAllocManaged](#)).

Support for this can be queried with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_STREAM\\_MEM\\_OPS](#).

Support for [CU\\_STREAM\\_WAIT\\_VALUE\\_NOR](#) can be queried with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_STREAM\\_WAIT\\_VALUE\\_NOR](#).

**Note:**

Warning: Improper use of this API may deadlock the application. Synchronization ordering established through this API is not visible to CUDA. CUDA tasks that are (even indirectly) ordered by this API should also have that order expressed with CUDA-visible dependencies such as events. This ensures that the scheduler does not serialize them in an improper order. For more information, see the Stream Memory Operations section in the programming guide(<https://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>).

**Note:**

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

**See also:**

[cuStreamWaitValue64](#), [cuStreamWriteValue32](#), [cuStreamWriteValue64](#), [cuStreamBatchMemOp](#), [cuMemHostRegister](#), [cuStreamWaitEvent](#)

## CUresult cuStreamWaitValue32\_v2 (CUstream stream, CUdeviceptr addr, cuuint32\_t value, unsigned int flags)

Wait on a memory location.

### Parameters

#### **stream**

The stream to synchronize on the memory location.

#### **addr**

The memory location to wait on.

#### **value**

The value to compare with the memory location.

#### **flags**

See [CUstreamWaitValue\\_flags](#).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

Enqueues a synchronization of the stream on the given memory location. Work ordered after the operation will block until the given condition on the memory is satisfied. By default, the condition is to wait for  $(\text{int32\_t})(*\text{addr} - \text{value}) \geq 0$ , a cyclic greater-or-equal. Other condition types can be specified via `flags`.

If the memory was registered via [cuMemHostRegister\(\)](#), the device pointer should be obtained with [cuMemHostGetDevicePointer\(\)](#). This function cannot be used with managed memory ([cuMemAllocManaged](#)).

Support for [CU\\_STREAM\\_WAIT\\_VALUE\\_NOR](#) can be queried with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_STREAM\\_WAIT\\_VALUE\\_NOR\\_V2](#).



#### **Note:**

Warning: Improper use of this API may deadlock the application. Synchronization ordering established through this API is not visible to CUDA. CUDA tasks that are (even indirectly) ordered by this API should also have that order expressed with CUDA-visible dependencies such as events. This ensures that the scheduler does not serialize them in an improper order. For more information, see the Stream Memory Operations section in the programming guide(<https://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>).

**Note:**

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

**See also:**

[cuStreamWaitValue64\\_v2](#), [cuStreamWriteValue32\\_v2](#), [cuStreamWriteValue64\\_v2](#),  
[cuStreamBatchMemOp\\_v2](#), [cuMemHostRegister](#), [cuStreamWaitEvent](#)

## CUresult cuStreamWaitValue64 (CUstream stream, CUdeviceptr addr, cuuint64\_t value, unsigned int flags)

Wait on a memory location.

### Parameters

**stream**

The stream to synchronize on the memory location.

**addr**

The memory location to wait on.

**value**

The value to compare with the memory location.

**flags**

See [CUstreamWaitValue\\_flags](#).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

Enqueues a synchronization of the stream on the given memory location. Work ordered after the operation will block until the given condition on the memory is satisfied. By default, the condition is to wait for  $(\text{int64\_t})(*\text{addr} - \text{value}) \geq 0$ , a cyclic greater-or-equal. Other condition types can be specified via `flags`.

If the memory was registered via [cuMemHostRegister\(\)](#), the device pointer should be obtained with [cuMemHostGetDevicePointer\(\)](#).

Support for this can be queried with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_64\\_BIT\\_STREAM\\_MEM\\_OPS](#).

**Note:**

Warning: Improper use of this API may deadlock the application. Synchronization ordering established through this API is not visible to CUDA. CUDA tasks that are (even indirectly) ordered by this API should also have that order expressed with CUDA-visible dependencies such as events. This ensures that the scheduler does not serialize them in an improper order. For more information, see the Stream Memory Operations section in the programming guide(<https://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>).

**Note:**

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

**See also:**

[cuStreamWaitValue32](#), [cuStreamWriteValue32](#), [cuStreamWriteValue64](#),  
[cuStreamBatchMemOp](#), [cuMemHostRegister](#), [cuStreamWaitEvent](#)

## CUresult cuStreamWaitValue64\_v2 (CUstream stream, CUdeviceptr addr, cuuint64\_t value, unsigned int flags)

Wait on a memory location.

### Parameters

**stream**

The stream to synchronize on the memory location.

**addr**

The memory location to wait on.

**value**

The value to compare with the memory location.

**flags**

See [CUstreamWaitValue\\_flags](#).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

Enqueues a synchronization of the stream on the given memory location. Work ordered after the operation will block until the given condition on the memory is satisfied. By default, the condition is to wait for  $(\text{int64\_t})(*\text{addr} - \text{value}) \geq 0$ , a cyclic greater-or-equal. Other condition types can be specified via `flags`.

If the memory was registered via [cuMemHostRegister\(\)](#), the device pointer should be obtained with [cuMemHostGetDevicePointer\(\)](#).

Support for this can be queried with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_64\\_BIT\\_STREAM\\_MEM\\_OPS\\_V2](#).



**Note:**

Warning: Improper use of this API may deadlock the application. Synchronization ordering established through this API is not visible to CUDA. CUDA tasks that are (even indirectly) ordered by this API should also have that order expressed with CUDA-visible dependencies such as events. This ensures that the scheduler does not serialize them in an improper order. For more information, see the Stream Memory Operations section in the programming guide(<https://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>).



**Note:**

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

**See also:**

[cuStreamWaitValue32\\_v2](#), [cuStreamWriteValue32\\_v2](#), [cuStreamWriteValue64\\_v2](#), [cuStreamBatchMemOp\\_v2](#), [cuMemHostRegister](#), [cuStreamWaitEvent](#)

## CUresult cuStreamWriteValue32 (CUstream stream, CUdeviceptr addr, cuuint32\_t value, unsigned int flags)

Write a value to memory.

### Parameters

**stream**

The stream to do the write in.

**addr**

The device address to write to.

**value**

The value to write.

**flags**

See [CUstreamWriteValue\\_flags](#).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

## Description

Write a value to memory. Unless the `CU_STREAM_WRITE_VALUE_NO_MEMORY_BARRIER` flag is passed, the write is preceded by a system-wide memory fence, equivalent to a `__threadfence_system()` but scoped to the stream rather than a CUDA thread.

If the memory was registered via `cuMemHostRegister()`, the device pointer should be obtained with `cuMemHostGetDevicePointer()`. This function cannot be used with managed memory (`cuMemAllocManaged`).

Support for this can be queried with `cuDeviceGetAttribute()` and `CU_DEVICE_ATTRIBUTE_CAN_USE_STREAM_MEM_OPS`.



### Note:

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

### See also:

[cuStreamWriteValue64](#), [cuStreamWaitValue32](#), [cuStreamWaitValue64](#), [cuStreamBatchMemOp](#), [cuMemHostRegister](#), [cuEventRecord](#)

## CUresult cuStreamWriteValue32\_v2 (CUstream stream, CUdeviceptr addr, cuuint32\_t value, unsigned int flags)

Write a value to memory.

### Parameters

#### **stream**

The stream to do the write in.

#### **addr**

The device address to write to.

#### **value**

The value to write.

#### **flags**

See [CUstreamWriteValue\\_flags](#).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

## Description

Write a value to memory.

If the memory was registered via [cuMemHostRegister\(\)](#), the device pointer should be obtained with [cuMemHostGetDevicePointer\(\)](#). This function cannot be used with managed memory ([cuMemAllocManaged](#)).



### Note:

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

### See also:

[cuStreamWriteValue64\\_v2](#), [cuStreamWaitValue32\\_v2](#), [cuStreamWaitValue64\\_v2](#), [cuStreamBatchMemOp\\_v2](#), [cuMemHostRegister](#), [cuEventRecord](#)

## CUresult cuStreamWriteValue64 (CUstream stream, CUdeviceptr addr, cuuint64\_t value, unsigned int flags)

Write a value to memory.

### Parameters

#### stream

The stream to do the write in.

#### addr

The device address to write to.

#### value

The value to write.

#### flags

See [CUstreamWriteValue\\_flags](#).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

## Description

Write a value to memory. Unless the [CU\\_STREAM\\_WRITE\\_VALUE\\_NO\\_MEMORY\\_BARRIER](#) flag is passed, the write is preceded by a system-wide memory fence, equivalent to a `__threadfence_system()` but scoped to the stream rather than a CUDA thread.

If the memory was registered via [cuMemHostRegister\(\)](#), the device pointer should be obtained with [cuMemHostGetDevicePointer\(\)](#).

Support for this can be queried with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_64\\_BIT\\_STREAM\\_MEM\\_OPS](#).



**Note:**

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

**See also:**

[cuStreamWriteValue32](#), [cuStreamWaitValue32](#), [cuStreamWaitValue64](#), [cuStreamBatchMemOp](#), [cuMemHostRegister](#), [cuEventRecord](#)

## CUresult cuStreamWriteValue64\_v2 (CUstream stream, CUdeviceptr addr, cuuint64\_t value, unsigned int flags)

Write a value to memory.

### Parameters

**stream**

The stream to do the write in.

**addr**

The device address to write to.

**value**

The value to write.

**flags**

See [CUstreamWriteValue\\_flags](#).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description

Write a value to memory.

If the memory was registered via [cuMemHostRegister\(\)](#), the device pointer should be obtained with [cuMemHostGetDevicePointer\(\)](#).

Support for this can be queried with [cuDeviceGetAttribute\(\)](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_CAN\\_USE\\_64\\_BIT\\_STREAM\\_MEM\\_OPS\\_V2](#).



**Note:**

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

**See also:**

[cuStreamWriteValue32\\_v2](#), [cuStreamWaitValue32\\_v2](#), [cuStreamWaitValue64\\_v2](#),  
[cuStreamBatchMemOp\\_v2](#), [cuMemHostRegister](#), [cuEventRecord](#)

## 6.19. Execution Control

This section describes the execution control functions of the low-level CUDA driver application programming interface.

### CUresult cuFuncGetAttribute (int \*pi, CUfunction\_attribute attrib, CUfunction hfunc)

Returns information about a function.

#### Parameters

**pi**

- Returned attribute value

**attrib**

- Attribute requested

**hfunc**

- Function to query attribute of

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

#### Description

Returns in \*pi the integer value of the attribute attrib on the kernel given by hfunc. The supported attributes are:

- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_MAX\\_THREADS\\_PER\\_BLOCK](#): 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.

- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_SHARED\\_SIZE\\_BYTES](#): 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.
- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_CONST\\_SIZE\\_BYTES](#): The size in bytes of user-allocated constant memory required by this function.
- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_LOCAL\\_SIZE\\_BYTES](#): The size in bytes of local memory used by each thread of this function.
- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_NUM\\_REGS](#): The number of registers used by each thread of this function.
- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_PTX\\_VERSION](#): 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. Note that this may return the undefined value of 0 for cubins compiled prior to CUDA 3.0.
- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_BINARY\\_VERSION](#): 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. Note that this will return a value of 10 for legacy cubins that do not have a properly-encoded binary architecture version.
- ▶ `CU_FUNC_CACHE_MODE_CA`: The attribute to indicate whether the function has been compiled with user specified option "-Xptxas --dlcm=ca" set .
- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_MAX\\_DYNAMIC\\_SHARED\\_SIZE\\_BYTES](#): The maximum size in bytes of dynamically-allocated shared memory.
- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_PREFERRED\\_SHARED\\_MEMORY\\_CARVEOUT](#): Preferred shared memory-L1 cache split ratio in percent of total shared memory.

**Note:**

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

**See also:**

[cuCtxGetCacheConfig](#), [cuCtxSetCacheConfig](#), [cuFuncSetCacheConfig](#), [cuLaunchKernel](#), [cudaFuncGetAttributes](#), [cudaFuncSetAttribute](#)

## CUresult cuFuncGetModule (CUmodule \*hmod, CUfunction hfunc)

Returns a module handle.

### Parameters

#### **hmod**

- Returned module handle

#### **hfunc**

- Function to retrieve module for

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#)

### Description

Returns in \*hmod the handle of the module that function hfunc is located in. The lifetime of the module corresponds to the lifetime of the context it was loaded in or until the module is explicitly unloaded.

The CUDA runtime manages its own modules loaded into the primary context. If the handle returned by this API refers to a module loaded by the CUDA runtime, calling [cuModuleUnload\(\)](#) on that module will result in undefined behavior.



#### **Note:**

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

## CUresult cuFuncSetAttribute (CUfunction hfunc, CUfunction\_attribute attrib, int value)

Sets information about a function.

### Parameters

#### **hfunc**

- Function to query attribute of

#### **attrib**

- Attribute requested

#### **value**

- The value to set

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

This call sets the value of a specified attribute `attrib` on the kernel given by `hfunc` to an integer value specified by `val`. This function returns `CUDA_SUCCESS` if the new value of the attribute could be successfully set. If the set fails, this call will return an error. Not all attributes can have values set. Attempting to set a value on a read-only attribute will result in an error (`CUDA_ERROR_INVALID_VALUE`)

Supported attributes for the `cuFuncSetAttribute` call are:

- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_MAX\\_DYNAMIC\\_SHARED\\_SIZE\\_BYTES](#): This maximum size in bytes of dynamically-allocated shared memory. The value should contain the requested maximum size of dynamically-allocated shared memory. The sum of this value and the function attribute [CU\\_FUNC\\_ATTRIBUTE\\_SHARED\\_SIZE\\_BYTES](#) cannot exceed the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_SHARED\\_MEMORY\\_PER\\_BLOCK\\_OPTIN](#). The maximal size of requestable dynamic shared memory may differ by GPU architecture.
- ▶ [CU\\_FUNC\\_ATTRIBUTE\\_PREFERRED\\_SHARED\\_MEMORY\\_CARVEOUT](#): On devices where the L1 cache and shared memory use the same hardware resources, this sets the shared memory carveout preference, in percent of the total shared memory. See [CU\\_DEVICE\\_ATTRIBUTE\\_MAX\\_SHARED\\_MEMORY\\_PER\\_MULTIPROCESSOR](#). This is only a hint, and the driver can choose a different ratio if required to execute the function.



### Note:

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

### See also:

[cuCtxGetCacheConfig](#), [cuCtxSetCacheConfig](#), [cuFuncSetCacheConfig](#), [cuLaunchKernel](#), [cudaFuncGetAttributes](#), [cudaFuncSetAttribute](#)

## CUresult cuFuncSetCacheConfig (CUfunction hfunc, CUfunc\_cache config)

Sets the preferred cache configuration for a device function.

### Parameters

#### **hfunc**

- Kernel to configure cache for

#### **config**

- Requested cache configuration

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

### Description

On devices where the L1 cache and shared memory use the same hardware resources, this sets through `config` the preferred cache configuration for the device function `hfunc`. This is only a preference. The driver will use the requested configuration if possible, but it is free to choose a different configuration if required to execute `hfunc`. Any context-wide preference set via [cuCtxSetCacheConfig\(\)](#) will be overridden by this per-function setting unless the per-function setting is [CU\\_FUNC\\_CACHE\\_PREFER\\_NONE](#). In that case, the current context-wide setting will be used.

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:

- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_NONE](#): no preference for shared memory or L1 (default)
- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_SHARED](#): prefer larger shared memory and smaller L1 cache
- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_L1](#): prefer larger L1 cache and smaller shared memory
- ▶ [CU\\_FUNC\\_CACHE\\_PREFER\\_EQUAL](#): prefer equal sized L1 cache and shared memory



#### **Note:**

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

#### **See also:**

[cuCtxGetCacheConfig](#), [cuCtxSetCacheConfig](#), [cuFuncGetAttribute](#), [cuLaunchKernel](#), [cudaFuncSetCacheConfig](#)

## CUresult cuFuncSetSharedMemConfig (CUfunction hfunc, CUsharedconfig config)

Sets the shared memory configuration for a device function.

### Parameters

#### **hfunc**

- kernel to be given a shared memory config

#### **config**

- requested shared memory configuration

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

### 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 [cuFuncSetSharedMemConfig](#) will override the context wide setting set with [cuCtxSetSharedMemConfig](#).

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:

- ▶ [CU\\_SHARED\\_MEM\\_CONFIG\\_DEFAULT\\_BANK\\_SIZE](#): use the context's shared memory configuration when launching this function.
- ▶ [CU\\_SHARED\\_MEM\\_CONFIG\\_FOUR\\_BYTE\\_BANK\\_SIZE](#): set shared memory bank width to be natively four bytes when launching this function.
- ▶ [CU\\_SHARED\\_MEM\\_CONFIG\\_EIGHT\\_BYTE\\_BANK\\_SIZE](#): set shared memory bank width to be natively eight bytes when launching this function.

**Note:**

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

**See also:**

[cuCtxGetCacheConfig](#), [cuCtxSetCacheConfig](#), [cuCtxGetSharedMemConfig](#),  
[cuCtxSetSharedMemConfig](#), [cuFuncGetAttribute](#), [cuLaunchKernel](#),  
[cudaFuncSetSharedMemConfig](#)

**CUresult cuLaunchCooperativeKernel (CUfunction f, unsigned int gridDimX, unsigned int gridDimY, unsigned int gridDimZ, unsigned int blockDimX, unsigned int blockDimY, unsigned int blockDimZ, unsigned int sharedMemBytes, CUstream hStream, void \*\*kernelParams)**

Launches a CUDA function where thread blocks can cooperate and synchronize as they execute.

**Parameters****f**

- Kernel to launch

**gridDimX**

- Width of grid in blocks

**gridDimY**

- Height of grid in blocks

**gridDimZ**

- Depth of grid in blocks

**blockDimX**

- X dimension of each thread block

**blockDimY**

- Y dimension of each thread block

**blockDimZ**

- Z dimension of each thread block

**sharedMemBytes**

- Dynamic shared-memory size per thread block in bytes

**hStream**

- Stream identifier

**kernelParams**

- Array of pointers to kernel parameters

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_INVALID\\_IMAGE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_LAUNCH\\_FAILED](#), [CUDA\\_ERROR\\_LAUNCH\\_OUT\\_OF\\_RESOURCES](#),  
[CUDA\\_ERROR\\_LAUNCH\\_TIMEOUT](#), [CUDA\\_ERROR\\_LAUNCH\\_INCOMPATIBLE\\_TEXTURING](#),  
[CUDA\\_ERROR\\_COOPERATIVE\\_LAUNCH\\_TOO\\_LARGE](#),  
[CUDA\\_ERROR\\_SHARED\\_OBJECT\\_INIT\\_FAILED](#)

## Description

Invokes the kernel `f` on a `gridDimX x gridDimY x gridDimZ` grid of blocks. Each block contains `blockDimX x blockDimY x blockDimZ` threads.

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

The device on which this kernel is invoked must have a non-zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_COOPERATIVE\\_LAUNCH](#).

The total number of blocks launched cannot exceed the maximum number of blocks per multiprocessor as returned by [cuOccupancyMaxActiveBlocksPerMultiprocessor](#) (or [cuOccupancyMaxActiveBlocksPerMultiprocessorWithFlags](#)) times the number of multiprocessors as specified by the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_MULTIPROCESSOR\\_COUNT](#).

The kernel cannot make use of CUDA dynamic parallelism.

Kernel parameters must be specified via `kernelParams`. If `f` has `N` parameters, then `kernelParams` needs to be an array of `N` pointers. Each of `kernelParams[0]` through `kernelParams[N-1]` must point to a region of memory from which the actual kernel parameter will be copied. The number of kernel parameters and their offsets and sizes do not need to be specified as that information is retrieved directly from the kernel's image.

Calling [cuLaunchCooperativeKernel\(\)](#) sets persistent function state that is the same as function state set through [cuLaunchKernel](#) API

When the kernel `f` is launched via [cuLaunchCooperativeKernel\(\)](#), the previous block shape, shared size and parameter info associated with `f` is overwritten.

Note that to use [cuLaunchCooperativeKernel\(\)](#), the kernel `f` must either have been compiled with toolchain version 3.2 or later so that it will contain kernel parameter information, or have no kernel parameters. If either of these conditions is not met, then [cuLaunchCooperativeKernel\(\)](#) will return [CUDA\\_ERROR\\_INVALID\\_IMAGE](#).



### Note:



- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuCtxGetCacheConfig](#), [cuCtxSetCacheConfig](#), [cuFuncSetCacheConfig](#), [cuFuncGetAttribute](#), [cuLaunchCooperativeKernelMultiDevice](#), [cudaLaunchCooperativeKernel](#)

## CUresult cuLaunchCooperativeKernelMultiDevice (CUDA\_LAUNCH\_PARAMS \*launchParamsList, unsigned int numDevices, unsigned int flags)

Launches CUDA functions on multiple devices where thread blocks can cooperate and synchronize as they execute.

### Parameters

**launchParamsList**

- List of launch parameters, one per device

**numDevices**

- Size of the `launchParamsList` array

**flags**

- Flags to control launch behavior

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_IMAGE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_LAUNCH\\_FAILED](#), [CUDA\\_ERROR\\_LAUNCH\\_OUT\\_OF\\_RESOURCES](#), [CUDA\\_ERROR\\_LAUNCH\\_TIMEOUT](#), [CUDA\\_ERROR\\_LAUNCH\\_INCOMPATIBLE\\_TEXTURING](#), [CUDA\\_ERROR\\_COOPERATIVE\\_LAUNCH\\_TOO\\_LARGE](#), [CUDA\\_ERROR\\_SHARED\\_OBJECT\\_INIT\\_FAILED](#)

### Description

[Deprecated](#) This function is deprecated as of CUDA 11.3.

Invokes kernels as specified in the `launchParamsList` array where each element of the array specifies all the parameters required to perform a single kernel launch. These kernels can cooperate and synchronize as they execute. The size of the array is specified by `numDevices`.

No two kernels can be launched on the same device. All the devices targeted by this multi-device launch must be identical. All devices must have a non-zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_COOPERATIVE\\_MULTI\\_DEVICE\\_LAUNCH](#).

All kernels launched must be identical with respect to the compiled code. Note that any `__device__`, `__constant__` or `__managed__` variables present in the module that owns the kernel launched on each device, are independently instantiated on every device. It is the application's responsibility to ensure these variables are initialized and used appropriately.

The size of the grids as specified in blocks, the size of the blocks themselves and the amount of shared memory used by each thread block must also match across all launched kernels.

The streams used to launch these kernels must have been created via either [cuStreamCreate](#) or [cuStreamCreateWithPriority](#). The NULL stream or [CU\\_STREAM\\_LEGACY](#) or [CU\\_STREAM\\_PER\\_THREAD](#) cannot be used.

The total number of blocks launched per kernel cannot exceed the maximum number of blocks per multiprocessor as returned by [cuOccupancyMaxActiveBlocksPerMultiprocessor](#) (or [cuOccupancyMaxActiveBlocksPerMultiprocessorWithFlags](#)) times the number of multiprocessors as specified by the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_MULTIPROCESSOR\\_COUNT](#). Since the total number of blocks launched per device has to match across all devices, the maximum number of blocks that can be launched per device will be limited by the device with the least number of multiprocessors.

The kernels cannot make use of CUDA dynamic parallelism.

The `CUDA_LAUNCH_PARAMS` structure is defined as:

```
↑
    typedef struct CUDA_LAUNCH_PARAMS_st
    {
        CUfunction function;
        unsigned int gridDimX;
        unsigned int gridDimY;
        unsigned int gridDimZ;
        unsigned int blockDimX;
        unsigned int blockDimY;
        unsigned int blockDimZ;
        unsigned int sharedMemBytes;
        CUstream hStream;
        void **kernelParams;
    } CUDA_LAUNCH_PARAMS;
```

where:

- ▶ [CUDA\\_LAUNCH\\_PARAMS::function](#) specifies the kernel to be launched. All functions must be identical with respect to the compiled code.
- ▶ [CUDA\\_LAUNCH\\_PARAMS::gridDimX](#) is the width of the grid in blocks. This must match across all kernels launched.
- ▶ [CUDA\\_LAUNCH\\_PARAMS::gridDimY](#) is the height of the grid in blocks. This must match across all kernels launched.
- ▶ [CUDA\\_LAUNCH\\_PARAMS::gridDimZ](#) is the depth of the grid in blocks. This must match across all kernels launched.
- ▶ [CUDA\\_LAUNCH\\_PARAMS::blockDimX](#) is the X dimension of each thread block. This must match across all kernels launched.

- ▶ [CUDA\\_LAUNCH\\_PARAMS::blockDimX](#) is the Y dimension of each thread block. This must match across all kernels launched.
- ▶ [CUDA\\_LAUNCH\\_PARAMS::blockDimZ](#) is the Z dimension of each thread block. This must match across all kernels launched.
- ▶ [CUDA\\_LAUNCH\\_PARAMS::sharedMemBytes](#) is the dynamic shared-memory size per thread block in bytes. This must match across all kernels launched.
- ▶ [CUDA\\_LAUNCH\\_PARAMS::hStream](#) is the handle to the stream to perform the launch in. This cannot be the NULL stream or [CU\\_STREAM\\_LEGACY](#) or [CU\\_STREAM\\_PER\\_THREAD](#). The CUDA context associated with this stream must match that associated with [CUDA\\_LAUNCH\\_PARAMS::function](#).
- ▶ [CUDA\\_LAUNCH\\_PARAMS::kernelParams](#) is an array of pointers to kernel parameters. If [CUDA\\_LAUNCH\\_PARAMS::function](#) has N parameters, then [CUDA\\_LAUNCH\\_PARAMS::kernelParams](#) needs to be an array of N pointers. Each of [CUDA\\_LAUNCH\\_PARAMS::kernelParams\[0\]](#) through [CUDA\\_LAUNCH\\_PARAMS::kernelParams\[N-1\]](#) must point to a region of memory from which the actual kernel parameter will be copied. The number of kernel parameters and their offsets and sizes do not need to be specified as that information is retrieved directly from the kernel's image.

By default, the kernel won't begin execution on any GPU until all prior work in all the specified streams has completed. This behavior can be overridden by specifying the flag [CUDA\\_COOPERATIVE\\_LAUNCH\\_MULTI\\_DEVICE\\_NO\\_PRE\\_LAUNCH\\_SYNC](#). When this flag is specified, each kernel will only wait for prior work in the stream corresponding to that GPU to complete before it begins execution.

Similarly, by default, any subsequent work pushed in any of the specified streams will not begin execution until the kernels on all GPUs have completed. This behavior can be overridden by specifying the flag [CUDA\\_COOPERATIVE\\_LAUNCH\\_MULTI\\_DEVICE\\_NO\\_POST\\_LAUNCH\\_SYNC](#). When this flag is specified, any subsequent work pushed in any of the specified streams will only wait for the kernel launched on the GPU corresponding to that stream to complete before it begins execution.

Calling [cuLaunchCooperativeKernelMultiDevice\(\)](#) sets persistent function state that is the same as function state set through [cuLaunchKernel](#) API when called individually for each element in `launchParamsList`.

When kernels are launched via [cuLaunchCooperativeKernelMultiDevice\(\)](#), the previous block shape, shared size and parameter info associated with each [CUDA\\_LAUNCH\\_PARAMS::function](#) in `launchParamsList` is overwritten.

Note that to use [cuLaunchCooperativeKernelMultiDevice\(\)](#), the kernels must either have been compiled with toolchain version 3.2 or later so that it will contain kernel parameter

information, or have no kernel parameters. If either of these conditions is not met, then [cuLaunchCooperativeKernelMultiDevice\(\)](#) will return [CUDA\\_ERROR\\_INVALID\\_IMAGE](#).



**Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuCtxGetCacheConfig](#), [cuCtxSetCacheConfig](#), [cuFuncSetCacheConfig](#), [cuFuncGetAttribute](#), [cuLaunchCooperativeKernel](#), [cudaLaunchCooperativeKernelMultiDevice](#)

## CUresult cuLaunchHostFunc (CUstream hStream, CUhostFn fn, void \*userData)

Enqueues a host function call in a stream.

### Parameters

**hStream**

- Stream to enqueue function call in

**fn**

- The function to call once preceding stream operations are complete

**userData**

- User-specified data to be passed to the function

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#)

### Description


Enqueues a host function to run in a stream. The function will be called after currently enqueued work and will block work added after it.

The host function must not make any CUDA API calls. Attempting to use a CUDA API may result in [CUDA\\_ERROR\\_NOT\\_PERMITTED](#), but this is not required. The host function must not perform any synchronization that may depend on outstanding CUDA work not mandated to run earlier. Host functions without a mandated order (such as in independent streams) execute in undefined order and may be serialized.

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

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

Note that, in contrast to [cuStreamAddCallback](#), the function will not be called in the event of an error in the CUDA context.

 **Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuStreamCreate](#), [cuStreamQuery](#), [cuStreamSynchronize](#), [cuStreamWaitEvent](#), [cuStreamDestroy](#), [cuMemAllocManaged](#), [cuStreamAttachMemAsync](#), [cuStreamAddCallback](#)

```
CUresult cuLaunchKernel (CUfunction f, unsigned
int gridDimX, unsigned int gridDimY, unsigned
int gridDimZ, unsigned int blockDimX, unsigned
int blockDimY, unsigned int blockDimZ, unsigned
int sharedMemBytes, CUstream hStream, void
**kernelParams, void **extra)
```

Launches a CUDA function.

### Parameters

**f**

- Kernel to launch

**gridDimX**

- Width of grid in blocks

**gridDimY**

- Height of grid in blocks

**gridDimZ**

- Depth of grid in blocks

**blockDimX**

- X dimension of each thread block

**blockDimY**

- Y dimension of each thread block

**blockDimZ**

- Z dimension of each thread block

**sharedMemBytes**

- Dynamic shared-memory size per thread block in bytes

**hStream**

- Stream identifier

**kernelParams**

- Array of pointers to kernel parameters

**extra**

- Extra options

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_INVALID\\_IMAGE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_LAUNCH\\_FAILED](#), [CUDA\\_ERROR\\_LAUNCH\\_OUT\\_OF\\_RESOURCES](#),  
[CUDA\\_ERROR\\_LAUNCH\\_TIMEOUT](#), [CUDA\\_ERROR\\_LAUNCH\\_INCOMPATIBLE\\_TEXTURING](#),  
[CUDA\\_ERROR\\_SHARED\\_OBJECT\\_INIT\\_FAILED](#)

## Description

Invokes the kernel `f` on a `gridDimX` x `gridDimY` x `gridDimZ` grid of blocks. Each block contains `blockDimX` x `blockDimY` x `blockDimZ` threads.

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

Kernel parameters to `f` can be specified in one of two ways:

1) Kernel parameters can be specified via `kernelParams`. If `f` has `N` parameters, then `kernelParams` needs to be an array of `N` pointers. Each of `kernelParams[0]` through `kernelParams[N-1]` must point to a region of memory from which the actual kernel parameter will be copied. The number of kernel parameters and their offsets and sizes do not need to be specified as that information is retrieved directly from the kernel's image.

2) Kernel parameters can also be packaged by the application into a single buffer that is passed in via the `extra` parameter. This places the burden on the application of knowing each kernel parameter's size and alignment/padding within the buffer. Here is an example of using the `extra` parameter in this manner:

```
↑
    size_t argBufferSize;
    char argBuffer[256];

    // populate argBuffer and argBufferSize

    void *config[] = {
        CU_LAUNCH_PARAM_BUFFER_POINTER, argBuffer,
        CU_LAUNCH_PARAM_BUFFER_SIZE,   &argBufferSize,
        CU_LAUNCH_PARAM_END
    };
    status = cuLaunchKernel(f, gx, gy, gz, bx, by, bz, sh, s, NULL, config);
```

The `extra` parameter exists to allow `cuLaunchKernel` to take additional less commonly used arguments. `extra` specifies a list of names of extra settings and their corresponding values. Each extra setting name is immediately followed by the corresponding value. The list must be terminated with either `NULL` or `CU_LAUNCH_PARAM_END`.

- ▶ `CU_LAUNCH_PARAM_END`, which indicates the end of the `extra` array;
- ▶ `CU_LAUNCH_PARAM_BUFFER_POINTER`, which specifies that the next value in `extra` will be a pointer to a buffer containing all the kernel parameters for launching kernel `f`;
- ▶ `CU_LAUNCH_PARAM_BUFFER_SIZE`, which specifies that the next value in `extra` will be a pointer to a `size_t` containing the size of the buffer specified with `CU_LAUNCH_PARAM_BUFFER_POINTER`;

The error `CUDA_ERROR_INVALID_VALUE` will be returned if kernel parameters are specified with both `kernelParams` and `extra` (i.e. both `kernelParams` and `extra` are non-NULL).

Calling [cuLaunchKernel\(\)](#) invalidates the persistent function state set through the following deprecated APIs: [cuFuncSetBlockShape\(\)](#), [cuFuncSetSharedSize\(\)](#), [cuParamSetSize\(\)](#), [cuParamSeti\(\)](#), [cuParamSetf\(\)](#), [cuParamSetv\(\)](#).

Note that to use [cuLaunchKernel\(\)](#), the kernel  $\mathfrak{f}$  must either have been compiled with toolchain version 3.2 or later so that it will contain kernel parameter information, or have no kernel parameters. If either of these conditions is not met, then [cuLaunchKernel\(\)](#) will return [CUDA\\_ERROR\\_INVALID\\_IMAGE](#).



**Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuCtxGetCacheConfig](#), [cuCtxSetCacheConfig](#), [cuFuncSetCacheConfig](#), [cuFuncGetAttribute](#), [cudaLaunchKernel](#)

## 6.20. Execution Control [DEPRECATED]

This section describes the deprecated execution control functions of the low-level CUDA driver application programming interface.

### CUresult cuFuncSetBlockShape (CUfunction hfunc, int x, int y, int z)

Sets the block-dimensions for the function.

#### Parameters

**hfunc**

- Kernel to specify dimensions of

**x**

- X dimension

**y**

- Y dimension

**z**

- Z dimension



## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

[Deprecated](#)

Specifies the *x*, *y*, and *z* dimensions of the thread blocks that are created when the kernel given by `hfunc` is launched.



### Note:

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

### See also:

[cuFuncSetSharedSize](#), [cuFuncSetCacheConfig](#), [cuFuncGetAttribute](#), [cuParamSetSize](#),  
[cuParamSeti](#), [cuParamSetf](#), [cuParamSetv](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#),  
[cuLaunchKernel](#)

## CUresult cuFuncSetSharedSize (CUfunction hfunc, unsigned int bytes)

Sets the dynamic shared-memory size for the function.

## Parameters

### **hfunc**

- Kernel to specify dynamic shared-memory size for

### **bytes**

- Dynamic shared-memory size per thread in bytes

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

[Deprecated](#)

Sets through `bytes` the amount of dynamic shared memory that will be available to each thread block when the kernel given by `hfunc` is launched.

**Note:**

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

**See also:**

[cuFuncSetBlockShape](#), [cuFuncSetCacheConfig](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSeti](#), [cuParamSetf](#), [cuParamSetv](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#), [cuLaunchKernel](#)

## CUresult cuLaunch (CUfunction f)

Launches a CUDA function.

### Parameters

**f**

- Kernel to launch

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_LAUNCH\\_FAILED](#), [CUDA\\_ERROR\\_LAUNCH\\_OUT\\_OF\\_RESOURCES](#), [CUDA\\_ERROR\\_LAUNCH\\_TIMEOUT](#), [CUDA\\_ERROR\\_LAUNCH\\_INCOMPATIBLE\\_TEXTURING](#), [CUDA\\_ERROR\\_SHARED\\_OBJECT\\_INIT\\_FAILED](#)

### Description

[Deprecated](#)

Invokes the kernel `f` on a 1 x 1 x 1 grid of blocks. The block contains the number of threads specified by a previous call to [cuFuncSetBlockShape\(\)](#).

The block shape, dynamic shared memory size, and parameter information must be set using [cuFuncSetBlockShape\(\)](#), [cuFuncSetSharedSize\(\)](#), [cuParamSetSize\(\)](#), [cuParamSeti\(\)](#), [cuParamSetf\(\)](#), and [cuParamSetv\(\)](#) prior to calling this function.

Launching a function via [cuLaunchKernel\(\)](#) invalidates the function's block shape, dynamic shared memory size, and parameter information. After launching via [cuLaunchKernel\(\)](#), this state must be re-initialized prior to calling this function. Failure to do so results in undefined behavior.

**Note:**

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

**See also:**

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSeti](#), [cuParamSetv](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#), [cuLaunchKernel](#)

## CUresult cuLaunchGrid (CUfunction f, int grid\_width, int grid\_height)

Launches a CUDA function.

### Parameters

**f**

- Kernel to launch

**grid\_width**

- Width of grid in blocks

**grid\_height**

- Height of grid in blocks

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_LAUNCH\\_FAILED](#), [CUDA\\_ERROR\\_LAUNCH\\_OUT\\_OF\\_RESOURCES](#), [CUDA\\_ERROR\\_LAUNCH\\_TIMEOUT](#), [CUDA\\_ERROR\\_LAUNCH\\_INCOMPATIBLE\\_TEXTURING](#), [CUDA\\_ERROR\\_SHARED\\_OBJECT\\_INIT\\_FAILED](#)

### Description

[Deprecated](#)

Invokes the kernel `f` on a `grid_width` x `grid_height` grid of blocks. Each block contains the number of threads specified by a previous call to [cuFuncSetBlockShape\(\)](#).

The block shape, dynamic shared memory size, and parameter information must be set using [cuFuncSetBlockShape\(\)](#), [cuFuncSetSharedSize\(\)](#), [cuParamSetSize\(\)](#), [cuParamSeti\(\)](#), [cuParamSetf\(\)](#), and [cuParamSetv\(\)](#) prior to calling this function.

Launching a function via [cuLaunchKernel\(\)](#) invalidates the function's block shape, dynamic shared memory size, and parameter information. After launching via `cuLaunchKernel`, this state must be re-initialized prior to calling this function. Failure to do so results in undefined behavior.



**Note:**

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

**See also:**

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSeti](#), [cuParamSetv](#), [cuLaunch](#), [cuLaunchGridAsync](#), [cuLaunchKernel](#)

## CUresult cuLaunchGridAsync (CUfunction f, int grid\_width, int grid\_height, CUstream hStream)

Launches a CUDA function.

### Parameters

**f**

- Kernel to launch

**grid\_width**

- Width of grid in blocks

**grid\_height**

- Height of grid in blocks

**hStream**

- Stream identifier

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_LAUNCH\\_FAILED](#), [CUDA\\_ERROR\\_LAUNCH\\_OUT\\_OF\\_RESOURCES](#), [CUDA\\_ERROR\\_LAUNCH\\_TIMEOUT](#), [CUDA\\_ERROR\\_LAUNCH\\_INCOMPATIBLE\\_TEXTURING](#), [CUDA\\_ERROR\\_SHARED\\_OBJECT\\_INIT\\_FAILED](#)

### Description

#### Deprecated

Invokes the kernel `f` on a `grid_width` x `grid_height` grid of blocks. Each block contains the number of threads specified by a previous call to [cuFuncSetBlockShape\(\)](#).

The block shape, dynamic shared memory size, and parameter information must be set using [cuFuncSetBlockShape\(\)](#), [cuFuncSetSharedSize\(\)](#), [cuParamSetSize\(\)](#), [cuParamSeti\(\)](#), [cuParamSetf\(\)](#), and [cuParamSetv\(\)](#) prior to calling this function.

Launching a function via [cuLaunchKernel\(\)](#) invalidates the function's block shape, dynamic shared memory size, and parameter information. After launching via [cuLaunchKernel](#), this state must be re-initialized prior to calling this function. Failure to do so results in undefined behavior.

**Note:**

- ▶ In certain cases where cubins are created with no ABI (i.e., using `ptxas --abi-compile no`), this function may serialize kernel launches. The CUDA driver retains asynchronous behavior by growing the per-thread stack as needed per launch and not shrinking it afterwards.
- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSeti](#), [cuParamSetv](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchKernel](#)

## CUresult cuParamSetf (CUfunction hfunc, int offset, float value)

Adds a floating-point parameter to the function's argument list.

### Parameters

**hfunc**

- Kernel to add parameter to

**offset**

- Offset to add parameter to argument list

**value**

- Value of parameter

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

#### Deprecated

Sets a floating-point parameter that will be specified the next time the kernel corresponding to `hfunc` will be invoked. `offset` is a byte offset.

**Note:**

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

**See also:**

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSeti](#), [cuParamSetv](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#), [cuLaunchKernel](#)

## CUresult cuParamSeti (CUfunction hfunc, int offset, unsigned int value)

Adds an integer parameter to the function's argument list.

### Parameters

**hfunc**

- Kernel to add parameter to

**offset**

- Offset to add parameter to argument list

**value**

- Value of parameter

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Deprecated

Sets an integer parameter that will be specified the next time the kernel corresponding to `hfunc` will be invoked. `offset` is a byte offset.

**Note:**

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

**See also:**

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSetv](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#), [cuLaunchKernel](#)

## CUresult cuParamSetSize (CUfunction hfunc, unsigned int numbytes)

Sets the parameter size for the function.

### Parameters

#### **hfunc**

- Kernel to set parameter size for

#### **numbytes**

- Size of parameter list in bytes

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

#### Deprecated

Sets through `numbytes` the total size in bytes needed by the function parameters of the kernel corresponding to `hfunc`.



#### **Note:**

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

#### **See also:**

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetf](#), [cuParamSeti](#), [cuParamSetv](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#), [cuLaunchKernel](#)

## CUresult cuParamSetTexRef (CUfunction hfunc, int texunit, CUtexref hTexRef)

Adds a texture-reference to the function's argument list.

### Parameters

#### **hfunc**

- Kernel to add texture-reference to

#### **texunit**

- Texture unit (must be [CU\\_PARAM\\_TR\\_DEFAULT](#))

#### **hTexRef**

- Texture-reference to add to argument list

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

[Deprecated](#)

Makes the CUDA array or linear memory bound to the texture reference `hTexRef` available to a device program as a texture. In this version of CUDA, the texture-reference must be obtained via [cuModuleGetTexRef\(\)](#) and the `texunit` parameter must be set to [CU\\_PARAM\\_TR\\_DEFAULT](#).



### Note:

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

## CUresult cuParamSetv (CUfunction hfunc, int offset, void \*ptr, unsigned int numbytes)

Adds arbitrary data to the function's argument list.

## Parameters

### **hfunc**

- Kernel to add data to

### **offset**

- Offset to add data to argument list

### **ptr**

- Pointer to arbitrary data

### **numbytes**

- Size of data to copy in bytes

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

[Deprecated](#)

Copies an arbitrary amount of data (specified in `numbytes`) from `ptr` into the parameter space of the kernel corresponding to `hfunc`. `offset` is a byte offset.



**Note:**

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

**See also:**

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSeti](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#), [cuLaunchKernel](#)

## 6.21. Graph Management

This section describes the graph management functions of the low-level CUDA driver application programming interface.

### CUresult cuDeviceGetGraphMemAttribute (CUdevice device, CUgraphMem\_attribute attr, void \*value)

Query asynchronous allocation attributes related to graphs.

#### Parameters

**device**

- Specifies the scope of the query

**attr**

- attribute to get

**value**

- retrieved value

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

#### Description

Valid attributes are:

- ▶ [CU\\_GRAPH\\_MEM\\_ATTR\\_USED\\_MEM\\_CURRENT](#): Amount of memory, in bytes, currently associated with graphs
- ▶ [CU\\_GRAPH\\_MEM\\_ATTR\\_USED\\_MEM\\_HIGH](#): High watermark of memory, in bytes, associated with graphs since the last time it was reset. High watermark can only be reset to zero.
- ▶ [CU\\_GRAPH\\_MEM\\_ATTR\\_RESERVED\\_MEM\\_CURRENT](#): Amount of memory, in bytes, currently allocated for use by the CUDA graphs asynchronous allocator.

- ▶ [CU\\_GRAPH\\_MEM\\_ATTR\\_RESERVED\\_MEM\\_HIGH](#): High watermark of memory, in bytes, currently allocated for use by the CUDA graphs asynchronous allocator.

**See also:**

[cuDeviceSetGraphMemAttribute](#), [cuGraphAddMemAllocNode](#), [cuGraphAddMemFreeNode](#)

## CUresult cuDeviceGraphMemTrim (CUdevice device)

Free unused memory that was cached on the specified device for use with graphs back to the OS.

### Parameters

**device**

- The device for which cached memory should be freed.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### Description

Blocks which are not in use by a graph that is either currently executing or scheduled to execute are freed back to the operating system.

**See also:**

[cuGraphAddMemAllocNode](#), [cuGraphAddMemFreeNode](#), [cuDeviceSetGraphMemAttribute](#), [cuDeviceGetGraphMemAttribute](#)

## CUresult cuDeviceSetGraphMemAttribute (CUdevice device, CUgraphMem\_attribute attr, void \*value)

Set asynchronous allocation attributes related to graphs.

### Parameters

**device**

- Specifies the scope of the query

**attr**

- attribute to get

**value**

- pointer to value to set

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

## Description

Valid attributes are:

- ▶ [CU\\_GRAPH\\_MEM\\_ATTR\\_USED\\_MEM\\_HIGH](#): High watermark of memory, in bytes, associated with graphs since the last time it was reset. High watermark can only be reset to zero.
- ▶ [CU\\_GRAPH\\_MEM\\_ATTR\\_RESERVED\\_MEM\\_HIGH](#): High watermark of memory, in bytes, currently allocated for use by the CUDA graphs asynchronous allocator.

### See also:

[cuDeviceGetGraphMemAttribute](#), [cuGraphAddMemAllocNode](#), [cuGraphAddMemFreeNode](#)

```
CUresult cuGraphAddBatchMemOpNode
(CUgraphNode *phGraphNode, CUgraph
hGraph, const CUgraphNode *dependencies,
size_t numDependencies, const
CUDA_BATCH_MEM_OP_NODE_PARAMS
*nodeParams)
```

Creates a batch memory operation node and adds it to a graph.

### Parameters

#### **phGraphNode**

- Returns newly created node

#### **hGraph**

- Graph to which to add the node

#### **dependencies**

- Dependencies of the node

#### **numDependencies**

- Number of dependencies

#### **nodeParams**

- Parameters for the node

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Creates a new batch memory operation node and adds it to `hGraph` with `numDependencies` dependencies specified via `dependencies` and arguments specified in `nodeParams`. It is possible for `numDependencies` to be 0, in which case the node will be placed at the root of the graph. `dependencies` may not have any duplicate entries. A handle to the new node will be returned in `phGraphNode`.

When the node is added, the `paramArray` inside `nodeParams` is copied and therefore it can be freed after the call returns.

These nodes may not be used in loops or conditionals.



### Note:

Warning: Improper use of this API may deadlock the application. Synchronization ordering established through this API is not visible to CUDA. CUDA tasks that are (even indirectly) ordered by this API should also have that order expressed with CUDA-visible dependencies such as events. This ensures that the scheduler does not serialize them in an improper order. For more information, see the Stream Memory Operations section in the programming guide(<https://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>).



### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuStreamBatchMemOp\\_v2](#), [cuStreamWaitValue32\\_v2](#), [cuStreamWriteValue32\\_v2](#), [cuStreamWaitValue64\\_v2](#), [cuStreamWriteValue64\\_v2](#), [cuGraphBatchMemOpNodeGetParams](#), [cuGraphBatchMemOpNodeSetParams](#), [cuGraphCreate](#), [cuGraphDestroyNode](#), [cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddKernelNode](#), [cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#),

## CUresult cuGraphAddChildGraphNode (CUgraphNode \*phGraphNode, CUgraph hGraph, const CUgraphNode \*dependencies, size\_t numDependencies, CUgraph childGraph)

Creates a child graph node and adds it to a graph.

### Parameters

#### phGraphNode

- Returns newly created node

#### hGraph

- Graph to which to add the node

#### dependencies

- Dependencies of the node

#### numDependencies

- Number of dependencies

#### childGraph

- The graph to clone into this node

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Creates a new node which executes an embedded graph, and adds it to `hGraph` with `numDependencies` dependencies specified via `dependencies`. It is possible for `numDependencies` to be 0, in which case the node will be placed at the root of the graph. `dependencies` may not have any duplicate entries. A handle to the new node will be returned in `phGraphNode`.

If `hGraph` contains allocation or free nodes, this call will return an error.

The node executes an embedded child graph. The child graph is cloned in this call.



#### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuGraphChildGraphNodeGetGraph](#), [cuGraphCreate](#), [cuGraphDestroyNode](#),  
[cuGraphAddEmptyNode](#), [cuGraphAddKernelNode](#), [cuGraphAddHostNode](#),  
[cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#), [cuGraphClone](#)

## CUresult cuGraphAddDependencies (CUgraph hGraph, const CUgraphNode \*from, const CUgraphNode \*to, size\_t numDependencies)

Adds dependency edges to a graph.

### Parameters

#### **hGraph**

- Graph to which dependencies are added

#### **from**

- Array of nodes that provide the dependencies

#### **to**

- Array of dependent nodes

#### **numDependencies**

- Number of dependencies to be added

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

The number of dependencies to be added is defined by `numDependencies`. Elements in `from` and `to` at corresponding indices define a dependency. Each node in `from` and `to` must belong to `hGraph`.

If `numDependencies` is 0, elements in `from` and `to` will be ignored. Specifying an existing dependency will return an error.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphRemoveDependencies](#), [cuGraphGetEdges](#), [cuGraphNodeGetDependencies](#),  
[cuGraphNodeGetDependentNodes](#)

## CUresult cuGraphAddEmptyNode (CUgraphNode \*phGraphNode, CUgraph hGraph, const CUgraphNode \*dependencies, size\_t numDependencies)

Creates an empty node and adds it to a graph.

### Parameters

#### phGraphNode

- Returns newly created node

#### hGraph

- Graph to which to add the node

#### dependencies

- Dependencies of the node

#### numDependencies

- Number of dependencies

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Creates a new node which performs no operation, and adds it to hGraph with numDependencies dependencies specified via dependencies. It is possible for numDependencies to be 0, in which case the node will be placed at the root of the graph. dependencies may not have any duplicate entries. A handle to the new node will be returned in phGraphNode.

An empty node performs no operation during execution, but can be used for transitive ordering. For example, a phased execution graph with 2 groups of n nodes with a barrier between them can be represented using an empty node and 2\*n dependency edges, rather than no empty node and n^2 dependency edges.



#### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### See also:

[cuGraphCreate](#), [cuGraphDestroyNode](#), [cuGraphAddChildGraphNode](#), [cuGraphAddKernelNode](#), [cuGraphAddHostNode](#), [cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#)

```
CUresult cuGraphAddEventRecordNode
(CUgraphNode *phGraphNode, CUgraph hGraph,
const CUgraphNode *dependencies, size_t
numDependencies, CUevent event)
```

Creates an event record node and adds it to a graph.

### Parameters

#### **phGraphNode**

- Returns newly created node

#### **hGraph**

- Graph to which to add the node

#### **dependencies**

- Dependencies of the node

#### **numDependencies**

- Number of dependencies

#### **event**

- Event for the node


### Returns

CUDA\_SUCCESS, CUDA\_ERROR\_DEINITIALIZED, CUDA\_ERROR\_NOT\_INITIALIZED,  
CUDA\_ERROR\_NOT\_SUPPORTED, CUDA\_ERROR\_INVALID\_VALUE

### Description

Creates a new event record node and adds it to `hGraph` with `numDependencies` dependencies specified via `dependencies` and event specified in `event`. It is possible for `numDependencies` to be 0, in which case the node will be placed at the root of the graph. `dependencies` may not have any duplicate entries. A handle to the new node will be returned in `phGraphNode`.

Each launch of the graph will record `event` to capture execution of the node's dependencies.



**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:



[cuGraphAddEventWaitNode](#), [cuEventRecordWithFlags](#), [cuStreamWaitEvent](#), [cuGraphCreate](#), [cuGraphDestroyNode](#), [cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddKernelNode](#), [cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#),

**CUresult cuGraphAddEventWaitNode (CUgraphNode \*phGraphNode, CUgraph hGraph, const CUgraphNode \*dependencies, size\_t numDependencies, CUevent event)**

Creates an event wait node and adds it to a graph.

### Parameters

#### **phGraphNode**

- Returns newly created node

#### **hGraph**

- Graph to which to add the node

#### **dependencies**

- Dependencies of the node

#### **numDependencies**

- Number of dependencies

#### **event**

- Event for the node

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Creates a new event wait node and adds it to hGraph with numDependencies dependencies specified via dependencies and event specified in event. It is possible for numDependencies to be 0, in which case the node will be placed at the root of the graph. dependencies may not have any duplicate entries. A handle to the new node will be returned in phGraphNode.

The graph node will wait for all work captured in event. See [cuEventRecord\(\)](#) for details on what is captured by an event. event may be from a different context or device than the launch stream.



#### **Note:**

▶ Graph objects are not threadsafe. [More here.](#)

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

### See also:

[cuGraphAddEventRecordNode](#), [cuEventRecordWithFlags](#), [cuStreamWaitEvent](#), [cuGraphCreate](#), [cuGraphDestroyNode](#), [cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddKernelNode](#), [cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#),

## CUresult

```
cuGraphAddExternalSemaphoresSignalNode
(CUgraphNode *phGraphNode, CUgraph
hGraph, const CUgraphNode *dependencies,
size_t numDependencies, const
CUDA_EXT_SEM_SIGNAL_NODE_PARAMS
*nodeParams)
```

Creates an external semaphore signal node and adds it to a graph.

### Parameters

#### **phGraphNode**

- Returns newly created node

#### **hGraph**

- Graph to which to add the node

#### **dependencies**

- Dependencies of the node

#### **numDependencies**

- Number of dependencies

#### **nodeParams**

- Parameters for the node

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Creates a new external semaphore signal node and adds it to hGraph with numDependencies dependencies specified via dependencies and arguments specified in nodeParams. It is possible for numDependencies to be 0, in which case the node will be placed at the root of the graph. dependencies may not have any duplicate entries. A handle to the new node will be returned in phGraphNode.

Performs a signal operation on a set of externally allocated semaphore objects when the node is launched. The operation(s) will occur after all of the node's dependencies have completed.



**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphExternalSemaphoresSignalNodeGetParams](#),  
[cuGraphExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphExecExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphAddExternalSemaphoresWaitNode](#), [cuImportExternalSemaphore](#),  
[cuSignalExternalSemaphoresAsync](#), [cuWaitExternalSemaphoresAsync](#), [cuGraphCreate](#),  
[cuGraphDestroyNode](#), [cuGraphAddEventRecordNode](#), [cuGraphAddEventWaitNode](#),  
[cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddKernelNode](#),  
[cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#),

```
CUresult cuGraphAddExternalSemaphoresWaitNode
(CUgraphNode *phGraphNode, CUgraph
hGraph, const CUgraphNode *dependencies,
size_t numDependencies, const
CUDA_EXT_SEM_WAIT_NODE_PARAMS
*nodeParams)
```

Creates an external semaphore wait node and adds it to a graph.

**Parameters**

**phGraphNode**

- Returns newly created node

**hGraph**

- Graph to which to add the node

**dependencies**

- Dependencies of the node

**numDependencies**

- Number of dependencies

**nodeParams**

- Parameters for the node

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Creates a new external semaphore wait node and adds it to `hGraph` with `numDependencies` dependencies specified via `dependencies` and arguments specified in `nodeParams`. It is possible for `numDependencies` to be 0, in which case the node will be placed at the root of the graph. `dependencies` may not have any duplicate entries. A handle to the new node will be returned in `phGraphNode`.

Performs a wait operation on a set of externally allocated semaphore objects when the node is launched. The node's dependencies will not be launched until the wait operation has completed.



### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuGraphExternalSemaphoresWaitNodeGetParams](#),  
[cuGraphExternalSemaphoresWaitNodeSetParams](#),  
[cuGraphExecExternalSemaphoresWaitNodeSetParams](#),  
[cuGraphAddExternalSemaphoresSignalNode](#), [cuImportExternalSemaphore](#),  
[cuSignalExternalSemaphoresAsync](#), [cuWaitExternalSemaphoresAsync](#), [cuGraphCreate](#),  
[cuGraphDestroyNode](#), [cuGraphAddEventRecordNode](#), [cuGraphAddEventWaitNode](#),  
[cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddKernelNode](#),  
[cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#),

```
CUresult cuGraphAddHostNode (CUgraphNode
*phGraphNode, CUgraph hGraph, const CUgraphNode
*dependencies, size_t numDependencies, const
CUDA_HOST_NODE_PARAMS *nodeParams)
```

Creates a host execution node and adds it to a graph.

### Parameters

#### **phGraphNode**

- Returns newly created node

#### **hGraph**

- Graph to which to add the node

#### **dependencies**

- Dependencies of the node

#### **numDependencies**

- Number of dependencies

#### **nodeParams**

- Parameters for the host node

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Creates a new CPU execution node and adds it to `hGraph` with `numDependencies` dependencies specified via `dependencies` and arguments specified in `nodeParams`. It is possible for `numDependencies` to be 0, in which case the node will be placed at the root of the graph. `dependencies` may not have any duplicate entries. A handle to the new node will be returned in `phGraphNode`.

When the graph is launched, the node will invoke the specified CPU function. Host nodes are not supported under MPS with pre-Volta GPUs.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuLaunchHostFunc](#), [cuGraphHostNodeGetParams](#), [cuGraphHostNodeSetParams](#),  
[cuGraphCreate](#), [cuGraphDestroyNode](#), [cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#),  
[cuGraphAddKernelNode](#), [cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#)

**CUresult cuGraphAddKernelNode (CUgraphNode \*phGraphNode, CUgraph hGraph, const CUgraphNode \*dependencies, size\_t numDependencies, const CUDA\_KERNEL\_NODE\_PARAMS \*nodeParams)**

Creates a kernel execution node and adds it to a graph.

### Parameters

#### **phGraphNode**

- Returns newly created node

#### **hGraph**

- Graph to which to add the node

#### **dependencies**

- Dependencies of the node

#### **numDependencies**

- Number of dependencies

#### **nodeParams**

- Parameters for the GPU execution node

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Creates a new kernel execution node and adds it to hGraph with numDependencies dependencies specified via dependencies and arguments specified in nodeParams. It is possible for numDependencies to be 0, in which case the node will be placed at the root of the graph. dependencies may not have any duplicate entries. A handle to the new node will be returned in phGraphNode.

The CUDA\_KERNEL\_NODE\_PARAMS structure is defined as:

```
↑ typedef struct CUDA_KERNEL_NODE_PARAMS_st {
    CUfunction func;
    unsigned int gridDimX;
    unsigned int gridDimY;
    unsigned int gridDimZ;
    unsigned int blockDimX;
    unsigned int blockDimY;
    unsigned int blockDimZ;
    unsigned int sharedMemBytes;
    void **kernelParams;
```

```
void **extra;
} CUDA\_KERNEL\_NODE\_PARAMS;
```

When the graph is launched, the node will invoke `kernel_func` on a (`gridDimX` x `gridDimY` x `gridDimZ`) grid of blocks. Each block contains (`blockDimX` x `blockDimY` x `blockDimZ`) threads.

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

Kernel parameters to `func` can be specified in one of two ways:

1) Kernel parameters can be specified via `kernelParams`. If the kernel has `N` parameters, then `kernelParams` needs to be an array of `N` pointers. Each pointer, from `kernelParams[0]` to `kernelParams[N-1]`, points to the region of memory from which the actual parameter will be copied. The number of kernel parameters and their offsets and sizes do not need to be specified as that information is retrieved directly from the kernel's image.

2) Kernel parameters for non-cooperative kernels can also be packaged by the application into a single buffer that is passed in via `extra`. This places the burden on the application of knowing each kernel parameter's size and alignment/padding within the buffer. The `extra` parameter exists to allow this function to take additional less commonly used arguments. `extra` specifies a list of names of extra settings and their corresponding values. Each extra setting name is immediately followed by the corresponding value. The list must be terminated with either `NULL` or `CU_LAUNCH_PARAM_END`.

- ▶ [CU\\_LAUNCH\\_PARAM\\_END](#), which indicates the end of the `extra` array;
- ▶ [CU\\_LAUNCH\\_PARAM\\_BUFFER\\_POINTER](#), which specifies that the next value in `extra` will be a pointer to a buffer containing all the kernel parameters for launching kernel `func`;
- ▶ [CU\\_LAUNCH\\_PARAM\\_BUFFER\\_SIZE](#), which specifies that the next value in `extra` will be a pointer to a `size_t` containing the size of the buffer specified with [CU\\_LAUNCH\\_PARAM\\_BUFFER\\_POINTER](#);

The error [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned if kernel parameters are specified with both `kernelParams` and `extra` (i.e. both `kernelParams` and `extra` are non-NULL). [CUDA\\_ERROR\\_INVALID\\_VALUE](#) will be returned if `extra` is used for a cooperative kernel.

The `kernelParams` or `extra` array, as well as the argument values it points to, are copied during this call.



**Note:**

Kernels launched using graphs must not use texture and surface references. Reading or writing through any texture or surface reference is undefined behavior. This restriction does not apply to texture and surface objects.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuLaunchKernel](#), [cuLaunchCooperativeKernel](#), [cuGraphKernelNodeGetParams](#),  
[cuGraphKernelNodeSetParams](#), [cuGraphCreate](#), [cuGraphDestroyNode](#),  
[cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddHostNode](#),  
[cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#)

**CUresult cuGraphAddMemAllocNode (CUgraphNode \*phGraphNode, CUgraph hGraph, const CUgraphNode \*dependencies, size\_t numDependencies, CUDA\_MEM\_ALLOC\_NODE\_PARAMS \*nodeParams)**

Creates an allocation node and adds it to a graph.

**Parameters****phGraphNode**

- Returns newly created node

**hGraph**

- Graph to which to add the node

**dependencies**

- Dependencies of the node

**numDependencies**

- Number of dependencies

**nodeParams**

- Parameters for the node

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Creates a new allocation node and adds it to hGraph with numDependencies dependencies specified via dependencies and arguments specified in nodeParams. It is possible for numDependencies to be 0, in which case the node will be placed at the root of the graph.



dependencies may not have any duplicate entries. A handle to the new node will be returned in `phGraphNode`.

When [cuGraphAddMemAllocNode](#) creates an allocation node, it returns the address of the allocation in `nodeParams.dptr`. The allocation's address remains fixed across instantiations and launches.

If the allocation is freed in the same graph, by creating a free node using [cuGraphAddMemFreeNode](#), the allocation can be accessed by nodes ordered after the allocation node but before the free node. These allocations cannot be freed outside the owning graph, and they can only be freed once in the owning graph.

If the allocation is not freed in the same graph, then it can be accessed not only by nodes in the graph which are ordered after the allocation node, but also by stream operations ordered after the graph's execution but before the allocation is freed.


Allocations which are not freed in the same graph can be freed by:

- ▶ passing the allocation to [cuMemFreeAsync](#) or [cuMemFree](#);
- ▶ launching a graph with a free node for that allocation; or
- ▶ specifying [CUDA\\_GRAPH\\_INSTANTIATE\\_FLAG\\_AUTO\\_FREE\\_ON\\_LAUNCH](#) during instantiation, which makes each launch behave as though it called [cuMemFreeAsync](#) for every unfreed allocation.

It is not possible to free an allocation in both the owning graph and another graph. If the allocation is freed in the same graph, a free node cannot be added to another graph. If the allocation is freed in another graph, a free node can no longer be added to the owning graph.

The following restrictions apply to graphs which contain allocation and/or memory free nodes:

- ▶ Nodes and edges of the graph cannot be deleted.
- ▶ The graph cannot be used in a child node.
- ▶ Only one instantiation of the graph may exist at any point in time.
- ▶ The graph cannot be cloned.



**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### See also:

[cuGraphAddMemFreeNode](#), [cuGraphMemAllocNodeGetParams](#), [cuDeviceGraphMemTrim](#), [cuDeviceGetGraphMemAttribute](#), [cuDeviceSetGraphMemAttribute](#), [cuMemAllocAsync](#), [cuMemFreeAsync](#), [cuGraphCreate](#), [cuGraphDestroyNode](#), [cuGraphAddChildGraphNode](#),

[cuGraphAddEmptyNode](#), [cuGraphAddEventRecordNode](#), [cuGraphAddEventWaitNode](#),  
[cuGraphAddExternalSemaphoresSignalNode](#), [cuGraphAddExternalSemaphoresWaitNode](#),  
[cuGraphAddKernelNode](#), [cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#)

**CUresult cuGraphAddMemcpyNode (CUgraphNode \*phGraphNode, CUgraph hGraph, const CUgraphNode \*dependencies, size\_t numDependencies, const CUDA\_MEMCPY3D \*copyParams, CUcontext ctx)**

Creates a memcpy node and adds it to a graph.

### Parameters

#### **phGraphNode**

- Returns newly created node

#### **hGraph**

- Graph to which to add the node

#### **dependencies**

- Dependencies of the node

#### **numDependencies**

- Number of dependencies

#### **copyParams**

- Parameters for the memory copy

#### **ctx**

- Context on which to run the node

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Creates a new memcpy node and adds it to hGraph with numDependencies dependencies specified via dependencies. It is possible for numDependencies to be 0, in which case the node will be placed at the root of the graph. dependencies may not have any duplicate entries. A handle to the new node will be returned in phGraphNode.

When the graph is launched, the node will perform the memcpy described by copyParams. See [cuMemcpy3D\(\)](#) for a description of the structure and its restrictions.

Memcpy nodes have some additional restrictions with regards to managed memory, if the system contains at least one device which has a zero value for the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_CONCURRENT\\_MANAGED\\_ACCESS](#). If one or more of the operands refer to managed memory, then using the memory type [CU\\_MEMORYTYPE\\_UNIFIED](#) is

disallowed for those operand(s). The managed memory will be treated as residing on either the host or the device, depending on which memory type is specified.



**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuMemcpy3D](#), [cuGraphMemcpyNodeGetParams](#), [cuGraphMemcpyNodeSetParams](#), [cuGraphCreate](#), [cuGraphDestroyNode](#), [cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddKernelNode](#), [cuGraphAddHostNode](#), [cuGraphAddMemsetNode](#)

**CUresult cuGraphAddMemFreeNode (CUgraphNode \*phGraphNode, CUgraph hGraph, const CUgraphNode \*dependencies, size\_t numDependencies, CUdeviceptr dptr)**

Creates a memory free node and adds it to a graph.

**Parameters**

**phGraphNode**

- Returns newly created node

**hGraph**

- Graph to which to add the node

**dependencies**

- Dependencies of the node

**numDependencies**

- Number of dependencies

**dptr**

- Address of memory to free

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Creates a new memory free node and adds it to hGraph with numDependencies dependencies specified via dependencies and arguments specified in nodeParams. It is possible for numDependencies to be 0, in which case the node will be placed at the root of

the graph. dependencies may not have any duplicate entries. A handle to the new node will be returned in `phGraphNode`.

`cuGraphAddMemFreeNode` will return `CUDA_ERROR_INVALID_VALUE` if the user attempts to free:

- ▶ an allocation twice in the same graph.
- ▶ an address that was not returned by an allocation node.
- ▶ an invalid address.

The following restrictions apply to graphs which contain allocation and/or memory free nodes:

- ▶ Nodes and edges of the graph cannot be deleted.
- ▶ The graph cannot be used in a child node.
- ▶ Only one instantiation of the graph may exist at any point in time.
- ▶ The graph cannot be cloned.

**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddMemAllocNode](#), [cuGraphMemFreeNodeGetParams](#), [cuDeviceGraphMemTrim](#), [cuDeviceGetGraphMemAttribute](#), [cuDeviceSetGraphMemAttribute](#), [cuMemAllocAsync](#), [cuMemFreeAsync](#), [cuGraphCreate](#), [cuGraphDestroyNode](#), [cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddEventRecordNode](#), [cuGraphAddEventWaitNode](#), [cuGraphAddExternalSemaphoresSignalNode](#), [cuGraphAddExternalSemaphoresWaitNode](#), [cuGraphAddKernelNode](#), [cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#)

```
CUresult cuGraphAddMemsetNode (CUgraphNode
*phGraphNode, CUgraph hGraph, const CUgraphNode
*dependencies, size_t numDependencies, const
CUDA_MEMSET_NODE_PARAMS *memsetParams,
CUcontext ctx)
```

Creates a memset node and adds it to a graph.

### Parameters

#### **phGraphNode**

- Returns newly created node

#### **hGraph**

- Graph to which to add the node

#### **dependencies**

- Dependencies of the node

#### **numDependencies**

- Number of dependencies

#### **memsetParams**

- Parameters for the memory set

#### **ctx**

- Context on which to run the node

### Returns

CUDA\_SUCCESS, CUDA\_ERROR\_DEINITIALIZED, CUDA\_ERROR\_NOT\_INITIALIZED,  
CUDA\_ERROR\_INVALID\_VALUE, CUDA\_ERROR\_INVALID\_CONTEXT

### Description

Creates a new memset node and adds it to `hGraph` with `numDependencies` dependencies specified via `dependencies`. It is possible for `numDependencies` to be 0, in which case the node will be placed at the root of the graph. `dependencies` may not have any duplicate entries. A handle to the new node will be returned in `phGraphNode`.

The element size must be 1, 2, or 4 bytes. When the graph is launched, the node will perform the memset described by `memsetParams`.



#### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuMemsetD2D32](#), [cuGraphMemsetNodeGetParams](#), [cuGraphMemsetNodeSetParams](#), [cuGraphCreate](#), [cuGraphDestroyNode](#), [cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddKernelNode](#), [cuGraphAddHostNode](#), [cuGraphAddMemcpyNode](#)

## CUresult cuGraphBatchMemOpNodeGetParams (CUgraphNode hNode, CUDA\_BATCH\_MEM\_OP\_NODE\_PARAMS \*nodeParams\_out)

Returns a batch mem op node's parameters.

**Parameters****hNode**

- Node to get the parameters for

**nodeParams\_out**

- Pointer to return the parameters

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Returns the parameters of batch mem op node hNode in nodeParams\_out. The paramArray returned in nodeParams\_out is owned by the node. This memory remains valid until the node is destroyed or its parameters are modified, and should not be modified directly. Use [cuGraphBatchMemOpNodeSetParams](#) to update the parameters of this node.

**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuStreamBatchMemOp\\_v2](#), [cuGraphAddBatchMemOpNode](#), [cuGraphBatchMemOpNodeSetParams](#)

## CUresult cuGraphBatchMemOpNodeSetParams (CUgraphNode hNode, const CUDA\_BATCH\_MEM\_OP\_NODE\_PARAMS \*nodeParams)

Sets a batch mem op node's parameters.

### Parameters

#### **hNode**

- Node to set the parameters for

#### **nodeParams**

- Parameters to copy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Sets the parameters of batch mem op node hNode to nodeParams.

The paramArray inside nodeParams is copied and therefore it can be freed after the call returns.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuStreamBatchMemOp\\_v2](#), [cuGraphAddBatchMemOpNode](#),  
[cuGraphBatchMemOpNodeGetParams](#)

## CUresult cuGraphChildGraphNodeGetGraph (CUgraphNode hNode, CUgraph \*phGraph)

Gets a handle to the embedded graph of a child graph node.

### Parameters

#### **hNode**

- Node to get the embedded graph for

#### **phGraph**

- Location to store a handle to the graph

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Gets a handle to the embedded graph in a child graph node. This call does not clone the graph. Changes to the graph will be reflected in the node, and the node retains ownership of the graph.

Allocation and free nodes cannot be added to the returned graph. Attempting to do so will return an error.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphAddChildGraphNode](#), [cuGraphNodeFindInClone](#)

## CUresult cuGraphClone (CUgraph \*phGraphClone, CUgraph originalGraph)

Clones a graph.

### Parameters

#### **phGraphClone**

- Returns newly created cloned graph



**originalGraph**

- Graph to clone


**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

**Description**

This function creates a copy of `originalGraph` and returns it in `phGraphClone`. All parameters are copied into the cloned graph. The original graph may be modified after this call without affecting the clone.

Child graph nodes in the original graph are recursively copied into the clone.



**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphCreate](#), [cuGraphNodeFindInClone](#)

## CUresult cuGraphCreate (CUgraph \*phGraph, unsigned int flags)

Creates a graph.

**Parameters****phGraph**

- Returns newly created graph

**flags**

- Graph creation flags, must be 0

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

**Description**

Creates an empty graph, which is returned via `phGraph`.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddKernelNode](#),  
[cuGraphAddHostNode](#), [cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#),  
[cuGraphInstantiate](#), [cuGraphDestroy](#), [cuGraphGetNodes](#), [cuGraphGetRootNodes](#),  
[cuGraphGetEdges](#), [cuGraphClone](#)

## CUresult cuGraphDebugDotPrint (CUgraph hGraph, const char \*path, unsigned int flags)

Write a DOT file describing graph structure.

### Parameters

#### **hGraph**

- The graph to create a DOT file from

#### **path**

- The path to write the DOT file to

#### **flags**

- Flags from CUgraphDebugDot\_flags for specifying which additional node information to write

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OPERATING\\_SYSTEM](#)

### Description

Using the provided `hGraph`, write to `path` a DOT formatted description of the graph. By default this includes the graph topology, node types, node id, kernel names and memcpy direction. `flags` can be specified to write more detailed information about each node type such as parameter values, kernel attributes, node and function handles.

## CUresult cuGraphDestroy (CUgraph hGraph)

Destroys a graph.

### Parameters

#### **hGraph**

- Graph to destroy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Destroys the graph specified by hGraph, as well as all of its nodes.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphCreate](#)

## CUresult cuGraphDestroyNode (CUGraphNode hNode)

Remove a node from the graph.

### Parameters

#### **hNode**

- Node to remove

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Removes hNode from its graph. This operation also severs any dependencies of other nodes on hNode and vice versa.

Nodes which belong to a graph which contains allocation or free nodes cannot be destroyed. Any attempt to do so will return an error.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddChildGraphNode](#), [cuGraphAddEmptyNode](#), [cuGraphAddKernelNode](#),  
[cuGraphAddHostNode](#), [cuGraphAddMemcpyNode](#), [cuGraphAddMemsetNode](#)

## CUresult cuGraphEventRecordNodeGetEvent (CUgraphNode hNode, CUevent \*event\_out)

Returns the event associated with an event record node.

### Parameters

**hNode**

- Node to get the event for

**event\_out**

- Pointer to return the event

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the event of event record node hNode in event\_out.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddEventRecordNode](#), [cuGraphEventRecordNodeSetEvent](#),  
[cuGraphEventWaitNodeGetEvent](#), [cuEventRecordWithFlags](#), [cuStreamWaitEvent](#)

## CUresult cuGraphEventRecordNodeSetEvent (CUgraphNode hNode, CUevent event)

Sets an event record node's event.

### Parameters

#### **hNode**

- Node to set the event for

#### **event**

- Event to use

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Sets the event of event record node hNode to event.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphAddEventRecordNode](#), [cuGraphEventRecordNodeGetEvent](#),  
[cuGraphEventWaitNodeSetEvent](#), [cuEventRecordWithFlags](#), [cuStreamWaitEvent](#)

## CUresult cuGraphEventWaitNodeGetEvent (CUgraphNode hNode, CUevent \*event\_out)

Returns the event associated with an event wait node.

### Parameters

#### **hNode**

- Node to get the event for

#### **event\_out**

- Pointer to return the event

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Returns the event of event wait node `hNode` in `event_out`.



### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuGraphAddEventWaitNode](#), [cuGraphEventWaitNodeSetEvent](#), [cuGraphEventRecordNodeGetEvent](#), [cuEventRecordWithFlags](#), [cuStreamWaitEvent](#)

# CUresult cuGraphEventWaitNodeSetEvent (CUgraphNode hNode, CUevent event)

Sets an event wait node's event.

## Parameters

### **hNode**

- Node to set the event for

### **event**

- Event to use

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

## Description

Sets the event of event wait node `hNode` to `event`.



### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddEventWaitNode](#), [cuGraphEventWaitNodeGetEvent](#),  
[cuGraphEventRecordNodeSetEvent](#), [cuEventRecordWithFlags](#), [cuStreamWaitEvent](#)

**CUresult cuGraphExecBatchMemOpNodeSetParams**  
 (CUgraphExec hGraphExec, CUgraphNode hNode,  
 const CUDA\_BATCH\_MEM\_OP\_NODE\_PARAMS  
 \*nodeParams)

Sets the parameters for a batch mem op node in the given graphExec.

**Parameters****hGraphExec**

- The executable graph in which to set the specified node

**hNode**

- Batch mem op node from the graph from which graphExec was instantiated

**nodeParams**

- Updated Parameters to set

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

**Description**

Sets the parameters of a batch mem op node in an executable graph `hGraphExec`. The node is identified by the corresponding node `hNode` in the non-executable graph, from which the executable graph was instantiated.

The following fields on operations may be modified on an executable graph:

`op.waitValue.address` `op.waitValue.value[64]` `op.waitValue.flags` bits corresponding to wait type (i.e. `CU_STREAM_WAIT_VALUE_FLUSH` bit cannot be modified) `op.writeValue.address` `op.writeValue.value[64]`

Other fields, such as the context, count or type of operations, and other types of operations such as membars, may not be modified.

`hNode` must not have been removed from the original graph.

The modifications only affect future launches of `hGraphExec`. Already enqueued or running launches of `hGraphExec` are not affected by this call. `hNode` is also not modified by this call.

The `paramArray` inside `nodeParams` is copied and therefore it can be freed after the call returns.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuStreamBatchMemOp\\_v2](#), [cuGraphAddBatchMemOpNode](#),  
[cuGraphBatchMemOpNodeGetParams](#), [cuGraphBatchMemOpNodeSetParams](#),  
[cuGraphInstantiate](#)

## CUresult cuGraphExecChildGraphNodeSetParams (CUgraphExec hGraphExec, CUgraphNode hNode, CUgraph childGraph)

Updates node parameters in the child graph node in the given graphExec.

### Parameters

**hGraphExec**

- The executable graph in which to set the specified node

**hNode**

- Host node from the graph which was used to instantiate graphExec

**childGraph**

- The graph supplying the updated parameters

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Updates the work represented by hNode in hGraphExec as though the nodes contained in hNode's graph had the parameters contained in childGraph's nodes at instantiation. hNode must remain in the graph which was used to instantiate hGraphExec. Changed edges to and from hNode are ignored.

The modifications only affect future launches of hGraphExec. Already enqueued or running launches of hGraphExec are not affected by this call. hNode is also not modified by this call.

The topology of childGraph, as well as the node insertion order, must match that of the graph contained in hNode. See [cuGraphExecUpdate\(\)](#) for a list of restrictions on what can be updated in an instantiated graph. The update is recursive, so child graph nodes contained within the top level child graph will also be updated.



**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddChildGraphNode](#), [cuGraphChildGraphNodeGetGraph](#),  
[cuGraphExecKernelNodeSetParams](#), [cuGraphExecMemcpyNodeSetParams](#),  
[cuGraphExecMemsetNodeSetParams](#), [cuGraphExecHostNodeSetParams](#),  
[cuGraphExecEventRecordNodeSetEvent](#), [cuGraphExecEventWaitNodeSetEvent](#),  
[cuGraphExecExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphExecExternalSemaphoresWaitNodeSetParams](#), [cuGraphExecUpdate](#),  
[cuGraphInstantiate](#)

## CUresult cuGraphExecDestroy (CUgraphExec hGraphExec)

Destroys an executable graph.

### Parameters

#### **hGraphExec**

- Executable graph to destroy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Destroys the executable graph specified by `hGraphExec`, as well as all of its executable nodes. If the executable graph is in-flight, it will not be terminated, but rather freed asynchronously on completion.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphInstantiate](#), [cuGraphUpload](#), [cuGraphLaunch](#)

## CUresult cuGraphExecEventRecordNodeSetEvent (CUgraphExec hGraphExec, CUgraphNode hNode, CUevent event)

Sets the event for an event record node in the given graphExec.

### Parameters

#### **hGraphExec**

- The executable graph in which to set the specified node

#### **hNode**

- event record node from the graph from which graphExec was instantiated

#### **event**

- Updated event to use

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Sets the event of an event record node in an executable graph `hGraphExec`. The node is identified by the corresponding node `hNode` in the non-executable graph, from which the executable graph was instantiated.

The modifications only affect future launches of `hGraphExec`. Already enqueued or running launches of `hGraphExec` are not affected by this call. `hNode` is also not modified by this call.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphAddEventRecordNode](#), [cuGraphEventRecordNodeGetEvent](#),  
[cuGraphEventWaitNodeSetEvent](#), [cuEventRecordWithFlags](#), [cuStreamWaitEvent](#),  
[cuGraphExecKernelNodeSetParams](#), [cuGraphExecMemcpyNodeSetParams](#),  
[cuGraphExecMemsetNodeSetParams](#), [cuGraphExecHostNodeSetParams](#),  
[cuGraphExecChildGraphNodeSetParams](#), [cuGraphExecEventWaitNodeSetEvent](#),  
[cuGraphExecExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphExecExternalSemaphoresWaitNodeSetParams](#), [cuGraphExecUpdate](#),  
[cuGraphInstantiate](#)

## CUresult cuGraphExecEventWaitNodeSetEvent (CUgraphExec hGraphExec, CUgraphNode hNode, CUevent event)

Sets the event for an event wait node in the given graphExec.

### Parameters

#### **hGraphExec**

- The executable graph in which to set the specified node

#### **hNode**

- event wait node from the graph from which graphExec was instantiated

#### **event**

- Updated event to use

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Sets the event of an event wait node in an executable graph `hGraphExec`. The node is identified by the corresponding node `hNode` in the non-executable graph, from which the executable graph was instantiated.

The modifications only affect future launches of `hGraphExec`. Already enqueued or running launches of `hGraphExec` are not affected by this call. `hNode` is also not modified by this call.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphAddEventWaitNode](#), [cuGraphEventWaitNodeGetEvent](#),  
[cuGraphEventRecordNodeSetEvent](#), [cuEventRecordWithFlags](#), [cuStreamWaitEvent](#),  
[cuGraphExecKernelNodeSetParams](#), [cuGraphExecMemcpyNodeSetParams](#),  
[cuGraphExecMemsetNodeSetParams](#), [cuGraphExecHostNodeSetParams](#),  
[cuGraphExecChildGraphNodeSetParams](#), [cuGraphExecEventRecordNodeSetEvent](#),  
[cuGraphExecExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphExecExternalSemaphoresWaitNodeSetParams](#), [cuGraphExecUpdate](#),  
[cuGraphInstantiate](#)

## CUresult

```
cuGraphExecExternalSemaphoresSignalNodeSetParams
(CUgraphExec hGraphExec, CUgraphNode hNode,
const CUDA_EXT_SEM_SIGNAL_NODE_PARAMS
*nodeParams)
```

Sets the parameters for an external semaphore signal node in the given graphExec.

### Parameters

#### **hGraphExec**

- The executable graph in which to set the specified node

#### **hNode**

- semaphore signal node from the graph from which graphExec was instantiated

#### **nodeParams**

- Updated Parameters to set

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Sets the parameters of an external semaphore signal node in an executable graph `hGraphExec`. The node is identified by the corresponding node `hNode` in the non-executable graph, from which the executable graph was instantiated.

`hNode` must not have been removed from the original graph.

The modifications only affect future launches of `hGraphExec`. Already enqueued or running launches of `hGraphExec` are not affected by this call. `hNode` is also not modified by this call.

Changing `nodeParams->numExtSems` is not supported.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphAddExternalSemaphoresSignalNode](#), [cuImportExternalSemaphore](#),  
[cuSignalExternalSemaphoresAsync](#), [cuWaitExternalSemaphoresAsync](#),  
[cuGraphExecKernelNodeSetParams](#), [cuGraphExecMemcpyNodeSetParams](#),

[cuGraphExecMemsetNodeSetParams](#), [cuGraphExecHostNodeSetParams](#),  
[cuGraphExecChildGraphNodeSetParams](#), [cuGraphExecEventRecordNodeSetEvent](#),  
[cuGraphExecEventWaitNodeSetEvent](#), [cuGraphExecExternalSemaphoresWaitNodeSetParams](#),  
[cuGraphExecUpdate](#), [cuGraphInstantiate](#)

## CUresult

**cuGraphExecExternalSemaphoresWaitNodeSetParams**  
 (CUgraphExec hGraphExec, CUgraphNode hNode,  
 const CUDA\_EXT\_SEM\_WAIT\_NODE\_PARAMS  
 \*nodeParams)

Sets the parameters for an external semaphore wait node in the given graphExec.

### Parameters

#### **hGraphExec**

- The executable graph in which to set the specified node

#### **hNode**

- semaphore wait node from the graph from which graphExec was instantiated

#### **nodeParams**

- Updated Parameters to set

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Sets the parameters of an external semaphore wait node in an executable graph `hGraphExec`. The node is identified by the corresponding node `hNode` in the non-executable graph, from which the executable graph was instantiated.

`hNode` must not have been removed from the original graph.

The modifications only affect future launches of `hGraphExec`. Already enqueued or running launches of `hGraphExec` are not affected by this call. `hNode` is also not modified by this call.

Changing `nodeParams->numExtSems` is not supported.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddExternalSemaphoresWaitNode](#), [cuImportExternalSemaphore](#),  
[cuSignalExternalSemaphoresAsync](#), [cuWaitExternalSemaphoresAsync](#),  
[cuGraphExecKernelNodeSetParams](#), [cuGraphExecMemcpyNodeSetParams](#),  
[cuGraphExecMemsetNodeSetParams](#), [cuGraphExecHostNodeSetParams](#),  
[cuGraphExecChildGraphNodeSetParams](#), [cuGraphExecEventRecordNodeSetEvent](#),  
[cuGraphExecEventWaitNodeSetEvent](#),  
[cuGraphExecExternalSemaphoresSignalNodeSetParams](#), [cuGraphExecUpdate](#),  
[cuGraphInstantiate](#)

## CUresult cuGraphExecHostNodeSetParams (CUgraphExec hGraphExec, CUgraphNode hNode, const CUDA\_HOST\_NODE\_PARAMS \*nodeParams)

Sets the parameters for a host node in the given graphExec.

**Parameters****hGraphExec**

- The executable graph in which to set the specified node

**hNode**

- Host node from the graph which was used to instantiate graphExec

**nodeParams**

- The updated parameters to set

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

**Description**

Updates the work represented by hNode in hGraphExec as though hNode had contained nodeParams at instantiation. hNode must remain in the graph which was used to instantiate hGraphExec. Changed edges to and from hNode are ignored.

The modifications only affect future launches of hGraphExec. Already enqueued or running launches of hGraphExec are not affected by this call. hNode is also not modified by this call.

**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddHostNode](#), [cuGraphHostNodeSetParams](#),  
[cuGraphExecKernelNodeSetParams](#), [cuGraphExecMemcpyNodeSetParams](#),  
[cuGraphExecMemsetNodeSetParams](#), [cuGraphExecChildGraphNodeSetParams](#),  
[cuGraphExecEventRecordNodeSetEvent](#), [cuGraphExecEventWaitNodeSetEvent](#),  
[cuGraphExecExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphExecExternalSemaphoresWaitNodeSetParams](#), [cuGraphExecUpdate](#),  
[cuGraphInstantiate](#)

**CUresult cuGraphExecKernelNodeSetParams**  
**(CUgraphExec hGraphExec, CUgraphNode hNode,**  
**const CUDA\_KERNEL\_NODE\_PARAMS \*nodeParams)**

Sets the parameters for a kernel node in the given graphExec.

### Parameters

#### **hGraphExec**

- The executable graph in which to set the specified node

#### **hNode**

- kernel node from the graph from which graphExec was instantiated

#### **nodeParams**

- Updated Parameters to set

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Sets the parameters of a kernel node in an executable graph `hGraphExec`. The node is identified by the corresponding node `hNode` in the non-executable graph, from which the executable graph was instantiated.

`hNode` must not have been removed from the original graph. All `nodeParams` fields may change, but the following restrictions apply to `func` updates:

- ▶ The owning context of the function cannot change.
- ▶ A node whose function originally did not use CUDA dynamic parallelism cannot be updated to a function which uses CDP

The modifications only affect future launches of `hGraphExec`. Already enqueued or running launches of `hGraphExec` are not affected by this call. `hNode` is also not modified by this call.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddKernelNode](#), [cuGraphKernelNodeSetParams](#),  
[cuGraphExecMemcpyNodeSetParams](#), [cuGraphExecMemsetNodeSetParams](#),  
[cuGraphExecHostNodeSetParams](#), [cuGraphExecChildGraphNodeSetParams](#),  
[cuGraphExecEventRecordNodeSetEvent](#), [cuGraphExecEventWaitNodeSetEvent](#),  
[cuGraphExecExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphExecExternalSemaphoresWaitNodeSetParams](#), [cuGraphExecUpdate](#),  
[cuGraphInstantiate](#)

## CUresult cuGraphExecMemcpyNodeSetParams (CUgraphExec hGraphExec, CUgraphNode hNode, const CUDA\_MEMCPY3D \*copyParams, CUcontext ctx)

Sets the parameters for a memcpy node in the given graphExec.

### Parameters

**hGraphExec**

- The executable graph in which to set the specified node

**hNode**

- Memcpy node from the graph which was used to instantiate graphExec

**copyParams**

- The updated parameters to set

**ctx**

- Context on which to run the node

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Updates the work represented by hNode in hGraphExec as though hNode had contained copyParams at instantiation. hNode must remain in the graph which was used to instantiate hGraphExec. Changed edges to and from hNode are ignored.

The source and destination memory in copyParams must be allocated from the same contexts as the original source and destination memory. Both the instantiation-time memory operands and the memory operands in copyParams must be 1-dimensional. Zero-length operations are not supported.



The modifications only affect future launches of `hGraphExec`. Already enqueued or running launches of `hGraphExec` are not affected by this call. `hNode` is also not modified by this call.

Returns `CUDA_ERROR_INVALID_VALUE` if the memory operands' mappings changed or either the original or new memory operands are multidimensional.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuGraphAddMemcpyNode](#), [cuGraphMemcpyNodeSetParams](#),  
[cuGraphExecKernelNodeSetParams](#), [cuGraphExecMemsetNodeSetParams](#),  
[cuGraphExecHostNodeSetParams](#), [cuGraphExecChildGraphNodeSetParams](#),  
[cuGraphExecEventRecordNodeSetEvent](#), [cuGraphExecEventWaitNodeSetEvent](#),  
[cuGraphExecExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphExecExternalSemaphoresWaitNodeSetParams](#), [cuGraphExecUpdate](#),  
[cuGraphInstantiate](#)

## CUresult cuGraphExecMemsetNodeSetParams (CUgraphExec hGraphExec, CUgraphNode hNode, const CUDA\_MEMSET\_NODE\_PARAMS \*memsetParams, CUcontext ctx)

Sets the parameters for a memset node in the given graphExec.

### Parameters

#### **hGraphExec**

- The executable graph in which to set the specified node

#### **hNode**

- Memset node from the graph which was used to instantiate graphExec

#### **memsetParams**

- The updated parameters to set

#### **ctx**

- Context on which to run the node

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

## Description

Updates the work represented by `hNode` in `hGraphExec` as though `hNode` had contained `memsetParams` at instantiation. `hNode` must remain in the graph which was used to instantiate `hGraphExec`. Changed edges to and from `hNode` are ignored.

The destination memory in `memsetParams` must be allocated from the same contexts as the original destination memory. Both the instantiation-time memory operand and the memory operand in `memsetParams` must be 1-dimensional. Zero-length operations are not supported.

The modifications only affect future launches of `hGraphExec`. Already enqueued or running launches of `hGraphExec` are not affected by this call. `hNode` is also not modified by this call.

Returns `CUDA_ERROR_INVALID_VALUE` if the memory operand's mappings changed or either the original or new memory operand are multidimensional.



### Note:

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuGraphAddMemsetNode](#), [cuGraphMemsetNodeSetParams](#),  
[cuGraphExecKernelNodeSetParams](#), [cuGraphExecMemcpyNodeSetParams](#),  
[cuGraphExecHostNodeSetParams](#), [cuGraphExecChildGraphNodeSetParams](#),  
[cuGraphExecEventRecordNodeSetEvent](#), [cuGraphExecEventWaitNodeSetEvent](#),  
[cuGraphExecExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphExecExternalSemaphoresWaitNodeSetParams](#), [cuGraphExecUpdate](#),  
[cuGraphInstantiate](#)

## CUresult cuGraphExecUpdate (CUgraphExec hGraphExec, CUgraph hGraph, CUgraphNode \*hErrorNode\_out, CUgraphExecUpdateResult \*updateResult\_out)

Check whether an executable graph can be updated with a graph and perform the update if possible.

## Parameters

### **hGraphExec**

The instantiated graph to be updated

**hGraph**

The graph containing the updated parameters

**hErrorNode\_out**

The node which caused the permissibility check to forbid the update, if any

**updateResult\_out**

Whether the graph update was permitted. If was forbidden, the reason why

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_GRAPH\\_EXEC\\_UPDATE\\_FAILURE](#),

**Description**

Updates the node parameters in the instantiated graph specified by `hGraphExec` with the node parameters in a topologically identical graph specified by `hGraph`.

Limitations:

- ▶ Kernel nodes:
  - ▶ The owning context of the function cannot change.
  - ▶ A node whose function originally did not use CUDA dynamic parallelism cannot be updated to a function which uses CDP.
  - ▶ A cooperative node cannot be updated to a non-cooperative node, and vice-versa.
  - ▶ If the graph was instantiated with `CUDA_GRAPH_INSTANTIATE_FLAG_USE_NODE_PRIORITY`, the priority attribute cannot change. Equality is checked on the originally requested priority values, before they are clamped to the device's supported range.
- ▶ Memset and memcpy nodes:
  - ▶ The CUDA device(s) to which the operand(s) was allocated/mapped cannot change.
  - ▶ The source/destination memory must be allocated from the same contexts as the original source/destination memory.
  - ▶ Only 1D memsets can be changed.
- ▶ Additional memcpy node restrictions:
  - ▶ Changing either the source or destination memory type(i.e. `CU_MEMORYTYPE_DEVICE`, `CU_MEMORYTYPE_ARRAY`, etc.) is not supported.
- ▶ External semaphore wait nodes and record nodes:
  - ▶ Changing the number of semaphores is not supported.

Note: The API may add further restrictions in future releases. The return code should always be checked.

cuGraphExecUpdate sets `updateResult_out` to `CU_GRAPH_EXEC_UPDATE_ERROR_TOPOLOGY_CHANGED` under the following conditions:

- ▶ The count of nodes directly in `hGraphExec` and `hGraph` differ, in which case `hErrorNode_out` is `NULL`.
- ▶ A node is deleted in `hGraph` but not its pair from `hGraphExec`, in which case `hErrorNode_out` is `NULL`.
- ▶ A node is deleted in `hGraphExec` but not its pair from `hGraph`, in which case `hErrorNode_out` is the pairless node from `hGraph`.
- ▶ The dependent nodes of a pair differ, in which case `hErrorNode_out` is the node from `hGraph`.

cuGraphExecUpdate sets `updateResult_out` to:

- ▶ `CU_GRAPH_EXEC_UPDATE_ERROR` if passed an invalid value.
- ▶ `CU_GRAPH_EXEC_UPDATE_ERROR_TOPOLOGY_CHANGED` if the graph topology changed
- ▶ `CU_GRAPH_EXEC_UPDATE_ERROR_NODE_TYPE_CHANGED` if the type of a node changed, in which case `hErrorNode_out` is set to the node from `hGraph`.
- ▶ `CU_GRAPH_EXEC_UPDATE_ERROR_UNSUPPORTED_FUNCTION_CHANGE` if the function changed in an unsupported way(see note above), in which case `hErrorNode_out` is set to the node from `hGraph`
- ▶ `CU_GRAPH_EXEC_UPDATE_ERROR_PARAMETERS_CHANGED` if any parameters to a node changed in a way that is not supported, in which case `hErrorNode_out` is set to the node from `hGraph`.
- ▶ `CU_GRAPH_EXEC_UPDATE_ERROR_ATTRIBUTES_CHANGED` if any attributes of a node changed in a way that is not supported, in which case `hErrorNode_out` is set to the node from `hGraph`.
- ▶ `CU_GRAPH_EXEC_UPDATE_ERROR_NOT_SUPPORTED` if something about a node is unsupported, like the node's type or configuration, in which case `hErrorNode_out` is set to the node from `hGraph`

If `updateResult_out` isn't set in one of the situations described above, the update check passes and `cuGraphExecUpdate` updates `hGraphExec` to match the contents of `hGraph`. If an error happens during the update, `updateResult_out` will be set to `CU_GRAPH_EXEC_UPDATE_ERROR`; otherwise, `updateResult_out` is set to `CU_GRAPH_EXEC_UPDATE_SUCCESS`.

`cuGraphExecUpdate` returns `CUDA_SUCCESS` when the updated was performed successfully. It returns `CUDA_ERROR_GRAPH_EXEC_UPDATE_FAILURE` if the graph update was not performed because it included changes which violated constraints specific to instantiated graph update.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphInstantiate](#),

## CUresult

```
cuGraphExternalSemaphoresSignalNodeGetParams
(CUgraphNode hNode,
CUDA_EXT_SEM_SIGNAL_NODE_PARAMS
*params_out)
```

Returns an external semaphore signal node's parameters.

### Parameters

**hNode**

- Node to get the parameters for

**params\_out**

- Pointer to return the parameters

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the parameters of an external semaphore signal node `hNode` in `params_out`. The `extSemArray` and `paramsArray` returned in `params_out`, are owned by the node. This memory remains valid until the node is destroyed or its parameters are modified, and should not be modified directly. Use [cuGraphExternalSemaphoresSignalNodeSetParams](#) to update the parameters of this node.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuLaunchKernel](#), [cuGraphAddExternalSemaphoresSignalNode](#),  
[cuGraphExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphAddExternalSemaphoresWaitNode](#), [cuSignalExternalSemaphoresAsync](#),  
[cuWaitExternalSemaphoresAsync](#)

## CUresult

**cuGraphExternalSemaphoresSignalNodeSetParams**  
 (CUgraphNode hNode, const  
 CUDA\_EXT\_SEM\_SIGNAL\_NODE\_PARAMS  
 \*nodeParams)

Sets an external semaphore signal node's parameters.

### Parameters

**hNode**

- Node to set the parameters for

**nodeParams**

- Parameters to copy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Sets the parameters of an external semaphore signal node hNode to nodeParams.

**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddExternalSemaphoresSignalNode](#),  
[cuGraphExternalSemaphoresSignalNodeSetParams](#),  
[cuGraphAddExternalSemaphoresWaitNode](#), [cuSignalExternalSemaphoresAsync](#),  
[cuWaitExternalSemaphoresAsync](#)

```
CUresult
cuGraphExternalSemaphoresWaitNodeGetParams
(CUgraphNode hNode,
CUDA_EXT_SEM_WAIT_NODE_PARAMS
*params_out)
```

Returns an external semaphore wait node's parameters.

### Parameters

#### **hNode**

- Node to get the parameters for

#### **params\_out**

- Pointer to return the parameters

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the parameters of an external semaphore wait node `hNode` in `params_out`. The `extSemArray` and `paramsArray` returned in `params_out`, are owned by the node. This memory remains valid until the node is destroyed or its parameters are modified, and should not be modified directly. Use [cuGraphExternalSemaphoresSignalNodeSetParams](#) to update the parameters of this node.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuLaunchKernel](#), [cuGraphAddExternalSemaphoresWaitNode](#),  
[cuGraphExternalSemaphoresWaitNodeSetParams](#),  
[cuGraphAddExternalSemaphoresWaitNode](#), [cuSignalExternalSemaphoresAsync](#),  
[cuWaitExternalSemaphoresAsync](#)

CUresult  
 cuGraphExternalSemaphoresWaitNodeSetParams  
 (CUgraphNode hNode, const  
 CUDA\_EXT\_SEM\_WAIT\_NODE\_PARAMS  
 \*nodeParams)

Sets an external semaphore wait node's parameters.

### Parameters

#### **hNode**

- Node to set the parameters for

#### **nodeParams**

- Parameters to copy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Sets the parameters of an external semaphore wait node hNode to nodeParams.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphAddExternalSemaphoresWaitNode](#),  
[cuGraphExternalSemaphoresWaitNodeSetParams](#),  
[cuGraphAddExternalSemaphoresWaitNode](#), [cuSignalExternalSemaphoresAsync](#),  
[cuWaitExternalSemaphoresAsync](#)



## CUresult cuGraphGetEdges (CUgraph hGraph, CUgraphNode \*from, CUgraphNode \*to, size\_t \*numEdges)

Returns a graph's dependency edges.

### Parameters

#### **hGraph**

- Graph to get the edges from

#### **from**

- Location to return edge endpoints

#### **to**

- Location to return edge endpoints

#### **numEdges**

- See description

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns a list of `hGraph`'s dependency edges. Edges are returned via corresponding indices in `from` and `to`; that is, the node in `to[i]` has a dependency on the node in `from[i]`. `from` and `to` may both be NULL, in which case this function only returns the number of edges in `numEdges`. Otherwise, `numEdges` entries will be filled in. If `numEdges` is higher than the actual number of edges, the remaining entries in `from` and `to` will be set to NULL, and the number of edges actually returned will be written to `numEdges`.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphGetNodes](#), [cuGraphGetRootNodes](#), [cuGraphAddDependencies](#), [cuGraphRemoveDependencies](#), [cuGraphNodeGetDependencies](#), [cuGraphNodeGetDependentNodes](#)

## CUresult cuGraphGetNodes (CUgraph hGraph, CUgraphNode \*nodes, size\_t \*numNodes)

Returns a graph's nodes.

### Parameters

#### **hGraph**

- Graph to query

#### **nodes**

- Pointer to return the nodes

#### **numNodes**

- See description

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns a list of hGraph 's nodes. nodes may be NULL, in which case this function will return the number of nodes in numNodes. Otherwise, numNodes entries will be filled in. If numNodes is higher than the actual number of nodes, the remaining entries in nodes will be set to NULL, and the number of nodes actually obtained will be returned in numNodes.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphCreate](#), [cuGraphGetRootNodes](#), [cuGraphGetEdges](#), [cuGraphNodeGetType](#), [cuGraphNodeGetDependencies](#), [cuGraphNodeGetDependentNodes](#)

## CUresult cuGraphGetRootNodes (CUgraph hGraph, CUgraphNode \*rootNodes, size\_t \*numRootNodes)

Returns a graph's root nodes.

### Parameters

#### **hGraph**

- Graph to query

**rootNodes**

- Pointer to return the root nodes

**numRootNodes**

- See description

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Returns a list of `hGraph`'s root nodes. `rootNodes` may be NULL, in which case this function will return the number of root nodes in `numRootNodes`. Otherwise, `numRootNodes` entries will be filled in. If `numRootNodes` is higher than the actual number of root nodes, the remaining entries in `rootNodes` will be set to NULL, and the number of nodes actually obtained will be returned in `numRootNodes`.

**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphCreate](#), [cuGraphGetNodes](#), [cuGraphGetEdges](#), [cuGraphNodeGetType](#), [cuGraphNodeGetDependencies](#), [cuGraphNodeGetDependentNodes](#)

## CUresult cuGraphHostNodeGetParams (CUgraphNode hNode, CUDA\_HOST\_NODE\_PARAMS \*nodeParams)

Returns a host node's parameters.

**Parameters****hNode**

- Node to get the parameters for

**nodeParams**

- Pointer to return the parameters

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Returns the parameters of host node `hNode` in `nodeParams`.



### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuLaunchHostFunc](#), [cuGraphAddHostNode](#), [cuGraphHostNodeSetParams](#)

## CUresult cuGraphHostNodeSetParams (CUgraphNode hNode, const CUDA\_HOST\_NODE\_PARAMS \*nodeParams)

Sets a host node's parameters.

### Parameters

#### **hNode**

- Node to set the parameters for

#### **nodeParams**

- Parameters to copy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Sets the parameters of host node `hNode` to `nodeParams`.



### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuLaunchHostFunc](#), [cuGraphAddHostNode](#), [cuGraphHostNodeGetParams](#)

**CUresult cuGraphInstantiate (CUgraphExec \*phGraphExec, CUgraph hGraph, CUgraphNode \*phErrorNode, char \*logBuffer, size\_t bufferSize)**

Creates an executable graph from a graph.

### Parameters

#### **phGraphExec**

- Returns instantiated graph

#### **hGraph**

- Graph to instantiate

#### **phErrorNode**

- In case of an instantiation error, this may be modified to indicate a node contributing to the error

#### **logBuffer**

- A character buffer to store diagnostic messages

#### **bufferSize**

- Size of the log buffer in bytes

### Returns

CUDA\_SUCCESS, CUDA\_ERROR\_DEINITIALIZED, CUDA\_ERROR\_NOT\_INITIALIZED, CUDA\_ERROR\_INVALID\_VALUE

### Description

Instantiates `hGraph` as an executable graph. The graph is validated for any structural constraints or intra-node constraints which were not previously validated. If instantiation is successful, a handle to the instantiated graph is returned in `phGraphExec`.

If there are any errors, diagnostic information may be returned in `errorNode` and `logBuffer`. This is the primary way to inspect instantiation errors. The output will be null terminated unless the diagnostics overflow the buffer. In this case, they will be truncated, and the last byte can be inspected to determine if truncation occurred.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphInstantiateWithFlags](#), [cuGraphCreate](#), [cuGraphUpload](#), [cuGraphLaunch](#),  
[cuGraphExecDestroy](#)

## CUresult cuGraphInstantiateWithFlags (CUgraphExec \*phGraphExec, CUgraph hGraph, unsigned long long flags)

Creates an executable graph from a graph.

### Parameters

#### phGraphExec

- Returns instantiated graph

#### hGraph

- Graph to instantiate

#### flags

- Flags to control instantiation. See [CUgraphInstantiate\\_flags](#).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Instantiates `hGraph` as an executable graph. The graph is validated for any structural constraints or intra-node constraints which were not previously validated. If instantiation is successful, a handle to the instantiated graph is returned in `phGraphExec`.

The `flags` parameter controls the behavior of instantiation and subsequent graph launches. Valid flags are:

- ▶ [CUDA\\_GRAPH\\_INSTANTIATE\\_FLAG\\_AUTO\\_FREE\\_ON\\_LAUNCH](#), which configures a graph containing memory allocation nodes to automatically free any unfreed memory allocations before the graph is relaunched.
- ▶ [CUDA\\_GRAPH\\_INSTANTIATE\\_FLAG\\_USE\\_NODE\\_PRIORITY](#), which causes the graph to use the priorities from the per-node attributes rather than the priority of the launch stream during execution. Note that priorities are only available on kernel nodes, and are copied from stream priority during stream capture.

If `hGraph` contains any allocation or free nodes, there can be at most one executable graph in existence for that graph at a time.

An attempt to instantiate a second executable graph before destroying the first with [cuGraphExecDestroy](#) will result in an error.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphInstantiate](#), [cuGraphCreate](#), [cuGraphUpload](#), [cuGraphLaunch](#), [cuGraphExecDestroy](#)

## CUresult cuGraphKernelNodeCopyAttributes (CUgraphNode dst, CUgraphNode src)

Copies attributes from source node to destination node.

### Parameters

**dst**

Destination node

**src**

Source node For list of attributes see [CUkernelNodeAttrID](#)

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Copies attributes from source node `src` to destination node `dst`. Both node must have the same context.

**Note:**

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

**See also:**

[CUaccessPolicyWindow](#)

```
CUresult cuGraphKernelNodeGetAttribute
(CUgraphNode hNode, CUkernelNodeAttrID attr,
CUkernelNodeAttrValue *value_out)
```

Queries node attribute.

### Parameters

**hNode**

**attr**

**value\_out**

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### Description

Queries attribute `attr` from node `hNode` and stores it in corresponding member of `value_out`.



#### Note:

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

### See also:

[CUaccessPolicyWindow](#)

```
CUresult cuGraphKernelNodeGetParams
(CUgraphNode hNode,
CUDA_KERNEL_NODE_PARAMS *nodeParams)
```

Returns a kernel node's parameters.

### Parameters

**hNode**

- Node to get the parameters for

**nodeParams**

- Pointer to return the parameters




## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Returns the parameters of kernel node `hNode` in `nodeParams`. The `kernelParams` or `extra` array returned in `nodeParams`, as well as the argument values it points to, are owned by the node. This memory remains valid until the node is destroyed or its parameters are modified, and should not be modified directly. Use [cuGraphKernelNodeSetParams](#) to update the parameters of this node.

The params will contain either `kernelParams` or `extra`, according to which of these was most recently set on the node.

 **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

## See also:

[cuLaunchKernel](#), [cuGraphAddKernelNode](#), [cuGraphKernelNodeSetParams](#)

## CUresult cuGraphKernelNodeSetAttribute (CUgraphNode hNode, CUkernelNodeAttrID attr, const CUkernelNodeAttrValue \*value)

Sets node attribute.

## Parameters

**hNode**

**attr**

**value**

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

## Description

Sets attribute `attr` on node `hNode` from corresponding attribute of `value`.

**Note:**

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

**See also:**

[CUaccessPolicyWindow](#)

## CUresult cuGraphKernelNodeSetParams (CUgraphNode hNode, const CUDA\_KERNEL\_NODE\_PARAMS \*nodeParams)

Sets a kernel node's parameters.

### Parameters

**hNode**

- Node to set the parameters for

**nodeParams**

- Parameters to copy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### Description

Sets the parameters of kernel node `hNode` to `nodeParams`.

**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuLaunchKernel](#), [cuGraphAddKernelNode](#), [cuGraphKernelNodeGetParams](#)

## CUresult cuGraphLaunch (CUgraphExec hGraphExec, CUstream hStream)

Launches an executable graph in a stream.

### Parameters

#### **hGraphExec**

- Executable graph to launch

#### **hStream**

- Stream in which to launch the graph

### Returns

CUDA\_SUCCESS, CUDA\_ERROR\_DEINITIALIZED, CUDA\_ERROR\_NOT\_INITIALIZED, CUDA\_ERROR\_INVALID\_VALUE

### Description

Executes `hGraphExec` in `hStream`. Only one instance of `hGraphExec` may be executing at a time. Each launch is ordered behind both any previous work in `hStream` and any previous launches of `hGraphExec`. To execute a graph concurrently, it must be instantiated multiple times into multiple executable graphs.

If any allocations created by `hGraphExec` remain unfreed (from a previous launch) and `hGraphExec` was not instantiated with CUDA\_GRAPH\_INSTANTIATE\_FLAG\_AUTO\_FREE\_ON\_LAUNCH, the launch will fail with CUDA\_ERROR\_INVALID\_VALUE.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphInstantiate](#), [cuGraphUpload](#), [cuGraphExecDestroy](#)

## CUresult cuGraphMemAllocNodeGetParams (CUgraphNode hNode, CUDA\_MEM\_ALLOC\_NODE\_PARAMS \*params\_out)

Returns a memory alloc node's parameters.

### Parameters

#### **hNode**

- Node to get the parameters for

#### **params\_out**

- Pointer to return the parameters

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the parameters of a memory alloc node hNode in params\_out. The poolProps and accessDescs returned in params\_out, are owned by the node. This memory remains valid until the node is destroyed. The returned parameters must not be modified.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphAddMemAllocNode](#), [cuGraphMemFreeNodeGetParams](#)

## CUresult cuGraphMemcpyNodeGetParams (CUgraphNode hNode, CUDA\_MEMCPY3D \*nodeParams)

Returns a memcpy node's parameters.

### Parameters

#### **hNode**

- Node to get the parameters for

**nodeParams**

- Pointer to return the parameters

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Returns the parameters of memcpy node hNode in nodeParams.

**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuMemcpy3D](#), [cuGraphAddMemcpyNode](#), [cuGraphMemcpyNodeSetParams](#)

## CUresult cuGraphMemcpyNodeSetParams (CUgraphNode hNode, const CUDA\_MEMCPY3D \*nodeParams)

Sets a memcpy node's parameters.

**Parameters****hNode**

- Node to set the parameters for

**nodeParams**

- Parameters to copy

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

**Description**

Sets the parameters of memcpy node hNode to nodeParams.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuMemcpy3D](#), [cuGraphAddMemcpyNode](#), [cuGraphMemcpyNodeGetParams](#)

## CUresult cuGraphMemFreeNodeGetParams (CUgraphNode hNode, CUdeviceptr \*dptr\_out)

Returns a memory free node's parameters.

### Parameters

**hNode**

- Node to get the parameters for

**dptr\_out**

- Pointer to return the device address

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the address of a memory free node hNode in dptr\_out.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphAddMemFreeNode](#), [cuGraphMemAllocNodeGetParams](#)

## CUresult cuGraphMemsetNodeGetParams (CUgraphNode hNode, CUDA\_MEMSET\_NODE\_PARAMS \*nodeParams)

Returns a memset node's parameters.

### Parameters

#### **hNode**

- Node to get the parameters for

#### **nodeParams**

- Pointer to return the parameters

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the parameters of memset node hNode in nodeParams.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuMemsetD2D32](#), [cuGraphAddMemsetNode](#), [cuGraphMemsetNodeSetParams](#)

## CUresult cuGraphMemsetNodeSetParams (CUgraphNode hNode, const CUDA\_MEMSET\_NODE\_PARAMS \*nodeParams)

Sets a memset node's parameters.

### Parameters

#### **hNode**

- Node to set the parameters for

#### **nodeParams**

- Parameters to copy

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Sets the parameters of memset node `hNode` to `nodeParams`.



### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuMemsetD2D32](#), [cuGraphAddMemsetNode](#), [cuGraphMemsetNodeGetParams](#)

## CUresult cuGraphNodeFindInClone (CUgraphNode \*phNode, CUgraphNode hOriginalNode, CUgraph hClonedGraph)

Finds a cloned version of a node.

## Parameters

### phNode

- Returns handle to the cloned node

### hOriginalNode

- Handle to the original node

### hClonedGraph

- Cloned graph to query

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

## Description

This function returns the node in `hClonedGraph` corresponding to `hOriginalNode` in the original graph.

`hClonedGraph` must have been cloned from `hOriginalGraph` via [cuGraphClone](#). `hOriginalNode` must have been in `hOriginalGraph` at the time of the call to



[cuGraphClone](#), and the corresponding cloned node in `hClonedGraph` must not have been removed. The cloned node is then returned via `phClonedNode`.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphClone](#)

## CUresult cuGraphNodeGetDependencies (CUgraphNode hNode, CUgraphNode \*dependencies, size\_t \*numDependencies)

Returns a node's dependencies.

### Parameters

**hNode**

- Node to query

**dependencies**

- Pointer to return the dependencies

**numDependencies**

- See description

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns a list of node 's dependencies. `dependencies` may be NULL, in which case this function will return the number of dependencies in `numDependencies`. Otherwise, `numDependencies` entries will be filled in. If `numDependencies` is higher than the actual number of dependencies, the remaining entries in `dependencies` will be set to NULL, and the number of nodes actually obtained will be returned in `numDependencies`.

**Note:**

- ▶ Graph objects are not threadsafe. [More here.](#)

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

### See also:

[cuGraphNodeGetDependentNodes](#), [cuGraphGetNodes](#), [cuGraphGetRootNodes](#), [cuGraphGetEdges](#), [cuGraphAddDependencies](#), [cuGraphRemoveDependencies](#)

## CUresult cuGraphNodeGetDependentNodes (CUgraphNode hNode, CUgraphNode \*dependentNodes, size\_t \*numDependentNodes)

Returns a node's dependent nodes.

### Parameters

#### **hNode**

- Node to query

#### **dependentNodes**

- Pointer to return the dependent nodes

#### **numDependentNodes**

- See description

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns a list of node's dependent nodes. `dependentNodes` may be NULL, in which case this function will return the number of dependent nodes in `numDependentNodes`. Otherwise, `numDependentNodes` entries will be filled in. If `numDependentNodes` is higher than the actual number of dependent nodes, the remaining entries in `dependentNodes` will be set to NULL, and the number of nodes actually obtained will be returned in `numDependentNodes`.



#### Note:

- Graph objects are not threadsafe. [More here](#).
- Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuGraphNodeGetDependencies](#), [cuGraphGetNodes](#), [cuGraphGetRootNodes](#), [cuGraphGetEdges](#), [cuGraphAddDependencies](#), [cuGraphRemoveDependencies](#)

## CUresult cuGraphNodeGetEnabled (CUgraphExec hGraphExec, CUgraphNode hNode, unsigned int \*isEnabled)

Query whether a node in the given graphExec is enabled.

### Parameters

#### **hGraphExec**

- The executable graph in which to set the specified node

#### **hNode**

- Node from the graph from which graphExec was instantiated

#### **isEnabled**

- Location to return the enabled status of the node

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

### Description

Sets isEnabled to 1 if hNode is enabled, or 0 if hNode is disabled.

The node is identified by the corresponding node hNode in the non-executable graph, from which the executable graph was instantiated.

hNode must not have been removed from the original graph.



#### **Note:**

Currently only kernel, memset and memcpy nodes are supported.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuGraphNodeSetEnabled](#), [cuGraphExecUpdate](#), [cuGraphInstantiate](#) [cuGraphLaunch](#)

## CUresult cuGraphNodeGetType (CUgraphNode hNode, CUgraphNodeType \*type)

Returns a node's type.

### Parameters

#### **hNode**

- Node to query

#### **type**

- Pointer to return the node type

### Returns

CUDA\_SUCCESS, CUDA\_ERROR\_DEINITIALIZED, CUDA\_ERROR\_NOT\_INITIALIZED, CUDA\_ERROR\_INVALID\_VALUE

### Description

Returns the node type of hNode in type.



#### **Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphGetNodes](#), [cuGraphGetRootNodes](#), [cuGraphChildGraphNodeGetGraph](#),  
[cuGraphKernelNodeGetParams](#), [cuGraphKernelNodeSetParams](#),  
[cuGraphHostNodeGetParams](#), [cuGraphHostNodeSetParams](#),  
[cuGraphMemcpyNodeGetParams](#), [cuGraphMemcpyNodeSetParams](#),  
[cuGraphMemsetNodeGetParams](#), [cuGraphMemsetNodeSetParams](#)

## CUresult cuGraphNodeSetEnabled (CUgraphExec hGraphExec, CUgraphNode hNode, unsigned int isEnabled)

Enables or disables the specified node in the given graphExec.

### Parameters

#### **hGraphExec**

- The executable graph in which to set the specified node

**hNode**

- Node from the graph from which graphExec was instantiated

**isEnabled**

- Node is enabled if != 0, otherwise the node is disabled

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),

**Description**

Sets hNode to be either enabled or disabled. Disabled nodes are functionally equivalent to empty nodes until they are reenabled. Existing node parameters are not affected by disabling/enabling the node.

The node is identified by the corresponding node hNode in the non-executable graph, from which the executable graph was instantiated.

hNode must not have been removed from the original graph.

The modifications only affect future launches of hGraphExec. Already enqueued or running launches of hGraphExec are not affected by this call. hNode is also not modified by this call.

**Note:**

Currently only kernel, memset and memcpy nodes are supported.

**Note:**

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

[cuGraphNodeGetEnabled](#), [cuGraphExecUpdate](#), [cuGraphInstantiate](#) [cuGraphLaunch](#)

## CUresult cuGraphReleaseUserObject (CUgraph graph, CUUserObject object, unsigned int count)

Release a user object reference from a graph.

**Parameters****graph**

- The graph that will release the reference

**object**

- The user object to release a reference for

**count**

- The number of references to release, typically 1. Must be nonzero and not larger than INT\_MAX.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

Releases user object references owned by a graph.

See CUDA User Objects in the CUDA C++ Programming Guide for more information on user objects.

**See also:**

[cuUserObjectCreate](#), [cuUserObjectRetain](#), [cuUserObjectRelease](#), [cuGraphRetainUserObject](#), [cuGraphCreate](#)

## CUresult cuGraphRemoveDependencies (CUgraph hGraph, const CUgraphNode \*from, const CUgraphNode \*to, size\_t numDependencies)

Removes dependency edges from a graph.

**Parameters****hGraph**

- Graph from which to remove dependencies

**from**

- Array of nodes that provide the dependencies

**to**

- Array of dependent nodes

**numDependencies**

- Number of dependencies to be removed

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

The number of dependencies to be removed is defined by `numDependencies`. Elements in `from` and `to` at corresponding indices define a dependency. Each node in `from` and `to` must belong to `hGraph`.

If `numDependencies` is 0, elements in `from` and `to` will be ignored. Specifying a non-existing dependency will return an error.

Dependencies cannot be removed from graphs which contain allocation or free nodes. Any attempt to do so will return an error.



### Note:

- ▶ Graph objects are not threadsafe. [More here.](#)
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuGraphAddDependencies](#), [cuGraphGetEdges](#), [cuGraphNodeGetDependencies](#), [cuGraphNodeGetDependentNodes](#)

## CUresult cuGraphRetainUserObject (CUgraph graph, CUUserObject object, unsigned int count, unsigned int flags)

Retain a reference to a user object from a graph.

### Parameters

#### **graph**

- The graph to associate the reference with

#### **object**

- The user object to retain a reference for

#### **count**

- The number of references to add to the graph, typically 1. Must be nonzero and not larger than INT\_MAX.

#### **flags**

- The optional flag [CU\\_GRAPH\\_USER\\_OBJECT\\_MOVE](#) transfers references from the calling thread, rather than create new references. Pass 0 to create new references.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Creates or moves user object references that will be owned by a CUDA graph.

See CUDA User Objects in the CUDA C++ Programming Guide for more information on user objects.

### See also:

[cuUserObjectCreate](#), [cuUserObjectRetain](#), [cuUserObjectRelease](#), [cuGraphReleaseUserObject](#), [cuGraphCreate](#)

## CUresult cuGraphUpload (CUgraphExec hGraphExec, CUstream hStream)

Uploads an executable graph in a stream.

### Parameters

#### hGraphExec

- Executable graph to upload

#### hStream

- Stream in which to upload the graph

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Uploads `hGraphExec` to the device in `hStream` without executing it. Uploads of the same `hGraphExec` will be serialized. Each upload is ordered behind both any previous work in `hStream` and any previous launches of `hGraphExec`. Uses memory cached by `stream` to back the allocations owned by `hGraphExec`.



#### Note:

- ▶ Graph objects are not threadsafe. [More here](#).
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

### See also:

[cuGraphInstantiate](#), [cuGraphLaunch](#), [cuGraphExecDestroy](#)



## CUresult cuUserObjectCreate (CUUserObject \*object\_out, void \*ptr, CUhostFn destroy, unsigned int initialRefCount, unsigned int flags)

Create a user object.

### Parameters

#### **object\_out**

- Location to return the user object handle

#### **ptr**

- The pointer to pass to the destroy function

#### **destroy**

- Callback to free the user object when it is no longer in use

#### **initialRefCount**

- The initial refcount to create the object with, typically 1. The initial references are owned by the calling thread.

#### **flags**

- Currently it is required to pass [CU\\_USER\\_OBJECT\\_NO\\_DESTRUCTOR\\_SYNC](#), which is the only defined flag. This indicates that the destroy callback cannot be waited on by any CUDA API. Users requiring synchronization of the callback should signal its completion manually.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Create a user object with the specified destructor callback and initial reference count. The initial references are owned by the caller.

Destructor callbacks cannot make CUDA API calls and should avoid blocking behavior, as they are executed by a shared internal thread. Another thread may be signaled to perform such actions, if it does not block forward progress of tasks scheduled through CUDA.

See CUDA User Objects in the CUDA C++ Programming Guide for more information on user objects.

#### **See also:**

[cuUserObjectRetain](#), [cuUserObjectRelease](#), [cuGraphRetainUserObject](#), [cuGraphReleaseUserObject](#), [cuGraphCreate](#)

## CUresult cuUserObjectRelease (CUUserObject object, unsigned int count)

Release a reference to a user object.

### Parameters

**object**

- The object to release

**count**

- The number of references to release, typically 1. Must be nonzero and not larger than INT\_MAX.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Releases user object references owned by the caller. The object's destructor is invoked if the reference count reaches zero.

It is undefined behavior to release references not owned by the caller, or to use a user object handle after all references are released.

See CUDA User Objects in the CUDA C++ Programming Guide for more information on user objects.

**See also:**

[cuUserObjectCreate](#), [cuUserObjectRetain](#), [cuGraphRetainUserObject](#), [cuGraphReleaseUserObject](#), [cuGraphCreate](#)

## CUresult cuUserObjectRetain (CUUserObject object, unsigned int count)

Retain a reference to a user object.

### Parameters

**object**

- The object to retain

**count**

- The number of references to retain, typically 1. Must be nonzero and not larger than INT\_MAX.

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Retains new references to a user object. The new references are owned by the caller.

See CUDA User Objects in the CUDA C++ Programming Guide for more information on user objects.

### See also:

[cuUserObjectCreate](#), [cuUserObjectRelease](#), [cuGraphRetainUserObject](#), [cuGraphReleaseUserObject](#), [cuGraphCreate](#)

## 6.22. Occupancy

This section describes the occupancy calculation functions of the low-level CUDA driver application programming interface.

### CUresult

[cuOccupancyAvailableDynamicSMemPerBlock](#) (size\_t \*dynamicSmemSize, CUfunction func, int numBlocks, int blockSize)

Returns dynamic shared memory available per block when launching numBlocks blocks on SM.

### Parameters

#### **dynamicSmemSize**

- Returned maximum dynamic shared memory

#### **func**

- Kernel function for which occupancy is calculated

#### **numBlocks**

- Number of blocks to fit on SM

#### **blockSize**

- Size of the blocks

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

## Description

Returns in `*dynamicSmemSize` the maximum size of dynamic shared memory to allow `numBlocks` blocks per SM.



### Note:

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

### See also:

## CUresult

`cuOccupancyMaxActiveBlocksPerMultiprocessor (int *numBlocks, CUfunction func, int blockSize, size_t dynamicSMemSize)`

Returns occupancy of a function.

## Parameters

### **numBlocks**

- Returned occupancy

### **func**

- Kernel 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

## Description

Returns in `*numBlocks` the number of the maximum active blocks per streaming multiprocessor.



### Note:

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

### See also:

[cudaOccupancyMaxActiveBlocksPerMultiprocessor](#)

## CUresult

`cuOccupancyMaxActiveBlocksPerMultiprocessorWithFlags`  
 (`int *numBlocks`, `CUfunction func`, `int blockSize`, `size_t dynamicSMemSize`, `unsigned int flags`)

Returns occupancy of a function.

## Parameters

### **numBlocks**

- Returned occupancy

### **func**

- Kernel 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

## Description

Returns in `*numBlocks` the number of the maximum active blocks per streaming multiprocessor.

The `Flags` parameter controls how special cases are handled. The valid flags are:

- ▶ `CU_OCCUPANCY_DEFAULT`, which maintains the default behavior as `cuOccupancyMaxActiveBlocksPerMultiprocessor`;
- ▶ `CU_OCCUPANCY_DISABLE_CACHING_OVERRIDE`, which 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 `CU_OCCUPANCY_DISABLE_CACHING_OVERRIDE` 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:**

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

**See also:**

[cudaOccupancyMaxActiveBlocksPerMultiprocessorWithFlags](#)

**CUresult cuOccupancyMaxPotentialBlockSize (int \*minGridSize, int \*blockSize, CUfunction func, CUoccupancyB2DSize blockSizeToDynamicSMemSize, size\_t dynamicSMemSize, int blockSizeLimit)**

Suggest a launch configuration with reasonable occupancy.

### Parameters

**minGridSize**

- Returned minimum grid size needed to achieve the maximum occupancy

**blockSize**

- Returned maximum block size that can achieve the maximum occupancy

**func**

- Kernel for which launch configuration is calculated

**blockSizeToDynamicSMemSize**

- A function that calculates how much per-block dynamic shared memory `func` uses based on the block size

**dynamicSMemSize**

- Dynamic shared memory usage intended, in bytes

**blockSizeLimit**

- The maximum block size `func` is designed to handle

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

## Description

Returns in `*blockSize` a reasonable block size that can achieve the maximum occupancy (or, the maximum number of active warps with the fewest blocks per multiprocessor), and in `*minGridSize` the minimum grid size to achieve the maximum occupancy.

If `blockSizeLimit` is 0, the configurator will use the maximum block size permitted by the device / function instead.

If per-block dynamic shared memory allocation is not needed, the user should leave both `blockSizeToDynamicSMemSize` and `dynamicSMemSize` as 0.

If per-block dynamic shared memory allocation is needed, then if the dynamic shared memory size is constant regardless of block size, the size should be passed through `dynamicSMemSize`, and `blockSizeToDynamicSMemSize` should be NULL.

Otherwise, if the per-block dynamic shared memory size varies with different block sizes, the user needs to provide a unary function through `blockSizeToDynamicSMemSize` that computes the dynamic shared memory needed by `func` for any given block size. `dynamicSMemSize` is ignored. An example signature is:

```
↑ // Take block size, returns dynamic shared memory needed
   size_t blockToSmem(int blockSize);
```



### Note:

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

### See also:

[cudaOccupancyMaxPotentialBlockSize](#)

## CUresult

`cuOccupancyMaxPotentialBlockSizeWithFlags`  
 (int \*minGridSize, int \*blockSize, CUfunction func,  
 CUoccupancyB2DSize blockSizeToDynamicSMemSize,  
 size\_t dynamicSMemSize, int blockSizeLimit,  
 unsigned int flags)

Suggest a launch configuration with reasonable occupancy.

### Parameters

#### **minGridSize**

- Returned minimum grid size needed to achieve the maximum occupancy

#### **blockSize**

- Returned maximum block size that can achieve the maximum occupancy

#### **func**

- Kernel for which launch configuration is calculated

#### **blockSizeToDynamicSMemSize**

- A function that calculates how much per-block dynamic shared memory `func` uses based on the block size

#### **dynamicSMemSize**

- Dynamic shared memory usage intended, in bytes

#### **blockSizeLimit**

- The maximum block size `func` is designed to handle

#### **flags**

- Options

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

### Description

An extended version of [cuOccupancyMaxPotentialBlockSize](#). In addition to arguments passed to [cuOccupancyMaxPotentialBlockSize](#), [cuOccupancyMaxPotentialBlockSizeWithFlags](#) also takes a `Flags` parameter.

The `Flags` parameter controls how special cases are handled. The valid flags are:

- ▶ [CU\\_OCCUPANCY\\_DEFAULT](#), which maintains the default behavior as [cuOccupancyMaxPotentialBlockSize](#);



- ▶ [CU\\_OCCUPANCY\\_DISABLE\\_CACHING\\_OVERRIDE](#), which suppresses the default behavior on platform where global caching affects occupancy. On such platforms, the launch configurations that produces maximal occupancy might not support global caching. Setting [CU\\_OCCUPANCY\\_DISABLE\\_CACHING\\_OVERRIDE](#) guarantees that the the produced launch configuration is global caching compatible at a potential cost of occupancy. More information can be found about this feature in the "Unified L1/Texture Cache" section of the Maxwell tuning guide.

**Note:**

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

**See also:**

[cudaOccupancyMaxPotentialBlockSizeWithFlags](#)

## 6.23. Texture Reference Management [DEPRECATED]

This section describes the deprecated texture reference management functions of the low-level CUDA driver application programming interface.

### CUresult cuTexRefCreate (CUtexref \*pTexRef)

Creates a texture reference.

#### Parameters

##### **pTexRef**

- Returned texture reference

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

#### Description

##### Deprecated

Creates a texture reference and returns its handle in \*pTexRef. Once created, the application must call [cuTexRefSetArray\(\)](#) or [cuTexRefSetAddress\(\)](#) to associate the reference with allocated memory. Other texture reference functions are used to specify the format and interpretation (addressing, filtering, etc.) to be used when the memory is read through this texture reference.

**See also:**[cuTexRefDestroy](#)

## CUresult cuTexRefDestroy (CUtexref hTexRef)

Destroys a texture reference.

### Parameters

**hTexRef**

- Texture reference to destroy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

[Deprecated](#)

Destroys the texture reference specified by `hTexRef`.

**See also:**[cuTexRefCreate](#)

## CUresult cuTexRefGetAddress (CUdeviceptr \*pdptr, CUtexref hTexRef)

Gets the address associated with a texture reference.

### Parameters

**pdptr**

- Returned device address

**hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

[Deprecated](#)

Returns in `*pdptr` the base address bound to the texture reference `hTexRef`, or returns `CUDA_ERROR_INVALID_VALUE` if the texture reference is not bound to any device memory range.

**See also:**

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

## CUresult cuTexRefGetAddressMode (CUaddress\_mode \*pam, CUtexref hTexRef, int dim)

Gets the addressing mode used by a texture reference.

### Parameters

**pam**

- Returned addressing mode

**hTexRef**

- Texture reference

**dim**

- Dimension

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Deprecated

Returns in `*pam` the addressing mode corresponding to the dimension `dim` of the texture reference `hTexRef`. Currently, the only valid value for `dim` are 0 and 1.

**See also:**

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

## CUresult cuTexRefGetArray (CUarray \*phArray, CUtexref hTexRef)

Gets the array bound to a texture reference.

### Parameters

#### **phArray**

- Returned array

#### **hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

[Deprecated](#)

Returns in \*phArray the CUDA array bound to the texture reference hTexRef, or returns [CUDA\\_ERROR\\_INVALID\\_VALUE](#) if the texture reference is not bound to any CUDA array.

### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

## CUresult cuTexRefGetBorderColor (float \*pBorderColor, CUtexref hTexRef)

Gets the border color used by a texture reference.

### Parameters

#### **pBorderColor**

- Returned Type and Value of RGBA color

#### **hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

### Deprecated

Returns in `pBorderColor`, values of the RGBA color used by the texture reference `hTexRef`. The color value is of type float and holds color components in the following sequence: `pBorderColor[0]` holds 'R' component `pBorderColor[1]` holds 'G' component `pBorderColor[2]` holds 'B' component `pBorderColor[3]` holds 'A' component

### See also:

[cuTexRefSetAddressMode](#), [cuTexRefSetAddressMode](#), [cuTexRefSetBorderColor](#)

## CUresult cuTexRefGetFilterMode (CUfilter\_mode \*pfm, CUtexref hTexRef)

Gets the filter-mode used by a texture reference.

### Parameters

#### **pfm**

- Returned filtering mode

#### **hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

### Deprecated

Returns in `*pfm` the filtering mode of the texture reference `hTexRef`.

### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

## CUresult cuTexRefGetFlags (unsigned int \*pFlags, CUtexref hTexRef)

Gets the flags used by a texture reference.

### Parameters

#### **pFlags**

- Returned flags

#### **hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Deprecated

Returns in \*pFlags the flags of the texture reference hTexRef.

### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFormat](#)

## CUresult cuTexRefGetFormat (CUarray\_format \*pFormat, int \*pNumChannels, CUtexref hTexRef)

Gets the format used by a texture reference.

### Parameters

#### **pFormat**

- Returned format

#### **pNumChannels**

- Returned number of components

#### **hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

### Deprecated

Returns in `*pFormat` and `*pNumChannels` the format and number of components of the CUDA array bound to the texture reference `hTexRef`. If `pFormat` or `pNumChannels` is NULL, it will be ignored.

### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#)

## CUresult cuTexRefGetMaxAnisotropy (int \*pmaxAniso, CUtexref hTexRef)

Gets the maximum anisotropy for a texture reference.

### Parameters

#### **pmaxAniso**

- Returned maximum anisotropy

#### **hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

### Deprecated

Returns the maximum anisotropy in `pmaxAniso` that's used when reading memory through the texture reference `hTexRef`.

### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

## CUresult cuTexRefGetMipmapFilterMode (CUfilter\_mode \*pfm, CUtexref hTexRef)

Gets the mipmap filtering mode for a texture reference.

### Parameters

**pfm**

- Returned mipmap filtering mode

**hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

#### Deprecated

Returns the mipmap filtering mode in `pfm` that's used when reading memory through the texture reference `hTexRef`.

#### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

## CUresult cuTexRefGetMipmapLevelBias (float \*pbias, CUtexref hTexRef)

Gets the mipmap level bias for a texture reference.

### Parameters

**pbias**

- Returned mipmap level bias

**hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)



## Description

Deprecated

Returns the mipmap level bias in `pBias` that's added to the specified mipmap level when reading memory through the texture reference `hTexRef`.

### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

## CUresult cuTexRefGetMipmapLevelClamp (float \*pminMipmapLevelClamp, float \*pmaxMipmapLevelClamp, CUtexref hTexRef)

Gets the min/max mipmap level clamps for a texture reference.

### Parameters

#### **pminMipmapLevelClamp**

- Returned mipmap min level clamp

#### **pmaxMipmapLevelClamp**

- Returned mipmap max level clamp

#### **hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Deprecated

Returns the min/max mipmap level clamps in `pminMipmapLevelClamp` and `pmaxMipmapLevelClamp` that's used when reading memory through the texture reference `hTexRef`.

### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

## CUresult cuTexRefGetMipmappedArray (CUmipmappedArray \*phMipmappedArray, CUtexref hTexRef)

Gets the mipmapped array bound to a texture reference.

### Parameters

#### **phMipmappedArray**

- Returned mipmapped array

#### **hTexRef**

- Texture reference

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

#### Deprecated

Returns in `*phMipmappedArray` the CUDA mipmapped array bound to the texture reference `hTexRef`, or returns [CUDA\\_ERROR\\_INVALID\\_VALUE](#) if the texture reference is not bound to any CUDA mipmapped array.

#### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#),  
[cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#),  
[cuTexRefGetAddressMode](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

## CUresult cuTexRefSetAddress (size\_t \*ByteOffset, CUtexref hTexRef, CUdeviceptr dptr, size\_t bytes)

Binds an address as a texture reference.

### Parameters

#### **ByteOffset**

- Returned byte offset

#### **hTexRef**

- Texture reference to bind

#### **dptr**

- Device pointer to bind

**bytes**

- Size of memory to bind in bytes

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**Deprecated

Binds a linear address range to the texture reference `hTexRef`. Any previous address or CUDA array state associated with the texture reference is superseded by this function. Any memory previously bound to `hTexRef` is unbound.

Since the hardware enforces an alignment requirement on texture base addresses, [cuTexRefSetAddress\(\)](#) passes back a byte offset in `*ByteOffset` 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 [cuMemAlloc\(\)](#), the offset is guaranteed to be 0 and NULL may be passed as the `ByteOffset` parameter.

The total number of elements (or texels) in the linear address range cannot exceed [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE1D\\_LINEAR\\_WIDTH](#). The number of elements is computed as  $(\text{bytes} / \text{bytesPerElement})$ , where `bytesPerElement` is determined from the data format and number of components set using [cuTexRefSetFormat\(\)](#).

**See also:**

[cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#),  
[cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#),  
[cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#),  
[cuTexRefGetFormat](#), [cudaBindTexture](#)

**CUresult cuTexRefSetAddress2D (CUtexref hTexRef,  
const CUDA\_ARRAY\_DESCRIPTOR \*desc, CUdeviceptr  
dptr, size\_t Pitch)**

Binds an address as a 2D texture reference.

**Parameters****hTexRef**

- Texture reference to bind

**desc**

- Descriptor of CUDA array

**dptr**

- Device pointer to bind

**Pitch**

- Line pitch in bytes

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**Deprecated

Binds a linear address range to the texture reference `hTexRef`. Any previous address or CUDA array state associated with the texture reference is superseded by this function. Any memory previously bound to `hTexRef` is unbound.

Using a `tex2D()` function inside a kernel requires a call to either [cuTexRefSetArray\(\)](#) to bind the corresponding texture reference to an array, or [cuTexRefSetAddress2D\(\)](#) to bind the texture reference to linear memory.

Function calls to [cuTexRefSetFormat\(\)](#) cannot follow calls to [cuTexRefSetAddress2D\(\)](#) for the same texture reference.

It is required that `dptr` be aligned to the appropriate hardware-specific texture alignment. You can query this value using the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_TEXTURE\\_ALIGNMENT](#). If an unaligned `dptr` is supplied, [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.

`Pitch` has to be aligned to the hardware-specific texture pitch alignment. This value can be queried using the device attribute [CU\\_DEVICE\\_ATTRIBUTE\\_TEXTURE\\_PITCH\\_ALIGNMENT](#). If an unaligned `Pitch` is supplied, [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.

Width and Height, which are specified in elements (or texels), cannot exceed [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE2D\\_LINEAR\\_WIDTH](#) and [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE2D\\_LINEAR\\_HEIGHT](#) respectively. `Pitch`, which is specified in bytes, cannot exceed [CU\\_DEVICE\\_ATTRIBUTE\\_MAXIMUM\\_TEXTURE2D\\_LINEAR\\_PITCH](#).

**See also:**

[cuTexRefSetAddress](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#),  
[cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#),  
[cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#),  
[cudaBindTexture2D](#)

## CUresult cuTexRefSetAddressMode (CUtexref hTexRef, int dim, CUaddress\_mode am)

Sets the addressing mode for a texture reference.

### Parameters

#### **hTexRef**

- Texture reference

#### **dim**

- Dimension

#### **am**

- Addressing mode to set

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

#### Deprecated

Specifies the addressing mode `am` for the given dimension `dim` of the texture reference `hTexRef`. If `dim` is zero, the addressing mode is applied to the first parameter of the functions used to fetch from the texture; if `dim` is 1, the second, and so on. [CUaddress\\_mode](#) is defined as:

```
↑ typedef enum CUaddress_mode_enum {
    CU_TR_ADDRESS_MODE_WRAP = 0,
    CU_TR_ADDRESS_MODE_CLAMP = 1,
    CU_TR_ADDRESS_MODE_MIRROR = 2,
    CU_TR_ADDRESS_MODE_BORDER = 3
} CUaddress_mode;
```

Note that this call has no effect if `hTexRef` is bound to linear memory. Also, if the flag, [CU\\_TRSF\\_NORMALIZED\\_COORDINATES](#), is not set, the only supported address mode is [CU\\_TR\\_ADDRESS\\_MODE\\_CLAMP](#).

#### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#), [cudaBindTexture](#), [cudaBindTexture2D](#), [cudaBindTextureToArray](#), [cudaBindTextureToMipmappedArray](#)

## CUresult cuTexRefSetArray (CUtexref hTexRef, CUarray hArray, unsigned int Flags)

Binds an array as a texture reference.

### Parameters

#### **hTexRef**

- Texture reference to bind

#### **hArray**

- Array to bind

#### **Flags**

- Options (must be [CU\\_TRSA\\_OVERRIDE\\_FORMAT](#))

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

#### Deprecated

Binds the CUDA array `hArray` to the texture reference `hTexRef`. Any previous address or CUDA array state associated with the texture reference is superseded by this function. `Flags` must be set to [CU\\_TRSA\\_OVERRIDE\\_FORMAT](#). Any CUDA array previously bound to `hTexRef` is unbound.

#### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#), [cudaBindTextureToArray](#)

## CUresult cuTexRefSetBorderColor (CUtexref hTexRef, float \*pBorderColor)

Sets the border color for a texture reference.

### Parameters

#### **hTexRef**

- Texture reference

#### **pBorderColor**

- RGBA color

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

### Deprecated

Specifies the value of the RGBA color via the `pBorderColor` to the texture reference `hTexRef`. The color value supports only float type and holds color components in the following sequence: `pBorderColor[0]` holds 'R' component `pBorderColor[1]` holds 'G' component `pBorderColor[2]` holds 'B' component `pBorderColor[3]` holds 'A' component

Note that the color values can be set only when the Address mode is set to `CU_TR_ADDRESS_MODE_BORDER` using [`cuTexRefSetAddressMode`](#). Applications using integer border color values have to "reinterpret\_cast" their values to float.

### See also:

[`cuTexRefSetAddressMode`](#), [`cuTexRefGetAddressMode`](#), [`cuTexRefGetBorderColor`](#), [`cudaBindTexture`](#), [`cudaBindTexture2D`](#), [`cudaBindTextureToArray`](#), [`cudaBindTextureToMipmappedArray`](#)

## CUresult cuTexRefSetFilterMode (CUtexref hTexRef, CUfilter\_mode fm)

Sets the filtering mode for a texture reference.

## Parameters

### **hTexRef**

- Texture reference

### **fm**

- Filtering mode to set

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

### Deprecated

Specifies the filtering mode `fm` to be used when reading memory through the texture reference `hTexRef`. `CUfilter_mode_enum` is defined as:

```
↑ typedef enum CUfilter_mode_enum {
```

```

    CU_TR_FILTER_MODE_POINT = 0,
    CU_TR_FILTER_MODE_LINEAR = 1
} CUfilter_mode;

```

Note that this call has no effect if `hTexRef` is bound to linear memory.

### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#), [cudaBindTextureToArray](#)

## CUresult cuTexRefSetFlags (CUtexref hTexRef, unsigned int Flags)

Sets the flags for a texture reference.

### Parameters

#### **hTexRef**

- Texture reference

#### **Flags**

- Optional flags to set

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

#### Deprecated

Specifies optional flags via `Flags` to specify the behavior of data returned through the texture reference `hTexRef`. The valid flags are:

- ▶ [CU\\_TRSF\\_READ\\_AS\\_INTEGER](#), which suppresses the default behavior of having the texture promote integer data to floating point data in the range [0, 1]. Note that texture with 32-bit integer format would not be promoted, regardless of whether or not this flag is specified;
- ▶ [CU\\_TRSF\\_NORMALIZED\\_COORDINATES](#), which suppresses the default behavior of having the texture coordinates range from [0, Dim) where Dim is the width or height of the CUDA array. Instead, the texture coordinates [0, 1.0) reference the entire breadth of the array dimension;
- ▶ [CU\\_TRSF\\_DISABLE\\_TRILINEAR\\_OPTIMIZATION](#), which disables any trilinear filtering optimizations. Trilinear optimizations improve texture filtering performance by allowing



bilinear filtering on textures in scenarios where it can closely approximate the expected results.

**See also:**

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#), [cudaBindTexture](#), [cudaBindTexture2D](#), [cudaBindTextureToArray](#), [cudaBindTextureToMipmappedArray](#)

## CUresult cuTexRefSetFormat (CUtexref hTexRef, CUarray\_format fmt, int NumPackedComponents)

Sets the format for a texture reference.

### Parameters

**hTexRef**

- Texture reference

**fmt**

- Format to set

**NumPackedComponents**

- Number of components per array element

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Deprecated

Specifies the format of the data to be read by the texture reference `hTexRef`. `fmt` and `NumPackedComponents` are exactly analogous to the `Format` and `NumChannels` members of the `CUDA_ARRAY_DESCRIPTOR` structure: They specify the format of each component and the number of components per array element.

**See also:**

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#), [cudaCreateChannelDesc](#), [cudaBindTexture](#), [cudaBindTexture2D](#), [cudaBindTextureToArray](#), [cudaBindTextureToMipmappedArray](#)

## CUresult cuTexRefSetMaxAnisotropy (CUtexref hTexRef, unsigned int maxAniso)

Sets the maximum anisotropy for a texture reference.

### Parameters

#### **hTexRef**

- Texture reference

#### **maxAniso**

- Maximum anisotropy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

[Deprecated](#)

Specifies the maximum anisotropy `maxAniso` to be used when reading memory through the texture reference `hTexRef`.

Note that this call has no effect if `hTexRef` is bound to linear memory.

#### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#), [cudaBindTextureToArray](#), [cudaBindTextureToMipmappedArray](#)

## CUresult cuTexRefSetMipmapFilterMode (CUtexref hTexRef, CUfilter\_mode fm)

Sets the mipmap filtering mode for a texture reference.

### Parameters

#### **hTexRef**

- Texture reference

#### **fm**

- Filtering mode to set

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

### Deprecated

Specifies the mipmap filtering mode `fm` to be used when reading memory through the texture reference `hTexRef`. `CUfilter_mode_enum` is defined as:

```
↑ typedef enum CUfilter_mode_enum {
    CU_TR_FILTER_MODE_POINT = 0,
    CU_TR_FILTER_MODE_LINEAR = 1
} CUfilter_mode;
```

Note that this call has no effect if `hTexRef` is not bound to a mipmapped array.

### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#), [cudaBindTextureToMipmappedArray](#)

## CUresult cuTexRefSetMipmapLevelBias (CUtexref hTexRef, float bias)

Sets the mipmap level bias for a texture reference.

## Parameters

### **hTexRef**

- Texture reference

### **bias**

- Mipmap level bias

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

### Deprecated

Specifies the mipmap level bias `bias` to be added to the specified mipmap level when reading memory through the texture reference `hTexRef`.

Note that this call has no effect if `hTexRef` is not bound to a mipmapped array.

**See also:**

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#), [cudaBindTextureToMipmappedArray](#)

## CUresult cuTexRefSetMipmapLevelClamp (CUtexref hTexRef, float minMipmapLevelClamp, float maxMipmapLevelClamp)

Sets the mipmap min/max mipmap level clamps for a texture reference.

### Parameters

**hTexRef**

- Texture reference

**minMipmapLevelClamp**

- Mipmap min level clamp

**maxMipmapLevelClamp**

- Mipmap max level clamp

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Deprecated

Specifies the min/max mipmap level clamps, `minMipmapLevelClamp` and `maxMipmapLevelClamp` respectively, to be used when reading memory through the texture reference `hTexRef`.

Note that this call has no effect if `hTexRef` is not bound to a mipmapped array.

**See also:**

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#), [cudaBindTextureToMipmappedArray](#)

## CUresult cuTexRefSetMipmappedArray (CUtexref hTexRef, CUmipmappedArray hMipmappedArray, unsigned int Flags)

Binds a mipmapped array to a texture reference.

### Parameters

#### **hTexRef**

- Texture reference to bind

#### **hMipmappedArray**

- Mipmapped array to bind

#### **Flags**

- Options (must be [CU\\_TRSA\\_OVERRIDE\\_FORMAT](#))

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

#### Deprecated

Binds the CUDA mipmapped array `hMipmappedArray` to the texture reference `hTexRef`. Any previous address or CUDA array state associated with the texture reference is superseded by this function. `Flags` must be set to [CU\\_TRSA\\_OVERRIDE\\_FORMAT](#). Any CUDA array previously bound to `hTexRef` is unbound.

#### See also:

[cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#), [cudaBindTextureToMipmappedArray](#)

## 6.24. Surface Reference Management [DEPRECATED]

This section describes the surface reference management functions of the low-level CUDA driver application programming interface.

## CUresult cuSurfRefGetArray (CUarray \*phArray, CUsurfref hSurfRef)

Passes back the CUDA array bound to a surface reference.

### Parameters

#### phArray

- Surface reference handle

#### hSurfRef

- Surface reference handle

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

[Deprecated](#)

Returns in \*phArray the CUDA array bound to the surface reference hSurfRef, or returns [CUDA\\_ERROR\\_INVALID\\_VALUE](#) if the surface reference is not bound to any CUDA array.

### See also:

[cuModuleGetSurfRef](#), [cuSurfRefSetArray](#)

## CUresult cuSurfRefSetArray (CUsurfref hSurfRef, CUarray hArray, unsigned int Flags)

Sets the CUDA array for a surface reference.

### Parameters

#### hSurfRef

- Surface reference handle

#### hArray

- CUDA array handle

#### Flags

- set to 0

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

### Deprecated

Sets the CUDA array `hArray` to be read and written by the surface reference `hSurfRef`. Any previous CUDA array state associated with the surface reference is superseded by this function. `Flags` must be set to 0. The `CUDA_ARRAY3D_SURFACE_LDST` flag must have been set for the CUDA array. Any CUDA array previously bound to `hSurfRef` is unbound.

### See also:

[cuModuleGetSurfRef](#), [cuSurfRefGetArray](#), [cudaBindSurfaceToArray](#)

## 6.25. Texture Object Management

This section describes the texture object management functions of the low-level CUDA driver application programming interface. The texture object API is only supported on devices of compute capability 3.0 or higher.

```
CUresult cuTexObjectCreate (CUtexObject
*pTexObject, const CUDA_RESOURCE_DESC
*pResDesc, const CUDA_TEXTURE_DESC
*pTexDesc, const CUDA_RESOURCE_VIEW_DESC
*pResViewDesc)
```

Creates a texture object.

### Parameters

#### **pTexObject**

- Texture object to create

#### **pResDesc**

- Resource descriptor

#### **pTexDesc**

- Texture descriptor

#### **pResViewDesc**

- Resource view descriptor

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## 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 `CUDA_RESOURCE_DESC` structure is defined as:

```
↑
    typedef struct CUDA_RESOURCE_DESC_st
    {
        CUresourcetype resType;

        union {
            struct {
                CUarray hArray;
            } array;
            struct {
                CUmipmappedArray hMipmappedArray;
            } mipmap;
            struct {
                CUdeviceptr devPtr;
                CUarray_format format;
                unsigned int numChannels;
                size_t sizeInBytes;
            } linear;
            struct {
                CUdeviceptr devPtr;
                CUarray_format format;
                unsigned int numChannels;
                size_t width;
                size_t height;
                size_t pitchInBytes;
            } pitch2D;
        } res;

        unsigned int flags;
    } CUDA_RESOURCE_DESC;
```

where:

- ▶ `CUDA_RESOURCE_DESC::resType` specifies the type of resource to texture from. `CUresourcetype` is defined as:

```
↑
    typedef enum CUresourcetype_enum {
        CU_RESOURCE_TYPE_ARRAY           = 0x00,
        CU_RESOURCE_TYPE_MIPMAPPED_ARRAY = 0x01,
        CU_RESOURCE_TYPE_LINEAR          = 0x02,
        CU_RESOURCE_TYPE_PITCH2D        = 0x03
    } CUresourcetype;
```

If `CUDA_RESOURCE_DESC::resType` is set to `CU_RESOURCE_TYPE_ARRAY`, `CUDA_RESOURCE_DESC::res::array::hArray` must be set to a valid CUDA array handle.



If `CUDA_RESOURCE_DESC::resType` is set to `CU_RESOURCE_TYPE_MIPMAPPED_ARRAY`, `CUDA_RESOURCE_DESC::res::mipmap::hMipmappedArray` must be set to a valid CUDA mipmapped array handle.

If `CUDA_RESOURCE_DESC::resType` is set to `CU_RESOURCE_TYPE_LINEAR`, `CUDA_RESOURCE_DESC::res::linear::devPtr` must be set to a valid device pointer, that is aligned to `CU_DEVICE_ATTRIBUTE_TEXTURE_ALIGNMENT`. `CUDA_RESOURCE_DESC::res::linear::format` and `CUDA_RESOURCE_DESC::res::linear::numChannels` describe the format of each component and the number of components per array element. `CUDA_RESOURCE_DESC::res::linear::sizeInBytes` specifies the size of the array in bytes. The total number of elements in the linear address range cannot exceed `CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE1D_LINEAR_WIDTH`. The number of elements is computed as  $(\text{sizeInBytes} / (\text{sizeof}(\text{format}) * \text{numChannels}))$ .

If `CUDA_RESOURCE_DESC::resType` is set to `CU_RESOURCE_TYPE_PITCH2D`, `CUDA_RESOURCE_DESC::res::pitch2D::devPtr` must be set to a valid device pointer, that is aligned to `CU_DEVICE_ATTRIBUTE_TEXTURE_ALIGNMENT`. `CUDA_RESOURCE_DESC::res::pitch2D::format` and `CUDA_RESOURCE_DESC::res::pitch2D::numChannels` describe the format of each component and the number of components per array element. `CUDA_RESOURCE_DESC::res::pitch2D::width` and `CUDA_RESOURCE_DESC::res::pitch2D::height` specify the width and height of the array in elements, and cannot exceed `CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_LINEAR_WIDTH` and `CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_LINEAR_HEIGHT` respectively. `CUDA_RESOURCE_DESC::res::pitch2D::pitchInBytes` specifies the pitch between two rows in bytes and has to be aligned to `CU_DEVICE_ATTRIBUTE_TEXTURE_PITCH_ALIGNMENT`. Pitch cannot exceed `CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_LINEAR_PITCH`.

- `flags` must be set to zero.

The `CUDA_TEXTURE_DESC` struct is defined as

```
↑
    typedef struct CUDA_TEXTURE_DESC_st {
        CUaddress_mode addressMode[3];
        CUfilter_mode filterMode;
        unsigned int flags;
        unsigned int maxAnisotropy;
        CUfilter_mode mipmapFilterMode;
        float mipmapLevelBias;
        float minMipmapLevelClamp;
        float maxMipmapLevelClamp;
    } CUDA_TEXTURE_DESC;
```

where

- ▶ [CUDA\\_TEXTURE\\_DESC::addressMode](#) specifies the addressing mode for each dimension of the texture data. [CUaddress\\_mode](#) is defined as:

```
↑
    typedef enum CUaddress_mode_enum {
        CU_TR_ADDRESS_MODE_WRAP = 0,
        CU_TR_ADDRESS_MODE_CLAMP = 1,
        CU_TR_ADDRESS_MODE_MIRROR = 2,
        CU_TR_ADDRESS_MODE_BORDER = 3
    } CUaddress_mode;
```

This is ignored if [CUDA\\_RESOURCE\\_DESC::resType](#) is [CU\\_RESOURCE\\_TYPE\\_LINEAR](#). Also, if the flag, [CU\\_TRSF\\_NORMALIZED\\_COORDINATES](#) is not set, the only supported address mode is [CU\\_TR\\_ADDRESS\\_MODE\\_CLAMP](#).

- ▶ [CUDA\\_TEXTURE\\_DESC::filterMode](#) specifies the filtering mode to be used when fetching from the texture. [CUfilter\\_mode](#) is defined as:

```
↑
    typedef enum CUfilter_mode_enum {
        CU_TR_FILTER_MODE_POINT = 0,
        CU_TR_FILTER_MODE_LINEAR = 1
    } CUfilter_mode;
```

This is ignored if [CUDA\\_RESOURCE\\_DESC::resType](#) is [CU\\_RESOURCE\\_TYPE\\_LINEAR](#).

- ▶ [CUDA\\_TEXTURE\\_DESC::flags](#) can be any combination of the following:
  - ▶ [CU\\_TRSF\\_READ\\_AS\\_INTEGER](#), which suppresses the default behavior of having the texture promote integer data to floating point data in the range [0, 1]. Note that texture with 32-bit integer format would not be promoted, regardless of whether or not this flag is specified.
  - ▶ [CU\\_TRSF\\_NORMALIZED\\_COORDINATES](#), which suppresses the default behavior of having the texture coordinates range from [0, Dim) where Dim is the width or height of the CUDA array. Instead, the texture coordinates [0, 1.0) reference the entire breadth of the array dimension; Note that for CUDA mipmapped arrays, this flag has to be set.
  - ▶ [CU\\_TRSF\\_DISABLE\\_TRILINEAR\\_OPTIMIZATION](#), which disables any trilinear filtering optimizations. Trilinear optimizations improve texture filtering performance by allowing bilinear filtering on textures in scenarios where it can closely approximate the expected results.
  - ▶ [CU\\_TRSF\\_SEAMLESS\\_CUBEMAP](#), which enables seamless cube map filtering. This flag can only be specified if the underlying resource is a CUDA array or a CUDA mipmapped array that was created with the flag [CUDA\\_ARRAY3D\\_CUBEMAP](#). When seamless cube map filtering is enabled, texture address modes specified by [CUDA\\_TEXTURE\\_DESC::addressMode](#) are ignored. Instead, if the [CUDA\\_TEXTURE\\_DESC::filterMode](#) is set to [CU\\_TR\\_FILTER\\_MODE\\_POINT](#) the address mode [CU\\_TR\\_ADDRESS\\_MODE\\_CLAMP](#) will be applied for all dimensions. If the [CUDA\\_TEXTURE\\_DESC::filterMode](#) is set to [CU\\_TR\\_FILTER\\_MODE\\_LINEAR](#) seamless cube map filtering will be performed when sampling along the cube face borders.

- ▶ [CUDA\\_TEXTURE\\_DESC::maxAnisotropy](#) specifies the maximum anisotropy ratio to be used when doing anisotropic filtering. This value will be clamped to the range [1,16].
- ▶ [CUDA\\_TEXTURE\\_DESC::mipmapFilterMode](#) specifies the filter mode when the calculated mipmap level lies between two defined mipmap levels.
- ▶ [CUDA\\_TEXTURE\\_DESC::mipmapLevelBias](#) specifies the offset to be applied to the calculated mipmap level.
- ▶ [CUDA\\_TEXTURE\\_DESC::minMipmapLevelClamp](#) specifies the lower end of the mipmap level range to clamp access to.
- ▶ [CUDA\\_TEXTURE\\_DESC::maxMipmapLevelClamp](#) specifies the upper end of the mipmap level range to clamp access to.

The `CUDA_RESOURCE_VIEW_DESC` struct is defined as

```
↑
    typedef struct CUDA_RESOURCE_VIEW_DESC_st
    {
        CUresourceViewFormat format;
        size_t width;
        size_t height;
        size_t depth;
        unsigned int firstMipmapLevel;
        unsigned int lastMipmapLevel;
        unsigned int firstLayer;
        unsigned int lastLayer;
    } CUDA_RESOURCE_VIEW_DESC;
```

where:

- ▶ [CUDA\\_RESOURCE\\_VIEW\\_DESC::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 base of format [CU\\_AD\\_FORMAT\\_UNSIGNED\\_INT32](#) with 2 or 4 channels, depending on the block compressed format. For ex., BC1 and BC4 require the underlying CUDA array to have a format of [CU\\_AD\\_FORMAT\\_UNSIGNED\\_INT32](#) with 2 channels. The other BC formats require the underlying resource to have the same base format but with 4 channels.
- ▶ [CUDA\\_RESOURCE\\_VIEW\\_DESC::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.
- ▶ [CUDA\\_RESOURCE\\_VIEW\\_DESC::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.
- ▶ [CUDA\\_RESOURCE\\_VIEW\\_DESC::depth](#) specifies the new depth of the texture data. This value has to be equal to that of the original resource.

- ▶ [CUDA\\_RESOURCE\\_VIEW\\_DESC::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. [CUDA\\_TEXTURE\\_DESC::minMipmapLevelClamp](#) and [CUDA\\_TEXTURE\\_DESC::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.
- ▶ [CUDA\\_RESOURCE\\_VIEW\\_DESC::lastMipmapLevel](#) specifies the least detailed mipmap level. For non-mipmapped resources, this value has to be zero.
- ▶ [CUDA\\_RESOURCE\\_VIEW\\_DESC::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.
- ▶ [CUDA\\_RESOURCE\\_VIEW\\_DESC::lastLayer](#) specifies the last layer index for layered textures. For non-layered resources, this value has to be zero.

**See also:**

[cuTexObjectDestroy](#), [cudaCreateTextureObject](#)

## CUresult cuTexObjectDestroy (CUtexObject texObject)

Destroys a texture object.

### Parameters

#### **texObject**

- Texture object to destroy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Destroys the texture object specified by `texObject`.

**See also:**

[cuTexObjectCreate](#), [cudaDestroyTextureObject](#)

## CUresult cuTexObjectGetResourceDesc (CUDA\_RESOURCE\_DESC \*pResDesc, CUtexObject texObject)

Returns a texture object's resource descriptor.

### Parameters

#### **pResDesc**

- Resource descriptor

#### **texObject**

- Texture object

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the resource descriptor for the texture object specified by `texObject`.

### See also:

[cuTexObjectCreate](#), [cudaGetTextureObjectResourceDesc](#),

## CUresult cuTexObjectGetResourceViewDesc (CUDA\_RESOURCE\_VIEW\_DESC \*pResViewDesc, CUtexObject texObject)

Returns a texture object's resource view descriptor.

### Parameters

#### **pResViewDesc**

- Resource view descriptor

#### **texObject**

- Texture object

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Returns the resource view descriptor for the texture object specified by `texObject`. If no resource view was set for `texObject`, the [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.

### See also:

[cuTexObjectCreate](#), [cudaGetTextureObjectResourceViewDesc](#)

## CUresult cuTexObjectGetTextureDesc (CUDA\_TEXTURE\_DESC \*pTexDesc, CUtexObject texObject)

Returns a texture object's texture descriptor.

### Parameters

#### **pTexDesc**

- Texture descriptor

#### **texObject**

- Texture object

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

Returns the texture descriptor for the texture object specified by `texObject`.

### See also:

[cuTexObjectCreate](#), [cudaGetTextureObjectTextureDesc](#)

## 6.26. Surface Object Management

This section describes the surface object management functions of the low-level CUDA driver application programming interface. The surface object API is only supported on devices of compute capability 3.0 or higher.

## CUresult cuSurfObjectCreate (CUsurfObject \*pSurfObject, const CUDA\_RESOURCE\_DESC \*pResDesc)

Creates a surface object.

### Parameters

#### **pSurfObject**

- Surface object to create

#### **pResDesc**

- Resource descriptor

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Creates a surface object and returns it in pSurfObject. pResDesc describes the data to perform surface load/stores on. [CUDA\\_RESOURCE\\_DESC::resType](#) must be [CU\\_RESOURCE\\_TYPE\\_ARRAY](#) and [CUDA\\_RESOURCE\\_DESC::res::array::hArray](#) must be set to a valid CUDA array handle. [CUDA\\_RESOURCE\\_DESC::flags](#) must be set to zero.

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:

[cuSurfObjectDestroy](#), [cudaCreateSurfaceObject](#)

## CUresult cuSurfObjectDestroy (CUsurfObject surfObject)

Destroys a surface object.

### Parameters

#### **surfObject**

- Surface object to destroy

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Destroys the surface object specified by `surfObject`.

#### See also:

[cuSurfObjectCreate](#), [cudaDestroySurfaceObject](#)

## CUresult cuSurfObjectGetResourceDesc (CUDA\_RESOURCE\_DESC \*pResDesc, CUsurfObject surfObject)

Returns a surface object's resource descriptor.

### Parameters

#### **pResDesc**

- Resource descriptor

#### **surfObject**

- Surface object

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns the resource descriptor for the surface object specified by `surfObject`.

#### See also:

[cuSurfObjectCreate](#), [cudaGetSurfaceObjectResourceDesc](#)

## 6.27. Peer Context Memory Access

This section describes the direct peer context memory access functions of the low-level CUDA driver application programming interface.



## CUresult cuCtxDisablePeerAccess (CUcontext peerContext)

Disables direct access to memory allocations in a peer context and unregisters any registered allocations.

### Parameters

#### **peerContext**

- Peer context to disable direct access to

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_PEER\\_ACCESS\\_NOT\\_ENABLED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

### Description

Returns [CUDA\\_ERROR\\_PEER\\_ACCESS\\_NOT\\_ENABLED](#) if direct peer access has not yet been enabled from `peerContext` to the current context.

Returns [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#) if there is no current context, or if `peerContext` is not a valid context.



#### **Note:**

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

#### **See also:**

[cuDeviceCanAccessPeer](#), [cuCtxEnablePeerAccess](#), [cudaDeviceDisablePeerAccess](#)

## CUresult cuCtxEnablePeerAccess (CUcontext peerContext, unsigned int Flags)

Enables direct access to memory allocations in a peer context.

### Parameters

#### **peerContext**

- Peer context to enable direct access to from the current context

#### **Flags**

- Reserved for future use and must be set to 0

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_PEER\\_ACCESS\\_ALREADY\\_ENABLED](#), [CUDA\\_ERROR\\_TOO\\_MANY\\_PEERS](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_PEER\\_ACCESS\\_UNSUPPORTED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

If both the current context and `peerContext` are on devices which support unified addressing (as may be queried using [CU\\_DEVICE\\_ATTRIBUTE\\_UNIFIED\\_ADDRESSING](#)) and same major compute capability, then on success all allocations from `peerContext` will immediately be accessible by the current context. See [Unified Addressing](#) for additional details.

Note that access granted by this call is unidirectional and that in order to access memory from the current context in `peerContext`, a separate symmetric call to [cuCtxEnablePeerAccess\(\)](#) is required.

Note that there are both device-wide and system-wide limitations per system configuration, as noted in the CUDA Programming Guide under the section "Peer-to-Peer Memory Access".

Returns [CUDA\\_ERROR\\_PEER\\_ACCESS\\_UNSUPPORTED](#) if [cuDeviceCanAccessPeer\(\)](#) indicates that the [CUdevice](#) of the current context cannot directly access memory from the [CUdevice](#) of `peerContext`.

Returns [CUDA\\_ERROR\\_PEER\\_ACCESS\\_ALREADY\\_ENABLED](#) if direct access of `peerContext` from the current context has already been enabled.

Returns [CUDA\\_ERROR\\_TOO\\_MANY\\_PEERS](#) if direct peer access is not possible because hardware resources required for peer access have been exhausted.

Returns [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#) if there is no current context, `peerContext` is not a valid context, or if the current context is `peerContext`.

Returns [CUDA\\_ERROR\\_INVALID\\_VALUE](#) if `Flags` is not 0.



### Note:

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

### See also:

[cuDeviceCanAccessPeer](#), [cuCtxDisablePeerAccess](#), [cudaDeviceEnablePeerAccess](#)

## CUresult cuDeviceCanAccessPeer (int \*canAccessPeer, CUdevice dev, CUdevice peerDev)

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

### Parameters

#### **canAccessPeer**

- Returned access capability

#### **dev**

- Device from which allocations on `peerDev` are to be directly accessed.

#### **peerDev**

- Device on which the allocations to be directly accessed by `dev` reside.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_DEVICE](#)

### Description

Returns in `*canAccessPeer` a value of 1 if contexts on `dev` are capable of directly accessing memory from contexts on `peerDev` and 0 otherwise. If direct access of `peerDev` from `dev` is possible, then access may be enabled on two specific contexts by calling [cuCtxEnablePeerAccess\(\)](#).



#### **Note:**

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

#### **See also:**

[cuCtxEnablePeerAccess](#), [cuCtxDisablePeerAccess](#), [cudaDeviceCanAccessPeer](#)

## CUresult cuDeviceGetP2PAttribute (int \*value, CUdevice\_P2PAttribute attrib, CUdevice srcDevice, CUdevice dstDevice)

Queries attributes of the link between two devices.

### Parameters

#### **value**

- Returned value of the requested attribute

**attrib**

- The requested attribute of the link between `srcDevice` and `dstDevice`.

**srcDevice**

- The source device of the target link.

**dstDevice**

- The destination device of the target link.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

**Description**

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

- ▶ [CU\\_DEVICE\\_P2P\\_ATTRIBUTE\\_PERFORMANCE\\_RANK](#): A relative value indicating the performance of the link between two devices.
- ▶ [CU\\_DEVICE\\_P2P\\_ATTRIBUTE\\_ACCESS\\_SUPPORTED](#) P2P: 1 if P2P Access is enable.
- ▶ [CU\\_DEVICE\\_P2P\\_ATTRIBUTE\\_NATIVE\\_ATOMIC\\_SUPPORTED](#): 1 if Atomic operations over the link are supported.
- ▶ [CU\\_DEVICE\\_P2P\\_ATTRIBUTE\\_CUDA\\_ARRAY\\_ACCESS\\_SUPPORTED](#): 1 if `cudaArray` can be accessed over the link.

Returns [CUDA\\_ERROR\\_INVALID\\_DEVICE](#) if `srcDevice` or `dstDevice` are not valid or if they represent the same device.

Returns [CUDA\\_ERROR\\_INVALID\\_VALUE](#) if `attrib` is not valid or if `value` is a null pointer.

**Note:**

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

**See also:**

[cuCtxEnablePeerAccess](#), [cuCtxDisablePeerAccess](#), [cuDeviceCanAccessPeer](#),  
[cudaDeviceGetP2PAttribute](#)

## 6.28. Graphics Interoperability

This section describes the graphics interoperability functions of the low-level CUDA driver application programming interface.

## CUresult cuGraphicsMapResources (unsigned int count, CUgraphicsResource \*resources, CUstream hStream)

Map graphics resources for access by CUDA.

### Parameters

#### **count**

- Number of resources to map

#### **resources**

- Resources to map for CUDA usage

#### **hStream**

- Stream with which to synchronize

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### 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 [cuGraphicsMapResources\(\)](#) will complete before any subsequent CUDA work issued in `stream` begins.

If `resources` includes any duplicate entries then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If any of `resources` are presently mapped for access by CUDA then [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#) is returned.



#### **Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphicsResourceGetMappedPointer](#), [cuGraphicsSubResourceGetMappedArray](#),  
[cuGraphicsUnmapResources](#), [cudaGraphicsMapResources](#)

## CUresult cuGraphicsResourceGetMappedMipmappedArray (CUmipmappedArray \*pMipmappedArray, CUgraphicsResource resource)

Get a mipmapped array through which to access a mapped graphics resource.

### Parameters

#### **pMipmappedArray**

- Returned mipmapped array through which resource may be accessed

#### **resource**

- Mapped resource to access

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#),  
[CUDA\\_ERROR\\_NOT\\_MAPPED\\_AS\\_ARRAY](#)

### Description

Returns in \*pMipmappedArray a mipmapped array through which the mapped graphics resource resource. The value set in \*pMipmappedArray may change every time that resource is mapped.

If resource is not a texture then it cannot be accessed via a mipmapped array and [CUDA\\_ERROR\\_NOT\\_MAPPED\\_AS\\_ARRAY](#) is returned. If resource is not mapped then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.



#### **Note:**

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

#### **See also:**

[cuGraphicsResourceGetMappedPointer](#), [cudaGraphicsResourceGetMappedMipmappedArray](#)

## CUresult cuGraphicsResourceGetMappedPointer (CUdeviceptr \*pDevPtr, size\_t \*pSize, CUgraphicsResource resource)

Get a device pointer through which to access a mapped graphics resource.

### Parameters

#### **pDevPtr**

- Returned pointer through which `resource` may be accessed

#### **pSize**

- Returned size of the buffer accessible starting at `*pPointer`

#### **resource**

- Mapped resource to access

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#),  
[CUDA\\_ERROR\\_NOT\\_MAPPED\\_AS\\_POINTER](#)

### Description

Returns in `*pDevPtr` a pointer through which the mapped graphics resource `resource` may be accessed. Returns in `pSize` the size of the memory in bytes which may be accessed from that pointer. The value set in `pPointer` may change every time that `resource` is mapped.

If `resource` is not a buffer then it cannot be accessed via a pointer and [CUDA\\_ERROR\\_NOT\\_MAPPED\\_AS\\_POINTER](#) is returned. If `resource` is not mapped then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned. \*



#### **Note:**

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

#### **See also:**

[cuGraphicsMapResources](#), [cuGraphicsSubResourceGetMappedArray](#),  
[cudaGraphicsResourceGetMappedPointer](#)

## CUresult cuGraphicsResourceSetMapFlags (CUgraphicsResource 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#)

### 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:

- ▶ `CU_GRAPHICS_MAP_RESOURCE_FLAGS_NONE`: 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.
- ▶ `CU_GRAPHICS_MAP_RESOURCE_FLAGS_READONLY`: Specifies that CUDA kernels which access this resource will not write to this resource.
- ▶ `CU_GRAPHICS_MAP_RESOURCE_FLAGS_WRITEDISCARD`: 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 `resource` is presently mapped for access by CUDA then [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#) is returned. If `flags` is not one of the above values then [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.



#### Note:

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

#### See also:



[cuGraphicsMapResources](#), [cudaGraphicsResourceSetMapFlags](#)

## CUresult cuGraphicsSubResourceGetMappedArray (CUarray \*pArray, CUgraphicsResource resource, unsigned int arrayIndex, unsigned int mipLevel)

Get an array through which to access a subresource of a mapped graphics resource.

### Parameters

#### **pArray**

- 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 [CUarray\\_cubemap\\_face](#) for cubemap textures for the subresource to access

#### **mipLevel**

- Mipmap level for the subresource to access

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#), [CUDA\\_ERROR\\_NOT\\_MAPPED\\_AS\\_ARRAY](#)

### Description

Returns in `*pArray` 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 `*pArray` may change every time that `resource` is mapped.

If `resource` is not a texture then it cannot be accessed via an array and [CUDA\\_ERROR\\_NOT\\_MAPPED\\_AS\\_ARRAY](#) is returned. If `arrayIndex` is not a valid array index for `resource` then [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned. If `mipLevel` is not a valid mipmap level for `resource` then [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned. If `resource` is not mapped then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.



#### **Note:**

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

### See also:

[cuGraphicsResourceGetMappedPointer](#), [cudaGraphicsSubResourceGetMappedArray](#)

## CUresult cuGraphicsUnmapResources (unsigned int count, CUgraphicsResource \*resources, CUstream hStream)

Unmap graphics resources.

### Parameters

#### **count**

- Number of resources to unmap

#### **resources**

- Resources to unmap

#### **hStream**

- Stream with which to synchronize

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### 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 [cuGraphicsUnmapResources\(\)](#) will complete before any subsequently issued graphics work begins.

If `resources` includes any duplicate entries then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If any of `resources` are not presently mapped for access by CUDA then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.



#### **Note:**

- ▶ This function uses standard [default stream](#) semantics.
- ▶ Note that this function may also return error codes from previous, asynchronous launches.

#### **See also:**

[cuGraphicsMapResources](#), [cudaGraphicsUnmapResources](#)

## CUresult cuGraphicsUnregisterResource (CUgraphicsResource resource)

Unregisters a graphics resource for access by CUDA.

### Parameters

#### **resource**

- Resource to unregister

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

### Description

Unregisters the graphics resource `resource` so it is not accessible by CUDA unless registered again.

If `resource` is invalid then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned.



#### **Note:**

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

#### **See also:**

[cuGraphicsD3D9RegisterResource](#), [cuGraphicsD3D10RegisterResource](#),  
[cuGraphicsD3D11RegisterResource](#), [cuGraphicsGLRegisterBuffer](#),  
[cuGraphicsGLRegisterImage](#), [cudaGraphicsUnregisterResource](#)

## 6.29. Driver Entry Point Access

This section describes the driver entry point access functions of the low-level CUDA driver application programming interface.

## CUresult cuGetProcAddress (const char \*symbol, void \*\*pfn, int cudaVersion, cuuint64\_t flags)

Returns the requested driver API function pointer.

### Parameters

#### symbol

- The base name of the driver API function to look for. As an example, for the driver API `cuMemAlloc_v2`, `symbol` would be `cuMemAlloc` and `cudaVersion` would be the ABI compatible CUDA version for the `_v2` variant.

#### pfn

- Location to return the function pointer to the requested driver function

#### cudaVersion

- The CUDA version to look for the requested driver symbol

#### flags

- Flags to specify search options.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_SUPPORTED](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#)

### Description

Returns in `**pfn` the address of the CUDA driver function for the requested CUDA version and flags.

The CUDA version is specified as  $(1000 * \text{major} + 10 * \text{minor})$ , so CUDA 11.2 should be specified as 11020. For a requested driver symbol, if the specified CUDA version is greater than or equal to the CUDA version in which the driver symbol was introduced, this API will return the function pointer to the corresponding versioned function.

The pointer returned by the API should be cast to a function pointer matching the requested driver function's definition in the API header file. The function pointer typedef can be picked up from the corresponding typedefs header file. For example, `cudaTypedefs.h` consists of function pointer typedefs for driver APIs defined in `cuda.h`.

The API will return [CUDA\\_ERROR\\_NOT\\_FOUND](#) if the requested driver function is not supported on the platform, no ABI compatible driver function exists for the specified `cudaVersion` or if the driver symbol is invalid.

The requested flags can be:

- ▶ [CU\\_GET\\_PROC\\_ADDRESS\\_DEFAULT](#): This is the default mode. This is equivalent to [CU\\_GET\\_PROC\\_ADDRESS\\_PER\\_THREAD\\_DEFAULT\\_STREAM](#) if the code is compiled with `--default-stream per-thread` compilation flag

or the macro `CUDA_API_PER_THREAD_DEFAULT_STREAM` is defined;  
[CU\\_GET\\_PROC\\_ADDRESS\\_LEGACY\\_STREAM](#) otherwise.

- ▶ [CU\\_GET\\_PROC\\_ADDRESS\\_LEGACY\\_STREAM](#): This will enable the search for all driver symbols that match the requested driver symbol name except the corresponding per-thread versions.
- ▶ [CU\\_GET\\_PROC\\_ADDRESS\\_PER\\_THREAD\\_DEFAULT\\_STREAM](#): This will enable the search for all driver symbols that match the requested driver symbol name including the per-thread versions. If a per-thread version is not found, the API will return the legacy version of the driver function.



#### Note:

Version mixing among CUDA-defined types and driver API versions is strongly discouraged and doing so can result in an undefined behavior. [More here.](#)

#### See also:

[cudaGetDriverEntryPoint](#)

## 6.30. Profiler Control [DEPRECATED]

This section describes the profiler control functions of the low-level CUDA driver application programming interface.

### CUresult cuProfilerInitialize (const char \*configFile, const char \*outputFile, CUoutput\_mode outputMode)

Initialize the profiling.

#### 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 `CU_OUT_KEY_VALUE_PAIR` or `CU_OUT_CSV`.

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_PROFILER\\_DISABLED](#)

## Description

### Deprecated

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 `CUDA_ERROR_PROFILER_DISABLED` return code.

Typical usage of the profiling APIs is as follows:

```
for each set of counters/options { cuProfilerInitialize\(\); //Initialize profiling, set the counters
or options in the config file ... cuProfilerStart\(\); // code to be profiled cuProfilerStop\(\); ...
cuProfilerStart\(\); // code to be profiled cuProfilerStop\(\); ... }
```



#### Note:

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

#### See also:

[cuProfilerStart](#), [cuProfilerStop](#), [cudaProfilerInitialize](#)

## 6.31. Profiler Control

This section describes the profiler control functions of the low-level CUDA driver application programming interface.

### CUresult [cuProfilerStart](#) (void)

Enable profiling.

#### Returns

`CUDA_SUCCESS`, [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

#### Description

Enables profile collection by the active profiling tool for the current context. If profiling is already enabled, then [cuProfilerStart\(\)](#) has no effect.

`cuProfilerStart` and `cuProfilerStop` APIs are used to programmatically control the profiling granularity by allowing profiling to be done only on selective pieces of code.

**Note:**

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

**See also:**

[cuProfilerInitialize](#), [cuProfilerStop](#), [cudaProfilerStart](#)

## CUresult cuProfilerStop (void)

Disable profiling.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

### Description

Disables profile collection by the active profiling tool for the current context. If profiling is already disabled, then [cuProfilerStop\(\)](#) has no effect.

[cuProfilerStart](#) and [cuProfilerStop](#) APIs are used to programmatically control the profiling granularity by allowing profiling to be done only on selective pieces of code.

**Note:**

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

**See also:**

[cuProfilerInitialize](#), [cuProfilerStart](#), [cudaProfilerStop](#)

## 6.32. OpenGL Interoperability

This section describes the OpenGL interoperability functions of the low-level CUDA driver application programming interface. Note that mapping of OpenGL resources is performed with the graphics API agnostic, resource mapping interface described in [Graphics Interoperability](#).

### OpenGL Interoperability [DEPRECATED]

## enum CUGLDeviceList

CUDA devices corresponding to an OpenGL device

## Values

### **CU\_GL\_DEVICE\_LIST\_ALL = 0x01**

The CUDA devices for all GPUs used by the current OpenGL context

### **CU\_GL\_DEVICE\_LIST\_CURRENT\_FRAME = 0x02**

The CUDA devices for the GPUs used by the current OpenGL context in its currently rendering frame

### **CU\_GL\_DEVICE\_LIST\_NEXT\_FRAME = 0x03**

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

## CUresult cuGLGetDevices (unsigned int \*pCudaDeviceCount, CUdevice \*pCudaDevices, unsigned int cudaDeviceCount, CUGLDeviceList deviceList)

Gets the CUDA devices associated with the current OpenGL context.

## Parameters

### **pCudaDeviceCount**

- Returned number of CUDA devices.

### **pCudaDevices**

- Returned CUDA devices.

### **cudaDeviceCount**

- The size of the output device array pCudaDevices.

### **deviceList**

- The set of devices to return.

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NO\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_GRAPHICS\\_CONTEXT](#)

## 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 CUDA\_ERROR\_NO\_DEVICE.

The deviceList argument may be any of the following:

- ▶ [CU\\_GL\\_DEVICE\\_LIST\\_ALL](#): Query all devices used by the current OpenGL context.



- ▶ [CU\\_GL\\_DEVICE\\_LIST\\_CURRENT\\_FRAME](#): Query the devices used by the current OpenGL context to render the current frame (in SLI).
- ▶ [CU\\_GL\\_DEVICE\\_LIST\\_NEXT\\_FRAME](#): Query the devices used by the current OpenGL context to render the next frame (in SLI). Note that this is a prediction, it can't be guaranteed that this is correct in all cases.

**Note:**

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

**See also:**

[cuWGLGetDevice](#), [cudaGLGetDevices](#)

## CUresult cuGraphicsGLRegisterBuffer (CUgraphicsResource \*pCudaResource, GLuint buffer, unsigned int Flags)

Registers an OpenGL buffer object.

### Parameters

**pCudaResource**

- Pointer to the returned object handle

**buffer**

- name of buffer object to be registered

**Flags**

- Register flags

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

### Description

Registers the buffer object specified by `buffer` for access by CUDA. A handle to the registered object is returned as `pCudaResource`. The register flags `Flags` specify the intended usage, as follows:

- ▶ [CU\\_GRAPHICS\\_REGISTER\\_FLAGS\\_NONE](#): 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.

- ▶ `CU_GRAPHICS_REGISTER_FLAGS_READ_ONLY`: Specifies that CUDA will not write to this resource.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_WRITE_DISCARD`: 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:**

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

**See also:**

[cuGraphicsUnregisterResource](#), [cuGraphicsMapResources](#),  
[cuGraphicsResourceGetMappedPointer](#), [cudaGraphicsGLRegisterBuffer](#)

## CUresult cuGraphicsGLRegisterImage (CUgraphicsResource \*pCudaResource, GLuint image, GLenum target, unsigned int Flags)

Register an OpenGL texture or renderbuffer object.

### Parameters

**pCudaResource**

- 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

### Description

Registers the texture or renderbuffer object specified by `image` for access by CUDA. A handle to the registered object is returned as `pCudaResource`.

`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:

- ▶ `CU_GRAPHICS_REGISTER_FLAGS_NONE`: 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.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_READ_ONLY`: Specifies that CUDA will not write to this resource.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_WRITE_DISCARD`: 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.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_SURFACE_LDST`: Specifies that CUDA will bind this resource to a surface reference.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_TEXTURE_GATHER`: 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., `{GL_R, GL_RG} X {8, 16}` would expand to the following 4 formats `{GL_R8, GL_R16, GL_RG8, GL_RG16}` :

- ▶ `GL_RED, GL_RG, GL_RGBA, GL_LUMINANCE, GL_ALPHA, GL_LUMINANCE_ALPHA, GL_INTENSITY`
- ▶ `{GL_R, GL_RG, GL_RGBA} X {8, 16, 16F, 32F, 8UI, 16UI, 32UI, 8I, 16I, 32I}`
- ▶ `{GL_LUMINANCE, GL_ALPHA, GL_LUMINANCE_ALPHA, GL_INTENSITY} X {8, 16, 16F_ARB, 32F_ARB, 8UI_EXT, 16UI_EXT, 32UI_EXT, 8I_EXT, 16I_EXT, 32I_EXT}`

The following image classes are currently disallowed:

- ▶ Textures with borders
- ▶ Multisampled renderbuffers



**Note:**

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

**See also:**

[cuGraphicsUnregisterResource](#), [cuGraphicsMapResources](#),  
[cuGraphicsSubResourceGetMappedArray](#), [cudaGraphicsGLRegisterImage](#)

## CUresult cuWGLGetDevice (CUdevice \*pDevice, HGPUNV hGpu)

Gets the CUDA device associated with hGpu.

### Parameters

#### pDevice

- Device associated with hGpu

#### hGpu

- Handle to a GPU, as queried via WGL\_NV\_gpu\_affinity()

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns in \*pDevice the CUDA device associated with a hGpu, if applicable.



#### Note:

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

#### See also:

[cuGLMapBufferObject](#), [cuGLRegisterBufferObject](#), [cuGLUnmapBufferObject](#), [cuGLUnregisterBufferObject](#), [cuGLUnmapBufferObjectAsync](#), [cuGLSetBufferObjectMapFlags](#), [cudaWGLGetDevice](#)

## 6.32.1. OpenGL Interoperability [DEPRECATED]

OpenGL Interoperability

This section describes deprecated OpenGL interoperability functionality.

### enum CUGLmap\_flags

Flags to map or unmap a resource

#### Values

**CU\_GL\_MAP\_RESOURCE\_FLAGS\_NONE = 0x00**

**CU\_GL\_MAP\_RESOURCE\_FLAGS\_READ\_ONLY = 0x01**

**CU\_GL\_MAP\_RESOURCE\_FLAGS\_WRITE\_DISCARD = 0x02**

## CUresult cuGLCtxCreate (CUcontext \*pCtx, unsigned int Flags, CUdevice device)

Create a CUDA context for interoperability with OpenGL.

### Parameters

#### **pCtx**

- Returned CUDA context

#### **Flags**

- Options for CUDA context creation

#### **device**

- Device on which to create the context

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

### 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 context with an OpenGL context in order to achieve maximum interoperability performance.



#### **Note:**

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

#### **See also:**

[cuCtxCreate](#), [cuGLInit](#), [cuGLMapBufferObject](#), [cuGLRegisterBufferObject](#), [cuGLUnmapBufferObject](#), [cuGLUnregisterBufferObject](#), [cuGLMapBufferObjectAsync](#), [cuGLUnmapBufferObjectAsync](#), [cuGLSetBufferObjectMapFlags](#), [cuWGLGetDevice](#)

## CUresult cuGLInit (void)

Initializes OpenGL interoperability.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_UNKNOWN](#)

## Description

Deprecated This function is deprecated as of Cuda 3.0.

Initializes OpenGL interoperability. This function is deprecated and calling it is no longer required. It may fail if the needed OpenGL driver facilities are not available.



### Note:

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

### See also:

[cuGLMapBufferObject](#), [cuGLRegisterBufferObject](#), [cuGLUnmapBufferObject](#), [cuGLUnregisterBufferObject](#), [cuGLMapBufferObjectAsync](#), [cuGLUnmapBufferObjectAsync](#), [cuGLSetBufferObjectMapFlags](#), [cuWGLGetDevice](#)

## CUresult cuGLMapBufferObject (CUdeviceptr \*dptr, size\_t \*size, GLuint buffer)

Maps an OpenGL buffer object.

## Parameters

### **dptr**

- Returned mapped base pointer

### **size**

- Returned size of mapping

### **buffer**

- The name of the buffer object to map

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_MAP\\_FAILED](#)

## Description

Deprecated This function is deprecated as of Cuda 3.0.

Maps the buffer object specified by `buffer` into the address space of the current CUDA context and returns in `*dptr` and `*size` the base pointer and size of the resulting mapping.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same shareGroup, as the context that was bound when the buffer was registered.

All streams in the current CUDA context are synchronized with the current GL context.

**Note:**

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

**See also:**

[cuGraphicsMapResources](#)

## CUresult cuGLMapBufferObjectAsync (CUdeviceptr \*dptr, size\_t \*size, GLuint buffer, CUstream hStream)

Maps an OpenGL buffer object.

### Parameters

**dptr**

- Returned mapped base pointer

**size**

- Returned size of mapping

**buffer**

- The name of the buffer object to map

**hStream**

- Stream to synchronize

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_MAP\\_FAILED](#)

### Description

Deprecated This function is deprecated as of Cuda 3.0.

Maps the buffer object specified by `buffer` into the address space of the current CUDA context and returns in `*dptr` and `*size` the base pointer and size of the resulting mapping.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same `shareGroup`, as the context that was bound when the buffer was registered.

Stream `hStream` in the current CUDA context is synchronized with the current GL context.

**Note:**

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

**See also:**[cuGraphicsMapResources](#)

## CUresult cuGLRegisterBufferObject (GLuint buffer)

Registers an OpenGL buffer object.

### Parameters

**buffer**

- The name of the buffer object to register.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#)

### Description

[Deprecated](#) This function is deprecated as of Cuda 3.0.

Registers the buffer object specified by `buffer` for access by CUDA. This function must be called before CUDA can map the buffer object. There must be a valid OpenGL context bound to the current thread when this function is called, and the buffer name is resolved by that context.

**Note:**

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

**See also:**[cuGraphicsGLRegisterBuffer](#)

## CUresult cuGLSetBufferObjectMapFlags (GLuint buffer, unsigned int Flags)

Set the map flags for an OpenGL buffer object.

### Parameters

**buffer**

- Buffer object to unmap

**Flags**

- Map flags



## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

## Description

Deprecated This function is deprecated as of Cuda 3.0.

Sets the map flags for the buffer object specified by `buffer`.

Changes to `Flags` will take effect the next time `buffer` is mapped. The `Flags` argument may be any of the following:

- ▶ `CU_GL_MAP_RESOURCE_FLAGS_NONE`: 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.
- ▶ `CU_GL_MAP_RESOURCE_FLAGS_READ_ONLY`: Specifies that CUDA kernels which access this resource will not write to this resource.
- ▶ `CU_GL_MAP_RESOURCE_FLAGS_WRITE_DISCARD`: 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 `buffer` has not been registered for use with CUDA, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If `buffer` is presently mapped for access by CUDA, then [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#) is returned.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same `shareGroup`, as the context that was bound when the buffer was registered.



### Note:

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

### See also:

[cuGraphicsResourceSetMapFlags](#)

## CUresult cuGLUnmapBufferObject (GLuint buffer)

Unmaps an OpenGL buffer object.

### Parameters

#### **buffer**

- Buffer object to unmap

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Deprecated This function is deprecated as of Cuda 3.0.

Unmaps the buffer object specified by `buffer` for access by CUDA.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same shareGroup, as the context that was bound when the buffer was registered.

All streams in the current CUDA context are synchronized with the current GL context.



#### **Note:**

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

#### **See also:**

[cuGraphicsUnmapResources](#)

## CUresult cuGLUnmapBufferObjectAsync (GLuint buffer, CUstream hStream)

Unmaps an OpenGL buffer object.

### Parameters

#### **buffer**

- Name of the buffer object to unmap

#### **hStream**

- Stream to synchronize

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

**Deprecated** This function is deprecated as of Cuda 3.0.

Unmaps the buffer object specified by `buffer` for access by CUDA.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same `shareGroup`, as the context that was bound when the buffer was registered.

Stream `hStream` in the current CUDA context is synchronized with the current GL context.



### Note:

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

### See also:

[cuGraphicsUnmapResources](#)

## CUresult cuGLUnregisterBufferObject (GLuint buffer)

Unregister an OpenGL buffer object.

## Parameters

### **buffer**

- Name of the buffer object to unregister

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

## Description

**Deprecated** This function is deprecated as of Cuda 3.0.

Unregisters the buffer object specified by `buffer`. This releases any resources associated with the registered buffer. After this call, the buffer may no longer be mapped for access by CUDA.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same `shareGroup`, as the context that was bound when the buffer was registered.

**Note:**

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

**See also:**

[cuGraphicsUnregisterResource](#)

## 6.33. Direct3D 9 Interoperability

This section describes the Direct3D 9 interoperability functions of the low-level CUDA driver application programming interface. Note that mapping of Direct3D 9 resources is performed with the graphics API agnostic, resource mapping interface described in [Graphics Interoperability](#).

### Direct3D 9 Interoperability [DEPRECATED]

#### enum CUd3d9DeviceList

CUDA devices corresponding to a D3D9 device

##### Values

**CU\_D3D9\_DEVICE\_LIST\_ALL = 0x01**

The CUDA devices for all GPUs used by a D3D9 device

**CU\_D3D9\_DEVICE\_LIST\_CURRENT\_FRAME = 0x02**

The CUDA devices for the GPUs used by a D3D9 device in its currently rendering frame

**CU\_D3D9\_DEVICE\_LIST\_NEXT\_FRAME = 0x03**

The CUDA devices for the GPUs to be used by a D3D9 device in the next frame

#### CUresult cuD3D9CtxCreate (CUcontext \*pCtx, CUdevice \*pCudaDevice, unsigned int Flags, IDirect3DDevice9 \*pD3DDevice)

Create a CUDA context for interoperability with Direct3D 9.

##### Parameters

**pCtx**

- Returned newly created CUDA context

**pCudaDevice**

- Returned pointer to the device on which the context was created

**Flags**

- Context creation flags (see [cuCtxCreate\(\)](#) for details)

**pD3DDevice**

- Direct3D device to create interoperability context with

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

**Description**

Creates a new CUDA context, enables interoperability for that context with the Direct3D device `pD3DDevice`, and associates the created CUDA context with the calling thread. The created [CUcontext](#) will be returned in `*pCtx`. Direct3D resources from this device may be registered and mapped through the lifetime of this CUDA context. If `pCudaDevice` is non-NULL then the [CUdevice](#) on which this CUDA context was created will be returned in `*pCudaDevice`.

On success, this call will increase the internal reference count on `pD3DDevice`. This reference count will be decremented upon destruction of this context through [cuCtxDestroy\(\)](#). This context will cease to function if `pD3DDevice` is destroyed or encounters an error.

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:**

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

**See also:**

[cuD3D9GetDevice](#), [cuGraphicsD3D9RegisterResource](#)

## CUresult cuD3D9CtxCreateOnDevice (CUcontext \*pCtx, unsigned int flags, IDirect3DDevice9 \*pD3DDevice, CUdevice cudaDevice)

Create a CUDA context for interoperability with Direct3D 9.

**Parameters****pCtx**

- Returned newly created CUDA context

**flags**

- Context creation flags (see [cuCtxCreate\(\)](#) for details)

**pD3DDevice**

- Direct3D device to create interoperability context with

**cudaDevice**

- The CUDA device on which to create the context. This device must be among the devices returned when querying CU\_D3D9\_DEVICES\_ALL from [cuD3D9GetDevices](#).

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

**Description**

Creates a new CUDA context, enables interoperability for that context with the Direct3D device `pD3DDevice`, and associates the created CUDA context with the calling thread. The created [CUcontext](#) will be returned in `*pCtx`. Direct3D resources from this device may be registered and mapped through the lifetime of this CUDA context.

On success, this call will increase the internal reference count on `pD3DDevice`. This reference count will be decremented upon destruction of this context through [cuCtxDestroy\(\)](#). This context will cease to function if `pD3DDevice` is destroyed or encounters an error.

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:**

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

**See also:**

[cuD3D9GetDevices](#), [cuGraphicsD3D9RegisterResource](#)

## CUresult cuD3D9GetDevice (CUdevice \*pCudaDevice, const char \*pszAdapterName)

Gets the CUDA device corresponding to a display adapter.

### Parameters

#### **pCudaDevice**

- Returned CUDA device corresponding to pszAdapterName

#### **pszAdapterName**

- Adapter name to query for device

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### Description

Returns in \*pCudaDevice 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:**

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

#### **See also:**

[cuD3D9CtxCreate](#), [cudaD3D9GetDevice](#)

## CUresult cuD3D9GetDevices (unsigned int \*pCudaDeviceCount, CUdevice \*pCudaDevices, unsigned int cudaDeviceCount, IDirect3DDevice9 \*pD3D9Device, CUd3d9DeviceList 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 [CU\\_D3D9\\_DEVICE\\_LIST\\_ALL](#) for all devices, [CU\\_D3D9\\_DEVICE\\_LIST\\_CURRENT\\_FRAME](#) for the devices used to render the current frame (in SLI), or [CU\\_D3D9\\_DEVICE\\_LIST\\_NEXT\\_FRAME](#) for the devices used to render the next frame (in SLI).

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_NO\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_UNKNOWN](#)

**Description**

Returns in \*pCudaDeviceCount the number of CUDA-compatible device 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 [CUDA\\_ERROR\\_NO\\_DEVICE](#).

**Note:**

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

**See also:**

[cuD3D9CtxCreate](#), [cudaD3D9GetDevices](#)

## CUresult cuD3D9GetDirect3DDevice (IDirect3DDevice9 \*\*ppD3DDevice)

Get the Direct3D 9 device against which the current CUDA context was created.

**Parameters****ppD3DDevice**

- Returned Direct3D device corresponding to CUDA context



## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#) [CUDA\\_ERROR\\_INVALID\\_GRAPHICS\\_CONTEXT](#)

## Description

Returns in `*ppD3DDevice` the Direct3D device against which this CUDA context was created in [cuD3D9CtxCreate\(\)](#).



### Note:

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

### See also:

[cuD3D9GetDevice](#), [cudaD3D9GetDirect3DDevice](#)

## CUresult cuGraphicsD3D9RegisterResource (CUgraphicsResource \*pCudaResource, IDirect3DResource9 \*pD3DResource, unsigned int Flags)

Register a Direct3D 9 resource for access by CUDA.

## Parameters

### **pCudaResource**

- Returned graphics resource handle

### **pD3DResource**

- Direct3D resource to register

### **Flags**

- Parameters for resource registration

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

## Description

Registers the Direct3D 9 resource `pD3DResource` for access by CUDA and returns a CUDA handle to `pD3DResource` in `pCudaResource`. The handle returned in `pCudaResource`

may be used to map and unmap this resource until it is unregistered. On success this call will increase the internal reference count on `pD3DResource`. This reference count will be decremented when this resource is unregistered through [cuGraphicsUnregisterResource\(\)](#).

This call is potentially 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

- ▶ `CU_GRAPHICS_REGISTER_FLAGS_NONE`: Specifies no hints about how this resource will be used.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_SURFACE_LDST`: Specifies that CUDA will bind this resource to a surface reference.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_TEXTURE_GATHER`: 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:

- ▶ `D3DFMT_L8`
- ▶ `D3DFMT_L16`
- ▶ `D3DFMT_A8R8G8B8`
- ▶ `D3DFMT_X8R8G8B8`

- ▶ D3DFMT\_G16R16
- ▶ D3DFMT\_A8B8G8R8
- ▶ D3DFMT\_A8
- ▶ D3DFMT\_A8L8
- ▶ D3DFMT\_Q8W8V8U8
- ▶ D3DFMT\_V16U16
- ▶ D3DFMT\_A16B16G16R16F
- ▶ D3DFMT\_A16B16G16R16
- ▶ D3DFMT\_R32F
- ▶ D3DFMT\_G16R16F
- ▶ D3DFMT\_A32B32G32R32F
- ▶ D3DFMT\_G32R32F
- ▶ D3DFMT\_R16F

If Direct3D interoperability is not initialized for this context using [cuD3D9CtxCreate](#) then [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#) is returned. If `pD3DResource` is of incorrect type or is already registered then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If `pD3DResource` cannot be registered then [CUDA\\_ERROR\\_UNKNOWN](#) is returned. If `Flags` is not one of the above specified value then [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.



**Note:**

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

**See also:**

[cuD3D9CtxCreate](#), [cuGraphicsUnregisterResource](#), [cuGraphicsMapResources](#), [cuGraphicsSubResourceGetMappedArray](#), [cuGraphicsResourceGetMappedPointer](#), [cudaGraphicsD3D9RegisterResource](#)

## 6.33.1. Direct3D 9 Interoperability [DEPRECATED]

Direct3D 9 Interoperability

This section describes deprecated Direct3D 9 interoperability functionality.

### enum CUd3d9map\_flags

Flags to map or unmap a resource

## Values

**CU\_D3D9\_MAPRESOURCE\_FLAGS\_NONE = 0x00**  
**CU\_D3D9\_MAPRESOURCE\_FLAGS\_READONLY = 0x01**  
**CU\_D3D9\_MAPRESOURCE\_FLAGS\_WRITEDISCARD = 0x02**

## enum CUd3d9register\_flags

Flags to register a resource

## Values

**CU\_D3D9\_REGISTER\_FLAGS\_NONE = 0x00**  
**CU\_D3D9\_REGISTER\_FLAGS\_ARRAY = 0x01**

## CUresult cuD3D9MapResources (unsigned int count, IDirect3DResource9 \*\*ppResource)

Map Direct3D resources for access by CUDA.

## Parameters

### count

- Number of resources in ppResource

### ppResource

- Resources to map for CUDA usage

## Returns

CUDA\_SUCCESS, CUDA\_ERROR\_DEINITIALIZED, CUDA\_ERROR\_NOT\_INITIALIZED,  
CUDA\_ERROR\_INVALID\_CONTEXT, CUDA\_ERROR\_INVALID\_HANDLE,  
CUDA\_ERROR\_ALREADY\_MAPPED, CUDA\_ERROR\_UNKNOWN

## Description

Deprecated This function is deprecated as of CUDA 3.0.

Maps the count Direct3D resources in ppResource for access by CUDA.

The resources in ppResource 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 cuD3D9MapResources() will complete before any CUDA kernels issued after cuD3D9MapResources() begin.

If any of ppResource have not been registered for use with CUDA or if ppResource contains any duplicate entries, then CUDA\_ERROR\_INVALID\_HANDLE is

returned. If any of `pResource` are presently mapped for access by CUDA, then [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#) is returned.



**Note:**

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

**See also:**

[cuGraphicsMapResources](#)

## CUresult cuD3D9RegisterResource (IDirect3DResource9 \*pResource, unsigned int Flags)

Register a Direct3D resource for access by CUDA.

### Parameters

**pResource**

- Resource to register for CUDA access

**Flags**

- Flags for resource registration

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### 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 [cuD3D9UnregisterResource\(\)](#). 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 [cuD3D9UnregisterResource\(\)](#).

This call is potentially high-overhead and should not be called every frame in interactive applications.

The type of `pResource` must be one of the following.

- ▶ `IDirect3DVertexBuffer9`: Cannot be used with `Flags` set to `CU_D3D9_REGISTER_FLAGS_ARRAY`.

- ▶ `IDirect3DIndexBuffer9`: Cannot be used with `Flags` set to `CU_D3D9_REGISTER_FLAGS_ARRAY`.
- ▶ `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. For restrictions on the `Flags` parameter, see type `IDirect3DBaseTexture9`.
- ▶ `IDirect3DBaseTexture9`: When a texture is registered, all surfaces associated with the 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 values are allowed.

- ▶ `CU_D3D9_REGISTER_FLAGS_NONE`: Specifies that CUDA will access this resource through a `CUdeviceptr`. The pointer, size, and (for textures), pitch for each subresource of this allocation may be queried through `cuD3D9ResourceGetMappedPointer()`, `cuD3D9ResourceGetMappedSize()`, and `cuD3D9ResourceGetMappedPitch()` respectively. This option is valid for all resource types.
- ▶ `CU_D3D9_REGISTER_FLAGS_ARRAY`: Specifies that CUDA will access this resource through a `CUarray` queried on a sub-resource basis through `cuD3D9ResourceGetMappedArray()`. This option is only valid for resources of type `IDirect3DSurface9` and subtypes of `IDirect3DBaseTexture9`.

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 `CUDA_ERROR_INVALID_CONTEXT` is returned. If `pResource` is of incorrect type (e.g. is a non-stand-alone `IDirect3DSurface9`) or is already registered, then `CUDA_ERROR_INVALID_HANDLE` is returned. If `pResource` cannot be registered then `CUDA_ERROR_UNKNOWN` is returned.



**Note:**

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

### See also:

[cuGraphicsD3D9RegisterResource](#)

## CUresult cuD3D9ResourceGetMappedArray (CUarray \*pArray, 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

#### **pArray**

- Returned array corresponding to subresource

#### **pResource**

- Mapped resource to access

#### **Face**

- Face of resource to access

#### **Level**

- Level of resource to access

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#)

### 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 [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If pResource was not registered with usage flags CU\_D3D9\_REGISTER\_FLAGS\_ARRAY then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If pResource is not mapped then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.

For usage requirements of Face and Level parameters, see [cuD3D9ResourceGetMappedPointer\(\)](#).

**Note:**

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

**See also:**

[cuGraphicsSubResourceGetMappedArray](#)

## CUresult cuD3D9ResourceGetMappedPitch (size\_t \*pPitch, size\_t \*pPitchSlice, IDirect3DResource9 \*pResource, unsigned int Face, unsigned 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#)

### 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:



$y * \text{pitch} + (\text{bytes per pixel}) * x$

For a 3D surface, the byte offset of the sample at position **x**, **y**, **z** from the base pointer of the surface is:

$z * \text{slicePitch} + y * \text{pitch} + (\text{bytes per pixel}) * x$

Both parameters `pPitch` and `pPitchSlice` are optional and may be set to `NULL`.

If `pResource` is not of type `IDirect3DBaseTexture9` or one of its sub-types or if `pResource` has not been registered for use with CUDA, then [cudaErrorInvalidResourceHandle](#) is returned. If `pResource` was not registered with usage flags `CU_D3D9_REGISTER_FLAGS_NONE`, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If `pResource` is not mapped for access by CUDA then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.

For usage requirements of `Face` and `Level` parameters, see [cuD3D9ResourceGetMappedPointer\(\)](#).



**Note:**

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

**See also:**

[cuGraphicsSubResourceGetMappedArray](#)

## CUresult cuD3D9ResourceGetMappedPointer (CUdeviceptr \*pDevPtr, IDirect3DResource9 \*pResource, unsigned int Face, unsigned int Level)

Get the pointer through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.

### Parameters

**pDevPtr**

- Returned pointer corresponding to subresource

**pResource**

- Mapped resource to access

**Face**

- Face of resource to access

**Level**

- Level of resource to access

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#)

## Description

Deprecated This function is deprecated as of CUDA 3.0.

Returns in `*pDevPtr` the base pointer of the subresource of the mapped Direct3D resource `pResource`, which corresponds to `Face` and `Level`. The value set in `pDevPtr` may change every time that `pResource` is mapped.

If `pResource` is not registered, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If `pResource` was not registered with usage flags `CU_D3D9_REGISTER_FLAGS_NONE`, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If `pResource` is not mapped, then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.

If `pResource` is of type `IDirect3DCubeTexture9`, then `Face` must be one of the values enumerated by type `D3DCUBEMAP_FACES`. For all other types `Face` must be 0. If `Face` is invalid, then [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.

If `pResource` is of type `IDirect3DBaseTexture9`, then `Level` must correspond to a valid mipmap level. At present only mipmap level 0 is supported. For all other types `Level` must be 0. If `Level` is invalid, then [CUDA\\_ERROR\\_INVALID\\_VALUE](#) is returned.



### Note:

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

### See also:

[cuGraphicsResourceGetMappedPointer](#)

## CUresult cuD3D9ResourceGetMappedSize (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**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#)

**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 [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If pResource was not registered with usage flags CU\_D3D9\_REGISTER\_FLAGS\_NONE, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If pResource is not mapped for access by CUDA, then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.

For usage requirements of Face and Level parameters, see [cuD3D9ResourceGetMappedPointer](#).

**Note:**

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

**See also:**

[cuGraphicsResourceGetMappedPointer](#)

## CUresult cuD3D9ResourceGetSurfaceDimensions (size\_t \*pWidth, size\_t \*pHeight, size\_t \*pDepth, IDirect3DResource9 \*pResource, unsigned int Face, unsigned int Level)

Get the dimensions of a registered 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### 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`.

Because 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 [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned.

For usage requirements of `Face` and `Level` parameters, see [cuD3D9ResourceGetMappedPointer\(\)](#).

**Note:**

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

**See also:**

[cuGraphicsSubResourceGetMappedArray](#)

## CUresult cuD3D9ResourceSetMapFlags (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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#)

### 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:

- ▶ `CU_D3D9_MAPRESOURCE_FLAGS_NONE`: 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.
- ▶ `CU_D3D9_MAPRESOURCE_FLAGS_READONLY`: Specifies that CUDA kernels which access this resource will not write to this resource.
- ▶ `CU_D3D9_MAPRESOURCE_FLAGS_WRITEDISCARD`: 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 [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If `pResource` is presently mapped for access by CUDA, then [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#) is returned.

**Note:**

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

**See also:**

[cuGraphicsResourceSetMapFlags](#)

## CUresult cuD3D9UnmapResources (unsigned int count, IDirect3DResource9 \*\*ppResource)

Unmaps Direct3D resources.

### Parameters

**count**

- Number of resources to unmap for CUDA

**ppResource**

- Resources to unmap for CUDA

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### Description

[Deprecated](#) This function is deprecated as of CUDA 3.0.

Unmaps the count Direct3D resources in `ppResource`.

This function provides the synchronization guarantee that any CUDA kernels issued before [cuD3D9UnmapResources\(\)](#) will complete before any Direct3D calls issued after [cuD3D9UnmapResources\(\)](#) begin.

If any of `ppResource` have not been registered for use with CUDA or if `ppResource` contains any duplicate entries, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned.

If any of `ppResource` are not presently mapped for access by CUDA, then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.

**Note:**

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

**See also:**

[cuGraphicsUnmapResources](#)

## CUresult cuD3D9UnregisterResource (IDirect3DResource9 \*pResource)

Unregister a Direct3D resource.

### Parameters

**pResource**

- Resource to unregister

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### 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 [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned.



**Note:**

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

**See also:**

[cuGraphicsUnregisterResource](#)

## 6.34. Direct3D 10 Interoperability

This section describes the Direct3D 10 interoperability functions of the low-level CUDA driver application programming interface. Note that mapping of Direct3D 10 resources is performed with the graphics API agnostic, resource mapping interface described in [Graphics Interoperability](#).

## Direct3D 10 Interoperability [DEPRECATED]

### enum CUd3d10DeviceList

CUDA devices corresponding to a D3D10 device

#### Values

##### **CU\_D3D10\_DEVICE\_LIST\_ALL = 0x01**

The CUDA devices for all GPUs used by a D3D10 device

##### **CU\_D3D10\_DEVICE\_LIST\_CURRENT\_FRAME = 0x02**

The CUDA devices for the GPUs used by a D3D10 device in its currently rendering frame

##### **CU\_D3D10\_DEVICE\_LIST\_NEXT\_FRAME = 0x03**

The CUDA devices for the GPUs to be used by a D3D10 device in the next frame

### CUresult cuD3D10GetDevice (CUdevice \*pCudaDevice, IDXGIAdapter \*pAdapter)

Gets the CUDA device corresponding to a display adapter.

#### Parameters

##### **pCudaDevice**

- Returned CUDA device corresponding to pAdapter

##### **pAdapter**

- Adapter to query for CUDA device

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_UNKNOWN](#)

#### Description

Returns in \*pCudaDevice the CUDA-compatible device corresponding to the adapter pAdapter obtained from IDXGIFactory::EnumAdapters.

If no device on pAdapter is CUDA-compatible then the call will fail.



#### Note:

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

#### See also:

[cuD3D10GetDevices](#), [cudaD3D10GetDevice](#)



**CUresult cuD3D10GetDevices (unsigned int \*pCudaDeviceCount, CUdevice \*pCudaDevices, unsigned int cudaDeviceCount, ID3D10Device \*pD3D10Device, CUd3d10DeviceList 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 [CU\\_D3D10\\_DEVICE\\_LIST\\_ALL](#) for all devices, [CU\\_D3D10\\_DEVICE\\_LIST\\_CURRENT\\_FRAME](#) for the devices used to render the current frame (in SLI), or [CU\\_D3D10\\_DEVICE\\_LIST\\_NEXT\\_FRAME](#) for the devices used to render the next frame (in SLI).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_NO\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### Description

Returns in \*pCudaDeviceCount the number of CUDA-compatible device 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 [CUDA\\_ERROR\\_NO\\_DEVICE](#).



#### **Note:**

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

#### **See also:**

[cuD3D10GetDevice](#), [cudaD3D10GetDevices](#)

## CUresult cuGraphicsD3D10RegisterResource (CUgraphicsResource \*pCudaResource, ID3D10Resource \*pD3DResource, unsigned int Flags)

Register a Direct3D 10 resource for access by CUDA.

### Parameters

#### **pCudaResource**

- Returned graphics resource handle

#### **pD3DResource**

- Direct3D resource to register

#### **Flags**

- Parameters for resource registration

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

### Description

Registers the Direct3D 10 resource `pD3DResource` for access by CUDA and returns a CUDA handle to `pD3DResource` in `pCudaResource`. The handle returned in `pCudaResource` may be used to map and unmap this resource until it is unregistered. On success this call will increase the internal reference count on `pD3DResource`. This reference count will be decremented when this resource is unregistered through [cuGraphicsUnregisterResource\(\)](#).

This call is potentially 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 through 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

- ▶ `CU_GRAPHICS_REGISTER_FLAGS_NONE`: Specifies no hints about how this resource will be used.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_SURFACE_LDST`: Specifies that CUDA will bind this resource to a surface reference.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_TEXTURE_GATHER`: 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.
- ▶ 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 [`CUDA\_ERROR\_INVALID\_HANDLE`](#) is returned. If `pD3DResource` cannot be registered then [`CUDA\_ERROR\_UNKNOWN`](#) is returned. If `Flags` is not one of the above specified value then [`CUDA\_ERROR\_INVALID\_VALUE`](#) is returned.

**Note:**

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

**See also:**

[cuGraphicsUnregisterResource](#), [cuGraphicsMapResources](#),  
[cuGraphicsSubResourceGetMappedArray](#), [cuGraphicsResourceGetMappedPointer](#),  
[cudaGraphicsD3D10RegisterResource](#)

## 6.34.1. Direct3D 10 Interoperability [DEPRECATED]

### Direct3D 10 Interoperability

This section describes deprecated Direct3D 10 interoperability functionality.

### enum CUD3D10map\_flags

Flags to map or unmap a resource

#### Values

**CU\_D3D10\_MAPRESOURCE\_FLAGS\_NONE = 0x00**

**CU\_D3D10\_MAPRESOURCE\_FLAGS\_READONLY = 0x01**

**CU\_D3D10\_MAPRESOURCE\_FLAGS\_WRITEDISCARD = 0x02**

### enum CUD3D10register\_flags

Flags to register a resource

#### Values

**CU\_D3D10\_REGISTER\_FLAGS\_NONE = 0x00**

**CU\_D3D10\_REGISTER\_FLAGS\_ARRAY = 0x01**

**CUresult cuD3D10CtxCreate (CUcontext \*pCtx, CUdevice \*pCudaDevice, unsigned int Flags, ID3D10Device \*pD3DDevice)**

Create a CUDA context for interoperability with Direct3D 10.

#### Parameters

**pCtx**

- Returned newly created CUDA context

**pCudaDevice**

- Returned pointer to the device on which the context was created

**Flags**

- Context creation flags (see [cuCtxCreate\(\)](#) for details)

**pD3DDevice**

- Direct3D device to create interoperability context with

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

**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 context with a D3D10 device in order to achieve maximum interoperability performance.

**Note:**

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

**See also:**

[cuD3D10GetDevice](#), [cuGraphicsD3D10RegisterResource](#)

## CUresult cuD3D10CtxCreateOnDevice (CUcontext \*pCtx, unsigned int flags, ID3D10Device \*pD3DDevice, CUdevice cudaDevice)

Create a CUDA context for interoperability with Direct3D 10.

**Parameters****pCtx**

- Returned newly created CUDA context

**flags**

- Context creation flags (see [cuCtxCreate\(\)](#) for details)

**pD3DDevice**

- Direct3D device to create interoperability context with

**cudaDevice**

- The CUDA device on which to create the context. This device must be among the devices returned when querying CU\_D3D10\_DEVICES\_ALL from [cuD3D10GetDevices](#).

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_UNKNOWN](#)

## 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 context with a D3D10 device in order to achieve maximum interoperability performance.



### Note:

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

### See also:

[cuD3D10GetDevices](#), [cuGraphicsD3D10RegisterResource](#)

## CUresult cuD3D10GetDirect3DDevice (ID3D10Device \*\*ppD3DDevice)

Get the Direct3D 10 device against which the current CUDA context was created.

## Parameters

### ppD3DDevice

- Returned Direct3D device corresponding to CUDA context

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

## 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 context with a D3D10 device in order to achieve maximum interoperability performance.



### Note:

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

### See also:

[cuD3D10GetDevice](#)

## CUresult cuD3D10MapResources (unsigned int count, ID3D10Resource \*\*ppResources)

Map Direct3D resources for access by CUDA.

### Parameters

#### count

- Number of resources to map for CUDA

#### ppResources

- Resources to map for CUDA

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### 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 [cuD3D10MapResources\(\)](#) will complete before any CUDA kernels issued after [cuD3D10MapResources\(\)](#) begin.

If any of ppResources have not been registered for use with CUDA or if ppResources contains any duplicate entries, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If any of ppResources are presently mapped for access by CUDA, then [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#) is returned.



#### Note:

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

### See also:

[cuGraphicsMapResources](#)

## CUresult cuD3D10RegisterResource (ID3D10Resource \*pResource, unsigned int Flags)

Register a Direct3D resource for access by CUDA.

### Parameters

#### **pResource**

- Resource to register

#### **Flags**

- Parameters for resource registration

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### 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 [cuD3D10UnregisterResource\(\)](#). 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 [cuD3D10UnregisterResource\(\)](#).

This call is potentially 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 `CU_D3D10_REGISTER_FLAGS_ARRAY`.
- ▶ 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.

- ▶ `CU_D3D10_REGISTER_FLAGS_NONE`: Specifies that CUDA will access this resource through a [CUdeviceptr](#). The pointer, size, and (for textures), pitch for each subresource of this allocation may be queried through [cuD3D10ResourceGetMappedPointer\(\)](#).




[cuD3D10ResourceGetMappedSize\(\)](#), and [cuD3D10ResourceGetMappedPitch\(\)](#) respectively. This option is valid for all resource types.

- ▶ **CU\_D3D10\_REGISTER\_FLAGS\_ARRAY**: Specifies that CUDA will access this resource through a [CUarray](#) queried on a sub-resource basis through [cuD3D10ResourceGetMappedArray\(\)](#). 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 [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#) is returned. If `pResource` is of incorrect type or is already registered, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If `pResource` cannot be registered, then [CUDA\\_ERROR\\_UNKNOWN](#) is returned.



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

#### See also:

[cuGraphicsD3D10RegisterResource](#)

## CUresult cuD3D10ResourceGetMappedArray (CUarray \*pArray, ID3D10Resource \*pResource, unsigned int SubResource)

Get an array through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.

### Parameters

#### **pArray**

- Returned array corresponding to subresource

#### **pResource**

- Mapped resource to access

#### **SubResource**

- Subresource of `pResource` to access

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#)

## 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 `SubResource` may be accessed. The value set in `pArray` may change every time that `pResource` is mapped.

If `pResource` is not registered, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If `pResource` was not registered with usage flags `CU_D3D10_REGISTER_FLAGS_ARRAY`, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If `pResource` is not mapped, then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.

For usage requirements of the `SubResource` parameter, see [cuD3D10ResourceGetMappedPointer\(\)](#).



### Note:

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

### See also:

[cuGraphicsSubResourceGetMappedArray](#)

## CUresult cuD3D10ResourceGetMappedPitch (size\_t \*pPitch, size\_t \*pPitchSlice, ID3D10Resource \*pResource, unsigned int SubResource)

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

## SubResource

- Subresource of pResource to access

## Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#)

## 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 \* pitch + (bytes per pixel) \* 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\* slicePitch + y \* pitch + (bytes per pixel) \* x**

Both parameters pPitch and pPitchSlice are optional and may be set to NULL.

If pResource is not of type IDirect3DBaseTexture10 or one of its subtypes or if pResource has not been registered for use with CUDA, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If pResource was not registered with usage flags CU\_D3D10\_REGISTER\_FLAGS\_NONE, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If pResource is not mapped for access by CUDA, then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.

For usage requirements of the SubResource parameter, see [cuD3D10ResourceGetMappedPointer\(\)](#).



### Note:

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

## See also:

[cuGraphicsSubResourceGetMappedArray](#)

## CUresult cuD3D10ResourceGetMappedPointer (CUdeviceptr \*pDevPtr, ID3D10Resource \*pResource, unsigned int SubResource)

Get a pointer through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.

### Parameters

#### **pDevPtr**

- Returned pointer corresponding to subresource

#### **pResource**

- Mapped resource to access

#### **SubResource**

- Subresource of pResource to access

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#)

### Description

Deprecated This function is deprecated as of CUDA 3.0.

Returns in \*pDevPtr the base pointer of the subresource of the mapped Direct3D resource pResource, which corresponds to SubResource. The value set in pDevPtr may change every time that pResource is mapped.

If pResource is not registered, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If pResource was not registered with usage flags CU\_D3D10\_REGISTER\_FLAGS\_NONE, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If pResource is not mapped, then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) 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:**

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

#### **See also:**

[cuGraphicsResourceGetMappedPointer](#)

## CUresult cuD3D10ResourceGetMappedSize (size\_t \*pSize, ID3D10Resource \*pResource, unsigned int SubResource)

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

#### **SubResource**

- Subresource of pResource to access

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#)

### 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 [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If pResource was not registered with usage flags CU\_D3D10\_REGISTER\_FLAGS\_NONE, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If pResource is not mapped for access by CUDA, then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.

For usage requirements of the SubResource parameter, see [cuD3D10ResourceGetMappedPointer\(\)](#).



#### **Note:**

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

#### **See also:**

[cuGraphicsResourceGetMappedPointer](#)

## CUresult cuD3D10ResourceGetSurfaceDimensions (size\_t \*pWidth, size\_t \*pHeight, size\_t \*pDepth, ID3D10Resource \*pResource, unsigned int SubResource)

Get the dimensions of a registered 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#)

### 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.

Because 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 IDirect3DBaseTexture10 or IDirect3DSurface10 or if pResource has not been registered for use with CUDA, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned.

For usage requirements of the SubResource parameter, see [cuD3D10ResourceGetMappedPointer\(\)](#).

**Note:**

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

**See also:**

[cuGraphicsSubResourceGetMappedArray](#)

## CUresult cuD3D10ResourceSetMapFlags (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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#)

### 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.

- ▶ [CU\\_D3D10\\_MAPRESOURCE\\_FLAGS\\_NONE](#): 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.
- ▶ [CU\\_D3D10\\_MAPRESOURCE\\_FLAGS\\_READONLY](#): Specifies that CUDA kernels which access this resource will not write to this resource.
- ▶ [CU\\_D3D10\\_MAPRESOURCE\\_FLAGS\\_WRITEDISCARD](#): 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 [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned. If `pResource` is presently mapped for access by CUDA then [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#) is returned.

**Note:**

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

**See also:**

[cuGraphicsResourceSetMapFlags](#)

## CUresult cuD3D10UnmapResources (unsigned int count, ID3D10Resource \*\*ppResources)

Unmap Direct3D resources.

### Parameters

**count**

- Number of resources to unmap for CUDA

**ppResources**

- Resources to unmap for CUDA

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### 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 [cuD3D10UnmapResources\(\)](#) will complete before any Direct3D calls issued after [cuD3D10UnmapResources\(\)](#) begin.

If any of `ppResources` have not been registered for use with CUDA or if `ppResources` contains any duplicate entries, then [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned.

If any of `ppResources` are not presently mapped for access by CUDA, then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned.

**Note:**



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

**See also:**

[cuGraphicsUnmapResources](#)

## CUresult cuD3D10UnregisterResource (ID3D10Resource \*pResource)

Unregister a Direct3D resource.

### Parameters

**pResource**

- Resources to unregister

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

### 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 [CUDA\\_ERROR\\_INVALID\\_HANDLE](#) is returned.



**Note:**

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

**See also:**

[cuGraphicsUnregisterResource](#)

## 6.35. Direct3D 11 Interoperability

This section describes the Direct3D 11 interoperability functions of the low-level CUDA driver application programming interface. Note that mapping of Direct3D 11 resources is performed with the graphics API agnostic, resource mapping interface described in [Graphics Interoperability](#).

## Direct3D 11 Interoperability [DEPRECATED]

### enum CUd3d11DeviceList

CUDA devices corresponding to a D3D11 device

#### Values

##### **CU\_D3D11\_DEVICE\_LIST\_ALL = 0x01**

The CUDA devices for all GPUs used by a D3D11 device

##### **CU\_D3D11\_DEVICE\_LIST\_CURRENT\_FRAME = 0x02**

The CUDA devices for the GPUs used by a D3D11 device in its currently rendering frame

##### **CU\_D3D11\_DEVICE\_LIST\_NEXT\_FRAME = 0x03**

The CUDA devices for the GPUs to be used by a D3D11 device in the next frame

### CUresult cuD3D11GetDevice (CUdevice \*pCudaDevice, IDXGIAdapter \*pAdapter)

Gets the CUDA device corresponding to a display adapter.

#### Parameters

##### **pCudaDevice**

- Returned CUDA device corresponding to pAdapter

##### **pAdapter**

- Adapter to query for CUDA device

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_NO\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_UNKNOWN](#)

#### Description

Returns in \*pCudaDevice the CUDA-compatible device corresponding to the adapter pAdapter obtained from IDXGIFactory::EnumAdapters.

If no device on pAdapter is CUDA-compatible the call will return [CUDA\\_ERROR\\_NO\\_DEVICE](#).



#### Note:

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

#### See also:

[cuD3D11GetDevices](#), [cudaD3D11GetDevice](#)

**CUresult cuD3D11GetDevices (unsigned int \*pCudaDeviceCount, CUdevice \*pCudaDevices, unsigned int cudaDeviceCount, ID3D11Device \*pD3D11Device, CUd3d11DeviceList 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 [CU\\_D3D11\\_DEVICE\\_LIST\\_ALL](#) for all devices, [CU\\_D3D11\\_DEVICE\\_LIST\\_CURRENT\\_FRAME](#) for the devices used to render the current frame (in SLI), or [CU\\_D3D11\\_DEVICE\\_LIST\\_NEXT\\_FRAME](#) for the devices used to render the next frame (in SLI).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_NO\\_DEVICE](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_NOT\\_FOUND](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### Description

Returns in \*pCudaDeviceCount the number of CUDA-compatible device corresponding to the Direct3D 11 device pD3D11Device. Also returns in \*pCudaDevices at most cudaDeviceCount of 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 [CUDA\\_ERROR\\_NO\\_DEVICE](#).



#### **Note:**

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

**See also:**

[cuD3D11GetDevice](#), [cudaD3D11GetDevices](#)

## CUresult cuGraphicsD3D11RegisterResource (CUgraphicsResource \*pCudaResource, ID3D11Resource \*pD3DResource, unsigned int Flags)

Register a Direct3D 11 resource for access by CUDA.

### Parameters

#### **pCudaResource**

- Returned graphics resource handle

#### **pD3DResource**

- Direct3D resource to register

#### **Flags**

- Parameters for resource registration

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

### Description

Registers the Direct3D 11 resource `pD3DResource` for access by CUDA and returns a CUDA handle to `pD3DResource` in `pCudaResource`. The handle returned in `pCudaResource` may be used to map and unmap this resource until it is unregistered. On success this call will increase the internal reference count on `pD3DResource`. This reference count will be decremented when this resource is unregistered through [cuGraphicsUnregisterResource\(\)](#).

This call is potentially 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 through 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

- ▶ `CU_GRAPHICS_REGISTER_FLAGS_NONE`: Specifies no hints about how this resource will be used.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_SURFACE_LDST`: Specifies that CUDA will bind this resource to a surface reference.
- ▶ `CU_GRAPHICS_REGISTER_FLAGS_TEXTURE_GATHER`: 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.
- ▶ 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 [`CUDA\_ERROR\_INVALID\_HANDLE`](#) is returned. If `pD3DResource` cannot be registered then [`CUDA\_ERROR\_UNKNOWN`](#) is returned. If `Flags` is not one of the above specified value then [`CUDA\_ERROR\_INVALID\_VALUE`](#) is returned.

**Note:**

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

**See also:**

[cuGraphicsUnregisterResource](#), [cuGraphicsMapResources](#),  
[cuGraphicsSubResourceGetMappedArray](#), [cuGraphicsResourceGetMappedPointer](#),  
[cudaGraphicsD3D11RegisterResource](#)

## 6.35.1. Direct3D 11 Interoperability [DEPRECATED]

### Direct3D 11 Interoperability

This section describes deprecated Direct3D 11 interoperability functionality.

**CUresult cuD3D11CtxCreate (CUcontext \*pCtx, CUdevice \*pCudaDevice, unsigned int Flags, ID3D11Device \*pD3DDevice)**

Create a CUDA context for interoperability with Direct3D 11.

### Parameters

**pCtx**

- Returned newly created CUDA context

**pCudaDevice**

- Returned pointer to the device on which the context was created

**Flags**

- Context creation flags (see [cuCtxCreate\(\)](#) for details)

**pD3DDevice**

- Direct3D device to create interoperability context with

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#),  
[CUDA\\_ERROR\\_UNKNOWN](#)

### 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 context with a D3D11 device in order to achieve maximum interoperability performance.

**Note:**

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

**See also:**

[cuD3D11GetDevice](#), [cuGraphicsD3D11RegisterResource](#)

## CUresult cuD3D11CtxCreateOnDevice (CUcontext \*pCtx, unsigned int flags, ID3D11Device \*pD3DDevice, CUdevice cudaDevice)

Create a CUDA context for interoperability with Direct3D 11.

### Parameters

**pCtx**

- Returned newly created CUDA context

**flags**

- Context creation flags (see [cuCtxCreate\(\)](#) for details)

**pD3DDevice**

- Direct3D device to create interoperability context with

**cudaDevice**

- The CUDA device on which to create the context. This device must be among the devices returned when querying CU\_D3D11\_DEVICES\_ALL from [cuD3D11GetDevices](#).

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#), [CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#), [CUDA\\_ERROR\\_UNKNOWN](#)

### 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 context with a D3D11 device in order to achieve maximum interoperability performance.

**Note:**

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

**See also:**

[cuD3D11GetDevices](#), [cuGraphicsD3D11RegisterResource](#)

## CUresult cuD3D11GetDirect3DDevice (ID3D11Device \*\*ppD3DDevice)

Get the Direct3D 11 device against which the current CUDA context was created.

### Parameters

#### ppD3DDevice

- Returned Direct3D device corresponding to CUDA context

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#)

### 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 context with a D3D11 device in order to achieve maximum interoperability performance.



#### Note:

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

### See also:

[cuD3D11GetDevice](#)

## 6.36. VDPAU Interoperability

This section describes the VDPAU interoperability functions of the low-level CUDA driver application programming interface.



## CUresult cuGraphicsVDPAURegisterOutputSurface (CUgraphicsResource \*pCudaResource, VdpOutputSurface vdpSurface, unsigned int flags)

Registers a VDPAU VdpOutputSurface object.

### Parameters

#### **pCudaResource**

- Pointer to the returned object handle

#### **vdpSurface**

- The VdpOutputSurface to be registered

#### **flags**

- Map flags

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

### Description

Registers the VdpOutputSurface specified by `vdpSurface` for access by CUDA. A handle to the registered object is returned as `pCudaResource`. The surface's intended usage is specified using `flags`, as follows:

- ▶ `CU_GRAPHICS_MAP_RESOURCE_FLAGS_NONE`: 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.
- ▶ `CU_GRAPHICS_MAP_RESOURCE_FLAGS_READ_ONLY`: Specifies that CUDA will not write to this resource.
- ▶ `CU_GRAPHICS_MAP_RESOURCE_FLAGS_WRITE_DISCARD`: 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 VdpOutputSurface is presented as an array of subresources that may be accessed using pointers returned by [cuGraphicsSubResourceGetMappedArray](#). The exact number of valid `arrayIndex` values depends on the VDPAU surface format. The mapping is shown in the table below. `mipLevel` must be 0.



#### **Note:**

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

**See also:**

[cuCtxCreate](#), [cuVDPAUCtxCreate](#), [cuGraphicsVDPAURegisterVideoSurface](#),  
[cuGraphicsUnregisterResource](#), [cuGraphicsResourceSetMapFlags](#),  
[cuGraphicsMapResources](#), [cuGraphicsUnmapResources](#),  
[cuGraphicsSubResourceGetMappedArray](#), [cuVDPAUGetDevice](#),  
[cudaGraphicsVDPAURegisterOutputSurface](#)

## CUresult cuGraphicsVDPAURegisterVideoSurface (CUgraphicsResource \*pCudaResource, VdpVideoSurface vdpSurface, unsigned int flags)

Registers a VDPAU VdpVideoSurface object.

### Parameters

#### **pCudaResource**

- Pointer to the returned object handle

#### **vdpSurface**

- The VdpVideoSurface to be registered

#### **flags**

- Map flags

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

### Description

Registers the VdpVideoSurface specified by `vdpSurface` for access by CUDA. A handle to the registered object is returned as `pCudaResource`. The surface's intended usage is specified using `flags`, as follows:

- ▶ `CU_GRAPHICS_MAP_RESOURCE_FLAGS_NONE`: 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.
- ▶ `CU_GRAPHICS_MAP_RESOURCE_FLAGS_READ_ONLY`: Specifies that CUDA will not write to this resource.
- ▶ `CU_GRAPHICS_MAP_RESOURCE_FLAGS_WRITE_DISCARD`: 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 VdpVideoSurface is presented as an array of subresources that may be accessed using pointers returned by [cuGraphicsSubResourceGetMappedArray](#). The exact number of valid

`arrayIndex` values depends on the VDP AU surface format. The mapping is shown in the table below. `mipLevel` must be 0.



**Note:**

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

**See also:**

[cuCtxCreate](#), [cuVDP AUctxCreate](#), [cuGraphicsVDP AURegisterOutputSurface](#),  
[cuGraphicsUnregisterResource](#), [cuGraphicsResourceSetMapFlags](#),  
[cuGraphicsMapResources](#), [cuGraphicsUnmapResources](#),  
[cuGraphicsSubResourceGetMappedArray](#), [cuVDP AUGetDevice](#),  
[cudaGraphicsVDP AURegisterVideoSurface](#)

**CUresult cuVDP AUctxCreate (CUcontext \*pCtx,  
 unsigned int flags, CUdevice device, VdpDevice  
 vdpDevice, VdpGetProcAddress \*vdpGetProcAddress)**

Create a CUDA context for interoperability with VDP AU.

**Parameters**

**pCtx**

- Returned CUDA context

**flags**

- Options for CUDA context creation

**device**

- Device on which to create the context

**vdpDevice**

- The VdpDevice to interop with

**vdpGetProcAddress**

- VDP AU's VdpGetProcAddress function pointer

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

**Description**

Creates a new CUDA context, initializes VDP AU interoperability, and associates the CUDA context with the calling thread. It must be called before performing any other VDP AU

interoperability operations. It may fail if the needed VDPAU driver facilities are not available. For usage of the `flags` parameter, see [cuCtxCreate\(\)](#).

**Note:**

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

**See also:**

[cuCtxCreate](#), [cuGraphicsVDPAURegisterVideoSurface](#),  
[cuGraphicsVDPAURegisterOutputSurface](#), [cuGraphicsUnregisterResource](#),  
[cuGraphicsResourceSetMapFlags](#), [cuGraphicsMapResources](#), [cuGraphicsUnmapResources](#),  
[cuGraphicsSubResourceGetMappedArray](#), [cuVDPAUGetDevice](#)

## CUresult cuVDPAUGetDevice (CUdevice \*pDevice, VdpDevice vdpDevice, VdpGetProcAddress \*vdpGetProcAddress)

Gets the CUDA device associated with a VDPAU device.

### Parameters

**pDevice**

- Device associated with vdpDevice

**vdpDevice**

- A VdpDevice handle

**vdpGetProcAddress**

- VDPAU's VdpGetProcAddress function pointer

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#)

### Description

Returns in `*pDevice` the CUDA device associated with a `vdpDevice`, if applicable.

**Note:**

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

**See also:**

[cuCtxCreate](#), [cuVDPAUCtxCreate](#), [cuGraphicsVDPAURegisterVideoSurface](#), [cuGraphicsVDPAURegisterOutputSurface](#), [cuGraphicsUnregisterResource](#), [cuGraphicsResourceSetMapFlags](#), [cuGraphicsMapResources](#), [cuGraphicsUnmapResources](#), [cuGraphicsSubResourceGetMappedArray](#), [cudaVDPAUGetDevice](#)

## 6.37. EGL Interoperability

This section describes the EGL interoperability functions of the low-level CUDA driver application programming interface.

### CUresult cuEGLStreamConsumerAcquireFrame (CUeglStreamConnection \*conn, CUgraphicsResource \*pCudaResource, CUstream \*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 stream frame will be mapped for use.

##### **pStream**

- CUDA stream for synchronization and any data migrations implied by [CUeglResourceLocationFlags](#).

##### **timeout**

- Desired timeout in usec for a new frame to be acquired. If set as [CUDA\\_EGL\\_INFINITE\\_TIMEOUT](#), acquire waits infinitely. After timeout occurs CUDA consumer tries to acquire an old frame if available and [EGL\\_SUPPORT\\_REUSE\\_NV](#) flag is set.

#### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_LAUNCH\\_TIMEOUT](#),

#### Description

Acquire an image frame from EGLStreamKHR. This API can also acquire an old frame presented by the producer unless explicitly disabled by setting [EGL\\_SUPPORT\\_REUSE\\_NV](#) flag to [EGL\\_FALSE](#) during stream initialization. By default, EGLStream is created with this flag set to [EGL\\_TRUE](#). [cuGraphicsResourceGetMappedEglFrame](#) can be called on [pCudaResource](#) to get [CUeglFrame](#).

**See also:**

[cuEGLStreamConsumerConnect](#), [cuEGLStreamConsumerDisconnect](#),  
[cuEGLStreamConsumerAcquireFrame](#), [cuEGLStreamConsumerReleaseFrame](#),  
[cudaEGLStreamConsumerAcquireFrame](#)

## CUresult cuEGLStreamConsumerConnect (CUeglStreamConnection \*conn, EGLStreamKHR stream)

Connect CUDA to EGLStream as a consumer.

### Parameters

**conn**

- Pointer to the returned connection handle

**stream**

- EGLStreamKHR handle

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

### Description

Connect CUDA as a consumer 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:**

[cuEGLStreamConsumerConnect](#), [cuEGLStreamConsumerDisconnect](#),  
[cuEGLStreamConsumerAcquireFrame](#), [cuEGLStreamConsumerReleaseFrame](#),  
[cudaEGLStreamConsumerConnect](#)

## CUresult cuEGLStreamConsumerConnectWithFlags (CUeglStreamConnection \*conn, EGLStreamKHR stream, unsigned int flags)

Connect CUDA to EGLStream as a consumer with given flags.

### Parameters

**conn**

- Pointer to the returned connection handle

**stream**

- EGLStreamKHR handle

**flags**

- Flags denote intended location - system or video.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

**Description**

Connect CUDA as a consumer to EGLStreamKHR specified by `stream` with specified `flags` defined by `CUeglResourceLocationFlags`.

The flags specify whether the consumer wants to access frames from system memory or video memory. Default is [CU\\_EGL\\_RESOURCE\\_LOCATION\\_VIDMEM](#).

**See also:**

[cuEGLStreamConsumerConnect](#), [cuEGLStreamConsumerDisconnect](#),  
[cuEGLStreamConsumerAcquireFrame](#), [cuEGLStreamConsumerReleaseFrame](#),  
[cudaEGLStreamConsumerConnectWithFlags](#)

## CUresult cuEGLStreamConsumerDisconnect (CUeglStreamConnection \*conn)

Disconnect CUDA as a consumer to EGLStream .

**Parameters****conn**

- Connection to disconnect.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

**Description**

Disconnect CUDA as a consumer to EGLStreamKHR.

**See also:**

[cuEGLStreamConsumerConnect](#), [cuEGLStreamConsumerDisconnect](#),  
[cuEGLStreamConsumerAcquireFrame](#), [cuEGLStreamConsumerReleaseFrame](#),  
[cudaEGLStreamConsumerDisconnect](#)

## CUresult cuEGLStreamConsumerReleaseFrame (CUeglStreamConnection \*conn, CUgraphicsResource pCudaResource, CUstream \*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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),

### Description

Release the acquired image frame specified by `pCudaResource` to `EGLStreamKHR`. If `EGL_SUPPORT_REUSE_NV` flag is set to `EGL_TRUE`, at the time of EGL creation this API doesn't release the last frame acquired on the `EGLStream`. By default, `EGLStream` is created with this flag set to `EGL_TRUE`.

### See also:

[cuEGLStreamConsumerConnect](#), [cuEGLStreamConsumerDisconnect](#),  
[cuEGLStreamConsumerAcquireFrame](#), [cuEGLStreamConsumerReleaseFrame](#),  
[cudaEGLStreamConsumerReleaseFrame](#)

## CUresult cuEGLStreamProducerConnect (CUeglStreamConnection \*conn, EGLStreamKHR stream, EGLint width, EGLint height)

Connect CUDA to `EGLStream` as a producer.

### Parameters

#### **conn**

- Pointer to the returned connection handle

#### **stream**

- `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**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

**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:**

[cuEGLStreamProducerConnect](#), [cuEGLStreamProducerDisconnect](#),  
[cuEGLStreamProducerPresentFrame](#), [cudaEGLStreamProducerConnect](#)

## CUresult cuEGLStreamProducerDisconnect (CUeglStreamConnection \*conn)

Disconnect CUDA as a producer to EGLStream .

**Parameters****conn**

- Connection to disconnect.

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

**Description**

Disconnect CUDA as a producer to EGLStreamKHR.

**See also:**

[cuEGLStreamProducerConnect](#), [cuEGLStreamProducerDisconnect](#),  
[cuEGLStreamProducerPresentFrame](#), [cudaEGLStreamProducerDisconnect](#)

## CUresult cuEGLStreamProducerPresentFrame (CUeglStreamConnection \*conn, CUeglFrame eglframe, CUstream \*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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#),

### Description

When a frame is presented by the producer, it gets associated with the EGLStream and thus it is illegal to free the frame before the producer is disconnected. If a frame is freed and reused it may lead to undefined behavior.

If producer and consumer are on different GPUs (iGPU and dGPU) then frametype [CU\\_EGL\\_FRAME\\_TYPE\\_ARRAY](#) is not supported. [CU\\_EGL\\_FRAME\\_TYPE\\_PITCH](#) can be used for such cross-device applications.

The CUeglFrame is defined as:

```
typedef struct CUeglFrame_st {
    union {
        CUarray pArray[MAX_PLANES];
        void* pPitch[MAX_PLANES];
    } frame;
    unsigned int width;
    unsigned int height;
    unsigned int depth;
    unsigned int pitch;
    unsigned int planeCount;
    unsigned int numChannels;
    CUeglFrameType frameType;
    CUeglColorFormat eglColorFormat;
    CUarray_format cuFormat;
} CUeglFrame;
```

For CUeglFrame of type [CU\\_EGL\\_FRAME\\_TYPE\\_PITCH](#), the application may present sub-region of a memory allocation. In that case, the pitched pointer will specify the start address of the sub-region in the allocation and corresponding CUeglFrame fields will specify the dimensions of the sub-region.

**See also:**

[cuEGLStreamProducerConnect](#), [cuEGLStreamProducerDisconnect](#),  
[cuEGLStreamProducerReturnFrame](#), [cudaEGLStreamProducerPresentFrame](#)

## CUresult cuEGLStreamProducerReturnFrame (CUeglStreamConnection \*conn, CUeglFrame \*eglframe, CUstream \*pStream)

Return the CUDA eglFrame to the EGLStream released by the consumer.

### Parameters

**conn**

- Connection on which to return

**eglframe**

- CUDA Eglstream Proucer Frame handle returned from the consumer over EglStream.

**pStream**

- CUDA stream on which to return the frame.

### Returns

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_LAUNCH\\_TIMEOUT](#)

### Description

This API can potentially return `CUDA_ERROR_LAUNCH_TIMEOUT` if the consumer has not returned a frame to EGL stream. If timeout is returned the application can retry.

**See also:**

[cuEGLStreamProducerConnect](#), [cuEGLStreamProducerDisconnect](#),  
[cuEGLStreamProducerPresentFrame](#), [cudaEGLStreamProducerReturnFrame](#)

## CUresult cuEventCreateFromEGLSync (CUevent \*phEvent, EGLSyncKHR eglSync, unsigned int flags)

Creates an event from EGLSync object.

### Parameters

**phEvent**

- Returns newly created event

**eglSync**

- Opaque handle to EGLSync object

**flags**

- Event creation flags

**Returns**

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_OUT\\_OF\\_MEMORY](#)

**Description**

Creates an event \*phEvent from an EGLSyncKHR eglSync with the flags specified via flags. Valid flags include:

- ▶ [CU\\_EVENT\\_DEFAULT](#): Default event creation flag.
- ▶ [CU\\_EVENT\\_BLOCKING\\_SYNC](#): Specifies that the created event should use blocking synchronization. A CPU thread that uses [cuEventSynchronize\(\)](#) to wait on an event created with this flag will block until the event has actually been completed.

Once the eglSync gets destroyed, [cuEventDestroy](#) is the only API that can be invoked on the event.

[cuEventRecord](#) and TimingData are not supported for events created from EGLSync.

The EGLSyncKHR is an opaque handle to an EGL sync object. typedef void\* EGLSyncKHR

**See also:**

[cuEventQuery](#), [cuEventSynchronize](#), [cuEventDestroy](#)

## CUresult cuGraphicsEGLRegisterImage (CUgraphicsResource \*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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_ALREADY\\_MAPPED](#), [CUDA\\_ERROR\\_INVALID\\_CONTEXT](#),

## 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 [cuGraphicsResourceGetMappedEglFrame](#) 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:

- ▶ `CUDA_GRAPHICS_MAP_RESOURCE_FLAGS_NONE`: 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.
- ▶ `CUDA_GRAPHICS_MAP_RESOURCE_FLAGS_READ_ONLY`: Specifies that CUDA will not write to this resource.
- ▶ `CUDA_GRAPHICS_MAP_RESOURCE_FLAGS_WRITE_DISCARD`: 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:

[cuGraphicsEGLRegisterImage](#), [cuGraphicsUnregisterResource](#), [cuGraphicsResourceSetMapFlags](#), [cuGraphicsMapResources](#), [cuGraphicsUnmapResources](#), [cudaGraphicsEGLRegisterImage](#)

## CUresult cuGraphicsResourceGetMappedEglFrame (CUeglFrame \*eglFrame, CUgraphicsResource 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

[CUDA\\_SUCCESS](#), [CUDA\\_ERROR\\_DEINITIALIZED](#), [CUDA\\_ERROR\\_NOT\\_INITIALIZED](#),  
[CUDA\\_ERROR\\_INVALID\\_CONTEXT](#), [CUDA\\_ERROR\\_INVALID\\_VALUE](#),  
[CUDA\\_ERROR\\_INVALID\\_HANDLE](#), [CUDA\\_ERROR\\_NOT\\_MAPPED](#)

### Description

Returns in \*eglFrame an eglFrame pointer through which the registered graphics resource resource may be accessed. This API can only be called for registered EGL graphics resources.

The CUeglFrame is defined as:

```
↑ typedef struct CUeglFrame_st {
    union {
        CUarray pArray[MAX_PLANES];
        void* pPitch[MAX_PLANES];
    } frame;
    unsigned int width;
    unsigned int height;
    unsigned int depth;
    unsigned int pitch;
    unsigned int planeCount;
    unsigned int numChannels;
    CUeglFrameType frameType;
    CUeglColorFormat eglColorFormat;
    CUarray_format cuFormat;
} CUeglFrame;
```

If resource is not registered then [CUDA\\_ERROR\\_NOT\\_MAPPED](#) is returned. \*

### See also:

[cuGraphicsMapResources](#), [cuGraphicsSubResourceGetMappedArray](#),  
[cuGraphicsResourceGetMappedPointer](#), [cudaGraphicsResourceGetMappedEglFrame](#)

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# Chapter 7. Data Structures

Here are the data structures with brief descriptions:

[CUaccessPolicyWindow\\_v1](#)

[CUarrayMapInfo\\_v1](#)

[CUDA\\_ARRAY3D\\_DESCRIPTOR\\_v2](#)

[CUDA\\_ARRAY\\_DESCRIPTOR\\_v2](#)

[CUDA\\_ARRAY\\_MEMORY\\_REQUIREMENTS\\_v1](#)

[CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES\\_v1](#)

[CUDA\\_EXT\\_SEM\\_SIGNAL\\_NODE\\_PARAMS\\_v1](#)

[CUDA\\_EXT\\_SEM\\_WAIT\\_NODE\\_PARAMS\\_v1](#)

[CUDA\\_EXTERNAL\\_MEMORY\\_BUFFER\\_DESC\\_v1](#)

[CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC\\_v1](#)

[CUDA\\_EXTERNAL\\_MEMORY\\_MIPMAPPED\\_ARRAY\\_DESC\\_v1](#)

[CUDA\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_DESC\\_v1](#)

[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1](#)

[CUDA\\_EXTERNAL\\_SEMAPHORE\\_WAIT\\_PARAMS\\_v1](#)

[CUDA\\_HOST\\_NODE\\_PARAMS\\_v1](#)

[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)

[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)

[CUDA\\_MEM\\_ALLOC\\_NODE\\_PARAMS](#)

[CUDA\\_MEMCPY2D\\_v2](#)

[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)

[CUDA\\_MEMCPY3D\\_v2](#)

[CUDA\\_MEMSET\\_NODE\\_PARAMS\\_v1](#)

[CUDA\\_POINTER\\_ATTRIBUTE\\_P2P\\_TOKENS\\_v1](#)

[CUDA\\_RESOURCE\\_DESC\\_v1](#)

[CUDA\\_RESOURCE\\_VIEW\\_DESC\\_v1](#)

[CUDA\\_TEXTURE\\_DESC\\_v1](#)

[CUdevprop\\_v1](#)

[CUeglFrame\\_v1](#)

[CUexecAffinityParam\\_v1](#)

[CUexecAffinitySmCount\\_v1](#)

[CUipcEventHandle\\_v1](#)

[CUipcMemHandle\\_v1](#)



[CUkernelNodeAttrValue\\_v1](#)[CUmemAccessDesc\\_v1](#)[CUmemAllocationProp\\_v1](#)[CUmemLocation\\_v1](#)[CUmemPoolProps\\_v1](#)[CUmemPoolPtrExportData\\_v1](#)[CUstreamAttrValue\\_v1](#)[CUstreamBatchMemOpParams\\_v1](#)

## 7.1. CUaccessPolicyWindow\_v1 Struct Reference

Specifies an access policy for a window, a contiguous extent of memory beginning at `base_ptr` and ending at `base_ptr + num_bytes`. `num_bytes` is limited by `CU_DEVICE_ATTRIBUTE_MAX_ACCESS_POLICY_WINDOW_SIZE`. Partition into many segments and assign segments such that: `sum of "hit segments" / window == approx. ratio`. `sum of "miss segments" / window == approx 1-ratio`. Segments and ratio specifications are fitted to the capabilities of the architecture. Accesses in a hit segment apply the `hitProp` access policy. Accesses in a miss segment apply the `missProp` access policy.

### `void *CUaccessPolicyWindow_v1::base_ptr`

Starting address of the access policy window. CUDA driver may align it.

### `CUaccessProperty`

### `CUaccessPolicyWindow_v1::hitProp`

[CUaccessProperty](#) set for hit.

### `float CUaccessPolicyWindow_v1::hitRatio`

`hitRatio` specifies percentage of lines assigned `hitProp`, rest are assigned `missProp`.

### `CUaccessProperty`

### `CUaccessPolicyWindow_v1::missProp`

[CUaccessProperty](#) set for miss. Must be either `NORMAL` or `STREAMING`

### `size_t CUaccessPolicyWindow_v1::num_bytes`

Size in bytes of the window policy. CUDA driver may restrict the maximum size and alignment.

## 7.2. CUarrayMapInfo\_v1 Struct Reference

Specifies the CUDA array or CUDA mipmapped array memory mapping information

**unsigned int CUarrayMapInfo\_v1::deviceBitMask**

Device ordinal bit mask

**unsigned int CUarrayMapInfo\_v1::extentDepth**

Depth in elements

**unsigned int CUarrayMapInfo\_v1::extentHeight**

Height in elements

**unsigned int CUarrayMapInfo\_v1::extentWidth**

Width in elements

**unsigned int CUarrayMapInfo\_v1::flags**

flags for future use, must be zero now.

**unsigned int CUarrayMapInfo\_v1::layer**

For CUDA layered arrays must be a valid layer index. Otherwise, must be zero

**unsigned int CUarrayMapInfo\_v1::level**

For CUDA mipmapped arrays must a valid mipmap level. For CUDA arrays must be zero

**CUmemHandleType**

**CUarrayMapInfo\_v1::memHandleType**

Memory handle type

**CUmemOperationType**

**CUarrayMapInfo\_v1::memOperationType**

Memory operation type

`unsigned long long CUarrayMapInfo_v1::offset`

Offset within mip tail

Offset within the memory

`unsigned int CUarrayMapInfo_v1::offsetX`

Starting X offset in elements

`unsigned int CUarrayMapInfo_v1::offsetY`

Starting Y offset in elements

`unsigned int CUarrayMapInfo_v1::offsetZ`

Starting Z offset in elements

`unsigned int CUarrayMapInfo_v1::reserved`

Reserved for future use, must be zero now.

`CUresourcetype CUarrayMapInfo_v1::resourceType`

Resource type

`unsigned long long CUarrayMapInfo_v1::size`

Extent in bytes

`CUarraySparseSubresourceType`

`CUarrayMapInfo_v1::subresourceType`

Sparse subresource type

## 7.3. `CUDA_ARRAY3D_DESCRIPTOR_v2` Struct Reference

3D array descriptor

`size_t CUDA_ARRAY3D_DESCRIPTOR_v2::Depth`

Depth of 3D array

`unsigned int`

`CUDA_ARRAY3D_DESCRIPTOR_v2::Flags`

Flags

`CUarray_format`

`CUDA_ARRAY3D_DESCRIPTOR_v2::Format`

Array format

`size_t CUDA_ARRAY3D_DESCRIPTOR_v2::Height`

Height of 3D array

`unsigned int`

`CUDA_ARRAY3D_DESCRIPTOR_v2::NumChannels`

Channels per array element

`size_t CUDA_ARRAY3D_DESCRIPTOR_v2::Width`

Width of 3D array

## 7.4. `CUDA_ARRAY_DESCRIPTOR_v2` Struct Reference

Array descriptor

`CUarray_format`

`CUDA_ARRAY_DESCRIPTOR_v2::Format`

Array format

`size_t CUDA_ARRAY_DESCRIPTOR_v2::Height`

Height of array

`unsigned int`

`CUDA_ARRAY_DESCRIPTOR_v2::NumChannels`

Channels per array element

`size_t CUDA_ARRAY_DESCRIPTOR_v2::Width`

Width of array

## 7.5. `CUDA_ARRAY_MEMORY_REQUIREMENTS_v1` Struct Reference

CUDA array memory requirements

`size_t`

`CUDA_ARRAY_MEMORY_REQUIREMENTS_v1::alignment`

alignment requirement

`size_t`

`CUDA_ARRAY_MEMORY_REQUIREMENTS_v1::size`

Total required memory size

## 7.6. `CUDA_ARRAY_SPARSE_PROPERTIES_v1` Struct Reference

CUDA array sparse properties

`unsigned int`

`CUDA_ARRAY_SPARSE_PROPERTIES_v1::depth`

Depth of sparse tile in elements

unsigned int

`CUDA_ARRAY_SPARSE_PROPERTIES_v1::flags`

Flags will either be zero or `CUDA_ARRAY_SPARSE_PROPERTIES_SINGLE_MIPTAIL`

unsigned int

`CUDA_ARRAY_SPARSE_PROPERTIES_v1::height`

Height of sparse tile in elements

unsigned int

`CUDA_ARRAY_SPARSE_PROPERTIES_v1::mipTailFirstLevel`

First mip level at which the mip tail begins.

unsigned long long

`CUDA_ARRAY_SPARSE_PROPERTIES_v1::mipTailSize`

Total size of the mip tail.

unsigned int

`CUDA_ARRAY_SPARSE_PROPERTIES_v1::width`

Width of sparse tile in elements

## 7.7. `CUDA_EXT_SEM_SIGNAL_NODE_PARAMS_v1` Struct Reference

Semaphore signal node parameters

`CUexternalSemaphore`

`*CUDA_EXT_SEM_SIGNAL_NODE_PARAMS_v1::extSemArray`

Array of external semaphore handles.

unsigned int

CUDA\_EXT\_SEM\_SIGNAL\_NODE\_PARAMS\_v1::numExtSems

Number of handles and parameters supplied in extSemArray and paramsArray.

const

CUDA\_EXTERNAL\_SEMAPHORE\_SIGNAL\_PARAMS

\*CUDA\_EXT\_SEM\_SIGNAL\_NODE\_PARAMS\_v1::paramsArray

Array of external semaphore signal parameters.

## 7.8. CUDA\_EXT\_SEM\_WAIT\_NODE\_PARAMS\_v1 Struct Reference

Semaphore wait node parameters

CUexternalSemaphore

\*CUDA\_EXT\_SEM\_WAIT\_NODE\_PARAMS\_v1::extSemArray

Array of external semaphore handles.

unsigned int

CUDA\_EXT\_SEM\_WAIT\_NODE\_PARAMS\_v1::numExtSems

Number of handles and parameters supplied in extSemArray and paramsArray.

const

CUDA\_EXTERNAL\_SEMAPHORE\_WAIT\_PARAMS

\*CUDA\_EXT\_SEM\_WAIT\_NODE\_PARAMS\_v1::paramsArray

Array of external semaphore wait parameters.

## 7.9. CUDA\_EXTERNAL\_MEMORY\_BUFFER\_DESC Struct Reference

External memory buffer descriptor

unsigned int

CUDA\_EXTERNAL\_MEMORY\_BUFFER\_DESC\_v1::flags

Flags reserved for future use. Must be zero.

unsigned long long

CUDA\_EXTERNAL\_MEMORY\_BUFFER\_DESC\_v1::offset

Offset into the memory object where the buffer's base is

unsigned long long

CUDA\_EXTERNAL\_MEMORY\_BUFFER\_DESC\_v1::size

Size of the buffer

## 7.10. CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC Struct Reference

External memory handle descriptor

int

CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC\_v1::fd

File descriptor referencing the memory object. Valid when type is

[CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_OPAQUE\\_FD](#)

unsigned int

CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC\_v1::flags

Flags must either be zero or [CUDA\\_EXTERNAL\\_MEMORY\\_DEDICATED](#)



void

\*CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC\_v1::handle

Valid NT handle. Must be NULL if 'name' is non-NULL

const void

\*CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC\_v1::name

Name of a valid memory object. Must be NULL if 'handle' is non-NULL.

const void

\*CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC\_v1::nvSciBufObj

A handle representing an NvSciBuf Object. Valid when type is  
CUDA\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_NVSCIBUF

unsigned long long

CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC\_v1::size

Size of the memory allocation

CUexternalMemoryHandleType

CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC\_v1::type

Type of the handle

CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC\_v1::@12::@13

CUDA\_EXTERNAL\_MEMORY\_HANDLE\_DESC\_v1::win32

Win32 handle referencing the semaphore object. Valid when type is one of the following:

- ▶ CUDA\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_OPAQUE\_WIN32
- ▶ CUDA\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_OPAQUE\_WIN32\_KMT
- ▶ CUDA\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_D3D12\_HEAP
- ▶ CUDA\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_D3D12\_RESOURCE
- ▶ CUDA\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_D3D11\_RESOURCE
- ▶ CUDA\_EXTERNAL\_MEMORY\_HANDLE\_TYPE\_D3D11\_RESOURCE\_KMT

Exactly one of 'handle' and 'name' must be non-NULL. If type is one of the

following: [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_OPAQUE\\_WIN32\\_KMT](#)  
[CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_D3D11\\_RESOURCE\\_KMT](#) then 'name' must be  
 NULL.

## 7.11. [CUDA\\_EXTERNAL\\_MEMORY\\_MIPMAPPED\\_ARRAY\\_DESC\\_V1](#) Struct Reference

External memory mipmap descriptor

```
struct CUDA_ARRAY3D_DESCRIPTOR
  CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC_v1::array_desc
```

Format, dimension and type of base level of the mipmap chain

```
unsigned int
  CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC_v1::num_levels
```

Total number of levels in the mipmap chain

```
unsigned long long
  CUDA_EXTERNAL_MEMORY_MIPMAPPED_ARRAY_DESC_v1::offset
```

Offset into the memory object where the base level of the mipmap chain is.

## 7.12. [CUDA\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_DESCRIPTOR\\_V1](#) Struct Reference

External semaphore handle descriptor

```
int
  CUDA_EXTERNAL_SEMAPHORE_HANDLE_DESCRIPTOR_V1::fd
```

File descriptor referencing the semaphore object. Valid when type is one of the following:

- ▶ [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_OPAQUE\\_FD](#)
- ▶ [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_TIMELINE\\_SEMAPHORE\\_FD](#)

unsigned int

CUDA\_EXTERNAL\_SEMAPHORE\_HANDLE\_DESC\_v1::flags

Flags reserved for the future. Must be zero.

void

\*CUDA\_EXTERNAL\_SEMAPHORE\_HANDLE\_DESC\_v1::handle

Valid NT handle. Must be NULL if 'name' is non-NULL

const void

\*CUDA\_EXTERNAL\_SEMAPHORE\_HANDLE\_DESC\_v1::name

Name of a valid synchronization primitive. Must be NULL if 'handle' is non-NULL.

const void

\*CUDA\_EXTERNAL\_SEMAPHORE\_HANDLE\_DESC\_v1::nvSciSy

Valid NvSciSyncObj. Must be non NULL

CUexternalSemaphoreHandleType

CUDA\_EXTERNAL\_SEMAPHORE\_HANDLE\_DESC\_v1::type

Type of the handle

CUDA\_EXTERNAL\_SEMAPHORE\_HANDLE\_DESC\_v1::@14::@15

CUDA\_EXTERNAL\_SEMAPHORE\_HANDLE\_DESC\_v1::win32

Win32 handle referencing the semaphore object. Valid when type is one of the following:

- ▶ [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_OPAQUE\\_WIN32](#)
- ▶ [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_OPAQUE\\_WIN32\\_KMT](#)
- ▶ [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D12\\_FENCE](#)
- ▶ [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D11\\_FENCE](#)
- ▶ [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D11\\_KEYED\\_MUTEX](#)
- ▶ [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_TIMELINE\\_SEMAPHORE\\_WIN32](#) Exactly one of 'handle' and 'name' must be non-NULL. If type is one of the following:

- ▶ [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_OPAQUE\\_WIN32\\_KMT](#)
- ▶ [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_D3D11\\_KEYED\\_MUTEX\\_KMT](#) then 'name' must be NULL.

## 7.13. [CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS](#) Struct Reference

External semaphore signal parameters

void

[\\*CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1::fence](#)

Pointer to [NvSciSyncFence](#). Valid if [CUexternalSemaphoreHandleType](#) is of type [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_NVSCISYNC](#).

[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1::@16::@17](#)  
[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1::fence](#)

Parameters for fence objects

unsigned int

[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1::flags](#)

Only when [CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS](#) is used to signal a [CUexternalSemaphore](#) of type [CU\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_TYPE\\_NVSCISYNC](#), the valid flag is [CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_SKIP\\_NVSCIBUF\\_MEMSYNC](#) which indicates that while signaling the [CUexternalSemaphore](#), no memory synchronization operations should be performed for any external memory object imported as [CU\\_EXTERNAL\\_MEMORY\\_HANDLE\\_TYPE\\_NVSCIBUF](#). For all other types of [CUexternalSemaphore](#), flags must be zero.

unsigned long long

[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1::key](#)

Value of key to release the mutex with

`CUDA_EXTERNAL_SEMAPHORE_SIGNAL_PARAMS_v1::@16::@`  
`CUDA_EXTERNAL_SEMAPHORE_SIGNAL_PARAMS_v1::keyedM`

Parameters for keyed mutex objects

`unsigned long long`

`CUDA_EXTERNAL_SEMAPHORE_SIGNAL_PARAMS_v1::value`

Value of fence to be signaled

## 7.14. `CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS` Struct Reference

External semaphore wait parameters

`CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1::@20::@21`  
`CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1::fence`

Parameters for fence objects

`unsigned int`

`CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1::flags`

Only when `CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS` is used to wait on a [CUexternalSemaphore](#) of type `CU_EXTERNAL_SEMAPHORE_HANDLE_TYPE_NVSCISYNC`, the valid flag is `CUDA_EXTERNAL_SEMAPHORE_WAIT_SKIP_NVSCIBUF_MEMSYNC` which indicates that while waiting for the [CUexternalSemaphore](#), no memory synchronization operations should be performed for any external memory object imported as `CU_EXTERNAL_MEMORY_HANDLE_TYPE_NVSCIBUF`. For all other types of [CUexternalSemaphore](#), flags must be zero.

`unsigned long long`

`CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1::key`

Value of key to acquire the mutex with

```

CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1::@20::@23
CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1::keyedMut

```

Parameters for keyed mutex objects

```

CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1::@20::@22
CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1::nvSciSyn

```

Pointer to NvSciSyncFence. Valid if CUexternalSemaphoreHandleType is of type CU\_EXTERNAL\_SEMAPHORE\_HANDLE\_TYPE\_NVSCISYNC.

unsigned int

```

CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1::timeoutM

```

Timeout in milliseconds to wait to acquire the mutex

unsigned long long

```

CUDA_EXTERNAL_SEMAPHORE_WAIT_PARAMS_v1::value

```

Value of fence to be waited on

## 7.15. CUDA\_HOST\_NODE\_PARAMS\_v1 Struct Reference

Host node parameters

```

CUhostFn CUDA_HOST_NODE_PARAMS_v1::fn

```

The function to call when the node executes

```

void *CUDA_HOST_NODE_PARAMS_v1::userData

```

Argument to pass to the function

## 7.16. CUDA\_KERNEL\_NODE\_PARAMS\_v1 Struct Reference

GPU kernel node parameters

unsigned int

CUDA\_KERNEL\_NODE\_PARAMS\_v1::blockDimX

X dimension of each thread block

unsigned int

CUDA\_KERNEL\_NODE\_PARAMS\_v1::blockDimY

Y dimension of each thread block

unsigned int

CUDA\_KERNEL\_NODE\_PARAMS\_v1::blockDimZ

Z dimension of each thread block

\*\*CUDA\_KERNEL\_NODE\_PARAMS\_v1::extra

Extra options

CUfunction CUDA\_KERNEL\_NODE\_PARAMS\_v1::func

Kernel to launch

unsigned int

CUDA\_KERNEL\_NODE\_PARAMS\_v1::gridDimX

Width of grid in blocks

unsigned int

CUDA\_KERNEL\_NODE\_PARAMS\_v1::gridDimY

Height of grid in blocks

unsigned int  
 CUDA\_KERNEL\_NODE\_PARAMS\_v1::gridDimZ

Depth of grid in blocks

\*\*CUDA\_KERNEL\_NODE\_PARAMS\_v1::kernelParams

Array of pointers to kernel parameters

unsigned int  
 CUDA\_KERNEL\_NODE\_PARAMS\_v1::sharedMemBytes

Dynamic shared-memory size per thread block in bytes

## 7.17. CUDA\_LAUNCH\_PARAMS\_v1 Struct Reference

Kernel launch parameters

unsigned int  
 CUDA\_LAUNCH\_PARAMS\_v1::blockDimX

X dimension of each thread block

unsigned int CUDA\_LAUNCH\_PARAMS\_v1::blockDimY

Y dimension of each thread block

unsigned int  
 CUDA\_LAUNCH\_PARAMS\_v1::blockDimZ

Z dimension of each thread block

CUfunction CUDA\_LAUNCH\_PARAMS\_v1::function

Kernel to launch



`unsigned int CUDA_LAUNCH_PARAMS_v1::gridDimX`

Width of grid in blocks

`unsigned int CUDA_LAUNCH_PARAMS_v1::gridDimY`

Height of grid in blocks

`unsigned int CUDA_LAUNCH_PARAMS_v1::gridDimZ`

Depth of grid in blocks

`CUstream CUDA_LAUNCH_PARAMS_v1::hStream`

Stream identifier

`**CUDA_LAUNCH_PARAMS_v1::kernelParams`

Array of pointers to kernel parameters

`unsigned int`

`CUDA_LAUNCH_PARAMS_v1::sharedMemBytes`

Dynamic shared-memory size per thread block in bytes

## 7.18. CUDA\_MEM\_ALLOC\_NODE\_PARAMS Struct Reference

Memory allocation node parameters

`size_t`

`CUDA_MEM_ALLOC_NODE_PARAMS::accessDescCount`

in: number of memory access descriptors. Must not exceed the number of GPUs.

`const CUmemAccessDesc`

`*CUDA_MEM_ALLOC_NODE_PARAMS::accessDescs`

in: array of memory access descriptors. Used to describe peer GPU access

`size_t CUDA_MEM_ALLOC_NODE_PARAMS::bytesize`

in: size in bytes of the requested allocation

`CUdeviceptr`

`CUDA_MEM_ALLOC_NODE_PARAMS::dptr`

out: address of the allocation returned by CUDA

`struct CUmemPoolProps`

`CUDA_MEM_ALLOC_NODE_PARAMS::poolProps`

in: location where the allocation should reside (specified in location). handleTypes must be `CU_MEM_HANDLE_TYPE_NONE`. IPC is not supported.

## 7.19. `CUDA_MEMCPY2D_v2` Struct Reference

2D memory copy parameters

`CUarray CUDA_MEMCPY2D_v2::dstArray`

Destination array reference

`CUdeviceptr CUDA_MEMCPY2D_v2::dstDevice`

Destination device pointer

`void *CUDA_MEMCPY2D_v2::dstHost`

Destination host pointer

`CUmemorytype`

`CUDA_MEMCPY2D_v2::dstMemoryType`

Destination memory type (host, device, array)

`size_t CUDA_MEMCPY2D_v2::dstPitch`

Destination pitch (ignored when dst is array)

`size_t CUDA_MEMCPY2D_v2::dstXInBytes`

Destination X in bytes

`size_t CUDA_MEMCPY2D_v2::dstY`

Destination Y

`size_t CUDA_MEMCPY2D_v2::Height`

Height of 2D memory copy

`CUarray CUDA_MEMCPY2D_v2::srcArray`

Source array reference

`CUdeviceptr CUDA_MEMCPY2D_v2::srcDevice`

Source device pointer

`const void *CUDA_MEMCPY2D_v2::srcHost`

Source host pointer

`CUmemorytype`

`CUDA_MEMCPY2D_v2::srcMemoryType`

Source memory type (host, device, array)

`size_t CUDA_MEMCPY2D_v2::srcPitch`

Source pitch (ignored when src is array)

`size_t CUDA_MEMCPY2D_v2::srcXInBytes`

Source X in bytes

`size_t CUDA_MEMCPY2D_v2::srcY`

Source Y

`size_t CUDA_MEMCPY2D_v2::WidthInBytes`

Width of 2D memory copy in bytes

## 7.20. `CUDA_MEMCPY3D_PEER_v1` Struct Reference

3D memory cross-context copy parameters

`size_t CUDA_MEMCPY3D_PEER_v1::Depth`

Depth of 3D memory copy

`CUarray CUDA_MEMCPY3D_PEER_v1::dstArray`

Destination array reference

`CUcontext CUDA_MEMCPY3D_PEER_v1::dstContext`

Destination context (ignored with `dstMemoryType` is `CU_MEMORYTYPE_ARRAY`)

`CUdeviceptr CUDA_MEMCPY3D_PEER_v1::dstDevice`

Destination device pointer

`size_t CUDA_MEMCPY3D_PEER_v1::dstHeight`

Destination height (ignored when `dst` is array; may be 0 if `Depth==1`)

`void *CUDA_MEMCPY3D_PEER_v1::dstHost`

Destination host pointer

`size_t CUDA_MEMCPY3D_PEER_v1::dstLOD`

Destination LOD

`CUmemorytype`

`CUDA_MEMCPY3D_PEER_v1::dstMemoryType`

Destination memory type (host, device, array)

`size_t CUDA_MEMCPY3D_PEER_v1::dstPitch`

Destination pitch (ignored when dst is array)

`size_t CUDA_MEMCPY3D_PEER_v1::dstXInBytes`

Destination X in bytes

`size_t CUDA_MEMCPY3D_PEER_v1::dstY`

Destination Y

`size_t CUDA_MEMCPY3D_PEER_v1::dstZ`

Destination Z

`size_t CUDA_MEMCPY3D_PEER_v1::Height`

Height of 3D memory copy

`CUarray CUDA_MEMCPY3D_PEER_v1::srcArray`

Source array reference

`CUcontext CUDA_MEMCPY3D_PEER_v1::srcContext`

Source context (ignored with srcMemoryType is [CU\\_MEMORYTYPE\\_ARRAY](#))

`CUdeviceptr CUDA_MEMCPY3D_PEER_v1::srcDevice`

Source device pointer

`size_t CUDA_MEMCPY3D_PEER_v1::srcHeight`

Source height (ignored when src is array; may be 0 if Depth==1)

`const void *CUDA_MEMCPY3D_PEER_v1::srcHost`

Source host pointer

`size_t CUDA_MEMCPY3D_PEER_v1::srcLOD`

Source LOD

`CUmemorytype`

`CUDA_MEMCPY3D_PEER_v1::srcMemoryType`

Source memory type (host, device, array)

`size_t CUDA_MEMCPY3D_PEER_v1::srcPitch`

Source pitch (ignored when src is array)

`size_t CUDA_MEMCPY3D_PEER_v1::srcXInBytes`

Source X in bytes

`size_t CUDA_MEMCPY3D_PEER_v1::srcY`

Source Y

`size_t CUDA_MEMCPY3D_PEER_v1::srcZ`

Source Z

`size_t CUDA_MEMCPY3D_PEER_v1::WidthInBytes`

Width of 3D memory copy in bytes

## 7.21. `CUDA_MEMCPY3D_v2` Struct Reference

3D memory copy parameters

`size_t CUDA_MEMCPY3D_v2::Depth`

Depth of 3D memory copy

`CUarray CUDA_MEMCPY3D_v2::dstArray`

Destination array reference

`CUdeviceptr CUDA_MEMCPY3D_v2::dstDevice`

Destination device pointer

`size_t CUDA_MEMCPY3D_v2::dstHeight`

Destination height (ignored when dst is array; may be 0 if Depth==1)

`void *CUDA_MEMCPY3D_v2::dstHost`

Destination host pointer

`size_t CUDA_MEMCPY3D_v2::dstLOD`

Destination LOD

`CUmemorytype`

`CUDA_MEMCPY3D_v2::dstMemoryType`

Destination memory type (host, device, array)

`size_t CUDA_MEMCPY3D_v2::dstPitch`

Destination pitch (ignored when dst is array)

`size_t CUDA_MEMCPY3D_v2::dstXInBytes`

Destination X in bytes

`size_t CUDA_MEMCPY3D_v2::dstY`

Destination Y

`size_t CUDA_MEMCPY3D_v2::dstZ`

Destination Z

`size_t CUDA_MEMCPY3D_v2::Height`

Height of 3D memory copy

`void *CUDA_MEMCPY3D_v2::reserved0`

Must be NULL

`void *CUDA_MEMCPY3D_v2::reserved1`

Must be NULL

`CUarray CUDA_MEMCPY3D_v2::srcArray`

Source array reference

`CUdeviceptr CUDA_MEMCPY3D_v2::srcDevice`

Source device pointer

`size_t CUDA_MEMCPY3D_v2::srcHeight`

Source height (ignored when src is array; may be 0 if Depth==1)

`const void *CUDA_MEMCPY3D_v2::srcHost`

Source host pointer

`size_t CUDA_MEMCPY3D_v2::srcLOD`

Source LOD

`CUmemorytype`

`CUDA_MEMCPY3D_v2::srcMemoryType`

Source memory type (host, device, array)

`size_t CUDA_MEMCPY3D_v2::srcPitch`

Source pitch (ignored when src is array)

`size_t CUDA_MEMCPY3D_v2::srcXInBytes`

Source X in bytes

`size_t CUDA_MEMCPY3D_v2::srcY`

Source Y



`size_t CUDA_MEMCPY3D_v2::srcZ`

Source Z

`size_t CUDA_MEMCPY3D_v2::WidthInBytes`

Width of 3D memory copy in bytes

## 7.22. `CUDA_MEMSET_NODE_PARAMS_v1` Struct Reference

Memset node parameters

`CUdeviceptr CUDA_MEMSET_NODE_PARAMS_v1::dst`

Destination device pointer

`unsigned int`

`CUDA_MEMSET_NODE_PARAMS_v1::elementSize`

Size of each element in bytes. Must be 1, 2, or 4.

`size_t CUDA_MEMSET_NODE_PARAMS_v1::height`

Number of rows

`size_t CUDA_MEMSET_NODE_PARAMS_v1::pitch`

Pitch of destination device pointer. Unused if height is 1

`unsigned int`

`CUDA_MEMSET_NODE_PARAMS_v1::value`

Value to be set

`size_t CUDA_MEMSET_NODE_PARAMS_v1::width`

Width of the row in elements

## 7.23. CUDA\_POINTER\_ATTRIBUTE\_P2P\_TOKENS Struct Reference

GPU Direct v3 tokens

## 7.24. CUDA\_RESOURCE\_DESC\_v1 Struct Reference

CUDA Resource descriptor

`CUdeviceptr CUDA_RESOURCE_DESC_v1::devPtr`

Device pointer

`unsigned int CUDA_RESOURCE_DESC_v1::flags`

Flags (must be zero)

`CUarray_format CUDA_RESOURCE_DESC_v1::format`

Array format

`CUarray CUDA_RESOURCE_DESC_v1::hArray`

CUDA array

`size_t CUDA_RESOURCE_DESC_v1::height`

Height of the array in elements

`CUmipmappedArray`

`CUDA_RESOURCE_DESC_v1::hMipmappedArray`

CUDA mipmapped array

unsigned int

CUDA\_RESOURCE\_DESC\_v1::numChannels

Channels per array element

size\_t CUDA\_RESOURCE\_DESC\_v1::pitchInBytes

Pitch between two rows in bytes

CUresourcetype

CUDA\_RESOURCE\_DESC\_v1::resType

Resource type

size\_t CUDA\_RESOURCE\_DESC\_v1::sizeInBytes

Size in bytes

size\_t CUDA\_RESOURCE\_DESC\_v1::width

Width of the array in elements

## 7.25. CUDA\_RESOURCE\_VIEW\_DESC\_v1 Struct Reference

Resource view descriptor

size\_t CUDA\_RESOURCE\_VIEW\_DESC\_v1::depth

Depth of the resource view

unsigned int

CUDA\_RESOURCE\_VIEW\_DESC\_v1::firstLayer

First layer index

unsigned int  
CUDA\_RESOURCE\_VIEW\_DESC\_v1::firstMipmapLevel

First defined mipmap level

CUresourceViewFormat  
CUDA\_RESOURCE\_VIEW\_DESC\_v1::format

Resource view format

size\_t CUDA\_RESOURCE\_VIEW\_DESC\_v1::height

Height of the resource view

unsigned int  
CUDA\_RESOURCE\_VIEW\_DESC\_v1::lastLayer

Last layer index

unsigned int  
CUDA\_RESOURCE\_VIEW\_DESC\_v1::lastMipmapLevel

Last defined mipmap level

size\_t CUDA\_RESOURCE\_VIEW\_DESC\_v1::width

Width of the resource view

## 7.26. CUDA\_TEXTURE\_DESC\_v1 Struct Reference

Texture descriptor

CUaddress\_mode  
CUDA\_TEXTURE\_DESC\_v1::addressMode

Address modes

`float CUDA_TEXTURE_DESC_v1::borderColor`

Border Color

`CUfilter_mode CUDA_TEXTURE_DESC_v1::filterMode`

Filter mode

`unsigned int CUDA_TEXTURE_DESC_v1::flags`

Flags

`unsigned int`

`CUDA_TEXTURE_DESC_v1::maxAnisotropy`

Maximum anisotropy ratio

`float`

`CUDA_TEXTURE_DESC_v1::maxMipmapLevelClamp`

Mipmap maximum level clamp

`float`

`CUDA_TEXTURE_DESC_v1::minMipmapLevelClamp`

Mipmap minimum level clamp

`CUfilter_mode`

`CUDA_TEXTURE_DESC_v1::mipmapFilterMode`

Mipmap filter mode

`float CUDA_TEXTURE_DESC_v1::mipmapLevelBias`

Mipmap level bias

## 7.27. CUdevprop\_v1 Struct Reference

Legacy device properties

**int CUdevprop\_v1::clockRate**

Clock frequency in kilohertz

**int CUdevprop\_v1::maxGridSize**

Maximum size of each dimension of a grid

**int CUdevprop\_v1::maxThreadsDim**

Maximum size of each dimension of a block

**int CUdevprop\_v1::maxThreadsPerBlock**

Maximum number of threads per block

**int CUdevprop\_v1::memPitch**

Maximum pitch in bytes allowed by memory copies

**int CUdevprop\_v1::regsPerBlock**

32-bit registers available per block

**int CUdevprop\_v1::sharedMemPerBlock**

Shared memory available per block in bytes

**int CUdevprop\_v1::SIMDWidth**

Warp size in threads

**int CUdevprop\_v1::textureAlign**

Alignment requirement for textures

**int CUdevprop\_v1::totalConstantMemory**

Constant memory available on device in bytes

## 7.28. CUeglFrame\_v1 Struct Reference

CUDA EGLFrame structure Descriptor - structure defining one frame of EGL.

Each frame may contain one or more planes depending on whether the surface \* is Multiplanar or not.

### CUarray\_format CUeglFrame\_v1::cuFormat

CUDA Array Format

### unsigned int CUeglFrame\_v1::depth

Depth of first plane

### CUeglColorFormat CUeglFrame\_v1::eglColorFormat

CUDA EGL Color Format

### CUeglFrameType CUeglFrame\_v1::frameType

Array or Pitch

### unsigned int CUeglFrame\_v1::height

Height of first plane

### unsigned int CUeglFrame\_v1::numChannels

Number of channels for the plane

### CUarray CUeglFrame\_v1::pArray

Array of CUarray corresponding to each plane

### unsigned int CUeglFrame\_v1::pitch

Pitch of first plane

### unsigned int CUeglFrame\_v1::planeCount

Number of planes

`void *CUeglFrame_v1::pPitch`

Array of Pointers corresponding to each plane

`unsigned int CUeglFrame_v1::width`

Width of first plane

## 7.29. CUexecAffinityParam\_v1 Struct Reference

Execution Affinity Parameters

## 7.30. CUexecAffinitySmCount\_v1 Struct Reference

Value for `CU_EXEC_AFFINITY_TYPE_SM_COUNT`

`unsigned int CUexecAffinitySmCount_v1::val`

The number of SMs the context is limited to use.

## 7.31. CUipcEventHandle\_v1 Struct Reference

CUDA IPC event handle

## 7.32. CUipcMemHandle\_v1 Struct Reference

CUDA IPC mem handle



## 7.33. CUkernelNodeAttrValue\_v1 Union Reference

Graph kernel node attributes union, used with `cuKernelNodeSetAttribute/`  
`cuKernelNodeGetAttribute`

```
struct CUaccessPolicyWindow
CUkernelNodeAttrValue_v1::accessPolicyWindow
```

Attribute `CUaccessPolicyWindow`.

```
int CUkernelNodeAttrValue_v1::cooperative
```

Nonzero indicates a cooperative kernel (see [cuLaunchCooperativeKernel](#)).

```
int CUkernelNodeAttrValue_v1::priority
```

Execution priority of the kernel.

## 7.34. CUmемAccessDesc\_v1 Struct Reference

Memory access descriptor

```
CUmемAccess_flags CUmемAccessDesc_v1::flags
```

`CUmемProt` accessibility flags to set on the request

```
struct CUmемLocation
CUmемAccessDesc_v1::location
```

Location on which the request is to change it's accessibility

## 7.35. CUmemAllocationProp\_v1 Struct Reference

Specifies the allocation properties for a allocation.

unsigned char

CUmemAllocationProp\_v1::compressionType

Allocation hint for requesting compressible memory. On devices that support Compute Data Compression, compressible memory can be used to accelerate accesses to data with unstructured sparsity and other compressible data patterns. Applications are expected to query allocation property of the handle obtained with [cuMemCreate](#) using [cuMemGetAllocationPropertiesFromHandle](#) to validate if the obtained allocation is compressible or not. Note that compressed memory may not be mappable on all devices.

struct CUmemLocation

CUmemAllocationProp\_v1::location

Location of allocation

CUmemAllocationHandleType

CUmemAllocationProp\_v1::requestedHandleTypes

requested [CUmemAllocationHandleType](#)

CUmemAllocationType

CUmemAllocationProp\_v1::type

Allocation type

unsigned short CUmemAllocationProp\_v1::usage

Bitmask indicating intended usage for this allocation

void

\*CUmemAllocationProp\_v1::win32HandleMetaData

Windows-specific POBJECT\_ATTRIBUTES required when [CU\\_MEM\\_HANDLE\\_TYPE\\_WIN32](#) is specified. This object attributes structure includes security attributes that define the scope of which exported allocations may be transferred to other processes. In all other cases, this field is required to be zero.

## 7.36. CUmemLocation\_v1 Struct Reference

Specifies a memory location.

int CUmemLocation\_v1::id

identifier for a given this location's [CUmemLocationType](#).

CUmemLocationType CUmemLocation\_v1::type

Specifies the location type, which modifies the meaning of id.

## 7.37. CUmemPoolProps\_v1 Struct Reference

Specifies the properties of allocations made from the pool.

CUmemAllocationType

CUmemPoolProps\_v1::allocType

Allocation type. Currently must be specified as [CU\\_MEM\\_ALLOCATION\\_TYPE\\_PINNED](#)

CUmemAllocationHandleType

CUmemPoolProps\_v1::handleTypes

Handle types that will be supported by allocations from the pool.

```
struct CUmemLocation
CUmemPoolProps_v1::location
```

Location where allocations should reside.

```
unsigned char CUmemPoolProps_v1::reserved
```

reserved for future use, must be 0

```
void *CUmemPoolProps_v1::win32SecurityAttributes
```

Windows-specific LPSECURITY\_ATTRIBUTES required when `CU_MEM_HANDLE_TYPE_WIN32` is specified. This security attribute defines the scope of which exported allocations may be transferred to other processes. In all other cases, this field is required to be zero.

## 7.38. CUmemPoolPtrExportData\_v1 Struct Reference

Opaque data for exporting a pool allocation

## 7.39. CUstreamAttrValue\_v1 Union Reference

Stream attributes union, used with [cuStreamSetAttribute/cuStreamGetAttribute](#)

```
struct CUaccessPolicyWindow
CUstreamAttrValue_v1::accessPolicyWindow
```

Attribute CUaccessPolicyWindow.

```
CUsynchronizationPolicy
CUstreamAttrValue_v1::syncPolicy
```

Value for [CU\\_STREAM\\_ATTRIBUTE\\_SYNCHRONIZATION\\_POLICY](#).

## 7.40. CUstreamBatchMemOpParams\_v1 Union Reference

Per-operation parameters for [cuStreamBatchMemOp](#)

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# Chapter 8. Data Fields

Here is a list of all documented struct and union fields with links to the struct/union documentation for each field:

## A

### **accessDescCount**

[CUDA\\_MEM\\_ALLOC\\_NODE\\_PARAMS](#)

### **accessDescs**

[CUDA\\_MEM\\_ALLOC\\_NODE\\_PARAMS](#)

### **accessPolicyWindow**

[CUstreamAttrValue\\_v1](#)

[CUkernelNodeAttrValue\\_v1](#)

### **addressMode**

[CUDA\\_TEXTURE\\_DESC\\_v1](#)

### **alignment**

[CUDA\\_ARRAY\\_MEMORY\\_REQUIREMENTS\\_v1](#)

### **allocType**

[CUmempoolProps\\_v1](#)

### **arrayDesc**

[CUDA\\_EXTERNAL\\_MEMORY\\_MIPMAPPED\\_ARRAY\\_DESC\\_v1](#)

## B

### **base\_ptr**

[CUaccessPolicyWindow\\_v1](#)

### **blockDimX**

[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)

[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)

### **blockDimY**

[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)

[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)

### **blockDimZ**

[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)

[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)

**borderColor**[CUDA\\_TEXTURE\\_DESC\\_v1](#)**bytesize**[CUDA\\_MEM\\_ALLOC\\_NODE\\_PARAMS](#)**C****clockRate**[CUdevprop\\_v1](#)**compressionType**[CUmemAllocationProp\\_v1](#)**cooperative**[CUkernelNodeAttrValue\\_v1](#)**cuFormat**[CUeglFrame\\_v1](#)**D****depth**[CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES\\_v1](#)[CUDA\\_RESOURCE\\_VIEW\\_DESC\\_v1](#)**Depth**[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**depth**[CUeglFrame\\_v1](#)**Depth**[CUDA\\_ARRAY3D\\_DESCRIPTOR\\_v2](#)**deviceBitMask**[CUarrayMapInfo\\_v1](#)**devPtr**[CUDA\\_RESOURCE\\_DESC\\_v1](#)**dptr**[CUDA\\_MEM\\_ALLOC\\_NODE\\_PARAMS](#)**dst**[CUDA\\_MEMSET\\_NODE\\_PARAMS\\_v1](#)**dstArray**[CUDA\\_MEMCPY2D\\_v2](#)[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**dstContext**[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**dstDevice**[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)

[CUDA\\_MEMCPY2D\\_v2](#)**dstHeight**[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**dstHost**[CUDA\\_MEMCPY2D\\_v2](#)[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**dstLOD**[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**dstMemoryType**[CUDA\\_MEMCPY2D\\_v2](#)[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**dstPitch**[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)[CUDA\\_MEMCPY2D\\_v2](#)**dstXInBytes**[CUDA\\_MEMCPY2D\\_v2](#)[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**dstY**[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY2D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**dstZ**[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**E****eglColorFormat**[CUeglFrame\\_v1](#)**elementSize**[CUDA\\_MEMSET\\_NODE\\_PARAMS\\_v1](#)**extentDepth**[CUarrayMapInfo\\_v1](#)**extentHeight**[CUarrayMapInfo\\_v1](#)**extentWidth**[CUarrayMapInfo\\_v1](#)



**extra**[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)**extSemArray**[CUDA\\_EXT\\_SEM\\_WAIT\\_NODE\\_PARAMS\\_v1](#)[CUDA\\_EXT\\_SEM\\_SIGNAL\\_NODE\\_PARAMS\\_v1](#)**F****fd**[CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC\\_v1](#)[CUDA\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_DESC\\_v1](#)**fence**[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1](#)[CUDA\\_EXTERNAL\\_SEMAPHORE\\_WAIT\\_PARAMS\\_v1](#)[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1](#)**filterMode**[CUDA\\_TEXTURE\\_DESC\\_v1](#)**firstLayer**[CUDA\\_RESOURCE\\_VIEW\\_DESC\\_v1](#)**firstMipmapLevel**[CUDA\\_RESOURCE\\_VIEW\\_DESC\\_v1](#)**flags**[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1](#)[CUmemAccessDesc\\_v1](#)[CUDA\\_EXTERNAL\\_SEMAPHORE\\_WAIT\\_PARAMS\\_v1](#)**Flags**[CUDA\\_ARRAY3D\\_DESCRIPTOR\\_v2](#)**flags**[CUarrayMapInfo\\_v1](#)[CUDA\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_DESC\\_v1](#)[CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES\\_v1](#)[CUDA\\_RESOURCE\\_DESC\\_v1](#)[CUDA\\_TEXTURE\\_DESC\\_v1](#)[CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC\\_v1](#)[CUDA\\_EXTERNAL\\_MEMORY\\_BUFFER\\_DESC\\_v1](#)**fn**[CUDA\\_HOST\\_NODE\\_PARAMS\\_v1](#)**format**[CUDA\\_RESOURCE\\_DESC\\_v1](#)[CUDA\\_RESOURCE\\_VIEW\\_DESC\\_v1](#)**Format**[CUDA\\_ARRAY3D\\_DESCRIPTOR\\_v2](#)[CUDA\\_ARRAY\\_DESCRIPTOR\\_v2](#)

**frameType**[CUeglFrame\\_v1](#)**func**[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)**function**[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)**G****gridDimX**[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)**gridDimY**[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)**gridDimZ**[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)**H****handle**[CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC\\_v1](#)[CUDA\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_DESC\\_v1](#)**handleTypes**[CUmemPoolProps\\_v1](#)**hArray**[CUDA\\_RESOURCE\\_DESC\\_v1](#)**height**[CUDA\\_RESOURCE\\_VIEW\\_DESC\\_v1](#)**Height**[CUDA\\_ARRAY3D\\_DESCRIPTOR\\_v2](#)[CUDA\\_ARRAY\\_DESCRIPTOR\\_v2](#)**height**[CUeglFrame\\_v1](#)**Height**[CUDA\\_MEMCPY3D\\_v2](#)**height**[CUDA\\_MEMSET\\_NODE\\_PARAMS\\_v1](#)**Height**[CUDA\\_MEMCPY2D\\_v2](#)**height**[CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES\\_v1](#)[CUDA\\_RESOURCE\\_DESC\\_v1](#)

**Height**[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**hitProp**[CUaccessPolicyWindow\\_v1](#)**hitRatio**[CUaccessPolicyWindow\\_v1](#)**hMipmappedArray**[CUDA\\_RESOURCE\\_DESC\\_v1](#)**hStream**[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)**I****id**[CUmemLocation\\_v1](#)**K****kernelParams**[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)**key**[CUDA\\_EXTERNAL\\_SEMAPHORE\\_WAIT\\_PARAMS\\_v1](#)[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1](#)**keyedMutex**[CUDA\\_EXTERNAL\\_SEMAPHORE\\_WAIT\\_PARAMS\\_v1](#)[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1](#)**L****lastLayer**[CUDA\\_RESOURCE\\_VIEW\\_DESC\\_v1](#)**lastMipmapLevel**[CUDA\\_RESOURCE\\_VIEW\\_DESC\\_v1](#)**layer**[CUarrayMapInfo\\_v1](#)**level**[CUarrayMapInfo\\_v1](#)**location**[CUmemPoolProps\\_v1](#)[CUmemAccessDesc\\_v1](#)[CUmemAllocationProp\\_v1](#)**M****maxAnisotropy**[CUDA\\_TEXTURE\\_DESC\\_v1](#)

**maxGridSize**[CUdevprop\\_v1](#)**maxMipmapLevelClamp**[CUDA\\_TEXTURE\\_DESC\\_v1](#)**maxThreadsDim**[CUdevprop\\_v1](#)**maxThreadsPerBlock**[CUdevprop\\_v1](#)**memHandleType**[CUarrayMapInfo\\_v1](#)**memOperationType**[CUarrayMapInfo\\_v1](#)**memPitch**[CUdevprop\\_v1](#)**minMipmapLevelClamp**[CUDA\\_TEXTURE\\_DESC\\_v1](#)**mipmapFilterMode**[CUDA\\_TEXTURE\\_DESC\\_v1](#)**mipmapLevelBias**[CUDA\\_TEXTURE\\_DESC\\_v1](#)**miptailFirstLevel**[CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES\\_v1](#)**miptailSize**[CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES\\_v1](#)**missProp**[CUaccessPolicyWindow\\_v1](#)**N****name**[CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC\\_v1](#)[CUDA\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_DESC\\_v1](#)**num\_bytes**[CUaccessPolicyWindow\\_v1](#)**NumChannels**[CUDA\\_ARRAY\\_DESCRIPTOR\\_v2](#)[CUDA\\_ARRAY3D\\_DESCRIPTOR\\_v2](#)**numChannels**[CUDA\\_RESOURCE\\_DESC\\_v1](#)[CUeglFrame\\_v1](#)**numExtSems**[CUDA\\_EXT\\_SEM\\_SIGNAL\\_NODE\\_PARAMS\\_v1](#)[CUDA\\_EXT\\_SEM\\_WAIT\\_NODE\\_PARAMS\\_v1](#)

**numLevels**[CUDA\\_EXTERNAL\\_MEMORY\\_MIPMAPPED\\_ARRAY\\_DESC\\_v1](#)**nvSciBufObject**[CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC\\_v1](#)**nvSciSync**[CUDA\\_EXTERNAL\\_SEMAPHORE\\_WAIT\\_PARAMS\\_v1](#)**nvSciSyncObj**[CUDA\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_DESC\\_v1](#)**O****offset**[CUDA\\_EXTERNAL\\_MEMORY\\_BUFFER\\_DESC\\_v1](#)[CUDA\\_EXTERNAL\\_MEMORY\\_MIPMAPPED\\_ARRAY\\_DESC\\_v1](#)[CUarrayMapInfo\\_v1](#)**offsetX**[CUarrayMapInfo\\_v1](#)**offsetY**[CUarrayMapInfo\\_v1](#)**offsetZ**[CUarrayMapInfo\\_v1](#)**P****paramsArray**[CUDA\\_EXT\\_SEM\\_SIGNAL\\_NODE\\_PARAMS\\_v1](#)[CUDA\\_EXT\\_SEM\\_WAIT\\_NODE\\_PARAMS\\_v1](#)**pArray**[CUeglFrame\\_v1](#)**pitch**[CUDA\\_MEMSET\\_NODE\\_PARAMS\\_v1](#)[CUeglFrame\\_v1](#)**pitchInBytes**[CUDA\\_RESOURCE\\_DESC\\_v1](#)**planeCount**[CUeglFrame\\_v1](#)**poolProps**[CUDA\\_MEM\\_ALLOC\\_NODE\\_PARAMS](#)**pPitch**[CUeglFrame\\_v1](#)**priority**[CUkernelNodeAttrValue\\_v1](#)

## R

**regsPerBlock**[CUdevprop\\_v1](#)**requestedHandleTypes**[CUmemAllocationProp\\_v1](#)**reserved**[CUmemPoolProps\\_v1](#)[CUarrayMapInfo\\_v1](#)**reserved0**[CUDA\\_MEMCPY3D\\_v2](#)**reserved1**[CUDA\\_MEMCPY3D\\_v2](#)**resourceType**[CUarrayMapInfo\\_v1](#)**resType**[CUDA\\_RESOURCE\\_DESC\\_v1](#)

## S

**sharedMemBytes**[CUDA\\_KERNEL\\_NODE\\_PARAMS\\_v1](#)[CUDA\\_LAUNCH\\_PARAMS\\_v1](#)**sharedMemPerBlock**[CUdevprop\\_v1](#)**SIMDWidth**[CUdevprop\\_v1](#)**size**[CUarrayMapInfo\\_v1](#)[CUDA\\_ARRAY\\_MEMORY\\_REQUIREMENTS\\_v1](#)[CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC\\_v1](#)[CUDA\\_EXTERNAL\\_MEMORY\\_BUFFER\\_DESC\\_v1](#)**sizeInBytes**[CUDA\\_RESOURCE\\_DESC\\_v1](#)**srcArray**[CUDA\\_MEMCPY2D\\_v2](#)[CUDA\\_MEMCPY3D\\_v2](#)[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**srcContext**[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)**srcDevice**[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)[CUDA\\_MEMCPY2D\\_v2](#)[CUDA\\_MEMCPY3D\\_v2](#)

**srcHeight**

[CUDA\\_MEMCPY3D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)

**srcHost**

[CUDA\\_MEMCPY2D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)

**srcLOD**

[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)  
[CUDA\\_MEMCPY3D\\_v2](#)

**srcMemoryType**

[CUDA\\_MEMCPY2D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)

**srcPitch**

[CUDA\\_MEMCPY2D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)  
[CUDA\\_MEMCPY3D\\_v2](#)

**srcXInBytes**

[CUDA\\_MEMCPY2D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)  
[CUDA\\_MEMCPY3D\\_v2](#)

**srcY**

[CUDA\\_MEMCPY2D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)  
[CUDA\\_MEMCPY3D\\_v2](#)

**srcZ**

[CUDA\\_MEMCPY3D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)

**subresourceType**

[CUarrayMapInfo\\_v1](#)

**syncPolicy**

[CUstreamAttrValue\\_v1](#)

**T****textureAlign**

[CUdevprop\\_v1](#)

**timeoutMs**

[CUDA\\_EXTERNAL\\_SEMAPHORE\\_WAIT\\_PARAMS\\_v1](#)

**totalConstantMemory**

[CUdevprop\\_v1](#)

**type**

[CUDA\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_DESC\\_v1](#)

[CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC\\_v1](#)  
[CUmemLocation\\_v1](#)  
[CUmemAllocationProp\\_v1](#)

## U

### usage

[CUmemAllocationProp\\_v1](#)

### userData

[CUDA\\_HOST\\_NODE\\_PARAMS\\_v1](#)

## V

### val

[CUexecAffinitySmCount\\_v1](#)

### value

[CUDA\\_EXTERNAL\\_SEMAPHORE\\_WAIT\\_PARAMS\\_v1](#)  
[CUDA\\_EXTERNAL\\_SEMAPHORE\\_SIGNAL\\_PARAMS\\_v1](#)  
[CUDA\\_MEMSET\\_NODE\\_PARAMS\\_v1](#)

## W

### Width

[CUDA\\_ARRAY\\_DESCRIPTOR\\_v2](#)  
[CUDA\\_ARRAY3D\\_DESCRIPTOR\\_v2](#)

### width

[CUDA\\_ARRAY\\_SPARSE\\_PROPERTIES\\_v1](#)  
[CUDA\\_RESOURCE\\_DESC\\_v1](#)  
[CUDA\\_MEMSET\\_NODE\\_PARAMS\\_v1](#)  
[CUDA\\_RESOURCE\\_VIEW\\_DESC\\_v1](#)  
[CUeglFrame\\_v1](#)

### WidthInBytes

[CUDA\\_MEMCPY2D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_v2](#)  
[CUDA\\_MEMCPY3D\\_PEER\\_v1](#)

### win32

[CUDA\\_EXTERNAL\\_MEMORY\\_HANDLE\\_DESC\\_v1](#)  
[CUDA\\_EXTERNAL\\_SEMAPHORE\\_HANDLE\\_DESC\\_v1](#)

### win32HandleMetaData

[CUmemAllocationProp\\_v1](#)

### win32SecurityAttributes

[CUmemPoolProps\\_v1](#)



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# Chapter 9. Deprecated List

## **Global CU\_CTX\_BLOCKING\_SYNC**

This flag was deprecated as of CUDA 4.0 and was replaced with CU\_CTX\_SCHED\_BLOCKING\_SYNC.

## **Global CU\_CTX\_MAP\_HOST**

This flag was deprecated as of CUDA 11.0 and it no longer has any effect. All contexts as of CUDA 3.2 behave as though the flag is enabled.

## **Global CU\_DEVICE\_P2P\_ATTRIBUTE\_ACCESS\_ACCESS\_SUPPORTED**

use CU\_DEVICE\_P2P\_ATTRIBUTE\_CUDA\_ARRAY\_ACCESS\_SUPPORTED instead

## **Global CU\_JIT\_NEW\_SM3X\_OPT**

This jit option is deprecated and should not be used.

## **Global CUDA\_ERROR\_PROFILER\_NOT\_INITIALIZED**

This error return is deprecated as of CUDA 5.0. It is no longer an error to attempt to enable/disable the profiling via cuProfilerStart or cuProfilerStop without initialization.

## **Global CUDA\_ERROR\_PROFILER\_ALREADY\_STARTED**

This error return is deprecated as of CUDA 5.0. It is no longer an error to call cuProfilerStart() when profiling is already enabled.

## **Global CUDA\_ERROR\_PROFILER\_ALREADY\_STOPPED**

This error return is deprecated as of CUDA 5.0. It is no longer an error to call cuProfilerStop() when profiling is already disabled.

**Global CUDA\_ERROR\_CONTEXT\_ALREADY\_CURRENT**

This error return is deprecated as of CUDA 3.2. It is no longer an error to attempt to push the active context via `cuCtxPushCurrent()`.

**Global cuDeviceComputeCapability****Global cuDeviceGetProperties****Global cuCtxAttach****Global cuCtxDetach****Global cuLaunchCooperativeKernelMultiDevice**

This function is deprecated as of CUDA 11.3.

**Global cuFuncSetBlockShape****Global cuFuncSetSharedSize****Global cuLaunch****Global cuLaunchGrid****Global cuLaunchGridAsync****Global cuParamSetf****Global cuParamSeti**

**Global cuParamSetSize**

**Global cuParamSetTexRef**

**Global cuParamSetv**

**Global cuTexRefCreate**

**Global cuTexRefDestroy**

**Global cuTexRefGetAddress**

**Global cuTexRefGetAddressMode**

**Global cuTexRefGetArray**

**Global cuTexRefGetBorderColor**

**Global cuTexRefGetFilterMode**

**Global cuTexRefGetFlags**

**Global cuTexRefGetFormat**

**Global cuTexRefGetMaxAnisotropy**

**Global cuTexRefGetMipmapFilterMode**

**Global cuTexRefGetMipmapLevelBias**

**Global cuTexRefGetMipmapLevelClamp**

**Global cuTexRefGetMipmappedArray**

**Global cuTexRefSetAddress**

**Global cuTexRefSetAddress2D**

**Global cuTexRefSetAddressMode**

**Global cuTexRefSetArray**

**Global cuTexRefSetBorderColor**

**Global cuTexRefSetFilterMode**

**Global cuTexRefSetFlags**

**Global cuTexRefSetFormat**

**Global cuTexRefSetMaxAnisotropy**

**Global cuTexRefSetMipmapFilterMode**

**Global cuTexRefSetMipmapLevelBias****Global cuTexRefSetMipmapLevelClamp****Global cuTexRefSetMipmappedArray****Global cuSurfRefGetArray****Global cuSurfRefSetArray****Global cuProfilerInitialize****Global cuGLCtxCreate**

This function is deprecated as of Cuda 5.0.

**Global cuGLInit**

This function is deprecated as of Cuda 3.0.

**Global cuGLMapBufferObject**

This function is deprecated as of Cuda 3.0.

**Global cuGLMapBufferObjectAsync**

This function is deprecated as of Cuda 3.0.

**Global cuGLRegisterBufferObject**

This function is deprecated as of Cuda 3.0.

**Global cuGLSetBufferObjectMapFlags**

This function is deprecated as of Cuda 3.0.

**Global cuGLUnmapBufferObject**

This function is deprecated as of Cuda 3.0.

**Global cuGLUnmapBufferObjectAsync**

This function is deprecated as of Cuda 3.0.

**Global cuGLUnregisterBufferObject**

This function is deprecated as of Cuda 3.0.

**Global cuD3D9MapResources**

This function is deprecated as of CUDA 3.0.

**Global cuD3D9RegisterResource**

This function is deprecated as of CUDA 3.0.

**Global cuD3D9ResourceGetMappedArray**

This function is deprecated as of CUDA 3.0.

**Global cuD3D9ResourceGetMappedPitch**

This function is deprecated as of CUDA 3.0.

**Global cuD3D9ResourceGetMappedPointer**

This function is deprecated as of CUDA 3.0.

**Global cuD3D9ResourceGetMappedSize**

This function is deprecated as of CUDA 3.0.

**Global cuD3D9ResourceGetSurfaceDimensions**

This function is deprecated as of CUDA 3.0.

**Global cuD3D9ResourceSetMapFlags**

This function is deprecated as of Cuda 3.0.

**Global cuD3D9UnmapResources**

This function is deprecated as of CUDA 3.0.

**Global cuD3D9UnregisterResource**

This function is deprecated as of CUDA 3.0.

**Global cuD3D10CtxCreate**

This function is deprecated as of CUDA 5.0.

**Global cuD3D10CtxCreateOnDevice**

This function is deprecated as of CUDA 5.0.

**Global cuD3D10GetDirect3DDevice**

This function is deprecated as of CUDA 5.0.

**Global cuD3D10MapResources**

This function is deprecated as of CUDA 3.0.

**Global cuD3D10RegisterResource**

This function is deprecated as of CUDA 3.0.

**Global cuD3D10ResourceGetMappedArray**

This function is deprecated as of CUDA 3.0.

**Global cuD3D10ResourceGetMappedPitch**

This function is deprecated as of CUDA 3.0.

**Global cuD3D10ResourceGetMappedPointer**

This function is deprecated as of CUDA 3.0.

**Global cuD3D10ResourceGetMappedSize**

This function is deprecated as of CUDA 3.0.

**Global cuD3D10ResourceGetSurfaceDimensions**

This function is deprecated as of CUDA 3.0.

**Global cuD3D10ResourceSetMapFlags**

This function is deprecated as of CUDA 3.0.

**Global cuD3D10UnmapResources**

This function is deprecated as of CUDA 3.0.

**Global cuD3D10UnregisterResource**

This function is deprecated as of CUDA 3.0.

**Global cuD3D11CtxCreate**

This function is deprecated as of CUDA 5.0.

**Global cuD3D11CtxCreateOnDevice**

This function is deprecated as of CUDA 5.0.

**Global cuD3D11GetDirect3DDevice**

This function is deprecated as of CUDA 5.0.



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