



# JIT LINK APIs

## User Guide

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# Chapter 1. Introduction

The JIT Link APIs are a set of APIs which can be used at runtime to link together GPU device code.

The APIs accept inputs in multiple formats, either host objects, host libraries, fatbins, device cubins, PTX, or LTO-IR. The output is a linked cubin that can be loaded by `cuModuleLoadData` and `cuModuleLoadDataEx` of the CUDA Driver API.

Link Time Optimization can also be performed when given LTO-IR or higher level formats that include LTO-IR.

If an input does not contain GPU assembly code, it is first compiled and then linked.

The functionality in this library is similar to the `cuLink*` APIs in the CUDA Driver, with the following advantages:

- ▶ Support for Link Time Optimization
- ▶ Allow users to use runtime linking with the latest Toolkit version that is supported as part of CUDA Toolkit release. This support may not be available in the CUDA Driver APIs if the application is running with an older driver installed in the system. Refer to [CUDA Compatibility](#) for more details.
- ▶ The clients get fine grain control and can specify low-level compiler options during linking.

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# Chapter 2. Getting Started

## 2.1. System Requirements

The JIT Link library requires the following system configuration:

- ▶ POSIX threads support for non-windows platform.
- ▶ GPU: Any GPU with CUDA Compute Capability 3.5 or higher.
- ▶ CUDA Toolkit and Driver.

## 2.2. Installation

The JIT Link library is part of the CUDA Toolkit release and the components are organized as follows in the CUDA toolkit installation directory:

- ▶ On Windows:
  - ▶ `include\nvJitLink.h`
  - ▶ `lib\x64\nvJitLink.dll`
  - ▶ `lib\x64\nvJitLink_static.lib`
  - ▶ `doc\pdf\nvJitLink_User_Guide.pdf`
- ▶ On Linux:
  - ▶ `include/nvJitLink.h`
  - ▶ `lib64/libnvJitLink.so`
  - ▶ `lib64/libnvJitLink_static.a`
  - ▶ `doc/pdf/nvJitLink_User_Guide.pdf`

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# Chapter 3. User Interface

This chapter presents the JIT Link APIs. Basic usage of the API is explained in [Basic Usage](#).

- ▶ [Error codes](#)
- ▶ [Linking](#)
- ▶ [Supported Link Options](#)

## 3.1. Error codes

### enum nvJitLinkResult

The enumerated type nvJitLinkResult defines API call result codes. nvJitLink APIs return nvJitLinkResult codes to indicate the result.

#### Values

```
NVJITLINK_SUCCESS = 0  
NVJITLINK_ERROR_UNRECOGNIZED_OPTION  
NVJITLINK_ERROR_MISSING_ARCH  
NVJITLINK_ERROR_INVALID_INPUT  
NVJITLINK_ERROR_PTX_COMPILE  
NVJITLINK_ERROR_NVVM_COMPILE  
NVJITLINK_ERROR_INTERNAL
```

## 3.2. Linking

### enum nvJitLinkInputType

The enumerated type nvJitLinkInputType defines the kind of inputs that can be passed to nvJitLinkAdd\* APIs.

## Values

```

NVJITLINK_INPUT_NONE = 0
NVJITLINK_INPUT_CUBIN = 1
NVJITLINK_INPUT_PTX
NVJITLINK_INPUT_LTOIR
NVJITLINK_INPUT_FATBIN
NVJITLINK_INPUT_OBJECT
NVJITLINK_INPUT_LIBRARY

```

## typedef nvJitLink \*nvJitLinkHandle

nvJitLinkHandle is the unit of linking, and an opaque handle for a program.

To link inputs, an instance of nvJitLinkHandle must be created first with [nvJitLinkCreate\(\)](#).

```

nvJitLinkResult nvJitLinkAddData (nvJitLinkHandle
handle, nvJitLinkInputType inputType, const void
*data, size_t size, const char *name)

```

nvJitLinkAddData adds data image to the link.

## Parameters

### handle

nvJitLink handle.

### inputType

kind of input.

### data

pointer to data image in memory.

### size

### name

name of input object.

## Returns

- ▶ NVJITLINK\_SUCCESS
- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

## nvJitLinkResult nvJitLinkAddFile (nvJitLinkHandle handle, nvJitLinkInputType inputType, const char \*fileName)

nvJitLinkAddFile reads data from file and links it in.

### Parameters

**handle**

nvJitLink handle.

**inputType**

kind of input.

**fileName**

name of file.

### Returns

- ▶ NVJITLINK\_SUCCESS
- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

## nvJitLinkResult nvJitLinkComplete (nvJitLinkHandle handle)

nvJitLinkComplete does the actual link.

### Parameters

**handle**

nvJitLink handle.

### Returns

- ▶ NVJITLINK\_SUCCESS
- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

## nvJitLinkResult nvJitLinkCreate (nvJitLinkHandle \*handle, uint32\_t numOptions, const char \*\*options)

nvJitLinkCreate creates an instance of nvJitLinkHandle with the given input options, and sets the output parameter handle.

### Parameters

#### handle

Address of nvJitLink handle.

#### numOptions

Number of options passed.

#### options

Array of size numOptions of option strings.

### Returns

- ▶ NVJITLINK\_SUCCESS
- ▶ NVJITLINK\_ERROR\_UNRECOGNIZED\_OPTION
- ▶ NVJITLINK\_ERROR\_MISSING\_ARCH
- ▶ NVJITLINK\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

### Description

It supports options listed in [Supported Link Options](#).

#### See also:

[nvJitLinkDestroy](#)

## nvJitLinkResult nvJitLinkDestroy (nvJitLinkHandle \*handle)

nvJitLinkDestroy frees the memory associated with the given handle and sets it to NULL.

### Parameters

#### handle

Address of nvJitLink handle.

### Returns

- ▶ NVJITLINK\_SUCCESS

- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

## Description

### See also:

[nvJitLinkCreate](#)

## nvJitLinkResult nvJitLinkGetErrorLog (nvJitLinkHandle handle, char \*log)

nvJitLinkGetErrorLog puts any error messages in the log.

## Parameters

### handle

nvJitLink handle.

### log

The error log.

## Returns

- ▶ NVJITLINK\_SUCCESS
- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

## Description

User is responsible for allocating enough space to hold the log.

### See also:

[nvJitLinkGetErrorLogSize](#)

## nvJitLinkResult nvJitLinkGetErrorLogSize (nvJitLinkHandle handle, size\_t \*size)

nvJitLinkGetErrorLogSize gets the size of the error log.

## Parameters

### handle

nvJitLink handle.

**size**

Size of the error log.

**Returns**

- ▶ NVJITLINK\_SUCCESS
- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

**Description****See also:**

[nvJitLinkGetErrorLog](#)

## **nvJitLinkResult nvJitLinkGetInfoLog (nvJitLinkHandle handle, char \*log)**

nvJitLinkGetInfoLog puts any info messages in the log.

**Parameters****handle**

nvJitLink handle.

**log**

The info log.

**Returns**

- ▶ NVJITLINK\_SUCCESS
- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

**Description**

User is responsible for allocating enough space to hold the log.

**See also:**

[nvJitLinkGetInfoLogSize](#)

## nvJitLinkResult nvJitLinkGetInfoLogSize (nvJitLinkHandle handle, size\_t \*size)

nvJitLinkGetInfoLogSize gets the size of the info log.

### Parameters

#### handle

nvJitLink handle.

#### size

Size of the info log.

### Returns

- ▶ NVJITLINK\_SUCCESS
- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

### Description

#### See also:

[nvJitLinkGetInfoLog](#)

## nvJitLinkResult nvJitLinkGetLinkedCubin (nvJitLinkHandle handle, void \*cubin)

nvJitLinkGetLinkedCubin gets the linked cubin.

### Parameters

#### handle

nvJitLink handle.

#### cubin

The linked cubin.

### Returns

- ▶ NVJITLINK\_SUCCESS
- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

### Description

User is responsible for allocating enough space to hold the cubin.

**See also:**

[nvJitLinkGetLinkedCubinSize](#)

## nvJitLinkResult nvJitLinkGetLinkedCubinSize (nvJitLinkHandle handle, size\_t \*size)

nvJitLinkGetLinkedCubinSize gets the size of the linked cubin.

### Parameters

**handle**

nvJitLink handle.

**size**

Size of the linked cubin.

### Returns

- ▶ NVJITLINK\_SUCCESS
- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

### Description

**See also:**

[nvJitLinkGetLinkedCubin](#)

## nvJitLinkResult nvJitLinkGetLinkedPtx (nvJitLinkHandle handle, char \*ptx)

nvJitLinkGetLinkedPtx gets the linked ptx.

### Parameters

**handle**

nvJitLink handle.

**ptx**

The linked PTX.

### Returns

- ▶ NVJITLINK\_SUCCESS

- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

### Description

Linked PTX is only available when using the `-lto` option. User is responsible for allocating enough space to hold the `ptx`.

#### See also:

[nvJitLinkGetLinkedPtxSize](#)

## nvJitLinkResult nvJitLinkGetLinkedPtxSize (nvJitLinkHandle handle, size\_t \*size)

`nvJitLinkGetLinkedPtxSize` gets the size of the linked `ptx`.

### Parameters

#### handle

nvJitLink handle.

#### size

Size of the linked PTX.

### Returns

- ▶ NVJITLINK\_SUCCESS
- ▶ NVRTC\_ERROR\_INVALID\_INPUT
- ▶ NVRTC\_ERROR\_INTERNAL

### Description

Linked PTX is only available when using the `-lto` option.

#### See also:

[nvJitLinkGetLinkedPtx](#)

## 3.3. Supported Link Options

`nvJitLink` supports the link options below. Option names are prefixed with a single dash (-). Options that take a value have an assignment operator (=) followed by the option value, with no spaces, e.g. `"-arch=sm_90"`.

The supported options are:

- ▶ `-arch=sm_ <N>`  
Pass SM architecture value. See `nvcc` for valid values of `<N>`. This is a required option.
- ▶ `-maxrregcount= <N>`  
Maximum register count.
- ▶ `-time`  
Print timing information to InfoLog.
- ▶ `-verbose`  
Print verbose messages to InfoLog.
- ▶ `-lto`  
Do link time optimization.
- ▶ `-ptx`  
Emit ptx after linking instead of cubin; only supported with `-lto`
- ▶ `-O <n>`  
Optimization level.
- ▶ `-g`  
Generate debug information.
- ▶ `-lineinfo`  
Generate line information.
- ▶ `-ftz= <n>`  
Flush to zero.
- ▶ `-prec-div= <n>`  
Precise divide.
- ▶ `-prec-sqrt= <n>`  
Precise square root.
- ▶ `-fma= <n>`  
Fast multiply add.
- ▶ `-kernels-used= <name>`  
Pass list of kernels that are used; any not in the list can be removed. This option can be specified multiple times.
- ▶ `-variables-used= <name>`

Pass list of variables that are used; any not in the list can be removed. This option can be specified multiple times.

▶ `-optimize-unused-variables`

Normally device code optimization is limited by not knowing what the host code references. With this option it can assume that if a variable is not referenced in device code then it can be removed.

▶ `-Xptxas= <opt>`

Pass <opt> to ptxas. This option can be called multiple times.

▶ `-Xnvvm= <opt>`

Pass <opt> to nvvm. This option can be called multiple times.

---

# Chapter 4. Basic Usage

This section of the document uses a simple example to explain how to use the JIT Link APIs to link a program. For brevity and readability, error checks on the API return values are not shown.

This example assumes we want to link for sm\_80, but whatever arch is installed on the system should be used. We can create the linker and obtain a handle to it as shown in [Figure 1](#).

**Figure 1. Linker creation and initialization of a program**

```
nvJitLink_t linker;
const char* link_options[] = { "-arch=sm_80" };
nvJitLinkCreate(&linker, 1, link_options);
```

Assume that we already have two relocatable input files (a.o and b.o), which could be created with the `nvcc -dc` command. We can add the input files as show in [Figure 2](#).

**Figure 2. Inputs to linker**

```
nvJitLinkAddFile(linker, NVJITLINK_INPUT_OBJECT, "a.o");
nvJitLinkAddFile(linker, NVJITLINK_INPUT_OBJECT, "b.o");
```

Now the actual link can be done as shown in [Figure 3](#).

**Figure 3. Linking of the PTX program**

```
nvJitLinkComplete(linker);
```

The linke GPU assembly code can now be obtained. To obtain this we first allocate memory for it. And to allocate memory, we need to query the size of the image of the linke GPU assembly code which is done as shown in [Figure 4](#).

#### Figure 4. Query size of the linked assembly image

```
nvJitLinkGetLinkedCubinSize(linker, &cubinSize);
```

The image of the linked GPU assembly code can now be queried as shown in [Figure 5](#). This image can then be executed on the GPU by passing this image to the CUDA Driver APIs.

#### Figure 5. Query the linked assembly image

```
elf = (char*) malloc(cubinSize);  
nvJitLinkGetLinkedCubin(linker, (void*)elf);
```

When the linker is not needed anymore, it can be destroyed as shown in [Figure 6](#).

#### Figure 6. Destroy the linker

```
nvJitLinkDestroy(&linker);
```

---

## Chapter 5. Compatibility

The nvJitLink library is compatible across minor versions in a release, but may not be compatible across major versions. The library version itself must be  $\geq$  the maximum version of the inputs, and the shared library version must be  $\geq$  the version that was linked with.

For example, you can link an object created with 12.0 and one with 12.1 if your nvJitLink library is version 12.x where  $x \geq 1$ . If it was linked with 12.1, then you can replace and use the nvJitLink shared library with any version 12.x where  $x \geq 1$ . On the flip side, you cannot use 12.0 to link 12.1 objects, nor use 12.0 nvJitLink library to run 12.1 code.

Linking across major versions (like 11.x with 12.x) works for ELF and PTX inputs, but does not work with LTOIR inputs. If using LTO, then compatibility is only guaranteed within a major release.

---

# Appendix A. Example: Device LTO (link time optimization)

This section demonstrates device link time optimization (LTO). There are two units of LTO IR. The first unit is generated offline using `nvcc`, by specifying the architecture as `'-arch lto_xx'` (see `offline.cu`). The generated LTO IR is packaged in a fatbinary.

The second unit is generated online using `NVRTC`, by specifying the flag `'-dlto'` (see `online.cpp`).

These two units are then passed to `libnvJitLink*` API functions, which link together the LTO IR, run the optimizer on the linked IR and generate a cubin (see `online.cpp`). The cubin is then loaded on the GPU and executed.

## A.1. Code (offline.cu)

```
__device__ float compute(float a, float x, float y) {  
    return a * x + y;  
}
```

## A.2. Code (online.cpp)

```
#include <nVRTC.h>  
#include <cuda.h>  
#include <nvJitLink.h>  
#include <nVRTC.h>  
#include <iostream>  
  
#define NUM_THREADS 128  
#define NUM_BLOCKS 32  
  
#define NVRTC_SAFE_CALL(x) \\\n    do { \\\n        nVRTCResult result = x; \\\n        if (result != NVRTC_SUCCESS) { \\\n            std::cerr << "\\nerror: " #x " failed with error " \\\n                << nVRTCGetErrorString(result) << '\\n'; \\\n            exit(1); \\\n        } \\\n    } while(0) \\\n#define CUDA_SAFE_CALL(x) \\\n
```

```

do {
    CUresult result = x;
    if (result != CUDA_SUCCESS) {
        const char *msg;
        cuGetErrorName(result, &msg);
        std::cerr << "\nerror: " #x " failed with error "
                    << msg << '\n';
        exit(1);
    }
} while(0)
#define NVJITLINK_SAFE_CALL(h,x)
do {
    nvJitLinkResult result = x;
    if (result != NVJITLINK_SUCCESS) {
        std::cerr << "\nerror: " #x " failed with error "
                    << result << '\n';

        size_t lsize;
        result = nvJitLinkGetErrorLogSize(h, &lsize);
        if (result == NVJITLINK_SUCCESS && lsize > 0) {
            char *log = (char*)malloc(lsize);
            result = nvJitLinkGetErrorLog(h, log);
            if (result == NVJITLINK_SUCCESS) {
                std::cerr << "error: " << log << '\n';
            }
            free(log);
        }
    }
    exit(1);
} while(0)

const char *lto_saxpy = "
extern __device__ float compute(float a, float x, float y);

extern \"C\" __global__
void saxpy(float a, float *x, float *y, float *out, size_t n)
{
    size_t tid = blockIdx.x * blockDim.x + threadIdx.x;
    if (tid < n) {
        out[tid] = compute(a, x[tid], y[tid]);
    }
}
";

```

```

int main(int argc, char *argv[])
{
    size_t numBlocks = 32;
    size_t numThreads = 128;
    // Create an instance of nvrtecProgram with the code string.
    nvrtecProgram prog;
    NVRTC_SAFE_CALL(
        nvrtecCreateProgram(&prog,
                           lto_saxpy,
                           "lto_saxpy.cu",
                           0,
                           NULL,
                           NULL));

    // specify that LTO IR should be generated for LTO operation
    const char *opts[] = {"-dlto",
                          "--relocatable-device-code=true"};
    nvrtecResult compileResult = nvrtecCompileProgram(prog,
                                                       2,
                                                       opts);

    // Obtain compilation log from the program.
    size_t logSize;
    NVRTC_SAFE_CALL(nvrtecGetProgramLogSize(prog, &logSize));
    char *log = new char[logSize];
}

```

```

NVRTC_SAFE_CALL(nvrtcGetProgramLog(prog, log));
std::cout << log << '\n';
delete[] log;
if (compileResult != NVRTC_SUCCESS) {
    exit(1);
}
// Obtain generated LTO IR from the program.
size_t LTOIRSize;
NVRTC_SAFE_CALL(nvrtcGetLTOIRSize(prog, &LTOIRSize));
char *LTOIR = new char[LTOIRSize];
NVRTC_SAFE_CALL(nvrtcGetLTOIR(prog, LTOIR));
// Destroy the program.
NVRTC_SAFE_CALL(nvrtcDestroyProgram(&prog));

CUdevice cuDevice;
CUcontext context;
CUmodule module;
CUfunction kernel;
CUDA_SAFE_CALL(cuInit(0));
CUDA_SAFE_CALL(cuDeviceGet(&cuDevice, 0));
CUDA_SAFE_CALL(cuCtxCreate(&context, 0, cuDevice));

// Load the generated LTO IR and the LTO IR generated offline
// and link them together.
nvJitLinkHandle handle;
// Dynamically determine the arch to link for
int major = 0;
int minor = 0;
CUDA_SAFE_CALL(cuDeviceGetAttribute(&major,
    CU_DEVICE_ATTRIBUTE_COMPUTE_CAPABILITY_MAJOR, cuDevice));
CUDA_SAFE_CALL(cuDeviceGetAttribute(&minor,
    CU_DEVICE_ATTRIBUTE_COMPUTE_CAPABILITY_MINOR, cuDevice));
int arch = major*10 + minor;
char sdbuf[16];
sprintf(sdbuf, "-arch=sm %d", arch);
const char *ltopts[] = {"-lto", sdbuf};
NVJITLINK_SAFE_CALL(handle, nvJitLinkCreate(&handle, 2, ltopts));

// NOTE: assumes "offline.fatbin" is in the current directory
// The fatbinary contains LTO IR generated offline using nvcc
NVJITLINK_SAFE_CALL(handle, nvJitLinkAddFile(handle, NVJITLINK_INPUT_FATBIN,
    "offline.fatbin"));
NVJITLINK_SAFE_CALL(handle, nvJitLinkAddData(handle, NVJITLINK_INPUT_LTOIR,
    (void *)LTOIR, LTOIRSize, "lto_online"));

// The call to nvJitLinkComplete causes linker to link together the two
// LTO IR modules (offline and online), do optimization on the linked LTO IR,
// and generate cubin from it.
NVJITLINK_SAFE_CALL(handle, nvJitLinkComplete(handle));
size_t cubinSize;
NVJITLINK_SAFE_CALL(handle, nvJitLinkGetLinkedCubinSize(handle, &cubinSize));
void *cubin = malloc(cubinSize);
NVJITLINK_SAFE_CALL(handle, nvJitLinkGetLinkedCubin(handle, cubin));
NVJITLINK_SAFE_CALL(handle, nvJitLinkDestroy(&handle));

```

```

CUDA_SAFE_CALL(cuModuleLoadData(&module, cubin));
CUDA_SAFE_CALL(cuModuleGetFunction(&kernel, module, "saxpy"));

// Generate input for execution, and create output buffers.
size_t n = NUM_THREADS * NUM_BLOCKS;
size_t bufferSize = n * sizeof(float);
float a = 5.1f;
float *hX = new float[n], *hY = new float[n], *hOut = new float[n];
for (size_t i = 0; i < n; ++i) {

```

```

    hX[i] = static_cast<float>(i);
    hY[i] = static_cast<float>(i * 2);
}
CUdeviceptr dX, dY, dOut;
CUDA_SAFE_CALL(cuMemAlloc(&dX, bufferSize));
CUDA_SAFE_CALL(cuMemAlloc(&dY, bufferSize));
CUDA_SAFE_CALL(cuMemAlloc(&dOut, bufferSize));
CUDA_SAFE_CALL(cuMemcpyHtoD(dX, hX, bufferSize));
CUDA_SAFE_CALL(cuMemcpyHtoD(dY, hY, bufferSize));
// Execute SAXPY.
void *args[] = { &a, &dX, &dY, &dOut, &n };
CUDA_SAFE_CALL(
    cuLaunchKernel(kernel,
                   NUM_BLOCKS, 1, 1, // grid dim
                   NUM_THREADS, 1, 1, // block dim
                   0, NULL, // shared mem and stream
                   args, 0)); // arguments
CUDA_SAFE_CALL(cuCtxSynchronize());
// Retrieve and print output.
CUDA_SAFE_CALL(cuMemcpyDtoH(hOut, dOut, bufferSize));

for (size_t i = 0; i < n; ++i) {
    std::cout << a << " * " << hX[i] << " + " << hY[i]
               << " = " << hOut[i] << '\n';
}
// Release resources.
CUDA_SAFE_CALL(cuMemFree(dX));
CUDA_SAFE_CALL(cuMemFree(dY));
CUDA_SAFE_CALL(cuMemFree(dOut));
CUDA_SAFE_CALL(cuModuleUnload(module));
CUDA_SAFE_CALL(cuCtxDestroy(context));
free(cubin);
delete[] hX;
delete[] hY;
delete[] hOut;
delete[] LTOIR;
return 0;
}

```

## A.3. Build Instructions

Assuming the environment variable `CUDA_PATH` points to CUDA Toolkit installation directory, build this example as:

- ▶ Compile `offline.cu` to fatbinary containing LTO IR (change `lto_52` to a different `lto_xx` architecture as appropriate).

```
nvcc -arch lto_52 -rdc=true -fatbin offline.cu
```

- ▶ With `nvJitLink` shared library (note that if `test` didn't use `nVRTC` then would not need to link with `nVRTC`):

- ▶ Windows:

```
cl.exe online.cpp /Feonline ^
    /I "%CUDA_PATH%\include" ^
    "%CUDA_PATH%\lib\x64\nvrtc.lib" ^
    "%CUDA_PATH%\lib\x64\nvJitLink.lib" ^
    "%CUDA_PATH%\lib\x64\cuda.lib"

```

- ▶ Linux:

```
g++ online.cpp -o online \
-I $CUDA_PATH/include \
-L $CUDA_PATH/lib64 \
-lnvrtc -lnvJitLink -lcuda \
-Wl,-rpath,$CUDA_PATH/lib64
```

- ▶ With nvJitLink static library (when linking with static library then need to also link with nvptxcompiler\_static, but with shared library it is implicitly included):

- ▶ Windows:

```
cl.exe online.cpp /Feonline ^
/I "%CUDA_PATH%\include ^
"%CUDA_PATH%\lib\x64\nvrtc_static.lib ^
"%CUDA_PATH%\lib\x64\nvrtc-builtins_static.lib ^
"%CUDA_PATH%\lib\x64\nvJitLink_static.lib ^
"%CUDA_PATH%\lib\x64\nvptxcompiler_static.lib ^
"%CUDA_PATH%\lib\x64\cuda.lib user32.lib ws2_32.lib
```

- ▶ Linux:

```
g++ online.cpp -o online \
-I $CUDA_PATH/include \
-L $CUDA_PATH/lib64 \
-lnvrtc_static -lnvrtc-builtins_static -lnvJitLink_static -
lnvptxcompiler_static -lcuda \
-lpthread
```

## Notice

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