



**cuSPARSE**  
*Release 13.3*

**NVIDIA Corporation**

**May 21, 2026**



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## cuSPARSE

The API reference guide for cuSPARSE, the CUDA sparse matrix library.

The cuSPARSE library contains a set of GPU-accelerated basic linear algebra subroutines used for handling sparse matrices that perform significantly faster than CPU-only alternatives. Depending on the specific operation, the library targets matrices with sparsity ratios in the range between 70%-99.9%. It is implemented on top of the NVIDIA® CUDA™ runtime (which is part of the CUDA Toolkit) and is designed to be called from C and C++.

See also [cuSPARSELt: A High-Performance CUDA Library for Sparse Matrix-Matrix Multiplication](#)

cuSPARSE Release Notes: [cuda-toolkit-release-notes](#)

cuSPARSE GitHub Samples: [CUDALibrarySamples](#)

Nvidia Developer Forum: [GPU-Accelerated Libraries](#)

Provide Feedback: [Math-Libs-Feedback@nvidia.com](mailto:Math-Libs-Feedback@nvidia.com)

Recent cuSPARSE/cuSPARSELt Blog Posts and GTC presentations:

- ▶ [Exploiting NVIDIA Ampere Structured Sparsity with cuSPARSELt](#)
- ▶ [Accelerating Matrix Multiplication with Block Sparse Format and NVIDIA Tensor Cores](#)
- ▶ [Just-In-Time Link-Time Optimization Adoption in cuSPARSE/cuFFT: Use Case Overview](#)
- ▶ [Structured Sparsity in the NVIDIA Ampere Architecture and Applications in Search Engines](#)
- ▶ [Making the Most of Structured Sparsity in the NVIDIA Ampere Architecture](#)

The library routines provide the following functionalities:

- ▶ Operations between a **sparse vector** and a **dense vector**: sum, dot product, scatter, gather
- ▶ Operations between a **dense matrix** and a **sparse vector**: multiplication
- ▶ Operations between a **sparse matrix** and a **dense vector**: multiplication, triangular solver, tridiagonal solver, pentadiagonal solver
- ▶ Operations between a **sparse matrix** and a **dense matrix**: multiplication, triangular solver, tridiagonal solver, pentadiagonal solver
- ▶ Operations between a **sparse matrix** and a **sparse matrix**: sum, multiplication
- ▶ Operations between **dense matrices** with output a **sparse matrix**: multiplication
- ▶ **Sparse matrix preconditioners**: Incomplete Cholesky Factorization (level 0), Incomplete LU Factorization (level 0)
- ▶ Reordering and Conversion operations between different **sparse matrix storage formats**



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# Chapter 1. Library Organization and Features

The cuSPARSE library is organized in two set of APIs:

- ▶ The **Legacy APIs**, inspired by the Sparse BLAS standard, provide a limited set of functionalities and *will not be improved in future releases*, even if standard maintenance is still ensured. Some routines in this category could be deprecated and removed in the short-term. A replacement will be provided for the most important of them during the deprecation process.
- ▶ The **Generic APIs** provide the *standard interface layer of cuSPARSE*. They allow computing the most common sparse linear algebra operations, such as sparse matrix-vector (SpMV) and sparse matrix-matrix multiplication (SpMM), in a flexible way. The new APIs have the following capabilities and features:
  - ▶ Set matrix data *layouts*, number of *batches*, and *storage formats* (for example, CSR, COO, and so on).
  - ▶ Set input/output/compute data types. This also allows *mixed data-type computation*.
  - ▶ Set types of sparse vector/matrix *indices* (e.g. 32-bit, 64-bit).
  - ▶ Choose the *algorithm* for the computation.
  - ▶ Guarantee external device memory for internal operations.
  - ▶ Provide extensive *consistency checks* across input matrices and vectors. This includes the validation of sizes, data types, layout, allowed operations, etc.
  - ▶ Provide constant descriptors for vector and matrix inputs to support const-safe interface and guarantee that the APIs do not modify their inputs.



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## Chapter 2. Static Library Support

Starting with CUDA 6.5, the cuSPARSE library is also delivered in a *static* form as `libcusparsesetatic.a` on Linux.

For example, to compile a small application using cuSPARSE against the *dynamic library*, the following command can be used:

```
nvcc my_cusparseset_app.cu -lcusparseset -o my_cusparseset_app
```

Whereas to compile against the *static library*, the following command has to be used:

```
nvcc my_cusparseset_app.cu -lcusparsesetsetatic -o my_cusparseset_app
```

It is also possible to use the native Host C++ compiler. Depending on the Host Operating system, some additional libraries like `pthread` or `d1` might be needed on the linking line. The following command on Linux is suggested:

```
gcc my_cusparseset_app.c -lcusparsesetsetatic -lcudartsetatic -lpthread -ld1 -I <cuda-  
↪ toolkit-path>/include -L <cuda-toolkit-path>/lib64 -o my_cusparseset_app
```

Note that in the latter case, the library `cuda` is not needed. The CUDA Runtime will try to open explicitly the `cuda` library if needed. In the case of a system which does not have the CUDA driver installed, this allows the application to gracefully manage this issue and potentially run if a CPU-only path is available.

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## Chapter 3. Library Dependencies

Starting with CUDA 12.0, cuSPARSE will depend on *nvJitLink* library for JIT (Just-In-Time) LTO (Link-Time-Optimization) capabilities; refer to the *cusparseSpMMOp()* [DEPRECATED] APIs for more information.

If the user links to the *dynamic library*, the environment variables for loading the libraries at runtime (such as `LD_LIBRARY_PATH` on Linux and `PATH` on Windows) must include the path where `libnvjitlink.so` is located. If it is in the same directory as cuSPARSE, the user doesn't need to take any action.

If linking to the *static library*, the user needs to link with `-lnvjitlink` and set the environment variables for loading the libraries at compile-time `LIBRARY_PATH/PATH` accordingly.

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# Chapter 4. Using the cuSPARSE API

This chapter describes how to use the cuSPARSE library API. It is not a reference for the cuSPARSE API data types and functions; that is provided in subsequent chapters.

## 4.1. APIs Usage Notes

The cuSPARSE library allows developers to access the computational resources of the NVIDIA graphics processing unit (GPU).

- ▶ *The cuSPARSE APIs assume that input and output data (vectors and matrices) reside in GPU (device) memory.*
- ▶ The input and output *scalars* (e.g.  $\alpha$  and  $\beta$ ) can be passed by reference on the host or the device, instead of only being allowed to be passed by value on the host. This allows library functions to execute asynchronously using streams even when they are generated by a previous kernel resulting in maximum parallelism.
- ▶ The handle to the *cuSPARSE library context* is initialized using the function and is explicitly passed to every subsequent library function call. This allows the user to have more control over the library setup when using multiple host threads and multiple GPUs.
- ▶ The error status `cusparseStatus_t` is returned by all cuSPARSE library function calls.

It is the responsibility of the developer to allocate memory and to copy data between GPU memory and CPU memory using standard CUDA runtime API routines, such as `cudaMalloc()`, `cudaFree()`, `cudaMemcpy()`, and `cudaMemcpyAsync()`.

The cuSPARSE library functions are executed **asynchronously** with respect to the host and may return control to the application on the host before the result is ready. Developers can use the `cudaDeviceSynchronize()` function to ensure that the execution of a particular cuSPARSE library routine has completed.

A developer can also use the `cudaMemcpy()` routine to copy data from the device to the host and vice versa, using the `cudaMemcpyDeviceToHost` and `cudaMemcpyHostToDevice` parameters, respectively. In this case there is no need to add a call to `cudaDeviceSynchronize()` because the call to `cudaMemcpy()` with the above parameters is blocking and completes only when the results are ready on the host.

## 4.2. Deprecated APIs

The cuSPARSE library documentation explicitly indicates the set of APIs/enumerators/data structures that are deprecated. The library policy for deprecated APIs is the following:

1. An API is marked [ [DEPRECATED] ] on a release X.Y (e.g. 11.2)
  - ▶ The documentation indices a replacement if available
  - ▶ Otherwise, the functionality will not be maintained in the future
2. The API will be removed in the release X+1.0 (e.g. 12.0)

Correctness bugs are still addressed even for deprecated APIs, while performance issues are not always ensured.

In addition to the documentation, deprecated APIs generate a *compile-time* warning for most platforms when used. Deprecation warnings can be disabled by defining the macro `DISABLE_CUSPARSE_DEPRECATED` before including `cusparse.h` or by passing the flag `-DDISABLE_CUSPARSE_DEPRECATED` to the compiler.

## 4.3. Thread Safety

The library is thread safe. It is safe to call any function from any thread at any time, as long as none of the data it is using is being written to from another thread at the same time. Whether or not a cuSPARSE function writes to an object is typically indicated via `const` parameters.

It is not recommended to share the same *cuSPARSE handle* across multiple threads. It is possible to do so, but changes to the handle (e.g. `set stream` or `destroy`) will affect all threads and introduce global synchronization issues. E.g. `cusparseSetStream` changes the stream being used by all threads sharing the same handle.

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## 4.4. Result Reproducibility

The design of cuSPARSE prioritizes performance over bit-wise reproducibility.

Operations using transpose or conjugate-transpose `cusparseOperation_t` have no reproducibility guarantees.

For the remaining operations, performing the same API call twice with the exact same arguments, on the same machine, with the same executable will produce bit-wise identical results. This bit-wise reproducibility can be disrupted by changes to: hardware, CUDA drivers, cuSPARSE version, memory alignment of the data, or algorithm selection.

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## 4.5. NaN and Inf Propagation

Floating-point numbers have special values for NaN (not-a-number) and Inf (infinity). Functions in cuSPARSE make no guarantees about the propagation of NaN and Inf.

The cuSPARSE algorithms evaluate assuming all finite floating-point values. NaN and Inf appear in the output only if the algorithms happen to generate or propagate them. Because the algorithms are subject to change based on toolkit version and runtime considerations, so too are the propagation behaviours of NaN and Inf.

NaN propagation is different in cuSPARSE than in typical dense numerical linear algebra, such as cuBLAS. The dot product between vectors  $[0, 1, 0]$  and  $[1, 1, \text{NaN}]$  is NaN when using typical dense numerical algorithms, but will be 1.0 with typical sparse numerical algorithms.

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## 4.6. Parallelism with Streams

If the application performs several small independent computations, or if it makes data transfers in parallel with the computation, CUDA streams can be used to overlap these tasks.

The application can conceptually associate a stream with each task. To achieve the overlap of computation between the tasks, the developer should create CUDA streams using the function `cudaStreamCreate()` and set the stream to be used by each individual cuSPARSE library routine by calling `cusparseSetStream()` just before calling the actual cuSPARSE routine. Then, computations performed in separate streams would be overlapped automatically on the GPU, when possible. This approach is especially useful when the computation performed by a single task is relatively small and is not enough to fill the GPU with work, or when there is a data transfer that can be performed in parallel with the computation.

When streams are used, we recommend using the new cuSPARSE API with scalar parameters and results passed by reference in the device memory to achieve maximum computational overlap.

Although a developer can create many streams, in practice it is not possible to have more than 16 concurrent kernels executing at the same time.

---

## 4.7. Compatibility and Versioning

The cuSPARSE APIs are intended to be backward compatible at the source level with future releases (unless stated otherwise in the release notes of a specific future release). In other words, if a program uses cuSPARSE, it should continue to compile and work correctly with newer versions of cuSPARSE without source code changes. cuSPARSE is not guaranteed to be backward compatible at the binary level. Using different versions of the `cusparse.h` header file and shared library is not supported. Using different versions of cuSPARSE and the CUDA runtime is not supported.

---

The library uses the standard **version semantic** convention for identify different releases.

The *version* takes the form of four fields joined by periods: MAJOR.MINOR.PATCH.BUILD

---

These *version fields* are incremented based on the following rules:

- ▶ MAJOR: API breaking changes or new CUDA major version (breaking changes at lower level, e.g. drivers, compilers, libraries)
- ▶ MINOR: new APIs and functionalities
- ▶ PATCH: Bug fixes or performance improvements (or \* new CUDA release)
- ▶ BUILD: Internal build number

\* Different CUDA toolkit releases ensure distinct library versions even if there are no changes at library level.

---

## 4.8. Optimization Notes

Most of the cuSPARSE routines can be optimized by exploiting *CUDA Graphs capture* and *Hardware Memory Compression* features.

More in details, a single cuSPARSE call or a sequence of calls can be captured by a [CUDA Graph](#) and executed in a second moment. This minimizes kernels launch overhead and allows the CUDA runtime to optimize the whole workflow. A full example of CUDA graphs capture applied to a cuSPARSE routine can be found in [cuSPARSE Library Samples - CUDA Graph](#).

Secondly, the data types and functionalities involved in cuSPARSE are suitable for *Hardware Memory Compression* available in Ampere GPU devices (compute capability 8.0) or above. The feature allows memory compression for data with enough zero bytes without no loss of information. The device memory must be allocation with the [CUDA driver APIs](#). A full example of Hardware Memory Compression applied to a cuSPARSE routine can be found in [cuSPARSE Library Samples - Memory Compression](#).

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# Chapter 5. cuSPARSE Storage Formats

The cuSPARSE library supports dense and sparse vector, and dense and sparse matrix formats.

## 5.1. Index Base

The library supports zero- and one-based indexing to ensure the compatibility with C/C++ and Fortran languages respectively. The index base is selected through the `cusparseIndexBase_t` type.

---

## 5.2. Vector Formats

This section describes dense and sparse vector formats.

### 5.2.1. Dense Vector Format

Dense vectors are represented with a single data array that is stored linearly in memory, such as the following  $7 \times 1$  dense vector.

---

### 5.2.2. Sparse Vector Format

Sparse vectors are represented with two arrays.

- ▶ The **values** array stores the nonzero values from the equivalent array in dense format.
- ▶ The **indices** array represent the positions of the corresponding nonzero values in the equivalent array in dense format.

For example, the dense vector in section 3.2.1 can be stored as a sparse vector with zero-based or one-based indexing.

**DENSE VECTOR  
VALUES**

0	1.0
1	0
2	0
3	2.0
4	3.0
5	0
6	4.0

Fig. 1: Dense vector representation

**DENSE VECTOR  
VALUES**

0	1.0
1	0
2	0
3	2.0
4	3.0
5	0
6	4.0

**SPARSE VECTOR**

	INDICES (ZERO-BASE)	VALUES
0	0	1.0
1	3	2.0
2	4	3.0
3	6	4.0

**SPARSE VECTOR**

	INDICES (ONE-BASE)	VALUES
1	1	1.0
2	4	2.0
3	5	3.0
4	7	4.0

Fig. 2: Sparse vector representation

**Note:** The cuSPARSE routines assume that the indices are provided in increasing order and that each index appears only once. In the opposite case, the correctness of the computation is not always ensured.

---

## 5.3. Matrix Formats

Dense and several sparse formats for matrices are discussed in this section.

### 5.3.1. Dense Matrix Format

A dense matrix can be stored in both *row-major* and *column-major* memory layout (ordering) and it is represented by the following parameters.

- ▶ The **number of rows** in the matrix.
- ▶ The **number of columns** in the matrix.
- ▶ The **leading dimension**, which must be
  - ▶ Greater than or equal to the *number of columns* in the *row-major* layout
  - ▶ Greater than or equal to the *number of rows* in the *column-major* layout
- ▶ The pointers to the **values** array of length
  - ▶  $rows \times leading\ dimension$  in the *row-major* layout
  - ▶  $columns \times leading\ dimension$  in the *column-major* layout

The following figure represents a  $5 \times 2$  dense matrix with both memory layouts

The indices within the matrix represents the contiguous locations in memory.

The leading dimension is useful to represent a sub-matrix within the original one

---

### 5.3.2. Coordinate (COO)

A sparse matrix stored in **COO** format is represented by the following parameters.

- ▶ The **number of rows** in the matrix.
- ▶ The **number of columns** in the matrix.
- ▶ The **number of non-zero elements** (nnz) in the matrix.
- ▶ The pointers to the **row indices** array of length nnz that contains the row indices of the corresponding elements in the *values array*.
- ▶ The pointers to the **column indices** array of length nnz that contains the column indices of the corresponding elements in the *values array*.

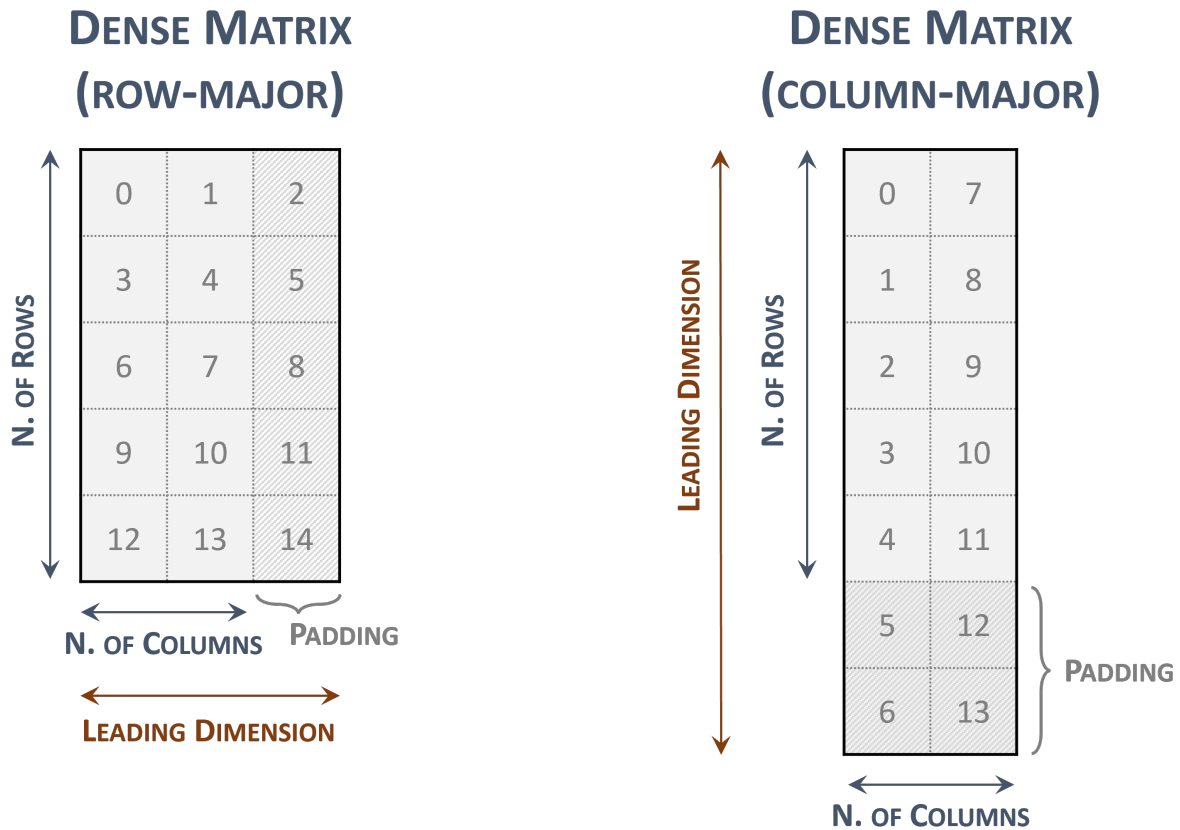


Fig. 3: Dense matrix representations

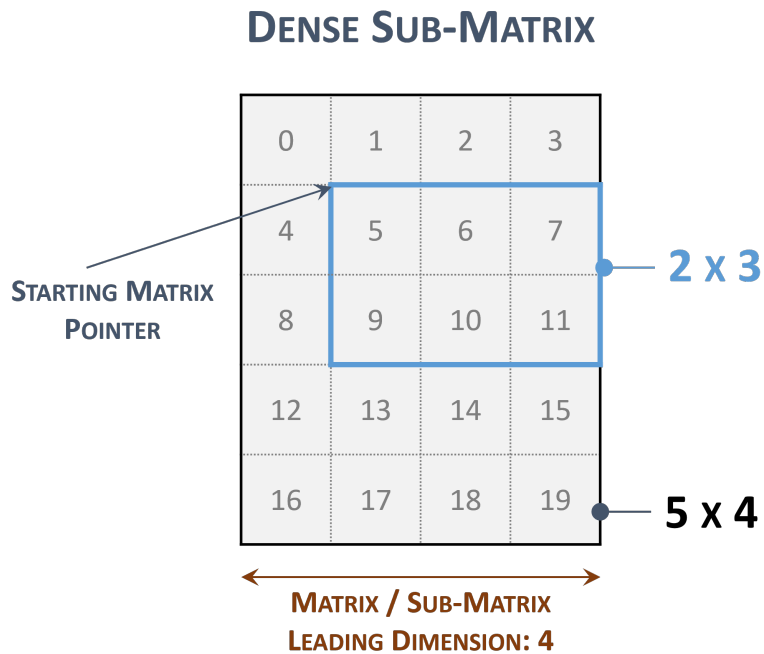
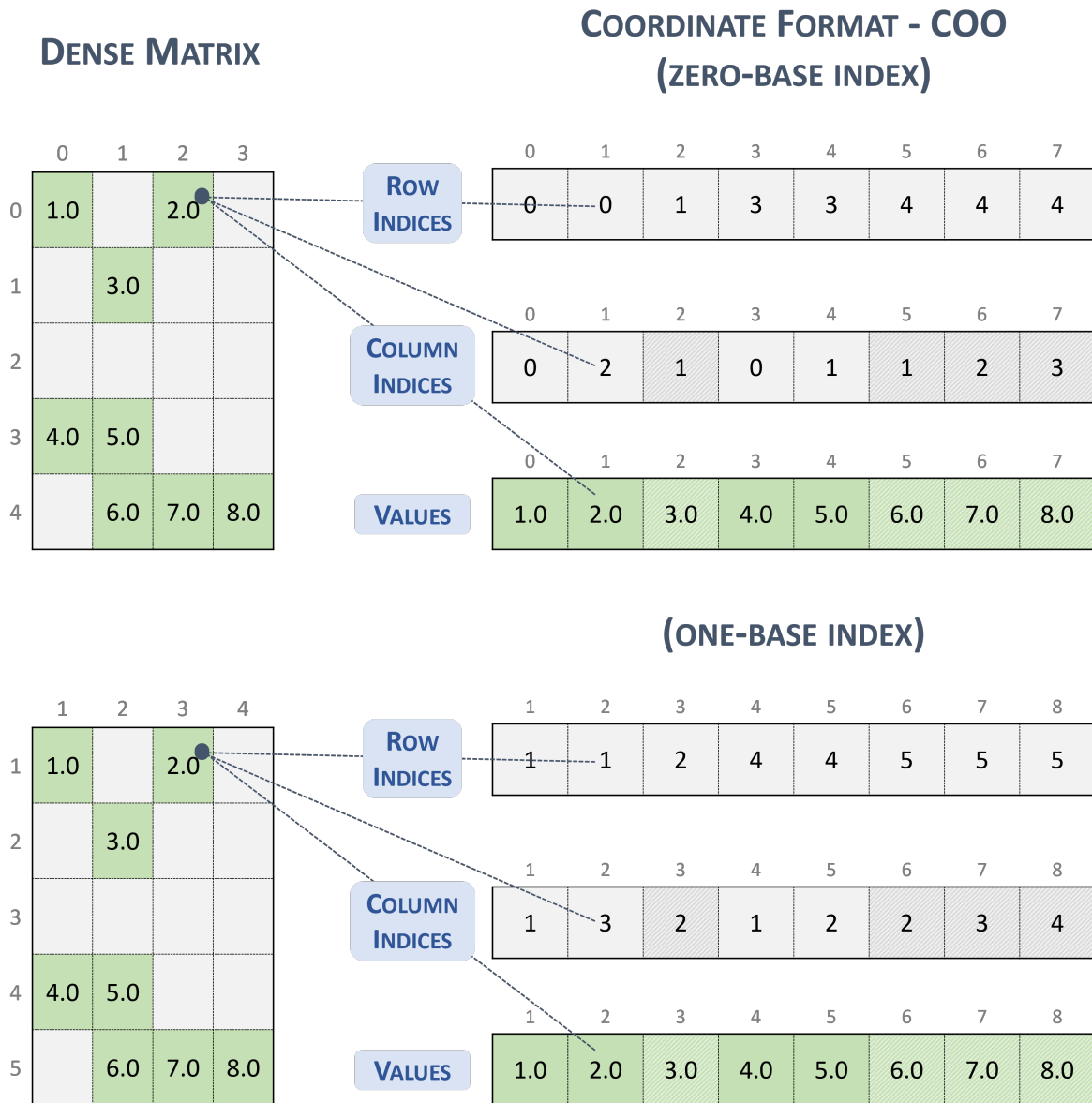


Fig. 4: Sub-matrix representations

- ▶ The pointers to the **values** array of length nnz that holds all nonzero values of the matrix in row-major ordering.
- ▶ Each entry of the COO representation consists of a <row, column> pair.
- ▶ The COO format is assumed to be sorted **by row**.

The following example shows a  $5 \times 4$  matrix represented in COO format.



**Note:** cuSPARSE supports both *sorted* and *unsorted* column indices within a given row.

**Note:** If the column indices within a given row are not unique, the correctness of the computation is not always ensured.

Given an entry in the COO format (zero-base), the corresponding position in the dense matrix is computed as:

```
// row-major
rows_indices[i] * leading_dimension + column_indices[i]

// column-major
column_indices[i] * leading_dimension + rows_indices[i]
```

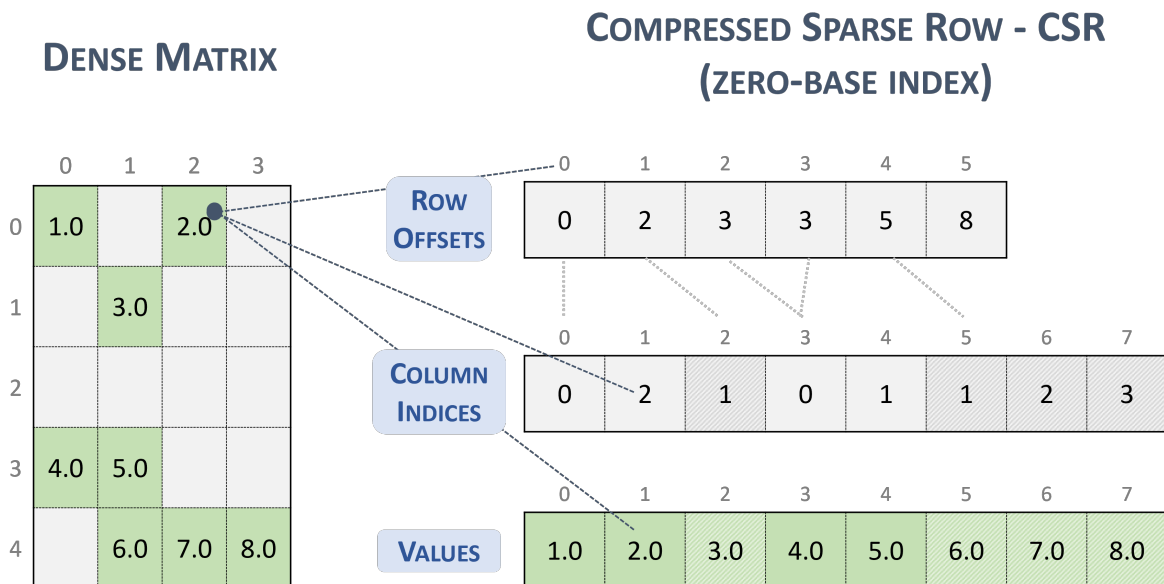
### 5.3.3. Compressed Sparse Row (CSR)

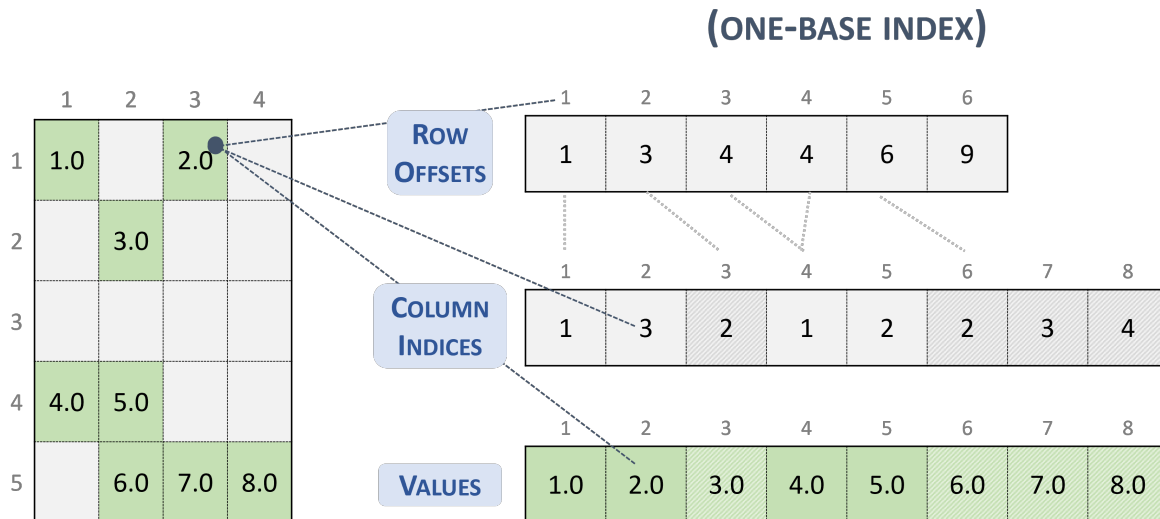
The **CSR** format is similar to COO, where the *row indices* are compressed and replaced by an array of *offsets*.

A sparse matrix stored in CSR format is represented by the following parameters.

- ▶ The **number of rows** in the matrix.
- ▶ The **number of columns** in the matrix.
- ▶ The **number of non-zero elements** (nnz) in the matrix.
- ▶ The pointers to the **row offsets** array of length *number of rows + 1* that represents the starting position of each row in the *columns and values arrays*.
- ▶ The pointers to the **column indices** array of length nnz that contains the column indices of the corresponding elements in the *values array*.
- ▶ The pointers to the **values** array of length nnz that holds all nonzero values of the matrix in row-major ordering.

The following example shows a  $5 \times 4$  matrix represented in CSR format.





**Note:** cuSPARSE supports both *sorted* and *unsorted* column indices within a given row.

**Note:** If the *column indices* within a given row are not unique, the correctness of the computation is not always ensured.

Given an entry in the CSR format (zero-base), the corresponding position in the dense matrix is computed as:

```
// row-major
row * leading_dimension + column_indices[row_offsets[row] + k]

// column-major
column_indices[row_offsets[row] + k] * leading_dimension + row
```

### 5.3.4. Compressed Sparse Column (CSC)

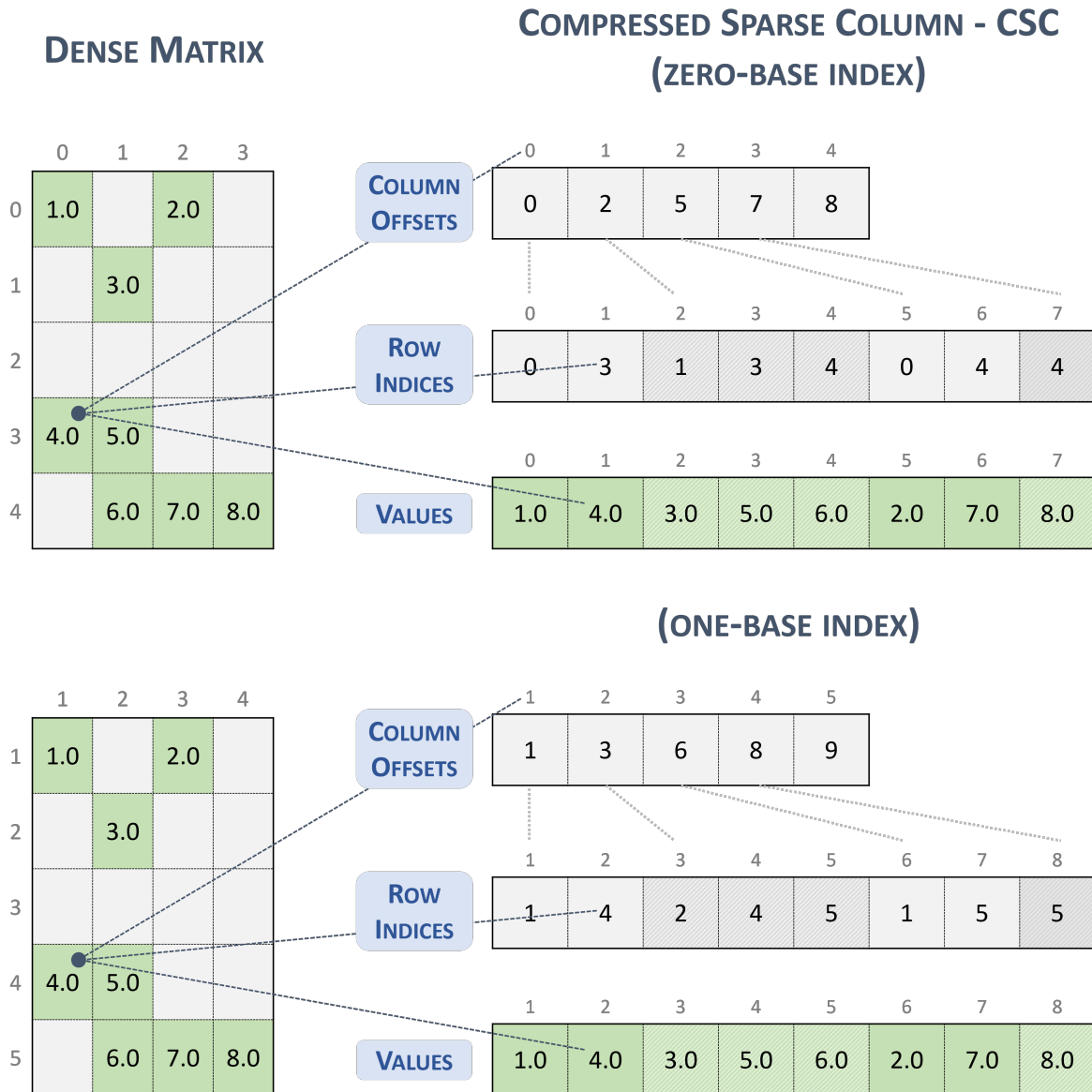
The **CSC** format is similar to COO, where the *column indices* are compressed and replaced by an array of *offsets*.

A sparse matrix stored in CSC format is represented by the following parameters.

- ▶ The **number of rows** in the matrix.
- ▶ The **number of columns** in the matrix.
- ▶ The **number of non-zero elements** (nnz) in the matrix.
- ▶ The pointers to the **column offsets** array of length *number of column + 1* that represents the starting position of each column in the *columns* and *values* arrays.
- ▶ The pointers to the **row indices** array of length nnz that contains row indices of the corresponding elements in the *values* array.

- The pointers to the **values** array of length nnz that holds all nonzero values of the matrix in column-major ordering.

The following example shows a  $5 \times 4$  matrix represented in CSC format.



**Note:** The CSR format has exactly the same memory layout as its transpose in CSC format (and vice versa).

**Note:** cuSPARSE supports both *sorted* and *unsorted* row indices within a given column.

**Note:** If the *row indices* within a given *column* are not unique, the correctness of the computation is not always ensured.

Given an entry in the CSC format (zero-base), the corresponding position in the dense matrix is computed as:

```
// row-major
row_indices[column_offsets[column] + k] * leading_dimension + column

// column-major
column * leading_dimension + row_indices[column_offsets[column] + k]
```

### 5.3.5. Sliced Ellpack (SELL)

The **Sliced Ellpack** format is standardized and well-known as the state of the art. This format allows to significantly improve the performance of all problems that involve low variability in the number of nonzero elements per row.

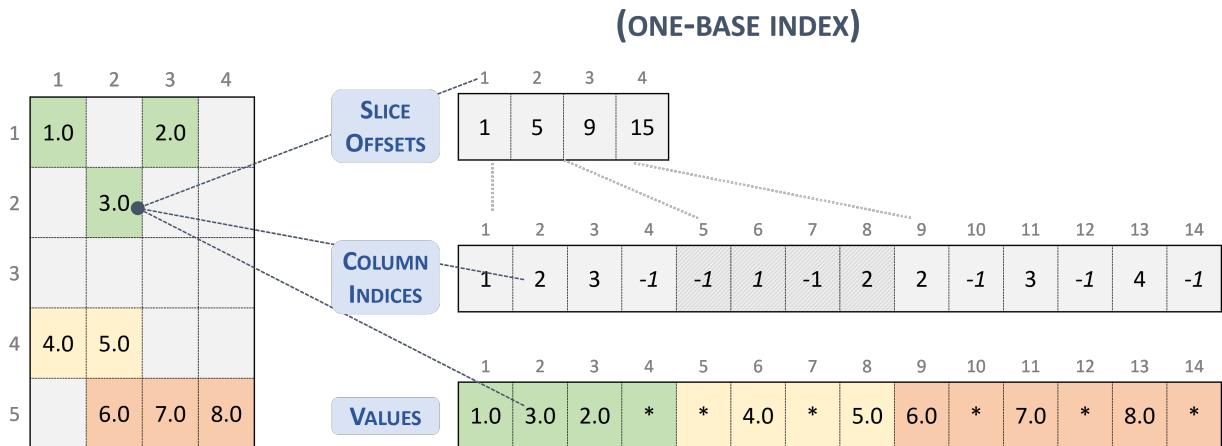
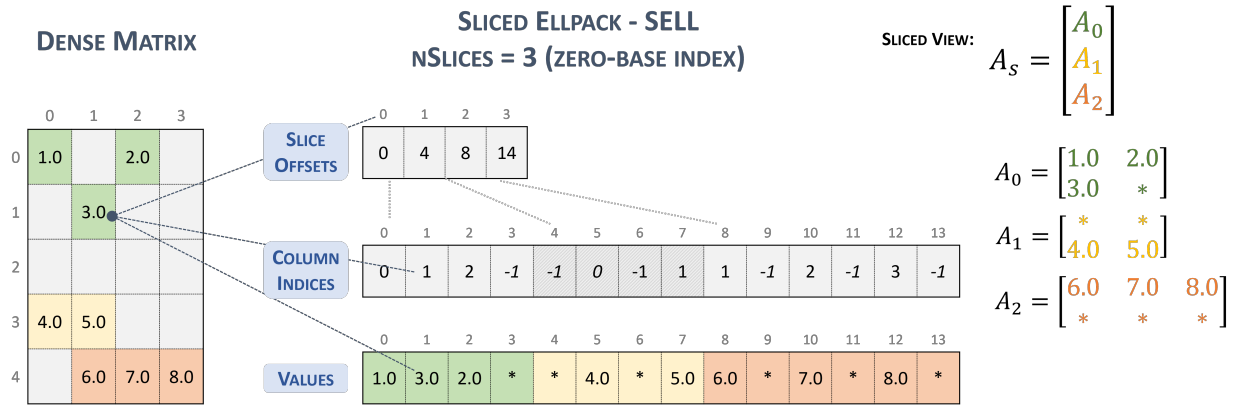
A matrix in the Sliced Ellpack format is divided into *slices* of an *exact number of rows* (*sliceSize*), defined by the user. The maximum row length (i.e., the maximum non-zeros per row) is found for each slice, and every row in the slice is padded to the maximum row length. The value -1 is used for padding.

A  $m \times n$  sparse matrix  $A$  is equivalent to a *sliced sparse matrix*  $A_s$  with  $nslices = \lceil \frac{m}{sliceSize} \rceil$  slice rows and  $n$  columns. To improve memory coalescing and memory utilization, each slice is stored in *column-major* order.

A sparse matrix stored in SELL format is represented by the following parameters.

- ▶ The **number of slices**.
- ▶ The **number of rows** in the matrix.
- ▶ The **number of columns** in the matrix.
- ▶ The **number of non-zero elements** (nnz) in the matrix.
- ▶ The **total number elements** (sellValuesSize), including non-zero values and padded elements.
- ▶ The pointer to the **slice offsets** of length  $nslices+1$  that holds offsets of the slides corresponding to the columns and values arrays.
- ▶ The pointer to the **column indices** array of length sellValuesSize that contains column indices of the corresponding elements in the *values* array. The column indices are stored in *column-major* layout. Value -1 refers to padding.
- ▶ The pointer to the **values** array of length sellValuesSize that holds all non-zero values and padding in *column-major* layout.

The following example shows a  $5 \times 4$  matrix represented in SELL format.



## 5.3.6. Block Sparse Row (BSR)

The BSR format is similar to CSR, where the *column indices* represent two-dimensional blocks instead of a single matrix entry.

A matrix in the Block Sparse Row format is organized into blocks of size *blockSize*, defined by the user.

A  $m \times n$  sparse matrix  $A$  is equivalent to a *block sparse matrix*  $A_B$ :  $mb \times nb$  with  $mb = \frac{m}{blockSize} block$  rows and  $nb = \frac{n}{blockSize} block$  columns. If  $m$  or  $n$  is not multiple of *blockSize*, the user needs to pad the matrix with zeros.

---

**Note:** cuSPARSE currently supports only *square* blocks.

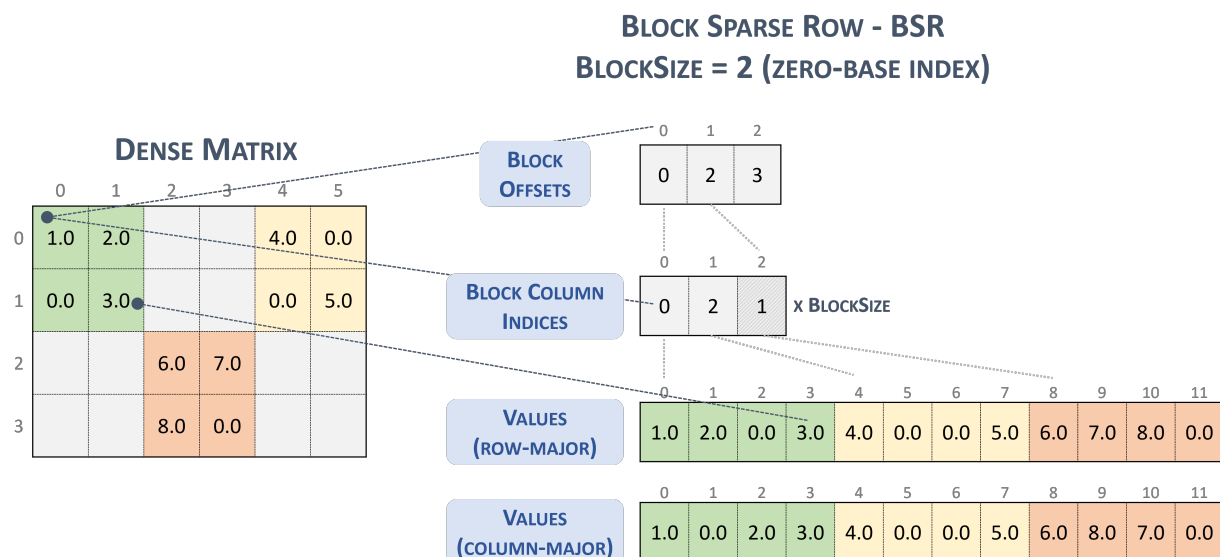
---

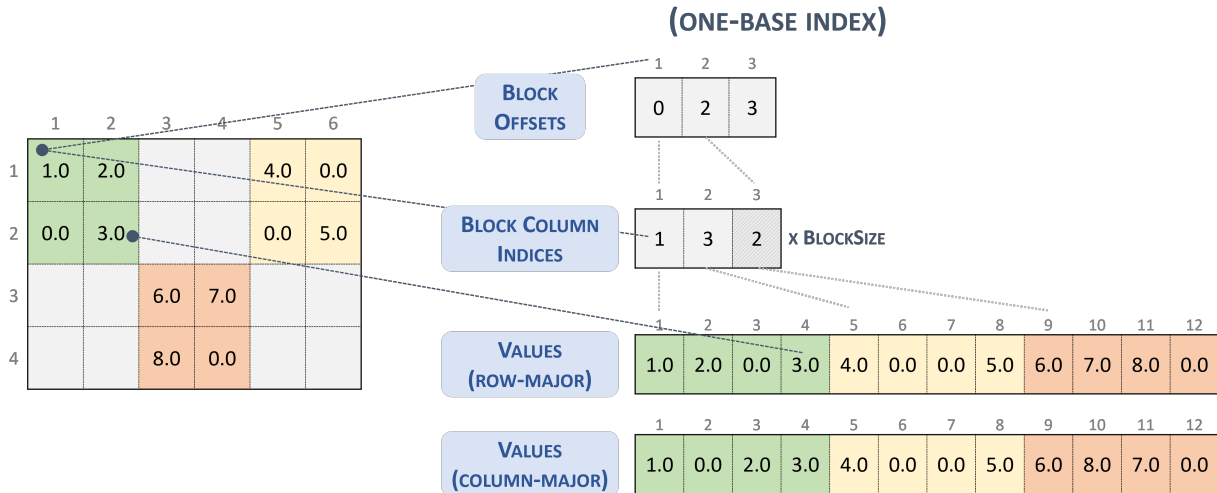
The BSR format stores the blocks in row-major ordering. However, the internal storage format of blocks can be *column-major* (`cusparseDirection_t=CUSPARSE_DIRECTION_COLUMN`) or *row-major* (`cusparseDirection_t=CUSPARSE_DIRECTION_ROW`), independently of the base index.

A sparse matrix stored in BSR format is represented by the following parameters.

- ▶ The **block size**.
- ▶ The **number of row blocks** in the matrix.
- ▶ The **number of column blocks** in the matrix.
- ▶ The **number of non-zero blocks** (nnzb) in the matrix.
- ▶ The pointers to the **row block offsets** array of length *number of row blocks* + 1 that represents the starting position of each row block in the *columns and values arrays*.
- ▶ The pointers to the **column block indices** array of length nnzb that contains the location of the corresponding elements in the values array.
- ▶ The pointers to the **values array** of length nnzb that holds all nonzero values of the matrix.

The following example shows a  $4 \times 7$  matrix represented in BSR format.





### 5.3.7. Blocked Ellpack (BLOCKED-ELL)

The Blocked Ellpack format is similar to the standard Ellpack, where the *column indices* represent two-dimensional blocks instead of a single matrix entry.

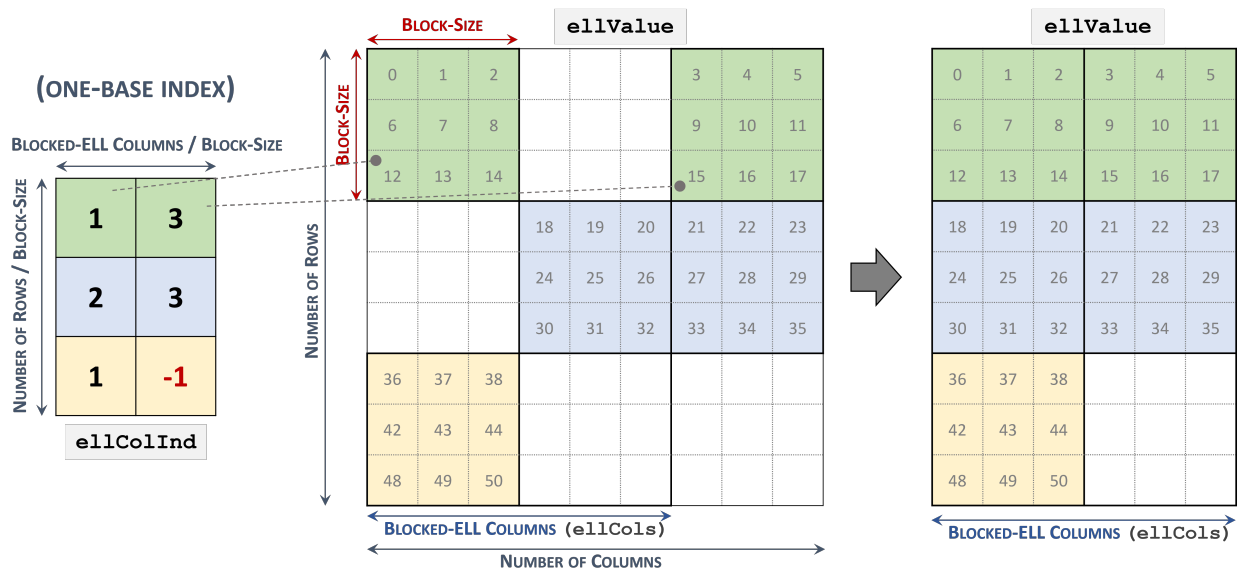
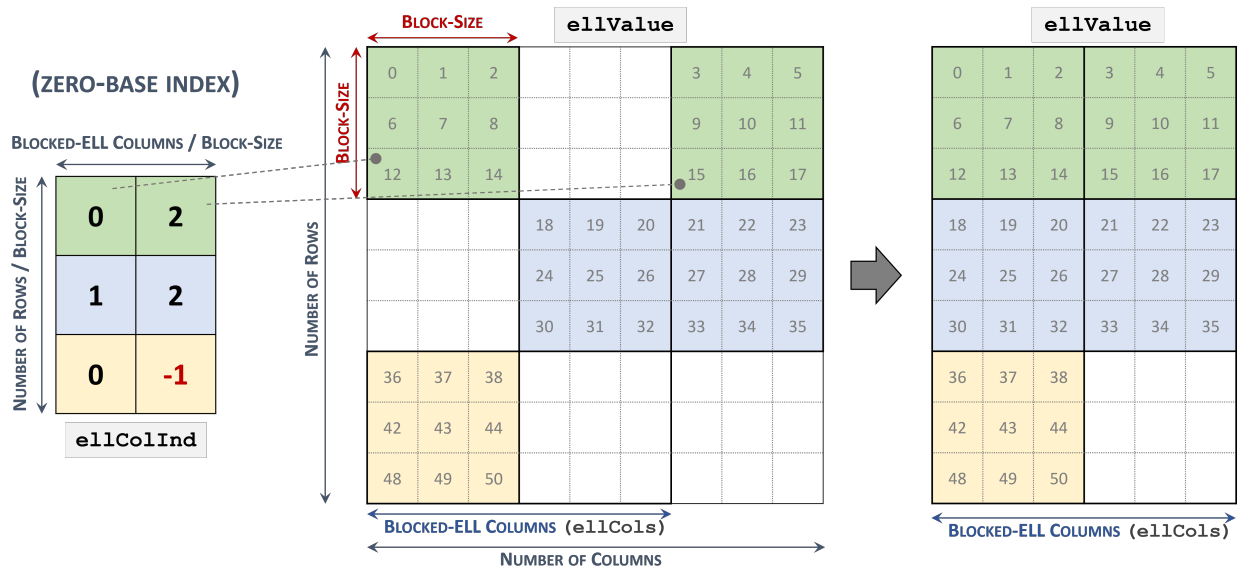
A matrix in the Blocked Ellpack format is organized into blocks of size *blockSize*, defined by the user. The number of columns per row *nEllCols* is also defined by the user ( $nEllCols \leq n$ ).

A  $m \times n$  sparse matrix  $A$  is equivalent to a *Blocked-ELL* matrix  $A_B$ :  $mb \times nb$  with  $mb = \lceil \frac{m}{blockSize} \rceil \text{ block rows}$ , and  $nb = \lceil \frac{nEllCols}{blockSize} \rceil \text{ block columns}$ . If  $m$  or  $n$  is not multiple of *blockSize*, then the remaining elements are zero.

A sparse matrix stored in Blocked-ELL format is represented by the following parameters.

- ▶ The **block size**.
- ▶ The **number of rows** in the matrix.
- ▶ The **number of columns** in the matrix.
- ▶ The **number of columns per row** (*nEllCols*) in the matrix.
- ▶ The pointers to the **column block indices** array of length  $mb \times nb$  that contains the location of the corresponding elements in the values array. Empty blocks can be represented with -1 index.
- ▶ The pointers to the **values array** of length  $m \times nEllCols$  that holds all nonzero values of the matrix in row-major ordering.

The following example shows a  $9 \times 9$  matrix represented in Blocked-ELL format.



## 5.3.8. Extended BSR Format (BSRX) [DEPRECATED]

BSRX is the same as the BSR format, but the array `bsrRowPtrA` is separated into two parts. The first nonzero block of each row is still specified by the array `bsrRowPtrA`, which is the same as in BSR, but the position next to the last nonzero block of each row is specified by the array `bsrEndPtrA`. Briefly, BSRX format is simply like a 4-vector variant of BSR format.

Matrix  $A$  is represented in BSRX format by the following parameters.

<code>block-Dim</code>	(integer)	Block dimension of matrix $A$ .
<code>mb</code>	(integer)	The number of block rows of $A$ .
<code>nb</code>	(integer)	The number of block columns of $A$ .
<code>nnzb</code>	(integer)	number of nonzero blocks in the matrix $A$ .
<code>bsrValA</code>	(pointer)	Points to the data array of length $nnzb * blockDim^2$ that holds all the elements of the nonzero blocks of $A$ . The block elements are stored in either column-major order or row-major order.
<code>bsrRowPtrA</code>	(pointer)	Points to the integer array of length <code>mb</code> that holds indices into the arrays <code>bsrColIndA</code> and <code>bsrValA</code> ; <code>bsrRowPtrA(i)</code> is the position of the first nonzero block of the $i$ th block row in <code>bsrColIndA</code> and <code>bsrValA</code> .
<code>bsrEndPtrA</code>	(pointer)	Points to the integer array of length <code>mb</code> that holds indices into the arrays <code>bsrColIndA</code> and <code>bsrValA</code> ; <code>bsrRowPtrA(i)</code> is the position next to the last nonzero block of the $i$ th block row in <code>bsrColIndA</code> and <code>bsrValA</code> .
<code>bsrColIndA</code>	(pointer)	Points to the integer array of length <code>nnzb</code> that contains the column indices of the corresponding blocks in array <code>bsrValA</code> .

A simple conversion between BSR and BSRX can be done as follows. Suppose the developer has a  $2 \times 3$  block sparse matrix  $A_b$  represented as shown.

$$A_b = \begin{bmatrix} A_{00} & A_{01} & A_{02} \\ A_{10} & A_{11} & A_{12} \end{bmatrix}$$

Assume it has this BSR format:

$$\begin{aligned} \text{bsrValA of BSR} &= [A_{00} \ A_{01} \ A_{10} \ A_{11} \ A_{12}] \\ \text{bsrRowPtrA of BSR} &= \begin{bmatrix} 0 & 2 & 5 \end{bmatrix} \\ \text{bsrColIndA of BSR} &= \begin{bmatrix} 0 & 1 & 0 & 1 & 2 \end{bmatrix} \end{aligned}$$

The `bsrRowPtrA` of the BSRX format is simply the first two elements of the `bsrRowPtrA` BSR format. The `bsrEndPtrA` of BSRX format is the last two elements of the `bsrRowPtrA` of BSR format.

$$\begin{aligned} \text{bsrRowPtrA of BSRX} &= \begin{bmatrix} 0 & 2 \end{bmatrix} \\ \text{bsrEndPtrA of BSRX} &= \begin{bmatrix} 2 & 5 \end{bmatrix} \end{aligned}$$

The advantage of the BSRX format is that the developer can specify a submatrix in the original BSR format by modifying `bsrRowPtrA` and `bsrEndPtrA` while keeping `bsrColIndA` and `bsrValA` unchanged.

For example, to create another block matrix  $\tilde{A} = \begin{bmatrix} O & O & O \\ O & A_{11} & O \end{bmatrix}$  that is slightly different from  $A$ , the

developer can keep `bsrColIndA` and `bsrValA`, but reconstruct  $\tilde{A}$  by properly setting of `bsrRowPtrA` and `bsrEndPtrA`. The following 4-vector characterizes  $\tilde{A}$ .

$$\begin{aligned} \text{bsrValA of } \tilde{A} &= [A_{00} \ A_{01} \ A_{10} \ A_{11} \ A_{12}] \\ \text{bsrColIndA of } \tilde{A} &= [0 \ 1 \ 0 \ 1 \ 2] \\ \text{bsrRowPtrA of } \tilde{A} &= \begin{bmatrix} 0 & 3 \end{bmatrix} \\ \text{bsrEndPtrA of } \tilde{A} &= \begin{bmatrix} 0 & 4 \end{bmatrix} \end{aligned}$$



---

# Chapter 6. cuSPARSE Basic APIs

## 6.1. cuSPARSE Types Reference

### 6.1.1. cudaDataType\_t

The section describes the types shared by multiple CUDA Libraries and defined in the header file `library_types.h`. The `cudaDataType` type is an enumerator to specify the data precision. It is used when the data reference does not carry the type itself (e.g. `void*`). For example, it is used in the routine `cusparseSpMM()`.

Value	Meaning	Data Type	Header	
CUDA_R_16F	The data type is 16-bit IEEE-754 floating-point	<code>__half</code>	<code>cuda_fp16.h</code>	
CUDA_C_16F	The data type is 16-bit complex IEEE-754 floating-point	<code>__half2</code>	<code>cuda_fp16.h</code>	[DEPRECATED]
CUDA_R_16BF	The data type is 16-bit bfloat floating-point	<code>__nv_bfloat16</code>	<code>cuda_bf16.h</code>	
CUDA_C_16BF	The data type is 16-bit complex bfloat floating-point	<code>__nv_bfloat162</code>	<code>cuda_bf16.h</code>	[DEPRECATED]
CUDA_R_32F	The data type is 32-bit IEEE-754 floating-point	<code>float</code>		
CUDA_C_32F	The data type is 32-bit complex IEEE-754 floating-point	<code>cuComplex</code>	<code>cuComplex.h</code>	
CUDA_R_64F	The data type is 64-bit IEEE-754 floating-point	<code>double</code>		
CUDA_C_64F	The data type is 64-bit complex IEEE-754 floating-point	<code>cuDoubleComplex</code>	<code>cuComplex.h</code>	
CUDA_R_8I	The data type is 8-bit integer	<code>int8_t</code>	<code>stdint.h</code>	
CUDA_R_32I	The data type is 32-bit integer	<code>int32_t</code>	<code>stdint.h</code>	

**IMPORTANT:** The Generic API routines allow all data types reported in the respective section of the documentation only on GPU architectures with *native* support for them. If a specific GPU model does not provide *native* support for a given data type, the routine returns `CUSPARSE_STATUS_ARCH_MISMATCH` error.

Unsupported data types and Compute Capability (CC):

- ▶ `__half` on GPUs with CC < 53 (e.g. Kepler)
- ▶ `__nv_bfloat16` on GPUs with CC < 80 (e.g. Kepler, Maxwell, Pascal, Volta, Turing)

see <https://developer.nvidia.com/cuda-gpus>

## 6.1.2. `cusparseStatus_t`

This data type represents the status returned by the library functions and it can have the following values:

Value	Description
<code>CUSPARSE_STATUS_SUCCESS</code>	The operation completed successfully
<code>CUSPARSE_STATUS_NOT_INITIALIZED</code>	The cuSPARSE library was not initialized. This is usually caused by the lack of a prior call, an error in the CUDA Runtime API called by the cuSPARSE routine, or an error in the hardware setup <b>To correct:</b> call <code>cusparseCreate()</code> prior to the function call; and check that the hardware, an appropriate version of the driver, and the cuSPARSE library are correctly installed The error also applies to generic APIs ( <i>cuSPARSE Generic APIs</i> ) for indicating a matrix/vector descriptor not initialized
<code>CUSPARSE_STATUS_ALLOC_FAILED</code>	Resource allocation failed inside the cuSPARSE library. This is usually caused by a device memory allocation ( <code>cudaMalloc()</code> ) or by a host memory allocation failure <b>To correct:</b> prior to the function call, deallocate previously allocated memory as much as possible
<code>CUSPARSE_STATUS_INVALID_VALUE</code>	An unsupported value or parameter was passed to the function (a negative vector size, for example) <b>To correct:</b> ensure that all the parameters being passed have valid values
<code>CUSPARSE_STATUS_ARCH_MISMATCH</code>	The function requires a feature absent from the device architecture <b>To correct:</b> compile and run the application on a device with appropriate compute capability

continues on next page

Table 1 – continued from previous page

Value	Description
CUSPARSE_STATUS_EXECUTION_FAILED	The GPU program failed to execute. This is often caused by a launch failure of the kernel on the GPU, which can be caused by multiple reasons <b>To correct:</b> check that the hardware, an appropriate version of the driver, and the cuSPARSE library are correctly installed
CUSPARSE_STATUS_INTERNAL_ERROR	An internal cuSPARSE operation failed <b>To correct:</b> check that the hardware, an appropriate version of the driver, and the cuSPARSE library are correctly installed. Also, check that the memory passed as a parameter to the routine is not being deallocated prior to the routine completion
CUSPARSE_STATUS_MATRIX_TYPE_NOT_SUPPORTED	The matrix type is not supported by this function. This is usually caused by passing an invalid matrix descriptor to the function <b>To correct:</b> check that the fields in <code>cusparseMatDescr_t descrA</code> were set correctly
CUSPARSE_STATUS_NOT_SUPPORTED	The operation or data type combination is currently not supported by the function
CUSPARSE_STATUS_INSUFFICIENT_RESOURCES	The resources for the computation, such as GPU global or shared memory, are not sufficient to complete the operation. The error can also indicate that the current computation mode (e.g. bit size of sparse matrix indices) does not allow to handle the given input

### 6.1.3. `cusparseHandle_t`

This is a pointer type to an opaque cuSPARSE context, which the user must initialize by calling prior to calling `cusparseCreate()` any other library function. The handle created and returned by `cusparseCreate()` must be passed to every cuSPARSE function.

## 6.1.4. `cusparsePointerMode_t`

This type indicates whether the scalar values are passed by reference on the host or device. It is important to point out that if several scalar values are passed by reference in the function call, all of them will conform to the same single pointer mode. The pointer mode can be set and retrieved using `cusparseSetPointerMode()` and `cusparseGetPointerMode()` routines, respectively.

Value	Meaning
<code>CUSPARSE_POINTER_MODE_HOST</code>	The scalars are passed by reference on the host.
<code>CUSPARSE_POINTER_MODE_DEVICE</code>	The scalars are passed by reference on the device.

---

## 6.1.5. `cusparseOperation_t`

This type indicates which operations is applied to the related input (e.g. sparse matrix, or vector).

Value	Meaning
<code>CUSPARSE_OPERATION_NON_TRANSPOSE</code>	The non-transpose operation is selected.
<code>CUSPARSE_OPERATION_TRANSPOSE</code>	The transpose operation is selected.
<code>CUSPARSE_OPERATION_CONJUGATE_TRANSPOSE</code>	The conjugate transpose operation is selected.

---

## 6.1.6. `cusparseDiagType_t`

This type indicates if the matrix diagonal entries are unity. The diagonal elements are always assumed to be present, but if `CUSPARSE_DIAG_TYPE_UNIT` is passed to an API routine, then the routine assumes that all diagonal entries are unity and will not read or modify those entries. Note that in this case the routine assumes the diagonal entries are equal to one, regardless of what those entries are actually set to in memory.

Value	Meaning
<code>CUSPARSE_DIAG_TYPE_NON_UNIT</code>	The matrix diagonal has non-unit elements.
<code>CUSPARSE_DIAG_TYPE_UNIT</code>	The matrix diagonal has unit elements.

---

### 6.1.7. `cusparseFillMode_t`

This type indicates if the lower or upper part of a matrix is stored in sparse storage.

Value	Meaning
CUSPARSE_FILL_MODE_LOWER	The lower triangular part is stored.
CUSPARSE_FILL_MODE_UPPER	The upper triangular part is stored.

### 6.1.8. `cusparseIndexBase_t`

This type indicates if the base of the matrix indices is zero or one.

Value	Meaning
CUSPARSE_INDEX_BASE_ZERO	The base index is zero (C compatibility).
CUSPARSE_INDEX_BASE_ONE	The base index is one (Fortran compatibility).

### 6.1.9. `cusparseDirection_t`

This type indicates whether the elements of a dense matrix should be parsed by rows or by columns (assuming column-major storage in memory of the dense matrix) in function `cusparse[S|D|C|Z]nnz`. Besides storage format of blocks in BSR format is also controlled by this type.

Value	Meaning
CUSPARSE_DIRECTION_ROW	The matrix should be parsed by rows.
CUSPARSE_DIRECTION_COLUMN	The matrix should be parsed by columns.

## 6.2. cuSPARSE Management API

The cuSPARSE functions for managing the library are described in this section.

---

### 6.2.1. `cusparseCreate()`

```
cusparseStatus_t  
cusparseCreate(cusparseHandle_t *handle)
```

This function initializes the cuSPARSE library and creates a handle on the cuSPARSE context. It must be called before any other cuSPARSE API function is invoked. It allocates hardware resources necessary for accessing the GPU.

Param.	In/out	Meaning
handle	IN	The pointer to the handle to the cuSPARSE context

Refer to [\*cusparseStatus\\_t\*](#) for the description of the return status.

---

### 6.2.2. `cusparseDestroy()`

```
cusparseStatus_t  
cusparseDestroy(cusparseHandle_t handle)
```

This function releases CPU-side resources used by the cuSPARSE library. The release of GPU-side resources may be deferred until the application shuts down.

Param.	In/out	Meaning
handle	IN	The handle to the cuSPARSE context

Refer to [\*cusparseStatus\\_t\*](#) for the description of the return status.

---

### 6.2.3. `cusparseGetErrorName()`

```
const char*  
cusparseGetErrorString(cusparseStatus_t status)
```

The function returns the string representation of an error code enum name. If the error code is not recognized, “unrecognized error code” is returned.

Param.	In/out	Meaning
status	IN	Error code to convert to string
const char*	OUT	Pointer to a NULL-terminated string

## 6.2.4. cusparseGetErrorString()

```
const char*
cusparseGetErrorString(cusparseStatus_t status)
```

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

Param.	In/out	Meaning
status	IN	Error code to convert to string
const char*	OUT	Pointer to a NULL-terminated string

## 6.2.5. cusparseGetProperty()

```
cusparseStatus_t
cusparseGetProperty(libraryPropertyType type,
                   int* value)
```

The function returns the value of the requested property. Refer to `libraryPropertyType` for supported types.

Param.	In/out	Meaning
type	IN	Requested property
value	OUT	Value of the requested property

`libraryPropertyType` (defined in `library_types.h`):

Value	Meaning
MAJOR_VERSION	Enumerator to query the major version
MINOR_VERSION	Enumerator to query the minor version
PATCH_LEVEL	Number to identify the patch level

Refer to [cusparseStatus\\_t](#) for the description of the return status.

---

## 6.2.6. cusparseGetVersion()

```
cusparseStatus_t  
cusparseGetVersion(cusparseHandle_t handle,  
                  int* version)
```

This function returns the version number of the cuSPARSE library.

Param.	In/out	Meaning
handle	IN	cuSPARSE handle
version	OUT	The version number of the library

Refer to [cusparseStatus\\_t](#) for the description of the return status.

---

## 6.2.7. cusparseGetPointerMode()

```
cusparseStatus_t  
cusparseGetPointerMode(cusparseHandle_t handle,  
                       cusparsePointerMode_t *mode)
```

This function obtains the pointer mode used by the cuSPARSE library. Please see the section on the [cusparsePointerMode\\_t](#) type for more details.

Param.	In/out	Meaning
handle	IN	The handle to the cuSPARSE context
mode	OUT	One of the enumerated pointer mode types

Refer to [cusparseStatus\\_t](#) for the description of the return status.

---

## 6.2.8. cusparseSetPointerMode()

```
cusparseStatus_t  
cusparseSetPointerMode(cusparseHandle_t handle,  
                       cusparsePointerMode_t mode)
```

This function sets the pointer mode used by the cuSPARSE library. The *default* is for the values to be passed by reference on the host. Please see the section on the `cublasPointerMode_t` type for more details.

Param.	In/out	Meaning
<code>handle</code>	IN	The handle to the cuSPARSE context
<code>mode</code>	IN	One of the enumerated pointer mode types

Refer to [`cusparseStatus\_t`](#) for the description of the return status.

## 6.2.9. `cusparseGetStream()`

```
cusparseStatus_t
cusparseGetStream(cusparseHandle_t handle, cudaStream_t *streamId)
```

This function gets the cuSPARSE library stream, which is being used to to execute all calls to the cuSPARSE library functions. If the cuSPARSE library stream is not set, all kernels use the default NULL stream.

Param.	In/out	Meaning
<code>handle</code>	IN	The handle to the cuSPARSE context
<code>streamId</code>	OUT	The stream used by the library

Refer to [`cusparseStatus\_t`](#) for the description of the return status.

## 6.2.10. `cusparseSetStream()`

```
cusparseStatus_t
cusparseSetStream(cusparseHandle_t handle, cudaStream_t streamId)
```

This function sets the stream to be used by the cuSPARSE library to execute its routines.

Param.	In/out	Meaning
<code>handle</code>	IN	The handle to the cuSPARSE context
<code>streamId</code>	IN	The stream to be used by the library

Refer to [`cusparseStatus\_t`](#) for the description of the return status.

## 6.3. cuSPARSE Logging API

cuSPARSE logging mechanism can be enabled by setting the following environment variables before launching the target application:

CUSPARSE\_LOG\_LEVEL=<level> - while level is one of the following levels:

- ▶ 0 - **Off** - logging is disabled (default)
- ▶ 1 - **Error** - only errors will be logged
- ▶ 2 - **Trace** - API calls that launch CUDA kernels will log their parameters and important information
- ▶ 3 - **Hints** - hints that can potentially improve the application's performance
- ▶ 4 - **Info** - provides general information about the library execution, may contain details about heuristic status
- ▶ 5 - **API Trace** - API calls will log their parameter and important information

CUSPARSE\_LOG\_MASK=<mask> - while mask is a combination of the following masks:

- ▶ 0 - **Off**
- ▶ 1 - **Error**
- ▶ 2 - **Trace**
- ▶ 4 - **Hints**
- ▶ 8 - **Info**
- ▶ 16 - **API Trace**

CUSPARSE\_LOG\_FILE=<file\_name> - while file name is a path to a logging file. File name may contain %i, that will be replaced with the process id. E.g <file\_name>\_%i.log.

If CUSPARSE\_LOG\_FILE is not defined, the log messages are printed to stdout.

Starting from CUDA 12.3, it is also possible to dump sparse matrices (CSR, CSC, COO, SELL, BSR) in binary files during the creation by setting the environment variable CUSPARSE\_STORE\_INPUT\_MATRIX. Later on, the binary files can be send to [Math-Libs-Feedback@nvidia.com](mailto:Math-Libs-Feedback@nvidia.com) for debugging and reproducibility purposes of a specific correctness/performance issue.

Another option is to use the experimental cuSPARSE logging API. Refer to:

- ▶ *cusparseLoggerSetCallback()*
- ▶ *cusparseLoggerSetFile()*
- ▶ *cusparseLoggerOpenFile()*
- ▶ *cusparseLoggerSetLevel()*
- ▶ *cusparseLoggerSetMask()*

---

**Note:** The logging mechanism is not available for the legacy APIs.

---

## 6.3.1. cusparseLoggerSetCallback()

```
cusparseStatus_t
cusparseLoggerSetCallback(cusparseLoggerCallback_t callback)
```

*Experimental:* The function sets the logging callback function.

Param.	In/out	Meaning
callback	IN	Pointer to a callback function

where `cusparseLoggerCallback_t` has the following signature:

```
void (*cusparseLoggerCallback_t)(int          logLevel,
                                  const char*  functionName,
                                  const char*  message)
```

Param.	In/out	Meaning
logLevel	IN	Selected log level
functionName	IN	The name of the API that logged this message
message	IN	The log message

See [cusparseStatus\\_t](#) for the description of the return status.

## 6.3.2. cusparseLoggerSetFile()

```
cusparseStatus_t
cusparseLoggerSetFile(FILE* file)
```

*Experimental:* The function sets the logging output file. Note: once registered using this function call, the provided file handle must not be closed unless the function is called again to switch to a different file handle.

Param.	In/out	Meaning
file	IN	Pointer to an open file. File should have write permission

See [cusparseStatus\\_t](#) for the description of the return status.

### 6.3.3. `cusparseLoggerOpenFile()`

```
cusparseStatus_t  
cusparseLoggerOpenFile(const char* logFile)
```

*Experimental:* The function opens a logging output file in the given path.

Param.	In/out	Meaning
logFile	IN	Path of the logging output file

See [`cusparseStatus\_t`](#) for the description of the return status.

---

### 6.3.4. `cusparseLoggerSetLevel()`

```
cusparseStatus_t  
cusparseLoggerSetLevel(int level)
```

*Experimental:* The function sets the value of the logging level. path.

Param.	In/out	Meaning
level	IN	Value of the logging level

See [`cusparseStatus\_t`](#) for the description of the return status

---

### 6.3.5. `cusparseLoggerSetMask()`

```
cusparseStatus_t  
cusparseLoggerSetMask(int mask)
```

*Experimental:* The function sets the value of the logging mask.

Param.	In/out	Meaning
mask	IN	Value of the logging mask

See [`cusparseStatus\_t`](#) for the description of the return status

---

---

# Chapter 7. cuSPARSE Legacy APIs

## 7.1. Naming Conventions

The cuSPARSE legacy functions are available for data types `float`, `double`, `cuComplex`, and `cuDoubleComplex`. The sparse Level 2, and Level 3 functions follow this naming convention:

`cusparse<t>[<matrix data format>]<operation>[<output matrix data format>]`

where `<t>` can be `S`, `D`, `C`, `Z`, or `X`, corresponding to the data types `float`, `double`, `cuComplex`, `cuDoubleComplex`, and the generic type, respectively.

The `<matrix data format>` can be `dense`, `coo`, `csr`, or `csc`, corresponding to the dense, coordinate, compressed sparse row, and compressed sparse column formats, respectively.

## 7.2. cuSPARSE Legacy Types Reference

### 7.2.1. `cusparseAction_t`

This type indicates whether the operation is performed only on indices or on data and indices.

Value	Meaning
<code>CUSPARSE_ACTION_SYMBOLIC</code>	the operation is performed only on indices.
<code>CUSPARSE_ACTION_NUMERIC</code>	the operation is performed on data and indices.

### 7.2.2. `cusparseMatDescr_t`

This structure is used to describe the shape and properties of a matrix.

```
typedef struct {
    cusparseMatrixType_t MatrixType;
    cusparseFillMode_t FillMode;
    cusparseDiagType_t DiagType;
    cusparseIndexBase_t IndexBase;
} cusparseMatDescr_t;
```

### 7.2.3. `cusparseMatrixType_t`

This type indicates the type of matrix stored in sparse storage. Notice that for symmetric, Hermitian and triangular matrices only their lower or upper part is assumed to be stored.

The whole idea of matrix type and fill mode is to keep minimum storage for symmetric/Hermitian matrix, and also to take advantage of symmetric property on SpMV (Sparse Matrix Vector multiplication). To compute  $y=A*x$  when A is symmetric and only lower triangular part is stored, two steps are needed. First step is to compute  $y=(L+D)*x$  and second step is to compute  $y=L^T*x + y$ . Given the fact that the transpose operation  $y=L^T*x$  is 10x slower than non-transpose version  $y=L*x$ , the symmetric property does not show up any performance gain. It is better for the user to extend the symmetric matrix to a general matrix and apply  $y=A*x$  with matrix type `CUSPARSE_MATRIX_TYPE_GENERAL`.

In general, SpMV, preconditioners (incomplete Cholesky or incomplete LU) and triangular solver are combined together in iterative solvers, for example PCG and GMRES. If the user always uses general matrix (instead of symmetric matrix), there is no need to support other than general matrix in preconditioners. Therefore the new routines, `[bsr|csr]sv2` (triangular solver), `[bsr|csr]ilu02` (incomplete LU) and `[bsr|csr]ic02` (incomplete Cholesky), only support matrix type `CUSPARSE_MATRIX_TYPE_GENERAL`.

Value	Meaning
<code>CUSPARSE_MATRIX_TYPE_GENERAL</code>	the matrix is general.
<code>CUSPARSE_MATRIX_TYPE_SYMMETRIC</code>	the matrix is symmetric.
<code>CUSPARSE_MATRIX_TYPE_HERMITIAN</code>	the matrix is Hermitian.
<code>CUSPARSE_MATRIX_TYPE_TRIANGULAR</code>	the matrix is triangular.

### 7.2.4. `cusparseColorInfo_t` [DEPRECATED]

This is a pointer type to an opaque structure holding the information used in `csrColor()`.

### 7.2.5. `cusparseSolvePolicy_t` [DEPRECATED]

This type indicates whether level information is generated and used in `csrsv2`, `csric02`, `csrilu02`, `bsrsv2`, `bsric02` and `bsrilu02`.

Value	Meaning
<code>CUSPARSE_SOLVE_POLICY_NO_LEVEL</code>	no level information is generated and used.
<code>CUSPARSE_SOLVE_POLICY_USE_LEVEL</code>	generate and use level information.

### 7.2.6. bsrlic02Info\_t [DEPRECATED]

This is a pointer type to an opaque structure holding the information used in `bsrlic02_bufferSize()`, `bsrlic02_analysis()`, and `bsrlic02()`.

### 7.2.7. bsrilu02Info\_t [DEPRECATED]

This is a pointer type to an opaque structure holding the information used in `bsrilu02_bufferSize()`, `bsrilu02_analysis()`, and `bsrilu02()`.

### 7.2.8. bsrsm2Info\_t [DEPRECATED]

This is a pointer type to an opaque structure holding the information used in `bsrsm2_bufferSize()`, `bsrsm2_analysis()`, and `bsrsm2_solve()`.

### 7.2.9. bsrsv2Info\_t [DEPRECATED]

This is a pointer type to an opaque structure holding the information used in `bsrsv2_bufferSize()`, `bsrsv2_analysis()`, and `bsrsv2_solve()`.

### 7.2.10. csric02Info\_t [DEPRECATED]

This is a pointer type to an opaque structure holding the information used in `csric02_bufferSize()`, `csric02_analysis()`, and `csric02()`.

### 7.2.11. csrilu02Info\_t [DEPRECATED]

This is a pointer type to an opaque structure holding the information used in `csrilu02_bufferSize()`, `csrilu02_analysis()`, and `csrilu02()`.

## 7.3. cuSPARSE Helper Function Reference

The cuSPARSE helper functions are described in this section.

### 7.3.1. `cusparseCreateColorInfo()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t  
cusparseCreateColorInfo(cusparseColorInfo_t* info)
```

This function creates and initializes the `cusparseColorInfo_t` structure to *default* values.

#### Input

info	the pointer to the <code>cusparseColorInfo_t</code> structure
------	---

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.2. `cusparseCreateMatDescr()`

```
cusparseStatus_t  
cusparseCreateMatDescr(cusparseMatDescr_t *descrA)
```

This function initializes the matrix descriptor. It sets the fields `MatrixType` and `IndexBase` to the *default* values `CUSPARSE_MATRIX_TYPE_GENERAL` and `CUSPARSE_INDEX_BASE_ZERO`, respectively, while leaving other fields uninitialized.

#### Input

descrA	the pointer to the matrix descriptor.
--------	---------------------------------------

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.3. `cusparseDestroyColorInfo()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t  
cusparseDestroyColorInfo(cusparseColorInfo_t info)
```

This function destroys and releases any memory required by the structure.

#### Input

info	the pointer to the structure of <code>csrColor()</code>
------	---

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.4. `cusparseDestroyMatDescr()`

```
cusparseStatus_t
cusparseDestroyMatDescr(cusparseMatDescr_t descrA)
```

This function releases the memory allocated for the matrix descriptor.

#### Input

descrA	the matrix descriptor.
--------	------------------------

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.5. `cusparseGetMatDiagType()`

```
cusparseDiagType_t
cusparseGetMatDiagType(const cusparseMatDescr_t descrA)
```

This function returns the `DiagType` field of the matrix descriptor `descrA`.

#### Input

descrA	the matrix descriptor.
--------	------------------------

#### Returned

	One of the enumerated <code>diagType</code> types.
--	--

### 7.3.6. `cusparseGetMatFillMode()`

```
cusparseFillMode_t
cusparseGetMatFillMode(const cusparseMatDescr_t descrA)
```

This function returns the `FillMode` field of the matrix descriptor `descrA`.

#### Input

descrA	the matrix descriptor.
--------	------------------------

#### Returned

	One of the enumerated <code>fillMode</code> types.
--	--

### 7.3.7. `cusparseGetMatIndexBase()`

```
cusparseIndexBase_t  
cusparseGetMatIndexBase(const cusparseMatDescr_t descrA)
```

This function returns the `IndexBase` field of the matrix descriptor `descrA`.

#### Input

<code>descrA</code>	the matrix descriptor.
---------------------	------------------------

#### Returned

	One of the enumerated <code>indexBase</code> types.
--	---

### 7.3.8. `cusparseGetMatType()`

```
cusparseMatrixType_t  
cusparseGetMatType(const cusparseMatDescr_t descrA)
```

This function returns the `MatrixType` field of the matrix descriptor `descrA`.

#### Input

<code>descrA</code>	the matrix descriptor.
---------------------	------------------------

#### Returned

	One of the enumerated matrix types.
--	-------------------------------------

### 7.3.9. `cusparseSetMatDiagType()`

```
cusparseStatus_t  
cusparseSetMatDiagType(cusparseMatDescr_t descrA,  
                       cusparseDiagType_t diagType)
```

This function sets the `DiagType` field of the matrix descriptor `descrA`.

#### Input

<code>diagType</code>	One of the enumerated <code>diagType</code> types.
-----------------------	--

#### Output

<code>descrA</code>	the matrix descriptor.
---------------------	------------------------

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.3.10. cusparseSetMatFillMode()

```
cusparseStatus_t
cusparseSetMatFillMode(cusparseMatDescr_t descrA,
                      cusparseFillMode_t fillMode)
```

This function sets the FillMode field of the matrix descriptor descrA.

#### Input

fillMode	One of the enumerated fillMode types.
----------	---------------------------------------

#### Output

descrA	the matrix descriptor.
--------	------------------------

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.3.11. cusparseSetMatIndexBase()

```
cusparseStatus_t
cusparseSetMatIndexBase(cusparseMatDescr_t descrA,
                       cusparseIndexBase_t base)
```

This function sets the IndexBase field of the matrix descriptor descrA.

#### Input

base	One of the enumerated indexBase types.
------	--

#### Output

descrA	the matrix descriptor.
--------	------------------------

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.3.12. `cusparseSetMatType()`

```
cusparseStatus_t  
cusparseSetMatType(cusparseMatDescr_t descrA, cusparseMatrixType_t type)
```

This function sets the `MatrixType` field of the matrix descriptor `descrA`.

### Input

type	One of the enumerated matrix types.
------	-------------------------------------

### Output

descrA	the matrix descriptor.
--------	------------------------

See [`cusparseStatus\_t`](#) for the description of the return status.

## 7.3.13. `cusparseCreateCsr02Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t  
cusparseCreateCsr02Info(csr02Info_t *info);
```

This function creates and initializes the solve and analysis structure of incomplete Cholesky to *default* values.

### Input

info	the pointer to the solve and analysis structure of incomplete Cholesky.
------	---

See [`cusparseStatus\_t`](#) for the description of the return status.

## 7.3.14. `cusparseDestroyCsr02Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t  
cusparseDestroyCsr02Info(csr02Info_t info);
```

This function destroys and releases any memory required by the structure.

### Input

info	the solve ( <code>csr02_solve</code> ) and analysis ( <code>csr02_analysis</code> ) structure.
------	--

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.15. `cusparseCreateCsrilu02Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseCreateCsrilu02Info(csrilu02Info_t *info);
```

This function creates and initializes the solve and analysis structure of incomplete LU to *default* values.

#### Input

info	the pointer to the solve and analysis structure of incomplete LU.
------	---

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.16. `cusparseDestroyCsrilu02Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseDestroyCsrilu02Info(csrilu02Info_t info);
```

This function destroys and releases any memory required by the structure.

#### Input

info	the solve ( <code>csrilu02_solve</code> ) and analysis ( <code>csrilu02_analysis</code> ) structure.
------	--

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.17. `cusparseCreateBsrsv2Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseCreateBsrsv2Info(bsrsv2Info_t *info);
```

This function creates and initializes the solve and analysis structure of bsrsv2 to *default* values.

#### Input

info	the pointer to the solve and analysis structure of bsrsv2.
------	--

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.18. `cusparseDestroyBsrsv2Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t  
cusparseDestroyBsrsv2Info(bsrsv2Info_t info);
```

This function destroys and releases any memory required by the structure.

#### Input

info	the solve ( <code>bsrsv2_solve</code> ) and analysis ( <code>bsrsv2_analysis</code> ) structure.
------	--

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.19. `cusparseCreateBsrsm2Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t  
cusparseCreateBsrsm2Info(bsrsm2Info_t *info);
```

This function creates and initializes the solve and analysis structure of `bsrsm2` to *default* values.

#### Input

info	the pointer to the solve and analysis structure of <code>bsrsm2</code> .
------	--

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.20. `cusparseDestroyBsrsm2Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t  
cusparseDestroyBsrsm2Info(bsrsm2Info_t info);
```

This function destroys and releases any memory required by the structure.

#### Input

info	the solve ( <code>bsrsm2_solve</code> ) and analysis ( <code>bsrsm2_analysis</code> ) structure.
------	--

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.21. `cusparseCreateBsrlic02Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseCreateBsrlic02Info(bsrlic02Info_t *info);
```

This function creates and initializes the solve and analysis structure of block incomplete Cholesky to *default* values.

#### Input

info	the pointer to the solve and analysis structure of block incomplete Cholesky.
------	---

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.22. `cusparseDestroyBsrlic02Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseDestroyBsrlic02Info(bsrlic02Info_t info);
```

This function destroys and releases any memory required by the structure.

#### Input

info	the solve ( <code>bsrlic02_solve</code> ) and analysis ( <code>bsrlic02_analysis</code> ) structure.
------	--

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.23. `cusparseCreateBsrilu02Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseCreateBsrilu02Info(bsrilu02Info_t *info);
```

This function creates and initializes the solve and analysis structure of block incomplete LU to *default* values.

#### Input

info	the pointer to the solve and analysis structure of block incomplete LU.
------	---

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.24. `cusparseDestroyBsrilu02Info()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t  
cusparseDestroyBsrilu02Info(bsrilu02Info_t info);
```

This function destroys and releases any memory required by the structure.

#### Input

info	the solve ( <code>bsrilu02_solve</code> ) and analysis ( <code>bsrilu02_analysis</code> ) structure.
------	--

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.25. `cusparseCreatePruneInfo()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t  
cusparseCreatePruneInfo(pruneInfo_t *info);
```

This function creates and initializes structure of prune to *default* values.

#### Input

info	the pointer to the structure of prune.
------	--

See [`cusparseStatus\_t`](#) for the description of the return status.

### 7.3.26. `cusparseDestroyPruneInfo()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t  
cusparseDestroyPruneInfo(pruneInfo_t info);
```

This function destroys and releases any memory required by the structure.

#### Input

info	the structure of prune.
------	-------------------------

See [`cusparseStatus\_t`](#) for the description of the return status.

## 7.4. cuSPARSE Level 2 Function Reference

This chapter describes the sparse linear algebra functions that perform operations between sparse matrices and dense vectors.

### 7.4.1. `cusparse<t>bsrmv()` [DEPRECATED]

```

cusparseStatus_t
cusparseSbsrmv(cusparseHandle_t      handle,
               cusparseDirection_t  dir,
               cusparseOperation_t  trans,
               int                   mb,
               int                   nb,
               int                   nnzb,
               const float*          alpha,
               const cusparseMatDescr_t descr,
               const float*          bsrVal,
               const int*            bsrRowPtr,
               const int*            bsrColInd,
               int                   blockDim,
               const float*          x,
               const float*          beta,
               float*                y)

cusparseStatus_t
cusparseDbbsrmv(cusparseHandle_t      handle,
                cusparseDirection_t  dir,
                cusparseOperation_t  trans,
                int                   mb,
                int                   nb,
                int                   nnzb,
                const double*         alpha,
                const cusparseMatDescr_t descr,
                const double*         bsrVal,
                const int*            bsrRowPtr,
                const int*            bsrColInd,
                int                   blockDim,
                const double*         x,
                const double*         beta,
                double*               y)

cusparseStatus_t
cusparseCbsrmv(cusparseHandle_t      handle,
               cusparseDirection_t  dir,
               cusparseOperation_t  trans,
               int                   mb,
               int                   nb,
               int                   nnzb,
               const cuComplex*      alpha,
               const cusparseMatDescr_t descr,
               const cuComplex*      bsrVal,
               const int*            bsrRowPtr,
               const int*            bsrColInd,

```

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```

        int          blockDim,
        const cuComplex* x,
        const cuComplex* beta,
        cuComplex*   y)

cusparseStatus_t
cusparseZbsrmv(cusparseHandle_t handle,
               cusparseDirection_t dir,
               cusparseOperation_t trans,
               int mb,
               int nb,
               int nnzb,
               const cuDoubleComplex* alpha,
               const cusparseMatDescr_t descr,
               const cuDoubleComplex* bsrVal,
               const int* bsrRowPtr,
               const int* bsrColInd,
               int blockDim,
               const cuDoubleComplex* x,
               const cuDoubleComplex* beta,
               cuDoubleComplex* y)

```

This function performs the matrix-vector operation

$$y = \alpha * op(A) * x + \beta * y$$

where  $A$  is an  $(mb * blockDim) \times (nb * blockDim)$  sparse matrix that is defined in BSR storage format by the three arrays `bsrVal`, `bsrRowPtr`, and `bsrColInd`;  $x$  and  $y$  are vectors;  $\alpha$  and  $\beta$  are scalars; and

$$op(A) = \begin{cases} A & \text{if trans == CUSPARSE_OPERATION_NON_TRANSPOSE} \\ A^T & \text{if trans == CUSPARSE_OPERATION_TRANSPOSE} \\ A^H & \text{if trans == CUSPARSE_OPERATION_CONJUGATE_TRANSPOSE} \end{cases}$$

`bsrmv()` has the following properties:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

Several comments on `bsrmv()`:

- ▶ Only `blockDim > 1` is supported
- ▶ Only `CUSPARSE_OPERATION_NON_TRANSPOSE` is supported, that is

$$y = \alpha * A * x + \beta * y$$

- ▶ Only `CUSPARSE_MATRIX_TYPE_GENERAL` is supported.
- ▶ The size of vector  $x$  should be  $(nb * blockDim)$  at least, and the size of vector  $y$  should be  $(mb * blockDim)$  at least; otherwise, the kernel may return `CUSPARSE_STATUS_EXECUTION_FAILED` because of an out-of-bounds array.

For example, suppose the user has a CSR format and wants to try `bsrmv()`, the following code demonstrates how to use `csr2bsr()` conversion and `bsrmv()` multiplication in single precision.

```

// Suppose that A is m x n sparse matrix represented by CSR format,
// hx is a host vector of size n, and hy is also a host vector of size m.
// m and n are not multiple of blockDim.
// step 1: transform CSR to BSR with column-major order
int base, nnz;
int nnzb;
cusparsedirection_t dirA = CUSPARSE_DIRECTION_COLUMN;
int mb = (m + blockDim-1)/blockDim;
int nb = (n + blockDim-1)/blockDim;
cudaMalloc((void**)&bsrRowPtrC, sizeof(int) *(mb+1));
cusparsexcscr2bsrnnz(handle, dirA, m, n,
    descrA, csrRowPtrA, csrColIndA, blockDim,
    descrC, bsrRowPtrC, &nnzb);
cudaMalloc((void**)&bsrColIndC, sizeof(int)*nnzb);
cudaMalloc((void**)&bsrValC, sizeof(float)*(blockDim*blockDim)*nnzb);
cusparsescsr2bsr(handle, dirA, m, n,
    descrA, csrValA, csrRowPtrA, csrColIndA, blockDim,
    descrC, bsrValC, bsrRowPtrC, bsrColIndC);
// step 2: allocate vector x and vector y large enough for bsrMV
cudaMalloc((void**)&x, sizeof(float)*(nb*blockDim));
cudaMalloc((void**)&y, sizeof(float)*(mb*blockDim));
cudaMemcpy(x, hx, sizeof(float)*n, cudaMemcpyHostToDevice);
cudaMemcpy(y, hy, sizeof(float)*m, cudaMemcpyHostToDevice);
// step 3: perform bsrMV
cusparsesbsrmv(handle, dirA, transA, mb, nb, nnzb, &alpha,
    descrC, bsrValC, bsrRowPtrC, bsrColIndC, blockDim, x, &beta, y);

```

## Input

handle	handle to the cuSPARSE library context.
dir	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
trans	the operation $op(A)$ . Only CUSPARSE_OPERATION_NON_TRANSPOSE is supported.
mb	number of block rows of matrix $A$ .
nb	number of block columns of matrix $A$ .
nnzb	number of nonzero blocks of matrix $A$ .
alpha	<type> scalar used for multiplication.
descr	the descriptor of matrix $A$ . The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
bsrVal	<type> array of $nnz(=csrRowPtrA(mb) - csrRowPtrA(0))$ nonzero blocks of matrix $A$ .
bsrRowPtr	integer array of $mb+1$ elements that contains the start of every block row and the end of the last block row plus one.
bsrColInd	integer array of $nnz(=csrRowPtrA(mb) - csrRowPtrA(0))$ column indices of the nonzero blocks of matrix $A$ .
blockDim	block dimension of sparse matrix $A$ , larger than zero.
x	<type> vector of $nb * blockDim$ elements.
beta	<type> scalar used for multiplication. If beta is zero, y does not have to be a valid input.
y	<type> vector of $mb * blockDim$ elements.

### Output

y	<type> updated vector.
---	------------------------

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.4.2. `cusparse<t>bsrxmv()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseSbsrxmv(cusparseHandle_t      handle,
                cusparseDirection_t   dir,
                cusparseOperation_t   trans,
                int                    sizeofMask,
                int                    mb,
                int                    nb,
                int                    nnzb,
```

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```

    const float*      alpha,
    const cusparseMatDescr_t descr,
    const float*      bsrVal,
    const int*        bsrMaskPtr,
    const int*        bsrRowPtr,
    const int*        bsrEndPtr,
    const int*        bsrColInd,
    int               blockDim,
    const float*      x,
    const float*      beta,
    float*            y)

cusparseStatus_t
cusparseDbsrxmv(cusparseHandle_t      handle,
cusparseDirection_t  dir,
cusparseOperation_t  trans,
int                 sizeofMask,
int                 mb,
int                 nb,
int                 nnzb,
const double*       alpha,
const cusparseMatDescr_t descr,
const double*       bsrVal,
const int*          bsrMaskPtr,
const int*          bsrRowPtr,
const int*          bsrEndPtr,
const int*          bsrColInd,
int                 blockDim,
const double*       x,
const double*       beta,
double*             y)

cusparseStatus_t
cusparseCbsrxmv(cusparseHandle_t      handle,
cusparseDirection_t  dir,
cusparseOperation_t  trans,
int                 sizeofMask,
int                 mb,
int                 nb,
int                 nnzb,
const cuComplex*     alpha,
const cusparseMatDescr_t descr,
const cuComplex*     bsrVal,
const int*           bsrMaskPtr,
const int*           bsrRowPtr,
const int*           bsrEndPtr,
const int*           bsrColInd,
int                 blockDim,
const cuComplex*     x,
const cuComplex*     beta,
cuComplex*           y)

cusparseStatus_t
cusparseZbsrxmv(cusparseHandle_t      handle,
cusparseDirection_t  dir,
cusparseOperation_t  trans,

```

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```

int          sizeofMask,
int          mb,
int          nb,
int          nnzb,
const cuDoubleComplex* alpha,
const cusparseMatDescr_t descr,
const cuDoubleComplex* bsrVal,
const int*   bsrMaskPtr,
const int*   bsrRowPtr,
const int*   bsrEndPtr,
const int*   bsrColInd,
int          blockDim,
const cuDoubleComplex* x,
const cuDoubleComplex* beta,
cuDoubleComplex* y)

```

This function performs a bsr<sub>rmv</sub> and a mask operation

$$y(\text{mask}) = (\alpha * \text{op}(A) * x + \beta * y)(\text{mask})$$

where  $A$  is an  $(mb * \text{blockDim}) \times (nb * \text{blockDim})$  sparse matrix that is defined in BSRX storage format by the four arrays `bsrVal`, `bsrRowPtr`, `bsrEndPtr`, and `bsrColInd`;  $x$  and  $y$  are vectors;  $\alpha$  and  $\beta$  are scalars; and

$$\text{op}(A) = \begin{cases} A & \text{if trans == CUSPARSE_OPERATION_NON_TRANSPOSE} \\ A^T & \text{if trans == CUSPARSE_OPERATION_TRANSPOSE} \\ A^H & \text{if trans == CUSPARSE_OPERATION_CONJUGATE_TRANSPOSE} \end{cases}$$

The mask operation is defined by array `bsrMaskPtr` which contains updated block row indices of  $y$ . If row  $i$  is not specified in `bsrMaskPtr`, then `bsrrmv`( ) does not touch row block  $i$  of  $A$  and  $y$ .

For example, consider the  $2 \times 3$  block matrix  $A$ :

$$A = \begin{bmatrix} A_{11} & A_{12} & O \\ A_{21} & A_{22} & A_{23} \end{bmatrix}$$

and its one-based BSR format (three vector form) is:

$$\begin{aligned} \text{bsrVal} &= [A_{11} & A_{12} & A_{21} & A_{22} & A_{23}] \\ \text{bsrRowPtr} &= [1 & 3 & 6] \\ \text{bsrColInd} &= [1 & 2 & 1 & 2 & 3] \end{aligned}$$

Suppose we want to do the following bsr<sub>rmv</sub> operation on a matrix  $\bar{A}$  which is slightly different from  $A$ .

$$\begin{bmatrix} y_1 \\ y_2 \end{bmatrix} := \alpha * (\bar{A} = \begin{bmatrix} O & O & O \\ O & A_{22} & O \end{bmatrix}) * \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \begin{bmatrix} y_1 \\ \beta * y_2 \end{bmatrix}$$

We don't need to create another BSR format for the new matrix  $\bar{A}$ , all that we should do is to keep `bsrVal` and `bsrColInd` unchanged, but modify `bsrRowPtr` and add an additional array `bsrEndPtr` which points to the last nonzero elements per row of  $\bar{A}$  plus 1.

For example, the following `bsrRowPtr` and `bsrEndPtr` can represent matrix  $\bar{A}$ :

$$\begin{aligned} \text{bsrRowPtr} &= \begin{bmatrix} 1 & 4 \end{bmatrix} \\ \text{bsrEndPtr} &= \begin{bmatrix} 1 & 5 \end{bmatrix} \end{aligned}$$

Further we can use a mask operator (specified by array `bsrMaskPtr`) to update particular block row indices of  $y$  only because  $y_1$  is never changed. In this case, `bsrMaskPtr`= [2] and `sizeofMask`=1.

The mask operator is equivalent to the following operation:

$$\begin{bmatrix} ? \\ y_2 \end{bmatrix} := \alpha * \begin{bmatrix} ? & ? & ? \\ O & A_{22} & O \end{bmatrix} * \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \beta * \begin{bmatrix} ? \\ y_2 \end{bmatrix}$$

If a block row is not present in the `bsrMaskPtr`, then no calculation is performed on that row, and the corresponding value in  $y$  is unmodified. The question mark “?” is used to indicate row blocks not in `bsrMaskPtr`.

In this case, first row block is not present in `bsrMaskPtr`, so `bsrRowPtr[0]` and `bsrEndPtr[0]` are not touched also.

$$\begin{aligned} \text{bsrRowPtr} &= \begin{bmatrix} ? & 4 \end{bmatrix} \\ \text{bsrEndPtr} &= \begin{bmatrix} ? & 5 \end{bmatrix} \end{aligned}$$

`bsrxmv()` has the following properties:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

A couple of comments on `bsrxmv()`:

- ▶ Only `blockDim > 1` is supported
- ▶ Only `CUSPARSE_OPERATION_NON_TRANSPOSE` and `CUSPARSE_MATRIX_TYPE_GENERAL` are supported.
- ▶ Parameters `bsrMaskPtr`, `bsrRowPtr`, `bsrEndPtr` and `bsrColInd` are consistent with base index, either one-based or zero-based. The above example is one-based.

## Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>dir</code>	storage format of blocks, either <code>CUSPARSE_DIRECTION_ROW</code> or <code>CUSPARSE_DIRECTION_COLUMN</code> .
<code>trans</code>	the operation $\text{op}(A)$ . Only <code>CUSPARSE_OPERATION_NON_TRANSPOSE</code> is supported.
<code>sizeofMask</code>	number of updated block rows of $y$ .
<code>mb</code>	number of block rows of matrix $A$ .

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Table 1 – continued from previous page

nb	number of block columns of matrix $A$ .
nnzb	number of nonzero blocks of matrix $A$ .
alpha	<type> scalar used for multiplication.
descr	the descriptor of matrix $A$ . The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
bsrVal	<type> array of nnz nonzero blocks of matrix $A$ .
bsrMaskPtr	integer array of sizeofMask elements that contains the indices corresponding to updated block rows.
bsrRowPtr	integer array of mb elements that contains the start of every block row.
bsrEndPtr	integer array of mb elements that contains the end of the every block row plus one.
bsrColInd	integer array of nnzb column indices of the nonzero blocks of matrix $A$ .
blockDim	block dimension of sparse matrix $A$ , larger than zero.
x	<type> vector of $nb * blockDim$ elements.
beta	<type> scalar used for multiplication. If beta is zero, y does not have to be a valid input.
y	<type> vector of $mb * blockDim$ elements.

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.4.3. cusparse<t>bsrsv2\_bufferSize() [DEPRECATED]

> The routine will be removed in the next major release

```

cusparseStatus_t
cusparseSbsrsv2_bufferSize(cusparseHandle_t      handle,
                          cusparseDirection_t   dirA,
                          cusparseOperation_t   transA,
                          int                   mb,
                          int                   nnzb,
                          const cusparseMatDescr_t descrA,
                          float*               bsrValA,
                          const int*           bsrRowPtrA,
                          const int*           bsrColIndA,
                          int                   blockDim,
                          bsrsv2Info_t         info,
                          int*                  pBufferSizeInBytes)

cusparseStatus_t
cusparseDbbsrsv2_bufferSize(cusparseHandle_t      handle,
                           cusparseDirection_t   dirA,
                           cusparseOperation_t   transA,
                           int                   mb,

```

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```

        int nnzb,
        const cusparseMatDescr_t descrA,
        double* bsrValA,
        const int* bsrRowPtrA,
        const int* bsrColIndA,
        int blockDim,
        bsrsv2Info_t info,
        int* pBufferSizeInBytes)

cusparseStatus_t
cusparseCbsrsv2_bufferSize(cusparseHandle_t handle,
        cusparseDirection_t dirA,
        cusparseOperation_t transA,
        int mb,
        int nnzb,
        const cusparseMatDescr_t descrA,
        cuComplex* bsrValA,
        const int* bsrRowPtrA,
        const int* bsrColIndA,
        int blockDim,
        bsrsv2Info_t info,
        int* pBufferSizeInBytes)

cusparseStatus_t
cusparseZbsrsv2_bufferSize(cusparseHandle_t handle,
        cusparseDirection_t dirA,
        cusparseOperation_t transA,
        int mb,
        int nnzb,
        const cusparseMatDescr_t descrA,
        cuDoubleComplex* bsrValA,
        const int* bsrRowPtrA,
        const int* bsrColIndA,
        int blockDim,
        bsrsv2Info_t info,
        int* pBufferSizeInBytes)

```

This function returns size of the buffer used in `bsrsv2`, a new sparse triangular linear system  $op(A) * y = \alpha x$ .

A is an  $(mb * blockDim) \times (mb * blockDim)$  sparse matrix that is defined in BSR storage format by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`;  $x$  and  $y$  are the right-hand-side and the solution vectors;  $\alpha$  is a scalar; and

$$op(A) = \begin{cases} A & \text{if trans == CUSPARSE_OPERATION_NON_TRANSPOSE} \\ A^T & \text{if trans == CUSPARSE_OPERATION_TRANSPOSE} \\ A^H & \text{if trans == CUSPARSE_OPERATION_CONJUGATE_TRANSPOSE} \end{cases}$$

Although there are six combinations in terms of parameter `trans` and the upper (lower) triangular part of  $A$ , `bsrsv2_bufferSize()` returns the maximum size buffer among these combinations. The buffer size depends on the dimensions `mb`, `blockDim`, and the number of nonzero blocks of the matrix `nnzb`. If the user changes the matrix, it is necessary to call `bsrsv2_bufferSize()` again to have the correct buffer size; otherwise a segmentation fault may occur.

- The routine requires no extra storage.

- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

**Input**

handle	handle to the cuSPARSE library context.
dirA	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
transA	the operation $op(A)$ .
mb	number of block rows of matrix A.
nnzb	number of nonzero blocks of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL, while the supported diagonal types are CUSPARSE_DIAG_TYPE_UNIT and CUSPARSE_DIAG_TYPE_NON_UNIT.
bsrValA	<type> array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ nonzero blocks of matrix A.
bsrRowPtrA	integer array of $mb+1$ elements that contains the start of every block row and the end of the last block row plus one.
bsrColIndA	integer array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A; must be larger than zero.

**Output**

info	record of internal states based on different algorithms.
pBuffer-SizeInBytes	number of bytes of the buffer used in the <code>bsrsv2_analysis()</code> and <code>bsrsv2_solve()</code> .

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.4.4. `cusparse<t>bsrsv2_analysis()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseSbsrsv2_analysis(cusparseHandle_t    handle,
                        cusparseDirection_t  dirA,
                        cusparseOperation_t  transA,
                        int                  mb,
                        int                  nnzb,
                        const cusparseMatDescr_t descrA,
                        const float*         bsrValA,
                        const int*          bsrRowPtrA,
                        const int*          bsrColIndA,
                        int                  blockDim,
```

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	bsrsv2Info_t	info,
	cusparseSolvePolicy_t	policy,
	void*	pBuffer)
cusparseStatus_t		
cusparseDbsrsv2_analysis	(cusparseHandle_t	handle,
	cusparseDirection_t	dirA,
	cusparseOperation_t	transA,
	int	mb,
	int	nnzb,
	const cusparseMatDescr_t	descrA,
	const double*	bsrValA,
	const int*	bsrRowPtrA,
	const int*	bsrColIndA,
	int	blockDim,
	bsrsv2Info_t	info,
	cusparseSolvePolicy_t	policy,
	void*	pBuffer)
cusparseStatus_t		
cusparseDbsrsv2_analysis	(cusparseHandle_t	handle,
	cusparseDirection_t	dirA,
	cusparseOperation_t	transA,
	int	mb,
	int	nnzb,
	const cusparseMatDescr_t	descrA,
	const cuComplex*	bsrValA,
	const int*	bsrRowPtrA,
	const int*	bsrColIndA,
	int	blockDim,
	bsrsv2Info_t	info,
	cusparseSolvePolicy_t	policy,
	void*	pBuffer)
cusparseStatus_t		
cusparseZbsrsv2_analysis	(cusparseHandle_t	handle,
	cusparseDirection_t	dirA,
	cusparseOperation_t	transA,
	int	mb,
	int	nnzb,
	const cusparseMatDescr_t	descrA,
	const cuDoubleComplex*	bsrValA,
	const int*	bsrRowPtrA,
	const int*	bsrColIndA,
	int	blockDim,
	bsrsv2Info_t	info,
	cusparseSolvePolicy_t	policy,
	void*	pBuffer)

This function performs the analysis phase of bsrsv2, a new sparse triangular linear system  $op(A) * y = \alpha x$ .

A is an  $(mb * blockDim) \times (mb * blockDim)$  sparse matrix that is defined in BSR storage format by the three arrays bsrValA, bsrRowPtrA, and bsrColIndA; x and y are the right-hand side and the solution vectors;  $\alpha$  is a scalar; and

$$op(A) = \begin{cases} A & \text{if trans == CUSPARSE_OPERATION_NON_TRANSPOSE} \\ A^T & \text{if trans == CUSPARSE_OPERATION_TRANSPOSE} \\ A^H & \text{if trans == CUSPARSE_OPERATION_CONJUGATE_TRANSPOSE} \end{cases}$$

The block of BSR format is of size `blockDim*blockDim`, stored as column-major or row-major as determined by parameter `dirA`, which is either `CUSPARSE_DIRECTION_COLUMN` or `CUSPARSE_DIRECTION_ROW`. The matrix type must be `CUSPARSE_MATRIX_TYPE_GENERAL`, and the fill mode and diagonal type are ignored.

It is expected that this function will be executed only once for a given matrix and a particular operation type.

This function requires a buffer size returned by `bsrsv2_bufferSize()`. The address of `pBuffer` must be multiple of 128 bytes. If it is not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Function `bsrsv2_analysis()` reports a structural zero and computes level information, which stored in the opaque structure `info`. The level information can extract more parallelism for a triangular solver. However `bsrsv2_solve()` can be done without level information. To disable level information, the user needs to specify the policy of the triangular solver as `CUSPARSE_SOLVE_POLICY_NO_LEVEL`.

Function `bsrsv2_analysis()` always reports the first structural zero, even when parameter `policy` is `CUSPARSE_SOLVE_POLICY_NO_LEVEL`. No structural zero is reported if `CUSPARSE_DIAG_TYPE_UNIT` is specified, even if block  $A(j, j)$  is missing for some  $j$ . The user needs to call `cusparseXbsrsv2_zeroPivot()` to know where the structural zero is.

It is the user's choice whether to call `bsrsv2_solve()` if `bsrsv2_analysis()` reports a structural zero. In this case, the user can still call `bsrsv2_solve()`, which will return a numerical zero at the same position as a structural zero. However the result  $x$  is meaningless.

- ▶ This function requires temporary extra storage that is allocated internally
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available

**Input**

<code>handle</code>	handle to the cuSPARSE library context.
<code>dirA</code>	storage format of blocks, either <code>CUSPARSE_DIRECTION_ROW</code> or <code>CUSPARSE_DIRECTION_COLUMN</code> .
<code>transA</code>	the operation $op(A)$ .
<code>mb</code>	number of block rows of matrix A.
<code>nnzb</code>	number of nonzero blocks of matrix A.
<code>descrA</code>	the descriptor of matrix A. The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> , while the supported diagonal types are <code>CUSPARSE_DIAG_TYPE_UNIT</code> and <code>CUSPARSE_DIAG_TYPE_NON_UNIT</code> .
<code>bsrValA</code>	<type> array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ nonzero blocks of matrix A.
<code>bsrRowPtrA</code>	integer array of $mb+1$ elements that contains the start of every block row and the end of the last block row plus one.

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Table 3 – continued from previous page

bsrColIndA	integer array of nnzb(=bsrRowPtrA(mb)–bsrRowPtrA(0)) column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A, larger than zero.
info	structure initialized using <code>cusparseCreateBsrsv2Info()</code> .
policy	the supported policies are <code>CUSPARSE_SOLVE_POLICY_NO_LEVEL</code> and <code>CUSPARSE_SOLVE_POLICY_USE_LEVEL</code> .
pBuffer	buffer allocated by the user, the size is return by <code>bsrsv2_bufferSize()</code> .

**Output**

info	structure filled with information collected during the analysis phase (that should be passed to the solve phase unchanged).
------	---

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.4.5. `cusparse<t>bsrsv2_solve()` [DEPRECATED]

> *The routine will be removed in the next major release*

```

cusparseStatus_t
cusparseSbsrsv2_solve(cusparseHandle_t      handle,
                    cusparseDirection_t    dirA,
                    cusparseOperation_t    transA,
                    int                    mb,
                    int                    nnzb,
                    const float*          alpha,
                    const cusparseMatDescr_t descrA,
                    const float*          bsrValA,
                    const int*           bsrRowPtrA,
                    const int*           bsrColIndA,
                    int                    blockDim,
                    bsrsv2Info_t          info,
                    const float*          x,
                    float*                y,
                    cusparseSolvePolicy_t policy,
                    void*                 pBuffer)

cusparseStatus_t
cusparseDbbsrsv2_solve(cusparseHandle_t      handle,
                    cusparseDirection_t    dirA,
                    cusparseOperation_t    transA,
                    int                    mb,
                    int                    nnzb,
                    const double*         alpha,
                    const cusparseMatDescr_t descrA,
                    const double*         bsrValA,
                    const int*           bsrRowPtrA,
                    const int*           bsrColIndA,

```

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```

        int                blockDim,
        bsrsv2Info_t       info,
        const double*     x,
        double*           y,
        cusparseSolvePolicy_t policy,
        void*              pBuffer)

cusparseStatus_t
cusparseCbsrsv2_solve(cusparseHandle_t       handle,
                     cusparseDirection_t     dirA,
                     cusparseOperation_t     transA,
                     int                    mb,
                     int                    nnzb,
                     const cuComplex*        alpha,
                     const cusparseMatDescr_t descrA,
                     const cuComplex*        bsrValA,
                     const int*             bsrRowPtrA,
                     const int*             bsrColIndA,
                     int                    blockDim,
                     bsrsv2Info_t          info,
                     const cuComplex*        x,
                     cuComplex*            y,
                     cusparseSolvePolicy_t  policy,
                     void*                  pBuffer)

cusparseStatus_t
cusparseZbsrsv2_solve(cusparseHandle_t       handle,
                     cusparseDirection_t     dirA,
                     cusparseOperation_t     transA,
                     int                    mb,
                     int                    nnzb,
                     const cuDoubleComplex*  alpha,
                     const cusparseMatDescr_t descrA,
                     const cuDoubleComplex*  bsrValA,
                     const int*             bsrRowPtrA,
                     const int*             bsrColIndA,
                     int                    blockDim,
                     bsrsv2Info_t          info,
                     const cuDoubleComplex*  x,
                     cuDoubleComplex*        y,
                     cusparseSolvePolicy_t  policy,
                     void*                  pBuffer)

```

This function performs the solve phase of bsrsv2, a new sparse triangular linear system  $op(A)*y = \alpha x$ .

A is an  $(mb*blockDim) \times (mb*blockDim)$  sparse matrix that is defined in BSR storage format by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`; `x` and `y` are the right-hand-side and the solution vectors;  $\alpha$  is a scalar; and

$$op(A) = \begin{cases} A & \text{if trans == CUSPARSE_OPERATION_NON_TRANSPOSE} \\ A^T & \text{if trans == CUSPARSE_OPERATION_TRANSPOSE} \\ A^H & \text{if trans == CUSPARSE_OPERATION_CONJUGATE_TRANSPOSE} \end{cases}$$

The block in BSR format is of size `blockDim*blockDim`, stored as column-major or row-

major as determined by parameter `dirA`, which is either `CUSPARSE_DIRECTION_COLUMN` or `CUSPARSE_DIRECTION_ROW`. The matrix type must be `CUSPARSE_MATRIX_TYPE_GENERAL`, and the fill mode and diagonal type are ignored. Function `bsrsv02_solve()` can support an arbitrary `blockDim`.

This function may be executed multiple times for a given matrix and a particular operation type.

This function requires a buffer size returned by `bsrsv2_bufferSize()`. The address of `pBuffer` must be multiple of 128 bytes. If it is not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Although `bsrsv2_solve()` can be done without level information, the user still needs to be aware of consistency. If `bsrsv2_analysis()` is called with policy `CUSPARSE_SOLVE_POLICY_USE_LEVEL`, `bsrsv2_solve()` can be run with or without levels. On the other hand, if `bsrsv2_analysis()` is called with `CUSPARSE_SOLVE_POLICY_NO_LEVEL`, `bsrsv2_solve()` can only accept `CUSPARSE_SOLVE_POLICY_NO_LEVEL`; otherwise, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

The level information may not improve the performance, but may spend extra time doing analysis. For example, a tridiagonal matrix has no parallelism. In this case, `CUSPARSE_SOLVE_POLICY_NO_LEVEL` performs better than `CUSPARSE_SOLVE_POLICY_USE_LEVEL`. If the user has an iterative solver, the best approach is to do `bsrsv2_analysis()` with `CUSPARSE_SOLVE_POLICY_USE_LEVEL` once. Then do `bsrsv2_solve()` with `CUSPARSE_SOLVE_POLICY_NO_LEVEL` in the first run, and with `CUSPARSE_SOLVE_POLICY_USE_LEVEL` in the second run, and pick the fastest one to perform the remaining iterations.

Function `bsrsv02_solve()` has the same behavior as `csrsv02_solve()`. That is, `bsr2csr(bsrsv02(A)) = csrsv02(bsr2csr(A))`. The numerical zero of `csrsv02_solve()` means there exists some zero  $A(j, j)$ . The numerical zero of `bsrsv02_solve()` means there exists some block  $A(j, j)$  that is not invertible.

Function `bsrsv2_solve()` reports the first numerical zero, including a structural zero. No numerical zero is reported if `CUSPARSE_DIAG_TYPE_UNIT` is specified, even if  $A(j, j)$  is not invertible for some  $j$ . The user needs to call `cusparseXbsrsv2_zeroPivot()` to know where the numerical zero is.

The function supports the following properties if `pBuffer != NULL`:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

For example, suppose  $L$  is a lower triangular matrix with unit diagonal, then the following code solves  $L*y=x$  by level information.

```
// Suppose that L is m x m sparse matrix represented by BSR format,
// The number of block rows/columns is mb, and
// the number of nonzero blocks is nnzb.
// L is lower triangular with unit diagonal.
// Assumption:
// - dimension of matrix L is m(=mb*blockDim),
// - matrix L has nnz(=nnzb*blockDim*blockDim) nonzero elements,
// - handle is already created by cusparseCreate(),
// - (d_bsrRowPtr, d_bsrColInd, d_bsrVal) is BSR of L on device memory,
// - d_x is right hand side vector on device memory.
// - d_y is solution vector on device memory.
// - d_x and d_y are of size m.
cusparseMatDescr_t descr = 0;
bsrsv2Info_t info = 0;
int pBufferSize;
void *pBuffer = 0;
```

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```

int structural_zero;
int numerical_zero;
const double alpha = 1.;
const cusparseSolvePolicy_t policy = CUSPARSE_SOLVE_POLICY_USE_LEVEL;
const cusparseOperation_t trans = CUSPARSE_OPERATION_NON_TRANSPOSE;
const cusparseDirection_t dir = CUSPARSE_DIRECTION_COLUMN;

// step 1: create a descriptor which contains
// - matrix L is base-1
// - matrix L is lower triangular
// - matrix L has unit diagonal, specified by parameter CUSPARSE_DIAG_TYPE_UNIT
// (L may not have all diagonal elements.)
cusparseCreateMatDescr(&descr);
cusparseSetMatIndexBase(descr, CUSPARSE_INDEX_BASE_ONE);
cusparseSetMatFillMode(descr, CUSPARSE_FILL_MODE_LOWER);
cusparseSetMatDiagType(descr, CUSPARSE_DIAG_TYPE_UNIT);

// step 2: create a empty info structure
cusparseCreateBsrsv2Info(&info);

// step 3: query how much memory used in bsrsv2, and allocate the buffer
cusparseDbsrsv2_bufferSize(handle, dir, trans, mb, nnzb, descr,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, &pBufferSize);

// pBuffer returned by cudaMalloc is automatically aligned to 128 bytes.
cudaMalloc((void**)&pBuffer, pBufferSize);

// step 4: perform analysis
cusparseDbsrsv2_analysis(handle, dir, trans, mb, nnzb, descr,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim,
    info, policy, pBuffer);
// L has unit diagonal, so no structural zero is reported.
status = cusparseXbsrsv2_zeroPivot(handle, info, &structural_zero);
if (CUSPARSE_STATUS_ZERO_PIVOT == status){
    printf("L(%d,%d) is missing\n", structural_zero, structural_zero);
}

// step 5: solve L*y = x
cusparseDbsrsv2_solve(handle, dir, trans, mb, nnzb, &alpha, descr,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, info,
    d_x, d_y, policy, pBuffer);
// L has unit diagonal, so no numerical zero is reported.
status = cusparseXbsrsv2_zeroPivot(handle, info, &numerical_zero);
if (CUSPARSE_STATUS_ZERO_PIVOT == status){
    printf("L(%d,%d) is zero\n", numerical_zero, numerical_zero);
}

// step 6: free resources
cudaFree(pBuffer);
cusparseDestroyBsrsv2Info(info);
cusparseDestroyMatDescr(descr);
cusparseDestroy(handle);

```

## Input

handle	handle to the cuSPARSE library context.
dirA	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
transA	the operation $op(A)$ .
mb	number of block rows and block columns of matrix A.
alpha	<type> scalar used for multiplication.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL, while the supported diagonal types are CUSPARSE_DIAG_TYPE_UNIT and CUSPARSE_DIAG_TYPE_NON_UNIT.
bsrValA	<type> array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ nonzero blocks of matrix A.
bsrRowPtrA	integer array of $mb+1$ elements that contains the start of every block row and the end of the last block row plus one.
bsrColIndA	integer array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A, larger than zero.
info	structure with information collected during the analysis phase (that should have been passed to the solve phase unchanged).
x	<type> right-hand-side vector of size m.
policy	the supported policies are CUSPARSE_SOLVE_POLICY_NO_LEVEL and CUSPARSE_SOLVE_POLICY_USE_LEVEL.
pBuffer	buffer allocated by the user, the size is returned by <code>bsrsv2_bufferSize()</code> .

## Output

y	<type> solution vector of size m.
---	-----------------------------------

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.4.6. `cusparseXbsrsv2_zeroPivot()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseXbsrsv2_zeroPivot(cusparseHandle_t handle,
                          bsrsv2Info_t    info,
                          int*            position)
```

If the returned error code is CUSPARSE\_STATUS\_ZERO\_PIVOT, `position=j` means  $A(j, j)$  is either structural zero or numerical zero (singular block). Otherwise `position=-1`.

The `position` can be 0-based or 1-based, the same as the matrix.

Function `cusparseXbsrsv2_zeroPivot()` is a blocking call. It calls `cudaDeviceSynchronize()` to make sure all previous kernels are done.

The `position` can be in the host memory or device memory. The user can set the proper mode with `cusparseSetPointerMode()`.

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available

### Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>info</code>	<code>info</code> contains a structural zero or numerical zero if the user already called <code>bsrsv2_analysis()</code> or <code>bsrsv2_solve()</code> .

### Output

<code>position</code>	if no structural or numerical zero, <code>position</code> is -1; otherwise if $A(j, j)$ is missing or $U(j, j)$ is zero, <code>position=j</code> .
-----------------------	--

See [cusparseStatus\\_t](#) for the description of the return status

## 7.4.7. `cusparse<t>gemvi()` [DEPRECATED]

> *This routine will be removed in a future major release.*

```
cusparseStatus_t
cusparseSgemvi_bufferSize(cusparseHandle_t  handle,
                        cusparseOperation_t transA,
                        int                 m,
                        int                 n,
                        int                 nnz,
                        int*                pBufferSize)

cusparseStatus_t
cusparseDgemvi_bufferSize(cusparseHandle_t  handle,
                        cusparseOperation_t transA,
                        int                 m,
                        int                 n,
                        int                 nnz,
                        int*                pBufferSize)

cusparseStatus_t
cusparseCgemvi_bufferSize(cusparseHandle_t  handle,
                        cusparseOperation_t transA,
                        int                 m,
                        int                 n,
                        int                 nnz,
                        int*                pBufferSize)
```

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```

cusparseStatus_t
cusparseZgemvi_bufferSize(cusparseHandle_t handle,
                          cusparseOperation_t transA,
                          int m,
                          int n,
                          int nnz,
                          int* pBufferSize)

```

```

cusparseStatus_t
cusparseSgemvi(cusparseHandle_t handle,
               cusparseOperation_t transA,
               int m,
               int n,
               const float* alpha,
               const float* A,
               int lda,
               int nnz,
               const float* x,
               const int* xInd,
               const float* beta,
               float* y,
               cusparseIndexBase_t idxBase,
               void* pBuffer)

```

```

cusparseStatus_t
cusparseDgemvi(cusparseHandle_t handle,
               cusparseOperation_t transA,
               int m,
               int n,
               const double* alpha,
               const double* A,
               int lda,
               int nnz,
               const double* x,
               const int* xInd,
               const double* beta,
               double* y,
               cusparseIndexBase_t idxBase,
               void* pBuffer)

```

```

cusparseStatus_t
cusparseCgemvi(cusparseHandle_t handle,
               cusparseOperation_t transA,
               int m,
               int n,
               const cuComplex* alpha,
               const cuComplex* A,
               int lda,
               int nnz,
               const cuComplex* x,
               const int* xInd,
               const cuComplex* beta,
               cuComplex* y,
               cusparseIndexBase_t idxBase,
               void* pBuffer)

```

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```

cusparseStatus_t
cusparseZgemvi(cusparseHandle_t      handle,
               cusparseOperation_t   transA,
               int                    m,
               int                    n,
               const cuDoubleComplex* alpha,
               const cuDoubleComplex* A,
               int                    lda,
               int                    nnz,
               const cuDoubleComplex* x,
               const int*              xInd,
               const cuDoubleComplex* beta,
               cuDoubleComplex*       y,
               cusparseIndexBase_t    idxBase,
               void*                  pBuffer)

```

This function performs the matrix-vector operation

$$y = \alpha * \text{op}(A) * x + \beta * y$$

A is an  $m \times n$  dense matrix and a sparse vector x that is defined in a sparse storage format by the two arrays xVal, xInd of length nnz, and y is a dense vector;  $\alpha$  and  $\beta$  are scalars; and

$$\text{op}(A) = \begin{cases} A & \text{if trans == CUSPARSE_OPERATION_NON_TRANSPOSE} \\ A^T & \text{if trans == CUSPARSE_OPERATION_TRANSPOSE} \end{cases}$$

- ▶ The routine supports asynchronous execution
- ▶ The routine supports CUDA graph capture

The function `cusparse<t>gemvi_bufferSize()` returns the size of buffer used in `cusparse<t>gemvi()`.

### Input

handle	Handle to the cuSPARSE library context.
trans	The operation $\text{op}(A)$ .
m	Number of rows of matrix A.
n	Number of columns of matrix A.
alpha	<type> scalar used for multiplication.
A	The pointer to dense matrix A.
lda	Size of the leading dimension of A.
nnz	Number of nonzero elements of vector x.
x	<type> sparse vector of nnz elements of size n if $\text{op}(A) = A$ , and size m if $\text{op}(A) = A^T$ .
xInd	Indices of non-zero values in x.

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Table 5 – continued from previous page

beta	<type> scalar used for multiplication. If beta is zero, y does not have to be a valid input.
y	<type> dense vector of m elements if $\text{op}(A) = A$ , and n elements if $\text{op}(A) = A^T$ .
idxBase	0 or 1, for 0 based or 1 based indexing, respectively.
pBufferSize	Number of elements needed the buffer used in <code>cusparse&lt;t&gt;gemvi()</code> .
pBuffer	Working space buffer.

**Output**

y	<type> updated dense vector.
---	------------------------------

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.5. cuSPARSE Level 3 Function Reference

This chapter describes sparse linear algebra functions that perform operations between sparse and (usually tall) dense matrices.

### 7.5.1. `cusparse<t>bsrmm()` [DEPRECATED]

> This routine will be removed in a future major release. Use `cusparseSpMM()` with BSR matrices instead.

```
cusparseStatus_t
cusparseSbsrmm(cusparseHandle_t      handle,
               cusparseDirection_t   dirA,
               cusparseOperation_t   transA,
               cusparseOperation_t   transB,
               int                    mb,
               int                    n,
               int                    kb,
               int                    nnzb,
               const float*           alpha,
               const cusparseMatDescr_t descrA,
               const float*           bsrValA,
               const int*             bsrRowPtrA,
               const int*             bsrColIndA,
               int                    blockDim,
               const float*           B,
               int                    ldb,
               const float*           beta,
               float*                 C,
               int                    ldc)
```

cusparseStatus\_t

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```

cusparseDbsrmm(cusparseHandle_t      handle,
               cusparseDirection_t   dirA,
               cusparseOperation_t   transA,
               cusparseOperation_t   transB,
               int                    mb,
               int                    n,
               int                    kb,
               int                    nnzb,
               const double*          alpha,
               cusparseMatDescr_t    descrA,
               const double*          bsrValA,
               const int*             bsrRowPtrA,
               const int*             bsrColIndA,
               int                    blockDim,
               const double*          B,
               int                    ldb,
               const double*          beta,
               double*                C,
               int                    ldc)

cusparseStatus_t
cusparseCbsrmm(cusparseHandle_t      handle,
               cusparseDirection_t   dirA,
               cusparseOperation_t   transA,
               cusparseOperation_t   transB,
               int                    mb,
               int                    n,
               int                    kb,
               int                    nnzb,
               const cuComplex*       alpha,
               cusparseMatDescr_t    descrA,
               const cuComplex*       bsrValA,
               const int*             bsrRowPtrA,
               const int*             bsrColIndA,
               int                    blockDim,
               const cuComplex*       B,
               int                    ldb,
               const cuComplex*       beta,
               cuComplex*             C,
               int                    ldc)

cusparseStatus_t
cusparseZbsrmm(cusparseHandle_t      handle,
               cusparseDirection_t   dirA,
               cusparseOperation_t   transA,
               cusparseOperation_t   transB,
               int                    mb,
               int                    n,
               int                    kb,
               int                    nnzb,
               const cuDoubleComplex* alpha,
               cusparseMatDescr_t    descrA,
               const cuDoubleComplex* bsrValA,
               const int*             bsrRowPtrA,
               const int*             bsrColIndA,
               int                    blockDim,

```

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```

const cuDoubleComplex* B,
int ldb,
const cuDoubleComplex* beta,
cuDoubleComplex* C,
int ldc)

```

This function performs one of the following matrix-matrix operations:

$$C = \alpha * \text{op}(A) * \text{op}(B) + \beta * C$$

A is an  $mb \times kb$  sparse matrix that is defined in BSR storage format by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`; B and C are dense matrices;  $\alpha$  and  $\beta$  are scalars; and

$$\text{op}(A) = \begin{cases} A & \text{if transA} == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ A^T & \text{if transA} == \text{CUSPARSE\_OPERATION\_TRANPOSE (not supported)} \\ A^H & \text{if transA} == \text{CUSPARSE\_OPERATION\_CONJUGATE\_TRANPOSE (not supported)} \end{cases}$$

and

$$\text{op}(B) = \begin{cases} B & \text{if transB} == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ B^T & \text{if transB} == \text{CUSPARSE\_OPERATION\_TRANPOSE} \\ B^H & \text{if transB} == \text{CUSPARSE\_OPERATION\_CONJUGATE\_TRANPOSE (not supported)} \end{cases}$$

The function has the following limitations:

- ▶ only `CUSPARSE_MATRIX_TYPE_GENERAL` matrix type is supported
- ▶ only `blockDim > 1` is supported
- ▶ if `blockDim ≤ 4`, then  $\max(\text{mb})/\max(\text{n}) = 524,272$
- ▶ if  $4 < \text{blockDim} \leq 8$ , then  $\max(\text{mb}) = 524,272$ ,  $\max(\text{n}) = 262,136$
- ▶ if `blockDim > 8`, then  $m < 65,535$  and  $\max(\text{n}) = 262,136$

The motivation of `transpose(B)` is to improve memory access of matrix B. The computational pattern of `A*transpose(B)` with matrix B in column-major order is equivalent to `A*B` with matrix B in row-major order.

In practice, no operation in an iterative solver or eigenvalue solver uses `A*transpose(B)`. However, we can perform `A*transpose(transpose(B))` which is the same as `A*B`. For example, suppose A is  $mb \times kb$ , B is  $k \times n$  and C is  $m \times n$ , the following code shows usage of `cusparseDbsrmm()`.

```

// A is mb*kb, B is k*n and C is m*n
const int m = mb*blockSize;
const int k = kb*blockSize;
const int ldb_B = k; // leading dimension of B
const int ldc = m; // leading dimension of C
// perform C:=alpha*A*B + beta*C
cusparseSetMatType(descrA, CUSPARSE_MATRIX_TYPE_GENERAL );
cusparseDbsrmm(cusparse_handle,
               CUSPARSE_DIRECTION_COLUMN,
               CUSPARSE_OPERATION_NON_TRANPOSE,
               CUSPARSE_OPERATION_NON_TRANPOSE,
               mb, n, kb, nnzb, alpha,
               descrA, bsrValA, bsrRowPtrA, bsrColIndA, blockSize,
               B, ldb_B,
               beta, C, ldc);

```

Instead of using  $A*B$ , our proposal is to transpose  $B$  to  $Bt$  by first calling `cublas<t>dgemv()`, and then to perform  $A*t$  transpose( $Bt$ ).

```
// step 1: Bt := transpose(B)
const int m = mb*blockSize;
const int k = kb*blockSize;
double *Bt;
const int ldb_Bt = n; // leading dimension of Bt
cudaMalloc((void**)&Bt, sizeof(double)*ldb_Bt*k);
double one = 1.0;
double zero = 0.0;
cublasSetPointerMode(cublas_handle, CUBLAS_POINTER_MODE_HOST);
cublasDgemv(cublas_handle, CUBLAS_OP_T, CUBLAS_OP_T,
            n, k, &one, B, int ldb_B, &zero, B, int ldb_B, Bt, ldb_Bt);

// step 2: perform C:=alpha*A*transpose(Bt) + beta*C
cusparseDbsrmm(cusparse_handle,
               CUSPARSE_DIRECTION_COLUMN,
               CUSPARSE_OPERATION_NON_TRANSPOSE,
               CUSPARSE_OPERATION_TRANSPOSE,
               mb, n, kb, nnzb, alpha,
               descrA, bsrValA, bsrRowPtrA, bsrColIndA, blockSize,
               Bt, ldb_Bt,
               beta, C, ldc);
```

`bsrmm()` has the following properties:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

handle	handle to the cuSPARSE library context.
dir	storage format of blocks, either <code>CUSPARSE_DIRECTION_ROW</code> or <code>CUSPARSE_DIRECTION_COLUMN</code> .
transA	the operation <code>op(A)</code> .
transB	the operation <code>op(B)</code> .
mb	number of block rows of sparse matrix A.
n	number of columns of dense matrix <code>op(B)</code> and A.
kb	number of block columns of sparse matrix A.
nnzb	number of non-zero blocks of sparse matrix A.
alpha	<type> scalar used for multiplication.
descrA	the descriptor of matrix A. The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> . Also, the supported index bases are <code>CUSPARSE_INDEX_BASE_ZERO</code> and <code>CUSPARSE_INDEX_BASE_ONE</code> .
bsrValA	<type> array of <code>nnzb(=bsrRowPtrA(mb)–bsrRowPtrA(0))</code> nonzero blocks of matrix A.

continues on next page

Table 6 – continued from previous page

bsrRowPtrA	integer array of $mb+1$ elements that contains the start of every block row and the end of the last block row plus one.
bsrColIndA	integer array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A, larger than zero.
B	array of dimensions $(ldb, n)$ if $op(B)=B$ and $(ldb, k)$ otherwise.
ldb	leading dimension of B. If $op(B)=B$ , it must be at least $\max(1, k)$ . If $op(B) \neq B$ , it must be at least $\max(1, n)$ .
beta	<type> scalar used for multiplication. If beta is zero, C does not have to be a valid input.
C	array of dimensions $(ldc, n)$ .
ldc	leading dimension of C. It must be at least $\max(1, m)$ if $op(A)=A$ and at least $\max(1, k)$ otherwise.

**Output**

C	<type> updated array of dimensions $(ldc, n)$ .
---	---

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.5.2. `cusparse<t>bsrsm2_bufferSize()` [DEPRECATED]

> *The routine will be removed in the next major release*

```

cusparseStatus_t
cusparseSbsrsm2_bufferSize(cusparseHandle_t      handle,
                          cusparseDirection_t   dirA,
                          cusparseOperation_t   transA,
                          cusparseOperation_t   transX,
                          int                   mb,
                          int                   n,
                          int                   nnzb,
                          const cusparseMatDescr_t descrA,
                          float*               bsrSortedValA,
                          const int*           bsrSortedRowPtrA,
                          const int*           bsrSortedColIndA,
                          int                   blockDim,
                          bsrsm2Info_t         info,
                          int*                 pBufferSizeInBytes)

cusparseStatus_t
cusparseDbsrsm2_bufferSize(cusparseHandle_t      handle,
                           cusparseDirection_t   dirA,
                           cusparseOperation_t   transA,
                           cusparseOperation_t   transX,
                           int                   mb,

```

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```

        int n,
        int nnzb,
        const cusparseMatDescr_t descrA,
        double* bsrSortedValA,
        const int* bsrSortedRowPtrA,
        const int* bsrSortedColIndA,
        int blockDim,
        bsrsm2Info_t info,
        int* pBufferSizeInBytes)

cusparseStatus_t
cusparseCbsrsm2_bufferSize(cusparseHandle_t handle,
        cusparseDirection_t dirA,
        cusparseOperation_t transA,
        cusparseOperation_t transX,
        int mb,
        int n,
        int nnzb,
        const cusparseMatDescr_t descrA,
        cuComplex* bsrSortedValA,
        const int* bsrSortedRowPtrA,
        const int* bsrSortedColIndA,
        int blockDim,
        bsrsm2Info_t info,
        int* pBufferSizeInBytes)

cusparseStatus_t
cusparseZbsrsm2_bufferSize(cusparseHandle_t handle,
        cusparseDirection_t dirA,
        cusparseOperation_t transA,
        cusparseOperation_t transX,
        int mb,
        int n,
        int nnzb,
        const cusparseMatDescr_t descrA,
        cuDoubleComplex* bsrSortedValA,
        const int* bsrSortedRowPtrA,
        const int* bsrSortedColIndA,
        int blockDim,
        bsrsm2Info_t info,
        int* pBufferSizeInBytes)

```

This function returns size of buffer used in `bsrsm2()`, a new sparse triangular linear system  $op(A) * op(X) = \alpha op(B)$ .

A is an  $(mb * blockDim) \times (mb * blockDim)$  sparse matrix that is defined in BSR storage format by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`; B and X are the right-hand-side and the solution matrices;  $\alpha$  is a scalar; and

### **`op(A) == CUSPARSE_OPERATION_NON_TRANSPOSE`**

Although there are six combinations in terms of parameter `trans` and the upper (and lower) triangular part of A, `bsrsm2_bufferSize()` returns the maximum size of the buffer among these combinations. The buffer size depends on dimension `mb`, `blockDim` and the number of nonzeros of the matrix, `nnzb`. If the user changes the matrix, it is necessary to call `bsrsm2_bufferSize()` again to get the correct buffer size, otherwise a segmentation fault may occur.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

handle	handle to the cuSPARSE library context.
dirA	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
transA	the operation $op(A)$ .
transX	the operation $op(X)$ .
mb	number of block rows of matrix A.
n	number of columns of matrix $op(B)$ and $op(X)$ .
nnzb	number of nonzero blocks of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL, while the supported diagonal types are CUSPARSE_DIAG_TYPE_UNIT and CUSPARSE_DIAG_TYPE_NON_UNIT.
bsrValA	<type> array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ nonzero blocks of matrix A.
bsrRowPtrA	integer array of $mb+1$ elements that contains the start of every block row and the end of the last block row plus one.
bsrColIndA	integer array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A; larger than zero.

### Output

info	record internal states based on different algorithms.
pBufferSizeIn-Bytes	number of bytes of the buffer used in <code>bsrsm2_analysis()</code> and <code>bsrsm2_solve()</code> .

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.5.3. `cusparse<t>bsrsm2_analysis()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseSbsrsm2_analysis(cusparseHandle_t      handle,
                        cusparseDirection_t    dirA,
                        cusparseOperation_t    transA,
                        cusparseOperation_t    transX,
                        int                     mb,
```

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```

        int n,
        int nnzb,
        const cusparseMatDescr_t descrA,
        const float* bsrSortedVal,
        const int* bsrSortedRowPtr,
        const int* bsrSortedColInd,
        int blockDim,
        bsrsm2Info_t info,
        cusparseSolvePolicy_t policy,
        void* pBuffer)

cusparseStatus_t
cusparseDbsrsm2_analysis(cusparseHandle_t handle,
        cusparseDirection_t dirA,
        cusparseOperation_t transA,
        cusparseOperation_t transX,
        int mb,
        int n,
        int nnzb,
        const cusparseMatDescr_t descrA,
        const double* bsrSortedVal,
        const int* bsrSortedRowPtr,
        const int* bsrSortedColInd,
        int blockDim,
        bsrsm2Info_t info,
        cusparseSolvePolicy_t policy,
        void* pBuffer)

cusparseStatus_t
cusparseCbsrsm2_analysis(cusparseHandle_t handle,
        cusparseDirection_t dirA,
        cusparseOperation_t transA,
        cusparseOperation_t transX,
        int mb,
        int n,
        int nnzb,
        const cusparseMatDescr_t descrA,
        const cuComplex* bsrSortedVal,
        const int* bsrSortedRowPtr,
        const int* bsrSortedColInd,
        int blockDim,
        bsrsm2Info_t info,
        cusparseSolvePolicy_t policy,
        void* pBuffer)

cusparseStatus_t
cusparseZbsrsm2_analysis(cusparseHandle_t handle,
        cusparseDirection_t dirA,
        cusparseOperation_t transA,
        cusparseOperation_t transX,
        int mb,
        int n,
        int nnzb,
        const cusparseMatDescr_t descrA,
        const cuDoubleComplex* bsrSortedVal,
        const int* bsrSortedRowPtr,

```

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```

const int*      bsrSortedColInd,
int            blockDim,
bsrsm2Info_t     info,
cusparseSolvePolicy_t  policy,
void*         pBuffer)

```

This function performs the analysis phase of `bsrsm2()`, a new sparse triangular linear system  $\text{op}(A) * \text{op}(X) = \alpha \text{op}(B)$ .

A is an  $(\text{mb} * \text{blockDim}) \times (\text{mb} * \text{blockDim})$  sparse matrix that is defined in BSR storage format by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`; B and X are the right-hand-side and the solution matrices;  $\alpha$  is a scalar; and

**`op(A) == CUSPARSE_OPERATION_NON_TRANSPOSE`**

and

$$\text{op}(X) = \begin{cases} X & \text{if } \text{transX} == \text{CUSPARSE\_OPERATION\_NON\_TRANSPOSE} \\ X^T & \text{if } \text{transX} == \text{CUSPARSE\_OPERATION\_TRANSPOSE} \\ X^H & \text{if } \text{transX} == \text{CUSPARSE\_OPERATION\_CONJUGATE\_TRANSPOSE (not supported)} \end{cases}$$

and `op(B)` and `op(X)` are equal.

The block of BSR format is of size `blockDim*blockDim`, stored in column-major or row-major as determined by parameter `dirA`, which is either `CUSPARSE_DIRECTION_ROW` or `CUSPARSE_DIRECTION_COLUMN`. The matrix type must be `CUSPARSE_MATRIX_TYPE_GENERAL`, and the fill mode and diagonal type are ignored.

It is expected that this function will be executed only once for a given matrix and a particular operation type.

This function requires the buffer size returned by `bsrsm2_bufferSize()`. The address of `pBuffer` must be multiple of 128 bytes. If not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Function `bsrsm2_analysis()` reports a structural zero and computes the level information stored in opaque structure `info`. The level information can extract more parallelism during a triangular solver. However `bsrsm2_solve()` can be done without level information. To disable level information, the user needs to specify the policy of the triangular solver as `CUSPARSE_SOLVE_POLICY_NO_LEVEL`.

Function `bsrsm2_analysis()` always reports the first structural zero, even if the parameter `policy` is `CUSPARSE_SOLVE_POLICY_NO_LEVEL`. Besides, no structural zero is reported if `CUSPARSE_DIAG_TYPE_UNIT` is specified, even if block  $A(j, j)$  is missing for some  $j$ . The user must call `cusparseXbsrsm2_query_zero_pivot()` to know where the structural zero is.

If `bsrsm2_analysis()` reports a structural zero, the solve will return a numerical zero in the same position as the structural zero but this result X is meaningless.

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

### Input

handle	handle to the cuSPARSE library context.
dirA	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
transA	the operation $op(A)$ .
transX	the operation $op(B)$ and $op(X)$ .
mb	number of block rows of matrix A.
n	number of columns of matrix $op(B)$ and $op(X)$ .
nnzb	number of non-zero blocks of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL, while the supported diagonal types are CUSPARSE_DIAG_TYPE_UNIT and CUSPARSE_DIAG_TYPE_NON_UNIT.
bsrValA	<type> array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ nonzero blocks of matrix A.
bsrRowPtrA	integer array of $mb+1$ elements that contains the start of every block row and the end of the last block row plus one.
bsrColIndA	integer array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A; larger than zero.
info	structure initialized using <code>cusparseCreateBsrsm2Info</code> .
policy	The supported policies are CUSPARSE_SOLVE_POLICY_NO_LEVEL and CUSPARSE_SOLVE_POLICY_USE_LEVEL.
pBuffer	buffer allocated by the user; the size is return by <code>bsrsm2_bufferSize()</code> .

### Output

info	structure filled with information collected during the analysis phase (that should be passed to the solve phase unchanged).
------	---

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.5.4. `cusparse<t>bsrsm2_solve()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseSbsrsm2_solve(cusparseHandle_t      handle,
                     cusparseDirection_t   dirA,
                     cusparseOperation_t   transA,
                     cusparseOperation_t   transX,
                     int                   mb,
                     int                   n,
                     int                   nnzb,
```

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```

    const float*      alpha,
    const cusparseMatDescr_t descrA,
    const float*      bsrSortedVal,
    const int*        bsrSortedRowPtr,
    const int*        bsrSortedColInd,
    int               blockDim,
    bsrsm2Info_t      info,
    const float*      B,
    int               ldb,
    float*            X,
    int               ldx,
    cusparseSolvePolicy_t policy,
    void*             pBuffer)

cusparseStatus_t
cusparseDbsrsm2_solve(cusparseHandle_t      handle,
                     cusparseDirection_t    dirA,
                     cusparseOperation_t    transA,
                     cusparseOperation_t    transX,
                     int                    mb,
                     int                    n,
                     int                    nnzb,
                     const double*          alpha,
                     const cusparseMatDescr_t descrA,
                     const double*          bsrSortedVal,
                     const int*            bsrSortedRowPtr,
                     const int*            bsrSortedColInd,
                     int                    blockDim,
                     bsrsm2Info_t          info,
                     const double*          B,
                     int                    ldb,
                     double*               X,
                     int                    ldx,
                     cusparseSolvePolicy_t  policy,
                     void*                 pBuffer)

cusparseStatus_t
cusparseCbsrsm2_solve(cusparseHandle_t      handle,
                     cusparseDirection_t    dirA,
                     cusparseOperation_t    transA,
                     cusparseOperation_t    transX,
                     int                    mb,
                     int                    n,
                     int                    nnzb,
                     const cuComplex*        alpha,
                     const cusparseMatDescr_t descrA,
                     const cuComplex*        bsrSortedVal,
                     const int*            bsrSortedRowPtr,
                     const int*            bsrSortedColInd,
                     int                    blockDim,
                     bsrsm2Info_t          info,
                     const cuComplex*        B,
                     int                    ldb,
                     cuComplex*             X,
                     int                    ldx,
                     cusparseSolvePolicy_t  policy,

```

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```

                                void*                pBuffer)
cusparseStatus_t
cusparseZbsrsm2_solve(cusparseHandle_t    handle,
                     cusparseDirection_t  dirA,
                     cusparseOperation_t  transA,
                     cusparseOperation_t  transX,
                     int                  mb,
                     int                  n,
                     int                  nnzb,
                     const cuDoubleComplex* alpha,
                     const cusparseMatDescr_t descrA,
                     const cuDoubleComplex* bsrSortedVal,
                     const int*           bsrSortedRowPtr,
                     const int*           bsrSortedColInd,
                     int                  blockDim,
                     bsrsm2Info_t         info,
                     const cuDoubleComplex* B,
                     int                  ldb,
                     cuDoubleComplex*     X,
                     int                  ldx,
                     cusparseSolvePolicy_t policy,
                     void*                pBuffer)

```

This function performs the solve phase of the solution of a sparse triangular linear system:

$$\text{op}(A) * \text{op}(X) = \alpha * \text{op}(B)$$

A is an  $(mb * \text{blockDim}) \times (mb * \text{blockDim})$  sparse matrix that is defined in BSR storage format by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`; B and X are the right-hand-side and the solution matrices;  $\alpha$  is a scalar, and

**`op(A) == CUSPARSE_OPERATION_NON_TRANSPOSE`**

and

$$\text{op}(X) = \begin{cases} X & \text{if } \text{transX} == \text{CUSPARSE\_OPERATION\_NON\_TRANSPOSE} \\ X^T & \text{if } \text{transX} == \text{CUSPARSE\_OPERATION\_TRANSPOSE} \\ X^H & \text{not supported} \end{cases}$$

Only  $\text{op}(A)=A$  is supported.

$\text{op}(B)$  and  $\text{op}(X)$  must be performed in the same way. In other words, if  $\text{op}(B)=B$ ,  $\text{op}(X)=X$ .

The block of BSR format is of size `blockDim*blockDim`, stored as column-major or row-major as determined by parameter `dirA`, which is either `CUSPARSE_DIRECTION_ROW` or `CUSPARSE_DIRECTION_COLUMN`. The matrix type must be `CUSPARSE_MATRIX_TYPE_GENERAL`, and the fill mode and diagonal type are ignored. Function `bsrsm02_solve()` can support an arbitrary `blockDim`.

This function may be executed multiple times for a given matrix and a particular operation type.

This function requires the buffer size returned by `bsrsm2_bufferSize()`. The address of `pBuffer` must be multiple of 128 bytes. If it is not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Although `bsrsm2_solve()` can be done without level information, the user still needs to be aware of consistency. If `bsrsm2_analysis()` is called with policy `CUSPARSE_SOLVE_POLICY_USE_LEVEL`, `bsrsm2_solve()` can be run with or without levels. On the other hand, if `bsrsm2_analysis()` is called with `CUSPARSE_SOLVE_POLICY_NO_LEVEL`, `bsrsm2_solve()` can only accept `CUSPARSE_SOLVE_POLICY_NO_LEVEL`; otherwise, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Function `bsrsm02_solve()` has the same behavior as `bsrsv02_solve()`, reporting the first numerical zero, including a structural zero. The user must call `cusparseXbsrsm2_query_zero_pivot()` to know where the numerical zero is.

The motivation of `transpose(X)` is to improve the memory access of matrix X. The computational pattern of `transpose(X)` with matrix X in column-major order is equivalent to X with matrix X in row-major order.

In-place is supported and requires that B and X point to the same memory block, and `ldb=ldx`.

The function supports the following properties if `pBuffer != NULL`:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>dirA</code>	storage format of blocks, either <code>CUSPARSE_DIRECTION_ROW</code> or <code>CUSPARSE_DIRECTION_COLUMN</code> .
<code>transA</code>	the operation <code>op(A)</code> .
<code>transX</code>	the operation <code>op(B)</code> and <code>op(X)</code> .
<code>mb</code>	number of block rows of matrix A.
<code>n</code>	number of columns of matrix <code>op(B)</code> and <code>op(X)</code> .
<code>nnzb</code>	number of non-zero blocks of matrix A.
<code>alpha</code>	<type> scalar used for multiplication.
<code>descrA</code>	the descriptor of matrix A. The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> , while the supported diagonal types are <code>CUSPARSE_DIAG_TYPE_UNIT</code> and <code>CUSPARSE_DIAG_TYPE_NON_UNIT</code> .
<code>bsrValA</code>	<type> array of <code>nnzb(=bsrRowPtrA(mb)-bsrRowPtrA(0))</code> non-zero blocks of matrix A.
<code>bsrRowPtrA</code>	integer array of <code>mb+1</code> elements that contains the start of every block row and the end of the last block row plus one.
<code>bsrColIndA</code>	integer array of <code>nnzb(=bsrRowPtrA(mb)-bsrRowPtrA(0))</code> column indices of the nonzero blocks of matrix A.
<code>blockDim</code>	block dimension of sparse matrix A; larger than zero.
<code>info</code>	structure initialized using <code>cusparseCreateBsrsm2Info()</code> .
<code>B</code>	<type> right-hand-side array.

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ldb	leading dimension of B. If $op(B)=B$ , $ldb \geq (mb*blockDim)$ ; otherwise, $ldb \geq n$ .
ldx	leading dimension of X. If $op(X)=X$ , then $ldx \geq (mb*blockDim)$ . otherwise $ldx \geq n$ .
policy	the supported policies are CUSPARSE_SOLVE_POLICY_NO_LEVEL and CUSPARSE_SOLVE_POLICY_USE_LEVEL.
pBuffer	buffer allocated by the user; the size is returned by <code>bsrsm2_bufferSize()</code> .

**Output**

X	<type> solution array with leading dimensions ldx.
---	--

See *cusparseStatus\_t* for the description of the return status.

### 7.5.5. cusparseXbsrsm2\_zeroPivot() [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseXbsrsm2_zeroPivot(cusparseHandle_t handle,
                          bsrsm2Info_t info,
                          int* position)
```

If the returned error code is CUSPARSE\_STATUS\_ZERO\_PIVOT,  $position=j$  means  $A(j, j)$  is either a structural zero or a numerical zero (singular block). Otherwise  $position=-1$ .

The *position* can be 0-base or 1-base, the same as the matrix.

Function `cusparseXbsrsm2_zeroPivot()` is a blocking call. It calls `cudaDeviceSynchronize()` to make sure all previous kernels are done.

The *position* can be in the host memory or device memory. The user can set the proper mode with `cusparseSetPointerMode()`.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

**Input**

handle	handle to the cuSPARSE library context.
info	info contains a structural zero or a numerical zero if the user already called <code>bsrsm2_analysis()</code> or <code>bsrsm2_solve()</code> .

**Output**

position	if no structural or numerical zero, position is -1; otherwise, if $A(j, j)$ is missing or $U(j, j)$ is zero, position= $j$ .
----------	--

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.6. cuSPARSE Extra Function Reference

This chapter describes the extra routines used to manipulate sparse matrices.

### 7.6.1. `cusparse<t>csrgeam2()`

```
cusparseStatus_t
cusparseScsrgeam2_bufferSizeExt(cusparseHandle_t      handle,
                                int                    m,
                                int                    n,
                                const float*          alpha,
                                const cusparseMatDescr_t descrA,
                                int                    nnzA,
                                const float*          csrSortedValA,
                                const int*            csrSortedRowPtrA,
                                const int*            csrSortedColIndA,
                                const float*          beta,
                                const cusparseMatDescr_t descrB,
                                int                    nnzB,
                                const float*          csrSortedValB,
                                const int*            csrSortedRowPtrB,
                                const int*            csrSortedColIndB,
                                const cusparseMatDescr_t descrC,
                                const float*          csrSortedValC,
                                const int*            csrSortedRowPtrC,
                                const int*            csrSortedColIndC,
                                size_t*              pBufferSizeInBytes)
```

```
cusparseStatus_t
cusparseDcsrgeam2_bufferSizeExt(cusparseHandle_t      handle,
                                int                    m,
                                int                    n,
                                const double*         alpha,
                                const cusparseMatDescr_t descrA,
                                int                    nnzA,
                                const double*         csrSortedValA,
                                const int*            csrSortedRowPtrA,
                                const int*            csrSortedColIndA,
                                const double*         beta,
                                const cusparseMatDescr_t descrB,
                                int                    nnzB,
                                const double*         csrSortedValB,
                                const int*            csrSortedRowPtrB,
                                const int*            csrSortedColIndB,
                                const cusparseMatDescr_t descrC,
```

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```

        const double*      csrSortedValC,
        const int*        csrSortedRowPtrC,
        const int*        csrSortedColIndC,
        size_t*          pBufferSizeInBytes)

cusparseStatus_t
cusparseCcsrgeam2_bufferSizeExt(cusparseHandle_t      handle,
        int                m,
        int                n,
        const cuComplex*   alpha,
        const cusparseMatDescr_t descrA,
        int                nnzA,
        const cuComplex*   csrSortedValA,
        const int*        csrSortedRowPtrA,
        const int*        csrSortedColIndA,
        const cuComplex*   beta,
        const cusparseMatDescr_t descrB,
        int                nnzB,
        const cuComplex*   csrSortedValB,
        const int*        csrSortedRowPtrB,
        const int*        csrSortedColIndB,
        const cusparseMatDescr_t descrC,
        const cuComplex*   csrSortedValC,
        const int*        csrSortedRowPtrC,
        const int*        csrSortedColIndC,
        size_t*          pBufferSizeInBytes)

cusparseStatus_t
cusparseZcsrgeam2_bufferSizeExt(cusparseHandle_t      handle,
        int                m,
        int                n,
        const cuDoubleComplex* alpha,
        const cusparseMatDescr_t descrA,
        int                nnzA,
        const cuDoubleComplex* csrSortedValA,
        const int*        csrSortedRowPtrA,
        const int*        csrSortedColIndA,
        const cuDoubleComplex* beta,
        const cusparseMatDescr_t descrB,
        int                nnzB,
        const cuDoubleComplex* csrSortedValB,
        const int*        csrSortedRowPtrB,
        const int*        csrSortedColIndB,
        const cusparseMatDescr_t descrC,
        const cuDoubleComplex* csrSortedValC,
        const int*        csrSortedRowPtrC,
        const int*        csrSortedColIndC,
        size_t*          pBufferSizeInBytes)

cusparseStatus_t
cusparseXcsrgeam2Nnz(cusparseHandle_t      handle,
        int                m,
        int                n,
        const cusparseMatDescr_t descrA,
        int                nnzA,
        const int*        csrSortedRowPtrA,

```

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```

    const int*          csrSortedColIndA,
    const cusparseMatDescr_t descrB,
    int                nnzB,
    const int*          csrSortedRowPtrB,
    const int*          csrSortedColIndB,
    const cusparseMatDescr_t descrC,
    int*               csrSortedRowPtrC,
    int*               nnzTotalDevHostPtr,
    void*              workspace)

```

```

cusparseStatus_t
cusparseScsrgeam2(cusparseHandle_t    handle,
                 int                  m,
                 int                  n,
                 const float*         alpha,
                 const cusparseMatDescr_t descrA,
                 int                  nnzA,
                 const float*         csrSortedValA,
                 const int*           csrSortedRowPtrA,
                 const int*           csrSortedColIndA,
                 const float*         beta,
                 const cusparseMatDescr_t descrB,
                 int                  nnzB,
                 const float*         csrSortedValB,
                 const int*           csrSortedRowPtrB,
                 const int*           csrSortedColIndB,
                 const cusparseMatDescr_t descrC,
                 float*               csrSortedValC,
                 int*                 csrSortedRowPtrC,
                 int*                 csrSortedColIndC,
                 void*                pBuffer)

```

```

cusparseStatus_t
cusparseDcsrgeam2(cusparseHandle_t    handle,
                 int                  m,
                 int                  n,
                 const double*        alpha,
                 const cusparseMatDescr_t descrA,
                 int                  nnzA,
                 const double*        csrSortedValA,
                 const int*           csrSortedRowPtrA,
                 const int*           csrSortedColIndA,
                 const double*        beta,
                 const cusparseMatDescr_t descrB,
                 int                  nnzB,
                 const double*        csrSortedValB,
                 const int*           csrSortedRowPtrB,
                 const int*           csrSortedColIndB,
                 const cusparseMatDescr_t descrC,
                 double*              csrSortedValC,
                 int*                 csrSortedRowPtrC,
                 int*                 csrSortedColIndC,
                 void*                pBuffer)

```

```

cusparseStatus_t
cusparseCcsrgeam2(cusparseHandle_t    handle,

```

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```

        int m,
        int n,
        const cuComplex* alpha,
        const cusparseMatDescr_t descrA,
        int nnzA,
        const cuComplex* csrSortedValA,
        const int* csrSortedRowPtrA,
        const int* csrSortedColIndA,
        const cuComplex* beta,
        const cusparseMatDescr_t descrB,
        int nnzB,
        const cuComplex* csrSortedValB,
        const int* csrSortedRowPtrB,
        const int* csrSortedColIndB,
        const cusparseMatDescr_t descrC,
        cuComplex* csrSortedValC,
        int* csrSortedRowPtrC,
        int* csrSortedColIndC,
        void* pBuffer)

cusparseStatus_t
cusparseZcsrgeam2(cusparseHandle_t handle,
        int m,
        int n,
        const cuDoubleComplex* alpha,
        const cusparseMatDescr_t descrA,
        int nnzA,
        const cuDoubleComplex* csrSortedValA,
        const int* csrSortedRowPtrA,
        const int* csrSortedColIndA,
        const cuDoubleComplex* beta,
        const cusparseMatDescr_t descrB,
        int nnzB,
        const cuDoubleComplex* csrSortedValB,
        const int* csrSortedRowPtrB,
        const int* csrSortedColIndB,
        const cusparseMatDescr_t descrC,
        cuDoubleComplex* csrSortedValC,
        int* csrSortedRowPtrC,
        int* csrSortedColIndC,
        void* pBuffer)

```

This function performs following matrix-matrix operation

$$C = \alpha * A + \beta * B$$

where A, B, and C are  $m \times n$  sparse matrices (defined in CSR storage format by the three arrays `csrValA|csrValB|csrValC`, `csrRowPtrA|csrRowPtrB|csrRowPtrC`, and `csrColIndA|csrColIndB|csrColIndC` respectively), and  $\alpha$  and  $\beta$  are scalars. Since A and B have different sparsity patterns, cuSPARSE adopts a two-step approach to complete sparse matrix C. In the first step, the user allocates `csrRowPtrC` of  $m+1$  elements and uses function `cusparseXcsrgeam2Nnz()` to determine `csrRowPtrC` and the total number of nonzero elements. In the second step, the user gathers `nnzC` (number of nonzero elements of matrix C) from either (`nnzC=*nnzTotalDevHostPtr`) or (`nnzC=csrRowPtrC(m)-csrRowPtrC(0)`) and allocates `csrValC`, `csrColIndC` of `nnzC` elements respectively, then finally calls function `cusparse[S|D|C|Z]csrgeam2()` to complete matrix C.

The general procedure is as follows:

```

int baseC, nnzC;
/* alpha, nnzTotalDevHostPtr points to host memory */
size_t BufferSizeInBytes;
char *buffer = NULL;
int *nnzTotalDevHostPtr = &nnzC;
cusparsesetpointerMode(handle, CUSPARSE_POINTER_MODE_HOST);
cudaMalloc((void**)&csrRowPtrC, sizeof(int)*(m+1));
/* prepare buffer */
cusparsescsrgem2_bufferSizeExt(handle, m, n,
    alpha,
    descrA, nnzA,
    csrValA, csrRowPtrA, csrColIndA,
    beta,
    descrB, nnzB,
    csrValB, csrRowPtrB, csrColIndB,
    descrC,
    csrValC, csrRowPtrC, csrColIndC
    &bufferSizeInBytes
);
cudaMalloc((void**)&buffer, sizeof(char)*bufferSizeInBytes);
cusparsexcscrgem2Nnz(handle, m, n,
    descrA, nnzA, csrRowPtrA, csrColIndA,
    descrB, nnzB, csrRowPtrB, csrColIndB,
    descrC, csrRowPtrC, nnzTotalDevHostPtr,
    buffer);
if (NULL != nnzTotalDevHostPtr){
    nnzC = *nnzTotalDevHostPtr;
}else{
    cudaMemcpy(&nnzC, csrRowPtrC+m, sizeof(int), cudaMemcpyDeviceToHost);
    cudaMemcpy(&baseC, csrRowPtrC, sizeof(int), cudaMemcpyDeviceToHost);
    nnzC -= baseC;
}
cudaMalloc((void**)&csrColIndC, sizeof(int)*nnzC);
cudaMalloc((void**)&csrValC, sizeof(float)*nnzC);
cusparsescsrgem2(handle, m, n,
    alpha,
    descrA, nnzA,
    csrValA, csrRowPtrA, csrColIndA,
    beta,
    descrB, nnzB,
    csrValB, csrRowPtrB, csrColIndB,
    descrC,
    csrValC, csrRowPtrC, csrColIndC
    buffer);

```

Several comments on `csrgem2()`:

- ▶ The other three combinations, NT, TN, and TT, are not supported by cuSPARSE. In order to do any one of the three, the user should use the routine `csr2csc()` to convert  $A | B$  to  $A^T | B^T$ .
- ▶ Only `CUSPARSE_MATRIX_TYPE_GENERAL` is supported. If either A or B is symmetric or Hermitian, then the user must extend the matrix to a full one and reconfigure the `MatrixType` field of the descriptor to `CUSPARSE_MATRIX_TYPE_GENERAL`.
- ▶ If the sparsity pattern of matrix C is known, the user can skip the call to function `cusparsexcscrgem2Nnz()`. For example, suppose that the user has an iterative algorithm which would update A and B iteratively but keep the sparsity patterns. The user can call function `cusparsexcscrgem2Nnz()` once to set up the sparsity pattern of C, then call function `cusparsescsrgem2()` only for each iteration.

- ▶ The pointers `alpha` and `beta` must be valid.
- ▶ When `alpha` or `beta` is zero, it is not considered a special case by cuSPARSE. The sparsity pattern of `C` is independent of the value of `alpha` and `beta`. If the user wants  $C = 0 \times A + 1 \times B^T$ , then `csr2csc()` is better than `csrgeam2()`.
- ▶ `csrgeam2()` is the same as `csrgeam()` except `csrgeam2()` needs explicit buffer where `csrgeam()` allocates the buffer internally.
- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

**Input**

<code>handle</code>	handle to the cuSPARSE library context.
<code>m</code>	number of rows of sparse matrix <code>A</code> , <code>B</code> , <code>C</code> .
<code>n</code>	number of columns of sparse matrix <code>A</code> , <code>B</code> , <code>C</code> .
<code>alpha</code>	<type> scalar used for multiplication.
<code>descrA</code>	the descriptor of matrix <code>A</code> . The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> only.
<code>nnzA</code>	number of nonzero elements of sparse matrix <code>A</code> .
<code>csrValA</code>	<type> array of <code>nnzA(=csrRowPtrA(m) - csrRowPtrA(0))</code> nonzero elements of matrix <code>A</code> .
<code>csrRowPtrA</code>	integer array of <code>m+1</code> elements that contains the start of every row and the end of the last row plus one.
<code>csrColIndA</code>	integer array of <code>nnzA(=csrRowPtrA(m) - csrRowPtrA(0))</code> column indices of the nonzero elements of matrix <code>A</code> .
<code>beta</code>	<type> scalar used for multiplication. If <code>beta</code> is zero, <code>y</code> does not have to be a valid input.
<code>descrB</code>	the descriptor of matrix <code>B</code> . The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> only.
<code>nnzB</code>	number of nonzero elements of sparse matrix <code>B</code> .
<code>csrValB</code>	<type> array of <code>nnzB(=csrRowPtrB(m) - csrRowPtrB(0))</code> nonzero elements of matrix <code>B</code> .
<code>csrRowPtrB</code>	integer array of <code>m+1</code> elements that contains the start of every row and the end of the last row plus one.
<code>csrColIndB</code>	integer array of <code>nnzB(=csrRowPtrB(m) - csrRowPtrB(0))</code> column indices of the nonzero elements of matrix <code>B</code> .
<code>descrC</code>	the descriptor of matrix <code>C</code> . The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> only.

**Output**

csrValC	<type> array of $\text{nnzC}(\text{csrRowPtrC}(m) - \text{csrRowPtrC}(0))$ nonzero elements of matrix C.
csrRowPtrC	integer array of $m+1$ elements that contains the start of every row and the end of the last row plus one.
csrColIndC	integer array of $\text{nnzC}(\text{csrRowPtrC}(m) - \text{csrRowPtrC}(0))$ column indices of the nonzero elements of matrix C.
nnzTotalDevHostPtr	total number of nonzero elements in device or host memory. It is equal to $(\text{csrRowPtrC}(m) - \text{csrRowPtrC}(0))$ .

See [cusparseStatus\\_t](#) for the description of the return status

## 7.7. cuSPARSE Preconditioners Reference

This chapter describes the routines that implement different preconditioners.

### 7.7.1. Incomplete Cholesky Factorization: level 0 [DEPRECATED]

Different algorithms for ic0 are discussed in this section.

#### 7.7.1.1 cusparse<t>csric02\_bufferSize() [DEPRECATED]

> *The routine will be removed in the next major release*

```

cusparseStatus_t
cusparseScsric02_bufferSize(cusparseHandle_t      handle,
                           int                    m,
                           int                    nnz,
                           const cusparseMatDescr_t descrA,
                           float*                csrValA,
                           const int*            csrRowPtrA,
                           const int*            csrColIndA,
                           csric02Info_t        info,
                           int*                  pBufferSizeInBytes)

cusparseStatus_t
cusparseDcsric02_bufferSize(cusparseHandle_t      handle,
                            int                    m,
                            int                    nnz,
                            const cusparseMatDescr_t descrA,
                            double*               csrValA,
                            const int*            csrRowPtrA,
                            const int*            csrColIndA,
                            csric02Info_t        info,
                            int*                  pBufferSizeInBytes)

```

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```

cusparseStatus_t
cusparseCcsric02_bufferSize(cusparseHandle_t      handle,
                           int                   m,
                           int                   nnz,
                           const cusparseMatDescr_t descrA,
                           cuComplex*          csrValA,
                           const int*          csrRowPtrA,
                           const int*          csrColIndA,
                           csric02Info_t      info,
                           int*                pBufferSizeInBytes)

cusparseStatus_t
cusparseZcsric02_bufferSize(cusparseHandle_t      handle,
                           int                   m,
                           int                   nnz,
                           const cusparseMatDescr_t descrA,
                           cuDoubleComplex*      csrValA,
                           const int*          csrRowPtrA,
                           const int*          csrColIndA,
                           csric02Info_t      info,
                           int*                pBufferSizeInBytes)

```

This function returns size of buffer used in computing the incomplete-Cholesky factorization with 0 fill-in and no pivoting:

$$A \approx LL^H$$

A is an  $m \times m$  sparse matrix that is defined in CSR storage format by the three arrays `csrValA`, `csrRowPtrA`, and `csrColIndA`.

The buffer size depends on dimension `m` and `nnz`, the number of nonzeros of the matrix. If the user changes the matrix, it is necessary to call `csric02_bufferSize()` again to have the correct buffer size; otherwise, a segmentation fault may occur.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

handle	handle to the cuSPARSE library context.
m	number of rows and columns of matrix A.
nnz	number of nonzeros of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
csrValA	<type> array of nnz(=csrRowPtrA(m)–csrRowPtrA(0)) nonzero elements of matrix A.
csrRowPtrA	integer array of m+1 elements that contains the start of every row and the end of the last row plus one.
csrColIndA	integer array of nnz(=csrRowPtrA(m)–csrRowPtrA(0)) column indices of the nonzero elements of matrix A.

## Output

info	record internal states based on different algorithms
pBufferSizeIn-Bytes	number of bytes of the buffer used in csric02_analysis() and csric02()

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.7.1.2 cusparse<t>csric02\_analysis() [DEPRECATED]

> *The routine will be removed in the next major release*

```

cusparseStatus_t
cusparseScsric02_analysis(cusparseHandle_t      handle,
                        int                    m,
                        int                    nnz,
                        const cusparseMatDescr_t descrA,
                        const float*          csrValA,
                        const int*            csrRowPtrA,
                        const int*            csrColIndA,
                        csric02Info_t         info,
                        cusparseSolvePolicy_t policy,
                        void*                  pBuffer)

cusparseStatus_t
cusparseDcsric02_analysis(cusparseHandle_t      handle,
                        int                    m,
                        int                    nnz,
                        const cusparseMatDescr_t descrA,
                        const double*          csrValA,
                        const int*            csrRowPtrA,
                        const int*            csrColIndA,
                        csric02Info_t         info,
                        cusparseSolvePolicy_t policy,
                        void*                  pBuffer)

```

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```

cusparsesStatus_t
cusparsesCcsric02_analysis(cusparsesHandle_t      handle,
                          int                    m,
                          int                    nnz,
                          const cusparsesMatDescr_t descrA,
                          const cuComplex*      csrValA,
                          const int*           csrRowPtrA,
                          const int*           csrColIndA,
                          csric02Info_t        info,
                          cusparsesSolvePolicy_t policy,
                          void*                 pBuffer)

cusparsesStatus_t
cusparsesZcsric02_analysis(cusparsesHandle_t      handle,
                           int                    m,
                           int                    nnz,
                           const cusparsesMatDescr_t descrA,
                           const cuDoubleComplex* csrValA,
                           const int*           csrRowPtrA,
                           const int*           csrColIndA,
                           csric02Info_t        info,
                           cusparsesSolvePolicy_t policy,
                           void*                 pBuffer)

```

This function performs the analysis phase of the incomplete-Cholesky factorization with 0 fill-in and no pivoting:

$$A \approx LL^H$$

A is an  $m \times m$  sparse matrix that is defined in CSR storage format by the three arrays `csrValA`, `csrRowPtrA`, and `csrColIndA`.

This function requires a buffer size returned by `csric02_bufferSize()`. The address of `pBuffer` must be multiple of 128 bytes. If not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Function `csric02_analysis()` reports a structural zero and computes level information stored in the opaque structure `info`. The level information can extract more parallelism during incomplete Cholesky factorization. However `csric02()` can be done without level information. To disable level information, the user must specify the policy of `csric02_analysis()` and `csric02()` as `CUSPARSE_SOLVE_POLICY_NO_LEVEL`.

Function `csric02_analysis()` always reports the first structural zero, even if the policy is `CUSPARSE_SOLVE_POLICY_NO_LEVEL`. The user needs to call `cusparsesXcsric02_zeroPivot()` to know where the structural zero is.

It is the user's choice whether to call `csric02()` if `csric02_analysis()` reports a structural zero. In this case, the user can still call `csric02()`, which will return a numerical zero at the same position as the structural zero. However the result is meaningless.

- ▶ This function requires temporary extra storage that is allocated internally
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available

## Input

handle	handle to the cuSPARSE library context.
m	number of rows and columns of matrix A.
nnz	number of nonzeros of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
csrValA	<type> array of $nnz(=csrRowPtrA(m)-csrRowPtrA(0))$ nonzero elements of matrix A.
csrRowPtrA	integer array of $m+1$ elements that contains the start of every row and the end of the last row plus one.
csrColIndA	integer array of $nnz(=csrRowPtrA(m)-csrRowPtrA(0))$ column indices of the nonzero elements of matrix A.
info	structure initialized using <code>cusparseCreateCsrlic02Info()</code> .
policy	the supported policies are CUSPARSE_SOLVE_POLICY_NO_LEVEL and CUSPARSE_SOLVE_POLICY_USE_LEVEL.
pBuffer	buffer allocated by the user; the size is returned by <code>csric02_bufferSize()</code> .

## Output

info	number of bytes of the buffer used in <code>csric02_analysis()</code> and <code>csric02()</code>
------	--

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.7.1.3 cusparse<t>csric02() [DEPRECATED]

> The routine will be removed in the next major release

```

cusparseStatus_t
cusparseScsric02(cusparseHandle_t      handle,
                int                    m,
                int                    nnz,
                const cusparseMatDescr_t descrA,
                float*                 csrValA_valM,
                const int*              csrRowPtrA,
                const int*              csrColIndA,
                csric02Info_t          info,
                cusparseSolvePolicy_t   policy,
                void*                   pBuffer)

cusparseStatus_t
cusparseDcsric02(cusparseHandle_t      handle,
                int                    m,
                int                    nnz,
                const cusparseMatDescr_t descrA,
                double*                 csrValA_valM,
                const int*              csrRowPtrA,
                const int*              csrColIndA,

```

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	<code>csric02Info_t</code>	<code>info,</code>
	<code>cusparseSolvePolicy_t</code>	<code>policy,</code>
	<code>void*</code>	<code>pBuffer)</code>
<code>cusparseStatus_t</code>		
<code>cusparseCcsric02</code>	<code>(cusparseHandle_t</code>	<code>handle,</code>
	<code>int</code>	<code>m,</code>
	<code>int</code>	<code>nnz,</code>
	<code>const cusparseMatDescr_t</code>	<code>descrA,</code>
	<code>cuComplex*</code>	<code>csrValA_valM,</code>
	<code>const int*</code>	<code>csrRowPtrA,</code>
	<code>const int*</code>	<code>csrColIndA,</code>
	<code>csric02Info_t</code>	<code>info,</code>
	<code>cusparseSolvePolicy_t</code>	<code>policy,</code>
	<code>void*</code>	<code>pBuffer)</code>
<code>cusparseStatus_t</code>		
<code>cusparseZcsric02</code>	<code>(cusparseHandle_t</code>	<code>handle,</code>
	<code>int</code>	<code>m,</code>
	<code>int</code>	<code>nnz,</code>
	<code>const cusparseMatDescr_t</code>	<code>descrA,</code>
	<code>cuDoubleComplex*</code>	<code>csrValA_valM,</code>
	<code>const int*</code>	<code>csrRowPtrA,</code>
	<code>const int*</code>	<code>csrColIndA,</code>
	<code>csric02Info_t</code>	<code>info,</code>
	<code>cusparseSolvePolicy_t</code>	<code>policy,</code>
	<code>void*</code>	<code>pBuffer)</code>

This function performs the solve phase of the computing the incomplete-Cholesky factorization with 0 fill-in and no pivoting:

$$A \approx LL^H$$

This function requires a buffer size returned by `csric02_bufferSize()`. The address of `pBuffer` must be a multiple of 128 bytes. If not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Although `csric02()` can be done without level information, the user still needs to be aware of consistency. If `csric02_analysis()` is called with policy `CUSPARSE_SOLVE_POLICY_USE_LEVEL`, `csric02()` can be run with or without levels. On the other hand, if `csric02_analysis()` is called with `CUSPARSE_SOLVE_POLICY_NO_LEVEL`, `csric02()` can only accept `CUSPARSE_SOLVE_POLICY_NO_LEVEL`; otherwise, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Function `csric02()` reports the first numerical zero, including a structural zero. The user must call `cusparseXcsric02_zeroPivot()` to know where the numerical zero is.

Function `csric02()` only takes the lower triangular part of matrix A to perform factorization. The matrix type must be `CUSPARSE_MATRIX_TYPE_GENERAL`, the fill mode and diagonal type are ignored, and the strictly upper triangular part is ignored and never touched. It does not matter if A is Hermitian or not. In other words, from the point of view of `csric02()` A is Hermitian and only the lower triangular part is provided.

---

**Note:** In practice, a positive definite matrix may not have incomplete cholesky factorization. To the best of our knowledge, only matrix M can guarantee the existence of incomplete cholesky factorization. If `csric02()` failed cholesky factorization and reported a numerical zero, it is possible that incomplete cholesky factorization does not exist.

---

For example, suppose  $A$  is a real  $m$  times  $m$  matrix, the following code solves the precondition system  $M*y = x$  where  $M$  is the product of Cholesky factorization  $L$  and its transpose.

$$M = LL^H$$

```
// Suppose that A is m x m sparse matrix represented by CSR format,
// Assumption:
// - handle is already created by cusparseCreate(),
// - (d_csrRowPtr, d_csrColInd, d_csrVal) is CSR of A on device memory,
// - d_x is right hand side vector on device memory,
// - d_y is solution vector on device memory.
// - d_z is intermediate result on device memory.

cusparseMatDescr_t descr_M = 0;
cusparseMatDescr_t descr_L = 0;
csric02Info_t info_M = 0;
csrsv2Info_t info_L = 0;
csrsv2Info_t info_Lt = 0;
int pBufferSize_M;
int pBufferSize_L;
int pBufferSize_Lt;
int pBufferSize;
void *pBuffer = 0;
int structural_zero;
int numerical_zero;
const double alpha = 1.;
const cusparseSolvePolicy_t policy_M = CUSPARSE_SOLVE_POLICY_NO_LEVEL;
const cusparseSolvePolicy_t policy_L = CUSPARSE_SOLVE_POLICY_NO_LEVEL;
const cusparseSolvePolicy_t policy_Lt = CUSPARSE_SOLVE_POLICY_USE_LEVEL;
const cusparseOperation_t trans_L = CUSPARSE_OPERATION_NON_TRANSPOSE;
const cusparseOperation_t trans_Lt = CUSPARSE_OPERATION_TRANSPOSE;

// step 1: create a descriptor which contains
// - matrix M is base-1
// - matrix L is base-1
// - matrix L is lower triangular
// - matrix L has non-unit diagonal
cusparseCreateMatDescr(&descr_M);
cusparseSetMatIndexBase(descr_M, CUSPARSE_INDEX_BASE_ONE);
cusparseSetMatType(descr_M, CUSPARSE_MATRIX_TYPE_GENERAL);

cusparseCreateMatDescr(&descr_L);
cusparseSetMatIndexBase(descr_L, CUSPARSE_INDEX_BASE_ONE);
cusparseSetMatType(descr_L, CUSPARSE_MATRIX_TYPE_GENERAL);
cusparseSetMatFillMode(descr_L, CUSPARSE_FILL_MODE_LOWER);
cusparseSetMatDiagType(descr_L, CUSPARSE_DIAG_TYPE_NON_UNIT);

// step 2: create a empty info structure
// we need one info for csric02 and two info's for csrsv2
cusparseCreateCsric02Info(&info_M);
cusparseCreateCsrsv2Info(&info_L);
cusparseCreateCsrsv2Info(&info_Lt);

// step 3: query how much memory used in csric02 and csrsv2, and allocate the buffer
cusparseDcsric02_bufferSize(handle, m, nnz,
    descr_M, d_csrVal, d_csrRowPtr, d_csrColInd, info_M, &bufferSize_M);
cusparseDcsrsv2_bufferSize(handle, trans_L, m, nnz,
```

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```

    descr_L, d_csrVal, d_csrRowPtr, d_csrColInd, info_L, &pBufferSize_L);
cusparsedcsrsv2_bufferSize(handle, trans_Lt, m, nnz,
    descr_L, d_csrVal, d_csrRowPtr, d_csrColInd, info_Lt, &pBufferSize_Lt);

pBufferSize = max(bufferSize_M, max(pBufferSize_L, pBufferSize_Lt));

// pBuffer returned by cudaMalloc is automatically aligned to 128 bytes.
cudaMalloc((void**)&pBuffer, pBufferSize);

// step 4: perform analysis of incomplete Cholesky on M
//          perform analysis of triangular solve on L
//          perform analysis of triangular solve on L'
// The lower triangular part of M has the same sparsity pattern as L, so
// we can do analysis of csric02 and csrsv2 simultaneously.

cusparsedcsric02_analysis(handle, m, nnz, descr_M,
    d_csrVal, d_csrRowPtr, d_csrColInd, info_M,
    policy_M, pBuffer);
status = cusparsexcric02_zeroPivot(handle, info_M, &structural_zero);
if (CUSPARSE_STATUS_ZERO_PIVOT == status){
    printf("A(%d,%d) is missing\n", structural_zero, structural_zero);
}

cusparsedcsrsv2_analysis(handle, trans_L, m, nnz, descr_L,
    d_csrVal, d_csrRowPtr, d_csrColInd,
    info_L, policy_L, pBuffer);

cusparsedcsrsv2_analysis(handle, trans_Lt, m, nnz, descr_L,
    d_csrVal, d_csrRowPtr, d_csrColInd,
    info_Lt, policy_Lt, pBuffer);

// step 5: M = L * L'
cusparsedcsric02(handle, m, nnz, descr_M,
    d_csrVal, d_csrRowPtr, d_csrColInd, info_M, policy_M, pBuffer);
status = cusparsexcric02_zeroPivot(handle, info_M, &numerical_zero);
if (CUSPARSE_STATUS_ZERO_PIVOT == status){
    printf("L(%d,%d) is zero\n", numerical_zero, numerical_zero);
}

// step 6: solve L*z = x
cusparsedcsrsv2_solve(handle, trans_L, m, nnz, &alpha, descr_L, // replace with
↳ cusparsespSV
    d_csrVal, d_csrRowPtr, d_csrColInd, info_L,
    d_x, d_z, policy_L, pBuffer);

// step 7: solve L'*y = z
cusparsedcsrsv2_solve(handle, trans_Lt, m, nnz, &alpha, descr_L, // replace with
↳ cusparsespSV
    d_csrVal, d_csrRowPtr, d_csrColInd, info_Lt,
    d_z, d_y, policy_Lt, pBuffer);

// step 6: free resources
cudaFree(pBuffer);
cusparsedestroyMatDescr(descr_M);
cusparsedestroyMatDescr(descr_L);
cusparsedestroyCsrsv2Info(info_M);

```

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```

cusparsedestroyCsrsv2Info(info_L);
cusparsedestroyCsrsv2Info(info_Lt);
cusparsedestroy(handle);

```

The function supports the following properties if `pBuffer != NULL`:

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

### Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>m</code>	number of rows and columns of matrix A.
<code>nnz</code>	number of nonzeros of matrix A.
<code>descra</code>	the descriptor of matrix A. The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> . Also, the supported index bases are <code>CUSPARSE_INDEX_BASE_ZERO</code> and <code>CUSPARSE_INDEX_BASE_ONE</code> .
<code>csrValA_valM</code>	<type> array of $nnz(=csrRowPtrA(m) - csrRowPtrA(0))$ nonzero elements of matrix A.
<code>csrRowPtrA</code>	integer array of $m+1$ elements that contains the start of every row and the end of the last row plus one.
<code>csrColIndA</code>	integer array of $nnz(=csrRowPtrA(m) - csrRowPtrA(0))$ column indices of the nonzero elements of matrix A.
<code>info</code>	structure with information collected during the analysis phase (that should have been passed to the solve phase unchanged).
<code>policy</code>	the supported policies are <code>CUSPARSE_SOLVE_POLICY_NO_LEVEL</code> and <code>CUSPARSE_SOLVE_POLICY_USE_LEVEL</code> .
<code>pBuffer</code>	buffer allocated by the user; the size is returned by <code>csric02_bufferSize()</code> .

### Output

<code>csrValA_valM</code>	<type> matrix containing the incomplete-Cholesky lower triangular factor.
---------------------------	---

See [cusparsedestroyCsrsv2Info](#) for the description of the return status.

**7.7.1.4 cusparseXcsric02\_zeroPivot() [DEPRECATED]**

> The routine will be removed in the next major release

```
cusparseStatus_t
cusparseXcsric02_zeroPivot(cusparseHandle_t handle,
                          csric02Info_t info,
                          int* position)
```

If the returned error code is CUSPARSE\_STATUS\_ZERO\_PIVOT, `position=j` means  $A(j, j)$  has either a structural zero or a numerical zero; otherwise, `position=-1`.

The `position` can be 0-based or 1-based, the same as the matrix.

Function `cusparseXcsric02_zeroPivot()` is a blocking call. It calls `cudaDeviceSynchronize()` to make sure all previous kernels are done.

The `position` can be in the host memory or device memory. The user can set proper mode with `cusparseSetPointerMode()`.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

**Input**

handle	handle to the cuSPARSE library context.
info	info contains structural zero or numerical zero if the user already called <code>csric02_analysis()</code> or <code>csric02()</code> .

**Output**

position	if no structural or numerical zero, <code>position</code> is -1; otherwise, if $A(j, j)$ is missing or $L(j, j)$ is zero, <code>position=j</code> .
----------	---

See [cusparseStatus\\_t](#) for the description of the return status.

**7.7.1.5 cusparse<t>bsric02\_bufferSize() [DEPRECATED]**

> The routine will be removed in the next major release

```
cusparseStatus_t
cusparseSbsric02_bufferSize(cusparseHandle_t handle,
                           cusparseDirection_t dirA,
                           int mb,
                           int nnzb,
                           const cusparseMatDescr_t descrA,
                           float* bsrValA,
                           const int* bsrRowPtrA,
                           const int* bsrColIndA,
                           int blockDim,
```

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	<code>bsric02Info_t</code>	<code>info,</code>
	<code>int*</code>	<code>pBufferSizeInBytes)</code>
<code>cusparseStatus_t</code>		
<code>cusparseDbsric02_bufferSize</code>	<code>(cusparseHandle_t</code>	<code>handle,</code>
	<code>cusparseDirection_t</code>	<code>dirA,</code>
	<code>int</code>	<code>mb,</code>
	<code>int</code>	<code>nnzb,</code>
	<code>const cusparseMatDescr_t</code>	<code>descrA,</code>
	<code>double*</code>	<code>bsrValA,</code>
	<code>const int*</code>	<code>bsrRowPtrA,</code>
	<code>const int*</code>	<code>bsrColIndA,</code>
	<code>int</code>	<code>blockDim,</code>
	<code>bsric02Info_t</code>	<code>info,</code>
	<code>int*</code>	<code>pBufferSizeInBytes)</code>
<code>cusparseStatus_t</code>		
<code>cusparseCbsric02_bufferSize</code>	<code>(cusparseHandle_t</code>	<code>handle,</code>
	<code>cusparseDirection_t</code>	<code>dirA,</code>
	<code>int</code>	<code>mb,</code>
	<code>int</code>	<code>nnzb,</code>
	<code>const cusparseMatDescr_t</code>	<code>descrA,</code>
	<code>cuComplex*</code>	<code>bsrValA,</code>
	<code>const int*</code>	<code>bsrRowPtrA,</code>
	<code>const int*</code>	<code>bsrColIndA,</code>
	<code>int</code>	<code>blockDim,</code>
	<code>bsric02Info_t</code>	<code>info,</code>
	<code>int*</code>	<code>pBufferSizeInBytes)</code>
<code>cusparseStatus_t</code>		
<code>cusparseZbsric02_bufferSize</code>	<code>(cusparseHandle_t</code>	<code>handle,</code>
	<code>cusparseDirection_t</code>	<code>dirA,</code>
	<code>int</code>	<code>mb,</code>
	<code>int</code>	<code>nnzb,</code>
	<code>const cusparseMatDescr_t</code>	<code>descrA,</code>
	<code>cuDoubleComplex*</code>	<code>bsrValA,</code>
	<code>const int*</code>	<code>bsrRowPtrA,</code>
	<code>const int*</code>	<code>bsrColIndA,</code>
	<code>int</code>	<code>blockDim,</code>
	<code>bsric02Info_t</code>	<code>info,</code>
	<code>int*</code>	<code>pBufferSizeInBytes)</code>

This function returns the size of a buffer used in computing the incomplete-Cholesky factorization with 0 fill-in and no pivoting

$$A \approx LL^H$$

A is an  $(mb \cdot blockDim) \times (mb \cdot blockDim)$  sparse matrix that is defined in BSR storage format by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`.

The buffer size depends on the dimensions of `mb`, `blockDim`, and the number of nonzero blocks of the matrix `nnzb`. If the user changes the matrix, it is necessary to call `bsric02_bufferSize()` again to have the correct buffer size; otherwise, a segmentation fault may occur.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

**Input**

handle	handle to the cuSPARSE library context.
dirA	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
mb	number of block rows and block columns of matrix A.
nnzb	number of nonzero blocks of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
bsrValA	<type> array of nnzb(=bsrRowPtrA(mb)–bsrRowPtrA(0)) nonzero blocks of matrix A.
bsrRowPtrA	integer array of mb+1 elements that contains the start of every block row and the end of the last block row plus one.
bsrColIndA	integer array of nnzb(=bsrRowPtrA(mb)–bsrRowPtrA(0)) column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A, larger than zero.

**Output**

info	record internal states based on different algorithms.
pBufferSizeIn-Bytes	number of bytes of the buffer used in bsrlic02_analysis() and bsrlic02().

See [cusparseStatus\\_t](#) for the description of the return status.

**7.7.1.6 cusparse<t>bsric02\_analysis() [DEPRECATED]**

> *The routine will be removed in the next major release*

```

cusparseStatus_t
cusparseSbsric02_analysis(cusparseHandle_t      handle,
                        cusparseDirection_t     dirA,
                        int                     mb,
                        int                     nnzb,
                        const cusparseMatDescr_t descrA,
                        const float*           bsrValA,
                        const int*             bsrRowPtrA,
                        const int*             bsrColIndA,
                        int                     blockDim,
                        bsrlic02Info_t          info,
                        cusparseSolvePolicy_t   policy,
                        void*                   pBuffer)

cusparseStatus_t
cusparseDbsric02_analysis(cusparseHandle_t      handle,
                        cusparseDirection_t     dirA,

```

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```

        int mb,
        int nnzb,
        const cusparseMatDescr_t descrA,
        const double* bsrValA,
        const int* bsrRowPtrA,
        const int* bsrColIndA,
        int blockDim,
        bsrict02Info_t info,
        cusparseSolvePolicy_t policy,
        void* pBuffer)

cusparseStatus_t
cusparseCbsric02_analysis(cusparseHandle_t handle,
        cusparseDirection_t dirA,
        int mb,
        int nnzb,
        const cusparseMatDescr_t descrA,
        const cuComplex* bsrValA,
        const int* bsrRowPtrA,
        const int* bsrColIndA,
        int blockDim,
        bsrict02Info_t info,
        cusparseSolvePolicy_t policy,
        void* pBuffer)

cusparseStatus_t
cusparseZbsric02_analysis(cusparseHandle_t handle,
        cusparseDirection_t dirA,
        int mb,
        int nnzb,
        const cusparseMatDescr_t descrA,
        const cuDoubleComplex* bsrValA,
        const int* bsrRowPtrA,
        const int* bsrColIndA,
        int blockDim,
        bsrict02Info_t info,
        cusparseSolvePolicy_t policy,
        void* pBuffer)

```

This function performs the analysis phase of the incomplete-Cholesky factorization with 0 fill-in and no pivoting

$$A \approx LL^H$$

A is an (mb\*blockDim)x(mb\*blockDim) sparse matrix that is defined in BSR storage format by the three arrays bsrValA, bsrRowPtrA, and bsrColIndA. The block in BSR format is of size blockDim\*blockDim, stored as column-major or row-major as determined by parameter dirA, which is either CUSPARSE\_DIRECTION\_COLUMN or CUSPARSE\_DIRECTION\_ROW. The matrix type must be CUSPARSE\_MATRIX\_TYPE\_GENERAL, and the fill mode and diagonal type are ignored.

This function requires a buffer size returned by bsrict02\_bufferSize90. The address of pBuffer must be a multiple of 128 bytes. If it is not, CUSPARSE\_STATUS\_INVALID\_VALUE is returned.

Function bsrict02\_analysis() reports structural zero and computes level information stored in the opaque structure info. The level information can extract more parallelism during incomplete Cholesky factorization. However bsrict02() can be done without level information. To disable level information, the user needs to specify the parameter policy of bsrict02[\_analysis] as CUSPARSE\_SOLVE\_POLICY\_NO\_LEVEL.

Function `bsric02_analysis` always reports the first structural zero, even when parameter `policy` is `CUSPARSE_SOLVE_POLICY_NO_LEVEL`. The user must call `cusparseXbsric02_zeroPivot()` to know where the structural zero is.

It is the user's choice whether to call `bsric02()` if `bsric02_analysis()` reports a structural zero. In this case, the user can still call `bsric02()`, which returns a numerical zero in the same position as the structural zero. However the result is meaningless.

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

**Input**

<code>handle</code>	handle to the cuSPARSE library context.
<code>dirA</code>	storage format of blocks, either <code>CUSPARSE_DIRECTION_ROW</code> or <code>CUSPARSE_DIRECTION_COLUMN</code> .
<code>mb</code>	number of block rows and block columns of matrix A.
<code>nnzb</code>	number of nonzero blocks of matrix A.
<code>descrA</code>	the descriptor of matrix A. The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> . Also, the supported index bases are <code>CUSPARSE_INDEX_BASE_ZERO</code> and <code>CUSPARSE_INDEX_BASE_ONE</code> .
<code>bsrValA</code>	<type> array of <code>nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))</code> nonzero blocks of matrix A.
<code>bsrRowPtrA</code>	integer array of <code>mb+1</code> elements that contains the start of every block row and the end of the last block row plus one.
<code>bsrColIndA</code>	integer array of <code>nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))</code> column indices of the nonzero blocks of matrix A.
<code>blockDim</code>	block dimension of sparse matrix A; must be larger than zero.
<code>info</code>	structure initialized using <code>cusparseCreateBsric02Info()</code> .
<code>policy</code>	the supported policies are <code>CUSPARSE_SOLVE_POLICY_NO_LEVEL</code> and <code>CUSPARSE_SOLVE_POLICY_USE_LEVEL</code> .
<code>pBuffer</code>	buffer allocated by the user; the size is returned by <code>bsric02_bufferSize()</code> .

**Output**

<code>info</code>	Structure filled with information collected during the analysis phase (that should be passed to the solve phase unchanged).
-------------------	---

See [cusparseStatus\\_t](#) for the description of the return status.

7.7.1.7 `cusparse<t>bsric02()` [DEPRECATED]

> The routine will be removed in the next major release

```

cusparseStatus_t
cusparseSbsric02(cusparseHandle_t      handle,
                cusparseDirection_t   dirA,
                int                    mb,
                int                    nnzb,
                const cusparseMatDescr_t descrA,
                float*                 bsrValA,
                const int*              bsrRowPtrA,
                const int*              bsrColIndA,
                int                     blockDim,
                bsric02Info_t           info,
                cusparseSolvePolicy_t   policy,
                void*                   pBuffer)

cusparseStatus_t
cusparseDbsric02(cusparseHandle_t      handle,
                 cusparseDirection_t   dirA,
                 int                    mb,
                 int                    nnzb,
                 const cusparseMatDescr_t descrA,
                 double*                bsrValA,
                 const int*              bsrRowPtrA,
                 const int*              bsrColIndA,
                 int                     blockDim,
                 bsric02Info_t           info,
                 cusparseSolvePolicy_t   policy,
                 void*                   pBuffer)

cusparseStatus_t
cusparseCbsric02(cusparseHandle_t      handle,
                 cusparseDirection_t   dirA,
                 int                    mb,
                 int                    nnzb,
                 const cusparseMatDescr_t descrA,
                 cuComplex*             bsrValA,
                 const int*              bsrRowPtrA,
                 const int*              bsrColIndA,
                 int                     blockDim,
                 bsric02Info_t           info,
                 cusparseSolvePolicy_t   policy,
                 void*                   pBuffer)

cusparseStatus_t
cusparseZbsric02(cusparseHandle_t      handle,
                 cusparseDirection_t   dirA,
                 int                    mb,
                 int                    nnzb,
                 const cusparseMatDescr_t descrA,
                 cuDoubleComplex*       bsrValA,
                 const int*              bsrRowPtrA,
                 const int*              bsrColIndA,
                 int                     blockDim,
                 bsric02Info_t           info,
                 cusparseSolvePolicy_t   policy,
                 void*                   pBuffer)

```

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**void\*** pBuffer)

This function performs the solve phase of the incomplete-Cholesky factorization with 0 fill-in and no pivoting.

$$A \approx LL^H$$

A is an (mb\*blockDim)x(mb\*blockDim) sparse matrix that is defined in BSR storage format by the three arrays bsrValA, bsrRowPtrA, and bsrColIndA. The block in BSR format is of size blockDim\*blockDim, stored as column-major or row-major as determined by parameter dirA, which is either CUSPARSE\_DIRECTION\_COLUMN or CUSPARSE\_DIRECTION\_ROW. The matrix type must be CUSPARSE\_MATRIX\_TYPE\_GENERAL, and the fill mode and diagonal type are ignored.

This function requires a buffer size returned by bsrlic02\_bufferSize(). The address of pBuffer must be a multiple of 128 bytes. If it is not, CUSPARSE\_STATUS\_INVALID\_VALUE is returned.

Although bsrlic02() can be done without level information, the user must be aware of consistency. If bsrlic02\_analysis() is called with policy CUSPARSE\_SOLVE\_POLICY\_USE\_LEVEL, bsrlic02() can be run with or without levels. On the other hand, if bsrlic02\_analysis() is called with CUSPARSE\_SOLVE\_POLICY\_NO\_LEVEL, bsrlic02() can only accept CUSPARSE\_SOLVE\_POLICY\_NO\_LEVEL; otherwise, CUSPARSE\_STATUS\_INVALID\_VALUE is returned.

Function bsrlic02() has the same behavior as csric02(). That is, bsr2csr(bsrlic02(A)) = csric02(bsr2csr(A)). The numerical zero of csric02() means there exists some zero L(j, j). The numerical zero of bsrlic02() means there exists some block Lj, j) that is not invertible.

Function bsrlic02 reports the first numerical zero, including a structural zero. The user must call cusparseXbsrlic02\_zeroPivot() to know where the numerical zero is.

The bsrlic02() function only takes the lower triangular part of matrix A to perform factorization. The strictly upper triangular part is ignored and never touched. It does not matter if A is Hermitian or not. In other words, from the point of view of bsrlic02(), A is Hermitian and only the lower triangular part is provided. Moreover, the imaginary part of diagonal elements of diagonal blocks is ignored.

For example, suppose A is a real m-by-m matrix, where m=mb\*blockDim. The following code solves precondition system M\*y = x, where M is the product of Cholesky factorization L and its transpose.

$$M = LL^H$$

```
// Suppose that A is m x m sparse matrix represented by BSR format,
// The number of block rows/columns is mb, and
// the number of nonzero blocks is nnzb.
// Assumption:
// - handle is already created by cusparseCreate(),
// - (d_bsrRowPtr, d_bsrColInd, d_bsrVal) is BSR of A on device memory,
// - d_x is right hand side vector on device memory,
// - d_y is solution vector on device memory.
// - d_z is intermediate result on device memory.
// - d_x, d_y and d_z are of size m.
cusparseMatDescr_t descr_M = 0;
cusparseMatDescr_t descr_L = 0;
bsrlic02Info_t info_M = 0;
bsrsv2Info_t info_L = 0;
bsrsv2Info_t info_Lt = 0;
int pBufferSize_M;
int pBufferSize_L;
```

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```

int pBufferSize_Lt;
int pBufferSize;
void *pBuffer = 0;
int structural_zero;
int numerical_zero;
const double alpha = 1.;
const cusparseSolvePolicy_t policy_M = CUSPARSE_SOLVE_POLICY_NO_LEVEL;
const cusparseSolvePolicy_t policy_L = CUSPARSE_SOLVE_POLICY_NO_LEVEL;
const cusparseSolvePolicy_t policy_Lt = CUSPARSE_SOLVE_POLICY_USE_LEVEL;
const cusparseOperation_t trans_L = CUSPARSE_OPERATION_NON_TRANSPOSE;
const cusparseOperation_t trans_Lt = CUSPARSE_OPERATION_TRANSPOSE;
const cusparseDirection_t dir = CUSPARSE_DIRECTION_COLUMN;

// step 1: create a descriptor which contains
// - matrix M is base-1
// - matrix L is base-1
// - matrix L is lower triangular
// - matrix L has non-unit diagonal
cusparseCreateMatDescr(&descr_M);
cusparseSetMatIndexBase(descr_M, CUSPARSE_INDEX_BASE_ONE);
cusparseSetMatType(descr_M, CUSPARSE_MATRIX_TYPE_GENERAL);

cusparseCreateMatDescr(&descr_L);
cusparseSetMatIndexBase(descr_L, CUSPARSE_INDEX_BASE_ONE);
cusparseSetMatType(descr_L, CUSPARSE_MATRIX_TYPE_GENERAL);
cusparseSetMatFillMode(descr_L, CUSPARSE_FILL_MODE_LOWER);
cusparseSetMatDiagType(descr_L, CUSPARSE_DIAG_TYPE_NON_UNIT);

// step 2: create a empty info structure
// we need one info for bsr02 and two info's for bsrsv2
cusparseCreateBsr02Info(&info_M);
cusparseCreateBsrsv2Info(&info_L);
cusparseCreateBsrsv2Info(&info_Lt);

// step 3: query how much memory used in bsr02 and bsrsv2, and allocate the buffer
cusparseDbsr02_bufferSize(handle, dir, mb, nnzb,
    descr_M, d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, info_M, &bufferSize_M);
cusparseDbsrsv2_bufferSize(handle, dir, trans_L, mb, nnzb,
    descr_L, d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, info_L, &pBufferSize_L);
cusparseDbsrsv2_bufferSize(handle, dir, trans_Lt, mb, nnzb,
    descr_L, d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, info_Lt, &pBufferSize_Lt);

pBufferSize = max(bufferSize_M, max(pBufferSize_L, pBufferSize_Lt));

// pBuffer returned by cudaMalloc is automatically aligned to 128 bytes.
cudaMalloc((void**)&pBuffer, pBufferSize);

// step 4: perform analysis of incomplete Cholesky on M
//         perform analysis of triangular solve on L
//         perform analysis of triangular solve on L'
// The lower triangular part of M has the same sparsity pattern as L, so
// we can do analysis of bsr02 and bsrsv2 simultaneously.

cusparseDbsr02_analysis(handle, dir, mb, nnzb, descr_M,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, info_M,
    policy_M, pBuffer);

```

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```

status = cusparseXbsric02_zeroPivot(handle, info_M, &structural_zero);
if (CUSPARSE_STATUS_ZERO_PIVOT == status){
    printf("A(%d,%d) is missing\n", structural_zero, structural_zero);
}

cusparseDbsrsv2_analysis(handle, dir, trans_L, mb, nnzb, descr_L,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim,
    info_L, policy_L, pBuffer);

cusparseDbsrsv2_analysis(handle, dir, trans_Lt, mb, nnzb, descr_L,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim,
    info_Lt, policy_Lt, pBuffer);

// step 5: M = L * L'
cusparseDbsric02_solve(handle, dir, mb, nnzb, descr_M,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, info_M, policy_M, pBuffer);
status = cusparseXbsric02_zeroPivot(handle, info_M, &numerical_zero);
if (CUSPARSE_STATUS_ZERO_PIVOT == status){
    printf("L(%d,%d) is not positive definite\n", numerical_zero, numerical_zero);
}

// step 6: solve L*z = x
cusparseDbsrsv2_solve(handle, dir, trans_L, mb, nnzb, &alpha, descr_L,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, info_L,
    d_x, d_z, policy_L, pBuffer);

// step 7: solve L'*y = z
cusparseDbsrsv2_solve(handle, dir, trans_Lt, mb, nnzb, &alpha, descr_L,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, info_Lt,
    d_z, d_y, policy_Lt, pBuffer);

// step 6: free resources
cudaFree(pBuffer);
cusparseDestroyMatDescr(descr_M);
cusparseDestroyMatDescr(descr_L);
cusparseDestroyBsrsv2Info(info_M);
cusparseDestroyBsrsv2Info(info_L);
cusparseDestroyBsrsv2Info(info_Lt);
cusparseDestroy(handle);

```

The function supports the following properties if `pBuffer != NULL`:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

## Input

handle	handle to the cuSPARSE library context.
dirA	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
mb	number of block rows and block columns of matrix A.
nnzb	number of nonzero blocks of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
bsrValA	<type> array of nnzb(=bsrRowPtrA(mb)–bsrRowPtrA(0)) nonzero blocks of matrix A.
bsrRowPtrA	integer array of mb+1 elements that contains the start of every block row and the end of the last block row plus one.
bsrColIndA	integer array of nnzb(=bsrRowPtrA(mb)–bsrRowPtrA(0)) column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A, larger than zero.
info	structure with information collected during the analysis phase (that should have been passed to the solve phase unchanged).
policy	the supported policies are CUSPARSE_SOLVE_POLICY_NO_LEVEL and CUSPARSE_SOLVE_POLICY_USE_LEVEL.
pBuffer	buffer allocated by the user, the size is returned by bsrlic02_bufferSize().

## Output

bsrValA	<type> matrix containing the incomplete-Cholesky lower triangular factor.
---------	---

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.7.1.8 cusparseXbsric02\_zeroPivot() [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseXbsric02_zeroPivot(cusparseHandle_t handle,
                          bsrlic02Info_t info,
                          int* position)
```

If the returned error code is CUSPARSE\_STATUS\_ZERO\_PIVOT, position=j means A(j, j) has either a structural zero or a numerical zero (the block is not positive definite). Otherwise position=-1.

The position can be 0-based or 1-based, the same as the matrix.

Function cusparseXbsric02\_zeroPivot() is a blocking call. It calls cudaDeviceSynchronize() to make sure all previous kernels are done.

The position can be in the host memory or device memory. The user can set the proper mode with cusparseSetPointerMode().

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

**Input**

handle	handle to the cuSPARSE library context.
info	info contains a structural zero or a numerical zero if the user already called <code>bsric02_analysis()</code> or <code>bsric02()</code> .

**Output**

position	If no structural or numerical zero, <code>position</code> is -1, otherwise if $A(j, j)$ is missing or $L(j, j)$ is not positive definite, <code>position=j</code> .
----------	---

See [cusparsesStatus\\_t](#) for the description of the return status.

## 7.7.2. Incomplete LU Factorization: level 0 [DEPRECATED]

Different algorithms for `ilu0` are discussed in this section.

### 7.7.2.1 `cusparses<t>csrilu02_numericBoost()` [DEPRECATED]

> *The routine will be removed in the next major release*

```

cusparsesStatus_t
cusparsesScsrilu02_numericBoost(cusparsesHandle_t handle,
                               csrilu02Info_t info,
                               int enable_boost,
                               double* tol,
                               float* boost_val)

cusparsesStatus_t
cusparsesDcsrilu02_numericBoost(cusparsesHandle_t handle,
                               csrilu02Info_t info,
                               int enable_boost,
                               double* tol,
                               double* boost_val)

cusparsesStatus_t
cusparsesCcsrilu02_numericBoost(cusparsesHandle_t handle,
                               csrilu02Info_t info,
                               int enable_boost,
                               double* tol,
                               cuComplex* boost_val)

cusparsesStatus_t

```

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```

cusparseszcsrilu02_numericBoost(cusparsesHandle_t handle,
                               csrilu02Info_t   info,
                               int               enable_boost,
                               double*          tol,
                               cuDoubleComplex* boost_val)

```

The user can use a boost value to replace a numerical value in incomplete LU factorization. The `tol` is used to determine a numerical zero, and the `boost_val` is used to replace a numerical zero. The behavior is

if `tol >= fabs(A(j, j))`, then `A(j, j)=boost_val`.

To enable a boost value, the user has to set parameter `enable_boost` to 1 before calling `csrilu02()`. To disable a boost value, the user can call `csrilu02_numericBoost()` again with parameter `enable_boost=0`.

If `enable_boost=0`, `tol` and `boost_val` are ignored.

Both `tol` and `boost_val` can be in the host memory or device memory. The user can set the proper mode with `cusparsesetPointerMode()`.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

## Input

<code>handle</code>	handle to the cuSPARSE library context
<code>info</code>	structure initialized using <code>cusparsesCreateCsrilu02Info()</code>
<code>enable_boost</code>	disable boost by <code>enable_boost=0</code> ; otherwise, boost is enabled
<code>tol</code>	tolerance to determine a numerical zero
<code>boost_val</code>	boost value to replace a numerical zero

See [cusparsesStatus\\_t](#) for the description of the return status.

### 7.7.2.2 `cusparses<t>csrilu02_bufferSize()` [DEPRECATED]

> *The routine will be removed in the next major release*

```

cusparsesStatus_t
cusparsesScsrilu02_bufferSize(cusparsesHandle_t handle,
                              int               m,
                              int               nnz,
                              const cusparsesMatDescr_t descrA,
                              float*          csrValA,
                              const int*      csrRowPtrA,
                              const int*      csrColIndA,
                              csrilu02Info_t info,
                              int*          pBufferSizeInBytes)

```

`cusparsesStatus_t`

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```

cusparseDcsrilu02_bufferSize(cusparseHandle_t      handle,
                             int                  m,
                             int                  nnz,
                             const cusparseMatDescr_t descrA,
                             double*             csrValA,
                             const int*          csrRowPtrA,
                             const int*          csrColIndA,
                             csrilu02Info_t     info,
                             int*                pBufferSizeInBytes)

cusparseStatus_t
cusparseCcsrilu02_bufferSize(cusparseHandle_t      handle,
                             int                  m,
                             int                  nnz,
                             const cusparseMatDescr_t descrA,
                             cuComplex*          csrValA,
                             const int*          csrRowPtrA,
                             const int*          csrColIndA,
                             csrilu02Info_t     info,
                             int*                pBufferSizeInBytes)

cusparseStatus_t
cusparseZcsrilu02_bufferSize(cusparseHandle_t      handle,
                             int                  m,
                             int                  nnz,
                             const cusparseMatDescr_t descrA,
                             cuDoubleComplex*    csrValA,
                             const int*          csrRowPtrA,
                             const int*          csrColIndA,
                             csrilu02Info_t     info,
                             int*                pBufferSizeInBytes)

```

This function returns size of the buffer used in computing the incomplete-LU factorization with 0 fill-in and no pivoting:

$$A \approx LU$$

A is an  $m \times m$  sparse matrix that is defined in CSR storage format by the three arrays `csrValA`, `csrRowPtrA`, and `csrColIndA`.

The buffer size depends on the dimension `m` and `nnz`, the number of nonzeros of the matrix. If the user changes the matrix, it is necessary to call `csrilu02_bufferSize()` again to have the correct buffer size; otherwise, a segmentation fault may occur.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

handle	handle to the cuSPARSE library context.
m	number of rows and columns of matrix A.
nnz	number of nonzeros of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
csrValA	<type> array of $nnz(=csrRowPtrA(m)-csrRowPtrA(0))$ nonzero elements of matrix A.
csrRowPtrA	integer array of $m+1$ elements that contains the start of every row and the end of the last row plus one.
csrColIndA	integer array of $nnz(=csrRowPtrA(m)-csrRowPtrA(0))$ column indices of the nonzero elements of matrix A.

## Output

info	record internal states based on different algorithms
pBufferSizeIn-Bytes	number of bytes of the buffer used in <code>csrilu02_analysis()</code> and <code>csrilu02()</code>

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.7.2.3 `cusparse<t>csrilu02_analysis()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseScsrilu02_analysis(cusparseHandle_t      handle,
                          int                   m,
                          int                   nnz,
                          const cusparseMatDescr_t descrA,
                          const float*         csrValA,
                          const int*          csrRowPtrA,
                          const int*          csrColIndA,
                          csrilu02Info_t      info,
                          cusparseSolvePolicy_t policy,
                          void*                pBuffer)

cusparseStatus_t
cusparseDcsrilu02_analysis(cusparseHandle_t      handle,
                          int                   m,
                          int                   nnz,
                          const cusparseMatDescr_t descrA,
                          const double*        csrValA,
                          const int*          csrRowPtrA,
                          const int*          csrColIndA,
                          csrilu02Info_t      info,
                          cusparseSolvePolicy_t policy,
                          void*                pBuffer)
```

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```

cusparsesStatus_t
cusparsesCsrilu02_analysis(cusparsesHandle_t      handle,
                          int                    m,
                          int                    nnz,
                          const cusparsesMatDescr_t descrA,
                          const cuComplex*      csrValA,
                          const int*            csrRowPtrA,
                          const int*            csrColIndA,
                          csrilu02Info_t        info,
                          cusparsesSolvePolicy_t policy,
                          void*                  pBuffer)

cusparsesStatus_t
cusparsesZcsrilu02_analysis(cusparsesHandle_t      handle,
                           int                    m,
                           int                    nnz,
                           const cusparsesMatDescr_t descrA,
                           const cuDoubleComplex* csrValA,
                           const int*            csrRowPtrA,
                           const int*            csrColIndA,
                           csrilu02Info_t        info,
                           cusparsesSolvePolicy_t policy,
                           void*                  pBuffer)

```

This function performs the analysis phase of the incomplete-LU factorization with 0 fill-in and no pivoting:

$$A \approx LU$$

A is an  $m \times m$  sparse matrix that is defined in CSR storage format by the three arrays `csrValA`, `csrRowPtrA`, and `csrColIndA`.

This function requires the buffer size returned by `csrilu02_bufferSize()`. The address of `pBuffer` must be a multiple of 128 bytes. If not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Function `csrilu02_analysis()` reports a structural zero and computes level information stored in the opaque structure `info`. The level information can extract more parallelism during incomplete LU factorization; however `csrilu02()` can be done without level information. To disable level information, the user must specify the policy of `csrilu02()` as `CUSPARSE_SOLVE_POLICY_NO_LEVEL`.

It is the user's choice whether to call `csrilu02()` if `csrilu02_analysis()` reports a structural zero. In this case, the user can still call `csrilu02()`, which will return a numerical zero at the same position as the structural zero. However, the result is meaningless.

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

## Input

handle	handle to the cuSPARSE library context.
m	number of rows and columns of matrix A.
nnz	number of nonzeros of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
csrValA	<type> array of $nnz(=csrRowPtrA(m)-csrRowPtrA(0))$ nonzero elements of matrix A.
csrRowPtrA	integer array of $m+1$ elements that contains the start of every row and the end of the last row plus one.
csrColIndA	integer array of $nnz(=csrRowPtrA(m)-csrRowPtrA(0))$ column indices of the nonzero elements of matrix A.
info	structure initialized using <code>cusparseCreateCsrilu02Info()</code> .
policy	the supported policies are CUSPARSE_SOLVE_POLICY_NO_LEVEL and CUSPARSE_SOLVE_POLICY_USE_LEVEL.
pBuffer	buffer allocated by the user, the size is returned by <code>csrilu02_bufferSize()</code> .

## Output

info	Structure filled with information collected during the analysis phase (that should be passed to the solve phase unchanged).
------	---

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.7.2.4 cusparse<t>csrilu02() [DEPRECATED]

> The routine will be removed in the next major release

```

cusparseStatus_t
cusparseScsrilu02(cusparseHandle_t      handle,
                 int                    m,
                 int                    nnz,
                 const cusparseMatDescr_t descrA,
                 float*                 csrValA_valM,
                 const int*              csrRowPtrA,
                 const int*              csrColIndA,
                 csrilu02Info_t          info,
                 cusparseSolvePolicy_t  policy,
                 void*                   pBuffer)

cusparseStatus_t
cusparseDcsrilu02(cusparseHandle_t      handle,
                 int                    m,
                 int                    nnz,
                 const cusparseMatDescr_t descrA,
                 double*                 csrValA_valM,
                 const int*              csrRowPtrA,

```

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```

        const int*      csrColIndA,
        csrilu02Info_t  info,
        cusparseSolvePolicy_t  policy,
        void*          pBuffer)

cusparseStatus_t
cusparseCsrilu02(cusparseHandle_t  handle,
                int                m,
                int                nnz,
                const cusparseMatDescr_t  descrA,
                cuComplex*         csrValA_valM,
                const int*         csrRowPtrA,
                const int*         csrColIndA,
                csrilu02Info_t     info,
                cusparseSolvePolicy_t  policy,
                void*              pBuffer)

cusparseStatus_t
cusparseZcsrilu02(cusparseHandle_t  handle,
                int                m,
                int                nnz,
                const cusparseMatDescr_t  descrA,
                cuDoubleComplex*  csrValA_valM,
                const int*         csrRowPtrA,
                const int*         csrColIndA,
                csrilu02Info_t     info,
                cusparseSolvePolicy_t  policy,
                void*              pBuffer)

```

This function performs the solve phase of the incomplete-LU factorization with 0 fill-in and no pivoting:

$$A \approx LU$$

A is an  $m \times m$  sparse matrix that is defined in CSR storage format by the three arrays `csrValA_valM`, `csrRowPtrA`, and `csrColIndA`.

This function requires a buffer size returned by `csrilu02_bufferSize()`. The address of `pBuffer` must be a multiple of 128 bytes. If not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

The matrix type must be `CUSPARSE_MATRIX_TYPE_GENERAL`. The fill mode and diagonal type are ignored.

Although `csrilu02()` can be done without level information, the user still needs to be aware of consistency. If `csrilu02_analysis()` is called with policy `CUSPARSE_SOLVE_POLICY_USE_LEVEL`, `csrilu02()` can be run with or without levels. On the other hand, if `csrilu02_analysis()` is called with `CUSPARSE_SOLVE_POLICY_NO_LEVEL`, `csrilu02()` can only accept `CUSPARSE_SOLVE_POLICY_NO_LEVEL`; otherwise, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Function `csrilu02()` reports the first numerical zero, including a structural zero. The user must call `cusparseXcsrilu02_zeroPivot()` to know where the numerical zero is.

For example, suppose A is a real  $m \times m$  matrix, the following code solves precondition system  $M*y = x$  where M is the product of LU factors L and U.

```

// Suppose that A is m x m sparse matrix represented by CSR format,
// Assumption:
// - handle is already created by cusparseCreate(),
// - (d_csrRowPtr, d_csrColInd, d_csrVal) is CSR of A on device memory,

```

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```

// - d_x is right hand side vector on device memory,
// - d_y is solution vector on device memory.
// - d_z is intermediate result on device memory.

cusparseMatDescr_t descr_M = 0;
cusparseMatDescr_t descr_L = 0;
cusparseMatDescr_t descr_U = 0;
csrilu02Info_t info_M = 0;
csrsv2Info_t info_L = 0;
csrsv2Info_t info_U = 0;
int pBufferSize_M;
int pBufferSize_L;
int pBufferSize_U;
int pBufferSize;
void *pBuffer = 0;
int structural_zero;
int numerical_zero;
const double alpha = 1.;
const cusparseSolvePolicy_t policy_M = CUSPARSE_SOLVE_POLICY_NO_LEVEL;
const cusparseSolvePolicy_t policy_L = CUSPARSE_SOLVE_POLICY_NO_LEVEL;
const cusparseSolvePolicy_t policy_U = CUSPARSE_SOLVE_POLICY_USE_LEVEL;
const cusparseOperation_t trans_L = CUSPARSE_OPERATION_NON_TRANSPOSE;
const cusparseOperation_t trans_U = CUSPARSE_OPERATION_NON_TRANSPOSE;

// step 1: create a descriptor which contains
// - matrix M is base-1
// - matrix L is base-1
// - matrix L is lower triangular
// - matrix L has unit diagonal
// - matrix U is base-1
// - matrix U is upper triangular
// - matrix U has non-unit diagonal
cusparseCreateMatDescr(&descr_M);
cusparseSetMatIndexBase(descr_M, CUSPARSE_INDEX_BASE_ONE);
cusparseSetMatType(descr_M, CUSPARSE_MATRIX_TYPE_GENERAL);

cusparseCreateMatDescr(&descr_L);
cusparseSetMatIndexBase(descr_L, CUSPARSE_INDEX_BASE_ONE);
cusparseSetMatType(descr_L, CUSPARSE_MATRIX_TYPE_GENERAL);
cusparseSetMatFillMode(descr_L, CUSPARSE_FILL_MODE_LOWER);
cusparseSetMatDiagType(descr_L, CUSPARSE_DIAG_TYPE_UNIT);

cusparseCreateMatDescr(&descr_U);
cusparseSetMatIndexBase(descr_U, CUSPARSE_INDEX_BASE_ONE);
cusparseSetMatType(descr_U, CUSPARSE_MATRIX_TYPE_GENERAL);
cusparseSetMatFillMode(descr_U, CUSPARSE_FILL_MODE_UPPER);
cusparseSetMatDiagType(descr_U, CUSPARSE_DIAG_TYPE_NON_UNIT);

// step 2: create a empty info structure
// we need one info for csrilu02 and two info's for csrsv2
cusparseCreateCsrilu02Info(&info_M);
cusparseCreateCsrsv2Info(&info_L);
cusparseCreateCsrsv2Info(&info_U);

// step 3: query how much memory used in csrilu02 and csrsv2, and allocate the buffer
cusparseDcsrilu02_bufferSize(handle, m, nnz,

```

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```

    descr_M, d_csrVal, d_csrRowPtr, d_csrColInd, info_M, &pBufferSize_M);
cusparsedcsrsv2_bufferSize(handle, trans_L, m, nnz,
    descr_L, d_csrVal, d_csrRowPtr, d_csrColInd, info_L, &pBufferSize_L);
cusparsedcsrsv2_bufferSize(handle, trans_U, m, nnz,
    descr_U, d_csrVal, d_csrRowPtr, d_csrColInd, info_U, &pBufferSize_U);

pBufferSize = max(pBufferSize_M, max(pBufferSize_L, pBufferSize_U));

// pBuffer returned by cudaMalloc is automatically aligned to 128 bytes.
cudaMalloc((void**)&pBuffer, pBufferSize);

// step 4: perform analysis of incomplete Cholesky on M
//           perform analysis of triangular solve on L
//           perform analysis of triangular solve on U
// The lower(upper) triangular part of M has the same sparsity pattern as L(U),
// we can do analysis of csrilu0 and csrsv2 simultaneously.

cusparsedcsrilu02_analysis(handle, m, nnz, descr_M,
    d_csrVal, d_csrRowPtr, d_csrColInd, info_M,
    policy_M, pBuffer);
status = cusparsedcsrilu02_zeroPivot(handle, info_M, &structural_zero);
if (CUSPARSE_STATUS_ZERO_PIVOT == status){
    printf("A(%d,%d) is missing\n", structural_zero, structural_zero);
}

cusparsedcsrsv2_analysis(handle, trans_L, m, nnz, descr_L,
    d_csrVal, d_csrRowPtr, d_csrColInd,
    info_L, policy_L, pBuffer);

cusparsedcsrsv2_analysis(handle, trans_U, m, nnz, descr_U,
    d_csrVal, d_csrRowPtr, d_csrColInd,
    info_U, policy_U, pBuffer);

// step 5: M = L * U
cusparsedcsrilu02(handle, m, nnz, descr_M,
    d_csrVal, d_csrRowPtr, d_csrColInd, info_M, policy_M, pBuffer);
status = cusparsedcsrilu02_zeroPivot(handle, info_M, &numerical_zero);
if (CUSPARSE_STATUS_ZERO_PIVOT == status){
    printf("U(%d,%d) is zero\n", numerical_zero, numerical_zero);
}

// step 6: solve L*z = x
cusparsedcsrsv2_solve(handle, trans_L, m, nnz, &alpha, descr_L, // replace with
    ↪cusparsedSpSV
    d_csrVal, d_csrRowPtr, d_csrColInd, info_L,
    d_x, d_z, policy_L, pBuffer);

// step 7: solve U*y = z
cusparsedcsrsv2_solve(handle, trans_U, m, nnz, &alpha, descr_U, // replace with
    ↪cusparsedSpSV
    d_csrVal, d_csrRowPtr, d_csrColInd, info_U,
    d_z, d_y, policy_U, pBuffer);

// step 6: free resources
cudaFree(pBuffer);
cusparsedestroyMatDescr(descr_M);

```

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```

cusparsedestroyMatDescr(descr_L);
cusparsedestroyMatDescr(descr_U);
cusparsedestroyCsrilu02Info(info_M);
cusparsedestroyCsrsv2Info(info_L);
cusparsedestroyCsrsv2Info(info_U);
cusparsedestroy(handle);

```

The function supports the following properties if `pBuffer != NULL`:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ The routine supports CUDA graph capture

### Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>m</code>	number of rows and columns of matrix A.
<code>nnz</code>	number of nonzeros of matrix A.
<code>descrA</code>	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
<code>csrValA_valM</code>	<type> array of $nnz(=csrRowPtrA(m) - csrRowPtrA(0))$ nonzero elements of matrix A.
<code>csrRowPtrA</code>	integer array of $m+1$ elements that contains the start of every row and the end of the last row plus one.
<code>csrColIndA</code>	integer array of $nnz(=csrRowPtrA(m) - csrRowPtrA(0))$ column indices of the nonzero elements of matrix A.
<code>info</code>	structure with information collected during the analysis phase (that should have been passed to the solve phase unchanged).
<code>policy</code>	the supported policies are CUSPARSE_SOLVE_POLICY_NO_LEVEL and CUSPARSE_SOLVE_POLICY_USE_LEVEL.
<code>pBuffer</code>	buffer allocated by the user; the size is returned by <code>csrilu02_bufferSize()</code> .

### Output

<code>csrValA_valM</code>	<type> matrix containing the incomplete-LU lower and upper triangular factors.
---------------------------	--

See [cusparsedestroy\\_t](#) for the description of the return status.

**7.7.2.5 cusparseXcsrilu02\_zeroPivot() [DEPRECATED]**

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseXcsrilu02_zeroPivot(cusparseHandle_t handle,
                           csrilu02Info_t   info,
                           int*              position)
```

If the returned error code is CUSPARSE\_STATUS\_ZERO\_PIVOT, `position=j` means  $A(j, j)$  has either a structural zero or a numerical zero; otherwise, `position=-1`.

The `position` can be 0-based or 1-based, the same as the matrix.

Function `cusparseXcsrilu02_zeroPivot()` is a blocking call. It calls `cudaDeviceSynchronize()` to make sure all previous kernels are done.

The `position` can be in the host memory or device memory. The user can set proper mode with `cusparseSetPointerMode()`.

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available

**Input**

handle	Handle to the cuSPARSE library context.
info	info contains structural zero or numerical zero if the user already called <code>csrilu02_analysis()</code> or <code>csrilu02()</code> .

**Output**

position	If no structural or numerical zero, <code>position</code> is -1; otherwise if $A(j, j)$ is missing or $U(j, j)$ is zero, <code>position=j</code> .
----------	--

See [cusparseStatus\\_t](#) for the description of the return status.

**7.7.2.6 cusparse<t>bsrilu02\_numericBoost() [DEPRECATED]**

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseSbsrilu02_numericBoost(cusparseHandle_t handle,
                               bsrilu02Info_t   info,
                               int              enable_boost,
                               double*         tol,
                               float*          boost_val)

cusparseStatus_t
cusparseDbsrilu02_numericBoost(cusparseHandle_t handle,
                               bsrilu02Info_t   info,
```

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```

        int           enable_boost,
        double*      tol,
        double*      boost_val)

cusparseStatus_t
cusparseCbsrilu02_numericBoost(cusparseHandle_t handle,
                               bsrilu02Info_t   info,
                               int               enable_boost,
                               double*          tol,
                               cuComplex*       boost_val)

cusparseStatus_t
cusparseZbsrilu02_numericBoost(cusparseHandle_t handle,
                               bsrilu02Info_t   info,
                               int               enable_boost,
                               double*          tol,
                               cuDoubleComplex* boost_val)

```

The user can use a boost value to replace a numerical value in incomplete LU factorization. Parameter `tol` is used to determine a numerical zero, and `boost_val` is used to replace a numerical zero. The behavior is as follows:

if  $tol \geq \text{fabs}(A(j, j))$ , then reset each diagonal element of block  $A(j, j)$  by `boost_val`.

To enable a boost value, the user sets parameter `enable_boost` to 1 before calling `bsrilu02()`. To disable the boost value, the user can call `bsrilu02_numericBoost()` with parameter `enable_boost=0`.

If `enable_boost=0`, `tol` and `boost_val` are ignored.

Both `tol` and `boost_val` can be in host memory or device memory. The user can set the proper mode with `cusparseSetPointerMode()`.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

## Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>info</code>	structure initialized using <code>cusparseCreateBsrilu02Info()</code> .
<code>enable_boost</code>	disable boost by setting <code>enable_boost=0</code> . Otherwise, boost is enabled.
<code>tol</code>	tolerance to determine a numerical zero.
<code>boost_val</code>	boost value to replace a numerical zero.

See [cusparseStatus\\_t](#) for the description of the return status.

7.7.2.7 `cusparse<t>bsrilu02_bufferSize()` [DEPRECATED]

> The routine will be removed in the next major release

```

cusparseStatus_t
cusparseSbsrilu02_bufferSize(cusparseHandle_t handle,
                             cusparseDirection_t dirA,
                             int mb,
                             int nnzb,
                             const cusparseMatDescr_t descrA,
                             float *bsrValA,
                             const int *bsrRowPtrA,
                             const int *bsrColIndA,
                             int blockDim,
                             bsrilu02Info_t info,
                             int *pBufferSizeInBytes);

cusparseStatus_t
cusparseDbsrilu02_bufferSize(cusparseHandle_t handle,
                             cusparseDirection_t dirA,
                             int mb,
                             int nnzb,
                             const cusparseMatDescr_t descrA,
                             double *bsrValA,
                             const int *bsrRowPtrA,
                             const int *bsrColIndA,
                             int blockDim,
                             bsrilu02Info_t info,
                             int *pBufferSizeInBytes);

cusparseStatus_t
cusparseCbsrilu02_bufferSize(cusparseHandle_t handle,
                             cusparseDirection_t dirA,
                             int mb,
                             int nnzb,
                             const cusparseMatDescr_t descrA,
                             cuComplex *bsrValA,
                             const int *bsrRowPtrA,
                             const int *bsrColIndA,
                             int blockDim,
                             bsrilu02Info_t info,
                             int *pBufferSizeInBytes);

cusparseStatus_t
cusparseZbsrilu02_bufferSize(cusparseHandle_t handle,
                             cusparseDirection_t dirA,
                             int mb,
                             int nnzb,
                             const cusparseMatDescr_t descrA,
                             cuDoubleComplex *bsrValA,
                             const int *bsrRowPtrA,
                             const int *bsrColIndA,
                             int blockDim,
                             bsrilu02Info_t info,
                             int *pBufferSizeInBytes);

```

This function returns the size of the buffer used in computing the incomplete-LU factorization with 0

fill-in and no pivoting.

$$A \approx LU$$

A is an  $(mb \times blockDim) \times (mb \times blockDim)$  sparse matrix that is defined in BSR storage format by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`.

The buffer size depends on the dimensions of `mb`, `blockDim`, and the number of nonzero blocks of the matrix `nnzb`. If the user changes the matrix, it is necessary to call `bsrilu02_bufferSize()` again to have the correct buffer size; otherwise, a segmentation fault may occur.

### Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>dirA</code>	storage format of blocks, either <code>CUSPARSE_DIRECTION_ROW</code> or <code>CUSPARSE_DIRECTION_COLUMN</code> .
<code>mb</code>	number of block rows and columns of matrix A.
<code>nnzb</code>	number of nonzero blocks of matrix A.
<code>descrA</code>	the descriptor of matrix A. The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> . Also, the supported index bases are <code>CUSPARSE_INDEX_BASE_ZERO</code> and <code>CUSPARSE_INDEX_BASE_ONE</code> .
<code>bsrValA</code>	<type> array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ nonzero blocks of matrix A.
<code>bsrRowPtrA</code>	integer array of $mb+1$ elements that contains the start of every block row and the end of the last block row plus one.
<code>bsrColIndA</code>	integer array of $nnzb(=bsrRowPtrA(mb) - bsrRowPtrA(0))$ column indices of the nonzero blocks of matrix A.
<code>blockDim</code>	block dimension of sparse matrix A, larger than zero.

### Output

<code>info</code>	record internal states based on different algorithms.
<code>pBufferSizeIn-Bytes</code>	number of bytes of the buffer used in <code>bsrilu02_analysis()</code> and <code>bsrilu02()</code> .

### Status Returned

CUSPARSE_STATUS_SUCCESS	the operation completed successfully.
CUSPARSE_STATUS_NOT_INITIALIZED	the library was not initialized.
CUSPARSE_STATUS_ALLOC_FAILED	the resources could not be allocated.
CUSPARSE_STATUS_INVALID_VALUE	invalid parameters were passed (mb, nnzb<=0), base index is not 0 or 1.
CUSPARSE_STATUS_ARCH_MISMATCH	the device only supports compute capability 2.0 and above.
CUSPARSE_STATUS_INTERNAL_ERROR	an internal operation failed.
CUSPARSE_STATUS_MATRIX_TYPE_NOT_SUPPORTED	matrix type is not supported.

### 7.7.2.8 `cusparse<t>bsrilu02_analysis()` [DEPRECATED]

> The routine will be removed in the next major release

```

cusparseStatus_t
cusparseSbsrilu02_analysis(cusparseHandle_t      handle,
                          cusparseDirection_t   dirA,
                          int                   mb,
                          int                   nnzb,
                          const cusparseMatDescr_t descrA,
                          float*                bsrValA,
                          const int*            bsrRowPtrA,
                          const int*            bsrColIndA,
                          int                   blockDim,
                          bsrilu02Info_t        info,
                          cusparseSolvePolicy_t policy,
                          void*                 pBuffer)

cusparseStatus_t
cusparseDbsrilu02_analysis(cusparseHandle_t      handle,
                           cusparseDirection_t   dirA,
                           int                   mb,
                           int                   nnzb,
                           const cusparseMatDescr_t descrA,
                           double*               bsrValA,
                           const int*            bsrRowPtrA,
                           const int*            bsrColIndA,
                           int                   blockDim,
                           bsrilu02Info_t        info,
                           cusparseSolvePolicy_t policy,
                           void*                 pBuffer)

cusparseStatus_t
cusparseCbsrilu02_analysis(cusparseHandle_t      handle,
                           cusparseDirection_t   dirA,
                           int                   mb,
                           int                   nnzb,
                           const cusparseMatDescr_t descrA,
                           cuComplex*           bsrValA,
                           const int*            bsrRowPtrA,
                           const int*            bsrColIndA,

```

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```

        int
        bsrilu02Info_t
        cusparseSolvePolicy_t
        void*
        blockDim,
        info,
        policy,
        pBuffer)

cusparseStatus_t
cusparseZbsrilu02_analysis(cusparseHandle_t      handle,
                          cusparseDirection_t   dirA,
                          int                   mb,
                          int                   nnzb,
                          const cusparseMatDescr_t descrA,
                          cuDoubleComplex*     bsrValA,
                          const int*           bsrRowPtrA,
                          const int*           bsrColIndA,
                          int                   blockDim,
                          bsrilu02Info_t       info,
                          cusparseSolvePolicy_t policy,
                          void*                pBuffer)

```

This function performs the analysis phase of the incomplete-LU factorization with 0 fill-in and no pivoting.

$$A \approx LU$$

A is an  $(mb \times blockDim) \times (mb \times blockDim)$  sparse matrix that is defined in BSR storage format by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`. The block in BSR format is of size  $blockDim \times blockDim$ , stored as column-major or row-major as determined by parameter `dirA`, which is either `CUSPARSE_DIRECTION_COLUMN` or `CUSPARSE_DIRECTION_ROW`. The matrix type must be `CUSPARSE_MATRIX_TYPE_GENERAL`, and the fill mode and diagonal type are ignored.

This function requires a buffer size returned by `bsrilu02_bufferSize()`. The address of `pBuffer` must be multiple of 128 bytes. If it is not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Function `bsrilu02_analysis()` reports a structural zero and computes level information stored in the opaque structure `info`. The level information can extract more parallelism during incomplete LU factorization. However `bsrilu02()` can be done without level information. To disable level information, the user needs to specify the parameter `policy` of `bsrilu02[_analysis]` as `CUSPARSE_SOLVE_POLICY_NO_LEVEL`.

Function `bsrilu02_analysis()` always reports the first structural zero, even with parameter `policy` is `CUSPARSE_SOLVE_POLICY_NO_LEVEL`. The user must call `cusparseXbsrilu02_zeroPivot()` to know where the structural zero is.

It is the user's choice whether to call `bsrilu02()` if `bsrilu02_analysis()` reports a structural zero. In this case, the user can still call `bsrilu02()`, which will return a numerical zero at the same position as the structural zero. However the result is meaningless.

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

## Input

handle	handle to the cuSPARSE library context.
dirA	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
mb	number of block rows and block columns of matrix A.
nnzb	number of nonzero blocks of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
bsrValA	<type> array of nnzb(=bsrRowPtrA(mb)–bsrRowPtrA(0)) nonzero blocks of matrix A.
bsrRowPtrA	integer array of mb+1 elements that contains the start of every block row and the end of the last block row plus one.
bsrColIndA	integer array of nnzb(=bsrRowPtrA(mb)–bsrRowPtrA(0)) column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A, larger than zero.
info	structure initialized using cusparseCreateBsrilu02Info().
policy	the supported policies are CUSPARSE_SOLVE_POLICY_NO_LEVEL and CUSPARSE_SOLVE_POLICY_USE_LEVEL.
pBuffer	buffer allocated by the user, the size is returned by bsrilu02_bufferSize().

**Output**

info	structure filled with information collected during the analysis phase (that should be passed to the solve phase unchanged)
------	--

See [cusparseStatus\\_t](#) for the description of the return status.

**7.7.2.9 cusparse<t>bsrilu02() [DEPRECATED]**

> *The routine will be removed in the next major release*

```

cusparseStatus_t
cusparseSbsrilu02(cusparseHandle_t      handle,
                  cusparseDirection_t  dirA,
                  int                   mb,
                  int                   nnzb,
                  const cusparseMatDescr_t descrA,
                  float*                bsrValA,
                  const int*            bsrRowPtrA,
                  const int*            bsrColIndA,
                  int                   blockDim,
                  bsrilu02Info_t        info,
                  cusparseSolvePolicy_t policy,
                  void*                 pBuffer)

```

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```

cusparseStatus_t
cusparseDbsrilu02(cusparseHandle_t      handle,
                  cusparseDirection_t  dirA,
                  int                   mb,
                  int                   nnzb,
                  const cusparseMatDescr_t descry,
                  double*               bsrValA,
                  const int*            bsrRowPtrA,
                  const int*            bsrColIndA,
                  int                   blockDim,
                  bsrilu02Info_t        info,
                  cusparseSolvePolicy_t policy,
                  void*                 pBuffer)

cusparseStatus_t
cusparseCbsrilu02(cusparseHandle_t      handle,
                  cusparseDirection_t  dirA,
                  int                   mb,
                  int                   nnzb,
                  const cusparseMatDescr_t descry,
                  cuComplex*            bsrValA,
                  const int*            bsrRowPtrA,
                  const int*            bsrColIndA,
                  int                   blockDim,
                  bsrilu02Info_t        info,
                  cusparseSolvePolicy_t policy,
                  void*                 pBuffer)

cusparseStatus_t
cusparseZbsrilu02(cusparseHandle_t      handle,
                  cusparseDirection_t  dirA,
                  int                   mb,
                  int                   nnzb,
                  const cusparseMatDescr_t descry,
                  cuDoubleComplex*      bsrValA,
                  const int*            bsrRowPtrA,
                  const int*            bsrColIndA,
                  int                   blockDim,
                  bsrilu02Info_t        info,
                  cusparseSolvePolicy_t policy,
                  void*                 pBuffer)

```

This function performs the solve phase of the incomplete-LU factorization with 0 fill-in and no pivoting.

$$A \approx LU$$

A is an  $(mb \times \text{blockDim}) \times (mb \times \text{blockDim})$  sparse matrix that is defined in BSR storage format by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`. The block in BSR format is of size  $\text{blockDim} \times \text{blockDim}$ , stored as column-major or row-major determined by parameter `dirA`, which is either `CUSPARSE_DIRECTION_COLUMN` or `CUSPARSE_DIRECTION_ROW`. The matrix type must be `CUSPARSE_MATRIX_TYPE_GENERAL`, and the fill mode and diagonal type are ignored. Function `bsrilu02()` supports an arbitrary `blockDim`.

This function requires a buffer size returned by `bsrilu02_bufferSize()`. The address of `pBuffer` must be a multiple of 128 bytes. If it is not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Although `bsrilu02()` can be used without level information, the user must be aware of consistency. If `bsrilu02_analysis()` is called with policy `CUSPARSE_SOLVE_POLICY_USE_LEVEL`,

`bsrilu02()` can be run with or without levels. On the other hand, if `bsrilu02_analysis()` is called with `CUSPARSE_SOLVE_POLICY_NO_LEVEL`, `bsrilu02()` can only accept `CUSPARSE_SOLVE_POLICY_NO_LEVEL`; otherwise, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Function `bsrilu02()` has the same behavior as `csrilu02()`. That is, `bsr2csr(bsrilu02(A)) = csrilu02(bsr2csr(A))`. The numerical zero of `csrilu02()` means there exists some zero  $U(j, j)$ . The numerical zero of `bsrilu02()` means there exists some block  $U(j, j)$  that is not invertible.

Function `bsrilu02` reports the first numerical zero, including a structural zero. The user must call `cusparseXbsrilu02_zeroPivot()` to know where the numerical zero is.

For example, suppose  $A$  is a real  $m$ -by- $m$  matrix where  $m = mb * \text{blockDim}$ . The following code solves precondition system  $M * y = x$ , where  $M$  is the product of LU factors  $L$  and  $U$ .

```
// Suppose that A is m x m sparse matrix represented by BSR format,
// The number of block rows/columns is mb, and
// the number of nonzero blocks is nnzb.
// Assumption:
// - handle is already created by cusparseCreate(),
// - (d_bsrRowPtr, d_bsrColInd, d_bsrVal) is BSR of A on device memory,
// - d_x is right hand side vector on device memory.
// - d_y is solution vector on device memory.
// - d_z is intermediate result on device memory.
// - d_x, d_y and d_z are of size m.
cusparseMatDescr_t descr_M = 0;
cusparseMatDescr_t descr_L = 0;
cusparseMatDescr_t descr_U = 0;
bsrilu02Info_t info_M = 0;
bsrsv2Info_t info_L = 0;
bsrsv2Info_t info_U = 0;
int pBufferSize_M;
int pBufferSize_L;
int pBufferSize_U;
int pBufferSize;
void *pBuffer = 0;
int structural_zero;
int numerical_zero;
const double alpha = 1.;
const cusparseSolvePolicy_t policy_M = CUSPARSE_SOLVE_POLICY_NO_LEVEL;
const cusparseSolvePolicy_t policy_L = CUSPARSE_SOLVE_POLICY_NO_LEVEL;
const cusparseSolvePolicy_t policy_U = CUSPARSE_SOLVE_POLICY_USE_LEVEL;
const cusparseOperation_t trans_L = CUSPARSE_OPERATION_NON_TRANSPOSE;
const cusparseOperation_t trans_U = CUSPARSE_OPERATION_NON_TRANSPOSE;
const cusparseDirection_t dir = CUSPARSE_DIRECTION_COLUMN;

// step 1: create a descriptor which contains
// - matrix M is base-1
// - matrix L is base-1
// - matrix L is lower triangular
// - matrix L has unit diagonal
// - matrix U is base-1
// - matrix U is upper triangular
// - matrix U has non-unit diagonal
cusparseCreateMatDescr(&descr_M);
cusparseSetMatIndexBase(descr_M, CUSPARSE_INDEX_BASE_ONE);
cusparseSetMatType(descr_M, CUSPARSE_MATRIX_TYPE_GENERAL);

cusparseCreateMatDescr(&descr_L);
cusparseSetMatIndexBase(descr_L, CUSPARSE_INDEX_BASE_ONE);
```

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```

cusparsesetMatType(descr_L, CUSPARSE_MATRIX_TYPE_GENERAL);
cusparsesetMatFillMode(descr_L, CUSPARSE_FILL_MODE_LOWER);
cusparsesetMatDiagType(descr_L, CUSPARSE_DIAG_TYPE_UNIT);

cusparsesetMatDescr(&descr_U);
cusparsesetMatIndexBase(descr_U, CUSPARSE_INDEX_BASE_ONE);
cusparsesetMatType(descr_U, CUSPARSE_MATRIX_TYPE_GENERAL);
cusparsesetMatFillMode(descr_U, CUSPARSE_FILL_MODE_UPPER);
cusparsesetMatDiagType(descr_U, CUSPARSE_DIAG_TYPE_NON_UNIT);

// step 2: create a empty info structure
// we need one info for bsrilu02 and two info's for bsrsv2
cusparsesetMatDescr(&descr_U);
cusparsesetMatIndexBase(descr_U, CUSPARSE_INDEX_BASE_ONE);
cusparsesetMatType(descr_U, CUSPARSE_MATRIX_TYPE_GENERAL);
cusparsesetMatFillMode(descr_U, CUSPARSE_FILL_MODE_UPPER);
cusparsesetMatDiagType(descr_U, CUSPARSE_DIAG_TYPE_NON_UNIT);

// step 3: query how much memory used in bsrilu02 and bsrsv2, and allocate the buffer
cusparsesetMatDescr(&descr_U);
cusparsesetMatIndexBase(descr_U, CUSPARSE_INDEX_BASE_ONE);
cusparsesetMatType(descr_U, CUSPARSE_MATRIX_TYPE_GENERAL);
cusparsesetMatFillMode(descr_U, CUSPARSE_FILL_MODE_UPPER);
cusparsesetMatDiagType(descr_U, CUSPARSE_DIAG_TYPE_NON_UNIT);

// step 4: perform analysis of incomplete LU factorization on M
// perform analysis of triangular solve on L
// perform analysis of triangular solve on U
// The lower(upper) triangular part of M has the same sparsity pattern as L(U),
// we can do analysis of bsrilu0 and bsrsv2 simultaneously.

// step 5: M = L * U

```

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```
    printf("block U(%d,%d) is not invertible\n", numerical_zero, numerical_zero);
}

// step 6: solve L*z = x
cusparseDbsrsv2_solve(handle, dir, trans_L, mb, nnzb, &alpha, descr_L,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, info_L,
    d_x, d_z, policy_L, pBuffer);

// step 7: solve U*y = z
cusparseDbsrsv2_solve(handle, dir, trans_U, mb, nnzb, &alpha, descr_U,
    d_bsrVal, d_bsrRowPtr, d_bsrColInd, blockDim, info_U,
    d_z, d_y, policy_U, pBuffer);

// step 6: free resources
cudaFree(pBuffer);
cusparseDestroyMatDescr(descr_M);
cusparseDestroyMatDescr(descr_L);
cusparseDestroyMatDescr(descr_U);
cusparseDestroyBsrilu02Info(info_M);
cusparseDestroyBsrsv2Info(info_L);
cusparseDestroyBsrsv2Info(info_U);
cusparseDestroy(handle);
```

The function supports the following properties if `pBuffer != NULL`:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

handle	handle to the cuSPARSE library context.
dirA	storage format of blocks: either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
mb	number of block rows and block columns of matrix A.
nnzb	number of nonzero blocks of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
bsrValA	<type> array of nnzb(=bsrRowPtrA(mb)–bsrRowPtrA(0)) nonzero blocks of matrix A.
bsrRowPtrA	integer array of mb+1 elements that contains the start of every block row and the end of the last block row plus one.
bsrColIndA	integer array of nnzb(=bsrRowPtrA(mb)–bsrRowPtrA(0)) column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A; must be larger than zero.
info	structure with information collected during the analysis phase (that should have been passed to the solve phase unchanged).
policy	the supported policies are CUSPARSE_SOLVE_POLICY_NO_LEVEL and CUSPARSE_SOLVE_POLICY_USE_LEVEL.
pBuffer	buffer allocated by the user; the size is returned by bsrilu02_bufferSize().

## Output

bsrValA	<type> matrix containing the incomplete-LU lower and upper triangular factors
---------	---

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.7.2.10 cusparseXbsrilu02\_zeroPivot() [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseXbsrilu02_zeroPivot(cusparseHandle_t handle,
                           bsrilu02Info_t   info,
                           int*             position)
```

If the returned error code is CUSPARSE\_STATUS\_ZERO\_PIVOT, position=j means A(j, j) has either a structural zero or a numerical zero (the block is not invertible). Otherwise position=-1.

The position can be 0-based or 1-based, the same as the matrix.

Function cusparseXbsrilu02\_zeroPivot() is a blocking call. It calls cudaDeviceSynchronize() to make sure all previous kernels are done.

The position can be in the host memory or device memory. The user can set proper the mode with cusparseSetPointerMode().

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

### Input

handle	handle to the cuSPARSE library context.
info	info contains structural zero or numerical zero if the user already called <code>bsrilu02_analysis()</code> or <code>bsrilu02()</code> .

### Output

position	if no structural or numerical zero, position is -1; otherwise if $A(j, j)$ is missing or $U(j, j)$ is not invertible, position=j.
----------	---

See [`cusparseStatus\_t`](#) for the description of the return status.

## 7.7.3. Tridiagonal Solve

Different algorithms for tridiagonal solve are discussed in this section.

### 7.7.3.1 `cusparse<t>gtsv2_bufferSizeExt()`

```

cusparseStatus_t
cusparseSgtsv2_bufferSizeExt(cusparseHandle_t handle,
                             int m,
                             int n,
                             const float* dl,
                             const float* d,
                             const float* du,
                             const float* B,
                             int ldb,
                             size_t* bufferSizeInBytes)

cusparseStatus_t
cusparseDgtsv2_bufferSizeExt(cusparseHandle_t handle,
                             int m,
                             int n,
                             const double* dl,
                             const double* d,
                             const double* du,
                             const double* B,
                             int ldb,
                             size_t* bufferSizeInBytes)

cusparseStatus_t
cusparseCgtsv2_bufferSizeExt(cusparseHandle_t handle,

```

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```

        int          m,
        int          n,
        const cuComplex* d1,
        const cuComplex* d,
        const cuComplex* du,
        const cuComplex* B,
        int          ldb,
        size_t*      bufferSizeInBytes)

cusparseStatus_t
cusparseZgtsv2_bufferSizeExt(cusparseHandle_t handle,
        int          m,
        int          n,
        const cuDoubleComplex* d1,
        const cuDoubleComplex* d,
        const cuDoubleComplex* du,
        const cuDoubleComplex* B,
        int          ldb,
        size_t*      bufferSizeInBytes)

```

This function returns the size of the buffer used in `gtsv2` which computes the solution of a tridiagonal linear system with multiple right-hand sides.

$$A * X = B$$

The coefficient matrix  $A$  of each of these tri-diagonal linear system is defined with three vectors corresponding to its lower ( $d1$ ), main ( $d$ ), and upper ( $du$ ) matrix diagonals; the right-hand sides are stored in the dense matrix  $B$ . Notice that solution  $X$  overwrites right-hand-side matrix  $B$  on exit.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

handle	handle to the cuSPARSE library context.
m	the size of the linear system (must be $\geq 3$ ).
n	number of right-hand sides, columns of matrix $B$ .
d1	<type> dense array containing the lower diagonal of the tri-diagonal linear system. The first element of each lower diagonal must be zero.
d	<type> dense array containing the main diagonal of the tri-diagonal linear system.
du	<type> dense array containing the upper diagonal of the tri-diagonal linear system. The last element of each upper diagonal must be zero.
B	<type> dense right-hand-side array of dimensions $(ldb, n)$ .
ldb	leading dimension of $B$ (that is $\geq \max(1, m)$ ).

### Output

pBufferSizeInBytes	number of bytes of the buffer used in the <code>gtsv2</code> .
--------------------	--

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.7.3.2 cusparse<t>gtsv2()

```

cusparseStatus_t
cusparseSgtsv2(cusparseHandle_t handle,
               int m,
               int n,
               const float* dl,
               const float* d,
               const float* du,
               float* B,
               int ldb,
               void* pBuffer)

cusparseStatus_t
cusparseDgtsv2(cusparseHandle_t handle,
               int m,
               int n,
               const double* dl,
               const double* d,
               const double* du,
               double* B,
               int ldb,
               void* pBuffer)

cusparseStatus_t
cusparseCgtsv2(cusparseHandle_t handle,
               int m,
               int n,
               const cuComplex* dl,
               const cuComplex* d,
               const cuComplex* du,
               cuComplex* B,
               int ldb,
               void* pBuffer)

cusparseStatus_t
cusparseZgtsv2(cusparseHandle_t handle,
               int m,
               int n,
               const cuDoubleComplex* dl,
               const cuDoubleComplex* d,
               const cuDoubleComplex* du,
               cuDoubleComplex* B,
               int ldb,
               void* pBuffer)

```

This function computes the solution of a tridiagonal linear system with multiple right-hand sides:

$$A * X = B$$

The coefficient matrix A of each of these tri-diagonal linear system is defined with three vectors corresponding to its lower (dl), main (d), and upper (du) matrix diagonals; the right-hand sides are stored in the dense matrix B. Notice that solution X overwrites right-hand-side matrix B on exit.

Assuming A is of size m and base-1, dl, d and du are defined by the following formula:

$d_l(i) := A(i, i-1)$  for  $i=1, 2, \dots, m$

The first element of  $d_l$  is out-of-bound ( $d_l(1) := A(1, 0)$ ), so  $d_l(1) = 0$ .

$d(i) = A(i, i)$  for  $i=1, 2, \dots, m$

$d_u(i) = A(i, i+1)$  for  $i=1, 2, \dots, m$

The last element of  $d_u$  is out-of-bound ( $d_u(m) := A(m, m+1)$ ), so  $d_u(m) = 0$ .

The routine does perform pivoting, which usually results in more accurate and more stable results than `cusparselt>gtsv_nopivot()` or `cusparselt>gtsv2_nopivot()` at the expense of some execution time.

This function requires a buffer size returned by `gtsv2_bufferSizeExt()`. The address of `pBuffer` must be multiple of 128 bytes. If it is not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>m</code>	the size of the linear system (must be $\geq 3$ ).
<code>n</code>	number of right-hand sides, columns of matrix B.
<code>d_l</code>	<type> dense array containing the lower diagonal of the tri-diagonal linear system. The first element of each lower diagonal must be zero.
<code>d</code>	<type> dense array containing the main diagonal of the tri-diagonal linear system.
<code>d_u</code>	<type> dense array containing the upper diagonal of the tri-diagonal linear system. The last element of each upper diagonal must be zero.
<code>B</code>	<type> dense right-hand-side array of dimensions ( <code>ldb</code> , <code>n</code> ).
<code>ldb</code>	leading dimension of B (that is $\geq \max(1, m)$ ).
<code>pBuffer</code>	buffer allocated by the user, the size is return by <code>gtsv2_bufferSizeExt</code> .

### Output

<code>B</code>	<type> dense solution array of dimensions ( <code>ldb</code> , <code>n</code> ).
----------------	--

See [cusparselt>Status\\_t](#) for the description of the return status.

7.7.3.3 `cusparse<t>gtsv2_nopivot_bufferSizeExt()`

```

cusparseStatus_t
cusparseSgtsv2_nopivot_bufferSizeExt(cusparseHandle_t handle,
                                     int m,
                                     int n,
                                     const float* dl,
                                     const float* d,
                                     const float* du,
                                     const float* B,
                                     int ldb,
                                     size_t* bufferSizeInBytes)

cusparseStatus_t
cusparseDgtsv2_nopivot_bufferSizeExt(cusparseHandle_t handle,
                                     int m,
                                     int n,
                                     const double* dl,
                                     const double* d,
                                     const double* du,
                                     const double* B,
                                     int ldb,
                                     size_t* bufferSizeInBytes)

cusparseStatus_t
cusparseCgtsv2_nopivot_bufferSizeExt(cusparseHandle_t handle,
                                     int m,
                                     int n,
                                     const cuComplex* dl,
                                     const cuComplex* d,
                                     const cuComplex* du,
                                     const cuComplex* B,
                                     int ldb,
                                     size_t* bufferSizeInBytes)

cusparseStatus_t
cusparseZgtsv2_nopivot_bufferSizeExt(cusparseHandle_t handle,
                                     int m,
                                     int n,
                                     const cuDoubleComplex* dl,
                                     const cuDoubleComplex* d,
                                     const cuDoubleComplex* du,
                                     const cuDoubleComplex* B,
                                     int ldb,
                                     size_t* bufferSizeInBytes)

```

This function returns the size of the buffer used in `gtsv2_nopivot` which computes the solution of a tridiagonal linear system with multiple right-hand sides.

$$A * X = B$$

The coefficient matrix A of each of these tri-diagonal linear system is defined with three vectors corresponding to its lower (dl), main (d), and upper (du) matrix diagonals; the right-hand sides are stored in the dense matrix B. Notice that solution X overwrites right-hand-side matrix B on exit.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.

- The routine supports CUDA graph capture.

### Input

handle	handle to the cuSPARSE library context.
m	the size of the linear system (must be $\geq 3$ ).
n	number of right-hand sides, columns of matrix B.
d1	<type> dense array containing the lower diagonal of the tri-diagonal linear system. The first element of each lower diagonal must be zero.
d	<type> dense array containing the main diagonal of the tri-diagonal linear system.
du	<type> dense array containing the upper diagonal of the tri-diagonal linear system. The last element of each upper diagonal must be zero.
B	<type> dense right-hand-side array of dimensions (ldb, n).
ldb	leading dimension of B. (that is $\geq \max(1, m)$ ).

### Output

pBufferSizeInBytes	number of bytes of the buffer used in the gtsv2_nopivot.
--------------------	--

See [cusparseStatus\\_t](#) for the description of the return status.

#### 7.7.3.4 cusparse<t>gtsv2\_nopivot()

```
cusparseStatus_t
cusparseSgtsv2_nopivot(cusparseHandle_t handle,
                      int m,
                      int n,
                      const float* d1,
                      const float* d,
                      const float* du,
                      float* B,
                      int ldb,
                      void* pBuffer)
```

```
cusparseStatus_t
cusparseDgtsv2_nopivot(cusparseHandle_t handle,
                      int m,
                      int n,
                      const double* d1,
                      const double* d,
                      const double* du,
                      double* B,
                      int ldb,
                      void* pBuffer)
```

```
cusparseStatus_t
cusparseCgtsv2_nopivot(cusparseHandle_t handle,
                      int m,
```

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```

        int n,
        const cuComplex* dl,
        const cuComplex* d,
        const cuComplex* du,
        cuComplex* B,
        int ldb,
        void* pBuffer)

cusparseStatus_t
cusparseZgtsv2_nopivot(cusparseHandle_t handle,
        int m,
        int n,
        const cuDoubleComplex* dl,
        const cuDoubleComplex* d,
        const cuDoubleComplex* du,
        cuDoubleComplex* B,
        int ldb,
        void* pBuffer)

```

This function computes the solution of a tridiagonal linear system with multiple right-hand sides:

$$A * X = B$$

The coefficient matrix  $A$  of each of these tri-diagonal linear system is defined with three vectors corresponding to its lower ( $dl$ ), main ( $d$ ), and upper ( $du$ ) matrix diagonals; the right-hand sides are stored in the dense matrix  $B$ . Notice that solution  $X$  overwrites right-hand-side matrix  $B$  on exit.

The routine does not perform any pivoting and uses a combination of the Cyclic Reduction (CR) and the Parallel Cyclic Reduction (PCR) algorithms to find the solution. It achieves better performance when  $m$  is a power of 2.

This function requires a buffer size returned by `gtsv2_nopivot_bufferSizeExt()`. The address of `pBuffer` must be multiple of 128 bytes. If it is not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>m</code>	the size of the linear system (must be $\geq 3$ ).
<code>n</code>	number of right-hand sides, columns of matrix $B$ .
<code>dl</code>	<type> dense array containing the lower diagonal of the tri-diagonal linear system. The first element of each lower diagonal must be zero.
<code>d</code>	<type> dense array containing the main diagonal of the tri-diagonal linear system.
<code>du</code>	<type> dense array containing the upper diagonal of the tri-diagonal linear system. The last element of each upper diagonal must be zero.
<code>B</code>	<type> dense right-hand-side array of dimensions $(ldb, n)$ .
<code>ldb</code>	leading dimension of $B$ . (that is $\geq \max(1, m)$ ).
<code>pBuffer</code>	buffer allocated by the user, the size is return by <code>gtsv2_nopivot_bufferSizeExt</code> .

**Output**

B	<type> dense solution array of dimensions (ldb, n).
---	---

See *cusparseStatus\_t* for the description of the return status.

## 7.7.4. Batched Tridiagonal Solve

Different algorithms for batched tridiagonal solve are discussed in this section.

### 7.7.4.1 *cusparse<t>gtsv2StridedBatch\_bufferSizeExt()*

```
cusparseStatus_t
cusparseSgtsv2StridedBatch_bufferSizeExt(cusparseHandle_t handle,
                                         int m,
                                         const float* dl,
                                         const float* d,
                                         const float* du,
                                         const float* x,
                                         int batchCount,
                                         int batchStride,
                                         size_t* bufferSizeInBytes)
```

```
cusparseStatus_t
cusparseDgtsv2StridedBatch_bufferSizeExt(cusparseHandle_t handle,
                                         int m,
                                         const double* dl,
                                         const double* d,
                                         const double* du,
                                         const double* x,
                                         int batchCount,
                                         int batchStride,
                                         size_t* bufferSizeInBytes)
```

```
cusparseStatus_t
cusparseCgtsv2StridedBatch_bufferSizeExt(cusparseHandle_t handle,
                                         int m,
                                         const cuComplex* dl,
                                         const cuComplex* d,
                                         const cuComplex* du,
                                         const cuComplex* x,
                                         int batchCount,
                                         int batchStride,
                                         size_t* bufferSizeInBytes)
```

```
cusparseStatus_t
cusparseZgtsv2StridedBatch_bufferSizeExt(cusparseHandle_t handle,
                                         int m,
                                         const cuDoubleComplex* dl,
                                         const cuDoubleComplex* d,
                                         const cuDoubleComplex* du,
                                         const cuDoubleComplex* x,
```

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<b>int</b>	batchCount,
<b>int</b>	batchStride,
<b>size_t*</b>	bufferSizeInBytes)

This function returns the size of the buffer used in `gtsv2StridedBatch` which computes the solution of multiple tridiagonal linear systems for  $i=0,\dots,\text{batchCount}$ :

$$A^{(i)} * y^{(i)} = x^{(i)}$$

The coefficient matrix A of each of these tri-diagonal linear system is defined with three vectors corresponding to its lower (dl), main (d), and upper (du) matrix diagonals; the right-hand sides are stored in the dense matrix X. Notice that solution Y overwrites right-hand-side matrix X on exit. The different matrices are assumed to be of the same size and are stored with a fixed `batchStride` in memory.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

**Input**

handle	handle to the cuSPARSE library context.
m	the size of the linear system (must be $\geq 3$ ).
dl	<type> dense array containing the lower diagonal of the tri-diagonal linear system. The lower diagonal $dl^{(i)}$ that corresponds to the $i^{\text{th}}$ linear system starts at location <code>dl+batchStride*i</code> in memory. Also, the first element of each lower diagonal must be zero.
d	<type> dense array containing the main diagonal of the tri-diagonal linear system. The main diagonal $d^{(i)}$ that corresponds to the $i^{\text{th}}$ linear system starts at location <code>d+batchStride*i</code> in memory.
du	<type> dense array containing the upper diagonal of the tri-diagonal linear system. The upper diagonal $du^{(i)}$ that corresponds to the $i^{\text{th}}$ linear system starts at location <code>du+batchStride*i</code> in memory. Also, the last element of each upper diagonal must be zero.
x	<type> dense array that contains the right-hand-side of the tri-diagonal linear system. The right-hand-side $x^{(i)}$ that corresponds to the $i^{\text{th}}$ linear system starts at location <code>x+batchStride*i</code> in memory.
batch-Count	number of systems to solve.
batch-Stride	stride (number of elements) that separates the vectors of every system (must be at least m).

**Output**

<code>pBufferSizeInBytes</code>	number of bytes of the buffer used in the <code>gtsv2StridedBatch</code> .
---------------------------------	--

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.7.4.2 `cusparse<t>gtsv2StridedBatch()`

```

cusparseStatus_t
cusparseSgtsv2StridedBatch(cusparseHandle_t handle,
                           int m,
                           const float* dl,
                           const float* d,
                           const float* du,
                           float* x,
                           int batchCount,
                           int batchStride,
                           void* pBuffer)

cusparseStatus_t
cusparseDgtsv2StridedBatch(cusparseHandle_t handle,
                           int m,
                           const double* dl,
                           const double* d,
                           const double* du,
                           double* x,
                           int batchCount,
                           int batchStride,
                           void* pBuffer)

cusparseStatus_t
cusparseCgtsv2StridedBatch(cusparseHandle_t handle,
                           int m,
                           const cuComplex* dl,
                           const cuComplex* d,
                           const cuComplex* du,
                           cuComplex* x,
                           int batchCount,
                           int batchStride,
                           void* pBuffer)

cusparseStatus_t
cusparseZgtsv2StridedBatch(cusparseHandle_t handle,
                           int m,
                           const cuDoubleComplex* dl,
                           const cuDoubleComplex* d,
                           const cuDoubleComplex* du,
                           cuDoubleComplex* x,
                           int batchCount,
                           int batchStride,
                           void* pBuffer)

```

This function computes the solution of multiple tridiagonal linear systems for  $i=0,\dots,\text{batchCount}$ :

$$A^{(i)} * y^{(i)} = x^{(i)}$$

The coefficient matrix  $A$  of each of these tri-diagonal linear system is defined with three vectors corresponding to its lower ( $dl$ ), main ( $d$ ), and upper ( $du$ ) matrix diagonals; the right-hand sides are stored in the dense matrix  $X$ . Notice that solution  $Y$  overwrites right-hand-side matrix  $X$  on exit. The different matrices are assumed to be of the same size and are stored with a fixed `batchStride` in memory.

The routine does not perform any pivoting and uses a combination of the Cyclic Reduction (CR) and the Parallel Cyclic Reduction (PCR) algorithms to find the solution. It achieves better performance when  $m$  is a power of 2.

This function requires a buffer size returned by `gtsv2StridedBatch_bufferSizeExt()`. The address of `pBuffer` must be multiple of 128 bytes. If it is not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

**Input**

handle	handle to the cuSPARSE library context.
n	the size of the linear system (must be $\geq 3$ ).
dl	<type> dense array containing the lower diagonal of the tri-diagonal linear system. The lower diagonal $dl^{(i)}$ that corresponds to the $i^{\text{th}}$ linear system starts at location <code>dl+batchStride<i>x</i></code> in memory. Also, the first element of each lower diagonal must be zero.
d	<type> dense array containing the main diagonal of the tri-diagonal linear system. The main diagonal $d^{(i)}$ that corresponds to the $i^{\text{th}}$ linear system starts at location <code>d+batchStride<i>x</i></code> in memory.
du	<type> dense array containing the upper diagonal of the tri-diagonal linear system. The upper diagonal $du^{(i)}$ that corresponds to the $i^{\text{th}}$ linear system starts at location <code>du+batchStride<i>x</i></code> in memory. Also, the last element of each upper diagonal must be zero.
x	<type> dense array that contains the right-hand-side of the tri-diagonal linear system. The right-hand-side $x^{(i)}$ that corresponds to the $i^{\text{th}}$ linear system starts at location <code>x+batchStride<i>x</i></code> in memory.
batch-Count	number of systems to solve.
batch-Stride	stride (number of elements) that separates the vectors of every system (must be at least n).
pBuffer	buffer allocated by the user, the size is return by <code>gtsv2StridedBatch_bufferSizeExt</code> .

**Output**

x	<type> dense array that contains the solution of the tri-diagonal linear system. The solution $x^{(i)}$ that corresponds to the $i^{\text{th}}$ linear system starts at location <code>x+batchStride<i>x</i></code> in memory.
---	--

See [cusparseStatus\\_t](#) for the description of the return status.

7.7.4.3 `cusparse<t>gtsvInterleavedBatch()`

```

cusparseStatus_t
cusparseSgtsvInterleavedBatch_bufferSizeExt(cusparseHandle_t handle,
                                             int                algo,
                                             int                m,
                                             const float*      dl,
                                             const float*      d,
                                             const float*      du,
                                             const float*      x,
                                             int                batchCount,
                                             size_t*           pBufferSizeInBytes)

cusparseStatus_t
cusparseDgtsvInterleavedBatch_bufferSizeExt(cusparseHandle_t handle,
                                             int                algo,
                                             int                m,
                                             const double*     dl,
                                             const double*     d,
                                             const double*     du,
                                             const double*     x,
                                             int                batchCount,
                                             size_t*           pBufferSizeInBytes)

cusparseStatus_t
cusparseCgtsvInterleavedBatch_bufferSizeExt(cusparseHandle_t handle,
                                             int                algo,
                                             int                m,
                                             const cuComplex* dl,
                                             const cuComplex* d,
                                             const cuComplex* du,
                                             const cuComplex* x,
                                             int                batchCount,
                                             size_t*           pBufferSizeInBytes)

cusparseStatus_t
cusparseZgtsvInterleavedBatch_bufferSizeExt(cusparseHandle_t handle,
                                             int                algo,
                                             int                m,
                                             const cuDoubleComplex* dl,
                                             const cuDoubleComplex* d,
                                             const cuDoubleComplex* du,
                                             const cuDoubleComplex* x,
                                             int                batchCount,
                                             size_t*           pBufferSizeInBytes)

cusparseStatus_t
cusparseSgtsvInterleavedBatch(cusparseHandle_t handle,
                               int                algo,
                               int                m,
                               float*           dl,
                               float*           d,
                               float*           du,
                               float*           x,
                               int                batchCount,
                               void*           pBuffer)

```

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```

cusparseStatus_t
cusparseDgtsvInterleavedBatch(cusparseHandle_t handle,
                              int             algo,
                              int             m,
                              double*        dl,
                              double*        d,
                              double*        du,
                              double*        x,
                              int             batchCount,
                              void*          pBuffer)

cusparseStatus_t
cusparseCgtsvInterleavedBatch(cusparseHandle_t handle,
                              int             algo,
                              int             m,
                              cuComplex*    dl,
                              cuComplex*    d,
                              cuComplex*    du,
                              cuComplex*    x,
                              int             batchCount,
                              void*          pBuffer)

cusparseStatus_t
cusparseZgtsvInterleavedBatch(cusparseHandle_t handle,
                              int             algo,
                              int             m,
                              cuDoubleComplex* dl,
                              cuDoubleComplex* d,
                              cuDoubleComplex* du,
                              cuDoubleComplex* x,
                              int             batchCount,
                              void*          pBuffer)

```

This function computes the solution of multiple tridiagonal linear systems for  $i=0,\dots,\text{batchCount}$ :

$$A^{(i)} * x^{(i)} = b^{(i)}$$

The coefficient matrix  $A$  of each of these tri-diagonal linear system is defined with three vectors corresponding to its lower ( $d_l$ ), main ( $d$ ), and upper ( $d_u$ ) matrix diagonals; the right-hand sides are stored in the dense matrix  $B$ . Notice that solution  $X$  overwrites right-hand-side matrix  $B$  on exit.

Assuming  $A$  is of size  $m$  and base-1,  $d_l$ ,  $d$  and  $d_u$  are defined by the following formula:

$d_l(i) := A(i, i-1)$  for  $i=1,2,\dots,m$

The first element of  $d_l$  is out-of-bound ( $d_l(1) := A(1, 0)$ ), so  $d_l(1) = 0$ .

$d(i) = A(i, i)$  for  $i=1,2,\dots,m$

$d_u(i) = A(i, i+1)$  for  $i=1,2,\dots,m$

The last element of  $d_u$  is out-of-bound ( $d_u(m) := A(m, m+1)$ ), so  $d_u(m) = 0$ .

The data layout is different from `gtsvStridedBatch` which aggregates all matrices one after another. Instead, `gtsvInterleavedBatch` gathers different matrices of the same element in a continuous manner. If  $d_l$  is regarded as a 2-D array of size  $m$ -by- $\text{batchCount}$ ,  $d_l(:, j)$  to store  $j$ -th matrix. `gtsvStridedBatch` uses column-major while `gtsvInterleavedBatch` uses row-major.

The routine provides three different algorithms, selected by parameter `algo`. The first algorithm is `cuThomas` provided by Barcelona Supercomputing Center. The second algorithm is LU with par-

tial pivoting and last algorithm is QR. From stability perspective, cuThomas is not numerically stable because it does not have pivoting. LU with partial pivoting and QR are stable. From performance perspective, LU with partial pivoting and QR is about 10% to 20% slower than cuThomas.

This function requires a buffer size returned by `gtsvInterleavedBatch_bufferSizeExt()`. The address of `pBuffer` must be multiple of 128 bytes. If it is not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

If the user prepares aggregate format, one can use `cublasXgeam` to get interleaved format. However such transformation takes time comparable to solver itself. To reach best performance, the user must prepare interleaved format explicitly.

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

### Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>algo</code>	<code>algo = 0</code> : cuThomas (unstable algorithm); <code>algo = 1</code> : LU with pivoting (stable algorithm); <code>algo = 2</code> : QR (stable algorithm)
<code>m</code>	the size of the linear system.
<code>d1</code>	<type> dense array containing the lower diagonal of the tri-diagonal linear system. The first element of each lower diagonal must be zero.
<code>d</code>	<type> dense array containing the main diagonal of the tri-diagonal linear system.
<code>du</code>	<type> dense array containing the upper diagonal of the tri-diagonal linear system. The last element of each upper diagonal must be zero.
<code>x</code>	<type> dense right-hand-side array of dimensions ( <code>batchCount</code> , <code>n</code> ).
<code>pBuffer</code>	buffer allocated by the user, the size is return by <code>gtsvInterleavedBatch_bufferSizeExt</code> .

### Output

<code>x</code>	<type> dense solution array of dimensions ( <code>batchCount</code> , <code>n</code> ).
----------------	---

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.7.5. Batched Pentadiagonal Solve

Different algorithms for batched pentadiagonal solve are discussed in this section.

7.7.5.1 `cusparse<t>gpsvInterleavedBatch()`

```

cusparseStatus_t
cusparseSgpsvInterleavedBatch_bufferSizeExt(cusparseHandle_t handle,
                                             int                algo,
                                             int                m,
                                             const float*       ds,
                                             const float*       dl,
                                             const float*       d,
                                             const float*       du,
                                             const float*       dw,
                                             const float*       x,
                                             int                batchCount,
                                             size_t*            pBufferSizeInBytes)

```

```

cusparseStatus_t
cusparseDgpsvInterleavedBatch_bufferSizeExt(cusparseHandle_t handle,
                                             int                algo,
                                             int                m,
                                             const double*      ds,
                                             const double*      dl,
                                             const double*      d,
                                             const double*      du,
                                             const double*      dw,
                                             const double*      x,
                                             int                batchCount,
                                             size_t*            pBufferSizeInBytes)

```

```

cusparseStatus_t
cusparseCgpsvInterleavedBatch_bufferSizeExt(cusparseHandle_t handle,
                                             int                algo,
                                             int                m,
                                             const cuComplex*   ds,
                                             const cuComplex*   dl,
                                             const cuComplex*   d,
                                             const cuComplex*   du,
                                             const cuComplex*   dw,
                                             const cuComplex*   x,
                                             int                batchCount,
                                             size_t*            pBufferSizeInBytes)

```

```

cusparseStatus_t
cusparseZgpsvInterleavedBatch_bufferSizeExt(cusparseHandle_t handle,
                                             int                algo,
                                             int                m,
                                             const cuDoubleComplex* ds,
                                             const cuDoubleComplex* dl,
                                             const cuDoubleComplex* d,
                                             const cuDoubleComplex* du,
                                             const cuDoubleComplex* dw,
                                             const cuDoubleComplex* x,
                                             int                batchCount,
                                             size_t*            pBufferSizeInBytes)

```

```

cusparseStatus_t
cusparseSgpsvInterleavedBatch(cusparseHandle_t handle,
                              int                algo,

```

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```

        int m,
        float* ds,
        float* dl,
        float* d,
        float* du,
        float* dw,
        float* x,
        int batchCount,
        void* pBuffer)

cusparseStatus_t
cusparseDgpsvInterleavedBatch(cusparseHandle_t handle,
        int algo,
        int m,
        double* ds,
        double* dl,
        double* d,
        double* du,
        double* dw,
        double* x,
        int batchCount,
        void* pBuffer)

cusparseStatus_t
cusparseCgpsvInterleavedBatch(cusparseHandle_t handle,
        int algo,
        int m,
        cuComplex* ds,
        cuComplex* dl,
        cuComplex* d,
        cuComplex* du,
        cuComplex* dw,
        cuComplex* x,
        int batchCount,
        void* pBuffer)

cusparseStatus_t
cusparseZgpsvInterleavedBatch(cusparseHandle_t handle,
        int algo,
        int m,
        cuDoubleComplex* ds,
        cuDoubleComplex* dl,
        cuDoubleComplex* d,
        cuDoubleComplex* du,
        cuDoubleComplex* dw,
        cuDoubleComplex* x,
        int batchCount,
        void* pBuffer)

```

This function computes the solution of multiple penta-diagonal linear systems for  $i=0,\dots,\text{batchCount}$ :

$$A^{(i)} * x^{(i)} = b^{(i)}$$

The coefficient matrix A of each of these penta-diagonal linear system is defined with five vectors corresponding to its lower (ds, dl), main (d), and upper (du, dw) matrix diagonals; the right-hand sides are stored in the dense matrix B. Notice that solution X overwrites right-hand-side matrix B on exit.

Assuming A is of size m and base-1, ds, dl, d, du and dw are defined by the following formula:

$$ds(i) := A(i, i-2) \text{ for } i=1,2, \dots, m$$

The first two elements of ds is out-of-bound ( $ds(1) := A(1, -1)$ ,  $ds(2) := A(2, 0)$ ), so  $ds(1) = 0$  and  $ds(2) = 0$ .

$$dl(i) := A(i, i-1) \text{ for } i=1,2, \dots, m$$

The first element of dl is out-of-bound ( $dl(1) := A(1, 0)$ ), so  $dl(1) = 0$ .

$$d(i) = A(i, i) \text{ for } i=1,2, \dots, m$$

$$du(i) = A(i, i+1) \text{ for } i=1,2, \dots, m$$

The last element of du is out-of-bound ( $du(m) := A(m, m+1)$ ), so  $du(m) = 0$ .

$$dw(i) = A(i, i+2) \text{ for } i=1,2, \dots, m$$

The last two elements of dw is out-of-bound ( $dw(m-1) := A(m-1, m+1)$ ,  $dw(m) := A(m, m+2)$ ), so  $dw(m-1) = 0$  and  $dw(m) = 0$ .

The data layout is the same as `gtsvStridedBatch`.

The routine is numerically stable because it uses QR to solve the linear system.

This function requires a buffer size returned by `gpsvInterleavedBatch_bufferSizeExt()`. The address of `pBuffer` must be multiple of 128 bytes. If it is not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

The function supports the following properties if `pBuffer != NULL`:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>algo</code>	only support <code>algo = 0</code> (QR)
<code>m</code>	the size of the linear system.
<code>ds</code>	<type> dense array containing the lower diagonal (distance 2 to the diagonal) of the penta-diagonal linear system. The first two elements must be zero.
<code>dl</code>	<type> dense array containing the lower diagonal (distance 1 to the diagonal) of the penta-diagonal linear system. The first element must be zero.
<code>d</code>	<type> dense array containing the main diagonal of the penta-diagonal linear system.
<code>du</code>	<type> dense array containing the upper diagonal (distance 1 to the diagonal) of the penta-diagonal linear system. The last element must be zero.
<code>dw</code>	<type> dense array containing the upper diagonal (distance 2 to the diagonal) of the penta-diagonal linear system. The last two elements must be zero.
<code>x</code>	<type> dense right-hand-side array of dimensions ( <code>batchCount</code> , <code>n</code> ).
<code>pBuffer</code>	buffer allocated by the user, the size is return by <code>gpsvInterleavedBatch_bufferSizeExt</code> .

### Output

x	<type> dense solution array of dimensions (batchCount, n).
---	--

See [cusparseStatus\\_t](#) for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseSgpsvInterleavedBatch](#) for a code example.

## 7.8. cuSPARSE Reorderings Reference

This chapter describes the reordering routines used to manipulate sparse matrices.

### 7.8.1. cusparse<t>csrcolor() [DEPRECATED]

> *The routine will be removed in the next major release*

```

cusparseStatus_t
cusparseScsrcolor(cusparseHandle_t      handle,
                 int                    m,
                 int                    nnz,
                 const cusparseMatDescr_t descrA,
                 const float*          csrValA,
                 const int*            csrRowPtrA,
                 const int*            csrColIndA,
                 const float*          fractionToColor,
                 int*                  ncolors,
                 int*                  coloring,
                 int*                  reordering,
                 cusparseColorInfo_t   info)

cusparseStatus_t
cusparseDcsrcolor(cusparseHandle_t      handle,
                 int                    m,
                 int                    nnz,
                 const cusparseMatDescr_t descrA,
                 const double*          csrValA,
                 const int*            csrRowPtrA,
                 const int*            csrColIndA,
                 const double*          fractionToColor,
                 int*                  ncolors,
                 int*                  coloring,
                 int*                  reordering,
                 cusparseColorInfo_t   info)

cusparseStatus_t
cusparseCcsrcolor(cusparseHandle_t      handle,
                 int                    m,
                 int                    nnz,
                 const cusparseMatDescr_t descrA,
                 const cuComplex*       csrValA,
                 const int*            csrRowPtrA,
                 const int*            csrColIndA,

```

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```

    const cuComplex*      fractionToColor,
    int*                  ncolors,
    int*                  coloring,
    int*                  reordering,
    cusparseColorInfo_t  info)

cusparseStatus_t
cusparseZcsrcolor(cusparseHandle_t  handle,
                 int                m,
                 int                nnz,
                 const cusparseMatDescr_t descrA,
                 const cuDoubleComplex* csrValA,
                 const int*            csrRowPtrA,
                 const int*            csrColIndA,
                 const cuDoubleComplex* fractionToColor,
                 int*                  ncolors,
                 int*                  coloring,
                 int*                  reordering,
                 cusparseColorInfo_t  info)

```

This function performs the coloring of the adjacency graph associated with the matrix A stored in CSR format. The coloring is an assignment of colors (integer numbers) to nodes, such that neighboring nodes have distinct colors. An approximate coloring algorithm is used in this routine, and is stopped when a certain percentage of nodes has been colored. The rest of the nodes are assigned distinct colors (an increasing sequence of integers numbers, starting from the last integer used previously). The last two auxiliary routines can be used to extract the resulting number of colors, their assignment and the associated reordering. The reordering is such that nodes that have been assigned the same color are reordered to be next to each other.

The matrix A passed to this routine, must be stored as a general matrix and have a symmetric sparsity pattern. If the matrix is nonsymmetric the user should pass  $A+A^T$  as a parameter to this routine.

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

### Input

handle	handle to the cuSPARSE library context.
m	number of rows of matrix A.
nnz	number of nonzero elements of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
csrValA	<type> array of $\text{nnz}(\text{csrRowPtrA}(m) - \text{csrRowPtrA}(0))$ nonzero elements of matrix A.
csrRowPtrA	integer array of $m+1$ elements that contains the start of every row and the end of the last row plus one.
csrColIndA	integer array of $\text{nnz}(\text{csrRowPtrA}(m) - \text{csrRowPtrA}(0))$ column indices of the nonzero elements of matrix A.
fractionToColor	fraction of nodes to be colored, which should be in the interval $[0.0, 1.0]$ , for example 0.8 implies that 80 percent of nodes will be colored.
info	structure with information to be passed to the coloring.

### Output

ncolors	The number of distinct colors used (at most the size of the matrix, but likely much smaller).
coloring	The resulting coloring permutation
reordering	The resulting reordering permutation (untouched if NULL)

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.9. cuSPARSE Format Conversion Reference

This chapter describes the conversion routines between different sparse and dense storage formats. `coosort`, `csrsort`, `cscsort`, and `csru2csr` are sorting routines without malloc inside, the following table estimates the buffer size.

routine	buffer size	maximum problem size if buffer is limited by 2GB
coosort	> $16*n$ bytes	125M
csrsort or cscsort	> $20*n$ bytes	100M
csru2csr	'd' > $28*n$ bytes ; 'z' > $36*n$ bytes	71M for 'd' and 55M for 'z'

7.9.1. `cusparse<t>bsr2csr()` [DEPRECATED]

> This routine will be removed in a future major release.

```

cusparseStatus_t
cusparseSbsr2csr(cusparseHandle_t      handle,
                 cusparseDirection_t   dir,
                 int                    mb,
                 int                    nb,
                 const cusparseMatDescr_t descrA,
                 const float*           bsrValA,
                 const int*             bsrRowPtrA,
                 const int*             bsrColIndA,
                 int                    blockDim,
                 const cusparseMatDescr_t descrC,
                 float*                 csrValC,
                 int*                   csrRowPtrC,
                 int*                   csrColIndC)

cusparseStatus_t
cusparseDbsr2csr(cusparseHandle_t      handle,
                 cusparseDirection_t   dir,
                 int                    mb,
                 int                    nb,
                 const cusparseMatDescr_t descrA,
                 const double*          bsrValA,
                 const int*             bsrRowPtrA,
                 const int*             bsrColIndA,
                 int                    blockDim,
                 const cusparseMatDescr_t descrC,
                 double*                 csrValC,
                 int*                   csrRowPtrC,
                 int*                   csrColIndC)

cusparseStatus_t
cusparseCbsr2csr(cusparseHandle_t      handle,
                 cusparseDirection_t   dir,
                 int                    mb,
                 int                    nb,
                 const cusparseMatDescr_t descrA,
                 const cuComplex*       bsrValA,
                 const int*             bsrRowPtrA,
                 const int*             bsrColIndA,
                 int                    blockDim,
                 const cusparseMatDescr_t descrC,
                 cuComplex*             csrValC,
                 int*                   csrRowPtrC,
                 int*                   csrColIndC)

cusparseStatus_t
cusparseZbsr2csr(cusparseHandle_t      handle,
                 cusparseDirection_t   dir,
                 int                    mb,
                 int                    nb,
                 const cusparseMatDescr_t descrA,
                 const cuDoubleComplex* bsrValA,
                 const int*             bsrRowPtrA,

```

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```

const int*      bsrColIndA,
int            blockDim,
const cusparseMatDescr_t descrC,
cuDoubleComplex* csrValC,
int*          csrRowPtrC,
int*          csrColIndC)

```

This function converts a sparse matrix in BSR format that is defined by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA`) into a sparse matrix in CSR format that is defined by arrays `csrValC`, `csrRowPtrC`, and `csrColIndC`.

Let  $m(=mb*blockDim)$  be the number of rows of  $A$  and  $n(=nb*blockDim)$  be number of columns of  $A$ , then  $A$  and  $C$  are  $m*n$  sparse matrices. The BSR format of  $A$  contains  $nnzb(=bsrRowPtrA[mb] - bsrRowPtrA[0])$  nonzero blocks, whereas the sparse matrix  $A$  contains  $nnz(=nnzb*blockDim*blockDim)$  elements. The user must allocate enough space for arrays `csrRowPtrC`, `csrColIndC`, and `csrValC`. The requirements are as follows:

`csrRowPtrC` of  $m+1$  elements

`csrValC` of  $nnz$  elements

`csrColIndC` of  $nnz$  elements

The general procedure is as follows:

```

// Given BSR format (bsrRowPtrA, bsrColIndA, bsrValA) and
// blocks of BSR format are stored in column-major order.
cusparseDirection_t dir = CUSPARSE_DIRECTION_COLUMN;
int m = mb*blockDim;
int nnzb = bsrRowPtrA[mb] - bsrRowPtrA[0]; // number of blocks
int nnz = nnzb * blockDim * blockDim; // number of elements
cudaMalloc((void**)&csrRowPtrC, sizeof(int)*(m+1));
cudaMalloc((void**)&csrColIndC, sizeof(int)*nnz);
cudaMalloc((void**)&csrValC, sizeof(float)*nnz);
cusparseSbsr2csr(handle, dir, mb, nb,
    descrA,
    bsrValA, bsrRowPtrA, bsrColIndA,
    blockDim,
    descrC,
    csrValC, csrRowPtrC, csrColIndC);

```

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution if `blockDim != 1` or the Stream Ordered Memory Allocator is available
- ▶ The routine supports CUDA graph capture if `blockDim != 1` or the Stream Ordered Memory Allocator is available

## Input

handle	handle to the cuSPARSE library context.
dir	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
mb	number of block rows of sparse matrix A.
nb	number of block columns of sparse matrix A.
descrA	the descriptor of matrix A.
bsrValA	<type> array of nnzb*blockDim*blockDim nonzero elements of matrix A.
bsrRowPtrA	integer array of mb+1 elements that contains the start of every block row and the end of the last block row plus one of matrix A.
bsrColIndA	integer array of nnzb column indices of the nonzero blocks of matrix A.
blockDim	block dimension of sparse matrix A.
descrC	the descriptor of matrix C.

### Output

csrValC	<type> array of nnz(=csrRowPtrC[m]-csrRowPtrC[0]) nonzero elements of matrix C.
csrRowPtrC	integer array of m+1 elements that contains the start of every row and the end of the last row plus one of matrix C.
csrColIndC	integer array of nnz column indices of the nonzero elements of matrix C.

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.9.2. cusparse<t>gebsr2gebsc()

```

cusparseStatus_t
cusparseSgebsr2gebsc_bufferSize(cusparseHandle_t handle,
                                int mb,
                                int nb,
                                int nnzb,
                                const float* bsrVal,
                                const int* bsrRowPtr,
                                const int* bsrColInd,
                                int rowBlockDim,
                                int colBlockDim,
                                int pBufferSize)

cusparseStatus_t
cusparseDgebsr2gebsc_bufferSize(cusparseHandle_t handle,
                                int mb,
                                int nb,
                                int nnzb,

```

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```

        const double* bsrVal,
        const int* bsrRowPtr,
        const int* bsrColInd,
        int rowBlockDim,
        int colBlockDim,
        int* pBufferSize)

cusparseStatus_t
cusparseCgebsr2gebsc_bufferSize(cusparseHandle_t handle,
        int mb,
        int nb,
        int nnzb,
        const cuComplex* bsrVal,
        const int* bsrRowPtr,
        const int* bsrColInd,
        int rowBlockDim,
        int colBlockDim,
        int* pBufferSize)

cusparseStatus_t
cusparseZgebsr2gebsc_bufferSize(cusparseHandle_t handle,
        int mb,
        int nb,
        int nnzb,
        const cuDoubleComplex* bsrVal,
        const int* bsrRowPtr,
        const int* bsrColInd,
        int rowBlockDim,
        int colBlockDim,
        int* pBufferSize)

```

```

cusparseStatus_t
cusparseSgebsr2gebsc(cusparseHandle_t handle,
        int mb,
        int nb,
        int nnzb,
        const float* bsrVal,
        const int* bsrRowPtr,
        const int* bsrColInd,
        int rowBlockDim,
        int colBlockDim,
        float* bscVal,
        int* bscRowInd,
        int* bscColPtr,
        cusparseAction_t copyValues,
        cusparseIndexBase_t baseIdx,
        void* pBuffer)

cusparseStatus_t
cusparseDgebsr2gebsc(cusparseHandle_t handle,
        int mb,
        int nb,
        int nnzb,
        const double* bsrVal,
        const int* bsrRowPtr,
        const int* bsrColInd,

```

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```

        int                rowBlockDim,
        int                colBlockDim,
        double*           bscVal,
        int*              bscRowInd,
        int*              bscColPtr,
        cusparseAction_t  copyValues,
        cusparseIndexBase_t baseIdx,
        void*             pBuffer)

cusparseStatus_t
cusparseCgebsr2gebsc(cusparseHandle_t handle,
        int                mb,
        int                nb,
        int                nnzb,
        const cuComplex*   bsrVal,
        const int*         bsrRowPtr,
        const int*         bsrColInd,
        int                rowBlockDim,
        int                colBlockDim,
        cuComplex*         bscVal,
        int*              bscRowInd,
        int*              bscColPtr,
        cusparseAction_t  copyValues,
        cusparseIndexBase_t baseIdx,
        void*             pBuffer)

cusparseStatus_t
cusparseZgebsr2gebsc(cusparseHandle_t handle,
        int                mb,
        int                nb,
        int                nnzb,
        const cuDoubleComplex* bsrVal,
        const int*         bsrRowPtr,
        const int*         bsrColInd,
        int                rowBlockDim,
        int                colBlockDim,
        cuDoubleComplex*   bscVal,
        int*              bscRowInd,
        int*              bscColPtr,
        cusparseAction_t  copyValues,
        cusparseIndexBase_t baseIdx,
        void*             pBuffer)

```

This function can be seen as the same as `csr2csc()` when each block of size `rowBlockDim*colBlockDim` is regarded as a scalar.

This sparsity pattern of the result matrix can also be seen as the transpose of the original sparse matrix, but the memory layout of a block does not change.

The user must call `gebsr2gebsc_bufferSize()` to determine the size of the buffer required by `gebsr2gebsc()`, allocate the buffer, and pass the buffer pointer to `gebsr2gebsc()`.

- ▶ The routine requires no extra storage if `pBuffer != NULL`
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available

**Input**

handle	handle to the cuSPARSE library context.
mb	number of block rows of sparse matrix A.
nb	number of block columns of sparse matrix A.
nnzb	number of nonzero blocks of matrix A.
bsrVal	<type> array of nnzb*rowBlockDim*colBlockDim nonzero elements of matrix A.
bsrRowPtr	integer array of mb+1 elements that contains the start of every block row and the end of the last block row plus one.
bsrColInd	integer array of nnzb column indices of the non-zero blocks of matrix A.
rowBlockDim	number of rows within a block of A.
colBlockDim	number of columns within a block of A.
copyValues	CUSPARSE_ACTION_SYMBOLIC or CUSPARSE_ACTION_NUMERIC.
baseIdx	CUSPARSE_INDEX_BASE_ZERO or CUSPARSE_INDEX_BASE_ONE.
pBufferSize	host pointer containing number of bytes of the buffer used in <code>gebsr2gebsc()</code> .
pBuffer	buffer allocated by the user; the size is return by <code>gebsr2gebsc_bufferSize()</code> .

**Output**

bscVal	<type> array of nnzb*rowBlockDim*colBlockDim non-zero elements of matrix A. It is only filled-in if <code>copyValues</code> is set to <code>CUSPARSE_ACTION_NUMERIC</code> .
bscRowInd	integer array of nnzb row indices of the non-zero blocks of matrix A.
bscColPtr	integer array of nb+1 elements that contains the start of every block column and the end of the last block column plus one.

See [cusparseStatus\\_t](#) for the description of the return status.

### 7.9.3. `cusparse<t>gebsr2gebsr()` [DEPRECATED]

> *This routine will be removed in a future major release.*

```

cusparseStatus_t
cusparseSgebsr2gebsr_bufferSize(cusparseHandle_t    handle,
                                cusparseDirection_t  dir,
                                int                  mb,
                                int                  nb,
                                int                  nnzb,
                                const cusparseMatDescr_t descrA,

```

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```

        const float*      bsrValA,
        const int*       bsrRowPtrA,
        const int*       bsrColIndA,
        int              rowBlockDimA,
        int              colBlockDimA,
        int              rowBlockDimC,
        int              colBlockDimC,
        int*             pBufferSize)

cusparseStatus_t
cusparseDgebsr2gebsr_bufferSize(cusparseHandle_t      handle,
                                cusparseDirection_t   dir,
                                int                    mb,
                                int                    nb,
                                int                    nnzb,
                                const cusparseMatDescr_t descrA,
                                const double*          bsrValA,
                                const int*            bsrRowPtrA,
                                const int*            bsrColIndA,
                                int                    rowBlockDimA,
                                int                    colBlockDimA,
                                int                    rowBlockDimC,
                                int                    colBlockDimC,
                                int*                  pBufferSize)

cusparseStatus_t
cusparseCgebsr2gebsr_bufferSize(cusparseHandle_t      handle,
                                cusparseDirection_t   dir,
                                int                    mb,
                                int                    nb,
                                int                    nnzb,
                                const cusparseMatDescr_t descrA,
                                const cuComplex*      bsrValA,
                                const int*            bsrRowPtrA,
                                const int*            bsrColIndA,
                                int                    rowBlockDimA,
                                int                    colBlockDimA,
                                int                    rowBlockDimC,
                                int                    colBlockDimC,
                                int*                  pBufferSize)

cusparseStatus_t
cusparseZgebsr2gebsr_bufferSize(cusparseHandle_t      handle,
                                cusparseDirection_t   dir,
                                int                    mb,
                                int                    nb,
                                int                    nnzb,
                                const cusparseMatDescr_t descrA,
                                const cuDoubleComplex* bsrValA,
                                const int*            bsrRowPtrA,
                                const int*            bsrColIndA,
                                int                    rowBlockDimA,
                                int                    colBlockDimA,
                                int                    rowBlockDimC,
                                int                    colBlockDimC,
                                int*                  pBufferSize)

```

```

cusparsesStatus_t
cusparsesXgebsr2gebsrNnz(cusparsesHandle_t      handle,
                        cusparsesDirection_t    dir,
                        int                      mb,
                        int                      nb,
                        int                      nnzb,
                        const cusparsesMatDescr_t descrA,
                        const int*              bsrRowPtrA,
                        const int*              bsrColIndA,
                        int                     rowBlockDimA,
                        int                     colBlockDimA,
                        const cusparsesMatDescr_t descrC,
                        int*                    bsrRowPtrC,
                        int                     rowBlockDimC,
                        int                     colBlockDimC,
                        int*                    nnzTotalDevHostPtr,
                        void*                   pBuffer)

```

```

cusparsesStatus_t
cusparsesSgebsr2gebsr(cusparsesHandle_t      handle,
                      cusparsesDirection_t    dir,
                      int                      mb,
                      int                      nb,
                      int                      nnzb,
                      const cusparsesMatDescr_t descrA,
                      const float*            bsrValA,
                      const int*              bsrRowPtrA,
                      const int*              bsrColIndA,
                      int                     rowBlockDimA,
                      int                     colBlockDimA,
                      const cusparsesMatDescr_t descrC,
                      float*                  bsrValC,
                      int*                    bsrRowPtrC,
                      int*                    bsrColIndC,
                      int                     rowBlockDimC,
                      int                     colBlockDimC,
                      void*                   pBuffer)

```

```

cusparsesStatus_t
cusparsesDgebsr2gebsr(cusparsesHandle_t      handle,
                      cusparsesDirection_t    dir,
                      int                      mb,
                      int                      nb,
                      int                      nnzb,
                      const cusparsesMatDescr_t descrA,
                      const double*           bsrValA,
                      const int*              bsrRowPtrA,
                      const int*              bsrColIndA,
                      int                     rowBlockDimA,
                      int                     colBlockDimA,
                      const cusparsesMatDescr_t descrC,
                      double*                 bsrValC,
                      int*                    bsrRowPtrC,
                      int*                    bsrColIndC,
                      int                     rowBlockDimC,
                      int                     colBlockDimC,
                      void*                   pBuffer)

```

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```

cusparsesStatus_t
cusparsesCgebsr2gebsr(cusparsesHandle_t      handle,
                     cusparsesDirection_t   dir,
                     int                     mb,
                     int                     nb,
                     int                     nnzb,
                     const cusparsesMatDescr_t descrA,
                     const cuComplex*       bsrValA,
                     const int*             bsrRowPtrA,
                     const int*             bsrColIndA,
                     int                     rowBlockDimA,
                     int                     colBlockDimA,
                     const cusparsesMatDescr_t descrC,
                     cuComplex*            bsrValC,
                     int*                   bsrRowPtrC,
                     int*                   bsrColIndC,
                     int                     rowBlockDimC,
                     int                     colBlockDimC,
                     void*                  pBuffer)

cusparsesStatus_t
cusparsesZgebsr2gebsr(cusparsesHandle_t      handle,
                     cusparsesDirection_t   dir,
                     int                     mb,
                     int                     nb,
                     int                     nnzb,
                     const cusparsesMatDescr_t descrA,
                     const cuDoubleComplex* bsrValA,
                     const int*             bsrRowPtrA,
                     const int*             bsrColIndA,
                     int                     rowBlockDimA,
                     int                     colBlockDimA,
                     const cusparsesMatDescr_t descrC,
                     cuDoubleComplex*       bsrValC,
                     int*                   bsrRowPtrC,
                     int*                   bsrColIndC,
                     int                     rowBlockDimC,
                     int                     colBlockDimC,
                     void*                  pBuffer)

```

This function converts a sparse matrix in general BSR format that is defined by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA` into a sparse matrix in another general BSR format that is defined by arrays `bsrValC`, `bsrRowPtrC`, and `bsrColIndC`.

If `rowBlockDimA=1` and `colBlockDimA=1`, `cusparses[S|D|C|Z]gebsr2gebsr()` is the same as `cusparses[S|D|C|Z]csr2gebsr()`.

If `rowBlockDimC=1` and `colBlockDimC=1`, `cusparses[S|D|C|Z]gebsr2gebsr()` is the same as `cusparses[S|D|C|Z]gebsr2csr()`.

A is an  $m \times n$  sparse matrix where  $m(=mb \times \text{rowBlockDim})$  is the number of rows of A, and  $n(=nb \times \text{colBlockDim})$  is the number of columns of A. The general BSR format of A contains  $\text{nnzb}(=\text{bsrRowPtrA}[\text{mb}] - \text{bsrRowPtrA}[0])$  nonzero blocks. The matrix C is also general BSR format with a different block size,  $\text{rowBlockDimC} \times \text{colBlockDimC}$ . If  $m$  is not a multiple of `rowBlockDimC`, or  $n$  is not a multiple of `colBlockDimC`, zeros are filled in. The number of block rows of C is  $\text{mc}(=(m + \text{rowBlockDimC} - 1) / \text{rowBlockDimC})$ . The number of block rows of C is

$nc = (n + \text{colBlockDimC} - 1) / \text{colBlockDimC}$ ). The number of nonzero blocks of C is `nnzc`.

The implementation adopts a two-step approach to do the conversion. First, the user allocates `bsrRowPtrC` of `mc+1` elements and uses function `cusparseXgebsr2gebsrNnz()` to determine the number of nonzero block columns per block row of matrix C. Second, the user gathers `nnzc` (number of non-zero block columns of matrix C) from either (`nnzc = *nnzTotalDevHostPtr`) or (`nnzc = bsrRowPtrC[mc] - bsrRowPtrC[0]`) and allocates `bsrValC` of `nnzc * rowBlockDimC * colBlockDimC` elements and `bsrColIndC` of `nnzc` integers. Finally the function `cusparse[S|D|C|Z]gebsr2gebsr()` is called to complete the conversion.

The user must call `gebsr2gebsr_bufferSize()` to know the size of the buffer required by `gebsr2gebsr()`, allocate the buffer, and pass the buffer pointer to `gebsr2gebsr()`.

The general procedure is as follows:

```
// Given general BSR format (bsrRowPtrA, bsrColIndA, bsrValA) and
// blocks of BSR format are stored in column-major order.
cusparseDirection_t dir = CUSPARSE_DIRECTION_COLUMN;
int base, nnzc;
int m = mb*rowBlockDimA;
int n = nb*colBlockDimA;
int mc = (m+rowBlockDimC-1)/rowBlockDimC;
int nc = (n+colBlockDimC-1)/colBlockDimC;
int bufferSize;
void *pBuffer;
cusparseSgebsr2gebsr_bufferSize(handle, dir, mb, nb, nnzb,
    descrA, bsrValA, bsrRowPtrA, bsrColIndA,
    rowBlockDimA, colBlockDimA,
    rowBlockDimC, colBlockDimC,
    &bufferSize);
cudaMalloc((void**)&pBuffer, bufferSize);
cudaMalloc((void**)&bsrRowPtrC, sizeof(int)*(mc+1));
// nnzTotalDevHostPtr points to host memory
int *nnzTotalDevHostPtr = &nnzc;
cusparseXgebsr2gebsrNnz(handle, dir, mb, nb, nnzb,
    descrA, bsrRowPtrA, bsrColIndA,
    rowBlockDimA, colBlockDimA,
    descrC, bsrRowPtrC,
    rowBlockDimC, colBlockDimC,
    nnzTotalDevHostPtr,
    pBuffer);
if (NULL != nnzTotalDevHostPtr){
    nnzc = *nnzTotalDevHostPtr;
}else{
    cudaMemcpy(&nnzc, bsrRowPtrC+mc, sizeof(int), cudaMemcpyDeviceToHost);
    cudaMemcpy(&base, bsrRowPtrC, sizeof(int), cudaMemcpyDeviceToHost);
    nnzc -= base;
}
cudaMalloc((void**)&bsrColIndC, sizeof(int)*nnzc);
cudaMalloc((void**)&bsrValC, sizeof(float)*(rowBlockDimC*colBlockDimC)*nnzc);
cusparseSgebsr2gebsr(handle, dir, mb, nb, nnzb,
    descrA, bsrValA, bsrRowPtrA, bsrColIndA,
    rowBlockDimA, colBlockDimA,
    descrC, bsrValC, bsrRowPtrC, bsrColIndC,
    rowBlockDimC, colBlockDimC,
    pBuffer);
```

- ▶ The routines require no extra storage if `pBuffer != NULL`
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is avail-

able

- The routines do **not** support CUDA graph capture

**Input**

handle	handle to the cuSPARSE library context.
dir	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
mb	number of block rows of sparse matrix A.
nb	number of block columns of sparse matrix A.
nnzb	number of nonzero blocks of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
bsrValA	<type> array of nnzb*rowBlockDimA*colBlockDimA non-zero elements of matrix A.
bsrRowPtrA	integer array of mb+1 elements that contains the start of every block row and the end of the last block row plus one of matrix A.
bsrColIndA	integer array of nnzb column indices of the non-zero blocks of matrix A.
rowBlockDimA	number of rows within a block of A.
colBlockDimA	number of columns within a block of A.
descrC	the descriptor of matrix C. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
rowBlockDimC	number of rows within a block of C.
colBlockDimC	number of columns within a block of C.
pBufferSize	host pointer containing number of bytes of the buffer used in <code>gebsr2gebsr()</code> .
pBuffer	buffer allocated by the user; the size is return by <code>gebsr2gebsr_bufferSize()</code> .

**Output**

bsrValC	<type> array of nnzc*rowBlockDimC*colBlockDimC non-zero elements of matrix C.
bsrRowPtrC	integer array of mc+1 elements that contains the start of every block row and the end of the last block row plus one of matrix C.
bsrColIndC	integer array of nnzc block column indices of the nonzero blocks of matrix C.
nnzTotalDevHostPtr	total number of nonzero blocks of C. *nnzTotalDevHostPtr is the same as <code>bsrRowPtrC[mc]-bsrRowPtrC[0]</code> .

See `cusparseStatus_t` for the description of the return status.

## 7.9.4. `cusparse<t>gebsr2csr()` [DEPRECATED]

> This routine will be removed in a future major release.

```
cusparseStatus_t
cusparseSgebsr2csr(cusparseHandle_t      handle,
                  cusparseDirection_t    dir,
                  int                    mb,
                  int                    nb,
                  const cusparseMatDescr_t descrA,
                  const float*           bsrValA,
                  const int*             bsrRowPtrA,
                  const int*             bsrColIndA,
                  int                    rowBlockDim,
                  int                    colBlockDim,
                  const cusparseMatDescr_t descrC,
                  float*                 csrValC,
                  int*                   csrRowPtrC,
                  int*                   csrColIndC)

cusparseStatus_t
cusparseDgebsr2csr(cusparseHandle_t      handle,
                  cusparseDirection_t    dir,
                  int                    mb,
                  int                    nb,
                  const cusparseMatDescr_t descrA,
                  const double*          bsrValA,
                  const int*             bsrRowPtrA,
                  const int*             bsrColIndA,
                  int                    rowBlockDim,
                  int                    colBlockDim,
                  const cusparseMatDescr_t descrC,
                  double*                csrValC,
                  int*                   csrRowPtrC,
                  int*                   csrColIndC)

cusparseStatus_t
cusparseCgebsr2csr(cusparseHandle_t      handle,
                  cusparseDirection_t    dir,
                  int                    mb,
                  int                    nb,
                  const cusparseMatDescr_t descrA,
                  const cuComplex*       bsrValA,
                  const int*             bsrRowPtrA,
                  const int*             bsrColIndA,
                  int                    rowBlockDim,
                  int                    colBlockDim,
                  const cusparseMatDescr_t descrC,
                  cuComplex*             csrValC,
                  int*                   csrRowPtrC,
                  int*                   csrColIndC)

cusparseStatus_t
```

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```

cusparseZgebsr2csr(cusparseHandle_t      handle,
                  cusparseDirection_t    dir,
                  int                    mb,
                  int                    nb,
                  const cusparseMatDescr_t descrA,
                  const cuDoubleComplex* bsrValA,
                  const int*             bsrRowPtrA,
                  const int*             bsrColIndA,
                  int                    rowBlockDim,
                  int                    colBlockDim,
                  const cusparseMatDescr_t descrC,
                  cuDoubleComplex*       csrValC,
                  int*                   csrRowPtrC,
                  int*                   csrColIndC)

```

This function converts a sparse matrix in general BSR format that is defined by the three arrays `bsrValA`, `bsrRowPtrA`, and `bsrColIndA` into a sparse matrix in CSR format that is defined by arrays `csrValC`, `csrRowPtrC`, and `csrColIndC`.

Let  $m(=mb*rowBlockDim)$  be number of rows of A and  $n(=nb*colBlockDim)$  be number of columns of A, then A and C are  $m*n$  sparse matrices. The general BSR format of A contains  $nnzb(=bsrRowPtrA[mb] - bsrRowPtrA[0])$  non-zero blocks, whereas sparse matrix A contains  $nnz(=nnzb*rowBlockDim*colBlockDim)$  elements. The user must allocate enough space for arrays `csrRowPtrC`, `csrColIndC`, and `csrValC`. The requirements are as follows:

`csrRowPtrC` of  $m+1$  elements

`csrValC` of  $nnz$  elements

`csrColIndC` of  $nnz$  elements

The general procedure is as follows:

```

// Given general BSR format (bsrRowPtrA, bsrColIndA, bsrValA) and
// blocks of BSR format are stored in column-major order.
cusparseDirection_t dir = CUSPARSE_DIRECTION_COLUMN;
int m = mb*rowBlockDim;
int n = nb*colBlockDim;
int nnzb = bsrRowPtrA[mb] - bsrRowPtrA[0]; // number of blocks
int nnz = nnzb * rowBlockDim * colBlockDim; // number of elements
cudaMalloc((void**)&csrRowPtrC, sizeof(int)*(m+1));
cudaMalloc((void**)&csrColIndC, sizeof(int)*nnz);
cudaMalloc((void**)&csrValC, sizeof(float)*nnz);
cusparseSgebsr2csr(handle, dir, mb, nb,
                  descrA,
                  bsrValA, bsrRowPtrA, bsrColIndA,
                  rowBlockDim, colBlockDim,
                  descrC,
                  csrValC, csrRowPtrC, csrColIndC);

```

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ The routine supports CUDA graph capture

## Input

handle	handle to the cuSPARSE library context.
dir	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
mb	number of block rows of sparse matrix A.
nb	number of block columns of sparse matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
bsrValA	<type> array of nnzb*rowBlockDim*colBlockDim non-zero elements of matrix A.
bsrRowPtrA	integer array of mb+1 elements that contains the start of every block row and the end of the last block row plus one of matrix A.
bsrColIndA	integer array of nnzb column indices of the non-zero blocks of matrix A.
rowBlockDim	number of rows within a block of A.
colBlockDim	number of columns within a block of A.
descrC	the descriptor of matrix C. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.

## Output

csrValC	<type> array of nnz non-zero elements of matrix C.
csrRowPtrC	integer array of m+1 elements that contains the start of every row and the end of the last row plus one of matrix C.
csrColIndC	integer array of nnz column indices of the non-zero elements of matrix C.

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.9.5. cusparse<t>csr2gebsr()

```

cusparseStatus_t
cusparseScsr2gebsr_bufferSize(cusparseHandle_t      handle,
                               cusparseDirection_t  dir,
                               int                   m,
                               int                   n,
                               const cusparseMatDescr_t descrA,
                               const float*         csrValA,
                               const int*           csrRowPtrA,
                               const int*           csrColIndA,
                               int                   rowBlockDim,
```

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```

                int                colBlockDim,
                int*               pBufferSize)

cusparseStatus_t
cusparseDcsr2gebsr_bufferSize(cusparseHandle_t    handle,
                             cusparseDirection_t  dir,
                             int                  m,
                             int                  n,
                             const cusparseMatDescr_t descrA,
                             const double*       csrValA,
                             const int*         csrRowPtrA,
                             const int*         csrColIndA,
                             int                 rowBlockDim,
                             int                 colBlockDim,
                             int*               pBufferSize)

cusparseStatus_t
cusparseCcsr2gebsr_bufferSize(cusparseHandle_t    handle,
                              cusparseDirection_t  dir,
                              int                  m,
                              int                  n,
                              const cusparseMatDescr_t descrA,
                              const cuComplex*     csrValA,
                              const int*         csrRowPtrA,
                              const int*         csrColIndA,
                              int                 rowBlockDim,
                              int                 colBlockDim,
                              int*               pBufferSize)

cusparseStatus_t
cusparseZcsr2gebsr_bufferSize(cusparseHandle_t    handle,
                              cusparseDirection_t  dir,
                              int                  m,
                              int                  n,
                              const cusparseMatDescr_t descrA,
                              const cuDoubleComplex* csrValA,
                              const int*         csrRowPtrA,
                              const int*         csrColIndA,
                              int                 rowBlockDim,
                              int                 colBlockDim,
                              int*               pBufferSize)

```

```

cusparseStatus_t
cusparseXcsr2gebsrNnz(cusparseHandle_t    handle,
                      cusparseDirection_t  dir,
                      int                  m,
                      int                  n,
                      const cusparseMatDescr_t descrA,
                      const int*         csrRowPtrA,
                      const int*         csrColIndA,
                      const cusparseMatDescr_t descrC,
                      int*               bsrRowPtrC,
                      int                 rowBlockDim,
                      int                 colBlockDim,
                      int*               nnzTotalDevHostPtr,
                      void*              pBuffer)

```

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```

cusparsesStatus_t
cusparsesScsr2gebsr(cusparsesHandle_t      handle,
                   cusparsesDirection_t   dir,
                   int                     m,
                   int                     n,
                   const cusparsesMatDescr_t descrA,
                   const float*           csrValA,
                   const int*             csrRowPtrA,
                   const int*             csrColIndA,
                   const cusparsesMatDescr_t descrC,
                   float*                 bsrValC,
                   int*                   bsrRowPtrC,
                   int*                   bsrColIndC,
                   int                     rowBlockDim,
                   int                     colBlockDim,
                   void*                   pBuffer)

cusparsesStatus_t
cusparsesDcsr2gebsr(cusparsesHandle_t      handle,
                   cusparsesDirection_t   dir,
                   int                     m,
                   int                     n,
                   const cusparsesMatDescr_t descrA,
                   const double*          csrValA,
                   const int*             csrRowPtrA,
                   const int*             csrColIndA,
                   const cusparsesMatDescr_t descrC,
                   double*                 bsrValC,
                   int*                   bsrRowPtrC,
                   int*                   bsrColIndC,
                   int                     rowBlockDim,
                   int                     colBlockDim,
                   void*                   pBuffer)

cusparsesStatus_t
cusparsesCcsr2gebsr(cusparsesHandle_t      handle,
                   cusparsesDirection_t   dir,
                   int                     m,
                   int                     n,
                   const cusparsesMatDescr_t descrA,
                   const cuComplex*       csrValA,
                   const int*             csrRowPtrA,
                   const int*             csrColIndA,
                   const cusparsesMatDescr_t descrC,
                   cuComplex*             bsrValC,
                   int*                   bsrRowPtrC,
                   int*                   bsrColIndC,
                   int                     rowBlockDim,
                   int                     colBlockDim,
                   void*                   pBuffer)

cusparsesStatus_t
cusparsesZcsr2gebsr(cusparsesHandle_t      handle,
                   cusparsesDirection_t   dir,
                   int                     m,

```

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```

int n,
const cusparseMatDescr_t descrA,
const cuDoubleComplex* csrValA,
const int* csrRowPtrA,
const int* csrColIndA,
const cusparseMatDescr_t descrC,
cuDoubleComplex* bsrValC,
int* bsrRowPtrC,
int* bsrColIndC,
int rowBlockDim,
int colBlockDim,
void* pBuffer)

```

This function converts a sparse matrix A in CSR format (that is defined by arrays `csrValA`, `csrRowPtrA`, and `csrColIndA`) into a sparse matrix C in general BSR format (that is defined by the three arrays `bsrValC`, `bsrRowPtrC`, and `bsrColIndC`).

The matrix A is an  $m$  times  $n$  sparse matrix and matrix C is a  $(mb \times \text{rowBlockDim}) \times (nb \times \text{colBlockDim})$  sparse matrix, where  $mb = (m + \text{rowBlockDim} - 1) / \text{rowBlockDim}$  is the number of block rows of C, and  $nb = (n + \text{colBlockDim} - 1) / \text{colBlockDim}$  is the number of block columns of C.

The block of C is of size  $\text{rowBlockDim} \times \text{colBlockDim}$ . If  $m$  is not multiple of  $\text{rowBlockDim}$  or  $n$  is not multiple of  $\text{colBlockDim}$ , zeros are filled in.

The implementation adopts a two-step approach to do the conversion. First, the user allocates `bsrRowPtrC` of  $mb+1$  elements and uses function `cusparseXcsr2gebsrNnz()` to determine the number of nonzero block columns per block row. Second, the user gathers `nnzb` (number of nonzero block columns of matrix C) from either (`nnzb = *nnzTotalDevHostPtr`) or (`nnzb = bsrRowPtrC[mb] - bsrRowPtrC[0]`) and allocates `bsrValC` of  $nnzb \times \text{rowBlockDim} \times \text{colBlockDim}$  elements and `bsrColIndC` of  $nnzb$  integers. Finally function `cusparse[S|D|C|Z]csr2gebsr()` is called to complete the conversion.

The user must obtain the size of the buffer required by `csr2gebsr()` by calling `csr2gebsr_bufferSize()`, allocate the buffer, and pass the buffer pointer to `csr2gebsr()`.

The general procedure is as follows:

```

// Given CSR format (csrRowPtrA, csrColIndA, csrValA) and
// blocks of BSR format are stored in column-major order.
cusparseDirection_t dir = CUSPARSE_DIRECTION_COLUMN;
int base, nnzb;
int mb = (m + rowBlockDim-1)/rowBlockDim;
int nb = (n + colBlockDim-1)/colBlockDim;
int bufferSize;
void *pBuffer;
cusparseScsr2gebsr_bufferSize(handle, dir, m, n,
    descrA, csrValA, csrRowPtrA, csrColIndA,
    rowBlockDim, colBlockDim,
    &bufferSize);
cudaMalloc((void**)&pBuffer, bufferSize);
cudaMalloc((void**)&bsrRowPtrC, sizeof(int) *(mb+1));
// nnzTotalDevHostPtr points to host memory
int *nnzTotalDevHostPtr = &nnzb;
cusparseXcsr2gebsrNnz(handle, dir, m, n,
    descrA, csrRowPtrA, csrColIndA,
    descrC, bsrRowPtrC, rowBlockDim, colBlockDim,

```

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```

    nnzTotalDevHostPtr,
    pBuffer);
if (NULL != nnzTotalDevHostPtr){
    nnzb = *nnzTotalDevHostPtr;
}else{
    cudaMemcpy(&nnzb, bsrRowPtrC+mb, sizeof(int), cudaMemcpyDeviceToHost);
    cudaMemcpy(&base, bsrRowPtrC, sizeof(int), cudaMemcpyDeviceToHost);
    nnzb -= base;
}
cudaMalloc((void**)&bsrColIndC, sizeof(int)*nnzb);
cudaMalloc((void**)&bsrValC, sizeof(float)*(rowBlockDim*colBlockDim)*nnzb);
cusparsescsr2gebsr(handle, dir, m, n,
    descrA,
    csrValA, csrRowPtrA, csrColIndA,
    descrC,
    bsrValC, bsrRowPtrC, bsrColIndC,
    rowBlockDim, colBlockDim,
    pBuffer);

```

The routine `cusparsescsr2gebsrNnz()` has the following properties:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

The routine `cusparsescsr2gebsr()` has the following properties:

- ▶ The routine requires no extra storage if `pBuffer != NULL`.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

## Input

handle	handle to the cuSPARSE library context.
dir	storage format of blocks, either CUSPARSE_DIRECTION_ROW or CUSPARSE_DIRECTION_COLUMN.
m	number of rows of sparse matrix A.
n	number of columns of sparse matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
csrValA	<type> array of nnz nonzero elements of matrix A.
csrRowPtrA	integer array of m+1 elements that contains the start of every row and the end of the last row plus one of matrix A.
csrColIndA	integer array of nnz column indices of the nonzero elements of matrix A.
descrC	the descriptor of matrix C. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
rowBlockDim	number of rows within a block of C.
colBlockDim	number of columns within a block of C.
pBuffer	buffer allocated by the user, the size is return by csr2gebsr_bufferSize().

**Output**

bsrValC	<type> array of nnzb*rowBlockDim*colBlockDim nonzero elements of matrix C.
bsrRowPtrC	integer array of mb+1 elements that contains the start of every block row and the end of the last block row plus one of matrix C.
bsrColIndC	integer array of nnzb column indices of the nonzero blocks of matrix C.
nnzTotalDevHostPtr	total number of nonzero blocks of matrix C. Pointer nnzTotalDevHostPtr can point to a device memory or host memory.

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.9.6. `cusparse<t>coo2csr()`

```
cusparseStatus_t
cusparseXcoo2csr(cusparseHandle_t handle,
                 const int*      cooRowInd,
                 int             nnz,
                 int             m,
                 int*            csrRowPtr,
                 cusparseIndexBase_t idxBase)
```

This function converts the array containing the uncompressed row indices (corresponding to COO format) into an array of compressed row pointers (corresponding to CSR format).

It can also be used to convert the array containing the uncompressed column indices (corresponding to COO format) into an array of column pointers (corresponding to CSC format).

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

<code>handle</code>	handle to the cuSPARSE library context.
<code>cooRowInd</code>	integer array of <code>nnz</code> uncompressed row indices.
<code>nnz</code>	number of non-zeros of the sparse matrix (that is also the length of array <code>cooRowInd</code> ).
<code>m</code>	number of rows of matrix A.
<code>idxBase</code>	CUSPARSE_INDEX_BASE_ZERO or CUSPARSE_INDEX_BASE_ONE.

### Output

<code>csrRowPtr</code>	integer array of <code>m+1</code> elements that contains the start of every row and the end of the last row plus one.
------------------------	---

See [\*cusparseStatus\\_t\*](#) for the description of the return status.

## 7.9.7. `cusparse<t>csr2coo()`

```
cusparseStatus_t
cusparseXcsr2coo(cusparseHandle_t handle,
                 const int*      csrRowPtr,
                 int             nnz,
                 int             m,
                 int*            cooRowInd,
                 cusparseIndexBase_t idxBase)
```

This function converts the array containing the compressed row pointers (corresponding to CSR format) into an array of uncompressed row indices (corresponding to COO format).

It can also be used to convert the array containing the compressed column indices (corresponding to CSC format) into an array of uncompressed column indices (corresponding to COO format).

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

**Input**

handle	handle to the cuSPARSE library context.
csrRowPtr	integer array of m+1 elements that contains the start of every row and the end of the last row plus one.
nnz	number of nonzeros of the sparse matrix (that is also the length of array cooRowInd).
m	number of rows of matrix A.
idxBase	CUSPARSE_INDEX_BASE_ZERO or CUSPARSE_INDEX_BASE_ONE.

**Output**

cooRowInd	integer array of nnz uncompressed row indices.
-----------	--

See *cusparseStatus\_t* for the description of the return status.

## 7.9.8. cusparseCsr2cscEx2()

```
cusparseStatus_t
cusparseCsr2cscEx2_bufferSize(cusparseHandle_t    handle,
                               int                m,
                               int                n,
                               int                nnz,
                               const void*       csrVal,
                               const int*        csrRowPtr,
                               const int*        csrColInd,
                               void*            cscVal,
                               int*             cscColPtr,
                               int*             cscRowInd,
                               cudaDataType     valType,
                               cusparseAction_t   copyValues,
                               cusparseIndexBase_t idxBase,
                               cusparseCsr2CscAlg_t alg,
                               size_t*          bufferSize)
```

```
cusparseStatus_t
cusparseCsr2cscEx2(cusparseHandle_t    handle,
                   int                m,
                   int                n,
                   int                nnz,
                   const void*       csrVal,
                   const int*        csrRowPtr,
```

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```

const int*      csrColInd,
void*          cscVal,
int*          cscColPtr,
int*          cscRowInd,
cudaDataType   valType,
cusparseAction_t copyValues,
cusparseIndexBase_t idxBase,
cusparseCsr2CscAlg_t alg,
void*         buffer)

```

This function converts a sparse matrix in CSR format (that is defined by the three arrays `csrVal`, `csrRowPtr`, and `csrColInd`) into a sparse matrix in CSC format (that is defined by arrays `cscVal`, `cscRowInd`, and `cscColPtr`). The resulting matrix can also be seen as the transpose of the original sparse matrix. Notice that this routine can also be used to convert a matrix in CSC format into a matrix in CSR format.

The routine requires extra storage proportional to the number of nonzero values `nnz`. It provides in output always the same matrix.

It is executed asynchronously with respect to the host, and it may return control to the application on the host before the result is ready.

The function `cusparseCsr2cscEx2_bufferSize()` returns the size of the workspace needed by `cusparseCsr2cscEx2()`. User needs to allocate a buffer of this size and give that buffer to `cusparseCsr2cscEx2()` as an argument.

If `nnz == 0`, then `csrColInd`, `csrVal`, `cscVal`, and `cscRowInd` could have NULL value. In this case, `cscColPtr` is set to `idxBase` for all values.

If `m == 0` or `n == 0`, the pointers are not checked and the routine returns `CUSPARSE_STATUS_SUCCESS`.

### Input

<code>handle</code>	Handle to the cuSPARSE library context
<code>m</code>	Number of rows of the CSR input matrix; number of columns of the CSC output matrix
<code>n</code>	Number of columns of the CSR input matrix; number of rows of the CSC output matrix
<code>nnz</code>	Number of nonzero elements of the CSR and CSC matrices
<code>csrVal</code>	Value array of size <code>nnz</code> of the CSR matrix; of same type as <code>valType</code>
<code>csrRowPtr</code>	Integer array of size <code>m + 1</code> that contains the CSR row offsets
<code>csrColInd</code>	Integer array of size <code>nnz</code> that contains the CSR column indices
<code>cscVal</code>	Value array of size <code>nnz</code> of the CSC matrix; of same type as <code>valType</code>
<code>cscColPtr</code>	Integer array of size <code>n + 1</code> that contains the CSC column offsets
<code>cscRowInd</code>	Integer array of size <code>nnz</code> that contains the CSC row indices
<code>valType</code>	Value type for both CSR and CSC matrices
<code>copyValues</code>	<code>CUSPARSE_ACTION_SYMBOLIC</code> or <code>CUSPARSE_ACTION_NUMERIC</code>
<code>idxBase</code>	Index base <code>CUSPARSE_INDEX_BASE_ZERO</code> or <code>CUSPARSE_INDEX_BASE_ONE</code>

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Table 10 – continued from previous page

alg	Algorithm implementation. see <code>cusparseCsr2CscAlg_t</code> for possible values.
bufferSize	Number of bytes of workspace needed by <code>cusparseCsr2cscEx2()</code>
buffer	Pointer to workspace buffer

`cusparseCsr2cscEx2()` supports the following data types:

X/Y
CUDA_R_8I
CUDA_R_16F
CUDA_R_16BF
CUDA_R_32F
CUDA_R_64F
CUDA_C_16F [DEPRECATED]
CUDA_C_16BF [DEPRECATED]
CUDA_C_32F
CUDA_C_64F

`cusparseCsr2cscEx2()` supports the following algorithms (`cusparseCsr2CscAlg_t`):

Algorithm	Notes
CUSPARSE_CSR2CSC_ALG_DEFAULT, CUSPARSE_CSR2CSC_ALG1	Default algorithm

Action	Notes
CUSPARSE_ACTION_SYMBOLIC	Compute the “structure” of the CSC output matrix (offset, row indices)
CUSPARSE_ACTION_NUMERIC	Compute the “structure” of the CSC output matrix and copy the values

`cusparseCsr2cscEx2()` has the following properties:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution

`cusparseCsr2cscEx2()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See `cusparseStatus_t` for the description of the return status.

## 7.9.9. `cusparse<t>nnz()`

```

cusparseStatus_t
cusparseSnnz(cusparseHandle_t      handle,
             cusparseDirection_t   dirA,
             int                   m,
             int                   n,
             const cusparseMatDescr_t descrA,
             const float*          A,
             int                   lda,
             int*                  nnzPerRowColumn,
             int*                  nnzTotalDevHostPtr)

cusparseStatus_t
cusparseDnnz(cusparseHandle_t      handle,
             cusparseDirection_t   dirA,
             int                   m,
             int                   n,
             const cusparseMatDescr_t descrA,
             const double*         A,
             int                   lda,
             int*                  nnzPerRowColumn,
             int*                  nnzTotalDevHostPtr)

cusparseStatus_t
cusparseCnnz(cusparseHandle_t      handle,
             cusparseDirection_t   dirA,
             int                   m,
             int                   n,
             const cusparseMatDescr_t descrA,
             const cuComplex*      A,
             int                   lda,
             int*                  nnzPerRowColumn,
             int*                  nnzTotalDevHostPtr)

cusparseStatus_t
cusparseZnnz(cusparseHandle_t      handle,
             cusparseDirection_t   dirA,
             int                   m,
             int                   n,
             const cusparseMatDescr_t descrA,
             const cuDoubleComplex* A,
             int                   lda,
             int*                  nnzPerRowColumn,
             int*                  nnzTotalDevHostPtr)

```

This function computes the number of nonzero elements per row or column and the total number of nonzero elements in a dense matrix.

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

### Input

handle	handle to the cuSPARSE library context.
dirA	direction that specifies whether to count nonzero elements by CUSPARSE_DIRECTION_ROW or by CUSPARSE_DIRECTION_COLUMN.
m	number of rows of matrix A.
n	number of columns of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
A	array of dimensions (lda, n).
lda	leading dimension of dense array A.

**Output**

nnzPerRowColumn	array of size m or n containing the number of nonzero elements per row or column, respectively
nnzTotalDeviceHostPtr	total number of nonzero elements in device or host memory

See [cusparsesStatus\\_t](#) for the description of the return status.

## 7.9.10. [cusparsesCreateIdentityPermutation\(\)](#) [DEPRECATED]

> *The routine will be removed in the next major release*

```

cusparsesStatus_t
cusparsesCreateIdentityPermutation(cusparsesHandle_t handle,
                                   int n,
                                   int* p);
    
```

This function creates an identity map. The output parameter p represents such map by  $p = 0:1:(n-1)$ .

This function is typically used with coosort, csrsort, cscsort.

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

**Input**

parameter	device or host	description
handle	host	handle to the cuSPARSE library context.
n	host	size of the map.

**Output**

parameter	device or host	description
p	device	integer array of dimensions n.

See `cusparseStatus_t` for the description of the return status.

## 7.9.11. `cusparseXcoosort()`

```
cusparseStatus_t
cusparseXcoosort_bufferSizeExt(cusparseHandle_t handle,
                               int m,
                               int n,
                               int nnz,
                               const int* cooRows,
                               const int* cooCols,
                               size_t* pBufferSizeInBytes)
```

```
cusparseStatus_t
cusparseXcoosortByRow(cusparseHandle_t handle,
                      int m,
                      int n,
                      int nnz,
                      int* cooRows,
                      int* cooCols,
                      int* P,
                      void* pBuffer)
```

```
cusparseStatus_t
cusparseXcoosortByColumn(cusparseHandle_t handle,
                          int m,
                          int n,
                          int nnz,
                          int* cooRows,
                          int* cooCols,
                          int* P,
                          void* pBuffer);
```

This function sorts COO format. The sorting is in-place. Also the user can sort by row or sort by column.

A is an  $m \times n$  sparse matrix that is defined in COO storage format by the three arrays `cooVals`, `cooRows`, and `cooCols`.

There is no assumption for the base index of the matrix. `coosort` uses stable sort on signed integer, so the value of `cooRows` or `cooCols` can be negative.

This function `coosort()` requires buffer size returned by `coosort_bufferSizeExt()`. The address of `pBuffer` must be multiple of 128 bytes. If not, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

The parameter `P` is both input and output. If the user wants to compute sorted `cooVal`, `P` must be set as `0:(nnz-1)` before `coosort()`, and after `coosort()`, new sorted value array satisfies `cooVal_sorted = cooVal(P)`.

Remark: the dimension *m* and *n* are not used. If the user does not know the value of *m* or *n*, just passes a value positive. This usually happens if the user only reads a COO array first and needs to decide the dimension *m* or *n* later.

- ▶ The routine requires no extra storage if `pBuffer != NULL`
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available

**Input**

parameter	device or host	description
<code>handle</code>	host	handle to the cuSPARSE library context.
<code>m</code>	host	number of rows of matrix A.
<code>n</code>	host	number of columns of matrix A.
<code>nnz</code>	host	number of nonzero elements of matrix A.
<code>cooRows</code>	device	integer array of <code>nnz</code> unsorted row indices of A.
<code>cooCols</code>	device	integer array of <code>nnz</code> unsorted column indices of A.
<code>P</code>	device	integer array of <code>nnz</code> unsorted map indices. To construct <code>cooVal</code> , the user has to set <code>P=0:(nnz-1)</code> .
<code>pBuffer</code>	device	buffer allocated by the user; the size is returned by <code>coosort_bufferSizeExt()</code> .

**Output**

parameter	device or host	description
<code>cooRows</code>	device	integer array of <code>nnz</code> sorted row indices of A.
<code>cooCols</code>	device	integer array of <code>nnz</code> sorted column indices of A.
<code>P</code>	device	integer array of <code>nnz</code> sorted map indices.
<code>pBufferSizeInBytes</code>	host	number of bytes of the buffer.

See [cusparseStatus\\_t](#) for the description of the return status

Please visit [cuSPARSE Library Samples - cusparseXcoosortByRow](#) for a code example.

## 7.9.12. cusparseXcscsort()

```

cusparseStatus_t
cusparseXcscsort_bufferSizeExt(cusparseHandle_t handle,
                               int m,
                               int n,
                               int nnz,
                               const int* csrRowPtr,
                               const int* csrColInd,
                               size_t* pBufferSizeInBytes)

```

```

cusparseStatus_t
cusparseXcscsort(cusparseHandle_t handle,
                 int m,
                 int n,
                 int nnz,
                 const cusparseMatDescr_t descrA,
                 const int* csrRowPtr,
                 int* csrColInd,
                 int* P,
                 void* pBuffer)

```

This function sorts CSR format. The stable sorting is in-place.

The matrix type is regarded as CUSPARSE\_MATRIX\_TYPE\_GENERAL implicitly. In other words, any symmetric property is ignored.

This function `cscsort()` requires buffer size returned by `cscsort_bufferSizeExt()`. The address of `pBuffer` must be multiple of 128 bytes. If not, CUSPARSE\_STATUS\_INVALID\_VALUE is returned.

The parameter `P` is both input and output. If the user wants to compute sorted `csrVal`, `P` must be set as `0:1:(nnz-1)` before `cscsort()`, and after `cscsort()`, new sorted value array satisfies `csrVal_sorted = csrVal(P)`.

The general procedure is as follows:

```

// A is a 3x3 sparse matrix, base-0
//   | 1 2 3 |
// A = | 4 5 6 |
//   | 7 8 9 |
const int m = 3;
const int n = 3;
const int nnz = 9;
csrRowPtr[m+1] = { 0, 3, 6, 9 }; // on device
csrColInd[nnz] = { 2, 1, 0, 0, 2, 1, 1, 2, 0 }; // on device
csrVal[nnz] = { 3, 2, 1, 4, 6, 5, 8, 9, 7 }; // on device
size_t pBufferSizeInBytes = 0;
void *pBuffer = NULL;
int *P = NULL;

// step 1: allocate buffer
cusparseXcscsort_bufferSizeExt(handle, m, n, nnz, csrRowPtr, csrColInd, &
    pBufferSizeInBytes);
cudaMalloc( &pBuffer, sizeof(char)* pBufferSizeInBytes);

// step 2: setup permutation vector P to identity
cudaMalloc( (void**)&P, sizeof(int)*nnz);

```

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```

cusparsesort(handle, nnz, P);
// step 3: sort CSR format
cusparsesort(handle, m, n, nnz, descrA, csrRowPtr, csrColInd, P, pBuffer);
// step 4: gather sorted csrVal
cusparsesort(handle, nnz, csrVal, csrVal_sorted, P, CUSPARSE_INDEX_BASE_ZERO);

```

- ▶ The routine requires no extra storage if `pBuffer != NULL`
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available

**Input**

parameter	device or host	description
handle	host	handle to the cuSPARSE library context.
m	host	number of rows of matrix A.
n	host	number of columns of matrix A.
nnz	host	number of nonzero elements of matrix A.
csr-RowsPtr	device	integer array of m+1 elements that contains the start of every row and the end of the last row plus one.
csrColInd	device	integer array of nnz unsorted column indices of A.
P	device	integer array of nnz unsorted map indices. To construct <code>csrVal</code> , the user has to set <code>P=0:1:(nnz-1)</code> .
pBuffer	device	buffer allocated by the user; the size is returned by <code>csr-sort_bufferSizeExt()</code> .

**Output**

parameter	device or host	description
csrColInd	device	integer array of nnz sorted column indices of A.
P	device	integer array of nnz sorted map indices.
pBufferSizeInBytes	host	number of bytes of the buffer.

See [cusparsesort\\_status\\_t](#) for the description of the return status.

## 7.9.13. cusparseXcscsort()

```

cusparseStatus_t
cusparseXcscsort_bufferSizeExt(cusparseHandle_t handle,
                               int m,
                               int n,
                               int nnz,
                               const int* cscColPtr,
                               const int* cscRowInd,
                               size_t* pBufferSizeInBytes)

```

```

cusparseStatus_t
cusparseXcscsort(cusparseHandle_t handle,
                 int m,
                 int n,
                 int nnz,
                 const cusparseMatDescr_t descrA,
                 const int* cscColPtr,
                 int* cscRowInd,
                 int* P,
                 void* pBuffer)

```

This function sorts CSC format. The stable sorting is in-place.

The matrix type is regarded as CUSPARSE\_MATRIX\_TYPE\_GENERAL implicitly. In other words, any symmetric property is ignored.

This function `cscsort()` requires buffer size returned by `cscsort_bufferSizeExt()`. The address of `pBuffer` must be multiple of 128 bytes. If not, CUSPARSE\_STATUS\_INVALID\_VALUE is returned.

The parameter `P` is both input and output. If the user wants to compute sorted `cscVal`, `P` must be set as `0:1:(nnz-1)` before `cscsort()`, and after `cscsort()`, new sorted value array satisfies `cscVal_sorted = cscVal(P)`.

The general procedure is as follows:

```

// A is a 3x3 sparse matrix, base-0
//   | 1 2 |
// A = | 4 0 |
//   | 0 8 |
const int m = 3;
const int n = 2;
const int nnz = 4;
cscColPtr[n+1] = { 0, 2, 4}; // on device
cscRowInd[nnz] = { 1, 0, 2, 0}; // on device
cscVal[nnz] = { 4.0, 1.0, 8.0, 2.0 }; // on device
size_t pBufferSizeInBytes = 0;
void *pBuffer = NULL;
int *P = NULL;

// step 1: allocate buffer
cusparseXcscsort_bufferSizeExt(handle, m, n, nnz, cscColPtr, cscRowInd, &
    pBufferSizeInBytes);
cudaMalloc( &pBuffer, sizeof(char)* pBufferSizeInBytes);

// step 2: setup permutation vector P to identity
cudaMalloc( (void**)&P, sizeof(int)*nnz);

```

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```

cusparsesort(handle, nnz, P);
// step 3: sort CSC format
cusparsesort(handle, m, n, nnz, descrA, cscColPtr, cscRowInd, P, pBuffer);
// step 4: gather sorted cscVal
cusparsesort(handle, nnz, cscVal, cscVal_sorted, P, CUSPARSE_INDEX_BASE_ZERO);

```

- ▶ The routine requires no extra storage if `pBuffer != NULL`
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available

**Input**

parameter	device or host	description
handle	host	handle to the cuSPARSE library context.
m	host	number of rows of matrix A.
n	host	number of columns of matrix A.
nnz	host	number of nonzero elements of matrix A.
cscColPtr	device	integer array of n+1 elements that contains the start of every column and the end of the last column plus one.
cscRowInd	device	integer array of nnz unsorted row indices of A.
P	device	integer array of nnz unsorted map indices. To construct <code>cscVal</code> , the user has to set <code>P=0:(nnz-1)</code> .
pBuffer	device	buffer allocated by the user; the size is returned by <code>cscsort_bufferSizeExt()</code> .

**Output**

parameter	device or host	description
cscRowInd	device	integer array of nnz sorted row indices of A.
P	device	integer array of nnz sorted map indices.
pBufferSizeInBytes	host	number of bytes of the buffer.

See [cusparsesort\\_status\\_t](#) for the description of the return status.

## 7.9.14. `cusparseXcsru2csr()` [DEPRECATED]

> The routine will be removed in the next major release

```

cusparseStatus_t
cusparseCreateCsru2csrInfo(csru2csrInfo_t *info);

cusparseStatus_t
cusparseDestroyCsru2csrInfo(csru2csrInfo_t info);

cusparseStatus_t
cusparseScsru2csr_bufferSizeExt(cusparseHandle_t handle,
                                int m,
                                int n,
                                int nnz,
                                float* csrVal,
                                const int* csrRowPtr,
                                int* csrColInd,
                                csru2csrInfo_t info,
                                size_t* pBufferSizeInBytes)

cusparseStatus_t
cusparseDcsru2csr_bufferSizeExt(cusparseHandle_t handle,
                                int m,
                                int n,
                                int nnz,
                                double* csrVal,
                                const int* csrRowPtr,
                                int* csrColInd,
                                csru2csrInfo_t info,
                                size_t* pBufferSizeInBytes)

cusparseStatus_t
cusparseCcsru2csr_bufferSizeExt(cusparseHandle_t handle,
                                int m,
                                int n,
                                int nnz,
                                cuComplex* csrVal,
                                const int* csrRowPtr,
                                int* csrColInd,
                                csru2csrInfo_t info,
                                size_t* pBufferSizeInBytes)

cusparseStatus_t
cusparseZcsru2csr_bufferSizeExt(cusparseHandle_t handle,
                                int m,
                                int n,
                                int nnz,
                                cuDoubleComplex* csrVal,
                                const int* csrRowPtr,
                                int* csrColInd,
                                csru2csrInfo_t info,
                                size_t* pBufferSizeInBytes)

cusparseStatus_t
cusparseScsru2csr(cusparseHandle_t handle,
                  int m,

```

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```

        int n,
        int nnz,
        const cusparseMatDescr_t descrA,
        float* csrVal,
        const int* csrRowPtr,
        int* csrColInd,
        csru2csrInfo_t info,
        void* pBuffer)

cusparseStatus_t
cusparseDcsru2csr(cusparseHandle_t handle,
        int m,
        int n,
        int nnz,
        const cusparseMatDescr_t descrA,
        double* csrVal,
        const int* csrRowPtr,
        int* csrColInd,
        csru2csrInfo_t info,
        void* pBuffer)

cusparseStatus_t
cusparseCcsru2csr(cusparseHandle_t handle,
        int m,
        int n,
        int nnz,
        const cusparseMatDescr_t descrA,
        cuComplex* csrVal,
        const int* csrRowPtr,
        int* csrColInd,
        csru2csrInfo_t info,
        void* pBuffer)

cusparseStatus_t
cusparseZcsru2csr(cusparseHandle_t handle,
        int m,
        int n,
        int nnz,
        const cusparseMatDescr_t descrA,
        cuDoubleComplex* csrVal,
        const int* csrRowPtr,
        int* csrColInd,
        csru2csrInfo_t info,
        void* pBuffer)

cusparseStatus_t
cusparseScsr2csru(cusparseHandle_t handle,
        int m,
        int n,
        int nnz,
        const cusparseMatDescr_t descrA,
        float* csrVal,
        const int* csrRowPtr,
        int* csrColInd,
        csru2csrInfo_t info,
        void* pBuffer)

```

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```

cusparsesStatus_t
cusparsesDcsr2csru(cusparsesHandle_t      handle,
                  int                      m,
                  int                      n,
                  int                      nnz,
                  const cusparsesMatDescr_t descrA,
                  double*                  csrVal,
                  const int*               csrRowPtr,
                  const int*               csrColInd,
                  csru2csrInfo_t           info,
                  void*                     pBuffer)

cusparsesStatus_t
cusparsesCcsr2csru(cusparsesHandle_t      handle,
                  int                      m,
                  int                      n,
                  int                      nnz,
                  const cusparsesMatDescr_t descrA,
                  cuComplex*               csrVal,
                  const int*               csrRowPtr,
                  const int*               csrColInd,
                  csru2csrInfo_t           info,
                  void*                     pBuffer)

cusparsesStatus_t
cusparsesZcsr2csru(cusparsesHandle_t      handle,
                  int                      m,
                  int                      n,
                  int                      nnz,
                  const cusparsesMatDescr_t descrA,
                  cuDoubleComplex*         csrVal,
                  const int*               csrRowPtr,
                  const int*               csrColInd,
                  csru2csrInfo_t           info,
                  void*                     pBuffer)

```

This function transfers unsorted CSR format to CSR format, and vice versa. The operation is in-place.

This function is a wrapper of `csrsort` and `gthr`. The usecase is the following scenario.

If the user has a matrix  $A$  of CSR format which is unsorted, and implements his own code (which can be CPU or GPU kernel) based on this special order (for example, diagonal first, then lower triangle, then upper triangle), and wants to convert it to CSR format when calling CUSPARSE library, and then convert it back when doing something else on his/her kernel. For example, suppose the user wants to solve a linear system  $Ax=b$  by the following iterative scheme

$$x^{(k+1)} = x^{(k)} + L^{(-1)} * (b - Ax^{(k)})$$

The code heavily uses SpMV and triangular solve. Assume that the user has an in-house design of SpMV (Sparse Matrix-Vector multiplication) based on special order of  $A$ . However the user wants to use the cuSPARSE library for triangular solver. Then the following code can work:

do	step 1: compute residual vector	$r = b - Ax^k$ by in-house SpMV
	step 2: $B := \text{sort}(A)$ , and L is lower triangular part of B (only sort A once and keep the permutation vector)	
	step 3: solve	$z = L(-1) * (b - Ax^k)$ by <code>cusparseXcsrsv</code>
	step 4: add correction	$x^{k+1} = x^k + z$
	step 5: $A := \text{unsort}(B)$ (use permutation vector to get back the unsorted CSR)	
until convergence		

The requirements of step 2 and step 5 are

1. In-place operation.
2. The permutation vector P is hidden in an opaque structure.
3. No `cudaMalloc` inside the conversion routine. Instead, the user has to provide the buffer explicitly.
4. The conversion between unsorted CSR and sorted CSR may needs several times, but the function only generates the permutation vector P once.
5. The function is based on `csrsort`, `gather` and `scatter` operations.

The operation is called `csru2csr`, which means unsorted CSR to sorted CSR. Also we provide the inverse operation, called `csr2csru`.

In order to keep the permutation vector invisible, we need an opaque structure called `csru2csrInfo`. Then two functions (`cusparseCreateCsru2csrInfo`, `cusparseDestroyCsru2csrInfo`) are used to initialize and to destroy the opaque structure.

`cusparse[S|D|C|Z]csru2csr_bufferSizeExt` returns the size of the buffer. The permutation vector P is also allcated inside `csru2csrInfo`. The lifetime of the permutation vector is the same as the lifetime of `csru2csrInfo`.

`cusparse[S|D|C|Z]csru2csr` performs forward transformation from unsorted CSR to sorted CSR. First call uses `csrsort` to generate the permutation vector P, and subsequent call uses P to do transformation.

`cusparse[S|D|C|Z]csr2csru` performs backward transformation from sorted CSR to unsorted CSR. P is used to get unsorted form back.

The routine `cusparse<t>csru2csr()` has the following properties:

- ▶ The routine requires no extra storage if `pBuffer != NULL`
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available

The routine `cusparse<t>csr2csru()` has the following properties if `pBuffer != NULL`:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ The routine supports CUDA graph capture

The following tables describe parameters of `csr2csru_bufferSizeExt` and `csr2csru`.

### Input

parameter	device or host	description
handle	host	handle to the cuSPARSE library context.
m	host	number of rows of matrix A.
n	host	number of columns of matrix A.
nnz	host	number of nonzero elements of matrix A.
descrA	host	the descriptor of matrix A. The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> . Also, the supported index bases are <code>CUSPARSE_INDEX_BASE_ZERO</code> and <code>CUSPARSE_INDEX_BASE_ONE</code> .
csrVal	device	<type> array of nnz unsorted nonzero elements of matrix A.
csrRowsPtr	device	integer array of m+1 elements that contains the start of every row and the end of the last row plus one.
csrColInd	device	integer array of nnz unsorted column indices of A.
info	host	opaque structure initialized using <code>cusparseCreateCsru2csrInfo()</code> .
pBuffer	device	buffer allocated by the user; the size is returned by <code>csru2csr_bufferSizeExt()</code> .

### Output

parameter	device or host	description
csrVal	device	<type> array of nnz sorted nonzero elements of matrix A.
csrColInd	device	integer array of nnz sorted column indices of A.
pBufferSizeIn-Bytes	host	number of bytes of the buffer.

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.9.15. `cusparseXpruneDense2csr()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseHpruneDense2csr_bufferSizeExt(cusparseHandle_t      handle,
                                       int                  m,
                                       int                  n,
                                       const __half*        A,
                                       int                  lda,
```

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```

                                const __half*      threshold,
                                const cusparseMatDescr_t descrC,
                                const __half*      csrValC,
                                const int*         csrRowPtrC,
                                const int*         csrColIndC,
                                size_t*           pBufferSizeInBytes)

cusparseStatus_t
cusparseSpruneDense2csr_bufferSizeExt(cusparseHandle_t      handle,
                                      int                    m,
                                      int                    n,
                                      const float*          A,
                                      int                    lda,
                                      const float*          threshold,
                                      const cusparseMatDescr_t descrC,
                                      const float*          csrValC,
                                      const int*           csrRowPtrC,
                                      const int*           csrColIndC,
                                      size_t*               pBufferSizeInBytes)

cusparseStatus_t
cusparseDpruneDense2csr_bufferSizeExt(cusparseHandle_t      handle,
                                      int                    m,
                                      int                    n,
                                      const double*         A,
                                      int                    lda,
                                      const double*         threshold,
                                      const cusparseMatDescr_t descrC,
                                      const double*         csrValC,
                                      const int*            csrRowPtrC,
                                      const int*            csrColIndC,
                                      size_t*               pBufferSizeInBytes)

```

```

cusparseStatus_t
cusparseHpruneDense2csrNnz(cusparseHandle_t      handle,
                           int                    m,
                           int                    n,
                           const __half*         A,
                           int                    lda,
                           const __half*         threshold,
                           const cusparseMatDescr_t descrC,
                           int*                  csrRowPtrC,
                           int*                  nnzTotalDevHostPtr,
                           void*                pBuffer)

cusparseStatus_t
cusparseSpruneDense2csrNnz(cusparseHandle_t      handle,
                           int                    m,
                           int                    n,
                           const float*          A,
                           int                    lda,
                           const float*          threshold,
                           const cusparseMatDescr_t descrC,
                           int*                  csrRowPtrC,
                           int*                  nnzTotalDevHostPtr,
                           void*                pBuffer)

```

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```

cusparseStatus_t
cusparseDpruneDense2csrNnz(cusparseHandle_t      handle,
                           int                   m,
                           int                   n,
                           const double*        A,
                           int                   lda,
                           const double*        threshold,
                           const cusparseMatDescr_t descrC,
                           int*                 csrRowPtrC,
                           int*                 nnzTotalDevHostPtr,
                           void*                pBuffer)

```

```

cusparseStatus_t
cusparseHpruneDense2csr(cusparseHandle_t      handle,
                           int                   m,
                           int                   n,
                           const __half*        A,
                           int                   lda,
                           const __half*        threshold,
                           const cusparseMatDescr_t descrC,
                           __half*             csrValC,
                           const int*          csrRowPtrC,
                           int*                 csrColIndC,
                           void*                pBuffer)

```

```

cusparseStatus_t
cusparseSpruneDense2csr(cusparseHandle_t      handle,
                           int                   m,
                           int                   n,
                           const float*         A,
                           int                   lda,
                           const float*         threshold,
                           const cusparseMatDescr_t descrC,
                           float*              csrValC,
                           const int*          csrRowPtrC,
                           int*                 csrColIndC,
                           void*                pBuffer)

```

```

cusparseStatus_t
cusparseDpruneDense2csr(cusparseHandle_t      handle,
                           int                   m,
                           int                   n,
                           const double*        A,
                           int                   lda,
                           const double*        threshold,
                           const cusparseMatDescr_t descrC,
                           double*             csrValC,
                           const int*          csrRowPtrC,
                           int*                 csrColIndC,
                           void*                pBuffer)

```

This function prunes a dense matrix to a sparse matrix with CSR format.

Given a dense matrix A and a non-negative value threshold, the function returns a sparse matrix C,

defined by

$$C(i, j) = A(i, j) \quad \text{if } |A(i, j)| > \text{threshold}$$

The implementation adopts a two-step approach to do the conversion. First, the user allocates `csrRowPtrC` of `m+1` elements and uses function `pruneDense2csrNnz()` to determine the number of nonzeros columns per row. Second, the user gathers `nnzC` (number of nonzeros of matrix C) from either (`nnzC=*nnzTotalDevHostPtr`) or (`nnzC=csrRowPtrC[m]-csrRowPtrC[0]`) and allocates `csrValC` of `nnzC` elements and `csrColIndC` of `nnzC` integers. Finally function `pruneDense2csr()` is called to complete the conversion.

The user must obtain the size of the buffer required by `pruneDense2csr()` by calling `pruneDense2csr_bufferSizeExt()`, allocate the buffer, and pass the buffer pointer to `pruneDense2csr()`.

The routine `cusparse<t>pruneDense2csrNnz()` has the following properties:

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

The routine `cusparse<t>DpruneDense2csr()` has the following properties:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

parameter	device or host	description
handle	host	handle to the cuSPARSE library context.
m	host	number of rows of matrix A.
n	host	number of columns of matrix A.
A	device	array of dimension (lda, n).
lda	device	leading dimension of A. It must be at least max(1, m).
threshold	host or device	a value to drop the entries of A. <code>threshold</code> can point to a device memory or host memory.
descrC	host	the descriptor of matrix C. The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> . Also, the supported index bases are <code>CUSPARSE_INDEX_BASE_ZERO</code> and <code>CUSPARSE_INDEX_BASE_ONE</code> .
pBuffer	device	buffer allocated by the user; the size is returned by <code>pruneDense2csr_bufferSizeExt()</code> .

### Output

parameter	device or host	description
nnzTotalDevHostPtr	device or host	total number of nonzero of matrix C. nnzTotalDevHostPtr can point to a device memory or host memory.
csrValC	device	<type> array of nnzC nonzero elements of matrix C.
csrRowsPtrC	device	integer array of m+1 elements that contains the start of every row and the end of the last row plus one.
csrColIndC	device	integer array of nnzC column indices of C.
pBufferSizeInBytes	host	number of bytes of the buffer.

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.9.16. cusparseXpruneCsr2csr() [DEPRECATED]

> The routine will be removed in the next major release

```

cusparseStatus_t
cusparseHpruneCsr2csr_bufferSizeExt(cusparseHandle_t      handle,
                                     int                    m,
                                     int                    n,
                                     int                    nnzA,
                                     const cusparseMatDescr_t descrA,
                                     const __half*         csrValA,
                                     const int*            csrRowPtrA,
                                     const int*            csrColIndA,
                                     const __half*         threshold,
                                     const cusparseMatDescr_t descrC,
                                     const __half*         csrValC,
                                     const int*            csrRowPtrC,
                                     const int*            csrColIndC,
                                     size_t*               pBufferSizeInBytes)

cusparseStatus_t
cusparseSpruneCsr2csr_bufferSizeExt(cusparseHandle_t      handle,
                                     int                    m,
                                     int                    n,
                                     int                    nnzA,
                                     const cusparseMatDescr_t descrA,
                                     const float*          csrValA,
                                     const int*            csrRowPtrA,
                                     const int*            csrColIndA,
                                     const float*          threshold,
                                     const cusparseMatDescr_t descrC,
                                     const float*          csrValC,
                                     const int*            csrRowPtrC,
                                     const int*            csrColIndC,
                                     size_t*               pBufferSizeInBytes)

cusparseStatus_t

```

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```

cusparseDpruneCsr2csr_bufferSizeExt(cusparseHandle_t      handle,
                                     int                  m,
                                     int                  n,
                                     int                  nnzA,
                                     const cusparseMatDescr_t descrA,
                                     const double*       csrValA,
                                     const int*          csrRowPtrA,
                                     const int*          csrColIndA,
                                     const double*       threshold,
                                     const cusparseMatDescr_t descrC,
                                     const double*       csrValC,
                                     const int*          csrRowPtrC,
                                     const int*          csrColIndC,
                                     size_t*             pBufferSizeInBytes)

```

```

cusparseStatus_t
cusparseHpruneCsr2csrNnz(cusparseHandle_t      handle,
                         int                  m,
                         int                  n,
                         int                  nnzA,
                         const cusparseMatDescr_t descrA,
                         const __half*       csrValA,
                         const int*          csrRowPtrA,
                         const int*          csrColIndA,
                         const __half*       threshold,
                         const cusparseMatDescr_t descrC,
                         int*                csrRowPtrC,
                         int*                nnzTotalDevHostPtr,
                         void*              pBuffer)

```

```

cusparseStatus_t
cusparseSpruneCsr2csrNnz(cusparseHandle_t      handle,
                         int                  m,
                         int                  n,
                         int                  nnzA,
                         const cusparseMatDescr_t descrA,
                         const float*        csrValA,
                         const int*          csrRowPtrA,
                         const int*          csrColIndA,
                         const float*        threshold,
                         const cusparseMatDescr_t descrC,
                         int*                csrRowPtrC,
                         int*                nnzTotalDevHostPtr,
                         void*              pBuffer)

```

```

cusparseStatus_t
cusparseDpruneCsr2csrNnz(cusparseHandle_t      handle,
                         int                  m,
                         int                  n,
                         int                  nnzA,
                         const cusparseMatDescr_t descrA,
                         const double*       csrValA,
                         const int*          csrRowPtrA,
                         const int*          csrColIndA,
                         const double*       threshold,
                         const cusparseMatDescr_t descrC,

```

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	<b>int*</b>	csrRowPtrC,
	<b>int*</b>	nnzTotalDevHostPtr,
	<b>void*</b>	pBuffer)
cusparseStatus_t		
cusparseHpruneCsr2csr(cusparseHandle_t handle,		
	<b>int</b>	m,
	<b>int</b>	n,
	<b>int</b>	nnzA,
	<b>const cusparseMatDescr_t</b>	descrA,
	<b>const __half*</b>	csrValA,
	<b>const int*</b>	csrRowPtrA,
	<b>const int*</b>	csrColIndA,
	<b>const __half*</b>	threshold,
	<b>const cusparseMatDescr_t</b>	descrC,
	<b>__half*</b>	csrValC,
	<b>const int*</b>	csrRowPtrC,
	<b>int*</b>	csrColIndC,
	<b>void*</b>	pBuffer)
cusparseStatus_t		
cusparseSpruneCsr2csr(cusparseHandle_t handle,		
	<b>int</b>	m,
	<b>int</b>	n,
	<b>int</b>	nnzA,
	<b>const cusparseMatDescr_t</b>	descrA,
	<b>const float*</b>	csrValA,
	<b>const int*</b>	csrRowPtrA,
	<b>const int*</b>	csrColIndA,
	<b>const float*</b>	threshold,
	<b>const cusparseMatDescr_t</b>	descrC,
	<b>float*</b>	csrValC,
	<b>const int*</b>	csrRowPtrC,
	<b>int*</b>	csrColIndC,
	<b>void*</b>	pBuffer)
cusparseStatus_t		
cusparseDpruneCsr2csr(cusparseHandle_t handle,		
	<b>int</b>	m,
	<b>int</b>	n,
	<b>int</b>	nnzA,
	<b>const cusparseMatDescr_t</b>	descrA,
	<b>const double*</b>	csrValA,
	<b>const int*</b>	csrRowPtrA,
	<b>const int*</b>	csrColIndA,
	<b>const double*</b>	threshold,
	<b>const cusparseMatDescr_t</b>	descrC,
	<b>double*</b>	csrValC,
	<b>const int*</b>	csrRowPtrC,
	<b>int*</b>	csrColIndC,
	<b>void*</b>	pBuffer)

This function prunes a sparse matrix to a sparse matrix with CSR format.

Given a sparse matrix A and a non-negative value threshold, the function returns a sparse matrix C,

defined by

$$C(i, j) = A(i, j) \quad \text{if } |A(i, j)| > \text{threshold}$$

The implementation adopts a two-step approach to do the conversion. First, the user allocates `csrRowPtrC` of `m+1` elements and uses function `pruneCsr2csrNnz()` to determine the number of nonzeros columns per row. Second, the user gathers `nnzC` (number of nonzeros of matrix C) from either (`nnzC=*nnzTotalDevHostPtr`) or (`nnzC=csrRowPtrC[m]-csrRowPtrC[0]`) and allocates `csrValC` of `nnzC` elements and `csrColIndC` of `nnzC` integers. Finally function `pruneCsr2csr()` is called to complete the conversion.

The user must obtain the size of the buffer required by `pruneCsr2csr()` by calling `pruneCsr2csr_bufferSizeExt()`, allocate the buffer, and pass the buffer pointer to `pruneCsr2csr()`.

The routine `cusparse<t>pruneCsr2csrNnz()` has the following properties:

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

The routine `cusparse<t>pruneCsr2csr()` has the following properties:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

parameter	device or host	description
handle	host	handle to the cuSPARSE library context.
m	host	number of rows of matrix A.
n	host	number of columns of matrix A.
nnzA	host	number of nonzeros of matrix A.
descrA	host	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL, Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
csrValA	device	<type> array of nnzA nonzero elements of matrix A.
csrRowsPtrA	device	integer array of m+1 elements that contains the start of every row and the end of the last row plus one.
csrColIndA	device	integer array of nnzA column indices of A.
threshold	host or device	a value to drop the entries of A. threshold can point to a device memory or host memory.
descrC	host	the descriptor of matrix C. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL, Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
pBuffer	device	buffer allocated by the user; the size is returned by <code>pruneCsr2csr_bufferSizeExt()</code> .

## Output

parameter	device or host	description
nnzTotalDevHostPtr	device or host	total number of nonzero of matrix C. <code>nnzTotalDevHostPtr</code> can point to a device memory or host memory.
csrValC	device	<type> array of nnzC nonzero elements of matrix C.
csrRowsPtrC	device	integer array of m+1 elements that contains the start of every row and the end of the last row plus one.
csrColIndC	device	integer array of nnzC column indices of C.
pBufferSizeInBytes	host	number of bytes of the buffer.

See [\*cusparseStatus\\_t\*](#) for the description of the return status.

## 7.9.17. `cusparseXpruneDense2csrPercentage()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseHpruneDense2csrByPercentage_bufferSizeExt(cusparseHandle_t      handle,
                                                    int                      m,
                                                    int                      n,
                                                    const __half*             A,
                                                    int                      lda,
                                                    float                     percentage,
                                                    const cusparseMatDescr_t descrC,
                                                    const __half*             csrValC,
                                                    const int*                csrRowPtrC,
                                                    const int*                csrColIndC,
                                                    pruneInfo_t              info,
                                                    size_t*                   <math>p</math>BufferSizeInBytes)
```

```
cusparseStatus_t
cusparseSpruneDense2csrByPercentage_bufferSizeExt(cusparseHandle_t      handle,
                                                    int                      m,
                                                    int                      n,
                                                    const float*             A,
                                                    int                      lda,
                                                    float                     percentage,
                                                    const cusparseMatDescr_t descrC,
                                                    const float*             csrValC,
                                                    const int*                csrRowPtrC,
                                                    const int*                csrColIndC,
                                                    pruneInfo_t              info,
                                                    size_t*                   <math>p</math>BufferSizeInBytes)
```

```
cusparseStatus_t
cusparseDpruneDense2csrByPercentage_bufferSizeExt(cusparseHandle_t      handle,
                                                    int                      m,
                                                    int                      n,
                                                    const double*            A,
                                                    int                      lda,
                                                    float                     percentage,
                                                    const cusparseMatDescr_t descrC,
                                                    const double*            csrValC,
                                                    const int*                csrRowPtrC,
                                                    const int*                csrColIndC,
                                                    pruneInfo_t              info,
                                                    size_t*                   <math>p</math>BufferSizeInBytes)
```

```
cusparseStatus_t
cusparseHpruneDense2csrNnzByPercentage(cusparseHandle_t      handle,
                                        int                      m,
                                        int                      n,
                                        const __half*             A,
                                        int                      lda,
```

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```

float percentage,
const cusparseMatDescr_t descrC,
int* csrRowPtrC,
int* nnzTotalDevHostPtr,
pruneInfo_t info,
void* pBuffer)

cusparseStatus_t
cusparseSpruneDense2csrNnzByPercentage(cusparseHandle_t handle,
int m,
int n,
const float* A,
int lda,
float percentage,
const cusparseMatDescr_t descrC,
int* csrRowPtrC,
int* nnzTotalDevHostPtr,
pruneInfo_t info,
void* pBuffer)

cusparseStatus_t
cusparseDpruneDense2csrNnzByPercentage(cusparseHandle_t handle,
int m,
int n,
const double* A,
int lda,
float percentage,
const cusparseMatDescr_t descrC,
int* csrRowPtrC,
int* nnzTotalDevHostPtr,
pruneInfo_t info,
void* pBuffer)

```

```

cusparseStatus_t
cusparseHpruneDense2csrByPercentage(cusparseHandle_t handle,
int m,
int n,
const __half* A,
int lda,
float percentage,
const cusparseMatDescr_t descrC,
__half* csrValC,
const int* csrRowPtrC,
int* csrColIndC,
pruneInfo_t info,
void* pBuffer)

cusparseStatus_t
cusparseSpruneDense2csrByPercentage(cusparseHandle_t handle,
int m,
int n,
const float* A,
int lda,
float percentage,
const cusparseMatDescr_t descrC,
float* csrValC,

```

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```

                                const int*
                                int*
                                pruneInfo_t
                                void*
                                csrRowPtrC,
                                csrColIndC,
                                info,
                                pBuffer)

cusparseStatus_t
cusparseDpruneDense2csrByPercentage(cusparseHandle_t
                                int
                                int
                                const double*
                                int
                                float
                                const cusparseMatDescr_t
                                double*
                                const int*
                                int*
                                pruneInfo_t
                                void*
                                handle,
                                m,
                                n,
                                A,
                                lda,
                                percentage,
                                descrC,
                                csrValC,
                                csrRowPtrC,
                                csrColIndC,
                                info,
                                pBuffer)

```

This function prunes a dense matrix to a sparse matrix by percentage.

Given a dense matrix A and a non-negative value percentage, the function computes sparse matrix C by the following three steps:

Step 1: sort absolute value of A in ascending order.

$$key := sort(|A|)$$

Step 2: choose threshold by the parameter percentage

$$\begin{aligned}
 pos &= \text{ceil}(m * n * (\text{percentage}/100)) - 1 \\
 pos &= \min(pos, m * n - 1) \\
 pos &= \max(pos, 0) \\
 threshold &= key[pos]
 \end{aligned}$$

Step 3: call `pruneDense2csr()` by with the parameter `threshold`.

The implementation adopts a two-step approach to do the conversion. First, the user allocates `csrRowPtrC` of `m+1` elements and uses function `pruneDense2csrNnzByPercentage()` to determine the number of nonzeros columns per row. Second, the user gathers `nnzC` (number of nonzeros of matrix C) from either (`nnzC=*nnzTotalDevHostPtr`) or (`nnzC=csrRowPtrC[m]-csrRowPtrC[0]`) and allocates `csrValC` of `nnzC` elements and `csrColIndC` of `nnzC` integers. Finally function `pruneDense2csrByPercentage()` is called to complete the conversion.

The user must obtain the size of the buffer required by `pruneDense2csrByPercentage()` by calling `pruneDense2csrByPercentage_bufferSizeExt()`, allocate the buffer, and pass the buffer pointer to `pruneDense2csrByPercentage()`.

Remark 1: the value of `percentage` must be not greater than 100. Otherwise, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

Remark 2: the zeros of A are not ignored. All entries are sorted, including zeros. This is different from `pruneCsr2csrByPercentage()`

The routine `cusparse<t>pruneDense2csrNnzByPercentage()` has the following properties:

- This function requires temporary extra storage that is allocated internally.

- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

The routine `cusparse<t>pruneDense2csrByPercentage()` has the following properties:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

### Input

parameter	device or host	description
handle	host	handle to the cuSPARSE library context.
m	host	number of rows of matrix A.
n	host	number of columns of matrix A.
A	device	array of dimension (lda, n).
lda	device	leading dimension of A. It must be at least $\max(1, m)$ .
percentage	host	percentage $\leq 100$ and percentage $\geq 0$
descrC	host	the descriptor of matrix C. The supported matrix type is <code>CUSPARSE_MATRIX_TYPE_GENERAL</code> . Also, the supported index bases are <code>CUSPARSE_INDEX_BASE_ZERO</code> and <code>CUSPARSE_INDEX_BASE_ONE</code> .
pBuffer	device	buffer allocated by the user; the size is returned by <code>pruneDense2csrByPercentage_bufferSizeExt()</code> .

### Output

parameter	device or host	description
nnzTotalDevHostPtr	device or host	total number of nonzero of matrix C. <code>nnzTotalDevHostPtr</code> can point to a device memory or host memory.
csrValC	device	<type> array of <code>nnzC</code> nonzero elements of matrix C.
csrRowsPtrC	device	integer array of <code>m+1</code> elements that contains the start of every row and the end of the last row plus one.
csrColIndC	device	integer array of <code>nnzC</code> column indices of C.
pBufferSizeInBytes	host	number of bytes of the buffer.

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.9.18. `cusparseXpruneCsr2csrByPercentage()` [DEPRECATED]

> *The routine will be removed in the next major release*

```
cusparseStatus_t
cusparseHpruneCsr2csrByPercentage_bufferSizeExt(cusparseHandle_t      handle,
                                                int                    m,
                                                int                    n,
                                                int                    nnzA,
                                                const cusparseMatDescr_t descrA,
                                                const __half*         csrValA,
                                                const int*           csrRowPtrA,
                                                const int*           csrColIndA,
                                                float                 percentage,
                                                const cusparseMatDescr_t descrC,
                                                const __half*         csrValC,
                                                const int*           csrRowPtrC,
                                                const int*           csrColIndC,
                                                pruneInfo_t          info,
                                                size_t*                info,
                                                ↪pBufferSizeInBytes)
```

```
cusparseStatus_t
cusparseSpruneCsr2csrByPercentage_bufferSizeExt(cusparseHandle_t      handle,
                                                int                    m,
                                                int                    n,
                                                int                    nnzA,
                                                const cusparseMatDescr_t descrA,
                                                const float*          csrValA,
                                                const int*           csrRowPtrA,
                                                const int*           csrColIndA,
                                                float                 percentage,
                                                const cusparseMatDescr_t descrC,
                                                const float*          csrValC,
                                                const int*           csrRowPtrC,
                                                const int*           csrColIndC,
                                                pruneInfo_t          info,
                                                size_t*                info,
                                                ↪pBufferSizeInBytes)
```

```
cusparseStatus_t
cusparseDpruneCsr2csrByPercentage_bufferSizeExt(cusparseHandle_t      handle,
                                                int                    m,
                                                int                    n,
                                                int                    nnzA,
                                                const cusparseMatDescr_t descrA,
                                                const double*         csrValA,
                                                const int*           csrRowPtrA,
                                                const int*           csrColIndA,
                                                float                 percentage,
                                                const cusparseMatDescr_t descrC,
                                                const double*         csrValC,
                                                const int*           csrRowPtrC,
                                                const int*           csrColIndC,
                                                pruneInfo_t          info,
                                                info,
```

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```

↪ pBufferSizeInBytes)                                     size_t*

cusparseStatus_t
cusparseHpruneCsr2csrNnzByPercentage(cusparseHandle_t    handle,
                                     int                  m,
                                     int                  n,
                                     int                  nnzA,
                                     const cusparseMatDescr_t descrA,
                                     const __half*        csrValA,
                                     const int*           csrRowPtrA,
                                     const int*           csrColIndA,
                                     float               percentage,
                                     const cusparseMatDescr_t descrC,
                                     int*                 csrRowPtrC,
                                     int*                 nnzTotalDevHostPtr,
                                     pruneInfo_t         info,
                                     void*               pBuffer)

cusparseStatus_t
cusparseSpruneCsr2csrNnzByPercentage(cusparseHandle_t    handle,
                                     int                  m,
                                     int                  n,
                                     int                  nnzA,
                                     const cusparseMatDescr_t descrA,
                                     const float*         csrValA,
                                     const int*           csrRowPtrA,
                                     const int*           csrColIndA,
                                     float               percentage,
                                     const cusparseMatDescr_t descrC,
                                     int*                 csrRowPtrC,
                                     int*                 nnzTotalDevHostPtr,
                                     pruneInfo_t         info,
                                     void*               pBuffer)

cusparseStatus_t
cusparseDpruneCsr2csrNnzByPercentage(cusparseHandle_t    handle,
                                     int                  m,
                                     int                  n,
                                     int                  nnzA,
                                     const cusparseMatDescr_t descrA,
                                     const double*        csrValA,
                                     const int*           csrRowPtrA,
                                     const int*           csrColIndA,
                                     float               percentage,
                                     const cusparseMatDescr_t descrC,
                                     int*                 csrRowPtrC,
                                     int*                 nnzTotalDevHostPtr,
                                     pruneInfo_t         info,
                                     void*               pBuffer)

cusparseStatus_t
cusparseHpruneCsr2csrByPercentage(cusparseHandle_t      handle,
                                   int                    m,
                                   int                    n,
                                   int                    nnzA,

```

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```

    const cusparseMatDescr_t descrA,
    const __half*          csrValA,
    const int*            csrRowPtrA,
    const int*            csrColIndA,
    float                 percentage,
    const cusparseMatDescr_t descrC,
    __half*              csrValC,
    const int*            csrRowPtrC,
    int*                  csrColIndC,
    pruneInfo_t          info,
    void*                 pBuffer)

cusparseStatus_t
cusparseSpruneCsr2csrByPercentage(cusparseHandle_t      handle,
    int m,
    int n,
    int nnzA,
    const cusparseMatDescr_t descrA,
    const float*            csrValA,
    const int*            csrRowPtrA,
    const int*            csrColIndA,
    float                 percentage,
    const cusparseMatDescr_t descrC,
    float*                csrValC,
    const int*            csrRowPtrC,
    int*                  csrColIndC,
    pruneInfo_t          info,
    void*                 pBuffer)

cusparseStatus_t
cusparseDpruneCsr2csrByPercentage(cusparseHandle_t      handle,
    int m,
    int n,
    int nnzA,
    const cusparseMatDescr_t descrA,
    const double*           csrValA,
    const int*            csrRowPtrA,
    const int*            csrColIndA,
    float                 percentage,
    const cusparseMatDescr_t descrC,
    double*              csrValC,
    const int*            csrRowPtrC,
    int*                  csrColIndC,
    pruneInfo_t          info,
    void*                 pBuffer)

```

This function prunes a sparse matrix to a sparse matrix by percentage.

Given a sparse matrix A and a non-negative value percentage, the function computes sparse matrix C by the following three steps:

Step 1: Sort absolute value of A in ascending order:

$$key := \text{sort}(\|csrValA\|)$$

Step 2: Choose threshold by the parameter `percentage`:

$$\begin{aligned} pos &= \text{ceil}(\text{nnzA} * (\text{percentage}/100)) - 1 \\ pos &= \text{min}(pos, \text{nnzA} - 1) \\ pos &= \text{max}(pos, 0) \\ \text{threshold} &= \text{key}[pos] \end{aligned}$$

Step 3: Call `pruneCsr2csr()` by with the parameter `threshold`.

The implementation adopts a two-step approach to do the conversion. First, the user allocates `csrRowPtrC` of `m+1` elements and uses function `pruneCsr2csrNnzByPercentage()` to determine the number of nonzeros columns per row. Second, the user gathers `nnzC` (number of nonzeros of matrix C) from either (`nnzC=*nnzTotalDevHostPtr`) or (`nnzC=csrRowPtrC[m]-csrRowPtrC[0]`) and allocates `csrValC` of `nnzC` elements and `csrColIndC` of `nnzC` integers. Finally function `pruneCsr2csrByPercentage()` is called to complete the conversion.

The user must obtain the size of the buffer required by `pruneCsr2csrByPercentage()` by calling `pruneCsr2csrByPercentage_bufferSizeExt()`, allocate the buffer, and pass the buffer pointer to `pruneCsr2csrByPercentage()`.

Remark 1: the value of `percentage` must be not greater than 100. Otherwise, `CUSPARSE_STATUS_INVALID_VALUE` is returned.

The routine `cusparse<t>pruneCsr2csrNnzByPercentage()` has the following properties:

- ▶ This function requires temporary extra storage that is allocated internally.
- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

The routine `cusparse<t>pruneCsr2csrByPercentage()` has the following properties:

- ▶ The routine requires no extra storage.
- ▶ The routine supports asynchronous execution.
- ▶ The routine supports CUDA graph capture.

## Input

parameter	device or host	description
handle	host	handle to the cuSPARSE library context.
m	host	number of rows of matrix A.
n	host	number of columns of matrix A.
nnzA	host	number of nonzeros of matrix A.
descrA	host	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL, Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
csrValA	device	<type> array of nnzA nonzero elements of matrix A.
csrRowsPtrA	device	integer array of m+1 elements that contains the start of every row and the end of the last row plus one.
csrColIndA	device	integer array of nnzA column indices of A.
percentage	host	percentage <= 100 and percentage >= 0
descrC	host	the descriptor of matrix C. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL, Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
pBuffer	device	buffer allocated by the user; the size is returned by <code>pruneCsr2csrByPercentage_bufferSizeExt()</code> .

### Output

parameter	device or host	description
nnzTotalDevHostPtr	device or host	total number of nonzero of matrix C. <code>nnzTotalDevHostPtr</code> can point to a device memory or host memory
csrValC	device	<type> array of nnzC nonzero elements of matrix C.
csrRowsPtrC	device	integer array of m+1 elements that contains the start of every row and the end of the last row plus one
csrColIndC	device	integer array of nnzC column indices of C
pBufferSizeInBytes	host	number of bytes of the buffer

See [cusparseStatus\\_t](#) for the description of the return status.

## 7.9.19. `cusparse<t>nnz_compress()` [DEPRECATED]

> The routine will be removed in the next major release

```

cusparseStatus_t
cusparseSnnz_compress(cusparseHandle_t      handle,
                    int                    m,
                    const cusparseMatDescr_t descr,
                    const float*          csrValA,
                    const int*            csrRowPtrA,
                    int*                  nnzPerRow,
                    int*                  nnzC,
                    float                  tol)

cusparseStatus_t
cusparseDnnz_compress(cusparseHandle_t      handle,
                    int                    m,
                    const cusparseMatDescr_t descr,
                    const double*          csrValA,
                    const int*            csrRowPtrA,
                    int*                  nnzPerRow,
                    int*                  nnzC,
                    double                  tol)

cusparseStatus_t
cusparseCnnz_compress(cusparseHandle_t      handle,
                    int                    m,
                    const cusparseMatDescr_t descr,
                    const cuComplex*       csrValA,
                    const int*            csrRowPtrA,
                    int*                  nnzPerRow,
                    int*                  nnzC,
                    cuComplex              tol)

cusparseStatus_t
cusparseZnnz_compress(cusparseHandle_t      handle,
                    int                    m,
                    const cusparseMatDescr_t descr,
                    const cuDoubleComplex* csrValA,
                    const int*            csrRowPtrA,
                    int*                  nnzPerRow,
                    int*                  nnzC,
                    cuDoubleComplex        tol)

```

This function is the step one to convert from csr format to compressed csr format.

Given a sparse matrix A and a non-negative value threshold, the function returns `nnzPerRow` (the number of nonzeros columns per row) and `nnzC` (the total number of nonzeros) of a sparse matrix C, defined by

$$C(i, j) = A(i, j) \quad \text{if } |A(i, j)| > \text{threshold}$$

A key assumption for the `cuComplex` and `cuDoubleComplex` case is that this tolerance is given as the real part. For example `tol = 1e-8 + 0*i` and we extract `cureal`, that is the x component of this struct.

- This function requires temporary extra storage that is allocated internally.

- ▶ The routine supports asynchronous execution if the Stream Ordered Memory Allocator is available.
- ▶ The routine supports CUDA graph capture if the Stream Ordered Memory Allocator is available.

**Input**

handle	handle to the cuSPARSE library context.
m	number of rows of matrix A.
descrA	the descriptor of matrix A. The supported matrix type is CUSPARSE_MATRIX_TYPE_GENERAL. Also, the supported index bases are CUSPARSE_INDEX_BASE_ZERO and CUSPARSE_INDEX_BASE_ONE.
csrValA	csr noncompressed values array
csrRowPtrA	the corresponding input noncompressed row pointer.
tol	non-negative tolerance to determine if a number less than or equal to it.

**Output**

nnzPerRow	this array contains the number of elements whose absolute values are greater than tol per row.
nnzC	host/device pointer of the total number of elements whose absolute values are greater than tol.

See [cusparseStatus\\_t](#) for the description of the return status.

---

## Chapter 8. cuSPARSE Generic APIs

The cuSPARSE Generic APIs allow computing the most common sparse linear algebra operations, such as sparse matrix-vector (SpMV) and sparse matrix-matrix multiplication (SpMM), in a flexible way. The new APIs have the following capabilities and features:

- ▶ Set matrix data layouts, number of batches, and storage formats (for example, CSR, COO, and so on).
- ▶ Set input/output/compute data types. This also allows mixed data-type computation.
- ▶ Set types of sparse vector/matrix indices (for example, 32-bit, 64-bit).
- ▶ Choose the algorithm for the computation.
- ▶ Guarantee external device memory for internal operations.
- ▶ Provide extensive consistency checks across input matrices and vectors. This includes the validation of sizes, data types, layout, allowed operations, etc.
- ▶ Provide constant descriptors for vector and matrix inputs to support const-safe interface and guarantee that the APIs do not modify their inputs.

### 8.1. Generic Types Reference

The cuSPARSE generic type references are described in this section.

#### 8.1.1. `cusparseFormat_t`

This type indicates the format of the sparse matrix. See *cuSPARSE Storage Formats* for their description.

Value	Meaning
CUSPARSE_FORMAT_COO	The matrix is stored in Coordinate (COO) format organized in <i>Structure of Arrays (SoA)</i> layout
CUSPARSE_FORMAT_CSR	The matrix is stored in Compressed Sparse Row (CSR) format
CUSPARSE_FORMAT_CSC	The matrix is stored in Compressed Sparse Column (CSC) format
CUSPARSE_FORMAT_BLOCKED_ELL	The matrix is stored in Blocked-Ellpack (Blocked-ELL) format
CUSPARSE_FORMAT_SLICED_ELL	The matrix is stored in Sliced-Ellpack (Sliced-ELL) format
CUSPARSE_FORMAT_BSR	The matrix is stored in Block Sparse Row (BSR) format

---

### 8.1.2. `cusparseOrder_t`

This type indicates the memory layout of a dense matrix.

Value	Meaning
CUSPARSE_ORDER_ROW	The matrix is stored in row-major
CUSPARSE_ORDER_COL	The matrix is stored in column-major

---

### 8.1.3. `cusparseIndexType_t`

This type indicates the index type for representing the sparse matrix indices.

Value	Meaning
CUSPARSE_INDEX_32I	32-bit signed integer [0, 2 <sup>31</sup> - 1]
CUSPARSE_INDEX_64I	64-bit signed integer [0, 2 <sup>63</sup> - 1]

---

## 8.2. Dense Vector APIs

The cuSPARSE helper functions for dense vector descriptor are described in this section. See the *Dense Vector Format* section for the detailed description of the storage format.

### 8.2.1. `cusparseCreateDnVec()`

```
cusparseStatus_t
cusparseCreateDnVec(cusparseDnVecDescr_t* dnVecDescr,
                   int64_t              size,
                   void*                 values,
                   cudaDataType          valueType)

cusparseStatus_t
cusparseCreateConstDnVec(cusparseConstDnVecDescr_t* dnVecDescr,
                        int64_t              size,
                        const void*         values,
                        cudaDataType          valueType)
```

This function initializes the dense vector descriptor `dnVecDescr`.

Param.	Memory	In/out	Meaning
<code>dnVecDescr</code>	HOST	OUT	Dense vector descriptor
<code>size</code>	HOST	IN	Size of the dense vector
<code>values</code>	DEVICE	IN	Values of the dense vector. Array with <code>size</code> elements
<code>valueType</code>	HOST	IN	Enumerator specifying the datatype of values

`cusparseCreateDnVec()` has the following constraints:

- ▶ `values` must be aligned to the size of the datatype specified by `valueType`. Refer to *cuda-Datatype\_t* for the description of the datatypes.

Refer to *cusparseStatus\_t* for the description of the return status.

### 8.2.2. `cusparseDestroyDnVec()`

```
cusparseStatus_t
cusparseDestroyDnVec(cusparseConstDnVecDescr_t dnVecDescr) // non-const descriptor
↳ supported
```

This function releases the host memory allocated for the dense vector descriptor `dnVecDescr`.

Param.	Memory	In/out	Meaning
dnVecDescr	HOST	IN	Dense vector descriptor

Refer to [cusparseStatus\\_t](#) for the description of the return status.

### 8.2.3. cusparseDnVecGet()

```

cusparseStatus_t
cusparseDnVecGet(cusparseDnVecDescr_t dnVecDescr,
                 int64_t* size,
                 void** values,
                 cudaDataType* valueType)

cusparseStatus_t
cusparseConstDnVecGet(cusparseConstDnVecDescr_t dnVecDescr,
                      int64_t* size,
                      const void** values,
                      cudaDataType* valueType)

```

This function returns the fields of the dense vector descriptor dnVecDescr.

Param.	Memory	In/out	Meaning
dnVecDescr	HOST	IN	Dense vector descriptor
size	HOST	OUT	Size of the dense vector
values	DEVICE	OUT	Values of the dense vector. Array with nnz elements
valueType	HOST	OUT	Enumerator specifying the datatype of values

Refer to [cusparseStatus\\_t](#) for the description of the return status.

### 8.2.4. cusparseDnVecGetValues()

```

cusparseStatus_t
cusparseDnVecGetValues(cusparseDnVecDescr_t dnVecDescr,
                       void** values)

cusparseStatus_t
cusparseConstDnVecGetValues(cusparseConstDnVecDescr_t dnVecDescr,
                             const void** values)

```

This function returns the values field of the dense vector descriptor dnVecDescr.

Param.	Memory	In/out	Meaning
dnVecDescr	HOST	IN	Dense vector descriptor
values	DEVICE	OUT	Values of the dense vector

Refer to [cusparseStatus\\_t](#) for the description of the return status.

## 8.2.5. cusparseDnVecSetValues()

```
cusparseStatus_t
cusparseDnVecSetValues(cusparseDnVecDescr_t dnVecDescr,
                      void* values)
```

This function set the values field of the dense vector descriptor dnVecDescr.

Param.	Memory	In/out	Meaning
dnVecDescr	HOST	IN	Dense vector descriptor
values	DEVICE	IN	Values of the dense vector. Array with size elements

`cusparseDnVecSetValues()` has the following constraints:

- ▶ `values` must be aligned to the size of the datatype specified in `dnVecDescr`. Refer to [cuda-DataType\\_t](#) for the description of the datatypes.

Refer to [cusparseStatus\\_t](#) for the description of the return status.

## 8.3. Sparse Vector APIs

The cuSPARSE helper functions for sparse vector descriptor are described in this section.

See the [Sparse Vector Format](#) section for the detailed description of the storage format.

### 8.3.1. `cusparseCreateSpVec()`

```

cusparseStatus_t
cusparseCreateSpVec(cusparseSpVecDescr_t* spVecDescr,
                   int64_t             size,
                   int64_t             nnz,
                   void*               indices,
                   void*               values,
                   cusparseIndexType_t idxType,
                   cusparseIndexBase_t idxBase,
                   cudaDataType        valueType)

cusparseStatus_t
cusparseCreateConstSpVec(cusparseConstSpVecDescr_t* spVecDescr,
                        int64_t             size,
                        int64_t             nnz,
                        const void*        indices,
                        const void*        values,
                        cusparseIndexType_t idxType,
                        cusparseIndexBase_t idxBase,
                        cudaDataType        valueType)

```

This function initializes the sparse matrix descriptor `spVecDescr`.

Param.	Memory	In/out	Meaning
<code>spVecDescr</code>	HOST	OUT	Sparse vector descriptor
<code>size</code>	HOST	IN	Size of the sparse vector
<code>nnz</code>	HOST	IN	Number of non-zero entries of the sparse vector
<code>indices</code>	DEVICE	IN	Indices of the sparse vector. Array with <code>nnz</code> elements
<code>values</code>	DEVICE	IN	Values of the sparse vector. Array with <code>nnz</code> elements
<code>idxType</code>	HOST	IN	Enumerator specifying the data type of <code>indices</code>
<code>idxBase</code>	HOST	IN	Enumerator specifying the the index base of <code>indices</code>
<code>valueType</code>	HOST	IN	Enumerator specifying the datatype of <code>values</code>

`cusparseCreateSpVec()` has the following constraints:

- `indices` and `values` must be aligned to the size of the datatypes specified by `idxType` and `valueType`, respectively. See [`cudaDataType\_t`](#) for the description of the datatypes.

See [`cusparseStatus\_t`](#) for the description of the return status.

## 8.3.2. `cusparseDestroySpVec()`

```
cusparseStatus_t
cusparseDestroySpVec(cusparseConstSpVecDescr_t spVecDescr) // non-const descriptor
↳ supported
```

This function releases the host memory allocated for the sparse vector descriptor `spVecDescr`.

Param.	Memory	In/out	Meaning
<code>spVecDescr</code>	HOST	IN	Sparse vector descriptor

See [`cusparseStatus\_t`](#) for the description of the return status.

## 8.3.3. `cusparseSpVecGet()`

```
cusparseStatus_t
cusparseSpVecGet(cusparseSpVecDescr_t spVecDescr,
                int64_t* size,
                int64_t* nnz,
                void** indices,
                void** values,
                cusparseIndexType_t* idxType,
                cusparseIndexBase_t* idxBase,
                cudaDataType* valueType)

cusparseStatus_t
cusparseConstSpVecGet(cusparseConstSpVecDescr_t spVecDescr,
                     int64_t* size,
                     int64_t* nnz,
                     const void** indices,
                     const void** values,
                     cusparseIndexType_t* idxType,
                     cusparseIndexBase_t* idxBase,
                     cudaDataType* valueType)
```

This function returns the fields of the sparse vector descriptor `spVecDescr`.

Param.	Memory	In/out	Meaning
spVecDescr	HOST	IN	Sparse vector descriptor
size	HOST	OUT	Size of the sparse vector
nnz	HOST	OUT	Number of non-zero entries of the sparse vector
indices	DEVICE	OUT	Indices of the sparse vector. Array with nnz elements
values	DEVICE	OUT	Values of the sparse vector. Array with nnz elements
idxType	HOST	OUT	Enumerator specifying the data type of indices
idxBase	HOST	OUT	Enumerator specifying the the index base of indices
valueType	HOST	OUT	Enumerator specifying the datatype of values

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.3.4. cusparseSpVecGetIndexBase()

```
cusparseStatus_t
cusparseSpVecGetIndexBase(cusparseConstSpVecDescr_t spVecDescr, // non-const
↳descriptor supported
                          cusparseIndexBase_t*      idxBase)
```

This function returns the `idxBase` field of the sparse vector descriptor `spVecDescr`.

Param.	Memory	In/out	Meaning
spVecDescr	HOST	IN	Sparse vector descriptor
idxBase	HOST	OUT	Enumerator specifying the the index base of indices

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.3.5. cusparseSpVecGetValues()

```
cusparseStatus_t
cusparseSpVecGetValues(cusparseSpVecDescr_t spVecDescr,
                      void**                 values)

cusparseStatus_t
cusparseConstSpVecGetValues(cusparseConstSpVecDescr_t spVecDescr,
                           const void**             values)
```

This function returns the values field of the sparse vector descriptor `spVecDescr`.

Param.	Memory	In/out	Meaning
<code>spVecDescr</code>	HOST	IN	Sparse vector descriptor
<code>values</code>	DEVICE	OUT	Values of the sparse vector. Array with nnz elements

See [`cusparseStatus\_t`](#) for the description of the return status.

### 8.3.6. `cusparseSpVecSetValues()`

```
cusparseStatus_t
cusparseSpVecSetValues(cusparseSpVecDescr_t spVecDescr,
                      void* values)
```

This function set the values field of the sparse vector descriptor `spVecDescr`.

Param.	Memory	In/out	Meaning
<code>spVecDescr</code>	HOST	IN	Sparse vector descriptor
<code>values</code>	DEVICE	IN	Values of the sparse vector. Array with nnz elements

`cusparseDnVecSetValues()` has the following constraints:

- ▶ `values` must be aligned to the size of the datatype specified in `spVecDescr`. See [`cuda-Datatype\_t`](#) for the description of the datatypes.

See [`cusparseStatus\_t`](#) for the description of the return status.

## 8.4. Dense Matrix APIs

The cuSPARSE helper functions for dense matrix descriptor are described in this section.

See the [Dense Matrix Format](#) section for the detailed description of the storage format.

## 8.4.1. `cusparseCreateDnMat()`

```

cusparseStatus_t
cusparseCreateDnMat(cusparseDnMatDescr_t* dnMatDescr,
                   int64_t                rows,
                   int64_t                cols,
                   int64_t                ld,
                   void*                  values,
                   cudaDataType           valueType,
                   cusparseOrder_t        order)

cusparseStatus_t
cusparseCreateConstDnMat(cusparseConstDnMatDescr_t* dnMatDescr,
                        int64_t                rows,
                        int64_t                cols,
                        int64_t                ld,
                        const void*          values,
                        cudaDataType           valueType,
                        cusparseOrder_t        order)

```

The function initializes the dense matrix descriptor `dnMatDescr`.

Param.	Memory	In/out	Meaning
<code>dnMatDescr</code>	HOST	OUT	Dense matrix descriptor
<code>rows</code>	HOST	IN	Number of rows of the dense matrix
<code>cols</code>	HOST	IN	Number of columns of the dense matrix
<code>ld</code>	HOST	IN	Leading dimension of the dense matrix
<code>values</code>	DEVICE	IN	Values of the dense matrix. Array with <code>size</code> elements
<code>valueType</code>	HOST	IN	Enumerator specifying the datatype of <code>values</code>
<code>order</code>	HOST	IN	Enumerator specifying the memory layout of the dense matrix

`cusparseCreateDnMat()` has the following constraints:

- ▶ `values` must be aligned to the size of the datatype specified by `valueType`. See [`cudaDataType\_t`](#) for the description of the datatypes.

Refer to [`cusparseStatus\_t`](#) for the description of the return status.

## 8.4.2. `cusparseDestroyDnMat()`

```

cusparseStatus_t
cusparseDestroyDnMat(cusparseConstDnMatDescr_t dnMatDescr) // non-const descriptor
↪supported

```

This function releases the host memory allocated for the dense matrix descriptor `dnMatDescr`.

Param.	Memory	In/out	Meaning
dnMatDescr	HOST	IN	Dense matrix descriptor

Refer to [cusparseStatus\\_t](#) for the description of the return status.

### 8.4.3. cusparseDnMatGet()

```

cusparseStatus_t
cusparseDnMatGet(cusparseDnMatDescr_t dnMatDescr,
                 int64_t* rows,
                 int64_t* cols,
                 int64_t* ld,
                 void** values,
                 cudaDataType* type,
                 cusparseOrder_t* order)

cusparseStatus_t
cusparseConstDnMatGet(cusparseConstDnMatDescr_t dnMatDescr,
                      int64_t* rows,
                      int64_t* cols,
                      int64_t* ld,
                      const void** values,
                      cudaDataType* type,
                      cusparseOrder_t* order)

```

This function returns the fields of the dense matrix descriptor dnMatDescr.

Param.	Memory	In/out	Meaning
dnMatDescr	HOST	IN	Dense matrix descriptor
rows	HOST	OUT	Number of rows of the dense matrix
cols	HOST	OUT	Number of columns of the dense matrix
ld	HOST	OUT	Leading dimension of the dense matrix
values	DEVICE	OUT	Values of the dense matrix. Array with ld * cols elements
valueType	HOST	OUT	Enumerator specifying the datatype of values
order	HOST	OUT	Enumerator specifying the memory layout of the dense matrix

Refer to [cusparseStatus\\_t](#) for the description of the return status.

## 8.4.4. `cusparseDnMatGetValues()`

```

cusparseStatus_t
cusparseDnMatGetValues(cusparseDnMatDescr_t dnMatDescr,
                      void** values)

cusparseStatus_t
cusparseConstDnMatGetValues(cusparseConstDnMatDescr_t dnMatDescr,
                            const void** values)

```

This function returns the values field of the dense matrix descriptor `dnMatDescr`.

Param.	Memory	In/out	Meaning
<code>dnMatDescr</code>	HOST	IN	Dense matrix descriptor
<code>values</code>	DEVICE	OUT	Values of the dense matrix. Array with <code>ld * cols</code> elements

Refer to [`cusparseStatus\_t`](#) for the description of the return status.

## 8.4.5. `cusparseDnMatSetValues()`

```

cusparseStatus_t
cusparseDnMatSetValues(cusparseDnMatDescr_t dnMatDescr,
                      void* values)

```

This function sets the values field of the dense matrix descriptor `dnMatDescr`.

Param.	Memory	In/out	Meaning
<code>dnMatDescr</code>	HOST	IN	Dense matrix descriptor
<code>values</code>	DEVICE	IN	Values of the dense matrix. Array with <code>ld * cols</code> elements

`cusparseDnMatSetValues()` has the following constraints:

- ▶ `values` must be aligned to the size of the datatype specified in `dnMatDescr`. See [`cudaDataType\_t`](#) for the description of the datatypes.

Refer to [`cusparseStatus\_t`](#) for the description of the return status.

## 8.4.6. `cusparseDnMatGetStridedBatch()`

```
cusparseStatus_t
cusparseDnMatGetStridedBatch(cusparseConstDnMatDescr_t dnMatDescr, // non-const
    ↪descriptor supported
                               int*                batchCount,
                               int64_t*             batchStride)
```

The function returns the number of batches and the batch stride of the dense matrix descriptor `dnMatDescr`.

Param.	Memory	In/out	Meaning
<code>dnMatDescr</code>	HOST	IN	Dense matrix descriptor
<code>batchCount</code>	HOST	OUT	Number of batches of the dense matrix
<code>batchStride</code>	HOST	OUT	Address offset between a matrix and the next one in the batch

Refer to [`cusparseStatus\_t`](#) for the description of the return status.

## 8.4.7. `cusparseDnMatSetStridedBatch()`

```
cusparseStatus_t
cusparseDnMatSetStridedBatch(cusparseDnMatDescr_t dnMatDescr,
    int                batchCount,
    int64_t            batchStride)
```

The function sets the number of batches and the batch stride of the dense matrix descriptor `dnMatDescr`.

Param.	Memory	In/out	Meaning
<code>dnMatDescr</code>	HOST	IN	Dense matrix descriptor
<code>batchCount</code>	HOST	IN	Number of batches of the dense matrix
<code>batchStride</code>	HOST	IN	Address offset between a matrix and the next one in the batch. $\text{batchStride} \geq \text{ld} * \text{cols}$ if the matrix uses column-major layout, $\text{batchStride} \geq \text{ld} * \text{rows}$ otherwise

Refer to [`cusparseStatus\_t`](#) for the description of the return status.

## 8.5. Sparse Matrix APIs

The cuSPARSE helper functions for sparse matrix descriptor are described in this section.

See the *COO*, *CSR*, *CSC*, *SELL*, *BSR*, *Blocked-ELL* sections for the detailed description of the storage formats.

### 8.5.1. Coordinate (COO)

#### 8.5.1.1 `cusparseCreateCoo()`

```

cusparseStatus_t
cusparseCreateCoo(cusparseSpMatDescr_t* spMatDescr,
                 int64_t                rows,
                 int64_t                cols,
                 int64_t                nnz,
                 void*                  cooRowInd,
                 void*                  cooColInd,
                 void*                  cooValues,
                 cusparseIndexType_t    cooIdxType,
                 cusparseIndexBase_t    idxBase,
                 cudaDataType           valueType)

cusparseStatus_t
cusparseCreateConstCoo(cusparseConstSpMatDescr_t* spMatDescr,
                      int64_t                rows,
                      int64_t                cols,
                      int64_t                nnz,
                      const void*          cooRowInd,
                      const void*          cooColInd,
                      const void*          cooValues,
                      cusparseIndexType_t  cooIdxType,
                      cusparseIndexBase_t  idxBase,
                      cudaDataType         valueType)

```

This function initializes the sparse matrix descriptor `spMatDescr` in the COO format (Structure of Arrays layout).

Param.	Memory	In/out	Meaning
spMatDescr	HOST	OUT	Sparse matrix descriptor
rows	HOST	IN	Number of rows of the sparse matrix
cols	HOST	IN	Number of columns of the sparse matrix
nnz	HOST	IN	Number of non-zero entries of the sparse matrix
cooRowInd	DEVICE	IN	Row indices of the sparse matrix. Array with nnz elements
cooColInd	DEVICE	IN	Column indices of the sparse matrix. Array with nnz elements
cooValues	DEVICE	IN	Values of the sparse matrix. Array with nnz elements
cooIdxType	HOST	IN	Data type of cooRowInd and cooColInd
idxBase	HOST	IN	Index base of cooRowInd and cooColInd
valueType	HOST	IN	Datatype of cooValues

`cusparseCreateCoo()` has the following constraints:

- `cooRowInd`, `cooColInd`, and `cooValues` must be aligned to the size of the datatypes specified by `cooIdxType`, `cooIdxType`, and `valueType`, respectively. See [cudaDataType\\_t](#) for the description of the datatypes.

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.5.1.2 `cusparseCooGet()`

```

cusparseStatus_t
cusparseCooGet(cusparseSpMatDescr_t spMatDescr,
               int64_t* rows,
               int64_t* cols,
               int64_t* nnz,
               void** cooRowInd,
               void** cooColInd,
               void** cooValues,
               cusparseIndexType_t* idxType,
               cusparseIndexBase_t* idxBase,
               cudaDataType* valueType)

cusparseStatus_t
cusparseConstCooGet(cusparseConstSpMatDescr_t spMatDescr,
                    int64_t* rows,
                    int64_t* cols,
                    int64_t* nnz,
                    const void** cooRowInd,
                    const void** cooColInd,
                    const void** cooValues,
                    cusparseIndexType_t* idxType,
                    cusparseIndexBase_t* idxBase,
                    cudaDataType* valueType)

```

This function returns the fields of the sparse matrix descriptor `spMatDescr` stored in COO format (Array of Structures layout).

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	IN	Sparse matrix descriptor
<code>rows</code>	HOST	OUT	Number of rows of the sparse matrix
<code>cols</code>	HOST	OUT	Number of columns of the sparse matrix
<code>nnz</code>	HOST	OUT	Number of non-zero entries of the sparse matrix
<code>cooRowInd</code>	DEVICE	OUT	Row indices of the sparse matrix. Array nnz elements
<code>cooColInd</code>	DEVICE	OUT	Column indices of the sparse matrix. Array nnz elements
<code>cooValues</code>	DEVICE	OUT	Values of the sparse matrix. Array nnz elements
<code>cooIdxType</code>	HOST	OUT	Data type of <code>cooRowInd</code> and <code>cooColInd</code>
<code>idxBase</code>	HOST	OUT	Index base of <code>cooRowInd</code> and <code>cooColInd</code>
<code>valueType</code>	HOST	OUT	Datatype of <code>cooValues</code>

See [cusparseStatus\\_t](#) for the description of the return status.

---

### 8.5.1.3 cusparseCooSetPointers()

```
cusparseStatus_t
cusparseCooSetPointers(cusparseSpMatDescr_t spMatDescr,
                       void*                cooRows,
                       void*                cooColumns,
                       void*                cooValues)
```

This function sets the pointers of the sparse matrix descriptor `spMatDescr`.

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	IN	Sparse matrix descriptor
<code>cooRows</code>	DEVICE	IN	Row indices of the sparse matrix. Array with nnz elements
<code>cooColumns</code>	DEVICE	IN	Column indices of the sparse matrix. Array with nnz elements
<code>cooValues</code>	DEVICE	IN	Values of the sparse matrix. Array with nnz elements

`cusparseCooSetPointers()` has the following constraints:

- `cooRows`, `cooColumns`, and `cooValues` must be aligned to the size of their corresponding datatypes specified in `spMatDescr`. See [cudaDataType\\_t](#) for the description of the datatypes.

See [cusparseStatus\\_t](#) for the description of the return status.

---

### 8.5.1.4 `cusparseCooSetStridedBatch()`

```
cusparseStatus_t
cusparseCooSetStridedBatch(cusparseSpMatDescr_t spMatDescr,
                          int batchCount,
                          int64_t batchStride)
```

This function sets the `batchCount` and the `batchStride` fields of the sparse matrix descriptor `spMatDescr`.

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	IN	Sparse matrix descriptor
<code>batchCount</code>	HOST	IN	Number of batches of the sparse matrix
<code>batchStride</code>	HOST	IN	address offset between consecutive batches

See [`cusparseStatus\_t`](#) for the description of the return status.

## 8.5.2. Compressed Sparse Row (CSR)

### 8.5.2.1 `cusparseCreateCsr()`

```
cusparseStatus_t
cusparseCreateCsr(cusparseSpMatDescr_t* spMatDescr,
                 int64_t rows,
                 int64_t cols,
                 int64_t nnz,
                 void* csrRowOffsets,
                 void* csrColInd,
                 void* csrValues,
                 cusparseIndexType_t csrRowOffsetsType,
                 cusparseIndexType_t csrColIndType,
                 cusparseIndexBase_t idxBase,
                 cudaDataType valueType)

cusparseStatus_t
cusparseCreateConstCsr(cusparseConstSpMatDescr_t* spMatDescr,
                      int64_t rows,
                      int64_t cols,
                      int64_t nnz,
                      const void* csrRowOffsets,
                      const void* csrColInd,
                      const void* csrValues,
                      cusparseIndexType_t csrRowOffsetsType,
                      cusparseIndexType_t csrColIndType,
                      cusparseIndexBase_t idxBase,
                      cudaDataType valueType)
```

This function initializes the sparse matrix descriptor `spMatDescr` in the CSR format.

Param.	Memory	In/out	Meaning
spMatDescr	HOST	OUT	Sparse matrix descriptor
rows	HOST	IN	Number of rows of the sparse matrix
cols	HOST	IN	Number of columns of the sparse matrix
nnz	HOST	IN	Number of non-zero entries of the sparse matrix
csrRowOffsets	DEVICE	IN	Row offsets of the sparse matrix. Array with rows + 1 elements
csrColInd	DEVICE	IN	Column indices of the sparse matrix. Array with nnz elements
csrValues	DEVICE	IN	Values of the sparse matrix. Array with nnz elements
csrRowOffset- sType	HOST	IN	Data type of csrRowOffsets
csrColIndType	HOST	IN	Data type of csrColInd
idxBase	HOST	IN	Index base of csrRowOffsets and csrColInd
valueType	HOST	IN	Datatype of csrValues

`cusparseCreateCsr()` has the following constraints:

- `csrRowOffsets`, `csrColInd`, and `csrValues` must be aligned to the size of the datatypes specified by `csrRowOffsetsType`, `csrColIndType`, and `valueType`, respectively. See [cuda-DataType\\_t](#) for the description of the datatypes.

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.5.2.2 `cusparseCsrGet()`

```
cusparseStatus_t
cusparseCsrGet(cusparseSpMatDescr_t spMatDescr,
               int64_t* rows,
               int64_t* cols,
               int64_t* nnz,
               void** csrRowOffsets,
               void** csrColInd,
               void** csrValues,
               cusparseIndexType_t* csrRowOffsetsType,
               cusparseIndexType_t* csrColIndType,
               cusparseIndexBase_t* idxBase,
               cudaDataType* valueType)

cusparseStatus_t
cusparseConstCsrGet(cusparseConstSpMatDescr_t spMatDescr,
                    int64_t* rows,
                    int64_t* cols,
                    int64_t* nnz,
```

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```

const void**      csrRowOffsets,
const void**      csrColInd,
const void**      csrValues,
cusparsityType_t* csrRowOffsetsType,
cusparsityType_t* csrColIndType,
cusparsityType_t* idxBase,
cudaDataType*     valueType)

```

This function returns the fields of the sparse matrix descriptor `spMatDescr` stored in CSR format.

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	IN	Sparse matrix descriptor
<code>rows</code>	HOST	OUT	Number of rows of the sparse matrix
<code>cols</code>	HOST	OUT	Number of columns of the sparse matrix
<code>nnz</code>	HOST	OUT	Number of non-zero entries of the sparse matrix
<code>csrRowOffsets</code>	DEVICE	OUT	Row offsets of the sparse matrix. Array with <code>rows + 1</code> elements
<code>csrColInd</code>	DEVICE	OUT	Column indices of the sparse matrix. Array with <code>nnz</code> elements
<code>csrValues</code>	DEVICE	OUT	Values of the sparse matrix. Array with <code>nnz</code> elements
<code>csrRowOffsetsType</code>	HOST	OUT	Data type of <code>csrRowOffsets</code>
<code>csrColIndType</code>	HOST	OUT	Data type of <code>csrColInd</code>
<code>idxBase</code>	HOST	OUT	Index base of <code>csrRowOffsets</code> and <code>csrColInd</code>
<code>valueType</code>	HOST	OUT	Datatype of <code>csrValues</code>

See [cusparsityStatus\\_t](#) for the description of the return status.

### 8.5.2.3 `cusparsityCsrSetPointers()`

```

cusparsityStatus_t
cusparsityCsrSetPointers(cusparsitySpMatDescr_t spMatDescr,
                        void* csrRowOffsets,
                        void* csrColInd,
                        void* csrValues)

```

This function sets the pointers of the sparse matrix descriptor `spMatDescr`.

Param.	Mem-ory	In/out	Meaning
spMatDescr	HOST	IN	Sparse matrix descriptor
csrRowOff-sets	DEVICE	IN	Row offsets of the sparse matrix. Array with rows + 1 elements
csrColInd	DEVICE	IN	Column indices of the sparse matrix. Array with nnz elements
csrValues	DEVICE	IN	Values of the sparse matrix. Array with nnz elements

cusparseCsrSetPointers() has the following constraints:

- csrRowOffsets, csrColInd, and csrValues must be aligned to the size of their corresponding datatypes specified in spMatDescr. See [cudaDataType\\_t](#) for the description of the datatypes.

See [cusparseStatus\\_t](#) for the description of the return status.

#### 8.5.2.4 cusparseCsrSetStridedBatch()

```
cusparseStatus_t
cusparseCsrSetStridedBatch(cusparseSpMatDescr_t spMatDescr,
                           int batchCount,
                           int64_t offsetsBatchStride,
                           int64_t columnsValuesBatchStride)
```

This function sets the batchCount and the batchStride fields of the sparse matrix descriptor spMatDescr.

Param.	Mem-ory	In/out	Meaning
spMatDescr	HOST	IN	Sparse matrix descriptor
batchCount	HOST	IN	Number of batches of the sparse matrix
offsetsBatch-Stride	HOST	IN	Address offset between consecutive batches for the row offset array
columnsValues-BatchStride	HOST	IN	Address offset between consecutive batches for the column and value arrays

See [cusparseStatus\\_t](#) for the description of the return status.

## 8.5.3. Compressed Sparse Column (CSC)

### 8.5.3.1 `cusparseCreateCsc()`

```

cusparseStatus_t
cusparseCreateCsc(cusparseSpMatDescr_t* spMatDescr,
                 int64_t                rows,
                 int64_t                cols,
                 int64_t                nnz,
                 void*                  cscColOffsets,
                 void*                  cscRowInd,
                 void*                  cscValues,
                 cusparseIndexType_t    cscColOffsetsType,
                 cusparseIndexType_t    cscRowIndType,
                 cusparseIndexBase_t    idxBase,
                 cudaDataType           valueType)

cusparseStatus_t
cusparseCreateConstCsc(cusparseConstSpMatDescr_t* spMatDescr,
                      int64_t                rows,
                      int64_t                cols,
                      int64_t                nnz,
                      const void*           cscColOffsets,
                      const void*           cscRowInd,
                      const void*           cscValues,
                      cusparseIndexType_t    cscColOffsetsType,
                      cusparseIndexType_t    cscRowIndType,
                      cusparseIndexBase_t    idxBase,
                      cudaDataType           valueType)

```

This function initializes the sparse matrix descriptor `spMatDescr` in the CSC format.

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	OUT	Sparse matrix descriptor
<code>rows</code>	HOST	IN	Number of rows of the sparse matrix
<code>cols</code>	HOST	IN	Number of columns of the sparse matrix
<code>nnz</code>	HOST	IN	Number of non-zero entries of the sparse matrix
<code>cscColOffsets</code>	DEVICE	IN	Column offsets of the sparse matrix. Array with <code>cols + 1</code> elements
<code>cscRowInd</code>	DEVICE	IN	Row indices of the sparse matrix. Array with <code>nnz</code> elements
<code>cscValues</code>	DEVICE	IN	Values of the sparse matrix. Array with <code>nnz</code> elements
<code>cscColOffsetsType</code>	HOST	IN	Data type of <code>cscColOffsets</code>
<code>cscRowIndType</code>	HOST	IN	Data type of <code>cscRowInd</code>
<code>idxBase</code>	HOST	IN	Index base of <code>cscColOffsets</code> and <code>cscRowInd</code>
<code>valueType</code>	HOST	IN	Datatype of <code>cscValues</code>

`cusparseCreateCsc()` has the following constraints:

- `cscColOffsets`, `cscRowInd`, and `cscValues` must be aligned to the size of the datatypes

specified by `cscColOffsetsType`, `cscRowIndType`, and `valueType`, respectively. See [cudaDataType\\_t](#) for the description of the datatypes.

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.5.3.2 cusparseCscGet()

```

cusparseStatus_t
cusparseCscGet(cusparseSpMatDescr_t spMatDescr,
               int64_t* rows,
               int64_t* cols,
               int64_t* nnz,
               void** cscColOffsets,
               void** cscRowInd,
               void** cscValues,
               cusparseIndexType_t* cscColOffsetsType,
               cusparseIndexType_t* cscRowIndType,
               cusparseIndexBase_t* idxBase,
               cudaDataType* valueType)

cusparseStatus_t
cusparseConstCscGet(cusparseConstSpMatDescr_t spMatDescr,
                    int64_t* rows,
                    int64_t* cols,
                    int64_t* nnz,
                    const void** cscColOffsets,
                    const void** cscRowInd,
                    const void** cscValues,
                    cusparseIndexType_t* cscColOffsetsType,
                    cusparseIndexType_t* cscRowIndType,
                    cusparseIndexBase_t* idxBase,
                    cudaDataType* valueType)

```

This function returns the fields of the sparse matrix descriptor `spMatDescr` stored in CSC format.

Param.	Memory	In/out	Meaning
spMatDescr	HOST	IN	Sparse matrix descriptor
rows	HOST	OUT	Number of rows of the sparse matrix
cols	HOST	OUT	Number of columns of the sparse matrix
nnz	HOST	OUT	Number of non-zero entries of the sparse matrix
cscColOffsets	DEVICE	OUT	Col offsets of the sparse matrix. Array with cols + 1 elements
cscRowInd	DEVICE	OUT	Row indices of the sparse matrix. Array with nnz elements
cscValues	DEVICE	OUT	Values of the sparse matrix. Array with nnz elements
cscColOffset- sType	HOST	OUT	Data type of cscColOffsets
cscRowIndType	HOST	OUT	Data type of cscRowInd
idxBase	HOST	OUT	Index base of cscColOffsets and cscRowInd
valueType	HOST	OUT	Datatype of cscValues

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.5.3.3 cusparseCscSetPointers()

```
cusparseStatus_t
cusparseCscSetPointers(cusparseSpMatDescr_t spMatDescr,
                       void* cscColOffsets,
                       void* cscRowInd,
                       void* cscValues)
```

This function sets the pointers of the sparse matrix descriptor spMatDescr.

Param.	Memory	In/out	Meaning
spMatDescr	HOST	IN	Sparse matrix descriptor
cscColOffsets	DEVICE	IN	Col offsets of the sparse matrix. Array with cols + 1 elements
cscRowInd	DEVICE	IN	Row indices of the sparse matrix. Array with nnz elements
cscValues	DEVICE	IN	Values of the sparse matrix. Array with nnz elements

cusparseCscSetPointers() has the following constraints:

- cscColOffsets, cscRowInd, and cscValues must be aligned to the size of their corresponding datatypes specified in spMatDescr. See [cudaDataType\\_t](#) for the description of the datatypes.

See [cusparseStatus\\_t](#) for the description of the return status.

---

## 8.5.4. Blocked-Ellpack (Blocked-ELL)

### 8.5.4.1 cusparseCreateBlockedEll()

```
cusparseStatus_t
cusparseCreateBlockedEll(cusparseSpMatDescr_t* spMatDescr,
                        int64_t                rows,
                        int64_t                cols,
                        int64_t                ellBlockSize,
                        int64_t                ellCols,
                        void*                  ellColInd,
                        void*                  ellValue,
                        cusparseIndexType_t    ellIdxType,
                        cusparseIndexBase_t    idxBase,
                        cudaDataType           valueType)

cusparseStatus_t
cusparseCreateConstBlockedEll(cusparseConstSpMatDescr_t* spMatDescr,
                              int64_t                    rows,
                              int64_t                    cols,
                              int64_t                    ellBlockSize,
                              int64_t                    ellCols,
                              const void*                ellColInd,
                              const void*                ellValue,
                              cusparseIndexType_t        ellIdxType,
                              cusparseIndexBase_t        idxBase,
                              cudaDataType                valueType)
```

This function initializes the sparse matrix descriptor `spMatDescr` for the Blocked-Ellpack (ELL) format.

Param.	Memory	In/out	Meaning
spMatDescr	HOST	OUT	Sparse matrix descriptor
rows	HOST	IN	Number of rows of the sparse matrix
cols	HOST	IN	Number of columns of the sparse matrix
ellBlockSize	HOST	IN	Size of the ELL-Block
ellCols	HOST	IN	Actual number of columns of the Blocked-Ellpack format (ellValue columns)
ellColInd	DEVICE	IN	Blocked-ELL Column indices. Array with $[\text{ellCols} / \text{ellBlockSize}][\text{rows} / \text{ellBlockSize}]$ elements
ellValue	DEVICE	IN	Values of the sparse matrix. Array with $\text{rows} * \text{ellCols}$ elements
ellIdxType	HOST	IN	Data type of ellColInd
idxBase	HOST	IN	Index base of ellColInd
valueType	HOST	IN	Data type of ellValue

Blocked-ELL Column indices (ellColInd) are in the range  $[0, \text{cols} / \text{ellBlockSize} - 1]$ . The array can contain -1 values for indicating empty blocks.

See [cusparseStatus\\_t](#) for the description of the return status.

#### 8.5.4.2 cusparseBlockedEllGet()

```

cusparseStatus_t
cusparseBlockedEllGet(cusparseSpMatDescr_t spMatDescr,
                    int64_t* rows,
                    int64_t* cols,
                    int64_t* ellBlockSize,
                    int64_t* ellCols,
                    void** ellColInd,
                    void** ellValue,
                    cusparseIndexType_t* ellIdxType,
                    cusparseIndexBase_t* idxBase,
                    cudaDataType* valueType)

cusparseStatus_t
cusparseConstBlockedEllGet(cusparseConstSpMatDescr_t spMatDescr,
                          int64_t* rows,
                          int64_t* cols,
                          int64_t* ellBlockSize,

```

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```

int64_t*
const void**
const void**
cusparsIndexType_t*
cusparsIndexBase_t*
cudaDataType*
    ellCols,
    ellColInd,
    ellValue,
    ellIdxType,
    idxBase,
    valueType)

```

This function returns the fields of the sparse matrix descriptor `spMatDescr` stored in Blocked-Ellpack (ELL) format.

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	IN	Sparse matrix descriptor
<code>rows</code>	HOST	OUT	Number of rows of the sparse matrix
<code>cols</code>	HOST	OUT	Number of columns of the sparse matrix
<code>ellBlockSize</code>	HOST	OUT	Size of the ELL-Block
<code>ellCols</code>	HOST	OUT	Actual number of columns of the Blocked-Ellpack format
<code>ellColInd</code>	DEVICE	OUT	Column indices for the ELL-Block. Array with <code>[cols / ellBlockSize][rows / ellBlockSize]</code> elements
<code>ellValue</code>	DEVICE	OUT	Values of the sparse matrix. Array with <code>rows * ellCols</code> elements
<code>ellIdxType</code>	HOST	OUT	Data type of <code>ellColInd</code>
<code>idxBase</code>	HOST	OUT	Index base of <code>ellColInd</code>
<code>valueType</code>	HOST	OUT	Datatype of <code>ellValue</code>

See [`cusparsStatus\_t`](#) for the description of the return status.

## 8.5.5. Sliced-Ellpack (SELL)

### 8.5.5.1 `cusparsCreateSlicedEll()`

```

cusparsStatus_t
cusparsCreateSlicedEll(cusparsSpMatDescr_t*
    int64_t
    int64_t
    int64_t
    int64_t
    spMatDescr,
    rows,
    cols,
    nnz,
    sellValuesSize,

```

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```

        int64_t      sliceSize,
        void*       sellSliceOffsets,
        void*       sellColInd,
        void*       sellValues,
        cusparseIndexType_t sellSliceOffsetsType,
        cusparseIndexType_t sellColIndType,
        cusparseIndexBase_t idxBase,
        cudaDataType valueType)

cusparseStatus_t
cusparseCreateConstSlicedEll(cusparseConstSpMatDescr_t* spMatDescr,
                             int64_t rows,
                             int64_t cols,
                             int64_t nnz,
                             int64_t sellValuesSize,
                             int64_t sliceSize,
                             const void* sellSliceOffsets,
                             const void* sellColInd,
                             const void* sellValues,
                             cusparseIndexType_t sellSliceOffsetsType,
                             cusparseIndexType_t sellColIndType,
                             cusparseIndexBase_t idxBase,
                             cudaDataType valueType)

```

This function initializes the sparse matrix descriptor `spMatDescr` for the Sliced Ellpack (SELL) format.

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	OUT	Sparse matrix descriptor
<code>rows</code>	HOST	IN	Number of rows of the sparse matrix
<code>cols</code>	HOST	IN	Number of columns of the sparse matrix
<code>nnz</code>	HOST	IN	Number of nonzero elements in the sparse matrix
<code>sellValuesSize</code>	HOST	IN	Total number of elements in <code>sellValues</code> array (nonzero and padding)
<code>sliceSize</code>	HOST	IN	The number of rows per slice
<code>sellSliceOffsets</code>	DEVICE	IN	Slice offsets of the sparse matrix. Array of size $\lceil \frac{rows}{sliceSize} \rceil + 1$
<code>sellColInd</code>	DEVICE	IN	Column indexes of the sparse matrix. Array of size <code>sellValuesSize</code>
<code>sellValues</code>	DEVICE	IN	Values of the sparse matrix. Array of size <code>sellValuesSize</code> elements
<code>sellSliceOffsetType</code>	HOST	IN	Data type of <code>sellSliceOffsets</code>
<code>sellColIndType</code>	HOST	IN	Data type of <code>sellColInd</code>
<code>idxBase</code>	HOST	IN	Index base of <code>sellColInd</code>
<code>valueType</code>	HOST	IN	Data type of <code>sellValues</code>

---

**Note:** Sliced Ellpack Column array `sellColInd` contains -1 values for indicating padded entries.

---

`cusparseCreateSlicedE11()` has the following constraints:

- `sellSliceOffsets`, `sellColInd`, and `sellValues` must be aligned to the size of the datatypes specified by `sellSliceOffsetsType`, `sellColIndType`, and `valueType`, respectively. See [\*cudaDataType\\_t\*](#) for the description of the datatypes.

See [\*cusparseStatus\\_t\*](#) for the description of the return status.

---

## 8.5.6. Block Sparse Row (BSR)

### 8.5.6.1 `cusparseCreateBsr()`

```
cusparseStatus_t
cusparseCreateBsr(cusparseSpMatDescr_t* spMatDescr,
                 int64_t brows,
                 int64_t bcols,
                 int64_t bnnz,
                 int64_t rowBlockSize,
                 int64_t colBlockSize,
                 void* bsrRowOffsets,
                 void* bsrColInd,
                 void* bsrValues,
                 cusparseIndexType_t bsrRowOffsetsType,
                 cusparseIndexType_t bsrColIndType,
                 cusparseIndexBase_t idxBase,
                 cudaDataType valueType,
                 cusparseOrder_t order)

cusparseStatus_t
cusparseCreateConstBsr(cusparseConstSpMatDescr_t* spMatDescr,
                      int64_t brows,
                      int64_t bcols,
                      int64_t bnnz,
                      int64_t rowBlockSize,
                      int64_t colBlockSize,
                      const void* bsrRowOffsets,
                      const void* bsrColInd,
                      const void* bsrValues,
                      cusparseIndexType_t bsrRowOffsetsType,
                      cusparseIndexType_t bsrColIndType,
                      cusparseIndexBase_t idxBase,
                      cudaDataType valueType,
                      cusparseOrder_t order)
```

This function initializes the sparse matrix descriptor `spMatDescr` for the Block Compressed Row (BSR) format.

Param.	Memory	In/out	Meaning
spMatDescr	HOST	OUT	Sparse matrix descriptor
brows	HOST	IN	Number of block rows of the sparse matrix
bcols	HOST	IN	Number of block columns of the sparse matrix
bnnz	HOST	IN	Number of blocks of the sparse matrix
rowBlockSize	HOST	IN	Number of rows of each block
colBlockSize	HOST	IN	Number of columns of each block
bsrRowOffsets	DEVICE	IN	Block row offsets of the sparse matrix. Array of size $\text{brows} + 1$
bsrColInd	DEVICE	IN	Block column indices of the sparse matrix. Array of size $\text{bnnz}$
bsrValues	DEVICE	IN	Values of the sparse matrix. Array of size $\text{bnnz} * \text{rowBlockSize} * \text{colBlockSize}$
bsrRowOffsetsType	HOST	IN	Data type of <code>bsrRowOffsets</code>
bsrColIndType	HOST	IN	Data type of <code>bsrColInd</code>
idxBase	HOST	IN	Base index of <code>bsrRowOffsets</code> and <code>bsrColInd</code>
valueType	HOST	IN	Datatype of <code>bsrValues</code>
order	HOST	IN	Enumerator specifying the memory layout of values in each block

`cusparseCreateBsr()` has the following constraints:

- `bsrRowOffsets`, `bsrColInd`, and `bsrValues` must be aligned to the size of the datatypes specified by `bsrRowOffsetsType`, `bsrColIndType`, and `valueType`, respectively. See [cuda-Datatype\\_t](#) for the description of the datatypes.

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.5.6.2 `cusparseBsrSetStridedBatch()`

```
cusparseStatus_t
cusparseBsrSetStridedBatch(cusparseSpMatDescr_t spMatDescr,
                           int batchCount,
                           int64_t offsetsBatchStride,
                           int64_t columnsBatchStride,
                           int64_t valuesBatchStride)
```

This function sets the `batchCount` and the `batchStride` fields of the sparse matrix descriptor `spMatDescr`.

Param.	Memory	In/out	Meaning
spMatDescr	HOST	IN	Sparse matrix descriptor
batchCount	HOST	IN	Number of batches of the sparse matrix
offsetsBatch-Stride	HOST	IN	Address offset between consecutive batches for the row offset array
columnsBatch-Stride	HOST	IN	Address offset between consecutive batches for the column array
valuesBatch-Stride	HOST	IN	Address offset between consecutive batches for the values array

See [cusparseStatus\\_t](#) for the description of the return status.

## 8.5.7. All Sparse Formats

### 8.5.7.1 cusparseDestroySpMat()

```
cusparseStatus_t
cusparseDestroySpMat(cusparseConstSpMatDescr_t spMatDescr) // non-const descriptor
↳supported
```

This function releases the host memory allocated for the sparse matrix descriptor spMatDescr.

Param.	Memory	In/out	Meaning
spMatDescr	HOST	IN	Sparse matrix descriptor

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.5.7.2 cusparseSpMatGetSize()

```
cusparseStatus_t
cusparseSpMatGetSize(cusparseConstSpMatDescr_t spMatDescr, // non-const descriptor
↳supported
                    int64_t* rows,
                    int64_t* cols,
                    int64_t* nnz)
```

This function returns the sizes of the sparse matrix spMatDescr.

Param.	Memory	In/out	Meaning
spMatDescr	HOST	IN	Sparse matrix descriptor
rows	HOST	OUT	Number of rows of the sparse matrix
cols	HOST	OUT	Number of columns of the sparse matrix
nnz	HOST	OUT	Number of non-zero entries of the sparse matrix

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.5.7.3 cusparseSpMatGetFormat()

```
cusparseStatus_t
cusparseSpMatGetFormat(cusparseConstSpMatDescr_t spMatDescr, // non-const descriptor
↳supported
                        cusparseFormat_t*          format)
```

This function returns the format field of the sparse matrix descriptor spMatDescr.

Param.	Memory	In/out	Meaning
spMatDescr	HOST	IN	Sparse matrix descriptor
format	HOST	OUT	Storage format of the sparse matrix

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.5.7.4 cusparseSpMatGetIndexBase()

```
cusparseStatus_t
cusparseSpMatGetIndexBase(cusparseConstSpMatDescr_t spMatDescr, // non-const
↳descriptor supported
                          cusparseIndexBase_t*      idxBase)
```

This function returns the idxBase field of the sparse matrix descriptor spMatDescr.

Param.	Memory	In/out	Meaning
spMatDescr	HOST	IN	Sparse matrix descriptor
idxBase	HOST	OUT	Index base of the sparse matrix

See [cusparseStatus\\_t](#) for the description of the return status.

### 8.5.7.5 `cusparseSpMatGetValues()`

```

cusparseStatus_t
cusparseSpMatGetValues(cusparseSpMatDescr_t spMatDescr,
                      void**                values)

cusparseStatus_t
cusparseConstSpMatGetValues(cusparseConstSpMatDescr_t spMatDescr,
                           const void**             values)

```

This function returns the values field of the sparse matrix descriptor `spMatDescr`.

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	IN	Sparse matrix descriptor
<code>values</code>	DEVICE	OUT	Values of the sparse matrix. Array with nnz elements

See [`cusparseStatus\_t`](#) for the description of the return status.

### 8.5.7.6 `cusparseSpMatSetValues()`

```

cusparseStatus_t
cusparseSpMatSetValues(cusparseSpMatDescr_t spMatDescr,
                      void*                values)

```

This function sets the values field of the sparse matrix descriptor `spMatDescr`.

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	IN	Sparse matrix descriptor
<code>values</code>	DEVICE	IN	Values of the sparse matrix. Array with nnz elements

`cusparseSpMatSetValues()` has the following constraints:

- ▶ `values` must be aligned to the size of its corresponding datatype specified in `spMatDescr`. See [`cudaDataType\_t`](#) for the description of the datatypes.

See [`cusparseStatus\_t`](#) for the description of the return status.

### 8.5.7.7 `cusparseSpMatGetStridedBatch()`

```

cusparseStatus_t
cusparseSpMatGetStridedBatch(cusparseConstSpMatDescr_t spMatDescr, // non-const
                             ↪descriptor supported
                             int*                          batchCount)

```

This function returns the `batchCount` field of the sparse matrix descriptor `spMatDescr`.

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	IN	Sparse matrix descriptor
<code>batchCount</code>	HOST	OUT	Number of batches of the sparse matrix

See [`cusparseStatus\_t`](#) for the description of the return status.

### 8.5.7.8 `cusparseSpMatGetAttribute()`

```
cusparseStatus_t
cusparseSpMatGetAttribute(cusparseConstSpMatDescr_t spMatDescr, // non-const
    ↪ descriptor supported
                          cusparseSpMatAttribute_t attribute,
                          void* data,
                          size_t dataSize)
```

The function gets the attributes of the sparse matrix descriptor `spMatDescr`.

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	IN	Sparse matrix descriptor
<code>attribute</code>	HOST	IN	Attribute enumerator
<code>data</code>	HOST	OUT	Attribute value
<code>dataSize</code>	HOST	IN	Size of the attribute in bytes for safety

Attribute	Meaning	Possible Values
<code>CUSPARSE_SPMAT_FILL_MODE</code>	Indicates if the lower or upper part of a matrix is stored in sparse storage	<code>CUSPARSE_FILL_MODE_LOWER</code> <code>CUSPARSE_FILL_MODE_UPPER</code>
<code>CUSPARSE_SPMAT_DIAG_TYPE</code>	Indicates if the matrix diagonal entries are unit	<code>CUSPARSE_DIAG_TYPE_NON_UNIT</code> <code>CUSPARSE_DIAG_TYPE_UNIT</code>

See [`cusparseStatus\_t`](#) for the description of the return status.

### 8.5.7.9 `cusparseSpMatSetAttribute()`

```
cusparseStatus_t
cusparseSpMatSetAttribute(cusparseSpMatDescr_t    spMatDescr,
                          cusparseSpMatAttribute_t attribute,
                          const void*             data,
                          size_t                  dataSize)
```

The function sets the attributes of the sparse matrix descriptor `spMatDescr`

Param.	Memory	In/out	Meaning
<code>spMatDescr</code>	HOST	OUT	Sparse matrix descriptor
<code>attribute</code>	HOST	IN	Attribute enumerator
<code>data</code>	HOST	IN	Attribute value
<code>dataSize</code>	HOST	IN	Size of the attribute in bytes for safety

Attribute	Meaning	Possible Values
CUSPARSE_SPMAT_FILL_MODE	Indicates if the lower or upper part of a matrix is stored in sparse storage	CUSPARSE_FILL_MODE_LOWER CUSPARSE_FILL_MODE_UPPER
CUSPARSE_SPMAT_DIAG_TYPE	Indicates if the matrix diagonal entries are unit	CUSPARSE_DIAG_TYPE_NON_UNIT CUSPARSE_DIAG_TYPE_UNIT

See `cusparseStatus_t` for the description of the return status.

## 8.6. Generic API Functions

### 8.6.1. `cusparseAxpby()` [DEPRECATED]

> *This routine will be removed in a future major release.*

```
cusparseStatus_t
cusparseAxpby(cusparseHandle_t    handle,
              const void*         alpha,
              cusparseConstSpVecDescr_t vecX, // non-const descriptor supported
              const void*         beta,
              cusparseDnVecDescr_t vecY)
```

The function computes the sum of a sparse vector `vecX` and a dense vector `vecY`.

$$\mathbf{Y} = \alpha\mathbf{X} + \beta\mathbf{Y}$$

In other words,

```

for i=0 to n-1
    Y[i] = beta * Y[i]
for i=0 to nnz-1
    Y[X_indices[i]] += alpha * X_values[i]

```

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
alpha	HOST or DEVICE	IN	$\alpha$ scalar used for multiplication of compute type
vecX	HOST	IN	Sparse vector X
beta	HOST or DEVICE	IN	$\beta$ scalar used for multiplication of compute type
vecY	HOST	IN/OUT	Dense vector Y

cusparseAxpby supports the following index type for representing the sparse vector vecX:

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

cusparseAxpby supports the following data types:

Uniform-precision computation:

X/Y/compute
CUDA_R_32F
CUDA_R_64F
CUDA_C_32F
CUDA_C_64F

Mixed-precision computation:

X/Y	compute	
CUDA_R_16F	CUDA_R_32F	
CUDA_R_16BF		
CUDA_C_16F	CUDA_C_32F	[DEPRECATED]
CUDA_C_16BF		[DEPRECATED]

cusparseAxpby() has the following constraints:

- ▶ The arrays representing the sparse vector vecX must be aligned to 16 bytes

cusparseAxpby() has the following properties:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ Provides deterministic (bit-wise) results for each run if the the sparse vector vecX indices are distinct

- ▶ The routine allows indices of vecX to be unsorted

cusparseAxpby() supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See *cusparseStatus\_t* for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseAxpby](#) for a code example.

---

## 8.6.2. cusparseGather()

```
cusparseStatus_t
cusparseGather(cusparseHandle_t      handle,
               cusparseConstDnVecDescr_t vecY, // non-const descriptor supported
               cusparseSpVecDescr_t   vecX)
```

The function gathers the elements of the dense vector vecY into the sparse vector vecX

In other words,

```
for i=0 to nnz-1
    X_values[i] = Y[X_indices[i]]
```

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
vecX	HOST	OUT	Sparse vector X
vecY	HOST	IN	Dense vector Y

cusparseGather supports the following index type for representing the sparse vector vecX:

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

cusparseGather supports the following data types:

X/Y
CUDA_R_16F
CUDA_R_16BF
CUDA_R_32F
CUDA_R_64F
CUDA_C_16F [DEPRECATED]
CUDA_C_16BF [DEPRECATED]
CUDA_C_32F
CUDA_C_64F

`cusparseGather()` has the following constraints:

- ▶ The arrays representing the sparse vector `vecX` must be aligned to 16 bytes

`cusparseGather()` has the following properties:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ Provides deterministic (bit-wise) results for each run if the the sparse vector `vecX` indices are distinct
- ▶ The routine allows `indices` of `vecX` to be unsorted

`cusparseGather()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See `cusparseStatus_t` for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseGather](#) for a code example.

### 8.6.3. `cusparseScatter()`

```
cusparseStatus_t
cusparseScatter(cusparseHandle_t      handle,
                cusparseConstSpVecDescr_t vecX, // non-const descriptor supported
                cusparseDnVecDescr_t   vecY)
```

The function scatters the elements of the sparse vector `vecX` into the dense vector `vecY`

In other words,

```
for i=0 to nnz-1
    Y[X_indices[i]] = X_values[i]
```

Param.	Memory	In/out	Meaning
<code>handle</code>	HOST	IN	Handle to the cuSPARSE library context
<code>vecX</code>	HOST	IN	Sparse vector X
<code>vecY</code>	HOST	OUT	Dense vector Y

`cusparseScatter` supports the following index type for representing the sparse vector `vecX`:

- ▶ 32-bit indices (`CUSPARSE_INDEX_32I`)
- ▶ 64-bit indices (`CUSPARSE_INDEX_64I`)

`cusparseScatter` supports the following data types:

X/Y
CUDA_R_8I
CUDA_R_16F
CUDA_R_16BF
CUDA_R_32F
CUDA_R_64F
CUDA_C_16F [DEPRECATED]
CUDA_C_16BF [DEPRECATED]
CUDA_C_32F
CUDA_C_64F

`cusparseScatter()` has the following constraints:

- ▶ The arrays representing the sparse vector `vecX` must be aligned to 16 bytes

`cusparseScatter()` has the following properties:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ Provides deterministic (bit-wise) results for each run if the the sparse vector `vecX` indices are distinct
- ▶ The routine allows `indices` of `vecX` to be unsorted

`cusparseScatter()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See `cusparseStatus_t` for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseScatter](#) for a code example.

## 8.6.4. `cusparseSpGEAM()`

```
cusparseStatus_t
cusparseSpGEAM_createDescr(cusparseSpGEAMDescr_t* descr)
```

```
cusparseStatus_t
cusparseSpGEAM_destroyDescr(cusparseSpGEAMDescr_t descr)
```

```
cusparseStatus_t
cusparseSpGEAM_bufferSize(cusparseHandle_t      handle,
                          cusparseOperation_t   opA,
                          cusparseOperation_t   opB,
                          const void*          alpha,
```

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```

    ↪supported      cusparsedConstSpMatDescr_t matA, // non-const descriptor
                   const void*          beta,
    ↪supported      cusparsedConstSpMatDescr_t matB, // non-const descriptor

                   cusparsedSpMatDescr_t   matC,
                   cudaDataType             computeType,
                   cusparsedSpGEAMAlg_t     alg,
                   cusparsedSpGEAMDescr_t   spgeamDescr,
                   size_t*                   bufferSize)

cusparsedStatus_t
cusparsedSpGEAM_nnz(cusparsedHandle_t      handle,
                   cusparsedOperation_t    opA,
                   cusparsedOperation_t    opB,
                   const void*             alpha,
                   cusparsedConstSpMatDescr_t matA, // non-const descriptor supported
                   const void*             beta,
                   cusparsedConstSpMatDescr_t matB, // non-const descriptor supported
                   cusparsedSpMatDescr_t   matC,
                   cudaDataType             computeType,
                   cusparsedSpGEAMAlg_t     alg,
                   cusparsedSpGEAMDescr_t   spgeamDescr,
                   void*                     externalBuffer)

cusparsedStatus_t
cusparsedSpGEAM(cusparsedHandle_t      handle,
                cusparsedOperation_t    opA,
                cusparsedOperation_t    opB,
                const void*             alpha,
                cusparsedConstSpMatDescr_t matA, // non-const descriptor supported
                const void*             beta,
                cusparsedConstSpMatDescr_t matB, // non-const descriptor supported
                cusparsedSpMatDescr_t   matC,
                cudaDataType             computeType,
                cusparsedSpGEAMAlg_t     alg,
                cusparsedSpGEAMDescr_t   spgeamDescr,
                void*                     externalBuffer)

```

This function performs the addition of two sparse matrices `matA` and `matB`.

$$\mathbf{C} = \alpha \text{op}(\mathbf{A}) + \beta \text{op}(\mathbf{B})$$

where  $\alpha$  and  $\beta$  are scalars.

Functions `cusparsedSpGEAM_bufferSize()`, `cusparsedSpGEAM_nnz()`, and `cusparsedSpGEAM()` return the required buffer size, compute the number of nonzero elements of `C`, and perform the actual computation, respectively.

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
opA	HOST	IN	Operation op(A)
opB	HOST	IN	Operation op(B)
alpha	HOST	IN	$\alpha$ scalar used for addition
matA	HOST	IN	Sparse matrix A
beta	HOST	IN	$\beta$ scalar used for addition
matB	HOST	IN	Sparse matrix B
matC	HOST	OUT	Output sparse matrix C
compute-Type	HOST	IN	Enumerator specifying the datatype in which the computation is executed
alg	HOST	IN	Enumerator specifying the algorithm for the computation (only one algorithm is available, CUSPARSE_SPGEAM_ALG1)
spgeamDescr	HOST	IN/OUT	Opaque descriptor for storing internal data used across the three steps
buffer-Size	HOST	IN/OUT	Number of bytes of workspace requested by <code>cusparseSpGEAM_nnz</code> and <code>cusparseSpGEAM</code>
external-Buffer	DEVICE	IN	Pointer to workspace buffer needed by <code>cusparseSpGEAM_nnz</code> and <code>cusparseSpGEAM</code>

Notes:

- ▶ In cases where alpha or beta is zero, the non-zero structure of matrix C aligns with the sparsity pattern of B or A, respectively; if both alpha and beta are zero, the sparsity pattern of C is empty.
- ▶ Since matA and matB may have different sparsity patterns, `cusparseSpGEAM` computes matC in two steps. First, the user calls `cusparseSpGEAM_nnz()` with a matC whose `csrRowOffsets` array has already been allocated. Then, after retrieving `nnzC` (the number of nonzero elements in matC) using `cusparseSpMatGetSize()`, the user allocates the `csrColInd` and `csrValues` arrays and calls `cusparseSpGEAM()` to compute the output matrix. If the sparsity pattern of matC is already known, the user can skip the call to `cusparseSpGEAM_nnz()`

`cusparseSpGEAM` supports the following index type for representing the sparse matrices A, B and C (all matrices must have the same index type):

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

Currently, the function has the following limitations:

- ▶ Only CSR format CUSPARSE\_FORMAT\_CSR is supported
- ▶ The indices of matA and matB must be sorted
- ▶ Only opA and opB equal to CUSPARSE\_OPERATION\_NON\_TRANSPOSE are supported

The data type combinations currently supported for `cusparseSpGEAM` are listed below:

Uniform-precision computation:

A/B/C/computeType
CUDA_R_32F
CUDA_R_64F
CUDA_C_32F
CUDA_C_64F

cusparseSpGEAM supports the following algorithm:

Algorithm	Notes
CUSPARSE_SPGEAM_ALG1	Default algorithm

cusparseSpGEAM() has the following properties:

- ▶ The routine supports asynchronous execution
- ▶ The routine guarantees the indices of matC to be sorted

cusparseSpGEAM() supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See *cusparseStatus\_t* for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseSpGEAM](#) for a code example.

## 8.6.5. cusparseRot() [DEPRECATED]

> The routine will be removed in the next major release

```
cusparseStatus_t
cusparseRot(cusparseHandle_t    handle,
            const void*         c_coeff,
            const void*         s_coeff,
            cusparseSpVecDescr_t vecX,
            cusparseDnVecDescr_t vecY)
```

The function computes the Givens rotation matrix

$$G = \begin{bmatrix} c & s \\ -s & c \end{bmatrix}$$

to a sparse vecX and a dense vector vecY

In other words,

```
for i=0 to nnz-1
    Y[X_indices[i]] = c * Y[X_indices[i]] - s * X_values[i]
    X_values[i]     = c * X_values[i]   + s * Y[X_indices[i]]
```

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
c_coeff	HOST or DEVICE	IN	cosine element of the rotation matrix
vecX	HOST	IN/OUT	Sparse vector X
s_coeff	HOST or DEVICE	IN	sine element of the rotation matrix
vecY	HOST	IN/OUT	Dense vector Y

cusparseRot supports the following index type for representing the sparse vector vecX:

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

cusparseRot supports the following data types:

Uniform-precision computation:

X/Y/compute
CUDA_R_32F
CUDA_R_64F
CUDA_C_32F
CUDA_C_64F

Mixed-precision computation:

X/Y	compute	
CUDA_R_16F	CUDA_R_32F	
CUDA_R_16BF		
CUDA_C_16F	CUDA_C_32F	[DEPRECATED]
CUDA_C_16BF		[DEPRECATED]

cusparseRot() has the following constraints:

- ▶ The arrays representing the sparse vector vecX must be aligned to 16 bytes

cusparseRot() has the following properties:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ Provides deterministic (bit-wise) results for each run if the the sparse vector vecX indices are distinct

cusparseRot() supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See [cusparseStatus\\_t](#) for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseRot](#) for a code example.

## 8.6.6. cusparseSpVV() [DEPRECATED]

> This routine will be removed in a future major release.

```
cusparseStatus_t
cusparseSpVV_bufferSize(cusparseHandle_t      handle,
                        cusparseOperation_t   opX,
                        cusparseConstSpVecDescr_t vecX, // non-const descriptor
↳supported
                        cusparseConstDnVecDescr_t vecY, // non-const descriptor
↳supported
                        void*                 result,
                        cudaDataType          computeType,
                        size_t*                bufferSize)
```

```
cusparseStatus_t
cusparseSpVV(cusparseHandle_t      handle,
              cusparseOperation_t   opX,
              cusparseConstSpVecDescr_t vecX, // non-const descriptor supported
              cusparseConstDnVecDescr_t vecY, // non-const descriptor supported
              void*                 result,
              cudaDataType          computeType,
              void*                 externalBuffer)
```

The function computes the inner dot product of a sparse vector  $\text{vecX}$  and a dense vector  $\text{vecY}$

$$\text{result} = \text{op}(\mathbf{X}) \cdot \mathbf{Y}$$

In other words,

```
result = 0;
for i=0 to nnz-1
    result += op(X_values[i]) * Y[X_indices[i]]
```

$$\text{op}(\mathbf{X}) = \begin{cases} X & \text{if } \text{op}(\mathbf{X}) == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ X & \text{if } \text{op}(\mathbf{X}) == \text{CUSPARSE\_OPERATION\_CONJUGATE\_TRANPOSE} \end{cases}$$

The function `cusparseSpVV_bufferSize()` returns the size of the workspace needed by `cusparseSpVV()`

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
opX	HOST	IN	Operation op(X) that is non-transpose or conjugate transpose
vecX	HOST	IN	Sparse vector X
vecY	HOST	IN	Dense vector Y
result	HOST or DEVICE	OUT	The resulting dot product
computeType	HOST	IN	Datatype in which the computation is executed
bufferSize	HOST	OUT	Number of bytes of workspace needed by cusparseSpVV
external-Buffer	DEVICE	IN	Pointer to a workspace buffer of at least bufferSize bytes

cusparseSpVV supports the following index type for representing the sparse vector vecX:

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

The data types combinations currently supported for cusparseSpVV are listed below:

Uniform-precision computation:

X/Y/computeType
CUDA_R_32F
CUDA_R_64F
CUDA_C_32F
CUDA_C_64F

Mixed-precision computation:

X/Y	computeType/result	Notes
CUDA_R_8I	CUDA_R_32I	
CUDA_R_8I	CUDA_R_32F	
CUDA_R_16F	CUDA_R_32F	
CUDA_R_16BF	CUDA_R_32F	
CUDA_C_16F	CUDA_C_32F	[DEPRECATED]
CUDA_C_16BF	CUDA_C_32F	[DEPRECATED]

cusparseSpVV() has the following constraints:

- ▶ The arrays representing the sparse vector vecX must be aligned to 16 bytes

`cusparseSpVV()` has the following properties:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ Provides deterministic (bit-wise) results for each run if the the sparse vector `vecX` indices are distinct
- ▶ The routine allows indices of `vecX` to be unsorted

`cusparseSpVV()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See `cusparseStatus_t` for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseSpVV](#) for a code example.

## 8.6.7. `cusparseSpMV()`

```
cusparseStatus_t
cusparseSpMV_bufferSize(cusparseHandle_t      handle,
                        cusparseOperation_t   opA,
                        const void*          alpha,
                        cusparseConstSpMatDescr_t matA, // non-const descriptor
↳supported
                        cusparseConstDnVecDescr_t vecX, // non-const descriptor
↳supported
                        const void*          beta,
                        cusparseDnVecDescr_t  vecY,
                        cudaDataType         computeType,
                        cusparseSpMVAlg_t     alg,
                        size_t*              bufferSize)
```

```
cusparseStatus_t
cusparseSpMV_preprocess(cusparseHandle_t      handle,
                        cusparseOperation_t   opA,
                        const void*          alpha,
                        cusparseConstSpMatDescr_t matA, // non-const descriptor
↳supported
                        cusparseConstDnVecDescr_t vecX, // non-const descriptor
↳supported
                        const void*          beta,
                        cusparseDnVecDescr_t  vecY,
                        cudaDataType         computeType,
                        cusparseSpMVAlg_t     alg,
                        void*                externalBuffer)
```

```
cusparseStatus_t
cusparseSpMV(cusparseHandle_t      handle,
              cusparseOperation_t   opA,
              const void*          alpha,
              cusparseConstSpMatDescr_t matA, // non-const descriptor supported
```

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```

cusparseConstDnVecDescr_t  vecX, // non-const descriptor supported
const void*                beta,
cusparseDnVecDescr_t      vecY,
cudaDataType               computeType,
cusparseSpMVAAlg_t        alg,
void*                      externalBuffer)

```

This function performs the multiplication of a sparse matrix  $\text{matA}$  and a dense vector  $\text{vecX}$

$$\mathbf{Y} = \alpha \text{op}(\mathbf{A}) \cdot \mathbf{X} + \beta \mathbf{Y}$$

where

- ▶  $\text{op}(\mathbf{A})$  is a sparse matrix of size  $m \times k$
- ▶  $\mathbf{X}$  is a dense vector of size  $k$
- ▶  $\mathbf{Y}$  is a dense vector of size  $m$
- ▶  $\alpha$  and  $\beta$  are scalars

Also, for matrix  $\mathbf{A}$

$$\text{op}(\mathbf{A}) = \begin{cases} \mathbf{A} & \text{if } \text{op}(\mathbf{A}) == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ \mathbf{A}^T & \text{if } \text{op}(\mathbf{A}) == \text{CUSPARSE\_OPERATION\_TRANPOSE} \\ \mathbf{A}^H & \text{if } \text{op}(\mathbf{A}) == \text{CUSPARSE\_OPERATION\_CONJUGATE\_TRANPOSE} \end{cases}$$

The function `cusparseSpMV_bufferSize()` returns the size of the workspace needed by `cusparseSpMV_preprocess()` and `cusparseSpMV()`

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
opA	HOST	IN	Operation $\text{op}(\mathbf{A})$
alpha	HOST or DE-VICE	IN	$\alpha$ scalar used for multiplication of type <code>computeType</code>
matA	HOST	IN	Sparse matrix $\mathbf{A}$
vecX	HOST	IN	Dense vector $\mathbf{X}$
beta	HOST or DE-VICE	IN	$\beta$ scalar used for multiplication of type <code>computeType</code>
vecY	HOST	IN/OUT	Dense vector $\mathbf{Y}$
computeType	HOST	IN	Datatype in which the computation is executed
alg	HOST	IN	Algorithm for the computation
bufferSize	HOST	OUT	Number of bytes of workspace needed by <code>cusparseSpMV</code>
external-Buffer	DEVICE	IN	Pointer to a workspace buffer of at least <code>bufferSize</code> bytes

The sparse matrix formats currently supported are listed below:

- ▶ CUSPARSE\_FORMAT\_COO
- ▶ CUSPARSE\_FORMAT\_CSR
- ▶ CUSPARSE\_FORMAT\_CSC
- ▶ CUSPARSE\_FORMAT\_BSR
- ▶ CUSPARSE\_FORMAT\_SLICED\_ELL

cusparseSpMV supports the following index type for representing the sparse matrix matA:

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

cusparseSpMV supports the following data types:

Uniform-precision computation:

A/X/ Y/computeType
CUDA_R_32F
CUDA_R_64F
CUDA_C_32F
CUDA_C_64F

Mixed-precision computation:

A/X	Y	computeType	Notes
CUDA_R_8I	CUDA_R_32I	CUDA_R_32I	
CUDA_R_8I	CUDA_R_32F	CUDA_R_32F	
CUDA_R_16F			
CUDA_R_16BF			
CUDA_R_16F			
CUDA_R_16BF	CUDA_R_16BF		
CUDA_C_32F	CUDA_C_32F	CUDA_C_32F	
CUDA_C_16F	CUDA_C_16F		[DEPRECATED]
CUDA_C_16BF	CUDA_C_16BF		[DEPRECATED]

A	X/Y/computeType
CUDA_R_32F	CUDA_R_64F

Mixed Regular/Complex computation:

A	X/Y/computeType
CUDA_R_32F	CUDA_C_32F
CUDA_R_64F	CUDA_C_64F

NOTE: CUDA\_R\_16F, CUDA\_R\_16BF, CUDA\_C\_16F, and CUDA\_C\_16BF data types always imply mixed-precision computation.

cusparseSpMV() supports the following algorithms:

Algorithm	Notes
CUS- PARSE_SPMV_ALG_DEFAULT	Default algorithm for any sparse matrix format.
CUS- PARSE_SPMV_COO_ALG1	Default algorithm for COO sparse matrix format. May produce slightly different results during different runs with the same input parameters.
CUS- PARSE_SPMV_COO_ALG2	Provides deterministic (bit-wise) results for each run. If <code>opA != CUSPARSE_OPERATION_NON_TRANSPOSE</code> , it is identical to CUS- PARSE_SPMV_COO_ALG1.
CUS- PARSE_SPMV_CSR_ALG1	Default algorithm for CSR/CSC sparse matrix format. May produce slightly different results during different runs with the same input parameters.
CUS- PARSE_SPMV_CSR_ALG2	Provides deterministic (bit-wise) results for each run. If <code>opA != CUSPARSE_OPERATION_NON_TRANSPOSE</code> , it is identical to CUS- PARSE_SPMV_CSR_ALG1.
CUS- PARSE_SPMV_SELL_ALG1	Default algorithm for Sliced Ellpack sparse matrix format. Provides deterministic (bit-wise) results for each run.
CUS- PARSE_SPMV_BSR_ALG1	Default algorithm for BSR sparse matrix format. Provides deterministic (bit-wise) results for each run. Supports only <code>opA == CUSPARSE_OPERATION_NON_TRANSPOSE</code> . Supports both row-major and column-major block layouts in A.

Calling `cusparseSpMV_preprocess()` is optional. It may accelerate subsequent calls to `cusparseSpMV()`. It is useful when `cusparseSpMV()` is called multiple times with the same sparsity pattern (`matA`).

Calling `cusparseSpMV_preprocess()` with `buffer` makes that buffer “active” for `matA` SpMV calls. Subsequent calls to `cusparseSpMV()` with `matA` and the active buffer must use the same values for all parameters as the call to `cusparseSpMV_preprocess()`. The exceptions are: `alpha`, `beta`, `vecX`, `vecY`, and the values (but not indices) of `matA` may be different. Importantly, the buffer contents must be unmodified since the call to `cusparseSpMV_preprocess()`. When `cusparseSpMV()` is called with `matA` and its active buffer, it may read acceleration data from the buffer.

Calling `cusparseSpMV_preprocess()` again with `matA` and a new buffer will make the new buffer active, forgetting about the previously-active buffer and making it inactive. For `cusparseSpMV()`, there can only be one active buffer per sparse matrix at a time. To get the effect of multiple active buffers for a single sparse matrix, create multiple matrix handles that all point to the same index and value buffers, and call `cusparseSpMV_preprocess()` once per handle with different workspace buffers.

Calling `cusparseSpMV()` with an inactive buffer is always permitted. However, there may be no acceleration from the preprocessing in that case.

For the purposes of *thread safety*, `cusparseSpMV_preprocess()` is writing to `matA` internal state.

#### Performance notes:

- ▶ `CUSPARSE_SPMV_COO_ALG1` and `CUSPARSE_SPMV_CSR_ALG1` provide higher performance than `CUSPARSE_SPMV_COO_ALG2` and `CUSPARSE_SPMV_CSR_ALG2`.
- ▶ In general, `opA == CUSPARSE_OPERATION_NON_TRANSPOSE` is 3x faster than `opA != CUSPARSE_OPERATION_NON_TRANSPOSE`.
- ▶ Using `cusparseSpMV_preprocess()` helps improve performance of `cusparseSpMV()` in CSR. It is beneficial when we need to run `cusparseSpMV()` multiple times with a same matrix (`cusparseSpMV_preprocess()` is executed only once).

`cusparseSpMV()` has the following properties:

- ▶ The routine requires extra storage for CSR/CSC format (all algorithms) and for COO format with `CUSPARSE_SPMV_COO_ALG2` algorithm.
- ▶ Provides deterministic (bit-wise) results for each run only for `CUSPARSE_SPMV_COO_ALG2`, `CUSPARSE_SPMV_CSR_ALG2` and `CUSPARSE_SPMV_BSR_ALG1` algorithms, and `opA == CUSPARSE_OPERATION_NON_TRANSPOSE`.
- ▶ The routine supports asynchronous execution.
- ▶ `compute-sanitizer` could report false race conditions for this routine when `beta == 0`. This is for optimization purposes and does not affect the correctness of the computation.
- ▶ The routine allows the indices of `matA` to be unsorted.

`cusparseSpMV()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See `cusparseStatus_t` for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseSpMV CSR](#) and [cusparseSpMV COO](#) for a code example.

## 8.6.8. cusparseSpMVOp() [EXPERIMENTAL]

```
cusparseStatus_t
cusparseSpMVOp_bufferSize(cusparseHandle_t      handle,
                          cusparseOperation_t   opA,
                          cusparseConstSpMatDescr_t matA, // non-const descriptor
                          cusparseConstDnVecDescr_t vecX, // non-const descriptor
                          cusparseDnVecDescr_t  vecY,
                          cusparseDnVecDescr_t  vecZ,
                          cudaDataType          computeType,
                          cusparseSpMVOpAlg_t   alg,
                          size_t*               bufferSize)
```

```

cusparsesStatus_t
cusparsesSpMVOp_createDescr(cusparsesHandle_t      handle,
                             cusparsesSpMVOpDescr_t* desc,
                             cusparsesOperation_t   opA,
                             cusparsesConstSpMatDescr_t matA, // non-const descriptor
↪supported
                             cusparsesConstDnVecDescr_t vecX, // non-const descriptor
↪supported
                             cusparsesDnVecDescr_t   vecY,
                             cusparsesDnVecDescr_t   vecZ,
                             cudaDataType             computeType,
                             cusparsesSpMVOpAlg_t     alg,
                             void*                   buffer)

```

```

cusparsesStatus_t
cusparsesSpMVOp_destroyDescr(cusparsesSpMVOpDescr_t desc)

```

```

cusparsesStatus_t
cusparsesSpMVOp_createPlan(cusparsesHandle_t      handle,
                            cusparsesSpMVOpDescr_t desc,
                            cusparsesSpMVOpPlan_t* plan,
                            const void*           epilogueLT0Buffer,
                            size_t                epilogueLT0BufferSize)

```

```

cusparsesStatus_t
cusparsesSpMVOp_destroyPlan(cusparsesSpMVOpPlan_t plan)

```

```

cusparsesStatus_t
cusparsesSpMVOp_setGlobalUserData(cusparsesHandle_t      handle,
                                   cusparsesSpMVOpPlan_t plan,
                                   const char*            epilogueDataName,
                                   void*                  epilogueData,
                                   size_t                  epilogueDataSize)

```

```

cusparsesStatus_t
cusparsesSpMVOp(cusparsesHandle_t      handle,
                 cusparsesSpMVOpPlan_t plan,
                 const void*            alpha,
                 const void*            beta,
                 cusparsesConstDnVecDescr_t vecX,
                 cusparsesConstDnVecDescr_t vecY,
                 cusparsesDnVecDescr_t   vecZ)

```

*Experimental:* This function is only available if macro `CUSPARSE_ENABLE_EXPERIMENTAL_API` is defined. It performs the multiplication of a sparse matrix `matA` and a dense vector `vecX`.

$$\mathbf{Z}_i = \text{epilogue} \left( \alpha \sum_k (\text{op}(\mathbf{A}_{ik}) \cdot \mathbf{X}_k) + \beta \mathbf{Y}_i \right)$$

where

- ▶ `op(A)` is a sparse matrix of size  $m \times k$
- ▶ `X` is a dense vector of size  $k$
- ▶ `Y` is a dense vector of size  $m$
- ▶ `Z` is a dense vector of size  $m$ . It is allowed to alias `Y`.

- ▶  $\alpha$  and  $\beta$  are scalars
- ▶ epilogue is a custom function with the following signature

```
__device__ <computetype> spmv_op_epilogue(int64_t row, <computetype> value);
```

`cusparseSpMVOp()` supports sparse format `CUSPARSE_FORMAT_CSR` and `opA=CUSPARSE_OPERATION_NON_TRANSPOSE`. The following index type combinations are supported:

<code>csrRowOffsetsType</code>	<code>csrColIndType</code>
<code>CUSPARSE_INDEX_32I</code>	<code>CUSPARSE_INDEX_32I</code>
<code>CUSPARSE_INDEX_64I</code>	<code>CUSPARSE_INDEX_32I</code>

`cusparseSpMVOp()` supports the following type combinations:

<b>A</b>	<b>X/Y/Z/computeType</b>
<code>CUDA_R_32F</code>	<code>CUDA_R_32F</code>
<code>CUDA_R_32F</code>	<code>CUDA_R_64F</code>
<code>CUDA_R_64F</code>	<code>CUDA_R_64F</code>

`cusparseSpMVOp()` supports the following algorithms:

<b>Algorithm</b>	<b>Notes</b>
<code>CUSPARSE_SPMVOP_ALG_DEFAULT</code>	Default algorithm; currently equivalent to <code>CUSPARSE_SPMVOP_ALG1</code> .
<code>CUSPARSE_SPMVOP_ALG1</code>	Deterministic algorithm. Supports updating the values of <code>matA</code> between calls to <code>cusparseSpMVOp()</code> without rebuilding the descriptor or the execution plan, either in-place or via <code>cusparseCsrSetPointers()</code> .
<code>CUSPARSE_SPMVOP_ALG2</code>	Alternative deterministic algorithm. Compared to <code>CUSPARSE_SPMVOP_ALG1</code> , it may offer higher performance at the cost of significantly more buffer usage and more expensive preprocessing in <code>cusparseSpMVOp_createDescr()</code> . Does not support updating the values of <code>matA</code> between calls without rebuilding the descriptor and the execution plan.

The function `cusparseSpMVOp_bufferSize()` returns the size of the workspace needed by `cusparseSpMVOp_createDescr()` and `cusparseSpMVOp()`. Currently, it accepts `NULL` for `vecX`, `vecY` and `vecZ`.

The function `cusparseSpMVOp_createDescr()` prepares the internal data represented by the descriptor which is needed by `cusparseSpMVOp_createPlan()` and `cusparseSpMVOp()`. The passed-in device buffer must remain valid and unmodified until the associated descriptor is destroyed. It supports passing dummy `vecX`, `vecY` and `vecZ` objects, as long as their data type attributes are valid. Other attributes are ignored during the descriptor creation. If `epilogueLTOBuffer` is `NULL` or `epilogueLTOBufferSize` is `0`, the built-in default epilogue will be employed without Link-Time-Optimization (LTO):

```
__device__ <computetype> spmv_op_epilogue(int64_t row, <computetype> value) { return  
↪value; }
```

The function `cusparseSpMVOp_createPlan()` takes in the descriptor and the LTO-IR of the custom epilogue, and returns the execution plan. The same descriptor can be used to create multiple execution plans, each with its own epilogue and epilogue auxiliary data. A caching system is employed to avoid redundant JIT compilation: plans compiled from identical LTO-IR (same `epilogueLTOLBuffer` content and `epilogueLTOLBufferSize`) share a single `CUmodule`.

The function `cusparseSpMVOp_setGlobalUserData()` copies `epilogueDataSize` bytes from the host buffer `epilogueData` to the device `__device__` or `__constant__` variable named `epilogueDataName` in the compiled epilogue module. `epilogueDataName` must match the symbol name of the variable as declared in the epilogue device code. The invocation is optional; it should be called only if the epilogue requires auxiliary data. It can be invoked repeatedly before `cusparseSpMVOp()` to update the auxiliary data. As a consequence of the plan caching, calling `cusparseSpMVOp_setGlobalUserData()` affects every plan that links to the same compiled epilogue, not only the plan passed as argument. If multiple plans share the same LTO-IR but require different runtime constant values, the caller is responsible for serializing each `cusparseSpMVOp_setGlobalUserData()` + `cusparseSpMVOp()` pair so that each plan's constants are current at the time it executes.

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
descr	HOST	IN/OUT	Opaque descriptor for storing internal data used across the setup and execution steps
plan	HOST	IN/OUT	Opaque descriptor for storing the multiplication execution plan, namely all the information necessary to execute <code>cusparseSpMV0p()</code>
opA	HOST	IN	Operation <code>op(A)</code>
alpha	HOST or DEVICE	IN	$\alpha$ scalar used for multiplication of type <code>computeType</code>
matA	HOST	IN	Sparse matrix A
vecX	HOST	IN	Dense vector X
beta	HOST or DEVICE	IN	$\beta$ scalar used for multiplication of type <code>computeType</code>
vecY	HOST	IN	Dense vector Y
vecZ	HOST	IN/OUT	Dense vector Z
computeType	HOST	IN	Datatype in which the computation is executed
alg	HOST	IN	Algorithm for the computation (see algorithm table above)
epilogueLTO-Buffer	HOST	IN	Pointer to the LTO-IR buffer containing the custom epilogue function
epilogueLTO-BufferSize	HOST	IN	Size in bytes of <code>epilogueLTOBuffer</code>
epilogueData	HOST	IN	Pointer to the auxiliary data used by the epilogue
epilogue-DataSize	HOST	IN	Size in bytes of <code>epilogueData</code>
epilogue-DataName	HOST	IN	Name of the auxiliary data <code>epilogueData</code>
buffer	DEVICE	IN	Pointer to a workspace buffer of at least <code>bufferSize</code> bytes
bufferSize	HOST	OUT	Number of bytes of workspace needed by <code>cusparseSpMV0p_createDescr</code>

`cusparseSpMV0p()` has the following properties:

- ▶ It supports a customizable epilogue function, enabling users to apply additional elementwise and more complex operations to the output vector.
- ▶ It provides improved numerical accuracy than `cusparseSpMV()` due to the fact that accumulation is partially performed using Kahan's summation.
- ▶ The routine produces deterministic (bit-wise) results for each run, assuming that the epilogue function is deterministic.
- ▶ In general, it is significantly faster than `cusparseSpMV()` with the deterministic algorithm `CUSPARSE_SPMV_CSR_ALG2`, at the cost of more buffer usage.

- ▶ CUSPARSE\_SPMVOP\_ALG1 (and CUSPARSE\_SPMVOP\_ALG\_DEFAULT) supports updating the values of `matA` between calls to `cusparseSpMVOp()` without rebuilding the descriptor or the execution plan. The updated values can be provided in-place (by modifying the device memory previously registered in the matrix descriptor) or by calling `cusparseCsrSetPointers()` with the new value pointer before each `cusparseSpMVOp()` call.
- ▶ The routine supports asynchronous execution.
- ▶ The routine allows the indices of `matA` to be unsorted.
- ▶ It supports CUDA graph capture *optimizations*.

See `cusparseStatus_t` for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseSpMVOp](#) for a code example.

## 8.6.9. `cusparseSpSV()`

```
cusparseStatus_t
cusparseSpSV_createDescr(cusparseSpSVDescr_t* spsvDescr);
```

```
cusparseStatus_t
cusparseSpSV_destroyDescr(cusparseSpSVDescr_t spsvDescr);
```

```
cusparseStatus_t
cusparseSpSV_bufferSize(cusparseHandle_t      handle,
                        cusparseOperation_t   opA,
                        const void*          alpha,
                        cusparseConstSpMatDescr_t matA, // non-const descriptor
↳supported
                        cusparseConstDnVecDescr_t vecX, // non-const descriptor
↳supported
                        cusparseDnVecDescr_t   vecY,
                        cudaDataType           computeType,
                        cusparseSpSVALg_t      alg,
                        cusparseSpSVDescr_t   spsvDescr,
                        size_t*                bufferSize)
```

```
cusparseStatus_t
cusparseSpSV_analysis(cusparseHandle_t      handle,
                      cusparseOperation_t   opA,
                      const void*          alpha,
                      cusparseConstSpMatDescr_t matA, // non-const descriptor
↳supported
                      cusparseConstDnVecDescr_t vecX, // non-const descriptor
↳supported
                      cusparseDnVecDescr_t   vecY,
                      cudaDataType           computeType,
                      cusparseSpSVALg_t      alg,
                      cusparseSpSVDescr_t   spsvDescr,
                      void*                 externalBuffer)
```

```

cusparseStatus_t
cusparseSpSV_solve(cusparseHandle_t      handle,
                  cusparseOperation_t    opA,
                  const void*           alpha,
                  cusparseConstSpMatDescr_t matA, // non-const descriptor supported
                  cusparseConstDnVecDescr_t vecX, // non-const descriptor supported
                  cusparseDnVecDescr_t    vecY,
                  cudaDataType           computeType,
                  cusparseSpSVAlg_t       alg,
                  cusparseSpSVDescr_t     spsvDescr)

```

```

cusparseStatus_t
cusparseSpSV_updateMatrix(cusparseHandle_t      handle,
                          cusparseSpSVDescr_t  spsvDescr,
                          void*               newValues,
                          cusparseSpSVUpdate_t updatePart)

```

The function solves a system of linear equations whose coefficients are represented in a sparse triangular matrix:

$$op(\mathbf{A}) \cdot \mathbf{Y} = \alpha \mathbf{X}$$

where

- ▶  $op(\mathbf{A})$  is a sparse square matrix of size  $m \times m$
- ▶  $\mathbf{X}$  is a dense vector of size  $m$
- ▶  $\mathbf{Y}$  is a dense vector of size  $m$
- ▶  $\alpha$  is a scalar

Also, for matrix  $\mathbf{A}$

$$op(\mathbf{A}) = \begin{cases} \mathbf{A} & \text{if } op(\mathbf{A}) == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ \mathbf{A}^T & \text{if } op(\mathbf{A}) == \text{CUSPARSE\_OPERATION\_TRANPOSE} \\ \mathbf{A}^H & \text{if } op(\mathbf{A}) == \text{CUSPARSE\_OPERATION\_CONJUGATE\_TRANPOSE} \end{cases}$$

The function `cusparseSpSV_bufferSize()` returns the size of the workspace needed by `cusparseSpSV_analysis()` and `cusparseSpSV_solve()`. The function `cusparseSpSV_analysis()` performs the analysis phase, while `cusparseSpSV_solve()` executes the solve phase for a sparse triangular linear system. The opaque data structure `spsvDescr` is used to share information among all functions. The function `cusparseSpSV_updateMatrix()` updates `spsvDescr` with new matrix values.

The routine supports arbitrary sparsity for the input matrix, but only the upper or lower triangular part is taken into account in the computation.

*NOTE:* all parameters must be consistent across `cusparseSpSV` API calls and the matrix descriptions and `externalBuffer` must not be modified between `cusparseSpSV_analysis()` and `cusparseSpSV_solve()`. The function `cusparseSpSV_updateMatrix()` can be used to update the values on the sparse matrix stored inside the opaque data structure `spsvDescr`

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
opA	HOST	IN	Operation $op(A)$
alpha	HOST or DEVICE	IN	$\alpha$ scalar used for multiplication of type computeType
matA	HOST	IN	Sparse matrix A
vecX	HOST	IN	Dense vector X
vecY	HOST	IN/OUT	Dense vector Y
compute-Type	HOST	IN	Datatype in which the computation is executed
alg	HOST	IN	Algorithm for the computation
buffer-Size	HOST	OUT	Number of bytes of workspace needed by <code>cusparseSpSV_analysis()</code> and <code>cusparseSpSV_solve()</code>
external-Buffer	DEVICE	IN/OUT	Pointer to a workspace buffer of at least <code>bufferSize</code> bytes. It is used by <code>cusparseSpSV_analysis</code> and <code>cusparseSpSV_solve()</code>
spsvDescr	HOST	IN/OUT	Opaque descriptor for storing internal data used across the three steps

The sparse matrix formats currently supported are listed below:

- ▶ CUSPARSE\_FORMAT\_CSR
- ▶ CUSPARSE\_FORMAT\_CSC
- ▶ CUSPARSE\_FORMAT\_COO
- ▶ CUSPARSE\_FORMAT\_SLICED\_ELL

The `cusparseSpSV()` supports the following shapes and properties:

- ▶ CUSPARSE\_FILL\_MODE\_LOWER and CUSPARSE\_FILL\_MODE\_UPPER fill modes
- ▶ CUSPARSE\_DIAG\_TYPE\_NON\_UNIT and CUSPARSE\_DIAG\_TYPE\_UNIT diagonal types

The fill mode and diagonal type can be set by `cusparseSpMatSetAttribute()`.

`cusparseSpSV()` supports the following index type for representing the sparse matrix `matA`:

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

`cusparseSpSV()` supports the following data types:

Uniform-precision computation:

A/X/ Y/computeType
CUDA_R_32F
CUDA_R_64F
CUDA_C_32F
CUDA_C_64F

`cusparseSpSV()` supports the following algorithms:

Algorithm	Notes
CUSPARSE_SPSV_ALG_DEFAULT	Default algorithm

`cusparseSpSV()` has the following properties:

- ▶ The routine requires extra storage for the analysis phase which is proportional to number of non-zero entries of the sparse matrix
- ▶ Provides deterministic (bit-wise) results for each run for the solving phase `cusparseSpSV_solve()`
- ▶ The routine supports in-place operation
- ▶ The `cusparseSpSV_solve()` routine supports asynchronous execution
- ▶ `cusparseSpSV_bufferSize()` and `cusparseSpSV_analysis()` routines accept NULL for `vecX` and `vecY`
- ▶ The routine allows the indices of `matA` to be unsorted

`cusparseSpSV()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

`cusparseSpSV_updateMatrix()` updates the sparse matrix after calling the analysis phase. This function supports the following update strategies (`updatePart`):

Strategy	Notes
CUSPARSE_SPSV_UPDATE_GENERAL	Updates the sparse matrix values with values of <code>newValues</code> array
CUSPARSE_SPSV_UPDATE_DIAGONAL	Updates the diagonal part of the matrix with diagonal values stored in <code>newValues</code> array. That is, <code>newValues</code> has the new diagonal values only

See [`cusparseStatus\_t`](#) for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseSpSV CSR](#) and [cuSPARSE Library Samples - cusparseSpSV COO](#) for code examples.

8.6.10. `cusparseSpMM()`

```

cusparseStatus_t
cusparseSpMM_bufferSize(cusparseHandle_t      handle,
                        cusparseOperation_t   opA,
                        cusparseOperation_t   opB,
                        const void*          alpha,
                        cusparseConstSpMatDescr_t matA, // non-const descriptor
                        cusparseConstDnMatDescr_t matB, // non-const descriptor
                        const void*          beta,
                        cusparseDnMatDescr_t  matC,
                        cudaDataType          computeType,
                        cusparseSpMMAlg_t     alg,
                        size_t*              bufferSize)

```

↪supported

↪supported

```

cusparseStatus_t
cusparseSpMM_preprocess(cusparseHandle_t      handle,
                        cusparseOperation_t   opA,
                        cusparseOperation_t   opB,
                        const void*          alpha,
                        cusparseConstSpMatDescr_t matA, // non-const descriptor
                        cusparseConstDnMatDescr_t matB, // non-const descriptor
                        const void*          beta,
                        cusparseDnMatDescr_t  matC,
                        cudaDataType          computeType,
                        cusparseSpMMAlg_t     alg,
                        void*                 externalBuffer)

```

↪supported

↪supported

```

cusparseStatus_t
cusparseSpMM(cusparseHandle_t      handle,
              cusparseOperation_t   opA,
              cusparseOperation_t   opB,
              const void*          alpha,
              cusparseConstSpMatDescr_t matA, // non-const descriptor supported
              cusparseConstDnMatDescr_t matB, // non-const descriptor supported
              const void*          beta,
              cusparseDnMatDescr_t  matC,
              cudaDataType          computeType,
              cusparseSpMMAlg_t     alg,
              void*                 externalBuffer)

```

The function performs the multiplication of a sparse matrix `matA` and a dense matrix `matB`.

$$\mathbf{C} = \alpha op(\mathbf{A}) \cdot op(\mathbf{B}) + \beta \mathbf{C}$$

where

- ▶ `op(A)` is a sparse matrix of size  $m \times k$
- ▶ `op(B)` is a dense matrix of size  $k \times n$
- ▶ `C` is a dense matrix of size  $m \times n$
- ▶  $\alpha$  and  $\beta$  are scalars

The routine can be also used to perform the multiplication of a dense matrix and a sparse matrix by switching the dense matrices layout:

$$\begin{aligned}\mathbf{C}_C &= \mathbf{B}_C \cdot \mathbf{A} + \beta \mathbf{C}_C \rightarrow \\ \mathbf{C}_R &= \mathbf{A}^T \cdot \mathbf{B}_R + \beta \mathbf{C}_R\end{aligned}$$

where  $\mathbf{B}_C$ ,  $\mathbf{C}_C$  indicate column-major layout, while  $\mathbf{B}_R$ ,  $\mathbf{C}_R$  refer to row-major layout

Also, for matrix A and B

$$\text{op}(A) = \begin{cases} A & \text{if op}(A) == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ A^T & \text{if op}(A) == \text{CUSPARSE\_OPERATION\_TRANPOSE} \\ A^H & \text{if op}(A) == \text{CUSPARSE\_OPERATION\_CONJUGATE\_TRANPOSE} \end{cases}$$

$$\text{op}(B) = \begin{cases} B & \text{if op}(B) == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ B^T & \text{if op}(B) == \text{CUSPARSE\_OPERATION\_TRANPOSE} \\ B^H & \text{if op}(B) == \text{CUSPARSE\_OPERATION\_CONJUGATE\_TRANPOSE} \end{cases}$$

When using the (conjugate) transpose of the sparse matrix A, this routine may produce slightly different results during different runs with the same input parameters.

The function `cusparseSpMM_bufferSize()` returns the size of the workspace needed by `cusparseSpMM()`

Calling `cusparseSpMM_preprocess()` is optional. It may accelerate subsequent calls to `cusparseSpMM()`. It is useful when `cusparseSpMM()` is called multiple times with the same sparsity pattern (`matA`). It provides performance advantages with `CUSPARSE_SPMM_CSR_ALG1` or `CUSPARSE_SPMM_CSR_ALG3`. For all other formats and algorithms have no effect.

Calling `cusparseSpMM_preprocess()` with `buffer` makes that buffer “active” for `matA` SpMM calls. Subsequent calls to `cusparseSpMM()` with `matA` and the active buffer must use the same values for all parameters as the call to `cusparseSpMM_preprocess()`. The exceptions are: `alpha`, `beta`, `matX`, `matY`, and the values (but not indices) of `matA` may be different. Importantly, the buffer contents must be unmodified since the call to `cusparseSpMM_preprocess()`. When `cusparseSpMM()` is called with `matA` and its active buffer, it may read acceleration data from the buffer.

Calling `cusparseSpMM_preprocess()` again with `matA` and a new buffer will make the new buffer active, forgetting about the previously-active buffer and making it inactive. For `cusparseSpMM()`, there can only be one active buffer per sparse matrix at a time. To get the effect of multiple active buffers for a single sparse matrix, create multiple matrix handles that all point to the same index and value buffers, and call `cusparseSpMM_preprocess()` once per handle with different workspace buffers.

Calling `cusparseSpMM()` with an inactive buffer is always permitted. However, there may be no acceleration from the preprocessing in that case.

For the purposes of *thread safety*, `cusparseSpMM_preprocess()` is writing to `matA` internal state.

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
opA	HOST	IN	Operation op(A)
opB	HOST	IN	Operation op(B)
alpha	HOST or DE-VICE	IN	$\alpha$ scalar used for multiplication of type computeType
matA	HOST	IN	Sparse matrix A
matB	HOST	IN	Dense matrix B
beta	HOST or DE-VICE	IN	$\beta$ scalar used for multiplication of type computeType
matC	HOST	IN/OUT	Dense matrix C
computeType	HOST	IN	Datatype in which the computation is executed
alg	HOST	IN	Algorithm for the computation
bufferSize	HOST	OUT	Number of bytes of workspace needed by cusparseSpMM
external-Buffer	DEVICE	IN	Pointer to workspace buffer of at least bufferSize bytes

cusparseSpMM supports the following sparse matrix formats:

- ▶ CUSPARSE\_FORMAT\_COO
- ▶ CUSPARSE\_FORMAT\_CSR
- ▶ CUSPARSE\_FORMAT\_CSC
- ▶ CUSPARSE\_FORMAT\_BSR
- ▶ CUSPARSE\_FORMAT\_BLOCKED\_ELL

<b>(1) COO/CSR/CSC/BSR FORMATS</b>
------------------------------------

cusparseSpMM supports the following index type for representing the sparse matrix matA:

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

cusparseSpMM supports the following data types:

Uniform-precision computation:

A/B/ C/computeType
CUDA_R_32F
CUDA_R_64F
CUDA_C_32F
CUDA_C_64F

Mixed-precision computation:

<b>A/B</b>	<b>C</b>	<b>computeType</b>	
CUDA_R_8I	CUDA_R_32I	CUDA_R_32I	
CUDA_R_8I	CUDA_R_32F	CUDA_R_32F	
CUDA_R_16F			
CUDA_R_16BF			
CUDA_R_16F	CUDA_R_16F		
CUDA_R_16BF	CUDA_R_16BF		
CUDA_C_16F	CUDA_C_16F	CUDA_C_32F	[DEPRECATED]
CUDA_C_16BF	CUDA_C_16BF		[DEPRECATED]

NOTE: CUDA\_R\_16F, CUDA\_R\_16BF, CUDA\_C\_16F, and CUDA\_C\_16BF data types always imply mixed-precision computation.

cusparseSpMM supports the following algorithms:

Algorithm	Notes
CUSPARSE_SPMM_ALG_DEFAULT	Default algorithm for any sparse matrix format
CUSPARSE_SPMM_COO_ALG1	Algorithm 1 for COO sparse matrix format <ul style="list-style-type: none"> <li>▶ May provide better performance for small number of nnz</li> <li>▶ Provides the best performance with column-major layout</li> <li>▶ It supports batched computation</li> <li>▶ May produce slightly different results during different runs with the same input parameters</li> </ul>
CUSPARSE_SPMM_COO_ALG2	Algorithm 2 for COO sparse matrix format <ul style="list-style-type: none"> <li>▶ It provides deterministic result</li> <li>▶ Provides the best performance with column-major layout</li> <li>▶ In general, slower than Algorithm 1</li> <li>▶ It supports batched computation</li> <li>▶ It requires additional memory</li> <li>▶ If <code>opA != CUSPARSE_OPERATION_NON_TRANSPOSE</code>, it is identical to CUSPARSE_SPMM_COO_ALG1</li> </ul>
CUSPARSE_SPMM_COO_ALG3	Algorithm 3 for COO sparse matrix format <ul style="list-style-type: none"> <li>▶ May provide better performance for large number of nnz</li> <li>▶ May produce slightly different results during different runs with the same input parameters</li> </ul>
CUSPARSE_SPMM_COO_ALG4	Algorithm 4 for COO sparse matrix format <ul style="list-style-type: none"> <li>▶ Provides better performance with row-major layout</li> <li>▶ It supports batched computation</li> <li>▶ May produce slightly different results during different runs with the same input parameters</li> </ul>
CUSPARSE_SPMM_CSR_ALG1	Algorithm 1 for CSR/CSC sparse matrix format <ul style="list-style-type: none"> <li>▶ Provides the best performance with column-major layout</li> <li>▶ It supports batched computation</li> <li>▶ It requires additional memory</li> <li>▶ May produce slightly different results during different runs with the same input parameters</li> </ul>
CUSPARSE_SPMM_CSR_ALG2	Algorithm 2 for CSR/CSC sparse matrix format <ul style="list-style-type: none"> <li>▶ Provides the best performance with row-major layout</li> <li>▶ It supports batched computation</li> </ul>
270	Chapter 8: cuSPARSE Generic APIs <ul style="list-style-type: none"> <li>▶ It requires additional memory</li> <li>▶ May produce slightly different results during different runs with the same input parameters</li> </ul>

NOTE: When using `cusparseSpMM` for mixed-precision computation on COO or CSR matrices, it defaults to algorithms `CUSPARSE_SPMM_COO_ALG2` and `CUSPARSE_SPMM_CSR_ALG3`, respectively. If the required computation isn't supported by those algorithms, the mixed-precision operation will fail.

**Performance notes:**

- ▶ Row-major layout provides higher performance than column-major
- ▶ `CUSPARSE_SPMM_COO_ALG4` and `CUSPARSE_SPMM_CSR_ALG2` should be used with row-major layout, while `CUSPARSE_SPMM_COO_ALG1`, `CUSPARSE_SPMM_COO_ALG2`, `CUSPARSE_SPMM_COO_ALG3`, and `CUSPARSE_SPMM_CSR_ALG1` with column-major layout
- ▶ For `beta != 1`, most algorithms scale the output matrix before the main computation
- ▶ For `n == 1`, the routine may use `cusparseSpMV()`

`cusparseSpMM()` with all algorithms support the following batch modes except for `CUSPARSE_SPMM_CSR_ALG3`:

- ▶  $C_i = A \cdot B_i$
- ▶  $C_i = A_i \cdot B$
- ▶  $C_i = A_i \cdot B_i$

The number of batches and their strides can be set by using `cusparseCooSetStridedBatch`, `cusparseCsrSetStridedBatch`, and `cusparseDnMatSetStridedBatch`. The maximum number of batches for `cusparseSpMM()` is 65,535.

`cusparseSpMM()` has the following properties:

- ▶ The routine requires no extra storage for `CUSPARSE_SPMM_COO_ALG1`, `CUSPARSE_SPMM_COO_ALG3`, `CUSPARSE_SPMM_COO_ALG4`, `CUSPARSE_SPMM_BSR_ALG1`
- ▶ The routine supports asynchronous execution
- ▶ Provides deterministic (bit-wise) results for each run only for `CUSPARSE_SPMM_COO_ALG2`, `CUSPARSE_SPMM_CSR_ALG3`, and `CUSPARSE_SPMM_BSR_ALG1` algorithms
- ▶ `compute-sanitizer` could report false race conditions for this routine. This is for optimization purposes and does not affect the correctness of the computation
- ▶ The routine allows the indices of `matA` to be unsorted

`cusparseSpMM()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ `cusparseSpMM_preprocess()` must be invoked first.
- ▶ Hardware Memory Compression

Please visit [cuSPARSE Library Samples - cusparseSpMM CSR](#) and [cusparseSpMM COO](#) for a code example. For batched computation please visit [cusparseSpMM CSR Batched](#) and [cusparseSpMM COO Batched](#).

<b>(2)</b>	<b>BLOCKED-ELLPACK FORMAT</b>
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`cusparseSpMM` supports the following data types for `CUSPARSE_FORMAT_BLOCKED_ELL` format and the following GPU architectures for exploiting NVIDIA Tensor Cores:

A/B	C	computeType	opB	Compute Capability
CUDA_R_16F	CUDA_R_16F	CUDA_R_16F	N, T	≥ 70
CUDA_R_16F	CUDA_R_16F	CUDA_R_32F	N, T	≥ 70
CUDA_R_16F	CUDA_R_32F	CUDA_R_32F	N, T	≥ 70
CUDA_R_8I	CUDA_R_32I	CUDA_R_32I	N column-major	≥ 75
			T row-major	
CUDA_R_16BF	CUDA_R_16BF	CUDA_R_32F	N, T	≥ 80
CUDA_R_16BF	CUDA_R_32F	CUDA_R_32F	N, T	≥ 80
CUDA_R_32F	CUDA_R_32F	CUDA_R_32F	N, T	≥ 80
CUDA_R_64F	CUDA_R_64F	CUDA_R_64F	N, T	≥ 80

cusparseSpMM supports the following algorithms with CUSPARSE\_FORMAT\_BLOCKED\_ELL format:

Algorithm	Notes
CUSPARSE_SPMM_ALG_DEFAULT	Default algorithm for any sparse matrix format
CUSPARSE_SPMM_BLOCKED_ELL_ALG1	Default algorithm for Blocked-ELL format

**Performance notes:**

- ▶ Blocked-ELL SpMM provides the best performance with Power-of-2 Block-Sizes.
- ▶ Large Block-Sizes (e.g. 64) provide the best performance.

The function has the following limitations:

- ▶ The pointer mode must be equal to CUSPARSE\_POINTER\_MODE\_HOST
- ▶ Only opA == CUSPARSE\_OPERATION\_NON\_TRANSPOSE is supported.
- ▶ opB == CUSPARSE\_OPERATION\_CONJUGATE\_TRANSPOSE is not supported.
- ▶ Only CUSPARSE\_INDEX\_32I is supported.

Please visit [cuSPARSE Library Samples - cusparseSpMM Blocked-ELL](#) for a code example.

See [cusparseStatus\\_t](#) for the description of the return status.

## 8.6.11. cusparseSpMMOp() [DEPRECATED]

```
cusparseStatus_t CUSPARSEAPI
cusparseSpMMOp_createPlan(cusparseHandle_t      handle,
                          cusparseSpMMOpPlan_t* plan,
                          cusparseOperation_t   opA,
                          cusparseOperation_t   opB,
                          cusparseConstSpMatDescr_t matA, // non-const descriptor
                          ...)
```

↪ supported

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```

→supported      cusparsesDnMatDescr_t matB, // non-const descriptor
                cusparsesDnMatDescr_t matC,
                cudaDataType computeType,
                cusparsesSpMMOpAlg_t alg,
                const void* addOperationLT0Buffer,
                size_t addOperationBufferSize,
                const void* mulOperationLT0Buffer,
                size_t mulOperationBufferSize,
                const void* epilogueLT0Buffer,
                size_t epilogueBufferSize,
                size_t* SpMMWorkspaceSize)

cusparsesStatus_t
cusparsesSpMMOp_destroyPlan(cusparsesSpMMOpPlan_t plan)

cusparsesStatus_t
cusparsesSpMMOp(cusparsesSpMMOpPlan_t plan,
                void* externalBuffer)

```

*NOTE 1:* NVRTC and nvJitLink are not currently available on Arm64 Android platforms.

*NOTE 2:* The routine does not support Android and Tegra platforms except Judy (sm87).

*Experimental:* The function performs the multiplication of a sparse matrix `matA` and a dense matrix `matB` with custom operators.

$$C'_{ij} = \text{epilogue} \left( \sum_k^{\oplus} \text{op}(A_{ik}) \otimes \text{op}(B_{kj}), C_{ij} \right)$$

where

- ▶ `op(A)` is a sparse matrix of size  $m \times k$
- ▶ `op(B)` is a dense matrix of size  $k \times n$
- ▶ `C` is a dense matrix of size  $m \times n$
- ▶  $\oplus$ ,  $\otimes$ , and `epilogue` are custom **add**, **mul**, and **epilogue** operators respectively.

Also, for matrix `A` and `B`

$$\text{op}(A) = \begin{cases} A & \text{if } \text{op}(A) == \text{CUSPARSE\_OPERATION\_NON\_TRANSPPOSE} \\ A^T & \text{if } \text{op}(A) == \text{CUSPARSE\_OPERATION\_TRANSPPOSE} \end{cases}$$

$$\text{op}(B) = \begin{cases} B & \text{if } \text{op}(B) == \text{CUSPARSE\_OPERATION\_NON\_TRANSPPOSE} \\ B^T & \text{if } \text{op}(B) == \text{CUSPARSE\_OPERATION\_TRANSPPOSE} \end{cases}$$

Only `opA == CUSPARSE_OPERATION_NON_TRANSPPOSE` is currently supported

The function `cusparsesSpMMOp_createPlan()` returns the size of the workspace and the compiled kernel needed by `cusparsesSpMMOp()`

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
opA	HOST	IN	Operation op(A)
opB	HOST	IN	Operation op(B)
matA	HOST	IN	Sparse matrix A
matB	HOST	IN	Dense matrix B
matC	HOST	IN/OUT	Dense matrix C
computeType	HOST	IN	Datatype in which the computation is executed
alg	HOST	IN	Algorithm for the computation
addOperationLTO-Buffer	HOST	IN	Pointer to the LTO-IR buffer containing the custom <b>add</b> operator
addOperationBufferSize	HOST	IN	Size in bytes of addOperationLTOBuffer
mulOperationLTO-Buffer	HOST	IN	Pointer to the LTO-IR buffer containing the custom <b>mul</b> operator
mulOperationBufferSize	HOST	IN	Size in bytes of mulOperationLTOBuffer
epilogueLTOBuffer	HOST	IN	Pointer to the LTO-IR buffer containing the custom <b>epilogue</b> operator
epilogueBufferSize	HOST	IN	Size in bytes of epilogueLTOBuffer
SpMMWorkspaceSize	HOST	OUT	Number of bytes of workspace needed by cusparseSpMMOp

The operators must have the following signature and return type

```
__device__ <computetype> add_op(<computetype> value1, <computetype> value2);
__device__ <computetype> mul_op(<computetype> value1, <computetype> value2);
__device__ <computetype> epilogue(<computetype> value1, <computetype> value2);
```

<computetype> is one of float, double, cuComplex, cuDoubleComplex, or int,

cusparseSpMMOp supports the following sparse matrix formats:

- ▶ CUSPARSE\_FORMAT\_CSR

cusparseSpMMOp supports the following index type for representing the sparse matrix matA:

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

cusparseSpMMOp supports the following data types:

Uniform-precision computation:

A/B/ C/computeType
CUDA_R_32F
CUDA_R_64F
CUDA_C_32F
CUDA_C_64F

Mixed-precision computation:

A/B	C	computeType
CUDA_R_8I	CUDA_R_32I	CUDA_R_32I
CUDA_R_8I	CUDA_R_32F	CUDA_R_32F
CUDA_R_16F		
CUDA_R_16BF		
CUDA_R_16F	CUDA_R_16F	
CUDA_R_16BF	CUDA_R_16BF	

cusparseSpMMOp supports the following algorithms:

Algorithm	Notes
CUSPARSE_SPMM_OP_ALG_DEFAULT	Default algorithm for any sparse matrix format

#### Performance notes:

- ▶ Row-major layout provides higher performance than column-major.

cusparseSpMMOp() has the following properties:

- ▶ The routine requires extra storage
- ▶ The routine supports asynchronous execution
- ▶ Provides deterministic (bit-wise) results for each run
- ▶ The routine allows the indices of matA to be unsorted

cusparseSpMMOp() supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

Please visit [cuSPARSE Library Samples - cusparseSpMMOp](#)

See [cusparseStatus\\_t](#) for the description of the return status.

8.6.12. `cusparseSpSM()`

```
cusparseStatus_t
cusparseSpSM_createDescr(cusparseSpSMDescr_t* spsmDescr);
cusparseStatus_t
cusparseSpSM_destroyDescr(cusparseSpSMDescr_t spsmDescr);
```

```
cusparseStatus_t
cusparseSpSM_bufferSize(cusparseHandle_t    handle,
                        cusparseOperation_t  opA,
                        cusparseOperation_t  opB,
                        const void*         alpha,
                        cusparseConstSpMatDescr_t matA, // non-const descriptor
↳supported
                        cusparseConstDnMatDescr_t matB, // non-const descriptor
↳supported
                        cusparseDnMatDescr_t matC,
                        cudaDataType         computeType,
                        cusparseSpSMAlg_t    alg,
                        cusparseSpSMDescr_t spsmDescr,
                        size_t*              bufferSize)
```

```
cusparseStatus_t
cusparseSpSM_analysis(cusparseHandle_t    handle,
                      cusparseOperation_t  opA,
                      cusparseOperation_t  opB,
                      const void*         alpha,
                      cusparseConstSpMatDescr_t matA, // non-const descriptor
↳supported
                      cusparseConstDnMatDescr_t matB, // non-const descriptor
↳supported
                      cusparseDnMatDescr_t  matC,
                      cudaDataType         computeType,
                      cusparseSpSMAlg_t    alg,
                      cusparseSpSMDescr_t  spsmDescr,
                      void*                externalBuffer)
```

```
cusparseStatus_t
cusparseSpSM_solve(cusparseHandle_t    handle,
                   cusparseOperation_t  opA,
                   cusparseOperation_t  opB,
                   const void*         alpha,
                   cusparseConstSpMatDescr_t matA, // non-const descriptor supported
                   cusparseConstDnMatDescr_t matB, // non-const descriptor supported
                   cusparseDnMatDescr_t  matC,
                   cudaDataType         computeType,
                   cusparseSpSMAlg_t    alg,
                   cusparseSpSMDescr_t  spsmDescr)
```

```
cusparseStatus_t
cusparseSpSM_updateMatrix(cusparseHandle_t    handle,
                          cusparseSpSMDescr_t spsmDescr,
                          void*              newValues,
                          cusparseSpSMUpdate_t updatePart)
```

The function solves a system of linear equations whose coefficients are represented in a sparse trian-

gular matrix:

$$op(\mathbf{A}) \cdot \mathbf{C} = \alpha op(\mathbf{B})$$

where

- ▶  $op(\mathbf{A})$  is a sparse square matrix of size  $m \times m$
- ▶  $op(\mathbf{B})$  is a dense matrix of size  $m \times n$
- ▶  $\mathbf{C}$  is a dense matrix of size  $m \times n$
- ▶  $\alpha$  is a scalar

Also, for matrix  $A$

$$op(A) = \begin{cases} A & \text{if } op(A) == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ A^T & \text{if } op(A) == \text{CUSPARSE\_OPERATION\_TRANPOSE} \\ A^H & \text{if } op(A) == \text{CUSPARSE\_OPERATION\_CONJUGATE\_TRANPOSE} \end{cases}$$

$$op(B) = \begin{cases} B & \text{if } op(B) == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ B^T & \text{if } op(B) == \text{CUSPARSE\_OPERATION\_TRANPOSE} \end{cases}$$

The function `cusparseSpSM_bufferSize()` returns the size of the workspace needed by `cusparseSpSM_analysis()` and `cusparseSpSM_solve()`. The function `cusparseSpSM_analysis()` performs the analysis phase, while `cusparseSpSM_solve()` executes the solve phase for a sparse triangular linear system. The opaque data structure `spsmDescr` is used to share information among all functions. The function `cusparseSpSM_updateMatrix()` updates `spsmDescr` with new matrix values.

The routine supports arbitrary sparsity for the input matrix, but only the upper or lower triangular part is taken into account in the computation.

`cusparseSpSM_bufferSize()` requires a buffer size for the analysis phase which is proportional to number of non-zero entries of the sparse matrix

The `externalBuffer` is stored into `spsmDescr` and used by `cusparseSpSM_solve()`. For this reason, the device memory buffer must be deallocated only after `cusparseSpSM_solve()`

**NOTE:** all parameters must be consistent across `cusparseSpSM` API calls and the matrix descriptions and `externalBuffer` must not be modified between `cusparseSpSM_analysis()` and `cusparseSpSM_solve()`

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
opA	HOST	IN	Operation op(A)
opB	HOST	IN	Operation op(B)
alpha	HOST or DEVICE	IN	$\alpha$ scalar used for multiplication of type computeType
matA	HOST	IN	Sparse matrix A
matB	HOST	IN	Dense matrix B
matC	HOST	IN/OUT	Dense matrix C
compute-Type	HOST	IN	Datatype in which the computation is executed
alg	HOST	IN	Algorithm for the computation
buffer-Size	HOST	OUT	Number of bytes of workspace needed by <code>cusparseSpSM_analysis()</code> and <code>cusparseSpSM_solve()</code>
external-Buffer	DEVICE	IN/OUT	Pointer to a workspace buffer of at least <code>bufferSize</code> bytes. It is used by <code>cusparseSpSM_analysis</code> and <code>cusparseSpSM_solve()</code>
spsmDescr	HOST	IN/OUT	Opaque descriptor for storing internal data used across the three steps

The sparse matrix formats currently supported are listed below:

- ▶ CUSPARSE\_FORMAT\_CSR
- ▶ CUSPARSE\_FORMAT\_CSC
- ▶ CUSPARSE\_FORMAT\_COO

The `cusparseSpSM()` supports the following shapes and properties:

- ▶ CUSPARSE\_FILL\_MODE\_LOWER and CUSPARSE\_FILL\_MODE\_UPPER fill modes
- ▶ CUSPARSE\_DIAG\_TYPE\_NON\_UNIT and CUSPARSE\_DIAG\_TYPE\_UNIT diagonal types

The fill mode and diagonal type can be set by `cusparseSpMatSetAttribute()`.

`cusparseSpSM()` supports the following index type for representing the sparse matrix `matA`:

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

`cusparseSpSM()` supports the following data types:

Uniform-precision computation:

A/B/ C/computeType
CUDA_R_32F
CUDA_R_64F
CUDA_C_32F
CUDA_C_64F

`cusparseSpSM()` supports the following algorithms:

Algorithm	Notes
CUSPARSE_SPSM_ALG_DEFAULT	Default algorithm

`cusparseSpSM()` has the following properties:

- ▶ The routine requires no extra storage
- ▶ Provides deterministic (bit-wise) results for each run for the solving phase `cusparseSpSM_solve()`
- ▶ The `cusparseSpSM_solve()` routine supports asynchronous execution
- ▶ The routine supports in-place operation. The same device pointer must be provided to the `values` parameter of the dense matrices `matB` and `matC`. All other dense matrix descriptor parameters (e.g., `order`) can be set independently
- ▶ `cusparseSpSM_bufferSize()` and `cusparseSpSM_analysis()` routines accept descriptors of NULL values for `matB` and `matC`. These two routines do not accept NULL descriptors
- ▶ The routine allows the indices of `matA` to be unsorted

`cusparseSpSM()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

`cusparseSpSM_updateMatrix()` updates the sparse matrix after calling the analysis phase. This function supports the following update strategies (`updatePart`):

Strategy	Notes
CUSPARSE_SPSM_UPDATE_GENERAL	Updates the sparse matrix values with values of <code>newValues</code> array
CUSPARSE_SPSM_UPDATE_DIAGONAL	Updates the diagonal part of the matrix with diagonal values stored in <code>newValues</code> array. That is, <code>newValues</code> has the new diagonal values only

See [`cusparseStatus\_t`](#) for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseSpSM CSR](#) and [cuSPARSE Library Samples - cusparseSpSM COO](#) for code examples.

8.6.13. `cusparseSDDMM()`

```

cusparseStatus_t
cusparseSDDMM_bufferSize(cusparseHandle_t      handle,
                        cusparseOperation_t    opA,
                        cusparseOperation_t    opB,
                        const void*           alpha,
                        cusparseConstDnMatDescr_t matA, // non-const descriptor
↪supported
                        cusparseConstDnMatDescr_t matB, // non-const descriptor
↪supported
                        const void*           beta,
                        cusparseSpMatDescr_t   matC,
                        cudaDataType          computeType,
                        cusparseSDDMMAlg_t     alg,
                        size_t*                bufferSize)

```

```

cusparseStatus_t
cusparseSDDMM_preprocess(cusparseHandle_t      handle,
                        cusparseOperation_t    opA,
                        cusparseOperation_t    opB,
                        const void*           alpha,
                        cusparseConstDnMatDescr_t matA, // non-const descriptor
↪supported
                        cusparseConstDnMatDescr_t matB, // non-const descriptor
↪supported
                        const void*           beta,
                        cusparseSpMatDescr_t   matC,
                        cudaDataType          computeType,
                        cusparseSDDMMAlg_t     alg,
                        void*                 externalBuffer)

```

```

cusparseStatus_t
cusparseSDDMM(cusparseHandle_t      handle,
              cusparseOperation_t    opA,
              cusparseOperation_t    opB,
              const void*           alpha,
              cusparseConstDnMatDescr_t matA, // non-const descriptor supported
              cusparseConstDnMatDescr_t matB, // non-const descriptor supported
              const void*           beta,
              cusparseSpMatDescr_t   matC,
              cudaDataType          computeType,
              cusparseSDDMMAlg_t     alg,
              void*                 externalBuffer)

```

This function performs the multiplication of `matA` and `matB`, followed by an element-wise multiplication with the sparsity pattern of `matC`. Formally, it performs the following operation:

$$\mathbf{C} = \alpha(\text{op}(\mathbf{A}) \cdot \text{op}(\mathbf{B})) \circ \text{spy}(\mathbf{C}) + \beta\mathbf{C}$$

where

- ▶ `op(A)` is a dense matrix of size  $m \times k$
- ▶ `op(B)` is a dense matrix of size  $k \times n$
- ▶ `C` is a sparse matrix of size  $m \times n$

- ▶  $\alpha$  and  $\beta$  are scalars
- ▶  $\circ$  denotes the Hadamard (entry-wise) matrix product, and  $spy(\mathbf{C})$  is the structural sparsity pattern matrix of  $\mathbf{C}$  defined as:

$$spy(\mathbf{C})_{ij} = \begin{cases} 1 & \text{if } \mathbf{C}_{ij} \text{ is an entry stored in matC} \\ 0 & \text{otherwise} \end{cases}$$

Also, for matrix  $A$  and  $B$

$$op(A) = \begin{cases} A & \text{if } op(A) == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ A^T & \text{if } op(A) == \text{CUSPARSE\_OPERATION\_TRANPOSE} \end{cases}$$

$$op(B) = \begin{cases} B & \text{if } op(B) == \text{CUSPARSE\_OPERATION\_NON\_TRANPOSE} \\ B^T & \text{if } op(B) == \text{CUSPARSE\_OPERATION\_TRANPOSE} \end{cases}$$

The function `cusparseSDDMM_bufferSize()` returns the size of the workspace needed by `cusparseSDDMM` or `cusparseSDDMM_preprocess`.

Calling `cusparseSDDMM_preprocess()` is optional. It may accelerate subsequent calls to `cusparseSDDMM()`. It is useful when `cusparseSDDMM()` is called multiple times with the same sparsity pattern (`matC`).

Calling `cusparseSDDMM_preprocess()` with `buffer` makes that buffer “active” for `matC` SDDMM calls. Subsequent calls to `cusparseSDDMM()` with `matC` and the active buffer must use the same values for all parameters as the call to `cusparseSDDMM_preprocess()`. The exceptions are: `alpha`, `beta`, `matA`, `matB`, and the values (but not indices) of `matC` may be different. Importantly, the buffer contents must be unmodified since the call to `cusparseSDDMM_preprocess()`. When `cusparseSDDMM()` is called with `matC` and its active buffer, it may read acceleration data from the buffer.

Calling `cusparseSDDMM_preprocess()` again with `matC` and a new buffer will make the new buffer active, forgetting about the previously-active buffer and making it inactive. For `cusparseSDDMM()`, there can only be one active buffer per sparse matrix at a time. To get the effect of multiple active buffers for a single sparse matrix, create multiple matrix handles that all point to the same index and value buffers, and call `cusparseSDDMM_preprocess()` once per handle with different workspace buffers.

Calling `cusparseSDDMM()` with an inactive buffer is always permitted. However, there may be no acceleration from the preprocessing in that case.

For the purposes of *thread safety*, `cusparseSDDMM_preprocess()` is writing to `matC` internal state.

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
opA	HOST	IN	Operation op(A)
opB	HOST	IN	Operation op(B)
alpha	HOST or DE- VICE	IN	$\alpha$ scalar used for multiplication of type computeType
matA	HOST	IN	Dense matrix matA
matB	HOST	IN	Dense matrix matB
beta	HOST or DE- VICE	IN	$\beta$ scalar used for multiplication of type computeType
matC	HOST	IN/OUT	Sparse matrix matC
computeType	HOST	IN	Datatype in which the computation is executed
alg	HOST	IN	Algorithm for the computation
bufferSize	HOST	OUT	Number of bytes of workspace needed by cusparseSDDMM
external- Buffer	DEVICE	IN	Pointer to a workspace buffer of at least bufferSize bytes

Currently supported sparse matrix formats:

- ▶ CUSPARSE\_FORMAT\_CSR
- ▶ CUSPARSE\_FORMAT\_BSR

cusparseSDDMM() supports the following index type for representing the sparse matrix matA:

- ▶ 32-bit indices (CUSPARSE\_INDEX\_32I)
- ▶ 64-bit indices (CUSPARSE\_INDEX\_64I)

The data types combinations currently supported for cusparseSDDMM are listed below:

Uniform-precision computation:

A/X/ Y/computeType
CUDA_R_32F
CUDA_R_64F
CUDA_C_32F
CUDA_C_64F

Mixed-precision computation:

A/B	C	computeType
CUDA_R_16F	CUDA_R_32F	CUDA_R_32F
CUDA_R_16F	CUDA_R_16F	

cusparseSDDMM for CUSPARSE\_FORMAT\_BSR also supports the following mixed-precision computation:

A/B	C	computeType
CUDA_R_16BF	CUDA_R_32F	CUDA_R_32F
CUDA_R_16BF	CUDA_R_16BF	

NOTE: CUDA\_R\_16F, CUDA\_R\_16BF data types always imply mixed-precision computation.

cusparseSDDMM() for CUSPARSE\_FORMAT\_BSR supports block sizes of 2, 4, 8, 16, 32, 64 and 128.

cusparseSDDMM() supports the following algorithms:

Algorithm	Notes
CUSPARSE_SDDMM_ALG_DEFAULT	Default algorithm. It supports batched computation.

Performance notes: cusparseSDDMM() for CUSPARSE\_FORMAT\_CSR provides the best performance when matA and matB satisfy:

- ▶ matA:
  - ▶ matA is in row-major order and opA is CUSPARSE\_OPERATION\_NON\_TRANSPOSE, or
  - ▶ matA is in col-major order and opA is not CUSPARSE\_OPERATION\_NON\_TRANSPOSE
- ▶ matB:
  - ▶ matB is in col-major order and opB is CUSPARSE\_OPERATION\_NON\_TRANSPOSE, or
  - ▶ matB is in row-major order and opB is not CUSPARSE\_OPERATION\_NON\_TRANSPOSE

cusparseSDDMM() for CUSPARSE\_FORMAT\_BSR provides the best performance when matA and matB satisfy:

- ▶ matA:
  - ▶ matA is in row-major order and opA is CUSPARSE\_OPERATION\_NON\_TRANSPOSE, or
  - ▶ matA is in col-major order and opA is not CUSPARSE\_OPERATION\_NON\_TRANSPOSE
- ▶ matB:
  - ▶ matB is in row-major order and opB is CUSPARSE\_OPERATION\_NON\_TRANSPOSE, or
  - ▶ matB is in col-major order and opB is not CUSPARSE\_OPERATION\_NON\_TRANSPOSE

cusparseSDDMM() supports the following batch modes:

- ▶  $C_i = (A \cdot B) \circ C_i$
- ▶  $C_i = (A_i \cdot B) \circ C_i$
- ▶  $C_i = (A \cdot B_i) \circ C_i$
- ▶  $C_i = (A_i \cdot B_i) \circ C_i$

The number of batches and their strides can be set by using cusparseCsrSetStridedBatch and cusparseDnMatSetStridedBatch. The maximum number of batches for cusparseSDDMM() is 65,535.

cusparseSDDMM() has the following properties:

- ▶ The routine requires no extra storage
- ▶ Provides deterministic (bit-wise) results for each run
- ▶ The routine supports asynchronous execution
- ▶ The routine allows the indices of `matC` to be unsorted

`cusparseSDDMM()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See [`cusparseStatus\_t`](#) for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseSDDMM](#) for a code example. For batched computation please visit [cusparseSDDMM CSR Batched](#).

## 8.6.14. `cusparseSpGEMM()`

```
cusparseStatus_t
cusparseSpGEMM_createDescr(cusparseSpGEMMDescr_t* descr)
```

```
cusparseStatus_t
cusparseSpGEMM_destroyDescr(cusparseSpGEMMDescr_t descr)
```

```
cusparseStatus_t
cusparseSpGEMM_workEstimation(cusparseHandle_t      handle,
                              cusparseOperation_t   opA,
                              cusparseOperation_t   opB,
                              const void*          alpha,
                              cusparseConstSpMatDescr_t matA, // non-const descriptor
                              // supported
                              cusparseConstSpMatDescr_t matB, // non-const descriptor
                              // supported
                              const void*          beta,
                              cusparseSpMatDescr_t matC,
                              cudaDataType         computeType,
                              cusparseSpGEMMAlg_t   alg,
                              cusparseSpGEMMDescr_t spgemmDescr,
                              size_t*              bufferSize1,
                              void*                externalBuffer1)
```

```
cusparseStatus_t
cusparseSpGEMM_getNumProducts(cusparseSpGEMMDescr_t spgemmDescr,
                              int64_t*              num_prods)
```

```
cusparseStatus_t
cusparseSpGEMM_estimateMemory(cusparseHandle_t      handle,
                              cusparseOperation_t   opA,
                              cusparseOperation_t   opB,
                              const void*          alpha,
                              cusparseConstSpMatDescr_t matA, // non-const descriptor
                              // supported
                              cusparseConstSpMatDescr_t matB, // non-const descriptor
                              // supported
```

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```

        const void*
        cusparseSpMatDescr_t
        cudaDataType
        cusparseSpGEMMAlg_t
        cusparseSpGEMMDescr_t
        float
        size_t*
        void*
        size_t*
        beta,
        matC,
        computeType,
        alg,
        spgemmDescr,
        chunk_fraction,
        bufferSize3,
        externalBuffer3,
        bufferSize2)

cusparseStatus_t
cusparseSpGEMM_compute(cusparseHandle_t      handle,
                      cusparseOperation_t    opA,
                      cusparseOperation_t    opB,
                      const void*           alpha,
                      cusparseConstSpMatDescr_t matA, // non-const descriptor
↳supported
                      cusparseConstSpMatDescr_t matB, // non-const descriptor
↳supported
                      const void*           beta,
                      cusparseSpMatDescr_t  matC,
                      cudaDataType          computeType,
                      cusparseSpGEMMAlg_t   alg,
                      cusparseSpGEMMDescr_t spgemmDescr,
                      size_t*               bufferSize2,
                      void*                 externalBuffer2)

cusparseStatus_t
cusparseSpGEMM_copy(cusparseHandle_t      handle,
                   cusparseOperation_t    opA,
                   cusparseOperation_t    opB,
                   const void*           alpha,
                   cusparseConstSpMatDescr_t matA, // non-const descriptor supported
                   cusparseConstSpMatDescr_t matB, // non-const descriptor supported
                   const void*           beta,
                   cusparseSpMatDescr_t  matC,
                   cudaDataType          computeType,
                   cusparseSpGEMMAlg_t   alg,
                   cusparseSpGEMMDescr_t spgemmDescr)

```

This function performs the multiplication of two sparse matrices `matA` and `matB`.

$$\mathbf{C}' = \alpha op(\mathbf{A}) \cdot op(\mathbf{B}) + \beta \mathbf{C}$$

where  $\alpha, \beta$  are scalars, and  $\mathbf{C}, \mathbf{C}'$  have the same sparsity pattern.

The functions `cusparseSpGEMM_workEstimation()`, `cusparseSpGEMM_estimateMemory()`, and `cusparseSpGEMM_compute()` are used for both determining the buffer size and performing the actual computation.

Param.	Memory	In/out	Meaning
handle	HOST	IN	Handle to the cuSPARSE library context
opA	HOST	IN	Operation op(A)
opB	HOST	IN	Operation op(B)
alpha	HOST or DEVICE	IN	$\alpha$ scalar used for multiplication
matA	HOST	IN	Sparse matrix A
matB	HOST	IN	Sparse matrix B
beta	HOST or DEVICE	IN	$\beta$ scalar used for multiplication
matC	HOST	IN/OUT	Sparse matrix C
compute-Type	HOST	IN	Enumerator specifying the datatype in which the computation is executed
alg	HOST	IN	Enumerator specifying the algorithm for the computation
spgemmDescr	HOST	IN/OUT	Opaque descriptor for storing internal data used across the three steps
num_prods	HOST	OUT	Pointer to a 64-bit integer that stores the number of intermediate products calculated by <code>cusparseSpGEMM_workEstimation</code>
chunk_fraction	HOST	IN	The fraction of total intermediate products being computed in a chunk. Used by <code>CUSPARSE_SPGEMM_ALG3</code> only. Value is in range (0,1].
buffer-Size1	HOST	IN/OUT	Number of bytes of workspace requested by <code>cusparseSpGEMM_workEstimation</code>
buffer-Size2	HOST	IN/OUT	Number of bytes of workspace requested by <code>cusparseSpGEMM_compute</code>
buffer-Size3	HOST	IN/OUT	Number of bytes of workspace requested by <code>cusparseSpGEMM_estimateMemory</code>
external-Buffer1	DEVICE	IN	Pointer to workspace buffer needed by <code>cusparseSpGEMM_workEstimation</code> and <code>cusparseSpGEMM_compute</code>
external-Buffer2	DEVICE	IN	Pointer to workspace buffer needed by <code>cusparseSpGEMM_compute</code> and <code>cusparseSpGEMM_copy</code>
external-Buffer3	DEVICE	IN	Pointer to workspace buffer needed by <code>cusparseSpGEMM_estimateMemory</code>

cusparseSpGEMM supports the following index type for representing the sparse matrix A, B and C (all matrices must have the same index type):

- ▶ 32-bit indices (`CUSPARSE_INDEX_32I`)
- ▶ 64-bit indices (`CUSPARSE_INDEX_64I`)

Currently, the function has the following limitations:

- ▶ Only CSR format `CUSPARSE_FORMAT_CSR` is supported

- ▶ Only opA, opB equal to CUSPARSE\_OPERATION\_NON\_TRANSPOSE are supported

The data types combinations currently supported for `cusparseSpGEMM` are listed below :

Uniform-precision computation:

<b>A/B/ C/computeType</b>
CUDA_R_16F [DEPRECATED]
CUDA_R_16BF [DEPRECATED]
CUDA_R_32F
CUDA_R_64F
CUDA_C_16F [DEPRECATED]
CUDA_C_16BF [DEPRECATED]
CUDA_C_32F
CUDA_C_64F

`cusparseSpGEMM` routine runs for the following algorithms:

Algorithm	Notes
CUSPARSE_SPGEMM_DEFAULT	Default algorithm. Currently, it is CUSPARSE_SPGEMM_ALG1.
CUSPARSE_SPGEMM_ALG1	<p>Algorithm 1</p> <ul style="list-style-type: none"> <li>▶ Invokes <code>cusparseSpGEMM_compute</code> twice. The first invocation provides an upper bound of the memory required for the computation.</li> <li>▶ The required memory is generally several times larger of the actual memory used.</li> <li>▶ The user can provide an arbitrary buffer size <code>bufferSize2</code> in the second invocation. If it is not sufficient, the routine will return <code>CUSPARSE_STATUS_INSUFFICIENT_RESOURCES</code> status.</li> <li>▶ Provides better performance than other algorithms.</li> <li>▶ Provides deterministic (bit-wise) results for each run.</li> </ul>
CUSPARSE_SPGEMM_ALG2	<p>Algorithm 2</p> <ul style="list-style-type: none"> <li>▶ Invokes <code>cusparseSpGEMM_estimateMemory</code> to get the amount of the memory required for the computation.</li> <li>▶ Requires less memory for the computation than Algorithm 1.</li> <li>▶ Performance is lower than Algorithm 1, higher than Algorithm 3.</li> <li>▶ Provides deterministic (bit-wise) results for each run.</li> </ul>
CUSPARSE_SPGEMM_ALG3	<p>Algorithm 3</p> <ul style="list-style-type: none"> <li>▶ Computes the intermediate products in chunks, one chunk at a time.</li> <li>▶ Invokes <code>cusparseSpGEMM_estimateMemory</code> to get the amount of the memory required for the computation.</li> <li>▶ The user can control the amount of required memory by changing the chunk size via <code>chunk_fraction</code>.</li> <li>▶ The chunk size is a fraction of total intermediate products: <code>chunk_fraction * (*num_prods)</code>.</li> <li>▶ Provides deterministic (bit-wise) results for each run.</li> </ul>

`cusparseSpGEMM()` has the following properties:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ The routine allows the indices of `matA` and `matB` to be unsorted
- ▶ The routine guarantees the indices of `matC` to be sorted

`cusparseSpGEMM()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See `cusparseStatus_t` for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseSpGEMM](#) for a code example for CUSPARSE\_SPGEMM\_DEFAULT and CUSPARSE\_SPGEMM\_ALG1, and [cuSPARSE Library Samples - memory-optimized cusparseSpGEMM](#) for a code example for CUSPARSE\_SPGEMM\_ALG2 and CUSPARSE\_SPGEMM\_ALG3.

## 8.6.15. `cusparseSpGEMMreuse()` [DEPRECATED]

```
cusparseStatus_t
cusparseSpGEMM_createDescr(cusparseSpGEMMDescr_t* descr)
```

```
cusparseStatus_t
cusparseSpGEMM_destroyDescr(cusparseSpGEMMDescr_t descr)
```

```
cusparseStatus_t
cusparseSpGEMMreuse_workEstimation(cusparseHandle_t      handle,
                                     cusparseOperation_t   opA,
                                     cusparseOperation_t   opB,
                                     cusparseSpMatDescr_t  matA, // non-const
                                     cusparseSpMatDescr_t  matB, // non-const
                                     cusparseSpMatDescr_t  matC,
                                     cusparseSpGEMMAlg_t   alg,
                                     cusparseSpGEMMDescr_t spgemmDescr,
                                     size_t*                bufferSize1,
                                     void*                 externalBuffer1)

↳descriptor supported

↳descriptor supported

cusparseStatus_t
cusparseSpGEMMreuse_nnz(cusparseHandle_t      handle,
                        cusparseOperation_t   opA,
                        cusparseOperation_t   opB,
                        cusparseSpMatDescr_t  matA, // non-const descriptor supported
                        cusparseSpMatDescr_t  matB, // non-const descriptor supported
                        cusparseSpMatDescr_t  matC,
                        cusparseSpGEMMAlg_t   alg,
                        cusparseSpGEMMDescr_t spgemmDescr,
                        size_t*                bufferSize2,
                        void*                 externalBuffer2,
```

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```

        size_t*      bufferSize3,
        void*        externalBuffer3,
        size_t*      bufferSize4,
        void*        externalBuffer4)

cusparseStatus_t CUSPARSEAPI
cusparseSpGEMMreuse_copy(cusparseHandle_t      handle,
                        cusparseOperation_t    opA,
                        cusparseOperation_t    opB,
                        cusparseSpMatDescr_t   matA, // non-const descriptor supported
                        cusparseSpMatDescr_t   matB, // non-const descriptor supported
                        cusparseSpMatDescr_t   matC,
                        cusparseSpGEMMAlg_t    alg,
                        cusparseSpGEMMDescr_t  spgemmDescr,
                        size_t*                bufferSize5,
                        void*                  externalBuffer5)

cusparseStatus_t CUSPARSEAPI
cusparseSpGEMMreuse_compute(cusparseHandle_t      handle,
                            cusparseOperation_t    opA,
                            cusparseOperation_t    opB,
                            const void*           alpha,
                            cusparseSpMatDescr_t   matA, // non-const descriptor
↪supported
                            cusparseSpMatDescr_t   matB, // non-const descriptor
↪supported
                            const void*           beta,
                            cusparseSpMatDescr_t   matC,
                            cudaDataType          computeType,
                            cusparseSpGEMMAlg_t    alg,
                            cusparseSpGEMMDescr_t  spgemmDescr)

```

This function performs the multiplication of two sparse matrices `matA` and `matB` where the structure of the output matrix `matC` can be reused for multiple computations with different values.

$$\mathbf{C}' = \alpha op(\mathbf{A}) \cdot op(\mathbf{B}) + \beta \mathbf{C}$$

where  $\alpha$  and  $\beta$  are scalars.

The functions `cusparseSpGEMMreuse_workEstimation()`, `cusparseSpGEMMreuse_nnz()`, and `cusparseSpGEMMreuse_copy()` are used for determining the buffer size and performing the actual computation.

Note: `cusparseSpGEMMreuse()` output CSR matrix (`matC`) is sorted by column indices.

MEMORY REQUIREMENT: `cusparseSpGEMMreuse` requires to keep in memory all intermediate products to reuse the structure of the output matrix. On the other hand, the number of intermediate products is orders of magnitude higher than the number of non-zero entries in general. In order to minimize the memory requirements, the routine uses multiple buffers that can be deallocated after they are no more needed. If the number of intermediate product exceeds  $2^{31}-1$ , the routine will return `CUSPARSE_STATUS_INSUFFICIENT_RESOURCES` status.

Currently, the function has the following limitations:

- ▶ Only 32-bit indices `CUSPARSE_INDEX_32I` is supported
- ▶ Only CSR format `CUSPARSE_FORMAT_CSR` is supported
- ▶ Only `opA`, `opB` equal to `CUSPARSE_OPERATION_NON_TRANSPOSE` are supported

The data types combinations currently supported for `cusparseSpGEMMreuse` are listed below.

Uniform-precision computation:

A/B/ C/computeType
CUDA_R_32F
CUDA_R_64F
CUDA_C_16F [DEPRECATED]
CUDA_C_16BF [DEPRECATED]
CUDA_C_32F
CUDA_C_64F

Mixed-precision computation: [DEPRECATED]

A/B	C	computeType
CUDA_R_16F	CUDA_R_16F	CUDA_R_32F
CUDA_R_16BF	CUDA_R_16BF	CUDA_R_32F

`cusparseSpGEMMreuse` routine runs for the following algorithm:

Algorithm	Notes
CUSPARSE_SPGEMM_DEFAULT CUSPARSE_SPGEMM_CSR_ALG_NONDETERMINISTIC	Default algorithm. Provides deterministic (bit-wise) structure for the output matrix for each run, while value computation is not deterministic.
CUSPARSE_SPGEMM_CSR_ALG_DETERMINISTIC	Provides deterministic (bit-wise) structure for the output matrix and value computation for each run.

`cusparseSpGEMMreuse()` has the following properties:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ The routine allows the indices of `matA` and `matB` to be unsorted
- ▶ The routine guarantees the indices of `matC` to be sorted

`cusparseSpGEMMreuse()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

Refer to `cusparseStatus_t` for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseSpGEMMreuse](#) for a code example.

## 8.6.16. `cusparseSparseToDense()`

```

cusparseStatus_t
cusparseSparseToDense_bufferSize(cusparseHandle_t      handle,
                                cusparseConstSpMatDescr_t matA, // non-const
↪descriptor supported
                                cusparseDnMatDescr_t   matB,
                                cusparseSparseToDenseAlg_t alg,
                                size_t*                 bufferSize)

```

```

cusparseStatus_t
cusparseSparseToDense(cusparseHandle_t      handle,
                     cusparseConstSpMatDescr_t matA, // non-const descriptor
↪supported
                     cusparseDnMatDescr_t   matB,
                     cusparseSparseToDenseAlg_t alg,
                     void*                 buffer)

```

The function converts the sparse matrix `matA` in CSR, CSC, or COO format into its dense representation `matB`. Blocked-ELL is not currently supported.

The function `cusparseSparseToDense_bufferSize()` returns the size of the workspace needed by `cusparseSparseToDense()`.

Param.	Mem-ory	In/out	Meaning
<code>handle</code>	HOST	IN	Handle to the cuSPARSE library context
<code>matA</code>	HOST	IN	Sparse matrix A
<code>matB</code>	HOST	OUT	Dense matrix B
<code>alg</code>	HOST	IN	Algorithm for the computation
<code>buffer-Size</code>	HOST	OUT	Number of bytes of workspace needed by <code>cusparseSparseToDense()</code>
<code>buffer</code>	DEVICE	IN	Pointer to workspace buffer

`cusparseSparseToDense()` supports the following index type for representing the sparse matrix `matA`:

- ▶ 32-bit indices (`CUSPARSE_INDEX_32I`)
- ▶ 64-bit indices (`CUSPARSE_INDEX_64I`)

`cusparseSparseToDense()` supports the following data types:

A/B
CUDA_R_8I
CUDA_R_16F
CUDA_R_16BF
CUDA_R_32F
CUDA_R_64F
CUDA_C_16F [DEPRECATED]
CUDA_C_16BF [DEPRECATED]
CUDA_C_32F
CUDA_C_64F

`cusparseSparse2Dense()` supports the following algorithm:

Algorithm	Notes
CUSPARSE_SPARSE2DENSE_ALG_DEFAULT	Default algorithm

`cusparseSparseToDense()` has the following properties:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ Provides deterministic (bit-wise) results for each run
- ▶ The routine allows the indices of `matA` to be unsorted

`cusparseSparseToDense()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See [`cusparseStatus\_t`](#) for the description of the return status.

Please visit [cuSPARSE Library Samples - `cusparseSparseToDense`](#) for a code example.

## 8.6.17. `cusparseDenseToSparse()`

```

cusparseStatus_t
cusparseDenseToSparse_bufferSize(cusparseHandle_t      handle,
                                cusparseConstDnMatDescr_t matA, // non-const
                                // descriptor supported
                                cusparseSpMatDescr_t    matB,
                                cusparseDenseToSparseAlg_t alg,
                                size_t*                 bufferSize)

```

```

cusparseStatus_t
cusparseDenseToSparse_analysis(cusparseHandle_t      handle,
                               cusparseConstDnMatDescr_t  matA, // non-const
                               ↪descriptor supported
                               cusparseSpMatDescr_t      matB,
                               cusparseDenseToSparseAlg_t alg,
                               void*                    buffer)

```

```

cusparseStatus_t
cusparseDenseToSparse_convert(cusparseHandle_t      handle,
                              cusparseConstDnMatDescr_t  matA, // non-const
                              ↪descriptor supported
                              cusparseSpMatDescr_t      matB,
                              cusparseDenseToSparseAlg_t alg,
                              void*                    buffer)

```

The function converts the dense matrix `matA` into a sparse matrix `matB` in CSR, CSC, COO, or Blocked-ELL format.

The function `cusparseDenseToSparse_bufferSize()` returns the size of the workspace needed by `cusparseDenseToSparse_analysis()`.

The function `cusparseDenseToSparse_analysis()` updates the number of non-zero elements in the sparse matrix descriptor `matB`. The user is responsible to allocate the memory required by the sparse matrix:

- ▶ Row/Column indices and value arrays for CSC and CSR respectively
- ▶ Row, column, value arrays for COO
- ▶ Column (`ellColInd`), value (`ellValue`) arrays for Blocked-ELL

Finally, we call `cusparseDenseToSparse_convert()` for filling the arrays allocated in the previous step.

Param.	Mem-ory	In/out	Meaning
<code>handle</code>	HOST	IN	Handle to the cuSPARSE library context
<code>matA</code>	HOST	IN	Dense matrix A
<code>matB</code>	HOST	OUT	Sparse matrix B
<code>alg</code>	HOST	IN	Algorithm for the computation
<code>buffer-Size</code>	HOST	OUT	Number of bytes of workspace needed by <code>cusparseDenseToSparse_analysis()</code>
<code>buffer</code>	DE-VICE	IN	Pointer to workspace buffer

`cusparseDenseToSparse()` supports the following index type for representing the sparse vector `matB`:

- ▶ 32-bit indices (`CUSPARSE_INDEX_32I`)
- ▶ 64-bit indices (`CUSPARSE_INDEX_64I`)

`cusparseDenseToSparse()` supports the following data types:

A/B
CUDA_R_*8I
CUDA_R_16F
CUDA_R_16BF
CUDA_R_32F
CUDA_R_64F
CUDA_C_16F [DEPRECATED]
CUDA_C_16BF [DEPRECATED]
CUDA_C_32F
CUDA_C_64F

`cusparseDense2Sparse()` supports the following algorithm:

Algorithm	Notes
CUSPARSE_DENSETOSPARSE_ALG_DEFAULT	Default algorithm

`cusparseDenseToSparse()` has the following properties:

- ▶ The routine requires no extra storage
- ▶ The routine supports asynchronous execution
- ▶ Provides deterministic (bit-wise) results for each run
- ▶ The routine does not guarantee the indices of `matB` to be sorted

`cusparseDenseToSparse()` supports the following *optimizations*:

- ▶ CUDA graph capture
- ▶ Hardware Memory Compression

See [\*cusparseStatus\\_t\*](#) for the description of the return status.

Please visit [cuSPARSE Library Samples - cusparseDenseToSparse \(CSR\)](#) and [cuSPARSE Library Samples - cusparseDenseToSparse \(Blocked-ELL\)](#) for code examples.



---

## Chapter 9. cuSPARSE Fortran Bindings

The cuSPARSE library is implemented using the C-based CUDA toolchain, and it thus provides a C-style API that makes interfacing to applications written in C or C++ trivial. There are also many applications implemented in Fortran that would benefit from using cuSPARSE, and therefore a cuSPARSE Fortran interface has been developed.

Unfortunately, Fortran-to-C calling conventions are not standardized and differ by platform and toolchain. In particular, differences may exist in the following areas:

- ▶ Symbol names (capitalization, name decoration)
- ▶ Argument passing (by value or reference)
- ▶ Passing of pointer arguments (size of the pointer)

To provide maximum flexibility in addressing those differences, the cuSPARSE Fortran interface is provided in the form of wrapper functions, which are written in C and are located in the file `cusparse_fortran.c`. This file also contains a few additional wrapper functions (for `cudaMalloc()`, `cudaMemset`, and so on) that can be used to allocate memory on the GPU.

The cuSPARSE Fortran wrapper code is provided as an example only and needs to be compiled into an application for it to call the cuSPARSE API functions. Providing this source code allows users to make any changes necessary for a particular platform and toolchain.

The cuSPARSE Fortran wrapper code has been used to demonstrate interoperability with the compilers g95 0.91 (on 32-bit and 64-bit Linux) and g95 0.92 (on 32-bit and 64-bit Mac OS X). In order to use other compilers, users have to make any changes to the wrapper code that may be required.

The direct wrappers, intended for production code, substitute device pointers for vector and matrix arguments in all cuSPARSE functions. To use these interfaces, existing applications need to be modified slightly to allocate and deallocate data structures in GPU memory space (using `CUDA_MALLOC()` and `CUDA_FREE()`) and to copy data between GPU and CPU memory spaces (using the `CUDA_MEMCPY()` routines). The sample wrappers provided in `cusparse_fortran.c` map device pointers to the OS-dependent type `size_t`, which is 32 bits wide on 32-bit platforms and 64 bits wide on a 64-bit platform.

One approach to dealing with index arithmetic on device pointers in Fortran code is to use C-style macros and to use the C preprocessor to expand them. On Linux and Mac OS X, preprocessing can be done by using the option `-cpp` with g95 or gfortran. The function `GET_SHIFTED_ADDRESS()`, provided with the cuSPARSE Fortran wrappers, can also be used, as shown in example B.

Example B shows the the C++ of example A implemented in Fortran 77 on the host. This example should be compiled with `ARCH_64` defined as 1 on a 64-bit OS system and as undefined on a 32-bit OS system. For example, on g95 or gfortran, it can be done directly on the command line using the option `-cpp -DARCH_64=1`.

## 9.1. Fortran Application

```

c   #define ARCH_64 0
c   #define ARCH_64 1

    program cusparse_fortran_example
    implicit none
    integer cuda_malloc
    external cuda_free
    integer cuda_memcpy_c2fort_int
    integer cuda_memcpy_c2fort_real
    integer cuda_memcpy_fort2c_int
    integer cuda_memcpy_fort2c_real
    integer cuda_memset
    integer cusparse_create
    external cusparse_destroy
    integer cusparse_get_version
    integer cusparse_create_mat_descr
    external cusparse_destroy_mat_descr
    integer cusparse_set_mat_type
    integer cusparse_get_mat_type
    integer cusparse_get_mat_fill_mode
    integer cusparse_get_mat_diag_type
    integer cusparse_set_mat_index_base
    integer cusparse_get_mat_index_base
    integer cusparse_xcoo2csr
    integer cusparse_dsctr
    integer cusparse_dcsmv
    integer cusparse_dcsmm
    external get_shifted_address
#if ARCH_64
    integer*8 handle
    integer*8 descrA
    integer*8 cooRowIndex
    integer*8 cooColIndex
    integer*8 cooVal
    integer*8 xInd
    integer*8 xVal
    integer*8 y
    integer*8 z
    integer*8 csrRowPtr
    integer*8 ynp1
#else
    integer*4 handle
    integer*4 descrA
    integer*4 cooRowIndex
    integer*4 cooColIndex
    integer*4 cooVal
    integer*4 xInd
    integer*4 xVal
    integer*4 y
    integer*4 z
    integer*4 csrRowPtr
    integer*4 ynp1
#endif
    integer status

```

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```

integer cudaStat1,cudaStat2,cudaStat3
integer cudaStat4,cudaStat5,cudaStat6
integer n, nnz, nnz_vector
parameter (n=4, nnz=9, nnz_vector=3)
integer cooRowIndexHostPtr(nnz)
integer cooColIndexHostPtr(nnz)
real*8 cooValHostPtr(nnz)
integer xIndHostPtr(nnz_vector)
real*8 xValHostPtr(nnz_vector)
real*8 yHostPtr(2*n)
real*8 zHostPtr(2*(n+1))
integer i, j
integer version, mtype, fmode, dtype, ibase
real*8 dzero,dtwo,dthree,dfive
real*8 epsilon

write(*,*) "testing fortran example"

c predefined constants (need to be careful with them)
dzero = 0.0
dtwo = 2.0
dthree= 3.0
dfive = 5.0
c create the following sparse test matrix in COO format
c (notice one-based indexing)
c |1.0 2.0 3.0|
c | 4.0 |
c |5.0 6.0 7.0|
c | 8.0 9.0|
cooRowIndexHostPtr(1)=1
cooColIndexHostPtr(1)=1
cooValHostPtr(1) =1.0
cooRowIndexHostPtr(2)=1
cooColIndexHostPtr(2)=3
cooValHostPtr(2) =2.0
cooRowIndexHostPtr(3)=1
cooColIndexHostPtr(3)=4
cooValHostPtr(3) =3.0
cooRowIndexHostPtr(4)=2
cooColIndexHostPtr(4)=2
cooValHostPtr(4) =4.0
cooRowIndexHostPtr(5)=3
cooColIndexHostPtr(5)=1
cooValHostPtr(5) =5.0
cooRowIndexHostPtr(6)=3
cooColIndexHostPtr(6)=3
cooValHostPtr(6) =6.0
cooRowIndexHostPtr(7)=3
cooColIndexHostPtr(7)=4
cooValHostPtr(7) =7.0
cooRowIndexHostPtr(8)=4
cooColIndexHostPtr(8)=2
cooValHostPtr(8) =8.0
cooRowIndexHostPtr(9)=4
cooColIndexHostPtr(9)=4

```

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```

    cooValHostPtr(9)      =9.0
c   print the matrix
    write(*,*) "Input data:"
    do i=1,nnz
        write(*,*) "cooRowIndexHostPtr[",i,"]=",cooRowIndexHostPtr(i)
        write(*,*) "cooColIndexHostPtr[",i,"]=",cooColIndexHostPtr(i)
        write(*,*) "cooValHostPtr[",i,"]=",cooValHostPtr(i)
    enddo

c   create a sparse and dense vector
c   xVal= [100.0 200.0 400.0]   (sparse)
c   xInd= [0    1    3    ]
c   y   = [10.0 20.0 30.0 40.0 | 50.0 60.0 70.0 80.0] (dense)
c   (notice one-based indexing)
    yHostPtr(1) = 10.0
    yHostPtr(2) = 20.0
    yHostPtr(3) = 30.0
    yHostPtr(4) = 40.0
    yHostPtr(5) = 50.0
    yHostPtr(6) = 60.0
    yHostPtr(7) = 70.0
    yHostPtr(8) = 80.0
    xIndHostPtr(1)=1
    xValHostPtr(1)=100.0
    xIndHostPtr(2)=2
    xValHostPtr(2)=200.0
    xIndHostPtr(3)=4
    xValHostPtr(3)=400.0
c   print the vectors
    do j=1,2
        do i=1,n
            write(*,*) "yHostPtr[",i,"",j,"]=",yHostPtr(i+n*(j-1))
        enddo
    enddo
    do i=1,nnz_vector
        write(*,*) "xIndHostPtr[",i,"]=",xIndHostPtr(i)
        write(*,*) "xValHostPtr[",i,"]=",xValHostPtr(i)
    enddo

c   allocate GPU memory and copy the matrix and vectors into it
c   cudaSuccess=0
c   cudaMemcpyHostToDevice=1
    cudaStat1 = cuda_malloc(cooRowIndex,nnz*4)
    cudaStat2 = cuda_malloc(cooColIndex,nnz*4)
    cudaStat3 = cuda_malloc(cooVal,      nnz*8)
    cudaStat4 = cuda_malloc(y,          2*n*8)
    cudaStat5 = cuda_malloc(xInd,nnz_vector*4)
    cudaStat6 = cuda_malloc(xVal,nnz_vector*8)
    if ((cudaStat1 /= 0) .OR.
$   (cudaStat2 /= 0) .OR.
$   (cudaStat3 /= 0) .OR.
$   (cudaStat4 /= 0) .OR.
$   (cudaStat5 /= 0) .OR.
$   (cudaStat6 /= 0)) then
        write(*,*) "Device malloc failed"
        write(*,*) "cudaStat1=",cudaStat1

```

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```

        write(*,*) "cudaStat2=", cudaStat2
        write(*,*) "cudaStat3=", cudaStat3
        write(*,*) "cudaStat4=", cudaStat4
        write(*,*) "cudaStat5=", cudaStat5
        write(*,*) "cudaStat6=", cudaStat6
        stop 2
    endif
    cudaStat1 = cuda_memcpy_fort2c_int(cooRowIndex, cooRowIndexHostPtr,
$                                     nnz*4, 1)
    cudaStat2 = cuda_memcpy_fort2c_int(cooColIndex, cooColIndexHostPtr,
$                                     nnz*4, 1)
    cudaStat3 = cuda_memcpy_fort2c_real(cooVal,      cooValHostPtr,
$                                     nnz*8, 1)
    cudaStat4 = cuda_memcpy_fort2c_real(y,          yHostPtr,
$                                     2*n*8, 1)
    cudaStat5 = cuda_memcpy_fort2c_int(xInd,        xIndHostPtr,
$                                     nnz_vector*4, 1)
    cudaStat6 = cuda_memcpy_fort2c_real(xVal,       xValHostPtr,
$                                     nnz_vector*8, 1)
    if ((cudaStat1 /= 0) .OR.
$      (cudaStat2 /= 0) .OR.
$      (cudaStat3 /= 0) .OR.
$      (cudaStat4 /= 0) .OR.
$      (cudaStat5 /= 0) .OR.
$      (cudaStat6 /= 0)) then
        write(*,*) "Memcpy from Host to Device failed"
        write(*,*) "cudaStat1=", cudaStat1
        write(*,*) "cudaStat2=", cudaStat2
        write(*,*) "cudaStat3=", cudaStat3
        write(*,*) "cudaStat4=", cudaStat4
        write(*,*) "cudaStat5=", cudaStat5
        write(*,*) "cudaStat6=", cudaStat6
        call cuda_free(cooRowIndex)
        call cuda_free(cooColIndex)
        call cuda_free(cooVal)
        call cuda_free(xInd)
        call cuda_free(xVal)
        call cuda_free(y)
        stop 1
    endif

c    initialize cusparse library
c    CUSPARSE_STATUS_SUCCESS=0
    status = cusparse_create(handle)
    if (status /= 0) then
        write(*,*) "CUSPARSE Library initialization failed"
        call cuda_free(cooRowIndex)
        call cuda_free(cooColIndex)
        call cuda_free(cooVal)
        call cuda_free(xInd)
        call cuda_free(xVal)
        call cuda_free(y)
        stop 1
    endif
c    get version
c    CUSPARSE_STATUS_SUCCESS=0

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status = cusparse_get_version(handle,version)
if (status /= 0) then
  write(*,*) "CUSPARSE Library initialization failed"
  call cuda_free(cooRowIndex)
  call cuda_free(cooColIndex)
  call cuda_free(cooVal)
  call cuda_free(xInd)
  call cuda_free(xVal)
  call cuda_free(y)
  call cusparse_destroy(handle)
  stop 1
endif
write(*,*) "CUSPARSE Library version",version

c   create and setup the matrix descriptor
c   CUSPARSE_STATUS_SUCCESS=0
c   CUSPARSE_MATRIX_TYPE_GENERAL=0
c   CUSPARSE_INDEX_BASE_ONE=1
status= cusparse_create_mat_descr(descrA)
if (status /= 0) then
  write(*,*) "Creating matrix descriptor failed"
  call cuda_free(cooRowIndex)
  call cuda_free(cooColIndex)
  call cuda_free(cooVal)
  call cuda_free(xInd)
  call cuda_free(xVal)
  call cuda_free(y)
  call cusparse_destroy(handle)
  stop 1
endif
status = cusparse_set_mat_type(descrA,0)
status = cusparse_set_mat_index_base(descrA,1)
c   print the matrix descriptor
mtype = cusparse_get_mat_type(descrA)
fmode = cusparse_get_mat_fill_mode(descrA)
dtype = cusparse_get_mat_diag_type(descrA)
ibase = cusparse_get_mat_index_base(descrA)
write (*,*) "matrix descriptor:"
write (*,*) "t=",mtype,"m=",fmode,"d=",dtype,"b=",ibase

c   exercise conversion routines (convert matrix from COO 2 CSR format)
c   cudaSuccess=0
c   CUSPARSE_STATUS_SUCCESS=0
c   CUSPARSE_INDEX_BASE_ONE=1
cudaStat1 = cuda_malloc(csrRowPtr,(n+1)*4)
if (cudaStat1 /= 0) then
  call cuda_free(cooRowIndex)
  call cuda_free(cooColIndex)
  call cuda_free(cooVal)
  call cuda_free(xInd)
  call cuda_free(xVal)
  call cuda_free(y)
  call cusparse_destroy_mat_descr(descrA)
  call cusparse_destroy(handle)
  write(*,*) "Device malloc failed (csrRowPtr)"
  stop 2

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endif
status= cuspars_xcoo2csr(handle, cooRowIndex, nnz, n,
$                               csrRowPtr, 1)
if (status /= 0) then
  call cuda_free(cooRowIndex)
  call cuda_free(cooColIndex)
  call cuda_free(cooVal)
  call cuda_free(xInd)
  call cuda_free(xVal)
  call cuda_free(y)
  call cuda_free(csrRowPtr)
  call cuspars_destroy_mat_descr(descrA)
  call cuspars_destroy(handle)
  write(*,*) "Conversion from COO to CSR format failed"
  stop 1
endif
c   csrRowPtr = [0 3 4 7 9]

c   exercise Level 1 routines (scatter vector elements)
c   CUSPARSE_STATUS_SUCCESS=0
c   CUSPARSE_INDEX_BASE_ONE=1
call get_shifted_address(y, n*8, ynp1)
status= cuspars_dsctr(handle, nnz_vector, xVal, xInd,
$                               ynp1, 1)
if (status /= 0) then
  call cuda_free(cooRowIndex)
  call cuda_free(cooColIndex)
  call cuda_free(cooVal)
  call cuda_free(xInd)
  call cuda_free(xVal)
  call cuda_free(y)
  call cuda_free(csrRowPtr)
  call cuspars_destroy_mat_descr(descrA)
  call cuspars_destroy(handle)
  write(*,*) "Scatter from sparse to dense vector failed"
  stop 1
endif
c   y = [10 20 30 40 | 100 200 70 400]

c   exercise Level 2 routines (csrcmv)
c   CUSPARSE_STATUS_SUCCESS=0
c   CUSPARSE_OPERATION_NON_TRANSPOSE=0
status= cuspars_dcsrcmv(handle, 0, n, n, nnz, dtwo,
$                               descrA, cooVal, csrRowPtr, cooColIndex,
$                               y, dthree, ynp1)
if (status /= 0) then
  call cuda_free(cooRowIndex)
  call cuda_free(cooColIndex)
  call cuda_free(cooVal)
  call cuda_free(xInd)
  call cuda_free(xVal)
  call cuda_free(y)
  call cuda_free(csrRowPtr)
  call cuspars_destroy_mat_descr(descrA)
  call cuspars_destroy(handle)
  write(*,*) "Matrix-vector multiplication failed"

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        stop 1
    endif

c    print intermediate results (y)
c    y = [10 20 30 40 | 680 760 1230 2240]
c    cudaSuccess=0
c    cudaMemcpyDeviceToHost=2
    cudaStat1 = cuda_memcpy_c2fort_real(yHostPtr, y, 2*n*8, 2)
    if (cudaStat1 /= 0) then
        call cuda_free(cooRowIndex)
        call cuda_free(cooColIndex)
        call cuda_free(cooVal)
        call cuda_free(xInd)
        call cuda_free(xVal)
        call cuda_free(y)
        call cuda_free(csrRowPtr)
        call cusparse_destroy_mat_descr(descrA)
        call cusparse_destroy(handle)
        write(*,*) "Memcpy from Device to Host failed"
        stop 1
    endif
    write(*,*) "Intermediate results:"
    do j=1,2
        do i=1,n
            write(*,*) "yHostPtr[" ,i, ", ",j, "]=", yHostPtr(i+n*(j-1))
        enddo
    enddo

c    exercise Level 3 routines (csrmm)
c    cudaSuccess=0
c    CUSPARSE_STATUS_SUCCESS=0
c    CUSPARSE_OPERATION_NON_TRANSPOSE=0
    cudaStat1 = cuda_malloc(z, 2*(n+1)*8)
    if (cudaStat1 /= 0) then
        call cuda_free(cooRowIndex)
        call cuda_free(cooColIndex)
        call cuda_free(cooVal)
        call cuda_free(xInd)
        call cuda_free(xVal)
        call cuda_free(y)
        call cuda_free(csrRowPtr)
        call cusparse_destroy_mat_descr(descrA)
        call cusparse_destroy(handle)
        write(*,*) "Device malloc failed (z)"
        stop 2
    endif
    cudaStat1 = cuda_memset(z, 0, 2*(n+1)*8)
    if (cudaStat1 /= 0) then
        call cuda_free(cooRowIndex)
        call cuda_free(cooColIndex)
        call cuda_free(cooVal)
        call cuda_free(xInd)
        call cuda_free(xVal)
        call cuda_free(y)
        call cuda_free(z)
        call cuda_free(csrRowPtr)

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    call cusparse_destroy_mat_descr(descrA)
    call cusparse_destroy(handle)
    write(*,*) "Memset on Device failed"
    stop 1
endif
status= cusparse_dcsrmm(handle, 0, n, 2, n, nnz, dfive,
$           descrA, cooVal, csrRowPtr, cooColIndex,
$           y, n, dzero, z, n+1)
if (status /= 0) then
    call cuda_free(cooRowIndex)
    call cuda_free(cooColIndex)
    call cuda_free(cooVal)
    call cuda_free(xInd)
    call cuda_free(xVal)
    call cuda_free(y)
    call cuda_free(z)
    call cuda_free(csrRowPtr)
    call cusparse_destroy_mat_descr(descrA)
    call cusparse_destroy(handle)
    write(*,*) "Matrix-matrix multiplication failed"
    stop 1
endif

c    print final results (z)
c    cudaSuccess=0
c    cudaMemcpyDeviceToHost=2
    cudaStat1 = cuda_memcpy_c2fort_real(zHostPtr, z, 2*(n+1)*8, 2)
    if (cudaStat1 /= 0) then
        call cuda_free(cooRowIndex)
        call cuda_free(cooColIndex)
        call cuda_free(cooVal)
        call cuda_free(xInd)
        call cuda_free(xVal)
        call cuda_free(y)
        call cuda_free(z)
        call cuda_free(csrRowPtr)
        call cusparse_destroy_mat_descr(descrA)
        call cusparse_destroy(handle)
        write(*,*) "Memcpy from Device to Host failed"
        stop 1
    endif
c    z = [950 400 2550 2600 0 | 49300 15200 132300 131200 0]
    write(*,*) "Final results:"
    do j=1,2
        do i=1,n+1
            write(*,*) "z[" ,i, ", ", j, "]=", zHostPtr(i+(n+1)*(j-1))
        enddo
    enddo

c    check the results
    epsilon = 0.000000000000001
    if ((DABS(zHostPtr(1) - 950.0) .GT. epsilon) .OR.
$     (DABS(zHostPtr(2) - 400.0) .GT. epsilon) .OR.
$     (DABS(zHostPtr(3) - 2550.0) .GT. epsilon) .OR.
$     (DABS(zHostPtr(4) - 2600.0) .GT. epsilon) .OR.
$     (DABS(zHostPtr(5) - 0.0) .GT. epsilon) .OR.

```

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```
$ (DABS(zHostPtr(6) - 49300.0) .GT. epsilon) .OR.  
$ (DABS(zHostPtr(7) - 15200.0) .GT. epsilon) .OR.  
$ (DABS(zHostPtr(8) - 132300.0) .GT. epsilon) .OR.  
$ (DABS(zHostPtr(9) - 131200.0) .GT. epsilon) .OR.  
$ (DABS(zHostPtr(10) - 0.0) .GT. epsilon) .OR.  
$ (DABS(yHostPtr(1) - 10.0) .GT. epsilon) .OR.  
$ (DABS(yHostPtr(2) - 20.0) .GT. epsilon) .OR.  
$ (DABS(yHostPtr(3) - 30.0) .GT. epsilon) .OR.  
$ (DABS(yHostPtr(4) - 40.0) .GT. epsilon) .OR.  
$ (DABS(yHostPtr(5) - 680.0) .GT. epsilon) .OR.  
$ (DABS(yHostPtr(6) - 760.0) .GT. epsilon) .OR.  
$ (DABS(yHostPtr(7) - 1230.0) .GT. epsilon) .OR.  
$ (DABS(yHostPtr(8) - 2240.0) .GT. epsilon) then  
  write(*,*) "fortran example test FAILED"  
else  
  write(*,*) "fortran example test PASSED"  
endif  
  
c  deallocate GPU memory and exit  
   call cuda_free(cooRowIndex)  
   call cuda_free(cooColIndex)  
   call cuda_free(cooVal)  
   call cuda_free(xInd)  
   call cuda_free(xVal)  
   call cuda_free(y)  
   call cuda_free(z)  
   call cuda_free(csrRowPtr)  
   call cusparse_destroy_mat_descr(descrA)  
   call cusparse_destroy(handle)  
  
  stop 0  
end
```

---

# Chapter 10. Acknowledgements

NVIDIA would like to thank the following individuals and institutions for their contributions:

- ▶ The `cusparse<t>gtsv` implementation is derived from a version developed by Li-Wen Chang from the University of Illinois.
- ▶ The `cusparse<t>gtsvInterleavedBatch` adopts `cuThomasBatch` developed by Pedro Valero-Lara and Ivan Martínez-Pérez from Barcelona Supercomputing Center and BSC/UPC NVIDIA GPU Center of Excellence.
- ▶ This product includes `{fmt}` - A modern formatting library <https://fmt.dev> Copyright (c) 2012 - present, Victor Zverovich.



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