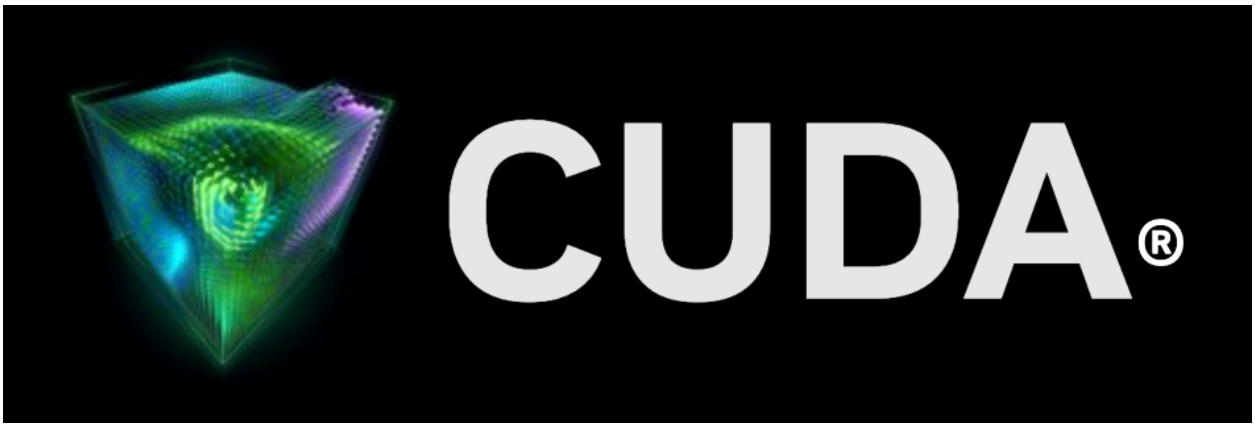


EULA

Release 13.4

NVIDIA Corporation

Oct 12, 2026

Contents

1 License Agreement for NVIDIA Software Development Kits **3**
1.1 License . . . 3
1.1.1 License Grant . . . 3
1.1.2 Distribution Requirements . . . 4
1.1.3 Authorized Users . . . 4
1.1.4 Pre-Release SDK . . . 4
1.1.5 Updates . . . 5
1.1.6 Components Under Other Licenses . . . 5
1.1.7 Reservation of Rights . . . 5
1.2 Limitations . . . 5
1.3 Ownership . . . 6
1.4 No Warranties . . . 7
1.5 Limitation of Liability . . . 7
1.6 Termination . . . 7
1.7 General . . . 8

2 CUDA Toolkit Supplement to Software License Agreement for NVIDIA Software Development Kits **11**
2.1 License Scope . . . 11
2.2 Distribution . . . 11
2.3 Operating Systems . . . 11
2.4 Audio and Video Encoders and Decoders . . . 12
2.5 Licensing . . . 12
2.6 Attachment A . . . 12
2.7 Attachment B . . . 15

End User License Agreement

NVIDIA Software License Agreement and CUDA Supplement to Software License Agreement.

The CUDA Toolkit End User License Agreement applies to the NVIDIA CUDA Toolkit, the NVIDIA CUDA Samples, the NVIDIA Display Driver, NVIDIA Nsight tools (Visual Studio Edition), and the associated documentation on CUDA APIs, programming model and development tools. If you do not agree with the terms and conditions of the license agreement, then do not download or use the software.

Last updated: January 26, 2026

Preface

The Software License Agreement in Chapter 1 and the Supplement in Chapter 2 contain license terms and conditions that govern the use of NVIDIA CUDA toolkit. By accepting this agreement, you agree to comply with all the terms and conditions applicable to the product(s) included herein.

NVIDIA Driver

Description

This package contains the operating system driver and fundamental system software components for NVIDIA GPUs.

NVIDIA CUDA Toolkit

Description

The NVIDIA CUDA Toolkit provides command-line and graphical tools for building, debugging and optimizing the performance of applications accelerated by NVIDIA GPUs, runtime and math libraries, and documentation including programming guides, user manuals, and API references.

Default Install Location of CUDA Toolkit

Windows platform:

```
%ProgramFiles%\NVIDIA GPU Computing Toolkit\CUDA\v#.#
```

Linux platform:

```
/usr/local/cuda-#.#
```

Mac platform:

```
/Developer/NVIDIA/CUDA-#.#
```

NVIDIA CUDA Samples

Description

CUDA Samples are now located in https://github.com/nvidia/cuda-samples, which includes instructions for obtaining, building, and running the samples. They are no longer included in the CUDA toolkit.

NVIDIA Nsight Visual Studio Edition (Windows only)

Description

NVIDIA Nsight Development Platform, Visual Studio Edition is a development environment integrated into Microsoft Visual Studio that provides tools for debugging, profiling, analyzing and optimizing your GPU computing and graphics applications.

Default Install Location of Nsight Visual Studio Edition

Windows platform:

```
%ProgramFiles(x86)%\NVIDIA Corporation\Nsight Visual Studio Edition #.#
```

Chapter 1. License Agreement for NVIDIA Software Development Kits

Important Notice—Read before downloading, installing, copying or using the licensed software:

This license agreement, including exhibits attached ("Agreement") is a legal agreement between you and NVIDIA Corporation ("NVIDIA") and governs your use of a NVIDIA software development kit ("SDK").

Each SDK has its own set of software and materials, but here is a description of the types of items that may be included in a SDK: source code, header files, APIs, data sets and assets (examples include images, textures, models, scenes, videos, native API input/output files), binary software, sample code, libraries, utility programs, programming code and documentation.

This Agreement can be accepted only by an adult of legal age of majority in the country in which the SDK is used.

If you are entering into this Agreement on behalf of a company or other legal entity, you represent that you have the legal authority to bind the entity to this Agreement, in which case "you" will mean the entity you represent.

If you don't have the required age or authority to accept this Agreement, or if you don't accept all the terms and conditions of this Agreement, do not download, install or use the SDK.

You agree to use the SDK only for purposes that are permitted by (a) this Agreement, and (b) any applicable law, regulation or generally accepted practices or guidelines in the relevant jurisdictions.

1.1. License

1.1.1. License Grant

Subject to the terms of this Agreement, NVIDIA hereby grants you a non-exclusive, non-transferable license, without the right to sublicense (except as expressly provided in this Agreement) to:

1. Install and use the SDK,
2. Modify and create derivative works of sample source code delivered in the SDK, and
3. Distribute those portions of the SDK that are identified in this Agreement as distributable, as incorporated in object code format into a software application that meets the distribution requirements indicated in this Agreement.

1.1.2. Distribution Requirements

These are the distribution requirements for you to exercise the distribution grant:

1. Your application must have material additional functionality, beyond the included portions of the SDK.
2. The distributable portions of the SDK shall only be accessed by your application.
3. The following notice shall be included in modifications and derivative works of sample source code distributed: “This software contains source code provided by NVIDIA Corporation.”
4. Unless a developer tool is identified in this Agreement as distributable, it is delivered for your internal use only.
5. The terms under which you distribute your application must be consistent with the terms of this Agreement, including (without limitation) terms relating to the license grant and license restrictions and protection of NVIDIA’s intellectual property rights. Additionally, you agree that you will protect the privacy, security and legal rights of your application users.
6. You agree to notify NVIDIA in writing of any known or suspected distribution or use of the SDK not in compliance with the requirements of this Agreement, and to enforce the terms of your agreements with respect to distributed SDK.

1.1.3. Authorized Users

You may allow employees and contractors of your entity or of your subsidiary(ies) to access and use the SDK from your secure network to perform work on your behalf.

If you are an academic institution you may allow users enrolled or employed by the academic institution to access and use the SDK from your secure network.

You are responsible for the compliance with the terms of this Agreement by your authorized users. If you become aware that your authorized users didn’t follow the terms of this Agreement, you agree to take reasonable steps to resolve the non-compliance and prevent new occurrences.

1.1.4. Pre-Release SDK

The SDK versions identified as alpha, beta, preview or otherwise as pre-release, may not be fully functional, may contain errors or design flaws, and may have reduced or different security, privacy, accessibility, availability, and reliability standards relative to commercial versions of NVIDIA software and materials. Use of a pre-release SDK may result in unexpected results, loss of data, project delays or other unpredictable damage or loss.

You may use a pre-release SDK at your own risk, understanding that pre-release SDKs are not intended for use in production or business-critical systems.

NVIDIA may choose not to make available a commercial version of any pre-release SDK. NVIDIA may also choose to abandon development and terminate the availability of a pre-release SDK at any time without liability.

1.1.5. Updates

NVIDIA may, at its option, make available patches, workarounds or other updates to this SDK. Unless the updates are provided with their separate governing terms, they are deemed part of the SDK licensed to you as provided in this Agreement. You agree that the form and content of the SDK that NVIDIA provides may change without prior notice to you. While NVIDIA generally maintains compatibility between versions, NVIDIA may in some cases make changes that introduce incompatibilities in future versions of the SDK.

1.1.6. Components Under Other Licenses

The SDK may come bundled with, or otherwise include or be distributed with, NVIDIA or third-party components with separate legal notices or terms as may be described in proprietary notices accompanying the SDK. If and to the extent there is a conflict between the terms in this Agreement and the license terms associated with the component, the license terms associated with the components control only to the extent necessary to resolve the conflict.

Subject to the other terms of this Agreement, you may use the SDK to develop and test applications released under Open Source Initiative (OSI) approved open source software licenses.

1.1.7. Reservation of Rights

NVIDIA reserves all rights, title, and interest in and to the SDK, not expressly granted to you under this Agreement.

1.2. Limitations

The following license limitations apply to your use of the SDK:

1. You may not reverse engineer, decompile or disassemble, or remove copyright or other proprietary notices from any portion of the SDK or copies of the SDK.
2. Except as expressly provided in this Agreement, you may not copy, sell, rent, sublicense, transfer, distribute, modify, or create derivative works of any portion of the SDK. For clarity, you may not distribute or sublicense the SDK as a stand-alone product.
3. Unless you have an agreement with NVIDIA for this purpose, you may not indicate that an application created with the SDK is sponsored or endorsed by NVIDIA.
4. You may not bypass, disable, or circumvent any encryption, security, digital rights management or authentication mechanism in the SDK.
5. You may not use the SDK in any manner that would cause it to become subject to an open source software license. As examples, licenses that require as a condition of use, modification, and/or distribution that the SDK be:
    a. Disclosed or distributed in source code form;
    b. Licensed for the purpose of making derivative works; or
    c. Redistributable at no charge.

6. You acknowledge that the SDK as delivered is not tested or certified by NVIDIA for use in connection with the design, construction, maintenance, and/or operation of any system where the use or failure of such system could result in a situation that threatens the safety of human life or results in catastrophic damages (each, a “Critical Application”). Examples of Critical Applications include use in avionics, navigation, autonomous vehicle applications, ai solutions for automotive products, military, medical, life support or other life critical applications. NVIDIA shall not be liable to you or any third party, in whole or in part, for any claims or damages arising from such uses. You are solely responsible for ensuring that any product or service developed with the SDK as a whole includes sufficient features to comply with all applicable legal and regulatory standards and requirements.
7. You agree to defend, indemnify and hold harmless NVIDIA and its affiliates, and their respective employees, contractors, agents, officers and directors, from and against any and all claims, damages, obligations, losses, liabilities, costs or debt, fines, restitutions and expenses (including but not limited to attorney’s fees and costs incident to establishing the right of indemnification) arising out of or related to products or services that use the SDK in or for Critical Applications, and for use of the SDK outside of the scope of this Agreement or not in compliance with its terms.
8. You may not reverse engineer, decompile or disassemble any portion of the output generated using SDK elements for the purpose of translating such output artifacts to target a non-NVIDIA platform.

1.3. Ownership

1. NVIDIA or its licensors hold all rights, title and interest in and to the SDK and its modifications and derivative works, including their respective intellectual property rights, subject to your rights under Section 1.3.2. This SDK may include software and materials from NVIDIA’s licensors, and these licensors are intended third party beneficiaries that may enforce this Agreement with respect to their intellectual property rights.

1. You hold all rights, title and interest in and to your applications and your derivative works of the sample source code delivered in the SDK, including their respective intellectual property rights, subject to NVIDIA’s rights under Section 1.3.1.
2. You may, but don’t have to, provide to NVIDIA suggestions, feature requests or other feedback regarding the SDK, including possible enhancements or modifications to the SDK. For any feedback that you voluntarily provide, you hereby grant NVIDIA and its affiliates a perpetual, non-exclusive, worldwide, irrevocable license to use, reproduce, modify, license, sublicense (through multiple tiers of sublicensees), and distribute (through multiple tiers of distributors) it without the payment of any royalties or fees to you. NVIDIA will use feedback at its choice. NVIDIA is constantly looking for ways to improve its products, so you may send feedback to NVIDIA through the developer portal at https://developer.nvidia.com.

1.4. No Warranties

THE SDK IS PROVIDED BY NVIDIA "AS IS" AND "WITH ALL FAULTS." TO THE MAXIMUM EXTENT PERMITTED BY LAW, NVIDIA AND ITS AFFILIATES EXPRESSLY DISCLAIM ALL WARRANTIES OF ANY KIND OR NATURE, WHETHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NON-INFRINGEMENT, OR THE ABSENCE OF ANY DEFECTS THEREIN, WHETHER LATENT OR PATENT. NO WARRANTY IS MADE ON THE BASIS OF TRADE USAGE, COURSE OF DEALING OR COURSE OF TRADE.

1.5. Limitation of Liability

TO THE MAXIMUM EXTENT PERMITTED BY LAW, NVIDIA AND ITS AFFILIATES SHALL NOT BE LIABLE FOR ANY (I) SPECIAL, INCIDENTAL, PUNITIVE OR CONSEQUENTIAL DAMAGES, OR (II) DAMAGES FOR (A) ANY LOST PROFITS, LOSS OF USE, LOSS OF DATA OR LOSS OF GOODWILL, OR (B) THE COSTS OF PROCURING SUBSTITUTE PRODUCTS, ARISING OUT OF OR IN CONNECTION WITH THIS AGREEMENT OR THE USE OR PERFORMANCE OF THE SDK, WHETHER SUCH LIABILITY ARISES FROM ANY CLAIM BASED UPON BREACH OF CONTRACT, BREACH OF WARRANTY, TORT (INCLUDING NEGLIGENCE), PRODUCT LIABILITY OR ANY OTHER CAUSE OF ACTION OR THEORY OF LIABILITY. IN NO EVENT WILL NVIDIA'S AND ITS AFFILIATES TOTAL CUMULATIVE LIABILITY UNDER OR ARISING OUT OF THIS AGREEMENT EXCEED US$10.00. THE NATURE OF THE LIABILITY OR THE NUMBER OF CLAIMS OR SUITS SHALL NOT ENLARGE OR EXTEND THIS LIMIT.

These exclusions and limitations of liability shall apply regardless if NVIDIA or its affiliates have been advised of the possibility of such damages, and regardless of whether a remedy fails its essential purpose. These exclusions and limitations of liability form an essential basis of the bargain between the parties, and, absent any of these exclusions or limitations of liability, the provisions of this Agreement, including, without limitation, the economic terms, would be substantially different.

1.6. Termination

1. This Agreement will continue to apply until terminated by either you or NVIDIA as described below.
2. If you want to terminate this Agreement, you may do so by stopping to use the SDK.
3. NVIDIA may, at any time, terminate this Agreement if:
    1. (i) you fail to comply with any term of this Agreement and the non-compliance is not fixed within thirty (30) days following notice from NVIDIA (or immediately if you violate NVIDIA's intellectual property rights);
    2. (ii) you commence or participate in any legal proceeding against NVIDIA with respect to the SDK; or
    3. (iii) NVIDIA decides to no longer provide the SDK in a country or, in NVIDIA's sole discretion, the continued use of it is no longer commercially viable.
4. Upon any termination of this Agreement, you agree to promptly discontinue use of the SDK and destroy all copies in your possession or control. Your prior distributions in accordance with this Agreement are not affected by the termination of this Agreement. Upon written request, you will

certify in writing that you have complied with your commitments under this section. Upon any termination of this Agreement all provisions survive except for the license grant provisions.

1.7. General

If you wish to assign this Agreement or your rights and obligations, including by merger, consolidation, dissolution or operation of law, contact NVIDIA to ask for permission. Any attempted assignment not approved by NVIDIA in writing shall be void and of no effect. NVIDIA may assign, delegate or transfer this Agreement and its rights and obligations, and if to a non-affiliate you will be notified.

You agree to cooperate with NVIDIA and provide reasonably requested information to verify your compliance with this Agreement.

This Agreement will be governed in all respects by the laws of the United States and of the State of Delaware, without regard to the conflicts of laws principles. The United Nations Convention on Contracts for the International Sale of Goods is specifically disclaimed. You agree to all terms of this Agreement in the English language.

The state or federal courts residing in Santa Clara County, California shall have exclusive jurisdiction over any dispute or claim arising out of this Agreement. Notwithstanding this, you agree that NVIDIA shall still be allowed to apply for injunctive remedies or an equivalent type of urgent legal relief in any jurisdiction.

If any court of competent jurisdiction determines that any provision of this Agreement is illegal, invalid or unenforceable, such provision will be construed as limited to the extent necessary to be consistent with and fully enforceable under the law and the remaining provisions will remain in full force and effect. Unless otherwise specified, remedies are cumulative.

Each party acknowledges and agrees that the other is an independent contractor in the performance of this Agreement.

The SDK has been developed entirely at private expense and is "commercial items" consisting of "commercial computer software" and "commercial computer software documentation" provided with RESTRICTED RIGHTS. Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions in this Agreement pursuant to DFARS 227.7202-3(a) or as set forth in subparagraphs (c)(1) and (2) of the Commercial Computer Software - Restricted Rights clause at FAR 52.227-19, as applicable. Contractor/manufacturer is NVIDIA, 2788 San Tomas Expressway, Santa Clara, CA 95051.

The SDK is subject to United States export laws and regulations. You agree that you will not ship, transfer or export the SDK into any country, or use the SDK in any manner, prohibited by the United States Bureau of Industry and Security or economic sanctions regulations administered by the U.S. Department of Treasury's Office of Foreign Assets Control (OFAC), or any applicable export laws, restrictions or regulations. These laws include restrictions on destinations, end users and end use. By accepting this Agreement, you confirm that you are not located in a country currently embargoed by the U.S. or otherwise prohibited from receiving the SDK under U.S. law.

Any notice delivered by NVIDIA to you under this Agreement will be delivered via mail, email or fax. You agree that any notices that NVIDIA sends you electronically will satisfy any legal communication requirements. Please direct your legal notices or other correspondence to NVIDIA Corporation, 2788 San Tomas Expressway, Santa Clara, California 95051, United States of America, Attention: Legal Department.

This Agreement and any exhibits incorporated into this Agreement constitute the entire agreement of the parties with respect to the subject matter of this Agreement and supersede all prior negotiations or documentation exchanged between the parties relating to this SDK license. Any additional and/or

conflicting terms on documents issued by you are null, void, and invalid. Any amendment or waiver under this Agreement shall be in writing and signed by representatives of both parties.

Chapter 2. CUDA Toolkit Supplement to Software License Agreement for NVIDIA Software Development Kits

The terms in this supplement govern your use of the NVIDIA CUDA Toolkit SDK under the terms of your license agreement ("Agreement") as modified by this supplement. Capitalized terms used but not defined below have the meaning assigned to them in the Agreement.

This supplement is an exhibit to the Agreement and is incorporated as an integral part of the Agreement. In the event of conflict between the terms in this supplement and the terms in the Agreement, the terms in this supplement govern.

2.1. License Scope

The SDK is licensed for you to develop applications only for use in systems with NVIDIA GPUs.

2.2. Distribution

The portions of the SDK that are distributable under the Agreement are listed in Attachment A.

2.3. Operating Systems

Those portions of the SDK designed exclusively for use on the Linux or FreeBSD operating systems, or other operating systems derived from the source code to these operating systems, may be copied and redistributed for use in accordance with this Agreement, provided that the object code files are not modified in any way (except for unzipping of compressed files).

2.4. Audio and Video Encoders and Decoders

You acknowledge and agree that it is your sole responsibility to obtain any additional third-party licenses required to make, have made, use, have used, sell, import, and offer for sale your products or services that include or incorporate any third-party software and content relating to audio and/or video encoders and decoders from, including but not limited to, Microsoft, Thomson, Fraunhofer IIS, Sisvel S.p.A., MPEG-LA, and Coding Technologies. NVIDIA does not grant to you under this Agreement any necessary patent or other rights with respect to any audio and/or video encoders and decoders.

2.5. Licensing

If the distribution terms in this Agreement are not suitable for your organization, or for any questions regarding this Agreement, please contact NVIDIA at nvidia-compute-license-questions@nvidia.com.

2.6. Attachment A

The following CUDA Toolkit files may be distributed with applications developed by you, including certain variations of these files that have version number or architecture specific information embedded in the file name - as an example only, for release version 9.0 of the 64-bit Windows software, the file cudart64_90.dll is redistributable.

Component	**CUDA Runtime**
Windows	cudart.dll, cudart_static.lib, cudadevrt.lib
Mac OSX	libcudart.dylib, libcudart_static.a, libcudadevrt.a
Linux	libcudart.so, libcudart_static.a, libcudadevrt.a
Android	libcudart.so, libcudart_static.a, libcudadevrt.a
Component	**CUDA FFT Library**
Windows	cufft.dll, cufftw.dll, cufft.lib, cufftw.lib
Mac OSX	libcufft.dylib, libcufft_static.a, libcufftw.dylib, libcufftw_static.a
Linux	libcufft.so, libcufft_static.a, libcufftw.so, libcufftw_static.a
Android	libcufft.so, libcufft_static.a, libcufftw.so, libcufftw_static.a
Component	**CUDA BLAS Library**
Windows	cublas.dll, cublasLt.dll
Mac OSX	libcublas.dylib, libcublasLt.dylib, libcublas_static.a, libcublasLt_static.a
Linux	libcublas.so, libcublasLt.so, libcublas_static.a, libcublasLt_static.a
Android	libcublas.so, libcublasLt.so, libcublas_static.a, libcublasLt_static.a
Component	**NVIDIA “Drop-in” BLAS Library**

continues on next page

Table 1 – continued from previous page

Windows	nvblas.dll
Mac OSX	libnvblas.dylib
Linux	libnvblas.so
Component	**CUDA Sparse Matrix Library**
Windows	cusparse.dll, cusparse.lib
Mac OSX	libcusparse.dylib, libcusparse_static.a
Linux	libcusparse.so, libcusparse_static.a
Android	libcusparse.so, libcusparse_static.a
Component	**CUDA Linear Solver Library**
Windows	cusolver.dll, cusolver.lib
Mac OSX	libcusolver.dylib, libcusolver_static.a
Linux	libcusolver.so, libcusolver_static.a
Android	libcusolver.so, libcusolver_static.a
Component	**CUDA Random Number Generation Library**
Windows	curand.dll, curand.lib
Mac OSX	libcurand.dylib, libcurand_static.a
Linux	libcurand.so, libcurand_static.a
Android	libcurand.so, libcurand_static.a
Component	**NVIDIA Performance Primitives Library**
Windows	nppc.dll, nppc.lib, nppial.dll, nppial.lib, nppicc.dll, nppicc.lib, nppicom.dll, nppicom.lib, nppidei.dll, nppidei.lib, nppif.dll, nppif.lib, nppig.dll, nppig.lib, nppim.dll, nppim.lib, nppist.dll, nppist.lib, nppisu.dll, nppisu.lib, nppitc.dll, nppitc.lib, npps.dll, npps.lib
Mac OSX	libnppc.dylib, libnppc_static.a, libnppial.dylib, libnppial_static.a, libnppicc.dylib, libnppicc_static.a, libnppicom.dylib, libnppicom_static.a, libnppidei.dylib, libnppidei_static.a, libnppif.dylib, libnppif_static.a, libnppig.dylib, libnppig_static.a, libnppim.dylib, libnppisu_static.a, libnppitc.dylib, libnppitc_static.a, libnpps.dylib, libnpps_static.a
Linux	libnppc.so, libnppc_static.a, libnppial.so, libnppial_static.a, libnppicc.so, libnppicc_static.a, libnppicom.so, libnppicom_static.a, libnppidei.so, libnppidei_static.a, libnppif.so, libnppif_static.a libnppig.so, libnppig_static.a, libnppim.so, libnppim_static.a, libnppist.so, libnppist_static.a, libnppisu.so, libnppisu_static.a, libnppitc.so libnppitc_static.a, libnpps.so, libnpps_static.a
Android	libnppc.so, libnppc_static.a, libnppial.so, libnppial_static.a, libnppicc.so, libnppicc_static.a, libnppicom.so, libnppicom_static.a, libnppidei.so, libnppidei_static.a, libnppif.so, libnppif_static.a libnppig.so, libnppig_static.a, libnppim.so, libnppim_static.a, libnppist.so, libnppist_static.a, libnppisu.so, libnppisu_static.a, libnppitc.so libnppitc_static.a, libnpps.so, libnpps_static.a

continues on next page

Table 1 – continued from previous page

Component	**NVIDIA JPEG Library**
Windows	nvjpeg.lib, nvjpeg.dll
Linux	libnvjpeg.so, libnvjpeg_static.a
Component	**Internal common library required for statically linking to cuBLAS, cuSPARSE, cuFFT, cuRAND, nvJPEG and NPP**
Mac OSX	libculibos.a
Linux	libculibos.a
Component	**NVIDIA Runtime Compilation Library and Header**
All	nvrtc.h
Windows	nvrtc.dll, nvrtc-builtins.dll
Mac OSX	libnvrtc.dylib, libnvrtc-builtins.dylib
Linux	libnvrtc.so, libnvrtc-builtins.so, libnvrtc_static.a, libnvrtc-builtins_static.a
Component	**NVIDIA Optimizing Compiler Library**
Windows	nvvm.dll
Mac OSX	libnvvm.dylib
Linux	libnvvm.so
Component	**NVIDIA JIT Linking Library**
Windows	libnvJitLink.dll, libnvJitLink.lib
Linux	libnvJitLink.so, libnvJitLink_static.a
Component	**NVIDIA Common Device Math Functions Library**
Windows	libdevice.10.bc
Mac OSX	libdevice.10.bc
Linux	libdevice.10.bc
Component	**CUDA Occupancy Calculation Header Library**
All	cuda_occupancy.h
Component	**CUDA Floating Point Type Headers**
All	cuda_fp16.h, cuda_fp16.hpp, cuda_bf16.h, cuda_bf16.hpp, cuda_fp8.h, cuda_fp8.hpp, cuda_fp6.h, cuda_fp6.hpp, cuda_fp4.h, cuda_fp4.hpp
Component	**CUDA Headers for Runtime Compilation**
All	crt/host_defines.h, cuComplex.h, cuda_awbarrier_helpers.h, cuda_awbarrier_primitives.h, cuda_awbarrier.h, cuda_pipeline_helpers.h, cuda_pipeline_primitives.h, cuda_pipeline.h, cuda_runtime_api.h, cuda.h, cuda/std/tuple, cuda/std/type_traits, cuda/std/type_traits, cuda/std/utility, device_types.h, vector_functions.h, vector_types.h
Component	**Accelerated CUDA Libraries for Object Storage**

continues on next page

Table 1 – continued from previous page

All	libcuobjclient.so, libcuobjserver.so, cuobjclient.h, cuobjrdma.h, cuobjrdma-param.h, cuobjserver.h, cuobjtelem.h
Component	**CUDA Profiling Tools Interface (CUPTI) Library**
Windows	cupti.dll
Mac OSX	libcupti.dylib
Linux	libcupti.so
Component	**NVIDIA Tools Extension Library**
Windows	nvToolsExt.dll, nvToolsExt.lib
Mac OSX	libnvToolsExt.dylib
Linux	libnvToolsExt.so, libnvtx3interop.so
Component	**NVIDIA CUDA Driver Libraries**
Linux	libcuda.so, libnvidia-ptxjitcompiler.so, libnvptxcompiler_static.a
Component	**NVIDIA CUDA File IO Libraries and Header**
All	cufile.h
Linux	libcufile.so, libcufile_rdma.so, libcufile_static.a, libcufile_rdma_static.a

In addition to the rights above, for parties that are developing software intended solely for use on Jetson development kits or Jetson modules, and running Linux for Tegra software, the following shall apply:

- The SDK may be distributed in its entirety, as provided by NVIDIA, and without separation of its components, for you and/or your licensees to create software development kits for use only on the Jetson platform and running Linux for Tegra software.

2.7. Attachment B

Additional Licensing Obligations

The following third party components included in the SOFTWARE are licensed to Licensee pursuant to the following terms and conditions:

1. Licensee's use of the GDB third party component is subject to the terms and conditions of GNU GPL v3:

```
This product includes copyrighted third-party software licensed
under the terms of the GNU General Public License v3 ("GPL v3").
All third-party software packages are copyright by their respective
authors. GPL v3 terms and conditions are hereby incorporated into
the Agreement by this reference: http://www.gnu.org/licenses/gpl.txt
```

   Consistent with these licensing requirements, the software listed below is provided under the terms of the specified open source software licenses. To obtain source code for software provided under licenses that require redistribution of source code, including the GNU General Public License (GPL) and GNU Lesser General Public License (LGPL), contact oss-requests@nvidia.com.

This offer is valid for a period of three (3) years from the date of the distribution of this product by NVIDIA CORPORATION.

```
Component          License
CUDA-GDB           GPL v3
```

2. Licensee represents and warrants that any and all third party licensing and/or royalty payment obligations in connection with Licensee's use of the H.264 video codecs are solely the responsibility of Licensee.

3. Licensee's use of the Thrust library is subject to the terms and conditions of the Apache License Version 2.0. All third-party software packages are copyright by their respective authors. Apache License Version 2.0 terms and conditions are hereby incorporated into the Agreement by this reference. http://www.apache.org/licenses/LICENSE-2.0.html

   In addition, Licensee acknowledges the following notice: Thrust includes source code from the Boost Iterator, Tuple, System, and Random Number libraries.

```
Boost Software License - Version 1.0 - August 17th, 2003
. . . .

Permission is hereby granted, free of charge, to any person or
organization obtaining a copy of the software and accompanying
documentation covered by this license (the "Software") to use,
reproduce, display, distribute, execute, and transmit the Software,
and to prepare derivative works of the Software, and to permit
third-parties to whom the Software is furnished to do so, all
subject to the following:

The copyright notices in the Software and this entire statement,
including the above license grant, this restriction and the following
disclaimer, must be included in all copies of the Software, in whole
or in part, and all derivative works of the Software, unless such
copies or derivative works are solely in the form of machine-executable
object code generated by a source language processor.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND,
EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF
MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND
NON-INFRINGEMENT. IN NO EVENT SHALL THE COPYRIGHT HOLDERS OR
ANYONE DISTRIBUTING THE SOFTWARE BE LIABLE FOR ANY DAMAGES OR
OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE, ARISING
FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR
OTHER DEALINGS IN THE SOFTWARE.
```

4. Licensee's use of the LLVM third party component is subject to the following terms and conditions:

```
↪=============================================================================================
  All LLVM after 8.0 are distributed under Apache-2.0 with LLVM-exception license,
↪ an OSI-approved license

↪=============================================================================================

  Apache License
  Version 2.0, January 2004
  http://www.apache.org/licenses/
```

(continues on next page)

(continued from previous page)

```
TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction,
and distribution as defined by Sections 1 through 9 of this document.

"Licensor" shall mean the copyright owner or entity authorized by
the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all
other entities that control, are controlled by, or are under common
control with that entity. For the purposes of this definition,
"control" means (i) the power, direct or indirect, to cause the
direction or management of such entity, whether by contract or
otherwise, or (ii) ownership of fifty percent (50%) or more of the
outstanding shares, or (iii) beneficial ownership of such entity.

"You" (or "Your") shall mean an individual or Legal Entity
exercising permissions granted by this License.

"Source" form shall mean the preferred form for making modifications,
including but not limited to software source code, documentation
source, and configuration files.

"Object" form shall mean any form resulting from mechanical
transformation or translation of a Source form, including but
not limited to compiled object code, generated documentation,
and conversions to other media types.

"Work" shall mean the work of authorship, whether in Source or
Object form, made available under the License, as indicated by a
copyright notice that is included in or attached to the work
(an example is provided in the Appendix below).

"Derivative Works" shall mean any work, whether in Source or Object
form, that is based on (or derived from) the Work and for which the
editorial revisions, annotations, elaborations, or other modifications
represent, as a whole, an original work of authorship. For the purposes
of this License, Derivative Works shall not include works that remain
separable from, or merely link (or bind by name) to the interfaces of,
the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including
the original version of the Work and any modifications or additions
to that Work or Derivative Works thereof, that is intentionally
submitted to Licensor for inclusion in the Work by the copyright owner
or by an individual or Legal Entity authorized to submit on behalf of
the copyright owner. For the purposes of this definition, "submitted"
means any form of electronic, verbal, or written communication sent
to the Licensor or its representatives, including but not limited to
communication on electronic mailing lists, source code control systems,
and issue tracking systems that are managed by, or on behalf of, the
Licensor for the purpose of discussing and improving the Work, but
excluding communication that is conspicuously marked or otherwise
```

(continues on next page)

(continued from previous page)

```
  designated in writing by the copyright owner as "Not a Contribution."

  "Contributor" shall mean Licensor and any individual or Legal Entity
  on behalf of whom a Contribution has been received by Licensor and
  subsequently incorporated within the Work.

2. Grant of Copyright License. Subject to the terms and conditions of
  this License, each Contributor hereby grants to You a perpetual,
  worldwide, non-exclusive, no-charge, royalty-free, irrevocable
  copyright license to reproduce, prepare Derivative Works of,
  publicly display, publicly perform, sublicense, and distribute the
  Work and such Derivative Works in Source or Object form.

3. Grant of Patent License. Subject to the terms and conditions of
  this License, each Contributor hereby grants to You a perpetual,
  worldwide, non-exclusive, no-charge, royalty-free, irrevocable
  (except as stated in this section) patent license to make, have made,
  use, offer to sell, sell, import, and otherwise transfer the Work,
  where such license applies only to those patent claims licensable
  by such Contributor that are necessarily infringed by their
  Contribution(s) alone or by combination of their Contribution(s)
  with the Work to which such Contribution(s) was submitted. If You
  institute patent litigation against any entity (including a
  cross-claim or counterclaim in a lawsuit) alleging that the Work
  or a Contribution incorporated within the Work constitutes direct
  or contributory patent infringement, then any patent licenses
  granted to You under this License for that Work shall terminate
  as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the
  Work or Derivative Works thereof in any medium, with or without
  modifications, and in Source or Object form, provided that You
  meet the following conditions:

  (a) You must give any other recipients of the Work or
      Derivative Works a copy of this License; and

  (b) You must cause any modified files to carry prominent notices
      stating that You changed the files; and

  (c) You must retain, in the Source form of any Derivative Works
      that You distribute, all copyright, patent, trademark, and
      attribution notices from the Source form of the Work,
      excluding those notices that do not pertain to any part of
      the Derivative Works; and
  (d) If the Work includes a "NOTICE" text file as part of its
      distribution, then any Derivative Works that You distribute must
      include a readable copy of the attribution notices contained
      within such NOTICE file, excluding those notices that do not
      pertain to any part of the Derivative Works, in at least one
      of the following places: within a NOTICE text file distributed
      as part of the Derivative Works; within the Source form or
      documentation, if provided along with the Derivative Works; or,
      within a display generated by the Derivative Works, if and
      wherever such third-party notices normally appear. The contents
      of the NOTICE file are for informational purposes only and
```

(continues on next page)

(continued from previous page)

```
      do not modify the License. You may add Your own attribution
      notices within Derivative Works that You distribute, alongside
      or as an addendum to the NOTICE text from the Work, provided
      that such additional attribution notices cannot be construed
      as modifying the License.

  You may add Your own copyright statement to Your modifications and
  may provide additional or different license terms and conditions
  for use, reproduction, or distribution of Your modifications, or
  for any such Derivative Works as a whole, provided Your use,
  reproduction, and distribution of the Work otherwise complies with
  the conditions stated in this License.

5. Submission of Contributions. Unless You explicitly state otherwise,
  any Contribution intentionally submitted for inclusion in the Work
  by You to the Licensor shall be under the terms and conditions of
  this License, without any additional terms or conditions.
  Notwithstanding the above, nothing herein shall supersede or modify
  the terms of any separate license agreement you may have executed
  with Licensor regarding such Contributions.

6. Trademarks. This License does not grant permission to use the trade
  names, trademarks, service marks, or product names of the Licensor,
  except as required for reasonable and customary use in describing the
  origin of the Work and reproducing the content of the NOTICE file.

7. Disclaimer of Warranty. Unless required by applicable law or
  agreed to in writing, Licensor provides the Work (and each
  Contributor provides its Contributions) on an "AS IS" BASIS,
  WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or
  implied, including, without limitation, any warranties or conditions
  of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A
  PARTICULAR PURPOSE. You are solely responsible for determining the
  appropriateness of using or redistributing the Work and assume any
  risks associated with Your exercise of permissions under this License.

8. Limitation of Liability. In no event and under no legal theory,
  whether in tort (including negligence), contract, or otherwise,
  unless required by applicable law (such as deliberate and grossly
  negligent acts) or agreed to in writing, shall any Contributor be
  liable to You for damages, including any direct, indirect, special,
  incidental, or consequential damages of any character arising as a
  result of this License or out of the use or inability to use the
  Work (including but not limited to damages for loss of goodwill,
  work stoppage, computer failure or malfunction, or any and all
  other commercial damages or losses), even if such Contributor
  has been advised of the possibility of such damages.

9. Accepting Warranty or Additional Liability. While redistributing
  the Work or Derivative Works thereof, You may choose to offer,
  and charge a fee for, acceptance of support, warranty, indemnity,
  or other liability obligations and/or rights consistent with this
  License. However, in accepting such obligations, You may act only
  on Your own behalf and on Your sole responsibility, not on behalf
  of any other Contributor, and only if You agree to indemnify,
  defend, and hold each Contributor harmless for any liability
```

(continues on next page)

(continued from previous page)

```
  incurred by, or claims asserted against, such Contributor by reason
  of your accepting any such warranty or additional liability.

END OF TERMS AND CONDITIONS

APPENDIX: How to apply the Apache License to your work.

  To apply the Apache License to your work, attach the following
  boilerplate notice, with the fields enclosed by brackets "[]"
  replaced with your own identifying information. (Don't include
  the brackets!)  The text should be enclosed in the appropriate
  comment syntax for the file format. We also recommend that a
  file or class name and description of purpose be included on the
  same "printed page" as the copyright notice for easier
  identification within third-party archives.

Copyright [yyyy] [name of copyright owner]

Licensed under the Apache License, Version 2.0 (the "License");
you may not use this file except in compliance with the License.
You may obtain a copy of the License at

   http://www.apache.org/licenses/LICENSE-2.0

Unless required by applicable law or agreed to in writing, software
distributed under the License is distributed on an "AS IS" BASIS,
WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
See the License for the specific language governing permissions and
limitations under the License.
```

```
----------------------------------------
LLVM Exceptions to the Apache 2.0 License
----------------------------------------

As an exception, if, as a result of your compiling your source code, portions
of this Software are embedded into an Object form of such source code, you
may redistribute such embedded portions in such Object form without complying
with the conditions of Sections 4(a), 4(b) and 4(d) of the License.

In addition, if you combine or link compiled forms of this Software with
software that is licensed under the GPLv2 ("Combined Software") and if a
court of competent jurisdiction determines that the patent provision (Section
3), the indemnity provision (Section 9) or other Section of the License
conflicts with the conditions of the GPLv2, you may retroactively and
prospectively choose to deem waived or otherwise exclude such Section(s) of
the License, but only in their entirety and only with respect to the Combined
Software.
```

```
============================================================
Software from third parties included in the LLVM Project
============================================================

The LLVM Project contains third party software which is under different license
terms. All such code will be identified clearly using at least one of two
mechanisms:
1) It will be in a separate directory tree with its own `LICENSE.txt` or
```

(continues on next page)

(continued from previous page)

```
`LICENSE` file at the top containing the specific license and restrictions
which apply to that software, or
2) It will contain specific license and restriction terms at the top of every
file.
```

```
==============================================================================
LLVM releases prior to LLVM 8.0 was licensed under this University of Illinois
↪Open Source License
==============================================================================

University of Illinois/NCSA
Open Source License

Copyright (c) 2003-2019 University of Illinois at Urbana-Champaign.
All rights reserved.

Developed by:

    LLVM Team

    University of Illinois at Urbana-Champaign

    http://llvm.org

Permission is hereby granted, free of charge, to any person obtaining a copy of
this software and associated documentation files (the "Software"), to deal with
the Software without restriction, including without limitation the rights to
use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies
of the Software, and to permit persons to whom the Software is furnished to do
so, subject to the following conditions:

    * Redistributions of source code must retain the above copyright notice,
      this list of conditions and the following disclaimers.

    * Redistributions in binary form must reproduce the above copyright notice,
      this list of conditions and the following disclaimers in the
      documentation and/or other materials provided with the distribution.

   * Neither the names of the LLVM Team, University of Illinois at
     Urbana-Champaign, nor the names of its contributors may be used to
     endorse or promote products derived from this Software without specific
     prior written permission.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR
IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS
FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.  IN NO EVENT SHALL THE
CONTRIBUTORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS WITH THE
SOFTWARE.
```

5. Licensee's use of the PCRE third party component is subject to the following terms and conditions:

```
------------
PCRE LICENCE
```

(continues on next page)

(continued from previous page)

```
------------
PCRE is a library of functions to support regular expressions whose syntax
and semantics are as close as possible to those of the Perl 5 language.
Release 8 of PCRE is distributed under the terms of the "BSD" licence, as
specified below. The documentation for PCRE, supplied in the "doc"
directory, is distributed under the same terms as the software itself. The
basic library functions are written in C and are freestanding. Also
included in the distribution is a set of C++ wrapper functions, and a just-
in-time compiler that can be used to optimize pattern matching. These are
both optional features that can be omitted when the library is built.

THE BASIC LIBRARY FUNCTIONS
---------------------------
Written by:       Philip Hazel
Email local part: ph10
Email domain:     cam.ac.uk
University of Cambridge Computing Service,
Cambridge, England.
Copyright (c) 1997-2012 University of Cambridge
All rights reserved.

PCRE JUST-IN-TIME COMPILATION SUPPORT
-------------------------------------
Written by:       Zoltan Herczeg
Email local part: hzmester
Emain domain:     freemail.hu
Copyright(c) 2010-2012 Zoltan Herczeg
All rights reserved.

STACK-LESS JUST-IN-TIME COMPILER
--------------------------------
Written by:       Zoltan Herczeg
Email local part: hzmester
Emain domain:     freemail.hu
Copyright(c) 2009-2012 Zoltan Herczeg
All rights reserved.

THE C++ WRAPPER FUNCTIONS
-------------------------
Contributed by:   Google Inc.
Copyright (c) 2007-2012, Google Inc.
All rights reserved.
```

```
THE "BSD" LICENCE
-----------------
Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions are met:

  * Redistributions of source code must retain the above copyright notice,
    this list of conditions and the following disclaimer.

  * Redistributions in binary form must reproduce the above copyright
    notice, this list of conditions and the following disclaimer in the
    documentation and/or other materials provided with the distribution.

  * Neither the name of the University of Cambridge nor the name of Google
```

(continues on next page)

(continued from previous page)

```
    Inc. nor the names of their contributors may be used to endorse or
    promote products derived from this software without specific prior
    written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS"
AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE
LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
POSSIBILITY OF SUCH DAMAGE.
```

6. Some of the cuBLAS library routines were written by or derived from code written by Vasily Volkov and are subject to the Modified Berkeley Software Distribution License as follows:

```
Copyright (c) 2007-2009, Regents of the University of California

All rights reserved.

Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions are
met:
    * Redistributions of source code must retain the above copyright
      notice, this list of conditions and the following disclaimer.
    * Redistributions in binary form must reproduce the above
      copyright notice, this list of conditions and the following
      disclaimer in the documentation and/or other materials provided
      with the distribution.
    * Neither the name of the University of California, Berkeley nor
      the names of its contributors may be used to endorse or promote
      products derived from this software without specific prior
      written permission.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR "AS IS" AND ANY EXPRESS OR
IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED
WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE
DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT,
INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES
(INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR
SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)
HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT,
STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING
IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
POSSIBILITY OF SUCH DAMAGE.
```

7. Some of the cuBLAS library routines were written by or derived from code written by Davide Barbieri and are subject to the Modified Berkeley Software Distribution License as follows:

```
Copyright (c) 2008-2009 Davide Barbieri @ University of Rome Tor Vergata.

All rights reserved.
```

(continues on next page)

(continued from previous page)

```
Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions are
met:
    * Redistributions of source code must retain the above copyright
      notice, this list of conditions and the following disclaimer.
    * Redistributions in binary form must reproduce the above
      copyright notice, this list of conditions and the following
      disclaimer in the documentation and/or other materials provided
      with the distribution.
    * The name of the author may not be used to endorse or promote
      products derived from this software without specific prior
      written permission.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR "AS IS" AND ANY EXPRESS OR
IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED
WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE
DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT,
INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES
(INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR
SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)
HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT,
STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING
IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
POSSIBILITY OF SUCH DAMAGE.
```

8. Some of the cuBLAS library routines were derived from code developed by the University of Tennessee and are subject to the Modified Berkeley Software Distribution License as follows:

```
Copyright (c) 2010 The University of Tennessee.

All rights reserved.

Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions are
met:
    * Redistributions of source code must retain the above copyright
      notice, this list of conditions and the following disclaimer.
    * Redistributions in binary form must reproduce the above
      copyright notice, this list of conditions and the following
      disclaimer listed in this license in the documentation and/or
      other materials provided with the distribution.
    * Neither the name of the copyright holders nor the names of its
      contributors may be used to endorse or promote products derived
      from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS
"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT
LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR
A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT
OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT
LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
```

9. Some of the cuBLAS library routines were written by or derived from code written by Jonathan Hogg and are subject to the Modified Berkeley Software Distribution License as follows:

```
Copyright (c) 2012, The Science and Technology Facilities Council (STFC).

All rights reserved.

Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions are
met:
    * Redistributions of source code must retain the above copyright
      notice, this list of conditions and the following disclaimer.
    * Redistributions in binary form must reproduce the above
      copyright notice, this list of conditions and the following
      disclaimer in the documentation and/or other materials provided
      with the distribution.
    * Neither the name of the STFC nor the names of its contributors
      may be used to endorse or promote products derived from this
      software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS
"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT
LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR
A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE STFC BE
LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR
BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY,
WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE
OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN
IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
```

10. Some of the cuBLAS library routines were written by or derived from code written by Ahmad M. Abdelfattah, David Keyes, and Hatem Ltaief, and are subject to the Apache License, Version 2.0, as follows:

```
-- (C) Copyright 2013 King Abdullah University of Science and Technology
 Authors:
 Ahmad Abdelfattah (ahmad.ahmad@kaust.edu.sa)
 David Keyes (david.keyes@kaust.edu.sa)
 Hatem Ltaief (hatem.ltaief@kaust.edu.sa)

 Redistribution  and  use  in  source and binary forms, with or without
 modification,  are  permitted  provided  that the following conditions
 are met:

 * Redistributions  of  source  code  must  retain  the above copyright
   notice,  this  list  of  conditions  and  the  following  disclaimer.
 * Redistributions  in  binary  form must reproduce the above copyright
   notice,  this list of conditions and the following disclaimer in the
   documentation  and/or other materials provided with the distribution.
 * Neither  the  name of the King Abdullah University of Science and
   Technology nor the names of its contributors may be used to endorse
   or promote products derived from this software without specific prior
   written permission.

 THIS  SOFTWARE  IS  PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS
 ``AS IS''  AND  ANY  EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT
```

(continues on next page)

(continued from previous page)

```
LIMITED  TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR
A  PARTICULAR  PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT
HOLDERS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
SPECIAL,  EXEMPLARY,  OR  CONSEQUENTIAL  DAMAGES  (INCLUDING,  BUT NOT
LIMITED  TO,  PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
DATA,  OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
THEORY  OF  LIABILITY,  WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING  NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
OF  THIS  SOFTWARE,  EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE
```

11. Some of the cuSPARSE library routines were written by or derived from code written by Li-Wen Chang and are subject to the NCSA Open Source License as follows:

```
Copyright (c) 2012, University of Illinois.

All rights reserved.

Developed by: IMPACT Group, University of Illinois, http://impact.crhc.illinois.
↪edu

Permission is hereby granted, free of charge, to any person obtaining
a copy of this software and associated documentation files (the
"Software"), to deal with the Software without restriction, including
without limitation the rights to use, copy, modify, merge, publish,
distribute, sublicense, and/or sell copies of the Software, and to
permit persons to whom the Software is furnished to do so, subject to
the following conditions:
    * Redistributions of source code must retain the above copyright
      notice, this list of conditions and the following disclaimer.
    * Redistributions in binary form must reproduce the above
      copyright notice, this list of conditions and the following
      disclaimers in the documentation and/or other materials provided
      with the distribution.
    * Neither the names of IMPACT Group, University of Illinois, nor
      the names of its contributors may be used to endorse or promote
      products derived from this Software without specific prior
      written permission.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND,
EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF
MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND
NONINFRINGEMENT. IN NO EVENT SHALL THE CONTRIBUTORS OR COPYRIGHT
HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER
IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR
IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS WITH THE
SOFTWARE.
```

12. Some of the cuRAND library routines were written by or derived from code written by Mutsuo Saito and Makoto Matsumoto and are subject to the following license:

```
Copyright (c) 2009, 2010 Mutsuo Saito, Makoto Matsumoto and Hiroshima
University. All rights reserved.

Copyright (c) 2011 Mutsuo Saito, Makoto Matsumoto, Hiroshima
University and University of Tokyo.  All rights reserved.
```

(continues on next page)

(continued from previous page)

```
Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions are
met:
    * Redistributions of source code must retain the above copyright
      notice, this list of conditions and the following disclaimer.
    * Redistributions in binary form must reproduce the above
      copyright notice, this list of conditions and the following
      disclaimer in the documentation and/or other materials provided
      with the distribution.
    * Neither the name of the Hiroshima University nor the names of
      its contributors may be used to endorse or promote products
      derived from this software without specific prior written
      permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS
"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT
LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR
A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT
OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT
LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
```

13. Some of the cuRAND library routines were derived from code developed by D. E. Shaw Research and are subject to the following license:

```
Copyright 2010-2011, D. E. Shaw Research.

All rights reserved.

Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions are
met:
    * Redistributions of source code must retain the above copyright
      notice, this list of conditions, and the following disclaimer.
    * Redistributions in binary form must reproduce the above
      copyright notice, this list of conditions, and the following
      disclaimer in the documentation and/or other materials provided
      with the distribution.
    * Neither the name of D. E. Shaw Research nor the names of its
      contributors may be used to endorse or promote products derived
      from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS
"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT
LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR
A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT
OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT
LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
```

14. Some of the Math library routines were written by or derived from code developed by Norbert Juffa and are subject to the following license:

```
Copyright (c) 2015-2017, Norbert Juffa
All rights reserved.

Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions
are met:

1. Redistributions of source code must retain the above copyright
   notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright
   notice, this list of conditions and the following disclaimer in the
   documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS
"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT
LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR
A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT
HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT
LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
```

15. Licensee's use of the lz4 third party component is subject to the following terms and conditions:

```
Copyright (C) 2011-2013, Yann Collet.
BSD 2-Clause License (http://www.opensource.org/licenses/bsd-license.php)

Redistribution and use in source and binary forms, with or without
modification, are permitted provided that the following conditions are
met:

    * Redistributions of source code must retain the above copyright
notice, this list of conditions and the following disclaimer.
    * Redistributions in binary form must reproduce the above
copyright notice, this list of conditions and the following disclaimer
in the documentation and/or other materials provided with the
distribution.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS
"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT
LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR
A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT
OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT
LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
```

16. The NPP library uses code from the Boost Math Toolkit, and is subject to the following license:

```
Boost Software License - Version 1.0 - August 17th, 2003
. . . .

Permission is hereby granted, free of charge, to any person or
organization obtaining a copy of the software and accompanying
documentation covered by this license (the "Software") to use,
reproduce, display, distribute, execute, and transmit the Software,
and to prepare derivative works of the Software, and to permit
third-parties to whom the Software is furnished to do so, all
subject to the following:

The copyright notices in the Software and this entire statement,
including the above license grant, this restriction and the following
disclaimer, must be included in all copies of the Software, in whole
or in part, and all derivative works of the Software, unless such
copies or derivative works are solely in the form of machine-executable
object code generated by a source language processor.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND,
EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF
MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND
NON-INFRINGEMENT. IN NO EVENT SHALL THE COPYRIGHT HOLDERS OR
ANYONE DISTRIBUTING THE SOFTWARE BE LIABLE FOR ANY DAMAGES OR
OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE, ARISING
FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR
OTHER DEALINGS IN THE SOFTWARE.
```

17. Portions of the Nsight Eclipse Edition is subject to the following license:

```
The Eclipse Foundation makes available all content in this plug-in
("Content"). Unless otherwise indicated below, the Content is provided
to you under the terms and conditions of the Eclipse Public License
Version 1.0 ("EPL"). A copy of the EPL is available at http://
www.eclipse.org/legal/epl-v10.html. For purposes of the EPL, "Program"
will mean the Content.

If you did not receive this Content directly from the Eclipse
Foundation, the Content is being redistributed by another party
("Redistributor") and different terms and conditions may apply to your
use of any object code in the Content. Check the Redistributor's
license that was provided with the Content. If no such license exists,
contact the Redistributor. Unless otherwise indicated below, the terms
and conditions of the EPL still apply to any source code in the
Content and such source code may be obtained at http://www.eclipse.org.
```

18. Some of the cuBLAS library routines uses code from OpenAI, which is subject to the following license:

```
License URL
https://github.com/openai/openai-gemm/blob/master/LICENSE

License Text
The MIT License

Copyright (c) 2016 OpenAI (http://openai.com), 2016 Google Inc.

Permission is hereby granted, free of charge, to any person obtaining a copy
```

(continues on next page)

(continued from previous page)

```
of this software and associated documentation files (the "Software"), to deal
in the Software without restriction, including without limitation the rights
to use, copy, modify, merge, publish, distribute, sublicense, and/or sell
copies of the Software, and to permit persons to whom the Software is
furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in
all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR
IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE
AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN
THE SOFTWARE.
```

19. Licensee's use of the Visual Studio Setup Configuration Samples is subject to the following license:

```
The MIT License (MIT)
Copyright (C) Microsoft Corporation. All rights reserved.

Permission is hereby granted, free of charge, to any person
obtaining a copy of this software and associated documentation
files (the "Software"), to deal in the Software without restriction,
including without limitation the rights to use, copy, modify, merge,
publish, distribute, sublicense, and/or sell copies of the Software,
and to permit persons to whom the Software is furnished to do so,
subject to the following conditions:

The above copyright notice and this permission notice shall be included
in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS
OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE
AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
↪SOFTWARE.
```

20. Licensee's use of `linmath.h` header for CPU functions for GL vector/matrix operations from lunarG is subject to the Apache License Version 2.0.

21. The DX12-CUDA sample uses the `d3dx12.h` header, which is subject to the MIT license .

22. Components of the driver and compiler used for binary management, including nvFatBin, nvcc, and cuobjdump, use the Zstandard library which is subject to the following license:

```
BSD License

For Zstandard software

Copyright (c) Meta Platforms, Inc. and affiliates. All rights reserved.

Redistribution and use in source and binary forms, with or without modification,
↪are permitted
```

(continues on next page)

(continued from previous page)

```
provided that the following conditions are met:

    * Redistributions of source code must retain the above copyright notice, this
      list of conditions and the following disclaimer.

    * Redistributions in binary form must reproduce the above copyright notice,
      this list of conditions and the following disclaimer in the documentation
      and/or other materials provided with the distribution.

    * Neither the name Facebook, nor Meta, nor the names of its contributors may
      be used to endorse or promote products derived from this software without
      specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND
↪ANY
EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED
↪WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE
DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR
↪ANY
DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES
↪(INCLUDING,
BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
↪DATA, OR
PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY,
WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
↪POSSIBILITY OF
SUCH DAMAGE.
```

23. Components of the ctadvisor component, use the SQLite library which is subject to the following license:

```
All of the code and documentation in SQLite has been dedicated to the public
↪domain by the authors. All
code authors, and representatives of the companies they work for, have signed
↪affidavits dedicating
their contributions to the public domain and originals of those signed affidavits
↪are stored in a firesafe
at the main offices of Hwaci. All contributors are citizens of countries that
↪allow creative works to be
dedicated into the public domain. Anyone is free to copy, modify, publish, use,
↪compile, sell, or distribute
the original SQLite code, either in source code form or as a compiled binary, for
↪any purpose, commercial or
non-commercial, and by any means.
```

24. Portions of support for math operations on 128-bit floating-point data type in compiler were derived from SLEEF library which is subject to the following license:

```
Boost Software License - Version 1.0 - August 17th, 2003

Permission is hereby granted, free of charge, to any person or organization
obtaining a copy of the software and accompanying documentation covered by
this license (the "Software") to use, reproduce, display, distribute,
execute, and transmit the Software, and to prepare derivative works of the
```

(continues on next page)

(continued from previous page)

```
Software, and to permit third-parties to whom the Software is furnished to
do so, all subject to the following:

The copyright notices in the Software and this entire statement, including
the above license grant, this restriction and the following disclaimer,
must be included in all copies of the Software, in whole or in part, and
all derivative works of the Software, unless such copies or derivative
works are solely in the form of machine-executable object code generated by
a source language processor.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR
IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT. IN NO EVENT
SHALL THE COPYRIGHT HOLDERS OR ANYONE DISTRIBUTING THE SOFTWARE BE LIABLE
FOR ANY DAMAGES OR OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE,
ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER
DEALINGS IN THE SOFTWARE.
```

25. Portions of support for math operations on 128-bit floating-point data type in compiler were derived from SoftFloat library which is subject to the following license:

```
The SoftFloat package was written by me, John R. Hauser. Release 3 of SoftFloat
was a completely new implementation supplanting earlier releases. The project to
create Release 3 (now through 3e) was done in the employ of the University of
California, Berkeley, within the Department of Electrical Engineering and
Computer Sciences, first for the Parallel Computing Laboratory (Par Lab) and
then for the ASPIRE Lab. The work was officially overseen by Prof. Krste
Asanovic, with funding provided by these sources:

Par Lab: Microsoft (Award #024263), Intel (Award #024894), and U.C. Discovery
(Award #DIG07-10227), with additional support from Par Lab affiliates Nokia,
NVIDIA, Oracle, and Samsung.
ASPIRE Lab: DARPA PERFECT program (Award #HR0011-12-2-0016), with additional
support from ASPIRE industrial sponsor Intel and ASPIRE affiliates Google, Nokia,
NVIDIA, Oracle, and Samsung.
The following applies to the whole of SoftFloat Release 3e as well as to each
source file individually.

Copyright 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018 The Regents of the
University of California. All rights reserved.

Redistribution and use in source and binary forms, with or without modification,
are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice, this list
of conditions, and the following disclaimer.

Redistributions in binary form must reproduce the above copyright notice, this
list of conditions, and the following disclaimer in the documentation and/or
other materials provided with the distribution.

Neither the name of the University nor the names of its contributors may be used
to endorse or promote products derived from this software without specific prior
written permission.

THIS SOFTWARE IS PROVIDED BY THE REGENTS AND CONTRIBUTORS "AS IS", AND ANY EXPRESS
```

(continues on next page)

(continued from previous page)

```
OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE DISCLAIMED. IN NO EVENT
SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR
BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING
IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
SUCH DAMAGE.
```

Copyright

©2007-2026, NVIDIA Corporation & affiliates. All rights reserved