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# PREFACE

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## 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. The NVIDIA CUDA Toolkit License Agreement is available in [Chapter 1](#).

### 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

This package includes over 100+ CUDA examples that demonstrate various CUDA programming principles, and efficient CUDA implementation of algorithms in specific application domains. The NVIDIA CUDA Samples License Agreement is available in [Chapter 2](#).

## Default Install Location of CUDA Samples

Windows platform:

```
%ProgramData%\NVIDIA Corporation\CUDA Samples\v#.#
```

Linux platform:

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

and

```
$HOME/NVIDIA_CUDA-#.#_Samples
```

Mac platform:

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

## NVIDIA Driver

### Description

This package contains the operating system driver and fundamental system software components for NVIDIA GPUs. The NVIDIA Driver License for the Windows platform is available in [Chapter 3](#), and the NVIDIA Driver License for the Linux and Mac OSX platforms is available in [Chapter 4](#).

## 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. The NVIDIA Nsight Visual Studio Edition License Agreement is available in [Chapter 5](#).

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

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### Description

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# Chapter 1.

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embedded in the file name - as an example only, for release version 6.0 of the 64-bit Windows software, the file cudart64\_60.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
  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, cublas_device.lib
  Mac OSX : libcublas.dylib, libcublas_static.a, libcublas_device.a
  Linux   : libcublas.so, libcublas_static.a, libcublas_device.a
  Android : libcublas.so, libcublas_static.a, libcublas_device.a

Component : NVIDIA "Drop-in" BLAS Library
  Windows : nvblas.dll
  Mac OSX : libnvblas.dylib
  Linux   : libnvblas.so

Component : CUDA Sparse Matrix Library
  Windows : cusparse.dll
  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
  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
  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, nppi.dll, npps.dll
  Mac OSX : libnppc.dylib, libnppi.dylib, libnpps.dylib, libnppc_static.a,
  libnpps_static.a, libnppi_static.a
  Linux   : libnppc.so, libnppi.so, libnpps.so, libnppc_static.a,
  libnpps_static.a, libnppi_static.a
  Android : libnppc.so, libnppi.so, libnpps.so, libnppc_static.a,
  libnpps_static.a, libnppi_static.a

Component : Internal common library required for statically linking to cuBLAS,
cuSPARSE, cuFFT, cuRAND and NPP
  Mac OSX : libculibos.a
  Linux   : libculibos.a

Component : NVIDIA Runtime Compilation Library
  Windows : nVRTC.dll, nVRTC-builtins.dll
  Mac OSX : libnVRTC.dylib, libnVRTC-builtins.dylib
  Linux   : libnVRTC.so, libnVRTC-builtins.so

Component : NVIDIA Optimizing Compiler Library
  Windows : nvvm.dll
  Mac OSX : libnvvm.dylib
  Linux   : libnvvm.so

Component : NVIDIA Common Device Math Functions Library
  Windows : libdevice.compute_20.bc, libdevice.compute_30.bc,
  libdevice.compute_35.bc
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```

```
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in-time compiler that can be used to optimize pattern matching. These are
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```

```
-----
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
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```

```
-----
PCRE JUST-IN-TIME COMPILATION SUPPORT
-----
```

```
Written by:      Zoltan Herczeg
Email local part: hzmester
Email domain:    freemail.hu
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```

```
-----
STACK-LESS JUST-IN-TIME COMPILER
-----
```

```
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