TABLE OF CONTENTS

Chapter 1. Release Notes........................................................................................................ 1
1.1. CUDA 9.2.................................................................................................................. 1
1.2. CUDA 9.0.................................................................................................................. 1
1.3. CUDA 8.0.................................................................................................................. 2
1.4. CUDA 7.5.................................................................................................................. 3
1.5. CUDA 7.0.................................................................................................................. 3
1.6. CUDA 6.5.................................................................................................................. 4
1.7. CUDA 6.0.................................................................................................................. 5
1.8. CUDA 5.5.................................................................................................................. 5
1.9. CUDA 5.0.................................................................................................................. 5
1.10. CUDA 4.2............................................................................................................... 6
1.11. CUDA 4.1............................................................................................................... 6

Chapter 2. Getting Started.................................................................................................. 8
2.1. Getting CUDA Samples............................................................................................. 8
   Windows......................................................................................................................... 8
   Linux............................................................................................................................ 8
   Mac OS X.................................................................................................................... 8
2.2. Building Samples...................................................................................................... 9
   Windows......................................................................................................................... 9
   Linux............................................................................................................................ 9
   Mac............................................................................................................................. 10
2.3. CUDA Cross-Platform Samples............................................................................... 10
   TARGET_ARCH........................................................................................................... 11
   TARGET_OS................................................................................................................ 11
   TARGET_FS................................................................................................................ 11
      Cross Compiling to ARM architectures................................................................... 11
      Copying Libraries.................................................................................................. 11
2.4. Using CUDA Samples to Create Your Own CUDA Projects.................................... 12
   2.4.1. Creating CUDA Projects for Windows............................................................ 12
   2.4.2. Creating CUDA Projects for Linux................................................................. 12
   2.4.3. Creating CUDA Projects for Mac OS X.......................................................... 13

Chapter 3. Samples Reference............................................................................................. 15
3.1. Simple Reference..................................................................................................... 15
   asyncAPI..................................................................................................................... 15
   cdpSimplePrint - Simple Print (CUDA Dynamic Parallelism)..................................... 16
   cdpSimpleQuicksort - Simple Quicksort (CUDA Dynamic Parallelism).................... 16
   clock - Clock.............................................................................................................. 17
   clock_nvrtc - Clock libNVRTC.................................................................................. 17
   cppIntegration - C++ Integration............................................................................. 17
   cppOverload................................................................................................................ 18
deviceQuery - Device Query..........................................................34
deviceQueryDrv - Device Query Driver API........................................34
p2pBandwidthLatencyTest - Peer-to-Peer Bandwidth Latency Test with Multi-GPUs........35
topologyQuery - Topology Query..........................................................35

3.3. Graphics Reference..................................................................................35
bindlessTexture - Bindless Texture..........................................................35
Mandelbrot..........................................................................................36
marchingCubes - Marching Cubes Isosurfaces........................................36
simpleD3D10 - Simple Direct3D10 (Vertex Array)...........................................37
simpleD3D10RenderTarget - Simple Direct3D10 Render Target..................37
simpleD3D10Texture - Simple D3D10 Texture...........................................38
simpleD3D11Texture - Simple D3D11 Texture...........................................38
simpleD3D9 - Simple Direct3D9 (Vertex Arrays)...........................................39
simpleD3D9Texture - Simple D3D9 Texture................................................39
simpleGL - Simple OpenGL......................................................................40
simpleGLES - Simple OpenGLES............................................................41
simpleGLES_EGLOutput - Simple OpenGLES EGLOutput.............................41
simpleGLES_screen - Simple OpenGLES on Screen........................................42
simpleTexture3D - Simple Texture 3D..........................................................42
SLID3D10Texture - SLI D3D10 Texture......................................................43
volumeFiltering - Volumetric Filtering with 3D Textures and Surface Writes.........43
volumeRender - Volume Rendering with 3D Textures.......................................44

3.4. Imaging Reference..................................................................................44
bicubicTexture - Bicubic B-spline Interpolation..............................................44
bilateralFilter - Bilateral Filter.......................................................................45
boxFilter - Box Filter......................................................................................45
convolutionFFT2D - FFT-Based 2D Convolution.........................................46
convolutionSeparable - CUDA Separable Convolution.................................46
convolutionTexture - Texture-based Separable Convolution..........................46
cudaDecodeD3D9 - CUDA Video Decoder D3D9 API.........................................47
cudaDecodeGL - CUDA Video Decoder GL API..............................................47
dct8x8 - DCT8x8........................................................................................48
dwtHaar1D - 1D Discrete Haar Wavelet Decomposition..................................49
dxtc - DirectX Texture Compressor (DXTC)................................................49
EGLStream_CUDA_CrossGPU.........................................................................49
CUDA_EGLStreams_Interop - EGLStreams CUDA Interop.................................50
EGLSync_CUDA_Interop - EGLSync CUDA Event Interop.................................50
histogram - CUDA Histogram.......................................................................51
HSOpticalFlow - Optical Flow.........................................................................51
imageDenoising - Image denoising.................................................................51
postProcessGL - Post-Process in OpenGL......................................................52
recursiveGaussian - Recursive Gaussian Filter..............................................52
simpleCUDA2GL - CUDA and OpenGL Interop of Images...............................53
SobelFilter - Sobel Filter ................................................................. 53
stereoDisparity - Stereo Disparity Computation (SAD SIMD Intrinsics) .............................................. 54

3.5. Finance Reference ........................................................................ 54
binomialOptions - Binomial Option Pricing .................................. 54
binomialOptions_nvrtc - Binomial Option Pricing with libNVRTC ......................................................... 54
BlackScholes - Black-Scholes Option Pricing ................................ 55
BlackScholes_nvrtc - Black-Scholes Option Pricing with libNVRTC ...................................................... 55
MonteCarloMultiGPU - Monte Carlo Option Pricing with Multi-GPU support ........................................ 55
quasirandomGenerator - Niederreiter Quasirandom Sequence Generator ............................................. 56
quasirandomGenerator_nvrtc - Niederreiter Quasirandom Sequence Generator with libNVRTC .................. 56
SobolQRNG - Sobol Quasirandom Number Generator .................. 57

3.6. Simulations Reference ................................................................. 57
fluidsD3D9 - Fluids (Direct3D Version) .......................................... 57
fluidsGL - Fluids (OpenGL Version) ............................................. 57
fluidsGLES - Fluids (OpenGLES Version) ................................. 58
nbody - CUDA N-Body Simulation .............................................. 58
nbody_opengles - CUDA N-Body Simulation with GLES .............. 59
nbody_screen - CUDA N-Body Simulation on Screen ................. 60
oceanFFT - CUDA FFT Ocean Simulation ................................. 60
particles - Particles ..................................................................... 61
smokeParticles - Smoke Particles ............................................. 61
VFCockingD3D10 ........................................................................... 62

3.7. Advanced Reference ................................................................. 62
alignedTypes - Aligned Types ..................................................... 62
c++11_cuda - C++11 CUDA ......................................................... 63
cdpAdvancedQuicksort - Advanced Quicksort (CUDA Dynamic Parallelism) .................................. 63
cdpBezierTessellation - Bezier Line Tessellation (CUDA Dynamic Parallelism) ................................ 64
cdpLUDecomposition - LU Decomposition (CUDA Dynamic Parallelism) ........................................... 64
cdpQuadtree - Quad Tree (CUDA Dynamic Parallelism) ................................................................. 64
concurrentKernels - Concurrent Kernels ................................. 65
conjugateGradientMultiBlockCG - conjugateGradient using MultiBlock Cooperative Groups ...(65
conjugateGradientMultiDeviceCG - conjugateGradient using MultiDevice Cooperative Groups .............. 66
eigenvalues - Eigenvalues ......................................................... 66
fastWalshTransform - Fast Walsh Transform ......................... 67
FDTD3d - CUDA C 3D FDTD ...................................................... 67
FunctionPointers - Function Pointers ....................................... 67
interval - Interval Computing .................................................... 67
lineOfSight - Line of Sight ......................................................... 68
matrixMulDynlinkJIT - Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version) ....................... 68
mergeSort - Merge Sort ............................................................ 68
newdelete - NewDelete ................................................................. 69
ptxjit - PTX Just-in-Time compilation ........................................... 69
radixSortThrust - CUDA Radix Sort (Thrust Library) .................... 69
reduction - CUDA Parallel Reduction ........................................... 70
reductionMultiBlockCG - Reduction using MultiBlock Cooperative Groups ........................................... 70
scalarProd - Scalar Product ......................................................... 70
scan - CUDA Parallel Prefix Sum (Scan) ...................................... 71
segmentationTreeThrust - CUDA Segmentation Tree Thrust Library ...................................................... 71
shfl_scan - CUDA Parallel Prefix Sum with Shuffle Intrinsics (SHFL_Scan) .............................................. 71
simpleHyperQ ............................................................................ 71
sortingNetworks - CUDA Sorting Networks .................................. 72
StreamPriorities - Stream Priorities ............................................. 72
threadFenceReduction ................................................................. 72
threadMigration - CUDA Context Thread Management .............. 73
transpose - Matrix Transpose .................................................... 73
warpAggregatedAtomicsCG - Warp Aggregated Atomics using Cooperative Groups ........................................... 73
3.8. Cudalibraries Reference ......................................................... 74
batchCUBLAS ......................................................................... 74
BiCGStab .................................................................................. 74
boundSegmentsNPP - Bound Segments NPP ................................ 75
boxFilterNPP - Box Filter with NPP .............................................. 75
cannyEdgeDetectorNPP - Canny Edge Detector NPP .................... 75
conjugateGradient - ConjugateGradient ..................................... 76
conjugateGradientPrecond - Preconditioned Conjugate Gradient ...................................................... 76
cuHook - CUDA Interception Library .......................................... 77
cuSolverDn_LinearSolver - cuSolverDn Linear Solver .................. 77
cuSolverDnRef - cuSolverDn Refactorization ............................... 78
cuSolverSp_LinearSolver - cuSolverSp Linear Solver .................. 78
cuSolverSpLowlevelCholesky - cuSolverSp Lowlevel Cholesky Solver .................................................. 78
cuSolverSpLowlevelQR - cuSolverSp Lowlevel QR Solver .......... 79
FilterBorderControlNPP - Filter Border Control NPP ................. 79
freelImageInteropNPP - Frelime and NPP Interopability .............. 80
histEqualizationNPP - Histogram Equalization with NPP .......... 80
jpegNPP - JPEG encode/decode and resize with NPP ................. 80
MC_EstimatePiinlineP - Monte Carlo Estimation of Pi (inline PRNG) ...................................................... 81
MC_EstimatePiinlineQ - Monte Carlo Estimation of Pi (inline QRNG) ...................................................... 81
MC_EstimatePiP - Monte Carlo Estimation of Pi (batch PRNG) .... 82
MC_EstimatePiQ - Monte Carlo Estimation of Pi (batch QRNG) .... 82
MC_SingleAsianOptionP - Monte Carlo Single Asian Option ....... 83
MersenneTwisterGP11213 ........................................................... 83
nvgraph_Pagerank - NVGRAPH Page Rank .................................. 83
nvgraph_SemiRingSpMV - NVGRAPH Semi-Ring SpMV .............. 84
nvgraph_SpectralClustering - NVGRAPH Spectral Clustering ........................................ 84
nvgraph_SSSP - NVGRAPH Single Source Shortest Path ............................................ 85
randomFog - Random Fog .................................................................................. 85
simpleCUBLAS - Simple CUBLAS ........................................................................ 85
simpleCUBLASXT - Simple CUBLAS XT ............................................................... 86
simpleCUFFT - Simple CUFFT ............................................................................... 86
simpleCUFFT_2d_MGPU - SimpleCUFFT_2d_MGPU ................................................... 87
simpleCUFFT_callback - Simple CUFFT Callbacks .................................................. 87
simpleCUFFT_MGPU - Simple CUFFT_MGPU .......................................................... 88
simpleDevLibCUBLAS - simpleDevLibCUBLAS GPU Device API Library Functions (CUDA Dynamic Parallelism) .......................................................................................................................... 88

Chapter 4. Dependencies ..................................................................................... 89

Third-Party Dependencies .................................................................................. 89
Freelimage ........................................................................................................... 89
Message Passing Interface .................................................................................. 89
Only 64-Bit ....................................................................................................... 89
DirectX ............................................................................................................. 90
OpenGL ........................................................................................................... 90
OpenGL ES .................................................................................................... 90
OpenMP .......................................................................................................... 90
Screen ............................................................................................................. 90
X11 .................................................................................................................... 90
EGL .................................................................................................................. 90
EGLOutput ....................................................................................................... 90
EGLSync .......................................................................................................... 91

CUDA Features ................................................................................................. 91
CUFFT Callback Routines .................................................................................. 91
CUDA Dynamic Parallelism ............................................................................. 91
Multi-block Cooperative Groups ...................................................................... 91
Multi-Device Cooperative Groups .................................................................... 91
CUBLAS .......................................................................................................... 91
CUDA Interprocess Communication ................................................................... 91
CUFFT .............................................................................................................. 91
CURAND .......................................................................................................... 92
CUSPARSE ....................................................................................................... 92
CUSOLVER ..................................................................................................... 92
NPP .................................................................................................................... 92
NVGRAPH ....................................................................................................... 92
NVRTC ........................................................................................................... 92
NVCUVID ......................................................................................................... 92
Stream Priorities ............................................................................................... 92
Unified Virtual Memory .................................................................................... 92
16-bit Floating Point ........................................................................................ 93
C++11 CUDA .............................................................................................................. 93
Chapter 5. Key Concepts and Associated Samples ................................................. 94
  Basic Key Concepts .............................................................................................. 94
  Advanced Key Concepts ..................................................................................... 100
Chapter 6. CUDA API and Associated Samples .................................................. 106
  CUDA Driver API Samples ................................................................................. 106
  CUDA Runtime API Samples ............................................................................. 111
Chapter 7. Frequently Asked Questions ............................................................... 119
LIST OF TABLES

Table 1  Supported Target Arch/OS Combinations ............................................................... 10
Table 2  Basic Key Concepts and Associated Samples ......................................................... 94
Table 3  Advanced Key Concepts and Associated Samples ............................................... 101
Table 4  CUDA Driver API and Associated Samples .......................................................... 106
Table 5  CUDA Runtime API and Associated Samples ....................................................... 111
Chapter 1.
RELEASE NOTES

This section describes the release notes for the CUDA Samples only. For the release notes for the whole CUDA Toolkit, please see CUDA Toolkit Release Notes.

1.1. CUDA 9.2

- Added `7_CUDALibraries/boundSegmentsNPP`. Demonstrates nppiLabelMarkers to generate connected region segment labels.
- Added `6_Advanced/conjugateGradientMultiDeviceCG`. Demonstrates a conjugate gradient solver on multiple GPUs using Multi Device Cooperative Groups, also uses Unified Memory optimized using prefetching and usage hints.
- Updated `0_Simple/fp16ScalarProduct` to use fp16 native operators for half2 and other fp16 features, it also compare results of using native vs intrinsics fp16 operations.

1.2. CUDA 9.0

- Added `6_Advanced/warpAggregatedAtomicsCG`. Demonstrates warp aggregated atomics using Cooperative Groups.
- Added `6_Advanced/reductionMultiBlockCG`. Demonstrates single pass reduction using Multi Block Cooperative Groups.
- Added `6_Advanced/conjugateGradientMultiBlockCG`. Demonstrates a conjugate gradient solver on GPU using Multi Block Cooperative Groups.
- Added Cooperative Groups(CG) support to several samples notable ones to name are `6_Advanced/cdpQuadtree`, `6_Advanced/cdpAdvancedQuicksort`, `6_Advanced/threadFenceReduction`, `3_Imaging/dxtc`, `4_Finance/MonteCarloMultiGPU`, `0_Simple/matrixMul_nvrtc`.
- Added `0_Simple/simpleCooperativeGroups` Illustrates basic usage of Cooperative Groups within the thread block.
- Added `0_Simple/cudaTensorCoreGemm`. Demonstrates a GEMM computation using the Warp Matrix Multiply and Accumulate (WMMA) API introduced in CUDA 9, as well as the new Tensor Cores introduced in the Volta chip family.
- Updated `0_Simple/simpleVoteIntrinsics` to use newly added *_sync equivalent of the vote intrinsics _any, _all.
- Updated `6_Advanced/shfl_scan` to use newly added *_sync equivalent of the shfl intrinsics.

### 1.3. CUDA 8.0

- Added `7_CUDALibraries/FilterBorderControlNPP`. Demonstrates how any border version of an NPP filtering function can be used in the most common mode (with border control enabled), can be used to duplicate the results of the equivalent non-border version of the NPP function, and can be used to enable and disable border control on various source image edges depending on what portion of the source image is being used as input.
- Added `7_CUDALibraries/cannyEdgeDetectorNPP`. Demonstrates the recommended parameters to use with the nppiFilterCannyBorder_8u_C1R Canny Edge Detection image filter function. This function expects a single channel 8-bit grayscale input image. You can generate a grayscale image from a color image by first calling nppiColorToGray() or nppiRGBToGray(). The Canny Edge Detection function combines and improves on the techniques required to produce an edge detection image using multiple steps.
- Added `7_CUDALibraries/cuSolverSp_LowlevelCholesky`. Demonstrates Cholesky factorization using cuSolverSP’s low level APIs.
- Added `7_CUDALibraries/cuSolverSp_LowlevelQR`. Demonstrates QR factorization using cuSolverSP’s low level APIs.
- Added `7_CUDALibraries/BiCGStab`. Demonstrates Bi-Conjugate Gradient Stabilized (BiCGStab) iterative method for nonsymmetric and symmetric positive definite linear systems using CUSPARSE and CUBLAS.
- Added `7_CUDALibraries/nvgraph_SemiRingSpMV`. Demonstrates Semi-Ring SpMV using nvGRAPH Library.
- Added `7_CUDALibraries/simpleCUBLASXT`. Demonstrates simple example to use CUBLAS-XT library.
- Added `6_Advanced/c++11_cuda`. Demonstrates C++11 feature support in CUDA.
- Added `1_Utilities/topologyQuery`. Demonstrates how to query the topology of a system with multiple GPU.
- Added `0_Simple/fp16ScalarProduct`. Demonstrates scalar product calculation of two vectors of FP16 numbers.
- Added `0_Simple/systemWideAtomics`. Demonstrates system wide atomic instructions on migratable memory.
removed 0_Simple/template_runtime. Its purpose is served by 0_Simple/template.

1.4. CUDA 7.5

- Added 7_CUDALibraries/cusolverDn_LinearSolver. Demonstrates how to use the CUSOLVER library for performing dense matrix factorization using cuSolverDN’s LU, QR and Cholesky factorization functions.
- Added 7_CUDALibraries/cusolverRf. Demonstrates how to use cuSolverRF, a sparse re-factorization package of the CUSOLVER library.
- Added 7_CUDALibraries/cusolverSp_LinearSolver. Demonstrates how to use cuSolverSP which provides sparse set of routines for sparse matrix factorization.
- The 2_Graphics/simpleD3D9, 2_Graphics/simpleD3D9Texture, 3_Imaging/cudaDecodeD3D9, and 5_Simulations/fluidsD3D9 samples have been modified to use the Direct3D 9Ex API instead of the Direct3D 9 API.
- The 7_CUDALibraries/grabcutNPP and 7_CUDALibraries/imageSegmentationNPP samples have been removed. These samples used the NPP graphcut APIs, which have been deprecated in CUDA 7.5.

1.5. CUDA 7.0

- Removed support for Windows 32-bit builds.
- The Makefile x86_64=1 and ARMv7=1 options have been deprecated. Please use TARGET_ARCH to set the targeted build architecture instead.
- The Makefile GCC option has been deprecated. Please use HOST_COMPILER to set the host compiler instead.
- The CUDA Samples are no longer shipped as prebuilt binaries on Windows. Please use VS Solution files provided to build respective executable.
- Added 0_Simple/clock_nvrtc. Demonstrates how to compile clock function kernel at runtime using libNVRTC to measure the performance of kernel accurately.
- Added 0_Simple/inlinePTX_nvrtc. Demonstrates compilation of CUDA kernel having PTX embedded at runtime using libNVRTC.
- Added 0_Simple/matrixMul_nvrtc. Demonstrates compilation of matrix multiplication CUDA kernel at runtime using libNVRTC.
- Added 0_Simple/simpleAssert_nvrtc. Demonstrates compilation of CUDA kernel having assert() at runtime using libNVRTC.
- Added 0_Simple/simpleAtomicIntrinsics_nvrtc. Demonstrates compilation of CUDA kernel performing atomic operations at runtime using libNVRTC.
- Added 0_Simple/simpleTemplates_nvrtc. Demonstrates compilation of templatized dynamically allocated shared memory arrays CUDA kernel at runtime using libNVRTC.
- Added 0_Simple/simpleVoteIntrinsics_nvrtc. Demonstrates compilation of CUDA kernel which uses vote intrinsics at runtime using libNVRTC.
- Added 0_Simple/vectorAdd_nvrtc. Demonstrates compilation of CUDA kernel performing vector addition at runtime using libNVRTC.
Added 4_Finance/binomialOptions_nvrtc. Demonstrates runtime compilation using libNVRTC of CUDA kernel which evaluates fair call price for a given set of European options under binomial model.

Added 4_Finance/BlackScholes_nvrtc. Demonstrates runtime compilation using libNVRTC of CUDA kernel which evaluates fair call and put prices for a given set of European options by Black-Scholes formula.

Added 4_Finance/quasirandomGenerator_nvrtc. Demonstrates runtime compilation using libNVRTC of CUDA kernel which implements Niederreiter Quasirandom Sequence Generator and Inverse Cumulative Normal Distribution functions for the generation of Standard Normal Distributions.

1.6. CUDA 6.5

Added 7_CUDALibraries/cuHook. Demonstrates how to build and use an intercept library with CUDA.

Added 7_CUDALibraries/simpleCUFFT_callback. Demonstrates how to compute a 1D-convolution of a signal with a filter using a user-supplied CUFFT callback routine, rather than a separate kernel call.

Added 7_CUDALibraries/simpleCUFFT_MGPU. Demonstrates how to compute a 1D-convolution of a signal with a filter by transforming both into frequency domain, multiplying them together, and transforming the signal back to time domain on Multiple GPUs.

Added 7_CUDALibraries/simpleCUFFT_2d_MGPU. Demonstrates how to compute a 2D-convolution of a signal with a filter by transforming both into frequency domain, multiplying them together, and transforming the signal back to time domain on Multiple GPUs.

Removed 3_Imaging/cudaEncode. Support for the CUDA Video Encoder (NVCUVENC) has been removed.

Removed 4_Finance/ExcelCUDA2007. The topic will be covered in a blog post at Parallel Forall.

Removed 4_Finance/ExcelCUDA2010. The topic will be covered in a blog post at Parallel Forall.

The 4_Finance/binomialOptions sample is now restricted to running on GPUs with SM architecture 2.0 or greater.

The 4_Finance/quasirandomGenerator sample is now restricted to running on GPUs with SM architecture 2.0 or greater.

The 7_CUDALibraries/boxFilterNPP sample now demonstrates how to use the static NPP libraries on Linux and Mac.

The 7_CUDALibraries/conjugateGradient sample now demonstrates how to use the static CUBLAS and CUSPARSE libraries on Linux and Mac.

The 7_CUDALibraries/MersenneTwisterGP11213 sample now demonstrates how to use the static CURAND library on Linux and Mac.
1.7. CUDA 6.0

- New featured samples that support a new CUDA 6.0 feature called UVM-Lite
- Added 0_Simple/UnifiedMemoryStreams - new CUDA sample that demonstrates the use of OpenMP and CUDA streams with Unified Memory on a single GPU.
- Added 1_Utilsities/p2pBandwidthTestLatency - new CUDA sample that demonstrates how to measure latency between pairs of GPUs with P2P enabled and P2P disabled.
- Added 6_Advanced/StreamPriorities - This sample demonstrates basic use of the new CUDA 6.0 feature stream priorities.
- Added 7_CUDALibraries/ConjugateGradientUM - This sample implements a conjugate gradient solver on GPU using cuBLAS and cuSPARSE library, using Unified Memory.

1.8. CUDA 5.5

- Linux makefiles have been updated to generate code for the AMRv7 architecture. Only the ARM hard-float floating point ABI is supported. Both native ARMv7 compilation and cross compilation from x86 is supported.
- Performance improvements in CUDA toolkit for Kepler GPUs (SM 3.0 and SM 3.5)
- Makefiles projects have been updated to properly find search default paths for OpenGL, CUDA, MPI, and OpenMP libraries for all OS Platforms (Mac, Linux x86, Linux ARM).
- Linux and Mac project Makefiles now invoke NVCC for building and linking projects.
- Added 0_Simple/cppOverload - new CUDA sample that demonstrates how to use C++ overloading with CUDA.
- Added 6_Advanced/cdpBezierTessellation - new CUDA sample that demonstrates an advanced method of implementing Bezier Line Tessellation using CUDA Dynamic Parallelism. Requires compute capability 3.5 or higher.
- Added 7_CUDALibraries/jpegNPP - new CUDA sample that demonstrates how to use NPP for JPEG compression on the GPU.
- CUDA Samples now have better integration with Nsight Eclipse IDE.
- 6_Advanced/ptxjit sample now includes a new API to demonstrate PTX linking at the driver level.

1.9. CUDA 5.0

- New directory structure for CUDA samples. Samples are classified accordingly to categories: 0_Simple, 1_Utilsities, 2_Graphics, 3_Imaging, 4_Finance, 5_Simulations, 6_Advanced, and 7_CUDALibraries
• Added **0_Simple/simpleIPC** - CUDA Runtime API sample is a very basic sample that demonstrates Inter Process Communication with one process per GPU for computation. Requires Compute Capability 2.0 or higher and a Linux Operating System.

• Added **0_Simple/simpleSeparateCompilation** - demonstrates a CUDA 5.0 feature, the ability to create a GPU device static library and use it within another CUDA kernel. This example demonstrates how to pass in a GPU device function (from the GPU device static library) as a function pointer to be called. Requires Compute Capability 2.0 or higher.

• Added **2_Graphics/bindlessTexture** - demonstrates use of `cudaSurfaceObject`, `cudaTextureObject`, and MipMap support in CUDA. Requires Compute Capability 3.0 or higher.

• Added **3_Imaging/stereoDisparity** - demonstrates how to compute a stereo disparity map using SIMD SAD (Sum of Absolute Difference) intrinsics. Requires Compute Capability 2.0 or higher.

• Added **0_Simple/cdpSimpleQuicksort** - demonstrates a simple quicksort implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

• Added **0_Simple/cdpSimplePrint** - demonstrates simple printf implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

• Added **6_Advanced/cdpLUDecomposition** - demonstrates LU Decomposition implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

• Added **6_Advanced/cdpAdvancedQuicksort** - demonstrates an advanced quicksort implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

• Added **6_Advanced/cdpQuadtree** - demonstrates Quad Trees implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

• Added **7_CUDALibraries/simpleDevLibCUBLAS** - implements a simple cuBLAS function calls that call GPU device API library running cuBLAS functions. cuBLAS device code functions take advantage of CUDA Dynamic Parallelism and requires compute capability of 3.5 or higher.

### 1.10. CUDA 4.2

• Added **segmentationTreeThrust** - demonstrates a method to build image segmentation trees using Thrust. This algorithm is based on Boruvka’s MST algorithm.

### 1.11. CUDA 4.1

• Added **MersenneTwisterGP11213** - implements Mersenne Twister GP11213, a pseudorandom number generator using the `cuRAND` library.
- Added **HSOpticalFlow** - When working with image sequences or video it's often useful to have information about objects movement. Optical flow describes apparent motion of objects in image sequence. This sample is a Horn-Schunck method for optical flow written using CUDA.
- Added **volumeFiltering** - demonstrates basic volume rendering and filtering using 3D textures.
- Added **simpleCubeMapTexture** - demonstrates how to use **texcubemap** fetch instruction in a CUDA C program.
- Added **simpleAssert** - demonstrates how to use GPU assert in a CUDA C program.
Chapter 2. 
GETTING STARTED

The CUDA Samples are an educational resource provided to teach CUDA programming concepts. The CUDA Samples are not meant to be used for performance measurements.

For system requirements and installation instructions, please refer to the Linux Installation Guide, the Windows Installation Guide, and the Mac Installation Guide.

2.1. Getting CUDA Samples

Windows

On Windows, the CUDA Samples are installed using the CUDA Toolkit Windows Installer. By default, the CUDA Samples are installed in:

C:\ProgramData\NVIDIA Corporation\CUDA Samples\v9.2\

The installation location can be changed at installation time.

Linux

On Linux, to install the CUDA Samples, the CUDA toolkit must first be installed. See the Linux Installation Guide for more information on how to install the CUDA Toolkit.

Then the CUDA Samples can be installed by running the following command, where <target_path> is the location where to install the samples:

$ cuda-install-samples-9.2.sh <target_path>

Mac OSX

On Mac OSX, to install the CUDA Samples, the CUDA toolkit must first be installed. See the Mac Installation Guide for more information on how to install the CUDA Toolkit.

Then the CUDA Samples can be installed by running the following command, where <target_path> is the location where to install the samples:

$ cuda-install-samples-9.2.sh <target_path>
2.2. Building Samples

Windows

The Windows samples are built using the Visual Studio IDE. Solution files (.sln) are provided for each supported version of Visual Studio, using the format:

*<version>_vs<version>.sln - for Visual Studio <version>

Complete samples solution files exist at:

C:\ProgramData\NVIDIA Corporation\CUDA Samples\v9.2\n
Each individual sample has its own set of solution files at:

C:\ProgramData\NVIDIA Corporation\CUDA Samples\v9.2<sample_dir>\n
To build/examine all the samples at once, the complete solution files should be used. To build/examine a single sample, the individual sample solution files should be used.

Some samples require that the Microsoft DirectX SDK (June 2010 or newer) be installed and that the VC++ directory paths are properly set up (Tools > Options...). Check DirectX Dependencies section for details.

Linux

The Linux samples are built using makefiles. To use the makefiles, change the current directory to the sample directory you wish to build, and run make:

$ cd <sample_dir>
$ make

The samples makefiles can take advantage of certain options:

- **TARGET_ARCH=<arch>** - cross-compile targeting a specific architecture. Allowed architectures are x86_64, armv7l, aarch64, and ppc64le.

  By default, TARGET_ARCH is set to HOST_ARCH. On a x86_64 machine, not setting TARGET_ARCH is the equivalent of setting TARGET_ARCH=x86_64.

  $ make TARGET_ARCH=x86_64
  $ make TARGET_ARCH=armv7l
  $ make TARGET_ARCH=aarch64
  $ make TARGET_ARCH=ppc64le

  See here for more details.

- **dbg=1** - build with debug symbols

  $ make dbg=1

- **SMS="A B ..."** - override the SM architectures for which the sample will be built, where "A B ..." is a space-delimited list of SM architectures. For example, to generate SASS for SM 35 and SM 50, use SMS="35 50".
$ make SMS="35 50"

- **HOST_COMPILER=<host_compiler>** - override the default g++ host compiler. See the Linux Installation Guide for a list of supported host compilers.

$ make HOST_COMPILER=g++

## Mac

The Mac samples are built using makefiles. To use the makefiles, change directory into the sample directory you wish to build, and run `make`:

```
$ cd <sample_dir>
$ make
```

The samples makefiles can take advantage of certain options:

- **dbg=1** - build with debug symbols

  $ make dbg=1

- **SMS="A B ..."** - override the SM architectures for which the sample will be built, where "A B ..." is a space-delimited list of SM architectures. For example, to generate SASS for SM 35 and SM 50, use `SMS="35 50"`.

  $ make SMS="A B ..."

- **HOST_COMPILER=<host_compiler>** - override the default clang host compiler. See the Mac Installation Guide for a list of supported host compilers.

  $ make HOST_COMPILER=clang

## 2.3. CUDA Cross-Platform Samples

This section describes the options used to build cross-platform samples. **TARGET_ARCH=<arch>** and **TARGET_OS=<os>** should be chosen based on the supported targets shown below. **TARGET_FS=<path>** can be used to point nvcc to libraries and headers used by the sample.

### Table 1 Supported Target Arch/OS Combinations

<table>
<thead>
<tr>
<th>TARGET ARCH</th>
<th>TARGET OS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>linux</td>
</tr>
<tr>
<td>x86_64</td>
<td>YES</td>
</tr>
<tr>
<td>armv7l</td>
<td>YES</td>
</tr>
<tr>
<td>aarch64</td>
<td>NO</td>
</tr>
<tr>
<td>ppc64le</td>
<td>YES</td>
</tr>
</tbody>
</table>
TARGET_ARCH

The target architecture must be specified when cross-compiling applications. If not specified, it defaults to the host architecture. Allowed architectures are:

- **x86_64** - 64-bit x86 CPU architecture
- **armv7l** - 32-bit ARM CPU architecture, like that found on Jetson TK1
- **aarch64** - 64-bit ARM CPU architecture, found on certain Android systems
- **ppc64le** - 64-bit little-endian IBM POWER8 architecture

TARGET_OS

The target OS must be specified when cross-compiling applications. If not specified, it defaults to the host OS. Allowed OSes are:

- **linux** - for any Linux distributions
- **darwin** - for Mac OS X
- **android** - for any supported device running Android
- **qnx** - for any supported device running QNX

TARGET_FS

The most reliable method to cross-compile the CUDA Samples is to use the TARGET_FS variable. To do so, mount the target’s filesystem on the host, say at /mnt/target. This is typically done using `exportfs`. In cases where `exportfs` is unavailable, it is sufficient to copy the target’s filesystem to /mnt/target. To cross-compile a sample, execute:

```
$ make TARGET_ARCH=<arch> TARGET_OS=<os> TARGET_FS=/mnt/target
```

Cross Compiling to ARM architectures

While cross compiling the samples from x86_64 installation to ARM architectures, that is, **aarch64** or **armv7l**, if you intend to run the executable on tegra GPU then `SMS` variable need to override SM architectures to the tegra GPU through `SMS=<TEGRA_GPU_SM_ARCH>`, where `<TEGRA_GPU_SM_ARCH>` is the SM architecture of tegra GPU on which you want the generated binary to run on. For instance it can be `SMS="32 53 62"`. Note you can also add SM arch of discrete GPU to this list `<TEGRA_GPU_SM_ARCH>` if you intend to run on embedded board having discrete GPU as well. To cross compile a sample, execute:

```
$ make TARGET_ARCH=<arch> TARGET_OS=<os> SMS=<TEGRA_GPU_SM_ARCHS> TARGET_FS=/mnt/target
```

Copying Libraries

If the TARGET_FS option is not available, the libraries used should be copied from the target system to the host system, say at `/opt/target/libs`. If the sample uses GL, the GL headers must also be copied, say at `/opt/target/include`. The linker must then be told where the libraries are with the `-rpath-link` and/or `-L` options. To ignore unresolved symbols from some libraries, use the `--unresolved-symbols` option
as shown below. **SAMPLE_ENABLED** should be used to force the sample to build. For example, to cross-compile a sample which uses such libraries, execute:

```bash
$ make TARGET_ARCH=<arch> TARGET_OS=<os> \
  EXTRA_LDFLAGS="-rpath-link=/opt/target/libs -L/opt/target/libs -- \
  unresolved-symbols=ignore-in-shared-libs" \
  EXTRA_CFLAGS="-I /opt/target/include" \
  SAMPLE_ENABLED=1
```

### 2.4. Using CUDA Samples to Create Your Own CUDA Projects

#### 2.4.1. Creating CUDA Projects for Windows

Creating a new CUDA Program using the CUDA Samples infrastructure is easy. We have provided a **template** project that you can copy and modify to suit your needs. Just follow these steps:

1. Copy the content of:
   
   ```
   C:\ProgramData\NVIDIA Corporation\CUDA Samples\v9.2\<category>\template
   ```

   to a directory of your own:

   ```
   C:\ProgramData\NVIDIA Corporation\CUDA Samples\v9.2\<category>\myproject
   ```

2. Edit the filenames of the project to suit your needs.
3. Edit the `*.sln`, `*.vcproj` and source files.
   
   Just search and replace all occurrences of **template** with **myproject**.
4. Build the 64-bit, release or debug configurations using:

   ```
   myproject_vs<version>.sln
   ```

5. Run **myproject.exe** from the `release` or `debug` directories located in:

   ```
   C:\ProgramData\NVIDIA Corporation\CUDA Samples\v9.2\bin\win64\[release|debug]
   ```

6. Now modify the code to perform the computation you require.

   See the *CUDA Programming Guide* for details of programming in CUDA.

#### 2.4.2. Creating CUDA Projects for Linux

The default installation folder `<SAMPLES_INSTALL_PATH>` is `NVIDIA_CUDA_9.2_Samples` and `<category>` is one of the following: `0_Simple`, `1_Utilities`, `2_Graphics`, `3_Imaging`, `4_Finance`, `5_Simulations`, `6_Advanced`, `7_CUDALibraries`. 
Creating a new CUDA Program using the NVIDIA CUDA Samples infrastructure is easy. We have provided a template project that you can copy and modify to suit your needs. Just follow these steps:

1. Copy the template project:
   ```bash
cd <SAMPLES_INSTALL_PATH>/<category>
cp -r template <myproject>
```

2. Edit the filenames of the project to suit your needs:
   ```bash
   mv template.cu myproject.cu
   mv template_cpu.cpp myproject_cpu.cpp
   ```

3. Edit the Makefile and source files.
   Just search and replace all occurrences of template with myproject.

4. Build the project as (release):
   ```bash
   make
   ```
   To build the project as (debug), use "make dbg=1":
   ```bash
   make dbg=1
   ```

5. Run the program:
   ```bash
   ../../bin/x86_64/linux/release/myproject
   ```

6. Now modify the code to perform the computation you require.
   See the CUDA Programming Guide for details of programming in CUDA.

### 2.4.3. Creating CUDA Projects for Mac OS X

The default installation folder `<SAMPLES_INSTALL_PATH>` is: `/Developer/NVIDIA/CUDA-9.2/samples`

Creating a new CUDA Program using the NVIDIA CUDA Samples infrastructure is easy. We have provided a template project that you can copy and modify to suit your needs. Just follow these steps:

( <category> is one of the following: 0_Simple, 1_Utility, 2_Graphics, 3_Imaging, 4_Finance, 5_Simulations, 6_Advanced, 7_CUDALibraries.)

1. Copy the template project:
   ```bash
   cd <SAMPLES_INSTALL_PATH>/<category>
cp -r template <myproject>
   ```

2. Edit the filenames of the project to suit your needs:
   ```bash
   mv template.cu myproject.cu
   mv template_cpu.cpp myproject_cpu.cpp
   ```

3. Edit the Makefile and source files.
   Just search and replace all occurrences of template with myproject.

4. Build the project as (release):
   ```bash
   make
   ```
   Note: To build the project as (debug), use "make dbg=1"
   ```bash
   make dbg=1
   ```
5. Run the program:

    ..../bin/x86_64/darwin/release/myproject

    (It should print **PASSED**.)

6. Now modify the code to perform the computation you require.
   
   See the *CUDA Programming Guide* for details of programming in CUDA.
Chapter 3.
SAMPLES REFERENCE

This document contains a complete listing of the code samples that are included with the NVIDIA CUDA Toolkit. It describes each code sample, lists the minimum GPU specification, and provides links to the source code and white papers if available.

The code samples are divided into the following categories:

**Simple Reference**
Basic CUDA samples for beginners that illustrate key concepts with using CUDA and CUDA runtime APIs.

**Utilities Reference**
Utility samples that demonstrate how to query device capabilities and measure GPU/CPU bandwidth.

**Graphics Reference**
Graphical samples that demonstrate interoperability between CUDA and OpenGL or DirectX.

**Imaging Reference**
Samples that demonstrate image processing, compression, and data analysis.

**Finance Reference**
Samples that demonstrate parallel algorithms for financial computing.

**Simulations Reference**
Samples that illustrate a number of simulation algorithms implemented with CUDA.

**Advanced Reference**
Samples that illustrate advanced algorithms implemented with CUDA.

**Cudalibraries Reference**
Samples that illustrate how to use CUDA platform libraries (NPP, cuBLAS, cuFFT, cuSPARSE, and cuRAND).

### 3.1. Simple Reference

**asyncAPI**

This sample uses CUDA streams and events to overlap execution on CPU and GPU.

CUDA API: cudaEventCreate, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime, cudaMemcpyAsync

Key Concepts: Asynchronous Data Transfers, CUDA Streams and Events

Supported OSes: Linux, Windows, OS X

**cdpSimplePrint - Simple Print (CUDA Dynamic Parallelism)**

This sample demonstrates simple printf implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies: CDP


Key Concepts: CUDA Dynamic Parallelism

Supported OSes: Linux, Windows, OS X

**cdpSimpleQuicksort - Simple Quicksort (CUDA Dynamic Parallelism)**

This sample demonstrates simple quicksort implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies: CDP


Key Concepts: CUDA Dynamic Parallelism

Supported OSes: Linux, Windows, OS X
**clock - Clock**

This example shows how to use the clock function to measure the performance of block of threads of a kernel accurately.

- **CUDA API**: cudaMalloc, cudaFree, cudaMemcpy
- **Key Concepts**: Performance Strategies
- **Supported OSes**: Linux, Windows, OS X

**clock_nvrtc - Clock libNVRTC**

This example shows how to use the clock function using libNVRTC to measure the performance of block of threads of a kernel accurately.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: NVRTC
- **CUDA API**: cuMemAlloc, cuLaunchKernel, cuMemcpyHtoD, cuMemFree
- **Key Concepts**: Performance Strategies, Runtime Compilation
- **Supported OSes**: Linux, Windows, OS X

**cppIntegration - C++ Integration**

This example demonstrates how to integrate CUDA into an existing C++ application, i.e. the CUDA entry point on host side is only a function which is called from C++ code and only the file containing this function is compiled with nvcc. It also demonstrates that vector types can be used from cpp.

- **CUDA API**: cudaMalloc, cudaFree, cudaMemcpy
- **Supported OSes**: Linux, Windows, OS X
cppOverload

This sample demonstrates how to use C++ function overloading on the GPU.


**CUDA API**: cudaFuncSetCacheConfig, cudaFuncGetAttributes

**Key Concepts**: C++ Function Overloading, CUDA Streams and Events

**Supported OSes**: Linux, Windows, OS X

cudaOpenMP

This sample demonstrates how to use OpenMP API to write an application for multiple GPUs.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**: OpenMP


**CUDA API**: cudaMemcpy

**Key Concepts**: CUDA Systems Integration, OpenMP, Multithreading

**Supported OSes**: Linux, Windows

cudaTensorCoreGemm - CUDA Tensor Core GEMM

CUDA sample demonstrating a GEMM computation using the Warp Matrix Multiply and Accumulate (WMMA) API introduced in CUDA 9. This sample demonstrates the use of the new CUDA WMMA API employing the Tensor Cores introduced in the Volta chip family for faster matrix operations. In addition to that, it demonstrates the use of the new CUDA function attribute cudaFuncAttributeMaxDynamicSharedMemorySize that allows the application to reserve an extended amount of shared memory than it is available by default.

**Supported SM Architecture**: SM 7.0
**CUDA API**
cudaMallocManaged, cudaMemcpy, cudaMemcpyHost, cudaMemcpyAsync, cudaFree

deviceSynchronize, cudaFuncSetAttribute, cudaEventCreate, cudaEventRecord, cudaEventSynchronize, cudaEventElapsedTime, cudaFree

**Key Concepts**
Matrix Multiply, WMMA, Tensor Cores

**Supported OSes**
Linux, Windows

**fp16ScalarProduct - FP16 Scalar Product**
Calculates scalar product of two vectors of FP16 numbers.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
FP16

**Supported SM Architecture**
SM 5.3, SM 6.0, SM 6.1, SM 6.2, SM 7.0

**CUDA API**
cudaMalloc, cudaMemcpy, cudaMemcpyHost, cudaMemcpyAsync, cudaFree, cudaFreeHost

**Key Concepts**
CUDA Runtime API

**Supported OSes**
Linux, Windows, OS X

**inlinePTX - Using Inline PTX**
A simple test application that demonstrates a new CUDA 4.0 ability to embed PTX in a CUDA kernel.

**Supported SM Architecture**

**CUDA API**
cudaMalloc, cudaMemcpy, cudaMemcpyHost, cudaMemcpyAsync, cudaMemcpyHost, cudaMemcpyAsync, cudaMemcpyHost, cudaMemcpyAsync

**Key Concepts**
Performance Strategies, PTX Assembly, CUDA Driver API

**Supported OSes**
Linux, Windows, OS X

**inlinePTX_nvrtc - Using Inline PTX with libNVRTC**
A simple test application that demonstrates a new CUDA 4.0 ability to embed PTX in a CUDA kernel.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample
will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>NVRTC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CUDA API</td>
<td>cuMemAlloc, cuLaunchKernel, cuMemcpyDtoH</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Performance Strategies, PTX Assembly, CUDA Driver API, Runtime Compilation</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

**matrixMul - Matrix Multiplication (CUDA Runtime API Version)**

This sample implements matrix multiplication which makes use of shared memory to ensure data reuse, the matrix multiplication is done using tiling approach. It has been written for clarity of exposition to illustrate various CUDA programming principles, not with the goal of providing the most performant generic kernel for matrix multiplication.

| CUDA API     | cudaEventCreate, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime, cudaEventSynchronize, cudaMemcpy, cudaMemcpy |
| Key Concepts | CUDA Runtime API, Linear Algebra |
| Supported OSes | Linux, Windows, OS X |

**matrixMul_nvrtc - Matrix Multiplication with libNVRTC**

This sample implements matrix multiplication and is exactly the same as Chapter 6 of the programming guide. It has been written for clarity of exposition to illustrate various CUDA programming principles, not with the goal of providing the most performant generic kernel for matrix multiplication. To illustrate GPU performance for matrix multiply, this sample also shows how to use the new CUDA 4.0 interface for CUBLAS to demonstrate high-performance performance for matrix multiplication.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

| Dependencies | NVRTC |
matrixMulCUBLAS - Matrix Multiplication (CUBLAS)

This sample implements matrix multiplication from Chapter 3 of the programming guide. To illustrate GPU performance for matrix multiply, this sample also shows how to use the new CUDA 4.0 interface for CUBLAS to demonstrate high-performance performance for matrix multiplication.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: CUBLAS
- **CUDA API**: cudaEventCreate, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime, cudaMalloc, cudaFree, cudaMemcpy, cublasCreate, cublasSgemm
- **Key Concepts**: CUDA Runtime API, Performance Strategies, Linear Algebra, CUBLAS
- **Supported OSes**: Linux, Windows, OS X

matrixMulDrv - Matrix Multiplication (CUDA Driver API Version)

This sample implements matrix multiplication and uses the new CUDA 4.0 kernel launch Driver API. It has been written for clarity of exposition to illustrate various CUDA programming principles, not with the goal of providing the most performant generic kernel for matrix multiplication. CUBLAS provides high-performance matrix multiplication.

**simpleAssert**

This CUDA Runtime API sample is a very basic sample that implements how to use the assert function in the device code. Requires Compute Capability 2.0.

| Architecture | 6.2, SM 7.0 |
| CUDA API    | cudaMalloc, cudaMallocHost, cudaFree, cudaFreeHost, cudaMemcpy |
| Key Concepts| Assert |
| Supported OSes | Linux, Windows |

**simpleAssert_nvrtc - simpleAssert with libNVRTC**

This CUDA Runtime API sample is a very basic sample that implements how to use the assert function in the device code. Requires Compute Capability 2.0.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

| Dependencies | NVRTC |
| Architecture | 6.2, SM 7.0 |
| CUDA API | cuLaunchKernel |
| Key Concepts | Assert, Runtime Compilation |
| Supported OSes | Linux, Windows |

**simpleAtomicIntrinsics - Simple Atomic Intrinsics**

A simple demonstration of global memory atomic instructions. Requires Compute Capability 2.0 or higher.

| Architecture | 6.2, SM 7.0 |
simpleAtomicIntrinsics_nvrtc - Simple Atomic Intrinsics with libNVRTC

A simple demonstration of global memory atomic instructions. This sample makes use of NVRTC for Runtime Compilation.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies
- NVRTC

Supported SM

CUDA API
- cuMemAlloc, cuMemFree, cuMemcpyHtoD, cuLaunchKernel

Key Concepts
- Atomic Intrinsics, Runtime Compilation

Supported OSes
- Linux, Windows, OS X

simpleCallback - Simple CUDA Callbacks

This sample implements multi-threaded heterogeneous computing workloads with the new CPU callbacks for CUDA streams and events introduced with CUDA 5.0.

Supported SM

CUDA API
- cudaStreamCreate, cudaMemcpyAsync, cudaStreamAddCallback, cudaStreamDestroy

Key Concepts
- CUDA Streams, Callback Functions, Multithreading

Supported OSes
- Linux, Windows, OS X

simpleCooperativeGroups - Simple Cooperative Groups

This sample is a simple code that illustrates basic usage of cooperative groups within the thread block.
simpleCubemapTexture - Simple Cubemap Texture

Simple example that demonstrates how to use a new CUDA 4.1 feature to support cubemap Textures in CUDA C.

**Supported SM Architecture**

**CUDA API**
cudaMalloc, cudaMalloc3DArray, cudaMemcpy3D, cudaCreateChannelDesc, cudaMemcpyToArray, cudaMalloc, cudaMemcpy, cudaFree, cudaFreeArray, cudaMemcpy

**Key Concepts**
Texture, Volume Processing

**Supported OSes**
Linux, Windows, OS X

simpleIPC

This CUDA Runtime API sample is a very basic sample that demonstrates Inter Process Communication with one process per GPU for computation. Requires Compute Capability 2.0 or higher and a Linux Operating System.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
IPC

**Supported SM Architecture**

**CUDA API**
cudaIpcGetEventHandle, cudaIpcOpenMemHandle, cudaIpcCloseMemHandle, cudaFreeHost, cudaMemcpy

**Key Concepts**
CUDA Systems Integration, Peer to Peer, InterProcess Communication

**Supported OSes**
Linux
**simpleLayeredTexture - Simple Layered Texture**

Simple example that demonstrates how to use a new CUDA 4.0 feature to support layered Textures in CUDA C.

- **CUDA API**: cudaMemcpy3D, cudaCreateChannelDesc, cudaBindTextureToArray, cudaMalloc, cudaFree, cudaFreeArray, cudaMemcpy
- **Key Concepts**: Texture, Volume Processing
- **Supported OSes**: Linux, Windows, OS X

**simpleMPI**

Simple example demonstrating how to use MPI in combination with CUDA.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: MPI
- **CUDA API**: cudaMemcpy, cudaFree, cudaMemcpy
- **Key Concepts**: CUDA Systems Integration, MPI, Multithreading
- **Supported OSes**: Linux, Windows, OS X

**simpleMultiCopy - Simple Multi Copy and Compute**

Supported in GPUs with Compute Capability 1.1, overlapping compute with one memcpy is possible from the host system. For Quadro and Tesla GPUs with Compute Capability 2.0, a second overlapped copy operation in either direction at full speed is possible (PCI-e is symmetric). This sample illustrates the usage of CUDA streams to achieve overlapping of kernel execution with data copies to and from the device.

- **CUDA API**: cudaEventCreate, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime, cudaMemcpyAsync
Key Concepts | CUDA Streams and Events, Asynchronous Data Transfers, Overlap Compute and Copy, GPU Performance  
Supported OSes | Linux, Windows, OS X  

**simpleMultiGPU - Simple Multi-GPU**

This application demonstrates how to use the new CUDA 4.0 API for CUDA context management and multi-threaded access to run CUDA kernels on multiple-GPUs.

**CUDA API** | cudaEventCreate, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime, cudaMemcpyAsync  
**Key Concepts** | Asynchronous Data Transfers, CUDA Streams and Events, Multithreading, Multi-GPU  
**Supported OSes** | Linux, Windows, OS X  

**simpleOccupancy**

This sample demonstrates the basic usage of the CUDA occupancy calculator and occupancy-based launch configurator APIs by launching a kernel with the launch configurator, and measures the utilization difference against a manually configured launch.

**Key Concepts** | Occupancy Calculator  
**Supported OSes** | Linux, Windows, OS X  

**simpleP2P - Simple Peer-to-Peer Transfers with Multi-GPU**

This application demonstrates CUDA APIs that support Peer-To-Peer (P2P) copies, Peer-To-Peer (P2P) addressing, and Unified Virtual Memory Addressing (UVA) between multiple GPUs. In general, P2P is supported between two same GPUs with some exceptions, such as some Tesla and Quadro GPUs.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample
will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**  
only-64-bit

**Supported SM Architecture**  

**CUDA API**  
cudaDeviceCanAccessPeer, cudaDeviceEnablePeerAccess, cudaDeviceDisablePeerAccess, cudaEventCreateWithFlags, cudaEventElapsedTime, cudaMemcp

**Key Concepts**  
Performance Strategies, Asynchronous Data Transfers, Unified Virtual Address Space, Peer to Peer Data Transfers, Multi-GPU

**Supported OSes**  
Linux, Windows

---

**simplePitchLinearTexture - Pitch Linear Texture**

Use of Pitch Linear Textures

**Supported SM Architecture**  

**CUDA API**  
cudaMallocPitch, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2D, cudaMemcpy, cudaMemcpy

**Key Concepts**  
Texture, Image Processing

**Supported OSes**  
Linux, Windows, OS X

---

**simplePrintf**

This CUDA Runtime API sample is a very basic sample that implements how to use the printf function in the device code. Specifically, for devices with compute capability less than 2.0, the function cuPrintf is called; otherwise, printf can be used directly.

**Supported SM Architecture**  

**CUDA API**  
cudaPrintfDisplay, cudaPrintfEnd

**Key Concepts**  
Debugging

**Supported OSes**  
Linux, Windows, OS X
simpleSeparateCompilation - Simple Static GPU Device Library

This sample demonstrates a CUDA 5.0 feature, the ability to create a GPU device static library and use it within another CUDA kernel. This example demonstrates how to pass in a GPU device function (from the GPU device static library) as a function pointer to be called. This sample requires devices with compute capability 2.0 or higher.

| Key Concepts | Separate Compilation |
| Supported OSes | Linux, Windows, OS X |

simpleStreams

This sample uses CUDA streams to overlap kernel executions with memory copies between the host and a GPU device. This sample uses a new CUDA 4.0 feature that supports pinning of generic host memory. Requires Compute Capability 2.0 or higher.

| CUDA API | cudaEventCreate, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime, cudaMemcpyAsync |
| Key Concepts | Asynchronous Data Transfers, CUDA Streams and Events |
| Supported OSes | Linux, Windows, OS X |

simpleSurfaceWrite - Simple Surface Write

Simple example that demonstrates the use of 2D surface references (Write-to-Texture)

| CUDA API | cudaMalloc, cudaMallocArray, cudaBindSurfaceToArray, cudaMemcpyAsync |
| Key Concepts | Texture, Surface Writes, Image Processing |
| Supported OSes | Linux, Windows, OS X |
simpleTemplates - Simple Templates

This sample is a templatized version of the template project. It also shows how to correctly templatize dynamically allocated shared memory arrays.


**Key Concepts**: C++ Templates

**Supported OSes**: Linux, Windows, OS X

simpleTemplates_nvrtc - Simple Templates with libNVRTC

This sample is a templatized version of the template project. It also shows how to correctly templatize dynamically allocated shared memory arrays.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**: NVRTC


**Key Concepts**: C++ Templates, Runtime Compilation

**Supported OSes**: Linux, Windows, OS X

simpleTexture - Simple Texture

Simple example that demonstrates use of Textures in CUDA.


**CUDA API**: cudaMalloc, cudaMallocArray, cudaMemcpyToArray, cudaCreateChannelDesc, cudaBindTextureToArray, cudaMemcpy, cudaMemcpyToSymbol

**Key Concepts**: CUDA Runtime API, Texture, Image Processing

**Supported OSes**: Linux, Windows, OS X
simpleTextureDrv - Simple Texture (Driver Version)

Simple example that demonstrates use of Textures in CUDA. This sample uses the new CUDA 4.0 kernel launch Driver API.

**Supported SM Architecture**

**CUDA API**
- cuModuleLoad, cuModuleLoadDataEx, cuModuleGetFunction, cuLaunchKernel, cuCtxSynchronize, cuMemcpypDtoH, cuMemAlloc, cuMemFree, cuArrayCreate, cuArrayDestroy, cuCtxDetach, cuMemcpy2D, cuModuleGetTexRef, cuTexRefSetArray, cuTexRefSetAddressMode, cuTexRefSetFilterMode, cuTexRefSetFlags, cuTexRefSetFormat, cuParamSetTexRef

**Key Concepts**
- CUDA Driver API, Texture, Image Processing

**Supported OSes**
- Linux, Windows, OS X

simpleVoteIntrinsics - Simple Vote Intrinsics

Simple program which demonstrates how to use the Vote (any, all) intrinsic instruction in a CUDA kernel. Requires Compute Capability 2.0 or higher.

**Supported SM Architecture**
- SM 7.0

**CUDA API**
- cudaMalloc, cudaFree, cudaMemcpy, cudaFreeHost

**Key Concepts**
- Vote Intrinsics

**Supported OSes**
- Linux, Windows, OS X

simpleVoteIntrinsics_nvrtc - Simple Vote Intrinsics with libNV RTC

Simple program which demonstrates how to use the Vote (any, all) intrinsic instruction in a CUDA kernel with runtime compilation using NVRTC APIs. Requires Compute Capability 2.0 or higher.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- NVRTC
simpleZeroCopy

This sample illustrates how to use Zero MemCopy, kernels can read and write directly to pinned system memory.

CUDA API                  cuMemAlloc, cuMemFree, cuMemcpyHtoD, cuMemFree
Key Concepts              Vote Intrinsics, CUDA Driver API, Runtime Compilation
Supported OSes            Linux, Windows, OS X

systemWideAtomics - System wide Atomics

A simple demonstration of system wide atomic instructions.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies            UVM
Supported SM Architecture SM 6.0, SM 6.1, SM 6.2, SM 7.0
CUDA API                 cudaMalloc, cudaFree, cudaMemcpy, cudaFreeHost
Key Concepts             Atomic Intrinsics, Unified Memory
Supported OSes           Linux
template - Template

A trivial template project that can be used as a starting point to create new CUDA projects.

- **CUDA API**: cudaMalloc, cudaFree, cudaDeviceSynchronize, cudaMemcpy
- **Key Concepts**: Device Memory Allocation
- **Supported OSes**: Linux, Windows, OS X

UnifiedMemoryStreams - Unified Memory Streams

This sample demonstrates the use of OpenMP and streams with Unified Memory on a single GPU.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: OpenMP, UVM, CUBLAS
- **CUDA API**: cudaMallocManaged, cudaStreamAttachManagedMem
- **Key Concepts**: CUDA Systems Integration, OpenMP, CUBLAS, Multithreading, Unified Memory, CUDA Streams and Events
- **Supported OSes**: Linux, Windows, OS X

vectorAdd - Vector Addition

This CUDA Runtime API sample is a very basic sample that implements element by element vector addition. It is the same as the sample illustrating Chapter 3 of the programming guide with some additions like error checking.

- **CUDA API**: cudaEventCreate, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime, cudaEventSynchronize, cudaMalloc, cudaFree, cudaMemcpy
vectorAdd_nvrtc - Vector Addition with libNVRTC

This CUDA Driver API sample uses NVRTC for runtime compilation of vector addition kernel. Vector addition kernel demonstrated is the same as the sample illustrating Chapter 3 of the programming guide.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies
- NVRTC

Supported SM

CUDA API
- cuMemAlloc, cuMemFree, cuMemcpyHtoD, cuMemcpyDtoH

Key Concepts
- CUDA Driver API, Vector Addition, Runtime Compilation

Supported OSes
- Linux, Windows, OS X

vectorAddDrv - Vector Addition Driver API

This Vector Addition sample is a basic sample that is implemented element by element. It is the same as the sample illustrating Chapter 3 of the programming guide with some additions like error checking. This sample also uses the new CUDA 4.0 kernel launch Driver API.

Supported SM

CUDA API
- cuModuleLoad, cuModuleLoadDataEx, cuModuleGetFunction, cuMemAlloc, cuMemFree, cuMemcpyHtoD, cuMemcpyDtoH, cuLaunchKernel

Key Concepts
- CUDA Driver API, Vector Addition

Supported OSes
- Linux, Windows, OS X
3.2. Utilities Reference

bandwidthTest - Bandwidth Test

This is a simple test program to measure the memcopy bandwidth of the GPU and memcpyn bandwidth across PCI-e. This test application is capable of measuring device to device copy bandwidth, host to device copy bandwidth for pageable and page-locked memory, and device to host copy bandwidth for pageable and page-locked memory.


CUDA API: cudaSetDevice, cudaMemcpy, cudaMemcpyAsync, cudaEventCreate, cudaEventRecord, cudaEventDestroy, cudaDeviceSynchronize, cudaEventElapsedTime

Key Concepts: CUDA Streams and Events, Performance Strategies

Supported OSes: Linux, Windows, OS X

deviceQuery - Device Query

This sample enumerates the properties of the CUDA devices present in the system.


Key Concepts: CUDA Runtime API, Device Query

Supported OSes: Linux, Windows, OS X

deviceQueryDrv - Device Query Driver API

This sample enumerates the properties of the CUDA devices present using CUDA Driver API calls.


Key Concepts: CUDA Driver API, Device Query
Supported OSes: Linux, Windows, OS X

**p2pBandwidthLatencyTest - Peer-to-Peer Bandwidth Latency Test with Multi-GPUs**

This application demonstrates the CUDA Peer-To-Peer (P2P) data transfers between pairs of GPUs and computes latency and bandwidth. Tests on GPU pairs using P2P and without P2P are tested.

- **CUDA API**: cudaDeviceCanAccessPeer, cudaDeviceEnablePeerAccess, cudaDeviceDisablePeerAccess, cudaEventCreateWithFlags, cudaEventElapsedTime, cudaMemcpy
- **Key Concepts**: Performance Strategies, Asynchronous Data Transfers, Unified Virtual Address Space, Peer to Peer Data Transfers, Multi-GPU
- **Supported OSes**: Linux, Windows, OS X

**topologyQuery - Topology Query**

A simple example on how to query the topology of a system with multiple GPU

- **CUDA API**: cudaDeviceGetP2PAttribute, cudaGetDeviceAttribute, cudaGetDeviceCount
- **Key Concepts**: Performance Strategies, Multi-GPU
- **Supported OSes**: Linux, Windows, OS X

### 3.3. Graphics Reference

**bindlessTexture - Bindless Texture**

This example demonstrates use of cudaSurfaceObject, cudaTextureObject, and MipMap support in CUDA. A GPU with Compute Capability SM 3.0 is required to run the sample.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample...
will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

### Dependencies
X11, GL

### Supported SM Architecture

### CUDA API

### Key Concepts
Graphics Interop, Texture

### Supported OSes
Linux, Windows, OS X

### Mandelbrot

This sample uses CUDA to compute and display the Mandelbrot or Julia sets interactively. It also illustrates the use of “double single” arithmetic to improve precision when zooming a long way into the pattern. This sample uses double precision. Thanks to Mark Granger of NewTek who submitted this code sample.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

### Dependencies
X11, GL

### Supported SM Architecture

### CUDA API

### Key Concepts
Graphics Interop, Data Parallel Algorithms

### Supported OSes
Linux, Windows, OS X

### marchingCubes - Marching Cubes Isosurfaces

This sample extracts a geometric isosurface from a volume dataset using the marching cubes algorithm. It uses the scan (prefix sum) function from the Thrust library to perform stream compaction.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample...
will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>X11, GL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>OpenGL Graphics Interop, Vertex Buffers, 3D Graphics, Physically Based Simulation</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

**simpleD3D10 - Simple Direct3D10 (Vertex Array)**

Simple program which demonstrates interoperability between CUDA and Direct3D10. The program generates a vertex array with CUDA and uses Direct3D10 to render the geometry. A Direct3D Capable device is required.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>DirectX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Graphics Interop, 3D Graphics</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Windows</td>
</tr>
</tbody>
</table>

**simpleD3D10RenderTarget - Simple Direct3D10 Render Target**

Simple program which demonstrates interop of render targets between Direct3D10 and CUDA. The program uses RenderTarget positions with CUDA and generates a histogram with visualization. A Direct3D10 Capable device is required.
This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- DirectX

**Supported SM Architecture**

**CUDA API**
- cudaD3D10GetDevice, cudaD3D10SetDirect3DDevice,
- cudaGraphicsD3D10RegisterResource, cudaGraphicsResourceSetMapFlags,
- cudaGraphicsSubResourceGetMappedArray, cudaMemcpy2DToArray,
- cudaGraphicsUnregisterResource

**Key Concepts**
- Graphics Interop, Texture

**Supported OSes**
- Windows

### simpleD3D10Texture - Simple D3D10 Texture
Simple program which demonstrates how to interoperate CUDA with Direct3D10 Texture. The program creates a number of D3D10 Textures (2D, 3D, and CubeMap) which are generated from CUDA kernels. Direct3D then renders the results on the screen. A Direct3D10 Capable device is required.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- DirectX

**Supported SM Architecture**

**CUDA API**
- cudaD3D10GetDevice, cudaD3D10SetDirect3DDevice,
- cudaGraphicsD3D10RegisterResource, cudaGraphicsResourceSetMapFlags,
- cudaGraphicsSubResourceGetMappedArray, cudaMemcpy2DToArray,
- cudaGraphicsUnregisterResource

**Key Concepts**
- Graphics Interop, Texture

**Supported OSes**
- Windows

### simpleD3D11Texture - Simple D3D11 Texture
Simple program which demonstrates Direct3D11 Texture interoperability with CUDA. The program creates a number of D3D11 Textures (2D, 3D, and CubeMap) which are
written to from CUDA kernels. Direct3D then renders the results on the screen. A Direct3D Capable device is required.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>DirectX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Graphics Interop, Image Processing</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Windows</td>
</tr>
</tbody>
</table>

**simpleD3D9 - Simple Direct3D9 (Vertex Arrays)**

Simple program which demonstrates interoperability between CUDA and Direct3D9. The program generates a vertex array with CUDA and uses Direct3D9 to render the geometry. A Direct3D capable device is required.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>DirectX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Graphics Interop</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Windows</td>
</tr>
</tbody>
</table>

**simpleD3D9Texture - Simple D3D9 Texture**

Simple program which demonstrates Direct3D9 Texture interoperability with CUDA. The program creates a number of D3D9 Textures (2D, 3D, and CubeMap) which are
written to from CUDA kernels. Direct3D then renders the results on the screen. A Direct3D capable device is required.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- DirectX

**Supported SM Architecture**

**CUDA API**

**Key Concepts**
- Graphics Interop, Texture

**Supported OSes**
- Windows

---

**simpleGL - Simple OpenGL**

Simple program which demonstrates interoperability between CUDA and OpenGL. The program modifies vertex positions with CUDA and uses OpenGL to render the geometry.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- X11, GL

**Supported SM Architecture**

**CUDA API**

**Key Concepts**
- Graphics Interop, Vertex Buffers, 3D Graphics

**Supported OSes**
- Linux, Windows, OS X
simpleGLES - Simple OpenGLES

Demonstrates data exchange between CUDA and OpenGL ES (aka Graphics interop). The program modifies vertex positions with CUDA and uses OpenGL ES to render the geometry.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- X11, GLES

**Supported SM Architecture**

**CUDA API**

**Key Concepts**
- Graphics Interop, Vertex Buffers, 3D Graphics

**Supported OSes**
- Linux

---

simpleGLES_EGLOutput - Simple OpenGLES EGLOutput

Demonstrates data exchange between CUDA and OpenGL ES (aka Graphics interop). The program modifies vertex positions with CUDA and uses OpenGL ES to render the geometry, and shows how to render directly to the display using the EGLOutput mechanism and the DRM library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- EGLOutput, GLES

**Supported SM Architecture**

**CUDA API**

**Key Concepts**
- Graphics Interop, Vertex Buffers, 3D Graphics

**Supported OSes**
- Linux
simpleGLES_screen - Simple OpenGLES on Screen

Demonstrates data exchange between CUDA and OpenGL ES (aka Graphics interop). The program modifies vertex positions with CUDA and uses OpenGL ES to render the geometry.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- screen, GLES

**Supported SM Architecture**

**CUDA API**
- cudaGraphicsMapResources, cudaGraphicsUnmapResources,
  cudaGraphicsResourceGetMappedPointer, cudaGraphicsRegisterResource,
  cudaGraphicsGLRegisterBuffer, cudaGraphicsUnregisterResource

**Key Concepts**
- Graphics Interop, Vertex Buffers, 3D Graphics

**Supported OSes**
- Linux

simpleTexture3D - Simple Texture 3D

Simple example that demonstrates use of 3D Textures in CUDA.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- X11, GL

**Supported SM Architecture**

**CUDA API**
- cudaGraphicsMapResources, cudaGraphicsUnmapResources,
  cudaGraphicsResourceGetMappedPointer, cudaGraphicsRegisterResource,
  cudaGraphicsGLRegisterBuffer, cudaGraphicsUnregisterResource

**Key Concepts**
- Graphics Interop, Image Processing, 3D Textures, Surface Writes

**Supported OSes**
- Linux, Windows, OS X
SLID3D10Texture - SLI D3D10 Texture

Simple program which demonstrates SLI with Direct3D10 Texture interoperability with CUDA. The program creates a D3D10 Texture which is written to from a CUDA kernel. Direct3D then renders the results on the screen. A Direct3D Capable device is required.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies
DirectX

Supported SM

CUDA API
cudaD3D10GetDevice, cudaD3D10SetDirect3DDevice,
cudaGraphicsD3D10RegisterResource, cudaGraphicsResourceSetMapFlags,
cudaGraphicsSubResourceGetMappedArray, cudaMemcpy2DToArray,
cudaGraphicsUnregisterResource

Key Concepts
Performance Strategies, Graphics Interop, Image Processing, 2D Textures

Supported OSes
Windows

volumeFiltering - Volumetric Filtering with 3D Textures and Surface Writes

This sample demonstrates 3D Volumetric Filtering using 3D Textures and 3D Surface Writes.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies
X11, GL

Supported SM

CUDA API
cudaGraphicsMapResources, cudaGraphicsUnmapResources,
cudaGraphicsResourceGetMappedPointer, cudaGraphicsRegisterResource,
cudaGraphicsGLRegisterBuffer, cudaGraphicsUnregisterResource

Key Concepts
Graphics Interop, Image Processing, 3D Textures, Surface Writes

Supported OSes
Linux, Windows, OS X
volumeRender - Volume Rendering with 3D Textures

This sample demonstrates basic volume rendering using 3D Textures.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies: X11, GL
Key Concepts: Graphics Interop, Image Processing, 3D Textures
Supported OSes: Linux, Windows, OS X

3.4. Imaging Reference

bicubicTexture - Bicubic B-spline Interpolation

This sample demonstrates how to efficiently implement a Bicubic B-spline interpolation filter with CUDA texture.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies: X11, GL
Key Concepts: Graphics Interop, Image Processing
Supported OSes: Linux, Windows, OS X
bilateralFilter - Bilateral Filter

Bilateral filter is an edge-preserving non-linear smoothing filter that is implemented with CUDA with OpenGL rendering. It can be used in image recovery and denoising. Each pixel is weight by considering both the spatial distance and color distance between its neighbors. Reference: "C. Tomasi, R. Manduchi, Bilateral Filtering for Gray and Color Images, proceeding of the ICCV, 1998, http://users.soe.ucsc.edu/~manduchi/Papers/ICCV98.pdf"

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>X11, GL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Graphics Interop, Image Processing</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

boxFilter - Box Filter

Fast image box filter using CUDA with OpenGL rendering.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>X11, GL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Graphics Interop, Image Processing</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>
convolutionFFT2D - FFT-Based 2D Convolution

This sample demonstrates how 2D convolutions with very large kernel sizes can be efficiently implemented using FFT transformations.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: CUFFT
- **CUDA API**: cufftPlan2d, cufftExecR2C, cufftExecC2R, cufftDestroy
- **Key Concepts**: Image Processing, CUFFT Library
- **Supported OSes**: Linux, Windows, OS X

convolutionSeparable - CUDA Separable Convolution

This sample implements a separable convolution filter of a 2D signal with a gaussian kernel.

- **Key Concepts**: Image Processing, Data Parallel Algorithms
- **Supported OSes**: Linux, Windows, OS X
- **Whitepaper**: convolutionSeparable.pdf

convolutionTexture - Texture-based Separable Convolution

Texture-based implementation of a separable 2D convolution with a gaussian kernel. Used for performance comparison against convolutionSeparable.

- **Key Concepts**: Image Processing, Texture, Data Parallel Algorithms
- **Supported OSes**: Linux, Windows, OS X
cudaDecodeD3D9 - CUDA Video Decoder D3D9 API

This sample demonstrates how to efficiently use the CUDA Video Decoder API to decode MPEG-2, VC-1, or H.264 sources. YUV to RGB conversion of video is accomplished with CUDA kernel. The output result is rendered to a D3D9 surface. The decoded video is not displayed on the screen, but with -displayvideo at the command line parameter, the video output can be seen. Requires a Direct3D capable device and Compute Capability 2.0 or higher.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- DirectX

**Supported SM Architecture**

**CUDA API**

**Key Concepts**
- Graphics Interop, Image Processing, Video Compression

**Supported OSes**
- Windows

**Whitepaper**
- CUDA_Video_Decoder.pdf

cudaDecodeGL - CUDA Video Decoder GL API

This sample demonstrates how to efficiently use the CUDA Video Decoder API to decode video sources based on MPEG-2, VC-1, and H.264. YUV to RGB conversion of video is accomplished with CUDA kernel. The output result is rendered to a OpenGL surface. The decoded video is black, but can be enabled with -displayvideo added to the command line. Requires Compute Capability 2.0 or higher.
This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**

- X11, GL, cuvid

**Supported SM Architecture**


**CUDA API**

- cuDeviceGet, cuDeviceGetAttribute, cuDeviceComputeCapability,
- cuDeviceGetCount, cuDeviceGetName, cuDeviceTotalMem,
- cuGLCtxCreate, cuGLGetDevice, cuModuleLoad, cuModuleUnload,
- cuModuleGetFunction, cuModuleGetGlobal, cuModuleLoadDataEx,
- cuModuleGetTexRef, cuGLMapResources, cuGLUnmapResources,
- cuGLResourceRegisterResource, cuGLUnregisterResource, cuGLResourceSetMapFlags,
- cuGLResourceGetMappedPointer, cuGLResourceGetMappedPitch,
- cuParamSetv, cuParamSeti, cuParamSetSize, cuLaunchGridAsync,
- cuCtxCreate, cuMemAlloc, cuMemFree, cuMemAllocHost, cuMemFreeHost,
- cuMemcpyDtoHAsync, cuMemsetD8, cuStreamCreate, cuCtxPushCurrent,
- cuCtxPopCurrent, cuvidCreateDecoder, cuvidDecodePicture,
- cuvidMapVideoFrame, cuvidUnmapVideoFrame, cuvidDestroyDecoder,
- cuvidCtxLockCreate, cuvidCtxLockDestroy, cuCtxDestroy

**Key Concepts**

- Graphics Interop, Image Processing, Video Compression

**Supported OSes**

- Linux, Windows

**Whitepaper**

- CUDA_Video_Decoder.pdf

**dct8x8 - DCT8x8**

This sample demonstrates how Discrete Cosine Transform (DCT) for blocks of 8 by 8 pixels can be performed using CUDA: a naive implementation by definition and a more traditional approach used in many libraries. As opposed to implementing DCT in a fragment shader, CUDA allows for an easier and more efficient implementation.

**Supported SM Architecture**


**Key Concepts**

- Image Processing, Video Compression

**Supported OSes**

- Linux, Windows, OS X

**Whitepaper**

- dct8x8.pdf
## dwtHaar1D - 1D Discrete Haar Wavelet Decomposition

Discrete Haar wavelet decomposition for 1D signals with a length which is a power of 2.

**Supported SM Architecture**


**Key Concepts**

Image Processing, Video Compression

**Supported OSes**

Linux, Windows, OS X

## dxtc - DirectX Texture Compressor (DXTC)

High Quality DXT Compression using CUDA. This example shows how to implement an existing computationally-intensive CPU compression algorithm in parallel on the GPU, and obtain an order of magnitude performance improvement.

**Supported SM Architecture**


**Key Concepts**

Cooperative Groups, Image Processing, Image Compression

**Supported OSes**

Linux, Windows, OS X

**Whitepaper**

cuda_dxtc.pdf

## EGLStream_CUDA_CrossGPU

Demonstrates CUDA and EGL Streams interop, where consumer's EGL Stream is on one GPU and producer's on other and both consumer-producer are different processes.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**

EGL

**Supported SM Architecture**


**CUDA API**

CUDA_EGLStreams_Interop - EGLStreams CUDA Interop

Demonstrates data exchange between CUDA and EGL Streams.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Key Concepts
- EGLStreams Interop

Supported OSes
- Linux

EGLSync_CUDA_Interop - EGLSync CUDA Event Interop

Demonstrates interoperability between CUDA Event and EGL Sync/EGL Image using which one can achieve synchronization on GPU itself for GL-EGL-CUDA operations instead of blocking CPU for synchronization.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Key Concepts
- EGLStreams Interop

Supported OSes
- Linux
cuMemFree, cuMemcopy3D, cuStreamCreate, cuCtxPushCurrent, cuCtxPopCurrent, cuCtxDestroy

Key Concepts: EGLSync-CUDAEvent Interop, EGLImage-CUDA Interop

Supported OSes: Linux

histogram - CUDA Histogram

This sample demonstrates efficient implementation of 64-bin and 256-bin histogram.


Key Concepts: Image Processing, Data Parallel Algorithms

Supported OSes: Linux, Windows, OS X

Whitepaper: histogram.pdf

HSOpticalFlow - Optical Flow

Variational optical flow estimation example. Uses textures for image operations. Shows how simple PDE solver can be accelerated with CUDA.


Key Concepts: Image Processing, Data Parallel Algorithms

Supported OSes: Linux, Windows, OS X

Whitepaper: OpticalFlow.pdf

imageDenoising - Image denoising

This sample demonstrates two adaptive image denoising techniques: KNN and NLM, based on computation of both geometric and color distance between texels. While both techniques are implemented in the DirectX SDK using shaders, massively speeded up variation of the latter technique, taking advantage of shared memory, is implemented in addition to DirectX counterparts.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies: X11, GL

www.nvidia.com
CUDA Samples
postProcessGL - Post-Process in OpenGL

This sample shows how to post-process an image rendered in OpenGL using CUDA.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies
X11, GL

Supported SM

CUDA API
cudaGraphicsMapResources, cudaGraphicsUnmapResources,
cudaGraphicsResourceGetMappedPointer, cudaGraphicsRegisterResource,
cudaGraphicsGLRegisterBuffer, cudaGraphicsUnregisterResource

Key Concepts
Graphics Interop, Image Processing

Supported OSes
Linux, Windows, OS X

recursiveGaussian - Recursive Gaussian Filter

This sample implements a Gaussian blur using Deriche’s recursive method. The advantage of this method is that the execution time is independent of the filter width.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies
X11, GL

Supported SM

CUDA API
cudaGraphicsMapResources, cudaGraphicsUnmapResources,
cudaGraphicsResourceGetMappedPointer, cudaGraphicsRegisterResource,
cudaGraphicsGLRegisterBuffer, cudaGraphicsUnregisterResource
simpleCUDA2GL - CUDA and OpenGL Interop of Images

This sample shows how to copy CUDA image back to OpenGL using the most efficient methods.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies          X11, GL
CUDA API              cudaGraphicsMapResources, cudaGraphicsUnmapResources,
                      cudaGraphicsResourceGetMappedPointer, cudaGraphicsRegisterResource,
                      cudaGraphicsGLRegisterBuffer, cudaGraphicsUnregisterResource
Key Concepts          Graphics Interop, Image Processing, Performance Strategies
Supported OSes        Linux, Windows, OS X

SobelFilter - Sobel Filter

This sample implements the Sobel edge detection filter for 8-bit monochrome images.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies          X11, GL
CUDA API              cudaGraphicsMapResources, cudaGraphicsUnmapResources,
                      cudaGraphicsResourceGetMappedPointer, cudaGraphicsRegisterResource,
                      cudaGraphicsGLRegisterBuffer, cudaGraphicsUnregisterResource
Key Concepts          Graphics Interop, Image Processing
Supported OSes        Linux, Windows, OS X
**stereoDisparity - Stereo Disparity Computation (SAD SIMD Intrinsics)**

A CUDA program that demonstrates how to compute a stereo disparity map using SIMD SAD (Sum of Absolute Difference) intrinsics. Requires Compute Capability 2.0 or higher.

- **Key Concepts**: Image Processing, Video Intrinsics
- **Supported OSes**: Linux, Windows, OS X

---

**3.5. Finance Reference**

**binomialOptions - Binomial Option Pricing**

This sample evaluates fair call price for a given set of European options under binomial model.

- **Key Concepts**: Computational Finance
- **Supported OSes**: Linux, Windows, OS X
- **Whitepaper**: binomialOptions.pdf

---

**binomialOptions_nvrtc - Binomial Option Pricing with libNVRTC**

This sample evaluates fair call price for a given set of European options under binomial model. This sample makes use of NVRTC for Runtime Compilation.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: NVRTC
**Key Concepts**  
Computational Finance, Runtime Compilation

**Supported OSes**  
Linux, Windows, OS X

---

**BlackScholes - Black-Scholes Option Pricing**

This sample evaluates fair call and put prices for a given set of European options by Black-Scholes formula.

**Supported SM Architecture**  

**Key Concepts**  
Computational Finance

**Supported OSes**  
Linux, Windows, OS X

**Whitepaper**  
BlackScholes.pdf

---

**BlackScholes_nvrtc - Black-Scholes Option Pricing with libNVRTC**

This sample evaluates fair call and put prices for a given set of European options by Black-Scholes formula, compiling the CUDA kernels involved at runtime using NVRTC.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**  
NVRTC

**Supported SM Architecture**  

**Key Concepts**  
Computational Finance, Runtime Compilation

**Supported OSes**  
Linux, Windows, OS X

---

**MonteCarloMultiGPU - Monte Carlo Option Pricing with Multi-GPU support**

This sample evaluates fair call price for a given set of European options using the Monte Carlo approach, taking advantage of all CUDA-capable GPUs installed in the system. This sample use double precision hardware if a GTX 200 class GPU is present. The sample also takes advantage of CUDA 4.0 capability to supporting using a single CPU thread to control multiple GPUs
This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- CURAND

**Supported SM Architecture**

**Supported OSes**
- Linux, Windows, OS X

**Whitepaper**
- MonteCarlo.pdf

---

**quasirandomGenerator - Niederreiter Quasirandom Sequence Generator**

This sample implements Niederreiter Quasirandom Sequence Generator and Inverse Cumulative Normal Distribution functions for the generation of Standard Normal Distributions.

**Supported SM Architecture**

**Key Concepts**
- Computational Finance

**Supported OSes**
- Linux, Windows, OS X

---

**quasirandomGenerator_nvrtc - Niederreiter Quasirandom Sequence Generator with libNVRTC**

This sample implements Niederreiter Quasirandom Sequence Generator and Inverse Cumulative Normal Distribution functions for the generation of Standard Normal Distributions, compiling the CUDA kernels involved at runtime using NVRTC.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- NVRTC

**Supported SM Architecture**

**Key Concepts**
- Computational Finance, Runtime Compilation

**Supported OSes**
- Linux, Windows, OS X
SobolQRNG - Sobol Quasirandom Number Generator

This sample implements Sobol Quasirandom Sequence Generator.

- **Key Concepts**: Computational Finance
- **Supported OSes**: Linux, Windows, OS X

3.6. Simulations Reference

**fluidsD3D9 - Fluids (Direct3D Version)**

An example of fluid simulation using CUDA and CUFFT, with Direct3D 9 rendering. A Direct3D Capable device is required.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: DirectX
- **Key Concepts**: Graphics Interop, CUFFT Library, Physically-Based Simulation
- **Supported OSes**: Windows

**fluidsGL - Fluids (OpenGL Version)**

An example of fluid simulation using CUDA and CUFFT, with OpenGL rendering.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.
**fluidsGLES - Fluids (OpenGLES Version)**

An example of fluid simulation using CUDA and CUFFT, with OpenGLES rendering. This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>X11, GLES, CUFFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Graphics Interop, CUFFT Library, Physically-Based Simulation</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
<tr>
<td>Whitepaper</td>
<td>fluidsGL.pdf</td>
</tr>
</tbody>
</table>

**nbody - CUDA N-Body Simulation**

This sample demonstrates efficient all-pairs simulation of a gravitational n-body simulation in CUDA. This sample accompanies the GPU Gems 3 chapter "Fast N-Body Simulation with CUDA". With CUDA 5.5, performance on Tesla K20c has increased to over 1.8TFLOP/s single precision. Double Performance has also improved on all Kepler and Fermi GPU architectures as well. Starting in CUDA 4.0, the nBody sample has been updated to take advantage of new features to easily scale the n-body simulation across multiple GPUs in a single PC. Adding "-numbodies=<bodies>" to the command line will allow users to set # of bodies for simulation. Adding "-numdevices=<N>" to the command line option will cause the sample to use N devices (if available) for simulation. In this mode, the position and velocity data for all bodies are read from system memory.
using “zero copy” rather than from device memory. For a small number of devices (4 or fewer) and a large enough number of bodies, bandwidth is not a bottleneck so we can achieve strong scaling across these devices.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- X11, GL

**Supported SM Architecture**
- SM 6.2, SM 7.0

**CUDA API**
- cudaGraphicsMapResources, cudaGraphicsUnmapResources,
- cudaGraphicsResourceGetMappedPointer, cudaGraphicsRegisterResource,
- cudaGraphicsGLRegisterBuffer, cudaGraphicsUnregisterResource

**Key Concepts**
- Graphics Interop, Data Parallel Algorithms, Physically-Based Simulation

**Supported OSes**
- Linux, Windows, OS X

**Whitepaper**
- nbody_gems3_ch31.pdf

---

**nbody_opengles - CUDA N-Body Simulation with GLES**

This sample demonstrates efficient all-pairs simulation of a gravitational n-body simulation in CUDA. Unlike the OpenGL nbody sample, there is no user interaction.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- X11, GLES

**Supported SM Architecture**
- SM 6.2, SM 7.0

**CUDA API**
- cudaGraphicsMapResources, cudaGraphicsUnmapResources,
- cudaGraphicsResourceGetMappedPointer, cudaGraphicsRegisterResource,
- cudaGraphicsGLRegisterBuffer, cudaGraphicsUnregisterResource

**Key Concepts**
- Graphics Interop, Data Parallel Algorithms, Physically-Based Simulation

**Supported OSes**
- Linux
**nbody_screen** - CUDA N-Body Simulation on Screen

This sample demonstrates efficient all-pairs simulation of a gravitational n-body simulation in CUDA. Unlike the OpenGL nbody sample, there is no user interaction.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

### Dependencies
- screen, GLES

### Supported SM Architecture

### CUDA API

### Key Concepts
- Graphics Interop, Data Parallel Algorithms, Physically-Based Simulation

### Supported OSes
- Linux

---

**oceanFFT** - CUDA FFT Ocean Simulation

This sample simulates an Ocean height field using CUFFT Library and renders the result using OpenGL.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

### Dependencies
- X11, GL, CUFFT

### Supported SM Architecture

### CUDA API

### Key Concepts
- Graphics Interop, Image Processing, CUFFT Library

### Supported OSes
- Linux, Windows, OS X
particles - Particles

This sample uses CUDA to simulate and visualize a large set of particles and their physical interaction. Adding "-particles=<N>" to the command line will allow users to set # of particles for simulation. This example implements a uniform grid data structure using either atomic operations or a fast radix sort from the Thrust library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies
- X11, GL

Supported SM Architecture

CUDA API

Key Concepts
- Graphics Interop, Data Parallel Algorithms, Physically-Based Simulation, Performance Strategies

Supported OSes
- Linux, Windows, OS X

Whitepaper
- particles.pdf

smokeParticles - Smoke Particles

Smoke simulation with volumetric shadows using half-angle slicing technique. Uses CUDA for procedural simulation, Thrust Library for sorting algorithms, and OpenGL for graphics rendering.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies
- X11, GL

Supported SM Architecture

CUDA API

Key Concepts
- Graphics Interop, Data Parallel Algorithms, Physically-Based Simulation
VFlockingD3D10

The sample models formation of V-shaped flocks by big birds, such as geese and cranes. The algorithms of such flocking are borrowed from the paper "V-like formations in flocks of artificial birds" from Artificial Life, Vol. 14, No. 2, 2008. The sample has CPU- and GPU-based implementations. Press 'g' to toggle between them. The GPU-based simulation works many times faster than the CPU-based one. The printout in the console window reports the simulation time per step. Press 'r' to reset the initial distribution of birds.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>DirectX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Graphics Interop, Data Parallel Algorithms, Physically-Based Simulation, Performance Strategies</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Windows</td>
</tr>
</tbody>
</table>

3.7. Advanced Reference

alignedTypes - Aligned Types

A simple test, showing huge access speed gap between aligned and misaligned structures.

| Key Concepts             | Performance Strategies                      |
c++11_cuda - C++11 CUDA

This sample demonstrates C++11 feature support in CUDA. It scans a input text file and prints no. of occurrences of x, y, z, w characters.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CPP11</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>CPP11 CUDA</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, OS X</td>
</tr>
</tbody>
</table>

cdpAdvancedQuicksort - Advanced Quicksort (CUDA Dynamic Parallelism)

This sample demonstrates an advanced quicksort implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CDP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Cooperative Groups, CUDA Dynamic Parallelism</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>
cdpBezierTessellation - Bezier Line Tessellation (CUDA Dynamic Parallelism)

This sample demonstrates bezier tessellation of lines implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CDP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>CUDA Dynamic Parallelism</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

cdpLUDecomposition - LU Decomposition (CUDA Dynamic Parallelism)

This sample demonstrates LU Decomposition implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CDP, CUBLAS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>CUDA Dynamic Parallelism</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

cdpQuadtree - Quad Tree (CUDA Dynamic Parallelism)

This sample demonstrates Quad Trees implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.
This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**concurrentKernels - Concurrent Kernels**

This sample demonstrates the use of CUDA streams for concurrent execution of several kernels on devices of compute capability 2.0 or higher. Devices of compute capability 1.x will run the kernels sequentially. It also illustrates how to introduce dependencies between CUDA streams with the new cudaStreamWaitEvent function introduced in CUDA 3.2.

**conjugateGradientMultiBlockCG - conjugateGradient using MultiBlock Cooperative Groups**

This sample implements a conjugate gradient solver on GPU using Multi Block Cooperative Groups, also uses Unified Memory.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.
Supported OSes  Linux, Windows

conjugateGradientMultiDeviceCG - conjugateGradient using MultiDevice Cooperative Groups

This sample implements a conjugate gradient solver on multiple GPUs using Multi Device Cooperative Groups, also uses Unified Memory optimized using prefetching and usage hints.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies  UVM, MDCG
Supported SM  SM 6.0, SM 6.1, SM 6.2, SM 7.0
Architecture
CUDA API  cudaMemAdvise, cudaMemPrefetchAsync, cudaLaunchCooperativeKernelMultiDevice, cudaStreamSynchronize, cudaOccupancyMaxActiveBlocksPerMultiprocessor
Key Concepts  Unified Memory, Linear Algebra, Cooperative Groups, MultiDevice Cooperative Groups
Supported OSes  Linux, Windows

eigenvalues - Eigenvalues

The computation of all or a subset of all eigenvalues is an important problem in Linear Algebra, statistics, physics, and many other fields. This sample demonstrates a parallel implementation of a bisection algorithm for the computation of all eigenvalues of a tridiagonal symmetric matrix of arbitrary size with CUDA.

Architecture
Key Concepts  Linear Algebra
Supported OSes  Linux, Windows, OS X
Whitepaper  eigenvalues.pdf
fastWalshTransform - Fast Walsh Transform

Naturally(Hadamard)-ordered Fast Walsh Transform for batching vectors of arbitrary eligible lengths that are power of two in size.

- **Key Concepts**: Linear Algebra, Data-Parallel Algorithms, Video Compression
- **Supported OSes**: Linux, Windows, OS X

FDTD3d - CUDA C 3D FDTD

This sample applies a finite differences time domain progression stencil on a 3D surface.

- **Key Concepts**: Performance Strategies
- **Supported OSes**: Linux, Windows, OS X

FunctionPointers - Function Pointers

This sample illustrates how to use function pointers and implements the Sobel Edge Detection filter for 8-bit monochrome images.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: X11, GL
- **Key Concepts**: Graphics Interop, Image Processing
- **Supported OSes**: Linux, Windows, OS X

interval - Interval Computing

Interval arithmetic operators example. Uses various C++ features (templates and recursion). The recursive mode requires Compute SM 2.0 capabilities.
### lineOfSight - Line of Sight

This sample is an implementation of a simple line-of-sight algorithm: Given a height map and a ray originating at some observation point, it computes all the points along the ray that are visible from the observation point. The implementation is based on the Thrust library (http://code.google.com/p/thrust/).

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

### matrixMulDynlinkJIT - Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version)

This sample revisits matrix multiplication using the CUDA driver API. It demonstrates how to link to CUDA driver at runtime and how to use JIT (just-in-time) compilation from PTX code. It has been written for clarity of exposition to illustrate various CUDA programming principles, not with the goal of providing the most performant generic kernel for matrix multiplication. CUBLAS provides high-performance matrix multiplication.

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>CUDA API</td>
<td>cuModuleLoad, cuModuleLoadDataEx, cuModuleGetFunction, cuMemAlloc, cuMemFree, cuMemcpyHtoD, cuMemcpyDtoH, cuLaunchKernel</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>CUDA Driver API, CUDA Dynamically Linked Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

### mergeSort - Merge Sort

This sample implements a merge sort (also known as Batcher’s sort), algorithms belonging to the class of sorting networks. While generally subefficient on large sequences compared to algorithms with better asymptotic algorithmic complexity (i.e. merge sort or radix sort), may be the algorithms of choice for sorting batches of short-
to mid-sized (key, value) array pairs. Refer to the excellent tutorial by H. W. Lang http://www.iti.fh-flensburg.de/lang/algorithmen/sortieren/networks/indexen.htm

**newdelete - NewDelete**

This sample demonstrates dynamic global memory allocation through device C++ new and delete operators and virtual function declarations available with CUDA 4.0.

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

**ptxjit - PTX Just-in-Time compilation**

This sample uses the Driver API to just-in-time compile (JIT) a Kernel from PTX code. Additionally, this sample demonstrates the seamless interoperability capability of the CUDA Runtime and CUDA Driver API calls. For CUDA 5.5, this sample shows how to use cuLink* functions to link PTX assembly using the CUDA driver at runtime.

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>CUDA Driver API</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

**radixSortThrust - CUDA Radix Sort (Thrust Library)**

This sample demonstrates a very fast and efficient parallel radix sort uses Thrust library. The included RadixSort class can sort either key-value pairs (with float or unsigned integer keys) or keys only.

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Data-Parallel Algorithms, Performance Strategies</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
<tr>
<td>Whitepaper</td>
<td>readme.txt</td>
</tr>
</tbody>
</table>
reduction - CUDA Parallel Reduction

A parallel sum reduction that computes the sum of a large arrays of values. This sample demonstrates several important optimization strategies for Data-Parallel Algorithms like reduction.

- **Key Concepts**: Data-Parallel Algorithms, Performance Strategies
- **Supported OSes**: Linux, Windows, OS X

reductionMultiBlockCG - Reduction using MultiBlock Cooperative Groups

This sample demonstrates single pass reduction using Multi Block Cooperative Groups. This sample requires devices with compute capability 6.0 or higher having compute preemption.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: MBCG
- **Supported SM Architecture**: SM 6.0, SM 6.1, SM 6.2, SM 7.0
- **Key Concepts**: Cooperative Groups, MultiBlock Cooperative Groups
- **Supported OSes**: Linux, Windows

scalarProd - Scalar Product

This sample calculates scalar products of a given set of input vector pairs.

- **Key Concepts**: Linear Algebra
- **Supported OSes**: Linux, Windows, OS X
scan - CUDA Parallel Prefix Sum (Scan)
This example demonstrates an efficient CUDA implementation of parallel prefix sum, also known as "scan". Given an array of numbers, scan computes a new array in which each element is the sum of all the elements before it in the input array.

Key Concepts: Data-Parallel Algorithms, Performance Strategies
Supported OSes: Linux, Windows, OS X

segmentationTreeThrust - CUDA Segmentation Tree Thrust Library
This sample demonstrates an approach to the image segmentation trees construction. This method is based on Boruvka’s MST algorithm.

Key Concepts: Data-Parallel Algorithms, Performance Strategies
Supported OSes: Linux, Windows, OS X

shfl_scan - CUDA Parallel Prefix Sum with Shuffle Intrinsics (SHFL_Scan)
This example demonstrates how to use the shuffle intrinsic __shfl_up to perform a scan operation across a thread block. A GPU with Compute Capability SM 3.0. is required to run the sample

Key Concepts: Data-Parallel Algorithms, Performance Strategies
Supported OSes: Linux, Windows, OS X

simpleHyperQ
This sample demonstrates the use of CUDA streams for concurrent execution of several kernels on devices which provide HyperQ (SM 3.5). Devices without HyperQ (SM 2.0 and SM 3.0) will run a maximum of two kernels concurrently.
sortingNetworks - CUDA Sorting Networks

This sample implements bitonic sort and odd-even merge sort (also known as Batch's sort), algorithms belonging to the class of sorting networks. While generally subefficient, for large sequences compared to algorithms with better asymptotic algorithmic complexity (i.e. merge sort or radix sort), this may be the preferred algorithms of choice for sorting batches of short-sized to mid-sized (key, value) array pairs. Refer to an excellent tutorial by H. W. Lang http://www.iti.fh-flensburg.de/lang/algorithmen/sortieren/networks/indexen.htm

StreamPriorities - Stream Priorities

This sample demonstrates basic use of stream priorities.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

threadFenceReduction

This sample shows how to perform a reduction operation on an array of values using the thread Fence intrinsic to produce a single value in a single kernel (as opposed
Samples Reference

www.nvidia.com
CUDA Samples

threadMigration - CUDA Context Thread Management

Simple program illustrating how to the CUDA Context Management API and uses the new CUDA 4.0 parameter passing and CUDA launch API. CUDA contexts can be created separately and attached independently to different threads.

Architecture  6.2, SM 7.0
CUDA API  cuCtxCreate, cuCtxDestroy, cuModuleLoad, cuModuleLoadDataEx, cuModuleGetFunction, cuLaunchKernel, cudaMemcpyDtoH, cuCtxPushCurrent, cuCtxPopCurrent
Key Concepts  CUDA Driver API
Supported OSes  Linux, Windows, OS X

transpose - Matrix Transpose

This sample demonstrates Matrix Transpose. Different performance are shown to achieve high performance.

Architecture  6.2, SM 7.0
Key Concepts  Performance Strategies, Linear Algebra
Supported OSes  Linux, Windows, OS X
Whitepaper  MatrixTranspose.pdf

warpAggregatedAtomicsCG - Warp Aggregated Atomics using Cooperative Groups

This sample demonstrates how using Cooperative Groups (CG) to perform warp aggregated atomics, a useful technique to improve performance when many threads atomically add to a single counter.
3.8. Cudalibraries Reference

batchCUBLAS

A CUDA Sample that demonstrates how using batched CUBLAS API calls to improve overall performance.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies
- CUBLAS

Supported SM

Key Concepts
- Linear Algebra, CUBLAS Library

Supported OSes
- Linux, Windows, OS X

BiCGStab

A CUDA Sample that demonstrates Bi-Conjugate Gradient Stabilized (BiCGStab) iterative method for nonsymmetric and symmetric positive definite (s.p.d.) linear systems using CUSPARSE and CUBLAS.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies
- CUSPARSE, CUBLAS

Supported SM

Key Concepts
- Linear Algebra, CUBLAS Library, CUSPARSE Library

Supported OSes
- Linux, Windows, OS X
boundSegmentsNPP - Bound Segments NPP

An NPP CUDA Sample that demonstrates using nppiLabelMarkers to generate connected region segment labels in an 8-bit grayscale image then compressing the sparse list of generated labels into the minimum number of uniquely labeled regions in the image using nppiCompressMarkerLabels. Finally a boundary is added surrounding each segmented region in the image using nppiBoundSegments.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
Freemage, NPP

**Supported SM Architecture**

**Key Concepts**
Performance Strategies, Image Processing, NPP Library

**Supported OSes**
Linux, Windows, OS X

boxFilterNPP - Box Filter with NPP

A NPP CUDA Sample that demonstrates how to use NPP FilterBox function to perform a Box Filter.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
Freemage, NPP

**Supported SM Architecture**

**Key Concepts**
Performance Strategies, Image Processing, NPP Library

**Supported OSes**
Linux, Windows, OS X

cannyEdgeDetectorNPP - Canny Edge Detector NPP

An NPP CUDA Sample that demonstrates the recommended parameters to use with the nppiFilterCannyBorder_8u_C1R Canny Edge Detection image filter function. This function expects a single channel 8-bit grayscale input image. You can generate a grayscale image from a color image by first calling nppiColorToGray() or
nppiRGBToGray(). The Canny Edge Detection function combines and improves on the techniques required to produce an edge detection image using multiple steps.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**  
Freelimage, NPP

**Supported SM Architecture**  

**Key Concepts**  
Performance Strategies, Image Processing, NPP Library

**Supported OSes**  
Linux, Windows, OS X

### conjugateGradient - ConjugateGradient

This sample implements a conjugate gradient solver on GPU using CUBLAS and CUSPARSE library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**  
CUBLAS, CUSPARSE

**Supported SM Architecture**  

**Key Concepts**  
Linear Algebra, CUBLAS Library, CUSPARSE Library

**Supported OSes**  
Linux, Windows, OS X

### conjugateGradientPrecond - Preconditioned Conjugate Gradient

This sample implements a preconditioned conjugate gradient solver on GPU using CUBLAS and CUSPARSE library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**  
CUBLAS, CUSPARSE
**conjugateGradientUM - ConjugateGradientUM**

This sample implements a conjugate gradient solver on GPU using CUBLAS and CUSPARSE library, using Unified Memory.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- UVM, CUBLAS, CUSPARSE

**Supported SM Architecture**

**Key Concepts**
- Unified Memory, Linear Algebra, CUBLAS Library, CUSPARSE Library

**Supported OSes**
- Linux, Windows, OS X

---

**cuHook - CUDA Interception Library**

This sample demonstrates how to build and use an intercept library with CUDA. The library has to be loaded via LD_PRELOAD, e.g. LD_PRELOAD=<full_path>/libcuhook.so.1 ./cuHook

**Supported SM Architecture**

**Supported OSes**
- Linux

---

**cuSolverDn_LinearSolver - cuSolverDn Linear Solver**

A CUDA Sample that demonstrates cuSolverDN’s LU, QR and Cholesky factorization.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- CUSOLVER, CUBLAS, CUSPARSE
cuSolverRf - cuSolverRf Refactorization

A CUDA Sample that demonstrates cuSolver’s refactorization library - CUSOLVERRF.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
CUSOLVER, CUBLAS, CUSPARSE

**Supported SM Architecture**

**Key Concepts**
Linear Algebra, CUSOLVER Library

**Supported OSes**
Linux, Windows, OS X

cuSolverSp_LinearSolver - cuSolverSp Linear Solver

A CUDA Sample that demonstrates cuSolverSP's LU, QR and Cholesky factorization.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
CUSOLVER, CUSPARSE

**Supported SM Architecture**

**Key Concepts**
Linear Algebra, CUSOLVER Library

**Supported OSes**
Linux, Windows, OS X

cuSolverSp_LowlevelCholesky - cuSolverSp LowlevelCholesky Solver

A CUDA Sample that demonstrates Cholesky factorization using cuSolverSP's low level APIs.
This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

### Dependencies
CUSOLVER,CUSPARSE

### Supported SM Architecture

### Key Concepts
Linear Algebra, CUSOLVER Library

### Supported OSes
Linux, Windows, OS X

---

**cuSolverSp_LowlevelQR - cuSolverSp Lowlevel QR Solver**

A CUDA Sample that demonstrates QR factorization using cuSolverSp’s low level APIs.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

### Dependencies
CUSOLVER,CUSPARSE

### Supported SM Architecture

### Key Concepts
Linear Algebra, CUSOLVER Library

### Supported OSes
Linux, Windows, OS X

---

**FilterBorderControlNPP - Filter Border Control NPP**

This NPP CUDA Sample demonstrates how any border version of an NPP filtering function can be used in the most common mode (with border control enabled), can be used to duplicate the results of the equivalent non-border version of the NPP function, and can be used to enable and disable border control on various source image edges depending on what portion of the source image is being used as input.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

### Dependencies
FreeImage,NPP

### Supported SM Architecture
**freemageInteropNPP - FreeImage and NPP Interopability**

A simple CUDA Sample demonstrate how to use FreeImage library with NPP.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- FreeImage, NPP

**Supported SM Architecture**

**Key Concepts**
- Performance Strategies, Image Processing, NPP Library

**Supported OSes**
- Linux, Windows, OS X

**histEqualizationNPP - Histogram Equalization with NPP**

This CUDA Sample demonstrates how to use NPP for histogram equalization for image data.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- FreeImage, NPP

**Supported SM Architecture**

**Key Concepts**
- Image Processing, Performance Strategies, NPP Library

**Supported OSes**
- Linux, Windows, OS X

**jpegNPP - JPEG encode/decode and resize with NPP**

This sample demonstrates a simple image processing pipeline. First, a JPEG file is huffman decoded and inverse DCT transformed and dequantized. Then the different
plances are resized. Finally, the resized image is quantized, forward DCT transformed and huffman encoded.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**  
Freelimage, NPP

**Supported SM Architecture**  

**CUDA API**  
nppGetGpuComputeCapability, nppiDCTInitAlloc,  
nppiDecodeHuffmanScanHost_JPEG_8u16s_P3R,  
nppiDCTQuantInv8x8LS_JPEG_16s8u_C1R_NEW, nppiResizeSqrPixel_8u_C1R,  
nppiEncodeHuffmanGetSize, nppiDCTFree

**Supported OSes**  
Linux, Windows, OS X

---

**MC_EstimatePiInlineP - Monte Carlo Estimation of Pi (inline PRNG)**

This sample uses Monte Carlo simulation for Estimation of Pi (using inline PRNG). This sample also uses the NVIDIA CURAND library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**  
CURAND

**Supported SM Architecture**  

**Key Concepts**  
Random Number Generator, Computational Finance, CURAND Library

**Supported OSes**  
Linux, Windows, OS X

---

**MC_EstimatePiInlineQ - Monte Carlo Estimation of Pi (inline QRNG)**

This sample uses Monte Carlo simulation for Estimation of Pi (using inline QRNG). This sample also uses the NVIDIA CURAND library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample
will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**MC_EstimatePiP - Monte Carlo Estimation of Pi (batch PRNG)**

This sample uses Monte Carlo simulation for Estimation of Pi (using batch PRNG). This sample also uses the NVIDIA CURAND library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**MC_EstimatePiQ - Monte Carlo Estimation of Pi (batch QRNG)**

This sample uses Monte Carlo simulation for Estimation of Pi (using batch QRNG). This sample also uses the NVIDIA CURAND library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.
MC_SingleAsianOptionP - Monte Carlo Single Asian Option

This sample uses Monte Carlo to simulate Single Asian Options using the NVIDIA CURAND library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: CURAND
- **Key Concepts**: Random Number Generator, Computational Finance, CURAND Library
- **Supported OSes**: Linux, Windows, OS X

MersenneTwisterGP11213

This sample demonstrates the Mersenne Twister random number generator GP11213 in cuRAND.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: CURAND
- **Key Concepts**: Computational Finance, CURAND Library
- **Supported OSes**: Linux, Windows, OS X

nvgraph_Pagerank - NVGRAPH Page Rank

A CUDA Sample that demonstrates Page Rank computation using NVGRAPH Library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample
will not be installed. If these dependencies are available, but not installed, the sample
will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>NVGRAPH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Graph Analytics, NVGRAPH Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

nvgraph_SemiRingSpMV - NVGRAPH Semi-Ring SpMV

A CUDA Sample that demonstrates Semi-Ring SpMV using NVGRAPH Library.

This sample depends on other applications or libraries to be present on the system to
either build or run. If these dependencies are not available on the system, the sample
will not be installed. If these dependencies are available, but not installed, the sample
will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>NVGRAPH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Graph Analytics, NVGRAPH Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

nvgraph_SpectralClustering - NVGRAPH Spectral Clustering

A CUDA Sample that demonstrates Spectral Clustering using NVGRAPH Library.

This sample depends on other applications or libraries to be present on the system to
either build or run. If these dependencies are not available on the system, the sample
will not be installed. If these dependencies are available, but not installed, the sample
will waive itself at build time.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>NVGRAPH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Graph Analytics, NVGRAPH Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>
nvgraph_SSSP - NVGRAPH Single Source Shortest Path

A CUDA Sample that demonstrates Single Source Shortest Path (SSSP) computation using NVGRAPH Library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- NVGRAPH

**Supported SM Architecture**

**Key Concepts**
- Graph Analytics, NVGRAPH Library

**Supported OSes**
- Linux, Windows, OS X

randomFog - Random Fog

This sample illustrates pseudo- and quasi- random numbers produced by CURAND.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- X11, GL, CURAND

**Supported SM Architecture**

**Key Concepts**
- 3D Graphics, CURAND Library

**Supported OSes**
- Linux, Windows, OS X

simpleCUBLAS - Simple CUBLAS

Example of using CUBLAS using the new CUBLAS API interface available in CUDA 4.0.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- CUBLAS
simpleCUBLASXT - Simple CUBLAS XT

Example of using CUBLAS-XT library.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies  CUBLAS
Architecture  6.2, SM 7.0
Key Concepts  CUBLAS-XT Library
Supported OSes  Linux, Windows, OS X

simpleCUFFT - Simple CUFFT

Example of using CUFFT. In this example, CUFFT is used to compute the 1D-convolution of some signal with some filter by transforming both into frequency domain, multiplying them together, and transforming the signal back to time domain. cuFFT plans are created using simple and advanced API functions.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

Dependencies  CUFFT
Architecture  6.2, SM 7.0
Key Concepts  Image Processing, CUFFT Library
Supported OSes  Linux, Windows, OS X
simpleCUFFT_2d_MGPU - SimpleCUFFT_2d_MGPU

Example of using CUFFT. In this example, CUFFT is used to compute the 2D-convolution of some signal with some filter by transforming both into frequency domain, multiplying them together, and transforming the signal back to time domain on Multiple GPU.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- CUFFT

**Supported SM Architecture**

**Key Concepts**
- Image Processing, CUFFT Library

**Supported OSes**
- Linux, Windows, OS X

simpleCUFFT_callback - Simple CUFFT Callbacks

Example of using CUFFT. In this example, CUFFT is used to compute the 1D-convolution of some signal with some filter by transforming both into frequency domain, multiplying them together, and transforming the signal back to time domain. The difference between this example and the Simple CUFFT example is that the multiplication step is done by the CUFFT kernel with a user-supplied CUFFT callback routine, rather than by a separate kernel call.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

**Dependencies**
- callback, CUFFT

**Supported SM Architecture**

**Key Concepts**
- Image Processing, CUFFT Library

**Supported OSes**
- Linux
simpleCUFFT_MGPU - Simple CUFFT_MGPU

Example of using CUFFT. In this example, CUFFT is used to compute the 1D-convolution of some signal with some filter by transforming both into frequency domain, multiplying them together, and transforming the signal back to time domain on Multiple GPU.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: CUFFT
- **Architecture**: 6.2, SM 7.0
- **Key Concepts**: Image Processing, CUFFT Library
- **Supported OSes**: Linux, Windows, OS X

simpleDevLibCUBLAS - simpleDevLibCUBLAS GPU Device API Library Functions (CUDA Dynamic Parallelism)

This sample implements a simple CUBLAS function calls that call GPU device API library running CUBLAS functions. This sample requires a SM 3.5 capable device.

This sample depends on other applications or libraries to be present on the system to either build or run. If these dependencies are not available on the system, the sample will not be installed. If these dependencies are available, but not installed, the sample will waive itself at build time.

- **Dependencies**: CDP, CUBLAS
- **CUDA API**: cublasCreate, cublasSetVector, cublasSgemm, cudaMalloc, cudaFree, cudaMemcpy
- **Key Concepts**: CUDA Dynamic Parallelism, Linear Algebra
- **Supported OSes**: Linux, Windows, OS X
Chapter 4.
DEPENDENCIES

Some CUDA Samples rely on third-party applications and/or libraries, or features provided by the CUDA Toolkit and Driver, to either build or execute. These dependencies are listed below.

If a sample has a dependency that is not available on the system, the sample will not be installed. If a sample has a third-party dependency that is available on the system, but is not installed, the sample will waive itself at build time.

Each sample’s dependencies are listed in the Samples Reference section.

Third-Party Dependencies

These third-party dependencies are required by some CUDA samples. If available, these dependencies are either installed on your system automatically, or are installable via your system’s package manager (Linux) or a third-party website.

FreeImage

FreeImage is an open source imaging library. FreeImage can usually be installed on Linux using your distribution’s package manager system. FreeImage can also be downloaded from the FreeImage website. FreeImage is also redistributed with the CUDA Samples.

Message Passing Interface

MPI (Message Passing Interface) is an API for communicating data between distributed processes. A MPI compiler can be installed using your Linux distribution’s package manager system. It is also available on some online resources, such as Open MPI. On Windows, to build and run MPI-CUDA applications one can install MS-MPI SDK.

Only 64-Bit

Some samples can only be run on a 64-bit operating system.
DirectX

DirectX is a collection of APIs designed to allow development of multimedia applications on Microsoft platforms. For Microsoft platforms, NVIDIA’s CUDA Driver supports DirectX. Several CUDA Samples for Windows demonstrates CUDA-DirectX Interoperability, for building such samples one needs to install Direct X SDK (June 2010 or newer), this is required to be installed on Windows 7, Windows 10 and Windows Server 2008, Other Windows OSes do not need to explicitly install the DirectX SDK.

OpenGL

OpenGL is a graphics library used for 2D and 3D rendering. On systems which support OpenGL, NVIDIA’s OpenGL implementation is provided with the CUDA Driver.

OpenGL ES

OpenGL ES is an embedded systems graphics library used for 2D and 3D rendering. On systems which support OpenGL ES, NVIDIA’s OpenGL ES implementation is provided with the CUDA Driver.

OpenMP

OpenMP is an API for multiprocessing programming. OpenMP can be installed using your Linux distribution’s package manager system. It usually comes preinstalled with GCC. It can also be found at the OpenMP website.

Screen

Screen is a windowing system found on the QNX operating system. Screen is usually found as part of the root filesystem.

X11

X11 is a windowing system commonly found on *-nix style operating systems. X11 can be installed using your Linux distribution’s package manager, and comes preinstalled on Mac OS X systems.

EGL

EGL is an interface between Khronos rendering APIs (such as OpenGL, OpenGL ES or OpenVG) and the underlying native platform windowing system.

EGLOutput

EGLOutput is a set of EGL extensions which allow EGL to render directly to the display.
EGLSync

EGLSync is a set of EGL extensions which provides sync objects that are synchronization primitive, representing events whose completion can be tested or waited upon.

CUDA Features

These CUDA features are needed by some CUDA samples. They are provided by either the CUDA Toolkit or CUDA Driver. Some features may not be available on your system.

CUFFT Callback Routines

CUFFT Callback Routines are user-supplied kernel routines that CUFFT will call when loading or storing data. These callback routines are only available on Linux x86_64 and ppc64le systems.

CUDA Dynamic Paralellism

CDP (CUDA Dynamic Paralellism) allows kernels to be launched from threads running on the GPU. CDP is only available on GPUs with SM architecture of 3.5 or above.

Multi-block Cooperative Groups

Multi Block Cooperative Groups (MBCG) extends Cooperative Groups and the CUDA programming model to express inter-thread-block synchronization. MBCG is available on GPUs with Pascal and higher architecture.

Multi-Device Cooperative Groups

Multi Device Cooperative Groups extends Cooperative Groups and the CUDA programming model enabling thread blocks executing on multiple GPUs to cooperate and synchronize as they execute. This feature is available on GPUs with Pascal and higher architecture.

CUBLAS

CUBLAS (CUDA Basic Linear Algebra Subroutines) is a GPU-accelerated version of the BLAS library.

CUDA Interprocess Communication

IPC (Interprocess Communication) allows processes to share device pointers. IPC is only available on Linux x86_64 and ppc64le systems.

CUFFT

CUFFT (CUDA Fast Fourier Transform) is a GPU-accelerated FFT library.
**CURAND**

CURAND (CUDA Random Number Generation) is a GPU-accelerated RNG library.

**CUSPARSE**

CUSPARSE (CUDA Sparse Matrix) provides linear algebra subroutines used for sparse matrix calculations.

**CUSOLVER**

CUSOLVER library is a high-level package based on the CUBLAS and CUSPARSE libraries. It combines three separate libraries under a single umbrella, each of which can be used independently or in concert with other toolkit libraries. The intent of CUSOLVER is to provide useful LAPACK-like features, such as common matrix factorization and triangular solve routines for dense matrices, a sparse least-squares solver and an eigenvalue solver. In addition cuSolver provides a new refactorization library useful for solving sequences of matrices with a shared sparsity pattern.

**NPP**

NPP (NVIDIA Performance Primitives) provides GPU-accelerated image, video, and signal processing functions.

**NVGRAPH**

NVGRAPH is a GPU-accelerated graph analytics library.

**NVRTC**

NVRTC (CUDA RunTime Compilation) is a runtime compilation library for CUDA C++.

**NVCUVID**

NVCUVID (NVIDIA CUDA Video Decoder) provides GPU-accelerated video decoding capabilities.

**Stream Priorities**

Stream Priorities allows the creation of streams with specified priorities. Stream Priorities is only available on GPUs with SM architecture of 3.5 or above.

**Unified Virtual Memory**

UVM (Unified Virtual Memory) enables memory that can be accessed by both the CPU and GPU without explicit copying between the two. UVM is only available on Linux and Windows systems.
16-bit Floating Point

FP16 is a 16-bit floating-point format. One bit is used for the sign, five bits for the exponent, and ten bits for the mantissa. FP16 is only available on specific mobile platforms.

C++11 CUDA

NVCC Support of C++11 features.
The tables below describe the key concepts of the CUDA Toolkit and lists the samples that illustrate how that concept is used.

## Basic Key Concepts

Basic Concepts demonstrates how to make use of CUDA features.

### Table 2 Basic Key Concepts and Associated Samples

<table>
<thead>
<tr>
<th>Basic Key Concept</th>
<th>Description</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<tr>
<td>3D Graphics</td>
<td>3D Rendering</td>
<td>Random Fog, Simple Direct3D10 (Vertex Array), Simple OpenGL, Simple OpenGL, Simple OpenGL EGLOutput, Simple OpenGL on Screen</td>
</tr>
<tr>
<td>3D Textures</td>
<td>Volume Textures</td>
<td>Simple Texture 3D</td>
</tr>
<tr>
<td>Assert</td>
<td>GPU Assert</td>
<td>simpleAssert, simpleAssert with libNVRTC</td>
</tr>
<tr>
<td>Asynchronous Data Transfers</td>
<td>Overlapping I/O and Compute</td>
<td>Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Multi Copy and Compute, Simple Multi-GPU, Simple Peer-to-Peer Transfers with Multi-GPU, asyncAPI, simpleStreams</td>
</tr>
<tr>
<td>Basic Key Concept</td>
<td>Description</td>
<td>Samples</td>
</tr>
<tr>
<td>---------------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>C++ Function Overloading</td>
<td><em>Use C++ overloading with GPU kernels</em></td>
<td>cppOverload</td>
</tr>
<tr>
<td>C++ Templates</td>
<td><em>Using Templates with GPU kernels</em></td>
<td>Simple Templates, Simple Templates with libNVRTC</td>
</tr>
<tr>
<td>CUBLAS</td>
<td><em>CUDA BLAS samples</em></td>
<td>Matrix Multiplication (CUBLAS), Unified Memory Streams</td>
</tr>
<tr>
<td>CUBLAS Library</td>
<td><em>CUDA BLAS samples</em></td>
<td>BiCGStab, Simple CUBLAS, batchCUBLAS</td>
</tr>
<tr>
<td>CUBLAS-XT Library</td>
<td><em>cuBLAS XT is a library which further accelerates Level 3 BLAS calls by spreading work across multiple GPUs connected to the same motherboard.</em></td>
<td>Simple CUBLAS XT</td>
</tr>
<tr>
<td>CUDA Driver API</td>
<td><em>Samples that show the CUDA Driver API</em></td>
<td>Device Query Driver API, Matrix Multiplication (CUDA Driver API Version), Simple Texture (Driver Version), Simple Vote Intrinsics with libNVRTC, Using Inline PTX, Using Inline PTX with libNVRTC, Vector Addition Driver API, Vector Addition with libNVRTC</td>
</tr>
<tr>
<td>CUDA Dynamic Parallelism</td>
<td><em>Dynamic Parallelism with GPU Kernels (SM 3.5)</em></td>
<td>Simple Print (CUDA Dynamic Parallelism), simpleDevLibCUBLAS GPU Device API Library Functions (CUDA Dynamic Parallelism)</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td><em>Samples that use the Runtime API</em></td>
<td>Device Query, FP16 Scalar Product, Matrix Multiplication (CUBLAS), Matrix Multiplication (CUDA Runtime API Version), Matrix Multiplication with libNVRTC, Simple Texture, Vector Addition</td>
</tr>
<tr>
<td>CUDA Streams</td>
<td>*Stream API defines a sequence of operations that can be overlapped with I/O</td>
<td>Simple CUDA Callbacks</td>
</tr>
<tr>
<td>CUDA Streams and Events</td>
<td><em>Synchronizing Kernels with Event Timers and Streams</em></td>
<td>Bandwidth Test, Simple Multi Copy and Compute, Simple Multi-GPU, Unified Memory Streams, asyncAPI, cppOverload, simpleStreams</td>
</tr>
<tr>
<td>Basic Key Concept</td>
<td>Description</td>
<td>Samples</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CUDA Systems Integration</td>
<td>Samples that integrate with Multi Process (OpenMP, IPC, and MPI)</td>
<td>Unified Memory Streams, cudaOpenMP, simpleIPC, simpleMPI</td>
</tr>
<tr>
<td>CUFFT Library</td>
<td>Samples that use the CUFFT FFT accelerated library</td>
<td>Simple CUFFT, Simple CUFFT Callbacks, Simple CUFFT_MGPU, SimpleCUFFT_2d_MGPU</td>
</tr>
<tr>
<td>CURAND Library</td>
<td>Samples that use the CUDA random number generator</td>
<td>MersenneTwisterGP11213, Random Fog</td>
</tr>
<tr>
<td>CUSOLVER Library</td>
<td>Samples that use the cuSOLVER accelerated library</td>
<td>cuSolverDn Linear Solver, cuSolverRf Refactorization, cuSolverSp Linear Solver, cuSolverSp Lowlevel QR Solver, cuSolverSp LowlevelCholesky Solver</td>
</tr>
<tr>
<td>CUSPARSE Library</td>
<td>Samples that use the cuSPARSE (Sparse Vector Matrix Multiply) functions</td>
<td>BiCGStab</td>
</tr>
<tr>
<td>Callback Functions</td>
<td>Creating Callback functions with GPU kernels</td>
<td>Simple CUDA Callbacks</td>
</tr>
<tr>
<td>Computational Finance</td>
<td>Finance Algorithms</td>
<td>Black-Scholes Option Pricing, Black-Scholes Option Pricing with libNVRTC, MersenneTwisterGP11213</td>
</tr>
<tr>
<td>Cooperative Groups</td>
<td>Cooperative Groups is an extension to the CUDA programming model that allows the CUDA program to express the granularity at which different-sized groups of threads are communicating.</td>
<td>Advanced Quicksort (CUDA Dynamic Parallelism), DirectX Texture Compressor (DXTC), Quad Tree (CUDA Dynamic Parallelism), Reduction using MultiBlock Cooperative Groups, Simple Cooperative Groups, Warp Aggregated Atomics using Cooperative Groups, conjugateGradient using MultiBlock Cooperative Groups, conjugateGradient using MultiDevice Cooperative Groups, threadFenceReduction</td>
</tr>
<tr>
<td>Data Parallel Algorithms</td>
<td>Samples that show good usage of Data Parallel Algorithms</td>
<td>CUDA Separable Convolution, Texture-based Separable Convolution</td>
</tr>
<tr>
<td>Debugging</td>
<td>Samples useful for debugging</td>
<td>simplePrintf</td>
</tr>
<tr>
<td>Device Memory Allocation</td>
<td>Samples that show GPU Device side memory allocation</td>
<td>Template</td>
</tr>
<tr>
<td>Basic Key Concept</td>
<td>Description</td>
<td>Samples</td>
</tr>
<tr>
<td>--------------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Device Query</td>
<td>Sample showing simple device query of information</td>
<td>Device Query, Device Query Driver API</td>
</tr>
<tr>
<td>EGLImage-CUDA Interop</td>
<td>Samples demonstrating how to use EGL Image and CUDA Interop.</td>
<td>EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>EGLStreams Interop</td>
<td>Samples demonstrating how to use EGL Streams and CUDA Interop.</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop</td>
</tr>
<tr>
<td>EGLSync-CUDAEvent Interop</td>
<td>Samples demonstrating interoperability between CUDA Event and EGL Sync for achieving GPU-side synchronization between EGL and CUDA operations without blocking CPU for synchronization.</td>
<td>EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>GPU Performance</td>
<td>Samples demonstrating high performance and data I/O</td>
<td>Simple Multi Copy and Compute</td>
</tr>
<tr>
<td>Graph Analytics</td>
<td>Samples demonstrating how to use graph analytics with CUDA</td>
<td>NVGRAPH Page Rank, NVGRAPH Semi-Ring SpMV, NVGRAPH Single Source Shortest Path, NVGRAPH Spectral Clustering</td>
</tr>
<tr>
<td>Graphics Interop</td>
<td>Samples that demonstrate interop between graphics APIs and CUDA</td>
<td>Bicubic B-spline Interpolation, Bilateral Filter, Box Filter, CUDA and OpenGL Interop of Images, Simple D3D10 Texture, Simple D3D11 Texture, Simple D3D9 Texture, Simple Direct3D10 (Vertex Array), Simple Direct3D10 Render Target, Simple Direct3D9 (Vertex Arrays), Simple OpenGL, Simple OpenGLES, Simple OpenGLES EGLOutput, Simple OpenGLES on Screen, Simple Texture 3D</td>
</tr>
<tr>
<td>Image Processing</td>
<td>Samples that demonstrate image processing algorithms in CUDA</td>
<td>Bicubic B-spline Interpolation, Bilateral Filter, Bound Segments NPP, Box Filter, Box Filter with NPP, CUDA Separable Convolution, CUDA and OpenGL Interop of Images, Canny Edge Detector NPP, Filter Border Control NPP, FreiImage and NPP Interopability, Histogram Equalization with NPP, Pitch Linear Texture, Simple CUBLAS, Simple CUFFT, Simple CUFFT Callbacks, Simple CUFFT_MGPU,</td>
</tr>
<tr>
<td>Basic Key Concept</td>
<td>Description</td>
<td>Samples</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>------------------------------------------------------------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>InterProcess Communication</td>
<td><strong>Samples that demonstrate Inter Process Communication between processes</strong></td>
<td>simpleIPC</td>
</tr>
<tr>
<td>Linear Algebra</td>
<td><strong>Samples demonstrating linear algebra with CUDA</strong></td>
<td>BiCGStab, Matrix Multiplication (CUBLAS), Matrix Multiplication (CUDA Runtime API Version), Matrix Multiplication with libNVRTC, batchCUBLAS, cuSolverDn Linear Solver, cuSolverRf Refactorization, cuSolverSp Linear Solver, cuSolverSp Lowlevel QR Solver, cuSolverSp LowlevelCholesky Solver, simpleDevLibCUBLAS GPU Device API Library Functions (CUDA Dynamic Parallelism)</td>
</tr>
<tr>
<td>MPI</td>
<td><strong>Samples demonstrating how to use CUDA with MPI programs</strong></td>
<td>simpleMPI</td>
</tr>
<tr>
<td>Matrix Multiply</td>
<td><strong>Samples demonstrating matrix multiply CUDA</strong></td>
<td>CUDA Tensor Core GEMM, Matrix Multiplication (CUDA Driver API Version)</td>
</tr>
<tr>
<td>Multi-GPU</td>
<td><strong>Samples demonstrating how to take advantage of multiple GPUs and CUDA</strong></td>
<td>Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Multi-GPU, Simple Peer-to-Peer Transfers with Multi-GPU, Topology Query</td>
</tr>
<tr>
<td>Multithreading</td>
<td><strong>Samples demonstrating how to use multithreading with CUDA</strong></td>
<td>Simple CUDA Callbacks, Simple Multi-GPU, Unified Memory Streams, cudaOpenMP, simpleMPI</td>
</tr>
<tr>
<td>NPP Library</td>
<td><strong>Samples demonstrating how to use NPP (NVIDIA Performance Primitives) for image processing</strong></td>
<td>Bound Segments NPP, Box Filter with NPP, Canny Edge Detector NPP, Filter Border Control NPP, FreelImage and NPP Interopability, Histogram Equalization with NPP</td>
</tr>
</tbody>
</table>
### Basic Key Concepts and Associated Samples

<table>
<thead>
<tr>
<th>Basic Key Concept</th>
<th>Description</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVGRAPH Library</td>
<td><em>nvGRAPH library</em></td>
<td>NVGRAPH Page Rank, NVGRAPH Semi-Ring SpMV , NVGRAPH Single Source Shortest Path, NVGRAPH Spectral Clustering</td>
</tr>
<tr>
<td>Occupancy Calculator</td>
<td><em>Samples demonstrating how to use the CUDA Occupancy Calculator</em></td>
<td>simpleOccupancy</td>
</tr>
<tr>
<td>OpenMP</td>
<td><em>Samples demonstrating how to use OpenMP</em></td>
<td>Unified Memory Streams, cudaOpenMP</td>
</tr>
<tr>
<td>Overlap Compute and Copy</td>
<td><em>Samples demonstrating how to overlap Compute and Data I/O</em></td>
<td>Simple Multi Copy and Compute</td>
</tr>
<tr>
<td>PTX Assembly</td>
<td><em>Samples demonstrating how to use PTX code with CUDA</em></td>
<td>Using Inline PTX, Using Inline PTX with libNVRTC</td>
</tr>
<tr>
<td>Peer to Peer</td>
<td><em>Samples demonstrating how to handle P2P data transfers between multiple GPUs</em></td>
<td>simpleIPC</td>
</tr>
<tr>
<td>Peer to Peer Data Transfers</td>
<td><em>Samples demonstrating how to handle P2P data transfers between multiple GPUs</em></td>
<td>Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Peer-to-Peer Transfers with Multi-GPU</td>
</tr>
<tr>
<td>Performance Strategies</td>
<td><em>Samples demonstrating high performance with CUDA</em></td>
<td>Bandwidth Test, Bound Segments NPP, Box Filter with NPP, CUDA and OpenGL Interop of Images, Canny Edge Detector NPP, Clock, Clock libNVRTC, Filter Border Control NPP, FreeImage and NPP Interopability, Histogram Equalization with NPP, Matrix Multiplication (CUBLAS), Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Peer-to-Peer Transfers with Multi-GPU, Topology Query, Using Inline PTX, Using Inline PTX with libNVRTC, simpleZeroCopy</td>
</tr>
<tr>
<td>Pinned System Paged Memory</td>
<td><em>Samples demonstrating how to properly handle data I/O efficiently between the CPU host and GPU video memory</em></td>
<td>simpleZeroCopy</td>
</tr>
<tr>
<td>Separate Compilation</td>
<td><em>Samples demonstrating how to use CUDA library linking</em></td>
<td>Simple Static GPU Device Library</td>
</tr>
<tr>
<td>Basic Key Concept</td>
<td>Description</td>
<td>Samples</td>
</tr>
<tr>
<td>--------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Surface Writes</td>
<td><em>Samples demonstrating how to use Surface Writes with GPU kernels</em></td>
<td>Simple Surface Write, Simple Texture 3D</td>
</tr>
<tr>
<td>Texture</td>
<td><em>Samples demonstrating how to use textures GPU kernels</em></td>
<td>Pitch Linear Texture, Simple Cubemap Texture, Simple D3D10 Texture, Simple D3D9 Texture, Simple Direct3D10 Render Target, Simple Layered Texture, Simple Surface Write, Simple Texture, Simple Texture (Driver Version), Texture-based Separable Convolution</td>
</tr>
<tr>
<td>Unified Memory</td>
<td><em>Samples demonstrating how to use Unified Memory</em></td>
<td>ConjugateGradientUM, System wide Atomics, Unified Memory Streams, conjugateGradient using MultiBlock Cooperative Groups, conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>Unified Virtual Address Space</td>
<td><em>Samples demonstrating how to use UVA with CUDA programs</em></td>
<td>Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Peer-to-Peer Transfers with Multi-GPU</td>
</tr>
<tr>
<td>Vector Addition</td>
<td><em>Samples demonstrating how to use Vector Addition with CUDA programs</em></td>
<td>Vector Addition, Vector Addition Driver API, Vector Addition with libNVRTC, simpleZeroCopy</td>
</tr>
<tr>
<td>Vertex Buffers</td>
<td><em>Samples demonstrating how to use Vertex Buffers with CUDA kernels</em></td>
<td>Simple OpenGL, Simple OpenGLES, Simple OpenGLES EGLOutput, Simple OpenGLES on Screen</td>
</tr>
<tr>
<td>Volume Processing</td>
<td><em>Samples demonstrating how to use 3D Textures for volume rendering</em></td>
<td>Simple Cubemap Texture, Simple Layered Texture</td>
</tr>
<tr>
<td>Vote Intrinsics</td>
<td><em>Samples demonstrating how to use vote intrinsics with CUDA</em></td>
<td>Simple Vote Intrinsics, Simple Vote Intrinsics with libNVRTC</td>
</tr>
</tbody>
</table>

**Advanced Key Concepts**

*Advanced Concepts demonstrate advanced techniques and algorithms implemented with CUDA.*
<table>
<thead>
<tr>
<th>Advanced Key Concept</th>
<th>Description</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<tr>
<td>2D Textures</td>
<td>Texture Mapping</td>
<td>SLI D3D10 Texture</td>
</tr>
<tr>
<td>3D Graphics</td>
<td>3D Rendering</td>
<td>Marching Cubes Isosurfaces</td>
</tr>
<tr>
<td>3D Textures</td>
<td>Volume Textures</td>
<td>Volume Rendering with 3D Textures, Volumetric Filtering with 3D Textures and Surface Writes</td>
</tr>
<tr>
<td>CPP11 CUDA</td>
<td>Samples demonstrating how to use C++11 feature support in CUDA.</td>
<td>C++11 CUDA</td>
</tr>
<tr>
<td>CUBLAS Library</td>
<td>CUDA BLAS samples</td>
<td>ConjugateGradient, ConjugateGradientUM, Preconditioned Conjugate Gradient</td>
</tr>
<tr>
<td>CUDA Driver API</td>
<td>Samples that show the CUDA Driver API</td>
<td>CUDA Context Thread Management, Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version), PTX Just-in-Time compilation</td>
</tr>
<tr>
<td>CUDA Dynamic Parallelism</td>
<td>Dynamic Parallelism with GPU Kernels (SM 3.5)</td>
<td>Advanced Quicksort (CUDA Dynamic Parallelism), Bezier Line Tessellation (CUDA Dynamic Parallelism), LU Decomposition (CUDA Dynamic Parallelism), Quad Tree (CUDA Dynamic Parallelism), Simple Quicksort (CUDA Dynamic Parallelism)</td>
</tr>
<tr>
<td>CUDA Dynamically Linked Library</td>
<td>Dynamic loading of the CUDA DLL using CUDA Driver API</td>
<td>Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version)</td>
</tr>
<tr>
<td>CUDA Streams and Events</td>
<td>Synchronizing Kernels with Event Timers and Streams</td>
<td>Stream Priorities</td>
</tr>
<tr>
<td>CUDA Systems Integration</td>
<td>Samples that integrate with Multi Process (OpenMP, IPC, and MPI)</td>
<td>simpleHyperQ</td>
</tr>
<tr>
<td>CUFFT Library</td>
<td>Samples that use the CUDA FFT accelerated library</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution, Fluids (Direct3D Version),</td>
</tr>
</tbody>
</table>
## Key Concepts and Associated Samples

<table>
<thead>
<tr>
<th>Advanced Key Concept</th>
<th>Description</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CURAND Library</strong></td>
<td><em>Samples that use the CUDA random number generator</em></td>
<td>Monte Carlo Estimation of Pi (batch PRNG), Monte Carlo Estimation of Pi (batch QRNG), Monte Carlo Estimation of Pi (inline PRNG), Monte Carlo Estimation of Pi (inline QRNG), Monte Carlo Single Asian Option</td>
</tr>
<tr>
<td><strong>CUSPARSE Library</strong></td>
<td><em>Samples that use the cuSPARSE (Sparse Vector Matrix Multiply) functions</em></td>
<td>ConjugateGradient, ConjugateGradientUM, Preconditioned Conjugate Gradient</td>
</tr>
<tr>
<td><strong>Computation Finance</strong></td>
<td><em>Finance Algorithms</em></td>
<td>Binomial Option Pricing, Binomial Option Pricing with libNVRTC, Monte Carlo Estimation of Pi (batch PRNG), Monte Carlo Estimation of Pi (batch QRNG), Monte Carlo Estimation of Pi (inline PRNG), Monte Carlo Estimation of Pi (inline QRNG), Monte Carlo Single Asian Option, Niederreiter Quasirandom Sequence Generator, Niederreiter Quasirandom Sequence Generator with libNVRTC, Sobol Quasirandom Number Generator</td>
</tr>
<tr>
<td><strong>Data Parallel Algorithms</strong></td>
<td><em>Samples that show good usage of Data Parallel Algorithms</em></td>
<td>CUDA Histogram, CUDA N-Body Simulation, CUDA N-Body Simulation on Screen, CUDA N-Body Simulation with GLES, Mandelbrot, Optical Flow, Particles, Smoke Particles, VFlockingD3D10</td>
</tr>
<tr>
<td><strong>Data-Parallel Algorithms</strong></td>
<td><em>Samples that show good usage of Data Parallel Algorithms</em></td>
<td>CUDA Parallel Prefix Sum (Scan), CUDA Parallel Prefix Sum with Shuffle Intrinsics (SHFL_Scan), CUDA Parallel Reduction, CUDA Radix Sort (Thrust Library), CUDA Segmentation Tree Thrust Library, CUDA Sorting Networks, Fast Walsh Transform, Merge Sort, threadFenceReduction</td>
</tr>
<tr>
<td><strong>Graphics Interop</strong></td>
<td><em>Samples that demonstrate interop between graphics APIs and CUDA</em></td>
<td>Bindless Texture, CUDA FFT Ocean Simulation, CUDA N-Body Simulation, CUDA N-Body Simulation on Screen, CUDA N-Body Simulation with GLES, CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API,</td>
</tr>
</tbody>
</table>
## Key Concepts and Associated Samples

<table>
<thead>
<tr>
<th>Advanced Key Concept</th>
<th>Description</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Fluids</strong></td>
<td></td>
<td>Fluids (Direct3D Version), Fluids (OpenGL Version), Fluids (OpenGL ES Version), Function Pointers, Mandelbrot, Particles, Post-Process in OpenGL, Recursive Gaussian Filter, SLI D3D10 Texture, Smoke Particles, Sobel Filter, V flocking D3D10, Volume Rendering with 3D Textures, Volumetric Filtering with 3D Textures and Surface Writes</td>
</tr>
<tr>
<td><strong>Image Compression</strong></td>
<td><em>Samples that demonstrate image and video compression</em></td>
<td>DirectX Texture Compressor (DXTC)</td>
</tr>
<tr>
<td><strong>Image Processing</strong></td>
<td><em>Samples that demonstrate image processing algorithms in CUDA</em></td>
<td>1D Discrete Haar Wavelet Decomposition, CUDA FFT Ocean Simulation, CUDA Histogram, CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, DCT8x8, DirectX Texture Compressor (DXTC), FFT-Based 2D Convolution, Function Pointers, Image denoising, Optical Flow, Post-Process in OpenGL, Recursive Gaussian Filter, SLI D3D10 Texture, Sobel Filter, Stereo Disparity Computation (SAD SIMD Intrinsics), Volume Rendering with 3D Textures, Volumetric Filtering with 3D Textures and Surface Writes</td>
</tr>
<tr>
<td><strong>Linear Algebra</strong></td>
<td><em>Samples demonstrating linear algebra with CUDA</em></td>
<td>Conjugate Gradient, Conjugate Gradient UM, Eigenvalues, Fast Walsh Transform, Matrix Transpose, Preconditioned Conjugate Gradient, Scalar Product, <em>conjugateGradient using MultiBlock Cooperative Groups</em>, conjugate Gradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td><strong>MultiBlock Cooperative Groups</strong></td>
<td><em>Multi Block Cooperative Groups enables to express inter-thread-block synchronization.</em></td>
<td>Reduction using MultiBlock Cooperative Groups, conjugate Gradient using MultiBlock Cooperative Groups</td>
</tr>
<tr>
<td><strong>MultiDevice Cooperative Groups</strong></td>
<td><em>Multi Device Cooperative Groups enables thread blocks executing on multiple GPUs</em></td>
<td>conjugate Gradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>Advanced Key Concept</td>
<td>Description</td>
<td>Samples</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------------</td>
<td>---------</td>
</tr>
<tr>
<td>OpenGL Graphics Interop</td>
<td>Samples demonstrating how to use interoperability CUDA with OpenGL</td>
<td>Marching Cubes Isosurfaces</td>
</tr>
<tr>
<td>Performance Strategies</td>
<td>Samples demonstrating high performance with CUDA</td>
<td></td>
</tr>
<tr>
<td>Physically Based Simulation</td>
<td>Samples demonstrating high performance collisions and/or physical interactions</td>
<td></td>
</tr>
<tr>
<td>Physically-Based Simulation</td>
<td>Samples demonstrating high performance collisions and/or physical interactions</td>
<td></td>
</tr>
<tr>
<td>Random Number Generator</td>
<td>Samples demonstrating how to use random number generation with CUDA</td>
<td></td>
</tr>
<tr>
<td>Recursion</td>
<td>Samples demonstrating recursion on CUDA</td>
<td></td>
</tr>
<tr>
<td>Runtime Compilation</td>
<td>Samples demonstrating how to use NVRTC APIs for runtime compilation of CUDA Kernels</td>
<td></td>
</tr>
</tbody>
</table>

Key Concepts and Associated Samples
<table>
<thead>
<tr>
<th>Advanced Key Concept</th>
<th>Description</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Surface Writes</td>
<td>Samples demonstrating how to use Surface Writes with GPU kernels</td>
<td>Volumetric Filtering with 3D Textures and Surface Writes</td>
</tr>
<tr>
<td>Templates</td>
<td>Samples demonstrating how to use templates GPU kernels</td>
<td>Interval Computing</td>
</tr>
<tr>
<td>Tensor Cores</td>
<td>Samples demonstrating use of Tensor Cores, introduced in the Volta chip family. Useful for faster matrix operations.</td>
<td>CUDA Tensor Core GEMM</td>
</tr>
<tr>
<td>Texture</td>
<td>Samples demonstrating how to use textures GPU kernels</td>
<td>Bindless Texture</td>
</tr>
<tr>
<td>Vertex Buffers</td>
<td>Samples demonstrating how to use Vertex Buffers with CUDA kernels</td>
<td>Marching Cubes Isosurfaces</td>
</tr>
<tr>
<td>Video Compression</td>
<td>Samples demonstrating how to use video compression with CUDA</td>
<td>1D Discrete Haar Wavelet Decomposition, CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, DCT8x8, Fast Walsh Transform</td>
</tr>
<tr>
<td>Video Intrinsics</td>
<td>Samples demonstrating how to use video intrinsics with CUDA</td>
<td>Stereo Disparity Computation (SAD SIMD Intrinsics)</td>
</tr>
<tr>
<td>WMMA</td>
<td>Samples demonstrating how to use Warp Matrix Multiply and Accumulate (WMMA) CUDA APIs.</td>
<td>CUDA Tensor Core GEMM</td>
</tr>
</tbody>
</table>
Chapter 6.
CUDA API AND ASSOCIATED SAMPLES

The tables below list the samples associated with each CUDA API.

CUDA Driver API Samples

The table below lists the samples associated with each CUDA Driver API.

Table 4  CUDA Driver API and Associated Samples

<table>
<thead>
<tr>
<th>CUDA Driver API</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<tr>
<td>cuArrayCreate</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuArrayDestroy</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuCtxCreate</td>
<td>CUDA Context Thread Management, CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuCtxDestroy</td>
<td>CUDA Context Thread Management, CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuCtxDetach</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuCtxPopCurrent</td>
<td>CUDA Context Thread Management, CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuCtxPushCurrent</td>
<td>CUDA Context Thread Management, CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>CUDA Driver API</td>
<td>Samples</td>
</tr>
<tr>
<td>----------------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>cuCtxSynchronize</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuD3D9CtxCreate</td>
<td>CUDA Video Decoder D3D9 API</td>
</tr>
<tr>
<td>cuD3D9GetDevice</td>
<td>CUDA Video Decoder D3D9 API</td>
</tr>
<tr>
<td>cuD3D9MapResources</td>
<td>CUDA Video Decoder D3D9 API</td>
</tr>
<tr>
<td>cuD3D9RegisterResource</td>
<td>CUDA Video Decoder D3D9 API</td>
</tr>
<tr>
<td>cuD3D9ResourceGetMappedPitch</td>
<td>CUDA Video Decoder D3D9 API</td>
</tr>
<tr>
<td>cuD3D9ResourceGetMappedPointer</td>
<td>CUDA Video Decoder D3D9 API</td>
</tr>
<tr>
<td>cuD3D9ResourceSetMapFlags</td>
<td>CUDA Video Decoder D3D9 API</td>
</tr>
<tr>
<td>cuD3D9UnmapResources</td>
<td>CUDA Video Decoder D3D9 API</td>
</tr>
<tr>
<td>cuD3D9UnregisterResource</td>
<td>CUDA Video Decoder D3D9 API</td>
</tr>
<tr>
<td>cuDeviceComputeCapability</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, Device Query Driver API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuDeviceGet</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuDeviceGetAttribute</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, Device Query Driver API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuDeviceGetCount</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, Device Query Driver API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuDeviceGetName</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, Device Query Driver API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuDeviceTotalMem</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, Device Query Driver API</td>
</tr>
<tr>
<td>cuDriverGetVersion</td>
<td>Device Query Driver API</td>
</tr>
<tr>
<td>cuEGLStreamConsumerAcquireFrame</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop</td>
</tr>
<tr>
<td>CUDA Driver API</td>
<td>Samples</td>
</tr>
<tr>
<td>-----------------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>cuEGLStreamConsumerReleaseFrame</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop</td>
</tr>
<tr>
<td>cuEGLStreamProducerPresentFrame</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop</td>
</tr>
<tr>
<td>cuEGLStreamProducerReturnFrame</td>
<td>EGLStream_CUDA_CrossGPU</td>
</tr>
<tr>
<td>cuGLCtxCreate</td>
<td>CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuGLGetDevice</td>
<td>CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuGLMapResources</td>
<td>CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuGLRegisterResource</td>
<td>CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuGLResourceGetMappedPitch</td>
<td>CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuGLResourceGetMappedPointer</td>
<td>CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuGLResourceSetMapFlags</td>
<td>CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuGLUnmapResources</td>
<td>CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuGLUnregisterResource</td>
<td>CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuGraphicsResourceGetMappedEglFrame</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop</td>
</tr>
<tr>
<td>cuInit</td>
<td>Device Query Driver API</td>
</tr>
<tr>
<td>cuLaunchGridAsync</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuLaunchKernel</td>
<td>CUDA Context Thread Management, Clock libNVRTC, Matrix Multiplication (CUDA Driver API Version), Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version), Matrix Multiplication with libNVRTC, Simple Atomic Intrinsics with libNVRTC, Simple Texture (Driver Version), Using Inline PTX with libNVRTC, Vector Addition Driver API, simpleAssert with libNVRTC</td>
</tr>
<tr>
<td>cuMemAlloc</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, Clock libNVRTC, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop, Matrix Multiplication (CUDA Driver API Version), Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version), Matrix Multiplication with libNVRTC, Simple Atomic Intrinsics with libNVRTC, Simple Texture (Driver Version), Simple Vote Intrinsics with libNVRTC, Using Inline PTX with libNVRTC</td>
</tr>
</tbody>
</table>
# CUDA API and Associated Samples

<table>
<thead>
<tr>
<th>CUDA Driver API</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>libNVRTC, Vector Addition Driver API, Vector Addition with libNVRTC</td>
</tr>
<tr>
<td>cuMemAllocHost</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuMemFree</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, Clock libNVRTC,</td>
</tr>
<tr>
<td></td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event</td>
</tr>
<tr>
<td></td>
<td>Interop, Matrix Multiplication (CUDA Driver API Version), Matrix</td>
</tr>
<tr>
<td></td>
<td>Multiplication (CUDA Driver API version with Dynamic Linking Version),</td>
</tr>
<tr>
<td></td>
<td>Matrix Multiplication with libNVRTC, Simple Atomic Intrinsics with</td>
</tr>
<tr>
<td></td>
<td>libNVRTC, Simple Texture (Driver Version), Simple Vote Intrinsics with</td>
</tr>
<tr>
<td></td>
<td>libNVRTC, Vector Addition Driver API, Vector Addition with libNVRTC</td>
</tr>
<tr>
<td>cuMemFreeHost</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuMemcpy2D</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuMemcpy3D</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event</td>
</tr>
<tr>
<td></td>
<td>Interop</td>
</tr>
<tr>
<td>cuMemcpyDtoH</td>
<td>CUDA Context Thread Management, Matrix Multiplication (CUDA Driver API</td>
</tr>
<tr>
<td></td>
<td>Version), Matrix Multiplication (CUDA Driver API version with Dynamic</td>
</tr>
<tr>
<td></td>
<td>Linking Version), Matrix Multiplication with libNVRTC, Simple Texture</td>
</tr>
<tr>
<td></td>
<td>(Driver Version), Using Inline PTX with libNVRTC, Vector Addition Driver</td>
</tr>
<tr>
<td></td>
<td>API, Vector Addition with libNVRTC</td>
</tr>
<tr>
<td>cuMemcpyDtoHAsync</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuMemcpyHtoD</td>
<td>Clock libNVRTC, Matrix Multiplication (CUDA Driver API Version), Matrix</td>
</tr>
<tr>
<td></td>
<td>Multiplication (CUDA Driver API version with Dynamic Linking Version),</td>
</tr>
<tr>
<td></td>
<td>Matrix Multiplication with libNVRTC, Simple Atomic Intrinsics with</td>
</tr>
<tr>
<td></td>
<td>libNVRTC, Simple Vote Intrinsics with libNVRTC, Vector Addition Driver</td>
</tr>
<tr>
<td></td>
<td>API, Vector Addition with libNVRTC</td>
</tr>
<tr>
<td>cuMemsetD8</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuModuleGetFunction</td>
<td>CUDA Context Thread Management, CUDA Video Decoder D3D9 API, CUDA Video</td>
</tr>
<tr>
<td></td>
<td>Decoder GL API, Matrix Multiplication (CUDA Driver API Version), Matrix</td>
</tr>
<tr>
<td></td>
<td>Multiplication (CUDA Driver API version with Dynamic Linking Version),</td>
</tr>
<tr>
<td></td>
<td>Matrix Multiplication with libNVRTC, Simple Texture (Driver Version),</td>
</tr>
<tr>
<td></td>
<td>Vector Addition Driver API</td>
</tr>
<tr>
<td>CUDA Driver API</td>
<td>Samples</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>cuModuleGetGlobal</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuModuleGetTexRef</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuModuleLoad</td>
<td>CUDA Context Thread Management, CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, Matrix Multiplication (CUDA Driver API Version), Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version), Matrix Multiplication with libNVRTC, Simple Texture (Driver Version), Vector Addition Driver API</td>
</tr>
<tr>
<td>cuModuleLoadDataEx</td>
<td>CUDA Context Thread Management, CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, Matrix Multiplication (CUDA Driver API Version), Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version), Matrix Multiplication with libNVRTC, Simple Texture (Driver Version), Vector Addition Driver API</td>
</tr>
<tr>
<td>cuModuleUnload</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuParamSetSize</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuParamSetTexRef</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuParamSeti</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuParamSetv</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuStreamCreate</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuTexRefSetAddressMode</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuTexRefSetArray</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuTexRefSetFilterMode</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuTexRefSetFlags</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuTexRefSetFormat</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuvidCreateDecoder</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuvidCtxLockCreate</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
<tr>
<td>cuvidCtxLockDestroy</td>
<td>CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API</td>
</tr>
</tbody>
</table>
CUDA Driver API

- cuvidDecodePicture: CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API
- cuvidDestroyDecoder: CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API
- cuvidMapVideoFrame: CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API
- cuvidUnmapVideoFrame: CUDA Video Decoder D3D9 API, CUDA Video Decoder GL API

CUDA Runtime API Samples

The table below lists the samples associated with each CUDA Runtime API.

Table 5  CUDA Runtime API and Associated Samples

<table>
<thead>
<tr>
<th>CUDA Runtime API</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<tr>
<td>cublasCreate</td>
<td>Matrix Multiplication (CUBLAS), simpleDevLibCUBLAS GPU Device API Library Functions (CUDA Dynamic Parallelism)</td>
</tr>
<tr>
<td>cublasSetVector</td>
<td>simpleDevLibCUBLAS GPU Device API Library Functions (CUDA Dynamic Parallelism)</td>
</tr>
<tr>
<td>cublasSgemm</td>
<td>Matrix Multiplication (CUBLAS), simpleDevLibCUBLAS GPU Device API Library Functions (CUDA Dynamic Parallelism)</td>
</tr>
<tr>
<td>cudaBindSurfaceToArray</td>
<td>Simple Surface Write</td>
</tr>
<tr>
<td>cudaBindTexture2D</td>
<td>Pitch Linear Texture</td>
</tr>
<tr>
<td>cudaBindTextureToArray</td>
<td>Pitch Linear Texture, Simple Cubemap Texture, Simple Layered Texture, Simple Surface Write, Simple Texture</td>
</tr>
<tr>
<td>cudaCreateChannelDesc</td>
<td>Pitch Linear Texture, Simple Cubemap Texture, Simple Layered Texture, Simple Surface Write, Simple Texture</td>
</tr>
<tr>
<td>cudaD3D10GetDevice</td>
<td>SLI D3D10 Texture, Simple D3D10 Texture, Simple Direct3D10 (Vertex Array), Simple Direct3D10 Render Target</td>
</tr>
<tr>
<td>cudaD3D10SetDirect3DDevice</td>
<td>SLI D3D10 Texture, Simple D3D10 Texture, Simple Direct3D10 (Vertex Array), Simple Direct3D10 Render Target</td>
</tr>
<tr>
<td>cudaD3D10SetGLDevice</td>
<td>VFlockingD3D10</td>
</tr>
<tr>
<td>cudaD3D11GetDevice</td>
<td>Simple D3D11 Texture</td>
</tr>
<tr>
<td>cudaD3D11SetDirect3DDevice</td>
<td>Simple D3D11 Texture</td>
</tr>
<tr>
<td>cudaD3D9GetDevice</td>
<td>Simple D3D9 Texture, Simple Direct3D9 (Vertex Arrays)</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>cudaD3D9SetDirect3DDevice</td>
<td>Simple D3D9 Texture, Simple Direct3D9 (Vertex Arrays)</td>
</tr>
<tr>
<td>cudaD3D9SetGLDevice</td>
<td>Fluids (Direct3D Version)</td>
</tr>
<tr>
<td>cudaDeviceCanAccessPeer</td>
<td>Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Peer-to-Peer Transfers with Multi-GPU</td>
</tr>
<tr>
<td>cudaDeviceDisablePeerAccess</td>
<td>Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Peer-to-Peer Transfers with Multi-GPU</td>
</tr>
<tr>
<td>cudaDeviceEnablePeerAccess</td>
<td>Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Peer-to-Peer Transfers with Multi-GPU</td>
</tr>
<tr>
<td>cudaDeviceGetP2PAttribute</td>
<td>Topology Query</td>
</tr>
<tr>
<td>cudaDeviceSynchronize</td>
<td>Bandwidth Test, CUDA Tensor Core GEMM, Template</td>
</tr>
<tr>
<td>cudaDriverGetVersion</td>
<td>Device Query</td>
</tr>
<tr>
<td>cudaEventCreate</td>
<td>Bandwidth Test, CUDA Tensor Core GEMM, Matrix Multiplication (CUBLAS), Matrix Multiplication (CUDA Runtime API Version), Simple Multi Copy and Compute, Simple Multi-GPU, Vector Addition, asyncAPI, simpleStreams, simpleZeroCopy</td>
</tr>
<tr>
<td>cudaEventCreateWithFlags</td>
<td>Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Peer-to-Peer Transfers with Multi-GPU</td>
</tr>
<tr>
<td>cudaEventDestroy</td>
<td>Bandwidth Test, Matrix Multiplication (CUBLAS), Matrix Multiplication (CUDA Runtime API Version), Simple Multi Copy and Compute, Simple Multi-GPU, Vector Addition, asyncAPI, simpleStreams, simpleZeroCopy</td>
</tr>
<tr>
<td>cudaEventElapsedTime</td>
<td>Bandwidth Test, CUDA Tensor Core GEMM, Matrix Multiplication (CUBLAS), Matrix Multiplication (CUDA Runtime API Version), Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Multi Copy and Compute, Simple Multi-GPU, Simple Peer-to-Peer Transfers with Multi-GPU, Vector Addition, asyncAPI, simpleStreams, simpleZeroCopy</td>
</tr>
<tr>
<td>cudaEventQuery</td>
<td>Matrix Multiplication (CUBLAS), Matrix Multiplication (CUDA Runtime API Version), Simple Multi Copy and Compute, Simple Multi-GPU, Vector Addition, asyncAPI, simpleStreams, simpleZeroCopy</td>
</tr>
<tr>
<td>cudaEventRecord</td>
<td>Bandwidth Test, CUDA Tensor Core GEMM, Matrix Multiplication (CUBLAS), Matrix Multiplication (CUDA Runtime API Version), Simple Multi Copy and Compute, Simple Multi-GPU, Vector Addition, asyncAPI, simpleStreams, simpleZeroCopy</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>cudaEventSynchronize</td>
<td>CUDA Tensor Core GEMM, Matrix Multiplication (CUDA Runtime API Version), Vector Addition</td>
</tr>
<tr>
<td>cudaFree</td>
<td>Bandwidth Test, C++ Integration, CUDA Tensor Core GEMM, Clock, FP16 Scalar Product, Matrix Multiplication (CUBLAS), Matrix Multiplication (CUDA Runtime API Version), Pitch Linear Texture, Simple Atomic Intrinsics, Simple Cubemap Texture, Simple Layered Texture, Simple Surface Write, Simple Texture, Simple Vote Intrinsics, System wide Atomics, Template, Using Inline PTX, Vector Addition, cudaOpenMP, simpleAssert, simpleDevLibCUBLAS GPU Device API Library Functions (CUDA Dynamic Parallelism), simpleMPI</td>
</tr>
<tr>
<td>cudaFreeArray</td>
<td>Pitch Linear Texture, Simple Cubemap Texture, Simple Layered Texture, Simple Surface Write, Simple Texture</td>
</tr>
<tr>
<td>cudaFreeHost</td>
<td>Bandwidth Test, FP16 Scalar Product, Simple Atomic Intrinsics, Simple Vote Intrinsics, System wide Atomics, Using Inline PTX, simpleAssert, simpleIPC, simpleZeroCopy</td>
</tr>
<tr>
<td>cudaFuncGetAttributes</td>
<td>cppOverload</td>
</tr>
<tr>
<td>cudaFuncSetAttribute</td>
<td>CUDA Tensor Core GEMM</td>
</tr>
<tr>
<td>cudaFuncSetCacheConfig</td>
<td>cppOverload</td>
</tr>
<tr>
<td>cudaGetDeviceAttribute</td>
<td>Topology Query</td>
</tr>
<tr>
<td>cudaGetDeviceCount</td>
<td>Device Query, Topology Query</td>
</tr>
<tr>
<td>cudaGetDeviceProperties</td>
<td>Device Query</td>
</tr>
<tr>
<td>cudaGraphicsD3D10RegisterResource</td>
<td>SLI D3D10 Texture, Simple D3D10 Texture, Simple Direct3D10 (Vertex Array), Simple Direct3D10 Render Target</td>
</tr>
<tr>
<td>cudaGraphicsD3D11RegisterResource</td>
<td>Simple D3D11 Texture</td>
</tr>
<tr>
<td>cudaGraphicsD3D9RegisterResource</td>
<td>Simple D3D9 Texture, Simple Direct3D9 (Vertex Arrays)</td>
</tr>
<tr>
<td>cudaGraphicsGLRegisterBuffer</td>
<td>Bicubic B-spline Interpolation, Bilateral Filter, Bindless Texture, Box Filter, CUDA FFT Ocean Simulation, CUDA N-Body Simulation, CUDA N-Body Simulation on Screen, CUDA N-Body Simulation with GLES, CUDA and OpenGL Interop of Images, Fluids (Direct3D Version), Fluids (OpenGL Version), Fluids (OpenGLES Version), Mandelbrot, Marching Cubes</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td></td>
</tr>
<tr>
<td>Volume Rendering with 3D Textures, Volumetric Filtering with 3D Textures and Surface Writes</td>
<td></td>
</tr>
<tr>
<td>cudaGraphicsResourceSetMapFlags</td>
<td>SLI D3D10 Texture, Simple D3D10 Texture, Simple D3D11 Texture, Simple D3D9 Texture, Simple Direct3D10 (Vertex Array), Simple Direct3D10 Render Target</td>
</tr>
<tr>
<td>cudaGraphicsSubResourceGetMappedArray</td>
<td>SLI D3D10 Texture, Simple D3D10 Texture, Simple D3D11 Texture, Simple D3D9 Texture, Simple Direct3D10 (Vertex Array), Simple Direct3D10 Render Target</td>
</tr>
<tr>
<td>cudaHostAlloc</td>
<td>Bandwidth Test, simpleZeroCopy</td>
</tr>
<tr>
<td>cudaHostGetDevicePointer</td>
<td>simpleZeroCopy</td>
</tr>
<tr>
<td>cudaHostRegister</td>
<td>simpleZeroCopy</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>------------------</td>
<td>---------</td>
</tr>
<tr>
<td>cudaHostUnregister</td>
<td>simpleZeroCopy</td>
</tr>
<tr>
<td>cudalpcCloseMemHandle</td>
<td>simpleIPC</td>
</tr>
<tr>
<td>cudalpcGetEventHandle</td>
<td>simpleIPC</td>
</tr>
<tr>
<td>cudalpcOpenMemHandle</td>
<td>simpleIPC</td>
</tr>
<tr>
<td>cudaLaunchCooperativeKernelMultiDevice</td>
<td>conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>cudaMalloc</td>
<td>Simple Vote Intrinsics, simpleMPI</td>
</tr>
<tr>
<td>cudaMalloc3DArray</td>
<td>Simple Cubemap Texture, Simple Layered Texture</td>
</tr>
<tr>
<td>cudaMallocArray</td>
<td>Pitch Linear Texture, Simple Surface Write, Simple Texture</td>
</tr>
<tr>
<td>cudaMallocHost</td>
<td>Bandwidth Test, FP16 Scalar Product, Using Inline PTX, simpleAssert</td>
</tr>
<tr>
<td>cudaMallocManaged</td>
<td>CUDA Tensor Core GEMM, Unified Memory Streams</td>
</tr>
<tr>
<td>cudaMallocPitch</td>
<td>Pitch Linear Texture</td>
</tr>
<tr>
<td>cudaMemAdvise</td>
<td>conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>cudaMemPrefetchAsync</td>
<td>conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>cudaMemcpy</td>
<td>Bandwidth Test, C++ Integration, Clock, FP16 Scalar Product, Matrix Multiplication (CUBLAS), Matrix Multiplication (CUDA Runtime API Version), Pitch Linear Texture, Simple Atomic Intrinsics, Simple Cubemap Texture, Simple Layered Texture, Simple Surface Write, Simple Texture, System wide Atomics, Template, Using Inline PTX, Vector Addition, cudaOpenMP, simpleAssert, simpleDevLibCUBLAS GPU Device API Library Functions (CUDA Dynamic Parallelism)</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>cudaMemcpy2D</td>
<td>Pitch Linear Texture</td>
</tr>
<tr>
<td>cudaMemcpy2DToArray</td>
<td>SLI D3D10 Texture, Simple D3D10 Texture, Simple D3D11 Texture, Simple D3D9 Texture, Simple Direct3D10 (Vertex Array), Simple Direct3D10 Render Target</td>
</tr>
<tr>
<td>cudaMemcpy3D</td>
<td>Simple Cubemap Texture, Simple D3D9 Texture, Simple Layered Texture</td>
</tr>
<tr>
<td>cudaMemcpyAsync</td>
<td>Bandwidth Test, Simple CUDA Callbacks, Simple Multi Copy and Compute, Simple Multi-GPU, asyncAPI, simpleStreams</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>Pitch Linear Texture</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>Simple CUDA Callbacks</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>Simple Multi Copy and Compute</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>Simple Multi-GPU</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>asyncAPI</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>simpleStreams</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>simplePrintf</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>simplePrintf</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>deviceQuery</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>Bandwidth Test, Device Query</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>Simple CUDA Callbacks</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>Unified Memory Streams</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>Simple CUDA Callbacks</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>cudaMemcpyToAllocate</td>
<td>Pitch Linear Texture</td>
</tr>
<tr>
<td>cudaStrVecAddCallback</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution</td>
</tr>
<tr>
<td>cudaStrVecAddCallback</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution</td>
</tr>
<tr>
<td>cudaStrVecAddCallback</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution</td>
</tr>
<tr>
<td>cudaStrVecAddCallback</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution</td>
</tr>
<tr>
<td>cudaStrVecAddCallback</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution</td>
</tr>
<tr>
<td>cudaStrVecAddCallback</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution</td>
</tr>
<tr>
<td>cudaStrVecAddCallback</td>
<td>JPEG encode/decode and resize with NPP</td>
</tr>
<tr>
<td>cudaStrVecAddCallback</td>
<td>JPEG encode/decode and resize with NPP</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>--------------------------------------</td>
<td>----------------------------------------------</td>
</tr>
<tr>
<td>nppiDCTInitAlloc</td>
<td>JPEG encode/decode and resize with NPP</td>
</tr>
<tr>
<td>nppiDCTQuantInv8x8LS_JPEG_16s8u_C1R</td>
<td>JPEG encode/decode and resize with NPP</td>
</tr>
<tr>
<td>nppiDecodeHuffmanScanHost_JPEG_8u16s</td>
<td>JPEG encode/decode and resize with NPP</td>
</tr>
<tr>
<td>nppiEncodeHuffmanGetSize</td>
<td>JPEG encode/decode and resize with NPP</td>
</tr>
<tr>
<td>nppiResizeSqrPixel_8u_C1R</td>
<td>JPEG encode/decode and resize with NPP</td>
</tr>
</tbody>
</table>
Chapter 7.
FREQUENTLY ASKED QUESTIONS

Answers to frequently asked questions about CUDA can be found at http://developer.nvidia.com/cuda-faq and in the CUDA Toolkit Release Notes.
Notice

ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS (TOGETHER AND SEPARATELY, "MATERIALS") ARE BEING PROVIDED "AS IS." NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NONINFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE.

Information furnished is believed to be accurate and reliable. However, NVIDIA Corporation assumes no responsibility for the consequences of use of such information or for any infringement of patents or other rights of third parties that may result from its use. No license is granted by implication of otherwise under any patent rights of NVIDIA Corporation. Specifications mentioned in this publication are subject to change without notice. This publication supersedes and replaces all other information previously supplied. NVIDIA Corporation products are not authorized as critical components in life support devices or systems without express written approval of NVIDIA Corporation.

Trademarks

NVIDIA and the NVIDIA logo are trademarks or registered trademarks of NVIDIA Corporation in the U.S. and other countries. Other company and product names may be trademarks of the respective companies with which they are associated.

Copyright

© 2007-2018 NVIDIA Corporation. All rights reserved.