# TABLE OF CONTENTS

## Chapter 1. Release Notes

1.1. CUDA 10.2 .................................................................................................. 1  
1.2. CUDA 10.1 Update 2 ..................................................................................... 1  
1.3. CUDA 10.1 Update 1 ..................................................................................... 2  
1.4. CUDA 10.1 .................................................................................................. 2  
1.5. CUDA 10.0 .................................................................................................. 2  
1.6. CUDA 9.2 .................................................................................................. 3  
1.7. CUDA 9.0 .................................................................................................. 3  
1.8. CUDA 8.0 .................................................................................................. 3  
1.9. CUDA 7.5 .................................................................................................. 4  
1.10. CUDA 7.0 ................................................................................................. 5  
1.11. CUDA 6.5 ................................................................................................. 6  
1.12. CUDA 6.0 ................................................................................................. 6  
1.13. CUDA 5.5 ................................................................................................. 7  
1.14. CUDA 5.0 ................................................................................................. 7  
1.15. CUDA 4.2 ................................................................................................. 8  
1.16. CUDA 4.1 ................................................................................................. 8

## Chapter 2. Getting Started

2.1. Getting CUDA Samples ................................................................................. 10  
   Windows......................................................................................................10  
   Linux.........................................................................................................10  
   Mac OS X.................................................................................................10  
2.2. Building Samples.........................................................................................11  
   Windows......................................................................................................11  
   Linux.........................................................................................................11  
   Mac............................................................................................................12  
2.3. CUDA Cross-Platform Samples.......................................................................12  
   TARGET_ARCH............................................................................................... 12  
   TARGET_OS................................................................................................. 13  
   TARGET_FS................................................................................................. 13  
   Cross Compiling to ARM architectures............................................................13  
   Copying Libraries.........................................................................................13  
2.4. Using CUDA Samples to Create Your Own CUDA Projects.............................14  
   2.4.1. Creating CUDA Projects for Windows......................................................14  
   2.4.2. Creating CUDA Projects for Linux.......................................................... 14  
   2.4.3. Creating CUDA Projects for Mac OS X......................................................15

## Chapter 3. Samples Reference

3.1. Simple Reference........................................................................................17  
   asyncAPI......................................................................................................17  
   cdpSimplePrint - Simple Print (CUDA Dynamic Parallelism)..............................18
simpleVoteIntrinsics_nvrtc - Simple Vote Intrinsics with libNVRTC

simpleZeroCopy

systemWideAtomics - System wide Atomics

template - Template

UnifiedMemoryStreams - Unified Memory Streams

vectorAdd - Vector Addition

vectorAdd_nvrtc - Vector Addition with libNVRTC

vectorAddDrv - Vector Addition Driver API

vectorAddMMA - Vector Addition cuMemMap

3.2. Utilities Reference

bandwidthTest - Bandwidth Test

deviceQuery - Device Query

deviceQueryDrv - Device Query Driver API

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

topologyQuery - Topology Query

UnifiedMemoryPerf - Unified and other CUDA Memories Performance

3.3. Graphics Reference

bindlessTexture - Bindless Texture

Mandelbrot

marchingCubes - Marching Cubes Isosurfaces

simpleD3D10 - Simple Direct3D10 (Vertex Array)

simpleD3D10RenderTarget - Simple Direct3D10 Render Target

simpleD3D10Texture - Simple D3D10 Texture

simpleGL - Simple OpenGL

simpleGLES - Simple OpenGLES

simpleGLES_EGLOutput - Simple OpenGLES EGLOutput

simpleGLES_screen - Simple OpenGLES on Screen

simpleTexture3D - Simple Texture 3D

simpleVulkan - Vulkan CUDA Interop Sinewave

SLID3D10Texture - SLI D3D10 Texture

volumeFiltering - Volumetric Filtering with 3D Textures and Surface Writes

volumeRender - Volume Rendering with 3D Textures

3.4. Imaging Reference

bicubicTexture - Bicubic B-spline Interpolation

bilateralFilter - Bilateral Filter

boxFilter - Box Filter

convolutionFFT2D - FFT-Based 2D Convolution

convolutionSeparable - CUDA Separable Convolution

convolutionTexture - Texture-based Separable Convolution
dct8x8 - DCT8x8............................................................................................53
dwtHaar1D - 1D Discrete Haar Wavelet Decomposition.................................53
dxtc - DirectX Texture Compressor (DXTC)....................................................53
EGLStream_CUDA_CrossGPU..............................................................................54
CUDA_EGLStreams_Interop - EGLStreams CUDA Interop........................................54
EGLSync_CUDA_Interop - EGLSync CUDA Event Interop........................................55
histogram - CUDA Histogram........................................................................65
HSOpticalFlow - Optical Flow..........................................................................56
imageDenoising - Image denoising....................................................................56
NV12toBGRAndResize.......................................................................................56
postProcessGL - Post-Process in OpenGL..........................................................57
recursiveGaussian - Recursive Gaussian Filter..................................................57
simpleCUDA2GL - CUDA and OpenGL Interop of Images.................................58
SobelFilter - Sobel Filter..................................................................................58
stereoDisparity - Stereo Disparity Computation (SAD SIMD Intrinsics)..............59
vulkanImageCUDA - Vulkan Image - CUDA Interop..........................................59
3.5. Finance Reference......................................................................................60
binomialOptions - Binomial Option Pricing.......................................................60
binomialOptions_nvrtc - Binomial Option Pricing with libNVRTC......................60
BlackScholes - Black-Sholes Option Pricing......................................................60
BlackScholes_nvrtc - Black-Sholes Option Pricing with libNVRTC....................61
MonteCarloMultiGPU - Monte Carlo Option Pricing with Multi-GPU support........61
quasirandomGenerator - Niederreiter Quasirandom Sequence Generator............62
quasirandomGenerator_nvrtc - Niederreiter Quasirandom Sequence Generator with
  libNVRTC.................................................................................................62
SobolQRNG - Sobol Quasirandom Number Generator........................................62
3.6. Simulations Reference................................................................................63
fluidsD3D9 - Fluids (Direct3D Version)...............................................................63
fluidsGL - Fluids (OpenGL Version).................................................................63
fluidsGLES - Fluids (OpenGLES Version)..........................................................64
nbody - CUDA N-Body Simulation....................................................................64
nbody_opengles - CUDA N-Body Simulation with GLES.................................65
nbody_screen - CUDA N-Body Simulation on Screen.......................................65
oceanFFT - CUDA FFT Ocean Simulation........................................................66
particles - Particles......................................................................................66
smokeParticles - Smoke Particles...................................................................67
VFlockingD3D10.............................................................................................67
3.7. Advanced Reference..................................................................................68
alignedTypes - Aligned Types........................................................................68
c++11_cuda - C++11 CUDA............................................................................68
cdpAdvancedQuicksort - Advanced Quicksort (CUDA Dynamic Parallelism)....69
cdpBezierTessellation - Bezier Line Tessellation (CUDA Dynamic Parallelism)....69
cdpQuadtree - Quad Tree (CUDA Dynamic Parallelism)..................................70
LIST OF TABLES

Table 1  Supported Target Arch/OS Combinations .......................................................... 12
Table 2  Basic Key Concepts and Associated Samples .................................................... 101
Table 3  Advanced Key Concepts and Associated Samples .............................................. 108
Table 4  CUDA Driver API and Associated Samples ....................................................... 114
Table 5  CUDA Runtime API and Associated Samples .................................................... 118
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 10.2

- Added 6_Advanced/jacobiCudaGraphs. Demonstrates Instantiated CUDA Graph Update usage.
- Added 0_Simple/memMapIPCDrv. Demonstrates Inter Process Communication using cuMemMap APIs with one process per GPU for computation.
- Added 0_Simple/vectorAddMMAP. Demonstrates how cuMemMap API allows the user to specify the physical properties of their memory while retaining the contiguous nature of their access, thus not requiring a change in their program structure.
- Added 0_Simple/simpleDrvRuntime. Demonstrates how CUDA Driver and Runtime APIs can work together to load cuda fatbinary of vector add kernel.

1.2. CUDA 10.1 Update 2

- Added 3_Imaging/vulkanImageCUDA. Demonstrates how to perform Vulkan Image-CUDA Interop.
- Added 7_CUDALibraries/nvJPEG_encoder. Demonstrates encoding of jpeg images using NVJPEG Library.
- Added Windows support to 7_CUDALibraries/nvJPEG.
- Removed DirectX SDK (June 2010 or newer) installation requirement, all the DirectX-CUDA samples now use DirectX from Windows SDK shipped with Microsoft Visual Studio 2012 or higher.
1.3. CUDA 10.1 Update 1

- Added `3_Imaging/NV12toBGRandResize`. Demonstrates how to convert and resize NV12 frames to BGR planars frames using CUDA in batch.
- Added Visual Studio 2019 support to all the samples.

1.4. CUDA 10.1

- Added `0_Simple/immaTensorCoreGemm`. Demonstrates integer GEMM computation using the Warp Matrix Multiply and Accumulate (WMMA) API for integers employing the Tensor Cores.
- Added `2_Graphics/simpleD3D12`. Demonstrates Direct3D12 interoperability with CUDA.
- Added `7_CUDALibraries/nvJPEG`. Demonstrates single and batched decoding of jpeg images using NVJPEG Library.
- Added `7_CUDALibraries/conjugateGradientCudaGraphs`. Demonstrates conjugate gradient solver on GPU using CUBLAS/CUSPARSE library calls captured and called using CUDA Graph APIs.
- Updated `0_Simple/simpleIPC` to work on Windows OS as well with TCC enabled GPUs.
- Added `CUDA_EGLStreams_Interop`. Demonstrates data exchange between CUDA and EGL Streams.
- Added `EGLSync_CUDA_Interop`. Demonstrates the interoperability between CUDA Event and EGL Sync/EGL Image. With this interoperability, one can achieve synchronization on the GPU itself for GL-EGL-CUDA operations, instead of blocking CPU for synchronization.

1.5. CUDA 10.0

- Added `1_Utilities/UnifiedMemoryPerf`. Demonstrates the performance comparison of Unified Memory and other types of memory like zero copy buffers, pageable, pagelocked memory on a single GPU.
- Added `2_Graphics/simpleVulkan`. Demonstrates the Vulkan-CUDA Interop. CUDA imports the Vulkan vertex buffer and operates on it to create sinewave, and synchronizes with Vulkan through vulkan semaphores imported by CUDA.
- Added `0_Simple/simpleCudaGraphs`. Demonstrates how to use CUDA Graphs through Graphs APIs and Stream Capture APIs.
- Removed `3_Imaging/cudaDecodeGL`, `3_Imaging/cudaDecodeD3D9` as the cuvid library is dropped from CUDA Toolkit 10.0.
- Removed 6_Advanced/cdpLUDecomposition, 7_CUDALibraries/simpleDevLibCUBLAS as the CUBLAS Device library is dropped from CUDA Toolkit 10.0.

### 1.6. 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.

### 1.7. 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.

### 1.8. 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_CUDA Libraries/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_CUDA Libraries/cuSolverSp_LowlevelCholesky.** Demonstrates Cholesky factorization using cuSolverSP’s low level APIs.

- **Added 7_CUDA Libraries/cuSolverSp_LowlevelQR.** Demonstrates QR factorization using cuSolverSP’s low level APIs.

- **Added 7_CUDA Libraries/BiCGStab.** Demonstrates Bi-Conjugate Gradient Stabilized (BiCGStab) iterative method for nonsymmetric and symmetric positive definite linear systems using CUSPARSE and CUBLAS.

- **Added 7_CUDA Libraries/nvgraph_Pagerank.** Demonstrates Page Rank computation using nvGRAPH Library.

- **Added 7_CUDA Libraries/nvgraph_SemiRingSpMV.** Demonstrates Semi-Ring SpMV using nvGRAPH Library.

- **Added 7_CUDA Libraries/nvgraph_SSSP.** Demonstrates Single Source Shortest Path (SSSP) computation using nvGRAPH Library.

- **Added 7_CUDA Libraries/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.

### 1.9. CUDA 7.5

- **Added 7_CUDA Libraries/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_CUDA Libraries/cuSolverRf.** Demonstrates how to use cuSolverRF, a sparse re-factorization package of the CUSOLVER library.

- **Added 7_CUDA Libraries/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.

1.10. 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.
1.11. 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.

1.12. 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_Utilities/p2pBandwidthTestLatency - new CUDA sample that demonstrates how 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_CUDA Libraries/ConjugateGradientUM - This sample implements a conjugate gradient solver on GPU using cuBLAS and cuSPARSE library, using Unified Memory.

1.13. 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_CUDA Libraries/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.

1.14. CUDA 5.0

- New directory structure for CUDA samples. Samples are classified accordingly to categories: 0_Simple, 1Utilities, 2_Graphics, 3_Imaging, 4_Finance, 5_Simulations, 6_Advanced, and 7_CUDA Libraries.
- 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/cdpLU Decomposition - 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.

1.15. CUDA 4.2

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

1.16. 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.
- Added grabcutNPP - CUDA implementation of Rother et al. GrabCut approach using the 8 neighborhood NPP Graphcut primitive introduced in CUDA 4.1. (C.
Rother, V. Kolmogorov, A. Blake. *GrabCut: Interactive Foreground Extraction Using Iterated Graph Cuts. ACM Transactions on Graphics (SIGGRAPH’04), 2004*.
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\v10.2\n
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-10.2.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-10.2.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:

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

Complete samples solution files exist at:

C:\ProgramData\NVIDIA Corporation\CUDA Samples\v10.2\n
Each individual sample has its own set of solution files at:

C:\ProgramData\NVIDIA Corporation\CUDA Samples\v10.2\<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.

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.
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>
<thead>
<tr>
<th>TARGET_ARCH</th>
<th>x86_64</th>
<th>aarch64</th>
</tr>
</thead>
<tbody>
<tr>
<td>linux</td>
<td>YES</td>
<td>NO</td>
</tr>
<tr>
<td>darwin</td>
<td>YES</td>
<td>NO</td>
</tr>
<tr>
<td>android</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>qnx</td>
<td>NO</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
- `aarch64` - 64-bit ARM CPU architecture, like that found on Jetson TX1 onwards
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 72"`. 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:

```
$ 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_CCFLAGS="-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:

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

1. Copy the content of:
   
   C:\ProgramData\NVIDIA Corporation\CUDA Samples\v10.2\<category>\template
   
   to a directory of your own:
   
   C:\ProgramData\NVIDIA Corporation\CUDA Samples\v10.2\<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\v10.2\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_10.2_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:
```
cd <SAMPLES_INSTALL_PATH>/<category>
cp -r template <myproject>
cd <SAMPLES_INSTALL_PATH>/<category>
```

2. Edit the filenames of the project to suit your needs:
```
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):
```
make
```
   To build the project as (debug), use "make dbg=1":
```
make dbg=1
```

5. Run the program:
```
../../../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-10.2/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_Utilities, 2_Graphics, 3_Imaging, 4_Finance, 5_Simulations, 6_Advanced, 7_CUDALibraries.)

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

2. Edit the filenames of the project to suit your needs:
```
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):
```
make
```
   Note: To build the project as (debug), use "make dbg=1"
```
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, NVJPEG, NVGRAPH cuBLAS, cuFFT, cuSPARSE, cuSOLVER and cuRAND).

### 3.1. Simple Reference

**asyncAPI**

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


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

Supported SM Architecture


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

Supported SM Architecture


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 | cudaMemcpy, cudaMemcpy, 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 | libNVRTC
CUDA API | cudaMemcpy, cudaMemcpy, cudaMemcpy
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 | cudaMemcpy, cudaMemcpy, cudaMemcpy
Supported OSes | Linux, Windows, OS X
cppOverload
This sample demonstrates how to use C++ function overloading on the GPU.

Architecture       6.2, SM 7.0, SM 7.5
CUDA API           cudaFuncSetCacheConfig, cudaFuncGetAttributes
Key Concepts       C++ Function Overloading, CUDA Streams and Events
Supported OSes     Linux, Windows, OS X

This sample demonstrates CUDA-NvSciBuf/NvSciSync Interop. Two CPU threads import the NvSciBuf and NvSciSync into CUDA to perform two image processing algorithms on a ppm image - image rotation in 1st thread & rgba to grayscale conversion of rotated image in 2nd thread.

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     NVSCI
Supported SM       SM 6.0, SM 6.1, SM 6.2, SM 7.0, SM 7.5
Architecture
CUDA API          cudaImportExternalMemory, cudaExternalMemoryGetMappedBuffer, cudaExternalMemoryGetMappedMipmappedArray, cudaImportExternalSemaphore, cudaSignalExternalSemaphoresAsync, cudaWaitExternalSemaphoresAsync, cudaDestroyExternalSemaphore, cudaDestroyExternalMemory
Key Concepts       CUDA NvSci Interop, Data Parallel Algorithms, Image Processing
Supported OSes     Linux

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
Architecture  6.2, SM 7.0, SM 7.5
CUDA API  cudaMemcpy, cudaMemcpy, 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 introcuced 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  SM 7.0, SM 7.5
Architecture  cudaMallocManaged, cudaDeviceSynchronize, 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
Architecture
### CUDA API
- cudaMalloc, cudaMemcpy, cudaFree, cudaFreeHost
- cudaMallocManaged, cudaDeviceSynchronize, cudaFuncSetAttribute, cudaEventCreate, cudaEventRecord, cudaEventSynchronize, cudaEventElapsedTime, cudaFree
- cudaMemcpy

### Key Concepts
- CUDA Runtime API
- CUDA 4.0
- Matrix Multiply, WMMA, Tensor Cores
- Performance Strategies, PTX Assembly, CUDA Driver API

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

### immaTensorCoreGemm - Tensor Core GEMM Integer MMA
CUDA sample demonstrating a integer GEMM computation using the Warp Matrix Multiply and Accumulate (WMMA) API for integer introduced in CUDA 10. This sample demonstrates the use of the 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** SM 7.5

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


### 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>Architecture</td>
<td>6.2, SM 7.0, SM 7.5</td>
</tr>
<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.

| Architecture   | 6.2, SM 7.0, SM 7.5 |
| CUDA API       | cudaEventCreate, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime, cudaEventSynchronize, 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 |
| CUDA API | cuModuleLoad, cuModuleLoadDataEx, cuModuleGetFunction, cuMemAlloc, cuMemFree, cuMemcpyHtoD, cuMemcpyDtoH, cuLaunchKernel |
| Key Concepts | CUDA Runtime API, Linear Algebra, Runtime Compilation |
| Supported OSes | Linux, Windows, OS X |

**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

**Supported SM Architecture**


**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.

**Supported SM Architecture**


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

**Key Concepts**

- CUDA Runtime API, Linear Algebra, Runtime Compilation
memMapIPCDrv - Memmap IPC Driver API
This CUDA Driver API sample is a very basic sample that demonstrates Inter Process Communication using cuMemMap APIs with one process per GPU for computation. Requires Compute Capability 3.0 or higher and a Linux Operating System, or a Windows 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
CUDA API
Key Concepts
CUDA Driver API, cuMemMap IPC, MMAP
Supported OSes
Linux, Windows

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.

Supported SM
CUDA API
cudaMalloc, cudaMallocHost, cudaMemcpy, cudaFree, cudaFreeHost, cudaMemcpy
Key Concepts
Assert
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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>NVRTC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CUDA API</td>
<td>cuLaunchKernel</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Assert, Runtime Compilation</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows</td>
</tr>
</tbody>
</table>

simpleAtomicIntrinsics - Simple Atomic Intrinsics

A simple demonstration of global memory atomic instructions.

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

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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>NVRTC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sample Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>simpleCallback - Simple CUDA Callbacks</td>
<td>This sample implements multi-threaded heterogeneous computing workloads with the new CPU callbacks for CUDA streams and events introduced with CUDA 5.0.</td>
</tr>
<tr>
<td>simpleCooperativeGroups - Simple Cooperative Groups</td>
<td>This sample is a simple code that illustrates basic usage of cooperative groups within the thread block.</td>
</tr>
</tbody>
</table>
simpleCudaGraphs - Simple CUDA Graphs

A demonstration of CUDA Graphs creation, instantiation and launch using Graphs APIs and Stream Capture APIs.

- **Supported SM Architecture**

- **CUDA API**
  - cudaStreamBeginCapture, cudaStreamEndCapture, cudaLaunchHostFunc, cudaGraphCreate, cudaGraphLaunch, cudaGraphInstantiate, cudaGraphAddHostNode, cudaGraphAddMemcpyNode, cudaGraphAddKernelNode, cudaGraphAddMemsetNode, cudaGraphExecDestroy, cudaGraphDestroy

- **Key Concepts**
  - CUDA Graphs, Stream Capture

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

simpleDrvRuntime - Simple Driver-Runetime Interaction

A simple example which demonstrates how CUDA Driver and Runtime APIs can work together to load cuda fatbinary of vector add kernel and performing vector addition.

- **Supported SM Architecture**

- **CUDA API**
  - cuModuleLoadData, cuModuleGetFunction, cuLaunchKernel, cudaMemcpy, cudaMemcpy, cudaMalloc, cudaStreamCreateWithFlags

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

- **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 3.0 or higher and a Linux Operating System, or a Windows Operating System with TCC enabled 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.
simpleLayeredTexture - Simple Layered Texture

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

Supported SM

CUDA API
cudaMalloc, cudaMemcpy3D, cudaBindTextureToArray, cudaMalloc, cudaFree, cudaFreeArray, cudaMemcpy

Key Concepts
Texture, Volume Processing

Supported OSes
Linux, Windows

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

Supported SM

CUDA API
cudaMalloc, 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 memcopy 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**

**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, cudaMallocArray, cudaMemcpy2D, cudaMemcpyToArray, cudaBindTexture2D, cudaBindTextureToArray, cudaCreateChannelDesc, cudaMalloc, cudaFree, cudaFreeArray, cudaUnbindTexture, cudaMemcpy2D, cudaMemcpy2D

**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.

- **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, cudaBindTextureToArray, cudaCreateChannelDesc, cudaMalloc, cudaFree, cudaFreeArray, cudaMemcpy
- **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, cudaMalloc, cudaFree, cudaFreeArray, cudaMemcpy
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.

CUDA API: cuModuleLoad, cuModuleLoadDataEx, cuModuleGetFunction, cuLaunchKernel, cuCtxSynchronize, cuMemcpyDtoH, 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.

CUDA API: cudaMalloc, cudaFree, cudaMemcpy, cudaFreeHost
Key Concepts: Vote Intrinsics
Supported OSes: Linux, Windows, OS X
simpleVoteIntrinsics_nvrtc - Simple Vote Intrinsics with libNVRTCP

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

**Supported SM Architecture**


**CUDA API**

- cuMemAlloc, cuMemFree, cuMemcpyHtoD, cuMemFree

**Key Concepts**

- Vote Intrinsics, CUDA Driver API, Runtime Compilation

**Supported OSes**

- Linux, Windows, OS X

simpleZeroCopy

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

**Supported SM Architecture**


**CUDA API**

- cudaEventCreate, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime, cudaHostAlloc, cudaHostGetDevicePointer, cudaHostRegister, cudaHostUnregister, cudaFreeHost

**Key Concepts**

- Performance Strategies, Pinned System Paged Memory, Vector Addition

**Supported OSes**

- Linux, Windows, OS X

**Whitepaper**

- CUDA2.2PinnedMemoryAPIs.pdf

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, SM 7.5

**CUDA API**  
cudaMalloc, cudaFree, cudaMemcpy, cudaMemcpy

**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.

**Supported SM Architecture**  

**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

**Supported SM Architecture**  

**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.

**Supported SM Architecture**


**CUDA API**
cudaEventCreate, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime, cudaEventSynchronize, cudaMemcpy

**Key Concepts**
CUDA Runtime API, Vector Addition

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

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 Architecture**


**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 Architecture**

CUDA API

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

Key Concepts

CUDA Driver API, Vector Addition

Supported OSes

Linux, Windows, OS X

vectorAddMMAP - Vector Addition cuMemMap

This sample replaces the device allocation in the vectorAddDrv sample with cuMemMap-ed allocations. This sample demonstrates that the cuMemMap api allows the user to specify the physical properties of their memory while retaining the contiguous nature of their access, thus not requiring a change in their program structure.

Supported SM Architecture

- SM 7.0, SM 7.5

CUDA API

- cuModuleLoad, cuModuleLoadDataEx, cuModuleGetFunction, cuMemAlloc, cuMemFree, cuMemcpyHtoD, cuMemcpyDtoH, cuLaunchKernel,
cuLaunchKernel, cuDeviceGetAttribute, cuDeviceCanAccessPeer, cuMemGetAllocationGranularity, cuMemAddressReserve, cuMemCreate,
cuMemMap, cuMemSetAccess, cuMemUnmap, cuMemAddressFree

Key Concepts

CUDA Driver API, Vector Addition, MMAP

Supported OSes

Linux, Windows

3.2. Utilities Reference

bandwidthTest - Bandwidth Test

This is a simple test program to measure the memcopy bandwidth of the GPU and memcpy 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.

Supported SM Architecture

- SM 7.0, SM 7.5

CUDA API

- cudaSetDevice, cudaHostAlloc, cudaFree, cudaMallocHost, cudaFreeHost, cudaMemcpy, cudaMemcpyAsync, cudaEventCreate, cudaEventRecord,
ccudaEventDestroy, 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.

- **CUDA API**: cuInit, cuDeviceGetCount, cuDeviceComputeCapability, cuDriverGetVersion, cuDeviceTotalMem, cuDeviceGetAttribute
- **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.

- **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

**UnifiedMemoryPerf - Unified and other CUDA Memories Performance**

This sample demonstrates the performance comparison using matrix multiplication kernel of Unified Memory with/without hints and other types of memory like zero copy buffers, pageable, pagelocked memory performing synchronous and asynchronous transfers 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**: UVM
- **CUDA API**: cudaMemcpyAsync, cudaMemcpyHost, cudaMalloc
- **Key Concepts**: CUDA Systems Integration, Unified Memory, CUDA Streams and Events, Pinned System Paged Memory
- **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.

**Dependencies**
- X11, GL

**Supported SM Architecture**

**CUDA API**

**Key Concepts**
- OpenGL Graphics Interop, Vertex Buffers, 3D Graphics, Physically Based Simulation

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

---

**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.

**Dependencies**
- DirectX

**Supported SM Architecture**

**CUDA API**

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

**Supported OSes**
- Windows
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
6.2, SM 7.0, SM 7.5

CUDA API

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
6.2, SM 7.0, SM 7.5

CUDA API
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.

**Dependencies**
- DirectX

**Supported SM Architecture**

**CUDA API**

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

**Supported OSes**
- Windows

simpleD3D12 - Simple D3D12 CUDA Interop

A program which demonstrates Direct3D12 interoperability with CUDA. The program creates a sinewave in DX12 vertex buffer which is created using CUDA kernels. DX12 and CUDA synchronizes using DirectX12 Fences. Direct3D then renders the results on the screen. A DirectX12 Capable NVIDIA GPU is required on Windows10 or higher OS.

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**
- DirectX12

**Supported SM Architecture**
simpleD3D9 - Simple Direct3D9 (Vertex Arrays)

Simple program which demonstrates interoperability between CUDA and Direct3D9. The program generates a vertex array with CUDA and uses Direct3D 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.

**Dependencies**
- DirectX

**Supported SM Architecture**

**CUDA API**
- cudaD3D9GetDevice, cudaD3D9SetDirect3DDevice,

**Key Concepts**
- Graphics Interop

**Supported OSes**
- Windows

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**
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**

- cudaGraphicsMapResources, cudaGraphicsUnmapResources,
- cudaGraphicsResourceGetMappedPointer, cudaGraphicsRegisterResource,
- cudaGraphicsGLRegisterBuffer, cudaGraphicsUnregisterResource

**Key Concepts**

- Graphics Interop, Vertex Buffers, 3D Graphics

**Supported OSes**

- Windows

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**

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


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


Key Concepts: Graphics Interop, Vertex Buffers, 3D Graphics

Supported OSes: Linux
**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

---

**simpleVulkan - Vulkan CUDA Interop Sinewave**

This sample demonstrates Vulkan CUDA Interop. CUDA imports the Vulkan vertex buffer and operates on it to create sinewave, and synchronizes with Vulkan through vulkan semaphores imported by CUDA. This sample depends on Vulkan SDK, GLFW3 libraries, for building this sample please refer to "Build_instructions.txt" provided in this sample's directory

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, VULKAN

**Supported SM Architecture**
CUDA API  
cudaImportExternalMemory, cudaExternalMemoryGetMappedBuffer, cudaImportExternalSemaphore, cudaImportExternalSemaphore, cudaSignalExternalSemaphoresAsync, cudaWaitExternalSemaphoresAsync, cudaDestroyExternalSemaphore, cudaDestroyExternalMemory

Key Concepts  
Graphics Interop, CUDA Vulkan Interop, Data Parallel Algorithms

Supported OSes  
Linux, Windows

**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**  

**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
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

Supported SM

CUDA API

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
Supported SM Architecture

CUDA API

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.

Dependencies
X11, GL

Supported SM Architecture

CUDA API

Key Concepts
Graphics Interop, Image Processing

Supported OSes
Linux, Windows, OS X

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.

Dependencies
X11, GL
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

**Supported SM Architecture**

**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.

**Supported SM Architecture**

**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

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.

- **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.

- **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.
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**

**Key Concepts**
EGLStreams Interop

**Supported OSes**
Linux

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.

**Dependencies**
EGL

**Supported SM Architecture**
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.

Dependencies: EGL, EGLSync, X11, GLES


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
- **Key Concepts**: Image Processing
- **Supported OSes**: Linux, Windows, OS X
- **Whitepaper**: imageDenoising.pdf

NV12toBGRandResize

This code shows two ways to convert and resize NV12 frames to BGR 3 planars frames using CUDA in batch. Way-1, Convert NV12 Input to BGR @ Input Resolution-1, then Resize to Resolution#2. Way-2, resize NV12 Input to Resolution#2 then convert it to BGR Output. NVIDIA HW Decoder, both dGPU and Tegra, normally outputs NV12 pitch format frames. For the inference using TensorRT, the input frame needs to be BGR planar format with possibly different size. So, conversion and resizing from NV12 to
BGR planar is usually required for the inference following decoding. This CUDA code provides a reference implementation for conversion and resizing.

**Supported SM Architecture**

**CUDA API**
cudaMemcpy2D, cudaMallocManaged

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

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

## 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 Architecture**

**CUDA API**

**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 Architecture**
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

Supported SM

CUDA API

Key Concepts
Graphics Interop, Image Processing

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

Supported SM

CUDA API
**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

**vulkanImageCUDA - Vulkan Image - CUDA Interop**

This sample demonstrates Vulkan Image - CUDA Interop. CUDA imports the Vulkan image buffer, performs box filtering over it, and synchronizes with Vulkan through vulkan semaphores imported by CUDA. This sample depends on Vulkan SDK, GLFW3 libraries, for building this sample please refer to "Build_instructions.txt" provided in this sample's directory.

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, VULKAN
- **CUDA API:** cudaImportExternalMemory, cudaExternalMemoryGetMappedMipmappedArray, cudaImportExternalSemaphore, cudaSignalExternalSemaphoresAsync, cudaWaitExternalSemaphoresAsync, cudaDestroyExternalSemaphore, cudaDestroyExternalMemory
- **Key Concepts:** Graphics Interop, CUDA Vulkan Interop, Data Parallel Algorithms
- **Supported OSes:** Linux, Windows
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.

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

- **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
- **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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>DirectX</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>Windows</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>X11, GL, 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>
</tbody>
</table>
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.

Dependencies  X11, GLES, CUFFT
Architecture  6.2, SM 7.0, SM 7.5
Key Concepts  Graphics Interop, CUFFT Library, Physically-Based Simulation
Supported OSes  Linux

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
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

CUDA API

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

CUDA API

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

Supported OSes
Linux
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
**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
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.

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.

**Dependencies**
- DirectX

**Supported SM Architecture**

**CUDA API**

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

**Supported OSes**
- Windows

### 3.7. Advanced Reference

**alignedTypes - Aligned Types**

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

**Supported SM Architecture**

**Key Concepts**
- Performance Strategies

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

**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.

**Dependencies**
- CPP11
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.

Dependencies: CDP
Key Concepts: Cooperative Groups, CUDA Dynamic Parallelism
Supported OSes: Linux, Windows, OS X

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.

Dependencies: CDP
Key Concepts: CUDA Dynamic Parallelism
Supported OSes: Linux, Windows, OS X
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.

Dependences: CDP
Key Concepts: Cooperative Groups, CUDA Dynamic Parallelism
Supported OSes: Linux, Windows, OS X

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

Architecture: 6.2, SM 7.0, SM 7.5
Key Concepts: Performance Strategies
Supported OSes: Linux, Windows, OS X

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.

Dependences: UVM, MBCG
---
Key Concepts | Unified Memory, Linear Algebra, Cooperative Groups, MultiBlock Cooperative Groups
---
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 Architecture** | SM 6.0, SM 6.1, SM 6.2, SM 7.0, SM 7.5
---
**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.

---
**Key Concepts** | Linear Algebra
---
**Supported OSes** | Linux, Windows, OS X
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.

- **Key Concepts**: Recursion, Templates
- **Supported OSes**: Linux, Windows, OS X

**jacobiCudaGraphs - Jacobi CUDA Graphs**

Demonstrates Instantiated CUDA Graph Update with Jacobi Iterative Method using cudaGraphExecKernelNodeSetParams() and cudaGraphExecUpdate() approach.

- **CUDA API**: cudaStreamBeginCapture, cudaStreamEndCapture, cudaGraphCreate, cudaGraphLaunch, cudaGraphInstantiate, cudaGraphExecUpdate, cudaGraphExecKernelNodeSetParams, cudaGraphGetNodes, cudaGraphNodeGetType, cudaGraphExecDestroy, cudaGraphDestroy
- **Key Concepts**: CUDA Graphs, Stream Capture, Instantiated CUDA Graph Update, Cooperative Groups
- **Supported OSes**: Linux, Windows, OS X

**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.

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

**Supported SM Architecture**

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

**Key Concepts**
CUDA Driver API, CUDA Dynamically Linked Library

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

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.itl.fh-flensburg.de/lang/algorithmen/sortieren/networks/indexen.htm

**Supported SM Architecture**

**Key Concepts**
Data-Parallel Algorithms

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

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.

**Supported SM Architecture**

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

**Supported SM Architecture**

**Key Concepts**
- CUDA Driver API

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

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.

**Supported SM Architecture**

**Key Concepts**
- Data-Parallel Algorithms, Performance Strategies

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

Whitepaper
- readme.txt

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.

**Supported SM Architecture**

**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
SM 6.0, SM 6.1, SM 6.2, SM 7.0, SM 7.5

Architecture

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.

Supported SM

Architecture
6.2, SM 7.0, SM 7.5

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.

Supported SM

Architecture
6.2, SM 7.0, SM 7.5

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.

**Supported SM**

**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.

**Supported SM**

**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.

**Supported SM**

**Key Concepts**
CUDA Systems Integration, Performance Strategies

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

**Whitepaper**
HyperQ.pdf

sortingNetworks - CUDA Sorting Networks

This sample implements bitonic sort and odd-even merge sort (also known as Batcher'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

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Data-Parallel Algorithms</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>Stream-Priorities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>CUDA Streams and Events</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, OS X</td>
</tr>
</tbody>
</table>

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 to two or more kernel calls as shown in the "reduction" CUDA Sample). Single-pass reduction requires global atomic instructions (Compute Capability 2.0 or later) and the _threadfence() intrinsic (CUDA 2.2 or later).

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Cooperative Groups, Data-Parallel Algorithms, Performance Strategies</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>
threadMigration - CUDA Context Thread Management

Simple program illustrating how to use 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.

Supported SM Architecture

CUDA API
cuCtxCreate, cuCtxDestroy, cuModuleLoad, cuModuleLoadDataEx, cuModuleGetFunction, cuLaunchKernel, cuMemcpyDtoH, 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.

Supported SM Architecture

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.

Supported SM Architecture

Key Concepts
Cooperative Groups, Atomic Intrinsics

Supported OSes
Linux, Windows, OS X
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  
Architecture  
6.2, SM 7.0, SM 7.5
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  
Architecture  
6.2, SM 7.0, SM 7.5
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**
- FreeImage, NPP

**Supported SM**

**Architecture**
- 6.2, SM 7.0, SM 7.5

**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**
- FreeImage, NPP

**Supported SM**

**Architecture**
- 6.2, SM 7.0, SM 7.5

**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 `nppiRGBOToGray()`. 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.
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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CUBLAS, CUSPARSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Linear Algebra, CUBLAS Library, CUSPARSE Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

conjugateGradientCudaGraphs - Conjugate Gradient using Cuda Graphs

This sample implements a conjugate gradient solver on GPU using CUBLAS and CUSPARSE library calls captured and called using CUDA Graph 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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CUBLAS, CUSPARSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>CUDA API</td>
<td>cudaStreamBeginCapture, cudaStreamEndCapture, cudaGraphCreate, cudaGraphLaunch, cudaGraphInstantiate, cudaGraphExecDestroy, cudaGraphDestroy</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Linear Algebra, CUBLAS Library, CUSPARSE Library</td>
</tr>
</tbody>
</table>
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
Key Concepts: Linear Algebra, CUBLAS Library, CUSPARSE Library
Supported OSes: Linux, Windows, OS X

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
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
- **Key Concepts**: Linear Algebra, CUSOLVER Library
- **Supported OSes**: Linux, Windows, OS X

---

#### 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
- **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

### Key Concepts
Linear Algebra, CUSOLVER Library

### Supported OSes
Linux, Windows, OS X

---

**cuSolverSp_LowlevelCholesky - cuSolverSp Lowlevel Cholesky 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

### 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

### Key Concepts
Linear Algebra, CUSOLVER Library

### Supported OSes
Linux, Windows, OS X
FilterBorderControlNPP - Filter Border Control NPP

This sample demonstrates how any border version of an NPP filtering function can be used in the most common mode, with border control enabled. Mentioned functions can be used to duplicate the results of the equivalent non-border version of the NPP functions. They can also be used for enabling and disabling 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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>FreeImage, NPP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0, SM 7.5</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Performance Strategies, Image Processing, NPP Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

freImageInteropNPP - 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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>FreeImage, NPP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0, SM 7.5</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Performance Strategies, Image Processing, NPP Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

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**
- Freeware, 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 planes 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**
- Freeware, 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.
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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CURAND</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0, SM 7.5</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Random Number Generator, Computational Finance, CURAND Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

MC_EstimatePiPiP - 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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CURAND</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0, SM 7.5</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Random Number Generator, Computational Finance, CURAND Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>
**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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CURAND</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Random Number Generator, Computational Finance, CURAND Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CURAND</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Concepts</td>
<td>Random Number Generator, Computational Finance, CURAND Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CURAND</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0, SM 7.5</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Computational Finance, CURAND Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>

**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, SM 7.5</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, SM 7.5</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.

**Dependencies**
- NVGRAPH

**Supported SM Architecture**

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

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

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

nvJPEG - NVJPEG simple

A CUDA Sample that demonstrates single and batched decoding of jpeg images using NVJPEG 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.
nvJPEG_encoder - NVJPEG Encoder

A CUDA Sample that demonstrates single encoding of jpeg images using NVJPEG 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: NVJPEG


Key Concepts: Image Encoding, NVJPEG Library

Supported OSes: Linux, Windows

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


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.

**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.

**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.
**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


**Architecture**  6.2, SM 7.0, SM 7.5

**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


**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.

<table>
<thead>
<tr>
<th>Dependencies</th>
<th>CUFFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Architecture</td>
<td>6.2, SM 7.0, SM 7.5</td>
</tr>
<tr>
<td>Key Concepts</td>
<td>Image Processing, CUFFT Library</td>
</tr>
<tr>
<td>Supported OSes</td>
<td>Linux, Windows, OS X</td>
</tr>
</tbody>
</table>
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 Microsoft Visual Studio 2012 or higher which provides Microsoft Windows SDK for Windows 8.

**DirectX**

DirectX 12 is a collection of advanced low-level programming APIs which can reduce driver overhead, designed to allow development of multimedia applications on Microsoft platforms starting with Windows 10 OS onwards. For Microsoft platforms, NVIDIA’s CUDA Driver supports DirectX. Few CUDA Samples for Windows demonstrates CUDA-DirectX12 Interoperability, for building such samples one needs to install Windows 10 SDK or higher, with VS 2015 or VS 2017.

**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.

**Vulkan**

Vulkan is a low-overhead, cross-platform 3D graphics and compute API. Vulkan targets high-performance realtime 3D graphics applications such as video games and interactive media across all platforms. On systems which support Vulkan, NVIDIA’s Vulkan implementation is provided with the CUDA Driver. For building and running Vulkan applications one needs to install the Vulkan SDK.

**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.

NVSCI
NvSci is a set of communication interface libraries out of which CUDA interops with NvSciBuf and NvSciSync. NvSciBuf allows applications to allocate and exchange buffers in memory. NvSciSync allows applications to manage synchronization objects which coordinate when sequences of operations begin and end.

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.

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.

NVJPEG
NVJPEG library provides high-performance, GPU accelerated JPEG decoding functionality for image formats commonly used in deep learning and hyperscale multimedia applications.

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

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 OpenGLES, Simple OpenGLES EGLOutput, Simple OpenGLES 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 Library</td>
<td><em>CUDA BLAS samples</em></td>
<td>Matrix Multiplication (CUBLAS), Unified Memory Streams</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), Memmap IPC Driver API, Simple Driver-Runtime Interaction, Simple Texture (Driver Version), Simple Vote Intrinsics with libNVRTC, Using Inline PTX, Using Inline PTX with libNVRTC, Vector Addition Driver API, Vector Addition cuMemMap, 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)</td>
</tr>
<tr>
<td>CUDA Graphs</td>
<td><em>Samples demonstrating how to use CUDA Graphs API to create, instantiate and launch CUDA Operations.</em></td>
<td>Jacobi CUDA Graphs, Simple CUDA Graphs</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 Driver-Runtime Interaction, Simple Texture, Vector Addition</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 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>Synchronizing Kernels with Event Timers and Streams</td>
<td>Bandwidth Test, Simple Multi Copy and Compute, Simple Multi-GPU, Unified Memory Streams, Unified and other CUDA Memories Performance, asyncAPI, cppOverload, simpleStreams</td>
</tr>
<tr>
<td>CUDA Systems Integration</td>
<td>Samples that integrate with Multi Process (OpenMP, IPC, and MPI)</td>
<td>Unified Memory Streams, Unified and other CUDA Memories Performance, cudaOpenMP, simpleIPC, simpleMPI</td>
</tr>
<tr>
<td>CUFFT Library</td>
<td>Samples that use the CUDA 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), Jacobi CUDA Graphs, 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</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>Data Parallel Algorithms</td>
<td><em>Samples that show good usage of Data Parallel Algorithms</em></td>
<td>CUDA Separable Convolution, Texture-based Separable Convolution</td>
</tr>
<tr>
<td>Debugging</td>
<td><em>Samples useful for debugging</em></td>
<td>simplePrintf</td>
</tr>
<tr>
<td>Device Memory Allocation</td>
<td><em>Samples that show GPU Device side memory allocation</em></td>
<td>Template</td>
</tr>
<tr>
<td>Device Query</td>
<td><em>Sample showing simple device query of information</em></td>
<td>Device Query, Device Query Driver API</td>
</tr>
<tr>
<td>EGLImage-CUDA Interop</td>
<td><em>Samples demonstrating how to use EGL Image and CUDA Interop.</em></td>
<td>EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>EGLStreams Interop</td>
<td><em>Samples demonstrating how to use EGL Streams and CUDA Interop.</em></td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop</td>
</tr>
<tr>
<td>EGLSync-CUDAEvent Interop</td>
<td><em>Samples demonstrating interoperability between CUDA Event and EGL Sync for achieving GPU-side synchronization between EGL and CUDA operations without blocking CPU for synchronization.</em></td>
<td>EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>GPU Performance</td>
<td><em>Samples demonstrating high performance and data I/O</em></td>
<td>Simple Multi Copy and Compute</td>
</tr>
<tr>
<td>Graph Analytics</td>
<td><em>Samples demonstrating how to use graph analytics with CUDA</em></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><em>Samples that demonstrate interop between graphics APIs and CUDA</em></td>
<td>Bicubic B-spline Interpolation, Bilateral Filter, Box Filter, CUDA and OpenGL Interop of Images, NV12to8BGRandResize, Simple D3D10 Texture, Simple D3D11 Texture, Simple D3D12 CUDA Interop, Simple D3D9 Texture, Simple Direct3D10 (Vertex Array), Simple Direct3D10 Render Target, Simple Direct3D9 (Vertex Arrays), Simple OpenGL, Simple OpenGLES, Simple OpenGLES</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>EGL Output</td>
<td></td>
<td>Simple OpenGLES on Screen, Simple Texture 3D</td>
</tr>
<tr>
<td>Image Decoding</td>
<td>Samples demonstrating image decoding on GPU.</td>
<td>NVJPEG simple</td>
</tr>
<tr>
<td>Image Encoding</td>
<td></td>
<td>NVJPEG Encoder</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, Freemap and NPP Interopability, Histogram Equalization with NPP, NV12toBGRandResize, Pitch Linear Texture, Simple CUBLAS, Simple CUFFT, Simple CUFFT Callbacks, Simple CUFFT_MGPU, Simple D3D11 Texture, Simple D3D12 CUDA Interop, Simple Surface Write, Simple Texture, Simple Texture (Driver Version), Simple Texture 3D, SimpleCUFFT_2d_MGPU, Texture-based Separable Convolution</td>
</tr>
<tr>
<td>Instantiated CUDA Graph Update</td>
<td></td>
<td>Jacobi CUDA Graphs</td>
</tr>
<tr>
<td>InterProcess Communication</td>
<td>Samples that demonstrate Inter Process Communication between processes</td>
<td>simpleIPC</td>
</tr>
<tr>
<td>Linear Algebra</td>
<td>Samples demonstrating linear algebra with CUDA</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</td>
</tr>
<tr>
<td>MMAP</td>
<td></td>
<td>Memmap IPC Driver API, Vector Addition cuMemMap</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>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), Tensor Core GEMM Integer MMA</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, FreiImage and NPP Interopability, Histogram Equalization with NPP</td>
</tr>
<tr>
<td>NVGRAPH Library</td>
<td><strong>nvGRAPH library</strong></td>
<td>NVGRAPH Page Rank, NVGRAPH Semi-Ring SpMV, NVGRAPH Single Source Shortest Path, NVGRAPH Spectral Clustering</td>
</tr>
<tr>
<td>NVJPEG Library</td>
<td><strong>NVJPEG library samples</strong></td>
<td>NVJPEG Encoder, NVJPEG simple</td>
</tr>
<tr>
<td>Occupancy Calculator</td>
<td><strong>Samples demonstrating how to use the CUDA Occupancy Calculator</strong></td>
<td>simpleOccupancy</td>
</tr>
<tr>
<td>OpenMP</td>
<td><strong>Samples demonstrating how to use OpenMP</strong></td>
<td>Unified Memory Streams, cudaOpenMP</td>
</tr>
<tr>
<td>Overlap Compute and Copy</td>
<td><strong>Samples demonstrating how to overlap Compute and Data I/O</strong></td>
<td>Simple Multi Copy and Compute</td>
</tr>
<tr>
<td>PTX Assembly</td>
<td><strong>Samples demonstrating how to use PTX code with CUDA</strong></td>
<td>Using Inline PTX, Using Inline PTX with libNVRTC</td>
</tr>
<tr>
<td>Peer to Peer</td>
<td><strong>Samples demonstrating how to handle P2P data transfers between multiple GPUs</strong></td>
<td>simpleIPC</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>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 libNVRT, Filter Border Control NPP, FreeImage and NPP Interoperability, 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>Unified and other CUDA Memories Performance, 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>Stream Capture</td>
<td><em>Samples demonstrating how to use Stream Capture API to create CUDA Graphs.</em></td>
<td>Jacobi CUDA Graphs, Simple CUDA Graphs</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, Unified and other CUDA Memories Performance, conjugateGradient using MultiBlock</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>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>Simple Driver-Runtime Interaction, Vector Addition, Vector Addition Driver API, Vector Addition cuMemMap, 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>Video Processing</td>
<td></td>
<td>NV12toBGRandResize</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>
<tr>
<td>cuMemMap IPC</td>
<td></td>
<td>Memmap IPC Driver API</td>
</tr>
</tbody>
</table>

### Advanced Key Concepts
*Advanced Concepts demonstrate advanced techniques and algorithms implemented with CUDA.*

#### Table 3  Advanced Key Concepts and Associated Samples

<table>
<thead>
<tr>
<th>Advanced Key Concept</th>
<th>Description</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<tr>
<td>2D Textures</td>
<td><em>Texture Mapping</em></td>
<td>SLI D3D10 Texture</td>
</tr>
<tr>
<td>3D Graphics</td>
<td><em>3D Rendering</em></td>
<td>Marching Cubes Isosurfaces</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>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>Conjugate Gradient using Cuda Graphs, ConjugateGradient, ConjugateGradientUM, Preconditioned Conjugate Gradient</td>
</tr>
<tr>
<td>CUDA DX12 Interop</td>
<td>Samples showing CUDA and D3D12 interop.</td>
<td>Simple D3D12 CUDA Interop</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), 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>CUDA Vulkan Interop</td>
<td>Samples demonstrating how to use Vulkan - CUDA Interop.</td>
<td>Vulkan CUDA Interop Sinewave, Vulkan Image - CUDA Interop</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>
<tr>
<td>Advanced Key Concept</td>
<td>Description</td>
<td>Samples</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------------</td>
<td>---------</td>
</tr>
<tr>
<td><strong>CURAND Library</strong></td>
<td>Samples that use the CUDA random number generator</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>Samples that use the cuSPARSE (Sparse Vector Matrix Multiply) functions</td>
<td>Conjugate Gradient using Cuda Graphs, ConjugateGradient, ConjugateGradientUM, Preconditioned Conjugate Gradient</td>
</tr>
<tr>
<td><strong>Computational Finance</strong></td>
<td>Finance Algorithms</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>Samples that show good usage of Data Parallel Algorithms</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>Samples that demonstrate interop between graphics APIs and CUDA</td>
<td>Bindless Texture, CUDA FFT Ocean Simulation, CUDA N-Body Simulation, CUDA</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><strong>Samples that demonstrate image and video compression</strong></td>
<td>DirectX Texture Compressor (DXTC)</td>
<td></td>
</tr>
<tr>
<td><strong>Samples that demonstrate image processing algorithms in CUDA</strong></td>
<td>1D Discrete Haar Wavelet Decomposition, CUDA FFT Ocean Simulation, CUDA Histogram, CUDA NvSciBuf/NvSciSync Interop, 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>
<td></td>
</tr>
<tr>
<td><strong>Samples demonstrating linear algebra with CUDA</strong></td>
<td>Conjugate Gradient using Cuda Graphs, ConjugateGradient, ConjugateGradientUM, Eigenvalues, Fast Walsh Transform, Matrix Transpose, Preconditioned Conjugate Gradient, Scalar Product, conjugateGradient using MultiBlock Cooperative Groups, conjugateGradient using MultiDevice Cooperative Groups</td>
<td></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>MultiBlock Cooperative Groups</td>
<td><em>Multi Block Cooperative Groups enables to express inter-thread-block synchronization.</em></td>
<td>Reduction using MultiBlock Cooperative Groups, conjugateGradient using MultiBlock Cooperative Groups</td>
</tr>
<tr>
<td>MultiDevice Cooperative Groups</td>
<td><em>Multi Device Cooperative Groups enables thread blocks executing on multiple GPUs to cooperate and synchronize as they execute.</em></td>
<td>conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>OpenGL Graphics Interop</td>
<td><em>Samples demonstrating how to use interoperability CUDA with OpenGL</em></td>
<td>Marching Cubes Isosurfaces</td>
</tr>
<tr>
<td>Performance Strategies</td>
<td><em>Samples demonstrating high performance with CUDA</em></td>
<td>Aligned Types, CUDA C 3D FDTD, 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, Concurrent Kernels, Matrix Transpose, Particles, SLI D3D10 Texture, VFlockingD3D10, simpleHyperQ, threadFenceReduction</td>
</tr>
<tr>
<td>Physically Based Simulation</td>
<td><em>Samples demonstrating high performance collisions and/or physical interactions</em></td>
<td>Marching Cubes Isosurfaces</td>
</tr>
<tr>
<td>Physically-Based Simulation</td>
<td><em>Samples demonstrating high performance collisions and/or physical interactions</em></td>
<td>CUDA N-Body Simulation, CUDA N-Body Simulation on Screen, CUDA N-Body Simulation with GLES, Fluids (Direct3D Version), Fluids (OpenGL Version), Fluids (OpenGLES Version), Particles, Smoke Particles, VFlockingD3D10</td>
</tr>
<tr>
<td>Random Number Generator</td>
<td><em>Samples demonstrating how to use random number generation with CUDA</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>Recursion</td>
<td><em>Samples demonstrating recursion on CUDA</em></td>
<td>Interval Computing</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>Runtime Compilation</td>
<td><em>Samples demonstrating how to use NVRTC APIs for runtime compilation of CUDA Kernels</em></td>
<td>Binomial Option Pricing with libNVRTC, Black-Scholes Option Pricing with libNVRTC, Clock libNVRTC, Matrix Multiplication with libNVRTC, Niederreiter Quasirandom Sequence Generator with libNVRTC, Simple Atomic Intrinsics with libNVRTC, Simple Templates with libNVRTC, Simple Vote Intrinsics with libNVRTC, Using Inline PTX with libNVRTC, Vector Addition with libNVRTC, simpleAssert with libNVRTC</td>
</tr>
<tr>
<td>Surface Writes</td>
<td><em>Samples demonstrating how to use Surface Writes with GPU kernels</em></td>
<td>Volumetric Filtering with 3D Textures and Surface Writes</td>
</tr>
<tr>
<td>Templates</td>
<td><em>Samples demonstrating how to use templates GPU kernels</em></td>
<td>Interval Computing</td>
</tr>
<tr>
<td>Tensor Cores</td>
<td><em>Samples demonstrating use of Tensor Cores, introduced in the Volta chip family. Useful for faster matrix operations.</em></td>
<td>CUDA Tensor Core GEMM, Tensor Core GEMM Integer MMA</td>
</tr>
<tr>
<td>Texture</td>
<td><em>Samples demonstrating how to use textures GPU kernels</em></td>
<td>Bindless Texture</td>
</tr>
<tr>
<td>Vertex Buffers</td>
<td><em>Samples demonstrating how to use Vertex Buffers with CUDA kernels</em></td>
<td>Marching Cubes Isosurfaces</td>
</tr>
<tr>
<td>Video Compression</td>
<td><em>Samples demonstrating how to use video compression with CUDA</em></td>
<td>1D Discrete Haar Wavelet Decomposition, DCT8x8, Fast Walsh Transform</td>
</tr>
<tr>
<td>Video Intrinsics</td>
<td><em>Samples demonstrating how to use video intrinsics with CUDA</em></td>
<td>Stereo Disparity Computation (SAD SIMD Intrinsics)</td>
</tr>
<tr>
<td>WMMA</td>
<td><em>Samples demonstrating how to use Warp Matrix Multiply and Accumulate (WMMA) CUDA APIs.</em></td>
<td>CUDA Tensor Core GEMM, Tensor Core GEMM Integer MMA</td>
</tr>
</tbody>
</table>
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, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop, Memmap IPC Driver API</td>
</tr>
<tr>
<td>cuCtxDestroy</td>
<td>CUDA Context Thread Management, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop, Memmap IPC Driver API</td>
</tr>
<tr>
<td>cuCtxDetach</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuCtxPopCurrent</td>
<td>CUDA Context Thread Management, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuCtxPushCurrent</td>
<td>CUDA Context Thread Management, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuCtxSetCurrent</td>
<td>Memmap IPC Driver API</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>cuDeviceCanAccessPeer</td>
<td>Memmap IPC Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuDeviceComputeCapability</td>
<td>Device Query Driver API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuDeviceGet</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuDeviceGetAttribute</td>
<td>Device Query Driver API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop, Memmap IPC Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuDeviceGetCount</td>
<td>Device Query Driver API, EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuDeviceGetName</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuDeviceTotalMem</td>
<td>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>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>cuGraphicsResourceGetMappedEglFrame</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop</td>
</tr>
<tr>
<td>cuInit</td>
<td>Device Query Driver API</td>
</tr>
<tr>
<td>cuMemAddressFree</td>
<td>Memmap IPC Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuMemAddressReserve</td>
<td>Memmap IPC Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>CUDA Driver API</td>
<td>Samples</td>
</tr>
<tr>
<td>------------------------------</td>
<td>---------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>cuMemAlloc</td>
<td>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, Vector Addition Driver API, Vector Addition cuMemMap, Vector Addition with libNVRTC</td>
</tr>
<tr>
<td>cuMemCreate</td>
<td>Memmap IPC Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuMemExportToShareableHandle</td>
<td>Memmap IPC Driver API</td>
</tr>
<tr>
<td>cuMemFree</td>
<td>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, Vector Addition Driver API, Vector Addition cuMemMap, Vector Addition with libNVRTC</td>
</tr>
<tr>
<td>cuMemGetAllocationGranularity</td>
<td>Memmap IPC Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuMemImportFromShareableHandle</td>
<td>Memmap IPC Driver API</td>
</tr>
<tr>
<td>cuMemMap</td>
<td>Memmap IPC Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuMemRelease</td>
<td>Memmap IPC Driver API</td>
</tr>
<tr>
<td>cuMemSetAccess</td>
<td>Memmap IPC Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuMemUnmap</td>
<td>Memmap IPC Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuMemcopy2D</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuMemcopy3D</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop</td>
</tr>
<tr>
<td>cuMemcopyDtoH</td>
<td>CUDA Context Thread Management, Matrix Multiplication (CUDA Driver API Version), Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version), Matrix Multiplication with libNVRTC, Simple Texture (Driver Version), Using Inline PTX with libNVRTC, Vector Addition Driver API, Vector Addition cuMemMap, Vector Addition with libNVRTC</td>
</tr>
<tr>
<td>CUDA Driver API</td>
<td>Samples</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>cuMemcpyDtoHAsync</td>
<td>Memmap IPC Driver API</td>
</tr>
<tr>
<td>cuMemcpyHtoD</td>
<td>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 Vote Intrinsics with libNVRTC, Vector Addition Driver API, Vector Addition cuMemMap, Vector Addition with libNVRTC</td>
</tr>
<tr>
<td>cuModuleGetFunction</td>
<td>CUDA Context Thread Management, Matrix Multiplication (CUDA Driver API Version), Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version), Matrix Multiplication with libNVRTC, Memmap IPC Driver API, Simple Driver-Runtime Interaction, Simple Texture (Driver Version), Vector Addition Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuModuleGetTexRef</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuModuleLoad</td>
<td>CUDA Context Thread Management, Matrix Multiplication (CUDA Driver API Version), Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version), Matrix Multiplication with libNVRTC, Memmap IPC Driver API, Simple Driver-Runtime Interaction, Simple Texture (Driver Version), Vector Addition Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuModuleLoadData</td>
<td>Simple Driver-Runtime Interaction</td>
</tr>
<tr>
<td>cuModuleLoadDataEx</td>
<td>CUDA Context Thread Management, Matrix Multiplication (CUDA Driver API Version), Matrix Multiplication (CUDA Driver API version with Dynamic Linking Version), Matrix Multiplication with libNVRTC, Memmap IPC Driver API, Simple Driver-Runtime Interaction, Simple Texture (Driver Version), Vector Addition Driver API, Vector Addition cuMemMap</td>
</tr>
<tr>
<td>cuOccupancyMaxActiveBlocksPerMultiprocessor</td>
<td>Memmap IPC Driver API</td>
</tr>
<tr>
<td>cuParamSetTexRef</td>
<td>Simple Texture (Driver Version)</td>
</tr>
<tr>
<td>cuStreamCreate</td>
<td>EGLStream_CUDA_CrossGPU, EGLStreams CUDA Interop, EGLSync CUDA Event Interop, Memmap IPC Driver API</td>
</tr>
<tr>
<td>cuStreamDestroy</td>
<td>Memmap IPC Driver API</td>
</tr>
<tr>
<td>cuStreamSynchronize</td>
<td>Memmap IPC Driver API</td>
</tr>
<tr>
<td>cuTexRefSetAddressMode</td>
<td>Simple Texture (Driver Version)</td>
</tr>
</tbody>
</table>
CUDA Driver API          | Samples                          
----------------------------|----------------------------------
cuTexRefSetArray           | Simple Texture (Driver Version)  
cuTexRefSetFilterMode      | Simple Texture (Driver Version)  
cuTexRefSetFlags           | Simple Texture (Driver Version)  
cuTexRefSetFormat          | Simple Texture (Driver Version)  

**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>
</table>
cublasCreate               | Matrix Multiplication (CUBLAS)                              |
cublasSgemm                | Matrix Multiplication (CUBLAS)                              |
cudaBindSurfaceToArray     | Simple Surface Write                                         |
cudaBindTexture2D          | Pitch Linear Texture                                        |
cudaBindTextureToArray     | Pitch Linear Texture, Simple Cubemap Texture, Simple Layered Texture, Simple Surface Write, Simple Texture |
cudaCreateChannelDesc      | Pitch Linear Texture, Simple Cubemap Texture, Simple Layered Texture, Simple Surface Write, Simple Texture |
cudaD3D10GetDevice         | SLI D3D10 Texture, Simple D3D10 Texture, Simple Direct3D10 Render Target |
cudaD3D10SetDirect3DDevice | SLI D3D10 Texture, Simple D3D10 Texture, Simple Direct3D10 Render Target |
cudaD3D10SetGLDevice       | VFlockingD3D10                                               |
cudaD3D11GetDevice         | Simple D3D11 Texture                                         |
cudaD3D11SetDirect3DDevice | Simple D3D11 Texture                                         |
cudaD3D9GetDevice          | Simple D3D9 Texture, Simple Direct3D9 (Vertex Arrays)        |
cudaD3D9SetDirect3DDevice  | Simple D3D9 Texture, Simple Direct3D9 (Vertex Arrays)        |
cudaD3D9SetGLDevice        | Fluids (Direct3D Version)                                   |
<table>
<thead>
<tr>
<th>CUDA Runtime API</th>
<th>Samples</th>
</tr>
</thead>
<tbody>
<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, Tensor Core GEMM Integer MMA</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, Tensor Core GEMM Integer MMA, 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, Tensor Core GEMM Integer MMA, 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,</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-------------------------------------------------------------------------</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, Tensor Core GEMM Integer MMA, Vector Addition, asyncAPI, simpleStreams, simpleZeroCopy</td>
</tr>
<tr>
<td>cudaEventSynchronize</td>
<td>CUDA Tensor Core GEMM, Matrix Multiplication (CUDA Runtime API Version), Tensor Core GEMM Integer MMA, 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, Tensor Core GEMM Integer MMA, Using Inline PTX, Vector Addition, cudaOpenMP, simpleAssert, simpleZeroCopy</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, simpleZeroCopy</td>
</tr>
<tr>
<td>cudaFuncGetAttributes</td>
<td>cppOverload</td>
</tr>
<tr>
<td>cudaFuncSetAttribute</td>
<td>CUDA Tensor Core GEMM, Tensor Core GEMM Integer MMA</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>cudaGraphAddHostNode</td>
<td>Simple CUDA Graphs</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>-------------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>cudaGraphAddKernelNode</td>
<td>Simple CUDA Graphs</td>
</tr>
<tr>
<td>cudaGraphAddMemcpyNode</td>
<td>Simple CUDA Graphs</td>
</tr>
<tr>
<td>cudaGraphAddMemsetNode</td>
<td>Simple CUDA Graphs</td>
</tr>
<tr>
<td>cudaGraphCreate</td>
<td>Conjugate Gradient using Cuda Graphs, Jacobi CUDA Graphs, Simple CUDA Graphs</td>
</tr>
<tr>
<td>cudaGraphDestroy</td>
<td>Conjugate Gradient using Cuda Graphs, Jacobi CUDA Graphs, Simple CUDA Graphs</td>
</tr>
<tr>
<td>cudaGraphExecDestroy</td>
<td>Conjugate Gradient using Cuda Graphs, Jacobi CUDA Graphs, Simple CUDA Graphs</td>
</tr>
<tr>
<td>cudaGraphExecKernelNodeSetParams</td>
<td>Jacobi CUDA Graphs</td>
</tr>
<tr>
<td>cudaGraphExecUpdate</td>
<td>Jacobi CUDA Graphs</td>
</tr>
<tr>
<td>cudaGraphNodeGetType</td>
<td>Jacobi CUDA Graphs</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>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>----------------------------------</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>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>------------------</td>
<td>---------</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>cudaHostUnregister</td>
<td>simpleZeroCopy</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>------------------</td>
<td>---------</td>
</tr>
<tr>
<td>cudaIpcCloseMemHandle</td>
<td>simpleIIPC</td>
</tr>
<tr>
<td>cudaIpcGetEventHandle</td>
<td>simpleIIPC</td>
</tr>
<tr>
<td>cudaIpcOpenMemHandle</td>
<td>simpleIIPC</td>
</tr>
<tr>
<td>cudaLaunchCooperativeKernelMultiDevice</td>
<td>conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>cudaLaunchHostFunc</td>
<td>Simple CUDA Graphs</td>
</tr>
<tr>
<td>cudaMalloc</td>
<td>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 Driver-Runtime Interaction, Simple Layered Texture, Simple Surface Write, Simple Texture, System wide Atomics, Template, Unified and other CUDA Memories Performance, Using Inline PTX, Vector Addition, cudaOpenMP, simpleAssert</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, Unified and other CUDA Memories Performance, Using Inline PTX, simpleAssert</td>
</tr>
<tr>
<td>cudaMallocManaged</td>
<td>CUDA Tensor Core GEMM, NV12toBGRandResize, Tensor Core GEMM Integer MMA, Unified Memory Streams, Unified and other CUDA Memories Performance</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), Peer-to-Peer Bandwidth Latency Test with Multi-GPUs, Simple Atomic Intrinsics, Simple Cubemap Texture, Simple Driver-Runtime Interaction, Simple Layered Texture, Simple Peer-to-Peer Transfers with Multi-GPU,</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>------------------</td>
<td>---------</td>
</tr>
<tr>
<td>cudaMemcpy2D</td>
<td>NV12toBGRandResize, 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, Unified and other CUDA Memories Performance, asyncAPI, simpleIPC, simpleStreams</td>
</tr>
<tr>
<td>cudaMemcpyToArray</td>
<td>Pitch Linear Texture, Simple Texture</td>
</tr>
<tr>
<td>cudaMemset2D</td>
<td>Pitch Linear Texture</td>
</tr>
<tr>
<td>cudaOccupancyMaxActiveBlocksPerMultiprocessor</td>
<td>conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>cudaPrintfDisplay</td>
<td>simplePrintf</td>
</tr>
<tr>
<td>cudaPrintfEnd</td>
<td>simplePrintf</td>
</tr>
<tr>
<td>cudaRuntimeGetVersion</td>
<td>Device Query</td>
</tr>
<tr>
<td>cudaSetDevice</td>
<td>Bandwidth Test, Device Query</td>
</tr>
<tr>
<td>cudaStreamAddCallback</td>
<td>Simple CUDA Callbacks</td>
</tr>
<tr>
<td>cudaStreamAttachManagedMem</td>
<td>Unified Memory Streams</td>
</tr>
<tr>
<td>cudaStreamAttachMemAsync</td>
<td>Unified and other CUDA Memories Performance</td>
</tr>
<tr>
<td>cudaStreamBeginCapture</td>
<td>Conjugate Gradient using Cuda Graphs, Jacobi CUDA Graphs, Simple CUDA Graphs</td>
</tr>
<tr>
<td>cudaStreamCreate</td>
<td>Simple CUDA Callbacks</td>
</tr>
<tr>
<td>cudaStreamCreateWithFlags</td>
<td>Simple Driver-Runtime Interaction</td>
</tr>
<tr>
<td>cudaStreamDestroy</td>
<td>Simple CUDA Callbacks</td>
</tr>
<tr>
<td>CUDA Runtime API</td>
<td>Samples</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>cudaStreamEndCapture</td>
<td>Conjugate Gradient using Cuda Graphs, Jacobi CUDA Graphs, Simple CUDA Graphs</td>
</tr>
<tr>
<td>cudaStreamSynchronize</td>
<td>conjugateGradient using MultiDevice Cooperative Groups</td>
</tr>
<tr>
<td>cudaUnbindTexture</td>
<td>Pitch Linear Texture</td>
</tr>
<tr>
<td>cufftDestroy</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution</td>
</tr>
<tr>
<td>cufftExecC2R</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution</td>
</tr>
<tr>
<td>cufftExecR2C</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution</td>
</tr>
<tr>
<td>cufftPlan2d</td>
<td>CUDA FFT Ocean Simulation, FFT-Based 2D Convolution</td>
</tr>
<tr>
<td>nppGetGpuComputeCapability</td>
<td>JPEG encode/decode and resize with NPP</td>
</tr>
<tr>
<td>nppiDCTFree</td>
<td>JPEG encode/decode and resize with NPP</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_8u16</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

© 2007-2019 NVIDIA Corporation. All rights reserved.