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Chapter 1.
OVERVIEW

NVIDIA® cuDNN is a GPU-accelerated library of primitives for deep neural networks. It provides highly tuned implementations of routines arising frequently in DNN applications:

- Convolution forward and backward, including cross-correlation
- Pooling forward and backward
- Softmax forward and backward
- Neuron activations forward and backward:
  - Rectified linear (ReLU)
  - Sigmoid
  - Hyperbolic tangent (TANH)
- Tensor transformation functions
- LRN, LCN and batch normalization forward and backward

cuDNN's convolution routines aim for performance competitive with the fastest GEMM (matrix multiply) based implementations of such routines while using significantly less memory.

cuDNN features customizable data layouts, supporting flexible dimension ordering, striding, and subregions for the 4D tensors used as inputs and outputs to all of its routines. This flexibility allows easy integration into any neural network implementation and avoids the input/output transposition steps sometimes necessary with GEMM-based convolutions.

cuDNN offers a context-based API that allows for easy multithreading and (optional) interoperability with CUDA streams.
Chapter 2. GENERAL DESCRIPTION

Basic concepts are described in this chapter.

2.1. Programming Model

The cuDNN Library exposes a Host API but assumes that for operations using the GPU, the necessary data is directly accessible from the device.

An application using cuDNN must initialize a handle to the library context by calling `cudnnCreate()`. This handle is explicitly passed to every subsequent library function that operates on GPU data. Once the application finishes using cuDNN, it can release the resources associated with the library handle using `cudnnDestroy()` . This approach allows the user to explicitly control the library’s functioning when using multiple host threads, GPUs and CUDA Streams. For example, an application can use `cudaSetDevice()` to associate different devices with different host threads and in each of those host threads, use a unique cuDNN handle which directs library calls to the device associated with it. cuDNN library calls made with different handles will thus automatically run on different devices. The device associated with a particular cuDNN context is assumed to remain unchanged between the corresponding `cudnnCreate()` and `cudnnDestroy()` calls. In order for the cuDNN library to use a different device within the same host thread, the application must set the new device to be used by calling `cudaSetDevice()` and then create another cuDNN context, which will be associated with the new device, by calling `cudnnCreate()`.

cuDNN API Compatibility

Beginning in cuDNN 7, binary compatibility of patch and minor releases is maintained as follows:

- Any patch release x.y.z is forward- or backward-compatible with applications built against another cuDNN patch release x.y.w (i.e., of the same major and minor version number, but having w!=z)
- cuDNN minor releases beginning with cuDNN 7 are binary backward-compatible with applications built against the same or earlier patch release (i.e., an app built against cuDNN 7.x is binary compatible with cuDNN library 7.y, where y>=x)
Applications compiled with a cuDNN version 7.y are not guaranteed to work with 7.x release when y > x.

2.2. Convolution Formulas

This section describes the various convolution formulas implemented in cuDNN convolution functions.

The convolution terms described in the table below apply to all the convolution formulas that follow.

**TABLE OF CONVOLUTION TERMS**

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>$x$</td>
<td>Input (image) Tensor</td>
</tr>
<tr>
<td>$w$</td>
<td>Weight Tensor</td>
</tr>
<tr>
<td>$y$</td>
<td>Output Tensor</td>
</tr>
<tr>
<td>$n$</td>
<td>Current Batch Size</td>
</tr>
<tr>
<td>$c$</td>
<td>Current Input Channel</td>
</tr>
<tr>
<td>$C$</td>
<td>Total Input Channels</td>
</tr>
<tr>
<td>$H$</td>
<td>Input Image Height</td>
</tr>
<tr>
<td>$W$</td>
<td>Input Image Width</td>
</tr>
<tr>
<td>$k$</td>
<td>Current Output Channel</td>
</tr>
<tr>
<td>$K$</td>
<td>Total Output Channels</td>
</tr>
<tr>
<td>$p$</td>
<td>Current Output Height Position</td>
</tr>
<tr>
<td>$q$</td>
<td>Current Output Width Position</td>
</tr>
<tr>
<td>$G$</td>
<td>Group Count</td>
</tr>
<tr>
<td>$pad$</td>
<td>Padding Value</td>
</tr>
<tr>
<td>$u$</td>
<td>Vertical Subsample Stride (along Height)</td>
</tr>
<tr>
<td>$v$</td>
<td>Horizontal Subsample Stride (along Width)</td>
</tr>
<tr>
<td>$dhl_h$</td>
<td>Vertical Dilation (along Height)</td>
</tr>
<tr>
<td>$dhl_w$</td>
<td>Horizontal Dilation (along Width)</td>
</tr>
<tr>
<td>$r$</td>
<td>Current Filter Height</td>
</tr>
<tr>
<td>$R$</td>
<td>Total Filter Height</td>
</tr>
<tr>
<td>$s$</td>
<td>Current Filter Width</td>
</tr>
<tr>
<td>$S$</td>
<td>Total Filter Width</td>
</tr>
<tr>
<td>$C_g$</td>
<td>$C / G$</td>
</tr>
<tr>
<td>$K_g$</td>
<td>$K / G$</td>
</tr>
</tbody>
</table>
Normal Convolution (using cross-correlation mode)

\[ y_{n,k,p,q} = \sum_c \sum_r \sum_s x_{n,c,p+r,q+s} \times w_{k,c,r,s} \]

Convolution with Padding

\[ x_{<0,x0} = 0 \]
\[ x_{>W,W} = 0 \]

\[ y_{n,k,p,q} = \sum_c \sum_r \sum_s x_{n,c,\text{pad},p+r-pad, q+s-pad} \times w_{k,c,r,s} \]

Convolution with Subsample-Striding

\[ y_{n,k,p,q} = \sum_c \sum_r \sum_s x_{n,c,(p*p)+r, (q*q)+s} \times w_{k,c,r,s} \]

Convolution with Dilation

\[ y_{n,k,p,q} = \sum_c \sum_r \sum_s x_{n,c,p+(r*dilh), q+(s*dilw)} \times w_{k,c,r,s} \]

Convolution using Convolution Mode

\[ y_{n,k,p,q} = \sum_c \sum_r \sum_s x_{n,c,p+r, q+s} \times w_{k,c,R-r-1, S-s-1} \]

Convolution using Grouped Convolution

\[ C_g = \frac{C}{G} \]
\[ K_g = \frac{K}{G} \]

\[ y_{n,k,p,q} = \sum_c \sum_r \sum_s x_{n,c,\text{floor}(k/K)+c, p+r, q+s} \times w_{k,c,r,s} \]

2.3. Notation

As of CUDNN v4 we have adopted a mathematically-inspired notation for layer inputs and outputs using \( x, y, dx, dy, b, w \) for common layer parameters. This was done to improve readability and ease of understanding of parameters meaning. All layers now follow a uniform convention that during inference

\( y = \text{layerFunction}(x, \text{otherParams}). \)
And during backpropagation

$$(dx, dOtherParams) = layerFunctionGradient(x, y, dy, otherParams)$$

For convolution the notation is

$$y = x*w+b$$

where \( w \) is the matrix of filter weights, \( x \) is the previous layer’s data (during inference), \( y \) is the next layer’s data, \( b \) is the bias and \(*\) is the convolution operator. In backpropagation routines the parameters keep their meanings. \( dx, dy, dw, db \) always refer to the gradient of the final network error function with respect to a given parameter. So \( dy \) in all backpropagation routines always refers to error gradient backpropagated through the network computation graph so far. Similarly other parameters in more specialized layers, such as, for instance, \( dMeans \) or \( dBnBias \) refer to gradients of the loss function wrt those parameters.

2.4. Tensor Descriptor

The cuDNN Library describes data holding images, videos and any other data with contents with a generic n-D tensor defined with the following parameters:

- A dimension \( dim \) from 3 to 8
- A data type (32-bit floating point, 64 bit-floating point, 16 bit floating point...)
- \( dim \) integers defining the size of each dimension
- \( dim \) integers defining the stride of each dimension (e.g the number of elements to add to reach the next element from the same dimension)

The first two dimensions define respectively the batch size \( n \) and the number of features maps \( c \). This tensor definition allows for example to have some dimensions overlapping each others within the same tensor by having the stride of one dimension smaller than the product of the dimension and the stride of the next dimension. In cuDNN, unless specified otherwise, all routines will support tensors with overlapping dimensions for forward pass input tensors, however, dimensions of the output tensors cannot overlap. Even though this tensor format supports negative strides (which can be useful for data mirroring), cuDNN routines do not support tensors with negative strides unless specified otherwise.

2.4.1. WXYZ Tensor Descriptor

Tensor descriptor formats are identified using acronyms, with each letter referencing a corresponding dimension. In this document, the usage of this terminology implies:

- All the strides are strictly positive
the dimensions referenced by the letters are sorted in decreasing order of their respective strides

2.4.2. 4-D Tensor Descriptor

A 4-D Tensor descriptor is used to define the format for batches of 2D images with 4 letters: N,C,H,W for respectively the batch size, the number of feature maps, the height and the width. The letters are sorted in decreasing order of the strides. The commonly used 4-D tensor formats are:

- NCHW
- NHWC
- CHWN

2.4.3. 5-D Tensor Description

A 5-D Tensor descriptor is used to define the format of batch of 3D images with 5 letters: N,C,D,H,W for respectively the batch size, the number of feature maps, the depth, the height and the width. The letters are sorted in decreasing order of the strides. The commonly used 5-D tensor formats are called:

- NCDHW
- NDHWC
- CDHWN

2.4.4. Fully-packed tensors

A tensor is defined as **XYZ-fully-packed** if and only if:

- the number of tensor dimensions is equal to the number of letters preceding the **fully-packed** suffix.
- the stride of the i-th dimension is equal to the product of the (i+1)-th dimension by the (i+1)-th stride.
- the stride of the last dimension is 1.

2.4.5. Partially-packed tensors

The partially 'XYZ-packed' terminology only applies in a context of a tensor format described with a superset of the letters used to define a partially-packed tensor. A WXYZ tensor is defined as **XYZ-packed** if and only if:

- the strides of all dimensions NOT referenced in the -packed suffix are greater or equal to the product of the next dimension by the next stride.
- the stride of each dimension referenced in the -packed suffix in position i is equal to the product of the (i+1)-st dimension by the (i+1)-st stride.
- if last tensor’s dimension is present in the -packed suffix, its stride is 1.

For example a NHWC tensor WC-packed means that the c_stride is equal to 1 and w_stride is equal to c_dim x c_stride. In practice, the -packed suffix is usually with
slowest changing dimensions of a tensor but it is also possible to refer to a NCHW tensor that is only N-packed.

2.4.6. Spatially packed tensors

Spatially-packed tensors are defined as partially-packed in spatial dimensions.

For example a spatially-packed 4D tensor would mean that the tensor is either NCHW HW-packed or CNHW HW-packed.

2.4.7. Overlapping tensors

A tensor is defined to be overlapping if a iterating over a full range of dimensions produces the same address more than once.

In practice an overlapped tensor will have stride[i-1] < stride[i]*dim[i] for some of the i from [1,nbDims] interval.

2.5. Thread Safety

The library is thread safe and its functions can be called from multiple host threads, as long as threads to do not share the same cuDNN handle simultaneously.

2.6. Reproducibility (determinism)

By design, most of cuDNN's routines from a given version generate the same bit-wise results across runs when executed on GPUs with the same architecture and the same number of SMs. However, bit-wise reproducibility is not guaranteed across versions, as the implementation of a given routine may change. With the current release, the following routines do not guarantee reproducibility because they use atomic operations:

- **cudnnConvolutionBackwardFilter** when
  - CUDNN_CONVOLUTION_BWD_FILTER_ALGO_0 or
  - CUDNN_CONVOLUTION_BWD_FILTER_ALGO_3 is used
- **cudnnConvolutionBackwardData** when
  - CUDNN_CONVOLUTION_BWD_DATA_ALGO_0 is used
- **cudnnPoolingBackward** when CUDNN_POOLING_MAX is used
- **cudnnSpatialTfSamplerBackward**

2.7. Scaling parameters alpha and beta

Many cuDNN routines like **cudnnConvolutionForward** take pointers to scaling factors (in host memory), that are used to blend computed values with initial values in the destination tensor as follows: dstValue = alpha[0]*computedValue + beta[0]*priorDstValue. When beta[0] is zero, the output is not read and may contain any
uninitialized data (including NaN). The storage data type for alpha[0], beta[0] is float for HALF and FLOAT tensors, and double for DOUBLE tensors. These parameters are passed using a host memory pointer.

For improved performance it is advised to use beta[0] = 0.0. Use a non-zero value for beta[0] only when blending with prior values stored in the output tensor is needed.

### 2.8. Tensor Core Operations

cuDNN v7 introduces acceleration of compute intensive routines using Tensor Core hardware on supported GPU SM versions. Tensor Core acceleration (using Tensor Core Operations) can be exploited by the library user via the cudnnMathType_t enumerator. This enumerator specifies the available options for Tensor Core enablement and is expected to be applied on a per-routine basis.

Kernels using Tensor Core Operations for are available for both **Convolutions** and **RNNs**.

The **Convolution** functions are:

- `cudnnConvolutionForward`
- `cudnnConvolutionBackwardData`
- `cudnnConvolutionBackwardFilter`

Tensor Core Operations kernels will be triggered in these paths only when:

- `cudnnSetConvolutionMathType` is called on the appropriate convolution descriptor setting `mathType` to CUDNN_TENSOR_OP_MATH.
- `cudnnConvolutionForward` is called using `algo` = CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_PRECOMP_GEMM or CUDNN_CONVOLUTION_FWD_ALGO_WINOGRAD_NONFUSED; `cudnnConvolutionBackwardData` using `algo` = CUDNN_CONVOLUTION_BWD_DATA_ALGO_1 or CUDNN_CONVOLUTION_BWD_DATA_ALGO_WINOGRAD_NONFUSED; and `cudnnConvolutionBackwardFilter` using `algo` = CUDNN_CONVOLUTION_BWD_FILTER_ALGO_1 or CUDNN_CONVOLUTION_BWD_FILTER_ALGO_WINOGRAD_NONFUSED.

For algorithms other than *-_ALGO_WINOGRAD_NONFUSED*, the following are some of the requirements to run Tensor Core operations:

- Input, Filter and Output descriptors (xDesc, yDesc, wDesc, dxDesc, dyDesc and dwDesc as applicable) have `dataType` = CUDNN_DATA_HALF.
- The number of Input and Output feature maps is a multiple of 8.
- The Filter is of type CUDNN_TENSOR_NCHW or CUDNN_TENSOR_NHWC. When using a filter of type CUDNN_TENSOR_NHWC, Input, Filter and Output data pointers (X, Y, W, dX, dY, and dW as applicable) need to be aligned to 128 bit boundaries.

The **RNN** functions are:
Tensor Core Operations kernels will be triggered in these paths only when:

- cudnnSetRNNMatrixMathType is called on the appropriate RNN descriptor setting mathType to CUDNN_TENSOR_OP_MATH.
- All routines are called using algo = CUDNN_RNN_ALGO_STANDARD or CUDNN_RNN_ALGO_PERSIST_STATIC. (new for 7.1)
- For algo = CUDNN_RNN_ALGO_STANDARD, Hidden State size, Input size and Batch size are all multiples of 8. (new for 7.1)
- For algo = CUDNN_RNN_ALGO_PERSIST_STATIC, Hidden State size and Input size are multiples of 32, Batch size is a multiple of 8. If Batch size exceeds 96 (forward training or inference) or 32 (backward data), Batch sizes constraints may be stricter and large power-of-two Batch sizes may be needed. (new for 7.1)

See also Features of RNN Functions.

For all cases, the CUDNN_TENSOR_OP_MATH enumerator is an indicator that the use of Tensor Cores is permissible, but not required. cuDNN may prefer not to use Tensor Core Operations (for instance, when the problem size is not suited to Tensor Core acceleration), and instead use an alternative implementation based on regular floating point operations.

2.8.1. Tensor Core Operations Notes

Some notes on Tensor Core Operations use in cuDNN v7 on sm_70:

Tensor Core operations are supported on the Volta GPU family, those operations perform parallel floating point accumulation of multiple floating point products. Setting the math mode to CUDNN_TENSOR_OP_MATH indicates that the library will use Tensor Core operations as mentioned previously. The default is CUDNN_DEFAULT_MATH, this default indicates that the Tensor Core operations will be avoided by the library. The default mode is a serialized operation, the Tensor Core operations are parallelized operation, thus the two might result in slight different numerical results due to the different sequencing of operations. Note: The library falls back to the default math mode when Tensor Core operations are not supported or not permitted.

The result of multiplying two matrices using Tensor Core Operations is very close, but not always identical, to the product achieved using some sequence of legacy scalar floating point operations. So cuDNN requires explicit user opt-in before enabling the use of Tensor Core Operations. However, experiments training common Deep Learning
models show negligible difference between using Tensor Core Operations and legacy floating point paths as measured by both final network accuracy and iteration count to convergence. Consequently, the library treats both modes of operation as functionally indistinguishable, and allows for the legacy paths to serve as legitimate fallbacks for cases in which the use of Tensor Core Operations is unsuitable.

2.8.2. Tensor Operations Speedup Tips

Some tips on Reducing Computation Time for Tensor Core Operations:

‣ The computation time for FP32 tensors can be reduced by selecting CUDNN_TENSOR_OP_MATH_ALLOW_CONVERSION enum value for cudnnMathType_t. In this mode the FP32 tensors are internally down-converted to FP16, the tensor op math is performed, and finally up-converted to FP32 as outputs.

‣ When the input channel size $c$ is a multiple of 32, you can use the new data type CUDNN_DATA_INT8x32 to accelerate your convolution computation. If you are already using INT8, which is INT8x4, then to use the new INT8x32, ensure that your data is such that the input channel size $c$ is a multiple of 32, instead of a multiple of 4, as you would have had it for INT8x4. The new CUDNN_DATA_INT8x32 data type defines the data as 32-element vectors, each element being 8-bit signed integer.

This data type is only supported with the tensor format CUDNN_TENSOR_NCHW_VECT_C. See the description for cudnnDataType_t.

This new data type can only be used with CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_PRECOMP_GEMM. See cudnnConvolutionFwdAlgo_t.

Note that this CUDNN_DATA_INT8x32 is only supported by sm_72.

2.9. GPU and driver requirements

cuDNN v7.0 supports NVIDIA GPUs of compute capability 3.0 and higher. For x86_64 platform, cuDNN v7.0 comes with two deliverables: one requires a NVIDIA Driver compatible with CUDA Toolkit 8.0, the other requires a NVIDIA Driver compatible with CUDA Toolkit 9.0.

If you are using cuDNN with a Volta GPU, version 7 or later is required.

2.10. Backward compatibility and deprecation policy
When changing the API of an existing cuDNN function "foo" (usually to support some new functionality), first, a new routine "foo_v<n>" is created where n represents the cuDNN version where the new API is first introduced, leaving "foo" untouched. This ensures backward compatibility with the version n-1 of cuDNN. At this point, "foo" is considered deprecated, and should be treated as such by users of cuDNN. We gradually eliminate deprecated and suffixed API entries over the course of a few releases of the library per the following policy:

- In release n+1, the legacy API entry "foo" is remapped to a new API "foo_v<f>" where f is some cuDNN version anterior to n.
- Also in release n+1, the unsuffixed API entry "foo" is modified to have the same signature as "foo_v<n>". "foo_v<n>" is retained as-is.
- The deprecated former API entry with an anterior suffix_v<f> and new API entry with suffix_v<n> are maintained in this release.
- In release n+2, both suffixed entries of a given entry are removed.

As a rule of thumb, when a routine appears in two forms, one with a suffix and one with no suffix, the non-suffixed entry is to be treated as deprecated. In this case, it is strongly advised that users migrate to the new suffixed API entry to guarantee backwards compatibility in the following cuDNN release. When a routine appears with multiple suffixes, the unsuffixed API entry is mapped to the higher numbered suffix. In that case it is strongly advised to use the non-suffixed API entry to guarantee backward compatibility with the following cuDNN release.

### 2.11. Grouped Convolutions

cuDNN supports grouped convolutions by setting groupCount > 1 for the convolution descriptor convDesc, using cudnnSetConvolutionGroupCount().

**By default the convolution descriptor convDesc is set to groupCount of 1.**

**Basic Idea**

Conceptually, in grouped convolutions the input channels and the filter channels are split into groupCount number of independent groups, with each group having a reduced number of channels. Convolution operation is then performed separately on these input and filter groups.

For example, consider the following: if the number of input channels is 4, and the number of filter channels of 12. For a normal, ungrouped convolution, the number of computation operations performed are 12*4.

If the groupCount is set to 2, then there are now two input channel groups of two input channels each, and two filter channel groups of six filter channels each.

As a result, each grouped convolution will now perform 2*6 computation operations, and two such grouped convolutions are performed. Hence the computation savings are 2x: (12*4)/(2*(2*6))
cuDNN Grouped Convolution

‣ When using `groupCount` for grouped convolutions, you must still define all tensor descriptors so that they describe the size of the entire convolution, instead of specifying the sizes per group.

‣ Grouped convolutions are supported for all formats that are currently supported by the functions `cudnnConvolutionForward()`, `cudnnConvolutionBackwardData()` and `cudnnConvolutionBackwardFilter()`.

‣ The tensor stridings that are set for `groupCount` of 1 are also valid for any group count.

‣ By default the convolution descriptor `convDesc` is set to `groupCount` of 1.

See Convolution Formulas for the math behind the cuDNN Grouped Convolution.

Example

Below is an example showing the dimensions and strides for grouped convolutions for NCHW format, for 2D convolution.

Note that the symbols “*” and “/” are used to indicate multiplication and division.

**xDesc** or **dxDesc**:

‣ **Dimensions**: `[batch_size, input_channel, x_height, x_width]`

‣ **Strides**: `[input_channels*x_height*x_width, x_height*x_width, x_width, 1]`

**wDesc** or **dwDesc**:

‣ **Dimensions**: `[output_channels, input_channels/groupCount, w_height, w_width]`

‣ **Format**: NCHW

**convDesc**:

‣ **Group Count**: `groupCount`

**yDesc** or **dyDesc**:

‣ **Dimensions**: `[batch_size, output_channels, y_height, y_width]`

‣ **Strides**: `[output_channels*y_height*y_width, y_height*y_width, y_width, 1]`

2.12. API Logging (new for 7.1)

cuDNN API logging is a tool that records all input parameters passed into every cuDNN API function call. This functionality is by default disabled, and can be enabled
through methods described in the next paragraph. The log output contains variable names, data types, parameter values, device pointers, and metadata such as time of the function call in microseconds, process ID, thread ID, cuDNN handle and cuda stream ID. When logging is enabled, the log output will be handled by the built-in default callback function. However, the user may also write their own callback function, and use the cudnnSetCallback to pass in the function pointer of their own callback function. Following is a sample output of the API log.

```plaintext
Function cudnnSetActivationDescriptor() called:
mode: type=cudnnActivationMode_t; val=CUDNN_ACTIVATION_RELU (1);
reluNanOpt: type=cudnnNanPropagation_t; val=CUDNN_NOT_PROPAGATE_NAN (0);
coef: type=double; val=1000.000000;
Time: 2017-11-21T14:14:21.366171 (0d+0h+1m+5s since start)
Process: 21264, Thread: 21264, cudnn_handle: NULL, cudnn_stream: NULL.
```

There are two methods to enable API logging.

Method 1: To enable it through environment variables, set “CUDNN_LOGINFO_DBG” to “1”, and set “CUDNN_LOGDEST_DBG” to one of the following: “stdout”, “stderr”, or user desired file path, e.g. “/home/userName1/log.txt”. You may include date and time conversion specifiers in the file name like “log_%Y_%m_%d_%H_%M_%S.txt”. The conversion specifiers will be automatically replaced with the date and time when the program is initiated, like “log_2017_11_21_09_41_00.txt”. The supported conversion specifiers are similar to the “strftime” function. If the file already exists, the log will overwrite the existing file. Note that these environmental variables are only checked once at the initialization, and any later changes in these environmental variables will not be effective in the current run. Also note that settings through environment can be overridden by method 2 below.

<table>
<thead>
<tr>
<th>Environment variables</th>
<th>CUDNN_LOGINFO_DBG=0</th>
<th>CUDNN_LOGINFO_DBG=1</th>
</tr>
</thead>
<tbody>
<tr>
<td>CUDNN_LOGDEST_DBG not set</td>
<td>No logging output</td>
<td>No logging output</td>
</tr>
<tr>
<td></td>
<td>No performance loss</td>
<td>No performance loss</td>
</tr>
<tr>
<td>CUDNN_LOGDEST_DBG=NULL</td>
<td>No logging output</td>
<td>No logging output</td>
</tr>
<tr>
<td></td>
<td>No performance loss</td>
<td>No performance loss</td>
</tr>
<tr>
<td>CUDNN_LOGDEST_DBG=stdout or stderr</td>
<td>No logging output</td>
<td>Logging to stdout or stderr</td>
</tr>
<tr>
<td></td>
<td>No performance loss</td>
<td>Some performance loss</td>
</tr>
<tr>
<td>CUDNN_LOGDEST_DBG=filename.txt</td>
<td>No logging output</td>
<td>Logging to filename.txt</td>
</tr>
<tr>
<td></td>
<td>No performance loss</td>
<td>Some performance loss</td>
</tr>
</tbody>
</table>

Method 2: To use API function calls to enable API logging, refer to the API description of `cudnnSetCallback()` and `cudnnGetCallback()`.

### 2.13. Features of RNN Functions

The RNN functions are:

- cudnnRNNForwardInference
- cudnnRNNForwardTraining
- cudnnRNNBackwardData
- cudnnRNNBackwardWeights
- cudnnRNNForwardInferenceEx
- cudnnRNNForwardTrainingEx
- cudnnRNNBackwardDataEx
- cudnnRNNBackwardWeightsEx

See the table below for a list of features supported by each RNN function:

For each of these terms, the short-form versions shown in the parenthesis are used in the tables below for brevity:

- cudnn RNN ALGO STANDARD (_ALGO_STANDARD)
- cudnn RNN ALGO PERSIST STATIC (_ALGO_PERSIST_STATIC)
- cudnn RNN ALGO PERSIST DYNAMIC (_ALGO_PERSIST_DYNAMIC)
- cudnn TENSOR OP MATH ALLOW CONVERSION (_ALLOW_CONVERSION).

<table>
<thead>
<tr>
<th>Functions</th>
<th>Input output layout supported</th>
<th>Supports variable sequence length in batch</th>
<th>Commonly supported</th>
</tr>
</thead>
<tbody>
<tr>
<td>cudnnRNNForwardInferenceEx</td>
<td>Sequence major, unpacked **, Batch major unpacked **, Sequence major packed **</td>
<td>Only with _ALGO_STANDARD For unpacked layout **, no input sorting required. For packed layout, require input sequences descending sorted according to length</td>
<td>Mode (cell type) supported: CUDNN_RNN_RELU, CUDNN_RNN_TANH, CUDNN_LSTM, CUDNN_GRU Algo supported* (see the table below for an elaboration on these algorithms): _ALGO_STANDARD, _ALGO_PERSIST_STATIC, _ALGO_PERSIST_DYNAMIC Math mode supported: CUDNN_DEFAULT_MATH, CUDNN_TENSOR_OP_MATH (will automatically fall back if run on pre-Volta, or if algo doesn’t support HMMA acceleration) _ALLOW_CONVERSION (may do down conversion to utilize HMMA acceleration) Direction mode supported: CUDNN_UNIDIRECTIONAL, CUDNN_BIDIRECTIONAL RNN input mode: CUDNN_LINEAR_INPUT, CUDNN_SKIP_INPUT</td>
</tr>
<tr>
<td>cudnnRNNForwardTrainingEx</td>
<td>Sequence major unpacked **, Batch major unpacked **, Sequence major packed **</td>
<td>Only with _ALGO_STANDARD For packed layout, require input sequences descending sorted according to length</td>
<td></td>
</tr>
<tr>
<td>cudnnRNNBackwardDataEx</td>
<td>Only Sequence major, packed (non-padded)</td>
<td>Only with _ALGO_STANDARD Require input sequences descending sorted according to length</td>
<td></td>
</tr>
<tr>
<td>cudnnRNNBackwardWeightsEx</td>
<td>Only Sequence major, packed (non-padded)</td>
<td>Only with _ALGO_STANDARD</td>
<td></td>
</tr>
</tbody>
</table>
* Do not mix different algos for different steps of training. It's also not recommended to mix non-extended and extended API for different steps of training.

** To use unpacked layout, user need to set `CUDNN_RNN_PADDED_IO_ENABLED` through `cudnnSetRNNPaddingMode`.

The following table provides the features supported by the algorithms referred in the above table: `CUDNN_RNN_ALGO_STANDARD`, `CUDNN_RNN_ALGO_PERSIST_STATIC`, and `CUDNN_RNN_ALGO_PERSIST_DYNAMIC`.

<table>
<thead>
<tr>
<th>Features</th>
<th>_ALGO_STANDARD</th>
<th>_ALGO_PERSIST_STATIC</th>
<th>_ALGO_PERSIST_DYNAMIC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Half input</td>
<td>Supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Single accumulation</td>
<td>Half intermediate storage</td>
<td>Single accumulation</td>
<td></td>
</tr>
<tr>
<td>Half output</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Single input</td>
<td>Supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Single accumulation</td>
<td>If running on Volta, with <code>CUDNN_TENSOR_OP_MATH_ALLOW_CONVERSION</code>, will down-convert and use half intermediate storage.</td>
<td>Otherwise: Single intermediate storage</td>
<td>Single accumulation</td>
</tr>
<tr>
<td>Single output</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Double input</td>
<td>Supported</td>
<td>Not Supported</td>
<td>Supported</td>
</tr>
<tr>
<td>Double accumulation</td>
<td>Double intermediate storage</td>
<td>Double accumulation</td>
<td>Double intermediate storage</td>
</tr>
<tr>
<td>Double output</td>
<td></td>
<td></td>
<td>Double accumulation</td>
</tr>
<tr>
<td>LSTM recurrent projection</td>
<td>Supported</td>
<td>Not Supported</td>
<td>Not Supported</td>
</tr>
<tr>
<td>LSTM cell clipping</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Variable sequence length in batch</td>
<td>Supported</td>
<td>Not Supported</td>
<td>Not Supported</td>
</tr>
<tr>
<td>HMMA acceleration on Volta/Xavier</td>
<td>Supported</td>
<td></td>
<td>Not Supported, will execute normally ignoring <code>CUDNN_TENSOR_OP_MATH</code> or <code>_ALLOW_CONVERSION</code></td>
</tr>
<tr>
<td></td>
<td>For half input/output, acceleration requires setting <code>CUDNN_TENSOR_OP_MATH</code> or <code>CUDNN_TENSOR_OP_MATH_ALLOWConversion</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Acceleration requires <code>inputSize</code> and <code>hiddenSize</code> to be multiple of 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>For single input/output, acceleration requires setting <code>CUDNN_TENSOR_OP_MATH_ALLOWCONVERSION</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Acceleration requires <code>inputSize</code> and <code>hiddenSize</code> to be multiple of 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Other limitations</td>
<td>Max problem size is limited by GPU specifications.</td>
<td>Requires real time compilation through NVRTC</td>
<td></td>
</tr>
<tr>
<td>------------------------</td>
<td>---------------------------------------------------</td>
<td>-----------------------------------------------</td>
<td></td>
</tr>
</tbody>
</table>

`CUDNN_TENSOR_OP_MATH` or `CUDNN_TENSOR_OP_MATH_ALLOW_CONVERSION` can be set through `cudnnSetRNNMatrixMathType`. 
Chapter 3.
CUDNN DATATYPES REFERENCE

This chapter describes all the types and enums of the cuDNN library API.

3.1. cudnnActivationDescriptor_t

cudnnActivationDescriptor_t is a pointer to an opaque structure holding the description of a activation operation. cudnnCreateActivationDescriptor() is used to create one instance, and cudnnSetActivationDescriptor() must be used to initialize this instance.

3.2. cudnnActivationMode_t

cudnnActivationMode_t is an enumerated type used to select the neuron activation function used in cudnnActivationForward(), cudnnActivationBackward() and cudnnConvolutionBiasActivationForward().

Values

CUDNN_ACTIVATION_SIGMOID
  Selects the sigmoid function.

CUDNN_ACTIVATION_RELU
  Selects the rectified linear function.

CUDNN_ACTIVATION_TANH
  Selects the hyperbolic tangent function.

CUDNN_ACTIVATION_CLIPPED_RELU
  Selects the clipped rectified linear function.

CUDNN_ACTIVATION_ELU
  Selects the exponential linear function.
CUDNN_ACTIVATION_IDENTITY (new for 7.1)

Selects the identity function, intended for bypassing the activation step in cudnnConvolutionBiasActivationForward(). (The cudnnConvolutionBiasActivationForward() function must use CUDNN_CONVOLUTION_FWD_AlgO_IMPlicit_PReCOMP_GEMM.) Does not work with cudnnActivationForward() or cudnnActivationBackward().

3.3. cudnnBatchNormMode_t

cudnnBatchNormMode_t is an enumerated type used to specify the mode of operation in cudnnBatchNormalizationForwardInference(), cudnnBatchNormalizationForwardTraining(), cudnnBatchNormalizationBackward() and cudnnDeriveBNTensorDescriptor() routines.

Values

CUDNN_BATCHNORM_PER_ACTIVATION

Normalization is performed per-activation. This mode is intended to be used after non-convolutional network layers. In this mode bnBias and bnScale tensor dimensions are 1xCxHxW.

CUDNN_BATCHNORM_SPATIAL

Normalization is performed over N+spatial dimensions. This mode is intended for use after convolutional layers (where spatial invariance is desired). In this mode bnBias, bnScale tensor dimensions are 1xCx1x1.

CUDNN_BATCHNORM_SPATIAL_PERSISTENT

This mode is similar to CUDNN_BATCHNORM_SPATIAL but it can be faster for some tasks. An optimized path may be selected for CUDNN_DATA_FLOAT and CUDNN_DATA_HALF types, compute capability 6.0 or higher, and the following two batch normalization API calls: cudnnBatchNormalizationForwardTraining(), and cudnnBatchNormalizationBackward(). In the latter case savedMean and savedInvVariance arguments should not be NULL. This mode may use a scaled atomic integer reduction that is deterministic but imposes more restrictions on the input data range. When a numerical overflow occurs, NaN-s (not-a-number) and/ or Inf-s special floating point values are written to output buffers. When Inf-s/NaN-s are present in the input data, the output in this mode is the same as from a pure floating-point implementation. For finite but very large input values, the algorithm may encounter overflows more frequently due to a lower dynamic range and emit Inf-s/NaN-s while CUDNN_BATCHNORM_SPATIAL will produce finite results. The user can invoke cudnnQueryRuntimeError() to check if a numerical overflow occurred in this mode.

3.4. cudnnCTCLossAlgo_t
cudnnCTCLossAlgo_t is an enumerated type that exposes the different algorithms available to execute the CTC loss operation.

Values

CUDNN_CTC_LOSS_ALGO_DETERMINISTIC
Results are guaranteed to be reproducible

CUDNN_CTC_LOSS_ALGO_NON_DETERMINISTIC
Results are not guaranteed to be reproducible

3.5. cudnnCTCLossDescriptor_t

cudnnCTCLossDescriptor_t is a pointer to an opaque structure holding the description of a CTC loss operation. cudnnCreateCTCLossDescriptor() is used to create one instance, cudnnSetCTCLossDescriptor() is be used to initialize this instance, cudnnDestroyCTCLossDescriptor() is be used to destroy this instance.

3.6. cudnnConvolutionBwdDataAlgoPerf_t

cudnnConvolutionBwdDataAlgoPerf_t is a structure containing performance results returned by cudnnFindConvolutionBackwardDataAlgorithm() or heuristic results returned by cudnnGetConvolutionBackwardDataAlgorithm_v7().

Data Members

cudnnConvolutionBwdDataAlgo_t algo
The algorithm run to obtain the associated performance metrics.

cudnnStatus_t status
If any error occurs during the workspace allocation or timing of cudnnConvolutionBackwardData(), this status will represent that error. Otherwise, this status will be the return status of cudnnConvolutionBackwardData().

- CUDNN_STATUS_ALLOC_FAILED if any error occured during workspace allocation or if provided workspace is insufficient.
- CUDNN_STATUS_INTERNAL_ERROR if any error occurred during timing calculations or workspace deallocation.
- Otherwise, this will be the return status of cudnnConvolutionBackwardData().

float time
The execution time of cudnnConvolutionBackwardData() (in milliseconds).

size_t memory
The workspace size (in bytes).
cudnnDeterminism_t determinism
The determinism of the algorithm.

cudnnMathType_t mathType
The math type provided to the algorithm.

int reserved[3]
Reserved space for future properties.

### 3.7. cudnnConvolutionBwdDataAlgo_t

cudnnConvolutionBwdDataAlgo_t is an enumerated type that exposes the different algorithms available to execute the backward data convolution operation.

Values

- **CUDNN_CONVOLUTION_BWD_DATA_ALGO_0**
  This algorithm expresses the convolution as a sum of matrix product without actually explicitly form the matrix that holds the input tensor data. The sum is done using atomic adds operation, thus the results are non-deterministic.

- **CUDNN_CONVOLUTION_BWD_DATA_ALGO_1**
  This algorithm expresses the convolution as a matrix product without actually explicitly form the matrix that holds the input tensor data. The results are deterministic.

- **CUDNN_CONVOLUTION_BWD_DATA_ALGO_FFT**
  This algorithm uses a Fast-Fourier Transform approach to compute the convolution. A significant memory workspace is needed to store intermediate results. The results are deterministic.

- **CUDNN_CONVOLUTION_BWD_DATA_ALGO_FFT_TILING**
  This algorithm uses the Fast-Fourier Transform approach but splits the inputs into tiles. A significant memory workspace is needed to store intermediate results but less than CUDNN_CONVOLUTION_BWD_DATA_ALGO_FFT for large size images. The results are deterministic.

- **CUDNN_CONVOLUTION_BWD_DATA_ALGO_WINOGRAD**
  This algorithm uses the Winograd Transform approach to compute the convolution. A reasonably sized workspace is needed to store intermediate results. The results are deterministic.

- **CUDNN_CONVOLUTION_BWD_DATA_ALGO_WINOGRAD_NONFUSED**
  This algorithm uses the Winograd Transform approach to compute the convolution. Significant workspace may be needed to store intermediate results. The results are deterministic.
3.8. cudnnConvolutionBwdDataPreference_t

cudnnConvolutionBwdDataPreference_t is an enumerated type used by
cudnnGetConvolutionBackwardDataAlgorithm() to help the choice of the
algorithm used for the backward data convolution.

Values

CUDNN_CONVOLUTION_BWD_DATA_NO_WORKSPACE

In this configuration, the routine
cudnnGetConvolutionBackwardDataAlgorithm() is guaranteed to return an
algorithm that does not require any extra workspace to be provided by the user.

CUDNN_CONVOLUTION_BWD_DATA_PREFER_FASTEST

In this configuration, the routine
cudnnGetConvolutionBackwardDataAlgorithm() will return the fastest
algorithm regardless how much workspace is needed to execute it.

CUDNN_CONVOLUTION_BWD_DATA_SPECIFY_WORKSPACE_LIMIT

In this configuration, the routine
cudnnGetConvolutionBackwardDataAlgorithm() will return the fastest
algorithm that fits within the memory limit that the user provided.

3.9. cudnnConvolutionBwdFilterAlgoPerf_t

cudnnConvolutionBwdFilterAlgoPerf_t is a
structure containing performance results returned by
cudnnFindConvolutionBackwardFilterAlgorithm() or heuristic results returned
by cudnnGetConvolutionBackwardFilterAlgorithm_v7().

Data Members
cudnnConvolutionBwdFilterAlgo_t algo

The algorithm run to obtain the associated performance metrics.
cudnnStatus_t status

If any error occurs during the workspace allocation or timing of
cudnnConvolutionBackwardFilter(), this status will represent
that error. Otherwise, this status will be the return status of
cudnnConvolutionBackwardFilter().

- CUDNN_STATUS_ALLOC_FAILED if any error occurred during workspace allocation
  or if provided workspace is insufficient.
- CUDNN_STATUS_INTERNAL_ERROR if any error occurred during timing
  calculations or workspace deallocation.
- Otherwise, this will be the return status of
cudnnConvolutionBackwardFilter().
**float time**

The execution time of `cudnnConvolutionBackwardFilter()` (in milliseconds).

**size_t memory**

The workspace size (in bytes).

**cudnnDeterminism_t determinism**

The determinism of the algorithm.

**cudnnMathType_t mathType**

The math type provided to the algorithm.

**int reserved[3]**

Reserved space for future properties.

---

### 3.10. `cudnnConvolutionBwdFilterAlgo_t`

`cudnnConvolutionBwdFilterAlgo_t` is an enumerated type that exposes the different algorithms available to execute the backward filter convolution operation.

**Values**

**CUDNN_CONVOLUTION_BWD_FILTER_ALGO_0**

This algorithm expresses the convolution as a sum of matrix product without actually explicitly form the matrix that holds the input tensor data. The sum is done using atomic adds operation, thus the results are non-deterministic.

**CUDNN_CONVOLUTION_BWD_FILTER_ALGO_1**

This algorithm expresses the convolution as a matrix product without actually explicitly form the matrix that holds the input tensor data. The results are deterministic.

**CUDNN_CONVOLUTION_BWD_FILTER_ALGO_FFT**

This algorithm uses the Fast-Fourier Transform approach to compute the convolution. Significant workspace is needed to store intermediate results. The results are deterministic.

**CUDNN_CONVOLUTION_BWD_FILTER_ALGO_3**

This algorithm is similar to `CUDNN_CONVOLUTION_BWD_FILTER_ALGO_0` but uses some small workspace to precomputes some indices. The results are also non-deterministic.

**CUDNN_CONVOLUTION_BWD_FILTER_WINOGRAD_NONFUSED**

This algorithm uses the Winograd Transform approach to compute the convolution. Significant workspace may be needed to store intermediate results. The results are deterministic.
CUDNN_CONVOLUTION_BWD_FILTER_ALGO_FFT_TILING
This algorithm uses the Fast-Fourier Transform approach to compute the convolution but splits the input tensor into tiles. Significant workspace may be needed to store intermediate results. The results are deterministic.

3.11. cudnnConvolutionBwdFilterPreference_t

cudnnConvolutionBwdFilterPreference_t is an enumerated type used by cudnnGetConvolutionBackwardFilterAlgorithm() to help the choice of the algorithm used for the backward filter convolution.

Values
CUDNN_CONVOLUTION_BWD_FILTER_NO_WORKSPACE
In this configuration, the routine cudnnGetConvolutionBackwardFilterAlgorithm() is guaranteed to return an algorithm that does not require any extra workspace to be provided by the user.

CUDNN_CONVOLUTION_BWD_FILTER_PREFER_FASTEST
In this configuration, the routine cudnnGetConvolutionBackwardFilterAlgorithm() will return the fastest algorithm regardless how much workspace is needed to execute it.

CUDNN_CONVOLUTION_BWD_FILTER_SPECIFY_WORKSPACE_LIMIT
In this configuration, the routine cudnnGetConvolutionBackwardFilterAlgorithm() will return the fastest algorithm that fits within the memory limit that the user provided.

3.12. cudnnConvolutionDescriptor_t

cudnnConvolutionDescriptor_t is a pointer to an opaque structure holding the description of a convolution operation. cudnnCreateConvolutionDescriptor() is used to create one instance, and cudnnSetConvolutionNdDescriptor() or cudnnSetConvolution2dDescriptor() must be used to initialize this instance.

3.13. cudnnConvolutionFwdAlgoPerf_t

cudnnConvolutionFwdAlgoPerf_t is a structure containing performance results returned by cudnnFindConvolutionForwardAlgorithm() or heuristic results returned by cudnnGetConvolutionForwardAlgorithm_v7().

Data Members

cudnnConvolutionFwdAlgo_t algo
The algorithm run to obtain the associated performance metrics.
cudnnStatus_t status

If any error occurs during the workspace allocation or timing of

\texttt{cudnnConvolutionForward()}, this status will represent that error. Otherwise, this
status will be the return status of \texttt{cudnnConvolutionForward()}.

\begin{itemize}
  \item \texttt{CUDNN_STATUS_ALLOC_FAILED} if any error occurred during workspace allocation
        or if provided workspace is insufficient.
  \item \texttt{CUDNN_STATUS_INTERNAL_ERROR} if any error occurred during timing
        calculations or workspace deallocation.
  \item Otherwise, this will be the return status of \texttt{cudnnConvolutionForward()}.
\end{itemize}

float time

The execution time of \texttt{cudnnConvolutionForward()} (in milliseconds).

size_t memory

The workspace size (in bytes).

\text{cudnnDeterminism_t determinism}

The determinism of the algorithm.

\text{cudnnMathType_t mathType}

The math type provided to the algorithm.

int reserved[3]

Reserved space for future properties.

\section*{3.14. cudnnConvolutionFwdAlgo_t}

\texttt{cudnnConvolutionFwdAlgo_t} is an enumerated type that exposes the different
algorithms available to execute the forward convolution operation.

\textbf{Values}

\texttt{CUDNN\_CONVOLUTION\_FWD\_ALGO\_IMPLICIT\_GEMM}

This algorithm expresses the convolution as a matrix product without actually
explicitly form the matrix that holds the input tensor data.

\texttt{CUDNN\_CONVOLUTION\_FWD\_ALGO\_IMPLICIT\_PRECOMP\_GEMM}

This algorithm expresses the convolution as a matrix product without actually
explicitly form the matrix that holds the input tensor data, but still needs some
memory workspace to precompute some indices in order to facilitate the implicit
construction of the matrix that holds the input tensor data.

\texttt{CUDNN\_CONVOLUTION\_FWD\_ALGO\_GEMM}

This algorithm expresses the convolution as an explicit matrix product. A significant
memory workspace is needed to store the matrix that holds the input tensor data.

\texttt{CUDNN\_CONVOLUTION\_FWD\_ALGO\_DIRECT}

This algorithm expresses the convolution as a direct convolution (e.g without
implicitly or explicitly doing a matrix multiplication).
CUDNN_CONVOLUTION_FWD_ALGO_FFT

This algorithm uses the Fast-Fourier Transform approach to compute the convolution. A significant memory workspace is needed to store intermediate results.

CUDNN_CONVOLUTION_FWD_ALGO_FFT_TILING

This algorithm uses the Fast-Fourier Transform approach but splits the inputs into tiles. A significant memory workspace is needed to store intermediate results but less than CUDNN_CONVOLUTION_FWD_ALGO_FFT for large size images.

CUDNN_CONVOLUTION_FWD_ALGO_WINOGRAD

This algorithm uses the Winograd Transform approach to compute the convolution. A reasonably sized workspace is needed to store intermediate results.

CUDNN_CONVOLUTION_FWD_ALGO_WINOGRAD_NONFUSED

This algorithm uses the Winograd Transform approach to compute the convolution. Significant workspace may be needed to store intermediate results.

3.15. cudnnConvolutionFwdPreference_t

cudnnConvolutionFwdPreference_t is an enumerated type used by cudnnGetConvolutionForwardAlgorithm() to help the choice of the algorithm used for the forward convolution.

Values

CUDNN_CONVOLUTION_FWD_NO_WORKSPACE

In this configuration, the routine cudnnGetConvolutionForwardAlgorithm() is guaranteed to return an algorithm that does not require any extra workspace to be provided by the user.

CUDNN_CONVOLUTION_FWD_PREFER_FASTEST

In this configuration, the routine cudnnGetConvolutionForwardAlgorithm() will return the fastest algorithm regardless how much workspace is needed to execute it.

CUDNN_CONVOLUTION_FWD_SPECIFY_WORKSPACE_LIMIT

In this configuration, the routine cudnnGetConvolutionForwardAlgorithm() will return the fastest algorithm that fits within the memory limit that the user provided.

3.16. cudnnConvolutionMode_t

cudnnConvolutionMode_t is an enumerated type used by cudnnSetConvolutionDescriptor() to configure a convolution descriptor. The filter used for the convolution can be applied in two different ways, corresponding mathematically to a convolution or to a cross-correlation. (A cross-correlation is equivalent to a convolution with its filter rotated by 180 degrees.)

Values
CUDNN_CONVOLUTION

In this mode, a convolution operation will be done when applying the filter to the images.

CUDNN_CROSS_CORRELATION

In this mode, a cross-correlation operation will be done when applying the filter to the images.

3.17. cudnnDataType_t

cudnnDataType_t is an enumerated type indicating the data type to which a tensor descriptor or filter descriptor refers.

Values

CUDNN_DATA_FLOAT

The data is 32-bit single-precision floating point (float).

CUDNN_DATA_DOUBLE

The data is 64-bit double-precision floating point (double).

CUDNN_DATA_HALF

The data is 16-bit floating point.

CUDNN_DATA_INT8

The data is 8-bit signed integer.

CUDNN_DATA_UINT8 (new for 7.1)

The data is 8-bit unsigned integer.

CUDNN_DATA_INT32

The data is 32-bit signed integer.

CUDNN_DATA_INT8x4

The data is 32-bit elements each composed of 4 8-bit signed integer. This data type is only supported with tensor format CUDNN_TENSOR_NCHW_VECT_C.

CUDNN_DATA_INT8x32

The data is 32-element vectors, each element being 8-bit signed integer. This data type is only supported with the tensor format CUDNN_TENSOR_NCHW_VECT_C. Moreover, this data type can only be used with “algo I,” i.e., CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_PRECOMP_GEMM. See cudnnConvolutionFwdAlgo_t.

CUDNN_DATA_UINT8x4 (new for 7.1)

The data is 32-bit elements each composed of 4 8-bit unsigned integer. This data type is only supported with tensor format CUDNN_TENSOR_NCHW_VECT_C.
3.18. cudnnDeterminism_t

cudnnDeterminism_t is an enumerated type used to indicate if the computed results are deterministic (reproducible). See section 2.5 (Reproducibility) for more details on determinism.

Values

CUDNN_NON_DETERMINISTIC
   Results are not guaranteed to be reproducible

CUDNN_DETERMINISTIC
   Results are guaranteed to be reproducible

3.19. cudnnDirectionMode_t

cudnnDirectionMode_t is an enumerated type used to specify the recurrence pattern in the cudnnRNNForwardInference(), cudnnRNNForwardTraining(), cudnnRNNBackwardData() and cudnnRNNBackwardWeights() routines.

Values

CUDNN_UNIDIRECTIONAL
   The network iterates recurrently from the first input to the last.

CUDNN_BIDIRECTIONAL
   Each layer of the the network iterates recurrently from the first input to the last and separately from the last input to the first. The outputs of the two are concatenated at each iteration giving the output of the layer.

3.20. cudnnDivNormMode_t

cudnnDivNormMode_t is an enumerated type used to specify the mode of operation in cudnnDivisiveNormalizationForward() and cudnnDivisiveNormalizationBackward().

Values

CUDNN_DIVNORM_PRECOMPUTED_MEANS
   The means tensor data pointer is expected to contain means or other kernel convolution values precomputed by the user. The means pointer can also be NULL, in that case it's considered to be filled with zeroes. This is equivalent to spatial LRN. Note that in the backward pass the means are treated as independent inputs and the gradient over means is computed independently. In this mode to yield a net gradient over the entire LCN computational graph the destDiffMeans result should be backpropagated through the user's means layer (which can be
implemented using average pooling) and added to the destDiffData tensor produced by cudnnDivisiveNormalizationBackward.

### 3.21. cudnnDropoutDescriptor_t

cudnnDropoutDescriptor_t is a pointer to an opaque structure holding the description of a dropout operation. cudnnCreateDropoutDescriptor() is used to create one instance, cudnnSetDropoutDescriptor() is used to initialize this instance, cudnnDestroyDropoutDescriptor() is used to destroy this instance, cudnnGetDropoutDescriptor() is used to query fields of a previously initialized instance, cudnnRestoreDropoutDescriptor() is used to restore an instance to a previously saved off state.

### 3.22. cudnnErrQueryMode_t

cudnnErrQueryMode_t is an enumerated type passed to cudnnQueryRuntimeError() to select the remote kernel error query mode.

**Values**

- **CUDNN_ERRQUERY_RAWCODE**
  - Read the error storage location regardless of the kernel completion status.

- **CUDNN_ERRQUERY_NONBLOCKING**
  - Report if all tasks in the user stream of the cuDNN handle were completed. If that is the case, report the remote kernel error code.

- **CUDNN_ERRQUERY_BLOCKING**
  - Wait for all tasks to complete in the user stream before reporting the remote kernel error code.

### 3.23. cudnnFilterDescriptor_t

cudnnFilterDescriptor_t is a pointer to an opaque structure holding the description of a filter dataset. cudnnCreateFilterDescriptor() is used to create one instance, and cudnnSetFilter4dDescriptor() or cudnnSetFilterNdDescriptor() must be used to initialize this instance.

### 3.24. cudnnHandle_t

cudnnHandle_t is a pointer to an opaque structure holding the cuDNN library context. The cuDNN library context must be created using cudnnCreate() and the returned handle must be passed to all subsequent library function calls. The context should be destroyed at the end using cudnnDestroy(). The context is associated with only one GPU device, the current device at the time of the call to cudnnCreate(). However multiple contexts can be created on the same GPU device.
3.25. cudnnIndicesType_t

cudnnIndicesType_t is an enumerated type used to indicate the data type for the indices to be computed by the cudnnReduceTensor() routine. This enumerated type is used as a field for the cudnnReduceTensorDescriptor_t descriptor.

Values

- **CUDNN_32BIT_INDICES**: Compute unsigned int indices
- **CUDNN_64BIT_INDICES**: Compute unsigned long long indices
- **CUDNN_16BIT_INDICES**: Compute unsigned short indices
- **CUDNN_8BIT_INDICES**: Compute unsigned char indices

3.26. cudnnLRNMode_t

cudnnLRNMode_t is an enumerated type used to specify the mode of operation in cudnnLRNCrossChannelForward() and cudnnLRNCrossChannelBackward().

Values

- **CUDNN_LRN_CROSS_CHANNEL_DIM1**: LRN computation is performed across tensor’s dimension dimA[1].

3.27. cudnnMathType_t

cudnnMathType_t is an enumerated type used to indicate if the use of Tensor Core Operations is permitted a given library routine.

Values

- **CUDNN_DEFAULT_MATH**: Tensor Core Operations are not used.
- **CUDNN_TENSOR_OP_MATH**: The use of Tensor Core Operations is permitted.
- **CUDNN_TENSOR_OP_MATH_ALLOW_CONVERSION**: Enables the use of FP32 tensors for both input and output.
3.28. cudnnNanPropagation_t

cudnnNanPropagation_t is an enumerated type used to indicate if a given routine should propagate Nan numbers. This enumerated type is used as a field for the cudnnActivationDescriptor_t descriptor and cudnnPoolingDescriptor_t descriptor.

Values
- CUDNN_NOT_PROPAGATE_NAN: Nan numbers are not propagated
- CUDNN_PROPAGATE_NAN: Nan numbers are propagated

3.29. cudnnOpTensorDescriptor_t

cudnnOpTensorDescriptor_t is a pointer to an opaque structure holding the description of a Tensor Core Operation, used as a parameter to cudnnOpTensor(). cudnnCreateOpTensorDescriptor() is used to create one instance, and cudnnSetOpTensorDescriptor() must be used to initialize this instance.

3.30. cudnnOpTensorOp_t

cudnnOpTensorOp_t is an enumerated type used to indicate the Tensor Core Operation to be used by the cudnnOpTensor() routine. This enumerated type is used as a field for the cudnnOpTensorDescriptor_t descriptor.

Values
- CUDNN_OP_TENSOR_ADD: The operation to be performed is addition
- CUDNN_OP_TENSOR_MUL: The operation to be performed is multiplication
- CUDNN_OP_TENSOR_MIN: The operation to be performed is a minimum comparison
- CUDNN_OP_TENSOR_MAX: The operation to be performed is a maximum comparison
- CUDNN_OP_TENSOR_SQRT: The operation to be performed is square root, performed on only the A tensor
CUDNN_OP_TENSOR_NOT

The operation to be performed is negation, performed on only the A tensor

3.31. cudnnPersistentRNNPlan_t

cudnnPersistentRNNPlan_t is a pointer to an opaque structure holding a plan to execute a dynamic persistent RNN. cudnnCreatePersistentRNNPlan() is used to create and initialize one instance.

3.32. cudnnPoolingDescriptor_t

cudnnPoolingDescriptor_t is a pointer to an opaque structure holding the description of a pooling operation. cudnnCreatePoolingDescriptor() is used to create one instance, and cudnnSetPoolingNdDescriptor() or cudnnSetPooling2dDescriptor() must be used to initialize this instance.

3.33. cudnnPoolingMode_t

cudnnPoolingMode_t is an enumerated type passed to cudnnSetPoolingDescriptor() to select the pooling method to be used by cudnnPoolingForward() and cudnnPoolingBackward().

Values

CUDNN_POOLING_MAX

The maximum value inside the pooling window is used.

CUDNN_POOLING_AVERAGE_COUNT_INCLUDE_PADDING

Values inside the pooling window are averaged. The number of elements used to calculate the average includes spatial locations falling in the padding region.

CUDNN_POOLING_AVERAGE_COUNT_EXCLUDE_PADDING

Values inside the pooling window are averaged. The number of elements used to calculate the average excludes spatial locations falling in the padding region.

CUDNN_POOLING_MAX_DETERMINISTIC

The maximum value inside the pooling window is used. The algorithm used is deterministic.

3.34. cudnnRNNAlgo_t

cudnnRNNAlgo_t is an enumerated type used to specify the algorithm used in the cudnnRNNForwardInference(), cudnnRNNForwardTraining(), cudnnRNNBackwardData() and cudnnRNNBackwardWeights() routines.
Values

**CUDNN RNN ALGO STANDARD**

Each RNN layer is executed as a sequence of operations. This algorithm is expected to have robust performance across a wide range of network parameters.

**CUDNN RNN ALGO PERSIST STATIC**

The recurrent parts of the network are executed using a *persistent kernel* approach. This method is expected to be fast when the first dimension of the input tensor is small (i.e. a small minibatch).

**CUDNN RNN ALGO PERSIST STATIC** is only supported on devices with compute capability >= 6.0.

**CUDNN RNN ALGO PERSIST DYNAMIC**

The recurrent parts of the network are executed using a *persistent kernel* approach. This method is expected to be fast when the first dimension of the input tensor is small (i.e. a small minibatch). When using **CUDNN RNN ALGO PERSIST DYNAMIC** persistent kernels are prepared at runtime and are able to optimized using the specific parameters of the network and active GPU. As such, when using **CUDNN RNN ALGO PERSIST DYNAMIC** a one-time plan preparation stage must be executed. These plans can then be reused in repeated calls with the same model parameters.

The limits on the maximum number of hidden units supported when using **CUDNN RNN ALGO PERSIST DYNAMIC** are significantly higher than the limits when using **CUDNN RNN ALGO PERSIST STATIC**, however throughput is likely to significantly reduce when exceeding the maximums supported by **CUDNN RNN ALGO PERSIST STATIC**. In this regime this method will still outperform **CUDNN RNN ALGO STANDARD** for some cases.

**CUDNN RNN ALGO PERSIST DYNAMIC** is only supported on devices with compute capability >= 6.0 on Linux machines.

### 3.35. cudnnRNNClipMode_t

**cudnnRNNClipMode_t** is an enumerated type used to select the LSTM cell clipping mode. It is used with **cudnnRNNSetClip()**, **cudnnRNNGetClip()** functions, and internally within LSTM cells.

**Values**

**CUDNN RNN_CLIP_NONE**

Disables LSTM cell clipping.

**CUDNN RNN_CLIP_MINMAX**

Enables LSTM cell clipping.

### 3.36. cudnnRNNDescriptor_t
cudnnRNNDescriptor_t is a pointer to an opaque structure holding the description of an RNN operation. cudnnCreateRNNDescriptor() is used to create one instance, and cudnnSetRNNDescriptor() must be used to initialize this instance.

3.37. cudnnRNNDDataDescriptor_t

cudnnRNNDDataDescriptor_t is a pointer to an opaque structure holding the description of a RNN data set. The function cudnnCreateRNNDDataDescriptor() is used to create one instance, and cudnnSetRNNDDataDescriptor() must be used to initialize this instance.

3.38. cudnnRNNInputMode_t

cudnnRNNInputMode_t is an enumerated type used to specify the behavior of the first layer in the cudnnRNNForwardInference(), cudnnRNNForwardTraining(), cudnnRNNBackwardData() and cudnnRNNBackwardWeights() routines.

Values

CUDNN_LINEAR_INPUT
A biased matrix multiplication is performed at the input of the first recurrent layer.

CUDNN_SKIP_INPUT
No operation is performed at the input of the first recurrent layer. If CUDNN_SKIP_INPUT is used the leading dimension of the input tensor must be equal to the hidden state size of the network.

3.39. cudnnRNNMode_t

cudnnRNNMode_t is an enumerated type used to specify the type of network used in the cudnnRNNForwardInference(), cudnnRNNForwardTraining(), cudnnRNNBackwardData() and cudnnRNNBackwardWeights() routines.

Values

CUDNN_RNN_RELU
A single-gate recurrent neural network with a ReLU activation function.

In the forward pass the output \( h_t \) for a given iteration can be computed from the recurrent input \( h_{t-1} \) and the previous layer input \( x_t \) given matrices \( W, R \) and biases \( b_W, b_R \) from the following equation:

\[
h_t = \text{ReLU}(W_i x_t + R_i h_{t-1} + b_W + b_R)
\]

Where \( \text{ReLU}(x) = \max(x, 0) \).

CUDNN_RNN_TANH
A single-gate recurrent neural network with a tanh activation function.
In the forward pass the output $h_t$ for a given iteration can be computed from the recurrent input $h_{t-1}$ and the previous layer input $x_t$ given matrices $W$, $R$ and biases $b_W$, $b_R$ from the following equation:

$$h_t = \tanh(W x_t + R h_{t-1} + b_W + b_R)$$

Where $\tanh$ is the hyperbolic tangent function.

**CUDNN_LSTM**

A four-gate Long Short-Term Memory network with no peephole connections.

In the forward pass the output $h_t$ and cell output $c_t$ for a given iteration can be computed from the recurrent input $h_{t-1}$, the cell input $c_{t-1}$ and the previous layer input $x_t$ given matrices $W$, $R$ and biases $b_W$, $b_R$ from the following equations:

$$i_t = \sigma(W_i x_t + R_i h_{t-1} + b_Wi + b_Ri)$$
$$f_t = \sigma(W_f x_t + R_f h_{t-1} + b_Wf + b_Rf)$$
$$o_t = \sigma(W_o x_t + R_o h_{t-1} + b_Wo + b_Ro)$$
$$c'_t = \tanh(W_c x_t + R_c h_{t-1} + b_Wc + b_Rc)$$
$$c_t = f_t \cdot c_{t-1} + i_t \cdot c'_t$$
$$h_t = o_t \cdot \tanh(c_t)$$

Where $\sigma$ is the sigmoid operator: $\sigma(x) = 1 / (1 + e^{-x})$, $\cdot$ represents a point-wise multiplication and $\tanh$ is the hyperbolic tangent function. $i_t$, $f_t$, $o_t$, $c'_t$ represent the input, forget, output and new gates respectively.

**CUDNN_GRU**

A three-gate network consisting of Gated Recurrent Units.

In the forward pass the output $h_t$ for a given iteration can be computed from the recurrent input $h_{t-1}$ and the previous layer input $x_t$ given matrices $W$, $R$ and biases $b_W$, $b_R$ from the following equations:

$$i_t = \sigma(W_i x_t + R_i h_{t-1} + b_Wi + b_Ri)$$
$$r_t = \sigma(W_r x_t + R_r h_{t-1} + b_Wr + b_Rr)$$
$$h_t = (1 - i_t) \cdot h_{t-1} + i_t \cdot \tanh(r_t \cdot (R_r h_{t-1} + b_r) + b_h)$$

Where $\sigma$ is the sigmoid operator: $\sigma(x) = 1 / (1 + e^{-x})$, $\cdot$ represents a point-wise multiplication and $\tanh$ is the hyperbolic tangent function. $i_t$, $r_t$, $h'_t$ represent the input, reset, new gates respectively.

**3.40. cudnnRNNPaddingMode_t**

```
cudnnRNNPaddingMode_t
```

$cudnnRNNPaddingMode_t$ is an enumerated type used to enable or disable the padded input/output.

Values

**CUDNN_RNN_PADDED_IO_DISABLED**

Disables the padded input/output.

**CUDNN_RNN_PADDED_IO_ENABLED**

Enables the padded input/output.
3.41. cudnnReduceTensorDescriptor_t

`cudnnReduceTensorDescriptor_t` is a pointer to an opaque structure holding the description of a tensor reduction operation, used as a parameter to `cudnnReduceTensor()`. `cudnnCreateReduceTensorDescriptor()` is used to create one instance, and `cudnnSetReduceTensorDescriptor()` must be used to initialize this instance.

3.42. cudnnReduceTensorIndices_t

`cudnnReduceTensorIndices_t` is an enumerated type used to indicate whether indices are to be computed by the `cudnnReduceTensor()` routine. This enumerated type is used as a field for the `cudnnReduceTensorDescriptor_t` descriptor.

Values
- **CUDNN_REDUCE_TENSOR_NO_INDICES**
  - Do not compute indices
- **CUDNN_REDUCE_TENSOR_FLATTENED_INDICES**
  - Compute indices. The resulting indices are relative, and flattened.

3.43. cudnnReduceTensorOp_t

`cudnnReduceTensorOp_t` is an enumerated type used to indicate the Tensor Core Operation to be used by the `cudnnReduceTensor()` routine. This enumerated type is used as a field for the `cudnnReduceTensorDescriptor_t` descriptor.

Values
- **CUDNN_REDUCE_TENSOR_ADD**
  - The operation to be performed is addition
- **CUDNN_REDUCE_TENSOR_MUL**
  - The operation to be performed is multiplication
- **CUDNN_REDUCE_TENSOR_MIN**
  - The operation to be performed is a minimum comparison
- **CUDNN_REDUCE_TENSOR_MAX**
  - The operation to be performed is a maximum comparison
- **CUDNN_REDUCE_TENSOR_AMAX**
  - The operation to be performed is a maximum comparison of absolute values
3.44. cudnnSamplerType_t

cudnnSamplerType_t is an enumerated type passed to cudnnSetSpatialTransformerNdDescriptor() to select the sampler type to be used by cudnnSpatialTfSamplerForward() and cudnnSpatialTfSamplerBackward().

Values
CUDNN_SAMPLER_BILINEAR
  Selects the bilinear sampler.

3.45. cudnnSoftmaxAlgorithm_t

cudnnSoftmaxAlgorithm_t is used to select an implementation of the softmax function used in cudnnSoftmaxForward() and cudnnSoftmaxBackward().

Values
CUDNN_SOFTMAX_FAST
  This implementation applies the straightforward softmax operation.
CUDNN_SOFTMAX_ACCURATE
  This implementation scales each point of the softmax input domain by its maximum value to avoid potential floating point overflows in the softmax evaluation.
CUDNN_SOFTMAX_LOG
  This entry performs the Log softmax operation, avoiding overflows by scaling each point in the input domain as in CUDNN_SOFTMAX_ACCURATE

3.46. cudnnSoftmaxMode_t

cudnnSoftmaxMode_t is used to select over which data the cudnnSoftmaxForward() and cudnnSoftmaxBackward() are computing their results.

Values
CUDNN_SOFTMAX_MODE_INSTANCE

The softmax operation is computed per image (N) across the dimensions C,H,W.

CUDNN_SOFTMAX_MODE_CHANNEL

The softmax operation is computed per spatial location (H,W) per image (N) across the dimension C.

3.47. cudnnSpatialTransformerDescriptor_t

cudnnSpatialTransformerDescriptor_t is a pointer to an opaque structure holding the description of a spatial transformation operation.
cudnnCreateSpatialTransformerDescriptor() is used to create one instance,
cudnnSetSpatialTransformerNdDescriptor() is used to initialize this instance,
cudnnDestroySpatialTransformerDescriptor() is used to destroy this instance.

3.48. cudnnStatus_t

cudnnStatus_t is an enumerated type used for function status returns. All cuDNN library functions return their status, which can be one of the following values:

Values

CUDNN_STATUS_SUCCESS

The operation completed successfully.

CUDNN_STATUS_NOT_INITIALIZED

The cuDNN library was not initialized properly. This error is usually returned when a call to cudnnCreate() fails or when cudnnCreate() has not been called prior to calling another cuDNN routine. In the former case, it is usually due to an error in the CUDA Runtime API called by cudnnCreate() or by an error in the hardware setup.

CUDNN_STATUSALLOC_FAILED

Resource allocation failed inside the cuDNN library. This is usually caused by an internal cudaMalloc() failure.

To correct: prior to the function call, deallocate previously allocated memory as much as possible.

CUDNN_STATUS_BAD_PARAM

An incorrect value or parameter was passed to the function.

To correct: ensure that all the parameters being passed have valid values.

CUDNN_STATUS_ARCH_MISMATCH

The function requires a feature absent from the current GPU device. Note that cuDNN only supports devices with compute capabilities greater than or equal to 3.0.

To correct: compile and run the application on a device with appropriate compute capability.
CUDNN_STATUS_MAPPING_ERROR

An access to GPU memory space failed, which is usually caused by a failure to bind a texture.

To correct: prior to the function call, unbind any previously bound textures.
Otherwise, this may indicate an internal error/bug in the library.

CUDNN_STATUS_EXECUTION_FAILED

The GPU program failed to execute. This is usually caused by a failure to launch some cuDNN kernel on the GPU, which can occur for multiple reasons.

To correct: check that the hardware, an appropriate version of the driver, and the cuDNN library are correctly installed.
Otherwise, this may indicate an internal error/bug in the library.

CUDNN_STATUS_INTERNAL_ERROR

An internal cuDNN operation failed.

CUDNN_STATUS_NOT_SUPPORTED

The functionality requested is not presently supported by cuDNN.

CUDNN_STATUS_LICENSE_ERROR

The functionality requested requires some license and an error was detected when trying to check the current licensing. This error can happen if the license is not present or is expired or if the environment variable NVIDIA_LICENSE_FILE is not set properly.

CUDNN_STATUS_RUNTIME_PREREQUISITE_MISSING

Runtime library required by RNN calls (libcuda.so or nvcuda.dll) cannot be found in predefined search paths.

CUDNN_STATUS_RUNTIME_IN_PROGRESS

Some tasks in the user stream are not completed.

CUDNN_STATUS_RUNTIME_FP_OVERFLOW

Numerical overflow occurred during the GPU kernel execution.

3.49. cudnnTensorDescriptor_t

cudnnCreateTensorDescriptor_t is a pointer to an opaque structure holding the description of a generic n-D dataset. cudnnCreateTensorDescriptor() is used to create one instance, and one of the routines cudnnSetTensorNdDescriptor(), cudnnSetTensor4dDescriptor() or cudnnSetTensor4dDescriptorEx() must be used to initialize this instance.

3.50. cudnnTensorFormat_t
cudnnTensorFormat_t is an enumerated type used by cudnnSetTensor4dDescriptor() to create a tensor with a pre-defined layout.

Values

CUDNN_TENSOR_NCHW

This tensor format specifies that the data is laid out in the following order: batch size, feature maps, rows, columns. The strides are implicitly defined in such a way that the data are contiguous in memory with no padding between images, feature maps, rows, and columns; the columns are the inner dimension and the images are the outermost dimension.

CUDNN_TENSOR_NHWC

This tensor format specifies that the data is laid out in the following order: batch size, rows, columns, feature maps. The strides are implicitly defined in such a way that the data are contiguous in memory with no padding between images, rows, columns, and feature maps; the feature maps are the inner dimension and the images are the outermost dimension.

CUDNN_TENSOR_NCHW VECT_C

This tensor format specifies that the data is laid out in the following order: batch size, feature maps, rows, columns. However, each element of the tensor is a vector of multiple feature maps. The length of the vector is carried by the data type of the tensor. The strides are implicitly defined in such a way that the data are contiguous in memory with no padding between images, feature maps, rows, and columns; the columns are the inner dimension and the images are the outermost dimension. This format is only supported with tensor data types CUDNN_DATA_INT8x4, CUDNN_DATA_INT8x32, and CUDNN_DATA_UINT8x4.
Chapter 4.
CUDNN API REFERENCE

This chapter describes the API of all the routines of the cuDNN library.

4.1. cudnnActivationBackward

```c
void cudnnActivationBackward(
    cudnnHandle_t handle,
    cudnnActivationDescriptor_t activationDesc,
    const void *alpha,
    const cudnnTensorDescriptor_t yDesc,
    const void *y,
    const cudnnTensorDescriptor_t dyDesc,
    const void *dy,
    const cudnnTensorDescriptor_t xDesc,
    const void *x,
    const void *beta,
    const cudnnTensorDescriptor_t dxDesc,
    void *dx)
```

This routine computes the gradient of a neuron activation function.

In-place operation is allowed for this routine; i.e. dy and dx pointers may be equal. However, this requires the corresponding tensor descriptors to be identical (particularly, the strides of the input and output must match for in-place operation to be allowed).

All tensor formats are supported for 4 and 5 dimensions, however best performance is obtained when the strides of yDesc and xDesc are equal and HW-packed. For more than 5 dimensions the tensors must have their spatial dimensions packed.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**activationDesc,**

*Input.* Activation descriptor.
alpha, beta

*Input.* Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as follows: dstValue = alpha[0]*result + beta[0]*priorDstValue. Please refer to this section for additional details.

yDesc

*Input.* Handle to the previously initialized input tensor descriptor.

y

*Input.* Data pointer to GPU memory associated with the tensor descriptor yDesc.

dyDesc

*Input.* Handle to the previously initialized input differential tensor descriptor.

dy

*Input.* Data pointer to GPU memory associated with the tensor descriptor dyDesc.

xDesc

*Input.* Handle to the previously initialized output tensor descriptor.

x

*Input.* Data pointer to GPU memory associated with the output tensor descriptor xDesc.

dxDesc

*Input.* Handle to the previously initialized output differential tensor descriptor.

dx

*Output.* Data pointer to GPU memory associated with the output tensor descriptor dxDesc.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The strides nStride, cStride, hStride, wStride of the input differential tensor and output differential tensors differ and in-place operation is used.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- The dimensions n, c, h, w of the input tensor and output tensors differ.
- The *datatype* of the input tensor and output tensors differs.
- The strides nStride, cStride, hStride, wStride of the input tensor and the input differential tensor differ.
The strides \texttt{nStride, cStride, hStride, wStride} of the output tensor and the output differential tensor differ.

\texttt{CUDNN\_STATUS\_EXECUTION\_FAILED}

The function failed to launch on the GPU.

4.2. \texttt{cudnnActivationForward}

\begin{verbatim}
cudnnStatus_t cudnnActivationForward(
    cudnnHandle_t handle,
    cudnnActivationDescriptor_t activationDesc,
    *alpha,
    const void *xDesc,
    *x,
    const void *beta,
    const cudnnTensorDescriptor_t yDesc,
    void *y)
\end{verbatim}

This routine applies a specified neuron activation function element-wise over each input value.

- **In-place operation is allowed for this routine; i.e., \texttt{xData} and \texttt{yData} pointers may be equal. However, this requires \texttt{xDesc} and \texttt{yDesc} descriptors to be identical (particularly, the strides of the input and output must match for in-place operation to be allowed).**

- **All tensor formats are supported for 4 and 5 dimensions, however best performance is obtained when the strides of \texttt{xDesc} and \texttt{yDesc} are equal and \texttt{HW-packed}. For more than 5 dimensions the tensors must have their spatial dimensions packed.**

**Parameters**

- **handle**

  \textit{Input}. Handle to a previously created cuDNN context.

- **activationDesc**

  \textit{Input}. Activation descriptor.

- **alpha, beta**

  \textit{Input}. Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as follows: dstValue = alpha[0]*result + beta[0]*priorDstValue. \textit{Please refer to this section for additional details.}

- **xDesc**

  \textit{Input}. Handle to the previously initialized input tensor descriptor.

- **x**

  \textit{Input}. Data pointer to GPU memory associated with the tensor descriptor \texttt{xDesc}.

- **yDesc**

  \textit{Input}. Handle to the previously initialized output tensor descriptor.
Output. Data pointer to GPU memory associated with the output tensor descriptor `yDesc`.

The possible error values returned by this function and their meanings are listed below.

Returns

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The parameter `mode` has an invalid enumerant value.
- The dimensions `n, c, h, w` of the input tensor and output tensors differ.
- The `datatype` of the input tensor and output tensors differs.
- The strides `nStride, cStride, hStride, wStride` of the input tensor and output tensors differ and in-place operation is used (i.e., `x` and `y` pointers are equal).

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

### 4.3. `cudnnAddTensor`

```c
int cudnnAddTensor(  
    cudnnHandle_t         handle,  
    const void            *alpha,  
    const cudnnTensorDescriptor_t  aDesc,  
    const void            *A,  
    const void            *beta,  
    const cudnnTensorDescriptor_t  cDesc,  
    void                   *C)  
```

This function adds the scaled values of a bias tensor to another tensor. Each dimension of the bias tensor `A` must match the corresponding dimension of the destination tensor `C` or must be equal to 1. In the latter case, the same value from the bias tensor for those dimensions will be used to blend into the `C` tensor.

**Up to dimension 5, all tensor formats are supported. Beyond those dimensions, this routine is not supported**

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.
alpha, beta

*Input.* Pointers to scaling factors (in host memory) used to blend the source value with prior value in the destination tensor as follows: \( \text{dstValue} = \alpha[0] \times \text{srcValue} + \beta[0] \times \text{priorDstValue} \). Please refer to this section for additional details.

**aDesc**

*Input.* Handle to a previously initialized tensor descriptor.

**A**

*Input.* Pointer to data of the tensor described by the **aDesc** descriptor.

**cDesc**

*Input.* Handle to a previously initialized tensor descriptor.

**C**

*Input/Output.* Pointer to data of the tensor described by the **cDesc** descriptor.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function executed successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

The dimensions of the bias tensor refer to an amount of data that is incompatible the output tensor dimensions or the **dataType** of the two tensor descriptors are different.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

### 4.4. cudnnBatchNormalizationBackward

cudnnStatus_t cudnnBatchNormalizationBackward(
    cudnnHandle_t                     handle,
    cudnnBatchNormMode_t             mode,
    const void                       *alphaDataDiff,
    const void                       *betaDataDiff,
    const void                       *alphaParamDiff,
    const void                       *betaParamDiff,
    const cudnnTensorDescriptor_t    xDesc,        // Input tensor descriptor
    const void                       *x,            // Input tensor
    const cudnnTensorDescriptor_t    dyDesc,        // Output gradient tensor descriptor
    const void                       *dy,           // Output gradient tensor
    const cudnnTensorDescriptor_t    dxDesc,        // Output gradient tensor descriptor
    void                            *dx,            // Output gradient tensor
    const cudnnTensorDescriptor_t    bnScaleBiasDiffDesc,   // Output gradient tensor descriptor for scale and bias
    const void                       *bnScale,       // Output gradient for scale
    void                            *resultBnScaleDiff,  // Output gradient for scale
    void                            *resultBnBiasDiff,   // Output gradient for bias
    double                           epsilon,       // Epsilon value
    const void                       *savedMean,     // Saved mean
    const void                       *savedInvVariance)
This function performs the backward BatchNormalization layer computation.

**Only 4D and 5D tensors are supported.**

**The epsilon value has to be the same during training, backpropagation and inference.**

**Much higher performance when HW-packed tensors are used for all of x, dy, dx.**

### Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>handle</td>
<td>Handle to a previously created cuDNN library descriptor.</td>
</tr>
<tr>
<td>mode</td>
<td>Mode of operation (spatial or per-activation). cudnnBatchNormMode_t</td>
</tr>
</tbody>
</table>

#### alphaDataDiff, betaDataDiff

**Inputs.** Pointers to scaling factors (in host memory) used to blend the gradient output dx with a prior value in the destination tensor as follows: dstValue = alpha[0]*resultValue + beta[0]*priorDstValue. Please refer to this section for additional details.

#### alphaParamDiff, betaParamDiff

**Inputs.** Pointers to scaling factors (in host memory) used to blend the gradient outputs dBnScaleResult and dBnBiasResult with prior values in the destination tensor as follows: dstValue = alpha[0]*resultValue + beta[0]*priorDstValue. Please refer to this section for additional details.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>xDesc, dyDesc, dxDesc, dx</td>
<td>Tensor descriptors and pointers in device memory for the layer’s x data, backpropagated differential dy (inputs) and resulting differential with respect to x, dx (output).</td>
</tr>
</tbody>
</table>

#### bnScaleBiasDiffDesc

Shared tensor descriptor for all the 5 tensors below in the argument list (bnScale, resultBnScaleDiff, resultBnBiasDiff, savedMean, savedInvVariance). The dimensions for this tensor descriptor are dependent on normalization mode. Note: The data type of this tensor descriptor must be 'float' for FP16 and FP32 input tensors, and 'double' for FP64 input tensors.

#### bnScale

**Input.** Pointers in device memory for the batch normalization scale parameter (in original paper bias is referred to as gamma). Note that bnBias parameter is not needed for this layer’s computation.

#### resultBnScaleDiff, resultBnBiasDiff

**Outputs.** Pointers in device memory for the resulting scale and bias differentials computed by this routine. Note that scale and bias gradients are not backpropagated below this layer (since they are dead-end computation DAG nodes).
epsilon
Epsilon value used in batch normalization formula. Minimum allowed value is CUDNN_BN_MIN_EPSILON defined in cudnn.h. Same epsilon value should be used in forward and backward functions.

savedMean, savedInvVariance
*Inputs*: Optional cache parameters containing saved intermediate results computed during the forward pass. For this to work correctly, the layer’s x and bnScale, bnBias data has to remain unchanged until the backward function is called. Note that both of these parameters can be NULL but only at the same time. It is recommended to use this cache since the memory overhead is relatively small.

Possible error values returned by this function and their meanings are listed below.

Returns

**CUDNN_STATUS_SUCCESS**
The computation was performed successfully.

**CUDNN_STATUS_NOT_SUPPORTED**
The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**
At least one of the following conditions are met:

- Any of the pointers `alpha`, `beta`, `x`, `dy`, `dx`, `bnScale`, `resultBnScaleDiff`, `resultBnBiasDiff` is NULL.
- Number of xDesc or yDesc or dxDesc tensor descriptor dimensions is not within the [4,5] range.
- bnScaleBiasMeanVarDesc dimensions are not 1xC(x1)x1x1 for spatial or 1xC(xD)xHxW for per-activation mode (parentheses for 5D).
- Exactly one of savedMean, savedInvVariance pointers is NULL.
- epsilon value is less than CUDNN_BN_MIN_EPSILON
- Dimensions or data types mismatch for any pair of xDesc, dyDesc, dxDesc

### 4.5. cudnnBatchNormalizationForwardInference

```c
void cudnnBatchNormalizationForwardInference(
    cudnnHandle_t handle,
    cudnnBatchNormMode_t mode,
    const void *alpha, *beta, *x, *y, *dx, *dy,
    const cudnnTensorDescriptor_t xDesc, yDesc,
    const cudnnTensorDescriptor_t resultBnScaleDiff, resultBnBiasDiff
    double epsilon)
```
This function performs the forward BatchNormalization layer computation for inference phase. This layer is based on the paper "Batch Normalization: Accelerating Deep Network Training by Reducing Internal Covariate Shift", S. Ioffe, C. Szegedy, 2015.

Only 4D and 5D tensors are supported.

The input transformation performed by this function is defined as:
\[ y := \alpha y + \beta \cdot (bnScale \cdot (x - \text{estimatedMean})/\sqrt{\text{epsilon} + \text{estimatedVariance}}) + \text{bnBias} \]

The epsilon value has to be the same during training, backpropagation and inference.

For training phase use cudnnBatchNormalizationForwardTraining.

Much higher performance when HW-packed tensors are used for all of x, dy, dx.

Parameters

handle

*Input.* Handle to a previously created cuDNN library descriptor.

mode

*Input.* Mode of operation (spatial or per-activation). cudnnBatchNormMode_t

alpha, beta

*Inputs.* Pointers to scaling factors (in host memory) used to blend the layer output value with prior value in the destination tensor as follows: \( \text{dstValue} = \alpha[0] \cdot \text{resultValue} + \beta[0] \cdot \text{priorDstValue} \). Please refer to this section for additional details.

xDesc, yDesc, x, y

Tensor descriptors and pointers in device memory for the layer’s x and y data.

bnScaleBiasMeanVarDesc, bnScaleData, bnBiasData

*Inputs.* Tensor descriptor and pointers in device memory for the batch normalization scale and bias parameters (in the original paper bias is referred to as beta and scale as gamma).

estimatedMean, estimatedVariance

*Inputs.* Mean and variance tensors (these have the same descriptor as the bias and scale). It is suggested that resultRunningMean, resultRunningVariance from the cudnnBatchNormalizationForwardTraining call accumulated during the training phase are passed as inputs here.
epsilon

*Input.* Epsilon value used in the batch normalization formula. Minimum allowed value is CUDNN_BN_MIN_EPSILON defined in cudnn.h.

Possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The computation was performed successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- One of the pointers `alpha`, `beta`, `x`, `y`, `bnScaleData`, `bnBiasData`, `estimatedMean`, `estimatedInvVariance` is NULL.
- Number of `xDesc` or `yDesc` tensor descriptor dimensions is not within the [4,5] range.
- `bnScaleBiasMeanVarDesc` dimensions are not 1xC(x1)x1x1 for spatial or 1xC(xD)xHxW for per-activation mode (parenthesis for 5D).
- Epsilon value is less than CUDNN_BN_MIN_EPSILON
- Dimensions or data types mismatch for `xDesc`, `yDesc`

### 4.6. cudnnBatchNormalizationForwardTraining

```c
#include <cuda_runtime_api.h>

// Forward training implementation

cudnnStatus_t cudnnBatchNormalizationForwardTraining(
    cudnnHandle_t handle,
    cudnnBatchNormMode_t mode,
    const void *alpha,
    const void *beta,
    const cudnnTensorDescriptor_t xDesc,
    const void *x,
    const cudnnTensorDescriptor_t yDesc,
    void *y,
    const cudnnTensorDescriptor_t bnScaleBiasMeanVarDesc,
    const void *bnScale,
    const void *bnBias,
    double exponentialAverageFactor,
    void *resultRunningMean,
    void *resultRunningVariance,
    double epsilon,
    void *resultSaveMean,
    void *resultSaveInvVariance)
```

This function performs the forward BatchNormalization layer computation for training phase.

Only 4D and 5D tensors are supported.

The epsilon value has to be the same during training, backpropagation and inference.

For inference phase use cudnnBatchNormalizationForwardInference.

Much higher performance for HW-packed tensors for both x and y.

**Parameters**

**handle**

Handle to a previously created cuDNN library descriptor.

**mode**

Mode of operation (spatial or per-activation). cudnnBatchNormMode_t

**alpha, beta**

*Inputs.* Pointers to scaling factors (in host memory) used to blend the layer output value with prior value in the destination tensor as follows: dstValue = alpha[0]*resultValue + beta[0]*priorDstValue. Please refer to this section for additional details.

**xDesc, yDesc, x, y**

Tensor descriptors and pointers in device memory for the layer’s x and y data.

**bnScaleBiasMeanVarDesc**

Shared tensor descriptor desc for all the 6 tensors below in the argument list. The dimensions for this tensor descriptor are dependent on the normalization mode.

**bnScale, bnBias**

*Inputs.* Pointers in device memory for the batch normalization scale and bias parameters (in original paper bias is referred to as beta and scale as gamma). Note that bnBias parameter can replace the previous layer’s bias parameter for improved efficiency.

**exponentialAverageFactor**

*Input.* Factor used in the moving average computation runningMean = newMean*factor + runningMean*(1-factor). Use a factor=1/(1+n) at N-th call to the function to get Cumulative Moving Average (CMA) behavior CMA[n] = (x[1]+...+x[n])/n. Since CMA[n+1] = (n*CMA[n]+x[n+1])/(n+1) = ((n+1)*CMA[n]-CMA[n])/n+1 + x[n+1]/(n+1) = CMA[n]*(1-1/(n+1))+x[n+1]*1/(n+1)

**resultRunningMean, resultRunningVariance**

*Inputs/Outputs.* Running mean and variance tensors (these have the same descriptor as the bias and scale). Both of these pointers can be NULL but only at the same time.
The value stored in `resultRunningVariance` (or passed as an input in inference mode) is the sample variance, and is the moving average of variance\[x\] where variance is computed either over batch or spatial+batch dimensions depending on the mode. If these pointers are not NULL, the tensors should be initialized to some reasonable values or to 0.

**epsilon**

Epsilon value used in the batch normalization formula. Minimum allowed value is `CUDNN_BN_MIN_EPSILON` defined in `cudnn.h`. Same epsilon value should be used in forward and backward functions.

**resultSaveMean, resultSaveInvVariance**

*Outputs.* Optional cache to save intermediate results computed during the forward pass. These buffers can be used to speed up the backward pass when supplied to the `cudnnBatchNormalizationBackward()` function. The intermediate results stored in `resultSaveMean` and `resultSaveInvVariance` buffers should not be used directly by the user. Depending on the batch normalization mode, the results stored in `resultSaveInvVariance` may vary. For the cache to work correctly, the input layer data must remain unchanged until the backward function is called. Note that both parameters can be NULL but only at the same time. In such a case intermediate statistics will not be saved, and `cudnnBatchNormalizationBackward()` will have to re-compute them. It is recommended to use this cache as the memory overhead is relatively small because these tensors have a much lower product of dimensions than the data tensors.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  
  The computation was performed successfully.

- **CUDNN_STATUS_NOT_SUPPORTED**

  The function does not support the provided configuration.

- **CUDNN_STATUS_BAD_PARAM**

  At least one of the following conditions are met:

  - One of the pointers `alpha, beta, x, y, bnScaleData, bnBiasData` is NULL.
  - Number of xDesc or yDesc tensor descriptor dimensions is not within the [4,5] range.
  - `bnScaleBiasMeanVarDesc` dimensions are not 1xC(1)x1x1 for spatial or 1xC(D)xHxW for per-activation mode (parens for 5D).
  - Exactly one of `resultSaveMean, resultSaveInvVariance` pointers is NULL.
  - Exactly one of `resultRunningMean, resultRunningInvVariance` pointers is NULL.
  - `epsilon` value is less than `CUDNN_BN_MIN_EPSILON`
  - Dimensions or data types mismatch for xDesc, yDesc

### 4.7. cudnnCTCLoss

```
cudnnStatus_t cudnnCTCLoss(
```
This function returns the ctc costs and gradients, given the probabilities and labels.

**Parameters**

**handle**
- *Input.* Handle to a previously created cuDNN context.

**probsDesc**
- *Input.* Handle to the previously initialized probabilities tensor descriptor.

**probs**
- *Input.* Pointer to a previously initialized probabilities tensor.

**labels**
- *Input.* Pointer to a previously initialized labels list.

**labelLengths**
- *Input.* Pointer to a previously initialized lengths list, to walk the above labels list.

**inputLengths**
- *Input.* Pointer to a previously initialized list of the lengths of the timing steps in each batch.

**costs**
- *Output.* Pointer to the computed costs of CTC.

**gradientsDesc**
- *Input.* Handle to a previously initialized gradients tensor descriptor.

**gradients**
- *Output.* Pointer to the computed gradients of CTC.

**algo**
- *Input.* Enumerant that specifies the chosen CTC loss algorithm.

**ctcLossDesc**
- *Input.* Handle to the previously initialized CTC loss descriptor.

**workspace**
- *Input.* Pointer to GPU memory of a workspace needed to able to execute the specified algorithm.
sizeInBytes

*Input.* Amount of GPU memory needed as workspace to be able to execute the CTC loss computation with the specified *algo*.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The dimensions of probsDesc do not match the dimensions of gradientsDesc.
- The inputLengths do not agree with the first dimension of probsDesc.
- The workSpaceSizeInBytes is not sufficient.
- The labelLengths is greater than 256.

**CUDNN_STATUS_NOT_SUPPORTED**

A compute or data type other than FLOAT was chosen, or an unknown algorithm type was chosen.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU

### 4.8. cudnnConvolutionBackwardBias

```c
const void_t cudnnConvolutionBackwardBias(
    const void_t *alpha,
    const void_t *dy,
    const void_t *beta,
    const void_t *db)
```

This function computes the convolution function gradient with respect to the bias, which is the sum of every element belonging to the same feature map across all of the images of the input tensor. Therefore, the number of elements produced is equal to the number of features maps of the input tensor.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**alpha, beta**

*Input.* Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as follows: dstValue = alpha[0]*result + beta[0]*priorDstValue. Please refer to this section for additional details.
dyDesc

*Input.* Handle to the previously initialized input tensor descriptor.

dy

*Input.* Data pointer to GPU memory associated with the tensor descriptor dyDesc.

dbDesc

*Input.* Handle to the previously initialized output tensor descriptor.

db

*Output.* Data pointer to GPU memory associated with the output tensor descriptor dbDesc.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The operation was launched successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- One of the parameters n, height, width of the output tensor is not 1.
- The numbers of feature maps of the input tensor and output tensor differ.
- The `dataType` of the two tensor descriptors are different.

### 4.9. cudnnConvolutionBackwardData

```c
cudnnStatus_t cudnnConvolutionBackwardData(
    cudnnHandle_t             handle,
    const void                *alpha,
    const cudnnFilterDescriptor_t  wDesc,
    const void                *w,
    const cudnnTensorDescriptor_t   dyDesc,
    const void                *dy,
    const cudnnConvolutionDescriptor_t  convDesc,
    cudnnConvolutionBwdDataAlgo_t       algo,
    void                           *workSpace,
    size_t                        workSpaceSizeInBytes,
    const void                *beta,
    const cudnnTensorDescriptor_t   dxDesc,
    void                           *dx)
```

This function computes the convolution gradient with respect to the output tensor using the specified `algo`, returning results in `gradDesc`. Scaling factors `alpha` and `beta` can be used to scale the input tensor and the output tensor respectively.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.
alpha, beta

*Input.* Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as follows: dstValue = alpha[0]*result + beta[0]*priorDstValue. Please refer to this section for additional details.

wDesc

*Input.* Handle to a previously initialized filter descriptor.

w

*Input.* Data pointer to GPU memory associated with the filter descriptor wDesc.

dyDesc

*Input.* Handle to the previously initialized input differential tensor descriptor.

dy

*Input.* Data pointer to GPU memory associated with the input differential tensor descriptor dyDesc.

convDesc

*Input.* Previously initialized convolution descriptor.

algo

*Input.* Enumerant that specifies which backward data convolution algorithm should be used to compute the results.

workSpace

*Input.* Data pointer to GPU memory to a workspace needed to able to execute the specified algorithm. If no workspace is needed for a particular algorithm, that pointer can be nil.

workSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided workSpace.

dxDesc

*Input.* Handle to the previously initialized output tensor descriptor.

dx

*Input/Output.* Data pointer to GPU memory associated with the output tensor descriptor dxDesc that carries the result.

This function supports only three specific combinations of data types for wDesc, dyDesc, convDesc and dxDesc. See the following for an exhaustive list of these configurations.

<table>
<thead>
<tr>
<th>Data Type Configurations</th>
<th>wDesc’s, dyDesc’s and dxDesc’s Data Type</th>
<th>convDesc’s Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRUE_HALF_CONFIG</td>
<td>CUDNN_DATA_HALF</td>
<td>CUDNN_DATA_HALF</td>
</tr>
<tr>
<td>PSEUDO_HALF_CONFIG</td>
<td>CUDNN_DATA_HALF</td>
<td>CUDNN_DATA_FLOAT</td>
</tr>
<tr>
<td>FLOAT_CONFIG</td>
<td>CUDNN_DATA_FLOAT</td>
<td>CUDNN_DATA_FLOAT</td>
</tr>
<tr>
<td>DOUBLE_CONFIG</td>
<td>CUDNN_DATA_DOUBLE</td>
<td>CUDNN_DATA_DOUBLE</td>
</tr>
</tbody>
</table>
Specifying a separate algorithm can cause changes in performance, support and computation determinism. See the following for an exhaustive list of algorithm options and their respective supported parameters and deterministic behavior.

\texttt{wDesc} may only have format \texttt{CUDNN_TENSOR_NHWC} when all of the following are true:

\begin{itemize}
  \item \texttt{algo} is \texttt{CUDNN_CONVOLUTION_BWD_DATA_ALGO_1}
  \item \texttt{dyDesc} and \texttt{dxDesc} is NHWC HWC-packed
  \item Data type configuration is \texttt{PSEUDO_HALF_CONFIG} or \texttt{FLOAT_CONFIG}
  \item The convolution is 2-dimensional
\end{itemize}

When the filter descriptor \texttt{wDesc} is in \texttt{CUDNN_TENSOR_NCHW} format, the following is an exhaustive list of algo support for 2-d convolutions.

\begin{itemize}
  \item \texttt{CUDNN_CONVOLUTION_BWD_DATA_ALGO_0}
    \begin{itemize}
      \item Deterministic: No
      \item \texttt{dyDesc} Format Support: NCHW CHW-packed
      \item \texttt{dxDesc} Format Support: All except NCHW\_VECT\_C
      \item Data Type Config Support: All except TRUE\_HALF\_CONFIG
      \item Dilation: greater than 0 for all dimensions
      \item \texttt{convDesc} Group Count Support: Greater than 0.
    \end{itemize}
  \item \texttt{CUDNN_CONVOLUTION_BWD_DATA_ALGO_1}
    \begin{itemize}
      \item Deterministic: Yes
      \item \texttt{dyDesc} Format Support: NCHW CHW-packed
      \item \texttt{dxDesc} Format Support: All except NCHW\_VECT\_C
      \item Data Type Config Support: All
      \item Dilation: 1 for all dimensions
      \item \texttt{convDesc} Group Count Support: Greater than 0.
    \end{itemize}
  \item \texttt{CUDNN_CONVOLUTION_BWD_DATA_ALGO_FFT}
    \begin{itemize}
      \item Deterministic: Yes
      \item \texttt{dyDesc} Format Support: NCHW CHW-packed
      \item \texttt{dxDesc} Format Support: NCHW HW-packed
      \item Data Type Config Support: PSEUDO\_HALF\_CONFIG, FLOAT\_CONFIG
      \item Dilation: 1 for all dimensions
      \item \texttt{convDesc} Group Count Support: Greater than 0.
    \end{itemize}
  \item Notes:
    \begin{itemize}
      \item \texttt{dxDesc}'s feature map height + 2 * \texttt{convDesc}'s zero-padding height must equal 256 or less
      \item \texttt{dxDesc}'s feature map width + 2 * \texttt{convDesc}'s zero-padding width must equal 256 or less
      \item \texttt{convDesc}'s vertical and horizontal filter stride must equal 1
      \item \texttt{wDesc}'s filter height must be greater than \texttt{convDesc}'s zero-padding height
      \item \texttt{wDesc}'s filter width must be greater than \texttt{convDesc}'s zero-padding width
    \end{itemize}
  \item \texttt{CUDNN_CONVOLUTION_BWD_DATA_ALGO_FFT_TILING}
\end{itemize}
Deterministic: Yes

- dyDesc Format Support: NCHW CHW-packed
- dxDesc Format Support: NCHW HW-packed
- Data Type Config Support: PSEUDO_HALF_CONFIG, FLOAT_CONFIG (DOUBLE_CONFIG is also supported when the task can be handled by 1D FFT, i.e., one of the filter dimension, width or height is 1)
- Dilation: 1 for all dimensions
- convDesc Group Count Support: Greater than 0.

Notes:
- when neither of wDesc's filter dimension is 1, the filter width and height must not be larger than 32
- when either of wDesc's filter dimension is 1, the largest filter dimension should not exceed 256
- convDesc's vertical and horizontal filter stride must equal 1
- wDesc's filter height must be greater than convDesc's zero-padding height
- wDesc's filter width must be greater than convDesc's zero-padding width

- CUDNN_CONVOLUTION_BWD_DATA_ALGO_WINOGRAD
  Deterministic: Yes
  - xDesc Format Support: NCHW CHW-packed
  - yDesc Format Support: All except NCHW_VECT_C
  - Data Type Config Support: PSEUDO_HALF_CONFIG, FLOAT_CONFIG
  - Dilation: 1 for all dimensions
  - convDesc Group Count Support: Greater than 0.
  Notes:
  - convDesc's vertical and horizontal filter stride must equal 1
  - wDesc's filter height must be 3
  - wDesc's filter width must be 3

- CUDNN_CONVOLUTION_BWD_DATA_ALGO_WINOGRAD_NONFUSED
  Deterministic: Yes
  - xDesc Format Support: NCHW CHW-packed
  - yDesc Format Support: All except NCHW_VECT_C
  - Data Type Config Support: All except DOUBLE_CONFIG
  - Dilation: 1 for all dimensions
  - convDesc Group Count Support: Greater than 0.
  Notes:
  - convDesc's vertical and horizontal filter stride must equal 1
  - wDesc's filter (height, width) must be (3, 3) or (5, 5)
  - If wDesc's filter (height, width) is (5, 5), data type config TRUE_HALF_CONFIG is not supported

The following is an exhaustive list of algo support for 3-d convolutions.

- CUDNN_CONVOLUTION_BWD_DATA_ALGO_0
• Deterministic: No
• dyDesc Format Support: NCDHW CDHW-packed
• dxDesc Format Support: All except NCHW_VECT_C
• Data Type Config Support: All except TRUE_HALF_CONFIG
• Dilation: greater than 0 for all dimensions
• convDesc Group Count Support: Greater than 0.

CU_DNN_CONVOLUTION_BWD_DATA_ALGO_1

• Deterministic: Yes
• dyDesc Format Support: NCDHW-fully-packed
• dxDesc Format Support: NCDHW-fully-packed
• Data Type Config Support: All
• Dilation: 1 for all dimensions
• convDesc Group Count Support: Greater than 0.

CU_DNN_CONVOLUTION_BWD_DATA_ALGO_FFT_TILING

• Deterministic: Yes
• dyDesc Format Support: NCDHW CDHW-packed
• dxDesc Format Support: NCDHW DHW-packed
• Data Type Config Support: All except TRUE_HALF_CONFIG
• Dilation: 1 for all dimensions
• convDesc Group Count Support: Greater than 0.

Notes:
• wDesc’s filter height must equal 16 or less
• wDesc’s filter width must equal 16 or less
• wDesc’s filter depth must equal 16 or less
• convDesc’s must have all filter strides equal to 1
• wDesc’s filter height must be greater than convDesc’s zero-padding height
• wDesc’s filter width must be greater than convDesc’s zero-padding width
• wDesc’s filter depth must be greater than convDesc’s zero-padding width

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The operation was launched successfully.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

• At least one of the following is NULL: handle, dyDesc, wDesc, convDesc, dxDesc, dy, w, dx, alpha, beta
• wDesc and dyDesc have a non-matching number of dimensions
• wDesc and dxDesc have a non-matching number of dimensions
• wDesc has fewer than three number of dimensions
• wDesc, dxDesc and dyDesc have a non-matching data type.
wDesc and dxDesc have a non-matching number of input feature maps per image (or group in case of Grouped Convolutions).

dyDesc's spatial sizes do not match with the expected size as determined by cudnnGetConvolutionNdForwardOutputDim

CUDNN_STATUS_NOT_SUPPORTED

At least one of the following conditions are met:

- dyDesc or dxDesc have negative tensor striding
- dyDesc, wDesc or dxDesc has a number of dimensions that is not 4 or 5
- The chosen algo does not support the parameters provided; see above for exhaustive list of parameter support for each algo
- dyDesc or wDesc indicate an output channel count that isn’t a multiple of group count (if group count has been set in convDesc).

CUDNN_STATUS_MAPPING_ERROR

An error occurs during the texture binding of the filter data or the input differential tensor data

CUDNN_STATUS_EXECUTION_FAILED

The function failed to launch on the GPU.

4.10. cudnnConvolutionBackwardFilter

```c
void cudnnConvolutionBackwardFilter(
    cudnStatus_t cudnnConvolutionBackwardFilter(
        cudnnHandle_t handle,
        const void *alpha,
        const cudnnTensorDescriptor_t xDesc,
        const void *x,
        const cudnnTensorDescriptor_t dyDesc,
        const void *dy,
        const cudnnConvolutionDescriptor_t convDesc,
        cudnnConvolutionBwdFilterAlgo_t algo,
        void *workSpace,
        size_t workSpaceSizeInBytes,
        const void *beta,
        const cudnnFilterDescriptor_t dwDesc,
        void *dw)
```

This function computes the convolution gradient with respect to filter coefficients using the specified algo, returning results in gradDesc. Scaling factors alpha and beta can be used to scale the input tensor and the output tensor respectively.

Parameters

handle

Input. Handle to a previously created cuDNN context.

alpha, beta

Input. Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as follows: dstValue = alpha[0]*result + beta[0]*priorDstValue. Please refer to this section for additional details.
xDesc

*Input.* Handle to a previously initialized tensor descriptor.

x

*Input.* Data pointer to GPU memory associated with the tensor descriptor `xDesc`.

dyDesc

*Input.* Handle to the previously initialized input differential tensor descriptor.

dy

*Input.* Data pointer to GPU memory associated with the backpropagation gradient tensor descriptor `dyDesc`.

cConvDesc

*Input.* Previously initialized convolution descriptor.

calgo

*Input.* Enumerant that specifies which convolution algorithm should be used to compute the results.

workSpace

*Input.* Data pointer to GPU memory to a workspace needed to able to execute the specified algorithm. If no workspace is needed for a particular algorithm, that pointer can be nil.

workSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided `workSpace`.

dwDesc

*Input.* Handle to a previously initialized filter gradient descriptor.

dw

*Input/Output.* Data pointer to GPU memory associated with the filter gradient descriptor `dwDesc` that carries the result.

This function supports only three specific combinations of data types for `xDesc`, `dyDesc`, `ConvDesc` and `dwDesc`. See the following for an exhaustive list of these configurations.

<table>
<thead>
<tr>
<th>Data Type Configurations</th>
<th>xDesc’s, dyDesc’s and dwDesc’s Data Type</th>
<th>ConvDesc’s Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRUE_HALF_CONFIG</td>
<td>CUDNN_DATA_HALF</td>
<td>CUDNN_DATA_HALF</td>
</tr>
<tr>
<td>PSEUDO_HALF_CONFIG</td>
<td>CUDNN_DATA_HALF</td>
<td>CUDNN_DATA_FLOAT</td>
</tr>
<tr>
<td>FLOAT_CONFIG</td>
<td>CUDNN_DATA_FLOAT</td>
<td>CUDNN_DATA_FLOAT</td>
</tr>
<tr>
<td>DOUBLE_CONFIG</td>
<td>CUDNN_DATA_DOUBLE</td>
<td>CUDNN_DATA_DOUBLE</td>
</tr>
</tbody>
</table>

Specifying a separate algorithm can cause changes in performance, support and computation determinism. See the following for an exhaustive list of algorithm options and their respective supported parameters and deterministic behavior.
**dwDesc** may only have format CUDNN_TENSOR_NHWC when all of the following are true:

- **algo** is CUDNN_CONVOLUTION_BWD_FILTER_ALGO_0 or CUDNN_CONVOLUTION_BWD_FILTER_ALGO_1
- **xDesc** and **dyDesc** is NHWC HWC-packed
- Data type configuration is PSEUDO_HALF_CONFIG or FLOAT_CONFIG
- The convolution is 2-dimensional

The following is an exhaustive list of algo support for 2-d convolutions.

- **CUDNN_CONVOLUTION_BWD_FILTER_ALGO_0**
  - Deterministic: No
  - **xDesc** Format Support: All except NCHW_VECT_C
  - **dyDesc** Format Support: NCHW CHW-packed
  - Data Type Config Support: All except TRUE_HALF_CONFIG
  - Dilation: greater than 0 for all dimensions
  - **convDesc** Group Count Support: Greater than 0.
  - Not supported if output is of type CUDNN_DATA_HALF and the number of elements in dw is odd.

- **CUDNN_CONVOLUTION_BWD_FILTER_ALGO_1**
  - Deterministic: Yes
  - **xDesc** Format Support: All
  - **dyDesc** Format Support: NCHW CHW-packed
  - Data Type Config Support: All
  - Dilation: 1 for all dimensions
  - **convDesc** Group Count Support: Greater than 0.

- **CUDNN_CONVOLUTION_BWD_FILTER_ALGO_FFT**
  - Deterministic: Yes
  - **xDesc** Format Support: NCHW CHW-packed
  - **dyDesc** Format Support: NCHW CHW-packed
  - Data Type Config Support: PSEUDO_HALF_CONFIG, FLOAT_CONFIG
  - **convDesc** Group Count Support: Greater than 0.
  - Dilation: 1 for all dimensions
  - Notes:
    - **xDesc**'s feature map height + 2 * **convDesc**'s zero-padding height must equal 256 or less
    - **xDesc**'s feature map width + 2 * **convDesc**'s zero-padding width must equal 256 or less
    - **convDesc**'s vertical and horizontal filter stride must equal 1
    - **dwDesc**'s filter height must be greater than **convDesc**'s zero-padding height
    - **dwDesc**'s filter width must be greater than **convDesc**'s zero-padding width

- **CUDNN_CONVOLUTION_BWD_FILTER_ALGO_3**
  - Deterministic: No
- **xDesc** Format Support: All except NCHW\_VECT\_C
- **dyDesc** Format Support: NCHW CHW-packed
- Data Type Config Support: All except TRUE\_HALF\_CONFIG
- **convDesc** Group Count Support: Greater than 0.
- Dilation: 1 for all dimensions

**CUDNN\_CONVOLUTION\_BWD\_FILTER\_ALGO\_WINOGRAD\_NONFUSED**

- Deterministic: Yes
- **xDesc** Format Support: All except CUDNN\_TENSOR\_NCHW\_VECT\_C
- **yDesc** Format Support: NCHW CHW-packed
- Data Type Config Support: All except DOUBLE\_CONFIG
- Dilation: 1 for all dimensions
- **convDesc** Group Count Support: Greater than 0.
- Notes:
  - **convDesc**'s vertical and horizontal filter stride must equal 1
  - **wDesc**'s filter (height, width) must be (3,3) or (5,5)
  - If **wDesc**'s filter (height, width) is (5,5), data type config TRUE\_HALF\_CONFIG is not supported

**CUDNN\_CONVOLUTION\_BWD\_FILTER\_ALGO\_FFT\_TLING**

- Deterministic: Yes
- **xDesc** Format Support: NCHW CHW-packed
- **dyDesc** Format Support: NCHW CHW-packed
- Data Type Config Support: PSEUDO\_HALF\_CONFIG, FLOAT\_CONFIG, DOUBLE\_CONFIG
- Dilation: 1 for all dimensions
- **convDesc** Group Count Support: Greater than 0.
- Notes:
  - **xDesc**'s width or height must be equal to 1
  - **dyDesc**'s width or height must be equal to 1 (the same dimension as in **xDesc**). The other dimension must be less than or equal to 256, ie, the largest 1D tile size currently supported
  - **convDesc**'s vertical and horizontal filter stride must equal 1
  - **dwDesc**'s filter height must be greater than **convDesc**'s zero-padding height
  - **dwDesc**'s filter width must be greater than **convDesc**'s zero-padding width

The following is an exhaustive list of algo support for 3-d convolutions.

**CUDNN\_CONVOLUTION\_BWD\_FILTER\_ALGO\_0**

- Deterministic: No
- **xDesc** Format Support: All except NCHW\_VECT\_C
- **dyDesc** Format Support: NCDHW CDHW-packed
- Data Type Config Support: All except TRUE\_HALF\_CONFIG
- Dilation: greater than 0 for all dimensions
- **convDesc** Group Count Support: Greater than 0.
4.11. cudnnConvolutionBiasActivationForward

cudnnStatus_t cudnnConvolutionBiasActivationForward(
    cudnnHandle_t                       handle,
    const void                         *alpha1,
    const cudnnTensorDescriptor_t       xDesc,
    const void                         *x,
);
```c
const cudnnFilterDescriptor_t       wDesc,
const void                         *w,
const cudnnConvolutionDescriptor_t  convDesc,
cudnnConvolutionFwdAlgo_t           algo,
void size_t                        *workSpace,
const cudnnTensorDescriptor_t       zDesc,
const void                         *z,
const cudnnTensorDescriptor_t       biasDesc,
const void                         *bias,
const cudnnActivationDescriptor_t   activationDesc,
const cudnnTensorDescriptor_t       yDesc,
void                               *y)
```

This function applies a bias and then an activation to the convolutions or cross-correlations of cudnnConvolutionForward(), returning results in y. The full computation follows the equation $y = act(\ alpha1 * conv(x) + \ alpha2 * z + bias)$. 

The routine `cudnnGetConvolution2dForwardOutputDim` or `cudnnGetConvolutionNdForwardOutputDim` can be used to determine the proper dimensions of the output tensor descriptor `yDesc` with respect to `xDesc`, `convDesc` and `wDesc`. Only the CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_PRECOMP_GEMM algo is enabled with CUDNN_ACTIVATION_IDENTITY. In other words, in the `cudnnActivationDescriptor_t` structure of the input `activationDesc`, if the mode of the `cudnnActivationMode_t` field is set to the enum value CUDNN_ACTIVATION_IDENTITY, then the input `cudnnConvolutionFwdAlgo_t` of this function `cudnnConvolutionBiasActivationForward()` must be set to the enum value CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_PRECOMP_GEMM. See also the documentation for the function `cudnnSetActivationDescriptor()`.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**alpha1, alpha2**

*Input.* Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as described by the above equation. Please refer to this section for additional details.

**xDesc**

*Input.* Handle to a previously initialized tensor descriptor.

**x**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `xDesc`.

**wDesc**

*Input.* Handle to a previously initialized filter descriptor.

**w**

*Input.* Data pointer to GPU memory associated with the filter descriptor `wDesc`.
convDesc

*Input.* Previously initialized convolution descriptor.

algo

*Input.* Enumerator that specifies which convolution algorithm should be used to compute the results.

workSpace

*Input.* Data pointer to GPU memory to a workspace needed to able to execute the specified algorithm. If no workspace is needed for a particular algorithm, that pointer can be nil.

workSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided `workSpace`.

zDesc

*Input.* Handle to a previously initialized tensor descriptor.

z

*Input.* Data pointer to GPU memory associated with the tensor descriptor `zDesc`.

biasDesc

*Input.* Handle to a previously initialized tensor descriptor.

bias

*Input.* Data pointer to GPU memory associated with the tensor descriptor `biasDesc`.

activationDesc

*Input.* Handle to a previously initialized activation descriptor.

yDesc

*Input.* Handle to a previously initialized tensor descriptor.

y

*Input/Output.* Data pointer to GPU memory associated with the tensor descriptor `yDesc` that carries the result of the convolution.

For the convolution step, this function supports the specific combinations of data types for `xDesc`, `wDesc`, `convDesc` and `yDesc` as listed in the documentation of `cudnnConvolutionForward()`. The following table specifies the supported combinations of data types for `x`, `y`, `z`, `bias`, and `alpha1/alpha2`.

Table Key: X = CUDNN_DATA

<table>
<thead>
<tr>
<th>x</th>
<th>w</th>
<th>y and z</th>
<th>bias</th>
<th>alpha1/alpha2</th>
</tr>
</thead>
<tbody>
<tr>
<td>X_DOUBLE</td>
<td>X_DOUBLE</td>
<td>X_DOUBLE</td>
<td>X_DOUBLE</td>
<td>X_DOUBLE</td>
</tr>
<tr>
<td>X_FLOAT</td>
<td>X_FLOAT</td>
<td>X_FLOAT</td>
<td>X_FLOAT</td>
<td>X_FLOAT</td>
</tr>
<tr>
<td>X_HALF</td>
<td>X_HALF</td>
<td>X_HALF</td>
<td>X_HALF</td>
<td>X_FLOAT</td>
</tr>
<tr>
<td>X_INT8</td>
<td>X_INT8</td>
<td>X_INT8</td>
<td>X_FLOAT</td>
<td>X_FLOAT</td>
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<tr>
<td>X_INT8</td>
<td>X_INT8</td>
<td>X_FLOAT</td>
<td>X_FLOAT</td>
<td>X_FLOAT</td>
</tr>
</tbody>
</table>
In addition to the error values listed by the documentation of `cudnnConvolutionForward()`, the possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The operation was launched successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- At least one of the following is NULL: `zDesc, zData, biasDesc, bias, activationDesc`.
- The second dimension of `biasDesc` and the first dimension of `filterDesc` are not equal.
- `zDesc` and `destDesc` do not match.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- The mode of `activationDesc` is neither `CUDNN_ACTIVATION_RELU` or `CUDNN_ACTIVATION_IDENTITY`.
- The `reluNanOpt` of `activationDesc` is not `CUDNN_NOT_PROPAGATE_NAN`.
- The second stride of `biasDesc` is not equal to one.
- The data type of `biasDesc` does not correspond to the data type of `yDesc` as listed in the above data types table.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

4.12. `cudnnConvolutionForward`

```c

cudnnStatus_t cudnnConvolutionForward(
    cudnnHandle_t                       handle,
    const void                         *alpha,
    const cudnnTensorDescriptor_t       xDesc,
    const void                         *x,
    const cudnnFilterDescriptor_t       wDesc,
    const void                         *w,
    const cudnnConvolutionDescriptor_t  convDesc,
```
This function executes convolutions or cross-correlations over \( \mathbf{x} \) using filters specified with \( \mathbf{w} \), returning results in \( \mathbf{y} \). Scaling factors \( \alpha \) and \( \beta \) can be used to scale the input tensor and the output tensor respectively.

The routine `cudnnGetConvolution2dForwardOutputDim` or `cudnnGetConvolutionNdForwardOutputDim` can be used to determine the proper dimensions of the output tensor descriptor \( \mathbf{yDesc} \) with respect to \( \mathbf{xDesc}, \mathbf{convDesc} \) and \( \mathbf{wDesc} \).

### Parameters

**handle**

*Input.* Handle to a previously created cuDNN context.

**alpha, beta**

*Input.* Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as follows: \( \text{dstValue} = \alpha[0] \times \text{result} + \beta[0] \times \text{priorDstValue} \). Please refer to this section for additional details.

**xDesc**

*Input.* Handle to a previously initialized tensor descriptor.

**x**

*Input.* Data pointer to GPU memory associated with the tensor descriptor \( \mathbf{xDesc} \).

**wDesc**

*Input.* Handle to a previously initialized filter descriptor.

**w**

*Input.* Data pointer to GPU memory associated with the filter descriptor \( \mathbf{wDesc} \).

**convDesc**

*Input.* Previously initialized convolution descriptor.

**algo**

*Input.* Enumerant that specifies which convolution algorithm should be used to compute the results.

**workSpace**

*Input.* Data pointer to GPU memory to a workspace needed to able to execute the specified algorithm. If no workspace is needed for a particular algorithm, that pointer can be nil.

**workSpaceSizeInBytes**

*Input.* Specifies the size in bytes of the provided \( \text{workSpace} \).
**yDesc**

*Input.* Handle to a previously initialized tensor descriptor.

**y**

*Input/Output.* Data pointer to GPU memory associated with the tensor descriptor `yDesc` that carries the result of the convolution.

This function supports only eight specific combinations of data types for `xDesc`, `wDesc`, `convDesc` and `yDesc`. See the following table for an exhaustive list of these configurations.

<table>
<thead>
<tr>
<th>Data Type Configurations</th>
<th>xDesc and wDesc</th>
<th>convDesc</th>
<th>yDesc</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRUE_HALF_CONFIG</td>
<td>CUDNN_DATA_HALF</td>
<td>CUDNN_DATA_HALF</td>
<td>CUDNN_DATA_HALF</td>
</tr>
<tr>
<td>PSEUDO_HALF_CONFIG</td>
<td>CUDNN_DATA_HALF</td>
<td>CUDNN_DATA_FLOAT</td>
<td>CUDNN_DATA_HALF</td>
</tr>
<tr>
<td>FLOAT_CONFIG</td>
<td>CUDNN_DATA_FLOAT</td>
<td>CUDNN_DATA_FLOAT</td>
<td>CUDNN_DATA_FLOAT</td>
</tr>
<tr>
<td>DOUBLE_CONFIG</td>
<td>CUDNN_DATA_DOUBLE</td>
<td>CUDNN_DATA_DOUBLE</td>
<td>CUDNN_DATA_DOUBLE</td>
</tr>
<tr>
<td>INT8_CONFIG</td>
<td>CUDNN_DATA_INT8</td>
<td>CUDNN_DATA_INT32</td>
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</tr>
<tr>
<td>INT8_EXT_CONFIG</td>
<td>CUDNN_DATA_INT8</td>
<td>CUDNN_DATA_INT32</td>
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</tr>
<tr>
<td>INT8x4_CONFIG</td>
<td>CUDNN_DATA_INT8x4</td>
<td>CUDNN_DATA_INT32</td>
<td>CUDNN_DATA_INT8x4</td>
</tr>
<tr>
<td>INT8x4_EXT_CONFIG</td>
<td>CUDNN_DATA_INT8x4</td>
<td>CUDNN_DATA_INT32</td>
<td>CUDNN_DATA_FLOAT</td>
</tr>
<tr>
<td>UINT8x4_CONFIG</td>
<td>CUDNN_DATA_UINT8x4</td>
<td>CUDNN_DATA_INT32</td>
<td>CUDNN_DATA_UINT8x4</td>
</tr>
<tr>
<td>UINT8x4_EXT_CONFIG</td>
<td>CUDNN_DATA_UINT8x4</td>
<td>CUDNN_DATA_INT32</td>
<td>CUDNN_DATA_FLOAT</td>
</tr>
</tbody>
</table>

**Table Note:** UINT8x4_CONFIG and UINT8x4_EXT_CONFIG are new for 7.1

- **TRUE_HALF_CONFIG** is only supported on architectures with true fp16 support (compute capability 5.3 and 6.0).

- **INT8_CONFIG, INT8_EXT_CONFIG, INT8x4_CONFIG, INT8x4_EXT_CONFIG, UINT8x4_CONFIG, and UINT8x4_EXT_CONFIG** are only supported on architectures with DP4A support (compute capability 6.1 and later).

For this function, all algorithms perform deterministic computations. Specifying a separate algorithm can cause changes in performance and support.

For the datatype configurations TRUE_HALF_CONFIG, PSEUDO_HALF_CONFIG, FLOAT_CONFIG and DOUBLE_CONFIG, when the filter descriptor `wDesc` is in CUDNN_TENSOR_NCHW format the following is the exhaustive list of algo supported for 2-d convolutions.

- **CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_GEMM**
  - `xDesc` Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
  - `yDesc` Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
  - Data Type Config Support: All except TRUE_HALF_CONFIG
- Dilation: greater than 0 for all dimensions
- **convDesc** Group Count Support: Greater than 0.

**CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_PRECOMP_GEMM**
- **xDesc** Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
- **yDesc** Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
- Data Type Config Support: All
- Dilation: 1 for all dimensions
- **convDesc** Group Count Support: Greater than 0.

**CUDNN_CONVOLUTION_FWD_ALGO_GEMM**
- **xDesc** Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
- **yDesc** Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
- Data Type Config Support: All except TRUE_HALF_CONFIG
- Dilation: 1 for all dimensions
- **convDesc** Group Count Support: Greater than 0.

**CUDNN_CONVOLUTION_FWD_ALGO_DIRECT**
- This algorithm has no current implementation in cuDNN.

**CUDNN_CONVOLUTION_FWD_ALGO_FFT**
- **xDesc** Format Support: NCHW HW-packed
- **yDesc** Format Support: NCHW HW-packed
- Data Type Config Support: PSEUDO_HALF_CONFIG, FLOAT_CONFIG
- Dilation: 1 for all dimensions
- **convDesc** Group Count Support: Greater than 0.
- Notes:
  - **xDesc**’s feature map height + 2 * **convDesc**’s zero-padding height must equal 256 or less
  - **xDesc**’s feature map width + 2 * **convDesc**’s zero-padding width must equal 256 or less
  - **convDesc**’s vertical and horizontal filter stride must equal 1
  - **wDesc**’s filter height must be greater than **convDesc**’s zero-padding height
  - **wDesc**’s filter width must be greater than **convDesc**’s zero-padding width

**CUDNN_CONVOLUTION_FWD_ALGO_FFT_TILING**
- **xDesc** Format Support: NCHW HW-packed
- **yDesc** Format Support: NCHW HW-packed
- Data Type Config Support: PSEUDO_HALF_CONFIG, FLOAT_CONFIG
  (DOUBLE_CONFIG is also supported when the task can be handled by 1D FFT, ie, one of the filter dimension, width or height is 1)
- Dilation: 1 for all dimensions
- **convDesc** Group Count Support: Greater than 0.
- Notes:
  - when neither of **wDesc**’s filter dimension is 1, the filter width and height must not be larger than 32
- when either of \( w\text{Desc} \)'s filter dimension is 1, the largest filter dimension should not exceed 256
- \( conv\text{Desc} \)'s vertical and horizontal filter stride must equal 1
- \( w\text{Desc} \)'s filter height must be greater than \( conv\text{Desc} \)'s zero-padding height
- \( w\text{Desc} \)'s filter width must be greater than \( conv\text{Desc} \)'s zero-padding width

### CUDNN_CONVOLUTION_FWD_ALGO_WINOGRAD
- \( x\text{Desc} \) Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
- \( y\text{Desc} \) Format Support: All except CUDNN_Tensor_NCHW_VECT_C
- Data Type Config Support: PSEUDO_HALF_CONFIG, FLOAT_CONFIG
- Dilation: 1 for all dimensions
- \( conv\text{Desc} \) Group Count Support: Greater than 0.
- Notes:
  - \( conv\text{Desc} \)'s vertical and horizontal filter stride must equal 1
  - \( w\text{Desc} \)'s filter height must be 3
  - \( w\text{Desc} \)'s filter width must be 3

### CUDNN_CONVOLUTION_FWD_ALGO_WINOGRAD_NONFUSED
- \( x\text{Desc} \) Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
- \( y\text{Desc} \) Format Support: All except CUDNN_Tensor_NCHW_VECT_C
- Data Type Config Support: All except DOUBLE_CONFIG
- Dilation: 1 for all dimensions
- \( conv\text{Desc} \) Group Count Support: Greater than 0.
- Notes:
  - \( conv\text{Desc} \)'s vertical and horizontal filter stride must equal 1
  - \( w\text{Desc} \)'s filter (height, width) must be (3,3) or (5,5)
  - If \( w\text{Desc} \)'s filter (height, width) is (5,5), data type config TRUE_HALF_CONFIG is not supported

For the datatype configurations TRUE_HALF_CONFIG, PSEUDO_HALF_CONFIG, FLOAT_CONFIG and DOUBLE_CONFIG, when the filter descriptor \( w\text{Desc} \) is in CUDNN_TENSOR_NHWC format the only algo supported is CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_GEMM with the following conditions:

- \( x\text{Desc} \) and \( y\text{Desc} \) is NHWC HWC-packed
- Data type configuration is PSEUDO_HALF_CONFIG or FLOAT_CONFIG
- The convolution is 2-dimensional
- Dilation is 1 for all dimensions
- \( conv\text{Desc} \) Group Count Support: Greater than 0.

For the datatype configurations TRUE_HALF_CONFIG, PSEUDO_HALF_CONFIG, FLOAT_CONFIG and DOUBLE_CONFIG, when the filter descriptor \( w\text{Desc} \) is in CUDNN_TENSOR_NCHW format the following is the exhaustive list of algo supported for 3-d convolutions.

- CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_GEMM
- **xDesc** Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
- **yDesc** Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
- Data Type Config Support: All except TRUE_HALF_CONFIG
- Dilation: greater than 0 for all dimensions
- **convDesc** Group Count Support: Greater than 0.

**CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_PRECOMP_GEMM**

- **xDesc** Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
- **yDesc** Format Support: All except CUDNN_TENSOR_NCHW_VECT_C
- Data Type Config Support: All except TRUE_HALF_CONFIG
- Dilation: 1 for all dimensions
- **convDesc** Group Count Support: Greater than 0.

**CUDNN_CONVOLUTION_FWD_ALGO_FFT_TILING**

- **xDesc** Format Support: NCDHW DHW-packed
- **yDesc** Format Support: NCDHW DHW-packed
- Data Type Config Support: All except TRUE_HALF_CONFIG
- Dilation: 1 for all dimensions
- **convDesc** Group Count Support: Greater than 0.

**Notes:**

- **wDesc**'s filter height must equal 16 or less
- **wDesc**'s filter width must equal 16 or less
- **wDesc**'s filter depth must equal 16 or less
- **convDesc**'s must have all filter strides equal to 1
- **wDesc**'s filter height must be greater than **convDesc**'s zero-padding height
- **wDesc**'s filter width must be greater than **convDesc**'s zero-padding width
- **wDesc**'s filter depth must be greater than **convDesc**'s zero-padding width

For the datatype configurations INT8_CONFIG, INT8_EXT_CONFIG, UINT8x4_CONFIG, and UINT8x4_EXT_CONFIG, the only algo supported is CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_PRECOMP_GEMM with the following conditions:

- **xDesc** Format Support: CUDNN_TENSOR_NHWC
- **yDesc** Format Support: CUDNN_TENSOR_NHWC
- Input and output features maps must be multiple of 4
- **wDesc** Format Support: CUDNN_TENSOR_NHWC
- Dilation: 1 for all dimensions
- **convDesc** Group Count Support: Greater than 0.

For the datatype configurations INT8x4_CONFIG and INT8x4_EXT_CONFIG, the only algo supported is CUDNN_CONVOLUTION_FWD_ALGO_IMPLICIT_PRECOMP_GEMM with the following conditions:

- **xDesc** Format Support: CUDNN_TENSOR_NCHW_VECT_C
yDesc Format Support: CUDNN_TENSOR_NCHW when datatype is CUDNN_DATA_FLOAT, CUDNN_TENSOR_NCHW_VECT_C when datatype is CUDNN_DATA_INT8x4 or CUDNN_DATA_UINT8x4

Input and output features maps must be multiple of 4

wDesc Format Support: CUDNN_TENSOR_NCHW_VECT_C

Dilation: 1 for all dimensions

convDesc Group Count Support: Greater than 0.

Tensors can be converted to/from CUDNN_TENSOR_NCHW_VECT_C with cudnnTransformTensor().

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS
The operation was launched successfully.

CUDNN_STATUS_BAD_PARAM
At least one of the following conditions are met:
- At least one of the following is NULL: handle, xDesc, wDesc, convDesc, yDesc, xData, w, yData, alpha, beta
- xDesc and yDesc have a non-matching number of dimensions
- xDesc and wDesc have a non-matching number of dimensions
- xDesc has fewer than three number of dimensions
- xDesc's number of dimensions is not equal to convDesc's array length + 2
- xDesc and wDesc have a non-matching number of input feature maps per image (or group in case of Grouped Convolutions)
- yDesc or wDesc indicate an output channel count that isn't a multiple of group count (if group count has been set in convDesc).
- xDesc, wDesc and yDesc have a non-matching data type
- For some spatial dimension, wDesc has a spatial size that is larger than the input spatial size (including zero-padding size)

CUDNN_STATUS_NOT_SUPPORTED
At least one of the following conditions are met:
- xDesc or yDesc have negative tensor striding
- xDesc, wDesc or yDesc has a number of dimensions that is not 4 or 5
- yDescs's spatial sizes do not match with the expected size as determined by cudnnGetConvolutionNdForwardOutputDim
- The chosen algo does not support the parameters provided; see above for exhaustive list of parameter support for each algo

CUDNN_STATUS_MAPPING_ERROR
An error occurred during the texture binding of the filter data.

CUDNN_STATUS_EXECUTION_FAILED
The function failed to launch on the GPU.
4.13. cudnnCreate

cudnnStatus_t cudnnCreate(cudnnHandle_t *handle)

This function initializes the cuDNN library and creates a handle to an opaque structure holding the cuDNN library context. It allocates hardware resources on the host and device and must be called prior to making any other cuDNN library calls. The cuDNN library handle is tied to the current CUDA device (context). To use the library on multiple devices, one cuDNN handle needs to be created for each device. For a given device, multiple cuDNN handles with different configurations (e.g., different current CUDA streams) may be created. Because cudnnCreate allocates some internal resources, the release of those resources by calling cudnnDestroy will implicitly call cudaDeviceSynchronize; therefore, the recommended best practice is to call cudnnCreate/cudnnDestroy outside of performance-critical code paths. For multithreaded applications that use the same device from different threads, the recommended programming model is to create one (or a few, as is convenient) cuDNN handle(s) per thread and use that cuDNN handle for the entire life of the thread.

Parameters

handle

Output. Pointer to pointer where to store the address to the allocated cuDNN handle.

Returns

CUDNN_STATUS_BAD_PARAM

Invalid (NULL) input pointer supplied.

CUDNN_STATUS_NOT_INITIALIZED

No compatible GPU found, CUDA driver not installed or disabled, CUDA runtime API initialization failed.

CUDNN_STATUS_ARCH_MISMATCH

NVIDIA GPU architecture is too old.

CUDNN_STATUS_ALLOC_FAILED

Host memory allocation failed.

CUDNN_STATUS_INTERNAL_ERROR

CUDA resource allocation failed.

CUDNN_STATUS_LICENSE_ERROR

cuDNN license validation failed (only when the feature is enabled).

CUDNN_STATUS_SUCCESS

cuDNN handle was created successfully.
4.14. cudnnCreateActivationDescriptor

cudnnStatus_t cudnnCreateActivationDescriptor(cudnnActivationDescriptor_t *activationDesc)

This function creates a activation descriptor object by allocating the memory needed to hold its opaque structure.

Returns

CUDNN_STATUS_SUCCESS
The object was created successfully.

CUDNN_STATUS_ALLOC_FAILED
The resources could not be allocated.

4.15. cudnnCreateAlgorithmDescriptor

cudnnStatus_t cudnnCreateAlgorithmDescriptor(cudnnAlgorithmDescriptor_t *algoDesc)

(New for 7.1)

This function creates an algorithm descriptor object by allocating the memory needed to hold its opaque structure.

Returns

CUDNN_STATUS_SUCCESS
The object was created successfully.

CUDNN_STATUS_ALLOC_FAILED
The resources could not be allocated.

4.16. cudnnCreateAlgorithmPerformance

cudnnStatus_t cudnnCreateAlgorithmPerformance(cudnnAlgorithmPerformance_t *algoPerf, int numberToCreate)

(New for 7.1)

This function creates multiple algorithm performance objects by allocating the memory needed to hold their opaque structures.

Returns

CUDNN_STATUS_SUCCESS
The object was created successfully.
CUDNN_STATUS_ALLOC_FAILED
The resources could not be allocated.

4.17. cudnnCreateCTCLossDescriptor

cudnnStatus_t cudnnCreateCTCLossDescriptor(
    cudnnCTCLossDescriptor_t* ctcLossDesc)

This function creates a CTC loss function descriptor.

Parameters
ctcLossDesc
Output. CTC loss descriptor to be set.

Returns
CUDNN_STATUS_SUCCESS
The function returned successfully.
CUDNN_STATUS_BAD_PARAM
CTC loss descriptor passed to the function is invalid.
CUDNN_STATUS_ALLOC_FAILED
Memory allocation for this CTC loss descriptor failed.

4.18. cudnnCreateConvolutionDescriptor

cudnnStatus_t cudnnCreateConvolutionDescriptor(
    cudnnConvolutionDescriptor_t *convDesc)

This function creates a convolution descriptor object by allocating the memory needed to
hold its opaque structure.

Returns
CUDNN_STATUS_SUCCESS
The object was created successfully.
CUDNN_STATUS_ALLOC_FAILED
The resources could not be allocated.

4.19. cudnnCreateDropoutDescriptor

cudnnStatus_t cudnnCreateDropoutDescriptor(
    cudnnDropoutDescriptor_t *dropoutDesc)

This function creates a generic dropout descriptor object by allocating the memory
needed to hold its opaque structure.

Returns
CUDNN_STATUS_SUCCESS

The object was created successfully.

CUDNN_STATUS_ALLOC_FAILED

The resources could not be allocated.

### 4.20. cudnnCreateFilterDescriptor

cudnnStatus_t cudnnCreateFilterDescriptor(
    cudnnFilterDescriptor_t *filterDesc)

This function creates a filter descriptor object by allocating the memory needed to hold its opaque structure,

**Returns**

CUDNN_STATUS_SUCCESS

The object was created successfully.

CUDNN_STATUS_ALLOC_FAILED

The resources could not be allocated.

### 4.21. cudnnCreateLRNDescriptor

cudnnStatus_t cudnnCreateLRNDescriptor(
    cudnnLRNDescriptor_t    *poolingDesc)

This function allocates the memory needed to hold the data needed for LRN and DivisiveNormalization layers operation and returns a descriptor used with subsequent layer forward and backward calls.

**Returns**

CUDNN_STATUS_SUCCESS

The object was created successfully.

CUDNN_STATUS_ALLOC_FAILED

The resources could not be allocated.

### 4.22. cudnnCreateOpTensorDescriptor

cudnnStatus_t cudnnCreateOpTensorDescriptor(
    cudnnOpTensorDescriptor_t*  opTensorDesc)

This function creates a Tensor Pointwise math descriptor.

**Parameters**

opTensorDesc

*Output.* Pointer to the structure holding the description of the Tensor Pointwise math such as Add, Multiply, and more.
Returns

**CUDNN\_STATUS\_SUCCESS**

The function returned successfully.

**CUDNN\_STATUS\_BAD\_PARAM**

Tensor Pointwise math descriptor passed to the function is invalid.

**CUDNN\_STATUS\_ALLOC\_FAILED**

Memory allocation for this Tensor Pointwise math descriptor failed.

### 4.23. cudnnCreatePersistentRNNPlan

```c

cudnnStatus_t cudnnCreatePersistentRNNPlan(
    cudnnRNNDescriptor_t        rnnDesc,
    const int                   minibatch,
    const cudnnDataType_t       dataType,
    cudnnPersistentRNNPlan_t   *plan)
```

This function creates a plan to execute persistent RNNs when using the **CUDNN\_RNN\_ALGO\_PERSIST\_DYNAMIC** algo. This plan is tailored to the current GPU and problem hyperparamaters. This function call is expected to be expensive in terms of runtime, and should be used infrequently.

Returns

**CUDNN\_STATUS\_SUCCESS**

The object was created successfully.

**CUDNN\_STATUS\_ALLOC\_FAILED**

The resources could not be allocated.

**CUDNN\_STATUS\_RUNTIME\_PREREQUISITE\_MISSING**

A prerequisite runtime library cannot be found.

**CUDNN\_STATUS\_NOT\_SUPPORTED**

The current hyperparameters are invalid.

### 4.24. cudnnCreatePoolingDescriptor

```c

cudnnStatus_t cudnnCreatePoolingDescriptor(
    cudnnPoolingDescriptor_t *poolingDesc)
```

This function creates a pooling descriptor object by allocating the memory needed to hold its opaque structure.

Returns

**CUDNN\_STATUS\_SUCCESS**

The object was created successfully.
CUDNN\_STATUS\_ALLOC\_FAILED

The resources could not be allocated.

4.25. cudnnCreateRNNDescriptor

cudnnStatus_t cudnnCreateRNNDescriptor(
    cudnnRNNDescriptor_t *rnnDesc)

This function creates a generic RNN descriptor object by allocating the memory needed to hold its opaque structure.

Returns

CUDNN\_STATUS\_SUCCESS

The object was created successfully.

CUDNN\_STATUS\_ALLOC\_FAILED

The resources could not be allocated.

4.26. cudnnCreateRNNDataDescriptor

cudnnStatus_t cudnnCreateRNNDataDescriptor(
    cudnnRNNDataDescriptor_t *RNNDataDesc)

This function creates a RNN data descriptor object by allocating the memory needed to hold its opaque structure.

Returns

CUDNN\_STATUS\_SUCCESS

The RNN data descriptor object was created successfully.

CUDNN\_STATUS\_BAD\_PARAM

RNNDataDesc is NULL.

CUDNN\_STATUS\_ALLOC\_FAILED

The resources could not be allocated.

4.27. cudnnCreateReduceTensorDescriptor

cudnnStatus_t cudnnCreateReduceTensorDescriptor(
    cudnnReduceTensorDescriptor_t* reduceTensorDesc)

This function creates a reduce tensor descriptor object by allocating the memory needed to hold its opaque structure.

Parameters

None.

Returns
CUDNN_STATUS_SUCCESS
The object was created successfully.

CUDNN_STATUS_BAD_PARAM
reduceTensorDesc is a NULL pointer.

CUDNN_STATUS_ALLOC_FAILED
The resources could not be allocated.

4.28. cudnnCreateSpatialTransformerDescriptor

cudnnStatus_t cudnnCreateSpatialTransformerDescriptor(
    cudnnSpatialTransformerDescriptor_t *stDesc)

This function creates a generic spatial transformer descriptor object by allocating the memory needed to hold its opaque structure.

Returns
CUDNN_STATUS_SUCCESS
The object was created successfully.
CUDNN_STATUS_ALLOC_FAILED
The resources could not be allocated.

4.29. cudnnCreateTensorDescriptor

cudnnStatus_t cudnnCreateTensorDescriptor(
    cudnnTensorDescriptor_t *tensorDesc)

This function creates a generic tensor descriptor object by allocating the memory needed to hold its opaque structure. The data is initialized to be all zero.

Parameters
tensorDesc
Input. Pointer to pointer where the address to the allocated tensor descriptor object should be stored.

Returns
CUDNN_STATUS_BAD_PARAM
Invalid input argument.
CUDNN_STATUS_ALLOC_FAILED
The resources could not be allocated.
CUDNN_STATUS_SUCCESS
The object was created successfully.
4.30. cudnnDeriveBNTensorDescriptor

```c
void cudnnDeriveBNTensorDescriptor(
    cudnnHandle_t handle,
    const cudnnTensorDescriptor_t xDesc,
    cudnnBatchNormMode_t mode)
```

Derives a secondary tensor descriptor for BatchNormalization scale, invVariance, bnBias, bnScale sub-tensors from the layer’s x data descriptor. Use the tensor descriptor produced by this function as the bnScaleBiasMeanVarDesc and bnScaleBiasDiffDesc parameters in Spatial and Per-Activation Batch Normalization forward and backward functions. Resulting dimensions will be \(1 \times C(x_1) \times 1 \times 1\) for BATCHNORM_MODE_SPATIAL and \(1 \times C(x_D) \times H \times W\) for BATCHNORM_MODE_PER_ACTIVATION (parentheses for 5D). For HALF input data type the resulting tensor descriptor will have a FLOAT type. For other data types it will have the same type as the input data.

- Only 4D and 5D tensors are supported.
- derivedBnDesc has to be first created using cudnnCreateTensorDescriptor.
- xDesc is the descriptor for the layer’s x data and has to be setup with proper dimensions prior to calling this function.

**Parameters**
- **derivedBnDesc**
  - *Output*. Handle to a previously created tensor descriptor.
- **xDesc**
  - *Input*. Handle to a previously created and initialized layer’s x data descriptor.
- **mode**
  - *Input*. Batch normalization layer mode of operation.

Possible error values returned by this function and their meanings are listed below.

**Returns**
- **CUDNN_STATUS_SUCCESS**
  - The computation was performed successfully.
- **CUDNN_STATUS_BAD_PARAM**
  - Invalid Batch Normalization mode.

4.31. cudnnDestroy

```c
cudnnStatus_t cudnnDestroy(cudnnHandle_t handle)
```
This function releases resources used by the cuDNN handle. This function is usually the last call with a particular handle to the cuDNN handle. Because `cudnnCreate` allocates some internal resources, the release of those resources by calling `cudnnDestroy` will implicitly call `cudaDeviceSynchronize`; therefore, the recommended best practice is to call `cudnnCreate/cudnnDestroy` outside of performance-critical code paths.

**Parameters**

`handle`

*Input*. Pointer to the cuDNN handle to be destroyed.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  - The cuDNN context destruction was successful.

- **CUDNN_STATUS_BAD_PARAM**
  - Invalid (NULL) pointer supplied.

### 4.32. cudnnDestroyActivationDescriptor

```c
int cudnnDestroyActivationDescriptor(cudnnActivationDescriptor_t activationDesc)
```

This function destroys a previously created activation descriptor object.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  - The object was destroyed successfully.

### 4.33. cudnnDestroyAlgorithmDescriptor

```c
int cudnnDestroyAlgorithmDescriptor(cudnnAlgorithmDescriptor_t algorithmDesc)
```

*(New for 7.1)*

This function destroys a previously created algorithm descriptor object.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  - The object was destroyed successfully.

### 4.34. cudnnDestroyAlgorithmPerformance

```c
int cudnnDestroyAlgorithmPerformance(cudnnAlgorithmPerformance_t algoPerf)
```

*(New for 7.1)*
This function destroys a previously created algorithm descriptor object.

Returns

**CUDNN_STATUS_SUCCESS**

The object was destroyed successfully.

### 4.35. `cudnnDestroyCTCLossDescriptor`

```c
size_t cudnnDestroyCTCLossDescriptor(
    cudnnCTCLossDescriptor_t ctcLossDesc)
```

This function destroys a CTC loss function descriptor object.

Parameters

- `ctcLossDesc`

  *Input.* CTC loss function descriptor to be destroyed.

Returns

**CUDNN_STATUS_SUCCESS**

The function returned successfully.

### 4.36. `cudnnDestroyConvolutionDescriptor`

```c
size_t cudnnDestroyConvolutionDescriptor(
    cudnnConvolutionDescriptor_t convDesc)
```

This function destroys a previously created convolution descriptor object.

Returns

**CUDNN_STATUS_SUCCESS**

The object was destroyed successfully.

### 4.37. `cudnnDestroyDropoutDescriptor`

```c
size_t cudnnDestroyDropoutDescriptor(
    cudnnDropoutDescriptor_t dropoutDesc)
```

This function destroys a previously created dropout descriptor object.

Returns

**CUDNN_STATUS_SUCCESS**

The object was destroyed successfully.

### 4.38. `cudnnDestroyFilterDescriptor`

```c
size_t cudnnDestroyFilterDescriptor(
```

null
This function destroys a previously created Tensor4D descriptor object.

Returns

CUDNN_STATUS_SUCCESS

The object was destroyed successfully.

### 4.39. cudnnDestroyLRNDescriptor

```c
void cudnnDestroyLRNDescriptor(cudnnLRNDescriptor_t lrnDesc);
```

This function destroys a previously created LRN descriptor object.

Returns

CUDNN_STATUS_SUCCESS

The object was destroyed successfully.

### 4.40. cudnnDestroyOpTensorDescriptor

```c
void cudnnDestroyOpTensorDescriptor(cudnnOpTensorDescriptor_t opTensorDesc);
```

This function deletes a Tensor Pointwise math descriptor object.

Parameters

opTensorDesc

Input. Pointer to the structure holding the description of the Tensor Pointwise math to be deleted.

Returns

CUDNN_STATUS_SUCCESS

The function returned successfully.

### 4.41. cudnnDestroyPersistentRNNPlan

```c
void cudnnDestroyPersistentRNNPlan(cudnnPersistentRNNPlan_t plan);
```

This function destroys a previously created persistent RNN plan object.

Returns

CUDNN_STATUS_SUCCESS

The object was destroyed successfully.
4.42. cudnnDestroyPoolingDescriptor

```c
    cudnnStatus_t cudnnDestroyPoolingDescriptor(
        cudnnPoolingDescriptor_t poolingDesc)
```

This function destroys a previously created pooling descriptor object.

Returns

**CUDNN_STATUS_SUCCESS**

The object was destroyed successfully.

4.43. cudnnDestroyRNNDescriptor

```c
    cudnnStatus_t cudnnDestroyRNNDescriptor(
        cudnnRNNDescriptor_t rnnDesc)
```

This function destroys a previously created RNN descriptor object.

Returns

**CUDNN_STATUS_SUCCESS**

The object was destroyed successfully.

4.44. cudnnDestroyRNNDataDescriptor

```c
    cudnnStatus_t cudnnDestroyRNNDataDescriptor(
        cudnnRNNDataDescriptor_t RNNDataDesc)
```

This function destroys a previously created RNN data descriptor object.

Returns

**CUDNN_STATUS_SUCCESS**

The RNN data descriptor object was destroyed successfully.

4.45. cudnnDestroyReduceTensorDescriptor

```c
    cudnnStatus_t cudnnDestroyReduceTensorDescriptor(
        cudnnReduceTensorDescriptor_t tensorDesc)
```

This function destroys a previously created reduce tensor descriptor object. When the input pointer is NULL, this function performs no destroy operation.

Parameters

tensorDesc

*Input.* Pointer to the reduce tensor descriptor object to be destroyed.

Returns
4.46. cudnnDestroySpatialTransformerDescriptor

cudnnStatus_t cudnnDestroySpatialTransformerDescriptor(
    cudnnSpatialTransformerDescriptor_t stDesc)

This function destroys a previously created spatial transformer descriptor object.

Returns

CUDNN_STATUS_SUCCESS

The object was destroyed successfully.

4.47. cudnnDestroyTensorDescriptor

cudnnStatus_t cudnnDestroyTensorDescriptor(cudnnTensorDescriptor_t tensorDesc)

This function destroys a previously created tensor descriptor object. When the input pointer is NULL, this function performs no destroy operation.

Parameters

tensorDesc

Input. Pointer to the tensor descriptor object to be destroyed.

Returns

CUDNN_STATUS_SUCCESS

The object was destroyed successfully.

4.48. cudnnDivisiveNormalizationBackward

cudnnStatus_t cudnnDivisiveNormalizationBackward(
    cudnnHandle_t handle,
    cudnnLRNDescriptor_t normDesc,
    cudnnDivNormMode_t mode,
    const void *alpha,
    const cudnnTensorDescriptor_t xDesc,
    const void *x,
    const void *means,
    const void *dy,
    void *temp,
    const void *temp2,
    const cudnnTensorDescriptor_t dxDesc,
    void *dx,
    void *dMeans)
This function performs the backward DivisiveNormalization layer computation.

**Supported tensor formats are NCHW for 4D and NCDHW for 5D with any non-overlapping non-negative strides. Only 4D and 5D tensors are supported.**

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN library descriptor.

**normDesc**

*Input.* Handle to a previously initialized LRN parameter descriptor (this descriptor is used for both LRN and DivisiveNormalization layers).

**mode**

*Input.* DivisiveNormalization layer mode of operation. Currently only CUDNN_DIVNORM_PRECOMPUTED_MEANS is implemented. Normalization is performed using the means input tensor that is expected to be precomputed by the user.

**alpha, beta**

*Input.* Pointers to scaling factors (in host memory) used to blend the layer output value with prior value in the destination tensor as follows: dstValue = alpha[0]*resultValue + beta[0]*priorDstValue. Please refer to this section for additional details.

**xDesc, x, means**

*Input.* Tensor descriptor and pointers in device memory for the layer's x and means data. Note: the means tensor is expected to be precomputed by the user. It can also contain any valid values (not required to be actual means, and can be for instance a result of a convolution with a Gaussian kernel).

**dy**

*Input.* Tensor pointer in device memory for the layer's dy cumulative loss differential data (error backpropagation).

**temp, temp2**

*Workspace.* Temporary tensors in device memory. These are used for computing intermediate values during the backward pass. These tensors do not have to be preserved from forward to backward pass. Both use xDesc as a descriptor.

**dxDesc**

*Input.* Tensor descriptor for dx and dMeans.

**dx, dMeans**

*Output.* Tensor pointers (in device memory) for the layer's resulting cumulative gradients dx and dMeans (dLoss/dx and dLoss/dMeans). Both share the same descriptor.

Possible error values returned by this function and their meanings are listed below.

**Returns**
CUDNN_STATUS_SUCCESS

The computation was performed successfully.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- One of the tensor pointers \(x, dx, temp, temp2, dy\) is NULL.
- Number of any of the input or output tensor dimensions is not within the \([4, 5]\) range.
- Either alpha or beta pointer is NULL.
- A mismatch in dimensions between \(x\text{Desc}\) and \(dx\text{Desc}\).
- LRN descriptor parameters are outside of their valid ranges.
- Any of the tensor strides is negative.

CUDNN_STATUS_UNSUPPORTED

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- Any of the input and output tensor strides mismatch (for the same dimension).

4.49. cudnnDivisiveNormalizationForward

```c
CUDNNStatus_t cudnnDivisiveNormalizationForward(
    cudnnHandle_t          handle,
    cudnnLRNDescriptor_t   normDesc,
    cudnnDivNormMode_t     mode,
    const void *            alpha,
    const cudnnTensorDescriptor_t *xDesc,
    const void *            x,
    const void *            means,
    void *                  temp,
    void *                  temp2,
    const void *            beta,
    const cudnnTensorDescriptor_t *yDesc,
    void *                  y)
```

This function performs the forward spatial DivisiveNormalization layer computation. It divides every value in a layer by the standard deviation of its spatial neighbors as described in “What is the Best Multi-Stage Architecture for Object Recognition”, Jarrett 2009, Local Contrast Normalization Layer section. Note that Divisive Normalization only implements the \(x/\max(c, \sigma_x)\) portion of the computation, where \(\sigma_x\) is the variance over the spatial neighborhood of \(x\). The full LCN (Local Contrastive Normalization) computation can be implemented as a two-step process:

\[
x_m = x - \text{mean}(x);
\]

\[
y = x_m / \max(c, \sigma(x_m));
\]
The "x-mean(x)" which is often referred to as "subtractive normalization" portion of the computation can be implemented using cuDNN average pooling layer followed by a call to addTensor.

**Supported tensor formats are NCHW for 4D and NCDHW for 5D with any non-overlapping non-negative strides. Only 4D and 5D tensors are supported.**

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN library descriptor.

**normDesc**

*Input.* Handle to a previously initialized LRN parameter descriptor. This descriptor is used for both LRN and DivisiveNormalization layers.

**divNormMode**

*Input.* DivisiveNormalization layer mode of operation. Currently only CUDNN_DIVNORM_PRECOMPUTED_MEANS is implemented. Normalization is performed using the means input tensor that is expected to be precomputed by the user.

**alpha, beta**

*Input.* Pointers to scaling factors (in host memory) used to blend the layer output value with prior value in the destination tensor as follows: dstValue = alpha[0]*resultValue + beta[0]*priorDstValue. Please refer to this section for additional details.

**xDesc, yDesc**

*Input.* Tensor descriptor objects for the input and output tensors. Note that xDesc is shared between x, means, temp and temp2 tensors.

**x**

*Input.* Input tensor data pointer in device memory.

**means**

*Input.* Input means tensor data pointer in device memory. Note that this tensor can be NULL (in that case its values are assumed to be zero during the computation). This tensor also doesn't have to contain means, these can be any values, a frequently used variation is a result of convolution with a normalized positive kernel (such as Gaussian).

**temp, temp2**

*Workspace.* Temporary tensors in device memory. These are used for computing intermediate values during the forward pass. These tensors do not have to be preserved as inputs from forward to the backward pass. Both use xDesc as their descriptor.

**y**

*Output.* Pointer in device memory to a tensor for the result of the forward DivisiveNormalization computation.
Possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS
The computation was performed successfully.

CUDNN_STATUS_BAD_PARAM
At least one of the following conditions are met:

- One of the tensor pointers `x, y, temp, temp2` is NULL.
- Number of input tensor or output tensor dimensions is outside of [4,5] range.
- A mismatch in dimensions between any two of the input or output tensors.
- For in-place computation when pointers `x == y`, a mismatch in strides between the input data and output data tensors.
- Alpha or beta pointer is NULL.
- LRN descriptor parameters are outside of their valid ranges.
- Any of the tensor strides are negative.

CUDNN_STATUS_UNSUPPORTED
The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- Any of the input and output tensor strides mismatch (for the same dimension).

4.50. cudnnDropoutBackward

cudnnStatus_t cudnnDropoutBackward(
    cudnnHandle_t                   handle,
    const cudnnDropoutDescriptor_t  dropoutDesc,
    const cudnnTensorDescriptor_t   dydesc,
    const void                     *dy,
    const cudnnTensorDescriptor_t   dxdesc,
    void                           *dx,
    void                           *reserveSpace,
    size_t                          reserveSpaceSizeInBytes)

This function performs backward dropout operation over `dy` returning results in `dx`. If during forward dropout operation value from `x` was propagated to `y` then during backward operation value from `dy` will be propagated to `dx`, otherwise, `dx` value will be set to 0.

 PARAMETERS

handle

Input. Handle to a previously created cuDNN context.

dropoutDesc

Input. Previously created dropout descriptor object.
dyDesc

*Input.* Handle to a previously initialized tensor descriptor.

dy

*Input.* Pointer to data of the tensor described by the `dyDesc` descriptor.

dxDesc

*Input.* Handle to a previously initialized tensor descriptor.

dx

*Output.* Pointer to data of the tensor described by the `dxDesc` descriptor.

reserveSpace

*Input.* Pointer to user-allocated GPU memory used by this function. It is expected that `reserveSpace` was populated during a call to `cudnnDropoutForward` and has not been changed.

reserveSpaceSizeInBytes

*Input.* Specifies size in bytes of the provided memory for the reserve space

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The call was successful.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The number of elements of input tensor and output tensors differ.
- The *datatype* of the input tensor and output tensors differs.
- The strides of the input tensor and output tensors differ and in-place operation is used (i.e., *x* and *y* pointers are equal).
- The provided `reserveSpaceSizeInBytes` is less then the value returned by `cudnnDropoutGetReserveSpaceSize`
- `cudnnSetDropoutDescriptor` has not been called on `dropoutDesc` with the non-NULL `states` argument

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

### 4.51. cudnnDropoutForward

```c
#include <cudnn.h>

cudnnStatus_t cudnnDropoutForward(
    cudnnHandle_t  handle,
    const cudnnDropoutDescriptor_t dropoutDesc,
    const cudnnTensorDescriptor_t xdesc,
    dyDesc,
    dy,
    dxDesc,
    dx,
    reserveSpace,
    reserveSpaceSizeInBytes
);
```
This function performs forward dropout operation over \( x \) returning results in \( y \). If \texttt{dropout} was used as a parameter to \texttt{cudnnSetDropoutDescriptor}, the approximately \texttt{dropout} fraction of \( x \) values will be replaced by \( 0 \), and the rest will be scaled by \( 1/(1-\texttt{dropout}) \). This function should not be running concurrently with another \texttt{cudnnDropoutForward} function using the same \texttt{states}.

### Better performance is obtained for fully packed tensors

### Should not be called during inference

**Parameters**

**\texttt{handle}**

\textit{Input.} Handle to a previously created cuDNN context.

**\texttt{dropoutDesc}**

\textit{Input.} Previously created dropout descriptor object.

**\texttt{xDesc}**

\textit{Input.} Handle to a previously initialized tensor descriptor.

**\texttt{x}**

\textit{Input.} Pointer to data of the tensor described by the \texttt{xDesc} descriptor.

**\texttt{yDesc}**

\textit{Input.} Handle to a previously initialized tensor descriptor.

**\texttt{y}**

\textit{Output.} Pointer to data of the tensor described by the \texttt{yDesc} descriptor.

**\texttt{reserveSpace}**

\textit{Output.} Pointer to user-allocated GPU memory used by this function. It is expected that contents of \texttt{reserveSpace} do not change between \texttt{cudnnDropoutForward} and \texttt{cudnnDropoutBackward} calls.

**\texttt{reserveSpaceSizeInBytes}**

\textit{Input.} Specifies size in bytes of the provided memory for the reserve space.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN\_STATUS\_SUCCESS**

The call was successful.
CUDNN_STATUS_NOT_SUPPORTED

The function does not support the provided configuration.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- The number of elements of input tensor and output tensors differ.
- The datatype of the input tensor and output tensors differs.
- The strides of the input tensor and output tensors differ and in-place operation is used (i.e., x and y pointers are equal).
- The provided reserveSpaceSizeInBytes is less then the value returned by cudnnDropoutGetReserveSpaceSize.
- cudnnSetDropoutDescriptor has not been called on dropoutDesc with the non-NULL states argument.

CUDNN_STATUS_EXECUTION_FAILED

The function failed to launch on the GPU.

4.52. cudnnDropoutGetReserveSpaceSize

cudnnStatus_t cudnnDropoutGetReserveSpaceSize(
    cudnnTensorDescriptor_t xDesc,
    size_t *sizeInBytes)

This function is used to query the amount of reserve needed to run dropout with the input dimensions given by xDesc. The same reserve space is expected to be passed to cudnnDropoutForward and cudnnDropoutBackward, and its contents is expected to remain unchanged between cudnnDropoutForward and cudnnDropoutBackward calls.

Parameters

xDesc

Input. Handle to a previously initialized tensor descriptor, describing input to a dropout operation.

sizeInBytes

Output. Amount of GPU memory needed as reserve space to be able to run dropout with an input tensor descriptor specified by xDesc.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The query was successful.

4.53. cudnnDropoutGetStatesSize

cudnnStatus_t cudnnDropoutGetStatesSize(
    size_t *statesSizeInBytes)

This function is used to query the amount of states needed to run dropout with the input dimensions given by xDesc. The same states size is expected to be passed to cudnnDropoutForward and cudnnDropoutBackward, and its contents is expected to remain unchanged between cudnnDropoutForward and cudnnDropoutBackward calls.

Parameters

statesSizeInBytes

Output. Amount of GPU memory needed as states space to be able to run dropout with an input tensor descriptor specified by xDesc.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The query was successful.
This function is used to query the amount of space required to store the states of the random number generators used by `cudnnDropoutForward` function.

### Parameters

**handle**

*Input.* Handle to a previously created cuDNN context.

**sizeInBytes**

*Output.* Amount of GPU memory needed to store random generator states.

The possible error values returned by this function and their meanings are listed below.

### Returns

**CUDNN_STATUS_SUCCESS**

The query was successful.

### 4.54. cudnnFindConvolutionBackwardDataAlgorithm

This function attempts all cuDNN algorithms (including CUDNN_TENSOR_OP_MATH and CUDNN_DEFAULT_MATH versions of algorithms where CUDNN_TENSOR_OP_MATH may be available) for `cudnnConvolutionBackwardData()`, using memory allocated via `cudaMalloc()` and outputs performance metrics to a user-allocated array of `cudnnConvolutionBwdDataAlgoPerf_t`. These metrics are written in sorted fashion where the first element has the lowest compute time. The total number of resulting algorithms can be queried through the API `cudnnGetConvolutionBackwardMaxCount()`.

This function is host blocking.

It is recommend to run this function prior to allocating layer data; doing otherwise may needlessly inhibit some algorithm options due to resource usage.

### Parameters

**handle**

*Input.* Handle to a previously created cuDNN context.
wDesc

*Input.* Handle to a previously initialized filter descriptor.

dyDesc

*Input.* Handle to the previously initialized input differential tensor descriptor.

convDesc

*Input.* Previously initialized convolution descriptor.

dxDesc

*Input.* Handle to the previously initialized output tensor descriptor.

requestedAlgoCount

*Input.* The maximum number of elements to be stored in perfResults.

returnedAlgoCount

*Output.* The number of output elements stored in perfResults.

perfResults

*Output.* A user-allocated array to store performance metrics sorted ascending by compute time.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- *handle* is not allocated properly.
- *wDesc, dyDesc* or *dxDesc* is not allocated properly.
- *wDesc, dyDesc* or *dxDesc* has fewer than 1 dimension.
- Either *returnedCount* or *perfResults* is nil.
- *requestedCount* is less than 1.

**CUDNN_STATUS_ALLOC_FAILED**

This function was unable to allocate memory to store sample input, filters and output.

**CUDNN_STATUS_INTERNAL_ERROR**

At least one of the following conditions are met:

- The function was unable to allocate neccessary timing objects.
- The function was unable to deallocate neccessary timing objects.
- The function was unable to deallocate sample input, filters and output.

### 4.55. cudnnFindConvolutionBackwardDataAlgorithmEx

```c

   cudnnStatus_t cudnnFindConvolutionBackwardDataAlgorithmEx(
   ```
This function attempts all cuDNN algorithms (including CUDNN_TENSOR_OP_MATH and CUDNN_DEFAULT_MATH versions of algorithms where CUDNN_TENSOR_OP_MATH may be available) for `cudnnConvolutionBackwardData`, using user-allocated GPU memory, and outputs performance metrics to a user-allocated array of `cudnnConvolutionBwdDataAlgoPerf_t`. These metrics are written in sorted fashion where the first element has the lowest compute time. The total number of resulting algorithms can be queried through the API `cudnnGetConvolutionBackwardMaxCount()`.

Parameters

**handle**

*Input.* Handle to a previously created cuDNN context.

**wDesc**

*Input.* Handle to a previously initialized filter descriptor.

**w**

*Input.* Data pointer to GPU memory associated with the filter descriptor `wDesc`.

**dyDesc**

*Input.* Handle to the previously initialized input differential tensor descriptor.

**dy**

*Input.* Data pointer to GPU memory associated with the filter descriptor `dyDesc`.

**convDesc**

*Input.* Previously initialized convolution descriptor.

**dxDesc**

*Input.* Handle to the previously initialized output tensor descriptor.

**dxDesc**

*Input/Output.* Data pointer to GPU memory associated with the tensor descriptor `dxDesc`. The content of this tensor will be overwritten with arbitrary values.
requestedAlgoCount  
*Input.* The maximum number of elements to be stored in perfResults.

returnedAlgoCount  
*Output.* The number of output elements stored in perfResults.

perfResults  
*Output.* A user-allocated array to store performance metrics sorted ascending by compute time.

workSpace  
*Input.* Data pointer to GPU memory that is a necessary workspace for some algorithms. The size of this workspace will determine the availability of algorithms. A nil pointer is considered a workSpace of 0 bytes.

workSpaceSizeInBytes  
*Input.* Specifies the size in bytes of the provided `workSpace`.

The possible error values returned by this function and their meanings are listed below.

Returns

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- `handle` is not allocated properly.
- `wDesc`, `dyDesc` or `dxDesc` is not allocated properly.
- `wDesc`, `dyDesc` or `dxDesc` has fewer than 1 dimension.
- `w`, `dy` or `dx` is nil.
- Either `returnedCount` or `perfResults` is nil.
- `requestedCount` is less than 1.

**CUDNN_STATUS_INTERNAL_ERROR**

At least one of the following conditions are met:

- The function was unable to allocate necessary timing objects.
- The function was unable to deallocate necessary timing objects.
- The function was unable to deallocate sample input, filters and output.

### 4.56. cudnnFindConvolutionBackwardFilterAlgorithm

```c
ErrorCode cudnnFindConvolutionBackwardFilterAlgorithm(
    cudnnHandle_t                          handle,
    const cudnnTensorDescriptor_t          xDesc,
    const cudnnTensorDescriptor_t          dyDesc,
    const cudnnConvolutionDescriptor_t     convDesc,
    const cudnnFilterDescriptor_t          dwDesc,
    const int                              requestedAlgoCount,
    int                                    *returnedAlgoCount,
)
```
This function attempts all cuDNN algorithms (including CUDNN_TENSOR_OP_MATH and CUDNN_DEFAULT_MATH versions of algorithms where CUDNN_TENSOR_OP_MATH may be available) for `cudnnConvolutionBackwardFilter()`, using GPU memory allocated via `cudaMalloc()`, and outputs performance metrics to a user-allocated array of `cudnnConvolutionBwdFilterAlgoPerf_t`. These metrics are written in sorted fashion where the first element has the lowest compute time. The total number of resulting algorithms can be queried through the API `cudnnGetConvolutionBackwardMaxCount()`.

This function is host blocking.

It is recommend to run this function prior to allocating layer data; doing otherwise may needlessly inhibit some algorithm options due to resource usage.

**Parameters**

`handle`

*Input*. Handle to a previously created cuDNN context.

`xDesc`

*Input*. Handle to the previously initialized input tensor descriptor.

`dyDesc`

*Input*. Handle to the previously initialized input differential tensor descriptor.

`convDesc`

*Input*. Previously initialized convolution descriptor.

`dwDesc`

*Input*. Handle to a previously initialized filter descriptor.

`requestedAlgoCount`

*Input*. The maximum number of elements to be stored in `perfResults`.

`returnedAlgoCount`

*Output*. The number of output elements stored in `perfResults`.

`perfResults`

*Output*. A user-allocated array to store performance metrics sorted ascending by compute time.

The possible error values returned by this function and their meanings are listed below.

**Returns**

`CUDNN_STATUS_SUCCESS`

The query was successful.
CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- **handle** is not allocated properly.
- **xDesc, dyDesc or dwDesc** is not allocated properly.
- **xDesc, dyDesc or dwDesc** has fewer than 1 dimension.
- Either **returnedCount** or **perfResults** is nil.
- **requestedCount** is less than 1.

CUDNN_STATUS_ALLOC_FAILED

This function was unable to allocate memory to store sample input, filters and output.

CUDNN_STATUS_INTERNAL_ERROR

At least one of the following conditions are met:

- The function was unable to allocate neccessary timing objects.
- The function was unable to deallocate neccessary timing objects.
- The function was unable to deallocate sample input, filters and output.

4.57. cudnnFindConvolutionBackwardFilterAlgorithmEx

cudnnStatus_t cudnnFindConvolutionBackwardFilterAlgorithmEx(
    cudnnHandle_t                          handle,
    const cudnnTensorDescriptor_t          xDesc,
    const void                            *x,
    const cudnnTensorDescriptor_t          dyDesc,
    const void                            *dy,
    const cudnnConvolutionDescriptor_t     convDesc,
    const cudnnFilterDescriptor_t          dwDesc,
    void                                  *dw,
    const int                              requestedAlgoCount,
    int                                   *returnedAlgoCount,
    cudnnConvolutionBwdFilterAlgoPerf_t   *perfResults,
    void                                  *workSpace,
    size_t                                 workSpaceSizeInBytes)

This function attempts all cuDNN algorithms (including CUDNN_TENSOR_OP_MATH and CUDNN_DEFAULT_MATH versions of algorithms where CUDNN_TENSOR_OP_MATH may be available) for **cudnnConvolutionBackwardFilter**, using user-allocated GPU memory, and outputs performance metrics to a user-allocated array of **cudnnConvolutionBwdFilterAlgoPerf_t**. These metrics are written in sorted fashion where the first element has the lowest compute time. The total number of resulting algorithms can be queried through the API **cudnnGetConvolutionBackwardMaxCount()**.

This function is host blocking.

Parameters
handle
   Input. Handle to a previously created cuDNN context.

xDesc
   Input. Handle to the previously initialized input tensor descriptor.

x
   Input. Data pointer to GPU memory associated with the filter descriptor xDesc.

dyDesc
   Input. Handle to the previously initialized input differential tensor descriptor.

dy
   Input. Data pointer to GPU memory associated with the tensor descriptor dyDesc.

convDesc
   Input. Previously initialized convolution descriptor.

dwDesc
   Input. Handle to a previously initialized filter descriptor.

dw
   Input/Output. Data pointer to GPU memory associated with the filter descriptor dwDesc. The content of this tensor will be overwritten with arbitrary values.

requestedAlgoCount
   Input. The maximum number of elements to be stored in perfResults.

returnedAlgoCount
   Output. The number of output elements stored in perfResults.

perfResults
   Output. A user-allocated array to store performance metrics sorted ascending by compute time.

workSpace
   Input. Data pointer to GPU memory that is a necessary workspace for some algorithms. The size of this workspace will determine the availability of algorithms. A nil pointer is considered a workSpace of 0 bytes.

workSpaceSizeInBytes
   Input. Specifies the size in bytes of the provided workSpace

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS
   The query was successful.

CUDNN_STATUS_BAD_PARAM
   At least one of the following conditions are met:
- `handle` is not allocated properly.
- `xDesc`, `dyDesc` or `dwDesc` is not allocated properly.
- `xDesc`, `dyDesc` or `dwDesc` has fewer than 1 dimension.
- `x`, `dy` or `dw` is nil.
- Either `returnedCount` or `perfResults` is nil.
- `requestedCount` is less than 1.

**CUDNN_STATUS_INTERNAL_ERROR**

At least one of the following conditions are met:

- The function was unable to allocate necessary timing objects.
- The function was unable to deallocate necessary timing objects.
- The function was unable to deallocate sample input, filters and output.

### 4.58. cudnnFindConvolutionForwardAlgorithm

```c
void cudnnFindConvolutionForwardAlgorithm(
  cudnnHandle_t               handle,
  const cudnnTensorDescriptor_t xDesc,
  const cudnnFilterDescriptor_t wDesc,
  const cudnnConvolutionDescriptor_t convDesc,
  const cudnnTensorDescriptor_t yDesc,
  const int                   requestedAlgoCount,
  int                         *returnedAlgoCount,
  cudnnConvolutionFwdAlgoPerf_t *perfResults)
```

This function attempts all cuDNN algorithms (including CUDNN_TENSOR_OP_MATH and CUDNN_DEFAULT_MATH versions of algorithms where CUDNN_TENSOR_OP_MATH may be available) for `cudnnConvolutionForward()`, using memory allocated via `cudaMalloc()`, and outputs performance metrics to a user-allocated array of `cudnnConvolutionFwdAlgoPerf_t`. These metrics are written in sorted fashion where the first element has the lowest compute time. The total number of resulting algorithms can be queried through the API `cudnnGetConvolutionForwardMaxCount()`.

**This function is host blocking.**

**It is recommend to run this function prior to allocating layer data; doing otherwise may needlessly inhibit some algorithm options due to resource usage.**

#### Parameters

**handle**

`Input`. Handle to a previously created cuDNN context.

**xDesc**

`Input`. Handle to the previously initialized input tensor descriptor.
void cudnnFindConvolutionForwardAlgorithmEx(
    cudnnHandle_t                      handle,
    const cudnnTensorDescriptor_t      xDesc,
    const void                        *x,
    const cudnnFilterDescriptor_t      wDesc,
    const cudnnConvolutionDescriptor_t convDesc,
    const cudnnTensorDescriptor_t      yDesc,
    const cudnnFilterDescriptor_t      fDesc,
    cudaStream_t                      stream,
    const cudnnConvolutionForwardAlgorithm_t_t algo,
    cudnnStatus_t*                    status)

wDesc
Input. Handle to a previously initialized filter descriptor.

convDesc
Input. Previously initialized convolution descriptor.

yDesc
Input. Handle to the previously initialized output tensor descriptor.

requestedAlgoCount
Input. The maximum number of elements to be stored in perfResults.

returnedAlgoCount
Output. The number of output elements stored in perfResults.

perfResults
Output. A user-allocated array to store performance metrics sorted ascending by compute time.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS
The query was successful.

CUDNN_STATUS_BAD_PARAM
At least one of the following conditions are met:

- handle is not allocated properly.
- xDesc, wDesc or yDesc is not allocated properly.
- xDesc, wDesc or yDesc has fewer than 1 dimension.
- Either returnedCount or perfResults is nil.
- requestedCount is less than 1.

CUDNN_STATUS_ALLOC_FAILED
This function was unable to allocate memory to store sample input, filters and output.

CUDNN_STATUS_INTERNAL_ERROR
At least one of the following conditions are met:

- The function was unable to allocate neccessary timing objects.
- The function was unable to deallocate neccesary timing objects.
- The function was unable to deallocate sample input, filters and output.

4.59. cudnnFindConvolutionForwardAlgorithmEx

www.nvidia.com

cuDNN 7.3.0
This function attempts all available cuDNN algorithms (including CUDNN_TENSOR_OP_MATH and CUDNN_DEFAULT_MATH versions of algorithms where CUDNN_TENSOR_OP_MATH may be available) for `cudnnConvolutionForward`, using user-allocated GPU memory, and outputs performance metrics to a user-allocated array of `cudnnConvolutionFwdAlgoPerf_t`. These metrics are written in sorted fashion where the first element has the lowest compute time. The total number of resulting algorithms can be queried through the API `cudnnGetConvolutionForwardMaxCount()`.

This function is host blocking.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**xDesc**

*Input.* Handle to the previously initialized input tensor descriptor.

**x**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `xDesc`.

**wDesc**

*Input.* Handle to a previously initialized filter descriptor.

**w**

*Input.* Data pointer to GPU memory associated with the filter descriptor `wDesc`.

**convDesc**

*Input.* Previously initialized convolution descriptor.

**yDesc**

*Input.* Handle to the previously initialized output tensor descriptor.

**y**

*Input/Output.* Data pointer to GPU memory associated with the tensor descriptor `yDesc`. The content of this tensor will be overwritten with arbitrary values.

**requestedAlgoCount**

*Input.* The maximum number of elements to be stored in perfResults.

**returnedAlgoCount**

*Output.* The number of output elements stored in perfResults.
perfResults

*Output.* A user-allocated array to store performance metrics sorted ascending by compute time.

workSpace

*Input.* Data pointer to GPU memory that is a necessary workspace for some algorithms. The size of this workspace will determine the availability of algorithms. A nil pointer is considered a workSpace of 0 bytes.

workSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided `workSpace`.

The possible error values returned by this function and their meanings are listed below.

Returns

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- `handle` is not allocated properly.
- `xDesc`, `wDesc` or `yDesc` is not allocated properly.
- `xDesc`, `wDesc` or `yDesc` has fewer than 1 dimension.
- `x`, `w` or `y` is nil.
- Either `returnedCount` or `perfResults` is nil.
- `requestedCount` is less than 1.

**CUDNN_STATUS_INTERNAL_ERROR**

At least one of the following conditions are met:

- The function was unable to allocate neccessary timing objects.
- The function was unable to deallocate necessary timing objects.
- The function was unable to deallocate sample input, filters and output.

### 4.60. `cudnnFindRNNBackwardDataAlgorithmEx`

cudnnStatus_t cudnnFindRNNBackwardDataAlgorithmEx(
    cudnnHandle_t                    handle,
    const cudnnRNNDescriptor_t       rnnDesc,
    const int                        seqLength,
    const cudnnTensorDescriptor_t    *yDesc,
    const void                       *y,
    const cudnnTensorDescriptor_t    *dyDesc,
    const void                       *dy,
    const cudnnTensorDescriptor_t    *dhyDesc,
    const void                       *dhy,
    const cudnnTensorDescriptor_t    *dcyDesc,
    const void                       *dcy,
    const cudnnFilterDescriptor_t    wDesc,
    const void                       *w,
    const cudnnTensorDescriptor_t    hxDesc,
This function attempts all available cuDNN algorithms for `cudnnRNNBackwardData`, using user-allocated GPU memory. It outputs the parameters that influence the performance of the algorithm to a user-allocated array of `cudnnAlgorithmPerformance_t`. These parameter metrics are written in sorted fashion where the first element has the lowest compute time.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**rnnDesc**

*Input.* A previously initialized RNN descriptor.

**seqLength**

*Input.* Number of iterations to unroll over. The value of this `seqLength` must not exceed the value that was used in `cudnnGetRNNWorkspaceSize()` function for querying the workspace size required to execute the RNN.

**yDesc**

*Input.* An array of fully packed tensor descriptors describing the output from each recurrent iteration (one descriptor per iteration). The second dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the second dimension should match the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the second dimension should match double the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

The first dimension of the tensor `n` must match the first dimension of the tensor `n` in `dyDesc`.

**y**

*Input.* Data pointer to GPU memory associated with the output tensor descriptor `yDesc`. 
dyDesc

*Input.* An array of fully packed tensor descriptors describing the gradient at the output from each recurrent iteration (one descriptor per iteration). The second dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the second dimension should match the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the second dimension should match double the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

The first dimension of the tensor `n` must match the second dimension of the tensor `n` in `dxDesc`.

dy

*Input.* Data pointer to GPU memory associated with the tensor descriptors in the array `dyDesc`.

dhyDesc

*Input.* A fully packed tensor descriptor describing the gradients at the final hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `dxDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

dhy

*Input.* Data pointer to GPU memory associated with the tensor descriptor `dhyDesc`. If a NULL pointer is passed, the gradients at the final hidden state of the network will be initialized to zero.

dcyDesc

*Input.* A fully packed tensor descriptor describing the gradients at the final cell state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `dxDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.
**dcy**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `dcyDesc`. If a NULL pointer is passed, the gradients at the final cell state of the network will be initialized to zero.

**wDesc**

*Input.* Handle to a previously initialized filter descriptor describing the weights for the RNN.

**w**

*Input.* Data pointer to GPU memory associated with the filter descriptor `wDesc`.

**hxDesc**

*Input.* A fully packed tensor descriptor describing the initial hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `dxDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**hx**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `hxDesc`. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero.

**cxDesc**

*Input.* A fully packed tensor descriptor describing the initial cell state for LSTM networks. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `dxDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**cx**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `cxDesc`. If a NULL pointer is passed, the initial cell state of the network will be initialized to zero.
dxDesc

*Input.* An array of fully packed tensor descriptors describing the gradient at the input of each recurrent iteration (one descriptor per iteration). The first dimension (batch size) of the tensors may decrease from element \( n \) to element \( n+1 \) but may not increase. Each tensor descriptor must have the same second dimension (vector length).

dx

*Output.* Data pointer to GPU memory associated with the tensor descriptors in the array dxDesc.

dhxDesc

*Input.* A fully packed tensor descriptor describing the gradient at the initial hidden state of the RNN. The first dimension of the tensor depends on the *direction* argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If *direction* is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If *direction* is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in dxDesc. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

dhx

*Output.* Data pointer to GPU memory associated with the tensor descriptor dhxDesc. If a NULL pointer is passed, the gradient at the hidden input of the network will not be set.

dcxDesc

*Input.* A fully packed tensor descriptor describing the gradient at the initial cell state of the RNN. The first dimension of the tensor depends on the *direction* argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If *direction* is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If *direction* is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in dxDesc. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

dcx

*Output.* Data pointer to GPU memory associated with the tensor descriptor dcxDesc. If a NULL pointer is passed, the gradient at the cell input of the network will not be set.
findIntensity

*Input.* This input was previously unused in versions prior to 7.2.0. It is used in cuDNN 7.2.0 and later versions to control the overall runtime of the RNN find algorithms, by selecting the percentage of a large Cartesian product space to be searched.

- Setting **findIntensity** within the range (0,1.0] will set a percentage of the entire RNN search space to search. When **findIntensity** is set to 1.0, a full search is performed over all RNN parameters.
- When **findIntensity** is set to 0.0f, a quick, minimal search is performed. This setting has the best runtime. However, in this case the parameters returned by this function will not correspond to the best performance of the algorithm; a longer search might discover better parameters. This option will execute up to three instances of the configured RNN problem. Runtime will vary proportionally to RNN problem size, as it will in the other cases, hence no guarantee of an explicit time bound can be given.
- Setting **findIntensity** within the range [-1.0,0) sets a percentage of a reduced Cartesian product space to be searched. This reduced searched space has been heuristically selected to have good performance. The setting of -1.0 represents a full search over this reduced search space.
- Values outside the range [-1,1] are truncated to the range [-1,1], and then interpreted as per the above.
- Setting **findIntensity** to 1.0 in cuDNN 7.2 and later versions is equivalent to the behavior of this function in versions prior to cuDNN 7.2.0.
- This function times the single RNN executions over large parameter spaces—one execution per parameter combination. The times returned by this function are latencies.

requestedAlgoCount

*Input.* The maximum number of elements to be stored in perfResults.

returnedAlgoCount

*Output.* The number of output elements stored in perfResults.

perfResults

*Output.* A user-allocated array to store performance metrics sorted ascending by compute time.

workspace

*Input.* Data pointer to GPU memory to be used as a workspace for this call.

workSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided workspace.

reserveSpace

*Input/Output.* Data pointer to GPU memory to be used as a reserve space for this call.

reserveSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided reserveSpace.

The possible error values returned by this function and their meanings are listed below.
Returns

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The descriptor `rnnDesc` is invalid.
- At least one of the descriptors `dhxDesc, wDesc, hxDesc, cxDesc, dcxDesc, dhyDesc, dcyDesc` or one of the descriptors in `yDesc, dxdesc, dydesc` is invalid.
- The descriptors in one of `yDesc, dxDesc, dyDesc, dhxDesc, wDesc, hxDesc, cxDesc, dcxDesc, dhyDesc, dcyDesc` has incorrect strides or dimensions.
- `workSpaceSizeInBytes` is too small.
- `reserveSpaceSizeInBytes` is too small.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

**CUDNN_STATUS_ALLOC_FAILED**

The function was unable to allocate memory.

### 4.61. cudnnFindRNNBackwardWeightsAlgorithmEx

```c
void cudnnFindRNNBackwardWeightsAlgorithmEx(
    cudnnHandle_t handle,
    const cudnnRNNDescriptor_t rnnDesc,
    const int seqLength,
    const cudnnTensorDescriptor_t *xDesc,
    const void *x,
    const cudnnTensorDescriptor_t hxDesc,
    const void *hx,
    const cudnnTensorDescriptor_t *yDesc,
    const void *y,
    const float findIntensity,
    const int requestedAlgoCount,
    int *returnedAlgoCount,
    cudnnAlgorithmPerformance_t *perfResults,
    const void *workspace,
    size_t workSpaceSizeInBytes,
    const cudnnFilterDescriptor_t dwDesc,
    void *dw,
    const void *reserveSpace,
    size_t reserveSpaceSizeInBytes)
```

(New for 7.1)

This function attempts all available cuDNN algorithms for `cudnnRNNBackwardWeights`, using user-allocated GPU memory. It outputs the...
parameters that influence the performance of the algorithm to a user-allocated array of `cudnnAlgorithmPerformance_t`. These parameter metrics are written in sorted fashion where the first element has the lowest compute time.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**rnnDesc**

*Input.* A previously initialized RNN descriptor.

**seqLength**

*Input.* Number of iterations to unroll over. The value of this `seqLength` must not exceed the value that was used in `cudnnGetRNNWorkspaceSize()` function for querying the workspace size required to execute the RNN.

**xDesc**

*Input.* An array of fully packed tensor descriptors describing the input to each recurrent iteration (one descriptor per iteration). The first dimension (batch size) of the tensors may decrease from element `n` to element `n+1` but may not increase. Each tensor descriptor must have the same second dimension (vector length).

**x**

*Input.* Data pointer to GPU memory associated with the tensor descriptors in the array `xDesc`.

**hxDesc**

*Input.* A fully packed tensor descriptor describing the initial hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**hx**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `hxDesc`. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero.

**yDesc**

*Input.* An array of fully packed tensor descriptors describing the output from each recurrent iteration (one descriptor per iteration). The second dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:
If `direction` is `CUDNN_UNIDIRECTIONAL` the second dimension should match the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

If `direction` is `CUDNN_BIDIRECTIONAL` the second dimension should match double the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

The first dimension of the tensor `n` must match the first dimension of the tensor `n` in `dyDesc`.

**y**

*Input.* Data pointer to GPU memory associated with the output tensor descriptor `yDesc`.

**findIntensity**

*Input.* This input was previously unused in versions prior to 7.2.0. It is used in cuDNN 7.2.0 and later versions to control the overall runtime of the RNN find algorithms, by selecting the percentage of a large Cartesian product space to be searched.

- Setting `findIntensity` within the range `(0,1.]` will set a percentage of the entire RNN search space to search. When `findIntensity` is set to 1.0, a full search is performed over all RNN parameters.
- When `findIntensity` is set to 0.0f, a quick, minimal search is performed. This setting has the best runtime. However, in this case the parameters returned by this function will not correspond to the best performance of the algorithm; a longer search might discover better parameters. This option will execute up to three instances of the configured RNN problem. Runtime will vary proportionally to RNN problem size, as it will in the other cases, hence no guarantee of an explicit time bound can be given.
- Setting `findIntensity` within the range `[-1.,0)` sets a percentage of a reduced Cartesian product space to be searched. This reduced searched space has been heuristically selected to have good performance. The setting of -1.0 represents a full search over this reduced search space.
- Values outside the range `[-1,1]` are truncated to the range `[-1,1]`, and then interpreted as per the above.
- Setting `findIntensity` to 1.0 in cuDNN 7.2 and later versions is equivalent to the behavior of this function in versions prior to cuDNN 7.2.0.
- This function times the single RNN executions over large parameter spaces--one execution per parameter combination. The times returned by this function are latencies.

**requestedAlgoCount**

*Input.* The maximum number of elements to be stored in `perfResults`.

**returnedAlgoCount**

*Output.* The number of output elements stored in `perfResults`.

**perfResults**

*Output.* A user-allocated array to store performance metrics sorted ascending by compute time.
workspace

*Input.* Data pointer to GPU memory to be used as a workspace for this call.

workSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided *workspace*.

dwDesc

*Input.* Handle to a previously initialized filter descriptor describing the gradients of the weights for the RNN.

dw

*Input/Output.* Data pointer to GPU memory associated with the filter descriptor *dwDesc*.

reserveSpace

*Input.* Data pointer to GPU memory to be used as a reserve space for this call.

reserveSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided *reserveSpace*.

The possible error values returned by this function and their meanings are listed below.

**Returns**

CUDNN_STATUS_SUCCESS

The function launched successfully.

CUDNN_STATUS_NOT_SUPPORTED

The function does not support the provided configuration.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- The descriptor *rnnDesc* is invalid.
- At least one of the descriptors *hxDesc*, *dwDesc* or one of the descriptors in *xDesc*, *yDesc* is invalid.
- The descriptors in one of *xDesc*, *hxDesc*, *yDesc*, *dwDesc* has incorrect strides or dimensions.
- *workSpaceSizeInBytes* is too small.
- *reserveSpaceSizeInBytes* is too small.

CUDNN_STATUS_EXECUTION_FAILED

The function failed to launch on the GPU.

CUDNN_STATUS_ALLOC_FAILED

The function was unable to allocate memory.

### 4.62. cudnnFindRNNForwardInferenceAlgorithmEx

cudnnStatus_t cudnnFindRNNForwardInferenceAlgorithmEx(
(New for 7.1)

This function attempts all available cuDNN algorithms for `cudnnRNNForwardInference`, using user-allocated GPU memory. It outputs the parameters that influence the performance of the algorithm to a user-allocated array of `cudnnAlgorithmPerformance_t`. These parameter metrics are written in sorted fashion where the first element has the lowest compute time.

**Parameters**

**handle**

Input. Handle to a previously created cuDNN context.

**rnnDesc**

Input. A previously initialized RNN descriptor.

**seqLength**

Input. Number of iterations to unroll over. The value of this `seqLength` must not exceed the value that was used in `cudnnGetRNNWorkspaceSize()` function for querying the workspace size required to execute the RNN.

**xDesc**

Input. An array of fully packed tensor descriptors describing the input to each recurrent iteration (one descriptor per iteration). The first dimension (batch size) of the tensors may decrease from element n to element n+1 but may not increase. Each tensor descriptor must have the same second dimension (vector length).

**x**

Input. Data pointer to GPU memory associated with the tensor descriptors in the array `xDesc`. The data are expected to be packed contiguously with the first element of iteration n+1 following directly from the last element of iteration n.
hxDesc

*Input.* A fully packed tensor descriptor describing the initial hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

hx

*Input.* Data pointer to GPU memory associated with the tensor descriptor `hxDesc`. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero.

cxDesc

*Input.* A fully packed tensor descriptor describing the initial cell state for LSTM networks. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

cx

*Input.* Data pointer to GPU memory associated with the tensor descriptor `cxDesc`. If a NULL pointer is passed, the initial cell state of the network will be initialized to zero.

wDesc

*Input.* Handle to a previously initialized filter descriptor describing the weights for the RNN.

w

*Input.* Data pointer to GPU memory associated with the filter descriptor `wDesc`.

yDesc

*Input.* An array of fully packed tensor descriptors describing the output from each recurrent iteration (one descriptor per iteration). The second dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`: 
If `direction` is CUDNN_UNIDIRECTIONAL the second dimension should match the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

If `direction` is CUDNN_BIDIRECTIONAL the second dimension should match double the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

The first dimension of the tensor `n` must match the first dimension of the tensor `n` in `xDesc`.

### y

*Output.* Data pointer to GPU memory associated with the output tensor descriptor `yDesc`. The data are expected to be packed contiguously with the first element of iteration `n+1` following directly from the last element of iteration `n`.

### hyDesc

*Input.* A fully packed tensor descriptor describing the final hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is CUDNN_UNIDIRECTIONAL the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is CUDNN_BIDIRECTIONAL the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

### hy

*Output.* Data pointer to GPU memory associated with the tensor descriptor `hyDesc`. If a NULL pointer is passed, the final hidden state of the network will not be saved.

### cyDesc

*Input.* A fully packed tensor descriptor describing the final cell state for LSTM networks. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is CUDNN_UNIDIRECTIONAL the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is CUDNN_BIDIRECTIONAL the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

### cy

*Output.* Data pointer to GPU memory associated with the tensor descriptor `cyDesc`. If a NULL pointer is passed, the final cell state of the network will be not be saved.
findIntensity

*Input.* This input was previously unused in versions prior to 7.2.0. It is used in cuDNN 7.2.0 and later versions to control the overall runtime of the RNN find algorithms, by selecting the percentage of a large Cartesian product space to be searched.

- Setting `findIntensity` within the range (0,1.] will set a percentage of the entire RNN search space to search. When `findIntensity` is set to 1.0, a full search is performed over all RNN parameters.
- When `findIntensity` is set to 0.0f, a quick, minimal search is performed. This setting has the best runtime. However, in this case the parameters returned by this function will not correspond to the best performance of the algorithm; a longer search might discover better parameters. This option will execute up to three instances of the configured RNN problem. Runtime will vary proportionally to RNN problem size, as it will in the other cases, hence no guarantee of an explicit time bound can be given.
- Setting `findIntensity` within the range [-1.,0) sets a percentage of a reduced Cartesian product space to be searched. This reduced searched space has been heuristically selected to have good performance. The setting of -1.0 represents a full search over this reduced search space.
- Values outside the range [-1,1] are truncated to the range [-1,1], and then interpreted as per the above.
- Setting `findIntensity` to 1.0 in cuDNN 7.2 and later versions is equivalent to the behavior of this function in versions prior to cuDNN 7.2.0.
- This function times the single RNN executions over large parameter spaces--one execution per parameter combination. The times returned by this function are latencies.

requestedAlgoCount

*Input.* The maximum number of elements to be stored in perfResults.

returnedAlgoCount

*Output.* The number of output elements stored in perfResults.

perfResults

*Output.* A user-allocated array to store performance metrics sorted ascending by compute time.

workspace

*Input.* Data pointer to GPU memory to be used as a workspace for this call.

workSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided `workspace`.

Returns

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.
CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- The descriptor `rnnDesc` is invalid.
- At least one of the descriptors `hxDesc, cxDesc, wDesc, hyDesc, cyDesc` or one of the descriptors in `xDesc, yDesc` is invalid.
- The descriptors in one of `xDesc, hxDesc, cxDesc, wDesc, yDesc, hyDesc, cyDesc` have incorrect strides or dimensions.
- `workSpaceSizeInBytes` is too small.

CUDNN_STATUS_EXECUTION_FAILED

The function failed to launch on the GPU.

CUDNN_STATUS_ALLOC_FAILED

The function was unable to allocate memory.

4.63. cudnnFindRNNForwardTrainingAlgorithmEx

```c
 sanctioned_t cudnnFindRNNForwardTrainingAlgorithmEx(
    cudnnHandle_t                   handle,
    const cudnnRNNDescriptor_t      rnnDesc,
    const int                       seqLength,
    const cudnnTensorDescriptor_t   *xDesc,
    const void                      *x,
    const cudnnTensorDescriptor_t   hxDesc,
    const void                      *hx,
    const cudnnTensorDescriptor_t   cxDesc,
    const void                      *cx,
    const cudnnFilterDescriptor_t   wDesc,
    const void                      *w,
    const cudnnTensorDescriptor_t   hyDesc,
    const void                      *hy,
    const cudnnTensorDescriptor_t   cyDesc,
    const float                    findIntensity,
    const int                      requestedAlgoCount,
    int                            *returnedAlgoCount,
    cudnnAlgorithmPerformance_t    *perfResults,
    void                           *workspace,
    size_t                         workSpaceSizeInBytes,
    void                           *reserveSpace,
    size_t                         reserveSpaceSizeInBytes)
```

(New for 7.1)

This function attempts all available cuDNN algorithms for `cudnnRNNForwardTraining`, using user-allocated GPU memory. It outputs the parameters that influence the performance of the algorithm to a user-allocated array of `cudnnAlgorithmPerformance_t`. These parameter metrics are written in sorted fashion where the first element has the lowest compute time.

**Parameters**
**handle**

*Input.* Handle to a previously created cuDNN context.

**rnnDesc**

*Input.* A previously initialized RNN descriptor.

**xDesc**

*Input.* An array of fully packed tensor descriptors describing the input to each recurrent iteration (one descriptor per iteration). The first dimension (batch size) of the tensors may decrease from element n to element n+1 but may not increase. Each tensor descriptor must have the same second dimension (vector length).

**seqLength**

*Input.* Number of iterations to unroll over. The value of this `seqLength` must not exceed the value that was used in `cudnnGetRNNWorkspaceSize()` function for querying the workspace size required to execute the RNN.

**x**

*Input.* Data pointer to GPU memory associated with the tensor descriptors in the array `xDesc`.

**hxDesc**

*Input.* A fully packed tensor descriptor describing the initial hidden state of the RNN. The first dimension of the tensor depends on the direction argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**hx**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `hxDesc`. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero.

**cxDesc**

*Input.* A fully packed tensor descriptor describing the initial cell state for LSTM networks. The first dimension of the tensor depends on the direction argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`. 
The second dimension must match the first dimension of the tensors described in \texttt{xDesc}. The third dimension must match the \texttt{hiddenSize} argument passed to the \texttt{cudnnSetRNNDescriptor} call used to initialize \texttt{rnnDesc}. The tensor must be fully packed.

\textit{cx}

\textit{Input.} Data pointer to GPU memory associated with the tensor descriptor \texttt{cxDesc}. If a NULL pointer is passed, the initial cell state of the network will be initialized to zero.

\textit{wDesc}

\textit{Input.} Handle to a previously initialized filter descriptor describing the weights for the RNN.

\textit{w}

\textit{Input.} Data pointer to GPU memory associated with the filter descriptor \texttt{wDesc}.

\textit{yDesc}

\textit{Input.} An array of fully packed tensor descriptors describing the output from each recurrent iteration (one descriptor per iteration). The second dimension of the tensor depends on the \texttt{direction} argument passed to the \texttt{cudnnSetRNNDescriptor} call used to initialize \texttt{rnnDesc}:

- If \texttt{direction} is \texttt{CUDNN_UNIDIRECTIONAL} the second dimension should match the \texttt{hiddenSize} argument passed to \texttt{cudnnSetRNNDescriptor}.
- If \texttt{direction} is \texttt{CUDNN_BIDIRECTIONAL} the second dimension should match double the \texttt{hiddenSize} argument passed to \texttt{cudnnSetRNNDescriptor}.

The first dimension of the tensor \texttt{n} must match the first dimension of the tensor \texttt{n} in \texttt{xDesc}.

\textit{y}

\textit{Output.} Data pointer to GPU memory associated with the output tensor descriptor \texttt{yDesc}.

\textit{hyDesc}

\textit{Input.} A fully packed tensor descriptor describing the final hidden state of the RNN. The first dimension of the tensor depends on the \texttt{direction} argument passed to the \texttt{cudnnSetRNNDescriptor} call used to initialize \texttt{rnnDesc}:

- If \texttt{direction} is \texttt{CUDNN_UNIDIRECTIONAL} the first dimension should match the \texttt{numLayers} argument passed to \texttt{cudnnSetRNNDescriptor}.
- If \texttt{direction} is \texttt{CUDNN_BIDIRECTIONAL} the first dimension should match double the \texttt{numLayers} argument passed to \texttt{cudnnSetRNNDescriptor}.

The second dimension must match the first dimension of the tensors described in \texttt{xDesc}. The third dimension must match the \texttt{hiddenSize} argument passed to the \texttt{cudnnSetRNNDescriptor} call used to initialize \texttt{rnnDesc}. The tensor must be fully packed.

\textit{hy}

\textit{Output.} Data pointer to GPU memory associated with the tensor descriptor \texttt{hyDesc}. If a NULL pointer is passed, the final hidden state of the network will not be saved.
cyDesc

*Input.* A fully packed tensor descriptor describing the final cell state for LSTM networks. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**cy**

*Output.* Data pointer to GPU memory associated with the tensor descriptor `cyDesc`. If a NULL pointer is passed, the final cell state of the network will be not be saved.

findIntensity

*Input.* This input was previously unused in versions prior to 7.2.0. It is used in cuDNN 7.2.0 and later versions to control the overall runtime of the RNN find algorithms, by selecting the percentage of a large Cartesian product space to be searched.

- Setting `findIntensity` within the range (0,1.] will set a percentage of the entire RNN search space to search. When `findIntensity` is set to 1.0, a full search is performed over all RNN parameters.
- When `findIntensity` is set to 0.0, a quick, minimal search is performed. This setting has the best runtime. However, in this case the parameters returned by this function will not correspond to the best performance of the algorithm; a longer search might discover better parameters. This option will execute up to three instances of the configured RNN problem. Runtime will vary proportionally to RNN problem size, as it will in the other cases, hence no guarantee of an explicit time bound can be given.
- Setting `findIntensity` within the range [-1.,0) sets a percentage of a reduced Cartesian product space to be searched. This reduced searched space has been heuristically selected to have good performance. The setting of -1.0 represents a full search over this reduced search space.
- Values outside the range [-1,1] are truncated to the range [-1,1], and then interpreted as per the above.
- Setting `findIntensity` to 1.0 in cuDNN 7.2 and later versions is equivalent to the behavior of this function in versions prior to cuDNN 7.2.0.
- This function times the single RNN executions over large parameter spaces--one execution per parameter combination. The times returned by this function are latencies.

requestedAlgoCount

*Input.* The maximum number of elements to be stored in `perfResults`. 

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returnedAlgoCount

*Output*. The number of output elements stored in perfResults.

**perfResults**

*Output*. A user-allocated array to store performance metrics sorted ascending by compute time.

**workspace**

*Input*. Data pointer to GPU memory to be used as a workspace for this call.

**workSpaceSizeInBytes**

*Input*. Specifies the size in bytes of the provided *workspace*.

**reserveSpace**

*Input/Output*. Data pointer to GPU memory to be used as a reserve space for this call.

**reserveSpaceSizeInBytes**

*Input*. Specifies the size in bytes of the provided *reserveSpace*.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The descriptor *rnnDesc* is invalid.
- At least one of the descriptors *hxDesc, cxDesc, wDesc, hyDesc, cyDesc* or one of the descriptors in *xDesc, yDesc* is invalid.
- The descriptors in one of *xDesc, hxDesc, cxDesc, wDesc, yDesc, hyDesc, cyDesc* have incorrect strides or dimensions.
- *workSpaceSizeInBytes* is too small.
- *reserveSpaceSizeInBytes* is too small.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

**CUDNN_STATUS_ALLOC_FAILED**

The function was unable to allocate memory.

### 4.64. cudnnGetActivationDescriptor

```c
const cudnnStatus_t cudnnGetActivationDescriptor(
    const cudnnActivationDescriptor_t activationDesc,
    cudnnActivationMode_t *mode,
    cudnnNanPropagation_t *reluNanOpt,
    double *coef)
```

This function queries a previously initialized generic activation descriptor object.
Parameters

activationDesc

*Input*. Handle to a previously created activation descriptor.

mode

*Output*. Enumerant to specify the activation mode.

reluNanOpt

*Output*. Enumerant to specify the Nan propagation mode.

c coef

*Output*. Floating point number to specify the clipping threshold when the activation mode is set to `CUDNN_ACTIVATION_CLIPPED_RELU` or to specify the alpha coefficient when the activation mode is set to `CUDNN_ACTIVATION_ELU`.

The possible error values returned by this function and their meanings are listed below.

Returns

**CUDNN_STATUS_SUCCESS**

The object was queried successfully.

### 4.65. cudnnGetAlgorithmDescriptor

cudnnStatus_t cudnnGetAlgorithmDescriptor(
c  
  const cudnnAlgorithmDescriptor_t algoDesc,
  cudnnAlgorithm_t *algorithm)

(New for 7.1)

This function queries a previously initialized generic algorithm descriptor object.

Parameters

algorithmDesc

*Input*. Handle to a previously created algorithm descriptor.

algorithm

*Input*. Struct to specify the algorithm.

Returns

**CUDNN_STATUS_SUCCESS**

The object was queried successfully.

### 4.66. cudnnGetAlgorithmPerformance

cudnnStatus_t cudnnGetAlgorithmPerformance(
c  
  const cudnnAlgorithmPerformance_t algoPerf,
  cudnnAlgorithmDescriptor_t* algoDesc,
  cudnnStatus_t* status,
  float* time,
  size_t* memory)
(New for 7.1)
This function queries a previously initialized generic algorithm performance object.

Parameters
algoPerf
   Input/Output. Handle to a previously created algorithm performance object.
algoDesc
   Output. The algorithm descriptor which the performance results describe.

status
   Output. The cudnn status returned from running the algoDesc algorithm.
timecoef
   Output. The GPU time spent running the algoDesc algorithm.
memory
   Output. The GPU memory needed to run the algoDesc algorithm.

Returns
CUDNN_STATUS_SUCCESS
   The object was queried successfully.

4.67. cudnnGetAlgorithmSpaceSize

```c
cudnnStatus_t cudnnGetAlgorithmSpaceSize(
    cudnnHandle_t               handle,
    cudnnAlgorithmDescriptor_t  algoDesc,
    size_t*                     algoSpaceSizeInBytes)
```

(New for 7.1)
This function queries for the amount of host memory needed to call cudnnSaveAlgorithm, much like the “get workspace size” functions query for the amount of device memory needed.

Parameters
handle
   Input. Handle to a previously created cuDNN context.
algoDesc
   Input. A previously created algorithm descriptor.
algoSpaceSizeInBytes
   Output. Amount of host memory needed as workspace to be able to save the metadata from the specified algoDesc.

Returns
CUDNN_STATUS_SUCCESS
   The function launched successfully.
CUDNN_STATUS_BAD_PARAM

At least one of the arguments is null.

4.68. cudnnGetCTCLossDescriptor

cudnnStatus_t cudnnGetCTCLossDescriptor(
    cudnnCTCLossDescriptor_t         ctcLossDesc,
    cudnnDataType_t*                 compType)

This function returns configuration of the passed CTC loss function descriptor.

Parameters

tctLossDesc

Input. CTC loss function descriptor passed, from which to retrieve the configuration.

compType

Output. Compute type associated with this CTC loss function descriptor.

Returns

CUDNN_STATUS_SUCCESS

The function returned successfully.

CUDNN_STATUS_BAD_PARAM

Input OpTensor descriptor passed is invalid.

4.69. cudnnGetCTCLossWorkspaceSize

cudnnStatus_t cudnnGetCTCLossWorkspaceSize(
    cudnnHandle_t                        handle,
    const   cudnnTensorDescriptor_t      probsDesc,
    const   cudnnTensorDescriptor_t      gradientsDesc,
    const   int                         *labels,
    const   int                         *labelLengths,
    const   int                         *inputLengths,
    cudnnCTCLossAlgo_t                   algo,
    const   cudnnCTCLossDescriptor_t     ctcLossDesc,
    size_t                              *sizeInBytes)

This function returns the amount of GPU memory workspace the user needs to allocate to be able to call cudnnCTCLoss with the specified algorithm. The workspace allocated will then be passed to the routine cudnnCTCLoss.

Parameters

handle

Input. Handle to a previously created cuDNN context.

probsDesc

Input. Handle to the previously initialized probabilities tensor descriptor.

gradientsDesc

Input. Handle to a previously initialized gradients tensor descriptor.
labels

*Input.* Pointer to a previously initialized labels list.

**labelLengths**

*Input.* Pointer to a previously initialized lengths list, to walk the above labels list.

**inputLengths**

*Input.* Pointer to a previously initialized list of the lengths of the timing steps in each batch.

**algo**

*Input.* Enumerant that specifies the chosen CTC loss algorithm

**ctcLossDesc**

*Input.* Handle to the previously initialized CTC loss descriptor.

**sizeInBytes**

*Output.* Amount of GPU memory needed as workspace to be able to execute the CTC loss computation with the specified **algo**.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The dimensions of probsDesc do not match the dimensions of gradientsDesc.
- The inputLengths do not agree with the first dimension of probsDesc.
- The workSpaceSizeInBytes is not sufficient.
- The labelLengths is greater than 256.

**CUDNN_STATUS_NOT_SUPPORTED**

A compute or data type other than FLOAT was chosen, or an unknown algorithm type was chosen.

### 4.70. cudnnGetCallback

```c
void cudnnGetCallback(  unsigned            mask,  void                **udata,  cudnnCallback_t     fptr)
```

(New for 7.1)

This function queries the internal states of cuDNN error reporting functionality.

**Parameters**
mask

*Output*. Pointer to the address where the current internal error reporting message bit mask will be outputted.

udata

*Output*. Pointer to the address where the current internally stored udata address will be stored.

fptr

*Output*. Pointer to the address where the current internally stored callback function pointer will be stored. When the built-in default callback function is used, NULL will be outputted.

Returns

**CUDNN\_STATUS\_SUCCESS**

The function launched successfully.

**CUDNN\_STATUS\_BAD\_PARAM**

If any of the input parameters are NULL.

### 4.71. cudnnGetConvolution2dDescriptor

cudnnStatus_t cudnnGetConvolution2dDescriptor(
    const cudnnConvolutionDescriptor_t  convDesc,
    int                                *pad_h,
    int                                *pad_w,
    int                                *u,
    int                                *v,
    int                                *dilation_h,
    int                                *dilation_w,
    cudnnConvolutionMode_t             *mode,
    cudnnDataType_t                    *computeType)

This function queries a previously initialized 2D convolution descriptor object.

**Parameters**

**convDesc**

*Input/Output*. Handle to a previously created convolution descriptor.

**pad\_h**

*Output*. zero-padding height: number of rows of zeros implicitly concatenated onto the top and onto the bottom of input images.

**pad\_w**

*Output*. zero-padding width: number of columns of zeros implicitly concatenated onto the left and onto the right of input images.

**u**

*Output*. Vertical filter stride.

**v**

*Output*. Horizontal filter stride.
dilation_h

Output. Filter height dilation.

dilation_w

Output. Filter width dilation.

mode

Output. Convolution mode.

computeType

Output. Compute precision.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The operation was successful.

CUDNN_STATUS_BAD_PARAM

The parameter convDesc is nil.

4.72. cudnnGetConvolution2dForwardOutputDim

cudnnStatus_t cudnnGetConvolution2dForwardOutputDim(
    const cudnnConvolutionDescriptor_t  convDesc,
    const cudnnTensorDescriptor_t       inputTensorDesc,
    const cudnnFilterDescriptor_t       filterDesc,
    int                                *n,
    int                                *c,
    int                                *h,
    int                                *w)

This function returns the dimensions of the resulting 4D tensor of a 2D convolution, given the convolution descriptor, the input tensor descriptor and the filter descriptor. This function can help to setup the output tensor and allocate the proper amount of memory prior to launch the actual convolution.

Each dimension \( h \) and \( w \) of the output images is computed as followed:

\[
\text{outputDim} = 1 + \left( \frac{\text{inputDim} + 2 \times \text{pad} - ((\text{filterDim}-1) \times \text{dilation}+1)}{\text{convolutionStride}} \right)
\]

The dimensions provided by this routine must be strictly respected when calling cudnnConvolutionForward() or cudnnConvolutionBackwardBias(). Providing a smaller or larger output tensor is not supported by the convolution routines.

Parameters

convDesc

Input. Handle to a previously created convolution descriptor.
inputTensorDesc

*Input.* Handle to a previously initialized tensor descriptor.

filterDesc

*Input.* Handle to a previously initialized filter descriptor.

n

*Output.* Number of output images.

c

*Output.* Number of output feature maps per image.

h

*Output.* Height of each output feature map.

w

*Output.* Width of each output feature map.

The possible error values returned by this function and their meanings are listed below.

Returns

**CUDNN_STATUS_BAD_PARAM**

One or more of the descriptors has not been created correctly or there is a mismatch between the feature maps of `inputTensorDesc` and `filterDesc`.

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

### 4.73. `cudnnGetConvolutionBackwardDataAlgorithm`

```c

```n

This function serves as a heuristic for obtaining the best suited algorithm for
`cudnnConvolutionBackwardData` for the given layer specifications. Based on the
input preference, this function will either return the fastest algorithm or the fastest
algorithm within a given memory limit. For an exhaustive search for the fastest
algorithm, please use `cudnnFindConvolutionBackwardDataAlgorithm`.

**Parameters**

handle

*Input.* Handle to a previously created cuDNN context.

wDesc

*Input.* Handle to a previously initialized filter descriptor.
dyDesc

*Input.* Handle to the previously initialized input differential tensor descriptor.

convDesc

*Input.* Previously initialized convolution descriptor.

dxDesc

*Input.* Handle to the previously initialized output tensor descriptor.

preference

*Input.* Enumerant to express the preference criteria in terms of memory requirement and speed.

memoryLimitInBytes

*Input.* It is to specify the maximum amount of GPU memory the user is willing to use as a workspace. This is currently a placeholder and is not used.

algo

*Output.* Enumerant that specifies which convolution algorithm should be used to compute the results according to the specified preference.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The numbers of feature maps of the input tensor and output tensor differ.
- The `dataType` of the two tensor descriptors or the filter are different.

### 4.74. `cudnnGetConvolutionBackwardDataAlgorithmMaxCount`  
cudnnStatus_t cudnnGetConvolutionBackwardDataAlgorithmMaxCount(
    cudnnHandle_t handle,
    int *count)

This function returns the maximum number of algorithms which can be returned from `cudnnFindConvolutionBackwardDataAlgorithm()` and `cudnnGetConvolutionForwardAlgorithm_v7()`. This is the sum of all algorithms plus the sum of all algorithms with Tensor Core operations supported for the current device.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**count**

*Output.* The resulting maximum number of algorithms.
Returns

**CUDNN_STATUS_SUCCESS**

The function was successful.

**CUDNN_STATUS_BAD_PARAM**

The provided handle is not allocated properly.

### 4.75. cudnnGetConvolutionBackwardDataAlgorithm_v7

```c
cudnnStatus_t cudnnGetConvolutionBackwardDataAlgorithm_v7(
    cudnnHandle_t                          handle,
    const cudnnFilterDescriptor_t          wDesc,
    const cudnnTensorDescriptor_t          dyDesc,
    const cudnnConvolutionDescriptor_t     convDesc,
    const cudnnTensorDescriptor_t          dxDesc,
    const int                              requestedAlgoCount,
    int                                    *returnedAlgoCount,
    cudnnConvolutionBwdDataAlgoPerf_t     *perfResults)
```

This function serves as a heuristic for obtaining the best suited algorithm for `cudnnConvolutionBackwardData` for the given layer specifications. This function will return all algorithms (including CUDNN_TENSOR_OP_MATH and CUDNN_DEFAULT_MATH versions of algorithms where CUDNN_TENSOR_OP_MATH may be available) sorted by expected (based on internal heuristic) relative performance with fastest being index 0 of perfResults. For an exhaustive search for the fastest algorithm, please use `cudnnFindConvolutionBackwardDataAlgorithm`. The total number of resulting algorithms can be queried through the API `cudnnGetConvolutionBackwardMaxCount()`.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**wDesc**

*Input.* Handle to a previously initialized filter descriptor.

**dyDesc**

*Input.* Handle to the previously initialized input differential tensor descriptor.

**convDesc**

*Input.* Previously initialized convolution descriptor.

**dxDesc**

*Input.* Handle to the previously initialized output tensor descriptor.

**requestedAlgoCount**

*Input.* The maximum number of elements to be stored in perfResults.

**returnedAlgoCount**

*Output.* The number of output elements stored in perfResults.
perfResults

*Output.* A user-allocated array to store performance metrics sorted ascending by compute time.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- One of the parameters handle, wDesc, dyDesc, convDesc, dxDesc, perfResults, returnedAlgoCount is NULL.
- The numbers of feature maps of the input tensor and output tensor differ.
- The `dataType` of the two tensor descriptors or the filter are different.
- requestedAlgoCount is less than or equal to 0.

4.76. *cudnnGetConvolutionBackwardDataWorkspaceSize*

```c
#include <cudnn.h>

cudnnStatus_t cudnnGetConvolutionBackwardDataWorkspaceSize(
    cudnnHandle_t                       handle,
    const cudnnFilterDescriptor_t       wDesc,
    const cudnnTensorDescriptor_t       dyDesc,
    const cudnnConvolutionDescriptor_t  convDesc,
    const cudnnTensorDescriptor_t       dxDesc,
    cudnnConvolutionBwdDataAlgo_t       algo,
    size_t                             *sizeInBytes)
```

This function returns the amount of GPU memory workspace the user needs to allocate to be able to call `cudnnConvolutionBackwardData` with the specified algorithm. The workspace allocated will then be passed to the routine `cudnnConvolutionBackwardData`. The specified algorithm can be the result of the call to `cudnnGetConvolutionBackwardDataAlgorithm` or can be chosen arbitrarily by the user. Note that not every algorithm is available for every configuration of the input tensor and/or every configuration of the convolution descriptor.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**wDesc**

*Input.* Handle to a previously initialized filter descriptor.

**dyDesc**

*Input.* Handle to the previously initialized input differential tensor descriptor.

**convDesc**

*Input.* Previously initialized convolution descriptor.
dxDesc

*Input.* Handle to the previously initialized output tensor descriptor.

algo

*Input.* Enumerant that specifies the chosen convolution algorithm

sizeInBytes

*Output.* Amount of GPU memory needed as workspace to be able to execute a forward convolution with the specified **algo**

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The numbers of feature maps of the input tensor and output tensor differ.
- The **dataType** of the two tensor descriptors or the filter are different.

**CUDNN_STATUS_NOT_SUPPORTED**

The combination of the tensor descriptors, filter descriptor and convolution descriptor is not supported for the specified algorithm.

### 4.77. cudnnGetConvolutionBackwardFilterAlgorithm

```c

cudnnStatus_t cudnnGetConvolutionBackwardFilterAlgorithm(
    cudnHandle_t                          handle,
    const cudnnTensorDescriptor_t          xDesc,
    const cudnnTensorDescriptor_t          dyDesc,
    const cudnnConvolutionDescriptor_t     convDesc,
    const cudnnFilterDescriptor_t          dwDesc,
    cudnnConvolutionBwdFilterPreference_t  preference,
    size_t                                 memoryLimitInBytes,
    cudnnConvolutionBwdFilterAlgo_t       *algo)
```

This function serves as a heuristic for obtaining the best suited algorithm for [cudnnConvolutionBackwardFilter](#) for the given layer specifications. Based on the input preference, this function will either return the fastest algorithm or the fastest algorithm within a given memory limit. For an exhaustive search for the fastest algorithm, please use [cudnnFindConvolutionBackwardFilterAlgorithm](#).

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**xDesc**

*Input.* Handle to the previously initialized input tensor descriptor.
dyDesc

*Input.* Handle to the previously initialized input differential tensor descriptor.

convDesc

*Input.* Previously initialized convolution descriptor.

dwDesc

*Input.* Handle to a previously initialized filter descriptor.

preference

*Input.* Enumerant to express the preference criteria in terms of memory requirement and speed.

memoryLimitInBytes

*Input.* It is to specify the maximum amount of GPU memory the user is willing to use as a workspace. This is currently a placeholder and is not used.

algo

*Output.* Enumerant that specifies which convolution algorithm should be used to compute the results according to the specified preference.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The numbers of feature maps of the input tensor and output tensor differ.
- The *dataType* of the two tensor descriptors or the filter are different.

### 4.78. cudnnGetConvolutionBackwardFilterAlgorithmMaxCount

```c
cudnnStatus_t cudnnGetConvolutionBackwardFilterAlgorithmMaxCount(
    cudnnHandle_t       handle,
    int                 *count)
```

This function returns the maximum number of algorithms which can be returned from `cudnnFindConvolutionBackwardFilterAlgorithm()` and `cudnnGetConvolutionForwardAlgorithm_v7()`. This is the sum of all algorithms plus the sum of all algorithms with Tensor Core operations supported for the current device.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**count**

*Output.* The resulting maximum count of algorithms.
4.79. cudnnGetConvolutionBackwardFilterAlgorithm_v7

This function serves as a heuristic for obtaining the best suited algorithm for
\texttt{cudnnConvolutionBackwardFilter} for the given layer specifications. This
function will return all algorithms (including \texttt{CUDNN\_TENSOR\_OP\_MATH}
and \texttt{CUDNN\_DEFAULT\_MATH} versions of algorithms where
\texttt{CUDNN\_TENSOR\_OP\_MATH} may be available) sorted by expected
(based on internal heuristic) relative performance with fastest being
index 0 of perfResults. For an exhaustive search for the fastest algorithm,
please use \texttt{cudnnFindConvolutionBackwardFilterAlgorithm}. The
total number of resulting algorithms can be queried through the API
\texttt{cudnnGetConvolutionBackwardMaxCount()}.  

\textbf{Parameters}  

\textbf{handle}  
\textit{Input}. Handle to a previously created cuDNN context.  

\textbf{xDesc}  
\textit{Input}. Handle to the previously initialized input tensor descriptor.  

\textbf{dyDesc}  
\textit{Input}. Handle to the previously initialized input differential tensor descriptor.  

\textbf{convDesc}  
\textit{Input}. Previously initialized convolution descriptor.  

\textbf{dwDesc}  
\textit{Input}. Handle to a previously initialized filter descriptor.  

\textbf{requestedAlgoCount}  
\textit{Input}. The maximum number of elements to be stored in perfResults.  

\textbf{returnedAlgoCount}  
\textit{Output}. The number of output elements stored in perfResults.
perfResults

Output. A user-allocated array to store performance metrics sorted ascending by compute time.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The query was successful.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- One of the parameters handle, xDesc, dyDesc, convDesc, dwDesc, perfResults, returnedAlgoCount is NULL.
- The numbers of feature maps of the input tensor and output tensor differ.
- The dataType of the two tensor descriptors or the filter are different.
- requestedAlgoCount is less than or equal to 0.

4.80. cudnnGetConvolutionBackwardFilterWorkspaceSize

cudnnStatus_t cudnnGetConvolutionBackwardFilterWorkspaceSize(
    cudnnHandle_t                       handle,
    const cudnnTensorDescriptor_t       xDesc,
    const cudnnTensorDescriptor_t       dyDesc,
    const cudnnConvolutionDescriptor_t  convDesc,
    const cudnnFilterDescriptor_t       dwDesc,
    cudnnConvolutionBwdFilterAlgo_t     algo,
    size_t                             *sizeInBytes)

This function returns the amount of GPU memory workspace the user needs to allocate to be able to call cudnnConvolutionBackwardFilter with the specified algorithm. The workspace allocated will then be passed to the routine cudnnConvolutionBackwardFilter. The specified algorithm can be the result of the call to cudnnGetConvolutionBackwardFilterAlgorithm or can be chosen arbitrarily by the user. Note that not every algorithm is available for every configuration of the input tensor and/or every configuration of the convolution descriptor.

Parameters

handle

Input. Handle to a previously created cuDNN context.

xDesc

Input. Handle to the previously initialized input tensor descriptor.

dyDesc

Input. Handle to the previously initialized input differential tensor descriptor.

convDesc

Input. Previously initialized convolution descriptor.
dwDesc

*Input.* Handle to a previously initialized filter descriptor.

algo

*Input.* Enumerant that specifies the chosen convolution algorithm.

sizeInBytes

*Output.* Amount of GPU memory needed as workspace to be able to execute a forward convolution with the specified *algo.*

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The numbers of feature maps of the input tensor and output tensor differ.
- The *dataType* of the two tensor descriptors or the filter are different.

**CUDNN_STATUS_NOT_SUPPORTED**

The combination of the tensor descriptors, filter descriptor and convolution descriptor is not supported for the specified algorithm.

### 4.81. cudnnGetConvolutionForwardAlgorithm

cudnnStatus_t cudnnGetConvolutionForwardAlgorithm(
    cudnnHandle_t                      handle,
    const cudnnTensorDescriptor_t      xDesc,
    const cudnnFilterDescriptor_t      wDesc,
    const cudnnConvolutionDescriptor_t convDesc,
    const cudnnTensorDescriptor_t      yDesc,
    cudnnConvolutionFwdPreference_t    preference,
    size_t                             memoryLimitInBytes,
    cudnnConvolutionFwdAlgo_t         *algo)

This function serves as a heuristic for obtaining the best suited algorithm for *cudnnConvolutionForward* for the given layer specifications. Based on the input preference, this function will either return the fastest algorithm or the fastest algorithm within a given memory limit. For an exhaustive search for the fastest algorithm, please use *cudnnFindConvolutionForwardAlgorithm*.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**xDesc**

*Input.* Handle to the previously initialized input tensor descriptor.
wDesc

*Input*. Handle to a previously initialized convolution filter descriptor.

convDesc

*Input*. Previously initialized convolution descriptor.

yDesc

*Input*. Handle to the previously initialized output tensor descriptor.

preference

*Input*. Enumerant to express the preference criteria in terms of memory requirement and speed.

memoryLimitInBytes

*Input*. It is used when enumerant preference is set to CUDNN_CONVOLUTION_FWD_SPECIFY_WORKSPACE_LIMIT to specify the maximum amount of GPU memory the user is willing to use as a workspace.

algo

*Output*. Enumerant that specifies which convolution algorithm should be used to compute the results according to the specified preference.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- One of the parameters handle, xDesc, wDesc, convDesc, yDesc is NULL.
- Either yDesc or wDesc have different dimensions from xDesc.
- The data types of tensors xDesc, yDesc or wDesc are not all the same.
- The number of feature maps in xDesc and wDesc differs.
- The tensor xDesc has a dimension smaller than 3.

### 4.82. cudnnGetConvolutionForwardAlgorithmMaxCount

cudnnStatus_t cudnnGetConvolutionForwardAlgorithmMaxCount(
    cudnnHandle_t   handle,
    int             *count)

This function returns the maximum number of algorithms which can be returned from cudnnFindConvolutionForwardAlgorithm() and cudnnGetConvolutionForwardAlgorithm_v7(). This is the sum of all algorithms plus the sum of all algorithms with Tensor Core operations supported for the current device.

**Parameters**
handle

    Input. Handle to a previously created cuDNN context.

count

    Output. The resulting maximum number of algorithms.

Returns

CUDNN_STATUS_SUCCESS

    The function was successful.

CUDNN_STATUS_BAD_PARAM

    The provided handle is not allocated properly.

4.83. cudnnGetConvolutionForwardAlgorithm_v7

cudnnStatus_t cudnnGetConvolutionForwardAlgorithm_v7(
    cudnnHandle_t                       handle,
    const cudnnTensorDescriptor_t       xDesc,
    const cudnnFilterDescriptor_t       wDesc,
    const cudnnConvolutionDescriptor_t  convDesc,
    const cudnnTensorDescriptor_t       yDesc,
    const int                           requestedAlgoCount,
    int                                *returnedAlgoCount,
    cudnnConvolutionFwdAlgoPerf_t      *perfResults)

This function serves as a heuristic for obtaining the best suited algorithm for cudnnConvolutionForward for the given layer specifications. This function will return all algorithms (including CUDNN_TENSOR_OP_MATH and CUDNN_DEFAULT_MATH versions of algorithms where CUDNN_TENSOR_OP_MATH may be available) sorted by expected (based on internal heuristic) relative performance with fastest being index 0 of perfResults. For an exhaustive search for the fastest algorithm, please use cudnnFindConvolutionForwardAlgorithm. The total number of resulting algorithms can be queried through the API cudnnGetConvolutionForwardMaxCount().

Parameters

handle

    Input. Handle to a previously created cuDNN context.

xDesc

    Input. Handle to the previously initialized input tensor descriptor.

wDesc

    Input. Handle to a previously initialized convolution filter descriptor.

convDesc

    Input. Previously initialized convolution descriptor.

yDesc

    Input. Handle to the previously initialized output tensor descriptor.
requestedAlgoCount

*Input.* The maximum number of elements to be stored in perfResults.

returnedAlgoCount

*Output.* The number of output elements stored in perfResults.

**perfResults**

*Output.* A user-allocated array to store performance metrics sorted ascending by compute time.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- One of the parameters handle, xDesc, wDesc, convDesc, yDesc, perfResults, returnedAlgoCount is NULL.
- Either yDesc or wDesc have different dimensions from xDesc.
- The data types of tensors xDesc, yDesc or wDesc are not all the same.
- The number of feature maps in xDesc and wDesc differs.
- The tensor xDesc has a dimension smaller than 3.
- requestedAlgoCount is less than or equal to 0.

4.84. **cudnnGetConvolutionForwardWorkspaceSize**

cudnnStatus_t cudnnGetConvolutionForwardWorkspaceSize(
  cudnnHandle_t handle,
  const cudnnTensorDescriptor_t xDesc,
  const cudnnFilterDescriptor_t wDesc,
  const cudnnConvolutionDescriptor_t convDesc,
  const cudnnTensorDescriptor_t yDesc,
  cudnnConvolutionFwdAlgo_t algo,
  size_t *sizeInBytes)

This function returns the amount of GPU memory workspace the user needs to allocate to be able to call **cudnnConvolutionForward** with the specified algorithm. The workspace allocated will then be passed to the routine **cudnnConvolutionForward**. The specified algorithm can be the result of the call to **cudnnGetConvolutionForwardAlgorithm** or can be chosen arbitrarily by the user. Note that not every algorithm is available for every configuration of the input tensor and/or every configuration of the convolution descriptor.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.
xDesc

*Input.* Handle to the previously initialized x tensor descriptor.

wDesc

*Input.* Handle to a previously initialized filter descriptor.

convDesc

*Input.* Previously initialized convolution descriptor.

yDesc

*Input.* Handle to the previously initialized y tensor descriptor.

algo

*Input.* Enumerant that specifies the chosen convolution algorithm

sizeInBytes

*Output.* Amount of GPU memory needed as workspace to be able to execute a forward convolution with the specified algo

The possible error values returned by this function and their meanings are listed below.

Returns

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- One of the parameters handle, xDesc, wDesc, convDesc, yDesc is NULL.
- The tensor yDesc or wDesc are not of the same dimension as xDesc.
- The tensor xDesc, yDesc or wDesc are not of the same data type.
- The numbers of feature maps of the tensor xDesc and wDesc differ.
- The tensor xDesc has a dimension smaller than 3.

**CUDNN_STATUS_NOT_SUPPORTED**

The combination of the tensor descriptors, filter descriptor and convolution descriptor is not supported for the specified algorithm.

### 4.85. cudnnGetConvolutionGroupCount

cudnnStatus_t cudnnGetConvolutionGroupCount(
    cudnnConvolutionDescriptor_t convDesc,
    int *groupCount)

This function returns the group count specified in the given convolution descriptor.

Returns

**CUDNN_STATUS_SUCCESS**

The group count was returned successfully.
CUDNN_STATUS_BAD_PARAM
An invalid convolution descriptor was provided.

4.86. cudnnGetConvolutionMathType

```c
#include <cudnn.h>

static cuDNNStatus_t cudnnGetConvolutionMathType(
    cudnnConvolutionDescriptor_t    convDesc,
    cudnnMathType_t                *mathType)
```

This function returns the math type specified in a given convolution descriptor.

Returns

CUDNN_STATUS_SUCCESS
The math type was returned successfully.

CUDNN_STATUS_BAD_PARAM
An invalid convolution descriptor was provided.

4.87. cudnnGetConvolutionNdDescriptor

```c
#include <cudnn.h>

static cuDNNStatus_t cudnnGetConvolutionNdDescriptor(
    const cudnnConvolutionDescriptor_t  convDesc,
    int                                 arrayLengthRequested,
    int                                 *arrayLength,
    int                                 padA[],
    int                                 filterStrideA[],
    int                                 dilationA[],
    cudnnConvolutionMode_t             *mode,
    cudnnDataType_t                    *dataType)
```

This function queries a previously initialized convolution descriptor object.

Parameters

convDesc
Input/Output. Handle to a previously created convolution descriptor.

arrayLengthRequested
Input. Dimension of the expected convolution descriptor. It is also the minimum size of the arrays padA, filterStrideA and dilationA in order to be able to hold the results.

arrayLength
Output. Actual dimension of the convolution descriptor.

padA
Output. Array of dimension of at least arrayLengthRequested that will be filled with the padding parameters from the provided convolution descriptor.

filterStrideA
Output. Array of dimension of at least arrayLengthRequested that will be filled with the filter stride from the provided convolution descriptor.
dilationA

*Output.* Array of dimension of at least `arrayLengthRequested` that will be filled with the dilation parameters from the provided convolution descriptor.

mode

*Output.* Convolution mode of the provided descriptor.

datatype

*Output.* Datatype of the provided descriptor.

Returns

`CUDNN_STATUS_SUCCESS`

The query was successfully.

`CUDNN_STATUS_BAD_PARAM`

At least one of the following conditions are met:

- The descriptor `convDesc` is nil.
- The `arrayLengthRequested` is negative.

`CUDNN_STATUS_NOT_SUPPORTED`

The `arrayLengthRequested` is greater than `CUDNN_DIM_MAX-2`.

### 4.88. cudnnGetConvolutionNdForwardOutputDim

```c
#include <cudnn.h>

cudnnStatus_t cudnnGetConvolutionNdForwardOutputDim(
    const cudnnConvolutionDescriptor_t convDesc,
    const cudnnTensorDescriptor_t inputTensorDesc,
    const cudnnFilterDescriptor_t filterDesc,
    int nbDims,
    int tensorOutputDimA[])
```

This function returns the dimensions of the resulting n-D tensor of a `nbDims-2`-D convolution, given the convolution descriptor, the input tensor descriptor and the filter descriptor. This function can help to setup the output tensor and allocate the proper amount of memory prior to launch the actual convolution.

Each dimension of the `(nbDims-2)`-D images of the output tensor is computed as followed:

```
outputDim = 1 + ( inputDim + 2*pad - (((filterDim-1)*dilation)+1) ) / convolutionStride;
```

The dimensions provided by this routine must be strictly respected when calling `cudnnConvolutionForward()` or `cudnnConvolutionBackwardBias()`. Providing a smaller or larger output tensor is not supported by the convolution routines.

Parameters
convDesc

*Input.* Handle to a previously created convolution descriptor.

inputTensorDesc

*Input.* Handle to a previously initialized tensor descriptor.

filterDesc

*Input.* Handle to a previously initialized filter descriptor.

nbDims

*Input.* Dimension of the output tensor

tensorOuputDimA

*Output.* Array of dimensions nbDims that contains on exit of this routine the sizes of the output tensor

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- One of the parameters `convDesc`, `inputTensorDesc`, and `filterDesc`, is nil
- The dimension of the filter descriptor `filterDesc` is different from the dimension of input tensor descriptor `inputTensorDesc`.
- The dimension of the convolution descriptor is different from the dimension of input tensor descriptor `inputTensorDesc` -2.
- The features map of the filter descriptor `filterDesc` is different from the one of input tensor descriptor `inputTensorDesc`.
- The size of the dilated filter `filterDesc` is larger than the padded sizes of the input tensor.
- The dimension `nbDims` of the output array is negative or greater than the dimension of input tensor descriptor `inputTensorDesc`.

**CUDNN_STATUS_SUCCESS**

The routine exits successfully.

### 4.89. cudnnGetCudartVersion

```c
size_t cudnnGetCudartVersion()
```

The same version of a given cuDNN library can be compiled against different CUDA Toolkit versions. This routine returns the CUDA Toolkit version that the currently used cuDNN library has been compiled against.

### 4.90. cudnnGetDropoutDescriptor

```c
    cudnnStatus_t cudnnGetDropoutDescriptor()
```
This function queries the fields of a previously initialized dropout descriptor.

**Parameters**

**dropoutDesc**

*Input*. Previously initialized dropout descriptor.

**handle**

*Input*. Handle to a previously created cuDNN context.

**dropout**

*Output*. The probability with which the value from input is set to 0 during the dropout layer.

**states**

*Output*. Pointer to user-allocated GPU memory that holds random number generator states.

**seed**

*Output*. Seed used to initialize random number generator states.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The call was successful.

**CUDNN_STATUS_BAD_PARAM**

One or more of the arguments was an invalid pointer.

### 4.91. cudnnGetErrorString

```c
const char * cudnnGetErrorString(cudnnStatus_t status)
```

This function converts the cuDNN status code to a NUL terminated (ASCII) static string. For example, when the input argument is CUDNN_STATUS_SUCCESS, the returned string is "CUDNN_STATUS_SUCCESS". When an invalid status value is passed to the function, the returned string is "CUDNN_UNKNOWN_STATUS".

**Parameters**

**status**

*Input*. cuDNN enumerated status code.

**Returns**

Pointer to a static, NUL terminated string with the status name.
4.92. cudnnGetFilter4dDescriptor

cudnnStatus_t cudnnGetFilter4dDescriptor(
    const cudnnFilterDescriptor_t     filterDesc,
    cudnnDataType_t            *dataType,
    cudnnTensorFormat_t        *format,
    int                        *k,
    int                        *c,
    int                        *h,
    int                        *w)

This function queries the parameters of the previously initialized filter descriptor object.

Parameters

filterDesc

    Input. Handle to a previously created filter descriptor.

datatype

    Output. Data type.

format

    Output. Type of format.

k

    Output. Number of output feature maps.

c

    Output. Number of input feature maps.

h

    Output. Height of each filter.

w

    Output. Width of each filter.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The object was set successfully.

4.93. cudnnGetFilterNdDescriptor

cudnnStatus_t cudnnGetFilterNdDescriptor(
    const cudnnFilterDescriptor_t     wDesc,
    int                             nbDimsRequested,
    cudnnDataType_t                *dataType,
    cudnnTensorFormat_t            *format,
    int                            *nbDims,
    int                            *filterDimA[])

This function queries a previously initialized filter descriptor object.
Parameters

wDesc

*Input*. Handle to a previously initialized filter descriptor.

nbDimsRequested

*Input*. Dimension of the expected filter descriptor. It is also the minimum size of the arrays `filterDimA` in order to be able to hold the results.

datatype

*Output*. Data type.

format

*Output*. Type of format.

nbDims

*Output*. Actual dimension of the filter.

filterDimA

*Output*. Array of dimension of at least `nbDimsRequested` that will be filled with the filter parameters from the provided filter descriptor.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The object was set successfully.

CUDNN_STATUS_BAD_PARAM

The parameter `nbDimsRequested` is negative.

4.94. cudnnGetLRNDescriptor

cudnnStatus_t cudnnGetLRNDescriptor(
    cudnnLRNDescriptor_t  normDesc,
    unsigned               *lrnN,
    double                 *lrnAlpha,
    double                 *lrnBeta,
    double                 *lrnK)

This function retrieves values stored in the previously initialized LRN descriptor object.

Parameters

normDesc

*Output*. Handle to a previously created LRN descriptor.

lrnN, lrnAlpha, lrnBeta, lrnK

*Output*. Pointers to receive values of parameters stored in the descriptor object. See `cudnnSetLRNDescriptor` for more details. Any of these pointers can be NULL (no value is returned for the corresponding parameter).

Possible error values returned by this function and their meanings are listed below.
Returns
CUDNN_STATUS_SUCCESS
Function completed successfully.

### 4.95. cudnnGetOpTensorDescriptor

```c
const cudnnStatus_t cudnnGetOpTensorDescriptor(
    const cudnnOpTensorDescriptor_t opTensorDesc,
    cudnnOpTensorOp_t *opTensorOp,
    cudnnDataType_t *opTensorCompType,
    cudnnNanPropagation_t *opTensorNanOpt)
```

This function returns configuration of the passed Tensor Pointwise math descriptor.

**Parameters**

**opTensorDesc**

*Input*. Tensor Pointwise math descriptor passed, to get the configuration from.

**opTensorOp**

*Output*. Pointer to the Tensor Pointwise math operation type, associated with this Tensor Pointwise math descriptor.

**opTensorCompType**

*Output*. Pointer to the cuDNN data-type associated with this Tensor Pointwise math descriptor.

**opTensorNanOpt**

*Output*. Pointer to the NAN propagation option associated with this Tensor Pointwise math descriptor.

**Returns**

CUDNN_STATUS_SUCCESS
The function returned successfully.

CUDNN_STATUS_BAD_PARAM
Input Tensor Pointwise math descriptor passed is invalid.

### 4.96. cudnnGetPooling2dDescriptor

```c
const cudnnStatus_t cudnnGetPooling2dDescriptor(
    const cudnnPoolingDescriptor_t poolingDesc,
    cudnnPoolingMode_t *mode,
    cudnnNanPropagation_t *maxpoolingNanOpt,
    int *windowHeight,
    int *windowWidth,
    int *verticalPadding,
    int *horizontalPadding,
    int *verticalStride,
    int *horizontalStride)
```

This function queries a previously created 2D pooling descriptor object.
Parameters

poolingDesc

*Input.* Handle to a previously created pooling descriptor.

mode

*Output.* Enumerant to specify the pooling mode.

maxpoolingNanOpt

*Output.* Enumerant to specify the Nan propagation mode.

windowHeight

*Output.* Height of the pooling window.

windowWidth

*Output.* Width of the pooling window.

verticalPadding

*Output.* Size of vertical padding.

horizontalPadding

*Output.* Size of horizontal padding.

verticalStride

*Output.* Pooling vertical stride.

horizontalStride

*Output.* Pooling horizontal stride.

The possible error values returned by this function and their meanings are listed below.

Returns

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

4.97. cudnnGetPooling2dForwardOutputDim

cudnnStatus_t cudnnGetPooling2dForwardOutputDim(
    const cudnnPoolingDescriptor_t poolingDesc,
    const cudnnTensorDescriptor_t inputDesc,
    int *outN,
    int *outC,
    int *outH,
    int *outW)

This function provides the output dimensions of a tensor after 2d pooling has been applied.

Each dimension \( h \) and \( w \) of the output images is computed as followed:

\[
outputDim = 1 + \frac{(inputDim + 2*padding - windowDim)}{poolingStride};
\]
poolingDesc

*Input.* Handle to a previously initialized pooling descriptor.

inputDesc

*Input.* Handle to the previously initialized input tensor descriptor.

N

*Output.* Number of images in the output.

C

*Output.* Number of channels in the output.

H

*Output.* Height of images in the output.

W

*Output.* Width of images in the output.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- poolingDesc has not been initialized.
- poolingDesc or inputDesc has an invalid number of dimensions (2 and 4 respectively are required).

4.98. cudnnGetPoolingNdDescriptor

cudnnStatus_t cudnnGetPoolingNdDescriptor(
    const cudnnPoolingDescriptor_t poolingDesc,
    int nbDimsRequested,
    cudnnPoolingMode_t *mode,
    cudnnNanPropagation_t *maxpoolingNanOpt,
    int *nbDims,
    int *windowDimA[],
    int *paddingA[],
    int *strideA[])

This function queries a previously initialized generic pooling descriptor object.

**Parameters**

**poolingDesc**

*Input.* Handle to a previously created pooling descriptor.
nbDimsRequested

*Input.* Dimension of the expected pooling descriptor. It is also the minimum size of the arrays `windowDimA`, `paddingA` and `strideA` in order to be able to hold the results.

mode

*Output.* Enumerant to specify the pooling mode.

maxpoolingNanOpt

*Input.* Enumerant to specify the Nan propagation mode.

nbDims

*Output.* Actual dimension of the pooling descriptor.

windowDimA

*Output.* Array of dimension of at least `nbDimsRequested` that will be filled with the window parameters from the provided pooling descriptor.

paddingA

*Output.* Array of dimension of at least `nbDimsRequested` that will be filled with the padding parameters from the provided pooling descriptor.

strideA

*Output.* Array of dimension at least `nbDimsRequested` that will be filled with the stride parameters from the provided pooling descriptor.

The possible error values returned by this function and their meanings are listed below.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  - The object was queried successfully.
- **CUDNN_STATUS_NOT_SUPPORTED**
  - The parameter `nbDimsRequested` is greater than CUDNN_DIM_MAX.

### 4.99. cudnnGetPoolingNdForwardOutputDim

```c
void cudnnGetPoolingNdForwardOutputDim(
    const cudnnPoolingDescriptor_t poolingDesc,
    const cudnnTensorDescriptor_t inputDesc,
    int nbDims,
    int outDimA[])
```

This function provides the output dimensions of a tensor after Nd pooling has been applied.

Each dimension of the `nbDims - 2`-D images of the output tensor is computed as followed:

```c
outputDim = 1 + (inputDim + 2*padding - windowDim)/poolingStride;
```
Parameters

poolingDesc

*Input.* Handle to a previously initialized pooling descriptor.

inputDesc

*Input.* Handle to the previously initialized input tensor descriptor.

nbDims

*Input.* Number of dimensions in which pooling is to be applied.

outDimA

*Output.* Array of nbDims output dimensions.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The function launched successfully.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- poolingDesc has not been initialized.
- The value of nbDims is inconsistent with the dimensionality of poolingDesc and inputDesc.

4.100. cudnnGetProperty

```c
typedef cudnnStatus_t cudnnGetProperty(
    libraryPropertyType     type,
    int                    *value)
```

This function writes a specific part of the cuDNN library version number into the provided host storage.

Parameters

type

*Input.* Enumerated type that instructs the function to report the numerical value of the cuDNN major version, minor version, or the patch level.

value

*Output.* Host pointer where the version information should be written.

Returns

CUDNN_STATUS_INVALID_VALUE

Invalid value of the type argument.

CUDNN_STATUS_SUCCESS

Version information was stored successfully at the provided address.
4.101. cudnnGetRNNDDataDescriptor

cudnnStatus_t cudnnGetRNNDDataDescriptor(
    cudnnRNNDataDescriptor_t       RNNDataDesc,
    cudnnDataType_t               *dataType,
    cudnnRNNDataLayout_t          *layout,
    int                           *maxSeqLength,
    int                           *batchSize,
    int                           *vectorSize,
    int                           arrayLengthRequested,
    int                           *seqLengthArray[],
    void                         *paddingFill);

This function retrieves a previously created RNN data descriptor object.

Parameters
RNNDDataDesc
    Input. A previously created and initialized RNN descriptor.

dataType
    Output. Pointer to the host memory location to store the datatype of the RNN data tensor.

layout
    Output. Pointer to the host memory location to store the memory layout of the RNN data tensor.

maxSeqLength
    Output. The maximum sequence length within this RNN data tensor, including the padding vectors.

batchSize
    Output. The number of sequences within the mini-batch.

vectorSize
    Output. The vector length (i.e. embedding size) of the input or output tensor at each timestep.

arrayLengthRequested
    Input. The number of elements that the user requested for seqLengthArray.

seqLengthArray
    Output. Pointer to the host memory location to store the integer array describing the length (i.e. number of timesteps) of each sequence. This is allowed to be a NULL pointer if arrayLengthRequested is zero.

paddingFill
    Output. Pointer to the host memory location to store the user defined symbol. The symbol should be interpreted as the same data type as the RNN data tensor.

Returns
CUDNN_STATUS_SUCCESS

The parameters are fetched successfully.

CUDNN_STATUS_BAD_PARAM

Any one of these have occurred:

- Any of `RNNDataDesc`, `dataType`, `layout`, `maxSeqLength`, `batchSize`, `vectorSize`, `paddingFill` is NULL.
- `seqLengthArray` is NULL while `arrayLengthRequested` is greater than zero.
- `arrayLengthRequested` is less than zero.

4.102. cudnnGetRNNDescriptor

cudnnStatus_t cudnnGetRNNDescriptor(
    cudnnHandle_t               handle,
    cudnnRNNDescriptor_t        rnnDesc,
    int *                       hiddenSize,
    int *                       numLayers,
    cudnnDropoutDescriptor_t *  dropoutDesc,
    cudnnRNNInputMode_t *       inputMode,
    cudnnDirectionMode_t *      direction,
    cudnnRNNMode_t *            mode,
    cudnnRNNAlgo_t *            algo,
    cudnnDataType_t *           dataType)

This function retrieves RNN network parameters that were configured by `cudnnSetRNNDescriptor()`. All pointers passed to the function should be not-NULL or `CUDNN_STATUS_BAD_PARAM` is reported. The function does not check the validity of retrieved network parameters. The parameters are verified when they are written to the RNN descriptor.

Parameters

handle

*Input*. Handle to a previously created cuDNN library descriptor.

rnnDesc

*Input*. A previously created and initialized RNN descriptor.

hiddenSize

*Output*. Pointer where the size of the hidden state should be stored (the same value is used in every layer).

numLayers

*Output*. Pointer where the number of RNN layers should be stored.

dropoutDesc

*Output*. Pointer where the handle to a previously configured dropout descriptor should be stored.

inputMode

*Output*. Pointer where the mode of the first RNN layer should be saved.
direction

*Output*. Pointer where RNN uni-directional/bi-directional mode should be saved.

mode

*Output*. Pointer where RNN cell type should be saved.

algo

*Output*. Pointer where RNN algorithm type should be stored.

dataType

*Output*. Pointer where the data type of RNN weights/biases should be stored.

Returns

**CUDNN\_STATUS\_SUCCESS**

RNN parameters were successfully retrieved from the RNN descriptor.

**CUDNN\_STATUS\_BAD\_PARAM**

At least one pointer passed to the cudnnGetRNNDescriptor() function is NULL.

### 4.103. cudnnGetRNNLinLayerBiasParams

```c
int cudnnGetRNNLinLayerBiasParams(
    cudnnHandle_t                   handle,  
    const cudnnRNNDescriptor_t      rnnDesc,  
    const int                       pseudoLayer,  
    const cudnnTensorDescriptor_t   xDesc,  
    const cudnnFilterDescriptor_t   wDesc,  
    const void                     *w,  
    const int                       linLayerID,  
    cudnnFilterDescriptor_t         linLayerBiasDesc,  
    void                           **linLayerBias)
```

This function is used to obtain a pointer and a descriptor of every RNN bias column vector in each pseudo-layer within the recurrent network defined by rnnDesc and its input width specified in xDesc.

The cudnnGetRNNLinLayerBiasParams() function was changed in cuDNN version 7.1.1 to match the behavior of cudnnGetRNNLinLayerMatrixParams().

The cudnnGetRNNLinLayerBiasParams() function returns the RNN bias vector size in two dimensions: rows and columns. Due to historical reasons, the minimum number of dimensions in the filter descriptor is three. In previous versions of the cuDNN library, the function returned the total number of vector elements in linLayerBiasDesc as follows: filterDimA[0]=total_size, filterDimA[1]=1, filterDimA[2]=1 (see the description of the cudnnGetFilterNdDescriptor() function). In v7.1.1, the format was changed to: filterDimA[0]=1, filterDimA[1]=rows, filterDimA[2]=1 (number of columns). In both cases, the "format" field of the filter descriptor should be ignored when retrieved by cudnnGetFilterNdDescriptor(). Note that the RNN implementation in cuDNN uses two bias vectors before the cell non-linear function (see equations in Chapter 3 describing the cudnnRNNMode_t enumerated type).
Parameters

handle

*Input.* Handle to a previously created cuDNN library descriptor.

rnnDesc

*Input.* A previously initialized RNN descriptor.

pseudoLayer

*Input.* The pseudo-layer to query. In uni-directional RNN-s, a pseudo-layer is the same as a “physical” layer (pseudoLayer=0 is the RNN input layer, pseudoLayer=1 is the first hidden layer). In bi-directional RNN-s there are twice as many pseudo-layers in comparison to “physical” layers (pseudoLayer=0 and pseudoLayer=1 are both input layers; pseudoLayer=0 refers to the forward part and pseudoLayer=1 refers to the backward part of the “physical” input layer; pseudoLayer=2 is the forward part of the first hidden layer, and so on).

xDesc

*Input.* A fully packed tensor descriptor describing the input to one recurrent iteration (to retrieve the RNN input width).

wDesc

*Input.* Handle to a previously initialized filter descriptor describing the weights for the RNN.

w

*Input.* Data pointer to GPU memory associated with the filter descriptor `wDesc`.

linLayerID

*Input.* The linear layer to obtain information about:

- If `mode` in `rnnDesc` was set to `CUDNN_RNN_RELU` or `CUDNN_RNN_TANH` a value of 0 references the bias applied to the input from the previous layer, a value of 1 references the bias applied to the recurrent input.
- If `mode` in `rnnDesc` was set to `CUDNN_LSTM` values of 0, 1, 2 and 3 reference bias applied to the input from the previous layer, value of 4, 5, 6 and 7 reference bias applied to the recurrent input.
  - Values 0 and 4 reference the input gate.
  - Values 1 and 5 reference the forget gate.
  - Values 2 and 6 reference the new memory gate.
  - Values 3 and 7 reference the output gate.
- If `mode` in `rnnDesc` was set to `CUDNN_GRU` values of 0, 1 and 2 reference bias applied to the input from the previous layer, value of 3, 4 and 5 reference bias applied to the recurrent input.
  - Values 0 and 3 reference the reset gate.
  - Values 1 and 4 reference the update gate.
  - Values 2 and 5 reference the new memory gate.

Please refer to Chapter 3 for additional details on modes.
linLayerBiasDesc

*Output.* Handle to a previously created filter descriptor.

linLayerBias

*Output.* Data pointer to GPU memory associated with the filter descriptor linLayerBiasDesc.

The possible error values returned by this function and their meanings are listed below.

**Returns**

CUDNN_STATUS_SUCCESS

The query was successful.

CUDNN_STATUS_NOT_SUPPORTED

The function does not support the provided configuration.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- One of the following arguments is NULL: handle, rnnDesc, xDesc, wDesc, linLayerBiasDesc, linLayerBias.
- A data type mismatch was detected between rnnDesc and other descriptors.
- Minimum requirement for the 'w' pointer alignment is not satisfied.
- The value of pseudoLayer or linLayerID is out of range.

CUDNN_STATUS_INVALID_VALUE

Some elements of the linLayerBias vector are be outside the 'w' buffer boundaries as specified by the wDesc descriptor.

### 4.104. cudnnGetRNNLinLayerMatrixParams

```c

cudnnStatus_t cudnnGetRNNLinLayerMatrixParams(
    cudnnHandle_t                   handle,
    const cudnnRNNDescriptor_t      rnnDesc,
    const int                       pseudoLayer,
    const cudnnTensorDescriptor_t   xDesc,
    const cudnnFilterDescriptor_t   wDesc,
    const void                     *w,
    const int                       linLayerID,
    cudnnFilterDescriptor_t         linLayerMatDesc,
    void                           **linLayerMat)
```

This function is used to obtain a pointer and a descriptor of every RNN weight matrix in each pseudo-layer within the recurrent network defined by rnnDesc and its input width specified in xDesc.

The `cudnnGetRNNLinLayerMatrixParams()` function was enhanced in cuDNN version 7.1.1 without changing its prototype. Instead of reporting the total number of elements in each weight matrix in the “linLayerMatDesc” filter descriptor, the function returns the matrix size as two dimensions: rows and columns. Moreover,
when a weight matrix does not exist, e.g. due to CUDNN_SKIP_INPUT mode, the function returns NULL in **linLayerMat** and all fields of **linLayerMatDesc** are zero.

The **cudnnGetRNNLinLayerMatrixParams()** function returns the RNN matrix size in two dimensions: rows and columns. This allows the user to easily print and initialize RNN weight matrices. Elements in each weight matrix are arranged in the row-major order. Due to historical reasons, the minimum number of dimensions in the filter descriptor is three. In previous versions of the cuDNN library, the function returned the total number of weights in **linLayerMatDesc** as follows: `filterDimA[0]=total_size, filterDimA[1]=1, filterDimA[2]=1` (see the description of the **cudnnGetFilterNdDescriptor()** function). In v7.1.1, the format was changed to: `filterDimA[0]=1, filterDimA[1]=rows, filterDimA[2]=columns`. In both cases, the "format" field of the filter descriptor should be ignored when retrieved by **cudnnGetFilterNdDescriptor()**.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN library descriptor.

**rnnDesc**

*Input.* A previously initialized RNN descriptor.

**pseudoLayer**

*Input.* The pseudo-layer to query. In uni-directional RNN-s, a pseudo-layer is the same as a "physical" layer (pseudoLayer=0 is the RNN input layer, pseudoLayer=1 is the first hidden layer). In bi-directional RNN-s there are twice as many pseudo-layers in comparison to "physical" layers (pseudoLayer=0 and pseudoLayer=1 are both input layers; pseudoLayer=0 refers to the forward part and pseudoLayer=1 refers to the backward part of the "physical" input layer; pseudoLayer=2 is the forward part of the first hidden layer, and so on).

**xDesc**

*Input.* A fully packed tensor descriptor describing the input to one recurrent iteration (to retrieve the RNN input width).

**wDesc**

*Input.* Handle to a previously initialized filter descriptor describing the weights for the RNN.

**w**

*Input.* Data pointer to GPU memory associated with the filter descriptor **wDesc**.

**linLayerID**

*Input.* The linear layer to obtain information about:

- If **mode** in **rnnDesc** was set to **CUDNN_RNN_RELU** or **CUDNN_RNN_TANH** a value of 0 references the matrix multiplication applied to the input from the previous layer, a value of 1 references the matrix multiplication applied to the recurrent input.
- If **mode** in **rnnDesc** was set to **CUDNN_LSTM** values of 0-3 reference matrix multiplications applied to the input from the previous layer, value of 4-7 reference matrix multiplications applied to the recurrent input.
Values 0 and 4 reference the input gate.
Values 1 and 5 reference the forget gate.
Values 2 and 6 reference the new memory gate.
Values 3 and 7 reference the output gate.
Value 8 references the “recurrent” projection matrix when enabled by the cudnnSetRNNProjectionLayers() function.

If mode in rnnDesc was set to CUDNN_GRU values of 0-2 reference matrix multiplications applied to the input from the previous layer, value of 3-5 reference matrix multiplications applied to the recurrent input.

Values 0 and 3 reference the reset gate.
Values 1 and 4 reference the update gate.
Values 2 and 5 reference the new memory gate.

Please refer to Chapter 3 for additional details on modes.

linLayerMatDesc

Output. Handle to a previously created filter descriptor. When the weight matrix does not exist, the returned filter descriptor has all fields set to zero.

linLayerMat

Output. Data pointer to GPU memory associated with the filter descriptor linLayerMatDesc. When the weight matrix does not exist, the returned pointer is NULL.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The query was successful.

CUDNN_STATUS_NOT_SUPPORTED

The function does not support the provided configuration.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

One of the following arguments is NULL: handle, rnnDesc, xDesc, wDesc, linLayerMatDesc, linLayerMat.

A data type mismatch was detected between rnnDesc and other descriptors.

Minimum requirement for the ‘w’ pointer alignment is not satisfied.

The value of pseudoLayer or linLayerID is out of range.

CUDNN_STATUS_INVALID_VALUE

Some elements of the linLayerMat vector are be outside the ‘w’ buffer boundaries as specified by the wDesc descriptor.
4.105. cudnnGetRNNParamsSize

```c
    cudnnStatus_t cudnnGetRNNParamsSize(
        cudnnHandle_t                   handle,
        const cudnnRNNDescriptor_t      rnnDesc,
        const cudnnTensorDescriptor_t   xDesc,
        size_t                         *sizeInBytes,
        cudnnDataType_t                 dataType)
```

This function is used to query the amount of parameter space required to execute the RNN described by `rnnDesc` with inputs dimensions defined by `xDesc`.

**Parameters**

- **handle**
  
  *Input.* Handle to a previously created cuDNN library descriptor.

- **rnnDesc**
  
  *Input.* A previously initialized RNN descriptor.

- **xDesc**
  
  *Input.* A fully packed tensor descriptor describing the input to one recurrent iteration.

- **sizeInBytes**
  
  *Output.* Minimum amount of GPU memory needed as parameter space to be able to execute an RNN with the specified descriptor and input tensors.

- **dataType**
  
  *Input.* The data type of the parameters.

The possible error values returned by this function and their meanings are listed below.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  
  The query was successful.

- **CUDNN_STATUS_BAD_PARAM**
  
  At least one of the following conditions are met:
  
  - The descriptor `rnnDesc` is invalid.
  - The descriptor `xDesc` is invalid.
  - The descriptor `xDesc` is not fully packed.
  - The combination of `dataType` and tensor descriptor data type is invalid.

- **CUDNN_STATUS_NOT_SUPPORTED**
  
  The combination of the RNN descriptor and tensor descriptors is not supported.

4.106. cudnnGetRNNPaddingMode

```c
    cudnnStatus_t cudnnGetRNNPaddingMode(
```
This function retrieves the RNN padding mode from the RNN descriptor.

Parameters

rnnDesc

*Input/Output.* A previously created RNN descriptor.

*paddingMode

*Input.* Pointer to the host memory where the RNN padding mode is saved.

Returns

CUDNN_STATUS_SUCCESS

The RNN padding mode parameter was retrieved successfully.

CUDNN_STATUS_BAD_PARAM

Either the `rnnDesc` or `*paddingMode` is NULL.

4.107. cudnnGetRNNProjectionLayers

cudnnStatus_t cudnnGetRNNProjectionLayers(
    cudnnHandle_t           handle,
    cudnnRNNDescriptor_t    rnnDesc,
    int                     *recProjSize,
    int                     *outProjSize)

(New for 7.1)

This function retrieves the current RNN “projection” parameters. By default the projection feature is disabled so invoking this function immediately after cudnnSetRNNDescriptor() will yield recProjSize equal to hiddenSize and outProjSize set to zero. The cudnnSetRNNProjectionLayers() method enables the RNN projection.

Parameters

handle

*Input.* Handle to a previously created cuDNN library descriptor.

rnnDesc

*Input.* A previously created and initialized RNN descriptor.

recProjSize

*Output.* Pointer where the “recurrent” projection size should be stored.

outProjSize

*Output.* Pointer where the “output” projection size should be stored.

Returns

CUDNN_STATUS_SUCCESS

RNN projection parameters were retrieved successfully.
A NULL pointer was passed to the function.

4.108. cudnnGetRNNTrainingReserveSize

cudnnStatus_t cudnnGetRNNTrainingReserveSize(
    cudnnHandle_t                   handle,
    const cudnnRNNDescriptor_t      rnnDesc,
    const int                       seqLength,
    const cudnnTensorDescriptor_t  *xDesc,
    size_t                         *sizeInBytes)

This function is used to query the amount of reserved space required for training the RNN described by `rnnDesc` with inputs dimensions defined by `xDesc`. The same reserved space buffer must be passed to `cudnnRNNForwardTraining`, `cudnnRNNBackwardData` and `cudnnRNNBackwardWeights`. Each of these calls overwrites the contents of the reserved space, however it can safely be backed up and restored between calls if reuse of the memory is desired.

Parameters

**handle**

*Input*. Handle to a previously created cuDNN library descriptor.

**rnnDesc**

*Input*. A previously initialized RNN descriptor.

**seqLength**

*Input*. Number of iterations to unroll over. The value of this `seqLength` must not exceed the value that was used in `cudnnGetRNNWorkspaceSize()` function for querying the workspace size required to execute the RNN.

**xDesc**

*Input*. An array of tensor descriptors describing the input to each recurrent iteration (one descriptor per iteration). The first dimension (batch size) of the tensors may decrease from element `n` to element `n+1` but may not increase. Each tensor descriptor must have the same second dimension (vector length).

**sizeInBytes**

*Output*. Minimum amount of GPU memory needed as reserve space to be able to train an RNN with the specified descriptor and input tensors.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The query was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The descriptor `rnnDesc` is invalid.
- At least one of the descriptors in xDesc is invalid.
- The descriptors in xDesc have inconsistent second dimensions, strides or data types.
- The descriptors in xDesc have increasing first dimensions.
- The descriptors in xDesc is not fully packed.

CUDNN_STATUS_NOT_SUPPORTED

The the data types in tensors described by xDesc is not supported.

4.109. cudnnGetRNNWorkspaceSize

cudnnStatus_t cudnnGetRNNWorkspaceSize(
    cudnnHandle_t                   handle,
    const cudnnRNNDescriptor_t      rnnDesc,
    const int                       seqLength,
    const cudnnTensorDescriptor_t  *xDesc,
    size_t                         *sizeInBytes)

This function is used to query the amount of work space required to execute the RNN described by rnnDesc with inputs dimensions defined by xDesc.

Parameters

handle

    Input. Handle to a previously created cuDNN library descriptor.

rnnDesc

    Input. A previously initialized RNN descriptor.

seqLength

    Input. Number of iterations to unroll over. Workspace that is allocated, based on the size this function provides, cannot be used for sequences longer than seqLength.

xDesc

    Input. An array of tensor descriptors describing the input to each recurrent iteration (one descriptor per iteration). The first dimension (batch size) of the tensors may decrease from element n to element n+1 but may not increase. For example, if you have multiple time series in a batch, they can be different lengths. This dimension is the batch size for the particular iteration of the sequence, and so it should decrease when a sequence in the batch has terminated.

    Each tensor descriptor must have the same second dimension (vector length).

sizeInBytes

    Output. Minimum amount of GPU memory needed as workspace to be able to execute an RNN with the specified descriptor and input tensors.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

    The query was successful.
CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- The descriptor `rnnDesc` is invalid.
- At least one of the descriptors in `xDesc` is invalid.
- The descriptors in `xDesc` have inconsistent second dimensions, strides or data types.
- The descriptors in `xDesc` have increasing first dimensions.
- The descriptors in `xDesc` is not fully packed.

CUDNN_STATUS_NOT_SUPPORTED

The data types in tensors described by `xDesc` is not supported.

4.110. cudnnGetReduceTensorDescriptor

cudnnStatus_t cudnnGetReduceTensorDescriptor(
    const cudnnReduceTensorDescriptor_t reduceTensorDesc,
    cudnnReduceTensorOp_t               *reduceTensorOp,
    cudnnDataType_t                     *reduceTensorCompType,
    cudnnNanPropagation_t               *reduceTensorNanOpt,
    cudnnReduceTensorIndices_t          *reduceTensorIndices,
    cudnnIndicesType_t                  *reduceTensorIndicesType)

This function queries a previously initialized reduce tensor descriptor object.

Parameters

reduceTensorDesc

*Input*. Pointer to a previously initialized reduce tensor descriptor object.

reduceTensorOp

*Output*. Enumerant to specify the reduce tensor operation.

reduceTensorCompType

*Output*. Enumerant to specify the computation datatype of the reduction.

reduceTensorNanOpt

*Input*. Enumerant to specify the Nan propagation mode.

reduceTensorIndices

*Output*. Enumerant to specify the reduce tensor indices.

reduceTensorIndicesType

*Output*. Enumerant to specify the reduce tensor indices type.

Returns

CUDNN_STATUS_SUCCESS

The object was queried successfully.

CUDNN_STATUS_BAD_PARAM

reduceTensorDesc is NULL.
4.111. cudnnGetReductionIndicesSize

```
cudnnStatus_t cudnnGetReductionIndicesSize(  
cudnnHandle_t                       handle,  
    const cudnnReduceTensorDescriptor_t reduceDesc,  
    const cudnnTensorDescriptor_t       aDesc,  
    const cudnnTensorDescriptor_t       cDesc,  
    size_t                              *sizeInBytes)
```

This is a helper function to return the minimum size of the index space to be passed to the reduction given the input and output tensors.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN library descriptor.

**reduceDesc**

*Input.* Pointer to a previously initialized reduce tensor descriptor object.

**aDesc**

*Input.* Pointer to the input tensor descriptor.

**cDesc**

*Input.* Pointer to the output tensor descriptor.

**sizeInBytes**

*Output.* Minimum size of the index space to be passed to the reduction.

**Returns**

**CUDNN_STATUS_SUCCESS**

The index space size is returned successfully.

4.112. cudnnGetReductionWorkspaceSize

```
cudnnStatus_t cudnnGetReductionWorkspaceSize(  
cudnnHandle_t                       handle,  
    const cudnnReduceTensorDescriptor_t reduceDesc,  
    const cudnnTensorDescriptor_t       aDesc,  
    const cudnnTensorDescriptor_t       cDesc,  
    size_t                              *sizeInBytes)
```

This is a helper function to return the minimum size of the workspace to be passed to the reduction given the input and output tensors.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN library descriptor.

**reduceDesc**

*Input.* Pointer to a previously initialized reduce tensor descriptor object.
aDesc

*Input.* Pointer to the input tensor descriptor.

cDesc

*Input.* Pointer to the output tensor descriptor.

sizeInBytes

*Output.* Minimum size of the index space to be passed to the reduction.

Returns

**CUDNN_STATUS_SUCCESS**

The workspace size is returned successfully.

### 4.113. cudnnGetStream

cudnnStatus_t cudnnGetStream(
    cudnnHandle_t   handle,
    cudaStream_t   *streamId)

This function retrieves the user CUDA stream programmed in the cuDNN handle. When the user's CUDA stream was not set in the cuDNN handle, this function reports the null-stream.

Parameters

handle

*Input.* Pointer to the cuDNN handle.

streamID

*Output.* Pointer where the current CUDA stream from the cuDNN handle should be stored.

Returns

**CUDNN_STATUS_BAD_PARAM**

Invalid (NULL) handle.

**CUDNN_STATUS_SUCCESS**

The stream identifier was retrieved successfully.

### 4.114. cudnnGetTensor4dDescriptor

cudnnStatus_t cudnnGetTensor4dDescriptor(
    const cudnnTensorDescriptor_t  tensorDesc,
    cudnnDataType_t         *dataType,
    int                     *n,
    int                     *c,
    int                     *h,
    int                     *w,
    int                     *nStride,
    int                     *cStride,
    int                     *hStride,
This function queries the parameters of the previously initialized Tensor4D descriptor object.

**Parameters**

**tensorDesc**
*Input.* Handle to a previously initialized tensor descriptor.

**datatype**
*Output.* Data type.

**n**
*Output.* Number of images.

**c**
*Output.* Number of feature maps per image.

**h**
*Output.* Height of each feature map.

**w**
*Output.* Width of each feature map.

**nStride**
*Output.* Stride between two consecutive images.

**cStride**
*Output.* Stride between two consecutive feature maps.

**hStride**
*Output.* Stride between two consecutive rows.

**wStride**
*Output.* Stride between two consecutive columns.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The operation succeeded.

### 4.115. cudnnGetTensorNdDescriptor

```c
void cudnnGetTensorNdDescriptor(cudnnStatus_t *status, cudnnTensorDescriptor_t tensorDesc, int nbDimsRequested, cudnnDataType_t *dataType, int *nbDims, int *dimA[], int *strideA[])
```

This function retrieves values stored in a previously initialized Tensor descriptor object.
Parameters
tensorDesc
   Input. Handle to a previously initialized tensor descriptor.

nbDimsRequested
   Input. Number of dimensions to extract from a given tensor descriptor. It is also the minimum size of the arrays dimA and strideA. If this number is greater than the resulting nbDims[0], only nbDims[0] dimensions will be returned.

datatype
   Output. Data type.

nbDims
   Output. Actual number of dimensions of the tensor will be returned in nbDims[0].

dimA
   Output. Array of dimension of at least nbDimsRequested that will be filled with the dimensions from the provided tensor descriptor.

strideA
   Input. Array of dimension of at least nbDimsRequested that will be filled with the strides from the provided tensor descriptor.

The possible error values returned by this function and their meanings are listed below.

Returns
CUDNN_STATUS_SUCCESS
   The results were returned successfully.
CUDNN_STATUS_BAD_PARAM
   Either tensorDesc or nbDims pointer is NULL.

4.116. cudnnGetTensorSizeInBytes

```
cudnnStatus_t cudnnGetTensorSizeInBytes(   
    const cudnnTensorDescriptor_t   tensorDesc,   
    size_t                         *size)   
```

This function returns the size of the tensor in memory in respect to the given descriptor. This function can be used to know the amount of GPU memory to be allocated to hold that tensor.

Parameters
tensorDesc
   Input. Handle to a previously initialized tensor descriptor.

size
   Output. Size in bytes needed to hold the tensor in GPU memory.

The possible error values returned by this function and their meanings are listed below.
Returns

**CUDNN_STATUS_SUCCESS**

The results were returned successfully.

### 4.117. cudnnGetVersion

```c
size_t cudnnGetVersion()
```

This function returns the version number of the cuDNN Library. It returns the **CUDNN_VERSION** define present in the cudnn.h header file. Starting with release R2, the routine can be used to identify dynamically the current cuDNN Library used by the application. The define **CUDNN_VERSION** can be used to have the same application linked against different cuDNN versions using conditional compilation statements.

### 4.118. cudnnIm2Col

```c
cudnnStatus_t cudnnIm2Col(
    cudnnHandle_t                   handle,
    cudnnTensorDescriptor_t         srcDesc,
    const void                      *srcData,
    cudnnFilterDescriptor_t         filterDesc,
    cudnnConvolutionDescriptor_t    convDesc,
    void                            *colBuffer)
```

This function constructs the A matrix necessary to perform a forward pass of GEMM convolution. This A matrix has a height of batch_size*y_height*y_width and width of input_channels*filter_height*filter_width, where batch_size is xDesc's first dimension, y_height/y_width are computed from **cudnnGetConvolutionNdForwardOutputDim()**, input_channels is xDesc's second dimension, filter_height/filter_width are wDesc's third and fourth dimension. The A matrix is stored in format HW-fully-packed in GPU memory.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**srcDesc**

*Input.* Handle to a previously initialized tensor descriptor.

**srcData**

*Input.* Data pointer to GPU memory associated with the input tensor descriptor.

**filterDesc**

*Input.* Handle to a previously initialized filter descriptor.

**convDesc**

*Input.* Handle to a previously initialized convolution descriptor.

**colBuffer**

*Output.* Data pointer to GPU memory storing the output matrix.
Returns

**CUDNN_STATUS_BAD_PARAM**

srcData or colBuffer is NULL.

**CUDNN_STATUS_NOT_SUPPORTED**

Any of srcDesc, filterDesc, convDesc has dataType of CUDNN_DATA_INT8, CUDNN_DATA_INT8x4, CUDNN_DATA_INT8, or CUDNN_DATA_INT8x4 convDesc has groupCount larger than 1.

**CUDNN_STATUS_EXECUTION_FAILED**

The cuda kernel execution was unsuccessful.

**CUDNN_STATUS_SUCCESS**

The output data array is successfully generated.

### 4.119. cudnnLRNCrossChannelBackward

```c
#include <cudnn.h>

typedef cudnnStatus_t cudnnLRNCrossChannelBackward(cudnnHandle_t handle,
                                                   cudnnLRNDescriptor_t normDesc,
                                                   cudnnLRNMode_t lrnMode,
                                                   const void *alpha,
                                                   const cudnnTensorDescriptor_t yDesc,
                                                   const void *y,
                                                   const cudnnTensorDescriptor_t dyDesc,
                                                   const void *dy,
                                                   const cudnnTensorDescriptor_t xDesc,
                                                   const void *x,
                                                   const void *beta,
                                                   const cudnnTensorDescriptor_t dxDesc,
                                                   void *dx)
```

This function performs the backward LRN layer computation.

*Supported formats are: positive-strided, NCHW for 4D x and y, and only NCDHW DHW-packed for 5D (for both x and y). Only non-overlapping 4D and 5D tensors are supported.*

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN library descriptor.

**normDesc**

*Input.* Handle to a previously intialized LRN parameter descriptor.

**lrnMode**

*Input.* LRN layer mode of operation. Currently only CUDNN_LRN_CROSS_CHANNEL_DIM1 is implemented. Normalization is performed along the tensor's dimA[1].
**alpha, beta**

*Input.* Pointers to scaling factors (in host memory) used to blend the layer output value with prior value in the destination tensor as follows: `dstValue = alpha[0]*resultValue + beta[0]*priorDstValue`. Please refer to this section for additional details.

**yDesc, y**

*Input.* Tensor descriptor and pointer in device memory for the layer's y data.

**dyDesc, dy**

*Input.* Tensor descriptor and pointer in device memory for the layer's input cumulative loss differential data dy (including error backpropagation).

**xDesc, x**

*Input.* Tensor descriptor and pointer in device memory for the layer's x data. Note that these values are not modified during backpropagation.

**dxDesc, dx**

*Output.* Tensor descriptor and pointer in device memory for the layer's resulting cumulative loss differential data dx (including error backpropagation).

Possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The computation was performed successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- One of the tensor pointers `x, y` is NULL.
- Number of input tensor dimensions is 2 or less.
- LRN descriptor parameters are outside of their valid ranges.
- One of tensor parameters is 5D but is not in NCDHW DHW-packed format.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- Any of the input tensor datatypes is not the same as any of the output tensor datatype.
- Any pairwise tensor dimensions mismatch for `x,y,dx,dy`.
- Any tensor parameters strides are negative.

### 4.120. cudnnLRNCrossChannelForward

```c

cudnnStatus_t cudnnLRNCrossChannelForward(
    cudnnHandle_t                   handle,
    cudnnLRNDescriptor_t             normDesc,
    cudnnLRNMode_t                   lrnMode,
)
```
This function performs the forward LRN layer computation.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN library descriptor.

**normDesc**

*Input.* Handle to a previously initialized LRN parameter descriptor.

**lrnMode**

*Input.* LRN layer mode of operation. Currently only CUDNN_LRN_CROSS_CHANNEL_DIM1 is implemented. Normalization is performed along the tensor’s dimA[1].

**alpha, beta**

*Input.* Pointers to scaling factors (in host memory) used to blend the layer output value with prior value in the destination tensor as follows: dstValue = alpha[0]*resultValue + beta[0]*priorDstValue. Please refer to this section for additional details.

**xDesc, yDesc**

*Input.* Tensor descriptor objects for the input and output tensors.

**x**

*Input.* Input tensor data pointer in device memory.

**y**

*Output.* Output tensor data pointer in device memory.

Possible error values returned by this function and their meanings are listed below.

**Returns**

CUDNN_STATUS_SUCCESS

The computation was performed successfully.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- One of the tensor pointers `x`, `y` is NULL.
- Number of input tensor dimensions is 2 or less.
- LRN descriptor parameters are outside of their valid ranges.
One of tensor parameters is 5D but is not in NCDHW DHW-packed format.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- Any of the input tensor datatypes is not the same as any of the output tensor datatype.
- x and y tensor dimensions mismatch.
- Any tensor parameters strides are negative.

### 4.121. cudnnOpTensor

```c
void cudnnOpTensor(
    cudnnHandle_t                     handle,
    const cudnnOpTensorDescriptor_t   opTensorDesc,
    const void                       *alpha1,
    const cudnnTensorDescriptor_t     aDesc,
    const void                       *A,
    const void                       *alpha2,
    const cudnnTensorDescriptor_t     bDesc,
    const void                       *B,
    const void                       *beta,
    const cudnnTensorDescriptor_t     cDesc,
    void                             *C)
```

This function implements the equation $C = \text{op} (\alpha_1 A, \alpha_2 B) + \beta C$, given tensors A, B, and C and scaling factors $\alpha_1$, $\alpha_2$, and $\beta$. The op to use is indicated by the descriptor `opTensorDesc`. Currently-supported ops are listed by the `cudnnOpTensorOp_t` enum.

Each dimension of the input tensor A must match the corresponding dimension of the destination tensor C, and each dimension of the input tensor B must match the corresponding dimension of the destination tensor C or must be equal to 1. In the latter case, the same value from the input tensor B for those dimensions will be used to blend into the C tensor.

The data types of the input tensors A and B must match. If the data type of the destination tensor C is double, then the data type of the input tensors also must be double.

If the data type of the destination tensor C is double, then `opTensorCompType` in `opTensorDesc` must be double. Else `opTensorCompType` must be float.

If the input tensor B is the same tensor as the destination tensor C, then the input tensor A also must be the same tensor as the destination tensor C.

Up to dimension 5, all tensor formats are supported. Beyond those dimensions, this routine is not supported

**Parameters**
handle

*Input.* Handle to a previously created cuDNN context.

**opTensorDesc**

*Input.* Handle to a previously initialized op tensor descriptor.

**alpha1, alpha2, beta**

*Input.* Pointers to scaling factors (in host memory) used to blend the source value with prior value in the destination tensor as indicated by the above op equation. Please refer to this section for additional details.

**aDesc, bDesc, cDesc**

*Input.* Handle to a previously initialized tensor descriptor.

**A, B**

*Input.* Pointer to data of the tensors described by the aDesc and bDesc descriptors, respectively.

**C**

*Input/Output.* Pointer to data of the tensor described by the cDesc descriptor.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function executed successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- The dimensions of the bias tensor and the output tensor dimensions are above 5.
- opTensorCompType is not set as stated above.

**CUDNN_STATUS_BAD_PARAM**

The data type of the destination tensor C is unrecognized or the conditions in the above paragraphs are unmet.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

### 4.122. cudnnPoolingBackward

```c
int cudnnPoolingBackward(
    cudnnHandle_t                     handle,
    const cudnnPoolingDescriptor_t    poolingDesc,
    const void                        *alpha,
    const cudnnTensorDescriptor_t     yDesc,
    const void                        *y,
    const cudnnTensorDescriptor_t     dyDesc,
    const void                        *dy,
    const cudnnTensorDescriptor_t     xDesc,
    const cudnnPoolingDescriptor_t    poolingDesc,
    const void                        *alpha,
    const cudnnTensorDescriptor_t     yDesc,
    const void                        *y,
    const cudnnTensorDescriptor_t     dyDesc,
    const void                        *dy,
    const cudnnTensorDescriptor_t     xDesc,
    const void                        *dx,
    cudnnStatus_t                     status)
```

www.nvidia.com

cuDNN 7.3.0
This function computes the gradient of a pooling operation.

As of cuDNN version 6.0, a deterministic algorithm is implemented for max backwards pooling. This algorithm can be chosen via the pooling mode enum of `poolingDesc`. The deterministic algorithm has been measured to be up to 50% slower than the legacy max backwards pooling algorithm, or up to 20% faster, depending upon the use case.

All tensor formats are supported, best performance is expected when using HW-packed tensors. Only 2 and 3 spatial dimensions are allowed

Parameters

handle

*Input*. Handle to a previously created cuDNN context.

poolingDesc

*Input*. Handle to the previously initialized pooling descriptor.

alpha, beta

*Input*. Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as follows: dstValue = alpha[0]*result + beta[0]*priorDstValue. Please refer to this section for additional details.

yDesc

*Input*. Handle to the previously initialized input tensor descriptor.

y

*Input*. Data pointer to GPU memory associated with the tensor descriptor `yDesc`.

dyDesc

*Input*. Handle to the previously initialized input differential tensor descriptor.

dy

*Input*. Data pointer to GPU memory associated with the tensor descriptor `dyData`.

xDesc

*Input*. Handle to the previously initialized output tensor descriptor.

x

*Input*. Data pointer to GPU memory associated with the output tensor descriptor `xDesc`.

dxDesc

*Input*. Handle to the previously initialized output differential tensor descriptor.

dx

*Output*. Data pointer to GPU memory associated with the output tensor descriptor `dxDesc`.
The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The dimensions \( n,c,h,w \) of the \( yDesc \) and \( dyDesc \) tensors differ.
- The strides \( nStride, cStride, hStride, wStride \) of the \( yDesc \) and \( dyDesc \) tensors differ.
- The dimensions \( n,c,h,w \) of the \( dxDesc \) and \( dxDesc \) tensors differ.
- The strides \( nStride, cStride, hStride, wStride \) of the \( xDesc \) and \( dxDesc \) tensors differ.
- The datatype of the four tensors differ.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- The \( wStride \) of input tensor or output tensor is not 1.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

### 4.123. cudnnPoolingForward

cudnnStatus_t cudnnPoolingForward(
    cudnnHandle_t                   handle,
    const cudnnPoolingDescriptor_t   poolingDesc,
    const void                      *alpha,
    const cudnnTensorDescriptor_t    xDesc,
    const void                      *x,
    const void                      *beta,
    const cudnnTensorDescriptor_t    yDesc,
    void                            *y)

This function computes pooling of input values (i.e., the maximum or average of several adjacent values) to produce an output with smaller height and/or width.

**Tip**

All tensor formats are supported, best performance is expected when using **HW-packed** tensors. Only 2 and 3 spatial dimensions are allowed.

**Tip**

The dimensions of the output tensor \( yDesc \) can be smaller or bigger than the dimensions advised by the routine `cudnnGetPooling2dForwardOutputDim` or `cudnnGetPoolingNdForwardOutputDim`.

**Parameters**
handle

*Input.* Handle to a previously created cuDNN context.

poolingDesc

*Input.* Handle to a previously initialized pooling descriptor.

alpha, beta

*Input.* Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as follows: \( \text{dstValue} = \text{alpha}[0] \times \text{result} + \text{beta}[0] \times \text{priorDstValue} \). Refer to this section for additional details.

xDesc

*Input.* Handle to the previously initialized input tensor descriptor. Must be of type FLOAT, or DOUBLE, or HALF, or INT8. See `cudnnDataType_t`.

x

*Input.* Data pointer to GPU memory associated with the tensor descriptor `xDesc`.

yDesc

*Input.* Handle to the previously initialized output tensor descriptor. Must be of type FLOAT, or DOUBLE, or HALF, or INT8. See `cudnnDataType_t`.

y

*Output.* Data pointer to GPU memory associated with the output tensor descriptor `yDesc`.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The dimensions \( n, c \) of the input tensor and output tensors differ.
- The `datatype` of the input tensor and output tensors differs.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- The `wStride` of input tensor or output tensor is not 1.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

### 4.124. `cudnnQueryRuntimeError`

```c

```
cuDNN library functions perform extensive input argument checking before launching GPU kernels. The last step is to verify that the GPU kernel actually started. When a kernel fails to start, CUDNN_STATUS_EXECUTION_FAILED is returned by the corresponding API call. Typically, after a GPU kernel starts, no runtime checks are performed by the kernel itself -- numerical results are simply written to output buffers.

When the CUDNN_BATCHNORM_SPATIAL_PERSISTENT mode is selected in cudnnBatchNormalizationForwardTraining or cudnnBatchNormalizationBackward, the algorithm may encounter numerical overflows where CUDNN_BATCHNORM_SPATIAL performs just fine albeit at a slower speed. The user can invoke cudnnQueryRuntimeError to make sure numerical overflows did not occur during the kernel execution. Those issues are reported by the kernel that performs computations.

cudnnQueryRuntimeError can be used in polling and blocking software control flows. There are two polling modes (CUDNN_ERRQUERY_RAWCODE, CUDNN_ERRQUERY_NONBLOCKING) and one blocking mode CUDNN_ERRQUERY_BLOCKING.

CUDNN_ERRQUERY_RAWCODE reads the error storage location regardless of the kernel completion status. The kernel might not even started and the error storage (allocated per cuDNN handle) might be used by an earlier call.

CUDNN_ERRQUERY_NONBLOCKING checks if all tasks in the user stream completed. The cudnnQueryRuntimeError function will return immediately and report CUDNN_STATUS_RUNTIME_IN_PROGRESS in 'rstatus' if some tasks in the user stream are pending. Otherwise, the function will copy the remote kernel error code to 'rstatus'.

In the blocking mode (CUDNN_ERRQUERY_BLOCKING), the function waits for all tasks to drain in the user stream before reporting the remote kernel error code. The blocking flavor can be further adjusted by calling cudaSetDeviceFlags with the cudaDeviceScheduleSpin, cudaDeviceScheduleYield, or cudaDeviceScheduleBlockingSync flag.

CUDNN_ERRQUERY_NONBLOCKING and CUDNN_ERRQUERY_BLOCKING modes should not be used when the user stream is changed in the cuDNN handle, i.e., cudnnSetStream is invoked between functions that report runtime kernel errors and the cudnnQueryRuntimeError function.

The remote error status reported in rstatus can be set to: CUDNN_STATUS_SUCCESS, CUDNN_STATUS_RUNTIME_IN_PROGRESS, or CUDNN_STATUS_RUNTIME_FP_OVERFLOW. The remote kernel error is automatically cleared by cudnnQueryRuntimeError.

The cudnnQueryRuntimeError function should be used in conjunction with cudnnBatchNormalizationForwardTraining and
cudnnBatchNormalizationBackward when the cudnnBatchNormMode_t argument is CUDNN_BATCHNORM_SPATIAL_PERSISTENT.

Parameters

handle

Input. Handle to a previously created cuDNN context.

rstatus

Output. Pointer to the user’s error code storage.

mode

Input. Remote error query mode.

tag

Input/Output. Currently, this argument should be NULL.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

No errors detected (rstatus holds a valid value).

CUDNN_STATUS_BAD_PARAM

Invalid input argument.

CUDNN_STATUS_INTERNAL_ERROR

A stream blocking synchronization or a non-blocking stream query failed.

CUDNN_STATUS_MAPPING_ERROR

Device cannot access zero-copy memory to report kernel errors.

4.125. cudnnRNNBackwardData

cudnnStatus_t cudnnRNNBackwardData(
    cudnnHandle_t                   handle,
    const cudnnRNNDescriptor_t      rnnDesc,
    const int                       seqLength,
    const cudnnTensorDescriptor_t  *yDesc,      *y,            yDesc,
    void const cudnnTensorDescriptor_t &dyDesc,    *dy,            dyDesc,
    void const cudnnTensorDescriptor_t &dy,         *dy,            dy,
    void const cudnnTensorDescriptor_t &dhyDesc,   *dhy,           dhyDesc,
    void const cudnnTensorDescriptor_t &dhy,        *dhy,           dhy,
    void const cudnnTensorDescriptor_t &dcyDesc,   *dcy,           dcyDesc,
    void const cudnnTensorDescriptor_t &dcy,        *dcy,           dcy,
    void const cudnnFilterDescriptor_t &wDesc,     *w,            wDesc,
    void const cudnnTensorDescriptor_t &hxDesc,   *hx,            hxDesc,
    void const cudnnTensorDescriptor_t &cxDesc,   *cx,            cxDesc,
    void const cudnnTensorDescriptor_t &dxDesc,   *dx,            dxDesc,
    void const cudnnTensorDescriptor_t &dxFDesc, *dx,           dxDesc,
    void const cudnnTensorDescriptor_t &dxF,       *dx,           dx,
    void const cudnnTensorDescriptor_t &dhxDesc, *dhx,         dhxDesc,
    void const cudnnTensorDescriptor_t &dhx,       *dhx,         dhx,
This routine executes the recurrent neural network described by `rnnDesc` with output gradients `dy, dhy, dhc`, weights `w` and input gradients `dx, dhx, dcx`. `workspace` is required for intermediate storage. The data in `reserveSpace` must have previously been generated by `cudnnRNNForwardTraining`. The same reserveSpace data must be used for future calls to `cudnnRNNBackwardWeights` if they execute on the same input data.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**rnnDesc**

*Input.* A previously initialized RNN descriptor.

**seqLength**

*Input.* Number of iterations to unroll over. The value of this `seqLength` must not exceed the value that was used in `cudnnGetRNNWorkspaceSize()` function for querying the workspace size required to execute the RNN.

**yDesc**

*Input.* An array of fully packed tensor descriptors describing the output from each recurrent iteration (one descriptor per iteration). The second dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the second dimension should match the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the second dimension should match double the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

The first dimension of the tensor `n` must match the first dimension of the tensor `n` in `dyDesc`.

**y**

*Input.* Data pointer to GPU memory associated with the output tensor descriptor `yDesc`.

**dyDesc**

*Input.* An array of fully packed tensor descriptors describing the gradient at the output from each recurrent iteration (one descriptor per iteration). The second dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the second dimension should match the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

```c
const cudnnTensorDescriptor_t   dcxDesc,
void                           *dcx,
void                           *workspace,
size_t                          workSpaceSizeInBytes,
const void                     *reserveSpace,
size_t                          reserveSpaceSizeInBytes)
```
If `direction` is `CUDNN_BIDIRECTIONAL` the second dimension should match double the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

The first dimension of the tensor `n` must match the second dimension of the tensor `n` in `dxDesc`.

`dy`

*Input*. Data pointer to GPU memory associated with the tensor descriptors in the array `dyDesc`.

`dhyDesc`

*Input*. A fully packed tensor descriptor describing the gradients at the final hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

`dhy`

*Input*. Data pointer to GPU memory associated with the tensor descriptor `dhyDesc`. If a NULL pointer is passed, the gradients at the final hidden state of the network will be initialized to zero.

`dcyDesc`

*Input*. A fully packed tensor descriptor describing the gradients at the final cell state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

`dcy`

*Input*. Data pointer to GPU memory associated with the tensor descriptor `dcyDesc`. If a NULL pointer is passed, the gradients at the final cell state of the network will be initialized to zero.
**Input**. Handle to a previously initialized filter descriptor describing the weights for the RNN.

**w**

*Input*. Data pointer to GPU memory associated with the filter descriptor `wDesc`.

**hxDesc**

*Input*. A fully packed tensor descriptor describing the initial hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the second dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**hx**

*Input*. Data pointer to GPU memory associated with the tensor descriptor `hxDesc`. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero.

**cxDesc**

*Input*. A fully packed tensor descriptor describing the initial cell state for LSTM networks. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the second dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**cx**

*Input*. Data pointer to GPU memory associated with the tensor descriptor `cxDesc`. If a NULL pointer is passed, the initial cell state of the network will be initialized to zero.

**dxDesc**

*Input*. An array of fully packed tensor descriptors describing the gradient at the input of each recurrent iteration (one descriptor per iteration). The first dimension (batch size) of the tensors may decrease from element `n` to element `n+1` but may
not increase. Each tensor descriptor must have the same second dimension (vector
length).

dx

*Output.* Data pointer to GPU memory associated with the tensor descriptors in the
array `dxDesc`.

dhxDesc

*Input.* A fully packed tensor descriptor describing the gradient at the initial hidden
state of the RNN. The first dimension of the tensor depends on the `direction`
argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

dhx

*Output.* Data pointer to GPU memory associated with the tensor descriptor `dhxDesc`. If a NULL pointer is passed, the gradient at the hidden input of the network will not be set.

dcxDesc

*Input.* A fully packed tensor descriptor describing the gradient at the initial cell state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

dcx

*Output.* Data pointer to GPU memory associated with the tensor descriptor `dcxDesc`. If a NULL pointer is passed, the gradient at the cell input of the network will not be set.

workspace

*Input.* Data pointer to GPU memory to be used as a workspace for this call.

workSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided `workspace`. 
reserveSpace

*Input/Output.* Data pointer to GPU memory to be used as a reserve space for this call.

**reserveSpaceSizeInBytes**

*Input.* Specifies the size in bytes of the provided `reserveSpace`.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The descriptor `rnnDesc` is invalid.
- At least one of the descriptors `dhxDesc`, `wDesc`, `hxDesc`, `cxDesc`, `dcxDesc`, `dhyDesc`, `dcyDesc` or one of the descriptors in `yDesc`, `dxDesc`, `dyDesc` is invalid.
- The descriptors in one of `yDesc`, `dxDesc`, `dyDesc`, `dhxDesc`, `wDesc`, `hxDesc`, `cxDesc`, `dcxDesc`, `dhyDesc`, `dcyDesc` has incorrect strides or dimensions.
- `workSpaceSizeInBytes` is too small.
- `reserveSpaceSizeInBytes` is too small.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

**CUDNN_STATUS_ALLOC_FAILED**

The function was unable to allocate memory.

### 4.126. cudnnRNNBackwardDataEx

```c
void *cudnnRNNBackwardDataEx(
    cudnnHandle_t                     handle,
    const cudnnRNNDescriptor_t        rnnDesc,
    const cudnnRNNDataDescriptor_t    yDesc,
    const void                        *y,
    const cudnnRNNDataDescriptor_t    dyDesc,
    const void                        *dy,
    const cudnnRNNDataDescriptor_t    dcDesc,
    const void                        *dcAttn,
    const cudnnTensorDescriptor_t     dhyDesc,
    const void                        *dhy,
    const cudnnTensorDescriptor_t     dcyDesc,
    const void                        *dcy,
    const cudnnFilterDescriptor_t     wDesc,
    const void                        *w,
    const cudnnTensorDescriptor_t     hxDesc,
    const void                        *hx,
)
```

This routine is the extended version of the function `cudnnRNNBackwardData`. This function `cudnnRNNBackwardDataEx` allows the user to use unpacked (padded) layout for input `y` and output `dx`.

In the unpacked layout, each sequence in the mini-batch is considered to be of fixed length, specified by `maxSeqLength` in its corresponding `RNNDataDescriptor`. Each fixed-length sequence, for example, the nth sequence in the mini-batch, is composed of a valid segment specified by the `seqLengthArray[n]` in its corresponding `RNNDataDescriptor`; and a padding segment to make the combined sequence length equal to `maxSeqLength`.

With the unpacked layout, both sequence major (i.e. time major) and batch major are supported. For backward compatibility, the packed sequence major layout is supported. However, similar to the non-extended function `cudnnRNNBackwardData`, the sequences in the mini-batch need to be sorted in descending order according to length.

Parameters

**handle**

*Input.* Handle to a previously created cuDNN context.

**rnnDesc**

*Input.* A previously initialized RNN descriptor.

**yDesc**

*Input.* A previously initialized RNN data descriptor. Must match or be the exact same descriptor previously passed into `cudnnRNNForwardTrainingEx`.

**y**

*Input.* Data pointer to the GPU memory associated with the RNN data descriptor `yDesc`. The vectors are expected to be laid out in memory according to the layout specified by `yDesc`. The elements in the tensor (including elements in the padding vector) must be densely packed, and no strides are supported. Must contain the exact same data previously produced by `cudnnRNNForwardTrainingEx`.

**dyDesc**

*Input.* A previously initialized RNN data descriptor. The `dataType`, `layout`, `maxSeqLength`, `batchSize`, `vectorSize` and `seqLengthArray` need to match the `yDesc` previously passed to `cudnnRNNForwardTrainingEx`. 
**dy**

*Input.* Data pointer to the GPU memory associated with the RNN data descriptor **dyDesc**. The vectors are expected to be laid out in memory according to the layout specified by **dyDesc**. The elements in the tensor (including elements in the padding vector) must be densely packed, and no strides are supported.

**dhyDesc**

*Input.* A fully packed tensor descriptor describing the gradients at the final hidden state of the RNN. The first dimension of the tensor depends on the **direction** argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. Moreover:

- If **direction** is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If **direction** is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the **batchSize** parameter in **xDesc**.

The third dimension depends on whether RNN mode is `CUDNN_LSTM` and whether LSTM projection is enabled. Moreover:

- If RNN mode is `CUDNN_LSTM` and LSTM projection is enabled, the third dimension must match the `recProjSize` argument passed to `cudnnSetRNNProjectionLayers` call used to set `rnnDesc`.
- Otherwise, the third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`.

**dhy**

*Input.* Data pointer to GPU memory associated with the tensor descriptor **dhyDesc**. If a NULL pointer is passed, the gradients at the final hidden state of the network will be initialized to zero.

**dcyDesc**

*Input.* A fully packed tensor descriptor describing the gradients at the final cell state of the RNN. The first dimension of the tensor depends on the **direction** argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. Moreover:

- If **direction** is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If **direction** is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in **xDesc**.

The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.
**dcy**

**Input.** Data pointer to GPU memory associated with the tensor descriptor `dcyDesc`. If a NULL pointer is passed, the gradients at the final cell state of the network will be initialized to zero.

**wDesc**

**Input.** Handle to a previously initialized filter descriptor describing the weights for the RNN.

**w**

**Input.** Data pointer to GPU memory associated with the filter descriptor `wDesc`.

**hxDesc**

**Input.** A fully packed tensor descriptor describing the initial hidden state of the RNN. Must match or be the exact same descriptor previously passed into `cudnnRNNForwardTrainingEx`.

**hx**

**Input.** Data pointer to GPU memory associated with the tensor descriptor `hxDesc`. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero. Must contain the exact same data previously passed into `cudnnRNNForwardTrainingEx`, or be `NULL` if `NULL` was previously passed to `cudnnRNNForwardTrainingEx`.

**cxDesc**

**Input.** A fully packed tensor descriptor describing the initial cell state for LSTM networks. Must match or be the exact same descriptor previously passed into `cudnnRNNForwardTrainingEx`.

**cx**

**Input.** Data pointer to GPU memory associated with the tensor descriptor `cxDesc`. If a NULL pointer is passed, the initial cell state of the network will be initialized to zero. Must contain the exact same data previously passed into `cudnnRNNForwardTrainingEx`, or be `NULL` if `NULL` was previously passed to `cudnnRNNForwardTrainingEx`.

**dxDesc**

**Input.** A previously initialized RNN data descriptor. The `dataType`, `layout`, `maxSeqLength`, `batchSize`, `vectorSize` and `seqLengthArray` need to match that of `xDesc` previously passed to `cudnnRNNForwardtrainingEx`.

**dx**

**Output.** Data pointer to the GPU memory associated with the RNN data descriptor `dxDesc`. The vectors are expected to be laid out in memory according to the layout specified by `dxDesc`. The elements in the tensor (including elements in the padding vector) must be densely packed, and no strides are supported.

**dhxDesc**

**Input.** A fully packed tensor descriptor describing the gradient at the initial hidden state of the RNN. The descriptor must be set exactly the same way as `dhyDesc`. 
Argument descriptions:

\textbf{dhx}

*Output.* Data pointer to GPU memory associated with the tensor descriptor \texttt{dhxDesc}. If a NULL pointer is passed, the gradient at the hidden input of the network will not be set.

\textbf{dcxDesc}

*Input.* A fully packed tensor descriptor describing the gradient at the initial cell state of the RNN. The descriptor must be set exactly the same way as \texttt{dcyDesc}.

\textbf{dcx}

*Output.* Data pointer to GPU memory associated with the tensor descriptor \texttt{dcxDesc}. If a NULL pointer is passed, the gradient at the cell input of the network will not be set.

\textbf{dkDesc}

Reserved. User may pass in NULL.

\textbf{dkeys}

Reserved. User may pass in NULL.

\textbf{workspace}

*Input.* Data pointer to GPU memory to be used as a workspace for this call.

\textbf{workSpaceSizeInBytes}

*Input.* Specifies the size in bytes of the provided \texttt{workspace}.

\textbf{reserveSpace}

*Input/Output.* Data pointer to GPU memory to be used as a reserve space for this call.

\textbf{reserveSpaceSizeInBytes}

*Input.* Specifies the size in bytes of the provided \texttt{reserveSpace}.

Returns

\textbf{CUDNN\_STATUS\_SUCCESS}

The function launched successfully.

\textbf{CUDNN\_STATUS\_NOT\_SUPPORTED}

At least one of the following conditions are met:

- Variable sequence length input is passed in while \texttt{CUDNN\_RNN\_ALGO\_PERSIST\_STATIC} or \texttt{CUDNN\_RNN\_ALGO\_PERSIST\_DYNAMIC} is used.
- \texttt{CUDNN\_RNN\_ALGO\_PERSIST\_STATIC} or \texttt{CUDNN\_RNN\_ALGO\_PERSIST\_DYNAMIC} is used on pre-Pascal devices.
- Double input/output is used for \texttt{CUDNN\_RNN\_ALGO\_PERSIST\_STATIC}.

\textbf{CUDNN\_STATUS\_BAD\_PARAM}

At least one of the following conditions are met:

- The descriptor \texttt{rnnDesc} is invalid.
At least one of the descriptors yDesc, dxdesc, dydesc, dhxDesc, wDesc, hxDesc, cxDesc, dcxDesc, dhyDesc, dcyDesc is invalid or has incorrect strides or dimensions.

- workSpaceSizeInBytes is too small.
- reserveSpaceSizeInBytes is too small.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

**CUDNN_STATUS_ALLOC_FAILED**

The function was unable to allocate memory.

### 4.127. cudnnRNNBackwardWeights

```c
    cudnnStatus_t cudnnRNNBackwardWeights(
        cudnnHandle_t           handle,
        const cudnnRNNDescriptor_t      rnnDesc,
        const int                       seqLength,
        const cudnnTensorDescriptor_t  *xDesc,
        const void                     *x,
        const cudnnTensorDescriptor_t   hxDesc,
        const void                     *hx,
        const cudnnTensorDescriptor_t  *yDesc,
        const void                     *y,
        const void                     *workspace,
        const cudnnFilterDescriptor_t   dwDesc,
        void                           *dw,
        const void                     *reserveSpace,
        size_t                         reserveSpaceSizeInBytes)
```

This routine accumulates weight gradients dw from the recurrent neural network described by rnnDesc with inputs x, hx, and outputs y. The mode of operation in this case is additive, the weight gradients calculated will be added to those already existing in dw. workspace is required for intermediate storage. The data in reserveSpace must have previously been generated by cudnnRNNBackwardData.

**Parameters**

- **handle**
  
  Input. Handle to a previously created cuDNN context.

- **rnnDesc**
  
  Input. A previously initialized RNN descriptor.

- **seqLength**
  
  Input. Number of iterations to unroll over. The value of this seqLength must not exceed the value that was used in cudnnGetRNNWorkspaceSize() function for querying the workspace size required to execute the RNN.

- **xDesc**
  
  Input. An array of fully packed tensor descriptors describing the input to each recurrent iteration (one descriptor per iteration). The first dimension (batch size) of
the tensors may decrease from element \( n \) to element \( n+1 \) but may not increase. Each tensor descriptor must have the same second dimension (vector length).

\[ x \]

*Input.* Data pointer to GPU memory associated with the tensor descriptors in the array \( xDesc \).

\[ hxDesc \]

*Input.* A fully packed tensor descriptor describing the initial hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize \( rnnDesc \):

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in \( xDesc \). The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize \( rnnDesc \). The tensor must be fully packed.

\[ hx \]

*Input.* Data pointer to GPU memory associated with the tensor descriptor \( hxDesc \). If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero.

\[ yDesc \]

*Input.* An array of fully packed tensor descriptors describing the output from each recurrent iteration (one descriptor per iteration). The second dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize \( rnnDesc \):

- If `direction` is `CUDNN_UNIDIRECTIONAL` the second dimension should match the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the second dimension should match double the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

The first dimension of the tensor \( n \) must match the first dimension of the tensor \( n \) in \( dyDesc \).

\[ y \]

*Input.* Data pointer to GPU memory associated with the output tensor descriptor \( yDesc \).

\[ workspace \]

*Input.* Data pointer to GPU memory to be used as a workspace for this call.

\[ workSpaceSizeInBytes \]

*Input.* Specifies the size in bytes of the provided `workspace`. 

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**dwDesc**

*Input.* Handle to a previously initialized filter descriptor describing the gradients of the weights for the RNN.

**dw**

*Input/Output.* Data pointer to GPU memory associated with the filter descriptor `dwDesc`.

**reserveSpace**

*Input.* Data pointer to GPU memory to be used as a reserve space for this call.

**reserveSpaceSizeInBytes**

*Input.* Specifies the size in bytes of the provided `reserveSpace`.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The descriptor `rnnDesc` is invalid.
- At least one of the descriptors `hxDesc, dwDesc` or one of the descriptors in `xDesc, yDesc` is invalid.
- The descriptors in one of `xDesc, hxDesc, yDesc, dwDesc` has incorrect strides or dimensions.
- `workspaceSizeInBytes` is too small.
- `reserveSpaceSizeInBytes` is too small.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

**CUDNN_STATUS_ALLOC_FAILED**

The function was unable to allocate memory.

### 4.128. cudnnRNNBackwardWeightsEx

```c
const cudnnStatus_t cudnnRNNBackwardWeightsEx(
    const cudnnHandle_t handle,
    const cudnnRNNDescriptor_t rnnDesc,
    const cudnnRNNDataDescriptor_t xDesc,
    void *x,
    const cudnnTensorDescriptor_t hxDesc,
    void *hx,
    const cudnnRNNDataDescriptor_t yDesc,
    void *y,
    const cudnnRNNDataDescriptor_t dwDesc,
    void *dw,
    const cudnnRNNDataDescriptor_t reserveSpaceDesc,
    const void *reserveSpace,
    const cudnnRNNDataDescriptor_t reserveSpaceDesc,
    const void *reserveSpace,
    cudnnStatus_t *status
);
```
This routine is the extended version of the function `cudnnRNNBackwardWeights`. This function `cudnnRNNBackwardWeightsEx` allows the user to use unpacked (padded) layout for input `x` and output `dw`.

In the unpacked layout, each sequence in the mini-batch is considered to be of fixed length, specified by `maxSeqLength` in its corresponding `RNNDataDescriptor`. Each fixed-length sequence, for example, the `n`th sequence in the mini-batch, is composed of a valid segment specified by the `seqLengthArray[n]` in its corresponding `RNNDataDescriptor`; and a padding segment to make the combined sequence length equal to `maxSeqLength`.

With the unpacked layout, both sequence major (i.e. time major) and batch major are supported. For backward compatibility, the packed sequence major layout is supported. However, similar to the non-extended function `cudnnRNNBackwardWeights`, the sequences in the mini-batch need to be sorted in descending order according to length.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**rnnDesc**

*Input.* A previously initialized RNN descriptor.

**xDesc**

*Input.* A previously initialized RNN data descriptor. Must match or be the exact same descriptor previously passed into `cudnnRNNForwardTrainingEx`.

**x**

*Input.* Data pointer to GPU memory associated with the tensor descriptors in the array `xDesc`. Must contain the exact same data previously passed into `cudnnRNNForwardTrainingEx`.

**hxDesc**

*Input.* A fully packed tensor descriptor describing the initial hidden state of the RNN. Must match or be the exact same descriptor previously passed into `cudnnRNNForwardTrainingEx`.

**hx**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `hxDesc`. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero. Must contain the exact same data previously passed into `cudnnRNNForwardTrainingEx`, or be NULL if NULL was previously passed to `cudnnRNNForwardTrainingEx`. 

| void | *workSpace, workSpaceSizeInBytes, dwDesc, *dw, *reserveSpace, reserveSpaceSizeInBytes |
| size_t | workSpaceSizeInBytes, dwDesc, *dw, |
| const cudnnFilterDescriptor_t | void |
| void | void |
| size_t | void |
**yDesc**

*Input.* A previously initialized RNN data descriptor. Must match or be the exact same descriptor previously passed into `cudnnRNNForwardTrainingEx`.

**y**

*Input.* Data pointer to GPU memory associated with the output tensor descriptor `yDesc`. Must contain the exact same data previously produced by `cudnnRNNForwardTrainingEx`.

**workspace**

*Input.* Data pointer to GPU memory to be used as a workspace for this call.

**workSpaceSizeInBytes**

*Input.* Specifies the size in bytes of the provided `workspace`.

**dwDesc**

*Input.* Handle to a previously initialized filter descriptor describing the gradients of the weights for the RNN.

**dw**

*Input/Output.* Data pointer to GPU memory associated with the filter descriptor `dwDesc`.

**reserveSpace**

*Input.* Data pointer to GPU memory to be used as a reserve space for this call.

**reserveSpaceSizeInBytes**

*Input.* Specifies the size in bytes of the provided `reserveSpace`.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The descriptor `rnnDesc` is invalid.
- At least one of the descriptors `xDesc`, `yDesc`, `hxDesc`, `dwDesc` is invalid, or has incorrect strides or dimensions.
- `workSpaceSizeInBytes` is too small.
- `reserveSpaceSizeInBytes` is too small.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

**CUDNN_STATUS_ALLOC_FAILED**

The function was unable to allocate memory.
4.129. cudnnRNNForwardInference

```c
void cudnnRNNForwardInference(
    cudnnHandle_t            handle,
    const cudnnRNNDescriptor_t rnnDesc,
    const int                seqLength,
    const cudnnTensorDescriptor_t *xDesc,
    const void               *x,
    const cudnnTensorDescriptor_t  hxDesc,
    const void               *hx,
    const cudnnTensorDescriptor_t   cxDesc,
    const void               *cx,
    const cudnnFilterDescriptor_t   wDesc,
    const void               *w,
    const cudnnTensorDescriptor_t *yDesc,
    void                     *y,
    const cudnnTensorDescriptor_t  hyDesc,
    void                     *hy,
    const cudnnTensorDescriptor_t   cyDesc,
    void                     *cy,
    void                     *workspace,
    size_t                   workSpaceSizeInBytes)
```

This routine executes the recurrent neural network described by `rnnDesc` with inputs `x`, `hx`, `cx`, weights `w` and outputs `y`, `hy`, `cy`. `workspace` is required for intermediate storage. This function does not store intermediate data required for training; `cudnnRNNForwardTraining` should be used for that purpose.

**Parameters**

- **handle**
  
  *Input.* Handle to a previously created cuDNN context.

- **rnnDesc**
  
  *Input.* A previously initialized RNN descriptor.

- **seqLength**
  
  *Input.* Number of iterations to unroll over. The value of this `seqLength` must not exceed the value that was used in `cudnnGetRNNWorkspaceSize()` function for querying the workspace size required to execute the RNN.

- **xDesc**
  
  *Input.* An array of `seqLength` fully packed tensor descriptors. Each descriptor in the array should have three dimensions that describe the input data format to one recurrent iteration (one descriptor per RNN time-step). The first dimension (batch size) of the tensors may decrease from iteration `n` to iteration `n+1` but may not increase. Each tensor descriptor must have the same second dimension (RNN input vector length, inputSize). The third dimension of each tensor should be 1. Input data are expected to be arranged in the column-major order so strides in `xDesc` should be set as follows: `strideA[0]=inputSize, strideA[1]=1, strideA[2]=1`.

- **x**
  
  *Input.* Data pointer to GPU memory associated with the array of tensor descriptors `xDesc`. The input vectors are expected to be packed contiguously with the first vector.
of iteration (time-step) $n+1$ following directly from the last vector of iteration $n$. In other words, input vectors for all RNN time-steps should be packed in the contiguous block of GPU memory with no gaps between the vectors.

**hxDesc**

*Input.* A fully packed tensor descriptor describing the initial hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**hx**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `hxDesc`. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero.

**cxDesc**

*Input.* A fully packed tensor descriptor describing the initial cell state for LSTM networks. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**cx**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `cxDesc`. If a NULL pointer is passed, the initial cell state of the network will be initialized to zero.

**wDesc**

*Input.* Handle to a previously initialized filter descriptor describing the weights for the RNN.

**w**

*Input.* Data pointer to GPU memory associated with the filter descriptor `wDesc`. 
yDesc

*Input.* An array of fully packed tensor descriptors describing the output from each recurrent iteration (one descriptor per iteration). The second dimension of the tensor depends on the *direction* argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If *direction* is `CUDNN_UNIDIRECTIONAL` the second dimension should match the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.
- If *direction* is `CUDNN_BIDIRECTIONAL` the second dimension should match double the `hiddenSize` argument passed to `cudnnSetRNNDescriptor`.

The first dimension of the tensor `n` must match the first dimension of the tensor `n` in `xDesc`.

y

*Output.* Data pointer to GPU memory associated with the output tensor descriptor `yDesc`. The data are expected to be packed contiguously with the first element of iteration `n+1` following directly from the last element of iteration `n`.

hyDesc

*Input.* A fully packed tensor descriptor describing the final hidden state of the RNN. The first dimension of the tensor depends on the *direction* argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If *direction* is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If *direction* is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

hy

*Output.* Data pointer to GPU memory associated with the tensor descriptor `hyDesc`. If a NULL pointer is passed, the final hidden state of the network will not be saved.

cyDesc

*Input.* A fully packed tensor descriptor describing the final cell state for LSTM networks. The first dimension of the tensor depends on the *direction* argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If *direction* is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If *direction* is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.
cy

*Output.* Data pointer to GPU memory associated with the tensor descriptor `cyDesc`. If a NULL pointer is passed, the final cell state of the network will be not be saved.

**workspace**

*Input.* Data pointer to GPU memory to be used as a workspace for this call.

**workSpaceSizeInBytes**

*Input.* Specifies the size in bytes of the provided `workspace`.

The possible error values returned by this function and their meanings are listed below.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  The function launched successfully.
- **CUDNN_STATUS_NOT_SUPPORTED**
  The function does not support the provided configuration.
- **CUDNN_STATUS_BAD_PARAM**
  At least one of the following conditions are met:
  - The descriptor `rnnDesc` is invalid.
  - At least one of the descriptors `hxDesc`, `cxDesc`, `wDesc`, `hyDesc`, `cyDesc` or one of the descriptors in `xDesc`, `yDesc` is invalid.
  - The descriptors in one of `xDesc`, `hxDesc`, `cxDesc`, `wDesc`, `yDesc`, `hyDesc`, `cyDesc` have incorrect strides or dimensions.
  - `workSpaceSizeInBytes` is too small.
- **CUDNN_STATUS_EXECUTION_FAILED**
  The function failed to launch on the GPU.
- **CUDNN_STATUS_ALLOC_FAILED**
  The function was unable to allocate memory.

4.130. `cudnnRNNForwardInferenceEx`

```c
void cudnnRNNForwardInferenceEx(
    cudnnHandle_t          handle,  
    const cudnnRNNDescriptor_t  rnnDesc,  
    const cudnnRNNDataDescriptor_t  xDesc,  
    const void              *x,  
    const cudnnTensorDescriptor_t  hxDesc,  
    const void              *hx,  
    const cudnnTensorDescriptor_t  cxDesc,  
    const void              *cx,  
    const cudnnFilterDescriptor_t  wDesc,  
    const void              *w,  
    const cudnnRNNDataDescriptor_t  yDesc,  
    void                    *y,  
    const cudnnTensorDescriptor_t  hyDesc,  
    void                    *hy,
```
This routine is the extended version of the `cudnnRNNForwardInference` function. The `cudnnRNNForwardTrainingEx` allows the user to use unpacked (padded) layout for input \( x \) and output \( y \). In the unpacked layout, each sequence in the mini-batch is considered to be of fixed length, specified by \( \text{maxSeqLength} \) in its corresponding `RNNDataDescriptor`. Each fixed-length sequence, for example, the \( n \)th sequence in the mini-batch, is composed of a valid segment, specified by the \( \text{seqLengthArray}[n] \) in its corresponding `RNNDataDescriptor`, and a padding segment to make the combined sequence length equal to \( \text{maxSeqLength} \).

With unpacked layout, both sequence major (i.e. time major) and batch major are supported. For backward compatibility, the packed sequence major layout is supported. However, similar to the non-extended function `cudnnRNNForwardInference`, the sequences in the mini-batch need to be sorted in descending order according to length.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**rnnDesc**

*Input.* A previously initialized RNN descriptor.

**xDesc**

*Input.* A previously initialized RNN Data descriptor. The `dataType`, `layout`, `maxSeqLength`, `batchSize`, and `seqLengthArray` need to match that of `yDesc`.

**x**

*Input.* Data pointer to the GPU memory associated with the RNN data descriptor `xDesc`. The vectors are expected to be laid out in memory according to the layout specified by `xDesc`. The elements in the tensor (including elements in the padding vector) must be densely packed, and no strides are supported.

**hxDesc**

*Input.* A fully packed tensor descriptor describing the initial hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the `batchSize` parameter described in `xDesc`. 

```c
const cudnnTensorDescriptor_t cyDesc,
void *cy,
const cudnnRNNDataDescriptor_t kDesc,
const void *keys,
const cudnnRNNDataDescriptor_t cDesc,
void *cAttn,
const cudnnRNNDataDescriptor_t iDesc,
void *iAttn,
const cudnnRNNDataDescriptor_t qDesc,
void *queries,
void *workSpace,
size_t workSpaceSizeInBytes)
```
The third dimension depends on whether RNN mode is CUDNN_LSTM and whether LSTM projection is enabled. In specific:

- If RNN mode is CUDNN_LSTM and LSTM projection is enabled, the third dimension must match the `recProjSize` argument passed to `cudnnSetRNNProjectionLayers` call used to set `rnnDesc`.
- Otherwise, the third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`.

**hx**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `hxDesc`. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero.

**cxDesc**

*Input.* A fully packed tensor descriptor describing the initial cell state for LSTM networks. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is CUDNN_UNIDIRECTIONAL the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is CUDNN_BIDIRECTIONAL the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the `batchSize` parameter in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`.

**cx**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `cxDesc`. If a NULL pointer is passed, the initial cell state of the network will be initialized to zero.

**wDesc**

*Input.* Handle to a previously initialized filter descriptor describing the weights for the RNN.

**w**

*Input.* Data pointer to GPU memory associated with the filter descriptor `wDesc`.

**yDesc**

*Input.* A previously initialized RNN data descriptor. The `dataType`, `layout`, `maxSeqLength`, `batchSize`, and `seqLengthArray` must match that of `dyDesc` and `dxDesc`. The parameter `vectorSize` depends on whether RNN mode is CUDNN_LSTM and whether LSTM projection is enabled and whether the network is bidirectional. In specific:

- For uni-directional network, if RNN mode is CUDNN_LSTM and LSTM projection is enabled, the parameter `vectorSize` must match the `recProjSize` argument passed to `cudnnSetRNNProjectionLayers` call used to set `rnnDesc`. If the network is bidirectional, then multiply the value by 2.
Otherwise, for uni-directional network, the parameter `vectorSize` must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. If the network is bidirectional, then multiply the value by 2.

\[
y
\]

**Output.** Data pointer to the GPU memory associated with the RNN data descriptor `yDesc`. The vectors are expected to be laid out in memory according to the layout specified by `yDesc`. The elements in the tensor (including elements in the padding vector) must be densely packed, and no strides are supported.

\[
\text{hyDesc}
\]

**Input.** A fully packed tensor descriptor describing the final hidden state of the RNN. The descriptor must be set exactly the same way as `hxDesc`.

\[
\text{hy}
\]

**Output.** Data pointer to GPU memory associated with the tensor descriptor `hyDesc`. If a NULL pointer is passed, the final hidden state of the network will not be saved.

\[
\text{cyDesc}
\]

**Input.** A fully packed tensor descriptor describing the final cell state for LSTM networks. The descriptor must be set exactly the same way as `cxDesc`.

\[
\text{cy}
\]

**Output.** Data pointer to GPU memory associated with the tensor descriptor `cyDesc`. If a NULL pointer is passed, the final cell state of the network will be not be saved.

\[
\text{kDesc}
\]

Reserved. User may pass in NULL.

**Keys**

Reserved. User may pass in NULL.

\[
\text{cDesc}
\]

Reserved. User may pass in NULL.

\[
\text{cAttn}
\]

Reserved. User may pass in NULL.

\[
\text{iDesc}
\]

Reserved. User may pass in NULL.

\[
\text{iAttn}
\]

Reserved. User may pass in NULL.

\[
\text{qDesc}
\]

Reserved. User may pass in NULL.

**Queries**

Reserved. User may pass in NULL.

\[
\text{workspace}
\]

**Input.** Data pointer to GPU memory to be used as a workspace for this call.
workSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided *workspace.*

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

At least one of the following conditions are met:

- Variable sequence length input is passed in while **CUDNN_RNN_ALGO_PERSIST_STATIC** or **CUDNN_RNN_ALGO_PERSIST_DYNAMIC** is used.
- **CUDNN_RNN_ALGO_PERSIST_STATIC** or **CUDNN_RNN_ALGO_PERSIST_DYNAMIC** is used on pre-Pascal devices.
- Double input/output is used for **CUDNN_RNN_ALGO_PERSIST_STATIC**.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The descriptor *rnnDesc* is invalid.
- At least one of the descriptors in *xDesc, yDesc, hxDesc, cxDesc, wDesc, hyDesc, cyDesc* is invalid, or have incorrect strides or dimensions.
- *reserveSpaceSizeInBytes* is too small.
- *workSpaceSizeInBytes* is too small.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

**CUDNN_STATUS_ALLOC_FAILED**

The function was unable to allocate memory.

### 4.131. cudnnRNNForwardTraining

cudnnStatus_t cudnnRNNForwardTraining(
    cudnnHandle_t                   handle,
    const cudnnRNNDescriptor_t      rnnDesc,
    const int                       seqLength,
    const cudnnTensorDescriptor_t  *xDesc,
    const void                     *x,
    const cudnnTensorDescriptor_t   hxDesc,
    const void                     *hx,
    const cudnnTensorDescriptor_t   cxDesc,
    const void                     *cx,
    const cudnnFilterDescriptor_t   wDesc,
    const void                     *w,
    const cudnnTensorDescriptor_t   yDesc,
    const void                     *y,
    const cudnnTensorDescriptor_t   hyDesc,
    const void                     *hy,
    const cudnnTensorDescriptor_t   cyDesc,
    const void                     *cy,
    void                           *workspace,
This routine executes the recurrent neural network described by `rnnDesc` with inputs \( x, \, h_x, \, c_x \), weights \( w \) and outputs \( y, \, h_y, \, c_y \). \( w \) is required for intermediate storage. \( \text{reserveSpace} \) stores data required for training. The same \( \text{reserveSpace} \) data must be used for future calls to `cudnnRNNBackwardData` and `cudnnRNNBackwardWeights` if these execute on the same input data.

### Parameters

**handle**

*Input.* Handle to a previously created cuDNN context.

**rnnDesc**

*Input.* A previously initialized RNN descriptor.

**seqLength**

*Input.* Number of iterations to unroll over. The value of this `seqLength` must not exceed the value that was used in `cudnnGetRNNWorkspaceSize()` function for querying the workspace size required to execute the RNN.

**xDesc**

*Input.* An array of ‘seqLength’ fully packed tensor descriptors. Each descriptor in the array should have three dimensions that describe the input data format to one recurrent iteration (one descriptor per RNN time-step). The first dimension (batch size) of the tensors may decrease from iteration element \( n \) to iteration element \( n+1 \) but may not increase. Each tensor descriptor must have the same second dimension (RNN input vector length, `inputSize`). The third dimension of each tensor should be 1. Input vectors are expected to be arranged in the column-major order so strides in `xDesc` should be set as follows: \( \text{strideA}[0]=\text{inputSize}, \text{strideA}[1]=1, \text{strideA}[2]=1. \)

**x**

*Input.* Data pointer to GPU memory associated with the array of tensor descriptors `xDesc`. The input vectors are expected to be packed contiguously with the first vector of iteration (time-step) \( n+1 \) following directly the last vector of iteration \( n \). In other words, input vectors for all RNN time-steps should be packed in the contiguous block of GPU memory with no gaps between the vectors.

**hxDesc**

*Input.* A fully packed tensor descriptor describing the initial hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the
cudnnSetRNNDescriptor call used to initialize 
rnnDesc. The tensor must be fully packed.

hx

*Input.* Data pointer to GPU memory associated with the tensor descriptor 
hxDesc. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero.

cxDesc

*Input.* A fully packed tensor descriptor describing the initial cell state for LSTM 
networks. The first dimension of the tensor depends on the direction argument 
passed to the cudnnSetRNNDescriptor call used to initialize 
rnnDesc:

- If direction is CUDNN_UNIDIRECTIONAL the first dimension should match the 
  numLayers argument passed to cudnnSetRNNDescriptor.
- If direction is CUDNN_BIDIRECTIONAL the first dimension should match 
  double the numLayers argument passed to cudnnSetRNNDescriptor.

The second dimension must match the first dimension of the tensors described in 
xDesc. The third dimension must match the hiddenSize argument passed to the 
cudnnSetRNNDescriptor call used to initialize 
rnnDesc. The tensor must be fully packed.

cx

*Input.* Data pointer to GPU memory associated with the tensor descriptor 
 cxDesc. If a NULL pointer is passed, the initial cell state of the network will be initialized to zero.

wDesc

*Input.* Handle to a previously initialized filter descriptor describing the weights for 
the RNN.

w

*Input.* Data pointer to GPU memory associated with the filter descriptor wDesc.

yDesc

*Input.* An array of fully packed tensor descriptors describing the output from each 
recurrent iteration (one descriptor per iteration). The second dimension of the tensor 
depends on the direction argument passed to the cudnnSetRNNDescriptor call 
used to initialize 
rnnDesc:

- If direction is CUDNN_UNIDIRECTIONAL the second dimension should match the 
  hiddenSize argument passed to cudnnSetRNNDescriptor.
- If direction is CUDNN_BIDIRECTIONAL the second dimension should match 
  double the hiddenSize argument passed to cudnnSetRNNDescriptor.

The first dimension of the tensor n must match the first dimension of the tensor n in 
xDesc.

y

*Output.* Data pointer to GPU memory associated with the output tensor descriptor 
yDesc.
hyDesc

*Input.* A fully packed tensor descriptor describing the final hidden state of the RNN. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**hy**

*Output.* Data pointer to GPU memory associated with the tensor descriptor `hyDesc`. If a NULL pointer is passed, the final hidden state of the network will not be saved.

cyDesc

*Input.* A fully packed tensor descriptor describing the final cell state for LSTM networks. The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`:

- If `direction` is `CUDNN_UNIDIRECTIONAL` the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the first dimension of the tensors described in `xDesc`. The third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. The tensor must be fully packed.

**cy**

*Output.* Data pointer to GPU memory associated with the tensor descriptor `cyDesc`. If a NULL pointer is passed, the final cell state of the network will not be saved.

workspace

*Input.* Data pointer to GPU memory to be used as a workspace for this call.

workSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided `workspace`.

reserveSpace

*Input/Output.* Data pointer to GPU memory to be used as a reserve space for this call.

reserveSpaceSizeInBytes

*Input.* Specifies the size in bytes of the provided `reserveSpace`

The possible error values returned by this function and their meanings are listed below.

**Returns**
CUDNN_STATUS_SUCCESS
The function launched successfully.

CUDNN_STATUS_BAD_PARAM
At least one of the following conditions are met:

- The descriptor `rnnDesc` is invalid.
- At least one of the descriptors `hxDesc, cxDesc, wDesc, hyDesc, cyDesc` or one of the descriptors in `xDesc, yDesc` is invalid.
- The descriptors in one of `xDesc, hxDesc, cxDesc, wDesc, yDesc, hyDesc, cyDesc` have incorrect strides or dimensions.
- `workSpaceSizeInBytes` is too small.
- `reserveSpaceSizeInBytes` is too small.

CUDNN_STATUS_EXECUTION_FAILED
The function failed to launch on the GPU.

CUDNN_STATUS_ALLOC_FAILED
The function was unable to allocate memory.

4.132. cudnnRNNForwardTrainingEx

```c
void cudnnRNNForwardTrainingEx(
    cudnnHandle_t                        handle,
    const cudnnRNNDescriptor_t           rnnDesc,
    const cudnnRNNDataDescriptor_t       xDesc,
    const void                           *x,
    const cudnnTensorDescriptor_t        hxDesc,
    const void                           *hx,
    const cudnnTensorDescriptor_t        cxDesc,
    const void                           *cx,
    const cudnnFilterDescriptor_t        wDesc,
    const void                           *w,
    const cudnnRNNDataDescriptor_t       yDesc,
    void                                 *y,
    const cudnnTensorDescriptor_t        hyDesc,
    void                                 *hy,
    const cudnnTensorDescriptor_t        cyDesc,
    void                                 *cy,
    const cudnnRNNDataDescriptor_t       kDesc,
    void                                 *keys,
    const cudnnRNNDataDescriptor_t       cDesc,
    void                                 *cAttn,
    const cudnnRNNDataDescriptor_t       iDesc,
    void                                 *iAttn,
    const cudnnRNNDataDescriptor_t       qDesc,
    void                                 *queries,
    void                                 *workSpace,
    size_t                               workSpaceSizeInBytes,
    void                                 *reserveSpace,
    size_t                               reserveSpaceSizeInBytes);
```

This routine is the extended version of the `cudnnRNNForwardTraining` function. The `cudnnRNNForwardTrainingEx` allows the user to use unpacked (padded) layout for input `x` and output `y`.
In the unpacked layout, each sequence in the mini-batch is considered to be of fixed length, specified by `maxSeqLength` in its corresponding `RNNDataDescriptor`. Each fixed-length sequence, for example, the nth sequence in the mini-batch, is composed of a valid segment specified by the `seqLengthArray[n]` in its corresponding `RNNDataDescriptor`; and a padding segment to make the combined sequence length equal to `maxSeqLength`.

With the unpacked layout, both sequence major (i.e. time major) and batch major are supported. For backward compatibility, the packed sequence major layout is supported. However, similar to the non-extended function `cudnnRNNForwardTraining`, the sequences in the mini-batch need to be sorted in descending order according to length.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**rnnDesc**

*Input.* A previously initialized RNN descriptor.

**xDesc**

*Input.* A previously initialized RNN Data descriptor. The `dataType`, `layout`, `maxSeqLength`, `batchSize`, and `seqLengthArray` need to match that of `yDesc`.

**x**

*Input.* Data pointer to the GPU memory associated with the RNN data descriptor `xDesc`. The input vectors are expected to be laid out in memory according to the layout specified by `xDesc`. The elements in the tensor (including elements in the padding vector) must be densely packed, and no strides are supported.

**hxDesc**

*Input.* A fully packed tensor descriptor describing the initial hidden state of the RNN.

The first dimension of the tensor depends on the `direction` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`. Moreover:

- If `direction` is `CUDNN_UNIDIRECTIONAL` then the first dimension should match the `numLayers` argument passed to `cudnnSetRNNDescriptor`.
- If `direction` is `CUDNN_BIDIRECTIONAL` then the first dimension should match double the `numLayers` argument passed to `cudnnSetRNNDescriptor`.

The second dimension must match the `batchSize` parameter in `xDesc`.

The third dimension depends on whether RNN mode is `CUDNN_LSTM` and whether LSTM projection is enabled. Moreover:

- If RNN mode is `CUDNN_LSTM` and LSTM projection is enabled, the third dimension must match the `recProjSize` argument passed to `cudnnSetRNNProjectionLayers` call used to set `rnnDesc`.
- Otherwise, the third dimension must match the `hiddenSize` argument passed to the `cudnnSetRNNDescriptor` call used to initialize `rnnDesc`.
hx

*Input.* Data pointer to GPU memory associated with the tensor descriptor *hxDesc*. If a NULL pointer is passed, the initial hidden state of the network will be initialized to zero.

**cxDesc**

*Input.* A fully packed tensor descriptor describing the initial cell state for LSTM networks.

The first dimension of the tensor depends on the *direction* argument passed to the *cudnnSetRNNDescriptor* call used to initialize *rnnDesc*. Moreover:

- If *direction* is CUDNN_UNIDIRECTIONAL the first dimension should match the *numLayers* argument passed to *cudnnSetRNNDescriptor*.
- If *direction* is CUDNN_BIDIRECTIONAL the first dimension should match double the *numLayers* argument passed to *cudnnSetRNNDescriptor*.

The second dimension must match the first dimension of the tensors described in *xDesc*.

The third dimension must match the *hiddenSize* argument passed to the *cudnnSetRNNDescriptor* call used to initialize *rnnDesc*. The tensor must be fully packed.

**cx**

*Input.* Data pointer to GPU memory associated with the tensor descriptor *cxDesc*. If a NULL pointer is passed, the initial cell state of the network will be initialized to zero.

**wDesc**

*Input.* Handle to a previously initialized filter descriptor describing the weights for the RNN.

**w**

*Input.* Data pointer to GPU memory associated with the filter descriptor *wDesc*.

**yDesc**

*Input.* A previously initialized RNN data descriptor. The *dataType*, *layout*, *maxSeqLength*, *batchSize*, and *seqLengthArray* need to match that of *dyDesc* and *dxDesc*. The parameter *vectorSize* depends on whether RNN mode is CUDNN_lstm and whether LSTM projection is enabled and whether the network is bidirectional. In specific:

- For uni-directional network, if RNN mode is CUDNN_lstm and LSTM projection is enabled, the parameter *vectorSize* must match the *recProjSize* argument passed to *cudnnSetRNNProjectionLayers* call used to set *rnnDesc*. If the network is bidirectional, then multiply the value by 2.
- Otherwise, for uni-directional network, the parameter *vectorSize* must match the *hiddenSize* argument passed to the *cudnnSetRNNDescriptor* call used to initialize *rnnDesc*. If the network is bidirectional, then multiply the value by 2.
**y**

*Output.* Data pointer to GPU memory associated with the RNN data descriptor `yDesc`. The input vectors are expected to be laid out in memory according to the layout specified by `yDesc`. The elements in the tensor (including elements in the padding vector) must be densely packed, and no strides are supported.

**hyDesc**

*Input.* A fully packed tensor descriptor describing the final hidden state of the RNN. The descriptor must be set exactly the same as `hxDesc`.

**hy**

*Output.* Data pointer to GPU memory associated with the tensor descriptor `hyDesc`. If a NULL pointer is passed, the final hidden state of the network will not be saved.

**cyDesc**

*Input.* A fully packed tensor descriptor describing the final cell state for LSTM networks. The descriptor must be set exactly the same as `cxDesc`.

**cy**

*Output.* Data pointer to GPU memory associated with the tensor descriptor `cyDesc`. If a NULL pointer is passed, the final cell state of the network will be not be saved.

**kDesc**

Reserved. User may pass in NULL.

**Keys**

Reserved. User may pass in NULL.

**cDesc**

Reserved. User may pass in NULL.

**cAttn**

Reserved. User may pass in NULL.

**iDesc**

Reserved. User may pass in NULL.

**iAttn**

Reserved. User may pass in NULL.

**qDesc**

Reserved. User may pass in NULL.

**Queries**

Reserved. User may pass in NULL.

**workspace**

*Input.* Data pointer to GPU memory to be used as a workspace for this call.

**workSpaceSizeInBytes**

*Input.* Specifies the size in bytes of the provided `workspace`. 
reserveSpace

Input/Output. Data pointer to GPU memory to be used as a reserve space for this call.

reserveSpaceSizeInBytes

Input. Specifies the size in bytes of the provided reserveSpace

Returns

CUDNN_STATUS_SUCCESS

The function launched successfully.

CUDNN_STATUS_NOT_SUPPORTED

At least one of the following conditions are met:

- Variable sequence length input is passed in while CUDNN_RNN_ALGO_PERSIST_STATIC or CUDNN_RNN_ALGO_PERSIST_DYNAMIC is used.
- CUDNN_RNN_ALGO_PERSIST_STATIC or CUDNN_RNN_ALGO_PERSIST_DYNAMIC is used on pre-Pascal devices.
- Double input/output is used for CUDNN_RNN_ALGO_PERSIST_STATIC.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- The descriptor rnnDesc is invalid.
- At least one of the descriptors xDesc, yDesc, hxDesc, cxDesc, wDesc, hyDesc, cyDesc is invalid, or have incorrect strides or dimensions.
- workSpaceSizeInBytes is too small.
- reserveSpaceSizeInBytes is too small.

CUDNN_STATUS_EXECUTION_FAILED

The function failed to launch on the GPU.

CUDNN_STATUS_ALLOC_FAILED

The function was unable to allocate memory.

4.133. cudnnRNNGetClip

cudnnStatus_t cudnnRNNGetClip(
    cudnnHandle_t               handle,
    cudnnRNNDescriptor_t        rnnDesc,
    cudnnRNNClipMode_t          *clipMode,
    cudnnNanPropagation_t       *clipNanOpt,
    double                      *lclip,
    double                      *rclip);

Retrieves the current LSTM cell clipping parameters, and stores them in the arguments provided.

Parameters
*clipMode

*Output. Pointer to the location where the retrieved clipMode is stored. The clipMode can be CUDNN_RNN_CLIP_NONE in which case no LSTM cell state clipping is being performed; or CUDNN_RNN_CLIP_MINMAX, in which case the cell state activation to other units are being clipped.*

*lclip, *rclip

*Output. Pointers to the location where the retrieved LSTM cell clipping range [lclip, rclip] is stored.*

*clipNanOpt

*Output. Pointer to the location where the retrieved clipNanOpt is stored.*

**Returns**

CUDNN_STATUS_SUCCESS

The function launched successfully.

CUDNN_STATUS_BAD_PARAM

If any of the pointer arguments provided are NULL.

### 4.134. cudnnRNNSetClip

```c
void cudnnRNNSetClip(
    cudnnHandle_t             handle,
    cudnnRNNDescriptor_t      rnnDesc,
    cudnnRNNClipMode_t        clipMode,
    cudnnNanPropagation_t     clipNanOpt,
    double                     lclip,
    double                     rclip);
```

Sets the LSTM cell clipping mode. The LSTM clipping is disabled by default. When enabled, clipping is applied to all layers. This cudnnRNNSetClip() function may be called multiple times.

**Parameters**

clipMode

*Input. Enables or disables the LSTM cell clipping. When clipMode is set to CUDNN_RNN_CLIP_NONE no LSTM cell state clipping is performed. When clipMode is CUDNN_RNN_CLIP_MINMAX the cell state activation to other units are clipped.*

lclip, rclip

*Input. The range [lclip, rclip] to which the LSTM cell clipping should be set.*

clipNanOpt

*Input. When set to CUDNN_PROPAGATE_NAN (See the description for cudnnNanPropagation_t), NaN is propagated from the LSTM cell, or it can be set to one of the clipping range boundary values, instead of propagating.*

**Returns**
CUDNN_STATUS_SUCCESS

The function launched successfully.

CUDNN_STATUS_BAD_PARAM

Returns this value if lclip > rclip; or if either lclip or rclip is NaN.

4.135. cudnnReduceTensor

cudnnStatus_t cudnnReduceTensor(
    cudnnHandle_t handle,
    const cudnnReduceTensorDescriptor_t reduceTensorDesc,
    void *indices,
    size_t indicesSizeInBytes,
    void *workspace,
    size_t workspaceSizeInBytes,
    const void *alpha,
    const cudnnTensorDescriptor_t aDesc,
    const void *A,
    const void *beta,
    const cudnnTensorDescriptor_t cDesc,
    void *C)

This function reduces tensor A by implementing the equation C = alpha * reduce op ( A ) + beta * C, given tensors A and C and scaling factors alpha and beta. The reduction op to use is indicated by the descriptor reduceTensorDesc. Currently-supported ops are listed by the cudnnReduceTensorOp_t enum.

Each dimension of the output tensor C must match the corresponding dimension of the input tensor A or must be equal to 1. The dimensions equal to 1 indicate the dimensions of A to be reduced.

The implementation will generate indices for the min and max ops only, as indicated by the cudnnReduceTensorIndices_t enum of the reduceTensorDesc. Requesting indices for the other reduction ops results in an error. The data type of the indices is indicated by the cudnnIndicesType_t enum; currently only the 32-bit (unsigned int) type is supported.

The indices returned by the implementation are not absolute indices but relative to the dimensions being reduced. The indices are also flattened, i.e. not coordinate tuples.

The data types of the tensors A and C must match if of type double. In this case, alpha and beta and the computation enum of reduceTensorDesc are all assumed to be of type double.

The half and int8 data types may be mixed with the float data types. In these cases, the computation enum of reduceTensorDesc is required to be of type float.

Up to dimension 8, all tensor formats are supported. Beyond those dimensions, this routine is not supported

Parameters
handle

Input. Handle to a previously created cuDNN context.
reduceTensorDesc

*Input*. Handle to a previously initialized reduce tensor descriptor.

indices

*Output*. Handle to a previously allocated space for writing indices.

indicesSizeInBytes

*Input*. Size of the above previously allocated space.

workspace

*Input*. Handle to a previously allocated space for the reduction implementation.

workspaceSizeInBytes

*Input*. Size of the above previously allocated space.

alpha, beta

*Input*. Pointers to scaling factors (in host memory) used to blend the source value with prior value in the destination tensor as indicated by the above op equation. Please refer to this section for additional details.

aDesc, cDesc

*Input*. Handle to a previously initialized tensor descriptor.

A

*Input*. Pointer to data of the tensor described by the aDesc descriptor.

C

*Input/Output*. Pointer to data of the tensor described by the cDesc descriptor.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The function executed successfully.

CUDNN_STATUS_NOT_SUPPORTED

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- The dimensions of the input tensor and the output tensor are above 8.
- reduceTensorCompType is not set as stated above.

CUDNN_STATUS_BAD_PARAM

The corresponding dimensions of the input and output tensors all match, or the conditions in the above paragraphs are unmet.

CUDNN_INVALID_VALUE

The allocations for the indices or workspace are insufficient.

CUDNN_STATUS_EXECUTION_FAILED

The function failed to launch on the GPU.
4.136. cudnnRestoreAlgorithm

```
cudnnStatus_t cudnnRestoreAlgorithm(
    cudnnHandle_t               handle,
    void*                       algoSpace,
    size_t                      algoSpaceSizeInBytes,
    cudnnAlgorithmDescriptor_t  algoDesc)
```

(New for 7.1)

This function reads algorithm metadata from the host memory space provided by the user in `algoSpace`, allowing the user to use the results of RNN finds from previous cuDNN sessions.

**Parameters**

- **handle**
  
  *Input.* Handle to a previously created cuDNN context.

- **algoDesc**
  
  *Input.* A previously created algorithm descriptor.

- **algoSpace**
  
  *Input.* Pointer to the host memory to be read.

- **algoSpaceSizeInBytes**
  
  *Input.* Amount of host memory needed as workspace to be able to hold the metadata from the specified `algoDesc`.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  
  The function launched successfully.

- **CUDNN_STATUS_NOT_SUPPORTED**
  
  The metadata is from a different cudnn version.

- **CUDNN_STATUS_BAD_PARAM**
  
  At least one of the following conditions is met:
  
  - One of the arguments is null.
  - The metadata is corrupted.

4.137. cudnnRestoreDropoutDescriptor

```
cudnnStatus_t cudnnRestoreDropoutDescriptor(
    cudnnDropoutDescriptor_t dropoutDesc,
    cudnnHandle_t            handle,
    float                    dropout,
    void*                    states,
    size_t                   stateSizeInBytes,
    unsigned long long       seed)
```

This function reads dropout state information using the provided dropout descriptor `dropoutDesc` and host memory space `states`. It is intended to be called after `cudnnCreateDropoutDescriptor` to read the dropout state.

**Parameters**

- **dropoutDesc**
  
  A previously created dropout descriptor.

- **handle**
  
  A handle to a previously created cuDNN context.

- **dropout**
  
  The dropout value.

- **states**
  
  Pointer to the host memory to be read.

- **stateSizeInBytes**
  
  Amount of host memory needed as workspace to be able to hold the dropout state.

- **seed**
  
  The random seed for the dropout operation.
This function restores a dropout descriptor to a previously saved-off state.

**Parameters**

**dropoutDesc**

*Input/Output.* Previously created dropout descriptor.

**handle**

*Input.* Handle to a previously created cuDNN context.

**dropout**

*Input.* Probability with which the value from an input tensor is set to 0 when performing dropout.

**states**

*Input.* Pointer to GPU memory that holds random number generator states initialized by a prior call to `cudnnSetDropoutDescriptor`.

**stateSizeInBytes**

*Input.* Size in bytes of buffer holding random number generator states.

**seed**

*Input.* Seed used in prior call to `cudnnSetDropoutDescriptor` that initialized 'states' buffer. Using a different seed from this has no effect. A change of seed, and subsequent update to random number generator states can be achieved by calling `cudnnSetDropoutDescriptor`.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The call was successful.

**CUDNN_STATUS_INVALID_VALUE**

States buffer size (as indicated in stateSizeInBytes) is too small.

### 4.138. `cudnnSaveAlgorithm`

```c
#include <cudnn.h>

cudnnStatus_t cudnnSaveAlgorithm(
    cudnnHandle_t     handle,
    cudnnAlgorithmDescriptor_t algoDesc,
    void*             algoSpace,
    size_t            algoSpaceSizeInBytes)
```

(New for 7.1)

This function writes algorithm metadata into the host memory space provided by the user in `algoSpace`, allowing the user to preserve the results of RNN finds after cuDNN exits.

**Parameters**
handle

*Input.* Handle to a previously created cuDNN context.

algoDesc

*Input.* A previously created algorithm descriptor.

algoSpace

*Input.* Pointer to the host memory to be written.

algoSpaceSizeInBytes

*Input.* Amount of host memory needed as workspace to be able to save the metadata from the specified `algoDesc`.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions is met:

- One of the arguments is null.
- `algoSpaceSizeInBytes` is too small.

### 4.139. cudnnScaleTensor

cudnnStatus_t cudnnScaleTensor(
    cudnnHandle_t                   handle,
    const cudnnTensorDescriptor_t   yDesc,
    void                           *y,
    const void                     *alpha)

This function scale all the elements of a tensor by a given factor.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**yDesc**

*Input.* Handle to a previously initialized tensor descriptor.

**y**

*Input/Output.* Pointer to data of the tensor described by the `yDesc` descriptor.

**alpha**

*Input.* Pointer in Host memory to a single value that all elements of the tensor will be scaled with. Please refer to this section for additional details.

The possible error values returned by this function and their meanings are listed below.

**Returns**
CUDNN_STATUS_SUCCESS
The function launched successfully.

CUDNN_STATUS_NOT_SUPPORTED
The function does not support the provided configuration.

CUDNN_STATUS_BAD_PARAM
one of the provided pointers is nil

CUDNN_STATUS_EXECUTION_FAILED
The function failed to launch on the GPU.

4.140. cudnnSetActivationDescriptor

cudnnStatus_t cudnnSetActivationDescriptor(
    cudnnActivationDescriptor_t activationDesc,
    cudnnActivationMode_t mode,
    cudnnNanPropagation_t reluNanOpt,
    double coef)

This function initializes a previously created generic activation descriptor object.

Parameters
activationDesc
    Input/Output. Handle to a previously created pooling descriptor.
mode
    Input. Enumerant to specify the activation mode.
reluNanOpt
    Input. Enumerant to specify the Nan propagation mode.
coef
    Input. floating point number to specify the clipping threshold when the activation mode is set to CUDNN_ACTIVATION_CLIPPED_RELU or to specify the alpha coefficient when the activation mode is set to CUDNN_ACTIVATION_ELU.

The possible error values returned by this function and their meanings are listed below.

Returns
CUDNN_STATUS_SUCCESS
The object was set successfully.
CUDNN_STATUS_BAD_PARAM
mode or reluNanOpt has an invalid enumerant value.

4.141. cudnnSetAlgorithmDescriptor

cudnnStatus_t cudnnSetAlgorithmDescriptor(
    cudnnAlgorithmDescriptor_t algorithmDesc,
cudnnAlgorithm_t algorithm)

(New for 7.1)
This function initializes a previously created generic algorithm descriptor object.

Parameters
algorithmDesc
  Input/Output. Handle to a previously created algorithm descriptor.
algorithm
  Input. Struct to specify the algorithm.

Returns
CUDNN_STATUS_SUCCESS
  The object was set successfully.

4.142. cudnnSetAlgorithmPerformance

cudnnStatus_t cudnnSetAlgorithmPerformance(
  cudnnAlgorithmPerformance_t algoPerf,
  cudnnAlgorithmDescriptor_t algoDesc,
  cudnnStatus_t status,
  float time,
  size_t memory)

(New for 7.1)
This function initializes a previously created generic algorithm performance object.

Parameters
algoPerf
  Input/Output. Handle to a previously created algorithm performance object.
algoDesc
  Input. The algorithm descriptor which the performance results describe.
status
  Input. The cudnn status returned from running the algoDesc algorithm.
time
  Input. The GPU time spent running the algoDesc algorithm.
memory
  Input. The GPU memory needed to run the algoDesc algorithm.

Returns
CUDNN_STATUS_SUCCESS
  The object was set successfully.
CUDNN_STATUS_BAD_PARAM
  mode or reluNanOpt has an invalid enumerant value.
4.143. cudnnSetCTCLossDescriptor

cudnnStatus_t cudnnSetCTCLossDescriptor(
    cudnnCTCLossDescriptor_t        ctcLossDesc,
    cudnnDataType_t                 compType)

This function sets a CTC loss function descriptor.

Parameters

ctcLossDesc
  Output. CTC loss descriptor to be set.

compType
  Input. Compute type for this CTC loss function.

Returns

CUDNN_STATUS_SUCCESS
  The function returned successfully.

CUDNN_STATUS_BAD_PARAM
  At least one of input parameters passed is invalid.

4.144. cudnnSetCallback

cudnnStatus_t cudnnSetCallback(
    unsigned            mask,
    void                *udata,
    cudnnCallback_t     fptr)

(New for 7.1)

This function sets the internal states of cuDNN error reporting functionality.

Parameters

mask
  Input. An unsigned integer. The four least significant bits (LSBs) of this unsigned
  integer are used for switching on and off the different levels of error reporting
  messages. This applies for both the default callbacks, and for the customized
  callbacks. The bit position is in correspondence with the enum of cudnnSeverity_t.
  The user may utilize the predefined macros CUDNN_SEV_ERROR_EN, CUDNN_SEV_WARNING_EN,
  and CUDNN_SEV_INFO_EN to form the bit mask. When a bit is set to 1, the corresponding
  message channel is enabled.

For example, when bit 3 is set to 1, the API logging is enabled. Currently only
the log output of level CUDNN_SEV_INFO is functional; the others are not yet
implemented. When used for turning on and off the logging with the default callback,
the user may pass NULL to udata and fptr. In addition, the environment variable
CUDNN_LOGDEST DBG must be set (see Section 2.11).
CUDNN_SEV_INFO_EN = 0b1000 (functional).
CUDNN_SEV_ERROR_EN = 0b0010 (not yet functional).
CUDNN_SEV_WARNING_EN = 0b0100 (not yet functional).

The output of CUDNN_SEV_FATAL is always enabled, and cannot be disabled.

**udata**

*Input.* A pointer provided by the user. This pointer will be passed to the user’s custom logging callback function. The data it points to will not be read, nor be changed by cuDNN. This pointer may be used in many ways, such as in a mutex or in a communication socket for the user’s callback function for logging. If the user is utilizing the default callback function, or doesn’t want to use this input in the customized callback function, they may pass in NULL.

**fptr**

*Input.* A pointer to a user-supplied callback function. When NULL is passed to this pointer, then cuDNN switches back to the built-in default callback function. The user-supplied callback function prototype must be similar to the following (also defined in the header file):

```c
void customizedLoggingCallback (cudnnSeverity_t sev, void *udata, const cudnnDebug_t *dbg, const char *msg);
```

- The structure `cudnnDebug_t` is defined in the header file. It provides the metadata, such as time, time since start, stream ID, process and thread ID, that the user may choose to print or store in their customized callback.
- The variable `msg` is the logging message generated by cuDNN. Each line of this message is terminated by “\0”, and the end of message is terminated by “\0\0”. User may select what is necessary to show in the log, and may reformat the string.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

### 4.145. cudnnSetConvolution2dDescriptor

cudnnStatus_t cudnnSetConvolution2dDescriptor(
    cudnnConvolutionDescriptor_t convDesc,
    int pad_h,
    int pad_w,
    int u,
    int v,
    int dilation_h,
    int dilation_w,
    cudnnConvolutionMode_t mode,
    cudnnDataType_t computeType)

This function initializes a previously created convolution descriptor object into a 2D correlation. This function assumes that the tensor and filter descriptors corresponds to the forward convolution path and checks if their settings are valid. That same
convolution descriptor can be reused in the backward path provided it corresponds to
the same layer.

**Parameters**

**convDesc**

*Input/Output.* Handle to a previously created convolution descriptor.

**pad_h**

*Input.* zero-padding height: number of rows of zeros implicitly concatenated onto the
top and onto the bottom of input images.

**pad_w**

*Input.* zero-padding width: number of columns of zeros implicitly concatenated onto
the left and onto the right of input images.

**u**

*Input.* Vertical filter stride.

**v**

*Input.* Horizontal filter stride.

**dilation_h**

*Input.* Filter height dilation.

**dilation_w**

*Input.* Filter width dilation.

**mode**

*Input.* Selects between **CUDNN_CONVOLUTION** and **CUDNN_CROSS_CORRELATION**.

**computeType**

*Input.* compute precision.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The descriptor `convDesc` is nil.
- One of the parameters `pad_h,pad_w` is strictly negative.
- One of the parameters `u,v` is negative or zero.
- One of the parameters `dilation_h,dilation_w` is negative or zero.
- The parameter `mode` has an invalid enumerant value.
4.146. cudnnSetConvolutionGroupCount

```c
        cudnnStatus_t cudnnSetConvolutionGroupCount(
            cudnnConvolutionDescriptor_t convDesc,
            int groupCount)
```

This function allows the user to specify the number of groups to be used in the associated convolution.

**Returns**

**CUDNN_STATUS_SUCCESS**

The group count was set successfully.

**CUDNN_STATUS_BAD_PARAM**

An invalid convolution descriptor was provided.

4.147. cudnnSetConvolutionMathType

```c
        cudnnStatus_t cudnnSetConvolutionMathType(
            cudnnConvolutionDescriptor_t convDesc,
            cudnnMathType_t mathType)
```

This function allows the user to specify whether or not the use of tensor op is permitted in library routines associated with a given convolution descriptor.

**Returns**

**CUDNN_STATUS_SUCCESS**

The math type was was set successfully.

**CUDNN_STATUS_BAD_PARAM**

Either an invalid convolution descriptor was provided or an invalid math type was specified.

4.148. cudnnSetConvolutionNdDescriptor

```c
        cudnnStatus_t cudnnSetConvolutionNdDescriptor(
            cudnnConvolutionDescriptor_t convDesc,
            int arrayLength,
            const int padA[],
            const int filterStrideA[],
            const int dilationA[],
            cudnnConvolutionMode_t mode,
            cudnnDataType_t dataType)
```

This function initializes a previously created generic convolution descriptor object into a n-D correlation. That same convolution descriptor can be reused in the backward path provided it corresponds to the same layer. The convolution computation will done in the specified `dataType`, which can be potentially different from the input/output tensors.

**Parameters**
convDesc

*Input/Output.* Handle to a previously created convolution descriptor.

arrayLength

*Input.* Dimension of the convolution.

padA

*Input.* Array of dimension `arrayLength` containing the zero-padding size for each dimension. For every dimension, the padding represents the number of extra zeros implicitly concatenated at the start and at the end of every element of that dimension.

filterStrideA

*Input.* Array of dimension `arrayLength` containing the filter stride for each dimension. For every dimension, the filter stride represents the number of elements to slide to reach the next start of the filtering window of the next point.

dilationA

*Input.* Array of dimension `arrayLength` containing the dilation factor for each dimension.

mode

*Input.* Selects between `CUDNN_CONVOLUTION` and `CUDNN_CROSS_CORRELATION`.

datatype

*Input.* Selects the datatype in which the computation will be done.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- The descriptor `convDesc` is nil.
- The `arrayLengthRequest` is negative.
- The enumerant `mode` has an invalid value.
- The enumerant `datatype` has an invalid value.
- One of the elements of `padA` is strictly negative.
- One of the elements of `strideA` is negative or zero.
- One of the elements of `dilationA` is negative or zero.

**CUDNN_STATUS_NOT_SUPPORTED**

At least one of the following conditions are met:

- The `arrayLengthRequest` is greater than `CUDNN_DIM_MAX`. 
4.149. cudnnSetDropoutDescriptor

cudnnStatus_t cudnnSetDropoutDescriptor(
    cudnnDropoutDescriptor_t    dropoutDesc,
    cudnnHandle_t               handle,
    float                       dropout,
    void                       *states,
    size_t                      stateSizeInBytes,
    unsigned long long          seed)

This function initializes a previously created dropout descriptor object. If states argument is equal to NULL, random number generator states won't be initialized, and only dropout value will be set. No other function should be writing to the memory pointed at by states argument while this function is running. The user is expected not to change memory pointed at by states for the duration of the computation.

Parameters

dropoutDesc
    Input/Output. Previously created dropout descriptor object.

handle
    Input. Handle to a previously created cuDNN context.

dropout
    Input. The probability with which the value from input is set to zero during the dropout layer.

states
    Output. Pointer to user-allocated GPU memory that will hold random number generator states.

stateSizeInBytes
    Input. Specifies size in bytes of the provided memory for the states

seed
    Input. Seed used to initialize random number generator states.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS
    The call was successful.

CUDNN_STATUS_INVALID_VALUE
    sizeInBytes is less than the value returned by cudnnDropoutGetStatesSize.

CUDNN_STATUS_EXECUTION_FAILED
    The function failed to launch on the GPU
4.150. cudnnSetFilter4dDescriptor

```
cudnnStatus_t cudnnSetFilter4dDescriptor(
    cudnnFilterDescriptor_t    filterDesc,
    cudnnDataType_t            dataType,
    cudnnTensorFormat_t        format,
    int                        k,
    int                        c,
    int                        h,
    int                        w)
```

This function initializes a previously created filter descriptor object into a 4D filter. The layout of the filters must be contiguous in memory.

Tensor format CUDNN_TENSOR_NHWC has limited support in cudnnConvolutionForward, cudnnConvolutionBackwardData and cudnnConvolutionBackwardFilter; please refer to the documentation for each function for more information.

**Parameters**

**filterDesc**

*Input/Output.* Handle to a previously created filter descriptor.

**datatype**

*Input.* Data type.

**format**

*Input.* Type of the filter layout format. If this input is set to CUDNN_TENSOR_NCHW, which is one of the enumerated values allowed by cudnnTensorFormat_t descriptor, then the layout of the filter is in the form of KCRS (K represents the number of output feature maps, C the number of input feature maps, R the number of rows per filter, and S the number of columns per filter.)

If this input is set to CUDNN_TENSOR_NHWC, then the layout of the filter is in the form of KRSC. See also the description for cudnnTensorFormat_t.

**k**

*Input.* Number of output feature maps.

**c**

*Input.* Number of input feature maps.

**h**

*Input.* Height of each filter.

**w**

*Input.* Width of each filter.

The possible error values returned by this function and their meanings are listed below.

**Returns**
CUDNN_STATUS_SUCCESS

The object was set successfully.

CUDNN_STATUS_BAD_PARAM

At least one of the parameters k, c, h, w is negative or dataType or format has an invalid enumerant value.

4.151. cudnnSetFilterNdDescriptor

```c
cudnnStatus_t cudnnSetFilterNdDescriptor(  
cudnnFilterDescriptor_t filterDesc,  
cudnnDataType_t         dataType,  
cudnnTensorFormat_t     format,  
int                     nbDims,  
const int               filterDimA[])
```

This function initializes a previously created filter descriptor object. The layout of the filters must be contiguous in memory.

The tensor format CUDNN_TENSOR_NHWC has limited support in cudnnConvolutionForward, cudnnConvolutionBackwardData and cudnnConvolutionBackwardFilter; please refer to the documentation for each function for more information.

Parameters

filterDesc

Input/Output. Handle to a previously created filter descriptor.

datatype

Input. Data type.

format

Input. Type of the filter layout format. If this input is set to CUDNN_TENSOR_NCHW, which is one of the enumerated values allowed by cudnnTensorFormat_t descriptor, then the layout of the filter is as follows:

- For N=4, i.e., for a 4D filter descriptor, the filter layout is in the form of KCRS (K represents the number of output feature maps, C the number of input feature maps, R the number of rows per filter, and S the number of columns per filter.)
- For N=3, i.e., for a 3D filter descriptor, the number S (number of columns per filter) is omitted.
- For N=5 and greater, the layout of the higher dimensions immediately follow RS.

On the other hand, if this input is set to CUDNN_TENSOR_NHWC, then the layout of the filter is as follows:

- For N=4, i.e., for a 4D filter descriptor, the filter layout is in the form of KRSC.
- For N=3, i.e., for a 3D filter descriptor, the number S (number of columns per filter) is omitted, and the layout of C immediately follows R.
- For N=5 and greater, the layout of the higher dimensions are inserted between S and C. See also the description for cudnnTensorFormat_t.
nbDims

*Input.* Dimension of the filter.

**filterDimA**

*Input.* Array of dimension **nbDims** containing the size of the filter for each dimension.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the elements of the array **filterDimA** is negative or **dataType** or **format** has an invalid enumerant value.

**CUDNN_STATUS_NOT_SUPPORTED**

The parameter **nbDims** exceeds CUDNN_DIM_MAX.

### 4.152. cudnnSetLRNDescriptor

```c
extern cudnnStatus_t cudnnSetLRNDescriptor(
    cudnnLRNDescriptor_t   normDesc,
    unsigned               lrnN,
    double                 lrnAlpha,
    double                 lrnBeta,
    double                 lrnK);
```

This function initializes a previously created LRN descriptor object.

**Parameters**

**normDesc**

*Output.* Handle to a previously created LRN descriptor.

**lrnN**

*Input.* Normalization window width in elements. LRN layer uses a window [$\text{center-lookBehind, center+lookAhead}$], where $\text{lookBehind} = \text{floor}((\text{lrnN}-1)/2)$, $\text{lookAhead} = \text{lrnN-lookBehind-1}$. So for $n=10$, the window is [k-4...k...k+5] with a total of 10 samples. For DivisiveNormalization layer the window has the same extents as above in all 'spatial' dimensions ($\text{dimA}[2]$, $\text{dimA}[3]$, $\text{dimA}[4]$). By default lrnN is set to 5 in cudnnCreateLRNDescriptor.
lrnAlpha

*Input.* Value of the alpha variance scaling parameter in the normalization formula. Inside the library code this value is divided by the window width for LRN and by (window width)^#spatialDimensions for DivisiveNormalization. By default this value is set to 1e-4 in cudnnCreateLRNDescriptor.

lrnBeta

*Input.* Value of the beta power parameter in the normalization formula. By default this value is set to 0.75 in cudnnCreateLRNDescriptor.

lrnK

*Input.* Value of the k parameter in normalization formula. By default this value is set to 2.0.

Possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_BAD_PARAM**

One of the input parameters was out of valid range as described above.

### 4.153. cudnnSetOpTensorDescriptor

```c
    cudnnStatus_t cudnnSetOpTensorDescriptor(
        cudnnOpTensorDescriptor_t   opTensorDesc,
        cudnnOpTensorOp_t           opTensorOp,
        cudnnDataType_t             opTensorCompType,
        cudnnNanPropagation_t       opTensorNanOpt)
```

This function initializes a Tensor Pointwise math descriptor.

**Parameters**

**opTensorDesc**

*Output.* Pointer to the structure holding the description of the Tensor Pointwise math descriptor.

**opTensorOp**

*Input.* Tensor Pointwise math operation for this Tensor Pointwise math descriptor.

**opTensorCompType**

*Input.* Computation datatype for this Tensor Pointwise math descriptor.

**opTensorNanOpt**

*Input.* NAN propagation policy

**Returns**

**CUDNN_STATUS_SUCCESS**

The function returned successfully.
CUDNN_STATUS_BAD_PARAM
At least one of input parameters passed is invalid.

4.154. cudnnSetPersistentRNNPlan

```
cudnnStatus_t cudnnSetPersistentRNNPlan(
cudnnRNNDescriptor_t        rnnDesc,
cudnnPersistentRNNPlan_t    plan)
```

This function sets the persistent RNN plan to be executed when using `rnnDesc` and `CUDNN_RNN_ALGO_PERSIST_DYNAMIC` algo.

Returns

CUDNN_STATUS_SUCCESS
The plan was set successfully.

CUDNN_STATUS_BAD_PARAM
The algo selected in `rnnDesc` is not `CUDNN_RNN_ALGO_PERSIST_DYNAMIC`.

4.155. cudnnSetPooling2dDescriptor

```
cudnnStatus_t cudnnSetPooling2dDescriptor(
cudnnPoolingDescriptor_t    poolingDesc,
cudnnPoolingMode_t          mode,
cudnnNanPropagation_t       maxpoolingNanOpt,
int                         windowHeight,
int                         windowWidth,
int                         verticalPadding,
int                         horizontalPadding,
int                         verticalStride,
int                         horizontalStride)
```

This function initializes a previously created generic pooling descriptor object into a 2D description.

Parameters

poolingDesc
*Input/Output.* Handle to a previously created pooling descriptor.

mode
*Input.* Enumerant to specify the pooling mode.

maxpoolingNanOpt
*Input.* Enumerant to specify the Nan propagation mode.

windowHeight
*Input.* Height of the pooling window.

windowWidth
*Input.* Width of the pooling window.
verticalPadding

*Input.* Size of vertical padding.

horizontalPadding

*Input.* Size of horizontal padding

verticalStride

*Input.* Pooling vertical stride.

horizontalStride

*Input.* Pooling horizontal stride.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the parameters `windowHeight`, `windowWidth`, `verticalStride`, `horizontalStride` is negative or `mode` or `maxpoolingNanOpt` has an invalid enumerant value.

### 4.156. cudnnSetPoolingNdDescriptor

cudnnStatus_t cudnnSetPoolingNdDescriptor(
    cudnnPoolingDescriptor_t poolingDesc,
    const cudnnPoolingMode_t mode,
    const cudnnNanPropagation_t maxpoolingNanOpt,
    int nbDims,
    const int windowDimA[],
    const int paddingA[],
    const int strideA[])

This function initializes a previously created generic pooling descriptor object.

**Parameters**

poolingDesc

*Input/Output.* Handle to a previously created pooling descriptor.

mode

*Input.* Enumerant to specify the pooling mode.

maxpoolingNanOpt

*Input.* Enumerant to specify the Nan propagation mode.

nbDims

*Input.* Dimension of the pooling operation. Must be greater than zero.

windowDimA

*Input.* Array of dimension `nbDims` containing the window size for each dimension. The value of array elements must be greater than zero.
paddingA

*Input.* Array of dimension *nbDims* containing the padding size for each dimension. Negative padding is allowed.

strideA

*Input.* Array of dimension *nbDims* containing the striding size for each dimension. The value of array elements must be greater than zero (i.e., negative striding size is not allowed).

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was initialized successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

If (nbDims > CUDNN_DIM_MAX - 2).

**CUDNN_STATUS_BAD_PARAM**

Either nbDims, or at least one of the elements of the arrays windowDimA, or strideA is negative, or mode or maxpoolingNanOpt has an invalid enumerant value.

### 4.157. cudnnSetRNNDataDescriptor

```
cudnnStatus_t cudnnSetRNNDataDescriptor(
    cudnnRNNDataDescriptor_t       RNNDataDesc,
    cudnnDataType_t                dataType,
    cudnnRNNDataLayout_t           layout,
    int                            maxSeqLength,
    int                            batchSize,
    int                            vectorSize,
    const int                      seqLengthArray[],
    void                           *paddingFill);
```

This function initializes a previously created RNN data descriptor object. This data structure is intended to support the unpacked (padded) layout for input and output of extended RNN inference and training functions. A packed (unpadded) layout is also supported for backward compatibility.

**Parameters**

**RNNDataDesc**

*Input/Output.* A previously created RNN descriptor.

**dataType**

*Input.* The datatype of the RNN data tensor.

**layout**

*Input.* The memory layout of the RNN data tensor.

**maxSeqLength**

*Input.* The maximum sequence length within this RNN data tensor. In the unpacked (padded) layout, this should include the padding vectors in each sequence. In
the packed (unpadded) layout, this should be equal to the greatest element in seqLengthArray.

**batchSize**

*Input.* The number of sequences within the mini-batch.

**vectorSize**

*Input.* The vector length (i.e. embedding size) of the input or output tensor at each timestep.

**seqLengthArray**

*Input.* An integer array with batchSize number of elements. Describes the length (i.e. number of timesteps) of each sequence. Each element in seqLengthArray must be greater than 0 but less than or equal to maxSeqLength. In the packed layout, the elements should be sorted in descending order, similar to the layout required by the non-extended RNN compute functions.

**paddingFill**

*Input.* A user-defined symbol for filling the padding position in RNN output. This is only effective when the descriptor is describing the RNN output, and the unpacked layout is specified. The symbol should be in the host memory, and is interpreted as the same data type as that of the RNN data tensor. If NULL pointer is passed in, then the padding position in the output will be undefined.

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

dataType is not one of CUDNN_DATA_HALF, CUDNN_DATA_FLOAT, CUDNN_DATA_DOUBLE.

**CUDNN_STATUS_BAD_PARAM**

Any one of these have occurred:

- RNNDataDesc is NULL.
- Any one of maxSeqLength, batchSize, or vectorSize is less than or equal to zero.
- An element of seqLengthArray is less than or equal to zero or greater than maxSeqLength.
- Layout is not one of CUDNN_RNN_DATA_LAYOUT_SEQ_MAJOR_UNPACKED, CUDNN_RNN_DATA_LAYOUT_SEQ_MAJOR_PACKED, or CUDNN_RNN_DATA_LAYOUT_BATCH_MAJOR_UNPACKED.

**CUDNN_STATUS_ALLOC_FAILED**

The allocation of internal array storage has failed.

### 4.158. cudnnSetRNNDescriptor

cudnnStatus_t cudnnSetRNNDescriptor(

www.nvidia.com

cuDNN 7.3.0

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This function initializes a previously created RNN descriptor object.

| cudnnHandle_t | handle, |
| cudnnRNNDescriptor_t | rnnDesc, |
| int | hiddenSize, |
| int | numLayers, |
| cudnnDropoutDescriptor_t | dropoutDesc, |
| cudnnRNNInputMode_t | inputMode, |
| cudnnDirectionMode_t | direction, |
| cudnnRNNMode_t | mode, |
| cudnnRNNAlgo_t | algo, |
| cudnnDataType_t | dataType |

Larger networks (e.g., longer sequences, more layers) are expected to be more efficient than smaller networks.

**Parameters**

**rnnDesc**

*Input/Output.* A previously created RNN descriptor.

**hiddenSize**

*Input.* Size of the internal hidden state for each layer.

**numLayers**

*Input.* Number of stacked layers.

**dropoutDesc**

*Input.* Handle to a previously created and initialized dropout descriptor. Dropout will be applied between layers; a single layer network will have no dropout applied.

**inputMode**

*Input.* Specifies the behavior at the input to the first layer.

**direction**

*Input.* Specifies the recurrence pattern. (e.g., bidirectional).

**mode**

*Input.* Specifies the type of RNN to compute.

**dataType**

*Input.* Math precision.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_BAD_PARAM**

Either at least one of the parameters `hiddenSize`, `numLayers` was zero or negative, one of `inputMode`, `direction`, `mode`, `dataType` has an invalid enumerant value, `dropoutDesc` is an invalid dropout descriptor or `rnnDesc` has not been created correctly.
4.159. cudnnSetRNNDescr ipt_v5

This function initializes a previously created RNN descriptor object.

Larger networks (e.g., longer sequences, more layers) are expected to be more efficient than smaller networks.

Parameters

rnnDesc

Input/Output. A previously created RNN descriptor.

hiddenSize

Input. Size of the internal hidden state for each layer.

numLayers

Input. Number of stacked layers.

dropoutDesc

Input. Handle to a previously created and initialized dropout descriptor. Dropout will be applied between layers (e.g., a single layer network will have no dropout applied).

inputMode

Input. Specifies the behavior at the input to the first layer

direction

Input. Specifies the recurrence pattern. (e.g., bidirectional)

mode

Input. Specifies the type of RNN to compute.

dataType

Input. Compute precision.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The object was set successfully.
CUDNN_STATUS_BAD_PARAM

Either at least one of the parameters hiddenSize, numLayers was zero or negative, one of inputMode, direction, mode, algo, dataType has an invalid enumerant value, dropoutDesc is an invalid dropout descriptor or rnnDesc has not been created correctly.

4.160. cudnnSetRNNDescriptor_v6

This function initializes a previously created RNN descriptor object.

Parameters

handle

Input. Handle to a previously created cuDNN library descriptor.

rnnDesc

Input/Output. A previously created RNN descriptor.

hiddenSize

Input. Size of the internal hidden state for each layer.

numLayers

Input. Number of stacked layers.

dropoutDesc

Input. Handle to a previously created and initialized dropout descriptor. Dropout will be applied between layers (e.g., a single layer network will have no dropout applied).

inputMode

Input. Specifies the behavior at the input to the first layer

direction

Input. Specifies the recurrence pattern. (e.g., bidirectional)

mode

Input. Specifies the type of RNN to compute.

algo

Input. Specifies which RNN algorithm should be used to compute the results.

Larger networks (e.g., longer sequences, more layers) are expected to be more efficient than smaller networks.
**dataType**

*Input.* Compute precision.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_BAD_PARAM**

Either at least one of the parameters `hiddenSize`, `numLayers` was zero or negative, one of `inputMode`, `direction`, `mode`, `algo`, `dataType` has an invalid enumerant value, `dropoutDesc` is an invalid dropout descriptor or `rnnDesc` has not been created correctly.

### 4.161. cudnnSetRNNMatrixMathType

```c
    cudnnStatus_t cudnnSetRNNMatrixMathType(
        cudnnRNNDescriptor_t    rnnDesc,
        cudnnMathType_t         mType)
```

This function sets the preferred option to use NVIDIA Tensor Cores accelerators on Volta GPU-s (SM 7.0 or higher). When the `mType` parameter is `CUDNN_TENSOR_OP_MATH`, inference and training RNN API-s will attempt use Tensor Cores when weights/biases are of type `CUDNN_DATA_HALF` or `CUDNN_DATA_FLOAT`. When RNN weights/biases are stored in the `CUDNN_DATA_FLOAT` format, the original weights and intermediate results will be down-converted to `CUDNN_DATA_HALF` before they are used in another recursive iteration.

**Parameters**

**rnnDesc**

*Input.* A previously created and initialized RNN descriptor.

**mType**

*Input.* A preferred compute option when performing RNN GEMM-s (general matrix-matrix multiplications). This option has an “advisory” status meaning that Tensor Cores may not be utilized, e.g., due to specific GEMM dimensions.

**Returns**

**CUDNN_STATUS_SUCCESS**

The preferred compute option for the RNN network was set successfully.

**CUDNN_STATUS_BAD_PARAM**

An invalid input parameter was detected.
4.162. cudnnSetRNNPaddingMode

cudnnStatus_t cudnnSetRNNPaddingMode(
    cudnnRNNDescriptor_t        rnnDesc,
    cudnnRNNPaddingMode_t       paddingMode)

This function enables or disables the padded RNN input/output for a previously
created and initialized RNN descriptor. This information is required before calling the
cudnnGetRNNWorkspaceSize and cudnnGetRNNTrainingReserveSize functions,
to determine whether additional workspace and training reserve space is needed. By
default the padded RNN input/output is not enabled.

Parameters

rnnDesc

Input/Output. A previously created RNN descriptor.

paddingMode

Input. Enables or disables the padded input/output. See the description for
cudnnRNNPaddingMode_t.

Returns

CUDNN_STATUS_SUCCESS

The paddingMode was set successfully.

CUDNN_STATUS_BAD_PARAM

Either the rnnDesc is NULL, or paddingMode has an invalid enumerant value.

4.163. cudnnSetRNNProjectionLayers

cudnnStatus_t cudnnSetRNNProjectionLayers(
    cudnnHandle_t           handle,
    cudnnRNNDescriptor_t    rnnDesc,
    int                     recProjSize,
    int                     outProjSize)

(New for 7.1)

The cudnnSetRNNProjectionLayers() function should be called after
cudnnSetRNNDescriptor() to enable the "recurrent" and/or "output" projection
in a recursive neural network. The "recurrent" projection is an additional matrix
multiplication in the LSTM cell to project hidden state vectors $h_t$ into smaller vectors $r_t = W_r h_t$, where $W_r$ is a rectangular matrix with recProjSize rows and hiddenSize columns.

When the recurrent projection is enabled, the output of the LSTM cell (both to the
next layer and unrolled in-time) is $r_t$ instead of $h_t$. The dimensionality of $i_t$, $f_t$, $o_t$ and
$C_t$ vectors used in conjunction with non-linear functions remains the same as in the
canonical LSTM cell. To make this possible, the shapes of matrices in the LSTM formulas
(see the chapter describing the cudnnRNNMode_t type), such as $W_i$ in hidden RNN
layers or $R_i$ in the entire network, become rectangular versus square in the canonical
LSTM mode. Obviously, the result of "$R_t^T W_r\" is a square matrix but it is rank deficient,
reflecting the "compression" of LSTM output. The recurrent projection is typically employed when the number of independent (adjustable) weights in the RNN network with projection is smaller in comparison to canonical LSTM for the same hiddenSize value.

The "recurrent" projection can be enabled for LSTM cells and **CUDNN_RNN_ALGO_STANDARD** only. The recProjSize parameter should be smaller than the hiddenSize value programmed in the **cudnnSetRNNDescriptor()** call. It is legal to set recProjSize equal to hiddenSize but in that case the recurrent projection feature is disabled.

The "output" projection is currently not implemented.

For more information on the "recurrent" and "output" RNN projections see the paper by Hasim Sak, *et al.*: Long Short-Term Memory Based Recurrent Neural Network Architectures For Large Vocabulary Speech Recognition.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN library descriptor.

**rnnDesc**

*Input.* A previously created and initialized RNN descriptor.

**recProjSize**

*Input.* The size of the LSTM cell output after the “recurrent” projection. This value should not be larger than hiddenSize programmed via **cudnnSetRNNDescriptor()**.

**outProjSize**

*Input.* This parameter should be zero.

**Returns**

**CUDNN_STATUS_SUCCESS**

RNN projection parameters were set successfully.

**CUDNN_STATUS_BAD_PARAM**

An invalid input argument was detected (e.g., NULL handles, negative values for projection parameters).

**CUDNN_STATUS_NOT_SUPPORTED**

Projection applied to RNN algo other than **CUDNN_RNN_ALGO_STANDARD**, cell type other than **CUDNN_LSTM**, recProjSize larger than hiddenSize.

### 4.164. cudnnSetReduceTensorDescriptor

```c
__global__ void cudnnSetReduceTensorDescriptor(
    cudnnStatus_t cudnnSetReduceTensorDescriptor_t reduceTensorDesc,
    cudnnReduceTensorOp_t reduceTensorOp,
    cudnnDataType_t reduceTensorCompType,
    cudnnNanPropagation_t reduceTensorNanOpt,
    cudnnReduceTensorIndices_t reduceTensorIndices,
    cudnnIndicesType_t reduceTensorIndicesType)
```
This function initializes a previously created reduce tensor descriptor object.

**Parameters**

**reduceTensorDesc**

*Input/Output.* Handle to a previously created reduce tensor descriptor.

**reduceTensorOp**

*Input.* Enumerant to specify the reduce tensor operation.

**reduceTensorCompType**

*Input.* Enumerant to specify the computation datatype of the reduction.

**reduceTensorNanOpt**

*Input.* Enumerant to specify the Nan propagation mode.

**reduceTensorIndices**

*Input.* Enumerant to specify the reduce tensor indices.

**reduceTensorIndicesType**

*Input.* Enumerant to specify the reduce tensor indices type.

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_BAD_PARAM**

*reduceTensorDesc* is NULL (*reduceTensorOp*, *reduceTensorCompType*, *reduceTensorNanOpt*, *reduceTensorIndices* or *reduceTensorIndicesType* has an invalid enumerant value).

### 4.165. cudnnSetSpatialTransformerNdDescriptor

```c
    cudnnStatus_t cudnnSetSpatialTransformerNdDescriptor( 
        cudnnSpatialTransformerDescriptor_t stDesc, 
        cudnnSamplerType_t samplerType, 
        cudnnDataType_t dataType, 
        const int nbDims, 
        const int dimA[])
```

This function initializes a previously created generic spatial transformer descriptor object.

**Parameters**

**stDesc**

*Input/Output.* Previously created spatial transformer descriptor object.

**samplerType**

*Input.* Enumerant to specify the sampler type.

**dataType**

*Input.* Data type.
nbDims

Input. Dimension of the transformed tensor.

dimA

Input. Array of dimension nbDims containing the size of the transformed tensor for every dimension.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The call was successful.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- Either stDesc or dimA is NULL.
- Either dataType or samplerType has an invalid enumerator value

4.166. cudnnSetStream

cudnnStatus_t cudnnSetStream(
    cudnnHandle_t   handle,
    cudaStream_t    streamId)

This function sets the user's CUDA stream in the cuDNN handle. The new stream will be used to launch cuDNN GPU kernels or to synchronize to this stream when cuDNN kernels are launched in the internal streams. If the cuDNN library stream is not set, all kernels use the default (NULL) stream. Setting the user stream in the cuDNN handle guarantees the issue-order execution of cuDNN calls and other GPU kernels launched in the same stream.

Parameters

handle

Input. Pointer to the cuDNN handle.

streamID

Input. New CUDA stream to be written to the cuDNN handle.

Returns

CUDNN_STATUS_BAD_PARAM

Invalid (NULL) handle.

CUDNN_STATUS_MAPPING_ERROR

Mismatch between the user stream and the cuDNN handle context.

CUDNN_STATUS_SUCCESS

The new stream was set successfully.
4.167. cudnnSetTensor

This function sets all the elements of a tensor to a given value.

**Parameters**

**handle**

*Input*. Handle to a previously created cuDNN context.

**yDesc**

*Input*. Handle to a previously initialized tensor descriptor.

**y**

*Input/Output*. Pointer to data of the tensor described by the yDesc descriptor.

**valuePtr**

*Input*. Pointer in Host memory to a single value. All elements of the y tensor will be set to value[0]. The data type of the element in value[0] has to match the data type of tensor y.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

one of the provided pointers is nil

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

4.168. cudnnSetTensor4dDescriptor

This function sets all the elements of a tensor to a given value.

**Parameters**

**tensorDesc**

*Input*. Handle to a previously created cuDNN context.

**format**

*Input*. Handle to a previously initialized tensor descriptor.

**dataType**

*Input*. Pointer to data of the tensor described by the yDesc descriptor.

**valuePtr**

*Input*. Pointer in Host memory to a single value. All elements of the y tensor will be set to value[0]. The data type of the element in value[0] has to match the data type of tensor y.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function launched successfully.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration.

**CUDNN_STATUS_BAD_PARAM**

one of the provided pointers is nil

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.
This function initializes a previously created generic Tensor descriptor object into a 4D tensor. The strides of the four dimensions are inferred from the format parameter and set in such a way that the data is contiguous in memory with no padding between dimensions.

The total size of a tensor including the potential padding between dimensions is limited to 2 Giga-elements of type `datatype`.

**Parameters**

- **tensorDesc**
  - *Input/Output.* Handle to a previously created tensor descriptor.

- **format**
  - *Input.* Type of format.

- **datatype**
  - *Input.* Data type.

- **n**
  - *Input.* Number of images.

- **c**
  - *Input.* Number of feature maps per image.

- **h**
  - *Input.* Height of each feature map.

- **w**
  - *Input.* Width of each feature map.

The possible error values returned by this function and their meanings are listed below.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  - The object was set successfully.

- **CUDNN_STATUS_BAD_PARAM**
  - At least one of the parameters `n, c, h, w` was negative or `format` has an invalid enumerant value or `dataType` has an invalid enumerant value.

- **CUDNN_STATUS_NOT_SUPPORTED**
  - The total size of the tensor descriptor exceeds the maximum limit of 2 Giga-elements.

### 4.169. cudnnSetTensor4dDescriptorEx

```c

cudnnStatus_t cudnnSetTensor4dDescriptorEx(
    cudnnTensorDescriptor_t    tensorDesc,
    cudnnDataType_t             dataType,
    int                         n,
    int                         c,
    int                         h,
)
```
This function initializes a previously created generic Tensor descriptor object into a 4D tensor, similarly to \texttt{cudnnSetTensor4dDescriptor} but with the strides explicitly passed as parameters. This can be used to lay out the 4D tensor in any order or simply to define gaps between dimensions.

At present, some cuDNN routines have limited support for strides; Those routines will return \texttt{CUDNN\_STATUS\_NOT\_SUPPORTED} if a Tensor4D object with an unsupported stride is used. \texttt{cudnnTransformTensor} can be used to convert the data to a supported layout.

The total size of a tensor including the potential padding between dimensions is limited to 2 Giga-elements of type \texttt{datatype}.

**Parameters**

- \texttt{tensorDesc}
  - \textit{Input/Output}. Handle to a previously created tensor descriptor.

- \texttt{datatype}
  - \textit{Input}. Data type.

- \texttt{n}
  - \textit{Input}. Number of images.

- \texttt{c}
  - \textit{Input}. Number of feature maps per image.

- \texttt{h}
  - \textit{Input}. Height of each feature map.

- \texttt{w}
  - \textit{Input}. Width of each feature map.

- \texttt{nStride}
  - \textit{Input}. Stride between two consecutive images.

- \texttt{cStride}
  - \textit{Input}. Stride between two consecutive feature maps.

- \texttt{hStride}
  - \textit{Input}. Stride between two consecutive rows.

- \texttt{wStride}
  - \textit{Input}. Stride between two consecutive columns.

The possible error values returned by this function and their meanings are listed below.
Returns

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the parameters `n,c,h,w` or `nStride,cStride,hStride,wStride` is negative or `dataType` has an invalid enumerant value.

**CUDNN_STATUS_NOT_SUPPORTED**

The total size of the tensor descriptor exceeds the maximum limit of 2 Giga-elements.

4.170. **cudnnSetTensorNdDescriptor**

```c
void cudnnSetTensorNdDescriptor(
    cudnnTensorDescriptor_t tensorDesc,
    cudnnDataType_t         dataType,
    int                     nbDims,
    const int               dimA[],
    const int               strideA[])
```

This function initializes a previously created generic Tensor descriptor object.

The total size of a tensor including the potential padding between dimensions is limited to 2 Giga-elements of type `dataType`. Tensors are restricted to having at least 4 dimensions, and at most CUDNN_DIM_MAX dimensions (defined in `cudnn.h`). When working with lower dimensional data, it is recommended that the user create a 4D tensor, and set the size along unused dimensions to 1.

**Parameters**

**tensorDesc**

*Input/Output.* Handle to a previously created tensor descriptor.

**datatype**

*Input.* Data type.

**nbDims**

*Input.* Dimension of the tensor.

**dimA**

*Input.* Array of dimension `nbDims` that contain the size of the tensor for every dimension. Size along unused dimensions should be set to 1.

**strideA**

*Input.* Array of dimension `nbDims` that contain the stride of the tensor for every dimension.
The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The object was set successfully.

**CUDNN_STATUS_BAD_PARAM**

At least one of the elements of the array `dimA` was negative or zero, or `dataType` has an invalid enumerant value.

**CUDNN_STATUS_NOT_SUPPORTED**

The parameter `nbDims` is outside the range \([4, \text{CUDNN\_DIM\_MAX}]\), or the total size of the tensor descriptor exceeds the maximim limit of 2 Giga-elements.

### 4.171. cudnnSetTensorNdDescriptorEx

```c

cudnnStatusBar_t cudnnSetTensorNdDescriptorEx(
    cudnnTensorDescriptor_t tensorDesc,
    cudnnTensorFormat_t format,
    cudnnDataType_t dataType,
    int nbDims,
    const int dimA[])
```

This function initializes an n-D tensor descriptor.

**Parameters**

**tensorDesc**

*Output.* Pointer to the tensor descriptor struct to be initialized.

**format**

*Input.* Tensor format.

**dataType**

*Input.* Tensor data type.

**nbDims**

*Input.* Dimension of the tensor.

*Do not use 2 dimensions. Due to historical reasons, the minimum number of dimensions in the filter descriptor is three. See also the cudnnGetRNNLinLayerBiasParams().*

**dimA**

*Input.* Array containing size of each dimension.

**Returns**

**CUDNN_STATUS_SUCCESS**

The function was successful.
CUDNN_STATUS_BAD_PARAM

Tensor descriptor was not allocated properly; or input parameters are not set correctly.

CUDNN_STATUS_NOT_SUPPORTED

Dimension size requested is larger than maximum dimension size supported.

4.172. cudnnSoftmaxBackward

```c

cudnnStatus_t cudnnSoftmaxBackward(
  cudnnHandle_t                    handle,
  cudnnSoftmaxAlgorithm_t          algorithm,
  cudnnSoftmaxMode_t               mode,
  const void                      *alpha,
  const cudnnTensorDescriptor_t    yDesc,
  const void                      *yData,
  const cudnnTensorDescriptor_t    dyDesc,
  const void                      *dy,
  const void                      *beta,
  const cudnnTensorDescriptor_t    dxDesc,
  void                            *dx)
```

This routine computes the gradient of the softmax function.

- **In-place operation is allowed for this routine; i.e., dy and dx pointers may be equal. However, this requires dyDesc and dxDesc descriptors to be identical (particularly, the strides of the input and output must match for in-place operation to be allowed).**

- **All tensor formats are supported for all modes and algorithms with 4 and 5D tensors. Performance is expected to be highest with NCHW fully-packed tensors. For more than 5 dimensions tensors must be packed in their spatial dimensions**

Parameters

- **handle**
  
  *Input.* Handle to a previously created cuDNN context.

- **algorithm**
  
  *Input.* Enumerant to specify the softmax algorithm.

- **mode**
  
  *Input.* Enumerant to specify the softmax mode.

- **alpha, beta**
  
  *Input.* Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as follows: \(\text{dstValue} = \alpha[0] \times \text{result} + \beta[0] \times \text{priorDstValue}\). Please refer to this section for additional details.

- **yDesc**
  
  *Input.* Handle to the previously initialized input tensor descriptor.
y

*Input.* Data pointer to GPU memory associated with the tensor descriptor `yDesc`.

`dyDesc`

*Input.* Handle to the previously initialized input differential tensor descriptor.

`dy`

*Input.* Data pointer to GPU memory associated with the tensor descriptor `dyData`.

`dxDesc`

*Input.* Handle to the previously initialized output differential tensor descriptor.

`dx`

*Output.* Data pointer to GPU memory associated with the output tensor descriptor `dxDesc`.

The possible error values returned by this function and their meanings are listed below.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  
  The function launched successfully.

- **CUDNN_STATUS_NOT_SUPPORTED**
  
  The function does not support the provided configuration.

- **CUDNN_STATUS_BAD_PARAM**
  
  At least one of the following conditions are met:
  
  - The dimensions `n,c,h,w` of the `yDesc`, `dyDesc` and `dxDesc` tensors differ.
  - The strides `nStride, cStride, hStride, wStride` of the `yDesc` and `dyDesc` tensors differ.
  - The `datatype` of the three tensors differs.

- **CUDNN_STATUS_EXECUTION_FAILED**
  
  The function failed to launch on the GPU.

### 4.173. cudnnSoftmaxForward

cudnnStatus_t cudnnSoftmaxForward(
    cudnnHandle_t *handle,
    cudnnSoftmaxAlgorithm_t *algorithm,
    cudnnSoftmaxMode_t mode,
    *const void *alpha,
    const cudnnTensorDescriptor_t *xDesc,
    *const void *x,
    *const void *beta,
    *const void *y,
    const cudnnTensorDescriptor_t *yDesc,
    *void *y)

```c
...`
This routine computes the softmax function.

- **Parameters**
  - **handle**
    - *Input.* Handle to a previously created cuDNN context.
  - **algorithm**
    - *Input.* Enumerant to specify the softmax algorithm.
  - **mode**
    - *Input.* Enumerant to specify the softmax mode.
  - **alpha, beta**
    - *Input.* Pointers to scaling factors (in host memory) used to blend the computation result with prior value in the output layer as follows: \( \text{dstValue} = \alpha[0] \times \text{result} + \beta[0] \times \text{priorDstValue} \). Please refer to this section for additional details.
  - **xDesc**
    - *Input.* Handle to the previously initialized input tensor descriptor.
  - **x**
    - *Input.* Data pointer to GPU memory associated with the tensor descriptor \( xDesc \).
  - **yDesc**
    - *Input.* Handle to the previously initialized output tensor descriptor.
  - **y**
    - *Output.* Data pointer to GPU memory associated with the output tensor descriptor \( yDesc \).

The possible error values returned by this function and their meanings are listed below.

- **Returns**
  - **CUDNN_STATUS_SUCCESS**
    - The function launched successfully.
  - **CUDNN_STATUS_NOT_SUPPORTED**
    - The function does not support the provided configuration.
  - **CUDNN_STATUS_BAD_PARAM**
    - At least one of the following conditions are met:
      - The dimensions \( n, c, h, w \) of the input tensor and output tensors differ.
      - The *datatype* of the input tensor and output tensors differ.
      - The parameters *algorithm* or *mode* have an invalid enumerant value.
CUDNN_STATUS_EXECUTION_FAILED

The function failed to launch on the GPU.

4.174. cudnnSpatialTfGridGeneratorBackward

```c

cudnnStatus_t cudnnSpatialTfGridGeneratorBackward(
    cudnnHandle_t                               handle,
    const cudnnSpatialTransformerDescriptor_t   stDesc,
    const void                                 *dgrid,
    void                                       *dtheta)
```

This function computes the gradient of a grid generation operation.

Only 2d transformation is supported.

**Parameters**

**handle**

*Input.* Handle to a previously created cuDNN context.

**stDesc**

*Input.* Previously created spatial transformer descriptor object.

**dgrid**

*Input.* Data pointer to GPU memory contains the input differential data.

**dtheta**

*Output.* Data pointer to GPU memory contains the output differential data.

The possible error values returned by this function and their meanings are listed below.

**Returns**

CUDNN_STATUS_SUCCESS

The call was successful.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

- **handle** is NULL.
- One of the parameters **dgrid, dtheta** is NULL.

CUDNN_STATUS_NOT_SUPPORTED

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- The dimension of transformed tensor specified in **stDesc > 4**.

CUDNN_STATUS_EXECUTION_FAILED

The function failed to launch on the GPU.
4.175. cudnnSpatialTfGridGeneratorForward

This function generates a grid of coordinates in the input tensor corresponding to each pixel from the output tensor.

Only 2d transformation is supported.

Parameters

handle

*Input*. Handle to a previously created cuDNN context.

stDesc

*Input*. Previously created spatial transformer descriptor object.

theta

*Input*. Affine transformation matrix. It should be of size n*2*3 for a 2d transformation, where n is the number of images specified in stDesc.

grid

*Output*. A grid of coordinates. It is of size n*h*w*2 for a 2d transformation, where n, h, w is specified in stDesc. In the 4th dimension, the first coordinate is x, and the second coordinate is y.

The possible error values returned by this function and their meanings are listed below.

Returns

CUDNN_STATUS_SUCCESS

The call was successful.

CUDNN_STATUS_BAD_PARAM

At least one of the following conditions are met:

> handle is NULL.
> One of the parameters grid, theta is NULL.

CUDNN_STATUS_NOT_SUPPORTED

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

> The dimension of transformed tensor specified in stDesc > 4.

CUDNN_STATUS_EXECUTION_FAILED

The function failed to launch on the GPU.
4.176. cudnnSpatialTfSamplerBackward

```c
#include <cudnn.h>

cudnnStatus_t cudnnSpatialTfSamplerBackward(
    cudnnHandle_t handle,
    const cudnnSpatialTransformerDescriptor_t stDesc,
    const void *alpha,
    const cudnnTensorDescriptor_t xDesc,
    const void *x,
    const void *beta,
    const cudnnTensorDescriptor_t dxDesc,
    void *dx,
    const void *alphaDgrid,
    const cudnnTensorDescriptor_t dyDesc,
    const void *dy,
    const void *grid,
    const void *betaDgrid,
    void *dgrid)
```

This function computes the gradient of a sampling operation.

Only 2d transformation is supported.

**Parameters**

**handle**

*Input*. Handle to a previously created cuDNN context.

**stDesc**

*Input*. Previously created spatial transformer descriptor object.

**alpha,beta**

*Input*. Pointers to scaling factors (in host memory) used to blend the source value with prior value in the destination tensor as follows: $\text{dstValue} = \alpha[0] \times \text{srcValue} + \beta[0] \times \text{priorDstValue}$. Please refer to this section for additional details.

**xDesc**

*Input*. Handle to the previously initialized input tensor descriptor.

**x**

*Input*. Data pointer to GPU memory associated with the tensor descriptor $\text{xDesc}$. 

**dxDesc**

*Input*. Handle to the previously initialized output differential tensor descriptor.

**dx**

*Output*. Data pointer to GPU memory associated with the output tensor descriptor $\text{dxDesc}$. 

**alphaDgrid,betaDgrid**

*Input*. Pointers to scaling factors (in host memory) used to blend the gradient outputs $\text{dgrid}$ with prior value in the destination pointer as follows: $\text{dstValue} = \alpha[0] \times \text{srcValue} + \beta[0] \times \text{priorDstValue}$.
alpha[0]*srcValue + beta[0]*priorDstValue. Please refer to this section for additional details.

**dyDesc**

*Input.* Handle to the previously initialized input differential tensor descriptor.

**dy**

*Input.* Data pointer to GPU memory associated with the tensor descriptor `dyDesc`.

**grid**

*Input.* A grid of coordinates generated by `cudnnSpatialTfGridGeneratorForward`.

**dgrid**

*Output.* Data pointer to GPU memory contains the output differential data.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**

The call was successful.

**CUDNN_STATUS_BAD_PARAM**

At least one of the following conditions are met:

- `handle` is NULL.
- One of the parameters `x, dx, y, dy, grid, dgrid` is NULL.
- The dimension of `dy` differs from those specified in `stDesc`.

**CUDNN_STATUS_NOT_SUPPORTED**

The function does not support the provided configuration. See the following for some examples of non-supported configurations:

- The dimension of transformed tensor > 4.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

### 4.177. `cudnnSpatialTfSamplerForward`

```c
cudnnStatus_t cudnnSpatialTfSamplerForward(
    cudnnHandle_t                              handle,
    const cudnnSpatialTransformerDescriptor_t  stDesc,
    *alpha,
    const cudnnTensorDescriptor_t              xDesc,
    *x,
    const void                                *grid,
    const void                                *beta,
    cudnnTensorDescriptor_t                    yDesc,
    *y)
```
This function performs a sampler operation and generates the output tensor using the grid given by the grid generator.

Only 2d transformation is supported.

**Parameters**

**handle**
Input. Handle to a previously created cuDNN context.

**stDesc**
Input. Previously created spatial transformer descriptor object.

**alpha, beta**
Input. Pointers to scaling factors (in host memory) used to blend the source value with prior value in the destination tensor as follows: \( \text{dstValue} = \text{alpha}[0] \times \text{srcValue} + \text{beta}[0] \times \text{priorDstValue} \). Please refer to this section for additional details.

**xDesc**
Input. Handle to the previously initialized input tensor descriptor.

**x**
Input. Data pointer to GPU memory associated with the tensor descriptor `xDesc`.

**grid**
Input. A grid of coordinates generated by `cudnnSpatialTfGridGeneratorForward`.

**yDesc**
Input. Handle to the previously initialized output tensor descriptor.

**y**
Output. Data pointer to GPU memory associated with the output tensor descriptor `yDesc`.

The possible error values returned by this function and their meanings are listed below.

**Returns**

**CUDNN_STATUS_SUCCESS**
The call was successful.

**CUDNN_STATUS_BAD_PARAM**
At least one of the following conditions are met:

- **handle** is NULL.
- One of the parameters `x, y, grid` is NULL.

**CUDNN_STATUS_NOT_SUPPORTED**
The function does not support the provided configuration. See the following for some examples of non-supported configurations:
The dimension of transformed tensor > 4.

**CUDNN_STATUS_EXECUTION_FAILED**

The function failed to launch on the GPU.

### 4.178. cudnnTransformTensor

```c
void cudnnTransformTensor(
    cudnnHandle_t                  handle,
    const void                    *alpha,
    const cudnnTensorDescriptor_t  xDesc,
    const void                    *x,
    const void                    *beta,
    const cudnnTensorDescriptor_t  yDesc,
    void                          *y)
```

This function copies the scaled data from one tensor to another tensor with a different layout. Those descriptors need to have the same dimensions but not necessarily the same strides. The input and output tensors must not overlap in any way (i.e., tensors cannot be transformed in place). This function can be used to convert a tensor with an unsupported format to a supported one.

**Parameters**

- **handle**
  
  *Input.* Handle to a previously created cuDNN context.

- **alpha, beta**
  
  *Input.* Pointers to scaling factors (in host memory) used to blend the source value with prior value in the destination tensor as follows: \( \text{dstValue} = \alpha[0]*\text{srcValue} + \beta[0]*\text{priorDstValue} \). Please refer to this section for additional details.

- **xDesc**
  
  *Input.* Handle to a previously initialized tensor descriptor.

- **x**
  
  *Input.* Pointer to data of the tensor described by the \( \text{xDesc} \) descriptor.

- **yDesc**
  
  *Input.* Handle to a previously initialized tensor descriptor.

- **y**
  
  *Output.* Pointer to data of the tensor described by the \( \text{yDesc} \) descriptor.

The possible error values returned by this function and their meanings are listed below.

**Returns**

- **CUDNN_STATUS_SUCCESS**
  
  The function launched successfully.

- **CUDNN_STATUS_NOT_SUPPORTED**
  
  The function does not support the provided configuration.
CUDNN_STATUS_BAD_PARAM

The dimensions n, c, h, w or the dataType of the two tensor descriptors are different.

CUDNN_STATUS_EXECUTION_FAILED

The function failed to launch on the GPU.
Chapter 5.
ACKNOWLEDGMENTS

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