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

NVIDIA Driver

Description

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

NVIDIA CUDA Toolkit

Description

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

Default Install Location of CUDA Toolkit

Windows platform:

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

Linux platform:

/usr/local/cuda-#.#

Mac platform:

/Developer/NVIDIA/CUDA-#.#
NVIDIA CUDA Samples

Description
This package includes over 100+ CUDA examples that demonstrate various CUDA programming principles, and efficient CUDA implementation of algorithms in specific application domains.

Default Install Location of CUDA Samples
Windows platform:
%ProgramData%\NVIDIA Corporation\CUDA Samples\v#.#

Linux platform:
/usr/local/cuda-#.#/samples
and
$HOME/NVIDIA_CUDA-#.#_Samples

Mac platform:
/Developer/NVIDIA/CUDA-#.#/samples

NVIDIA Nsight Visual Studio Edition (Windows only)

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

Default Install Location of Nsight Visual Studio Edition
Windows platform:
%ProgramFiles(x86)%\NVIDIA Corporation\Nsight Visual Studio Edition #.#
Release date: January 28, 2020

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   b. (ii) you commence or participate in any legal proceeding against NVIDIA with respect to the SDK; or
   c. (iii) NVIDIA decides to no longer provide the SDK in a country or, in NVIDIA’s sole discretion, the continued use of it is no longer commercially viable.
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You agree to cooperate with NVIDIA and provide reasonably requested information to verify your compliance with this Agreement.

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Chapter 2.
CUDA TOOLKIT SUPPLEMENT TO
SOFTWARE LICENSE AGREEMENT FOR
NVIDIA SOFTWARE DEVELOPMENT KITS

Release date: January 28, 2020

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

2.1. License Scope

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2.2. Distribution

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

2.3. Operating Systems

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

2.5. Licensing

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

2.6. Attachment A

The following portions of the SDK are distributable under the Agreement:

<table>
<thead>
<tr>
<th>Component</th>
<th>CUDA Runtime</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows</td>
<td>cudart.dll, cudart_static.lib, cudadevrt.lib</td>
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<tr>
<td>Mac OSX</td>
<td>libcudart.dylib, libcudart_static.a, libcudadevrt.a</td>
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<tr>
<td>Linux</td>
<td>libcudart.so, libcudart_static.a, libcudadevrt.a</td>
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<tr>
<td>Android</td>
<td>libcudart.so, libcudart_static.a, libcudadevrt.a</td>
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<td>Component</td>
<td>CUDA FFT Library</td>
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<tr>
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<tr>
<td>Android</td>
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<tr>
<td>Component</td>
<td>CUDA BLAS Library</td>
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<td>File</td>
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<tr>
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<td>CUDA Sparse Matrix Library</td>
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<td>CUDA Linear Solver Library</td>
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<td>CUDA Random Number Generation Library</td>
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<td>Component</td>
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<tr>
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<tr>
<td>Internal common library required for statically linking to cuBLAS, cuPARSPE, cuFFT, cuRAND, nvJPEG and NPP</td>
<td>libculibos.a</td>
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<tr>
<td>NVIDIA Runtime Compilation Library and Header</td>
<td>libnvrth.bul, libnvrth-builtins.dlyb</td>
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**Mac OSX**
- libnppc.dylib, libnppcc_static.a, libnppic.dylib, libnppicom.dylib, libnppidei.dylib, libnppidei_static.a, libnppif.dylib, libnppif_static.a, libnppig.dylib, libnppig_static.a, libnppim.dylib, libnppisu_static.a, libnppitc.dylib, libnppitc_static.a, libnpps.dylib, libnpps_static.a

**Linux**
- libnppc.so, libnppcc_static.a, libnppip.so, libnppiccc_static.a, libnppicom.so, libnppioidc_static.a, libnppidei_so, libnppidei_static.a, libnppif_so, libnppif_static.a, libnppigi.so, libnppig_static.a, libnppim.so, libnppim_static.a, libnppiis.so, libnppis_static.a, libnppitc_so, libnppitc_static.a, libnpps_so, libnpps_static.a

**Android**
- libnppc_so, libnppcc_static.a, libnppip_so, libnppiccc_static.a, libnppicom_so, libnppioidc_static.a, libnppidei_so, libnppidei_static.a, libnppif_so, libnppif_static.a, libnppigi_so, libnppig_static.a, libnppim_so, libnppim_static.a, libnppiis_so, libnppis_static.a, libnppitc_so, libnppitc_static.a, libnpps_so, libnpps_static.a
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<td>Linux</td>
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</tbody>
</table>

The NVIDIA CUDA Driver Libraries are only distributable in applications that meet this criteria:

1. The application was developed starting from a NVIDIA CUDA container obtained from Docker Hub or the NVIDIA GPU Cloud, and
2. The resulting application is packaged as a Docker container and distributed to users on Docker Hub or the NVIDIA GPU Cloud only.
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<table>
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<th>Component</th>
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<tr>
<td>CUDA-GDB</td>
<td>GPL v3</td>
</tr>
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</table>

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

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Developed by:

LLVM Team
University of Illinois at Urbana-Champaign
http://llvm.org

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-------
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-------
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THE BASIC LIBRARY FUNCTIONS
---------------------------
Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk
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PCRE JUST-IN-TIME COMPILATION SUPPORT
-------------------------------------
Written by: Zoltan Herczeg
Email local part: hzmester
Email domain: freemail.hu
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---------------------------------
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-------------------------
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