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Chapter 1.
API SYNCHRONIZATION BEHAVIOR

The API provides memcpy/memset functions in both synchronous and asynchronous forms, the latter having an "Async" suffix. This is a misnomer as each function may exhibit synchronous or asynchronous behavior depending on the arguments passed to the function. In the reference documentation, each memcpy function is categorized as synchronous or asynchronous, corresponding to the definitions below.

**Memcpy**

The API provides memcpy/memset functions in both synchronous and asynchronous forms, the latter having an "Async" suffix. This is a misnomer as each function may exhibit synchronous or asynchronous behavior depending on the arguments passed to the function. In the reference documentation, each memcpy function is categorized as synchronous or asynchronous, corresponding to the definitions below.

**Synchronous**

1. All transfers involving Unified Memory regions are fully synchronous with respect to the host.

2. For transfers from pageable host memory to device memory, a stream sync is performed before the copy is initiated. The function will return once the pageable buffer has been copied to the staging memory for DMA transfer to device memory, but the DMA to final destination may not have completed.

3. For transfers from pinned host memory to device memory, the function is synchronous with respect to the host.

4. For transfers from device to either pageable or pinned host memory, the function returns only once the copy has completed.

5. For transfers from device memory to device memory, no host-side synchronization is performed.
6. For transfers from any host memory to any host memory, the function is fully synchronous with respect to the host.

**Asynchronous**

1. For transfers from pageable host memory to device memory, host memory is copied to a staging buffer immediately (no device synchronization is performed). The function will return once the pageable buffer has been copied to the staging memory. The DMA transfer to final destination may not have completed.

2. For transfers between pinned host memory and device memory, the function is fully asynchronous.

3. For transfers from device memory to pageable host memory, the function will return only once the copy has completed.

4. For all other transfers, the function is fully asynchronous. If pageable memory must first be staged to pinned memory, this will be handled asynchronously with a worker thread.

5. For transfers from any host memory to any host memory, the function is fully synchronous with respect to the host.

**Memset**

The synchronous memset functions are asynchronous with respect to the host except when the target is pinned host memory or a Unified Memory region, in which case they are fully synchronous. The Async versions are always asynchronous with respect to the host.

**Kernel Launches**

Kernel launches are asynchronous with respect to the host. Details of concurrent kernel execution and data transfers can be found in the CUDA Programmers Guide.
Chapter 2.
STREAM SYNCHRONIZATION BEHAVIOR

NULL stream

The NULL stream or stream 0 is an implicit stream which synchronizes with all other streams in the same CUcontext except for non-blocking streams, described below. (For applications using the runtime APIs only, there will be one context per device.) When an action is taken in the NULL stream such as a kernel launch or cudaStreamWaitEvent(), the NULL stream first waits on all blocking streams, the action is queued in the NULL stream, and then all blocking streams wait on the NULL stream.

For example, the following code launches a kernel k_1 in stream s, then k_2 in the NULL stream, then k_3 in stream s:

```c
k_1<<<1, 1, 0, s>>>();
k_2<<<1, 1>>>();
k_3<<<1, 1, 0, s>>>();
```

The resulting behavior is that k_2 will block on k_1 and k_3 will block on k_2.

Actions are added in the NULL stream by passing 0 as the cudaStream_t parameter of applicable APIs, or by calling the corresponding synchronous APIs which do not take the cudaStream_t parameter. The NULL stream is also the default for kernel launches if a stream is not specified.

Non-blocking streams which do not synchronize with the NULL stream can be created using the cudaStreamNonBlocking flag with the stream creation APIs.
Chapter 3.
MODULES

Here is a list of all modules:

- Device Management
- Thread Management [DEPRECATED]
- Error Handling
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3.1. Device Management

CUDART_DEVICE

This section describes the device management functions of the CUDA runtime application programming interface.

cudaError_t cudaChooseDevice (int *device, const cudaDeviceProp *prop)

Select compute-device which best matches criteria.

Parameters

device
  - Device with best match

prop
  - Desired device properties

Returns

cudaSuccess, cudaErrorInvalidValue

Description

Returns in *device the device which has properties that best match *prop.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGetDeviceCount, cudaGetDevice, cudaSetDevice, cudaGetDeviceProperties
cudaError_t cudaDeviceGetAttribute (int *value, cudaDeviceAttr attr, int device)

Returns information about the device.

Parameters

value
- Returned device attribute value
attr
- Device attribute to query
device
- Device number to query

Returns

cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue

Description

Returns in *value the integer value of the attribute attr on device device. The supported attributes are:

- cudaDevAttrMaxThreadsPerBlock: Maximum number of threads per block;
- cudaDevAttrMaxBlockDimX: Maximum x-dimension of a block;
- cudaDevAttrMaxBlockDimY: Maximum y-dimension of a block;
- cudaDevAttrMaxBlockDimZ: Maximum z-dimension of a block;
- cudaDevAttrMaxGridDimX: Maximum x-dimension of a grid;
- cudaDevAttrMaxGridDimY: Maximum y-dimension of a grid;
- cudaDevAttrMaxGridDimZ: Maximum z-dimension of a grid;
- cudaDevAttrMaxSharedMemoryPerBlock: Maximum amount of shared memory available to a thread block in bytes;
- cudaDevAttrTotalConstantMemory: Memory available on device for __constant__ variables in a CUDA C kernel in bytes;
- cudaDevAttrWarpSize: Warp size in threads;
- cudaDevAttrMaxPitch: Maximum pitch in bytes allowed by the memory copy functions that involve memory regions allocated through cudaMallocPitch();
- cudaDevAttrMaxTexture1DWidth: Maximum 1D texture width;
- cudaDevAttrMaxTexture1DLinearWidth: Maximum width for a 1D texture bound to linear memory;
- cudaDevAttrMaxTexture1DMipmappedWidth: Maximum mipmapped 1D texture width;
- cudaDevAttrMaxTexture2DWidth: Maximum 2D texture width;
- cudaDevAttrMaxTexture2DHeight: Maximum 2D texture height;
- `cudaDevAttrMaxTexture2DLinearWidth`: Maximum width for a 2D texture bound to linear memory;
- `cudaDevAttrMaxTexture2DLinearHeight`: Maximum height for a 2D texture bound to linear memory;
- `cudaDevAttrMaxTexture2DLinearPitch`: Maximum pitch in bytes for a 2D texture bound to linear memory;
- `cudaDevAttrMaxTexture2DMipmappedWidth`: Maximum mipmapped 2D texture width;
- `cudaDevAttrMaxTexture2DMipmappedHeight`: Maximum mipmapped 2D texture height;
- `cudaDevAttrMaxTexture3DWidth`: Maximum 3D texture width;
- `cudaDevAttrMaxTexture3DHeight`: Maximum 3D texture height;
- `cudaDevAttrMaxTexture3DDepth`: Maximum 3D texture depth;
- `cudaDevAttrMaxTexture3DWidthAlt`: Alternate maximum 3D texture width, 0 if no alternate maximum 3D texture size is supported;
- `cudaDevAttrMaxTexture3DHeightAlt`: Alternate maximum 3D texture height, 0 if no alternate maximum 3D texture size is supported;
- `cudaDevAttrMaxTexture3DDepthAlt`: Alternate maximum 3D texture depth, 0 if no alternate maximum 3D texture size is supported;
- `cudaDevAttrMaxTextureCubemapWidth`: Maximum cubemap texture width or height;
- `cudaDevAttrMaxTexture1DLayeredWidth`: Maximum 1D layered texture width;
- `cudaDevAttrMaxTexture1DLayeredLayers`: Maximum layers in a 1D layered texture;
- `cudaDevAttrMaxTexture2DLayeredWidth`: Maximum 2D layered texture width;
- `cudaDevAttrMaxTexture2DLayeredHeight`: Maximum 2D layered texture height;
- `cudaDevAttrMaxTexture2DLayeredLayers`: Maximum layers in a 2D layered texture;
- `cudaDevAttrMaxTextureCubemapLayeredWidth`: Maximum cubemap layered texture width or height;
- `cudaDevAttrMaxTextureCubemapLayeredLayers`: Maximum layers in a cubemap layered texture;
- `cudaDevAttrMaxSurface1DWidth`: Maximum 1D surface width;
- `cudaDevAttrMaxSurface2DWidth`: Maximum 2D surface width;
- `cudaDevAttrMaxSurface2DHeight`: Maximum 2D surface height;
- `cudaDevAttrMaxSurface3DWidth`: Maximum 3D surface width;
- `cudaDevAttrMaxSurface3DHeight`: Maximum 3D surface height;
- `cudaDevAttrMaxSurface3DDepth`: Maximum 3D surface depth;
- `cudaDevAttrMaxSurface1DLayeredWidth`: Maximum 1D layered surface width;
- `cudaDevAttrMaxSurface1DLayeredLayers`: Maximum layers in a 1D layered surface;
- cudaDevAttrMaxSurface2DLayeredWidth: Maximum 2D layered surface width;
- cudaDevAttrMaxSurface2DLayeredHeight: Maximum 2D layered surface height;
- cudaDevAttrMaxSurface2DLayeredLayers: Maximum layers in a 2D layered surface;
- cudaDevAttrMaxSurfaceCubemapWidth: Maximum cubemap surface width;
- cudaDevAttrMaxSurfaceCubemapLayeredWidth: Maximum cubemap layered surface width;
- cudaDevAttrMaxSurfaceCubemapLayeredLayers: Maximum layers in a cubemap layered surface;
- cudaDevAttrMaxRegistersPerBlock: Maximum number of 32-bit registers available to a thread block;
- cudaDevAttrClockRate: Peak clock frequency in kilohertz;
- cudaDevAttrTextureAlignment: Alignment requirement; texture base addresses aligned to textureAlign bytes do not need an offset applied to texture fetches;
- cudaDevAttrTexturePitchAlignment: Pitch alignment requirement for 2D texture references bound to pitched memory;
- cudaDevAttrGpuOverlap: 1 if the device can concurrently copy memory between host and device while executing a kernel, or 0 if not;
- cudaDevAttrMultiProcessorCount: Number of multiprocessors on the device;
- cudaDevAttrKernelExecTimeout: 1 if there is a run time limit for kernels executed on the device, or 0 if not;
- cudaDevAttrIntegrated: 1 if the device is integrated with the memory subsystem, or 0 if not;
- cudaDevAttrCanMapHostMemory: 1 if the device can map host memory into the CUDA address space, or 0 if not;
- cudaDevAttrComputeMode: Compute mode is the compute mode that the device is currently in. Available modes are as follows:
  - cudaComputeModeDefault: Default mode - Device is not restricted and multiple threads can use cudaSetDevice() with this device.
  - cudaComputeModeExclusive: Compute-exclusive mode - Only one thread will be able to use cudaSetDevice() with this device.
  - cudaComputeModeProhibited: Compute-prohibited mode - No threads can use cudaSetDevice() with this device.
  - cudaComputeModeExclusiveProcess: Compute-exclusive-process mode - Many threads in one process will be able to use cudaSetDevice() with this device.
- cudaDevAttrConcurrentKernels: 1 if the device supports executing multiple kernels within the same context simultaneously, or 0 if not. It is not guaranteed that multiple kernels will be resident on the device concurrently so this feature should not be relied upon for correctness;
- cudaDevAttrEccEnabled: 1 if error correction is enabled on the device, 0 if error correction is disabled or not supported by the device;
CUDA Runtime API

- `cudaDevAttrPciBusId`: PCI bus identifier of the device;
- `cudaDevAttrPciDeviceId`: PCI device (also known as slot) identifier of the device;
- `cudaDevAttrTccDriver`: 1 if the device is using a TCC driver. TCC is only available on Tesla hardware running Windows Vista or later;
- `cudaDevAttrMemoryClockRate`: Peak memory clock frequency in kilohertz;
- `cudaDevAttrGlobalMemoryBusWidth`: Global memory bus width in bits;
- `cudaDevAttrL2CacheSize`: Size of L2 cache in bytes. 0 if the device doesn't have L2 cache;
- `cudaDevAttrMaxThreadsPerMultiProcessor`: Maximum resident threads per multiprocessor;
- `cudaDevAttrUnifiedAddressing`: 1 if the device shares a unified address space with the host, or 0 if not;
- `cudaDevAttrComputeCapabilityMajor`: Major compute capability version number;
- `cudaDevAttrComputeCapabilityMinor`: Minor compute capability version number;
- `cudaDevAttrStreamPrioritiesSupported`: 1 if the device supports stream priorities, or 0 if not;
- `cudaDevAttrGlobalL1CacheSupported`: 1 if device supports caching globals in L1 cache, 0 if not;
- `cudaDevAttrGlobalL1CacheSupported`: 1 if device supports caching locals in L1 cache, 0 if not;
- `cudaDevAttrMaxSharedMemoryPerMultiProcessor`: Maximum amount of shared memory available to a multiprocessor in bytes; this amount is shared by all thread blocks simultaneously resident on a multiprocessor;
- `cudaDevAttrMaxRegistersPerMultiProcessor`: Maximum number of 32-bit registers available to a multiprocessor; this number is shared by all thread blocks simultaneously resident on a multiprocessor;
- `cudaDevAttrManagedMemSupported`: 1 if device supports allocating managed memory, 0 if not;
- `cudaDevAttrIsMultiGpuBoard`: 1 if device is on a multi-GPU board, 0 if not;
- `cudaDevAttrMultiGpuBoardGroupId`: Unique identifier for a group of devices on the same multi-GPU board;

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGetDeviceCount, cudaGetDevice, cudaSetDevice, cudaChooseDevice, cudaGetDeviceProperties
cudaError_t cudaDeviceGetByPCIBusId (int *device, const char *pciBusId)

Returns a handle to a compute device.

Parameters

device
- Returned device ordinal

pciBusId
- String in one of the following forms: [domain]:[bus]:[device].[function] [domain]:[bus]:[device] [bus]:[device].[function] where domain, bus, device, and function are all hexadecimal values

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description

Returns in *device a device ordinal given a PCI bus ID string.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaDeviceGetPCIBusId

cudaError_t cudaDeviceGetCacheConfig (cudaFuncCache *pCacheConfig)

Returns the preferred cache configuration for the current device.

Parameters

pCacheConfig
- Returned cache configuration

Returns

cudaSuccess, cudaErrorInitializationError
Description

On devices where the L1 cache and shared memory use the same hardware resources, this returns through pCacheConfig the preferred cache configuration for the current device. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute functions.

This will return a pCacheConfig of cudaFuncCachePreferNone on devices where the size of the L1 cache and shared memory are fixed.

The supported cache configurations are:

- cudaFuncCachePreferNone: no preference for shared memory or L1 (default)
- cudaFuncCachePreferShared: prefer larger shared memory and smaller L1 cache
- cudaFuncCachePreferL1: prefer larger L1 cache and smaller shared memory
- cudaFuncCachePreferEqual: prefer equal size L1 cache and shared memory

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaDeviceSetCacheConfig, cudaFuncSetCacheConfig (C API),
cudaFuncSetCacheConfig (C++ API)

cudaError_t cudaDeviceGetLimit (size_t *pValue, cudaLimit limit)

Returns resource limits.

Parameters

pValue
- Returned size of the limit

limit
- Limit to query

Returns

cudaSuccess, cudaErrorUnsupportedLimit, cudaErrorInvalidValue

Description

Returns in *pValue the current size of limit. The supported cudaLimit values are:

- cudaLimitStackSize: stack size in bytes of each GPU thread;
- cudaLimitPrintfFifoSize: size in bytes of the shared FIFO used by the printf() and fprintf() device system calls.
- cudaLimitMallocHeapSize: size in bytes of the heap used by the malloc() and free() device system calls;
- cudaLimitDevRuntimeSyncDepth: maximum grid depth at which a thread can issue the device runtime call cudaDeviceSynchronize() to wait on child grid launches to complete.
- cudaLimitDevRuntimePendingLaunchCount: maximum number of outstanding device runtime launches.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceSetLimit

cudaError_t cudaDeviceGetPCIBusId (char *pciBusId, int len, int device)

Returns a PCI Bus Id string for the device.

Parameters

 pciBusId
  - Returned identifier string for the device in the following format [domain]:[bus]: [device].[function] where domain, bus, device, and function are all hexadecimal values. pciBusId should be large enough to store 13 characters including the NULL-terminator.

 len
  - Maximum length of string to store in name

 device
  - Device to get identifier string for

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description

Returns an ASCII string identifying the device dev in the NULL-terminated string pointed to by pciBusId. len specifies the maximum length of the string that may be returned.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaDeviceGetByPCIBusId

cudaError_t cudaDeviceGetSharedMemConfig (cudaSharedMemConfig *pConfig)
Returns the shared memory configuration for the current device.

Parameters

pConfig
- Returned cache configuration

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInitializationError

Description

This function will return in pConfig the current size of shared memory banks on the current device. On devices with configurable shared memory banks, cudaDeviceSetSharedMemConfig can be used to change this setting, so that all subsequent kernel launches will by default use the new bank size. When cudaDeviceGetSharedMemConfig is called on devices without configurable shared memory, it will return the fixed bank size of the hardware.

The returned bank configurations can be either:

- cudaSharedMemBankSizeFourByte - shared memory bank width is four bytes.
- cudaSharedMemBankSizeEightByte - shared memory bank width is eight bytes.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaDeviceSetCacheConfig, cudaDeviceGetCacheConfig, cudaDeviceSetSharedMemConfig, cudaFuncSetCacheConfig
cudaError_t cudaDeviceGetStreamPriorityRange (int *leastPriority, int *greatestPriority)

Returns numerical values that correspond to the least and greatest stream priorities.

**Parameters**

**leastPriority**
- Pointer to an int in which the numerical value for least stream priority is returned

**greatestPriority**
- Pointer to an int in which the numerical value for greatest stream priority is returned

**Returns**

cudaSuccess, cudaErrorInvalidValue

**Description**

Returns in *leastPriority and *greatestPriority* the numerical values that correspond to the least and greatest stream priorities respectively. Stream priorities follow a convention where lower numbers imply greater priorities. The range of meaningful stream priorities is given by [*greatestPriority, *leastPriority*]. If the user attempts to create a stream with a priority value that is outside the the meaningful range as specified by this API, the priority is automatically clamped down or up to either *leastPriority or *greatestPriority respectively. See cudaStreamCreateWithPriority for details on creating a priority stream. A NULL may be passed in for *leastPriority or *greatestPriority if the value is not desired.

This function will return '0' in both *leastPriority and *greatestPriority* if the current context's device does not support stream priorities (see cudaDeviceGetAttribute).

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**
cudaStreamCreateWithPriority, cudaStreamGetPriority
cudaError_t cudaDeviceReset (void)
Destroy all allocations and reset all state on the current device in the current process.

Returns
cudaSuccess

Description
Explicitly destroys and cleans up all resources associated with the current device in the current process. Any subsequent API call to this device will reinitialize the device.

Note that this function will reset the device immediately. It is the caller's responsibility to ensure that the device is not being accessed by any other host threads from the process when this function is called.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceSynchronize

cudaError_t cudaDeviceSetCacheConfig (cudaFuncCache cacheConfig)
Sets the preferred cache configuration for the current device.

Parameters
cacheConfig
- Requested cache configuration

Returns
cudaSuccess, cudaErrorInitializationError

Description
On devices where the L1 cache and shared memory use the same hardware resources, this sets through cacheConfig the preferred cache configuration for the current device. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute the function. Any function preference set via cudaFuncSetCacheConfig (C API) or cudaFuncSetCacheConfig (C++ API) will be preferred over this device-wide setting.
Setting the device-wide cache configuration to `cudaFuncCachePreferNone` will cause subsequent kernel launches to prefer to not change the cache configuration unless required to launch the kernel.

This setting does nothing on devices where the size of the L1 cache and shared memory are fixed.

Launching a kernel with a different preference than the most recent preference setting may insert a device-side synchronization point.

The supported cache configurations are:

- `cudaFuncCachePreferNone`: no preference for shared memory or L1 (default)
- `cudaFuncCachePreferShared`: prefer larger shared memory and smaller L1 cache
- `cudaFuncCachePreferL1`: prefer larger L1 cache and smaller shared memory
- `cudaFuncCachePreferEqual`: prefer equal size L1 cache and shared memory

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaDeviceGetCacheConfig, cudaFuncSetCacheConfig (C API), cudaFuncSetCacheConfig (C++ API)`

```
cudaError_t cudaDeviceSetLimit (cudaLimit limit, size_t value)
```

Set resource limits.

**Parameters**

- `limit` - Limit to set
- `value` - Size of limit

**Returns**

`cudaSuccess, cudaErrorUnsupportedLimit, cudaErrorInvalidValue, cudaErrorMemoryAllocation`

**Description**

Setting `limit` to `value` is a request by the application to update the current limit maintained by the device. The driver is free to modify the requested value to meet h/w
requirements (this could be clamping to minimum or maximum values, rounding up to nearest element size, etc). The application can use \texttt{cudaDeviceGetLimit()} to find out exactly what the limit has been set to.

Setting each \texttt{cudaLimit} has its own specific restrictions, so each is discussed here.

- \texttt{cudaLimitStackSize} controls the stack size in bytes of each GPU thread. This limit is only applicable to devices of compute capability 2.0 and higher. Attempting to set this limit on devices of compute capability less than 2.0 will result in the error \texttt{cudaErrorUnsupportedLimit} being returned.

- \texttt{cudaLimitPrintfFifoSize} controls the size in bytes of the shared FIFO used by the printf() and fprintf() device system calls. Setting \texttt{cudaLimitPrintfFifoSize} must be performed before launching any kernel that uses the printf() or fprintf() device system calls, otherwise \texttt{cudaErrorInvalidValue} will be returned. This limit is only applicable to devices of compute capability 2.0 and higher. Attempting to set this limit on devices of compute capability less than 2.0 will result in the error \texttt{cudaErrorUnsupportedLimit} being returned.

- \texttt{cudaLimitMallocHeapSize} controls the size in bytes of the heap used by the malloc() and free() device system calls. Setting \texttt{cudaLimitMallocHeapSize} must be performed before launching any kernel that uses the malloc() or free() device system calls, otherwise \texttt{cudaErrorInvalidValue} will be returned. This limit is only applicable to devices of compute capability 2.0 and higher. Attempting to set this limit on devices of compute capability less than 2.0 will result in the error \texttt{cudaErrorUnsupportedLimit} being returned.

- \texttt{cudaLimitDevRuntimeSyncDepth} controls the maximum nesting depth of a grid at which a thread can safely call \texttt{cudaDeviceSynchronize()}. Setting this limit must be performed before any launch of a kernel that uses the device runtime and calls \texttt{cudaDeviceSynchronize()} above the default sync depth, two levels of grids. Calls to \texttt{cudaDeviceSynchronize()} will fail with error code \texttt{cudaErrorSyncDepthExceeded} if the limitation is violated. This limit can be set smaller than the default or up to the maximum launch depth of 24. When setting this limit, keep in mind that additional levels of sync depth require the runtime to reserve large amounts of device memory which can no longer be used for user allocations. If these reservations of device memory fail, \texttt{cudaDeviceSetLimit} will return \texttt{cudaErrorMemoryAllocation}, and the limit can be reset to a lower value. This limit is only applicable to devices of compute capability 3.5 and higher. Attempting to set this limit on devices of compute capability less than 3.5 will result in the error \texttt{cudaErrorUnsupportedLimit} being returned.

- \texttt{cudaLimitDevRuntimePendingLaunchCount} controls the maximum number of outstanding device runtime launches that can be made from the current device. A grid is outstanding from the point of launch up until the grid is known to have been completed. Device runtime launches which violate this limitation fail and return \texttt{cudaErrorLaunchPendingCountExceeded} when \texttt{cudaGetLastError()} is
called after launch. If more pending launches than the default (2048 launches) are needed for a module using the device runtime, this limit can be increased. Keep in mind that being able to sustain additional pending launches will require the runtime to reserve larger amounts of device memory upfront which can no longer be used for allocations. If these reservations fail, `cudaDeviceSetLimit` will return `cudaErrorMemoryAllocation`, and the limit can be reset to a lower value. This limit is only applicable to devices of compute capability 3.5 and higher. Attempting to set this limit on devices of compute capability less than 3.5 will result in the error `cudaErrorUnsupportedLimit` being returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaDeviceGetLimit`

**cudaError_t cudaDeviceSetSharedMemConfig (cudaSharedMemConfig config)**

Sets the shared memory configuration for the current device.

**Parameters**

`config`

- Requested cache configuration

**Returns**

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInitializationError`

**Description**

On devices with configurable shared memory banks, this function will set the shared memory bank size which is used for all subsequent kernel launches. Any per-function setting of shared memory set via `cudaFuncSetSharedMemConfig` will override the device wide setting.

Changing the shared memory configuration between launches may introduce a device side synchronization point.

Changing the shared memory bank size will not increase shared memory usage or affect occupancy of kernels, but may have major effects on performance. Larger bank sizes will allow for greater potential bandwidth to shared memory, but will change what kinds of accesses to shared memory will result in bank conflicts.
This function will do nothing on devices with fixed shared memory bank size.

The supported bank configurations are:

- `cudaSharedMemBankSizeDefault`: set bank width the device default (currently, four bytes)
- `cudaSharedMemBankSizeFourByte`: set shared memory bank width to be four bytes natively.
- `cudaSharedMemBankSizeEightByte`: set shared memory bank width to be eight bytes natively.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

- `cudaDeviceSetCacheConfig`, `cudaDeviceGetCacheConfig`, `cudaDeviceGetSharedMemConfig`, `cudaFuncSetCacheConfig`

**cudaError_t cudaDeviceSynchronize (void)**

Wait for compute device to finish.

**Returns**

- `cudaSuccess`

**Description**

Blocks until the device has completed all preceding requested tasks. `cudaDeviceSynchronize()` returns an error if one of the preceding tasks has failed. If the `cudaDeviceScheduleBlockingSync` flag was set for this device, the host thread will block until the device has finished its work.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

- `cudaDeviceReset`
cudaError_t cudaGetDevice (int *device)
Returns which device is currently being used.

Parameters
device
- Returns the device on which the active host thread executes the device code.

Returns
cudaSuccess

Description
Returns in *device the current device for the calling host thread.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGetDeviceCount, cudaSetDevice, cudaGetDeviceProperties, cudaChooseDevice

cudaError_t cudaGetDeviceCount (int *count)
Returns the number of compute-capable devices.

Parameters
count
- Returns the number of devices with compute capability greater or equal to 1.0

Returns
cudaSuccess, cudaErrorNoDevice, cudaErrorInsufficientDriver

Description
Returns in *count the number of devices with compute capability greater or equal to 1.0 that are available for execution. If there is no such device then cudaGetDeviceCount() will return cudaErrorNoDevice. If no driver can be loaded to determine if any such devices exist then cudaGetDeviceCount() will return cudaErrorInsufficientDriver.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGetDevice, cudaSetDevice, cudaGetDeviceProperties, cudaChooseDevice

cudaError_t cudaGetDeviceProperties (cudaDeviceProp *prop, int device)
Returns information about the compute-device.

Parameters
prop
  - Properties for the specified device
device
  - Device number to get properties for

Returns
cudaSuccess, cudaErrorInvalidDevice
Description

Returns in \*prop the properties of device dev. The cudaDeviceProp structure is defined as:

```c
struct cudaDeviceProp {
    char name[256];
    size_t totalGlobalMem;
    size_t sharedMemPerBlock;
    int RegsPerBlock;
    int warpSize;
    size_t memPitch;
    int maxThreadsPerBlock;
    int maxThreadsDim[3];
    int maxGridSize[3];
    int clockRate;
    size_t totalConstMem;
    int major;
    int minor;
    size_t textureAlignment;
    size_t texturePitchAlignment;
    int deviceOverlap;
    int multiProcessorCount;
    int kernelExecTimeoutEnabled;
    int integrated;
    int canMapHostMemory;
    int computeMode;
    int maxTexture1D;
    int maxTexture1DLinear;
    int maxTexture2D[2];
    int maxTexture2DLinear[3];
    int maxTexture2DDGather[2];
    int maxTexture3D[3];
    int maxTexture3DLinear[3];
    int maxTexture3DGather[2];
    int maxTextureCubemap;
    int maxTextureCubemapLayered[2];
    int maxSurface1D;
    int maxSurface2D[2];
    int maxSurface3D[3];
    int maxSurface1DLayered[2];
    int maxSurface2DLayered[3];
    int maxSurfaceCubemap;
    int maxSurfaceCubemapLayered[2];
    size_t surfaceAlignment;
    int concurrentKernels;
    int ECCEnabled;
    int pciBusID;
    int pciDeviceID;
    int pciDomainID;
    int tccDriver;
    int asyncEngineCount;
    int unifiedAddressing;
    int memoryClockRate;
    int memoryBusWidth;
    int L2CacheSize;
    int maxThreadsPerMultiProcessor;
    int streamPrioritiesSupported;
    int globalL1CacheSupported;
    int localL1CacheSupported;
    size_t sharedMemPerMultiprocessor;
    int RegsPerMultiprocessor;
    int managedMemSupported;
    int isMultiGpuBoard;
    int multiGpuBoardGroupID;
};
```
where:

- `name[256]` is an ASCII string identifying the device;
- `totalGlobalMem` is the total amount of global memory available on the device in bytes;
- `sharedMemPerBlock` is the maximum amount of shared memory available to a thread block in bytes;
- `regsPerBlock` is the maximum number of 32-bit registers available to a thread block;
- `warpSize` is the warp size in threads;
- `memPitch` is the maximum pitch in bytes allowed by the memory copy functions that involve memory regions allocated through `cudaMallocPitch()`;
- `maxThreadsPerBlock` is the maximum number of threads per block;
- `maxThreadsDim[3]` contains the maximum size of each dimension of a block;
- `maxGridSize[3]` contains the maximum size of each dimension of a grid;
- `clockRate` is the clock frequency in kilohertz;
- `totalConstMem` is the total amount of constant memory available on the device in bytes;
- `major, minor` are the major and minor revision numbers defining the device’s compute capability;
- `textureAlignment` is the alignment requirement; texture base addresses that are aligned to `textureAlignment` bytes do not need an offset applied to texture fetches;
- `texturePitchAlignment` is the pitch alignment requirement for 2D texture references that are bound to pitched memory;
- `deviceOverlap` is 1 if the device can concurrently copy memory between host and device while executing a kernel, or 0 if not. Deprecated, use instead `asyncEngineCount`.
- `multiProcessorCount` is the number of multiprocessors on the device;
- `kernelExecTimeoutEnabled` is 1 if there is a run time limit for kernels executed on the device, or 0 if not.
- `integrated` is 1 if the device is an integrated (motherboard) GPU and 0 if it is a discrete (card) component.
- `canMapHostMemory` is 1 if the device can map host memory into the CUDA address space for use with `cudaHostAlloc()`/`cudaHostGetDevicePointer()`, or 0 if not;
- `computeMode` is the compute mode that the device is currently in. Available modes are as follows:
  - `cudaComputeModeDefault`: Default mode - Device is not restricted and multiple threads can use `cudaSetDevice()` with this device.
  - `cudaComputeModeExclusive`: Compute-exclusive mode - Only one thread will be able to use `cudaSetDevice()` with this device.
  - `cudaComputeModeProhibited`: Compute-prohibited mode - No threads can use `cudaSetDevice()` with this device.
cudaComputeModeExclusiveProcess: Compute-exclusive-process mode - Many threads in one process will be able to use cudaSetDevice() with this device.

If cudaSetDevice() is called on an already occupied device with computeMode cudaComputeModeExclusive, cudaErrorDeviceAlreadyInUse will be immediately returned indicating the device cannot be used. When an occupied exclusive mode device is chosen with cudaSetDevice, all subsequent non-device management runtime functions will return cudaErrorDevicesUnavailable.

- maxTexture1D is the maximum 1D texture size.
- maxTexture1DMipmap is the maximum 1D mipmapped texture size.
- maxTexture1DLinear is the maximum 1D texture size for textures bound to linear memory.
- maxTexture2DLinear[3] contains the maximum 2D texture dimensions for 2D textures bound to pitch linear memory.
- maxTexture2DGather[2] contains the maximum 2D texture dimensions if texture gather operations have to be performed.
- maxTextureCubeMap is the maximum cubemap texture width or height.
- maxSurface1D is the maximum 1D surface size.
- maxSurfaceCubeMap is the maximum cubemap surface width or height.
- surfaceAlignment specifies the alignment requirements for surfaces.
- concurrentKernels is 1 if the device supports executing multiple kernels within the same context simultaneously, or 0 if not. It is not guaranteed that multiple kernels will be resident on the device concurrently so this feature should not be relied upon for correctness;
- ECCEnabled is 1 if the device has ECC support turned on, or 0 if not.
- pciBusID is the PCI bus identifier of the device.
- `pciDeviceID` is the PCI device (sometimes called slot) identifier of the device.
- `pciDomainID` is the PCI domain identifier of the device.
- `tccDriver` is 1 if the device is using a TCC driver or 0 if not.
- `asyncEngineCount` is 1 when the device can concurrently copy memory between host and device while executing a kernel. It is 2 when the device can concurrently copy memory between host and device in both directions and execute a kernel at the same time. It is 0 if neither of these is supported.
- `unifiedAddressing` is 1 if the device shares a unified address space with the host and 0 otherwise.
- `memoryClockRate` is the peak memory clock frequency in kilohertz.
- `memoryBusWidth` is the memory bus width in bits.
- `l2CacheSize` is L2 cache size in bytes.
- `maxThreadsPerMultiProcessor` is the number of maximum resident threads per multiprocessor.
- `streamPrioritiesSupported` is 1 if the device supports stream priorities, or 0 if it is not supported.
- `globalL1CacheSupported` is 1 if the device supports caching of globals in L1 cache, or 0 if it is not supported.
- `localL1CacheSupported` is 1 if the device supports caching of locals in L1 cache, or 0 if it is not supported.
- `sharedMemPerMultiprocessor` is the maximum amount of shared memory available to a multiprocessor in bytes; this amount is shared by all thread blocks simultaneously resident on a multiprocessor;
- `regsPerMultiprocessor` is the maximum number of 32-bit registers available to a multiprocessor; this number is shared by all thread blocks simultaneously resident on a multiprocessor;
- `managedMemSupported` is 1 if the device supports allocating managed memory, or 0 if it is not supported.
- `isMultiGpuBoard` is 1 if the device is on a multi-GPU board (e.g. Gemini cards), and 0 if not;
- `multiGpuBoardGroupID` is a unique identifier for a group of devices associated with the same board. Devices on the same multi-GPU board will share the same identifier;

**See also:**

`cudaGetDeviceCount`, `cudaGetDevice`, `cudaSetDevice`, `cudaChooseDevice`, `cudaDeviceGetAttribute`
cudaError_t cudaIpcCloseMemHandle (void *devPtr)

Close memory mapped with cudaIpcOpenMemHandle.

**Parameters**

**devPtr**
- Device pointer returned by cudaIpcOpenMemHandle

**Returns**

cudaSuccess, cudaErrorMapBufferObjectFailed, cudaErrorInvalidResourceHandle,

**Description**

Unmaps memory returned by cudaIpcOpenMemHandle. The original allocation in the exporting process as well as imported mappings in other processes will be unaffected.

Any resources used to enable peer access will be freed if this is the last mapping using them.

IPC functionality is restricted to devices with support for unified addressing on Linux operating systems.

**See also:**

cudaMalloc, cudaFree, cudaIpcGetEventHandle, cudaIpcOpenEventHandle, cudaIpcGetMemHandle, cudaIpcOpenMemHandle,

cudaError_t cudaIpcGetEventHandle (cudaIpcEventHandle_t *handle, cudaEvent_t event)

Gets an interprocess handle for a previously allocated event.

**Parameters**

**handle**
- Pointer to a user allocated cudaIpcEventHandle in which to return the opaque event handle

**event**
- Event allocated with cudaEventInterprocess and cudaEventDisableTiming flags.

**Returns**

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorMemoryAllocation, cudaErrorMapBufferObjectFailed
Description
Takes as input a previously allocated event. This event must have been created with
the cudaEventInterprocess and cudaEventDisableTiming flags set. This opaque handle
may be copied into other processes and opened with cudaIpcOpenEventHandle to allow
efficient hardware synchronization between GPU work in different processes.

After the event has been been opened in the importing process, cudaEventRecord,
cudaEventSynchronize, cudaStreamWaitEvent and cudaEventQuery may be used in
either process. Performing operations on the imported event after the exported event has
been freed with cudaEventDestroy will result in undefined behavior.

IPC functionality is restricted to devices with support for unified addressing on Linux
operating systems.

See also:
cudaEventCreate, cudaEventDestroy, cudaEventSynchronize, cudaEventQuery,
cudaStreamWaitEvent, cudaIpcOpenEventHandle, cudaIpcGetMemHandle,
cudaIpcOpenMemHandle, cudaIpcCloseMemHandle

cudaError_t cudaIpcGetMemHandle
(cudaipcMemHandle_t *handle, void *devPtr)
Gets an interprocess memory handle for an existing device memory allocation.

Parameters
handle
- Pointer to user allocated cudaipcMemHandle to return the handle in.

devPtr
- Base pointer to previously allocated device memory

Returns
cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorMemoryAllocation,
cudaErrorMapBufferObjectFailed,

Description
Takes a pointer to the base of an existing device memory allocation created with
cudaMalloc and exports it for use in another process. This is a lightweight operation and
may be called multiple times on an allocation without adverse effects.

If a region of memory is freed with cudaFree and a subsequent call to cudaMalloc
returns memory with the same device address, cudaIpcGetMemHandle will return a
unique handle for the new memory.
IPC functionality is restricted to devices with support for unified addressing on Linux operating systems.

See also:

cudaMalloc, cudaFree, cudaIpcGetEventHandle, cudaIpcOpenEventHandle, cudaIpcOpenMemHandle, cudaIpcCloseMemHandle

cudaError_t cudaIpcOpenEventHandle (cudaEvent_t *event, cudaIpcEventHandle_t handle)
Opens an interprocess event handle for use in the current process.

Parameters

event
- Returns the imported event

handle
- Interprocess handle to open

Returns
cudaSuccess, cudaErrorMapBufferObjectFailed, cudaErrorInvalidResourceHandle

Description
Opens an interprocess event handle exported from another process with cudaIpcGetEventHandle. This function returns a cudaEvent_t that behaves like a locally created event with the cudaEventDisableTiming flag specified. This event must be freed with cudaEventDestroy.

Performing operations on the imported event after the exported event has been freed with cudaEventDestroy will result in undefined behavior.

IPC functionality is restricted to devices with support for unified addressing on Linux operating systems.

See also:
cudaEventCreate, cudaEventDestroy, cudaEventSynchronize, cudaEventQuery, cudaStreamWaitEvent, cudaIpcGetEventHandle, cudaIpcGetMemHandle, cudaIpcOpenMemHandle, cudaIpcCloseMemHandle
cudaError_t cudaIpcOpenMemHandle (void **devPtr, cudaIpcMemHandle_t handle, unsigned int flags)

Opens an interprocess memory handle exported from another process and returns a device pointer usable in the local process.

Parameters

devPtr
- Returned device pointer

handle
- cudaIpcMemHandle to open

flags
- Flags for this operation. Must be specified as cudaIpcMemLazyEnablePeerAccess

Returns

cudaSuccess, cudaErrorMapBufferObjectFailed, cudaErrorInvalidResourceHandle, cudaErrorTooManyPeers

Description

Maps memory exported from another process with cudaIpcGetMemHandle into the current device address space. For contexts on different devices cudaIpcOpenMemHandle can attempt to enable peer access between the devices as if the user called cudaDeviceEnablePeerAccess. This behavior is controlled by the cudaIpcMemLazyEnablePeerAccess flag. cudaDeviceCanAccessPeer can determine if a mapping is possible.

Contexts that may open cudaIpcMemHandles are restricted in the following way. cudaIpcMemHandles from each device in a given process may only be opened by one context per device per other process.

Memory returned from cudaIpcOpenMemHandle must be freed with cudaIpcCloseMemHandle.

Calling cudaFree on an exported memory region before calling cudaIpcCloseMemHandle in the importing context will result in undefined behavior.

IPC functionality is restricted to devices with support for unified addressing on Linux operating systems.

No guarantees are made about the address returned in *devPtr. In particular, multiple processes may not receive the same address for the same handle.

See also:
cudaMalloc, cudaFree, cudaIpcGetEventHandle, cudaIpcOpenEventHandle, cudaIpcGetMemHandle, cudaIpcCloseMemHandle, cudaDeviceEnablePeerAccess, cudaDeviceCanAccessPeer,

cudaError_t cudaSetDevice (int device)
Set device to be used for GPU executions.

Parameters

device
- Device on which the active host thread should execute the device code.

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorDeviceAlreadyInUse

Description
Sets device as the current device for the calling host thread. Valid device id's are 0 to (cudaGetDeviceCount() - 1).

Any device memory subsequently allocated from this host thread using cudaMemcpy, cudaMemcpyPitch() or cudaMemcpyArray() will be physically resident on device. Any host memory allocated from this host thread using cudaMemcpyHost() or cudaMemcpyHostAlloc() or cudaMemcpyHostRegister() will have its lifetime associated with device. Any streams or events created from this host thread will be associated with device. Any kernels launched from this host thread using the <<<>>> operator or cudaLaunch() will be executed on device.

This call may be made from any host thread, to any device, and at any time. This function will do no synchronization with the previous or new device, and should be considered a very low overhead call.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGetDeviceCount, cudaGetDevice, cudaGetDeviceProperties, cudaChooseDevice
cudaError_t cudaSetDeviceFlags (unsigned int flags)

Sets flags to be used for device executions.

**Parameters**

*flags*
- Parameters for device operation

**Returns**

cudaSuccess, cudaErrorInvalidDevice, cudaErrorSetOnActiveProcess

**Description**

Records *flags* as the flags to use when initializing the current device. If no device has been made current to the calling thread then *flags* will be applied to the initialization of any device initialized by the calling host thread, unless that device has had its initialization flags set explicitly by this or any host thread.

If the current device has been set and that device has already been initialized then this call will fail with the error cudaErrorSetOnActiveProcess. In this case it is necessary to reset device using cudaDeviceReset() before the device’s initialization flags may be set.

The two LSBs of the *flags* parameter can be used to control how the CPU thread interacts with the OS scheduler when waiting for results from the device.

- **cudaDeviceScheduleAuto**: The default value if the *flags* parameter is zero, uses a heuristic based on the number of active CUDA contexts in the process \( C \) and the number of logical processors in the system \( P \). If \( C > P \), then CUDA will yield to other OS threads when waiting for the device, otherwise CUDA will not yield while waiting for results and actively spin on the processor.

- **cudaDeviceScheduleSpin**: Instruct CUDA to actively spin when waiting for results from the device. This can decrease latency when waiting for the device, but may lower the performance of CPU threads if they are performing work in parallel with the CUDA thread.

- **cudaDeviceScheduleYield**: Instruct CUDA to yield its thread when waiting for results from the device. This can increase latency when waiting for the device, but can increase the performance of CPU threads performing work in parallel with the device.

- **cudaDeviceScheduleBlockingSync**: Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the device to finish work.

- **cudaDeviceBlockingSync**: Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the device to finish work.

  **Deprecated**: This flag was deprecated as of CUDA 4.0 and replaced with cudaDeviceScheduleBlockingSync.
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- **cudaDeviceMapHost**: This flag must be set in order to allocate pinned host memory that is accessible to the device. If this flag is not set, `cudaHostGetDevicePointer()` will always return a failure code.

- **cudaDeviceLmemResizeToMax**: Instruct CUDA to not reduce local memory after resizing local memory for a kernel. This can prevent thrashing by local memory allocations when launching many kernels with high local memory usage at the cost of potentially increased memory usage.

**See also:**

`cudaGetDeviceCount`, `cudaGetDevice`, `cudaGetDeviceProperties`, `cudaSetDevice`, `cudaSetValidDevices`, `cudaChooseDevice`

### cudaError_t cudaSetValidDevices (int *device_arr, int len)

Set a list of devices that can be used for CUDA.

**Parameters**

- **device_arr**
  - List of devices to try

- **len**
  - Number of devices in specified list

**Returns**

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidDevice`

**Description**

Sets a list of devices for CUDA execution in priority order using `device_arr`. The parameter `len` specifies the number of elements in the list. CUDA will try devices from the list sequentially until it finds one that works. If this function is not called, or if it is called with a `len` of 0, then CUDA will go back to its default behavior of trying devices sequentially from a default list containing all of the available CUDA devices in the system. If a specified device ID in the list does not exist, this function will return `cudaErrorInvalidDevice`. If `len` is not 0 and `device_arr` is NULL or if `len` exceeds the number of devices in the system, then `cudaErrorInvalidValue` is returned.

- **Note that this function may also return error codes from previous, asynchronous launches.**

**See also:**
cudaGetDeviceCount, cudaSetDevice, cudaGetDeviceProperties, cudaSetDeviceFlags, cudaChooseDevice

3.2. Thread Management [DEPRECATED]

This section describes deprecated thread management functions of the CUDA runtime application programming interface.

```c
cudaError_t cudaThreadExit (void)
```

Exit and clean up from CUDA launches.

Returns

cudaSuccess

Description

Deprecated

Note that this function is deprecated because its name does not reflect its behavior. Its functionality is identical to the non-deprecated function `cudaDeviceReset()`, which should be used instead.

Explicitly destroys all cleans up all resources associated with the current device in the current process. Any subsequent API call to this device will reinitialize the device.

Note that this function will reset the device immediately. It is the caller’s responsibility to ensure that the device is not being accessed by any other host threads from the process when this function is called.

```
Note that this function may also return error codes from previous, asynchronous launches.
```

See also:

cudaDeviceReset
cudaError_t cudaThreadGetCacheConfig
(cudaFuncCache *pCacheConfig)

Returns the preferred cache configuration for the current device.

Parameters

pCacheConfig
- Returned cache configuration

Returns

cudaSuccess, cudaErrorInitializationError

Description

Deprecated

Note that this function is deprecated because its name does not reflect its behavior. Its functionality is identical to the non-deprecated function cudaDeviceGetCacheConfig(), which should be used instead.

On devices where the L1 cache and shared memory use the same hardware resources, this returns through pCacheConfig the preferred cache configuration for the current device. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute functions.

This will return a pCacheConfig of cudaFuncCachePreferNone on devices where the size of the L1 cache and shared memory are fixed.

The supported cache configurations are:

- cudaFuncCachePreferNone: no preference for shared memory or L1 (default)
- cudaFuncCachePreferShared: prefer larger shared memory and smaller L1 cache
- cudaFuncCachePreferL1: prefer larger L1 cache and smaller shared memory

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaDeviceGetCacheConfig
cudaError_t cudaThreadGetLimit (size_t *pValue, cudaLimit limit)
Returns resource limits.

Parameters
pValue
- Returned size in bytes of limit
limit
- Limit to query

Returns
cudaSuccess, cudaErrorUnsupportedLimit, cudaErrorInvalidValue

Description
Deprecated
Note that this function is deprecated because its name does not reflect its behavior. Its functionality is identical to the non-deprecated function cudaDeviceGetLimit(), which should be used instead.

Returns in *pValue the current size of limit. The supported cudaLimit values are:

- cudaLimitStackSize: stack size of each GPU thread;
- cudaLimitPrintfFifoSize: size of the shared FIFO used by the printf() and fprintf() device system calls.
- cudaLimitMallocHeapSize: size of the heap used by the malloc() and free() device system calls;

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceGetLimit
cudaError_t cudaThreadSetCacheConfig
(cudaFuncCache cacheConfig)
Sets the preferred cache configuration for the current device.

Parameters

- cacheConfig: Requested cache configuration

Returns

- cudaSuccess
- cudaErrorInitializationError

Description

The preferred cache configuration for the current device. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute the function. Any function preference set via cudaFuncSetCacheConfig (C API) or cudaFuncSetCacheConfig (C++ API) will be preferred over this device-wide setting. Setting the device-wide cache configuration to cudaFuncCachePreferNone will cause subsequent kernel launches to prefer not to change the cache configuration unless required to launch the kernel.

This setting does nothing on devices where the size of the L1 cache and shared memory are fixed.

Launching a kernel with a different preference than the most recent preference setting may insert a device-side synchronization point.

The supported cache configurations are:

- cudaFuncCachePreferNone: no preference for shared memory or L1 (default)
- cudaFuncCachePreferShared: prefer larger shared memory and smaller L1 cache
- cudaFuncCachePreferL1: prefer larger L1 cache and smaller shared memory

Note that this function may also return error codes from previous, asynchronous launches.
See also:

cudaDeviceSetCacheConfig

cudaError_t cudaThreadSetLimit (cudaLimit limit, size_t value)
Set resource limits.

Parameters

limit
- Limit to set
value
- Size in bytes of limit

Returns
cudaSuccess, cudaErrorUnsupportedLimit, cudaErrorInvalidValue

Description

Deprecated

Note that this function is deprecated because its name does not reflect its behavior. Its functionality is identical to the non-deprecated function cudaDeviceSetLimit(), which should be used instead.

Setting limit to value is a request by the application to update the current limit maintained by the device. The driver is free to modify the requested value to meet h/w requirements (this could be clamping to minimum or maximum values, rounding up to nearest element size, etc). The application can use cudaThreadGetLimit() to find out exactly what the limit has been set to.

Setting each cudaLimit has its own specific restrictions, so each is discussed here.

- cudaLimitStackSize controls the stack size of each GPU thread. This limit is only applicable to devices of compute capability 2.0 and higher. Attempting to set this limit on devices of compute capability less than 2.0 will result in the error cudaErrorUnsupportedLimit being returned.

- cudaLimitPrintfFifoSize controls the size of the shared FIFO used by the printf() and fprintf() device system calls. Setting cudaLimitPrintfFifoSize must be performed before launching any kernel that uses the printf() or fprintf() device system calls, otherwise cudaErrorInvalidValue will be returned. This limit is only applicable to devices of compute capability 2.0 and higher. Attempting to set this limit on devices of compute capability less than 2.0 will result in the error cudaErrorUnsupportedLimit being returned.
cudaLimitMallocHeapSize controls the size of the heap used by the malloc() and free() device system calls. Setting cudaLimitMallocHeapSize must be performed before launching any kernel that uses the malloc() or free() device system calls, otherwise cudaErrorInvalidValue will be returned. This limit is only applicable to devices of compute capability 2.0 and higher. Attempting to set this limit on devices of compute capability less than 2.0 will result in the error cudaErrorUnsupportedLimit being returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceSetLimit

cudaError_t cudaThreadSynchronize (void)
Wait for compute device to finish.

Returns
cudaSuccess

Description
Deprecated
Note that this function is deprecated because its name does not reflect its behavior. Its functionality is similar to the non-deprecated function cudaDeviceSynchronize(), which should be used instead.

Blocks until the device has completed all preceding requested tasks. cudaThreadSynchronize() returns an error if one of the preceding tasks has failed. If the cudaDeviceScheduleBlockingSync flag was set for this device, the host thread will block until the device has finished its work.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceSynchronize
3.3. Error Handling

This section describes the error handling functions of the CUDA runtime application programming interface.

**const __cudart_builtin__ char *cudaGetErrorString (cudaError_t error)**

Returns the message string from an error code.

**Parameters**

*error*  
- Error code to convert to string

**Returns**

char* pointer to a NULL-terminated string

**Description**

Returns the message string from an error code.

**See also:**

cudaGetLastError, cudaPeekAtLastError, cudaError

**cudaError_t cudaGetLastError (void)**

Returns the last error from a runtime call.

**Returns**

Description

Returns the last error that has been produced by any of the runtime calls in the same host thread and resets it to `cudaSuccess`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaPeekAtLastError`, `cudaGetErrorString`, `cudaError`

`cudaError_t cudaPeekAtLastError (void)`

Returns the last error from a runtime call.

**Returns**


**Description**

Returns the last error that has been produced by any of the runtime calls in the same host thread. Note that this call does not reset the error to `cudaSuccess` like `cudaGetLastError()`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaGetLastError`, `cudaGetErrorString`, `cudaError`
3.4. Stream Management

This section describes the stream management functions of the CUDA runtime application programming interface.

```c
typedef void (CUDART_CB *cudaStreamCallback_t)(cudaStream_t stream, cudaError_t status, void* userData)
```

Type of stream callback functions.

```c
cudaError_t cudaStreamAddCallback (cudaStream_t stream, cudaStreamCallback_t callback, void *userData, unsigned int flags)
```

Add a callback to a compute stream.

**Parameters**

- `stream` - Stream to add callback to
- `callback` - The function to call once preceding stream operations are complete
- `userData` - User specified data to be passed to the callback function
- `flags` - Reserved for future use, must be 0

**Returns**

- `cudaSuccess`, `cudaErrorInvalidResourceHandle`, `cudaErrorNotSupported`

**Description**

Adds a callback to be called on the host after all currently enqueued items in the stream have completed. For each `cudaStreamAddCallback` call, a callback will be executed exactly once. The callback will block later work in the stream until it is finished.

The callback may be passed `cudaSuccess` or an error code. In the event of a device error, all subsequently executed callbacks will receive an appropriate `cudaError_t`.

Callbacks must not make any CUDA API calls. Attempting to use CUDA APIs will result in `cudaErrorNotPermitted`. Callbacks must not perform any synchronization that may depend on outstanding device work or other callbacks that are not mandated to
run earlier. Callbacks without a mandated order (in independent streams) execute in undefined order and may be serialized.

This API requires compute capability 1.1 or greater. See cudaDeviceGetAttribute or cudaGetDeviceProperties to query compute capability. Calling this API with an earlier compute version will return cudaErrorNotSupported.

For the purposes of Unified Memory, callback execution makes a number of guarantees:

‣ The callback stream is considered idle for the duration of the callback. Thus, for example, a callback may always use memory attached to the callback stream.

‣ The start of execution of a callback has the same effect as synchronizing an event recorded in the same stream immediately prior to the callback. It thus synchronizes streams which have been "joined" prior to the callback.

‣ Adding device work to any stream does not have the effect of making the stream active until all preceding callbacks have executed. Thus, for example, a callback might use global attached memory even if work has been added to another stream, if it has been properly ordered with an event.

‣ Completion of a callback does not cause a stream to become active except as described above. The callback stream will remain idle if no device work follows the callback, and will remain idle across consecutive callbacks without device work in between. Thus, for example, stream synchronization can be done by signaling from a callback at the end of the stream.

This function uses standard NULL stream semantics.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreate, cudaStreamCreateWithFlags, cudaStreamQuery, cudaStreamSynchronize, cudaStreamWaitEvent, cudaStreamDestroy, cudaMallocManaged, cudaStreamAttachMemAsync

cudaError_t cudaStreamAttachMemAsync (cudaStream_t stream, void *devPtr, size_t length, unsigned int flags)
Attach memory to a stream asynchronously.

Parameters

stream
- Stream in which to enqueue the attach operation
devPtr
- Pointer to memory (must be a pointer to managed memory)

length
- Length of memory (must be zero)

flags
- Must be one of cudaMemAttachGlobal, cudaMemAttachHost or cudaMemAttachSingle

Returns
cudaSuccess, cudaErrorNotReady, cudaErrorInvalidValue
cudaErrorInvalidResourceHandle

Description
Enqueues an operation in stream to specify stream association of length bytes of memory starting from devPtr. This function is a stream-ordered operation, meaning that it is dependent on, and will only take effect when, previous work in stream has completed. Any previous association is automatically replaced.

devPtr must point to an address within managed memory space declared using the __managed__ keyword or allocated with cudaMallocManaged.

length must be zero, to indicate that the entire allocation’s stream association is being changed. Currently, it’s not possible to change stream association for a portion of an allocation.

The stream association is specified using flags which must be one of cudaMemAttachGlobal, cudaMemAttachHost or cudaMemAttachSingle. If the cudaMemAttachGlobal flag is specified, the memory can be accessed by any stream on any device. If the cudaMemAttachHost flag is specified, the program makes a guarantee that it won't access the memory on the device from any stream. If the cudaMemAttachSingle flag is specified, the program makes a guarantee that it will only access the memory on the device from stream. It is illegal to attach singly to the NULL stream, because the NULL stream is a virtual global stream and not a specific stream. An error will be returned in this case.

When memory is associated with a single stream, the Unified Memory system will allow CPU access to this memory region so long as all operations in stream have completed, regardless of whether other streams are active. In effect, this constrains exclusive ownership of the managed memory region by an active GPU to per-stream activity instead of whole-GPU activity.

Accessing memory on the device from streams that are not associated with it will produce undefined results. No error checking is performed by the Unified Memory system to ensure that kernels launched into other streams do not access this region.
It is a program’s responsibility to order calls to `cudaStreamAttachMemAsync` via events, synchronization or other means to ensure legal access to memory at all times. Data visibility and coherency will be changed appropriately for all kernels which follow a stream-association change.

If `stream` is destroyed while data is associated with it, the association is removed and the association reverts to the default visibility of the allocation as specified at `cudaMallocManaged`. For `__managed__` variables, the default association is always `cudaMemAttachGlobal`. Note that destroying a stream is an asynchronous operation, and as a result, the change to default association won’t happen until all work in the stream has completed.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaStreamCreate`, `cudaStreamCreateWithFlags`, `cudaStreamWaitEvent`, `cudaStreamSynchronize`, `cudaStreamAddCallback`, `cudaStreamDestroy`, `cudaMallocManaged`

`cudaError_t cudaStreamCreate (cudaStream_t *pStream)`
Create an asynchronous stream.

Parameters

`pStream`  
- Pointer to new stream identifier

Returns

`cudaSuccess`, `cudaErrorInvalidValue`

Description

Creates a new asynchronous stream.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaError_t cudaStreamCreateWithFlags (cudaStream_t *pStream, unsigned int flags)
Create an asynchronous stream.

Parameters

pStream
- Pointer to new stream identifier
flags
- Parameters for stream creation

Returns
cudaSuccess, cudaErrorInvalidValue

Description

Creates a new asynchronous stream. The flags argument determines the behaviors of the stream. Valid values for flags are

- cudaStreamDefault: Default stream creation flag.
- cudaStreamNonBlocking: Specifies that work running in the created stream may run concurrently with work in stream 0 (the NULL stream), and that the created stream should perform no implicit synchronization with stream 0.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreate, cudaStreamCreateWithPriority, cudaStreamGetFlags, cudaStreamQuery, cudaStreamSynchronize, cudaStreamWaitEvent, cudaStreamAddCallback, cudaStreamDestroy
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cudaStreamCreateWithPriority
(cuStream_t *pStream, unsigned int flags, int priority)
Create an asynchronous stream with the specified priority.

Parameters
pStream
- Pointer to new stream identifier
flags
- Flags for stream creation. See cudaStreamCreateWithFlags for a list of valid flags that can be passed
priority
- Priority of the stream. Lower numbers represent higher priorities. See cudaDeviceGetStreamPriorityRange for more information about the meaningful stream priorities that can be passed.

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Creates a stream with the specified priority and returns a handle in pStream. This API alters the scheduler priority of work in the stream. Work in a higher priority stream may preempt work already executing in a low priority stream.

priority follows a convention where lower numbers represent higher priorities. '0' represents default priority. The range of meaningful numerical priorities can be queried using cudaDeviceGetStreamPriorityRange. If the specified priority is outside the numerical range returned by cudaDeviceGetStreamPriorityRange, it will automatically be clamped to the lowest or the highest number in the range.

▶ Note that this function may also return error codes from previous, asynchronous launches.
▶ Stream priorities are supported only on Quadro and Tesla GPUs with compute capability 3.5 or higher.
▶ In the current implementation, only compute kernels launched in priority streams are affected by the stream's priority. Stream priorities have no effect on host-to-device and device-to-host memory operations.

See also:
cudaStreamDestroy (cudaStream_t stream)
Destroys and cleans up an asynchronous stream.

Parameters

stream
- Stream identifier

Returns

cudaSuccess, cudaErrorInvalidResourceHandle

Description

Destroys and cleans up the asynchronous stream specified by stream.
In case the device is still doing work in the stream stream when cudaStreamDestroy() is called, the function will return immediately and the resources associated with stream will be released automatically once the device has completed all work in stream.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaStreamCreate, cudaStreamCreateWithFlags, cudaStreamQuery, cudaStreamWaitEvent, cudaStreamSynchronize, cudaStreamAddCallback

cudaStreamGetFlags (cudaStream_t hStream, unsigned int *flags)
Query the flags of a stream.

Parameters

hStream
- Handle to the stream to be queried
flags
- Pointer to an unsigned integer in which the stream's flags are returned
Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle

Description
Query the flags of a stream. The flags are returned in flags. See cudaStreamCreateWithFlags for a list of valid flags.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreateWithPriority, cudaStreamCreateWithFlags, cudaStreamGetPriority

cudaError_t cudaStreamGetPriority (cudaStream_t hStream, int *priority)
Query the priority of a stream.

Parameters
hStream
- Handle to the stream to be queried
priority
- Pointer to a signed integer in which the stream's priority is returned

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle

Description
Query the priority of a stream. The priority is returned in in priority. Note that if the stream was created with a priority outside the meaningful numerical range returned by cudaDeviceGetStreamPriorityRange, this function returns the clamped priority. See cudaStreamCreateWithPriority for details about priority clamping.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreateWithPriority, cudaDeviceGetStreamPriorityRange, cudaStreamGetFlags

cudaError_t cudaStreamQuery (cudaStream_t stream)
Queries an asynchronous stream for completion status.

Parameters
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorNotReady, cudaErrorInvalidResourceHandle

Description
Returns cudaSuccess if all operations in stream have completed, or cudaErrorNotReady if not.
For the purposes of Unified Memory, a return value of cudaSuccess is equivalent to having called cudaStreamSynchronize().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaStreamCreate, cudaStreamCreateWithFlags, cudaStreamWaitEvent, cudaStreamSynchronize, cudaStreamAddCallback, cudaStreamDestroy

cudaError_t cudaStreamSynchronize (cudaStream_t stream)
Waits for stream tasks to complete.

Parameters
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidResourceHandle
Description

Blocks until `stream` has completed all operations. If the `cudaDeviceScheduleBlockingSync` flag was set for this device, the host thread will block until the stream is finished with all of its tasks.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaStreamCreate`, `cudaStreamCreateWithFlags`, `cudaStreamQuery`, `cudaStreamWaitEvent`, `cudaStreamAddCallback`, `cudaStreamDestroy`

`cudaError_t cudaStreamWaitEvent (cudaStream_t stream, cudaEvent_t event, unsigned int flags)`

Make a compute stream wait on an event.

Parameters

- `stream` - Stream to wait
- `event` - Event to wait on
- `flags` - Parameters for the operation (must be 0)

Returns

`cudaSuccess`, `cudaErrorInvalidResourceHandle`

Description

Makes all future work submitted to `stream` wait until `event` reports completion before beginning execution. This synchronization will be performed efficiently on the device. The event `event` may be from a different context than `stream`, in which case this function will perform cross-device synchronization.

The stream `stream` will wait only for the completion of the most recent host call to `cudaEventRecord()` on `event`. Once this call has returned, any functions (including `cudaEventRecord()` and `cudaEventDestroy()`) may be called on `event` again, and the subsequent calls will not have any effect on `stream`.

If `cudaEventRecord()` has not been called on `event`, this call acts as if the record has already completed, and so is a functional no-op.
3.5. Event Management

This section describes the event management functions of the CUDA runtime application programming interface.

**cudaError_t cudaEventCreate (cudaEvent_t *event)**

Creates an event object.

**Parameters**

- *event* - Newly created event

**Returns**

cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorLaunchFailure, cudaErrorMemoryAllocation

**Description**

Creates an event object using cudaEventDefault.

- Note that this function may also return error codes from previous, asynchronous launches.

**See also:**

cudaEventCreate ( C++ API), cudaEventCreateWithFlags, cudaEventRecord, cudaEventQuery, cudaEventSynchronize, cudaEventDestroy, cudaEventElapsedTime, cudaStreamWaitEvent
cudaError_t cudaEventCreateWithFlags (cudaEvent_t *event, unsigned int flags)

Creates an event object with the specified flags.

**Parameters**

- **event**
  - Newly created event
- **flags**
  - Flags for new event

**Returns**

cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue,
cudaErrorLaunchFailure, cudaErrorMemoryAllocation

**Description**

Creates an event object with the specified flags. Valid flags include:

- **cudaEventDefault**: Default event creation flag.
- **cudaEventBlockingSync**: Specifies that event should use blocking synchronization. A host thread that uses cudaEventSynchronize() to wait on an event created with this flag will block until the event actually completes.
- **cudaEventDisableTiming**: Specifies that the created event does not need to record timing data. Events created with this flag specified and the cudaEventBlockingSync flag not specified will provide the best performance when used with cudaStreamWaitEvent() and cudaEventQuery().
- **cudaEventInterprocess**: Specifies that the created event may be used as an interprocess event by cudaIpcGetEventHandle(). cudaEventInterprocess must be specified along with cudaEventDisableTiming.

**Note**

Note that this function may also return error codes from previous, asynchronous launches.

**See also**

cudaEventCreate (C API), cudaEventSynchronize, cudaEventDestroy,
cudaEventElapsedTime, cudaStreamWaitEvent
cudaError_t cudaEventDestroy (cudaEvent_t event)

Destroys an event object.

Parameters

event
- Event to destroy

Returns

cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorLaunchFailure

Description

Destroys the event specified by event.

In case event has been recorded but has not yet been completed when cudaEventDestroy() is called, the function will return immediately and the resources associated with event will be released automatically once the device has completed event.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaEventCreate ( C API), cudaEventCreateWithFlags, cudaEventQuery, cudaEventSynchronize, cudaEventRecord, cudaEventElapsedTime

cudaError_t cudaEventElapsedTime (float *ms, cudaEvent_t start, cudaEvent_t end)

Computes the elapsed time between events.

Parameters

ms
- Time between start and end in ms

start
- Starting event

end
- Ending event
Returns
cudaSuccess, cudaErrorNotReady, cudaErrorInvalidValue, cudaErrorInitializationError, cudaErrorInvalidResourceHandle, cudaErrorLaunchFailure

Description
Computes the elapsed time between two events (in milliseconds with a resolution of around 0.5 microseconds).

If either event was last recorded in a non-NULL stream, the resulting time may be greater than expected (even if both used the same stream handle). This happens because the cudaEventRecord() operation takes place asynchronously and there is no guarantee that the measured latency is actually just between the two events. Any number of other different stream operations could execute in between the two measured events, thus altering the timing in a significant way.

If cudaEventRecord() has not been called on either event, then cudaErrorInvalidResourceHandle is returned. If cudaEventRecord() has been called on both events but one or both of them has not yet been completed (that is, cudaEventQuery() would return cudaErrorNotReady on at least one of the events), cudaErrorNotReady is returned. If either event was created with the cudaEventDisableTiming flag, then this function will return cudaErrorInvalidResourceHandle.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaEventCreate (C API), cudaEventCreateWithFlags, cudaEventQuery, cudaEventSynchronize, cudaEventDestroy, cudaEventRecord

cudaError_t cudaEventQuery (cudaEvent_t event)
Queries an event’s status.

Parameters
event
- Event to query

Returns
cudaSuccess, cudaErrorNotReady, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorLaunchFailure
Description
Query the status of all device work preceding the most recent call to `cudaEventRecord()` (in the appropriate compute streams, as specified by the arguments to `cudaEventRecord()`).

If this work has successfully been completed by the device, or if `cudaEventRecord()` has not been called on `event`, then `cudaSuccess` is returned. If this work has not yet been completed by the device then `cudaErrorNotReady` is returned.

For the purposes of Unified Memory, a return value of `cudaSuccess` is equivalent to having called `cudaEventSynchronize()`.

See also:
`cudaEventCreate (C API), cudaEventCreateWithFlags, cudaEventRecord, cudaEventSynchronize, cudaEventDestroy, cudaEventElapsedTime`

```c
cudaError_t cudaEventRecord (cudaEvent_t event, cudaStream_t stream)
```
Records an event.

Parameters
- `event`
  - Event to record
- `stream`
  - Stream in which to record event

Returns
- `cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInitializationError`, `cudaErrorInvalidResourceHandle`, `cudaErrorLaunchFailure`

Description
Records an event. See note about NULL stream behavior. Since operation is asynchronous, `cudaEventQuery()` or `cudaEventSynchronize()` must be used to determine when the event has actually been recorded.

If `cudaEventRecord()` has previously been called on `event`, then this call will overwrite any existing state in `event`. Any subsequent calls which examine the status of `event` will only examine the completion of this most recent call to `cudaEventRecord()`.
This function uses standard NULL stream semantics.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaEventCreate (C API), cudaEventCreateWithFlags, cudaEventQuery, cudaEventSynchronize, cudaEventDestroy, cudaEventElapsedTime, cudaStreamWaitEvent

cudaError_t cudaEventSynchronize (cudaEvent_t event)
Waits for an event to complete.

Parameters

event
- Event to wait for

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorLaunchFailure

Description
Wait until the completion of all device work preceding the most recent call to cudaEventRecord() (in the appropriate compute streams, as specified by the arguments to cudaEventRecord()).

If cudaEventRecord() has not been called on event, cudaSuccess is returned immediately.

Waiting for an event that was created with the cudaEventBlockingSync flag will cause the calling CPU thread to block until the event has been completed by the device. If the cudaEventBlockingSync flag has not been set, then the CPU thread will busy-wait until the event has been completed by the device.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaEventCreate (C API), cudaEventCreateWithFlags, cudaEventRecord, cudaEventQuery, cudaEventDestroy, cudaEventElapsedTime

3.6. Execution Control

This section describes the execution control functions of the CUDA runtime application programming interface.

Some functions have overloaded C++ API template versions documented separately in the C++ API Routines module.

cudaError_t cudaConfigureCall (dim3 gridDim, dim3 blockDim, size_t sharedMem, cudaStream_t stream)
Configure a device-launch.

Parameters

gridDim
- Grid dimensions
blockDim
- Block dimensions
sharedMem
- Shared memory
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidConfiguration

Description

Specifies the grid and block dimensions for the device call to be executed similar to the execution configuration syntax. cudaConfigureCall() is stack based. Each call pushes data on top of an execution stack. This data contains the dimension for the grid and thread blocks, together with any arguments for the call.

- This function uses standard NULL stream semantics.
- Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaFuncGetAttributes (CUDA C API)

Find out attributes for a given function.

**Parameters**

- `attr` - Return pointer to function's attributes
- `func` - Device function symbol

**Returns**

cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidDeviceFunction

**Description**

This function obtains the attributes of a function specified via `func`. `func` is a device function symbol and must be declared as a `__global__` function. The fetched attributes are placed in `attr`. If the specified function does not exist, then `cudaErrorInvalidDeviceFunction` is returned.

Note that some function attributes such as maxThreadsPerBlock may vary based on the device that is currently being used.

- Note that this function may also return error codes from previous, asynchronous launches.
- Use of a string naming a function as the `func` parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

**See also:**

cudaConfigureCall, cudaFuncSetCacheConfig (C API), cudaFuncGetAttributes (C API), cudaLaunch (C API), cudaSetDoubleForDevice, cudaSetDoubleForHost, cudaSetupArgument (C API)
cudaError_t cudaFuncSetCacheConfig (const void *func, cudaFuncCache cacheConfig)
Sets the preferred cache configuration for a device function.

Parameters

func
- Device function symbol

cacheConfig
- Requested cache configuration

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidDeviceFunction

Description
On devices where the L1 cache and shared memory use the same hardware resources, this sets through cacheConfig the preferred cache configuration for the function specified via func. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute func.

func is a device function symbol and must be declared as a __global__ function. If the specified function does not exist, then cudaErrorInvalidDeviceFunction is returned.

This setting does nothing on devices where the size of the L1 cache and shared memory are fixed.

Launching a kernel with a different preference than the most recent preference setting may insert a device-side synchronization point.

The supported cache configurations are:

- cudaFuncCachePreferNone: no preference for shared memory or L1 (default)
- cudaFuncCachePreferShared: prefer larger shared memory and smaller L1 cache
- cudaFuncCachePreferL1: prefer larger L1 cache and smaller shared memory

- Note that this function may also return error codes from previous, asynchronous launches.
- Use of a string naming a function as the func parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaConfigureCall, cudaFuncSetCacheConfig (C++ API), cudaFuncGetAttributes (C API), cudaLaunch (C API), cudaSetDoubleForDevice, cudaSetDoubleForHost, cudaSetupArgument (C API), cudaThreadGetCacheConfig, cudaThreadSetCacheConfig

cudaError_t cudaFuncSetSharedMemConfig (const void *func, cudaSharedMemConfig config)
Sets the shared memory configuration for a device function.

Parameters

func
- Device function symbol

cfg
- Requested shared memory configuration

Returns

cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidDeviceFunction, cudaErrorInvalidValue,

Description

On devices with configurable shared memory banks, this function will force all subsequent launches of the specified device function to have the given shared memory bank size configuration. On any given launch of the function, the shared memory configuration of the device will be temporarily changed if needed to suit the function’s preferred configuration. Changes in shared memory configuration between subsequent launches of functions, may introduce a device side synchronization point.

Any per-function setting of shared memory bank size set via cudaFuncSetSharedMemConfig will override the device wide setting set by cudaDeviceSetSharedMemConfig.

Changing the shared memory bank size will not increase shared memory usage or affect occupancy of kernels, but may have major effects on performance. Larger bank sizes will allow for greater potential bandwidth to shared memory, but will change what kinds of accesses to shared memory will result in bank conflicts.

This function will do nothing on devices with fixed shared memory bank size.

The supported bank configurations are:

- cudaSharedMemBankSizeDefault: use the device’s shared memory configuration when launching this function.
- cudaSharedMemBankSizeFourByte: set shared memory bank width to be four bytes natively when launching this function.
cudaSharedMemBankSizeEightByte: set shared memory bank width to be eight bytes natively when launching this function.

- Note that this function may also return error codes from previous, asynchronous launches.
- Use of a string naming a function as the `func` parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:

cudaConfigureCall, cudaMemcpy2D, cudaMemcpy3D, cudaMemcpy, cudaMemcpyAsync, cudaMemcpy2D aligned, cudaMemcpy2D unaligned, cudaMemcpy3D, cudaMemcpy3D designed, cudaMemcpy3D unaligned, cudaMemcpyDeviceToHost, cudaMemcpyHostToDevice, cudaMemcpyHostToHost, cudaMemcpy1D, cudaMemcpy1DRowMajor, cudaMemcpy1DRowMajorEx, cudaMemcpy1Daligned, cudaMemcpy1DalignedEx, cudaMemcpy1Dunaligned, cudaMemcpy1DunalignedEx, cudaMemcpy2D, cudaMemcpy2D aligned, cudaMemcpy2D unaligned, cudaMemcpy3D, cudaMemcpy3D designed, cudaMemcpy3D unaligned, cudaMemcpyDeviceToHost, cudaMemcpyHostToDevice, cudaMemcpyHostToHost, cudaMemcpy1D, cudaMemcpy1DRowMajor, cudaMemcpy1DRowMajorEx, cudaMemcpy1Daligned, cudaMemcpy1DalignedEx, cudaMemcpy1Dunaligned, cudaMemcpy1DunalignedEx, cudaMemcpy2D, cudaMemcpy2D aligned, cudaMemcpy2D unaligned, cudaMemcpy3D, cudaMemcpy3D designed, cudaMemcpy3D unaligned, cudaMemcpyDeviceToHost, cudaMemcpyHostToDevice, cudaMemcpyHostToHost, cudaMemcpy1D, cudaMemcpy1DRowMajor, cudaMemcpy1DRowMajorEx, cudaMemcpy1Daligned, cudaMemcpy1DalignedEx, cudaMemcpy1Dunaligned, cudaMemcpy1DunalignedEx

cudaError_t cudaLaunch (const void *func)

Launches a device function.

Parameters

func
- Device function symbol

Returns

cudaSuccess, cudaErrorInvalidDeviceFunction, cudaErrorInvalidConfiguration, cudaErrorLaunchFailure, cudaErrorLaunchTimeout, cudaErrorLaunchOutOfResources, cudaErrorSharedObjectInitFailed

Description

Launches the function `func` on the device. The parameter `func` must be a device function symbol. The parameter specified by `func` must be declared as a `__global__` function. `cudaLaunch()` must be preceded by a call to `cudaConfigureCall()` since it pops the data that was pushed by `cudaConfigureCall()` from the execution stack.

- Note that this function may also return error codes from previous, asynchronous launches.
- Use of a string naming a variable as the `symbol` parameter was removed in CUDA 5.0.

See also:
cudaError_t cudaSetDoubleForDevice (double *d)
Converts a double argument to be executed on a device.

Parameters

d
  - Double to convert

Returns
cudaSuccess

Description
Converts the double value of \( d \) to an internal float representation if the device does not support double arithmetic. If the device does natively support doubles, then this function does nothing.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaConfigureCall, cudaFuncSetCacheConfig (C API), cudaFuncGetAttributes (C API), cudaLaunch (C++ API), cudaSetDoubleForDevice, cudaSetDoubleForHost, cudaSetupArgument (C API), cudaThreadGetCacheConfig, cudaThreadSetCacheConfig

cudaError_t cudaSetDoubleForHost (double *d)
Converts a double argument after execution on a device.

Parameters

d
  - Double to convert

Returns
cudaSuccess
Description

Converts the double value of $d$ from a potentially internal float representation if the device does not support double arithmetic. If the device does natively support doubles, then this function does nothing.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaConfigureCall, cudaFuncSetCacheConfig (C API), cudaFuncGetAttributes (C API), cudaLaunch (C API), cudaSetDoubleForDevice, cudaSetupArgument (C API)

cudaError_t cudaSetupArgument (const void *arg, size_t size, size_t offset)

Configure a device launch.

Parameters

arg
- Argument to push for a kernel launch

size
- Size of argument

offset
- Offset in argument stack to push new arg

Returns
cudaSuccess

Description

Pushes $size$ bytes of the argument pointed to by $arg$ at $offset$ bytes from the start of the parameter passing area, which starts at offset 0. The arguments are stored in the top of the execution stack. cudaSetupArgument() must be preceded by a call to cudaConfigureCall().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
3.7. Memory Management

This section describes the memory management functions of the CUDA runtime application programming interface.

Some functions have overloaded C++ API template versions documented separately in the C++ API Routines module.

```c

cudaError_t cudaArrayGetInfo (cudaChannelFormatDesc *desc, cudaExtent *extent, unsigned int *flags, cudaArray_t array)
```

Gets info about the specified cudaArray.

**Parameters**

- **desc**
  - Returned array type

- **extent**
  - Returned array shape. 2D arrays will have depth of zero

- **flags**
  - Returned array flags

- **array**
  - The cudaArray to get info for

**Returns**

cudaSuccess, cudaErrorInvalidValue

**Description**

Returns in *desc, *extent and *flags respectively, the type, shape and flags of array.

Any of *desc, *extent and *flags may be specified as NULL.

Note that this function may also return error codes from previous, asynchronous launches.
cudaError_t cudaFree (void *devPtr)
Frees memory on the device.

Parameters

devPtr
- Device pointer to memory to free

Returns
cudaSuccess, cudaErrorInvalidDevicePointer, cudaErrorInitializationError

Description
Frees the memory space pointed to by devPtr, which must have been returned by a previous call to cudaMalloc() or cudaMallocPitch(). Otherwise, or if cudaFree(devPtr) has already been called before, an error is returned. If devPtr is 0, no operation is performed. cudaFree() returns cudaErrorInvalidDevicePointer in case of failure.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc, cudaMallocPitch, cudaMallocArray, cudaFreeArray, cudaMallocHost (C API), cudaFreeHost, cudaMalloc3D, cudaMalloc3DArray, cudaHostAlloc

cudaError_t cudaFreeArray (cudaArray_t array)
Frees an array on the device.

Parameters

array
- Pointer to array to free

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInitializationError

Description
Frees the CUDA array array, which must have been * returned by a previous call to cudaMallocArray(). If cudaFreeArray(array) has already been called before, cudaErrorInvalidValue is returned. If devPtr is 0, no operation is performed.
cudaError_t cudaFreeHost (void *ptr)
Frees page-locked memory.

Parameters
ptr
- Pointer to memory to free

Returns
cudaSuccess, cudaErrorInitializationError

Description
Frees the memory space pointed to by hostPtr, which must have been returned by a previous call to cudaMallocHost() or cudaHostAlloc().

cudaError_t cudaFreeMipmappedArray (cudaMipmappedArray_t mipmappedArray)
Frees a mipmapped array on the device.

Parameters
mipmappedArray
- Pointer to mipmapped array to free
Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInitializationError

Description
Frees the CUDA mipmapped array `mipmappedArray`, which must have been returned by a previous call to `cudaMallocMipmappedArray()`. If `cudaFreeMipmappedArray(mipmappedArray)` has already been called before, `cudaErrorInvalidValue` is returned.

```
Note that this function may also return error codes from previous, asynchronous launches.
```

See also:
cudaMalloc, cudaMallocPitch, cudaFree, cudaMallocArray, cudaMallocHost ( C API), cudaFreeHost, cudaHostAlloc

cudaError_t cudaGetMipmappedArrayLevel
(cudaArray_t *levelArray, cudaMipmappedArray_const_t mipmappedArray, unsigned int level)

Gets a mipmap level of a CUDA mipmapped array.

Parameters

- **levelArray**
  - Returned mipmap level CUDA array
- **mipmappedArray**
  - CUDA mipmapped array
- **level**
  - Mipmap level

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Returns in *levelArray a CUDA array that represents a single mipmap level of the CUDA mipmapped array `mipmappedArray`.

If `level` is greater than the maximum number of levels in this mipmapped array, `cudaErrorInvalidValue` is returned.
cudaError_t cudaGetSymbolAddress (void **devPtr, const void *symbol)

Finds the address associated with a CUDA symbol.

**Parameters**

- **devPtr**
  - Return device pointer associated with symbol
- **symbol**
  - Device symbol address

**Returns**

cudaSuccess, cudaErrorInvalidSymbol

**Description**

Returns in *devPtr* the address of symbol *symbol* on the device. *symbol* is a variable that resides in global or constant memory space. If *symbol* cannot be found, or if *symbol* is not declared in the global or constant memory space, *devPtr* is unchanged and the error cudaErrorInvalidSymbol is returned.

- Note that this function may also return error codes from previous, asynchronous launches.
- Use of a string naming a variable as the *symbol* parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

**See also:**

cudaGetSymbolAddress (C++ API), cudaGetSymbolSize (C API)
cudaError_t cudaGetSymbolSize (size_t *size, const void *symbol)

Finds the size of the object associated with a CUDA symbol.

**Parameters**

* size
  - Size of object associated with symbol
* symbol
  - Device symbol address

**Returns**

cudaSuccess, cudaErrorInvalidSymbol

**Description**

Returns in `size` the size of symbol `symbol`. `symbol` is a variable that resides in global or constant memory space. If `symbol` cannot be found, or if `symbol` is not declared in global or constant memory space, `size` is unchanged and the error cudaErrorInvalidSymbol is returned.

- Note that this function may also return error codes from previous, asynchronous launches.
- Use of a string naming a variable as the `symbol` parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:

cudaGetSymbolAddress (C API), cudaGetSymbolSize (C++ API)

cudaError_t cudaHostAlloc (void **pHost, size_t size, unsigned int flags)

Allocates page-locked memory on the host.

**Parameters**

*pHost
  - Device pointer to allocated memory
* size
  - Requested allocation size in bytes
flags
- Requested properties of allocated memory

Returns
cudaSuccess, cudaErrorMemoryAllocation

Description
Allocates size bytes of host memory that is page-locked and accessible to the device. The driver tracks the virtual memory ranges allocated with this function and automatically accelerates calls to functions such as cudaMemcpy(). Since the memory can be accessed directly by the device, it can be read or written with much higher bandwidth than pageable memory obtained with functions such as malloc(). Allocating excessive amounts of pinned memory may degrade system performance, since it reduces the amount of memory available to the system for paging. As a result, this function is best used sparingly to allocate staging areas for data exchange between host and device.

The flags parameter enables different options to be specified that affect the allocation, as follows.

- cudaHostAllocDefault: This flag's value is defined to be 0 and causes cudaHostAlloc() to emulate cudaMallocHost().
- cudaHostAllocPortable: The memory returned by this call will be considered as pinned memory by all CUDA contexts, not just the one that performed the allocation.
- cudaHostAllocMapped: Maps the allocation into the CUDA address space. The device pointer to the memory may be obtained by calling cudaHostGetDevicePointer().
- cudaHostAllocWriteCombined: Allocates the memory as write-combined (WC). WC memory can be transferred across the PCI Express bus more quickly on some system configurations, but cannot be read efficiently by most CPUs. WC memory is a good option for buffers that will be written by the CPU and read by the device via mapped pinned memory or host->device transfers.

All of these flags are orthogonal to one another: a developer may allocate memory that is portable, mapped and/or write-combined with no restrictions.

cudaSetDeviceFlags() must have been called with the cudaDeviceMapHost flag in order for the cudaHostAllocMapped flag to have any effect.

The cudaHostAllocMapped flag may be specified on CUDA contexts for devices that do not support mapped pinned memory. The failure is deferred to cudaHostGetDevicePointer() because the memory may be mapped into other CUDA contexts via the cudaHostAllocPortable flag.

Memory allocated by this function must be freed with cudaFreeHost().
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaSetDeviceFlags, cudaMallocHost (C API), cudaFreeHost

cudaError_t cudaHostGetDevicePointer (void **pDevice, void *pHost, unsigned int flags)

Passes back device pointer of mapped host memory allocated by cudaHostAlloc or registered by cudaHostRegister.

Parameters

pDevice
  - Returned device pointer for mapped memory

pHost
  - Requested host pointer mapping

flags
  - Flags for extensions (must be 0 for now)

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorMemoryAllocation

Description

Passes back the device pointer corresponding to the mapped, pinned host buffer allocated by cudaHostAlloc() or registered by cudaHostRegister().

cudaHostGetDevicePointer() will fail if the cudaDeviceMapHost flag was not specified before deferred context creation occurred, or if called on a device that does not support mapped, pinned memory.

flags provides for future releases. For now, it must be set to 0.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaSetDeviceFlags, cudaHostAlloc
cudaError_t cudaHostGetFlags (unsigned int *pFlags, void *pHost)
Passes back flags used to allocate pinned host memory allocated by cudaHostAlloc.

**Parameters**

- **pFlags**
  - Returned flags word
- **pHost**
  - Host pointer

**Returns**

cudaSuccess, cudaErrorInvalidValue

**Description**

cudaHostGetFlags() will fail if the input pointer does not reside in an address range allocated by cudaHostAlloc().

> Note that this function may also return error codes from previous, asynchronous launches.

**See also:**
cudaHostAlloc

cudaError_t cudaHostRegister (void *ptr, size_t size, unsigned int flags)
Registers an existing host memory range for use by CUDA.

**Parameters**

- **ptr**
  - Host pointer to memory to page-lock
- **size**
  - Size in bytes of the address range to page-lock in bytes
- **flags**
  - Flags for allocation request

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorMemoryAllocation
Description

Page-locks the memory range specified by `ptr` and `size` and maps it for the device(s) as specified by `flags`. This memory range also is added to the same tracking mechanism as `cudaHostAlloc()` to automatically accelerate calls to functions such as `cudaMemcpy()`. Since the memory can be accessed directly by the device, it can be read or written with much higher bandwidth than pageable memory that has not been registered. Page-locking excessive amounts of memory may degrade system performance, since it reduces the amount of memory available to the system for paging. As a result, this function is best used sparingly to register staging areas for data exchange between host and device.

The `flags` parameter enables different options to be specified that affect the allocation, as follows.

- `cudaHostRegisterPortable`: The memory returned by this call will be considered as pinned memory by all CUDA contexts, not just the one that performed the allocation.

- `cudaHostRegisterMapped`: Maps the allocation into the CUDA address space. The device pointer to the memory may be obtained by calling `cudaHostGetDevicePointer()`. This feature is available only on GPUs with compute capability greater than or equal to 1.1.

All of these flags are orthogonal to one another: a developer may page-lock memory that is portable or mapped with no restrictions.

The CUDA context must have been created with the `cudaMapHost` flag in order for the `cudaHostRegisterMapped` flag to have any effect.

The `cudaHostRegisterMapped` flag may be specified on CUDA contexts for devices that do not support mapped pinned memory. The failure is deferred to `cudaHostGetDevicePointer()` because the memory may be mapped into other CUDA contexts via the `cudaHostRegisterPortable` flag.

The memory page-locked by this function must be unregistered with `cudaHostUnregister()`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaHostUnregister, cudaHostGetFlags, cudaHostGetDevicePointer`
cudaError_t cudaHostUnregister (void *ptr)
Unregisters a memory range that was registered with cudaHostRegister.

Parameters
ptr
- Host pointer to memory to unregister

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Unmaps the memory range whose base address is specified by ptr, and makes it pageable again.
The base address must be the same one specified to cudaHostRegister().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaHostUnregister

cudaError_t cudaMalloc (void **devPtr, size_t size)
Allocate memory on the device.

Parameters
devPtr
- Pointer to allocated device memory
size
- Requested allocation size in bytes

Returns
cudaSuccess, cudaErrorMemoryAllocation

Description
 Allocates size bytes of linear memory on the device and returns in *devPtr a pointer to the allocated memory. The allocated memory is suitably aligned for any kind of
variable. The memory is not cleared. cudaMalloc() returns cudaErrorMemoryAllocation in case of failure.

See also:
cudaMallocPitch, cudaFree, cudaMallocArray, cudaFreeArray, cudaMalloc3D, cudaMalloc3DArray, cudaMallocHost (C API), cudaFreeHost, cudaHostAlloc

cudaError_t cudaMalloc3D (cudaPitchedPtr *pitchedDevPtr, cudaExtent extent)
Allocates logical 1D, 2D, or 3D memory objects on the device.

Parameters
pitchedDevPtr
- Pointer to allocated pitched device memory
extent
- Requested allocation size (width field in bytes)

Returns
cudaSuccess, cudaErrorMemoryAllocation

Description
Allocates at least width * height * depth bytes of linear memory on the device and returns a cudaPitchedPtr in which ptr is a pointer to the allocated memory. The function may pad the allocation to ensure hardware alignment requirements are met. The pitch returned in the pitch field of pitchedDevPtr is the width in bytes of the allocation.

The returned cudaPitchedPtr contains additional fields xsize and ysize, the logical width and height of the allocation, which are equivalent to the width and height extent parameters provided by the programmer during allocation.

For allocations of 2D and 3D objects, it is highly recommended that programmers perform allocations using cudaMalloc3D() or cudaMallocPitch(). Due to alignment restrictions in the hardware, this is especially true if the application will be performing memory copies involving 2D or 3D objects (whether linear memory or CUDA arrays).

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc3DArray (cudaArray_t *array, const cudaChannelFormatDesc *desc, cudaExtent extent, unsigned int flags)

Allocate an array on the device.

**Parameters**

array
- Pointer to allocated array in device memory

desc
- Requested channel format

extent
- Requested allocation size (width field in elements)

flags
- Flags for extensions

**Returns**

cudaSuccess, cudaErrorMemoryAllocation

**Description**

Allocates a CUDA array according to the cudaChannelFormatDesc structure desc and returns a handle to the new CUDA array in *array.

The cudaChannelFormatDesc is defined as:

```c
struct cudaChannelFormatDesc {
    int x, y, z, w;
    enum cudaChannelFormatKind f;
};
```

where cudaChannelFormatKind is one of cudaChannelFormatKindSigned, cudaChannelFormatKindUnsigned, or cudaChannelFormatKindFloat.

cudaMalloc3DArray() can allocate the following:

- A 1D array is allocated if the height and depth extents are both zero.
- A 2D array is allocated if only the depth extent is zero.
- A 3D array is allocated if all three extents are non-zero.
- A 1D layered CUDA array is allocated if only the height extent is zero and the cudaArrayLayered flag is set. Each layer is a 1D array. The number of layers is determined by the depth extent.
A 2D layered CUDA array is allocated if all three extents are non-zero and the cudaArrayLayered flag is set. Each layer is a 2D array. The number of layers is determined by the depth extent.

A cubemap CUDA array is allocated if all three extents are non-zero and the cudaArrayCubemap flag is set. Width must be equal to height, and depth must be six. A cubemap is a special type of 2D layered CUDA array, where the six layers represent the six faces of a cube. The order of the six layers in memory is the same as that listed in cudaGraphicsCubeFace.

A cubemap layered CUDA array is allocated if all three extents are non-zero, and both, cudaArrayCubemap and cudaArrayLayered flags are set. Width must be equal to height, and depth must be a multiple of six. A cubemap layered CUDA array is a special type of 2D layered CUDA array that consists of a collection of cubemaps. The first six layers represent the first cubemap, the next six layers form the second cubemap, and so on.

The flags parameter enables different options to be specified that affect the allocation, as follows.

- cudaArrayDefault: This flag’s value is defined to be 0 and provides default array allocation
- cudaArrayLayered: Allocates a layered CUDA array, with the depth extent indicating the number of layers
- cudaArrayCubemap: Allocates a cubemap CUDA array. Width must be equal to height, and depth must be six. If the cudaArrayLayered flag is also set, depth must be a multiple of six.
- cudaArraySurfaceLoadStore: Allocates a CUDA array that could be read from or written to using a surface reference.
- cudaArrayTextureGather: This flag indicates that texture gather operations will be performed on the CUDA array. Texture gather can only be performed on 2D CUDA arrays.

Note that 2D CUDA arrays have different size requirements if the cudaArrayTextureGather flag is set. In that case, the valid range for (width, height, depth) is ((1,maxTexture2DGather[0]), (1,maxTexture2DGather[1]), 0).

<table>
<thead>
<tr>
<th>CUDA array type</th>
<th>Valid extents that must always be met {(width range in elements), (height range), (depth range)}</th>
<th>Valid extents with cudaArraySurfaceLoadStore set {(width range in elements), (height range), (depth range)}</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D</td>
<td>{ (1,maxTexture1D), 0, 0 }</td>
<td>{ (1,maxSurface1D), 0, 0 }</td>
</tr>
<tr>
<td>CUDA array type</td>
<td>Valid extents that must always be met {(width range in elements), (height range), (depth range)}</td>
<td>Valid extents with cudaArraySurfaceLoadStore set {(width range in elements), (height range), (depth range)}</td>
</tr>
<tr>
<td>-----------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>2D</td>
<td>{ (1,maxTexture2D[0]), (1,maxTexture2D[1]), 0 }</td>
<td>{ (1,maxSurface2D[0]), (1,maxSurface2D[1]), 0 }</td>
</tr>
<tr>
<td>3D</td>
<td>{ (1,maxTexture3D[0]), (1,maxTexture3D[1]), (1,maxTexture3D[2]) } OR { (1,maxTexture3DAlt[0]), (1,maxTexture3DAlt[1]), (1,maxTexture3DAlt[2]) }</td>
<td>{ (1,maxSurface3D[0]), (1,maxSurface3D[1]), (1,maxSurface3D[2]) }</td>
</tr>
<tr>
<td>1D Layered</td>
<td>{ (1,maxTexture1DLayered[0]), 0, (1,maxTexture1DLayered[1]) }</td>
<td>{ (1,maxSurface1DLayered[0]), 0, (1,maxSurface1DLayered[1]) }</td>
</tr>
<tr>
<td>2D Layered</td>
<td>{ (1,maxTexture2DLayered[0]), (1,maxTexture2DLayered[1]), (1,maxTexture2DLayered[2]) }</td>
<td>{ (1,maxSurface2DLayered[0]), (1,maxSurface2DLayered[1]), (1,maxSurface2DLayered[2]) }</td>
</tr>
<tr>
<td>Cubemap</td>
<td>{ (1,maxTextureCubeMap), (1,maxTextureCubeMap), 6 }</td>
<td>{ (1,maxSurfaceCubeMap), (1,maxSurfaceCubeMap), 6 }</td>
</tr>
<tr>
<td>Cubemap Layered</td>
<td>{ (1,maxTextureCubeMapLayered[0]), (1,maxTextureCubeMapLayered[0]), (1,maxTextureCubeMapLayered[1]) }</td>
<td>{ (1,maxSurfaceCubeMapLayered[0]), (1,maxSurfaceCubeMapLayered[0]), (1,maxSurfaceCubeMapLayered[1]) }</td>
</tr>
</tbody>
</table>

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc3D, cudaMalloc, cudaMallocPitch, cudaFree, cudaFreeArray, cudaMallocHost (C API), cudaFreeHost, cudaHostAlloc, make_cudaExtent
cudaError_t cudaMallocArray (cudaArray_t *array, const cudaChannelFormatDesc *desc, size_t width, size_t height, unsigned int flags)
Allocate an array on the device.

Parameters
array
- Pointer to allocated array in device memory
desc
- Requested channel format
width
- Requested array allocation width
height
- Requested array allocation height
flags
- Requested properties of allocated array

Returns
cudaSuccess, cudaErrorMemoryAllocation

Description
Allocates a CUDA array according to the cudaChannelFormatDesc structure desc and returns a handle to the new CUDA array in *array.

The cudaChannelFormatDesc is defined as:

```
struct cudaChannelFormatDesc {
    int x, y, z, w;
    enum cudaChannelFormatKind f;
};
```

where cudaChannelFormatKind is one of cudaChannelFormatKindSigned, cudaChannelFormatKindUnsigned, or cudaChannelFormatKindFloat.

The flags parameter enables different options to be specified that affect the allocation, as follows.

- **cudaArrayDefault**: This flag’s value is defined to be 0 and provides default array allocation
- **cudaArraySurfaceLoadStore**: Allocates an array that can be read from or written to using a surface reference
- **cudaArrayTextureGather**: This flag indicates that texture gather operations will be performed on the array.
width and height must meet certain size requirements. See cudaMalloc3DArray() for more details.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc, cudaMallocPitch, cudaFree, cudaFreeArray, cudaMallocHost (C API), cudaFreeHost, cudaMalloc3D, cudaMalloc3DArray, cudaHostAlloc

cudaError_t cudaMallocHost (void **ptr, size_t size)
Allocates page-locked memory on the host.

Parameters
ptr
- Pointer to allocated host memory
size
- Requested allocation size in bytes

Returns
cudaSuccess, cudaErrorMemoryAllocation

Description
Allocates size bytes of host memory that is page-locked and accessible to the device. The driver tracks the virtual memory ranges allocated with this function and automatically accelerates calls to functions such as cudaMemcpy*(). Since the memory can be accessed directly by the device, it can be read or written with much higher bandwidth than pageable memory obtained with functions such as malloc(). Allocating excessive amounts of memory with cudaMallocHost() may degrade system performance, since it reduces the amount of memory available to the system for paging. As a result, this function is best used sparingly to allocate staging areas for data exchange between host and device.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc, cudaMallocPitch, cudaMallocArray, cudaMalloc3D, cudaMalloc3DArray, cudaHostAlloc, cudaFree, cudaFreeArray, cudaMallocHost (C++ API), cudaFreeHost, cudaHostAlloc

**cudaError_t cudaMallocManaged (void **devPtr, size_t size, unsigned int flags)**

Allocates memory that will be automatically managed by the Unified Memory system.

**Parameters**

- **devPtr**
  - Pointer to allocated device memory
- **size**
  - Requested allocation size in bytes
- **flags**
  - Must be either cudaMemAttachGlobal or cudaMemAttachHost

**Returns**

cudaSuccess, cudaErrorMemoryAllocation cudaErrorNotSupported cudaErrorInvalidValue

**Description**

Allocates *size* bytes of managed memory on the device and returns in *devPtr* a pointer to the allocated memory. If the device doesn't support allocating managed memory, cudaErrorNotSupported is returned. Support for managed memory can be queried using the device attribute cudaDevAttrManagedMemory. The allocated memory is suitably aligned for any kind of variable. The memory is not cleared. If *size* is 0, cudaMallocManaged returns cudaErrorInvalidValue. The pointer is valid on the CPU and on all GPUs in the system that support managed memory. All accesses to this pointer must obey the Unified Memory programming model.

*flags* specifies the default stream association for this allocation. *flags* must be one of cudaMemAttachGlobal or cudaMemAttachHost. If cudaMemAttachGlobal is specified, then this memory is accessible from any stream on any device. If cudaMemAttachHost is specified, then the allocation is created with initial visibility restricted to host access only; an explicit call to cudaStreamAttachMemAsync will be required to enable access on the device.

If the association is later changed via cudaStreamAttachMemAsync to a single stream, the default association, as specified during cudaMallocManaged, is restored when that stream is destroyed. For __managed__ variables, the default association is always cudaMemAttachGlobal. Note that destroying a stream is an asynchronous operation,
and as a result, the change to default association won’t happen until all work in the stream has completed.

Memory allocated with `cudaMallocManaged` should be released with `cudaFree`.

On a multi-GPU system with peer-to-peer support, where multiple GPUs support managed memory, the physical storage is created on the GPU which is active at the time `cudaMallocManaged` is called. All other GPUs will reference the data at reduced bandwidth via peer mappings over the PCIe bus. The Unified Memory management system does not migrate memory between GPUs.

On a multi-GPU system where multiple GPUs support managed memory, but not all pairs of such GPUs have peer-to-peer support between them, the physical storage is created in ‘zero-copy’ or system memory. All GPUs will reference the data at reduced bandwidth over the PCIe bus. In these circumstances, use of the environment variable, `CUDA_VISIBLE_DEVICES`, is recommended to restrict CUDA to only use those GPUs that have peer-to-peer support. This environment variable is described in the CUDA programming guide under the "CUDA environment variables" section.

See also:
`cudaMallocPitch, cudaFree, cudaMallocArray, cudaFreeArray, cudaMalloc3D, cudaMalloc3DArray, cudaMallocHost (C API), cudaFreeHost, cudaHostAlloc, cudaDeviceGetAttribute, cudaStreamAttachMemAsync`

```c
cudaError_t cudaMallocMipmappedArray
(cudaMipmappedArray_t *mipmappedArray, const cudaChannelFormatDesc *desc, cudaExtent extent, unsigned int numLevels, unsigned int flags)
```

Allocate a mipmapped array on the device.

**Parameters**
- `mipmappedArray`
  - Pointer to allocated mipmapped array in device memory
- `desc`
  - Requested channel format
- `extent`
  - Requested allocation size (width field in elements)
- `numLevels`
  - Number of mipmap levels to allocate
- `flags`
  - Flags for extensions
Returns
cudaSuccess, cudaErrorMemoryAllocation

Description

Allocates a CUDA mipmapped array according to the cudaChannelFormatDesc
structure desc and returns a handle to the new CUDA mipmapped array in
*mipmappedArray. numLevels specifies the number of mipmap levels to be allocated.
This value is clamped to the range \([1, 1 + \text{floor}(\log_2(\max(\text{width}, \text{height}, \text{depth}))))]\).

The cudaChannelFormatDesc is defined as:

```c
struct cudaChannelFormatDesc {
    int x, y, z, w;
    enum cudaChannelFormatKind f;
};
```

where cudaChannelFormatKind is one of cudaChannelFormatKindSigned,
cudaChannelFormatKindUnsigned, or cudaChannelFormatKindFloat.

cudaMallocMipmappedArray() can allocate the following:

- A 1D mipmapped array is allocated if the height and depth extents are both zero.
- A 2D mipmapped array is allocated if only the depth extent is zero.
- A 3D mipmapped array is allocated if all three extents are non-zero.
- A 1D layered CUDA mipmapped array is allocated if only the height extent is zero
  and the cudaArrayLayered flag is set. Each layer is a 1D mipmapped array. The
  number of layers is determined by the depth extent.
- A 2D layered CUDA mipmapped array is allocated if all three extents are non-zero
  and the cudaArrayLayered flag is set. Each layer is a 2D mipmapped array. The
  number of layers is determined by the depth extent.
- A cubemap CUDA mipmapped array is allocated if all three extents are non-zero
  and the cudaArrayCubemap flag is set. Width must be equal to height, and depth
  must be six. The order of the six layers in memory is the same as that listed in
  cudaGraphicsCubeFace.
- A cubemap layered CUDA mipmapped array is allocated if all three extents are non-
  zero, and both, cudaArrayCubemap and cudaArrayLayered flags are set. Width
  must be equal to height, and depth must be a multiple of six. A cubemap layered
  CUDA mipmapped array is a special type of 2D layered CUDA mipmapped array
  that consists of a collection of cubemap mipmapped arrays. The first six layers
  represent the first cubemap mipmapped array, the next six layers form the second
  cubemap mipmapped array, and so on.

The flags parameter enables different options to be specified that affect the allocation,
as follows.

- cudaArrayDefault: This flag’s value is defined to be 0 and provides default
  mipmapped array allocation
CUDA array type | Valid extents {(width range in elements), (height range), (depth range)}
---|---
1D | \{(1,maxTexture1DMipmap), 0, 0\}
2D | \{(1,maxTexture2DMipmap[0]), (1,maxTexture2DMipmap[1]), 0\}
3D | \{(1,maxTexture3D[0]), (1,maxTexture3D[1]), (1,maxTexture3D[2])\}
1D Layered | \{(1,maxTexture1DLayered[0]), 0, (1,maxTexture1DLayered[1])\}
2D Layered | \{(1,maxTexture2DLayered[0]), (1,maxTexture2DLayered[1]), (1,maxTexture2DLayered[2])\}
Cubemap | \{(1,maxTextureCubemap), (1,maxTextureCubemap), 6\}
Cubemap Layered | \{(1,maxTextureCubemapLayered[0]), (1,maxTextureCubemapLayered[0]), (1,maxTextureCubemapLayered[1])\}

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaMalloc3D, cudaMalloc, cudaMallocPitch, cudaFree, cudaFreeArray, cudaMallocHost (C API), cudaFreeHost, cudaHostAlloc, make_cudaExtent
cudanError_t cudaMallocPitch (void **devPtr, size_t *pitch, size_t width, size_t height)
Allocates pitched memory on the device.

**Parameters**

- **devPtr**
  - Pointer to allocated pitched device memory
- **pitch**
  - Pitch for allocation
- **width**
  - Requested pitched allocation width (in bytes)
- **height**
  - Requested pitched allocation height

**Returns**

cudaSuccess, cudaErrorMemoryAllocation

**Description**

Allocates at least width (in bytes) * height bytes of linear memory on the device and returns in *devPtr a pointer to the allocated memory. The function may pad the allocation to ensure that corresponding pointers in any given row will continue to meet the alignment requirements for coalescing as the address is updated from row to row. The pitch returned in *pitch by cudaMallocPitch() is the width in bytes of the allocation. The intended usage of pitch is as a separate parameter of the allocation, used to compute addresses within the 2D array. Given the row and column of an array element of type T, the address is computed as:

```c
    T* pElement = (T*)((char*)BaseAddress + Row * pitch) + Column;
```

For allocations of 2D arrays, it is recommended that programmers consider performing pitch allocations using cudaMallocPitch(). Due to pitch alignment restrictions in the hardware, this is especially true if the application will be performing 2D memory copies between different regions of device memory (whether linear memory or CUDA arrays).

\[ \text{Note that this function may also return error codes from previous, asynchronous launches.} \]

**See also:**
cudaMalloc, cudaFree, cudaMallocArray, cudaFreeArray, cudaMallocHost (C API), cudaFreeHost, cudaMalloc3D, cudaMalloc3DArray, cudaHostAlloc
cudaError_t cudaMemcpy (void *dst, const void *src, size_t count, cudaMemcpyKind kind)

Copies data between host and device.

Parameters

dst    - Destination memory address
src    - Source memory address
count - Size in bytes to copy
kind   - Type of transfer

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description

Copies count bytes from the memory area pointed to by src to the memory area pointed to by dst, where kind is one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy. The memory areas may not overlap. Calling cudaMemcpy() with dst and src pointers that do not match the direction of the copy results in an undefined behavior.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits synchronous behavior for most use cases.

See also:
cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyToArrayArray, cudaMemcpy2DArrayToArray, cudaMemcpyToArraySymbol, cudaMemcpyFromArraySymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync
cudaError_t cudaMemcpy2D (void *dst, size_t dpitch, const void *src, size_t spitch, size_t width, size_t height, cudaMemcpyKind kind)
Copies data between host and device.

Parameters

dst
  - Destination memory address
dpitch
  - Pitch of destination memory
src
  - Source memory address
spitch
  - Pitch of source memory
width
  - Width of matrix transfer (columns in bytes)
height
  - Height of matrix transfer (rows)
kind
  - Type of transfer

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidPitchValue,
cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description

Copies a matrix (height rows of width bytes each) from the memory area pointed to by src to the memory area pointed to by dst, where kind is one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy. dpitch and spitch are the widths in memory in bytes of the 2D arrays pointed to by dst and src, including any padding added to the end of each row. The memory areas may not overlap. width must not exceed either dpitch or spitch. Calling cudaMemcpy2D() with dst and src pointers that do not match the direction of the copy results in an undefined behavior. cudaMemcpy2D() returns an error if dpitch or spitch exceeds the maximum allowed.

Note that this function may also return error codes from previous, asynchronous launches.
See also:
cudaMemcpy, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray, cudaMemcpy2DArrayToArray, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

cudaError_t cudaMemcpy2DArrayToArray
(cudarray_t dst, size_t wOffsetDst, size_t hOffsetDst, cudarray_const_t src, size_t wOffsetSrc, size_t hOffsetSrc, size_t width, size_t height, cudaMemcpyKind kind)
Copies data between host and device.

Parameters

dst
- Destination memory address
wOffsetDst
- Destination starting X offset
hOffsetDst
- Destination starting Y offset
src
- Source memory address
wOffsetSrc
- Source starting X offset
hOffsetSrc
- Source starting Y offset
width
- Width of matrix transfer (columns in bytes)
height
- Height of matrix transfer (rows)
kind
- Type of transfer

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidMemcpyDirection
Description

Copies a matrix (height rows of width bytes each) from the CUDA array srcArray starting at the upper left corner (wOffsetSrc, hOffsetSrc) to the CUDA array dst starting at the upper left corner (wOffsetDst, hOffsetDst), where kind is one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy. wOffsetDst + width must not exceed the width of the CUDA array dst. wOffsetSrc + width must not exceed the width of the CUDA array src.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits synchronous behavior for most use cases.

See also:

cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToBuffer, cudaMemcpyToArray, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

cudaError_t cudaMemcpy2DAsync (void *dst, size_t dpitch, const void *src, size_t spitch, size_t width, size_t height, cudaMemcpyKind kind, cudaStream_t stream)

Copies data between host and device.

Parameters

dst
  - Destination memory address
dpitch
  - Pitch of destination memory
src
  - Source memory address
spitch
  - Pitch of source memory
width
  - Width of matrix transfer (columns in bytes)
height
- Height of matrix transfer (rows)

kind
- Type of transfer

stream
- Stream identifier

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidPitchValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description

Copies a matrix (height rows of width bytes each) from the memory area pointed to by src to the memory area pointed to by dst, where kind is one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy. dpitch and spitch are the widths in memory in bytes of the 2D arrays pointed to by dst and src, including any padding added to the end of each row. The memory areas may not overlap. width must not exceed either dpitch or spitch. Calling cudaMemcpy2DAsync() with dst and src pointers that do not match the direction of the copy results in an undefined behavior. cudaMemcpy2DAsync() returns an error if dpitch or spitch is greater than the maximum allowed.

cudaMemcpy2DAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpy2DArrayToArray, cudaMemcpyToArray, cudaMemcpy2DToArrayAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

Note that this function may also return error codes from previous, asynchronous launches.
This function exhibits asynchronous behavior for most use cases.
This function uses standard NULL stream semantics.
cudaError_t cudaMemcpy2DFromArray (void *dst, size_t dpitch, cudaArray_const_t src, size_t wOffset, size_t hOffset, size_t width, size_t height, cudaMemcpyKind kind)

Copies data between host and device.

Parameters

dst
- Destination memory address
dpitch
- Pitch of destination memory
src
- Source memory address
wOffset
- Source starting X offset
hOffset
- Source starting Y offset
width
- Width of matrix transfer (columns in bytes)
height
- Height of matrix transfer (rows)
kind
- Type of transfer

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection

Description

Copies a matrix (height rows of width bytes each) from the CUDA array srcArray starting at the upper left corner (wOffset, hOffset) to the memory area pointed to by dst, where kind is one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy. dpitch is the width in memory in bytes of the 2D array pointed to by dst, including any padding added to the end of each row. wOffset + width must not exceed the width of the CUDA array src.width must not exceed dpitch. cudaMemcpy2DFromArray() returns an error if dpitch exceeds the maximum allowed.
Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits synchronous behavior for most use cases.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToRuntime, cudaMemcpy2DToRuntime,
cudaMemcpyFromArray, cudaMemcpyToArray, cudaMemcpy2DFromArray, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

cudaError_t cudaMemcpy2DFromArrayAsync (void *dst, size_t dpitch, cudaArray_const_t src, size_t wOffset, size_t hOffset, size_t width, size_t height, cudaMemcpyKind kind, cudaStream_t stream)

Copies data between host and device.

Parameters

dst
- Destination memory address
dpitch
- Pitch of destination memory
src
- Source memory address
wOffset
- Source starting X offset
hOffset
- Source starting Y offset
width
- Width of matrix transfer (columns in bytes)
height
- Height of matrix transfer (rows)
kind
- Type of transfer
stream
- Stream identifier
Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection

Description

Copies a matrix (height rows of width bytes each) from the CUDA array srcArray starting at the upper left corner (wOffset, hOffset) to the memory area pointed to by dst, where kind is one of cudaMemcpyHostToDevice, cudaMemcpyDeviceToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyHostToDevice, and specifies the direction of the copy. dpitch is the width in memory in bytes of the 2D array pointed to by dst, including any padding added to the end of each row. wOffset + width must not exceed the width of the CUDA array src.width must not exceed dpitch. cudaMemcpy2DFromArrayAsync() returns an error if dpitch exceeds the maximum allowed.

cudaMemcpy2DFromArrayAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits asynchronous behavior for most use cases.

This function uses standard NULL stream semantics.

See also:

cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray, cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

cudaError_t cudaMemcpy2DToArray (cudaArray_t dst, size_t wOffset, size_t hOffset, const void *src, size_t
spitch, size_t width, size_t height, cudaMemcpyKind kind)

Copies data between host and device.

**Parameters**

- **dst**
  - Destination memory address
- **wOffset**
  - Destination starting X offset
- **hOffset**
  - Destination starting Y offset
- **src**
  - Source memory address
- **spitch**
  - Pitch of source memory
- **width**
  - Width of matrix transfer (columns in bytes)
- **height**
  - Height of matrix transfer (rows)
- **kind**
  - Type of transfer

**Returns**

- cudaSuccess, cudaMemcpyHostToDevice, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, cudaMemcpyDeviceToDevice, cudaMemcpyHostToHost

**Description**

Copies a matrix (height rows of width bytes each) from the memory area pointed to by src to the CUDA array dst starting at the upper left corner (wOffset, hOffset) where kind is one of cudaMemcpyHostToDevice, cudaMemcpyHostToDevice, cudaMemcpyDeviceToDevice, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy. spitch is the width in memory in bytes of the 2D array pointed to by src, including any padding added to the end of each row. wOffset + width must not exceed the width of the CUDA array dst. width must not exceed spitch. cudaMemcpy2DToArray() returns an error if spitch exceeds the maximum allowed.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits synchronous behavior for most use cases.
See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpyFromArray,
cudaMemcpy2DFromArray, cudaMemcpyArrayToArray,
cudaMemcpy2DArrayToArray, cudaMemcpyToArrayAsync, cudaMemcpyFromArrayAsync,
cudaMemcpyToArrayAsync, cudaMemcpy2DAsync, cudaMemcpyToSymbol, cudaMemcpyFromSymbol,
cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpyFromArrayAsync,
cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

cudaError_t cudaMemcpy2DToArrayAsync (cudaArray_t dst, size_t wOffset, size_t hOffset, const void *src, size_t spitch, size_t width, size_t height, cudaMemcpyKind kind, cudaStream_t stream)

Copies data between host and device.

Parameters

dst
  - Destination memory address
wOffset
  - Destination starting X offset
hOffset
  - Destination starting Y offset
src
  - Source memory address
spitch
  - Pitch of source memory
width
  - Width of matrix transfer (columns in bytes)
height
  - Height of matrix transfer (rows)
kind
  - Type of transfer
stream
  - Stream identifier

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection
Description

Copies a matrix (height rows of width bytes each) from the memory area pointed to by `src` to the CUDA array `dst` starting at the upper left corner \((w\text{Offset}, h\text{Offset})\) where `kind` is one of `cudaMemcpyHostToDevice`, `cudaMemcpyDeviceToHost`, or `cudaMemcpyDeviceToDevice`, and specifies the direction of the copy. `spitch` is the width in memory in bytes of the 2D array pointed to by `src`, including any padding added to the end of each row. \(w\text{Offset} + \text{width}\) must not exceed the width of the CUDA array `dst`. `width` must not exceed `spitch`. `cudaMemcpy2DToArrayAsync()` returns an error if `spitch` exceeds the maximum allowed.

`cudaMemcpy2DToArrayAsync()` is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero `stream` argument. If `kind` is `cudaMemcpyHostToDevice` or `cudaMemcpyDeviceToHost` and `stream` is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard NULL stream semantics.

See also:

`cudaMemcpy`, `cudaMemcpy2D`, `cudaMemcpyToArray`, `cudaMemcpy2DToArray`, `cudaMemcpyFromArray`, `cudaMemcpy2DFromArray`, `cudaMemcpyArrayToArray`, `cudaMemcpy2DArrayToArray`, `cudaMemcpyToSymbol`, `cudaMemcpyFromArrayAsync`, `cudaMemcpy2DFromArrayAsync`, `cudaMemcpyToSymbolAsync`, `cudaMemcpyFromArrayAsync`

`cudaError_t cudaMemcpy3D (const cudaMemcpy3DParms *p)`

Copies data between 3D objects.

Parameters

`p`

- 3D memory copy parameters
Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection

Description

`struct cudaExtent {
    size_t width;
    size_t height;
    size_t depth;
};`

`struct cudaExtent
    make_cudaExtent(size_t w, size_t h, size_t d);`

`struct cudaMemcpy3DParms {
    cudaArray_t srcArray;
    struct cudaPos srcPos;
    struct cudaPitchedPtr srcPtr;
    cudaMemcpy3DParms() copies data between two 3D objects. The source and destination objects may be in either host memory, device memory, or a CUDA array. The source, destination, extent, and kind of copy performed is specified by the cudaMemcpy3DParms struct which should be initialized to zero before use:

```c
struct cudaMemcpy3DParms myParms = {0};
```

The struct passed to cudaMemcpy3D() must specify one of srcArray or srcPtr and one of dstArray or dstPtr. Passing more than one non-zero source or destination will cause cudaMemcpy3D() to return an error.

The srcPos and dstPos fields are optional offsets into the source and destination objects and are defined in units of each object's elements. The element for a host or device pointer is assumed to be unsigned char. For CUDA arrays, positions must be in the range [0, 2048) for any dimension.

The extent field defines the dimensions of the transferred area in elements. If a CUDA array is participating in the copy, the extent is defined in terms of that array's elements.
If no CUDA array is participating in the copy then the extents are defined in elements of unsigned char.

The kind field defines the direction of the copy. It must be one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice.

If the source and destination are both arrays, cudaMemcpy3D() will return an error if they do not have the same element size.

The source and destination object may not overlap. If overlapping source and destination objects are specified, undefined behavior will result.

The source object must lie entirely within the region defined by srcPos and extent. The destination object must lie entirely within the region defined by dstPos and extent.

cudaMemcpy3D() returns an error if the pitch of srcPtr or dstPtr exceeds the maximum allowed. The pitch of a cudaPitchedPtr allocated with cudaMalloc3D() will always be valid.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits synchronous behavior for most use cases.

See also:
cudaMalloc3D, cudaMemcpy3D, cudaMemcpy3DAsync, cudaMemcpy2D, cudaMemcpy2DAsync, cudaMemcpy2DFromArray, cudaMemcpy2DToArray, cudaMemcpy2DFromArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpy2DAsync, cudaMemcpyFromArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync, make_cudaExtent, make_cudaPos

cudaError_t cudaMemcpy3DAsync (const cudaMemcpy3DParms *p, cudaStream_t stream)
Copies data between 3D objects.

Parameters

P
- 3D memory copy parameters
Stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidPitchValue, cudaErrorInvalidMemcpyDirection

Description

```c
struct cudaExtent {
    size_t width;
    size_t height;
    size_t depth;
};
struct cudaExtent
    make_cudaExtent(size_t w, size_t h, size_t d);

struct cudaMemcpy3DParms {
    cudaArray_t srcArray;
    struct cudaPos srcPos;
    struct cudaPitchedPtr srcPtr;
    cudaArray_t dstArray;
    struct cudaPos dstPos;
    struct cudaPitchedPtr dstPtr;
    struct cudaExtent extent;
    enum cudaMemcpyKind kind;
};

cudaMemcpy3DAsync() copies data between two 3D objects. The source and destination objects may be in either host memory, device memory, or a CUDA array. The source, destination, extent, and kind of copy performed is specified by the cudaMemcpy3DParms struct which should be initialized to zero before use:

```cudaMemcpy3DParms myParms = {0};
```n
The struct passed to cudaMemcpy3DAsync() must specify one of srcArray or srcPtr and one of dstArray or dstPtr. Passing more than one non-zero source or destination will cause cudaMemcpy3DAsync() to return an error.

The srcPos and dstPos fields are optional offsets into the source and destination objects and are defined in units of each object's elements. The element for a host or
device pointer is assumed to be **unsigned char**. For CUDA arrays, positions must be in the range \([0, 2048)\) for any dimension.

The **extent** field defines the dimensions of the transferred area in elements. If a CUDA array is participating in the copy, the extent is defined in terms of that array’s elements. If no CUDA array is participating in the copy then the extents are defined in elements of **unsigned char**.

The **kind** field defines the direction of the copy. It must be one of `cudaMemcpyHostToHost`, `cudaMemcpyHostToDevice`, `cudaMemcpyDeviceToHost`, or `cudaMemcpyDeviceToDevice`.

If the source and destination are both arrays, `cudaMemcpy3DAsync()` will return an error if they do not have the same element size.

The source and destination object may not overlap. If overlapping source and destination objects are specified, undefined behavior will result.

The source object must lie entirely within the region defined by `srcPos` and `extent`. The destination object must lie entirely within the region defined by `dstPos` and `extent`.

`cudaMemcpy3DAsync()` returns an error if the pitch of `srcPtr` or `dstPtr` exceeds the maximum allowed. The pitch of a `cudaPitchedPtr` allocated with `cudaMalloc3D()` will always be valid.

`cudaMemcpy3DAsync()` is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero `stream` argument. If **kind** is `cudaMemcpyHostToDevice` or `cudaMemcpyDeviceToHost` and `stream` is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits **asynchronous** behavior for most use cases.
- This function uses standard **NULL stream** semantics.

See also:

`cudaMalloc3D`, `cudaMalloc3DArray`, `cudaMemset3D`, `cudaMemcpy3D`, `cudaMemcpy`, `cudaMemcpy2D`, `cudaMemcpyToArray`, `cudaMemcpy2DToArray`, `cudaMemcpyFromArray`, `cudaMemcpy2DFromArray`, `cudaMemcpyArrayToArray`, `cudaMemcpy2DArrayToArray`, `cudaMemcpyToSymbol`, `cudaMemcpyFromArraySymbol`, `cudaMemcpyAsync`, `cudaMemcpy2DAsync`, `cudaMemcpyToArrayAsync`, `cudaMemcpy2DToArrayAsync`, `cudaMemcpyFromArrayAsync`,

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cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync, make_cudaExtent, make_cudaPos

cudaError_t cudaMemcpy3DPeer (const cudaMemcpy3DPeerParms *p)
 Copies memory between devices.

Parameters

p
 - Parameters for the memory copy

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description

Perform a 3D memory copy according to the parameters specified in p. See the definition of the cudaMemcpy3DPeerParms structure for documentation of its parameters.

Note that this function is synchronous with respect to the host only if the source or destination of the transfer is host memory. Note also that this copy is serialized with respect to all pending and future asynchronous work in to the current device, the copy’s source device, and the copy’s destination device (use cudaMemcpy3DPeerAsync to avoid this synchronization).

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits synchronous behavior for most use cases.

See also:

cudaMemcpy, cudaMemcpyPeer, cudaMemcpyAsync, cudaMemcpyPeerAsync, cudaMemcpy3DPeerAsync
cudaError_t cudaMemcpy3DPeerAsync (const cudaMemcpy3DPeerParms *p, cudaStream_t stream)
Copies memory between devices asynchronously.

Parameters

p
- Parameters for the memory copy
stream
- Stream identifier

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description

Perform a 3D memory copy according to the parameters specified in p. See the definition of the cudaMemcpy3DPeerParms structure for documentation of its parameters.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard NULL stream semantics.

See also:
cudaMemcpy, cudaMemcpyPeer, cudaMemcpyAsync, cudaMemcpyPeerAsync, cudaMemcpy3DPeerAsync

cudaError_t cudaMemcpyArrayToArray (cudaArray_t dst, size_t wOffsetDst, size_t hOffsetDst, cudaArray_const_t src, size_t wOffsetSrc, size_t hOffsetSrc, size_t count, cudaMemcpyKind kind)
Copies data between host and device.

Parameters

dst
- Destination memory address
wOffsetDst
- Destination starting X offset

hOffsetDst
- Destination starting Y offset

src
- Source memory address

wOffsetSrc
- Source starting X offset

hOffsetSrc
- Source starting Y offset

count
- Size in bytes to copy

kind
- Type of transfer

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidMemcpyDirection

**Description**

Copies `count` bytes from the CUDA array `src` starting at the upper left corner \((wOffsetSrc, hOffsetSrc)\) to the CUDA array `dst` starting at the upper left corner \((wOffsetDst, hOffsetDst)\) where `kind` is one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy.

*Note that this function may also return error codes from previous, asynchronous launches.*

**See also:**

cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync
cudaError_t cudaMemcpyAsync (void *dst, const void *src, size_t count, cudaMemcpyKind kind, cudaStream_t stream)
Copies data between host and device.

Parameters

- **dst** - Destination memory address
- **src** - Source memory address
- **count** - Size in bytes to copy
- **kind** - Type of transfer
- **stream** - Stream identifier

Returns

cudaSuccess, cudaMemcpyHostToDevice, cudaMemcpyHostToHost, cudaMemcpyDeviceToDevice, cudaMemcpyDeviceToHost, and specifies the direction of the copy. The memory areas may not overlap. Calling cudaMemcpyAsync() with dst and src pointers that do not match the direction of the copy results in an undefined behavior.

cudaMemcpyAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and the stream is non-zero, the copy may overlap with operations in other streams.

‣ Note that this function may also return error codes from previous, asynchronous launches.
‣ This function exhibits asynchronous behavior for most use cases.
‣ This function uses standard NULL stream semantics.
See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpy2DArrayToArray, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

cudaError_t cudaMemcpyFromArray (void *dst, cudaArray_const_t src, size_t wOffset, size_t hOffset, size_t count, cudaMemcpyKind kind)
Copies data between host and device.

Parameters

dst
- Destination memory address

src
- Source memory address

wOffset
- Source starting X offset

hOffset
- Source starting Y offset

count
- Size in bytes to copy

kind
- Type of transfer

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description
Copies count bytes from the CUDA array src starting at the upper left corner (wOffset, hOffset) to the memory area pointed to by dst, where kind is one of cudaMemcpyHostToDevice, cudaMemcpyHostToHost, cudaMemcpyDeviceToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy.

Note that this function may also return error codes from previous, asynchronous launches.
This function exhibits synchronous behavior for most use cases.

See also:

cudaMemcpy, cudaMemcpy2D, cudaMemcpyToarray, cudaMemcpy2DToarray,
cudaMemcpy2DFromArray, cudaMemcpyArrayToarray,
cudaMemcpy2DArrayToarray, cudaMemcpyToSymbol, cudaMemcpyFromSymbol,
cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToarrayAsync,
cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync,
cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync,
cudaMemcpyFromArrayAsync

cudaError_t cudaMemcpyFromArrayAsync (void *dst, cudaArray const_t src, size_t wOffset, size_t hOffset, size_t count, cudaMemcpyKind kind, cudaStream_t stream)
Copies data between host and device.

Parameters

dst
- Destination memory address
src
- Source memory address
wOffset
- Source starting X offset
hOffset
- Source starting Y offset
count
- Size in bytes to copy
kind
- Type of transfer
stream
- Stream identifier

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer,
cudaErrorInvalidMemcpyDirection

Description

Copies count bytes from the CUDA array src starting at the upper left corner (wOffset, hOffset) to the memory area pointed to by dst, where kind is one of
cudaMemcpyHostToDevice, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy.

cudaMemcpyFromArrayAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard NULL stream semantics.

See also:

cudaMemcpy, cudaMemcpy2D, cudaMemcpyToGraphicsArray, cudaMemcpy2DToGraphicsArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray, cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

cudaError_t cudaMemcpyFromArrayAsync (void *dst, const void *symbol, size_t count, size_t offset, cudaMemcpyKind kind)
Copies data from the given symbol on the device.

Parameters

dst   - Destination memory address
symbol - Device symbol address
count - Size in bytes to copy
offset - Offset from start of symbol in bytes
kind - Type of transfer
Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol,
cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description

Copies count bytes from the memory area pointed to by offset bytes from the start of symbol symbol to the memory area pointed to by dst. The memory areas may not overlap. symbol is a variable that resides in global or constant memory space. kind can be either cudaMemcpyDeviceToHost or cudaMemcpyDeviceToDevice.

‣ Note that this function may also return error codes from previous, asynchronous launches.
‣ This function exhibits synchronous behavior for most use cases.
‣ Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToSymbol, cudaMemcpy2DToSymbol, cudaMemcpy2DToArray, cudaMemcpy2DFromArray, cudaMemcpyToArray, cudaMemcpy2DToArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

cudaError_t cudaMemcpyFromSymbolAsync (void *dst, const void *symbol, size_t count, size_t offset, cudaMemcpyKind kind, cudaStream_t stream)

Copies data from the given symbol on the device.

Parameters

dst
  - Destination memory address
symbol
  - Device symbol address
count
  - Size in bytes to copy
offset
  - Offset from start of symbol in bytes
kind
- Type of transfer

stream
- Stream identifier

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol,
cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description

Copies count bytes from the memory area pointed to by offset bytes from the start of symbol symbol to the memory area pointed to by dst. The memory areas may not overlap. symbol is a variable that resides in global or constant memory space. kind can be either cudaMemcpyDeviceToHost or cudaMemcpyDeviceToDevice.

cudaMemcpyFromSymbolAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

‣ Note that this function may also return error codes from previous, asynchronous launches.
‣ This function exhibits asynchronous behavior for most use cases.
‣ This function uses standard NULL stream semantics.
‣ Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray,
cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray,
cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpyFromSymbol,
cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync,
cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync,
cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync
cudaError_t cudaMemcpyPeer (void *dst, int dstDevice, const void *src, int srcDevice, size_t count)
Copies memory between two devices.

Parameters

dst
- Destination device pointer
dstDevice
- Destination device
src
- Source device pointer
srcDevice
- Source device
count
- Size of memory copy in bytes

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description
Copies memory from one device to memory on another device. dst is the base device pointer of the destination memory and dstDevice is the destination device. src is the base device pointer of the source memory and srcDevice is the source device. count specifies the number of bytes to copy.

Note that this function is asynchronous with respect to the host, but serialized with respect all pending and future asynchronous work in to the current device, srcDevice, and dstDevice (use cudaMemcpyPeerAsync to avoid this synchronization).

See also:
cudaMemcpy, cudaMemcpyAsync, cudaMemcpyPeerAsync, cudaMemcpy3DPeerAsync
cudaError_t cudaMemcpyPeerAsync (void *dst, int dstDevice, const void *src, int srcDevice, size_t count, cudaStream_t stream)
Copies memory between two devices asynchronously.

Parameters

dst
- Destination device pointer
dstDevice
- Destination device
src
- Source device pointer
srcDevice
- Source device
count
- Size of memory copy in bytes
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevice

Description
Copies memory from one device to memory on another device. dst is the base device pointer of the destination memory and dstDevice is the destination device. src is the base device pointer of the source memory and srcDevice is the source device. count specifies the number of bytes to copy.

Note that this function is asynchronous with respect to the host and all work on other devices.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- This function uses standard NULL stream semantics.

See also:
cudaMemcpy, cudaMemcpyPeer, cudaMemcpyAsync, cudaMemcpy3DPeerAsync
cudaError_t cudaMemcpyToArray (cudaArray_t dst, size_t wOffset, size_t hOffset, const void *src, size_t count, cudaMemcpyKind kind)
Copies data between host and device.

Parameters

dst
- Destination memory address

wOffset
- Destination starting X offset

hOffset
- Destination starting Y offset

src
- Source memory address

count
- Size in bytes to copy

kind
- Type of transfer

Returns

cudaSuccess, cudaMemcpyInvalidValue, cudaMemcpyInvalidDevicePointer, cudaMemcpyInvalidMemcpyDirection

Description

Copies count bytes from the memory area pointed to by src to the CUDA array dst starting at the upper left corner (wOffset, hOffset), where kind is one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy.

Note that this function may also return error codes from previous, asynchronous launches.
This function exhibits synchronous behavior for most use cases.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray, cudaMemcpy2DArrayToArray, cudaMemcpyToArrayAsync, cudaMemcpyFromSymbol, cudaMemcpyFromSymbolAsync, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync,
cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

cudaError_t cudaMemcpyToArrayAsync (cudaArray_t dst, size_t wOffset, size_t hOffset, const void *src, size_t count, cudaMemcpyKind kind, cudaStream_t stream)
Copies data between host and device.

Parameters

dst
- Destination memory address
wOffset
- Destination starting X offset
hOffset
- Destination starting Y offset
src
- Source memory address
count
- Size in bytes to copy
kind
- Type of transfer
stream
- Stream identifier

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description
Copies count bytes from the memory area pointed to by src to the CUDA array dst starting at the upper left corner (wOffset, hOffset), where kind is one of cudaMemcpyHostToHost, cudaMemcpyHostToDevice, cudaMemcpyDeviceToHost, or cudaMemcpyDeviceToDevice, and specifies the direction of the copy.

cudaMemcpyToArrayAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice or cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.
Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits asynchronous behavior for most use cases.

This function uses standard NULL stream semantics.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToSymbol, cudaMemcpy2DToSymbol, cudaMemcpyToArray, cudaMemcpyToArrayAsync, cudaMemcpy2DToArray, cudaMemcpy2DToArrayAsync, cudaMemcpyFromSymbol, cudaMemcpy2DFromSymbol, cudaMemcpyFromSymbolAsync, cudaMemcpyHostToDevice, cudaMemcpyDeviceToDevice

cudaError_t cudaMemcpyToSymbol (const void *symbol, const void *src, size_t count, size_t offset, cudaMemcpyKind kind)

Copies data to the given symbol on the device.

**Parameters**

symbol
- Device symbol address

src
- Source memory address

count
- Size in bytes to copy

offset
- Offset from start of symbol in bytes

kind
- Type of transfer

**Returns**
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

**Description**

Copies \texttt{count} bytes from the memory area pointed to by \texttt{src} to the memory area pointed to by \texttt{offset} bytes from the start of symbol \texttt{symbol}. The memory areas may not overlap. \texttt{symbol} is a variable that resides in global or constant memory space. \texttt{kind} can be either cudaMemcpyHostToDevice or cudaMemcpyDeviceToDevice.
Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits synchronous behavior for most use cases.

Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray,
cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray,
cudaMemcpy2DArrayToArray, cudaMemcpyFromSymbol, cudaMemcpyAsync,
cudaMemcpy2DAAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync,
cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync,
cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

cudaError_t cudaMemcpyToSymbolAsync (const void *symbol, const void *src, size_t count, size_t offset, cudaMemcpyKind kind, cudaStream_t stream)
Copies data to the given symbol on the device.

Parameters
symbol
- Device symbol address
src
- Source memory address
count
- Size in bytes to copy
offset
- Offset from start of symbol in bytes
kind
- Type of transfer
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol,
cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection
Description

Copies \textit{count} bytes from the memory area pointed to by \textit{src} to the memory area pointed to by \textit{offset} bytes from the start of symbol \textit{symbol}. The memory areas may not overlap. \textit{symbol} is a variable that resides in global or constant memory space. \textit{kind} can be either \texttt{cudaMemcpyHostToDevice} or \texttt{cudaMemcpyDeviceToDevice}.

\texttt{cudaMemcpyToSymbolAsync()} is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero \textit{stream} argument. If \textit{kind} is \texttt{cudaMemcpyHostToDevice} and \textit{stream} is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits \texttt{asynchronous} behavior for most use cases.
- This function uses standard \texttt{NULL stream} semantics.
- Use of a string naming a variable as the \textit{symbol} parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:

\texttt{cudaMemcpy}, \texttt{cudaMemcpy2D}, \texttt{cudaMemcpyToSymbol}, \texttt{cudaMemcpy2DToSymbol}, \texttt{cudaMemcpyFromSymbol}, \texttt{cudaMemcpy2DAsync}, \texttt{cudaMemcpy2DToSymbolAsync}, \texttt{cudaMemcpyFromSymbolAsync}, \texttt{cudaMemcpy2DFromArrayAsync}, \texttt{cudaMemcpyToSymbolAsync}, \texttt{cudaMemcpyFromSymbolAsync}

\texttt{cudaError_t cudaMemcpyInfo (size_t *free, size_t *total)}

Gets free and total device memory.

Parameters

\textit{free}  
- Returned free memory in bytes
\textit{total}  
- Returned total memory in bytes

Returns

\texttt{cudaSuccess}, \texttt{cudaErrorInitializationError}, \texttt{cudaErrorInvalidValue}, \texttt{cudaErrorLaunchFailure}
Description

Returns in *free and *total respectively, the free and total amount of memory available for allocation by the device in bytes.

```
Note that this function may also return error codes from previous, asynchronous launches.
```

cudaError_t cudaMemset (void *devPtr, int value, size_t count)

Initializes or sets device memory to a value.

Parameters

devPtr
- Pointer to device memory

value
- Value to set for each byte of specified memory

count
- Size in bytes to set

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

Description

Fills the first count bytes of the memory area pointed to by devPtr with the constant byte value value.

Note that this function is asynchronous with respect to the host unless devPtr refers to pinned host memory.

```
Note that this function may also return error codes from previous, asynchronous launches.
See also memset synchronization details.
```

See also:

cudaMemset2D, cudaMemset3D, cudaMemsetAsync, cudaMemset2DAsync, cudaMemset3DAsync
cudaError_t cudaMemset2D (void *devPtr, size_t pitch, int value, size_t width, size_t height)
Initializes or sets device memory to a value.

**Parameters**

- **devPtr**
  - Pointer to 2D device memory
- **pitch**
  - Pitch in bytes of 2D device memory
- **value**
  - Value to set for each byte of specified memory
- **width**
  - Width of matrix set (columns in bytes)
- **height**
  - Height of matrix set (rows)

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

**Description**

Sets to the specified value \( \text{value} \) a matrix (\( \text{height} \) rows of \( \text{width} \) bytes each) pointed to by \( \text{devPtr} \). \( \text{pitch} \) is the width in bytes of the 2D array pointed to by \( \text{devPtr} \), including any padding added to the end of each row. This function performs fastest when the pitch is one that has been passed back by cudaMallocPitch().

Note that this function is asynchronous with respect to the host unless \( \text{devPtr} \) refers to pinned host memory.

- Note that this function may also return error codes from previous, asynchronous launches.
- See also memset synchronization details.

**See also:**
cudaMemset, cudaMemset3D, cudaMemsetAsync, cudaMemset2DAsync, cudaMemset3DAsync
cudaError_t cudaMemset2DAsync (void *devPtr, size_t pitch, int value, size_t width, size_t height, cudaStream_t stream)
Initiates or sets device memory to a value.

Parameters

devPtr
- Pointer to 2D device memory
pitch
- Pitch in bytes of 2D device memory
value
- Value to set for each byte of specified memory
width
- Width of matrix set (columns in bytes)
height
- Height of matrix set (rows)
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

Description
Sets to the specified value \texttt{value} a matrix (\texttt{height} rows of \texttt{width} bytes each) pointed to by \texttt{devPtr}. \texttt{pitch} is the width in bytes of the 2D array pointed to by \texttt{devPtr}, including any padding added to the end of each row. This function performs fastest when the pitch is one that has been passed back by \texttt{cudaMallocPitch()].

cudaMemset2DAsync() is asynchronous with respect to the host, so the call may return before the memset is complete. The operation can optionally be associated to a stream by passing a non-zero \texttt{stream} argument. If \texttt{stream} is non-zero, the operation may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- See also memset synchronization details.
- This function uses standard NULL stream semantics.

See also:
cudaMemset, cudaMemset2D, cudaMemset3D, cudaMemsetAsync, cudaMemset3DAsync

cudaError_t cudaMemset3D (cudaPitchedPtr pitchedDevPtr, int value, cudaExtent extent)

Initializes or sets device memory to a value.

**Parameters**

- **pitchedDevPtr**
  - Pointer to pitched device memory
- **value**
  - Value to set for each byte of specified memory
- **extent**
  - Size parameters for where to set device memory (width field in bytes)

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

**Description**

Initializes each element of a 3D array to the specified value value. The object to initialize is defined by pitchedDevPtr. The pitch field of pitchedDevPtr is the width in memory in bytes of the 3D array pointed to by pitchedDevPtr, including any padding added to the end of each row. The xsize field specifies the logical width of each row in bytes, while the ysize field specifies the height of each 2D slice in rows.

The extents of the initialized region are specified as a width in bytes, a height in rows, and a depth in slices.

Extents with width greater than or equal to the xsize of pitchedDevPtr may perform significantly faster than extents narrower than the xsize. Secondarily, extents with height equal to the ysize of pitchedDevPtr will perform faster than when the height is shorter than the ysize.

This function performs fastest when the pitchedDevPtr has been allocated by cudaMalloc3D().

Note that this function is asynchronous with respect to the host unless pitchedDevPtr refers to pinned host memory.

- Note that this function may also return error codes from previous, asynchronous launches.
- See also memset synchronization details.
cudaError_t cudaMemset3DAsync (cudaPitchedPtr pitchedDevPtr, int value, cudaExtent extent, cudaStream_t stream)

Initializes or sets device memory to a value.

**Parameters**

- **pitchedDevPtr**
  - Pointer to pitched device memory
- **value**
  - Value to set for each byte of specified memory
- **extent**
  - Size parameters for where to set device memory (width field in bytes)
- **stream**
  - Stream identifier

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

**Description**

Initializes each element of a 3D array to the specified value value. The object to initialize is defined by pitchedDevPtr. The pitch field of pitchedDevPtr is the width in memory in bytes of the 3D array pointed to by pitchedDevPtr, including any padding added to the end of each row. The xsize field specifies the logical width of each row in bytes, while the ysize field specifies the height of each 2D slice in rows.

The extents of the initialized region are specified as a width in bytes, a height in rows, and a depth in slices.

Extents with width greater than or equal to the xsize of pitchedDevPtr may perform significantly faster than extents narrower than the xsize. Secondarily, extents with height equal to the ysize of pitchedDevPtr will perform faster than when the height is shorter than the ysize.

This function performs fastest when the pitchedDevPtr has been allocated by cudaMalloc3D().

cudaMemset3DAsync() is asynchronous with respect to the host, so the call may return before the memset is complete. The operation can optionally be associated to a stream by
passing a non-zero stream argument. If stream is non-zero, the operation may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- See also memset synchronization details.
- This function uses standard NULL stream semantics.

See also:
cudaMemset, cudaMemset2D, cudaMemset3D, cudaMemsetAsync, cudaMemset2DAsync, cudaMalloc3D, make_cudaPitchedPtr, make_cudaExtent

cudaError_t cudaMemsetAsync (void *devPtr, int value, size_t count, cudaStream_t stream)
Initializes or sets device memory to a value.

Parameters

devPtr
- Pointer to device memory
value
- Value to set for each byte of specified memory
count
- Size in bytes to set
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer

Description

Fills the first count bytes of the memory area pointed to by devPtr with the constant byte value value.

cudaMemsetAsync() is asynchronous with respect to the host, so the call may return before the memset is complete. The operation can optionally be associated to a stream by passing a non-zero stream argument. If stream is non-zero, the operation may overlap with operations in other streams.
Note that this function may also return error codes from previous, asynchronous launches.

See also memset synchronization details.

This function uses standard NULL stream semantics.

See also:
cudaMemset, cudaMemset2D, cudaMemset3D, cudaMemset2DAasync, cudaMemset3DAasync

make_cudaExtent (size_t w, size_t h, size_t d)
Returns a cudaExtent based on input parameters.

Parameters

w
- Width in bytes

h
- Height in elements

d
- Depth in elements

Returns
cudaExtent specified by w, h, and d

Description
Returns a cudaExtent based on the specified input parameters w, h, and d.

See also:
make_cudaPitchedPtr, make_cudaPos

make_cudaPitchedPtr (void *d, size_t p, size_t xsz, size_t ysz)
Returns a cudaPitchedPtr based on input parameters.

Parameters

d
- Pointer to allocated memory
\( p \)
- Pitch of allocated memory in bytes

\( xsz \)
- Logical width of allocation in elements

\( ysz \)
- Logical height of allocation in elements

**Returns**
\[ \text{cudaPitchedPtr} \text{ specified by } d, p, xsz, \text{ and } ysz \]

**Description**
Returns a \text{cudaPitchedPtr} based on the specified input parameters \( d, p, xsz, \text{ and } ysz \).

**See also:**
\text{make_cudaExtent}, \text{make_cudaPos}

**\text{make_cudaPos} (size_t x, size_t y, size_t z)**
Returns a cudaPos based on input parameters.

**Parameters**

\( x \)
- X position

\( y \)
- Y position

\( z \)
- Z position

**Returns**
\[ \text{cudaPos} \text{ specified by } x, y, \text{ and } z \]

**Description**
Returns a \text{cudaPos} based on the specified input parameters \( x, y, \text{ and } z \).

**See also:**
\text{make_cudaExtent}, \text{make_cudaPitchedPtr}
3.8. Unified Addressing

This section describes the unified addressing functions of the CUDA runtime application programming interface.

Overview

CUDA devices can share a unified address space with the host. For these devices there is no distinction between a device pointer and a host pointer -- the same pointer value may be used to access memory from the host program and from a kernel running on the device (with exceptions enumerated below).

Supported Platforms

Whether or not a device supports unified addressing may be queried by calling `cudaGetDeviceProperties()` with the device property `cudaDeviceProp::unifiedAddressing`.

Unified addressing is automatically enabled in 64-bit processes on devices with compute capability greater than or equal to 2.0.

Unified addressing is not yet supported on Windows Vista or Windows 7 for devices that do not use the TCC driver model.

Looking Up Information from Pointer Values

It is possible to look up information about the memory which backs a pointer value. For instance, one may want to know if a pointer points to host or device memory. As another example, in the case of device memory, one may want to know on which CUDA device the memory resides. These properties may be queried using the function `cudaPointerGetAttributes()`.

Since pointers are unique, it is not necessary to specify information about the pointers specified to `cudaMemcpy()` and other copy functions. The copy direction `cudaMemcpyDefault` may be used to specify that the CUDA runtime should infer the location of the pointer from its value.

Automatic Mapping of Host Allocated Host Memory

All host memory allocated through all devices using `cudaMallocHost()` and `cudaHostAlloc()` is always directly accessible from all devices that support unified addressing. This is the case regardless of whether or not the flags `cudaHostAllocPortable` and `cudaHostAllocMapped` are specified.

The pointer value through which allocated host memory may be accessed in kernels on all devices that support unified addressing is the same as the pointer value through which that memory is accessed on the host. It is not necessary to call `cudaHostGetDevicePointer()` to get the device pointer for these allocations.
Note that this is not the case for memory allocated using the flag cudaHostAllocWriteCombined, as discussed below.

Direct Access of Peer Memory

Upon enabling direct access from a device that supports unified addressing to another peer device that supports unified addressing using cudaDeviceEnablePeerAccess() all memory allocated in the peer device using cudaMalloc() and cudaMallocPitch() will immediately be accessible by the current device. The device pointer value through which any peer’s memory may be accessed in the current device is the same pointer value through which that memory may be accessed from the peer device.

Exceptions, Disjoint Addressing

Not all memory may be accessed on devices through the same pointer value through which they are accessed on the host. These exceptions are host memory registered using cudaHostRegister() and host memory allocated using the flag cudaHostAllocWriteCombined. For these exceptions, there exists a distinct host and device address for the memory. The device address is guaranteed to not overlap any valid host pointer range and is guaranteed to have the same value across all devices that support unified addressing.

This device address may be queried using cudaHostGetDevicePointer() when a device using unified addressing is current. Either the host or the unified device pointer value may be used to refer to this memory in cudaMemcpy() and similar functions using the cudaMemcpyDefault memory direction.

cudaError_t cudaPointerGetAttributes (cudaPointerAttributes *attributes, const void *ptr)
Returns attributes about a specified pointer.

Parameters

attributes
  - Attributes for the specified pointer
ptr
  - Pointer to get attributes for

Returns

cudaSuccess, cudaErrorInvalidDevice cudaErrorInvalidValue

Description

Returns in *attributes the attributes of the pointer ptr. If pointer was not allocated in, mapped by or registered with context supporting unified addressing cudaErrorInvalidValue is returned.
The `cudaPointerAttributes` structure is defined as:

```c
struct cudaPointerAttributes {
    enum cudaMemoryType
        memoryType;
    int device;
    void *devicePointer;
    void *hostPointer;
    int isManaged;
}
```

In this structure, the individual fields mean

- `memoryType` identifies the physical location of the memory associated with pointer `ptr`. It can be `cudaMemoryTypeHost` for host memory or `cudaMemoryTypeDevice` for device memory.
- `device` is the device against which `ptr` was allocated. If `ptr` has memory type `cudaMemoryTypeDevice` then this identifies the device on which the memory referred to by `ptr` physically resides. If `ptr` has memory type `cudaMemoryTypeHost` then this identifies the device which was current when the allocation was made (and if that device is deinitialized then this allocation will vanish with that device’s state).
- `devicePointer` is the device pointer alias through which the memory referred to by `ptr` may be accessed on the current device. If the memory referred to by `ptr` cannot be accessed directly by the current device then this is `NULL`.
- `hostPointer` is the host pointer alias through which the memory referred to by `ptr` may be accessed on the host. If the memory referred to by `ptr` cannot be accessed directly by the host then this is `NULL`.
- `isManaged` indicates if the pointer `ptr` points to managed memory or not.

See also:

`cudaGetDeviceCount`, `cudaGetDevice`, `cudaSetDevice`, `cudaChooseDevice`

### 3.9. Peer Device Memory Access

This section describes the peer device memory access functions of the CUDA runtime application programming interface.
cudaError_t cudaDeviceCanAccessPeer (int *canAccessPeer, int device, int peerDevice)
Queries if a device may directly access a peer device’s memory.

Parameters

canAccessPeer
- Returned access capability
device
- Device from which allocations on peerDevice are to be directly accessed.
peerDevice
- Device on which the allocations to be directly accessed by device reside.

Returns
cudaSuccess, cudaErrorInvalidDevice

Description
Returns in *canAccessPeer a value of 1 if device device is capable of directly accessing memory from peerDevice and 0 otherwise. If direct access of peerDevice from device is possible, then access may be enabled by calling cudaDeviceEnablePeerAccess().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceEnablePeerAccess, cudaDeviceDisablePeerAccess

cudaError_t cudaDeviceDisablePeerAccess (int peerDevice)
Disables direct access to memory allocations on a peer device.

Parameters

peerDevice
- Peer device to disable direct access to

Returns
cudaSuccess, cudaErrorPeerAccessNotEnabled, cudaErrorInvalidDevice
Description

Returns `cudaErrorPeerAccessNotEnabled` if direct access to memory on `peerDevice` has not yet been enabled from the current device.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaDeviceCanAccessPeer, cudaDeviceEnablePeerAccess`

`cudaError_t cudaDeviceEnablePeerAccess (int peerDevice, unsigned int flags)`

Enables direct access to memory allocations on a peer device.

Parameters

`peerDevice`
- Peer device to enable direct access to from the current device

`flags`
- Reserved for future use and must be set to 0

Returns

`cudaSuccess, cudaErrorInvalidDevice, cudaErrorPeerAccessAlreadyEnabled, cudaErrorInvalidValue`

Description

On success, all allocations from `peerDevice` will immediately be accessible by the current device. They will remain accessible until access is explicitly disabled using `cudaDeviceDisablePeerAccess()` or either device is reset using `cudaDeviceReset()`.

Note that access granted by this call is unidirectional and that in order to access memory on the current device from `peerDevice`, a separate symmetric call to `cudaDeviceEnablePeerAccess()` is required.

Peer access is not supported in 32 bit applications.

Returns `cudaErrorInvalidDevice` if `cudaDeviceCanAccessPeer()` indicates that the current device cannot directly access memory from `peerDevice`.

Returns `cudaErrorPeerAccessAlreadyEnabled` if direct access of `peerDevice` from the current device has already been enabled.

Returns `cudaErrorInvalidValue` if `flags` is not 0.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaDeviceCanAccessPeer, cudaDeviceDisablePeerAccess

### 3.10. OpenGL Interoperability

This section describes the OpenGL interoperability functions of the CUDA runtime application programming interface. Note that mapping of OpenGL resources is performed with the graphics API agnostic, resource mapping interface described in Graphics Interopability.

#### enum cudaGLDeviceList

CUDA devices corresponding to the current OpenGL context

**Values**

- `cudaGLDeviceListAll = 1`
  - The CUDA devices for all GPUs used by the current OpenGL context
- `cudaGLDeviceListCurrentFrame = 2`
  - The CUDA devices for the GPUs used by the current OpenGL context in its currently rendering frame
- `cudaGLDeviceListNextFrame = 3`
  - The CUDA devices for the GPUs to be used by the current OpenGL context in the next frame

#### cudaError_t cudaGLGetDevices (unsigned int *pCudaDeviceCount, int *pCudaDevices, unsigned int cudaDeviceCount, cudaGLDeviceList deviceList)

Gets the CUDA devices associated with the current OpenGL context.

**Parameters**

- `pCudaDeviceCount`
  - Returned number of CUDA devices corresponding to the current OpenGL context
- `pCudaDevices`
  - Returned CUDA devices corresponding to the current OpenGL context
cudaDeviceCount
- The size of the output device array pCudaDevices
deviceList
- The set of devices to return. This set may be cudaGLDeviceListAll for all devices, cudaGLDeviceListCurrentFrame for the devices used to render the current frame (in SLI), or cudaGLDeviceListNextFrame for the devices used to render the next frame (in SLI).

Returns
cudaSuccess, cudaErrorNoDevice, cudaErrorUnknown

Description
Returns in *pCudaDeviceCount the number of CUDA-compatible devices corresponding to the current OpenGL context. Also returns in *pCudaDevices at most cudaDeviceCount of the CUDA-compatible devices corresponding to the current OpenGL context. If any of the GPUs being used by the current OpenGL context are not CUDA capable then the call will return cudaErrorNoDevice.

- This function is not supported on Mac OS X.
- Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaError_t cudaGraphicsGLRegisterBuffer
(cudaGraphicsResource **resource, GLuint buffer, unsigned int flags)
Registers an OpenGL buffer object.

Parameters
resource
- Pointer to the returned object handle
buffer
- name of buffer object to be registered
flags
- Register flags
Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Registers the buffer object specified by buffer for access by CUDA. A handle to the registered object is returned as resource. The register flags flags specify the intended usage, as follows:

- cudaGraphicsRegisterFlagsNone: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA. This is the default value.
- cudaGraphicsRegisterFlagsReadOnly: Specifies that CUDA will not write to this resource.
- cudaGraphicsRegisterFlagsWriteDiscard: Specifies that CUDA will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaError_t cudaGraphicsGLRegisterImage (cudaGraphicsResource **resource, GLuint image, GLenum target, unsigned int flags)
Register an OpenGL texture or renderbuffer object.

Parameters
resource
- Pointer to the returned object handle
image
- name of texture or renderbuffer object to be registered
target
- Identifies the type of object specified by image
flags
- Register flags
Returns

cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Registers the texture or renderbuffer object specified by image for access by CUDA. A handle to the registered object is returned as resource.

target must match the type of the object, and must be one of GL_TEXTURE_2D, GL_TEXTURE_RECTANGLE, GL_TEXTURE_CUBE_MAP, GL_TEXTURE_3D, GL_TEXTURE_2D_ARRAY, or GL_RENDERBUFFER.

The register flags flags specify the intended usage, as follows:

- cudaGraphicsRegisterFlagsNone: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA. This is the default value.
- cudaGraphicsRegisterFlagsReadOnly: Specifies that CUDA will not write to this resource.
- cudaGraphicsRegisterFlagsWriteDiscard: Specifies that CUDA will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.
- cudaGraphicsRegisterFlagsSurfaceLoadStore: Specifies that CUDA will bind this resource to a surface reference.
- cudaGraphicsRegisterFlagsTextureGather: Specifies that CUDA will perform texture gather operations on this resource.

The following image formats are supported. For brevity's sake, the list is abbreviated. For ex., \{GL_R, GL_RG\} X \{8, 16\} would expand to the following 4 formats \{GL_R8, GL_R16, GL_RG8, GL_RG16\}:

- GL_RED, GL_RG, GL_RGBA, GL_LUMINANCE, GL_ALPHA, GL_LUMINANCE_ALPHA, GL_INTENSITY
- \{GL_R, GL_RG, GL_RGBA\} X \{8, 16, 16F, 32F, 8UI, 16UI, 8I, 16I, 32I\}
- \{GL_LUMINANCE, GL_ALPHA, GL_LUMINANCE_ALPHA, GL_INTENSITY\} X \{8, 16, 16F_ARB, 32F_ARB, 8UI_EXT, 16UI_EXT, 8I_EXT, 16I_EXT, 32I_EXT\}

The following image classes are currently disallowed:

- Textures with borders
- Multisampled renderbuffers
cudaError_t cudaWGLGetDevice (int *device, HGPUNV hGpu)

Gets the CUDA device associated with hGpu.

Parameters

device
- Returns the device associated with hGpu, or -1 if hGpu is not a compute device.

hGpu
- Handle to a GPU, as queried via WGL_NV_gpu_affinity

Returns
cudaSuccess

Description

Returns the CUDA device associated with a hGpu, if applicable.
Values

cudaGLMapFlagsNone = 0
   Default; Assume resource can be read/written

cudaGLMapFlagsReadOnly = 1
   CUDA kernels will not write to this resource

cudaGLMapFlagsWriteDiscard = 2
   CUDA kernels will only write to and will not read from this resource

cudaError_t cudaGLMapBufferObject (void **devPtr, GLuint bufObj)
Maps a buffer object for access by CUDA.

Parameters

devPtr
   - Returned device pointer to CUDA object

bufObj
   - Buffer object ID to map

Returns

cudaSuccess, cudaErrorMapBufferObjectFailed

Description

Deprecated This function is deprecated as of CUDA 3.0.
Maps the buffer object of ID bufObj into the address space of CUDA and returns in
*devPtr the base pointer of the resulting mapping. The buffer must have previously
been registered by calling cudaGLRegisterBufferObject(). While a buffer is mapped by
CUDA, any OpenGL operation which references the buffer will result in undefined
behavior. The OpenGL context used to create the buffer, or another context from the
same share group, must be bound to the current thread when this is called.
All streams in the current thread are synchronized with the current GL context.

Note that this function may also return error codes from previous, asynchronous
launches.

See also:

cudaGraphicsMapResources
cudaError_t cudaGLMapBufferObjectAsync (void **devPtr, GLuint bufObj, cudaStream_t stream)
Maps a buffer object for access by CUDA.

Parameters

devPtr
- Returned device pointer to CUDA object
bufObj
- Buffer object ID to map
stream
- Stream to synchronize

Returns
cudaSuccess, cudaErrorMapBufferObjectFailed

Description

Deprecated This function is deprecated as of CUDA 3.0.
Maps the buffer object of ID bufObj into the address space of CUDA and returns in *devPtr the base pointer of the resulting mapping. The buffer must have previously been registered by calling cudaGLRegisterBufferObject(). While a buffer is mapped by CUDA, any OpenGL operation which references the buffer will result in undefined behavior. The OpenGL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called.
Stream /p stream is synchronized with the current GL context.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsMapResources
cudaError_t cudaGLRegisterBufferObject (GLuint bufObj)
Registers a buffer object for access by CUDA.

Parameters
bufObj
- Buffer object ID to register

Returns
cudaSuccess, cudaErrorInitializationError

Description
Deprecated This function is deprecated as of CUDA 3.0.

Registers the buffer object of ID bufObj for access by CUDA. This function must be called before CUDA can map the buffer object. The OpenGL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsGLRegisterBuffer

cudaError_t cudaGLSetBufferObjectMapFlags (GLuint bufObj, unsigned int flags)
Set usage flags for mapping an OpenGL buffer.

Parameters
bufObj
- Registered buffer object to set flags for
flags
- Parameters for buffer mapping

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown
**Description**

**Deprecated** This function is deprecated as of CUDA 3.0.

Set flags for mapping the OpenGL buffer `bufObj`

Changes to flags will take effect the next time `bufObj` is mapped. The `flags` argument may be any of the following:

- `cudaGLMapFlagsNone`: Specifies no hints about how this buffer will be used. It is therefore assumed that this buffer will be read from and written to by CUDA kernels. This is the default value.
- `cudaGLMapFlagsReadOnly`: Specifies that CUDA kernels which access this buffer will not write to the buffer.
- `cudaGLMapFlagsWriteDiscard`: Specifies that CUDA kernels which access this buffer will not read from the buffer and will write over the entire contents of the buffer, so none of the data previously stored in the buffer will be preserved.

If `bufObj` has not been registered for use with CUDA, then `cudaErrorInvalidResourceHandle` is returned. If `bufObj` is presently mapped for access by CUDA, then `cudaErrorUnknown` is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaGraphicsResourceSetMapFlags`

**cudaError_t cudaGLSetGLDevice (int device)**

Sets a CUDA device to use OpenGL interoperability.

**Parameters**

`device`

- Device to use for OpenGL interoperability

**Returns**

`cudaSuccess`, `cudaErrorInvalidDevice`, `cudaErrorSetOnActiveProcess`

**Description**

**Deprecated** This function is deprecated as of CUDA 5.0.
This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA device with an OpenGL context in order to achieve maximum interoperability performance.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsGLRegisterBuffer, cudaGraphicsGLRegisterImage

cudaError_t cudaGLUnmapBufferObject (GLuint bufObj)
Unmaps a buffer object for access by CUDA.

Parameters
bufObj
- Buffer object to unmap

Returns
cudaSuccess, cudaErrorInvalidDevicePointer, cudaErrorUnmapBufferObjectFailed

Description

Deprecated This function is deprecated as of CUDA 3.0.

Unmaps the buffer object of ID bufObj for access by CUDA. When a buffer is unmapped, the base address returned by cudaGLMapBufferObject() is invalid and subsequent references to the address result in undefined behavior. The OpenGL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called.

All streams in the current thread are synchronized with the current GL context.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsUnmapResources
cudaError_t cudaGLUnmapBufferObjectAsync (GLuint bufObj, cudaStream_t stream)
Unmaps a buffer object for access by CUDA.

Parameters
bufObj
   - Buffer object to unmap
stream
   - Stream to synchronize

Returns
cudaSuccess, cudaErrorInvalidDevicePointer, cudaErrorUnmapBufferObjectFailed

Description
Deprecated This function is deprecated as of CUDA 3.0.
Unmaps the buffer object of ID bufObj for access by CUDA. When a buffer is unmapped, the base address returned by cudaGLMapBufferObject() is invalid and subsequent references to the address result in undefined behavior. The OpenGL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called.
Stream /p stream is synchronized with the current GL context.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnmapResources

cudaError_t cudaGLUnregisterBufferObject (GLuint bufObj)
Unregisters a buffer object for access by CUDA.

Parameters
bufObj
   - Buffer object to unregister
Returns
cudaSuccess

Description
Deprecated This function is deprecated as of CUDA 3.0.

Unregisters the buffer object of ID bufObj for access by CUDA and releases any CUDA resources associated with the buffer. Once a buffer is unregistered, it may no longer be mapped by CUDA. The GL context used to create the buffer, or another context from the same share group, must be bound to the current thread when this is called.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnregisterResource

3.12. Direct3D 9 Interoperability

This section describes the Direct3D 9 interoperability functions of the CUDA runtime application programming interface. Note that mapping of Direct3D 9 resources is performed with the graphics API agnostic, resource mapping interface described in Graphics Interopability.

enum cudaD3D9DeviceList
CUDA devices corresponding to a D3D9 device

Values
cudaD3D9DeviceListAll = 1
   The CUDA devices for all GPUs used by a D3D9 device
cudaD3D9DeviceListCurrentFrame = 2
   The CUDA devices for the GPUs used by a D3D9 device in its currently rendering frame
cudaD3D9DeviceListNextFrame = 3
   The CUDA devices for the GPUs to be used by a D3D9 device in the next frame
cudaError_t cudaD3D9GetDevice (int *device, const char *pszAdapterName)
Gets the device number for an adapter.

Parameters
device
- Returns the device corresponding to pszAdapterName
pszAdapterName
- D3D9 adapter to get device for

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

Description
Returns in *device the CUDA-compatible device corresponding to the adapter name pszAdapterName obtained from EnumDisplayDevices or IDirect3D9::GetAdapterIdentifier(). If no device on the adapter with name pszAdapterName is CUDA-compatible then the call will fail.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaD3D9SetDirect3DDevice, cudaGraphicsD3D9RegisterResource,

cudaError_t cudaD3D9GetDevices (unsigned int *pCudaDeviceCount, int *pCudaDevices, unsigned int cudaDeviceCount, IDirect3DDevice9 *pD3D9Device, cudaD3D9DeviceList deviceList)
Gets the CUDA devices corresponding to a Direct3D 9 device.

Parameters
pCudaDeviceCount
- Returned number of CUDA devices corresponding to pD3D9Device
pCudaDevices
- Returned CUDA devices corresponding to pD3D9Device
cudaDeviceCount
- The size of the output device array pCudaDevices

pD3D9Device
- Direct3D 9 device to query for CUDA devices

deviceList
- The set of devices to return. This set may be cudaD3D9DeviceListAll for all devices, cudaD3D9DeviceListCurrentFrame for the devices used to render the current frame (in SLI), or cudaD3D9DeviceListNextFrame for the devices used to render the next frame (in SLI).

Returns
cudaSuccess, cudaErrorNoDevice, cudaErrorUnknown

Description
Returns in *pCudaDeviceCount the number of CUDA-compatible devices corresponding to the Direct3D 9 device pD3D9Device. Also returns in *pCudaDevices at most cudaDeviceCount of the the CUDA-compatible devices corresponding to the Direct3D 9 device pD3D9Device.

If any of the GPUs being used to render pDevice are not CUDA capable then the call will return cudaErrorNoDevice.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaError_t cudaD3D9GetDirect3DDevice (IDirect3DDevice9 **ppD3D9Device)
Gets the Direct3D device against which the current CUDA context was created.

Parameters

ppD3D9Device
- Returns the Direct3D device for this thread

Returns
cudaSuccess, cudaErrorUnknown
Description

Returns in *ppD3D9Device the Direct3D device against which this CUDA context was created in cudaD3D9SetDirect3DDevice().

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaD3D9SetDirect3DDevice

cudaError_t cudaD3D9SetDirect3DDevice (IDirect3DDevice9 *pD3D9Device, int device)

Sets the Direct3D 9 device to use for interoperability with a CUDA device.

Parameters

pD3D9Device

- Direct3D device to use for this thread
device

- The CUDA device to use. This device must be among the devices returned when querying cudaD3D9DeviceListAll from cudaD3D9GetDevices, may be set to -1 to automatically select an appropriate CUDA device.

Returns

cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorSetOnActiveProcess

Description

Records pD3D9Device as the Direct3D 9 device to use for Direct3D 9 interoperability with the CUDA device device and sets device as the current device for the calling host thread.

If device has already been initialized then this call will fail with the error cudaErrorSetOnActiveProcess. In this case it is necessary to reset device using cudaDeviceReset() before Direct3D 9 interoperability on device may be enabled.

Successfully initializing CUDA interoperability with pD3D9Device will increase the internal reference count on pD3D9Device. This reference count will be decremented when device is reset using cudaDeviceReset().

Note that this function is never required for correct functionality. Use of this function will result in accelerated interoperability only when the operating system is Windows.
Vista or Windows 7, and the device \texttt{pD3Ddevice} is not an \texttt{IDirect3DDevice9Ex}. In all other circumstances, this function is not necessary.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaD3D9GetDevice, cudaGraphicsD3D9RegisterResource, cudaDeviceReset

cuda\texttt{Error_t cudaGraphicsD3D9RegisterResource} 
(\texttt{cudaGraphicsResource **resource, IDirect3DResource9 *pD3DResource, unsigned int flags})

Register a Direct3D 9 resource for access by CUDA.

Parameters
\begin{itemize}
  \item resource \hfill - Pointer to returned resource handle
  \item pD3DResource \hfill - Direct3D resource to register
  \item flags \hfill - Parameters for resource registration
\end{itemize}

Returns
\begin{itemize}
  \item cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue,
  \item cudaErrorInvalidResourceHandle, cudaErrorUnknown
\end{itemize}

Description
Registers the Direct3D 9 resource \texttt{pD3DResource} for access by CUDA.

If this call is successful then the application will be able to map and unmap this resource until it is unregistered through \texttt{cudaGraphicsUnregisterResource()}. Also on success, this call will increase the internal reference count on \texttt{pD3DResource}. This reference count will be decremented when this resource is unregistered through \texttt{cudaGraphicsUnregisterResource()}. This call potentially has a high-overhead and should not be called every frame in interactive applications.

The type of \texttt{pD3DResource} must be one of the following.

\begin{itemize}
  \item \texttt{IDirect3DVertexBuffer9}: may be accessed through a device pointer
\end{itemize}
- IDirect3DIndexBuffer9: may be accessed through a device pointer
- IDirect3DSurface9: may be accessed through an array. Only stand-alone objects of type IDirect3DSurface9 may be explicitly shared. In particular, individual mipmap levels and faces of cube maps may not be registered directly. To access individual surfaces associated with a texture, one must register the base texture object.
- IDirect3DBaseTexture9: individual surfaces on this texture may be accessed through an array.

The flags argument may be used to specify additional parameters at register time. The valid values for this parameter are:

- cudaGraphicsRegisterFlagsNone: Specifies no hints about how this resource will be used.
- cudaGraphicsRegisterFlagsSurfaceLoadStore: Specifies that CUDA will bind this resource to a surface reference.
- cudaGraphicsRegisterFlagsTextureGather: Specifies that CUDA will perform texture gather operations on this resource.

Not all Direct3D resources of the above types may be used for interoperability with CUDA. The following are some limitations:

- The primary rendertarget may not be registered with CUDA.
- Resources allocated as shared may not be registered with CUDA.
- Textures which are not of a format which is 1, 2, or 4 channels of 8, 16, or 32-bit integer or floating-point data cannot be shared.
- Surfaces of depth or stencil formats cannot be shared.

A complete list of supported formats is as follows:

- D3DFMT_L8
- D3DFMT_L16
- D3DFMT_A8R8G8B8
- D3DFMT_X8R8G8B8
- D3DFMT_G16R16
- D3DFMT_G16R16F
- D3DFMT_A8
- D3DFMT_A8L8
- D3DFMT_Q8W8V8U8
- D3DFMT_V16U16
- D3DFMT_A16B16G16R16F
- D3DFMT_A16B16G16R16
- D3DFMT_R32F
- D3DFMT_G16R16F
- D3DFMT_A32B32G32R32F
If \( pD3DResource \) is of incorrect type or is already registered, then \( \text{cudaErrorInvalidResourceHandle} \) is returned. If \( pD3DResource \) cannot be registered, then \( \text{cudaErrorUnknown} \) is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:


3.13. Direct3D 9 Interoperability [DEPRECATED]

This section describes deprecated Direct3D 9 interoperability functions.

**enum cudaD3D9MapFlags**

CUDA D3D9 Map Flags

**Values**

- \( \text{cudaD3D9MapFlagsNone} = 0 \)
  
  Default; Assume resource can be read/written

- \( \text{cudaD3D9MapFlagsReadOnly} = 1 \)
  
  CUDA kernels will not write to this resource

- \( \text{cudaD3D9MapFlagsWriteDiscard} = 2 \)
  
  CUDA kernels will only write to and will not read from this resource

**enum cudaD3D9RegisterFlags**

CUDA D3D9 Register Flags

**Values**

- \( \text{cudaD3D9RegisterFlagsNone} = 0 \)
  
  Default; Resource can be accessed through a void*

- \( \text{cudaD3D9RegisterFlagsArray} = 1 \)
  
  Resource can be accessed through a CUarray*
cudaError_t cudaD3D9MapResources (int count, IDirect3DResource9 **ppResources)

Map Direct3D resources for access by CUDA.

Parameters

count
- Number of resources to map for CUDA

ppResources
- Resources to map for CUDA

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Maps the count Direct3D resources in ppResources for access by CUDA.

The resources in ppResources may be accessed in CUDA kernels until they are unmapped. Direct3D should not access any resources while they are mapped by CUDA. If an application does so, the results are undefined.

This function provides the synchronization guarantee that any Direct3D calls issued before cudaD3D9MapResources() will complete before any CUDA kernels issued after cudaD3D9MapResources() begin.

If any of ppResources have not been registered for use with CUDA or if ppResources contains any duplicate entries then cudaErrorInvalidResourceHandle is returned. If any of ppResources are presently mapped for access by CUDA then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsMapResources
cudaError_t cudaD3D9RegisterResource
(IDirect3DResource9 *pResource, unsigned int flags)

Registers a Direct3D resource for access by CUDA.

Parameters

pResource
- Resource to register
flags
- Parameters for resource registration

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle,
cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Registers the Direct3D resource pResource for access by CUDA.

If this call is successful, then the application will be able to map and unmap this resource until it is unregistered through cudaD3D9UnregisterResource(). Also on success, this call will increase the internal reference count on pResource. This reference count will be decremented when this resource is unregistered through cudaD3D9UnregisterResource().

This call potentially has a high-overhead and should not be called every frame in interactive applications.

The type of pResource must be one of the following.

- IDirect3DVertexBuffer9: No notes.
- IDirect3DIndexBuffer9: No notes.
- IDirect3DSurface9: Only stand-alone objects of type IDirect3DSurface9 may be explicitly shared. In particular, individual mipmap levels and faces of cube maps may not be registered directly. To access individual surfaces associated with a texture, one must register the base texture object.
- IDirect3DBaseTexture9: When a texture is registered, all surfaces associated with all mipmap levels of all faces of the texture will be accessible to CUDA.

The flags argument specifies the mechanism through which CUDA will access the Direct3D resource. The following value is allowed:

- cudaD3D9RegisterFlagsNone: Specifies that CUDA will access this resource through a void*. The pointer, size, and pitch for each subresource of this
resource may be queried through `cudaD3D9ResourceGetMappedPointer()`, `cudaD3D9ResourceGetMappedSize()`, and `cudaD3D9ResourceGetMappedPitch()` respectively. This option is valid for all resource types.

Not all Direct3D resources of the above types may be used for interoperability with CUDA. The following are some limitations:

- The primary rendertarget may not be registered with CUDA.
- Resources allocated as shared may not be registered with CUDA.
- Any resources allocated in `D3DPOOL_SYSTEMMEM` or `D3DPOOL_MANAGED` may not be registered with CUDA.
- Textures which are not of a format which is 1, 2, or 4 channels of 8, 16, or 32-bit integer or floating-point data cannot be shared.
- Surfaces of depth or stencil formats cannot be shared.

If Direct3D interoperability is not initialized on this context, then `cudaErrorInvalidDevice` is returned. If `pResource` is of incorrect type (e.g., is a non-stand-alone `IDirect3DSurface9`) or is already registered, then `cudaErrorInvalidResourceHandle` is returned. If `pResource` cannot be registered then `cudaErrorUnknown` is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaGraphicsD3D9RegisterResource`

**cudaError_t cudaD3D9ResourceGetMappedArray**(cudaArray **ppArray, IDirect3DResource9 *pResource, unsigned int face, unsigned int level)

Get an array through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.

**Parameters**

**ppArray**
- Returned array corresponding to subresource

**pResource**
- Mapped resource to access

**face**
- Face of resource to access
level
- Level of resource to access

Returns
cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Deprecated This function is deprecated as of CUDA 3.0.

Returns in *pArray an array through which the subresource of the mapped Direct3D resource pResource, which corresponds to face and level may be accessed. The value set in pArray may change every time that pResource is mapped.

If pResource is not registered then cudaErrorInvalidResourceHandle is returned. If pResource was not registered with usage flags cudaD3D9RegisterFlagsArray, then cudaErrorInvalidResourceHandle is returned. If pResource is not mapped, then cudaErrorUnknown is returned.

For usage requirements of face and level parameters, see cudaD3D9ResourceGetMappedPointer().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsSubResourceGetMappedArray

cudaError_t cudaD3D9ResourceGetMappedPitch (size_t *pPitch, size_t *pPitchSlice, IDirect3DResource9 *pResource, unsigned int face, unsigned int int level)

Get the pitch of a subresource of a Direct3D resource which has been mapped for access by CUDA.

Parameters
pPitch
- Returned pitch of subresource
pPitchSlice
- Returned Z-slice pitch of subresource
pResource
- Mapped resource to access
**face**
- Face of resource to access

**level**
- Level of resource to access

**Returns**
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

**Description**
**Deprecated** This function is deprecated as of CUDA 3.0.

Returns in *pPitch and *pPitchSlice the pitch and Z-slice pitch of the subresource of the mapped Direct3D resource pResource, which corresponds to face and level. The values set in pPitch and pPitchSlice may change every time that pResource is mapped.

The pitch and Z-slice pitch values may be used to compute the location of a sample on a surface as follows.

For a 2D surface, the byte offset of the sample at position x, y from the base pointer of the surface is:

\[ y \times \text{pitch} + (\text{bytes per pixel}) \times x \]

For a 3D surface, the byte offset of the sample at position x, y, z from the base pointer of the surface is:

\[ z \times \text{slicePitch} + y \times \text{pitch} + (\text{bytes per pixel}) \times x \]

Both parameters pPitch and pPitchSlice are optional and may be set to NULL.

If pResource is not of type IDirect3DBaseTexture9 or one of its subtypes or if pResource has not been registered for use with CUDA, then cudaErrorInvalidResourceHandle is returned. If pResource was not registered with usage flags cudaD3D9RegisterFlagsNone, then cudaErrorInvalidResourceHandle is returned. If pResource is not mapped for access by CUDA then cudaErrorUnknown is returned.

For usage requirements of face and level parameters, see cudaD3D9ResourceGetMappedPointer().

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**
cudaGraphicsResourceGetMappedPointer

cudaError_t cudaD3D9ResourceGetMappedPointer (void **pPointer, IDirect3DResource9 *pResource, unsigned int face, unsigned int level)

Get a pointer through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.

Parameters
pPointer
- Returned pointer corresponding to subresource
pResource
- Mapped resource to access
face
- Face of resource to access
level
- Level of resource to access

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Deprecated This function is deprecated as of CUDA 3.0.

Returns in *pPointer the base pointer of the subresource of the mapped Direct3D resource pResource, which corresponds to face and level. The value set in pPointer may change every time that pResource is mapped.

If pResource is not registered, then cudaErrorInvalidResourceHandle is returned. If pResource was not registered with usage flags cudaD3D9RegisterFlagsNone, then cudaErrorInvalidResourceHandle is returned. If pResource is not mapped, then cudaErrorUnknown is returned.

If pResource is of type IDirect3DCubeTexture9, then face must one of the values enumerated by type D3DCUBEMAP_FACES. For all other types, face must be 0. If face is invalid, then cudaErrorInvalidValue is returned.

If pResource is of type IDirect3DBaseTexture9, then level must correspond to a valid mipmap level. Only mipmap level 0 is supported for now. For all other types level must be 0. If level is invalid, then cudaErrorInvalidValue is returned.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsResourceGetMappedPointer

cudaError_t cudaD3D9ResourceGetMappedSize (size_t *pSize, IDirect3DResource9 *pResource, unsigned int face, unsigned int level)

Get the size of a subresource of a Direct3D resource which has been mapped for access by CUDA.

Parameters

pSize
- Returned size of subresource

pResource
- Mapped resource to access

face
- Face of resource to access

level
- Level of resource to access

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Returns in *pSize the size of the subresource of the mapped Direct3D resource pResource, which corresponds to face and level. The value set in pSize may change every time that pResource is mapped.

If pResource has not been registered for use with CUDA then cudaErrorInvalidResourceHandle is returned. If pResource was not registered with usage flags cudaD3D9RegisterFlagsNone, then cudaErrorInvalidResourceHandle is returned. If pResource is not mapped for access by CUDA then cudaErrorUnknown is returned.

For usage requirements of face and level parameters, see cudaD3D9ResourceGetMappedPointer().
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsResourceGetMappedPointer

cudaError_t cudaD3D9ResourceGetSurfaceDimensions(
    size_t *pWidth, size_t *pHeight, size_t *pDepth,
    IDirect3DResource9 *pResource, unsigned int face,
    unsigned int level)

Get the dimensions of a registered Direct3D surface.

Parameters

pWidth
  - Returned width of surface

pHeight
  - Returned height of surface

pDepth
  - Returned depth of surface

pResource
  - Registered resource to access

face
  - Face of resource to access

level
  - Level of resource to access

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle,

description

Deprecated This function is deprecated as of CUDA 3.0.

Returns in *pWidth, *pHeight, and *pDepth the dimensions of the subresource of the mapped Direct3D resource pResource which corresponds to face and level.

Since anti-aliased surfaces may have multiple samples per pixel, it is possible that the dimensions of a resource will be an integer factor larger than the dimensions reported by the Direct3D runtime.
The parameters `pWidth`, `pHeight`, and `pDepth` are optional. For 2D surfaces, the value returned in `*pDepth` will be 0.

If `pResource` is not of type `IDirect3DBaseTexture9` or `IDirect3DSurface9` or if `pResource` has not been registered for use with CUDA, then `cudaErrorInvalidResourceHandle` is returned.

For usage requirements of `face` and `level` parameters, see `cudaD3D9ResourceGetMappedPointer`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaGraphicsSubResourceGetMappedArray`

```cuda
cudaError_t cudaD3D9ResourceSetMapFlags
(IDirect3DResource9 *pResource, unsigned int flags)
```
Set usage flags for mapping a Direct3D resource.

**Parameters**
- `pResource`: Registered resource to set flags for
- `flags`: Parameters for resource mapping

**Returns**
- `cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

**Description**
- **Deprecated** This function is deprecated as of CUDA 3.0.

Set flags for mapping the Direct3D resource `pResource`. Changes to flags will take effect the next time `pResource` is mapped. The `flags` argument may be any of the following:

- `cudaD3D9MapFlagsNone`: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA kernels. This is the default value.
(cudaD3D9MapFlagsReadOnly) Specifies that CUDA kernels which access this resource will not write to this resource.

(cudaD3D9MapFlagsWriteDiscard) Specifies that CUDA kernels which access this resource will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.

If pResource has not been registered for use with CUDA, then cudaErrorInvalidResourceHandle is returned. If pResource is presently mapped for access by CUDA, then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaInteropResourceSetMapFlags

cudaError_t cudaD3D9UnmapResources (int count, IDirect3DResource9 **ppResources)

Unmap Direct3D resources for access by CUDA.

Parameters

count
- Number of resources to unmap for CUDA

ppResources
- Resources to unmap for CUDA

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Unmaps the count Direct3D resources in ppResources.

This function provides the synchronization guarantee that any CUDA kernels issued before cudaD3D9UnmapResources() will complete before any Direct3D calls issued after cudaD3D9UnmapResources() begin.

If any of ppResources have not been registered for use with CUDA or if ppResources contains any duplicate entries, then cudaErrorInvalidResourceHandle is
returned. If any of ppResources are not presently mapped for access by CUDA then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnmapResources

cudaError_t cudaD3D9UnregisterResource (IDirect3DResource9 *pResource)

Unregisters a Direct3D resource for access by CUDA.

Parameters
pResource
- Resource to unregister

Returns
cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Deprecated This function is deprecated as of CUDA 3.0.
Unregisters the Direct3D resource pResource so it is not accessible by CUDA unless registered again.
If pResource is not registered, then cudaErrorInvalidResourceHandle is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnregisterResource
3.14. Direct3D 10 Interoperability

This section describes the Direct3D 10 interoperability functions of the CUDA runtime application programming interface. Note that mapping of Direct3D 10 resources is performed with the graphics API agnostic, resource mapping interface described in Graphics Interopability.

enum cudaD3D10DeviceList

CUDA devices corresponding to a D3D10 device

Values

cudaD3D10DeviceListAll = 1
    The CUDA devices for all GPUs used by a D3D10 device

cudaD3D10DeviceListCurrentFrame = 2
    The CUDA devices for the GPUs used by a D3D10 device in its currently rendering frame

cudaD3D10DeviceListNextFrame = 3
    The CUDA devices for the GPUs to be used by a D3D10 device in the next frame

cudaError_t cudaD3D10GetDevice (int *device, IDXGIAdapter *pAdapter)

Gets the device number for an adapter.

Parameters

device
    - Returns the device corresponding to pAdapter

pAdapter
    - D3D10 adapter to get device for

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

Description

Returns in *device the CUDA-compatible device corresponding to the adapter pAdapter obtained from IDXGIFactory::EnumAdapters. This call will succeed only if a device on adapter pAdapter is CUDA-compatible.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsD3D10RegisterResource,

cudaError_t cudaD3D10GetDevices (unsigned int *pCudaDeviceCount, int *pCudaDevices, unsigned int cudaDeviceCount, ID3D10Device *pD3D10Device, cudaD3D10DeviceList deviceList)

Gets the CUDA devices corresponding to a Direct3D 10 device.

Parameters

pCudaDeviceCount
- Returned number of CUDA devices corresponding to pD3D10Device

pCudaDevices
- Returned CUDA devices corresponding to pD3D10Device

cudaDeviceCount
- The size of the output device array pCudaDevices

pD3D10Device
- Direct3D 10 device to query for CUDA devices

deviceList
- The set of devices to return. This set may be cudaD3D10DeviceListAll for all devices, cudaD3D10DeviceListCurrentFrame for the devices used to render the current frame (in SLI), or cudaD3D10DeviceListNextFrame for the devices used to render the next frame (in SLI).

Returns

cudaSuccess, cudaErrorNoDevice, cudaErrorUnknown

Description

Returns in *pCudaDeviceCount the number of CUDA-compatible devices corresponding to the Direct3D 10 device pD3D10Device. Also returns in *pCudaDevices at most cudaDeviceCount of the CUDA-compatible devices corresponding to the Direct3D 10 device pD3D10Device.

If any of the GPUs being used to render pDevice are not CUDA capable then the call will return cudaErrorNoDevice.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnregisterResource, cudaGraphicsMapResources, 

 Registers a Direct3D 10 resource for access by CUDA.

Parameters
resource
  - Pointer to returned resource handle
pD3DResource
  - Direct3D resource to register
flags
  - Parameters for resource registration

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue, 
cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Registers the Direct3D 10 resource pD3DResource for access by CUDA.

If this call is successful, then the application will be able to map and unmap this resource until it is unregistered through cudaGraphicsUnregisterResource(). Also on success, this call will increase the internal reference count on pD3DResource. This reference count will be decremented when this resource is unregistered through cudaGraphicsUnregisterResource().

This call potentially has a high-overhead and should not be called every frame in interactive applications.

The type of pD3DResource must be one of the following.

- ID3D10Buffer: may be accessed via a device pointer
- ID3D10Texture1D: individual subresources of the texture may be accessed via arrays
- ID3D10Texture2D: individual subresources of the texture may be accessed via arrays
ID3D10Texture3D: individual subresources of the texture may be accessed via arrays. The `flags` argument may be used to specify additional parameters at register time. The valid values for this parameter are:

- `cudaGraphicsRegisterFlagsNone`: Specifies no hints about how this resource will be used.
- `cudaGraphicsRegisterFlagsSurfaceLoadStore`: Specifies that CUDA will bind this resource to a surface reference.
- `cudaGraphicsRegisterFlagsTextureGather`: Specifies that CUDA will perform texture gather operations on this resource.

Not all Direct3D resources of the above types may be used for interoperability with CUDA. The following are some limitations:

- The primary rendertarget may not be registered with CUDA.
- Resources allocated as shared may not be registered with CUDA.
- Textures which are not of a format which is 1, 2, or 4 channels of 8, 16, or 32-bit integer or floating-point data cannot be shared.
- Surfaces of depth or stencil formats cannot be shared.

A complete list of supported DXGI formats is as follows. For compactness the notation $A_{B,C,D}$ represents $A_B$, $A_C$, and $A_D$.

- `DXGI_FORMAT_A8_UNORM`
- `DXGI_FORMAT_B8G8R8A8_UNORM`
- `DXGI_FORMAT_B8G8R8X8_UNORM`
- `DXGI_FORMAT_R16_FLOAT`
- `DXGI_FORMAT_R16G16B16A16_2F,SNORM,UINT,UNORM]`
- `DXGI_FORMAT_R16G16_2F,SNORM,UINT,UNORM]`
- `DXGI_FORMAT_R16_[SNORM,UINT,UNORM]`
- `DXGI_FORMAT_R32_FLOAT`
- `DXGI_FORMAT_R32G32B32A32_[FLOAT,UINT]`
- `DXGI_FORMAT_R32G32_[FLOAT,UINT]`
- `DXGI_FORMAT_R32_[SNORM,UINT]`
- `DXGI_FORMAT_R8G8B8A8_[SNORM,UINT,UNORM,UNORM_SRGB]`
- `DXGI_FORMAT_R8G8_[SNORM,UINT,UNORM]`
- `DXGI_FORMAT_R8_[SNORM,UINT,UNORM]`

If `pD3DResource` is of incorrect type or is already registered, then `cudaErrorInvalidResourceHandle` is returned. If `pD3DResource` cannot be registered, then `cudaErrorUnknown` is returned.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

3.15. Direct3D 10 Interoperability [DEPRECATED]

This section describes deprecated Direct3D 10 interoperability functions.

enum cudaD3D10MapFlags

CUDA D3D10 Map Flags

Values

cudaD3D10MapFlagsNone = 0
  Default; Assume resource can be read/written
cudaD3D10MapFlagsReadOnly = 1
  CUDA kernels will not write to this resource
cudaD3D10MapFlagsWriteDiscard = 2
  CUDA kernels will only write to and will not read from this resource

enum cudaD3D10RegisterFlags

CUDA D3D10 Register Flags

Values

cudaD3D10RegisterFlagsNone = 0
  Default; Resource can be accessed through a void*
cudaD3D10RegisterFlagsArray = 1
  Resource can be accessed through a CUarray*
cudaError_t cudaD3D10GetDirect3DDevice (ID3D10Device **ppD3D10Device)
Gets the Direct3D device against which the current CUDA context was created.

Parameters

ppD3D10Device
- Returns the Direct3D device for this thread

Returns

cudaSuccess, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 5.0.
This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA device with a D3D10 device in order to achieve maximum interoperability performance.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaD3D10SetDirect3DDevice

cudaError_t cudaD3D10MapResources (int count, ID3D10Resource **ppResources)
Maps Direct3D Resources for access by CUDA.

Parameters

count
- Number of resources to map for CUDA

ppResources
- Resources to map for CUDA

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown
Description

Deprecated This function is deprecated as of CUDA 3.0.

Maps the count Direct3D resources in ppResources for access by CUDA.

The resources in ppResources may be accessed in CUDA kernels until they are unmapped. Direct3D should not access any resources while they are mapped by CUDA. If an application does so, the results are undefined.

This function provides the synchronization guarantee that any Direct3D calls issued before cudaD3D10MapResources() will complete before any CUDA kernels issued after cudaD3D10MapResources() begin.

If any of ppResources have not been registered for use with CUDA or if ppResources contains any duplicate entries then cudaErrorInvalidResourceHandle is returned. If any of ppResources are presently mapped for access by CUDA then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsMapResources

cudaError_t cudaD3D10RegisterResource (ID3D10Resource *pResource, unsigned int flags)

Registers a Direct3D 10 resource for access by CUDA.

Parameters

pResource
  - Resource to register
flags
  - Parameters for resource registration

Returns

cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue,
cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Registers the Direct3D resource pResource for access by CUDA.
If this call is successful, then the application will be able to map and unmap this resource until it is unregistered through `cudaD3D10UnregisterResource()`. Also on success, this call will increase the internal reference count on `pResource`. This reference count will be decremented when this resource is unregistered through `cudaD3D10UnregisterResource()`.

This call potentially has a high-overhead and should not be called every frame in interactive applications.

The type of `pResource` must be one of the following:

- **ID3D10Buffer**: Cannot be used with `flags` set to `cudaD3D10RegisterFlagsArray`.
- **ID3D10Texture1D**: No restrictions.
- **ID3D10Texture2D**: No restrictions.
- **ID3D10Texture3D**: No restrictions.

The `flags` argument specifies the mechanism through which CUDA will access the Direct3D resource. The following values are allowed.

- **cudaD3D10RegisterFlagsNone**: Specifies that CUDA will access this resource through a `void*`. The pointer, size, and pitch for each subresource of this resource may be queried through `cudaD3D10ResourceGetMappedPointer()`, `cudaD3D10ResourceGetMappedSize()`, and `cudaD3D10ResourceGetMappedPitch()` respectively. This option is valid for all resource types.
- **cudaD3D10RegisterFlagsArray**: Specifies that CUDA will access this resource through a `CUarray` queried on a sub-resource basis through `cudaD3D10ResourceGetMappedArray()`. This option is only valid for resources of type `ID3D10Texture1D`, `ID3D10Texture2D`, and `ID3D10Texture3D`.

Not all Direct3D resources of the above types may be used for interoperability with CUDA. The following are some limitations.

- The primary rendertarget may not be registered with CUDA.
- Resources allocated as shared may not be registered with CUDA.
- Textures which are not of a format which is 1, 2, or 4 channels of 8, 16, or 32-bit integer or floating-point data cannot be shared.
- Surfaces of depth or stencil formats cannot be shared.

If Direct3D interoperability is not initialized on this context then `cudaErrorInvalidDevice` is returned. If `pResource` is of incorrect type or is already registered then `cudaErrorInvalidResourceHandle` is returned. If `pResource` cannot be registered then `cudaErrorUnknown` is returned.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsD3D10RegisterResource

cudaError_t cudaD3D10ResourceGetMappedArray (cudaArray **ppArray, ID3D10Resource *pResource, unsigned int subResource)

Gets an array through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.

Parameters

ppArray
- Returned array corresponding to subresource

pResource
- Mapped resource to access

subResource
- Subresource of pResource to access

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Returns in *ppArray an array through which the subresource of the mapped Direct3D resource pResource which corresponds to subResource may be accessed. The value set in ppArray may change every time that pResource is mapped.

If pResource is not registered, then cudaErrorInvalidResourceHandle is returned. If pResource was not registered with usage flags cudaD3D10RegisterFlagsArray, then cudaErrorInvalidResourceHandle is returned. If pResource is not mapped then cudaErrorUnknown is returned.

For usage requirements of the subResource parameter, see cudaD3D10ResourceGetMappedPointer().
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsSubResourceGetMappedArray

cudaError_t cudaD3D10ResourceGetMappedPitch (size_t *pPitch, size_t *pPitchSlice, ID3D10Resource *pResource, unsigned int subResource)

Gets the pitch of a subresource of a Direct3D resource which has been mapped for access by CUDA.

Parameters

pPitch
- Returned pitch of subresource

pPitchSlice
- Returned Z-slice pitch of subresource

pResource
- Mapped resource to access

subResource
- Subresource of pResource to access

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Returns in *pPitch and *pPitchSlice the pitch and Z-slice pitch of the subresource of the mapped Direct3D resource pResource, which corresponds to subResource. The values set in pPitch and pPitchSlice may change every time that pResource is mapped.

The pitch and Z-slice pitch values may be used to compute the location of a sample on a surface as follows.

For a 2D surface, the byte offset of the sample at position x, y from the base pointer of the surface is:

\[ y * \text{pitch} + (\text{bytes per pixel}) * x \]
For a 3D surface, the byte offset of the sample at position \(x, y, z\) from the base pointer of the surface is:

\[z \times \text{slicePitch} + y \times \text{pitch} + (\text{bytes per pixel}) \times x\]

Both parameters \(\text{pPitch}\) and \(\text{pPitchSlice}\) are optional and may be set to NULL.

If \(\text{pResource}\) is not of type ID3D10Texture1D, ID3D10Texture2D, or ID3D10Texture3D, or if \(\text{pResource}\) has not been registered for use with CUDA, then \(\text{cudaErrorInvalidResourceHandle}\) is returned. If \(\text{pResource}\) was not registered with usage flags \(\text{cudaD3D10RegisterFlagsNone}\), then \(\text{cudaErrorInvalidResourceHandle}\) is returned. If \(\text{pResource}\) is not mapped for access by CUDA then \(\text{cudaErrorUnknown}\) is returned.

For usage requirements of the \(\text{subResource}\) parameter see \(\text{cudaD3D10ResourceGetMappedPointer()}\).

Note that this function may also return error codes from previous, asynchronous launches.

See also:

\(\text{cudaGraphicsSubResourceGetMappedArray}\)

\(\text{cudaError_t cudaD3D10ResourceGetMappedPointer (void **pPointer, ID3D10Resource *pResource, unsigned int subResource)}\)

Gets a pointer through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.

**Parameters**

- \(\text{pPointer}\) - Returned pointer corresponding to subresource
- \(\text{pResource}\) - Mapped resource to access
- \(\text{subResource}\) - Subresource of \(\text{pResource}\) to access

**Returns**

\(\text{cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown}\)
Description

**Deprecated** This function is deprecated as of CUDA 3.0.

Returns in \*pPointer the base pointer of the subresource of the mapped Direct3D resource \pResource which corresponds to \subResource. The value set in \pPointer may change every time that \pResource is mapped.

If \pResource is not registered, then cudaErrorInvalidResourceHandle is returned. If \pResource was not registered with usage flags cudaD3D9RegisterFlagsNone, then cudaErrorInvalidResourceHandle is returned. If \pResource is not mapped then cudaErrorUnknown is returned.

If \pResource is of type ID3D10Buffer then \subResource must be 0. If \pResource is of any other type, then the value of \subResource must come from the subresource calculation in D3D10CalcSubResource().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsResourceGetMappedPointer

cudaError_t cudaD3D10ResourceGetMappedSize (size_t \*pSize, ID3D10Resource *pResource, unsigned int \subResource)

Gets the size of a subresource of a Direct3D resource which has been mapped for access by CUDA.

Parameters

\pSize
  - Returned size of subresource
\pResource
  - Mapped resource to access
\subResource
  - Subresource of \pResource to access

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown
Description

**Deprecated** This function is deprecated as of CUDA 3.0.

Returns in *pSize the size of the subresource of the mapped Direct3D resource pResource which corresponds to subResource. The value set in pSize may change every time that pResource is mapped.

If pResource has not been registered for use with CUDA then cudaErrorInvalidHandle is returned. If pResource was not registered with usage flags cudaD3D10RegisterFlagsNone, then cudaErrorInvalidResourceHandle is returned. If pResource is not mapped for access by CUDA then cudaErrorUnknown is returned.

For usage requirements of the subResource parameter see cudaD3D10ResourceGetMappedPointer().

**Note** that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsResourceGetMappedPointer

cudaError_t cudaD3D10ResourceGetSurfaceDimensions(size_t *pWidth, size_t *pHeight, size_t *pDepth, ID3D10Resource *pResource, unsigned int subResource)

Gets the dimensions of a registered Direct3D surface.

**Parameters**

pWidth  
- Returned width of surface

pHeight  
- Returned height of surface

pDepth  
- Returned depth of surface

pResource  
- Registered resource to access

subResource  
- Subresource of pResource to access

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle,
Description

Deprecated This function is deprecated as of CUDA 3.0.

Returns in *pWidth, *pHeight, and *pDepth the dimensions of the subresource of the mapped Direct3D resource pResource which corresponds to subResource.

Since anti-aliased surfaces may have multiple samples per pixel, it is possible that the dimensions of a resource will be an integer factor larger than the dimensions reported by the Direct3D runtime.

The parameters pWidth, pHeight, and pDepth are optional. For 2D surfaces, the value returned in *pDepth will be 0.

If pResource is not of type ID3D10Texture1D, ID3D10Texture2D, or ID3D10Texture3D, or if pResource has not been registered for use with CUDA, then cudaErrorInvalidHandle is returned.

For usage requirements of subResource parameters see cudaD3D10ResourceGetMappedPointer().

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsSubResourceGetMappedArray

cudaError_t cudaD3D10ResourceSetMapFlags (ID3D10Resource *pResource, unsigned int flags)

Set usage flags for mapping a Direct3D resource.

Parameters

pResource
  - Registered resource to set flags for
flags
  - Parameters for resource mapping

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown,

Description

Deprecated This function is deprecated as of CUDA 3.0.
Set usage flags for mapping the Direct3D resource `pResource`.

Changes to flags will take effect the next time `pResource` is mapped. The `flags` argument may be any of the following:

- `cudaD3D10MapFlagsNone`: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA kernels. This is the default value.
- `cudaD3D10MapFlagsReadOnly`: Specifies that CUDA kernels which access this resource will not write to this resource.
- `cudaD3D10MapFlagsWriteDiscard`: Specifies that CUDA kernels which access this resource will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.

If `pResource` has not been registered for use with CUDA then `cudaErrorInvalidHandle` is returned. If `pResource` is presently mapped for access by CUDA then `cudaErrorUnknown` is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
`cudaGraphicsResourceSetMapFlags`

`cudaError_t cudaD3D10SetDirect3DDevice (ID3D10Device *pD3D10Device, int device)`
Sets the Direct3D 10 device to use for interoperability with a CUDA device.

**Parameters**

- **pD3D10Device**
  - Direct3D device to use for interoperability
- **device**
  - The CUDA device to use. This device must be among the devices returned when querying `cudaD3D10DeviceListAll` from `cudaD3D10GetDevices`, may be set to -1 to automatically select an appropriate CUDA device.

**Returns**

- `cudaSuccess`, `cudaErrorInitializationError`, `cudaErrorInvalidValue`, `cudaErrorSetOnActiveProcess`
Description

**Deprecated** This function is deprecated as of CUDA 5.0.

This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA device with a D3D10 device in order to achieve maximum interoperability performance.

---

**Note that this function may also return error codes from previous, asynchronous launches.**

See also:

cudaD3D10GetDevice, cudaGraphicsD3D10RegisterResource, cudaDeviceReset

### cudaError_t cudaD3D10UnmapResources (int count, ID3D10Resource **ppResources)

Unmaps Direct3D resources.

**Parameters**

- **count**
  - Number of resources to unmap for CUDA

- **ppResources**
  - Resources to unmap for CUDA

**Returns**

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

**Description**

**Deprecated** This function is deprecated as of CUDA 3.0.

Unmaps the **count** Direct3D resource in **ppResources**.

This function provides the synchronization guarantee that any CUDA kernels issued before cudaD3D10UnmapResources() will complete before any Direct3D calls issued after cudaD3D10UnmapResources() begin.

If any of **ppResources** have not been registered for use with CUDA or if **ppResources** contains any duplicate entries, then cudaErrorInvalidResourceHandle is returned. If any of **ppResources** are not presently mapped for access by CUDA then cudaErrorUnknown is returned.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsUnmapResources

cudaError_t cudaD3D10UnregisterResource (ID3D10Resource *pResource)

Unregisters a Direct3D resource.

Parameters

pResource
- Resource to unregister

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 3.0.

Unregisters the Direct3D resource resource so it is not accessible by CUDA unless registered again.

If pResource is not registered, then cudaErrorInvalidResourceHandle is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsUnregisterResource

3.16. Direct3D 11 Interoperability

This section describes the Direct3D 11 interoperability functions of the CUDA runtime application programming interface. Note that mapping of Direct3D 11 resources is performed with the graphics API agnostic, resource mapping interface described in Graphics Interopability.
enum cudaD3D11DeviceList

CUDA devices corresponding to a D3D11 device

Values

cudaD3D11DeviceListAll = 1
  The CUDA devices for all GPUs used by a D3D11 device
cudaD3D11DeviceListCurrentFrame = 2
  The CUDA devices for the GPUs used by a D3D11 device in its currently rendering frame
cudaD3D11DeviceListNextFrame = 3
  The CUDA devices for the GPUs to be used by a D3D11 device in the next frame

cudaError_t cudaD3D11GetDevice (int *device, IDXGIAdapter *pAdapter)

Gets the device number for an adapter.

Parameters

device
  - Returns the device corresponding to pAdapter
pAdapter
  - D3D11 adapter to get device for

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorUnknown

Description

Returns in *device the CUDA-compatible device corresponding to the adapter pAdapter obtained from IDXGIFactory::EnumAdapters. This call will succeed only if a device on adapter pAdapter is CUDA-compatible.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaError_t cudaD3D11GetDevices (unsigned int *pCudaDeviceCount, int *pCudaDevices, unsigned int cudaDeviceCount, ID3D11Device *pD3D11Device, cudaD3D11DeviceList deviceList)

Gets the CUDA devices corresponding to a Direct3D 11 device.

Parameters

pCudaDeviceCount
- Returned number of CUDA devices corresponding to pD3D11Device
pCudaDevices
- Returned CUDA devices corresponding to pD3D11Device
cudaDeviceCount
- The size of the output device array pCudaDevices
pD3D11Device
- Direct3D 11 device to query for CUDA devices
deviceList
- The set of devices to return. This set may be cudaD3D11DeviceListAll for all devices, cudaD3D11DeviceListCurrentFrame for the devices used to render the current frame (in SLI), or cudaD3D11DeviceListNextFrame for the devices used to render the next frame (in SLI).

Returns

cudaSuccess, cudaErrorNoDevice, cudaErrorUnknown

Description

Returns in *pCudaDeviceCount the number of CUDA-compatible devices corresponding to the Direct3D 11 device pD3D11Device. Also returns in *pCudaDevices at most cudaDeviceCount of the CUDA-compatible devices corresponding to the Direct3D 11 device pD3D11Device.

If any of the GPUs being used to render pDevice are not CUDA capable then the call will return cudaErrorNoDevice.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsUnregisterResource, cudaGraphicsMapResources,

Register a Direct3D 11 resource for access by CUDA.

Parameters

- **resource** - Pointer to returned resource handle
- **pD3DResource** - Direct3D resource to register
- **flags** - Parameters for resource registration

Returns

- cudaSuccess
- cudaErrorInvalidDevice
- cudaErrorInvalidValue
- cudaErrorInvalidResourceHandle
- cudaErrorUnknown

Description

Registers the Direct3D 11 resource `pD3DResource` for access by CUDA.

If this call is successful, then the application will be able to map and unmap this resource until it is unregistered through `cudaGraphicsUnregisterResource()`. Also on success, this call will increase the internal reference count on `pD3DResource`. This reference count will be decremented when this resource is unregistered through `cudaGraphicsUnregisterResource()`.

This call potentially has a high-overhead and should not be called every frame in interactive applications.

The type of `pD3DResource` must be one of the following:

- ID3D11Buffer: may be accessed via a device pointer
- ID3D11Texture1D: individual subresources of the texture may be accessed via arrays
- ID3D11Texture2D: individual subresources of the texture may be accessed via arrays
- ID3D11Texture3D: individual subresources of the texture may be accessed via arrays

The **flags** argument may be used to specify additional parameters at register time. The valid values for this parameter are:

- `cudaGraphicsRegisterFlagsNone`: Specifies no hints about how this resource will be used.
- `cudaGraphicsRegisterFlagsSurfaceLoadStore`: Specifies that CUDA will bind this resource to a surface reference.
• `cudaGraphicsRegisterFlagsTextureGather`: Specifies that CUDA will perform texture gather operations on this resource.

Not all Direct3D resources of the above types may be used for interoperability with CUDA. The following are some limitations.

• The primary rendertarget may not be registered with CUDA.
• Resources allocated as shared may not be registered with CUDA.
• Textures which are not of a format which is 1, 2, or 4 channels of 8, 16, or 32-bit integer or floating-point data cannot be shared.
• Surfaces of depth or stencil formats cannot be shared.

A complete list of supported DXGI formats is as follows. For compactness the notation $A_{B,C,D}$ represents $A_B$, $A_C$, and $A_D$.

• `DXGI_FORMAT_A8_UNORM`
• `DXGI_FORMAT_B8G8R8A8_UNORM`
• `DXGI_FORMAT_B8G8R8X8_UNORM`
• `DXGI_FORMAT_R16_FLOAT`
• `DXGI_FORMAT_R16G16B16A16_[FLOAT,SINT,SNORM,UINT,UNORM]`
• `DXGI_FORMAT_R16G16_[FLOAT,SINT,SNORM,UINT,UNORM]`
• `DXGI_FORMAT_R16_[SINT,SNORM,UINT,UNORM]`
• `DXGI_FORMAT_R32_Float`
• `DXGI_FORMAT_R32G32B32A32_[FLOAT,SINT,UINT]`
• `DXGI_FORMAT_R32G32_[FLOAT,SINT,UINT]`
• `DXGI_FORMAT_R32_[SINT,UINT]`
• `DXGI_FORMAT_R8G8B8A8_[SINT,SNORM,UINT,UNORM,UNORM_SRGB]`
• `DXGI_FORMAT_R8G8_[SINT,SNORM,UINT,UNORM]`
• `DXGI_FORMAT_R8_[SINT,SNORM,UINT,UNORM]`

If `pD3DResource` is of incorrect type or is already registered, then `cudaErrorInvalidResourceHandle` is returned. If `pD3DResource` cannot be registered, then `cudaErrorUnknown` is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

3.17. Direct3D 11 Interoperability [DEPRECATED]

This section describes deprecated Direct3D 11 interoperability functions.

cudaError_t cudaD3D11GetDirect3DDevice (ID3D11Device **ppD3D11Device)

Gets the Direct3D device against which the current CUDA context was created.

Parameters

ppD3D11Device
- Returns the Direct3D device for this thread

Returns
cudaSuccess, cudaErrorUnknown

Description

Deprecated This function is deprecated as of CUDA 5.0.

This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA device with a D3D11 device in order to achieve maximum interoperability performance.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaD3D11SetDirect3DDevice

cudaError_t cudaD3D11SetDirect3DDevice (ID3D11Device *pD3D11Device, int device)

Sets the Direct3D 11 device to use for interoperability with a CUDA device.

Parameters

pD3D11Device
- Direct3D device to use for interoperability
device
- The CUDA device to use. This device must be among the devices returned when querying cudaD3D11DeviceListAll from cudaD3D11GetDevices, may be set to -1 to automatically select an appropriate CUDA device.

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorSetOnActiveProcess

Description
Deprecated This function is deprecated as of CUDA 5.0.
This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA device with a D3D11 device in order to achieve maximum interoperability performance.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

3.18. VDPAU Interoperability

This section describes the VDPAU interoperability functions of the CUDA runtime application programming interface.

cudaError_t cudaGraphicsVDPAURegisterOutputSurface (cudaGraphicsResource **resource, VdpOutputSurface vdpSurface, unsigned int flags)
Register a VdpOutputSurface object.

Parameters
resource
- Pointer to the returned object handle
vdpSurface
- VDPAU object to be registered
flags
- Map flags
Returns

cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Registers the VdpOutputSurface specified by \texttt{vdpSurface} for access by CUDA. A handle to the registered object is returned as \texttt{resource}. The surface's intended usage is specified using \texttt{flags}, as follows:

- \texttt{cudaGraphicsMapFlagsNone}: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA. This is the default value.
- \texttt{cudaGraphicsMapFlagsReadOnly}: Specifies that CUDA will not write to this resource.
- \texttt{cudaGraphicsMapFlagsWriteDiscard}: Specifies that CUDA will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.

\begin{quote}
Note that this function may also return error codes from previous, asynchronous launches.
\end{quote}

See also:


cudaError_t cudaGraphicsVDPAURegisterVideoSurface
(cudaGraphicsResource **resource, VdpVideoSurface vdpSurface, unsigned int flags)

Register a VdpVideoSurface object.

Parameters

- \texttt{resource}\n  - Pointer to the returned object handle
- \texttt{vdpSurface}\n  - VDPAU object to be registered
- \texttt{flags}\n  - Map flags
Returns

cudaSuccess, cudaErrorInvalidDevice, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Registers the VdpVideoSurface specified by vdpSurface for access by CUDA. A handle to the registered object is returned as resource. The surface’s intended usage is specified using flags, as follows:

- cudaGraphicsMapFlagsNone: Specifies no hints about how this resource will be used. It is therefore assumed that this resource will be read from and written to by CUDA. This is the default value.
- cudaGraphicsMapFlagsReadOnly: Specifies that CUDA will not write to this resource.
- cudaGraphicsMapFlagsWriteDiscard: Specifies that CUDA will not read from this resource and will write over the entire contents of the resource, so none of the data previously stored in the resource will be preserved.

Note that this function may also return error codes from previous, asynchronous launches.

See also:


cudaError_t cudaVDPAUGetDevice (int *device, VdpDevice vdpDevice, VdpGetProcAddress *vdpGetProcAddress)

Gets the CUDA device associated with a VdpDevice.

Parameters

device
- Returns the device associated with vdpDevice, or -1 if the device associated with vdpDevice is not a compute device.

vdpDevice
- A VdpDevice handle

vdpGetProcAddress
- VDPAU’s VdpGetProcAddress function pointer
Returns
cudaSuccess

Description
Returns the CUDA device associated with a VdpDevice, if applicable.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaVDPAUSetVDPAUDevice

cudaError_t cudaVDPAUSetVDPAUDevice (int device, VdpDevice vdpDevice, VdpGetProcAddress *vdpGetProcAddress)
Sets a CUDA device to use VDPAU interoperability.

Parameters
device
  - Device to use for VDPAU interoperability
vdpDevice
  - The VdpDevice to interoperate with
vdpGetProcAddress
  - VDPAU’s VdpGetProcAddress function pointer

Returns
cudaSuccess, cudaErrorInvalidDevice, cudaErrorSetOnActiveProcess

Description
Records vdpDevice as the VdpDevice for VDPAU interoperability with the CUDA device device and sets device as the current device for the calling host thread.

If device has already been initialized then this call will fail with the error cudaErrorSetOnActiveProcess. In this case it is necessary to reset device using cudaDeviceReset() before VDPAU interoperability on device may be enabled.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsVDPAURegisterVideoSurface,
cudaGraphicsVDPAURegisterOutputSurface, cudaDeviceReset

### 3.19. Graphics Interoperability

This section describes the graphics interoperability functions of the CUDA runtime application programming interface.

```c
cudaError_t cudaGraphicsMapResources (int count, cudaGraphicsResource_t *resources, cudaStream_t stream)
```

Map graphics resources for access by CUDA.

**Parameters**

- **count**
  - Number of resources to map

- **resources**
  - Resources to map for CUDA

- **stream**
  - Stream for synchronization

**Returns**

- cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

**Description**

Maps the `count` graphics resources in `resources` for access by CUDA.

The resources in `resources` may be accessed by CUDA until they are unmapped. The graphics API from which `resources` were registered should not access any resources while they are mapped by CUDA. If an application does so, the results are undefined.

This function provides the synchronization guarantee that any graphics calls issued before `cudaGraphicsMapResources()` will complete before any subsequent CUDA work issued in `stream` begins.
If `resources` contains any duplicate entries then `cudaErrorInvalidResourceHandle` is returned. If any of `resources` are presently mapped for access by CUDA then `cudaErrorUnknown` is returned.

- This function uses standard NULL stream semantics.
- Note that this function may also return error codes from previous, asynchronous launches.

**See also:**


```
cudaError_t cudaGraphicsResourceGetMappedMipmappedArray
(cudaMipmappedArray_t *mipmappedArray, cudaGraphicsResource_t resource)
```

Get a mipmapped array through which to access a mapped graphics resource.

**Parameters**

- `mipmappedArray` - Returned mipmapped array through which `resource` may be accessed
- `resource` - Mapped resource to access

**Returns**

- `cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

**Description**

Returns in `*mipmappedArray` a mipmapped array through which the mapped graphics `resource` may be accessed. The value set in `mipmappedArray` may change every time that `resource` is mapped.

If `resource` is not a texture then it cannot be accessed via an array and `cudaErrorUnknown` is returned. If `resource` is not mapped then `cudaErrorUnknown` is returned.
Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsResourceGetMappedPointer

cudaError_t cudaGraphicsResourceGetMappedPointer (void **devPtr, size_t *size, cudaGraphicsResource_t resource)

Get an device pointer through which to access a mapped graphics resource.

Parameters

devPtr
  - Returned pointer through which resource may be accessed
size
  - Returned size of the buffer accessible starting at *devPtr
resource
  - Mapped resource to access

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Returns in *devPtr a pointer through which the mapped graphics resource resource may be accessed. Returns in *size the size of the memory in bytes which may be accessed from that pointer. The value set in devPtr may change every time that resource is mapped.

If resource is not a buffer then it cannot be accessed via a pointer and cudaErrorUnknown is returned. If resource is not mapped then cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsMapResources, cudaGraphicsSubResourceGetMappedArray
cudaError_t cudaGraphicsResourceSetMapFlags (cudaGraphicsResource_t resource, unsigned int flags)

Set usage flags for mapping a graphics resource.

Parameters

resource
- Registered resource to set flags for

flags
- Parameters for resource mapping

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle, cudaErrorUnknown,

Description

Set flags for mapping the graphics resource resource.

Changes to flags will take effect the next time resource is mapped. The flags argument may be any of the following:

- cudaGraphicsMapFlagsNone: Specifies no hints about how resource will be used. It is therefore assumed that CUDA may read from or write to resource.
- cudaGraphicsMapFlagsReadOnly: Specifies that CUDA will not write to resource.
- cudaGraphicsMapFlagsWriteDiscard: Specifies CUDA will not read from resource and will write over the entire contents of resource, so none of the data previously stored in resource will be preserved.

If resource is presently mapped for access by CUDA then cudaErrorUnknown is returned. If flags is not one of the above values then cudaErrorInvalidValue is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsMapResources
cudaError_t cudaGraphicsSubResourceGetMappedArray
(cudaArray_t *array, cudaGraphicsResource_t resource,
unsigned int arrayIndex, unsigned int mipLevel)

Get an array through which to access a subresource of a mapped graphics resource.

Parameters
array
- Returned array through which a subresource of resource may be accessed
resource
- Mapped resource to access
arrayIndex
- Array index for array textures or cubemap face index as defined by
cudaGraphicsCubeFace for cubemap textures for the subresource to access
mipLevel
- Mipmap level for the subresource to access

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidResourceHandle,
cudaErrorUnknown

Description
Returns in *array an array through which the subresource of the mapped graphics
resource resource which corresponds to array index arrayIndex and mipmap
level mipLevel may be accessed. The value set in array may change every time that
resource is mapped.

If resource is not a texture then it cannot be accessed via an array and
cudaErrorUnknown is returned. If arrayIndex is not a valid array index for resource
then cudaErrorInvalidValue is returned. If mipLevel is not a valid mipmap level for
resource then cudaErrorInvalidValue is returned. If resource is not mapped then
cudaErrorUnknown is returned.

Note that this function may also return error codes from previous, asynchronous
launches.

See also:
cudaGraphicsResourceGetMappedPointer

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cudaError_t cudaGraphicsUnmapResources (int count, cudaGraphicsResource_t *resources, cudaStream_t stream)

Unmap graphics resources.

Parameters

count
- Number of resources to unmap

resources
- Resources to unmap

stream
- Stream for synchronization

Returns

cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description

Unmaps the count graphics resources in resources.

Once unmapped, the resources in resources may not be accessed by CUDA until they are mapped again.

This function provides the synchronization guarantee that any CUDA work issued in stream before cudaGraphicsUnmapResources() will complete before any subsequently issued graphics work begins.

If resources contains any duplicate entries then cudaErrorInvalidResourceHandle is returned. If any of resources are not presently mapped for access by CUDA then cudaErrorUnknown is returned.

- This function uses standard NULL stream semantics.
- Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaGraphicsMapResources
cudaError_t cudaGraphicsUnregisterResource (cudaGraphicsResource_t resource)
Unregisters a graphics resource for access by CUDA.

Parameters
resource
- Resource to unregister

Returns
cudaSuccess, cudaErrorInvalidResourceHandle, cudaErrorUnknown

Description
Unregisters the graphics resource resource so it is not accessible by CUDA unless registered again.

If resource is invalid then cudaErrorInvalidResourceHandle is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGraphicsD3D9RegisterResource, cudaGraphicsD3D10RegisterResource,
cudaGraphicsD3D11RegisterResource, cudaGraphicsGLRegisterBuffer,
cudaGraphicsGLRegisterImage

3.20. Texture Reference Management

This section describes the low level texture reference management functions of the CUDA runtime application programming interface.

Some functions have overloaded C++ API template versions documented separately in the C++ API Routines module.
cudaError_t cudaBindTexture (size_t *offset, const textureReference *texref, const void *devPtr, const cudaChannelFormatDesc *desc, size_t size)

Binds a memory area to a texture.

**Parameters**

- **offset**
  - Offset in bytes
- **texref**
  - Texture to bind
- **devPtr**
  - Memory area on device
- **desc**
  - Channel format
- **size**
  - Size of the memory area pointed to by devPtr

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

**Description**

Binds size bytes of the memory area pointed to by devPtr to the texture reference texref. desc describes how the memory is interpreted when fetching values from the texture. Any memory previously bound to texref is unbound.

Since the hardware enforces an alignment requirement on texture base addresses, cudaBindTexture() returns in *offset a byte offset that must be applied to texture fetches in order to read from the desired memory. This offset must be divided by the texel size and passed to kernels that read from the texture so they can be applied to the tex1Dfetch() function. If the device memory pointer was returned from cudaMalloc(), the offset is guaranteed to be 0 and NULL may be passed as the offset parameter.

The total number of elements (or texels) in the linear address range cannot exceed cudaDeviceProp::maxTexture1DLinear[0]. The number of elements is computed as (size / elementSize), where elementSize is determined from desc.

Note that this function may also return error codes from previous, asynchronous launches.
See also:

cudaCreateChannelDesc (C API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C++ API), cudaBindTexture2D (C API), cudaBindTextureToArray (C API), cudaUnbindTexture (C API), cudaGetTextureAlignmentOffset (C API)

cudaError_t cudaBindTexture2D (size_t *offset, const textureReference *texref, const void *devPtr, const cudaChannelFormatDesc *desc, size_t width, size_t height, size_t pitch)
Binds a 2D memory area to a texture.

Parameters

offset  
- Offset in bytes

texref  
- Texture reference to bind

devPtr  
- 2D memory area on device

desc  
- Channel format

width  
- Width in texel units

height  
- Height in texel units

pitch  
- Pitch in bytes

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

Description
Binds the 2D memory area pointed to by devPtr to the texture reference texref. The size of the area is constrained by width in texel units, height in texel units, and pitch in byte units. desc describes how the memory is interpreted when fetching values from the texture. Any memory previously bound to texref is unbound.

Since the hardware enforces an alignment requirement on texture base addresses, cudaBindTexture2D() returns in *offset a byte offset that must be applied to texture fetches in order to read from the desired memory. This offset must be divided by the texel size and passed to kernels that read from the texture so they can be applied to the
tex2D() function. If the device memory pointer was returned from cudaMalloc(), the offset is guaranteed to be 0 and NULL may be passed as the offset parameter.

width and height, which are specified in elements (or texels), cannot exceed cudaDeviceProp::maxTexture2DLinear[0] and cudaDeviceProp::maxTexture2DLinear[1] respectively. pitch, which is specified in bytes, cannot exceed cudaDeviceProp::maxTexture2DLinear[2].

The driver returns cudaErrorInvalidValue if pitch is not a multiple of cudaDeviceProp::texturePitchAlignment.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaCreateChannelDesc (C API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C API), cudaBindTexture2D (C++ API), cudaBindTexture2D (C++ API, inherited channel descriptor), cudaBindTextureToArray (C API), cudaBindTextureToArray (C API), cudaGetTextureAlignmentOffset (C API)

cudaError_t cudaBindTextureToArray (const textureReference *texref, cudaArray_const_t array, const cudaChannelFormatDesc *desc)

Binds an array to a texture.

Parameters

texref
  - Texture to bind
array
  - Memory array on device
desc
  - Channel format

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture
Description
Binds the CUDA array array to the texture reference texref. desc describes how the memory is interpreted when fetching values from the texture. Any CUDA array previously bound to texref is unbound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaCreateChannelDesc (C API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C API), cudaBindTexture2D (C API), cudaBindTextureToArray (C++ API), cudaUnbindTexture (C API), cudaGetTextureAlignmentOffset (C API)

cudaError_t cudaBindTextureToMipmappedArray(const textureReference *texref, cudaMipmappedArray_const_t mipmappedArray, const cudaChannelFormatDesc *desc) Binds a mipmapped array to a texture.

Parameters
texref - Texture to bind
mipmappedArray - Memory mipmapped array on device
desc - Channel format

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

Description
Binds the CUDA mipmapped array mipmappedArray to the texture reference texref. desc describes how the memory is interpreted when fetching values from the texture. Any CUDA mipmapped array previously bound to texref is unbound.

Note that this function may also return error codes from previous, asynchronous launches.
cudaCreateChannelDesc (int x, int y, int z, int w, cudaChannelFormatKind f)

Returns a channel descriptor using the specified format.

Parameters

x
- X component

y
- Y component

z
- Z component

w
- W component

f
- Channel format

Returns

Channel descriptor with format f

Description

Returns a channel descriptor with format f and number of bits of each component x, y, z, and w. The cudaChannelFormatDesc is defined as:

```c
struct cudaChannelFormatDesc {
    int x, y, z, w;
    enum cudaChannelFormatKind f;
};
```

where cudaChannelFormatKind is one of cudaChannelFormatKindSigned, cudaChannelFormatKindUnsigned, or cudaChannelFormatKindFloat.

See also:

cudaCreateChannelDesc (C API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C API), cudaBindTexture2D (C API), cudaBindTextureToArray (C++ API), cudaUnbindTexture (C API), cudaGetTextureAlignmentOffset (C API)
cudaError_t cudaGetChannelDesc
(cudaChannelFormatDesc *desc, cudaArray_const_t array)
Get the channel descriptor of an array.

Parameters

desc
  - Channel format
array
  - Memory array on device

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Returns in *desc the channel descriptor of the CUDA array array.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaCreateChannelDesc (C API), cudaGetTextureReference, cudaBindTexture (C API),
cudaBindTexture2D (C API), cudaBindTextureToArray (C API), cudaUnbindTexture
(C API), cudaGetTextureAlignmentOffset (C API)

cudaError_t cudaGetTextureAlignmentOffset (size_t *offset, const textureReference *texref)
Get the alignment offset of a texture.

Parameters

offset
  - Offset of texture reference in bytes
texref
  - Texture to get offset of

Returns
cudaSuccess, cudaErrorInvalidTexture, cudaErrorInvalidTextureBinding
Description

Returns in `*offset` the offset that was returned when texture reference `texref` was bound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

`cudaCreateChannelDesc (C API)`, `cudaGetChannelDesc`, `cudaGetTextureReference`,
`cudaBindTexture (C API)`, `cudaBindTexture2D (C API)`, `cudaBindTextureToArray (C API)`,
`cudaUnbindTexture (C API)`, `cudaGetTextureAlignmentOffset (C++ API)`

```c
cudaError_t cudaGetTextureReference (const textureReference **texref, const void *symbol)
```

Get the texture reference associated with a symbol.

Parameters

texref
  - Texture reference associated with symbol
symbol
  - Texture to get reference for

Returns

cudaSuccess, cudaErrorInvalidTexture

Description

Returns in `*texref` the structure associated to the texture reference defined by symbol `symbol`.

Note that this function may also return error codes from previous, asynchronous launches.

Use of a string naming a variable as the `symbol` parameter was removed in CUDA 5.0.

See also:

`cudaCreateChannelDesc (C API)`, `cudaGetChannelDesc`,
`cudaGetTextureAlignmentOffset (C API)`, `cudaBindTexture (C API)`
cudaBindTexture2D (C API), cudaBindTextureToArray (C API), cudaUnbindTexture (C API)

**cudaError_t cudaUnbindTexture (const textureReference *texref)**

Unbinds a texture.

**Parameters**

texref
- Texture to unbind

**Returns**
cudaSuccess

**Description**

Unbinds the texture bound to `texref`.

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**
cudaCreateChannelDesc (C API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C API), cudaBindTexture2D (C API), cudaBindTextureToArray (C API), cudaUnbindTexture (C++ API), cudaGetTextureAlignmentOffset (C API)

### 3.21. Surface Reference Management

This section describes the low level surface reference management functions of the CUDA runtime application programming interface.

Some functions have overloaded C++ API template versions documented separately in the C++ API Routines module.
cudaError_t cudaBindSurfaceToArray (const
surfaceReference *surfref, cudaArray_const_t array,
const cudaChannelFormatDesc *desc)
Binds an array to a surface.

Parameters
surfref
- Surface to bind
array
- Memory array on device
desc
- Channel format

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSurface

Description
Binds the CUDA array array to the surface reference surfref. desc describes how the memory is interpreted when fetching values from the surface. Any CUDA array previously bound to surfref is unbound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaBindSurfaceToArray ( C++ API), cudaBindSurfaceToArray ( C++ API, inherited channel descriptor), cudaGetSurfaceReference

cudaError_t cudaGetSurfaceReference (const
surfaceReference **surfref, const void *symbol)
Get the surface reference associated with a symbol.

Parameters
surfref
- Surface reference associated with symbol
symbol
- Surface to get reference for
Returns

cudaSuccess, cudaErrorInvalidSurface

Description

Returns in *surfref the structure associated to the surface reference defined by symbol.

- Note that this function may also return error codes from previous, asynchronous launches.
- Use of a string naming a variable as the symbol parameter was removed in CUDA 5.0.

See also:

cudaBindSurfaceToArray (C API)

3.22. Texture Object Management

This section describes the low level texture object management functions of the CUDA runtime application programming interface. The texture object API is only supported on devices of compute capability 3.0 or higher.

cudaError_t cudaCreateTextureObject (cudaTextureObject_t *pTexObject, const cudaResourceDesc *pResDesc, const cudaTextureDesc *pTexDesc, const cudaResourceViewDesc *pResViewDesc)

Creates a texture object.

Parameters

pTexObject
- Texture object to create

pResDesc
- Resource descriptor

pTexDesc
- Texture descriptor

pResViewDesc
- Resource view descriptor
Returns

cudaSuccess, cudaErrorInvalidValue

Description

Creates a texture object and returns it in pTexObject. pResDesc describes the data to texture from. pTexDesc describes how the data should be sampled. pResViewDesc is an optional argument that specifies an alternate format for the data described by pResDesc, and also describes the subresource region to restrict access to when texturing. pResViewDesc can only be specified if the type of resource is a CUDA array or a CUDA mipmapped array.

Texture objects are only supported on devices of compute capability 3.0 or higher.

The cudaResourceDesc structure is defined as:

```
struct cudaResourceDesc {
    enum cudaResourceType
    resType;

    union {
        struct {
            cudaArray_t array;
        } array;
        struct {
            cudaMipmappedArray_t mipmap;
        } mipmap;
        struct {
            void *devPtr;
            struct cudaChannelFormatDesc desc;
            size_t sizeInBytes;
        } linear;
        struct {
            void *devPtr;
            struct cudaChannelFormatDesc desc;
            size_t width;
            size_t height;
            size_t pitchInBytes;
        } pitch2D;
    } res;
};
```

where:

- `cudaResourceDesc::resType` specifies the type of resource to texture from. CUresourceType is defined as:

```
enum cudaResourceType {
    cudaResourceTypeArray = 0x00,
    cudaResourceTypeMipmappedArray = 0x01,
    cudaResourceTypeLinear = 0x02,
    cudaResourceTypePitch2D = 0x03
};
```

If `cudaResourceDesc::resType` is set to `cudaResourceTypeArray`, `cudaResourceDesc::res::array::array` must be set to a valid CUDA array handle.
If `cudaResourceDesc::resType` is set to `cudaResourceTypeMipmappedArray`, `cudaResourceDesc::res::mipmap::mipmap` must be set to a valid CUDA mipmapped array handle.

If `cudaResourceDesc::resType` is set to `cudaResourceTypeLinear`, `cudaResourceDesc::res::linear::devPtr` must be set to a valid device pointer, that is aligned to `cudaDeviceProp::textureAlignment`. `cudaResourceDesc::res::linear::desc` describes the format and the number of components per array element. `cudaResourceDesc::res::linear::sizeInBytes` specifies the size of the array in bytes. The total number of elements in the linear address range cannot exceed `cudaDeviceProp::maxTexture1DLinear`. The number of elements is computed as `(sizeInBytes / sizeof(desc))`.

If `cudaResourceDesc::resType` is set to `cudaResourceTypePitch2D`, `cudaResourceDesc::res::pitch2D::devPtr` must be set to a valid device pointer, that is aligned to `cudaDeviceProp::textureAlignment`. `cudaResourceDesc::res::pitch2D::desc` describes the format and the number of components per array element. `cudaResourceDesc::res::pitch2D::width` and `cudaResourceDesc::res::pitch2D::height` specify the width and height of the array in elements, and cannot exceed `cudaDeviceProp::maxTexture2DLinear[0]` and `cudaDeviceProp::maxTexture2DLinear[1]` respectively. `cudaResourceDesc::res::pitch2D::pitchInBytes` specifies the pitch between two rows in bytes and has to be aligned to `cudaDeviceProp::texturePitchAlignment`. Pitch cannot exceed `cudaDeviceProp::maxTexture2DLinear[2]`.

The `cudaTextureDesc` struct is defined as

```c
struct cudaTextureDesc {
    enum cudaTextureAddressMode addressMode[3];
    enum cudaTextureFilterMode filterMode;
    enum cudaTextureReadMode readMode;
    int sRGB;
    int normalizedCoords;
    unsigned int maxAnisotropy;
    enum cudaTextureFilterMode mipmapFilterMode;
    float mipmapLevelBias;
    float minMipmapLevelClamp;
    float maxMipmapLevelClamp;
};
```

where

- `cudaTextureDesc::addressMode` specifies the addressing mode for each dimension of the texture data. `cudaTextureAddressMode` is defined as:

```c
enum cudaTextureAddressMode {
    cudaAddressModeWrap = 0,
    cudaAddressModeClamp = 1,
    cudaAddressModeMirror = 2,
    cudaAddressModeBorder = 3
};
```
This is ignored if cudaResourceDesc::resType is cudaResourceTypeLinear. Also, if cudaTextureDesc::normalizedCoords is set to zero, cudaAddressModeWrap and cudaAddressModeMirror won’t be supported and will be switched to cudaAddressModeClamp.

‣ cudaTextureDesc::filterMode specifies the filtering mode to be used when fetching from the texture. cudaTextureFilterMode is defined as:

```c
enum cudaTextureFilterMode {
    cudaFilterModePoint    = 0,
    cudaFilterModeLinear   = 1
};
```

This is ignored if cudaResourceDesc::resType is cudaResourceTypeLinear.

‣ cudaTextureDesc::readMode specifies whether integer data should be converted to floating point or not. cudaTextureReadMode is defined as:

```c
enum cudaTextureReadMode {
    cudaReadModeElementType    = 0,
    cudaReadModeNormalizedFloat = 1
};
```

Note that this applies only to 8-bit and 16-bit integer formats. 32-bit integer format would not be promoted, regardless of whether or not this cudaTextureDesc::readMode is set cudaReadModeNormalizedFloat is specified.

‣ cudaTextureDesc::sRGB specifies whether sRGB to linear conversion should be performed during texture fetch.

‣ cudaTextureDesc::normalizedCoords specifies whether the texture coordinates will be normalized or not.

‣ cudaTextureDesc::maxAnisotropy specifies the maximum anistropy ratio to be used when doing anisotropic filtering. This value will be clamped to the range [1,16].

‣ cudaTextureDesc::mipmapFilterMode specifies the filter mode when the calculated mipmap level lies between two defined mipmap levels.

‣ cudaTextureDesc::mipmapLevelBias specifies the offset to be applied to the calculated mipmap level.

‣ cudaTextureDesc::minMipmapLevelClamp specifies the lower end of the mipmap level range to clamp access to.

‣ cudaTextureDesc::maxMipmapLevelClamp specifies the upper end of the mipmap level range to clamp access to.
The `cudaResourceViewDesc` struct is defined as

```c
struct cudaResourceViewDesc {
    enum cudaResourceViewFormat
    format;
    size_t     width;
    size_t     height;
    size_t     depth;
    unsigned int     firstMipmapLevel;
    unsigned int     lastMipmapLevel;
    unsigned int     firstLayer;
    unsigned int     lastLayer;
};
```

where:

- `cudaResourceViewDesc::format` specifies how the data contained in the CUDA array or CUDA mipmapped array should be interpreted. Note that this can incur a change in size of the texture data. If the resource view format is a block compressed format, then the underlying CUDA array or CUDA mipmapped array has to have a 32-bit unsigned integer format with 2 or 4 channels, depending on the block compressed format. For ex., BC1 and BC4 require the underlying CUDA array to have a 32-bit unsigned int with 2 channels. The other BC formats require the underlying resource to have the same 32-bit unsigned int format but with 4 channels.

- `cudaResourceViewDesc::width` specifies the new width of the texture data. If the resource view format is a block compressed format, this value has to be 4 times the original width of the resource. For non block compressed formats, this value has to be equal to that of the original resource.

- `cudaResourceViewDesc::height` specifies the new height of the texture data. If the resource view format is a block compressed format, this value has to be 4 times the original height of the resource. For non block compressed formats, this value has to be equal to that of the original resource.

- `cudaResourceViewDesc::depth` specifies the new depth of the texture data. This value has to be equal to that of the original resource.

- `cudaResourceViewDesc::firstMipmapLevel` specifies the most detailed mipmap level. This will be the new mipmap level zero. For non-mipmapped resources, this value has to be zero. `cudaTextureDesc::minMipmapLevelClamp` and `cudaTextureDesc::maxMipmapLevelClamp` will be relative to this value. For ex., if the firstMipmapLevel is set to 2, and a minMipmapLevelClamp of 1.2 is specified, then the actual minimum mipmap level clamp will be 3.2.

- `cudaResourceViewDesc::lastMipmapLevel` specifies the least detailed mipmap level. For non-mipmapped resources, this value has to be zero.

- `cudaResourceViewDesc::firstLayer` specifies the first layer index for layered textures. This will be the new layer zero. For non-layered resources, this value has to be zero.

- `cudaResourceViewDesc::lastLayer` specifies the last layer index for layered textures. For non-layered resources, this value has to be zero.
See also:
cudaDestroyTextureObject

cudaError_t cudaDestroyTextureObject (cudaTextureObject_t texObject)
Destroyed a texture object.

Parameters

texObject
    - Texture object to destroy

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Destroys the texture object specified by texObject.

See also:
cudaCreateTextureObject

cudaError_t cudaGetTextureObjectResourceDesc (cudaResourceDesc *pResDesc, cudaTextureObject_t texObject)
Returns a texture object's resource descriptor.

Parameters

pResDesc
    - Resource descriptor
texObject
    - Texture object

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Returns the resource descriptor for the texture object specified by texObject.
See also:

cudaCreateTextureObject

cudaError_t cudaGetTextureObjectResourceViewDesc (cudaResourceViewDesc *pResViewDesc, cudaTextureObject_t texObject)
Returns a texture object's resource view descriptor.

Parameters

pResViewDesc
- Resource view descriptor
texObject
- Texture object

Returns

cudaSuccess, cudaErrorInvalidValue

Description

Returns the resource view descriptor for the texture object specified by texObject. If no resource view was specified, cudaErrorInvalidValue is returned.

See also:

cudaCreateTextureObject

cudaError_t cudaGetTextureObjectTextureDesc (cudaTextureDesc *pTexDesc, cudaTextureObject_t texObject)
Returns a texture object's texture descriptor.

Parameters

pTexDesc
- Texture descriptor
texObject
- Texture object

Returns

cudaSuccess, cudaErrorInvalidValue
Description

Returns the texture descriptor for the texture object specified by texObject.

See also:

cudaCreateTextureObject

3.23. Surface Object Management

This section describes the low level texture object management functions of the CUDA runtime application programming interface. The surface object API is only supported on devices of compute capability 3.0 or higher.

CUDAError_t cudaCreateSurfaceObject (cudaSurfaceObject_t *pSurfObject, const cudaResourceDesc *pResDesc)

Creates a surface object.

Parameters

pSurfObject
    - Surface object to create

pResDesc
    - Resource descriptor

Returns

cudaSuccess, cudaErrorInvalidValue

Description

Creates a surface object and returns it in pSurfObject. pResDesc describes the data to perform surface load/stores on. cudaResourceDesc::resType must be cudaResourceTypeArray and cudaResourceDesc::res::array::array must be set to a valid CUDA array handle.

Surface objects are only supported on devices of compute capability 3.0 or higher.

See also:

cudaDestroySurfaceObject
cudaError_t cudaDestroySurfaceObject
(cudaSurfaceObject_t surfObject)

Destroys a surface object.

Parameters
surfObject
  - Surface object to destroy

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Destroys the surface object specified by surfObject.

See also:
cudaCreateSurfaceObject

cudaError_t cudaGetSurfaceObjectResourceDesc
(cudaResourceDesc *pResDesc, cudaSurfaceObject_t surfObject)

Returns a surface object's resource descriptor Returns the resource descriptor for the surface object specified by surfObject.

Parameters
pResDesc
  - Resource descriptor
surfObject
  - Surface object

Returns
cudaSuccess, cudaErrorInvalidValue

Description

See also:
cudaCreateSurfaceObject

cudaError_t cudaDriverGetVersion (int *driverVersion)
Returns the CUDA driver version.

Parameters
driverVersion
- Returns the CUDA driver version.

Returns
cudaSuccess, cudaErrorInvalidValue

Description
Returns in *driverVersion the version number of the installed CUDA driver. If no driver is installed, then 0 is returned as the driver version (via driverVersion). This function automatically returns cudaErrorInvalidValue if the driverVersion argument is NULL.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaRuntimeGetVersion

cudaError_t cudaRuntimeGetVersion (int *runtimeVersion)
Returns the CUDA Runtime version.

Parameters
runtimeVersion
- Returns the CUDA Runtime version.

Returns
cudaSuccess, cudaErrorInvalidValue
Description

Returns in *runtimeVersion the version number of the installed CUDA Runtime. This function automatically returns cudaErrorInvalidValue if the runtimeVersion argument is NULL.

See also:

cudaDriverGetVersion

3.25. C++ API Routines

C++-style interface built on top of CUDA runtime API.

This section describes the C++ high level API functions of the CUDA runtime application programming interface. To use these functions, your application needs to be compiled with the nvcc compiler.

template < class T, int dim > cudaError_t cudaBindSurfaceToArray (const surfaceTdim surf, cudaArray_const_t array)

[C++ API] Binds an array to a surface

Parameters

surf
  - Surface to bind
array
  - Memory array on device

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSurface

Description

Binds the CUDA array array to the surface reference surf. The channel descriptor is inherited from the CUDA array. Any CUDA array previously bound to surf is unbound.

Note that this function may also return error codes from previous, asynchronous launches.
template < class T, int dim > cudaError_t cudaBindSurfaceToArray (const surfaceTdim surf, cudaArray_const_t array, const cudaChannelFormatDesc desc)

[C++ API] Binds an array to a surface

Parameters

surf
  - Surface to bind
array
  - Memory array on device
desc
  - Channel format

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSurface

Description

Binds the CUDA array array to the surface reference surf. desc describes how the memory is interpreted when dealing with the surface. Any CUDA array previously bound to surf is unbound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaBindSurfaceToArray ( C API), cudaBindSurfaceToArray ( C++ API, inherited channel descriptor)

template < class T, int dim, enum cudaTextureReadMode readMode > cudaError_t cudaBindTexture (size_t
*offset, const textureTdimreadMode tex, const void *
devPtr, size_t size)

[C++ API] Binds a memory area to a texture

**Parameters**

- **offset**
  - Offset in bytes
- **tex**
  - Texture to bind
- **devPtr**
  - Memory area on device
- **size**
  - Size of the memory area pointed to by devPtr

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer,
cudaErrorInvalidTexture

**Description**

Binds size bytes of the memory area pointed to by devPtr to texture reference tex. The channel descriptor is inherited from the texture reference type. The offset parameter is an optional byte offset as with the low-level cudaBindTexture( size_t*, const
struct textureReference*, const void*, const struct cudaChannelFormatDesc*, size_t) function. Any memory previously bound to tex is unbound.

**Note:** This function may also return error codes from previous, asynchronous launches.

See also:
cudaCreateChannelDesc ( C++ API), cudaGetChannelDesc, cudaGetTextureReference,
cudaBindTexture ( C API), cudaBindTexture ( C++ API), cudaBindTexture2D ( C++ API),
cudaBindTexture2D ( C++ API, inherited channel descriptor), cudaBindTextureToArray
( C++ API), cudaBindTextureToArray ( C++ API, inherited channel descriptor),
cudaUnbindTexture ( C++ API), cudaGetTextureAlignmentOffset ( C++ API)

template < class T, int dim, enum cudaTextureReadMode
readMode > cudaError_t cudaBindTexture (size_t
*offset, const textureTdimreadMode tex, const void
*devPtr, const cudaChannelFormatDesc desc, size_t size)

[C++ API] Binds a memory area to a texture

Parameters

offset
  - Offset in bytes
tex
  - Texture to bind
devPtr
  - Memory area on device
desc
  - Channel format
size
  - Size of the memory area pointed to by devPtr

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

Description

Binds size bytes of the memory area pointed to by devPtr to texture reference tex. desc describes how the memory is interpreted when fetching values from the texture. The offset parameter is an optional byte offset as with the low-level cudaMemcpy() function. Any memory previously bound to tex is unbound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaCreateChannelDesc (C++ API), cudaGetChannelDesc, cudaGetTextureReference, 
cudaBindTexture (C API), cudaBindTexture (C++ API, inherited channel descriptor), 
cudaBindTexture2D (C++ API), cudaBindTexture2D (C++ API, inherited channel 
descriptor), cudaBindTextureToArray (C++ API), cudaBindTextureToArray 
(C++ API, inherited channel descriptor), cudaUnbindTexture (C++ API), 
cudaGetTextureAlignmentOffset (C++ API)

template < class T, int dim, enum cudaTextureReadMode readMode > cudaError_t cudaBindTexture2D (size_t
*offset, const textureTdimreadMode tex, const void *devPtr, size_t width, size_t height, size_t pitch)

[C++ API] Binds a 2D memory area to a texture

**Parameters**

- **offset**
  - Offset in bytes
- **tex**
  - Texture reference to bind
- **devPtr**
  - 2D memory area on device
- **width**
  - Width in texel units
- **height**
  - Height in texel units
- **pitch**
  - Pitch in bytes

**Returns**

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

**Description**

Binds the 2D memory area pointed to by `devPtr` to the texture reference `tex`. The size of the area is constrained by width in texel units, height in texel units, and pitch in byte units. The channel descriptor is inherited from the texture reference type. Any memory previously bound to `tex` is unbound.

Since the hardware enforces an alignment requirement on texture base addresses, `cudaBindTexture2D()` returns in `*offset` a byte offset that must be applied to texture fetches in order to read from the desired memory. This offset must be divided by the texel size and passed to kernels that read from the texture so they can be applied to the `tex2D()` function. If the device memory pointer was returned from `cudaMalloc()`, the offset is guaranteed to be 0 and NULL may be passed as the `offset` parameter.

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**
template < class T , int dim, enum cudaTextureReadMode readMode > cudaError_t cudaBindTexture2D (size_t *offset, const textureTdimreadMode tex, const void *devPtr, const cudaChannelFormatDesc desc, size_t width, size_t height, size_t pitch)
[C++ API] Binds a 2D memory area to a texture

Parameters

offset
  - Offset in bytes
tex
  - Texture reference to bind
devPtr
  - 2D memory area on device
desc
  - Channel format
width
  - Width in texel units
height
  - Height in texel units
pitch
  - Pitch in bytes

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

Description

Binds the 2D memory area pointed to by devPtr to the texture reference tex. The size
of the area is constrained by width in texel units, height in texel units, and pitch in
byte units. desc describes how the memory is interpreted when fetching values from
the texture. Any memory previously bound to tex is unbound.

Since the hardware enforces an alignment requirement on texture base addresses,
cudaBindTexture2D() returns in *offset a byte offset that must be applied to texture
fetches in order to read from the desired memory. This offset must be divided by the
texel size and passed to kernels that read from the texture so they can be applied to the
tex2D() function. If the device memory pointer was returned from `cudaMalloc()`, the
offset is guaranteed to be 0 and NULL may be passed as the offset parameter.

**Note that this function may also return error codes from previous, asynchronous
launches.**

**See also:**
cudaCreateChannelDesc (C++ API), cudaGetChannelDesc, cudaGetTextureReference,
ccudaBindTexture (C++ API), cudaBindTexture (C API, inherited channel
descriptor), cudaBindTexture2D (C API), cudaBindTexture2D (C++ API, inherited
channel descriptor), cudaBindTextureToArray (C++ API), cudaBindTextureToArray
(C++ API, inherited channel descriptor), cudaUnbindTexture (C++ API),
cudaGetTextureAlignmentOffset (C++ API)

template < class T, int dim, enum cudaTextureReadMode
readMode > cudaError_t cudaBindTextureToArray (const
textureTdimreadMode tex, cudaArray_const_t array)
[C++ API] Binds an array to a texture

**Parameters**

tex
- Texture to bind

array
- Memory array on device

**Returns**
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer,
cudaErrorInvalidTexture

**Description**
Binds the CUDA array array to the texture reference tex. The channel descriptor is
inherited from the CUDA array. Any CUDA array previously bound to tex is unbound.

**Note that this function may also return error codes from previous, asynchronous
launches.**
template < class T , int dim, enum cudaTextureReadMode readMode > cudaError_t cudaBindTextureToArray (const textureTdimreadMode tex, cudaArray_const_t array, const cudaChannelFormatDesc desc)

[C++ API] Binds an array to a texture

**Parameters**

tex
- Texture to bind

array
- Memory array on device

desc
- Channel format

**Returns**
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

**Description**

Binds the CUDA array array to the texture reference tex. desc describes how the memory is interpreted when fetching values from the texture. Any CUDA array previously bound to tex is unbound.

---

Note that this function may also return error codes from previous, asynchronous launches.

---

See also:
cudaCreateChannelDesc ( C++ API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture ( C++ API), cudaBindTexture ( C++ API, inherited channel descriptor), cudaBindTexture2D ( C++ API), cudaBindTexture2D ( C++ API, inherited channel descriptor), cudaBindTextureToArray ( C API), cudaBindTextureToArray ( C++ API), cudaUnbindTexture ( C++ API), cudaGetTextureAlignmentOffset ( C++ API)
template < class T , int dim, enum cudaTextureReadMode readMode > cudaError_t cudaBindTextureToMipmappedArray (const textureTdimreadMode tex, cudaMipmappedArray_const_t mipmappedArray) [C++ API] Binds a mipmapped array to a texture

Parameters

tex
  - Texture to bind
mipmappedArray
  - Memory mipmapped array on device

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

Description

Binds the CUDA mipmapped array `mipmappedArray` to the texture reference `tex`. The channel descriptor is inherited from the CUDA array. Any CUDA mipmapped array previously bound to `tex` is unbound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaCreateChannelDesc (C++ API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C++ API), cudaBindTexture (C++ API, inherited channel descriptor), cudaBindTexture2D (C++ API), cudaBindTexture2D (C++ API, inherited channel descriptor), cudaBindTextureToArray (C API), cudaBindTextureToArray (C++ API), cudaUnbindTexture (C++ API), cudaGetTextureAlignmentOffset (C++ API)
cudaBindTextureToMipmappedArray
(const textureTdimreadMode tex, cudaMipmappedArray_const_t mipmappedArray, const cudaChannelFormatDesc desc)

[C++ API] Binds a mipmapped array to a texture

Parameters

tex
- Texture to bind
mipmappedArray
- Memory mipmapped array on device
desc
- Channel format

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidDevicePointer, cudaErrorInvalidTexture

Description

Binds the CUDA mipmapped array mipmappedArray to the texture reference tex. desc describes how the memory is interpreted when fetching values from the texture. Any CUDA mipmapped array previously bound to tex is unbound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaCreateChannelDesc (C++ API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C++ API), cudaBindTexture (C++ API, inherited channel descriptor), cudaBindTexture2D (C++ API), cudaBindTexture2D (C++ API, inherited channel descriptor), cudaBindTextureToArray (C API), cudaBindTextureToArray (C++ API, inherited channel descriptor), cudaUnbindTexture (C++ API), cudaGetTextureAlignmentOffset (C++ API)
template < class T > cudaCreateChannelDesc (void)
[C++ API] Returns a channel descriptor using the specified format

Returns
Channel descriptor with format f

Description
Returns a channel descriptor with format f and number of bits of each component x, y, z, and w. The cudaChannelFormatDesc is defined as:

```
struct cudaChannelFormatDesc {
    int x, y, z, w;
    enum cudaChannelFormatKind f;
};
```

where cudaChannelFormatKind is one of cudaChannelFormatKindSigned, cudaChannelFormatKindUnsigned, or cudaChannelFormatKindFloat.

See also:
cudaCreateChannelDesc ( Low level), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture ( High level), cudaBindTexture ( High level, inherited channel descriptor), cudaBindTexture2D ( High level), cudaBindTextureToArray ( High level), cudaBindTextureToArray ( High level, inherited channel descriptor), cudaUnbindTexture ( High level), cudaGetTextureAlignmentOffset ( High level)

cudaError_t cudaEventCreate (cudaEvent_t *event, unsigned int flags)
[C++ API] Creates an event object with the specified flags

Parameters

event
    - Newly created event
flags
    - Flags for new event

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidValue, cudaErrorLaunchFailure, cudaErrorMemoryAllocation

Description
Creates an event object with the specified flags. Valid flags include:
- **cudaEventDefault**: Default event creation flag.
- **cudaEventBlockingSync**: Specifies that event should use blocking synchronization. A host thread that uses `cudaEventSynchronize()` to wait on an event created with this flag will block until the event actually completes.
- **cudaEventDisableTiming**: Specifies that the created event does not need to record timing data. Events created with this flag specified and the `cudaEventBlockingSync` flag not specified will provide the best performance when used with `cudaStreamWaitEvent()` and `cudaEventQuery()`.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
- `cudaEventCreate` (C API), `cudaEventCreateWithFlags`, `cudaEventRecord`, `cudaEventQuery`, `cudaEventSynchronize`, `cudaEventDestroy`, `cudaEventElapsedTime`, `cudaStreamWaitEvent`

```cpp
template <class T> cudaError_t cudaFuncGetAttributes(cudaFuncAttributes *attr, T *entry)
```

[C++ API] Find out attributes for a given function

**Parameters**
- **attr**
  - Return pointer to function’s attributes
- **entry**
  - Function to get attributes of

**Returns**
- `cudaSuccess`, `cudaErrorInitializationError`, `cudaErrorInvalidDeviceFunction`

**Description**
This function obtains the attributes of a function specified via `entry`. The parameter `entry` must be a pointer to a function that executes on the device. The parameter specified by `entry` must be declared as a `__global__` function. The fetched attributes are placed in `attr`. If the specified function does not exist, then `cudaErrorInvalidDeviceFunction` is returned.

Note that some function attributes such as `maxThreadsPerBlock` may vary based on the device that is currently being used.
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaConfigureCall, cudaFuncSetCacheConfig (C++ API), cudaFuncGetAttributes (C API), cudaLaunch (C++ API), cudaSetDoubleForDevice, cudaSetDoubleForHost, cudaSetupArgument (C++ API)

template < class T > cudaError_t
cudaFuncSetCacheConfig (T *func, cudaFuncCache cacheConfig)
[C++ API] Sets the preferred cache configuration for a device function

Parameters

func
  - device function pointer

cacheConfig
  - Requested cache configuration

Returns
cudaSuccess, cudaErrorInitializationError, cudaErrorInvalidDeviceFunction

Description

On devices where the L1 cache and shared memory use the same hardware resources, this sets through `cacheConfig` the preferred cache configuration for the function specified via `func`. This is only a preference. The runtime will use the requested configuration if possible, but it is free to choose a different configuration if required to execute `func`.

`func` must be a pointer to a function that executes on the device. The parameter specified by `func` must be declared as a `__global__` function. If the specified function does not exist, then `cudaErrorInvalidDeviceFunction` is returned.

This setting does nothing on devices where the size of the L1 cache and shared memory are fixed.

Launching a kernel with a different preference than the most recent preference setting may insert a device-side synchronization point.

The supported cache configurations are:

- `cudaFuncCachePreferNone`: no preference for shared memory or L1 (default)
- cudaFuncCachePreferShared: prefer larger shared memory and smaller L1 cache
- cudaFuncCachePreferL1: prefer larger L1 cache and smaller shared memory

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaConfigureCall, cudaFuncSetCacheConfig (C API), cudaFuncGetAttributes (C++ API), cudaLaunch (C API), cudaSetDoubleForDevice, cudaSetDoubleForHost, cudaSetupArgument (C++ API), cudaThreadGetCacheConfig, cudaThreadSetCacheConfig

template < class T > cudaError_t cudaGetSymbolAddress(void **devPtr, const T symbol)
[C++ API] Finds the address associated with a CUDA symbol

Parameters

devPtr
- Return device pointer associated with symbol

symbol
- Device symbol reference

Returns
cudaSuccess, cudaErrorInvalidSymbol

Description

Returns in *devPtr the address of symbol symbol on the device. symbol can either be a variable that resides in global or constant memory space. If symbol cannot be found, or if symbol is not declared in the global or constant memory space, *devPtr is unchanged and the error cudaErrorInvalidSymbol is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGetSymbolAddress (C API), cudaGetSymbolSize (C++ API)
template < class T > cudaError_t cudaMemcpySymbolSize (size_t *size, const T symbol)

[C++ API] Finds the size of the object associated with a CUDA symbol

Parameters

size
- Size of object associated with symbol
symbol
- Device symbol reference

Returns
cudaSuccess, cudaErrorInvalidSymbol

Description
Returns in *size the size of symbol symbol. symbol must be a variable that resides in global or constant memory space. If symbol cannot be found, or if symbol is not declared in global or constant memory space, *size is unchanged and the error cudaErrorInvalidSymbol is returned.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaGetSymbolAddress ( C++ API), cudaMemcpySymbolSize ( C API)

template < class T, int dim, enum cudaMemcpyReadType readMode > cudaError_t cudaMemcpyTextureAlignmentOffset (size_t *offset, const textureTdimreadMode tex)

[C++ API] Get the alignment offset of a texture

Parameters

offset
- Offset of texture reference in bytes
tex
- Texture to get offset of
Returns
cudaSuccess, cudaErrorInvalidTexture, cudaErrorInvalidTextureBinding

Description
Returns in *offset the offset that was returned when texture reference tex was bound.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaCreateChannelDesc (C++ API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C++ API), cudaBindTexture (C++ API, inherited channel descriptor), cudaBindTexture2D (C++ API), cudaBindTexture2D (C++ API, inherited channel descriptor), cudaBindTextureToArray (C++ API), cudaBindTextureToArray (C++ API, inherited channel descriptor), cudaUnbindTexture (C++ API), cudaGetTextureAlignmentOffset (C API)

template <class T> cudaError_t cudaLaunch(T *func)
[C++ API] Launches a device function

Returns
cudaSuccess, cudaErrorInvalidDeviceFunction, cudaErrorInvalidConfiguration, cudaErrorLaunchFailure, cudaErrorLaunchTimeout, cudaErrorLaunchOutOfResources, cudaErrorSharedObjectSymbolNotFound, cudaErrorSharedObjectInitFailed

Description
Launches the function entry on the device. The parameter entry must be a function that executes on the device. The parameter specified by entry must be declared as a __global__ function. cudaLaunch() must be preceded by a call to cudaConfigureCall() since it pops the data that was pushed by cudaConfigureCall() from the execution stack.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaError_t cudaMallocHost (void **ptr, size_t size, unsigned int flags)

[C++ API] Allocates page-locked memory on the host

**Parameters**

- **ptr** - Device pointer to allocated memory
- **size** - Requested allocation size in bytes
- **flags** - Requested properties of allocated memory

**Returns**

cudaSuccess, cudaErrorMemoryAllocation

**Description**

 Allocates `size` bytes of host memory that is page-locked and accessible to the device. The driver tracks the virtual memory ranges allocated with this function and automatically accelerates calls to functions such as cudaMemcpy(). Since the memory can be accessed directly by the device, it can be read or written with much higher bandwidth than pageable memory obtained with functions such as malloc(). Allocating excessive amounts of pinned memory may degrade system performance, since it reduces the amount of memory available to the system for paging. As a result, this function is best used sparingly to allocate staging areas for data exchange between host and device.

The `flags` parameter enables different options to be specified that affect the allocation, as follows.

- **cudaHostAllocDefault**: This flag’s value is defined to be 0.
- **cudaHostAllocPortable**: The memory returned by this call will be considered as pinned memory by all CUDA contexts, not just the one that performed the allocation.
- **cudaHostAllocMapped**: Maps the allocation into the CUDA address space. The device pointer to the memory may be obtained by calling cudaHostGetDevicePointer().
- **cudaHostAllocWriteCombined**: Allocates the memory as write-combined (WC). WC memory can be transferred across the PCI Express bus more quickly on some
system configurations, but cannot be read efficiently by most CPUs. WC memory is a good option for buffers that will be written by the CPU and read by the device via mapped pinned memory or host->device transfers.

All of these flags are orthogonal to one another: a developer may allocate memory that is portable, mapped and/or write-combined with no restrictions.

cudaSetDeviceFlags() must have been called with the cudaDeviceMapHost flag in order for the cudaHostAllocMapped flag to have any effect.

The cudaHostAllocMapped flag may be specified on CUDA contexts for devices that do not support mapped pinned memory. The failure is deferred to cudaHostGetDevicePointer() because the memory may be mapped into other CUDA contexts via the cudaHostAllocPortable flag.

Memory allocated by this function must be freed with cudaFreeHost().

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaSetDeviceFlags, cudaMallocHost (C API), cudaFreeHost, cudaHostAlloc

template < class T > cudaError_t cudaMallocManaged (T **devPtr, size_t size, unsigned int flags)
Allocates memory that will be automatically managed by the Unified Memory system.

Parameters

devPtr
- Pointer to allocated device memory
size
- Requested allocation size in bytes
flags
- Must be either cudaMemAttachGlobal or cudaMemAttachHost (defaults to cudaMemAttachGlobal)

Returns

cudaSuccess, cudaErrorMemoryAllocation cudaErrorNotSupported cudaErrorInvalidValue
Description

Allocates \texttt{size} bytes of managed memory on the device and returns in \*\texttt{devPtr} a pointer to the allocated memory. If the device doesn’t support allocating managed memory, \texttt{cudaErrorNotSupported} is returned. Support for managed memory can be queried using the device attribute \texttt{cudaDevAttrManagedMemory}. The allocated memory is suitably aligned for any kind of variable. The memory is not cleared. If \texttt{size} is 0, \texttt{cudaMallocManaged} returns \texttt{cudaErrorInvalidValue}. The pointer is valid on the CPU and on all GPUs in the system that support managed memory. All accesses to this pointer must obey the Unified Memory programming model.

\texttt{flags} specifies the default stream association for this allocation. \texttt{flags} must be one of \texttt{cudaMemAttachGlobal} or \texttt{cudaMemAttachHost}. The default value for \texttt{flags} is \texttt{cudaMemAttachGlobal}. If \texttt{cudaMemAttachGlobal} is specified, then this memory is accessible from any stream on any device. If \texttt{cudaMemAttachHost} is specified, then the allocation is created with initial visibility restricted to host access only; an explicit call to \texttt{cudaStreamAttachMemAsync} will be required to enable access on the device.

If the association is later changed via \texttt{cudaStreamAttachMemAsync} to a single stream, the default association, as specified during \texttt{cudaMallocManaged}, is restored when that stream is destroyed. For \_\_\_managed\_\_ variables, the default association is always \texttt{cudaMemAttachGlobal}. Note that destroying a stream is an asynchronous operation, and as a result, the change to default association won’t happen until all work in the stream has completed.

Memory allocated with \texttt{cudaMallocManaged} should be released with \texttt{cudaFree}.

On a multi-GPU system with peer-to-peer support, where multiple GPUs support managed memory, the physical storage is created on the GPU which is active at the time \texttt{cudaMallocManaged} is called. All other GPUs will reference the data at reduced bandwidth via peer mappings over the PCIe bus. The Unified Memory management system does not migrate memory between GPUs.

On a multi-GPU system where multiple GPUs support managed memory, but not all pairs of such GPUs have peer-to-peer support between them, the physical storage is created in 'zero-copy' or system memory. All GPUs will reference the data at reduced bandwidth over the PCIe bus. In these circumstances, use of the environment variable, \texttt{CUDA_VISIBLE_DEVICES}, is recommended to restrict CUDA to only use those GPUs that have peer-to-peer support. This environment variable is described in the CUDA programming guide under the "CUDA environment variables" section.

See also:

\texttt{cudaMallocPitch, cudaFree, cudaMallocArray, cudaFreeArray, cudaMalloc3D, cudaMalloc3DArray, cudaMallocHost (C API), cudaFreeHost, cudaHostAlloc, cudaDeviceGetAttribute, cudaStreamAttachMemAsync}
template < class T > cudaError_t
cudamemcpyFromSymbol (void *dst, const T symbol,
size_t count, size_t offset, cudaMemcpyKind kind)

[C++ API] Copies data from the given symbol on the device

Parameters

dst
- Destination memory address
symbol
- Device symbol reference
count
- Size in bytes to copy
offset
- Offset from start of symbol in bytes
kind
- Type of transfer

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol,
cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description

Copies count bytes from the memory area offset bytes from the start of symbol
symbol to the memory area pointed to by dst. The memory areas may not overlap.
symbol is a variable that resides in global or constant memory space. kind can be either
cudamemcpyDeviceToHost or cudamemcpyDeviceToDevice.

▶ Note that this function may also return error codes from previous, asynchronous
   launches.
▶ This function exhibits synchronous behavior for most use cases.
▶ Use of a string naming a variable as the symbol parameter was deprecated in
   CUDA 4.1 and removed in CUDA 5.0.

See also:
cudamemcpy, cudamemcpy2D, cudamemcpyToArray, cudamemcpy2DToArray,
cudamemcpyFromArray, cudamemcpy2DFromArray, cudamemcpyArrayToArray,
cudamemcpy2DArrayToArray, cudamemcpyToArraySymbol, cudamemcpyAsync,
cudamemcpy2DAsync, cudamemcpyToArrayAsync, cudamemcpy2DToArrayAsync,
cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

template < class T > cudaError_t
cudaMemcpyFromSymbolAsync (void *dst, const T symbol, size_t count, size_t offset, cudaMemcpyKind kind, cudaStream_t stream)

[C++ API] Copies data from the given symbol on the device

Parameters

dst
  - Destination memory address

symbol
  - Device symbol reference

count
  - Size in bytes to copy

offset
  - Offset from start of symbol in bytes

kind
  - Type of transfer

stream
  - Stream identifier

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description

Copies count bytes from the memory area offset bytes from the start of symbol symbol to the memory area pointed to by dst. The memory areas may not overlap. symbol is a variable that resides in global or constant memory space. kind can be either cudaMemcpyDeviceToHost or cudaMemcpyDeviceToDevice.

cudaMemcpyFromSymbolAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyDeviceToHost and stream is non-zero, the copy may overlap with operations in other streams.

Note that this function may also return error codes from previous, asynchronous launches.
This function exhibits asynchronous behavior for most use cases.

Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyArrayToArray, cudaMemcpy2DArrayToArray, cudaMemcpyToSymbol, cudaMemcpyFromSymbol, cudaMemcpyAsync, cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync, cudaMemcpyToSymbolAsync

template < class T > cudaError_t cudaMemcpyToSymbol
(const T symbol, const void *src, size_t count, size_t offset, cudaMemcpyKind kind)

[C++ API] Copies data to the given symbol on the device

Parameters
	symbol
	- Device symbol reference

src
	- Source memory address

count
	- Size in bytes to copy

offset
	- Offset from start of symbol in bytes

kind
	- Type of transfer

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol, cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection

Description
Copies count bytes from the memory area pointed to by src to the memory area offset bytes from the start of symbol symbol. The memory areas may not overlap. symbol is a variable that resides in global or constant memory space. kind can be either cudaMemcpyHostToDevice or cudaMemcpyDeviceToDevice.
Note that this function may also return error codes from previous, asynchronous launches.

This function exhibits synchronous behavior for most use cases.

Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray,
cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpyToArrayArray,
cudaMemcpy2DArrayToArray, cudaMemcpyFromSymbol, cudaMemcpyAsync,
cudaMemcpy2DAsync, cudaMemcpyToArrayAsync, cudaMemcpy2DToArrayAsync,
cudaMemcpyFromArrayAsync, cudaMemcpy2DFromArrayAsync,
cudaMemcpyToSymbolAsync, cudaMemcpyFromSymbolAsync

template < class T > cudaError_t
cudaMemcpyToSymbolAsync (const T symbol, const void *src, size_t count, size_t offset, cudaMemcpyKind kind, cudaStream_t stream)

[C++ API] Copies data to the given symbol on the device

Parameters
symbol
- Device symbol reference
src
- Source memory address
count
- Size in bytes to copy
offset
- Offset from start of symbol in bytes
kind
- Type of transfer
stream
- Stream identifier

Returns
cudaSuccess, cudaErrorInvalidValue, cudaErrorInvalidSymbol,
cudaErrorInvalidDevicePointer, cudaErrorInvalidMemcpyDirection
Description

Copies count bytes from the memory area pointed to by src to the memory area offset bytes from the start of symbol symbol. The memory areas may not overlap. symbol is a variable that resides in global or constant memory space. kind can be either cudaMemcpyHostToDevice or cudaMemcpyDeviceToDevice.

cudaMemcpyToSymbolAsync() is asynchronous with respect to the host, so the call may return before the copy is complete. The copy can optionally be associated to a stream by passing a non-zero stream argument. If kind is cudaMemcpyHostToDevice and stream is non-zero, the copy may overlap with operations in other streams.

- Note that this function may also return error codes from previous, asynchronous launches.
- This function exhibits asynchronous behavior for most use cases.
- Use of a string naming a variable as the symbol parameter was deprecated in CUDA 4.1 and removed in CUDA 5.0.

See also:
cudaMemcpy, cudaMemcpy2D, cudaMemcpyToArray, cudaMemcpy2DToArray, cudaMemcpyFromArray, cudaMemcpy2DFromArray, cudaMemcpy2DArrayToArray, cudaMemcpyFromArrayToArray, cudaMemcpy2DArrayToArrayAsync, cudaMemcpyFromArrayAsync, cudaMemcpyFromSymbolAsync

template < class T > cudaError_t cudaSetupArgument (T arg, size_t offset)
[C++ API] Configure a device launch

Parameters

tag - Argument to push for a kernel launch
offset - Offset in argument stack to push new arg

Returns

cudaSuccess
Description

Pushes size bytes of the argument pointed to by arg at offset bytes from the start of the parameter passing area, which starts at offset 0. The arguments are stored in the top of the execution stack. cudaSetupArgument() must be preceded by a call to cudaConfigureCall().

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaConfigureCall, cudaFuncGetAttributes (C++ API), cudaLaunch (C++ API),
cudaSetDoubleForDevice, cudaSetDoubleForHost, cudaSetupArgument (C API)

template < class T > cudaError_t
cudaStreamAttachMemAsync (cudaStream_t stream, T *devPtr, size_t length, unsigned int flags)

Attach memory to a stream asynchronously.

Parameters

stream
  - Stream in which to enqueue the attach operation
devPtr
  - Pointer to memory (must be a pointer to managed memory)
length
  - Length of memory (must be zero, defaults to zero)
flags
  - Must be one of cudaMemAttachGlobal, cudaMemAttachHost or cudaMemAttachSingle (defaults to cudaMemAttachSingle)

Returns

cudaSuccess, cudaErrorNotReady, cudaErrorInvalidValue
cudaErrorInvalidResourceHandle

Description

Enqueues an operation in stream to specify stream association of length bytes of memory starting from devPtr. This function is a stream-ordered operation, meaning that it is dependent on, and will only take effect when, previous work in stream has completed. Any previous association is automatically replaced.
**devPtr** must point to an address within managed memory space declared using the __managed__ keyword or allocated with `cudaMallocManaged`.

**length** must be zero, to indicate that the entire allocation’s stream association is being changed. Currently, it’s not possible to change stream association for a portion of an allocation. The default value for **length** is zero.

The stream association is specified using **flags** which must be one of `cudaMemAttachGlobal`, `cudaMemAttachHost` or `cudaMemAttachSingle`. The default value for **flags** is `cudaMemAttachSingle` If the `cudaMemAttachGlobal` flag is specified, the memory can be accessed by any stream on any device. If the `cudaMemAttachHost` flag is specified, the program makes a guarantee that it won’t access the memory on the device from any stream. If the `cudaMemAttachSingle` flag is specified, the program makes a guarantee that it will only access the memory on the device from **stream**. It is illegal to attach singly to the NULL stream, because the NULL stream is a virtual global stream and not a specific stream. An error will be returned in this case.

When memory is associated with a single stream, the Unified Memory system will allow CPU access to this memory region so long as all operations in **stream** have completed, regardless of whether other streams are active. In effect, this constrains exclusive ownership of the managed memory region by an active GPU to per-stream activity instead of whole-GPU activity.

Accessing memory on the device from streams that are not associated with it will produce undefined results. No error checking is performed by the Unified Memory system to ensure that kernels launched into other streams do not access this region.

It is a program’s responsibility to order calls to `cudaStreamAttachMemAsync` via events, synchronization or other means to ensure legal access to memory at all times. Data visibility and coherency will be changed appropriately for all kernels which follow a stream-association change.

If **stream** is destroyed while data is associated with it, the association is removed and the association reverts to the default visibility of the allocation as specified at `cudaMallocManaged`. For __managed__ variables, the default association is always `cudaMemAttachGlobal`. Note that destroying a stream is an asynchronous operation, and as a result, the change to default association won't happen until all work in the stream has completed.

Note that this function may also return error codes from previous, asynchronous launches.

**See also:**
cudaStreamCreate, cudaStreamCreateWithFlags, cudaStreamWaitEvent, cudaStreamSynchronize, cudaStreamAddCallback, cudaStreamDestroy, cudaMallocManaged

template < class T , int dim, enum cudaTextureReadMode readMode > cudaError_t cudaUnbindTexture (const textureTdimreadMode tex)

[C++ API] Unbinds a texture

Parameters

tex
  - Texture to unbind

Returns

cudaSuccess

Description

Unbinds the texture bound to tex.

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cudaCreateChannelDesc (C++ API), cudaGetChannelDesc, cudaGetTextureReference, cudaBindTexture (C++ API), cudaBindTexture (C++ API, inherited channel descriptor), cudaBindTexture2D (C++ API), cudaBindTexture2D (C++ API, inherited channel descriptor), cudaBindTextureToArray (C++ API), cudaBindTextureToArray (C++ API, inherited channel descriptor), cudaUnbindTexture (C API), cudaGetTextureAlignmentOffset (C++ API)

3.26. Interactions with the CUDA Driver API

This section describes the interactions between the CUDA Driver API and the CUDA Runtime API

Primary Contexts

There exists a one to one relationship between CUDA devices in the CUDA Runtime API and CUcontext s in the CUDA Driver API within a process. The specific context
which the CUDA Runtime API uses for a device is called the device’s primary context. From the perspective of the CUDA Runtime API, a device and its primary context are synonymous.

Initialization and Tear-Down

CUDA Runtime API calls operate on the CUDA Driver API CUcontext which is current to the calling host thread.

The function cudaSetDevice() makes the primary context for the specified device current to the calling thread by calling cuCtxSetCurrent().

The CUDA Runtime API will automatically initialize the primary context for a device at the first CUDA Runtime API call which requires an active context. If no CUcontext is current to the calling thread when a CUDA Runtime API call which requires an active context is made, then the primary context for a device will be selected, made current to the calling thread, and initialized.

The context which the CUDA Runtime API initializes will be initialized using the parameters specified by the CUDA Runtime API functions cudaSetDeviceFlags(), cudaD3D9SetDirect3DDevice(), cudaD3D10SetDirect3DDevice(), cudaD3D11SetDirect3DDevice(), cudaGLSetGLDevice(), and cudaVDPAUSetVDPAUDevice(). Note that these functions will fail with cudaErrorSetOnActiveProcess if they are called when the primary context for the specified device has already been initialized. (or if the current device has already been initialized, in the case of cudaSetDeviceFlags()).

Primary contexts will remain active until they are explicitly deinitialized using cudaDeviceReset(). The function cudaDeviceReset() will deinitialize the primary context for the calling thread’s current device immediately. The context will remain current to all of the threads that it was current to. The next CUDA Runtime API call on any thread which requires an active context will trigger the reinitialization of that device’s primary context.

Note that there is no reference counting of the primary context’s lifetime. It is recommended that the primary context not be deinitialized except just before exit or to recover from an unspecified launch failure.

Context Interoperability

Note that the use of multiple CUcontext s per device within a single process will substantially degrade performance and is strongly discouraged. Instead, it is highly recommended that the implicit one-to-one device-to-context mapping for the process provided by the CUDA Runtime API be used.

If a non-primary CUcontext created by the CUDA Driver API is current to a thread then the CUDA Runtime API calls to that thread will operate on that CUcontext, with some exceptions listed below. Interoperability between data types is discussed in the following sections.
The function `cudaPointerGetAttributes()` will return the error `cudaErrorIncompatibleDriverContext` if the pointer being queried was allocated by a non-primary context. The function `cudaDeviceEnablePeerAccess()` and the rest of the peer access API may not be called when a non-primary CUcontext is current. To use the pointer query and peer access APIs with a context created using the CUDA Driver API, it is necessary that the CUDA Driver API be used to access these features.

All CUDA Runtime API state (e.g. global variables' addresses and values) travels with its underlying CUcontext. In particular, if a CUcontext is moved from one thread to another then all CUDA Runtime API state will move to that thread as well.

Please note that attaching to legacy contexts (those with a version of 3010 as returned by `cuCtxGetApiVersion()`) is not possible. The CUDA Runtime will return `cudaErrorIncompatibleDriverContext` in such cases.

**Interactions between CUstream and cudaStream_t**
The types CUstream and `cudaStream_t` are identical and may be used interchangeably.

**Interactions between CUevent and cudaEvent_t**
The types CUevent and `cudaEvent_t` are identical and may be used interchangeably.

**Interactions between CUarray and cudaArray_t**
The types CUarray and `struct cudaArray *` represent the same data type and may be used interchangeably by casting the two types between each other.

In order to use a CUarray in a CUDA Runtime API function which takes a struct `cudaArray *`, it is necessary to explicitly cast the CUarray to a struct `cudaArray *`.

In order to use a struct `cudaArray *` in a CUDA Driver API function which takes a CUarray, it is necessary to explicitly cast the struct `cudaArray *` to a CUarray.

**Interactions between CUgraphicsResource and cudaGraphicsResource_t**
The types CUgraphicsResource and `cudaGraphicsResource_t` represent the same data type and may be used interchangeably by casting the two types between each other.

In order to use a CUgraphicsResource in a CUDA Runtime API function which takes a `cudaGraphicsResource_t`, it is necessary to explicitly cast the CUgraphicsResource to a `cudaGraphicsResource_t`.

In order to use a `cudaGraphicsResource_t` in a CUDA Driver API function which takes a CUgraphicsResource, it is necessary to explicitly cast the `cudaGraphicsResource_t` to a CUgraphicsResource.
3.27. Profiler Control

This section describes the profiler control functions of the CUDA runtime application programming interface.

cudaError_t cudaProfilerInitialize (const char *configFile, const char *outputFile, cudaOutputMode_t outputFileMode)

Initialize the CUDA profiler.

Parameters

configFile
- Name of the config file that lists the counters/options for profiling.

outputFile
- Name of the outputFile where the profiling results will be stored.

outputMode
- outputMode, can be cudaMemcpyPair OR cudaMemcpy.

Returns

cudaSuccess, cudaErrorInvalidValue, cudaErrorProfilerDisabled

Description

Using this API user can initialize the CUDA profiler by specifying the configuration file, output file and output file format. This API is generally used to profile different set of counters by looping the kernel launch. The configFile parameter can be used to select profiling options including profiler counters. Refer to the "Compute Command Line Profiler User Guide" for supported profiler options and counters.

Limitation: The CUDA profiler cannot be initialized with this API if another profiling tool is already active, as indicated by the cudaErrorProfilerDisabled return code.

Typical usage of the profiling APIs is as follows:

for each set of counters/options { cudaProfilerInitialize(); //Initialize profiling, set the counters/options in the config file ... cudaProfilerStart(); // code to be profiled cudaProfilerStop(); ... cudaProfilerStart(); // code to be profiled cudaProfilerStop(); ... }

Note that this function may also return error codes from previous, asynchronous launches.
See also:
cudaProfilerStart, cudaProfilerStop

cudaError_t cudaProfilerStart (void)
Enable profiling.

Returns
cudaSuccess

Description
Enables profile collection by the active profiling tool for the current context. If profiling is already enabled, then cudaProfilerStart() has no effect.

cudaProfilerStart and cudaProfilerStop APIs are used to programmatically control the profiling granularity by allowing profiling to be done only on selective pieces of code.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaProfilerInitialize, cudaProfilerStop

cudaError_t cudaProfilerStop (void)
Disable profiling.

Returns
cudaSuccess

Description
Disables profile collection by the active profiling tool for the current context. If profiling is already disabled, then cudaProfilerStop() has no effect.

cudaProfilerStart and cudaProfilerStop APIs are used to programmatically control the profiling granularity by allowing profiling to be done only on selective pieces of code.

Note that this function may also return error codes from previous, asynchronous launches.

See also:
cudaProfilerInitialize, cudaProfilerStart

3.28. Data types used by CUDA Runtime
struct cudaChannelFormatDesc
struct cudaDeviceProp
struct cudaExtent
struct cudaFuncAttributes
struct cudalpcEventHandle_t
struct cudalpcMemHandle_t
struct cudaMemcpy3DParms
struct cudaMemcpy3DPeerParms
struct cudaPitchedPtr
struct cudaPointerAttributes
struct cudaPos
struct cudaResourceDesc
struct cudaResourceViewDesc
struct cudaTextureDesc
struct surfaceReference
struct textureReference
enum cudaChannelFormatKind

Channel format kind
Values

```plaintext
cudaChannelFormatKindSigned = 0
    Signed channel format

cudaChannelFormatKindUnsigned = 1
    Unsigned channel format

cudaChannelFormatKindFloat = 2
    Float channel format

cudaChannelFormatKindNone = 3
    No channel format
```

```plaintext
enum cudaComputeMode
    CUDA device compute modes
``` 

Values

```plaintext
cudaComputeModeDefault = 0
    Default compute mode (Multiple threads can use cudaSetDevice() with this device)

cudaComputeModeExclusive = 1
    Compute-exclusive-thread mode (Only one thread in one process will be able to use
    cudaSetDevice() with this device)

cudaComputeModeProhibited = 2
    Compute-prohibited mode (No threads can use cudaSetDevice() with this device)

cudaComputeModeExclusiveProcess = 3
    Compute-exclusive-process mode (Many threads in one process will be able to use
    cudaSetDevice() with this device)
```

```plaintext
enum cudaDeviceAttr
    CUDA device attributes
``` 

Values

```plaintext
cudaDevAttrMaxThreadsPerBlock = 1
    Maximum number of threads per block

cudaDevAttrMaxBlockDimX = 2
    Maximum block dimension X

cudaDevAttrMaxBlockDimY = 3
    Maximum block dimension Y

cudaDevAttrMaxBlockDimZ = 4
    Maximum block dimension Z

cudaDevAttrMaxGridDimX = 5
    Maximum grid dimension X

cudaDevAttrMaxGridDimY = 6
    Maximum grid dimension Y
```
cudaDevAttrMaxGridDimZ = 7
Maximum grid dimension Z

cudaDevAttrMaxSharedMemoryPerBlock = 8
Maximum shared memory available per block in bytes

cudaDevAttrTotalConstantMemory = 9
Memory available on device for __constant__ variables in a CUDA C kernel in bytes

cudaDevAttrWarpSize = 10
Warp size in threads

cudaDevAttrMaxPitch = 11
Maximum pitch in bytes allowed by memory copies

cudaDevAttrMaxRegistersPerBlock = 12
Maximum number of 32-bit registers available per block

cudaDevAttrClockRate = 13
Peak clock frequency in kilohertz

cudaDevAttrTextureAlignment = 14
Alignment requirement for textures

cudaDevAttrGpuOverlap = 15
Device can possibly copy memory and execute a kernel concurrently

cudaDevAttrMultiProcessorCount = 16
Number of multiprocessors on device

cudaDevAttrKernelExecTimeout = 17
Specifies whether there is a run time limit on kernels

cudaDevAttrIntegrated = 18
Device is integrated with host memory

cudaDevAttrCanMapHostMemory = 19
Device can map host memory into CUDA address space

cudaDevAttrComputeMode = 20
Compute mode (See cudaComputeMode for details)

cudaDevAttrMaxTexture1DWidth = 21
Maximum 1D texture width

cudaDevAttrMaxTexture2DWidth = 22
Maximum 2D texture width

cudaDevAttrMaxTexture2DHeight = 23
Maximum 2D texture height

cudaDevAttrMaxTexture3DWidth = 24
Maximum 3D texture width

cudaDevAttrMaxTexture3DHeight = 25
Maximum 3D texture height

cudaDevAttrMaxTexture3DDepth = 26
Maximum 3D texture depth

cudaDevAttrMaxTexture2DLayeredWidth = 27
Maximum 2D layered texture width

cudaDevAttrMaxTexture2DLayeredHeight = 28
Maximum 2D layered texture height
Maximum 2D layered texture height

```
cudaDevAttrMaxTexture2DLayeredLayers = 29
```

Maximum layers in a 2D layered texture

```
cudaDevAttrSurfaceAlignment = 30
```

Alignment requirement for surfaces

```
cudaDevAttrConcurrentKernels = 31
```

Device can possibly execute multiple kernels concurrently

```
cudaDevAttrEccEnabled = 32
```

Device has ECC support enabled

```
cudaDevAttrPciBusId = 33
```

PCI bus ID of the device

```
cudaDevAttrPciDeviceId = 34
```

PCI device ID of the device

```
cudaDevAttrTccDriver = 35
```

Device is using TCC driver model

```
cudaDevAttrMemoryClockRate = 36
```

Peak memory clock frequency in kilohertz

```
cudaDevAttrGlobalMemoryBusWidth = 37
```

Global memory bus width in bits

```
cudaDevAttrL2CacheSize = 38
```

Size of L2 cache in bytes

```
cudaDevAttrMaxThreadsPerMultiProcessor = 39
```

Maximum resident threads per multiprocessor

```
cudaDevAttrAsyncEngineCount = 40
```

Number of asynchronous engines

```
cudaDevAttrUnifiedAddressing = 41
```

Device shares a unified address space with the host

```
cudaDevAttrMaxTexture1DLayeredWidth = 42
```

Maximum 1D layered texture width

```
cudaDevAttrMaxTexture1DLayeredLayers = 43
```

Maximum layers in a 1D layered texture

```
cudaDevAttrMaxTexture2DGatherWidth = 45
```

Maximum 2D texture width if cudaArrayTextureGather is set

```
cudaDevAttrMaxTexture2DGatherHeight = 46
```

Maximum 2D texture height if cudaArrayTextureGather is set

```
cudaDevAttrMaxTexture3DWidthAlt = 47
```

Alternate maximum 3D texture width

```
cudaDevAttrMaxTexture3DHeightAlt = 48
```

Alternate maximum 3D texture height

```
cudaDevAttrMaxTexture3DDepthAlt = 49
```

Alternate maximum 3D texture depth

```
cudaDevAttrPciDomainId = 50
```

PCI domain ID of the device
cudaDevAttrTexturePitchAlignment = 51
    Pitch alignment requirement for textures

cudaDevAttrMaxTextureCubemapWidth = 52
    Maximum cubemap texture width/height

cudaDevAttrMaxTextureCubemapLayeredWidth = 53
    Maximum cubemap layered texture width/height

cudaDevAttrMaxTextureCubemapLayeredLayers = 54
    Maximum layers in a cubemap layered texture

cudaDevAttrMaxSurface1DWidth = 55
    Maximum 1D surface width

cudaDevAttrMaxSurface2DWidth = 56
    Maximum 2D surface width

cudaDevAttrMaxSurface2DHeight = 57
    Maximum 2D surface height

cudaDevAttrMaxSurface3DWidth = 58
    Maximum 3D surface width

cudaDevAttrMaxSurface3DHeight = 59
    Maximum 3D surface height

cudaDevAttrMaxSurface3DDepth = 60
    Maximum 3D surface depth

cudaDevAttrMaxSurface1DLayeredWidth = 61
    Maximum 1D layered surface width

cudaDevAttrMaxSurface1DLayeredLayers = 62
    Maximum layers in a 1D layered surface

cudaDevAttrMaxSurface2DLayeredWidth = 63
    Maximum 2D layered surface width

cudaDevAttrMaxSurface2DLayeredHeight = 64
    Maximum 2D layered surface height

cudaDevAttrMaxSurface2DLayeredLayers = 65
    Maximum layers in a 2D layered surface

cudaDevAttrMaxSurfaceCubemapWidth = 66
    Maximum cubemap surface width

cudaDevAttrMaxSurfaceCubemapLayeredWidth = 67
    Maximum cubemap layered surface width

cudaDevAttrMaxSurfaceCubemapLayeredLayers = 68
    Maximum layers in a cubemap layered surface

cudaDevAttrMaxTexture1DLinearWidth = 69
    Maximum 1D linear texture width

cudaDevAttrMaxTexture2DLinearWidth = 70
    Maximum 2D linear texture width

cudaDevAttrMaxTexture2DLinearHeight = 71
    Maximum 2D linear texture height

cudaDevAttrMaxTexture2DLinearPitch = 72
Maximum 2D linear texture pitch in bytes
\texttt{cudaDevAttrMaxTexture2DMipmappedWidth} = 73
  Maximum mipmapped 2D texture width
\texttt{cudaDevAttrMaxTexture2DMipmappedHeight} = 74
  Maximum mipmapped 2D texture height
\texttt{cudaDevAttrComputeCapabilityMajor} = 75
  Major compute capability version number
\texttt{cudaDevAttrComputeCapabilityMinor} = 76
  Minor compute capability version number
\texttt{cudaDevAttrMaxTexture1DMipmappedWidth} = 77
  Maximum mipmapped 1D texture width
\texttt{cudaDevAttrStreamPrioritiesSupported} = 78
  Device supports stream priorities
\texttt{cudaDevAttrGlobalL1CacheSupported} = 79
  Device supports caching globals in L1
\texttt{cudaDevAttrLocalL1CacheSupported} = 80
  Device supports caching locals in L1
\texttt{cudaDevAttrMaxSharedMemoryPerMultiprocessor} = 81
  Maximum shared memory available per multiprocessor in bytes
\texttt{cudaDevAttrMaxRegistersPerMultiprocessor} = 82
  Maximum number of 32-bit registers available per multiprocessor
\texttt{cudaDevAttrManagedMemory} = 83
  Device can allocate managed memory on this system
\texttt{cudaDevAttrIsMultiGpuBoard} = 84
  Device is on a multi-GPU board
\texttt{cudaDevAttrMultiGpuBoardGroupID} = 85
  Unique identifier for a group of devices on the same multi-GPU board

\textbf{enum cudaError}

CUDA error types

\textbf{Values}

\texttt{cudaSuccess} = 0
  The API call returned with no errors. In the case of query calls, this can also mean that the operation being queried is complete (see \texttt{cudaEventQuery()} and \texttt{cudaStreamQuery()}).
\texttt{cudaErrorMissingConfiguration} = 1
  The device function being invoked (usually via \texttt{cudaLaunch()}) was not previously configured via the \texttt{cudaConfigureCall()} function.
\texttt{cudaErrorMemoryAllocation} = 2
  The API call failed because it was unable to allocate enough memory to perform the requested operation.
cudaErrorInitializationError = 3
The API call failed because the CUDA driver and runtime could not be initialized.

cudaErrorLaunchFailure = 4
An exception occurred on the device while executing a kernel. Common causes include dereferencing an invalid device pointer and accessing out of bounds shared memory. The device cannot be used until cudaThreadExit() is called. All existing device memory allocations are invalid and must be reconstructed if the program is to continue using CUDA.

cudaErrorPriorLaunchFailure = 5
This indicated that a previous kernel launch failed. This was previously used for device emulation of kernel launches. **Deprecated** This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

cudaErrorLaunchTimeout = 6
This indicates that the device kernel took too long to execute. This can only occur if timeouts are enabled - see the device property kernelExecTimeoutEnabled for more information. The device cannot be used until cudaThreadExit() is called. All existing device memory allocations are invalid and must be reconstructed if the program is to continue using CUDA.

cudaErrorLaunchOutOfResources = 7
This indicates that a launch did not occur because it did not have appropriate resources. Although this error is similar to cudaErrorInvalidConfiguration, this error usually indicates that the user has attempted to pass too many arguments to the device kernel, or the kernel launch specifies too many threads for the kernel’s register count.

cudaErrorInvalidDeviceFunction = 8
The requested device function does not exist or is not compiled for the proper device architecture.

cudaErrorInvalidConfiguration = 9
This indicates that a kernel launch is requesting resources that can never be satisfied by the current device. Requesting more shared memory per block than the device supports will trigger this error, as will requesting too many threads or blocks. See cudaDeviceProp for more device limitations.

cudaErrorInvalidDevice = 10
This indicates that the device ordinal supplied by the user does not correspond to a valid CUDA device.

cudaErrorInvalidValue = 11
This indicates that one or more of the parameters passed to the API call is not within an acceptable range of values.

cudaErrorInvalidPitchValue = 12
This indicates that one or more of the pitch-related parameters passed to the API call is not within the acceptable range for pitch.

cudaErrorInvalidSymbol = 13
This indicates that the symbol name/identifier passed to the API call is not a valid name or identifier.

**cudaErrorMapBufferObjectFailed = 14**
This indicates that the buffer object could not be mapped.

**cudaErrorUnmapBufferObjectFailed = 15**
This indicates that the buffer object could not be unmapped.

**cudaErrorInvalidHostPointer = 16**
This indicates that at least one host pointer passed to the API call is not a valid host pointer.

**cudaErrorInvalidDevicePointer = 17**
This indicates that at least one device pointer passed to the API call is not a valid device pointer.

**cudaErrorInvalidTexture = 18**
This indicates that the texture passed to the API call is not a valid texture.

**cudaErrorInvalidTextureBinding = 19**
This indicates that the texture binding is not valid. This occurs if you call `cudaGetTextureAlignmentOffset()` with an unbound texture.

**cudaErrorInvalidChannelDescriptor = 20**
This indicates that the channel descriptor passed to the API call is not valid. This occurs if the format is not one of the formats specified by `cudaChannelFormatKind`, or if one of the dimensions is invalid.

**cudaErrorInvalidMemcpyDirection = 21**
This indicates that the direction of the memcpy passed to the API call is not one of the types specified by `cudaMemcpyKind`.

**cudaErrorAddressOfConstant = 22**
This indicated that the user has taken the address of a constant variable, which was forbidden up until the CUDA 3.1 release. **Deprecated** This error return is deprecated as of CUDA 3.1. Variables in constant memory may now have their address taken by the runtime via `cudaGetSymbolAddress()`.

**cudaErrorTextureFetchFailed = 23**
This indicated that a texture fetch was not able to be performed. This was previously used for device emulation of texture operations. **Deprecated** This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

**cudaErrorTextureNotBound = 24**
This indicated that a texture was not bound for access. This was previously used for device emulation of texture operations. **Deprecated** This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

**cudaErrorSynchronizationError = 25**
This indicated that a synchronization operation had failed. This was previously used for some device emulation functions. **Deprecated** This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

**cudaErrorInvalidFilterSetting = 26**
This indicates that a non-float texture was being accessed with linear filtering. This is not supported by CUDA.

**cudaErrorInvalidNormSetting = 27**
This indicates that an attempt was made to read a non-float texture as a normalized float. This is not supported by CUDA.

**cudaErrorMixedDeviceExecution = 28**
Mixing of device and device emulation code was not allowed. **Deprecated** This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

**cudaErrorCudartUnloading = 29**
This indicates that a CUDA Runtime API call cannot be executed because it is being called during process shut down, at a point in time after CUDA driver has been unloaded.

**cudaErrorUnknown = 30**
This indicates that an unknown internal error has occurred.

**cudaErrorNotYetImplemented = 31**
This indicates that the API call is not yet implemented. Production releases of CUDA will never return this error. **Deprecated** This error return is deprecated as of CUDA 4.1.

**cudaErrorMemoryValueTooLarge = 32**
This indicated that an emulated device pointer exceeded the 32-bit address range. **Deprecated** This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

**cudaErrorInvalidResourceHandle = 33**
This indicates that a resource handle passed to the API call was not valid. Resource handles are opaque types like `cudaStream_t` and `cudaEvent_t`.

**cudaErrorNotReady = 34**
This indicates that asynchronous operations issued previously have not completed yet. This result is not actually an error, but must be indicated differently than `cudaSuccess` (which indicates completion). Calls that may return this value include `cudaEventQuery()` and `cudaStreamQuery()`.

**cudaErrorInsufficientDriver = 35**
This indicates that the installed NVIDIA CUDA driver is older than the CUDA runtime library. This is not a supported configuration. Users should install an updated NVIDIA display driver to allow the application to run.

**cudaErrorSetOnActiveProcess = 36**
This indicates that the user has called `cudaSetValidDevices()`, `cudaSetDeviceFlags()`, `cudaD3D9SetDirect3DDevice()`, `cudaD3D10SetDirect3DDevice()`, `cudaD3D11SetDirect3DDevice()`, or `cudaVDPAUSetVDPAUDevice()` after initializing the CUDA runtime by calling non-device management operations (allocating memory and launching kernels are examples of non-device management operations). This error can also be returned if using runtime/driver interoperability and there is an existing CUcontext active on the host thread.
cudaErrorInvalidSurface = 37
This indicates that the surface passed to the API call is not a valid surface.

cudaErrorNoDevice = 38
This indicates that no CUDA-capable devices were detected by the installed CUDA driver.

cudaErrorECCUncorrectable = 39
This indicates that an uncorrectable ECC error was detected during execution.

cudaErrorSharedObjectSymbolNotFound = 40
This indicates that a link to a shared object failed to resolve.

cudaErrorSharedObjectInitFailed = 41
This indicates that initialization of a shared object failed.

cudaErrorUnsupportedLimit = 42
This indicates that the cudaLimit passed to the API call is not supported by the active device.

cudaErrorDuplicateVariableName = 43
This indicates that multiple global or constant variables (across separate CUDA source files in the application) share the same string name.

cudaErrorDuplicateTextureName = 44
This indicates that multiple textures (across separate CUDA source files in the application) share the same string name.

cudaErrorDuplicateSurfaceName = 45
This indicates that multiple surfaces (across separate CUDA source files in the application) share the same string name.

cudaErrorDevicesUnavailable = 46
This indicates that all CUDA devices are busy or unavailable at the current time. Devices are often busy/unavailable due to use of cudaComputeModeExclusive, cudaComputeModeProhibited or when long running CUDA kernels have filled up the GPU and are blocking new work from starting. They can also be unavailable due to memory constraints on a device that already has active CUDA work being performed.

cudaErrorInvalidKernelImage = 47
This indicates that the device kernel image is invalid.

cudaErrorNoKernelImageForDevice = 48
This indicates that there is no kernel image available that is suitable for the device. This can occur when a user specifies code generation options for a particular CUDA source file that do not include the corresponding device configuration.

cudaErrorIncompatibleDriverContext = 49
This indicates that the current context is not compatible with this the CUDA Runtime. This can only occur if you are using CUDA Runtime/Driver interoperability and have created an existing Driver context using the driver API. The Driver context may be incompatible either because the Driver context was created using an older version of the API, because the Runtime API call expects a primary driver context and the
Driver context is not primary, or because the Driver context has been destroyed. Please see Interactions with the CUDA Driver API" for more information.

cudaErrorPeerAccessAlreadyEnabled = 50

This error indicates that a call to cudaDeviceEnablePeerAccess() is trying to re-enable peer addressing on from a context which has already had peer addressing enabled.

cudaErrorPeerAccessNotEnabled = 51

This error indicates that cudaDeviceDisablePeerAccess() is trying to disable peer addressing which has not been enabled yet via cudaDeviceEnablePeerAccess().

cudaErrorDeviceAlreadyInUse = 54

This indicates that a call tried to access an exclusive-thread device that is already in use by a different thread.

cudaErrorProfilerDisabled = 55

This indicates profiler is not initialized for this run. This can happen when the application is running with external profiling tools like visual profiler.

cudaErrorProfilerNotInitialized = 56

Deprecated This error return is deprecated as of CUDA 5.0. It is no longer an error to attempt to enable/disable the profiling via cudaProfilerStart or cudaProfilerStop without initialization.

cudaErrorProfilerAlreadyStarted = 57

Deprecated This error return is deprecated as of CUDA 5.0. It is no longer an error to call cudaProfilerStart() when profiling is already enabled.

cudaErrorProfilerAlreadyStopped = 58

Deprecated This error return is deprecated as of CUDA 5.0. It is no longer an error to call cudaProfilerStop() when profiling is already disabled.

cudaErrorAssert = 59

An assert triggered in device code during kernel execution. The device cannot be used again until cudaThreadExit() is called. All existing allocations are invalid and must be reconstructed if the program is to continue using CUDA.

cudaErrorTooManyPeers = 60

This error indicates that the hardware resources required to enable peer access have been exhausted for one or more of the devices passed to cudaEnablePeerAccess().

cudaErrorHostMemoryAlreadyRegistered = 61

This error indicates that the memory range passed to cudaHostRegister() has already been registered.

cudaErrorHostMemoryNotRegistered = 62

This error indicates that the pointer passed to cudaHostUnregister() does not correspond to any currently registered memory region.

cudaErrorOperatingSystem = 63

This error indicates that an OS call failed.

cudaErrorPeerAccessUnsupported = 64

This error indicates that P2P access is not supported across the given devices.

cudaErrorLaunchMaxDepthExceeded = 65
This error indicates that a device runtime grid launch did not occur because the depth of the child grid would exceed the maximum supported number of nested grid launches.

**cudaErrorLaunchFileScopedTex = 66**
This error indicates that a grid launch did not occur because the kernel uses file-scoped textures which are unsupported by the device runtime. Kernels launched via the device runtime only support textures created with the Texture Object API’s.

**cudaErrorLaunchFileScopedSurf = 67**
This error indicates that a grid launch did not occur because the kernel uses file-scoped surfaces which are unsupported by the device runtime. Kernels launched via the device runtime only support surfaces created with the Surface Object API’s.

**cudaErrorSyncDepthExceeded = 68**
This error indicates that a call to cudaDeviceSynchronize made from the device runtime failed because the call was made at grid depth greater than either the default (2 levels of grids) or user specified device limit cudaLimitDevRuntimeSyncDepth. To be able to synchronize on launched grids at a greater depth successfully, the maximum nested depth at which cudaDeviceSynchronize will be called must be specified with the cudaLimitDevRuntimeSyncDepth limit to the cudaDeviceSetLimit api before the host-side launch of a kernel using the device runtime. Keep in mind that additional levels of sync depth require the runtime to reserve large amounts of device memory that cannot be used for user allocations.

**cudaErrorLaunchPendingCountExceeded = 69**
This error indicates that a device runtime grid launch failed because the launch would exceed the limit cudaLimitDevRuntimePendingLaunchCount. For this launch to proceed successfully, cudaDeviceSetLimit must be called to set the cudaLimitDevRuntimePendingLaunchCount to be higher than the upper bound of outstanding launches that can be issued to the device runtime. Keep in mind that raising the limit of pending device runtime launches will require the runtime to reserve device memory that cannot be used for user allocations.

**cudaErrorNotPermitted = 70**
This error indicates the attempted operation is not permitted.

**cudaErrorNotSupported = 71**
This error indicates the attempted operation is not supported on the current system or device.

**cudaErrorHardwareStackError = 72**
Device encountered an error in the call stack during kernel execution, possibly due to stack corruption or exceeding the stack size limit. The context cannot be used, so it must be destroyed (and a new one should be created). All existing device memory allocations from this context are invalid and must be reconstructed if the program is to continue using CUDA.

**cudaErrorIllegalInstruction = 73**
The device encountered an illegal instruction during kernel execution. The context cannot be used, so it must be destroyed (and a new one should be created). All existing device memory allocations from this context are invalid and must be reconstructed if the program is to continue using CUDA.

cudaErrorMisalignedAddress = 74

The device encountered a load or store instruction on a memory address which is not aligned. The context cannot be used, so it must be destroyed (and a new one should be created). All existing device memory allocations from this context are invalid and must be reconstructed if the program is to continue using CUDA.

cudaErrorInvalidAddressSpace = 75

While executing a kernel, the device encountered an instruction which can only operate on memory locations in certain address spaces (global, shared, or local), but was supplied a memory address not belonging to an allowed address space. The context cannot be used, so it must be destroyed (and a new one should be created). All existing device memory allocations from this context are invalid and must be reconstructed if the program is to continue using CUDA.

cudaErrorInvalidPc = 76

The device encountered an invalid program counter. The context cannot be used, so it must be destroyed (and a new one should be created). All existing device memory allocations from this context are invalid and must be reconstructed if the program is to continue using CUDA.

cudaErrorIllegalAddress = 77

The device encountered a load or store instruction on an invalid memory address. The context cannot be used, so it must be destroyed (and a new one should be created). All existing device memory allocations from this context are invalid and must be reconstructed if the program is to continue using CUDA.

cudaErrorStartupFailure = 0x7f

This indicates an internal startup failure in the CUDA runtime.

cudaErrorApiFailureBase = 10000

Any unhandled CUDA driver error is added to this value and returned via the runtime. Production releases of CUDA should not return such errors. Deprecated

This error return is deprecated as of CUDA 4.1.

**enum cudaFuncCache**

CUDA function cache configurations

**Values**

- **cudaFuncCachePreferNone = 0**
  - Default function cache configuration, no preference
- **cudaFuncCachePreferShared = 1**
  - Prefer larger shared memory and smaller L1 cache
- **cudaFuncCachePreferL1 = 2**
Modules

Prefer larger L1 cache and smaller shared memory
\texttt{cudaFuncCachePreferEqual = 3}
Prefer equal size L1 cache and shared memory

\textbf{enum cudaGraphicsCubeFace}

CUDA graphics interop array indices for cube maps

\textbf{Values}

\texttt{cudaGraphicsCubeFacePositiveX = 0x00}
Positive X face of cubemap
\texttt{cudaGraphicsCubeFaceNegativeX = 0x01}
Negative X face of cubemap
\texttt{cudaGraphicsCubeFacePositiveY = 0x02}
Positive Y face of cubemap
\texttt{cudaGraphicsCubeFaceNegativeY = 0x03}
Negative Y face of cubemap
\texttt{cudaGraphicsCubeFacePositiveZ = 0x04}
Positive Z face of cubemap
\texttt{cudaGraphicsCubeFaceNegativeZ = 0x05}
Negative Z face of cubemap

\textbf{enum cudaGraphicsMapFlags}

CUDA graphics interop map flags

\textbf{Values}

\texttt{cudaGraphicsMapFlagsNone = 0}
Default; Assume resource can be read/written
\texttt{cudaGraphicsMapFlagsReadOnly = 1}
CUDA will not write to this resource
\texttt{cudaGraphicsMapFlagsWriteDiscard = 2}
CUDA will only write to and will not read from this resource

\textbf{enum cudaGraphicsRegisterFlags}

CUDA graphics interop register flags

\textbf{Values}

\texttt{cudaGraphicsRegisterFlagsNone = 0}
Default
\texttt{cudaGraphicsRegisterFlagsReadOnly = 1}
CUDA will not write to this resource
cudaGraphicsRegisterFlagsWriteDiscard = 2
   CUDA will only write to and will not read from this resource
cudaGraphicsRegisterFlagsSurfaceLoadStore = 4
   CUDA will bind this resource to a surface reference
cudaGraphicsRegisterFlagsTextureGather = 8
   CUDA will perform texture gather operations on this resource

enum cudaLimit

CUDA Limits

Values

cudaLimitStackSize = 0x00
   GPU thread stack size
cudaLimitPrintfFifoSize = 0x01
   GPU printf/fprintf FIFO size
cudaLimitMallocHeapSize = 0x02
   GPU malloc heap size
cudaLimitDevRuntimeSyncDepth = 0x03
   GPU device runtime synchronize depth
cudaLimitDevRuntimePendingLaunchCount = 0x04
   GPU device runtime pending launch count

enum cudaMemcpyKind

CUDA memory copy types

Values

cudaMemcpyHostToHost = 0
   Host -> Host
cudaMemcpyHostToDevice = 1
   Host -> Device
cudaMemcpyDeviceToHost = 2
   Device -> Host
cudaMemcpyDeviceToDevice = 3
   Device -> Device
cudaMemcpyDefault = 4
   Default based unified virtual address space

enum cudaMemoryType

CUDA memory types
Values

cudaMemoryTypeHost = 1
   Host memory

cudaMemoryTypeDevice = 2
   Device memory

enum cudaOutputMode

CUDA Profiler Output modes

Values

cudaKeyValuePair = 0x00
   Output mode Key-Value pair format.

cudaCSV = 0x01
   Output mode Comma separated values format.

enum cudaResourceType

CUDA resource types

Values

cudaResourceTypeArray = 0x00
   Array resource

cudaResourceTypeMipmappedArray = 0x01
   Mipmapped array resource

cudaResourceTypeLinear = 0x02
   Linear resource

cudaResourceTypePitch2D = 0x03
   Pitch 2D resource

enum cudaResourceViewFormat

CUDA texture resource view formats

Values

cudaResViewFormatNone = 0x00
   No resource view format (use underlying resource format)

cudaResViewFormatUnsignedChar1 = 0x01
   1 channel unsigned 8-bit integers

cudaResViewFormatUnsignedChar2 = 0x02
   2 channel unsigned 8-bit integers

cudaResViewFormatUnsignedChar4 = 0x03
   4 channel unsigned 8-bit integers
<table>
<thead>
<tr>
<th>cudaResViewFormat</th>
<th>Format Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>cudaResViewFormatSignedChar1</td>
<td>1 channel signed 8-bit integers</td>
<td>0x04</td>
</tr>
<tr>
<td>cudaResViewFormatSignedChar2</td>
<td>2 channel signed 8-bit integers</td>
<td>0x05</td>
</tr>
<tr>
<td>cudaResViewFormatSignedChar4</td>
<td>4 channel signed 8-bit integers</td>
<td>0x06</td>
</tr>
<tr>
<td>cudaResViewFormatUnsignedShort1</td>
<td>1 channel unsigned 16-bit integers</td>
<td>0x07</td>
</tr>
<tr>
<td>cudaResViewFormatUnsignedShort2</td>
<td>2 channel unsigned 16-bit integers</td>
<td>0x08</td>
</tr>
<tr>
<td>cudaResViewFormatUnsignedShort4</td>
<td>4 channel unsigned 16-bit integers</td>
<td>0x09</td>
</tr>
<tr>
<td>cudaResViewFormatSignedShort1</td>
<td>1 channel signed 16-bit integers</td>
<td>0x0a</td>
</tr>
<tr>
<td>cudaResViewFormatSignedShort2</td>
<td>2 channel signed 16-bit integers</td>
<td>0x0b</td>
</tr>
<tr>
<td>cudaResViewFormatSignedShort4</td>
<td>4 channel signed 16-bit integers</td>
<td>0x0c</td>
</tr>
<tr>
<td>cudaResViewFormatUnsignedInt1</td>
<td>1 channel unsigned 32-bit integers</td>
<td>0x0d</td>
</tr>
<tr>
<td>cudaResViewFormatUnsignedInt2</td>
<td>2 channel unsigned 32-bit integers</td>
<td>0x0e</td>
</tr>
<tr>
<td>cudaResViewFormatUnsignedInt4</td>
<td>4 channel unsigned 32-bit integers</td>
<td>0x0f</td>
</tr>
<tr>
<td>cudaResViewFormatSignedInt1</td>
<td>1 channel signed 32-bit integers</td>
<td>0x10</td>
</tr>
<tr>
<td>cudaResViewFormatSignedInt2</td>
<td>2 channel signed 32-bit integers</td>
<td>0x11</td>
</tr>
<tr>
<td>cudaResViewFormatSignedInt4</td>
<td>4 channel signed 32-bit integers</td>
<td>0x12</td>
</tr>
<tr>
<td>cudaResViewFormatHalf1</td>
<td>1 channel 16-bit floating point</td>
<td>0x13</td>
</tr>
<tr>
<td>cudaResViewFormatHalf2</td>
<td>2 channel 16-bit floating point</td>
<td>0x14</td>
</tr>
<tr>
<td>cudaResViewFormatHalf4</td>
<td>4 channel 16-bit floating point</td>
<td>0x15</td>
</tr>
<tr>
<td>cudaResViewFormatFloat1</td>
<td>1 channel 32-bit floating point</td>
<td>0x16</td>
</tr>
<tr>
<td>cudaResViewFormatFloat2</td>
<td>2 channel 32-bit floating point</td>
<td>0x17</td>
</tr>
<tr>
<td>cudaResViewFormatFloat4</td>
<td>4 channel 32-bit floating point</td>
<td>0x18</td>
</tr>
<tr>
<td>cudaResViewFormatUnsignedBlockCompressed1</td>
<td>1 channel unsigned block compressed</td>
<td>0x19</td>
</tr>
</tbody>
</table>
Block compressed 1
\texttt{cudaResViewFormatUnsignedBlockCompressed2 = 0x1a}
Block compressed 2
\texttt{cudaResViewFormatUnsignedBlockCompressed3 = 0x1b}
Block compressed 3
\texttt{cudaResViewFormatUnsignedBlockCompressed4 = 0x1c}
Block compressed 4 unsigned
\texttt{cudaResViewFormatSignedBlockCompressed4 = 0x1d}
Block compressed 4 signed
\texttt{cudaResViewFormatUnsignedBlockCompressed5 = 0x1e}
Block compressed 5 unsigned
\texttt{cudaResViewFormatSignedBlockCompressed5 = 0x1f}
Block compressed 5 signed
\texttt{cudaResViewFormatUnsignedBlockCompressed6H = 0x20}
Block compressed 6 unsigned half-float
\texttt{cudaResViewFormatSignedBlockCompressed6H = 0x21}
Block compressed 6 signed half-float
\texttt{cudaResViewFormatUnsignedBlockCompressed7 = 0x22}
Block compressed 7

\textbf{enum cudaSharedMemConfig}
CUDA shared memory configuration

Values
\texttt{cudaSharedMemBankSizeDefault = 0}
\texttt{cudaSharedMemBankSizeFourByte = 1}
\texttt{cudaSharedMemBankSizeEightByte = 2}

\textbf{enum cudaSurfaceBoundaryMode}
CUDA Surface boundary modes

Values
\texttt{cudaBoundaryModeZero = 0}
Zero boundary mode
\texttt{cudaBoundaryModeClamp = 1}
Clamp boundary mode
\texttt{cudaBoundaryModeTrap = 2}
Trap boundary mode
enum cudaSurfaceFormatMode
CUDA Surface format modes

Values

cudaFormatModeForced = 0
    Forced format mode
cudaFormatModeAuto = 1
    Auto format mode

enum cudaTextureAddressMode
CUDA texture address modes

Values

cudaAddressModeWrap = 0
    Wrapping address mode
cudaAddressModeClamp = 1
    Clamp to edge address mode
cudaAddressModeMirror = 2
    Mirror address mode
cudaAddressModeBorder = 3
    Border address mode

enum cudaTextureFilterMode
CUDA texture filter modes

Values

cudaFilterModePoint = 0
    Point filter mode
cudaFilterModeLinear = 1
    Linear filter mode

enum cudaTextureReadMode
CUDA texture read modes

Values

cudaReadModeElementType = 0
    Read texture as specified element type
cudaReadModeNormalizedFloat = 1
Read texture as normalized float

typedef cudaArray *cudaArray_const_t
CUDA array (as source copy argument)

typedef cudaArray *cudaArray_t
CUDA array

typedef cudaError_t
CUDA Error types

typedef struct CUevent_st *cudaEvent_t
CUDA event types

typedef cudaGraphicsResource *cudaGraphicsResource_t
CUDA graphics resource types

typedef cudaMipmappedArray *cudaMipmappedArray_const_t
CUDA mipmapped array (as source argument)

typedef cudaMipmappedArray *cudaMipmappedArray_t
CUDA mipmapped array

typedef cudaOutputMode_t
CUDA output file modes

typedef struct CUstream_st *cudaStream_t
CUDA stream

typedef unsigned long long cudaSurfaceObject_t
CUDA Surface object
typedef unsigned long long cudaTextureObject_t
CUDA texture object

typedef struct CUuuid_stcudaUUID_t
CUDA UUID types

#define CUDA_IPC_HANDLE_SIZE 64
CUDA IPC Handle Size

#define cudaArrayCubemap 0x04
Must be set in cudaMalloc3DArray to create a cubemap CUDA array

#define cudaArrayDefault 0x00
Default CUDA array allocation flag

#define cudaArrayLayered 0x01
Must be set in cudaMalloc3DArray to create a layered CUDA array

#define cudaArraySurfaceLoadStore 0x02
Must be set in cudaMallocArray or cudaMalloc3DArray in order to bind surfaces to the CUDA array

#define cudaArrayTextureGather 0x08
Must be set in cudaMallocArray or cudaMalloc3DArray in order to perform texture gather operations on the CUDA array

#define cudaDeviceBlockingSync 0x04
Deprecated This flag was deprecated as of CUDA 4.0 and replaced with cudaDeviceScheduleBlockingSync.
Device flag - Use blocking synchronization

#define cudaDeviceLmemResizeToMax 0x10
Device flag - Keep local memory allocation after launch
#define cudaDeviceMapHost 0x08
Device flag - Support mapped pinned allocations

#define cudaDeviceMask 0x1f
Device flags mask

#define cudaDevicePropDontCare
Empty device properties

#define cudaDeviceScheduleAuto 0x00
Device flag - Automatic scheduling

#define cudaDeviceScheduleBlockingSync 0x04
Device flag - Use blocking synchronization

#define cudaDeviceScheduleMask 0x07
Device schedule flags mask

#define cudaDeviceScheduleSpin 0x01
Device flag - Spin default scheduling

#define cudaDeviceScheduleYield 0x02
Device flag - Yield default scheduling

#define cudaEventBlockingSync 0x01
Event uses blocking synchronization

#define cudaEventDefault 0x00
Default event flag

#define cudaEventDisableTiming 0x02
Event will not record timing data
#define cudaEventInterprocess 0x04
Event is suitable for interprocess use. cudaEventDisableTiming must be set

#define cudaHostAllocDefault 0x00
Default page-locked allocation flag

#define cudaHostAllocMapped 0x02
Map allocation into device space

#define cudaHostAllocPortable 0x01
Pinned memory accessible by all CUDA contexts

#define cudaHostAllocWriteCombined 0x04
Write-combined memory

#define cudaHostRegisterDefault 0x00
Default host memory registration flag

#define cudaHostRegisterMapped 0x02
Map registered memory into device space

#define cudaHostRegisterPortable 0x01
Pinned memory accessible by all CUDA contexts

#define cudalpcMemLazyEnablePeerAccess 0x01
Automatically enable peer access between remote devices as needed

#define cudaMemAttachGlobal 0x01
Memory can be accessed by any stream on any device

#define cudaMemAttachHost 0x02
Memory cannot be accessed by any stream on any device
#define cudaMemAttachSingle 0x04
Memory can only be accessed by a single stream on the associated device

#define cudaPeerAccessDefault 0x00
Default peer addressing enable flag

#define cudaStreamDefault 0x00
Default stream flag

#define cudaStreamNonBlocking 0x01
Stream does not synchronize with stream 0 (the NULL stream)
Here are the data structures with brief descriptions:

cudaChannelFormatDesc
cudaDeviceProp
cudaExtent
cudaFuncAttributes
cudaIpcEventHandle_t
cudaIpcMemHandle_t
cudaMemcpy3DParms
cudaMemcpy3DPeerParms
cudaPitchedPtr
cudaPointerAttributes
cudaPos
cudaResourceDesc
cudaResourceViewDesc
cudaTextureDesc
surfaceReference
textureReference

4.1. cudaChannelFormatDesc Struct Reference

CUDA Channel format descriptor

enum cudaChannelFormatKind

cudaChannelFormatDesc::f

Channel format kind
4.2. cudaMemcpy Struct Reference
CUDA device properties

int cudaMemcpy::asyncEngineCount
Number of asynchronous engines

int cudaMemcpy::canMapHostMemory
Device can map host memory with cudaMemcpy/cudaHostGetDevicePointer

int cudaMemcpy::clockRate
Clock frequency in kilohertz

int cudaMemcpy::computeMode
Compute mode (See cudaMemcpyMode)

int cudaMemcpy::concurrentKernels
Device can possibly execute multiple kernels concurrently

int cudaMemcpy::deviceOverlap
Device can concurrently copy memory and execute a kernel. Deprecated. Use instead asyncEngineCount.
int cudaDeviceProp::ECCEnabled
Device has ECC support enabled

int cudaDeviceProp::globalL1CacheSupported
Device supports caching globals in L1

int cudaDeviceProp::integrated
Device is integrated as opposed to discrete

int cudaDeviceProp::isMultiGpuBoard
Device is on a multi-GPU board

int cudaDeviceProp::kernelExecTimeoutEnabled
Specified whether there is a run time limit on kernels

int cudaDeviceProp::l2CacheSize
Size of L2 cache in bytes

int cudaDeviceProp::localL1CacheSupported
Device supports caching locals in L1

int cudaDeviceProp::major
Major compute capability

int cudaDeviceProp::managedMemory
Device supports allocating managed memory on this system

int cudaDeviceProp::maxGridSize
Maximum size of each dimension of a grid

int cudaDeviceProp::maxSurface1D
Maximum 1D surface size
int cudaDeviceProp::maxSurface1DLayered
Maximum 1D layered surface dimensions

int cudaDeviceProp::maxSurface2D
Maximum 2D surface dimensions

int cudaDeviceProp::maxSurface2DLayered
Maximum 2D layered surface dimensions

int cudaDeviceProp::maxSurface3D
Maximum 3D surface dimensions

int cudaDeviceProp::maxSurfaceCubemap
Maximum Cubemap surface dimensions

int cudaDeviceProp::maxSurfaceCubemapLayered
Maximum Cubemap layered surface dimensions

int cudaDeviceProp::maxTexture1D
Maximum 1D texture size

int cudaDeviceProp::maxTexture1DLayered
Maximum 1D layered texture dimensions

int cudaDeviceProp::maxTexture1DLinear
Maximum size for 1D textures bound to linear memory

int cudaDeviceProp::maxTexture1DMipmap
Maximum 1D mipmapped texture size

int cudaDeviceProp::maxTexture2D
Maximum 2D texture dimensions
int cudaDeviceProp::maxTexture2DGather
Maximum 2D texture dimensions if texture gather operations have to be performed

int cudaDeviceProp::maxTexture2DLayered
Maximum 2D layered texture dimensions

int cudaDeviceProp::maxTexture2DLinear
Maximum dimensions (width, height, pitch) for 2D textures bound to pitched memory

int cudaDeviceProp::maxTexture2DMipmap
Maximum 2D mipmapped texture dimensions

int cudaDeviceProp::maxTexture3D
Maximum 3D texture dimensions

int cudaDeviceProp::maxTexture3DAlt
Maximum alternate 3D texture dimensions

int cudaDeviceProp::maxTextureCubemap
Maximum Cubemap texture dimensions

int cudaDeviceProp::maxTextureCubemapLayered
Maximum Cubemap layered texture dimensions

int cudaDeviceProp::maxThreadsDim
Maximum size of each dimension of a block

int cudaDeviceProp::maxThreadsPerBlock
Maximum number of threads per block

int cudaDeviceProp::maxThreadsPerMultiProcessor
Maximum resident threads per multiprocessor
int cudaDeviceProp::memoryBusWidth
Global memory bus width in bits

int cudaDeviceProp::memoryClockRate
Peak memory clock frequency in kilohertz

size_t cudaDeviceProp::memPitch
Maximum pitch in bytes allowed by memory copies

int cudaDeviceProp::minor
Minor compute capability

int cudaDeviceProp::multiGpuBoardGroupID
Unique identifier for a group of devices on the same multi-GPU board

int cudaDeviceProp::multiProcessorCount
Number of multiprocessors on device

char cudaDeviceProp::name
ASCII string identifying device

int cudaDeviceProp::pciBusID
PCI bus ID of the device

int cudaDeviceProp::pciDeviceID
PCI device ID of the device

int cudaDeviceProp::pciDomainID
PCI domain ID of the device

int cudaDeviceProp::regsPerBlock
32-bit registers available per block
int cudaDeviceProp::regsPerMultiprocessor
32-bit registers available per multiprocessor

size_t cudaDeviceProp::sharedMemPerBlock
Shared memory available per block in bytes

size_t cudaDeviceProp::sharedMemPerMultiprocessor
Shared memory available per multiprocessor in bytes

int cudaDeviceProp::streamPrioritiesSupported
Device supports stream priorities

size_t cudaDeviceProp::surfaceAlignment
Alignment requirements for surfaces

int cudaDeviceProp::tccDriver
1 if device is a Tesla device using TCC driver, 0 otherwise

size_t cudaDeviceProp::textureAlignment
Alignment requirement for textures

size_t cudaDeviceProp::texturePitchAlignment
Pitch alignment requirement for texture references bound to pitched memory

size_t cudaDeviceProp::totalConstMem
Constant memory available on device in bytes

size_t cudaDeviceProp::totalGlobalMem
Global memory available on device in bytes

int cudaDeviceProp::unifiedAddressing
Device shares a unified address space with the host
int cudaDeviceProp::warpSize
Warp size in threads

4.3. cudaExtent Struct Reference
CUDA extent
See also:
make_cudaExtent

size_t cudaExtent::depth
Depth in elements

size_t cudaExtent::height
Height in elements

size_t cudaExtent::width
Width in elements when referring to array memory, in bytes when referring to linear memory

4.4. cudaFuncAttributes Struct Reference
CUDA function attributes

int cudaFuncAttributes::binaryVersion
The binary architecture version for which the function was compiled. This value is the major binary version * 10 + the minor binary version, so a binary version 1.3 function would return the value 13.

int cudaFuncAttributes::cacheModeCA
The attribute to indicate whether the function has been compiled with user specified option "-Xptxas --dlcm=ca" set.

size_t cudaFuncAttributes::constSizeBytes
The size in bytes of user-allocated constant memory required by this function.
size_t cudaFuncAttributes::localSizeBytes
The size in bytes of local memory used by each thread of this function.

int cudaFuncAttributes::maxThreadsPerBlock
The maximum number of threads per block, beyond which a launch of the function would fail. This number depends on both the function and the device on which the function is currently loaded.

int cudaFuncAttributes::numRegs
The number of registers used by each thread of this function.

int cudaFuncAttributes::ptxVersion
The PTX virtual architecture version for which the function was compiled. This value is the major PTX version * 10 + the minor PTX version, so a PTX version 1.3 function would return the value 13.

size_t cudaFuncAttributes::sharedSizeBytes
The size in bytes of statically-allocated shared memory per block required by this function. This does not include dynamically-allocated shared memory requested by the user at runtime.

4.5. cudaIpcEventHandle_t Struct Reference
CUDA IPC event handle

4.6. cudaIpcMemHandle_t Struct Reference
CUDA IPC memory handle

4.7. cudaMemcpy3DParms Struct Reference
CUDA 3D memory copying parameters

cudaArray_t cudaMemcpy3DParms::dstArray
Destination memory address
struct cudaPos cudaMemcpy3DParms::dstPos
Destination position offset

struct cudaPitchedPtr cudaMemcpy3DParms::dstPtr
Pitched destination memory address

struct cudaExtent cudaMemcpy3DParms::extent
Requested memory copy size

enum cudaMemcpyKind cudaMemcpy3DParms::kind
Type of transfer

cudaArray_t cudaMemcpy3DParms::srcArray
Source memory address

struct cudaPos cudaMemcpy3DParms::srcPos
Source position offset

struct cudaPitchedPtr cudaMemcpy3DParms::srcPtr
Pitched source memory address

4.8. cudaMemcpy3DPeerParms Struct Reference
CUDA 3D cross-device memory copying parameters

cudaArray_t cudaMemcpy3DPeerParms::dstArray
Destination memory address

int cudaMemcpy3DPeerParms::dstDevice
Destination device

struct cudaMemcpy3DPeerParms::dstPos
Destination position offset
struct cudaPitchedPtr cudaMemcpy3DPeerParms::dstPtr
Pitched destination memory address

struct cudaExtent cudaMemcpy3DPeerParms::extent
Requested memory copy size

cudaArray_t cudaMemcpy3DPeerParms::srcArray
Source memory address

int cudaMemcpy3DPeerParms::srcDevice
Source device

struct cudaMemcpy3DPeerParms::srcPos
Source position offset

struct cudaPitchedPtr cudaMemcpy3DPeerParms::srcPtr
Pitched source memory address

4.9. cudaMemcpy3DPeerParms Struct Reference

CUDA Pitched memory pointer

See also:
make_cudaPitchedPtr

size_t cudaMemcpy3DPeerParms::pitch
Pitch of allocated memory in bytes

void *cudaPitchedPtr::ptr
Pointer to allocated memory

size_t cudaMemcpy3DPeerParms::xsize
Logical width of allocation in elements
size_t cudaPitchedPtr::ysize
Logical height of allocation in elements

4.10. cudaPointerAttributes Struct Reference
CUDA pointer attributes

int cudaPointerAttributes::device
The device against which the memory was allocated or registered. If the memory type is cudaMemoryTypeDevice then this identifies the device on which the memory referred physically resides. If the memory type is cudaMemoryTypeHost then this identifies the device which was current when the memory was allocated or registered (and if that device is deinitialized then this allocation will vanish with that device’s state).

void *cudaPointerAttributes::devicePointer
The address which may be dereferenced on the current device to access the memory or NULL if no such address exists.

void *cudaPointerAttributes::hostPointer
The address which may be dereferenced on the host to access the memory or NULL if no such address exists.

int cudaPointerAttributes::isManaged
Indicates if this pointer points to managed memory

enum cudaMemoryType
cudaPointerAttributes::memoryType
The physical location of the memory, cudaMemoryTypeHost or cudaMemoryTypeDevice.

4.11. cudaPos Struct Reference
CUDA 3D position

See also:
make_cudaPos
size_t cudaPos::x

x

size_t cudaPos::y

y

size_t cudaPos::z

z

4.12. cudaResourceDesc Struct Reference

CUDA resource descriptor

cudaArray_t cudaResourceDesc::array

CUDA array

struct cudaChannelFormatDesc cudaResourceDesc::desc

Channel descriptor

void *cudaResourceDesc::devPtr

Device pointer

size_t cudaResourceDesc::height

Height of the array in elements

cudaMipmappedArray_t cudaResourceDesc::mipmap

CUDA mipmapped array

size_t cudaResourceDesc::pitchInBytes

Pitch between two rows in bytes

enum cudaResourceType cudaResourceDesc::resType

Resource type
size_t cudaResourceDesc::sizeInBytes
Size in bytes

size_t cudaResourceDesc::width
Width of the array in elements

4.13. cudaResourceViewDesc Struct Reference
CUDA resource view descriptor

size_t cudaResourceViewDesc::depth
Depth of the resource view

unsigned int cudaResourceViewDesc::firstLayer
First layer index

unsigned int cudaResourceViewDesc::firstMipmapLevel
First defined mipmap level

enum cudaResourceViewFormat

cudaResourceViewDesc::format
Resource view format

size_t cudaResourceViewDesc::height
Height of the resource view

unsigned int cudaResourceViewDesc::lastLayer
Last layer index

unsigned int cudaResourceViewDesc::lastMipmapLevel
Last defined mipmap level
size_t cudaResourceViewDesc::width
Width of the resource view

4.14. cudaTextureDesc Struct Reference
CUDA texture descriptor

enum cudaTextureAddressMode
cudaTextureDesc::addressMode
Texture address mode for up to 3 dimensions

enum cudaTextureFilterMode
cudaTextureDesc::filterMode
Texture filter mode

unsigned int cudaTextureDesc::maxAnisotropy
Limit to the anisotropy ratio

float cudaTextureDesc::maxMipmapLevelClamp
Upper end of the mipmap level range to clamp access to

float cudaTextureDesc::minMipmapLevelClamp
Lower end of the mipmap level range to clamp access to

enum cudaTextureFilterMode
cudaTextureDesc::mipmapFilterMode
Mipmap filter mode

float cudaTextureDesc::mipmapLevelBias
Offset applied to the supplied mipmap level

int cudaTextureDesc::normalizedCoords
Indicates whether texture reads are normalized or not
enumcudaTextureReadMode
cudaTextureDesc::readMode

Texture read mode

int cudaTextureDesc::sRGB

Perform sRGB->linear conversion during texture read

4.15. surfaceReference Struct Reference

CUDA Surface reference

struct cudaChannelFormatDesc
surfaceReference::channelDesc

Channel descriptor for surface reference

4.16. textureReference Struct Reference

CUDA texture reference

enumcudaTextureAddressMode
textureReference::addressMode

Texture address mode for up to 3 dimensions

struct cudaChannelFormatDesc
textureReference::channelDesc

Channel descriptor for the texture reference

enumcudaTextureFilterMode
textureReference::filterMode

Texture filter mode

unsigned int textureReference::maxAnisotropy

Limit to the anisotropy ratio
float textureReference::maxMipmapLevelClamp
Upper end of the mipmap level range to clamp access to

float textureReference::minMipmapLevelClamp
Lower end of the mipmap level range to clamp access to

denum cudaTextureFilterMode
textureReference::mipmapFilterMode
Mipmap filter mode

float textureReference::mipmapLevelBias
Offset applied to the supplied mipmap level

int textureReference::normalized
Indicates whether texture reads are normalized or not

int textureReference::sRGB
Perform sRGB->linear conversion during texture read
Here is a list of all documented struct and union fields with links to the struct/union documentation for each field:

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cudaDeviceProp

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sharedMemPerBlock
  cudaDeviceProp
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  cudaDeviceProp
sharedSizeBytes
  cuda(FuncAttributes)
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  cudaDeviceProp

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Data Fields

- \( W \)
  - `cudaChannelFormatDesc`

- `warpSize`
  - `cudaDeviceProp`

- `width`
  - `cudaResourceDesc`
  - `cudaExtent`
  - `cudaResourceViewDesc`

- \( X \)
  - `cudaChannelFormatDesc`
  - `cudaPos`
  - `xsize`
  - `cudaPitchedPtr`

- \( Y \)
  - `cudaChannelFormatDesc`
  - `cudaPos`
  - `ysize`
  - `cudaPitchedPtr`

- \( Z \)
  - `cudaChannelFormatDesc`
  - `cudaPos`
Chapter 6.
DEPRECATED LIST

Global cudaThreadExit

Global cudaThreadGetCacheConfig

Global cudaThreadGetLimit

Global cudaThreadSetCacheConfig

Global cudaThreadSetLimit

Global cudaThreadSynchronize

Global cudaGLMapBufferObject
   This function is deprecated as of CUDA 3.0.

Global cudaGLMapBufferObjectAsync
   This function is deprecated as of CUDA 3.0.
Global cudaGLRegisterBufferObject
This function is deprecated as of CUDA 3.0.

Global cudaGLSetBufferObjectMapFlags
This function is deprecated as of CUDA 3.0.

Global cudaGLSetGLDevice
This function is deprecated as of CUDA 5.0.

Global cudaGLUnmapBufferObject
This function is deprecated as of CUDA 3.0.

Global cudaGLUnmapBufferObjectAsync
This function is deprecated as of CUDA 3.0.

Global cudaGLUnregisterBufferObject
This function is deprecated as of CUDA 3.0.

Global cudaD3D9MapResources
This function is deprecated as of CUDA 3.0.

Global cudaD3D9RegisterResource
This function is deprecated as of CUDA 3.0.

Global cudaD3D9ResourceGetMappedArray
This function is deprecated as of CUDA 3.0.

Global cudaD3D9ResourceGetMappedPitch
This function is deprecated as of CUDA 3.0.
Global cudaD3D9ResourceGetMappedPointer
This function is deprecated as of CUDA 3.0.

Global cudaD3D9ResourceGetMappedSize
This function is deprecated as of CUDA 3.0.

Global cudaD3D9ResourceGetSurfaceDimensions
This function is deprecated as of CUDA 3.0.

Global cudaD3D9ResourceSetMapFlags
This function is deprecated as of CUDA 3.0.

Global cudaD3D9UnmapResources
This function is deprecated as of CUDA 3.0.

Global cudaD3D9UnregisterResource
This function is deprecated as of CUDA 3.0.

Global cudaD3D10GetDirect3DDevice
This function is deprecated as of CUDA 5.0.

Global cudaD3D10MapResources
This function is deprecated as of CUDA 3.0.

Global cudaD3D10RegisterResource
This function is deprecated as of CUDA 3.0.

Global cudaD3D10ResourceGetMappedArray
This function is deprecated as of CUDA 3.0.
Global `cudaD3D10ResourceGetMappedPitch`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D10ResourceGetMappedPointer`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D10ResourceGetMappedSize`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D10ResourceGetSurfaceDimensions`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D10ResourceSetMapFlags`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D10SetDirect3DDevice`
   This function is deprecated as of CUDA 5.0.

Global `cudaD3D10UnmapResources`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D10UnregisterResource`
   This function is deprecated as of CUDA 3.0.

Global `cudaD3D11GetDirect3DDevice`
   This function is deprecated as of CUDA 5.0.

Global `cudaD3D11SetDirect3DDevice`
   This function is deprecated as of CUDA 5.0.
Global cudaErrorPriorLaunchFailure

This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global cudaErrorAddressOfConstant

This error return is deprecated as of CUDA 3.1. Variables in constant memory may now have their address taken by the runtime via cudaGetSymbolAddress().

Global cudaErrorTextureFetchFailed

This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global cudaErrorTextureNotBound

This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global cudaErrorSynchronizationError

This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global cudaErrorMixedDeviceExecution

This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global cudaErrorNotYetImplemented

This error return is deprecated as of CUDA 4.1.

Global cudaErrorMemoryValueTooLarge

This error return is deprecated as of CUDA 3.1. Device emulation mode was removed with the CUDA 3.1 release.

Global cudaErrorProfilerNotInitialized

This error return is deprecated as of CUDA 5.0. It is no longer an error to attempt to enable/disable the profiling via cudaProfilerStart or cudaProfilerStop without initialization.
Global cudaErrorProfilerAlreadyStarted

This error return is deprecated as of CUDA 5.0. It is no longer an error to call cudaProfilerStart() when profiling is already enabled.

Global cudaErrorProfilerAlreadyStopped

This error return is deprecated as of CUDA 5.0. It is no longer an error to call cudaProfilerStop() when profiling is already disabled.

Global cudaErrorApiFailureBase

This error return is deprecated as of CUDA 4.1.

Global cudaDeviceBlockingSync

This flag was deprecated as of CUDA 4.0 and replaced with cudaDeviceScheduleBlockingSync.
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