



NVIDIA CUDA

Reference Manual

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Contents

1	Deprecated List	1
2	Module Index	5
2.1	Modules	5
3	Data Structure Index	7
3.1	Data Structures	7
4	Module Documentation	9
4.1	CUDA Runtime API	9
4.1.1	Detailed Description	9
4.2	Thread Management	11
4.2.1	Detailed Description	11
4.2.2	Function Documentation	11
4.2.2.1	cudaThreadExit	11
4.2.2.2	cudaThreadGetLimit	11
4.2.2.3	cudaThreadSetLimit	12
4.2.2.4	cudaThreadSynchronize	12
4.3	Error Handling	14
4.3.1	Detailed Description	14
4.3.2	Function Documentation	14
4.3.2.1	cudaGetErrorString	14
4.3.2.2	cudaGetLastError	14
4.3.2.3	cudaPeekAtLastError	15
4.4	Device Management	16
4.4.1	Detailed Description	16
4.4.2	Function Documentation	16
4.4.2.1	cudaChooseDevice	16
4.4.2.2	cudaGetDevice	17

4.4.2.3	cudaGetDeviceCount	17
4.4.2.4	cudaGetDeviceProperties	17
4.4.2.5	cudaSetDevice	19
4.4.2.6	cudaSetDeviceFlags	20
4.4.2.7	cudaSetValidDevices	20
4.5	Stream Management	22
4.5.1	Detailed Description	22
4.5.2	Function Documentation	22
4.5.2.1	cudaStreamCreate	22
4.5.2.2	cudaStreamDestroy	22
4.5.2.3	cudaStreamQuery	23
4.5.2.4	cudaStreamSynchronize	23
4.6	Event Management	24
4.6.1	Detailed Description	24
4.6.2	Function Documentation	24
4.6.2.1	cudaEventCreate	24
4.6.2.2	cudaEventCreateWithFlags	25
4.6.2.3	cudaEventDestroy	25
4.6.2.4	cudaEventElapsedTime	25
4.6.2.5	cudaEventQuery	26
4.6.2.6	cudaEventRecord	26
4.6.2.7	cudaEventSynchronize	27
4.7	Execution Control	28
4.7.1	Detailed Description	28
4.7.2	Function Documentation	28
4.7.2.1	cudaConfigureCall	28
4.7.2.2	cudaFuncGetAttributes	29
4.7.2.3	cudaFuncSetCacheConfig	29
4.7.2.4	cudaLaunch	30
4.7.2.5	cudaSetDoubleForDevice	30
4.7.2.6	cudaSetDoubleForHost	31
4.7.2.7	cudaSetupArgument	31
4.8	Memory Management	32
4.8.1	Detailed Description	34
4.8.2	Function Documentation	35
4.8.2.1	cudaFree	35
4.8.2.2	cudaFreeArray	35

4.8.2.3	cudaFreeHost	35
4.8.2.4	cudaGetSymbolAddress	36
4.8.2.5	cudaGetSymbolSize	36
4.8.2.6	cudaHostAlloc	37
4.8.2.7	cudaHostGetDevicePointer	38
4.8.2.8	cudaHostGetFlags	38
4.8.2.9	cudaMalloc	39
4.8.2.10	cudaMalloc3D	39
4.8.2.11	cudaMalloc3DArray	40
4.8.2.12	cudaMallocArray	41
4.8.2.13	cudaMallocHost	41
4.8.2.14	cudaMallocPitch	42
4.8.2.15	cudaMemcpy	42
4.8.2.16	cudaMemcpy2D	43
4.8.2.17	cudaMemcpy2DArrayToArray	44
4.8.2.18	cudaMemcpy2DAsync	44
4.8.2.19	cudaMemcpy2DFromArray	45
4.8.2.20	cudaMemcpy2DFromArrayAsync	46
4.8.2.21	cudaMemcpy2DToArray	47
4.8.2.22	cudaMemcpy2DToArrayAsync	48
4.8.2.23	cudaMemcpy3D	48
4.8.2.24	cudaMemcpy3DAsync	50
4.8.2.25	cudaMemcpyArrayToArray	51
4.8.2.26	cudaMemcpyAsync	52
4.8.2.27	cudaMemcpyFromArray	52
4.8.2.28	cudaMemcpyFromArrayAsync	53
4.8.2.29	cudaMemcpyFromSymbol	54
4.8.2.30	cudaMemcpyFromSymbolAsync	54
4.8.2.31	cudaMemcpyToArray	55
4.8.2.32	cudaMemcpyToArrayAsync	56
4.8.2.33	cudaMemcpyToSymbol	56
4.8.2.34	cudaMemcpyToSymbolAsync	57
4.8.2.35	cudaMemGetInfo	58
4.8.2.36	cudaMemset	58
4.8.2.37	cudaMemset2D	58
4.8.2.38	cudaMemset3D	59
4.8.2.39	make_cudaExtent	60

4.8.2.40	<code>make_cudaPitchedPtr</code>	60
4.8.2.41	<code>make_cudaPos</code>	60
4.9	OpenGL Interoperability	61
4.9.1	Detailed Description	61
4.9.2	Function Documentation	61
4.9.2.1	<code>cudaGLSetGLDevice</code>	61
4.9.2.2	<code>cudaGraphicsGLRegisterBuffer</code>	62
4.9.2.3	<code>cudaGraphicsGLRegisterImage</code>	62
4.9.2.4	<code>cudaWGLGetDevice</code>	63
4.10	OpenGL Interoperability [DEPRECATED]	64
4.10.1	Detailed Description	64
4.10.2	Function Documentation	64
4.10.2.1	<code>cudaGLMapBufferObject</code>	64
4.10.2.2	<code>cudaGLMapBufferObjectAsync</code>	65
4.10.2.3	<code>cudaGLRegisterBufferObject</code>	65
4.10.2.4	<code>cudaGLSetBufferObjectMapFlags</code>	66
4.10.2.5	<code>cudaGLUnmapBufferObject</code>	67
4.10.2.6	<code>cudaGLUnmapBufferObjectAsync</code>	67
4.10.2.7	<code>cudaGLUnregisterBufferObject</code>	68
4.11	Direct3D 9 Interoperability	69
4.11.1	Detailed Description	69
4.11.2	Function Documentation	69
4.11.2.1	<code>cudaD3D9GetDevice</code>	69
4.11.2.2	<code>cudaD3D9SetDirect3DDevice</code>	70
4.11.2.3	<code>cudaGraphicsD3D9RegisterResource</code>	70
4.12	Direct3D 9 Interoperability [DEPRECATED]	72
4.12.1	Detailed Description	72
4.12.2	Function Documentation	73
4.12.2.1	<code>cudaD3D9GetDirect3DDevice</code>	73
4.12.2.2	<code>cudaD3D9MapResources</code>	73
4.12.2.3	<code>cudaD3D9RegisterResource</code>	74
4.12.2.4	<code>cudaD3D9ResourceGetMappedArray</code>	75
4.12.2.5	<code>cudaD3D9ResourceGetMappedPitch</code>	75
4.12.2.6	<code>cudaD3D9ResourceGetMappedPointer</code>	76
4.12.2.7	<code>cudaD3D9ResourceGetMappedSize</code>	77
4.12.2.8	<code>cudaD3D9ResourceGetSurfaceDimensions</code>	78
4.12.2.9	<code>cudaD3D9ResourceSetMapFlags</code>	78

4.12.2.10	cudaD3D9UnmapResources	79
4.12.2.11	cudaD3D9UnregisterResource	80
4.13	Direct3D 10 Interoperability	81
4.13.1	Detailed Description	81
4.13.2	Function Documentation	81
4.13.2.1	cudaD3D10GetDevice	81
4.13.2.2	cudaD3D10SetDirect3DDevice	82
4.13.2.3	cudaGraphicsD3D10RegisterResource	82
4.14	Direct3D 10 Interoperability [DEPRECATED]	84
4.14.1	Detailed Description	84
4.14.2	Function Documentation	84
4.14.2.1	cudaD3D10MapResources	84
4.14.2.2	cudaD3D10RegisterResource	85
4.14.2.3	cudaD3D10ResourceGetMappedArray	86
4.14.2.4	cudaD3D10ResourceGetMappedPitch	87
4.14.2.5	cudaD3D10ResourceGetMappedPointer	88
4.14.2.6	cudaD3D10ResourceGetMappedSize	88
4.14.2.7	cudaD3D10ResourceGetSurfaceDimensions	89
4.14.2.8	cudaD3D10ResourceSetMapFlags	90
4.14.2.9	cudaD3D10UnmapResources	90
4.14.2.10	cudaD3D10UnregisterResource	91
4.15	Direct3D 11 Interoperability	92
4.15.1	Detailed Description	92
4.15.2	Function Documentation	92
4.15.2.1	cudaD3D11GetDevice	92
4.15.2.2	cudaD3D11SetDirect3DDevice	92
4.15.2.3	cudaGraphicsD3D11RegisterResource	93
4.16	VDPAU Interoperability	95
4.16.1	Detailed Description	95
4.16.2	Function Documentation	95
4.16.2.1	cudaGraphicsVDPAURegisterOutputSurface	95
4.16.2.2	cudaGraphicsVDPAURegisterVideoSurface	96
4.16.2.3	cudaVDPAUGetDevice	96
4.16.2.4	cudaVDPAUSetVDPAUDevice	97
4.17	Graphics Interoperability	98
4.17.1	Detailed Description	98
4.17.2	Function Documentation	98

4.17.2.1	cudaGraphicsMapResources	98
4.17.2.2	cudaGraphicsResourceGetMappedPointer	99
4.17.2.3	cudaGraphicsResourceSetMapFlags	99
4.17.2.4	cudaGraphicsSubResourceGetMappedArray	100
4.17.2.5	cudaGraphicsUnmapResources	101
4.17.2.6	cudaGraphicsUnregisterResource	101
4.18	Texture Reference Management	102
4.18.1	Detailed Description	102
4.18.2	Function Documentation	102
4.18.2.1	cudaBindTexture	102
4.18.2.2	cudaBindTexture2D	103
4.18.2.3	cudaBindTextureToArray	104
4.18.2.4	cudaCreateChannelDesc	104
4.18.2.5	cudaGetChannelDesc	105
4.18.2.6	cudaGetTextureAlignmentOffset	105
4.18.2.7	cudaGetTextureReference	106
4.18.2.8	cudaUnbindTexture	106
4.19	Surface Reference Management	107
4.19.1	Detailed Description	107
4.19.2	Function Documentation	107
4.19.2.1	cudaBindSurfaceToArray	107
4.19.2.2	cudaGetSurfaceAlignmentOffset	107
4.19.2.3	cudaGetSurfaceReference	108
4.20	Version Management	109
4.20.1	Function Documentation	109
4.20.1.1	cudaDriverGetVersion	109
4.20.1.2	cudaRuntimeGetVersion	109
4.21	C++ API Routines	110
4.21.1	Detailed Description	111
4.21.2	Function Documentation	111
4.21.2.1	cudaBindSurfaceToArray	111
4.21.2.2	cudaBindSurfaceToArray	112
4.21.2.3	cudaBindTexture	112
4.21.2.4	cudaBindTexture	113
4.21.2.5	cudaBindTexture2D	113
4.21.2.6	cudaBindTextureToArray	114
4.21.2.7	cudaBindTextureToArray	115

4.21.2.8	<code>cudaCreateChannelDesc</code>	115
4.21.2.9	<code>cudaFuncGetAttributes</code>	116
4.21.2.10	<code>cudaFuncSetCacheConfig</code>	116
4.21.2.11	<code>cudaGetSymbolAddress</code>	117
4.21.2.12	<code>cudaGetSymbolSize</code>	117
4.21.2.13	<code>cudaGetTextureAlignmentOffset</code>	118
4.21.2.14	<code>cudaLaunch</code>	118
4.21.2.15	<code>cudaSetupArgument</code>	119
4.21.2.16	<code>cudaUnbindTexture</code>	119
4.22	Interactions with the CUDA Driver API	120
4.22.1	Context Management	120
4.22.2	Interactions between <code>CUstream</code> and <code>cudaStream_t</code>	120
4.22.3	Interactions between <code>CUevent</code> and <code>cudaEvent_t</code>	120
4.22.4	Interactions between <code>CUarray</code> and <code>struct cudaArray *</code>	120
4.22.5	Interactions between <code>CUgraphicsResource</code> and <code>struct cudaGraphicsResource *</code>	120
4.23	Data types used by CUDA Runtime	122
4.23.1	Typedef Documentation	125
4.23.1.1	<code>cudaError_t</code>	125
4.23.1.2	<code>cudaEvent_t</code>	125
4.23.1.3	<code>cudaStream_t</code>	125
4.23.1.4	<code>cudaUUID_t</code>	125
4.23.2	Enumeration Type Documentation	125
4.23.2.1	<code>cudaChannelFormatKind</code>	125
4.23.2.2	<code>cudaComputeMode</code>	126
4.23.2.3	<code>cudaError</code>	126
4.23.2.4	<code>cudaFuncCache</code>	127
4.23.2.5	<code>cudaGraphicsCubeFace</code>	128
4.23.2.6	<code>cudaGraphicsMapFlags</code>	128
4.23.2.7	<code>cudaGraphicsRegisterFlags</code>	128
4.23.2.8	<code>cudaLimit</code>	128
4.23.2.9	<code>cudaMemcpyKind</code>	128
4.24	CUDA Driver API	129
4.24.1	Detailed Description	129
4.25	Initialization	130
4.25.1	Detailed Description	130
4.25.2	Function Documentation	130
4.25.2.1	<code>cuInit</code>	130

4.26	Device Management	131
4.26.1	Detailed Description	131
4.26.2	Function Documentation	131
4.26.2.1	cuDeviceComputeCapability	131
4.26.2.2	cuDeviceGet	132
4.26.2.3	cuDeviceGetAttribute	132
4.26.2.4	cuDeviceGetCount	134
4.26.2.5	cuDeviceGetName	134
4.26.2.6	cuDeviceGetProperties	134
4.26.2.7	cuDeviceTotalMem	136
4.27	Version Management	137
4.27.1	Detailed Description	137
4.27.2	Function Documentation	137
4.27.2.1	cuDriverGetVersion	137
4.28	Context Management	138
4.28.1	Detailed Description	138
4.28.2	Function Documentation	138
4.28.2.1	cuCtxAttach	138
4.28.2.2	cuCtxCreate	139
4.28.2.3	cuCtxDestroy	140
4.28.2.4	cuCtxDetach	141
4.28.2.5	cuCtxGetDevice	141
4.28.2.6	cuCtxGetLimit	141
4.28.2.7	cuCtxPopCurrent	142
4.28.2.8	cuCtxPushCurrent	142
4.28.2.9	cuCtxSetLimit	143
4.28.2.10	cuCtxSynchronize	143
4.29	Module Management	145
4.29.1	Detailed Description	145
4.29.2	Function Documentation	145
4.29.2.1	cuModuleGetFunction	145
4.29.2.2	cuModuleGetGlobal	146
4.29.2.3	cuModuleGetSurfRef	146
4.29.2.4	cuModuleGetTexRef	147
4.29.2.5	cuModuleLoad	147
4.29.2.6	cuModuleLoadData	148
4.29.2.7	cuModuleLoadDataEx	148

4.29.2.8	cuModuleLoadFatBinary	150
4.29.2.9	cuModuleUnload	150
4.30	Stream Management	151
4.30.1	Detailed Description	151
4.30.2	Function Documentation	151
4.30.2.1	cuStreamCreate	151
4.30.2.2	cuStreamDestroy	151
4.30.2.3	cuStreamQuery	152
4.30.2.4	cuStreamSynchronize	152
4.31	Event Management	153
4.31.1	Detailed Description	153
4.31.2	Function Documentation	153
4.31.2.1	cuEventCreate	153
4.31.2.2	cuEventDestroy	154
4.31.2.3	cuEventElapsedTime	154
4.31.2.4	cuEventQuery	155
4.31.2.5	cuEventRecord	155
4.31.2.6	cuEventSynchronize	155
4.32	Execution Control	157
4.32.1	Detailed Description	157
4.32.2	Function Documentation	158
4.32.2.1	cuFuncGetAttribute	158
4.32.2.2	cuFuncSetBlockShape	159
4.32.2.3	cuFuncSetCacheConfig	159
4.32.2.4	cuFuncSetSharedSize	160
4.32.2.5	cuLaunch	160
4.32.2.6	cuLaunchGrid	160
4.32.2.7	cuLaunchGridAsync	161
4.32.2.8	cuParamSetf	162
4.32.2.9	cuParamSeti	162
4.32.2.10	cuParamSetSize	163
4.32.2.11	cuParamSetTexRef	163
4.32.2.12	cuParamSetv	163
4.33	Memory Management	165
4.33.1	Detailed Description	167
4.33.2	Function Documentation	167
4.33.2.1	cuArray3DCreate	167

4.33.2.2	cuArray3DGetDescriptor	169
4.33.2.3	cuArrayCreate	170
4.33.2.4	cuArrayDestroy	171
4.33.2.5	cuArrayGetDescriptor	172
4.33.2.6	cuMemAlloc	172
4.33.2.7	cuMemAllocHost	173
4.33.2.8	cuMemAllocPitch	173
4.33.2.9	cuMemcpy2D	174
4.33.2.10	cuMemcpy2DAsync	176
4.33.2.11	cuMemcpy2DUnaligned	179
4.33.2.12	cuMemcpy3D	181
4.33.2.13	cuMemcpy3DAsync	183
4.33.2.14	cuMemcpyAtoA	185
4.33.2.15	cuMemcpyAtoD	186
4.33.2.16	cuMemcpyAtoH	186
4.33.2.17	cuMemcpyAtoHAsync	187
4.33.2.18	cuMemcpyDtoA	188
4.33.2.19	cuMemcpyDtoD	188
4.33.2.20	cuMemcpyDtoDAsync	189
4.33.2.21	cuMemcpyDtoH	189
4.33.2.22	cuMemcpyDtoHAsync	190
4.33.2.23	cuMemcpyHtoA	191
4.33.2.24	cuMemcpyHtoAAsync	191
4.33.2.25	cuMemcpyHtoD	192
4.33.2.26	cuMemcpyHtoDAsync	192
4.33.2.27	cuMemFree	193
4.33.2.28	cuMemFreeHost	194
4.33.2.29	cuMemGetAddressRange	194
4.33.2.30	cuMemGetInfo	195
4.33.2.31	cuMemHostAlloc	195
4.33.2.32	cuMemHostGetDevicePointer	196
4.33.2.33	cuMemHostGetFlags	197
4.33.2.34	cuMemsetD16	197
4.33.2.35	cuMemsetD2D16	198
4.33.2.36	cuMemsetD2D32	198
4.33.2.37	cuMemsetD2D8	199
4.33.2.38	cuMemsetD32	200

4.33.2.39	cuMemsetD8	200
4.34	Surface Reference Management	201
4.34.1	Detailed Description	201
4.34.2	Function Documentation	201
4.34.2.1	cuSurfRefGetArray	201
4.34.2.2	cuSurfRefSetArray	201
4.35	Texture Reference Management	203
4.35.1	Detailed Description	204
4.35.2	Function Documentation	204
4.35.2.1	cuTexRefCreate	204
4.35.2.2	cuTexRefDestroy	204
4.35.2.3	cuTexRefGetAddress	204
4.35.2.4	cuTexRefGetAddressMode	205
4.35.2.5	cuTexRefGetArray	205
4.35.2.6	cuTexRefGetFilterMode	206
4.35.2.7	cuTexRefGetFlags	206
4.35.2.8	cuTexRefGetFormat	206
4.35.2.9	cuTexRefSetAddress	207
4.35.2.10	cuTexRefSetAddress2D	207
4.35.2.11	cuTexRefSetAddressMode	208
4.35.2.12	cuTexRefSetArray	208
4.35.2.13	cuTexRefSetFilterMode	209
4.35.2.14	cuTexRefSetFlags	209
4.35.2.15	cuTexRefSetFormat	210
4.36	OpenGL Interoperability	211
4.36.1	Detailed Description	211
4.36.2	Function Documentation	211
4.36.2.1	cuGLCtxCreate	211
4.36.2.2	cuGraphicsGLRegisterBuffer	212
4.36.2.3	cuGraphicsGLRegisterImage	212
4.36.2.4	cuWGLGetDevice	213
4.37	OpenGL Interoperability [DEPRECATED]	214
4.37.1	Detailed Description	214
4.37.2	Function Documentation	214
4.37.2.1	cuGLInit	214
4.37.2.2	cuGLMapBufferObject	215
4.37.2.3	cuGLMapBufferObjectAsync	215

4.37.2.4	cuGLRegisterBufferObject	216
4.37.2.5	cuGLSetBufferObjectMapFlags	216
4.37.2.6	cuGLUnmapBufferObject	217
4.37.2.7	cuGLUnmapBufferObjectAsync	218
4.37.2.8	cuGLUnregisterBufferObject	218
4.38	Direct3D 9 Interoperability	220
4.38.1	Detailed Description	220
4.38.2	Function Documentation	220
4.38.2.1	cuD3D9CtxCreate	220
4.38.2.2	cuD3D9GetDevice	221
4.38.2.3	cuGraphicsD3D9RegisterResource	221
4.39	Direct3D 9 Interoperability [DEPRECATED]	223
4.39.1	Detailed Description	223
4.39.2	Function Documentation	224
4.39.2.1	cuD3D9GetDirect3DDevice	224
4.39.2.2	cuD3D9MapResources	224
4.39.2.3	cuD3D9RegisterResource	225
4.39.2.4	cuD3D9ResourceGetMappedArray	226
4.39.2.5	cuD3D9ResourceGetMappedPitch	227
4.39.2.6	cuD3D9ResourceGetMappedPointer	228
4.39.2.7	cuD3D9ResourceGetMappedSize	228
4.39.2.8	cuD3D9ResourceGetSurfaceDimensions	229
4.39.2.9	cuD3D9ResourceSetMapFlags	230
4.39.2.10	cuD3D9UnmapResources	230
4.39.2.11	cuD3D9UnregisterResource	231
4.40	Direct3D 10 Interoperability	232
4.40.1	Detailed Description	232
4.40.2	Function Documentation	232
4.40.2.1	cuD3D10CtxCreate	232
4.40.2.2	cuD3D10GetDevice	233
4.40.2.3	cuGraphicsD3D10RegisterResource	233
4.41	Direct3D 10 Interoperability [DEPRECATED]	235
4.41.1	Detailed Description	235
4.41.2	Function Documentation	235
4.41.2.1	cuD3D10MapResources	235
4.41.2.2	cuD3D10RegisterResource	236
4.41.2.3	cuD3D10ResourceGetMappedArray	237

4.41.2.4	cuD3D10ResourceGetMappedPitch	238
4.41.2.5	cuD3D10ResourceGetMappedPointer	239
4.41.2.6	cuD3D10ResourceGetMappedSize	240
4.41.2.7	cuD3D10ResourceGetSurfaceDimensions	240
4.41.2.8	cuD3D10ResourceSetMapFlags	241
4.41.2.9	cuD3D10UnmapResources	242
4.41.2.10	cuD3D10UnregisterResource	242
4.42	Direct3D 11 Interoperability	244
4.42.1	Detailed Description	244
4.42.2	Function Documentation	244
4.42.2.1	cuD3D11CtxCreate	244
4.42.2.2	cuD3D11GetDevice	245
4.42.2.3	cuGraphicsD3D11RegisterResource	245
4.43	VDPAU Interoperability	247
4.43.1	Detailed Description	247
4.43.2	Function Documentation	247
4.43.2.1	cuGraphicsVDPAURegisterOutputSurface	247
4.43.2.2	cuGraphicsVDPAURegisterVideoSurface	248
4.43.2.3	cuVDPAUCtxCreate	249
4.43.2.4	cuVDPAUGetDevice	249
4.44	Graphics Interoperability	251
4.44.1	Detailed Description	251
4.44.2	Function Documentation	251
4.44.2.1	cuGraphicsMapResources	251
4.44.2.2	cuGraphicsResourceGetMappedPointer	252
4.44.2.3	cuGraphicsResourceSetMapFlags	252
4.44.2.4	cuGraphicsSubResourceGetMappedArray	253
4.44.2.5	cuGraphicsUnmapResources	254
4.44.2.6	cuGraphicsUnregisterResource	254
4.45	Data types used by CUDA driver	256
4.45.1	Define Documentation	261
4.45.1.1	CU_MEMHOSTALLOC_DEVICEMAP	261
4.45.1.2	CU_MEMHOSTALLOC_PORTABLE	261
4.45.1.3	CU_MEMHOSTALLOC_WRITECOMBINED	261
4.45.1.4	CU_PARAM_TR_DEFAULT	261
4.45.1.5	CU_TRSA_OVERRIDE_FORMAT	261
4.45.1.6	CU_TRSF_NORMALIZED_COORDINATES	261

4.45.1.7	CU_TRSF_READ_AS_INTEGER	261
4.45.1.8	CUDA_VERSION	261
4.45.2	Typedef Documentation	262
4.45.2.1	CUaddress_mode	262
4.45.2.2	CUarray_cubemap_face	262
4.45.2.3	CUarray_format	262
4.45.2.4	CUcomputemode	262
4.45.2.5	CUctx_flags	262
4.45.2.6	CUDA_MEMCPY2D	262
4.45.2.7	CUDA_MEMCPY3D	262
4.45.2.8	CUdevice_attribute	262
4.45.2.9	CUdevprop	262
4.45.2.10	CUevent_flags	262
4.45.2.11	CUfilter_mode	262
4.45.2.12	CUfunc_cache	263
4.45.2.13	CUfunction_attribute	263
4.45.2.14	CUgraphicsMapResourceFlags	263
4.45.2.15	CUgraphicsRegisterFlags	263
4.45.2.16	CUjit_fallback	263
4.45.2.17	CUjit_option	263
4.45.2.18	CUjit_target	263
4.45.2.19	CUlimit	263
4.45.2.20	CUmemorytype	263
4.45.2.21	CUresult	263
4.45.3	Enumeration Type Documentation	263
4.45.3.1	CUaddress_mode_enum	263
4.45.3.2	CUarray_cubemap_face_enum	264
4.45.3.3	CUarray_format_enum	264
4.45.3.4	CUcomputemode_enum	264
4.45.3.5	CUctx_flags_enum	265
4.45.3.6	cudaError_enum	265
4.45.3.7	CUdevice_attribute_enum	266
4.45.3.8	CUevent_flags_enum	267
4.45.3.9	CUfilter_mode_enum	267
4.45.3.10	CUfunc_cache_enum	267
4.45.3.11	CUfunction_attribute_enum	267
4.45.3.12	CUgraphicsMapResourceFlags_enum	268

4.45.3.13 CUgraphicsRegisterFlags_enum	268
4.45.3.14 CUjit_fallback_enum	268
4.45.3.15 CUjit_option_enum	268
4.45.3.16 CUjit_target_enum	269
4.45.3.17 CUlimit_enum	269
4.45.3.18 CUmemorytype_enum	270
5 Data Structure Documentation	271
5.1 CUDA_ARRAY3D_DESCRIPTOR Struct Reference	271
5.1.1 Detailed Description	271
5.2 CUDA_ARRAY_DESCRIPTOR Struct Reference	272
5.2.1 Detailed Description	272
5.3 CUDA_MEMCPY2D_st Struct Reference	273
5.3.1 Detailed Description	274
5.4 CUDA_MEMCPY3D_st Struct Reference	275
5.4.1 Detailed Description	276
5.5 cudaChannelFormatDesc Struct Reference	277
5.5.1 Detailed Description	277
5.6 cudaDeviceProp Struct Reference	278
5.6.1 Detailed Description	279
5.7 cudaExtent Struct Reference	280
5.7.1 Detailed Description	280
5.8 cudaFuncAttributes Struct Reference	281
5.8.1 Detailed Description	281
5.9 cudaMemcpy3DParms Struct Reference	282
5.9.1 Detailed Description	282
5.10 cudaPitchedPtr Struct Reference	283
5.10.1 Detailed Description	283
5.11 cudaPos Struct Reference	284
5.11.1 Detailed Description	284
5.12 CUdevprop_st Struct Reference	285
5.12.1 Detailed Description	285

Chapter 1

Deprecated List

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 [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 [cudaD3D9GetDirect3DDevice](#) 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 [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 [cudaD3D10UnmapResources](#) This function is deprecated as of Cuda 3.0.

Global [cudaD3D10UnregisterResource](#) This function is deprecated as of Cuda 3.0.

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 [cuGLInit](#) This function is deprecated as of Cuda 3.0.

Global [cuGLMapBufferObject](#) This function is deprecated as of Cuda 3.0.

Global [cuGLMapBufferObjectAsync](#) This function is deprecated as of Cuda 3.0.

Global [cuGLRegisterBufferObject](#) This function is deprecated as of Cuda 3.0.

Global [cuGLSetBufferObjectMapFlags](#) This function is deprecated as of Cuda 3.0.

Global [cuGLUnmapBufferObject](#) This function is deprecated as of Cuda 3.0.

Global [cuGLUnmapBufferObjectAsync](#) This function is deprecated as of Cuda 3.0.

Global [cuGLUnregisterBufferObject](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9GetDirect3DDevice](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9MapResources](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9RegisterResource](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9ResourceGetMappedArray](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9ResourceGetMappedPitch](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9ResourceGetMappedPointer](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9ResourceGetMappedSize](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9ResourceGetSurfaceDimensions](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9ResourceSetMapFlags](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9UnmapResources](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D9UnregisterResource](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D10MapResources](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D10RegisterResource](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D10ResourceGetMappedArray](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D10ResourceGetMappedPitch](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D10ResourceGetMappedPointer](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D10ResourceGetMappedSize](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D10ResourceGetSurfaceDimensions](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D10ResourceSetMapFlags](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D10UnmapResources](#) This function is deprecated as of Cuda 3.0.

Global [cuD3D10UnregisterResource](#) This function is deprecated as of Cuda 3.0.

Chapter 2

Module Index

2.1 Modules

Here is a list of all modules:

CUDA Runtime API	9
Thread Management	11
Error Handling	14
Device Management	16
Stream Management	22
Event Management	24
Execution Control	28
Memory Management	32
OpenGL Interoperability	61
OpenGL Interoperability [DEPRECATED]	64
Direct3D 9 Interoperability	69
Direct3D 9 Interoperability [DEPRECATED]	72
Direct3D 10 Interoperability	81
Direct3D 10 Interoperability [DEPRECATED]	84
Direct3D 11 Interoperability	92
VDPAU Interoperability	95
Graphics Interoperability	98
Texture Reference Management	102
Surface Reference Management	107
Version Management	109
C++ API Routines	110
Interactions with the CUDA Driver API	120
Data types used by CUDA Runtime	122
CUDA Driver API	129
Initialization	130
Device Management	131
Version Management	137
Context Management	138
Module Management	145
Stream Management	151
Event Management	153
Execution Control	157
Memory Management	165

Surface Reference Management	201
Texture Reference Management	203
OpenGL Interoperability	211
OpenGL Interoperability [DEPRECATED]	214
Direct3D 9 Interoperability	220
Direct3D 9 Interoperability [DEPRECATED]	223
Direct3D 10 Interoperability	232
Direct3D 10 Interoperability [DEPRECATED]	235
Direct3D 11 Interoperability	244
VDPAU Interoperability	247
Graphics Interoperability	251
Data types used by CUDA driver	256

Chapter 3

Data Structure Index

3.1 Data Structures

Here are the data structures with brief descriptions:

CUDA_ARRAY3D_DESCRIPTOR	271
CUDA_ARRAY_DESCRIPTOR	272
CUDA_MEMCPY2D_st	273
CUDA_MEMCPY3D_st	275
cudaChannelFormatDesc	277
cudaDeviceProp	278
cudaExtent	280
cudaFuncAttributes	281
cudaMemcpy3DParms	282
cudaPitchedPtr	283
cudaPos	284
CUdevprop_st	285

Chapter 4

Module Documentation

4.1 CUDA Runtime API

Modules

- [Thread Management](#)
- [Error Handling](#)
- [Device Management](#)
- [Stream Management](#)
- [Event Management](#)
- [Execution Control](#)
- [Memory Management](#)
- [OpenGL Interoperability](#)
- [Direct3D 9 Interoperability](#)
- [Direct3D 10 Interoperability](#)
- [Direct3D 11 Interoperability](#)
- [VDPAU Interoperability](#)
- [Graphics Interoperability](#)
- [Texture Reference Management](#)
- [Surface Reference Management](#)
- [Version Management](#)
- [C++ API Routines](#)

C++-style interface built on top of CUDA runtime API.

- [Interactions with the CUDA Driver API](#)

Interactions between the CUDA Driver API and the CUDA Runtime API.

- [Data types used by CUDA Runtime](#)

4.1.1 Detailed Description

There are two levels for the runtime API.

The C API (*cuda_runtime_api.h*) is a C-style interface that does not require compiling with `nvcc`.

The **C++ API** (*cuda_runtime.h*) is a C++-style interface built on top of the C API. It wraps some of the C API routines, using overloading, references and default arguments. These wrappers can be used from C++ code and can be compiled

with any C++ compiler. The C++ API also has some CUDA-specific wrappers that wrap C API routines that deal with symbols, textures, and device functions. These wrappers require the use of `nvcc` because they depend on code being generated by the compiler. For example, the execution configuration syntax to invoke kernels is only available in source code compiled with `nvcc`.

4.2 Thread Management

Functions

- [cudaError_t cudaThreadExit](#) (void)
Exit and clean up from CUDA launches.
- [cudaError_t cudaThreadGetLimit](#) (size_t *pValue, enum [cudaLimit](#) limit)
Returns resource limits.
- [cudaError_t cudaThreadSetLimit](#) (enum [cudaLimit](#) limit, size_t value)
Set resource limits.
- [cudaError_t cudaThreadSynchronize](#) (void)
Wait for compute device to finish.

4.2.1 Detailed Description

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

4.2.2 Function Documentation

4.2.2.1 [cudaError_t cudaThreadExit](#) (void)

Explicitly cleans up all runtime-related resources associated with the calling host thread. Any subsequent API call reinitializes the runtime. [cudaThreadExit\(\)](#) is implicitly called on host thread exit.

Returns:

[cudaSuccess](#)

Note:

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

See also:

[cudaThreadSynchronize](#)

4.2.2.2 [cudaError_t cudaThreadGetLimit](#) (size_t *pValue, enum [cudaLimit](#) limit)

Returns in *pValue the current size of limit. The supported [cudaLimit](#) values are:

- [cudaLimitStackSize](#): stack size of each GPU thread;
- [cudaLimitPrintfFifoSize](#): size of the FIFO used by the printf() device system call.

Parameters:

limit - Limit to query

pValue - Returned size in bytes of limit

Returns:

[cudaSuccess](#), [cudaErrorUnsupportedLimit](#), [cudaErrorInvalidValue](#)

Note:

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

See also:

[cudaThreadSetLimit](#)

4.2.2.3 `cudaError_t cudaThreadSetLimit (enum cudaLimit limit, size_t value)`

Setting *limit* to *value* is a request by the application to update the current limit maintained by the thread. 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 FIFO used by the `printf()` device system call. Setting [cudaLimitPrintfFifoSize](#) must be performed before loading any module that uses the `printf()` device system call, 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.

Parameters:

limit - Limit to set

value - Size in bytes of limit

Returns:

[cudaSuccess](#), [cudaErrorUnsupportedLimit](#), [cudaErrorInvalidValue](#)

Note:

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

See also:

[cudaThreadGetLimit](#)

4.2.2.4 `cudaError_t cudaThreadSynchronize (void)`

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

Returns:

[cudaSuccess](#)

Note:

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

See also:

[cudaThreadExit](#)

4.3 Error Handling

Functions

- `const char * cudaGetErrorString (cudaError_t error)`
Returns the message string from an error code.
- `cudaError_t cudaGetLastError (void)`
Returns the last error from a runtime call.
- `cudaError_t cudaPeekAtLastError (void)`
Returns the last error from a runtime call.

4.3.1 Detailed Description

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

4.3.2 Function Documentation

4.3.2.1 `const 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

See also:

[cudaGetLastError](#), [cudaPeekAtLastError](#), [cudaError](#)

4.3.2.2 `cudaError_t cudaGetLastError (void)`

Returns the last error that has been produced by any of the runtime calls in the same host thread and resets it to [cudaSuccess](#).

Returns:

[cudaSuccess](#), [cudaErrorMissingConfiguration](#), [cudaErrorMemoryAllocation](#), [cudaErrorInitializationError](#), [cudaErrorLaunchFailure](#), [cudaErrorPriorLaunchFailure](#), [cudaErrorLaunchTimeout](#), [cudaErrorLaunchOutOfResources](#), [cudaErrorInvalidDeviceFunction](#), [cudaErrorInvalidConfiguration](#), [cudaErrorInvalidDevice](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidPitchValue](#), [cudaErrorInvalidSymbol](#), [cudaErrorMapBufferObjectFailed](#), [cudaErrorUnmapBufferObjectFailed](#), [cudaErrorInvalidHostPointer](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidTexture](#), [cudaErrorInvalidTextureBinding](#), [cudaErrorInvalidChannelDescriptor](#), [cudaErrorInvalidMemcpyDirection](#), [cudaErrorTextureFetchFailed](#), [cudaErrorTextureNotBound](#), [cudaErrorSynchronizationError](#), [cudaErrorInvalidFilterSetting](#), [cudaErrorInvalidNormSetting](#), [cudaErrorMixedDeviceExecution](#), [cudaErrorCudartUnloading](#), [cudaErrorUnknown](#), [cudaErrorNotYetImplemented](#), [cudaErrorMemoryValueTooLarge](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorInsufficientDriver](#), [cudaErrorSetOnActiveProcess](#), [cudaErrorStartupFailure](#), [cudaErrorApiFailureBase](#)

Note:

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

See also:

[cudaPeekAtLastError](#), [cudaGetErrorString](#), [cudaError](#)

4.3.2.3 `cudaError_t cudaPeekAtLastError (void)`

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\(\)](#).

Returns:

[cudaSuccess](#), [cudaErrorMissingConfiguration](#), [cudaErrorMemoryAllocation](#), [cudaErrorInitializationError](#), [cudaErrorLaunchFailure](#), [cudaErrorPriorLaunchFailure](#), [cudaErrorLaunchTimeout](#), [cudaErrorLaunchOutOfResources](#), [cudaErrorInvalidDeviceFunction](#), [cudaErrorInvalidConfiguration](#), [cudaErrorInvalidDevice](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidPitchValue](#), [cudaErrorInvalidSymbol](#), [cudaErrorMapBufferObjectFailed](#), [cudaErrorUnmapBufferObjectFailed](#), [cudaErrorInvalidHostPointer](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidTexture](#), [cudaErrorInvalidTextureBinding](#), [cudaErrorInvalidChannelDescriptor](#), [cudaErrorInvalidMemcpyDirection](#), [cudaErrorTextureFetchFailed](#), [cudaErrorTextureNotBound](#), [cudaErrorSynchronizationError](#), [cudaErrorInvalidFilterSetting](#), [cudaErrorInvalidNormSetting](#), [cudaErrorMixedDeviceExecution](#), [cudaErrorCudartUnloading](#), [cudaErrorUnknown](#), [cudaErrorNotYetImplemented](#), [cudaErrorMemoryValueTooLarge](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorInsufficientDriver](#), [cudaErrorSetOnActiveProcess](#), [cudaErrorStartupFailure](#), [cudaErrorApiFailureBase](#)

Note:

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

See also:

[cudaGetLastError](#), [cudaGetErrorString](#), [cudaError](#)

4.4 Device Management

Functions

- [cudaError_t cudaChooseDevice](#) (int *device, const struct [cudaDeviceProp](#) *prop)
Select compute-device which best matches criteria.
- [cudaError_t cudaGetDevice](#) (int *device)
Returns which device is currently being used.
- [cudaError_t cudaGetDeviceCount](#) (int *count)
Returns the number of compute-capable devices.
- [cudaError_t cudaGetDeviceProperties](#) (struct [cudaDeviceProp](#) *prop, int device)
Returns information about the compute-device.
- [cudaError_t cudaSetDevice](#) (int device)
Set device to be used for GPU executions.
- [cudaError_t cudaSetDeviceFlags](#) (int flags)
Sets flags to be used for device executions.
- [cudaError_t cudaSetValidDevices](#) (int *device_arr, int len)
Set a list of devices that can be used for CUDA.

4.4.1 Detailed Description

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

4.4.2 Function Documentation

4.4.2.1 [cudaError_t cudaChooseDevice](#) (int *device, const struct [cudaDeviceProp](#) *prop)

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

Parameters:

device - Device with best match
prop - Desired device properties

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#)

Note:

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

See also:

[cudaGetDeviceCount](#), [cudaGetDevice](#), [cudaSetDevice](#), [cudaGetDeviceProperties](#)

4.4.2.2 `cudaError_t cudaGetDevice (int * device)`

Returns in `*device` the device on which the active host thread executes the device code.

Parameters:

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

Returns:

[cudaSuccess](#)

Note:

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

See also:

[cudaGetDeviceCount](#), [cudaSetDevice](#), [cudaGetDeviceProperties](#), [cudaChooseDevice](#)

4.4.2.3 `cudaError_t cudaGetDeviceCount (int * count)`

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, [cudaGetDeviceCount\(\)](#) returns 1 and device 0 only supports device emulation mode. Since this device will be able to emulate all hardware features, this device will report major and minor compute capability versions of 9999.

Parameters:

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

Returns:

[cudaSuccess](#)

Note:

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

See also:

[cudaGetDevice](#), [cudaSetDevice](#), [cudaGetDeviceProperties](#), [cudaChooseDevice](#)

4.4.2.4 `cudaError_t cudaGetDeviceProperties (struct cudaDeviceProp * prop, int device)`

Returns in `*prop` the properties of device `dev`. The [cudaDeviceProp](#) structure is defined as:

```
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];
}
```

```

    size_t totalConstMem;
    int major;
    int minor;
    int clockRate;
    size_t textureAlignment;
    int deviceOverlap;
    int multiProcessorCount;
    int kernelExecTimeoutEnabled;
    int integrated;
    int canMapHostMemory;
    int computeMode;
    int concurrentKernels;
    int ECCEnabled;
    int pciBusID;
    int pciDeviceID;
}

```

where:

- `name` 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; this amount is shared by all thread blocks simultaneously resident on a multiprocessor;
- `regsPerBlock` is the maximum number of 32-bit registers available to a thread block; this number is shared by all thread blocks simultaneously resident on a multiprocessor;
- `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;
- `deviceOverlap` is 1 if the device can concurrently copy memory between host and device while executing a kernel, or 0 if not;
- `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. Any errors from calling `cudaSetDevice()` with an exclusive (and occupied) or prohibited device will only show up after a non-device management runtime function is called. At that time, `cudaErrorNoDevice` will be returned.
- `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.

Parameters:

prop - Properties for the specified device

device - Device number to get properties for

Returns:

`cudaSuccess`, `cudaErrorInvalidDevice`

See also:

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

4.4.2.5 `cudaError_t cudaSetDevice (int device)`

Records `device` as the device on which the active host thread executes the device code. If the host thread has already initialized the CUDA runtime by calling non-device management runtime functions or if there exists a CUDA driver context active on the host thread, then this call returns `cudaErrorSetActiveProcess`.

Parameters:

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

Returns:

`cudaSuccess`, `cudaErrorInvalidDevice`, `cudaErrorSetActiveProcess`

Note:

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

See also:

`cudaGetDeviceCount`, `cudaGetDevice`, `cudaGetDeviceProperties`, `cudaChooseDevice`

4.4.2.6 `cudaError_t cudaSetDeviceFlags(int flags)`

Records `flags` as the flags to use when the active host thread executes device code. If the host thread has already initialized the CUDA runtime by calling non-device management runtime functions or if there exists a CUDA driver context active on the host thread, then this call returns [cudaErrorSetActiveProcess](#).

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.
- [cudaDeviceBlockingSync](#): Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the device to finish work.
- [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.

Parameters:

flags - Parameters for device operation

Returns:

[cudaSuccess](#), [cudaErrorInvalidDevice](#), [cudaErrorSetActiveProcess](#)

See also:

[cudaGetDeviceCount](#), [cudaGetDevice](#), [cudaGetDeviceProperties](#), [cudaSetDevice](#), [cudaSetValidDevices](#), [cudaChooseDevice](#)

4.4.2.7 `cudaError_t cudaSetValidDevices(int *device_arr, int len)`

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` is greater than the number of devices in the system, then [cudaErrorInvalidValue](#) is returned.

Parameters:

device_arr - List of devices to try

len - Number of devices in specified list

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevice](#)

Note:

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

See also:

[cudaGetDeviceCount](#), [cudaSetDevice](#), [cudaGetDeviceProperties](#), [cudaSetDeviceFlags](#), [cudaChooseDevice](#)

4.5 Stream Management

Functions

- [cudaError_t cudaStreamCreate \(cudaStream_t *pStream\)](#)
Create an asynchronous stream.
- [cudaError_t cudaStreamDestroy \(cudaStream_t stream\)](#)
Destroys and cleans up an asynchronous stream.
- [cudaError_t cudaStreamQuery \(cudaStream_t stream\)](#)
Queries an asynchronous stream for completion status.
- [cudaError_t cudaStreamSynchronize \(cudaStream_t stream\)](#)
Waits for stream tasks to complete.

4.5.1 Detailed Description

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

4.5.2 Function Documentation

4.5.2.1 [cudaError_t cudaStreamCreate \(cudaStream_t *pStream\)](#)

Creates a new asynchronous stream.

Parameters:

pStream - Pointer to new stream identifier

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#)

Note:

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

See also:

[cudaStreamQuery](#), [cudaStreamSynchronize](#), [cudaStreamDestroy](#)

4.5.2.2 [cudaError_t cudaStreamDestroy \(cudaStream_t stream\)](#)

Destroys and cleans up the asynchronous stream specified by `stream`.

Parameters:

stream - Stream identifier

Returns:

[cudaSuccess](#), [cudaErrorInvalidResourceHandle](#)

Note:

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

See also:

[cudaStreamCreate](#), [cudaStreamQuery](#), [cudaStreamSynchronize](#)

4.5.2.3 `cudaError_t cudaStreamQuery (cudaStream_t stream)`

Returns [cudaSuccess](#) if all operations in `stream` have completed, or [cudaErrorNotReady](#) if not.

Parameters:

stream - Stream identifier

Returns:

[cudaSuccess](#), [cudaErrorNotReady](#), [cudaErrorInvalidResourceHandle](#)

Note:

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

See also:

[cudaStreamCreate](#), [cudaStreamSynchronize](#), [cudaStreamDestroy](#)

4.5.2.4 `cudaError_t cudaStreamSynchronize (cudaStream_t stream)`

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

Parameters:

stream - Stream identifier

Returns:

[cudaSuccess](#), [cudaErrorInvalidResourceHandle](#)

Note:

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

See also:

[cudaStreamCreate](#), [cudaStreamQuery](#), [cudaStreamDestroy](#)

4.6 Event Management

Functions

- [cudaError_t cudaEventCreate \(cudaEvent_t *event\)](#)
Creates an event object.
- [cudaError_t cudaEventCreateWithFlags \(cudaEvent_t *event, int flags\)](#)
Creates an event object with the specified flags.
- [cudaError_t cudaEventDestroy \(cudaEvent_t event\)](#)
Destroys an event object.
- [cudaError_t cudaEventElapsedTime \(float *ms, cudaEvent_t start, cudaEvent_t end\)](#)
Computes the elapsed time between events.
- [cudaError_t cudaEventQuery \(cudaEvent_t event\)](#)
Query if an event has been recorded.
- [cudaError_t cudaEventRecord \(cudaEvent_t event, cudaStream_t stream\)](#)
Records an event.
- [cudaError_t cudaEventSynchronize \(cudaEvent_t event\)](#)
Wait for an event to be recorded.

4.6.1 Detailed Description

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

4.6.2 Function Documentation

4.6.2.1 [cudaError_t cudaEventCreate \(cudaEvent_t * event\)](#)

Creates an event object using [cudaEventDefault](#).

Parameters:

event - Newly created event

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#), [cudaErrorPriorLaunchFailure](#), [cudaErrorInvalidValue](#), [cudaErrorMemoryAllocation](#)

Note:

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

See also:

[cudaEventCreateWithFlags](#), [cudaEventRecord](#), [cudaEventQuery](#), [cudaEventSynchronize](#), [cudaEventDestroy](#), [cudaEventElapsedTime](#)

4.6.2.2 `cudaError_t cudaEventCreateWithFlags (cudaEvent_t * event, int flags)`

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.

Parameters:

event - Newly created event

flags - Flags for new event

Returns:

`cudaSuccess`, `cudaErrorInitializationError`, `cudaErrorPriorLaunchFailure`, `cudaErrorInvalidValue`, `cudaErrorMemoryAllocation`

Note:

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

See also:

`cudaEventCreate`, `cudaEventRecord`, `cudaEventQuery`, `cudaEventSynchronize`, `cudaEventDestroy`, `cudaEventElapsedTime`

4.6.2.3 `cudaError_t cudaEventDestroy (cudaEvent_t event)`

Destroys the specified `event` object.

Parameters:

event - Event to destroy

Returns:

`cudaSuccess`, `cudaErrorInitializationError`, `cudaErrorPriorLaunchFailure`, `cudaErrorInvalidValue`

Note:

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

See also:

`cudaEventCreate`, `cudaEventCreateWithFlags`, `cudaEventQuery`, `cudaEventSynchronize`, `cudaEventRecord`, `cudaEventElapsedTime`

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

Computes the elapsed time between two events (in milliseconds with a resolution of around 0.5 microseconds). If either event has not been recorded yet, this function returns `cudaErrorInvalidValue`.

When stream is non-zero for either event (even if it uses the same stream ID), the result may be greater than expected. This is 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.

Parameters:

ms - Time between `start` and `stop` in ms

start - Starting event

end - Stopping event

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInitializationError](#), [cudaErrorPriorLaunchFailure](#), [cudaErrorInvalidResourceHandle](#)

Note:

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

See also:

[cudaEventCreate](#), [cudaEventCreateWithFlags](#), [cudaEventQuery](#), [cudaEventSynchronize](#), [cudaEventDestroy](#), [cudaEventRecord](#)

4.6.2.5 `cudaError_t cudaEventQuery (cudaEvent_t event)`

Returns [cudaSuccess](#) if the event has actually been recorded, or [cudaErrorNotReady](#) if not. If [cudaEventRecord\(\)](#) has not been called on this event, the function returns [cudaErrorInvalidValue](#).

Parameters:

event - Event to query

Returns:

[cudaSuccess](#), [cudaErrorNotReady](#), [cudaErrorInitializationError](#), [cudaErrorPriorLaunchFailure](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#)

Note:

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

See also:

[cudaEventCreate](#), [cudaEventCreateWithFlags](#), [cudaEventRecord](#), [cudaEventSynchronize](#), [cudaEventDestroy](#), [cudaEventElapsedTime](#)

4.6.2.6 `cudaError_t cudaEventRecord (cudaEvent_t event, cudaStream_t stream)`

Records an event. If `stream` is non-zero, the event is recorded after all preceding operations in the stream have been completed; otherwise, it is recorded after all preceding operations in the CUDA context have been completed. Since this operation is asynchronous, [cudaEventQuery\(\)](#) and/or [cudaEventSynchronize\(\)](#) must be used to determine when the event has actually been recorded.

If [cudaEventRecord\(\)](#) has previously been called and the event has not been recorded yet, this function returns [cudaErrorInvalidValue](#).

Parameters:

event - Event to record

stream - Stream in which to record event

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInitializationError](#), [cudaErrorPriorLaunchFailure](#), [cudaErrorInvalidResourceHandle](#)

Note:

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

See also:

[cudaEventCreate](#), [cudaEventCreateWithFlags](#), [cudaEventQuery](#), [cudaEventSynchronize](#), [cudaEventDestroy](#), [cudaEventElapsedTime](#)

4.6.2.7 `cudaError_t cudaEventSynchronize (cudaEvent_t event)`

Blocks until the event has actually been recorded. If [cudaEventRecord\(\)](#) has not been called on this event, the function returns [cudaErrorInvalidValue](#). Waiting for an event that was created with the [cudaEventBlockingSync](#) flag will cause the calling host thread to block until the event has actually been recorded.

Parameters:

event - Event to wait for

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#), [cudaErrorPriorLaunchFailure](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#)

Note:

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

See also:

[cudaEventCreate](#), [cudaEventCreateWithFlags](#), [cudaEventRecord](#), [cudaEventQuery](#), [cudaEventDestroy](#), [cudaEventElapsedTime](#)

4.7 Execution Control

Functions

- [cudaError_t cudaConfigureCall](#) (dim3 gridDim, dim3 blockDim, size_t sharedMem, [cudaStream_t](#) stream)
Configure a device-launch.
- [cudaError_t cudaFuncGetAttributes](#) (struct [cudaFuncAttributes](#) *attr, const char *func)
Find out attributes for a given function.
- [cudaError_t cudaFuncSetCacheConfig](#) (const char *func, enum [cudaFuncCache](#) cacheConfig)
Sets the preferred cache configuration for a device function.
- [cudaError_t cudaLaunch](#) (const char *entry)
Launches a device function.
- [cudaError_t cudaSetDoubleForDevice](#) (double *d)
Converts a double argument to be executed on a device.
- [cudaError_t cudaSetDoubleForHost](#) (double *d)
Converts a double argument after execution on a device.
- [cudaError_t cudaSetupArgument](#) (const void *arg, size_t size, size_t offset)
Configure a device launch.

4.7.1 Detailed Description

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

4.7.2 Function Documentation

4.7.2.1 [cudaError_t cudaConfigureCall](#) (dim3 *gridDim*, dim3 *blockDim*, size_t *sharedMem*, [cudaStream_t](#) *stream*)

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.

Parameters:

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

Returns:

[cudaSuccess](#), [cudaErrorInvalidConfiguration](#)

Note:

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

See also:

[cudaFuncSetCacheConfig \(C API\)](#), [cudaFuncGetAttributes \(C API\)](#), [cudaLaunch \(C API\)](#), [cudaSetDoubleForDevice](#), [cudaSetDoubleForHost](#), [cudaSetupArgument \(C API\)](#),

4.7.2.2 `cudaError_t cudaFuncGetAttributes (struct cudaFuncAttributes * attr, const char * func)`

This function obtains the attributes of a function specified via `func`, which is a character string that specifies the fully-decorated (C++) name for a function that executes on the device. The parameter specified by `func` 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.

Parameters:

attr - Return pointer to function's attributes

func - Function to get attributes of

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#), [cudaErrorInvalidDeviceFunction](#)

Note:

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 \(C API\)](#)

4.7.2.3 `cudaError_t cudaFuncSetCacheConfig (const char * func, enum cudaFuncCache cacheConfig)`

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 character string that specifies the fully-decorated (C++) name for 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.

Switching between configuration modes may insert a device-side synchronization point for streamed kernel launches.

Parameters:

func - Device char string naming device function

cacheConfig - Cache configuration mode

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#), [cudaErrorInvalidDeviceFunction](#)

Note:

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)

4.7.2.4 `cudaError_t cudaLaunch (const char * entry)`

Launches the function `entry` on the device. The parameter `entry` must be a character string naming 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.

Parameters:

entry - Device char string naming device function to execute

Returns:

[cudaSuccess](#), [cudaErrorInvalidDeviceFunction](#), [cudaErrorInvalidConfiguration](#), [cudaErrorLaunchFailure](#), [cudaErrorPriorLaunchFailure](#), [cudaErrorLaunchTimeout](#), [cudaErrorLaunchOutOfResources](#)

Note:

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)

4.7.2.5 `cudaError_t cudaSetDoubleForDevice (double * d)`**Parameters:**

d - Double to convert

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.

Returns:

[cudaSuccess](#)

Note:

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), [cudaSetDoubleForHost](#), [cudaSetupArgument](#) (C API)

4.7.2.6 `cudaError_t cudaSetDoubleForHost (double * d)`

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.

Parameters:

d - Double to convert

Returns:

[cudaSuccess](#)

Note:

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)

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

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\(\)](#).

Parameters:

arg - Argument to push for a kernel launch

size - Size of argument

offset - Offset in argument stack to push new arg

Returns:

[cudaSuccess](#)

Note:

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),

4.8 Memory Management

Functions

- [cudaError_t cudaFree](#) (void *devPtr)
Frees memory on the device.
- [cudaError_t cudaFreeArray](#) (struct cudaArray *array)
Frees an array on the device.
- [cudaError_t cudaFreeHost](#) (void *ptr)
Frees page-locked memory.
- [cudaError_t cudaGetSymbolAddress](#) (void **devPtr, const char *symbol)
Finds the address associated with a CUDA symbol.
- [cudaError_t cudaGetSymbolSize](#) (size_t *size, const char *symbol)
Finds the size of the object associated with a CUDA symbol.
- [cudaError_t cudaHostAlloc](#) (void **ptr, size_t size, unsigned int flags)
Allocates page-locked memory on the host.
- [cudaError_t cudaHostGetDevicePointer](#) (void **pDevice, void *pHost, unsigned int flags)
Passes back device pointer of mapped host memory allocated by [cudaHostAlloc\(\)](#).
- [cudaError_t cudaHostGetFlags](#) (unsigned int *pFlags, void *pHost)
Passes back flags used to allocate pinned host memory allocated by [cudaHostAlloc\(\)](#).
- [cudaError_t cudaMalloc](#) (void **devPtr, size_t size)
Allocate memory on the device.
- [cudaError_t cudaMalloc3D](#) (struct [cudaPitchedPtr](#) *pitchedDevPtr, struct [cudaExtent](#) extent)
Allocates logical 1D, 2D, or 3D memory objects on the device.
- [cudaError_t cudaMalloc3DArray](#) (struct cudaArray **arrayPtr, const struct [cudaChannelFormatDesc](#) *desc, struct [cudaExtent](#) extent, unsigned int flags)
Allocate an array on the device.
- [cudaError_t cudaMallocArray](#) (struct cudaArray **arrayPtr, const struct [cudaChannelFormatDesc](#) *desc, size_t width, size_t height, unsigned int flags)
Allocate an array on the device.
- [cudaError_t cudaMallocHost](#) (void **ptr, size_t size)
Allocates page-locked memory on the host.
- [cudaError_t cudaMallocPitch](#) (void **devPtr, size_t *pitch, size_t width, size_t height)
Allocates pitched memory on the device.
- [cudaError_t cudaMemcpy](#) (void *dst, const void *src, size_t count, enum [cudaMemcpyKind](#) kind)
Copies data between host and device.

- [cudaError_t cudaMemcpy2D](#) (void *dst, size_t dpitch, const void *src, size_t spitch, size_t width, size_t height, enum [cudaMemcpyKind](#) kind)
Copies data between host and device.
- [cudaError_t cudaMemcpy2DArrayToArray](#) (struct cudaArray *dst, size_t wOffsetDst, size_t hOffsetDst, const struct cudaArray *src, size_t wOffsetSrc, size_t hOffsetSrc, size_t width, size_t height, enum [cudaMemcpyKind](#) kind)
Copies data between host and device.
- [cudaError_t cudaMemcpy2DAsync](#) (void *dst, size_t dpitch, const void *src, size_t spitch, size_t width, size_t height, enum [cudaMemcpyKind](#) kind, [cudaStream_t](#) stream)
Copies data between host and device.
- [cudaError_t cudaMemcpy2DFromArray](#) (void *dst, size_t dpitch, const struct cudaArray *src, size_t wOffset, size_t hOffset, size_t width, size_t height, enum [cudaMemcpyKind](#) kind)
Copies data between host and device.
- [cudaError_t cudaMemcpy2DFromArrayAsync](#) (void *dst, size_t dpitch, const struct cudaArray *src, size_t wOffset, size_t hOffset, size_t width, size_t height, enum [cudaMemcpyKind](#) kind, [cudaStream_t](#) stream)
Copies data between host and device.
- [cudaError_t cudaMemcpy2DToArray](#) (struct cudaArray *dst, size_t wOffset, size_t hOffset, const void *src, size_t spitch, size_t width, size_t height, enum [cudaMemcpyKind](#) kind)
Copies data between host and device.
- [cudaError_t cudaMemcpy2DToArrayAsync](#) (struct cudaArray *dst, size_t wOffset, size_t hOffset, const void *src, size_t spitch, size_t width, size_t height, enum [cudaMemcpyKind](#) kind, [cudaStream_t](#) stream)
Copies data between host and device.
- [cudaError_t cudaMemcpy3D](#) (const struct [cudaMemcpy3DParms](#) *p)
Copies data between 3D objects.
- [cudaError_t cudaMemcpy3DAsync](#) (const struct [cudaMemcpy3DParms](#) *p, [cudaStream_t](#) stream)
Copies data between 3D objects.
- [cudaError_t cudaMemcpyArrayToArray](#) (struct cudaArray *dst, size_t wOffsetDst, size_t hOffsetDst, const struct cudaArray *src, size_t wOffsetSrc, size_t hOffsetSrc, size_t count, enum [cudaMemcpyKind](#) kind)
Copies data between host and device.
- [cudaError_t cudaMemcpyAsync](#) (void *dst, const void *src, size_t count, enum [cudaMemcpyKind](#) kind, [cudaStream_t](#) stream)
Copies data between host and device.
- [cudaError_t cudaMemcpyFromArray](#) (void *dst, const struct cudaArray *src, size_t wOffset, size_t hOffset, size_t count, enum [cudaMemcpyKind](#) kind)
Copies data between host and device.
- [cudaError_t cudaMemcpyFromArrayAsync](#) (void *dst, const struct cudaArray *src, size_t wOffset, size_t hOffset, size_t count, enum [cudaMemcpyKind](#) kind, [cudaStream_t](#) stream)
Copies data between host and device.

- [cudaError_t cudaMemcpyFromSymbol](#) (void *dst, const char *symbol, size_t count, size_t offset, enum [cudaMemcpyKind](#) kind)
Copies data from the given symbol on the device.
- [cudaError_t cudaMemcpyFromSymbolAsync](#) (void *dst, const char *symbol, size_t count, size_t offset, enum [cudaMemcpyKind](#) kind, [cudaStream_t](#) stream)
Copies data from the given symbol on the device.
- [cudaError_t cudaMemcpyToArray](#) (struct [cudaArray](#) *dst, size_t wOffset, size_t hOffset, const void *src, size_t count, enum [cudaMemcpyKind](#) kind)
Copies data between host and device.
- [cudaError_t cudaMemcpyToArrayAsync](#) (struct [cudaArray](#) *dst, size_t wOffset, size_t hOffset, const void *src, size_t count, enum [cudaMemcpyKind](#) kind, [cudaStream_t](#) stream)
Copies data between host and device.
- [cudaError_t cudaMemcpyToSymbol](#) (const char *symbol, const void *src, size_t count, size_t offset, enum [cudaMemcpyKind](#) kind)
Copies data to the given symbol on the device.
- [cudaError_t cudaMemcpyToSymbolAsync](#) (const char *symbol, const void *src, size_t count, size_t offset, enum [cudaMemcpyKind](#) kind, [cudaStream_t](#) stream)
Copies data to the given symbol on the device.
- [cudaError_t cudaMemGetInfo](#) (size_t *free, size_t *total)
Gets free and total device memory.
- [cudaError_t cudaMemset](#) (void *devPtr, int value, size_t count)
Initializes or sets device memory to a value.
- [cudaError_t cudaMemset2D](#) (void *devPtr, size_t pitch, int value, size_t width, size_t height)
Initializes or sets device memory to a value.
- [cudaError_t cudaMemset3D](#) (struct [cudaPitchedPtr](#) pitchedDevPtr, int value, struct [cudaExtent](#) extent)
Initializes or sets device memory to a value.
- struct [cudaExtent](#) [make_cudaExtent](#) (size_t w, size_t h, size_t d)
Returns a [cudaExtent](#) based on input parameters.
- struct [cudaPitchedPtr](#) [make_cudaPitchedPtr](#) (void *d, size_t p, size_t xsz, size_t ysz)
Returns a [cudaPitchedPtr](#) based on input parameters.
- struct [cudaPos](#) [make_cudaPos](#) (size_t x, size_t y, size_t z)
Returns a [cudaPos](#) based on input parameters.

4.8.1 Detailed Description

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

4.8.2 Function Documentation

4.8.2.1 `cudaError_t cudaFree (void * devPtr)`

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.

Parameters:

devPtr - Device pointer to memory to free

Returns:

`cudaSuccess`, `cudaErrorInvalidDevicePointer`, `cudaErrorInitializationError`

Note:

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

See also:

`cudaMalloc`, `cudaMallocPitch`, `cudaMallocArray`, `cudaFreeArray`, `cudaMallocHost`, `cudaFreeHost`, `cudaMalloc3D`, `cudaMalloc3DArray`, `cudaHostAlloc`

4.8.2.2 `cudaError_t cudaFreeArray (struct cudaArray * array)`

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.

Parameters:

array - Pointer to array to free

Returns:

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInitializationError`

Note:

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

See also:

`cudaMalloc`, `cudaMallocPitch`, `cudaFree`, `cudaMallocArray`, `cudaMallocHost`, `cudaFreeHost`, `cudaHostAlloc`

4.8.2.3 `cudaError_t cudaFreeHost (void * ptr)`

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

Parameters:

ptr - Pointer to memory to free

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#)

Note:

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

See also:

[cudaMalloc](#), [cudaMallocPitch](#), [cudaFree](#), [cudaMallocArray](#), [cudaFreeArray](#), [cudaMallocHost](#), [cudaMalloc3D](#), [cudaMalloc3DArray](#), [cudaHostAlloc](#)

4.8.2.4 `cudaError_t cudaGetSymbolAddress (void ** devPtr, const char * symbol)`

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, or it can be a character string, naming 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. If there are multiple global or constant variables with the same string name (from separate files) and the lookup is done via character string, [cudaErrorDuplicateVariableName](#) is returned.

Parameters:

devPtr - Return device pointer associated with symbol

symbol - Global variable or string symbol to search for

Returns:

[cudaSuccess](#), [cudaErrorInvalidSymbol](#), [cudaErrorDuplicateVariableName](#)

Note:

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

See also:

[cudaGetSymbolAddress](#) (C++ API) [cudaGetSymbolSize](#) (C API)

4.8.2.5 `cudaError_t cudaGetSymbolSize (size_t * size, const char * symbol)`

Returns in `*size` the size of symbol `symbol`. `symbol` can either be a variable that resides in global or constant memory space, or it can be a character string, naming 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.

Parameters:

size - Size of object associated with symbol

symbol - Global variable or string symbol to find size of

Returns:

[cudaSuccess](#), [cudaErrorInvalidSymbol](#)

Note:

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

See also:

[cudaGetSymbolAddress](#) (C API) [cudaGetSymbolSize](#) (C++ API)

4.8.2.6 `cudaError_t cudaHostAlloc (void **ptr, size_t size, unsigned int flags)`

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\(\)](#).

Parameters:

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

Returns:

[cudaSuccess](#), [cudaErrorMemoryAllocation](#)

Note:

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

See also:

[cudaSetDeviceFlags](#), [cudaMallocHost](#), [cudaFreeHost](#)

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

Passes back the device pointer corresponding to the mapped, pinned host buffer allocated by [cudaHostAlloc\(\)](#).

[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.

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](#)

Note:

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

See also:

[cudaSetDeviceFlags](#), [cudaHostAlloc](#)

4.8.2.8 `cudaError_t cudaHostGetFlags (unsigned int *pFlags, void *pHost)`

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

Parameters:

pFlags - Returned flags word

pHost - Host pointer

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#)

Note:

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

See also:

[cudaHostAlloc](#)

4.8.2.9 `cudaError_t cudaMalloc (void ** devPtr, size_t size)`

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.

Parameters:

devPtr - Pointer to allocated device memory

size - Requested allocation size in bytes

Returns:

`cudaSuccess`, `cudaErrorMemoryAllocation`

See also:

`cudaMallocPitch`, `cudaFree`, `cudaMallocArray`, `cudaFreeArray`, `cudaMalloc3D`, `cudaMalloc3DArray`, `cudaMallocHost`, `cudaFreeHost`, `cudaHostAlloc`

4.8.2.10 `cudaError_t cudaMalloc3D (struct cudaPitchedPtr * pitchedDevPtr, struct cudaExtent extent)`

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).

Parameters:

pitchedDevPtr - Pointer to allocated pitched device memory

extent - Requested allocation size

Returns:

`cudaSuccess`, `cudaErrorMemoryAllocation`

Note:

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

See also:

`cudaMallocPitch`, `cudaFree`, `cudaMemcpy3D`, `cudaMemset3D`, `cudaMalloc3DArray`, `cudaMallocArray`, `cudaFreeArray`, `cudaMallocHost`, `cudaFreeHost`, `cudaHostAlloc`, `make_cudaPitchedPtr`, `make_cudaExtent`

4.8.2.11 `cudaError_t cudaMalloc3DArray (struct cudaArray ** arrayPtr, const struct cudaChannelFormatDesc * desc, struct cudaExtent extent, unsigned int flags)`

Allocates a CUDA array according to the [cudaChannelFormatDesc](#) structure `desc` and returns a handle to the new CUDA array in `*arrayPtr`.

The [cudaChannelFormatDesc](#) is defined as:

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

where [cudaChannelFormatKind](#) is one of [cudaChannelFormatKindSigned](#), [cudaChannelFormatKindUnsigned](#), or [cudaChannelFormatKindFloat](#).

[cudaMalloc3DArray\(\)](#) is able to allocate 1D, 2D, or 3D arrays.

- A 1D array is allocated if the height and depth extent are both zero. For 1D arrays valid extent ranges are {(1, 8192), 0, 0}.
- A 2D array is allocated if only the depth extent is zero. For 2D arrays valid extent ranges are {(1, 65536), (1, 32768), 0}.
- A 3D array is allocated if all three extents are non-zero. For 3D arrays valid extent ranges are {(1, 2048), (1, 2048), (1, 2048)}.

Note:

Due to the differing extent limits, it may be advantageous to use a degenerate array (with unused dimensions set to one) of higher dimensionality. For instance, a degenerate 2D array allows for significantly more linear storage than a 1D array.

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

Parameters:

- arrayPtr*** - Pointer to allocated array in device memory
- desc*** - Requested channel format
- extent*** - Requested allocation size
- flags*** - Flags for extensions (must be 0 for now)

Returns:

[cudaSuccess](#), [cudaErrorMemoryAllocation](#)

Note:

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

See also:

[cudaMalloc3D](#), [cudaMalloc](#), [cudaMallocPitch](#), [cudaFree](#), [cudaFreeArray](#), [cudaMallocHost](#), [cudaFreeHost](#), [cudaHostAlloc](#), [make_cudaExtent](#)

4.8.2.12 `cudaError_t cudaMallocArray (struct cudaArray ** arrayPtr, const struct cudaChannelFormatDesc * desc, size_t width, size_t height, unsigned int flags)`

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](#).

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

Parameters:

- arrayPtr* - Pointer to allocated array in device memory
- desc* - Requested channel format
- width* - Requested array allocation width
- height* - Requested array allocation height
- flags* - Flags for extensions (must be 0 for now)

Returns:

[cudaSuccess](#), [cudaErrorMemoryAllocation](#)

Note:

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

See also:

[cudaMalloc](#), [cudaMallocPitch](#), [cudaFree](#), [cudaFreeArray](#), [cudaMallocHost](#), [cudaFreeHost](#), [cudaMalloc3D](#), [cudaMalloc3DArray](#), [cudaHostAlloc](#)

4.8.2.13 `cudaError_t cudaMallocHost (void ** ptr, size_t size)`

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.

Parameters:

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

Returns:

[cudaSuccess](#), [cudaErrorMemoryAllocation](#)

Note:

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

See also:

[cudaMalloc](#), [cudaMallocPitch](#), [cudaMallocArray](#), [cudaMalloc3D](#), [cudaMalloc3DArray](#), [cudaHostAlloc](#), [cudaFree](#), [cudaFreeArray](#), [cudaFreeHost](#), [cudaHostAlloc](#)

4.8.2.14 `cudaError_t cudaMallocPitch (void ** devPtr, size_t * pitch, size_t width, size_t height)`

Allocates at least `widthInBytes * 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:

```
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).

Parameters:

devPtr - Pointer to allocated pitched device memory

pitch - Pitch for allocation

width - Requested pitched allocation width

height - Requested pitched allocation height

Returns:

[cudaSuccess](#), [cudaErrorMemoryAllocation](#)

Note:

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

See also:

[cudaMalloc](#), [cudaFree](#), [cudaMallocArray](#), [cudaFreeArray](#), [cudaMallocHost](#), [cudaFreeHost](#), [cudaMalloc3D](#), [cudaMalloc3DArray](#), [cudaHostAlloc](#)

4.8.2.15 `cudaError_t cudaMemcpy (void * dst, const void * src, size_t count, enum cudaMemcpyKind kind)`

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.

Parameters:

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

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidMemcpyDirection](#)

Note:

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

See also:

[cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.16 `cudaError_t cudaMemcpy2D (void *dst, size_t dpitch, const void *src, size_t spitch, size_t width, size_t height, enum cudaMemcpyKind kind)`

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. 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* is greater than the maximum allowed.

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](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.17 `cudaError_t cudaMemcpy2DArrayToArray (struct cudaArray * dst, size_t wOffsetDst, size_t hOffsetDst, const struct cudaArray * src, size_t wOffsetSrc, size_t hOffsetSrc, size_t width, size_t height, enum cudaMemcpyKind kind)`

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.

Parameters:

dst - Destination memory address
wOffsetDst - Destination starting X offset in bytes
hOffsetDst - Destination starting Y offset
src - Source memory address
wOffsetSrc - Source starting X offset in bytes
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](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

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

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. 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. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input. 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.

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`

Note:

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

See also:

`cudaMemcpy`, `cudaMemcpy2D`, `cudaMemcpyToArray`, `cudaMemcpy2DToArray`, `cudaMemcpyFromArray`, `cudaMemcpy2DFromArray`, `cudaMemcpyArrayToArray`, `cudaMemcpy2DArrayToArray`, `cudaMemcpyToSymbol`, `cudaMemcpyFromSymbol`, `cudaMemcpyAsync`, `cudaMemcpyToArrayAsync`, `cudaMemcpy2DToArrayAsync`, `cudaMemcpyFromArrayAsync`, `cudaMemcpy2DFromArrayAsync`, `cudaMemcpyToSymbolAsync`, `cudaMemcpyFromSymbolAsync`

4.8.2.19 `cudaError_t cudaMemcpy2DFromArray (void *dst, size_t dpitch, const struct cudaArray *src, size_t wOffset, size_t hOffset, size_t width, size_t height, enum cudaMemcpyKind kind)`

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. `cudaMemcpy2DFromArray()` returns an error if `dpitch` is greater than the maximum allowed.

Parameters:

dst - Destination memory address
dpitch - Pitch of destination memory

src - Source memory address
wOffset - Source starting X offset in bytes
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](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.20 `cudaError_t cudaMemcpy2DFromArrayAsync(void *dst, size_t dpitch, const struct cudaArray *src, size_t wOffset, size_t hOffset, size_t width, size_t height, enum cudaMemcpyKind kind, cudaStream_t stream)`

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. [cudaMemcpy2DFromArrayAsync\(\)](#) returns an error if `dpitch` is greater than the maximum allowed.

[cudaMemcpy2DFromArrayAsync\(\)](#) is asynchronous with respect to the host, so the call may return before the copy is complete. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input. 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.

Parameters:

dst - Destination memory address
dpitch - Pitch of destination memory
src - Source memory address
wOffset - Source starting X offset in bytes
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](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.21 `cudaError_t cudaMemcpy2DToArray` (`struct cudaArray *dst`, `size_t wOffset`, `size_t hOffset`, `const void *src`, `size_t spitch`, `size_t width`, `size_t height`, `enum cudaMemcpyKind kind`)

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 [cudaMemcpyHostToHost](#), [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. [cudaMemcpy2DToArray\(\)](#) returns an error if `spitch` is greater than the maximum allowed.

Parameters:

dst - Destination memory address
wOffset - Destination starting X offset in bytes
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](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidPitchValue](#), [cudaErrorInvalidMemcpyDirection](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.22 `cudaError_t cudaMemcpy2DToArrayAsync (struct cudaArray * dst, size_t wOffset, size_t hOffset, const void * src, size_t spitch, size_t width, size_t height, enum cudaMemcpyKind kind, cudaStream_t stream)`

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 [cudaMemcpyHostToHost](#), [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. [cudaMemcpy2DToArrayAsync\(\)](#) returns an error if *spitch* is greater than the maximum allowed.

[cudaMemcpy2DToArrayAsync\(\)](#) is asynchronous with respect to the host, so the call may return before the copy is complete. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input. 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.

Parameters:

dst - Destination memory address
wOffset - Destination starting X offset in bytes
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](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.23 `cudaError_t cudaMemcpy3D (const struct cudaMemcpy3DParms * p)`

```
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 cudaPos {
    size_t x;
    size_t y;
    size_t z;
};

struct cudaPos make_cudaPos(size_t x, size_t y, size_t z);

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

```

[`cudaMemcpy3D\(\)`](#) 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};
```

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.

[`cudaMemcpy3D\(\)`](#) returns an error if the pitch of `srcPtr` or `dstPtr` is greater than the maximum allowed. The pitch of a [`cudaPitchedPtr`](#) allocated with [`cudaMalloc3D\(\)`](#) will always be valid.

Parameters:

p - 3D memory copy parameters

Returns:

[`cudaSuccess`](#), [`cudaErrorInvalidValue`](#), [`cudaErrorInvalidDevicePointer`](#), [`cudaErrorInvalidPitchValue`](#), [`cudaErrorInvalidMemcpyDirection`](#)

Note:

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

See also:

[cudaMalloc3D](#), [cudaMalloc3DArray](#), [cudaMemset3D](#), [cudaMemcpy3DAsync](#), [cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#), [make_cudaExtent](#), [make_cudaPos](#)

4.8.2.24 `cudaError_t cudaMemcpy3DAsync(const struct cudaMemcpy3DParms *p, cudaStream_t stream)`

```
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 cudaPos {
    size_t x;
    size_t y;
    size_t z;
};
struct cudaPos make_cudaPos(size_t x, size_t y, size_t z);

struct cudaMemcpy3DParms {
    struct cudaArray    *srcArray;
    struct cudaPos      srcPos;
    struct cudaPitchedPtr srcPtr;
    struct cudaArray    *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};
```

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.

`cudaMemcpy3DAsync()` returns an error if the pitch of `srcPtr` or `dstPtr` is greater than 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. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input. 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.

Parameters:

p - 3D memory copy parameters
stream - Stream identifier

Returns:

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidDevicePointer`, `cudaErrorInvalidPitchValue`, `cudaErrorInvalidMemcpyDirection`

Note:

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

See also:

`cudaMalloc3D`, `cudaMalloc3DArray`, `cudaMemset3D`, `cudaMemcpy3D`, `cudaMemcpy`, `cudaMemcpy2D`, `cudaMemcpyToArray`, `cudaMemcpy2DToArray`, `cudaMemcpyFromArray`, `cudaMemcpy2DFromArray`, `cudaMemcpyFromArrayToArray`, `cudaMemcpy2DFromArrayToArray`, `cudaMemcpyToSymbol`, `cudaMemcpyFromSymbol`, `cudaMemcpyAsync`, `cudaMemcpy2DAsync`, `cudaMemcpyToArrayAsync`, `cudaMemcpy2DToArrayAsync`, `cudaMemcpyFromArrayAsync`, `cudaMemcpy2DFromArrayAsync`, `cudaMemcpyToSymbolAsync`, `cudaMemcpyFromSymbolAsync`, `make_cudaExtent`, `make_cudaPos`

4.8.2.25 `cudaError_t cudaMemcpyToArray (struct cudaArray * dst, size_t wOffsetDst, size_t hOffsetDst, const struct cudaArray * src, size_t wOffsetSrc, size_t hOffsetSrc, size_t count, enum cudaMemcpyKind kind)`

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.

Parameters:

dst - Destination memory address
wOffsetDst - Destination starting X offset in bytes
hOffsetDst - Destination starting Y offset
src - Source memory address
wOffsetSrc - Source starting X offset in bytes
hOffsetSrc - Source starting Y offset
count - Size in bytes to copy
kind - Type of transfer

Returns:

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidMemcpyDirection`

Note:

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](#)

4.8.2.26 `cudaError_t cudaMemcpyAsync(void *dst, const void *src, size_t count, enum cudaMemcpyKind kind, cudaStream_t stream)`

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 [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. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input. 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.

Parameters:

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

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidMemcpyDirection](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.27 `cudaError_t cudaMemcpyFromArray(void *dst, const struct cudaArray *src, size_t wOffset, size_t hOffset, size_t count, enum cudaMemcpyKind kind)`

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 [cudaMemcpyHostToHost](#), [cudaMemcpyHostToDevice](#), [cudaMemcpyDeviceToHost](#), or [cudaMemcpyDeviceToDevice](#), and specifies the direction of the copy.

Parameters:

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

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidMemcpyDirection](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.28 `cudaError_t cudaMemcpyFromArrayAsync(void *dst, const struct cudaArray *src, size_t wOffset, size_t hOffset, size_t count, enum cudaMemcpyKind kind, cudaStream_t stream)`

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 [cudaMemcpyHostToHost](#), [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. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input. 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.

Parameters:

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

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidMemcpyDirection](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.29 `cudaError_t cudaMemcpyFromSymbol(void *dst, const char *symbol, size_t count, size_t offset, enum cudaMemcpyKind kind)`

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` can either be a variable that resides in global or constant memory space, or it can be a character string, naming a variable that resides in global or constant memory space. `kind` can be either [cudaMemcpyDeviceToHost](#) or [cudaMemcpyDeviceToDevice](#).

Parameters:

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

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidSymbol](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidMemcpyDirection](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromSymbolAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

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

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` can either be a variable that resides in global or constant memory space, or it can be a character string, naming 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. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input. 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.

Parameters:

dst - Destination memory address
symbol - Symbol source from device
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](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#)

4.8.2.31 `cudaError_t cudaMemcpyToArray (struct cudaArray * dst, size_t wOffset, size_t hOffset, const void * src, size_t count, enum cudaMemcpyKind kind)`

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.

Parameters:

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

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidMemcpyDirection](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.32 `cudaError_t cudaMemcpyToArrayAsync(struct cudaArray *dst, size_t wOffset, size_t hOffset, const void *src, size_t count, enum cudaMemcpyKind kind, cudaStream_t stream)`

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. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input. 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.

Parameters:

dst - Destination memory address
wOffset - Destination starting X offset in bytes
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](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.33 `cudaError_t cudaMemcpyToSymbol(const char *symbol, const void *src, size_t count, size_t offset, enum cudaMemcpyKind kind)`

Copies `count` bytes from the memory area pointed to by `src` to the memory area pointed to by `offset` bytes from the start of symbol `symbol`. The memory areas may not overlap. `symbol` can either be a variable that resides in global or constant memory space, or it can be a character string, naming a variable that resides in global or constant memory space. `kind` can be either [cudaMemcpyHostToDevice](#) or [cudaMemcpyDeviceToDevice](#).

Parameters:

symbol - Symbol destination on device
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](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyToSymbolAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.34 `cudaError_t cudaMemcpyToSymbolAsync(const char *symbol, const void *src, size_t count, size_t offset, enum cudaMemcpyKind kind, cudaStream_t stream)`

Copies `count` bytes from the memory area pointed to by `src` to the memory area pointed to by `offset` bytes from the start of symbol `symbol`. The memory areas may not overlap. `symbol` can either be a variable that resides in global or constant memory space, or it can be a character string, naming 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. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input. 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.

Parameters:

symbol - Symbol destination on device
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](#)

Note:

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

See also:

[cudaMemcpy](#), [cudaMemcpy2D](#), [cudaMemcpyToArray](#), [cudaMemcpy2DToArray](#), [cudaMemcpyFromArray](#), [cudaMemcpy2DFromArray](#), [cudaMemcpyArrayToArray](#), [cudaMemcpy2DArrayToArray](#), [cudaMemcpyToSymbol](#), [cudaMemcpyFromSymbol](#), [cudaMemcpyAsync](#), [cudaMemcpy2DAsync](#), [cudaMemcpyToArrayAsync](#), [cudaMemcpy2DToArrayAsync](#), [cudaMemcpyFromArrayAsync](#), [cudaMemcpy2DFromArrayAsync](#), [cudaMemcpyFromSymbolAsync](#)

4.8.2.35 `cudaError_t cudaMemGetInfo (size_t *free, size_t *total)`

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

Parameters:

free - Returned free memory in bytes
total - Returned total memory in bytes

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#), [cudaErrorPriorLaunchFailure](#), [cudaErrorInvalidValue](#)

Note:

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

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

Fills the first `count` bytes of the memory area pointed to by `devPtr` with the constant byte value `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](#)

Note:

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

See also:

[cudaMemset2D](#), [cudaMemset3D](#)

4.8.2.37 `cudaError_t cudaMemset2D (void *devPtr, size_t pitch, int value, size_t width, size_t height)`

Sets to the specified value `value` a matrix (`height` rows of `width` bytes each) pointed to by `dstPtr`. `pitch` is the width in bytes of the 2D array pointed to by `dstPtr`, 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\(\)](#).

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](#)

Note:

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

See also:

[cudaMemset](#), [cudaMemset3D](#)

4.8.2.38 `cudaError_t cudaMemset3D (struct cudaPitchedPtr pitchedDevPtr, int value, struct cudaExtent extent)`

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*. Secondly, 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\(\)](#).

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

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevicePointer](#)

Note:

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

See also:

[cudaMemset](#), [cudaMemset2D](#), [cudaMalloc3D](#), [make_cudaPitchedPtr](#), [make_cudaExtent](#)

4.8.2.39 struct cudaExtent make_cudaExtent (size_t *w*, size_t *h*, size_t *d*) [read]

Returns a [cudaExtent](#) based on the specified input parameters *w*, *h*, and *d*.

Parameters:

- w* - Width in bytes
- h* - Height in elements
- d* - Depth in elements

Returns:

[cudaExtent](#) specified by *w*, *h*, and *d*

See also:

[make_cudaPitchedPtr](#), [make_cudaPos](#)

4.8.2.40 struct cudaPitchedPtr make_cudaPitchedPtr (void * *d*, size_t *p*, size_t *xsz*, size_t *ysz*) [read]

Returns a [cudaPitchedPtr](#) based on the specified input parameters *d*, *p*, *xsz*, and *ysz*.

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:

[cudaPitchedPtr](#) specified by *d*, *p*, *xsz*, and *ysz*

See also:

[make_cudaExtent](#), [make_cudaPos](#)

4.8.2.41 struct cudaPos make_cudaPos (size_t *x*, size_t *y*, size_t *z*) [read]

Returns a [cudaPos](#) based on the specified input parameters *x*, *y*, and *z*.

Parameters:

- x* - X position
- y* - Y position
- z* - Z position

Returns:

[cudaPos](#) specified by *x*, *y*, and *z*

See also:

[make_cudaExtent](#), [make_cudaPitchedPtr](#)

4.9 OpenGL Interoperability

Modules

- [OpenGL Interoperability \[DEPRECATED\]](#)

Functions

- [cudaError_t cudaGLSetGLDevice](#) (int device)
Sets the CUDA device for use with OpenGL interoperability.
- [cudaError_t cudaGraphicsGLRegisterBuffer](#) (struct cudaGraphicsResource **resource, GLuint buffer, unsigned int flags)
Registers an OpenGL buffer object.
- [cudaError_t cudaGraphicsGLRegisterImage](#) (struct cudaGraphicsResource **resource, GLuint image, GLenum target, unsigned int flags)
Register an OpenGL texture or renderbuffer object.
- [cudaError_t cudaWGLGetDevice](#) (int *device, HGPUNV hGpu)
Gets the CUDA device associated with hGpu.

4.9.1 Detailed Description

This section describes the OpenGL interoperability functions of the CUDA runtime application programming interface.

4.9.2 Function Documentation

4.9.2.1 [cudaError_t cudaGLSetGLDevice](#) (int *device*)

Records *device* as the device on which the active host thread executes the device code. Records the thread as using OpenGL interoperability. If the host thread has already initialized the CUDA runtime by calling non-device management runtime functions or if there exists a CUDA driver context active on the host thread, then this call returns [cudaErrorSetActiveProcess](#).

Parameters:

device - Device to use for OpenGL interoperability

Returns:

[cudaSuccess](#), [cudaErrorInvalidDevice](#), [cudaErrorSetActiveProcess](#)

Note:

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

See also:

[cudaGLRegisterBufferObject](#), [cudaGLMapBufferObject](#), [cudaGLUnmapBufferObject](#), [cudaGLUnregisterBufferObject](#), [cudaGLMapBufferObjectAsync](#), [cudaGLUnmapBufferObjectAsync](#)

4.9.2.2 `cudaError_t cudaGraphicsGLRegisterBuffer (struct cudaGraphicsResource ** resource, GLuint buffer, unsigned int flags)`

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

Parameters:

resource - Pointer to the returned object handle

buffer - name of buffer object to be registered

flags - Map flags

Returns:

`cudaSuccess`, `cudaErrorInvalidDevice`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

Note:

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

See also:

`cudaGLCtxCreate`, `cudaGraphicsUnregisterResource`, `cudaGraphicsMapResources`, `cudaGraphicsResourceGetMappedPointer`

4.9.2.3 `cudaError_t cudaGraphicsGLRegisterImage (struct cudaGraphicsResource ** resource, GLuint image, GLenum target, unsigned int flags)`

Registers the texture or renderbuffer object specified by `image` for access by CUDA. `target` must match the type of the object. A handle to the registered object is returned as `resource`. The map flags `flags` specify the intended usage, 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.

The following image classes are currently disallowed:

- Textures with borders
- Multisampled renderbuffers

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*, 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.

flags - Map flags

Returns:

[cudaSuccess](#), [cudaErrorInvalidDevice](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaGLSetGLDevice](#), [cudaGraphicsUnregisterResource](#), [cudaGraphicsMapResources](#), [cudaGraphicsSubResourceGetMappedArray](#)

4.9.2.4 `cudaError_t cudaWGLGetDevice (int * device, HGPUNV hGpu)`

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

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](#)

Note:

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

See also:

WGL_NV_gpu_affinity, [cudaGLSetGLDevice](#)

4.10 OpenGL Interoperability [DEPRECATED]

Functions

- [cudaError_t cudaGLMapBufferObject](#) (void **devPtr, GLuint bufObj)
Maps a buffer object for access by CUDA.
- [cudaError_t cudaGLMapBufferObjectAsync](#) (void **devPtr, GLuint bufObj, [cudaStream_t](#) stream)
Maps a buffer object for access by CUDA.
- [cudaError_t cudaGLRegisterBufferObject](#) (GLuint bufObj)
Registers a buffer object for access by CUDA.
- [cudaError_t cudaGLSetBufferObjectMapFlags](#) (GLuint bufObj, unsigned int flags)
Set usage flags for mapping an OpenGL buffer.
- [cudaError_t cudaGLUnmapBufferObject](#) (GLuint bufObj)
Unmaps a buffer object for access by CUDA.
- [cudaError_t cudaGLUnmapBufferObjectAsync](#) (GLuint bufObj, [cudaStream_t](#) stream)
Unmaps a buffer object for access by CUDA.
- [cudaError_t cudaGLUnregisterBufferObject](#) (GLuint bufObj)
Unregisters a buffer object for access by CUDA.

4.10.1 Detailed Description

This section describes deprecated OpenGL interoperability functionality.

4.10.2 Function Documentation

4.10.2.1 [cudaError_t cudaGLMapBufferObject](#) (void ** devPtr, GLuint bufObj)

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.

Parameters:

- devPtr* - Returned device pointer to CUDA object
- bufObj* - Buffer object ID to map

Returns:

[cudaSuccess](#), [cudaErrorMapBufferObjectFailed](#)

Note:

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

See also:

[cudaGraphicsMapResources](#)

4.10.2.2 `cudaError_t cudaGLMapBufferObjectAsync (void ** devPtr, GLuint bufObj, cudaStream_t stream)`

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.

Parameters:

devPtr - Returned device pointer to CUDA object

bufObj - Buffer object ID to map

stream - Stream to synchronize

Returns:

[cudaSuccess](#), [cudaErrorMapBufferObjectFailed](#)

Note:

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

See also:

[cudaGraphicsMapResources](#)

4.10.2.3 `cudaError_t cudaGLRegisterBufferObject (GLuint bufObj)`

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.

Parameters:

bufObj - Buffer object ID to register

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#)

Note:

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

See also:

[cudaGraphicsGLRegisterBuffer](#)

4.10.2.4 `cudaError_t cudaGLSetBufferObjectMapFlags (GLuint bufObj, unsigned int flags)`**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.

Parameters:

bufObj - Registered buffer object to set flags for

flags - Parameters for buffer mapping

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaGraphicsResourceSetMapFlags](#)

4.10.2.5 `cudaError_t cudaGLUnmapBufferObject (GLuint bufObj)`

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.

Parameters:

bufObj - Buffer object to unmap

Returns:

`cudaSuccess`, `cudaErrorInvalidDevicePointer`, `cudaErrorUnmapBufferObjectFailed`

Note:

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

See also:

[cudaGraphicsUnmapResources](#)

4.10.2.6 `cudaError_t cudaGLUnmapBufferObjectAsync (GLuint bufObj, cudaStream_t stream)`

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 `stream` is synchronized with the current GL context.

Parameters:

bufObj - Buffer object to unmap

stream - Stream to synchronize

Returns:

`cudaSuccess`, `cudaErrorInvalidDevicePointer`, `cudaErrorUnmapBufferObjectFailed`

Note:

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

See also:

[cudaGraphicsUnmapResources](#)

4.10.2.7 `cudaError_t cudaGLUnregisterBufferObject (GLuint bufObj)`

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.

Parameters:

bufObj - Buffer object to unregister

Returns:

[`cudaSuccess`](#)

Note:

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

See also:

[`cudaGraphicsUnregisterResource`](#)

4.11 Direct3D 9 Interoperability

Modules

- [Direct3D 9 Interoperability \[DEPRECATED\]](#)

Functions

- [cudaError_t cudaD3D9GetDevice](#) (int *device, const char *pszAdapterName)
Gets the device number for an adapter.
- [cudaError_t cudaD3D9SetDirect3DDevice](#) (IDirect3DDevice9 *pD3D9Device)
Sets the Direct3D device to use for interoperability in this thread.
- [cudaError_t cudaGraphicsD3D9RegisterResource](#) (struct cudaGraphicsResource **resource, IDirect3DResource9 *pD3DResource, unsigned int flags)
Register a Direct3D 9 resource for access by CUDA.

4.11.1 Detailed Description

This section describes the Direct3D 9 interoperability functions of the CUDA runtime application programming interface.

4.11.2 Function Documentation

4.11.2.1 [cudaError_t cudaD3D9GetDevice](#) (int *device, const char *pszAdapterName)

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.

Parameters:

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

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaD3D9SetDirect3DDevice](#), [cudaGraphicsD3D9RegisterResource](#),

4.11.2.2 `cudaError_t cudaD3D9SetDirect3DDevice (IDirect3DDevice9 * pD3D9Device)`

Records `pD3D9Device` as the Direct3D device to use for Direct3D interoperability on this host thread. If the host thread has already initialized the CUDA runtime by calling non-device management runtime functions or if there exists a CUDA driver context active on the host thread, then this call returns `cudaErrorSetOnActiveProcess`.

Successful context creation on `pD3D9Device` will increase the internal reference count on `pD3D9Device`. This reference count will be decremented upon destruction of this context through `cudaThreadExit()`.

Parameters:

pD3D9Device - Direct3D device to use for this thread

Returns:

`cudaSuccess`, `cudaErrorInitializationError`, `cudaErrorInvalidValue`, `cudaErrorSetOnActiveProcess`

Note:

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

See also:

`cudaD3D9GetDevice`, `cudaGraphicsD3D9RegisterResource`,

4.11.2.3 `cudaError_t cudaGraphicsD3D9RegisterResource (struct cudaGraphicsResource ** resource, IDirect3DResource9 * pD3DResource, unsigned int flags)`

Registers the Direct3D 9 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 is potentially high-overhead and should not be called every frame in interactive applications.

The type of `pD3DResource` must be one of the following.

- `IDirect3DVertexBuffer9`: may be accessed through a device pointer
- `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 only valid value for this parameter is

- `cudaGraphicsRegisterFlagsNone`

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 using [cudaD3D9SetDirect3DDevice](#) then [cudaErrorInvalidDevice](#) is returned. If `pD3DResource` is of incorrect type or is already registered, then [cudaErrorInvalidResourceHandle](#) is returned. If `pD3DResource` cannot be registered, then [cudaErrorUnknown](#) is returned.

Parameters:

resource - Pointer to returned resource handle
pD3DResource - Direct3D resource to register
flags - Parameters for resource registration

Returns:

[cudaSuccess](#), [cudaErrorInvalidDevice](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaD3D9SetDirect3DDevice](#), [cudaGraphicsUnregisterResource](#), [cudaGraphicsMapResources](#), [cudaGraphicsSubResourceGetMappedArray](#), [cudaGraphicsResourceGetMappedPointer](#)

4.12 Direct3D 9 Interoperability [DEPRECATED]

Functions

- [cudaError_t cudaD3D9GetDirect3DDevice](#) (IDirect3DDevice9 **ppD3D9Device)
Gets the Direct3D device against which the current CUDA context was created.
- [cudaError_t cudaD3D9MapResources](#) (int count, IDirect3DResource9 **ppResources)
Map Direct3D resources for access by CUDA.
- [cudaError_t cudaD3D9RegisterResource](#) (IDirect3DResource9 *pResource, unsigned int flags)
Registers a Direct3D resource for access by CUDA.
- [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.
- [cudaError_t cudaD3D9ResourceGetMappedPitch](#) (size_t *pPitch, size_t *pPitchSlice, IDirect3DResource9 *pResource, unsigned int face, unsigned int level)
Get the pitch of a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [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.
- [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.
- [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.
- [cudaError_t cudaD3D9ResourceSetMapFlags](#) (IDirect3DResource9 *pResource, unsigned int flags)
Set usage flags for mapping a Direct3D resource.
- [cudaError_t cudaD3D9UnmapResources](#) (int count, IDirect3DResource9 **ppResources)
Unmap Direct3D resources for access by CUDA.
- [cudaError_t cudaD3D9UnregisterResource](#) (IDirect3DResource9 *pResource)
Unregisters a Direct3D resource for access by CUDA.

4.12.1 Detailed Description

This section describes deprecated Direct3D 9 interoperability functions.

4.12.2 Function Documentation

4.12.2.1 `cudaError_t cudaD3D9GetDirect3DDevice (IDirect3DDevice9 ** ppD3D9Device)`

Deprecated

This function is deprecated as of Cuda 3.0.

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

Parameters:

ppD3D9Device - Returns the Direct3D device for this thread

Returns:

`cudaSuccess`, `cudaErrorUnknown`

Note:

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

See also:

`cudaD3D9SetDirect3DDevice`

4.12.2.2 `cudaError_t cudaD3D9MapResources (int count, IDirect3DResource9 ** ppResources)`

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.

Parameters:

count - Number of resources to map for CUDA

ppResources - Resources to map for CUDA

Returns:

`cudaSuccess`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

Note:

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

See also:

`cudaGraphicsMapResources`

4.12.2.3 `cudaError_t cudaD3D9RegisterResource (IDirect3DResource9 * pResource, unsigned int flags)`

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 is potentially 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.

Parameters:

pResource - Resource to register

flags - Parameters for resource registration

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaGraphicsD3D9RegisterResource](#)

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

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 *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\(\)](#).

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](#)

Note:

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

See also:

[cudaGraphicsSubResourceGetMappedArray](#)

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

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:

$$y * \text{pitch} + (\text{bytes per pixel}) * x$$

For a 3D surface, the byte offset of the sample at position *x*, *y*, *z* from the base pointer of the surface is:

$$z * \text{slicePitch} + y * \text{pitch} + (\text{bytes per pixel}) * x$$

Both parameters *pPitch* and *pPitchSlice* are optional and may be set to NULL.

If *pResource* is not of type *IDirect3DBaseTexture9* or one of its sub-types 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\(\)](#).

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](#)

Note:

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

See also:

[cudaGraphicsResourceGetMappedPointer](#)

4.12.2.6 `cudaError_t cudaD3D9ResourceGetMappedPointer (void ** pPointer, IDirect3DResource9 * pResource, unsigned int face, unsigned int level)`

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.

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](#)

Note:

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

See also:

[cudaGraphicsResourceGetMappedPointer](#)

4.12.2.7 `cudaError_t cudaD3D9ResourceGetMappedSize (size_t * pSize, IDirect3DResource9 * pResource, unsigned int face, unsigned int level)`

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\(\)](#).

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](#)

Note:

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

See also:

[cudaGraphicsResourceGetMappedPointer](#)

4.12.2.8 `cudaError_t cudaD3D9ResourceGetSurfaceDimensions (size_t * pWidth, size_t * pHeight, size_t * pDepth, IDirect3DResource9 * pResource, unsigned int face, unsigned int level)`

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`.

Because 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](#).

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](#),

Note:

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

See also:

[cudaGraphicsSubResourceGetMappedArray](#)

4.12.2.9 `cudaError_t cudaD3D9ResourceSetMapFlags (IDirect3DResource9 * pResource, unsigned int flags)`

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.

Parameters:

pResource - Registered resource to set flags for

flags - Parameters for resource mapping

Returns:

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

Note:

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

See also:

`cudaInteropResourceSetMapFlags`

4.12.2.10 `cudaError_t cudaD3D9UnmapResources (int count, IDirect3DResource9 ** ppResources)`

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.

Parameters:

count - Number of resources to unmap for CUDA

ppResources - Resources to unmap for CUDA

Returns:

`cudaSuccess`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

Note:

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

See also:

`cudaGraphicsUnmapResources`

4.12.2.11 `cudaError_t cudaD3D9UnregisterResource (IDirect3DResource9 * pResource)`

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.

Parameters:

pResource - Resource to unregister

Returns:

`cudaSuccess`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

Note:

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

See also:

`cudaGraphicsUnregisterResource`

4.13 Direct3D 10 Interoperability

Modules

- [Direct3D 10 Interoperability \[DEPRECATED\]](#)

Functions

- [cudaError_t cudaD3D10GetDevice](#) (int *device, IDXGIAdapter *pAdapter)
Gets the device number for an adapter.
- [cudaError_t cudaD3D10SetDirect3DDevice](#) (ID3D10Device *pD3D10Device)
Sets the Direct3D 10 device to use for interoperability in this thread.
- [cudaError_t cudaGraphicsD3D10RegisterResource](#) (struct cudaGraphicsResource **resource, ID3D10Resource *pD3DResource, unsigned int flags)
Register a Direct3D 10 resource for access by CUDA.

4.13.1 Detailed Description

This section describes the Direct3D 10 interoperability functions of the CUDA runtime application programming interface.

4.13.2 Function Documentation

4.13.2.1 [cudaError_t cudaD3D10GetDevice](#) (int *device, IDXGIAdapter *pAdapter)

Returns in *device the CUDA-compatible device corresponding to the adapter pAdapter obtained from IDXGI-Factory::EnumAdapters. This call will succeed only if a device on adapter pAdapter is Cuda-compatible.

Parameters:

device - Returns the device corresponding to pAdapter
pAdapter - D3D10 adapter to get device for

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaD3D10SetDirect3DDevice](#), [cudaGraphicsD3D10RegisterResource](#),

4.13.2.2 `cudaError_t cudaD3D10SetDirect3DDevice (ID3D10Device * pD3D10Device)`

Records `pD3D10Device` as the Direct3D 10 device to use for Direct3D 10 interoperability on this host thread. If the host thread has already initialized the CUDA runtime by calling non-device management runtime functions or if there exists a CUDA driver context active on the host thread, then this call returns [cudaErrorSetActiveProcess](#).

Successful context creation on `pD3D10Device` will increase the internal reference count on `pD3D10Device`. This reference count will be decremented upon destruction of this context through [cudaThreadExit\(\)](#).

Parameters:

pD3D10Device - Direct3D device to use for interoperability

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#), [cudaErrorInvalidValue](#), [cudaErrorSetActiveProcess](#)

Note:

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

See also:

[cudaD3D10GetDevice](#), [cudaGraphicsD3D10RegisterResource](#),

4.13.2.3 `cudaError_t cudaGraphicsD3D10RegisterResource (struct cudaGraphicsResource ** resource, ID3D10Resource * pD3DResource, unsigned int flags)`

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 is potentially 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 only valid value for this parameter is

- [cudaGraphicsRegisterFlagsNone](#)

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 using `cudaD3D10SetDirect3DDevice` then `cudaErrorInvalidDevice` is returned. If `pD3DResource` is of incorrect type or is already registered, then `cudaErrorInvalidResourceHandle` is returned. If `pD3DResource` cannot be registered, then `cudaErrorUnknown` is returned.

Parameters:

resource - Pointer to returned resource handle
pD3DResource - Direct3D resource to register
flags - Parameters for resource registration

Returns:

`cudaSuccess`, `cudaErrorInvalidDevice`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

Note:

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

See also:

`cudaD3D10SetDirect3DDevice`, `cudaGraphicsUnregisterResource`, `cudaGraphicsMapResources`, `cudaGraphicsSubResourceGetMappedArray`, `cudaGraphicsResourceGetMappedPointer`

4.14 Direct3D 10 Interoperability [DEPRECATED]

Functions

- [cudaError_t cudaD3D10MapResources](#) (int count, ID3D10Resource **ppResources)
Map Direct3D Resources for access by CUDA.
- [cudaError_t cudaD3D10RegisterResource](#) (ID3D10Resource *pResource, unsigned int flags)
Register a Direct3D 10 resource for access by CUDA.
- [cudaError_t cudaD3D10ResourceGetMappedArray](#) (cudaArray **ppArray, ID3D10Resource *pResource, unsigned int subResource)
Get an array through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [cudaError_t cudaD3D10ResourceGetMappedPitch](#) (size_t *pPitch, size_t *pPitchSlice, ID3D10Resource *pResource, unsigned int subResource)
Get the pitch of a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [cudaError_t cudaD3D10ResourceGetMappedPointer](#) (void **pPointer, ID3D10Resource *pResource, unsigned int subResource)
Get a pointer through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [cudaError_t cudaD3D10ResourceGetMappedSize](#) (size_t *pSize, ID3D10Resource *pResource, unsigned int subResource)
Get the size of a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [cudaError_t cudaD3D10ResourceGetSurfaceDimensions](#) (size_t *pWidth, size_t *pHeight, size_t *pDepth, ID3D10Resource *pResource, unsigned int subResource)
Get the dimensions of a registered Direct3D surface.
- [cudaError_t cudaD3D10ResourceSetMapFlags](#) (ID3D10Resource *pResource, unsigned int flags)
Set usage flags for mapping a Direct3D resource.
- [cudaError_t cudaD3D10UnmapResources](#) (int count, ID3D10Resource **ppResources)
Unmaps Direct3D resources.
- [cudaError_t cudaD3D10UnregisterResource](#) (ID3D10Resource *pResource)
Unregisters a Direct3D resource.

4.14.1 Detailed Description

This section describes deprecated Direct3D 10 interoperability functions.

4.14.2 Function Documentation

4.14.2.1 [cudaError_t cudaD3D10MapResources](#) (int count, ID3D10Resource ** ppResources)

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.

Parameters:

count - Number of resources to map for CUDA

ppResources - Resources to map for CUDA

Returns:

`cudaSuccess`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

Note:

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

See also:

`cudaGraphicsMapResources`

4.14.2.2 `cudaError_t cudaD3D10RegisterResource (ID3D10Resource *pResource, unsigned int flags)`

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 is potentially 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 `cuD3D10ResourceGetMappedArray()`. 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.

Parameters:

pResource - Resource to register
flags - Parameters for resource registration

Returns:

`cudaSuccess`, `cudaErrorInvalidDevice`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

Note:

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

See also:

`cudaGraphicsD3D10RegisterResource`

4.14.2.3 `cudaError_t cudaD3D10ResourceGetMappedArray(cudaArray **ppArray, ID3D10Resource *pResource, unsigned int subResource)`

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()`.

Parameters:

ppArray - Returned array corresponding to subresource

pResource - Mapped resource to access

subResource - Subresource of pResource to access

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaGraphicsSubResourceGetMappedArray](#)

4.14.2.4 `cudaError_t cudaD3D10ResourceGetMappedPitch (size_t * pPitch, size_t * pPitchSlice, ID3D10Resource * pResource, unsigned int subResource)`

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:

$$z * \text{slicePitch} + y * \text{pitch} + (\text{bytes per pixel}) * x$$

Both parameters *pPitch* and *pPitchSlice* are optional and may be set to NULL.

If *pResource* is not of type `ID3D10Texture1D`, `ID3D10Texture2D`, or `ID3D10Texture3D`, or if *pResource* has not been registered for use with CUDA, then [cudaErrorInvalidResourceHandle](#) 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\(\)](#).

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](#)

Note:

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

See also:

[cudaGraphicsSubResourceGetMappedArray](#)

4.14.2.5 `cudaError_t cudaD3D10ResourceGetMappedPointer (void ** pPointer, ID3D10Resource * pResource, unsigned int subResource)`

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()`.

Parameters:

pPointer - Returned pointer corresponding to subresource

pResource - Mapped resource to access

subResource - Subresource of *pResource* to access

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaGraphicsResourceGetMappedPointer](#)

4.14.2.6 `cudaError_t cudaD3D10ResourceGetMappedSize (size_t * pSize, ID3D10Resource * pResource, unsigned int subResource)`

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\(\)](#).

Parameters:

pSize - Returned size of subresource
pResource - Mapped resource to access
subResource - Subresource of pResource to access

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaGraphicsResourceGetMappedPointer](#)

4.14.2.7 `cudaError_t cudaD3D10ResourceGetSurfaceDimensions (size_t * pWidth, size_t * pHeight, size_t * pDepth, ID3D10Resource * pResource, unsigned int subResource)`

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*.

Because 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\(\)](#).

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](#),

Note:

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

See also:

[cudaGraphicsSubResourceGetMappedArray](#)

4.14.2.8 `cudaError_t cudaD3D10ResourceSetMapFlags (ID3D10Resource * pResource, unsigned int flags)`

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.

Parameters:

`pResource` - Registered resource to set flags for

`flags` - Parameters for resource mapping

Returns:

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`,

Note:

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

See also:

`cudaGraphicsResourceSetMapFlags`

4.14.2.9 `cudaError_t cudaD3D10UnmapResources (int count, ID3D10Resource ** ppResources)`

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.

Parameters:

count - Number of resources to unmap for CUDA

ppResources - Resources to unmap for CUDA

Returns:

[cudaSuccess](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaGraphicsUnmapResources](#)

4.14.2.10 `cudaError_t cudaD3D10UnregisterResource (ID3D10Resource * pResource)`**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.

Parameters:

pResource - Resource to unregister

Returns:

[cudaSuccess](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaGraphicsUnregisterResource](#)

4.15 Direct3D 11 Interoperability

Functions

- [cudaError_t cudaD3D11GetDevice](#) (int *device, IDXGIAdapter *pAdapter)
Gets the device number for an adapter.
- [cudaError_t cudaD3D11SetDirect3DDevice](#) (ID3D11Device *pD3D11Device)
Sets the Direct3D 11 device to use for interoperability in this thread.
- [cudaError_t cudaGraphicsD3D11RegisterResource](#) (struct cudaGraphicsResource **resource, ID3D11Resource *pD3DResource, unsigned int flags)
Register a Direct3D 11 resource for access by CUDA.

4.15.1 Detailed Description

This section describes the Direct3D 11 interoperability functions of the CUDA runtime application programming interface.

4.15.2 Function Documentation

4.15.2.1 [cudaError_t cudaD3D11GetDevice](#) (int * *device*, IDXGIAdapter * *pAdapter*)

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.

Parameters:

device - Returns the device corresponding to pAdapter
pAdapter - D3D11 adapter to get device for

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaGraphicsUnregisterResource](#), [cudaGraphicsMapResources](#), [cudaGraphicsSubResourceGetMappedArray](#), [cudaGraphicsResourceGetMappedPointer](#)

4.15.2.2 [cudaError_t cudaD3D11SetDirect3DDevice](#) (ID3D11Device * *pD3D11Device*)

Records pD3D11Device as the Direct3D 11 device to use for Direct3D 11 interoperability on this host thread. If the host thread has already initialized the CUDA runtime by calling non-device management runtime functions or if there exists a CUDA driver context active on the host thread, then this call returns [cudaErrorSetOnActiveProcess](#).

Successful context creation on pD3D11Device will increase the internal reference count on pD3D11Device. This reference count will be decremented upon destruction of this context through [cudaThreadExit\(\)](#).

Parameters:

pD3D11Device - Direct3D device to use for interoperability

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#), [cudaErrorInvalidValue](#), [cudaErrorSetOnActiveProcess](#)

Note:

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

See also:

[cudaD3D11GetDevice](#), [cudaGraphicsD3D11RegisterResource](#)

4.15.2.3 `cudaError_t cudaGraphicsD3D11RegisterResource` (struct `cudaGraphicsResource` ** *resource*, `ID3D11Resource` * *pD3DResource*, unsigned int *flags*)

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 is potentially 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 only valid value for this parameter is

- [cudaGraphicsRegisterFlagsNone](#)

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 using [cudaD3D11SetDirect3DDevice](#) then [cudaErrorInvalidDevice](#) is returned. If `pD3DResource` is of incorrect type or is already registered, then [cudaErrorInvalidResourceHandle](#) is returned. If `pD3DResource` cannot be registered, then [cudaErrorUnknown](#) is returned.

Parameters:

resource - Pointer to returned resource handle

pD3DResource - Direct3D resource to register

flags - Parameters for resource registration

Returns:

[cudaSuccess](#), [cudaErrorInvalidDevice](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaD3D11SetDirect3DDevice](#), [cudaGraphicsUnregisterResource](#), [cudaGraphicsMapResources](#), [cudaGraphicsSubResourceGetMappedArray](#), [cudaGraphicsResourceGetMappedPointer](#)

4.16 VDPAU Interoperability

Functions

- [cudaError_t cudaGraphicsVDPAURegisterOutputSurface](#) (struct cudaGraphicsResource **resource, VdpOutputSurface vdpSurface, unsigned int flags)
Register a VdpOutputSurface object.
- [cudaError_t cudaGraphicsVDPAURegisterVideoSurface](#) (struct cudaGraphicsResource **resource, VdpVideoSurface vdpSurface, unsigned int flags)
Register a VdpVideoSurface object.
- [cudaError_t cudaVDPAUGetDevice](#) (int *device, VdpDevice vdpDevice, VdpGetProcAddress *vdpGetProcAddress)
Gets the CUDA device associated with a VdpDevice.
- [cudaError_t cudaVDPAUSetVDPAUDevice](#) (int device, VdpDevice vdpDevice, VdpGetProcAddress *vdpGetProcAddress)
Sets the CUDA device for use with VDPAU interoperability.

4.16.1 Detailed Description

This section describes the VDPAU interoperability functions of the CUDA runtime application programming interface.

4.16.2 Function Documentation

4.16.2.1 [cudaError_t cudaGraphicsVDPAURegisterOutputSurface](#) (struct cudaGraphicsResource **resource, VdpOutputSurface vdpSurface, unsigned int flags)

Registers the VdpOutputSurface 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.

Parameters:

resource - Pointer to the returned object handle
vdpSurface - VDPAU object to be registered
flags - Map flags

Returns:

[cudaSuccess](#), [cudaErrorInvalidDevice](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaVDPAUSetVDPAUDevice](#) [cudaGraphicsUnregisterResource](#), [cudaGraphicsSubResourceGetMappedArray](#)

4.16.2.2 **cudaError_t cudaGraphicsVDPAURegisterVideoSurface (struct cudaGraphicsResource ** resource, VdpVideoSurface vdpSurface, unsigned int flags)**

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.

Parameters:

resource - Pointer to the returned object handle

vdpSurface - VDPAU object to be registered

flags - Map flags

Returns:

[cudaSuccess](#), [cudaErrorInvalidDevice](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaVDPAUSetVDPAUDevice](#) [cudaGraphicsUnregisterResource](#), [cudaGraphicsSubResourceGetMappedArray](#)

4.16.2.3 **cudaError_t cudaVDPAUGetDevice (int * device, VdpDevice vdpDevice, VdpGetProcAddress * vdpGetProcAddress)**

Returns the CUDA device associated with a VdpDevice, if applicable.

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](#)

Note:

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

See also:

[cudaVDPAUSetVDPAUDevice](#)

4.16.2.4 `cudaError_t cudaVDPAUSetVDPAUDevice (int device, VdpDevice vdpDevice, VdpGetProcAddress * vdpGetProcAddress)`

Records *device* as the device on which the active host thread executes the device code. Records the thread as using VDPAU interoperability. If the host thread has already initialized the CUDA runtime by calling non-device management runtime functions or if there exists a CUDA driver context active on the host thread, then this call returns [cudaErrorSetOnActiveProcess](#).

Parameters:

device - Device to use for VDPAU interoperability

vdpDevice - The VdpDevice to interoperate with

vdpGetProcAddress - VDPAU's VdpGetProcAddress function pointer

Returns:

[cudaSuccess](#), [cudaErrorInvalidDevice](#), [cudaErrorSetOnActiveProcess](#)

Note:

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

See also:

[cudaGraphicsVDPAURegisterVideoSurface](#), [cudaGraphicsVDPAURegisterOutputSurface](#)

4.17 Graphics Interoperability

Functions

- [cudaError_t cudaGraphicsMapResources](#) (int count, struct cudaGraphicsResource **resources, [cudaStream_t](#) stream)
Map graphics resources for access by CUDA.
- [cudaError_t cudaGraphicsResourceGetMappedPointer](#) (void **devPtr, size_t *size, struct cudaGraphicsResource *resource)
Get an device pointer through which to access a mapped graphics resource.
- [cudaError_t cudaGraphicsResourceSetMapFlags](#) (struct cudaGraphicsResource *resource, unsigned int flags)
Set usage flags for mapping a graphics resource.
- [cudaError_t cudaGraphicsSubResourceGetMappedArray](#) (cudaArray **array, struct cudaGraphicsResource *resource, unsigned int arrayIndex, unsigned int mipLevel)
Get an array through which to access a subresource of a mapped graphics resource.
- [cudaError_t cudaGraphicsUnmapResources](#) (int count, struct cudaGraphicsResource **resources, [cudaStream_t](#) stream)
Unmap graphics resources.
- [cudaError_t cudaGraphicsUnregisterResource](#) (struct cudaGraphicsResource *resource)
Unregisters a graphics resource for access by CUDA.

4.17.1 Detailed Description

This section describes the graphics interoperability functions of the CUDA runtime application programming interface.

4.17.2 Function Documentation

4.17.2.1 [cudaError_t cudaGraphicsMapResources](#) (int count, struct cudaGraphicsResource ** resources, [cudaStream_t](#) stream)

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.

Parameters:

count - Number of resources to map

resources - Resources to map for CUDA

stream - Stream for synchronization

Returns:

[cudaSuccess](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#)

Note:

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

See also:

[cudaGraphicsResourceGetMappedPointer](#) [cudaGraphicsSubResourceGetMappedArray](#) [cudaGraphicsUnmapResources](#)

4.17.2.2 `cudaError_t cudaGraphicsResourceGetMappedPointer (void ** devPtr, size_t * size, struct cudaGraphicsResource * resource)`

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. *

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](#)

Note:

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

See also:

[cudaGraphicsMapResources](#), [cudaGraphicsSubResourceGetMappedArray](#)

4.17.2.3 `cudaError_t cudaGraphicsResourceSetMapFlags (struct cudaGraphicsResource * resource, unsigned int flags)`

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.

Parameters:

resource - Registered resource to set flags for
flags - Parameters for resource mapping

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidResourceHandle](#), [cudaErrorUnknown](#),

Note:

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

See also:

[cudaGraphicsMapResources](#)

4.17.2.4 `cudaError_t cudaGraphicsSubResourceGetMappedArray (cudaArray ** array, struct cudaGraphicsResource * resource, unsigned int arrayIndex, unsigned int mipLevel)`

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.

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](#)

Note:

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

See also:

[cudaGraphicsResourceGetMappedPointer](#)

4.17.2.5 `cudaError_t cudaGraphicsUnmapResources (int count, struct cudaGraphicsResource ** resources, cudaStream_t stream)`

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.

Parameters:

count - Number of resources to unmap

resources - Resources to unmap

stream - Stream for synchronization

Returns:

`cudaSuccess`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

Note:

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

See also:

`cudaGraphicsMapResources`

4.17.2.6 `cudaError_t cudaGraphicsUnregisterResource (struct cudaGraphicsResource * resource)`

Unregisters the graphics resource `resource` so it is not accessible by CUDA unless registered again.

If `resource` is invalid then `cudaErrorInvalidResourceHandle` is returned.

Parameters:

resource - Resource to unregister

Returns:

`cudaSuccess`, `cudaErrorInvalidResourceHandle`, `cudaErrorUnknown`

Note:

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

See also:

`cudaGraphicsD3D9RegisterResource`, `cudaGraphicsD3D10RegisterResource`, `cudaGraphicsD3D11RegisterResource`, `cudaGraphicsGLRegisterBuffer`, `cudaGraphicsGLRegisterImage`

4.18 Texture Reference Management

Functions

- `cudaError_t cudaBindTexture` (`size_t *offset`, `const struct textureReference *texref`, `const void *devPtr`, `const struct cudaChannelFormatDesc *desc`, `size_t size`)
Binds a memory area to a texture.
- `cudaError_t cudaBindTexture2D` (`size_t *offset`, `const struct textureReference *texref`, `const void *devPtr`, `const struct cudaChannelFormatDesc *desc`, `size_t width`, `size_t height`, `size_t pitch`)
Binds a 2D memory area to a texture.
- `cudaError_t cudaBindTextureToArray` (`const struct textureReference *texref`, `const struct cudaArray *array`, `const struct cudaChannelFormatDesc *desc`)
Binds an array to a texture.
- `struct cudaChannelFormatDesc cudaCreateChannelDesc` (`int x`, `int y`, `int z`, `int w`, `enum cudaChannelFormatKind f`)
Returns a channel descriptor using the specified format.
- `cudaError_t cudaGetChannelDesc` (`struct cudaChannelFormatDesc *desc`, `const struct cudaArray *array`)
Get the channel descriptor of an array.
- `cudaError_t cudaGetTextureAlignmentOffset` (`size_t *offset`, `const struct textureReference *texref`)
Get the alignment offset of a texture.
- `cudaError_t cudaGetTextureReference` (`const struct textureReference **texref`, `const char *symbol`)
Get the texture reference associated with a symbol.
- `cudaError_t cudaUnbindTexture` (`const struct textureReference *texref`)
Unbinds a texture.

4.18.1 Detailed Description

This section describes the low level texture reference management functions of the CUDA runtime application programming interface.

4.18.2 Function Documentation

4.18.2.1 `cudaError_t cudaBindTexture` (`size_t *offset`, `const struct textureReference *texref`, `const void *devPtr`, `const struct cudaChannelFormatDesc *desc`, `size_t size`)

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.

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`

Note:

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)

4.18.2.2 `cudaError_t cudaBindTexture2D (size_t * offset, const struct textureReference * texref, const void * devPtr, const struct cudaChannelFormatDesc * desc, size_t width, size_t height, size_t pitch)`

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.

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`

Note:

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), [cudaBindTextureToArray](#) (C API), [cudaGetTextureAlignmentOffset](#) (C API)

4.18.2.3 `cudaError_t cudaBindTextureToArray (const struct textureReference * texref, const struct cudaArray * array, const struct cudaChannelFormatDesc * desc)`

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.

Parameters:

texref - Texture to bind
array - Memory array on device
desc - Channel format

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidTexture](#)

Note:

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)

4.18.2.4 `struct cudaChannelFormatDesc cudaCreateChannelDesc (int x, int y, int z, int w, enum cudaChannelFormatKind f)` [read]

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](#).

Parameters:

x - X component
y - Y component

z - Z component
w - W component
f - Channel format

Returns:

Channel descriptor with format *f*

See also:

[cudaCreateChannelDesc \(C++ API\)](#), [cudaGetChannelDesc](#), [cudaGetTextureReference](#), [cudaBindTexture \(C API\)](#), [cudaBindTexture2D \(C API\)](#), [cudaBindTextureToArray \(C API\)](#), [cudaUnbindTexture \(C API\)](#), [cudaGetTextureAlignmentOffset \(C API\)](#)

4.18.2.5 `cudaError_t cudaGetChannelDesc (struct cudaChannelFormatDesc * desc, const struct cudaArray * array)`

Returns in **desc* the channel descriptor of the CUDA array *array*.

Parameters:

desc - Channel format
array - Memory array on device

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#)

Note:

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 \(C API\)](#)

4.18.2.6 `cudaError_t cudaGetTextureAlignmentOffset (size_t * offset, const struct textureReference * texref)`

Returns in **offset* the offset that was returned when texture reference *texref* was bound.

Parameters:

offset - Offset of texture reference in bytes
texref - Texture to get offset of

Returns:

[cudaSuccess](#), [cudaErrorInvalidTexture](#), [cudaErrorInvalidTextureBinding](#)

Note:

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)

4.18.2.7 `cudaError_t cudaGetTextureReference (const struct textureReference ** texref, const char * symbol)`

Returns in `*texref` the structure associated to the texture reference defined by symbol `symbol`.

Parameters:

texref - Texture associated with symbol
symbol - Symbol to find texture reference for

Returns:

[cudaSuccess](#), [cudaErrorInvalidTexture](#)

Note:

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

See also:

[cudaCreateChannelDesc](#) (C API), [cudaGetChannelDesc](#), [cudaGetTextureAlignmentOffset](#) (C API), [cudaBindTexture](#) (C API), [cudaBindTexture2D](#) (C API), [cudaBindTextureToArray](#) (C API), [cudaUnbindTexture](#) (C API)

4.18.2.8 `cudaError_t cudaUnbindTexture (const struct textureReference * texref)`

Unbinds the texture bound to `texref`.

Parameters:

texref - Texture to unbind

Returns:

[cudaSuccess](#)

Note:

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)

4.19 Surface Reference Management

Functions

- [cudaError_t cudaBindSurfaceToArray](#) (const struct surfaceReference *surfref, const struct cudaArray *array, const struct cudaChannelFormatDesc *desc)
Binds an array to a surface.
- [cudaError_t cudaGetSurfaceAlignmentOffset](#) (size_t *offset, const struct surfaceReference *surfref)
Get the alignment offset of a surface.
- [cudaError_t cudaGetSurfaceReference](#) (const struct surfaceReference **surfref, const char *symbol)
Get the surface reference associated with a symbol.

4.19.1 Detailed Description

This section describes the low level surface reference management functions of the CUDA runtime application programming interface.

4.19.2 Function Documentation

4.19.2.1 [cudaError_t cudaBindSurfaceToArray](#) (const struct surfaceReference * *surfref*, const struct cudaArray * *array*, const struct cudaChannelFormatDesc * *desc*)

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.

Parameters:

surfref - Surface to bind
array - Memory array on device
desc - Channel format

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidSurface](#)

Note:

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

See also:

[cudaBindSurfaceToArray](#) (C++ API), [cudaBindSurfaceToArray](#) (C++ API, inherited channel descriptor), [cudaGetSurfaceAlignmentOffset](#) (C API), [cudaGetSurfaceReference](#)

4.19.2.2 [cudaError_t cudaGetSurfaceAlignmentOffset](#) (size_t * *offset*, const struct surfaceReference * *surfref*)

Returns in *offset* the offset that was returned when surface reference *surface* was bound.

Parameters:

offset - Offset of surface reference in bytes

surfref - Surface to get offset of

Returns:

[cudaSuccess](#), [cudaErrorInvalidSurface](#), [cudaErrorInvalidSurfaceBinding](#)

Note:

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

See also:

[cudaBindSurfaceToArray \(C API\)](#), [cudaGetSurfaceReference](#)

4.19.2.3 `cudaError_t cudaGetSurfaceReference (const struct surfaceReference ** surfref, const char * symbol)`

Returns in `*surfref` the structure associated to the surface reference defined by symbol `symbol`.

Parameters:

surfref - Surface associated with symbol

symbol - Symbol to find surface reference for

Returns:

[cudaSuccess](#), [cudaErrorInvalidSurface](#)

Note:

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

See also:

[cudaBindSurfaceToArray \(C API\)](#), [cudaGetSurfaceAlignmentOffset \(C API\)](#)

4.20 Version Management

Functions

- [cudaError_t cudaDriverGetVersion](#) (int *driverVersion)
Returns the CUDA driver version.
- [cudaError_t cudaRuntimeGetVersion](#) (int *runtimeVersion)
Returns the CUDA Runtime version.

4.20.1 Function Documentation

4.20.1.1 [cudaError_t cudaDriverGetVersion](#) (int * *driverVersion*)

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.

Parameters:

driverVersion - Returns the CUDA driver version.

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#)

Note:

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

See also:

[cudaRuntimeGetVersion](#)

4.20.1.2 [cudaError_t cudaRuntimeGetVersion](#) (int * *runtimeVersion*)

Returns in *runtimeVersion the version number of the installed CUDA Runtime. This function automatically returns [cudaErrorInvalidValue](#) if the runtimeVersion argument is NULL.

Parameters:

runtimeVersion - Returns the CUDA Runtime version.

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#)

See also:

[cudaDriverGetVersion](#)

4.21 C++ API Routines

C++-style interface built on top of CUDA runtime API.

Functions

- `template<class T, int dim>`
`cudaError_t cudaBindSurfaceToArray` (const struct surface< T, dim > &surf, const struct cudaArray *array)
[C++ API] Binds an array to a surface
- `template<class T, int dim>`
`cudaError_t cudaBindSurfaceToArray` (const struct surface< T, dim > &surf, const struct cudaArray *array, const struct `cudaChannelFormatDesc` &desc)
[C++ API] Binds an array to a surface
- `template<class T, int dim, enum cudaTextureReadMode readMode>`
`cudaError_t cudaBindTexture` (size_t *offset, const struct texture< T, dim, readMode > &tex, const void *devPtr, size_t size=UINT_MAX)
[C++ API] Binds a memory area to a texture
- `template<class T, int dim, enum cudaTextureReadMode readMode>`
`cudaError_t cudaBindTexture` (size_t *offset, const struct texture< T, dim, readMode > &tex, const void *devPtr, const struct `cudaChannelFormatDesc` &desc, size_t size=UINT_MAX)
[C++ API] Binds a memory area to a texture
- `template<class T, int dim, enum cudaTextureReadMode readMode>`
`cudaError_t cudaBindTexture2D` (size_t *offset, const struct texture< T, dim, readMode > &tex, const void *devPtr, const struct `cudaChannelFormatDesc` &desc, size_t width, size_t height, size_t pitch)
[C++ API] Binds a 2D memory area to a texture
- `template<class T, int dim, enum cudaTextureReadMode readMode>`
`cudaError_t cudaBindTextureToArray` (const struct texture< T, dim, readMode > &tex, const struct cudaArray *array)
[C++ API] Binds an array to a texture
- `template<class T, int dim, enum cudaTextureReadMode readMode>`
`cudaError_t cudaBindTextureToArray` (const struct texture< T, dim, readMode > &tex, const struct cudaArray *array, const struct `cudaChannelFormatDesc` &desc)
[C++ API] Binds an array to a texture
- `template<class T >`
`cudaChannelFormatDesc cudaCreateChannelDesc` (void)
[C++ API] Returns a channel descriptor using the specified format
- `template<class T >`
`cudaError_t cudaFuncGetAttributes` (struct `cudaFuncAttributes` *attr, T *entry)
[C++ API] Find out attributes for a given function
- `template<class T >`
`cudaError_t cudaFuncSetCacheConfig` (T *func, enum `cudaFuncCache` cacheConfig)
Sets the preferred cache configuration for a device function.

- `template<class T >`
`cudaError_t cudaGetSymbolAddress` (void **devPtr, const T &symbol)
[C++ API] Finds the address associated with a CUDA symbol
- `template<class T >`
`cudaError_t cudaGetSymbolSize` (size_t *size, const T &symbol)
[C++ API] Finds the size of the object associated with a CUDA symbol
- `template<class T, int dim, enum cudaTextureReadMode readMode>`
`cudaError_t cudaGetTextureAlignmentOffset` (size_t *offset, const struct texture< T, dim, readMode > &tex)
[C++ API] Get the alignment offset of a texture
- `template<class T >`
`cudaError_t cudaLaunch` (T *entry)
[C++ API] Launches a device function
- `template<class T >`
`cudaError_t cudaSetupArgument` (T arg, size_t offset)
[C++ API] Configure a device launch
- `template<class T, int dim, enum cudaTextureReadMode readMode>`
`cudaError_t cudaUnbindTexture` (const struct texture< T, dim, readMode > &tex)
[C++ API] Unbinds a texture

4.21.1 Detailed Description

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.

4.21.2 Function Documentation

4.21.2.1 `template<class T, int dim> cudaError_t cudaBindSurfaceToArray` (const struct surface< T, dim > &surf, const struct cudaArray * array)

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.

Parameters:

`surf` - Surface to bind

`array` - Memory array on device

Returns:

`cudaSuccess`, `cudaErrorInvalidValue`, `cudaErrorInvalidSurface`

Note:

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

See also:

[cudaBindSurfaceToArray \(C API\)](#), [cudaBindSurfaceToArray \(C++ API\)](#)

4.21.2.2 `template<class T, int dim> cudaError_t cudaBindSurfaceToArray (const struct surface< T, dim > & surf, const struct cudaArray * array, const struct cudaChannelFormatDesc & desc)`

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.

Parameters:

surf - Surface to bind
array - Memory array on device
desc - Channel format

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidSurface](#)

Note:

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

See also:

[cudaBindSurfaceToArray \(C API\)](#), [cudaBindSurfaceToArray \(C++ API, inherited channel descriptor\)](#)

4.21.2.3 `template<class T, int dim, enum cudaTextureReadMode readMode> cudaError_t cudaBindTexture (size_t * offset, const struct texture< T, dim, readMode > & tex, const void * devPtr, size_t size = UINT_MAX)`

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.

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](#)

Note:

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), [cudaBindTextureToArray](#) (C++ API), [cudaBindTextureToArray](#) (C++ API, inherited channel descriptor), [cudaUnbindTexture](#) (C++ API), [cudaGetTextureAlignmentOffset](#) (C++ API)

4.21.2.4 `template<class T, int dim, enum cudaTextureReadMode readMode> cudaError_t
cudaBindTexture (size_t * offset, const struct texture< T, dim, readMode > & tex, const void *
devPtr, const struct cudaChannelFormatDesc & desc, size_t size = UINT_MAX)`

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 [cudaBindTexture\(\)](#) function. Any memory previously bound to `tex` is unbound.

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](#)

Note:

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), [cudaBindTextureToArray](#) (C++ API), [cudaBindTextureToArray](#) (C++ API, inherited channel descriptor), [cudaUnbindTexture](#) (C++ API), [cudaGetTextureAlignmentOffset](#) (C++ API)

4.21.2.5 `template<class T, int dim, enum cudaTextureReadMode readMode> cudaError_t
cudaBindTexture2D (size_t * offset, const struct texture< T, dim, readMode > & tex, const void *
devPtr, const struct cudaChannelFormatDesc & desc, size_t width, size_t height, size_t pitch)`

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.

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](#)

Note:

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), [cudaBindTextureToArray](#) (C++ API), [cudaBindTextureToArray](#) (C++ API, inherited channel descriptor), [cudaUnbindTexture](#) (C++ API), [cudaGetTextureAlignmentOffset](#) (C++ API)

4.21.2.6 `template<class T, int dim, enum cudaTextureReadMode readMode> cudaError_t
 cudaBindTextureToArray (const struct texture< T, dim, readMode > & tex, const struct cudaArray
 * array)`

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.

Parameters:

tex - Texture to bind
array - Memory array on device

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidTexture](#)

Note:

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), [cudaBindTextureToArray](#) (C API), [cudaBindTextureToArray](#) (C++ API), [cudaUnbindTexture](#) (C++ API), [cudaGetTextureAlignmentOffset](#) (C++ API)

4.21.2.7 `template<class T , int dim, enum cudaTextureReadMode readMode> cudaError_t
 cudaBindTextureToArray (const struct texture< T, dim, readMode > & tex, const struct cudaArray
 * array, const struct cudaChannelFormatDesc & desc)`

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.

Parameters:

tex - Texture to bind
array - Memory array on device
desc - Channel format

Returns:

[cudaSuccess](#), [cudaErrorInvalidValue](#), [cudaErrorInvalidDevicePointer](#), [cudaErrorInvalidTexture](#)

Note:

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), [cudaBindTextureToArray](#) (C API), [cudaBindTextureToArray](#) (C++ API, inherited channel descriptor), [cudaUnbindTexture](#) (C++ API), [cudaGetTextureAlignmentOffset](#) (C++ API)

4.21.2.8 `template<class T > cudaChannelFormatDesc cudaCreateChannelDesc (void)`

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](#).

Returns:

Channel descriptor with format *f*

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)

4.21.2.9 `template<class T> cudaError_t cudaFuncGetAttributes (struct cudaFuncAttributes * attr, T * entry)`

This function obtains the attributes of a function specified via `entry`. The parameter `entry` can either be a pointer to a function that executes on the device, or it can be a character string specifying the fully-decorated (C++) name of 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.

Parameters:

attr - Return pointer to function's attributes
entry - Function to get attributes of

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#), [cudaErrorInvalidDeviceFunction](#)

Note:

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)

4.21.2.10 `template<class T> cudaError_t cudaFuncSetCacheConfig (T * func, enum cudaFuncCache cacheConfig)`

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` can either be a pointer to a function that executes on the device, or it can be a character string specifying the fully-decorated (C++) name for 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.

Switching between configuration modes may insert a device-side synchronization point for streamed kernel launches.

Parameters:

func - Device char string naming device function
cacheConfig - Cache configuration mode

Returns:

[cudaSuccess](#), [cudaErrorInitializationError](#), [cudaErrorInvalidDeviceFunction](#)

Note:

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)

4.21.2.11 `template<class T> cudaError_t cudaGetSymbolAddress (void **devPtr, const T & symbol)`

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, or it can be a character string, naming 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. If there are multiple global or constant variables with the same string name (from separate files) and the lookup is done via character string, [cudaErrorDuplicateVariableName](#) is returned.

Parameters:

devPtr - Return device pointer associated with symbol

symbol - Global/constant variable or string symbol to search for

Returns:

[cudaSuccess](#), [cudaErrorInvalidSymbol](#), [cudaErrorDuplicateVariableName](#)

Note:

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

See also:

[cudaGetSymbolAddress \(C API\)](#) [cudaGetSymbolSize \(C++ API\)](#)

4.21.2.12 `template<class T> cudaError_t cudaGetSymbolSize (size_t *size, const T & symbol)`

Returns in **size* the size of symbol *symbol*. *symbol* can either be a variable that resides in global or constant memory space, or it can be a character string, naming 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. If there are multiple global variables with the same string name (from separate files) and the lookup is done via character string, [cudaErrorDuplicateVariableName](#) is returned.

Parameters:

size - Size of object associated with symbol

symbol - Global variable or string symbol to find size of

Returns:

[cudaSuccess](#), [cudaErrorInvalidSymbol](#), [cudaErrorDuplicateVariableName](#)

Note:

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

See also:

[cudaGetSymbolAddress \(C++ API\)](#) [cudaGetSymbolSize \(C API\)](#)

4.21.2.13 `template<class T, int dim, enum cudaTextureReadMode readMode> cudaError_t
cudaGetTextureAlignmentOffset (size_t * offset, const struct texture< T, dim, readMode > & tex)`

Returns in **offset* the offset that was returned when texture reference *tex* was bound.

Parameters:

offset - Offset of texture reference in bytes

tex - Texture to get offset of

Returns:

[cudaSuccess](#), [cudaErrorInvalidTexture](#), [cudaErrorInvalidTextureBinding](#)

Note:

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), [cudaBindTextureToArray](#) (C++ API), [cudaBindTextureToArray](#) (C++ API, inherited channel descriptor), [cudaUnbindTexture](#) (C++ API), [cudaGetTextureAlignmentOffset](#) (C API)

4.21.2.14 `template<class T> cudaError_t cudaLaunch (T * entry)`

Launches the function *entry* on the device. The parameter *entry* can either be a function that executes on the device, or it can be a character string, naming 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.

Parameters:

entry - Device function pointer or char string naming device function to execute

Returns:

[cudaSuccess](#), [cudaErrorInvalidDeviceFunction](#), [cudaErrorInvalidConfiguration](#), [cudaErrorLaunchFailure](#), [cudaErrorPriorLaunchFailure](#), [cudaErrorLaunchTimeout](#), [cudaErrorLaunchOutOfResources](#), [cudaErrorSharedObjectSymbolNotFound](#), [cudaErrorSharedObjectInitFailed](#)

Note:

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)

4.21.2.15 `template<class T > cudaError_t cudaSetupArgument (T arg, size_t offset)`

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()`.

Parameters:

arg - Argument to push for a kernel launch
offset - Offset in argument stack to push new arg

Returns:

`cudaSuccess`

Note:

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)

4.21.2.16 `template<class T, int dim, enum cudaTextureReadMode readMode> cudaError_t
cudaUnbindTexture (const struct texture< T, dim, readMode > & tex)`

Unbinds the texture bound to `tex`.

Parameters:

tex - Texture to unbind

Returns:

`cudaSuccess`

Note:

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), `cudaBindTextureToArray` (C++ API), `cudaBindTextureToArray` (C++ API, inherited channel descriptor), `cudaUnbindTexture` (C API), `cudaGetTextureAlignmentOffset` (C++ API)

4.22 Interactions with the CUDA Driver API

Interactions between the CUDA Driver API and the CUDA Runtime API.

This section describes the interactions between the CUDA Driver API and the CUDA Runtime API

4.22.1 Context Management

CUDA Runtime API calls operate on the CUDA Driver API [CUcontext](#) which is bound to the current host thread.

If there exists no CUDA Driver API [CUcontext](#) bound to the current thread at the time of a CUDA Runtime API call which requires a [CUcontext](#) then the CUDA Runtime will implicitly create a new [CUcontext](#) before executing the call.

If the CUDA Runtime creates a [CUcontext](#) then the [CUcontext](#) will be created using the parameters specified by the CUDA Runtime API functions [cudaSetDevice](#), [cudaSetValidDevices](#), [cudaSetDeviceFlags](#), [cudaGLSetGLDevice](#), [cudaD3D9SetDirect3DDevice](#), [cudaD3D10SetDirect3DDevice](#), and [cudaD3D11SetDirect3DDevice](#). Note that these functions will fail with [cudaErrorSetOnActiveProcess](#) if they are called when a [CUcontext](#) is bound to the current host thread.

The lifetime of a [CUcontext](#) is managed by a reference counting mechanism. The reference count of a [CUcontext](#) is initially set to 0, and is incremented by [cuCtxAttach](#) and decremented by [cuCtxDetach](#).

If a [CUcontext](#) is created by the CUDA Runtime, then the CUDA runtime will decrement the reference count of that [CUcontext](#) in the function [cudaThreadExit](#). If a [CUcontext](#) is created by the CUDA Driver API (or is created by a separate instance of the CUDA Runtime API library), then the CUDA Runtime will not increment or decrement the reference count of that [CUcontext](#).

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 (using [cuCtxPopCurrent](#) and [cuCtxPushCurrent](#)) then all CUDA Runtime API state will move to that thread as well.

4.22.2 Interactions between CUstream and cudaStream_t

The types [CUstream](#) and [cudaStream_t](#) are identical and may be used interchangeably.

4.22.3 Interactions between CUEvent and cudaEvent_t

The types [CUEvent](#) and [cudaEvent_t](#) are identical and may be used interchangeably.

4.22.4 Interactions between CUarray and struct cudaArray *

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](#).

4.22.5 Interactions between CUgraphicsResource and struct cudaGraphicsResource *

The types [CUgraphicsResource](#) and `struct cudaGraphicsResource *` 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 struct `cudaGraphicsResource *`, it is necessary to explicitly cast the [CUgraphicsResource](#) to a struct `cudaGraphicsResource *`.

In order to use a struct `cudaGraphicsResource *` in a CUDA Driver API function which takes a [CUgraphicsResource](#), it is necessary to explicitly cast the struct `cudaGraphicsResource *` to a [CUgraphicsResource](#) .

4.23 Data types used by CUDA Runtime

Data Structures

- struct [cudaChannelFormatDesc](#)
- struct [cudaDeviceProp](#)
- struct [cudaExtent](#)
- struct [cudaFuncAttributes](#)
- struct [cudaMemcpy3DParms](#)
- struct [cudaPitchedPtr](#)
- struct [cudaPos](#)

Data types used by CUDA Runtime

Data types used by CUDA Runtime

Author:

NVIDIA Corporation

- enum [cudaChannelFormatKind](#) {
 [cudaChannelFormatKindSigned](#),
 [cudaChannelFormatKindUnsigned](#),
 [cudaChannelFormatKindFloat](#),
 [cudaChannelFormatKindNone](#) }
- enum [cudaComputeMode](#) {
 [cudaComputeModeDefault](#),
 [cudaComputeModeExclusive](#),
 [cudaComputeModeProhibited](#) }
- enum [cudaError](#) {
 [cudaSuccess](#),
 [cudaErrorMissingConfiguration](#),
 [cudaErrorMemoryAllocation](#),
 [cudaErrorInitializationError](#),
 [cudaErrorLaunchFailure](#),
 [cudaErrorPriorLaunchFailure](#),
 [cudaErrorLaunchTimeout](#),
 [cudaErrorLaunchOutOfResources](#),
 [cudaErrorInvalidDeviceFunction](#),
 [cudaErrorInvalidConfiguration](#),
 [cudaErrorInvalidDevice](#),
 [cudaErrorInvalidValue](#),
 [cudaErrorInvalidPitchValue](#),
 [cudaErrorInvalidSymbol](#),
 [cudaErrorMapBufferObjectFailed](#),

```
cudaErrorUnmapBufferObjectFailed,  
cudaErrorInvalidHostPointer,  
cudaErrorInvalidDevicePointer,  
cudaErrorInvalidTexture,  
cudaErrorInvalidTextureBinding,  
cudaErrorInvalidChannelDescriptor,  
cudaErrorInvalidMemcpyDirection,  
cudaErrorAddressOfConstant,  
cudaErrorTextureFetchFailed,  
cudaErrorTextureNotBound,  
cudaErrorSynchronizationError,  
cudaErrorInvalidFilterSetting,  
cudaErrorInvalidNormSetting,  
cudaErrorMixedDeviceExecution,  
cudaErrorCudartUnloading,  
cudaErrorUnknown,  
cudaErrorNotYetImplemented,  
cudaErrorMemoryValueTooLarge,  
cudaErrorInvalidResourceHandle,  
cudaErrorNotReady,  
cudaErrorInsufficientDriver,  
cudaErrorSetOnActiveProcess,  
cudaErrorInvalidSurface,  
cudaErrorNoDevice,  
cudaErrorECCUncorrectable,  
cudaErrorSharedObjectSymbolNotFound,  
cudaErrorSharedObjectInitFailed,  
cudaErrorUnsupportedLimit,  
cudaErrorDuplicateVariableName,  
cudaErrorDuplicateTextureName,  
cudaErrorDuplicateSurfaceName,  
cudaErrorDevicesUnavailable,  
cudaErrorStartupFailure,  
cudaErrorApiFailureBase }  
• enum cudaFuncCache {  
    cudaFuncCachePreferNone,  
    cudaFuncCachePreferShared,  
    cudaFuncCachePreferL1 }
```

- enum `cudaGraphicsCubeFace` {
`cudaGraphicsCubeFacePositiveX`,
`cudaGraphicsCubeFaceNegativeX`,
`cudaGraphicsCubeFacePositiveY`,
`cudaGraphicsCubeFaceNegativeY`,
`cudaGraphicsCubeFacePositiveZ`,
`cudaGraphicsCubeFaceNegativeZ` }
- enum `cudaGraphicsMapFlags` {
`cudaGraphicsMapFlagsNone`,
`cudaGraphicsMapFlagsReadOnly`,
`cudaGraphicsMapFlagsWriteDiscard` }
- enum `cudaGraphicsRegisterFlags` { `cudaGraphicsRegisterFlagsNone` }
- enum `cudaLimit` {
`cudaLimitStackSize`,
`cudaLimitPrintfFifoSize` }
- enum `cudaMemcpyKind` {
`cudaMemcpyHostToHost`,
`cudaMemcpyHostToDevice`,
`cudaMemcpyDeviceToHost`,
`cudaMemcpyDeviceToDevice` }
- typedef enum `cudaError` `cudaError_t`
- typedef struct CUevent_st * `cudaEvent_t`
- typedef struct CUstream_st * `cudaStream_t`
- typedef struct CUuuid_st `cudaUUID_t`
- #define `cudaArraySurfaceLoadStore`
Must be set in `cudaMallocArray` in order to bind surfaces to the CUDA array.
- #define `cudaDeviceBlockingSync`
Device flag - Use blocking synchronization.
- #define `cudaDeviceLmemResizeToMax`
Device flag - Keep local memory allocation after launch.
- #define `cudaDeviceMapHost`
Device flag - Support mapped pinned allocations.
- #define `cudaDeviceMask`
Device flags mask.
- #define `cudaDevicePropDontCare`
Empty device properties.
- #define `cudaDeviceScheduleAuto`
Device flag - Automatic scheduling.
- #define `cudaDeviceScheduleSpin`
Device flag - Spin default scheduling.

- `#define cudaDeviceScheduleYield`
Device flag - Yield default scheduling.
- `#define cudaEventBlockingSync`
Event uses blocking synchronization.
- `#define cudaEventDefault`
Default event flag.
- `#define cudaHostAllocDefault`
Default page-locked allocation flag.
- `#define cudaHostAllocMapped`
Map allocation into device space.
- `#define cudaHostAllocPortable`
Pinned memory accessible by all CUDA contexts.
- `#define cudaHostAllocWriteCombined`
Write-combined memory.

4.23.1 Typedef Documentation

4.23.1.1 `typedef enum cudaError cudaError_t`

CUDA Error types

4.23.1.2 `typedef struct CUevent_st* cudaEvent_t`

CUDA event types

4.23.1.3 `typedef struct CUstream_st* cudaStream_t`

CUDA stream

4.23.1.4 `typedef struct CUuuid_st cudaUUID_t`

CUDA UUID types

4.23.2 Enumeration Type Documentation

4.23.2.1 `enum cudaChannelFormatKind`

Channel format kind

Enumerator:

`cudaChannelFormatKindSigned` Signed channel format.

cudaChannelFormatKindUnsigned Unsigned channel format.

cudaChannelFormatKindFloat Float channel format.

cudaChannelFormatKindNone No channel format.

4.23.2.2 enum cudaComputeMode

CUDA device compute modes

Enumerator:

cudaComputeModeDefault Default compute mode (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).

4.23.2.3 enum cudaError

CUDA error types

Enumerator:

cudaSuccess No errors.

cudaErrorMissingConfiguration Missing configuration error.

cudaErrorMemoryAllocation Memory allocation error.

cudaErrorInitializationError Initialization error.

cudaErrorLaunchFailure Launch failure.

cudaErrorPriorLaunchFailure Prior launch failure.

cudaErrorLaunchTimeout Launch timeout error.

cudaErrorLaunchOutOfResources Launch out of resources error.

cudaErrorInvalidDeviceFunction Invalid device function.

cudaErrorInvalidConfiguration Invalid configuration.

cudaErrorInvalidDevice Invalid device.

cudaErrorInvalidValue Invalid value.

cudaErrorInvalidPitchValue Invalid pitch value.

cudaErrorInvalidSymbol Invalid symbol.

cudaErrorMapBufferObjectFailed Map buffer object failed.

cudaErrorUnmapBufferObjectFailed Unmap buffer object failed.

cudaErrorInvalidHostPointer Invalid host pointer.

cudaErrorInvalidDevicePointer Invalid device pointer.

cudaErrorInvalidTexture Invalid texture.

cudaErrorInvalidTextureBinding Invalid texture binding.

cudaErrorInvalidChannelDescriptor Invalid channel descriptor.

cudaErrorInvalidMemcpyDirection Invalid memcpy direction.

cudaErrorAddressOfConstant Address of constant error

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 Texture fetch failed.

cudaErrorTextureNotBound Texture not bound error.

cudaErrorSynchronizationError Synchronization error.

cudaErrorInvalidFilterSetting Invalid filter setting.

cudaErrorInvalidNormSetting Invalid norm setting.

cudaErrorMixedDeviceExecution Mixed device execution.

cudaErrorCudartUnloading CUDA runtime unloading.

cudaErrorUnknown Unknown error condition.

cudaErrorNotYetImplemented Function not yet implemented.

cudaErrorMemoryValueTooLarge Memory value too large.

cudaErrorInvalidResourceHandle Invalid resource handle.

cudaErrorNotReady Not ready error.

cudaErrorInsufficientDriver CUDA runtime is newer than driver.

cudaErrorSetOnActiveProcess Set on active process error.

cudaErrorInvalidSurface Invalid surface.

cudaErrorNoDevice No Cuda-capable devices detected.

cudaErrorECCUncorrectable Uncorrectable ECC error detected.

cudaErrorSharedObjectSymbolNotFound Link to a shared object failed to resolve.

cudaErrorSharedObjectInitFailed Shared object initialization failed.

cudaErrorUnsupportedLimit [cudaLimit](#) not supported by device

cudaErrorDuplicateVariableName Duplicate global variable lookup by string name.

cudaErrorDuplicateTextureName Duplicate texture lookup by string name.

cudaErrorDuplicateSurfaceName Duplicate surface lookup by string name.

cudaErrorDevicesUnavailable All Cuda-capable devices are busy (see [cudaComputeMode](#)) or unavailable.

cudaErrorStartupFailure Startup failure.

cudaErrorApiFailureBase API failure base.

4.23.2.4 enum cudaFuncCache

CUDA function cache configurations

Enumerator:

cudaFuncCachePreferNone Default function cache configuration, no preference.

cudaFuncCachePreferShared Prefer larger shared memory and smaller L1 cache.

cudaFuncCachePreferL1 Prefer larger L1 cache and smaller shared memory.

4.23.2.5 enum cudaGraphicsCubeFace

CUDA graphics interop array indices for cube maps

Enumerator:

- cudaGraphicsCubeFacePositiveX* Positive X face of cubemap.
- cudaGraphicsCubeFaceNegativeX* Negative X face of cubemap.
- cudaGraphicsCubeFacePositiveY* Positive Y face of cubemap.
- cudaGraphicsCubeFaceNegativeY* Negative Y face of cubemap.
- cudaGraphicsCubeFacePositiveZ* Positive Z face of cubemap.
- cudaGraphicsCubeFaceNegativeZ* Negative Z face of cubemap.

4.23.2.6 enum cudaGraphicsMapFlags

CUDA graphics interop map flags

Enumerator:

- cudaGraphicsMapFlagsNone* Default; Assume resource can be read/written.
- cudaGraphicsMapFlagsReadOnly* CUDA will not write to this resource.
- cudaGraphicsMapFlagsWriteDiscard* CUDA will only write to and will not read from this resource.

4.23.2.7 enum cudaGraphicsRegisterFlags

CUDA graphics interop register flags

Enumerator:

- cudaGraphicsRegisterFlagsNone* Default.

4.23.2.8 enum cudaLimit

CUDA Limits

Enumerator:

- cudaLimitStackSize* GPU thread stack size.
- cudaLimitPrintfFifoSize* GPU printf FIFO size.

4.23.2.9 enum cudaMemcpyKind

CUDA memory copy types

Enumerator:

- cudaMemcpyHostToHost* Host -> Host.
- cudaMemcpyHostToDevice* Host -> Device.
- cudaMemcpyDeviceToHost* Device -> Host.
- cudaMemcpyDeviceToDevice* Device -> Device.

4.24 CUDA Driver API

Modules

- [Initialization](#)
- [Device Management](#)
- [Version Management](#)
- [Context Management](#)
- [Module Management](#)
- [Stream Management](#)
- [Event Management](#)
- [Execution Control](#)
- [Memory Management](#)
- [Surface Reference Management](#)
- [Texture Reference Management](#)
- [OpenGL Interoperability](#)
- [Direct3D 9 Interoperability](#)
- [Direct3D 10 Interoperability](#)
- [Direct3D 11 Interoperability](#)
- [VDPAU Interoperability](#)
- [Graphics Interoperability](#)
- [Data types used by CUDA driver](#)

4.24.1 Detailed Description

This section describes the low-level CUDA driver application programming interface.

4.25 Initialization

Functions

- [CUresult cuInit](#) (unsigned int *Flags*)
Initialize the CUDA driver API.

4.25.1 Detailed Description

This section describes the initialization functions of the low-level CUDA driver application programming interface.

4.25.2 Function Documentation

4.25.2.1 cuInit (unsigned int *Flags*)

Initializes the driver API and must be called before any other function from the driver API. Currently, the `Flags` parameter must be 0. If [cuInit\(\)](#) has not been called, any function from the driver API will return [CUDA_ERROR_NOT_INITIALIZED](#).

Parameters:

Flags - Initialization flag for CUDA.

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_DEVICE](#)

Note:

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

4.26 Device Management

Functions

- [CUresult cuDeviceComputeCapability](#) (int *major, int *minor, [CUdevice](#) dev)
Returns the compute capability of the device.
- [CUresult cuDeviceGet](#) ([CUdevice](#) *device, int ordinal)
Returns a handle to a compute device.
- [CUresult cuDeviceGetAttribute](#) (int *pi, [CUdevice_attribute](#) attrib, [CUdevice](#) dev)
Returns information about the device.
- [CUresult cuDeviceGetCount](#) (int *count)
Returns the number of compute-capable devices.
- [CUresult cuDeviceGetName](#) (char *name, int len, [CUdevice](#) dev)
Returns an identifier string for the device.
- [CUresult cuDeviceGetProperties](#) ([CUdevprop](#) *prop, [CUdevice](#) dev)
Returns properties for a selected device.
- [CUresult cuDeviceTotalMem](#) (unsigned int *bytes, [CUdevice](#) dev)
Returns the total amount of memory on the device.

4.26.1 Detailed Description

This section describes the device management functions of the low-level CUDA driver application programming interface.

4.26.2 Function Documentation

4.26.2.1 [cuDeviceComputeCapability](#) (int * *major*, int * *minor*, [CUdevice](#) *dev*)

Returns in *major and *minor the major and minor revision numbers that define the compute capability of the device dev.

Parameters:

major - Major revision number
minor - Minor revision number
dev - Device handle

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_DEVICE](#)

Note:

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

See also:

[cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGet](#), [cuDeviceGetProperties](#), [cuDeviceTotalMem](#)

4.26.2.2 `cuDeviceGet (CUdevice * device, int ordinal)`

Returns in `*device` a device handle given an ordinal in the range `[0, cuDeviceGetCount\(\)-1]`.

Parameters:

device - Returned device handle

ordinal - Device number to get handle for

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_DEVICE](#)

Note:

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

See also:

[cuDeviceComputeCapability](#), [cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGetProperties](#), [cuDeviceTotalMem](#)

4.26.2.3 `cuDeviceGetAttribute (int * pi, CUdevice_attribute attrib, CUdevice dev)`

Returns in `*pi` the integer value of the attribute `attrib` on device `dev`. The supported attributes are:

- [CU_DEVICE_ATTRIBUTE_MAX_THREADS_PER_BLOCK](#): Maximum number of threads per block;
- [CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_X](#): Maximum x-dimension of a block;
- [CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_Y](#): Maximum y-dimension of a block;
- [CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_Z](#): Maximum z-dimension of a block;
- [CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_X](#): Maximum x-dimension of a grid;
- [CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_Y](#): Maximum y-dimension of a grid;
- [CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_Z](#): Maximum z-dimension of a grid;
- [CU_DEVICE_ATTRIBUTE_MAX_SHARED_MEMORY_PER_BLOCK](#): Maximum amount of shared memory available to a thread block in bytes; this amount is shared by all thread blocks simultaneously resident on a multiprocessor;
- [CU_DEVICE_ATTRIBUTE_TOTAL_CONSTANT_MEMORY](#): Memory available on device for `__constant__` variables in a CUDA C kernel in bytes;
- [CU_DEVICE_ATTRIBUTE_WARP_SIZE](#): Warp size in threads;
- [CU_DEVICE_ATTRIBUTE_MAX_PITCH](#): Maximum pitch in bytes allowed by the memory copy functions that involve memory regions allocated through [cuMemAllocPitch\(\)](#);

- [CU_DEVICE_ATTRIBUTE_MAX_REGISTERS_PER_BLOCK](#): Maximum number of 32-bit registers available to a thread block; this number is shared by all thread blocks simultaneously resident on a multiprocessor;
- [CU_DEVICE_ATTRIBUTE_CLOCK_RATE](#): Peak clock frequency in kilohertz;
- [CU_DEVICE_ATTRIBUTE_TEXTURE_ALIGNMENT](#): Alignment requirement; texture base addresses aligned to textureAlign bytes do not need an offset applied to texture fetches;
- [CU_DEVICE_ATTRIBUTE_GPU_OVERLAP](#): 1 if the device can concurrently copy memory between host and device while executing a kernel, or 0 if not;
- [CU_DEVICE_ATTRIBUTE_MULTIPROCESSOR_COUNT](#): Number of multiprocessors on the device;
- [CU_DEVICE_ATTRIBUTE_KERNEL_EXEC_TIMEOUT](#): 1 if there is a run time limit for kernels executed on the device, or 0 if not;
- [CU_DEVICE_ATTRIBUTE_INTEGRATED](#): 1 if the device is integrated with the memory subsystem, or 0 if not;
- [CU_DEVICE_ATTRIBUTE_CAN_MAP_HOST_MEMORY](#): 1 if the device can map host memory into the CUDA address space, or 0 if not;
- [CU_DEVICE_ATTRIBUTE_COMPUTE_MODE](#): Compute mode that device is currently in. Available modes are as follows:
 - [CU_COMPUTEMODE_DEFAULT](#): Default mode - Device is not restricted and can have multiple CUDA contexts present at a single time.
 - [CU_COMPUTEMODE_EXCLUSIVE](#): Compute-exclusive mode - Device can have only one CUDA context present on it at a time.
 - [CU_COMPUTEMODE_PROHIBITED](#): Compute-prohibited mode - Device is prohibited from creating new CUDA contexts.
- [CU_DEVICE_ATTRIBUTE_CONCURRENT_KERNELS](#): 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;
- [CU_DEVICE_ATTRIBUTE_ECC_ENABLED](#): 1 if error correction is enabled on the device, 0 if error correction is disabled or not supported by the device.
- [CU_DEVICE_ATTRIBUTE_PCI_BUS_ID](#): PCI bus identifier of the device.
- [CU_DEVICE_ATTRIBUTE_PCI_DEVICE_ID](#): PCI device (also known as slot) identifier of the device.

Parameters:

pi - Returned device attribute value
attrib - Device attribute to query
dev - Device handle

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_DEVICE](#)

Note:

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

See also:

[cuDeviceComputeCapability](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGet](#), [cuDeviceGetProperties](#), [cuDeviceTotalMem](#)

4.26.2.4 `cuDeviceGetCount` (`int * count`)

Returns in `*count` the number of devices with compute capability greater than or equal to 1.0 that are available for execution. If there is no such device, `cuDeviceGetCount()` returns 0.

Parameters:

count - Returned number of compute-capable devices

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuDeviceComputeCapability](#), [cuDeviceGetAttribute](#), [cuDeviceGetName](#), [cuDeviceGet](#), [cuDeviceGetProperties](#), [cuDeviceTotalMem](#)

4.26.2.5 `cuDeviceGetName` (`char * name`, `int len`, `CUdevice dev`)

Returns an ASCII string identifying the device `dev` in the NULL-terminated string pointed to by `name`. `len` specifies the maximum length of the string that may be returned.

Parameters:

name - Returned identifier string for the device

len - Maximum length of string to store in `name`

dev - Device to get identifier string for

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_DEVICE](#)

Note:

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

See also:

[cuDeviceComputeCapability](#), [cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGet](#), [cuDeviceGetProperties](#), [cuDeviceTotalMem](#)

4.26.2.6 `cuDeviceGetProperties` (`CUdevprop * prop`, `CUdevice dev`)

Returns in `*prop` the properties of device `dev`. The [CUdevprop](#) structure is defined as:


```
typedef struct CUdevprop_st {  
    int maxThreadsPerBlock;  
    int maxThreadsDim[3];  
    int maxGridSize[3];  
    int sharedMemPerBlock;  
    int totalConstantMemory;  
    int SIMDWidth;  
    int memPitch;  
    int regsPerBlock;  
    int clockRate;  
    int textureAlign;  
} CUdevprop;
```

where:

- `maxThreadsPerBlock` is the maximum number of threads per block;
- `maxThreadsDim[3]` is the maximum sizes of each dimension of a block;
- `maxGridSize[3]` is the maximum sizes of each dimension of a grid;
- `sharedMemPerBlock` is the total amount of shared memory available per block in bytes;
- `totalConstantMemory` is the total amount of constant memory available on the device in bytes;
- `SIMDWidth` is the warp size;
- `memPitch` is the maximum pitch allowed by the memory copy functions that involve memory regions allocated through [cuMemAllocPitch\(\)](#);
- `regsPerBlock` is the total number of registers available per block;
- `clockRate` is the clock frequency in kilohertz;
- `textureAlign` is the alignment requirement; texture base addresses that are aligned to `textureAlign` bytes do not need an offset applied to texture fetches.

Parameters:

prop - Returned properties of device

dev - Device to get properties for

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_DEVICE](#)

Note:

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

See also:

[cuDeviceComputeCapability](#), [cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGet](#), [cuDeviceTotalMem](#)

4.26.2.7 cuDeviceTotalMem (unsigned int * *bytes*, CUdevice *dev*)

Returns in **bytes* the total amount of memory available on the device *dev* in bytes.

Parameters:

bytes - Returned memory available on device in bytes

dev - Device handle

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_DEVICE](#)

Note:

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

See also:

[cuDeviceComputeCapability](#), [cuDeviceGetAttribute](#), [cuDeviceGetCount](#), [cuDeviceGetName](#), [cuDeviceGet](#), [cuDeviceGetProperties](#),

4.27 Version Management

Functions

- [CUresult cuDriverGetVersion](#) (int *driverVersion)

Returns the CUDA driver version.

4.27.1 Detailed Description

This section describes the version management functions of the low-level CUDA driver application programming interface.

4.27.2 Function Documentation

4.27.2.1 cuDriverGetVersion (int * driverVersion)

Returns in *driverVersion the version number of the installed CUDA driver. This function automatically returns [CUDA_ERROR_INVALID_VALUE](#) if the driverVersion argument is NULL.

Parameters:

driverVersion - Returns the CUDA driver version

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

4.28 Context Management

Functions

- [CUresult cuCtxAttach](#) ([CUcontext](#) *pctx, unsigned int flags)
Increment a context's usage-count.
- [CUresult cuCtxCreate](#) ([CUcontext](#) *pctx, unsigned int flags, [CUdevice](#) dev)
Create a CUDA context.
- [CUresult cuCtxDestroy](#) ([CUcontext](#) ctx)
Destroy the current context or a floating CUDA context.
- [CUresult cuCtxDetach](#) ([CUcontext](#) ctx)
Decrement a context's usage-count.
- [CUresult cuCtxGetDevice](#) ([CUdevice](#) *device)
Returns the device ID for the current context.
- [CUresult cuCtxGetLimit](#) (size_t *pvalue, [CUlimit](#) limit)
Returns resource limits.
- [CUresult cuCtxPopCurrent](#) ([CUcontext](#) *pctx)
Pops the current CUDA context from the current CPU thread.
- [CUresult cuCtxPushCurrent](#) ([CUcontext](#) ctx)
Pushes a floating context on the current CPU thread.
- [CUresult cuCtxSetLimit](#) ([CUlimit](#) limit, size_t value)
Set resource limits.
- [CUresult cuCtxSynchronize](#) (void)
Block for a context's tasks to complete.

4.28.1 Detailed Description

This section describes the context management functions of the low-level CUDA driver application programming interface.

4.28.2 Function Documentation

4.28.2.1 [cuCtxAttach](#) ([CUcontext](#) *pctx, unsigned int flags)

Increments the usage count of the context and passes back a context handle in *pctx that must be passed to [cuCtxDetach\(\)](#) when the application is done with the context. [cuCtxAttach\(\)](#) fails if there is no context current to the thread.

Currently, the flags parameter must be 0.

Parameters:

pctx - Returned context handle of the current context

flags - Context attach flags (must be 0)

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

cuCtxCreate, cuCtxDestroy, cuCtxDetach, cuCtxGetDevice, cuCtxPopCurrent, cuCtxPushCurrent, cuCtxSynchronize

4.28.2.2 cuCtxCreate (CUcontext *pctx, unsigned int flags, CUdevice dev)

Creates a new CUDA context and associates it with the calling thread. The `flags` parameter is described below. The context is created with a usage count of 1 and the caller of `cuCtxCreate()` must call `cuCtxDestroy()` or `cuCtxDetach()` when done using the context. If a context is already current to the thread, it is supplanted by the newly created context and may be restored by a subsequent call to `cuCtxPopCurrent()`.

The two LSBs of the `flags` parameter can be used to control how the OS thread, which owns the CUDA context at the time of an API call, interacts with the OS scheduler when waiting for results from the GPU.

- **CU_CTX_SCHED_AUTO**: 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 GPU, otherwise CUDA will not yield while waiting for results and actively spin on the processor.
- **CU_CTX_SCHED_SPIN**: Instruct CUDA to actively spin when waiting for results from the GPU. This can decrease latency when waiting for the GPU, but may lower the performance of CPU threads if they are performing work in parallel with the CUDA thread.
- **CU_CTX_SCHED_YIELD**: Instruct CUDA to yield its thread when waiting for results from the GPU. This can increase latency when waiting for the GPU, but can increase the performance of CPU threads performing work in parallel with the GPU.
- **CU_CTX_BLOCKING_SYNC**: Instruct CUDA to block the CPU thread on a synchronization primitive when waiting for the GPU to finish work.
- **CU_CTX_MAP_HOST**: Instruct CUDA to support mapped pinned allocations. This flag must be set in order to allocate pinned host memory that is accessible to the GPU.
- **CU_CTX_LMEM_RESIZE_TO_MAX**: 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.

Note to Linux users:

Context creation will fail with [CUDA_ERROR_UNKNOWN](#) if the compute mode of the device is [CU_COMPUTEMODE_PROHIBITED](#). Similarly, context creation will also fail with [CUDA_ERROR_UNKNOWN](#) if the compute mode for the device is set to [CU_COMPUTEMODE_EXCLUSIVE](#) and there is already an active context on the device. The function [cuDeviceGetAttribute\(\)](#) can be used with [CU_DEVICE_ATTRIBUTE_COMPUTE_MODE](#) to determine the compute mode of the device. The *nvidia-smi* tool can be used to set the compute mode for devices. Documentation for *nvidia-smi* can be obtained by passing a -h option to it.

Parameters:

pctx - Returned context handle of the new context

flags - Context creation flags

dev - Device to create context on

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_DEVICE](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuCtxAttach](#), [cuCtxDestroy](#), [cuCtxDetach](#), [cuCtxGetDevice](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSynchronize](#)

4.28.2.3 cuCtxDestroy (CUcontext ctx)

Destroys the CUDA context specified by `ctx`. If the context usage count is not equal to 1, or the context is current to any CPU thread other than the current one, this function fails. Floating contexts (detached from a CPU thread via [cuCtxPopCurrent\(\)](#)) may be destroyed by this function.

Parameters:

ctx - Context to destroy

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuCtxAttach](#), [cuCtxCreate](#), [cuCtxDetach](#), [cuCtxGetDevice](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSynchronize](#)

4.28.2.4 cuCtxDetach (CUcontext *ctx*)

Decrements the usage count of the context `ctx`, and destroys the context if the usage count goes to 0. The context must be a handle that was passed back by `cuCtxCreate()` or `cuCtxAttach()`, and must be current to the calling thread.

Parameters:

ctx - Context to destroy

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#)

Note:

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

See also:

[cuCtxAttach](#), [cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxGetDevice](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSynchronize](#)

4.28.2.5 cuCtxGetDevice (CUdevice **device*)

Returns in `*device` the ordinal of the current context's device.

Parameters:

device - Returned device ID for the current context

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#),

Note:

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

See also:

[cuCtxAttach](#), [cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxDetach](#), [cuCtxPopCurrent](#), [cuCtxPushCurrent](#), [cuCtxSynchronize](#)

4.28.2.6 cuCtxGetLimit (size_t **pvalue*, CULimit *limit*)

Returns in `*pvalue` the current size of `limit`. The supported [CULimit](#) values are:

- [CU_LIMIT_STACK_SIZE](#): stack size of each GPU thread;
- [CU_LIMIT_PRINTF_FIFO_SIZE](#): size of the FIFO used by the `printf()` device system call.

Parameters:

limit - Limit to query

pvalue - Returned size in bytes of limit

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_UNSUPPORTED_LIMIT](#)

Note:

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

See also:

[cuCtxSetLimit](#)

4.28.2.7 cuCtxPopCurrent (CUcontext * *pctx*)

Pops the current CUDA context from the CPU thread. The CUDA context must have a usage count of 1. CUDA contexts have a usage count of 1 upon creation; the usage count may be incremented with [cuCtxAttach\(\)](#) and decremented with [cuCtxDetach\(\)](#).

If successful, [cuCtxPopCurrent\(\)](#) passes back the old context handle in **pctx*. That context may then be made current to a different CPU thread by calling [cuCtxPushCurrent\(\)](#).

Floating contexts may be destroyed by calling [cuCtxDestroy\(\)](#).

If a context was current to the CPU thread before [cuCtxCreate\(\)](#) or [cuCtxPushCurrent\(\)](#) was called, this function makes that context current to the CPU thread again.

Parameters:

pctx - Returned new context handle

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#)

Note:

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

See also:

[cuCtxAttach](#), [cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxDetach](#), [cuCtxGetDevice](#), [cuCtxPushCurrent](#), [cuCtxSynchronize](#)

4.28.2.8 cuCtxPushCurrent (CUcontext *ctx*)

Pushes the given context *ctx* onto the CPU thread's stack of current contexts. The specified context becomes the CPU thread's current context, so all CUDA functions that operate on the current context are affected.

The previous current context may be made current again by calling [cuCtxDestroy\(\)](#) or [cuCtxPopCurrent\(\)](#).

The context must be "floating," i.e. not attached to any thread. Contexts are made to float by calling [cuCtxPopCurrent\(\)](#).

Parameters:

ctx - Floating context to attach

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuCtxAttach](#), [cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxDetach](#), [cuCtxGetDevice](#), [cuCtxPopCurrent](#), [cuCtxSynchronize](#)

4.28.2.9 cuCtxSetLimit (CUlimit *limit*, size_t *value*)

Setting *limit* to *value* is a request by the application to update the current limit maintained by the context. 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 [cuCtxGetLimit\(\)](#) to find out exactly what the limit has been set to.

Setting each [CUlimit](#) has its own specific restrictions, so each is discussed here.

- [CU_LIMIT_STACK_SIZE](#) 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 [CUDA_ERROR_UNSUPPORTED_LIMIT](#) being returned.
- [CU_LIMIT_PRINTF_FIFO_SIZE](#) controls the size of the FIFO used by the `printf()` device system call. Setting [CU_LIMIT_PRINTF_FIFO_SIZE](#) must be performed before loading any module that uses the `printf()` device system call, otherwise [CUDA_ERROR_INVALID_VALUE](#) 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 [CUDA_ERROR_UNSUPPORTED_LIMIT](#) being returned.

Parameters:

limit - Limit to set

value - Size in bytes of limit

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_UNSUPPORTED_LIMIT](#)

Note:

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

See also:

[cuCtxGetLimit](#)

4.28.2.10 cuCtxSynchronize (void)

Blocks until the device has completed all preceding requested tasks. [cuCtxSynchronize\(\)](#) returns an error if one of the preceding tasks failed. If the context was created with the [CU_CTX_BLOCKING_SYNC](#) flag, the CPU thread will block until the GPU context has finished its work.

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#)

Note:

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

See also:

[cuCtxAttach](#), [cuCtxCreate](#), [cuCtxDestroy](#), [cuCtxDetach](#), [cuCtxGetDevice](#), [cuCtxPopCurrent](#), [cuCtxSynchronize](#)

4.29 Module Management

Functions

- **CUresult cuModuleGetFunction** (CUfunction *hfunc, CUmodule hmod, const char *name)
Returns a function handle.
- **CUresult cuModuleGetGlobal** (CUdeviceptr *dptr, unsigned int *bytes, CUmodule hmod, const char *name)
Returns a global pointer from a module.
- **CUresult cuModuleGetSurfRef** (CUSurfref *pSurfRef, CUmodule hmod, const char *name)
Returns a handle to a surface reference.
- **CUresult cuModuleGetTexRef** (CUTexref *pTexRef, CUmodule hmod, const char *name)
Returns a handle to a texture reference.
- **CUresult cuModuleLoad** (CUmodule *module, const char *fname)
Loads a compute module.
- **CUresult cuModuleLoadData** (CUmodule *module, const void *image)
Load a module's data.
- **CUresult cuModuleLoadDataEx** (CUmodule *module, const void *image, unsigned int numOptions, CUjit_option *options, void **optionValues)
Load a module's data with options.
- **CUresult cuModuleLoadFatBinary** (CUmodule *module, const void *fatCubin)
Load a module's data.
- **CUresult cuModuleUnload** (CUmodule hmod)
Unloads a module.

4.29.1 Detailed Description

This section describes the module management functions of the low-level CUDA driver application programming interface.

4.29.2 Function Documentation

4.29.2.1 cuModuleGetFunction (CUfunction *hfunc, CUmodule hmod, const char *name)

Returns in *hfunc the handle of the function of name name located in module hmod. If no function of that name exists, cuModuleGetFunction() returns CUDA_ERROR_NOT_FOUND.

Parameters:

- hfunc** - Returned function handle
- hmod** - Module to retrieve function from
- name** - Name of function to retrieve

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_NOT_FOUND](#)

Note:

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

See also:

[cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

4.29.2.2 [cuModuleGetGlobal](#) (CUdeviceptr * *dptr*, unsigned int * *bytes*, CUmodule *hmod*, const char * *name*)

Returns in **dptr* and **bytes* the base pointer and size of the global of name *name* located in module *hmod*. If no variable of that name exists, [cuModuleGetGlobal\(\)](#) returns [CUDA_ERROR_NOT_FOUND](#). Both parameters *dptr* and *bytes* are optional. If one of them is NULL, it is ignored.

Parameters:

dptr - Returned global device pointer
bytes - Returned global size in bytes
hmod - Module to retrieve global from
name - Name of global to retrieve

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_NOT_FOUND](#)

Note:

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

See also:

[cuModuleGetFunction](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

4.29.2.3 [cuModuleGetSurfRef](#) (CUSurfref * *pSurfRef*, CUmodule *hmod*, const char * *name*)

Returns in **pSurfRef* the handle of the surface reference of name *name* in the module *hmod*. If no surface reference of that name exists, [cuModuleGetSurfRef\(\)](#) returns [CUDA_ERROR_NOT_FOUND](#).

Parameters:

pSurfRef - Returned surface reference
hmod - Module to retrieve surface reference from
name - Name of surface reference to retrieve

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_NOT_FOUND](#)

Note:

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

See also:

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

4.29.2.4 cuModuleGetTexRef (CUtexref * *pTexRef*, CUmodule *hmod*, const char * *name*)

Returns in **pTexRef* the handle of the texture reference of name *name* in the module *hmod*. If no texture reference of that name exists, [cuModuleGetTexRef\(\)](#) returns [CUDA_ERROR_NOT_FOUND](#). This texture reference handle should not be destroyed, since it will be destroyed when the module is unloaded.

Parameters:

pTexRef - Returned texture reference
hmod - Module to retrieve texture reference from
name - Name of texture reference to retrieve

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_NOT_FOUND](#)

Note:

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

See also:

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetSurfRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

4.29.2.5 cuModuleLoad (CUmodule * *module*, const char * *fname*)

Takes a filename *fname* and loads the corresponding module *module* into the current context. The CUDA driver API does not attempt to lazily allocate the resources needed by a module; if the memory for functions and data (constant and global) needed by the module cannot be allocated, [cuModuleLoad\(\)](#) fails. The file should be a *cubin* file as output by *nvcc* or a *PTX* file, either as output by *nvcc* or handwritten.

Parameters:

module - Returned module
fname - Filename of module to load

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_NOT_FOUND](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_FILE_NOT_FOUND](#), [CUDA_ERROR_SHARED_OBJECT_SYMBOL_NOT_FOUND](#), [CUDA_ERROR_SHARED_OBJECT_INIT_FAILED](#)

Note:

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

See also:

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

4.29.2.6 cuModuleLoadData (CUmodule * module, const void * image)

Takes a pointer *image* and loads the corresponding module *module* into the current context. The pointer may be obtained by mapping a *cubin* or *PTX* file, passing a *cubin* or *PTX* file as a NULL-terminated text string, or incorporating a *cubin* object into the executable resources and using operating system calls such as Windows `FindResource()` to obtain the pointer.

Parameters:

module - Returned module
image - Module data to load

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_SHARED_OBJECT_SYMBOL_NOT_FOUND](#), [CUDA_ERROR_SHARED_OBJECT_INIT_FAILED](#)

Note:

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

See also:

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

4.29.2.7 cuModuleLoadDataEx (CUmodule * module, const void * image, unsigned int numOptions, CUjit_option * options, void ** optionValues)

Takes a pointer *image* and loads the corresponding module *module* into the current context. The pointer may be obtained by mapping a *cubin* or *PTX* file, passing a *cubin* or *PTX* file as a NULL-terminated text string, or incorporating a *cubin* object into the executable resources and using operating system calls such as Windows `FindResource()` to obtain the pointer. Options are passed as an array via *options* and any corresponding parameters are passed in *optionValues*. The number of total options is supplied via *numOptions*. Any outputs will be returned via *optionValues*. Supported options are (types for the option values are specified in parentheses after the option name):

- [CU_JIT_MAX_REGISTERS](#): (unsigned int) input specifies the maximum number of registers per thread;
- [CU_JIT_THREADS_PER_BLOCK](#): (unsigned int) input specifies number of threads per block to target compilation for; output returns the number of threads the compiler actually targeted;
- [CU_JIT_WALL_TIME](#): (float) output returns the float value of wall clock time, in milliseconds, spent compiling the *PTX* code;
- [CU_JIT_INFO_LOG_BUFFER](#): (char*) input is a pointer to a buffer in which to print any informational log messages from *PTX* assembly (the buffer size is specified via option [CU_JIT_INFO_LOG_BUFFER_SIZE_BYTES](#));
- [CU_JIT_INFO_LOG_BUFFER_SIZE_BYTES](#): (unsigned int) input is the size in bytes of the buffer; output is the number of bytes filled with messages;
- [CU_JIT_ERROR_LOG_BUFFER](#): (char*) input is a pointer to a buffer in which to print any error log messages from *PTX* assembly (the buffer size is specified via option [CU_JIT_ERROR_LOG_BUFFER_SIZE_BYTES](#));
- [CU_JIT_ERROR_LOG_BUFFER_SIZE_BYTES](#): (unsigned int) input is the size in bytes of the buffer; output is the number of bytes filled with messages;
- [CU_JIT_OPTIMIZATION_LEVEL](#): (unsigned int) input is the level of optimization to apply to generated code (0 - 4), with 4 being the default and highest level;
- [CU_JIT_TARGET_FROM_CUCONTEXT](#): (No option value) causes compilation target to be determined based on current attached context (default);
- [CU_JIT_TARGET](#): (unsigned int for enumerated type [CUjit_target_enum](#)) input is the compilation target based on supplied [CUjit_target_enum](#); possible values are:
 - [CU_TARGET_COMPUTE_10](#)
 - [CU_TARGET_COMPUTE_11](#)
 - [CU_TARGET_COMPUTE_12](#)
 - [CU_TARGET_COMPUTE_13](#)
 - [CU_TARGET_COMPUTE_20](#)
- [CU_JIT_FALLBACK_STRATEGY](#): (unsigned int for enumerated type [CUjit_fallback_enum](#)) chooses fallback strategy if matching cubin is not found; possible values are:
 - [CU_PREFER_PTX](#)
 - [CU_PREFER_BINARY](#)

Parameters:

module - Returned module

image - Module data to load

numOptions - Number of options

options - Options for JIT

optionValues - Option values for JIT

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_NO_BINARY_FOR_GPU](#), [CUDA_ERROR_SHARED_OBJECT_SYMBOL_NOT_FOUND](#), [CUDA_ERROR_SHARED_OBJECT_INIT_FAILED](#)

Note:

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

See also:

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadFatBinary](#), [cuModuleUnload](#)

4.29.2.8 cuModuleLoadFatBinary (CUmodule * *module*, const void * *fatCubin*)

Takes a pointer *fatCubin* and loads the corresponding module *module* into the current context. The pointer represents a *fat binary* object, which is a collection of different *cubin* files, all representing the same device code, but compiled and optimized for different architectures. There is currently no documented API for constructing and using fat binary objects by programmers, and therefore this function is an internal function in this version of CUDA. More information can be found in the **nvcc** document.

Parameters:

module - Returned module
fatCubin - Fat binary to load

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_NOT_FOUND](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_NO_BINARY_FOR_GPU](#), [CUDA_ERROR_SHARED_OBJECT_SYMBOL_NOT_FOUND](#), [CUDA_ERROR_SHARED_OBJECT_INIT_FAILED](#)

Note:

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

See also:

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleUnload](#)

4.29.2.9 cuModuleUnload (CUmodule *hmod*)

Unloads a module *hmod* from the current context.

Parameters:

hmod - Module to unload

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuModuleGetFunction](#), [cuModuleGetGlobal](#), [cuModuleGetTexRef](#), [cuModuleLoad](#), [cuModuleLoadData](#), [cuModuleLoadDataEx](#), [cuModuleLoadFatBinary](#)

4.30 Stream Management

Functions

- [CUresult cuStreamCreate](#) ([CUstream](#) *phStream, unsigned int Flags)
Create a stream.
- [CUresult cuStreamDestroy](#) ([CUstream](#) hStream)
Destroys a stream.
- [CUresult cuStreamQuery](#) ([CUstream](#) hStream)
Determine status of a compute stream.
- [CUresult cuStreamSynchronize](#) ([CUstream](#) hStream)
Wait until a stream's tasks are completed.

4.30.1 Detailed Description

This section describes the stream management functions of the low-level CUDA driver application programming interface.

4.30.2 Function Documentation

4.30.2.1 [cuStreamCreate](#) ([CUstream](#) *phStream, unsigned int Flags)

Creates a stream and returns a handle in phStream. Flags is required to be 0.

Parameters:

- phStream* - Returned newly created stream
Flags - Parameters for stream creation (must be 0)

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#)

Note:

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

See also:

[cuStreamDestroy](#), [cuStreamQuery](#), [cuStreamSynchronize](#)

4.30.2.2 [cuStreamDestroy](#) ([CUstream](#) hStream)

Destroys the stream specified by hStream.

Parameters:

hStream - Stream to destroy

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuStreamCreate](#), [cuStreamQuery](#), [cuStreamSynchronize](#)

4.30.2.3 cuStreamQuery (CUstream *hStream*)

Returns [CUDA_SUCCESS](#) if all operations in the stream specified by *hStream* have completed, or [CUDA_ERROR_NOT_READY](#) if not.

Parameters:

hStream - Stream to query status of

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_NOT_READY](#)

Note:

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

See also:

[cuStreamCreate](#), [cuStreamDestroy](#), [cuStreamSynchronize](#)

4.30.2.4 cuStreamSynchronize (CUstream *hStream*)

Waits until the device has completed all operations in the stream specified by *hStream*. If the context was created with the [CU_CTX_BLOCKING_SYNC](#) flag, the CPU thread will block until the stream is finished with all of its tasks.

Parameters:

hStream - Stream to wait for

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#)

Note:

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

See also:

[cuStreamCreate](#), [cuStreamDestroy](#), [cuStreamQuery](#)

4.31 Event Management

Functions

- [CUresult cuEventCreate](#) ([CUevent](#) *phEvent, unsigned int Flags)
Creates an event.
- [CUresult cuEventDestroy](#) ([CUevent](#) hEvent)
Destroys an event.
- [CUresult cuEventElapsedTime](#) (float *pMilliseconds, [CUevent](#) hStart, [CUevent](#) hEnd)
Computes the elapsed time between two events.
- [CUresult cuEventQuery](#) ([CUevent](#) hEvent)
Queries an event's status.
- [CUresult cuEventRecord](#) ([CUevent](#) hEvent, [CUSTream](#) hStream)
Records an event.
- [CUresult cuEventSynchronize](#) ([CUevent](#) hEvent)
Waits for an event to complete.

4.31.1 Detailed Description

This section describes the event management functions of the low-level CUDA driver application programming interface.

4.31.2 Function Documentation

4.31.2.1 cuEventCreate (CUevent *phEvent, unsigned int Flags)

Creates an event *phEvent with the flags specified via `Flags`. Valid flags include:

- [CU_EVENT_DEFAULT](#): Default event creation flag.
- [CU_EVENT_BLOCKING_SYNC](#): Specifies that event should use blocking synchronization. A CPU thread that uses [cuEventSynchronize\(\)](#) to wait on an event created with this flag will block until the event has actually been recorded.

Parameters:

phEvent - Returns newly created event
Flags - Event creation flags

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#)

Note:

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

See also:

[cuEventRecord](#), [cuEventQuery](#), [cuEventSynchronize](#), [cuEventDestroy](#), [cuEventElapsedTime](#)

4.31.2.2 [cuEventDestroy](#) (CUevent *hEvent*)

Destroys the event specified by `event`.

Parameters:

hEvent - Event to destroy

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#)

Note:

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

See also:

[cuEventCreate](#), [cuEventRecord](#), [cuEventQuery](#), [cuEventSynchronize](#), [cuEventElapsedTime](#)

4.31.2.3 [cuEventElapsedTime](#) (float **pMilliseconds*, CUevent *hStart*, CUevent *hEnd*)

Computes the elapsed time between two events (in milliseconds with a resolution of around 0.5 microseconds). If either event has not been recorded yet, this function returns [CUDA_ERROR_NOT_READY](#). If either event has been recorded with a non-zero stream, the result is undefined.

Parameters:

pMilliseconds - Returned elapsed time in milliseconds

hStart - Starting event

hEnd - Ending event

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_NOT_READY](#)

Note:

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

See also:

[cuEventCreate](#), [cuEventRecord](#), [cuEventQuery](#), [cuEventSynchronize](#), [cuEventDestroy](#)

4.31.2.4 cuEventQuery (CUevent *hEvent*)

Returns [CUDA_SUCCESS](#) if the event has actually been recorded, or [CUDA_ERROR_NOT_READY](#) if not. If [cuEventRecord\(\)](#) has not been called on this event, the function returns [CUDA_ERROR_INVALID_VALUE](#).

Parameters:

hEvent - Event to query

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_NOT_READY](#)

Note:

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

See also:

[cuEventCreate](#), [cuEventRecord](#), [cuEventSynchronize](#), [cuEventDestroy](#), [cuEventElapsedTime](#)

4.31.2.5 cuEventRecord (CUevent *hEvent*, CUstream *hStream*)

Records an event. If *stream* is non-zero, the event is recorded after all preceding operations in the stream have been completed; otherwise, it is recorded after all preceding operations in the CUDA context have been completed. Since operation is asynchronous, [cuEventQuery\(\)](#) and/or [cuEventSynchronize\(\)](#) must be used to determine when the event has actually been recorded.

If [cuEventRecord\(\)](#) has previously been called and the event has not been recorded yet, this function returns [CUDA_ERROR_INVALID_VALUE](#).

Parameters:

hEvent - Event to record

hStream - Stream to record event for

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuEventCreate](#), [cuEventQuery](#), [cuEventSynchronize](#), [cuEventDestroy](#), [cuEventElapsedTime](#)

4.31.2.6 cuEventSynchronize (CUevent *hEvent*)

Waits until the event has actually been recorded. If [cuEventRecord\(\)](#) has been called on this event, the function returns [CUDA_ERROR_INVALID_VALUE](#). Waiting for an event that was created with the [CU_EVENT_BLOCKING_SYNC](#) flag will cause the calling CPU thread to block until the event has actually been recorded.

If [cuEventRecord\(\)](#) has previously been called and the event has not been recorded yet, this function returns [CUDA_ERROR_INVALID_VALUE](#).

Parameters:

hEvent - Event to wait for

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#)

Note:

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

See also:

[cuEventCreate](#), [cuEventRecord](#), [cuEventQuery](#), [cuEventDestroy](#), [cuEventElapsedTime](#)

4.32 Execution Control

Functions

- **CUresult cuFuncGetAttribute** (int *pi, CUfunction_attribute attrib, CUfunction hfunc)
Returns information about a function.
- **CUresult cuFuncSetBlockShape** (CUfunction hfunc, int x, int y, int z)
Sets the block-dimensions for the function.
- **CUresult cuFuncSetCacheConfig** (CUfunction hfunc, CUfunc_cache config)
Sets the preferred cache configuration for a device function.
- **CUresult cuFuncSetSharedSize** (CUfunction hfunc, unsigned int bytes)
Sets the dynamic shared-memory size for the function.
- **CUresult cuLaunch** (CUfunction f)
Launches a CUDA function.
- **CUresult cuLaunchGrid** (CUfunction f, int grid_width, int grid_height)
Launches a CUDA function.
- **CUresult cuLaunchGridAsync** (CUfunction f, int grid_width, int grid_height, CUSTream hStream)
Launches a CUDA function.
- **CUresult cuParamSetf** (CUfunction hfunc, int offset, float value)
Adds a floating-point parameter to the function's argument list.
- **CUresult cuParamSeti** (CUfunction hfunc, int offset, unsigned int value)
Adds an integer parameter to the function's argument list.
- **CUresult cuParamSetSize** (CUfunction hfunc, unsigned int numbytes)
Sets the parameter size for the function.
- **CUresult cuParamSetTexRef** (CUfunction hfunc, int texunit, CUTexref hTexRef)
Adds a texture-reference to the function's argument list.
- **CUresult cuParamSetv** (CUfunction hfunc, int offset, void *ptr, unsigned int numbytes)
Adds arbitrary data to the function's argument list.

4.32.1 Detailed Description

This section describes the execution control functions of the low-level CUDA driver application programming interface.

4.32.2 Function Documentation

4.32.2.1 `cuFuncGetAttribute` (`int *pi`, `CUfunction_attribute attrib`, `CUfunction hfunc`)

Returns in `*pi` the integer value of the attribute `attrib` on the kernel given by `hfunc`. The supported attributes are:

- [CU_FUNC_ATTRIBUTE_MAX_THREADS_PER_BLOCK](#): The number of threads 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.
- [CU_FUNC_ATTRIBUTE_SHARED_SIZE_BYTES](#): The size in bytes of statically-allocated shared memory required by this function. This does not include dynamically-allocated shared memory requested by the user at runtime.
- [CU_FUNC_ATTRIBUTE_CONST_SIZE_BYTES](#): The size in bytes of user-allocated constant memory required by this function.
- [CU_FUNC_ATTRIBUTE_LOCAL_SIZE_BYTES](#): The size in bytes of thread local memory used by this function.
- [CU_FUNC_ATTRIBUTE_NUM_REGS](#): The number of registers used by each thread of this function.
- [CU_FUNC_ATTRIBUTE_PTX_VERSION](#): 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. Note that this may return the undefined value of 0 for cubins compiled prior to CUDA 3.0.
- [CU_FUNC_ATTRIBUTE_BINARY_VERSION](#): The binary 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. Note that this will return a value of 10 for legacy cubins that do not have a properly-encoded binary architecture version.

Parameters:

pi - Returned attribute value

attrib - Attribute requested

hfunc - Function to query attribute of

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncSetCacheConfig](#), [cuParamSetSize](#), [cuParamSeti](#), [cuParamSetf](#), [cuParamSetv](#), [cuParamSetTexRef](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#)

4.32.2.2 cuFuncSetBlockShape (CUfunction *hfunc*, int *x*, int *y*, int *z*)

Specifies the *x*, *y*, and *z* dimensions of the thread blocks that are created when the kernel given by *hfunc* is launched.

Parameters:

hfunc - Kernel to specify dimensions of
x - X dimension
y - Y dimension
z - Z dimension

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_HANDLE, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

cuFuncSetSharedSize, cuFuncSetCacheConfig, cuFuncGetAttribute, cuParamSetSize, cuParamSeti, cuParamSetf, cuParamSetv, cuParamSetTexRef, cuLaunch, cuLaunchGrid, cuLaunchGridAsync

4.32.2.3 cuFuncSetCacheConfig (CUfunction *hfunc*, CUfunc_cache *config*)

On devices where the L1 cache and shared memory use the same hardware resources, this sets through *config* the preferred cache configuration for the device function *hfunc*. This is only a preference. The driver will use the requested configuration if possible, but it is free to choose a different configuration if required to execute *hfunc*.

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

Switching between configuration modes may insert a device-side synchronization point for streamed kernel launches.

The supported cache modes are:

- CU_FUNC_CACHE_PREFER_NONE: no preference for shared memory or L1 (default)
- CU_FUNC_CACHE_PREFER_SHARED: function prefers larger shared memory and smaller L1 cache.
- CU_FUNC_CACHE_PREFER_L1: function prefers larger L1 cache and smaller shared memory.

Parameters:

hfunc - Kernel to configure cache for
config - Requested cache configuration

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT

Note:

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

See also:

cuFuncSetBlockShape, cuFuncGetAttribute, cuParamSetSize, cuParamSeti, cuParamSetf, cuParamSetv, cuParamSetTexRef, cuLaunch, cuLaunchGrid, cuLaunchGridAsync

4.32.2.4 cuFuncSetSharedSize (CUfunction *hfunc*, unsigned int *bytes*)

Sets through *bytes* the amount of dynamic shared memory that will be available to each thread block when the kernel given by *hfunc* is launched.

Parameters:

hfunc - Kernel to specify dynamic shared-memory size for

bytes - Dynamic shared-memory size per thread in bytes

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuFuncSetBlockShape](#), [cuFuncSetCacheConfig](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSeti](#), [cuParamSetf](#), [cuParamSetv](#), [cuParamSetTexRef](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#)

4.32.2.5 cuLaunch (CUfunction *f*)

Invokes the kernel *f* on a 1 x 1 x 1 grid of blocks. The block contains the number of threads specified by a previous call to [cuFuncSetBlockShape\(\)](#).

Parameters:

f - Kernel to launch

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_LAUNCH_FAILED](#), [CUDA_ERROR_LAUNCH_OUT_OF_RESOURCES](#), [CUDA_ERROR_LAUNCH_TIMEOUT](#), [CUDA_ERROR_LAUNCH_INCOMPATIBLE_TEXTURING](#)

Note:

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

See also:

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSeti](#), [cuParamSetv](#), [cuParamSetTexRef](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#)

4.32.2.6 cuLaunchGrid (CUfunction *f*, int *grid_width*, int *grid_height*)

Invokes the kernel *f* on a *grid_width* x *grid_height* grid of blocks. Each block contains the number of threads specified by a previous call to [cuFuncSetBlockShape\(\)](#).

Parameters:

f - Kernel to launch

grid_width - Width of grid in blocks

grid_height - Height of grid in blocks

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_LAUNCH_FAILED, CUDA_ERROR_LAUNCH_OUT_OF_RESOURCES, CUDA_ERROR_LAUNCH_TIMEOUT, CUDA_ERROR_LAUNCH_INCOMPATIBLE_TEXTURING

Note:

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

See also:

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSeti](#), [cuParamSetv](#), [cuParamSetTexRef](#), [cuLaunch](#), [cuLaunchGridAsync](#)

4.32.2.7 cuLaunchGridAsync (CUfunction *f*, int *grid_width*, int *grid_height*, CUstream *hStream*)

Invokes the kernel *f* on a *grid_width* x *grid_height* grid of blocks. Each block contains the number of threads specified by a previous call to [cuFuncSetBlockShape\(\)](#).

[cuLaunchGridAsync\(\)](#) can optionally be associated to a stream by passing a non-zero *hStream* argument.

Parameters:

f - Kernel to launch

grid_width - Width of grid in blocks

grid_height - Height of grid in blocks

hStream - Stream identifier

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_LAUNCH_FAILED, CUDA_ERROR_LAUNCH_OUT_OF_RESOURCES, CUDA_ERROR_LAUNCH_TIMEOUT, CUDA_ERROR_LAUNCH_INCOMPATIBLE_TEXTURING

Note:

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

See also:

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSeti](#), [cuParamSetv](#), [cuParamSetTexRef](#), [cuLaunch](#), [cuLaunchGrid](#)

4.32.2.8 `cuParamSetf` (CUfunction *hfunc*, int *offset*, float *value*)

Sets a floating-point parameter that will be specified the next time the kernel corresponding to `hfunc` will be invoked. `offset` is a byte offset.

Parameters:

hfunc - Kernel to add parameter to
offset - Offset to add parameter to argument list
value - Value of parameter

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSeti](#), [cuParamSetv](#), [cuParamSetTexRef](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#)

4.32.2.9 `cuParamSeti` (CUfunction *hfunc*, int *offset*, unsigned int *value*)

Sets an integer parameter that will be specified the next time the kernel corresponding to `hfunc` will be invoked. `offset` is a byte offset.

Parameters:

hfunc - Kernel to add parameter to
offset - Offset to add parameter to argument list
value - Value of parameter

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSetv](#), [cuParamSetTexRef](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#)

4.32.2.10 cuParamSetSize (CUfunction *hfunc*, unsigned int *numbytes*)

Sets through *numbytes* the total size in bytes needed by the function parameters of the kernel corresponding to *hfunc*.

Parameters:

hfunc - Kernel to set parameter size for
numbytes - Size of parameter list in bytes

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetf](#), [cuParamSeti](#), [cuParamSetv](#), [cuParamSetTexRef](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#)

4.32.2.11 cuParamSetTexRef (CUfunction *hfunc*, int *texunit*, CUtexref *hTexRef*)

Makes the CUDA array or linear memory bound to the texture reference *hTexRef* available to a device program as a texture. In this version of CUDA, the texture-reference must be obtained via [cuModuleGetTexRef\(\)](#) and the *texunit* parameter must be set to [CU_PARAM_TR_DEFAULT](#).

Parameters:

hfunc - Kernel to add texture-reference to
texunit - Texture unit (must be [CU_PARAM_TR_DEFAULT](#))
hTexRef - Texture-reference to add to argument list

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSeti](#), [cuParamSetv](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#)

4.32.2.12 cuParamSetv (CUfunction *hfunc*, int *offset*, void **ptr*, unsigned int *numbytes*)

Copies an arbitrary amount of data (specified in *numbytes*) from *ptr* into the parameter space of the kernel corresponding to *hfunc*. *offset* is a byte offset.

Parameters:

hfunc - Kernel to add data to
offset - Offset to add data to argument list
ptr - Pointer to arbitrary data
numbytes - Size of data to copy in bytes

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuFuncSetBlockShape](#), [cuFuncSetSharedSize](#), [cuFuncGetAttribute](#), [cuParamSetSize](#), [cuParamSetf](#), [cuParamSeti](#), [cuParamSetTexRef](#), [cuLaunch](#), [cuLaunchGrid](#), [cuLaunchGridAsync](#)

4.33 Memory Management

Functions

- **CUresult cuArray3DCreate** (CUarray *pHandle, const CUDA_ARRAY3D_DESCRIPTOR *pAllocateArray)
Creates a 3D CUDA array.
- **CUresult cuArray3DGetDescriptor** (CUDA_ARRAY3D_DESCRIPTOR *pArrayDescriptor, CUarray hArray)
Get a 3D CUDA array descriptor.
- **CUresult cuArrayCreate** (CUarray *pHandle, const CUDA_ARRAY_DESCRIPTOR *pAllocateArray)
Creates a 1D or 2D CUDA array.
- **CUresult cuArrayDestroy** (CUarray hArray)
Destroys a CUDA array.
- **CUresult cuArrayGetDescriptor** (CUDA_ARRAY_DESCRIPTOR *pArrayDescriptor, CUarray hArray)
Get a 1D or 2D CUDA array descriptor.
- **CUresult cuMemAlloc** (CUdeviceptr *dptr, unsigned int bytesize)
Allocates device memory.
- **CUresult cuMemAllocHost** (void **pp, unsigned int bytesize)
Allocates page-locked host memory.
- **CUresult cuMemAllocPitch** (CUdeviceptr *dptr, unsigned int *pPitch, unsigned int WidthInBytes, unsigned int Height, unsigned int ElementSizeBytes)
Allocates pitched device memory.
- **CUresult cuMemcpy2D** (const CUDA_MEMCPY2D *pCopy)
Copies memory for 2D arrays.
- **CUresult cuMemcpy2DAsync** (const CUDA_MEMCPY2D *pCopy, CUstream hStream)
Copies memory for 2D arrays.
- **CUresult cuMemcpy2DUnaligned** (const CUDA_MEMCPY2D *pCopy)
Copies memory for 2D arrays.
- **CUresult cuMemcpy3D** (const CUDA_MEMCPY3D *pCopy)
Copies memory for 3D arrays.
- **CUresult cuMemcpy3DAsync** (const CUDA_MEMCPY3D *pCopy, CUstream hStream)
Copies memory for 3D arrays.
- **CUresult cuMemcpyAtoA** (CUarray dstArray, unsigned int dstOffset, CUarray srcArray, unsigned int srcOffset, unsigned int ByteCount)
Copies memory from Array to Array.
- **CUresult cuMemcpyAtoD** (CUdeviceptr dstDevice, CUarray srcArray, unsigned int srcOffset, unsigned int ByteCount)

Copies memory from Array to Device.

- **CUresult cuMemcpyAtoH** (void *dstHost, **CUarray** srcArray, unsigned int srcOffset, unsigned int ByteCount)
Copies memory from Array to Host.
- **CUresult cuMemcpyAtoHAsync** (void *dstHost, **CUarray** srcArray, unsigned int srcOffset, unsigned int ByteCount, **CUstream** hStream)
Copies memory from Array to Host.
- **CUresult cuMemcpyDtoA** (**CUarray** dstArray, unsigned int dstOffset, **CUdeviceptr** srcDevice, unsigned int ByteCount)
Copies memory from Device to Array.
- **CUresult cuMemcpyDtoD** (**CUdeviceptr** dstDevice, **CUdeviceptr** srcDevice, unsigned int ByteCount)
Copies memory from Device to Device.
- **CUresult cuMemcpyDtoDAsync** (**CUdeviceptr** dstDevice, **CUdeviceptr** srcDevice, unsigned int ByteCount, **CUstream** hStream)
Copies memory from Device to Device.
- **CUresult cuMemcpyDtoH** (void *dstHost, **CUdeviceptr** srcDevice, unsigned int ByteCount)
Copies memory from Device to Host.
- **CUresult cuMemcpyDtoHAsync** (void *dstHost, **CUdeviceptr** srcDevice, unsigned int ByteCount, **CUstream** hStream)
Copies memory from Device to Host.
- **CUresult cuMemcpyHtoA** (**CUarray** dstArray, unsigned int dstOffset, const void *srcHost, unsigned int ByteCount)
Copies memory from Host to Array.
- **CUresult cuMemcpyHtoAAsync** (**CUarray** dstArray, unsigned int dstOffset, const void *srcHost, unsigned int ByteCount, **CUstream** hStream)
Copies memory from Host to Array.
- **CUresult cuMemcpyHtoD** (**CUdeviceptr** dstDevice, const void *srcHost, unsigned int ByteCount)
Copies memory from Host to Device.
- **CUresult cuMemcpyHtoDAsync** (**CUdeviceptr** dstDevice, const void *srcHost, unsigned int ByteCount, **CUstream** hStream)
Copies memory from Host to Device.
- **CUresult cuMemFree** (**CUdeviceptr** dptr)
Frees device memory.
- **CUresult cuMemFreeHost** (void *p)
Frees page-locked host memory.
- **CUresult cuMemGetAddressRange** (**CUdeviceptr** *pbase, unsigned int *psize, **CUdeviceptr** dptr)
Get information on memory allocations.

- **CUresult cuMemGetInfo** (unsigned int *free, unsigned int *total)
Gets free and total memory.
- **CUresult cuMemHostAlloc** (void **pp, size_t bytesize, unsigned int Flags)
Allocates page-locked host memory.
- **CUresult cuMemHostGetDevicePointer** (CUdeviceptr *pdptr, void *p, unsigned int Flags)
Passes back device pointer of mapped pinned memory.
- **CUresult cuMemHostGetFlags** (unsigned int *pFlags, void *p)
Passes back flags that were used for a pinned allocation.
- **CUresult cuMemsetD16** (CUdeviceptr dstDevice, unsigned short us, unsigned int N)
Initializes device memory.
- **CUresult cuMemsetD2D16** (CUdeviceptr dstDevice, unsigned int dstPitch, unsigned short us, unsigned int Width, unsigned int Height)
Initializes device memory.
- **CUresult cuMemsetD2D32** (CUdeviceptr dstDevice, unsigned int dstPitch, unsigned int ui, unsigned int Width, unsigned int Height)
Initializes device memory.
- **CUresult cuMemsetD2D8** (CUdeviceptr dstDevice, unsigned int dstPitch, unsigned char uc, unsigned int Width, unsigned int Height)
Initializes device memory.
- **CUresult cuMemsetD32** (CUdeviceptr dstDevice, unsigned int ui, unsigned int N)
Initializes device memory.
- **CUresult cuMemsetD8** (CUdeviceptr dstDevice, unsigned char uc, unsigned int N)
Initializes device memory.

4.33.1 Detailed Description

This section describes the memory management functions of the low-level CUDA driver application programming interface.

4.33.2 Function Documentation

4.33.2.1 cuArray3DCreate (CUarray *pHandle, const CUDA_ARRAY3D_DESCRIPTOR *pAllocateArray)

Creates a CUDA array according to the **CUDA_ARRAY3D_DESCRIPTOR** structure `pAllocateArray` and returns a handle to the new CUDA array in `*pHandle`. The **CUDA_ARRAY3D_DESCRIPTOR** is defined as:

```
typedef struct {
    unsigned int Width;
    unsigned int Height;
    unsigned int Depth;
    CUarray_format Format;
```

```
    unsigned int NumChannels;
    unsigned int Flags;
} CUDA_ARRAY3D_DESCRIPTOR;
```

where:

- Width, Height, and Depth are the width, height, and depth of the CUDA array (in elements); the CUDA array is one-dimensional if height and depth are 0, two-dimensional if depth is 0, and three-dimensional otherwise;
- Format specifies the format of the elements; [CUarray_format](#) is defined as:

```
typedef enum CUarray_format_enum {
    CU_AD_FORMAT_UNSIGNED_INT8 = 0x01,
    CU_AD_FORMAT_UNSIGNED_INT16 = 0x02,
    CU_AD_FORMAT_UNSIGNED_INT32 = 0x03,
    CU_AD_FORMAT_SIGNED_INT8 = 0x08,
    CU_AD_FORMAT_SIGNED_INT16 = 0x09,
    CU_AD_FORMAT_SIGNED_INT32 = 0x0a,
    CU_AD_FORMAT_HALF = 0x10,
    CU_AD_FORMAT_FLOAT = 0x20
} CUarray_format;
```

- NumChannels specifies the number of packed components per CUDA array element; it may be 1, 2, or 4;
- Flags may be set to CUDA_ARRAY3D_SURFACE_LDST to enable surface references to be bound to the CUDA array. If this flag is not set, [cuSurfRefSetArray](#) will fail when attempting to bind the CUDA array to a surface reference.

Here are examples of CUDA array descriptions:

Description for a CUDA array of 2048 floats:

```
CUDA_ARRAY3D_DESCRIPTOR desc;
desc.Format = CU_AD_FORMAT_FLOAT;
desc.NumChannels = 1;
desc.Width = 2048;
desc.Height = 0;
desc.Depth = 0;
```

Description for a 64 x 64 CUDA array of floats:

```
CUDA_ARRAY3D_DESCRIPTOR desc;
desc.Format = CU_AD_FORMAT_FLOAT;
desc.NumChannels = 1;
desc.Width = 64;
desc.Height = 64;
desc.Depth = 0;
```

Description for a width x height x depth CUDA array of 64-bit, 4x16-bit float16's:

```
CUDA_ARRAY3D_DESCRIPTOR desc;
desc.FormatFlags = CU_AD_FORMAT_HALF;
desc.NumChannels = 4;
desc.Width = width;
desc.Height = height;
desc.Depth = depth;
```

Parameters:

pHandle - Returned array

pAllocateArray - 3D array descriptor

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_OUT_OF_MEMORY, CUDA_ERROR_UNKNOWN

Note:

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

See also:

cuArray3DGetDescriptor, cuArrayCreate, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpy3DAsync, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoH, cuMemcpyAtoHAsync, cuMemcpyDtoA, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemGetInfo, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D8, cuMemsetD2D16, cuMemsetD2D32, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.2 cuArray3DGetDescriptor (CUDA_ARRAY3D_DESCRIPTOR * *pArrayDescriptor*, CUarray *hArray*)

Returns in *pArrayDescriptor* a descriptor containing information on the format and dimensions of the CUDA array *hArray*. It is useful for subroutines that have been passed a CUDA array, but need to know the CUDA array parameters for validation or other purposes.

This function may be called on 1D and 2D arrays, in which case the *Height* and/or *Depth* members of the descriptor struct will be set to 0.

Parameters:

pArrayDescriptor - Returned 3D array descriptor

hArray - 3D array to get descriptor of

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_INVALID_HANDLE

Note:

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

See also:

cuArray3DCreate, cuArrayCreate, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpy3DAsync, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoH, cuMemcpyAtoHAsync, cuMemcpyDtoA, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemGetInfo, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D8, cuMemsetD2D16, cuMemsetD2D32, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.3 cuArrayCreate (CUarray * *pHandle*, const CUDA_ARRAY_DESCRIPTOR * *pAllocateArray*)

Creates a CUDA array according to the [CUDA_ARRAY_DESCRIPTOR](#) structure *pAllocateArray* and returns a handle to the new CUDA array in *pHandle*. The [CUDA_ARRAY_DESCRIPTOR](#) is defined as:

```
typedef struct {
    unsigned int Width;
    unsigned int Height;
    CUarray_format Format;
    unsigned int NumChannels;
} CUDA_ARRAY_DESCRIPTOR;
```

where:

- *Width*, and *Height* are the width, and height of the CUDA array (in elements); the CUDA array is one-dimensional if height is 0, two-dimensional otherwise;
- *Format* specifies the format of the elements; [CUarray_format](#) is defined as:

```
typedef enum CUarray_format_enum {
    CU_AD_FORMAT_UNSIGNED_INT8 = 0x01,
    CU_AD_FORMAT_UNSIGNED_INT16 = 0x02,
    CU_AD_FORMAT_UNSIGNED_INT32 = 0x03,
    CU_AD_FORMAT_SIGNED_INT8 = 0x08,
    CU_AD_FORMAT_SIGNED_INT16 = 0x09,
    CU_AD_FORMAT_SIGNED_INT32 = 0x0a,
    CU_AD_FORMAT_HALF = 0x10,
    CU_AD_FORMAT_FLOAT = 0x20
} CUarray_format;
```

- *NumChannels* specifies the number of packed components per CUDA array element; it may be 1, 2, or 4;

Here are examples of CUDA array descriptions:

Description for a CUDA array of 2048 floats:

```
CUDA_ARRAY_DESCRIPTOR desc;
desc.Format = CU_AD_FORMAT_FLOAT;
desc.NumChannels = 1;
desc.Width = 2048;
desc.Height = 1;
```

Description for a 64 x 64 CUDA array of floats:

```
CUDA_ARRAY_DESCRIPTOR desc;
desc.Format = CU_AD_FORMAT_FLOAT;
desc.NumChannels = 1;
desc.Width = 64;
desc.Height = 64;
```

Description for a width x height CUDA array of 64-bit, 4x16-bit float16's:

```
CUDA_ARRAY_DESCRIPTOR desc;
desc.FormatFlags = CU_AD_FORMAT_HALF;
desc.NumChannels = 4;
desc.Width = width;
desc.Height = height;
```

Description for a width x height CUDA array of 16-bit elements, each of which is two 8-bit unsigned chars:

```

CUDA_ARRAY_DESCRIPTOR arrayDesc;
desc.FormatFlags = CU_AD_FORMAT_UNSIGNED_INT8;
desc.NumChannels = 2;
desc.Width = width;
desc.Height = height;

```

Parameters:

pHandle - Returned array
pAllocateArray - Array descriptor

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_OUT_OF_MEMORY, CUDA_ERROR_UNKNOWN

Note:

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

See also:

cuArray3DCreate, cuArray3DGetDescriptor, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpy3DAsync, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoH, cuMemcpyAtoHAsync, cuMemcpyDtoA, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemGetInfo, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D8, cuMemsetD2D16, cuMemsetD2D32, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.4 cuArrayDestroy (CUarray hArray)

Destroys the CUDA array *hArray*.

Parameters:

hArray - Array to destroy

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_HANDLE, CUDA_ERROR_ARRAY_IS_MAPPED

Note:

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

See also:

cuArray3DCreate, cuArray3DGetDescriptor, cuArrayCreate, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpy3DAsync, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoH, cuMemcpyAtoHAsync, cuMemcpyDtoA, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemGetInfo, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D8, cuMemsetD2D16, cuMemsetD2D32, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.5 `cuArrayGetDescriptor` (`CUDA_ARRAY_DESCRIPTOR *pArrayDescriptor`, `CUarray hArray`)

Returns in `*pArrayDescriptor` a descriptor containing information on the format and dimensions of the CUDA array `hArray`. It is useful for subroutines that have been passed a CUDA array, but need to know the CUDA array parameters for validation or other purposes.

Parameters:

pArrayDescriptor - Returned array descriptor

hArray - Array to get descriptor of

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_HANDLE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.6 `cuMemAlloc` (`CUdeviceptr *dptr`, `unsigned int bytesize`)

Allocates `bytesize` bytes of linear memory on the device and returns in `*dptr` a pointer to the allocated memory. The allocated memory is suitably aligned for any kind of variable. The memory is not cleared. If `bytesize` is 0, [cuMemAlloc\(\)](#) returns [CUDA_ERROR_INVALID_VALUE](#).

Parameters:

dptr - Returned device pointer

bytesize - Requested allocation size in bytes

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#),

[cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.7 cuMemAllocHost (void ** *pp*, unsigned int *bytesize*)

Allocates *bytesize* 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 [cuMemcpy\(\)](#). 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 [cuMemAllocHost\(\)](#) 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.

Parameters:

pp - Returned host pointer to page-locked memory

bytesize - Requested allocation size in bytes

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.8 cuMemAllocPitch (CUdeviceptr * *dptr*, unsigned int * *pPitch*, unsigned int *WidthInBytes*, unsigned int *Height*, unsigned int *ElementSizeBytes*)

Allocates at least *WidthInBytes* * *Height* bytes of linear memory on the device and returns in **dptr* 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. *ElementSizeBytes* specifies the size of the largest reads and writes that will be performed on the memory range. *ElementSizeBytes* may be 4, 8 or 16 (since coalesced memory transactions are not possible on other data sizes). If *ElementSizeBytes* is smaller than the actual read/write size of a kernel, the kernel will run correctly, but possibly at reduced speed. The pitch returned in **pPitch* by [cuMemAllocPitch\(\)](#) 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:

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

The pitch returned by [cuMemAllocPitch\(\)](#) is guaranteed to work with [cuMemcpy2D\(\)](#) under all circumstances. For allocations of 2D arrays, it is recommended that programmers consider performing pitch allocations using [cuMemAllocPitch\(\)](#). Due to 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).

The byte alignment of the pitch returned by [cuMemAllocPitch\(\)](#) is guaranteed to match or exceed the alignment requirement for texture binding with [cuTexRefSetAddress2D\(\)](#).

Parameters:

dptr - Returned device pointer
pPitch - Returned pitch of allocation in bytes
WidthInBytes - Requested allocation width in bytes
Height - Requested allocation height in rows
ElementSizeBytes - Size of largest reads/writes for range

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.9 cuMemcpy2D (const CUDA_MEMCPY2D *pCopy)

Perform a 2D memory copy according to the parameters specified in *pCopy*. The [CUDA_MEMCPY2D](#) structure is defined as:

```
typedef struct CUDA_MEMCPY2D_st {
    unsigned int srcXInBytes, srcY;
    CUMemorytype srcMemoryType;
    const void *srcHost;
    CUdeviceptr srcDevice;
    CUarray srcArray;
    unsigned int srcPitch;

    unsigned int dstXInBytes, dstY;
    CUMemorytype dstMemoryType;
    void *dstHost;
    CUdeviceptr dstDevice;
    CUarray dstArray;
    unsigned int dstPitch;

    unsigned int WidthInBytes;
    unsigned int Height;
} CUDA_MEMCPY2D;
```


where:

- srcMemoryType and dstMemoryType specify the type of memory of the source and destination, respectively; CUmemorytype_enum is defined as:

```
typedef enum CUmemorytype_enum {
    CU_MEMORYTYPE_HOST = 0x01,
    CU_MEMORYTYPE_DEVICE = 0x02,
    CU_MEMORYTYPE_ARRAY = 0x03
} CUmemorytype;
```

If srcMemoryType is CU_MEMORYTYPE_HOST, srcHost and srcPitch specify the (host) base address of the source data and the bytes per row to apply. srcArray is ignored.

If srcMemoryType is CU_MEMORYTYPE_DEVICE, srcDevice and srcPitch specify the (device) base address of the source data and the bytes per row to apply. srcArray is ignored.

If srcMemoryType is CU_MEMORYTYPE_ARRAY, srcArray specifies the handle of the source data. srcHost, srcDevice and srcPitch are ignored.

If dstMemoryType is CU_MEMORYTYPE_HOST, dstHost and dstPitch specify the (host) base address of the destination data and the bytes per row to apply. dstArray is ignored.

If dstMemoryType is CU_MEMORYTYPE_DEVICE, dstDevice and dstPitch specify the (device) base address of the destination data and the bytes per row to apply. dstArray is ignored.

If dstMemoryType is CU_MEMORYTYPE_ARRAY, dstArray specifies the handle of the destination data. dstHost, dstDevice and dstPitch are ignored.

- srcXInBytes and srcY specify the base address of the source data for the copy.

For host pointers, the starting address is

```
void* Start = (void*)((char*)srcHost+srcY*srcPitch + srcXInBytes);
```

For device pointers, the starting address is

```
CUdeviceptr Start = srcDevice+srcY*srcPitch+srcXInBytes;
```

For CUDA arrays, srcXInBytes must be evenly divisible by the array element size.

- dstXInBytes and dstY specify the base address of the destination data for the copy.

For host pointers, the base address is

```
void* dstStart = (void*)((char*)dstHost+dstY*dstPitch + dstXInBytes);
```

For device pointers, the starting address is

```
CUdeviceptr dstStart = dstDevice+dstY*dstPitch+dstXInBytes;
```

For CUDA arrays, `dstXInBytes` must be evenly divisible by the array element size.

- `WidthInBytes` and `Height` specify the width (in bytes) and height of the 2D copy being performed. Any pitches must be greater than or equal to `WidthInBytes`.

`cuMemcpy2D()` returns an error if any pitch is greater than the maximum allowed (`CU_DEVICE_ATTRIBUTE_MAX_PITCH`). `cuMemAllocPitch()` passes back pitches that always work with `cuMemcpy2D()`. On intra-device memory copies (device ? device, CUDA array ? device, CUDA array ? CUDA array), `cuMemcpy2D()` may fail for pitches not computed by `cuMemAllocPitch()`. `cuMemcpy2DUnaligned()` does not have this restriction, but may run significantly slower in the cases where `cuMemcpy2D()` would have returned an error code.

Parameters:

pCopy - Parameters for the memory copy

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`, `CUDA_ERROR_INVALID_VALUE`

Note:

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

See also:

`cuArray3DCreate`, `cuArray3DGetDescriptor`, `cuArrayCreate`, `cuArrayDestroy`, `cuArrayGetDescriptor`, `cuMemAlloc`, `cuMemAllocHost`, `cuMemAllocPitch`, `cuMemcpy2DAsync`, `cuMemcpy2DUnaligned`, `cuMemcpy3D`, `cuMemcpy3DAsync`, `cuMemcpyAtoA`, `cuMemcpyAtoD`, `cuMemcpyAtoH`, `cuMemcpyAtoHAsync`, `cuMemcpyDtoA`, `cuMemcpyDtoD`, `cuMemcpyDtoDAsync`, `cuMemcpyDtoH`, `cuMemcpyDtoHAsync`, `cuMemcpyHtoA`, `cuMemcpyHtoAAsync`, `cuMemcpyHtoD`, `cuMemcpyHtoDAsync`, `cuMemFree`, `cuMemFreeHost`, `cuMemGetAddressRange`, `cuMemGetInfo`, `cuMemHostAlloc`, `cuMemHostGetDevicePointer`, `cuMemsetD2D8`, `cuMemsetD2D16`, `cuMemsetD2D32`, `cuMemsetD8`, `cuMemsetD16`, `cuMemsetD32`

4.33.2.10 cuMemcpy2DAsync (const CUDA_MEMCPY2D *pCopy, CUstream hStream)

Perform a 2D memory copy according to the parameters specified in `pCopy`. The `CUDA_MEMCPY2D` structure is defined as:

```
typedef struct CUDA_MEMCPY2D_st {
    unsigned int srcXInBytes, srcY;
    CUmemorytype srcMemoryType;
    const void *srcHost;
    CUdeviceptr srcDevice;
    CUarray srcArray;
    unsigned int srcPitch;
    unsigned int dstXInBytes, dstY;
    CUmemorytype dstMemoryType;
    void *dstHost;
    CUdeviceptr dstDevice;
```

```
CUarray dstArray;
unsigned int dstPitch;
unsigned int WidthInBytes;
unsigned int Height;
} CUDA_MEMCPY2D;
```

where:

- `srcMemoryType` and `dstMemoryType` specify the type of memory of the source and destination, respectively; [CUmemorytype_enum](#) is defined as:

```
typedef enum CUmemorytype_enum {
    CU_MEMORYTYPE_HOST = 0x01,
    CU_MEMORYTYPE_DEVICE = 0x02,
    CU_MEMORYTYPE_ARRAY = 0x03
} CUmemorytype;
```

If `srcMemoryType` is [CU_MEMORYTYPE_HOST](#), `srcHost` and `srcPitch` specify the (host) base address of the source data and the bytes per row to apply. `srcArray` is ignored.

If `srcMemoryType` is [CU_MEMORYTYPE_DEVICE](#), `srcDevice` and `srcPitch` specify the (device) base address of the source data and the bytes per row to apply. `srcArray` is ignored.

If `srcMemoryType` is [CU_MEMORYTYPE_ARRAY](#), `srcArray` specifies the handle of the source data. `srcHost`, `srcDevice` and `srcPitch` are ignored.

If `dstMemoryType` is [CU_MEMORYTYPE_HOST](#), `dstHost` and `dstPitch` specify the (host) base address of the destination data and the bytes per row to apply. `dstArray` is ignored.

If `dstMemoryType` is [CU_MEMORYTYPE_DEVICE](#), `dstDevice` and `dstPitch` specify the (device) base address of the destination data and the bytes per row to apply. `dstArray` is ignored.

If `dstMemoryType` is [CU_MEMORYTYPE_ARRAY](#), `dstArray` specifies the handle of the destination data. `dstHost`, `dstDevice` and `dstPitch` are ignored.

- `srcXInBytes` and `srcY` specify the base address of the source data for the copy.

For host pointers, the starting address is

```
void* Start = (void*)((char*)srcHost+srcY*srcPitch + srcXInBytes);
```

For device pointers, the starting address is

```
CUdeviceptr Start = srcDevice+srcY*srcPitch+srcXInBytes;
```

For CUDA arrays, `srcXInBytes` must be evenly divisible by the array element size.

- `dstXInBytes` and `dstY` specify the base address of the destination data for the copy.

For host pointers, the base address is

```
void* dstStart = (void*)((char*)dstHost+dstY*dstPitch + dstXInBytes);
```

For device pointers, the starting address is

```
CUdeviceptr dstStart = dstDevice+dstY*dstPitch+dstXInBytes;
```

For CUDA arrays, `dstXInBytes` must be evenly divisible by the array element size.

- `WidthInBytes` and `Height` specify the width (in bytes) and height of the 2D copy being performed. Any pitches must be greater than or equal to `WidthInBytes`.

[cuMemcpy2D\(\)](#) returns an error if any pitch is greater than the maximum allowed (`CU_DEVICE_ATTRIBUTE_MAX_PITCH`). [cuMemAllocPitch\(\)](#) passes back pitches that always work with [cuMemcpy2D\(\)](#). On intra-device memory copies (device ? device, CUDA array ? device, CUDA array ? CUDA array), [cuMemcpy2D\(\)](#) may fail for pitches not computed by [cuMemAllocPitch\(\)](#). [cuMemcpy2DUnaligned\(\)](#) does not have this restriction, but may run significantly slower in the cases where [cuMemcpy2D\(\)](#) would have returned an error code.

[cuMemcpy2DAsync\(\)](#) is asynchronous and can optionally be associated to a stream by passing a non-zero `hStream` argument. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input.

Parameters:

pCopy - Parameters for the memory copy

hStream - Stream identifier

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.11 cuMemcpy2DUnaligned (const CUDA_MEMCPY2D *pCopy)

Perform a 2D memory copy according to the parameters specified in `pCopy`. The `CUDA_MEMCPY2D` structure is defined as:

```
typedef struct CUDA_MEMCPY2D_st {
    unsigned int srcXInBytes, srcY;
    CUMemorytype srcMemoryType;
    const void *srcHost;
    CUdeviceptr srcDevice;
    CUarray srcArray;
    unsigned int srcPitch;
    unsigned int dstXInBytes, dstY;
    CUMemorytype dstMemoryType;
    void *dstHost;
    CUdeviceptr dstDevice;
    CUarray dstArray;
    unsigned int dstPitch;
    unsigned int WidthInBytes;
    unsigned int Height;
} CUDA_MEMCPY2D;
```

where:

- `srcMemoryType` and `dstMemoryType` specify the type of memory of the source and destination, respectively; `CUMemorytype_enum` is defined as:

```
typedef enum CUMemorytype_enum {
    CU_MEMORYTYPE_HOST = 0x01,
    CU_MEMORYTYPE_DEVICE = 0x02,
    CU_MEMORYTYPE_ARRAY = 0x03
} CUMemorytype;
```

If `srcMemoryType` is `CU_MEMORYTYPE_HOST`, `srcHost` and `srcPitch` specify the (host) base address of the source data and the bytes per row to apply. `srcArray` is ignored.

If `srcMemoryType` is `CU_MEMORYTYPE_DEVICE`, `srcDevice` and `srcPitch` specify the (device) base address of the source data and the bytes per row to apply. `srcArray` is ignored.

If `srcMemoryType` is `CU_MEMORYTYPE_ARRAY`, `srcArray` specifies the handle of the source data. `srcHost`, `srcDevice` and `srcPitch` are ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_HOST`, `dstHost` and `dstPitch` specify the (host) base address of the destination data and the bytes per row to apply. `dstArray` is ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_DEVICE`, `dstDevice` and `dstPitch` specify the (device) base address of the destination data and the bytes per row to apply. `dstArray` is ignored.

If `dstMemoryType` is `CU_MEMORYTYPE_ARRAY`, `dstArray` specifies the handle of the destination data. `dstHost`, `dstDevice` and `dstPitch` are ignored.

- `srcXInBytes` and `srcY` specify the base address of the source data for the copy.

For host pointers, the starting address is

```
void* Start = (void*)((char*)srcHost+srcY*srcPitch + srcXInBytes);
```

For device pointers, the starting address is

```
CUdeviceptr Start = srcDevice+srcY*srcPitch+srcXInBytes;
```

For CUDA arrays, `srcXInBytes` must be evenly divisible by the array element size.

- `dstXInBytes` and `dstY` specify the base address of the destination data for the copy.

For host pointers, the base address is

```
void* dstStart = (void*)((char*)dstHost+dstY*dstPitch + dstXInBytes);
```

For device pointers, the starting address is

```
CUdeviceptr dstStart = dstDevice+dstY*dstPitch+dstXInBytes;
```

For CUDA arrays, `dstXInBytes` must be evenly divisible by the array element size.

- `WidthInBytes` and `Height` specify the width (in bytes) and height of the 2D copy being performed. Any pitches must be greater than or equal to `WidthInBytes`.

[cuMemcpy2D\(\)](#) returns an error if any pitch is greater than the maximum allowed ([CU_DEVICE_ATTRIBUTE_MAX_PITCH](#)). [cuMemAllocPitch\(\)](#) passes back pitches that always work with [cuMemcpy2D\(\)](#). On intra-device memory copies (device ? device, CUDA array ? device, CUDA array ? CUDA array), [cuMemcpy2D\(\)](#) may fail for pitches not computed by [cuMemAllocPitch\(\)](#). [cuMemcpy2DUnaligned\(\)](#) does not have this restriction, but may run significantly slower in the cases where [cuMemcpy2D\(\)](#) would have returned an error code.

Parameters:

pCopy - Parameters for the memory copy

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.12 cuMemcpy3D (const CUDA_MEMCPY3D *pCopy)

Perform a 3D memory copy according to the parameters specified in pCopy. The [CUDA_MEMCPY3D](#) structure is defined as:

```
typedef struct CUDA_MEMCPY3D_st {

    unsigned int srcXInBytes, srcY, srcZ;
    unsigned int srcLOD;
    CUMemorytype srcMemoryType;
    const void *srcHost;
    CUdeviceptr srcDevice;
    CUarray srcArray;
    unsigned int srcPitch; // ignored when src is array
    unsigned int srcHeight; // ignored when src is array; may be 0 if Depth==1

    unsigned int dstXInBytes, dstY, dstZ;
    unsigned int dstLOD;
    CUMemorytype dstMemoryType;
    void *dstHost;
    CUdeviceptr dstDevice;
    CUarray dstArray;
    unsigned int dstPitch; // ignored when dst is array
    unsigned int dstHeight; // ignored when dst is array; may be 0 if Depth==1

    unsigned int WidthInBytes;
    unsigned int Height;
    unsigned int Depth;
} CUDA_MEMCPY3D;
```

where:

- srcMemoryType and dstMemoryType specify the type of memory of the source and destination, respectively; [CUMemorytype_enum](#) is defined as:

```
typedef enum CUMemorytype_enum {
    CU_MEMORYTYPE_HOST = 0x01,
    CU_MEMORYTYPE_DEVICE = 0x02,
    CU_MEMORYTYPE_ARRAY = 0x03
} CUMemorytype;
```

If srcMemoryType is [CU_MEMORYTYPE_HOST](#), srcHost, srcPitch and srcHeight specify the (host) base address of the source data, the bytes per row, and the height of each 2D slice of the 3D array. srcArray is ignored.

If srcMemoryType is [CU_MEMORYTYPE_DEVICE](#), srcDevice, srcPitch and srcHeight specify the (device) base address of the source data, the bytes per row, and the height of each 2D slice of the 3D array. srcArray is ignored.

If srcMemoryType is [CU_MEMORYTYPE_ARRAY](#), srcArray specifies the handle of the source data. srcHost, srcDevice, srcPitch and srcHeight are ignored.

If dstMemoryType is [CU_MEMORYTYPE_HOST](#), dstHost and dstPitch specify the (host) base address of the destination data, the bytes per row, and the height of each 2D slice of the 3D array. dstArray is ignored.

If dstMemoryType is [CU_MEMORYTYPE_DEVICE](#), dstDevice and dstPitch specify the (device) base address of the destination data, the bytes per row, and the height of each 2D slice of the 3D array. dstArray is ignored.

If `dstMemoryType` is [CU_MEMORYTYPE_ARRAY](#), `dstArray` specifies the handle of the destination data. `dstHost`, `dstDevice`, `dstPitch` and `dstHeight` are ignored.

- `srcXInBytes`, `srcY` and `srcZ` specify the base address of the source data for the copy.

For host pointers, the starting address is

```
void* Start = (void*)((char*)srcHost+(srcZ*srcHeight+srcY)*srcPitch + srcXInBytes);
```

For device pointers, the starting address is

```
CUdeviceptr Start = srcDevice+(srcZ*srcHeight+srcY)*srcPitch+srcXInBytes;
```

For CUDA arrays, `srcXInBytes` must be evenly divisible by the array element size.

- `dstXInBytes`, `dstY` and `dstZ` specify the base address of the destination data for the copy.

For host pointers, the base address is

```
void* dstStart = (void*)((char*)dstHost+(dstZ*dstHeight+dstY)*dstPitch + dstXInBytes);
```

For device pointers, the starting address is

```
CUdeviceptr dstStart = dstDevice+(dstZ*dstHeight+dstY)*dstPitch+dstXInBytes;
```

For CUDA arrays, `dstXInBytes` must be evenly divisible by the array element size.

- `WidthInBytes`, `Height` and `Depth` specify the width (in bytes), height and depth of the 3D copy being performed. Any pitches must be greater than or equal to `WidthInBytes`.

[cuMemcpy3D\(\)](#) returns an error if any pitch is greater than the maximum allowed ([CU_DEVICE_ATTRIBUTE_MAX_PITCH](#)).

The `srcLOD` and `dstLOD` members of the [CUDA_MEMCPY3D](#) structure must be set to 0.

Parameters:

pCopy - Parameters for the memory copy

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.13 cuMemcpy3DAsync (const CUDA_MEMCPY3D *pCopy, CUstream hStream)

Perform a 3D memory copy according to the parameters specified in pCopy. The [CUDA_MEMCPY3D](#) structure is defined as:

```
typedef struct CUDA_MEMCPY3D_st {

    unsigned int srcXInBytes, srcY, srcZ;
    unsigned int srcLOD;
    CUMemorytype srcMemoryType;
    const void *srcHost;
    CUdeviceptr srcDevice;
    CUarray srcArray;
    unsigned int srcPitch; // ignored when src is array
    unsigned int srcHeight; // ignored when src is array; may be 0 if Depth==1

    unsigned int dstXInBytes, dstY, dstZ;
    unsigned int dstLOD;
    CUMemorytype dstMemoryType;
    void *dstHost;
    CUdeviceptr dstDevice;
    CUarray dstArray;
    unsigned int dstPitch; // ignored when dst is array
    unsigned int dstHeight; // ignored when dst is array; may be 0 if Depth==1

    unsigned int WidthInBytes;
    unsigned int Height;
    unsigned int Depth;
} CUDA_MEMCPY3D;
```

where:

- srcMemoryType and dstMemoryType specify the type of memory of the source and destination, respectively; [CUMemorytype_enum](#) is defined as:

```
typedef enum CUMemorytype_enum {
    CU_MEMORYTYPE_HOST = 0x01,
    CU_MEMORYTYPE_DEVICE = 0x02,
    CU_MEMORYTYPE_ARRAY = 0x03
} CUMemorytype;
```

If srcMemoryType is [CU_MEMORYTYPE_HOST](#), srcHost, srcPitch and srcHeight specify the (host) base address of the source data, the bytes per row, and the height of each 2D slice of the 3D array. srcArray is ignored.

If srcMemoryType is [CU_MEMORYTYPE_DEVICE](#), srcDevice, srcPitch and srcHeight specify the (device) base address of the source data, the bytes per row, and the height of each 2D slice of the 3D array. srcArray is ignored.

If `srcMemoryType` is [CU_MEMORYTYPE_ARRAY](#), `srcArray` specifies the handle of the source data. `srcHost`, `srcDevice`, `srcPitch` and `srcHeight` are ignored.

If `dstMemoryType` is [CU_MEMORYTYPE_HOST](#), `dstHost` and `dstPitch` specify the (host) base address of the destination data, the bytes per row, and the height of each 2D slice of the 3D array. `dstArray` is ignored.

If `dstMemoryType` is [CU_MEMORYTYPE_DEVICE](#), `dstDevice` and `dstPitch` specify the (device) base address of the destination data, the bytes per row, and the height of each 2D slice of the 3D array. `dstArray` is ignored.

If `dstMemoryType` is [CU_MEMORYTYPE_ARRAY](#), `dstArray` specifies the handle of the destination data. `dstHost`, `dstDevice`, `dstPitch` and `dstHeight` are ignored.

- `srcXInBytes`, `srcY` and `srcZ` specify the base address of the source data for the copy.

For host pointers, the starting address is

```
void* Start = (void*)((char*)srcHost+(srcZ*srcHeight+srcY)*srcPitch + srcXInBytes);
```

For device pointers, the starting address is

```
CUdeviceptr Start = srcDevice+(srcZ*srcHeight+srcY)*srcPitch+srcXInBytes;
```

For CUDA arrays, `srcXInBytes` must be evenly divisible by the array element size.

- `dstXInBytes`, `dstY` and `dstZ` specify the base address of the destination data for the copy.

For host pointers, the base address is

```
void* dstStart = (void*)((char*)dstHost+(dstZ*dstHeight+dstY)*dstPitch + dstXInBytes);
```

For device pointers, the starting address is

```
CUdeviceptr dstStart = dstDevice+(dstZ*dstHeight+dstY)*dstPitch+dstXInBytes;
```

For CUDA arrays, `dstXInBytes` must be evenly divisible by the array element size.

- `WidthInBytes`, `Height` and `Depth` specify the width (in bytes), height and depth of the 3D copy being performed. Any pitches must be greater than or equal to `WidthInBytes`.

[cuMemcpy3D\(\)](#) returns an error if any pitch is greater than the maximum allowed ([CU_DEVICE_ATTRIBUTE_MAX_PITCH](#)).

[cuMemcpy3DAsync\(\)](#) is asynchronous and can optionally be associated to a stream by passing a non-zero `hStream` argument. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input.

The `srcLOD` and `dstLOD` members of the [CUDA_MEMCPY3D](#) structure must be set to 0.

Parameters:

pCopy - Parameters for the memory copy

hStream - Stream identifier

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

cuArray3DCreate, cuArray3DGetDescriptor, cuArrayCreate, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoH, cuMemcpyAtoHAsync, cuMemcpyDtoA, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemGetInfo, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D8, cuMemsetD2D16, cuMemsetD2D32, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.14 cuMemcpyAtoA (CUarray *dstArray*, unsigned int *dstOffset*, CUarray *srcArray*, unsigned int *srcOffset*, unsigned int *ByteCount*)

Copies from one 1D CUDA array to another. *dstArray* and *srcArray* specify the handles of the destination and source CUDA arrays for the copy, respectively. *dstOffset* and *srcOffset* specify the destination and source offsets in bytes into the CUDA arrays. *ByteCount* is the number of bytes to be copied. The size of the elements in the CUDA arrays need not be the same format, but the elements must be the same size; and count must be evenly divisible by that size.

Parameters:

dstArray - Destination array

dstOffset - Offset in bytes of destination array

srcArray - Source array

srcOffset - Offset in bytes of source array

ByteCount - Size of memory copy in bytes

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

cuArray3DCreate, cuArray3DGetDescriptor, cuArrayCreate, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned,

[cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.15 **cuMemcpyAtoD** (CUdeviceptr *dstDevice*, CUarray *srcArray*, unsigned int *srcOffset*, unsigned int *ByteCount*)

Copies from one 1D CUDA array to device memory. *dstDevice* specifies the base pointer of the destination and must be naturally aligned with the CUDA array elements. *srcArray* and *srcOffset* specify the CUDA array handle and the offset in bytes into the array where the copy is to begin. *ByteCount* specifies the number of bytes to copy and must be evenly divisible by the array element size.

Parameters:

dstDevice - Destination device pointer
srcArray - Source array
srcOffset - Offset in bytes of source array
ByteCount - Size of memory copy in bytes

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.16 **cuMemcpyAtoH** (void * *dstHost*, CUarray *srcArray*, unsigned int *srcOffset*, unsigned int *ByteCount*)

Copies from one 1D CUDA array to host memory. *dstHost* specifies the base pointer of the destination. *srcArray* and *srcOffset* specify the CUDA array handle and starting offset in bytes of the source data. *ByteCount* specifies the number of bytes to copy.

Parameters:

dstHost - Destination device pointer
srcArray - Source array
srcOffset - Offset in bytes of source array

ByteCount - Size of memory copy in bytes

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

cuArray3DCreate, cuArray3DGetDescriptor, cuArrayCreate, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpy3DAsync, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoHAsync, cuMemcpyDtoA, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemGetInfo, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D8, cuMemsetD2D16, cuMemsetD2D32, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.17 cuMemcpyAtoHAsync (void * *dstHost*, CUarray *srcArray*, unsigned int *srcOffset*, unsigned int *ByteCount*, CUstream *hStream*)

Copies from one 1D CUDA array to host memory. *dstHost* specifies the base pointer of the destination. *srcArray* and *srcOffset* specify the CUDA array handle and starting offset in bytes of the source data. *ByteCount* specifies the number of bytes to copy.

[cuMemcpyAtoHAsync\(\)](#) is asynchronous and can optionally be associated to a stream by passing a non-zero *stream* argument. It only works on page-locked host memory and returns an error if a pointer to pageable memory is passed as input.

Parameters:

dstHost - Destination pointer
srcArray - Source array
srcOffset - Offset in bytes of source array
ByteCount - Size of memory copy in bytes
hStream - Stream identifier

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

cuArray3DCreate, cuArray3DGetDescriptor, cuArrayCreate, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpy3DAsync, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoH, cuMemcpyDtoA, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemGetInfo, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D8, cuMemsetD2D16, cuMemsetD2D32, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.18 **cuMemcpyDtoA** (CUarray *dstArray*, unsigned int *dstOffset*, CUdeviceptr *srcDevice*, unsigned int *ByteCount*)

Copies from device memory to a 1D CUDA array. *dstArray* and *dstOffset* specify the CUDA array handle and starting index of the destination data. *srcDevice* specifies the base pointer of the source. *ByteCount* specifies the number of bytes to copy.

Parameters:

- dstArray* - Destination array
- dstOffset* - Offset in bytes of destination array
- srcDevice* - Source device pointer
- ByteCount* - Size of memory copy in bytes

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

cuArray3DCreate, cuArray3DGetDescriptor, cuArrayCreate, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpy3DAsync, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoH, cuMemcpyAtoHAsync, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemGetInfo, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D8, cuMemsetD2D16, cuMemsetD2D32, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.19 **cuMemcpyDtoD** (CUdeviceptr *dstDevice*, CUdeviceptr *srcDevice*, unsigned int *ByteCount*)

Copies from device memory to device memory. *dstDevice* and *srcDevice* are the base pointers of the destination and source, respectively. *ByteCount* specifies the number of bytes to copy. Note that this function is asynchronous.

Parameters:

- dstDevice* - Destination device pointer
- srcDevice* - Source device pointer
- ByteCount* - Size of memory copy in bytes

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.20 [cuMemcpyDtoDAsync](#) (CUdeviceptr *dstDevice*, CUdeviceptr *srcDevice*, unsigned int *ByteCount*, CUstream *hStream*)

Copies from device memory to device memory. *dstDevice* and *srcDevice* are the base pointers of the destination and source, respectively. *ByteCount* specifies the number of bytes to copy. Note that this function is asynchronous and can optionally be associated to a stream by passing a non-zero *hStream* argument

Parameters:

dstDevice - Destination device pointer
srcDevice - Source device pointer
ByteCount - Size of memory copy in bytes
hStream - Stream identifier

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.21 [cuMemcpyDtoH](#) (void * *dstHost*, CUdeviceptr *srcDevice*, unsigned int *ByteCount*)

Copies from device to host memory. *dstHost* and *srcDevice* specify the base pointers of the destination and source, respectively. *ByteCount* specifies the number of bytes to copy. Note that this function is synchronous.

Parameters:

dstHost - Destination host pointer
srcDevice - Source device pointer
ByteCount - Size of memory copy in bytes

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.22 **cuMemcpyDtoHAsync** (**void * *dstHost***, **CUdeviceptr *srcDevice***, **unsigned int *ByteCount***, **CUstream *hStream***)

Copies from device to host memory. *dstHost* and *srcDevice* specify the base pointers of the destination and source, respectively. *ByteCount* specifies the number of bytes to copy.

[cuMemcpyDtoHAsync\(\)](#) is asynchronous and can optionally be associated to a stream by passing a non-zero *hStream* argument. It only works on page-locked memory and returns an error if a pointer to pageable memory is passed as input.

Parameters:

dstHost - Destination host pointer
srcDevice - Source device pointer
ByteCount - Size of memory copy in bytes
hStream - Stream identifier

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.23 cuMemcpyHtoA (CUarray *dstArray*, unsigned int *dstOffset*, const void * *srcHost*, unsigned int *ByteCount*)

Copies from host memory to a 1D CUDA array. *dstArray* and *dstOffset* specify the CUDA array handle and starting offset in bytes of the destination data. *pSrc* specifies the base address of the source. *ByteCount* specifies the number of bytes to copy.

Parameters:

dstArray - Destination array
dstOffset - Offset in bytes of destination array
srcHost - Source host pointer
ByteCount - Size of memory copy in bytes

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.24 cuMemcpyHtoAAsync (CUarray *dstArray*, unsigned int *dstOffset*, const void * *srcHost*, unsigned int *ByteCount*, CUstream *hStream*)

Copies from host memory to a 1D CUDA array. *dstArray* and *dstOffset* specify the CUDA array handle and starting offset in bytes of the destination data. *srcHost* specifies the base address of the source. *ByteCount* specifies the number of bytes to copy.

[cuMemcpyHtoAAsync\(\)](#) is asynchronous and can optionally be associated to a stream by passing a non-zero *hStream* argument. It only works on page-locked memory and returns an error if a pointer to pageable memory is passed as input.

Parameters:

dstArray - Destination array
dstOffset - Offset in bytes of destination array
srcHost - Source host pointer
ByteCount - Size of memory copy in bytes
hStream - Stream identifier

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.25 cuMemcpyHtoD (CUdeviceptr *dstDevice*, const void * *srcHost*, unsigned int *ByteCount*)

Copies from host memory to device memory. *dstDevice* and *srcHost* are the base addresses of the destination and source, respectively. *ByteCount* specifies the number of bytes to copy. Note that this function is synchronous.

Parameters:

dstDevice - Destination device pointer
srcHost - Source host pointer
ByteCount - Size of memory copy in bytes

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.26 cuMemcpyHtoDAsync (CUdeviceptr *dstDevice*, const void * *srcHost*, unsigned int *ByteCount*, CUstream *hStream*)

Copies from host memory to device memory. *dstDevice* and *srcHost* are the base addresses of the destination and source, respectively. *ByteCount* specifies the number of bytes to copy.

[cuMemcpyHtoDAsync\(\)](#) is asynchronous and can optionally be associated to a stream by passing a non-zero `hStream` argument. It only works on page-locked memory and returns an error if a pointer to pageable memory is passed as input.

Parameters:

dstDevice - Destination device pointer
srcHost - Source host pointer
ByteCount - Size of memory copy in bytes
hStream - Stream identifier

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.27 cuMemFree (CUdeviceptr *dptr*)

Frees the memory space pointed to by `dptr`, which must have been returned by a previous call to [cuMemAlloc\(\)](#) or [cuMemAllocPitch\(\)](#).

Parameters:

dptr - Pointer to memory to free

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.28 cuMemFreeHost (void * *p*)

Frees the memory space pointed to by *p*, which must have been returned by a previous call to [cuMemAllocHost\(\)](#).

Parameters:

p - Pointer to memory to free

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.29 cuMemGetAddressRange (CUdeviceptr * *pbase*, unsigned int * *psize*, CUdeviceptr *dptr*)

Returns the base address in *pbase* and size in *psize* of the allocation by [cuMemAlloc\(\)](#) or [cuMemAllocPitch\(\)](#) that contains the input pointer *dptr*. Both parameters *pbase* and *psize* are optional. If one of them is NULL, it is ignored.

Parameters:

pbase - Returned base address

psize - Returned size of device memory allocation

dptr - Device pointer to query

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.30 cuMemGetInfo (unsigned int * *free*, unsigned int * *total*)

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

Parameters:

free - Returned free memory in bytes
total - Returned total memory in bytes

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

cuArray3DCreate, cuArray3DGetDescriptor, cuArrayCreate, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpy3DAsync, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoH, cuMemcpyAtoHAsync, cuMemcpyDtoA, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D8, cuMemsetD2D16, cuMemsetD2D32, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.31 cuMemHostAlloc (void ** *pp*, size_t *bytesize*, unsigned int *Flags*)

Allocates *bytesize* 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 [cuMemcpyHtoD\(\)](#). 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.

- [CU_MEMHOSTALLOC_PORTABLE](#): The memory returned by this call will be considered as pinned memory by all CUDA contexts, not just the one that performed the allocation.
- [CU_MEMHOSTALLOC_DEVICEMAP](#): Maps the allocation into the CUDA address space. The device pointer to the memory may be obtained by calling [cuMemHostGetDevicePointer\(\)](#). This feature is available only on GPUs with compute capability greater than or equal to 1.1.
- [CU_MEMHOSTALLOC_WRITECOMBINED](#): 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 GPU 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.

The CUDA context must have been created with the [CU_CTX_MAP_HOST](#) flag in order for the [CU_MEMHOSTALLOC_MAPPED](#) flag to have any effect.

The [CU_MEMHOSTALLOC_MAPPED](#) flag may be specified on CUDA contexts for devices that do not support mapped pinned memory. The failure is deferred to [cuMemHostGetDevicePointer\(\)](#) because the memory may be mapped into other CUDA contexts via the [CU_MEMHOSTALLOC_PORTABLE](#) flag.

The memory allocated by this function must be freed with [cuMemFreeHost\(\)](#).

Parameters:

pp - Returned host pointer to page-locked memory

bytesize - Requested allocation size in bytes

Flags - Flags for allocation request

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.32 cuMemHostGetDevicePointer (CUdeviceptr *pdptr, void *p, unsigned int Flags)

Passes back the device pointer `pdptr` corresponding to the mapped, pinned host buffer `p` allocated by [cuMemHostAlloc](#).

[cuMemHostGetDevicePointer\(\)](#) will fail if the [CU_MEMALLOCHOST_DEVICEMAP](#) flag was not specified at the time the memory was allocated, or if the function is called on a GPU that does not support mapped pinned memory.

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

Parameters:

pdptr - Returned device pointer

p - Host pointer

Flags - Options (must be 0)

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.33 cuMemHostGetFlags (unsigned int *pFlags, void *p)

Passes back the flags `pFlags` that were specified when allocating the pinned host buffer `p` allocated by [cuMemHostAlloc](#).

[cuMemHostGetFlags\(\)](#) will fail if the pointer does not reside in an allocation performed by [cuMemAllocHost\(\)](#) or [cuMemHostAlloc\(\)](#).

Parameters:

pFlags - Returned flags word

p - Host pointer

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuMemAllocHost](#), [cuMemHostAlloc](#)

4.33.2.34 cuMemsetD16 (CUdeviceptr dstDevice, unsigned short us, unsigned int N)

Sets the memory range of `N` 16-bit values to the specified value `us`.

Parameters:

dstDevice - Destination device pointer

us - Value to set

N - Number of elements

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD32](#)

4.33.2.35 **cuMemsetD2D16** (CUdeviceptr *dstDevice*, unsigned int *dstPitch*, unsigned short *us*, unsigned int *Width*, unsigned int *Height*)

Sets the 2D memory range of *Width* 16-bit values to the specified value *us*. *Height* specifies the number of rows to set, and *dstPitch* specifies the number of bytes between each row. This function performs fastest when the pitch is one that has been passed back by [cuMemAllocPitch\(\)](#).

Parameters:

dstDevice - Destination device pointer
dstPitch - Pitch of destination device pointer
us - Value to set
Width - Width of row
Height - Number of rows

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.33.2.36 **cuMemsetD2D32** (CUdeviceptr *dstDevice*, unsigned int *dstPitch*, unsigned int *ui*, unsigned int *Width*, unsigned int *Height*)

Sets the 2D memory range of *Width* 32-bit values to the specified value *ui*. *Height* specifies the number of rows to set, and *dstPitch* specifies the number of bytes between each row. This function performs fastest when the pitch is one that has been passed back by [cuMemAllocPitch\(\)](#).

Parameters:

dstDevice - Destination device pointer

dstPitch - Pitch of destination device pointer

ui - Value to set

Width - Width of row

Height - Number of rows

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

cuArray3DCreate, cuArray3DGetDescriptor, cuArrayCreate, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpy3DAsync, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoH, cuMemcpyAtoHAsync, cuMemcpyDtoA, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemGetInfo, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D8, cuMemsetD2D16, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.37 cuMemsetD2D8 (CUdeviceptr *dstDevice*, unsigned int *dstPitch*, unsigned char *uc*, unsigned int *Width*, unsigned int *Height*)

Sets the 2D memory range of *Width* 8-bit values to the specified value *uc*. *Height* specifies the number of rows to set, and *dstPitch* specifies the number of bytes between each row. This function performs fastest when the pitch is one that has been passed back by [cuMemAllocPitch\(\)](#).

Parameters:

dstDevice - Destination device pointer

dstPitch - Pitch of destination device pointer

uc - Value to set

Width - Width of row

Height - Number of rows

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

Note:

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

See also:

cuArray3DCreate, cuArray3DGetDescriptor, cuArrayCreate, cuArrayDestroy, cuArrayGetDescriptor, cuMemAlloc, cuMemAllocHost, cuMemAllocPitch, cuMemcpy2D, cuMemcpy2DAsync, cuMemcpy2DUnaligned, cuMemcpy3D, cuMemcpy3DAsync, cuMemcpyAtoA, cuMemcpyAtoD, cuMemcpyAtoH, cuMemcpyAtoHAsync, cuMemcpyDtoA, cuMemcpyDtoD, cuMemcpyDtoDAsync, cuMemcpyDtoH, cuMemcpyDtoHAsync, cuMemcpyHtoA, cuMemcpyHtoAAsync, cuMemcpyHtoD, cuMemcpyHtoDAsync, cuMemFree, cuMemFreeHost, cuMemGetAddressRange, cuMemGetInfo, cuMemHostAlloc, cuMemHostGetDevicePointer, cuMemsetD2D16, cuMemsetD2D32, cuMemsetD8, cuMemsetD16, cuMemsetD32

4.33.2.38 `cuMemsetD32` (`CUdeviceptr dstDevice`, `unsigned int ui`, `unsigned int N`)

Sets the memory range of N 32-bit values to the specified value `ui`.

Parameters:

dstDevice - Destination device pointer

ui - Value to set

N - Number of elements

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD8](#), [cuMemsetD16](#)

4.33.2.39 `cuMemsetD8` (`CUdeviceptr dstDevice`, `unsigned char uc`, `unsigned int N`)

Sets the memory range of N 8-bit values to the specified value `uc`.

Parameters:

dstDevice - Destination device pointer

uc - Value to set

N - Number of elements

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuArray3DCreate](#), [cuArray3DGetDescriptor](#), [cuArrayCreate](#), [cuArrayDestroy](#), [cuArrayGetDescriptor](#), [cuMemAlloc](#), [cuMemAllocHost](#), [cuMemAllocPitch](#), [cuMemcpy2D](#), [cuMemcpy2DAsync](#), [cuMemcpy2DUnaligned](#), [cuMemcpy3D](#), [cuMemcpy3DAsync](#), [cuMemcpyAtoA](#), [cuMemcpyAtoD](#), [cuMemcpyAtoH](#), [cuMemcpyAtoHAsync](#), [cuMemcpyDtoA](#), [cuMemcpyDtoD](#), [cuMemcpyDtoDAsync](#), [cuMemcpyDtoH](#), [cuMemcpyDtoHAsync](#), [cuMemcpyHtoA](#), [cuMemcpyHtoAAsync](#), [cuMemcpyHtoD](#), [cuMemcpyHtoDAsync](#), [cuMemFree](#), [cuMemFreeHost](#), [cuMemGetAddressRange](#), [cuMemGetInfo](#), [cuMemHostAlloc](#), [cuMemHostGetDevicePointer](#), [cuMemsetD2D8](#), [cuMemsetD2D16](#), [cuMemsetD2D32](#), [cuMemsetD16](#), [cuMemsetD32](#)

4.34 Surface Reference Management

Functions

- [CUresult cuSurfRefGetArray](#) ([CUarray](#) **phArray*, [CUSurfref](#) *hSurfRef*)
Passes back the CUDA array bound to a surface reference.
- [CUresult cuSurfRefSetArray](#) ([CUSurfref](#) *hSurfRef*, [CUarray](#) *hArray*, unsigned int *Flags*)
Sets the CUDA array for a surface reference.

4.34.1 Detailed Description

This section describes the surface reference management functions of the low-level CUDA driver application programming interface.

4.34.2 Function Documentation

4.34.2.1 [cuSurfRefGetArray](#) ([CUarray](#) **phArray*, [CUSurfref](#) *hSurfRef*)

Returns in **phArray* the CUDA array bound to the surface reference *hSurfRef*, or returns [CUDA_ERROR_INVALID_VALUE](#) if the surface reference is not bound to any CUDA array.

Parameters:

phArray - Surface reference handle

hSurfRef - Surface reference handle

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuModuleGetSurfRef](#), [cuSurfRefSetArray](#)

4.34.2.2 [cuSurfRefSetArray](#) ([CUSurfref](#) *hSurfRef*, [CUarray](#) *hArray*, unsigned int *Flags*)

Sets the CUDA array *hArray* to be read and written by the surface reference *hSurfRef*. Any previous CUDA array state associated with the surface reference is superseded by this function. *Flags* must be set to 0. The [CUDA_ARRAY3D_SURFACE_LDST](#) flag must have been set for the CUDA array. Any CUDA array previously bound to *hSurfRef* is unbound.

Parameters:

hSurfRef - Surface reference handle

hArray - CUDA array handle

Flags - set to 0

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuModuleGetSurfRef](#), [cuSurfRefGetArray](#)

4.35 Texture Reference Management

Functions

- **CUresult cuTexRefCreate** (CUtexref *pTexRef)
Creates a texture reference.
- **CUresult cuTexRefDestroy** (CUtexref hTexRef)
Destroys a texture reference.
- **CUresult cuTexRefGetAddress** (CUdeviceptr *pdptr, CUtexref hTexRef)
Gets the address associated with a texture reference.
- **CUresult cuTexRefGetAddressMode** (CUaddress_mode *pam, CUtexref hTexRef, int dim)
Gets the addressing mode used by a texture reference.
- **CUresult cuTexRefGetArray** (CUarray *phArray, CUtexref hTexRef)
Gets the array bound to a texture reference.
- **CUresult cuTexRefGetFilterMode** (CUfilter_mode *pfm, CUtexref hTexRef)
Gets the filter-mode used by a texture reference.
- **CUresult cuTexRefGetFlags** (unsigned int *pFlags, CUtexref hTexRef)
Gets the flags used by a texture reference.
- **CUresult cuTexRefGetFormat** (CUarray_format *pFormat, int *pNumChannels, CUtexref hTexRef)
Gets the format used by a texture reference.
- **CUresult cuTexRefSetAddress** (unsigned int *ByteOffset, CUtexref hTexRef, CUdeviceptr dptr, unsigned int bytes)
Binds an address as a texture reference.
- **CUresult cuTexRefSetAddress2D** (CUtexref hTexRef, const CUDA_ARRAY_DESCRIPTOR *desc, CUdeviceptr dptr, unsigned int Pitch)
Binds an address as a 2D texture reference.
- **CUresult cuTexRefSetAddressMode** (CUtexref hTexRef, int dim, CUaddress_mode am)
Sets the addressing mode for a texture reference.
- **CUresult cuTexRefSetArray** (CUtexref hTexRef, CUarray hArray, unsigned int Flags)
Binds an address as a texture reference.
- **CUresult cuTexRefSetFilterMode** (CUtexref hTexRef, CUfilter_mode fm)
Sets the filtering mode for a texture reference.
- **CUresult cuTexRefSetFlags** (CUtexref hTexRef, unsigned int Flags)
Sets the flags for a texture reference.
- **CUresult cuTexRefSetFormat** (CUtexref hTexRef, CUarray_format fmt, int NumPackedComponents)
Sets the format for a texture reference.

4.35.1 Detailed Description

This section describes the texture reference management functions of the low-level CUDA driver application programming interface.

4.35.2 Function Documentation

4.35.2.1 `cuTexRefCreate` (`CUtexref *pTexRef`)

Creates a texture reference and returns its handle in `*pTexRef`. Once created, the application must call [cuTexRefSetArray\(\)](#) or [cuTexRefSetAddress\(\)](#) to associate the reference with allocated memory. Other texture reference functions are used to specify the format and interpretation (addressing, filtering, etc.) to be used when the memory is read through this texture reference. To associate the texture reference with a texture ordinal for a given function, the application should call [cuParamSetTexRef\(\)](#).

Parameters:

pTexRef - Returned texture reference

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuTexRefDestroy](#), [cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

4.35.2.2 `cuTexRefDestroy` (`CUtexref hTexRef`)

Destroys the texture reference specified by `hTexRef`.

Parameters:

hTexRef - Texture reference to destroy

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuTexRefCreate](#), [cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

4.35.2.3 `cuTexRefGetAddress` (`CUdeviceptr *pdptr`, `CUtexref hTexRef`)

Returns in `*pdptr` the base address bound to the texture reference `hTexRef`, or returns [CUDA_ERROR_INVALID_VALUE](#) if the texture reference is not bound to any device memory range.

Parameters:

pdptr - Returned device address
hTexRef - Texture reference

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

See also:

cuTexRefCreate, cuTexRefDestroy, cuTexRefSetAddress, cuTexRefSetAddress2D, cuTexRefSetAddressMode, cuTexRefSetArray, cuTexRefSetFilterMode, cuTexRefSetFlags, cuTexRefSetFormat, cuTexRefGetAddressMode, cuTexRefGetArray, cuTexRefGetFilterMode, cuTexRefGetFlags, cuTexRefGetFormat

4.35.2.4 cuTexRefGetAddressMode (CUaddress_mode *pam, CUtexref hTexRef, int dim)

Returns in *pam the addressing mode corresponding to the dimension dim of the texture reference hTexRef. Currently, the only valid value for dim are 0 and 1.

Parameters:

pam - Returned addressing mode
hTexRef - Texture reference
dim - Dimension

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

See also:

cuTexRefCreate, cuTexRefDestroy, cuTexRefSetAddress, cuTexRefSetAddress2D, cuTexRefSetAddressMode, cuTexRefSetArray, cuTexRefSetFilterMode, cuTexRefSetFlags, cuTexRefSetFormat, cuTexRefGetAddress, cuTexRefGetArray, cuTexRefGetFilterMode, cuTexRefGetFlags, cuTexRefGetFormat

4.35.2.5 cuTexRefGetArray (CUarray *phArray, CUtexref hTexRef)

Returns in *phArray the CUDA array bound to the texture reference hTexRef, or returns CUDA_ERROR_INVALID_VALUE if the texture reference is not bound to any CUDA array.

Parameters:

phArray - Returned array
hTexRef - Texture reference

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

See also:

cuTexRefCreate, cuTexRefDestroy, cuTexRefSetAddress, cuTexRefSetAddress2D, cuTexRefSetAddressMode, cuTexRefSetArray, cuTexRefSetFilterMode, cuTexRefSetFlags, cuTexRefSetFormat, cuTexRefGetAddress, cuTexRefGetAddressMode, cuTexRefGetFilterMode, cuTexRefGetFlags, cuTexRefGetFormat

4.35.2.6 cuTexRefGetFilterMode (CUfilter_mode * *pfm*, CUtexref *hTexRef*)

Returns in **pfm* the filtering mode of the texture reference *hTexRef*.

Parameters:

pfm - Returned filtering mode

hTexRef - Texture reference

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

See also:

[cuTexRefCreate](#), [cuTexRefDestroy](#), [cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

4.35.2.7 cuTexRefGetFlags (unsigned int * *pFlags*, CUtexref *hTexRef*)

Returns in **pFlags* the flags of the texture reference *hTexRef*.

Parameters:

pFlags - Returned flags

hTexRef - Texture reference

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

See also:

[cuTexRefCreate](#), [cuTexRefDestroy](#), [cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFormat](#)

4.35.2.8 cuTexRefGetFormat (CUarray_format * *pFormat*, int * *pNumChannels*, CUtexref *hTexRef*)

Returns in **pFormat* and **pNumChannels* the format and number of components of the CUDA array bound to the texture reference *hTexRef*. If *pFormat* or *pNumChannels* is NULL, it will be ignored.

Parameters:

pFormat - Returned format

pNumChannels - Returned number of components

hTexRef - Texture reference

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE

See also:

[cuTexRefCreate](#), [cuTexRefDestroy](#), [cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#)

4.35.2.9 [cuTexRefSetAddress](#) (unsigned int * *ByteOffset*, CUtexref *hTexRef*, CUdeviceptr *dptr*, unsigned int *bytes*)

Binds a linear address range to the texture reference `hTexRef`. Any previous address or CUDA array state associated with the texture reference is superseded by this function. Any memory previously bound to `hTexRef` is unbound.

Since the hardware enforces an alignment requirement on texture base addresses, [cuTexRefSetAddress\(\)](#) passes back a byte offset in `*ByteOffset` 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 [cuMemAlloc\(\)](#), the offset is guaranteed to be 0 and NULL may be passed as the `ByteOffset` parameter.

Parameters:

ByteOffset - Returned byte offset

hTexRef - Texture reference to bind

dptr - Device pointer to bind

bytes - Size of memory to bind in bytes

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuTexRefCreate](#), [cuTexRefDestroy](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

4.35.2.10 [cuTexRefSetAddress2D](#) (CUtexref *hTexRef*, const CUDA_ARRAY_DESCRIPTOR * *desc*, CUdeviceptr *dptr*, unsigned int *Pitch*)

Binds a linear address range to the texture reference `hTexRef`. Any previous address or CUDA array state associated with the texture reference is superseded by this function. Any memory previously bound to `hTexRef` is unbound.

Using a `tex2D()` function inside a kernel requires a call to either [cuTexRefSetArray\(\)](#) to bind the corresponding texture reference to an array, or [cuTexRefSetAddress2D\(\)](#) to bind the texture reference to linear memory.

Function calls to [cuTexRefSetFormat\(\)](#) cannot follow calls to [cuTexRefSetAddress2D\(\)](#) for the same texture reference.

It is required that `dptr` be aligned to the appropriate hardware-specific texture alignment. You can query this value using the device attribute [CU_DEVICE_ATTRIBUTE_TEXTURE_ALIGNMENT](#). If an unaligned `dptr` is supplied, [CUDA_ERROR_INVALID_VALUE](#) is returned.

Parameters:

hTexRef - Texture reference to bind

desc - Descriptor of CUDA array

dptr - Device pointer to bind

Pitch - Line pitch in bytes

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuTexRefCreate](#), [cuTexRefDestroy](#), [cuTexRefSetAddress](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

4.35.2.11 [cuTexRefSetAddressMode](#) (CUtexref *hTexRef*, int *dim*, CUaddress_mode *am*)

Specifies the addressing mode *am* for the given dimension *dim* of the texture reference *hTexRef*. If *dim* is zero, the addressing mode is applied to the first parameter of the functions used to fetch from the texture; if *dim* is 1, the second, and so on. [CUaddress_mode](#) is defined as:

```
typedef enum CUaddress_mode_enum {
    CU_TR_ADDRESS_MODE_WRAP = 0,
    CU_TR_ADDRESS_MODE_CLAMP = 1,
    CU_TR_ADDRESS_MODE_MIRROR = 2,
} CUaddress_mode;
```

Note that this call has no effect if *hTexRef* is bound to linear memory.

Parameters:

hTexRef - Texture reference

dim - Dimension

am - Addressing mode to set

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuTexRefCreate](#), [cuTexRefDestroy](#), [cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

4.35.2.12 [cuTexRefSetArray](#) (CUtexref *hTexRef*, CUarray *hArray*, unsigned int *Flags*)

Binds the CUDA array *hArray* to the texture reference *hTexRef*. Any previous address or CUDA array state associated with the texture reference is superseded by this function. *Flags* must be set to [CU_TRSA_OVERRIDE_FORMAT](#). Any CUDA array previously bound to *hTexRef* is unbound.

Parameters:

hTexRef - Texture reference to bind

hArray - Array to bind

Flags - Options (must be [CU_TRSA_OVERRIDE_FORMAT](#))

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuTexRefCreate](#), [cuTexRefDestroy](#), [cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

4.35.2.13 cuTexRefSetFilterMode (CUtexref *hTexRef*, CUfilter_mode *fm*)

Specifies the filtering mode *fm* to be used when reading memory through the texture reference *hTexRef*. [CUfilter_mode_enum](#) is defined as:

```
typedef enum CUfilter_mode_enum {
    CU_TR_FILTER_MODE_POINT = 0,
    CU_TR_FILTER_MODE_LINEAR = 1
} CUfilter_mode;
```

Note that this call has no effect if *hTexRef* is bound to linear memory.

Parameters:

hTexRef - Texture reference

fm - Filtering mode to set

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuTexRefCreate](#), [cuTexRefDestroy](#), [cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFlags](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

4.35.2.14 cuTexRefSetFlags (CUtexref *hTexRef*, unsigned int *Flags*)

Specifies optional flags via *Flags* to specify the behavior of data returned through the texture reference *hTexRef*. The valid flags are:

- [CU_TRSF_READ_AS_INTEGER](#), which suppresses the default behavior of having the texture promote integer data to floating point data in the range [0, 1];

- [CU_TRSF_NORMALIZED_COORDINATES](#), which suppresses the default behavior of having the texture coordinates range from [0, Dim) where Dim is the width or height of the CUDA array. Instead, the texture coordinates [0, 1.0) reference the entire breadth of the array dimension;

Parameters:

hTexRef - Texture reference

Flags - Optional flags to set

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuTexRefCreate](#), [cuTexRefDestroy](#), [cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFormat](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

4.35.2.15 [cuTexRefSetFormat](#) (CUtexref *hTexRef*, CUarray_format *fmt*, int *NumPackedComponents*)

Specifies the format of the data to be read by the texture reference *hTexRef*. *fmt* and *NumPackedComponents* are exactly analogous to the *Format* and *NumChannels* members of the [CUDA_ARRAY_DESCRIPTOR](#) structure: They specify the format of each component and the number of components per array element.

Parameters:

hTexRef - Texture reference

fmt - Format to set

NumPackedComponents - Number of components per array element

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

See also:

[cuTexRefCreate](#), [cuTexRefDestroy](#), [cuTexRefSetAddress](#), [cuTexRefSetAddress2D](#), [cuTexRefSetAddressMode](#), [cuTexRefSetArray](#), [cuTexRefSetFilterMode](#), [cuTexRefSetFlags](#), [cuTexRefGetAddress](#), [cuTexRefGetAddressMode](#), [cuTexRefGetArray](#), [cuTexRefGetFilterMode](#), [cuTexRefGetFlags](#), [cuTexRefGetFormat](#)

4.36 OpenGL Interoperability

Modules

- [OpenGL Interoperability \[DEPRECATED\]](#)

Functions

- [CUresult cuGLCtxCreate](#) ([CUcontext](#) *pCtx, unsigned int Flags, [CUdevice](#) device)
Create a CUDA context for interoperability with OpenGL.
- [CUresult cuGraphicsGLRegisterBuffer](#) ([CUgraphicsResource](#) *pCudaResource, GLuint buffer, unsigned int Flags)
Registers an OpenGL buffer object.
- [CUresult cuGraphicsGLRegisterImage](#) ([CUgraphicsResource](#) *pCudaResource, GLuint image, GLenum target, unsigned int Flags)
Register an OpenGL texture or renderbuffer object.
- [CUresult cuWGLGetDevice](#) ([CUdevice](#) *pDevice, HGPUNV hGpu)
Gets the CUDA device associated with hGpu.

4.36.1 Detailed Description

This section describes the OpenGL interoperability functions of the low-level CUDA driver application programming interface.

4.36.2 Function Documentation

4.36.2.1 cuGLCtxCreate (CUcontext *pCtx, unsigned int Flags, CUdevice device)

Creates a new CUDA context, initializes OpenGL interoperability, and associates the CUDA context with the calling thread. It must be called before performing any other OpenGL interoperability operations. It may fail if the needed OpenGL driver facilities are not available. For usage of the `Flags` parameter, see [cuCtxCreate\(\)](#).

Parameters:

pCtx - Returned CUDA context
Flags - Options for CUDA context creation
device - Device on which to create the context

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#)

Note:

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

See also:

[cuCtxCreate](#), [cuGLInit](#), [cuGLMapBufferObject](#), [cuGLRegisterBufferObject](#), [cuGLUnmapBufferObject](#), [cuGLUnregisterBufferObject](#), [cuGLMapBufferObjectAsync](#), [cuGLUnmapBufferObjectAsync](#), [cuGLSetBufferObjectMapFlags](#), [cuWGLGetDevice](#)

4.36.2.2 **cuGraphicsGLRegisterBuffer** (CUgraphicsResource * *pCudaResource*, GLuint *buffer*, unsigned int *Flags*)

Registers the buffer object specified by *buffer* for access by CUDA. A handle to the registered object is returned as *pCudaResource*. The map flags *Flags* specify the intended usage, as follows:

- **CU_GRAPHICS_MAP_RESOURCE_FLAGS_NONE**: 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.
- **CU_GRAPHICS_MAP_RESOURCE_FLAGS_READ_ONLY**: Specifies that CUDA will not write to this resource.
- **CU_GRAPHICS_MAP_RESOURCE_FLAGS_WRITE_DISCARD**: 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.

Parameters:

pCudaResource - Pointer to the returned object handle

buffer - name of buffer object to be registered

Flags - Map flags

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_ALREADY_MAPPED](#), [CUDA_ERROR_INVALID_CONTEXT](#),

Note:

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

See also:

[cuGLCtxCreate](#), [cuGraphicsUnregisterResource](#), [cuGraphicsMapResources](#), [cuGraphicsResourceGetMappedPointer](#)

4.36.2.3 **cuGraphicsGLRegisterImage** (CUgraphicsResource * *pCudaResource*, GLuint *image*, GLenum *target*, unsigned int *Flags*)

Registers the texture or renderbuffer object specified by *image* for access by CUDA. *target* must match the type of the object. A handle to the registered object is returned as *pCudaResource*. The map flags *Flags* specify the intended usage, as follows:

- **CU_GRAPHICS_MAP_RESOURCE_FLAGS_NONE**: 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.
- **CU_GRAPHICS_MAP_RESOURCE_FLAGS_READ_ONLY**: Specifies that CUDA will not write to this resource.

- `CU_GRAPHICS_MAP_RESOURCE_FLAGS_WRITE_DISCARD`: 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.

The following image classes are currently disallowed:

- Textures with borders
- Multisampled renderbuffers

Parameters:

pCudaResource - 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*, 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`.

Flags - Map flags

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_ALREADY_MAPPED](#), [CUDA_ERROR_INVALID_CONTEXT](#),

Note:

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

See also:

[cuGLCtxCreate](#), [cuGraphicsUnregisterResource](#), [cuGraphicsMapResources](#), [cuGraphicsSubResourceGetMappedArray](#)

4.36.2.4 cuWGLGetDevice (CUdevice *pDevice, HGPUNV hGpu)

Returns in *pDevice the CUDA device associated with a hGpu, if applicable.

Parameters:

pDevice - Device associated with hGpu

hGpu - Handle to a GPU, as queried via `WGL_NV_gpu_affinity()`

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuGLCtxCreate](#), [cuGLInit](#), [cuGLMapBufferObject](#), [cuGLRegisterBufferObject](#), [cuGLUnmapBufferObject](#), [cuGLUnregisterBufferObject](#), [cuGLUnmapBufferObjectAsync](#), [cuGLSetBufferObjectMapFlags](#)

4.37 OpenGL Interoperability [DEPRECATED]

Functions

- [CUresult cuGLInit](#) (void)
Initializes OpenGL interoperability.
- [CUresult cuGLMapBufferObject](#) (CUdeviceptr *dptr, unsigned int *size, GLuint buffer)
Maps an OpenGL buffer object.
- [CUresult cuGLMapBufferObjectAsync](#) (CUdeviceptr *dptr, unsigned int *size, GLuint buffer, CUstream hStream)
Maps an OpenGL buffer object.
- [CUresult cuGLRegisterBufferObject](#) (GLuint buffer)
Registers an OpenGL buffer object.
- [CUresult cuGLSetBufferObjectMapFlags](#) (GLuint buffer, unsigned int Flags)
Set the map flags for an OpenGL buffer object.
- [CUresult cuGLUnmapBufferObject](#) (GLuint buffer)
Unmaps an OpenGL buffer object.
- [CUresult cuGLUnmapBufferObjectAsync](#) (GLuint buffer, CUstream hStream)
Unmaps an OpenGL buffer object.
- [CUresult cuGLUnregisterBufferObject](#) (GLuint buffer)
Unregister an OpenGL buffer object.

4.37.1 Detailed Description

This section describes deprecated OpenGL interoperability functionality.

4.37.2 Function Documentation

4.37.2.1 cuGLInit (void)

Deprecated

This function is deprecated as of Cuda 3.0.

Initializes OpenGL interoperability. This function is deprecated and calling it is no longer required. It may fail if the needed OpenGL driver facilities are not available.

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuGLCtxCreate](#), [cuGLMapBufferObject](#), [cuGLRegisterBufferObject](#), [cuGLUnmapBufferObject](#), [cuGLUnregisterBufferObject](#), [cuGLMapBufferObjectAsync](#), [cuGLUnmapBufferObjectAsync](#), [cuGLSetBufferObjectMapFlags](#), [cuWGLGetDevice](#)

4.37.2.2 cuGLMapBufferObject (CUdeviceptr * *dptr*, unsigned int * *size*, GLuint *buffer*)**Deprecated**

This function is deprecated as of Cuda 3.0.

Maps the buffer object specified by *buffer* into the address space of the current CUDA context and returns in **dptr* and **size* the base pointer and size of the resulting mapping.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same shareGroup, as the context that was bound when the buffer was registered.

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

Parameters:

dptr - Returned mapped base pointer
size - Returned size of mapping
buffer - The name of the buffer object to map

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_MAP_FAILED](#)

Note:

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

See also:

[cuGraphicsMapResources](#)

4.37.2.3 cuGLMapBufferObjectAsync (CUdeviceptr * *dptr*, unsigned int * *size*, GLuint *buffer*, CUSTream *hStream*)**Deprecated**

This function is deprecated as of Cuda 3.0.

Maps the buffer object specified by *buffer* into the address space of the current CUDA context and returns in **dptr* and **size* the base pointer and size of the resulting mapping.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same shareGroup, as the context that was bound when the buffer was registered.

Stream *hStream* in the current CUDA context is synchronized with the current GL context.

Parameters:

dptr - Returned mapped base pointer
size - Returned size of mapping
buffer - The name of the buffer object to map
hStream - Stream to synchronize

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_MAP_FAILED](#)

Note:

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

See also:

[cuGraphicsMapResources](#)

4.37.2.4 cuGLRegisterBufferObject (GLuint *buffer*)

Deprecated

This function is deprecated as of Cuda 3.0.

Registers the buffer object specified by *buffer* for access by CUDA. This function must be called before CUDA can map the buffer object. There must be a valid OpenGL context bound to the current thread when this function is called, and the buffer name is resolved by that context.

Parameters:

buffer - The name of the buffer object to register.

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_ALREADY_MAPPED](#)

Note:

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

See also:

[cuGraphicsGLRegisterBuffer](#)

4.37.2.5 cuGLSetBufferObjectMapFlags (GLuint *buffer*, unsigned int *Flags*)

Deprecated

This function is deprecated as of Cuda 3.0.

Sets the map flags for the buffer object specified by *buffer*.

Changes to *Flags* will take effect the next time *buffer* is mapped. The *Flags* argument may be any of the following:

- `CU_GL_MAP_RESOURCE_FLAGS_NONE`: 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.
- `CU_GL_MAP_RESOURCE_FLAGS_READ_ONLY`: Specifies that CUDA kernels which access this resource will not write to this resource.
- `CU_GL_MAP_RESOURCE_FLAGS_WRITE_DISCARD`: 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 `buffer` has not been registered for use with CUDA, then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If `buffer` is presently mapped for access by CUDA, then [CUDA_ERROR_ALREADY_MAPPED](#) is returned.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same shareGroup, as the context that was bound when the buffer was registered.

Parameters:

buffer - Buffer object to unmap

Flags - Map flags

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_ALREADY_MAPPED](#), [CUDA_ERROR_INVALID_CONTEXT](#),

Note:

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

See also:

[cuGraphicsResourceSetMapFlags](#)

4.37.2.6 cuGLUnmapBufferObject (GLuint *buffer*)

Deprecated

This function is deprecated as of Cuda 3.0.

Unmaps the buffer object specified by `buffer` for access by CUDA.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same shareGroup, as the context that was bound when the buffer was registered.

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

Parameters:

buffer - Buffer object to unmap

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuGraphicsUnmapResources](#)

4.37.2.7 cuGLUnmapBufferObjectAsync (GLuint *buffer*, CUstream *hStream*)**Deprecated**

This function is deprecated as of Cuda 3.0.

Unmaps the buffer object specified by *buffer* for access by CUDA.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same *shareGroup*, as the context that was bound when the buffer was registered.

Stream *hStream* in the current CUDA context is synchronized with the current GL context.

Parameters:

buffer - Name of the buffer object to unmap

hStream - Stream to synchronize

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuGraphicsUnmapResources](#)

4.37.2.8 cuGLUnregisterBufferObject (GLuint *buffer*)**Deprecated**

This function is deprecated as of Cuda 3.0.

Unregisters the buffer object specified by *buffer*. This releases any resources associated with the registered buffer. After this call, the buffer may no longer be mapped for access by CUDA.

There must be a valid OpenGL context bound to the current thread when this function is called. This must be the same context, or a member of the same *shareGroup*, as the context that was bound when the buffer was registered.

Parameters:

buffer - Name of the buffer object to unregister

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuGraphicsUnregisterResource](#)

4.38 Direct3D 9 Interoperability

Modules

- [Direct3D 9 Interoperability \[DEPRECATED\]](#)

Functions

- [CUresult cuD3D9CtxCreate](#) ([CUcontext](#) *pCtx, [CUdevice](#) *pCudaDevice, unsigned int Flags, [IDirect3DDevice9](#) *pD3DDevice)
Create a CUDA context for interoperability with Direct3D 9.
- [CUresult cuD3D9GetDevice](#) ([CUdevice](#) *pCudaDevice, const char *pszAdapterName)
Gets the CUDA device corresponding to a display adapter.
- [CUresult cuGraphicsD3D9RegisterResource](#) ([CUgraphicsResource](#) *pCudaResource, [IDirect3DResource9](#) *pD3DResource, unsigned int Flags)
Register a Direct3D 9 resource for access by CUDA.

4.38.1 Detailed Description

This section describes the Direct3D 9 interoperability functions of the low-level CUDA driver application programming interface.

4.38.2 Function Documentation

4.38.2.1 [cuD3D9CtxCreate](#) ([CUcontext](#) *pCtx, [CUdevice](#) *pCudaDevice, unsigned int Flags, [IDirect3DDevice9](#) *pD3DDevice)

Creates a new CUDA context, enables interoperability for that context with the Direct3D device pD3DDevice, and associates the created CUDA context with the calling thread. The created [CUcontext](#) will be returned in *pCtx. Direct3D resources from this device may be registered and mapped through the lifetime of this CUDA context. If pCudaDevice is non-NULL then the [CUdevice](#) on which this CUDA context was created will be returned in *pCudaDevice.

On success, this call will increase the internal reference count on pD3DDevice. This reference count will be decremented upon destruction of this context through [cuCtxDestroy\(\)](#). This context will cease to function if pD3DDevice is destroyed or encounters an error.

Parameters:

- pCtx* - Returned newly created CUDA context
- pCudaDevice* - Returned pointer to the device on which the context was created
- Flags* - Context creation flags (see [cuCtxCreate\(\)](#) for details)
- pD3DDevice* - Direct3D device to create interoperability context with

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuD3D9GetDevice](#), [cuGraphicsD3D9RegisterResource](#)

4.38.2.2 cuD3D9GetDevice (CUdevice *pCudaDevice, const char *pszAdapterName)

Returns in *pCudaDevice 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.

Parameters:

pCudaDevice - Returned CUDA device corresponding to pszAdapterName

pszAdapterName - Adapter name to query for device

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuD3D9CtxCreate](#)

4.38.2.3 cuGraphicsD3D9RegisterResource (CUgraphicsResource *pCudaResource, IDirect3DResource9 *pD3DResource, unsigned int Flags)

Registers the Direct3D 9 resource pD3DResource for access by CUDA and returns a CUDA handle to pD3DResource in pCudaResource. The handle returned in pCudaResource may be used to map and unmap this resource until it is unregistered. On success this call will increase the internal reference count on pD3DResource. This reference count will be decremented when this resource is unregistered through [cuGraphicsUnregisterResource\(\)](#).

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

The type of pD3DResource must be one of the following.

- IDirect3DVertexBuffer9: may be accessed through a device pointer
- 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 only valid value for this parameter is

- `CU_GRAPHICS_REGISTER_FLAGS_NONE`

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 for this context using `cuD3D9CtxCreate` then `CUDA_ERROR_INVALID_CONTEXT` is returned. If `pD3DResource` is of incorrect type or is already registered then `CUDA_ERROR_INVALID_HANDLE` is returned. If `pD3DResource` cannot be registered then `CUDA_ERROR_UNKNOWN` is returned. If `Flags` is not one of the above specified value then `CUDA_ERROR_INVALID_VALUE` is returned.

Parameters:

pCudaResource - Returned graphics resource handle

pD3DResource - Direct3D resource to register

Flags - Parameters for resource registration

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`, `CUDA_ERROR_INVALID_VALUE`, `CUDA_ERROR_INVALID_HANDLE`, `CUDA_ERROR_OUT_OF_MEMORY`, `CUDA_ERROR_UNKNOWN`

Note:

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

See also:

`cuD3D9CtxCreate`, `cuGraphicsUnregisterResource`, `cuGraphicsMapResources`, `cuGraphicsSubResourceGetMappedArray`, `cuGraphicsResourceGetMappedPointer`

4.39 Direct3D 9 Interoperability [DEPRECATED]

Functions

- [CUresult cuD3D9GetDirect3DDevice](#) (IDirect3DDevice9 **ppD3DDevice)
Get the Direct3D 9 device against which the current CUDA context was created.
- [CUresult cuD3D9MapResources](#) (unsigned int count, IDirect3DResource9 **ppResource)
Map Direct3D resources for access by CUDA.
- [CUresult cuD3D9RegisterResource](#) (IDirect3DResource9 *pResource, unsigned int Flags)
Register a Direct3D resource for access by CUDA.
- [CUresult cuD3D9ResourceGetMappedArray](#) (CUarray *pArray, 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.
- [CUresult cuD3D9ResourceGetMappedPitch](#) (unsigned int *pPitch, unsigned int *pPitchSlice, IDirect3DResource9 *pResource, unsigned int Face, unsigned int Level)
Get the pitch of a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [CUresult cuD3D9ResourceGetMappedPointer](#) (CUdeviceptr *pDevPtr, IDirect3DResource9 *pResource, unsigned int Face, unsigned int Level)
Get the pointer through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [CUresult cuD3D9ResourceGetMappedSize](#) (unsigned int *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.
- [CUresult cuD3D9ResourceGetSurfaceDimensions](#) (unsigned int *pWidth, unsigned int *pHeight, unsigned int *pDepth, IDirect3DResource9 *pResource, unsigned int Face, unsigned int Level)
Get the dimensions of a registered surface.
- [CUresult cuD3D9ResourceSetMapFlags](#) (IDirect3DResource9 *pResource, unsigned int Flags)
Set usage flags for mapping a Direct3D resource.
- [CUresult cuD3D9UnmapResources](#) (unsigned int count, IDirect3DResource9 **ppResource)
Unmaps Direct3D resources.
- [CUresult cuD3D9UnregisterResource](#) (IDirect3DResource9 *pResource)
Unregister a Direct3D resource.

4.39.1 Detailed Description

This section describes deprecated Direct3D 9 interoperability functionality.

4.39.2 Function Documentation

4.39.2.1 `cuD3D9GetDirect3DDevice (IDirect3DDevice9 ** ppD3DDevice)`

Deprecated

This function is deprecated as of Cuda 3.0.

Returns in `*ppD3DDevice` the Direct3D device against which this CUDA context was created in `cuD3D9CtxCreate()`.

Parameters:

ppD3DDevice - Returned Direct3D device corresponding to CUDA context

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`

Note:

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

See also:

`cuD3D9GetDevice`

4.39.2.2 `cuD3D9MapResources (unsigned int count, IDirect3DResource9 ** ppResource)`

Deprecated

This function is deprecated as of Cuda 3.0.

Maps the `count` Direct3D resources in `ppResource` for access by CUDA.

The resources in `ppResource` 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 `cuD3D9MapResources()` will complete before any CUDA kernels issued after `cuD3D9MapResources()` begin.

If any of `ppResource` have not been registered for use with CUDA or if `ppResource` contains any duplicate entries, then `CUDA_ERROR_INVALID_HANDLE` is returned. If any of `ppResource` are presently mapped for access by CUDA, then `CUDA_ERROR_ALREADY_MAPPED` is returned.

Parameters:

count - Number of resources in `ppResource`

ppResource - Resources to map for CUDA usage

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`, `CUDA_ERROR_INVALID_HANDLE`, `CUDA_ERROR_ALREADY_MAPPED`, `CUDA_ERROR_UNKNOWN`

Note:

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

See also:

[cuGraphicsMapResources](#)

4.39.2.3 cuD3D9RegisterResource (IDirect3DResource9 *pResource, unsigned int Flags)**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 [cuD3D9UnregisterResource\(\)](#). 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 [cuD3D9UnregisterResource\(\)](#).

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

The type of `pResource` must be one of the following.

- `IDirect3DVertexBuffer9`: Cannot be used with `Flags` set to `CU_D3D9_REGISTER_FLAGS_ARRAY`.
- `IDirect3DIndexBuffer9`: Cannot be used with `Flags` set to `CU_D3D9_REGISTER_FLAGS_ARRAY`.
- `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. For restrictions on the `Flags` parameter, see type `IDirect3DBaseTexture9`.
- `IDirect3DBaseTexture9`: When a texture is registered, all surfaces associated with the 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 values are allowed.

- `CU_D3D9_REGISTER_FLAGS_NONE`: Specifies that CUDA will access this resource through a [CUdeviceptr](#). The pointer, size, and (for textures), pitch for each subresource of this allocation may be queried through [cuD3D9ResourceGetMappedPointer\(\)](#), [cuD3D9ResourceGetMappedSize\(\)](#), and [cuD3D9ResourceGetMappedPitch\(\)](#) respectively. This option is valid for all resource types.
- `CU_D3D9_REGISTER_FLAGS_ARRAY`: Specifies that CUDA will access this resource through a [CUarray](#) queried on a sub-resource basis through [cuD3D9ResourceGetMappedArray\(\)](#). This option is only valid for resources of type `IDirect3DSurface9` and subtypes of `IDirect3DBaseTexture9`.

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 [CUDA_ERROR_INVALID_CONTEXT](#) is returned. If `pResource` is of incorrect type (e.g. is a non-stand-alone `IDirect3DSurface9`) or is already registered, then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If `pResource` cannot be registered then [CUDA_ERROR_UNKNOWN](#) is returned.

Parameters:

pResource - Resource to register for CUDA access

Flags - Flags for resource registration

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuGraphicsD3D9RegisterResource](#)

4.39.2.4 `cuD3D9ResourceGetMappedArray` (`CUarray *pArray`, `IDirect3DResource9 *pResource`, `unsigned int Face`, `unsigned int Level`)

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 [CUDA_ERROR_INVALID_HANDLE](#) is returned. If `pResource` was not registered with usage flags `CU_D3D9_REGISTER_FLAGS_ARRAY` then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If `pResource` is not mapped then [CUDA_ERROR_NOT_MAPPED](#) is returned.

For usage requirements of `Face` and `Level` parameters, see [cuD3D9ResourceGetMappedPointer\(\)](#).

Parameters:

pArray - Returned array corresponding to subresource

pResource - Mapped resource to access

Face - Face of resource to access

Level - Level of resource to access

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_NOT_MAPPED](#)

Note:

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

See also:

[cuGraphicsSubResourceGetMappedArray](#)

4.39.2.5 cuD3D9ResourceGetMappedPitch (unsigned int * *pPitch*, unsigned int * *pPitchSlice*, IDirect3DResource9 * *pResource*, unsigned int *Face*, unsigned int *Level*)

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 * pitch + (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 * slicePitch + y * pitch + (bytes per pixel) * 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 sub-types or if *pResource* has not been registered for use with CUDA, then [cudaErrorInvalidResourceHandle](#) is returned. If *pResource* was not registered with usage flags CU_D3D9_REGISTER_FLAGS_NONE, then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If *pResource* is not mapped for access by CUDA then [CUDA_ERROR_NOT_MAPPED](#) is returned.

For usage requirements of *Face* and *Level* parameters, see [cuD3D9ResourceGetMappedPointer\(\)](#).

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:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_NOT_MAPPED](#)

Note:

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

See also:

[cuGraphicsSubResourceGetMappedArray](#)

4.39.2.6 `cuD3D9ResourceGetMappedPointer` (`CUdeviceptr *pDevPtr`, `IDirect3DResource9 *pResource`, `unsigned int Face`, `unsigned int Level`)

Deprecated

This function is deprecated as of Cuda 3.0.

Returns in `*pDevPtr` the base pointer of the subresource of the mapped Direct3D resource `pResource`, which corresponds to `Face` and `Level`. The value set in `pDevPtr` may change every time that `pResource` is mapped.

If `pResource` is not registered, then `CUDA_ERROR_INVALID_HANDLE` is returned. If `pResource` was not registered with usage flags `CU_D3D9_REGISTER_FLAGS_NONE`, then `CUDA_ERROR_INVALID_HANDLE` is returned. If `pResource` is not mapped, then `CUDA_ERROR_NOT_MAPPED` 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 `CUDA_ERROR_INVALID_VALUE` is returned.

If `pResource` is of type `IDirect3DBaseTexture9`, then `Level` must correspond to a valid mipmap level. At present only mipmap level 0 is supported. For all other types `Level` must be 0. If `Level` is invalid, then `CUDA_ERROR_INVALID_VALUE` is returned.

Parameters:

`pDevPtr` - Returned pointer corresponding to subresource

`pResource` - Mapped resource to access

`Face` - Face of resource to access

`Level` - Level of resource to access

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`, `CUDA_ERROR_INVALID_VALUE`, `CUDA_ERROR_INVALID_HANDLE`, `CUDA_ERROR_NOT_MAPPED`

Note:

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

See also:

[`cuGraphicsResourceGetMappedPointer`](#)

4.39.2.7 `cuD3D9ResourceGetMappedSize` (`unsigned int *pSize`, `IDirect3DResource9 *pResource`, `unsigned int Face`, `unsigned int Level`)

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 `CUDA_ERROR_INVALID_HANDLE` is returned. If `pResource` was not registered with usage flags `CU_D3D9_REGISTER_FLAGS_NONE`, then `CUDA_ERROR_INVALID_HANDLE` is returned. If `pResource` is not mapped for access by CUDA, then `CUDA_ERROR_NOT_MAPPED` is returned.

For usage requirements of `Face` and `Level` parameters, see [`cuD3D9ResourceGetMappedPointer`](#).

Parameters:

pSize - Returned size of subresource
pResource - Mapped resource to access
Face - Face of resource to access
Level - Level of resource to access

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_INVALID_HANDLE, CUDA_ERROR_NOT_MAPPED

Note:

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

See also:

[cuGraphicsResourceGetMappedPointer](#)

4.39.2.8 cuD3D9ResourceGetSurfaceDimensions (unsigned int *pWidth, unsigned int *pHeight, unsigned int *pDepth, IDirect3DResource9 *pResource, unsigned int Face, unsigned int Level)

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*.

Because 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 [CUDA_ERROR_INVALID_HANDLE](#) is returned.

For usage requirements of *Face* and *Level* parameters, see [cuD3D9ResourceGetMappedPointer\(\)](#).

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:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_INVALID_HANDLE

Note:

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

See also:

[cuGraphicsSubResourceGetMappedArray](#)

4.39.2.9 cuD3D9ResourceSetMapFlags (IDirect3DResource9 * *pResource*, unsigned int *Flags*)**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:

- `CU_D3D9_MAPRESOURCE_FLAGS_NONE`: 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.
- `CU_D3D9_MAPRESOURCE_FLAGS_READONLY`: Specifies that CUDA kernels which access this resource will not write to this resource.
- `CU_D3D9_MAPRESOURCE_FLAGS_WRITEDISCARD`: 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 `CUDA_ERROR_INVALID_HANDLE` is returned. If *pResource* is presently mapped for access by CUDA, then `CUDA_ERROR_ALREADY_MAPPED` is returned.

Parameters:

pResource - Registered resource to set flags for

Flags - Parameters for resource mapping

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`, `CUDA_ERROR_INVALID_VALUE`, `CUDA_ERROR_INVALID_HANDLE`, `CUDA_ERROR_ALREADY_MAPPED`

Note:

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

See also:

[cuGraphicsResourceSetMapFlags](#)

4.39.2.10 cuD3D9UnmapResources (unsigned int *count*, IDirect3DResource9 ** *ppResource*)**Deprecated**

This function is deprecated as of Cuda 3.0.

Unmaps the `count` Direct3D resources in `ppResource`.

This function provides the synchronization guarantee that any CUDA kernels issued before `cuD3D9UnmapResources()` will complete before any Direct3D calls issued after `cuD3D9UnmapResources()` begin.

If any of `ppResource` have not been registered for use with CUDA or if `ppResource` contains any duplicate entries, then `CUDA_ERROR_INVALID_HANDLE` is returned. If any of `ppResource` are not presently mapped for access by CUDA, then `CUDA_ERROR_NOT_MAPPED` is returned.

Parameters:

count - Number of resources to unmap for CUDA

ppResource - Resources to unmap for CUDA

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`, `CUDA_ERROR_INVALID_HANDLE`, `CUDA_ERROR_NOT_MAPPED`, `CUDA_ERROR_UNKNOWN`

Note:

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

See also:

[cuGraphicsUnmapResources](#)

4.39.2.11 cuD3D9UnregisterResource (IDirect3DResource9 * *pResource*)

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 `CUDA_ERROR_INVALID_HANDLE` is returned.

Parameters:

pResource - Resource to unregister

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`, `CUDA_ERROR_INVALID_HANDLE`, `CUDA_ERROR_UNKNOWN`

Note:

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

See also:

[cuGraphicsUnregisterResource](#)

4.40 Direct3D 10 Interoperability

Modules

- [Direct3D 10 Interoperability \[DEPRECATED\]](#)

Functions

- [CUresult cuD3D10CtxCreate](#) ([CUcontext](#) *pCtx, [CUdevice](#) *pCudaDevice, unsigned int Flags, ID3D10Device *pD3DDevice)
Create a CUDA context for interoperability with Direct3D 10.
- [CUresult cuD3D10GetDevice](#) ([CUdevice](#) *pCudaDevice, IDXGIAdapter *pAdapter)
Gets the CUDA device corresponding to a display adapter.
- [CUresult cuGraphicsD3D10RegisterResource](#) ([CUgraphicsResource](#) *pCudaResource, ID3D10Resource *pD3DResource, unsigned int Flags)
Register a Direct3D 10 resource for access by CUDA.

4.40.1 Detailed Description

This section describes the Direct3D 10 interoperability functions of the low-level CUDA driver application programming interface.

4.40.2 Function Documentation

4.40.2.1 cuD3D10CtxCreate (CUcontext * pCtx, CUdevice * pCudaDevice, unsigned int Flags, ID3D10Device * pD3DDevice)

Creates a new CUDA context, enables interoperability for that context with the Direct3D device pD3DDevice, and associates the created CUDA context with the calling thread. The created [CUcontext](#) will be returned in *pCtx. Direct3D resources from this device may be registered and mapped through the lifetime of this CUDA context. If pCudaDevice is non-NULL then the [CUdevice](#) on which this CUDA context was created will be returned in *pCudaDevice.

On success, this call will increase the internal reference count on pD3DDevice. This reference count will be decremented upon destruction of this context through [cuCtxDestroy\(\)](#). This context will cease to function if pD3DDevice is destroyed or encounters an error.

Parameters:

- pCtx* - Returned newly created CUDA context
- pCudaDevice* - Returned pointer to the device on which the context was created
- Flags* - Context creation flags (see [cuCtxCreate\(\)](#) for details)
- pD3DDevice* - Direct3D device to create interoperability context with

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuD3D10GetDevice](#), [cuGraphicsD3D10RegisterResource](#)

4.40.2.2 cuD3D10GetDevice (CUdevice * *pCudaDevice*, IDXGIAdapter * *pAdapter*)

Returns in *pCudaDevice* the CUDA-compatible device corresponding to the adapter *pAdapter* obtained from IDXGIFactory::EnumAdapters.

If no device on *pAdapter* is CUDA-compatible then the call will fail.

Parameters:

pCudaDevice - Returned CUDA device corresponding to *pAdapter*

pAdapter - Adapter to query for CUDA device

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuD3D10CtxCreate](#)

4.40.2.3 cuGraphicsD3D10RegisterResource (CUgraphicsResource * *pCudaResource*, ID3D10Resource * *pD3DResource*, unsigned int *Flags*)

Registers the Direct3D 10 resource *pD3DResource* for access by CUDA and returns a CUDA handle to *pD3DResource* in *pCudaResource*. The handle returned in *pCudaResource* may be used to map and unmap this resource until it is unregistered. On success this call will increase the internal reference count on *pD3DResource*. This reference count will be decremented when this resource is unregistered through [cuGraphicsUnregisterResource\(\)](#).

This call is potentially 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 through 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 only valid value for this parameter is

- `CU_GRAPHICS_REGISTER_FLAGS_NONE`

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 for this context using `cuD3D10CtxCreate` then `CUDA_ERROR_INVALID_CONTEXT` is returned. If `pD3DResource` is of incorrect type or is already registered then `CUDA_ERROR_INVALID_HANDLE` is returned. If `pD3DResource` cannot be registered then `CUDA_ERROR_UNKNOWN` is returned. If `Flags` is not one of the above specified value then `CUDA_ERROR_INVALID_VALUE` is returned.

Parameters:

pCudaResource - Returned graphics resource handle

pD3DResource - Direct3D resource to register

Flags - Parameters for resource registration

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`, `CUDA_ERROR_INVALID_VALUE`, `CUDA_ERROR_INVALID_HANDLE`, `CUDA_ERROR_OUT_OF_MEMORY`, `CUDA_ERROR_UNKNOWN`

Note:

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

See also:

`cuD3D10CtxCreate`, `cuGraphicsUnregisterResource`, `cuGraphicsMapResources`, `cuGraphicsSubResourceGetMappedArray`, `cuGraphicsResourceGetMappedPointer`

4.41 Direct3D 10 Interoperability [DEPRECATED]

Functions

- [CUresult cuD3D10MapResources](#) (unsigned int count, ID3D10Resource **ppResources)
Map Direct3D resources for access by CUDA.
- [CUresult cuD3D10RegisterResource](#) (ID3D10Resource *pResource, unsigned int Flags)
Register a Direct3D resource for access by CUDA.
- [CUresult cuD3D10ResourceGetMappedArray](#) (CUarray *pArray, ID3D10Resource *pResource, unsigned int SubResource)
Get an array through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [CUresult cuD3D10ResourceGetMappedPitch](#) (unsigned int *pPitch, unsigned int *pPitchSlice, ID3D10Resource *pResource, unsigned int SubResource)
Get the pitch of a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [CUresult cuD3D10ResourceGetMappedPointer](#) (CUdeviceptr *pDevPtr, ID3D10Resource *pResource, unsigned int SubResource)
Get a pointer through which to access a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [CUresult cuD3D10ResourceGetMappedSize](#) (unsigned int *pSize, ID3D10Resource *pResource, unsigned int SubResource)
Get the size of a subresource of a Direct3D resource which has been mapped for access by CUDA.
- [CUresult cuD3D10ResourceGetSurfaceDimensions](#) (unsigned int *pWidth, unsigned int *pHeight, unsigned int *pDepth, ID3D10Resource *pResource, unsigned int SubResource)
Get the dimensions of a registered surface.
- [CUresult cuD3D10ResourceSetMapFlags](#) (ID3D10Resource *pResource, unsigned int Flags)
Set usage flags for mapping a Direct3D resource.
- [CUresult cuD3D10UnmapResources](#) (unsigned int count, ID3D10Resource **ppResources)
Unmap Direct3D resources.
- [CUresult cuD3D10UnregisterResource](#) (ID3D10Resource *pResource)
Unregister a Direct3D resource.

4.41.1 Detailed Description

This section describes deprecated Direct3D 10 interoperability functionality.

4.41.2 Function Documentation

4.41.2.1 cuD3D10MapResources (unsigned int count, ID3D10Resource **ppResources)

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 `cuD3D10MapResources()` will complete before any CUDA kernels issued after `cuD3D10MapResources()` begin.

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

Parameters:

count - Number of resources to map for CUDA

ppResources - Resources to map for CUDA

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`, `CUDA_ERROR_INVALID_HANDLE`, `CUDA_ERROR_ALREADY_MAPPED`, `CUDA_ERROR_UNKNOWN`

Note:

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

See also:

[cuGraphicsMapResources](#)

4.41.2.2 cuD3D10RegisterResource (ID3D10Resource *pResource, unsigned int Flags)

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 `cuD3D10UnregisterResource()`. 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 `cuD3D10UnregisterResource()`.

This call is potentially 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 `CU_D3D10_REGISTER_FLAGS_ARRAY`.
- `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.

- `CU_D3D10_REGISTER_FLAGS_NONE`: Specifies that CUDA will access this resource through a [CUdeviceptr](#). The pointer, size, and (for textures), pitch for each subresource of this allocation may be queried through [cuD3D10ResourceGetMappedPointer\(\)](#), [cuD3D10ResourceGetMappedSize\(\)](#), and [cuD3D10ResourceGetMappedPitch\(\)](#) respectively. This option is valid for all resource types.
- `CU_D3D10_REGISTER_FLAGS_ARRAY`: Specifies that CUDA will access this resource through a [CUarray](#) queried on a sub-resource basis through [cuD3D10ResourceGetMappedArray\(\)](#). 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 [CUDA_ERROR_INVALID_CONTEXT](#) is returned. If `pResource` is of incorrect type or is already registered, then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If `pResource` cannot be registered, then [CUDA_ERROR_UNKNOWN](#) is returned.

Parameters:

pResource - Resource to register

Flags - Parameters for resource registration

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuGraphicsD3D10RegisterResource](#)

4.41.2.3 cuD3D10ResourceGetMappedArray (CUarray * pArray, ID3D10Resource * pResource, unsigned int SubResource)

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 `SubResource` may be accessed. The value set in `pArray` may change every time that `pResource` is mapped.

If `pResource` is not registered, then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If `pResource` was not registered with usage flags `CU_D3D10_REGISTER_FLAGS_ARRAY`, then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If `pResource` is not mapped, then [CUDA_ERROR_NOT_MAPPED](#) is returned.

For usage requirements of the `SubResource` parameter, see [cuD3D10ResourceGetMappedPointer\(\)](#).

Parameters:

pArray - Returned array corresponding to subresource

pResource - Mapped resource to access

SubResource - Subresource of `pResource` to access

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_NOT_MAPPED](#)

Note:

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

See also:

[cuGraphicsSubResourceGetMappedArray](#)

4.41.2.4 cuD3D10ResourceGetMappedPitch (unsigned int * *pPitch*, unsigned int * *pPitchSlice*, ID3D10Resource * *pResource*, unsigned int *SubResource*)

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:

$z * \text{slicePitch} + y * \text{pitch} + (\text{bytes per pixel}) * x$

Both parameters `pPitch` and `pPitchSlice` are optional and may be set to `NULL`.

If `pResource` is not of type `IDirect3DBaseTexture10` or one of its sub-types or if `pResource` has not been registered for use with CUDA, then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If `pResource` was not registered with usage flags `CU_D3D10_REGISTER_FLAGS_NONE`, then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If `pResource` is not mapped for access by CUDA, then [CUDA_ERROR_NOT_MAPPED](#) is returned.

For usage requirements of the `SubResource` parameter, see [cuD3D10ResourceGetMappedPointer\(\)](#).

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:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_INVALID_HANDLE, CUDA_ERROR_NOT_MAPPED

Note:

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

See also:

[cuGraphicsSubResourceGetMappedArray](#)

4.41.2.5 cuD3D10ResourceGetMappedPointer (CUdeviceptr *pDevPtr, ID3D10Resource *pResource, unsigned int SubResource)

Deprecated

This function is deprecated as of Cuda 3.0.

Returns in *pDevPtr the base pointer of the subresource of the mapped Direct3D resource pResource, which corresponds to SubResource. The value set in pDevPtr may change every time that pResource is mapped.

If pResource is not registered, then CUDA_ERROR_INVALID_HANDLE is returned. If pResource was not registered with usage flags CU_D3D10_REGISTER_FLAGS_NONE, then CUDA_ERROR_INVALID_HANDLE is returned. If pResource is not mapped, then CUDA_ERROR_NOT_MAPPED 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().

Parameters:

pDevPtr - Returned pointer corresponding to subresource

pResource - Mapped resource to access

SubResource - Subresource of pResource to access

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_INVALID_HANDLE, CUDA_ERROR_NOT_MAPPED

Note:

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

See also:

[cuGraphicsResourceGetMappedPointer](#)

4.41.2.6 `cuD3D10ResourceGetMappedSize` (unsigned int * *pSize*, ID3D10Resource * *pResource*, unsigned int *SubResource*)

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 [CUDA_ERROR_INVALID_HANDLE](#) is returned. If *pResource* was not registered with usage flags `CU_D3D10_REGISTER_FLAGS_NONE`, then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If *pResource* is not mapped for access by CUDA, then [CUDA_ERROR_NOT_MAPPED](#) is returned.

For usage requirements of the *SubResource* parameter, see [cuD3D10ResourceGetMappedPointer\(\)](#).

Parameters:

- pSize* - Returned size of subresource
- pResource* - Mapped resource to access
- SubResource* - Subresource of *pResource* to access

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_NOT_MAPPED](#)

Note:

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

See also:

[cuGraphicsResourceGetMappedPointer](#)

4.41.2.7 `cuD3D10ResourceGetSurfaceDimensions` (unsigned int * *pWidth*, unsigned int * *pHeight*, unsigned int * *pDepth*, ID3D10Resource * *pResource*, unsigned int *SubResource*)

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*.

Because 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 `IDirect3DBaseTexture10` or `IDirect3DSurface10` or if *pResource* has not been registered for use with CUDA, then [CUDA_ERROR_INVALID_HANDLE](#) is returned.

For usage requirements of the *SubResource* parameter, see [cuD3D10ResourceGetMappedPointer\(\)](#).

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:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_INVALID_HANDLE

Note:

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

See also:

[cuGraphicsSubResourceGetMappedArray](#)

4.41.2.8 cuD3D10ResourceSetMapFlags (ID3D10Resource * pResource, unsigned int Flags)**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.

- CU_D3D10_MAPRESOURCE_FLAGS_NONE: 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.
- CU_D3D10_MAPRESOURCE_FLAGS_READONLY: Specifies that CUDA kernels which access this resource will not write to this resource.
- CU_D3D10_MAPRESOURCE_FLAGS_WRITEDISCARD: 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 [CUDA_ERROR_INVALID_HANDLE](#) is returned. If pResource is presently mapped for access by CUDA then [CUDA_ERROR_ALREADY_MAPPED](#) is returned.

Parameters:

pResource - Registered resource to set flags for
Flags - Parameters for resource mapping

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_INVALID_HANDLE, CUDA_ERROR_ALREADY_MAPPED

Note:

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

See also:

[cuGraphicsResourceSetMapFlags](#)

4.41.2.9 cuD3D10UnmapResources (unsigned int *count*, ID3D10Resource ** *ppResources*)**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 [cuD3D10UnmapResources\(\)](#) will complete before any Direct3D calls issued after [cuD3D10UnmapResources\(\)](#) begin.

If any of *ppResources* have not been registered for use with CUDA or if *ppResources* contains any duplicate entries, then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If any of *ppResources* are not presently mapped for access by CUDA, then [CUDA_ERROR_NOT_MAPPED](#) is returned.

Parameters:

count - Number of resources to unmap for CUDA

ppResources - Resources to unmap for CUDA

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_NOT_MAPPED](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuGraphicsUnmapResources](#)

4.41.2.10 cuD3D10UnregisterResource (ID3D10Resource * *pResource*)**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 [CUDA_ERROR_INVALID_HANDLE](#) is returned.

Parameters:

pResource - Resources to unregister

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuGraphicsUnregisterResource](#)

4.42 Direct3D 11 Interoperability

Functions

- [CUresult cuD3D11CtxCreate](#) ([CUcontext](#) *pCtx, [CUdevice](#) *pCudaDevice, unsigned int Flags, ID3D11Device *pD3DDevice)
Create a CUDA context for interoperability with Direct3D 11.
- [CUresult cuD3D11GetDevice](#) ([CUdevice](#) *pCudaDevice, IDXGIAdapter *pAdapter)
Gets the CUDA device corresponding to a display adapter.
- [CUresult cuGraphicsD3D11RegisterResource](#) ([CUgraphicsResource](#) *pCudaResource, ID3D11Resource *pD3DResource, unsigned int Flags)
Register a Direct3D 11 resource for access by CUDA.

4.42.1 Detailed Description

This section describes the Direct3D 11 interoperability functions of the low-level CUDA driver application programming interface.

4.42.2 Function Documentation

4.42.2.1 cuD3D11CtxCreate (CUcontext *pCtx, CUdevice *pCudaDevice, unsigned int Flags, ID3D11Device *pD3DDevice)

Creates a new CUDA context, enables interoperability for that context with the Direct3D device pD3DDevice, and associates the created CUDA context with the calling thread. The created [CUcontext](#) will be returned in *pCtx. Direct3D resources from this device may be registered and mapped through the lifetime of this CUDA context. If pCudaDevice is non-NULL then the [CUdevice](#) on which this CUDA context was created will be returned in *pCudaDevice.

On success, this call will increase the internal reference count on pD3DDevice. This reference count will be decremented upon destruction of this context through [cuCtxDestroy\(\)](#). This context will cease to function if pD3DDevice is destroyed or encounters an error.

Parameters:

- pCtx* - Returned newly created CUDA context
- pCudaDevice* - Returned pointer to the device on which the context was created
- Flags* - Context creation flags (see [cuCtxCreate\(\)](#) for details)
- pD3DDevice* - Direct3D device to create interoperability context with

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuD3D11GetDevice](#), [cuGraphicsD3D11RegisterResource](#)

4.42.2.2 cuD3D11GetDevice (CUdevice * *pCudaDevice*, IDXGIAdapter * *pAdapter*)

Returns in *pCudaDevice* the CUDA-compatible device corresponding to the adapter *pAdapter* obtained from `IDXGIFactory::EnumAdapters`.

If no device on *pAdapter* is CUDA-compatible then the call will fail.

Parameters:

pCudaDevice - Returned CUDA device corresponding to *pAdapter*

pAdapter - Adapter to query for CUDA device

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuD3D11CtxCreate](#)

4.42.2.3 cuGraphicsD3D11RegisterResource (CUgraphicsResource * *pCudaResource*, ID3D11Resource * *pD3DResource*, unsigned int *Flags*)

Registers the Direct3D 11 resource *pD3DResource* for access by CUDA and returns a CUDA handle to *pD3DResource* in *pCudaResource*. The handle returned in *pCudaResource* may be used to map and unmap this resource until it is unregistered. On success this call will increase the internal reference count on *pD3DResource*. This reference count will be decremented when this resource is unregistered through [cuGraphicsUnregisterResource\(\)](#).

This call is potentially 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 through 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 only valid value for this parameter is

- `CU_GRAPHICS_REGISTER_FLAGS_NONE`

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 for this context using [cuD3D11CtxCreate](#) then [CUDA_ERROR_INVALID_CONTEXT](#) is returned. If `pD3DResource` is of incorrect type or is already registered then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If `pD3DResource` cannot be registered then [CUDA_ERROR_UNKNOWN](#) is returned. If `Flags` is not one of the above specified value then [CUDA_ERROR_INVALID_VALUE](#) is returned.

Parameters:

pCudaResource - Returned graphics resource handle

pD3DResource - Direct3D resource to register

Flags - Parameters for resource registration

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_OUT_OF_MEMORY](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuD3D11CtxCreate](#), [cuGraphicsUnregisterResource](#), [cuGraphicsMapResources](#), [cuGraphicsSubResourceGetMappedArray](#), [cuGraphicsResourceGetMappedPointer](#)

4.43 VDPAU Interoperability

Functions

- **CUresult cuGraphicsVDPAURegisterOutputSurface** (**CUgraphicsResource** *pCudaResource, VdpOutputSurface vdpSurface, unsigned int flags)
Registers a VDPAU VdpOutputSurface object.
- **CUresult cuGraphicsVDPAURegisterVideoSurface** (**CUgraphicsResource** *pCudaResource, VdpVideoSurface vdpSurface, unsigned int flags)
Registers a VDPAU VdpVideoSurface object.
- **CUresult cuVDPAUCtxCreate** (**CUcontext** *pCtx, unsigned int flags, **CUdevice** device, VdpDevice vdpDevice, VdpGetProcAddress *vdpGetProcAddress)
Create a CUDA context for interoperability with VDPAU.
- **CUresult cuVDPAUGetDevice** (**CUdevice** *pDevice, VdpDevice vdpDevice, VdpGetProcAddress *vdpGetProcAddress)
Gets the CUDA device associated with a VDPAU device.

4.43.1 Detailed Description

This section describes the VDPAU interoperability functions of the low-level CUDA driver application programming interface.

4.43.2 Function Documentation

4.43.2.1 cuGraphicsVDPAURegisterOutputSurface (CUgraphicsResource * pCudaResource, VdpOutputSurface vdpSurface, unsigned int flags)

Registers the VdpOutputSurface specified by vdpSurface for access by CUDA. A handle to the registered object is returned as pCudaResource. The surface's intended usage is specified using flags, as follows:

- **CU_GRAPHICS_MAP_RESOURCE_FLAGS_NONE**: 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.
- **CU_GRAPHICS_MAP_RESOURCE_FLAGS_READ_ONLY**: Specifies that CUDA will not write to this resource.
- **CU_GRAPHICS_MAP_RESOURCE_FLAGS_WRITE_DISCARD**: 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.

The VdpOutputSurface is presented as an array of subresources that may be accessed using pointers returned by **cuGraphicsSubResourceGetMappedArray**. The exact number of valid arrayIndex values depends on the VDPAU surface format. The mapping is shown in the table below. mipLevel must be 0.

VdpRGBAFormat	arrayIndex	Size	Format	Content
VDP_RGBA_FORMAT_B8G8R8A8	0	w x h	ARGB8	Entire surface
VDP_RGBA_FORMAT_R10G10B10A2	0	w x h	A2BGR10	Entire surface

Parameters:

pCudaResource - Pointer to the returned object handle
vdpSurface - The VdpOutputSurface to be registered
flags - Map flags

Returns:

CUDA_SUCCESS, CUDA_ERROR_INVALID_HANDLE, CUDA_ERROR_ALREADY_MAPPED, CUDA_ERROR_INVALID_CONTEXT,

Note:

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

See also:

[cuCtxCreate](#), [cuVDPAUCtxCreate](#), [cuGraphicsVDPAURegisterVideoSurface](#), [cuGraphicsUnregisterResource](#), [cuGraphicsResourceSetMapFlags](#), [cuGraphicsMapResources](#), [cuGraphicsUnmapResources](#), [cuGraphicsSubResourceGetMappedArray](#), [cuVDPAUGetDevice](#)

4.43.2.2 cuGraphicsVDPAURegisterVideoSurface (CUgraphicsResource * pCudaResource, VdpVideoSurface vdpSurface, unsigned int flags)

Registers the VdpVideoSurface specified by vdpSurface for access by CUDA. A handle to the registered object is returned as pCudaResource. The surface's intended usage is specified using flags, as follows:

- CU_GRAPHICS_MAP_RESOURCE_FLAGS_NONE: 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.
- CU_GRAPHICS_MAP_RESOURCE_FLAGS_READ_ONLY: Specifies that CUDA will not write to this resource.
- CU_GRAPHICS_MAP_RESOURCE_FLAGS_WRITE_DISCARD: 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.

The VdpVideoSurface is presented as an array of subresources that may be accessed using pointers returned by [cuGraphicsSubResourceGetMappedArray](#). The exact number of valid arrayIndex values depends on the VDPAU surface format. The mapping is shown in the table below. mipLevel must be 0.

VdpChromaType	arrayIndex	Size	Format	Content
VDP_CHROMA_TYPE_420	0	w x h/2	R8	Top-field luma
	1	w x h/2	R8	Bottom-field luma
	2	w/2 x h/4	R8G8	Top-field chroma
	3	w/2 x h/4	R8G8	Bottom-field chroma
VDP_CHROMA_TYPE_422	0	w x h/2	R8	Top-field luma
	1	w x h/2	R8	Bottom-field luma
	2	w/2 x h/2	R8G8	Top-field chroma
	3	w/2 x h/2	R8G8	Bottom-field chroma

Parameters:

pCudaResource - Pointer to the returned object handle
vdpSurface - The VdpVideoSurface to be registered

flags - Map flags

Returns:

CUDA_SUCCESS, CUDA_ERROR_INVALID_HANDLE, CUDA_ERROR_ALREADY_MAPPED, CUDA_ERROR_INVALID_CONTEXT,

Note:

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

See also:

cuCtxCreate, cuVDPAUCtxCreate, cuGraphicsVDPAURegisterOutputSurface, cuGraphicsUnregisterResource, cuGraphicsResourceSetMapFlags, cuGraphicsMapResources, cuGraphicsUnmapResources, cuGraphicsSubResourceGetMappedArray, cuVDPAUGetDevice

4.43.2.3 cuVDPAUCtxCreate (CUcontext **pCtx*, unsigned int *flags*, CUdevice *device*, VdpDevice *vdpDevice*, VdpGetProcAddress **vdpGetProcAddress*)

Creates a new CUDA context, initializes VDPAU interoperability, and associates the CUDA context with the calling thread. It must be called before performing any other VDPAU interoperability operations. It may fail if the needed VDPAU driver facilities are not available. For usage of the *flags* parameter, see [cuCtxCreate\(\)](#).

Parameters:

pCtx - Returned CUDA context

flags - Options for CUDA context creation

device - Device on which to create the context

vdpDevice - The VdpDevice to interop with

vdpGetProcAddress - VDPAU's VdpGetProcAddress function pointer

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_OUT_OF_MEMORY

Note:

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

See also:

cuCtxCreate, cuGraphicsVDPAURegisterVideoSurface, cuGraphicsVDPAURegisterOutputSurface, cuGraphicsUnregisterResource, cuGraphicsResourceSetMapFlags, cuGraphicsMapResources, cuGraphicsUnmapResources, cuGraphicsSubResourceGetMappedArray, cuVDPAUGetDevice

4.43.2.4 cuVDPAUGetDevice (CUdevice **pDevice*, VdpDevice *vdpDevice*, VdpGetProcAddress **vdpGetProcAddress*)

Returns in **pDevice* the CUDA device associated with a *vdpDevice*, if applicable.

Parameters:

pDevice - Device associated with vdpDevice

vdpDevice - A VdpDevice handle

vdpGetProcAddress - VDPAU's VdpGetProcAddress function pointer

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#)

Note:

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

See also:

[cuCtxCreate](#), [cuVDPAUCtxCreate](#), [cuGraphicsVDPAURegisterVideoSurface](#), [cuGraphicsVDPAURegisterOutputSurface](#), [cuGraphicsUnregisterResource](#), [cuGraphicsResourceSetMapFlags](#), [cuGraphicsMapResources](#), [cuGraphicsUnmapResources](#), [cuGraphicsSubResourceGetMappedArray](#)

4.44 Graphics Interoperability

Functions

- **CUresult cuGraphicsMapResources** (unsigned int count, CUgraphicsResource *resources, CUstream hStream)
Map graphics resources for access by CUDA.
- **CUresult cuGraphicsResourceGetMappedPointer** (CUdeviceptr *pDevPtr, unsigned int *pSize, CUgraphicsResource resource)
Get an device pointer through which to access a mapped graphics resource.
- **CUresult cuGraphicsResourceSetMapFlags** (CUgraphicsResource resource, unsigned int flags)
Set usage flags for mapping a graphics resource.
- **CUresult cuGraphicsSubResourceGetMappedArray** (CUarray *pArray, CUgraphicsResource resource, unsigned int arrayIndex, unsigned int mipLevel)
Get an array through which to access a subresource of a mapped graphics resource.
- **CUresult cuGraphicsUnmapResources** (unsigned int count, CUgraphicsResource *resources, CUstream hStream)
Unmap graphics resources.
- **CUresult cuGraphicsUnregisterResource** (CUgraphicsResource resource)
Unregisters a graphics resource for access by CUDA.

4.44.1 Detailed Description

This section describes the graphics interoperability functions of the low-level CUDA driver application programming interface.

4.44.2 Function Documentation

4.44.2.1 cuGraphicsMapResources (unsigned int count, CUgraphicsResource *resources, CUstream hStream)

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 cuGraphicsMapResources() will complete before any subsequent CUDA work issued in stream begins.

If resources includes any duplicate entries then CUDA_ERROR_INVALID_HANDLE is returned. If any of resources are presently mapped for access by CUDA then CUDA_ERROR_ALREADY_MAPPED is returned.

Parameters:

count - Number of resources to map

resources - Resources to map for CUDA usage

hStream - Stream with which to synchronize

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_HANDLE, CUDA_ERROR_ALREADY_MAPPED, CUDA_ERROR_UNKNOWN

Note:

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

See also:

[cuGraphicsResourceGetMappedPointer](#) [cuGraphicsSubResourceGetMappedArray](#) [cuGraphicsUnmapResources](#)

4.44.2.2 cuGraphicsResourceGetMappedPointer (CUdeviceptr * *pDevPtr*, unsigned int * *pSize*, CUgraphicsResource *resource*)

Returns in *pDevPtr* a pointer through which the mapped graphics resource *resource* may be accessed. Returns in *pSize* the size of the memory in bytes which may be accessed from that pointer. The value set in *pPointer* may change every time that *resource* is mapped.

If *resource* is not a buffer then it cannot be accessed via a pointer and CUDA_ERROR_NOT_MAPPED_AS_POINTER is returned. If *resource* is not mapped then CUDA_ERROR_NOT_MAPPED is returned. *

Parameters:

pDevPtr - Returned pointer through which *resource* may be accessed

pSize - Returned size of the buffer accessible starting at *pPointer*

resource - Mapped resource to access

Returns:

CUDA_SUCCESS, CUDA_ERROR_DEINITIALIZED, CUDA_ERROR_NOT_INITIALIZED, CUDA_ERROR_INVALID_CONTEXT, CUDA_ERROR_INVALID_VALUE, CUDA_ERROR_INVALID_HANDLE, CUDA_ERROR_NOT_MAPPED, CUDA_ERROR_NOT_MAPPED_AS_POINTER

Note:

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

See also:

[cuGraphicsMapResources](#), [cuGraphicsSubResourceGetMappedArray](#)

4.44.2.3 cuGraphicsResourceSetMapFlags (CUgraphicsResource *resource*, unsigned int *flags*)

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:

- `CU_GRAPHICS_MAP_RESOURCE_FLAGS_NONE`: 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.
- `CU_GRAPHICS_MAP_RESOURCE_FLAGS_READONLY`: Specifies that CUDA kernels which access this resource will not write to this resource.
- `CU_GRAPHICS_MAP_RESOURCE_FLAGS_WRITEDISCARD`: 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 `resource` is presently mapped for access by CUDA then `CUDA_ERROR_ALREADY_MAPPED` is returned. If `flags` is not one of the above values then `CUDA_ERROR_INVALID_VALUE` is returned.

Parameters:

resource - Registered resource to set flags for

flags - Parameters for resource mapping

Returns:

`CUDA_SUCCESS`, `CUDA_ERROR_DEINITIALIZED`, `CUDA_ERROR_NOT_INITIALIZED`, `CUDA_ERROR_INVALID_CONTEXT`, `CUDA_ERROR_INVALID_VALUE`, `CUDA_ERROR_INVALID_HANDLE`, `CUDA_ERROR_ALREADY_MAPPED`

Note:

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

See also:

[cuGraphicsMapResources](#)

4.44.2.4 `cuGraphicsSubResourceGetMappedArray` (`CUarray *pArray`, `CUgraphicsResource resource`, `unsigned int arrayIndex`, `unsigned int mipLevel`)

Returns in `*pArray` 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 `*pArray` may change every time that `resource` is mapped.

If `resource` is not a texture then it cannot be accessed via an array and `CUDA_ERROR_NOT_MAPPED_AS_ARRAY` is returned. If `arrayIndex` is not a valid array index for `resource` then `CUDA_ERROR_INVALID_VALUE` is returned. If `mipLevel` is not a valid mipmap level for `resource` then `CUDA_ERROR_INVALID_VALUE` is returned. If `resource` is not mapped then `CUDA_ERROR_NOT_MAPPED` is returned.

Parameters:

pArray - 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 `CUarray_cubemap_face` for cubemap textures for the subresource to access

mipLevel - Mipmap level for the subresource to access

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_VALUE](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_NOT_MAPPED](#) [CUDA_ERROR_NOT_MAPPED_AS_ARRAY](#)

Note:

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

See also:

[cuGraphicsResourceGetMappedPointer](#)

4.44.2.5 [cuGraphicsUnmapResources](#) (unsigned int *count*, CUgraphicsResource * *resources*, CUSTream *hStream*)

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 [cuGraphicsUnmapResources\(\)](#) will complete before any subsequently issued graphics work begins.

If *resources* includes any duplicate entries then [CUDA_ERROR_INVALID_HANDLE](#) is returned. If any of *resources* are not presently mapped for access by CUDA then [CUDA_ERROR_NOT_MAPPED](#) is returned.

Parameters:

count - Number of resources to unmap

resources - Resources to unmap

hStream - Stream with which to synchronize

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_NOT_MAPPED](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuGraphicsMapResources](#)

4.44.2.6 [cuGraphicsUnregisterResource](#) (CUgraphicsResource *resource*)

Unregisters the graphics resource *resource* so it is not accessible by CUDA unless registered again.

If *resource* is invalid then [CUDA_ERROR_INVALID_HANDLE](#) is returned.

Parameters:

resource - Resource to unregister

Returns:

[CUDA_SUCCESS](#), [CUDA_ERROR_DEINITIALIZED](#), [CUDA_ERROR_NOT_INITIALIZED](#), [CUDA_ERROR_INVALID_CONTEXT](#), [CUDA_ERROR_INVALID_HANDLE](#), [CUDA_ERROR_UNKNOWN](#)

Note:

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

See also:

[cuGraphicsD3D9RegisterResource](#), [cuGraphicsD3D10RegisterResource](#), [cuGraphicsD3D11RegisterResource](#), [cuGraphicsGLRegisterBuffer](#), [cuGraphicsGLRegisterImage](#)

4.45 Data types used by CUDA driver

Data Structures

- struct [CUDA_ARRAY3D_DESCRIPTOR](#)
- struct [CUDA_ARRAY_DESCRIPTOR](#)
- struct [CUDA_MEMCPY2D_st](#)
- struct [CUDA_MEMCPY3D_st](#)
- struct [CUdevprop_st](#)

Data types used by CUDA driver

Data types used by CUDA driver

Author:

NVIDIA Corporation

- enum [CUaddress_mode_enum](#) {
 [CU_TR_ADDRESS_MODE_WRAP](#),
 [CU_TR_ADDRESS_MODE_CLAMP](#),
 [CU_TR_ADDRESS_MODE_MIRROR](#) }
- enum [CUarray_cubemap_face_enum](#) {
 [CU_CUBEMAP_FACE_POSITIVE_X](#),
 [CU_CUBEMAP_FACE_NEGATIVE_X](#),
 [CU_CUBEMAP_FACE_POSITIVE_Y](#),
 [CU_CUBEMAP_FACE_NEGATIVE_Y](#),
 [CU_CUBEMAP_FACE_POSITIVE_Z](#),
 [CU_CUBEMAP_FACE_NEGATIVE_Z](#) }
- enum [CUarray_format_enum](#) {
 [CU_AD_FORMAT_UNSIGNED_INT8](#),
 [CU_AD_FORMAT_UNSIGNED_INT16](#),
 [CU_AD_FORMAT_UNSIGNED_INT32](#),
 [CU_AD_FORMAT_SIGNED_INT8](#),
 [CU_AD_FORMAT_SIGNED_INT16](#),
 [CU_AD_FORMAT_SIGNED_INT32](#),
 [CU_AD_FORMAT_HALF](#),
 [CU_AD_FORMAT_FLOAT](#) }
- enum [CUcomputemode_enum](#) {
 [CU_COMPUTEMODE_DEFAULT](#),
 [CU_COMPUTEMODE_EXCLUSIVE](#),
 [CU_COMPUTEMODE_PROHIBITED](#) }

- `enum CUctx_flags_enum {`
 `CU_CTX_SCHED_AUTO,`
 `CU_CTX_SCHED_SPIN,`
 `CU_CTX_SCHED_YIELD,`
 `CU_CTX_BLOCKING_SYNC,`
 `CU_CTX_MAP_HOST,`
 `CU_CTX_LMEM_RESIZE_TO_MAX }`
- `enum cudaError_enum {`
 `CUDA_SUCCESS,`
 `CUDA_ERROR_INVALID_VALUE,`
 `CUDA_ERROR_OUT_OF_MEMORY,`
 `CUDA_ERROR_NOT_INITIALIZED,`
 `CUDA_ERROR_DEINITIALIZED,`
 `CUDA_ERROR_NO_DEVICE,`
 `CUDA_ERROR_INVALID_DEVICE,`
 `CUDA_ERROR_INVALID_IMAGE,`
 `CUDA_ERROR_INVALID_CONTEXT,`
 `CUDA_ERROR_CONTEXT_ALREADY_CURRENT,`
 `CUDA_ERROR_MAP_FAILED,`
 `CUDA_ERROR_UNMAP_FAILED,`
 `CUDA_ERROR_ARRAY_IS_MAPPED,`
 `CUDA_ERROR_ALREADY_MAPPED,`
 `CUDA_ERROR_NO_BINARY_FOR_GPU,`
 `CUDA_ERROR_ALREADY_ACQUIRED,`
 `CUDA_ERROR_NOT_MAPPED,`
 `CUDA_ERROR_NOT_MAPPED_AS_ARRAY,`
 `CUDA_ERROR_NOT_MAPPED_AS_POINTER,`
 `CUDA_ERROR_ECC_UNCORRECTABLE,`
 `CUDA_ERROR_UNSUPPORTED_LIMIT,`
 `CUDA_ERROR_INVALID_SOURCE,`
 `CUDA_ERROR_FILE_NOT_FOUND,`
 `CUDA_ERROR_SHARED_OBJECT_SYMBOL_NOT_FOUND,`
 `CUDA_ERROR_SHARED_OBJECT_INIT_FAILED,`
 `CUDA_ERROR_INVALID_HANDLE,`
 `CUDA_ERROR_NOT_FOUND,`
 `CUDA_ERROR_NOT_READY,`
 `CUDA_ERROR_LAUNCH_FAILED,`
 `CUDA_ERROR_LAUNCH_OUT_OF_RESOURCES,`
 `CUDA_ERROR_LAUNCH_TIMEOUT,`
 `CUDA_ERROR_LAUNCH_INCOMPATIBLE_TEXTURING,`
 `CUDA_ERROR_POINTER_IS_64BIT,`
 `CUDA_ERROR_SIZE_IS_64BIT,`
 `CUDA_ERROR_UNKNOWN }`

- `enum CUdevice_attribute_enum {`
`CU_DEVICE_ATTRIBUTE_MAX_THREADS_PER_BLOCK,`
`CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_X,`
`CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_Y,`
`CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_Z,`
`CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_X,`
`CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_Y,`
`CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_Z,`
`CU_DEVICE_ATTRIBUTE_MAX_SHARED_MEMORY_PER_BLOCK,`
`CU_DEVICE_ATTRIBUTE_SHARED_MEMORY_PER_BLOCK,`
`CU_DEVICE_ATTRIBUTE_TOTAL_CONSTANT_MEMORY,`
`CU_DEVICE_ATTRIBUTE_WARP_SIZE,`
`CU_DEVICE_ATTRIBUTE_MAX_PITCH,`
`CU_DEVICE_ATTRIBUTE_MAX_REGISTERS_PER_BLOCK,`
`CU_DEVICE_ATTRIBUTE_REGISTERS_PER_BLOCK,`
`CU_DEVICE_ATTRIBUTE_CLOCK_RATE,`
`CU_DEVICE_ATTRIBUTE_TEXTURE_ALIGNMENT,`
`CU_DEVICE_ATTRIBUTE_GPU_OVERLAP,`
`CU_DEVICE_ATTRIBUTE_MULTIPROCESSOR_COUNT,`
`CU_DEVICE_ATTRIBUTE_KERNEL_EXEC_TIMEOUT,`
`CU_DEVICE_ATTRIBUTE_INTEGRATED,`
`CU_DEVICE_ATTRIBUTE_CAN_MAP_HOST_MEMORY,`
`CU_DEVICE_ATTRIBUTE_COMPUTE_MODE,`
`CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE1D_WIDTH,`
`CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_WIDTH,`
`CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_HEIGHT,`
`CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE3D_WIDTH,`
`CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE3D_HEIGHT,`
`CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE3D_DEPTH,`
`CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_ARRAY_WIDTH,`
`CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_ARRAY_HEIGHT,`
`CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_ARRAY_NUMSLICES,`
`CU_DEVICE_ATTRIBUTE_SURFACE_ALIGNMENT,`
`CU_DEVICE_ATTRIBUTE_CONCURRENT_KERNELS,`
`CU_DEVICE_ATTRIBUTE_ECC_ENABLED }`
- `enum CUevent_flags_enum {`
`CU_EVENT_DEFAULT,`
`CU_EVENT_BLOCKING_SYNC }`
- `enum CUfilter_mode_enum {`
`CU_TR_FILTER_MODE_POINT,`
`CU_TR_FILTER_MODE_LINEAR }`
- `enum CUfunc_cache_enum`

- enum CUfunction_attribute_enum {
 CU_FUNC_ATTRIBUTE_MAX_THREADS_PER_BLOCK,
 CU_FUNC_ATTRIBUTE_SHARED_SIZE_BYTES,
 CU_FUNC_ATTRIBUTE_CONST_SIZE_BYTES,
 CU_FUNC_ATTRIBUTE_LOCAL_SIZE_BYTES,
 CU_FUNC_ATTRIBUTE_NUM_REGS,
 CU_FUNC_ATTRIBUTE_PTX_VERSION,
 CU_FUNC_ATTRIBUTE_BINARY_VERSION }
- enum CUgraphicsMapResourceFlags_enum
- enum CUgraphicsRegisterFlags_enum
- enum CUjit_fallback_enum {
 CU_PREFER_PTX,
 CU_PREFER_BINARY }
- enum CUjit_option_enum {
 CU_JIT_MAX_REGISTERS,
 CU_JIT_THREADS_PER_BLOCK,
 CU_JIT_WALL_TIME,
 CU_JIT_INFO_LOG_BUFFER,
 CU_JIT_INFO_LOG_BUFFER_SIZE_BYTES,
 CU_JIT_ERROR_LOG_BUFFER,
 CU_JIT_ERROR_LOG_BUFFER_SIZE_BYTES,
 CU_JIT_OPTIMIZATION_LEVEL,
 CU_JIT_TARGET_FROM_CUCONTEXT,
 CU_JIT_TARGET,
 CU_JIT_FALLBACK_STRATEGY }
- enum CUjit_target_enum {
 CU_TARGET_COMPUTE_10,
 CU_TARGET_COMPUTE_11,
 CU_TARGET_COMPUTE_12,
 CU_TARGET_COMPUTE_13,
 CU_TARGET_COMPUTE_20 }
- enum CUlimit_enum {
 CU_LIMIT_STACK_SIZE,
 CU_LIMIT_PRINTF_FIFO_SIZE }
- enum CUmemorytype_enum {
 CU_MEMORYTYPE_HOST,
 CU_MEMORYTYPE_DEVICE,
 CU_MEMORYTYPE_ARRAY }
- typedef enum CUaddress_mode_enum CUaddress_mode
- typedef struct CUarray_st * CUarray
CUDA array.
- typedef enum CUarray_cubemap_face_enum CUarray_cubemap_face

- typedef enum [CUarray_format_enum](#) [CUarray_format](#)
- typedef enum [CUcomputemode_enum](#) [CUcomputemode](#)
- typedef struct [CUctx_st](#) * [CUcontext](#)
CUDA context.
- typedef enum [CUctx_flags_enum](#) [CUctx_flags](#)
- typedef struct [CUDA_MEMCPY2D_st](#) [CUDA_MEMCPY2D](#)
- typedef struct [CUDA_MEMCPY3D_st](#) [CUDA_MEMCPY3D](#)
- typedef int [CUdevice](#)
CUDA device.
- typedef enum [CUdevice_attribute_enum](#) [CUdevice_attribute](#)
- typedef unsigned int [CUdeviceptr](#)
CUDA device pointer.
- typedef struct [CUdevprop_st](#) [CUdevprop](#)
- typedef struct [CUevent_st](#) * [CUevent](#)
CUDA event.
- typedef enum [CUevent_flags_enum](#) [CUevent_flags](#)
- typedef enum [CUfilter_mode_enum](#) [CUfilter_mode](#)
- typedef enum [CUfunc_cache_enum](#) [CUfunc_cache](#)
- typedef struct [CUfunc_st](#) * [CUfunction](#)
CUDA function.
- typedef enum [CUfunction_attribute_enum](#) [CUfunction_attribute](#)
- typedef enum [CUgraphicsMapResourceFlags_enum](#) [CUgraphicsMapResourceFlags](#)
- typedef enum [CUgraphicsRegisterFlags_enum](#) [CUgraphicsRegisterFlags](#)
- typedef struct [CUgraphicsResource_st](#) * [CUgraphicsResource](#)
CUDA graphics interop resource.
- typedef enum [CUjit_fallback_enum](#) [CUjit_fallback](#)
- typedef enum [CUjit_option_enum](#) [CUjit_option](#)
- typedef enum [CUjit_target_enum](#) [CUjit_target](#)
- typedef enum [CUlimit_enum](#) [CUlimit](#)
- typedef enum [CUmemorytype_enum](#) [CUmemorytype](#)
- typedef struct [CUmod_st](#) * [CUmodule](#)
CUDA module.
- typedef enum [cudaError_enum](#) [CUresult](#)
- typedef struct [CUstream_st](#) * [CUstream](#)
CUDA stream.
- typedef struct [CUSurfref_st](#) * [CUSurfref](#)
CUDA surface reference.
- typedef struct [CUtexref_st](#) * [CUtexref](#)
CUDA texture reference.
- typedef struct [CUuuid_st](#) [CUuuid](#)

- `#define CU_MEMHOSTALLOC_DEVICEMAP`
- `#define CU_MEMHOSTALLOC_PORTABLE`
- `#define CU_MEMHOSTALLOC_WRITECOMBINED`
- `#define CU_PARAM_TR_DEFAULT`
- `#define CU_TRSA_OVERRIDE_FORMAT`
- `#define CU_TRSF_NORMALIZED_COORDINATES`
- `#define CU_TRSF_READ_AS_INTEGER`
- `#define CUDA_ARRAY3D_2DARRAY`
- `#define CUDA_ARRAY3D_SURFACE_LDST`
- `#define CUDA_VERSION`

4.45.1 Define Documentation

4.45.1.1 `#define CU_MEMHOSTALLOC_DEVICEMAP`

If set, host memory is mapped into CUDA address space and [cuMemHostGetDevicePointer\(\)](#) may be called on the host pointer. Flag for [cuMemHostAlloc\(\)](#)

4.45.1.2 `#define CU_MEMHOSTALLOC_PORTABLE`

If set, host memory is portable between CUDA contexts. Flag for [cuMemHostAlloc\(\)](#)

4.45.1.3 `#define CU_MEMHOSTALLOC_WRITECOMBINED`

If set, host memory is allocated as write-combined - fast to write, faster to DMA, slow to read except via SSE4 streaming load instruction (MOVNTDQA). Flag for [cuMemHostAlloc\(\)](#)

4.45.1.4 `#define CU_PARAM_TR_DEFAULT`

For texture references loaded into the module, use default texunit from texture reference.

4.45.1.5 `#define CU_TRSA_OVERRIDE_FORMAT`

Override the texref format with a format inferred from the array. Flag for [cuTexRefSetArray\(\)](#)

4.45.1.6 `#define CU_TRSF_NORMALIZED_COORDINATES`

Use normalized texture coordinates in the range [0,1) instead of [0,dim). Flag for [cuTexRefSetFlags\(\)](#)

4.45.1.7 `#define CU_TRSF_READ_AS_INTEGER`

Read the texture as integers rather than promoting the values to floats in the range [0,1]. Flag for [cuTexRefSetFlags\(\)](#)

4.45.1.8 `#define CUDA_VERSION`

CUDA API version number

4.45.2 Typedef Documentation

4.45.2.1 typedef enum CUaddress_mode_enum CUaddress_mode

Texture reference addressing modes

4.45.2.2 typedef enum CUarray_cubemap_face_enum CUarray_cubemap_face

Array indices for cube faces

4.45.2.3 typedef enum CUarray_format_enum CUarray_format

Array formats

4.45.2.4 typedef enum CUcomputemode_enum CUcomputemode

Compute Modes

4.45.2.5 typedef enum CUctx_flags_enum CUctx_flags

Context creation flags

4.45.2.6 typedef struct CUDA_MEMCPY2D_st CUDA_MEMCPY2D

2D memory copy parameters

4.45.2.7 typedef struct CUDA_MEMCPY3D_st CUDA_MEMCPY3D

3D memory copy parameters

4.45.2.8 typedef enum CUdevice_attribute_enum CUdevice_attribute

Device properties

4.45.2.9 typedef struct CUdevprop_st CUdevprop

Legacy device properties

4.45.2.10 typedef enum CUevent_flags_enum CUevent_flags

Event creation flags

4.45.2.11 typedef enum CUfilter_mode_enum CUfilter_mode

Texture reference filtering modes

4.45.2.12 typedef enum CUfunc_cache_enum CUfunc_cache

Function cache configurations

4.45.2.13 typedef enum CUfunction_attribute_enum CUfunction_attribute

Function properties

4.45.2.14 typedef enum CUgraphicsMapResourceFlags_enum CUgraphicsMapResourceFlags

Flags for mapping and unmapping interop resources

4.45.2.15 typedef enum CUgraphicsRegisterFlags_enum CUgraphicsRegisterFlags

Flags to register a graphics resource

4.45.2.16 typedef enum CUjit_fallback_enum CUjit_fallback

Cubin matching fallback strategies

4.45.2.17 typedef enum CUjit_option_enum CUjit_option

Online compiler options

4.45.2.18 typedef enum CUjit_target_enum CUjit_target

Online compilation targets

4.45.2.19 typedef enum CUlimit_enum CUlimit

Limits

4.45.2.20 typedef enum CUmemorytype_enum CUmemorytype

Memory types

4.45.2.21 typedef enum cudaError_enum CUresult

Error codes

4.45.3 Enumeration Type Documentation**4.45.3.1 enum CUaddress_mode_enum**

Texture reference addressing modes

Enumerator:

CU_TR_ADDRESS_MODE_WRAP Wrapping address mode.

CU_TR_ADDRESS_MODE_CLAMP Clamp to edge address mode.

CU_TR_ADDRESS_MODE_MIRROR Mirror address mode.

4.45.3.2 enum CUarray_cubemap_face_enum

Array indices for cube faces

Enumerator:

CU_CUBEMAP_FACE_POSITIVE_X Positive X face of cubemap.

CU_CUBEMAP_FACE_NEGATIVE_X Negative X face of cubemap.

CU_CUBEMAP_FACE_POSITIVE_Y Positive Y face of cubemap.

CU_CUBEMAP_FACE_NEGATIVE_Y Negative Y face of cubemap.

CU_CUBEMAP_FACE_POSITIVE_Z Positive Z face of cubemap.

CU_CUBEMAP_FACE_NEGATIVE_Z Negative Z face of cubemap.

4.45.3.3 enum CUarray_format_enum

Array formats

Enumerator:

CU_AD_FORMAT_UNSIGNED_INT8 Unsigned 8-bit integers.

CU_AD_FORMAT_UNSIGNED_INT16 Unsigned 16-bit integers.

CU_AD_FORMAT_UNSIGNED_INT32 Unsigned 32-bit integers.

CU_AD_FORMAT_SIGNED_INT8 Signed 8-bit integers.

CU_AD_FORMAT_SIGNED_INT16 Signed 16-bit integers.

CU_AD_FORMAT_SIGNED_INT32 Signed 32-bit integers.

CU_AD_FORMAT_HALF 16-bit floating point

CU_AD_FORMAT_FLOAT 32-bit floating point

4.45.3.4 enum CUcomputemode_enum

Compute Modes

Enumerator:

CU_COMPUTEMODE_DEFAULT Default compute mode (Multiple contexts allowed per device).

CU_COMPUTEMODE_EXCLUSIVE Compute-exclusive mode (Only one context can be present on this device at a time).

CU_COMPUTEMODE_PROHIBITED Compute-prohibited mode (No contexts can be created on this device at this time).

4.45.3.5 enum CUctx_flags_enum

Context creation flags

Enumerator:

CU_CTX_SCHED_AUTO Automatic scheduling.
CU_CTX_SCHED_SPIN Set spin as default scheduling.
CU_CTX_SCHED_YIELD Set yield as default scheduling.
CU_CTX_BLOCKING_SYNC Use blocking synchronization.
CU_CTX_MAP_HOST Support mapped pinned allocations.
CU_CTX_LMEM_RESIZE_TO_MAX Keep local memory allocation after launch.

4.45.3.6 enum cudaError_enum

Error codes

Enumerator:

CUDA_SUCCESS No errors.
CUDA_ERROR_INVALID_VALUE Invalid value.
CUDA_ERROR_OUT_OF_MEMORY Out of memory.
CUDA_ERROR_NOT_INITIALIZED Driver not initialized.
CUDA_ERROR_DEINITIALIZED Driver deinitialized.
CUDA_ERROR_NO_DEVICE No CUDA-capable device available.
CUDA_ERROR_INVALID_DEVICE Invalid device.
CUDA_ERROR_INVALID_IMAGE Invalid kernel image.
CUDA_ERROR_INVALID_CONTEXT Invalid context.
CUDA_ERROR_CONTEXT_ALREADY_CURRENT Context already current.
CUDA_ERROR_MAP_FAILED Map failed.
CUDA_ERROR_UNMAP_FAILED Unmap failed.
CUDA_ERROR_ARRAY_IS_MAPPED Array is mapped.
CUDA_ERROR_ALREADY_MAPPED Already mapped.
CUDA_ERROR_NO_BINARY_FOR_GPU No binary for GPU.
CUDA_ERROR_ALREADY_ACQUIRED Already acquired.
CUDA_ERROR_NOT_MAPPED Not mapped.
CUDA_ERROR_NOT_MAPPED_AS_ARRAY Mapped resource not available for access as an array.
CUDA_ERROR_NOT_MAPPED_AS_POINTER Mapped resource not available for access as a pointer.
CUDA_ERROR_ECC_UNCORRECTABLE Uncorrectable ECC error detected.
CUDA_ERROR_UNSUPPORTED_LIMIT CUlimit not supported by device.
CUDA_ERROR_INVALID_SOURCE Invalid source.
CUDA_ERROR_FILE_NOT_FOUND File not found.
CUDA_ERROR_SHARED_OBJECT_SYMBOL_NOT_FOUND Link to a shared object failed to resolve.
CUDA_ERROR_SHARED_OBJECT_INIT_FAILED Shared object initialization failed.
CUDA_ERROR_INVALID_HANDLE Invalid handle.

CUDA_ERROR_NOT_FOUND Not found.

CUDA_ERROR_NOT_READY CUDA not ready.

CUDA_ERROR_LAUNCH_FAILED Launch failed.

CUDA_ERROR_LAUNCH_OUT_OF_RESOURCES Launch exceeded resources.

CUDA_ERROR_LAUNCH_TIMEOUT Launch exceeded timeout.

CUDA_ERROR_LAUNCH_INCOMPATIBLE_TEXTURING Launch with incompatible texturing.

CUDA_ERROR_POINTER_IS_64BIT Attempted to retrieve 64-bit pointer via 32-bit API function.

CUDA_ERROR_SIZE_IS_64BIT Attempted to retrieve 64-bit size via 32-bit API function.

CUDA_ERROR_UNKNOWN Unknown error.

4.45.3.7 enum CUdevice_attribute_enum

Device properties

Enumerator:

CU_DEVICE_ATTRIBUTE_MAX_THREADS_PER_BLOCK Maximum number of threads per block.

CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_X Maximum block dimension X.

CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_Y Maximum block dimension Y.

CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_Z Maximum block dimension Z.

CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_X Maximum grid dimension X.

CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_Y Maximum grid dimension Y.

CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_Z Maximum grid dimension Z.

CU_DEVICE_ATTRIBUTE_MAX_SHARED_MEMORY_PER_BLOCK Maximum shared memory available per block in bytes.

CU_DEVICE_ATTRIBUTE_SHARED_MEMORY_PER_BLOCK Deprecated, use **CU_DEVICE_ATTRIBUTE_MAX_SHARED_MEMORY_PER_BLOCK**.

CU_DEVICE_ATTRIBUTE_TOTAL_CONSTANT_MEMORY Memory available on device for `__constant__` variables in a CUDA C kernel in bytes.

CU_DEVICE_ATTRIBUTE_WARP_SIZE Warp size in threads.

CU_DEVICE_ATTRIBUTE_MAX_PITCH Maximum pitch in bytes allowed by memory copies.

CU_DEVICE_ATTRIBUTE_MAX_REGISTERS_PER_BLOCK Maximum number of 32-bit registers available per block.

CU_DEVICE_ATTRIBUTE_REGISTERS_PER_BLOCK Deprecated, use **CU_DEVICE_ATTRIBUTE_MAX_REGISTERS_PER_BLOCK**.

CU_DEVICE_ATTRIBUTE_CLOCK_RATE Peak clock frequency in kilohertz.

CU_DEVICE_ATTRIBUTE_TEXTURE_ALIGNMENT Alignment requirement for textures.

CU_DEVICE_ATTRIBUTE_GPU_OVERLAP Device can possibly copy memory and execute a kernel concurrently.

CU_DEVICE_ATTRIBUTE_MULTIPROCESSOR_COUNT Number of multiprocessors on device.

CU_DEVICE_ATTRIBUTE_KERNEL_EXEC_TIMEOUT Specifies whether there is a run time limit on kernels.

CU_DEVICE_ATTRIBUTE_INTEGRATED Device is integrated with host memory.

CU_DEVICE_ATTRIBUTE_CAN_MAP_HOST_MEMORY Device can map host memory into CUDA address space.

CU_DEVICE_ATTRIBUTE_COMPUTE_MODE Compute mode (See [CUcomputemode](#) for details).
CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE1D_WIDTH Maximum 1D texture width.
CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_WIDTH Maximum 2D texture width.
CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_HEIGHT Maximum 2D texture height.
CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE3D_WIDTH Maximum 3D texture width.
CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE3D_HEIGHT Maximum 3D texture height.
CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE3D_DEPTH Maximum 3D texture depth.
CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_ARRAY_WIDTH Maximum texture array width.
CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_ARRAY_HEIGHT Maximum texture array height.

CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_ARRAY_NUMSLICES Maximum slices in a texture array.
CU_DEVICE_ATTRIBUTE_SURFACE_ALIGNMENT Alignment requirement for surfaces.
CU_DEVICE_ATTRIBUTE_CONCURRENT_KERNELS Device can possibly execute multiple kernels concurrently.
CU_DEVICE_ATTRIBUTE_ECC_ENABLED Device has ECC support enabled.

4.45.3.8 enum CUevent_flags_enum

Event creation flags

Enumerator:

CU_EVENT_DEFAULT Default event flag.
CU_EVENT_BLOCKING_SYNC Event uses blocking synchronization.

4.45.3.9 enum CUfilter_mode_enum

Texture reference filtering modes

Enumerator:

CU_TR_FILTER_MODE_POINT Point filter mode.
CU_TR_FILTER_MODE_LINEAR Linear filter mode.

4.45.3.10 enum CUfunc_cache_enum

Function cache configurations

4.45.3.11 enum CUfunction_attribute_enum

Function properties

Enumerator:

CU_FUNC_ATTRIBUTE_MAX_THREADS_PER_BLOCK The number of threads 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.

CU_FUNC_ATTRIBUTE_SHARED_SIZE_BYTES The size in bytes of statically-allocated shared memory required by this function. This does not include dynamically-allocated shared memory requested by the user at runtime.

CU_FUNC_ATTRIBUTE_CONST_SIZE_BYTES The size in bytes of user-allocated constant memory required by this function.

CU_FUNC_ATTRIBUTE_LOCAL_SIZE_BYTES The size in bytes of thread local memory used by this function.

CU_FUNC_ATTRIBUTE_NUM_REGS The number of registers used by each thread of this function.

CU_FUNC_ATTRIBUTE_PTX_VERSION The PTX virtual architecture version for which the function was compiled.

CU_FUNC_ATTRIBUTE_BINARY_VERSION The binary version for which the function was compiled.

4.45.3.12 enum CUgraphicsMapResourceFlags_enum

Flags for mapping and unmapping interop resources

4.45.3.13 enum CUgraphicsRegisterFlags_enum

Flags to register a graphics resource

4.45.3.14 enum CUjit_fallback_enum

Cubin matching fallback strategies

Enumerator:

CU_PREFER_PTX Prefer to compile ptx

CU_PREFER_BINARY Prefer to fall back to compatible binary code

4.45.3.15 enum CUjit_option_enum

Online compiler options

Enumerator:

CU_JIT_MAX_REGISTERS Max number of registers that a thread may use.

Option type: unsigned int

CU_JIT_THREADS_PER_BLOCK IN: Specifies minimum number of threads per block to target compilation for

OUT: Returns the number of threads the compiler actually targeted. This restricts the resource utilization for the compiler (e.g. max registers) such that a block with the given number of threads should be able to launch based on register limitations. Note, this option does not currently take into account any other resource limitations, such as shared memory utilization.

Option type: unsigned int

CU_JIT_WALL_TIME Returns a float value in the option of the wall clock time, in milliseconds, spent creating the cubin

Option type: float

CU_JIT_INFO_LOG_BUFFER Pointer to a buffer in which to print any log messages from PTXAS that are informational in nature (the buffer size is specified via option [CU_JIT_INFO_LOG_BUFFER_SIZE_BYTES](#))

Option type: char*

CU_JIT_INFO_LOG_BUFFER_SIZE_BYTES IN: Log buffer size in bytes. Log messages will be capped at this size (including null terminator)

OUT: Amount of log buffer filled with messages

Option type: unsigned int

CU_JIT_ERROR_LOG_BUFFER Pointer to a buffer in which to print any log messages from PTXAS that reflect errors (the buffer size is specified via option [CU_JIT_ERROR_LOG_BUFFER_SIZE_BYTES](#))

Option type: char*

CU_JIT_ERROR_LOG_BUFFER_SIZE_BYTES IN: Log buffer size in bytes. Log messages will be capped at this size (including null terminator)

OUT: Amount of log buffer filled with messages

Option type: unsigned int

CU_JIT_OPTIMIZATION_LEVEL Level of optimizations to apply to generated code (0 - 4), with 4 being the default and highest level of optimizations.

Option type: unsigned int

CU_JIT_TARGET_FROM_CUCONTEXT No option value required. Determines the target based on the current attached context (default)

Option type: No option value needed

CU_JIT_TARGET Target is chosen based on supplied [CUjit_target_enum](#).

Option type: unsigned int for enumerated type [CUjit_target_enum](#)

CU_JIT_FALLBACK_STRATEGY Specifies choice of fallback strategy if matching cubin is not found. Choice is based on supplied [CUjit_fallback_enum](#).

Option type: unsigned int for enumerated type [CUjit_fallback_enum](#)

4.45.3.16 enum CUjit_target_enum

Online compilation targets

Enumerator:

CU_TARGET_COMPUTE_10 Compute device class 1.0.

CU_TARGET_COMPUTE_11 Compute device class 1.1.

CU_TARGET_COMPUTE_12 Compute device class 1.2.

CU_TARGET_COMPUTE_13 Compute device class 1.3.

CU_TARGET_COMPUTE_20 Compute device class 2.0.

4.45.3.17 enum CULimit_enum

Limits

Enumerator:

CU_LIMIT_STACK_SIZE GPU thread stack size.

CU_LIMIT_PRINTF_FIFO_SIZE GPU printf FIFO size.

4.45.3.18 enum CUmemorytype_enum

Memory types

Enumerator:

CU_MEMORYTYPE_HOST Host memory.

CU_MEMORYTYPE_DEVICE Device memory.

CU_MEMORYTYPE_ARRAY Array memory.

Chapter 5

Data Structure Documentation

5.1 CUDA_ARRAY3D_DESCRIPTOR Struct Reference

Data Fields

- unsigned int [Depth](#)
Depth of 3D array.
- unsigned int [Flags](#)
Flags.
- [CUarray_format](#) Format
Array format.
- unsigned int [Height](#)
Height of 3D array.
- unsigned int [NumChannels](#)
Channels per array element.
- unsigned int [Width](#)
Width of 3D array.

5.1.1 Detailed Description

3D array descriptor

5.2 CUDA_ARRAY_DESCRIPTOR Struct Reference

Data Fields

- [CUarray_format](#) Format
Array format.
- unsigned int [Height](#)
Height of array.
- unsigned int [NumChannels](#)
Channels per array element.
- unsigned int [Width](#)
Width of array.

5.2.1 Detailed Description

Array descriptor

5.3 CUDA_MEMCPY2D_st Struct Reference

Data Fields

- [CUarray dstArray](#)
Destination array reference.
- [CUdeviceptr dstDevice](#)
Destination device pointer.
- void * [dstHost](#)
Destination host pointer.
- [CUMemoryType dstMemoryType](#)
Destination memory type (host, device, array).
- unsigned int [dstPitch](#)
Destination pitch (ignored when dst is array).
- unsigned int [dstXInBytes](#)
Destination X in bytes.
- unsigned int [dstY](#)
Destination Y.
- unsigned int [Height](#)
Height of 2D memory copy.
- [CUarray srcArray](#)
Source array reference.
- [CUdeviceptr srcDevice](#)
Source device pointer.
- const void * [srcHost](#)
Source host pointer.
- [CUMemoryType srcMemoryType](#)
Source memory type (host, device, array).
- unsigned int [srcPitch](#)
Source pitch (ignored when src is array).
- unsigned int [srcXInBytes](#)
Source X in bytes.
- unsigned int [srcY](#)
Source Y.
- unsigned int [WidthInBytes](#)
Width of 2D memory copy in bytes.

5.3.1 Detailed Description

2D memory copy parameters

5.4 CUDA_MEMCPY3D_st Struct Reference

Data Fields

- unsigned int [Depth](#)
Depth of 3D memory copy.
- [CUarray](#) [dstArray](#)
Destination array reference.
- [CUdeviceptr](#) [dstDevice](#)
Destination device pointer.
- unsigned int [dstHeight](#)
Destination height (ignored when dst is array; may be 0 if Depth==1).
- void * [dstHost](#)
Destination host pointer.
- unsigned int [dstLOD](#)
Destination LOD.
- [CUMemoryType](#) [dstMemoryType](#)
Destination memory type (host, device, array).
- unsigned int [dstPitch](#)
Destination pitch (ignored when dst is array).
- unsigned int [dstXInBytes](#)
Destination X in bytes.
- unsigned int [dstY](#)
Destination Y.
- unsigned int [dstZ](#)
Destination Z.
- unsigned int [Height](#)
Height of 3D memory copy.
- void * [reserved0](#)
Must be NULL.
- void * [reserved1](#)
Must be NULL.
- [CUarray](#) [srcArray](#)
Source array reference.
- [CUdeviceptr](#) [srcDevice](#)

Source device pointer.

- unsigned int [srcHeight](#)
Source height (ignored when src is array; may be 0 if Depth==1).
- const void * [srcHost](#)
Source host pointer.
- unsigned int [srcLOD](#)
Source LOD.
- [CUmemorytype](#) [srcMemoryType](#)
Source memory type (host, device, array).
- unsigned int [srcPitch](#)
Source pitch (ignored when src is array).
- unsigned int [srcXInBytes](#)
Source X in bytes.
- unsigned int [srcY](#)
Source Y.
- unsigned int [srcZ](#)
Source Z.
- unsigned int [WidthInBytes](#)
Width of 3D memory copy in bytes.

5.4.1 Detailed Description

3D memory copy parameters

5.5 cudaChannelFormatDesc Struct Reference

Data Fields

- enum [cudaChannelFormatKind](#) `f`
Channel format kind.
- int [w](#)
w
- int [x](#)
x
- int [y](#)
y
- int [z](#)
z

5.5.1 Detailed Description

CUDA Channel format descriptor

5.6 cudaDeviceProp Struct Reference

Data Fields

- int [canMapHostMemory](#)
Device can map host memory with `cudaHostAlloc/cudaHostGetDevicePointer`.
- int [clockRate](#)
Clock frequency in kilohertz.
- int [computeMode](#)
Compute mode (See `cudaComputeMode`).
- int [concurrentKernels](#)
Device can possibly execute multiple kernels concurrently.
- int [deviceOverlap](#)
Device can concurrently copy memory and execute a kernel.
- int [ECCEnabled](#)
Device has ECC support enabled.
- int [integrated](#)
Device is integrated as opposed to discrete.
- int [kernelExecTimeoutEnabled](#)
Specified whether there is a run time limit on kernels.
- int [major](#)
Major compute capability.
- int [maxGridSize](#) [3]
Maximum size of each dimension of a grid.
- int [maxTexture1D](#)
Maximum 1D texture size.
- int [maxTexture2D](#) [2]
Maximum 2D texture dimensions.
- int [maxTexture2DArray](#) [3]
Maximum 2D texture array dimensions.
- int [maxTexture3D](#) [3]
Maximum 3D texture dimensions.
- int [maxThreadsDim](#) [3]
Maximum size of each dimension of a block.
- int [maxThreadsPerBlock](#)

Maximum number of threads per block.

- `size_t memPitch`

Maximum pitch in bytes allowed by memory copies.

- `int minor`

Minor compute capability.

- `int multiProcessorCount`

Number of multiprocessors on device.

- `char name [256]`

ASCII string identifying device.

- `int pciBusID`

PCI bus ID of the device.

- `int pciDeviceID`

PCI device ID of the device.

- `int regsPerBlock`

32-bit registers available per block

- `size_t sharedMemPerBlock`

Shared memory available per block in bytes.

- `size_t surfaceAlignment`

Alignment requirements for surfaces.

- `size_t textureAlignment`

Alignment requirement for textures.

- `size_t totalConstMem`

Constant memory available on device in bytes.

- `size_t totalGlobalMem`

Global memory available on device in bytes.

- `int warpSize`

Warp size in threads.

5.6.1 Detailed Description

CUDA device properties

5.7 cudaExtent Struct Reference

Data Fields

- `size_t` [depth](#)
Depth in elements.
- `size_t` [height](#)
Height in elements.
- `size_t` [width](#)
Width in bytes.

5.7.1 Detailed Description

CUDA extent

See also:

[make_cudaExtent](#)

5.8 cudaFuncAttributes Struct Reference

Data Fields

- int [binaryVersion](#)
*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. For device emulation kernels, this is set to 9999.*
- size_t [constSizeBytes](#)
Size of constant memory in bytes.
- size_t [localSizeBytes](#)
Size of local memory in bytes.
- int [maxThreadsPerBlock](#)
Maximum number of threads per block.
- int [numRegs](#)
Number of registers used.
- int [ptxVersion](#)
*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. For device emulation kernels, this is set to 9999.*
- size_t [sharedSizeBytes](#)
Size of shared memory in bytes.

5.8.1 Detailed Description

CUDA function attributes

5.9 cudaMemcpy3DParms Struct Reference

Data Fields

- struct `cudaArray * dstArray`
Destination memory address.
- struct `cudaPos dstPos`
Destination position offset.
- struct `cudaPitchedPtr dstPtr`
Pitched destination memory address.
- struct `cudaExtent extent`
Requested memory copy size.
- enum `cudaMemcpyKind kind`
Type of transfer.
- struct `cudaArray * srcArray`
Source memory address.
- struct `cudaPos srcPos`
Source position offset.
- struct `cudaPitchedPtr srcPtr`
Pitched source memory address.

5.9.1 Detailed Description

CUDA 3D memory copying parameters

5.10 cudaPitchedPtr Struct Reference

Data Fields

- `size_t pitch`
Pitch of allocated memory in bytes.
- `void * ptr`
Pointer to allocated memory.
- `size_t xsize`
Logical width of allocation in elements.
- `size_t ysize`
Logical height of allocation in elements.

5.10.1 Detailed Description

CUDA Pitched memory pointer

See also:

[make_cudaPitchedPtr](#)

5.11 cudaPos Struct Reference

Data Fields

- size_t [x](#)
x
- size_t [y](#)
y
- size_t [z](#)
z

5.11.1 Detailed Description

CUDA 3D position

See also:

[make_cudaPos](#)

5.12 CUdevprop_st Struct Reference

Data Fields

- int [clockRate](#)
Clock frequency in kilohertz.
- int [maxGridSize](#) [3]
Maximum size of each dimension of a grid.
- int [maxThreadsDim](#) [3]
Maximum size of each dimension of a block.
- int [maxThreadsPerBlock](#)
Maximum number of threads per block.
- int [memPitch](#)
Maximum pitch in bytes allowed by memory copies.
- int [regsPerBlock](#)
32-bit registers available per block
- int [sharedMemPerBlock](#)
Shared memory available per block in bytes.
- int [SIMDWidth](#)
Warp size in threads.
- int [textureAlign](#)
Alignment requirement for textures.
- int [totalConstantMemory](#)
Constant memory available on device in bytes.

5.12.1 Detailed Description

Legacy device properties

Index

C++ API Routines, [110](#)
Context Management, [138](#)
CU_AD_FORMAT_FLOAT
 CUDA_TYPES, [264](#)
CU_AD_FORMAT_HALF
 CUDA_TYPES, [264](#)
CU_AD_FORMAT_SIGNED_INT16
 CUDA_TYPES, [264](#)
CU_AD_FORMAT_SIGNED_INT32
 CUDA_TYPES, [264](#)
CU_AD_FORMAT_SIGNED_INT8
 CUDA_TYPES, [264](#)
CU_AD_FORMAT_UNSIGNED_INT16
 CUDA_TYPES, [264](#)
CU_AD_FORMAT_UNSIGNED_INT32
 CUDA_TYPES, [264](#)
CU_AD_FORMAT_UNSIGNED_INT8
 CUDA_TYPES, [264](#)
CU_COMPUTEMODE_DEFAULT
 CUDA_TYPES, [264](#)
CU_COMPUTEMODE_EXCLUSIVE
 CUDA_TYPES, [264](#)
CU_COMPUTEMODE_PROHIBITED
 CUDA_TYPES, [264](#)
CU_CTX_BLOCKING_SYNC
 CUDA_TYPES, [265](#)
CU_CTX_LMEM_RESIZE_TO_MAX
 CUDA_TYPES, [265](#)
CU_CTX_MAP_HOST
 CUDA_TYPES, [265](#)
CU_CTX_SCHED_AUTO
 CUDA_TYPES, [265](#)
CU_CTX_SCHED_SPIN
 CUDA_TYPES, [265](#)
CU_CTX_SCHED_YIELD
 CUDA_TYPES, [265](#)
CU_CUBEMAP_FACE_NEGATIVE_X
 CUDA_TYPES, [264](#)
CU_CUBEMAP_FACE_NEGATIVE_Y
 CUDA_TYPES, [264](#)
CU_CUBEMAP_FACE_NEGATIVE_Z
 CUDA_TYPES, [264](#)
CU_CUBEMAP_FACE_POSITIVE_X
 CUDA_TYPES, [264](#)
CU_CUBEMAP_FACE_POSITIVE_Y
 CUDA_TYPES, [264](#)
CU_CUBEMAP_FACE_POSITIVE_Z
 CUDA_TYPES, [264](#)
CU_DEVICE_ATTRIBUTE_CAN_MAP_HOST_-
 MEMORY
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_CLOCK_RATE
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_COMPUTE_MODE
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_CONCURRENT_-
 KERNELS
 CUDA_TYPES, [267](#)
CU_DEVICE_ATTRIBUTE_ECC_ENABLED
 CUDA_TYPES, [267](#)
CU_DEVICE_ATTRIBUTE_GPU_OVERLAP
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_INTEGRATED
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_KERNEL_EXEC_-
 TIMEOUT
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_X
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_Y
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_MAX_BLOCK_DIM_Z
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_X
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_Y
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_Z
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_MAX_PITCH
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_MAX_REGISTERS_-
 PER_BLOCK
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_MAX_SHARED_-
 MEMORY_PER_BLOCK
 CUDA_TYPES, [266](#)
CU_DEVICE_ATTRIBUTE_MAX_THREADS_PER_-
 BLOCK
 CUDA_TYPES, [266](#)

- CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE1D_WIDTH
 - CUDA_TYPES, [267](#)
- CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_ARRAY_HEIGHT
 - CUDA_TYPES, [267](#)
- CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_ARRAY_NUMSLICES
 - CUDA_TYPES, [267](#)
- CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_ARRAY_WIDTH
 - CUDA_TYPES, [267](#)
- CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_HEIGHT
 - CUDA_TYPES, [267](#)
- CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE2D_WIDTH
 - CUDA_TYPES, [267](#)
- CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE3D_DEPTH
 - CUDA_TYPES, [267](#)
- CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE3D_HEIGHT
 - CUDA_TYPES, [267](#)
- CU_DEVICE_ATTRIBUTE_MAXIMUM_TEXTURE3D_WIDTH
 - CUDA_TYPES, [267](#)
- CU_DEVICE_ATTRIBUTE_MULTIPROCESSOR_COUNT
 - CUDA_TYPES, [266](#)
- CU_DEVICE_ATTRIBUTE_REGISTERS_PER_BLOCK
 - CUDA_TYPES, [266](#)
- CU_DEVICE_ATTRIBUTE_SHARED_MEMORY_PER_BLOCK
 - CUDA_TYPES, [266](#)
- CU_DEVICE_ATTRIBUTE_SURFACE_ALIGNMENT
 - CUDA_TYPES, [267](#)
- CU_DEVICE_ATTRIBUTE_TEXTURE_ALIGNMENT
 - CUDA_TYPES, [266](#)
- CU_DEVICE_ATTRIBUTE_TOTAL_CONSTANT_MEMORY
 - CUDA_TYPES, [266](#)
- CU_DEVICE_ATTRIBUTE_WARP_SIZE
 - CUDA_TYPES, [266](#)
- CU_EVENT_BLOCKING_SYNC
 - CUDA_TYPES, [267](#)
- CU_EVENT_DEFAULT
 - CUDA_TYPES, [267](#)
- CU_FUNC_ATTRIBUTE_BINARY_VERSION
 - CUDA_TYPES, [268](#)
- CU_FUNC_ATTRIBUTE_CONST_SIZE_BYTES
 - CUDA_TYPES, [268](#)
- CU_FUNC_ATTRIBUTE_LOCAL_SIZE_BYTES
 - CUDA_TYPES, [268](#)
- CU_FUNC_ATTRIBUTE_MAX_THREADS_PER_BLOCK
 - CUDA_TYPES, [267](#)
- CU_FUNC_ATTRIBUTE_NUM_REGS
 - CUDA_TYPES, [268](#)
- CU_FUNC_ATTRIBUTE_PTX_VERSION
 - CUDA_TYPES, [268](#)
- CU_FUNC_ATTRIBUTE_SHARED_SIZE_BYTES
 - CUDA_TYPES, [267](#)
- CU_JIT_ERROR_LOG_BUFFER
 - CUDA_TYPES, [269](#)
- CU_JIT_ERROR_LOG_BUFFER_SIZE_BYTES
 - CUDA_TYPES, [269](#)
- CU_JIT_FALLBACK_STRATEGY
 - CUDA_TYPES, [269](#)
- CU_JIT_INFO_LOG_BUFFER
 - CUDA_TYPES, [268](#)
- CU_JIT_INFO_LOG_BUFFER_SIZE_BYTES
 - CUDA_TYPES, [269](#)
- CU_JIT_MAX_REGISTERS
 - CUDA_TYPES, [268](#)
- CU_JIT_OPTIMIZATION_LEVEL
 - CUDA_TYPES, [269](#)
- CU_JIT_TARGET
 - CUDA_TYPES, [269](#)
- CU_JIT_TARGET_FROM_CUCONTEXT
 - CUDA_TYPES, [269](#)
- CU_JIT_THREADS_PER_BLOCK
 - CUDA_TYPES, [268](#)
- CU_JIT_WALL_TIME
 - CUDA_TYPES, [268](#)
- CU_LIMIT_PRINTF_FIFO_SIZE
 - CUDA_TYPES, [269](#)
- CU_LIMIT_STACK_SIZE
 - CUDA_TYPES, [269](#)
- CU_MEMORYTYPE_ARRAY
 - CUDA_TYPES, [270](#)
- CU_MEMORYTYPE_DEVICE
 - CUDA_TYPES, [270](#)
- CU_MEMORYTYPE_HOST
 - CUDA_TYPES, [270](#)
- CU_PREFER_BINARY
 - CUDA_TYPES, [268](#)
- CU_PREFER_PTX
 - CUDA_TYPES, [268](#)
- CU_TARGET_COMPUTE_10
 - CUDA_TYPES, [269](#)
- CU_TARGET_COMPUTE_11
 - CUDA_TYPES, [269](#)
- CU_TARGET_COMPUTE_12
 - CUDA_TYPES, [269](#)
- CU_TARGET_COMPUTE_13
 - CUDA_TYPES, [269](#)

- CU_TARGET_COMPUTE_20
 - CUDA_TYPES, [269](#)
- CU_TR_ADDRESS_MODE_CLAMP
 - CUDA_TYPES, [264](#)
- CU_TR_ADDRESS_MODE_MIRROR
 - CUDA_TYPES, [264](#)
- CU_TR_ADDRESS_MODE_WRAP
 - CUDA_TYPES, [264](#)
- CU_TR_FILTER_MODE_LINEAR
 - CUDA_TYPES, [267](#)
- CU_TR_FILTER_MODE_POINT
 - CUDA_TYPES, [267](#)
- CU_MEMHOSTALLOC_DEVICEMAP
 - CUDA_TYPES, [261](#)
- CU_MEMHOSTALLOC_PORTABLE
 - CUDA_TYPES, [261](#)
- CU_MEMHOSTALLOC_WRITECOMBINED
 - CUDA_TYPES, [261](#)
- CU_PARAM_TR_DEFAULT
 - CUDA_TYPES, [261](#)
- CU_SURFREF
 - cuSurfRefGetArray, [201](#)
 - cuSurfRefSetArray, [201](#)
- CU_TEXREF
 - cuTexRefCreate, [204](#)
 - cuTexRefDestroy, [204](#)
 - cuTexRefGetAddress, [204](#)
 - cuTexRefGetAddressMode, [205](#)
 - cuTexRefGetArray, [205](#)
 - cuTexRefGetFilterMode, [205](#)
 - cuTexRefGetFlags, [206](#)
 - cuTexRefGetFormat, [206](#)
 - cuTexRefSetAddress, [207](#)
 - cuTexRefSetAddress2D, [207](#)
 - cuTexRefSetAddressMode, [208](#)
 - cuTexRefSetArray, [208](#)
 - cuTexRefSetFilterMode, [209](#)
 - cuTexRefSetFlags, [209](#)
 - cuTexRefSetFormat, [210](#)
- CU_TRSA_OVERRIDE_FORMAT
 - CUDA_TYPES, [261](#)
- CU_TRSF_NORMALIZED_COORDINATES
 - CUDA_TYPES, [261](#)
- CU_TRSF_READ_AS_INTEGER
 - CUDA_TYPES, [261](#)
- CUaddress_mode
 - CUDA_TYPES, [262](#)
- CUaddress_mode_enum
 - CUDA_TYPES, [263](#)
- cuArray3DCreate
 - CUMEM, [167](#)
- cuArray3DGetDescriptor
 - CUMEM, [169](#)
- CUarray_cubemap_face
 - CUDA_TYPES, [262](#)
- CUarray_cubemap_face_enum
 - CUDA_TYPES, [264](#)
- CUarray_format
 - CUDA_TYPES, [262](#)
- CUarray_format_enum
 - CUDA_TYPES, [264](#)
- cuArrayCreate
 - CUMEM, [169](#)
- cuArrayDestroy
 - CUMEM, [171](#)
- cuArrayGetDescriptor
 - CUMEM, [171](#)
- CUcomputemode
 - CUDA_TYPES, [262](#)
- CUcomputemode_enum
 - CUDA_TYPES, [264](#)
- CUCTX
 - cuCtxAttach, [138](#)
 - cuCtxCreate, [139](#)
 - cuCtxDestroy, [140](#)
 - cuCtxDetach, [140](#)
 - cuCtxGetDevice, [141](#)
 - cuCtxGetLimit, [141](#)
 - cuCtxPopCurrent, [142](#)
 - cuCtxPushCurrent, [142](#)
 - cuCtxSetLimit, [143](#)
 - cuCtxSynchronize, [143](#)
- CUctx_flags
 - CUDA_TYPES, [262](#)
- CUctx_flags_enum
 - CUDA_TYPES, [264](#)
- cuCtxAttach
 - CUCTX, [138](#)
- cuCtxCreate
 - CUCTX, [139](#)
- cuCtxDestroy
 - CUCTX, [140](#)
- cuCtxDetach
 - CUCTX, [140](#)
- cuCtxGetDevice
 - CUCTX, [141](#)
- cuCtxGetLimit
 - CUCTX, [141](#)
- cuCtxPopCurrent
 - CUCTX, [142](#)
- cuCtxPushCurrent
 - CUCTX, [142](#)
- cuCtxSetLimit
 - CUCTX, [143](#)
- cuCtxSynchronize
 - CUCTX, [143](#)
- CUD3D10
 - cuD3D10CtxCreate, [232](#)

- cuD3D10GetDevice, [233](#)
- cuGraphicsD3D10RegisterResource, [233](#)
- CUD3D10_DEPRECATED
 - cuD3D10MapResources, [235](#)
 - cuD3D10RegisterResource, [236](#)
 - cuD3D10ResourceGetMappedArray, [237](#)
 - cuD3D10ResourceGetMappedPitch, [238](#)
 - cuD3D10ResourceGetMappedPointer, [239](#)
 - cuD3D10ResourceGetMappedSize, [239](#)
 - cuD3D10ResourceGetSurfaceDimensions, [240](#)
 - cuD3D10ResourceSetMapFlags, [241](#)
 - cuD3D10UnmapResources, [242](#)
 - cuD3D10UnregisterResource, [242](#)
- cuD3D10CtxCreate
 - CUD3D10, [232](#)
- cuD3D10GetDevice
 - CUD3D10, [233](#)
- cuD3D10MapResources
 - CUD3D10_DEPRECATED, [235](#)
- cuD3D10RegisterResource
 - CUD3D10_DEPRECATED, [236](#)
- cuD3D10ResourceGetMappedArray
 - CUD3D10_DEPRECATED, [237](#)
- cuD3D10ResourceGetMappedPitch
 - CUD3D10_DEPRECATED, [238](#)
- cuD3D10ResourceGetMappedPointer
 - CUD3D10_DEPRECATED, [239](#)
- cuD3D10ResourceGetMappedSize
 - CUD3D10_DEPRECATED, [239](#)
- cuD3D10ResourceGetSurfaceDimensions
 - CUD3D10_DEPRECATED, [240](#)
- cuD3D10ResourceSetMapFlags
 - CUD3D10_DEPRECATED, [241](#)
- cuD3D10UnmapResources
 - CUD3D10_DEPRECATED, [242](#)
- cuD3D10UnregisterResource
 - CUD3D10_DEPRECATED, [242](#)
- CUD3D11
 - cuD3D11CtxCreate, [244](#)
 - cuD3D11GetDevice, [245](#)
 - cuGraphicsD3D11RegisterResource, [245](#)
- cuD3D11CtxCreate
 - CUD3D11, [244](#)
- cuD3D11GetDevice
 - CUD3D11, [245](#)
- CUD3D9
 - cuD3D9CtxCreate, [220](#)
 - cuD3D9GetDevice, [221](#)
 - cuGraphicsD3D9RegisterResource, [221](#)
- CUD3D9_DEPRECATED
 - cuD3D9GetDirect3DDevice, [224](#)
 - cuD3D9MapResources, [224](#)
 - cuD3D9RegisterResource, [225](#)
 - cuD3D9ResourceGetMappedArray, [226](#)
 - cuD3D9ResourceGetMappedPitch, [227](#)
 - cuD3D9ResourceGetMappedPointer, [227](#)
 - cuD3D9ResourceGetMappedSize, [228](#)
 - cuD3D9ResourceGetSurfaceDimensions, [229](#)
 - cuD3D9ResourceSetMapFlags, [230](#)
 - cuD3D9UnmapResources, [230](#)
 - cuD3D9UnregisterResource, [231](#)
- cuD3D9CtxCreate
 - CUD3D9, [220](#)
- cuD3D9GetDevice
 - CUD3D9, [221](#)
- cuD3D9GetDirect3DDevice
 - CUD3D9_DEPRECATED, [224](#)
- cuD3D9MapResources
 - CUD3D9_DEPRECATED, [224](#)
- cuD3D9RegisterResource
 - CUD3D9_DEPRECATED, [225](#)
- cuD3D9ResourceGetMappedArray
 - CUD3D9_DEPRECATED, [226](#)
- cuD3D9ResourceGetMappedPitch
 - CUD3D9_DEPRECATED, [227](#)
- cuD3D9ResourceGetMappedPointer
 - CUD3D9_DEPRECATED, [227](#)
- cuD3D9ResourceGetMappedSize
 - CUD3D9_DEPRECATED, [228](#)
- cuD3D9ResourceGetSurfaceDimensions
 - CUD3D9_DEPRECATED, [229](#)
- cuD3D9ResourceSetMapFlags
 - CUD3D9_DEPRECATED, [230](#)
- cuD3D9UnmapResources
 - CUD3D9_DEPRECATED, [230](#)
- cuD3D9UnregisterResource
 - CUD3D9_DEPRECATED, [231](#)
- CUDA Driver API, [129](#)
- CUDA Runtime API, [9](#)
- CUDA_ERROR_ALREADY_ACQUIRED
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_ALREADY_MAPPED
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_ARRAY_IS_MAPPED
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_CONTEXT_ALREADY_CURRENT
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_DEINITIALIZED
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_ECC_UNCORRECTABLE
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_FILE_NOT_FOUND
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_INVALID_CONTEXT
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_INVALID_DEVICE
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_INVALID_HANDLE

- CUDA_TYPES, [265](#)
- CUDA_ERROR_INVALID_IMAGE
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_INVALID_SOURCE
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_INVALID_VALUE
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_LAUNCH_FAILED
 - CUDA_TYPES, [266](#)
- CUDA_ERROR_LAUNCH_INCOMPATIBLE_-TEXTURING
 - CUDA_TYPES, [266](#)
- CUDA_ERROR_LAUNCH_OUT_OF_RESOURCES
 - CUDA_TYPES, [266](#)
- CUDA_ERROR_LAUNCH_TIMEOUT
 - CUDA_TYPES, [266](#)
- CUDA_ERROR_MAP_FAILED
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_NO_BINARY_FOR_GPU
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_NO_DEVICE
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_NOT_FOUND
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_NOT_INITIALIZED
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_NOT_MAPPED
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_NOT_MAPPED_AS_ARRAY
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_NOT_MAPPED_AS_POINTER
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_NOT_READY
 - CUDA_TYPES, [266](#)
- CUDA_ERROR_OUT_OF_MEMORY
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_POINTER_IS_64BIT
 - CUDA_TYPES, [266](#)
- CUDA_ERROR_SHARED_OBJECT_INIT_FAILED
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_SHARED_OBJECT_SYMBOL_-NOT_FOUND
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_SIZE_IS_64BIT
 - CUDA_TYPES, [266](#)
- CUDA_ERROR_UNKNOWN
 - CUDA_TYPES, [266](#)
- CUDA_ERROR_UNMAP_FAILED
 - CUDA_TYPES, [265](#)
- CUDA_ERROR_UNSUPPORTED_LIMIT
 - CUDA_TYPES, [265](#)
- CUDA_SUCCESS
 - CUDA_TYPES, [265](#)
- CUDA_TYPES
- CU_AD_FORMAT_FLOAT, [264](#)
- CU_AD_FORMAT_HALF, [264](#)
- CU_AD_FORMAT_SIGNED_INT16, [264](#)
- CU_AD_FORMAT_SIGNED_INT32, [264](#)
- CU_AD_FORMAT_SIGNED_INT8, [264](#)
- CU_AD_FORMAT_UNSIGNED_INT16, [264](#)
- CU_AD_FORMAT_UNSIGNED_INT32, [264](#)
- CU_AD_FORMAT_UNSIGNED_INT8, [264](#)
- CU_COMPUTEMODE_DEFAULT, [264](#)
- CU_COMPUTEMODE_EXCLUSIVE, [264](#)
- CU_COMPUTEMODE_PROHIBITED, [264](#)
- CU_CTX_BLOCKING_SYNC, [265](#)
- CU_CTX_LMEM_RESIZE_TO_MAX, [265](#)
- CU_CTX_MAP_HOST, [265](#)
- CU_CTX_SCHED_AUTO, [265](#)
- CU_CTX_SCHED_SPIN, [265](#)
- CU_CTX_SCHED_YIELD, [265](#)
- CU_CUBEMAP_FACE_NEGATIVE_X, [264](#)
- CU_CUBEMAP_FACE_NEGATIVE_Y, [264](#)
- CU_CUBEMAP_FACE_NEGATIVE_Z, [264](#)
- CU_CUBEMAP_FACE_POSITIVE_X, [264](#)
- CU_CUBEMAP_FACE_POSITIVE_Y, [264](#)
- CU_CUBEMAP_FACE_POSITIVE_Z, [264](#)
- CU_DEVICE_ATTRIBUTE_CAN_MAP_HOST_-MEMORY, [266](#)
- CU_DEVICE_ATTRIBUTE_CLOCK_RATE, [266](#)
- CU_DEVICE_ATTRIBUTE_COMPUTE_MODE, [266](#)
- CU_DEVICE_ATTRIBUTE_CONCURRENT_-KERNELS, [267](#)
- CU_DEVICE_ATTRIBUTE_ECC_ENABLED, [267](#)
- CU_DEVICE_ATTRIBUTE_GPU_OVERLAP, [266](#)
- CU_DEVICE_ATTRIBUTE_INTEGRATED, [266](#)
- CU_DEVICE_ATTRIBUTE_KERNEL_EXEC_-TIMEOUT, [266](#)
- CU_DEVICE_ATTRIBUTE_MAX_BLOCK_-DIM_X, [266](#)
- CU_DEVICE_ATTRIBUTE_MAX_BLOCK_-DIM_Y, [266](#)
- CU_DEVICE_ATTRIBUTE_MAX_BLOCK_-DIM_Z, [266](#)
- CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_-X, [266](#)
- CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_-Y, [266](#)
- CU_DEVICE_ATTRIBUTE_MAX_GRID_DIM_-Z, [266](#)
- CU_DEVICE_ATTRIBUTE_MAX_PITCH, [266](#)
- CU_DEVICE_ATTRIBUTE_MAX_-REGISTERS_PER_BLOCK, [266](#)
- CU_DEVICE_ATTRIBUTE_MAX_SHARED_-MEMORY_PER_BLOCK, [266](#)

- CU_DEVICE_ATTRIBUTE_MAX_THREADS_-
PER_BLOCK, 266
- CU_DEVICE_ATTRIBUTE_MAXIMUM_-
TEXTURE1D_WIDTH, 267
- CU_DEVICE_ATTRIBUTE_MAXIMUM_-
TEXTURE2D_ARRAY_HEIGHT, 267
- CU_DEVICE_ATTRIBUTE_MAXIMUM_-
TEXTURE2D_ARRAY_NUMSLICES, 267
- CU_DEVICE_ATTRIBUTE_MAXIMUM_-
TEXTURE2D_ARRAY_WIDTH, 267
- CU_DEVICE_ATTRIBUTE_MAXIMUM_-
TEXTURE2D_HEIGHT, 267
- CU_DEVICE_ATTRIBUTE_MAXIMUM_-
TEXTURE2D_WIDTH, 267
- CU_DEVICE_ATTRIBUTE_MAXIMUM_-
TEXTURE3D_DEPTH, 267
- CU_DEVICE_ATTRIBUTE_MAXIMUM_-
TEXTURE3D_HEIGHT, 267
- CU_DEVICE_ATTRIBUTE_MAXIMUM_-
TEXTURE3D_WIDTH, 267
- CU_DEVICE_ATTRIBUTE_-
MULTIPROCESSOR_COUNT, 266
- CU_DEVICE_ATTRIBUTE_REGISTERS_PER_-
BLOCK, 266
- CU_DEVICE_ATTRIBUTE_SHARED_-
MEMORY_PER_BLOCK, 266
- CU_DEVICE_ATTRIBUTE_SURFACE_-
ALIGNMENT, 267
- CU_DEVICE_ATTRIBUTE_TEXTURE_-
ALIGNMENT, 266
- CU_DEVICE_ATTRIBUTE_TOTAL_-
CONSTANT_MEMORY, 266
- CU_DEVICE_ATTRIBUTE_WARP_SIZE, 266
- CU_EVENT_BLOCKING_SYNC, 267
- CU_EVENT_DEFAULT, 267
- CU_FUNC_ATTRIBUTE_BINARY_VERSION,
268
- CU_FUNC_ATTRIBUTE_CONST_SIZE_BYTES,
268
- CU_FUNC_ATTRIBUTE_LOCAL_SIZE_BYTES,
268
- CU_FUNC_ATTRIBUTE_MAX_THREADS_-
PER_BLOCK, 267
- CU_FUNC_ATTRIBUTE_NUM_REGS, 268
- CU_FUNC_ATTRIBUTE_PTX_VERSION, 268
- CU_FUNC_ATTRIBUTE_SHARED_SIZE_-
BYTES, 267
- CU_JIT_ERROR_LOG_BUFFER, 269
- CU_JIT_ERROR_LOG_BUFFER_SIZE_BYTES,
269
- CU_JIT_FALLBACK_STRATEGY, 269
- CU_JIT_INFO_LOG_BUFFER, 268
- CU_JIT_INFO_LOG_BUFFER_SIZE_BYTES,
269
- CU_JIT_MAX_REGISTERS, 268
- CU_JIT_OPTIMIZATION_LEVEL, 269
- CU_JIT_TARGET, 269
- CU_JIT_TARGET_FROM_CUCONTEXT, 269
- CU_JIT_THREADS_PER_BLOCK, 268
- CU_JIT_WALL_TIME, 268
- CU_LIMIT_PRINTF_FIFO_SIZE, 269
- CU_LIMIT_STACK_SIZE, 269
- CU_MEMORYTYPE_ARRAY, 270
- CU_MEMORYTYPE_DEVICE, 270
- CU_MEMORYTYPE_HOST, 270
- CU_PREFER_BINARY, 268
- CU_PREFER_PTX, 268
- CU_TARGET_COMPUTE_10, 269
- CU_TARGET_COMPUTE_11, 269
- CU_TARGET_COMPUTE_12, 269
- CU_TARGET_COMPUTE_13, 269
- CU_TARGET_COMPUTE_20, 269
- CU_TR_ADDRESS_MODE_CLAMP, 264
- CU_TR_ADDRESS_MODE_MIRROR, 264
- CU_TR_ADDRESS_MODE_WRAP, 264
- CU_TR_FILTER_MODE_LINEAR, 267
- CU_TR_FILTER_MODE_POINT, 267
- CUDA_ERROR_ALREADY_ACQUIRED, 265
- CUDA_ERROR_ALREADY_MAPPED, 265
- CUDA_ERROR_ARRAY_IS_MAPPED, 265
- CUDA_ERROR_CONTEXT_ALREADY_-
CURRENT, 265
- CUDA_ERROR_DEINITIALIZED, 265
- CUDA_ERROR_ECC_UNCORRECTABLE, 265
- CUDA_ERROR_FILE_NOT_FOUND, 265
- CUDA_ERROR_INVALID_CONTEXT, 265
- CUDA_ERROR_INVALID_DEVICE, 265
- CUDA_ERROR_INVALID_HANDLE, 265
- CUDA_ERROR_INVALID_IMAGE, 265
- CUDA_ERROR_INVALID_SOURCE, 265
- CUDA_ERROR_INVALID_VALUE, 265
- CUDA_ERROR_LAUNCH_FAILED, 266
- CUDA_ERROR_LAUNCH_INCOMPATIBLE_-
TEXTURING, 266
- CUDA_ERROR_LAUNCH_OUT_OF_-
RESOURCES, 266
- CUDA_ERROR_LAUNCH_TIMEOUT, 266
- CUDA_ERROR_MAP_FAILED, 265
- CUDA_ERROR_NO_BINARY_FOR_GPU, 265
- CUDA_ERROR_NO_DEVICE, 265
- CUDA_ERROR_NOT_FOUND, 265
- CUDA_ERROR_NOT_INITIALIZED, 265
- CUDA_ERROR_NOT_MAPPED, 265
- CUDA_ERROR_NOT_MAPPED_AS_ARRAY,
265
- CUDA_ERROR_NOT_MAPPED_AS_POINTER,
265
- CUDA_ERROR_NOT_READY, 266

- CUDA_ERROR_OUT_OF_MEMORY, 265
- CUDA_ERROR_POINTER_IS_64BIT, 266
- CUDA_ERROR_SHARED_OBJECT_INIT_FAILED, 265
- CUDA_ERROR_SHARED_OBJECT_SYMBOL_NOT_FOUND, 265
- CUDA_ERROR_SIZE_IS_64BIT, 266
- CUDA_ERROR_UNKNOWN, 266
- CUDA_ERROR_UNMAP_FAILED, 265
- CUDA_ERROR_UNSUPPORTED_LIMIT, 265
- CUDA_SUCCESS, 265
- CUDA_ARRAY3D_DESCRIPTOR, 271
- CUDA_ARRAY_DESCRIPTOR, 272
- CUDA_MEMCPY2D
 - CUDA_TYPES, 262
- CUDA_MEMCPY2D_st, 273
- CUDA_MEMCPY3D
 - CUDA_TYPES, 262
- CUDA_MEMCPY3D_st, 275
- CUDA_TYPES
 - CU_MEMHOSTALLOC_DEVICEMAP, 261
 - CU_MEMHOSTALLOC_PORTABLE, 261
 - CU_MEMHOSTALLOC_WRITECOMBINED, 261
 - CU_PARAM_TR_DEFAULT, 261
 - CU_TRSA_OVERRIDE_FORMAT, 261
 - CU_TRSF_NORMALIZED_COORDINATES, 261
 - CU_TRSF_READ_AS_INTEGER, 261
 - CUaddress_mode, 262
 - CUaddress_mode_enum, 263
 - CUarray_cubemap_face, 262
 - CUarray_cubemap_face_enum, 264
 - CUarray_format, 262
 - CUarray_format_enum, 264
 - CUcomputemode, 262
 - CUcomputemode_enum, 264
 - CUctx_flags, 262
 - CUctx_flags_enum, 264
 - CUDA_MEMCPY2D, 262
 - CUDA_MEMCPY3D, 262
 - CUDA_VERSION, 261
 - cudaError_enum, 265
 - CUdevice_attribute, 262
 - CUdevice_attribute_enum, 266
 - CUdevprop, 262
 - CUevent_flags, 262
 - CUevent_flags_enum, 267
 - CUfilter_mode, 262
 - CUfilter_mode_enum, 267
 - CUfunc_cache, 262
 - CUfunc_cache_enum, 267
 - CUfunction_attribute, 263
 - CUfunction_attribute_enum, 267
 - CUgraphicsMapResourceFlags, 263
 - CUgraphicsMapResourceFlags_enum, 268
 - CUgraphicsRegisterFlags, 263
 - CUgraphicsRegisterFlags_enum, 268
 - CUjit_fallback, 263
 - CUjit_fallback_enum, 268
 - CUjit_option, 263
 - CUjit_option_enum, 268
 - CUjit_target, 263
 - CUjit_target_enum, 269
 - CULimit, 263
 - CULimit_enum, 269
 - CUmemorytype, 263
 - CUmemorytype_enum, 269
 - CUresult, 263
- CUDA_VERSION
 - CUDA_TYPES, 261
- cudaBindSurfaceToArray
 - CUDART_HIGHLEVEL, 111, 112
 - CUDART_SURFACE, 107
- cudaBindTexture
 - CUDART_HIGHLEVEL, 112, 113
 - CUDART_TEXTURE, 102
- cudaBindTexture2D
 - CUDART_HIGHLEVEL, 113
 - CUDART_TEXTURE, 103
- cudaBindTextureToArray
 - CUDART_HIGHLEVEL, 114
 - CUDART_TEXTURE, 104
- cudaChannelFormatDesc, 277
- cudaChannelFormatKind
 - CUDART_TYPES, 125
- cudaChannelFormatKindFloat
 - CUDART_TYPES, 126
- cudaChannelFormatKindNone
 - CUDART_TYPES, 126
- cudaChannelFormatKindSigned
 - CUDART_TYPES, 125
- cudaChannelFormatKindUnsigned
 - CUDART_TYPES, 125
- cudaChooseDevice
 - CUDART_DEVICE, 16
- cudaComputeMode
 - CUDART_TYPES, 126
- cudaComputeModeDefault
 - CUDART_TYPES, 126
- cudaComputeModeExclusive
 - CUDART_TYPES, 126
- cudaComputeModeProhibited
 - CUDART_TYPES, 126
- cudaConfigureCall
 - CUDART_EXECUTION, 28
- cudaCreateChannelDesc
 - CUDART_HIGHLEVEL, 115
 - CUDART_TEXTURE, 104

- cudaD3D10GetDevice
 - CUDART_D3D10, [81](#)
- cudaD3D10MapResources
 - CUDART_D3D10_DEPRECATED, [84](#)
- cudaD3D10RegisterResource
 - CUDART_D3D10_DEPRECATED, [85](#)
- cudaD3D10ResourceGetMappedArray
 - CUDART_D3D10_DEPRECATED, [86](#)
- cudaD3D10ResourceGetMappedPitch
 - CUDART_D3D10_DEPRECATED, [87](#)
- cudaD3D10ResourceGetMappedPointer
 - CUDART_D3D10_DEPRECATED, [88](#)
- cudaD3D10ResourceGetMappedSize
 - CUDART_D3D10_DEPRECATED, [88](#)
- cudaD3D10ResourceGetSurfaceDimensions
 - CUDART_D3D10_DEPRECATED, [89](#)
- cudaD3D10ResourceSetMapFlags
 - CUDART_D3D10_DEPRECATED, [89](#)
- cudaD3D10SetDirect3DDevice
 - CUDART_D3D10, [81](#)
- cudaD3D10UnmapResources
 - CUDART_D3D10_DEPRECATED, [90](#)
- cudaD3D10UnregisterResource
 - CUDART_D3D10_DEPRECATED, [91](#)
- cudaD3D11GetDevice
 - CUDART_D3D11, [92](#)
- cudaD3D11SetDirect3DDevice
 - CUDART_D3D11, [92](#)
- cudaD3D9GetDevice
 - CUDART_D3D9, [69](#)
- cudaD3D9GetDirect3DDevice
 - CUDART_D3D9_DEPRECATED, [73](#)
- cudaD3D9MapResources
 - CUDART_D3D9_DEPRECATED, [73](#)
- cudaD3D9RegisterResource
 - CUDART_D3D9_DEPRECATED, [73](#)
- cudaD3D9ResourceGetMappedArray
 - CUDART_D3D9_DEPRECATED, [75](#)
- cudaD3D9ResourceGetMappedPitch
 - CUDART_D3D9_DEPRECATED, [75](#)
- cudaD3D9ResourceGetMappedPointer
 - CUDART_D3D9_DEPRECATED, [76](#)
- cudaD3D9ResourceGetMappedSize
 - CUDART_D3D9_DEPRECATED, [77](#)
- cudaD3D9ResourceGetSurfaceDimensions
 - CUDART_D3D9_DEPRECATED, [77](#)
- cudaD3D9ResourceSetMapFlags
 - CUDART_D3D9_DEPRECATED, [78](#)
- cudaD3D9SetDirect3DDevice
 - CUDART_D3D9, [69](#)
- cudaD3D9UnmapResources
 - CUDART_D3D9_DEPRECATED, [79](#)
- cudaD3D9UnregisterResource
 - CUDART_D3D9_DEPRECATED, [79](#)
- cudaDeviceProp, [278](#)
- cudaDriverGetVersion
 - CUDART_VERSION, [109](#)
- cudaError
 - CUDART_TYPES, [126](#)
- cudaError_enum
 - CUDA_TYPES, [265](#)
- cudaError_t
 - CUDART_TYPES, [125](#)
- cudaErrorAddressOfConstant
 - CUDART_TYPES, [126](#)
- cudaErrorApiFailureBase
 - CUDART_TYPES, [127](#)
- cudaErrorCudartUnloading
 - CUDART_TYPES, [127](#)
- cudaErrorDevicesUnavailable
 - CUDART_TYPES, [127](#)
- cudaErrorDuplicateSurfaceName
 - CUDART_TYPES, [127](#)
- cudaErrorDuplicateTextureName
 - CUDART_TYPES, [127](#)
- cudaErrorDuplicateVariableName
 - CUDART_TYPES, [127](#)
- cudaErrorECCUncorrectable
 - CUDART_TYPES, [127](#)
- cudaErrorInitializationError
 - CUDART_TYPES, [126](#)
- cudaErrorInsufficientDriver
 - CUDART_TYPES, [127](#)
- cudaErrorInvalidChannelDescriptor
 - CUDART_TYPES, [126](#)
- cudaErrorInvalidConfiguration
 - CUDART_TYPES, [126](#)
- cudaErrorInvalidDevice
 - CUDART_TYPES, [126](#)
- cudaErrorInvalidDeviceFunction
 - CUDART_TYPES, [126](#)
- cudaErrorInvalidDevicePointer
 - CUDART_TYPES, [126](#)
- cudaErrorInvalidFilterSetting
 - CUDART_TYPES, [127](#)
- cudaErrorInvalidHostPointer
 - CUDART_TYPES, [126](#)
- cudaErrorInvalidMemcpyDirection
 - CUDART_TYPES, [126](#)
- cudaErrorInvalidNormSetting
 - CUDART_TYPES, [127](#)
- cudaErrorInvalidPitchValue
 - CUDART_TYPES, [126](#)
- cudaErrorInvalidResourceHandle
 - CUDART_TYPES, [127](#)
- cudaErrorInvalidSurface
 - CUDART_TYPES, [127](#)
- cudaErrorInvalidSymbol

- CUDART_TYPES, 126
- cudaErrorInvalidTexture
 - CUDART_TYPES, 126
- cudaErrorInvalidTextureBinding
 - CUDART_TYPES, 126
- cudaErrorInvalidValue
 - CUDART_TYPES, 126
- cudaErrorLaunchFailure
 - CUDART_TYPES, 126
- cudaErrorLaunchOutOfResources
 - CUDART_TYPES, 126
- cudaErrorLaunchTimeout
 - CUDART_TYPES, 126
- cudaErrorMapBufferObjectFailed
 - CUDART_TYPES, 126
- cudaErrorMemoryAllocation
 - CUDART_TYPES, 126
- cudaErrorMemoryValueTooLarge
 - CUDART_TYPES, 127
- cudaErrorMissingConfiguration
 - CUDART_TYPES, 126
- cudaErrorMixedDeviceExecution
 - CUDART_TYPES, 127
- cudaErrorNoDevice
 - CUDART_TYPES, 127
- cudaErrorNotReady
 - CUDART_TYPES, 127
- cudaErrorNotYetImplemented
 - CUDART_TYPES, 127
- cudaErrorPriorLaunchFailure
 - CUDART_TYPES, 126
- cudaErrorSetOnActiveProcess
 - CUDART_TYPES, 127
- cudaErrorSharedObjectInitFailed
 - CUDART_TYPES, 127
- cudaErrorSharedObjectSymbolNotFound
 - CUDART_TYPES, 127
- cudaErrorStartupFailure
 - CUDART_TYPES, 127
- cudaErrorSynchronizationError
 - CUDART_TYPES, 127
- cudaErrorTextureFetchFailed
 - CUDART_TYPES, 127
- cudaErrorTextureNotBound
 - CUDART_TYPES, 127
- cudaErrorUnknown
 - CUDART_TYPES, 127
- cudaErrorUnmapBufferObjectFailed
 - CUDART_TYPES, 126
- cudaErrorUnsupportedLimit
 - CUDART_TYPES, 127
- cudaEvent_t
 - CUDART_TYPES, 125
- cudaEventCreate
 - CUDART_EVENT, 24
- cudaEventCreateWithFlags
 - CUDART_EVENT, 24
- cudaEventDestroy
 - CUDART_EVENT, 25
- cudaEventElapsedTime
 - CUDART_EVENT, 25
- cudaEventQuery
 - CUDART_EVENT, 26
- cudaEventRecord
 - CUDART_EVENT, 26
- cudaEventSynchronize
 - CUDART_EVENT, 27
- cudaExtent, 280
- cudaFree
 - CUDART_MEMORY, 35
- cudaFreeArray
 - CUDART_MEMORY, 35
- cudaFreeHost
 - CUDART_MEMORY, 35
- cudaFuncAttributes, 281
- cudaFuncCache
 - CUDART_TYPES, 127
- cudaFuncCachePreferL1
 - CUDART_TYPES, 127
- cudaFuncCachePreferNone
 - CUDART_TYPES, 127
- cudaFuncCachePreferShared
 - CUDART_TYPES, 127
- cudaFuncGetAttributes
 - CUDART_EXECUTION, 29
 - CUDART_HIGHLEVEL, 115
- cudaFuncSetCacheConfig
 - CUDART_EXECUTION, 29
 - CUDART_HIGHLEVEL, 116
- cudaGetChannelDesc
 - CUDART_TEXTURE, 105
- cudaGetDevice
 - CUDART_DEVICE, 16
- cudaGetDeviceCount
 - CUDART_DEVICE, 17
- cudaGetDeviceProperties
 - CUDART_DEVICE, 17
- cudaGetErrorString
 - CUDART_ERROR, 14
- cudaGetLastError
 - CUDART_ERROR, 14
- cudaGetSurfaceAlignmentOffset
 - CUDART_SURFACE, 107
- cudaGetSurfaceReference
 - CUDART_SURFACE, 108
- cudaGetSymbolAddress
 - CUDART_HIGHLEVEL, 116
 - CUDART_MEMORY, 36

- cudaGetSymbolSize
 - CUDART_HIGHLEVEL, [117](#)
 - CUDART_MEMORY, [36](#)
- cudaGetTextureAlignmentOffset
 - CUDART_HIGHLEVEL, [117](#)
 - CUDART_TEXTURE, [105](#)
- cudaGetTextureReference
 - CUDART_TEXTURE, [106](#)
- cudaGLMapBufferObject
 - CUDART_OPENGL_DEPRECATED, [64](#)
- cudaGLMapBufferObjectAsync
 - CUDART_OPENGL_DEPRECATED, [65](#)
- cudaGLRegisterBufferObject
 - CUDART_OPENGL_DEPRECATED, [65](#)
- cudaGLSetBufferObjectMapFlags
 - CUDART_OPENGL_DEPRECATED, [66](#)
- cudaGLSetGLDevice
 - CUDART_OPENGL, [61](#)
- cudaGLUnmapBufferObject
 - CUDART_OPENGL_DEPRECATED, [66](#)
- cudaGLUnmapBufferObjectAsync
 - CUDART_OPENGL_DEPRECATED, [67](#)
- cudaGLUnregisterBufferObject
 - CUDART_OPENGL_DEPRECATED, [67](#)
- cudaGraphicsCubeFace
 - CUDART_TYPES, [127](#)
- cudaGraphicsCubeFaceNegativeX
 - CUDART_TYPES, [128](#)
- cudaGraphicsCubeFaceNegativeY
 - CUDART_TYPES, [128](#)
- cudaGraphicsCubeFaceNegativeZ
 - CUDART_TYPES, [128](#)
- cudaGraphicsCubeFacePositiveX
 - CUDART_TYPES, [128](#)
- cudaGraphicsCubeFacePositiveY
 - CUDART_TYPES, [128](#)
- cudaGraphicsCubeFacePositiveZ
 - CUDART_TYPES, [128](#)
- cudaGraphicsD3D10RegisterResource
 - CUDART_D3D10, [82](#)
- cudaGraphicsD3D11RegisterResource
 - CUDART_D3D11, [93](#)
- cudaGraphicsD3D9RegisterResource
 - CUDART_D3D9, [70](#)
- cudaGraphicsGLRegisterBuffer
 - CUDART_OPENGL, [61](#)
- cudaGraphicsGLRegisterImage
 - CUDART_OPENGL, [62](#)
- cudaGraphicsMapFlags
 - CUDART_TYPES, [128](#)
- cudaGraphicsMapFlagsNone
 - CUDART_TYPES, [128](#)
- cudaGraphicsMapFlagsReadOnly
 - CUDART_TYPES, [128](#)
- cudaGraphicsMapFlagsWriteDiscard
 - CUDART_TYPES, [128](#)
- cudaGraphicsMapResources
 - CUDART_INTEROP, [98](#)
- cudaGraphicsRegisterFlags
 - CUDART_TYPES, [128](#)
- cudaGraphicsRegisterFlagsNone
 - CUDART_TYPES, [128](#)
- cudaGraphicsResourceGetMappedPointer
 - CUDART_INTEROP, [99](#)
- cudaGraphicsResourceSetMapFlags
 - CUDART_INTEROP, [99](#)
- cudaGraphicsSubResourceGetMappedArray
 - CUDART_INTEROP, [100](#)
- cudaGraphicsUnmapResources
 - CUDART_INTEROP, [100](#)
- cudaGraphicsUnregisterResource
 - CUDART_INTEROP, [101](#)
- cudaGraphicsVDPAURegisterOutputSurface
 - CUDART_VDPAU, [95](#)
- cudaGraphicsVDPAURegisterVideoSurface
 - CUDART_VDPAU, [96](#)
- cudaHostAlloc
 - CUDART_MEMORY, [37](#)
- cudaHostGetDevicePointer
 - CUDART_MEMORY, [38](#)
- cudaHostGetFlags
 - CUDART_MEMORY, [38](#)
- cudaLaunch
 - CUDART_EXECUTION, [30](#)
 - CUDART_HIGHLEVEL, [118](#)
- cudaLimit
 - CUDART_TYPES, [128](#)
- cudaLimitPrintfFifoSize
 - CUDART_TYPES, [128](#)
- cudaLimitStackSize
 - CUDART_TYPES, [128](#)
- cudaMalloc
 - CUDART_MEMORY, [38](#)
- cudaMalloc3D
 - CUDART_MEMORY, [39](#)
- cudaMalloc3DArray
 - CUDART_MEMORY, [39](#)
- cudaMallocArray
 - CUDART_MEMORY, [40](#)
- cudaMallocHost
 - CUDART_MEMORY, [41](#)
- cudaMallocPitch
 - CUDART_MEMORY, [42](#)
- cudaMemcpy
 - CUDART_MEMORY, [42](#)
- cudaMemcpy2D
 - CUDART_MEMORY, [43](#)
- cudaMemcpy2DArrayToArray

CUDART_MEMORY, 44
 cudaMemcpy2DAsync
 CUDART_MEMORY, 44
 cudaMemcpy2DFromArray
 CUDART_MEMORY, 45
 cudaMemcpy2DFromArrayAsync
 CUDART_MEMORY, 46
 cudaMemcpy2DToArray
 CUDART_MEMORY, 47
 cudaMemcpy2DToArrayAsync
 CUDART_MEMORY, 47
 cudaMemcpy3D
 CUDART_MEMORY, 48
 cudaMemcpy3DAsync
 CUDART_MEMORY, 50
 cudaMemcpy3DParms, 282
 cudaMemcpyArrayToArray
 CUDART_MEMORY, 51
 cudaMemcpyAsync
 CUDART_MEMORY, 52
 cudaMemcpyDeviceToDevice
 CUDART_TYPES, 128
 cudaMemcpyDeviceToHost
 CUDART_TYPES, 128
 cudaMemcpyFromArray
 CUDART_MEMORY, 52
 cudaMemcpyFromArrayAsync
 CUDART_MEMORY, 53
 cudaMemcpyFromSymbol
 CUDART_MEMORY, 54
 cudaMemcpyFromSymbolAsync
 CUDART_MEMORY, 54
 cudaMemcpyHostToDevice
 CUDART_TYPES, 128
 cudaMemcpyHostToHost
 CUDART_TYPES, 128
 cudaMemcpyKind
 CUDART_TYPES, 128
 cudaMemcpyToArray
 CUDART_MEMORY, 55
 cudaMemcpyToArrayAsync
 CUDART_MEMORY, 56
 cudaMemcpyToSymbol
 CUDART_MEMORY, 56
 cudaMemcpyToSymbolAsync
 CUDART_MEMORY, 57
 cudaMemGetInfo
 CUDART_MEMORY, 58
 cudaMemset
 CUDART_MEMORY, 58
 cudaMemset2D
 CUDART_MEMORY, 58
 cudaMemset3D
 CUDART_MEMORY, 59

cudaPeekAtLastError
 CUDART_ERROR, 15
 cudaPitchedPtr, 283
 cudaPos, 284
 CUDART_TYPES
 cudaChannelFormatKindFloat, 126
 cudaChannelFormatKindNone, 126
 cudaChannelFormatKindSigned, 125
 cudaChannelFormatKindUnsigned, 125
 cudaComputeModeDefault, 126
 cudaComputeModeExclusive, 126
 cudaComputeModeProhibited, 126
 cudaErrorAddressOfConstant, 126
 cudaErrorApiFailureBase, 127
 cudaErrorCudartUnloading, 127
 cudaErrorDevicesUnavailable, 127
 cudaErrorDuplicateSurfaceName, 127
 cudaErrorDuplicateTextureName, 127
 cudaErrorDuplicateVariableName, 127
 cudaErrorECCUncorrectable, 127
 cudaErrorInitializationError, 126
 cudaErrorInsufficientDriver, 127
 cudaErrorInvalidChannelDescriptor, 126
 cudaErrorInvalidConfiguration, 126
 cudaErrorInvalidDevice, 126
 cudaErrorInvalidDeviceFunction, 126
 cudaErrorInvalidDevicePointer, 126
 cudaErrorInvalidFilterSetting, 127
 cudaErrorInvalidHostPointer, 126
 cudaErrorInvalidMemcpyDirection, 126
 cudaErrorInvalidNormSetting, 127
 cudaErrorInvalidPitchValue, 126
 cudaErrorInvalidResourceHandle, 127
 cudaErrorInvalidSurface, 127
 cudaErrorInvalidSymbol, 126
 cudaErrorInvalidTexture, 126
 cudaErrorInvalidTextureBinding, 126
 cudaErrorInvalidValue, 126
 cudaErrorLaunchFailure, 126
 cudaErrorLaunchOutOfResources, 126
 cudaErrorLaunchTimeout, 126
 cudaErrorMapBufferObjectFailed, 126
 cudaErrorMemoryAllocation, 126
 cudaErrorMemoryValueTooLarge, 127
 cudaErrorMissingConfiguration, 126
 cudaErrorMixedDeviceExecution, 127
 cudaErrorNoDevice, 127
 cudaErrorNotReady, 127
 cudaErrorNotYetImplemented, 127
 cudaErrorPriorLaunchFailure, 126
 cudaErrorSetOnActiveProcess, 127
 cudaErrorSharedObjectInitFailed, 127
 cudaErrorSharedObjectSymbolNotFound, 127
 cudaErrorStartupFailure, 127

- cudaErrorSynchronizationError, 127
- cudaErrorTextureFetchFailed, 127
- cudaErrorTextureNotBound, 127
- cudaErrorUnknown, 127
- cudaErrorUnmapBufferObjectFailed, 126
- cudaErrorUnsupportedLimit, 127
- cudaFuncCachePreferL1, 127
- cudaFuncCachePreferNone, 127
- cudaFuncCachePreferShared, 127
- cudaGraphicsCubeFaceNegativeX, 128
- cudaGraphicsCubeFaceNegativeY, 128
- cudaGraphicsCubeFaceNegativeZ, 128
- cudaGraphicsCubeFacePositiveX, 128
- cudaGraphicsCubeFacePositiveY, 128
- cudaGraphicsCubeFacePositiveZ, 128
- cudaGraphicsMapFlagsNone, 128
- cudaGraphicsMapFlagsReadOnly, 128
- cudaGraphicsMapFlagsWriteDiscard, 128
- cudaGraphicsRegisterFlagsNone, 128
- cudaLimitPrintfFifoSize, 128
- cudaLimitStackSize, 128
- cudaMemcpyDeviceToDevice, 128
- cudaMemcpyDeviceToHost, 128
- cudaMemcpyHostToDevice, 128
- cudaMemcpyHostToHost, 128
- cudaSuccess, 126
- CUDART_D3D10
 - cudaD3D10GetDevice, 81
 - cudaD3D10SetDirect3DDevice, 81
 - cudaGraphicsD3D10RegisterResource, 82
- CUDART_D3D10_DEPRECATED
 - cudaD3D10MapResources, 84
 - cudaD3D10RegisterResource, 85
 - cudaD3D10ResourceGetMappedArray, 86
 - cudaD3D10ResourceGetMappedPitch, 87
 - cudaD3D10ResourceGetMappedPointer, 88
 - cudaD3D10ResourceGetMappedSize, 88
 - cudaD3D10ResourceGetSurfaceDimensions, 89
 - cudaD3D10ResourceSetMapFlags, 89
 - cudaD3D10UnmapResources, 90
 - cudaD3D10UnregisterResource, 91
- CUDART_D3D11
 - cudaD3D11GetDevice, 92
 - cudaD3D11SetDirect3DDevice, 92
 - cudaGraphicsD3D11RegisterResource, 93
- CUDART_D3D9
 - cudaD3D9GetDevice, 69
 - cudaD3D9SetDirect3DDevice, 69
 - cudaGraphicsD3D9RegisterResource, 70
- CUDART_D3D9_DEPRECATED
 - cudaD3D9GetDirect3DDevice, 73
 - cudaD3D9MapResources, 73
 - cudaD3D9RegisterResource, 73
 - cudaD3D9ResourceGetMappedArray, 75
 - cudaD3D9ResourceGetMappedPitch, 75
 - cudaD3D9ResourceGetMappedPointer, 76
 - cudaD3D9ResourceGetMappedSize, 77
 - cudaD3D9ResourceGetSurfaceDimensions, 77
 - cudaD3D9ResourceSetMapFlags, 78
 - cudaD3D9UnmapResources, 79
 - cudaD3D9UnregisterResource, 79
- CUDART_DEVICE
 - cudaChooseDevice, 16
 - cudaGetDevice, 16
 - cudaGetDeviceCount, 17
 - cudaGetDeviceProperties, 17
 - cudaSetDevice, 19
 - cudaSetDeviceFlags, 19
 - cudaSetValidDevices, 20
- CUDART_ERROR
 - cudaGetErrorString, 14
 - cudaGetLastError, 14
 - cudaPeekAtLastError, 15
- CUDART_EVENT
 - cudaEventCreate, 24
 - cudaEventCreateWithFlags, 24
 - cudaEventDestroy, 25
 - cudaEventElapsedTime, 25
 - cudaEventQuery, 26
 - cudaEventRecord, 26
 - cudaEventSynchronize, 27
- CUDART_EXECUTION
 - cudaConfigureCall, 28
 - cudaFuncGetAttributes, 29
 - cudaFuncSetCacheConfig, 29
 - cudaLaunch, 30
 - cudaSetDoubleForDevice, 30
 - cudaSetDoubleForHost, 30
 - cudaSetupArgument, 31
- CUDART_HIGHLEVEL
 - cudaBindSurfaceToArray, 111, 112
 - cudaBindTexture, 112, 113
 - cudaBindTexture2D, 113
 - cudaBindTextureToArray, 114
 - cudaCreateChannelDesc, 115
 - cudaFuncGetAttributes, 115
 - cudaFuncSetCacheConfig, 116
 - cudaGetSymbolAddress, 116
 - cudaGetSymbolSize, 117
 - cudaGetTextureAlignmentOffset, 117
 - cudaLaunch, 118
 - cudaSetupArgument, 118
 - cudaUnbindTexture, 119
- CUDART_INTEROP
 - cudaGraphicsMapResources, 98
 - cudaGraphicsResourceGetMappedPointer, 99
 - cudaGraphicsResourceSetMapFlags, 99
 - cudaGraphicsSubResourceGetMappedArray, 100

- cudaGraphicsUnmapResources, 100
 - cudaGraphicsUnregisterResource, 101
- CUDART_MEMORY
 - cudaFree, 35
 - cudaFreeArray, 35
 - cudaFreeHost, 35
 - cudaGetSymbolAddress, 36
 - cudaGetSymbolSize, 36
 - cudaHostAlloc, 37
 - cudaHostGetDevicePointer, 38
 - cudaHostGetFlags, 38
 - cudaMalloc, 38
 - cudaMalloc3D, 39
 - cudaMalloc3DArray, 39
 - cudaMallocArray, 40
 - cudaMallocHost, 41
 - cudaMallocPitch, 42
 - cudaMemcpy, 42
 - cudaMemcpy2D, 43
 - cudaMemcpy2DArrayToArray, 44
 - cudaMemcpy2DAsync, 44
 - cudaMemcpy2DFromArray, 45
 - cudaMemcpy2DFromArrayAsync, 46
 - cudaMemcpy2DToArray, 47
 - cudaMemcpy2DToArrayAsync, 47
 - cudaMemcpy3D, 48
 - cudaMemcpy3DAsync, 50
 - cudaMemcpyArrayToArray, 51
 - cudaMemcpyAsync, 52
 - cudaMemcpyFromArray, 52
 - cudaMemcpyFromArrayAsync, 53
 - cudaMemcpyFromSymbol, 54
 - cudaMemcpyFromSymbolAsync, 54
 - cudaMemcpyToArray, 55
 - cudaMemcpyToArrayAsync, 56
 - cudaMemcpyToSymbol, 56
 - cudaMemcpyToSymbolAsync, 57
 - cudaMemGetInfo, 58
 - cudaMemset, 58
 - cudaMemset2D, 58
 - cudaMemset3D, 59
 - make_cudaExtent, 59
 - make_cudaPitchedPtr, 60
 - make_cudaPos, 60
- CUDART_OPENGL
 - cudaGLSetGLDevice, 61
 - cudaGraphicsGLRegisterBuffer, 61
 - cudaGraphicsGLRegisterImage, 62
 - cudaWGLGetDevice, 63
- CUDART_OPENGL_DEPRECATED
 - cudaGLMapBufferObject, 64
 - cudaGLMapBufferObjectAsync, 65
 - cudaGLRegisterBufferObject, 65
 - cudaGLSetBufferObjectMapFlags, 66
 - cudaGLUnmapBufferObject, 66
 - cudaGLUnmapBufferObjectAsync, 67
 - cudaGLUnregisterBufferObject, 67
- CUDART_STREAM
 - cudaStreamCreate, 22
 - cudaStreamDestroy, 22
 - cudaStreamQuery, 23
 - cudaStreamSynchronize, 23
- CUDART_SURFACE
 - cudaBindSurfaceToArray, 107
 - cudaGetSurfaceAlignmentOffset, 107
 - cudaGetSurfaceReference, 108
- CUDART_TEXTURE
 - cudaBindTexture, 102
 - cudaBindTexture2D, 103
 - cudaBindTextureToArray, 104
 - cudaCreateChannelDesc, 104
 - cudaGetChannelDesc, 105
 - cudaGetTextureAlignmentOffset, 105
 - cudaGetTextureReference, 106
 - cudaUnbindTexture, 106
- CUDART_THREAD
 - cudaThreadExit, 11
 - cudaThreadGetLimit, 11
 - cudaThreadSetLimit, 12
 - cudaThreadSynchronize, 12
- CUDART_TYPES
 - cudaChannelFormatKind, 125
 - cudaComputeMode, 126
 - cudaError, 126
 - cudaError_t, 125
 - cudaEvent_t, 125
 - cudaFuncCache, 127
 - cudaGraphicsCubeFace, 127
 - cudaGraphicsMapFlags, 128
 - cudaGraphicsRegisterFlags, 128
 - cudaLimit, 128
 - cudaMemcpyKind, 128
 - cudaStream_t, 125
 - cudaUUID_t, 125
- CUDART_VDPAU
 - cudaGraphicsVDPAURegisterOutputSurface, 95
 - cudaGraphicsVDPAURegisterVideoSurface, 96
 - cudaVDPAUGetDevice, 96
 - cudaVDPAUSetVDPAUDevice, 97
- CUDART_VERSION
 - cudaDriverGetVersion, 109
 - cudaRuntimeGetVersion, 109
 - cudaRuntimeGetVersion
 - CUDART_VERSION, 109
 - cudaSetDevice
 - CUDART_DEVICE, 19
 - cudaSetDeviceFlags
 - CUDART_DEVICE, 19

- cudaSetDoubleForDevice
 - CUDART_EXECUTION, 30
- cudaSetDoubleForHost
 - CUDART_EXECUTION, 30
- cudaSetupArgument
 - CUDART_EXECUTION, 31
 - CUDART_HIGHLEVEL, 118
- cudaSetValidDevices
 - CUDART_DEVICE, 20
- cudaStream_t
 - CUDART_TYPES, 125
- cudaStreamCreate
 - CUDART_STREAM, 22
- cudaStreamDestroy
 - CUDART_STREAM, 22
- cudaStreamQuery
 - CUDART_STREAM, 23
- cudaStreamSynchronize
 - CUDART_STREAM, 23
- cudaSuccess
 - CUDART_TYPES, 126
- cudaThreadExit
 - CUDART_THREAD, 11
- cudaThreadGetLimit
 - CUDART_THREAD, 11
- cudaThreadSetLimit
 - CUDART_THREAD, 12
- cudaThreadSynchronize
 - CUDART_THREAD, 12
- cudaUnbindTexture
 - CUDART_HIGHLEVEL, 119
 - CUDART_TEXTURE, 106
- cudaUUID_t
 - CUDART_TYPES, 125
- cudaVDPAUGetDevice
 - CUDART_VDPAU, 96
- cudaVDPAUSetVDPAUDevice
 - CUDART_VDPAU, 97
- cudaWGLGetDevice
 - CUDART_OPENGL, 63
- CUDEVICE
 - cuDeviceComputeCapability, 131
 - cuDeviceGet, 132
 - cuDeviceGetAttribute, 132
 - cuDeviceGetCount, 133
 - cuDeviceGetName, 134
 - cuDeviceGetProperties, 134
 - cuDeviceTotalMem, 135
- CUdevice_attribute
 - CUDA_TYPES, 262
- CUdevice_attribute_enum
 - CUDA_TYPES, 266
- cuDeviceComputeCapability
 - CUDEVICE, 131
- cuDeviceGet
 - CUDEVICE, 132
- cuDeviceGetAttribute
 - CUDEVICE, 132
- cuDeviceGetCount
 - CUDEVICE, 133
- cuDeviceGetName
 - CUDEVICE, 134
- cuDeviceGetProperties
 - CUDEVICE, 134
- cuDeviceTotalMem
 - CUDEVICE, 135
- CUdevprop
 - CUDA_TYPES, 262
- CUdevprop_st, 285
- cuDriverGetVersion
 - CUVERSION, 137
- CUEVENT
 - cuEventCreate, 153
 - cuEventDestroy, 154
 - cuEventElapsedTime, 154
 - cuEventQuery, 154
 - cuEventRecord, 155
 - cuEventSynchronize, 155
- CUevent_flags
 - CUDA_TYPES, 262
- CUevent_flags_enum
 - CUDA_TYPES, 267
- cuEventCreate
 - CUEVENT, 153
- cuEventDestroy
 - CUEVENT, 154
- cuEventElapsedTime
 - CUEVENT, 154
- cuEventQuery
 - CUEVENT, 154
- cuEventRecord
 - CUEVENT, 155
- cuEventSynchronize
 - CUEVENT, 155
- CUEXEC
 - cuFuncGetAttribute, 158
 - cuFuncSetBlockShape, 158
 - cuFuncSetCacheConfig, 159
 - cuFuncSetSharedSize, 159
 - cuLaunch, 160
 - cuLaunchGrid, 160
 - cuLaunchGridAsync, 161
 - cuParamSetf, 161
 - cuParamSeti, 162
 - cuParamSetSize, 162
 - cuParamSetTexRef, 163
 - cuParamSetv, 163
- CUfilter_mode

- CUDA_TYPES, 262
- CUfilter_mode_enum
 - CUDA_TYPES, 267
- CUfunc_cache
 - CUDA_TYPES, 262
- CUfunc_cache_enum
 - CUDA_TYPES, 267
- cuFuncGetAttribute
 - CUEXEC, 158
- cuFuncSetBlockShape
 - CUEXEC, 158
- cuFuncSetCacheConfig
 - CUEXEC, 159
- cuFuncSetSharedSize
 - CUEXEC, 159
- CUfunction_attribute
 - CUDA_TYPES, 263
- CUfunction_attribute_enum
 - CUDA_TYPES, 267
- CUGL
 - cuGLCtxCreate, 211
 - cuGraphicsGLRegisterBuffer, 212
 - cuGraphicsGLRegisterImage, 212
 - cuWGLGetDevice, 213
- CUGL_DEPRECATED
 - cuGLInit, 214
 - cuGLMapBufferObject, 215
 - cuGLMapBufferObjectAsync, 215
 - cuGLRegisterBufferObject, 216
 - cuGLSetBufferObjectMapFlags, 216
 - cuGLUnmapBufferObject, 217
 - cuGLUnmapBufferObjectAsync, 218
 - cuGLUnregisterBufferObject, 218
- cuGLCtxCreate
 - CUGL, 211
- cuGLInit
 - CUGL_DEPRECATED, 214
- cuGLMapBufferObject
 - CUGL_DEPRECATED, 215
- cuGLMapBufferObjectAsync
 - CUGL_DEPRECATED, 215
- cuGLRegisterBufferObject
 - CUGL_DEPRECATED, 216
- cuGLSetBufferObjectMapFlags
 - CUGL_DEPRECATED, 216
- cuGLUnmapBufferObject
 - CUGL_DEPRECATED, 217
- cuGLUnmapBufferObjectAsync
 - CUGL_DEPRECATED, 218
- cuGLUnregisterBufferObject
 - CUGL_DEPRECATED, 218
- CUGRAPHICS
 - cuGraphicsMapResources, 251
 - cuGraphicsResourceGetMappedPointer, 252
 - cuGraphicsResourceSetMapFlags, 252
 - cuGraphicsSubResourceGetMappedArray, 253
 - cuGraphicsUnmapResources, 254
 - cuGraphicsUnregisterResource, 254
- cuGraphicsD3D10RegisterResource
 - CUD3D10, 233
- cuGraphicsD3D11RegisterResource
 - CUD3D11, 245
- cuGraphicsD3D9RegisterResource
 - CUD3D9, 221
- cuGraphicsGLRegisterBuffer
 - CUGL, 212
- cuGraphicsGLRegisterImage
 - CUGL, 212
- CUgraphicsMapResourceFlags
 - CUDA_TYPES, 263
- CUgraphicsMapResourceFlags_enum
 - CUDA_TYPES, 268
- cuGraphicsMapResources
 - CUGRAPHICS, 251
- CUgraphicsRegisterFlags
 - CUDA_TYPES, 263
- CUgraphicsRegisterFlags_enum
 - CUDA_TYPES, 268
- cuGraphicsResourceGetMappedPointer
 - CUGRAPHICS, 252
- cuGraphicsResourceSetMapFlags
 - CUGRAPHICS, 252
- cuGraphicsSubResourceGetMappedArray
 - CUGRAPHICS, 253
- cuGraphicsUnmapResources
 - CUGRAPHICS, 254
- cuGraphicsUnregisterResource
 - CUGRAPHICS, 254
- cuGraphicsVDPAURegisterOutputSurface
 - CUVDPAU, 247
- cuGraphicsVDPAURegisterVideoSurface
 - CUVDPAU, 248
- cuInit
 - CUINITIALIZE, 130
- CUINITIALIZE
 - cuInit, 130
- CUjit_fallback
 - CUDA_TYPES, 263
- CUjit_fallback_enum
 - CUDA_TYPES, 268
- CUjit_option
 - CUDA_TYPES, 263
- CUjit_option_enum
 - CUDA_TYPES, 268
- CUjit_target
 - CUDA_TYPES, 263
- CUjit_target_enum
 - CUDA_TYPES, 269

- cuLaunch
 - CUEXEC, 160
- cuLaunchGrid
 - CUEXEC, 160
- cuLaunchGridAsync
 - CUEXEC, 161
- CUlimit
 - CUDA_TYPES, 263
- CUlimit_enum
 - CUDA_TYPES, 269
- CUMEM
 - cuArray3DCreate, 167
 - cuArray3DGetDescriptor, 169
 - cuArrayCreate, 169
 - cuArrayDestroy, 171
 - cuArrayGetDescriptor, 171
 - cuMemAlloc, 172
 - cuMemAllocHost, 173
 - cuMemAllocPitch, 173
 - cuMemcpy2D, 174
 - cuMemcpy2DAsync, 176
 - cuMemcpy2DUnaligned, 178
 - cuMemcpy3D, 180
 - cuMemcpy3DAsync, 183
 - cuMemcpyAtoA, 185
 - cuMemcpyAtoD, 186
 - cuMemcpyAtoH, 186
 - cuMemcpyAtoHAsync, 187
 - cuMemcpyDtoA, 187
 - cuMemcpyDtoD, 188
 - cuMemcpyDtoDAsync, 189
 - cuMemcpyDtoH, 189
 - cuMemcpyDtoHAsync, 190
 - cuMemcpyHtoA, 190
 - cuMemcpyHtoAAsync, 191
 - cuMemcpyHtoD, 192
 - cuMemcpyHtoDAsync, 192
 - cuMemFree, 193
 - cuMemFreeHost, 193
 - cuMemGetAddressRange, 194
 - cuMemGetInfo, 194
 - cuMemHostAlloc, 195
 - cuMemHostGetDevicePointer, 196
 - cuMemHostGetFlags, 197
 - cuMemsetD16, 197
 - cuMemsetD2D16, 198
 - cuMemsetD2D32, 198
 - cuMemsetD2D8, 199
 - cuMemsetD32, 199
 - cuMemsetD8, 200
- cuMemAlloc
 - CUMEM, 172
- cuMemAllocHost
 - CUMEM, 173
- cuMemAllocPitch
 - CUMEM, 173
- cuMemcpy2D
 - CUMEM, 174
- cuMemcpy2DAsync
 - CUMEM, 176
- cuMemcpy2DUnaligned
 - CUMEM, 178
- cuMemcpy3D
 - CUMEM, 180
- cuMemcpy3DAsync
 - CUMEM, 183
- cuMemcpyAtoA
 - CUMEM, 185
- cuMemcpyAtoD
 - CUMEM, 186
- cuMemcpyAtoH
 - CUMEM, 186
- cuMemcpyAtoHAsync
 - CUMEM, 187
- cuMemcpyDtoA
 - CUMEM, 187
- cuMemcpyDtoD
 - CUMEM, 188
- cuMemcpyDtoDAsync
 - CUMEM, 189
- cuMemcpyDtoH
 - CUMEM, 189
- cuMemcpyDtoHAsync
 - CUMEM, 190
- cuMemcpyHtoA
 - CUMEM, 190
- cuMemcpyHtoAAsync
 - CUMEM, 191
- cuMemcpyHtoD
 - CUMEM, 192
- cuMemcpyHtoDAsync
 - CUMEM, 192
- cuMemFree
 - CUMEM, 193
- cuMemFreeHost
 - CUMEM, 193
- cuMemGetAddressRange
 - CUMEM, 194
- cuMemGetInfo
 - CUMEM, 194
- cuMemHostAlloc
 - CUMEM, 195
- cuMemHostGetDevicePointer
 - CUMEM, 196
- cuMemHostGetFlags
 - CUMEM, 197
- CUmemorytype
 - CUDA_TYPES, 263

- CUMemorytype_enum
 - CUDA_TYPES, 269
- cuMemsetD16
 - CUMEM, 197
- cuMemsetD2D16
 - CUMEM, 198
- cuMemsetD2D32
 - CUMEM, 198
- cuMemsetD2D8
 - CUMEM, 199
- cuMemsetD32
 - CUMEM, 199
- cuMemsetD8
 - CUMEM, 200
- CUMODULE
 - cuModuleGetFunction, 145
 - cuModuleGetGlobal, 146
 - cuModuleGetSurfRef, 146
 - cuModuleGetTexRef, 147
 - cuModuleLoad, 147
 - cuModuleLoadData, 148
 - cuModuleLoadDataEx, 148
 - cuModuleLoadFatBinary, 150
 - cuModuleUnload, 150
- cuModuleGetFunction
 - CUMODULE, 145
- cuModuleGetGlobal
 - CUMODULE, 146
- cuModuleGetSurfRef
 - CUMODULE, 146
- cuModuleGetTexRef
 - CUMODULE, 147
- cuModuleLoad
 - CUMODULE, 147
- cuModuleLoadData
 - CUMODULE, 148
- cuModuleLoadDataEx
 - CUMODULE, 148
- cuModuleLoadFatBinary
 - CUMODULE, 150
- cuModuleUnload
 - CUMODULE, 150
- cuParamSetf
 - CUEXEC, 161
- cuParamSeti
 - CUEXEC, 162
- cuParamSetSize
 - CUEXEC, 162
- cuParamSetTexRef
 - CUEXEC, 163
- cuParamSetv
 - CUEXEC, 163
- CUresult
 - CUDA_TYPES, 263
- CUSTREAM
 - cuStreamCreate, 151
 - cuStreamDestroy, 151
 - cuStreamQuery, 152
 - cuStreamSynchronize, 152
- cuStreamCreate
 - CUSTREAM, 151
- cuStreamDestroy
 - CUSTREAM, 151
- cuStreamQuery
 - CUSTREAM, 152
- cuStreamSynchronize
 - CUSTREAM, 152
- cuSurfRefGetArray
 - CU_SURFREF, 201
- cuSurfRefSetArray
 - CU_SURFREF, 201
- cuTexRefCreate
 - CU_TEXREF, 204
- cuTexRefDestroy
 - CU_TEXREF, 204
- cuTexRefGetAddress
 - CU_TEXREF, 204
- cuTexRefGetAddressMode
 - CU_TEXREF, 205
- cuTexRefGetArray
 - CU_TEXREF, 205
- cuTexRefGetFilterMode
 - CU_TEXREF, 205
- cuTexRefGetFlags
 - CU_TEXREF, 206
- cuTexRefGetFormat
 - CU_TEXREF, 206
- cuTexRefSetAddress
 - CU_TEXREF, 207
- cuTexRefSetAddress2D
 - CU_TEXREF, 207
- cuTexRefSetAddressMode
 - CU_TEXREF, 208
- cuTexRefSetArray
 - CU_TEXREF, 208
- cuTexRefSetFilterMode
 - CU_TEXREF, 209
- cuTexRefSetFlags
 - CU_TEXREF, 209
- cuTexRefSetFormat
 - CU_TEXREF, 210
- CUVDPAU
 - cuGraphicsVDPAURegisterOutputSurface, 247
 - cuGraphicsVDPAURegisterVideoSurface, 248
 - cuVDPAUCtxCreate, 249
 - cuVDPAUGetDevice, 249
- cuVDPAUCtxCreate
 - CUVDPAU, 249

- cuVDPAUGetDevice
 - CUVDPAU, [249](#)
- CUVERSION
 - cuDriverGetVersion, [137](#)
- cuWGLGetDevice
 - CUGL, [213](#)
- Data types used by CUDA driver, [256](#)
- Data types used by CUDA Runtime, [122](#)
- Device Management, [16](#), [131](#)
- Direct3D 10 Interoperability, [81](#), [232](#)
- Direct3D 11 Interoperability, [92](#), [244](#)
- Direct3D 9 Interoperability, [69](#), [220](#)
- Error Handling, [14](#)
- Event Management, [24](#), [153](#)
- Execution Control, [28](#), [157](#)
- Graphics Interoperability, [98](#), [251](#)
- Initialization, [130](#)
- Interactions with the CUDA Driver API, [120](#)
- make_cudaExtent
 - CUDART_MEMORY, [59](#)
- make_cudaPitchedPtr
 - CUDART_MEMORY, [60](#)
- make_cudaPos
 - CUDART_MEMORY, [60](#)
- Memory Management, [32](#), [165](#)
- Module Management, [145](#)
- OpenGL Interoperability, [61](#), [211](#)
- Stream Management, [22](#), [151](#)
- Surface Reference Management, [107](#), [201](#)
- Texture Reference Management, [102](#), [203](#)
- Thread Management, [11](#)
- VDPAU Interoperability, [95](#), [247](#)
- Version Management, [109](#), [137](#)



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