# CUDA RUNTIME API

v8.0 | February 201

**API Reference Manual**

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## Chapter 5. Data Structures

# Chapter 1.
# DIFFERENCE BETWEEN THE DRIVER AND RUNTIME API

**Complexity vs. control**

**Context management**

**cudaDeviceSynchronize()**

**cudaDeviceReset()**

**cudaDeviceReset()**

**Memcpy**

**Memset**

**Kernel Launches**

## Default stream

**0** `cudaStream_t`

`--default-stream`

`CUDA_API_PER_THREAD_DEFAULT_STREAM`
`CUDA_API_PER_THREAD_DEFAULT_STREAM`

## Legacy default stream

`CUcontext`

`cudaStreamWaitEvent()`

`k_1` `s` `k_2`
`k_3` `s`

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

`k_2` `k_1` `k_3` `k_2`

`cudaStreamNonBlocking`

`CUstream cudaStream_t`

`CU_STREAM_LEGACY cudaStreamLegacy`

**Per-thread default stream**

`CUcontext`

`CUstream`
`cudaStream_t`         `CU_STREAM_PER_THREAD cudaStreamPerThread`

# C  a  er   .
# M   DU  E

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## .1. Dev e Ma a e e

u aErr r   u aC   eDev e      ev e
u aDev ePr    r

**Parameters**

**Returns**

**Description**

*device                                                    *prop

> N e a   u    ay a  re ur err r   e r   rev u a y   r u
> au  e.

ev  e    u aErr r   u aDev  e  e A  r bu  e
va ue   u aDev eA  r a  r     ev  e

**Parameters**

**Returns**

**Description**

*value                          attr        device

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> N e a    u      ay a   re ur err r   e  r    rev u  a y   r   u
> au   e .

u aErr r   u aDev e e yPCI u l
ev e       ar     u l

**Parameters**

domain bus device     function

**Returns**

**Description**

*device

> N e a    u      ay a   re ur err r   e  r    rev u  a y   r   u
> au   e .

# ev  e    u aErr r
# u aDev  e  e Ca   eC       u aFu Ca   e
# Ca   eC

**Parameters**

**Returns**

**Description**

                    pCacheConfig

            pCacheConfig

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N e  a    u      ay a   re ur err r   e  r    rev u a y   r   u
au   e .

ev e  u aErr r   u aDev e e
e    a ue  u a

**Parameters**

**Returns**

**Description**

      *pValue          limit

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> N  e  a   u        ay a   re ur err r   e r   rev u  a y   r   u
> au   e .

**www.nvidia.com**
CUDA Ru    e API                                                    v8.0 | 1

# u aErr r  u aDev e e P2PA r bu e va ue u aDev eP2PA r a r   r Dev e Dev e

**Parameters**

**Returns**

**Description**

```
       *value                          attrib
srcDevice    dstDevice
```

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```
                         srcDevice    dstDevice

                     attrib              value
```

> N e a  u   ay a  re ur err r  e r  rev u a y  r  u
> au  e .

## u aErr r    u aDev e e PCI u l    ar u l    e    ev e

**Parameters**

```
domain bus device    function
```

```
name
```

**Returns**

**Description**

```
dev
```
```
pciBusId len
```

> N e a    u      ay a    re ur err r    e r    rev u a y    r    u
> au  e.

## ev e    u aErr r u aDev e e    are Me C u a    are Me C        C

**Parameters**

**Returns**

**Description**

`pConfig`

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u  aErr  r
u  aDev   e   e    rea  Pr   r yRa   e        ea  Pr   r  y
rea  e  Pr   r  y

**Parameters**

**Returns**

**Description**

```
*leastPriority    *greatestPriority


                          *greatestPriority *leastPriority


          *leastPriority   *greatestPriority

       *leastPriority   *greatestPriority
                      *leastPriority    *greatestPriority
```

> 💬 N e a  u    ay a  re ur err r  e r  rev u a y  r  u
> au  e .

### u aErr r   u aDev eRe e  v

**Returns**


**Description**


> 💬 N e a  u    ay a  re ur err r  e r  rev u a y  r  u
> au  e .

# u aErr r   u aDev  e  e Ca  eC
# u aFu  Ca   e   a   eC

**Parameters**

**Returns**

**Description**

`cacheConfig`

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u aErr r   u aDev e e        u a
e   va ue

**Parameters**

**Returns**

**Description**

```
limit   value
```

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N  e  a    u      ay a    re ur err r    e  r    rev u a y   r   u
au   e .

u  aErr r    u aDev  e  e    are Me  C
u  a   are Me  C

**Parameters**

**Returns**

**Description**

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> N e   a      u           ay a     re ur  err r     e   r       rev u  a y   r   u
> au    e .

         ev  e      u  aErr  r      u  aDev  e  y    r      e

v

**Returns**

**Description**

> N  e   a     u       ay a    re ur  err r    e  r     rev u  a y   r    u
> au    e .

## ev  e     u  aErr  r     u  a e Dev   e

ev  e

**Parameters**

**Returns**

**Description**

```
*device
```

> N  e   a     u       ay a    re ur  err r    e  r     rev u  a y   r    u
> au    e .

## ev  e     u  aErr  r     u  a e Dev  eC  u

u

**Parameters**

**Returns**

**Description**

    *count

> N  e  a    u      ay a   re ur err r   e  r    rev u  a y   r   u
> au   e .

## u aErr r   u a e Dev eF a   u    e
a

**Parameters**

**Returns**

**Description**

    flags

u aErr r    u a e Dev ePr  er e
u aDev ePr    r      ev  e

**Parameters**

**Returns**

## Description

           \*prop                             dev

```
struct cudaDeviceProp {
        char name[256];
        size_t totalGlobalMem;
        size_t sharedMemPerBlock;
        int regsPerBlock;
        int warpSize;
        size_t memPitch;
        int maxThreadsPerBlock;
        int maxThreadsDim[3];
        int maxGridSize[3];
        int clockRate;
        size_t totalConstMem;
        int major;
        int minor;
        size_t textureAlignment;
        size_t texturePitchAlignment;
        int deviceOverlap;
        int multiProcessorCount;
        int kernelExecTimeoutEnabled;
        int integrated;
        int canMapHostMemory;
        int computeMode;
        int maxTexture1D;
        int maxTexture1DMipmap;
        int maxTexture1DLinear;
        int maxTexture2D[2];
        int maxTexture2DMipmap[2];
        int maxTexture2DLinear[3];
        int maxTexture2DGather[2];
        int maxTexture3D[3];
        int maxTexture3DAlt[3];
        int maxTextureCubemap;
        int maxTexture1DLayered[2];
        int maxTexture2DLayered[3];
        int maxTextureCubemapLayered[2];
        int maxSurface1D;
        int maxSurface2D[2];
        int maxSurface3D[3];
        int maxSurface1DLayered[2];
        int maxSurface2DLayered[3];
        int maxSurfaceCubemap;
        int maxSurfaceCubemapLayered[2];
        size_t surfaceAlignment;
        int concurrentKernels;
        int ECCEnabled;
        int pciBusID;
        int pciDeviceID;
        int pciDomainID;
        int tccDriver;
        int asyncEngineCount;
        int unifiedAddressing;
        int memoryClockRate;
        int memoryBusWidth;
        int l2CacheSize;
        int maxThreadsPerMultiProcessor;
        int streamPrioritiesSupported;
        int globalL1CacheSupported;
        int localL1CacheSupported;
        size_t sharedMemPerMultiprocessor;
        int regsPerMultiprocessor;
        int managedMemSupported;
        int isMultiGpuBoard;
        int multiGpuBoardGroupID;
        int singleToDoublePrecisionPerfRatio;
        int pageableMemoryAccess;
        int concurrentManagedAccess;
}
```

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## u aErr r    u aI  C   eMe    a    e   v
## evP  r

**Parameters**

**Returns**

**Description**

## u aErr r   u aI    e Eve    a     e
## u aI  Eve   a   e     a    e  u aEve      eve

**Parameters**

**Returns**

**Description**

     u aErr r   u al   e Me   a    e
  u al Me   a   e   a   e v    evP r

**Parameters**

**Returns**

**Description**

u aErr r   u al   e Eve   a   e
u aEve   eve   u al Eve   a   e   a   e

**Parameters**

**Returns**

**Description**

u aErr r   u al    eMe  a  e v

evP r  u al  Me   a  e    a  e u    e

a

**Parameters**

**Returns**

**Description**

N  uara  ee  are  a e ab u    e a  re  re ur e   `*devPtr`. l  ar   u ar

u   e r  e e   ay    re e ve   e a e a  re    r  e a e `handle`.

# u aErr r    u a e Dev e      ev e

**Parameters**

**Returns**

**Description**

device

device

device
device

device

# u aErr r   u a e Dev eF a   u    e
## a

**Parameters**

**Returns**

**Description**

flags

flags

device

flags

▶ flags

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P   C   P

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## u aErr r   u a e a Dev e
ev e arr    e

**Parameters**

**Returns**

**Description**

device_arr

len

len

len        device_arr        len

N  e    a     u        ay a   re ur  err r    e  r     rev  u  a y    r   u
au    e .

## .2. T  rea  Ma  a  e   e    DEPRECATED

u  aErr  r     u  aT  rea  E      v

**Returns**

**Description**

N  e    a     u        ay a   re ur  err r    e  r     rev  u  a y    r   u
au    e .

# u aErr r   u aT rea   e Ca   eC
# u aFu  Ca   e  Ca   eC

**Parameters**

**Returns**

**Description**

```
pCacheConfig
```

```
pCacheConfig
```

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N e   a    u      ay a   re ur err r    e  r    rev u  a y   r   u   au   e .

u aErr r  u aT rea e        e
a ue  u a

**Parameters**

**Returns**

**Description**

```
      *pValue              limit
```

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> N e a   u       ay a   re ur err r    e r     rev u a y   r   u
> au e .

# u aErr  r    u aT  rea  e Ca   eC
# u aFu  Ca   e  a   eC

**Parameters**

**Returns**

**Description**

```
cacheConfig
```

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## u aErr r　u aT rea　e　　u a
## e　va ue

**Parameters**

**Returns**

**Description**

```
limit   value
```

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N e  a    u      ay a   re ur  err r   e  r    rev u  a y   r   u
au    e .

## u aErr r   u aT rea  y   r   e v

**Returns**

**Description**

N  e  a    u      ay a   re ur  err r   e  r    rev u  a y   r   u
au    e .

## . . Err r   a

ev e ar u a eErr rNa e

u aErr r err r

**Parameters**

**Returns**

char*

**Description**

ev e ar u a eErr r r

u aErr r err r

**Parameters**

**Returns**

char*

**Description**

ev e u aErr r u a e a Err v

**Returns**

**Description**

> N e a u ay a re ur err r e r rev u a y r u au e .

ev e u aErr r u aPee A a Err r

v

**Returns**

**Description**

> N  e    a    u        ay a    re ur  err r    e  r    rev u  a y    r    u
> au    e .

##  .  .   rea   Ma  a  e    e

y  e  e  v        CUDART  C      u  a  rea  Ca  ba
u  a  rea        rea      u aErr  r      a  u    v
u  erDa  a

u  aErr  r      u  a  rea  A   Ca  ba
u  a  rea        rea      u  a  rea  Ca  ba        a  ba
v      u  erDa a  u      e          a

**Parameters**

**Returns**

**Description**

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u aErr r  u a  rea A a Me A y
u a rea   rea v  evP r  e  e
u  e  a

**Parameters**

**Returns**

**Description**

stream                                    length
devPtr

devPtr

length

length

flags

flags

stream

stream

stream

stream

> N e  a   u      ay a   re ur err r   e  r   rev u  a y  r  u
> au   e .

u aErr r    u a rea  Crea e   u a rea

rea

**Parameters**

**Returns**

**Description**

> N e  a    u        ay a   re ur err r    e  r    rev u  a y   r   u
> au   e .

ev  e   u aErr r

u a rea  Crea e    F a    u a rea          rea

u       e       a

**Parameters**

**Returns**

## Description

`flags`

`flags`

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u aErr r   u a  rea  Crea e    Pr  r y
u  a  rea       rea  u    e    a      r  r y

## Parameters

## Returns

## Description

`pStream`

priority

> ‣ N　e　a　　u　　　　ay a　re ur err r　　e　r　　rev u　a y　r　　u
>    au　　e .
> ‣ 　rea　r　r e are u　　r e　　y　　PU　　　　u e a ab　y .　r
>    　　er.
> ‣ I　e urre　　　e e a　　　y　　u e re au　e　　r r y rea
>    are a　e　e　by　e rea　　r r y. rea　r　r e　ave　e e　　　　- -
>    　　ev e a　ev e- -　　e ry era　　.

ev　e　　u aErr r　　u a　rea De　r　y
u　a　rea　　　rea

**Parameters**

**Returns**

**Description**

stream

stream

stream

stream

N e  a    u      ay a   re ur  err r   e  r    rev  u  a y   r   u
au   e .

u aErr  r    u  a  rea    e F a
u  a  rea       rea  u    e      a

**Parameters**

**Returns**

**Description**

flags

u aErr r   u a rea  e Pr  r  y

u a rea      rea       r  r  y

**Parameters**

**Returns**

**Description**

priority

> N  e   a   u       ay a   re ur err r   e  r    rev u a y  r  u
> au   e.

u aErr r   u a rea   uery u a rea

rea

**Parameters**

**Returns**

**Description**

`stream`

> N e a    u     ay a   re ur err r   e   r    rev u  a y   r    u  
> au   e .

u aErr r   u a  rea   y   r    e
u a  rea      rea

**Parameters**

**Returns**

**Description**

`stream`

> N e a    u     ay a   re ur err r   e   r    rev u  a y   r    u  
> au   e .

ev e   u aErr r   u a rea   a Eve
u a rea      rea   u aEve     eve   u     e
a

**Parameters**

**Returns**

**Description**

stream            event

event                    stream

stream
event

event

stream

event

> ▸ T   u     u e   a   ar   e au   rea   e a   .
> ▸ N e   a     u       ay a   re ur err r    e  r    rev u a y   r   u
>   au   e .

## . . Eve   Ma  a e   e

u  aErr  r    u  aEve  Crea e   u  aEve
eve

**Parameters**

**Returns**

**Description**

> N  e  a      u        ay a    re ur  err  r     e  r     rev  u  a y    r   u
> au    e .

ev  e    u  aErr  r
u  aEve  Crea e      F a   u  aEve       eve
u      e         a

**Parameters**

**Returns**

**Description**

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N  e  a   u       ay a   re ur err r    e   r    rev u  a y   r   u
au   e .

ev e   u aErr r   u aEve De  r  y
u aEve     eve

**Parameters**

**Returns**

**Description**

event

event

event
event

u aErr r   u aEve   E a  e T  e    a
u aEve      ar   u aEve     e

**Parameters**

start     end

**Returns**

**Description**

u aErr r   u aEve    uery  u aEve

eve

**Parameters**

**Returns**

**Description**

event

N e a  u    ay a   re ur  err r   e  r    rev u  a y   r   u
au   e .

ev  e   u  aErr  r    u  aEve  Re   r
u  aEve    eve    u  a  rea       rea

**Parameters**

**Returns**

**Description**

event

event

event

▸ T  u    u e   a   ar   e au   rea   e  a   .

> ▸ N e a u ay a re ur err r e r rev u a y r u au e.

u aErr r u aEve y r e

u aEve eve

**Parameters**

**Returns**

**Description**

event

> N e a u ay a re ur err r e r rev u a y r u au e.

. . E e u      C      r

ev  e      u aErr  r      u aFu      e A  r bu e

u aFu  A  r bu e      a  r          v      u

**Parameters**

**Returns**

**Description**

func func

__global__

attr

▸  N  e    a      u          ay a    re ur  err r      e  r      rev  u    a y    r      u
   au      e .

▸  U e    a  r      a      a u          a    e func  ara  a er  a    e  re a e
   CUDA  .1 a    re    ve      CUDA  .0.

## u aErr r   u aFu   e Ca  eC
## v    u    u aFu  Ca  e  a  eC

**Parameters**

**Returns**

**Description**

```
          cacheConfig
     func

    func

func                                          __global__
```

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> ‣ N  e    a    u       ay a   re ur  err r    e      rev u  a y   r  u
>    au   e .
>
> ‣ U  e   a   r    a     a u      a   e `func` ara  a er  a   e re a e
>    CUDA  .1 a   re   ve    CUDA  .0.

u aErr  r     u aFu     e     are Me   C
v     u     u a   are Me   C

**Parameters**

**Returns**

**Description**

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▸

> ▸ N e  a   u      ay a   re ur  err r   e  r    rev  u a y   r   u  au   e .
>
> ▸ U e   a r    a    a u      a  e `func` ara  a er   a   e  re a e  CUDA  .1 a   re  ve    CUDA  .0.

ev  e    v    u a e Para  e er u   er    e
a     e     e     e

## Parameters

## Returns

## Description

N  e  a    u      ay a    re ur  err r    e   r     rev u  a y    r    u
au   e .

ev  e   v    u  a e Para  e er  u  er 2  v
u        r  D  e          b   D  e
u   e          are  Me     e

**Parameters**

**Returns**

**Description**

N  e  a    u      ay a    re ur  err r    e   r     rev u  a y    r    u
au   e .

P ea e re er  E e u  C   ura  a  Para e er u er ay u  r   e
CUDA Pr  ra    u e r e e a e r    au   ura  a
ara e er ay u re e ve y.

u aErr r   u a au   er e   v
u     r D   b  D  V  ar   e
are Me   u a rea   rea

**Parameters**

**Returns**

**Description**

```
func   gridDim gridDim.x  gridDim.y
gridDim.z                 blockDim blockDim.x
blockDim.y  blockDim.z

                args
      args[0]  args[N - 1]
```

```
sharedMem
```

```
stream
```

> ‣ T   u     u e   a   ar   e au   rea   e a   .
> ‣ N  e   a     u     ay a   re ur err r   e  r   rev  u  a y   r  u
>    au   e .

## u aErr r    u  a e D  ub eF rDev  e    ub e

## Parameters

## Returns

## Description

```
                                 d
```

> N  e   a     u     ay a   re ur err r   e  r   rev  u  a y   r  u
> au   e .

u aErr r   u a e D ub eF r       ub e

**Parameters**

**Returns**

**Description**

d

.  .      u  a  y

ev  e   u aErr r
u a   u a  yMa A  ve      PerMu  r   e   r
u            v     u      b        e     e
y a    Me     e

**Parameters**

**Returns**

**Description**

```
*numBlocks
```

N   e    a     u        ay a   re ur err r    e  r    rev u  a y   r  u
au   e.

u aErr r
u a   u a  yMa A  ve      PerMu   r  e   r    F a

u          v    u    b        e      e
y  a    Me      e u      e        a

**Parameters**

**Returns**

**Description**

```
        *numBlocks
```

```
    flags
```

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# .8. E e u   C  r   DEPRECATED

u aErr r   u aC    ureCa      r D
b    D    e     are Me    u a  rea
rea

**Parameters**

**Returns**

**Description**

> ‣ T   u    u e   a  ar   e au   rea  e a   .
> ‣ N  e  a    u     ay a   re ur err r   e  r    rev u a y   r   u
>    au   e .

## u aErr r   u a au         v    u

**Parameters**

**Returns**

**Description**

```
func                        func
                    func
__global__
```

> ‣ N  e  a    u     ay a   re ur err r   e  r    rev u a y   r   u
>    au   e .
> ‣ U e  a  r   a   a var ab e a   e symbol ara a er a re  ve
>    CUDA  .0.

u aErr r   u a e u Ar u e       v
ar     e     e     e       e

**Parameters**

**Returns**

**Description**

```
        size                        arg  offset
```

N  e    a    u        ay a   re ur  err r    e   r    rev u  a y   r   u
au    e .

. . Me   ry Ma  a e   e

u  aErr r    u  aArray  e l
u  aC a    e F r  a De     e    u  aE   e     e   e
u     e        a     u  aArray   array

**Parameters**

**Returns**

**Description**

```
        *desc *extent     *flags
array

      *desc *extent     *flags
```

N  e   a    u        ay a   re ur  err r    e  r    rev u  a y   r   u
au   e .

ev  e    u  aErr r    u  aFree  v      evP r

**Parameters**

**Returns**

**Description**

devPtr

devPtr

devPtr

*devPtr

N  e  a     u       ay a    re ur err r    e  r    rev u  a y   r   u
au    e .

# u aErr r   u aFreeArray   u aArray   array

**Parameters**

**Returns**

**Description**

array

array

devPtr

N  e  a     u       ay a    re ur err r    e  r    rev u  a y   r   u
au    e .

## u aErr r   u aFree      v     r

**Parameters**

**Returns**

**Description**

`hostPtr`

> N  e   a     u        ay a    re ur err r    e  r    rev u  a y   r   u
> au   e .

## u aErr r   u aFreeM    a  e Array
## u aM    a  e Array          a  e Array

**Parameters**

**Returns**

**Description**

`mipmappedArray`

`mipmappedArray`

> N  e   a    u      ay a   re ur  err r   e  r    rev u  a y   r   u
> au   e .

u aErr r   u  a  e M    a   e Array  eve
u aArray     eve Array   u aM    a    e Array
a   e Array u    e     eve

**Parameters**

**Returns**

**Description**

```
*levelArray
          mipmappedArray

level
```

> N  e   a    u      ay a   re ur  err r   e  r    rev u  a y   r   u
> au   e .

# u aErr r    u a e y b A   re   v
## evP r        v      y b

**Parameters**

**Returns**

**Description**

    `*devPtr`         `symbol`      `symbol`
                      `symbol`
`symbol`                  `*devPtr`

> ▸ N  e    a     u        ay a    re ur  err r    e  r      rev u  a y   r  u
>    au    e .
> ▸ U e    a    a    a var ab e a    e `symbol` ara  a er  a   e re a e
>    CUDA  .1 a   re   ve    CUDA  .0.

# u aErr r    u a e y b   e    e      e
## v      y b

**Parameters**

**Returns**

**Description**

```
*size              symbol symbol
                symbol                    symbol
                        *size
```

> ‣ N  e   a    u       ay a   re ur err r   e  r    rev  u  a y   r   u
>   au   e .
> ‣ U e   a  r    a    a var ab e a    e symbol ara  a er  a   e re a e
>   CUDA .1 a   re   ve    CUDA .0.

u aErr r    u a    A    v                e
e u      e        a

**Parameters**

**Returns**

**Description**

```
        size
```

```
flags
```

▶

▶

▶

▶

💬 N e a   u       ay a   re ur  err r    e  r    rev u  a y   r   u
au    e .

u aErr r   u a     e Dev eP    er v
Dev  e  v             u    e      a

**Parameters**

**Returns**

**Description**

pHost

pHost

pHost

pHost

flags

N e a    u     ay a    re ur err r    e  r    rev u  a y    r   u
au    e .

**u aErr r   u a    e F a   u     e
F  a     v**

**Parameters**

**Returns**

**Description**

N e a    u     ay a    re ur err r    e  r    rev u  a y   r   u
au    e .

**u aErr r    u a    Re    er  v     r    e
e u    e    a**

**Parameters**

**Returns**

**Description**

`ptr`    `size`

`flags`

`flags`

▶

▶

▶

▶

ptr

ptr

ptr

ptr

N  e    a    u        ay a    re ur  err r    e  r    rev u a y   r  u
au   e .

u aErr r    u  a     U re    er  v        r

**Parameters**

**Returns**

**Description**

ptr

N  e  a    u     ay a   re ur  err r    e  r    rev u  a y   r  u
au   e .

ev  e   u aErr r    u aMa     v

evP  r    e     e

**Parameters**

**Returns**

**Description**

size                                                              *devPtr

                                                        *devPtr

u aErr r   u aMa    D  u aP    e P r
e DevP r  u aE  e   e  e

**Parameters**

width

**Returns**

**Description**

width  height  depth
ptr

pitch        pitchedDevPtr

xsize    ysize
width    height
extent

> N  e  a    u      ay a   re ur err r   e  r    rev u  a y   r  u
> au   e .

www.nvidia.com
CUDA Ru    e API                                                                   v8.0 | 88

u aErr r    u aMa    DArray  u aArray
array        u aC a  e F r a De    e    u aE  e
e   e   u      e       a

## Parameters

width

## Returns

## Description

desc

*array

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

▸

▸

▸

▸

▸

▶

▶

    `flags`

▶

▶

▶

▶

▶

| CUDA array type | Valid extents that must always be met {(width range in elements), (height range), (depth range)} | Valid extents with cudaArraySurfaceLoadStore set {(width range in elements), (height range), (depth range)} |
|---|---|---|
| 1D | 1   a Te  ure1D  0 0 | 1   a  ur a e1D  0 0 |
| 2D | 1   a Te  ure2D 0<br>1   a Te  ure2D 1   0 | 1   a  ur a e2D 0<br>1   a  ur a e2D 1   0 |

| CUDA array type | Valid extents that must always be met {(width range in elements), (height range), (depth range)} | Valid extents with cudaArraySurfaceLoadStore set {(width range in elements), (height range), (depth range)} |
|---|---|---|
| D | 1   a Te  ure D 0<br>1   a Te  ure D 1<br>1   a Te  ure D 2      R<br>1   a Te  ure DA  0<br>1   a Te  ure DA  1<br>1   a Te  ure DA  2 | 1   a  ur a e D 0<br>1   a  ur a e D 1<br>1   a  ur a e D 2 |
| 1D  ayere | 1   a Te  ure1D ayere  0    0<br>1   a Te  ure1D ayere  1 | 1   a  ur a e1D ayere  0    0<br>1   a  ur a e1D ayere  1 |
| 2D  ayere | 1   a Te  ure2D ayere  0<br>1   a Te  ure2D ayere  1<br>1   a Te  ure2D ayere  2 | 1   a  ur a e2D ayere  0<br>1   a  ur a e2D ayere  1<br>1   a  ur a e2D ayere  2 |
| Cube  a | 1   a Te  ureCube  a<br>1   a Te  ureCube  a | 1   a  ur a eCube  a<br>1   a  ur a eCube  a |
| Cube  a  ayere | 1   a Te  ureCube  a  ayere  0<br>1   a Te  ureCube  a  ayere  0<br>1   a Te  ureCube  a  ayere  1 | 1   a  ur a eCube  a  ayere  0<br>1   a  ur a eCube  a  ayere  0<br>1   a  ur a eCube  a  ayere  1 |

N  e   a    u      ay a   re ur err r    e  r    rev u  a y   r   u
au   e .

u aErr r   u aMa   Array   u aArray
array          u aC  a  e F  r  a De    e      e
      e     e      u     e       a

**Parameters**

**Returns**

**Description**

desc

*array

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

flags

▸

▸

▸

width    height

> N e a    u      ay a   re ur err r   e r     rev u  a y   r   u
> au   e .

# u aErr r    u aMa       v    r   e
e

## Parameters

## Returns

## Description

`size`

## u aErr r   u aMa  Ma a e  v     evP r
## e   e u   e   a

**Parameters**

**Returns**

**Description**

```
size
```
```
*devPtr
```

```
size
```

```
flags
```
```
flags
```
```
flags
```

▶

▶

u aErr r   u aMa    M    a  e Array
u aM   a  e Array         a  e Array
u aC  a   e F  r a De    e    u aE e    e    e
u     e      u  eve   u    e       a

## Parameters

width

## Returns

## Description

desc

*mipmappedArray numLevels

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

▶

▶

▶

▶

▶

▶

▶

    flags

▶

▶

▶

▸

▸

| CUDA array type | Valid extents {(width range in elements), (height range), (depth range)} |
|---|---|
| 1D | 1  a Te  ure1DM   a    0 0 |
| 2D | 1  a Te  ure2DM   a  0   1  a Te  ure2DM   a  1   0 |
|  D | 1  a Te  ure D 0   1  a Te  ure D 1   1  a Te  ure D 2 |
| 1D  ayere | 1  a Te  ure1D ayere  0   0 1  a Te  ure1D ayere  1 |
| 2D  ayere | 1  a Te  ure2D ayere  0   1  a Te  ure2D ayere  1 <br> 1  a Te  ure2D ayere  2 |
| Cube  a | 1  a Te  ureCube  a   1  a Te  ureCube  a |
| Cube  a   ayere | 1  a Te  ureCube  a  ayere  0   1  a Te  ureCube  a  ayere  0 <br> 1  a Te  ureCube  a  ayere  1 |

> N  e  a   u      ay a   re ur err r   e  r    rev u  a y   r   u
> au   e .

u aErr r   u aMa   P   v     evP r

e              e              e   e

**Parameters**

**Returns**

**Description**

width          height
        *devPtr

                        *pitch
                    pitch

          T

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

N  e    a    u       ay a    re ur err r    e  r      rev u  a y    r    u
au   e .

uaErr r   uaMe A v e      v
evP r   e    u    uaMe ryA v e a v e
ev  e

**Parameters**

**Returns**

**Description**

devPtr            count

advice

► 

device

▶

▶

`device`

`device`

`device`

▶

▶

`device`                                    `device`

`device`

device

▸

device

> ▸ N  e   a    u      ay a   re ur err r   e  r    rev u  a y   r   u
>   au   e .
> ▸ T   u     e  b   ay   r   u be av r  r     u e a e .
> ▸ T   u     u e   a   ar   e au   rea   e a    .

u aErr r   u aMe    y v           v
r     e    u    u aMe    y

**Parameters**

**Returns**

## Description

```
count                                      src
      dst      kind
```

> ‣ N e a    u    ay a  re ur err r   e  r   rev u  a y  r  u
>   au  e .
> ‣ T  u    e  b  y  r  u be av r  r    u e a e .

u aErr r   u aMe    y2D v           e
           v    r    e           e
  e    e     u aMe    y

## Parameters

**Returns**

**Description**

```
          height      width
 src                  dst     kind
```

```
                        dpitch    spitch
                        dst   src
                                width
       dpitch   spitch               dst   src

              dpitch   spitch
```

> N e  a   u     ay a  re ur err r   e  r    rev u  a y   r   u
> au   e .

```
      u aErr r   u aMe    y2DArrayT Array
 u aArray        e       e D    e
      e D   u aArray      r     e        e  r
```

e      e   r   e              e     e
u  aMe      y

**Parameters**

**Returns**

**Description**

height        width                              srcArray
            wOffsetSrc hOffsetSrc
dst                      wOffsetDst hOffsetDst       kind


                                    wOffsetDst   width
                        dst wOffsetSrc   width
                    src

- N e a u ay a re ur err r e r rev u a y r u au e .
- T u e b y r u be av r r ue a e .

ev e u aErr r u aMe y2DA y
v e v r e
e e e u aMe y
u a rea rea

**Parameters**

**Returns**

## Description

```
                      height          width
  src                              dst       kind
```

```
                               dpitch       spitch
                            dst     src
                                              width
            dpitch   spitch
                               dst     src

        dpitch   spitch
```

```
              stream              kind
                    stream
```

> N  e  a    u      ay a   re ur err r   e  r    rev u  a y   r   u
> au    e .
> T  u    e  b   a y   r   u be av r  r     u e a e.
> T  u    u e  a  ar   e au   rea   e a   .

u aErr r   u aMe    y2DFr   Array  v
e          u aArray       r      e

e        e            e      e                        e        e

u  aMe       y

**Parameters**

**Returns**

**Description**

```
              height       width                                      srcArray
                        wOffset hOffset
      dst       kind
```

```
            dpitch
      dst                                              wOffset  width
                                        src width            dpitch
                        dpitch
```

> ‣ N  e   a      u         ay a    re ur  err r    e  r     rev u  a y   r   u
>   au    e .
> ‣ T   u      e   b    y   r   u  be av  r  r      u e a e .

u aErr  r    u aMe     y2DFr    ArrayA y
v           e              u aArray          r    e
e         e          e        e              e        e
u aMe    y             u a  rea        rea

**Parameters**

**Returns**

**Description**

```
              height      width                              srcArray
                       wOffset hOffset
     dst      kind
```

```
           dpitch
     dst                                    wOffset  width
                          src width              dpitch
                       dpitch
```

```
              stream            kind
                  stream
```

‣ N  e   a    u      ay a   re ur err r   e  r    rev u  a y   r   u
  au   e .
‣ T    u      e  b    a y    r   u be av r  r      u e a e .
‣ T    u    u e    a  ar   e au   rea  e a    .

u aErr r   u aMe   y2DT Array
u aArray        e      e    e      e

## v  r  e    e    e  e
## u aMe  y

**Parameters**

**Returns**

**Description**

```
                  height        width
     src                    dst                              wOffset
hOffset       kind
```

```
                spitch
     src                                                wOffset  width
                                          dst width              spitch
                                          spitch
```

N e a    u      ay a   re ur  err r   e r    rev u a y   r   u
au   e .

T  u    e  b    y   r   u  be av r  r    u e a e .

u aErr r   u aMe    y2DT ArrayA y

u aArray         e       e     e         e

v    r    e          e          e     e

u aMe    y          u a  rea      rea

**Parameters**

**Returns**

**Description**

height          width

    src                    dst                                    wOffset
hOffset        kind

                    spitch
    src                                                  wOffset  width
                                        dst width              spitch
                                            spitch

                    stream          kind
                        stream

> ‣ N e  a    u      ay a   re ur err r   e  r    rev u  a y  r   u
>      au   e .
> ‣ T   u     e  b   a y   r   u  be  av r  r     u e a e .
> ‣ T    u    u e   a  ar   e au   rea   e a    .

u aErr r   u aMe    y D
u aMe    y DPar

**Parameters**

**Returns**

**Description**

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

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

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

`srcArray`  `srcPtr`

`dstArray`  `dstPtr`

`srcPos`   `dstPos`

`extent`

`kind`

`srcPos`   `extent`

`dstPos`

`extent`

`srcPtr`  `dstPtr`

‣ N e  a    u      ay a   re ur  err r   e  r     rev u  a y   r   u
   au    e .

‣ T   u      e  b    y   r   u  be av r  r    u e a e .

ev  e   u aErr r   u aMe    y DA y
u aMe    y DPar     u a  rea      rea

**Parameters**

**Returns**

**Description**

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

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

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

srcArray    srcPtr

dstArray    dstPtr

srcPos    dstPos

extent

kind

srcPos    extent

dstPos

extent

srcPtr    dstPtr

stream    kind

stream

> 💬 ‣ N  e  a     u     ay a    re ur  err  r    e   r    rev u   a  y    r   u
>      au    e .
> ‣ T   u    e   b   a y    r   u be av  r   r     u e  a e.
> ‣ T   u     u e   a  ar   e au    rea   e  a    .

### u aErr r   u aMe     y DPeer
### u aMe     y DPeerPar

**Parameters**

**Returns**

**Description**

p

> 💬 ‣ N  e  a     u        ay a    re ur  err r    e   r    rev u   a  y    r   u
>      au    e .

‣ T  u  e  b  y  r  u be av r  r   ue a e .

u aErr r   u aMe    y DPeerA y
u aMe    y DPeerPar     u a  rea     rea

**Parameters**

**Returns**

**Description**

$p$

‣ N e  a   u    ay a   re ur err r   e r   rev u a y  r  u  au   e .
‣ T   u   e b  a y  r  u be av r r    ue a e .
‣ T   u   ue  a ar  e au  rea  e a   .

u aErr r   u aMe    yArrayT  Array
u aArray      e     e D   e     e D

u aArray        r      e       e   r        e
e     r       e      u       u aMe      y

**Parameters**

**Returns**

**Description**

```
      count                          src
wOffsetSrc hOffsetSrc                      dst
    wOffsetDst hOffsetDst       kind
```

N  e    a      u        ay a    re ur err r    e   r     rev u   a y    r   u
au    e .

ev  e    u aErr r    u aMe    yA y    v
v    r    e    u    u aMe    y
u  a  rea      rea

**Parameters**

**Returns**

**Description**

```
count                                              src
    dst        kind
```

```
                                              dst    src
```

stream            kind

stream

> ▸ N e  a    u      ay a   re ur err r   e r    rev u  a y   r   u
>    au   e .
> ▸ T   u    e  b   a y   r   u be av r r     u e  a e .
> ▸ T   u     u e   a  ar   e au   rea   e a   .

u aErr r   u aMe    yFr   Array  v
u aArray        r    e        e    e       e
e   u   u aMe   y

**Parameters**

**Returns**

**Description**

```
count                              src
wOffset                                      dst      kind
```

▸ N  e  a    u      ay a   re ur err r   e  r    rev u  a y   r   u
au    e .
▸ T   u    e   b    y   r   u be av r  r    u e a e .

u aErr  r    u aMe     yFr   ArrayA y
v        u aArray            r    e        e
e       e     e    u   u aMe    y
u a  rea       rea

**Parameters**

**Returns**

**Description**

```
count                          src
wOffset                                    dst      kind
```

```
              stream                kind
                      stream
```

> ‣ N  e  a    u      ay a   re ur err r   e  r    rev u  a y   r   u
>    au  e .
> ‣ T  u    e  b   ay   r   u be av r  r    u e a e .
> ‣ T  u    u e  a  ar  e au  rea  e a    .

u aErr r    u aMe    yFr   y  b  v
v      y b     e      u        e        e
u  aMe    y

## Parameters

## Returns

## Description

```
        count                                        offset
          symbol                              dst
           symbol
kind
```

▸ N e  a    u      ay a   re ur err r   e  r    rev u  a y   r  u
   au   e .

▸ T  u    e b   y   r  u be av r r     ue a e .

▸ U e  a  r    a    a var ab e a   e symbol ara  a er a   e re a e
   CUDA  .1 a   re  ve    CUDA  .0.

u aErr r    u aMe    yFr    y  b  A y

v           v       y  b      e      u       e

e    u aMe    y           u a  rea       rea

**Parameters**

**Returns**

**Description**

```
    count                                    offset
      symbol                            dst
        symbol
kind
```

stream          kind

stream

> ‣ N e a   u    ay a  re ur err r   e r   rev u a y   r  u
>   au  e.
> ‣ T  u   e  b  a y  r  u be av r r   ue a e.
> ‣ T  u   ue  a  ar  e au  rea  e a   .
> ‣ U e  a r   a  a var ab e a   e symbol ara a er a  e re a e
>   CUDA .1 a  re ve  CUDA .0.

u aErr r  u aMe  yPeer v
Dev e   v  r   r Dev e  e   u

**Parameters**

**Returns**

## Description

dst

dstDevice                                        src

srcDevice                          count

srcDevice

dstDevice

> ‣ N  e  a    u      ay a   re ur err r   e  r    rev u  a y   r   u
>   au  e .
> ‣ T    u      e  b   y   r   u be av r r     u e  a e .

u aErr r    u aMe     yPeerA y   v
Dev e       v    r       r Dev e    e
u    u a  rea      rea

## Parameters

## Returns

**Description**

dst

dstDevice                                   src

srcDevice                count

▸ N e a    u      ay a    re ur err r    e  r    rev u a y   r   u
    au   e .

▸ T   u     e  b   a y   r   u  be av r r     u e a e .

▸ T   u      u e    a  ar   e au   rea   e  a     .

u aErr r    u aMe    yT Array   u aArray
e         e        e         e        v        r
e     u     u aMe     y

**Parameters**

**Returns**

## Description

```
      count                                          src
      dst                        wOffset hOffset        kind
```

> ▸ N  e  a    u       ay a   re ur  err r   e  r    rev u  a y   r   u
>   au   e .
> ▸ T    u    e  b    y   r   u be av r  r    u e a e .

u aErr  r    u aMe     yT ArrayA  y

u aArray          e        e     e        e

v      r      e    u    u aMe     y

u  a  rea       rea

## Parameters

**Returns**

**Description**

count                                                    src
dst                                wOffset hOffset          kind

stream                kind
stream

> ‣ N  e   a    u        ay a    re ur  err r    e  r     rev u  a y   r    u
>    au    e .
> ‣ T    u      e   b   a y    r   u  be av r  r      u e a e .
> ‣ T    u     u e   a  ar   e au   rea   e a    .

u aErr r    u aMe    yT  y  b         v
y  b           v     r     e     u      e        e
u aMe     y

## Parameters

## Returns

## Description

```
count                                    src
     offset                        symbol
   symbol
kind
```

> 💬 ‣ N e  a   u      ay a   re ur err r   e  r    rev u  a y   r   u
>       au   e .
> ‣ T   u    e b   y   r   u be av r  r     ue a e .
> ‣ U e  a  r    a   a var ab e a   e symbol ara  a er  a   e re a e
>       CUDA .1 a   re  ve    CUDA .0.

u aErr r    u aMe    yT  y  b  A y
v    y  b      v    r      e      u      e
e    u aMe    y          u  a  rea      rea

**Parameters**

**Returns**

**Description**

```
      count                                    src
          offset                        symbol
        symbol
kind
```

N e a    u     ay a   re ur err r    e  r    rev u  a y   r   u
au    e .

u aErr r    u aMe  Pre e    A y
v    evP r   e     u              Dev  e   u a  rea
  rea

**Parameters**

**Returns**

**Description**

                                        devPtr
                               dstDevice
count                           stream

                          dstDevice
dstDevice

                   stream

dstDevice

dstDevice

dstDevice          dstDevice

▸                                       `data`
                        `dataSize`

       `data`

          `dataSize`      `data`

        `data`

▸                                        
`data`                  `dataSize`

▸ N e a   u   ay a   re ur err r   e r   rev u a y r u
au  e .

▸ T u   e b  ay  r  u be av r r   ue a e .

▸ T u   ue a ar e au rea  e a  .

u aErr r  u aMe Ra  e e A r bu e
v   a a  e   a a e  u aMe Ra eA r bu e

# a  r bu e     e  u A  r bu e      v    evP r
## e       u

**Parameters**

**Returns**

**Description**

devPtr          count

attributes
numAttributes          dataSizes
numAttributes                          data

▶

▶

▶

▶

> N  e   a   u      ay a   re ur err r   e  r    rev u a y  r  u
> au   e .

u aErr r    u aMe  e  v      evP r
va ue    e     u

**Parameters**

**Returns**

**Description**

count                                    devPtr
value

devPtr

💬  ‣  N e  a   u        ay a  re ur  err r    e  r    rev u  a y   r   u
au   e .
‣  ee a    e  e  y   r   a    e a  .

# u aErr r   u aMe   e 2D v     evP r
## e               va ue    e              e        e

## Parameters

## Returns

## Description

value          height          width
dstPtr pitch                                                    dstPtr

devPtr

> ‣ N e  a    u      ay a   re ur err r   e  r   rev u a y   r  u
> au   e .
> ‣   ee a   e  e y   r  a    e a .

ev e  u aErr r  u aMe  e 2DA y
v   evP r  e          va ue   e
e   e    u a rea    rea

## Parameters

## Returns

## Description

`value`          `height`          `width`
`dstPtr` `pitch`                                              `dstPtr`

`stream`          `stream`

> ▸ N e a  u      ay a  re ur err r  e r  rev u a y  r  u
>   au   e.
> ▸  ee a   e  e y  r  a   e a .
> ▸ T  u   u e  a ar  e au  rea  e a   .

u aErr r   u aMe  e D  u aP   e P r
e DevP r    va ue  u aE  e   e  e

**Parameters**

width

**Returns**

**Description**

value
pitchedDevPtr     pitch      pitchedDevPtr
pitchedDevPtr
xsize
ysize

width          height
depth
width                     xsize   pitchedDevPtr
xsize
height        ysize   pitchedDevPtr
height              ysize

pitchedDevPtr

pitchedDevPtr

> ▸ N  e  a     u      ay a    re ur  err r    e  r     rev u  a y   r   u
> au   e .

> ▸ ee a    e  e y   r    a    ea .

ev e   u aErr r   u aMe  e  DA y
u aP   e P r    e DevP r    va ue   u aE e
e e   u a rea    rea

**Parameters**

width

**Returns**

**Description**

value

pitchedDevPtr      pitch      pitchedDevPtr

pitchedDevPtr

xsize

ysize

width          height

depth

width                    xsize   pitchedDevPtr

xsize

height          ysize   pitchedDevPtr

height             ysize

`pitchedDevPtr`

`stream`　　　　`stream`

> ‣ N  e   a    u      ay a   re ur err r   e  r     rev u  a y   r   u
>   au   e .
> ‣   ee a    e   e  y   r   a    e a  .
> ‣ T    u      u e   a  ar   e au   rea   e a    .

ev  e    u aErr r     u aMe    e A y    v
evP r    va ue    e   u    u a  rea     rea

## Parameters

## Returns

## Description

`count`　　　　　　　　　　　　　　　　　　`devPtr`
`value`

`stream` `stream`

> ‣ N e a u ay a re ur err r e r rev u a y r u au e .
> ‣ ee a e e y r a e a .
> ‣ T u u e a ar e au rea e a .

## a e u aE e e e e

**Parameters**

**Returns**

w h d

**Description**

w h d

## a e  u aP  e P r v        e        e
## e   y

**Parameters**

**Returns**

d p xsz     ysz

**Description**

d p xsz     ysz

## a e  u aP      e        e   y  e

**Parameters**

**Returns**

x y    z

**Description**

x y     z

## .10. U    e  A   re

u aErr r   u aP   er e A  r bu e
u aP   erA  r bu e  a  r bu e       v     r

**Parameters**

**Returns**

**Description**

           `*attributes`                    `ptr`

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

▶

   `ptr`

▶                         `ptr`          `ptr`

                  `ptr`          `ptr`

▶

   `ptr`                                 `ptr`

▶                                 `ptr`

                `ptr`

▶              `ptr`

# .11. Peer Dev e Me   ry A  e

u aErr r    u aDev eCa A  e  Peer
a A  e Peer       ev  e       eerDev  e

**Parameters**

peerDevice

device

**Returns**

**Description**

*canAccessPeer                device
                peerDevice
peerDevice      device

N  e  a    u      ay a   re ur err r   e  r    rev u a y   r  u
au   e .

u aErr r  u aDev eD ab ePeerA  e
eerDev  e

**Parameters**

**Returns**

**Description**

peerDevice

> N  e  a   u     ay a   re ur err r   e  r    rev u a y   r   u
> au  e .

u aErr r  u aDev eE ab ePeerA  e
eerDev  e u     e       a

**Parameters**

**Returns**

**Description**

```
                              peerDevice
```

```
                    peerDevice
```

```
                         peerDevice
                                peerDevice
```

```
              flags
```

> N e  a   u     ay a   re ur err r   e  r    rev u a y   r   u
> au   e .

## .12.    e    I  er   erab  y

e u   u  a  Dev  e

**Values**

u aErr r   u a   e Dev e  u     e
Cu aDev eC u        Cu aDev  e  u      e
u aDev eC u    u a  Dev e     ev e

## Parameters

pCudaDevices

## Returns

## Description

*pCudaDeviceCount

*pCudaDevices

cudaDeviceCount

‣ T  u        u  r e   Ma     .
‣ N  e  a     u        ay a   re ur err r    e r    rev u  a y   r  u
     au    e .

uaErr r    u a ra        Re    er u er
u a ra      Re  ur e  re  ur e   u  bu er
u    e       a

**Parameters**

**Returns**

**Description**

```
                    buffer
        resource            flags
```

‣

‣

‣

u aErr r   u a ra      Re  erl a e
u a ra    Re ur e  re ur e   u    a e
e u   ar e u    e     a

## Parameters

image

## Returns

## Description

image

resource

target

flags

▸

▸

▸

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▶

▶
▶

N  e  a      u         ay a     re ur  err r      e   r     rev   u  a y    r    u
au     e .

u aErr r    u  a       e Dev  e       ev   e

PUN        u

**Parameters**

**Returns**

**Description**

N e a    u      ay a   re ur err r   e  r    rev u a y   r   u
au   e .

## .1 .    e    l   er    erab   y DEPRECATED

e u    u a   Ma  F  a

**Values**

u aErr  r    u a   Ma    u  er  b e    v

evP  r    u    bu   b

**Parameters**

**Returns**

**Description**

```
                    bufObj
*devPtr
```

u aErr  r    u a  Ma   u  er  b  e  A y
v       evP  r   u    bu   b    u a  rea        rea

**Parameters**

**Returns**

**Description**

```
                    bufObj
*devPtr
```

## u aErr r   u a Re   er u er b e
u   bu   b

**Parameters**

**Returns**

**Description**

```
bufObj
```

u aErr r   u a   e u er b e  Ma F a
u   bu  b  u      e       a

## Parameters

## Returns

## Description

`bufObj`

`bufObj`                    `flags`

▶

▶

▶

`bufObj`

`bufObj`

# u aErr r   u a   e Dev e     ev  e

**Parameters**

**Returns**

**Description**

# u aErr r    u a U   a   u er b e      u
# bu   b

**Parameters**

**Returns**

**Description**

`bufObj`

> N  e  a    u      ay a    re ur err r    e  r    rev u  a y    r   u  au   e .

## u aErr r    u a  U    a   u er  b  e  A y
## u    bu   b    u a  rea      rea

**Parameters**

**Returns**

**Description**

`bufObj`

N  e   a     u       ay a    re ur err r   e  r     rev u  a y    r  u
au    e .

u  aErr  r    u  a  U  re    er  u  er  b  e
u    bu   b

**Parameters**

**Returns**

**Description**

`bufObj`

N  e   a     u       ay a    re ur err r   e  r     rev u  a y    r  u
au    e .

.1 . D  re   D   l   er   erab   y

## e u   u aD D Dev  e

**Values**

## u aErr r   u aD D  e Dev  e      ev  e
## ar    A a  erNa  e

**Parameters**

**Returns**

**Description**

```
*device
   pszAdapterName
```

`pszAdapterName`

N  e  a    u      ay a   re ur  err r   e  r    rev u  a y   r  u
au   e.

u aErr r    u aD D  e Dev  e   u     e
Cu aDev  eC  u        Cu aDev  e   u     e
u aDev  eC  u    ID re   DDev  e    D D Dev  e
u aD D Dev  e      ev  e

**Parameters**

pD3D9Device

pD3D9Device

pCudaDevices

**Returns**

**Description**

*pCudaDeviceCount

pD3D9Device
*pCudaDevices        cudaDeviceCount
pD3D9Device

pDevice

u aErr r   u aD D   e D re   DDev  e
ID re   DDev  e      D  D  Dev  e

**Parameters**

**Returns**

**Description**

```
*ppD3D9Device
```

N   e   a   u      ay a   re ur err r   e  r    rev u  a y   r   u
au   e .

u aErr r   u aD D   e D re   DDev  e
ID re   DDev  e      D  D  Dev  e       ev  e

**Parameters**

**iNturns**

**Description**

```
pD3D9Device
        device        device


 device


                                    device
                              device
                        pD3D9Device
              pD3D9Device
  device




              pD3DDdevice
```

> N e a   u      ay a   re ur err r   e r    rev u a y  r  u
> au  e.

```
        u  aErr r
 u  a  ra     D D Re     erRe   ur  e
 u  a  ra      Re   ur e   re  ur e  ID re   DRe   ur e
  D DRe   ur  e u    e      a
```

**Parameters**

**Returns**

**Description**

pD3DResource

pD3DResource

pD3DResource

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flags

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`pD3DResource`

`pD3DResource`

> N  e   a    u      ay a    re ur  err r    e  r    rev  u  a y   r   u
> au   e .

## .1 . D re    D  l   er    erab    y DEPRECATED

e  u     u aD   D  Ma   F a

**Values**

e u    u aD  D  Re    erF  a

**Values**

u aErr r    u aD  D  Ma  Re   ur  e         u
ID re    DRe   ur  e        Re   ur  e

**Parameters**

**Returns**

**Description**

        count                      ppResources

        ppResources

ppResources

ppResources

ppResources

N  e   a    u      ay a   re ur  err r   e  r   rev u  a y   r   u   au   e .

u aErr r    u aD D Re    erRe   ur e
ID re   DRe  ur e    Re  ur e u    e     a

**Parameters**

**Returns**

**Description**

pResource

pResource

pResource

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▶

▶

flags

▶

void*

▶

▶

▶

▶

▶

pResource

pResource

> N   e   a       u         ay a    re ur  err r      e  r    rev u  a y    r    u
> au    e .

u aErr r    u aD D Re  ur e e Ma  e Array
u aArray       Array ID re   DRe  ur e    Re  ur e
u  e   a e u   e     eve

**Parameters**

**Returns**

**Description**

```
      *pArray
    pResource                         face    level
      pArray                           pResource
  pResource
pResource

                                  pResource


        face    level
```

N  e  a    u      ay a   re ur err r   e  r   rev u a y   r   u
au  e .

u aErr r   u aD D Re  ur e e Ma  e P
e   P   e   P     e lD re  DRe  ur e
Re  ur e u   e     a e u   e     eve

**Parameters**

**Returns**

**Description**

```
*pPitch    *pPitchSlice
                pResource                      face    level
      pPitch    pPitchSlice                  pResource
```

```
      pPitch     pPitchSlice
```

pResource

pResource

pResource

pResource

face     level

N   e   a     u        ay a    re ur err r    e  r     rev u  a y    r   u
au   e .

u aErr r
u aD  D  Re   ur e  e Ma   e  P     er  v          P     er
ID re    D Re    ur e       Re   ur  e  u      e        a  e
u    e         eve

**Parameters**

**Returns**

**Description**

```
        *pPointer
    pResource                    face    level
pPointer                    pResource

  pResource
pResource

                        pResource

  pResource                        face
                            face
face
  pResource                    level
                            level
    level
```

> N  e  a    u      ay a   re ur  err r    e  r     rev u  a y   r    u
> au  e .

u aErr r   u aD D Re   ur e  e Ma  e    e
e      e ID re   DRe   ur e    Re   ur e u      e
a  e u    e     eve

**Parameters**

**Returns**

**Description**

*pSize

pResource                              face      level                    pSize
pResource

  pResource

                                          pResource

          pResource

                      face      level

> N  e   a    u      ay a   re ur err r   e  r    rev u  a y   r   u
> au   e.

u  aErr  r
 u  aD  D  Re   ur  e   e   ur a  eD   e            e
               e     e     e    De
ID re    DRe   ur  e    Re   ur  e  u    e       a  e
u     e      eve

**Parameters**

**Returns**

**Description**

```
*pWidth *pHeight    *pDepth
              pResource                      face    level
```

```
     pWidth pHeight    pDepth
     *pDepth
 pResource
   pResource
```

```
              face    level
```

> N e a u ay a re ur err r e r rev u a y r u
> au e .

u aErr r   u aD D Re   ur e e Ma F a
ID re   DRe  ur e    Re  ur e u     e       a

## Parameters

## Returns

## Description

`pResource`

`pResource`                    `flags`

▶

▶

▶

`pResource`

`pResource`

> N e   a    u       ay a   re ur err r   e r    rev u a y   r  u
> au   e.

## u aErr r   u aD D U   a Re   ur e
## u   ID re  DRe  ur e      Re  ur e

**Parameters**

**Returns**

**Description**

count                         ppResources

ppResources
ppResources
ppResources

N e   a      u        ay a   re ur err r     e  r     rev  u  a y   r   u
au   e .

u aErr r    u aD D U re    erRe  ur e
ID re  DRe  ur e    Re  ur e

**Parameters**

**Returns**

**Description**

pResource

pResource

N  e  a    u       ay a   re ur err r   e r    rev u a y   r  u
au  e.

## .1 . D re   D 10 I  er  erab  y

e u   u aD D10Dev e

**Values**

u aErr r    u aD D10 e Dev e        ev  e
ID  IA a  er  A a  er

**Parameters**

**Returns**

**Description**

```
        *device
pAdapter
            pAdapter
```

> N  e  a    u        ay a    re ur  err r    e  r    rev  u  a y   r   u
> au   e .

u aErr r    u aD D10 e Dev e u      e
Cu aDev eC u        Cu aDev e  u      e

## u aDev eC u   ID D10Dev  e   D D10Dev  e   u aD D10Dev  e      ev  e

**Parameters**

pD3D10Device

pD3D10Device

pCudaDevices

**Returns**

**Description**

    *pCudaDeviceCount

                    pD3D10Device
*pCudaDevices          cudaDeviceCount
                    pD3D10Device

pDevice

> N e  a   u      ay a   re ur err r   e r   rev u a y   r   u au   e .

u aErr r
u a ra    D D10Re   erRe  ur e
u a ra     Re  ur e  re  ur e ID D10Re  ur e
D DRe  ur e u   e    a

**Parameters**

**Returns**

**Description**

pD3DResource

pD3DResource

pD3DResource

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flags

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`pD3DResource`

`pD3DResource`

## .1 . D re    D 10 I  er   erab   y DEPRECATED

e u    u aD D10Ma  F a

**Values**

e u    u aD D10Re     erF a

**Values**

u aErr r    u aD D10  e D re    DDev  e
ID D10Dev  e     D D10Dev  e

**Parameters**

**Returns**

**Description**

N e a   u      ay a   re ur err r   e r   rev u a y   r   u
au   e .

u aErr r    u aD D10Ma Re  ur e
u   ID D10Re  ur e     Re  ur e

**Parameters**

**Returns**

**Description**

count                         ppResources

ppResources

ppResources
ppResources
ppResources

N e   a      u        ay a    re ur err r    e   r    rev u  a y    r    u
au    e .

## u aErr r    u aD D10Re      erRe    ur e
## ID D10Re    ur e    Re    ur e   u      e        a

**Parameters**

**Returns**

**Description**

pResource

pResource

pResource

▸                                          flags
cudaD3D10RegisterFlagsArray

▸

▸

▸

`flags`

▶

`void*`

▶

`CUarray`

▶
▶
▶

▶

`pResource`

`pResource`

> N e a   u     ay a   re ur err r   e r   rev u a y   r  u
> au  e .

u  aErr r
u  aD D10Re  ur e  e Ma  e Array   u  aArray

## Array ID D10Re  ur e  Re  ur e u    e  ubRe   ur e

**Parameters**

**Returns**

**Description**

```
        *ppArray
    pResource                        subResource
  ppArray                            pResource

 pResource
 pResource

                                        pResource


                        subResource
```

N  e  a     u       ay a   re ur err r    e  r     rev u  a y   r   u  au   e .

### u  aErr  r
## u  aD D10Re   ur e e Ma  e P        e     P

# e P  e ID D10Re ur e  Re  ur e  u  e    ubRe  ur e

**Parameters**

**Returns**

**Description**

```
*pPitch    *pPitchSlice
                    pResource                          subResource
        pPitch    pPitchSlice                              pResource
```

```
        pPitch    pPitchSlice
```

```
   pResource
                pResource
                            pResource
```

pResource

subResource

N e  a   u     ay a   re ur err r   e  r    rev  u a y   r   u
au  e.

u  aErr r
u  aD D10Re  ur e e Ma  e P   er v      P    er
ID D10Re  ur e  Re  ur e u     e     ubRe  ur e

**Parameters**

**Returns**

**Description**

      *pPointer
    pResource                        subResource                pPointer
                    pResource

  pResource
pResource

                              pResource

pResource                                    subResource            pResource
                                        subResource

> N  e  a    u       ay a    re ur err r    e  r    rev u  a y    r   u
> au   e .

u aErr r    u aD D10Re  ur e e Ma  e    e
e        e ID D10Re  ur e  Re  ur e u      e
ubRe  ur e

**Parameters**

**Returns**

**Description**

        *pSize
pResource                        subResource                pSize
        pResource

  pResource

                                pResource

pResource

subResource

N  e  a    u      ay a    re ur err r    e  r    rev  u a y    r   u
au   e .

u aErr  r
u aD  D10Re   ur e  e   ur a eD   e
e              e        e          e      De
ID  D10Re   ur e   Re   ur e u       e       ubRe   ur e

**Parameters**

**Returns**

**Description**

*pWidth *pHeight     *pDepth
pResource                          subResource

pWidth pHeight     pDepth

*pDepth

pResource

pResource

subResource

N  e   a   u      ay a   re ur err r   e  r   rev u  a y   r  u au  e .

u aErr r    u aD D10Re  ur e e Ma F a ID D10Re  ur e  Re  ur e u    e     a

**Parameters**

**Returns**

**Description**

pResource

pResource                    flags

▶

▶

▶

```
pResource
        pResource
```

N  e  a    u       ay a   re ur err r   e  r    rev u  a y   r   u  au   e.

u aErr r    u aD D10 e D re    DDev  e ID D10Dev  e   D D10Dev  e      ev  e

**Parameters**

**Returns**

**Description**

> N  e  a   u    ay a   re ur err r   e  r    rev u a y   r   u
> au   e .

## u aErr r   u aD D10U   a Re  ur e
## u  ID D10Re  ur e     Re  ur e

**Parameters**

**Returns**

**Description**

```
            count                      ppResources
```

```
     ppResources
ppResources
           ppResources
```

> N  e  a   u    ay a   re ur err r   e  r    rev u a y   r   u
> au   e .

## u aErr r   u aD D10U re    erRe  ur e ID D10Re  ur e  Re  ur e

**Parameters**

**Returns**

**Description**

`resource`

`pResource`

> N  e  a     u        ay a   re ur err r   e  r    rev u a y   r  u  au  e .

## .18. D re   D 11 I  er  erab   y

### e u    u aD D11Dev  e

**Values**

## u aErr r   u aD D11 e Dev e    ev  e ID  IA a  er  A a  er

**Parameters**

**Returns**

**Description**

```
        *device
pAdapter
            pAdapter
```

N  e  a    u      ay a   re ur err r   e  r    rev  u  a y   r   u
au   e .

## u aErr r   u aD D11 e Dev e u    e Cu aDev eC u        Cu aDev e u    e

## u aDev eC u   ID D11Dev e   D D11Dev e u aD D11Dev e    ev e

**Parameters**

pD3D11Device

pD3D11Device

pCudaDevices

**Returns**

**Description**

```
         *pCudaDeviceCount
                              pD3D11Device
*pCudaDevices        cudaDeviceCount
                              pD3D11Device
         pDevice
```

N e  a   u     ay a   re ur err r   e r   rev u a y  r  u
au   e .

u aErr r
u  a ra    D D11Re   erRe   ur e
u  a ra     Re  ur e   re   ur e ID D11Re   ur e
D  DRe   ur e u     e      a

**Parameters**

**Returns**

**Description**

`pD3DResource`

`pD3DResource`

`pD3DResource`

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`flags`

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`pD3DResource`

`pD3DResource`

> N e a   u      ay a   re ur err r   e r    rev u  a y   r   u  au  e .

## .1  . D  re    D 11 I   er   erab   y DEPRECATED

u  aErr  r    u  aD  D11  e  D  re    DDev   e
ID  D11Dev   e      D  D11Dev   e

**Parameters**

**Returns**

**Description**

N   e   a    u        ay a    re ur  err r    e   r     rev u  a y    r   u
au   e .

u  aErr  r    u  aD  D11  e  D  re    DDev   e
ID  D11Dev   e    D  D11Dev   e        ev   e

**Parameters**

**Returns**

**Description**

> N   e   a      u        ay a    re ur   err r    e   r     rev  u a y    r   u
> au   e .

## .20.  DPAU l   er   erab   y

u aErr  r

u  a ra        DPAURe    er  u    u   ur a  e

u  a ra        Re   ur  e   re  ur  e        u  u  ur a  e

v   ur a e u      e        a

**Parameters**

**Returns**

**Description**

`vdpSurface`
`resource`

`flags`

▸

▸

▸

> N  e  a     u      ay a   re ur err r    e  r    rev u a y   r   u
> au   e .

    u aErr r
  u a ra        DPAURe    er   e  ur a e
   u a ra        Re  ur e   re  ur e       e  ur a e
 v   ur a e  u    e     a

**Parameters**

**Returns**

**Description**

`vdpSurface`
`resource`
`flags`

▸

▸

▸

> N  e  a    u      ay a   re ur err r    e  r    rev u  a y   r   u
> au   e .

u aErr  r    u a DPAU  e Dev  e
ev  e      Dev  e v Dev  e      e Pr  A   re
v    e Pr  A   re

**Parameters**

**Returns**

**Description**

> N e  a   u       ay a   re ur err r   e r    rev u a y   r  u
> au  e.

u aErr r   u a DPAU e  DPAUDev e
ev  e    Dev e v  Dev e     e Pr  A  re
v    e Pr  A  re

**Parameters**

**Returns**

**Description**

```
    vdpDevice
   device        device

 device


                                                    device
                                        device
```

N  e   a   u      ay a   re ur err r    e  r    rev   u  a y    r   u
au   e .

## .21. E   l   er   erab   y

u  aErr  r

u  aE      rea   C    u   erA   u reFra   e

 u  aE      rea   C    e

u  a ra      Re   ur  e      Cu  aRe   ur e   u  a  rea

   rea    u      e         e u

**Parameters**

**Returns**

**Description**

pCudaResource

u aErr r    u aE    rea C   u  erC    e

u aE    rea C    e          E    rea    R

e    rea

**Parameters**

**Returns**

**Description**

eglStream

u aErr r

u aE    rea C   u  erC    e       F a

u  aE    rea  C   e              E    rea     R
e    rea   u    e       a

**Parameters**

**Returns**

**Description**

`stream`

`flags`

u  aErr  r
u  aE     rea  C   u  erRe ea eFra  e
u  aE     rea  C   e
u  a ra      Re  ur e    Cu aRe  ur e   u  a  rea
rea

**Parameters**

**Returns**

**Description**

pCudaResource

u aErr r    u aE     rea  Pr  u erC    e
u aE    rea  C    e              E    rea      R
e    rea    E                E      e

**Parameters**

**Returns**

**Description**

stream

u aErr r     u aE      rea  Pr   u erD        e
u aE      rea  C     e

**Parameters**

**Returns**

**Description**

u aErr r

u aE      rea  Pr   u erPre e  Fra  e
u aE      rea  C     e                 u aE Fra  e
e   ra  e   u a  rea           rea

**Parameters**

**Returns**

## Description

```
typedef struct cudaEglFrame_st {
        union {
            cudaArray_t            pArray[CUDA_EGL_MAX_PLANES];
            struct cudaPitchedPtr  pPitch[CUDA_EGL_MAX_PLANES];
        } frame;
        cudaEglPlaneDesc planeDesc[CUDA_EGL_MAX_PLANES];
        unsigned int planeCount;
        cudaEglFrameType frameType;
        cudaEglColorFormat eglColorFormat;
    } cudaEglFrame;
```

u  aErr  r

u  aE      rea  Pr   u  erRe  ur  Fra    e

u  aE      rea  C     e                    u  aE  Fra    e

e    ra    e    u  a    rea              rea

## Parameters

## Returns

## Description

 u aErr r   u a ra    E  Re   erl a e
u a ra     Re ur e  Cu aRe ur e E  I a e R
a e u    e     a

**Parameters**

**Returns**

**Description**

image
pCudaResource

pCudaResource

flags

▸

▸

▶

u aErr r

u a ra    Re  ur e e Ma  e E Fra  e
u aE Fra e e Fra e u a ra    Re  ur e
re  ur e u   e     e u   e      eve

**Parameters**

**Returns**

**Description**

```
    *eglFrame
   resource
```

```
‛ typedef struct cudaEglFrame_st {
        union {
            cudaArray_t             pArray[CUDA_EGL_MAX_PLANES];
            struct cudaPitchedPtr   pPitch[CUDA_EGL_MAX_PLANES];
        } frame;
        cudaEglPlaneDesc planeDesc[CUDA_EGL_MAX_PLANES];
        unsigned int planeCount;
        cudaEglFrameType frameType;
        cudaEglColorFormat eglColorFormat;
    } cudaEglFrame;
```

## .22.  ra      l  er   erab   y

u aErr r    u a ra     Ma Re   ur e
u     u a ra     Re   ur e    re   ur e
u a   rea       rea

**Parameters**

**Returns**

**Description**

count                    resources

resources

resources

```
            stream

    resources

                    resources
```

> ‣ T  u    ue  a  ar  e au   rea  e a   .
> ‣ N  e  a    u       ay a   re ur  err r   e  r    rev u  a y   r  u
>   au   e .

u aErr r
u a ra     Re ur e e Ma e M   a  e Array
 u aM   a  e Array       a  e Array
 u a ra     Re ur e  re ur e

**Parameters**

```
                                    resource
```

**Returns**

**Description**

```
        *mipmappedArray
            resource                              mipmappedArray
                resource

    resource

                        resource
```

> N  e   a    u     ay a   re ur err r   e  r    rev u  a y   r   u
> au   e .

u aErr r
u  a ra     Re  ur e e Ma   e P    er v       evP r
e    e   u  a ra     Re  ur e   re  ur e

**Parameters**

resource

*devPtr

**Returns**

**Description**

*devPtr                                              resource

*size

devPtr

resource

resource

resource

> N  e   a    u     ay a   re ur err r   e  r    rev u  a y   r   u
> au   e .

u aErr r   u a ra     Re   ur e e Ma F a
u a ra     Re  ur e   re  ur e u    e     a

**Parameters**

**Returns**

**Description**

```
flags                                    resource

        flags                        resource            flags
```

▶                                                    resource
                                             resource
▶                                                        resource
▶                                                         resource
                                        resource

        resource

   resource
            flags

N  e   a     u        ay a   re ur err r    e r    rev  u a y  r    u
au   e .

u aErr r

u a ra      ubRe  ur e e Ma  e Array  u aArray
array  u a ra      Re ur e  re ur e u    e
arrayI  e  u    e        eve

**Parameters**

resource

**Returns**

**Description**

*array
resource                                    arrayIndex
mipLevel                        array
resource

resource

arrayIndex                              resource
mipLevel
resource                                resource

N e  a    u       ay a   re ur err r   e r   rev u a y  r  u
au  e .

u aErr r    u a ra    U   a Re  ur e
u    u a ra    Re  ur e   re  ur e
u a  rea     rea

**Parameters**

**Returns**

**Description**

count                              resources

resources

stream

 resources

resources

▸ T  u    u e  a  ar  e au   rea  e a   .
▸ N  e  a     u      ay a   re ur err r    e r    rev u a y   r  u
au   e .

u aErr r    u a ra    U re    erRe   ur e
u  a ra      Re  ur e   re  ur e

**Parameters**

**Returns**

**Description**

resource

resource

N  e  a    u        ay a   re ur err r    e  r    rev u a y   r  u
au   e .

## .2 . Te   ure Re ere    e Ma a e   e

u aErr r   u a   Te ure  e      e
e  ureRe ere   e  e re       v     evP r
u aC a  e F r a De    e     e     e

**Parameters**

**Returns**

**Description**

```
     size                              devPtr
texref desc
                              texref

          *offset

                              offset

size                              desc
```

N e  a     u      ay a   re ur err r   e  r   rev u a y   r   u
au   e .

u aErr r    u a    Te ure2D   e      e
e  ureRe ere  ere   e re      v     evP r
u aC a   e F r a De    e     e
e    e       e

**Parameters**

**Returns**

**Description**

devPtr                    texref
width          height              pitch
desc

texref

*offset

offset

width    height

pitch

pitch

> N e  a    u     ay a   re ur err r   e  r    rev u  a y   r   u
> au  e .

u aErr r   u a    Te  ureT Array
e  ureRe ere  e  e re   u aArray        array
u aC a   e F  r  a De    e

**Parameters**

**Returns**

**Description**

array                                         texref desc

texref

> N  e  a   u      ay a   re ur err r   e  r    rev u a y  r  u
> au  e .

   u aErr r
 u a    Te ureT M   a  e Array
 e ureRe ere  e  e re   u aM   a  e Array
    a  e Array         u aC a  e F r  a De    e

**Parameters**

**Returns**

**Description**

mipmappedArray                         texref
desc

texref

N e a u ay a re ur err r e r rev u a y r u
au e.

u aCrea eC a e De y
u aC a e F r a

**Parameters**

**Returns**

ƒ

**Description**

ƒ x y
z w

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

u aErr r    u a e C a   e De
u aC a   e F  r  a De     e    u aArray
array

**Parameters**

**Returns**

**Description**

        *desc                                            array

        N  e   a    u        ay a   re ur err r    e  r    rev u  a y   r   u
        au   e .

u aErr r    u a e Te ureA    e       e
e       e          e ureRe ere  e   e re

**Parameters**

**Returns**

**Description**

`*offset`                                                      `texref`

> N  e   a    u     ay a   re ur err r   e  r    rev u  a y   r   u
> au   e .

u aErr r    u a e Te  ureRe ere   e
e  ureRe ere  e   e re        v    y b

**Parameters**

**Returns**

**Description**

`*texref`

`symbol`

> ‣ N  e   a    u      ay a   re ur err r   e  r    rev u  a y   r   u
> au   e .
> ‣ U e   a  r   a    a var ab e a   e `symbol` ara  a er   a  re   ve
> CUDA  .0.

u aErr r    u aU b   Te  ure

e   ureRe  ere   e   e  re

**Parameters**

**Returns**

**Description**

`texref`

> N e     a      u          ay a    re ur  err r    e   r     rev u  a y    r    u
> au    e .

.2 .   ur  a  e Re  ere    e Ma   a  e   e

u aErr r   u a      ur a eT Array
ur a eRe ere  e  ur re   u aArray          array
u aC a  e F r  a De   e

**Parameters**

**Returns**

**Description**

array                              surfref desc

surfref

N  e  a    u      ay a   re ur err r   e  r    rev u a y   r  u
au   e .

u aErr r    u a e  ur a eRe ere   e
ur a eRe ere  e  ur re          v    y  b

**Parameters**

**Returns**

**Description**

```
     *surfref
symbol
```

> ‣ N e a   u     ay a   re ur err r   e r   rev u  a y   r  u
>   au  e .
> ‣ U e  a   r    a   a var ab e a   e symbol ara a er a  re  ve
>   CUDA  .0.

## .2 . Te  ure  b e  Ma  a e  e

```
        u aErr r   u aCrea eTe  ure  b e
 u aTe  ure  b e      Te  b e
u aRe  ur eDe    Re De        u aTe  ureDe
 Te De        u aRe  ur  e  De
 Re  e De
```

**Parameters**

**Returns**

**Description**

pTexObject pResDesc

pTexDesc                                                    pResViewDesc

pResDesc
      pResViewDesc

```
┌         struct cudaResourceDesc {
                enum cudaResourceType
                resType;

                union {
                    struct {
                        cudaArray_t
                array;
                    } array;
                    struct {
                        cudaMipmappedArray_t
                mipmap;
                    } mipmap;
                    struct {
                        void *devPtr;
                        struct cudaChannelFormatDesc
                desc;
                        size_t sizeInBytes;
                    } linear;
                    struct {
                        void *devPtr;
                        struct cudaChannelFormatDesc
                desc;
                        size_t width;
                        size_t height;
                        size_t pitchInBytes;
                    } pitch2D;
                } res;
            };
```

▶

```
┌         enum cudaResourceType {
                cudaResourceTypeArray         = 0x00,
                cudaResourceTypeMipmappedArray = 0x01,
                cudaResourceTypeLinear        = 0x02,
                cudaResourceTypePitch2D       = 0x03
            };
```

```
struct cudaTextureDesc {
    enum cudaTextureAddressMode
    addressMode[3];
    enum cudaTextureFilterMode
    filterMode;
    enum cudaTextureReadMode
    readMode;
    int                      sRGB;
    float                    borderColor[4];
    int                      normalizedCoords;
    unsigned int             maxAnisotropy;
    enum cudaTextureFilterMode
    mipmapFilterMode;
    float                    mipmapLevelBias;
    float                    minMipmapLevelClamp;
    float                    maxMipmapLevelClamp;
};
```

► 

```
┌          enum cudaTextureAddressMode {
                  cudaAddressModeWrap   = 0,
                  cudaAddressModeClamp  = 1,
                  cudaAddressModeMirror = 2,
                  cudaAddressModeBorder = 3
          };
```

► 

```
┌          enum cudaTextureFilterMode {
                  cudaFilterModePoint  = 0,
                  cudaFilterModeLinear = 1
          };
```

► 

```
┌          enum cudaTextureReadMode {
                  cudaReadModeElementType     = 0,
                  cudaReadModeNormalizedFloat = 1
          };
```

► 

► 

► 

►

▶

▶

▶

▶

```
┌        struct cudaResourceViewDesc {
                enum cudaResourceViewFormat
                format;
                size_t                      width;
                size_t                      height;
                size_t                      depth;
                unsigned int                firstMipmapLevel;
                unsigned int                lastMipmapLevel;
                unsigned int                firstLayer;
                unsigned int                lastLayer;
        };
```

▶

▶

▶

▶

▶

▸

▸

▸

u aErr r    u aDe  r yTe  ure  b e
u aTe  ure  b e      e  b e

**Parameters**

**Returns**

**Description**

`texObject`

u aErr r

u a e Te  ure  b e  Re  ur eDe    u aRe  ur eDe
Re De    u aTe  ure  b e     e   b e

**Parameters**

**Returns**

**Description**

`texObject`

u aErr r

u a e Te  ure  b e  Re  ur e  De
 u aRe  ur e  e De   Re   e De
u aTe  ure  b e    e   b e

**Parameters**

**Returns**

**Description**

`texObject`

u aErr r    u a e Te  ure  b e  Te  ureDe

u aTe  ureDe     Te De    u aTe  ure  b e

e   b e

**Parameters**

**Returns**

**Description**

`texObject`

## .2 .  ur a e  b e  Ma a e  e

u aErr r    u aCrea e ur a e b e
u a ur a e b e       ur   b e
u aRe  ur eDe    Re De

**Parameters**

**Returns**

**Description**

pSurfObject pResDesc

u aErr r    u aDe r y ur a e b e
u a ur a e b e     ur   b e

**Parameters**

**Returns**

**Description**

`surfObject`

 u  aErr  r
 u  a  e  ur a  e   b  e   Re   ur  eDe       u  aRe   ur  eDe
  Re  De      u  a  ur a  e   b  e       ur   b  e

`surfObject`

**Parameters**

**Returns**

**Description**

.2 .  er    Ma  a  e   e

     u  aErr  r    u  aDr  ver  e   er
 r  ver  er

**Parameters**

**Returns**

**Description**

```
*driverVersion
```

driverVersion
driverVersion

> N  e  a    u      ay a   re ur err r   e  r    rev u  a y   r   u
> au  e .

ev  e   u aErr r   u aRu   e  e  er
ru     e er

**Parameters**

**Returns**

**Description**

```
*runtimeVersion
```

runtimeVersion

# .28. C   API R u   e

`nvcc`

## u a  u a y 2D  e  er

e   a e   a T                    u aErr r
u a     ur a eT Array      ur a eT    ur
u aArray       array

**Parameters**

**Returns**

**Description**

array                          surf

surf

> N e  a   u     ay a  re ur err r   e r   rev u a y  r  u
> au  e .

e   a e   a T                    u aErr r
u a    ur a eT Array       ur a eT     ur
u aArray      array     u aC a  e F r a De
e

**Parameters**

**Returns**

**Description**

array                      surf desc

surf

N  e   a    u      ay a   re ur err r   e  r   rev u a y  r  u
au  e .

e   a e   a T        e u   u aTe ureRea M  e
rea M  e            u aErr r   u a  Te ure

e        e        e ureT   rea M  e  e
v    evP r     e       e

**Parameters**

**Returns**

**Description**

    size                          devPtr
tex                                              offset


                              tex


N  e   a    u      ay a   re ur err r    e  r    rev u  a y   r   u
au   e .


    e  a e    a  T       e u   u aTe ureRea M   e
rea M  e          u aErr  r   u a    Te  ure
    e        e         e ureT   rea M  e  e

v    evP r      u aC  a  e F  r  a De     e      e

e

**Parameters**

**Returns**

**Description**

size                                        devPtr

tex desc

offset

tex

N  e   a      u        ay a    re ur  err r    e  r    rev u  a y   r   u

au    e .

e    a e     a T        e u     u aTe  ureRea M    e

rea M  e          u aErr r   u  a     Te ure2D

e       e       e ureT   rea M   e  e
v    evP r    e           e    e       e

**Parameters**

**Returns**

**Description**

devPtr                          tex
width          height              pitch

tex

*offset

offset

N  e   a    u      ay a   re ur err r   e  r    rev u  a y   r   u
au    e .

e  a e    a T       e u    u aTe  ureRea M  e
rea M  e          u aErr r   u a     Te ure2D
  e        e       e  ureT    rea M  e  e
v     evP r       u aC  a  e F r  a De   e      e
            e    e       e

**Parameters**

**Returns**

**Description**

devPtr                          tex
            width          height            pitch
      desc

                              tex

                  *offset

M ue

offset

N e a    u     ay a   re ur err r   e r    rev u a y  r  u au  e.

e   a e    a T      e u
u aTe ureRea M  e rea M  e            u aErr r
u a    Te ureT Array        e ureT   rea M  e
e  u aArray         array

**Parameters**

**Returns**

**Description**

array                              tex

tex

N e a u ay a re ur err r e r rev u a y r u
au e.

e ae aT e u
u aTe ureRea M e rea M e u aErr r
u a Te ureT Array e ureT rea M e
e u aArray array
u aC a e F r a De e

**Parameters**

**Returns**

**Description**

array                          tex desc

tex

N e a u ay a re ur err r e r rev u a y r u
au e.

e    a e    a    T        e  u
u  aTe  ureRea M   e rea M   e            u  aErr r
u  a    Te  ureT M   a   e Array
         e  ureT   rea M   e  e
u  aM    a   e Array                 a   e Array

**Parameters**

**Returns**

**Description**

mipmappedArray                          tex

tex

N  e  a     u        ay a    re ur err r    e  r     rev u  a y    r   u
au    e .

e   a e   a T      e u
u aTe ureRea M  e rea M  e         u aErr r
u a    Te ureT M   a  e Array
      e ureT   rea M  e  e
u aM   a  e Array         a  e Array
u aC a  e F r a De   e

**Parameters**

**Returns**

**Description**

`mipmappedArray`                          `tex`
`desc`

`tex`

> N  e   a    u      ay a   re ur err r   e r   rev u a y  r  u
> au   e.

## e   a e   a T            u aCrea eC a  e De
## v

### Returns

f

### Description

f                                    x y

z     w

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

## u aErr r   u aEve  Crea e  u aEve
## eve   u  e      a

### Parameters

### Returns

**Description**

▸

▸


▸


> N  e  a    u       ay a   re ur err r    e  r    rev u  a y   r   u
> au  e .


e   a e    a  T            u aErr r
u  aFu   e A  r bu e   u  aFu  A  r bu e   a  r T
e   ry

**Parameters**




**Returns**



**Description**

entry

entry

entry                        __global__

attr

> N e a   u    ay a   re ur err r   e r   rev u a y   r  u  au  e.

e   a e   a T        u aErr r
u aFu   e Ca  eC     T  u   u aFu  Ca  e
a  eC

**Parameters**

**Returns**

**Description**

        cacheConfig
    func

    func

func
    func                    __global__

▸

▸

▸

> N e a u    ay a   re ur err r   e r    rev u a y   r u au e.

## Parameters

## Returns

FMRnzMFFIlDFMRn,eeNeBcrn D D D D D D D D D D□D□O6f□

## Description

`*devPtr` `symbol` `symbol` `symbol` `symbol` `*devPtr`

e    a e    a T            u aErr r
u a e y  b    e    e        e        T  y  b

**Parameters**

**Returns**

**Description**

```
        *size                symbol symbol
                        symbol                    symbol
                        *size
```

N  e    a    u        ay a    re ur err r    e  r    rev u a y  r    u
au    e .

e    a e    a T        e u
u aTe ureRea M  e rea M  e            u aErr r
u a e Te ureA    e        e        e        e
e  ureT    rea M  e e

**Parameters**

**Returns**

**Description**

```
        *offset                                          tex
```

N  e   a     u        ay a    re ur  err r    e  r     rev u   a y    r   u
au    e.

e   a e    a  T              u aErr  r    u  a au
T   u

**Parameters**

**Returns**

**Description**

```
              func                              func
                                    func
__global__
```

N  e  a    u      ay a    re ur err r   e  r    rev u  a y   r  u
au    e .

e   a e    a  T        u aErr r
u  a au    er e      T  u      r D
b   D   v     ar      e    are Me    u a  rea
rea

**Parameters**

**Returns**

**Description**

```
               func   gridDim gridDim.x  gridDim.y
gridDim.z                     blockDim blockDim.x
blockDim.y  blockDim.z
```

args

args[0]  args[N - 1]

sharedMem

stream

> N e a    u      ay a   re ur err r    e r     rev u  a y   r   u
> au   e .
> T   u     e  b    a y   r   u be av r  r     u e a e.
> T   u      u e   a  ar  e au   rea   e a     .

u aErr r    u aMa         v       r    e

e  u    e      a

## Parameters

## Returns

## Description

size

```
flags
```

▸

▸

▸

▸

e   ae   a T         u aErr r
u aMa   Ma a e T   evP r   e     e u     e
a

**Parameters**

**Returns**

**Description**

`size`                                          `*devPtr`

`size`

`flags`                              `flags`

`flags`

►

►

e    a e      a  T          u aErr r
u aMe    yFr   y  b   v              T  y  b
  e    u    e     e   u aMe    y

**Parameters**

**Returns**

M  ue

**Description**

```
        count                          offset
symbol                          dst
symbol                                          kind
```

> ‣ N e a   u     ay a   re ur err r   e r   rev u a y   r  u
>    au  e.
> ‣ T  u    e  b  y   r  u be av r  r    ue a e.
> ‣ U e  a r   a   a var ab e a   e symbol ara a er  a  e re a e
>    CUDA .1 a  re  ve   CUDA .0.

e   a e   a T          u aErr r
u aMe    yFr   y b A y   v              T
y  b    e   u    e    e  u aMe   y
      u a  rea     rea

**Parameters**

**Returns**

**Description**

count                                            offset
symbol                              dst
symbol                                                                    kind


                              stream                kind
      stream


> ‣ N e   a     u       ay a   re ur  err r    e  r    rev u  a y   r  u
>      au   e .
> ‣ T   u     e  b    ay   r   u be av  r  r      u e a e .
> ‣ U e   a  r    a    a var ab e a   e symbol ara a er  a  e re a e
>      CUDA  .1 a   re  ve    CUDA  .0.


e    a e    a  T              u aErr  r
 u aMe    y T  y  b          T  y  b       v     r
    e     u       e       e    u aMe     y


**Parameters**

**Returns**

**Description**

```
     count                                              src
offset                        symbol
symbol                                             kind
```

> - N  e   a    u      ay a   re ur err r    e  r    rev u  a y   r  u
>   au   e .
> - T   u     e  b   y  r  u  be av r  r      u e  a e .
> - U  e   a   r   a    a var ab e a   e symbol  ara  a er  a   e  re a e
>   CUDA .1 a   re  ve    CUDA .0.

e    a e    a T             u aErr r
u aMe    y T   y  b A y          T  y  b         v

r   e  u   e    e  u aMe   y
u a  rea    rea

**Parameters**

**Returns**

**Description**

```
      count                                      src
offset                        symbol
symbol                                            kind
```

```
              stream            kind
stream
```

> ‣ N  e   a    u       ay a   re ur err r    e  r    rev u a y   r   u
>    au   e .
> ‣ T   u    e  b   ay   r   u be av r  r    ue a e .
> ‣ U e   a   r    a   a var ab e a   e symbol ara  a er  a  e re a e
>    CUDA .1 a   re  ve   CUDA .0.

e   a e   a T        u aErr r

u a   u a  yMa A  ve     PerMu   r   e   r

u      T u    b     e     e

y a   Me     e

## Parameters

## Returns

## Description

```
*numBlocks
```

N e  a   u      ay a   re ur err r   e r   rev u a y   r   u
au   e.

e   a e    a T          u aErr r

u a    u a   yMa A   ve       PerMu    r   e   r    F a

u       T u     b     e      e

y  a    Me    e u     e        a

## Parameters

## Returns

## Description

```
      *numBlocks
```

```
   flags
```

▸

▸

N e a u ay a re ur err r e r rev u a y r u au e .

e a e a T u aErr r
u a u a y Ma P e a e r e
b e T u e y a Me e
b e

**Parameters**

```
func
```

**Returns**

## Description

```
*minGridSize    *blocksize
```

> N e a    u      ay a   re ur err r    e  r    rev u a y   r   u
> au   e .

e   a e   y e a e U aryFu        a  T

u aErr r

u a   u a  yMa P e   a        e ar ab e Me

r    e     b      e T u   U aryFu

b     e T Dy a   Me   e    b       e

## Parameters

func

**Returns**

**Description**

```
*minGridSize    *blocksize
```

N  e  a     u       ay a    re ur err r    e  r     rev u  a y    r   u
au   e .

e    a e   y e a  e U  aryFu        a  T

u  aErr  r

u a   u  a  yMa P  e    a          e ar ab e Me        F  a

r     e    b       e  T  u   U aryFu

b eT Dy a Me e b e
u e a

**Parameters**

func

**Returns**

**Description**

`*minGridSize` `*blocksize`

`flags`

▸

▸

> N e   a    u       ay a   re ur  err r   e   r    rev u  a y   r    u
> au   e.

e   a e    a T           u aErr r
u  a   u a  yMa P e a        e    F a
        r    e       b      e T u       e
y  a    Me    e      b        e      u      e
a

**Parameters**

```
func
```

**Returns**

## Description

```
        *minGridSize    *blocksize
```

```
    flags
```

‣

‣

e    a e    a T        u aErr r
u a e u A r u e  T a r     e      e

**Parameters**

**Returns**

**Description**

`size`                              `arg   offset`

N  e  a    u      ay a   re ur err r   e  r    rev u a y  r   u
au   e .

e    a e    a T        u aErr r
u a  rea  A  a  Me  A y    u a  rea      rea   T
ev P  r    e    e    u    e      a

**Parameters**

**Returns**

**Description**

stream                                         length
devPtr

devPtr

length

length

flags

flags

stream

stream

stream

```
stream
```

e   a e     a T          e u    u aTe  ureRea M  e
rea M  e              u aErr r    u aU  b   Te  ure
e   ureT    rea M   e  e

**Parameters**

**Returns**

**Description**

```
                    tex
```

# .2  . I  era          e CUDA Dr ver API

## . 0. Pr    er C    r

    u aErr r    u aPr    erI   a  e        ar
     F  e        ar   u  u F  e   u a u u M    e
u   u M   e

**Parameters**

**Returns**

**Description**

configFile

> N  e   a    u      ay a    re ur  err r   e  r    rev u  a y   r  u
> au   e .

## u aErr r    u aPr    er   ar   v

**Returns**

**Description**

> N  e   a    u      ay a    re ur  err r   e  r    rev u  a y   r  u
> au   e .

## u aErr r    u aPr   er      v

**Returns**

**Description**

N e  a    u       ay a   re ur err r   e  r    rev u  a y   r   u
au    e .

. 1. Da  a  y  e  u e   by CUDA Ru        e

ru    u aC a  e F r  a De

ru    u aDev  ePr

ru    u aE  Fra  e

ru    u aE  P a eDe

ru    u aE  e

ru    u aFu  A  r bu e

ru    u al  Eve    a  e

ru    u al  Me    a  e

ru    u aMe    y DPar

ru    u aMe    y DPeerPar

ru    u aP    e P r

ru    u aP    erA  r bu e

ru    u aP

ru    u aRe  ur eDe

ru    u aRe  ur e  e  De

ru    u aTe  ureDe

ru    ur a eRe ere  e

ru    e  ureRe ere  e

## e u   u aC a  e F r  a

**Values**

## e u   u aC   u eM  e

**Values**

## e u   u aDev  eA   r

**Values**

# e  u    u  aDev  eP2PA   r

**Values**

# e  u    u  aE   C    rF  r  a

**Values**

e u  u aE  Fra  eTy e

**Values**

e u  u aE  Re  ur e  a  F a

**Values**

e u  u aErr r

**Values**

e u   u aFu  Ca  e

**Values**

<span style="color:green">e u    u a ra    CubeFa e</span>

**Values**

<span style="color:green">e u    u a ra    Ma F a</span>

**Values**

<span style="color:green">e u    u a ra    Re  erF a</span>

**Values**

e  u       u  a

**Values**

e  u       u  aMe       y

**Values**

e u   u aMe   ryA v e

**Values**

e u   u aMe   ryTy e

**Values**

e u   u aMe  Ra  eA r bu e

**Values**

e u   u a u u M  e

**Values**

e u   u a Re  ur eTy e

**Values**

e u   u aRe  ur e  e F r a

**Values**

e u    u a   are Me  C

**Values**

e u    u a ur a e  u  aryM   e

**Values**

e u    u a ur a eF r a M   e

**Values**

e u   u aTe ureA  re M  e

**Values**

e u   u aTe ureF  erM  e

**Values**

e u   u aTe ureRea M  e

**Values**

y e e  u aArray   u aArray

y e e   u aArray   u aArray

y e e   ru  CUe   rea C  e
 u aE    rea C  e

y e e   u aErr r

y e e   ru  CUeve       u aEve

y e e  u a  ra       Re  ur e  u a  ra       Re  ur e

y e e   u aM   a  e Array
 u aM   a  e Array

y e e   u aM   a  e Array  u aM   a  e Array

y e e   u a u uM  e

y e e   ru  CU rea      u a  rea

y e e u   e            u a ur a e b e

y e e u     e              u aTe  ure  b e

y e e   ru   CUuu        u aUUID

e    e CUDA  E    MA   P ANE

e    e CUDA  IPC    AND E  I E

e    e  u  aArrayCube  a   0  0

e    e  u  aArrayDe au   0  00

e    e  u  aArray  ayere   0  01

e    e  u  aArray  ur a e   a       re 0  02

e    e  u  aArrayTe  ure  a   er 0  08

e    e  u  aC  uDev  el              -1

e   e  u aDev e          y   0 0

e   e  u aDev e   e  Re   eT Ma  0 10

e   e  u aDev eMa         0 08

e   e  u aDev eMa   0 1

e   e  u aDev ePr   D    Care

e   e  u aDev e    e u eAu   0 00

e   e  u aDev e    e u e        y   0 0

e   e  u aDev e    e u eMa   0 0

e   e  u aDev e    e u e      0 01

e   e  u aDev e    e u e  e  0 02

e    e  u  aEve              y    0  01

e    e  u  aEve   De au   0  00

e    e  u  aEve   D  ab eT       0  02

e    e  u  aEve   I  er  r   e   0  0

e   e u  a       A    De au   0  00

e   e u  a       A    Ma   e  0  02

e   e u  a       A    P  r  ab e 0  01

e   e u  a       A      r  eC    b  e   0  0

e   e u  a       Re     erDe au   0  00

e   e u  a       Re     erI  Me    ry 0  0

e   e u  a       Re     erMa   e  0  02

e   e  u  a       Re    erP r ab e 0 01

e   e  u  al  va   Dev  el        -2

e   e  u  al  Me    a yE  ab ePeerA  e   0 01

e   e  u  aMe  A  a        ba 0 01

e   e  u  aMe  A  a         0 02

e   e  u  aMe  A  a        e 0 0

e   e  u  a    u  a   yDe  au   0 00

e   e  u  a    u  a   yD  ab eCa        verr  e 0 01

e   e  u  aPeerA  e  De  au   0 00

e   e  u  a  rea  De au   0 00

e   e  u  a  rea   e  a y   u  a  rea      0 1

e   e  u  a   rea  N                0  01

e   e  u  a   rea  PerT rea     u  a   rea     0  2

C a er  .
DATA  TRUCTURE

.1.  u a  u a y 2D e er

## .2.  u aC a  e F r  a De    ru  Re ere  e

e u  u aC a  e F r  a
 u aC a  e F r  a De

   u aC a  e F r  a De

   u aC a  e F r  a De

   u aC a  e F r  a De    y

   u aC a  e F r  a De

   . .  u  aDev  ePr      ru  Re ere  e

   u  aDev  ePr    a y  E    eC u

   u  aDev  ePr     a Ma      Me   ry

   u  aDev  ePr         Ra e

u  aDev  ePr           u  eM   e

u  aDev  ePr           urre    er  e

u  aDev  ePr            urre  Ma  a  e  A   e

u  aDev  ePr      ev   e  ver  a

u  aDev  ePr     ECCE  ab  e

u  aDev  ePr         ba  1Ca   e  u      r  e

u  aDev  ePr          Na  veA          u    r  e

u  aDev  ePr         e  ra  e

u  aDev  ePr       Mu      u   ar

u  aDev  ePr       er  e  E  e  T   e  u  E  ab  e

u  aDev  ePr      2Ca   e    e

u aDev ePr a 1Ca e u r e

u aDev ePr a r

u aDev ePr a a e Me ry

u aDev ePr a r e

u aDev ePr a ur a e1D

u aDev ePr a ur a e1D ayere

u aDev ePr a ur a e2D

u aDev ePr a ur a e2D ayere

u aDev ePr a ur a e D

u aDev ePr a ur a eCube a

u aDev ePr a ur a eCube a ayere

u aDev ePr a Te ure1D

u aDev ePr a Te ure1D ayere

u aDev ePr a Te ure1D ear

u aDev ePr a Te ure1DM a

u aDev ePr a Te ure2D

u aDev ePr a Te ure2D a er

u aDev ePr a Te ure2D ayere

u aDev ePr a Te ure2D ear

u aDev ePr a Te ure2DM a

u aDev ePr a Te ure D

u aDev ePr a Te ure DA

u aDev ePr    a Te ureCube a

u aDev ePr    a Te ureCube a  ayere

u aDev ePr    a T rea  D

u aDev ePr    a T rea  Per

u aDev ePr    a T rea  PerMu  Pr  e   r

u aDev ePr    e  ry u

u aDev ePr    e  ryC   Ra e

e  u aDev ePr    e  P

u aDev ePr         r

u aDev ePr    u   u  ar  r u lD

u aDev ePr    u  Pr  e   rC u

ar u aDev ePr a e

u aDev ePr a eab eMe ryA e

u aDev ePr u ID

u aDev ePr Dev eID

u aDev ePr D a ID

u aDev ePr re Per

u aDev ePr re PerMu r e r

e u aDev ePr are Me Per

e u aDev ePr are Me PerMu r e r

u aDev ePr eT D ub ePre Per Ra

u aDev ePr rea Pr r e u r e

e    u aDev ePr     ur a eA       e

u aDev  ePr        Dr ver

e    u aDev  ePr     e  ureA      e

e    u aDev  ePr     e  ureP    A      e

e    u aDev  ePr        a C      Me

e    u aDev  ePr        a     ba Me

u aDev  ePr    u   e A    re

u aDev  ePr        ar    e

. .  u  aE  Fra  e   ru   Re ere   e

```
 typedef struct cudaEglPlaneDesc_st {
        unsigned int width;
        unsigned int height;
        unsigned int depth;
        unsigned int pitch;
        unsigned int numChannels;
        struct cudaChannelFormatDesc channelDesc;
        unsigned int reserved[4];
    } cudaEglPlaneDesc;
```

u aE C  rF r  a   u aE  Fra  e  e C   rF r  a

u aE  Fra  eTy e  u aE  Fra  e   ra  eTy e

u aArray    u aE  Fra e    Array

u   e       u aE  Fra e   a eC u

ru   u aE  P a eDe    u aE  Fra e    a eDe

ru   u aP   e P r u aE  Fra e   P

. .  u aE  P a eDe     ru  Re ere  e

ru   u aC a  e F r  a De
u aE  P a eDe       a  e De

u   e      u aE  P a  eDe     e

u   e      u aE  P a  eDe     e

u   e      u aE  P a  eDe    u C a  e

u   e      u aE  P a  eDe

u   e      u aE  P a  eDe   re erve

u   e      u aE  P a  eDe

. .  u aE  e     ru  Re ere  e

e   u aE  e     e

e   u aE  e     e

e   u aE  e

## . .   u  aFu   A  r  bu  e     ru   Re  ere   e

u  aFu   A  r  bu  e    b   ary  er

u  aFu   A  r  bu  e     a   eM   eCA

e    u  aFu   A  r  bu  e          e  y  e

e    u  aFu   A  r  bu  e       a     e  y  e

u  aFu   A  r  bu  e     a  T  rea   Per

u  aFu   A  r  bu  e     u  Re

u  aFu   A  r  bu  e        er

ru u aP u aMe y DPar r P

ru u aP e P r u aMe y DPar r P r

## .11. u aMe y DPeerPar ru Re ere e

u aArray u aMe y DPeerPar Array

u aMe y DPeerPar Dev e

ru u aP u aMe y DPeerPar P

ru u aP e P r u aMe y DPeerPar P r

ru u aE e u aMe y DPeerPar e e

u aArray u aMe y DPeerPar r Array

u aMe y DPeerPar r Dev e

ru u aP u aMe y DPeerPar r P

ru u aP e P r u aMe y DPeerPar r P r

## .12. u aP e P r ru Re ere e

e u aP e P r

v u aP e P r r

e u aP e P r e

e u aP e P r y e

## .1 . u aP erA r bu e ru Re ere e

u aP erA r bu e ev e

v     u aP    erA  r bu e    ev  eP    er

v     u aP    erA  r bu e       P   er

u aP    erA  r bu e    Ma  a  e

e  u   u aMe    ryTy  e
u aP    erA  r bu e     e   ryTy  e

## .1 .  u aP     ru  Re ere   e

e     u aP

e     u aP    y

e     u aP

## .1 . u aRe ur eDe ru Re ere e

u aArray u aRe ur eDe array

ru u aC a e F r a De u aRe ur eDe e

v u aRe ur eDe evP r

e u aRe ur eDe e

u aM a e Array u aRe ur eDe a

e u aRe ur eDe l y e

e u u aRe ur eTy e u aRe ur eDe re Ty e

e u aRe ur eDe el y e

e u aRe ur eDe

.1 . u aRe ur e e De ru Re ere e

e u aRe ur e e De e

u e u aRe ur e e De r ayer

u e u aRe ur e e De r M a eve

e u u aRe ur e e F r a
u aRe ur e e De r a

e u aRe ur e e De e

u e u aRe ur e e De a ayer

u e u aRe ur e e De a M a eve

e u aRe ur e e De

.1 . u aTe ureDe ru Re ere e

e u   u aTe  ureA  re  M  e
 u aTe  ureDe   a  re  M  e


  a   u aTe  ureDe   b r  erC   r


e u   u aTe  ureF  erM  e
 u aTe  ureDe      erM  e


u    e     u aTe  ureDe    a  A    r  y


   a   u aTe  ureDe    a  M    a  eve C a


   a   u aTe  ureDe      M    a  eve C a


e u   u aTe  ureF  erM  e
 u aTe  ureDe       a  F  erM  e


  a   u aTe  ureDe        a  eve  a


   u aTe  ureDe      r  a  e C  r


e u   u aTe  ureRea M   e
 u aTe  ureDe   rea M   e

u aTe  ureDe    R

.18.  ur a eRe ere  e  ru  Re ere  e

ru   u aC a  e F r  a De
ur a eRe ere  e   a  e De

.1 .  e  ureRe ere  e  ru  Re ere  e

e u   u aTe  ureA  re M  e
e  ureRe ere  e a  re M  e

ru   u aC a  e F r  a De
e  ureRe ere  e   a  e De

e u   u aTe  ureF  erM  e
e  ureRe ere  e   erM  e

u   e   e  ureRe ere  e   a A   r  y

a  e  ureRe ere  e   a M  a  eve C a

a  e  ureRe ere  e    M   a  eve C a

e u   u aTe  ureF  erM  e
 e  ureRe ere  e      a F  erM  e

a  e  ureRe ere  e      a  eve  a

e  ureRe ere  e   r  a  e

e  ureRe ere  e  R

C a er .
DATA FIE D

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# Chapter 22.
# DEPRECATED LIST

De re a e

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