1 环境配置

参考这个网站的 环境配置

```
git clone https://github.com/abduld/libwb.git
cd libwb
make all

# 添加环境变量，将上面的libwb目录添加到.bashrc(.zshrc)文件中
export WB_DIR=path_2_libwb

# 在MP0中添加makefile
WB = ${WB_DIR}

template.o: template.cu
	nvcc -std=c++11 -rdc=true -I $(WB) -c template.cu -o template.o

solution: template.o
	nvcc -std=c++11 -o solution template.o $(WB)/lib/libwb.so

clean:
	-rm -f template.o
	-rm -f solution

# 在上面makefile目录下执行
make solution
./solution
```

实验结果如下 (截图)

```
(base) ➜  MP0 git:(main) ✗ make solution
make: “solution”已是最新。
(base) ➜  MP0 git:(main) ✗ ./solution
There is 1 device supporting CUDA
Device 0 name: NVIDIA GeForce RTX 3060 Laptop GPU
 Computational Capabilities: 8.6
 Maximum global memory size: 6209208320
 Maximum constant memory size: 65536
 Maximum shared memory size per block: 49152
 Maximum block dimensions: 1024 x 1024 x 64
 Maximum grid dimensions: 2147483647 x 65535 x 65535
 Warp size: 32
(base) ➜  MP0 git:(main) ✗
```

图 1: lab0 实验结果