

SINGLE POINTER

CPU vs GPU

CPU code

```
void *data;
data = malloc(N);
cpu_func1(data, N);
cpu_func2(data, N);
cpu_func3(data, N);
free(data);
```

GPU code w/ Unified Memory

```
void *data;
data = malloc(N);
cpu_func1(data, N);
gpu_func2<<<...>>>(data, N);
cudaDeviceSynchronize();
cpu_func3(data, N);
free(data);
```

