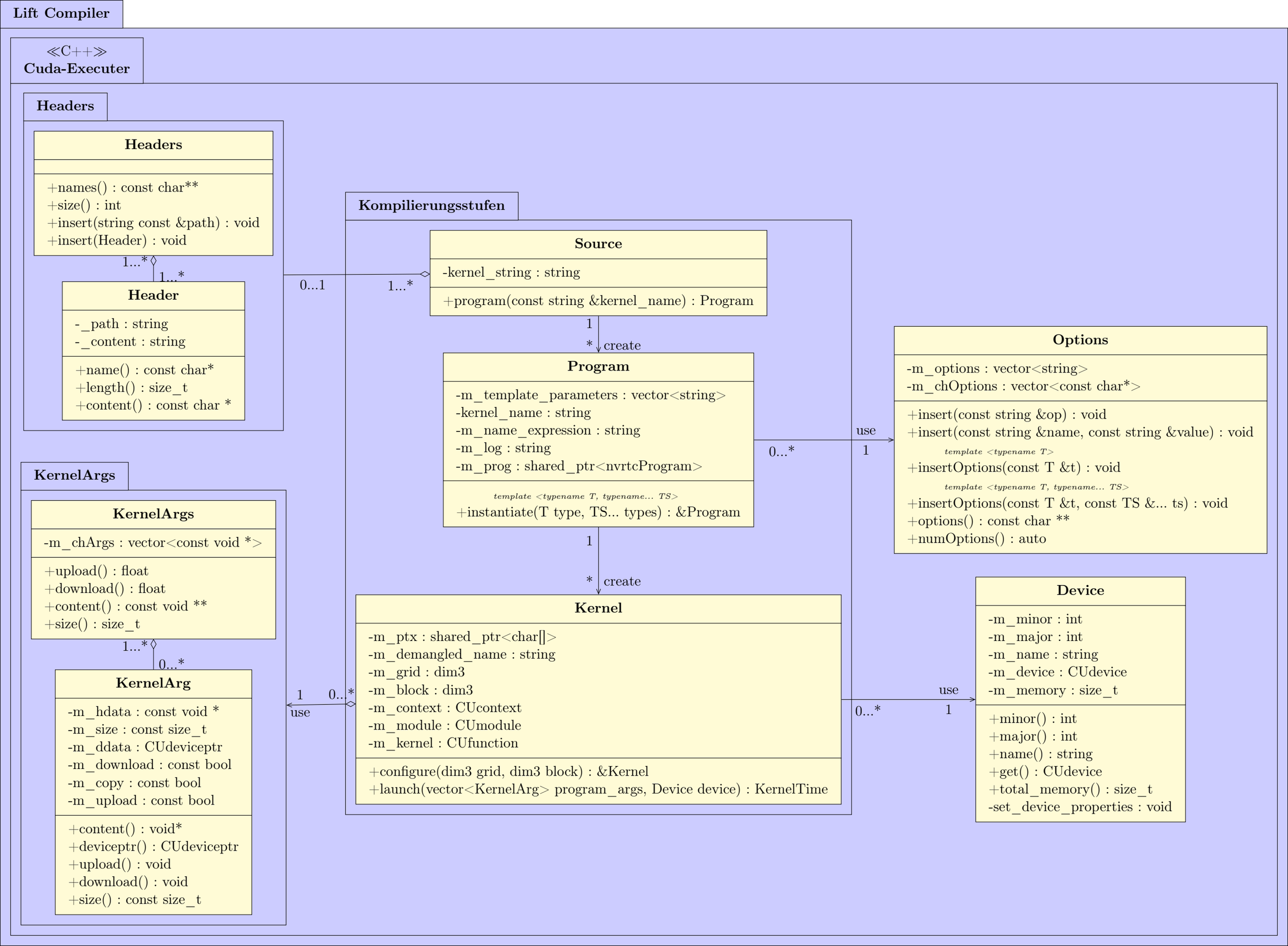
Lift Compiler
≪C++≫
Cuda-Executer
Headers
Headers
+names() : const char**
+size() : int
+insert(string const &path) : void
+insert(Header) : void
1...*
1...*
Header
-_path : string
-_content : string
+name() : const char*
+length() : size_t
+content() : const char *
0...1
1...*
Kompilierungsstufen
Source
-kernel_string : string
+program(const string &kernel_name) : Program
1
*
create
Program
-m_template_parameters : vector<string>
-kernel_name : string
-m_name_expression : string
-m_log : string
-m_prog : shared_ptr<nvrtcProgram>
template <typename T, typename... TS>
+instantiate(T type, TS... types) : &Program
0...*
use
1
Options
-m_options : vector<string>
-m_chOptions : vector<const char*>
+insert(const string &op) : void
+insert(const string &name, const string &value) : void
template <typename T>
+insertOptions(const T &t) : void
template <typename T, typename... TS>
+insertOptions(const T &t, const TS &... ts) : void
+options() : const char **
+numOptions() : auto
1
*
create
Kernel
-m_ptx : shared_ptr<char[]>
-m_demangled_name : string
-m_grid : dim3
-m_block : dim3
-m_context : CUcontext
-m_module : CUmodule
-m_kernel : CUfunction
+configure(dim3 grid, dim3 block) : &Kernel
+launch(vector<KernelArg> program_args, Device device) : KernelTime
KernelArgs
KernelArgs
-m_chArgs : vector<const void *>
+upload() : float
+download() : float
+content() : const void **
+size() : size_t
1...*
0...*
KernelArg
-m_hdata : const void *
-m_size : const size_t
-m_ddata : CUdeviceptr
-m_download : const bool
-m_copy : const bool
-m_upload : const bool
+content() : void*
+deviceptr() : CUdeviceptr
+upload() : void
+download() : void
+size() : const size_t
1
use
0...*
0...*
use
1
Device
-m_minor : int
-m_major : int
-m_name : string
-m_device : CUdevice
-m_memory : size_t
+minor() : int
+major() : int
+name() : string
+get() : CUdevice
+total_memory() : size_t
-set_device_properties : void