CUDA SAMPLES GUIDE TO NEW FEATURES

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Application Note

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Chapter 1. CODE SAMPLES IN CUDA 5.0

NVIDIA® CUDA™ Toolkit version 5.0 introduces some exciting new features and capabilities. To illustrate the capabilities and advantages of the new features, the CUDA Toolkit includes many new and improved code samples. In addition, existing code samples have been upgraded to take advantage of the new features. This document serves as a guide to the new code samples as they relate to the new CUDA Toolkit Version 5.0 and Version 5.0 feature list.

1.1 CUDA Version 5.0 Highlights

- Native support for Kepler GPUs (SM 3.5), with CUDA Dynamic Parallelism as a new CUDA 5.0 feature.
- Overall improvements in driver and toolkit for Kepler GPUs (SM 3.0) performance.
- All projects and Makefiles have been updated accordingly.
- New directory structure for CUDA samples. Samples are classified accordingly to categories: `0_Simple`, `1_Utilities`, `2_Graphics`, `3_Imaging`, `4_Finance`, `5_Simulations`, `6_Advanced`, and `7_CUDALibraries`

1.2 New CUDA Dynamic Parallelism Samples in CUDA 5.0

cdpSimplePrint

This sample demonstrates simple `printf` implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

cdpSimpleQuickSort

This sample demonstrates a simple quicksort implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

cdpAdvancedQuickSort

This sample demonstrates an advanced quicksort implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

cdpLUDecomposition

This sample demonstrates LU Decomposition implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

cdpQuadTree

This sample demonstrates Quad Trees implemented using CUDA Dynamic Parallelism. This sample requires devices with compute capability 3.5 or higher.

simpleDevLibCUBLAS

This sample implements a simple CUBLAS function calls that call GPU device API library running CUBLAS functions. CUBLAS device code functions take advantage of CUDA Dynamic Parallelism and requires compute capability of 3.5 or higher.

1.3 New CUDA Code Samples in CUDA 5.0

simpleIPC

This CUDA Runtime API sample is a very basic sample that demonstrates Inter Process Communication with one process per GPU for computation. Requires Compute Capability 2.0 or higher and a Linux Operating System.

simpleSeparateCompilation

This sample demonstrates a CUDA 5.0 feature, the ability to create a GPU device static library and use it within another CUDA kernel. This example demonstrates how to pass in a GPU device function (from the GPU device static library) as a function pointer to be called. Requires Compute Capability 2.0 or higher.

bindlessTexture

This example demonstrates use of `cudaSurfaceObject`, `cudaTextureObject`, and MipMap support in CUDA. Requires Compute Capability 3.0 or higher.

stereoDisparity

A CUDA program that demonstrates how to compute a stereo disparity map using SIMD SAD (Sum of Absolute Difference) intrinsics. Requires Compute Capability 2.0 or higher.

Chapter 2.
CODE SAMPLES IN CUDA 4.2

`segmentationTreeThrust` (New!)

This example demonstrates a method to build image segmentation trees using Thrust. This algorithm is based on Boruvka's MST algorithm.

Chapter 3. CODE SAMPLES IN CUDA 4.1

`MersenneTwisterGP11213`

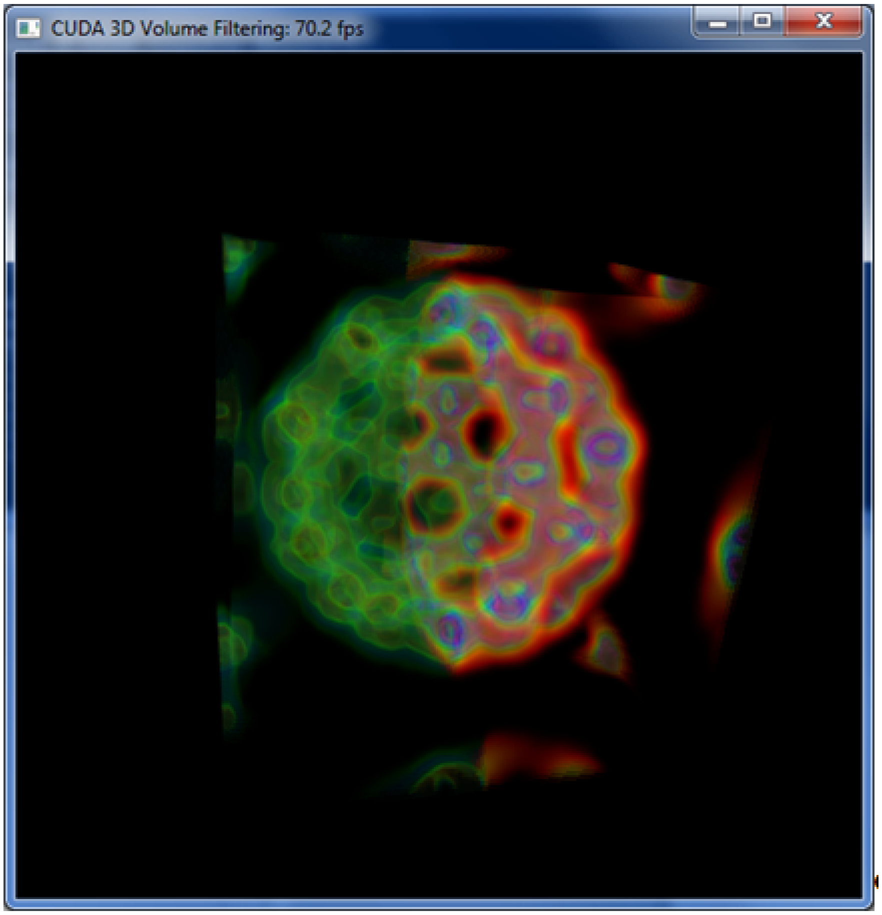
This sample implements Mersenne Twister GP11213, a pseudorandom number generator using the `CURAND` library.

`HSOpticalFlow`

When working with image sequences or video it's often useful to have information about objects movement. Optical flow describes apparent motion of objects in image sequence. This sample is a Horn-Schunck method for optical flow written using CUDA.

`volumeFiltering`

This sample demonstrates basic volume rendering and filtering using 3D textures.



simpleCubeMapTexture

This sample demonstrating how to use `texcubemap` fetch instruction in a CUDA C program.

simpleAssert

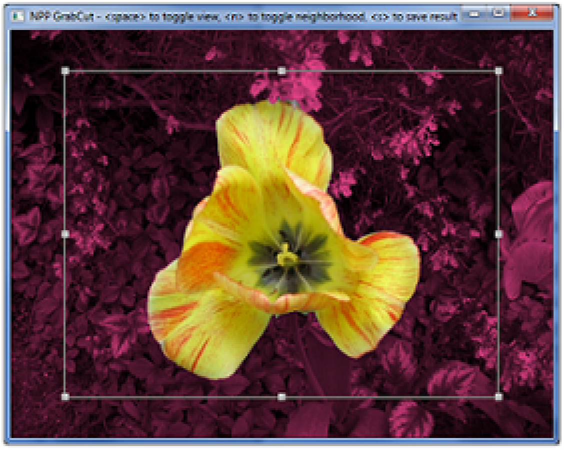
This sample demonstres how to use GPU assert in a CUDA C program.

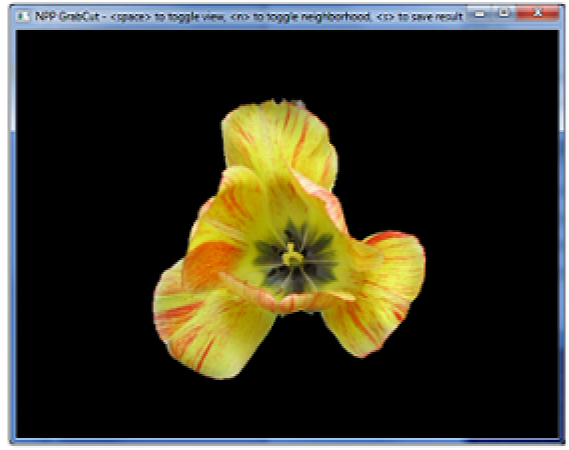
NPP

For additional information about `NPP`, please refer to the document *NPP_Library.pdf* included with the CUDA toolkit.

grabcutNPP

CUDA implementation of Rother et al. GrabCut approach using the 8 neighborhood `NPP` Graphcut primitive introduced in CUDA 4.1. (C. Rother, V. Kolmogorov, A. Blake. *GrabCut: Interactive Foreground Extraction Using Iterated Graph Cuts. ACM Transactions on Graphics (SIGGRAPH'04)*, 2004).


NPP GrabCut - <space> to toggle view, <n> to toggle neighborhood, <s> to save result


NPP GrabCut - <space> to toggle view, <n> to toggle neighborhood, <s> to save result

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