

# TITLE GOES HERE

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## 1. Introduction



The slides and all source code are hosted at [GitHub](#):

- `github.com/phrb/---`

## SAMPLE CODE

```
#include <cuda_runtime.h>

float *h_A = (float *) malloc(size);
if (h_A == NULL) { ... };

float *d_A = NULL;
err = cudaMalloc((void **) &d_A, size);
err = cudaMemcpy(d_A, h_A, size, cudaMemcpyHostToDevice);
if (err != cudaSuccess) { ... };

int threadsPerBlock = 256;
int blocksPerGrid = (numElements + threadsPerBlock - 1) / threadsPerBlock;

vectorAdd<<<blocksPerGrid, threadsPerBlock>>>>(d_A, d_B, d_C, numElements);

err = cudaGetLastError();
err = cudaDeviceSynchronize();
if (err != cudaSuccess) { ... };

err = cudaMemcpy(h_C, d_C, size, cudaMemcpyDeviceToHost);
err = cudaFree(d_A);
if (err != cudaSuccess) { ... };
```

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