

```
HANDLE_ERROR( cudaMalloc( (void**)&dev_b,
                           N*sizeof(float) ) );
HANDLE_ERROR( cudaMalloc( (void**)&dev_partial_c,
                           blocksPerGrid*sizeof(float) ) );

// fill in the host memory with data
for (int i=0; i<N; i++) {
    a[i] = i;
    b[i] = i*2;
}

// copy the arrays 'a' and 'b' to the GPU
HANDLE_ERROR( cudaMemcpy( dev_a, a, N*sizeof(float),
                           cudaMemcpyHostToDevice ) );
HANDLE_ERROR( cudaMemcpy( dev_b, b, N*sizeof(float),
                           cudaMemcpyHostToDevice ) );
```