

```
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 ) );
```