

For library:

PREREQUISITES

CUDA 7.5 or higher version and a GPU of compute capability 3.0 or higher are required.

ALL PLATFORMS

Extract the cuDNN archive to a directory of your choice, referred to below as <installpath>. Then follow the platform-specific instructions as follows.

LINUX

```
cd <installpath>/lib
export LD_LIBRARY_PATH=`pwd`:LD_LIBRARY_PATH
Add <installpath> to your build and link process by adding -I<installpath>/include to your
compile line and -L<installpath>/lib -lcudnn to your link line.
```

OS X

```
cd <installpath>/lib
export DYLD_LIBRARY_PATH=`pwd`:DYLD_LIBRARY_PATH
Add <installpath> to your build and link process by adding -I<installpath>/include to your
compile line and -L<installpath>/lib -lcudnn to your link line.
```

WINDOWS

Add <installpath>\bin to the PATH environment variable.
In your Visual Studio project properties, add <installpath>\include to the Include Directories and Library Directories lists and add cudnn.lib to Linker->Input->Additional Dependencies.

ANDROID

```
adb root
Create a target directory on the Android device:
adb shell "mkdir -p <target dir>"
Copy cuDNN library files over to the Android device:
adb push <installpath> <target dir>
Export LD_LIBRARY_PATH on target:
cd <target dir>/lib
export LD_LIBRARY_PATH=`pwd`:LD_LIBRARY_PATH
```

For deb:

PREREQUISITES

CUDA 7.5 or higher version and a GPU of compute capability 3.0 or higher are required.

SUPPORTED PLATFORMS

Ubuntu 14.04, Ubuntu 16.04, POWER8

Then follow the platform-specific instructions as follows.

1. Install Runtime library
sudo dpkg -i \$(runtime library deb)
2. Install developer library
sudo dpkg -i \$(developer library deb)
3. Install code samples and user guide
sudo dpkg -i \$(document library deb)