Accelerating CUDA C++ Applications with Concurrent Streams

Useful

<https://makefiletutorial.com/>

<https://www.geeksforgeeks.org/c-classes-and-objects/>

<https://en.wikipedia.org/wiki/Feistel_cipher>

<https://en.wikipedia.org/wiki/Memory_paging>

<https://stackoverflow.com/questions/23518299/unified-memory-and-streams-in-c>

CUDA Articles

<https://developer.nvidia.com/blog/cuda-graphs/>

<https://developer.nvidia.com/blog/cuda-pro-tip-write-flexible-kernels-grid-stride-loops/>

<https://on-demand.gputechconf.com/gtc/2014/presentations/S4158-cuda-streams-best-practices-common-pitfalls.pdf>

CUDA Documentation

<https://docs.nvidia.com/cuda/cuda-runtime-api/group__CUDART__STREAM.html>

<https://docs.nvidia.com/cuda/cuda-c-best-practices-guide/index.html#concurrent-kernel-execution>

<https://docs.nvidia.com/cuda/cuda-runtime-api/api-sync-behavior.html#api-sync-behavior>