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# **NVIDIA CUDA Toolkit**

# Description

The NVIDIA CUDA Toolkit provides command-line and graphical tools for building, debugging and optimizing the performance of applications accelerated by NVIDIA GPUs, runtime and math libraries, and documentation including programming guides, user manuals, and API references. The NVIDIA CUDA Toolkit License Agreement is available in Chapter 1.

# **Default Install Location of CUDA Toolkit**

Windows platform:

%ProgramFiles%\NVIDIA GPU Computing Toolkit\CUDA\v#.#

Linux platform:

/usr/local/cuda-#.#

Mac platform:

/Developer/NVIDIA/CUDA-#.#

# **NVIDIA CUDA Samples**

# Description

This package includes over 100+ CUDA examples that demonstrate various CUDA programming principles, and efficient CUDA implementation of algorithms in specific application domains. The NVIDIA CUDA Samples License Agreement is available in Chapter 2.

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%ProgramData%\NVIDIA Corporation\CUDA Samples\v#.#

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## and

\$HOME/NVIDIA\_CUDA-#.#\_Samples

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# **NVIDIA** Driver

# Description

This package contains the operating system driver and fundamental system software components for NVIDIA GPUs. The NVIDIA Driver License for the Windows platform is available in Chapter 3, and the NVIDIA Driver License for the Linux and Mac OSX platforms is available in Chapter 4.

# NVIDIA Nsight Visual Studio Edition (Windows only)

# Description

NVIDIA Nsight Development Platform, Visual Studio Edition is a development environment integrated into Microsoft Visual Studio that provides tools for debugging, profiling, analyzing and optimizing your GPU computing and graphics applications. The NVIDIA Nsight Visual Studio Edition License Agreement is available in Chapter 5.

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```
Component : CUDA Runtime
 Windows: cudart.dll, cudart static.lib, cudadevrt.lib
 Mac OSX : libcudart.dylib, libcudart_static.a, libcudadevrt.a
 Linux : libcudart.so, libcudart_static.a, libcudadevrt.a
Android : libcudart.so, libcudart_static.a, libcudadevrt.a
Component : CUDA FFT Library
 Windows : cufft.dll, cufftw.dll
 Mac OSX : libcufft.dylib, libcufft static.a, libcufftw.dylib,
libcufftw static.a
 Linux : libcufft.so, libcufft_static.a, libcufftw.so, libcufftw_static.a
 Android: libcufft.so, libcufft static.a, libcufftw.so, libcufftw static.a
Component : CUDA BLAS Library
 Windows: cublas.dll, cublas device.lib
 Mac OSX : libcublas.dylib, libcublas_static.a, libcublas_device.a
        : libcublas.so, libcublas_static.a, libcublas_device.a
 Android : libcublas.so, libcublas_static.a, libcublas_device.a
Component : NVIDIA "Drop-in" BLAS Library
 Windows : nvblas.dll
 Mac OSX : libnvblas.dylib
 Linux : libnvblas.so
Component : CUDA Sparse Matrix Library
 Windows : cusparse.dll
 Mac OSX : libcusparse.dylib, libcusparse static.a
 Linux : libcusparse.so, libcusparse_static.a
 Android: libcusparse.so, libcusparse static.a
Component : CUDA Linear Solver Library
 Windows : cusolver.dll
 Mac OSX : libcusolver.dylib, libcusolver static.a
 Linux : libcusolver.so, libcusolver_static.a Android : libcusolver.so, libcusolver_static.a
Component : CUDA Random Number Generation Library
 Windows : curand.dll
 Mac OSX : libcurand.dylib, libcurand_static.a
 Linux : libcurand.so, libcurand_static.a
Android : libcurand.so, libcurand_static.a
Component: NVIDIA Performance Primitives Library
 Windows: nppc.dll, nppi.dll, npps.dll
Mac OSX: libnppc.dylib, libnppi.dylib, libnpps.dylib, libnppc_static.a, libnpps_static.a, libnppi_static.a
         : libnppc.so, libnppi.so, libnpps.so, libnppc static.a,
libnpps static.a, libnppi static.a
 Android: libnppc.so, libnppi.so, libnpps.so, libnppc_static.a,
libnpps_static.a, libnppi_static.a
Component : Internal common library required for statically linking to cuBLAS,
 cuSPARSE, cuFFT, cuRAND and NPP
 Mac OSX : libculibos.a
         : libculibos.a
 Linux
Component: NVIDIA Runtime Compilation Library
 Windows: nvrtc.dll, nvrtc-builtins.dll
 Mac OSX : libnvrtc.dylib, libnvrtc-builtins.dylib
 Linux : libnvrtc.so, libnvrtc-builtins.so
Component: NVIDIA Optimizing Compiler Library
  Windows : nvvm.dll
 Mac OSX : libnvvm.dylib
 Linux : libnvvm.so
Component : NVIDIA Common Device Math Functions Library
 Windows: libdevice.compute_20.bc, libdevice.compute_30.bc,
 libdevice.compute 35.bc
 Mac OSX: libdevice.compute 20.bc, libdevice.compute 30.bc,
 libdevice.compute_35.bc
```

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### 5.8. Miscellaneous

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Those provisions in this Agreement, which by their nature need to survive the termination or expiration of this Agreement, shall survive termination or expiration of the Agreement, including but not limited to Section 5.2, Section 5.3, Section 5.4, Section 5.5, Section 5.7, and Section 5.8.

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### 5.8.3. Amendment

The Agreement shall not be modified except by a written agreement that names this Agreement and any provision to be modified, is dated subsequent to the Effective Date, and is signed by duly authorized representatives of both parties.

### 5.8.4. No Waiver

No failure or delay on the part of either party in the exercise of any right, power or remedy under this Agreement or under law, or to insist upon or enforce performance by

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### 5.8.9. Entire Agreement

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