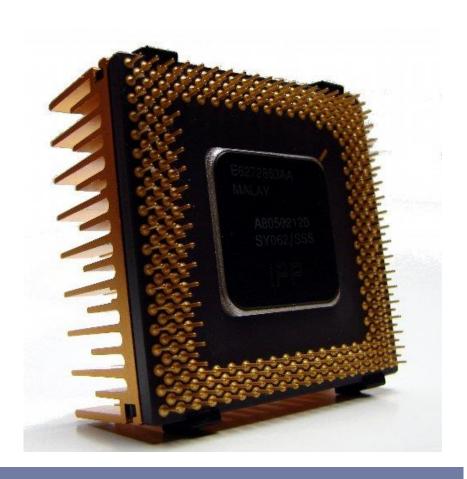
# ADDITIONAL STUDY MATERIAL P-IV

# CUDA installation

# PRACTICAL 1



2017

# GPGPU programming project

P-IV. Routine implementation with CUDA for algorithm acceleration in GPGPU

# Computer architecture

Degree in Computer Engineering Computer Technology department University of Alicante

# ADDITIONAL STUDY MATERIAL P-IV

### ALGORITHMS ACCELERATION PROJECT USING GPGPU

# I. DOWNLOAD

The first thing is to download the CUDA SDK from the oficial website:

https://developer.nvidia.com/cuda-toolkit

Once here, select the latest version of the toolkit



Home > CUDA ZONE > Tools & Ecosystem > Language & APIs > CUDA Toolkit

## **CUDA Toolkit**

The NVIDIA® CUDA® Toolkit provides a comprehensive development environment for C and C++ developers building GPU-accelerated applications. The CUDA Toolkit includes a compiler for NVIDIA GPUs, math libraries, and tools for debugging and optimizing the performance of your applications. You'll also find programming guides, user manuals, API reference, and other documentation to help you get started quickly accelerating your application with GPUs.



# CUDA 5.5 Production release now available on the download page.

### Optimized for MPI Applications

- Enhanced Hyper-Q support for multiple MPI processes via the new Multi-Process Service (MPS) on Linux systems.
- MPI Workload Prioritization enabled by CUDA stream prioritization.
- Multi-process MPI debugging & profiling.

### Guided Performance Analysis

 Step-by-step guidance helps you identify performance bottlenecks and apply optimizations in the NVIDIA Visual Profile and Nsight Eclipse Edition.

### Support for ARM Platforms

Native compilation, for easy application porting.



# Dramatically simplify parallel programming with CUDA 6.0.

### Unified Memory

 Simplifies programming by enabling applications to access CPU and GPU memory without the need to manually copy data. Read more about unified memory.

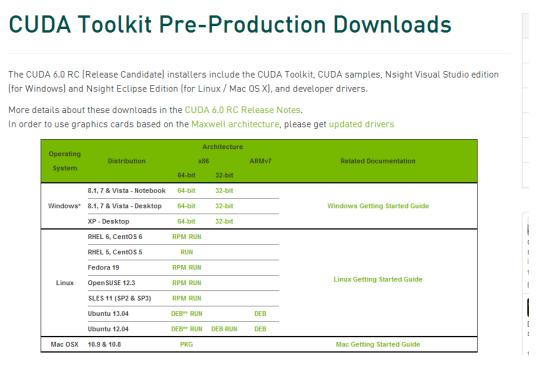
### Drop-in Libraries

 Automatically accelerate applications' BLAS and FFTW calculations by up to 8X by simply replacing the existing CPU libraries with the GPU-accelerated equivalents.

### Multi-GPU scaling

• cublasXT - a new BLAS GPU library that automatically scales performance across

Then it will appear a page like the next:



In it, select and download the proper version for your computer.

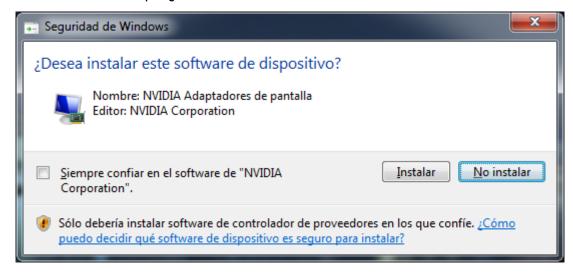
# II. INSTALLATION

Go to the folder where the CUDA toolkit has been downloaded and execute it. Use the default folder for the installation despite it is a "temp" place.

After few minutes a window like the next appear, select the Express installation and it will start installing.

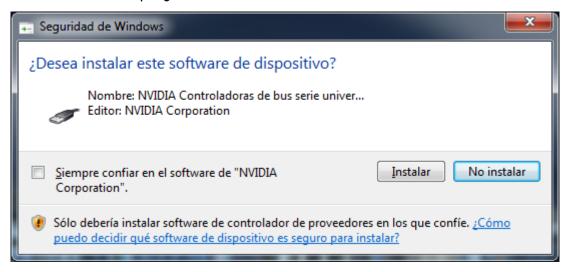


Continue the installation accepting to install the software for the device.



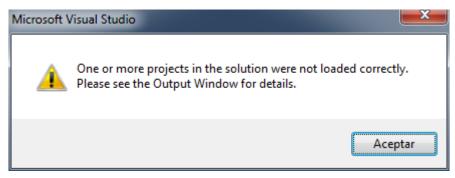
NOTE  $\rightarrow$  It is normal if the screens blink or shut down few times.

Continue the installation accepting to install bus driver for NVIDIA



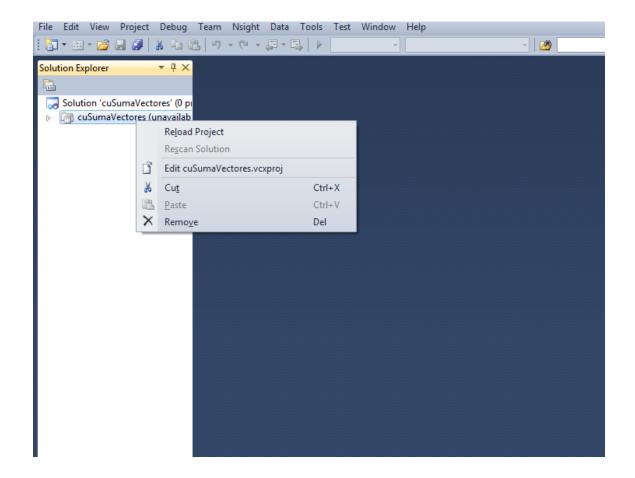
# III. VISUAL STUDIO

Execute the solution of the Project (in this case cuSumaVectores.sln). Once the VS2010 starts a warning appears



Continue accepting this notification and the VS2010 will open the solution.

Click with the right button over the solution and in the menu select "Edit project\_name" (Edit cuSumaVectores.vcxproj)



A tagged document will be opened. Find the following instruction and change the version of the CUDA for the one you have downloaded previously.

### Original:

```
<Import Project="$(VCTargetsPath)\BuildCustomizations\CUDA 5.0.props" />
<Import Project="$(VCTargetsPath)\BuildCustomizations\CUDA 5.0.targets" />
```

### Replace for this in case of CUDA version 6:

```
<Import Project="$(VCTargetsPath)\BuildCustomizations\CUDA 6.0.props" />
<Import Project="$(VCTargetsPath)\BuildCustomizations\CUDA 6.0.targets" />
```

Save the changes and click again with the right button over the project as before and select "Reload Project".

Now you will see all the solution with the files of it.

