SITCON'21

- `__global__ void name(…);`

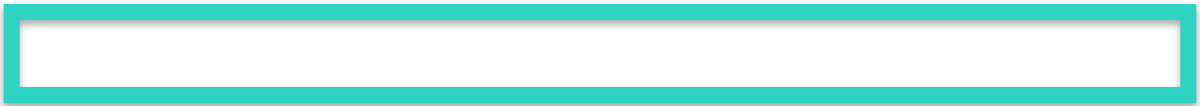
- `name<<<grid_size, block_size>>>(…);`

```
#define LEN 1000
__global__ void gpu_func(int add, int *arr) {
    arr[0] += add;
}

int main(int argc, char *argv[]) {
    int cpu_arr[LEN];
    int *gpu_arr;
    cudaMalloc(&gpu_arr, sizeof(int) * LEN);
    cudaMemcpy(gpu_arr, cpu_arr, sizeof(int) * LEN, cudaMemcpyHostToDevice);
    gpu_func<<<10, 100>>>(87, gpu_arr);
    cudaMemcpy(cpu_arr, gpu_arr, sizeof(int) * LEN, cudaMemcpyDeviceToHost);
}

```

# DECLARE & EXCUTE FUNCTION



總共有10*100=1000

個 threads

# Block & Thread index