

__global__ void name(...); name<<<grid_size, block_size>>>(...);

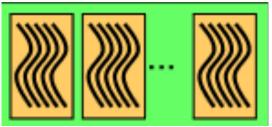
```
#define LEN 1000
     __qlobal__ void gpu_func(int add, int *arr) {
         arr[0] += add;
 5
     int main(int argc, char *argv[]) {
 6
         int cpu_arr[LEN];
         int *gpu_arr;
         cudaMalloc(&gpu_arr, sizeof(int) * LEN);
10
         cudaMemcpy(gpu_arr, cpu_arr, sizeof(int) * LEN, cudaMemcpyHostToDevice);
11
         gpu_func<<<10, 100>>>(87, gpu_arr);
12
         cudaMemcpy(cpu_arr, gpu_arr, sizeof(int) * LEN, cudaMemcpyDeviceToHost);
13
```

APAIABE O EVALITE FILLICTIO' DECLARE & EXCUIE FUNCTION









總共有10*100=1000

個 threads