

__global__ void name(...);

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

```
#define LEN 1000
     __global__ void gpu_func(int add, int *arr) {
        arr[0] += add;
5
     int main(int argc, char *argv[]) {
         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





DECLARE & EXCUTE FUNCTION

- __global___ void name(...);
- name<<<grid_size, block_size>>>(...);

```
#define LEN 1000

2    __global__ void gpu_func(int add, int *arr) {
3         arr[0] += add;
4    }

5
6    int main(int argc, char *argv[]) {
7         int cpu_arr[LEN];
8         int *gpu_arr;
9         cudaMalloc(&gpu_arr, sizeof(int) * LEN);
10         cudaMemcpy(qpu_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    }
14
```



EXECUTION MODEL



