

```
cudaMalloc((void**)&Ad, msize * msize * sizeof(float));
cudaMalloc((void**)&Bd, msize * msize * sizeof(float));
cudaMalloc((void**)&Cd, msize * msize * sizeof(float));

cudaMemcpy( Ad, A, msize * msize * sizeof(float), cudaMemcpyHostToDevice);
cudaMemcpy( Bd, B, msize * msize * sizeof(float), cudaMemcpyHostToDevice);

dim3 dimGrid(1, 1);
dim3 dimBlock(msize, msize);

mul<<<dimGrid, dimBlock>>> ( Ad, Bd, Cd, msize);

cudaMemcpy( C, Cd, msize * msize * sizeof(float), cudaMemcpyDeviceToHost);
```