

```
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( (msize/tile), (msize/tile));
dim3 dimBlock( tile, tile);

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

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