1.Addition of vectors

```
#include <iostream>
using namespace std;
__global__ void add(int* A, int* B, int* C, int size) {
  int tid = blockIdx.x * blockDim.x + threadIdx.x;
  if (tid < size)
    C[tid] = A[tid] + B[tid];
void initialize(int* vector, int size) {
  for (int i = 0; i < size; i++) {
    vector[i] = rand() % 100;
}
void print(int* vector, int size) {
  for (int i = 0; i < size; i++) {
    cout << vector[i] << " ";
  }
  cout << endl;
}
int main() {
  int N = 10;
  int* A, * B, * C;
  int vectorSize = N;
  size_t vectorBytes = vectorSize * sizeof(int);
  A = new int[vectorSize];
  B = new int[vectorSize];
  C = new int[vectorSize];
  initialize(A, vectorSize);
  initialize(B, vectorSize);
  cout << "Vector A: ";</pre>
  print(A, N);
  cout << "Vector B: ";
  print(B, N);
  int* X, * Y, * Z;
  cudaMalloc(&X, vectorBytes);
  cudaMalloc(&Y, vectorBytes);
  cudaMalloc(&Z, vectorBytes);
```

```
cudaMemcpy(X, A, vectorBytes, cudaMemcpyHostToDevice);
  cudaMemcpy(Y, B, vectorBytes, cudaMemcpyHostToDevice);
  int threadsPerBlock = 256;
  int blocksPerGrid = (N + threadsPerBlock - 1) / threadsPerBlock;
  add<<<blocksPerGrid, threadsPerBlock>>>(X, Y, Z, N);
  cudaMemcpy(C, Z, vectorBytes, cudaMemcpyDeviceToHost);
  cout << "Addition: ";</pre>
  print(C, N);
  delete[] A;
  delete[] B;
  delete[] C;
  cudaFree(X);
  cudaFree(Y);
  cudaFree(Z);
  return 0;
}
```

Output:

Vector A: 83 86 77 15 93 35 86 92 49 21 Vector B: 62 27 90 59 63 26 40 26 72 36

Addition: 145 113 167 74 156 61 126 118 121 57

2. Matrix Multiplication

```
#include < cuda runtime.h>
#include <iostream>
__global__ void matmul(int* A, int* B, int* C, int N) {
  int Row = blockIdx.y * blockDim.y + threadIdx.y;
  int Col = blockIdx.x * blockDim.x + threadIdx.x;
  if (Row < N \&\& Col < N) {
    int Pvalue = 0;
    for (int k = 0; k < N; k++) {
       Pvalue += A[Row * N + k] * B[k * N + Col];
    C[Row * N + Col] = Pvalue;
  }
}
int main() {
  int N = 512;
  int size = N * N * sizeof(int);
  int* A, * B, * C;
  int* dev_A, * dev_B, * dev_C;
  cudaMallocHost(&A, size);
  cudaMallocHost(&B, size);
  cudaMallocHost(&C, size);
  cudaMalloc(&dev A, size);
  cudaMalloc(&dev_B, size);
  cudaMalloc(&dev_C, size);
  // Initialize matrices A and B
  for (int i = 0; i < N; i++) {
    for (int j = 0; j < N; j++) {
       A[i * N + j] = i * N + j;
       B[i * N + j] = j * N + i;
    }
  }
  cudaMemcpy(dev_A, A, size, cudaMemcpyHostToDevice);
  cudaMemcpy(dev_B, B, size, cudaMemcpyHostToDevice);
  dim3 dimBlock(16, 16);
  dim3 dimGrid(N / dimBlock.x, N / dimBlock.y);
  matmul<<<dimGrid, dimBlock>>>(dev_A, dev_B, dev_C, N);
  cudaMemcpy(C, dev_C, size, cudaMemcpyDeviceToHost);
  // Print the result
  for (int i = 0; i < 10; i++) {
    for (int j = 0; j < 10; j++) {
       std::cout << C[i * N + j] << " ";
```

```
}
std::cout << std::endl;
}

// Free memory
cudaFree(dev_A);
cudaFree(dev_B);
cudaFree(dev_C);
cudaFreeHost(A);
cudaFreeHost(B);
cudaFreeHost(C);

return 0;
}</pre>
```

Output:

44608256	111586048	178563840	245541632	312519424	379497216	446475008	513452800	580430592	647408384
111586048	312781568	513977088	715172608	916368128	1117563648	1318759168	1519954688	1721150208	1922345728
178563840	513977088	849390336	1184803584	1520216832	1855630080	-2103923968	-1768510720	-1433097472	-1097684224
245541632	715172608	1184803584	1654434560	2124065536	-1701270784	-1231639808	-762008832	-292377856	177253120
312519424	916368128	1520216832	2124065536	-1567053056	-963204352	-359355648	244493056	848341760	1452190464
379497216	1117563648	1855630080	-1701270784	-963204352	-225137920	512928512	1250994944	1989061376	-1567839488
446475008	1318759168	-2103923968	-1231639808	-359355648	512928512	1385212672	-2037470464	-1165186304	-292902144
513452800	1519954688	-1768510720	-762008832	244493056	1250994944	-2037470464	-1030968576	-24466688	982035200
580430592	1721150208	-1433097472	-292377856	848341760	1989061376	-1165186304	-24466688	1116252928	-2037994752
647408384	1922345728	-1097684224	177253120	1452190464	-1567839488	-292902144	982035200	-2037994752	-763057408