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PREFACE

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NVIDIA CUDA Toolkit

Description

The NVIDIA CUDA Toolkit provides command-line and graphical tools for building, debugging and optimizing the performance of applications accelerated by NVIDIA GPUs, runtime and math libraries, and documentation including programming guides, user manuals, and API references. The NVIDIA CUDA Toolkit License Agreement is available in [Chapter 1](#).

Default Install Location of CUDA Toolkit

Windows platform:

```
%ProgramFiles%\NVIDIA GPU Computing Toolkit\CUDA\v#.#
```

Linux platform:

```
/usr/local/cuda-#.#
```

Mac platform:

```
/Developer/NVIDIA/CUDA-#.#
```

NVIDIA CUDA Samples

Description

This package includes over 100+ CUDA examples that demonstrate various CUDA programming principles, and efficient CUDA implementation of algorithms in specific application domains. The NVIDIA CUDA Samples License Agreement is available in [Chapter 2](#).

Default Install Location of CUDA Samples

Windows platform:

```
%ProgramData%\NVIDIA Corporation\CUDA Samples\v#.#
```

Linux platform:

```
/usr/local/cuda-#.#/samples
```

and

```
$HOME/NVIDIA_CUDA-#.#_Samples
```

Mac platform:

```
/Developer/NVIDIA/CUDA-#.#/samples
```

NVIDIA Driver

Description

This package contains the operating system driver and fundamental system software components for NVIDIA GPUs. The NVIDIA Driver License for the Windows platform is available in [Chapter 3](#), and the NVIDIA Driver License for the Linux and Mac OSX platforms is available in [Chapter 4](#).

NVIDIA Nsight Visual Studio Edition (Windows only)

Description

NVIDIA Nsight Development Platform, Visual Studio Edition is a development environment integrated into Microsoft Visual Studio that provides tools for debugging, profiling, analyzing and optimizing your GPU computing and graphics applications. The NVIDIA Nsight Visual Studio Edition License Agreement is available in [Chapter 5](#).

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```
%ProgramFiles%\NVIDIA Corporation\Nsight Visual Studio Edition #.#
```

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Description

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Chapter 1.

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embedded in the file name - as an example only, for release version 6.0 of the 64-bit Windows software, the file cudart64_60.dll is redistributable.

```

Component : CUDA Runtime
  Windows : cudart.dll, cudart_static.lib, cudadevrt.lib
  Mac OSX : libcudart.dylib, libcudart_static.a, libcudadevrt.a
  Linux   : libcudart.so, libcudart_static.a, libcudadevrt.a
  Android : libcudart.so, libcudart_static.a, libcudadevrt.a

Component : CUDA FFT Library
  Windows : cufft.dll, cufftw.dll
  Mac OSX : libcufft.dylib, libcufft_static.a, libcufftw.dylib,
  libcufftw_static.a
  Linux   : libcufft.so, libcufft_static.a, libcufftw.so, libcufftw_static.a
  Android : libcufft.so, libcufft_static.a, libcufftw.so, libcufftw_static.a

Component : CUDA BLAS Library
  Windows : cublas.dll, cublas_device.lib
  Mac OSX : libcublas.dylib, libcublas_static.a, libcublas_device.a
  Linux   : libcublas.so, libcublas_static.a, libcublas_device.a
  Android : libcublas.so, libcublas_static.a, libcublas_device.a

Component : NVIDIA "Drop-in" BLAS Library
  Windows : nvblas.dll
  Mac OSX : libnvblas.dylib
  Linux   : libnvblas.so

Component : CUDA Sparse Matrix Library
  Windows : cusparse.dll
  Mac OSX : libcusparse.dylib, libcusparse_static.a
  Linux   : libcusparse.so, libcusparse_static.a
  Android : libcusparse.so, libcusparse_static.a

Component : CUDA Random Number Generation Library
  Windows : curand.dll
  Mac OSX : libcurand.dylib, libcurand_static.a
  Linux   : libcurand.so, libcurand_static.a
  Android : libcurand.so, libcurand_static.a

Component : NVIDIA Performance Primitives Library
  Windows : nppc.dll, nppl.dll, npps.dll
  Mac OSX : libnppc.dylib, libnppl.dylib, libnpps.dylib, libnppc_static.a,
  libnpps_static.a, libnppl_static.a
  Linux   : libnppc.so, libnppl.so, libnpps.so, libnppc_static.a,
  libnpps_static.a, libnppl_static.a
  Android : libnppc.so, libnppl.so, libnpps.so, libnppc_static.a,
  libnpps_static.a, libnppl_static.a

Component : Internal common library required for statically linking to cuBLAS,
cuSPARSE, cuFFT, cuRAND and NPP
  Mac OSX : libculibos.a
  Linux   : libculibos.a

Component : NVIDIA Optimizing Compiler Library
  Windows : nvvm.dll
  Mac OSX : libnvvm.dylib
  Linux   : libnvvm.so

Component : NVIDIA Common Device Math Functions Library
  Windows : libdevice.compute_20.bc, libdevice.compute_30.bc,
  libdevice.compute_35.bc
  Mac OSX : libdevice.compute_20.bc, libdevice.compute_30.bc,
  libdevice.compute_35.bc
  Linux   : libdevice.compute_20.bc, libdevice.compute_30.bc,
  libdevice.compute_35.bc

Component : CUDA Occupancy Calculation Header Library
  All     : cuda_occupancy.h

Component : Profiling Tools Interface Library
  Windows : cupti.dll
  Mac OSX : libcupti.dylib
  Linux   : libcupti.so

```

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    http://llvm.org
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Email local part: ph10
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Chapter 5.

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5.8. Miscellaneous

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Those provisions in this Agreement, which by their nature need to survive the termination or expiration of this Agreement, shall survive termination or expiration of the Agreement, including but not limited to [Section 5.2](#), [Section 5.3](#), [Section 5.4](#), [Section 5.5](#), [Section 5.7](#), and [Section 5.8](#).

5.8.2. Applicable Laws

Claims arising under this Agreement shall be governed by the laws of Delaware, excluding its principles of conflict of laws and the United Nations Convention on Contracts for the Sale of Goods. The state and/or federal courts residing in Santa Clara County, California shall have exclusive jurisdiction over any dispute or claim arising out of this Agreement. You may not export the Software in violation of applicable export laws and regulations.

5.8.3. Amendment

The Agreement shall not be modified except by a written agreement that names this Agreement and any provision to be modified, is dated subsequent to the Effective Date, and is signed by duly authorized representatives of both parties.

5.8.4. No Waiver

No failure or delay on the part of either party in the exercise of any right, power or remedy under this Agreement or under law, or to insist upon or enforce performance by

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If for any reason a court of competent jurisdiction finds any provision of this Agreement, or portion thereof, to be unenforceable, that provision of the Agreement will be enforced to the maximum extent permissible so as to affect the intent of the parties, and the remainder of this Agreement will continue in full force and effect. This Agreement has been negotiated by the parties and their respective counsel and will be interpreted fairly

in accordance with its terms and without any strict construction in favor of or against either party.

5.8.9. Entire Agreement

This Agreement and NDA constitute the entire agreement between the parties with respect to the subject matter contemplated herein, and merges all prior and contemporaneous communications.

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NVIDIA CUDA Toolkit

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Chapter 6.

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