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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

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

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

and

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

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```
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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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```
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```

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Description

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```
Component : CUDA Runtime
  Windows : cudart.dll, cudart_static.lib
  MacOS   : libcudart.dylib, libcudart_static.a
  Linux   : libcudart.so, libcudart_static.a
  Android : libcudart.so, libcudart_static.a

Component : CUDA FFT Library
  Windows : cufft.dll
  MacOS   : libcufft.dylib
  Linux   : libcufft.so
  Android : libcufft.so

Component : CUDA BLAS Library
  Windows : cublas.dll
  MacOS   : libcublas.dylib
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Component : CUDA Sparse Matrix Library
  Windows : cusparse.dll
  MacOs   : libcusparse.dylib
  Linux   : libcusparse.so
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Component : CUDA Random Number Generation Library
  Windows : curand.dll
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  Android : libcurand.so

Component : NVIDIA Performance Primitives Library
  Windows : nppc.dll, nppi.dll, npps.dll
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  Linux   : libnppc.so, libnppi.so, libnpps.so
  Android : libnppc.so, libnppi.so, libnpps.so

Component : NVIDIA Optimizing Compiler Library
  Windows : nvvm.dll
  MacOs   : 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
  MacOs   : 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
```

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This Agreement and the licenses granted hereunder shall be effective as of the date
You install/download the Software ("Effective Date") and continue perpetually, unless
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5.7. Termination

NVIDIA may terminate this Agreement at any time if You violate its terms. Upon
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Software to NVIDIA, and certify to NVIDIA in writing that such actions have been
completed.

5.8. Miscellaneous

5.8.1. Survival

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

the other party of any of the provisions of this Agreement or under law, shall operate as a waiver thereof, nor shall any single or partial exercise of any right, power or remedy preclude other or further exercise thereof, or the exercise of any other right, power or remedy; rather the provision, right, or remedy shall be and remain in full force and effect.

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Licensee's relationship to NVIDIA is that of an independent contractor, and neither party is an agent or partner of the other. Licensee will not have, and will not represent to any third party that it has, any authority to act on behalf of NVIDIA.

5.8.8. Severability

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
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NVIDIA CUDA Toolkit

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Chapter 6.
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