



Ciencia y Tecnología

Secretaría de Ciencia, Humanidades, Tecnología e Innovación



CIMAT
UNIDAD MÉRIDA

COMPUTE UNIFIED DEVICE ARCHITECTURE (CUDA)

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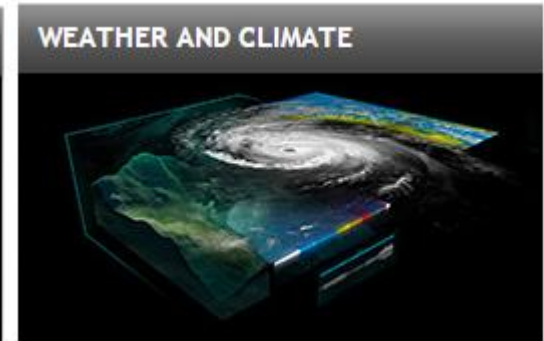
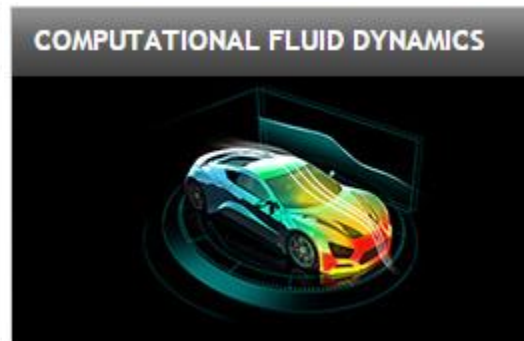
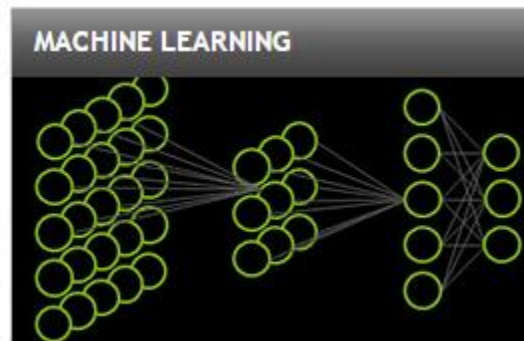
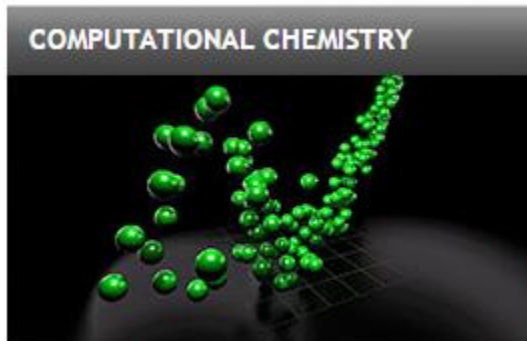
TARJETA DE VIDEO O UNIDAD DE PROCESAMIENTO GRÁFICO (GPU)



GPUS



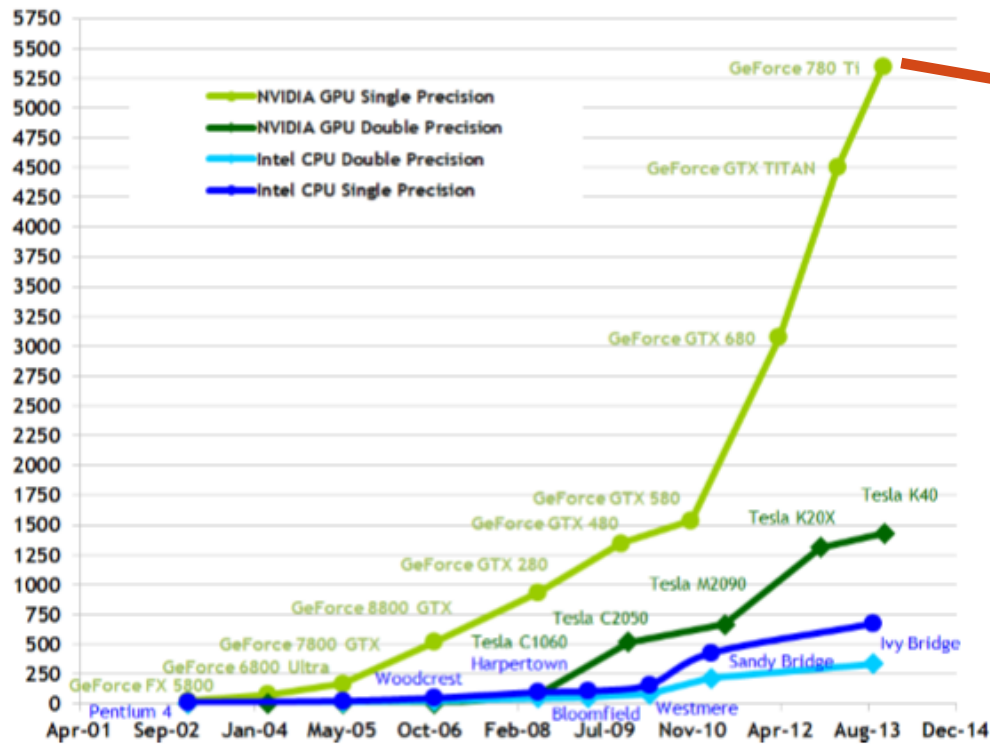
- Procesadores flexibles de procesamiento general
- Se pueden resolver problemas de diversas áreas:
 - Finanzas, Gráficos, Procesamiento de Imágenes y Video, Álgebra Lineal, Física, Química, Biología, etc.



Visitar CUDA ZONE: <https://developer.nvidia.com/cuda-zone>

GPUS VS CPUS

Theoretical GFLOP/s



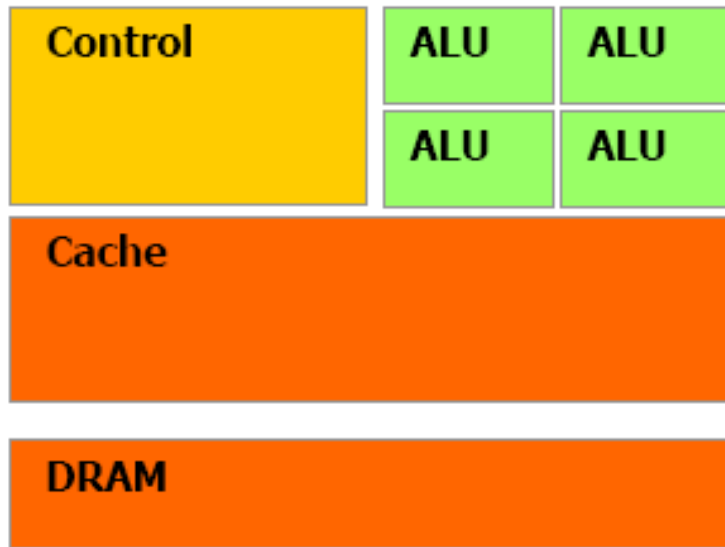
CUDA_C_Programming_Guide.pdf



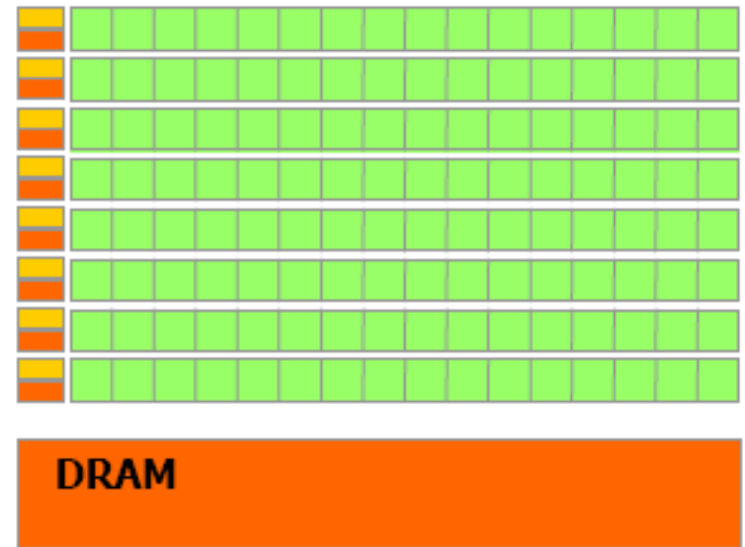
GeForce GTX 780Ti

GPUS VS CPUS (C1)

- Las GPUs cuentan con mayor número de transistores para procesar los datos



CPU



GPU

HERRAMIENTAS PARA CÓMPUTO PARALELO USANDO LA GPU

- **CUDA** (**C**ompute **U**nified **D**evice **A**rchitecture). Desarrollado por NVIDIA en el 2006, como uno de los primeros sistemas de programación en GPU que se liberaron de la forma que había para programar en una GPU (code-it-as-graphics, Cg). Compatible con GPUs Nvidia.
- **OpenCL** (**O**pen **C**omputing **L**anguage). Es un estándar abierto para desarrollar programas que pueden ejecutarse en plataformas heterogéneas, incluyendo GPUs (Nvidia o AMD), CPU, DSPs (Digital Signal Processors). Su modelo de programación es muy parecido al de CUDA.
- **OpenACC**. Permite el uso de directivas para el compilador, para mapear automáticamente cálculos a la GPU o a un multicore.

HERRAMIENTAS PARA CÓMPUTO PARALELO USANDO LA GPU (C1)

- **Thrust.** Es una librería de plantillas en C++ que acelera el desarrollo de programas en GPU, utilizando un conjunto de clases y un conjunto de algoritmos que automáticamente se ejecutan en la GPU. Desde la versión 1.6, puede lanzar ejecuciones a la GPU o a la CPU. Está incorporado en el SDK de CUDA desde la versión 4 de CUDA.
- **ArrayFire.** Es una librería completa de funciones para el GPU que cubre: Matemáticas, Procesamiento de imágenes y señales, Estadística, y otros dominios científicos. Opera en arreglo de datos de forma similar que Thrust.
- **C++ AMP** (C++ **A**ccelerated **M**assive **P**arallelism). Tecnología de Microsoft basado en DirectX 11. Permite la ejecución transparente del código C++ en una CPU o una GPU con base en un conjunto de directivas o extensiones del lenguaje. El modelo de programación es similar al de OpenMP.

Barlas, G. (2014). *Multicore and GPU Programming: An integrated approach*. Elsevier.

CUDA

- Es una tecnología de propósito general que nos permite ejecutar código en GPUs para hacer Cómputo Paralelo
- Desarrollado por NVIDIA en el 2006
- Soporta los lenguajes de programación C/C++, Fortran, Matlab, Python, LabView, etc.
- Soporte de datos en paralelo y manejador de hilos.
- Librerías:
 - FFT (Fast Fourier Transform)
 - BLAS (Basic Linear Algebra Subroutines)
 - CURAND (Generar números aleatorios)
 - CUSPARSE (Subrutinas de algebra lineal para operar matrices ralas)
 - NPP (NVIDIA Performance Primitives)...
- Opera internamente con OpenGL y DirectX.
- Soporta los sistemas operativos:
 - Windows XP 32/64-bit, Windows Vista 32/64-bit, Windows 7 32/64-bit, Linux 32/64-bit y Mac OS.

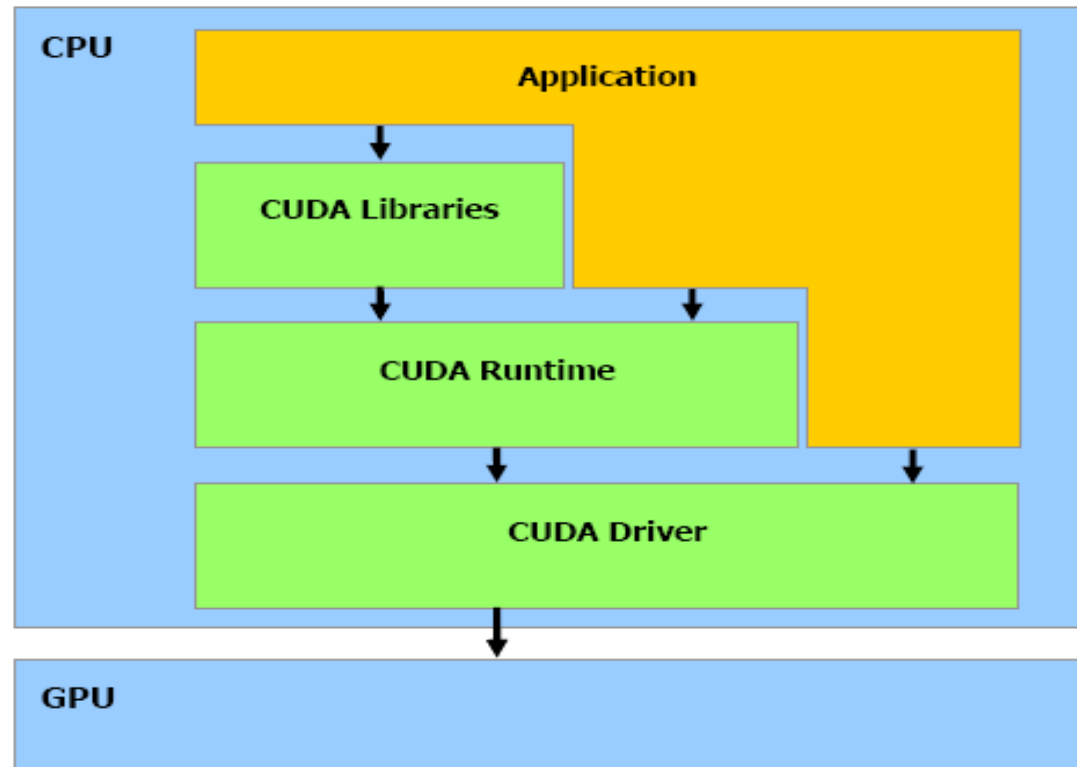
GPU Computing Applications						
Libraries and Middleware						
cuDNN TensorRT	cuFFT, cuBLAS, cuRAND, cuSPARSE	CULA MAGMA	Thrust NPP	VSIPL, SVM, OpenCurrent	PhysX, OptiX, iRay	MATLAB Mathematica
Programming Languages						
C	C++	Fortran	Java, Python, Wrappers	DirectCompute	Directives (e.g., OpenACC)	
CUDA-enabled NVIDIA GPUs						
Turing Architecture (Compute capabilities 7.x)	DRIVE/JETSON AGX Xavier	GeForce 2000 Series		Quadro RTX Series	Tesla T Series	
Volta Architecture (Compute capabilities 7.x)	DRIVE/JETSON AGX Xavier				Tesla V Series	
Pascal Architecture (Compute capabilities 6.x)	Tegra X2	GeForce 1000 Series		Quadro P Series	Tesla P Series	
Maxwell Architecture (Compute capabilities 5.x)	Tegra X1	GeForce 900 Series		Quadro M Series	Tesla M Series	
Kepler Architecture (Compute capabilities 3.x)	Tegra K1	GeForce 700 Series GeForce 600 Series		Quadro K Series	Tesla K Series	
	EMBEDDED	CONSUMER DESKTOP, LAPTOP		PROFESSIONAL WORKSTATION	DATA CENTER	

SOFTWARE USANDO CUDA



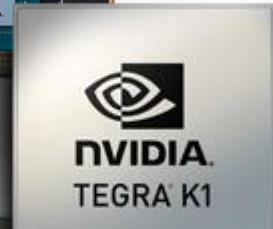
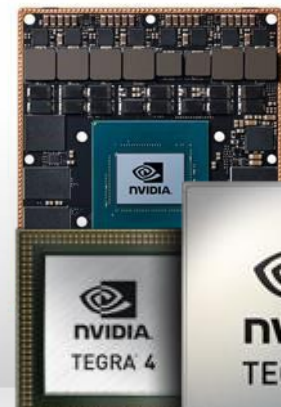
SOFTWARE CUDA

- El software CUDA esta compuesto por:
 - Hardware driver
 - Runtime
 - Libraries



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GPUS COMPATIBLES CON CUDA



Arquitectura	Capacidad	Ejemplos	Año
Tesla	1.0 - 1.3	GeForce 8800 GT, Quadro FX 370	2006
Fermi	2.0 - 2.1	GeForce GTX 480, Quadro 2000	2010
Kepler	3.0 - 3.5	Tesla K20, NVS 510, Tegra K1	2012
Maxwell	5.0 - 5.2	GeForce GTX 980M, Quadro M6000	2014
Pascal	6.0 - 6.1	GeForce GTX 1080, Quadro P6000	2016
Volta	7.0	NVIDIA Titan V, Tesla V100	2017
Turing	7.5	Quadro RTX 8000, Tesla T4	2018
Ampere	8.0 - 8.6	GeForce RTX 3070-3090, NVIDIA A100	2020
Lovelace, Hopper, Blackwell	8.9	NVIDIA RTX 4090 (Video juegos) NVIDIA H100 (Centro de datos)	2022- 2023

Compute Capability (CUDA SDK support vs. Microarchitecture)

CUDA SDK version(s)	Tesla	Fermi	Kepler (early)	Kepler (late)	Maxwell	Pascal	Volta	Turing	Ampere	Ada Lovelace	Hopper
1.0 ^[32]	1.0 – 1.1										
1.1	1.0 – 1.1+x										
2.0	1.0 – 1.1+x										
2.1 - 2.3.1 ^{[33][34][35][36]}	1.0 – 1.3										
3.0 - 3.1 ^{[37][38]}	1.0 –	2.0									
3.2 ^[39]	1.0 –	2.1									
4.0 - 4.2	1.0 –	2.1+x									
5.0 - 5.5	1.0 –			3.5							
6.0	1.0 –			3.5							
6.5	1.1 –				5.x						
7.0 - 7.5		2.0 –			5.x						
8.0		2.0 –				6.x					
9.0 - 9.2			3.0 –				7.0				
10.0 - 10.2			3.0 –				7.5				
11.0 ^[40]				3.5 –					8.0		
11.1 - 11.4 ^[41]				3.5 –					8.6		
11.5 - 11.7.1 ^[42]				3.5 –					8.7		
11.8 ^[43]				3.5 –							9.0
12.0 - 12.2					5.0 –						9.0

<https://en.wikipedia.org/wiki/CUDA>

CUDA_Intro. Francisco J. Hernández-López

Ene-Jun 2025

Feature support (unlisted features are supported for all compute capabilities)	Compute capability (version)									
	1.0, 1.1	1.2, 1.3	2.x	3.0	3.2	3.5, 3.7, 5.x, 6.x, 7.0, 7.2	7.5	8.x	9.0	
Warp vote functions (__all(), __any())	No	Yes								
Warp vote functions (__ballot())	No	Yes								
Memory fence functions (__threadfence_system())										
Synchronization functions (__syncthreads_count(), __syncthreads_and(), __syncthreads_or())										
Surface functions										
3D grid of thread blocks										
Warp shuffle functions	No			Yes						
Unified memory programming	No			Yes						
Funnel shift	No				Yes					
Dynamic parallelism	No					Yes				
Uniform Datapath ^[50]	No							Yes		
Hardware-accelerated async-copy	No								Yes	
Hardware-accelerated <i>split arrive/wait barrier</i>										
Warp-level support for reduction ops										
L2 cache residency management										
DPX instructions for accelerated dynamic programming	No									Yes
Distributed shared memory										
Thread block cluster										
Tensor memory accelerator (TMA) unit										
Feature support (unlisted features are supported for all compute capabilities)	1.0,1.1	1.2,1.3	2.x	3.0	3.2	3.5, 3.7, 5.x, 6.x, 7.0, 7.2	7.5	8.x	9.0	
	Compute capability (version)									

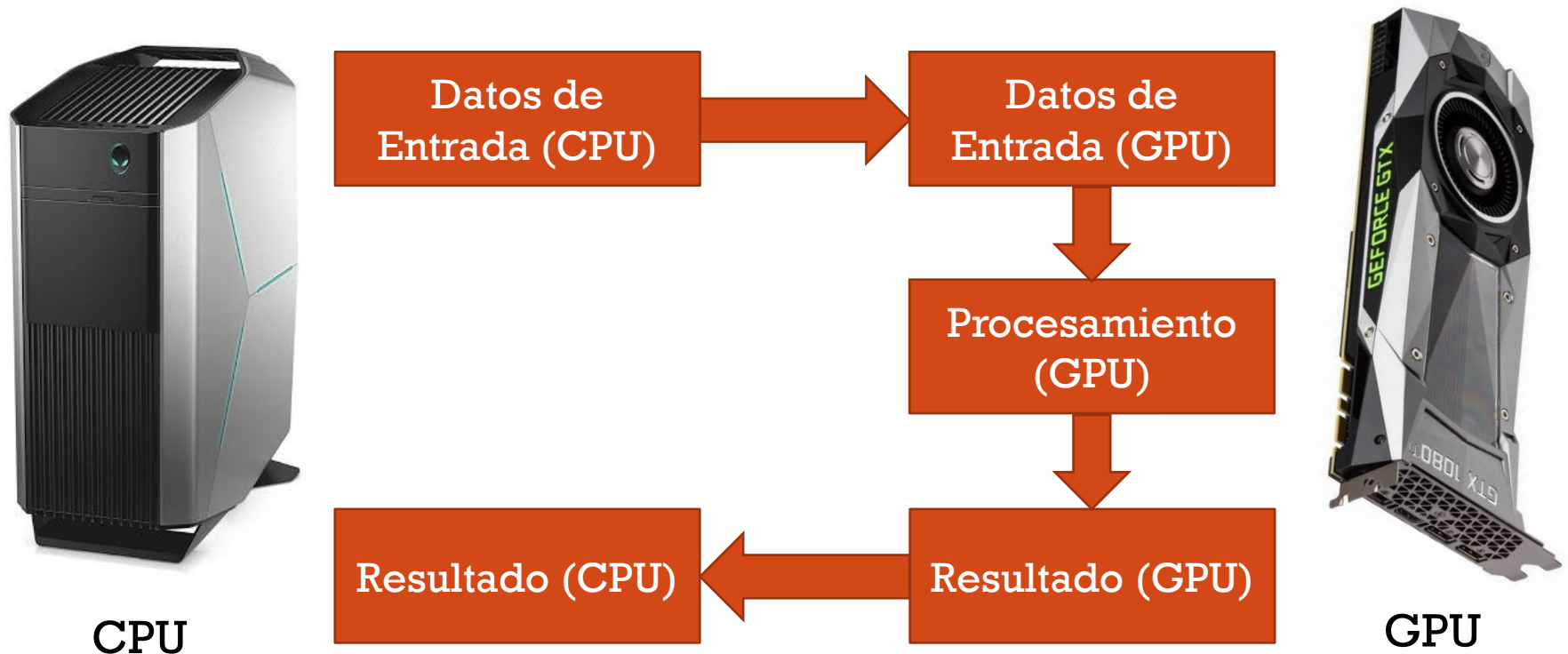
<https://en.wikipedia.org/wiki/CUDA>

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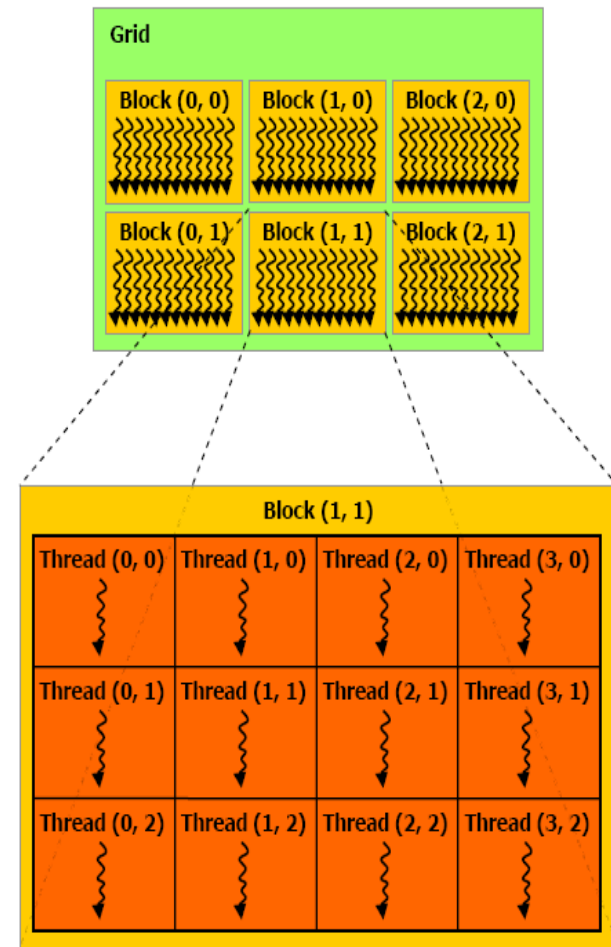
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MODELO TRADICIONAL DE PROGRAMACIÓN EN CUDA



CONFIGURACIÓN DE LOS HILOS

- Un programa que se compila para ejecutarse en una tarjeta gráfica se le llama *Kernel*.
- El conjunto de hilos que ejecuta un *Kernel* están organizados como una cuadrícula o malla (grid) de bloques de hilos.
- Un Bloque de hilos es un conjunto de hilos que pueden cooperar juntos:
 - Con rápido acceso a memoria compartida.
 - De forma sincronizada.
 - Con un identificador de hilos ID.
 - Los Bloques pueden ser arreglos de 1, 2 o 3 dimensiones.
- Un Grid de bloques de hilos:
 - Tiene un número limitado de hilos en un bloque.
 - Los bloques se identifican mediante un ID.
 - Pueden ser arreglos de 1 o 2 dimensiones. Hasta 3 en GPUs con Capacidad ≥ 2



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TAMAÑOS DE LOS BLOQUES Y MALLAS

Item	Compute Capability			
	1.x	2.x	3.x	5.x
Max. number of grid dimensions	2	3		
Grid maximum x-dimension	$2^{16} - 1$		$2^{31} - 1$	
Grid maximum y/z-dimension	$2^{16} - 1$			
Max. number of block dimensions	3			
Block max. x/y-dimension	512	1024		
Block max. z-dimension	64			
Max. threads per block	512	1024		
GPU example (GTX family chips)	8800	480	780	980

EJECUCIÓN DE UN PROGRAMA EN GPU

Host = CPU
Device = GPU
Kernel = Conjunto de instrucciones que se ejecutan en el device.

C Program
Sequential
Execution

Serial code

Parallel kernel
Kernel0<<<>>>()

Serial code

Parallel kernel
Kernel1<<<>>>()

Host

Device

Grid 0

Block (0, 0)

Block (1, 0)

Block (2, 0)

Block (0, 1)

Block (1, 1)

Block (2, 1)

Host

Device

Grid 1

Block (0, 0)

Block (1, 0)

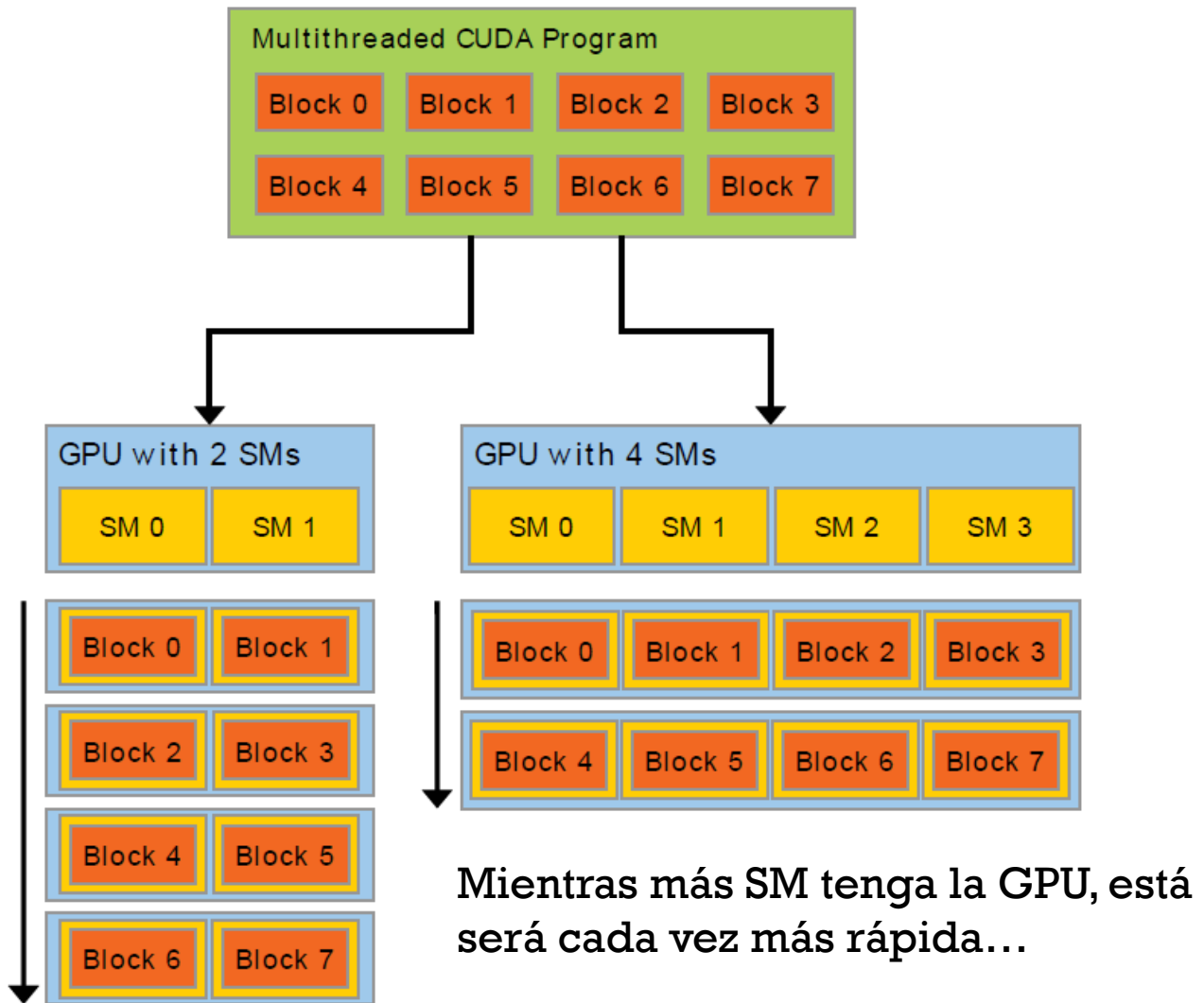
Block (0, 1)

Block (1, 1)

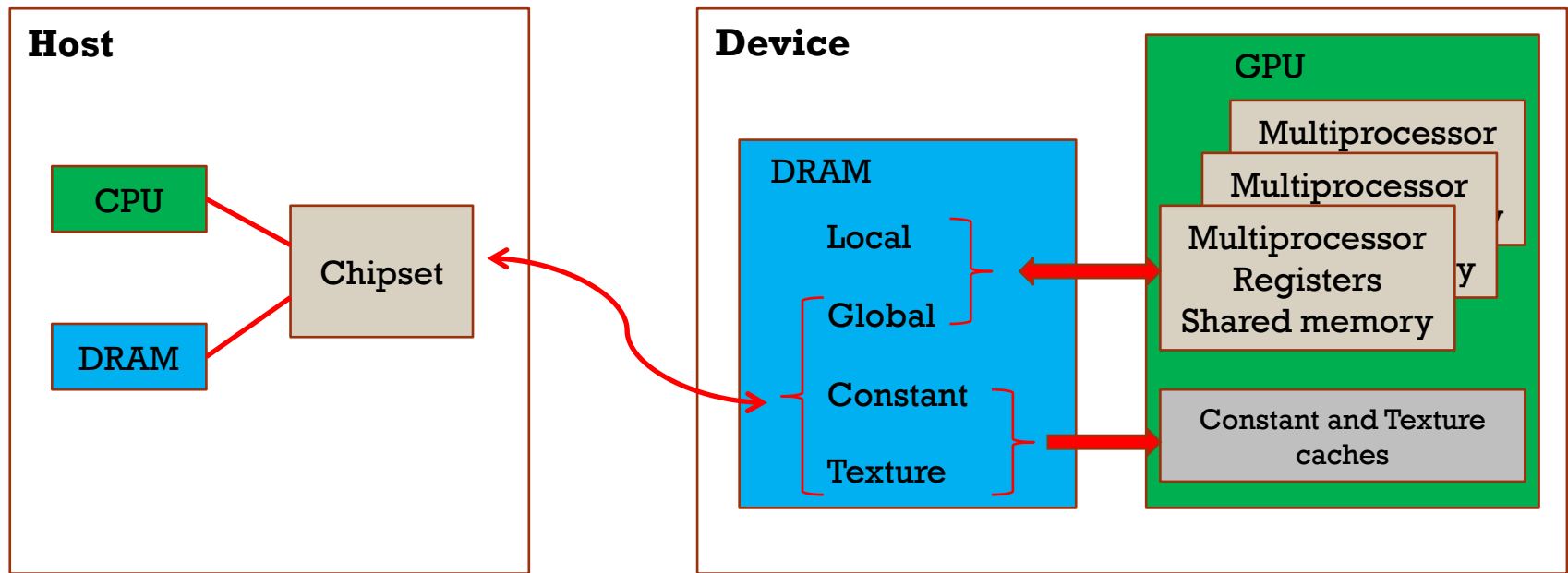
Block (0, 2)

Block (1, 2)

ESCALABILIDAD AUTOMÁTICA



MODELO DE LA MEMORIA EN CUDA



INSTRUCCIONES PARA CREAR MEMORIA

- **cudaMalloc** ((void**) devPtr, size_t size)
- **cudaMallocHost** ((void**) hostPtr, size_t size)
- **cudaFree** (void *devPtr)
- **cudaFreeHost** (void *hostPtr)

INSTRUCCIONES PARA COPIAR MEMORIA

- **cudaMemcpy**(void *dst, const void *src, size_t count, enum cudaMemcpyKind kind)
- **cudaMemcpy2D**(void *dst, size_t dpitch, const void *src, size_t spitch, size_t width, size_t height, enum cudaMemcpyKind kind)
- **cudaMemcpyToSymbol**(const char *symbol, const void *src, size_t count, size_t offset, enum cudaMemcpyKind kind) H→D D→D
- **cudaMemcpyFromSymbol**(void *dst, const char *symbol, size_t count, size_t offset, enum cudaMemcpyKind kind) D→H D→D

Kind =

cudaMemcpyHostToHost = 0, cudaMemcpyHostToDevice = 1, cudaMemcpyDeviceToHost = 2, cudaMemcpyDeviceToDevice = 3. cudaMemcpyDefault = 4 (Unified Virtual Address)

CALIFICADORES DE UNA FUNCIÓN

___device___

- Se ejecuta en el dispositivo
- Llamada solamente desde el dispositivo

___global___

- Se ejecuta en el dispositivo
- Llamada solamente desde el host

___host___

- Se ejecuta en el host
- Llamada solamente desde el host

CALIFICADORES DE UNA VARIABLE

___**device**___

- Reside en el espacio de la memoria global
- Tiene el tiempo de vida de una aplicación
- Es accesible a partir de todos los hilos dentro del grid, y a partir del host a través de la biblioteca en tiempo de ejecución

___**constant**___ (Opcionalmente se utiliza junto con ___**device**___)

- Reside en el espacio de la memoria constante
- Tiene el tiempo de vida de una aplicación
- Es accesible a partir de todos los hilos dentro del grid, y a partir del host a través de la biblioteca en tiempo de ejecución

___**shared**___ (Opcionalmente se utiliza junto con ___**device**___)

- Reside en el espacio de memoria compartida de un bloque de hilos
- Tiene el tiempo de vida de un bloque
- Solamente accesible a partir de los hilos que están dentro del bloque

LLAMADA A UNA FUNCIÓN KERNEL

Una función, por ejemplo:

```
__global__ void NameFunc(float *parametro);
```

debe ser llamada como sigue:

```
NameFunc <<< Dg, Db, Ns, St >>> (parametro);
```

Dg: Es de tipo *dim3* dimensión y tamaño del grid

Db: Es de tipo *dim3* dimensión y tamaño de cada bloque

Ns: Es de tipo *size_t* número de bytes en memoria compartida

St: Es de tipo *cudaStream_t* el cuál indica que stream va a utilizar la función kernel

(Ns y St son argumentos opcionales)

VARIABLES DEFINIDAS AUTOMÁTICAMENTE

Todas las funciones `__global__` y `__device__` tienen acceso a las siguientes variables:

- **gridDim** es de tipo `dim3`, indica la dimensión del grid
- **blockIdx** es de tipo `uint3`, indica el índice del bloque dentro del grid
- **blockDim** es de tipo `dim3`, indica la dimensión del bloque
- **threadIdx** es de tipo `uint3`, indica el índice del hilo dentro del bloque

TIPOS DE DATOS

**char1, uchar1, char2, uchar2, char3, char3, char4,
uchar4, short1, ushort1, short2, ushort2, short3,
ushort3, short4, ushort4, int1, uint1, int2, uint2, int3,
uint3, int4, int4, long1, ulong1, long2, ulong2, long3,
ulong3, long4, ulong4, longlong1, longlong2, float1,
float2, float3, float4, double1, double2**

La 1ra, 2da, 3ra, and 4ta componentes se acceden a través de los campos x, y, z y w respectivamente

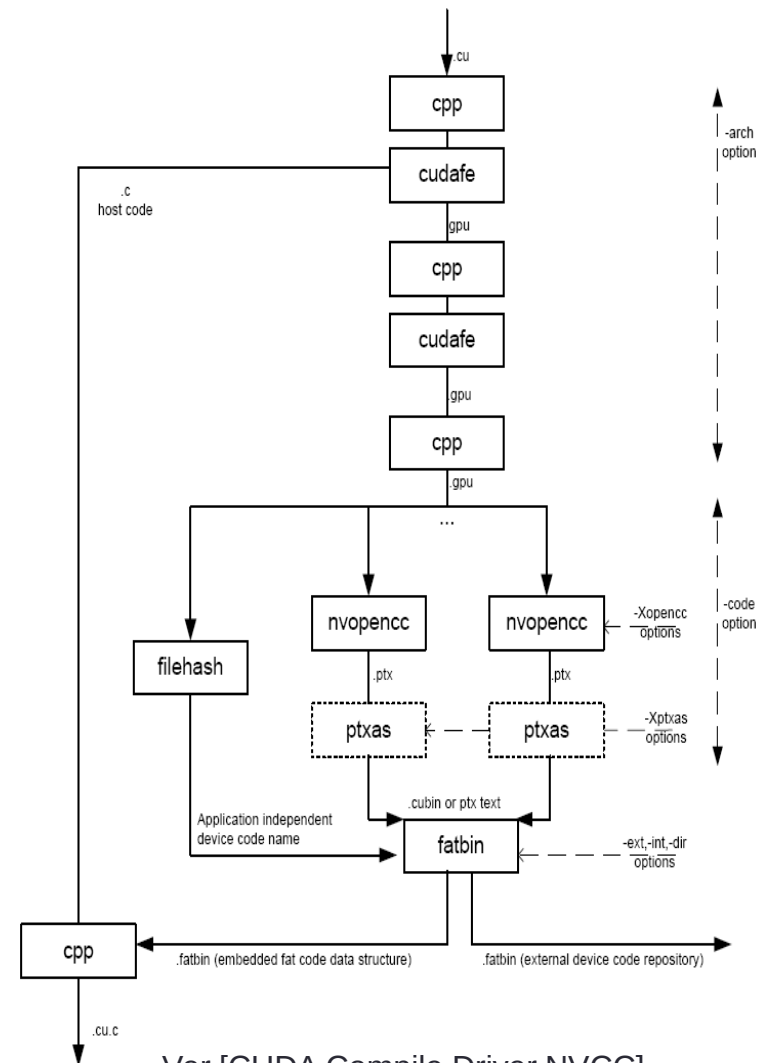
```
float3 temp[10];  
.....  
temp[i].x=0.0; temp[i].y=0.0; temp[i].z=0.0;
```

FUNCIONES MATEMÁTICAS

- `__NombreFuncion()`
 - A nivel de hardware
 - Mayor velocidad pero menor precisión
 - Ejemplos: `__sinf(x)`, `__expf(x)`, `__logf(x)`,...
- `NombreFuncion()`
 - Menor velocidad pero mayor precisión
 - Ejemplos: `sinf(x)`, `expf(x)`, `logf(x)`,...
- `-use_fast_math`: Opción del compilador `nvcc`

COMPILACIÓN CON NVCC

- El *nvcc*, es el encargado de compilar el código CUDA
- Soporta C/C++
- El *nvcc* utiliza los siguientes compiladores para el código *host*:
 - Linux: gcc, g++
 - Windows: Microsoft VS C/C++
 - Mac: Xcode



Ver [CUDA Compile Driver NVCC]

INSTALANDO CUDA

<https://developer.nvidia.com/cuda-downloads>

CUDA Toolkit 10.2 Download

Select Target Platform

Click on the green buttons that describe your target platform. Only supported platforms will be shown.

Operating System

Windows

Linux

Mac OSX

CUDA Toolkit 11.7 Downloads

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Select Target Platform

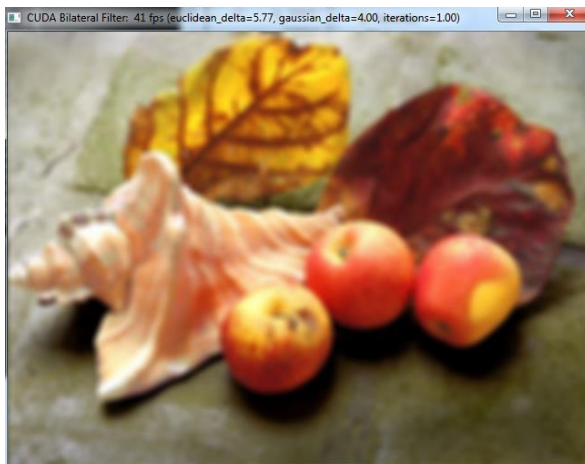
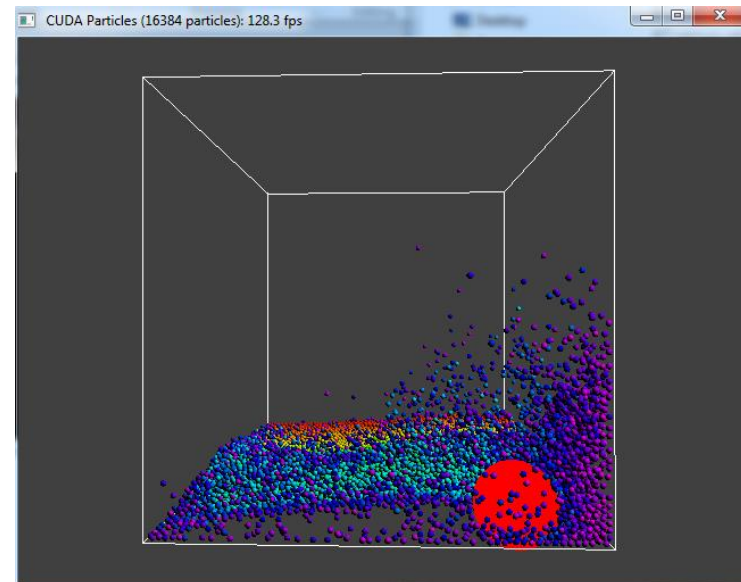
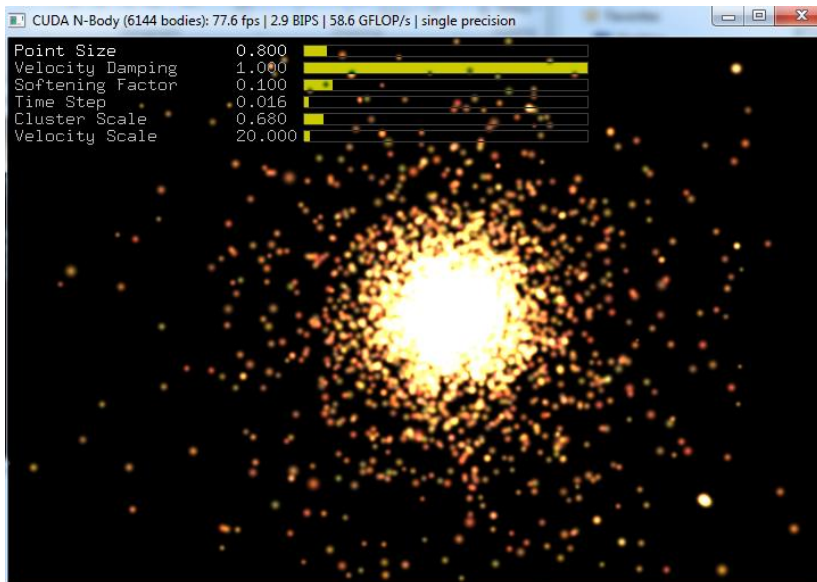
Click on the green buttons that describe your target platform. Only supported platforms will be shown. By downloading and using the software, you agree to fully comply with the terms and conditions of the [CUDA EULA](#).

Operating System

Linux

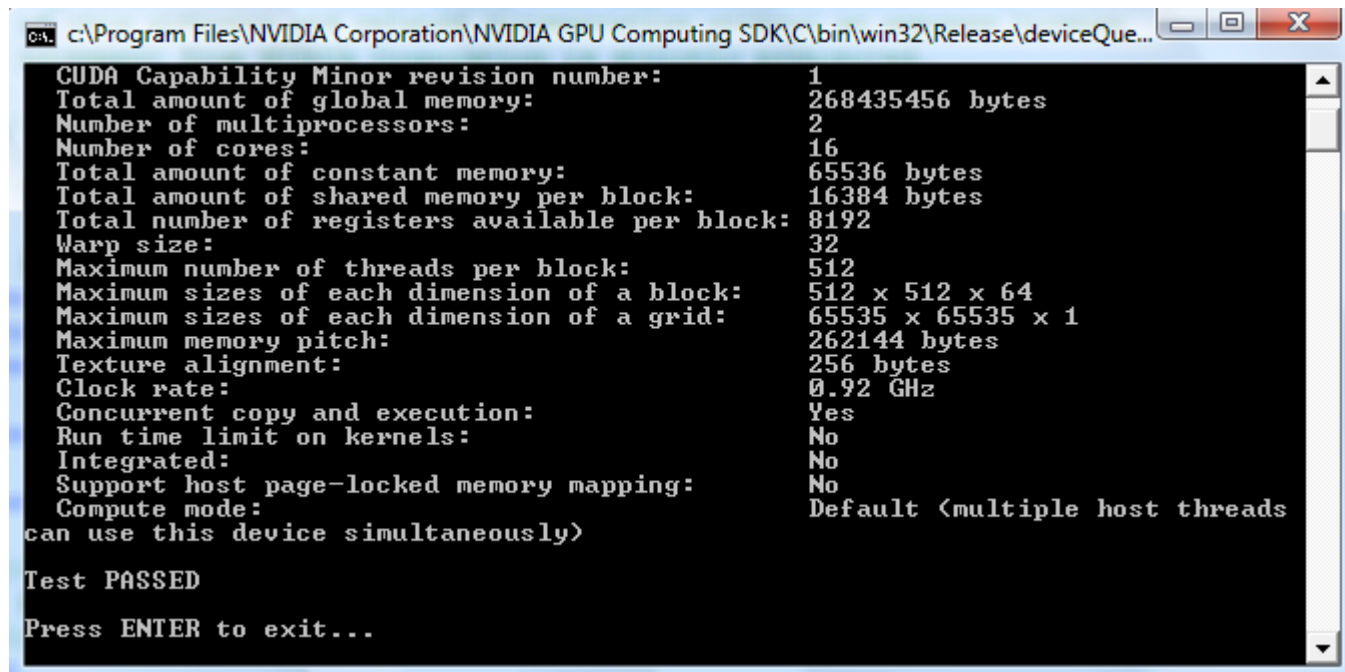
Windows

EJEMPLOS DEL SDK



“deviceQueryDrv”

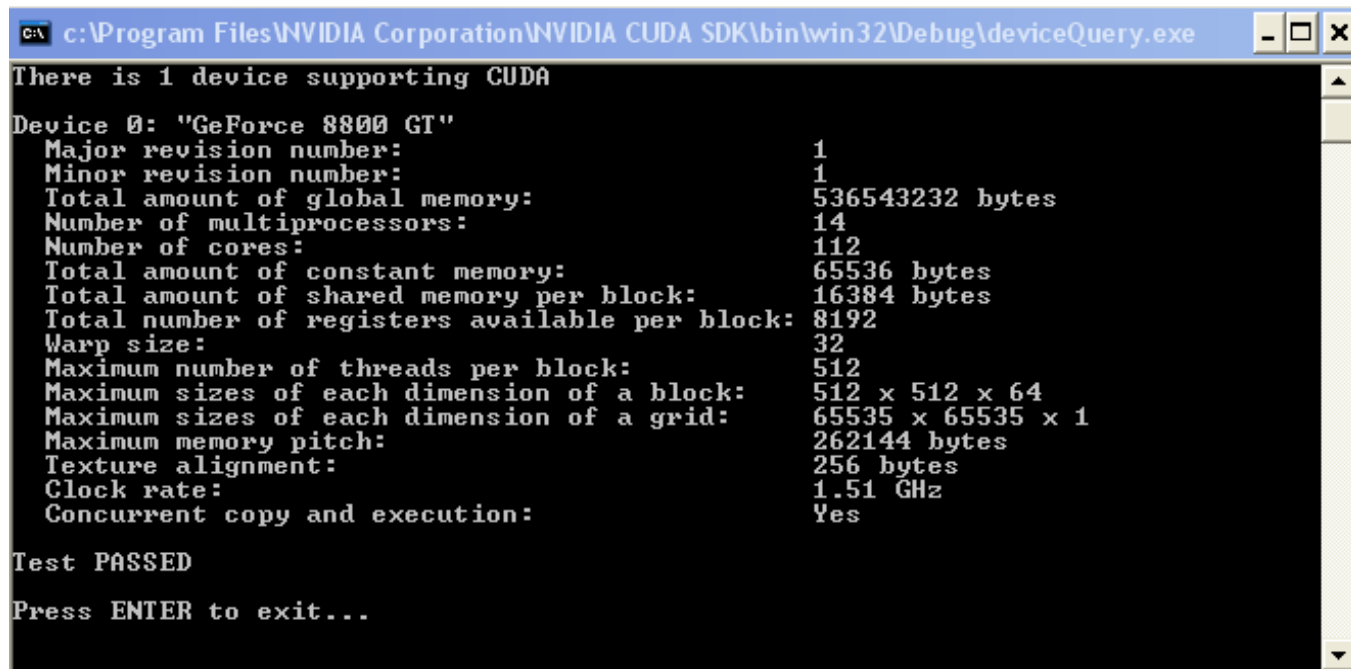
- Para saber que capacidades tiene nuestra tarjeta de video:



```
c:\Program Files\NVIDIA Corporation\NVIDIA GPU Computing SDK\C\bin\win32\Release\deviceQue...
CUDA Capability Minor revision number: 1
Total amount of global memory: 268435456 bytes
Number of multiprocessors: 2
Number of cores: 16
Total amount of constant memory: 65536 bytes
Total amount of shared memory per block: 16384 bytes
Total number of registers available per block: 8192
Warp size: 32
Maximum number of threads per block: 512
Maximum sizes of each dimension of a block: 512 x 512 x 64
Maximum sizes of each dimension of a grid: 65535 x 65535 x 1
Maximum memory pitch: 262144 bytes
Texture alignment: 256 bytes
Clock rate: 0.92 GHz
Concurrent copy and execution: Yes
Run time limit on kernels: No
Integrated: No
Support host page-locked memory mapping: No
Compute mode: Default (multiple host threads
can use this device simultaneously)
Test PASSED
Press ENTER to exit...
```

Resultado con una tarjeta NVIDIA GeForce 8400 GS

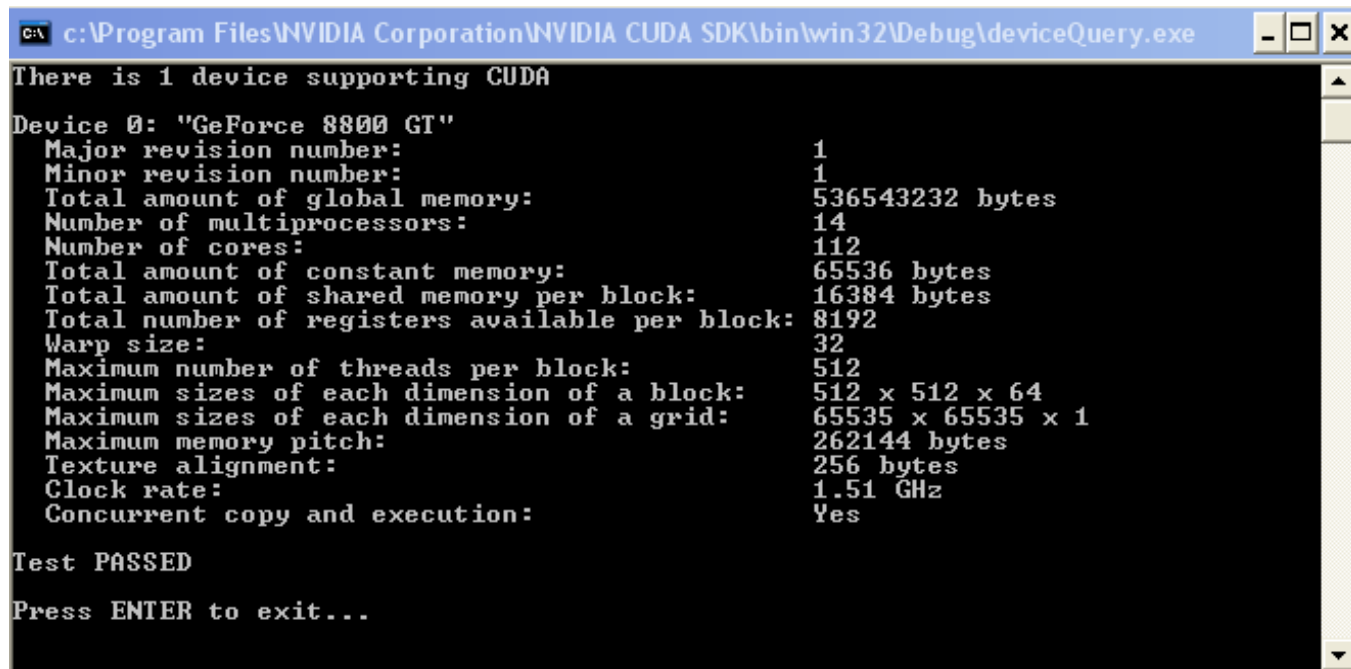
“deviceQueryDrv”



```
c:\Program Files\NVIDIA Corporation\NVIDIA CUDA SDK\bin\win32\Debug\deviceQuery.exe
There is 1 device supporting CUDA
Device 0: "GeForce 8800 GT"
  Major revision number:      1
  Minor revision number:      1
  Total amount of global memory: 536543232 bytes
  Number of multiprocessors:  14
  Number of cores:           112
  Total amount of constant memory: 65536 bytes
  Total amount of shared memory per block: 16384 bytes
  Total number of registers available per block: 8192
  Warp size:                  32
  Maximum number of threads per block: 512
  Maximum sizes of each dimension of a block: 512 x 512 x 64
  Maximum sizes of each dimension of a grid: 65535 x 65535 x 1
  Maximum memory pitch:       262144 bytes
  Texture alignment:          256 bytes
  Clock rate:                  1.51 GHz
  Concurrent copy and execution: Yes
Test PASSED
Press ENTER to exit...
```

NVIDIA GeForce 8800 GT

“deviceQueryDrv”

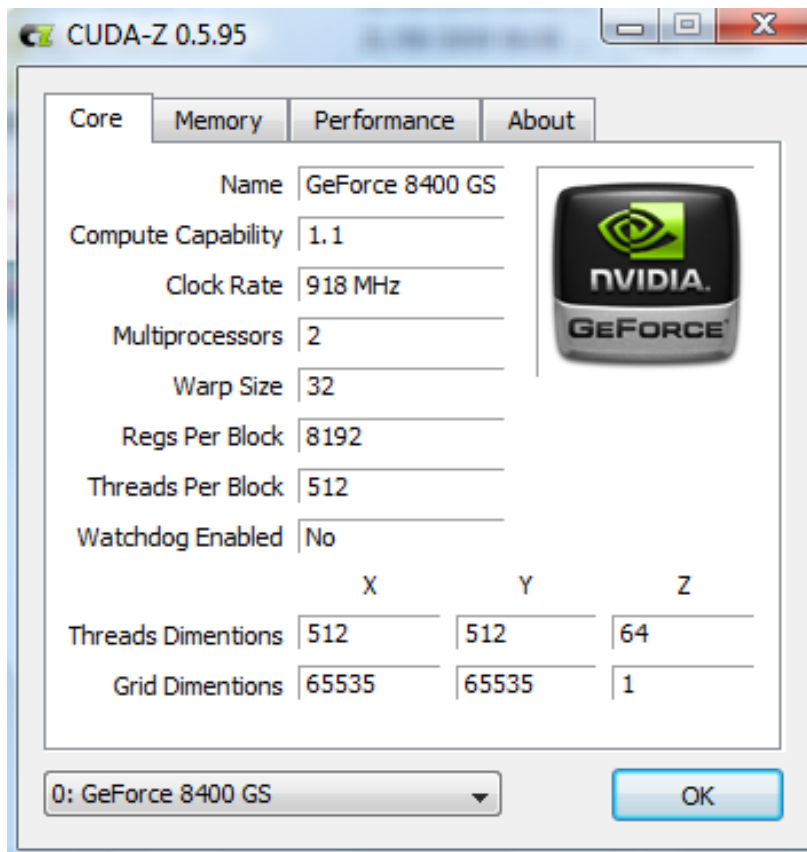
A screenshot of a Windows command prompt window titled "c:\Program Files\NVIDIA Corporation\NVIDIA CUDA SDK\bin\win32\Debug\deviceQuery.exe". The window displays the output of the deviceQueryDrv application. It starts with "There is 1 device supporting CUDA". Then it lists details for "Device 0: 'GeForce 8800 GT'". The details include: Major revision number: 1, Minor revision number: 1, Total amount of global memory: 536543232 bytes, Number of multiprocessors: 14, Number of cores: 112, Total amount of constant memory: 65536 bytes, Total amount of shared memory per block: 16384 bytes, Total number of registers available per block: 8192, Warp size: 32, Maximum number of threads per block: 512, Maximum sizes of each dimension of a block: 512 x 512 x 64, Maximum sizes of each dimension of a grid: 65535 x 65535 x 1, Maximum memory pitch: 262144 bytes, Texture alignment: 256 bytes, Clock rate: 1.51 GHz, and Concurrent copy and execution: Yes. The output ends with "Test PASSED" and "Press ENTER to exit...".

```
c:\Program Files\NVIDIA Corporation\NVIDIA CUDA SDK\bin\win32\Debug\deviceQuery.exe
There is 1 device supporting CUDA
Device 0: "GeForce 8800 GT"
  Major revision number:          1
  Minor revision number:          1
  Total amount of global memory:  536543232 bytes
  Number of multiprocessors:      14
  Number of cores:                112
  Total amount of constant memory: 65536 bytes
  Total amount of shared memory per block: 16384 bytes
  Total number of registers available per block: 8192
  Warp size:                      32
  Maximum number of threads per block: 512
  Maximum sizes of each dimension of a block: 512 x 512 x 64
  Maximum sizes of each dimension of a grid: 65535 x 65535 x 1
  Maximum memory pitch:          262144 bytes
  Texture alignment:              256 bytes
  Clock rate:                     1.51 GHz
  Concurrent copy and execution:  Yes
Test PASSED
Press ENTER to exit...
```

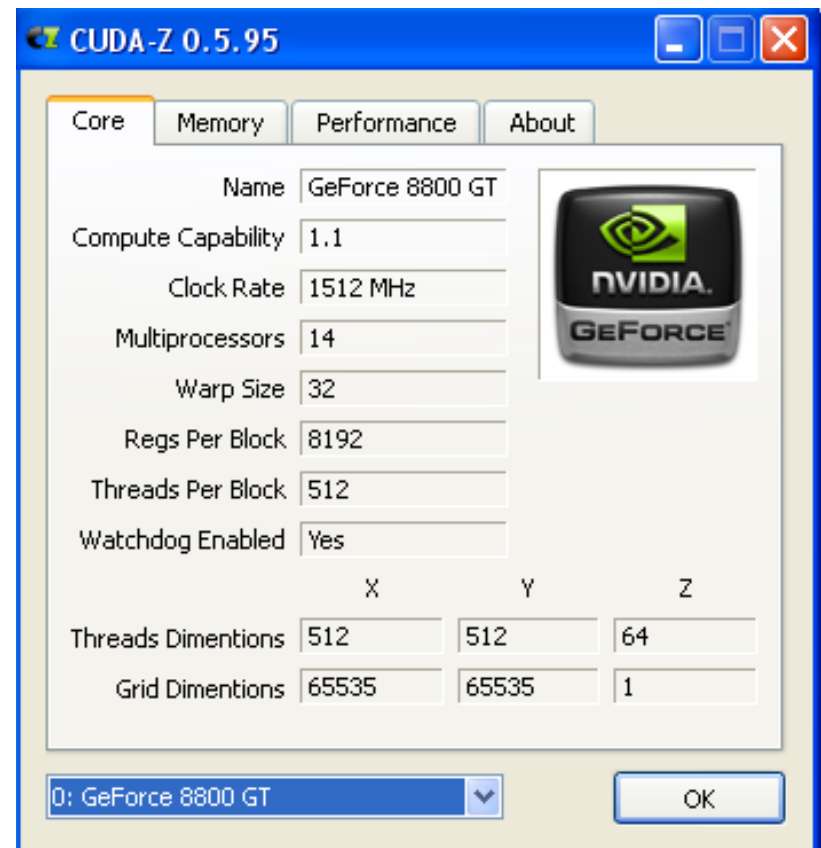
NVIDIA GeForce 8800 GT

CUDA-Z

- GeForce 8400 GS & GeForce 8800 GT

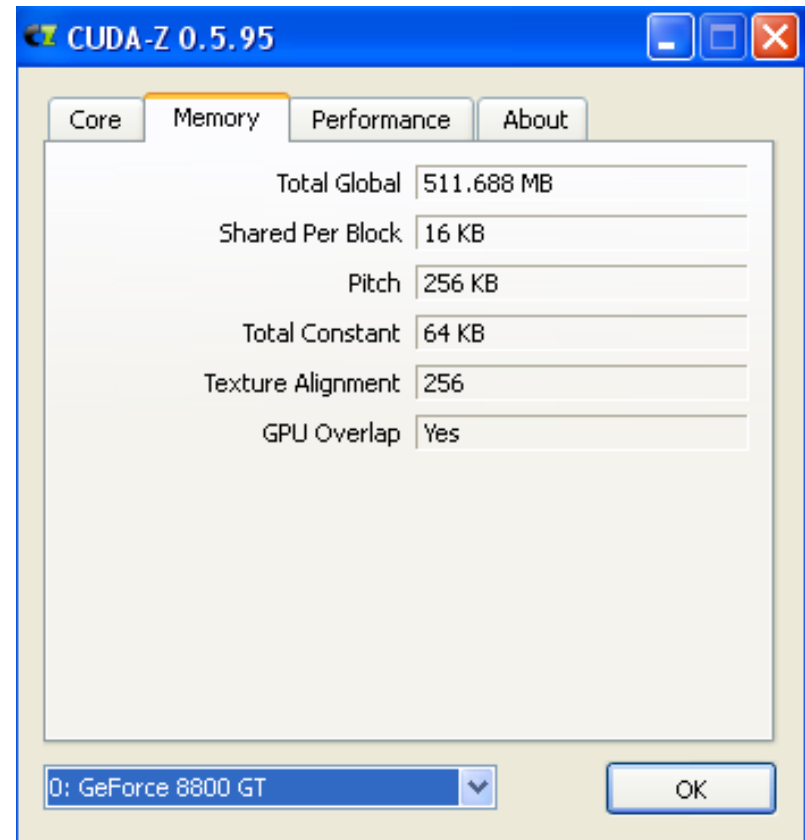
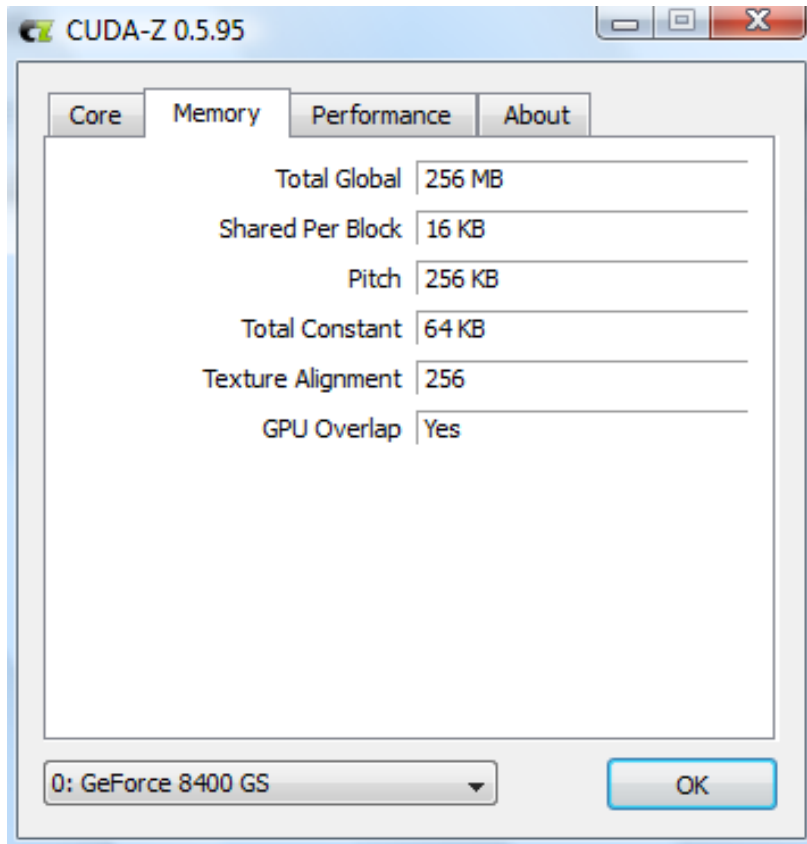


[<http://cuda-z.sourceforge.net/>]



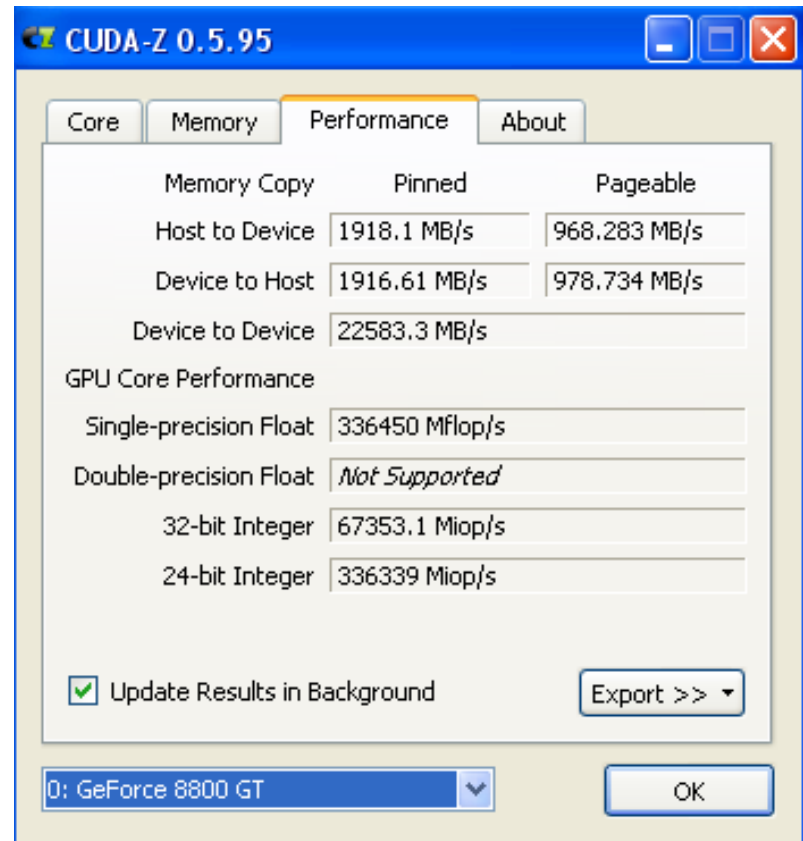
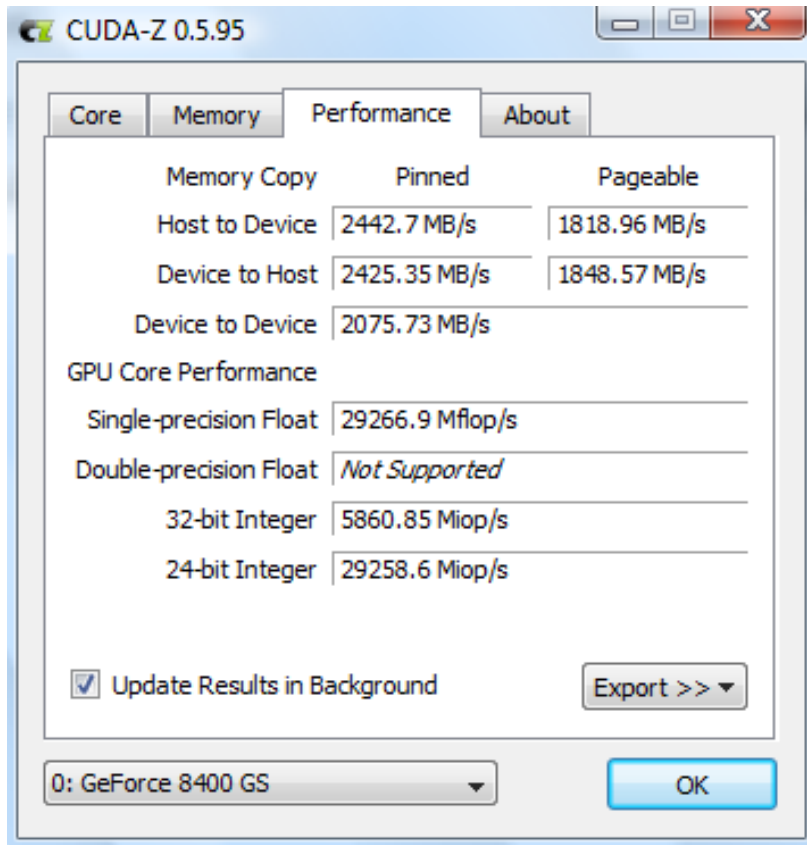
CUDA-Z

- GeForce 8400 GS & GeForce 8800 GT



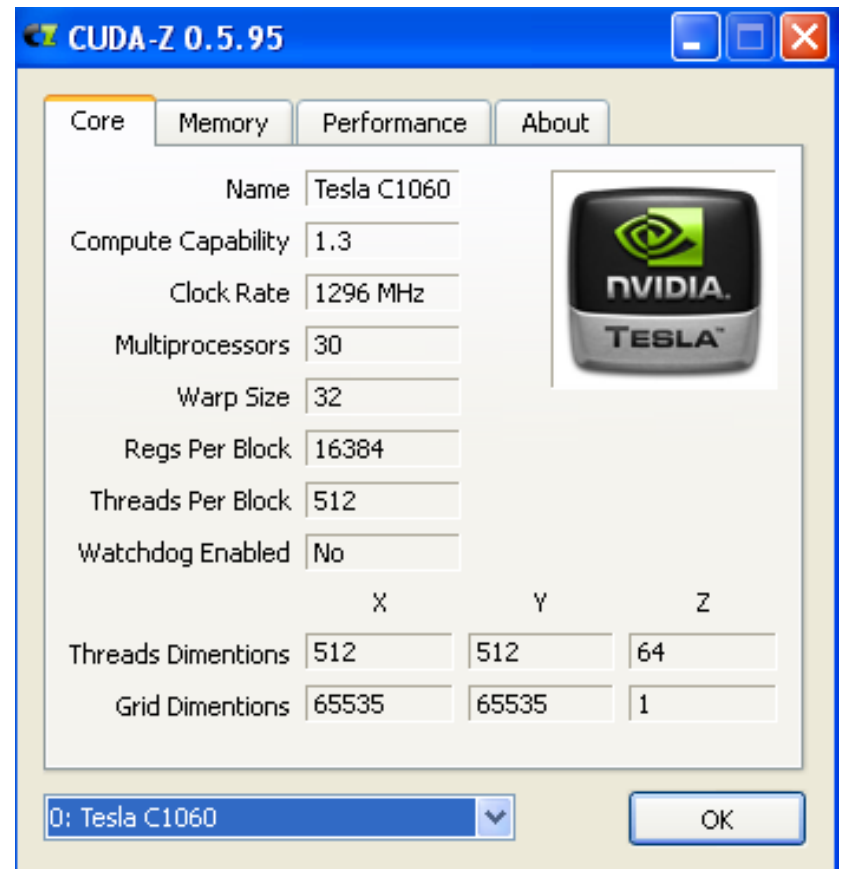
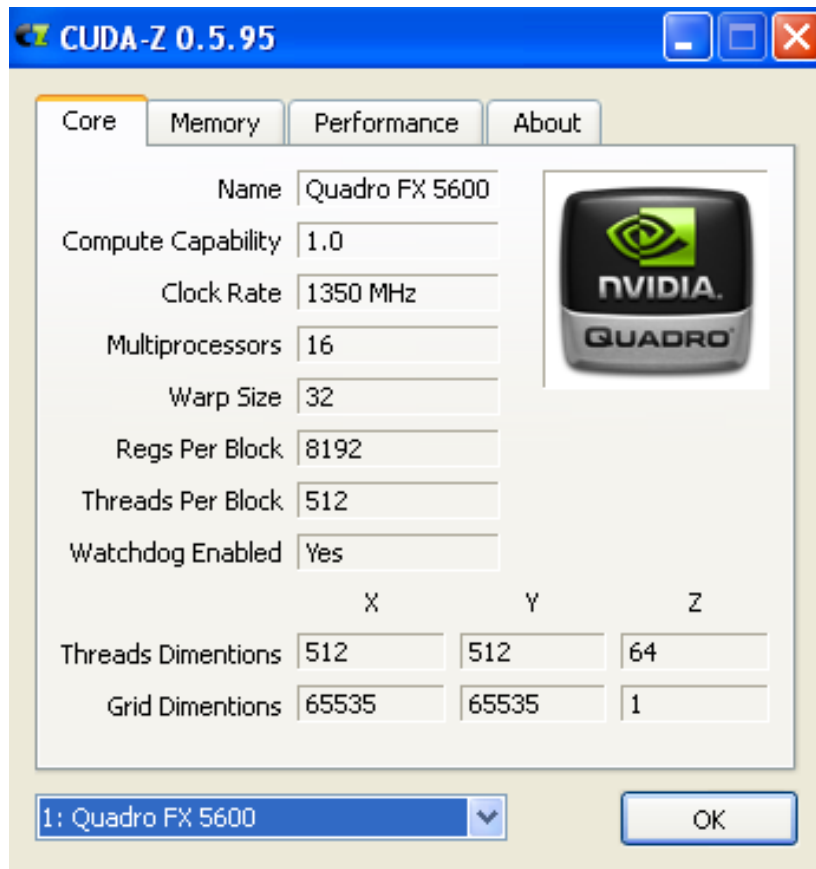
CUDA-Z

- GeForce 8400 GS & GeForce 8800 GT



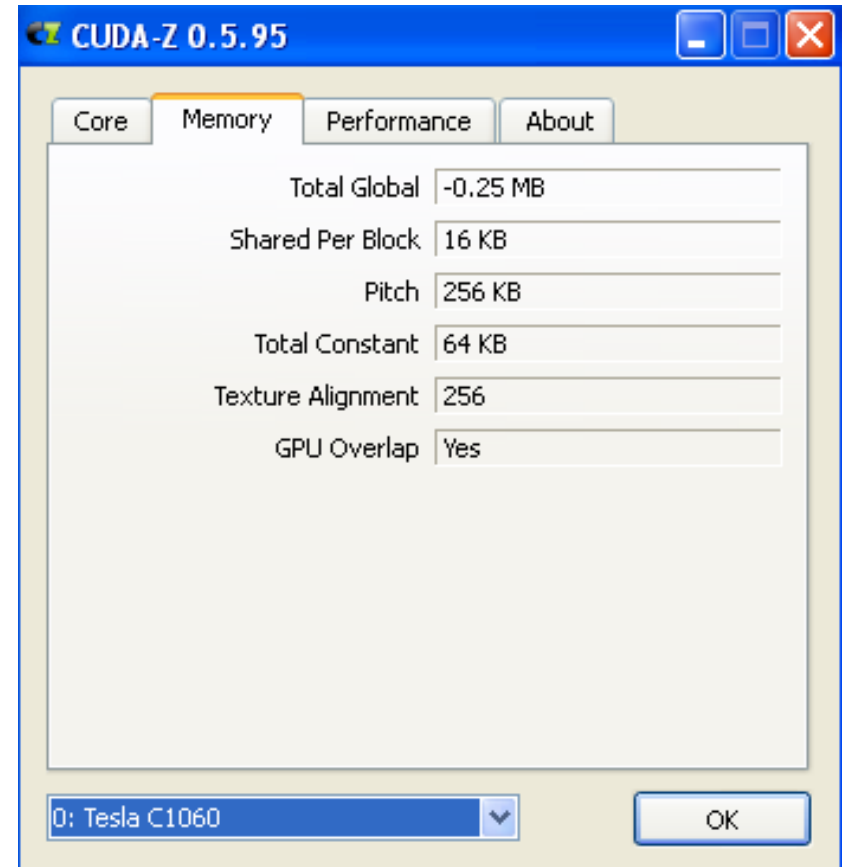
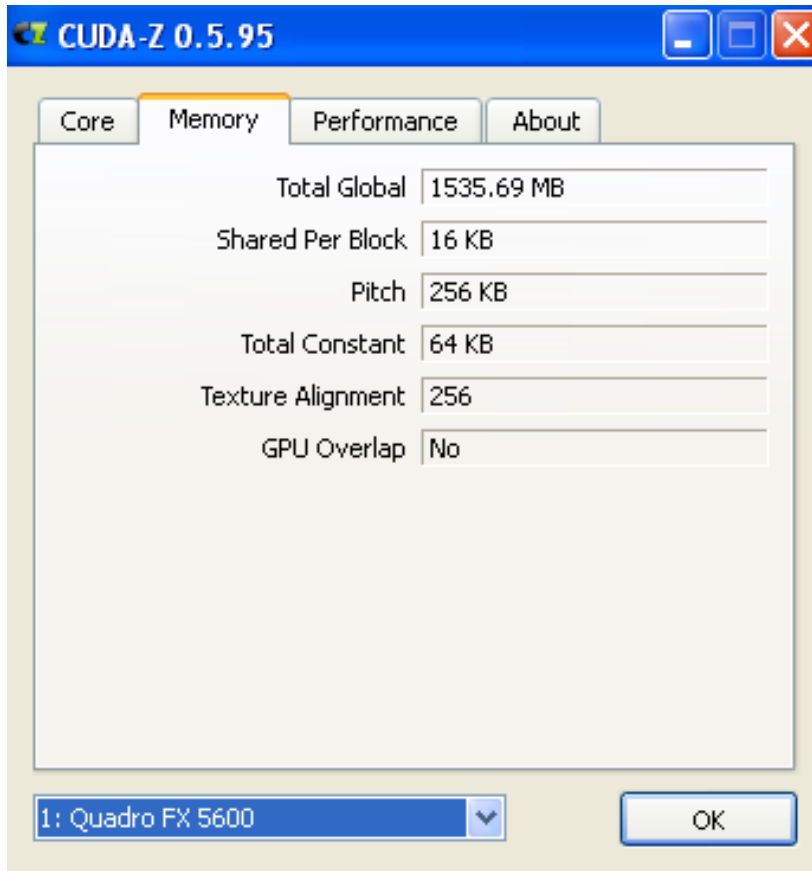
CUDA-Z

- Quadro FX 5600 & Tesla C1060



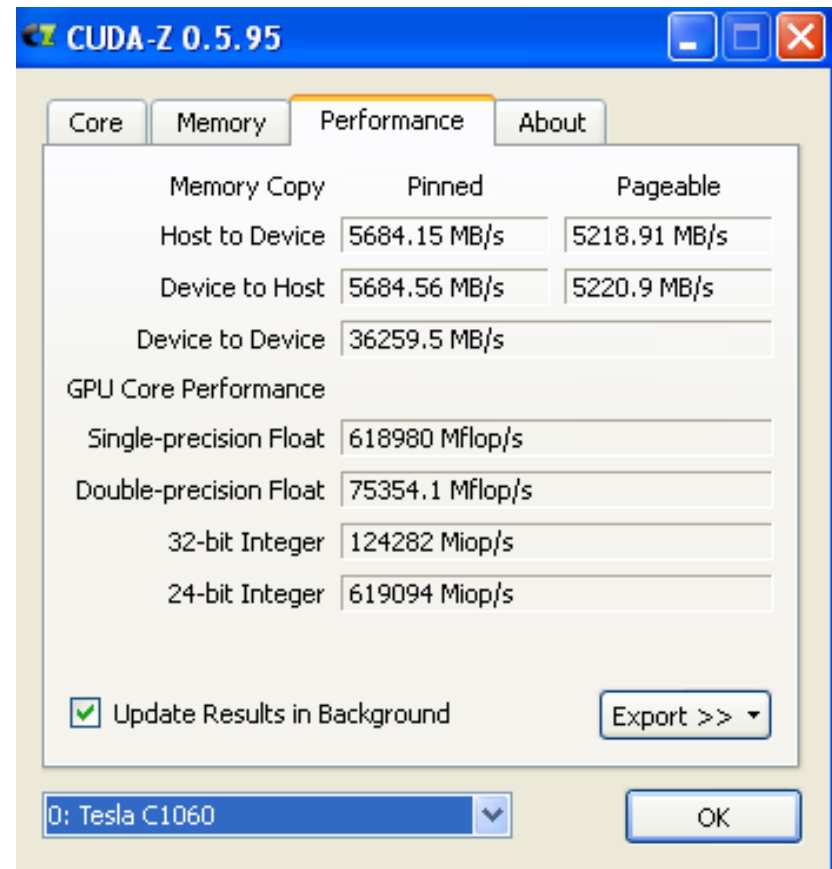
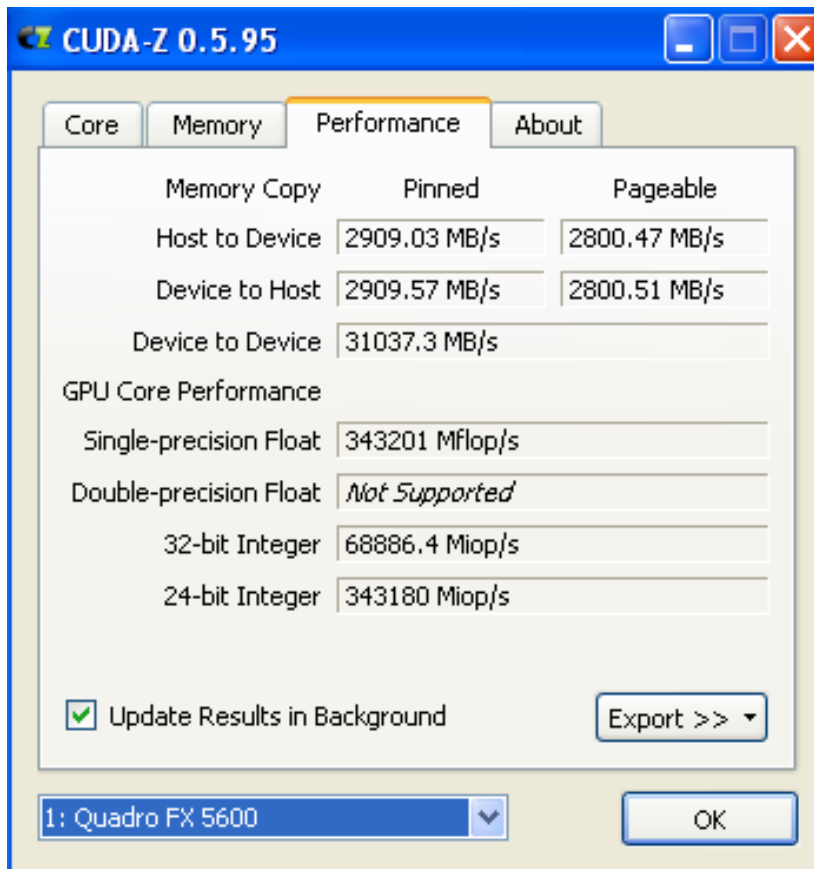
CUDA-Z

- Quadro FX 5600 & Tesla C1060



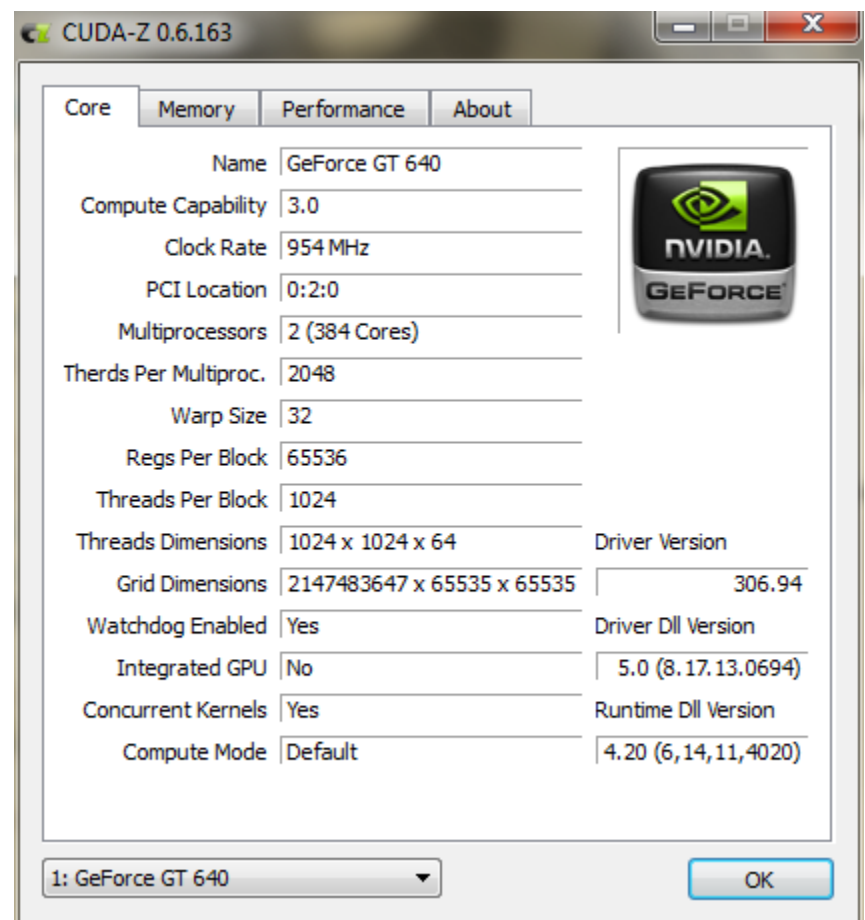
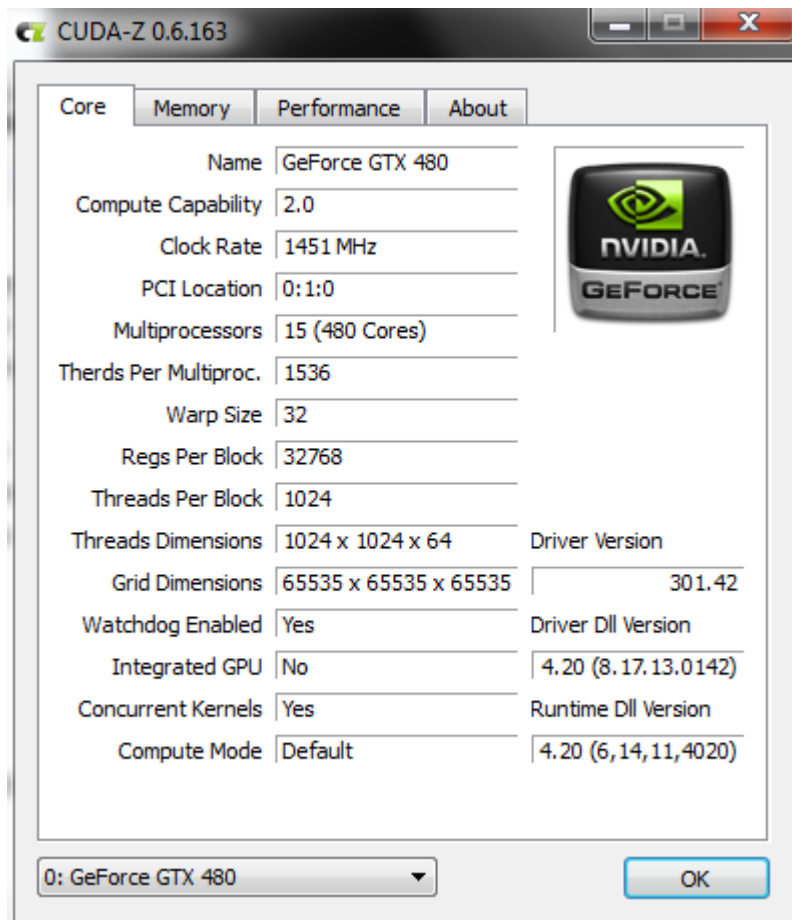
CUDA-Z

- Quadro FX 5600 & Tesla C1060



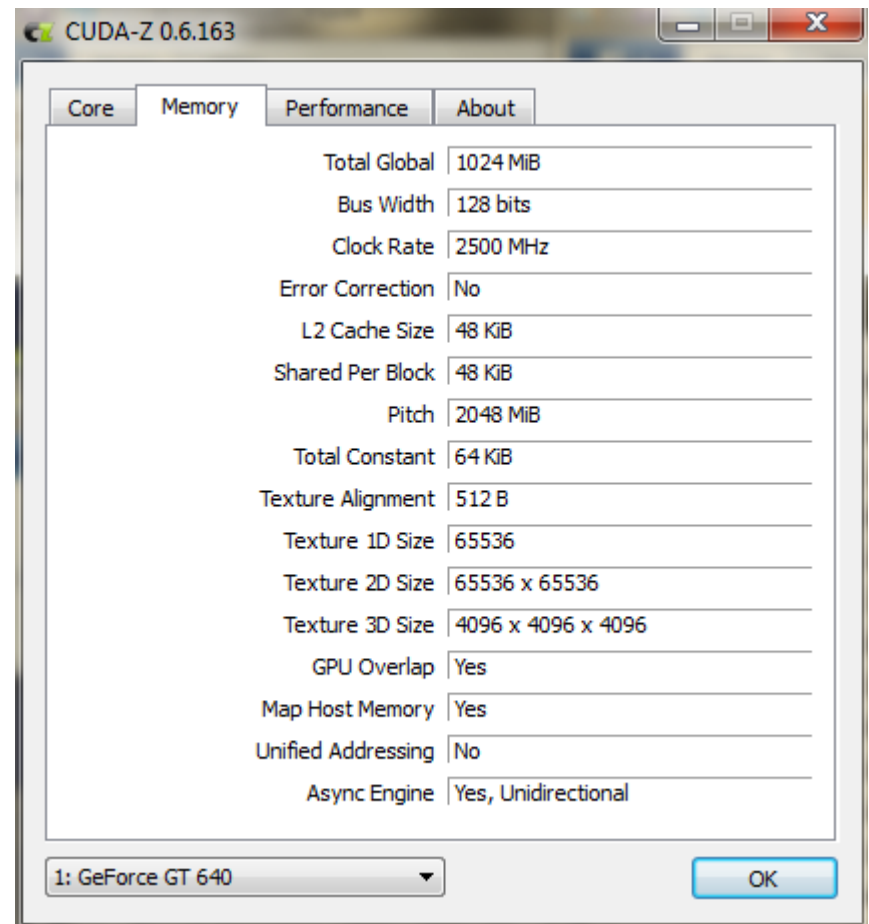
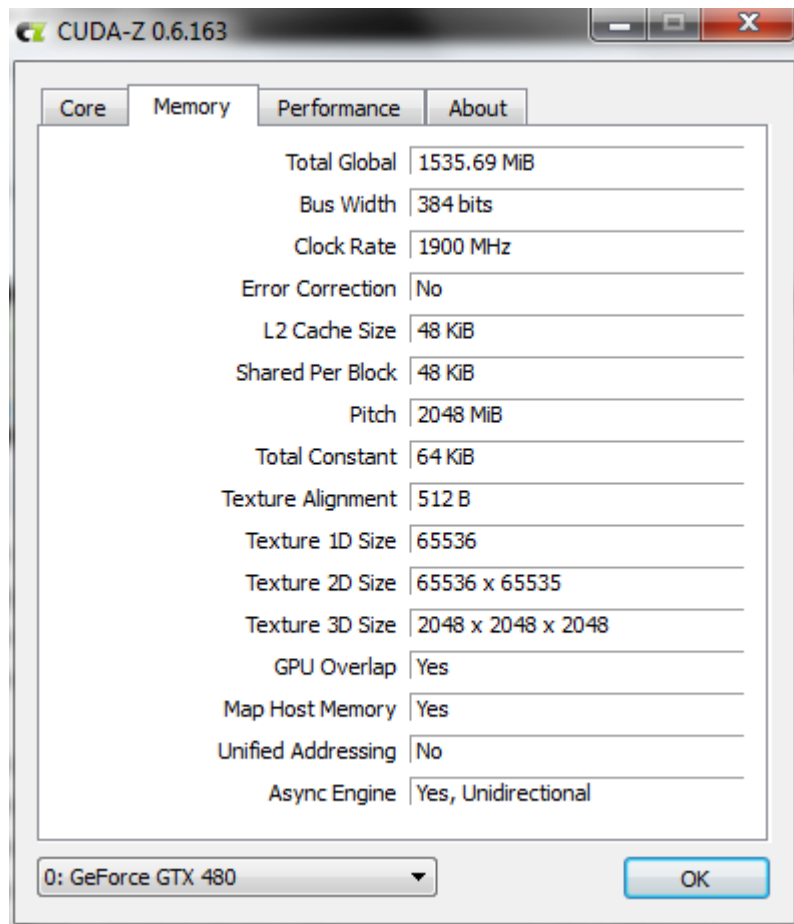
CUDA-Z

• GeForce GTX 480 & GeForce GT 640



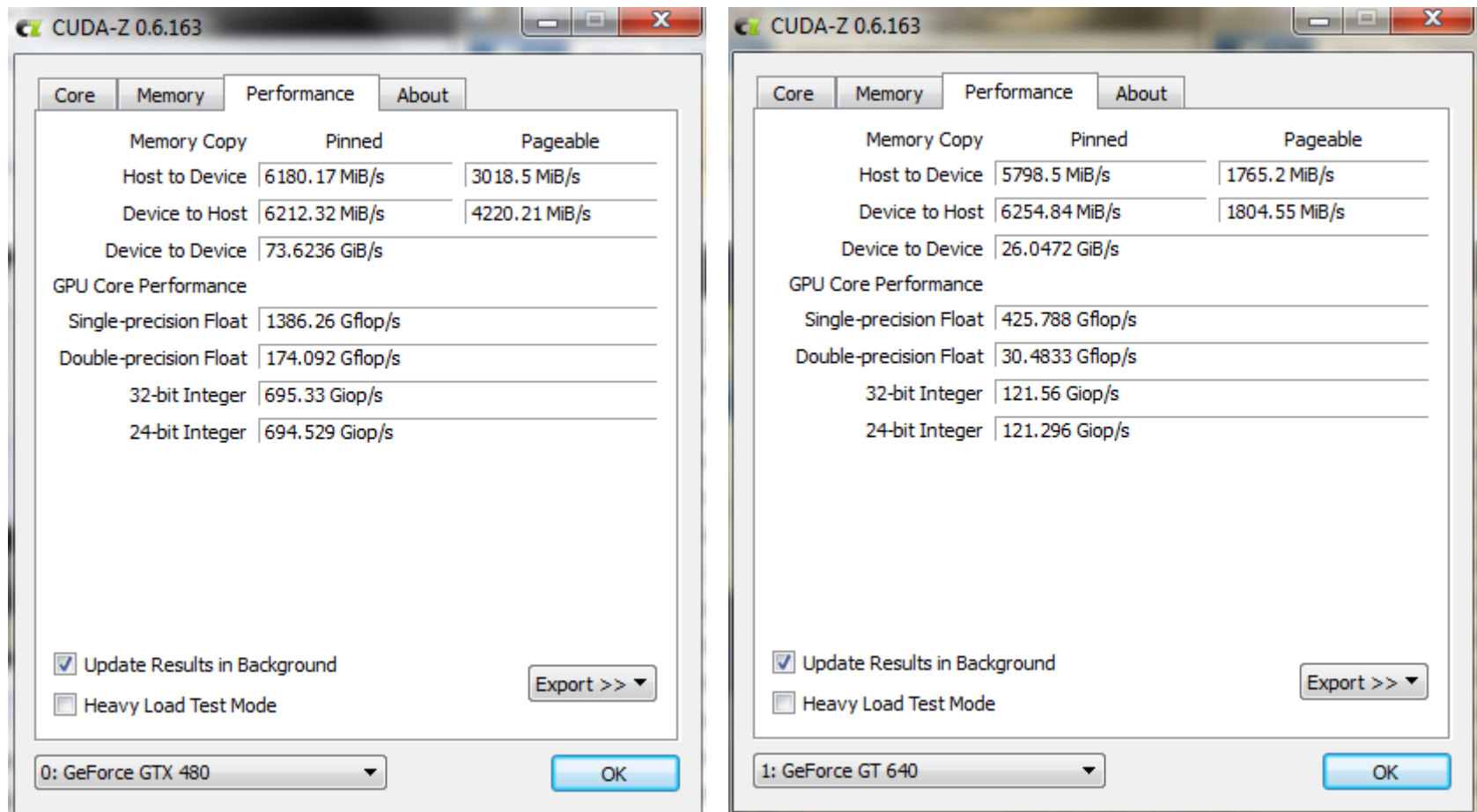
CUDA-Z

- GeForce GTX 480 & GeForce GT 640



CUDA-Z

- GeForce GTX 480 & GeForce GT 640



CUDA-Z

•GeForce GTX 980M

CUDA-Z 0.10.251 64 bit - Core Tab

Name	GeForce GTX 980M
Compute Capability	5.2
Clock Rate	1126.5 MHz
PCI Location	0:1:0
Multiprocessors	12 (1536 Cores)
Threads Per Multiproc.	2048
Warp Size	32
Regs Per Block	65536
Threads Per Block	1024
Threads Dimensions	1024 x 1024 x 64
Grid Dimensions	2147483647 x 65535 x 65535
Watchdog Enabled	Yes
Integrated GPU	No
Concurrent Kernels	Yes
Compute Mode	Default
Stream Priorities	Yes

0: GeForce GTX 980M

CUDA-Z 0.10.251 64 bit - Performance Tab

Memory Copy	Pinned	Pageable
Host to Device	5772.19 MiB/s	3381.27 MiB/s
Device to Host	6109.27 MiB/s	3532.94 MiB/s
Device to Device	62.537 GiB/s	

GPU Core Performance

Single-precision Float	3285.41 Gflop/s
Double-precision Float	104.779 Gflop/s
64-bit Integer	180.854 Giop/s
32-bit Integer	967.637 Giop/s
24-bit Integer	746.964 Giop/s

☒ Update Results in Background
☐ Heavy Load Test Mode

Export >>

0: GeForce GTX 980M

CUDA-Z 0.10.251 64 bit - Memory Tab

Total Global	4096 MiB
Bus Width	256 bits
Clock Rate	2505 MHz
Error Correction	No
L2 Cache Size	48 KiB
Shared Per Block	48 KiB
Pitch	2048 MiB
Total Constant	64 KiB
Texture Alignment	512 B
Texture 1D Size	65536
Texture 2D Size	65536 x 65536
Texture 3D Size	4096 x 4096 x 4096
GPU Overlap	Yes
Map Host Memory	Yes
Unified Addressing	Yes
Async Engine	No

M

OK

“deviceQueryDrv”

```
Device 0: "Tesla K40c"
  CUDA Driver Version / Runtime Version      11.2 / 11.2
  CUDA Capability Major/Minor version number: 3.5
  Total amount of global memory:             11441 MBytes (11996954624 bytes)
  (15) Multiprocessors, (192) CUDA Cores/MP: 2880 CUDA Cores
  GPU Max Clock rate:                        745 MHz (0.75 GHz)
  Memory Clock rate:                         3004 Mhz
  Memory Bus Width:                          384-bit
  L2 Cache Size:                            1572864 bytes
  Maximum Texture Dimension Size (x,y,z)     1D=(65536), 2D=(65536, 65536), 3D=(4096, 4096, 4096)
  Maximum Layered 1D Texture Size, (num) layers 1D=(16384), 2048 layers
  Maximum Layered 2D Texture Size, (num) layers 2D=(16384, 16384), 2048 layers
  Total amount of constant memory:            65536 bytes
  Total amount of shared memory per block:    49152 bytes
  Total shared memory per multiprocessor:     49152 bytes
  Total number of registers available per block: 65536
  Warp size:                                 32
  Maximum number of threads per multiprocessor: 2048
  Maximum number of threads per block:        1024
  Max dimension size of a thread block (x,y,z): (1024, 1024, 64)
  Max dimension size of a grid size    (x,y,z): (2147483647, 65535, 65535)
  Maximum memory pitch:                     2147483647 bytes
  Texture alignment:                         512 bytes
  Concurrent copy and kernel execution:       Yes with 2 copy engine(s)
  Run time limit on kernels:                  No
  Integrated GPU sharing Host Memory:          No
  Support host page-locked memory mapping:     Yes
  Alignment requirement for Surfaces:          Yes
  Device has ECC support:                     Enabled
  Device supports Unified Addressing (UVA):    Yes
  Device supports Managed Memory:              Yes
  Device supports Compute Preemption:          No
  Supports Cooperative Kernel Launch:          No
  Supports MultiDevice Co-op Kernel Launch:    No
  Device PCI Domain ID / Bus ID / location ID: 0 / 8 / 0
  Compute Mode:
    < Default (multiple host threads can use ::cudaSetDevice() with device simultaneously) >
```

“deviceQueryDrv”

```
Device 0: "TITAN RTX"
  CUDA Driver Version / Runtime Version      11.0 / 11.0
  CUDA Capability Major/Minor version number: 7.5
  Total amount of global memory:             24220 MBytes (25396838400 bytes)
  (72) Multiprocessors, ( 64) CUDA Cores/MP: 4608 CUDA Cores
  GPU Max Clock rate:                        1770 MHz (1.77 GHz)
  Memory Clock rate:                         7001 Mhz
  Memory Bus Width:                          384-bit
  L2 Cache Size:                             6291456 bytes
  Maximum Texture Dimension Size (x,y,z)     1D=(131072), 2D=(131072, 65536), 3D=(16384, 16384, 16384)
  Maximum Layered 1D Texture Size, (num) layers 1D=(32768), 2048 layers
  Maximum Layered 2D Texture Size, (num) layers 2D=(32768, 32768), 2048 layers
  Total amount of constant memory:            65536 bytes
  Total amount of shared memory per block:    49152 bytes
  Total number of registers available per block: 65536
  Warp size:                                 32
  Maximum number of threads per multiprocessor: 1024
  Maximum number of threads per block:        1024
  Max dimension size of a thread block (x,y,z): (1024, 1024, 64)
  Max dimension size of a grid size    (x,y,z): (2147483647, 65535, 65535)
  Maximum memory pitch:                      2147483647 bytes
  Texture alignment:                         512 bytes
  Concurrent copy and kernel execution:      Yes with 3 copy engine(s)
  Run time limit on kernels:                  No
  Integrated GPU sharing Host Memory:         No
  Support host page-locked memory mapping:    Yes
  Alignment requirement for Surfaces:         Yes
  Device has ECC support:                     Disabled
  Device supports Unified Addressing (UVA):    Yes
  Device supports Managed Memory:             Yes
  Device supports Compute Preemption:         Yes
  Supports Cooperative Kernel Launch:         Yes
  Supports MultiDevice Co-op Kernel Launch:   Yes
  Device PCI Domain ID / Bus ID / location ID: 0 / 175 / 0
  Compute Mode:
    < Default (multiple host threads can use ::cudaSetDevice() with device simultaneously) >
```

“deviceQueryDrv”

```
Device 1: "Quadro RTX 8000"
  CUDA Driver Version / Runtime Version      11.0 / 11.0
  CUDA Capability Major/Minor version number: 7.5
  Total amount of global memory:              48601 MBytes (50962169856 bytes)
  (72) Multiprocessors, ( 64) CUDA Cores/MP: 4608 CUDA Cores
  GPU Max Clock rate:                        1770 MHz (1.77 GHz)
  Memory Clock rate:                          7001 Mhz
  Memory Bus Width:                           384-bit
  L2 Cache Size:                              6291456 bytes
  Maximum Texture Dimension Size (x,y,z)      1D=(131072), 2D=(131072, 65536), 3D=(16384, 16384, 16384)
  Maximum Layered 1D Texture Size, (num) layers 1D=(32768), 2048 layers
  Maximum Layered 2D Texture Size, (num) layers 2D=(32768, 32768), 2048 layers
  Total amount of constant memory:             65536 bytes
  Total amount of shared memory per block:     49152 bytes
  Total number of registers available per block: 65536
  Warp size:                                  32
  Maximum number of threads per multiprocessor: 1024
  Maximum number of threads per block:         1024
  Max dimension size of a thread block (x,y,z): (1024, 1024, 64)
  Max dimension size of a grid size    (x,y,z): (2147483647, 65535, 65535)
  Maximum memory pitch:                       2147483647 bytes
  Texture alignment:                           512 bytes
  Concurrent copy and kernel execution:        Yes with 3 copy engine(s)
  Run time limit on kernels:                   No
  Integrated GPU sharing Host Memory:          No
  Support host page-locked memory mapping:     Yes
  Alignment requirement for Surfaces:          Yes
  Device has ECC support:                      Disabled
  Device supports Unified Addressing (UVA):     Yes
  Device supports Managed Memory:              Yes
  Device supports Compute Preemption:          Yes
  Supports Cooperative Kernel Launch:          Yes
  Supports MultiDevice Co-op Kernel Launch:    Yes
  Device PCI Domain ID / Bus ID / location ID: 0 / 216 / 0
  Compute Mode:
    < Default (multiple host threads can use ::cudaSetDevice() with device simultaneously) >
```

“deviceQueryDrv”

```
Command Prompt
CUDA Device Query (Runtime API) version (CUDART static linking)

Detected 1 CUDA Capable device(s)

Device 0: "Quadro T1000"
  CUDA Driver Version / Runtime Version      11.4 / 11.2
  CUDA Capability Major/Minor version number: 7.5
  Total amount of global memory:             4096 MBytes (4294967296 bytes)
  (14) Multiprocessors, ( 64) CUDA Cores/MP: 896 CUDA Cores
  GPU Max Clock rate:                       1455 MHz (1.46 GHz)
  Memory Clock rate:                        4001 Mhz
  Memory Bus Width:                         128-bit
  L2 Cache Size:                           1048576 bytes
  Maximum Texture Dimension Size (x,y,z)    1D=(131072), 2D=(131072, 65536), 3D=(16384, 16384, 16384)
  Maximum Layered 1D Texture Size, (num) layers 1D=(32768), 2048 layers
  Maximum Layered 2D Texture Size, (num) layers 2D=(32768, 32768), 2048 layers
  Total amount of constant memory:           65536 bytes
  Total amount of shared memory per block:   49152 bytes
  Total shared memory per multiprocessor:    65536 bytes
  Total number of registers available per block: 65536
  Warp size:                                32
  Maximum number of threads per multiprocessor: 1024
  Maximum number of threads per block:      1024
  Max dimension size of a thread block (x,y,z): (1024, 1024, 64)
  Max dimension size of a grid size (x,y,z): (2147483647, 65535, 65535)
  Maximum memory pitch:                     2147483647 bytes
  Texture alignment:                        512 bytes
  Concurrent copy and kernel execution:      Yes with 6 copy engine(s)
  Run time limit on kernels:                 Yes
  Integrated GPU sharing Host Memory:         No
  Support host page-locked memory mapping:   Yes
  Alignment requirement for Surfaces:        Yes
  Device has ECC support:                    Disabled
  CUDA Device Driver Mode (TCC or WDDM):      WDDM (Windows Display Driver Model)
  Device supports Unified Addressing (UVA):   Yes
  Device supports Managed Memory:            Yes
  Device supports Compute Preemption:        Yes
  Supports Cooperative Kernel Launch:        Yes
  Supports MultiDevice Co-op Kernel Launch:  No
  Device PCI Domain ID / Bus ID / location ID: 0 / 1 / 0
  Compute Mode:
    < Default (multiple host threads can use ::cudaSetDevice() with device simultaneously) >

deviceQuery, CUDA Driver = CUDART, CUDA Driver Version = 11.4, CUDA Runtime Version = 11.2, NumDevs = 1
```

GRACIAS POR SU ATENCIÓN

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