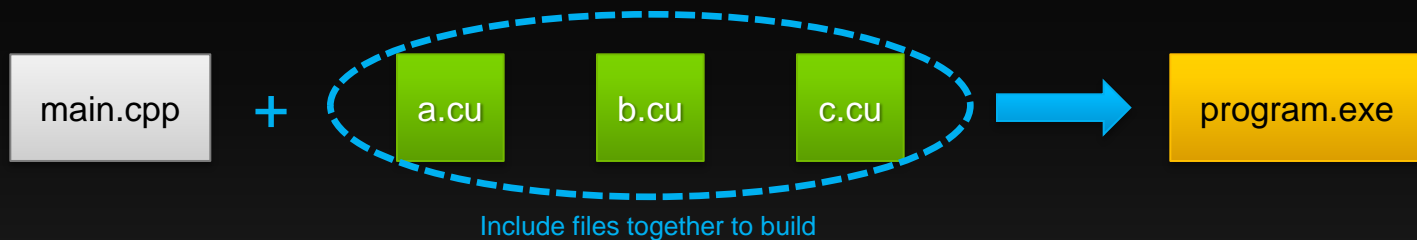




Introducing CUDA 5

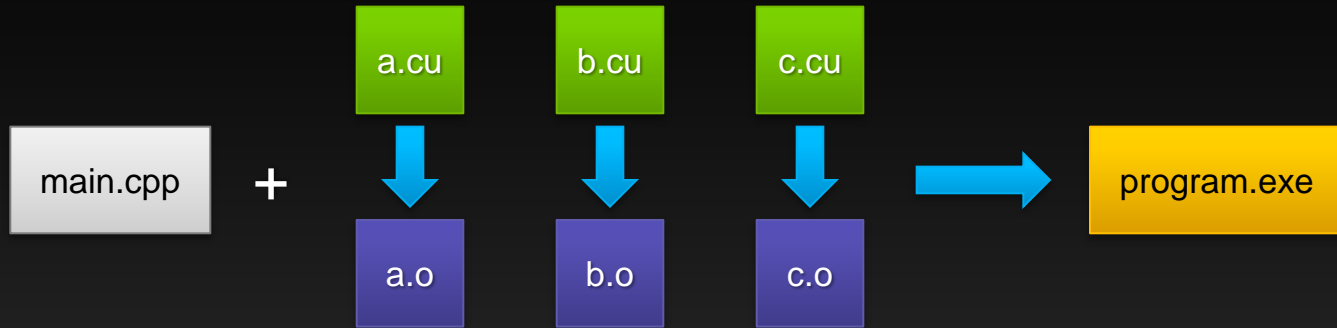
GPU Library Object Linking

CUDA 4: Whole-Program Compilation & Linking



CUDA 4 required single source file for a single kernel
No linking external device code

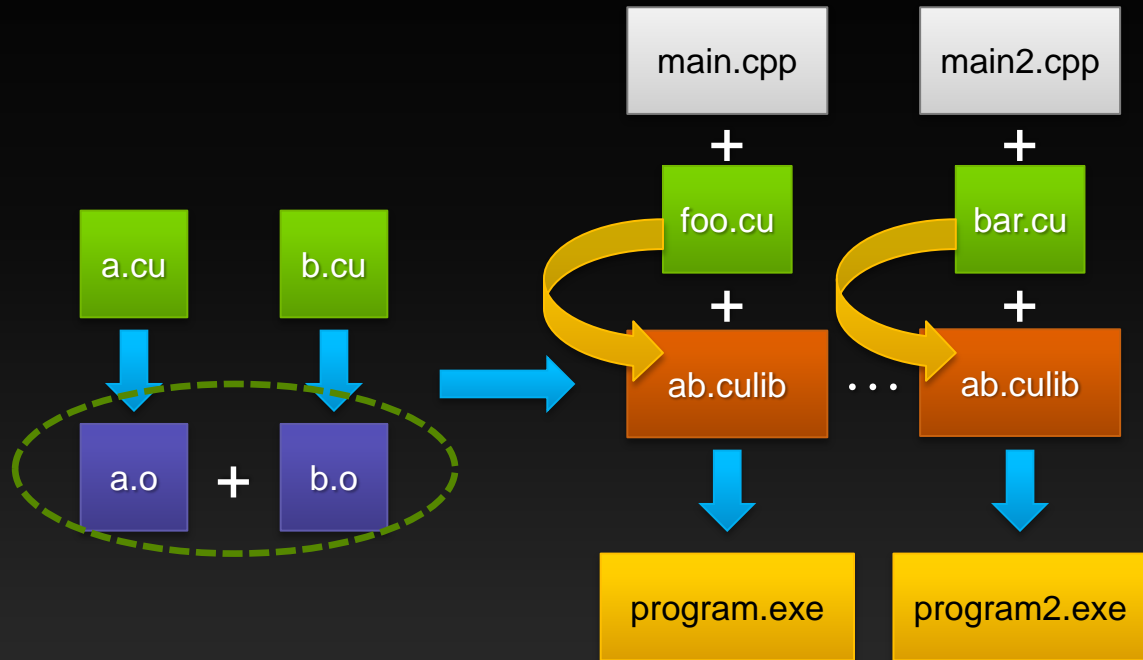
CUDA 5: Separate Compilation & Linking



Separate compilation allows building independent object files

CUDA 5 can link multiple object files into one program

CUDA 5: Separate Compilation & Linking



Can also combine object files into static libraries
Link and externally call *device* code

Facilitates code reuse, reduces compile time

CUDA 5: Separate Compilation & Linking

Enables closed-source device libraries to call user-defined device callback functions

