

Constant Memory

Constant Memory

- NVIDIA hardware provides 64 Kb of constant memory
- Read-only by processor
- Stored in DRAM but can be cached
- Can be useful if something is read repeatedly by the processor

Constant Memory

- Define “global” variable with `__constant__`:
`__constant__ c_array[N];`
- Copy data into the constant memory from main
`cudaMemcpyToSymbol(c_array, source, size);`
- Use variable in your kernel

Class Example

- Example in class with GA