NVIDIA CUDA DEBUGGER API

Reference Manual

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Contents

Chapter 1

Introduction

This document describes the API for the set routines and data structures available in the CUDA library to any debugger.

Starting with 3.0, the CUDA debugger API includes several major changes, of which only few are directly visible to end-users:

- Performance is greatly improved, both with respect to interactions with the debugger and the performance of applications being debugged.
- The format of cubins has changed to ELF and, as a consequence, most restrictions on debug compilations have been lifted. More information about the new object format is included below.

The debugger API has significantly changed, reflected in the CUDA-GDB sources.

1.1 Debugger API

The CUDA Debugger API was developed with the goal of adhering to the following principles:

- Policy free
- Explicit
- Axiomatic
- Extensible
- Machine oriented

Being explicit is another way of saying that we minimize the assumptions we make. As much as possible the API reflects machine state, not internal state.

There are two major "modes" of the devices: stopped or running. We switch between these modes explicitly with suspendDevice and resumeDevice, though the machine may suspend on its own accord, for example when hitting a breakpoint.

Only when stopped, can we query the machine's state. Warp state includes which function is it runnning, which block, which lanes are valid, etc.

1.2 ELF and DWARF

CUDA applications are compiled in ELF binary format.

DWARF device information is obtained through a CUDBGEvent of type CUDBG_EVENT_ELF_IMAGE_LOADED. This means that the information is not available until runtime, after the CUDA driver has loaded.

DWARF device information contains physical addresses for all device memory regions except for code memory. The address class field (DW_AT_address_class) is set for all device variables, and is used to indicate the memory segment type (ptxStorageKind). The physical addresses must be accessed using several segment-specific API calls:

For memory reads, see:

- CUDBGAPI_st::readCodeMemory()
- CUDBGAPI_st::readConstMemory()
- CUDBGAPI_st::readGlobalMemory()
- CUDBGAPI_st::readParamMemory()
- CUDBGAPI_st::readSharedMemory()
- CUDBGAPI_st::readLocalMemory()
- CUDBGAPI_st::readTextureMemory()

For memory writes, see:

- CUDBGAPI_st::writeGlobalMemory()
- CUDBGAPI_st::writeParamMemory()
- CUDBGAPI_st::writeSharedMemory()
- CUDBGAPI_st::writeLocalMemory()

Access to code memory requires a virtual address. This virtual address is embedded for all device code sections in the device ELF image. See the API call:

- CUDBGAPI_st::readVirtualPC()

Here is a typical DWARF entry for a device variable located in memory:

```
<2><321>: Abbrev Number: 18 (DW_TAG_formal_parameter)
     DW_AT_decl_file   : 27
     DW_AT_decl_line   : 5
     DW_AT_name        : res
     DW_AT_type        : <2c6>
     DW_AT_location    : 9 byte block: 3 18 0 0 0 0 0 0 0       (DW_OP_addr: 18)
     DW_AT_address_class: 7
```

The above shows that variable 'res' has an address class of 7 (ptxParamStorage). Its location information shows it is located at address 18 within the parameter memory segment.

Local variables are no longer spilled to local memory by default. The DWARF now contains variable-to-register mapping and liveness information for all variables. It can be the case that variables are spilled to local memory, and this is all contained in the DWARF information which is ULEB128 encoded (as a DW_OP_regx stack operation in the DW_AT_location attribute).

Here is a typical DWARF entry for a variable located in a local register:

```
 <3><359>: Abbrev Number: 20 (DW_TAG_variable)
     DW_AT_decl_file   : 27
     DW_AT_decl_line   : 7
     DW_AT_name        : c
     DW_AT_type        : <1aa>
     DW_AT_location    : 7 byte block: 90 b9 e2 90 b3 d6 4      (DW_OP_regx: 160631632185)
     DW_AT_address_class: 2
```

This shows variable ’c’ has address class 2 (ptxRegStorage) and its location can be found by decoding the ULEB128 value, DW_OP_regx: 160631632185. See cuda-tdep.c in the cuda-gdb source drop for information on decoding this value and how to obtain which physical register holds this variable during a specific device PC range. Access to physical registers liveness information requires a 0-based physical PC. See the API call:

- CUDBGAPI_st::readPC()

1.3 ABI Support

ABI support is handled through the following thread API calls.

- CUDBGAPI_st::readCallDepth()
- CUDBGAPI_st::readReturnAddress()
- CUDBGAPI_st::readVirtualReturnAddress()

The return address is not accessible on the local stack and the API call must be used to access its value.

For more information, please refer to the ABI documentation titled "Fermi ABI: Application Binary Interface".

1.4 Exception Reporting

Some kernel exceptions are reported as device events and accessible via the API call:

- CUDBGAPI_st::readLaneException()

The reported exceptions are listed in the CUDBGException_t enum type. Each prefix, (Device, Warp, Lane), refers to the precision of the exception. That is, the lowest known execution unit that is responsible for the origin of the exception. All lane errors are precise; the exact instruction and lane that caused the error are known. Warp errors are typically within a few instructions of where the actual error occurred, but the exact lane within the warp is not known. On device errors, we _may_ know the _kernel_ that caused it. Explanations about each exception type can be found in the documentation of the struct.

Exception reporting is only supported on Fermi (sm_20 or greater).

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3.1 Data Structures

Here are the data structures with brief descriptions:

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Module Documentation

5.1 Initialization

Variables

- CUDBGResult(∗ CUDBGAPI_st::finalize)(void)

  Finalize the API and free all memory.

- CUDBGResult(∗ CUDBGAPI_st::initialize)(void)

  Initialize the API.

5.1.1 Detailed Description

5.1.2 Variable Documentation

5.1.2.1 cudbgGetAPI::finalize `[inherited]`

Finalize the API and free all memory.

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_COMMUNICATION_FAILURE,
CUDBG_ERROR_UNKNOWN

See also:

initialize

5.1.2.2 cudbgGetAPI::initialize `[inherited]`

Initialize the API.

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_UNKNOWN

See also:

finalize

5.2 Device Execution Control

Variables

- CUDBGResult(∗ CUDBGAPI_st::resumeDevice)(uint32_t dev)

  Resume a suspended CUDA device.

- CUDBGResult(∗ CUDBGAPI_st::singleStepWarp)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_-t ∗warpMask)

  Single step an individual warp on a suspended CUDA device.

- CUDBGResult(∗ CUDBGAPI_st::singleStepWarp40)(uint32_t dev, uint32_t sm, uint32_t wp)

  (DEPRECATED)Single step an individual warp on a suspended CUDA device. This function has been deprecated. Use singleStepWarp() instead.

- CUDBGResult(∗ CUDBGAPI_st::suspendDevice)(uint32_t dev)

  Suspends a running CUDA device.

5.2.1 Detailed Description

5.2.2 Variable Documentation

5.2.2.1 cudbgGetAPI::resumeDevice `[inherited]`

Resume a suspended CUDA device.

Parameters:

dev - device index

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_RUNNING_DEVICE,
CUDBG_ERROR_UNINITIALIZED

See also:

suspendDevice
singleStepWarp

5.2.2.2 cudbgGetAPI::singleStepWarp `[inherited]`

Single step an individual warp on a suspended CUDA device.

Parameters:

dev - device index

sm - SM index

wp - warp index

warpMask - the warps that have been single-stepped

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_RUNNING_DEVICE,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_UNKNOWN

See also:

resumeDevice
suspendDevice

5.2.2.3 cudbgGetAPI::singleStepWarp40 `[inherited]`

(DEPRECATED)Single step an individual warp on a suspended CUDA device. This function has been deprecated. Use singleStepWarp() instead.

Parameters:

dev - device index

sm - SM index

wp - warp index

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_RUNNING_DEVICE,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_UNKNOWN

See also:

resumeDevice
suspendDevice
singleStepWarp

5.2.2.4 cudbgGetAPI::suspendDevice `[inherited]`

Suspends a running CUDA device.

Parameters:

dev - device index

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_RUNNING_DEVICE,
CUDBG_ERROR_UNINITIALIZED

See also:

resumeDevice
singleStepWarp

5.3 Breakpoints

Variables

- CUDBGResult(∗ CUDBGAPI_st::setBreakpoint)(uint32_t dev, uint64_t addr)

  Sets a breakpoint at the given instruction address for the given device.

- CUDBGResult(∗ CUDBGAPI_st::setBreakpoint31)(uint64_t addr)

  Sets a breakpoint at the given instruction address. Deprecated in 3.2.

- CUDBGResult(∗ CUDBGAPI_st::unsetBreakpoint)(uint32_t dev, uint64_t addr)

  Unsets a breakpoint at the given instruction address for the given device.

- CUDBGResult(∗ CUDBGAPI_st::unsetBreakpoint31)(uint64_t addr)

  Unsets a breakpoint at the given instruction address. Deprecated in 3.2.

5.3.1 Detailed Description

5.3.2 Variable Documentation

5.3.2.1 cudbgGetAPI::setBreakpoint `[inherited]`

Sets a breakpoint at the given instruction address for the given device.

Parameters:

dev - the device index
addr - instruction address

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_INVALID_ADDRESS,
CUDBG_ERROR_INVALID_DEVICE

See also:

unsetBreakpoint

5.3.2.2 cudbgGetAPI::setBreakpoint31 `[inherited]`

Sets a breakpoint at the given instruction address. Deprecated in 3.2.

Parameters:

addr - instruction address

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_INVALID_ADDRESS

See also:

unsetBreakpoint31

5.3.2.3 cudbgGetAPI::unsetBreakpoint `[inherited]`

Unsets a breakpoint at the given instruction address for the given device.

Parameters:

dev - the device index
addr - instruction address

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_INVALID_ADDRESS,
CUDBG_ERROR_INVALID_DEVICE

See also:

setBreakpoint

5.3.2.4 cudbgGetAPI::unsetBreakpoint31 `[inherited]`

Unsets a breakpoint at the given instruction address. Deprecated in 3.2.

Parameters:

addr - instruction address

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_UNINITIALIZED

See also:

setBreakpoint31

5.4 Device State Inspection

Variables

- CUDBGResult(∗ CUDBGAPI_st::memcheckReadErrorAddress)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t ∗address, ptxStorageKind ∗storage)

  Get the address that memcheck detected an error on.

- CUDBGResult(∗ CUDBGAPI_st::readActiveLanes)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ∗activeLanesMask)

  Reads the bitmask of active lanes on a valid warp.

- CUDBGResult(∗ CUDBGAPI_st::readBlockIdx)(uint32_t dev, uint32_t sm, uint32_t wp, CuDim3 ∗blockIdx)

  Reads the CUDA block index running on a valid warp.

- CUDBGResult(∗ CUDBGAPI_st::readBlockIdx32)(uint32_t dev, uint32_t sm, uint32_t wp, CuDim2 ∗blockIdx)

  Reads the two-dimensional CUDA block index running on a valid warp. Deprecated in 4.0.

- CUDBGResult(∗ CUDBGAPI_st::readBrokenWarps)(uint32_t dev, uint32_t sm, uint64_t ∗brokenWarpsMask)

  Reads the bitmask of warps that are at a breakpoint on a given SM.

- CUDBGResult(∗ CUDBGAPI_st::readCallDepth)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t ∗depth)

  Reads the call depth (number of calls) for a given lane.

- CUDBGResult(∗ CUDBGAPI_st::readCallDepth32)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ∗depth)

  Reads the call depth (number of calls) for a given warp. Deprecated in 4.0.

- CUDBGResult(∗ CUDBGAPI_st::readCodeMemory)(uint32_t dev, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the code memory segment.

- CUDBGResult(∗ CUDBGAPI_st::readConstMemory)(uint32_t dev, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the constant memory segment.

- CUDBGResult(∗ CUDBGAPI_st::readGlobalMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the global memory segment (entire 40-bit VA on Fermi+).

- CUDBGResult(∗ CUDBGAPI_st::readGlobalMemory31)(uint32_t dev, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the global memory segment. Deprecated in 3.2.

- CUDBGResult(∗ CUDBGAPI_st::readGridId)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ∗gridId)

  Reads the CUDA grid index running on a valid warp.

- CUDBGResult(∗ CUDBGAPI_st::readLaneException)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, CUDBGException_t ∗exception)

  Reads the exception type for a given lane.

- CUDBGResult(∗ CUDBGAPI_st::readLaneStatus)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, bool ∗error)

  Reads the status of the given lane. For specific error values, use readLaneException.

- CUDBGResult(∗ CUDBGAPI_st::readLocalMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the local memory segment.

- CUDBGResult(∗ CUDBGAPI_st::readParamMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the param memory segment.

- CUDBGResult(∗ CUDBGAPI_st::readPC)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t ∗pc)

  Reads the PC on the given active lane.

- CUDBGResult(∗ CUDBGAPI_st::readPinnedMemory)(uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at pinned address in system memory.

- CUDBGResult(∗ CUDBGAPI_st::readRegister)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t regno, uint32_t ∗val)

  Reads content of a hardware register.

- CUDBGResult(∗ CUDBGAPI_st::readReturnAddress)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t level, uint64_t ∗ra)

  Reads the physical return address for a call level.

- CUDBGResult(∗ CUDBGAPI_st::readReturnAddress32)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t level, uint64_t ∗ra)

  Reads the physical return address for a call level. Deprecated in 4.0.

- CUDBGResult(∗ CUDBGAPI_st::readSharedMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the shared memory segment.

- CUDBGResult(∗ CUDBGAPI_st::readSyscallCallDepth)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t ∗depth)

  Reads the call depth of syscalls for a given lane.

- CUDBGResult(∗ CUDBGAPI_st::readTextureMemory)(uint32_t devId, uint32_t vsm, uint32_t wp, uint32_t id, uint32_t dim, uint32_t ∗coords, void ∗buf, uint32_t sz)

  Read the content of texture memory with given id and coords on sm_20 and lower.

- CUDBGResult(∗ CUDBGAPI_st::readTextureMemoryBindless)(uint32_t devId, uint32_t vsm, uint32_t wp, uint32_t texSymtabIndex, uint32_t dim, uint32_t ∗coords, void ∗buf, uint32_t sz)

  Read the content of texture memory with given symtab index and coords on sm_30 and higher.

- CUDBGResult(∗ CUDBGAPI_st::readThreadIdx)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, CuDim3 ∗threadIdx)

  Reads the CUDA thread index running on valid lane.

- CUDBGResult(∗ CUDBGAPI_st::readValidLanes)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_-t ∗validLanesMask)

  Reads the bitmask of valid lanes on a given warp.

- CUDBGResult(∗ CUDBGAPI_st::readValidWarps)(uint32_t dev, uint32_t sm, uint64_t ∗validWarpsMask)

  Reads the bitmask of valid warps on a given SM.

- CUDBGResult(∗ CUDBGAPI_st::readVirtualPC)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t ∗pc)

  Reads the virtual PC on the given active lane.

- CUDBGResult(∗ CUDBGAPI_st::readVirtualReturnAddress)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t level, uint64_t ∗ra)

  Reads the virtual return address for a call level.

- CUDBGResult(∗ CUDBGAPI_st::readVirtualReturnAddress32)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t level, uint64_t ∗ra)

  Reads the virtual return address for a call level. Deprecated in 4.0.

- CUDBGResult(∗ CUDBGAPI_st::writePinnedMemory)(uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to pinned address in system memory.

5.4.1 Detailed Description

5.4.2 Variable Documentation

5.4.2.1 cudbgGetAPI::memcheckReadErrorAddress `[inherited]`

Get the address that memcheck detected an error on.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

address - returned address detected by memcheck

storage - returned address class of address

Returns:

CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMCHECK_NOT_ENABLED,
CUDBG_SUCCESS

5.4.2.2 cudbgGetAPI::readActiveLanes `[inherited]`

Reads the bitmask of active lanes on a valid warp.

Parameters:

dev - device index

sm - SM index

wp - warp index

activeLanesMask - the returned bitmask of active lanes

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED

See also:

readGridId
readBlockIdx
readThreadIdx
readBrokenWarps
readValidWarps
readValidLanes

5.4.2.3 cudbgGetAPI::readBlockIdx `[inherited]`

Reads the CUDA block index running on a valid warp.

Parameters:

dev - device index

sm - SM index

wp - warp index

blockIdx - the returned CUDA block index

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED

See also:

readGridId
readThreadIdx
readBrokenWarps

readValidWarps
readValidLanes
readActiveLanes

5.4.2.4 cudbgGetAPI::readBlockIdx32 `[inherited]`

Reads the two-dimensional CUDA block index running on a valid warp. Deprecated in 4.0.

Parameters:

dev - device index

sm - SM index

wp - warp index

blockIdx - the returned CUDA block index

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED

See also:

readGridId
readThreadIdx
readBrokenWarps
readValidWarps
readValidLanes
readActiveLanes

5.4.2.5 cudbgGetAPI::readBrokenWarps `[inherited]`

Reads the bitmask of warps that are at a breakpoint on a given SM.

Parameters:

dev - device index

sm - SM index

brokenWarpsMask - the returned bitmask of broken warps

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_UNINITIALIZED

See also:

readGridId
readBlockIdx
readThreadIdx
readValidWarps
readValidLanes
readActiveLanes

5.4.2.6 cudbgGetAPI::readCallDepth `[inherited]`

Reads the call depth (number of calls) for a given lane.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

depth - the returned call depth

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_UNINITIALIZED

See also:

readReturnAddress
readVirtualReturnAddress

5.4.2.7 cudbgGetAPI::readCallDepth32 `[inherited]`

Reads the call depth (number of calls) for a given warp. Deprecated in 4.0.

Parameters:

dev - device index

sm - SM index

wp - warp index

depth - the returned call depth

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,

CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED

See also:

readReturnAddress32
readVirtualReturnAddress32

5.4.2.8 cudbgGetAPI::readCodeMemory `[inherited]`

Reads content at address in the code memory segment.

Parameters:

dev - device index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

readConstMemory
readGlobalMemory
readParamMemory
readSharedMemory
readTextureMemory
readLocalMemory
readRegister
readPC

5.4.2.9 cudbgGetAPI::readConstMemory `[inherited]`

Reads content at address in the constant memory segment.

Parameters:

dev - device index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

readCodeMemory
readGlobalMemory
readParamMemory
readSharedMemory
readTextureMemory
readLocalMemory
readRegister
readPC

5.4.2.10 cudbgGetAPI::readGlobalMemory `[inherited]`

Reads content at address in the global memory segment (entire 40-bit VA on Fermi+).

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED,
CUDBG_ERROR_ADDRESS_NOT_IN_DEVICE_MEM

See also:

readCodeMemory
readConstMemory
readParamMemory
readSharedMemory
readTextureMemory
readLocalMemory
readRegister
readPC

5.4.2.11 cudbgGetAPI::readGlobalMemory31 `[inherited]`

Reads content at address in the global memory segment. Deprecated in 3.2.

Parameters:

dev - device index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

readCodeMemory
readConstMemory
readParamMemory
readSharedMemory
readTextureMemory
readLocalMemory
readRegister
readPC

5.4.2.12 cudbgGetAPI::readGridId `[inherited]`

Reads the CUDA grid index running on a valid warp.

Parameters:

dev - device index

sm - SM index

wp - warp index

gridId - the returned CUDA grid index

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED

See also:

readBlockIdx

readThreadIdx
readBrokenWarps
readValidWarps
readValidLanes
readActiveLanes

5.4.2.13 cudbgGetAPI::readLaneException `[inherited]`

Reads the exception type for a given lane.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

exception - the returned exception type

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED

5.4.2.14 cudbgGetAPI::readLaneStatus `[inherited]`

Reads the status of the given lane. For specific error values, use readLaneException.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

error - true if there is an error

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED

5.4.2.15 cudbgGetAPI::readLocalMemory `[inherited]`

Reads content at address in the local memory segment.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

readCodeMemory
readConstMemory
readGlobalMemory
readParamMemory
readSharedMemory
readTextureMemory
readRegister
readPC

5.4.2.16 cudbgGetAPI::readParamMemory `[inherited]`

Reads content at address in the param memory segment.

Parameters:

dev - device index

sm - SM index

wp - warp index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

readCodeMemory
readConstMemory
readGlobalMemory
readSharedMemory
readTextureMemory
readLocalMemory
readRegister
readPC

5.4.2.17 cudbgGetAPI::readPC `[inherited]`

Reads the PC on the given active lane.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

pc - the returned PC

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNKNOWN_FUNCTION,
CUDBG_ERROR_UNINITIALIZED

See also:

readCodeMemory
readConstMemory
readGlobalMemory
readParamMemory
readSharedMemory
readTextureMemory
readLocalMemory
readRegister
readVirtualPC

5.4.2.18 cudbgGetAPI::readPinnedMemory `[inherited]`

Reads content at pinned address in system memory.

Parameters:

addr - system memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_MEMORY_MAPPING_FAILED,
CUDBG_ERROR_UNINITIALIZED

See also:

readCodeMemory
readConstMemory
readGlobalMemory
readParamMemory
readSharedMemory
readTextureMemory
readLocalMemory
readRegister
readPC

5.4.2.19 cudbgGetAPI::readRegister `[inherited]`

Reads content of a hardware register.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

regno - register index

val - buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED

See also:

readCodeMemory
readConstMemory
readGlobalMemory
readParamMemory
readSharedMemory
readTextureMemory
readLocalMemory
readPC

5.4.2.20 cudbgGetAPI::readReturnAddress `[inherited]`

Reads the physical return address for a call level.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

level - the specified call level

ra - the returned return address for level

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_INVALID_CALL_LEVEL,
CUDBG_ERROR_ZERO_CALL_DEPTH,
CUDBG_ERROR_UNKNOWN_FUNCTION,
CUDBG_ERROR_UNINITIALIZED

See also:

readCallDepth
readVirtualReturnAddress

5.4.2.21 cudbgGetAPI::readReturnAddress32 `[inherited]`

Reads the physical return address for a call level. Deprecated in 4.0.

Parameters:

dev - device index

sm - SM index

wp - warp index

level - the specified call level

ra - the returned return address for level

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_INVALID_CALL_LEVEL,
CUDBG_ERROR_ZERO_CALL_DEPTH,
CUDBG_ERROR_UNKNOWN_FUNCTION,
CUDBG_ERROR_UNINITIALIZED

See also:

readCallDepth32
readVirtualReturnAddress32

5.4.2.22 cudbgGetAPI::readSharedMemory `[inherited]`

Reads content at address in the shared memory segment.

Parameters:

dev - device index

sm - SM index

wp - warp index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

readCodeMemory
readConstMemory
readGlobalMemory
readParamMemory
readLocalMemory
readTextureMemory
readRegister
readPC

5.4.2.23 cudbgGetAPI::readSyscallCallDepth `[inherited]`

Reads the call depth of syscalls for a given lane.

Parameters:

dev - device index
sm - SM index
wp - warp index
ln - lane index
depth - the returned call depth

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_UNINITIALIZED

See also:

readReturnAddress
readVirtualReturnAddress

5.4.2.24 cudbgGetAPI::readTextureMemory `[inherited]`

Read the content of texture memory with given id and coords on sm_20 and lower.

Read the content of texture memory with given id and coords on sm_20 and lower.

On sm_30 and higher, use readTextureMemoryBindless instead.

Parameters:

devId - device index
vsm - SM index
wp - warp index
id - texture id (the value of DW_AT_location attribute in the relocated ELF image)
dim - texture dimension (1 to 4)
coords - array of coordinates of size dim
buf - result buffer
sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

readCodeMemory
readConstMemory
readGlobalMemory
readParamMemory
readSharedMemory
readLocalMemory
readRegister
readPC

5.4.2.25 cudbgGetAPI::readTextureMemoryBindless `[inherited]`

Read the content of texture memory with given symtab index and coords on sm_30 and higher.

Read the content of texture memory with given symtab index and coords on sm_30 and higher.

For sm_20 and lower, use readTextureMemory instead.

Parameters:

devId - device index

vsm - SM index

wp - warp index

texSymtabIndex - global symbol table index of the texture symbol

dim - texture dimension (1 to 4)

coords - array of coordinates of size dim

buf - result buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

readCodeMemory
readConstMemory
readGlobalMemory
readParamMemory
readSharedMemory
readLocalMemory
readRegister
readPC

5.4.2.26 cudbgGetAPI::readThreadIdx `[inherited]`

Reads the CUDA thread index running on valid lane.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

threadIdx - the returned CUDA thread index

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED

See also:

readGridId
readBlockIdx
readBrokenWarps
readValidWarps
readValidLanes
readActiveLanes

5.4.2.27 cudbgGetAPI::readValidLanes `[inherited]`

Reads the bitmask of valid lanes on a given warp.

Parameters:

dev - device index

sm - SM index

wp - warp index

validLanesMask - the returned bitmask of valid lanes

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED

See also:

readGridId
readBlockIdx
readThreadIdx
readBrokenWarps
readValidWarps
readActiveLanes

5.4.2.28 cudbgGetAPI::readValidWarps `[inherited]`

Reads the bitmask of valid warps on a given SM.

Parameters:

dev - device index

sm - SM index

validWarpsMask - the returned bitmask of valid warps

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_UNINITIALIZED

See also:

readGridId
readBlockIdx
readThreadIdx
readBrokenWarps
readValidLanes
readActiveLanes

5.4.2.29 cudbgGetAPI::readVirtualPC `[inherited]`

Reads the virtual PC on the given active lane.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

pc - the returned PC

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,

CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_UNKNOWN_FUNCTION

See also:

readPC

5.4.2.30 cudbgGetAPI::readVirtualReturnAddress `[inherited]`

Reads the virtual return address for a call level.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

level - the specified call level

ra - the returned virtual return address for level

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_INVALID_CALL_LEVEL,
CUDBG_ERROR_ZERO_CALL_DEPTH,
CUDBG_ERROR_UNKNOWN_FUNCTION,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_INTERNAL

See also:

readCallDepth
readReturnAddress

5.4.2.31 cudbgGetAPI::readVirtualReturnAddress32 `[inherited]`

Reads the virtual return address for a call level. Deprecated in 4.0.

Parameters:

dev - device index

sm - SM index

wp - warp index

level - the specified call level

ra - the returned virtual return address for level

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_INVALID_CALL_LEVEL,
CUDBG_ERROR_ZERO_CALL_DEPTH,
CUDBG_ERROR_UNKNOWN_FUNCTION,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_INTERNAL

See also:

readCallDepth32
readReturnAddress32

5.4.2.32 cudbgGetAPI::writePinnedMemory `[inherited]`

Writes content to pinned address in system memory.

Parameters:

addr - system memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_MEMORY_MAPPING_FAILED,
CUDBG_ERROR_UNINITIALIZED

See also:

readCodeMemory
readConstMemory
readGlobalMemory
readParamMemory
readSharedMemory
readLocalMemory
readRegister
readPC

5.5 Device State Alteration

Variables

- CUDBGResult(∗ CUDBGAPI_st::writeGlobalMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to address in the global memory segment (entire 40-bit VA on Fermi+).

- CUDBGResult(∗ CUDBGAPI_st::writeGlobalMemory31)(uint32_t dev, uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to address in the global memory segment. Deprecated in 3.2.

- CUDBGResult(∗ CUDBGAPI_st::writeLocalMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to address in the local memory segment.

- CUDBGResult(∗ CUDBGAPI_st::writeParamMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to address in the param memory segment.

- CUDBGResult(∗ CUDBGAPI_st::writeRegister)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t regno, uint32_t val)

  Writes content to a hardware register.

- CUDBGResult(∗ CUDBGAPI_st::writeSharedMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to address in the shared memory segment.

5.5.1 Detailed Description

5.5.2 Variable Documentation

5.5.2.1 cudbgGetAPI::writeGlobalMemory `[inherited]`

Writes content to address in the global memory segment (entire 40-bit VA on Fermi+).

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,

CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED,
CUDBG_ERROR_ADDRESS_NOT_IN_DEVICE_MEM

See also:

writeParamMemory
writeSharedMemory
writeLocalMemory
writeRegister

5.5.2.2 cudbgGetAPI::writeGlobalMemory31 `[inherited]`

Writes content to address in the global memory segment. Deprecated in 3.2.

Parameters:

dev - device index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

writeParamMemory
writeSharedMemory
writeLocalMemory
writeRegister

5.5.2.3 cudbgGetAPI::writeLocalMemory `[inherited]`

Writes content to address in the local memory segment.

Parameters:

dev - device index

sm - SM index

wp - warp index

ln - lane index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

writeGlobalMemory
writeParamMemory
writeSharedMemory
writeRegister

5.5.2.4 cudbgGetAPI::writeParamMemory `[inherited]`

Writes content to address in the param memory segment.

Parameters:

dev - device index

sm - SM index

wp - warp index

addr - memory address

buf - buffer

sz - size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

writeGlobalMemory
writeSharedMemory
writeLocalMemory
writeRegister

5.5.2.5 cudbgGetAPI::writeRegister `[inherited]`

Writes content to a hardware register.

Parameters:

> ***dev*** - device index
>
> ***sm*** - SM index
>
> ***wp*** - warp index
>
> ***ln*** - lane index
>
> ***regno*** - register index
>
> ***val*** - buffer

Returns:

> CUDBG_SUCCESS,
> CUDBG_ERROR_INVALID_ARGS,
> CUDBG_ERROR_INVALID_DEVICE,
> CUDBG_ERROR_INVALID_LANE,
> CUDBG_ERROR_INVALID_SM,
> CUDBG_ERROR_INVALID_WARP,
> CUDBG_ERROR_UNINITIALIZED

See also:

> writeGlobalMemory
> writeParamMemory
> writeSharedMemory
> writeLocalMemory

5.5.2.6 cudbgGetAPI::writeSharedMemory `[inherited]`

Writes content to address in the shared memory segment.

Parameters:

> ***dev*** - device index
>
> ***sm*** - SM index
>
> ***wp*** - warp index
>
> ***addr*** - memory address
>
> ***buf*** - buffer
>
> ***sz*** - size of the buffer

Returns:

> CUDBG_SUCCESS,
> CUDBG_ERROR_INVALID_ARGS,
> CUDBG_ERROR_INVALID_DEVICE,
> CUDBG_ERROR_INVALID_SM,
> CUDBG_ERROR_INVALID_WARP,
> CUDBG_ERROR_UNINITIALIZED,
> CUDBG_ERROR_MEMORY_MAPPING_FAILED

See also:

writeGlobalMemory
writeParamMemory
writeLocalMemory
writeRegister

5.6 Grid Properties

Variables

- CUDBGResult(∗ CUDBGAPI_st::getBlockDim)(uint32_t dev, uint32_t sm, uint32_t wp, CuDim3 ∗blockDim)

  Get the number of threads in the given block.

- CUDBGResult(∗ CUDBGAPI_st::getElfImage)(uint32_t dev, uint32_t sm, uint32_t wp, bool relocated, void ∗∗elfImage, uint64_t ∗size)

  Get the relocated or non-relocated ELF image and size for the grid on the given device.

- CUDBGResult(∗ CUDBGAPI_st::getElfImage32)(uint32_t dev, uint32_t sm, uint32_t wp, bool relocated, void ∗∗elfImage, uint32_t ∗size)

  Get the relocated or non-relocated ELF image and size for the grid on the given device. Deprecated in 4.0.

- CUDBGResult(∗ CUDBGAPI_st::getGridAttribute)(uint32_t dev, uint32_t sm, uint32_t wp, CUDBGAttribute attr, uint64_t ∗value)

  Get the value of a grid attribute.

- CUDBGResult(∗ CUDBGAPI_st::getGridAttributes)(uint32_t dev, uint32_t sm, uint32_t wp, CUDBGAttributeValuePair ∗pairs, uint32_t numPairs)

  Get several grid attribute values in a single API call.

- CUDBGResult(∗ CUDBGAPI_st::getGridDim)(uint32_t dev, uint32_t sm, uint32_t wp, CuDim3 ∗gridDim)

  Get the number of blocks in the given grid.

- CUDBGResult(∗ CUDBGAPI_st::getGridDim32)(uint32_t dev, uint32_t sm, uint32_t wp, CuDim2 ∗gridDim)

  Get the number of blocks in the given grid. Deprecated in 4.0.

- CUDBGResult(∗ CUDBGAPI_st::getTID)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ∗tid)

  Get the ID of the Linux thread hosting the context of the grid.

5.6.1 Detailed Description

5.6.2 Variable Documentation

5.6.2.1 cudbgGetAPI::getBlockDim `[inherited]`

Get the number of threads in the given block.

Parameters:

dev - device index

sm - SM index

wp - warp index

blockDim - the returned number of threads in the block

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_UNINITIALIZED

See also:

getGridDim

5.6.2.2 cudbgGetAPI::getElfImage `[inherited]`

Get the relocated or non-relocated ELF image and size for the grid on the given device.

Parameters:

dev - device index

sm - SM index

wp - warp index

relocated - set to true to specify the relocated ELF image, false otherwise

∗***elfImage*** - pointer to the ELF image

size - size of the ELF image (64 bits)

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_UNINITIALIZED

5.6.2.3 cudbgGetAPI::getElfImage32 `[inherited]`

Get the relocated or non-relocated ELF image and size for the grid on the given device. Deprecated in 4.0.

Parameters:

dev - device index

sm - SM index

wp - warp index

relocated - set to true to specify the relocated ELF image, false otherwise

∗***elfImage*** - pointer to the ELF image

size - size of the ELF image (32 bits)

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_UNINITIALIZED

5.6.2.4 cudbgGetAPI::getGridAttribute `[inherited]`

Get the value of a grid attribute.

Parameters:

dev - device index

sm - SM index

wp - warp index

attr - the attribute

value - the returned value of the attribute

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_INVALID_ATTRIBUTE,
CUDBG_ERROR_UNINITIALIZED

5.6.2.5 cudbgGetAPI::getGridAttributes `[inherited]`

Get several grid attribute values in a single API call.

Parameters:

dev - device index

sm - SM index

wp - warp index

pairs - array of attribute/value pairs

numPairs - the number of attribute/values pairs in the array

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_INVALID_ATTRIBUTE,
CUDBG_ERROR_UNINITIALIZED

5.6.2.6 cudbgGetAPI::getGridDim `[inherited]`

Get the number of blocks in the given grid.

Parameters:

dev - device index

sm - SM index

wp - warp index

gridDim - the returned number of blocks in the grid

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_UNINITIALIZED

See also:

getBlockDim

5.6.2.7 cudbgGetAPI::getGridDim32 `[inherited]`

Get the number of blocks in the given grid. Deprecated in 4.0.

Parameters:

dev - device index

sm - SM index

wp - warp index

gridDim - the returned number of blocks in the grid

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_UNINITIALIZED

See also:

getBlockDim

5.6.2.8 cudbgGetAPI::getTID `[inherited]`

Get the ID of the Linux thread hosting the context of the grid.

Parameters:

dev - device index

sm - SM index

wp - warp index

tid - the returned thread id

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_UNINITIALIZED

5.7 Device Properties

Variables

- CUDBGResult(∗ CUDBGAPI_st::getDeviceType)(uint32_t dev, char ∗buf, uint32_t sz)

  Get the string description of the device.

- CUDBGResult(∗ CUDBGAPI_st::getNumDevices)(uint32_t ∗numDev)

  Get the number of installed CUDA devices.

- CUDBGResult(∗ CUDBGAPI_st::getNumLanes)(uint32_t dev, uint32_t ∗numLanes)

  Get the number of lanes per warp on the device.

- CUDBGResult(∗ CUDBGAPI_st::getNumRegisters)(uint32_t dev, uint32_t ∗numRegs)

  Get the number of registers per lane on the device.

- CUDBGResult(∗ CUDBGAPI_st::getNumSMs)(uint32_t dev, uint32_t ∗numSMs)

  Get the total number of SMs on the device.

- CUDBGResult(∗ CUDBGAPI_st::getNumWarps)(uint32_t dev, uint32_t ∗numWarps)

  Get the number of warps per SM on the device.

- CUDBGResult(∗ CUDBGAPI_st::getSmType)(uint32_t dev, char ∗buf, uint32_t sz)

  Get the SM type of the device.

5.7.1 Detailed Description

5.7.2 Variable Documentation

5.7.2.1 cudbgGetAPI::getDeviceType `[inherited]`

Get the string description of the device.

Parameters:

dev - device index

buf - the destination buffer

sz - the size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_BUFFER_TOO_SMALL,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_UNINITIALIZED

See also:

getSMType

5.7.2.2 cudbgGetAPI::getNumDevices `[inherited]`

Get the number of installed CUDA devices.

Parameters:

numDev - the returned number of devices

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_UNINITIALIZED

See also:

getNumSMs
getNumWarps
getNumLanes
getNumRegisters

5.7.2.3 cudbgGetAPI::getNumLanes `[inherited]`

Get the number of lanes per warp on the device.

Parameters:

dev - device index

numLanes - the returned number of lanes

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_UNINITIALIZED

See also:

getNumDevices
getNumSMs
getNumWarps
getNumRegisters

5.7.2.4 cudbgGetAPI::getNumRegisters `[inherited]`

Get the number of registers per lane on the device.

Parameters:

dev - device index

numRegs - the returned number of registers

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_UNINITIALIZED

See also:

getNumDevices
getNumSMs
getNumWarps
getNumLanes

5.7.2.5 cudbgGetAPI::getNumSMs `[inherited]`

Get the total number of SMs on the device.

Parameters:

dev - device index

numSMs - the returned number of SMs

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_UNINITIALIZED

See also:

getNumDevices
getNumWarps
getNumLanes
getNumRegisters

5.7.2.6 cudbgGetAPI::getNumWarps `[inherited]`

Get the number of warps per SM on the device.

Parameters:

dev - device index

numWarps - the returned number of warps

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_UNINITIALIZED

See also:

getNumDevices
getNumSMs
getNumLanes
getNumRegisters

5.7.2.7 cudbgGetAPI::getSmType `[inherited]`

Get the SM type of the device.

Parameters:

dev - device index

buf - the destination buffer

sz - the size of the buffer

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_BUFFER_TOO_SMALL,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_UNINITIALIZED

See also:

getDeviceType

5.8 DWARF Utilities

Variables

- CUDBGResult(∗ CUDBGAPI_st::disassemble)(uint32_t dev, uint64_t addr, uint32_t ∗instSize, char ∗buf, uint32_t sz)

  Disassemble instruction at instruction address.

- CUDBGResult(∗ CUDBGAPI_st::getHostAddrFromDeviceAddr)(uint32_t dev, uint64_t device_addr, uint64_t ∗host_addr)

  given a device virtual address, return a corresponding system memory virtual address.

- CUDBGResult(∗ CUDBGAPI_st::getPhysicalRegister30)(uint64_t pc, char ∗reg, uint32_t ∗buf, uint32_t sz, uint32_t ∗numPhysRegs, CUDBGRegClass ∗regClass)

  (DEPRECATED) Get the physical register number(s) assigned to a virtual register name 'reg' at a given PC, if 'reg' is live at that PC. The function has been deprecated. use getWarpPhysicalRegister instead.

- CUDBGResult(∗ CUDBGAPI_st::getPhysicalRegister40)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t pc, char ∗reg, uint32_t ∗buf, uint32_t sz, uint32_t ∗numPhysRegs, CUDBGRegClass ∗regClass)

  Get the physical register number(s) assigned to a virtual register name 'reg' at a given PC, if 'reg' is live at that PC.

- CUDBGResult(∗ CUDBGAPI_st::isDeviceCodeAddress)(uintptr_t addr, bool ∗isDeviceAddress)

  Determines whether a virtual address resides within device code.

- CUDBGResult(∗ CUDBGAPI_st::lookupDeviceCodeSymbol)(char ∗symName, bool ∗symFound, uintptr_t ∗symAddr)

  Determines whether a symbol represents a function in device code and returns its virtual address.

5.8.1 Detailed Description

5.8.2 Variable Documentation

5.8.2.1 cudbgGetAPI::disassemble `[inherited]`

Disassemble instruction at instruction address.

Parameters:

dev - device index

addr - instruction address

instSize - instruction size (32 or 64 bits)

buf - disassembled instruction buffer

sz - disassembled instruction buffer size

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_UNKNOWN

5.8.2.2 cudbgGetAPI::getHostAddrFromDeviceAddr `[inherited]`

given a device virtual address, return a corresponding system memory virtual address.

Parameters:

dev - device index

device_addr - device memory address

host_addr - returned system memory address

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_CONTEXT,
CUDBG_ERROR_INVALID_MEMORY_SEGMENT

See also:

readGlobalMemory
writeGlobalMemory

5.8.2.3 cudbgGetAPI::getPhysicalRegister30 `[inherited]`

(DEPRECATED) Get the physical register number(s) assigned to a virtual register name 'reg' at a given PC, if 'reg' is live at that PC. The function has been deprecated. use getWarpPhysicalRegister instead.

Parameters:

pc - Program counter

reg - virtual register index

buf - physical register name(s)

sz - the physical register name buffer size

numPhysRegs - number of physical register names returned

regClass - the class of the physical registers

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_UKNOWN_FUNCTION,
CUDBG_ERROR_UNKNOWN

5.8.2.4 cudbgGetAPI::getPhysicalRegister40 `[inherited]`

Get the physical register number(s) assigned to a virtual register name 'reg' at a given PC, if 'reg' is live at that PC.

Get the physical register number(s) assigned to a virtual register name 'reg' at a given PC, if 'reg' is live at that PC. If a virtual register name is mapped to more than one physical register, the physical register with the lowest physical register index will contain the highest bits of the virtual register, and the the physical register with the highest physical register index will contain the lowest bits.

Parameters:

dev - device index

sm - SM index

wp - warp indx

pc - Program counter

reg - virtual register index

buf - physical register name(s)

sz - the physical register name buffer size

numPhysRegs - number of physical register names returned

regClass - the class of the physical registers

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_UKNOWN_FUNCTION,
CUDBG_ERROR_UNKNOWN

5.8.2.5 cudbgGetAPI::isDeviceCodeAddress `[inherited]`

Determines whether a virtual address resides within device code.

Parameters:

addr - virtual address

isDeviceAddress - true if address resides within device code

Returns:

CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_SUCCESS

5.8.2.6 cudbgGetAPI::lookupDeviceCodeSymbol `[inherited]`

Determines whether a symbol represents a function in device code and returns its virtual address.

Parameters:

symName - symbol name

symFound - set to true if the symbol is found

symAddr - the symbol virtual address if found

Returns:

CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_SUCCESS

5.9 Events

Data Structures

- struct CUDBGEvent

  Event information container.

- struct CUDBGEvent30

  Event information container. Deprecated in 3.1.

- struct CUDBGEvent32

  Event information container. Deprecated in 4.0.

- struct CUDBGEvent42

  Event information container. Deprecated in 4.2.

- struct CUDBGEventCallbackData

  Event information passed to callback set with setNotifyNewEventCallback function.

- struct CUDBGEventCallbackData40

  Event information passed to callback set with setNotifyNewEventCallback function. Deprecated in 4.1.

Typedefs

- typedef void(∗ CUDBGNotifyNewEventCallback)(CUDBGEventCallbackData ∗data)

  function type of the function called to nofify debugger of the presence of a new event in the event queue.

- typedef void(∗ CUDBGNotifyNewEventCallback31)(void ∗data)

  function type of the function called to nofify debugger of the presence of a new event in the event queue. Deprecated in 3.2.

Enumerations

- enum CUDBGEventKind {
  CUDBG_EVENT_INVALID,
  CUDBG_EVENT_ELF_IMAGE_LOADED,
  CUDBG_EVENT_KERNEL_READY,
  CUDBG_EVENT_KERNEL_FINISHED,
  CUDBG_EVENT_INTERNAL_ERROR,
  CUDBG_EVENT_CTX_PUSH,
  CUDBG_EVENT_CTX_POP,
  CUDBG_EVENT_CTX_CREATE,
  CUDBG_EVENT_CTX_DESTROY,
  CUDBG_EVENT_TIMEOUT,
  CUDBG_EVENT_ATTACH_COMPLETE }

  CUDA Kernel Events.

Variables

- CUDBGResult(∗ CUDBGAPI_st::acknowledgeEvent30)(CUDBGEvent30 ∗event)

  Inform the debugger API that the event has been processed. Deprecated in 3.1.

- CUDBGResult(∗ CUDBGAPI_st::acknowledgeEvents42)(void)

  Inform the debugger API that synchronous events have been processed. Deprecated in 5.0.

- CUDBGResult(∗ CUDBGAPI_st::acknowledgeSyncEvents)(void)

  Inform the debugger API that synchronous events have been processed.

- CUDBGResult(∗ CUDBGAPI_st::getNextAsyncEvent)(CUDBGEvent ∗event)

  Copies the next available event in the asynchronous event queue into 'event' and removes it from the queue. The asynchronous event queue is held separate from the normal event queue, and does not require acknowledgement from the debug client.

- CUDBGResult(∗ CUDBGAPI_st::getNextEvent30)(CUDBGEvent30 ∗event)

  Copies the next available event in the event queue into 'event' and removes it from the queue. Deprecated in 3.1.

- CUDBGResult(∗ CUDBGAPI_st::getNextEvent32)(CUDBGEvent32 ∗event)

  Copies the next available event in the event queue into 'event' and removes it from the queue. Deprecated in 4.0.

- CUDBGResult(∗ CUDBGAPI_st::getNextEvent42)(CUDBGEvent42 ∗event)

  Copies the next available event in the event queue into 'event' and removes it from the queue. Deprecated in 5.0.

- CUDBGResult(∗ CUDBGAPI_st::getNextSyncEvent)(CUDBGEvent ∗event)

  Copies the next available event in the synchronous event queue into 'event' and removes it from the queue.

- CUDBGResult(∗ CUDBGAPI_st::setNotifyNewEventCallback)(CUDBGNotifyNewEventCallback callback)

  Provides the API with the function to call to notify the debugger of a new application or device event.

- CUDBGResult(∗ CUDBGAPI_st::setNotifyNewEventCallback31)(CUDBGNotifyNewEventCallback31 callback, void ∗data)

  Provides the API with the function to call to notify the debugger of a new application or device event. Deprecated in 3.2.

- CUDBGResult(∗ CUDBGAPI_st::setNotifyNewEventCallback40)(CUDBGNotifyNewEventCallback40 callback)

  Provides the API with the function to call to notify the debugger of a new application or device event. Deprecated in 4.1.

5.9.1 Detailed Description

One of those events will create a CUDBGEvent:

- the elf image of the current kernel has been loaded and the addresses within its DWARF sections have been relocated (and can now be used to set breakpoints),
- a device breakpoint has been hit,
- a CUDA kernel is ready to be launched,

- a CUDA kernel has terminated.

When a CUDBGEvent is created, the debugger is notified by calling the callback functions registered with setNotifyNewEventCallback() after the API struct initialization. It is up to the debugger to decide what method is best to be notified. The debugger API routines cannot be called from within the callback function or the routine will return an error.

Upon notification the debugger is responsible for handling the CUDBGEvents in the event queue by using CUDBGAPI_st::getNextEvent(), and for acknowledging the debugger API that the event has been handled by calling CUDBGAPI_st::acknowledgeEvent(). In the case of an event raised by the device itself, such as a breakpoint being hit, the event queue will be empty. It is the responsibility of the debugger to inspect the hardware any time a CUDBGEvent is received.

Example:

```
CUDBGEvent event;
CUDBGResult res;
for (res = cudbgAPI->getNextEvent(&event);
     res == CUDBG_SUCCESS && event.kind != CUDBG_EVENT_INVALID;
     res = cudbgAPI->getNextEvent(&event)) {
    switch (event.kind)
        {
        case CUDBG_EVENT_ELF_IMAGE_LOADED:
            //...
            break;
        case CUDBG_EVENT_KERNEL_READY:
            //...
            break;
        case CUDBG_EVENT_KERNEL_FINISHED:
            //...
            break;
        default:
            error(...);
        }
    }
```

See cuda-tdep.c and cuda-linux-nat.c files in the cuda-gdb source code for a more detailed example on how to use CUDBGEvent.

5.9.2 Enumeration Type Documentation

5.9.2.1 enum CUDBGEventKind

CUDA Kernel Events.

Enumerator:

CUDBG_EVENT_INVALID Invalid event.

CUDBG_EVENT_ELF_IMAGE_LOADED The ELF image for a CUDA source module is available.

CUDBG_EVENT_KERNEL_READY A CUDA kernel is about to be launched.

CUDBG_EVENT_KERNEL_FINISHED A CUDA kernel has terminated.

CUDBG_EVENT_INTERNAL_ERROR An internal error occur. The debugging framework may be unstable.

CUDBG_EVENT_CTX_PUSH A CUDA context was pushed.

CUDBG_EVENT_CTX_POP A CUDA CTX was popped.

CUDBG_EVENT_CTX_CREATE A CUDA CTX was created.

CUDBG_EVENT_CTX_DESTROY A CUDA context was destroyed.

CUDBG_EVENT_TIMEOUT An timeout event is sent at regular interval. This event can safely ge ignored.

CUDBG_EVENT_ATTACH_COMPLETE The attach process has completed and debugging of device code may start.

5.9.3 Variable Documentation

5.9.3.1 cudbgGetAPI::acknowledgeEvent30 `[inherited]`

Inform the debugger API that the event has been processed. Deprecated in 3.1.

Parameters:

event - pointer to the event that has been processed

Returns:

CUDBG_SUCCESS

5.9.3.2 cudbgGetAPI::acknowledgeEvents42 `[inherited]`

Inform the debugger API that synchronous events have been processed. Deprecated in 5.0.

Returns:

CUDBG_SUCCESS

5.9.3.3 cudbgGetAPI::acknowledgeSyncEvents `[inherited]`

Inform the debugger API that synchronous events have been processed.

Returns:

CUDBG_SUCCESS

5.9.3.4 cudbgGetAPI::getNextAsyncEvent `[inherited]`

Copies the next available event in the asynchronous event queue into 'event' and removes it from the queue. The asynchronous event queue is held separate from the normal event queue, and does not require acknowledgement from the debug client.

Parameters:

event - pointer to an event container where to copy the event parameters

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_NO_EVENT_AVAILABLE,
CUDBG_ERROR_INVALID_ARGS

5.9.3.5 cudbgGetAPI::getNextEvent30 `[inherited]`

Copies the next available event in the event queue into 'event' and removes it from the queue. Deprecated in 3.1.

Parameters:

event - pointer to an event container where to copy the event parameters

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_NO_EVENT_AVAILABLE,
CUDBG_ERROR_INVALID_ARGS

5.9.3.6 cudbgGetAPI::getNextEvent32 `[inherited]`

Copies the next available event in the event queue into 'event' and removes it from the queue. Deprecated in 4.0.

Parameters:

event - pointer to an event container where to copy the event parameters

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_NO_EVENT_AVAILABLE,
CUDBG_ERROR_INVALID_ARGS

5.9.3.7 cudbgGetAPI::getNextEvent42 `[inherited]`

Copies the next available event in the event queue into 'event' and removes it from the queue. Deprecated in 5.0.

Parameters:

event - pointer to an event container where to copy the event parameters

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_NO_EVENT_AVAILABLE,
CUDBG_ERROR_INVALID_ARGS

5.9.3.8 cudbgGetAPI::getNextSyncEvent `[inherited]`

Copies the next available event in the synchronous event queue into 'event' and removes it from the queue.

Parameters:

event - pointer to an event container where to copy the event parameters

Returns:

CUDBG_SUCCESS,
CUDBG_ERROR_NO_EVENT_AVAILABLE,
CUDBG_ERROR_INVALID_ARGS

5.9.3.9 cudbgGetAPI::setNotifyNewEventCallback `[inherited]`

Provides the API with the function to call to notify the debugger of a new application or device event.

Parameters:

callback - the callback function

Returns:

CUDBG_SUCCESS

5.9.3.10 cudbgGetAPI::setNotifyNewEventCallback31 `[inherited]`

Provides the API with the function to call to notify the debugger of a new application or device event. Deprecated in 3.2.

Parameters:

callback - the callback function

data - a pointer to be passed to the callback when called

Returns:

CUDBG_SUCCESS

5.9.3.11 cudbgGetAPI::setNotifyNewEventCallback40 `[inherited]`

Provides the API with the function to call to notify the debugger of a new application or device event. Deprecated in 4.1.

Parameters:

callback - the callback function

Returns:

CUDBG_SUCCESS

Chapter 6

Data Structure Documentation

6.1 cudbgGetAPI Struct Reference

The CUDA debugger API routines.

Data Fields

- CUDBGResult(∗ acknowledgeEvent30)(CUDBGEvent30 ∗event)

  Inform the debugger API that the event has been processed. Deprecated in 3.1.

- CUDBGResult(∗ acknowledgeEvents42)(void)

  Inform the debugger API that synchronous events have been processed. Deprecated in 5.0.

- CUDBGResult(∗ acknowledgeSyncEvents)(void)

  Inform the debugger API that synchronous events have been processed.

- CUDBGResult(∗ clearAttachState)(void)

  Clear attach-specific state prior to detach.

- CUDBGResult(∗ disassemble)(uint32_t dev, uint64_t addr, uint32_t ∗instSize, char ∗buf, uint32_t sz)

  Disassemble instruction at instruction address.

- CUDBGResult(∗ finalize)(void)

  Finalize the API and free all memory.

- CUDBGResult(∗ getBlockDim)(uint32_t dev, uint32_t sm, uint32_t wp, CuDim3 ∗blockDim)

  Get the number of threads in the given block.

- CUDBGResult(∗ getDeviceType)(uint32_t dev, char ∗buf, uint32_t sz)

  Get the string description of the device.

- CUDBGResult(∗ getElfImage)(uint32_t dev, uint32_t sm, uint32_t wp, bool relocated, void ∗∗elfImage, uint64_t ∗size)

  Get the relocated or non-relocated ELF image and size for the grid on the given device.

- CUDBGResult(∗ getElfImage32)(uint32_t dev, uint32_t sm, uint32_t wp, bool relocated, void ∗∗elfImage, uint32_t ∗size)

  Get the relocated or non-relocated ELF image and size for the grid on the given device. Deprecated in 4.0.

- CUDBGResult(∗ getGridAttribute)(uint32_t dev, uint32_t sm, uint32_t wp, CUDBGAttribute attr, uint64_t ∗value)

  Get the value of a grid attribute.

- CUDBGResult(∗ getGridAttributes)(uint32_t dev, uint32_t sm, uint32_t wp, CUDBGAttributeValuePair ∗pairs, uint32_t numPairs)

  Get several grid attribute values in a single API call.

- CUDBGResult(∗ getGridDim)(uint32_t dev, uint32_t sm, uint32_t wp, CuDim3 ∗gridDim)

  Get the number of blocks in the given grid.

- CUDBGResult(∗ getGridDim32)(uint32_t dev, uint32_t sm, uint32_t wp, CuDim2 ∗gridDim)

  Get the number of blocks in the given grid. Deprecated in 4.0.

- CUDBGResult(∗ getGridStatus)(uint32_t dev, uint32_t gridId, CUDBGGridStatus ∗status)

  Check whether the grid corresponding to the given gridId is still present on the device.

- CUDBGResult(∗ getHostAddrFromDeviceAddr)(uint32_t dev, uint64_t device_addr, uint64_t ∗host_addr)

  given a device virtual address, return a corresponding system memory virtual address.

- CUDBGResult(∗ getNextAsyncEvent)(CUDBGEvent ∗event)

  Copies the next available event in the asynchronous event queue into 'event' and removes it from the queue. The asynchronous event queue is held separate from the normal event queue, and does not require acknowledgement from the debug client.

- CUDBGResult(∗ getNextEvent30)(CUDBGEvent30 ∗event)

  Copies the next available event in the event queue into 'event' and removes it from the queue. Deprecated in 3.1.

- CUDBGResult(∗ getNextEvent32)(CUDBGEvent32 ∗event)

  Copies the next available event in the event queue into 'event' and removes it from the queue. Deprecated in 4.0.

- CUDBGResult(∗ getNextEvent42)(CUDBGEvent42 ∗event)

  Copies the next available event in the event queue into 'event' and removes it from the queue. Deprecated in 5.0.

- CUDBGResult(∗ getNextSyncEvent)(CUDBGEvent ∗event)

  Copies the next available event in the synchronous event queue into 'event' and removes it from the queue.

- CUDBGResult(∗ getNumDevices)(uint32_t ∗numDev)

  Get the number of installed CUDA devices.

- CUDBGResult(∗ getNumLanes)(uint32_t dev, uint32_t ∗numLanes)

  Get the number of lanes per warp on the device.

- CUDBGResult(∗ getNumRegisters)(uint32_t dev, uint32_t ∗numRegs)

  Get the number of registers per lane on the device.

- CUDBGResult(∗ getNumSMs)(uint32_t dev, uint32_t ∗numSMs)

Get the total number of SMs on the device.

- CUDBGResult(∗ getNumWarps)(uint32_t dev, uint32_t ∗numWarps)

  Get the number of warps per SM on the device.

- CUDBGResult(∗ getPhysicalRegister30)(uint64_t pc, char ∗reg, uint32_t ∗buf, uint32_t sz, uint32_-t ∗numPhysRegs, CUDBGRegClass ∗regClass)

  (DEPRECATED) Get the physical register number(s) assigned to a virtual register name 'reg' at a given PC, if 'reg' is live at that PC. The function has been deprecated. use getWarpPhysicalRegister instead.

- CUDBGResult(∗ getPhysicalRegister40)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t pc, char ∗reg, uint32_t ∗buf, uint32_t sz, uint32_t ∗numPhysRegs, CUDBGRegClass ∗regClass)

  Get the physical register number(s) assigned to a virtual register name 'reg' at a given PC, if 'reg' is live at that PC.

- CUDBGResult(∗ getSmType)(uint32_t dev, char ∗buf, uint32_t sz)

  Get the SM type of the device.

- CUDBGResult(∗ getTID)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ∗tid)

  Get the ID of the Linux thread hosting the context of the grid.

- CUDBGResult(∗ initialize)(void)

  Initialize the API.

- CUDBGResult(∗ isDeviceCodeAddress)(uintptr_t addr, bool ∗isDeviceAddress)

  Determines whether a virtual address resides within device code.

- CUDBGResult(∗ lookupDeviceCodeSymbol)(char ∗symName, bool ∗symFound, uintptr_t ∗symAddr)

  Determines whether a symbol represents a function in device code and returns its virtual address.

- CUDBGResult(∗ memcheckReadErrorAddress)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t ∗address, ptxStorageKind ∗storage)

  Get the address that memcheck detected an error on.

- CUDBGResult(∗ readActiveLanes)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ∗activeLanesMask)

  Reads the bitmask of active lanes on a valid warp.

- CUDBGResult(∗ readBlockIdx)(uint32_t dev, uint32_t sm, uint32_t wp, CuDim3 ∗blockIdx)

  Reads the CUDA block index running on a valid warp.

- CUDBGResult(∗ readBlockIdx32)(uint32_t dev, uint32_t sm, uint32_t wp, CuDim2 ∗blockIdx)

  Reads the two-dimensional CUDA block index running on a valid warp. Deprecated in 4.0.

- CUDBGResult(∗ readBrokenWarps)(uint32_t dev, uint32_t sm, uint64_t ∗brokenWarpsMask)

  Reads the bitmask of warps that are at a breakpoint on a given SM.

- CUDBGResult(∗ readCallDepth)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t ∗depth)

  Reads the call depth (number of calls) for a given lane.

- CUDBGResult(∗ readCallDepth32)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ∗depth)

  Reads the call depth (number of calls) for a given warp. Deprecated in 4.0.

- CUDBGResult(∗ readCodeMemory)(uint32_t dev, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the code memory segment.

- CUDBGResult(∗ readConstMemory)(uint32_t dev, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the constant memory segment.

- CUDBGResult(∗ readGlobalMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the global memory segment (entire 40-bit VA on Fermi+).

- CUDBGResult(∗ readGlobalMemory31)(uint32_t dev, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the global memory segment. Deprecated in 3.2.

- CUDBGResult(∗ readGridId)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ∗gridId)

  Reads the CUDA grid index running on a valid warp.

- CUDBGResult(∗ readLaneException)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, CUDBGException_t ∗exception)

  Reads the exception type for a given lane.

- CUDBGResult(∗ readLaneStatus)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, bool ∗error)

  Reads the status of the given lane. For specific error values, use readLaneException.

- CUDBGResult(∗ readLocalMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the local memory segment.

- CUDBGResult(∗ readParamMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the param memory segment.

- CUDBGResult(∗ readPC)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t ∗pc)

  Reads the PC on the given active lane.

- CUDBGResult(∗ readPinnedMemory)(uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at pinned address in system memory.

- CUDBGResult(∗ readRegister)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t regno, uint32_t ∗val)

  Reads content of a hardware register.

- CUDBGResult(∗ readReturnAddress)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t level, uint64_t ∗ra)

  Reads the physical return address for a call level.

- CUDBGResult(∗ readReturnAddress32)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t level, uint64_t ∗ra)

  Reads the physical return address for a call level. Deprecated in 4.0.

- CUDBGResult(∗ readSharedMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t addr, void ∗buf, uint32_t sz)

  Reads content at address in the shared memory segment.

- CUDBGResult(∗ readSyscallCallDepth)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t ∗depth)

  Reads the call depth of syscalls for a given lane.

- CUDBGResult(∗ readTextureMemory)(uint32_t devId, uint32_t vsm, uint32_t wp, uint32_t id, uint32_t dim, uint32_t ∗coords, void ∗buf, uint32_t sz)

  Read the content of texture memory with given id and coords on sm_20 and lower.

- CUDBGResult(∗ readTextureMemoryBindless)(uint32_t devId, uint32_t vsm, uint32_t wp, uint32_t texSymtabIndex, uint32_t dim, uint32_t ∗coords, void ∗buf, uint32_t sz)

  Read the content of texture memory with given symtab index and coords on sm_30 and higher.

- CUDBGResult(∗ readThreadIdx)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, CuDim3 ∗threadIdx)

  Reads the CUDA thread index running on valid lane.

- CUDBGResult(∗ readValidLanes)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ∗validLanesMask)

  Reads the bitmask of valid lanes on a given warp.

- CUDBGResult(∗ readValidWarps)(uint32_t dev, uint32_t sm, uint64_t ∗validWarpsMask)

  Reads the bitmask of valid warps on a given SM.

- CUDBGResult(∗ readVirtualPC)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t ∗pc)

  Reads the virtual PC on the given active lane.

- CUDBGResult(∗ readVirtualReturnAddress)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t level, uint64_t ∗ra)

  Reads the virtual return address for a call level.

- CUDBGResult(∗ readVirtualReturnAddress32)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t level, uint64_t ∗ra)

  Reads the virtual return address for a call level. Deprecated in 4.0.

- CUDBGResult(∗ requestCleanupOnDetach)(void)

  Request for cleanup of driver state when detaching.

- CUDBGResult(∗ resumeDevice)(uint32_t dev)

  Resume a suspended CUDA device.

- CUDBGResult(∗ setBreakpoint)(uint32_t dev, uint64_t addr)

  Sets a breakpoint at the given instruction address for the given device.

- CUDBGResult(∗ setBreakpoint31)(uint64_t addr)

  Sets a breakpoint at the given instruction address. Deprecated in 3.2.

- CUDBGResult(∗ setNotifyNewEventCallback)(CUDBGNotifyNewEventCallback callback)

  Provides the API with the function to call to notify the debugger of a new application or device event.

- CUDBGResult(∗ setNotifyNewEventCallback31)(CUDBGNotifyNewEventCallback31 callback, void ∗data)

  Provides the API with the function to call to notify the debugger of a new application or device event. Deprecated in 3.2.

- CUDBGResult(∗ setNotifyNewEventCallback40)(CUDBGNotifyNewEventCallback40 callback)

  Provides the API with the function to call to notify the debugger of a new application or device event. Deprecated in 4.1.

- CUDBGResult(∗ singleStepWarp)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t ∗warpMask)

  Single step an individual warp on a suspended CUDA device.

- CUDBGResult(∗ singleStepWarp40)(uint32_t dev, uint32_t sm, uint32_t wp)

  (DEPRECATED)Single step an individual warp on a suspended CUDA device. This function has been deprecated. Use singleStepWarp() instead.

- CUDBGResult(∗ suspendDevice)(uint32_t dev)

  Suspends a running CUDA device.

- CUDBGResult(∗ unsetBreakpoint)(uint32_t dev, uint64_t addr)

  Unsets a breakpoint at the given instruction address for the given device.

- CUDBGResult(∗ unsetBreakpoint31)(uint64_t addr)

  Unsets a breakpoint at the given instruction address. Deprecated in 3.2.

- CUDBGResult(∗ writeGlobalMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to address in the global memory segment (entire 40-bit VA on Fermi+).

- CUDBGResult(∗ writeGlobalMemory31)(uint32_t dev, uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to address in the global memory segment. Deprecated in 3.2.

- CUDBGResult(∗ writeLocalMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to address in the local memory segment.

- CUDBGResult(∗ writeParamMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to address in the param memory segment.

- CUDBGResult(∗ writePinnedMemory)(uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to pinned address in system memory.

- CUDBGResult(∗ writeRegister)(uint32_t dev, uint32_t sm, uint32_t wp, uint32_t ln, uint32_t regno, uint32_t val)

  Writes content to a hardware register.

- CUDBGResult(∗ writeSharedMemory)(uint32_t dev, uint32_t sm, uint32_t wp, uint64_t addr, const void ∗buf, uint32_t sz)

  Writes content to address in the shared memory segment.

6.1.1 Detailed Description

The CUDA debugger API routines.

6.1.2 Field Documentation

6.1.2.1 cudbgGetAPI::clearAttachState

Clear attach-specific state prior to detach.

Returns:

CUDBG_SUCCESS

6.1.2.2 cudbgGetAPI::getGridStatus

Check whether the grid corresponding to the given gridId is still present on the device.

Parameters:

devId - device index

gridId - grid ID

status - enum indicating whether the grid status is INVALID, PENDING, ACTIVE, SLEEPING, TERMINATED or UNDETERMINED

Returns:

CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_INTERNAL

6.1.2.3 cudbgGetAPI::requestCleanupOnDetach

Request for cleanup of driver state when detaching.

Returns:

CUDBG_SUCCESS

6.2 CUDBGEvent Struct Reference

Event information container.

Data Structures

- union cases_st

Data Fields

- union CUDBGEvent::cases_st cases

  Information for each type of event.

- CUDBGEventKind kind

  Event type.

6.2.1 Detailed Description

Event information container.

6.3 CUDBGEvent30 Struct Reference

Event information container. Deprecated in 3.1.

Data Structures

- union cases30_st

Data Fields

- union CUDBGEvent30::cases30_st cases

    Information for each type of event.

- CUDBGEventKind kind

    Event type.

6.3.1 Detailed Description

Event information container. Deprecated in 3.1.

6.4 CUDBGEvent30::CUDBGEvent30::cases30_st Union Reference

Data Structures

- struct elfImageLoaded30_st
- struct kernelFinished30_st
- struct kernelReady30_st

Data Fields

- struct CUDBGEvent30::cases30_st::elfImageLoaded30_st elfImageLoaded

  Information about the loaded ELF image.

- struct CUDBGEvent30::cases30_st::kernelFinished30_st kernelFinished

  Information about the kernel that just terminated.

- struct CUDBGEvent30::cases30_st::kernelReady30_st kernelReady

  Information about the kernel ready to be launched.

6.4.1 Detailed Description

6.5 CUDBGEvent30::CUDBGEvent30::cases30_st::CUDBGEvent30::cases30_-st::elfImageLoaded30_st Struct Reference

Data Fields

- char ∗ nonRelocatedElfImage

  pointer to the non-relocated ELF image for a CUDA source module.

- char ∗ relocatedElfImage

  pointer to the relocated ELF image for a CUDA source module.

- uint32_t size

  size of the ELF image (32-bit).

6.5.1 Detailed Description

6.6 CUDBGEvent30::CUDBGEvent30::cases30_st::CUDBGEvent30::cases30_-st::kernelFinished30_st Struct Reference

Data Fields

- uint32_t dev

  device index of the kernel.

- uint32_t gridId

  grid index of the kernel.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the kernel (Linux only).

6.6.1 Detailed Description

6.7 CUDBGEvent30::CUDBGEvent30::cases30_st::CUDBGEvent30::cases30_-st::kernelReady30_st Struct Reference

Data Fields

- uint32_t dev

  device index of the kernel.

- uint32_t gridId

  grid index of the kernel.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the kernel (Linux only).

6.7.1 Detailed Description

6.8 CUDBGEvent32 Struct Reference

Event information container. Deprecated in 4.0.

Data Structures

- union cases32_st

Data Fields

- union CUDBGEvent32::cases32_st cases

  Information for each type of event.

- CUDBGEventKind kind

  Event type.

6.8.1 Detailed Description

Event information container. Deprecated in 4.0.

6.9 CUDBGEvent32::CUDBGEvent32::cases32_st Union Reference

Data Structures

- struct contextCreate32_st
- struct contextDestroy32_st
- struct contextPop32_st
- struct contextPush32_st
- struct elfImageLoaded32_st
- struct kernelFinished32_st
- struct kernelReady32_st

Data Fields

- struct CUDBGEvent32::cases32_st::contextCreate32_st contextCreate

  Information about the context being created.

- struct CUDBGEvent32::cases32_st::contextDestroy32_st contextDestroy

  Information about the context being destroyed.

- struct CUDBGEvent32::cases32_st::contextPop32_st contextPop

  Information about the context being popped.

- struct CUDBGEvent32::cases32_st::contextPush32_st contextPush

  Information about the context being pushed.

- struct CUDBGEvent32::cases32_st::elfImageLoaded32_st elfImageLoaded

  Information about the loaded ELF image.

- struct CUDBGEvent32::cases32_st::kernelFinished32_st kernelFinished

  Information about the kernel that just terminated.

- struct CUDBGEvent32::cases32_st::kernelReady32_st kernelReady

  Information about the kernel ready to be launched.

6.9.1 Detailed Description

6.10 CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_-st::contextCreate32_st Struct Reference

Data Fields

- uint64_t context

  the context being created.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.10.1 Detailed Description

6.11 CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_st::contextDestroy32_st Struct Reference

Data Fields

- uint64_t context

  the context being destroyed.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.11.1 Detailed Description

6.12 CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_-st::contextPop32_st Struct Reference

Data Fields

- uint64_t context

  the context being popped.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.12.1 Detailed Description

6.13 CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_st::contextPush32_st Struct Reference

Data Fields

- uint64_t context

  the context being pushed.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.13.1 Detailed Description

6.14 CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_-st::elfImageLoaded32_st Struct Reference

Data Fields

- uint64_t context

  context of the kernel.

- uint32_t dev

  device index of the kernel.

- uint64_t module

  module of the kernel.

- char ∗ nonRelocatedElfImage

  pointer to the non-relocated ELF image for a CUDA source module.

- char ∗ relocatedElfImage

  pointer to the relocated ELF image for a CUDA source module.

- uint32_t size

  size of the ELF image (32-bit).

6.14.1 Detailed Description

6.15 CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_-st::kernelFinished32_st Struct Reference

Data Fields

- uint64_t context

  context of the kernel.

- uint32_t dev

  device index of the kernel.

- uint64_t function

  function of the kernel.

- uint64_t functionEntry

  entry PC of the kernel.

- uint32_t gridId

  grid index of the kernel.

- uint64_t module

  module of the kernel.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the kernel (Linux only).

6.15.1 Detailed Description

6.16 CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_-st::kernelReady32_st Struct Reference

Data Fields

- uint64_t context

  context of the kernel.

- uint32_t dev

  device index of the kernel.

- uint64_t function

  function of the kernel.

- uint64_t functionEntry

  entry PC of the kernel.

- uint32_t gridId

  grid index of the kernel.

- uint64_t module

  module of the kernel.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the kernel (Linux only).

6.16.1 Detailed Description

6.17 CUDBGEvent42 Struct Reference

Event information container. Deprecated in 4.2.

Data Structures

- union cases42_st

Data Fields

- union CUDBGEvent42::cases42_st cases

  Information for each type of event.

- CUDBGEventKind kind

  Event type.

6.17.1 Detailed Description

Event information container. Deprecated in 4.2.

6.18 CUDBGEvent42::CUDBGEvent42::cases42_st Union Reference

Data Structures

- struct contextCreate42_st
- struct contextDestroy42_st
- struct contextPop42_st
- struct contextPush42_st
- struct elfImageLoaded42_st
- struct kernelFinished42_st
- struct kernelReady42_st

Data Fields

- struct CUDBGEvent42::cases42_st::contextCreate42_st contextCreate

  Information about the context being created.

- struct CUDBGEvent42::cases42_st::contextDestroy42_st contextDestroy

  Information about the context being destroyed.

- struct CUDBGEvent42::cases42_st::contextPop42_st contextPop

  Information about the context being popped.

- struct CUDBGEvent42::cases42_st::contextPush42_st contextPush

  Information about the context being pushed.

- struct CUDBGEvent42::cases42_st::elfImageLoaded42_st elfImageLoaded

  Information about the loaded ELF image.

- struct CUDBGEvent42::cases42_st::kernelFinished42_st kernelFinished

  Information about the kernel that just terminated.

- struct CUDBGEvent42::cases42_st::kernelReady42_st kernelReady

  Information about the kernel ready to be launched.

6.18.1 Detailed Description

6.19 CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_-st::contextCreate42_st Struct Reference

Data Fields

- uint64_t context

  the context being created.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.19.1 Detailed Description

6.20 CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_-st::contextDestroy42_st Struct Reference

Data Fields

- uint64_t context
  the context being destroyed.
- uint32_t dev
  device index of the context.
- uint32_t tid
  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.20.1 Detailed Description

6.21 CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_-st::contextPop42_st Struct Reference

Data Fields

- uint64_t context

  the context being popped.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.21.1 Detailed Description

6.22 CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_- st::contextPush42_st Struct Reference

Data Fields

- uint64_t context

  the context being pushed.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.22.1 Detailed Description

6.23 CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_st::elfImageLoaded42_st Struct Reference

Data Fields

- uint64_t context

  context of the kernel.

- uint32_t dev

  device index of the kernel.

- uint64_t module

  module of the kernel.

- char ∗ nonRelocatedElfImage

  pointer to the non-relocated ELF image for a CUDA source module.

- char ∗ relocatedElfImage

  pointer to the relocated ELF image for a CUDA source module.

- uint64_t size

  size of the ELF image (64-bit).

- uint32_t size32

  size of the ELF image (32-bit). Deprecated in 4.0.

6.23.1 Detailed Description

6.24 CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_-st::kernelFinished42_st Struct Reference

Data Fields

- uint64_t context
  context of the kernel.
- uint32_t dev
  device index of the kernel.
- uint64_t function
  function of the kernel.
- uint64_t functionEntry
  entry PC of the kernel.
- uint32_t gridId
  grid index of the kernel.
- uint64_t module
  module of the kernel.
- uint32_t tid
  host thread id (or LWP id) of the thread hosting the kernel (Linux only).

6.24.1 Detailed Description

6.25 CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_-st::kernelReady42_st Struct Reference

Data Fields

- CuDim3 blockDim

  block dimensions of the kernel.

- uint64_t context

  context of the kernel.

- uint32_t dev

  device index of the kernel.

- uint64_t function

  function of the kernel.

- uint64_t functionEntry

  entry PC of the kernel.

- CuDim3 gridDim

  grid dimensions of the kernel.

- uint32_t gridId

  grid index of the kernel.

- uint64_t module

  module of the kernel.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the kernel (Linux only).

- CUDBGKernelType type

  the type of the kernel: system or application.

6.25.1 Detailed Description

6.26 CUDBGEvent::CUDBGEvent::cases_st Union Reference

Data Structures

- struct contextCreate_st
- struct contextDestroy_st
- struct contextPop_st
- struct contextPush_st
- struct elfImageLoaded_st
- struct internalError_st
- struct kernelFinished_st
- struct kernelReady_st

Data Fields

- struct CUDBGEvent::cases_st::contextCreate_st contextCreate

  Information about the context being created.

- struct CUDBGEvent::cases_st::contextDestroy_st contextDestroy

  Information about the context being destroyed.

- struct CUDBGEvent::cases_st::contextPop_st contextPop

  Information about the context being popped.

- struct CUDBGEvent::cases_st::contextPush_st contextPush

  Information about the context being pushed.

- struct CUDBGEvent::cases_st::elfImageLoaded_st elfImageLoaded

  Information about the loaded ELF image.

- struct CUDBGEvent::cases_st::internalError_st internalError

  Information about internal erros.

- struct CUDBGEvent::cases_st::kernelFinished_st kernelFinished

  Information about the kernel that just terminated.

- struct CUDBGEvent::cases_st::kernelReady_st kernelReady

  Information about the kernel ready to be launched.

6.26.1 Detailed Description

6.27 CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_-st::contextCreate_st Struct Reference

Data Fields

- uint64_t context

  the context being created.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.27.1 Detailed Description

6.28 CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_-st::contextDestroy_st Struct Reference

Data Fields

- uint64_t context

  the context being destroyed.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.28.1 Detailed Description

6.29 CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_st::contextPop_st Struct Reference

Data Fields

- uint64_t context

  the context being popped.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.29.1 Detailed Description

6.30 CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_-st::contextPush_st Struct Reference

Data Fields

- uint64_t context

  the context being pushed.

- uint32_t dev

  device index of the context.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the context (Linux only).

6.30.1 Detailed Description

6.31 CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_-st::elfImageLoaded_st Struct Reference

Data Fields

- uint64_t context
  context of the kernel.
- uint32_t dev
  device index of the kernel.
- uint64_t module
  module of the kernel.
- char ∗ nonRelocatedElfImage
  pointer to the non-relocated ELF image for a CUDA source module.
- char ∗ relocatedElfImage
  pointer to the relocated ELF image for a CUDA source module.
- uint64_t size
  size of the ELF image (64-bit).
- uint32_t size32
  size of the ELF image (32-bit). Deprecated in 4.0.

6.31.1 Detailed Description

6.32 CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_-st::internalError_st Struct Reference

Data Fields

- CUDBGResult errorType

  Type of the internal error.

6.32.1 Detailed Description

6.33 CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_-st::kernelFinished_st Struct Reference

Data Fields

- uint64_t context

  context of the kernel.

- uint32_t dev

  device index of the kernel.

- uint64_t function

  function of the kernel.

- uint64_t functionEntry

  entry PC of the kernel.

- uint32_t gridId

  grid index of the kernel.

- uint64_t module

  module of the kernel.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the kernel (Linux only).

6.33.1 Detailed Description

6.34 CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_-st::kernelReady_st Struct Reference

Data Fields

- CuDim3 blockDim

  block dimensions of the kernel.

- uint64_t context

  context of the kernel.

- uint32_t dev

  device index of the kernel.

- uint64_t function

  function of the kernel.

- uint64_t functionEntry

  entry PC of the kernel.

- CuDim3 gridDim

  grid dimensions of the kernel.

- uint32_t gridId

  grid index of the kernel.

- uint64_t module

  module of the kernel.

- uint32_t tid

  host thread id (or LWP id) of the thread hosting the kernel (Linux only).

- CUDBGKernelType type

  the type of the kernel: system or application.

6.34.1 Detailed Description

6.35 CUDBGEventCallbackData Struct Reference

Event information passed to callback set with setNotifyNewEventCallback function.

Data Fields

- uint32_t tid

  Host thread id of the context generating the event. Zero if not available.

- uint32_t timeout

  A boolean notifying the debugger that the debug API timed while waiting for a reponse from the debugger to a previous event. It is up to the debugger to decide what to do in response to a timeout.

6.35.1 Detailed Description

Event information passed to callback set with setNotifyNewEventCallback function.

6.36 CUDBGEventCallbackData40 Struct Reference

Event information passed to callback set with setNotifyNewEventCallback function. Deprecated in 4.1.

Data Fields

- uint32_t tid

  Host thread id of the context generating the event. Zero if not available.

6.36.1 Detailed Description

Event information passed to callback set with setNotifyNewEventCallback function. Deprecated in 4.1.

Chapter 7

File Documentation

7.1 cudadebugger.h File Reference

Header file for the CUDA debugger API.

Data Structures

- struct cudbgGetAPI

  The CUDA debugger API routines.

- struct CUDBGEvent

  Event information container.

- struct CUDBGEvent30

  Event information container. Deprecated in 3.1.

- union CUDBGEvent30::CUDBGEvent30::cases30_st
- struct CUDBGEvent30::CUDBGEvent30::cases30_st::CUDBGEvent30::cases30_st::elfImageLoaded30_st
- struct CUDBGEvent30::CUDBGEvent30::cases30_st::CUDBGEvent30::cases30_st::kernelFinished30_st
- struct CUDBGEvent30::CUDBGEvent30::cases30_st::CUDBGEvent30::cases30_st::kernelReady30_st
- struct CUDBGEvent32

  Event information container. Deprecated in 4.0.

- union CUDBGEvent32::CUDBGEvent32::cases32_st
- struct CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_st::contextCreate32_st
- struct CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_st::contextDestroy32_st
- struct CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_st::contextPop32_st
- struct CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_st::contextPush32_st
- struct CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_st::elfImageLoaded32_st
- struct CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_st::kernelFinished32_st
- struct CUDBGEvent32::CUDBGEvent32::cases32_st::CUDBGEvent32::cases32_st::kernelReady32_st
- struct CUDBGEvent42

  Event information container. Deprecated in 4.2.

- union CUDBGEvent42::CUDBGEvent42::cases42_st

- struct CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_st::contextCreate42_st
- struct CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_st::contextDestroy42_st
- struct CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_st::contextPop42_st
- struct CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_st::contextPush42_st
- struct CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_st::elfImageLoaded42_st
- struct CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_st::kernelFinished42_st
- struct CUDBGEvent42::CUDBGEvent42::cases42_st::CUDBGEvent42::cases42_st::kernelReady42_st
- union CUDBGEvent::CUDBGEvent::cases_st
- struct CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_st::contextCreate_st
- struct CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_st::contextDestroy_st
- struct CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_st::contextPop_st
- struct CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_st::contextPush_st
- struct CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_st::elfImageLoaded_st
- struct CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_st::internalError_st
- struct CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_st::kernelFinished_st
- struct CUDBGEvent::CUDBGEvent::cases_st::CUDBGEvent::cases_st::kernelReady_st
- struct CUDBGEventCallbackData

    Event information passed to callback set with setNotifyNewEventCallback function.

- struct CUDBGEventCallbackData40

    Event information passed to callback set with setNotifyNewEventCallback function. Deprecated in 4.1.

Typedefs

- typedef void(∗ CUDBGNotifyNewEventCallback)(CUDBGEventCallbackData ∗data)

    function type of the function called to nofify debugger of the presence of a new event in the event queue.

- typedef void(∗ CUDBGNotifyNewEventCallback31)(void ∗data)

    function type of the function called to nofify debugger of the presence of a new event in the event queue. Deprecated in 3.2.

Enumerations

- enum CUDBGAttribute {
  CUDBG_ATTR_GRID_LAUNCH_BLOCKING,
  CUDBG_ATTR_GRID_TID }

    Query attribute.

- enum CUDBGEventKind {
  CUDBG_EVENT_INVALID,
  CUDBG_EVENT_ELF_IMAGE_LOADED,
  CUDBG_EVENT_KERNEL_READY,
  CUDBG_EVENT_KERNEL_FINISHED,
  CUDBG_EVENT_INTERNAL_ERROR,
  CUDBG_EVENT_CTX_PUSH,
  CUDBG_EVENT_CTX_POP,

CUDBG_EVENT_CTX_CREATE,
CUDBG_EVENT_CTX_DESTROY,
CUDBG_EVENT_TIMEOUT,
CUDBG_EVENT_ATTACH_COMPLETE }

CUDA Kernel Events.

- enum CUDBGException_t {
  CUDBG_EXCEPTION_UNKNOWN,
  CUDBG_EXCEPTION_NONE,
  CUDBG_EXCEPTION_LANE_ILLEGAL_ADDRESS,
  CUDBG_EXCEPTION_LANE_USER_STACK_OVERFLOW,
  CUDBG_EXCEPTION_DEVICE_HARDWARE_STACK_OVERFLOW,
  CUDBG_EXCEPTION_WARP_ILLEGAL_INSTRUCTION,
  CUDBG_EXCEPTION_WARP_OUT_OF_RANGE_ADDRESS,
  CUDBG_EXCEPTION_WARP_MISALIGNED_ADDRESS,
  CUDBG_EXCEPTION_WARP_INVALID_ADDRESS_SPACE,
  CUDBG_EXCEPTION_WARP_INVALID_PC,
  CUDBG_EXCEPTION_WARP_HARDWARE_STACK_OVERFLOW,
  CUDBG_EXCEPTION_DEVICE_ILLEGAL_ADDRESS,
  CUDBG_EXCEPTION_LANE_MISALIGNED_ADDRESS }

  Harwdare Exception Types.

- enum CUDBGGridStatus {
  CUDBG_GRID_STATUS_INVALID,
  CUDBG_GRID_STATUS_PENDING,
  CUDBG_GRID_STATUS_ACTIVE,
  CUDBG_GRID_STATUS_SLEEPING,
  CUDBG_GRID_STATUS_TERMINATED,
  CUDBG_GRID_STATUS_UNDETERMINED }

  Grid status.

- enum CUDBGKernelType {
  CUDBG_KNL_TYPE_UNKNOWN,
  CUDBG_KNL_TYPE_SYSTEM,
  CUDBG_KNL_TYPE_APPLICATION }

  Kernel types.

- enum CUDBGRegClass {
  REG_CLASS_INVALID,
  REG_CLASS_REG_CC,
  REG_CLASS_REG_PRED,
  REG_CLASS_REG_ADDR,
  REG_CLASS_REG_HALF,

REG_CLASS_REG_FULL,
REG_CLASS_MEM_LOCAL,
REG_CLASS_LMEM_REG_OFFSET }

Physical register types.

- enum CUDBGResult {
CUDBG_SUCCESS,
CUDBG_ERROR_UNKNOWN,
CUDBG_ERROR_BUFFER_TOO_SMALL,
CUDBG_ERROR_UNKNOWN_FUNCTION,
CUDBG_ERROR_INVALID_ARGS,
CUDBG_ERROR_UNINITIALIZED,
CUDBG_ERROR_INVALID_COORDINATES,
CUDBG_ERROR_INVALID_MEMORY_SEGMENT,
CUDBG_ERROR_INVALID_MEMORY_ACCESS,
CUDBG_ERROR_MEMORY_MAPPING_FAILED,
CUDBG_ERROR_INTERNAL,
CUDBG_ERROR_INVALID_DEVICE,
CUDBG_ERROR_INVALID_SM,
CUDBG_ERROR_INVALID_WARP,
CUDBG_ERROR_INVALID_LANE,
CUDBG_ERROR_SUSPENDED_DEVICE,
CUDBG_ERROR_RUNNING_DEVICE,
CUDBG_ERROR_INVALID_ADDRESS,
CUDBG_ERROR_INCOMPATIBLE_API,
CUDBG_ERROR_INITIALIZATION_FAILURE,
CUDBG_ERROR_INVALID_GRID,
CUDBG_ERROR_NO_EVENT_AVAILABLE,
CUDBG_ERROR_SOME_DEVICES_WATCHDOGGED,
CUDBG_ERROR_ALL_DEVICES_WATCHDOGGED,
CUDBG_ERROR_INVALID_ATTRIBUTE,
CUDBG_ERROR_ZERO_CALL_DEPTH,
CUDBG_ERROR_INVALID_CALL_LEVEL,
CUDBG_ERROR_COMMUNICATION_FAILURE,
CUDBG_ERROR_INVALID_CONTEXT,
CUDBG_ERROR_ADDRESS_NOT_IN_DEVICE_MEM ,
CUDBG_ERROR_OS_RESOURCES,
CUDBG_ERROR_FORK_FAILED }

  Result values of all the API routines.

Functions

- CUDBGResult cudbgGetAPIVersion (uint32_t ∗major, uint32_t ∗minor, uint32_t ∗rev)

  Get the API version supported by the CUDA driver.

7.1.1 Detailed Description

Header file for the CUDA debugger API.

7.1.2 Enumeration Type Documentation

7.1.2.1 enum CUDBGAttribute

Query attribute.

Enumerator:

CUDBG_ATTR_GRID_LAUNCH_BLOCKING whether the launch is synchronous or not.

CUDBG_ATTR_GRID_TID The id of the host thread that launched the grid.

7.1.2.2 enum CUDBGException_t

Harwdare Exception Types.

Enumerator:

CUDBG_EXCEPTION_UNKNOWN Reported if we do not know what exception the chip has hit (global error).

CUDBG_EXCEPTION_NONE Reported when there is no exception on the chip (no error).

CUDBG_EXCEPTION_LANE_ILLEGAL_ADDRESS Reported when memcheck(enabled within cuda-gdb) finds access violations (lane error: precise software generated exception).

CUDBG_EXCEPTION_LANE_USER_STACK_OVERFLOW Reported from user (data) stack overflow checks in each function's prologue (lane error: precise software generated exception, ABI-only).

CUDBG_EXCEPTION_DEVICE_HARDWARE_STACK_OVERFLOW Reported if CRS overflows (global error: the warp that caused this will terminate).

CUDBG_EXCEPTION_WARP_ILLEGAL_INSTRUCTION Reported when any lane in a warp executes an illegal instruction (warp error: invalid branch target, invalid opcode, misaligned/oor reg, invalid immediates, etc.).

CUDBG_EXCEPTION_WARP_OUT_OF_RANGE_ADDRESS Reported when any lane in a warp accesses memory that is out of range (warp error: lmem_lo/hi, shared, and 40-bit va accesses).

CUDBG_EXCEPTION_WARP_MISALIGNED_ADDRESS Reported when any lane in a warp accesses memory that is misaligned (warp error: lmem_lo/hi, shared, and 40-bit va accesses).

CUDBG_EXCEPTION_WARP_INVALID_ADDRESS_SPACE Reported when any lane in a warp executes an instruction that accesses a memory space that is not permitted for that instruction (warp error).

CUDBG_EXCEPTION_WARP_INVALID_PC Reported when any lane in a warp advances its PC beyond the 32-bit address space (warp error).

CUDBG_EXCEPTION_WARP_HARDWARE_STACK_OVERFLOW Reported when any lane in a warp hits (uncommon) stack issues (warp error: stack error or api stack overflow).

CUDBG_EXCEPTION_DEVICE_ILLEGAL_ADDRESS Reported when MMU detects an error (global error: L1 error status field is set in the global esr – for the most part this catches errors SM couldn't catch with oor address detection).

CUDBG_EXCEPTION_LANE_MISALIGNED_ADDRESS Reported when memcheck(enabled within cuda-gdb) finds access violations (lane error: precise software generated exception).

7.1.2.3 enum CUDBGGridStatus

Grid status.

Enumerator:

CUDBG_GRID_STATUS_INVALID An invalid grid ID was passed, or an error occurred during status lookup.

CUDBG_GRID_STATUS_PENDING The grid was launched but is not running on the HW yet.

CUDBG_GRID_STATUS_ACTIVE The grid is currently running on the HW.

CUDBG_GRID_STATUS_SLEEPING The grid is on the device, doing a join.

CUDBG_GRID_STATUS_TERMINATED The grid has finished executing.

CUDBG_GRID_STATUS_UNDETERMINED The grid is either QUEUED or TERMINATED.

7.1.2.4 enum CUDBGKernelType

Kernel types.

Enumerator:

CUDBG_KNL_TYPE_UNKNOWN Unknown kernel type. Fall-back value.

CUDBG_KNL_TYPE_SYSTEM System kernel, launched by the CUDA driver (cudaMemset, ...).

CUDBG_KNL_TYPE_APPLICATION Application kernel, launched by the application.

7.1.2.5 enum CUDBGRegClass

Physical register types.

Enumerator:

REG_CLASS_INVALID The physical register is invalid.

REG_CLASS_REG_CC The physical register is a condition code register. Unused.

REG_CLASS_REG_PRED The physical register is a predicate register. Unused.

REG_CLASS_REG_ADDR The physical register is an address register. Unused.

REG_CLASS_REG_HALF The physical register is a 16-bit register. Unused.

REG_CLASS_REG_FULL The physical register is a 32-bit register.

REG_CLASS_MEM_LOCAL The content of the physical register has been spilled to memory.

REG_CLASS_LMEM_REG_OFFSET The content of the physical register has been spilled to the local stack (ABI only).

7.1.2.6 enum CUDBGResult

Result values of all the API routines.

Enumerator:

- ***CUDBG_SUCCESS*** The API call executed succesfully.
- ***CUDBG_ERROR_UNKNOWN*** Error type not listed below.
- ***CUDBG_ERROR_BUFFER_TOO_SMALL*** Cannot copy all the queried data into the buffer argument.
- ***CUDBG_ERROR_UNKNOWN_FUNCTION*** Function cannot be found in the CUDA kernel.
- ***CUDBG_ERROR_INVALID_ARGS*** Wrong use of arguments (NULL pointer, illegal value,....).
- ***CUDBG_ERROR_UNINITIALIZED*** Debugger API has not yet been properly initialized.
- ***CUDBG_ERROR_INVALID_COORDINATES*** Invalid block or thread coordinates were provided.
- ***CUDBG_ERROR_INVALID_MEMORY_SEGMENT*** Invalid memory segment requested.
- ***CUDBG_ERROR_INVALID_MEMORY_ACCESS*** Requested address (+size) is not within proper segment boundaries.
- ***CUDBG_ERROR_MEMORY_MAPPING_FAILED*** Memory is not mapped and cannot be mapped.
- ***CUDBG_ERROR_INTERNAL*** A debugger internal error occurred.
- ***CUDBG_ERROR_INVALID_DEVICE*** Specified device cannot be found.
- ***CUDBG_ERROR_INVALID_SM*** Specified sm cannot be found.
- ***CUDBG_ERROR_INVALID_WARP*** Specified warp cannot be found.
- ***CUDBG_ERROR_INVALID_LANE*** Specified lane cannot be found.
- ***CUDBG_ERROR_SUSPENDED_DEVICE*** The requested operation is not allowed when the device is suspended.
- ***CUDBG_ERROR_RUNNING_DEVICE*** Device is running and not suspended.
- ***CUDBG_ERROR_INVALID_ADDRESS*** Address is out-of-range.
- ***CUDBG_ERROR_INCOMPATIBLE_API*** The requested API is not available.
- ***CUDBG_ERROR_INITIALIZATION_FAILURE*** The API could not be initialized.
- ***CUDBG_ERROR_INVALID_GRID*** The specified grid is not valid.
- ***CUDBG_ERROR_NO_EVENT_AVAILABLE*** The event queue is empty and there is no event left to be processed.
- ***CUDBG_ERROR_SOME_DEVICES_WATCHDOGGED*** Some devices were excluded because they have a watchdog associated with them.
- ***CUDBG_ERROR_ALL_DEVICES_WATCHDOGGED*** All devices were exclude because they have a watchdog associated with them.
- ***CUDBG_ERROR_INVALID_ATTRIBUTE*** Specified attribute does not exist or is incorrect.
- ***CUDBG_ERROR_ZERO_CALL_DEPTH*** No function calls have been made on the device.
- ***CUDBG_ERROR_INVALID_CALL_LEVEL*** Specified call level is invalid.
- ***CUDBG_ERROR_COMMUNICATION_FAILURE*** Communication error between the debugger and the application.
- ***CUDBG_ERROR_INVALID_CONTEXT*** Specified context cannot be found.
- ***CUDBG_ERROR_ADDRESS_NOT_IN_DEVICE_MEM*** Requested address was not originally allocated from device memory (most likely visible in system memory).
- ***CUDBG_ERROR_OS_RESOURCES*** Error while allocating resources from the OS.
- ***CUDBG_ERROR_FORK_FAILED*** Error while forking the debugger process.

7.1.3 Function Documentation

7.1.3.1 CUDBGResult cudbgGetAPIVersion (uint32_t ∗ *major*, uint32_t ∗ *minor*, uint32_t ∗ *rev*)

Get the API version supported by the CUDA driver.

Parameters:

major - the major version number

minor - the minor version number

rev - the revision version number

Returns:

CUDBG_ERROR_INVALID_ARGS,
CUDBG_SUCCESS

See also:

cudbgGetAPI

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