Constant Memory

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

• Define “global” variable with __constant__:  
  __constant__ c_array[N];

• Copy data into the constant memory from main  
  cudaMemcopyToSymbol(c_array, source, size);

• Use variable in your kernel

Class Example

• Example in class with GA