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1.1 This Agreement applies to use of any of Yokogawa software products you may install or use (the “Software Product”) and/or the supply of the Services defined in clause 5 of this Agreement.

The License of Software Product defined in clause 2 shall mean ‘License’, and the transaction of the License shall mean ‘License Transaction’..

The License of Software Product defined in clause 2 and the Services defined in clause 5 shall mean collectively “Subscription”, and the transaction of the Subscription shall mean ‘Subscription Transaction’

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b) Customized Software Product: The software products made by Yokogawa based on individually agreed specifications, which will be used with or in addition to the function of the Standard Software Product.

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5.3 Provided that Customer uses the Services according to the general specifications and the manual provided

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Yokogawa shall have the right to terminate this Agreement with immediate effect upon notice to you, if you or end users breach any of the terms and conditions hereof. Upon termination of this Agreement, you shall, and make end users, promptly cease using the Software Product and, in accordance with sub-clause 2.5, return or irretrievably delete all copies of the Software Product, certifying the same in writing. In this case the Subscription Fees or License Fees paid by you for the Software Product and /or the Services shall not be refunded. Clauses 2.4 and 2.5, 5, 6, 9, 14and 15 shall survive any termination of this Agreement.

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This Agreement shall be governed by and construed in accordance with the laws of Japan. If you are a Japanese individual or entity, all disputes, controversies or differences which may arise between the parties hereto, out of, in relation to or in connection with this Agreement ("Dispute") shall be brought exclusively in the Tokyo District Court (The Main Court) in Japan. If you are not a Japanese individual or entity, any Dispute shall be finally settled by arbitration in Tokyo, Japan in accordance with the Commercial Arbitration Rules of the Japan Commercial Arbitration Association. All proceedings in arbitration shall be conducted in the English language, unless otherwise agreed. The award of arbitration shall be final and binding upon both parties, however, each party may make an application to any court having jurisdiction for judgment to be entered on the award and/or for enforcement of the award.

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16. Miscellaneous

16.1 This Agreement supersedes all prior oral and written understandings, representations and discussions between the parties concerning the subject matter hereof to the extent such understandings, representations and discussions should be discrepant or inconsistent with this Agreement.

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  The details can be found in the following paper.
  Very Deep Convolutional Networks for Large-Scale Image Recognition
  K. Simonyan, A. Zisserman
  arXiv:1409.1556
  The above model (© Karen Simonyan and Andrew Zisserman) is used with modifications to our custom model.

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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see https://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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In 1995, Guido continued his work on Python at the Corporation for
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software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became
Zope Corporation. In 2001, the Python Software Foundation (PSF, see
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2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
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Julian Seward, jseward@acm.org
bzip2/libbzip2 version 1.0.8 of 13 July 2019

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b. To the extent possible, in no event will the Licensor be liable to You on any legal theory (including, without limitation, negligence) or otherwise for any direct, special, indirect, incidental, consequential, punitive, exemplary, or other losses, costs, expenses, or damages arising out of this Public License or use of the Licensed Material, even if the Licensor has been advised of the possibility of such losses, costs, expenses, or damages. Where a limitation of liability is not allowed in full or in part, this limitation may not apply to You.
c. The disclaimer of warranties and limitation of liability provided above shall be interpreted in a manner that, to the extent possible, most closely approximates an absolute disclaimer and waiver of all liability.

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b. Where Your right to use the Licensed Material has terminated under Section 6(a), it reinstates:
    1. automatically as of the date the violation is cured, provided it is cured within 30 days of Your discovery of the violation; or
    2. upon express reinstatement by the Licensor.

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URL https://creativecommons.org/licenses/by/4.0/legalcode

NVIDIA Software License Agreement and CUDA Supplement to Software License Agreement (v13.0.48)

End User License Agreement

Preface

The Software License Agreement in Chapter 1 and the Supplement
in Chapter 2 contain license terms and conditions that govern
the use of NVIDIA software. By accepting this agreement, you
agree to comply with all the terms and conditions applicable
to the product(s) included herein.

NVIDIA Driver

Description

This package contains the operating system driver and
fundamental system software components for NVIDIA GPUs.

NVIDIA CUDA Toolkit

Description

The NVIDIA CUDA Toolkit provides command-line and graphical tools for building, debugging and optimizing the performance of applications accelerated by NVIDIA GPUs, runtime and math libraries, and documentation including programming guides, user manuals, and API references.

Default Install Location of CUDA Toolkit

Windows platform:

%ProgramFiles%¥NVIDIA GPU Computing Toolkit¥CUDA¥v#.#

Linux platform:

/usr/local/cuda-#.#

Mac platform:

/Developer/NVIDIA/CUDA-#.#

NVIDIA CUDA Samples

Description

This package includes over 100+ CUDA examples that demonstrate various CUDA programming principles, and efficient CUDA implementation of algorithms in specific application domains.

Default Install Location of CUDA Samples

Windows platform:

%ProgramData%¥NVIDIA Corporation¥CUDA Samples¥v#.#

Linux platform:

/usr/local/cuda-#.#/samples

and

$HOME/NVIDIA_CUDA-#.#_Samples

Mac platform:

/Developer/NVIDIA/CUDA-#.#/samples

NVIDIA Nsight Visual Studio Edition (Windows only)

Description

NVIDIA Nsight Development Platform, Visual Studio Edition is a
development environment integrated into Microsoft Visual
Studio that provides tools for debugging, profiling, analyzing
and optimizing your GPU computing and graphics applications.

Default Install Location of Nsight Visual Studio Edition

Windows platform:

%ProgramFiles(x86)%¥NVIDIA Corporation¥Nsight Visual Studio Edition #.#

1. License Agreement for NVIDIA Software Development Kits

Release Date: July 26, 2018

Important NoticeRead before downloading, installing, copying or using the licensed software:

This license agreement, including exhibits attached ("Agreement”) is a legal agreement between you and NVIDIA Corporation ("NVIDIA") and governs your use of a NVIDIA software development kit (“SDK”).

Each SDK has its own set of software and materials, but here is a description of the types of items that may be included in a SDK: source code, header files, APIs, data sets and assets (examples include images, textures, models, scenes, videos, native API input/output files), binary software, sample code, libraries, utility programs, programming code and documentation.

This Agreement can be accepted only by an adult of legal age of majority in the country in which the SDK is used.

If you are entering into this Agreement on behalf of a company or other legal entity, you represent that you have the legal authority to bind the entity to this Agreement, in which case “you” will mean the entity you represent.

If you don’t have the required age or authority to accept this Agreement, or if you don’t accept all the terms and conditions of this Agreement, do not download, install or use the SDK.

You agree to use the SDK only for purposes that are permitted by (a) this Agreement, and (b) any applicable law, regulation

or generally accepted practices or guidelines in the relevant jurisdictions.

1.1. License

1.1.1. License Grant

Subject to the terms of this Agreement, NVIDIA hereby grants you a non-exclusive, non-transferable license, without the right to sublicense (except as expressly provided in this Agreement) to:

1. Install and use the SDK,

2. Modify and create derivative works of sample source code delivered in the SDK, and

3. Distribute those portions of the SDK that are identified in this Agreement as distributable, as incorporated in object code format into a software application that meets the distribution requirements indicated in this Agreement.

1.1.2. Distribution Requirements

These are the distribution requirements for you to exercise the distribution grant:

1. Your application must have material additional functionality, beyond the included portions of the SDK.

2. The distributable portions of the SDK shall only be accessed by your application.

3. The following notice shall be included in modifications

and derivative works of sample source code distributed: “This software contains source code provided by NVIDIA Corporation.”

4. Unless a developer tool is identified in this Agreement as distributable, it is delivered for your internal use only.

5. The terms under which you distribute your application must be consistent with the terms of this Agreement, including (without limitation) terms relating to the license grant and license restrictions and protection of NVIDIA’s intellectual property rights. Additionally, you agree that you will protect the privacy, security and legal rights of your application users.

6. You agree to notify NVIDIA in writing of any known or suspected distribution or use of the SDK not in compliance with the requirements of this Agreement, and to enforce the terms of your agreements with respect to distributed SDK.

1.1.3. Authorized Users

You may allow employees and contractors of your entity or of your subsidiary(ies) to access and use the SDK from your secure network to perform work on your behalf.

If you are an academic institution you may allow users enrolled or employed by the academic institution to access and use the SDK from your secure network.

You are responsible for the compliance with the terms of this Agreement by your authorized users. If you become aware that your authorized users didn’t follow the terms of this Agreement, you agree to take reasonable steps to resolve the

non-compliance and prevent new occurrences.

1.1.4. Pre-Release SDK

The SDK versions identified as alpha, beta, preview or otherwise as pre-release, may not be fully functional, may contain errors or design flaws, and may have reduced or different security, privacy, accessibility, availability, and reliability standards relative to commercial versions of NVIDIA software and materials. Use of a pre-release SDK may result in unexpected results, loss of data, project delays or other unpredictable damage or loss.

You may use a pre-release SDK at your own risk, understanding that pre-release SDKs are not intended for use in production or business-critical systems.

NVIDIA may choose not to make available a commercial version of any pre-release SDK. NVIDIA may also choose to abandon development and terminate the availability of a pre-release SDK at any time without liability.

1.1.5. Updates

NVIDIA may, at its option, make available patches, workarounds or other updates to this SDK. Unless the updates are provided with their separate governing terms, they are deemed part of the SDK licensed to you as provided in this Agreement. You agree that the form and content of the SDK that NVIDIA provides may change without prior notice to you. While NVIDIA generally maintains compatibility between versions, NVIDIA may in some cases make changes that introduce incompatibilities in future versions of the SDK.

1.1.6. Third Party Licenses

The SDK may come bundled with, or otherwise include or be distributed with, third party software licensed by a NVIDIA supplier and/or open source software provided under an open source license. Use of third party software is subject to the third-party license terms, or in the absence of third party terms, the terms of this Agreement. Copyright to third party software is held by the copyright holders indicated in the third-party software or license.

1.1.7. Reservation of Rights

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The following license limitations apply to your use of the SDK:

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3. Unless you have an agreement with NVIDIA for this purpose, you may not indicate that an application created with the SDK is sponsored or endorsed by NVIDIA.

4. You may not bypass, disable, or circumvent any encryption, security, digital rights management or authentication mechanism in the SDK.

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6. Unless you have an agreement with NVIDIA for this purpose, you may not use the SDK with any system or application where the use or failure of the system or application can reasonably be expected to threaten or result in personal injury, death, or catastrophic loss. Examples include use in avionics, navigation, military, medical, life support or other life critical applications. NVIDIA does not design, test or manufacture the SDK for these critical uses and NVIDIA shall not be liable to you or any third party, in whole or in part, for any claims or damages arising from such uses.

7. You agree to defend, indemnify and hold harmless NVIDIA and its affiliates, and their respective employees, contractors, agents, officers and directors, from and against any and all claims, damages, obligations, losses, liabilities, costs or debt, fines, restitutions and expenses (including but not limited to attorney’s fees and costs incident to establishing the right of indemnification) arising out of or related to your use of the SDK outside of the scope of this Agreement, or not in

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2. You hold all rights, title and interest in and to your applications and your derivative works of the sample source code delivered in the SDK, including their respective intellectual property rights, subject to NVIDIA's rights described in this section.

3. You may, but don't have to, provide to NVIDIA suggestions, feature requests or other feedback regarding the SDK, including possible enhancements or modifications to the SDK. For any feedback that you voluntarily provide, you hereby grant NVIDIA and its affiliates a perpetual, non-exclusive, worldwide, irrevocable license to use, reproduce, modify, license, sublicense (through multiple tiers of sublicensees), and distribute (through multiple tiers of distributors) it without the payment of any royalties or fees to you. NVIDIA will use feedback at its choice. NVIDIA is constantly looking for ways to improve its products, so you may send feedback to NVIDIA through the developer portal at https://developer.nvidia.com.

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1.6. Termination

1. This Agreement will continue to apply until terminated by either you or NVIDIA as described below.

2. If you want to terminate this Agreement, you may do so by stopping to use the SDK.

3. NVIDIA may, at any time, terminate this Agreement if:

    a. (i) you fail to comply with any term of this Agreement and the non-compliance is not fixed within thirty (30) days following notice from NVIDIA (or immediately if you violate NVIDIA's intellectual property rights);

    b. (ii) you commence or participate in any legal proceeding against NVIDIA with respect to the SDK; or

    c. (iii) NVIDIA decides to no longer provide the SDK in a country or, in NVIDIA's sole discretion, the continued use of it is no longer commercially viable.

4. Upon any termination of this Agreement, you agree to promptly discontinue use of the SDK and destroy all copies in your possession or control. Your prior distributions in accordance with this Agreement are not affected by the termination of this Agreement. Upon written request, you will certify in writing that you have complied with your commitments under this section. Upon any termination of this Agreement all provisions survive except for the license grant provisions.

1.7. General

If you wish to assign this Agreement or your rights and obligations, including by merger, consolidation, dissolution or operation of law, contact NVIDIA to ask for permission. Any attempted assignment not approved by NVIDIA in writing shall be void and of no effect. NVIDIA may assign, delegate or transfer this Agreement and its rights and obligations, and if to a non-affiliate you will be notified.

You agree to cooperate with NVIDIA and provide reasonably requested information to verify your compliance with this Agreement.

This Agreement will be governed in all respects by the laws of the United States and of the State of Delaware as those laws are applied to contracts entered into and performed entirely within Delaware by Delaware residents, without regard to the conflicts of laws principles. The United Nations Convention on Contracts for the International Sale of Goods is specifically disclaimed. You agree to all terms of this Agreement in the English language.

The state or federal courts residing in Santa Clara County, California shall have exclusive jurisdiction over any dispute or claim arising out of this Agreement. Notwithstanding this, you agree that NVIDIA shall still be allowed to apply for injunctive remedies or an equivalent type of urgent legal relief in any jurisdiction.

If any court of competent jurisdiction determines that any provision of this Agreement is illegal, invalid or unenforceable, such provision will be construed as limited to the extent necessary to be consistent with and fully enforceable under the law and the remaining provisions will remain in full force and effect. Unless otherwise specified, remedies are cumulative.

Each party acknowledges and agrees that the other is an independent contractor in the performance of this Agreement.

The SDK has been developed entirely at private expense and is "commercial items" consisting of "commercial computer software" and "commercial computer software documentation" provided with RESTRICTED RIGHTS. Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions in this Agreement pursuant to DFARS 227.7202-3(a) or as set forth in subparagraphs (c)(1) and (2) of the Commercial Computer Software - Restricted Rights clause at FAR 52.227-19, as applicable. Contractor/manufacturer is NVIDIA, 2788 San Tomas Expressway, Santa Clara, CA 95051.

The SDK is subject to United States export laws and regulations. You agree that you will not ship, transfer or export the SDK into any country, or use the SDK in any manner, prohibited by the United States Bureau of Industry and Security or economic sanctions regulations administered by the U.S. Department of Treasury's Office of Foreign Assets Control (OFAC), or any applicable export laws, restrictions or regulations. These laws include restrictions on destinations, end users and end use. By accepting this Agreement, you confirm that you are not a resident or citizen of any country currently embargoed by the U.S. and that you are not otherwise prohibited from receiving the SDK.

Any notice delivered by NVIDIA to you under this Agreement will be delivered via mail, email or fax. You agree that any notices that NVIDIA sends you electronically will satisfy any legal communication requirements. Please direct your legal notices or other correspondence to NVIDIA Corporation, 2788 San Tomas Expressway, Santa Clara, California 95051, United States of America, Attention: Legal Department.

This Agreement and any exhibits incorporated into this

Agreement constitute the entire agreement of the parties with respect to the subject matter of this Agreement and supersede all prior negotiations or documentation exchanged between the parties relating to this SDK license. Any additional and/or conflicting terms on documents issued by you are null, void, and invalid. Any amendment or waiver under this Agreement shall be in writing and signed by representatives of both parties.

2. CUDA Toolkit Supplement to Software License Agreement for NVIDIA Software Development Kits
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Release date: August 16, 2018

The terms in this supplement govern your use of the NVIDIA CUDA Toolkit SDK under the terms of your license agreement (“Agreement”) as modified by this supplement. Capitalized terms used but not defined below have the meaning assigned to them in the Agreement.

This supplement is an exhibit to the Agreement and is incorporated as an integral part of the Agreement. In the event of conflict between the terms in this supplement and the terms in the Agreement, the terms in this supplement govern.

2.1. License Scope

The SDK is licensed for you to develop applications only for use in systems with NVIDIA GPUs.

2.2. Distribution

The portions of the SDK that are distributable under the Agreement are listed in Attachment A.

2.3. Operating Systems

Those portions of the SDK designed exclusively for use on the Linux or FreeBSD operating systems, or other operating systems derived from the source code to these operating systems, may be copied and redistributed for use in accordance with this Agreement, provided that the object code files are not modified in any way (except for unzipping of compressed files).

2.4. Audio and Video Encoders and Decoders

You acknowledge and agree that it is your sole responsibility to obtain any additional third-party licenses required to make, have made, use, have used, sell, import, and offer for sale your products or services that include or incorporate any third-party software and content relating to audio and/or video encoders and decoders from, including but not limited to, Microsoft, Thomson, Fraunhofer IIS, Sisvel S.p.A., MPEG-LA, and Coding Technologies. NVIDIA does not grant to you under this Agreement any necessary patent or other rights with respect to any audio and/or video encoders and decoders.

2.5. Licensing

If the distribution terms in this Agreement are not suitable for your organization, or for any questions regarding this Agreement, please contact NVIDIA at nvidia-compute-license-questions@nvidia.com.

2.6. Attachment A

The following portions of the SDK are distributable under the Agreement:

Component

CUDA Runtime

Windows

cudart.dll, cudart_static.lib, cudadevrt.lib

Mac OSX

libcudart.dylib, libcudart_static.a, libcudadevrt.a

Linux

libcudart.so, libcudart_static.a, libcudadevrt.a

Android

libcudart.so, libcudart_static.a, libcudadevrt.a

Component

CUDA FFT Library

Windows

cufft.dll, cufftw.dll, cufft.lib, cufftw.lib

Mac OSX

libcufft.dylib, libcufft_static.a, libcufftw.dylib,

libcufftw_static.a

Linux

libcufft.so, libcufft_static.a, libcufftw.so,
libcufftw_static.a

Android

libcufft.so, libcufft_static.a, libcufftw.so,
libcufftw_static.a

Component

CUDA BLAS Library

Windows

cublas.dll, cublasLt.dll

Mac OSX

libcublas.dylib, libcublasLt.dylib, libcublas_static.a,
libcublasLt_static.a

Linux

libcublas.so, libcublasLt.so, libcublas_static.a,
libcublasLt_static.a

Android

libcublas.so, libcublasLt.so, libcublas_static.a,
libcublasLt_static.a

Component

NVIDIA "Drop-in" BLAS Library

Windows

nvblas.dll

Mac OSX

libnvblas.dylib

Linux

libnvblas.so

Component

CUDA Sparse Matrix Library

Windows

cusparse.dll, cusparse.lib

Mac OSX

libcusparse.dylib, libcusparse_static.a

Linux

libcusparse.so, libcusparse_static.a

Android

libcusparse.so, libcusparse_static.a

Component

CUDA Linear Solver Library

Windows

cusolver.dll, cusolver.lib

Mac OSX

libcusolver.dylib, libcusolver_static.a

Linux

libcusolver.so, libcusolver_static.a

Android

libcusolver.so, libcusolver_static.a

Component

CUDA Random Number Generation Library

Windows

curand.dll, curand.lib

Mac OSX

libcurand.dylib, libcurand_static.a

Linux

libcurand.so, libcurand_static.a

Android

libcurand.so, libcurand_static.a

Component

CUDA Accelerated Graph Library

Component

NVIDIA Performance Primitives Library

Windows

nppc.dll, nppc.lib, nppial.dll, nppial.lib, nppicc.dll,
nppicc.lib, nppicom.dll, nppicom.lib, nppidei.dll,
nppidei.lib, nppif.dll, nppif.lib, nppig.dll, nppig.lib,
nppim.dll, nppim.lib, nppist.dll, nppist.lib, nppisu.dll,
nppisu.lib, nppitc.dll, nppitc.lib, npps.dll, npps.lib

Mac OSX

libnppc.dylib, libnppc_static.a, libnppial.dylib,
libnppial_static.a, libnppicc.dylib, libnppicc_static.a,
libnppicom.dylib, libnppicom_static.a, libnppidei.dylib,
libnppidei_static.a, libnppif.dylib, libnppif_static.a,
libnppig.dylib, libnppig_static.a, libnppim.dylib,
libnppisu_static.a, libnppitc.dylib, libnppitc_static.a,
libnpps.dylib, libnpps_static.a

Linux

libnppc.so, libnppc_static.a, libnppial.so,
libnppial_static.a, libnppicc.so, libnppicc_static.a,
libnppicom.so, libnppicom_static.a, libnppidei.so,
libnppidei_static.a, libnppif.so, libnppif_static.a
libnppig.so, libnppig_static.a, libnppim.so,
libnppim_static.a, libnppist.so, libnppist_static.a,
libnppisu.so, libnppisu_static.a, libnppitc.so
libnppitc_static.a, libnpps.so, libnpps_static.a

Android

libnppc.so, libnppc_static.a, libnppial.so,
libnppial_static.a, libnppicc.so, libnppicc_static.a,
libnppicom.so, libnppicom_static.a, libnppidei.so,
libnppidei_static.a, libnppif.so, libnppif_static.a
libnppig.so, libnppig_static.a, libnppim.so,
libnppim_static.a, libnppist.so, libnppist_static.a,
libnppisu.so, libnppisu_static.a, libnppitc.so
libnppitc_static.a, libnpps.so, libnpps_static.a

Component

NVIDIA JPEG Library

Linux

libnvjpeg.so, libnvjpeg_static.a

Component

Internal common library required for statically linking to
cuBLAS, cuSPARSE, cuFFT, cuRAND, nvJPEG and NPP

Mac OSX

libculibos.a

Linux

libculibos.a

Component

NVIDIA Runtime Compilation Library and Header

All

nvrtc.h

Windows

nvrtc.dll, nvrtc-builtins.dll

Mac OSX

libnvrtc.dylib, libnvrtc-builtins.dylib

Linux

libnvrtc.so, libnvrtc-builtins.so

Component

NVIDIA Optimizing Compiler Library

Windows

nvvm.dll

Mac OSX

libnvvm.dylib

Linux

libnvvm.so

Component

NVIDIA Common Device Math Functions Library

Windows

libdevice.10.bc

Mac OSX

libdevice.10.bc

Linux

libdevice.10.bc

Component

CUDA Occupancy Calculation Header Library

All

cuda_occupancy.h

Component

CUDA Half Precision Headers

All

cuda_fp16.h, cuda_fp16.hpp

Component

CUDA Profiling Tools Interface (CUPTI) Library

Windows

cupti.dll

Mac OSX

libcupti.dylib

Linux

libcupti.so

Component

NVIDIA Tools Extension Library

Windows

nvToolsExt.dll, nvToolsExt.lib

Mac OSX

libnvToolsExt.dylib

Linux

libnvToolsExt.so

Component

NVIDIA CUDA Driver Libraries

Linux

libcuda.so, libnvidia-fatbinaryloader.so,
libnvidia-ptxjitcompiler.so

The NVIDIA CUDA Driver Libraries are only distributable in applications that meet this criteria:

1. The application was developed starting from a NVIDIA CUDA container obtained from Docker Hub or the NVIDIA GPU Cloud, and

2. The resulting application is packaged as a Docker container and distributed to users on Docker Hub or the NVIDIA GPU Cloud only.

2.7. Attachment B

Additional Licensing Obligations

The following third party components included in the SOFTWARE are licensed to Licensee pursuant to the following terms and conditions:

1. Licensee's use of the GDB third party component is subject to the terms and conditions of GNU GPL v3:

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Component	License
CUDA-GDB	GPL v3

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are solely the responsibility of Licensee.

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In addition, Licensee acknowledges the following notice:
Thrust includes source code from the Boost Iterator,
Tuple, System, and Random Number libraries.

Boost Software License - Version 1.0 - August 17th, 2003
. . . .

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subject to the following:

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