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- E N D -

OpenCRG is used by dSPACE with the following modifications:

The C API provided by the manufacturer has been extended with the following methods in the
crgMgr.c class:
- "Double crgDataGetZValue(double * z, int u, int v, int dataSetId)"
- "Double crgDataGetUValue(double * u, int i, int dataSetId)"
- "Double crgDataGetVValue(double * v, int i, int dataSetId)"
- "Int crgDataGetUSize(int * u, int dataSetId)"
- "Int crgDataGetVSize(int * v, int dataSetId)"

OpenCRG wird von dSPACE mit folgenden Modifikationen eingesetzt:

Die vom Hersteller zur Verfügung gestellte C-API wurde in der Klasse „crgMgr.c“ um folgende
Methoden ergänzt:
- "Double crgDataGetZValue(double * z, int u, int v, int dataSetId)"
- "Double crgDataGetUValue(double * u, int i, int dataSetId)"
- "Double crgDataGetVValue(double * v, int i, int dataSetId)"
- "Int crgDataGetUSize(int * u, int dataSetId)"
- "Int crgDataGetVSize(int * v, int dataSetId)"
VII. License Agreement – CommandLine Parser Library (2.6) and Modern UI for WPF (Version 1.0.5.)

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-END-
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- E N D -
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Last updated 21 September 2017

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That's all there is to it!

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-END-
XXI. License Agreement – Libjpeg (9b, 17-Jan-2016)

The Independent JPEG Group's JPEG software

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README for release 9b of 17-Jan-2016

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This distribution contains the ninth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

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IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP

This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
ACKNOWLEDGMENTS Special thanks.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
install.txt How to configure and install the IJG software.
usage.txt Usage instructions for cjpeg, djpeg, jpegtran,
rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.txt).
wizard.txt Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal documentation:
libjpeg.txt How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.txt Overview of the JPEG library's internal structure.
filelist.txt Road map of IJG files.
coderules.txt Coding style rules --- please read if you contribute code.

Please read at least the files install.txt and usage.txt. Some information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW
This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG (pronounced “jay-peg”) is a standardized compression method for full-color and grayscale images.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren’t implemented yet. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application.

We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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assumed by the product vendor.

The Unix configuration script "configure" was produced with GNU Autoconf.
It is copyright by the Free Software Foundation but is freely distributable.
The same holds for its supporting scripts (config.guess, config.sub,
ltmain.sh). Another support script, install-sh, is copyright by X Consortium
but is also freely distributable.

The IJG distribution formerly included code to read and write GIF files.
To avoid entanglement with the Unisys LZW patent (now expired), GIF reading
support has been removed altogether, and the GIF writer has been simplified
to produce "uncompressed GIFs". This technique does not use the LZW
algorithm; the resulting GIF files are larger than usual, but are readable
by all standard GIF decoders.

REFERENCES
==========
We recommend reading one or more of these references before trying to
understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is
Wallace, Gregory K. "The JPEG Still Picture Compression Standard",
Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.
(Adjacent articles in that issue discuss MPEG motion picture compression,
applications of JPEG, and related topics.) If you don't have the CACM issue
handy, a PDF file containing a revised version of Wallace's article is
available at http://www.ijg.org/files/WallaceJPEG.pdf. The file (actually
a preprint for an article that appeared in IEEE Trans. Consumer Electronics)
omits the sample images that appeared in CACM, but it includes corrections
and some added material. Note: the Wallace article is copyright ACM and IEEE,
and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found
in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by
good explanations and example C code for a multitude of compression methods
including JPEG. It is an excellent source if you are comfortable reading C
code but don't know much about data compression in general. The book's JPEG
sample code is far from industrial-strength, but when you are ready to look
at a full implementation, you've got one here...

The best currently available description of JPEG is the textbook "JPEG Still
Image Data Compression Standard" by William B. Pennebaker and Joan L.
Price US$59.95, 638 pp. The book includes the complete text of the ISO JPEG
standards (DIS 10918-1 and draft DIS 10918-2).
Although this is by far the most detailed and comprehensive exposition of
JPEG publicly available, we point out that it is still missing an explanation
of the most essential properties and algorithms of the underlying DCT
technology.

If you think that you know about DCT-based JPEG after reading this book,
then you are in delusion. The real fundamentals and corresponding potential
do not publicly known so far, and that is the reason for
all the mistaken developments taking place in the image coding domain.

The original JPEG standard is divided into two parts, Part 1 being the actual
specification, while Part 2 covers compliance testing methods. Part 1 is
titled "Digital Compression and Coding of Continuous-tone Still Images,
Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS
10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of
Continuous-tone Still Images, Part 2: Compliance testing" and has document

IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension
which is specified in two documents: A contributed document at ITU and ISO
with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced
Image Coding", April 2006, Geneva, Switzerland. The latest version of this
document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N
5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.

IJG JPEG 9 introduces a reversible color transform for improved lossless
compression which is described in a contributed document ISO/IEC JTC1/SC29/
WG1 N 6080 with title "JPEG 9 Lossless Coding", June/July 2012, Paris,
France.

The JPEG standard does not specify all details of an interchangeable file
format. For the omitted details we follow the "JFIF" conventions, version 2.

JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) :
Information technology - Digital compression and coding of continuous-tone
still images: JPEG File Interchange Format (JFIF). It is available as a
free download in PDF file format from http://www.itu.int/rec/T-
REC-T.871.
A PDF file of the older JFIF document is available at

The TIFF 6.0 file format specification can be obtained by FTP from
found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems.
IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6).
Instead, we recommend the JPEG design proposed by TIFF Technical Note #2
(Compression tag 7). Copies of this Note can be obtained from
http://www.iwg.org/files/. It is expected that the next revision
of the TIFF spec will replace the 6.0 JPEG design with the Note's design.
Although IJG's own code does not support TIFF/JPEG, the free libtiff library
uses our library to implement TIFF/JPEG per the Note.

ARCHIVE LOCATIONS
=================
The "official" archive site for this software is www.ijg.org.
The most recent released version can always be found there in
directory "files". This particular version will be archived as
http://www.ijg.org/files/jpegsrc.v9b.tar.gz, and in Windows-compatible

The JPEG FAQ (Frequently Asked Questions) article is a source of some
general information about JPEG.

The JPEG FAQ (Frequently Asked Questions) article is a source of some
general information about JPEG.

It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers archive sites, including the official news.answers
If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu
with body

    send usenet/news.answers/jpeg-faq/part1
    send usenet/news.answers/jpeg-faq/part2

ACKNOWLEDGMENTS
=================

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Thank to Thomas Wiegand and Gary Sullivan for inviting me to the
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Thank to Thomas Richter and Daniel Lee for inviting me to the
ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with ITU-T SG16)
meeting in Berlin, Germany.

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Thank to Andrew Finkenstadt for hosting the ijg.org site.

Last but not least special thank to Thomas G. Lane for the original
design and development of this singular software package.

FILE FORMAT WARS
=================

The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG,
together with ITU-T SG16) currently promotes different formats containing
the name "JPEG" which is misleading because these formats are incompatible
with original DCT-based JPEG and are based on faulty technologies.
IJG therefore does not and will not support such momentary mistakes (see REFERENCES). There exist also distributions under the name "OpenJPEG" promoting such kind of formats which is misleading because they don't support original JPEG images. We have no sympathy for the promotion of inferior formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files. Don't use an incompatible file format! (In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their public reports which is not true because they don't respond to actual requirements for the maintenance of the original JPEG specification. Furthermore, the ISO committee pretends to "ensure interoperability" with their standards which is not true because their "standards" support only application-specific and proprietary use cases and contain mathematically incorrect code.

There are currently different distributions in circulation containing the name "libjpeg" which is misleading because they don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. One of those fakes is released by members of the ISO committee and just uses the name of libjpeg for misdirection of people, similar to the abuse of the name JPEG as described above, while having nothing in common with actual IJG libjpeg distributions and containing mathematically incorrect code. The other one claims to be a "derivative" or "fork" of the original libjpeg, but violates the license conditions as described under LEGAL ISSUES above and violates basic C programming properties. We have no sympathy for the release of misleading, incorrect and illegal distributions derived from obsolete code bases. Don't use an obsolete code base!

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TO DO

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Version 9 is the second release of a new generation JPEG standard to overcome the limitations of the original JPEG specification, and is the first true source reference JPEG codec. More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

- E N D -
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AUTHOR

David H. Munro wrote Yorick and Gist. Berkeley Yacc (byacc) generated the Yorick parser. The routines in Math are from LAPACK and FFTPACK; MathC contains C translations by David H. Munro. The algorithms for Yorick's random number generator and several special functions in Yorick/include were taken from Numerical Recipes by Press, et. al., although the Yorick implementations are unrelated to those in Numerical Recipes. A small amount of code in Gist was adapted from the X11R4 release, copyright M.I.T. -- the complete copyright notice may be found in the (unused) file Gist/host.c.

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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 NOTICE—READ 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

NVIDIA reserves all rights, title, and interest in and to the SDK, not expressly granted to you under this Agreement.

1.2. Limitations

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

1. You may not reverse engineer, decompile or disassemble, or remove copyright or other proprietary notices from any portion of the SDK or copies of the SDK.
2. Except as expressly provided in this Agreement, you may not copy, sell, rent, sublicense, transfer, distribute, modify, or create derivative works of any portion of the SDK. For clarity, you may not distribute or sublicense the SDK as a stand-alone product.
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.
5. You may not use the SDK in any manner that would cause it to become subject to an open source software license. As examples, licenses that require as a condition of use, modification, and/or distribution that the SDK be:
   a. Disclosed or distributed in source code form;
   b. Licensed for the purpose of making derivative works; or
   c. Redistributable at no charge.
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 nuclear, 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 compliance with its terms.

1.3. Ownership

1. NVIDIA or its licensors hold all rights, title and interest in and to the SDK and its modifications and derivative works, including their respective intellectual property rights, subject to your rights under Section 3.2. This SDK may include software and materials from NVIDIA's licensors, and these licensors are intended third party beneficiaries that may enforce this Agreement with respect to their intellectual property rights.

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 under section 3.1.

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.

1.4. No Warranties

THE SDK IS PROVIDED BY NVIDIA “AS IS” AND “WITH ALL FAULTS.” TO THE MAXIMUM EXTENT PERMITTED BY LAW, NVIDIA AND ITS AFFILIATES EXPRESSLY DISCLAIM ALL WARRANTIES OF ANY KIND OR NATURE, WHETHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NON-INFRINGEMENT, OR THE ABSENCE OF ANY DEFECTS THEREIN, WHETHER LATENT OR PATENT. NO WARRANTY IS MADE ON THE BASIS OF TRADE USAGE, COURSE OF DEALING OR COURSE OF TRADE.

1.5. Limitation of Liability

TO THE MAXIMUM EXTENT PERMITTED BY LAW, NVIDIA AND ITS AFFILIATES SHALL NOT BE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE OR CONSEQUENTIAL DAMAGES, OR ANY LOST PROFITS, LOSS OF USE, LOSS OF DATA OR LOSS OF GOODWILL, OR THE COSTS OF PROCURING SUBSTITUTE PRODUCTS, ARISING OUT OF
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These exclusions and limitations of liability shall apply regardless if NVIDIA or its affiliates have been advised of the possibility of such damages, and regardless of whether a remedy fails its essential purpose. These exclusions and limitations of liability form an essential basis of the bargain between the parties, and, absent any of these exclusions or limitations of liability, the provisions of this Agreement, including, without limitation, the economic terms, would be substantially different.

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

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:

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<th>Component</th>
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<tr>
<td>Windows</td>
<td>cudart.dll, cudart_static.lib, cudadevrt.lib</td>
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<tr>
<td>Mac OSX</td>
<td>libcuda ENTRY, libcuda STATIC ENTRY, libcuda ENTRY.a</td>
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<tr>
<td>Linux</td>
<td>libcuda ENTRY, libcuda STATIC ENTRY,a, libcuda ENTRY.a</td>
</tr>
<tr>
<td>Android</td>
<td>libcuda ENTRY, libcuda STATIC ENTRY,a, libcuda ENTRY.a</td>
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| Component       |                           |
| CUDA FFT Library|                           |
| Windows         | cufft.dll, cufftw.dll, cufft.lib, cufftw.lib |
| Mac OSX         | lib cufft ENTRY, lib cufft STATIC ENTRY,a, lib cufft ENTRY.a |
| Linux           | lib cufft ENTRY, lib cufft STATIC ENTRY,a, lib cufft ENTRY.a |
| Android         | lib cufft ENTRY, lib cufft STATIC ENTRY,a, lib cufft ENTRY.a |

| Component       |                           |
| CUDA BLAS Library|                           |
| Windows         | cublas.dll                |
| Mac OSX         | lib cublas ENTRY, lib cublas STATIC ENTRY,a, lib cublas DEVICE ENTRY.a |
### Third-Party Terms and Conditions

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<td>NVIDIA &quot;Drop-in&quot; BLAS Library</td>
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<td>CUDA Linear Solver Library</td>
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<td>CUDA Random Number Generation Library</td>
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<tr>
<th>Platform</th>
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<tr>
<td>Linux</td>
<td>libcublas.so, libcublas_static.a, libcublas_device.a</td>
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<td>Android</td>
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<td>cusparse.dll, cusparse.lib</td>
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<tr>
<td>Mac OSX</td>
<td>libcusparse.dylib, libcusparse_static.a</td>
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<td>CUDA Linear Solver Library</td>
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<td>Component</td>
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<td>Windows</td>
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**Component** CUDA Accelerated Graph Library

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<th>Platform</th>
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<td>nvgraph.dll, nvgraph.lib</td>
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**Component** NVIDIA Performance Primitives Library

<table>
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<th>Libraries</th>
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<td>Linux</td>
<td>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</td>
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| 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, libnppis,
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<td><strong>NVIDIA JPEG Library</strong></td>
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<td>Linux</td>
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<td><strong>Component</strong></td>
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<td><strong>Component</strong></td>
<td><strong>NVIDIA Runtime Compilation Library</strong></td>
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<tr>
<td>NVIDIA CUDA Driver Libraries</td>
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</table>

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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// This file is an internal atomic implementation, use atomicops.h instead.

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XLI. License Agreement – pugixml (1.9)

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pugixml 1.9 - an XML processing library

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This is the distribution of pugixml, which is a C++ XML processing library, which consists of a DOM-like interface with rich traversal/modification capabilities, an extremely fast XML parser which constructs the DOM tree from an XML file/buffer, and an XPath 1.0 implementation for complex data-driven tree queries. Full Unicode support is also available, with Unicode interface variants and conversions between different Unicode encodings (which happen automatically during parsing/saving).

The distribution contains the following folders:

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    docs/ - documentation
        docs/samples - pugixml usage examples
        docs/quickstart.html - quick start guide
        docs/manual.html - complete manual
    scripts/ - project files for IDE/build systems
    src/ - header and source files
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*******************

History of the software

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see https://www.cwi.nl/) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

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 (now Zope Corporation; see http://www.zope.com/). 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 is a sponsoring member of the PSF.

All Python releases are Open Source (see https://opensource.org/ for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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Mersenne Twister
-------------
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http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/MT2002/emt19937ar.html. The following are
the verbatim comments from the original code::

A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init_genrand(seed)
or init_by_array(init_key, key_length).

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   email: m-mat @ math.sci.hiroshima-u.ac.jp (remove space)

Sockets
-------

The :mod:`socket` module uses the functions, :func:`getaddrinfo`, and
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Modified by Jack Jansen, CWI, July 1995:
- Use binascii module to do the actual line-by-line conversion
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--------------------------

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SipHash24
---------

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Original location: https://github.com/majek/csiphash/

Solution inspired by code from:
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- djb (supercop/crypto_auth/siphash24/little2)
- Jean-Philippe Aumasson (https://131002.net/siphash/siphash24.c)

strtod and dtoa
----------------

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-----
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- E N D -
Python for Windows extensions is used by dSPACE with the following modifications:
- The signed char data type is now handled in an array instead of converting it to an
  unsigned char data type.
- Adjustments have been made so that:
  o if an Item method is marked as the default property, the implementation for the
    index operator is generated.
  o if strings or interfaces are handled in arrays the memory is correctly freed.
  o there is no deadlock situation in multi-threaded scenarios using pythoncom.
  o the default path for generated COM wrappers is relocated if placed in a read-only
    location.
  o there is no multi-threading deadlock by the win32 API method FormatMessage
    that uses a lock internally.
- Optimizing the conversion of strings to CLSIDs which are created if a ProgId is given to
  the function.
- Optimizing release of a COM object implemented in Python after the Python interpreter
  was shut down.
- Optimizing the behavior in cases where the Python windows hook for windows
  messages is still installed after the interpreter was shut down.
- The generation of wrappers for standard COM interfaces is disabled if they were
  referenced in a type library.
- Deletion of a reference to an enumerator that was reset in a COM server.
- Add range check for parameters of type integer.
- Determines the invkind dependent on the description.
- Optimizing the iteration over COM collections
- Use dynamic access for IUnknown interfaces if using gen_py wrapper

Python for .NET is used by dSPACE with the following modifications:
- Prevent deadlock with global interpret lock when accessing attributes
- Prevent crash if using a reflection only assembly
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- E N D -
LXV. License Agreement – zlib (1.2.8)

zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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