Procedural planet generation

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Add some irregularity
Voronoi diagram
Solution 1 perlin noise
Solution 2 continents
add some colors
Figure 1. CUDA blocks scalability across different kinds of GPUs.
Matrix multiplication

```c
__global__ void matrixMultiplicationKernel(float* A, float* B, float* C, int N) {
    int ROW = blockIdx.y*blockDim.y+threadIdx.y;
    int COL = blockIdx.x*blockDim.x+threadIdx.x;

    float tmpSum = 0;
    if (ROW < N && COL < N) {
        // each thread computes one element of the block sub-matrix
        for (int i = 0; i < N; i++) {
            tmpSum += A[ROW * N + i] * B[i * N + COL];
        }
    }
    C[ROW * N + COL] = tmpSum;
}
```
continents
Weather