

```
#include <cuda.h>
```

```
...
```

```
void vec_cat_cat_cat(int
```

```
int size, float *a, float *b, float *c) {  
    cat(a, b, c, size);  
}
```

```
1. Allocate device memory for a copy of a to device memory
```

```
2. Create a CUDA kernel to operate on device memory to perform the cat operation
```

```
3. Copy from the device memory free device memory
```

