

```
/*the Kernel Update*/
__global__ void Update_kernel(int size,cuDoubleComplex
*ZPrec,cuDoubleComplex *Z, Polynome P, Polynome Pu, int
start, int size2) {
int i= blockIdx.x*blockDim.x+ threadIdx.x+start;
if(i<start+size2 && i<size) {
Z[i]= H_gpu(i,Z,P, Pu);
}
}
```