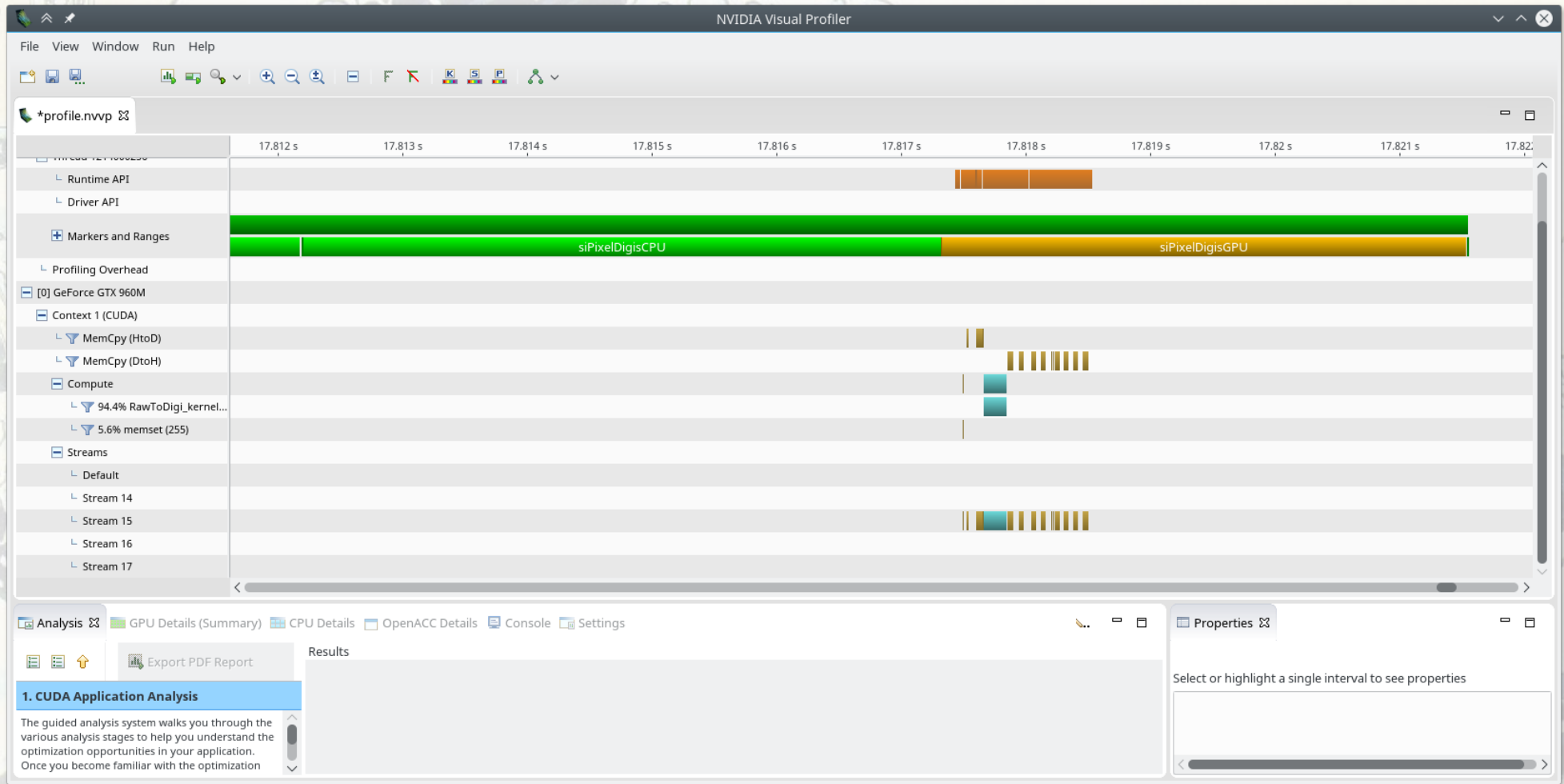pixel raw to digi on GPUs

problem solved

- integrate nvprof / nvvp with the CMS framework
  - NVProfilerService (not yet on github)

- most of the time is spent on the CPU after calling the kernel

next problem(s)

- optimise the post-processing on the CPU

```cpp
for (auto i = 0; i < numberOfPixels; i++) {
    if (rawIdArr_h[i] != 9999) {                    // to revise
        detDigis = &(*collection).find_or_insert(rawIdArr_h[i]);
        if ((*detDigis).empty())
            (*detDigis).data.reserve(32);           // avoid the first relocations
        (*detDigis).data.emplace_back(xx_h[i], yy_h[i], adc_h[i]);
        theDigiCounter++;
    }
}
```

next problem(s)

- NVProfilerService / nvvp are not "stream" friendly
  - thread-oriented rather than task-oriented
  - feature request to NVIDIA ?

- integrate with the work of Matti and Salvatore

- investigate a more C++ friendly interface to CUDA:
  - Thin C++-flavored wrappers for the CUDA Runtime API
  - **https://github.com/eyalroz/cuda-api-wrappers**