MANITOBA HYDRO INTERNATIONAL & THE UNIVERSITY OF WINNIPEG

GPU SOLUTIONS FOR PSCAD

PROJECT UPDATE

- Separated existing code into classes and functions that could be called by a separate program
- Wrote methods to assemble the full system matrix out of multiple dense subsystems by making use of existing Eigen library
- Tested and verified this version of QRFactor with several small input matrices against host-only methods
- Added detailed documentation

PROJECT UPDATE

- □ Constructed a Dynamic-Link Library (DLL) for QRFactor using VS2019
- Sparse matrix construction methods rely on Eigen package, which contain derived data types, and so cannot be part of the exported class in the DLL
- Create handle classes and include pointers to the classes in the main part of the DLL
- Operate on derived data types in handle classes.
- CUDA libraries come built this way, so integration into main DLL class did not create issues
- Need to start with CUDA Console app template in VS2019 (for CUDA library linkages and nvcc compiler) and change output type to DLL

CUDA Libraries

Coefficients.h

```
#include <vector>
#include "Eigen/SparseCore"

class Coefficients
{
    typedef std::vector<Eigen::Triplet<double>> T;
    public:
        T coefficients{};
}
```

Sparse.h

```
#include "Eigen/SparseCore"
#include "Coefficients.h"

class Sparse : public Coefficients
{
public:
    Eigen::SparseMatrix<double> sparse{};
    void setFromTriplets(Coefficients*& coeff);
};
```

QRFactor.h

```
#include "cusolverSp.h"
#include <cuda_runtime>
#include "helper_cuda.h"

#include "Coefficients.h"
#include "Sparse.h"

__declspec(import/export) class QRFactor {
    private:
        Coefficients* m_coefficients;
        Sparse* m_sparse;
};
```



IMPLEMENTATION

- Step-by-step instructions on creating and implementing a custom library within VS2019 can be found in the <u>Microsoft Documentation</u>
- Again, start with CUDA Console app template (CUDA libraries and nvcc compiler)
- □ #include qrgpu.h
- Add as additional library with library directory in project settings.
- Add post-build event to copy qrgpu.dll to project output directory
- ☐ Use as a normal library

NEXT STEPS

- ☐ Benchmarking with qrgpu.lib
- ☐ Using library in PSCAD?

NEAR FUTURE

- Regular meetings with MHI member/team?
- ☐ Second half of postdoc position

PROPOSED 2020/2021 SCHEDULE

