

MANITOBA HYDRO INTERNATIONAL &
THE UNIVERSITY OF WINNIPEG

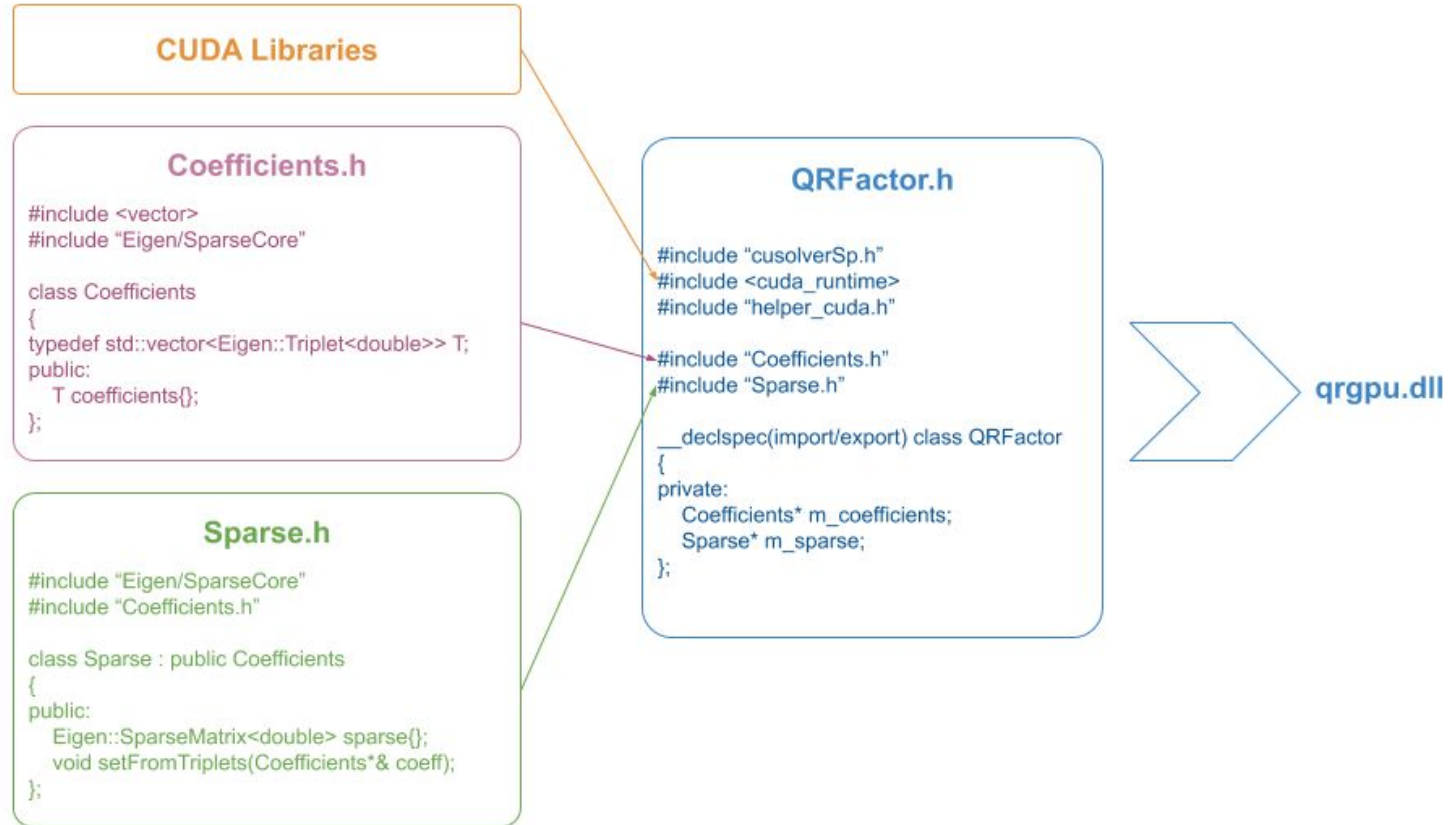
GPU SOLUTIONS FOR PSCAD

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



IMPLEMENTATION

- ❑ Step-by-step instructions on creating and implementing a custom library within VS2019 can be found in the [Microsoft Documentation](#)
- ❑ 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

