

# *GPU Framework version 14.0*

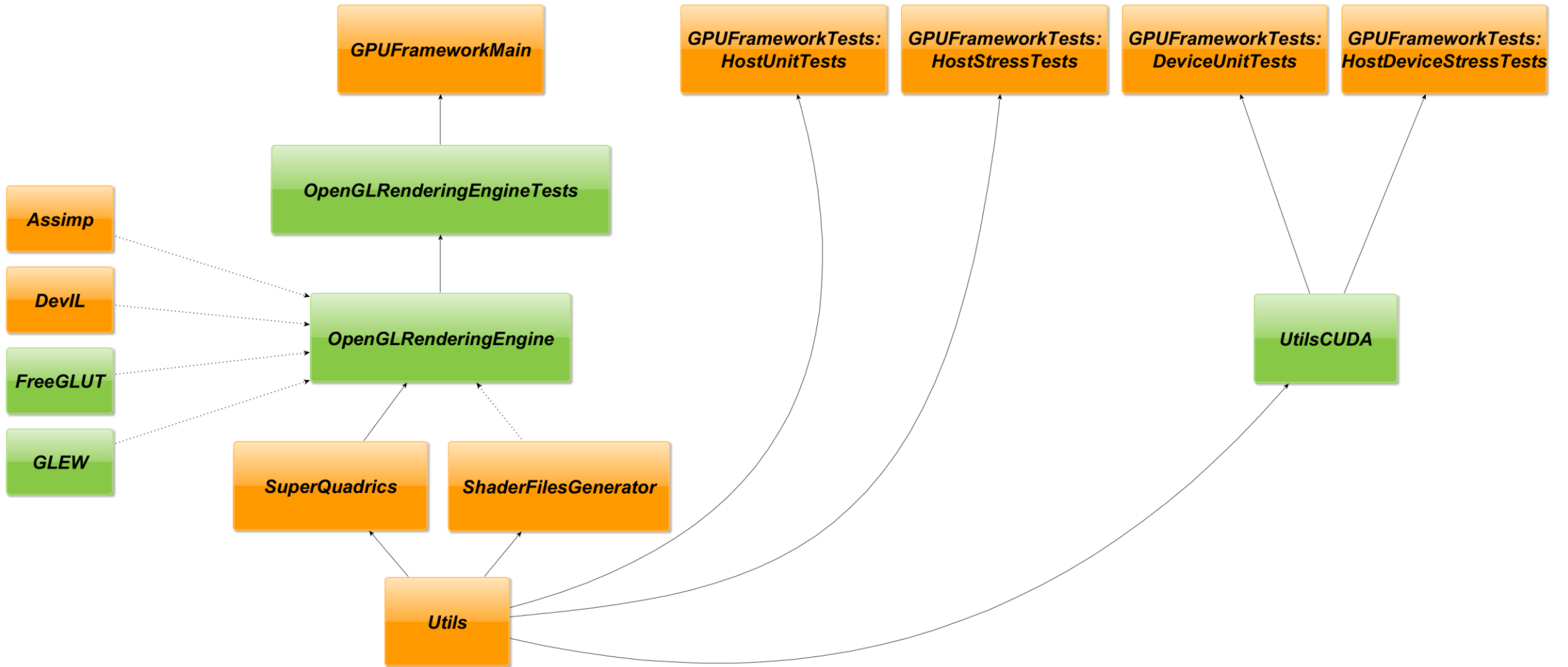
Modern C++14/17 & GPU Architecture

Thanos Theo

# ***GPU Framework Architecture Key Features***

- C++14/17 ISO standard STL-based framework with multi-platform support (Windows/Linux)
- CUDA 10.0+/NVCC component built-in with multi-platform support (Windows/Linux)
- GoogleTest 1.8+ verification framework with multi-platform support (Windows/Linux)
- Doxygen 1.8+ with LaTeX pdf support in-source documentation creation for scientific equations
- CMake 3.15+ build system automation with multi-platform support & GUI tool (Windows/Linux)
- HG/Mercurial 5.0+ repository with multi-platform support & GUI tool (Windows/Linux)

GPU Framework 14.0 CMake Build System Diagram



## ***GPU Framework used in:***

- Designed for the open source OpenGL/GLSL Rendering Engine Version 2009-2018 (BSD licence): <http://www.dotredconsultancy.com/openglrenderingenginerelease.php>
- Used for IBEO/ZF's internal NEXT LiDAR Model simulation tool for their upcoming NEXT LiDAR hardware (2017-2018)
- Used for TASS's Physics Based Radar Model & Physics Based Electro Optics R&D teams for the PreScan simulation tool 8.3+ (2015-2017)
- Used for RaySearch Ltd's Volume Renderer for RayStation 5.0+ (2014-2015)
- Used for CD-adapco's impostors-based (raytraced) particle system for Star-CCM+ 9.0+ (2012-2013)