

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	Target version
3282	GROMACS	Bug	Closed	High	Copyright message is not compatible with the clang-format	Mark Abraham	01/09/2020 11:44 AM	2021-infrastructure-stable
3372	GROMACS	Bug	Closed	Normal	Re-enable RVec and float3 compatibility tests	Artem Zhmurov	03/20/2020 09:54 AM	2021-refactoring
3277	GROMACS	Feature	New	Normal	Allow testing feature that is partly implemented		12/31/2019 12:44 PM	2021
2888	GROMACS	Feature	Closed	Normal	CUDA Update and Constraints module	Artem Zhmurov	01/22/2020 11:41 AM	2021-infrastructure-stable
2887	GROMACS	Feature	Closed	Normal	CUDA version of Leap Frog algorithm	Artem Zhmurov	12/02/2019 11:34 AM	2020
2885	GROMACS	Feature	Closed	Normal	CUDA version of LINCS	Artem Zhmurov	01/22/2020 11:49 AM	2021-infrastructure-stable
2886	GROMACS	Feature	Closed	Normal	CUDA version of SETTLE	Artem Zhmurov	01/22/2020 11:46 AM	2021-infrastructure-stable
3115	GROMACS	Feature	New	Normal	Device stream manager		10/04/2019 09:00 AM	
3311	GROMACS	Feature	In Progress	Normal	GPU infrastructure development		03/20/2020 09:54 AM	2021-refactoring
3351	GROMACS	Feature	New	Normal	GPU update-constraints code organization and integration	Artem Zhmurov	01/23/2020 11:59 AM	2021
3352	GROMACS	Feature	New	Normal	GPU update-constraints feature support	Artem Zhmurov	01/23/2020 11:59 AM	2021
3350	GROMACS	Feature	New	Normal	GPU update-constraints performance	Artem Zhmurov	01/23/2020 11:59 AM	2021
3114	GROMACS	Feature	New	Normal	Improve GPU update-constraints module	Artem Zhmurov	02/10/2020 04:30 PM	2021
3313	GROMACS	Feature	Accepted	Normal	Introduce and use opaque types for the DeviceStream and DeviceContext	Artem Zhmurov	01/23/2020 12:00 PM	2021-refactoring
3135	GROMACS	Feature	New	Normal	Make GPU traits into opaque types		10/14/2019 10:24 AM	
3020	GROMACS	Feature	New	Low	modernize DeviceBuffer and GPU memory management		08/13/2019 06:01 PM	
3126	GROMACS	Feature	New	Normal	State propagator GPU data manager		10/09/2019 02:42 PM	
3318	GROMACS	Feature	In Progress	Normal	Use wrappers for the GPU buffer copy/allocations	Artem Zhmurov	01/23/2020 12:01 PM	2021-refactoring
3207	GROMACS	Task	Closed	Normal	Add cycle counting to StatePropagatorDataGpu		12/20/2019 08:17 AM	2020-rc1
3321	GROMACS	Task	Accepted	Normal	Add D2D wrapper	Artem Zhmurov	01/22/2020 09:50 AM	2021-refactoring
3322	GROMACS	Task	Accepted	Normal	Add reallocate(...) function that does not care about the contents of the buffer	Artem Zhmurov	01/22/2020 09:50 AM	2021-refactoring
3162	GROMACS	Task	New	Normal	Add virtual site support to GPU version of update-constraints.	Artem Zhmurov	01/23/2020 11:52 AM	2021-infrastructure-stable
3316	GROMACS	Task	Accepted	Normal	Context and Stream manager	Artem Zhmurov	01/22/2020 09:49 AM	2021-refactoring
3312	GROMACS	Task	In Progress	Normal	Data type for coordinates, xyzq data, LJ parameters data to use for GPU buffers	Artem Zhmurov	03/20/2020 09:54 AM	2021-refactoring
3348	GROMACS	Task	New	Normal	GPU LINCS and SETTLE: unify virial reduction	Artem Zhmurov	01/23/2020 11:58 AM	2021-infrastructure-stable
3340	GROMACS	Task	New	Normal	GPU LINCS: Move more data to local/shared memory	Artem Zhmurov	01/23/2020 11:56 AM	2021-infrastructure-stable
3341	GROMACS	Task	New	Normal	GPU LINCS: Use analytical solution for the matrix A inversion.	Artem Zhmurov	01/23/2020 11:56 AM	2021-infrastructure-stable
3339	GROMACS	Task	New	Normal	GPU LINCS: Warp-level synchronization for coupled constraints	Artem Zhmurov	01/23/2020 11:55 AM	2021-infrastructure-stable
3342	GROMACS	Task	New	Normal	GPU SETTLE: Read only one index per water molecule.	Artem Zhmurov	01/23/2020 11:56 AM	2021-infrastructure-stable
3343	GROMACS	Task	New	Normal	GPU SETTLE: Use different ordering for matrices.	Artem Zhmurov	01/23/2020 11:57 AM	2021-infrastructure-stable

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3346	GROMACS	Task	New	Normal	GPU SETTLE: Use the same parameters and parameters initialization in GPU and CPU versions of SETTLE.	Artem Zhmurov	01/23/2020 11:58 AM	2021-infrastructure-stable
3344	GROMACS	Task	New	Normal	GPU update-constraints: Better virial reduction.	Artem Zhmurov	01/23/2020 11:57 AM	2021-infrastructure-stable
3338	GROMACS	Task	New	Normal	GPU update-constraints: Do not save intermediate coordinates if there is no constraints	Artem Zhmurov	01/23/2020 11:55 AM	2021-infrastructure-stable
3258	GROMACS	Task	New	Normal	GPU update-constraints: Enable free energy perturbation	Artem Zhmurov	01/23/2020 11:54 AM	2021-infrastructure-stable
3337	GROMACS	Task	New	Normal	GPU update-constraints: Merge Leap-Frog, LINCS and SETTLE kernels.	Artem Zhmurov	01/23/2020 11:55 AM	2021-infrastructure-stable
3236	GROMACS	Task	New	Normal	GPU update-constraints: Pulling support	Artem Zhmurov	01/23/2020 11:53 AM	2021-infrastructure-stable
3347	GROMACS	Task	Closed	Normal	GPU update-constraints: Reconsider naming	Artem Zhmurov	01/23/2020 11:58 AM	2021-refactoring
3345	GROMACS	Task	New	Normal	GPU update-constraints: Reconsider the naming of coordinates buffer in constraints.	Artem Zhmurov	01/23/2020 11:57 AM	2021-infrastructure-stable
3349	GROMACS	Task	Closed	Normal	GPU update-constraints: Unify the PBC management.	Artem Zhmurov	01/23/2020 11:59 AM	2021-infrastructure-stable
3317	GROMACS	Task	Resolved	Normal	Improve testing of the GPU code	Artem Zhmurov	10/06/2020 12:15 PM	2021-refactoring
2898	GROMACS	Task	New	Low	Naming common variables		03/26/2019 11:46 PM	
3315	GROMACS	Task	Resolved	Normal	Platform agnostic DeviceContext	Artem Zhmurov	03/11/2020 04:15 PM	2021-refactoring
3314	GROMACS	Task	Resolved	Normal	Platform agnostic DeviceStream	Artem Zhmurov	03/20/2020 09:55 AM	2021-refactoring
3320	GROMACS	Task	In Progress	Normal	Remove duplicating D2H/H2D wrappers in NBNXM	Artem Zhmurov	01/22/2020 09:50 AM	2021-refactoring
3180	GROMACS	Task	New	Normal	Remove extra D2H and H2D copies of coordinates when the COM motion is compensated.	Artem Zhmurov	02/14/2020 12:45 PM	2021-infrastructure-stable
3324	GROMACS	Task	New	Normal	Rework CMake handling of GPU code		01/22/2020 09:52 AM	2021-refactoring
3323	GROMACS	Task	In Progress	Normal	Rework the StatePropagatorDataGpu	Artem Zhmurov	01/22/2020 09:50 AM	2021-refactoring
3319	GROMACS	Task	In Progress	Normal	Use DeviceBuffer instead of native GPU types in NBNXM	Artem Zhmurov	01/22/2020 09:49 AM	2021-refactoring