GROMACS - Bug #1273

mdrun deadlock with replica exchange and -maxh

06/03/2013 09:36 PM - Berk Hess

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
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<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Berk Hess</td>
</tr>
<tr>
<td>Category:</td>
<td>mdrun</td>
</tr>
<tr>
<td>Target version:</td>
<td>4.6.3</td>
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<td>Affected version - extra info:</td>
<td>4.6.2</td>
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<tr>
<td>Difficulty:</td>
<td>uncategorized</td>
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Description
With replica exchange mdrun can deadlock when an exchange happens in the time interval 0.99*maxh and 1.00*maxh.

Associated revisions
Revision 00dc758f - 06/03/2013 09:42 PM - Berk Hess
fixed deadlock with replica exchange and -maxh
Fixes #1273
Change-id: lb93ccee59ad60afe0971944ef41df3a7d9893edc

History
#1 - 06/03/2013 09:44 PM - Berk Hess
- Status changed from New to Fix uploaded

#2 - 06/04/2013 11:19 AM - Mark Abraham
- Status changed from Fix uploaded to Resolved

#3 - 06/04/2013 11:20 AM - Berk Hess
- % Done changed from 0 to 100

Applied in changeset 00dc758fa0e178b0c86cdade5bde47191348106sec.

#4 - 12/16/2013 05:43 PM - Rossen Apostolov
- Status changed from Resolved to Closed