

## GROMACS - Task #2238

### GPU emulation mode support for rolling pruning missing

08/28/2017 05:39 PM - Szilárd Páll

<b>Status:</b>	In Progress	
<b>Priority:</b>	Normal	
<b>Assignee:</b>	Berk Hess	
<b>Category:</b>	mdrun	
<b>Target version:</b>		
<b>Difficulty:</b>	uncategorized	
<b>Description</b>		
In order to be able to use the dynamic pruning code, we need the missing kernels (see <a href="source:src/gromacs/mdlib/nbnxn_kernels/nbnxn_kernel_prune.cpp#L78">source:src/gromacs/mdlib/nbnxn_kernels/nbnxn_kernel_prune.cpp#L78</a> )		
<b>Related issues:</b>		
Related to GROMACS - Task #2240: GPU emulation mode support for PME missing		<b>Accepted</b>

### History

#### #1 - 08/28/2017 06:11 PM - Berk Hess

- Status changed from New to In Progress

- Assignee set to Berk Hess

I had a working version, but I need to rebase it.

#### #2 - 08/29/2017 03:32 PM - Aleksei lupinov

- Related to Task #2240: GPU emulation mode support for PME missing added

#### #3 - 11/12/2017 06:55 PM - Szilárd Páll

Berk Hess wrote:

I had a working version, but I need to rebase it.

Did you have a chance to rebase it?

#### #4 - 12/12/2017 08:54 AM - Mark Abraham

I presume we'll put this on master branch now? If so, change from 2018 target

#### #5 - 12/21/2017 03:21 PM - Mark Abraham

- Target version deleted (2018)

Not happening for 2018