

GROMACS - Feature #2254

GPU extensions for Google Tests

09/19/2017 05:01 PM - Szilárd Páll

Status:	Resolved
Priority:	Normal
Assignee:	
Category:	mdrun
Target version:	
Difficulty:	uncategorized
Description	
<p>As discussed in the past, we could make use of some compact abstraction layer for GPU framework glue code that wraps boilerplate code required to manage devices, initialization, teardown of contexts, queues, etc. Ideally, this would be a compact base-class which provides the API with CUDA and OpenCL flavors implemented.</p> <p>As an example for such a class for OpenCL testing see: https://github.com/clMathLibraries/clBLAS/blob/master/src/tests/BlasBase.cpp</p>	

Associated revisions

Revision 37969a6d - 10/06/2020 11:37 AM - Artem Zhmurov

Use new GPU infrastructure in MDLib tests

This make use of common device testing infrastructure in MDLib tests, where both GPU and CPU implementations are tested. The GPU runners will now be executed on all the detected devices, not only on the default one. Also, this will allow to use the MDLib tests in OpenCL and SYCL, where proper device context object is needed.

Closes #3317

Closes #2254

Related #2092

History

#1 - 10/06/2020 12:15 PM - Artem Zhmurov

- *Status changed from New to Resolved*

Applied in changeset [37969a6d5a36f14a213df01acf7411f743988c1d](https://gitlab.com/gromacs/gromacs/-/commit/37969a6d5a36f14a213df01acf7411f743988c1d).