

## GROMACS - Bug #2380

### cycle counter issues with separate PME rank + GPUs

01/11/2018 08:37 PM - Szilárd Páll

<b>Status:</b> New	
<b>Priority:</b> Low	
<b>Assignee:</b>	
<b>Category:</b> mdrun	
<b>Target version:</b>	
<b>Affected version - extra info:</b>	<b>Difficulty:</b> uncategorized
<b>Affected version:</b> 2018	

#### Description

Some minor issues discovered with separate PME + GPU case:

- the "Wait PME GPU gather" entry, when originating from separate PME ranks with different thread count than the PP, has incorrect "Num Threads" column;
- it's somewhat confusing that the "Wait PME GPU gather" from separate PME ranks shows up in the main table;
- the "PME mesh" counter seems to be higher than the sum of the measured work on the PME rank -- with GPU launch + wait (not tested with CPU).

#### History

##### #1 - 01/11/2018 08:38 PM - Szilárd Páll

- Subject changed from *cycle counter mixup with separate PME ranks with GPUs* to *cycle counters issues with separate PME ranks + GPUs*

##### #2 - 01/11/2018 08:38 PM - Szilárd Páll

- Subject changed from *cycle counters issues with separate PME ranks + GPUs* to *cycle counter issues with separate PME rank + GPUs*

##### #3 - 01/16/2018 10:21 PM - Szilárd Páll

Szilárd Páll wrote:

Some minor issues discovered with separate PME + GPU case:

- the "Wait PME GPU gather" entry, when originating from separate PME ranks with different thread count than the PP, has incorrect "Num Threads" column;
- it's somewhat confusing that the "Wait PME GPU gather" from separate PME ranks shows up in the main table;

+ without and additional marker (e.g. there's a "" marker for PME-only ranks's counts, should that be added here too)?

Additionally, if we end up separating or marking counters, the separate PME rank GPU launch time should not be aggregated with the NB launch time either.