

## GROMACS - Task #2521

Feature # 2054 (Accepted): PME on GPU

Task # 2453 (Resolved): PME OpenCL porting effort

### Implement alternating PME/NB wait for OpenCL

05/24/2018 07:10 PM - Aleksei lupinov

<b>Status:</b>	New
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Difficulty:</b>	simple
<b>Description</b>	
In CUDA version, alternating wait is implemented by polling the PME/NB GPU streams for readiness before synchronizing the last one. In OpenCL, querying the stream state is not available. One can query the state of <code>cl_event</code> which was put in a stream though. Therefore alternating wait can be reimplemented by using one <code>GpuEventSynchronizer</code> ( <a href="https://gerrit.gromacs.org/#/c/7768/">https://gerrit.gromacs.org/#/c/7768/</a> ) per GPU task to mark the end of each computation and growing a method to query its state:  <pre>cl_int result; clGetEventInfo(event_, CL_EVENT_COMMAND_EXECUTION_STATUS, sizeof(result), &amp;result, nullptr); return (result == CL_COMPLETE);</pre>	
<b>Related issues:</b>	
Related to GROMACS - Task #2527: Rename <code>GpuEventSynchronizer</code> to something mor... <span style="float: right;"><b>New</b></span>	

### History

#### #1 - 05/25/2018 01:56 PM - Szilárd Páll

Aleksei lupinov wrote:

ing wait can be reimplemented by using one `GpuEventSynchronizer` (<https://gerrit.gromacs.org/#/c/7768/>) per GPU task to mark the end of each computation and growing a method to query its state:

Except that it's not a synchronizer anymore so it would be a misuse of the class, hence it doesn't really seem appropriate.

#### #2 - 05/25/2018 04:30 PM - Aleksei lupinov

What's wrong with `Synchronizer` being able to check if there is actually synchronization needed? :-)  
I don't think it warrants a rename :-)

#### #3 - 05/25/2018 09:22 PM - Szilárd Páll

Aleksei lupinov wrote:

What's wrong with `Synchronizer` being able to check if there is actually synchronization needed? :-)  
I don't think it warrants a rename :-)

Well, the idea of the alternating poll/wait is exactly the opposite: to check when the sync can be called *on the other* stream. :)

#### #4 - 05/28/2018 11:57 AM - Aleksei lupinov

- Related to Task #2527: Rename `GpuEventSynchronizer` to something more fitting (after mergin PME OpenCL) added

#### #5 - 10/15/2018 12:39 PM - Gerrit Code Review Bot

Gerrit received a related DRAFT patchset '1' for Issue [#2521](#).

Uploader: Szilárd Páll ([pall.szilard@gmail.com](mailto:pall.szilard@gmail.com))

Change-Id: gromacs~master~l0dc9edc44137a1c2f58699f2ba038c6568dbae7b

Gerrit URL: <https://gerrit.gromacs.org/8556>