## Description

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 cl_event which was put in a stream though. Therefore alternating wait can be reimplemented by using one GpuEventSynchronizer ([https://gerrit.gromacs.org/#/c/7768/](https://gerrit.gromacs.org/#/c/7768/)) per GPU task to mark the end of each computation and growing a method to query its state:

```c
cl_int result;
clGetEventInfo(event_, CL_EVENT_COMMAND_EXECUTION_STATUS, sizeof(result), &result, nullptr);
return (result == CL_COMPLETE);
```

## Related issues:

Related to GROMACS - Task #2527: Rename GpuEventSynchronizer to something mor... New