

GROMACS - Task #2608

Remove code duplication between OpenCL and CUDA

08/14/2018 01:00 AM - Roland Schulz

Status:	New	
Priority:	Normal	
Assignee:		
Category:		
Target version:		
Difficulty:	uncategorized	
Description		
Find agreement on how to express code that must compile with CUDA and equivalent OpenCL code. Some of the higher level code is identical if only we wrap the API calls.		
Related issues:		
Related to GROMACS - Task #2530: consider using CUDA Driver API		New

History

#1 - 08/14/2018 01:00 AM - Roland Schulz

- Related to Task #2530: consider using CUDA Driver API added

#2 - 08/14/2018 01:01 AM - Roland Schulz

Could we use <https://github.com/CNugteren/CLCudaAPI> for the wrapping or do we need to create our own?

#3 - 08/14/2018 09:04 AM - Mark Abraham

It looks great at a glance, except that we do want to use CUDA textures, and perhaps need to see about support for multiple streams

#4 - 09/24/2018 12:47 PM - Szilárd Páll

An API like this would be great, but a concern is that it suffers from issues that third-party compatibility generally APIs do, especially if it's maintained by parties that can't afford being very up-to-date (like HIP): it easily gets out of data, especially given that CUDA features are added rather frequently.