

GROMACS - Feature #3021

Task # 3370 (New): Further improvements to GPU Buffer Ops and Comms

Completion of docs for GPU developments

07/04/2019 10:45 AM - Alan Gray

Status:	Feedback wanted
Priority:	Normal
Assignee:	
Category:	
Target version:	2020.2
Difficulty:	simple
Description	
Completion of full doxygen commenting for all new developments.	

Associated revisions

Revision 1b72e11d - 12/31/2019 01:34 PM - Artem Zhmurov

Add description of GMX_FORCE_UPDATE_DEFAULT_GPU dev flag to the UG

Refs. #3021

Change-Id: Idff63154c5ebb0b5bd209ce6025934db3aedf8fd

History

#1 - 11/01/2019 10:59 AM - Alan Gray

- Status changed from *New* to *Closed*

I believe that this is done and all new GPU features have full doxygen.

#2 - 11/01/2019 06:29 PM - Szilárd Páll

- Status changed from *Closed* to *Feedback wanted*

Ack. I've been looking into the lifetime management of smart objects used via smart pointers which, when they contain GPU context related data can have a race on freeing with the context destroy. Can we get this documented if we have not done so yet?

#3 - 12/27/2019 04:07 PM - Paul Bauer

- Target version changed from *2020* to *2020.1*

#4 - 02/14/2020 12:43 PM - Alan Gray

- Parent task changed from #2816 to #3370

#5 - 03/02/2020 03:58 PM - Paul Bauer

- Target version changed from *2020.1* to *2020.2*