GROMACS - Feature #3318

Feature # 3311 (In Progress): GPU infrastructure development

Use wrappers for the GPU buffer copy/allocations

01/22/2020 09:01 AM - Artem Zhmurov

<table>
<thead>
<tr>
<th>Status:</th>
<th>In Progress</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Artem Zhmurov</td>
</tr>
<tr>
<td>Category:</td>
<td></td>
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<tr>
<td>Target version:</td>
<td>2021-refactoring</td>
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<tr>
<td>Difficulty:</td>
<td>uncategorized</td>
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</tbody>
</table>

Description

Subtasks:
- Task # 3319: Use DeviceBuffer instead of native GPU types in NBNXM - In Progress
- Task # 3320: Remove duplicating D2H/H2D wrappers in NBNXM - In Progress
- Task # 3321: Add D2D wrapper - Accepted
- Task # 3322: Add reallocate(...) function that does not care about the contents of the ... - Accepted

History

#1 - 01/22/2020 09:42 AM - Artem Zhmurov
- Status changed from New to Accepted
- Assignee set to Artem Zhmurov

#2 - 01/22/2020 09:42 AM - Artem Zhmurov
- Tracker changed from Feature to Task

#3 - 01/22/2020 09:47 AM - Artem Zhmurov
- Target version set to 2021-refactoring

#4 - 01/22/2020 09:51 AM - Artem Zhmurov
- Status changed from Accepted to In Progress

#5 - 01/23/2020 12:01 PM - Artem Zhmurov
- Tracker changed from Task to Feature