GROMACS - Bug #3017

ddBalanceRegionHandler triggers need fixing

06/28/2019 05:32 PM - Szilárd Páll

<table>
<thead>
<tr>
<th>Status</th>
<th>Closed</th>
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</thead>
<tbody>
<tr>
<td>Priority</td>
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</tr>
<tr>
<td>Assignee</td>
<td>mdrun</td>
</tr>
<tr>
<td>Category</td>
<td>mdrun</td>
</tr>
<tr>
<td>Target version</td>
<td>2021</td>
</tr>
<tr>
<td>Affected version</td>
<td>git master</td>
</tr>
<tr>
<td>Difficulty</td>
<td>uncategorized</td>
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</table>

Description
After all the new GPU force task additions a lot of the DD balance regions did not get correctly updated.

History

#1 - 09/24/2019 03:25 PM - Paul Bauer
- Target version changed from 2020-beta1 to 2020-beta2
bumped for now

#2 - 11/01/2019 03:23 PM - Paul Bauer
- Target version changed from 2020-beta2 to 2020-beta3
bump

#3 - 12/02/2019 01:13 PM - Paul Bauer
- Target version changed from 2020-beta3 to 2020-rc1
bump

#4 - 12/20/2019 08:25 AM - Paul Bauer
- Target version changed from 2020-rc1 to 2020

#5 - 12/27/2019 04:30 PM - Paul Bauer
- Target version changed from 2020 to 2021
no one seems to be working on this

#6 - 01/31/2020 10:08 AM - Alan Gray
- Status changed from New to Closed
This has been superseded by https://redmine.gromacs.org/issues/3360

#7 - 02/01/2020 11:54 AM - Szilárd Páll
Alan Gray wrote:
This has been superseded by https://redmine.gromacs.org/issues/3360

Not sure it has been fully superseded. !This was specifically about the balancing which may have been moved (at least relative to other code) in a way that DLB is not making correct measurements. Also this issue was originally referring to 2020 and as far as I know the correctness of ddBalanceRegionHandler in the release has not been verified.