

GROMACS - Task #3194

consider passing GPU dependency list to both dependency producers and consumers

11/01/2019 07:10 PM - Szilárd Páll

Status:	New
Priority:	Normal
Assignee:	
Category:	
Target version:	
Difficulty:	uncategorized
Description	
As suggested by Mark on https://gerrit.gromacs.org/c/gromacs/+/13863/2/src/gromacs/mdlib/sim_util.cpp#1701 we should consider switching from getters for EventSynchronizer objects, that are then pushed back into the the dependency list in the force schedule, to passing the dependency list object to the producer of the data the synchronizer refers to so these internally do the insertion.	

Associated revisions

Revision 7073b54d - 11/27/2019 06:48 AM - Alan Gray

Event-based Dependency for GPU Force Halo Exchange

Introduces new event recorded when exchanged forces are ready on GPU, and passes this into force buffer ops using dependencyList. Removes previous mechanism of forcing local stream to wait on non-local stream.

Addresses part of #3093
Refs #3194

Change-Id: I768898839e5c6a653894d5eb80354f0e423e06ed