Charm++ - Feature #2068
Dynamic GPU mempool support

04/08/2019 02:52 PM - Jaemin Choi

Status: In Progress
Priority: Normal
Assignee: Jaemin Choi
Category: GPU Support
Target version: 6.10.0

Start date: 04/08/2019
Due date:
% Done: 0%
Estimated time: 0.00 hour
Spent time: 0.00 hour

Description
Currently we decide whether or not to use mempool with a #define flag, which needs to be set in the HAPI Makefile. We should change it to such that it can be controlled during runtime, e.g. hapiMalloc(..., True) to use mempool. At the first hapiMalloc call with mempool, we can then allocate the mempool (instead of GPU Manager initialization time).

History
#1 - 04/08/2019 03:49 PM - Jaemin Choi
- Status changed from New to In Progress