Charm++ - Feature #2068
Dynamic GPU mempool support
04/08/2019 02:52 PM - Jaemin Choi

Status: In Progress  Start date: 04/08/2019
Priority: Normal  Due date:
Assignee: Jaemin Choi  % Done: 0%
Category: GPU Support  Estimated time: 0.00 hour
Target version: 6.10.0  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