

MAUS - Bug #607

Simulation runs too slow

02 August 2011 15:50 - Rogers, Chris

Status:	Closed	Start date:	02 August 2011
Priority:	Normal	Due date:	
Assignee:	Rogers, Chris	% Done:	100%
Category:	Simulation	Estimated time:	0.00 hour
Target version:	MAUS-v0.0.5		
Workflow:			
Description			
Even when the geometry is almost empty, simulation runs too slow. Basic checks make it look like an effect of running RunManager->BeamOn(1)			

History

#1 - 02 August 2011 15:55 - Tunnell, Christopher

Without tracks?

Can we make a spill an event?

#2 - 02 August 2011 16:20 - Rogers, Chris

That's the solution I think, and a good thing to do anyway. It's a days work (means doing the EventAction properly).

#3 - 03 August 2011 14:50 - Rogers, Chris

I've implemented the event structure in my branch, a worthwhile thing to do anyway. Running now 100 events over just 3 RF cavities. Still get about factor 5 slowdown compared to G4MICE. Notice optimize flags aren't set, let's try that next.

#4 - 03 August 2011 14:56 - Tunnell, Christopher

Do you think that Simon would mind setting up something like:

<http://speed.pypy.org/>

since the code is linked to at the bottom?

#5 - 03 August 2011 15:07 - Rogers, Chris

We can ask... (Simon added as watcher)

ps:

Adding -O2 or -O3 gave factor 2 in speed, so still missing factor 2 somewhere. Doubt this is the persistency (getting 0.5 k data per primary), but don't know what else has changed. gprof next.

#6 - 03 August 2011 15:35 - Rogers, Chris

- Status changed from Open to Closed

- % Done changed from 0 to 100

I think factor 2 is okay for now. Will close the issue.

#7 - 05 August 2011 09:30 - Rogers, Chris

- Target version changed from Future MAUS release to MAUS-v0.0.5