# **Acts Parallelization Meeting**

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June 16, 2023



## acts-project/traccc: PRs merged between 2023-05-19 and 2023-06-16 I

- \$\text{\text{\$\subset\$ Update detray version to v0.32.0 (PR#406)}}\$
  by @beomki-yeo, no assignee, merged on 2023-05-19
- Remove seeding internal unit system and refactor interface (PR#403) by @beomki-yeo, no assignee, merged on 2023-06-12
- Record fitting statistics (Ndf, Chi2) in KF and Add its plot tool (PR#394) by @beomki-yeo, no assignee, merged on 2023-06-12
- See Add tests for seeding edge cases (PR#416) by @beomki-yeo, no assignee, merged on 2023-06-12

## acts-project/traccc: Open PRs I

- \( \) Add B field as an input for track parameter estimation (PR#418) by @beomki-yeo, \( \) no assignee, updated on 2023-06-16
- \( \hat{\text{Add scripts for plotting throughput measurements}}\) (PR#375) by @guilhermeAlmeida1, \( \hat{\text{no assignee}}\) updated on 2023-06-16
- Add CKF examples with detray toy detector (PR#411) by @beomki-yeo, no assignee, updated on 2023-06-15
- **Fix:** Handle empty inputs gracefully (PR#415) by @guilhermeAlmeida1, no assignee, updated on 2023-06-09
- \$\text{\text} \text{ feat: Test cuda full chain against cpu} (PR#388) by @guilhermeAlmeida1, \( \begin{align\*} \no assignee \), updated on 2023-06-06
- ↑ Add a very simple seeding efficiency plotter (PR#370) by @stephenswat, no assignee, updated on 2023-06-05
- CUDA CKF with single kernel (PR#408)
  by @beomki-yeo, no assignee, updated on 2023-05-28

# acts-project/traccc: Open PRs II

- \( \hat{Seeding algorithm} \) (PR#407)
  by \( \text{@Yhatoh}, \( \hat{\Lambda} \) no assignee, updated on 2023-05-28
- \$\infty\$ Implement seed finding Thunderdome in CUDA (PR#410) by @stephenswat, no assignee, updated on 2023-05-27
- ↑ Add functions to calculate pvalue (PR#405) by @beomki-yeo, ↑ no assignee, updated on 2023-05-18
- \$\text{\text{\$\text{\$\text{\$\text{\$\text{Add Spack development environment specification (PR#364)}}}} by @stephenswat, \text{\text{\$\exitt{\$\text{\$\}\$}}\$}\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{
- \$\text{\text{Implement CUDA block- and warp-wide odd-even sort (PR#347)}}\$
  by @stephenswat, \text{\text{\text{\chi} no assignee}}, updated on 2023-04-20
- ↑ Alternative CUDA implementation of seed finding (PR#230) by @stephenswat, no assignee, updated on 2023-03-26
- 【 Implement and test a CUDA version of the module map (PR#154) by @stephenswat, no assignee, updated on 2023-03-17

## acts-project/traccc: Open PRs III

- ↑ MPS benchmarking scripts and test workflow (PR#244) by @Chamodya-ka, no assignee, updated on 2023-01-25
- \$\text{\text}\$ added mps script tests (PR#255) by @Chamodya-ka, \(\hat{\text}\) no assignee, updated on 2023-01-25
- \$\tau\$ Add infrastructure for CUDA graph algorithms (PR#307) by @stephenswat, no assignee, updated on 2023-01-25
- 【↑ Implement CUDA spacepoint formation with flat EDM (PR#158) by @stephenswat, no assignee, updated on 2022-04-01

## acts-project/detray: PRs merged between 2023-05-19 and 2023-06-16 I

- Refactor covariance transport test and Add more cases (PR#457) by @beomki-yeo, no assignee, merged on 2023-05-19
- \$\mathbb{\text{Update Projection Version to v0.33.0 (PR#480)}}\$
  by @beomki-yeo, no assignee, merged on 2023-05-19
- \$\text{\current}\$ Update detray version to v0.34.0 (PR#483) by @beomki-yeo, no assignee, merged on 2023-05-22
- Some move inspectors to utils (PR#489)
  by @beomki-yeo, no assignee, merged on 2023-05-31
- %- ref: add buffers to existing detray stores (PR#488) by @niermann999, no assignee, merged on 2023-06-01

# acts-project/detray: PRs merged between 2023-05-19 and 2023-06-16 II

- \$\cdot \text{grid: non-owning single view (PR#492)} by @niermann999, no assignee, merged on 2023-06-14
- \$\bar{c}\$ grid: refactor voume neighborhood call (PR#494) by @niermann999, no assignee, merged on 2023-06-16

## acts-project/detray: Open PRs I

- \$\text{\text{\$\gamma}}\$ ref: add grids to navigation (PR#456) by @niermann999, \( \underbrace no assignee\), updated on 2023-06-16
- 1 feat: Enable reading of a solenoid field map in the toy geometry (PR#399) by @niermann999, no assignee, updated on 2023-06-14
- \(\hat{\cappa}\) ref: split metadata and add full metadata as default to detector (PR#486) by @niermann999, \(\hat{\cappa}\) no assignee, updated on 2023-06-14
- \( \text{NIP: Navigator with max constrained step size under Arbitray B field and Interactions (PR#491) by @beomki-yeo, \( \text{\ no assignee}, updated on 2023-06-13 \)
- \$\text{: itk (PR#478)} by @niermann999, \( \underset{\hat{no assignee}}\) updated on 2023-06-01
- ↑ draft: refactor tuple container to vecmem-style approach (PR#487) by @guilhermeAlmeida1, no assignee, updated on 2023-06-01

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## acts-project/detray: Open PRs II

- \$\text{\text{\$\geq}}\$ add vecpar example (PR#235) by @georgi-mania, \text{\text{\$\geq}}\$ no assignee, updated on 2023-05-15
- 1 feat: material builders (PR#364) by @niermann999, no assignee, updated on 2023-04-19
- ↑ Add support for C++20 concepts (PR#447)
  by @stephenswat, ↑ no assignee, updated on 2023-04-14
- \$\tau\$ feat: Add cpu propagation benchmarks that use openMP (PR#404) by @niermann999, no assignee, updated on 2023-04-10
- 1 feat: stepper print inspector (PR#402) by @niermann999, no assignee, updated on 2023-04-10
- \(\hat{\cappa}\) ref: Add new stepper policy and benchmark it (PR#327) by @niermann999, \(\hat{\cappa}\) no assignee, updated on 2022-11-10

## acts-project/vecmem: PRs merged between 2023-05-19 and 2023-06-16 I

- Introduce vecmem::sycl::local\_accessor, main branch (2023.05.31.) (PR#230) by @krasznaa, no assignee, merged on 2023-05-31
- Ref: Allow 0 byte (de)allocation (PR#232) by @guilhermeAlmeida1, no assignee, merged on 2023-06-12

acts-project/vecmem: Open PRs I

- ↑ Fix: Check if no allocation is necessary in jagged vec buffer (PR#233) by @guilhermeAlmeida1, ↑ no assignee, updated on 2023-06-14
- [WIP] Add cms caching cuda allocator (PR#79) by @cgleggett, no assignee, updated on 2021-04-28

## acts-project/algebra-plugins: Open PRs I

- \$\text{\texternal Build Re-Design, main branch (2023.05.25.)} (PR#104) by @krasznaa, no assignee, updated on 2023-05-25
- \$\text{\text{feat: SoA layout for vector}}\$ (PR#95) by @niermann999, no assignee, updated on 2023-04-03
- 17 feat: add a Vc SoA implementation for transform3 (PR#97) by @niermann999, no assignee, updated on 2023-03-29