

Update on WIP towards a release

Andrea Valassi (CERN)

Madgraph on GPU development meeting, 6th June 2023 https://indico.cern.ch/event/1292145



New workplan issue

- I moved the discussion at the last meeting to github
 - https://github.com/madgraph5/madgraph4gpu/issues/671
- And I closed the previous "December 2022 workplan"



Multiple subprocesses (P1, P2..)

- This is a new issue that came up in the last two weeks
- #667, different npar in P1 and P2 directories
 - similar to previous issue with different nwf in different P1 directories

Status: now completed



Relocatable builds

- #613, builds must be relocatable
 - embed common random numbers in the process generated (WIP Zenny)
 - embed google test (or define an env variable to find it?)

Status: now completed



Port post-generation patches upstream

- #656, get rid of the patchMad.sh script
 - remove patch.P1 and patch.common
 - generate coloramps.h directly rather than from coloramps.inc? (or do it in the plugin)

Status: WIP

- new strategy: embed modified Fortran files (Makefile, driver.f etc.) in the plugin
- old strategy (eventually do that anyway?): modify Makefile, driver.f etc upstream
- advantage: much faster, complete freedom (no need to work about breaking upstream)
- limitation of the new strategy: only works for specific upstream versions
 - will include a cross-check, and some internal tools to update the plugin when needed



"launch" integration

Encompasses many issues discussed at the last meeting

Status: WIP, done some bits of build cleanup, more todo...



SM process-specific functional issues

- WIP: #628, wrong type argument to unary minus in gq_ttllq (SM)
 - FFV calls should not have "-COUP" parameters as COUP is a pointer not a value
 - discussed a solution with Olivier (disable an optimization, keep two arrays for +COUP and -COUP)
 - need to understand how to make the solution portable (disable the optimization only if needed)
 - also affects BSM processes like SUSY gg_tt

Status: WIP but no progress since the last meeting (focused on other things)

