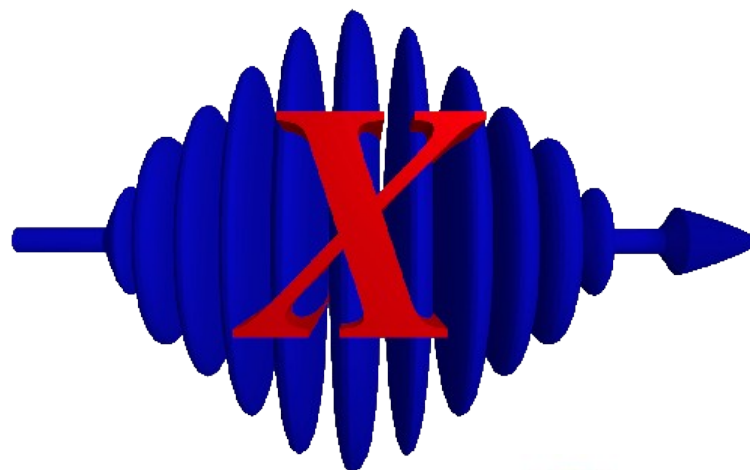


# *McXtrace*

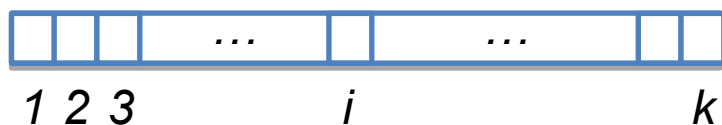


FAQ, advanced grammar, tips and tricks

Peter Willendrup ([pkwi@fysik.dtu.dk](mailto:pkwi@fysik.dtu.dk))

- ✦ McXtrace sources generally provide “intensity” in units of photons/s (into a chosen solid angle)
- ▮ That intensity is carried through the instrument on a discrete set of “X-ray rays”

- Imagine a histogram, e.g.  $I(\lambda)$



*In bin  $i$ ,  $N$  events each carrying a fractional intensity  $p_j$  so that*

$$I = \sum_N p_j$$

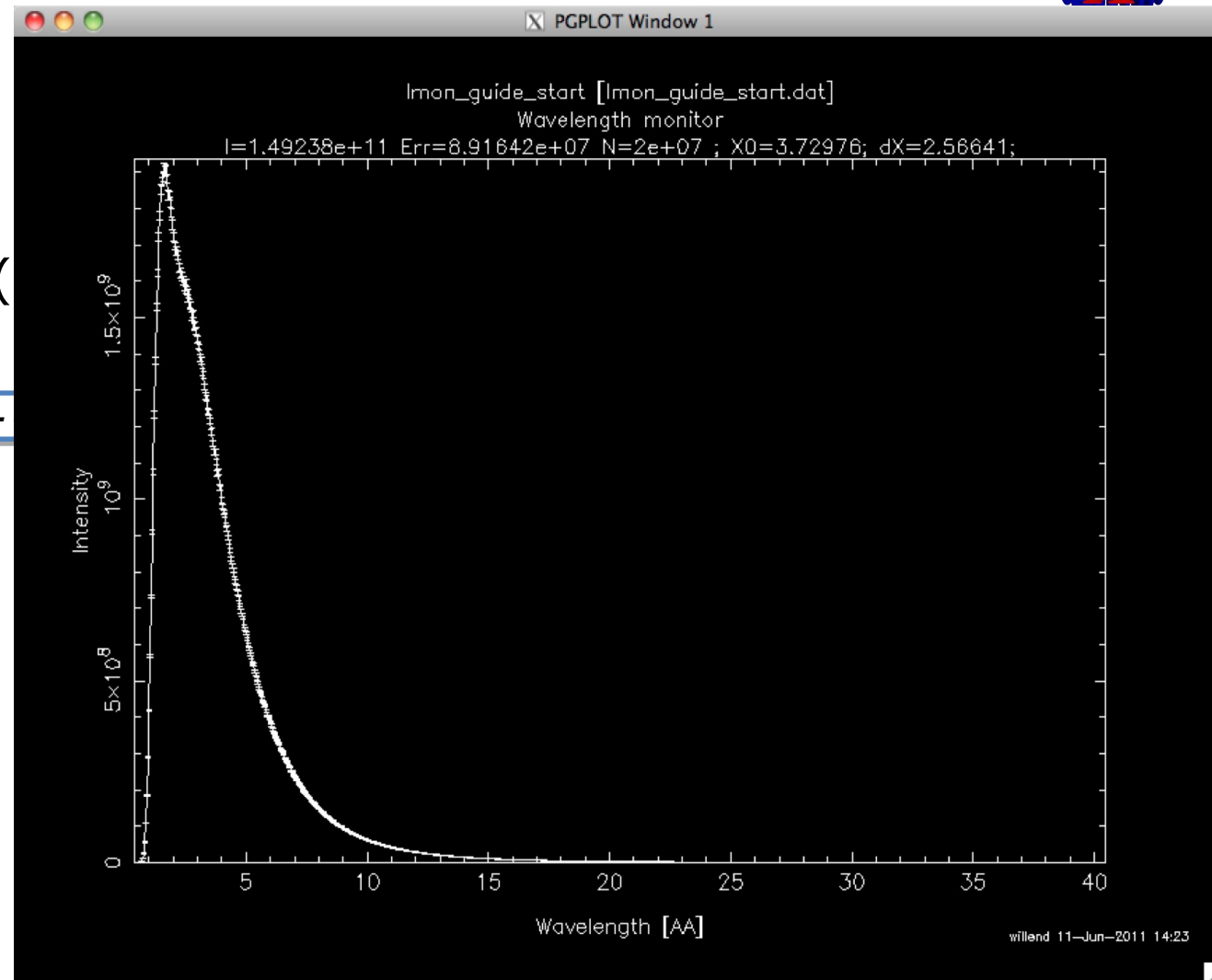
- The RMS variance over that set becomes our statistical error bar  $E$

Imagine a histogram, e.g.  $I(\lambda)$



*In bin  $i$ ,  $N$  events each carrying a fractional intensity  $p_j$  so that*

$$I = \sum_N p_j$$



The RMS variance over that set becomes our statistical error bar  $E$

From "Virtual experiments - the ultimate aim of neutron ray-tracing simulations", K. Lefmann et al., Journal of Neutron Research 16, 97-111 (2008)

Let  $n$  be the number of neutron rays reaching the detector, and let the rays have (different) weights,  $w_i$ . The simulated intensity is then given by

$$I = \sum_{i=1}^n w_i. \quad (1)$$

The estimate of the error on this number is calculated in the McStas manual [1], and the standard deviation is approximated by

$$\sigma^2(I) = \sum_{i=1}^n w_i^2. \quad (2)$$

In real experiments,  $w_i = 1$ , whence we reach  $I = n$  and  $\sigma(I) = \sqrt{I}$  as expected (for counts exceeding 10). Let the virtual time be denoted by  $t$ . The simulated counts during this time becomes

$$C = tI, \quad (3)$$

From "Virtual experiments - the ultimate aim of neutron ray-tracing simulations", K. Lefmann et al., Journal of Neutron Research 16, 97-111 (2008)

and its error bar estimate is

$$\sigma^2(C) = t^2 \sigma^2(I). \quad (4)$$

However, to simulate a realistic counting statistics, we must fulfill

$$\sigma_{\text{VE}}(C_{\text{VE}}) = \sqrt{C_{\text{VE}}}. \quad (5)$$

This is obtained by adding to (3) a Gaussian noise  $E(\Sigma)$  of mean value zero and standard deviation  $\Sigma$ :

$$C_{\text{VE}} = tI + E(\Sigma). \quad (6)$$

The standard deviation for the VE becomes

$$\sigma_{\text{VE}}^2(C) = t^2 \sigma^2(I) + \Sigma^2. \quad (7)$$

Now, the requirement (5) allows us to determine  $\Sigma$ :

$$\Sigma^2 = tI - t^2 \sigma^2(I). \quad (8)$$

Since  $\Sigma^2$  must remain positive, we reach an upper limit on  $t$

$$t_{\text{max}} = \frac{I}{\sigma^2(I)}. \quad (9)$$

1. On a given McXtrace histogram

2. For the non-zero bins, calculate

$$t_{\max} = \frac{I}{\sigma^2(I)}.$$

3. The *smallest*  $t_{\max}$  defines the “maximal counting time” allowed by your statistics

4. Preferably a “background” should be added - use a “known experimental value” or an estimate...

1. Your simulation will only contain elements you provided / defined
2. ... to the precision you defined
3. Answers the questions you posed
4. Background essentially only from "sample", or sample-near objects



Lefmann, K., Willendrup, P. K., Udby, L., Lebech, B., Mortensen, K., Birk, J. O., ... Farhi, E. (2008).  
*Virtual experiments: the ultimate aim of neutron ray-tracing simulations.*  
 Journal of Neutron Research, 16(4-4), 97. <https://doi.org/10.1080/10238160902819684>

Plus the attached note from Annette Vickery (also true for photons):

## A note about McStas errorbars

A. Vickery, P. K. Willendrup and E. Knudsen

January 31, 2014

### Contents

<b>1</b>	<b>Introduction</b>	<b>2</b>
<b>2</b>	<b>Estimation of counting times and derivation of virtual data from simulations</b>	<b>2</b>
2.1	Real vs simulated data . . . . .	2
2.2	Counting time and data quality . . . . .	3
2.3	Estimating the appearance of a “real” data set . . . . .	3
2.4	Example . . . . .	3

- ✦ Apply focusing techniques
  - At the source (spatially, temporally, in wavelength...)
  - At the sample, if possible
- (carefully!) Apply SPLIT - but only if immediately followed by Monte Carlo choices, e.g. in sample
- Alternatively use MCPL o/i which allows repetition - beware of biases!

- ▯ Apply focusing techniques
  - ▯ At the source (spatially, temporally, in wavelength...)
  - ▯ At the sample, if possible
- ▯ (carefully!) Apply SPLIT - but only if immediately followed by Monte Carlo choices, e.g. in sample
- ▯ Alternatively use MCPL o/i which allows repetition - beware of biases!

*All of this can be considered "variance reduction"  
or biasing*

- ✦ Use MPI parallelisation - included in macOS install, easy to get on Linux...
- ▯ The Intel C compiler is known to give ~factor of 2 wrt. gcc in most cases
- ▯ - **Still** consider if you are asking the right question if runtimes reach days/weeks...

## ▯ mcsb cluster scripts

```
./mcsb_slurm.pl
Usage: ./mcsb_slurm.pl [options] [mcrun params]
-h      --help          Show this help
-rN     --runtime=N      Specify maximum runtime (hours) [default 1]
-qQNAME --queue=QNAME    Specify wanted SLURM queue [default 'express']
-e<mail> --email=<mail>  Specify address to notify in reg. sim status [default none]
          --nodes=NUM    Specify wanted number of nodes [default 1]
          --name=NAME     Specify slurm job name [default "McSub_<USERNAME>_<TIMESTAMP>"]

After running ./mcsb_slurm.pl NAME.batch is ready for submission using the sbatch command
```

▯ Takes a “mxrun commandline”

▯ Writes batch file “template” for use with PBS or slurm cluster queue systems

▯ <https://github.com/McStasMcXtrace/McCode/tree/master/tools/cluster-scripts>

## *Examples Directory*

- *Simple grep →*
  - *25 examples of Monitor\_nD*
  - *4 examples of Source\_lab*
  - *4 examples of Undulator*
  - *5 examples of PowderN*

*Unix/Linux:*

*grep Monitor\_nD /usr/share/mcxtace/1.7/examples/\**

## *Examples Directory*

- *Simple grep* →

*They have an author name!*

*For instance:*

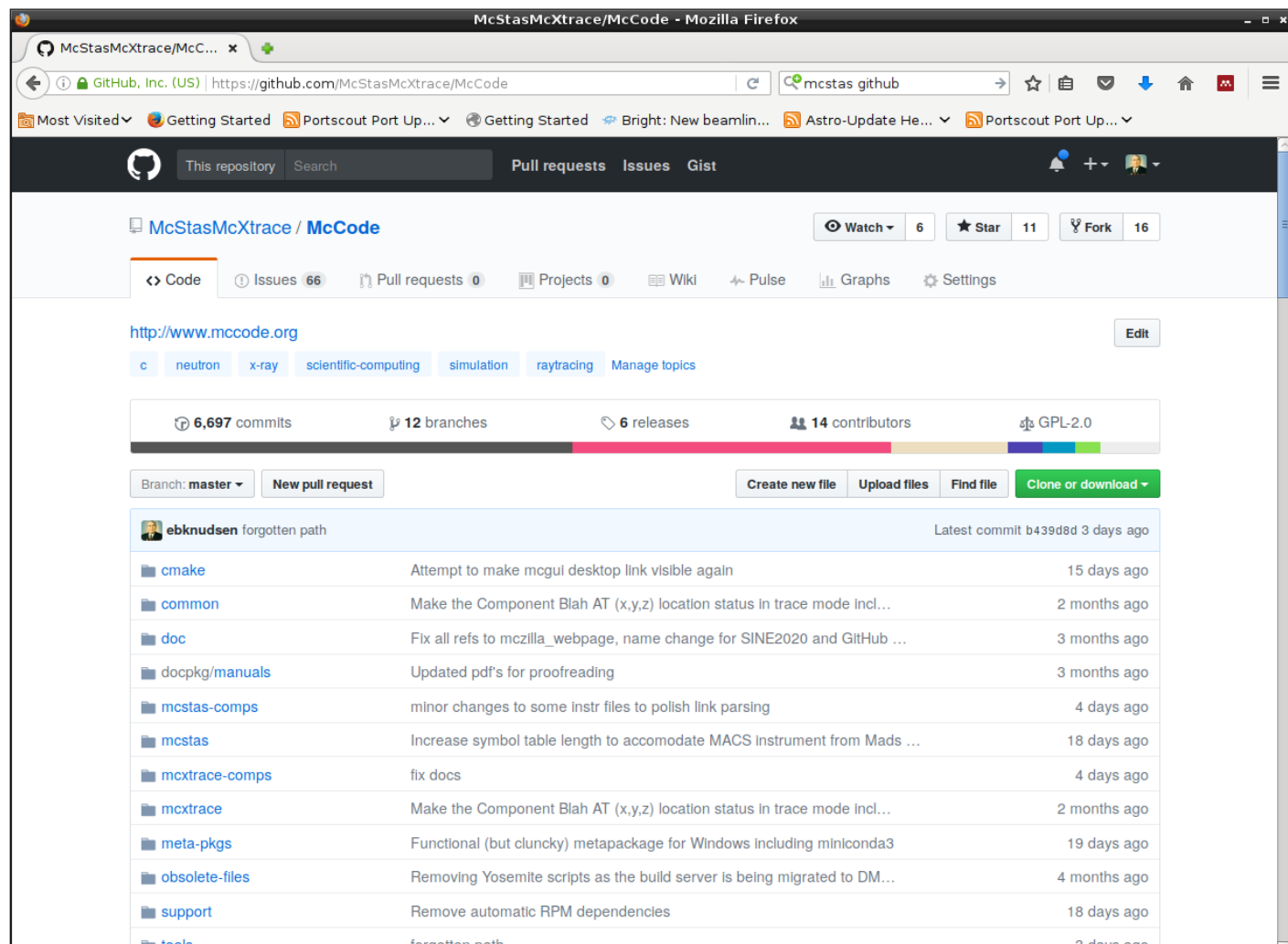
*DBD\_IBM\_Si\_analyzer → Marcus H. Mendenhall*

*Test\_SX → E. Farhi*

*Pump\_probe → E. Knudsen*

GitHub.com

<https://github.com/McStasMcXtrace/McCode>



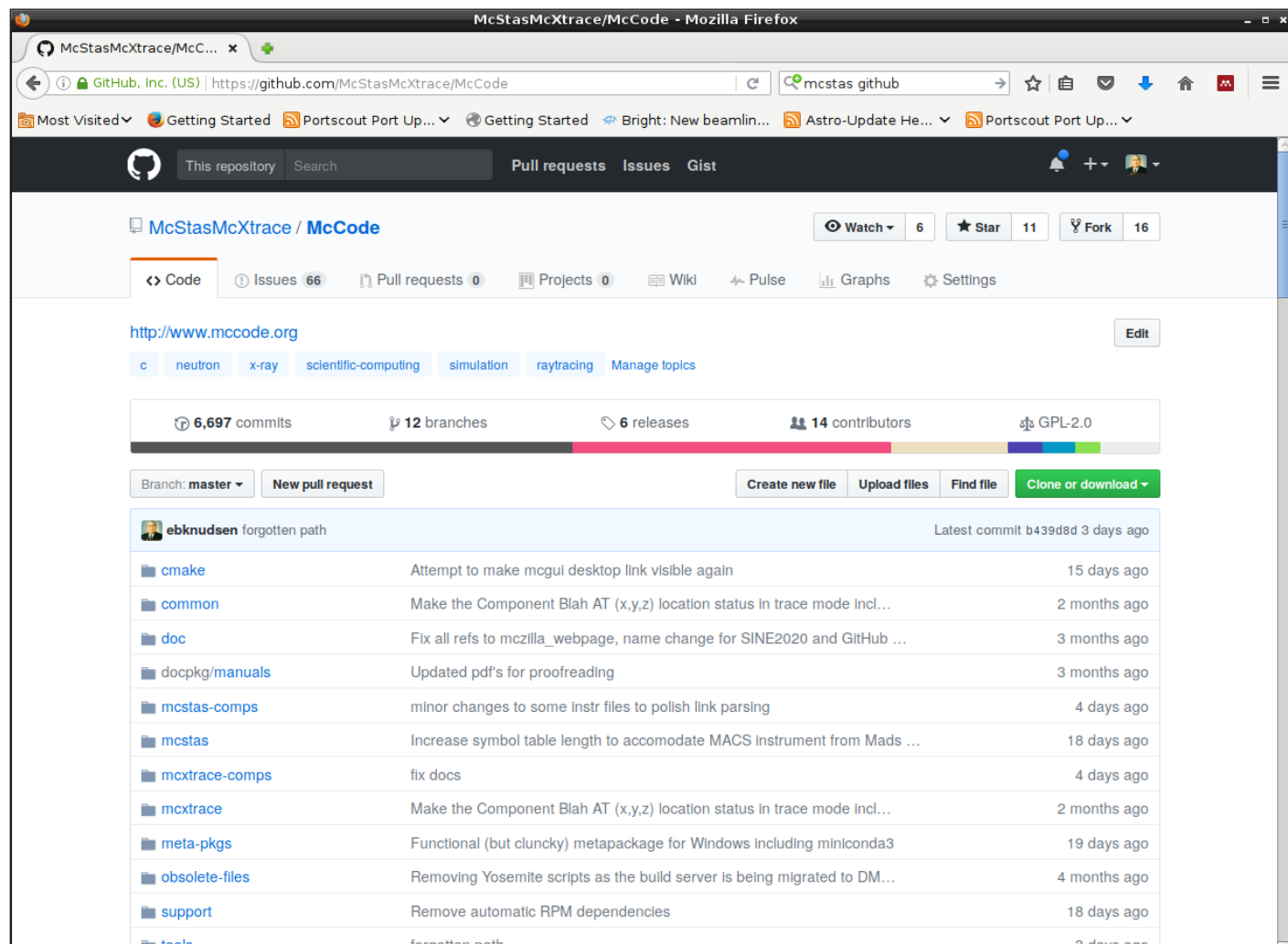
The screenshot shows the GitHub repository page for **McStasMcXtrace / McCode**. The repository has 6,697 commits, 12 branches, 6 releases, 14 contributors, and is licensed under GPL-2.0. The latest commit is by **ebknudsen** with the message "forgotten path" 3 days ago. The repository includes a table of files and folders with their commit messages and dates.

File/Folder	Commit Message	Time Ago
<b>cmake</b>	Attempt to make mcgui desktop link visible again	15 days ago
<b>common</b>	Make the Component Blah AT (x,y,z) location status in trace mode incl...	2 months ago
<b>doc</b>	Fix all refs to mczilla_webpage, name change for SINE2020 and GitHub ...	3 months ago
<b>docpkg/manuals</b>	Updated pdf's for proofreading	3 months ago
<b>mcstas-comps</b>	minor changes to some Instr files to polish link parsing	4 days ago
<b>mcstas</b>	Increase symbol table length to accomodate MACS Instrument from Mads ...	18 days ago
<b>mcxtrace-comps</b>	fix docs	4 days ago
<b>mcxtrace</b>	Make the Component Blah AT (x,y,z) location status in trace mode incl...	2 months ago
<b>meta-pkgs</b>	Functional (but clunky) metapackage for Windows including miniconda3	19 days ago
<b>obsolete-files</b>	Removing Yosemite scripts as the build server is being migrated to DM...	4 months ago
<b>support</b>	Remove automatic RPM dependencies	18 days ago
<b>tools</b>	forgotten path	3 days ago



GitHub.com

<https://github.com/McStasMcXtrace/McCode>



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## Welcome to the McCode wiki!

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- [Known issues and FAQ's](#)
- [Access to the code tree](#)

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- [UI test checklist](#)
- [How to use Eclipse with PyDev](#)
- [Debugging the c-code](#)

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- [Writing Components](#)
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- [Generate Vitess modules via mcstas2vitess](#)

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- <https://github.com/McStasMcXtrace/McWeb/wiki>

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## mcdisplay variants table overview

Peter Willendrup edited this page on Jan 18, 2018 · 7 revisions

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Default trace visualiser "mcdisplay" indicated in bold below

More columns if you scroll... ----->

Variant	Type	2D/3D	Special cmdline switches
mcdisplay-pyqtgraph	<a href="#">Python 3</a> + <a href="#">pyqtgraph</a>	2D x 3 planes	<code>--invcanvas</code> (invert colors)
mcdisplay-webgl	<a href="#">Python 3</a> + <a href="#">WebGL</a>	Full 3D	<code>--nobrowse</code> to avoid spawning browser
mcdisplay-mantid	<a href="#">Python 3</a> + <a href="#">Mantid</a>	3D	None
mcdisplay.pl (mcplot-pl on Windows)	<a href="#">Perl 5</a> + <a href="#">PGPLOT</a>	2D x 3 with PGPLOT, 3D with Matlab	<code>-pPLOTTER --format=PLOTTER</code>  can be used to forward output to PGPLOT, Gnuplot, Matlab, ...  <code>-ps/-psc/-gif</code>  save hardcopy  <code>--complete</code>  When outputting XML, also describe component geometry  <code>--tmax=VAL</code>  ToF axis limit when in --TOF mode
Plotters	below	this	not

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194 Open
610 Closed

Author
Labels
Projects
Milestones
Assignee
Sort

MxDisplay/MxPlot with matlab: missing 'mxdisplay' and 'mxplot' functions
C: McCode tools
P: minor
bug
#902 opened 12 minutes ago by farhi

McDisplay 3D rendering: not adapted to very long instruments
P: minor
bug
#901 opened 14 minutes ago by farhi

McXtrace: Lens\_parab display is very slow.
McXtrace 1.5
annoyance
#900 opened 15 hours ago by ebknudsen

cif2hkl: Propagate fixes present in iFit to McCode.
#899 opened 17 hours ago by ebknudsen

McXtrace: Lens\_parab Lens shadow is square - consider changing to round
McXtrace 1.5
Picked for McXtrace 1.6
enhancement
#898 opened 17 hours ago by ebknudsen

McXtrace 1.5: mxdoc (py) apparently missing in suite-package(s)
#897 opened 21 hours ago by willend

Messed-up axes with pyplotgraph plotter on Windows 10
#896 opened 2 days ago by willend

2D->1D logic (in case of e.g. nx=1 in PSD\_monitor) seems to add a '' to generated xvar
#895 opened 2 days ago by willend

McXtrace PowderN: reuse Tau-search when in SPLIT as in McStas
C: McXtrace component
P: minor
Picked for McXtrace 1.6
enhancement
#894 opened 5 days ago by farhi

McXtrace Single crystal: reuse Tau-search when in SPLIT as in McStas
C: McXtrace component
P: minor
Picked for McXtrace 1.6
enhancement
#893 opened 5 days ago by farhi



## Mailing List



# McXtrace - An X-ray ray-trace simulation package



SAXS LAB  
GANESHA



## McXtrace

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trac  
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## Mailing List

mcxtrace-users --

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English (USA)

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Second quarter 2017:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 4 KB ]</a>
Fourth quarter 2016:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 9 KB ]</a>
Third quarter 2016:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 30 KB ]</a>
First quarter 2016:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 3 KB ]</a>
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Third quarter 2015:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 28 KB ]</a>
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First quarter 2013:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 4 KB ]</a>
Fourth quarter 2012:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 4 KB ]</a>
Third quarter 2012:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 6 KB ]</a>
Fourth quarter 2011:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 2 KB ]</a>
Fourth quarter 2010:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 1 KB ]</a>
Third quarter 2009:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 969 bytes ]</a>
First quarter 2009:	<a href="#">[ Thread ]</a> <a href="#">[ Subject ]</a> <a href="#">[ Author ]</a> <a href="#">[ Date ]</a>	<a href="#">[ Text 3 KB ]</a>

User forum and help since 2009!!

Spirit of the mailinglist:

- Very friendly and open!
- There is **no such thing** as a stupid question!
- Often answers are given from users rather than developers, especially in areas that include very specific domain science.
- contact: [mcxtrace-users@mcxtrace.org](mailto:mcxtrace-users@mcxtrace.org)



- Advanced language features:

*Tips and tricks for your instrument*



```
{ SPLIT } COMPONENT name = comp(parameters) { WHEN condition }
  AT (...) [RELATIVE [reference|PREVIOUS] | ABSOLUTE]
  {ROTATED {RELATIVE [reference|PREVIOUS] | ABSOLUTE} }
  { GROUP group_name }
  { EXTEND C_code }
  { JUMP [reference|PREVIOUS|MYSELF|NEXT] [ITERATE number_of_times
| WHEN condition] }
```





- Use the DECLARE section define user variables and functions.

```

▮ DECLARE %{
▮   double myvar;
▮   %}
    
```

- Use INITIALIZE for initialization of user variables and calculations.

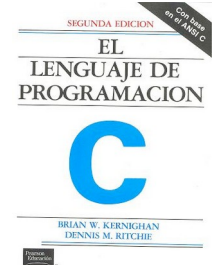
```

▮ INITIALIZE %{
▮   myvar = sqrt(PI*input_var)*rand01();
▮   %}
    
```

- - Both use normal c-syntax.

- BEWARE: (example) What you do in the c-style areas is c-standard, e.g. trigonometric functions from math.h use radians! - McXtrace placement specifiers work in degrees, etc...

K & R. / GNU





Useful physics constants:

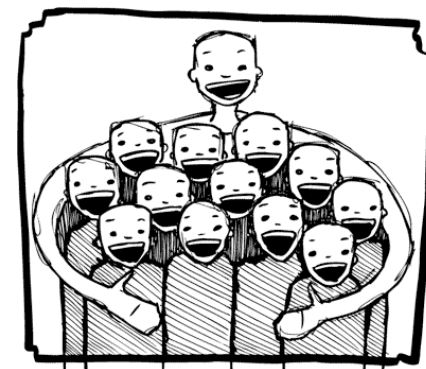
```
#define CELE      1.602176487e-19    /* [C] Elementary charge CODATA 2006*/
#define M_C       299792458          /* [m/s] speed of light CODATA 2006*/
#define E2K       0.506773091264796 /* Convert k[1/AA] to E [keV] (CELE/(HBAR*M_C)*1e-10)*1e3 */
#define K2E       1.97326972808327 /* Convert E[keV] to k[1/AA] (1e10*M_C*HBAR/CELE)/1e3 */
#define RE        2.8179402894e-5    /*[AA] Thomson scattering length*/
```

plus e.g. DEG2RAD, RAD2DEG, and these math constants

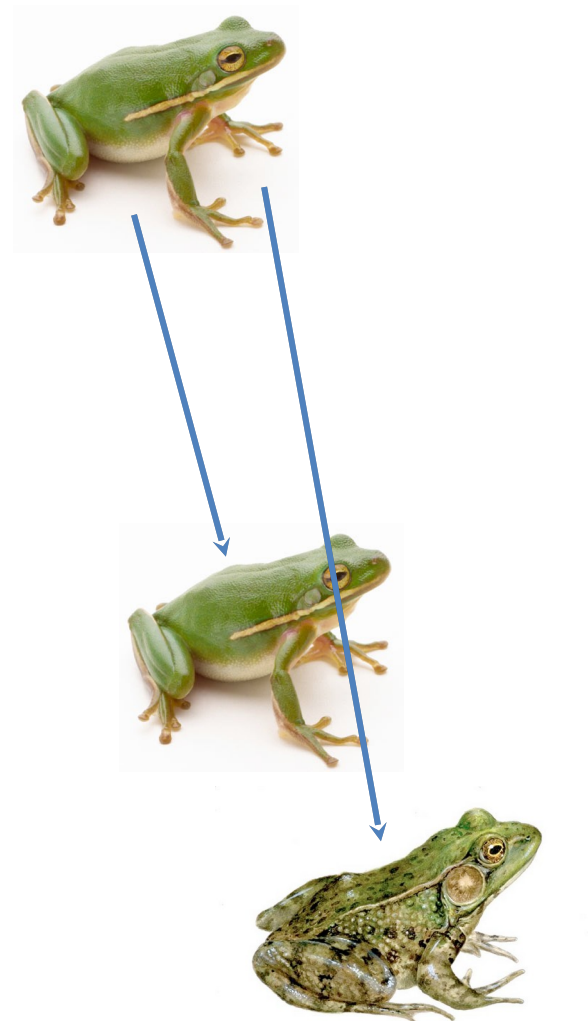
```
( # define PI 3.14159265358979323846 )
# define M_PI PI
# define M_PI_2 M_PI/2.0
# define M_PI_4 M_PI/4.0
# define M_1_PI 1.0/M_PI
# define M_2_PI 2*M_1_PI
# define M_2_SQRTPI 2/sqrt(M_PI)
# define M_SQRT2 sqrt(2)
# define M_SQRT1_2 sqrt(1/2)
# endif
```

plus anything you can imagine in terms of trigonometric functions from C <math.h>  
(beware, these take radians as input - as opposed to our ROTATED statements)

- Instrumentfiles can include external c-code or other instrumentfiles... (These are examples from McStas)
- ILL\_H15\_IN6.instr:%include "monitor\_nd-lib"
- ILL\_H16\_IN5.instr:%include "ILL\_H16.instr"
- ILL\_H25\_IN22.instr:%include "ILL\_H25.instr"
- ILL\_H25\_IN22.instr:%include "templateTAS.instr"
- Used in the DECLARE section



- In instruments: (see e.g. ILL\_H25.instr)
- COMPONENT H25\_1 = Guide\_gravity(
  - $w1=0.03$ ,  $h1=0.2$ ,  $w2=0.03$ ,  $h2=0.2$ ,  $l=L\_H25\_1$ ,
  - $R0=gR0$ ,  $Qc=gQc$ ,  $\alpha=g\alpha$ ,  $m=m$ ,  $W=gW$ )
  - AT (0,0,Al\_Thickness+gGap) RELATIVE PREVIOUS
  - ROTATED (0,Rh\_H25\_1,0) RELATIVE PREVIOUS
- COMPONENT **MYcopy** = **COPY**(H25\_1)
  - AT (0,0,L\_H25\_1+gGap) RELATIVE PREVIOUS
  - ROTATED (0,Rh\_H25\_1,0) RELATIVE PREVIOUS
- COMPONENT **COPY**(H25\_1) = **COPY**(H25\_1)( $W=2*gW$ )
  - AT (0,0,L\_H25\_1+gGap) RELATIVE PREVIOUS
  - ROTATED (0,Rh\_H25\_1,0) RELATIVE PREVIOUS





*AT (0,0,-LMM) RELATIVE Cradle ROTATED (0,A1/2,0) RELATIVE Cradle*

**GROUP** IN6Monoks

*AT (0,0,0) RELATIVE Cradle ROTATED (0,A2/2,0) RELATIVE Cradle*

**GROUP** IN6Monoks

*- One comp after the particle is “tried” in sequential order until the it becomes SCATTERED.*





- Syntax:

COMPONENT Mine = Yours(blah, blah)

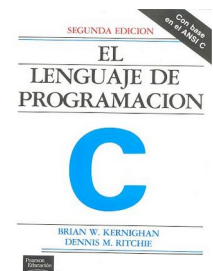
**WHEN** (c-expression) AT (....)



- Is very powerful when combined with EXTEND and user variables, or as a method to let input parameters select if certain components are active.
- Example: Use EXTEND to flag if neutron was scattered on one monochromator blade or another. Then later use WHEN to only show contribution from blade N at sample position?

COMPONENT Mon = PSD\_monitor(...)

**WHEN** (myvar==1) AT (0,0,0) RELATIVE Sample



- Enrich component behaviour using EXTEND:

```
COMPONENT Mono1 = Monochromator_curved(...)
```

```
AT (0,0, -LMM) RELATIVE Cradle ROTATED (0,A1/2,0) RELATIVE Cradle
```

```
GROUP IN6Monoks
```

## EXTEND

```
%{
  if (SCATTERED) { myvar = 1; }
%}
```

```
...
```

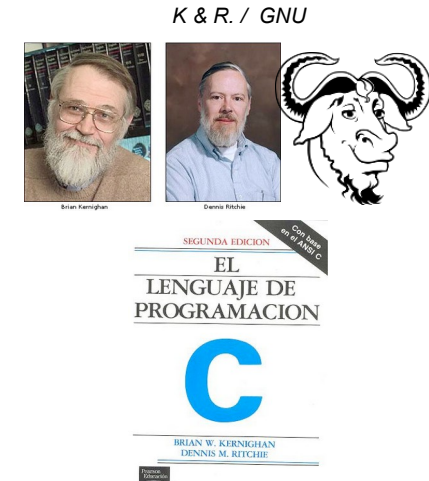
```
COMPONENT Mono2 = Monochromator_curved(...)
```

```
AT (0,0, 0) RELATIVE Cradle ROTATED (0,A2/2,0) RELATIVE Cradle
```

```
GROUP IN6Monoks
```

## EXTEND

```
%{
  if (SCATTERED) { myvar = 2 ;}
%}
```





## Combined example: Decompose multiple scattering from Single\_crystal



```

DECLARE %{
    double multiple_scatt;
%}

...

COMPONENT Crystal = Single_crystal(... order=0 ...)
AT (0,0,0) RELATIVE somewhere

EXTEND %{
    multiple_scatt=SCATTERED;
%}

...

COMPONENT PSD_single=PSD_monitor(...)

WHEN (multiple_scatt==1) AT (0,0,0) RELATIVE somewhere_else

COMPONENT PSD_multiple=PSD_monitor(...)

WHEN (multiple_scatt > 1) AT (0,0,0) RELATIVE somewhere_else
    
```

- A goto. Be careful. Can be used in two situations:
- **JUMP** to myself
- **JUMP** to an Arm
- No coordinate transformations are applied... (Meaning that if the Arms you JUMP between do not coincide you will “move” / “reorient” the photons...)
- Syntaxes:
- COMPONENT a=b(...)
- **WHEN** (expr) AT (...) **JUMP** somewhere
- COMPONENT a=b(...)
- **WHEN** (expr) AT (...) **JUMP** myself



- A goto. Be careful. Can be used in two situations:
- **JUMP** to myself
- **JUMP** to an Arm

***BEWARE - This IS a GOTO!***

- No coordinate transformations are applied... (Meaning that if the Arms you JUMP between do not coincide you will “move” / “reorient” the neutrons...)

- Syntaxes:
- COMPONENT a=b(...)
- **WHEN** (expr) AT (...) **JUMP** somewhere
- COMPONENT a=b(...)
- **WHEN** (expr) AT (...) **JUMP** myself



- A goto. Be careful. Can be used in two situations:

- **JUMP** to myself

- **JUMP** to an Arm

- No coordinate transformation if the Arms you JUMP between do not coincide you will

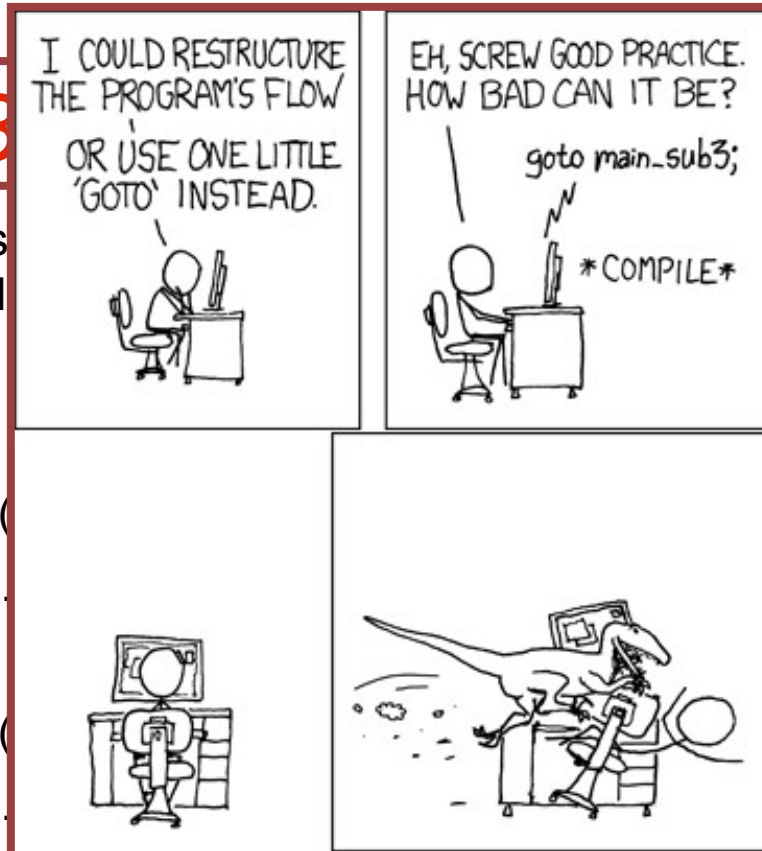
- Syntaxes:

- COMPONENT a=b()

- **WHEN** (expr) AT (...)

- COMPONENT a=b()

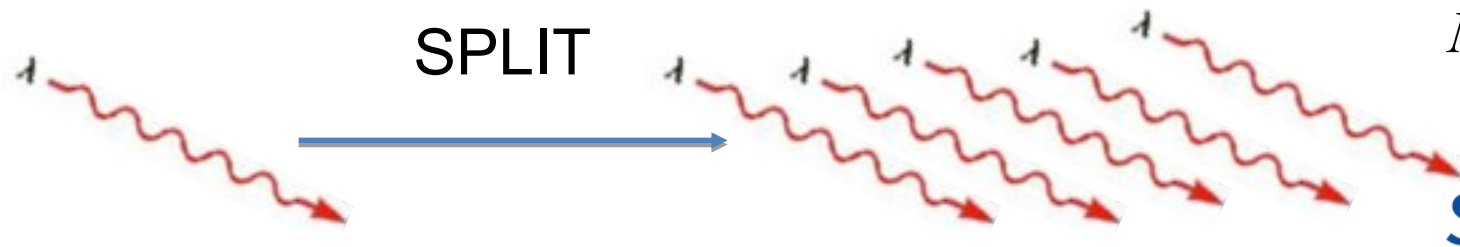
- **WHEN** (expr) AT (...)



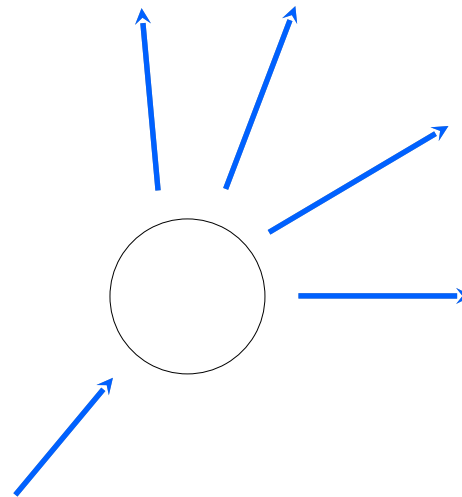
**a GOTO!**

if the Arms you JUMP between do



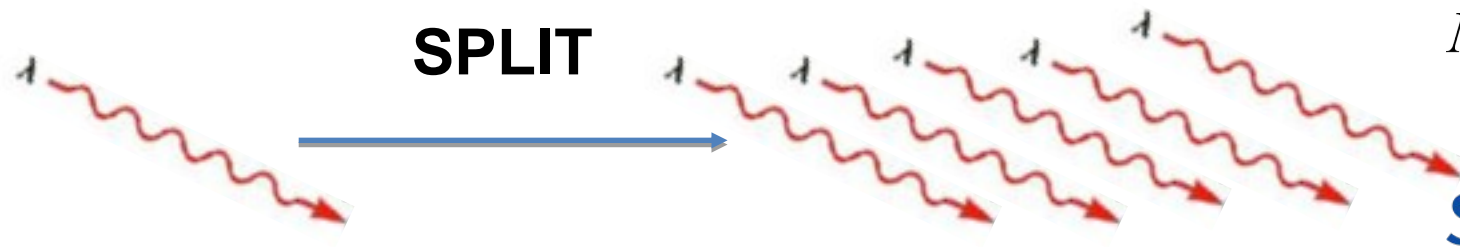


- Increase statistics beyond this point in the instrumentfile
- SPLIT n MyArm = Arm()
- AT somewhere
- will “formulate an if-statement”:
- for j=1:n
  - comp1
  - comp2
  - comp3
  - ...
- end (of instrument)
- **ONLY** meaningful in case of Monte Carlo choices after SPLIT point...

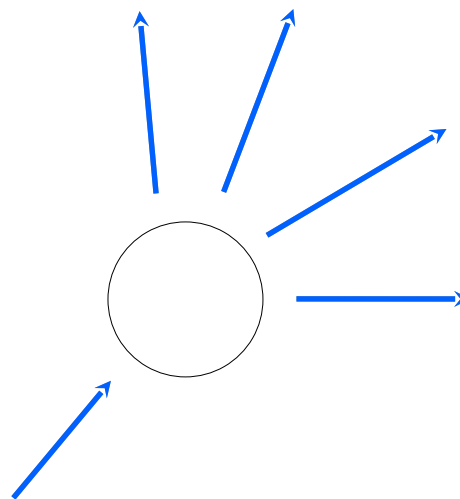




# SPLIT



- Increase statistics beyond this point in the instrumentfile
- `SPLIT n MyArm = Arm()`
- AT somewhere
- will “formulate an if-statement”:
- for `j=1:n`
  - `comp1`
  - `comp2`
  - `comp3`
  - ...
- end (of instrument)
- **ONLY** meaningful in case of Monte Carlo choices after SPLIT point...



Works very well together with e.g. monochromators, Single\_crystal, PowderN

