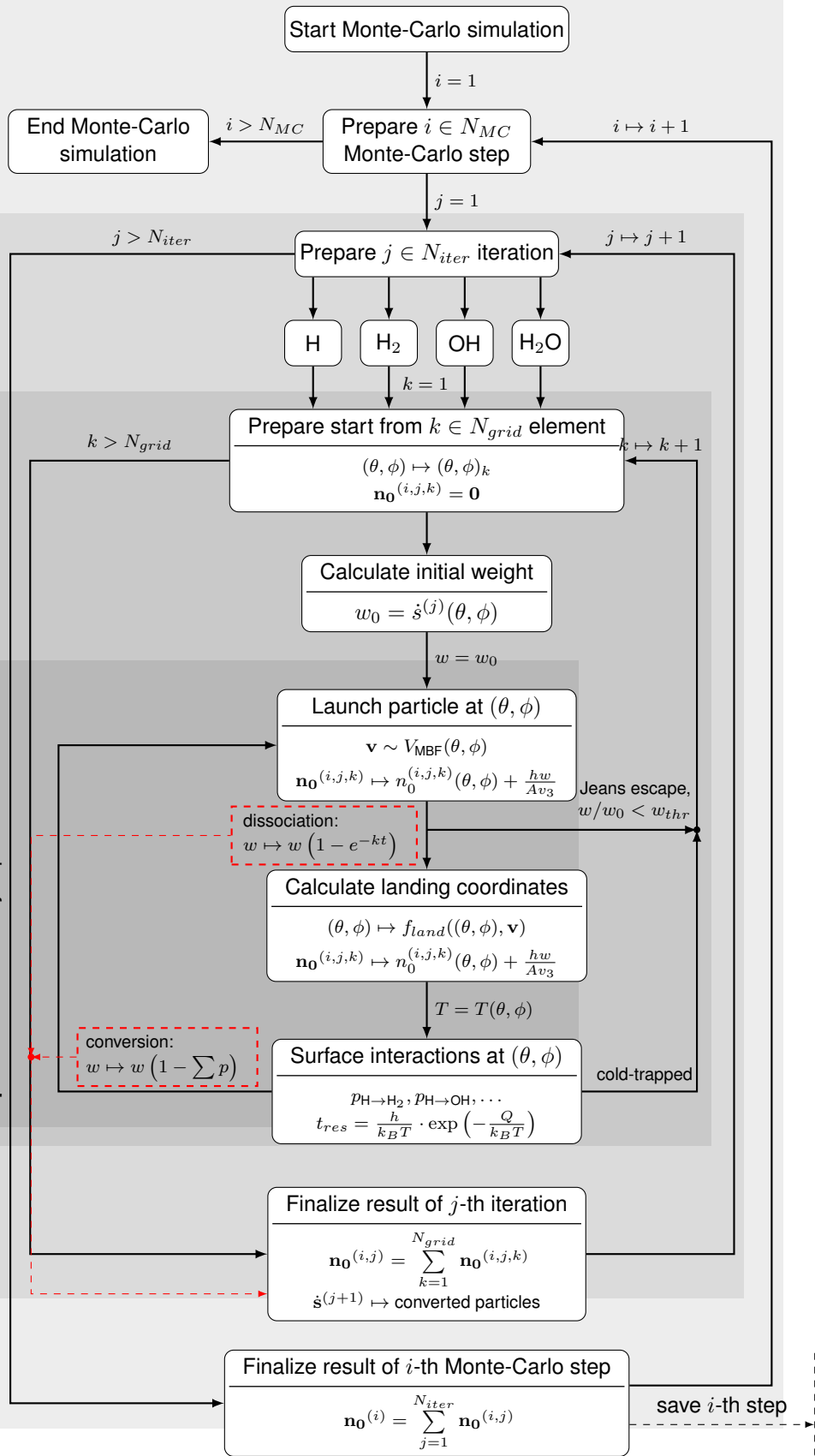


Loop A: over all Monte-Carlo steps

Loop B/C: over all elements and iterations

Loop D: over all grid elements

Loop E: over all ballistic jumps



post-processing

/results/1.csv
/results/2.csv
...
/results/N_MC.csv