# Quicksilver, AllAbsorb, CollisionEvent

## Gathers

FUNCTION: NuclearData.cc

Gather0 (inside getCrossSection())

* All Stride 10
* qs\_assert(group < \_crossSection.size());

Gather1 (inside getCrossSection())

* All Stride 5
* return \_crossSection[group];

Gather2 (calls getCrossSection())

* Stride 232?
  + Increments by 232
* return \_isotopes[isotopeIndex].\_species[0].\_reactions[reactIndex].getCrossSection(group)

A screen shot of a computer code

Description automatically generated



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CollisionEvent()

Gather3

* Clusters of 9 (Stride 2)

Gather4

* Clusters of 9 (Stride 4)

Gather5

* Clusters of 9 (Stride 3)

Gather6

* Clusters of 9 (Stride 8)

Gather7

* Clusters of 9 (Stride 6)

Gather8

* Delta divided by 2 pattern
  + Deltas: (57, 29, 14, 7, 4, 2, 1)

Gather9

* Stride 4

## Scatters

Scatter0

* y jumps from 0 to 46, stays there for a bit, jumps back and forth

Rest are “reaper sickle” shaped.