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Current state

- Computing and UI are intertwined.
- The clustering algorithm might have potential issues (more later).
- Too many magical numbers hard coded in the source code, and needs explanation.
- There is no verification process for the output.
- The raw data parsing (binary → mem) is highly reusable and should be isolated into a separate function.

Algorithm

- The algorithm basically requires single processing (not suitable for high throughput via GPU) → requires additional investigation to confirm
- The computed center maybe order sensitive
- Tend to break large clusters into small adjacent clusters → a known issue
 - There is no merging back step, but it is unclear how critical this side effect is.
- The mysterious rotation angle that seems to be moving the center of pixel to senor center (is it necessary?) → related to detector mounting, not coding related.



Proposition

- Restructure the code via MVP pattern for orthogonal development
 - Add plugin systems to allow easy swap for different center calculation method
 - Need new termination criteria that is better suited for parallelization (especially on GPU)
- Version track source code
- Need synthetic data for validation



Questions

- What is the time table?
- Resources for development?
 - Important for setting a realistic scope
- Computing resources?

