







GSoC'24 Final Team Presentation

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Goals of the project



- Rework the cmake rules to incorporate efficiently ROOT via FetchContent
 - Completed: PR #365 and #387
- Replace invocations of genreflex in favor of rootcling
 - Completed: PR #379 (not merged)
- Enable C++ modules in rootcling
 - Completed: PR #385. Not ready to merge (13/19 GHA passed)
 - All unit test passes!
- Produce a comparison report
 - Completed: This presentation and a pdf version in the final submission.

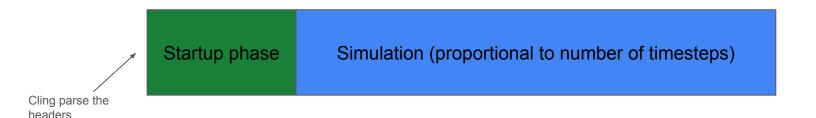
Overview of my work



- Changed genreflex invocations to rootcling.
- Imported and modified RootMacros.cmake from the ROOT repo.
- Added REFLEX support in ROOT_GENERATE_DICTIONARY
- Used automatic generation for the module map with relative paths in the CMake system.
- Modified selection.xml to support the new dictionaries.
- Fixed headers that didn't use the correct includes.
- Presented a poster at the Fourth MODE Workshop about this work.

How I measured the results?



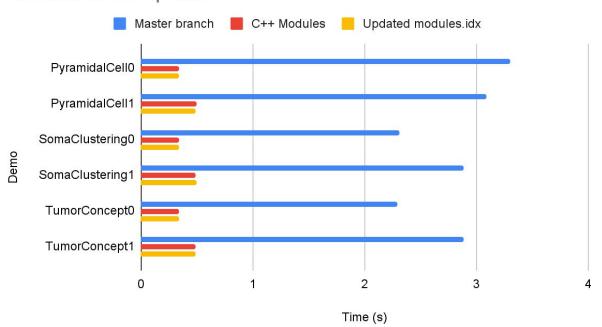


For Pyramidal Cell demo, it's 90% parsing and 10% runtime.

We can reduce the startup phase with C++ Modules!



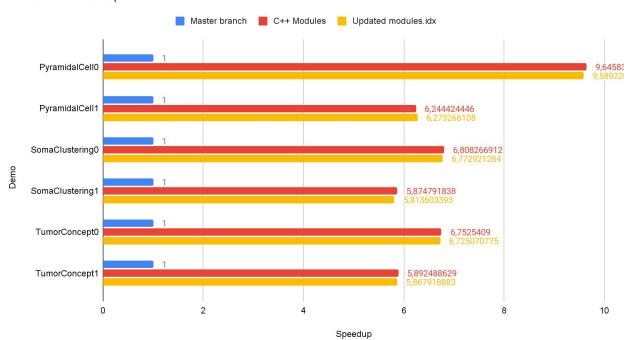
Simulation startup time



~ 80% less startup time!!!

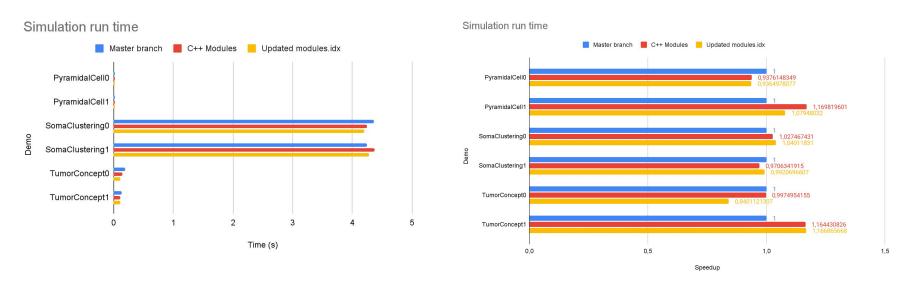


Simulation startup time



Between 6 and 9 times faster!!

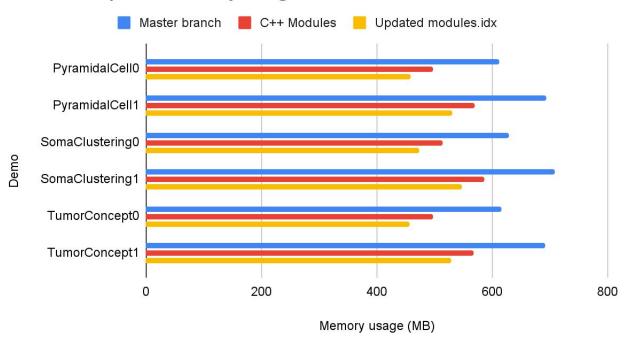




No conclusive results. As expected, the simulation run time remains almost the same.



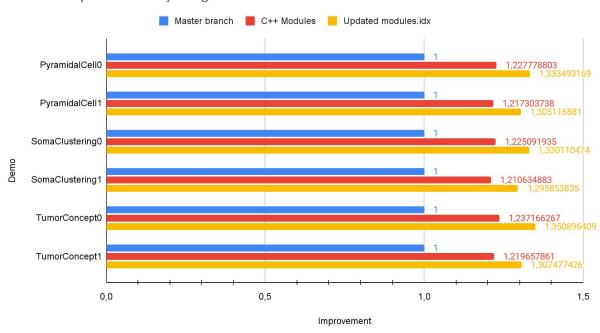
Simulation peak memory usage



Around 18% less memory usage without updating modules.idx and around 25% after updating.



Simulation peak memory usage



What's left to do



- The demos generate dictionaries for themselves, which causes trouble with rootcling (modules not found)
 - Should we stop using dictionaries for the demos and only use them for the libraries?
- The new ROOT_GENERATE_DICTIONARY is causing memory leaks, according to Valgrind (both with and without modules).
- Fix notebooks error: Kernel died while waiting for execute reply.
- Meeting with the BDM team on October 23rd.
- Merging the code.



Thank you!