



# Advanced language features 2: **SPLIT, EXTEND, WHEN, COPY & GROUP** (... and the dangerous JUMP)



# Syntax in one, complex view...

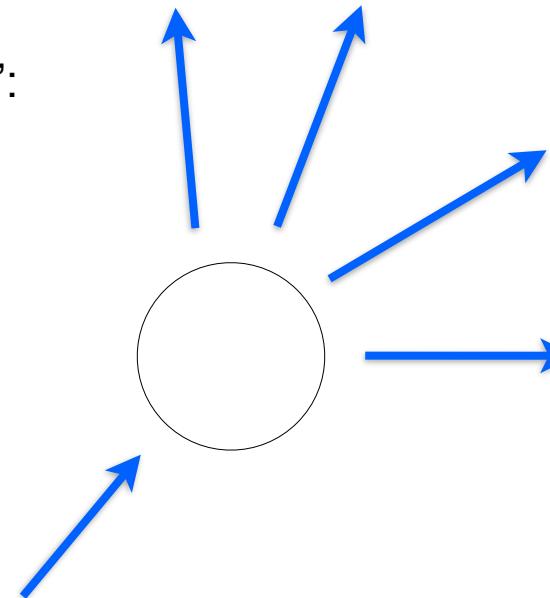
```
{SPLIT} COMPONENT name = comp(parameters) {WHEN condition}  
AT (...) [RELATIVE [reference|PREVIOUS] | ABSOLUTE]  
{ROTATED {RELATIVE [reference|PREVIOUS] | ABSOLUTE} }  
{GROUP group_name}  
{EXTEND C_code}  
{JUMP [reference|PREVIOUS|MYSELF|NEXT] [ITERATE number_of_times | WHEN condition] }
```

2019 CSNS  
*McStas*  
*School*



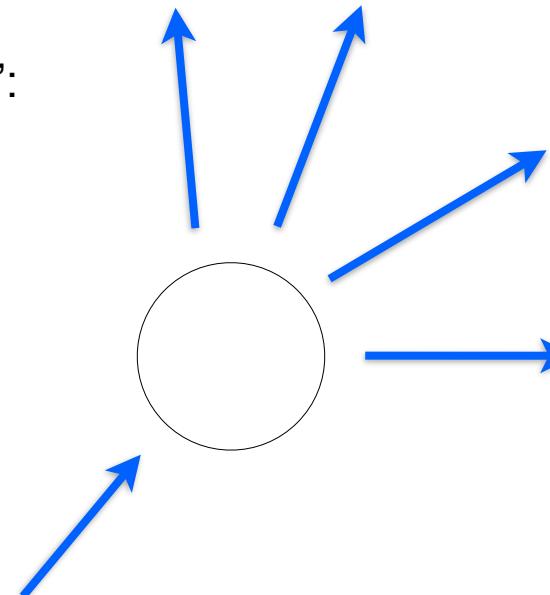
# SPLIT

- 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...



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slight sidetrack....

# Problem: McStas Single\_crystal.comp “slow” for large unit cell diffraction studies

- Example: Rubredoxin

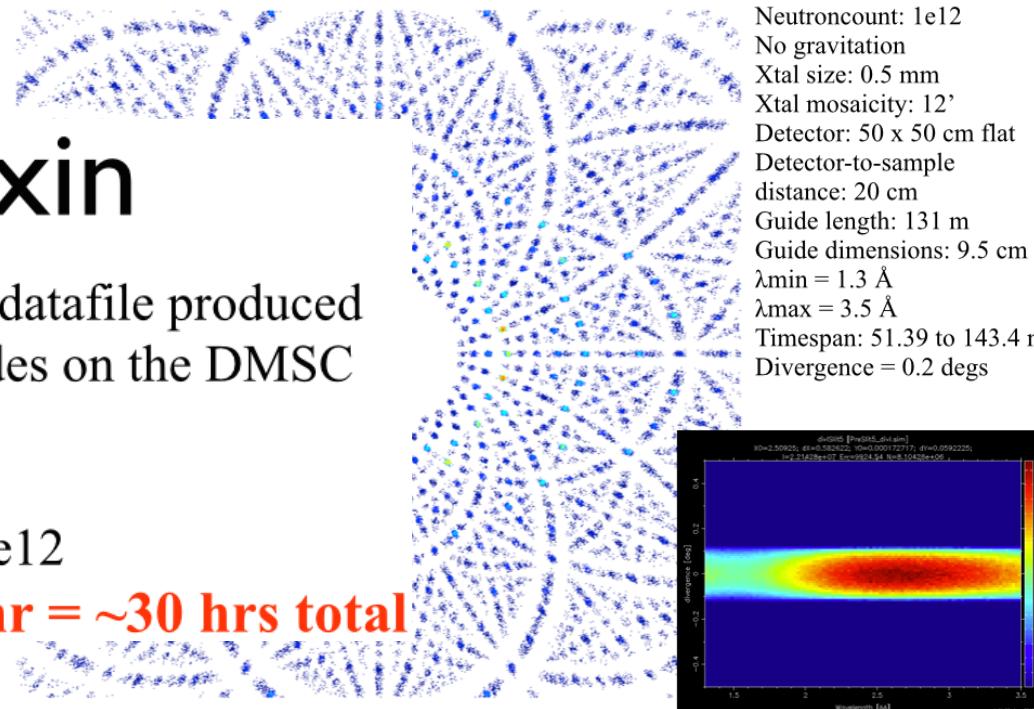
1 timebin, 1000 x,y-bins

## Rubredoxin

Images created from simulated datafile produced August 20th 2012 using 25 nodes on the DMSC cluster.

Neutron count: 1e12

**Simulation time: ~10 + ~20 hr = ~30 hrs total**

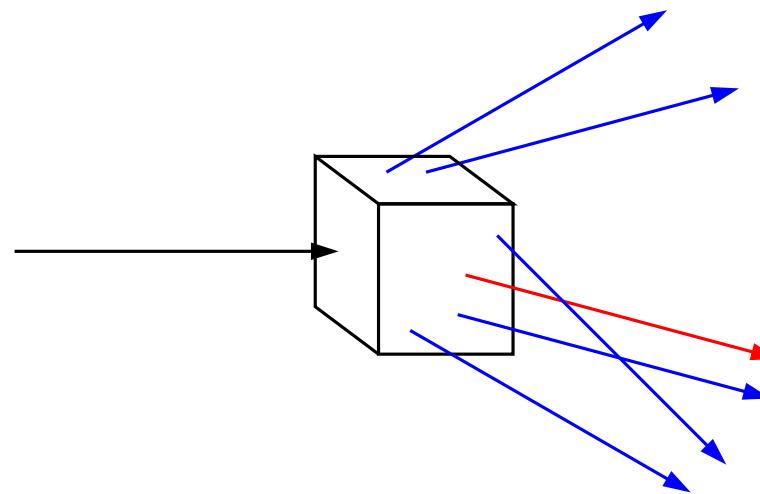


Neutroncount: 1e12  
No gravitation  
Xtal size: 0.5 mm  
Xtal mosaicity: 12'  
Detector: 50 x 50 cm flat  
Detector-to-sample  
distance: 20 cm  
Guide length: 131 m  
Guide dimensions: 9.5 cm  
 $\lambda_{\min} = 1.3 \text{ \AA}$   
 $\lambda_{\max} = 3.5 \text{ \AA}$   
Timespan: 51.39 to 143.4 ms  
Divergence = 0.2 degs

slight sidetrack....

# Algorithm improvement: Use incoming neutrons more efficiently - scatter each one on all possible reflections

- **Red:** Original algorithm, one incoming neutron used only once
- **Blue:** Improved algorithm, each incoming neutron scattered (via SPLIT keyword) all possible times
- Component makes **estimate on average number of “active” diffraction spots** - in the case Rubredoxin this is around **50!**



# GROUP - components working in parallel



*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 other is “tried” in sequential order until the neutron was SCATTERED.

# EXTEND

- 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
```

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


*K & R. / GNU*


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 PROGRAMACIÓN



BRIAN W. KERNIGHAN  
 DENNIS M. RITCHIE

# WHEN

- 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
```



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# JUMP

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



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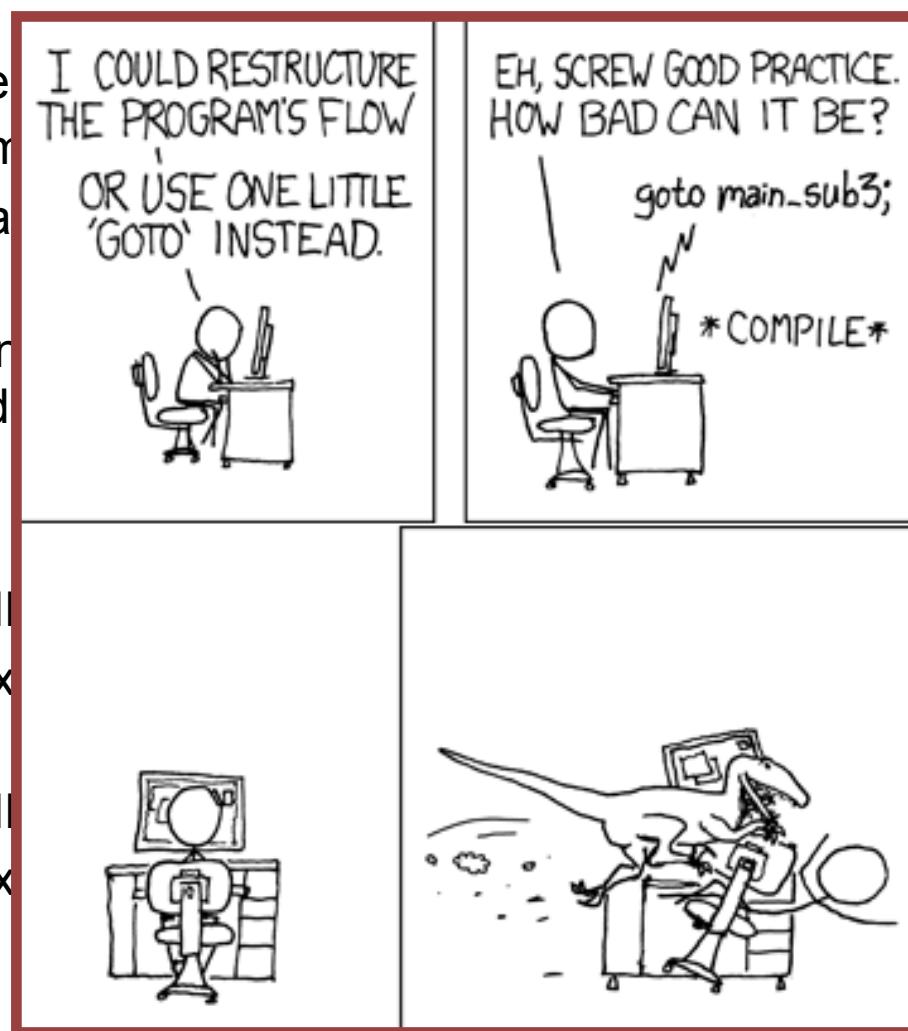
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**BEWARE - This IS a**

that if the Arms you JUMP  
the neutrons...)



# COPY- inside instruments

- In instruments: (see 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=gAlpha, m=m, W=gW)
    - AT (0,0,AI\_Thickness+gGap) RELATIVE PREVIOUS
    - ROTATED (0,Rh\_H25\_1,0) RELATIVE PREVIOUS
  - COMPONENT COPY(H25\_1) = 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



# 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
```