MRI Simulator Notes

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Tasks

- I looked into distributed computing using Python.
- I looked into random number generation.
- I implemented excitation pulses in our simulator.

Distributed computing using Python

- The module Ray seems well-suited to our application.
- Ray allows you to modify serial code for distributed computing (using a cluster or in the cloud) by simply adding decorators to existing functions and classes (reference).
- See the reference page here.

Random number generation

- If we want fast random number generation, I think we are better off with a software pseudorandom number generator.
- Hardware random number generators create a sequence of numbers that is more truly random; however, software pseudorandom number generators have a higher output rate.
- This Wikipedia entry says "hardware random number generators generally produce only a limited number of random bits per second."
- Cherkaoui et. al. 2013 report on a hardware random number generator that outputs 200 Mb/sec.
- Compare with the Xorshift class of software pseudorandom number generators, which outputs (200 million 32-bit ints)/sec = 6.4 Gb/sec (reference) .

Excitation pulses in our simulator