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Subject: Re: libstt.so error

Posted by [Gianluigi Boca](#) on Sat, 20 Mar 2010 20:24:23 GMT

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Johan Messchendorp wrote on Sat, 20 March 2010 14:14Hi,

The pandaroot releases are updated for the nightly builds. I checked this on a few of them, all seem to be up-to-date. Still, I see problems on 64-bit machines (Debian Lenny and Suse Enterprise), with timeouts (300 secs) for the fourth macro in the stt QA directory...

<http://fairroot.gsi.de/CDash/testDetails.php?test=47602&build=17222>

<http://fairroot.gsi.de/CDash/testDetails.php?test=47632&build=17229>

Also on an older 32-bit machine running Fedora, I see a timeout (actually, I manually increased the limit to 600 seconds for this machine)

<http://fairroot.gsi.de/CDash/testDetails.php?test=47619&build=17226>

The good news... I don't see any crashes anymore. Nevertheless, I wonder about the timeouts, whether the code is not hanging in some infinite loop or whatever. It might be good to build in an internal timeout in the track finding code, not too waste CPU time on hopelessly long taking events. What do you think?

Greetings,

Johan.

Yes, I will investigate the 'timeouts' problem from now on.

In my experience they are usually caused by very 'messy' events with a lot of hits typically produced by delta rays or so, not originating from the primary vertex.

In this case the real pattern recognition algorithm fails or finds many little tracks and so on. In such cases before finishing, it may try a lot of combinatoric combinations of hits before exhausting all possible combinations, and that may take a lot of CPU time.

Not an infinite loop then, but only a many seconds of CPU consumption.

Gianluigi