

/Reconstruction/MdcPatRec/MdcxReco/MdcxReco-00-01-59/src/MdcxTrkFinder.cxx

MdcxFindTracks dctrks(seglist,m_debug);这行代码导致运行变慢

重建文件为bes3fs/offline/data/raw/round05/120613/run_0028593_All_file001_SFO-1.raw

event_num = 327 Trk_Finder time = 12017.5 hit_num = 193

event_num = 440 Trk_Finder time = 66690.53125 hit_num = 614

event_num = 695 Trk_Finder time = 2091.24 hit_num = 86

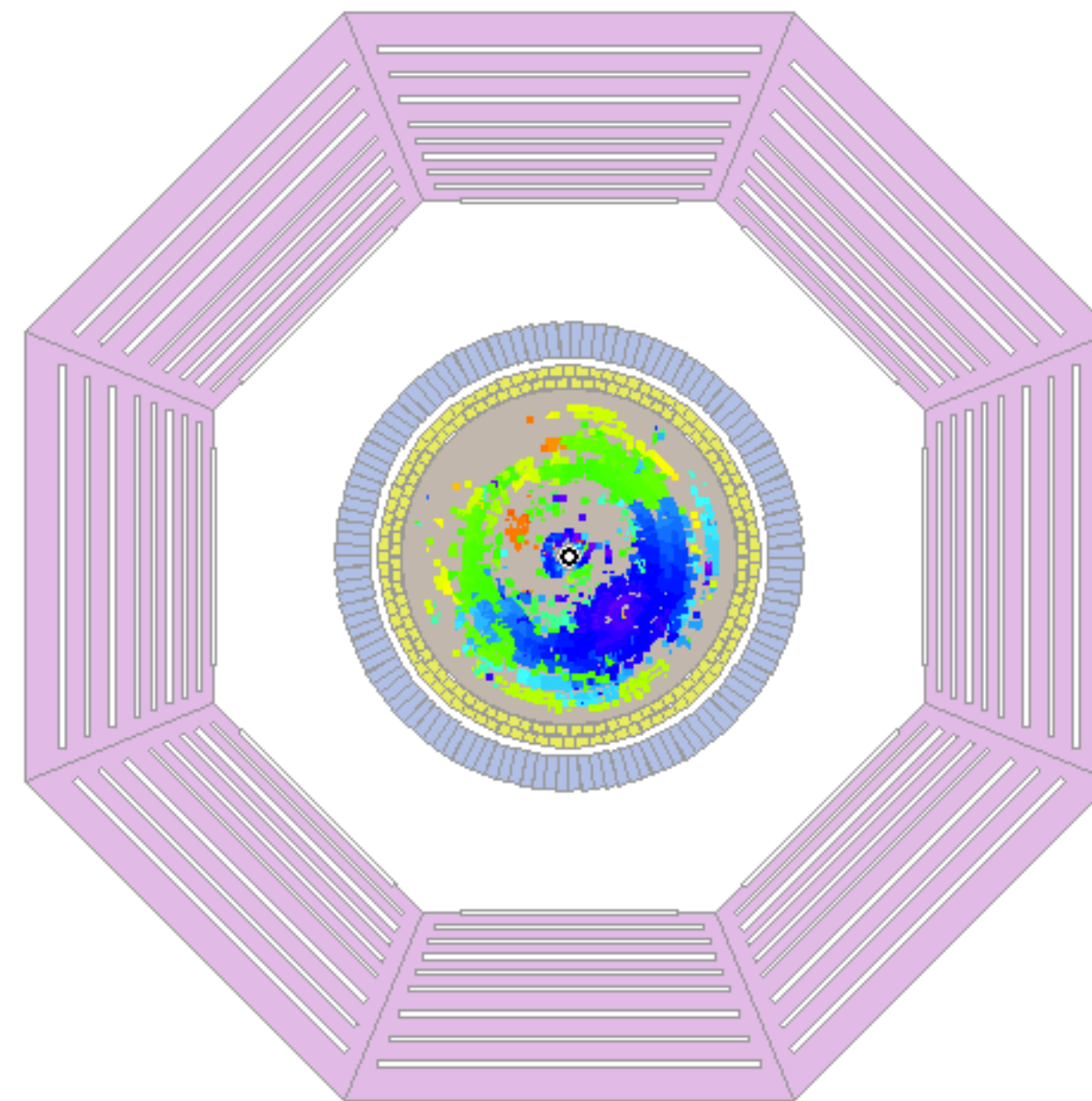
event_num = 1317 Trk_Finder time = 2440.09 hit_num = 113

event_num = 2464 Trk_Finder time = 5180.13 hit_num = 538

event_num = 5195 Trk_Finder time = 18666.71484375 hit_num = 295

event 440

BesVis
Run 28593
Event 440
Etime: 1147.1ns
stat: 131
quality: 0.0
date: 2012-06-12
time: 08:21:10
MC=No
Time Type: 0



XY View

/bes3fs/offline/data/raw/round10/170128/run_0048716_All_file001_SFO-1.raw

在事例号为814 这个事例里，重建时

Reconstruction/TrkReco/TrkReco-00-08-59-patch4-slc6/src/TrkReco.cxx

```
for(int ii=0;ii<nmax;ii++){  
  
    ndrop=rr->DropWorst();  
    if(ndrop)err=_rkfitter.fit(*rr);  
    if(err)break;  
}
```

该循环一般进行十多次，每次正常为数毫秒，但是在这个事例，每次循环进行几十毫秒(击中数501)

circle time = 64.484

circle time = 63.55

circle time = 104.867

circle time = 66.828

circle time = 79.757

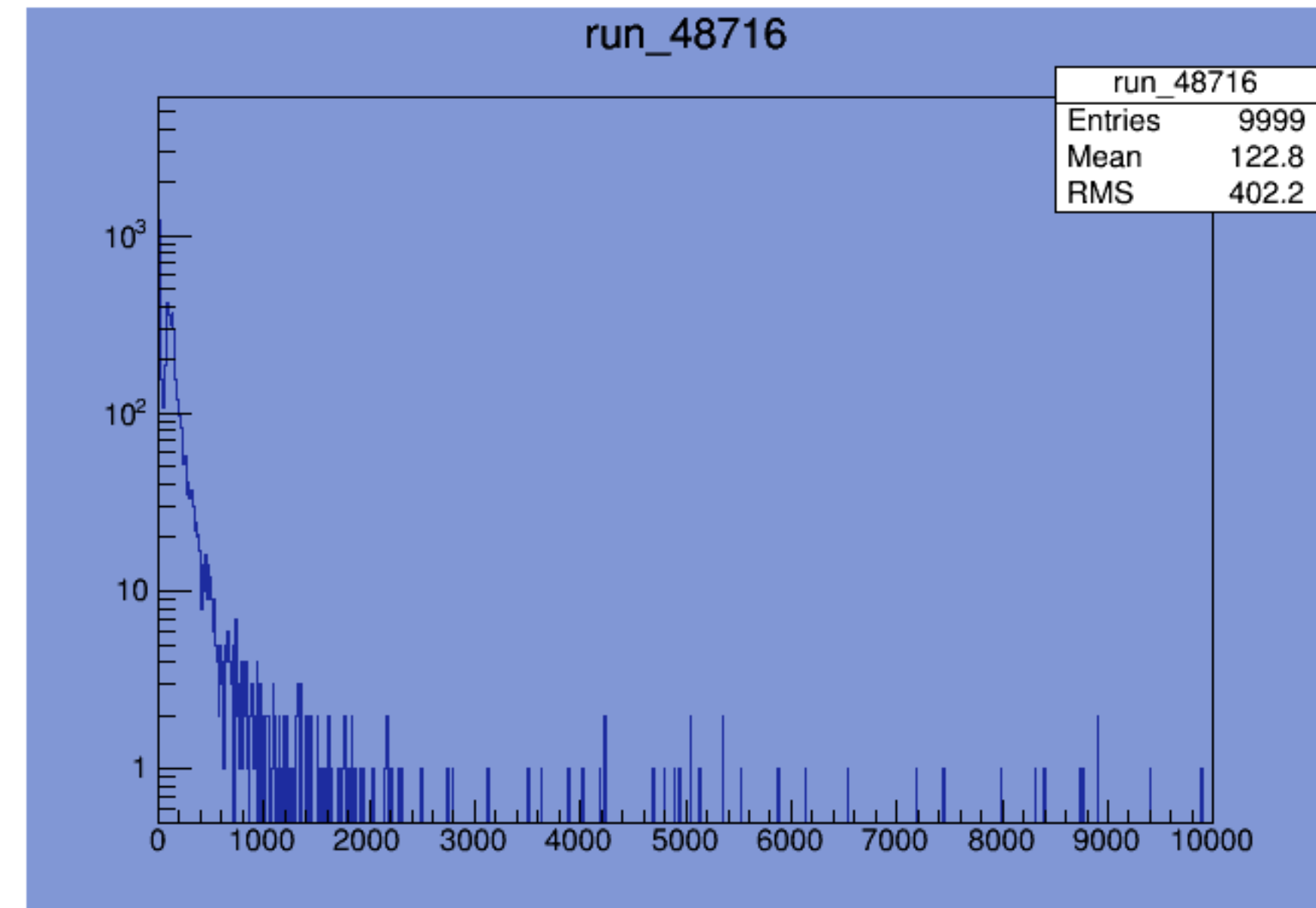
circle time = 77.003

circle time = 99.581

circle time = 104.562

circle time = 94.2

circle time = 100.899

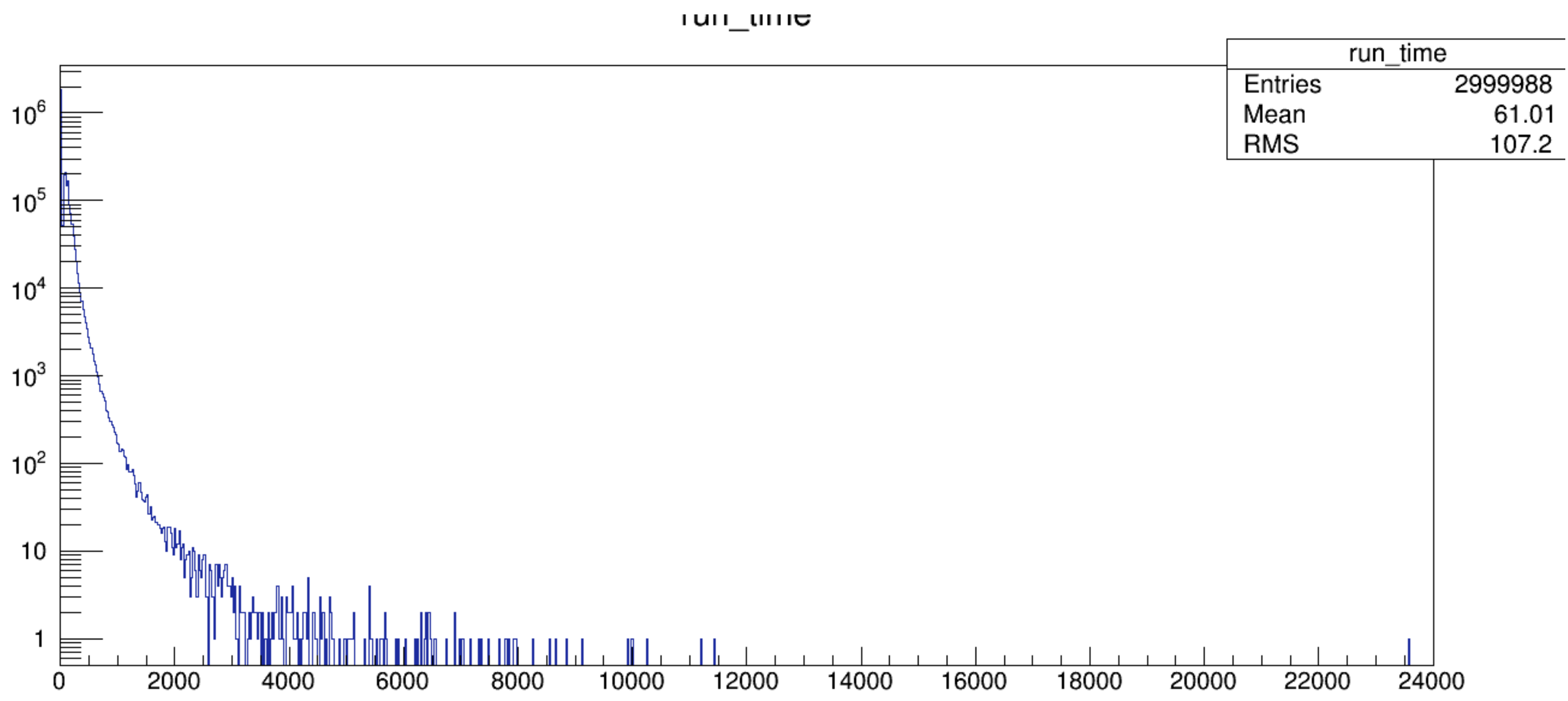


事例数: 5000

重建時間>400ms:3%

占總時間: 40%

删除MdcxFindTracks



事例数： 200多万 重建时间>400ms:1.5% 占总时间： 12%

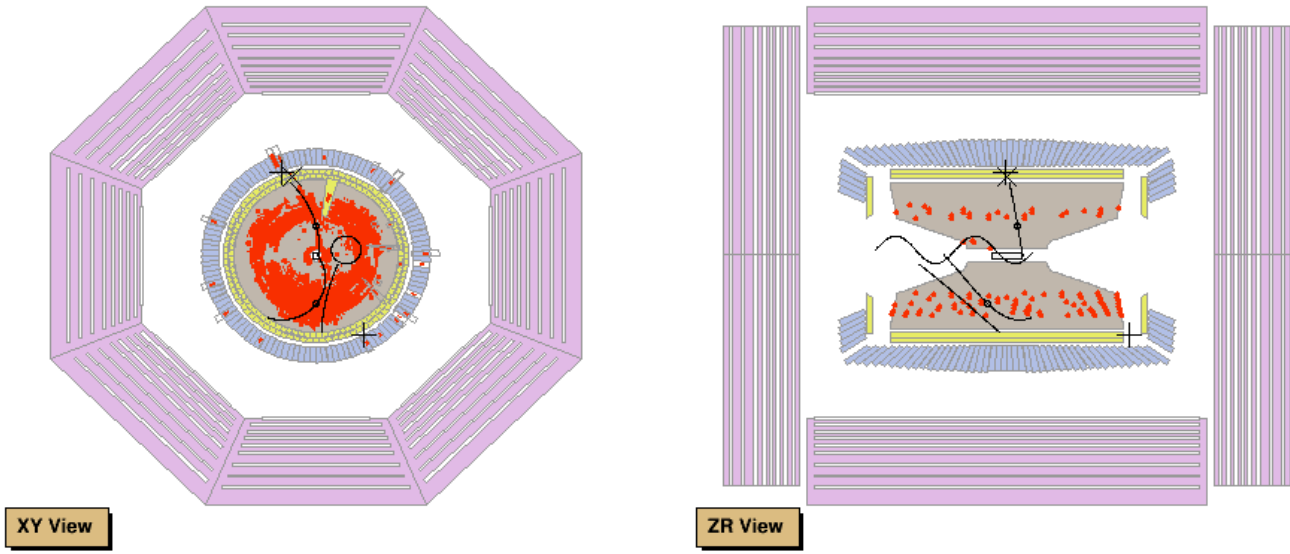
Run 28604
Event 1075548

Estime:330.7ns stat:111 quality:1.0

date: 2012-06-13 time: 03:46:28

MC=No Time Type: 0

BesVis



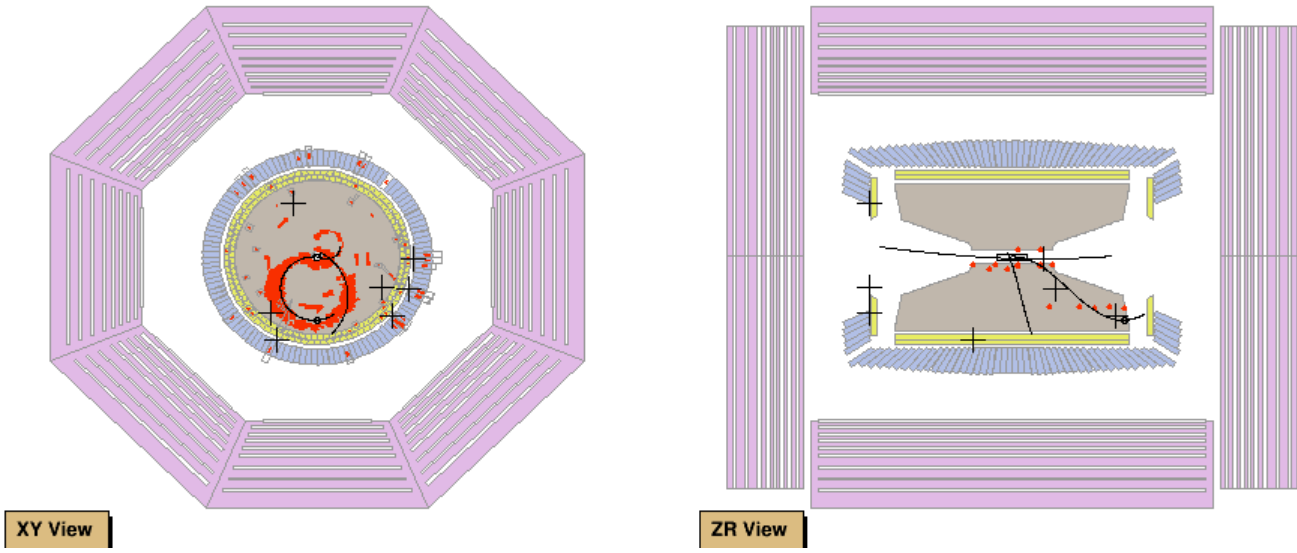
Run 28604
Event 1165721

Estime:322.7ns stat:131 quality:0.0

date: 2012-06-13 time: 03:48:21

MC=No Time Type: 0

BesVis



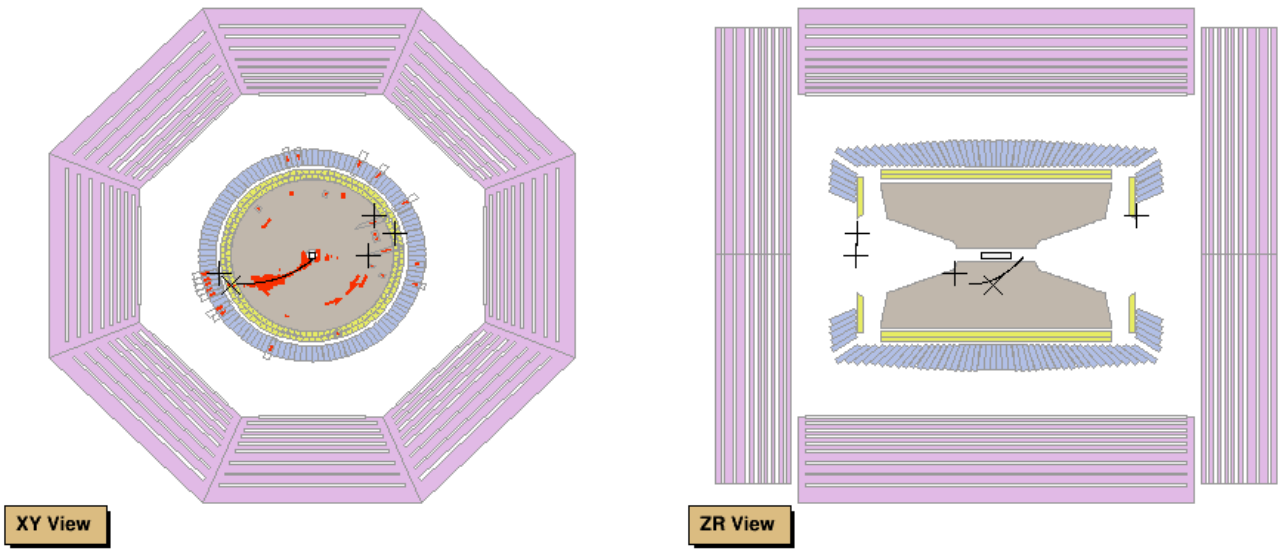
Run 28604
Event 1054567

Estime:330.7ns stat:111 quality:1.0

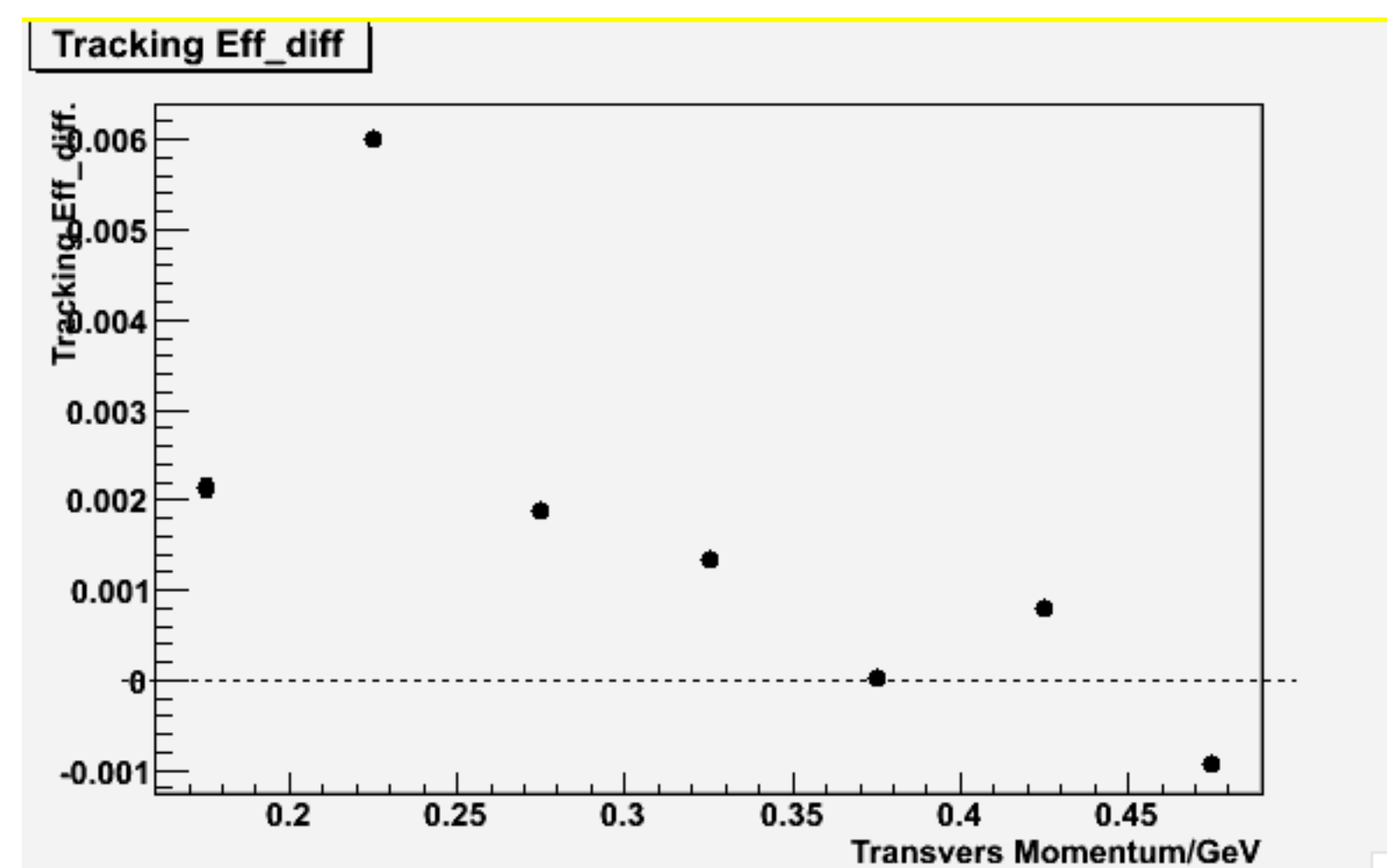
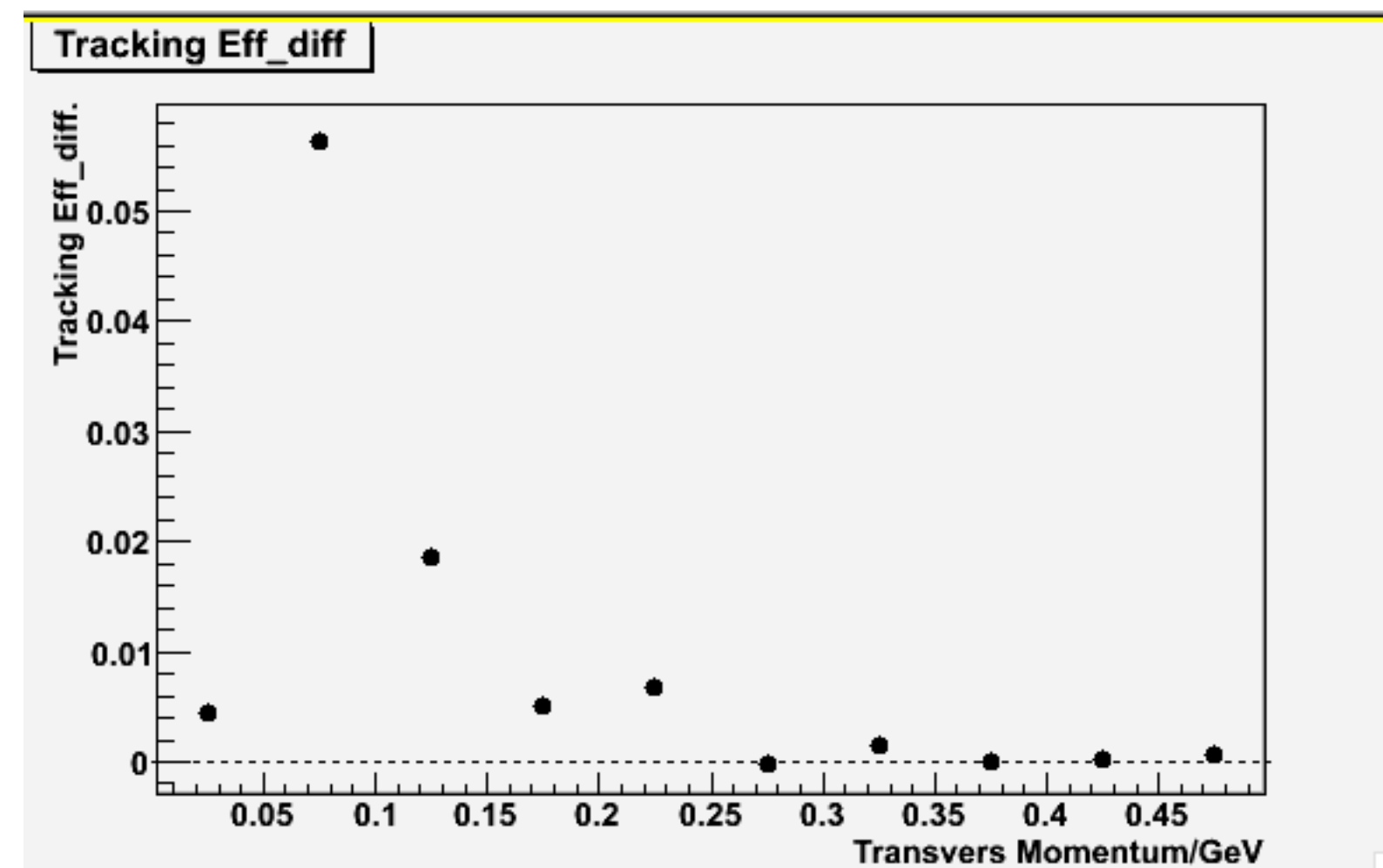
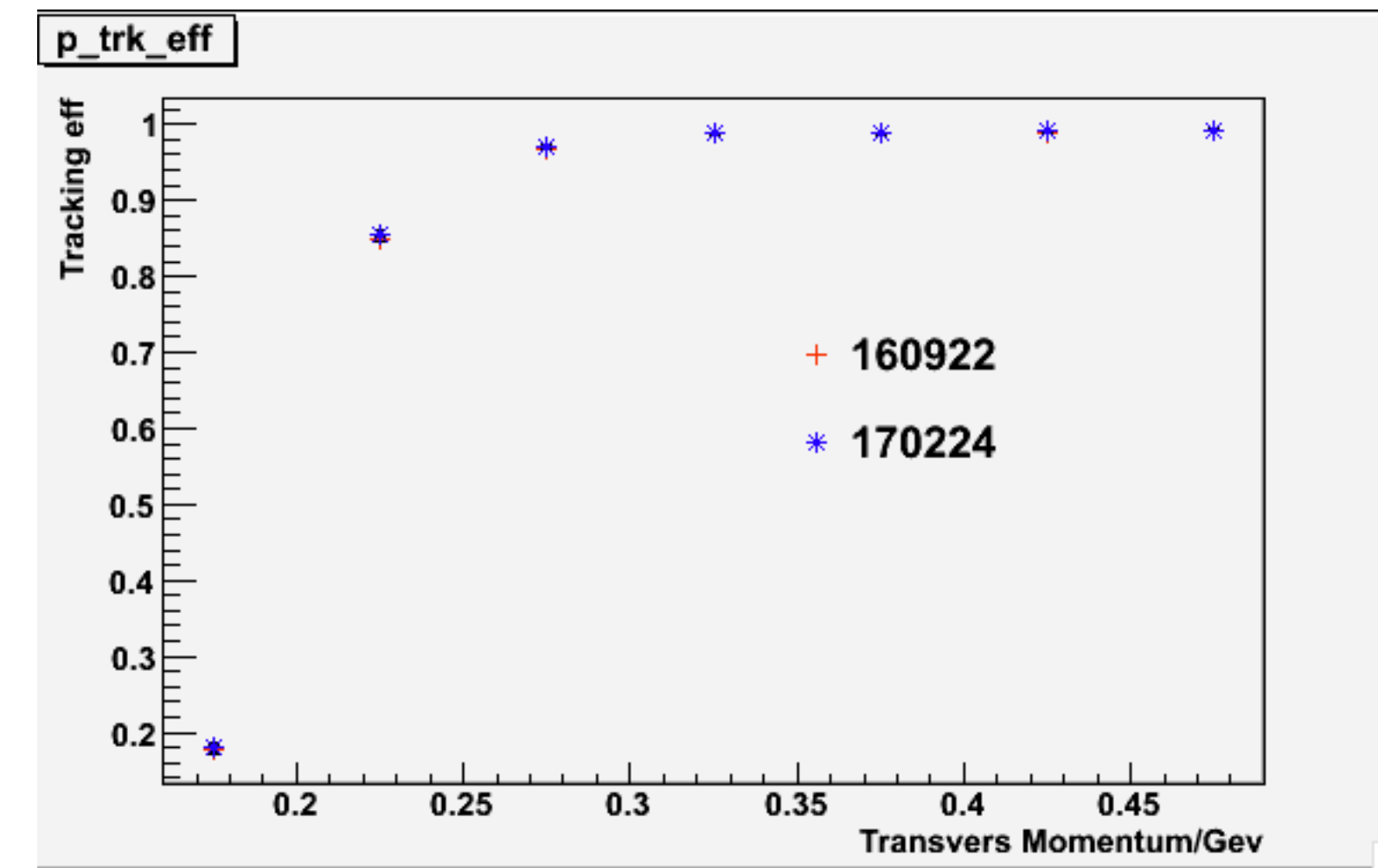
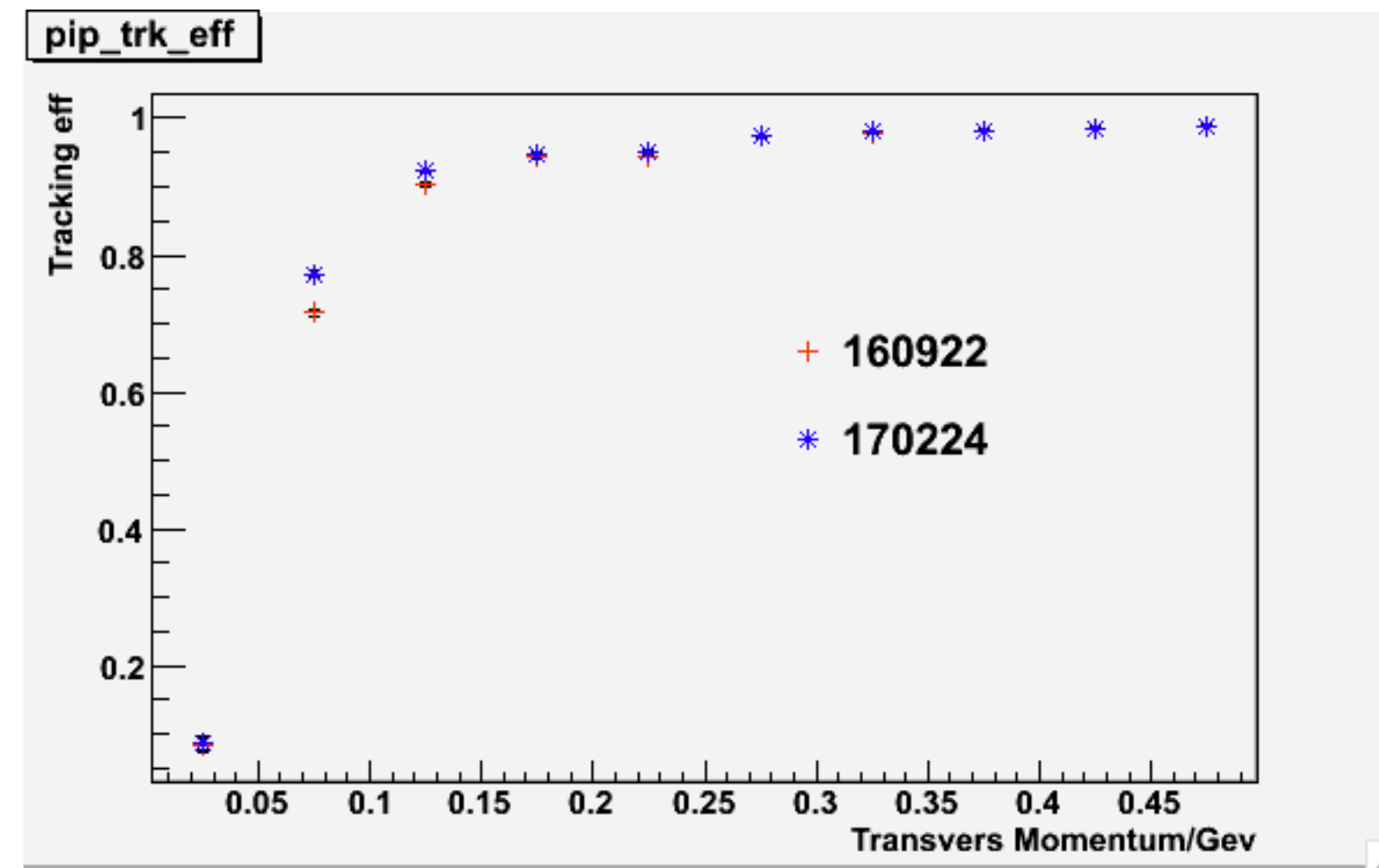
date: 2012-06-13 time: 03:46:02

MC=No Time Type: 0

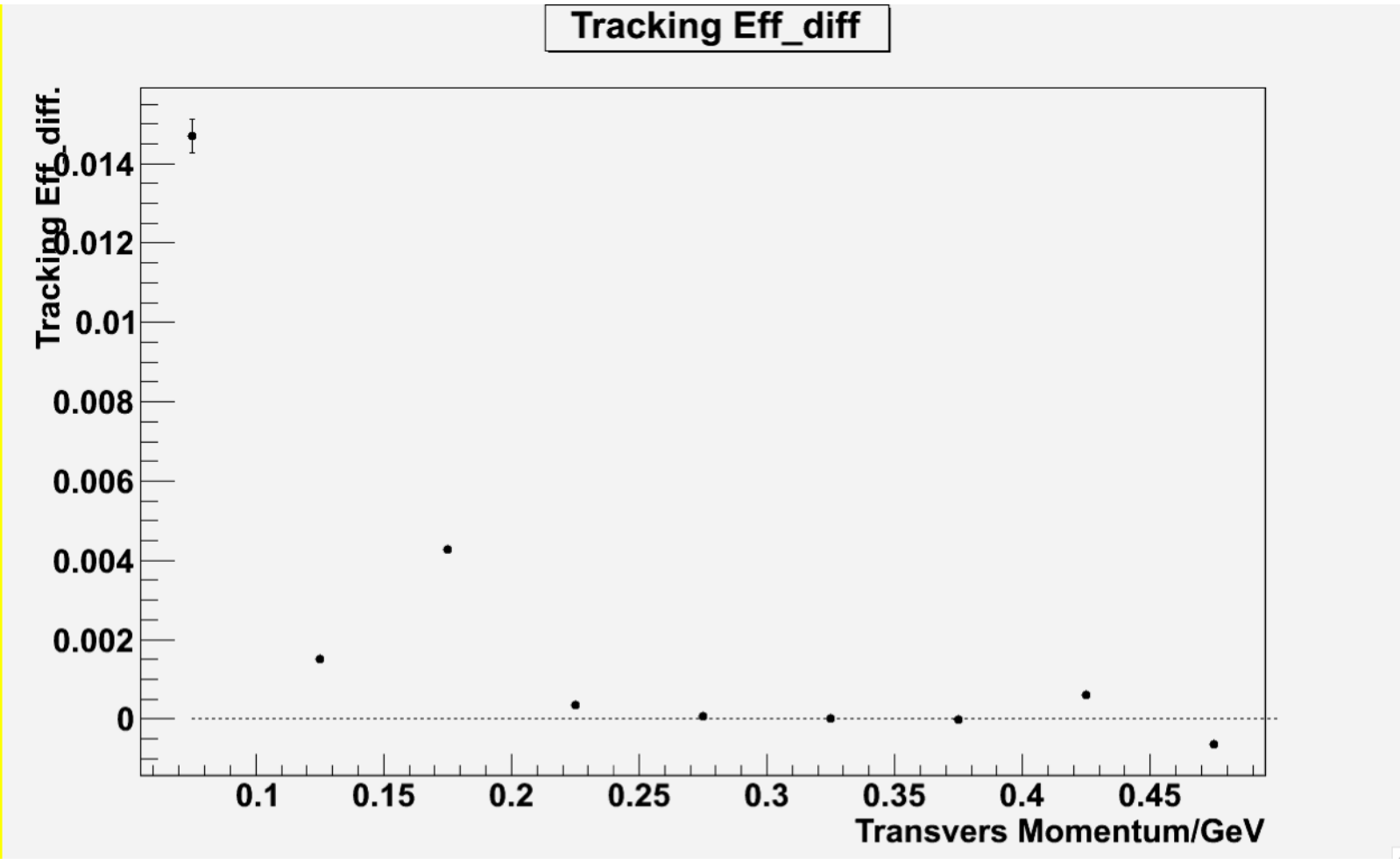
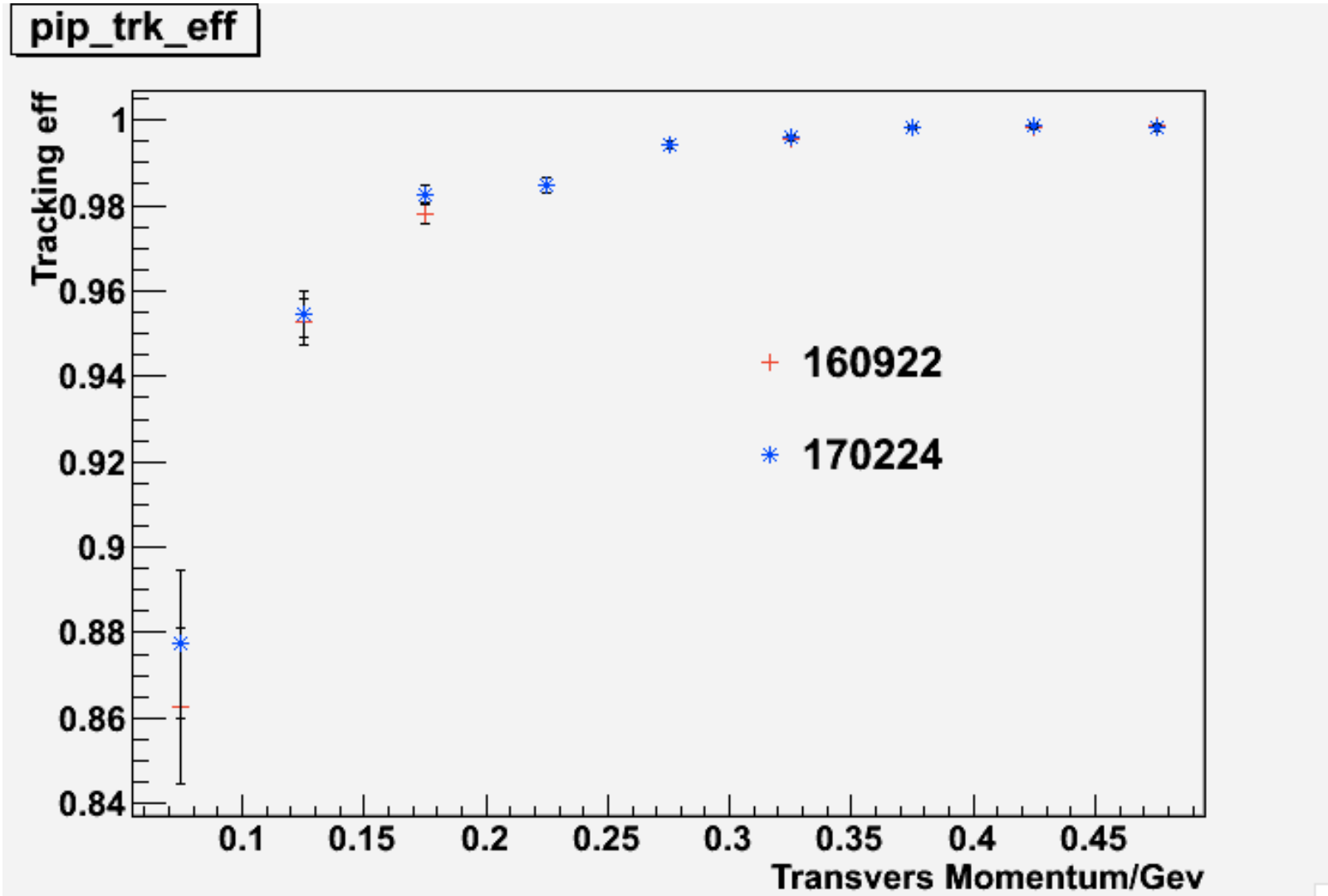
BesVis



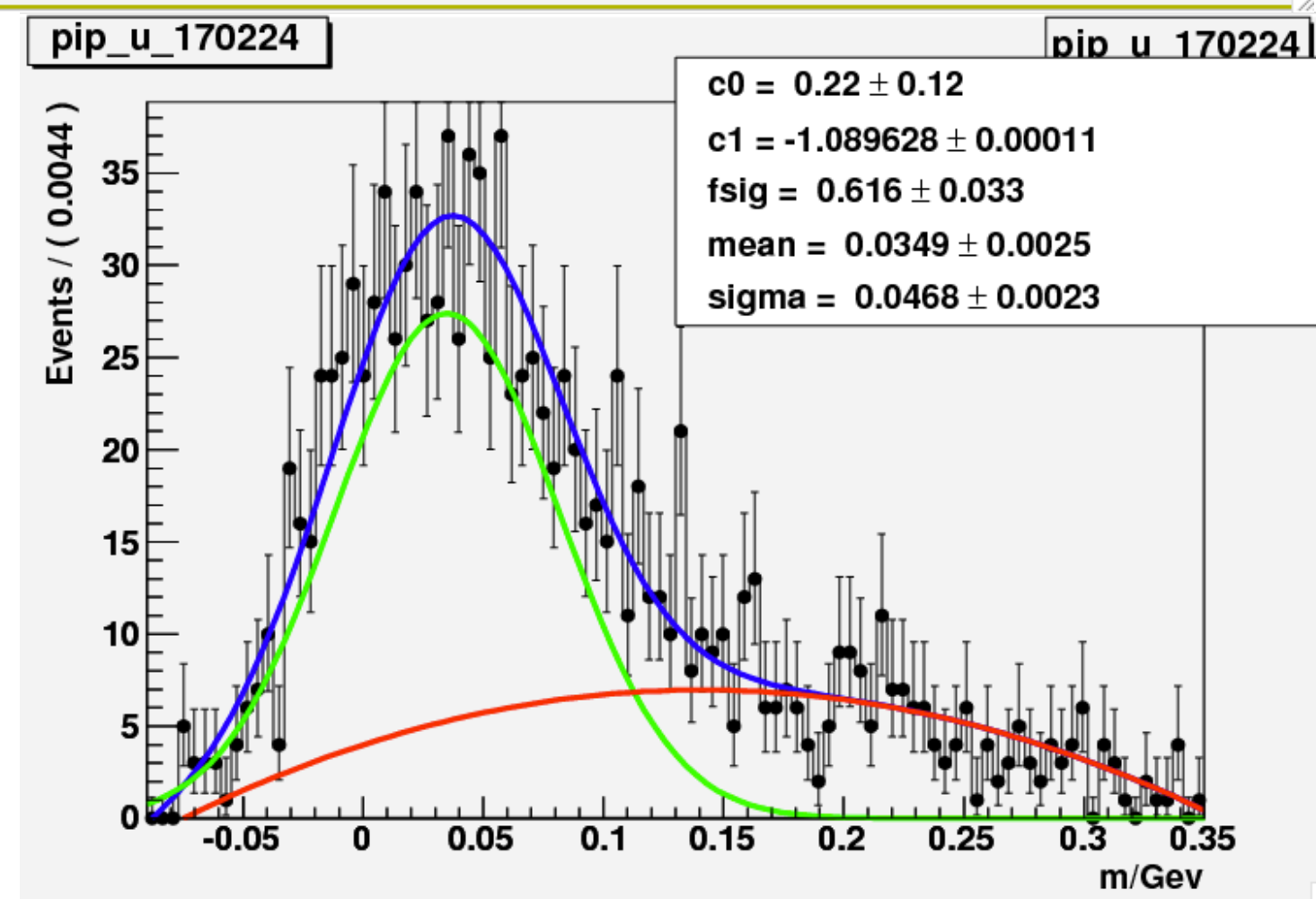
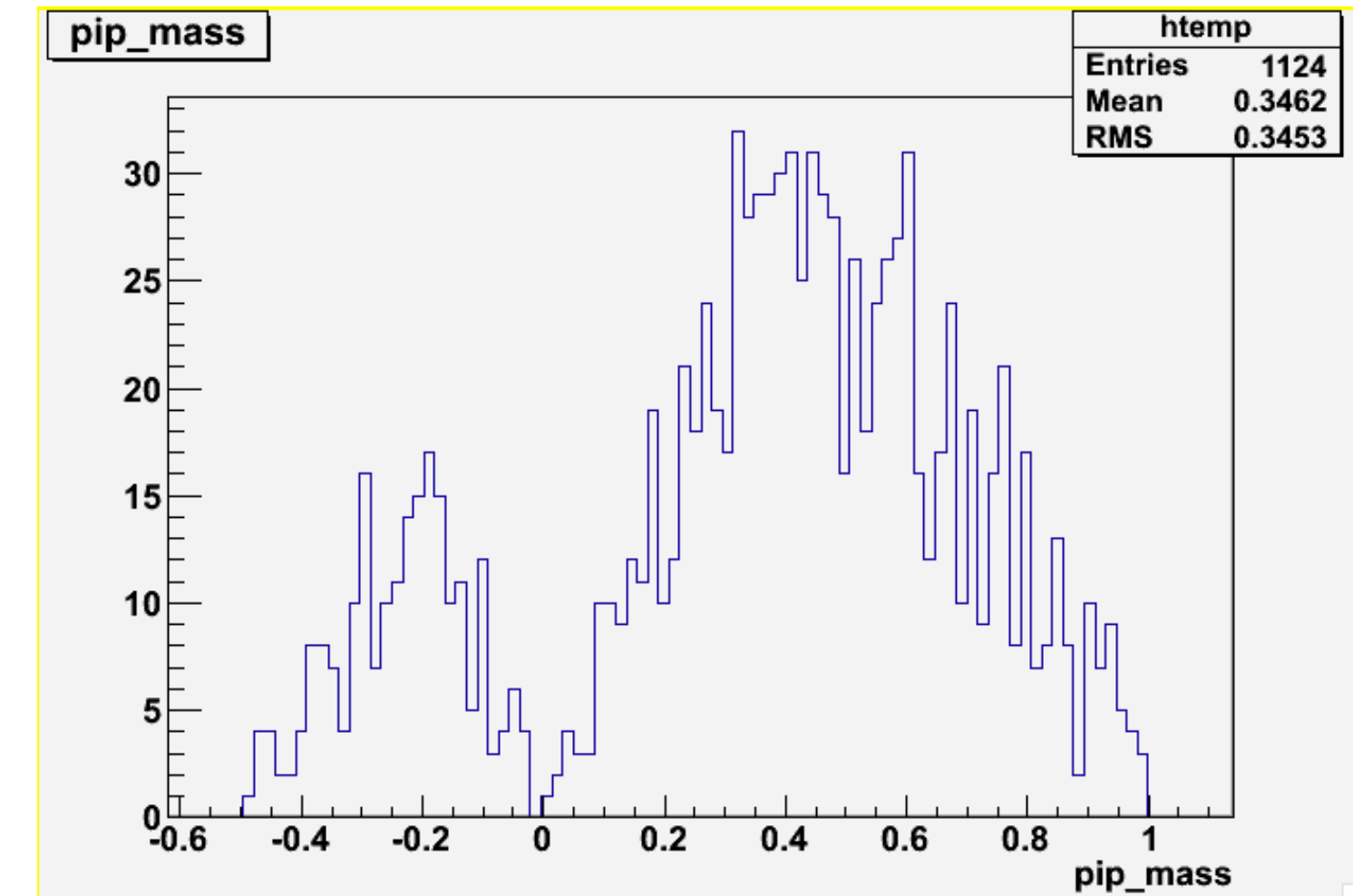
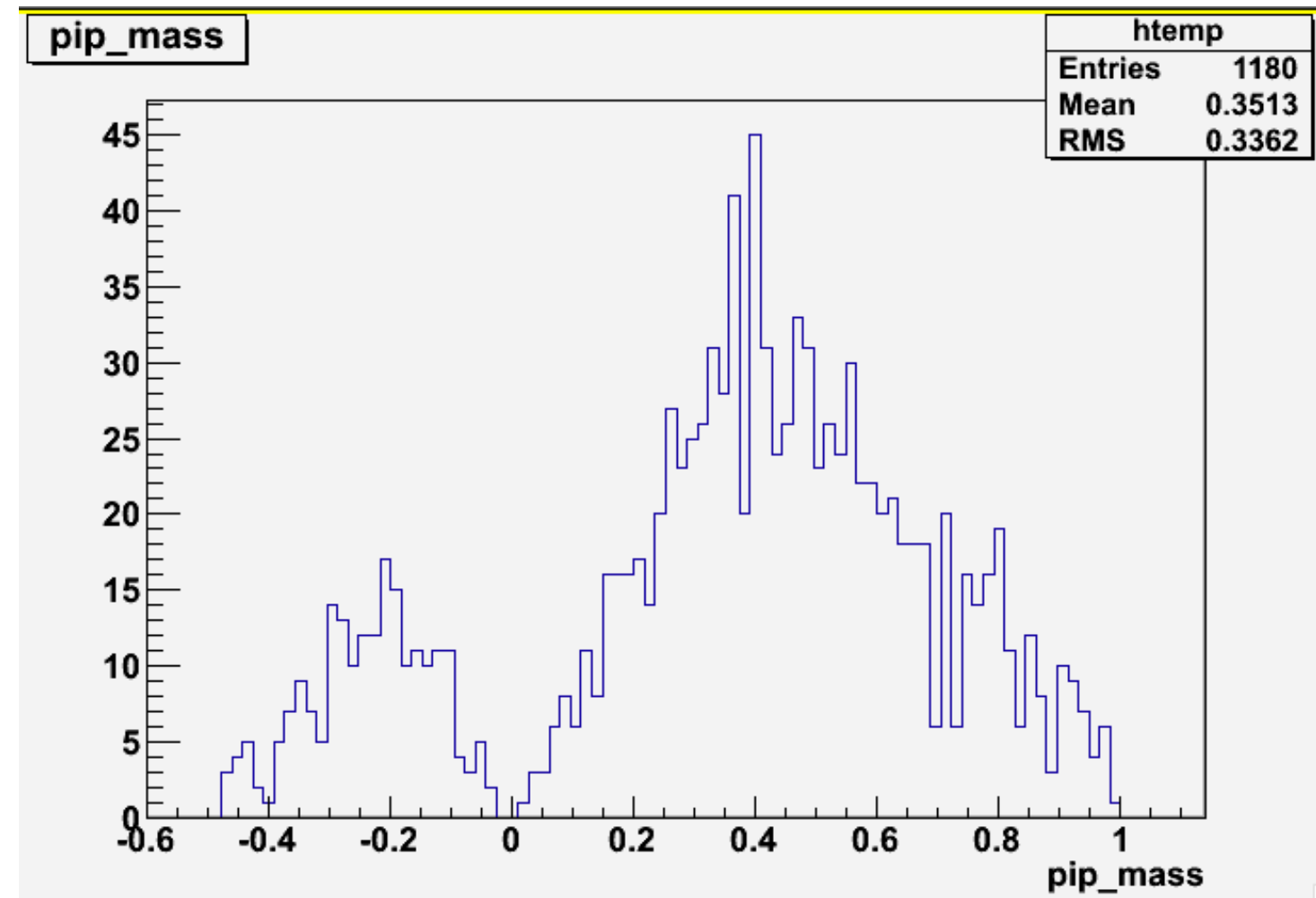
PPPiPi



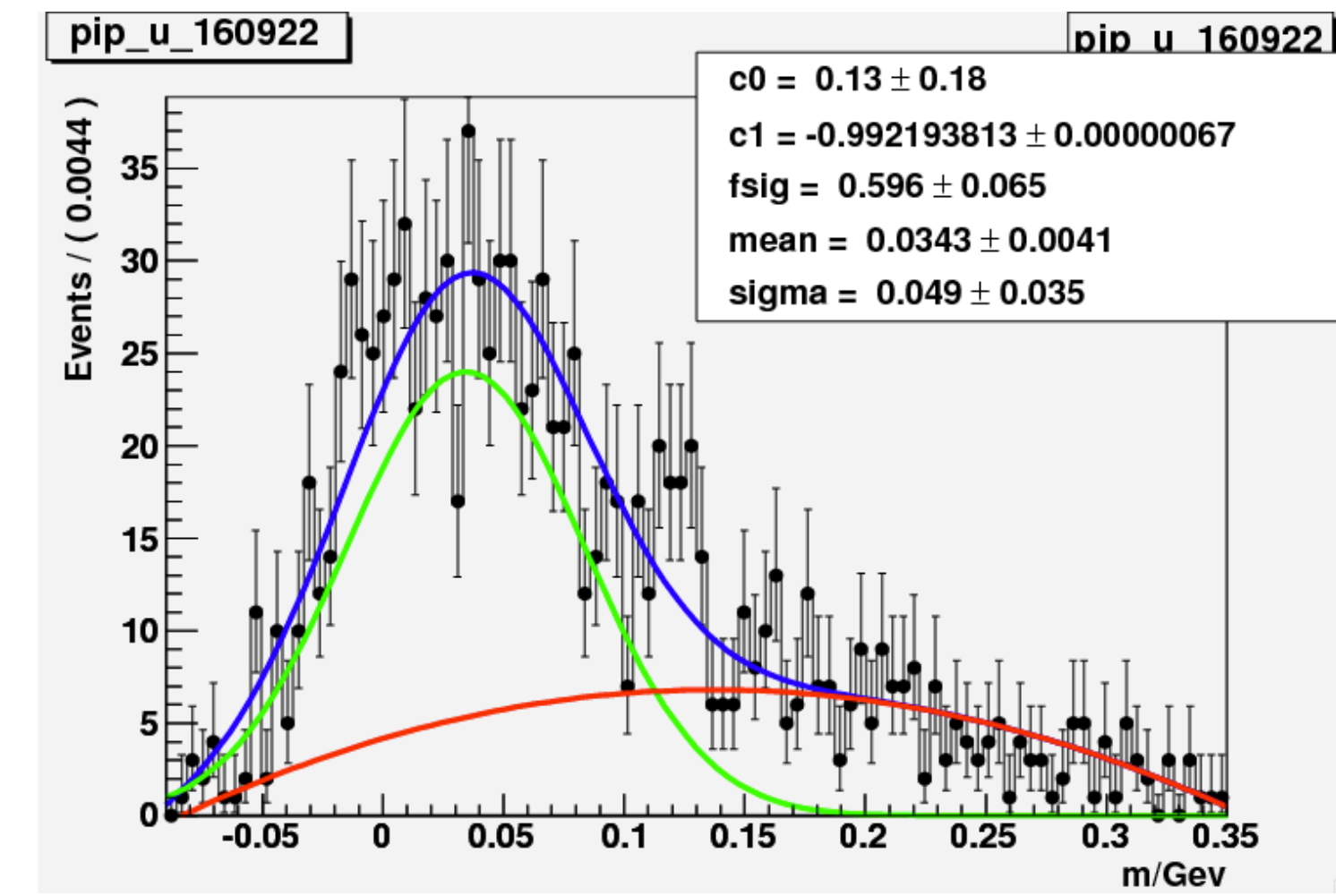
Rhopi



Rhopi中的低动量的反冲质量分辨



pim<0.2



pim<0.2