

artdaq - Support #20419

Investigate where the art process is spending its time in high-data-volume situations at protoDUNE

07/23/2018 09:23 PM - Kurt Biery

Status:	New	Start date:	07/23/2018
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Co-Assignees:	
Experiment:	-		
Description			
When running with 10-20 ToySimulator BoardReaders and 2-3 EventBuilders in Partition 5 at protoDUNE, the art process can consume up to 100% of a CPU. What is it doing?			