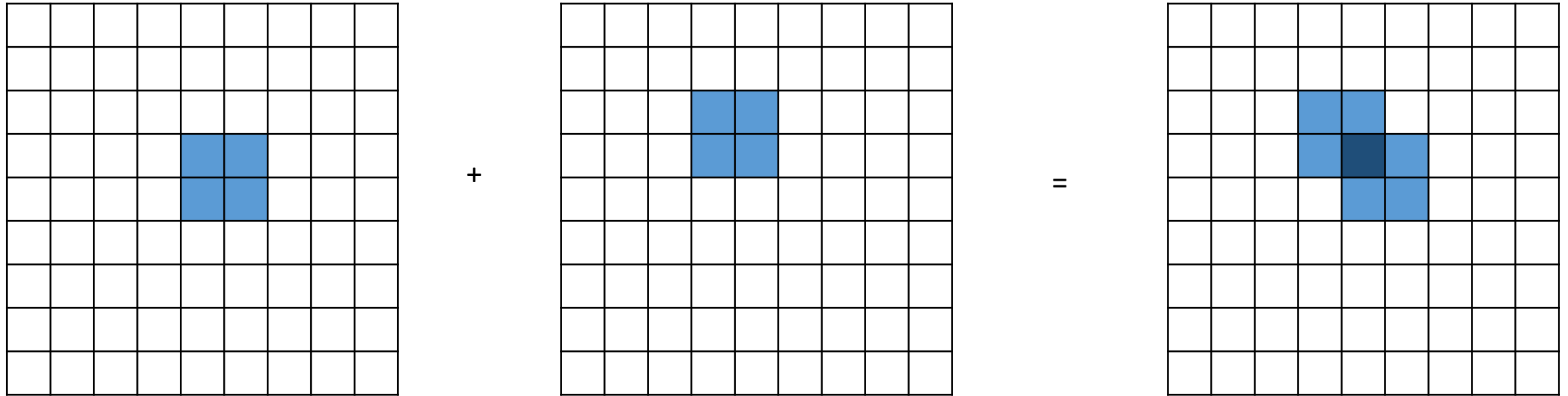


CPU	ImpactTransform: 100.0	get_charge_vec: 73.0	set_sampling: 63.8
			to global grid: 9.2
		convolution: 27.0	convolution: 27.0
CUDA	ImpactTransform: 59.2	get_charge_vec: 31.3	set_sampling: 20.2
			to global grid: 11.1
		convolution: 27.9	convolution: 27.9

# One idea for patch to global grid parallelization: sparse matrix



```
1 // grid is a Kokkos Sparse Matrix
2 Kokkos::SparseMat grid = make_grid(nwire, ntick);
3 Kokkos::parallel_reduce( "sprast", ndepo, KOKKOS_LAMBDA ( int idepo, double &update ) {
4     // patch is a Kokkos Sparse Matrix
5     Kokkos::SparseMat patch = rasterize_one_depo(idepo);
6     update += patch;
7 }, Kokkos::Sum<Kokkos::SparseMat>(grid));
```