

NIS simulations status

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Estimation of resources required for SC2

Based on NIS simulations using the EuclidSIM trunk (SC1), the TIPS trunk (v1.3.1) and PPOs made for SC1c (stars and galaxies).

Including 0th and 2nd orders of dispersion (SC2).

Computed on a v1.1 LODEEN (COS7) machine with 8 CPUs* and 32Gb memory. 200Gb of "EAS" products are settled locally.

1 FOV (0.5deg ²)	mag ≤ 17	mag ≤ 20	no cut
N(sources)	60k(+50)	60k+3k	60k+130k
volume(cats)	25Mb	25Mb	250Mb
volume(spectra)	1.2Gb	2Gb	50Gb
volume(stamps)	750Mb	1.8Gb	50Gb
volume(images)	1Gb(x2)	1Gb(x2)	1Gb(x2)
time	13h	14h	2-3d
memory	<2Gb	<2Gb	<2Gb
total volume	4Gb	5.8Gb	~100Gb

As an example a 10deg² NIS simulation set might require:

- ▶ up to 50Tb of storage
- ▶ up to 40M of CPU HS06

* proc = Intel(R) Xeon @ 2.00GHz