

## RK-A - Bug #1956

### Find the reason of low sim\_score of "spawn start method"

12/19/2021 08:21 AM - Nandini Bansal

<b>Status:</b>	Resolved	<b>Start date:</b>	12/19/2021
<b>Priority:</b>	Urgent	<b>Due date:</b>	
<b>Assignee:</b>	Rohit Choudhary	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	3.00 hours
<b>Target version:</b>	P1	<b>Spent time:</b>	0.00 hour

#### Description

We need to find the reason for the low sim\_scores of the "spawn start method" and make appropriate changes to ensure that the score is increased.

The KP is from Lib Ref. A similar doc of the KP is "spawn and forkserver start method". The KP "forkserver start method" has a high sim\_score but the "spawn start method" does not. The relevant screenshot has been attached.

The possible ways to approach the problem can be:

- 1) Check fullness\_ratio of the header var
- 2) Check the penalty for header variant or KP
- 3) Check if the score is getting reduced in tagging\_utils.py

#### History

##### #1 - 12/19/2021 09:07 AM - Nandini Bansal

- Assignee set to Rohit Choudhary

##### #2 - 12/22/2021 03:34 PM - Nandini Bansal

- Assignee changed from Rohit Choudhary to Anonymous

##### #3 - 12/27/2021 11:29 AM - Anonymous

- Status changed from New to In Progress

##### #4 - 01/09/2022 05:02 PM - Nandini Bansal

- Assignee changed from Anonymous to Rohit Choudhary

- Priority changed from Normal to High

##### #5 - 01/09/2022 05:18 PM - Nandini Bansal

- Priority changed from High to Urgent

##### #6 - 01/12/2022 04:49 PM - Rohit Choudhary

- Status changed from In Progress to Resolved

#### Files

Screenshot from 2021-12-19 13-41-21.png	64.6 KB	12/19/2021	Nandini Bansal
---	---------	------------	----------------