Computing for physics

from an experimental facility to a researcher's laptop

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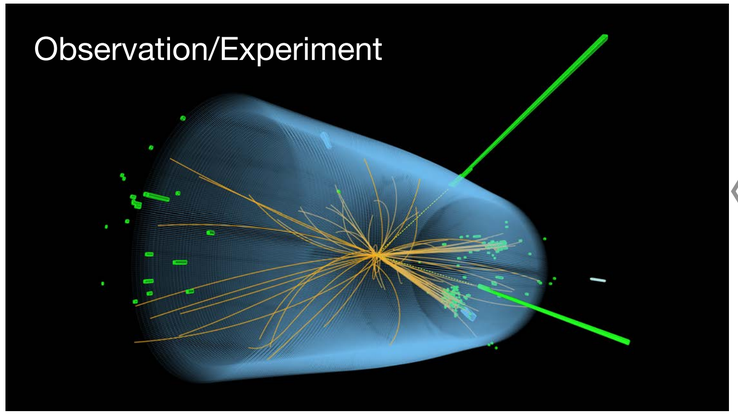
Where computing in physics research?



Computation / Analysis

Theory

$$\mathcal{S}[\varphi_i] = \int \mathcal{L}[\varphi_i(s)]\, d^n s,$$

A long times ago….

Tycho Brahe

1546 - 1601

Danish astronomer who designed and constructed greatly improved astronomical instruments. This increased the accuracy of measurements.

18 years of astronomy observations, precision measurement and systematisation of collected data by Tycho Brahe were complexly analysed by Johannes Kepler, which finally allowed to formulate "Kepler's laws of planetary motion" and eventually paving the way for Isaac Newton theory of universal gravitation.

Johannes Kepler

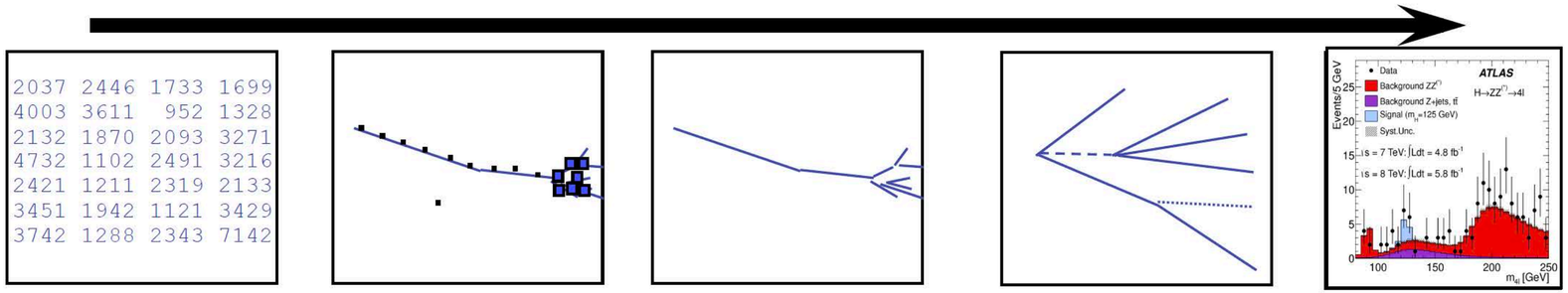
1570 - 1601

Mathematician who used Tycho's observations of the heavens to validate the Copernican model.

Data Acquisition

Data Analysis

Base streams of data processing



RAW DATA

CONVERT TO PHYSICS QUANTITIES

DETECTOR RESPONSE APPLY CALIBRATION, ALIGNMENT,

INTERACTION WITH DETECTOR MATERIAL PATTERN, RECOGNITION, PARTICLE IDENTIFICATION

FRAGMENTATION, DECAY PHYSICS ANALYSIS

BASIC PHYSICS

RESULTS

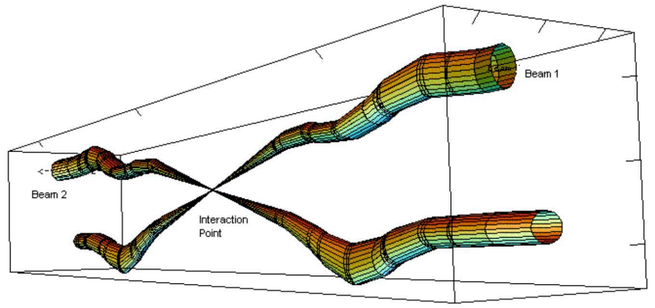
RECONSTRUCTION

ANALYSIS

SIMULATION (MONTE-CARLO)

Data granularity

A small reminder about “Event”



Relative beam sizes around IP1 (Atlas) in collision

In physics, and in particular relativity, an event is the instantaneous physical situation or occurrence associated with a point in spacetime (wikipedia).

For HEP:

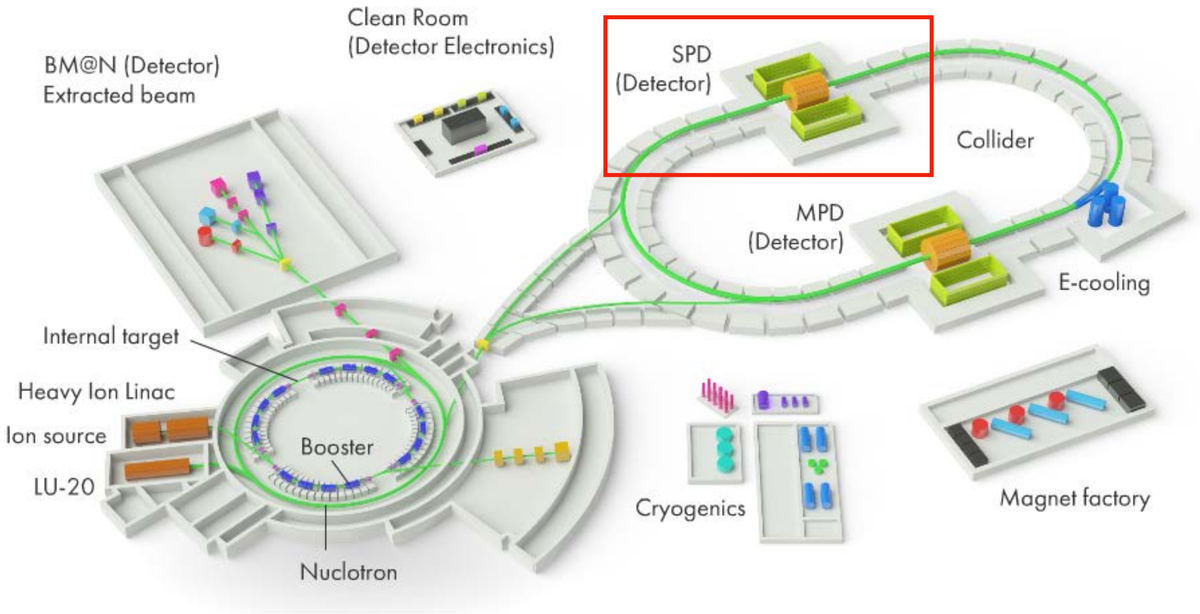
- **Interaction:** Two particles interact and somehow produce a change, be it in energy, trajectory or identity.
- **Collision:** Two particles are made to approach one another and actually undergo an interaction.
- **Beam crossing:** Two beam bunches pass through one another in the center of a detector.
- **Event:** During a beam crossing, one pair or multiple pairs of particles undergo a collision. In an event, often one collision dominates the signature in the detector.

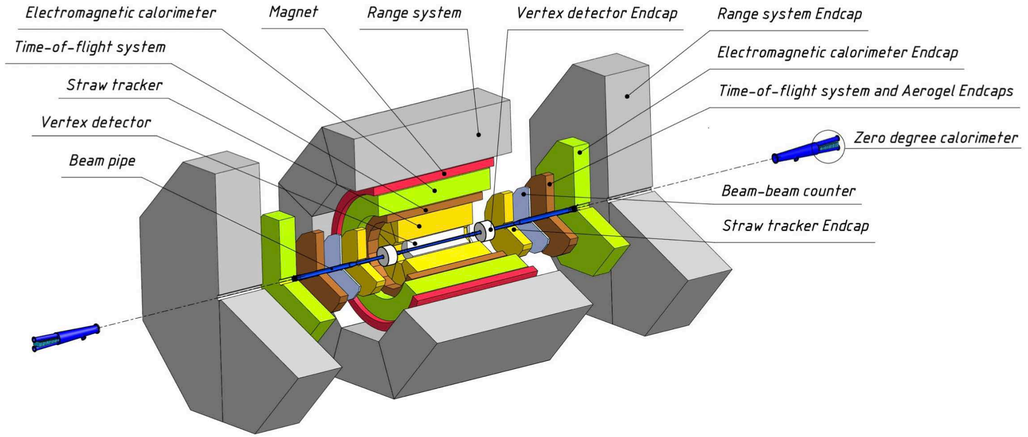
Each event may be processed independently, so for HEP computing - event is the least data unit.

By knowing the size of event, complicity of event processing and expected number of event for processing, you can estimate requirements for computing system.

SPD Spin Physics Detector

Study of the nucleon spin structure and spin-related phenomena in polarized *p-p*, *d-d* and *p-d* collisions





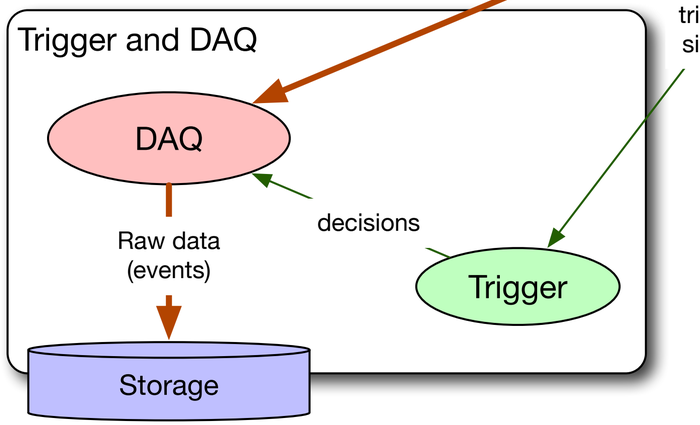
SPD - a universal facility for comprehensive study of gluon content in proton and deuteron

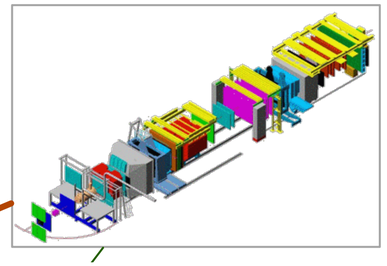
SPD as data source

- Bunch crossing every 80 ns = crossing rate 12.5 MHz
- ~ 3 MHz event rate (at 10^{32} $cm^{-2}s^{-1}$ design luminosity) = **pileups**
- **20 GB/s** (or **200 PB/year** "raw" data, **~3*10^{13}** events/year)
  - Selection of physics signal requires momentum and vertex reconstruction → no **simple trigger** is possible
- Comparable amount of simulated data

SPD data acquisition specialty

What is trigger?

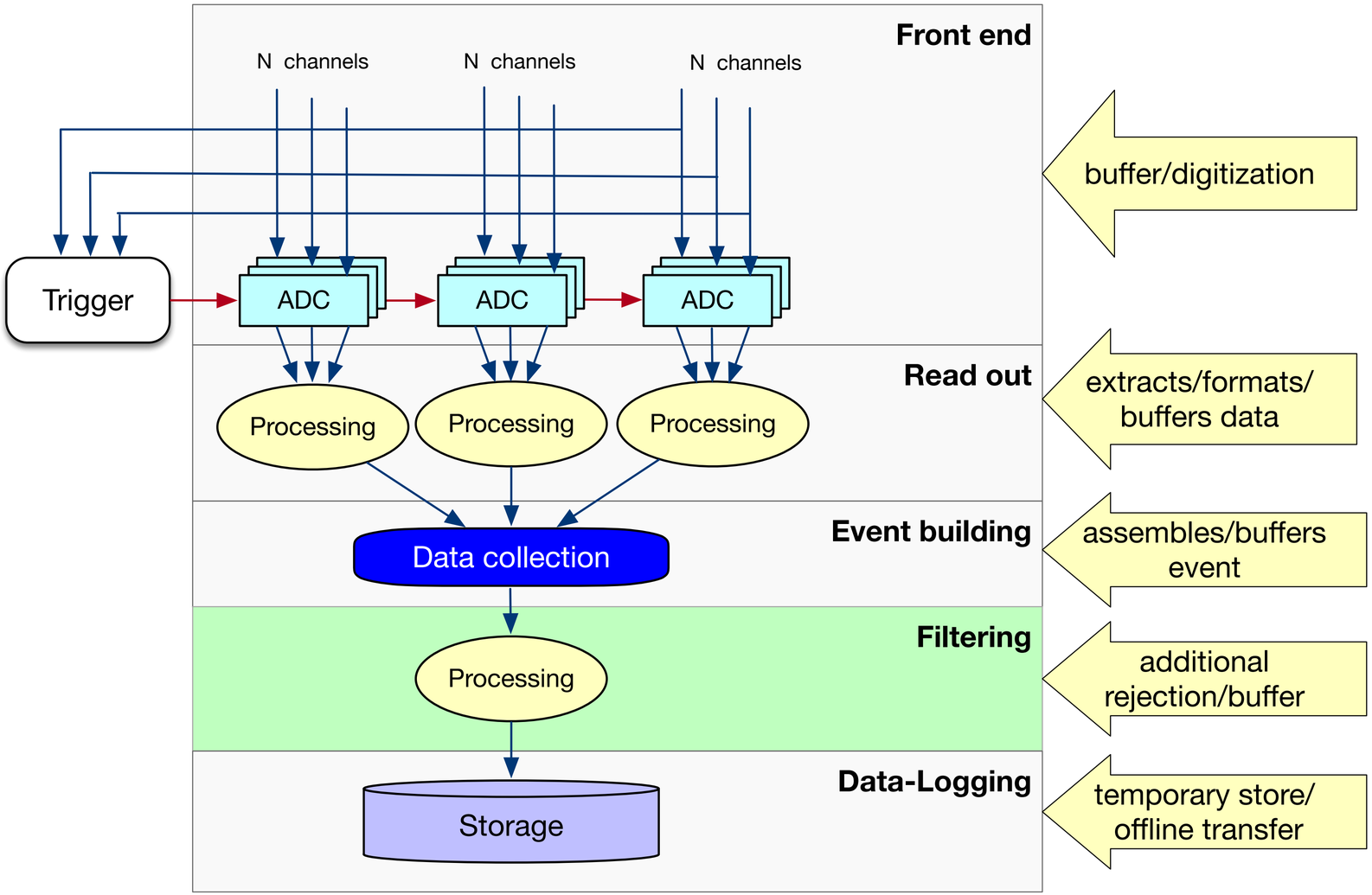




trigger
signal

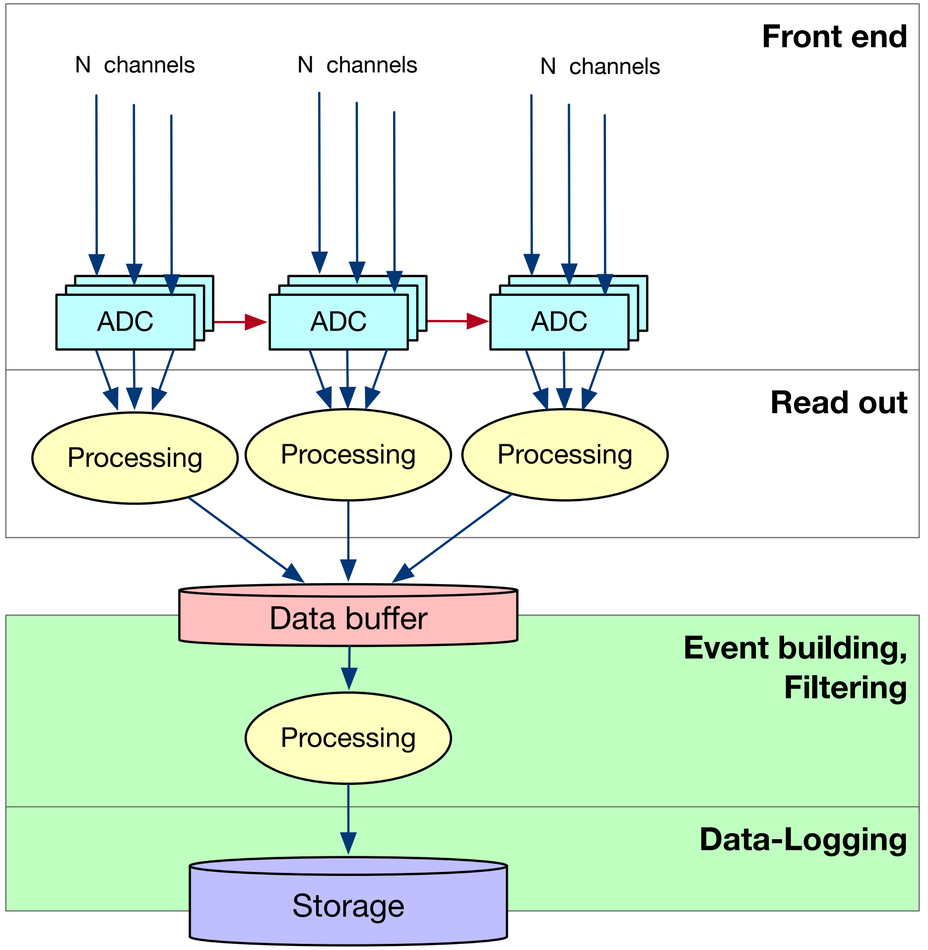
- Main role of Trigger & Data acquisition (DAQ):
  - process the signals generated in the detectors
  - Select the ‘interesting’ events and reject the ‘boring’ ones
  - save interesting ones on mass storage for future processing or analysis
- Trigger, in general, something which tells you when is the “right” moment to take your data
- Trigger – process to very rapidly decide if you want to keep the data if you can’t keep all of them. The decision is based on some ‘simple’ criteria

“Classical" DAQ



SPD data acquisition specialty

- Triggerless DAQ, means that the output of the system will not be a dataset of raw events, but a set of signals from sub-detectors organized in time slices
- To get data in proper format for future processing (reconstruction) and filtering of ‘boring’ events special computing facility named "Online Filter" in progress



SPD DAQ

3 MHz event rate

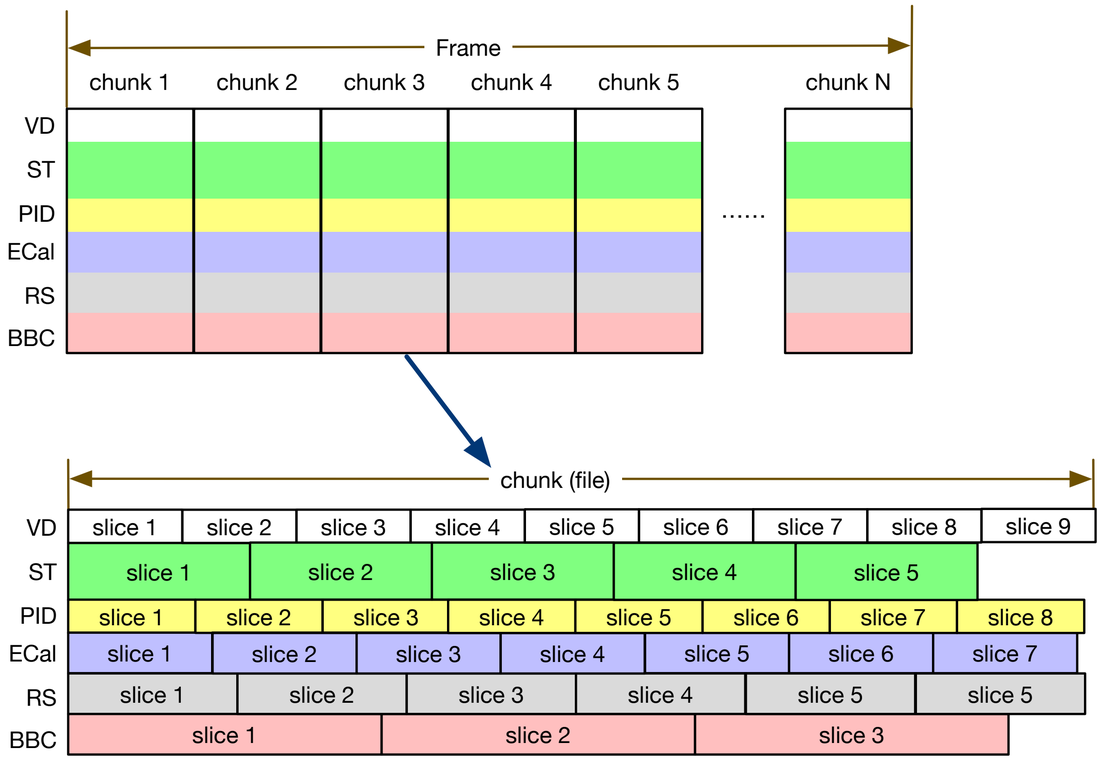
SPD On-line Filter

150 kHz event rate

High-throughput computing for SPD data processing

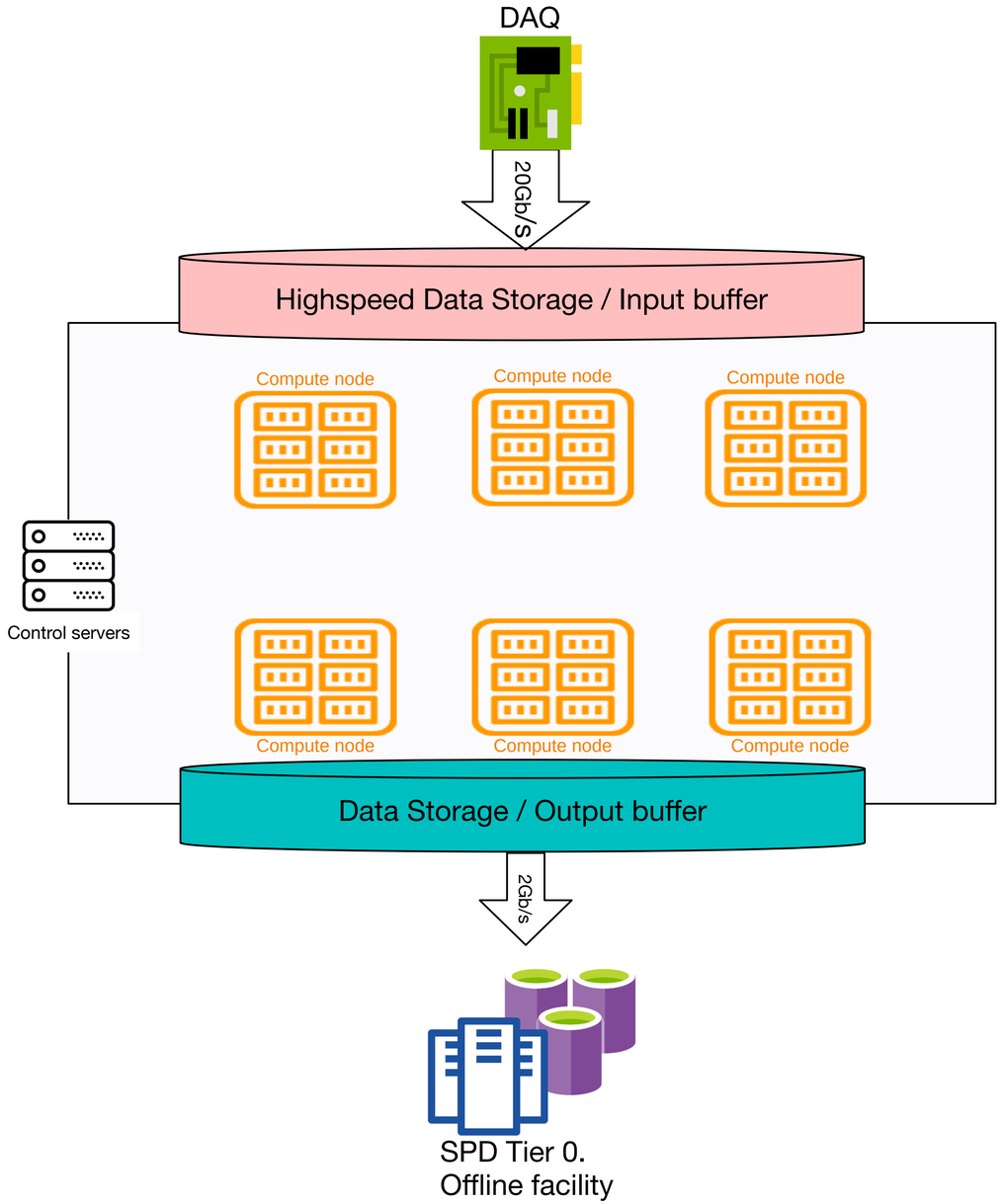
High-throughput computing (HTC) involves running many independent tasks that require a large amount of computing power.

- DAQ provide data organized in time frames and sliced to files with reasonable size (a few GB)
- Each of these file may be processed independently as a part of top-level workflow chain
- No needs to exchange of any information during handling of each initial file, but results of may be used as input for next step of processing.



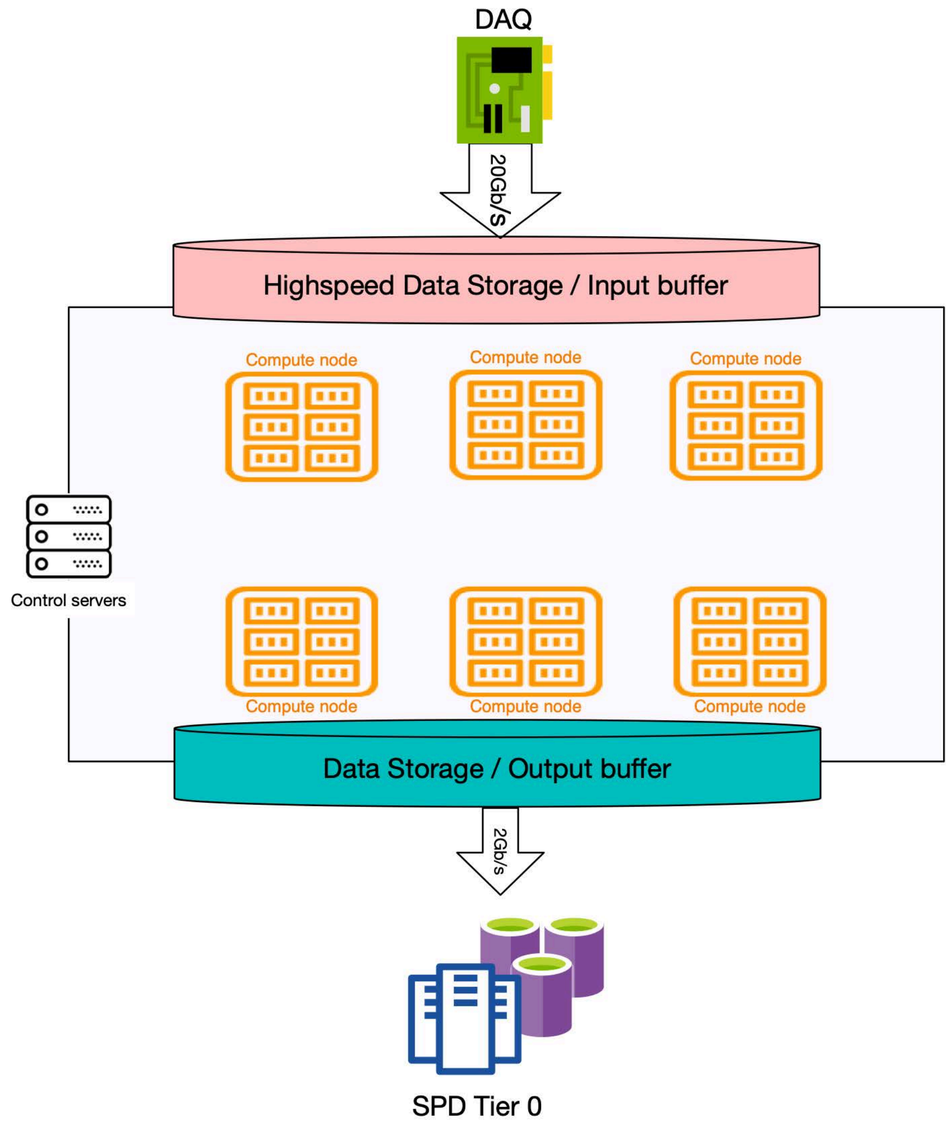
Online filter

- SPD Online Filter is a high performance computing system for high throughput processing
- This computing system should carry out next transformation of data: identify physics events in time slices; reorganize data (hits) in event's oriented format; filter 'boring' events and leave only 'hot'; settle output data, merge events into files and files in datasets for future processing



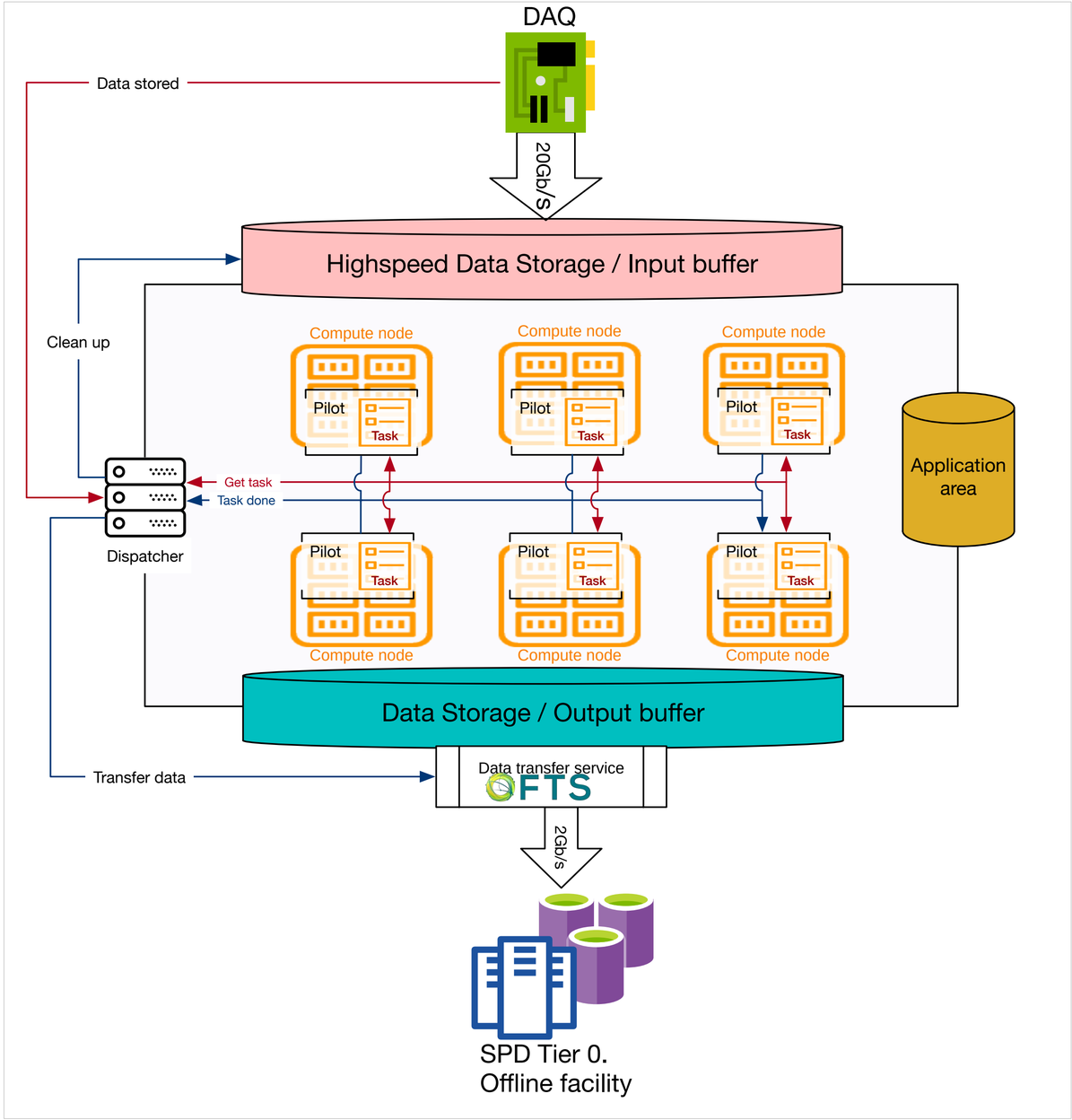
Online filter infrastructure

- High speed (parallel) storage system for input data written by DAQ.
- Compute cluster with two types of units: multi-CPU and hybrid multi CPU + Neural network accelerators (GPU, FPGA etc.) because we are going to use AI ;-).
- A set of dedicated servers for managing of processing workflow, monitoring and other service needs.
- Buffer for intermediate output and for data prepared for transfer to long-term storage and future processing.



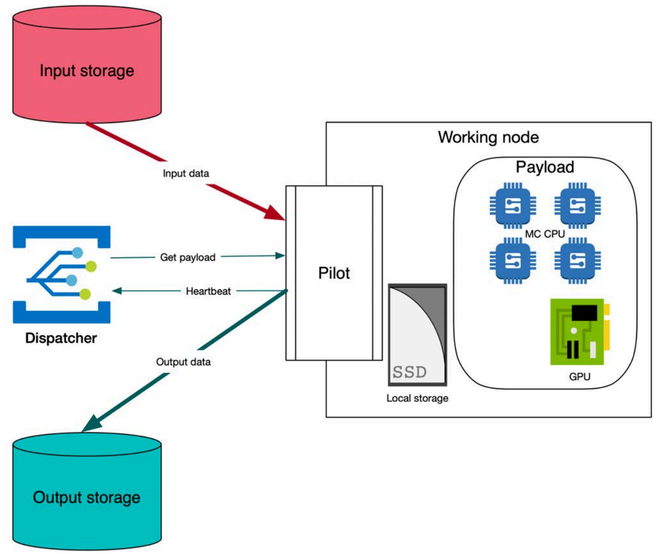
Online filter middleware

- HTC processing will be managed by a special software system which will automate processing workflow to achieve required performance.
- Software system have two main components:
  - **Dispatcher**, which control workflow execution
  - **Pilot** an application, which working on compute node, executes task generated by dispatcher



Online filter computing facility

- *Online computing facility should provide high-throughput data processing, by managing of handling of small parts of data on each compute node.*
- *Special service, which will manage processing workflow and dispatch jobs across compute nodes is required.*
  - *Pilot - the execution environment for compute jobs*
  - *Pilot applications continuously run on each compute node*
  - *A message queue technology is going to be used for communication*



Dispatcher required functionality

Data management;

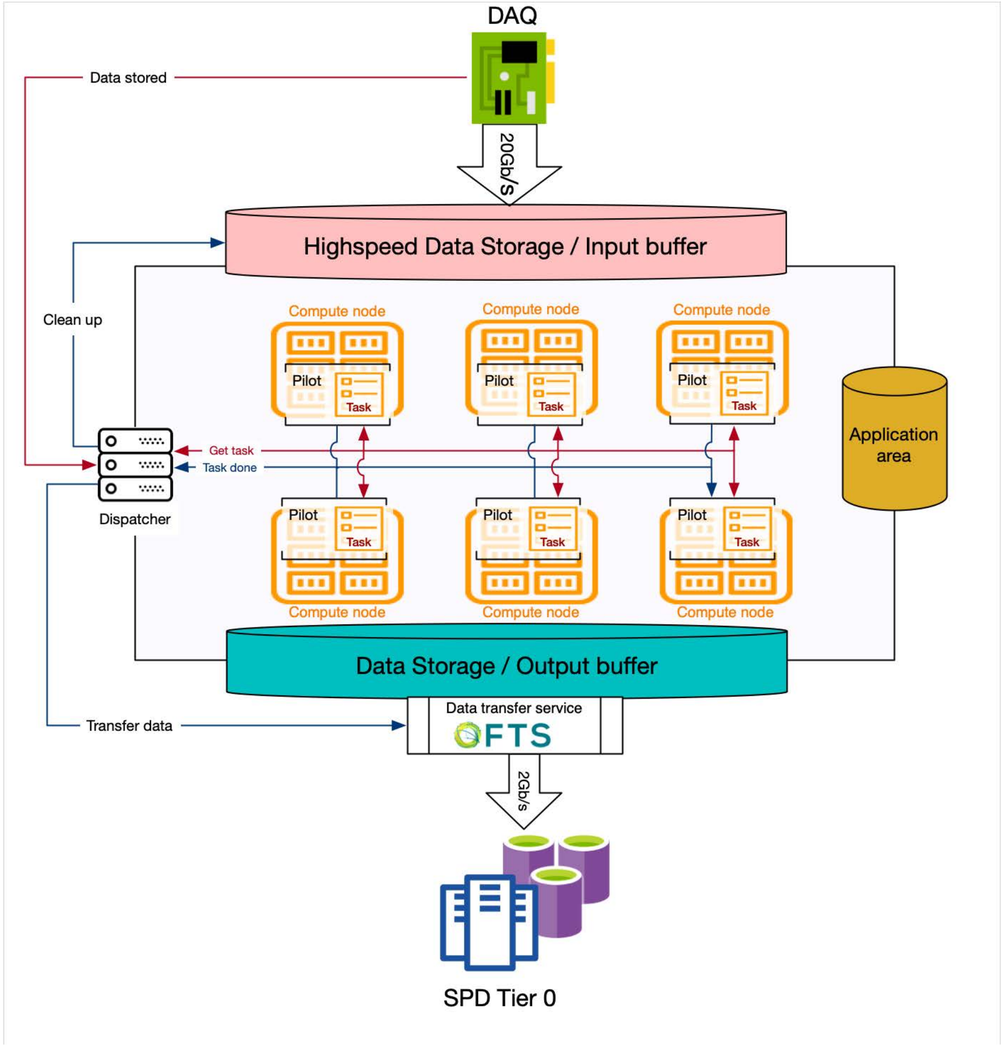
- *Support of data lifetime (registering, global transfer, cleanup);*

Processing management;

- *Generate jobs for each type of processing:*
  - *Events identification (building);*
  - *Verifying of processing results (AI vs traditional processing);*
  - *Select (Filter) events;*
  - *Pack (merge) output data for transferring to “offline”;*

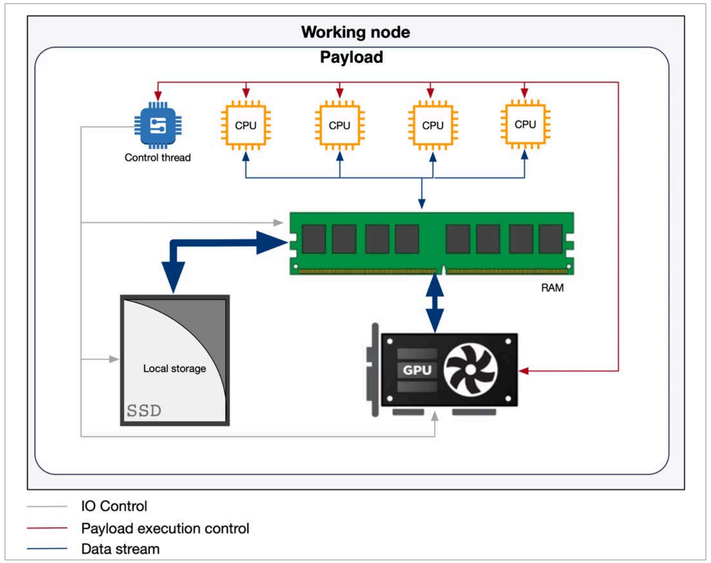
Workload management:

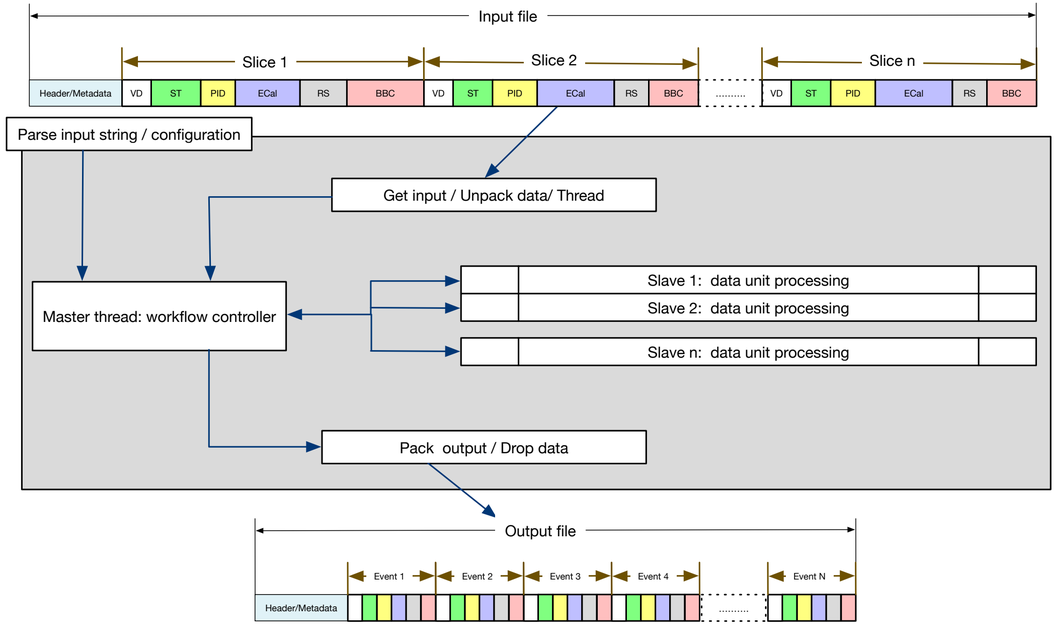
- *Dispatch jobs to pilots;*
- *Control of jobs executions;*
- *Control of pilots (identifying of "dead" pilots)*



Multithread processing

- Multicore computers already reality
  - Efficient usage requires multithreading processing
  - A lot of algorithms in HEP software stack does not support multithread execution (yet)
- We tries to explore multithread processing on data layer (each thread process own piece of data)

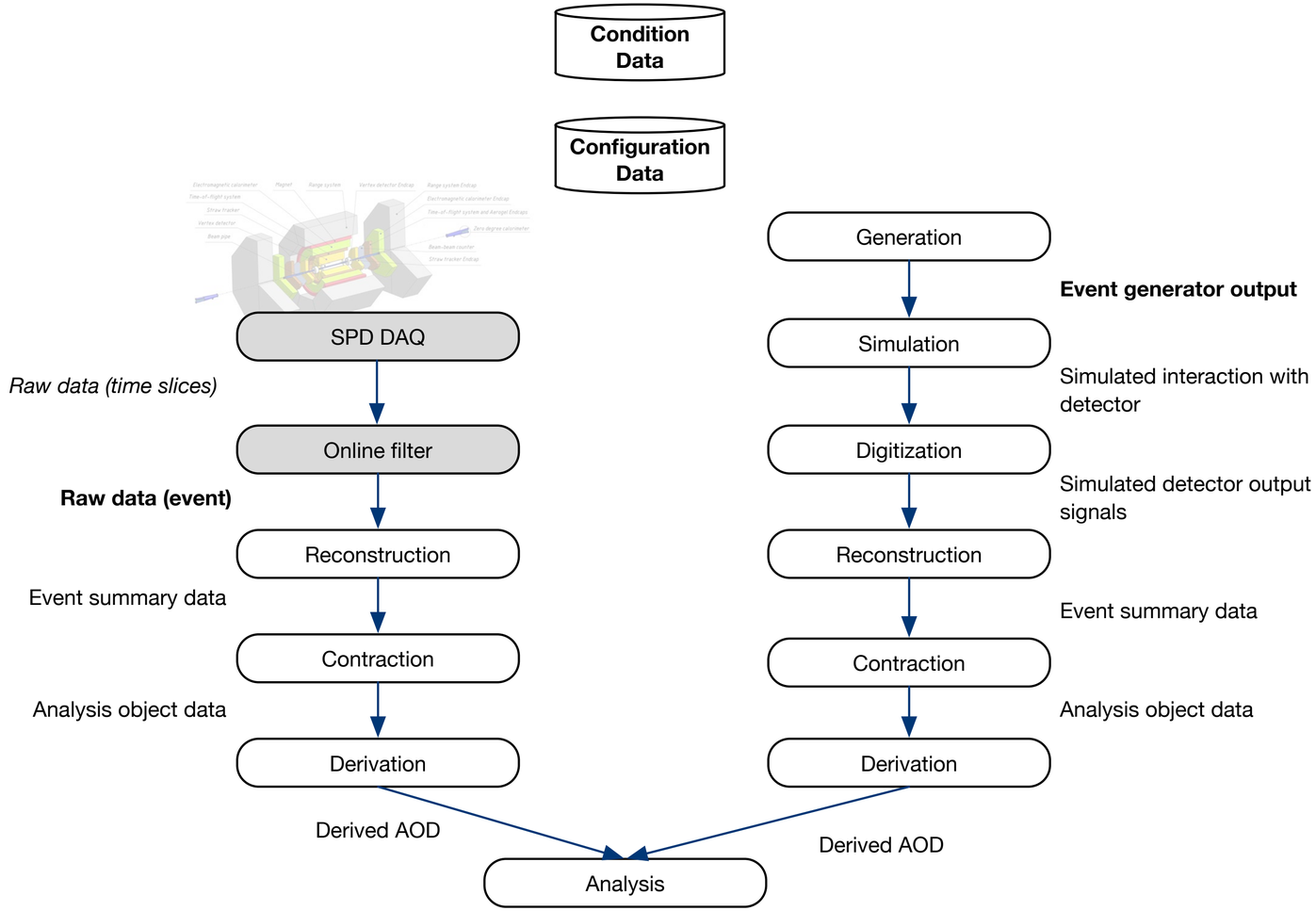




Offline processing

Reconstruction, Simulation

- Amount of data reduced, but data is not ready for analysis yet
  - Events contain raw or partially reconstructed data
  - Calibration and alignment is not applied yet
- Simulation - pure computation processing (will start mach early than apparatus will be ready)
  - Will require significant amount of computing resources



- Another type of computing facility required for routine offline processing – distributed data processing system (aka grid)

grid computing

Grid computing is the collection of computer resources from multiple locations to reach a common goal. The grid can be thought of as a distributed system with non-interactive workloads that involve a large number of files. Grid computing is distinguished from conventional high performance computing systems such as cluster computing in that grid computers have each node set to perform a different task/application.

We are in progress with a distributed computing system for offline processing of SPD data by incorporation of resources of experiment collaborators.

Basis of grid infrastructure

- Agreed rules of usage, shares of provided resources and level of participation
- Common authentication and authorization across infrastructure
- Common set of protocols and instruments for access to compute resources and data
- Information system with all required information about infrastructure
- A service which takes care of proper data catalog and data distribution
- A service which manage jobs execution

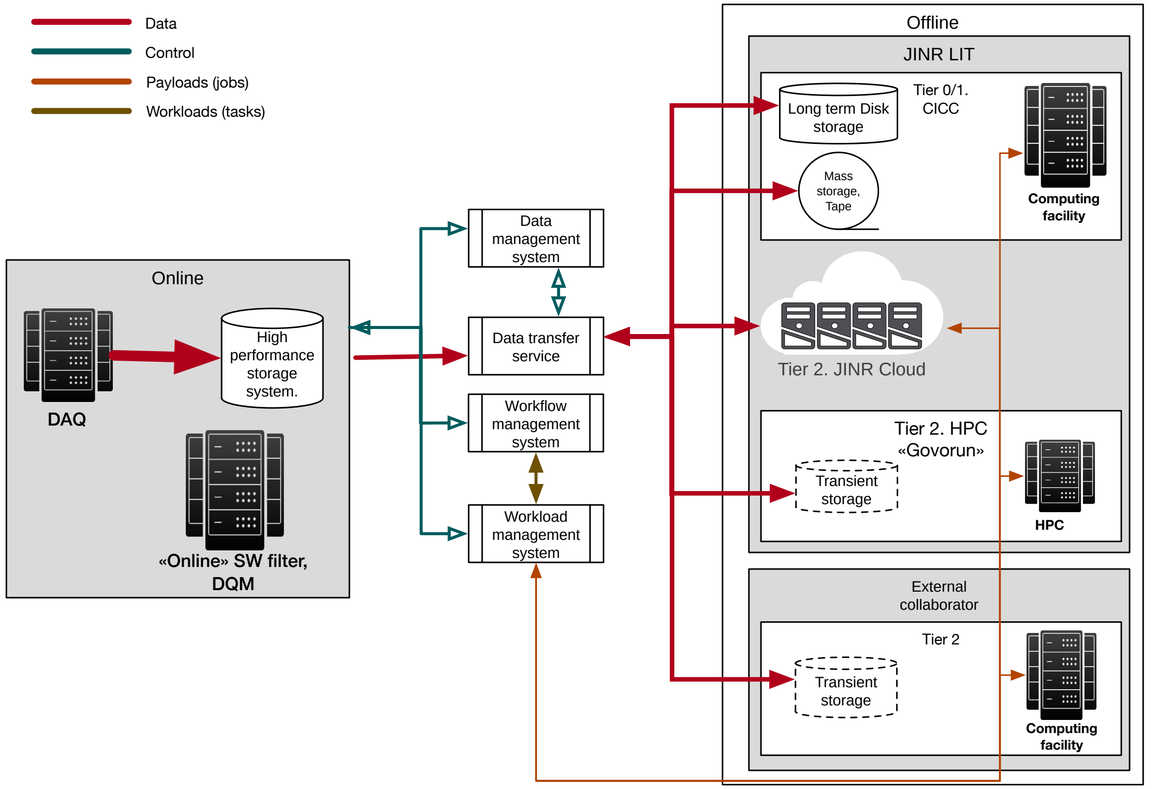
Estimated data volumes in numbers

Why we need grid?

- Expected that $2*10^{12}$ events per year (EPY) should be processed
  - One trillion of reconstruction and one trillion of simulation (yep, this is BigData)
- With processing rate of one event per second per CPU - we will need to have more than 63000 fully loaded CPUs during the year
- To handle load of such level, distributed system will require to deal with any available computing resource like remote cluster, cloud infrastructure or HPC
- It’s quite hard to estimate requirements for storage resources for the moment, but even with size of event in few KB required storage will be on the level of tens of PB

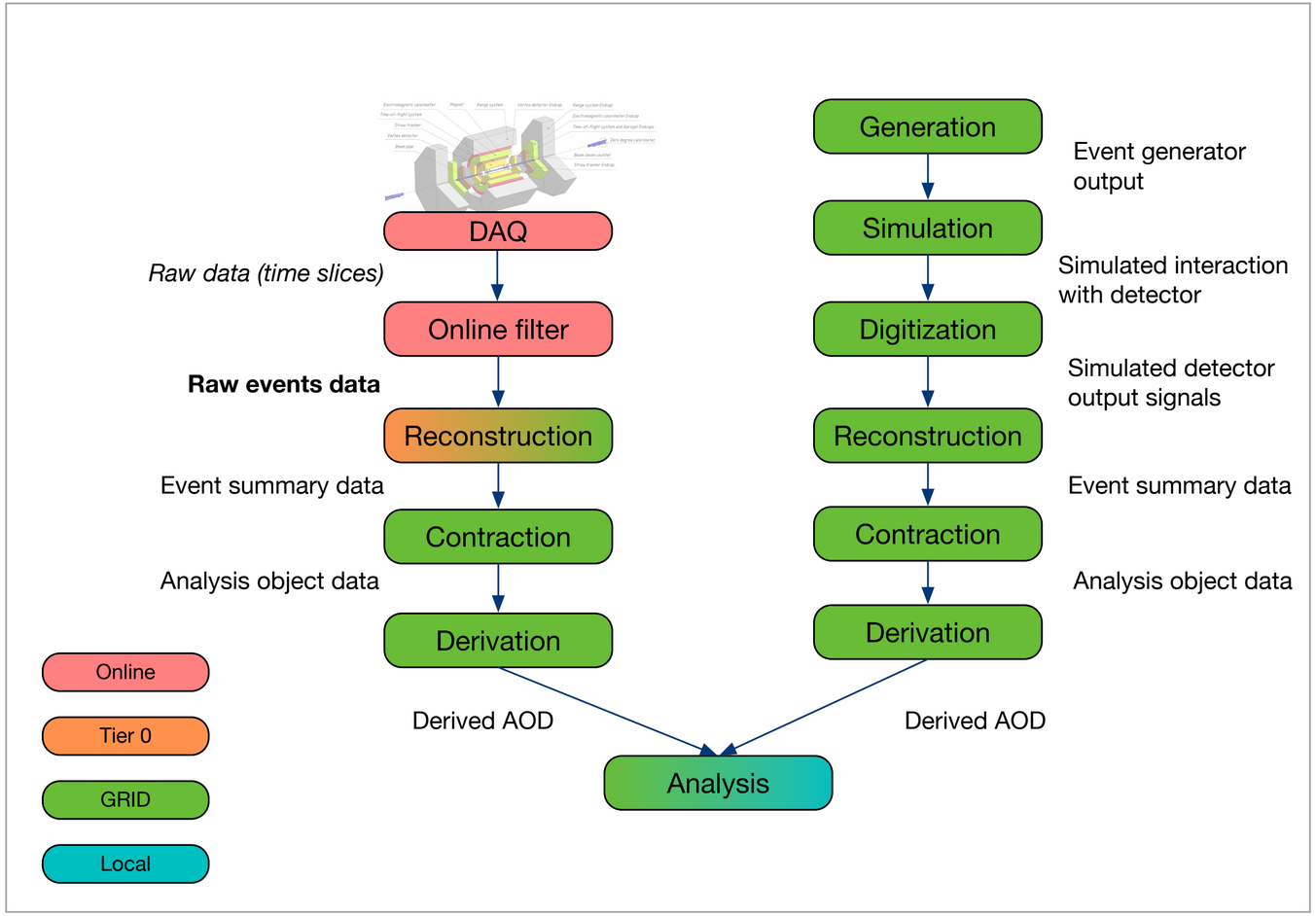
Managing of data processing
in heterogenous distributed computing system

- Key middleware components required for efficient processing in grid:
  - **Workflow management system** - control the process of processing of data on each step of processing. Produce tasks, which required for processing of certain amount of data, manages of tasks execution.
  - **Workload management system** - processes tasks execution by the splitting of the task to the small jobs, where each job process a small amount of data. Manage the distribution of jobs across the set of computing resources. Takes care about generation of a proper number of jobs till task will not be completed (or failed)
  - **Data management system** - responsible for distribution of all data across computing facilities, managing of data (storing, replicating, deleting etc.)
  - **Data transfer service**: takes care about major data transfers. Allow asynchronous bulk data transfers.



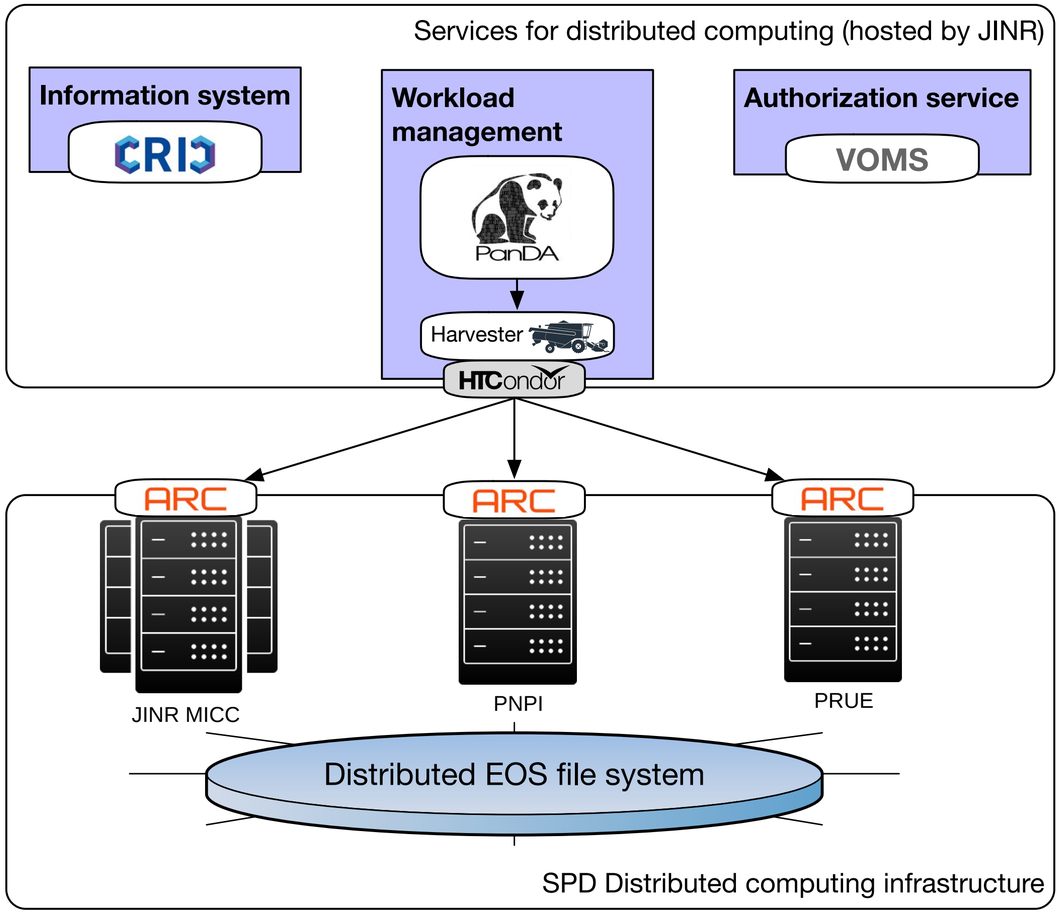
Processing steps and data types

- As reconstruction as simulation – are multistep workflows
  - Each step produces own data type, which correspond to different representation of events
  - So size of event will be different in different data type
- Why we need different types?
  - Some types of processing, like raw data, quite expensive or unique, producing of other types is resource consuming, another types good for long term storage but not optimal for final analysis because of redundancy



- Tier 0 – entry point to offline processing

Current status of SPD offline computing



- A lot of middleware required for building of distributed computing system already exist and well supported
  - Thanks to LHC experiments
- In quite short period of time with limited manpower we were able to deploy functional prototype of the system and cover a few data processing centres
- Right now we are in process of definition of processing chains for SPD experiment, tuning and development some experiment specifc tools
- Big work foreseen for next years to move this system to full scale, but in short period of time we will be ready for processing of quite big simulation tasks

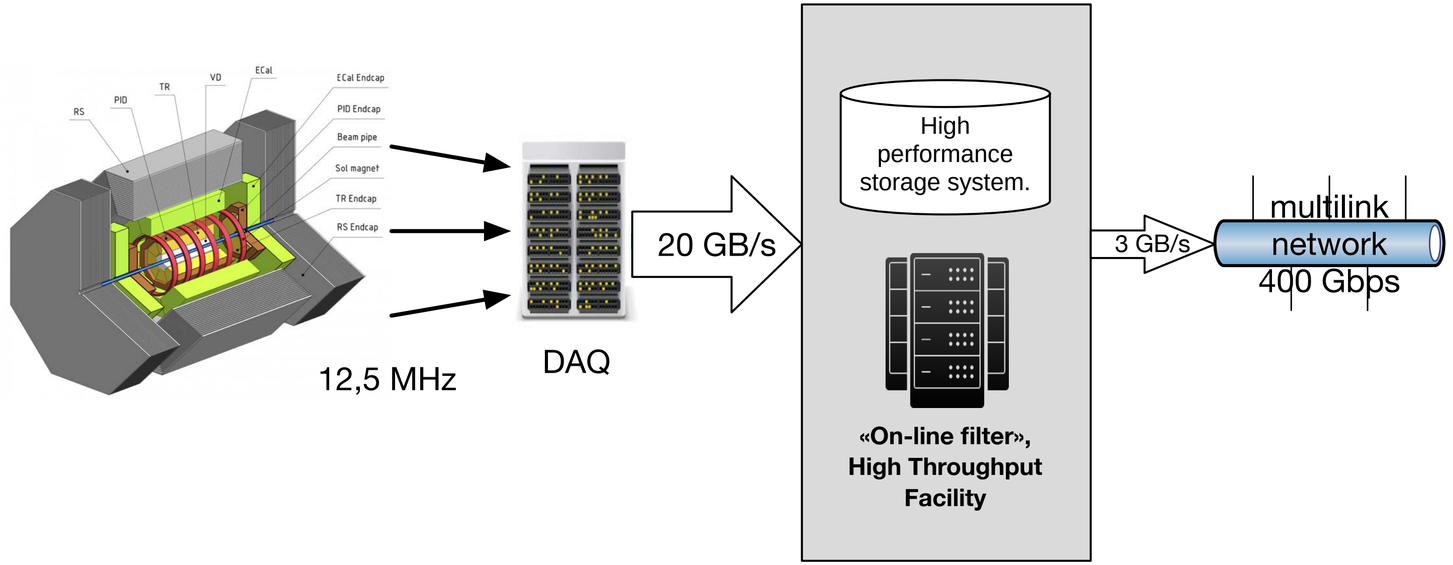
Conclusions

- Computing and IT growing up with requirements of data processing for modern physics (and not only physics) research
- Brand new solutions to reach results, which was not possible a few years ago appears, for example "Online Filter"
- Collaboration efforts allows to build distributed data processing systems which automate processing of collected and simulated data
- Same distributed system is used for production of sets of data for final analysis, by selecting and preparing only needful information from trillions of stored events

BackUp

SPD as data source

On-line facility

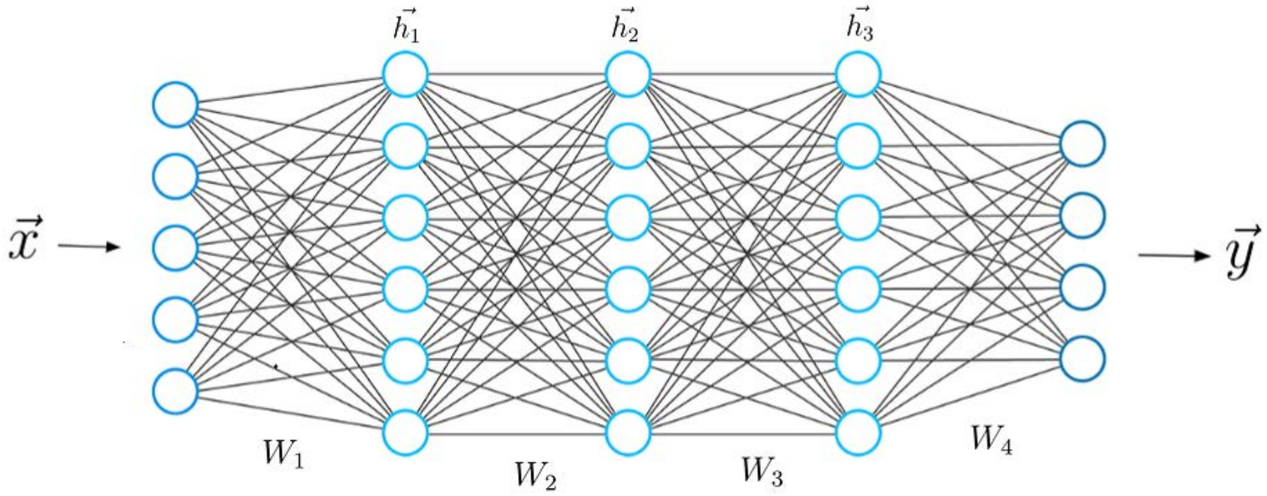


- “On-line filter” - dedicated high throughput computing facility with integrated high performance storage system for:
  - Intelligent data reduction
  - Initial data organization

On-line filter

details

- Partial reconstruction
  - Fast tracking
  - Fast ECAL clustering
- Event unscrambling
- Software trigger
  - several data streams
- Monitoring and Data quality assessment
- Local polarimetry

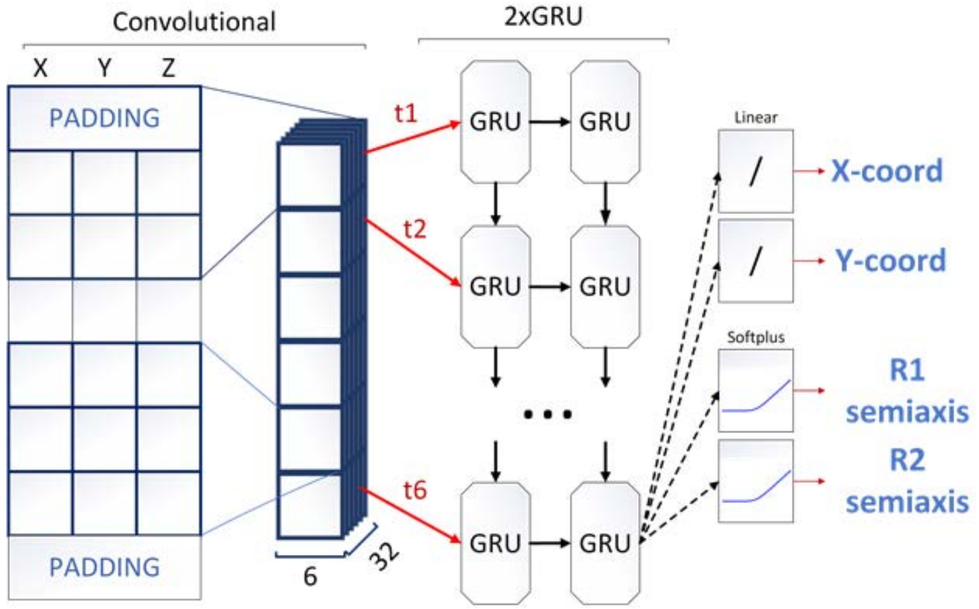


Machine learning is a promising technology

Machine learning for SPD

Under research: TrackNETv2

- works like learnable version of the Kalman filter
- for the starting part of a track predicts an elliptical area at the next station where to search for the continuation
- if there is not continuation candidate track is thrown away
- Results (Based on BM@N experiment data):
  - 12K tracks/sec on Intel Core i3-4005U @1.70 Ghz
  - 96% of tracks were reconstructed without any mistake



P.Goncharov, G. Ososkov, D. Baranov
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Distributed computing for HEP in Russia

JINR, PNPI, SPbSU, IHEP – already have experience of supporting own Data Processing Centers and participation in the distributed computing for LHC

- *JINR – Data Center for LHC with ~23000 CPU and 25PB Disk storage and 55PB Tape storage*
- *PNPI – Data Center for own experiments and LHC with ~15000 CPU and 5Pb Disk storage*
- *SPbSU – Tier2 ALICE Computing facility*
- *IHEP – Tier2 WLCG site*