MAUS

Scientists aren't stupid: software is.

Christopher Tunnell JAI @ Oxford

Vixiv Textbooks TRU . Anatysis L=qvx8
EE.Joftware DAQ ADC vi-filly 'Detectors'
TDC vi-filly 'Detectors'

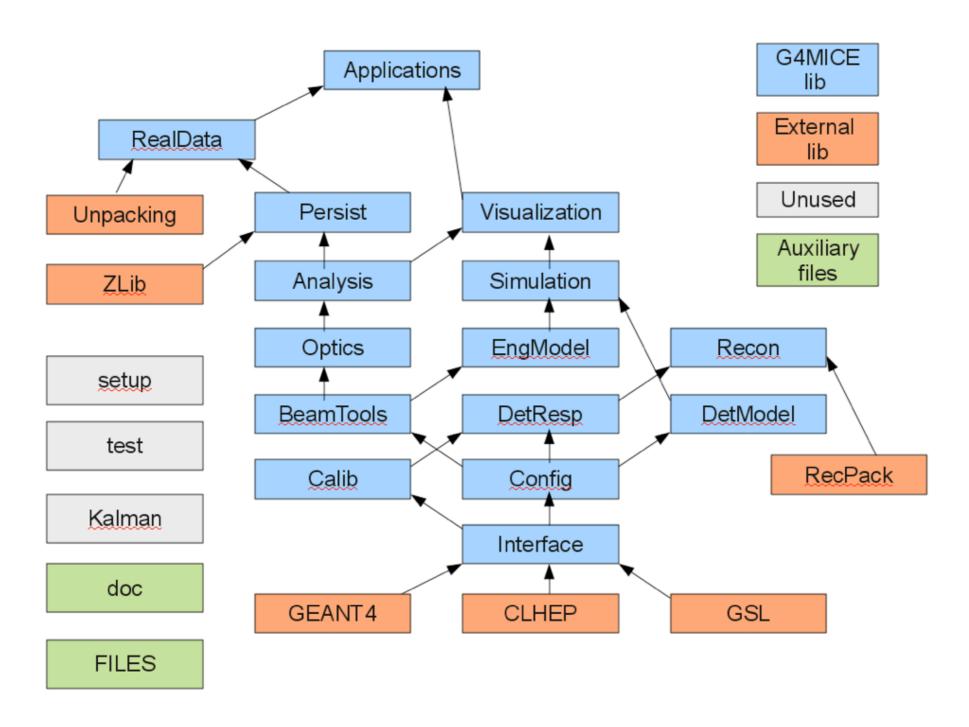
Software is Engineering

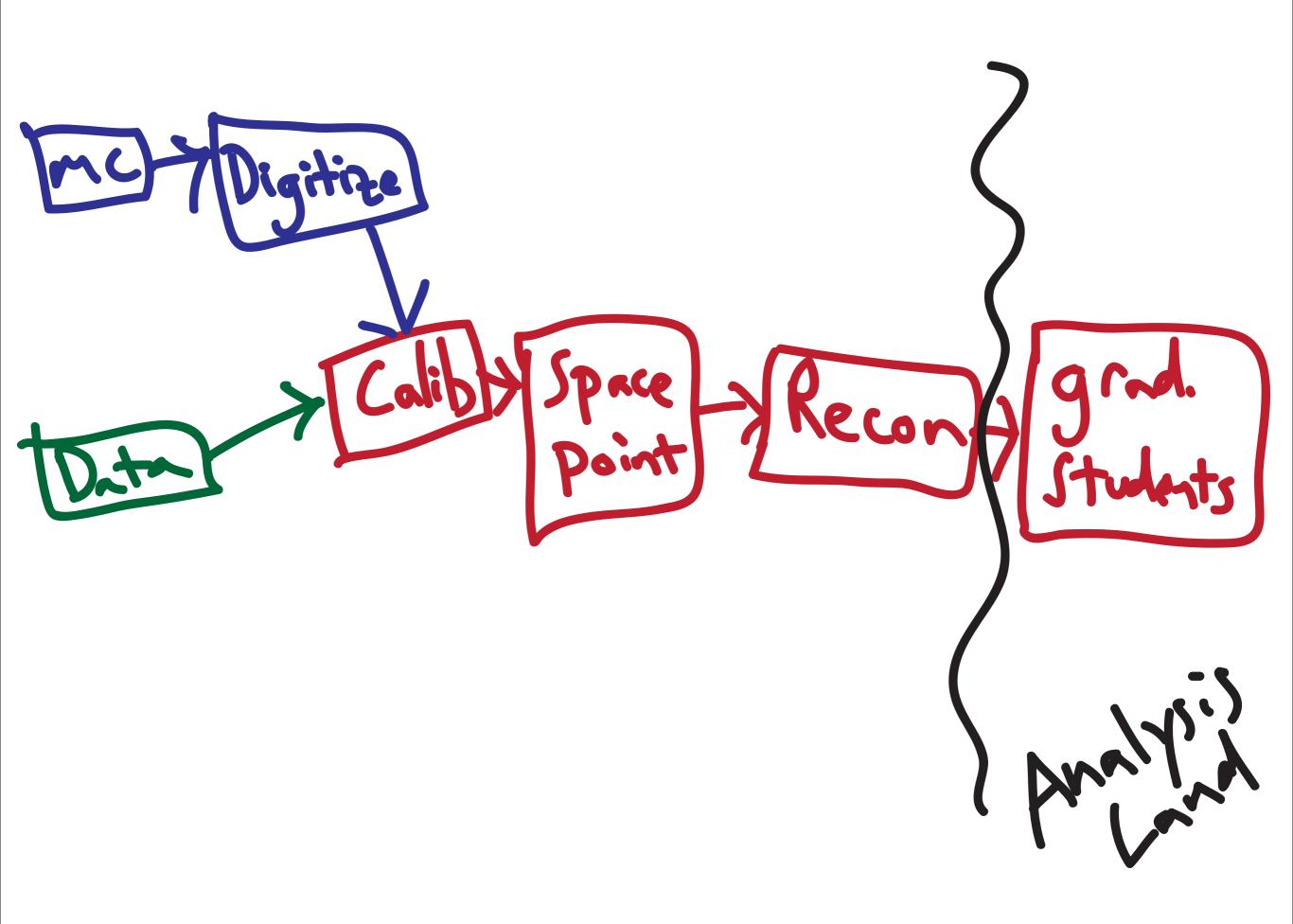
- Think DAQ: both should be general, but you tell DAQ people the rough idea
- Think RF: both software and RF are black arts where if you aren't careful... boom.
- Making software is slow: need to start now on >year workplan OR run blind
 - Wiki runplan? Control room plots? Detector plots?
- Should get a non-physics paper out of this.

MC & Data to Step 4 Physics

- G4Beamline and 'custom code' used heavily
 - G4MICE team is only approving Simulation application for MC truth
 - More to G4MICE than Geant4! Much of it is dead code.
- Inability to verify code works; led to blind data taking
- Previous heads of G4MICE admit it's a proposal code

G4MICE





Trigger

TOF:

- 1.Detector
- 2.Geometry/Unpacking
- 3. Digitization
- 4.Spacepoint
- 5. Reconstruction

CKOV:

- I.Detector
- 2.Geometry/Unpacking
- 3. Digitization
- 4.Spacepoint
- 5. Reconstruction

SciFi:

- I.Detector
- 2.Geometry/Unpacking
- 3. Digitization
- 4.Spacepoint
- 5.Reconstruction

EMR:

- I.Detector
- 2.Geometry/Unpacking
- 3. Digitization
- 4.Spacepoint
- 5.Reconstruction

Proposal code to analysis code

- Be able to save G4MICE data (ie. persist)
- Be able to verify of components:
 - physics (KS tests)
 - functionality (unit tests)
 - stability (crash in control room?)
- Spills, triggers, DAQ-like dataflow, oh my...

MICE <u>User</u> MICE User Analysis Software

- Be able to save G4MICE data (ie. persist)
- Be able to verify of components:
 - physics (KS tests)
 - functionality (unit tests)
 - stability (crash in control room?)
- Spills, triggers, DAQ-like dataflow, oh my...

MAUS

TOF
Digitization

Test,
Polish,
Comment,
Document

Simulation

SciFi
Digitization

Unpacking

G4MICE

A lot of ground to cover. Add something to the MICE arsenal...





MapReduce: Simplified Data Processing on Large Clusters

Jeffrey Dean and Sanjay Ghemawat

Abstract

MapReduce is a programming model and an associated implementation for processing and generating large data sets. Users specify a map function that processes a key/value pair to generate a set of intermediate key/value pairs, and a reduce function that merges all intermediate values associated with the same intermediate key. Many real world tasks are expressible in this model, as shown in the paper.

Programs written in this functional style are automatically parallelized and executed on a large cluster of commodity machines. The run-time system takes care of the details of partitioning the input data, scheduling the program's execution across a set of machines, handling machine failures, and managing the required inter-machine communication. This allows programmers without any experience with parallel and distributed systems to easily utilize the resources of a large distributed system.

Our implementation of MapReduce runs on a large cluster of commodity machines and is highly scalable: a typical MapReduce computation processes many terabytes of data on thousands of machines. Programmers find the system easy to use: hundreds of MapReduce programs have been implemented and upwards of one thousand MapReduce jobs are executed on Google's clusters every day.

Appeared in:

OSDI'04: Sixth Symposium on Operating System Design and Implementation, San Francisco, CA, December, 2004.

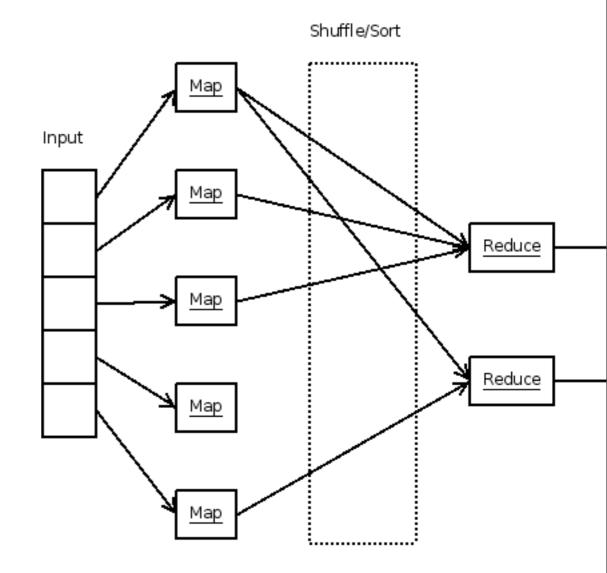
Download: PDF Version

Slides: HTML Slides

©2011 Google - www.google.com - About Google - Google Labs - Why work at Google

Map Reduce

- map: User
 specifies operation
 on single event
- reduce: User
 specifies operation
 on all events



Performance = Parallelism Efficiency = Locality

Input/Output

- JSON (human readable)
- ROOT
- DATEServer (input only)
- Bytestream (input only)

Map (single event)

- BeamMaker
- Simulation
- Unpacker
- Virtual Planes
- Digitization
- Tracker Fit

- EPICS Alarm
- Fake MCTruth
- TOF Fit
- Instrumental Cut
- Transfer Matrix
- ...

Reduce (many event)

- XBoa compute accelerator physics quantities like emittance, amplitude, beta, etc.
- Histogram
- Systematic corrections
- ...

Data Structure

- JSON format
- Extendable
- Spills
- spill['mc'][0]['energy'] = 210

```
"energy": 210,
"particle_id": 13,
"position": {
  "x": 0.0,
  "y": -0.0,
  "z": -5000
"random_seed": 10,
"unit_momentum": {
  "x": 0,
   "y": 0,
   "z": I
```

Data Structure

- Spills have:
 - Triggers
 - Digits
 - MC Particles
 - Virtual Planes
 - Spill number

• ...

```
"mc": [
      "energy": 210,
      "particle_id": 13,
      "position": {
         "x": 0.0,
         "y": -0.0,
         "z": -5000
      "random_seed": 10,
      "unit_momentum": {
         "x": 0,
         "y": 0,
         "z": I
```

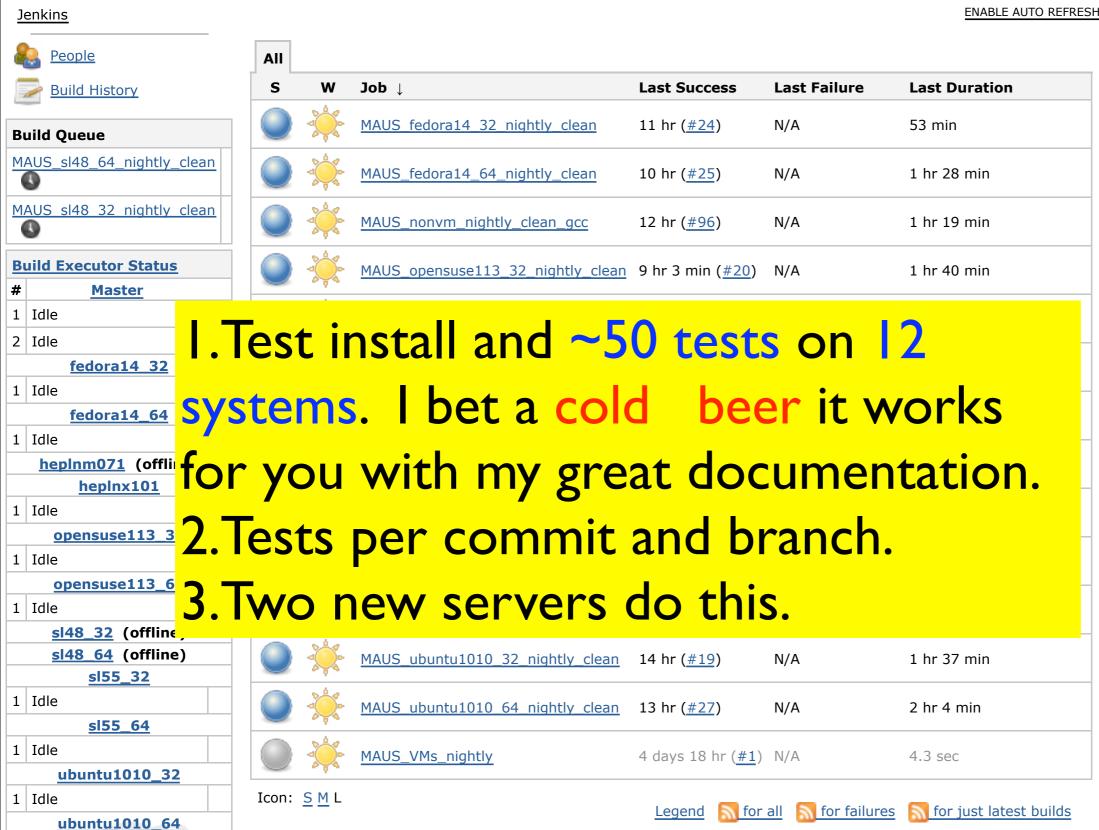
MapCppSimulation.Process(y)

```
"mc": [
      "energy": 210,
      "particle_id": 13,
      "position": {
         "x": 0.0,
        "y": -0.0,
         "z": -5000
      "random_seed": 10,
      "unit_momentum": {
         "x": 0,
         "y": 0,
         "z": I
```

```
"digits" : [ ... ],
"mc": [
      "hits": [ ... ],
      "tracks": [ ... ],
      "energy": 210,
      "particle_id": 13,
      "position": {
         "x": 0.0,
         "y": -0.0,
         "z": -5000
      "random_seed": 10,
      "unit_momentum": {
         "x": 0,
         "y": 0,
         "z": |
```

1 Idle





1 Idle

<u>Jenkins</u>						ENABLE AUTO REFRESH
<u>People</u>	All					
Build History	S	w	Job ↓	Last Success	Last Failure	Last Duration
Build Queue			MAUS fedora14 32 nightly clean	11 hr (<u>#24</u>)	N/A	53 min
MAUS_sl48_64_nightly_clean	•		MAUS_fedora14_64_nightly_clean	10 hr (<u>#25</u>)	N/A	1 hr 28 min
MAUS sl48 32 nightly clean			MAUS_nonvm_nightly_clean_gcc	12 hr (<u>#96</u>)	N/A	1 hr 19 min
Build Executor Status # Master	•		MAUS_opensuse113_32_nightly_clean	9 hr 3 min (<u>#20</u>)	N/A	1 hr 40 min
I.Test install and ~50 tests on 12 Idle Systems. Det a warm beer it works Idle Systems. Ibet a warm beer it works Idle Systems. Ibet a warm beer it works Idle Systems. Ibet a warm beer						
<u>sl48_64</u> (offline) sl55_32			MAUS_ubuntu1010_32_nightly_clean	14 hr (<u>#19</u>)	N/A	1 hr 37 min
1 Idle sl55_64	•		MAUS ubuntu1010 64 nightly clean	13 hr (<u>#27</u>)	N/A	2 hr 4 min
1 Idle <u>ubuntu1010_32</u>			MAUS_VMs_nightly	4 days 18 hr (<u>#1</u>)	N/A	4.3 sec
1 Idle <u>ubuntu1010_64</u>	Icon: S	<u>M</u> L		Legend	all for failures	for just latest builds







INTERNATIONAL MUON IONIZATION COOLING **EXPERIMENT**

— General Information —

Historical document on goals and preliminary design (A. Blondel)

Overview of the experiment and schedule **MICEmine System**

Executive **Board**, Technical **Board** and working group contacts

Collaborator list Collaboration Board

Governance Job openings

MICE-Notes Technical Reference Document

Theses

process

— Communication —

Weekly news digest

Meeting Calendar Collaboration Meetings

Speakers Bureau Mailing Lists

Video and Phone Conferences

FAC Open Sessions



EUCARD transnational access to MICE

- Working Groups -

MICE at RAL, RAI http://micewww.pp.rl.ac.uk/projects/maus

— Upcoming Meetings —

MICE Collaboration Meeting (February 15-18, 2011 DAI

- Only Beamlin Softwa (MAUS) **Analysis Detecto** Module Trac

24