

# VOLUNTEER COMPUTING AND VIRTUALIZATION FOR HIGH ENERGY PHYSICS SIMULATIONS

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2<sup>nd</sup> Workshop on adapting applications and computing services to multi-core and  
virtualization

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# HIGH ENERGY PHYSICS (HEP) SIMULATIONS

HEP simulations are performed using Monte Carlo (MC) generators

## MC GENERATORS

- Working horses for e.g. background estimation, calibration . . .
- Model physics of e.g. proton - proton collisions
- Rely on phenomenological assumptions → many different setups (“tunings”)
- Don't always describe experimental data - comparisons needed
- Are time- and CPU-consuming (high statistics needed)

## WE ARE WORKING ON A WEB-RESSOURCE

- for comparison of different tunings and different generators
- for many important observables and measurements from Sp $\bar{p}$ S to LHC era
- This requires a lot of CPU time

Virtual machine allows getting ressources through volunteer computing!



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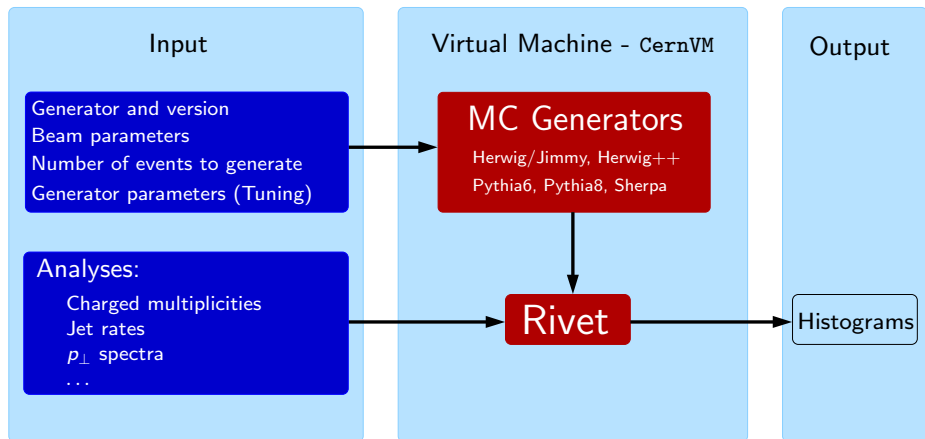
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# A BASIC WORK CYCLE



# REQUIREMENTS

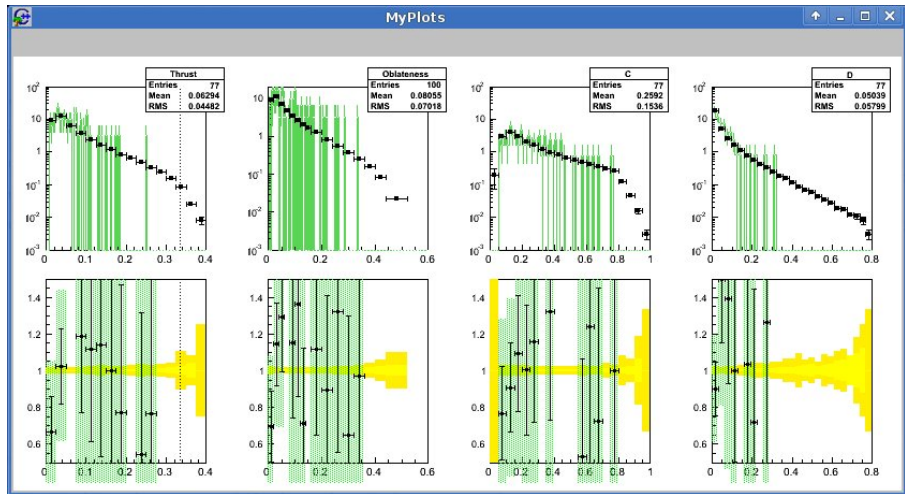
Our Monte Carlo application is ideal for volunteer computing

- Required input: small text files  $\mathcal{O}(1\text{kB})$
- Size of output histograms:  $\mathcal{O}(100\text{kB})$
- $\rightarrow$  network traffic small, CPU is  $\sim$  all we need
- Necessary software available in CernVM (hepsoft)

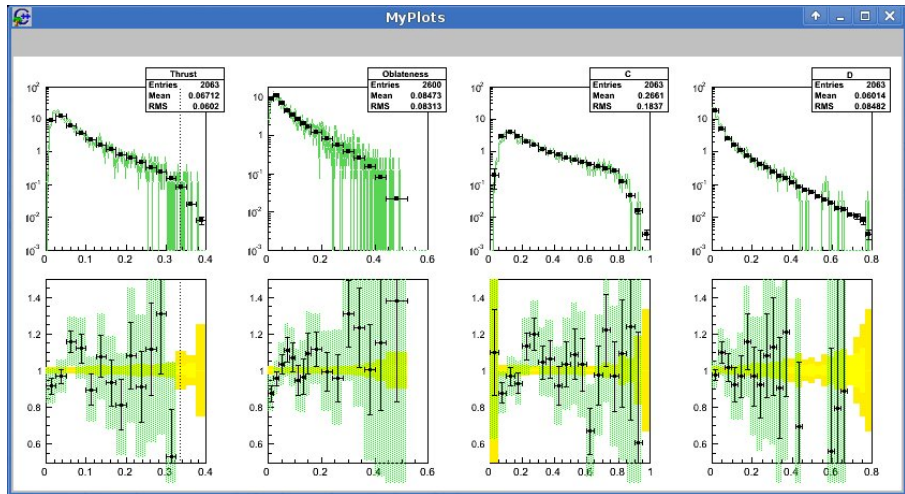
It doesn't have to be boring for the users. . .



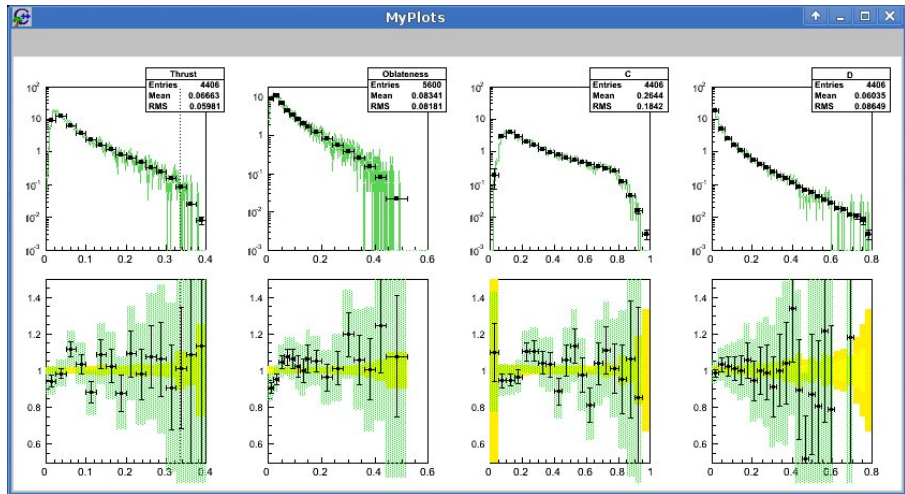
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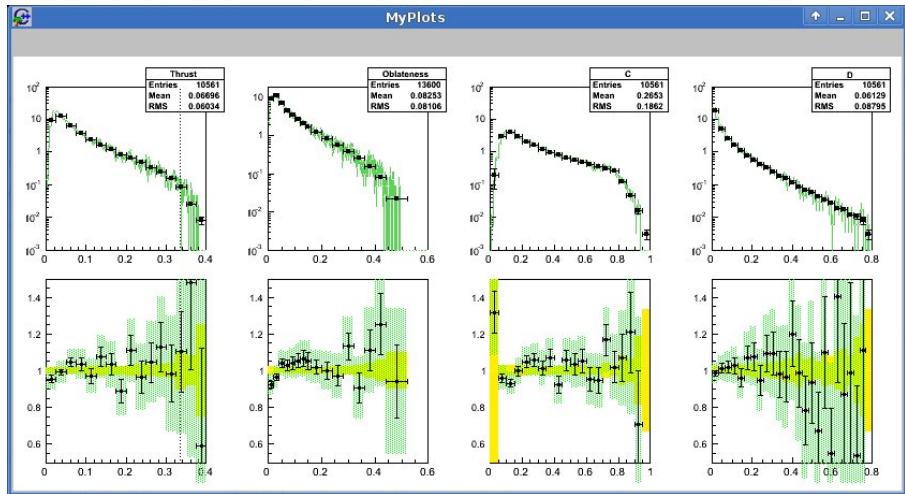


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# SUMMARY AND OUTLOOK

- We have a virtual machine with all the software needed to run Monte Carlo generators (CernVM, hepsoft)
- This is an ideal application for volunteer computing (low data transfer, small software dependencies)
- The missing bit is the dispatcher
- We have a prototype for a screen-scaver that might encourage volunteers
- One could as well send the virtual machine to a commercial cloud

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Thank you!

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