

Using oneAPI for simulation: the AdePT project

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About me



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- Master student in Computer Science at EPFL
- Working on my master thesis as a Technical Student CERN in EP/SFT group
 - Started on February 1st 2021

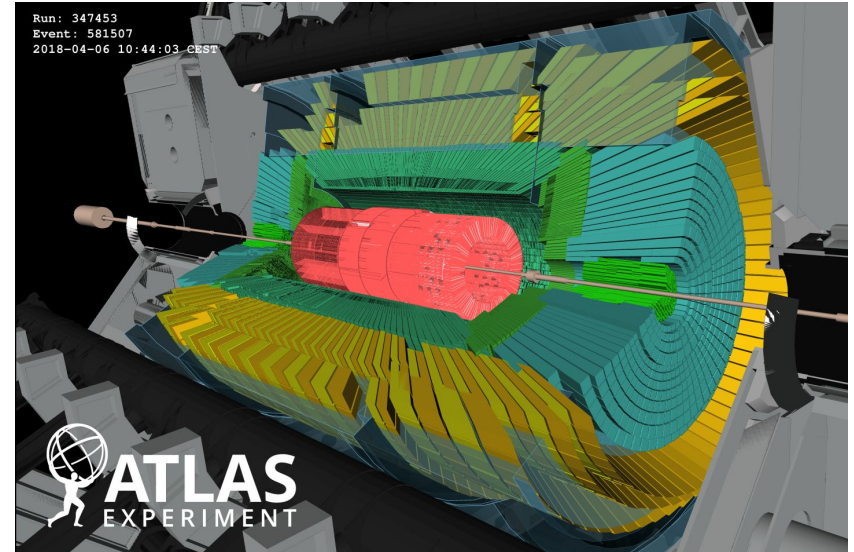
What is AdePT

Accelerated demonstrator of electromagnetic Particle Transport

- Aims to demonstrate executing part of the detector simulation workflow on GPU
 - Builds on top of its own containers (CopCore) that try to abstract CPU/GPU workflows
 - Evaluating solutions for abstracting the execution on CPU/GPU, including custom approaches
 - Targets NVIDIA GPUs using CUDA-C++ code
 - Uses VecGeom and VecCore libraries

Detector Simulation on GPUs: Why?

- To understand the [LHC](#) data, have to simulate how particles interact with detectors
- Simulation takes ~ 40% of total CPU time used on WLCG
- Three main steps
 - Simulate particle collisions (~ fast)
 - Simulate what particles do in detector
 - Run reconstruction algorithms as if detector had been hit by real particles
- Most expensive steps:
 - Calorimeter simulation



EM Showers are Expensive

- EM showers in lead glass
- Every thread takes a particle and processes it until it lost its energy
- Particle simulation is stochastic*
 - Cache problems
 - Branch prediction tricky
 - Really bad for CPUs
- Modern detectors can have very complicated layouts

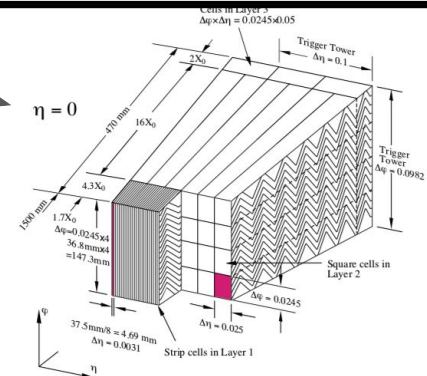
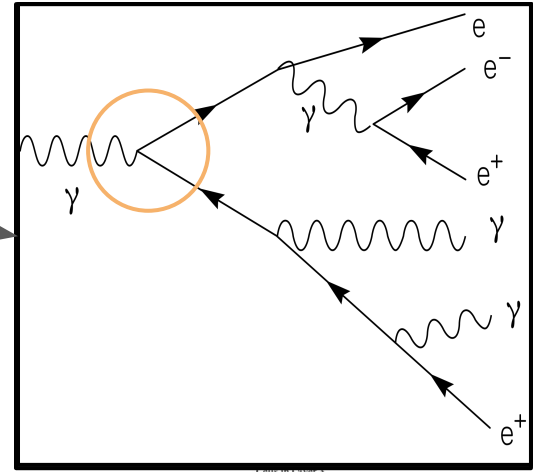
* stochastic:

- Physics only predicts *probability* that something happens
- In every step, use a random number to decide *if* something happens



Don't Have to Start From Scratch

- Geant 4 has everything. Cannot use it on GPUs, though
- [G4HepEM](#): Simulate EM physics
 - Mini library on top of Geant 4
 - Uses Geant 4 to initialise physics lookup tables
 - No calls to Geant 4 while simulation is running
- [VecGeom](#): Detector description
 - Library for working with detector description
 - Developed for SIMD simulation prototype Geant V
- [AdePT](#):
 - Some concepts/algorithms from the above can be (re-)used
 - Expect that both will need to undergo some refactoring/porting, though



AdePT roadmap

March 2021

Example demonstrating interfacing to G4HepEm library and tracking in constant magnetic field implemented (done)

April 2021

Implemented example allowing physics validation between AdePT and Geant4 implemented (equivalent to TestEM3).

May 2021

Geant4 example implemented allowing to call AdePT like a fast simulation process, delegating the simulation of the whole EM shower coming from a particle entering the calorimeter volume and then transferring back the energy depositions.

June 2021

First version magnetic field propagator for non-constant field implemented.

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AdePT roadmap

March 2021

Example demonstrating interfacing to G4HepEm library and tracking in constant magnetic field implemented (done)

April 2021

Implemented example allowing physics validation between AdePT and Geant4 implemented (equivalent to TestEM3).

- **This version will be used as a basis for our oneAPI demonstrator**

May 2021

Geant4 example implemented allowing to call AdePT like a fast simulation process, delegating the simulation of the whole EM shower coming from a particle entering the calorimeter volume and then transferring back the energy depositions.

June 2021

First version magnetic field propagator for non-constant field implemented.

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Our goals

Migrate the CUDA portion of AdePT code to oneAPI

1. Start by porting test code snippets to validate use of AdePT containers with oneAPI
2. Investigate how to incorporate dependencies (VecGeom, VecCore)
3. Focus on AdePT demonstrator planned for April '21 that includes parts of Geant4 code and port it to oneAPI
4. Demonstrate capability to run a single source on multiple devices
5. Compare CPU vs GPU performance, understand and document portability-related effort

What has been done

- ✓ AdePT and CopCore interfaces (headers files) ported to oneAPI
 - adapted memory management, atomic data access and custom containers
- Currently working on the unit tests and simple examples
- The following have been completed:
 - ✓ **test_atomic.cu** - unit test for atomic operations.
 - ✓ **test_ranluxpp.cu** - unit test for RANLUX++ (random number generator)
 - ✓ **test_track_block.cu**
 - container for simulated tracks - unit test for BlockData concurrent container
 - ✗ some cuda examples still do not work as expected

Project on github: <https://github.com/dosarudaniel/OneAdePT>

Summary

- Particle transport simulation is generally not well suited for running on hardware accelerators such as GPUs
 - However, some aspects of simulation, such as simulation of developing showers in the calorimeters , could make use of GPUs:
 - very time consuming
 - require only a subset of physics processes to be ported to GPU
- AdePT project is developing a demonstrator of calorimeter simulation CUDA-C++
 - targets NVIDIA GPUs
 - example allowing physics validation between AdePT and Geant4 should be ready in April
- Current work is focused on porting unit tests and simple examples to oneAPI
- Source code: <https://github.com/dosarudaniel/OneAdePT>
- AdePT: <https://github.com/apt-sim/AdePT>

Thank you!

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Current status

Test number	Description	CPU	NVIDIA GPU	Intel GPU
test1.cpp	converted (unmodified) test_ranluxpp.cu	✓	✓	TBD
test2.cpp	converted (and modified) test_ranluxpp.cu	✓	✓	TBD
test3.cpp	converted (and modified) cufisher_price_v2.cu	✗	✗	TBD
test4.cpp	simplified cufisher_price_v2.cu example	✓	✓	TBD
test5.cpp	empty program, testing clang++ and the CMakeLists.txt	✓	✓	TBD
test6.cpp	converted (and modified) test_atomic.cu	✓	✓	TBD
test7.cpp	simplified converted (and modified) test_atomic.cu	✓	✓	TBD
test8.cpp	converted (and modified) test_atomic.cu using oneAtomic.h	✓	✓	TBD
test9.cpp	converted and modified test_track_block.cu	✓	✓	TBD