



Introduction A3D3 High-Throughput AI Methods and Infrastructure Workshop

July 10-14 2023

Melissa Quinnan

Welcome

- Welcome to the A3D3 High-Throughput AI Methods and Infrastructure Workshop
- In-person attendance recommended but <u>zoom also available</u>
- This is the **public event**: all are welcome
 - Monday, Wednesday afternoon, Thursday, & Friday morning
- There is a private, internal site visit for A3D3 members on Tuesday and Wednesday morning
 - For A3D3 members & trainees, potential collaborators
 - Members received email link to private indico

help with this workshop- contact me (mquinnan@ucsd.edu) help with UW/private workshop - contact Prof. Shih-Chieh Hsu (schsu@uw.edu)

Workshop Goals

"**throughput** (noun): the amount of material or items passing through a system or process" – <u>merriam-webster dictionary</u>

- Focus on & discuss ML tools & infrastructure used in scientific research that are not just fast and efficient, but reliable & performant
- Goal: Foster open inter-disciplinary discussion and knowledge exchange (particularly for trainees!!)
 - Meant to be informal and open exchange
 - Inclusive to diverse career levels and disciplines
 - There are no stupid questions!

Wifi



WIFI Option 1: eduroam

WIFI Option 2: University of Washington

- Username: uwepe
- Password: a3d32023

Code of Conduct



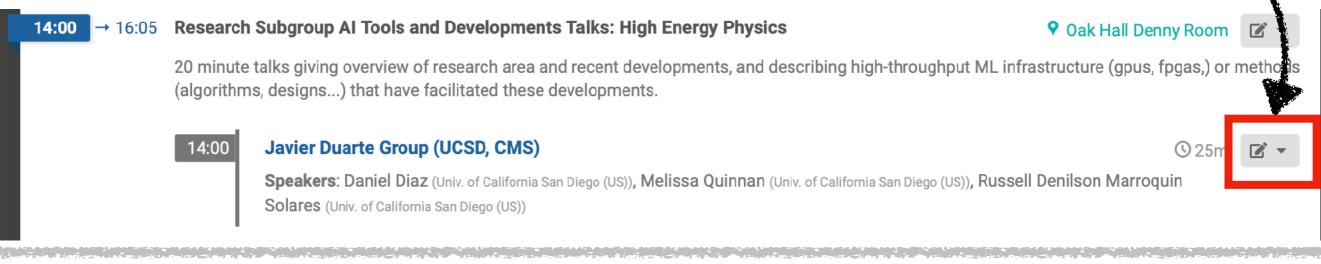
As a community that strives to promote a productive, inclusive and welcoming environment:

- Treatment of **dignity** and **respect** in all forms of interaction and communication
- Equitable treatment of all members of our community

Indico

- Indico with workshop agenda and information found here: <u>https://indico.cern.ch/event/1282754/</u>
- Talks will be recorded
- Please upload pdfs of your slides/posters ahead of time
 - If you have trouble uploading files please email me (<u>mquinnan@ucsd.edu</u>)

Upload: click on 1) edit box, 2) material editor, 3) upload files (must have indico account)



public

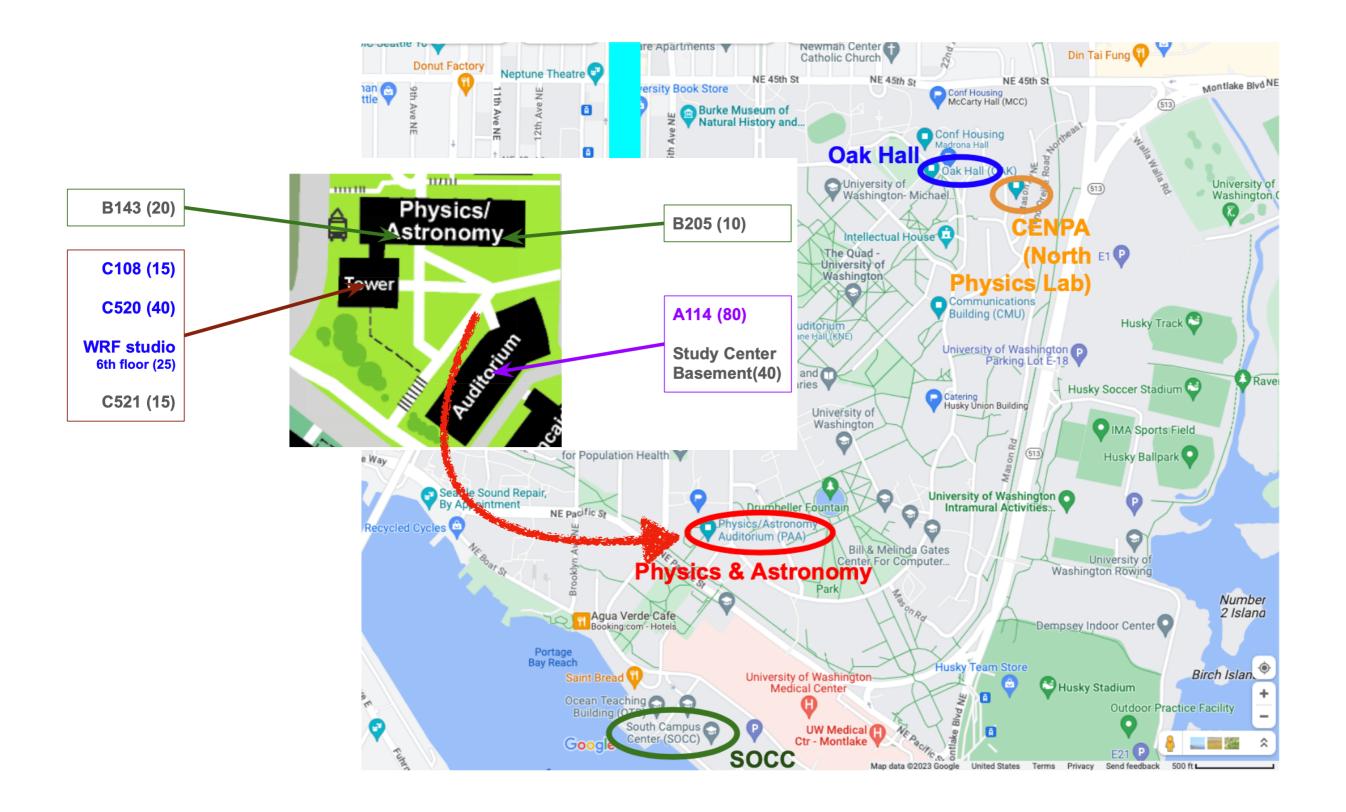
private

| | Monday July 10 | Tuesday July 11 | Wednesday July 12 | Thursday July 13 | Friday July 14 |
|----------------------|---|--|--|--|---|
| morning session | intro+Research Talks (8:00-12:35) <i>Oak Hall Denny</i> <i>Room</i> | internal A3D3 workshop (8:00-1:00) | internal A3D3 workshop (8:00-12:30) private poster session (9:15-10:15) | townhalls + hackathon (8:00-12:30) PAA A114 then breakout rooms C520, C521, & WRF Studio | poster awards, hackathon presentations, workshop conclusion (8:00-12:00) PAA A114 |
| lunch | self-organized lunch (12:10-1:30) | internal A3D3 workshop lunch (1:00-2:30) | self-organized lunch (12:30-2:00) | self-organized lunch (12:30-2:00) | |
| afternoon session | Research Talks (2:00-6:00) Oak Hall Denny Room | internal A3D3 workshop (2:30-6:30) | Flash Talks, Hackathon Intro & Lab tour (2:00-6:30) PAA A114 then breakout rooms C520, C521, & WRF Studio | hackathon (2:00-6:00) breakout rooms C520, C521, & WRF Studio | |
| evening | Reception + public poster session (6:00-9:00) Oak Hall Denny Room | | workshop banquet +demos/hackathon debrief (6:30-9:00) SCC Terrace | | |

Agenda

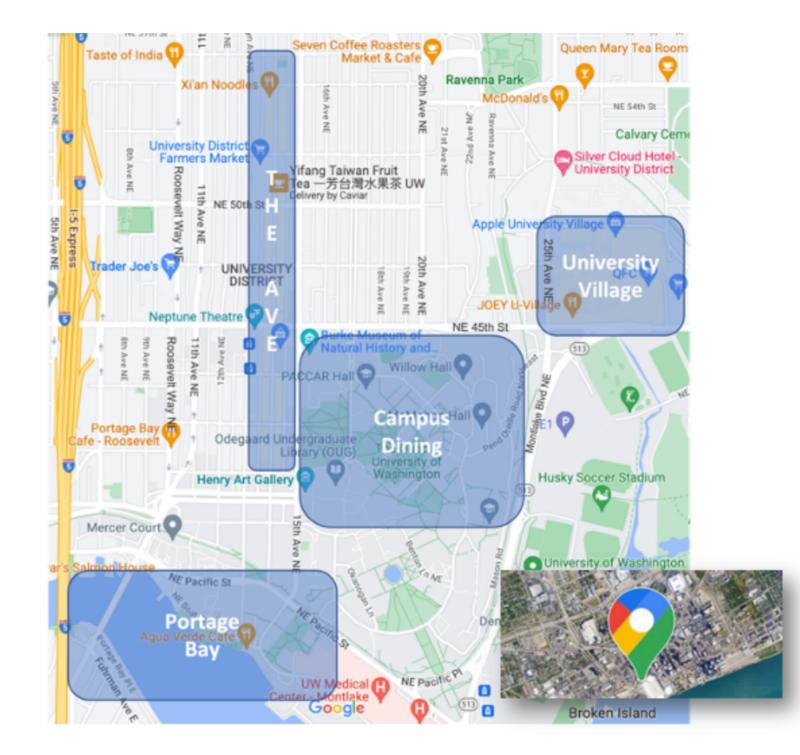
https://indico.cern.ch/event/1282754/timetable/?view=standard

Location



Dining Options

- You are responsible for finding your own lunch
 - *Except for on Tuesday for internal A3D3 members
- Many options available on campus or in the area



Today: Research Talks

- Today: research talks per subcategory
 - neuroscience, multi-messenger astronomy (MMA), high energy physics (HEP) & hardware/algorithm codevelopment (HAC)
- 20 minute talks giving overview of research area and recent developments, and describing high-throughput ML infrastructure (gpus, fpgas,) or methods (algorithms, designs...) that have facilitated these developments
- 5 minutes for questions

Today: Poster Session / Reception

- Will also take place here (Oak Hall Denny Room)
 - arrival/setup @ 6pm presentations start @ 7pm
 - can setup posters in this room whenever you like
- Food & Drinks Provided
- Presenters will be split into groups so that they also have an opportunity to view other posters
- Posters will be judged based on content, layout, and presentation
 - Winners announced Friday!
- A3D3 members: second private poster session Wednesday morning!

Hackathon (Wed-Friday)

- You will have the option to join one of 3 projects:
 - HEP: Trigger anomaly detection
 - Neuroscience: mouse touch stimulus brain signals
 - MMA: telescope (ZTF) source classification
- We will split groups into roughly even sizes and encourage people to participate in projects not related to their own discipline
- Goal of the hackathon is to define and present a project strategy
 - These strategies will be evaluated and a prize given to the most innovative and well defined project
 - We encourage hackathon projects to continue (especially among postbacs/students) over the course of the next year to be presented at the next A3D3 meetup!
- Volunteers needed to float between groups and help out/consult!

Survey + Conclusion

- Please fill out the welcome survey at your earliest convenience so we can get final attendance!
 - very brief (~1 minute)

https://forms.gle/gLXxausPrrQDxVFb9

- Thanks to the local and organizing committee & UW!!
- Many thanks to you for traveling through bad weather and a very warm welcome to the workshop!
- Questions?



Special Thanks: Organizing Committee





Melissa Quinnan (UCSD) (Chair) Brian Healy (UMN)



Elham E Khoda (UW)



Megan Lipton (Purdue)



Daniel Diaz (UCSD)



Janina Hakenmueller (Duke)

Special Thanks: Local Committee



Shih-Chieh Hsu (Phys Assoc. Prof.)



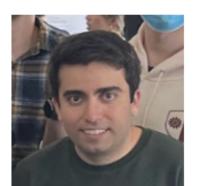
Amy Orsborn (ECE/BioEng Assist. Prof.)



Scott Hauck (ECE Prof)



Eli Shlizerman (ECE/AMath Assoc. Prof.)





Ali Garabaglu (Phys PhD)

Alex Schuy (Phys PhD)

Haoran Zhao (Phys PhD)



Xiaohan Liu (ECE MS)



Waiz Khan (ECE MS)

