



# Full Detector Simulation on GPU Updates

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# Detector Simulation Work and R&D

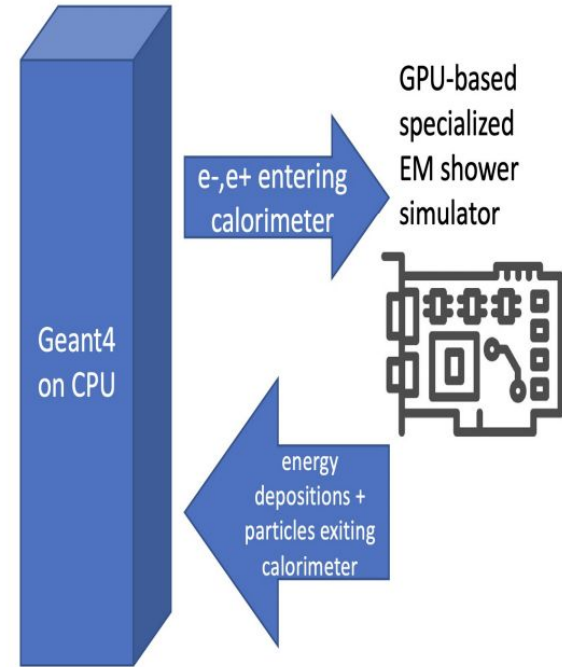
- Short overview of status today - follow links to recent presentations at [Geant4 Collaboration Workshop](#), [GPU R&D Review](#) for in depth details
- Geant4 Project (Worldwide)
  - <https://geant4.web.cern.ch>
- AdePT R&D Project (CERN-SFT)
  - <https://github.com/apt-sim>
  - Detailed presentation [tomorrow](#)
- Celeritas R&D Project (ECP: ORNL, FNAL, Argonne, LBL)
  - <https://github.com/celeritas-project>
- Vecgeom/ORANGE Surface Based Geometry (CERN, Celeritas/ORNL)
  - <https://gitlab.cern.ch/VecGeom/VecGeom> (See [surface\\_model](#) branch)
  - <https://github.com/celeritas-project/celeritas/tree/develop/src/orange>

# Community Engagement: Geant4 GPU R&D Review

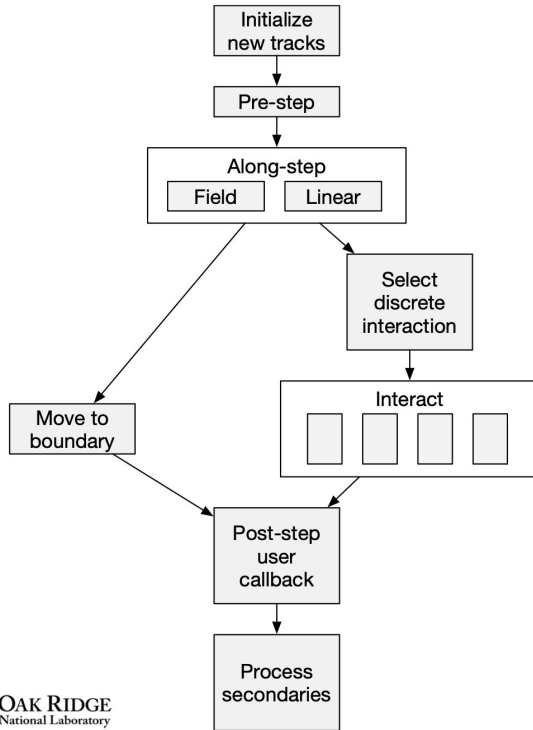
- 13th-14th Dec 2023@CERN: Presentations by AdePT/Celeritas teams to small panel of experts drawn from across LHC experiments and Geant4, together with questions/discussion
  - *Gather feedback, suggestions on progress, recommendations on next steps.*
  - <https://indico.cern.ch/event/1332507/>
  - **Results shown today are drawn from the presentations at the meeting**
- Panel Report available on request, but **very positive!**
  - *One main recommendation was **closer co-working with experiments**, see later for current status here*
- AdePT/Celeritas teams also held series of discussions on common efforts and areas on potential co-working.
  - ***Continued through bi-weekly technical/hackathon meetings this year***

# Geant4 R&D: $e^-/e^+/\gamma$ Particle Transport on GPUs

- AdePT/Celeritas developing data structures, workflows to transport **EM particles**( $e^-/e^+/\gamma$ ) using GPUs
  - *Goal: improve event/s/W throughput for LHC detector simulations*
  - **Focus on EM showers as most expensive fraction of detector portion of “typical” production runs**
- Integrate with existing CPU Geant4 simulations by “offloading” EM particles to GPU, e.g. via “Fast Simulation” hooks in Geant4, with **main challenges**:
  - *Minimizing number/size of on/offload actions*
  - *Synchronization between CPU/GPU (event boundaries)*
  - *Handing back particles (e.g. exiting particles, hadrons from photonuclear processes) from GPU to CPU*
  - *Allow user-defined actions on GPU, such as field/scoring*



# Track-parallel Stepping Workflow on GPUs



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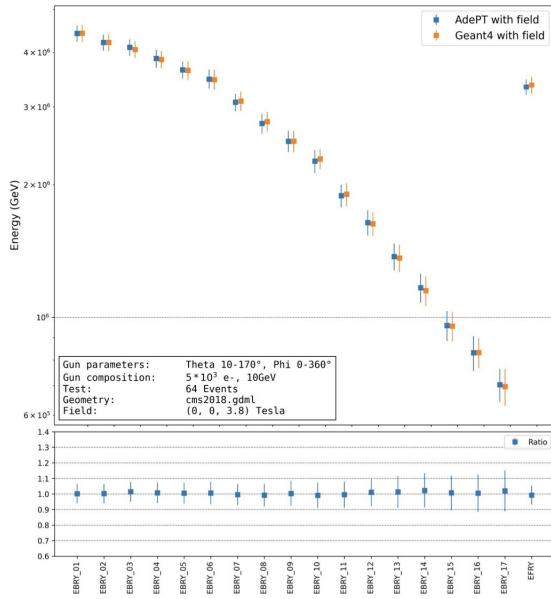
```
extend_from primaries      ▶ Copy primaries to device, create track initializers
while Tracks are alive do
  initialize_tracks        ▶ Create new tracks in empty slots
  pre_step                 ▶ Sample mean free path, calculate step limits
  along_step               ▶ Propagation, slowing down
  boundary                 ▶ Cross a geometry boundary
  discrete_select          ▶ Discrete model selection
  launch_models            ▶ Launch interaction kernels for applicable models
  extend_from secondaries ▶ Create track initializers from secondaries
end while
```

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- CPU: parallel Events, *sequential* Tracks
- CPU+GPU: parallel Events, *parallel* Tracks (1 per GPU thread)
  - *Action* based control flow
  - *Kernels* determine next **Action**, or perform an **Interaction**
  - Example from Celeritas, AdePT's is similar though with larger, per-particle, kernels

# Physics Validation

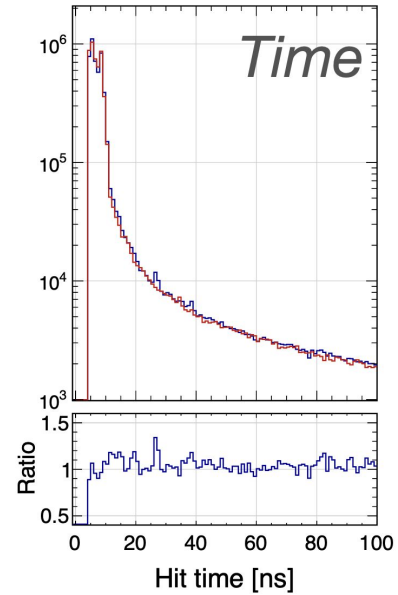
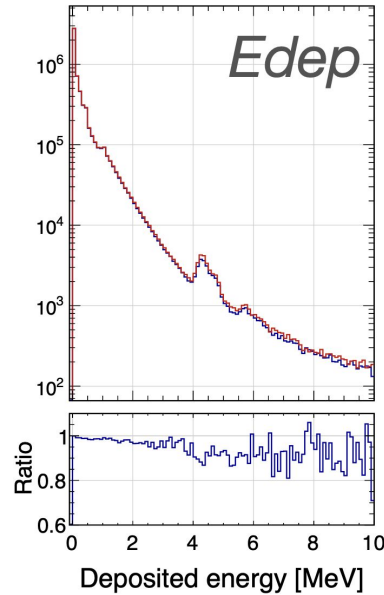
- [G4HepEM](#) in AdePT, CPU/GPU implementation of Geant4 models/data in Celeritas.
- **Excellent agreement with Geant4, but studies ongoing across problem space**



**Example: CMS ECAL**

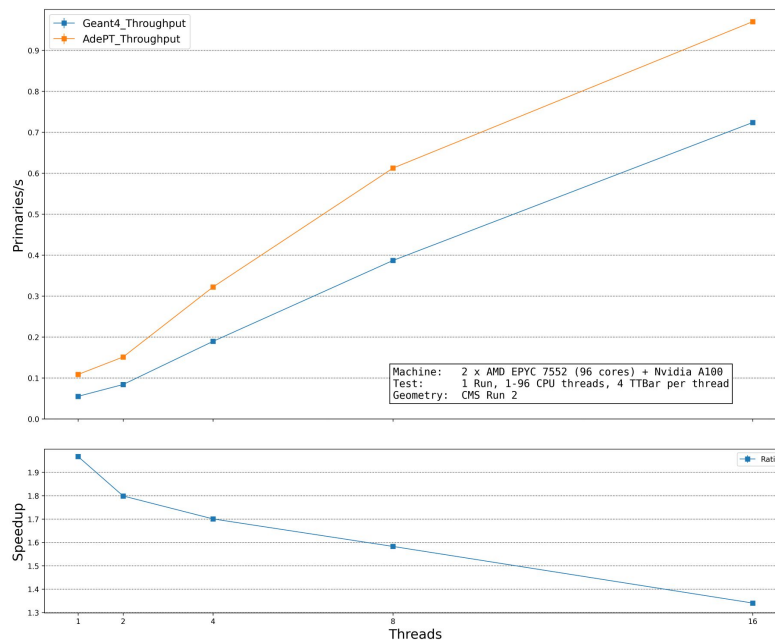
← AdePT: 10GeV  $e^-$

Celeritas: 14TeV  $t\bar{t}$  →



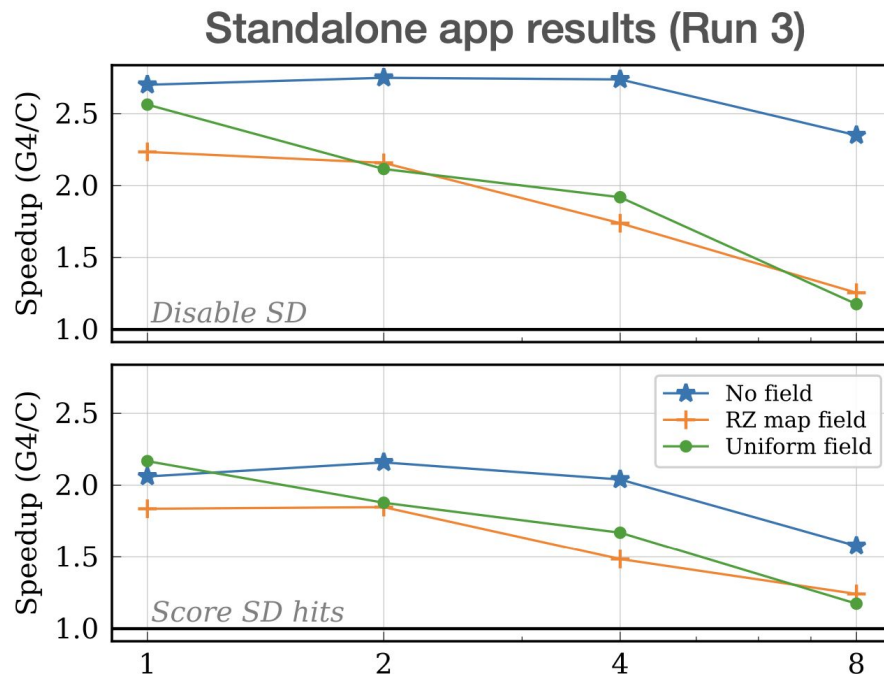
# Some Benchmarking Results: AdePT w/CMS2018

- CMS geometry, 14TeV ttbar Events
- 2xAMD CPU feeding 1xA100
  - ~90 - 30% *speedup* as number of threads on CPU increased
- Decreasing AdePT speedup with increasing CPU threads due to the GPU becoming saturated
  - *Geometry is a major factor in how quickly this occurs*



# Some Benchmarking Results: Celeritas w/CMS Run3

- Initial performance comparison in standalone Geant4+Celeritas application
  - *CMS GDML geometry/Sensitive Detectors*
- 8CPU+1GPU standalone simulation with 14TeV tt **17-87% faster**
  - *Theoretical maximum speedup (all  $e^-/e^+/g$  tracks take zero time) in full CMSSW ~230%*

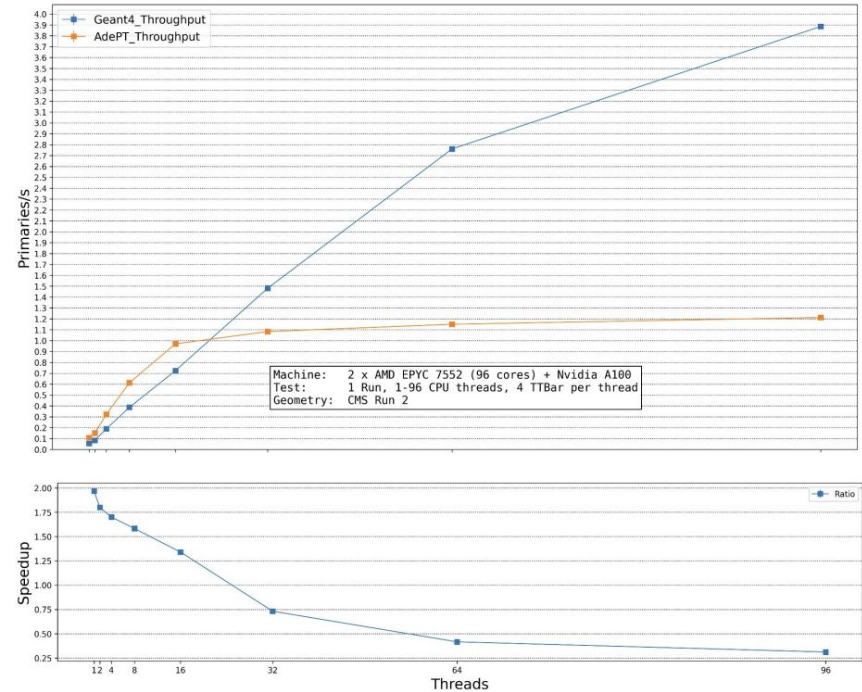


Hardware: Intel Xeon Gold 6152 CPU 22c 2.10GHz + NVIDIA Tesla V100 SXM2  
Geometry: CMS detector (Run 3 configuration)  
Input: 8 tt events @ 14 TeV from LHC pp collision



# Potential Optimization Strategies for Workflow

- Sorting tracks on type/energy/etc at specific points
  - *Reduce kernel grid sizes, maybe divergence*
- Use of single/mixed precision
  - *Mostly of benefit to consumer grade GPUs*
- Shared offload “service” to improve CPU/GPU concurrency
  - ***Less blocking of CPU when GPU processes (e.g. Hadrons on CPU whilst GPU processes EM)***
  - *=> Event mixing on device*

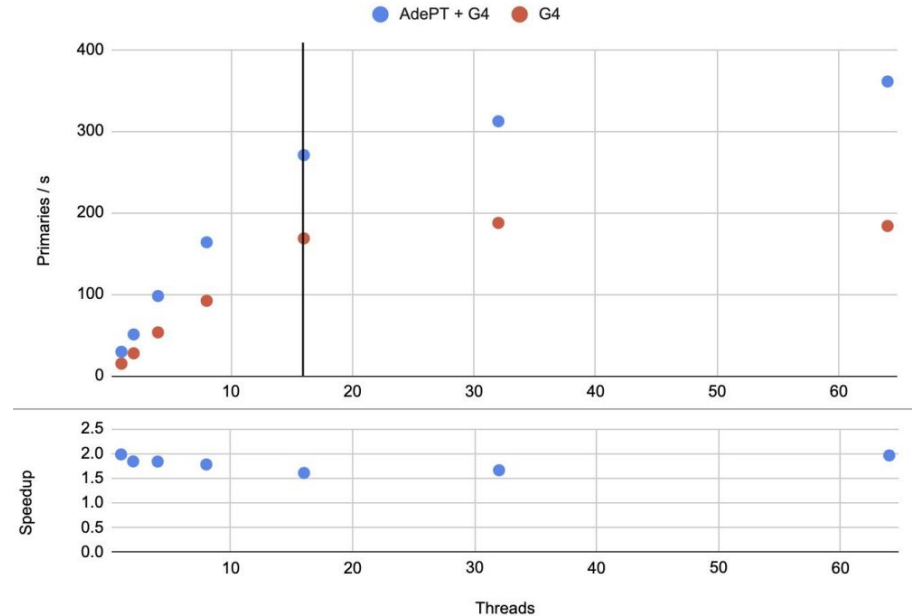


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Run 64 events of 1000 \* 10 GeV electrons

Uniform gun in eta, phi; CMS2018 geometry; Bz = 0; Tesla A100, AMD EPYC 7313 (16 cores)

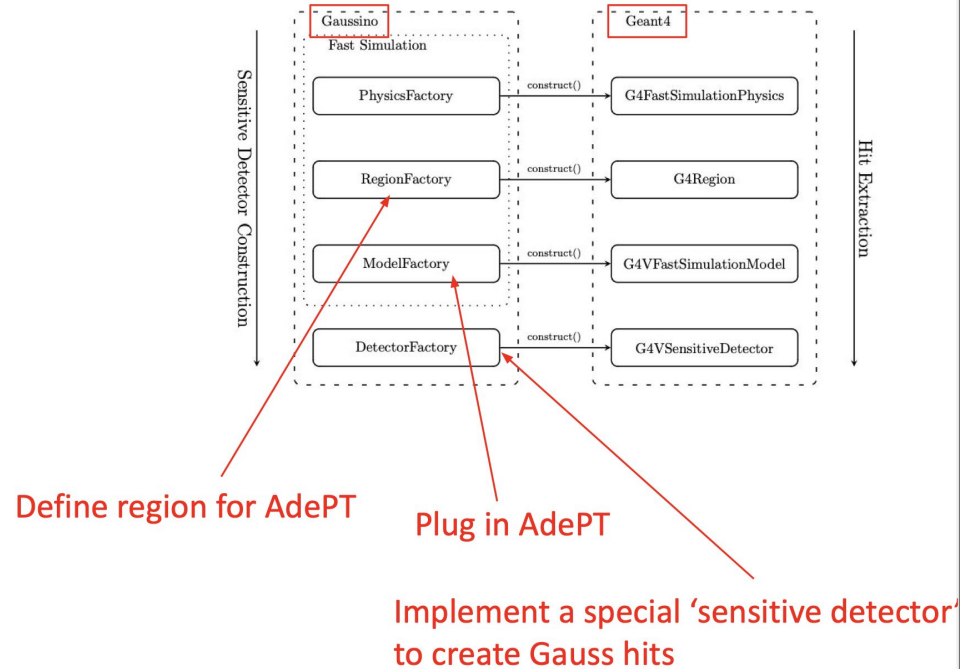


# Integration/Testing in Experiments: ATLAS

- TileCal test beam standalone Geant4 application as testbed
  - Code: <https://github.com/lopezzot/ATLTileCalTB> (see [presentation](#))
- **AdePT**: Initial integration by Davide Costanzo:
  - See <https://indico.cern.ch/event/1215829/contributions/5306569/>
- **Celeritas**: integration both standalone and as FullSimLight plugin by Warwick
- **Combined offload interface** being prototyped by both teams as outcome of December review/co-working discussions
  - Choose AdePT/Celeritas at runtime to compare, help consolidate/test
  - Enables easier integration, testing in Athena
- **Topics being worked on as part of UK contribution to ATLAS Full Simulation WG and both R&D teams**

# Integration/Testing in Experiments: LHCb

- **AdePT**: Combine standalone application example with Gauss-on-Gaussino machinery
  - *Fill AdePT pipeline with particles entering LHCb Calo region*
  - *Generate Gauss hits from AdePT (to give equivalence with plain Geant4)*
  - *Working with Juan Bernardo Benavides (LHCb Doctoral Student)*
- **Celeritas**: Warwick will assist in trialling integration of **new combined offload interface** this year.



# Integration/Testing in Experiments: CMS, ALICE

- Celeritas already integrated in CMSSW, with testing continuing
  - *CMS also investigating use of G4HepEM, the main physics engine of AdePT*
  - *Review meeting highlighted “tuning” of CPU physics for performance as an important consideration for comparison of CPU/CPU+GPU performance*
  - *Apples-to-Apples physics comparison may require adding this tuning capability to the GPU codes*
- Preliminary discussions with ALICE on testing integration during December 2023 AdePT/Celeritas review/discussion week

# Surface-based Geometry: VecGeom, ORANGE

- **Current CSG model of VecGeom known GPU bottleneck in AdePT and Celeritas**
  - *Divergence from different algorithmic complexity in different solids, etc*
- Effort to develop and use surface-based geometry models, navigation
  - *Reduce divergence from smaller number of surfaces, simpler algorithms*
  - **VecGeom**: *bounded surfaces (explore potential for work reduction in LHC-complexity geometries by reducing checks on “virtual” crossings)*
  - **ORANGE**: *unbounded surfaces (approach from nuclear engineering codes for reactor geometries)*
- Defer to the following presentations at the Geant4 Collaboration meeting for details:
  - [Surface-based GPU model in VecGeom, Andrei Gheata et al](#)
  - [ORANGE surface geometry progress, Seth Johnson et al](#)
- RSEs at Warwick and Sheffield **contributing to profiling/optimization** under the ExaTEPP grant, common Geometry interface for VecGeom/ORANGE through SWIFT-HEP co-working.
  - *VecGeom/ORANGE surface models now in more stable, developed state than previously.*
  - *Still some CSG->Surface conversion implementations to complete*
- *Possible commonalities with detray component of ACTS should also be explored further.*



# Optical Photon Simulations

- Work continuing at Manchester on use of [Mitsuba3 renderer for optical photon simulations](#)
  - *Current work focussing on transport in dense media and geometry input from Geant4*
- Celeritas also starting to develop optical photon physics/transport using same workflow as for EM particles
  - *Interesting comparison with raytracing/rendering methods (Mitsuba, NVidia OptiX)*
- **Broader scope of applications than just LHC (e.g. Dark Matter, Neutrinos, Detector Development) and also a key bottleneck for simulations with optical detectors**
  - *How can SWIFT-HEP help to engage these communities?*

# Other Topics: Power Efficiency, AI methods

- Energy is a critical factor for overall compute budgets, so don't just want to increase Events/Second, but **Events/Second/Watt!**
  - [Results from KEK on Geant4 benchmarks](#) on AMD/Intel/Apple/Fujitsu x86/ARM
  - Celeritas have promising [preliminary results on CPU+GPU workflows](#) presented at recent HEPiX meeting
  - **More work needed in this area**, especially in developing **realistic (geometry, primary events, scoring) benchmark problems** for wider use (e.g. see later presentation on [ARM Compute](#))
- Interesting presentation at Geant4 Collaboration Meeting on the use of [Differentiable programming for simulation](#):
  - Related to wider topic of use of AI methods for simulation
  - Should we look to engage SWIFT-HEP with broader efforts on “Fast Sim”?



# Slight Aside: Geant4 Work in 2023/24

- Release 11.2 on 8th December 2023: [Release Notes](#)
  - *Minor release, with general improvements and fixes*
  - **Significant UK input** on rollout of Qt6 and VTK visualization support (Cockroft, Warwick)
- This year, UK (Warwick) will take leading role in Run/Event/Track **workflow management** topics:
  - *Implement new requirements coming from AdePT/Celeritas R&D*
  - *Modernization/Sustainability of Multithreading/Tasking infrastructure (with CERN/JLAB)*
  - *Revival/Modernization of MPI support (with CERN)*
- **Critical that UK maintain contribution to core Geant4 to support HEP in general *and* bring SWIFT-HEP R&D outcomes to production!**

# Summary

- AdePT/Celeritas continue to develop and work together
  - *Positive review meeting in December 2023*
  - *Testing in LHC frameworks underway*
- **Co-working underway on common APIs/codes**
  - *Currently on Geant4<->GPU offload*
  - *Next on geometry calls*
- Optical photon on GPU work continuing, an important capability for many experiments
- **Benchmarking for Power Efficiency with realistic problems increasingly important**