

Towards efficient and sustainable event generation for the HL-LHC

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Swift-HEP/ExaTEPP, Warwick

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Expected computing requirements

- projected evolution of computing resources sees cost of event generation on par with detector simulation
- LHC measurements in danger of being limited by Monte Carlo statistics







TOWARDS EFFICIENT AND SUSTAINABLE EVENT GENERATION FOR THE HL-LHC CHRISTIAN GÜTSCHOW



Targeted optimisation of CPU-based event generation

- Most event generation CPU spent on multi-leg NLO calculations [JHEP 08 (2022) 089]
 - → Study CPU performance of SHERPA MEPS@NLO calculations for e⁺e⁻ + 0, 1, 2j@NLO+3, 4, 5j@LO and tt
 + 0, 1j@NLO+2, 3, 4j@LO
 - used for main Standard Model processes: extremely large event sample sizes
 - relevant to measurements and searches alike



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Parton vs particle level

- Scaling of parton- and particle level analysed in [PRD 100 (2019) 1]
- → cost of showering matrix elements with extra emissions dominated by parton level
 - number of diagrams grows factorially with every additional emission (at best exponentially when exploiting recursions a la COMIX)
- Iow-multiplicity matrix elements cheaper to regenerate entirely than to store on disk



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Introducing Pepper: a portable ME generator for the HL-LHC

- → Focus on highest multi (e.g. e⁺e⁻ + 5, tt
 + 4) this is beyond small scale computing → WLCG / HPC
- → 10–20 years ago: Homogeneous CPU+RAM architectures
- This is undergoing a big change (partly due to AI trends)
 - → HPC moves to exascale era → scalability
 - → GPU acceleration → portability
- PEPPER addresses both aspects with MPI, HDF5 and Kokkos
- → PEPPER parallelises the entire parton-level event generation:



- Tested Xeon CPU, Intel/AMD/Nvidia GPU, HPC systems
 - → Covers all (pre-)exascale architectures on previous slide
 - Scalable from a laptop to a Leadership Computing Facility



Comparing runtimes on relevant architectures

- Excellent performance across a wide range of architectures
- → Portability provided by Kokkos: one code-base compiled for different architectures



MEvents / hour	2×Skylake8180	V100	A100	H100	MI100	MI250	PVC
$pp ightarrow t\overline{t} + 4j \ pp ightarrow e^-e^+ + 5j$	0.06	0.5	1.0	1.7	0.4	0.3	0.3
	0.003	0.03	0.05	0.1	0.03	0.03	0.02

<u><u></u></u>

Portability: Aurora example

Estimate "roughly 330 billion [leptonically decaying V+jets] events" required for HL-LHC [arXiv:2112.09588]

→ "SHERPA 2.2.11 setup would exceed budget by 16%"

- Assuming all 330 billion events are Z + 4j, production cost at parton-level would be:
 - Э 240М CPUh Coмix @ Intel E5-2650 v2 CPU
 - → 380k GPUh PEPPER @ Nvidia A100 → This would be 8h on Aurora (with PVC)





Typical MC production chain



Lack of active development on infrastructure tools (LHE, HepMC, ...) set to become next major bottleneck going forward



New LHE-H5 format



new efficient LHE-like data format based on HDF5+HighFive proposed in [PRD 109 (2024) 1]

- overall I/O time reduced to below 1s per rank
 - time spent in I/O operations less than 5% when reading 128.85 GiB
- ideal for accessing back-fill queues at large computing centres
- already support by Sherpa and Pythia



New YODA-H5 format

- → provides an alternative for applications where ASCII is currently a bottleneck
- → integer-factor speed-ups for I/O operations; nicely balanced profiles

	ASCII/H5 exec times			
Raw ASCII size	excl. compression	incl. compression	gz vs raw h5	
<i>𝔅</i> (5kB) 𝔅(3MB) 𝔅(22MB)	0.36 2.69	0.35 1.03	0.51 6.34	
O(33MB)	2.15	0.41	4.80	

	libz.so libz.so.11f			libz.so libz.so.1!f		libz.so.1 libz.so.1lf
libz.so.1 libz.so.1!f	libz.so.1!inflate	libz.so libz.so	libz.so.1 libz.so.1!f	libz.so.1!inflate	libz.so libz.so	libz.so.1!inflate
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libYODA.so!YODA_H5::Sli	libYODA.so!YODA::H5Dat	libYODA.so!YODA_H5	libYODA.so!YODA_H5::Sli	libYODA.soIYODA::H5Dat	libYODA.so!YODA_H	libYODA.so!YODA::H5Data
libYODA.so!YODA::H5Data	libYODA.so!YODA::H5FileMai	hager::loadEdges<	libYODA.so!YODA::H5Data	libYODA.so!YODA::H5FileMa	nager::loadEdges<	libYODA.so!YODA::H5File
libYODA.so!YODA::AOReader-	libYODA.so!YODA::AOReader <yoda::binneddbn<(unsigned double="" long)1,="">> libYODA.so!YODA::AOReader<yoda::binnedestimate<double>>::mkFromH5</yoda::binnedestimate<double></yoda::binneddbn<(unsigned>					
libYODA.so!YODA::ReaderH5::read						
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hStestImain						
libc.so.6!_libc_start_main						
h5testI_start						
[Unknown]!Total						



Software releases and dissemination

- new YODA 2.0 major release + publication [arxiv:2312.15070]
- new Rivet 4.0 major release + publication [SciPost Phys Codebases 2024 36]
- new Sherpa 3.0 major release + publication [arxiv:2410.22148]
- all including various new features to improve HPC friendliness
- Swift-HEP contributions also presented at ACAT and ICHEP this year
- over the summer: [IPPP workshop] on Monte Carlo support tools
- → upcoming: follow-up workshop at DESY
- next year: more MC-support-tools-oriented efforts (supported by CoSeC)

Outlook

- Lots of discussion points that could feed into Swift-HEP2 efforts:
 - LHAPDF: support for 2D spline fits (first promising results in Python, now being propagated to C++), reduce memory and look-up times by optimising grid binning and many more!
 - SHERPA: adapt the codebase to better support modern computing architectures and workflows with RSE support
 - HEPMC: needs systematic profiling in light of HPC usage; extend to efficiently support factorised parton-shower systematics
 - Showers: extend recent reweighting efforts to reduce cost of assessing non-perturbative uncertainties (hadronisation, MPI, decays) [arXiv:2308.13459]
 - Hadron-decay modelling: no reward for theory careers, but existing implementations will need to be maintained
 - Spin-density propagation: avoid mixing of showers via decay modules by providing minimal standard interface in terms of array representation of the matrices and spinors
- → General theme: make event generation maximally HPC friendly and develop the MC infrastructure to deliver the best possible calculations and robust uncertainties

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Summary

- computing cost of traditional CPU-based multi-leg event generation significantly reduced by factor 40–80 following dedicated profiling [EPJ C82 (2022) 12]
- first production-ready portable LO event generator allows to incorporate GPU resources into high-precision simulations [SciPost Phys 15 (2023) 4]
- this constitutes the first realistic and sustainable approach towards large scale event generation in the HL-LHC era
- → well positioned to exploit Leadership Computing Facilities across the world
 - → ideally suited for high-precision calculations if quotas can be obtained
- → focus now shifting towards better calculations and more robust uncertainty estimates



Backup



Breakdown of CPU budget in V+jets



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Breakdown of CPU budget in $t\bar{t}$ +jets



Swift-HEP/ExaTEPP, Warwick, 12 Nov 2024

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Parton-level event generation

$$\sigma_{pp \to X_n} = \sum_{ab} \int dx_a dx_b d\phi_n$$
$$\times \frac{f_a(x_a, \mu_F^2) f_b(x_b, \mu_F^2)}{|\mathcal{M}_{ab \to X_n}|^2}$$
$$\times \Theta(p_1, ..., p_n)$$

→ Large portion of MC time spend in ME+PS

- → Components we need to consider:
 - Phase space generation → Снісі
 - → PDFs → Lhapdf
 - 🔶 Tree-level matrix elements 🔶 PEPPER



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Chili performance compared to SHERPA default



 CHILI phase-space generator uses simple (MCFM-inspired) structure: one t-channel + adjustable number of s channels [SciPost Phys 15 (2023) 4]

- Portable (ported built-in CHILI in PEPPER)
- Efficiency on par with recursive COMIX phase-space



Making LHAPDF GPU-ready

- Byproduct of porting exercise
 - PDF evaluations not critical
 - copying of data is
- Huge performance gains
 - → 3-10x speedup per PDF evaluation
 - → more possible by changing MC workflows
- OpenMPI used for efficient initialisation
 - constant init time vs. infinite init time [PRD 100 (2019) 1]
- Added CUDA + Kokkos interface/version
 - excellent computing performance / accuracy
 - → portable version used for the remaining talk





PEPPER + CHILI: baseline CPU performance



First complete CHILI + PEPPER benchmark

Unweighted event throughput compared to COMIX*

→ Constitutes baseline single-threaded performance of currently available competitive algorithms

Standalone PEPPER performs better than COMIX, but PEPPER's real goal is portability

Numbers generated on Intel Xeon E5-2650 v2

- * Partonic processes split into to g/q groups (not SHERPA default)
- [†] Modified to match efficiency convention of [PRD 101 (2020) 7]



Benchmarking with state-of-the-art event generators

- → comparison of SHERPA'S COMIX with PEPPER+CHILI, on a single core Intel(R) Core(TM) i3-8300 CPU at 3.70GHz with 8MB L3 cache.
- → samples generated with a given target for the total cross section uncertainty ("Tot. unc.")
- → "Speed-up" gives the walltime gain factor of PEPPER+CHILI vs. COMIX
- → PEPPER+CHILI: Z + 0, 1j generated using helicity summing, while the higher ones use helicity sampling, thereby achieving the best possible performance in each case
- factorial scaling in PEPPER causes COMIX to win at very high multiplicities

		Sherpa (Comix)			PEPPER+CHILI			
Process	Tot. unc. [%]	Walltime [s]	Mem. (USS) [MB]	Eff. [%]	Walltime [s]	Mem. (USS) [MB]	Eff. [%]	Speed-up
Z+0j	0.089	68	62	22	10	40	43	6.8
Z+1j	0.19	76	66	5.3	31	33	10	2.5
Z+2j	0.99	92	64	0.28	10	35	1.4	9.2
Z+3j	3.8	95	65	0.037	36	43	0.097	2.6
Z+4j	14	122	115	0.0050	71	133	0.016	1.7



Super-computing for the HL-LHC

- → PEPPER runs on all leading systems in EU and U.S.
- → ATLAS estimated roughly 330 billion leptonically decaying V+jets events would be required for HL-LHC [JHEP 08 (2022) 089]
- \rightarrow Time for V+j sample:
 - 🔶 4h Frontier
 - 🔶 6h Aurora
 - 🔶 8h Leonardo
 - 🔶 15h Lumi





Introducing LHEH5

→ established LHEF format is based on XML

- flexible enough to add any desired feature
- → poses a challenge for I/O operations at scale

new efficient LHE-like data format based on HDF5+HighFive proposed in [PRD 109 (2024) 1]

Name	Data type	Contents
VERSION INIT	$3 \times \text{int}$ $10 \times \text{double}$	Version ID beamA, beamB, energyA, energyB, PDFgroupA, PDFgroupB, PDFsetA, PDFsetB, weightingStrategy, numProcesses
PROCÍNFO	6 imes double	procld, npLO, npNLO, xSection, error, unitWeight
EVENTS	$9 \times \text{double}$	pid, nparticles, start, trials, scale, fscale, rscale, aged, agcd
PARTICLES	$13 \times \text{double}$	id, status, mother1, mother2, color1, color2, px, py, pz, e, m, lifetime, spin
CTEVENTS CTPARTICLES	$\begin{array}{l} 9\times \text{double} \\ 4\times \text{double} \end{array}$	ijt, kt, i, j, k, z1, z2, bbpsw, tlpsw px, py, pz, e

Tool-chain integration

- \rightarrow validated for standard candle processes (Z+jets shown) at various multiplicities
- can mix and match generators to reduced computing time to the absolute minimum required for event simulation



[PRD 109 (2024) 1]



More robust uncertainty estimates

→ LHEH5 enables efficient substitution of various parts in the event generation chain

- → already supported by both Sherpa and Pythia!
- \rightarrow 10% uncertainty seen in Z+jets due to different algorithmic choices in the parton showers





Future event generation workflows

- Approach 1: produce parton-level samples centrally with input from the MC developers, provide them in a shared space for all experiments
 - → experiments run their preferred shower setup (
 - → allows for affordable plug & play between different models (✓)
 - → lowers cost threshold for reproducing larger setups after some time if need be (✓)
 - requires more storage for parton-level events (X)
 - → new infrastructure needs to be set up and maintained (×)



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- Approach 1: produce parton-level samples centrally with input from the MC developers, provide them in a shared space for all experiments
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 - → lowers cost threshold for reproducing larger setups after some time if need be (✓)
 - → requires more storage for parton-level events (×)
 - → new infrastructure needs to be set up and maintained (×)
- Approach 2: run everything in one go, harnessing heterogeneous resources, possibly with in-memory transfer of GPU-accelerated calculation components
 - → no intermediate storage for parton level events needed (✓)
 - → minimal infrastructure changes required (✓)
 - → parton-level events continue to cost twice as strictly necessary (×)
 - → regenerating larger setups from scratch will become painful (×)