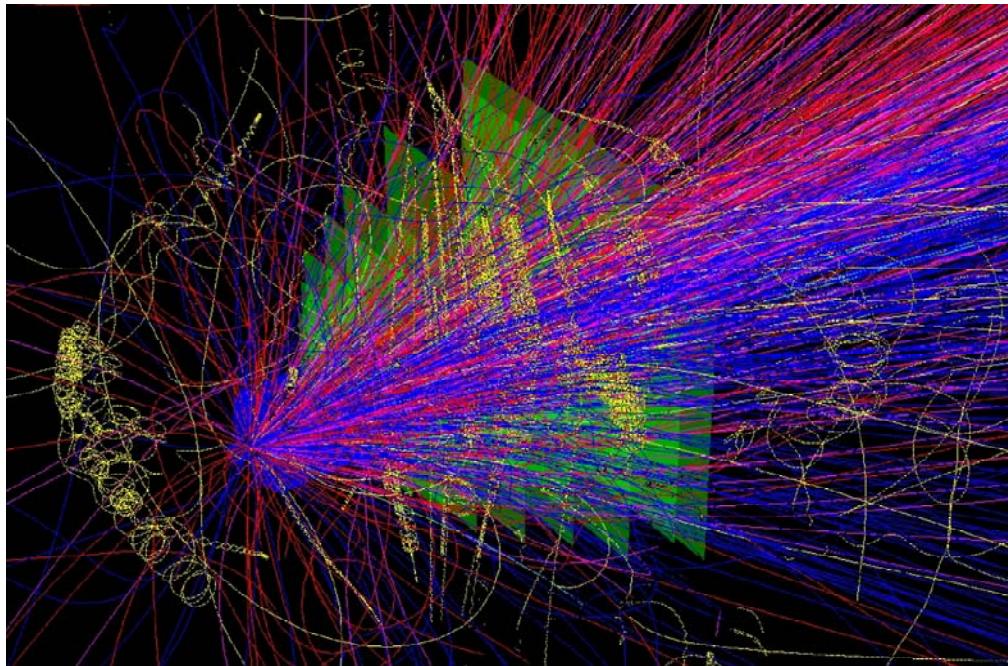


# *First Level Event Selection Package of the CBM Experiment*

**S. Gorbunov, I. Kisel, I. Kulakov, I. Rostovtseva, I. Vassiliev  
(for the CBM Collaboration)**

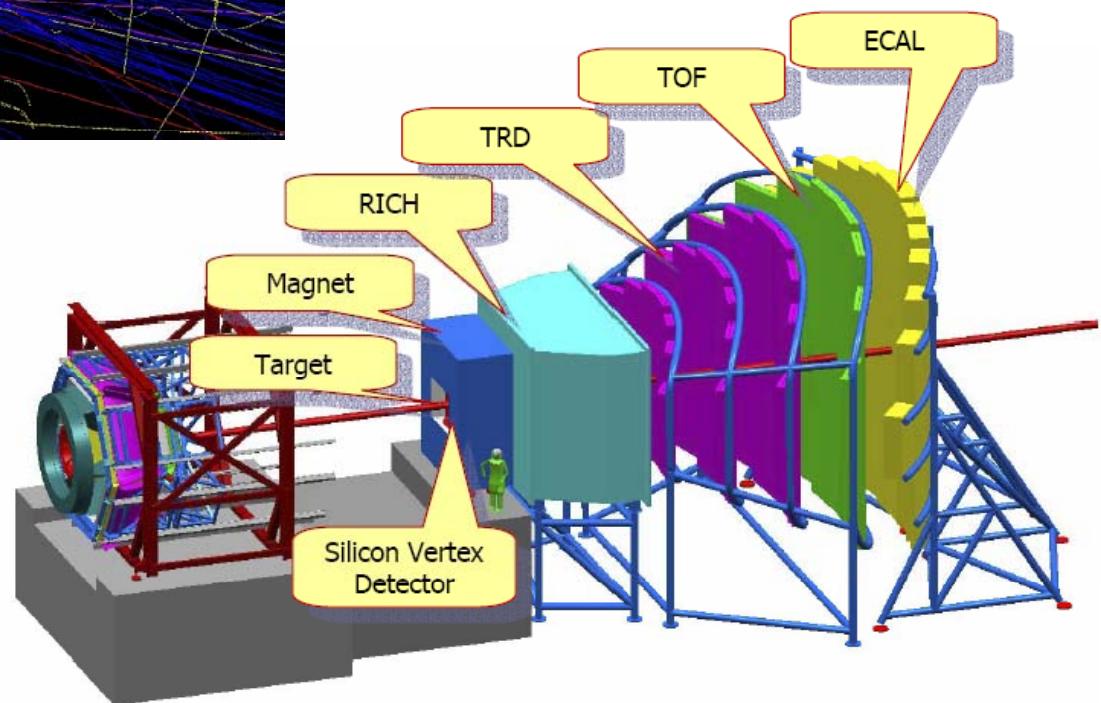
*CHEP'09  
Prague, March 26, 2009*

## Tracking Challenge in CBM (FAIR/GSI, Germany)

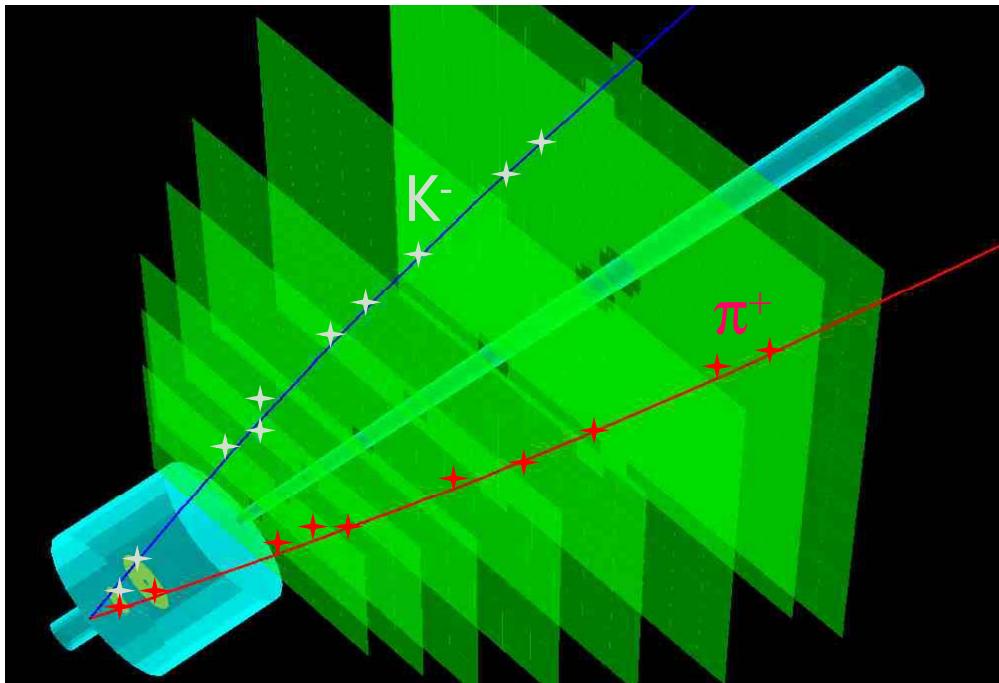


Track reconstruction in STS/MVD  
and displaced vertex search  
required in the first trigger level

- \* Fixed-target heavy-ion experiment
- \*  $10^7$  Au+Au collisions/sec
- \* ~ 1000 charged particles/collision
- \* Non-homogeneous magnetic field
- \* Double-sided strip detectors  
(85% fake space points)



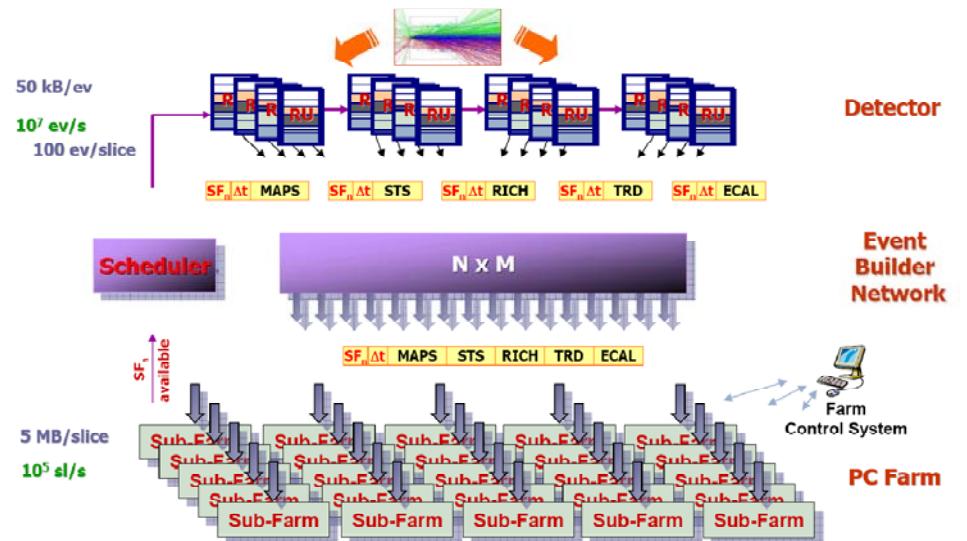
## Open Charm Event Selection



First level event selection is done in a processor farm fed with data from the event building network

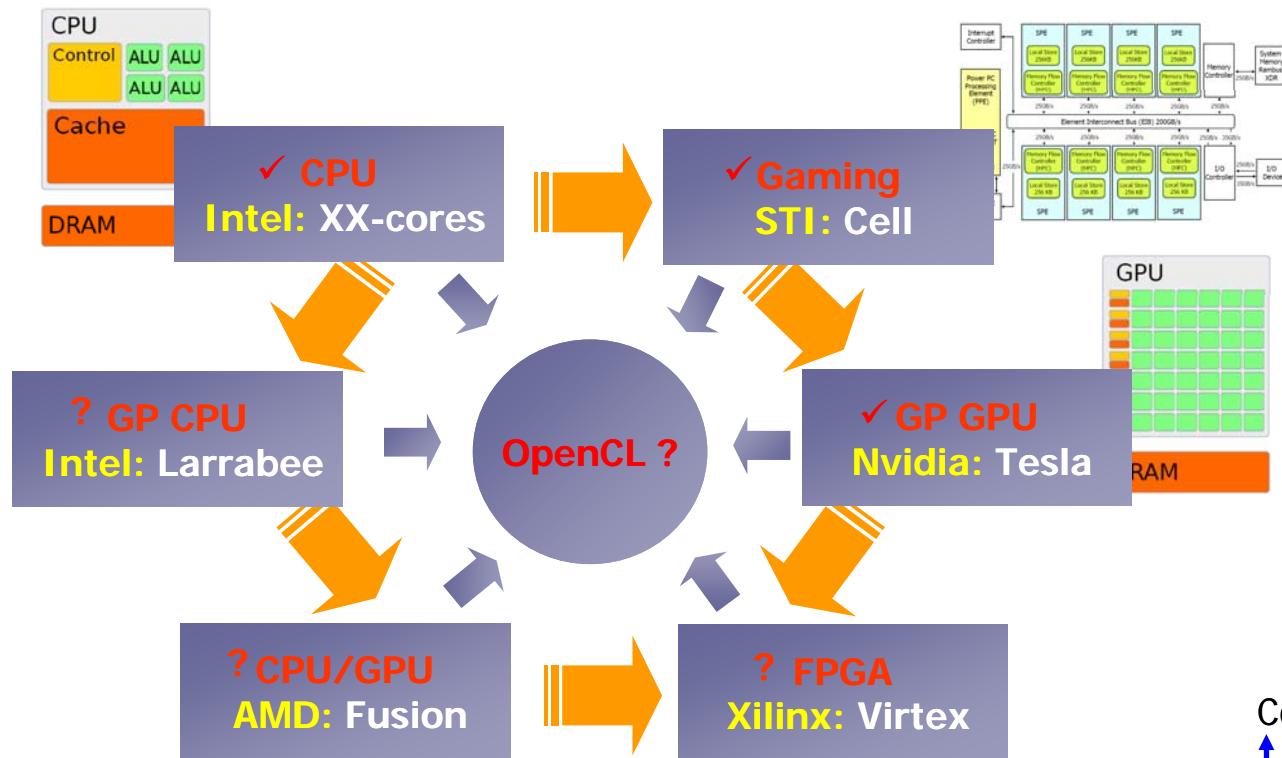
- $D^\pm (c\tau = 312 \mu\text{m}):$   
 $D^+ \rightarrow K^- \pi^+ \quad (9.5\%)$
- $D^0 (c\tau = 123 \mu\text{m}):$   
 $D^0 \rightarrow K^- \pi^+ \quad (3.8\%)$   
 $D^0 \rightarrow K^- \pi^+ \pi^+ \pi^- \quad (7.5\%)$
- $D_s^\pm (c\tau = 150 \mu\text{m}):$   
 $D_s^+ \rightarrow K^+ K^- \pi^+ \quad (5.3\%)$
- $\Lambda_c^+ (c\tau = 60 \mu\text{m}):$   
 $\Lambda_c^+ \rightarrow p K^- \pi^+ \quad (5.0\%)$

No simple trigger primitive, like high  $p_t$ , available to tag events of interest. The only selective signature is the detection of the decay vertex.

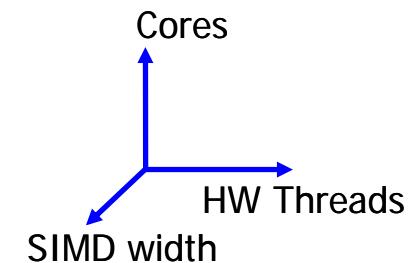


# Many-core HPC

- On-line event selection
- Mathematical and computational optimization
- Optimization of the detector

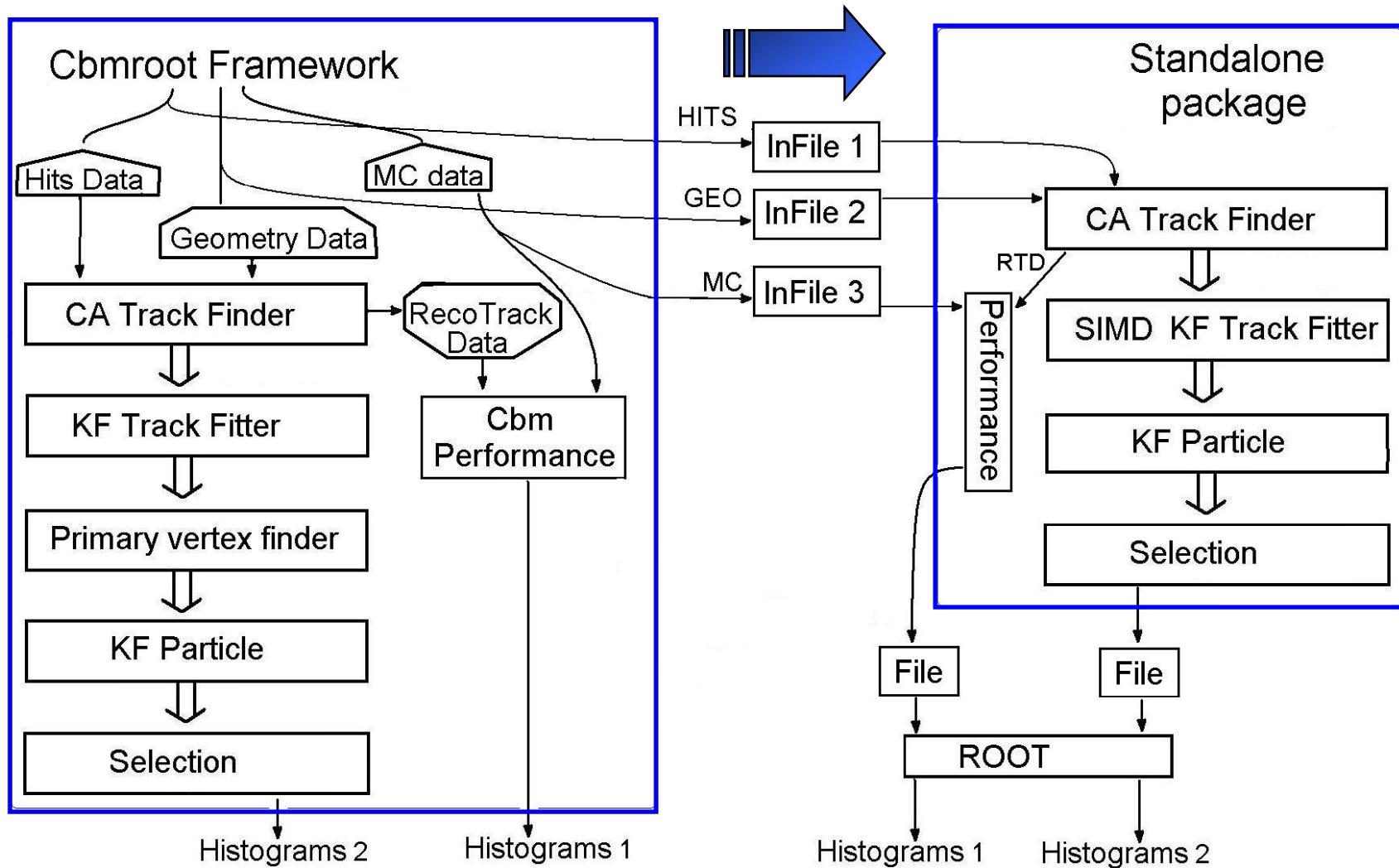


- Heterogeneous systems of many cores
- Uniform approach to all CPU/GPU families
- Similar programming languages (CUDA, Ct, OpenCL)
- Parallelization of the algorithm (vectors, multi-threads, many-cores)

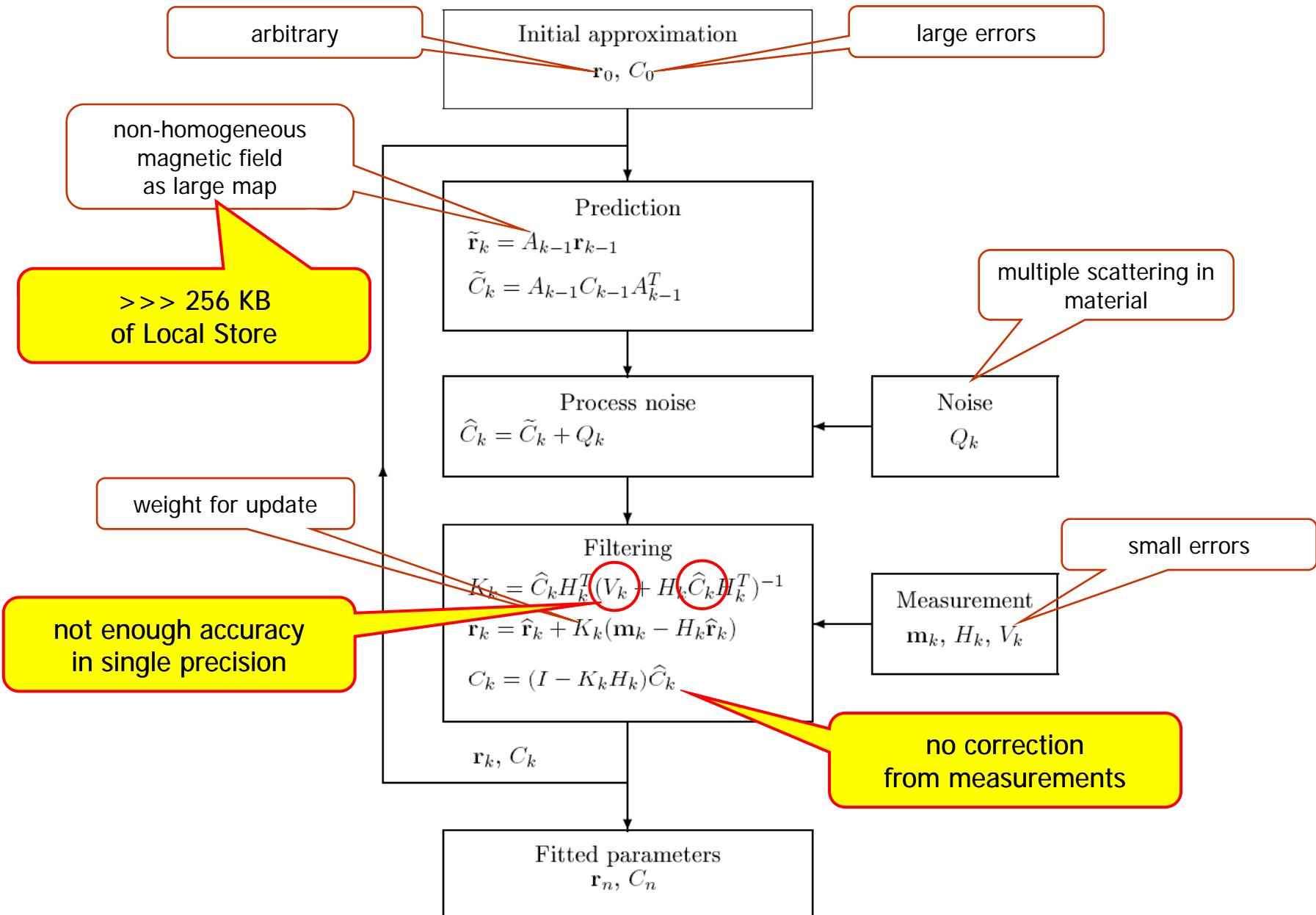


$$N_{\text{speed-up}} = N_{\text{cores}} * (N_{\text{threads}}/2) * W_{\text{SIMD}}$$

## Standalone Package for Event Selection



# Kalman Filter for Track Fit



## Code (Part of the Kalman Filter)

```
inline void AddMaterial( TrackV &track, Station &st, Fvec_t &qp0 )
{
    cnst mass2 = 0.1396*0.1396;

    Fvec_t tx = track.T[2];
    Fvec_t ty = track.T[3];
    Fvec_t txtx = tx*tx;
    Fvec_t tyty = ty*ty;
    Fvec_t txtx1 = txtx + ONE;
    Fvec_t h = txtx + tyty;
    Fvec_t t = sqrt(txtx1 + tyty);
    Fvec_t h2 = h*h;
    Fvec_t qp0t = qp0*t;

    cnst c1=0.0136, c2=c1*0.038, c3=c2*0.5, c4=-c3/2.0, c5=c3/3.0, c6=-c3/4.0;

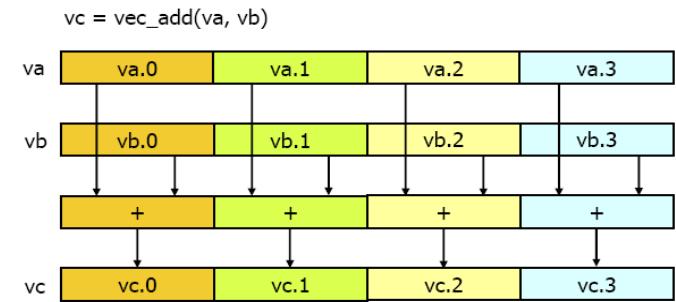
    Fvec_t s0 = (c1+c2*st.logRadThick + c3*h + h2*(c4 + c5*h +c6*h2 ))*qp0t;

    Fvec_t a = (ONE+mass2*qp0*qp0t)*st.RadThick*s0*s0;

    CovV &C = track.C;

    C.C22 += txtx1*a;
    C.C32 += tx*ty*a; C.C33 += (ONE+tyty)*a;
}
```

Use headers to overload +, -, \*, / operators --> the source code is unchanged !



## Header (Intel's SSE)

```
typedef F32vec4 Fvec_t;
/* Arithmetic Operators */
friend F32vec4 operator +(const F32vec4 &a, const F32vec4 &b) { return _mm_add_ps(a,b); }
friend F32vec4 operator -(const F32vec4 &a, const F32vec4 &b) { return _mm_sub_ps(a,b); }
friend F32vec4 operator *(const F32vec4 &a, const F32vec4 &b) { return _mm_mul_ps(a,b); }
friend F32vec4 operator /(const F32vec4 &a, const F32vec4 &b) { return _mm_div_ps(a,b); }

/* Functions */
friend F32vec4 min( const F32vec4 &a, const F32vec4 &b ){ return _mm_min_ps(a, b); }
friend F32vec4 max( const F32vec4 &a, const F32vec4 &b ){ return _mm_max_ps(a, b); }

/* Square Root */
friend F32vec4 sqrt ( const F32vec4 &a ){ return _mm_sqrt_ps (a); }

/* Absolute value */
friend F32vec4 fabs( const F32vec4 &a){ return _mm_and_ps(a, _f32vec4_abs_mask); }

/* Logical */
friend F32vec4 operator&( const F32vec4 &a, const F32vec4 &b ){ // mask returned
    return _mm_and_ps(a, b);
}
friend F32vec4 operator|( const F32vec4 &a, const F32vec4 &b ){ // mask returned
    return _mm_or_ps(a, b);
}
friend F32vec4 operator^( const F32vec4 &a, const F32vec4 &b ){ // mask returned
    return _mm_xor_ps(a, b);
}
friend F32vec4 operator! ( const F32vec4 &a ){ // mask returned
    return _mm_xor_ps(a, _f32vec4_true);
}
friend F32vec4 operator||( const F32vec4 &a, const F32vec4 &b ){ // mask returned
    return _mm_or_ps(a, b);
}

/* Comparison */
friend F32vec4 operator<( const F32vec4 &a, const F32vec4 &b ){ // mask returned
    return _mm_cmplt_ps(a, b);
}
```

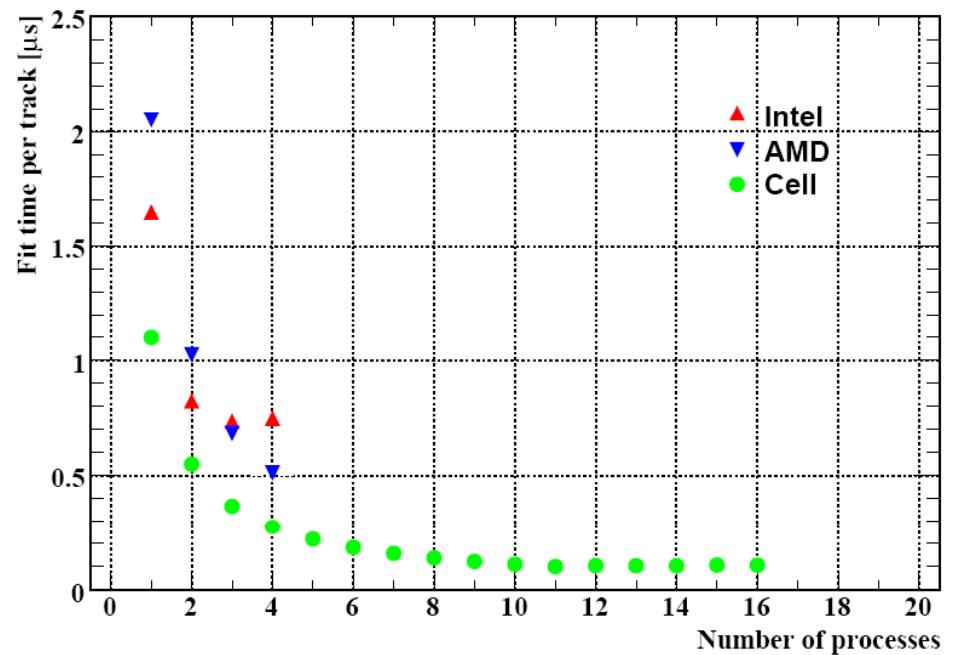
SIMD instructions

# Kalman Filter Track Fit on Intel Xeon, AMD Opteron and Cell

Stage	Description	Time/track	Speedup
Cell Intel P4	Initial scalar version	12 ms	—
	Approximation of the magnetic field	240 $\mu$ s	50
	Optimization of the algorithm	7.2 $\mu$ s	35
	Vectorization	1.6 $\mu$ s	4.5
	Porting to SPE	1.1 $\mu$ s	1.5
	Parallelization on 16 SPEs	0.1 $\mu$ s	10
	Final SIMDized version	0.1 $\mu$ s	120000

Motivated, but not restricted by Cell !

- 2 Intel Xeon Processors with Hyper-Threading enabled and 512 kB cache at 2.66 GHz;
- 2 Dual Core AMD Opteron Processors 265 with 1024 kB cache at 1.8 GHz;
- 2 Cell Broadband Engines with 256 kB local store at 2.4 GHz.



lxg1411@GSI  
eh102@KIP  
blade11bc4 @IBM

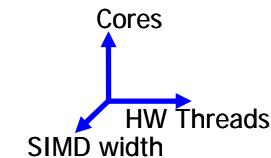
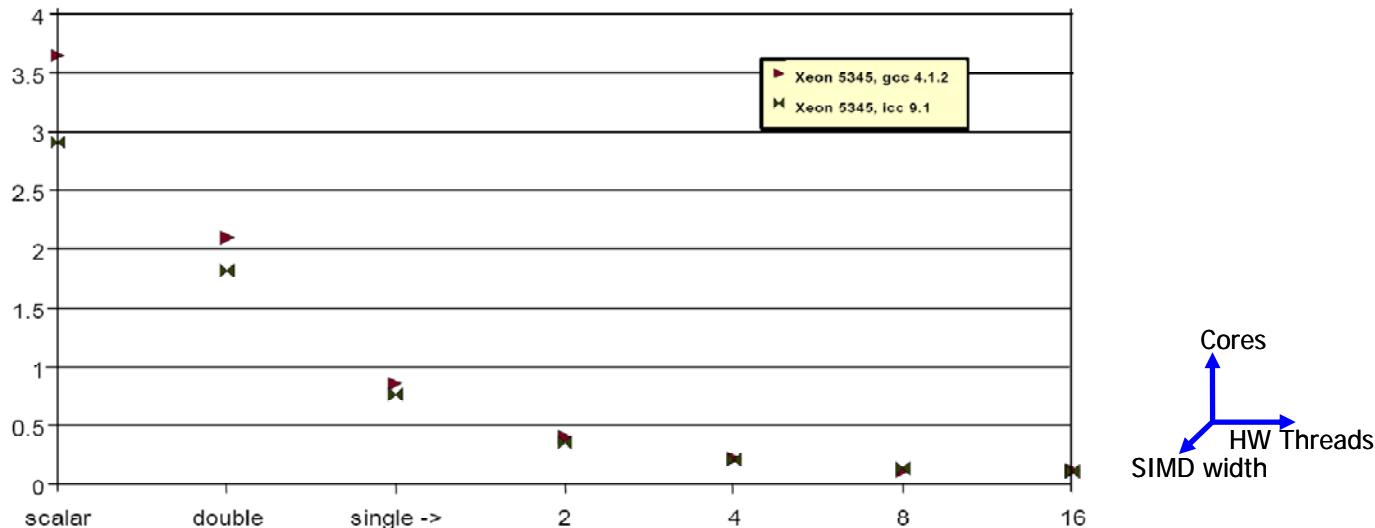
Comp. Phys. Comm. 178 (2008) 374-383

# Performance of the KF Track Fit on CPU/GPU Systems

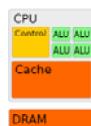
Type	Time/track, $\mu\text{s}$	Speed-up
Scalar double	2.6	—
Vector double	1.6	1.6
Vector single	0.7	2.3



Speed-up 3.7 on the Xeon 5140 (Woodcrest) at 2.4 GHz using `icc 9.1`

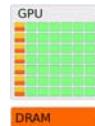


Real-time performance on the quad-core Xeon 5345 (Clovertown) at 2.4 GHz – speed-up 30 with 16 threads



Type	Cores	Clock, GHz	Time/track, $\mu\text{s}$
Core 2	2	2.66	0.26
Core i7	4	3.2	0.1

Real-time performance on different Intel CPU platforms

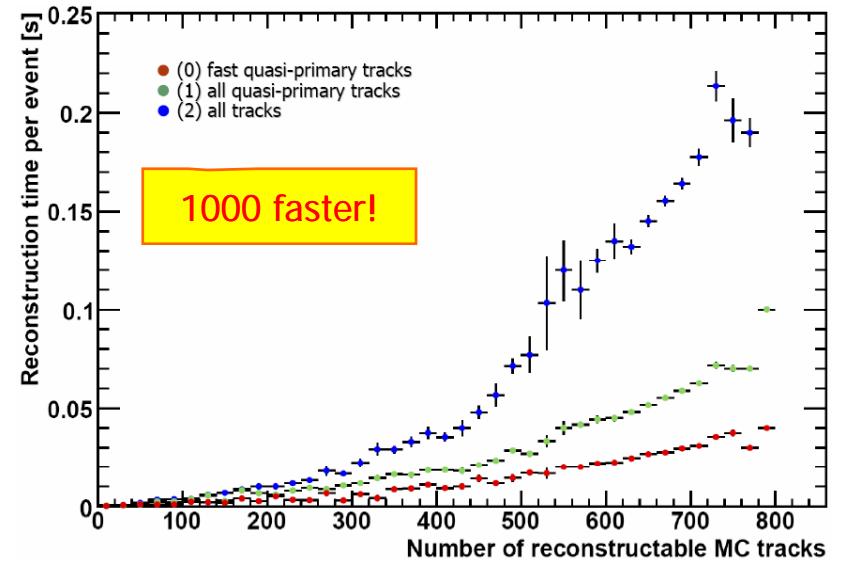
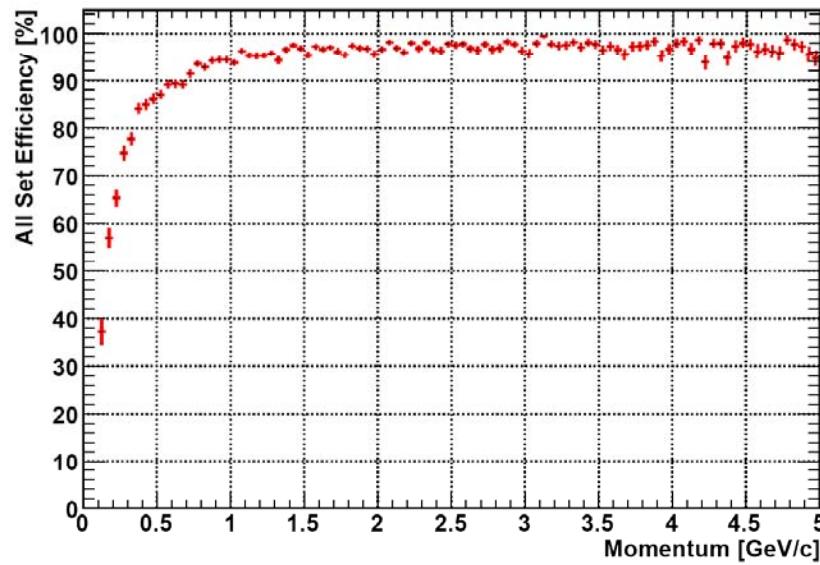
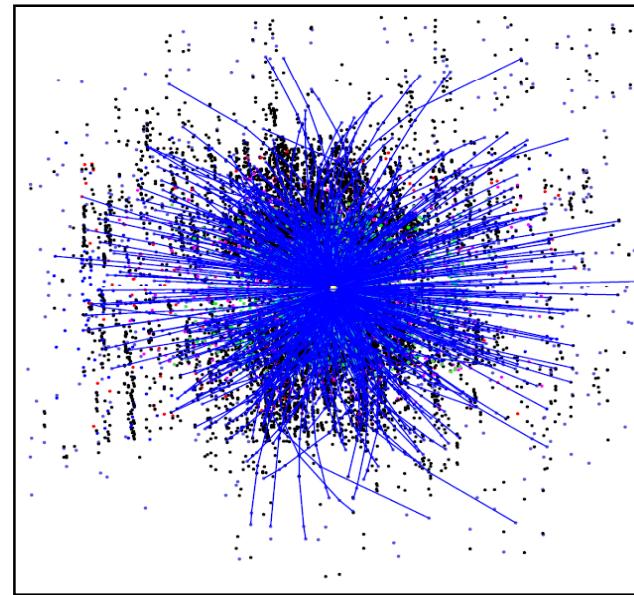
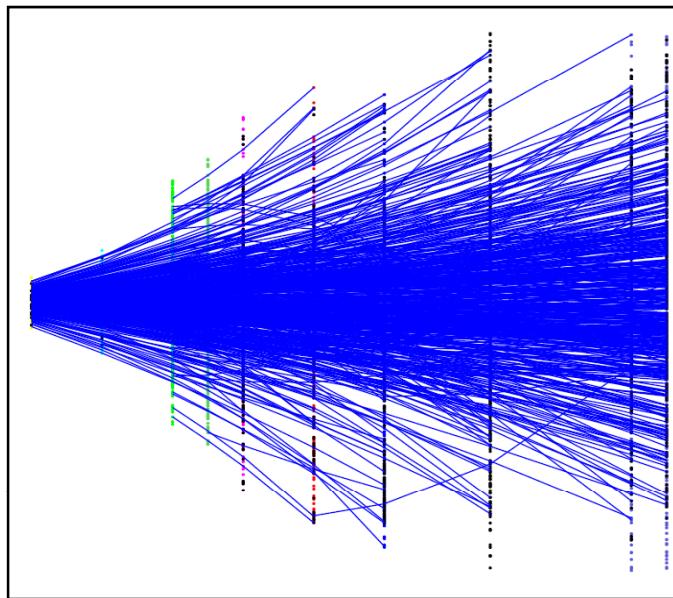


NVIDIA Unit	Clock, GHz	Throughput, $10^6 \text{ tr./s}$
8800 GTS 512	1.6	13.0
GTX 280	1.3	21.7

Real-time performance on NVIDIA for a single track

CBM Progress Report, 2008

## Cellular Automaton Track Finder: Pentium 4



## Summary

- Standalone package for online event selection is ready for investigation
- Cellular Automaton track finder takes 5 ms per minimum bias event
- Kalman Filter track fit is a benchmark for modern CPU/GPU architectures
- SIMDized multi-threaded KF track fit takes 0.1  $\mu$ s/track on Intel Core i7
- Throughput of  $2.2 \cdot 10^7$  tracks /sec is reached on NVIDIA GTX 280