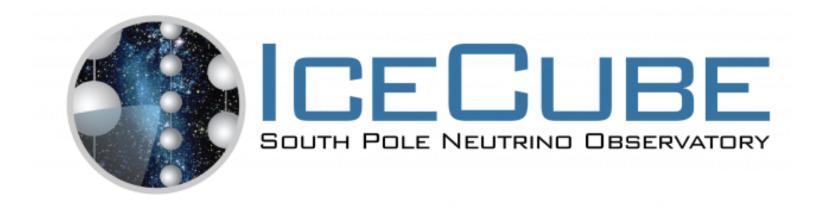
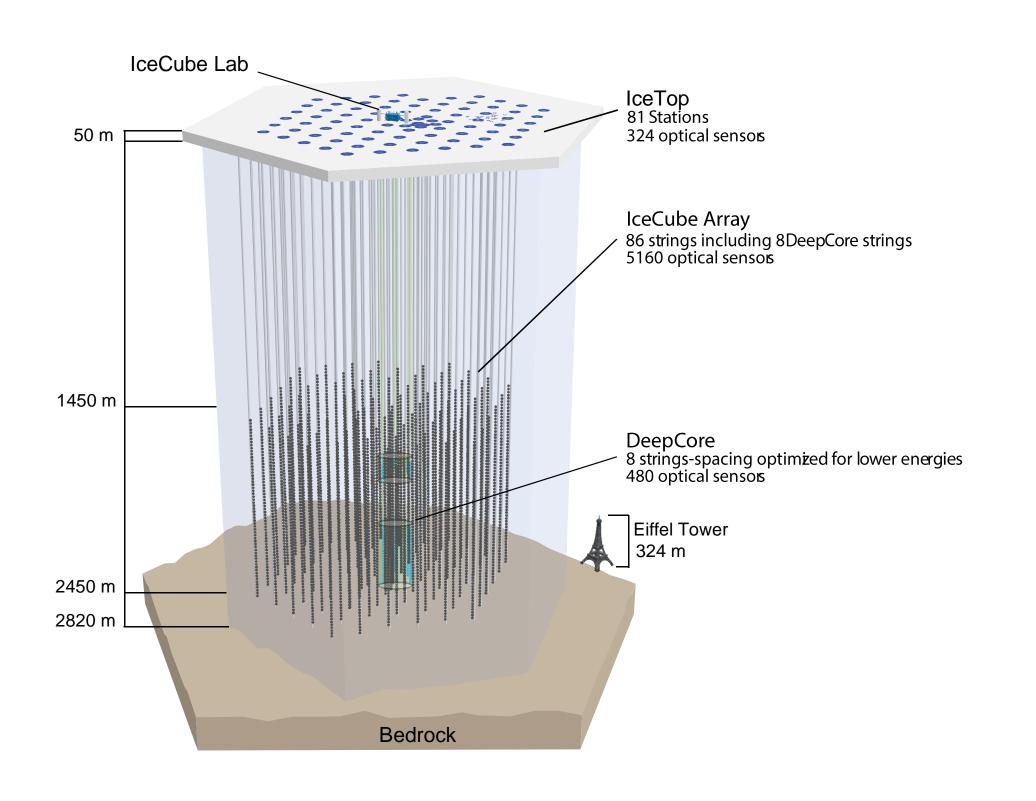


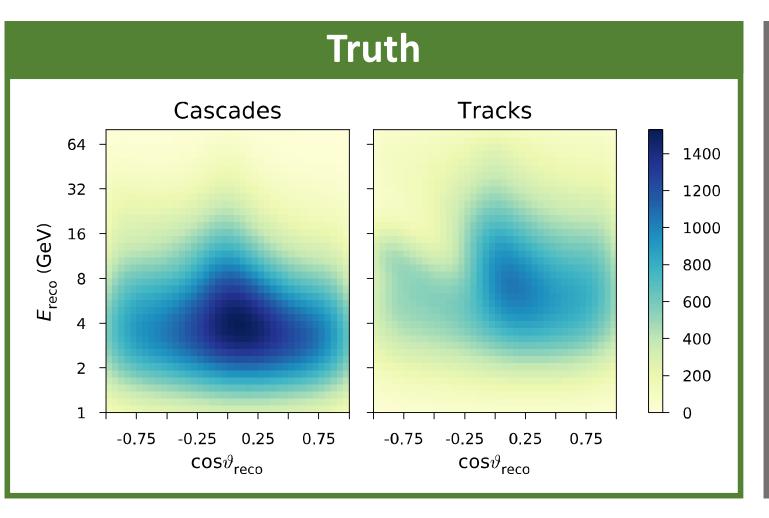
## High-statistics and GPU-Accelerated Data Analysis

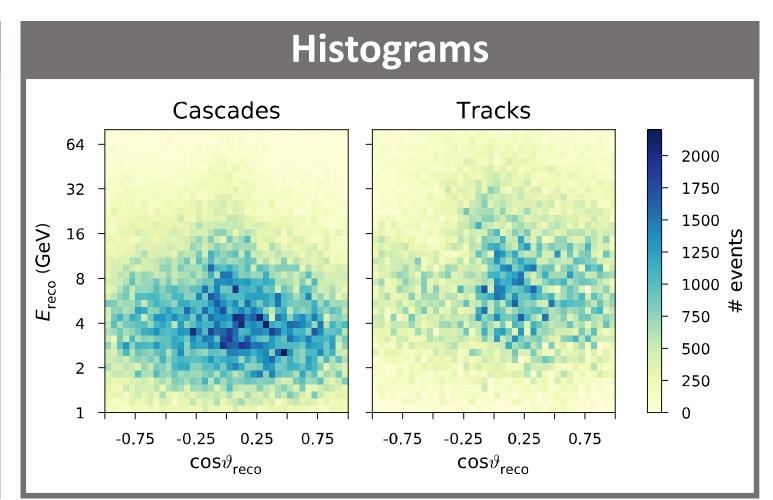


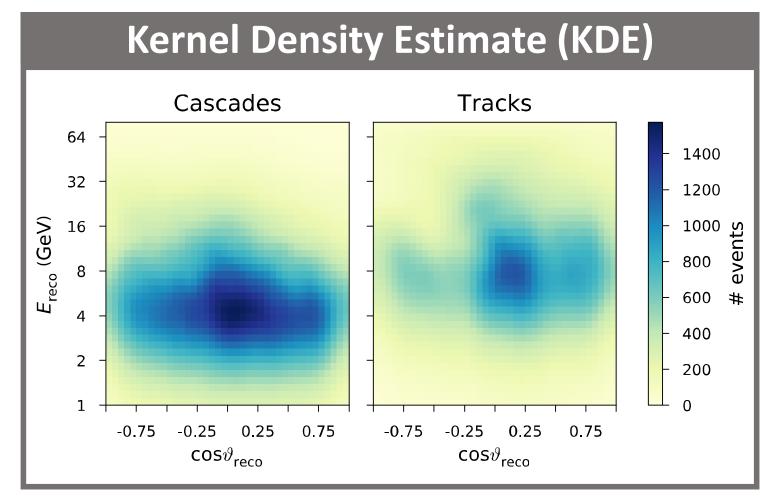


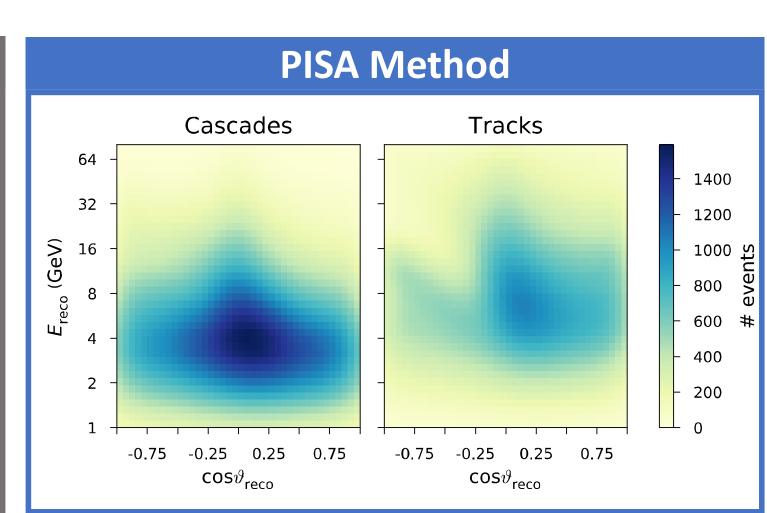
IceCube is a gigaton Ice Cherenkov detector located at the South Pole

- Its large volume together + high intensity atmospheric neutrino flux lets us collect unprecedented amounts of data
- Typically one needs ~O(10) more statistics of simulated events to analyze data
- Increasingly difficult for future experiments (PINGU, ORCA, ...) anticipated to collect even more data
- Generating distributions from MC needs to be very fast after every model parameter change distributions have to be regenerated









## **PISA Method**

## 1. Atmospheric Flux interpolation

Creating a continuous function interpolating discrete values from external inputs

## 2. Neutrino Flavor Oscillation Probabilities

The probability of flavor oscillations, depending on energy and matter profile

#### 3. Neutrino Interaction

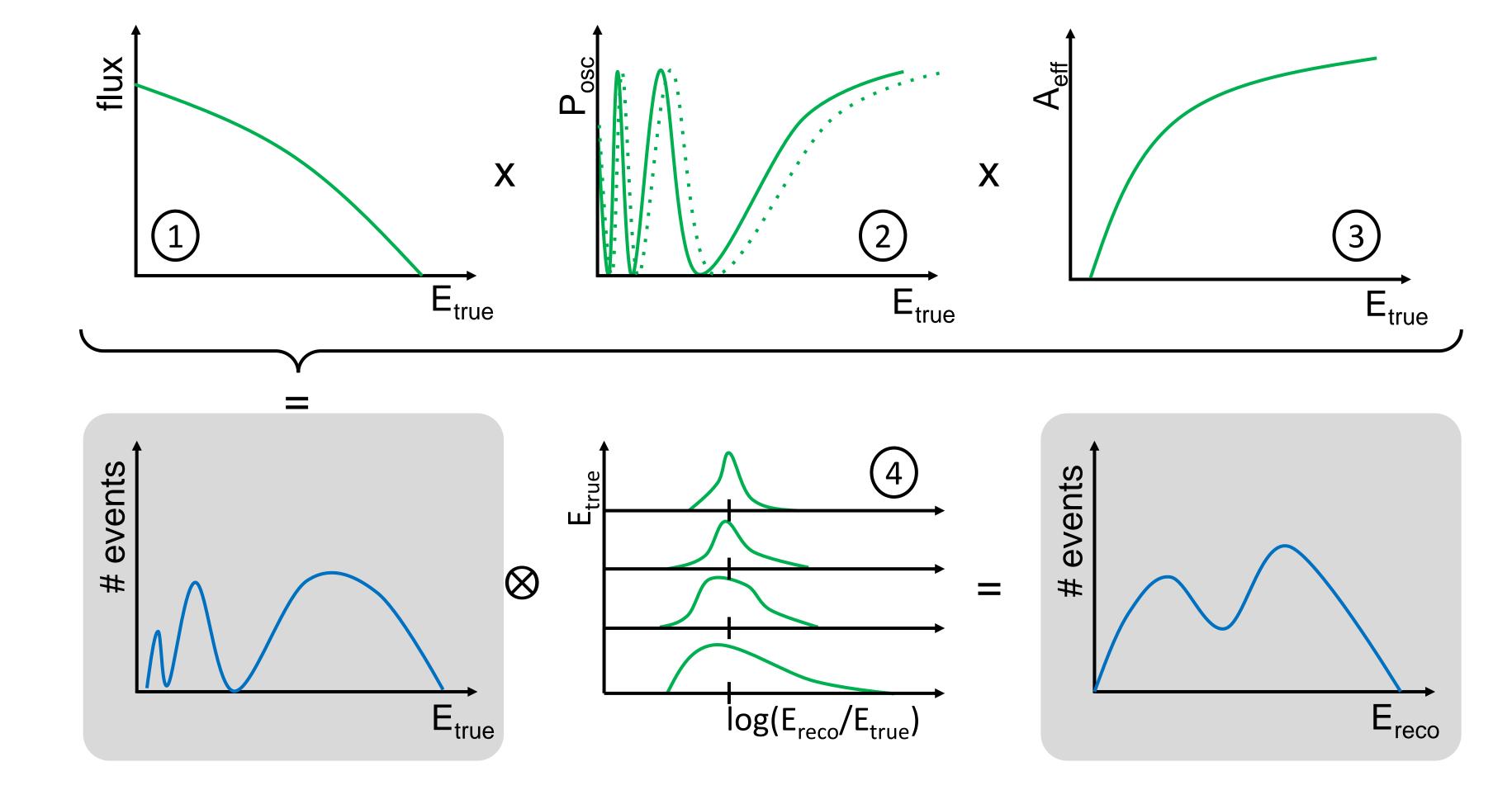
Probability that an event interacts in the detector and is selected, obtained from MC simulation

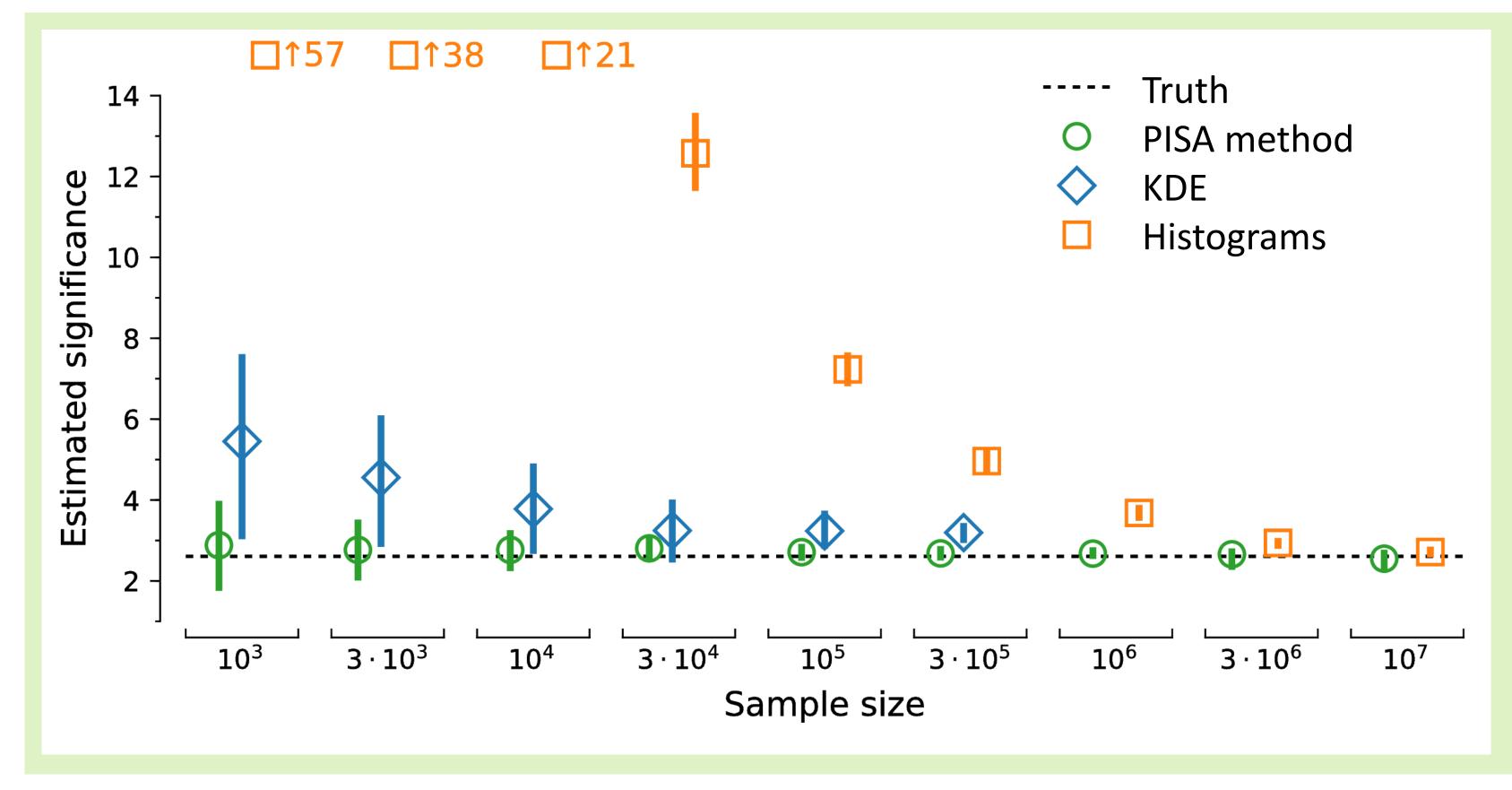
### + smoothing

## 4. Event Reconstruction

Smears out the events according to detector resolutions, obtained from MC simulation

+ smoothing (adaptive KDE)





## **Example Neutrino Oscillation Analysis**

- Illustrating the effect of low MC statistics
- Comparing models to data
- True significance (result) in this example lies at  $2.7\sigma$
- Estimated significances using the different methods with various MC set sizes
- Other methods (grossly) overestimate for small sample sizes
- PISA method yields reliable results virtually independent of sample size

# GPU Acceleration

- All of the above methods can be accelerated by parallelizing certain calculations on GPUs
- Implemented in NVIDIA CUDA
- We get speedups of usually > O(10), depending on the GPU/CPU configuration
- Especially event-by-event calculations are suitable for simple parallelization
- Copying MC events to device at startup, and then just retrieving final histograms for futher processing (everything event specific handled on the GPU)

