

# Track1 Summary

ACAT 2017 Seattle



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on behalf of Track1 Coordinators

Niko Neufeld, Maria Girone, Graeme Stewart



# Track1 Coordinations

- Thanks for all contributors for exciting and high quality presentations
  - 82 abstracts submitted
  - 34 talks accepted
  - 38 posters accepted out of which 32 were actually shown
  - 1 round-table discussion
- Many thanks for Track1 Coordinators, and session convenor - Stefan Roiser.
- Disclaimer: being the local coordinator in Track1
  - Special thanks for Niko to help me preparing for this talk.
  - Selected highlight based on common features
  - Apologize for “Not mention” your contributions due to my bias ...

# Common Trends

- GRID to Cloud-federation
- Standardization of Tools
- On-line DAQ: harmonization interface
- Heterogeneous resources
- New Paradigm - From Clever to Revolution

# Virtualization of the PNNL Computing Infrastructure

- Large services deployed from bare-metal over virtualization to containers.
- Use and adapt existing industry standard solutions.

▶ Individual machines

Kubernetes + Docker Engine



Prometheus



▶ Automated provisioning

OpenStack + KVM

Grafana



▶ Virtual machines

Ceph



CheckMK



▶ OpenStack Cloud

GitLab



ElasticSearch



▶ Repo Mirrors

Lustre

389-DS

▶ Containers

LoadBalancing/HA

Cobbler

▶ Kubernetes

PerfSonar

NFS

▶ **DIRAC**

- Distributed Data Management System
- Gatekeeper Services
- Many development and testing services

▶ **Condor CE's**

- DIRAC SiteDirector
- HTCondor cluster
- Squid Cache

▶ **Leadership Class Facility CE's**

- DIRAC SiteDirector
- HPC Cluster

▶ **SE's**

- BestMan2
- Gridftp
- Backed by Lustre

▶ **Belle2DB**

- REST Service
- UI Service
- Payload Service
- Squid Cache
- Postgresql Relational Database

▶ **FTS3**

▶ **CVMFS Stratum**

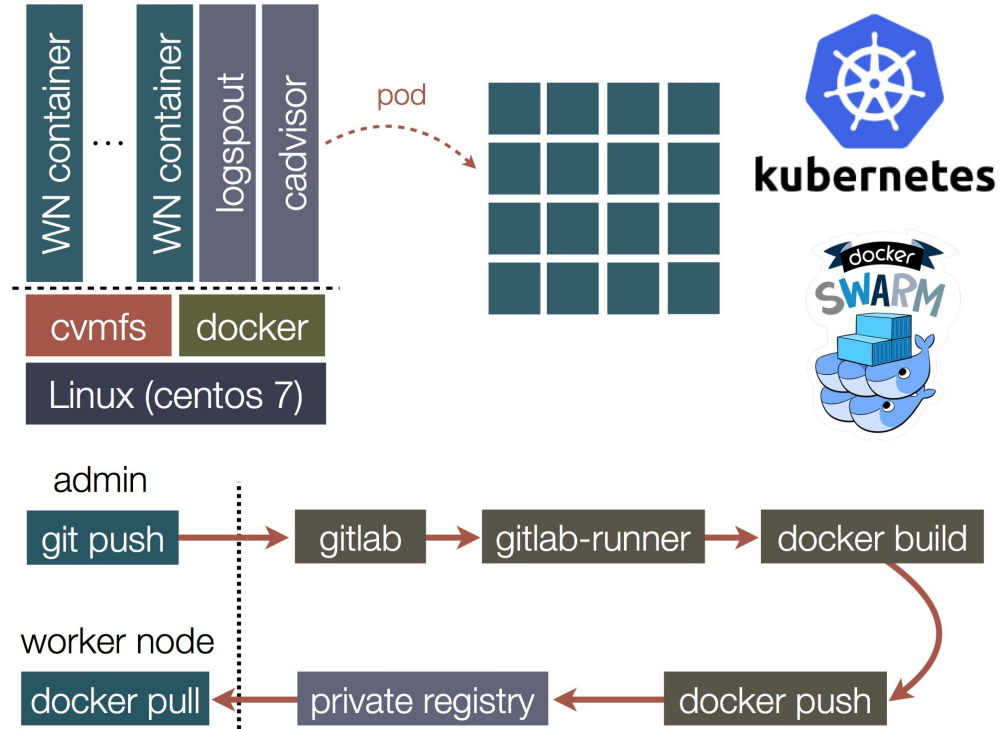
- Zero
- One

▶ **Authorization**

- Gums
- VOMS Server with multiple VO's

# Container model for resource provision at a WLCG

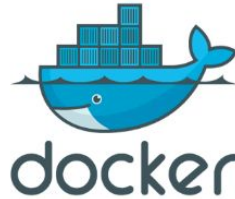
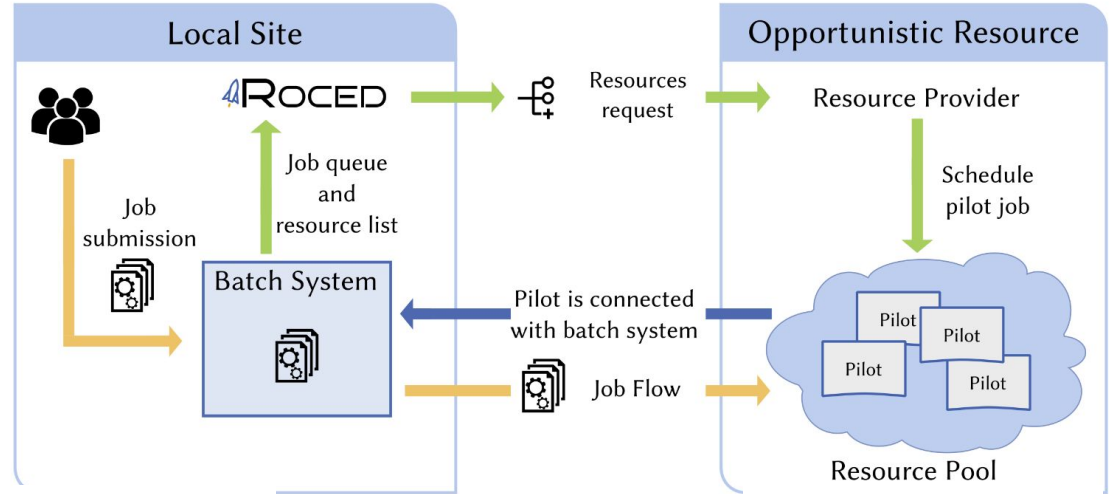
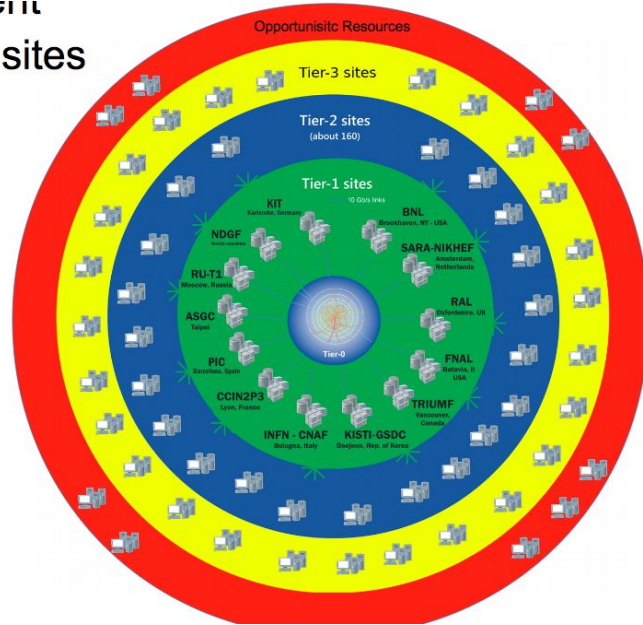
- Reimplement VAC idea using containers.
- Establish PoC by running production ATLAS multi-core payloads
- Integrated monitoring, logging and constructed a CI/CD pipeline



# Mastering Opportunistic Computing Resources for HEP

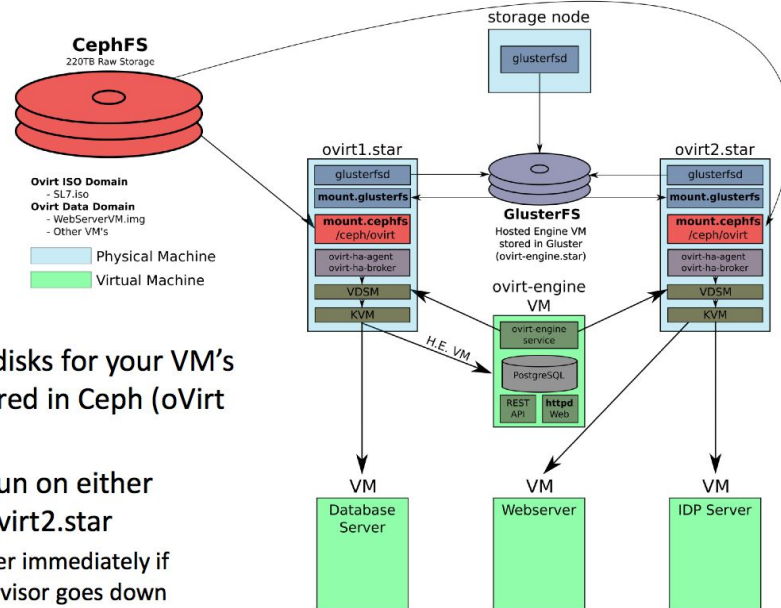
- Use Docker image, on-demand provisioning of VMs, usage of shared HPC

Full sites



# oVirt Virtualization and CephFS in STAR

- Built from Open Source tools instead of using expensive commercial solution
- Self-Hosted Engine feature is a true High Availability setup with oVirt to ensure VMs are always up and remove single point of failure



- Create Virtual disks for your VM's that will be stored in Ceph (oVirt Data Domain)
- The VM's can run on either ovirt1.star or ovirt2.star
  - VM will failover immediately if running hypervisor goes down
  - VM's can be migrated live between hypervisors

# Using standardized Tools

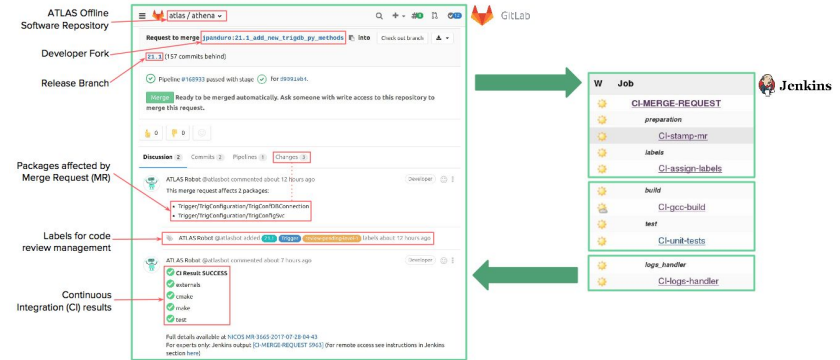
- A trend to revisit and to use standardized tools to customize what we need



# Modernising ATLAS Software Build Infrastructure

- Moved much of our software infrastructure from custom tools to well established third-party tools
- Established code reviews and continuous integration tests as part of the standard workflow, public documentation, tutorial

## ATLAS Code Review Process



GitLab

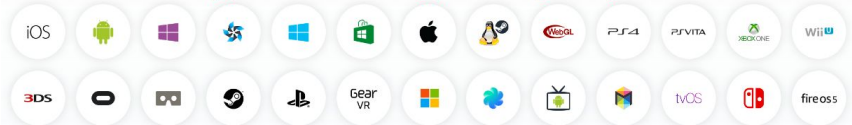


Jenkins

# Visualization in JUNO

- New development using game engine Unity for event display

More than twenty platforms are supported by Unity.

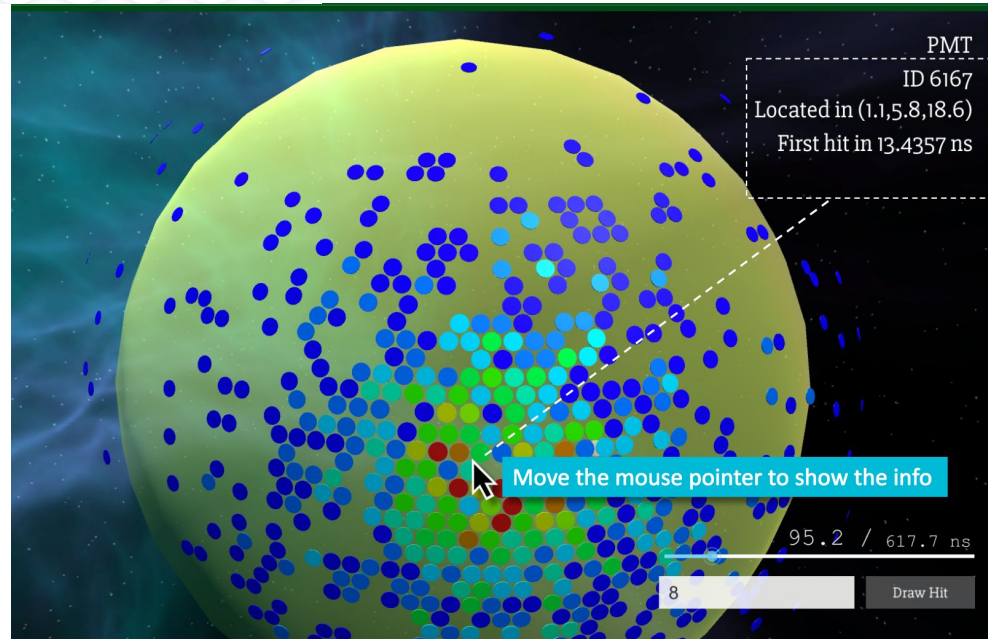


## ROOT(SERENA)

- Easy to input and output the data in root file format.
- Well developed for now. (Geometry, Event, Mc truth and Reconstruction)
- Integrated in JUNO offline as a part of JUNO offline.
- Plugin is needed if users want to display remotely.
- Visual effect is limited by ROOT.

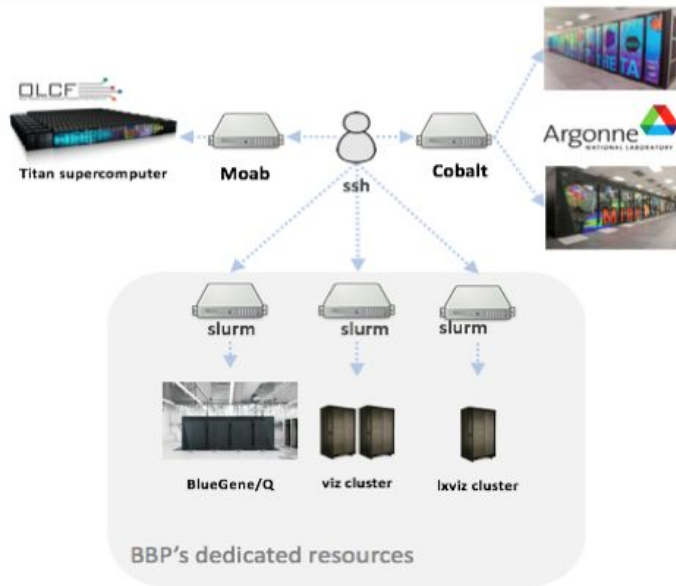
## Unity

- Easy to transplant to other platform like windows, Linux, mac, web.
- Built as a client, which can be run in user's own PC without JUNO offline.
- Fancy visual effect is available as a game engine.
- Need the data conversion when loading a root file.

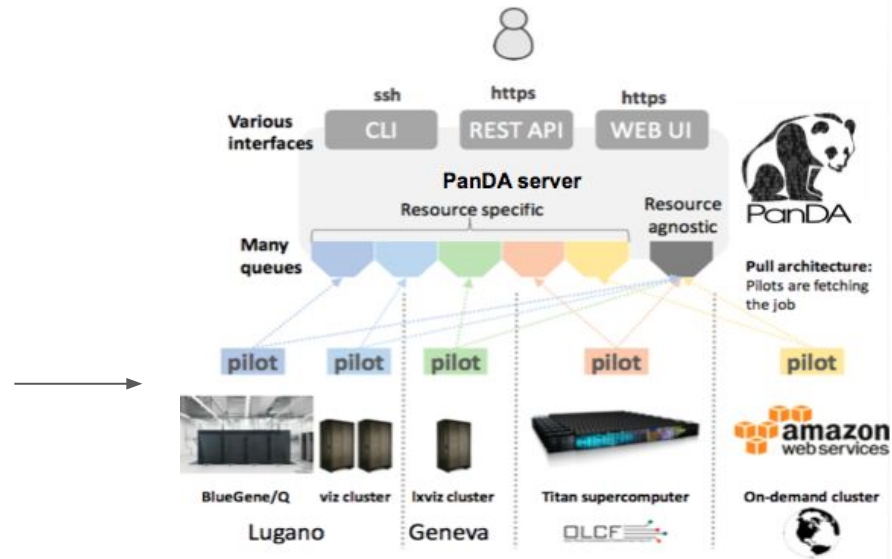


# BigPanda and Big Brain Project

- Supercomputers, Clouds and Grids powered by BigPanDA for Brain studies
- ATLAS pioneer to disseminate tools outside HEP.
- Phase I successfully finished - proof-of-principle LHC software works in BBP.



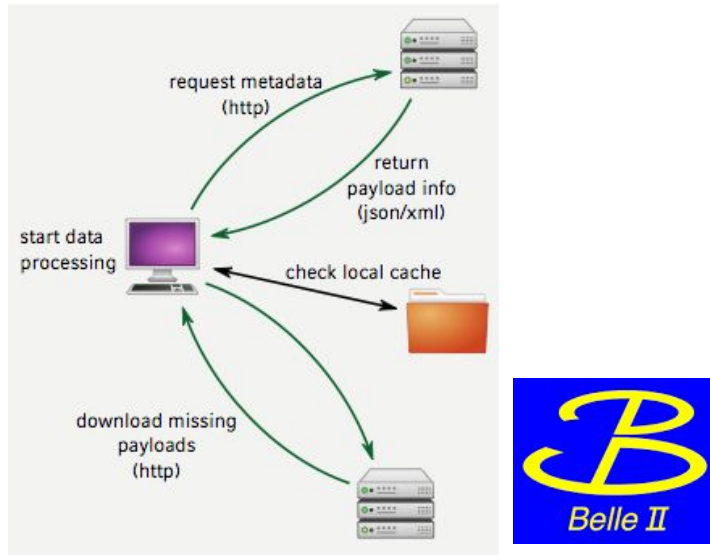
Machine Specific Setup



Common Functional Building Blocks

# Conditional Database

- Required for data taking, worldwide for grid/cloud processing, vastly different lifetime/size per sub-detector
- Belle II: Server (PNLL)/Client (LMU)
- Crest: a cross-experiment initiative, ATLAS/CMS/NA62/ Belle2, LHCb,
- Access through REST services using standard Open API specifications, implemented in Swagger



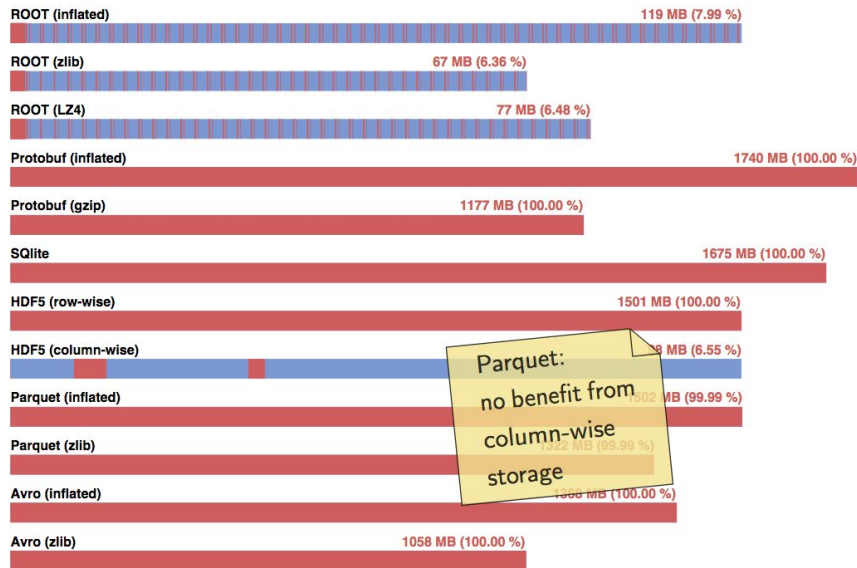
Martin Ritter/Lynn Wood (P)/Martin Rigger (P)



Paul Laycock [P]

# Customized Tools specialized to HEP

- Benchmark with 8.5 million LHC run 1 events B → KKK, Check BitFlips, Encoding efficiency, Throughput (Memory/SSD/Reading/Plotting), Cost, I/O Pattern



## Data Formats

- Large performance differences by different data formats and libraries
- Protobuf is a good benchmark for serialization performance
- HDF5 is most suitable for HPC-style processing of multi-dimensional arrays
- Parquet is an interesting format but C++ libraries are not yet ready

## ROOT I/O

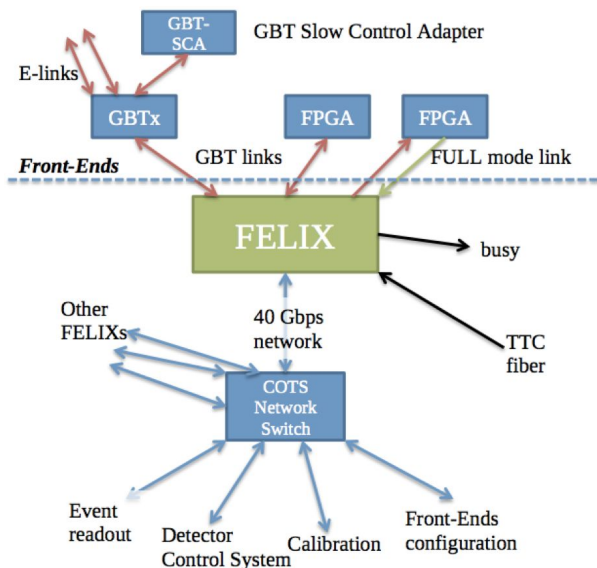
- In general best performance in these tests
- Several issues found & being addressed
- LZ4 turns out to be a good trade-off for analysis data sets
- Optionally checksummed ROOT files might be desirable

# On-line DAQ: Harmonization Interface

- A trend to Standardize, homogenize, to more streamline, to have more common system.
- The challenging requirement makes it difficult to maintain development as individual.
- A trend to reduce number of customized electronics

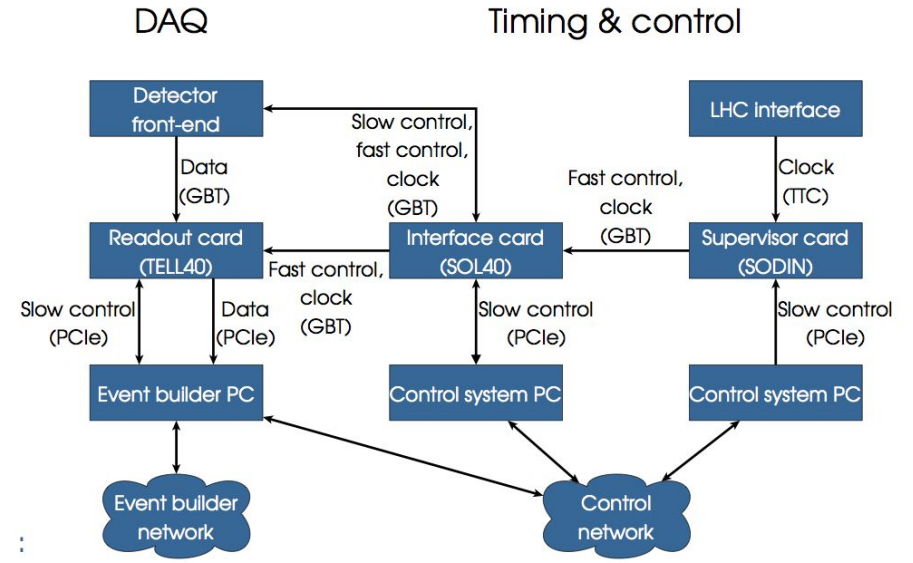
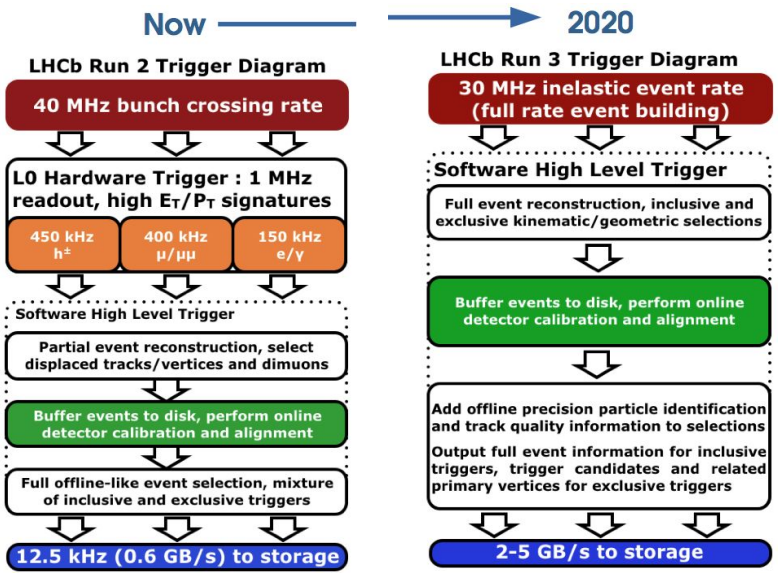
# FELIX: ATLAS Readout Upgrade for Run3 and Run4

- Front-End Link eXchange (FELIX) can service distinct paths for many bi-directional purposes, support use of Commercial Off-The-Shelf (COTS), Scalability, Detector Agnostic, use new GBT
- FPGA based router for GBT, based on FPGA PCIe card



# LHCb Trigger in Run3

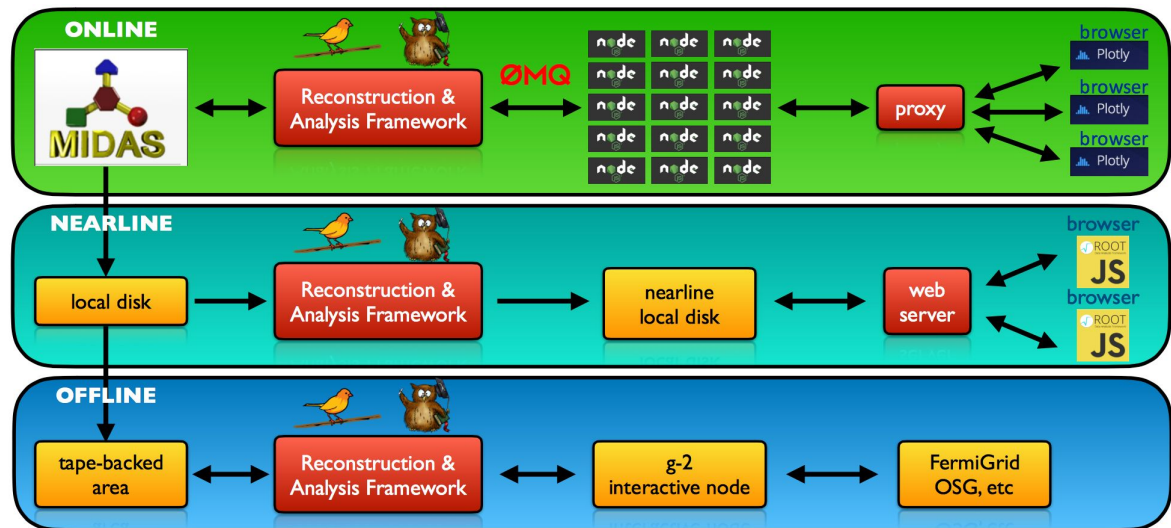
- No more hardware trigger
- Optimize cost with high usage factors in network and use single versatile PCIe card
- Fuse Offline into Online





# g-2 on-line and off-line reconstruction

- g-2 implements highly-integrated system from on-line to offline using modern standardized tools.



Eigen 

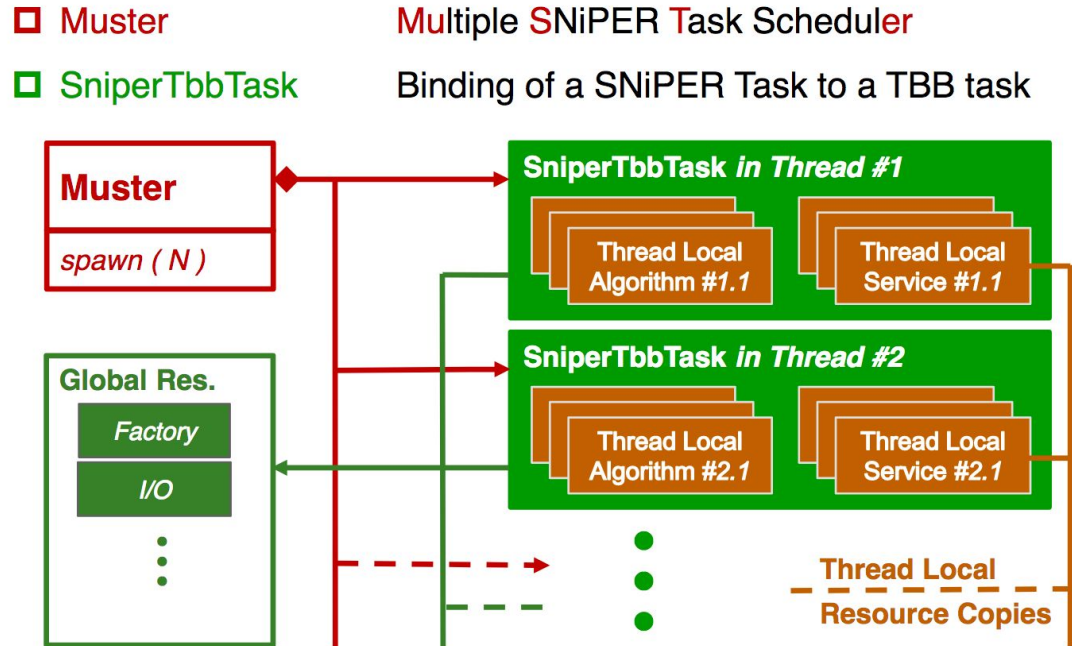
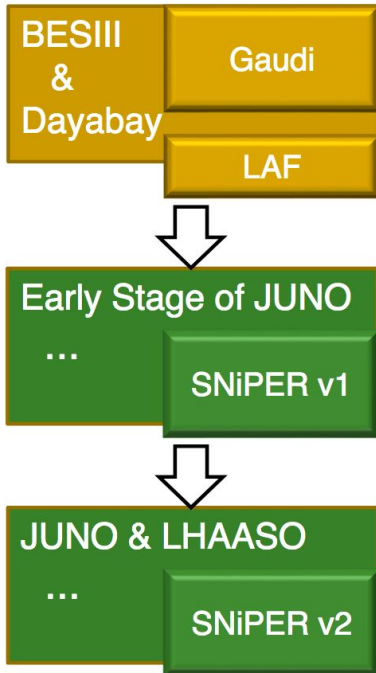
ZeroMQ



Plotly

# SNiPER on Intel TBB

- SNiPER : Software for Non-collider Physics Experiment
  - a general purpose offline software framework
  - lightweight and simple to use
- SNiPER Muster is implemented based on Intel TBB for multi-threading task



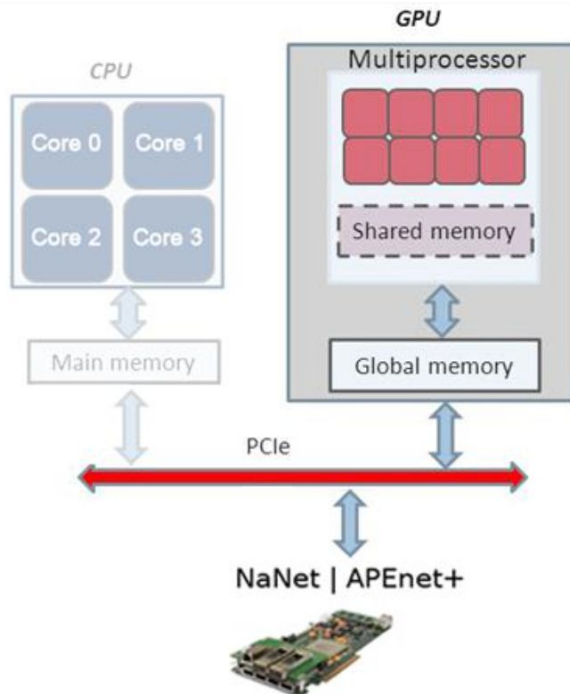
# Heterogeneous Resource

Successful application of GPU and FPGA to on-line

Reference: Andrew Putnam's talk from MicroSoft Catapult Project

# Using GPU in Trigger in NA62

FPGA based NIC is an enabler of Heterogeneous Low Latency stream computing.  
First successful GPU integration in a production HEP hardware trigger

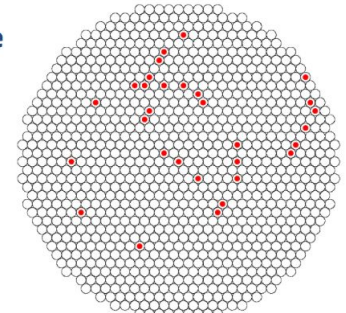


## L0 RICH trigger algorithm



Requirements for an on-line RICH reconstruction algorithm:

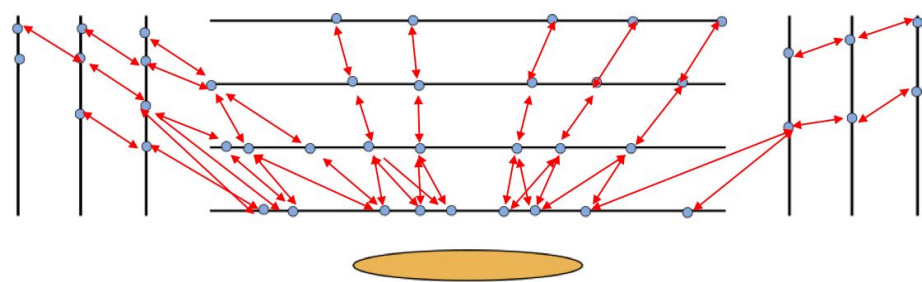
- **Trackless**  
No information from the tracker  
Difficult to merge information from many detectors at L0
- **Multi-rings**  
Many-body decays in the RICH acceptance
- **Fast**  
Events rate at ~10 MHz
- **Low latency**  
Online (synchronous) trigger
- **Accurate**  
Offline resolution required



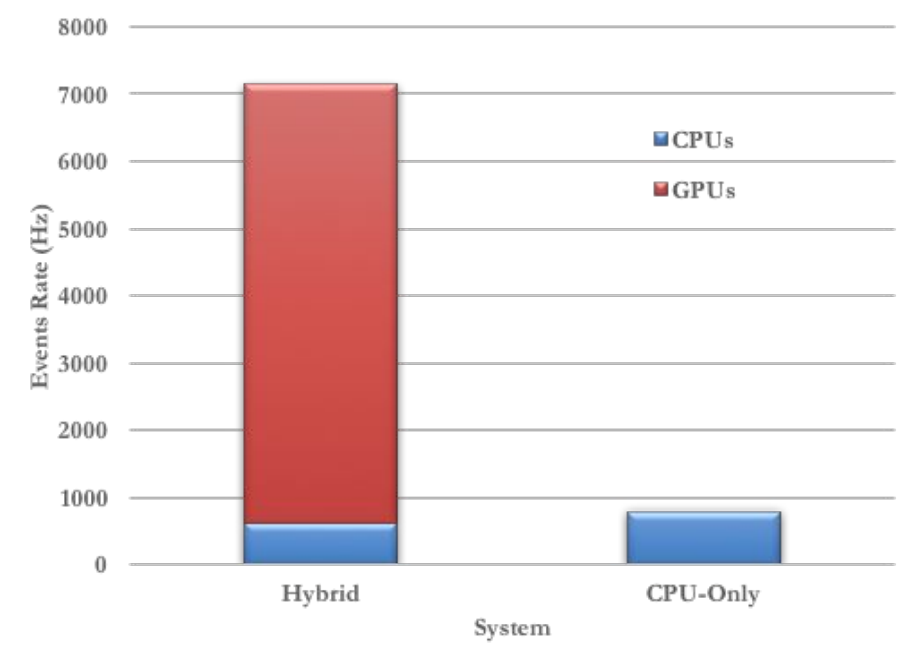
Use GPU for Particle ID!

# Using GPU in Trigger in CMS

Pixel Track Seeding algorithm have been redesigned with high-throughput parallel architectures with Cellular Automaton (CA)

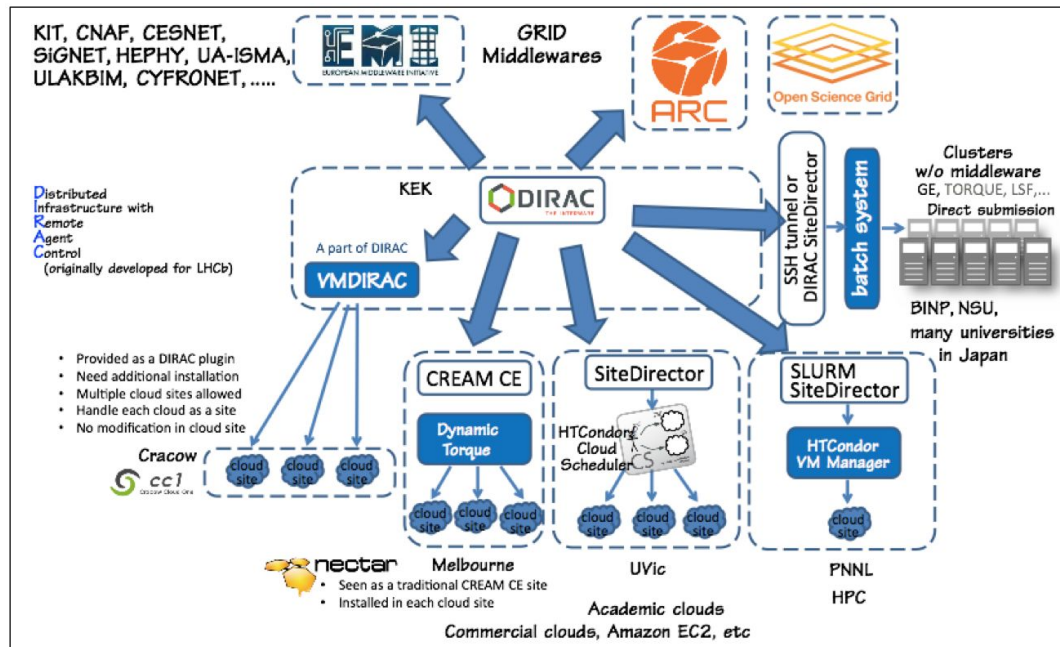


To reach 100kHz:  
#nodes ~14 Hybrid vs 128 CPU  
Price 70x 🍌 320x 🍌



# Heterogeneous resources in Belle2

- Nicely use DIRAC (Distributed Infrastructure with Remote Agent Control), existing standard tool within the community



	CY21
<b>CPU [kHEPSpecs]</b>	82.97
<b>Storage [PB]</b>	9.28
<b>Networking In/Out [Gbps]</b>	1.89/0.83

	CY21
<b>CPU @ PNNL [kHEPSpecs]</b>	41.58
<b>CPU @ LCF [kHEPSpecs]</b>	41.39

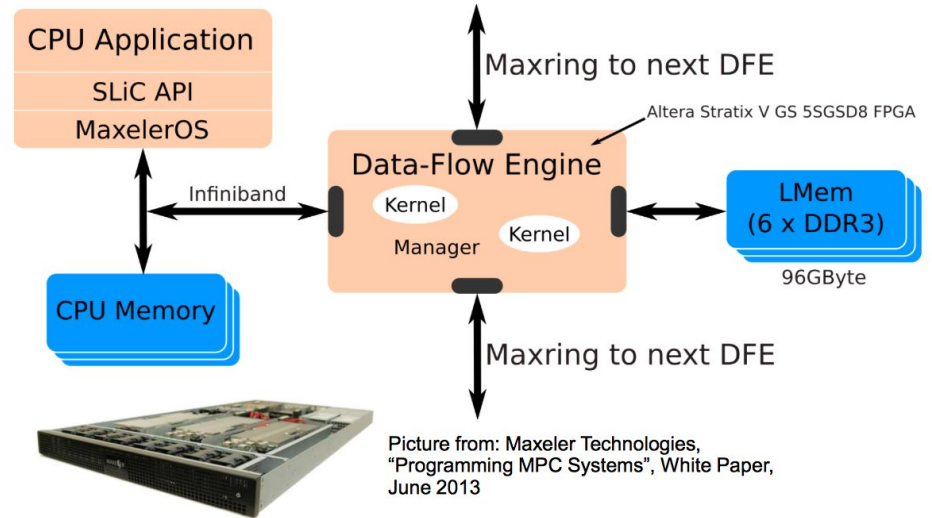
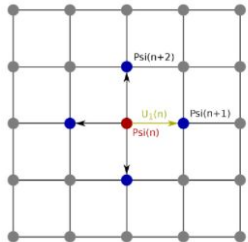
# Lattice QCD Computing with FPGA

- Dslash operator can be implemented in a highly parallel and efficient way on an FPGA using the data-flow approach

We compute:  $\Psi' = (1 - \kappa H)\Psi$

$H$  collects all neighbor terms

$$H = \left( \sum_{\mu=1}^4 (1 - \gamma_{\mu}) U_{\mu}(n) \psi(n + \mu) + (1 + \gamma_{\mu}) U_{\mu}^T(n - \mu) \psi(n - \mu) \right)$$



Platform	Memory BW	Performance	Perf./BW ratio
OpenSPL FPGA (32 bit fixed-point)	23.64 GByte/s	66 GFLOP/s	2.79
AMD Radeon HD 5870 (DP) [10]	100 GByte/s	60 GFLOP/s	1.2
AMD Radeon HD 7970 (DP)[11]	200GByte/s	120 GFLOP/s	1.2

# Round-Table: Using heterogeneous resources for HEP

- AI/DL engines are essentially super powerful processors geared at sparse linear algebra
- Should be trying to do what everybody does, because this is where the volume and the low prices are.
- Trend is clearly to standard languages (C++ instead of #pragmas)



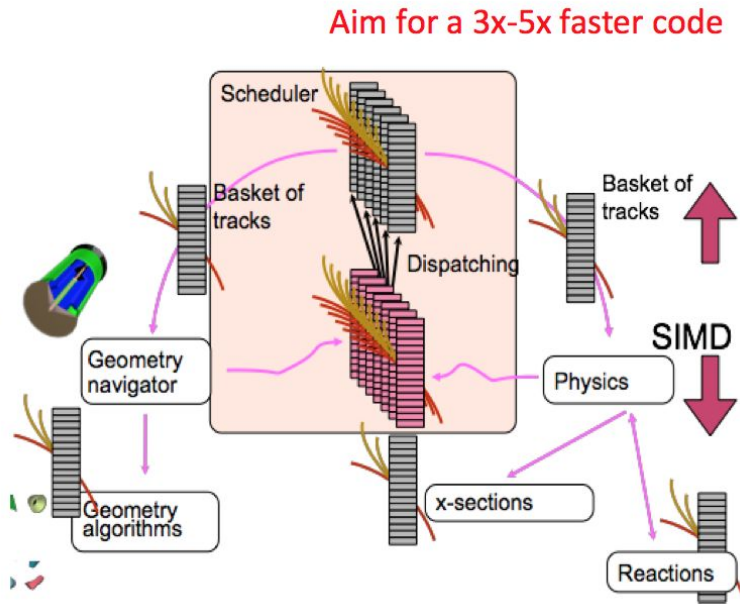
Ian Fisk (FNAL) - Chair  
Gareth Roy (Glasgow)  
Daniel Lo (MicroSoft)  
David Lange (Princeton)  
Tom Gibbs ( NVIDIA Co.)  
Jeff Hammond (Intel)

Thanks for enlightening panel discussions!

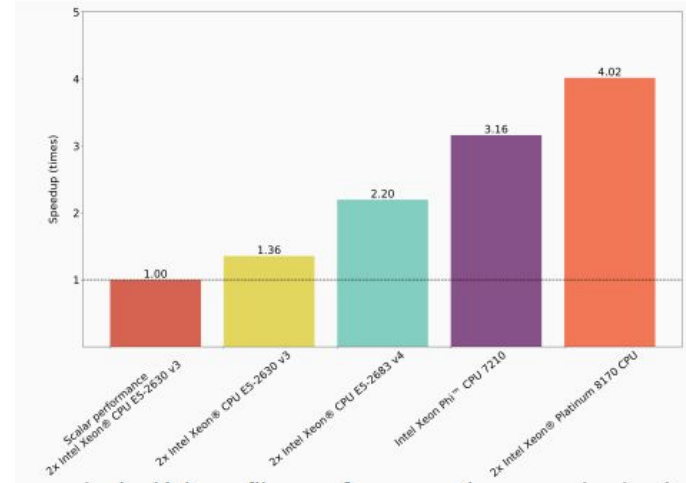


# Clever Optimization: Vectorization

- Faster full simulation & more fast simulation using more efficiently CPU resources.



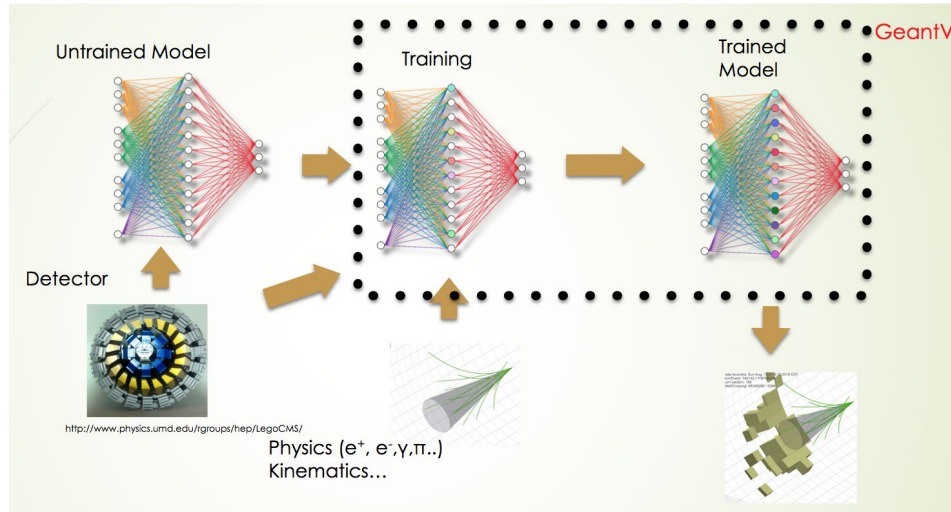
- Develop cross-architecture Kalman filter for LHCb in modern SIMD and evaluate in 4 variations.



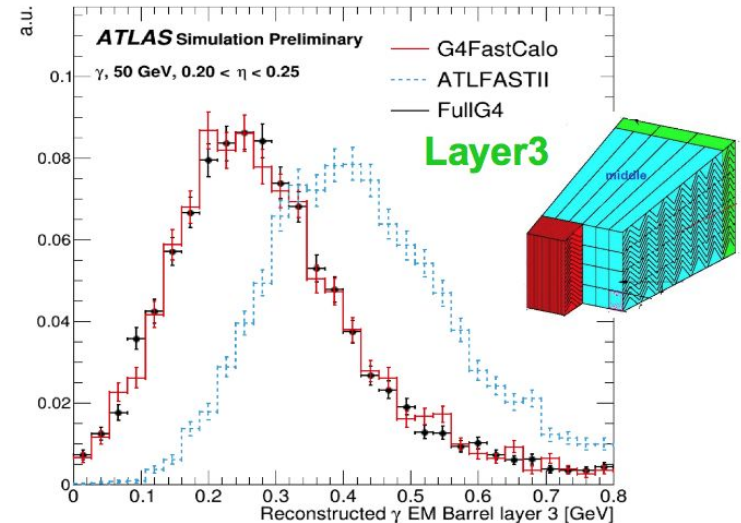
IT Department

# Revolutional Optimization: Machine Learning

- Integrate Machine Learning based simulation to GeantV. Fast, modular, and fully configurable.



- ATLAS FastCaloSim based on single particle parametrization using ML techniques.
- 85% simulation spent on CaloSim. Speed up x20



# Conclusion

- GRID to Cloud-federation  
Container, Scheduler, to make use of resources of Cloud
- General trend to use more standard, less home-grown stuff, cross-experiments, global collaboration with industry
- Using FPGA I/O engine on-line  
a trend to use single customer, small transition layer between frontend and offline DAQ
- Heterogeneous for computing  
Successful application of GPU in on-line trigger and FPGA QCD calculation
- Optimization from clever to revolution
  - Revolutionary computing needs new implementation than Virtualization

# ACAT Spirit in Action



ACAT LOGO - Aztec feather shield:

how to get out out of this maze (mess) without reinventing the wheel.

- proposed by Denis Perret-Gallix

“We are in even deeper this time!”

- Bruce Denby