

Validation of Electromagnetic Physics Models for Parallel Computing Architectures in the GeantV project

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Geant.

GeantV – Adapting simulation to modern hardware



- Cache coherency low
- Vectorization low (scalar auto-vectorization)

Vectorization – high (explicit multi-particle interfaces)

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Vectorizing physics models: Goals

- 80% of CPU time is spent on electrons and photons in Geant4 for typical collider experiments. About 30-40% is on Electromagnetic (EM) processes
 - write EM physics models dealing with multiple tracks
 - accurate
 - fast
 - portable
 - exploit both *SIMD* (vector pipeline) and *SIMT* (accelerators) execution models
 - common source code between scalar, vector and accelerator (GPU, Xeon Phi)
- Two approaches for the physics: bottom-up, top-down
- **Top-down Approach:** Focus on sampling techniques
 - Geant4 typically uses composition and rejection sampling techniques
 - Explore alternative **sampling techniques**
 - Statistical Validation of vectorized physics models

Alias Sampling Method for N Discrete Outcomes

- Recast a N-discrete p.d.f to N equal probable events, each with likelihood 1/N = c (A. J. Walker, 1974) – effectively vectorizable
- Reproduce the original distribution by one trial sampling:



For any random (x_i) , accept if rand(0,1) < q[i] or take the alias

Pearson x²-test for comparing weighted and unweighted histograms

- Comparison of two histograms expect hypotheses that two histograms represent identical distributions. To make a decision **p-value** should be calculated.
- The hypotheses of identity is rejected if the p-value is lower than some significance level.
 - Traditionally significance levels 0.1, 0.05 and 0.01 are used.
 - Chosen threshold 0.05 -> If p-value < 0.05 hypothesis of identity is rejected!
- The comparison procedure should include an analysis of the residuals which is often helpful in identifying the bins of histograms responsible for a significant overall #chi^{2} value.



EM physics processes under development

Primary	Process	Model	Secondaries	Survivor
γ	Compton Scattering	Klein-Nishina	e⁻	γ
	Pair-Production	Bethe-Heitler	e- e+	-
	Photo-Electric Effect	Sauter-Gavrila	e⁻	-
e⁻	Ionization	Moller-Bhabha	e⁻	e⁻
	Bremsstrahlung	Seltzer-Berger	γ	e⁻
	Multiple Scattering	Goudsmit-Saunderson	-	e⁻



Klein-Nishina Validation Compton Scattering



EnergyIn	ValidationQ	Chi-2 test p-value	A-D test p-value	K-S test p-value
0.01 MeV	EnergyOut1	0.650629	1	1
	EnergyOut2	0.664124	1	1
	AngleOut1	1.2814e-12	0.999999	0.999998
	AngleOut2	1.59571e-171	1	1
0.1 MeV	EnergyOut1	0.342675	1	1
	EnergyOut2	0.209657 1		1
	AngleOut1	0.17035	0.997342	0.999633
	AngleOut2	1.75073e-68	0.999999	0.999998
1 MeV	EnergyOut1	0.241563	0.999999	0.999633
	EnergyOut2	0.172393	0.999989	0.993765
	AngleOut1	0.379543	0.986458	0.906206
	AngleOut2	0.104473	1	0.999633
10 MeV	EnergyOut1	7.19275e-32	0.98934	0.906206
	EnergyOut2	7.90652e-21	0.998548	0.993765
	AngleOut1	0.720494	0.999999	0.999998
	AngleOut2	6.33771e-15	1	0.999998
100 MeV	EnergyOut1	0.522992	0.999778	0.993765
	EnergyOut2	0.0483391	1	0.999633
	AngleOut1	0.0463506	0.999999	0.999633
	AngleOut2	0.0137113	0.999992	0.906206
1000 MeV	EnergyOut1	5.03277e-06	0.940721	0.699374
	EnergyOut2	2.58997e-07 0.93819		0.906206
	AngleOut1	0	0.157212	0.28093
	AngleOut2	0	0.569165	0.0783231
10000 MeV	EnergyOut1	5.20263e-308	0.00121127	7.14257e-05
	EnergyOut2	0	0.00050695	1.90803e-05
	AngleOut1	0	0.000419885	1.90803e-05
	AngleOut2	0	0.0139016	1.90803e-05





EnergyIn	ValidationQ	Chi-2 test p-value	A-D test p-value	K-S test p-value
0.01 MeV	EnergyOut1	0.31306	1	1
	EnergyOut2	0.795741	1	1
	AngleOut1	0.280804	0.999835	0.999998
	AngleOut2	0.141958	0.999999	0.999998
0.1 MeV	EnergyOut1	0.857909	1	1
	EnergyOut2	0.858931	1	1
	AngleOut1	0.560302 1		1
	AngleOut2	1.5663e-15	0.999554	0.967068
1 MeV	EnergyOut1	0.0103478	0.997621	0.906206
	EnergyOut2	0.0475544	0.999389	0.967068
	AngleOut1	0.0167979	0.997876	0.993765
	AngleOut2	5.14327e-56	0.999348	0.999633
10 MeV	EnergyOut1	0.817173	1	0.999633
	EnergyOut2	0.875291	0.999997	0.993765
	AngleOut1	0.872177	0.999999	0.999998
	AngleOut2	0.995689	1	0.999998
100 MeV	EnergyOut1	0.011512	0.876119	0.467558
	EnergyOut2	0.124762	0.981562	0.699374
	AngleOut1	0.0264691	0.999996	0.999633
	AngleOut2	0.387263	1	1
1000 MeV	EnergyOut1	5.03277e-06	0.940721	0.699374
	EnergyOut2	2.58997e-07	0.93819	0.906206
	AngleOut1	0	0.157212	0.28093
	AngleOut2	0	0.569165	0.0783231
10000 MeV	EnergyOut1	5.20263e-308	0.00121127	7.14257e-05
	EnergyOut2	0	0.00050695	1.90803e-05
	AngleOut1	0	0.000419885	1.90803e-05
	AngleOut2	0	0.0139016	1.90803e-05

E_in=0.01MeV



14



P-value Table

EnergyIn	ValidationQ	Chi-2 test p-value	A-D test p-value	K-S test p-value	
0.01 MeV	EnergyOut1	0.131912	0.131912 1		
	EnergyOut2	0.492766	1	1	
	AngleOut1	0.878847	1	0.999998	
	AngleOut2	0.590701	1	0.999998	
0.1 MeV	EnergyOut1	0.07002	1	1	
	EnergyOut2	0.0333841	1	1	
	AngleOut1	0.120768	0.999238	0.993765	
	AngleOut2	0.897628	1	0.999998	
1 MeV	EnergyOut1	0.228669	0.978313	0.812748	
	EnergyOut2	0.220132	0.996374	0.906206	
	AngleOut1	0.0470413	0.999927	0.999633	
	AngleOut2	4.68076e-46	0.995252	0.993765	
10 MeV	EnergyOut1	0.492207	0.983997	0.967068	
	EnergyOut2	0.29053	0.977717	0.967068	
	AngleOut1	0.289294	0.999259	0.999633	
	AngleOut2	0.139839	1	1	
100 MeV	EnergyOut1	0.564205	0.999778	0.967068	
	EnergyOut2	0.817869	0.999553	0.967068	
	AngleOut1	0.357838	1	0.993765	
	AngleOut2	0.572742	1	1	
1000 MeV	EnergyOut1	0.379965	0.998104	0.967068	
	EnergyOut2	0.219433	0.990911	0.967068	
	AngleOuti	1.18777e-163	0.568697	0.812748	
	AngleOut2	1.521040-103	0.896832	0.467558	

E_in=1000 MeV



Alternative Sampling Methods

- Limitation of the discrete alias sampling method
 - the alias method with a finite bin size is subject to have biased outcomes if pdf is neither near constant nor linear within a bin
 - Ex.: d σ /dE [γ (E,0)-> γ (E',sin θ)]: for large E and small E' -> E'/E³
- Alternative techniques using the composition and rejection
 - Parallel (vector) + Sequential (scalar) loop over the vector width
 - Shuffling (try and unpack, overhead for reorganizing data)



hybrid (mixture of different methods in the parameter space)

See Soon's talk for performance

P-value Table						
EnergyIn	ValidationQ	Chi-2 test p-value	K-S test p-value			
1 MeV	EnergyOut1	0.580762	1	0.999998		
	EnergyOut2	0.187933	1	0.999633		
	AngleOut1	0.355483	1	0.999998		
	AngleOut2	0.823083	1	1		
10 MeV	EnergyOut1	0.00633212	0.999966	0.967068		
	EnergyOut2	0.00199365	0.999996	0.999633		
	AngleOut1	0.0351077	1	1		
	AngleOut2	0.100245	1	1		
100 MeV	EnergyOut1	0.834322	0.999999	0.993765		
	EnergyOut2	0.903547	0.999992	0.999633		
	AngleOut1	0.795684	1	1		
	AngleOut2	0.809488	1	1		
250 MeV	EnergyOut1	0.930848	1	0.999998		
	EnergyOut2	0.856883	1	1		
	AngleOut1	0.0656924	1	1		
	AngleOut2	0.721054	1	1		
500 MeV	EnergyOut1	0.937476	1	0.999998		
	EnergyOut2	0.841945	1	0.999998		
	AngleOut1	0.0737359	1	1		
	AngleOut2	0.114897	1	1		
1000 MeV	EnergyOut1	0.523284	1	0.999998		
	EnergyOut2	0.777374 1		0.999998		
	AngleOut1	0.638076	1	1		
	AngleOut2	0.656735	1	1		
10000 MeV	EnergyOut1	0.73755	0.999999	0.993765		
	EnergyOut2	0.615561	1	0.999633		
	AngleOut1	0.247631	1	1		
	AngleOut2	0.360034	1	1		
100000 MeV	EnergyOut1	0.121317	0.999999	0.993765		
	EnergyOut2	0.19909	1	0.999633		
	AngleOut1	0.881816	1	1		
	AngleOut2	0.86112	1	1		
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Adaptive binning and transformation for the Alias method



Considerations and further developments

- The actual implementation of the Alias sampling introduces discretization errors, especially when the sampled distributions are very steep
 - Found and fixed problems for Alias-Compton up to 100MeV
 - Investigating the threshold energy (boundary between Alias and Shuffling sampling methods 100 MeV at the moment)
- Tools automation is advanced, easing future validations
 - P-value Table automatically generated
 - Statistical analysis and graphs automatically generated
- Integration of Compton VecPhys Process with the GeantV Scheduler

Ongoing developments:

- Investigation of *different sampling techniques* and *improvement of* the Alias sampling (non-linear binning, transformation)
- Extend validation for intermediate energies (around 100MeV and middle of the bins)





Alias method



Initial pdf (equal likelihood=1/4)

Scaled probabilities so that a prob of 1/4 would weight 1

1/3

1/3

4/3



2

Alias method









Algorithm: Alias Method

Initialization:

- 1. Create arrays *Alias* and *Prob*, each of size *n*.
- 2. Create a balanced binary search tree T.
- 3. Insert $n \cdot p_i$ into T for each probability *i*.
- 4. For j = 1 to n 1:
 - 1. Find and remove the smallest value in T; call it p_l .
 - 2. Find and remove the largest value in T; call it p_g .
 - 3. Set $Prob[l] = p_l$.
 - 4. Set Alias[l] = g.
 - 5. Set $p_g := p_g (1 p_l)$.
 - 6. Add p_g to T.
- 5. Let i be the last probability remaining, which must have weight 1.
- 6. Set Prob[i] = 1.
- Generation:
 - 1. Generate a fair die roll from an *n*-sided die; call the side *i*.
 - 2. Flip a biased coin that comes up heads with probability *Prob*[*i*].
 - 3. If the coin comes up "heads," return i.
 - 4. Otherwise, return *Alias*[*i*].

Improvements of the algorithm - Vose's algorithm

This algorithm was originally described in the paper <u>"A Linear Algorithm For</u> <u>Generating Random Numbers With a Given Distribution</u>" by Michael Vose

The idea behind Vose's algorithm is to maintain two worklists, one containing the elements whose height is less than 1 and one containing the elements whose height is at least 1, and to repeatedly pair the first elements of each worklist.

On each iteration, we consume the element from the "small" worklist, and potentially move the remainder of the element from the "large" worklist into the "small" worklist.

The algorithm maintains several invariants:

- The elements of the "small" worklist are all less than 1.
- The elements of the "large" worklist are all at least 1.

Algorithm	Initialization Time		Generation Time		Memory Usage	
	Best	Worst	Best	Worst	Best	Worst
Alias Method	$O(n \log n)$		Θ(1)		$\Theta(n)$	
Vose's Alias Method	$\Theta(n)$		Θ(1)		$\Theta(n)$	

Algorithm: (Unstable) Vose's Alias Method

- Initialization:
 - 1. Create arrays *Alias* and *Prob*, each of size *n*.
 - 2. Create two worklists, *Small* and *Large*.
 - 3. Multiply each probability by *n*.
 - 4. For each scaled probability p_i :
 - 1. If $p_i < 1$, add *i* to *Small*.
 - 2. Otherwise $(p_i \ge 1)$, add *i* to *Large*.
 - 5. While *Small* is not empty:
 - 1. Remove the first element from *Small*; call it *l*.
 - 2. Remove the first element from *Large*; call it g.
 - 3. Set $Prob[l] = p_l$.
 - 4. Set Alias[l] = g.
 - 5. Set $p_g := p_g (1 p_l)$. 6. If $p_g < 1$, add *g* to *Small*.

 - 7. Otherwise $(p_g \ge 1)$, add g to Large.
 - 6. While *Large* is not empty:
 - 1. Remove the first element from *Large*; call it g.
 - 2. Set Prob[g] = 1.

Generation:

- 1. Generate a fair die roll from an *n*-sided die; call the side *i*.
- 2. Flip a biased coin that comes up heads with probability Prob[i].
- 3. If the coin comes up "heads," return *i*.
- 4. Otherwise, return *Alias*[*i*].

Is it a stable version?

Unfortunately, the above algorithm, as written, is not numerically stable. Two sources of inaccuracy:

- The computation to determine whether or not a probability belongs to the Small or Large group may be inaccurate. Specifically, it may be possible that scaling up the probabilities by a factor of n may cause probabilities equal to 1/n to end up being slightly less than 1 (ending up in the Small list rather than in the Large one)
- The computation that subtracts the appropriate probability mass from a larger probability is not numerically stable and may introduce significant rounding errors.

A Vose's Alias method stable implementation

We will update the inner loop of the algorithm so that it terminates whenever either of the two worklists are empty, so we don't accidentally end up looking at nonexistent elements from the Large worklist.

Second, when one worklist is empty, we'll set the remaining probabilities of the elements in the other worklist to all be 1 since, mathematically, this should only occur if all of the remaining probabilites are precisely equal to 1.

Finally, we'll replace the computation that updates the large probabilities with a slightly more stable computation.

Algorithm: Vose's Alias Method

Initialization:

- 1. Create arrays Alias and Prob, each of size n.
- 2. Create two worklists, *Small* and *Large*.
- 3. Multiply each probability by *n*.
- 4. For each scaled probability p_i:
 - 1. If $p_i < 1$, add *i* to *Small*.
 - 2. Otherwise $(p_i \ge 1)$, add *i* to Large.
- 5. While *Small* and *Large* are not empty: (*Large might be emptied first*)
 - 1. Remove the first element from *Small*; call it *l*.
 - 2. Remove the first element from *Large*; call it *g*.
 - 3. Set $Prob[l] = p_l$.
 - 4. Set Alias[l] = g.
 - 5. Set $p_g := (p_g + p_l) 1$. (This is a more numerically stable option.) 6. If $p_g < 1$, add g to Small.

 - 7. Otherwise $(p_g \ge 1)$, add g to Large.
- 6. While *Large* is not empty:
 - 1. Remove the first element from *Large*; call it g.
 - 2. Set Prob[g] = 1.
- 7. While Small is not empty: This is only possible due to numerical instability.
 - 1. Remove the first element from *Small*; call it *l*.
 - 2. Set Prob[l] = 1.

Generation:

- 1. Generate a fair die roll from an *n*-sided die; call the side *i*.
- 2. Flip a biased coin that comes up heads with probability Prob[i].
- If the coin comes up "heads," return i.
- 4. Otherwise, return *Alias*[*i*].