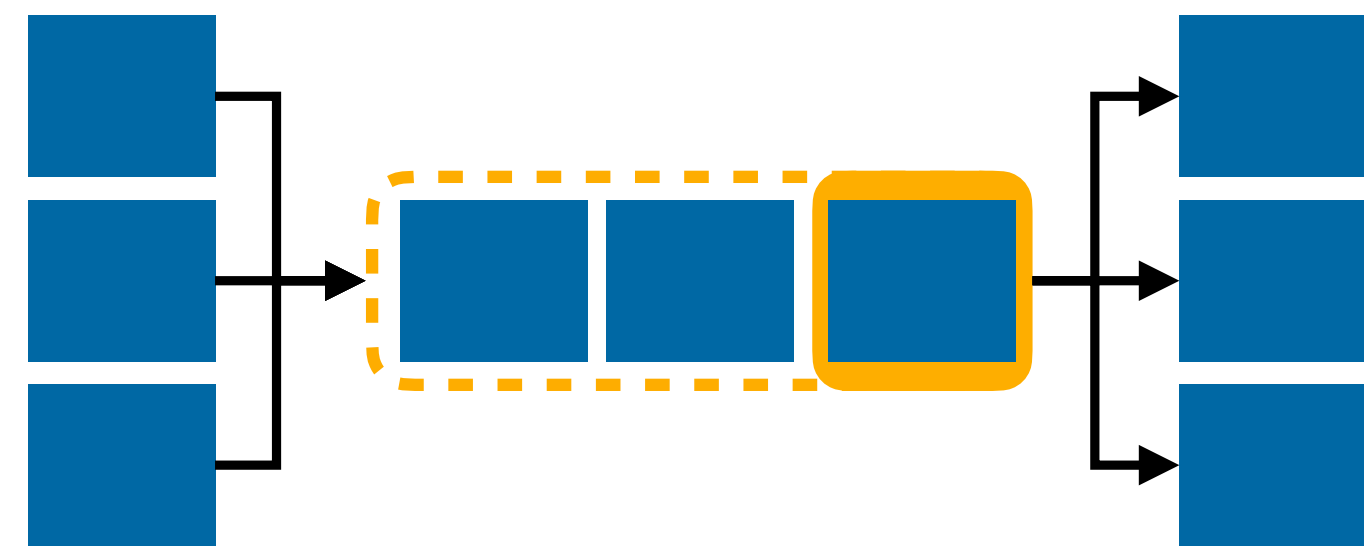


Vectorised Computations and Graphs

- Many HEP analyses moving to vectorised computations
- Some computations challenging to vectorise:
 - E.g. Neutrino reconstruction (event-wise fits)
- Can be solved using computing graphs!

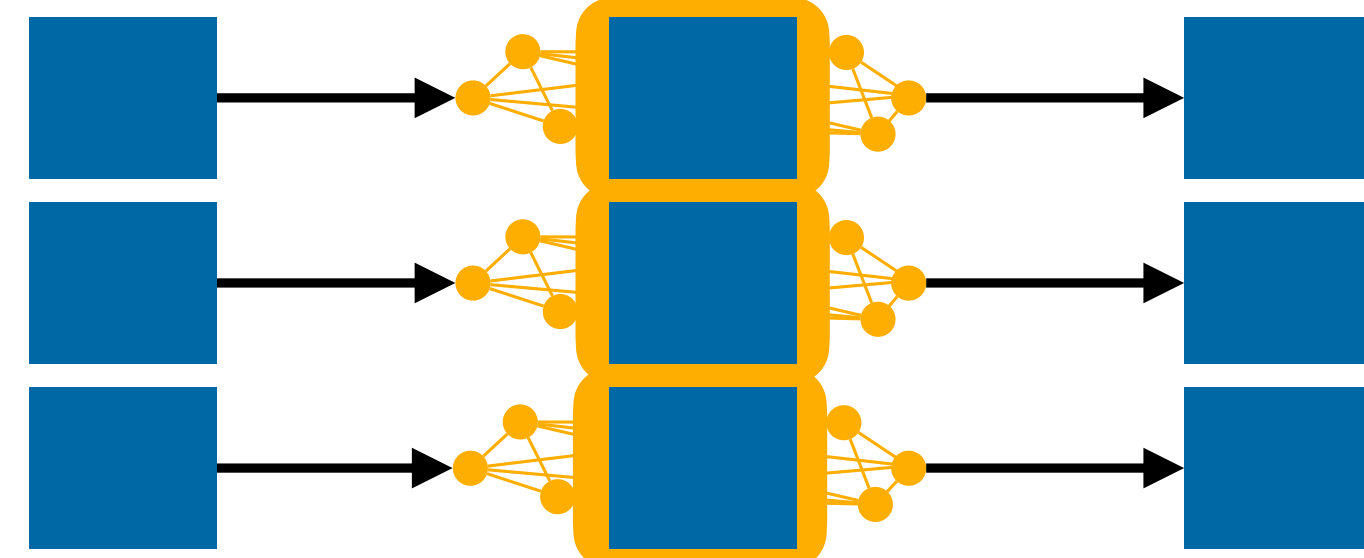
Typical Executable:

- Event-by-Event processing



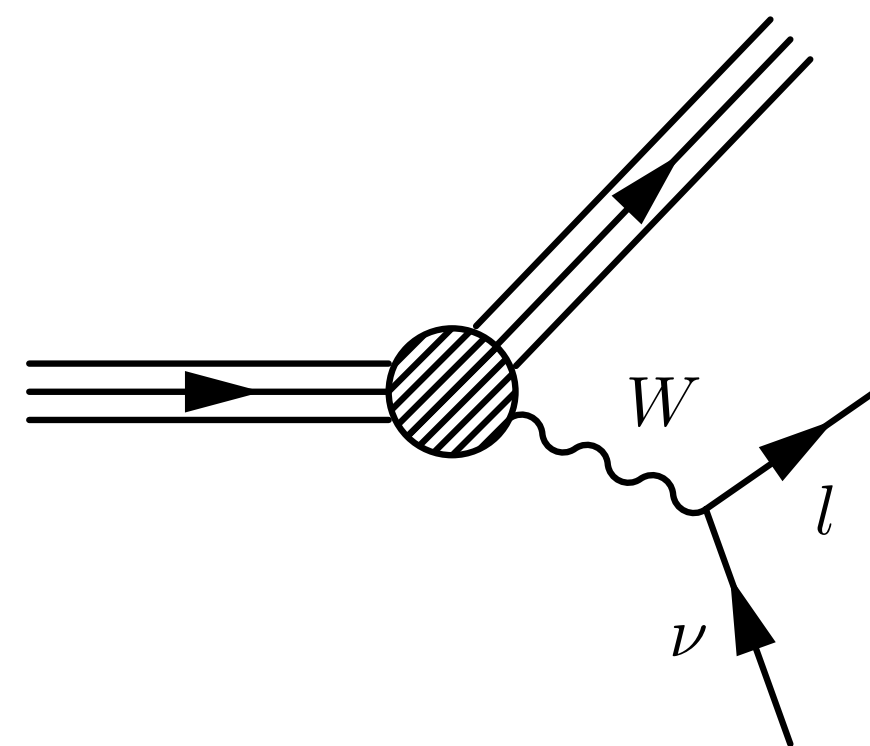
Parallel Computing Graph:

- Processing of many events in parallel
- Many graph libraries optimised for parallel execution



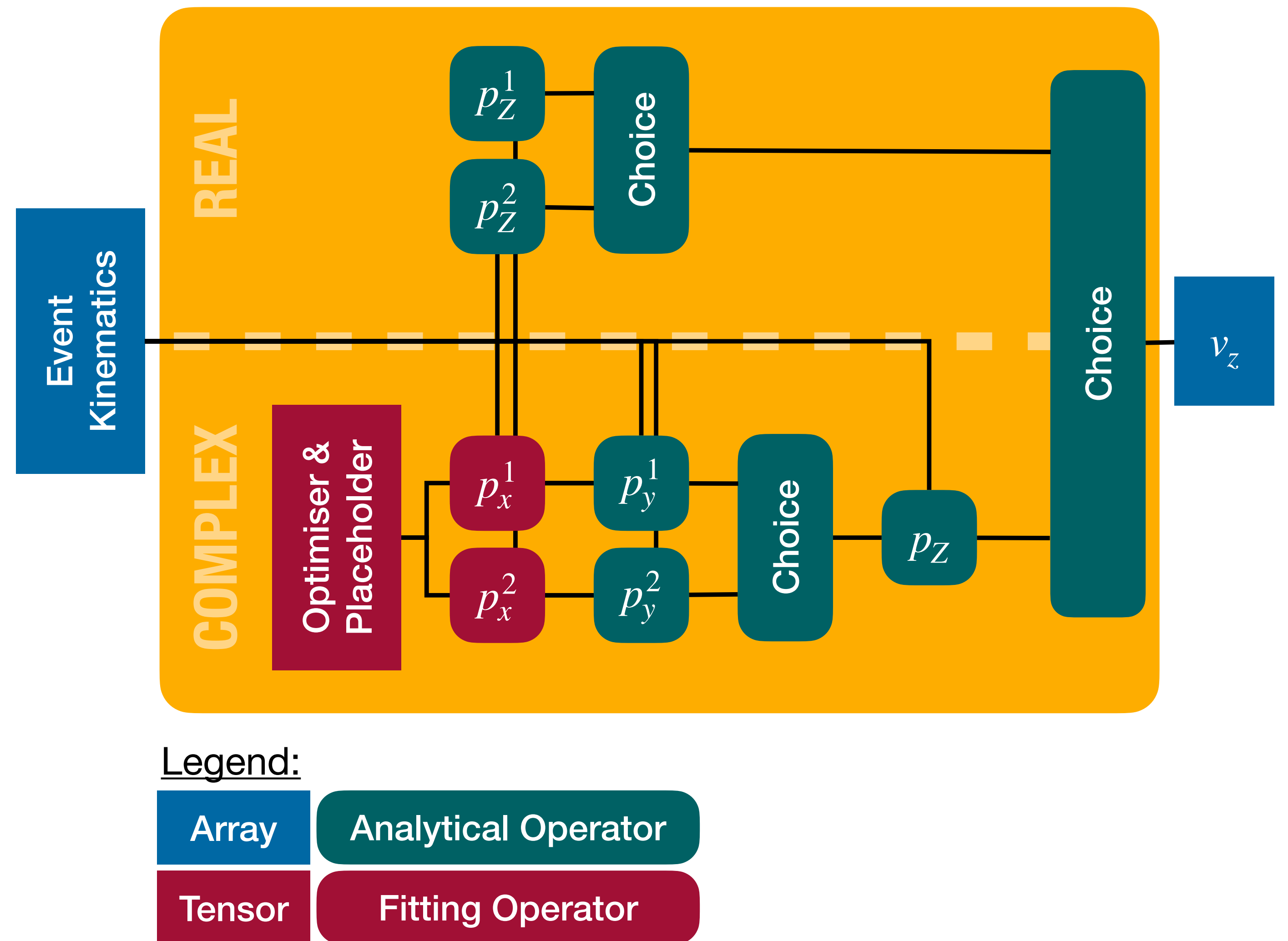
Physics Case: Neutrino Reconstruction

- Analytic reconstruction of longitudinal neutrino momentum:
 - Using Event Kinematics (Lepton, E_T) and W mass
 - Depending on kinematics: real or complex (fit) solution



Computing Graph

- Key functionalities are part of the graph:
 - Analytical operations
 - Optimiser & placeholders for fitting
 - Fitting operations:
 - Loop with 100 iterations
 - Adaptive optimisation (Adam)
- All tensors evaluated during execution
- Conditions (choices) guide flow
- Implementation based on Tensorflow
- Graph model highly portable



Experimental Setup

- Two different hardware setups:

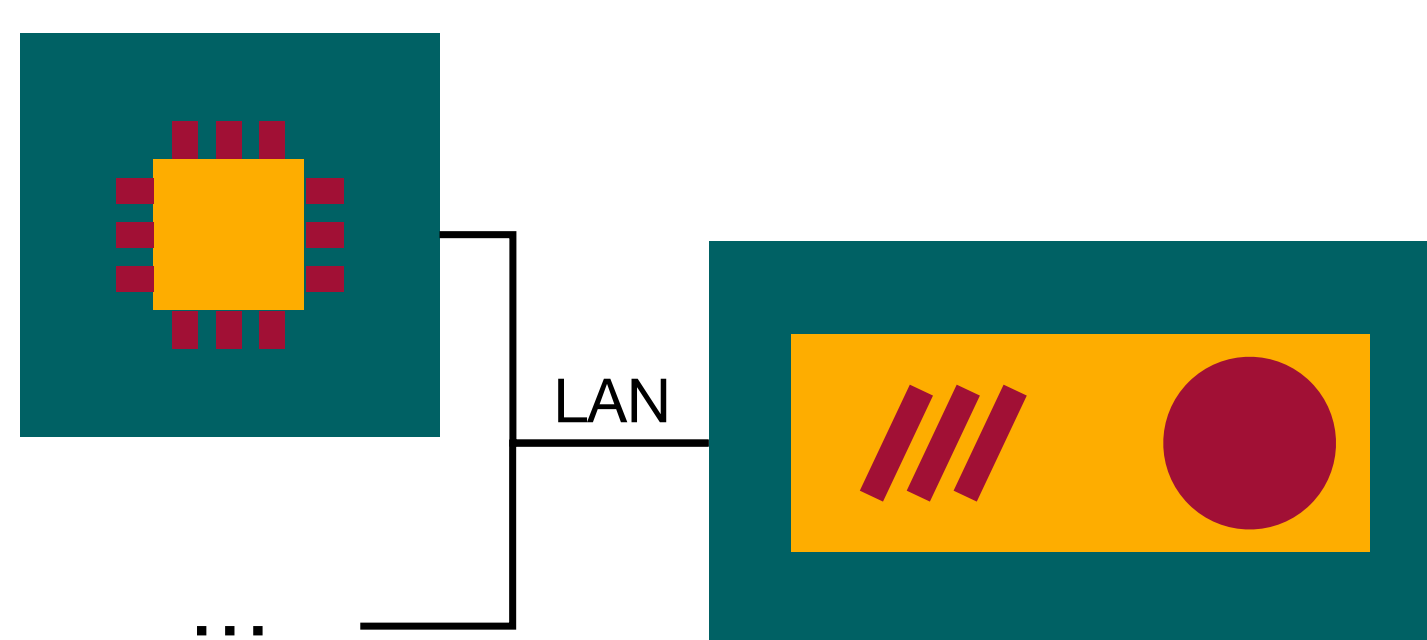
On-board:

- One GPU on each processing node



Server:

- One GPU Server
- One or many processing nodes
- Connected via LAN

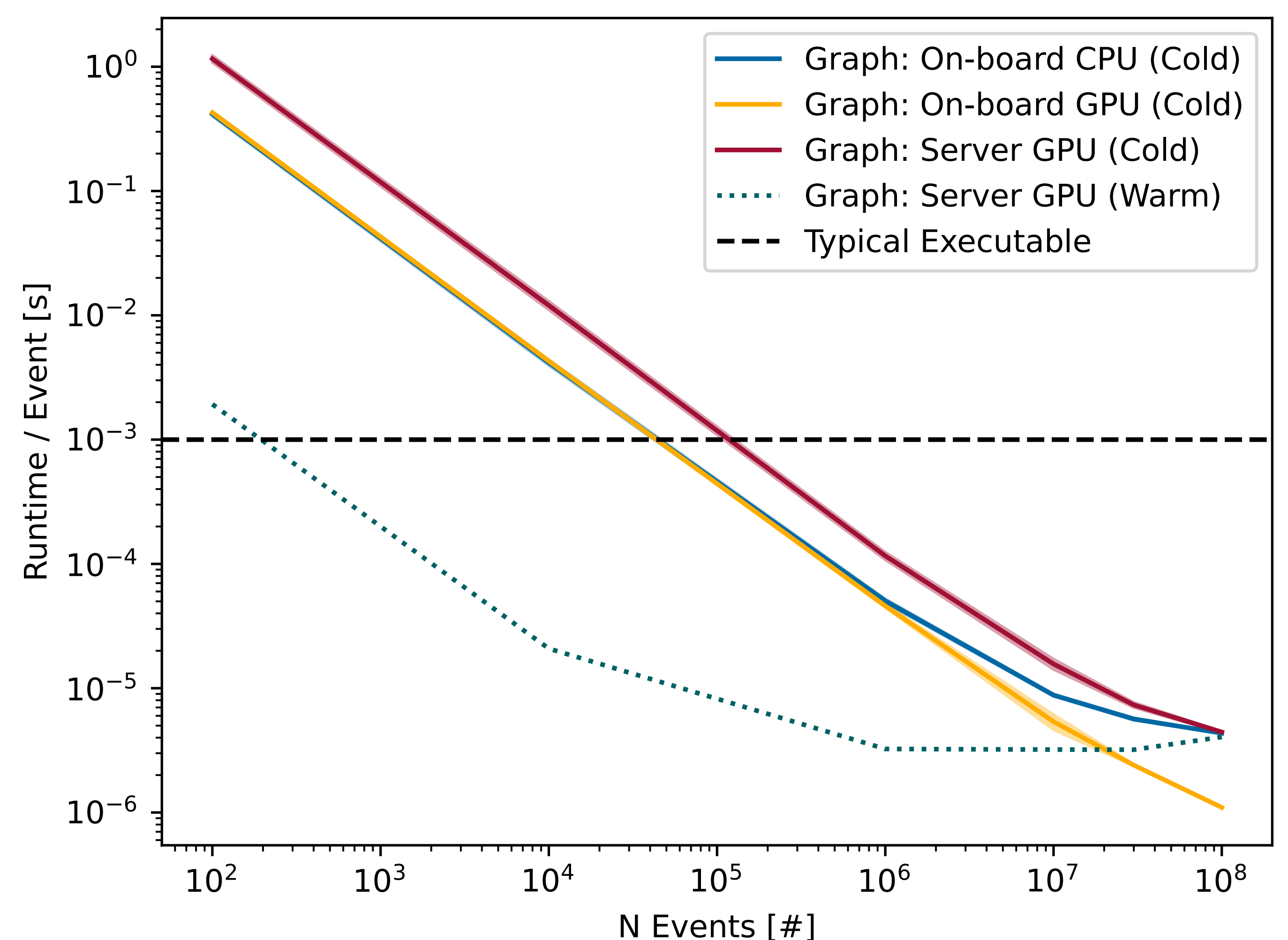


- Pre-heating the GPU:
 - Constant time offset for loading and building the graph
 - Testing two different setups:
 - **Cold:** Setup during computation
 - **Warm:** Setup before computation

- Technical specifications:
 - CPU: 2x Intel Xeon Silver 4216
 - GPU: NVIDIA Quadro RTX 5000
 - Network (LAN): 4x 1Gbit

Results

- For a typical analysis with O(100M) events:
 - Parallel computing graph >100x faster than typical executable
 - Speed: On-board GPU > Server GPU = On-board CPU
- All graph calculations done in batches of 100k events



Conclusion

- Even complex HEP computations can be transferred to Parallel Computing Graphs
- Large speedups possible!

Try on binder

<https://bndr.it/8yw3z>