Nuggets from CHEP2012

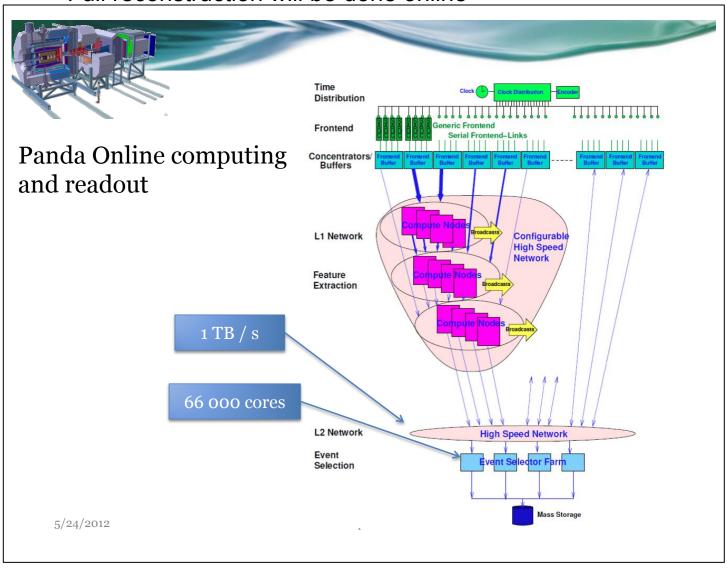
David Lawrence, JLab 6/13/2012

Future Hardware Developments

- # of cores/CPU will max out due to DRAM access
- # of sockets (CPUs) will be increased to maintain Moore's Law
- FPGA integrated with CPU
 - Direct implementation of some algorithms
 - Performance/Watt advantage
- GPU integration with CPU
 - First stage will put them on same socket, but then on same die as CPU
- ARM technology may start competing more with x86

6/13/12

CBM and Panda Will have NO Level-1 trigger! Full reconstruction will be done online



The Challenge: Event reconstruction in Real Time!

- Complete reconstruction up to particle identification are necessary to identify signal and background
- Requirement for stability and reliability is even stronger than for "offline code"
 - o if we make mistakes here, we can never recover
- The online reconstruction code should deliver the same resolution and efficiency as offline code.

5/24/2012 Chep2012

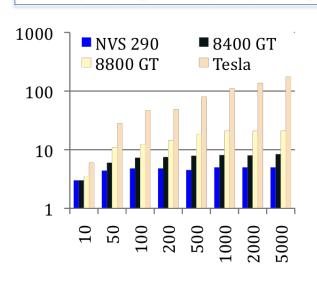
Slide from Mohammad Al-Turany from GSI-Scientific Computing shown at CHEP2012

WOW!



We start using more GPU specific features: Texture memory for field maps

Track propagation (RK4) using PANDA Field



| Trk/ Event | NVS 290 | 8400 GT | 8800 GT | Tesla |
|---------------|------------|------------|------------|-------|
| 10 | 3 | 3 | 3.5 | 6 |
| 50 | 4.4 | 6 | 11 | 28 |
| 100 | 4.8 | 7.3 | 12.3 | 47 |
| 200 | 4.8 | 7.5 | 14.5 | 49 |
| 500 | 4.5 | 7.9 | 18.5 | 80 |
| 1000 | 5 | 8.1 | 21 | 111 |
| 2000 | 5 | 8 | 21 | 137 |
| 5000 | 5 | 8.4 | 21 | 175 |

Speedup: up to factor 175

ACAT 2010: Applying CUDA Computing Model To Event Reconstruction Software https://indico.cern.ch/contributionDisplay.py?contribId=147&confId=59397

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Have done somewhat extensive testing of CPU vs. GPU vs. FPGA

(GPU wins)

Slide from Mohammad Al-Turany from GSI-Scientific Computing shown at CHEP2012

6/13/12

ROOT 6

- ROOT v5.34 will be the last version of the 5.XX line
- ROOT v6
 - Will be released in late Nov. 2012
 - CINT will be replaced by CLING (based on CLANG)
 - Parallel I/O
 - Ported to iOS (iPads)

GEANT4

- Event-level parallelism (as opposed to partial track-level parallelism reported at workshop in Jan. 2011)
- Only on Linux
- Only Batch mode
- "Parallel Worlds" mechanism will provide similar functionality to GEANT3's "MANY"
- Special version of CLHEP will be embedded in GEANT4 (external installation will no longer be required)
- Geant4 "X" beta release in June 2013
- CMake used for GEANT4 (seems popular for other projects as well)

6/13/12