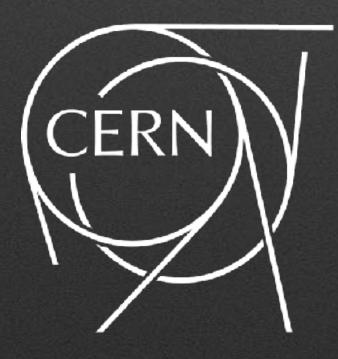
How physicists analyze massive data: LHC + brain + ROOT = Higgs

Axel Naumann, CERN - axel@cern.ch 33C3, 2016 (but almost 2017)



CERN, People, Code

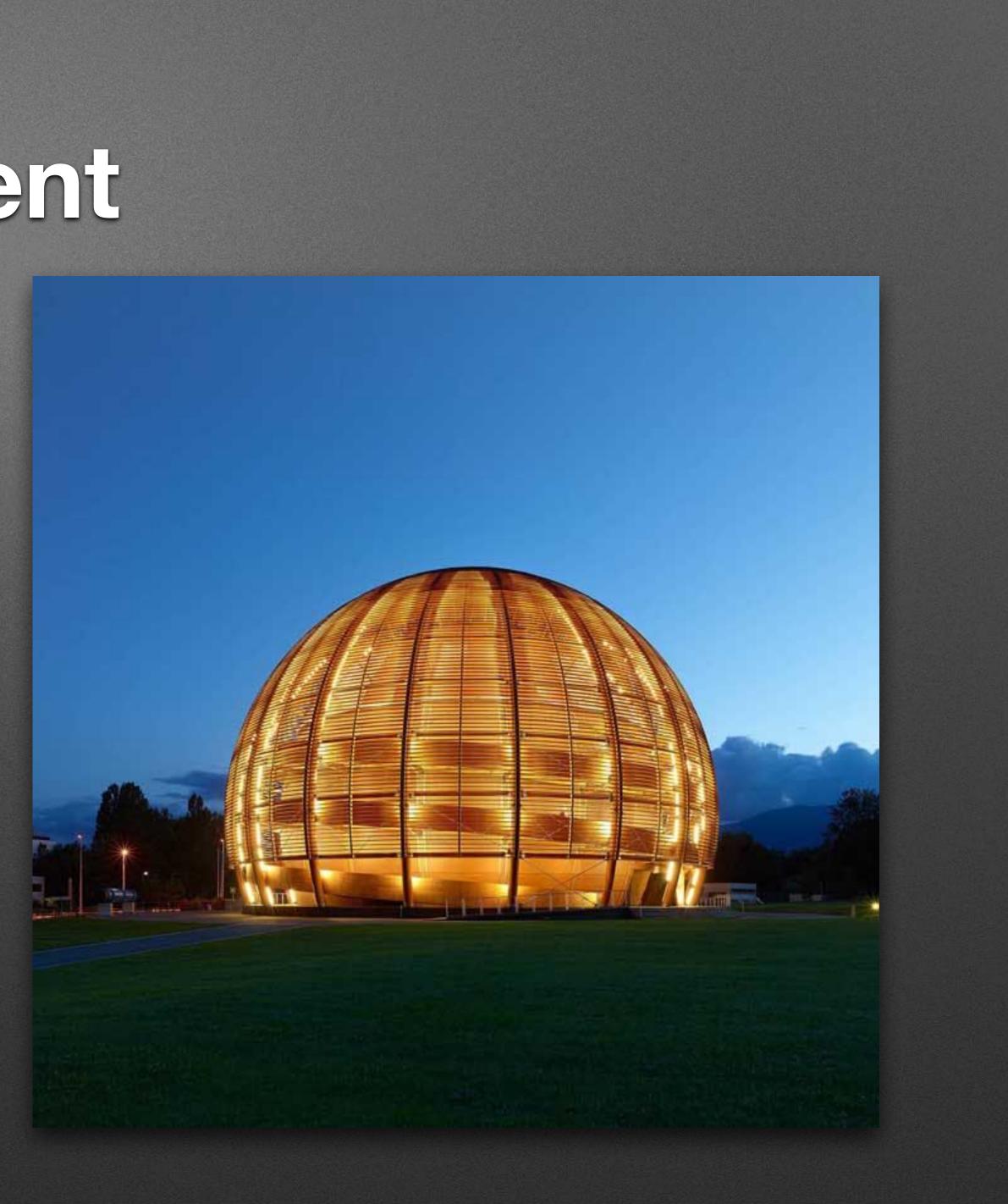
Axel Naumann, CERN - axel@cern.ch 33C3, 2016 (but almost 2017)

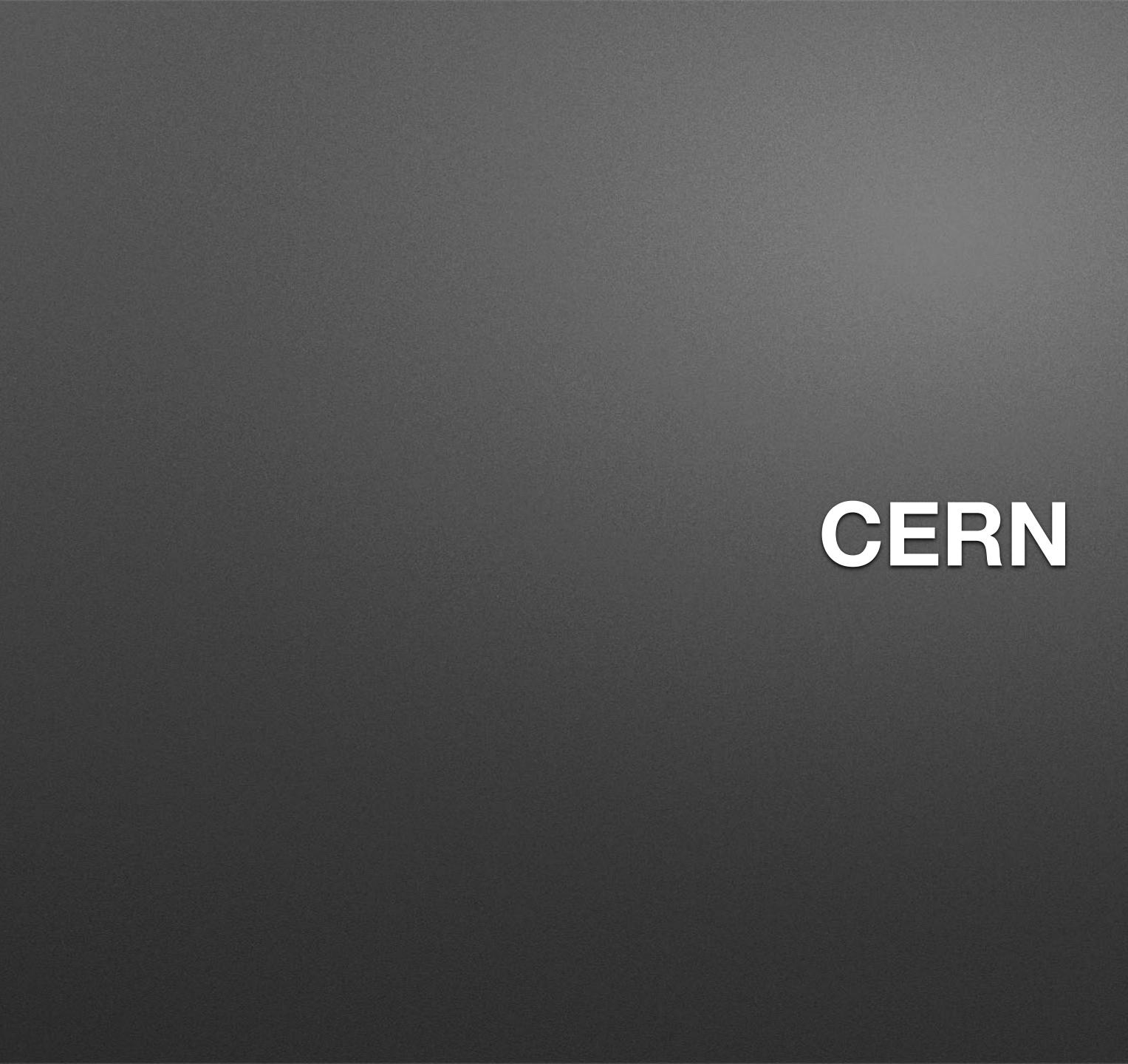


Content

• CERN

- How we do physics
- Computing
- Data
- Data analysis model in high energy physics
- Future of data analysis





"What is CERN" in 1 Minute

- European Organization for Nuclear (read: Particle!) Research, est. 1954, near Geneva
- Fundamental research (WWW: inventions happen)
 - knowledge CERN(money, curious brains)
- Higgs particle, super symmetry,...

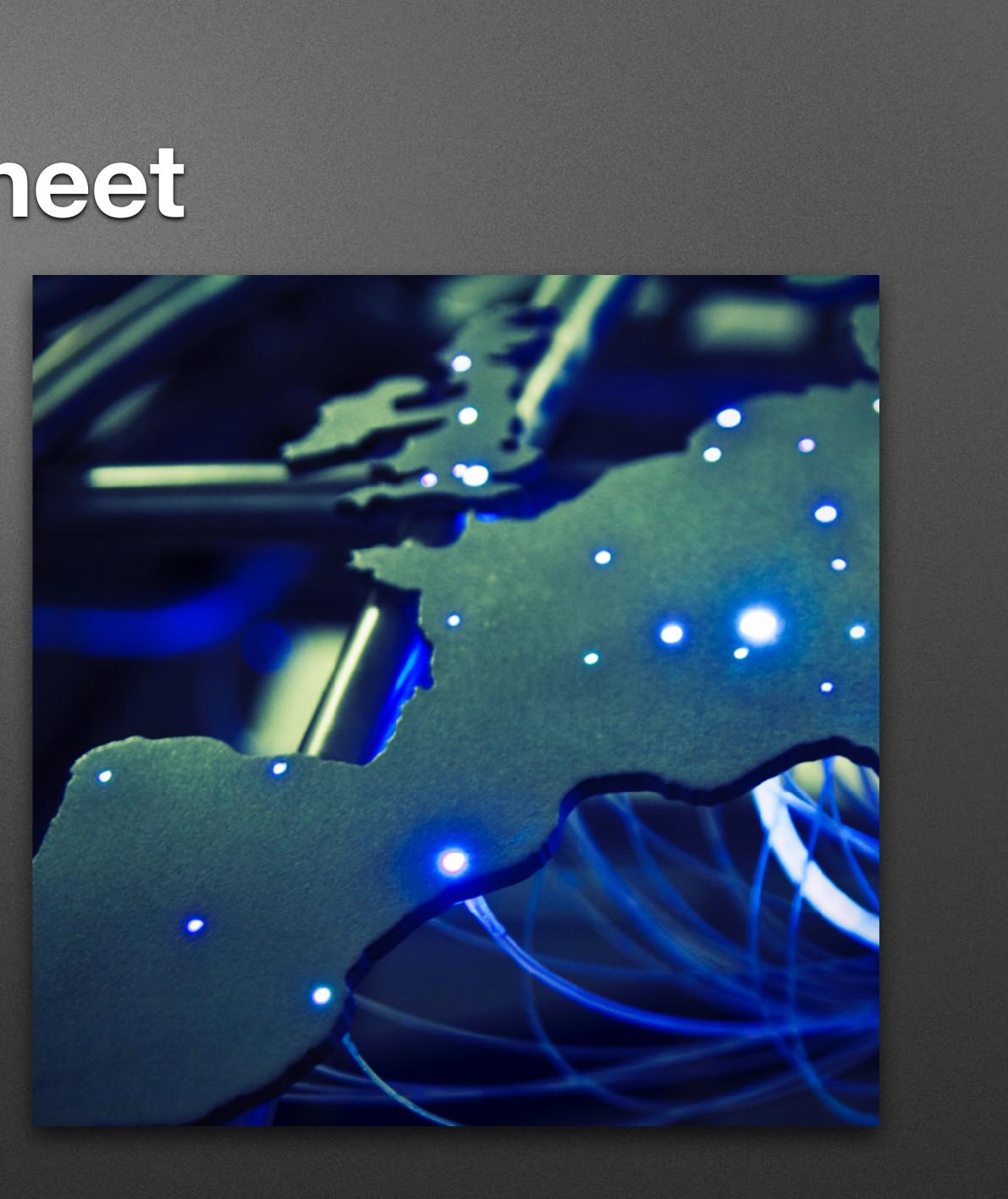


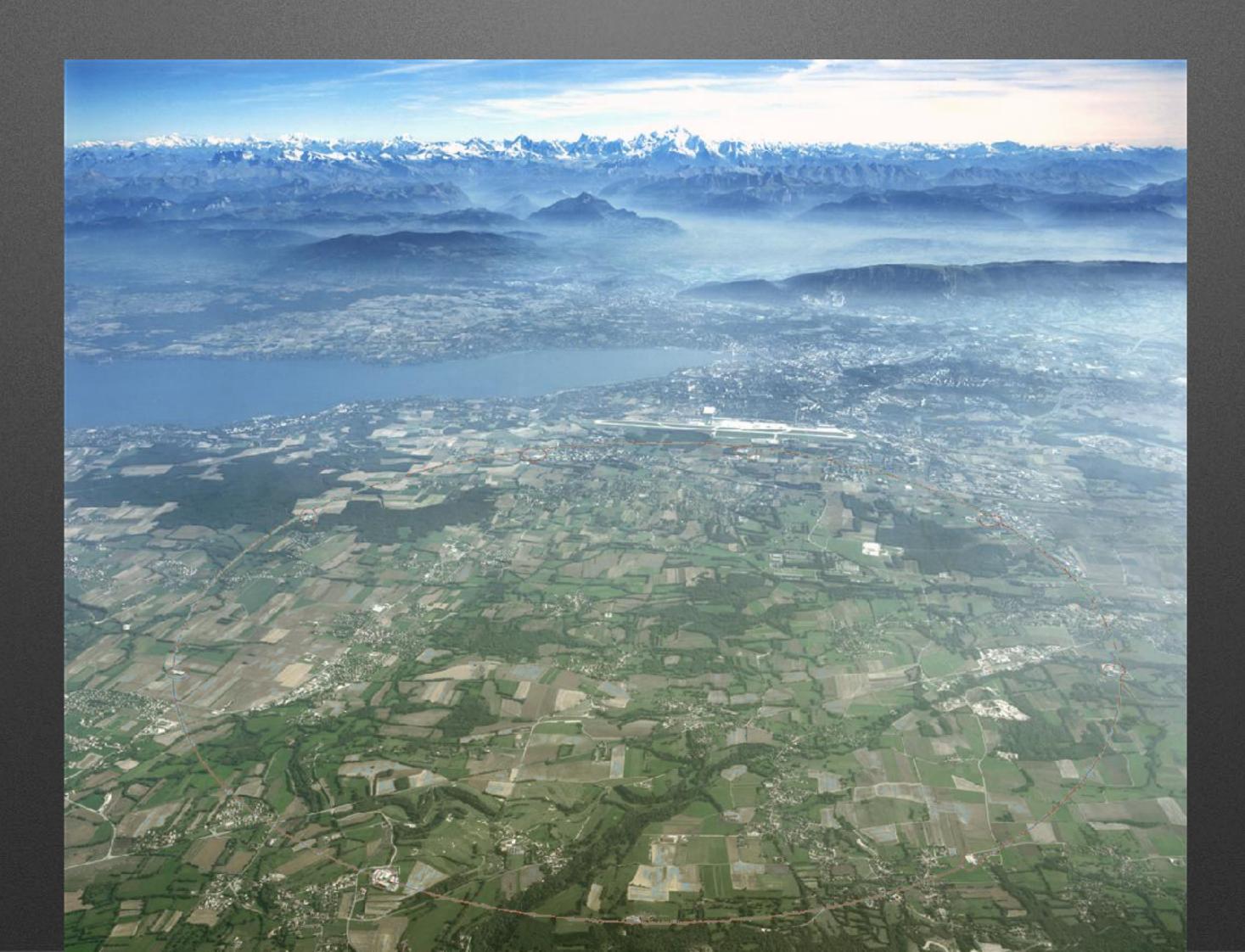
• What is mass? What's in the universe? Probing smallest scale particles:



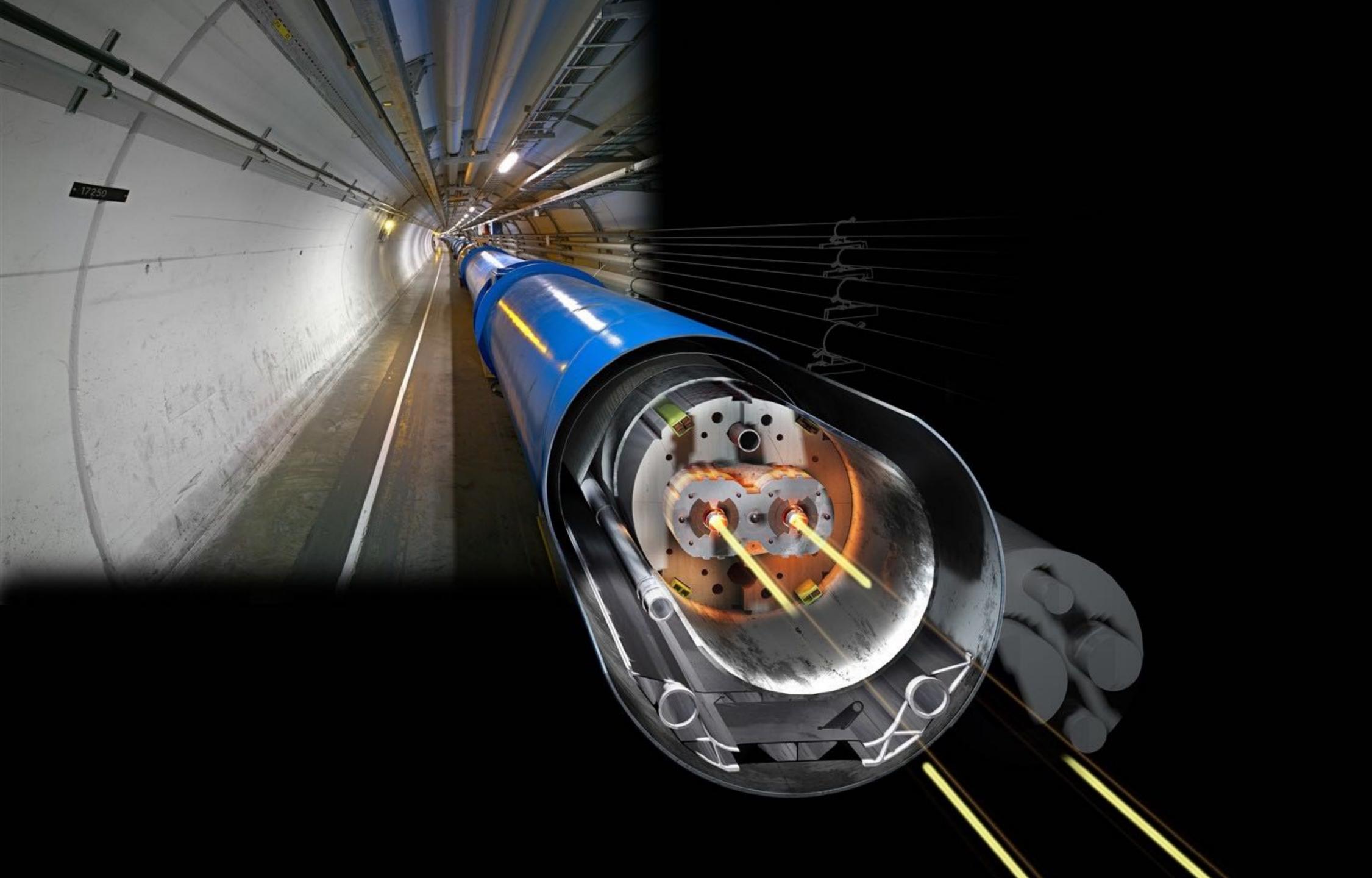
- CERN facilities used
 - by 12,000 physicists
 - from 120 nations
- CERN itself has approximately 2500 employees

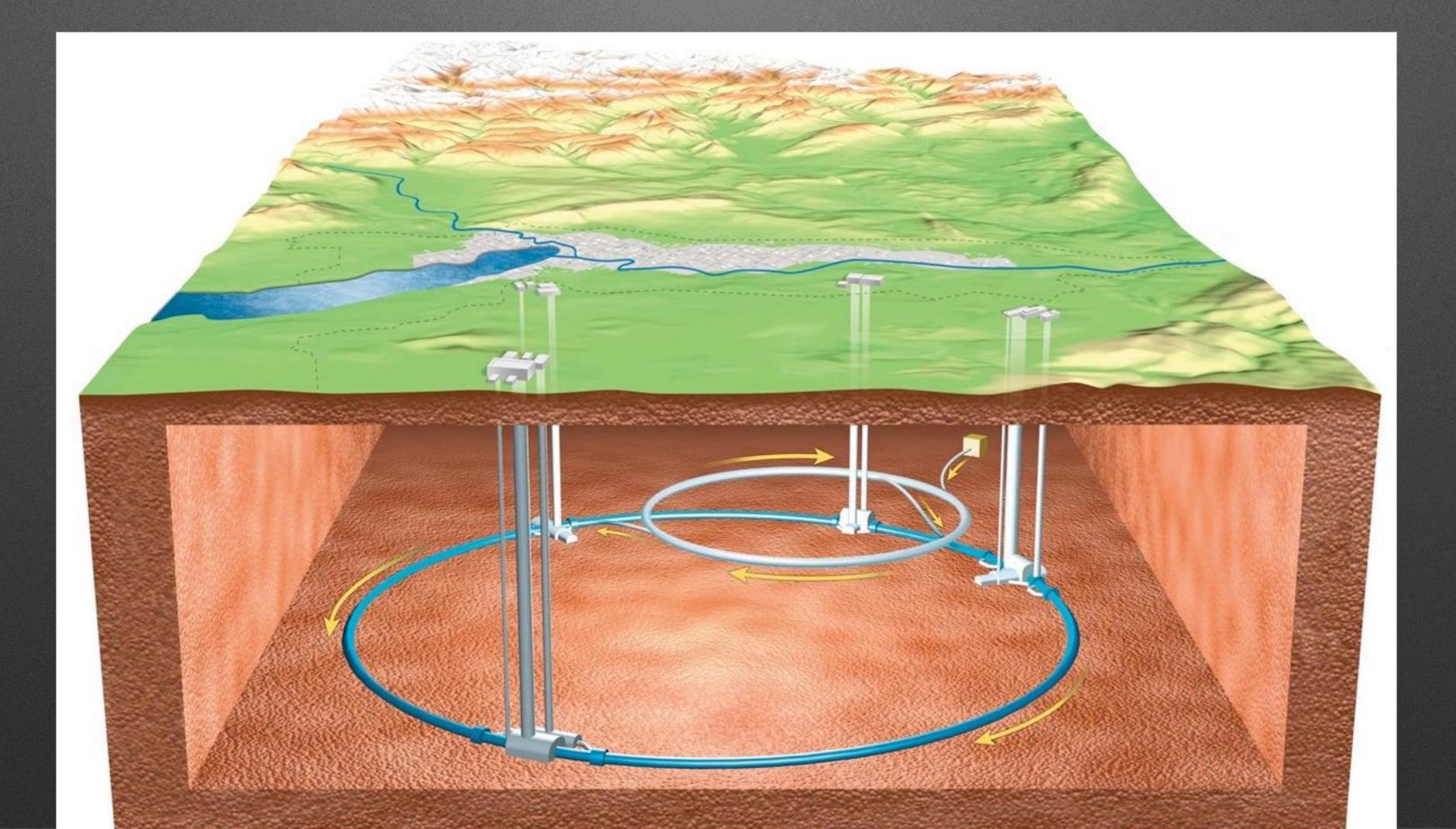
Fact Sheet

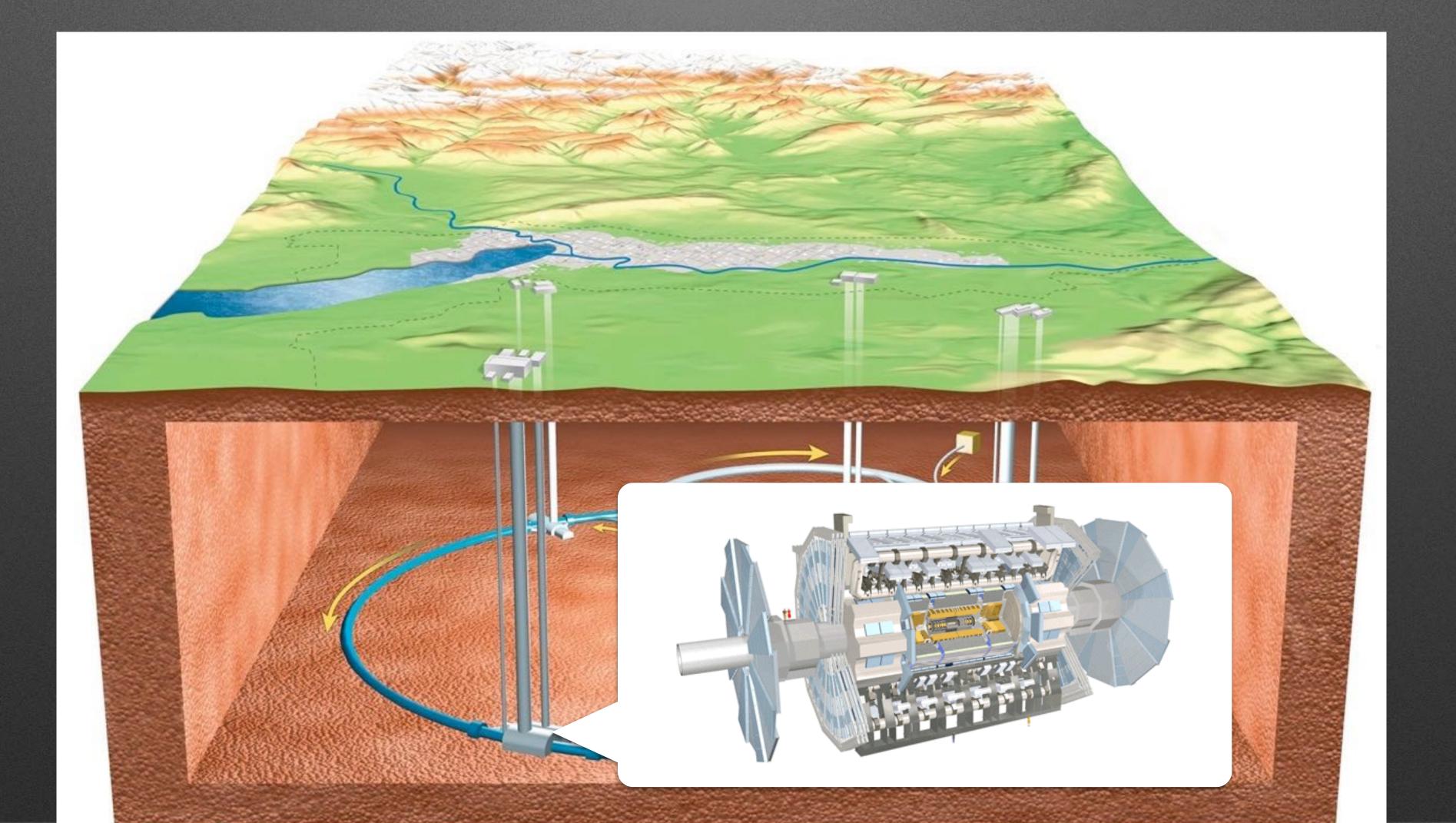








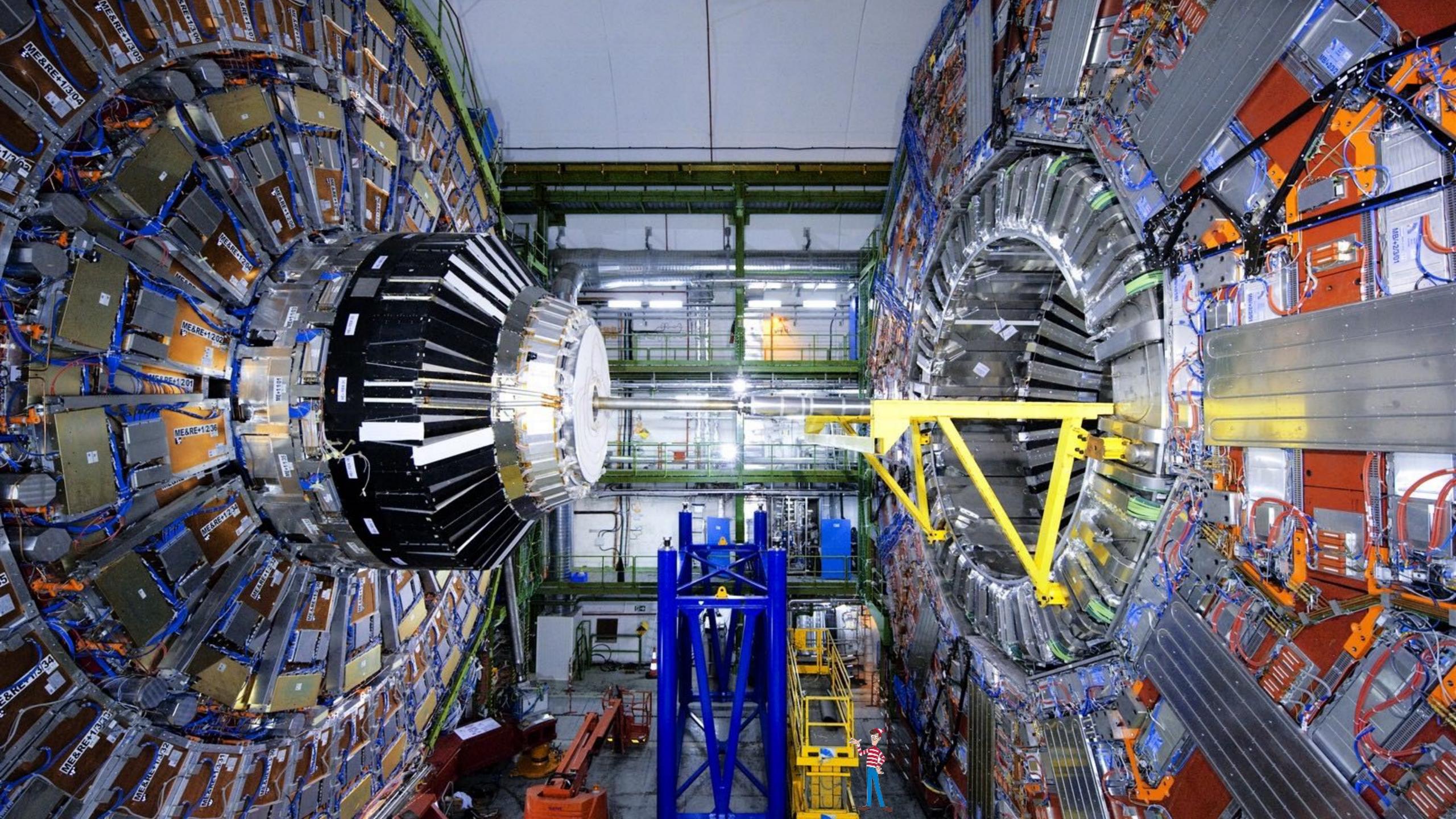


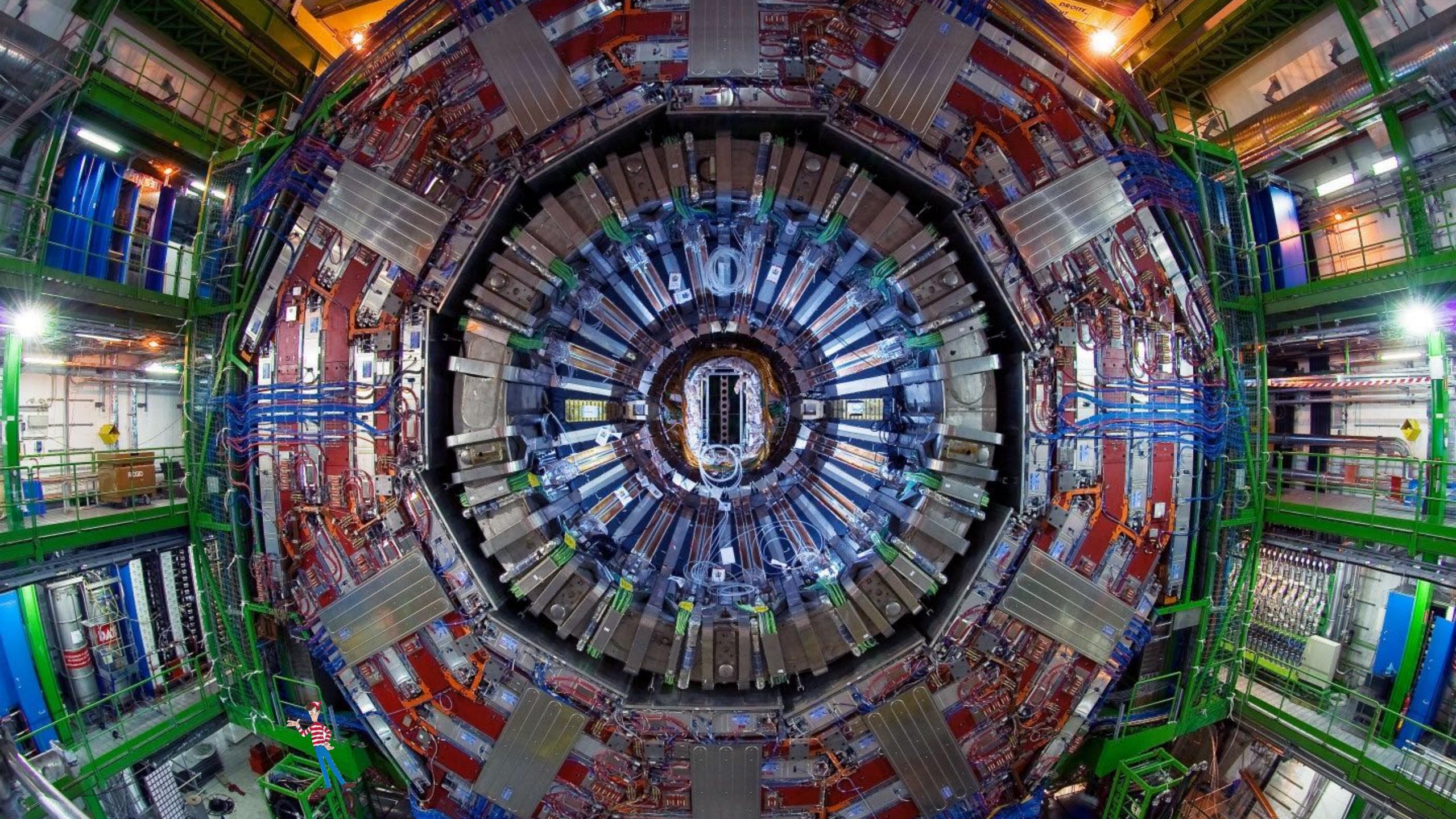


- World's "biggest" particle accelerator
- Ring with 27km in circumference, 100m below Switzerland and France
- Four large experiments ALICE, ATLAS, CMS, LHCb
- Expected to run until approximately 2030



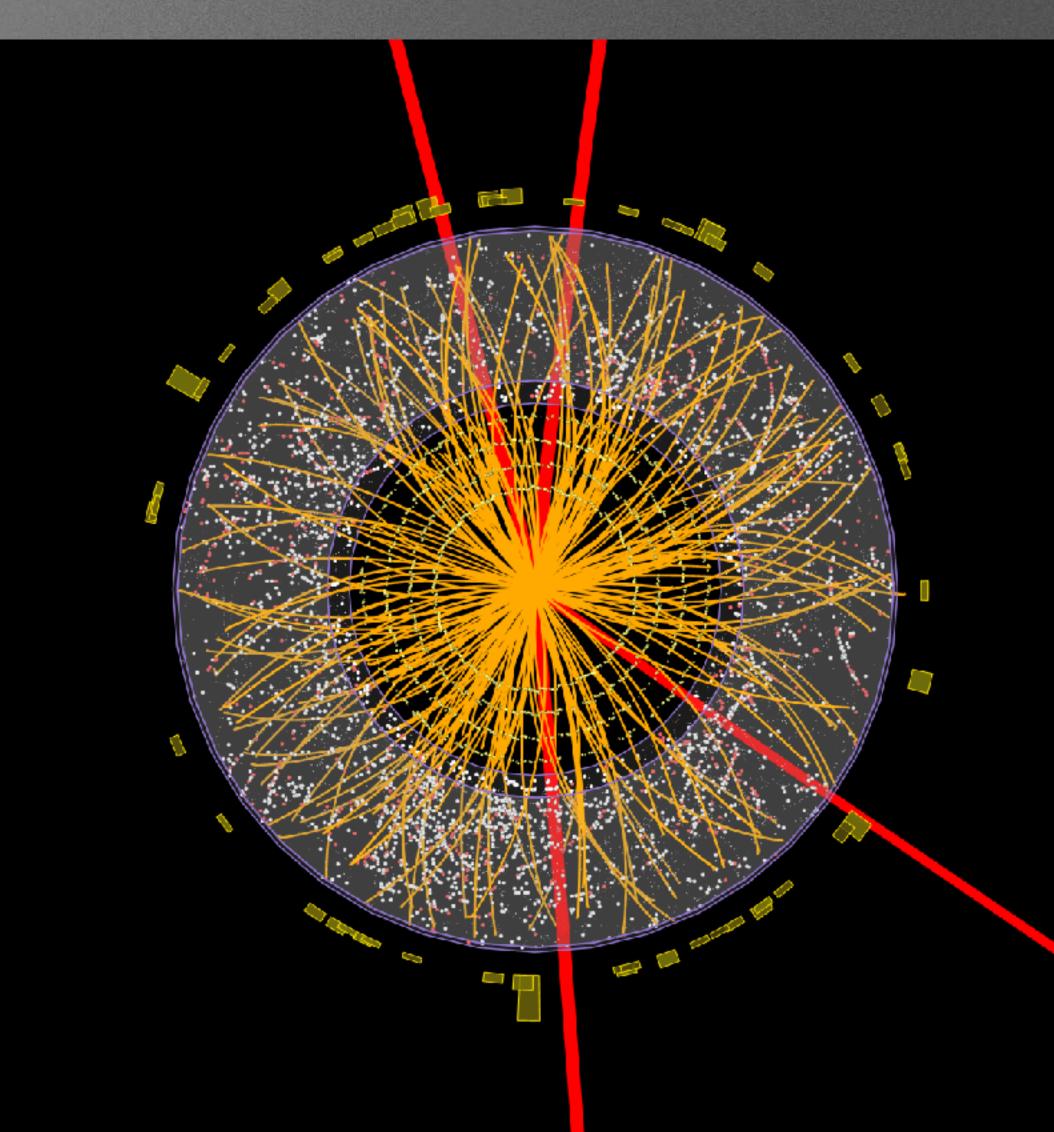






Detectors

- Like a massive camera
 - O(100M) "pixels"
 - O(100M) pictures per second
- Identify particles
- Measure their properties





Life at CERN





Work At CERN



Data Taking



Studying the Forces

Scientific Discourse



Lecturing and Being Lectured

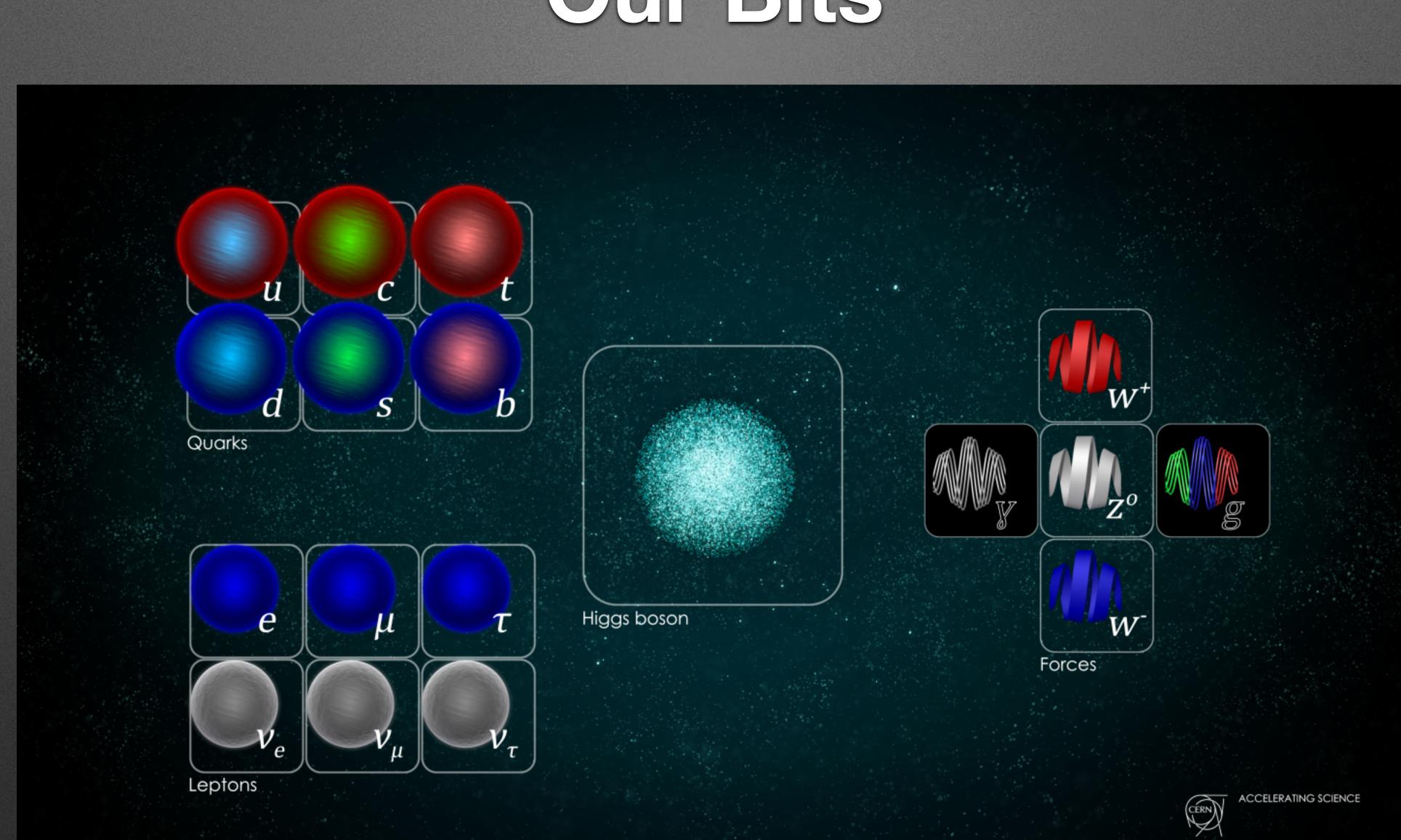


Presentational Democracy: choose your own talk!

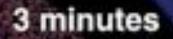


1) physics 2) model, simulation, data [p31]

1) We Do Physics. Here's Yours.







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26

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8.

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10⁻¹⁰ seconds

10-34 seconds

10-43 seconds

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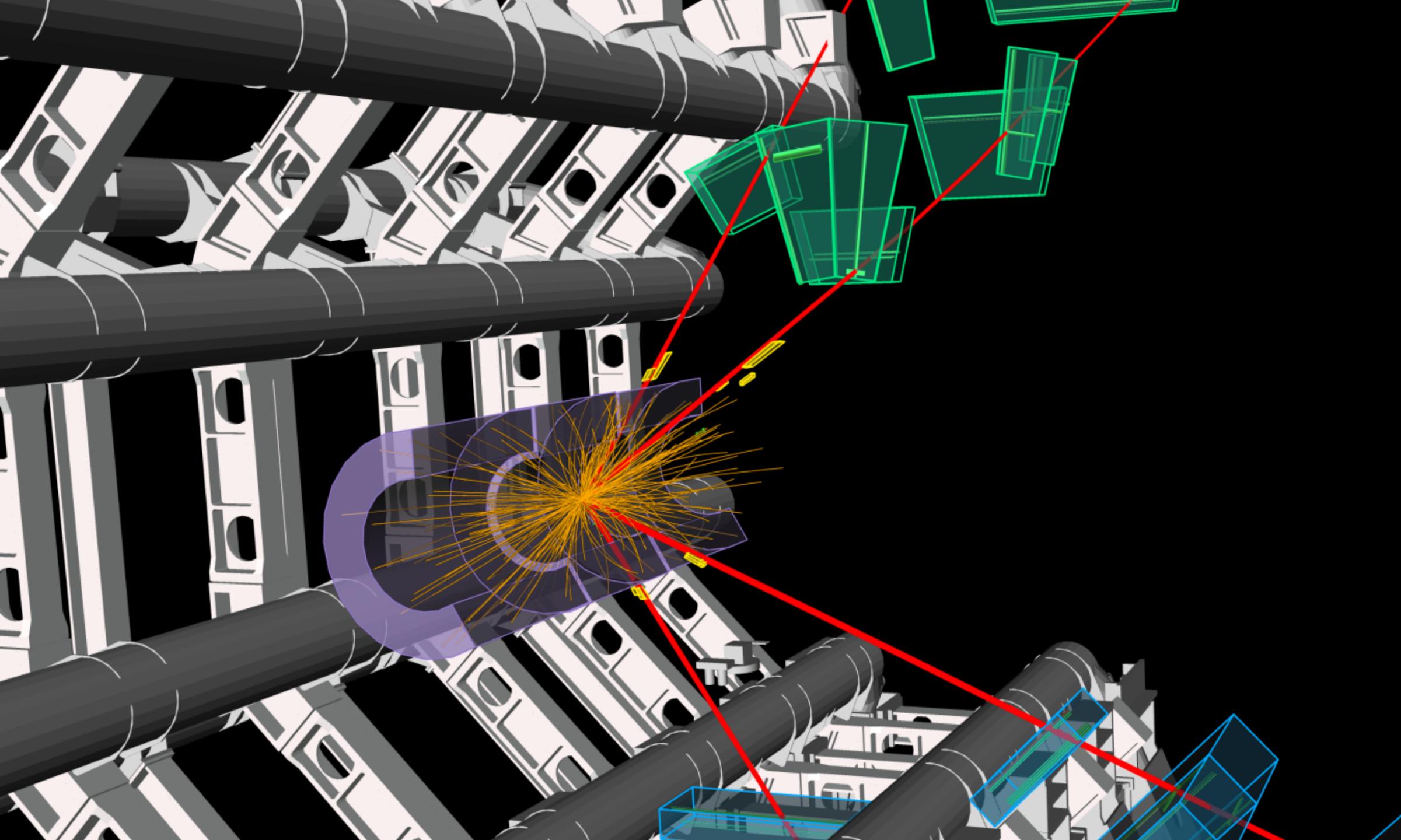
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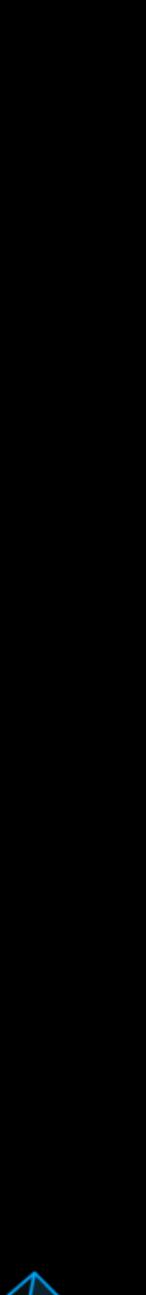


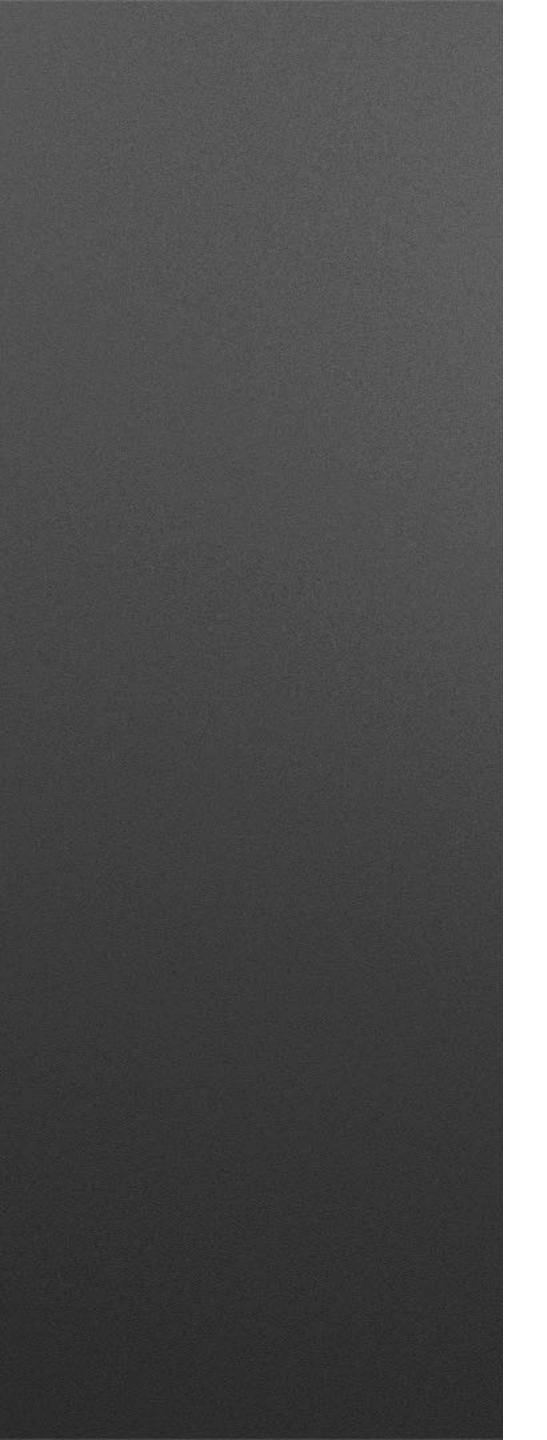
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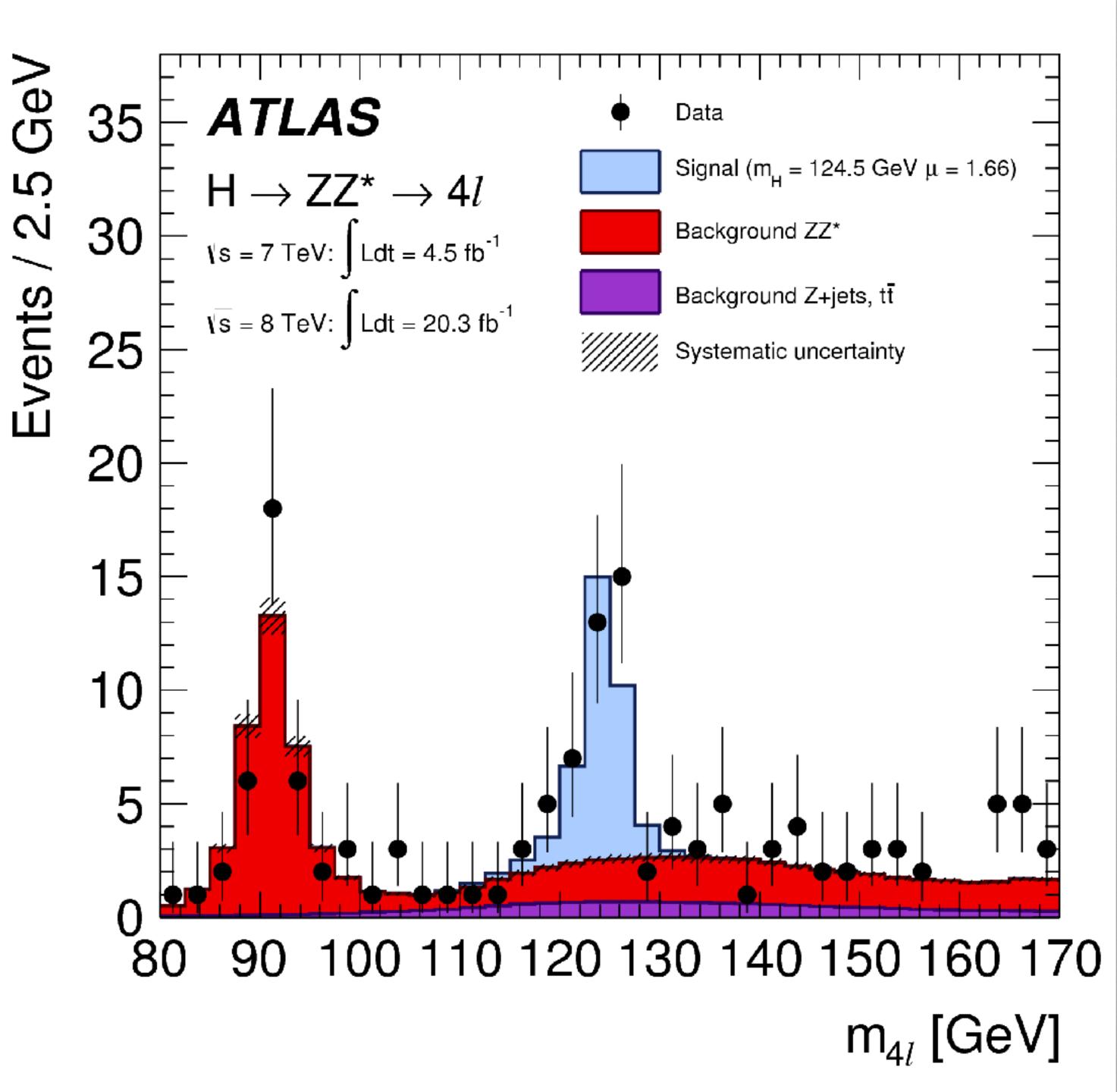
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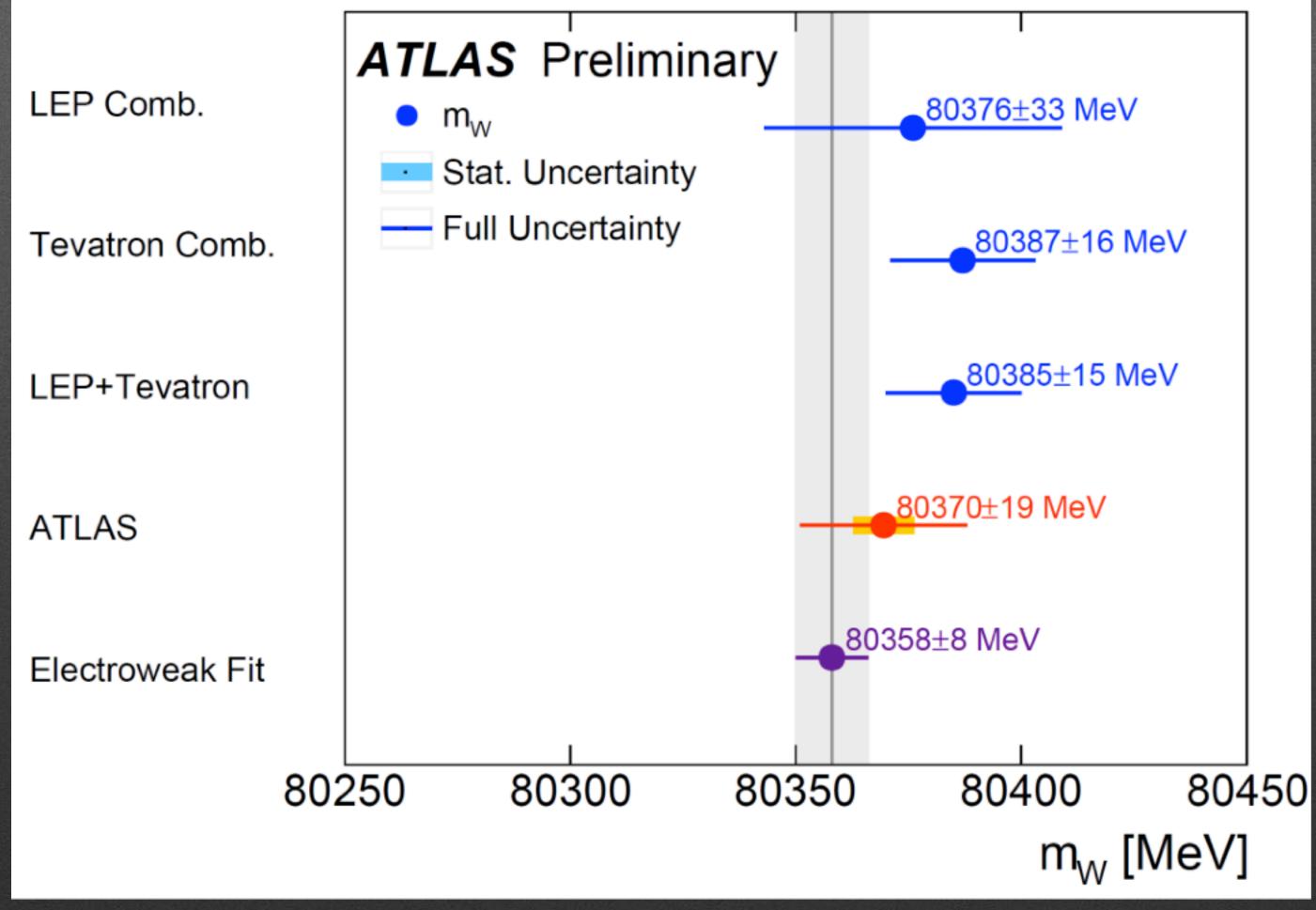








Newest Results







You survived. [continue at p37]

2) Model, Simulation, Data

Theory and Simulation

- Super *SUPER!!!1* precise
- But LHC experiments also looking for unconfirmed / weird things
 - monopoles, super symmetry, black holes, ...

Theory predicts production in collision, simulation predicts detector's view

Prediction versus Measurement

- enough to claim "this is new physics"?
 - detector simulation: how much do I expect?
 - reconstruction software: how much did I get?
 - statistics: is that expected?

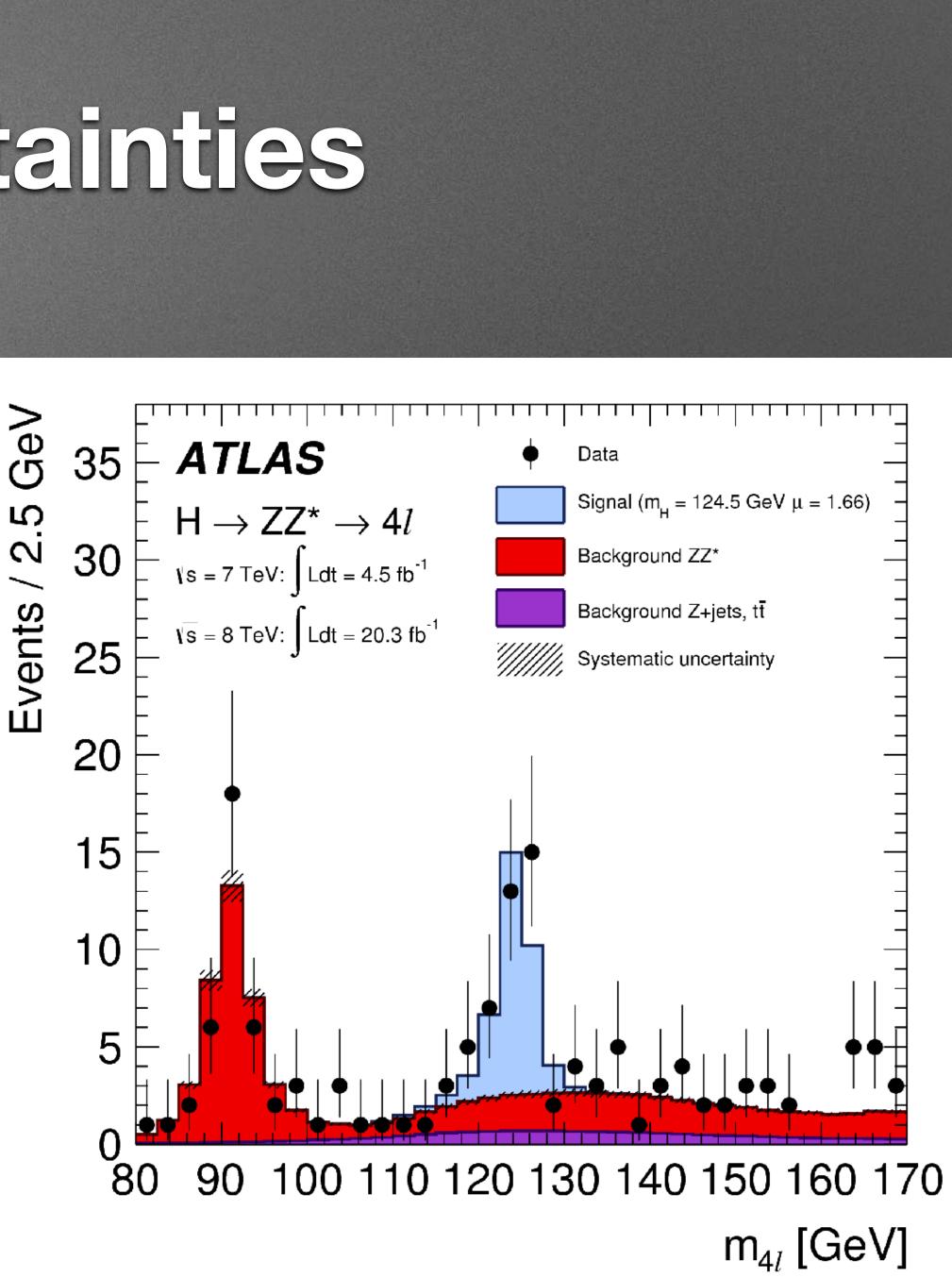
When is a difference between "boring theory" and measurement significant

Let's Talk Weather versus Climate

- Measure temperatures
- Detect "abnormal" temperature variations (i.e. climate effects)
 - more measurement periods help
 - larger deviations help

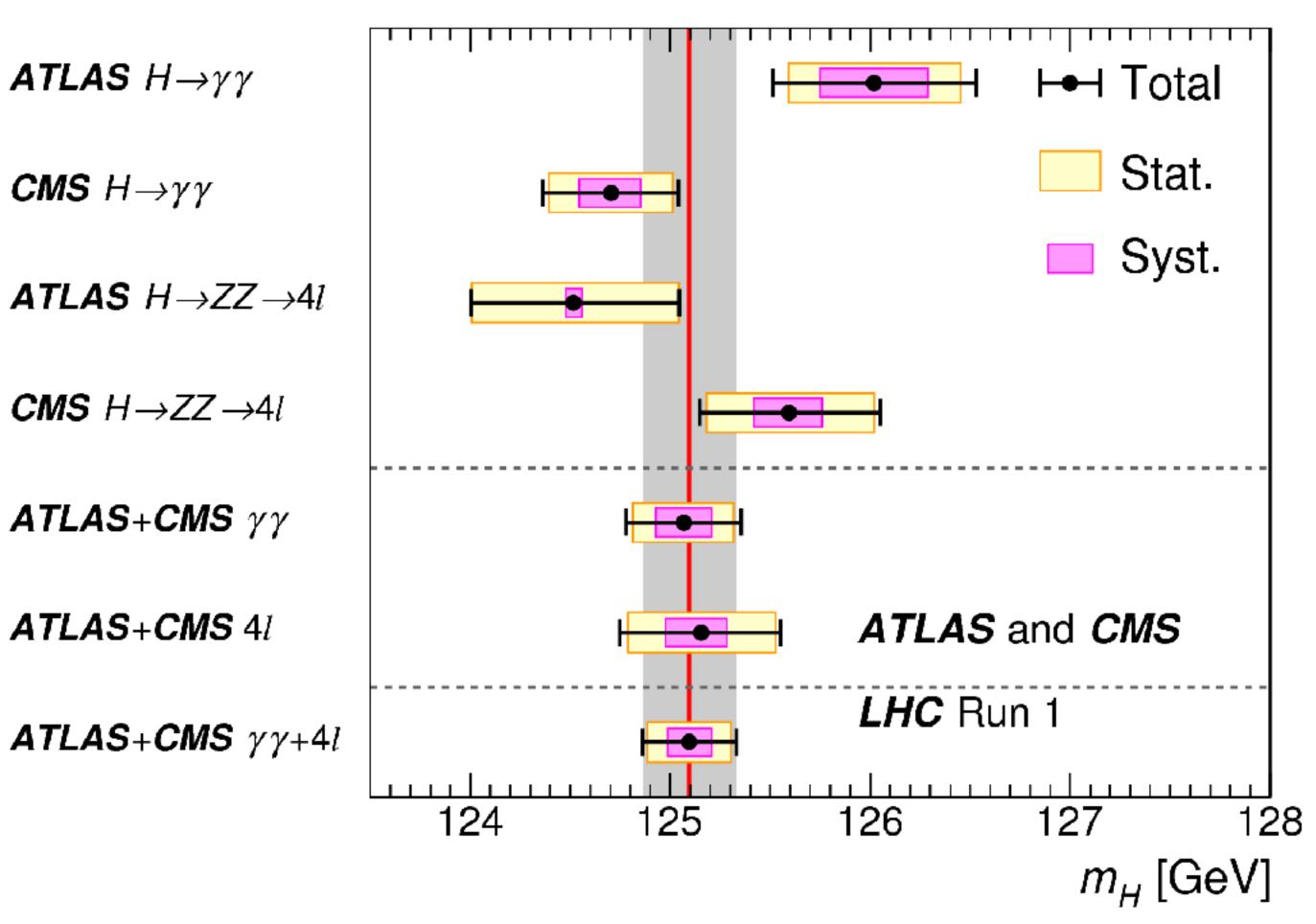
- Our simulation has uncertainties from theory
- Our measurements have uncertainties
- Our measurements have multiple contributions; need to track known versus new physics

Data and Uncertainties



More Data Helps

- Correlating data helps
- Reduced measurement uncertainty helps
- More collisions = more data = higher chance to claim "we see something"





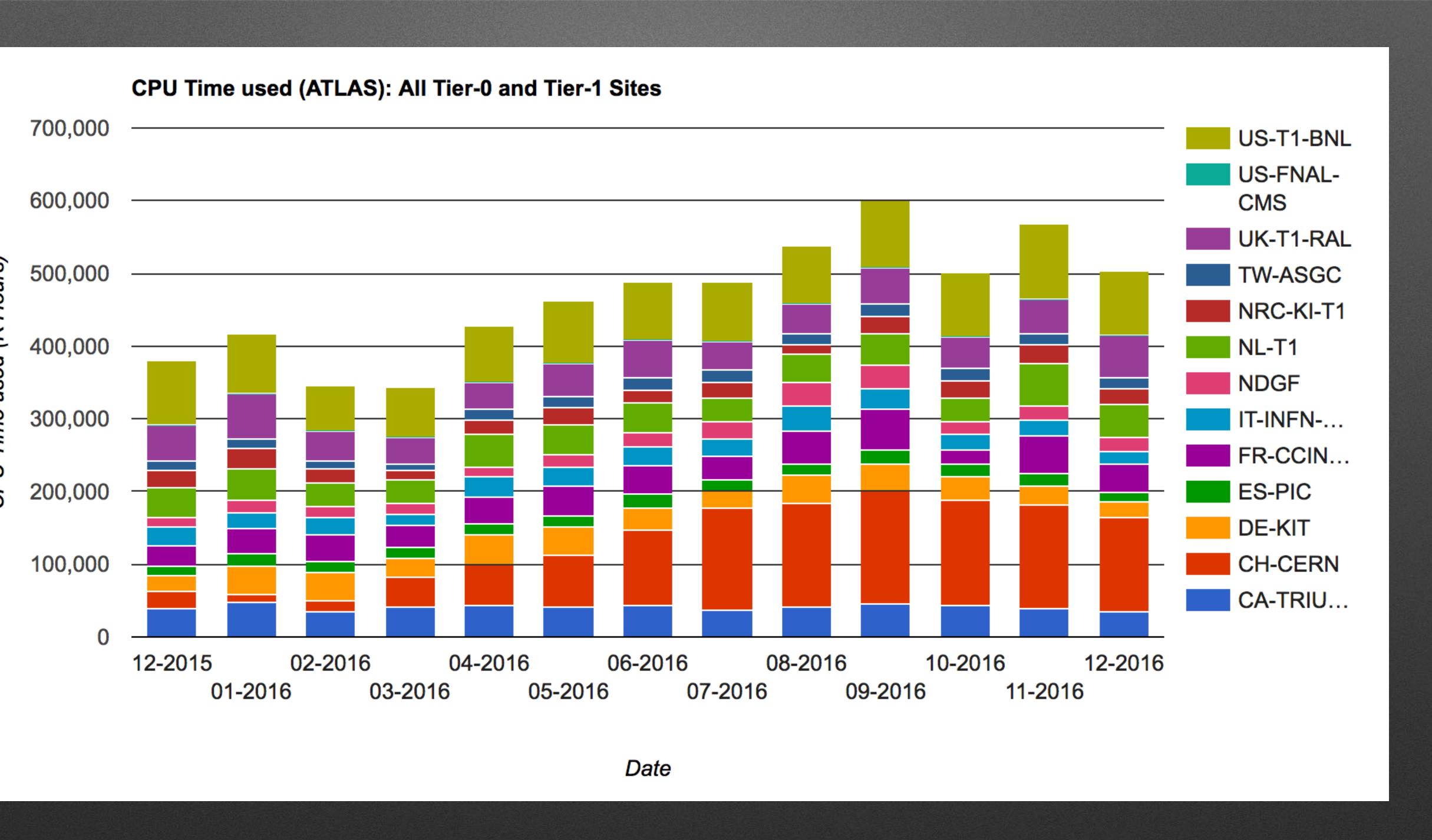




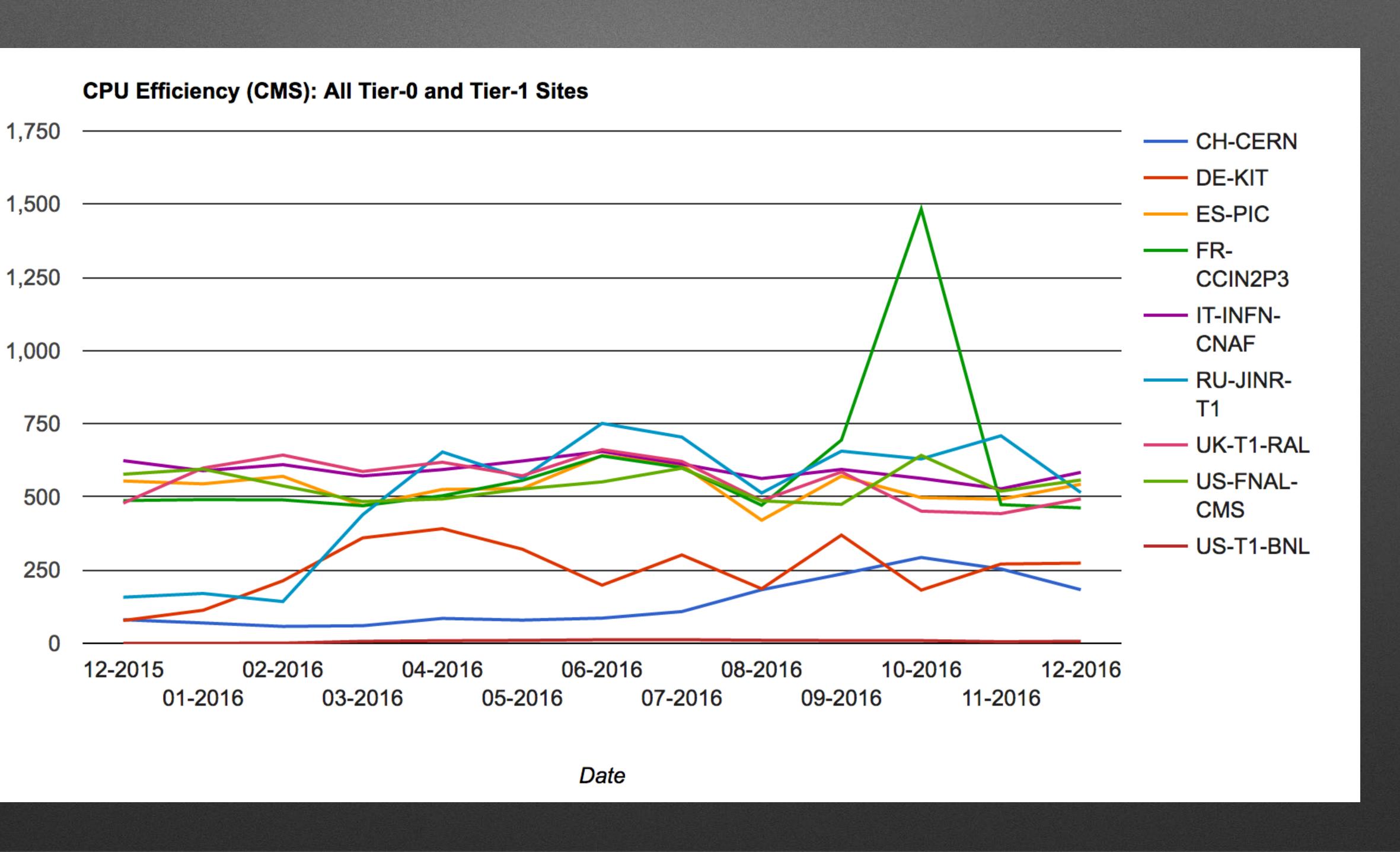








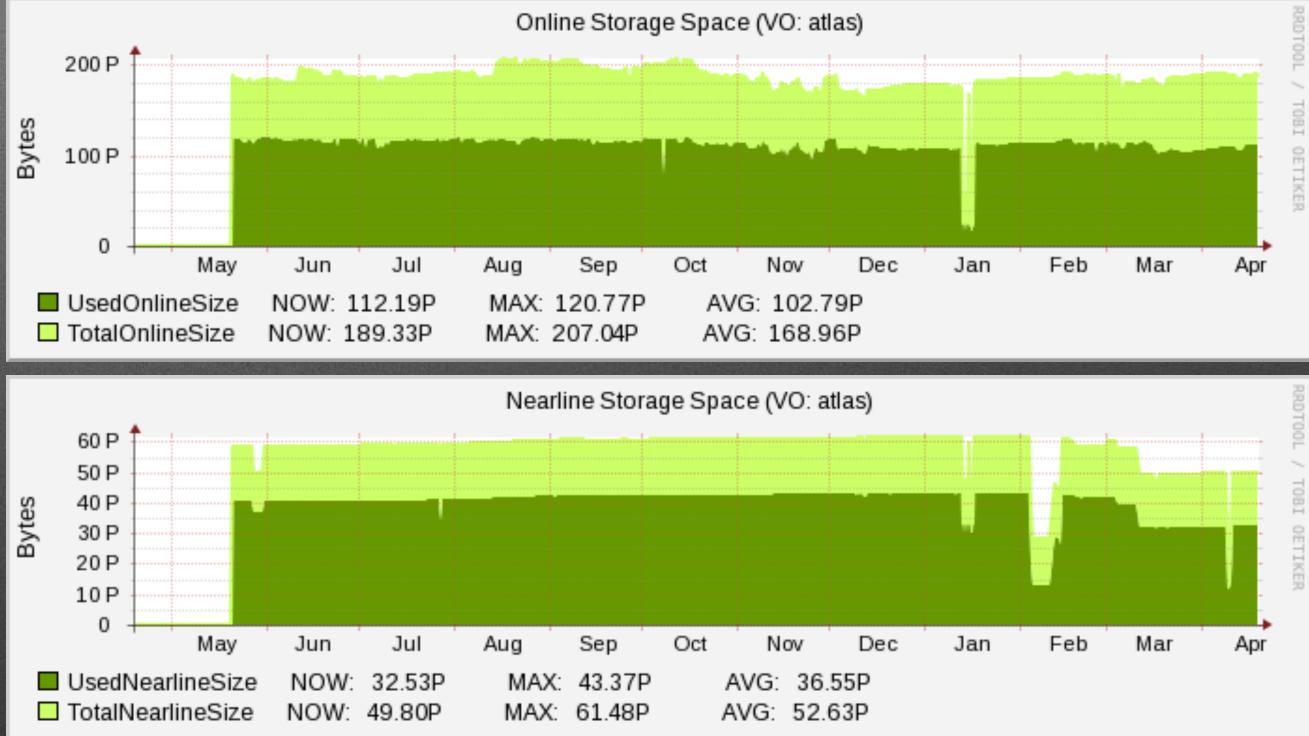
CPU Time used (K Hours)



CPU Efficiency (%)

- Tera, Peta, Exa: 1EB = 1,000,000 TB
- Capacity: 0.7 EB
- Usage: 0.7 EB

Storage



End 2015, before new data taking run



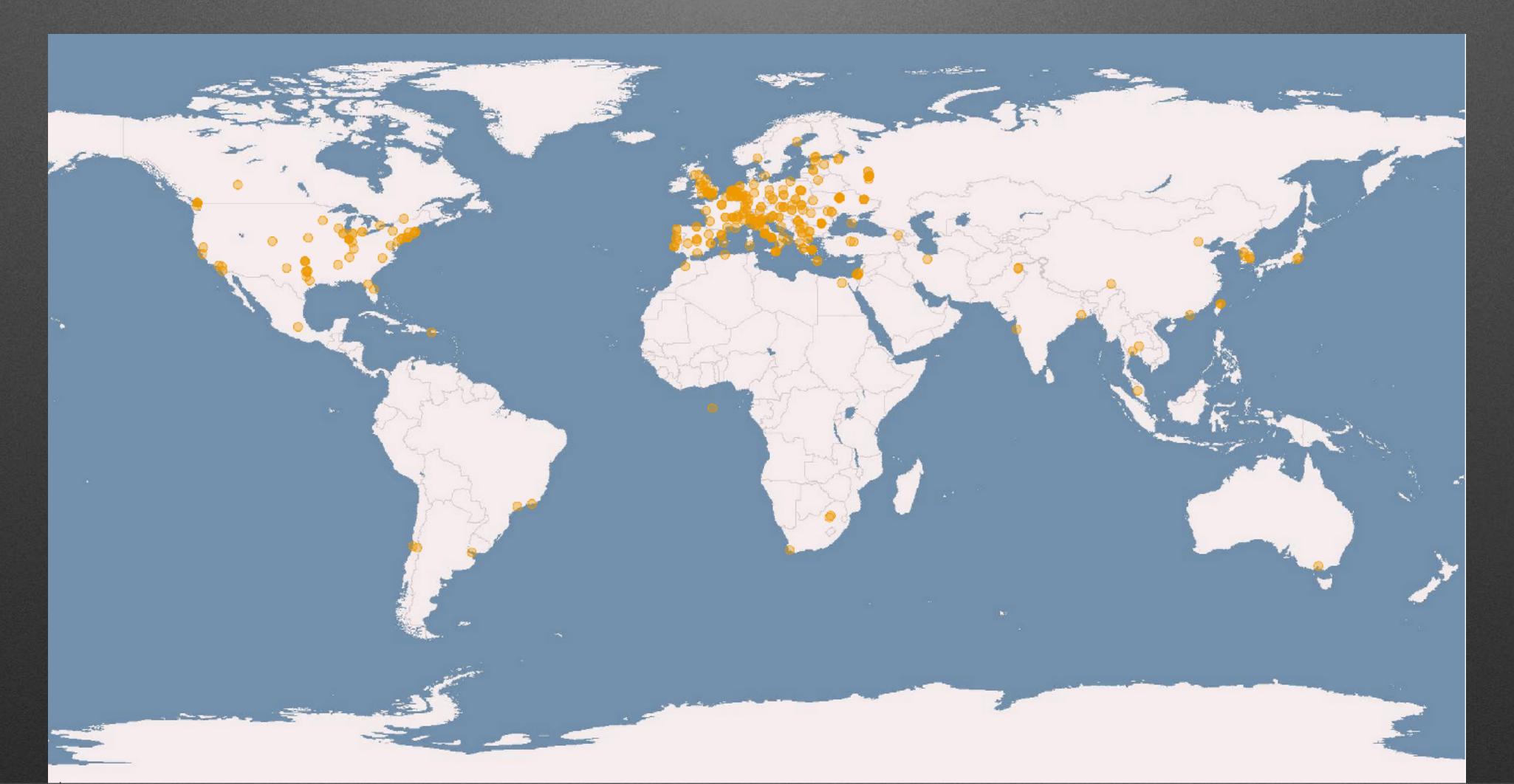


1) distributed computing 2) measure effects of bugs [p50]



1) Distributed Computing

170 Compute Centers = The Grid



The Grid

- "WLCG": world-wide LHC computing grid
- About 600,000 cores
- Used for large-scale data operations

- Easier to get countries to commit domestic resources
- (Claim?) synergy with other sciences. Today we'd call it "cloud"
- - vacation is brutal for operations.
- Still it just works, allows us to scale

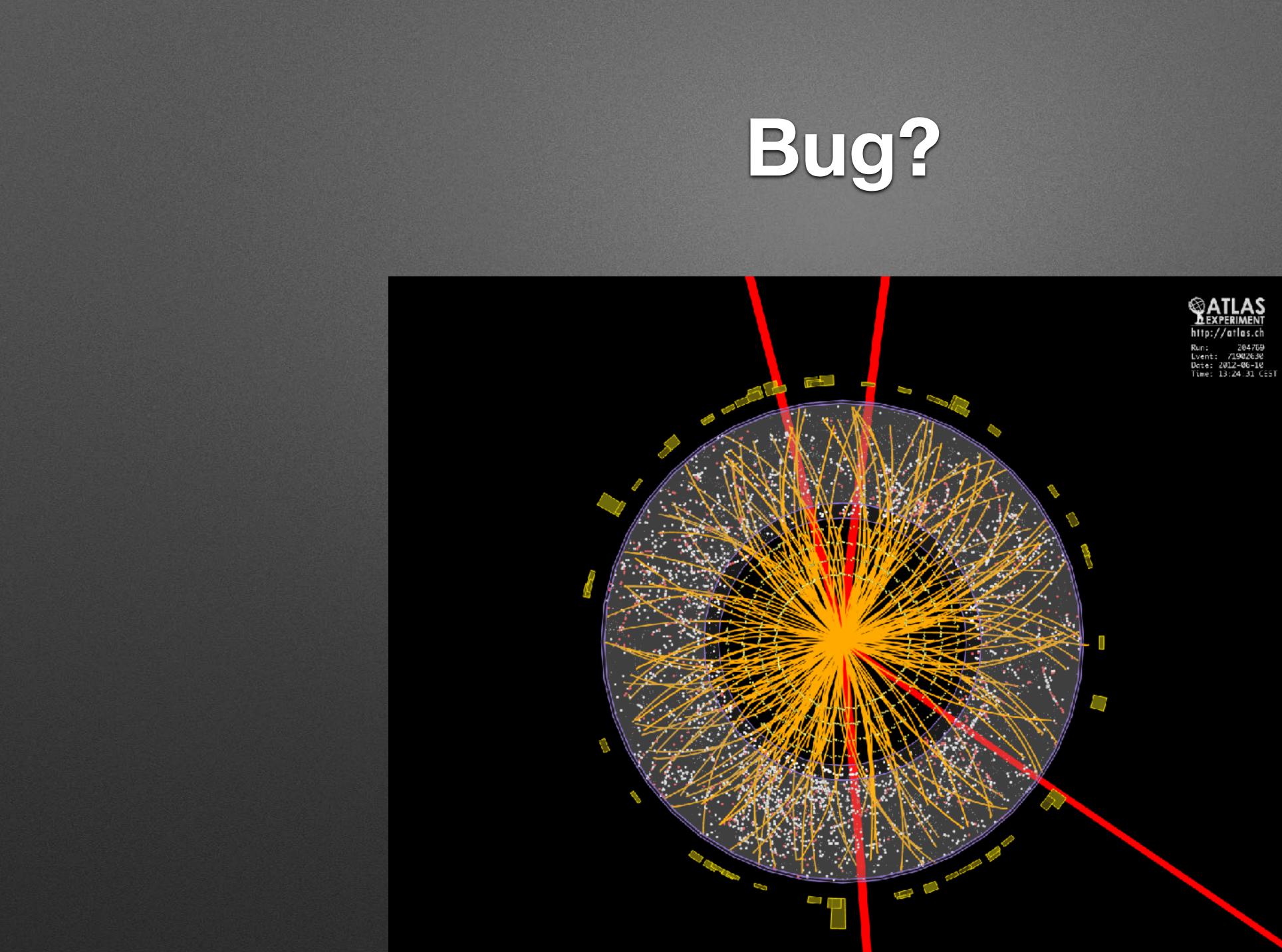
Why?!

But underestimated cost (nerves + €/₽/¥/\$/CHF) and data distribution issue

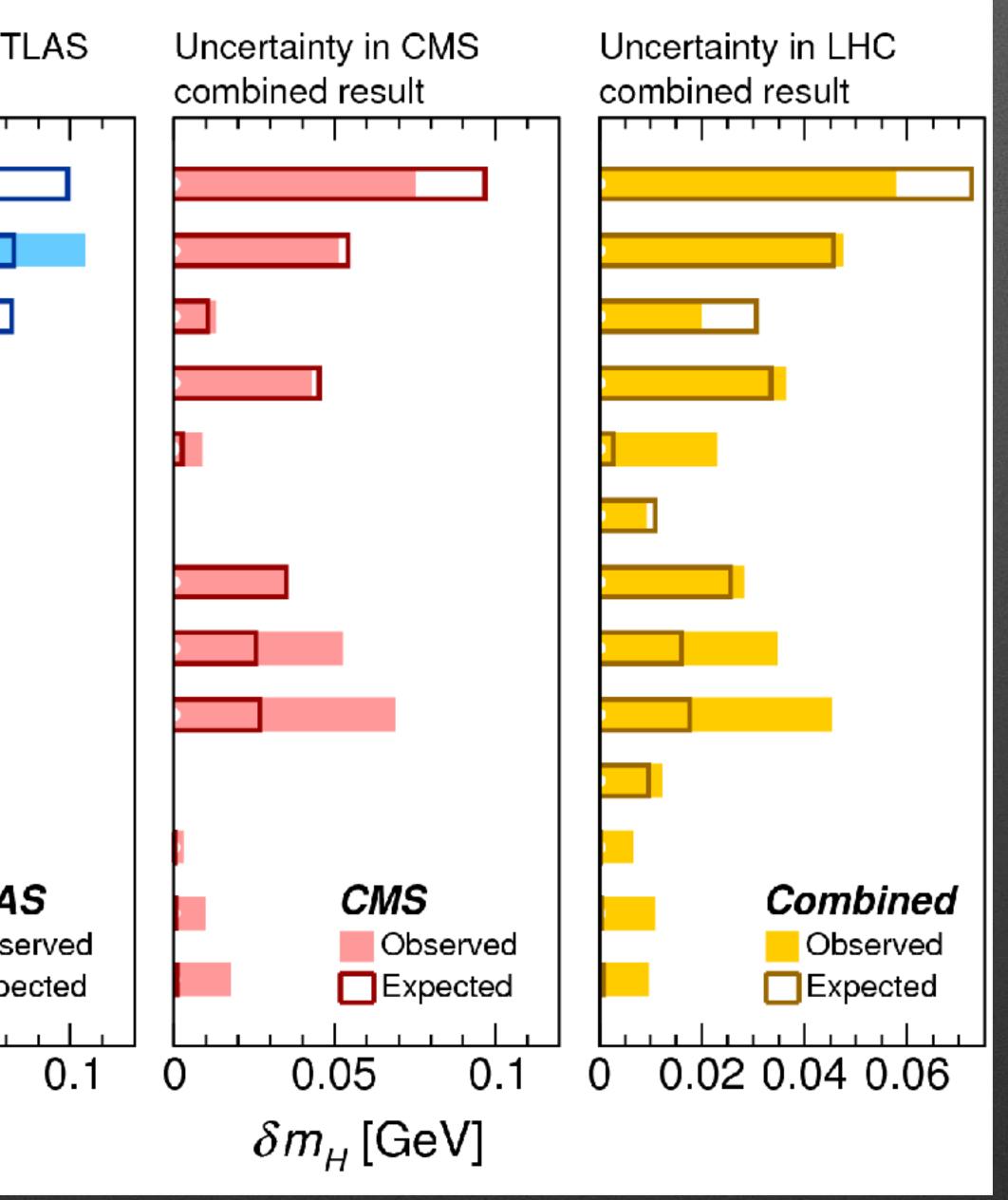
there's always a holiday somewhere. And some universities' summer

[continue at p53]

2) Measure Effects of Bugs



ATLAS and CMS LHC Run 1	Uncertainty in ATL combined result
ATLAS ECAL non-linearity / CMS photon non-linearity	
Material in front of ECAL	
ECAL longitudinal response	
ECAL lateral shower shape	
Photon energy resolution	
ATLAS $H \rightarrow \gamma \gamma$ vertex & conversion reconstruction	
$Z \rightarrow ee$ calibration	
CMS electron energy scale & resolution	
Muon momentum scale & resolution	
ATLAS $H \rightarrow \gamma \gamma$ background modeling	
Integrated luminosity	
Additional experimental systematic uncertainties	ATLAS Obse
Theory uncertainties	
	0 0.05
	LHC Run 1 ATLAS ECAL non-linearity / CMS photon non-linearity Material in front of ECAL ECAL longitudinal response ECAL lateral shower shape Photon energy resolution ATLAS $H \rightarrow \gamma\gamma$ vertex & conversion reconstruction $Z \rightarrow ee$ calibration CMS electron energy scale & resolution Muon momentum scale & resolution ATLAS $H \rightarrow \gamma\gamma$ background modeling Integrated luminosity Additional experimental systematic uncertainties





./findHiggs --help

- Reconstruction done by multi-GB C++ programs
 - approx 50 millions lines of C++ at CERN
- Experiment-specific
 - centrally curated by experiments, e.g. <u>http://cms-sw.github.io/</u>

correct! efficient! Experiment decides what to spend CPU cycles on

2016Data.csv?

- Data in custom, binary format, since 20 years: ROOT files <u>https://root.cern</u>
 - collisions are (mostly) independent: can use "rows"
 - but nested collections, custom float precision
- Generated from C++ object layout (aka class definitions)
- •



Can be read in C++ as well as JavaScript, Scala (without C++ involved)

Why not MyPostacle?

- Databases etc didn't (and don't) scale
- Have C++ on reading and writing side
 - databases are a medium change
- Need only single collision's data in memory!
- future-proof etc.

• Concept "file system" is well understood, modeled, supported; it scales, is

Why Not HDFS / HDF5 / Protobuf / ...

- binary (requires layout to be stored as part of data)
- definition instead of everyone writing serializers (and bugs)
- Rationale: robustness
 - besides brains, this data is our fortune. Must. Not. Lose.

Want builtin schema evolution: changes in class layout of written data versus

• Want I/O without having to annotate / change code; automatic I/O from class

cling, our C++ Interpreter Open Data and Applied Science [p70]



1) cling, Our C++ Interpreter



* Type C++ code and press enter to run it * Type .q to exit * [cling]\$ #include <cmath> [cling]\$ std::sin(0.42) (double) 0.407760 [cling]\$ CMS::GetTheAnswer() (int) 42 [cling]\$

WTF?!

Exploring Code Through Experiments!

- We LOVE experiments.
- Did you ever probe functions using gdb?
- might need), test drive them!
- No linking, re-linking, and linking again
- Just keep trying (and keep saving it is C++)

• We use a C++ Interpreter: load complex parts, pick interfaces you need (or

60

Explorative Coding

- Completely changed the way we (and especially novices) develop C++ code
 - all kinds of code
 - and useful

organized framework used by creative, spontaneous, vivid scratch pad of

can shift from the scratch pad into the framework as code becomes stable

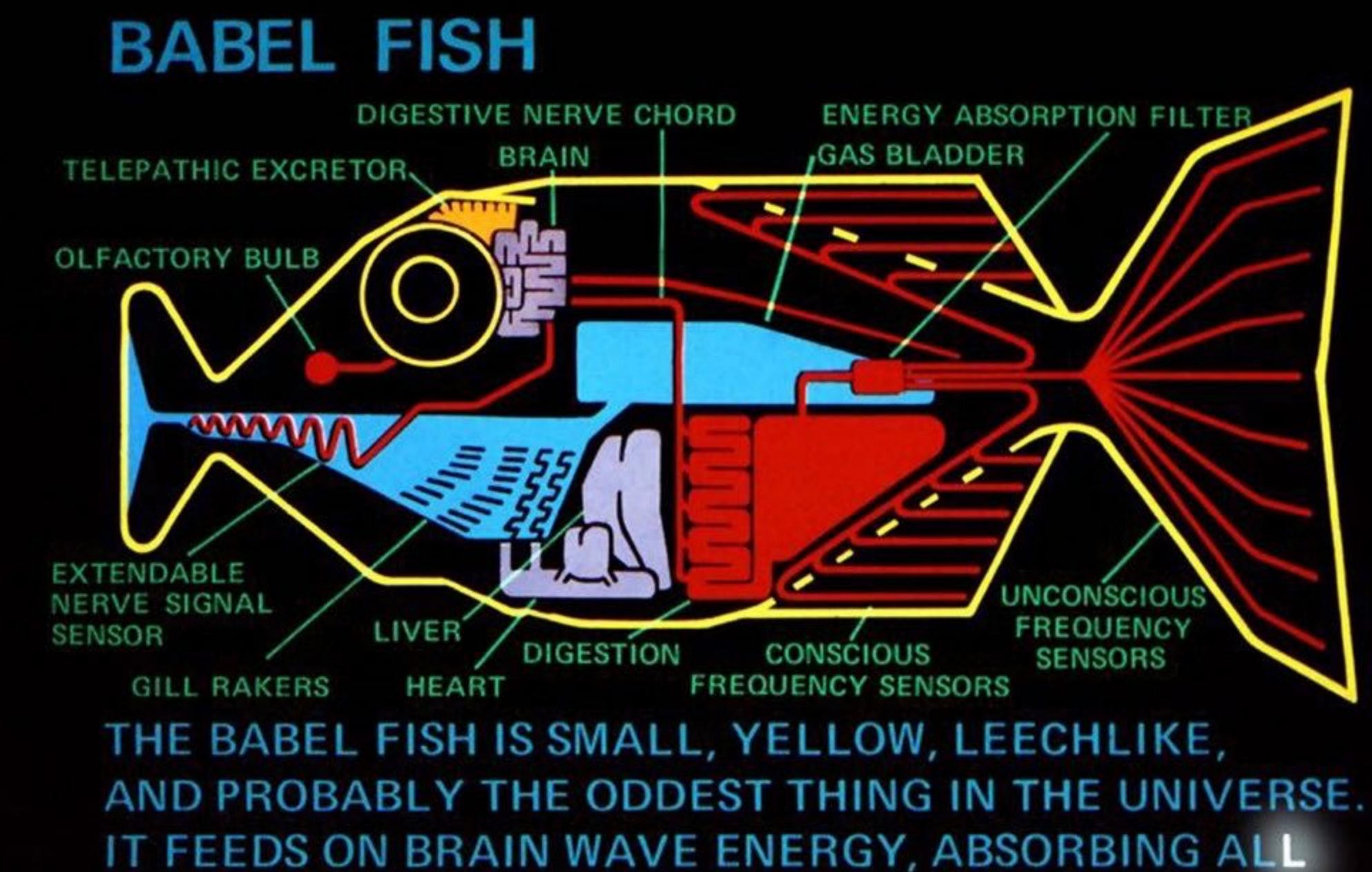
Interpreting C++

- CINT from 1993-2013, based on the amazing Masaharu Goto
- Now cling <u>cern.ch/cling</u> based on clang + llvm
 - away
 - see the unbiased e.g. <u>https://youtu.be/BrjV1ZgYbbA</u>

complete C++ support! Load libraries into cling, #include headers and hack

- clang as C++ front-end
- Ilvm just-in-time compiles into memory
- need extensions / hacks to make "sin(0.42)" useful
 - expressions need to be executed
 - concept of "end of translation unit" is different for an interpreter
- Nonetheless, result is really natural

Under the Hood





And Python, Too

- Do. Not. Use. SWIG. At least not on this scale.
- cling and Python share knowledge:
 - dynamic binding to Python, back and forth
 - C++ types in Python, C++ objects in Python!
 - Pythonization of C++ types: begin() + end()? iterable!
- Dynamic! At runtime! (Remember the vivid bubble?)

Interpreter governs AST

- authoritative source of runtime reflection
- Build serialization on top
- Nicely scales to 0.x Exabytes of data, so far.

Interpreter + A Few = Serialization

[continue at p86]

2) Open Data, Applied Science

• 1.1B CHF = 1.0B EUR = 0.9B GPB = 1.1B USD

- contribution by status, gross national product
- Wikipedia: 2.2CHF / citizen / year
- THANK YOU.
- And: CONGRATULATIONS!

Budget

- We can do what we do because of YOU
- We try to make EVERYTHING accessible to YOU
 - research results, in lots of forms
 - hardware
 - data
 - software

Society and CERN

- All publications Open Access, e.g. <u>scoap3.org</u>
 - a revolution!
- Immense effort goes into communication and "popularization"
 - answer what we can

Sharing Research

we love to talk about what we do, we owe it to you to share, explain and

<u>https://visit.cern/ - come visit us!</u> (Pro tip: ask for underground tours by April!)

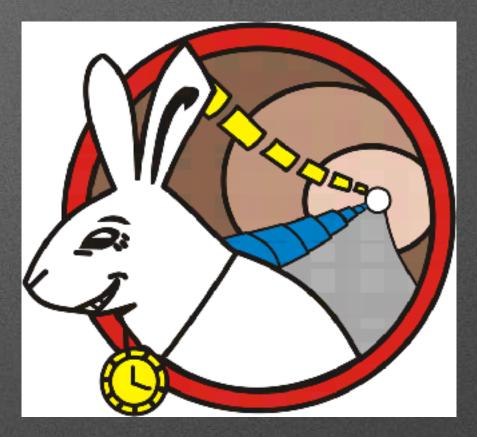
- Influence of cosmic rays in cloud formation
 - <u>http://cern.ch/cloud</u>
- Energy from nuclear waste
 - <u>http://cern.ch/go/N7PL</u>
- Re-purposing detectors
 - e.g. http://cern.ch/MEDIPIX



Hardware, Data,...

Open Hardware <u>www.ohwr.org/</u>

- e.g. White Rabbit: deterministic Ethernet
- Open Data <u>opendata.cern.ch/</u>
- LHC@home <u>lhcathome.web.cern.ch/</u>



and the new & excellent Virtual Atom Smasher <u>test4theory.cern.ch/vas/</u>

Using Open Source

- Almost everything at CERN is Open Source
- Use and contribute
 - LaTeX, Drupal,...

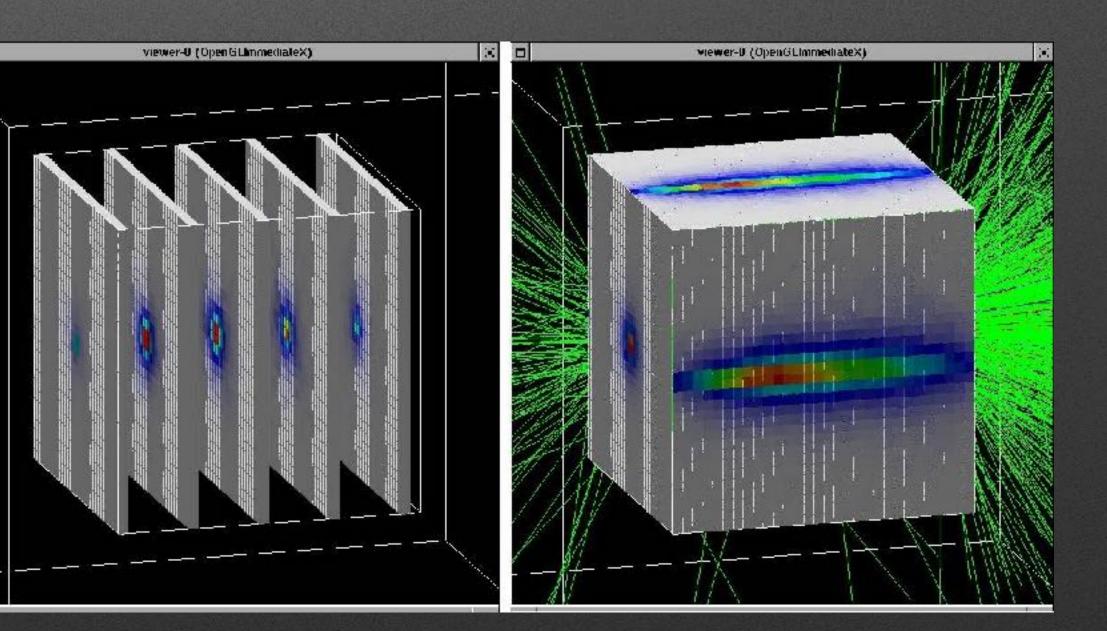
• GCC, clang, Puppet, OpenStack, Xen, Ceph, Jenkins, Andrew File System,





- Simulates interaction of particles with matter
 - used by people like us
 - NASA
 - medical radiation facilities
- geant4.cern.ch/

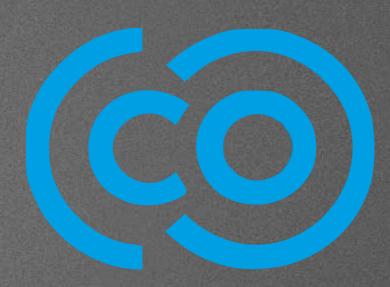
Geant





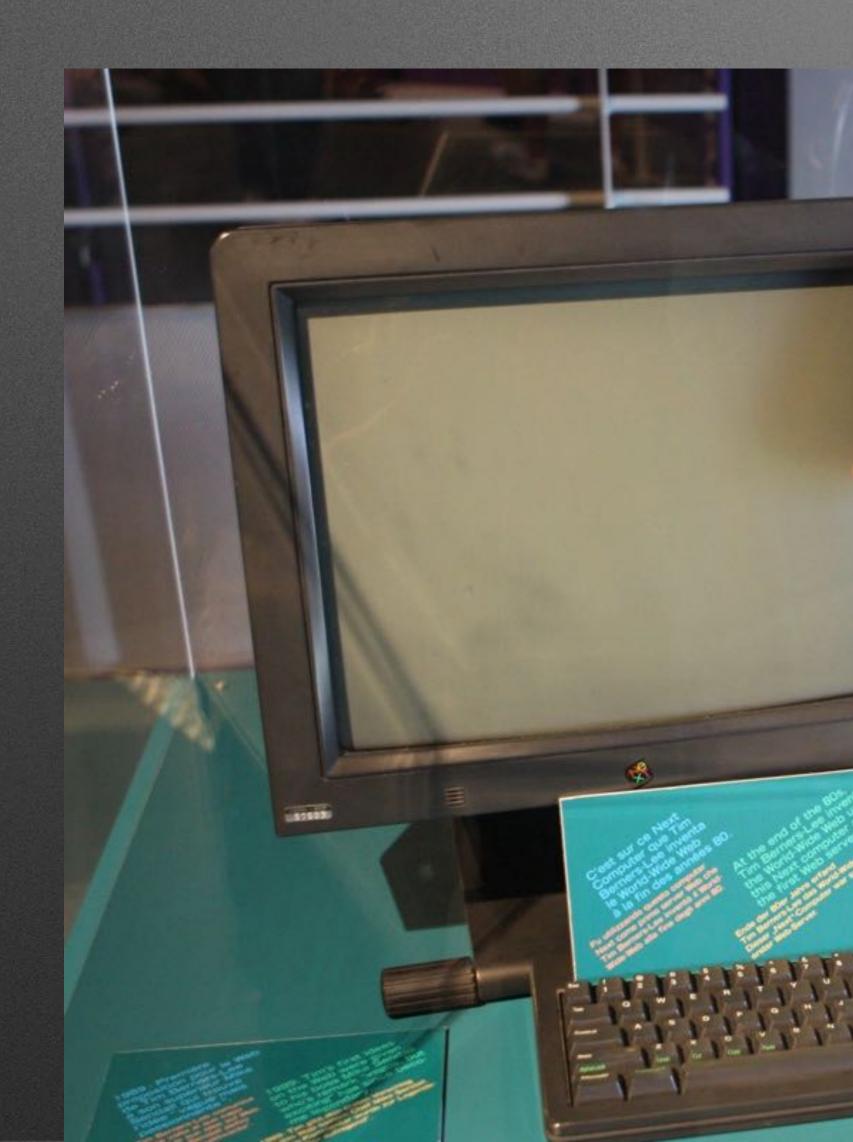
- Used to organize meetings and conferences
 - meeting room registration / search
 - manages time table, material, even paper reviewing
- Scales, production grade
 - > 20,000 users; protection / access schemes etc
- indico.github.io

Indico



• We love http!

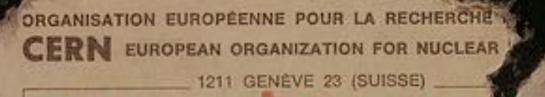








WWW@CERN









- We love http!
- Library for transparent http, WebDAV, S3 data transfer
- High throughput!
- Handles large collections of files
- <u>cern.ch/davix</u>

DaviX

CernVM-FS

- Distribute huge releases onto 100,000 boxes: scp?
- No: <u>cern.ch/cvmfs</u>

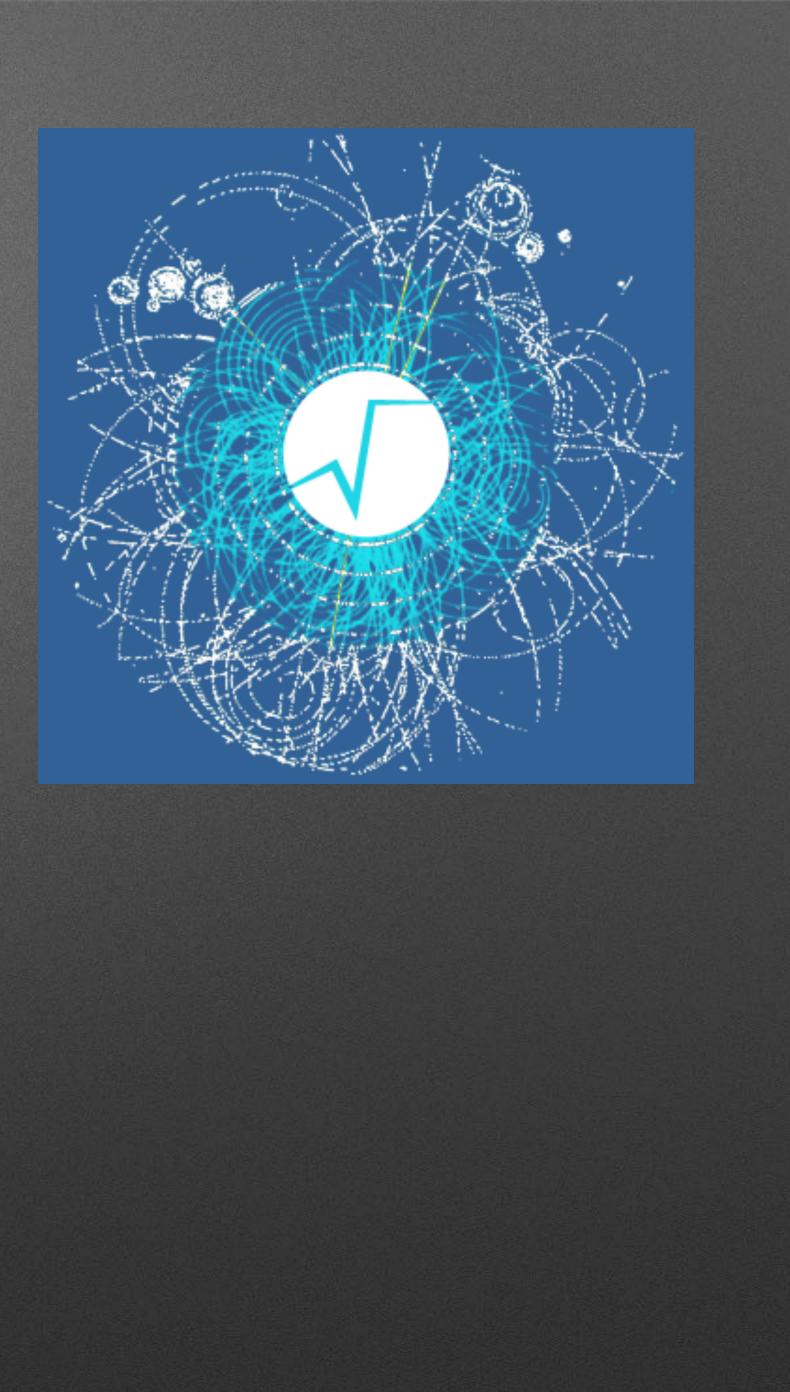
 - aggressive caching (even content-delivery systems)
 - can even boot a Virtual Machine out of thin air (but not vacuum)

• http-based (!) network file system; write-few-read-many; robust, scalable



• Coming up...

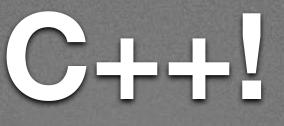
ROOT



Data Analysis in High Energy Physics

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- Approx 50 million lines of C++ at CERN
- Very few devs have formal education in computer science / engineering
- C++ instead of Excel
 - Physicists write their analysis in C++! Themselves!



Key Features

- Keep only one collision in memory
- Throughput counts:
 - collisions / second
- Can specialize data format to optimize for specific physics analyses



- root.cern
- Data analysis workhorse for all High Energy Physics
- Since 1995, now 2.5MLOC C++
- Physicists' interface to huge, complex frameworks

ROOT

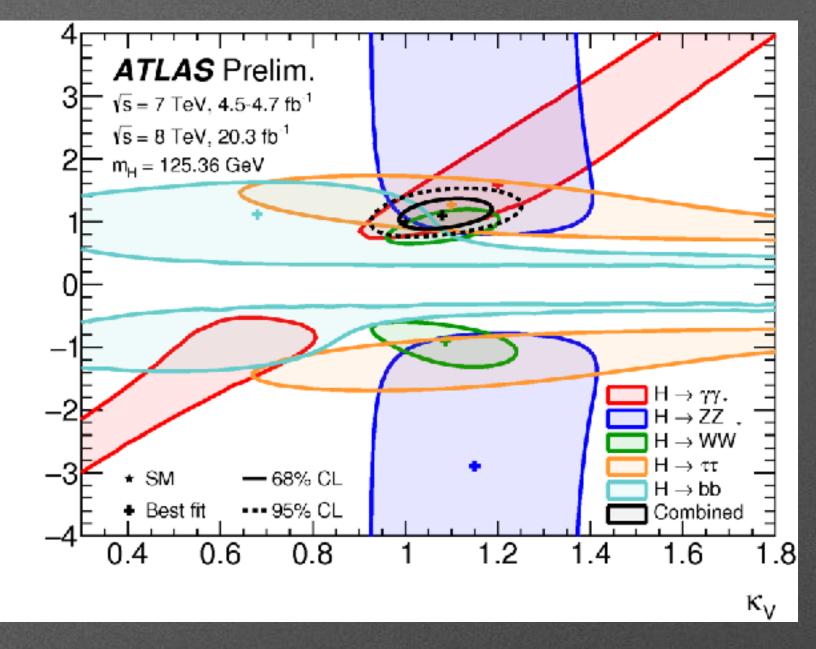






- Serialization facilities
- Statistics tools: modeling, determination of significance, multivariate
- Graphics to communicate results
- ...which is all open source.
 - (... and guess who else is using it.)

ROOT





By Allan Ajifo - CC BY 2.0





Conclusion

CERN and Society

- You enable great stuff thank you!
- We want to share, and we do
 - we have good outreach people for science
 - not so much for software
 - but we do have good software! :-)





Scientific Computing

- - C++ data serialization and distribution
 - efficient computing for non-computer scientists
 - scale, scale, scale
- challenges

Many building blocks existed outside our field, some crucial ones did not

More natural sciences arrive at the petabyte data range; they meet similar

Forecasting Analyses: Characteristics

- data size
 - I/O (going random access for correlations) and CPU limitation
 - MVA still rising, but ends as a stat tool (except for generative part!)

Computing matters more an more: correlations become more important than

Forecasting Analyses: Consequences

- Backend language matters: close to the metal, defines performance
- Design of analyses will generally not be graphics-based ("visual coding") due to complexity
- Instead, need simple programming layer / different language: bindings matter!
- I/O must be adapted to analysis flow for max performance, e.g. "all data in memory" doesn't scale
- Throughput is king (think ReactiveX)



• Still here until tomorrow

<u>axel@cern.ch</u> / Twitter's @n_axel_n

Contact