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# **MicroBooNE FY15 and FY16 Computing Needs**

Herbert Greenlee

Scientific Computing Portfolio Management Team (SC-PMT) Review  
Feb. 26, 2015

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total team

(collaboration + project):

**23 institutions**

**142 collaborators**

(includes project team)

**30 postdocs**

**29 grad students**

\* spokespeople,  
+ project manager

# MicroBooNE Scientific Goals

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- MicroBooNE is a liquid argon time projection chamber (LArTPC) experiment with multiple physics and R&D goals.
  - Resolve the low-energy excess of electron-like neutrino interactions observed by MiniBooNE in the booster neutrino beam (BNB).
  - Improve measurements of  $\nu$ -Ar cross sections in the O(1 GeV) energy range.
  - MicroBooNE is part of a LArTPC R&D program aimed at developing LArTPC technology (both hardware and software) for use in increasingly higher mass neutrino detectors.
  - Supernova neutrino detection, in event of a nearby supernova.

# Scientific Goals for FY15 and FY16

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- The MicroBooNE detector was installed in LArTF in 2014. Installation and pre-commissioning work is ongoing.
- Expected completion date of the detector (cryostat filled with LAr) is May 1, 2015  $\pm$  one month, to be followed by HV ramp and detector commissioning.
- Data taking will commence and continue for the remainder of 2015, and continue into 2016 and 2017 (except shutdowns).
- Computing needs.
  - DAQ/online commissioning and operations.
  - Monte Carlo generation.
  - Data reconstruction and analysis.
  - Development of simulation and reconstruction software (larsoft).
  - Data handling and storage for raw & reconstructed data, and MC.

# Scientific Goals for FY15 and FY16

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- The plan is to use early data to further develop and tune reconstruction software and algorithms, to understand the performance of the MicroBooNE detector, and to make first physics measurements.
  - Pattern recognition and reconstruction.
    - Track-like particle reconstruction ( $\mu/\pi^\pm/K^\pm/p$ ).
    - Electromagnetic shower reconstruction,  $e/\gamma$  separation,  $\pi^0$  reconstruction.
  - Cosmic ray identification and removal.
  - Energy calibration.

# Large Scale or out of ordinary computing needed to complete these goals

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- We will have above average peak needs intermittently.
  - We will have a high rate of data taking during commissioning until trigger is commissioned. We can accumulate a large amount of random-trigger data (cosmic ray data), even during accelerator shutdowns.
  - We can anticipate several data reprocessings as reconstruction software improves.
  - We have higher than average processing during Monte Carlo challenge generation.
  - Timing of above events is (except commissioning) is not determined.
- We routinely do need batch workers with >2 GB memory.
  - This is OK for FermiGrid, where batch jobs are allowed to use 4 GB of vmem.
  - Memory need limits ability to opportunistically use many OSG sites.

# Did you meet your FY14 Scientific Goals?

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- Mostly yes.
- Substantial progress was toward achieving MicroBooNE's FY14 scientific goals in following areas.
  - Crystat closed and installed in LArTF.
  - DAQ/online.
  - Larsoft.
  - MicroBooNE's fifth Monte Carlo challenge (MCC5) completed successfully.
  - Data handling/ SAM/ dCache.
  - Grid computing/ OSG/ cvmfs.
- Compared to schedule reported at last year's SCPMT, projected start of data taking is delayed by about five months.

# Needs from Service Areas

- Data volume (tape/enstore) and reconstruction CPU.
- MC volume (tape/enstore) and CPU.
- Interactive computing.
- Batch computing.
- Data storage and management.
- Grid and cloud tools.
- Physics and detector simulation.
- Frameworks and software (larsoft).
- Databases.
- DAQ/online.
- Production operation.
- High performance computing.
- Collaboration tools.
- TSW.



## BNB Raw Data Volume and Rates

	FY15	FY16	FY17
Raw Data Event Size (MB)	50	50	50
Cosmic Ray Rate (Hz)	3000	3000	3000
BNB Beam Gate (s)	1.5E-06	1.5E-06	1.5E-06
Trigger Probability per Spill	0.005	0.005	0.005
BNB Rep Rate (Hz)	10	10	10
Trigger Rate (Hz)	0.05	0.05	0.05
Raw Data Rate (MB/s)	2.3	2.3	2.3
Live Time (days)	90	180	180
BNB Events	3.5E+05	7.0E+05	7.0E+05
BNB Raw Data Volume (TB)	17	35	35
Open Trigger Events	1.E+06	0	0
Open Trigger Data Volume (TB)	50	0	0

- Raw data size assumes  $\times 10$  compression, non-zero-suppressed.
- Trigger rate expected to be dominated by cosmics.
  - Neutrino interactions  $\sim 3\%$  of cosmic trigger rate, depending on beam.
- In early days we may run with an open trigger.
  - Limited by peak DAQ rate  $\sim 150$  MB/s = 13 TB/day.

## Non-BNB Data

- MicroBooNE will also see NUMI beam.
  - NUMI data volume is expected to be about one third of BNB data volume (rep rate  $\times$  beam gate).
- Supernova stream.
  - Compressed untriggered TPC history of the last  $\sim 2$  days will be stored in a history buffer ( $\sim 100$  TB) in case of nearby supernova.
  - A small fraction of supernova stream data will be permanently recorded (amount TBD).
- Random triggered data.
  - Source of unbiased cosmic ray data.
  - Will probably be small compared to BNB stream after commissioning.

## Data Reconstruction CPU Requirements

	FY15	FY16	FY17
Data events / year	1.4E+06	7.0E+05	7.0E+05
Data events (cumulative)	1.4E+06	2.1E+06	2.7E+06
Reco CPU / event (s/ev)	400	400	400
First pass reco (cpu hours)	1.5E+05	7.8E+04	7.8E+04
First reprocessing (cpu hours)	1.5E+05		
Second reprocessing (cpu hours)		2.3E+05	
Third reprocessing (cpu hours)			3.1E+05

- Assume there will be one reprocessing pass per year.

## MC Data Volume and CPU Requirements

	FY15	FY16	FY17
MC Event Size (MB)	150	150	150
Number of MC events	2.0E+06	5.0E+06	5.0E+06
MC Data Volume (TB)	300.0	750.0	750.0
MC CPU/event (s/ev full chain)	500	500	500
MC CPU (cpu-hours)	2.8E+05	6.9E+05	6.9E+05

- Assumptions.
  - Event size will increase because of more realistic noise simulation and simulating more complicated events.

# Data on Tape Requirements

	FY15	FY16	FY17
Raw Data Volume/Year (TB)	101	53	53
Raw Data Volume, Cumulative (TB)	101	153	206
Reconstructed Data, Cumulative (TB)	402	813	1329
MC Volume/Year (TB)	350	750	750
MC Volume, Cumulative (TB)	350	1100	1850
Total Data on Tape (2*raw + reco + mc) (TB)	953	2219	3590

- Assumptions
  - Total raw data volume = 1.5 \* BNB raw data volume.
  - Reconstructed data has twice volume as raw data.
  - One reprocessing pass per year.

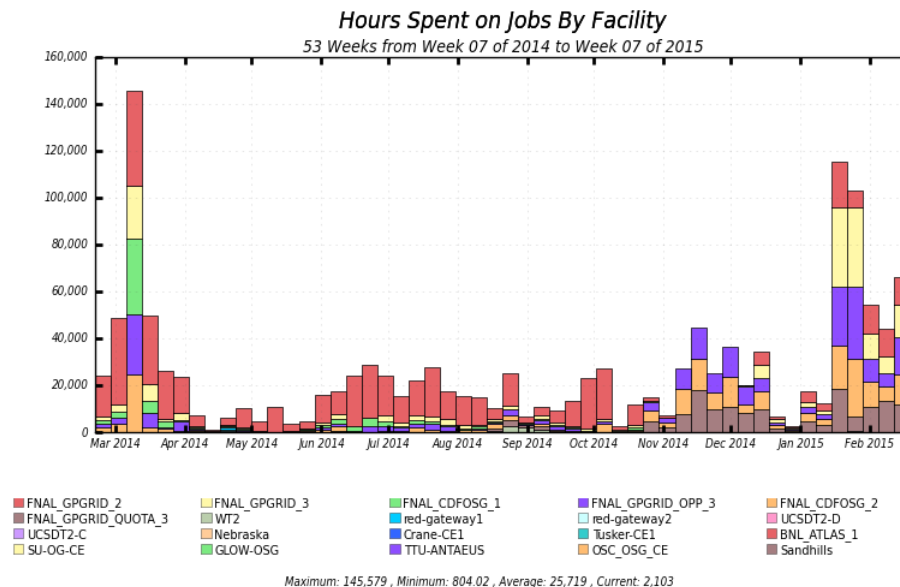
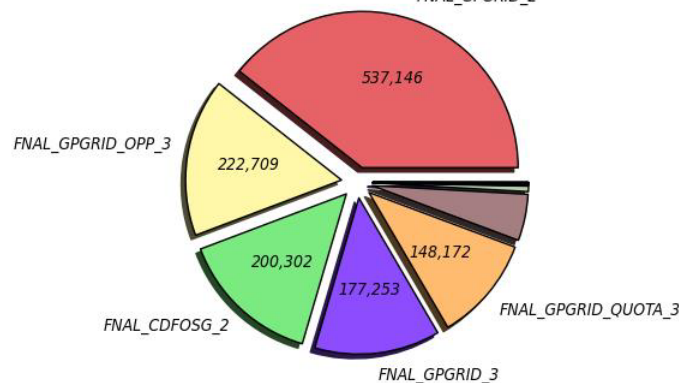
# Interactive Computing

- MicroBooNE currently has six interactive gpcfvms (uboonegpvm01-06). Each node has four cpus and 12 GB of memory.
- Interactive experience is generally OK (resources are adequate), except building larsoft libraries is slow. Full build can take O(30 minutes) if you have many packages checked out.
- We think the software development experience would be improved by moving to a two-tier configuration of interactive machines:
  - Interactive run machines.
    - Optimized for one or few thread/user. Few cpus, large memory/cpu. Like current gpvm.
  - Interactive build machines.
    - Optimized for parallel builds. More cpus and less memory per cpu. We would like to try a build machine(s) with, say, 16 cpus.
    - Faster disk (than bluearc) a plus, probably not as important as having more cpus.

# Batch Computing

- MicroBooNE currently has an allocation of 500 batch slots on FermiGrid (=4.4e6 cpu-hours @ 100% utilization).
- From cpu estimates on previous slides, this allocation is sufficient to handle anticipated production cpu need.
- Much/most experiment batch usage is expected to not be from production. Therefore hard to estimate.
  - Previous year usage is 1.4e6 cpu-hours, mostly on FermiGrid.
  - Thanks S. Fuess.
- Batch usage will likely increase after MicroBooNE gets data.
  - From what we can estimate now, current allocation on FermiGrid seems adequate.

- Total 1.4e6 cpu-hours.

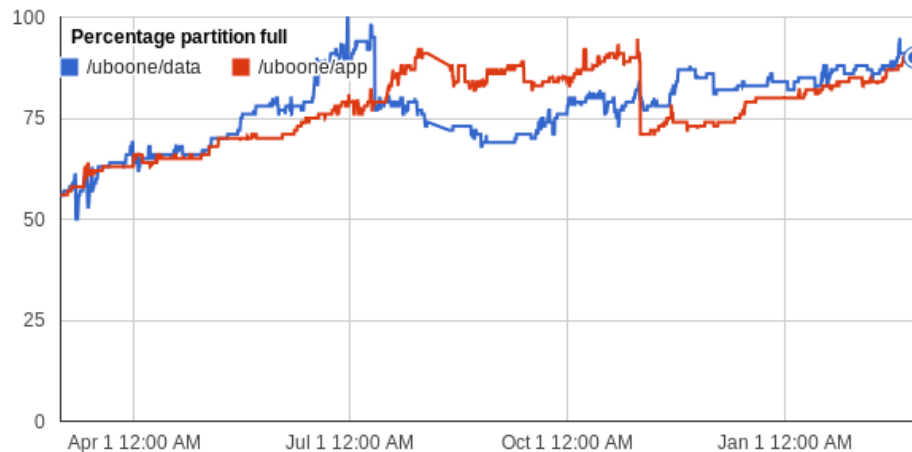




# Data Storage

- Resources.
  - 53 TB bluearc data disk /uboone/data (current 42 GB, 78%).
  - 2.5 TB bluearc application disk /uboone/app (current 2.0 TB, 86%).
  - Volatile dCache (current 360 TB).
  - Enstore tape (current 25 TB).
- Previous year bluearc trends.

**BlueArc for uboone**



## Data Storage (2)

- There is a slow upward trend in usage of data and application bluearc disk.
  - We have disk quotas in place which will prevent any dramatic increase in need for data and application disk space.
- We have shifted much large scale data disk usage to volatile dCache, for both production and individual users.
  - After an initial rough period, this seems to be working fine, as long as cache lifetimes stay long.
- A modest increase in bluearc disk (say 60 TB data, 3 TB applications) may be necessary in FY15. We would like a bigger increase in FY16 (say 100 TB data).

# Data Management

- We are using standard SCD tools, SAM, FTS, ifdhc, etc.
- Infrastructure (SAM database, SAM server, gridftp servers, FTS dropboxes) is mostly in place.
- We need continuing support for these things. No other particular requests.

# Grid and Cloud Tools

- We are using `jobsub_client` for batch submission using `fifebatch` batch servers.
- Monitoring using `fifemon`.
- CVMFS binary software distribution.
- We think we are following SCD-recommended grid best practices and using exclusively approved grid tools (`ifdh` etc.).
  - Our workflow has been tested successfully on FermiGrid, OSG, FermiCloud, and paid cloud. We did uncover some issues, especially as relates to submission to OSG.
    - 2 GB memory limit on some OSG sites. We would like an easy way to direct OSG jobs to sites that allow 4 GB memory.
    - Access to GENIE flux files (discussed further following slides).
    - Geant4 requires X11 libraries, not available on some OSG sites (discussed further on following slides).
    - Inflexible user mapping. We would prefer to map `Role=Production` to `uboonepro` and `Role=Analysis` to individual user.

# Physics and Detector Simulation

- We use GENIE as our main neutrino interaction generator.
  - Main problem is that access to flux files can not currently be done in a grid-friendly manner.
    - Current interface (nutools/GENIEHelper) requires random access to entire flux ntuples (can be  $O(100 \text{ GB})$ ).
  - We request SCD to solve this. We know that SCD is aware of this issue.
- Detector simulation using Geant4.
  - We want expert help to revisit and optimize our G4 physics list.
  - We want a version of the geant4 ups product that is compiled to not be dependent on X11 libraries (for use on OSG).
    - The version of geant4 that we use is maintained by the larsoft team. They are aware of this issue and are working on it.

# Frameworks and Software

- MicroBooNE uses the art framework.
  - Art team has a large backlog of open issues on their issue tracker. Response to new issues that are not emergencies, especially feature requests, can be slow.
- MicroBooNE is part of the larsoft effort that is developing simulation and reconstruction software.
  - Most of our sim + reco is actually part of larsoft.
  - Larsoft team has an ambitious agenda to re-architect several pieces of larsoft. We support this effort.
  - We are concerned that larsoft team member Gianluca Petrillo doesn't have a stable job. Losing Gianluca would be a major blow to larsoft.
  - We would like help with computer science optimization of current software (speed + memory).

# Build System

- MicroBooNE and larsoft use the Jenkins build system for building releases and for continuous integration testing. We want:
  - Continued development of the system (CI v2).
  - Help monitoring the current system. We are losing our current CI expert/monitor.

# Databases

- Online databases hosted in LArTF (postgres).
  - Run configuration. Stores all information about detector configuration. Filled by run control.
  - Conditions (slow monitoring and controls).
  - Coordination (online production db – “swizzling”).
    - Swizzling – converting raw data from binary to artroot format.
- Offline databases (postgres).
  - Connections (channel mapping).
  - Calibration database.
    - Have database server to serve calibration db contents to grid jobs.
  - Offline replicas/extracts of all three online databases needed on SCD-administered offline machines.
    - Details being worked out. Ticket open.



# Online/DAQ

- Online system administration.
  - SCD sysadmins (SLAM team) administer systems located in LArTF and MicroBooNE control room in ROCWest.
- Elements of readout system borrowed from artdaq, but now independent of artdaq.
- Run control borrowed from nova.
- Online system interacts with IFBEAM database for beam data.
- Use SCD electronic log book for installation, commissioning and CR shifts.
- We plan on keeping two copies of raw data in enstore (binary and artroot format).
- Conversion from binary to artroot format will be done on online condor batch farm.

# Production Operation

- We are interested in getting help from SCD production team running production jobs.
- We just learned in the closeout of this week's offline and computing review that there is an IF-wide production system being designed. We would definitely be interested in learning about and contributing to the requirements of this system.

# High Performance Computing

- A MicroBooNE postdoc (Taritree Wongjirad from MIT) has demonstrated  $\times 14$ - $\times 118$  factor speedup generating MicroBooNE photon library using Nvidia video card gpu compared to conventional cpu.
- We think it would be very useful for the SCD to procure and make available to users a GPU computing farm.

# Collaboration Tools

- Docdb (<http://microboone-docdb.fnal.gov>).
- Redmine (<http://cdcv.s.fnal.gov>).
  - Many projects.
  - Source code repositories (mainly git).
  - Wiki's.
  - Issue tracker.
- Indico (<http://indico.fnal.gov>).
  - MicroBooNE doesn't use it. Larsoft uses it.
- Experiment www server (<http://www-microboone.fnal.gov>).
- Electronic log book.
- Readytalk.

# TSW

- MicroBooNE TSW is complete and approved.
- MicroBooNE docdb 3537.