IceCube Computing in the Cloud

Benedikt Riedel UW-Madison

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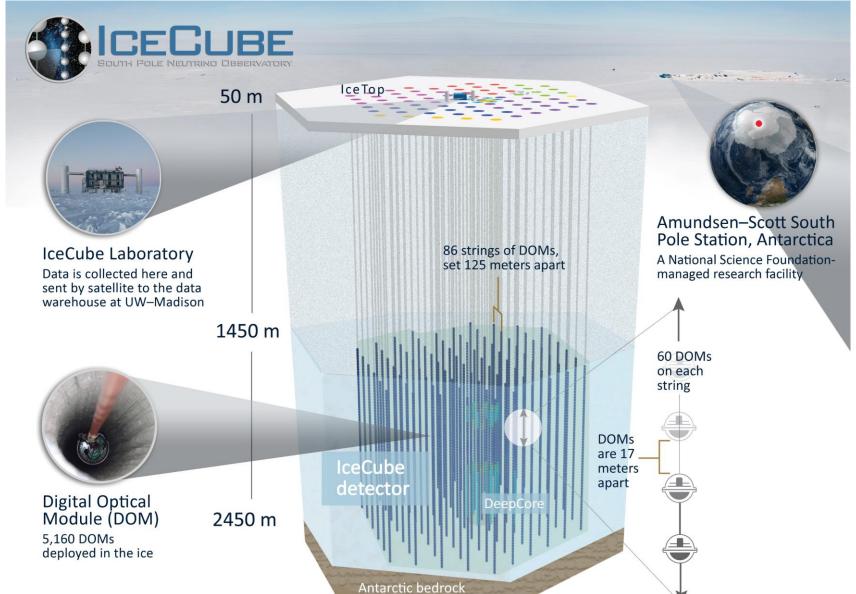
Outline

- IceCube
- Science
- IceCube Computing
- Cloudburst Experiments





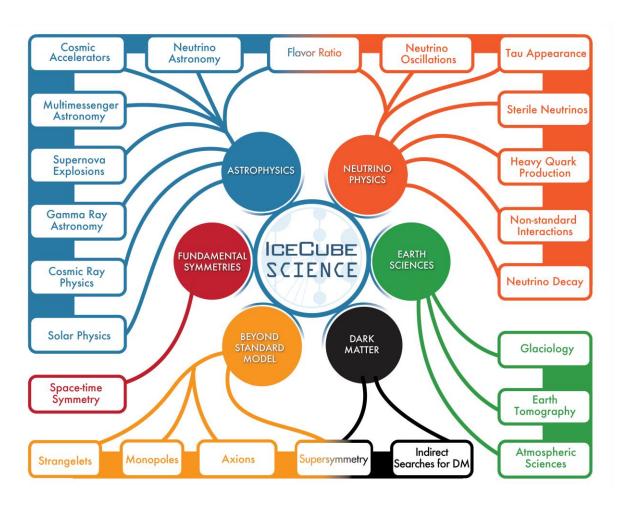
IceCube







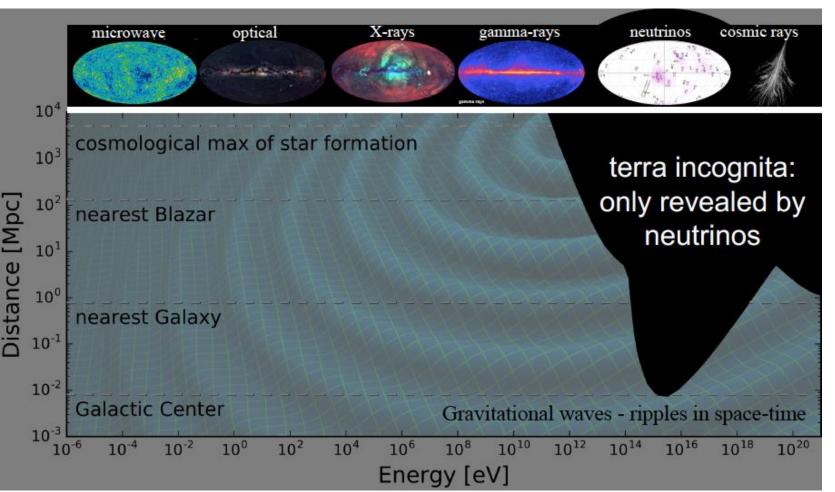
IceCube Science



- Novel instrument in multiple fields
- Broad science abilities, e.g. astrophysics, particle physics, and earth sciences
- Lots of data that needs to be processed in different ways
- Lots of simulation that needs to be generated



IceCube Science - Why neutrinos?



- 20% of universe is dark to "traditional" astronomy, i.e. using electromagnetic waves/light
- Need a new set of "messengers" – Gravitational Waves and Neutrinos



IceCube Computing – 30,000 Foot View

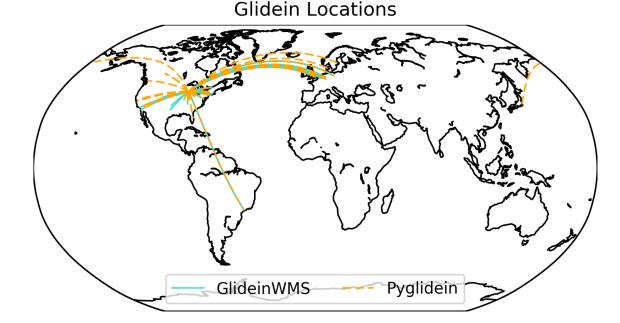
- Classical Particle Physics Computing
 - Ingeniously parallelizable Grid Computing!
 - "Events" Time period of interest
 - Number of channels varies between events
 - Ideally would compute on a per event-basis
- Several caveats
 - No direct and continuous network link to experiment
 - Extreme conditions at experiment (-40 C is warm, desert)
 - Simulations require "specialized" hardware (GPUs)
 - In-house developed and specialized software required
 - Large energy range cause scheduling difficulties Predict resource needs, run time, etc.

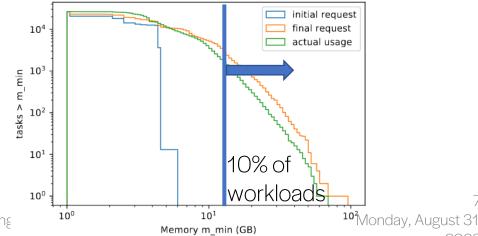




IceCube Computing – 10,000 Foot View

- Global heterogeneous resources pool
- Mostly shared and opportunistic resources
- Atypical resources requirements and software stack
 - Accelerators (GPUs)
 - Broad physics reach with high uptime- Lots to simulate
 - "Analysis" software is produced in-house
 - "Standard" packages, e.g. GEANT4, don't support everything or don't exist
 - Niche dependencies, e.g. CORSIKA (air showers)
- Significant changes of requirements over the course of experiment - Accelerators, Multi-messenger Astrophysics, alerting, etc.

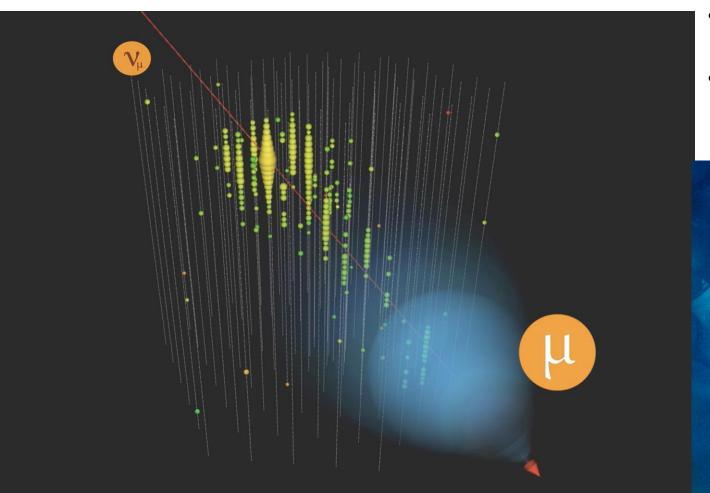




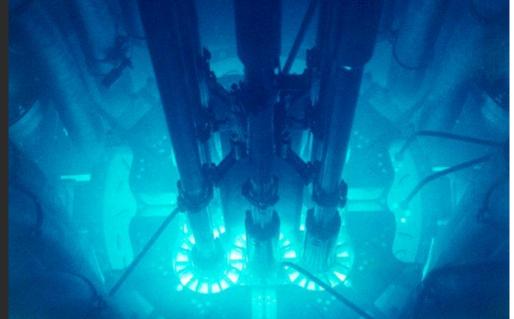




IceCube Science - How does it work?

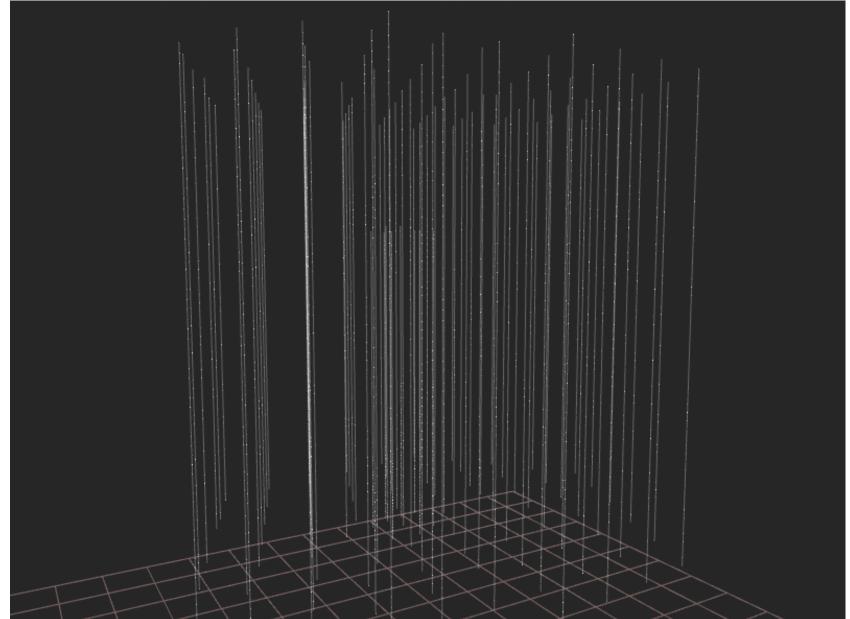


- Cherenkov light Sonic boom with light
- Cherenkov light appears when a charged particle travels through matter faster than light can





Why GPUs?

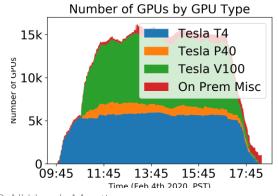


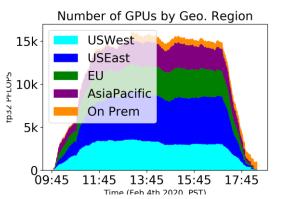




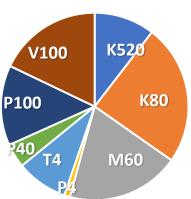
GPU Cloudburst Experiments

- Original Goal: Create an ExaFLOP compute pool in the cloud (80,000 NVIDIA V100) and address review panel recommendations
- Cloud provider(s) do not have those resources available We were promised they do
 - Pre-allocated resources
 - Single cloud provider does not have those resources
- First Experiment On Nov 16 2019 we bought all GPU capacity that was for sale in Amazon Web Services, Microsoft Azure, and Google Cloud Platform worldwide Creating The Largest GPU Cloud Pool in History
 - 51k NVIDIA GPUs in the Cloud
 - 380 Petaflops for 2 hours (90% of DOE's Summit, No. 1 in Top 500)
 - Distributed across, US, EU, and Asia-Pacific
 - Cost: \$50-150k (under NDA)
- Second Experiment More realistic test
 - Most cost-efficient GPUs for 8 hours
 - Achieve 1 ExaFLOP-hour of compute
 - Distributed across, US, EU, and Asia-Pacific
 - Cost: ~\$60k



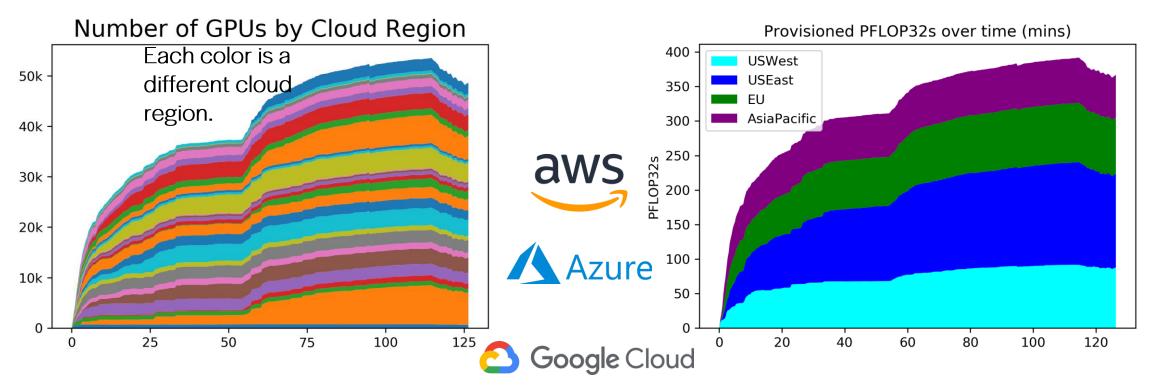








GPU Cloudburst – 1st Experiment



Peaked at 51,500 GPUs

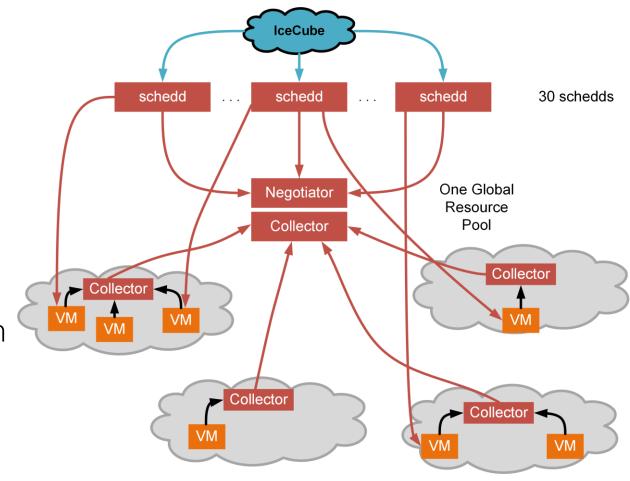
Total of 28 Regions in use.





GPU Cloudburst Technology

- Multi-collector HTCondor setup Already well-established
- Collector in each cloud region to reduce load on start-up – No idea where resources would be
- Workload is computing heavy compared to typical IceCube load – Reduce potential networking cost
- 1st demo: In and output data stored in cloud
- 2nd demo: Input came from UW, output stored in cloud







What did we learn?

- There isn't a cloud, there aren't three vendors, there are 30+ clouds –
 Each region is it's own cloud
- The cost can break you IceCube estimated yearly cost is O(\$50-100M)
- Lots of resources are available without significant planning
- Social engineering One of many customers, need someone on the inside to advocate for you
- University and funding agencies don't quite know how to deal with cloud yet
- Network can break the bank Networking costs more than compute





Thank you!

Questions?

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