

Computational challenges with SPT-3G and CMB-S4

Nathan Whitehorn

Michigan State University

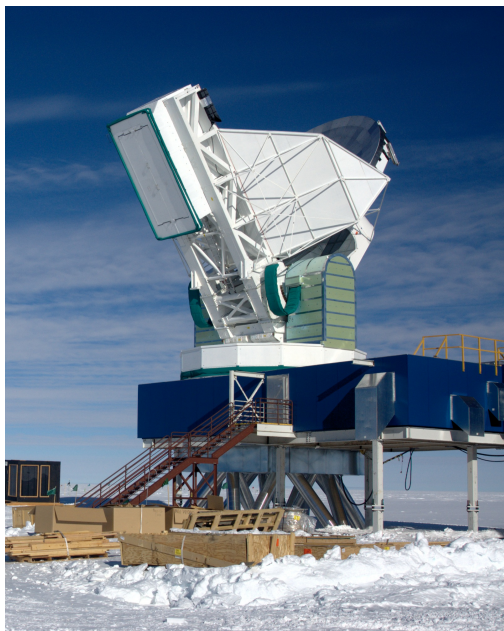
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The South Pole Telescope

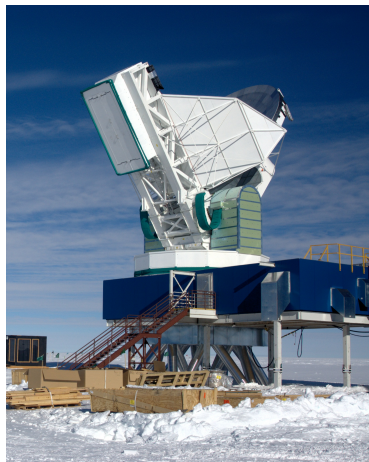
- Telescope designed for precision imaging of the cosmic microwave background
- Arcminute angular resolution
- Current receiver is SPT-3G: **16000 detectors**
- Began science operations in 2018
- ~ 1 TB/day data rate
- NSF and DOE Support



- CMB data rates rise by a factor of 10 every 5–10 years
- Next-generation project with 30x the number of channels as SPT-3G
- 70 TB/day (800 MB/s) data rate – LHC-scale computing challenge
- Turns on late 2020s
- South Pole and Chilean Sites
- Planning computing architecture now



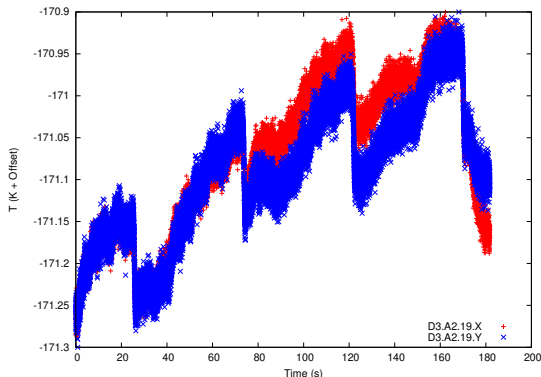
- CMB temperature fluctuations to arcminute scales
- Measurement of E and B polarization modes
- Gravitational lensing measurements
- Galaxy clusters through Sunyaev-Zel'dovich effect
- Neutrino mass and number of species
- Properties of dark matter
- Inflation (through delensing)
- High-z star-forming galaxies
- Transient mm-wave sky
- ...



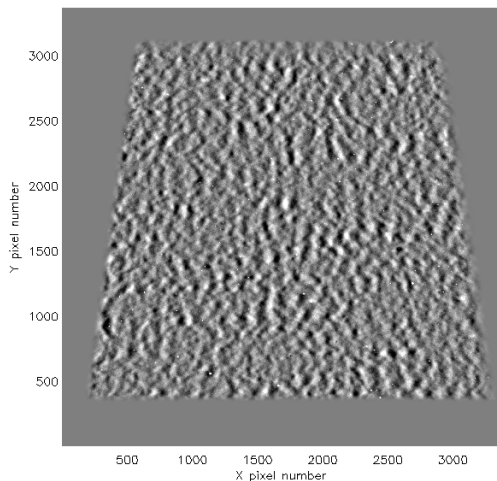
Raw Data from a CMB Telescope

Measure the current through resistors – CMB + many other things:

- Atmospheric emission
- pA-scale electronic noise
- pV-scale instabilities in electronics
- Galactic foregrounds
- Thermal fluctuations of focal plane
- Crosstalk
- Ground leakage
- Solid-state physics in wiring
- ...



Making a Map of the Sky



- Filter data for glitches, spectral lines, etc.
- Decorrelate detector modes and filter contaminants
- Compute detector polarization couplings
- Bin measured detector samples by sky position
- Average together all detectors
- **Every sample for every detector (12000 at 152 Hz) for all of time**
- Lots of computing, but few cycles/byte

Key Analysis Problems

- Process measurements from thousands of detectors as telescope is scanning into map of the sky
- Filter out instrumental noise in the process
- Measure, through Monte Carlo, effect of data processing on true sky
- **SPT Collecting > 1 TB of data per day** – largest in the field by factor of 4
- **No cuts**
- ~ 5 – 10 million CPU-hours per paper for SPT – 30x that for CMB-S4?

Approaches to making CMB maps

- 1 “Maximum-likelihood” map making: needs all data (PB!) in memory at once
- 2 “Filter-and-bin” map making: needs only a few minutes (GB) at once

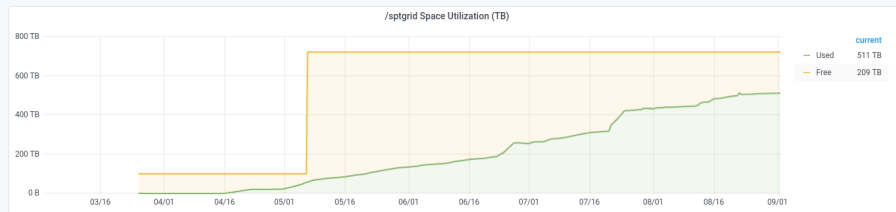
SPT uses “filter-and-bin”, which works great on an HTC architecture:

- Custom software to sip data from disk ~ 1 GB at a time (architecture derived from IceCube analysis software)
- In-band calibration data, no big databases or other choke points
- All open-source (Python + C++), so no licenses

SPT Infrastructure

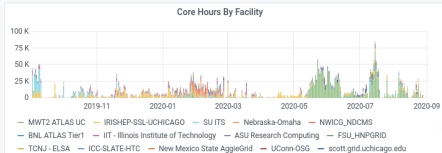
- Data hosted at MWT2 center, distributed using GridFTP
- Software distribution by `cvmfs`, repository maintained by collaboration
- Custom software (GitHub: `CMB-S4/spt3g_software`) for analysis using C++ and Python
- Interactive nodes at Chicago double as submission nodes

A *big* thank-you to the staff at MWT2 for all their help.

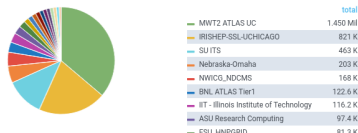


Collaboration Usage

By Facility



Core Hours by Facility



By Project

- ~ 5 million CPU-hours in first year, published in 2021
- Widely distributed usage
- OSG users predominantly PhD students and postdocs
- Vast majority of collaboration computing done on OSG – this has made SPT-3G science possible

CMB-S4 Requirements

- Yet another big leap in data volume: \rightarrow 10 PB
- Data too large to transfer from South Pole by satellite – on-site map-making for pole
- Some science goals, especially in Chile, may require fancier map-making algorithms than SPT
- Transient-science requirements may force near-live data analysis (< 1 hour latency)

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- More complex, higher throughput, deeply heterogeneous systems needed

Lessons Learned from SPT

- Think about architecture from the beginning: shoe-horning software into a different computing model is *hard*
- Attention to data transfer scheme is important
- We would love better ways to instantiate small compute environments (e.g. south pole cluster) that look like big ones
- Requirements for opportunistic HTC computing match requirements for small on-site computing clusters at the south pole

Current State-of-the-Art for CMB-S4

- Using a tightly-coupled HPC program for instrument simulations: TOAST¹
 - Tight coupling needed for atmospheric simulations
- Using SPT-derived tools for initial data processing and archiving
- SPT-like (loosely-coupled, HTC-esque) required for south-pole live processing

¹<https://github.com/hpc4cmb/toast>

Open Problems for CMB-S4

- Unclear what we will do as yet for final data processing in the North
 - Do we need full maximum-likelihood map-making? This forces us to tightly-coupled systems.
 - If we do, how much of the pipeline can we keep common with the loosely-coupled pipeline we also need?
 - Tight latency requirements on some of it
- Huge dataset with varying degrees of availability
 - How do we integrate late-arriving and early-arriving south pole data without just waiting a year?
 - How do we store and transport it effectively?
- Going to need a *lot* of computing
 - Minimization of effort: does every paper *really* need its own processing?
 - Accelerators: to what extent can we use GPUs? Low cycle-count-to-data-volume ratio makes this hard
 - Where do we get it and how do we connect disparate computing sites?



- Huge amount of science available in this field as precision and channel-count increase
- Rapidly increasing computational demands as field is scaling up
- Successful, OSG/HTC-style analysis pipeline from SPT-3G with published data
- Massive increase in data volume and requirements for CMB-S4
 - New techniques likely required
 - Need to think harder than we have about what we really need
 - We will be scrounging for every single cycle



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- Interesting problems ahead!