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Celeritas: EM physics on GPUs

Seth R Johnson Celeritas code lead



Celeritas core team:

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Celeritas SciDAC PI:

Marcel Demarteau (ORNL)



CalVision meeting 8 June, 2023 (derivative from CHEP 2023 presentation)

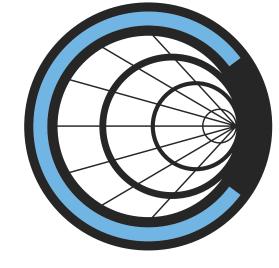
Background





Project overview

- **GPU**-focused implementation of experimentagnostic **HEP** Monte Carlo detector simulation
- Motivated by HL-LHC computational challenges and by recent success in GPU MC (ECP ExaSMR)
- Primary goal: accelerate production use for LHC Run 4







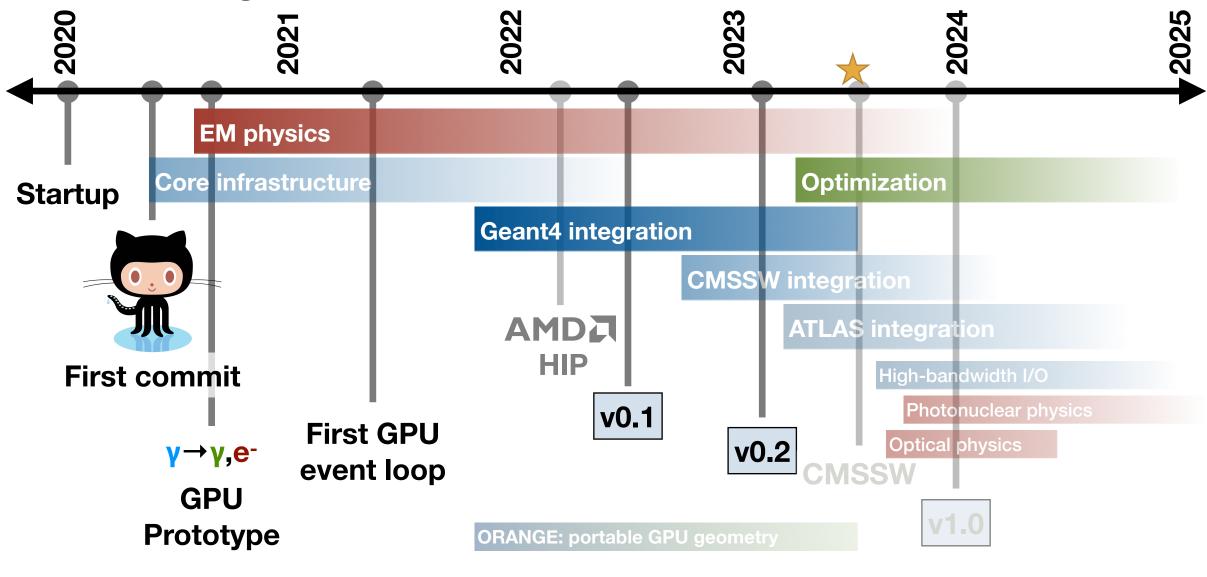






Nvidia A100 GPU (Nvidia)

Present-day timeline







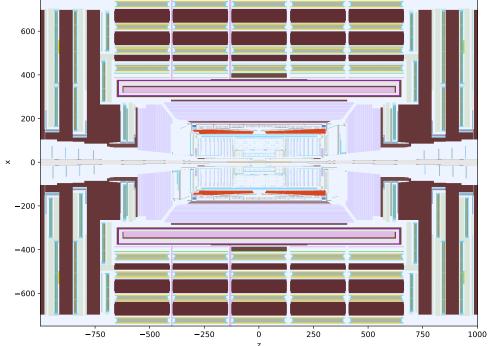
Capabilities





High-level capabilities

- Equivalent to G4EmStandardPhysics ...using Urban MSC for high-E MSC; only γ, e[±]
- Full-featured Geant4 detector geometries using VecGeom
- Runtime selectable processes, physics options, field definition
- Execution on CUDA (Nvidia), HIP* (AMD), and CPU devices



GPU-traced rasterization of CMS 2018

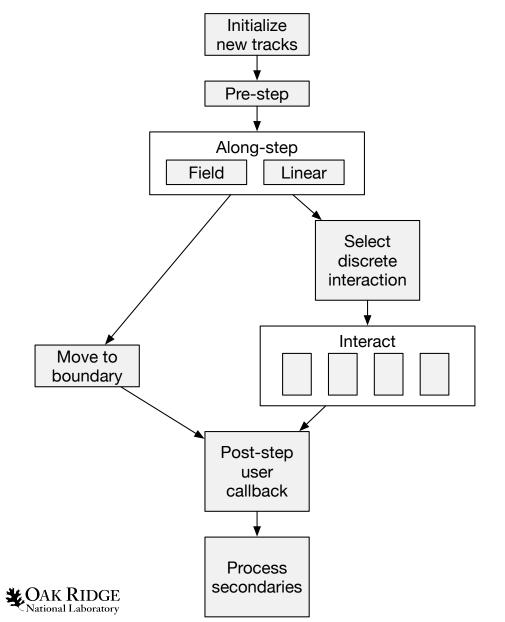
*VecGeom is incompatible with HIP: ORANGE GPU prototype used instead

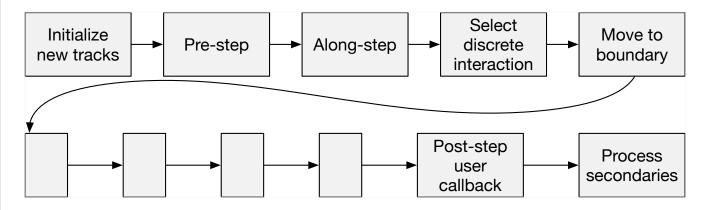
Verification & Validation still in progress





Stepping loop on a GPU





Topological sort: a loop over kernels

Process ~1M track batches



Celeritas version 0.3-dev: Geant4 integration status

- Imports EM physics selection, cross sections, parameters
- Converts geometry to VecGeom model
- Offloads EM tracks from Geant4
- Scores hits to user "sensitive detectors"
- Includes GPU-optimized simple calorimeter
- Integrates with Geant4 10.6–11.0
- Supports physics/geometry/setup changes at link/run time

Celeritas is not designed to be a prototype code

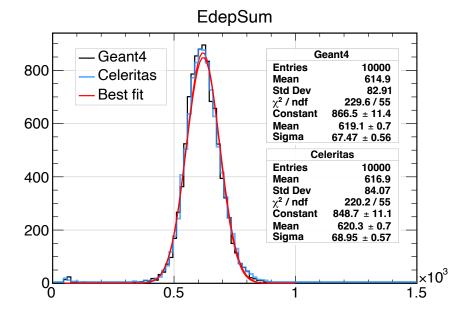




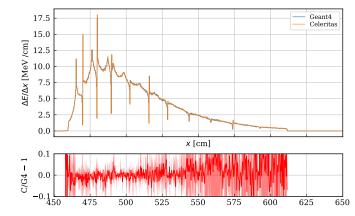
Tilecal: ATLAS tile calorimeter test beam

- Standalone subdetector test
 - Forked from Pezzotti&Lachnit (CERN)'s work
 - + 18 GeV π^+ beam, no field
 - FTFP_BERT physics
 - Primary output: energy deposition integrated over sensitive regions
- Offload e⁻, e⁺, γ to Celeritas
- Celeritas returns hits to user-defined G4VSensitiveDetector
- ~100 lines of code to integrate
- Excellent agreement

CAK RIDGE National Laboratory



Average energy deposition with pi⁺ test beam



Slab-integrated energy deposition



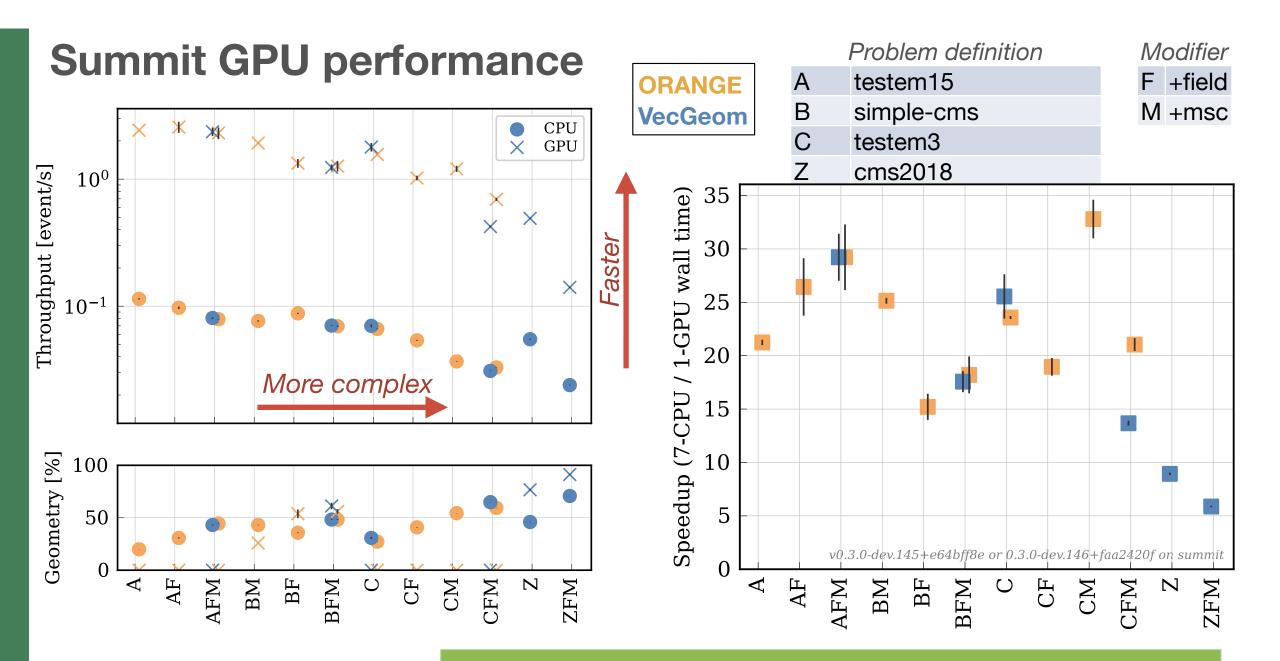
https://github.com/celeritas-project/atlas-tilecal-integration

Framework integration status

- CMS (CMSSW): offload interface implemented and running
- ATLAS (Athena): framework integration started
 - Infrastructure update for CMake compatibility: <u>atlasexternals!1001</u>
 - Non-custom "accordion" shape needed for VecGeom/GPU
- LHCb: seeking collaborators!
- LZ (BACCARAT): awaiting optical physics







Multiply speedup by 7× for CPU:GPU equivalence

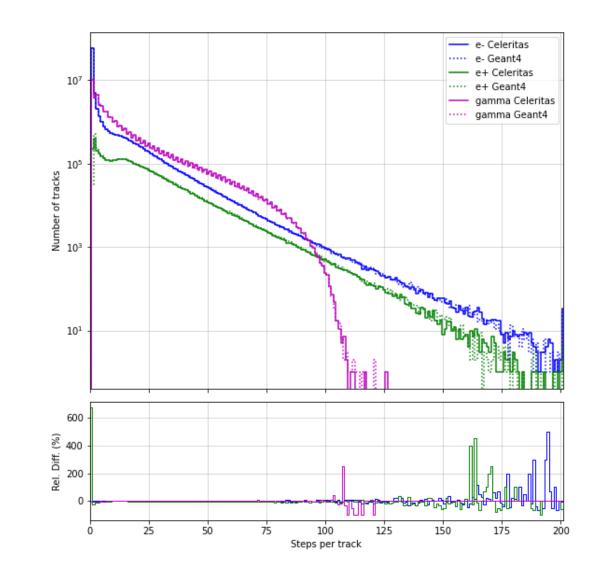
Continuing work





Validation

- Geant4 interface allows rapid comparisons
- Independent granular physics verification
- Benchmark progression problems being developed with CERN SFT (AdePT) group









Integration

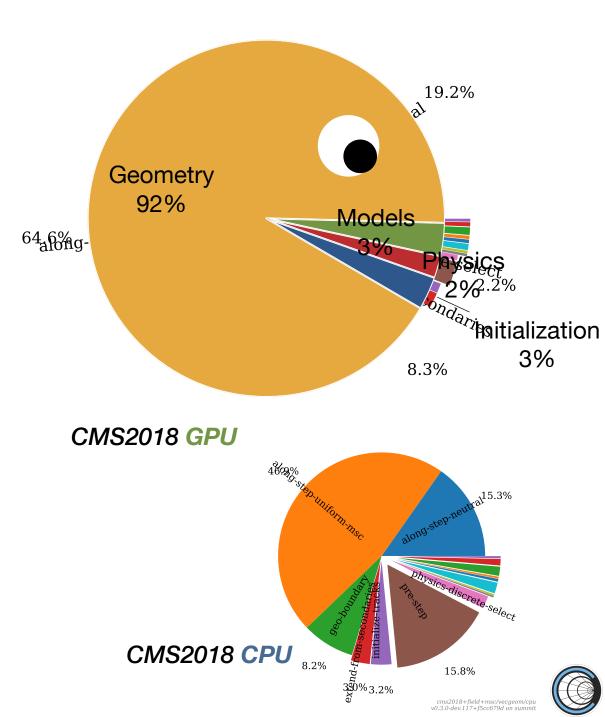
- Theoretical maximum performance gain offloading EM tracks: ~3.3× (with 1000 tīt events and CMS Run3 geometry)
- CMSSW offloading with RZ mapped field: June 2023
- ATLAS integration will require low-fidelity "accordion" for now
- Platform-agnostic optical photon acceleration in the works





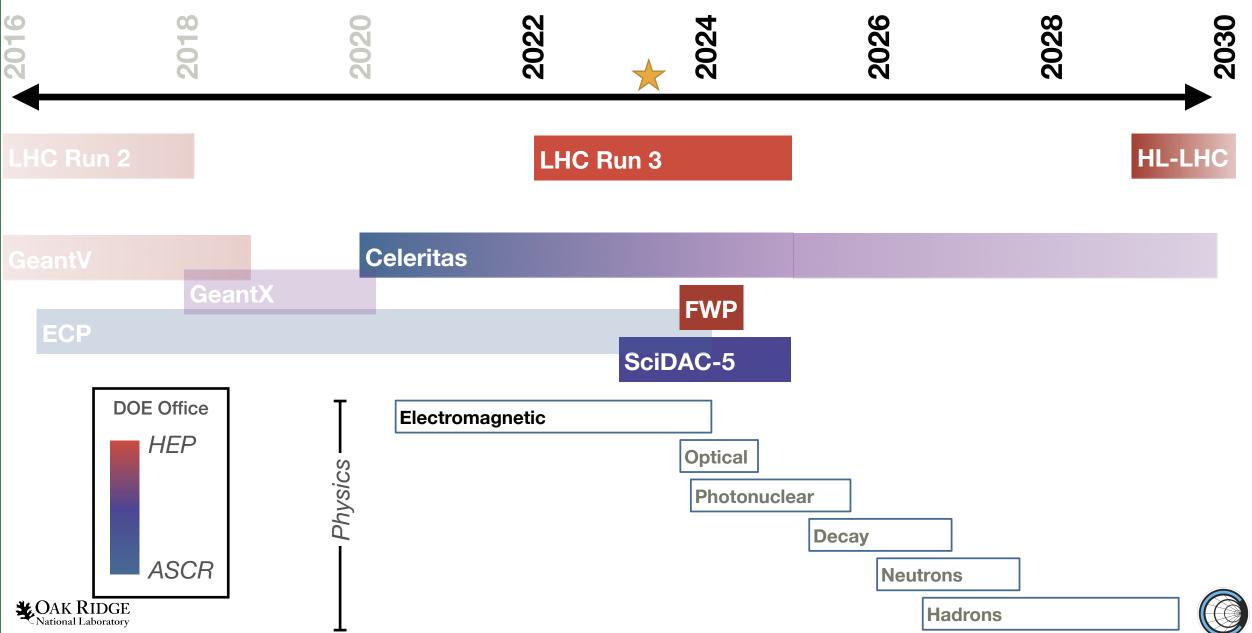
Optimization

- 92% of standalone runtime in CMS2018 is in geometry routines
- GPU native sensitive detectors
- Performance on non-HPC graphics cards still unexplored
- Goal for GPU performance for HL-LHC electron shower:
 - 2× per watt vs CPU (efficiency)
 - 160× CPU:GPU (capacity)





Celeritas future timeline



Summary

- Many steps toward polished GPU detector simulation framework
- Current test problems show ~6–30× performance boost for Celeritas detector simulation using GPUs on Summit (42–210× GPU/CPU core equivalence)
- Upcoming capabilities will extend our problem domain beyond LHC





Acknowledgments

Celeritas v0.2 code contributors:

- Elliott Biondo (@elliottbiondo)
- Philippe Canal (@pcanal)
- Seth R Johnson (@sethrj)
- Soon Yung Jun (@whokion)
- Guilherme Lima (@mrguilima)
- Amanda Lund (@amandalund)
- Ben Morgan (@drbenmorgan)
- Paul Romano (@paulromano)
- Stefano C Tognini (@stognini)

Past code contributors:

- Doaa Deeb (@DoaaDeeb)
- Tom Evans (@tmdelellis)
- Vincent R Pascuzzi (@vrpascuzzi)

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Backup slides





Execution plan: EM physics and integration

- **1:** Implement minimal feature set to offload EM particles (importing Geant4 physics data, recreating G4Hit structure, implementing EM models)
- 2: Establish baseline performance with minimum, verified features Standalone CMS2018 with magnetic field and full EM physics is our key problem
- 3: Optimize performance
 - Standalone GPU performance
 - Multitask/thread+GPU performance
 - GPU-based sensitive detectors (calorimeters, etc)





Extensibility

- New models and detector integrations can be added at link time (maybe even dlopen in the future)
- Robust integration pathways for frameworks and applications
- Code is amenable to major refactoring with minor changes
 - Modular structure
 - Composition-based classes
 - Data-oriented design

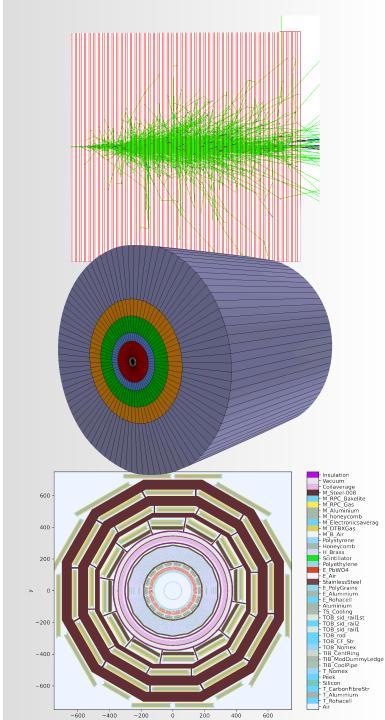
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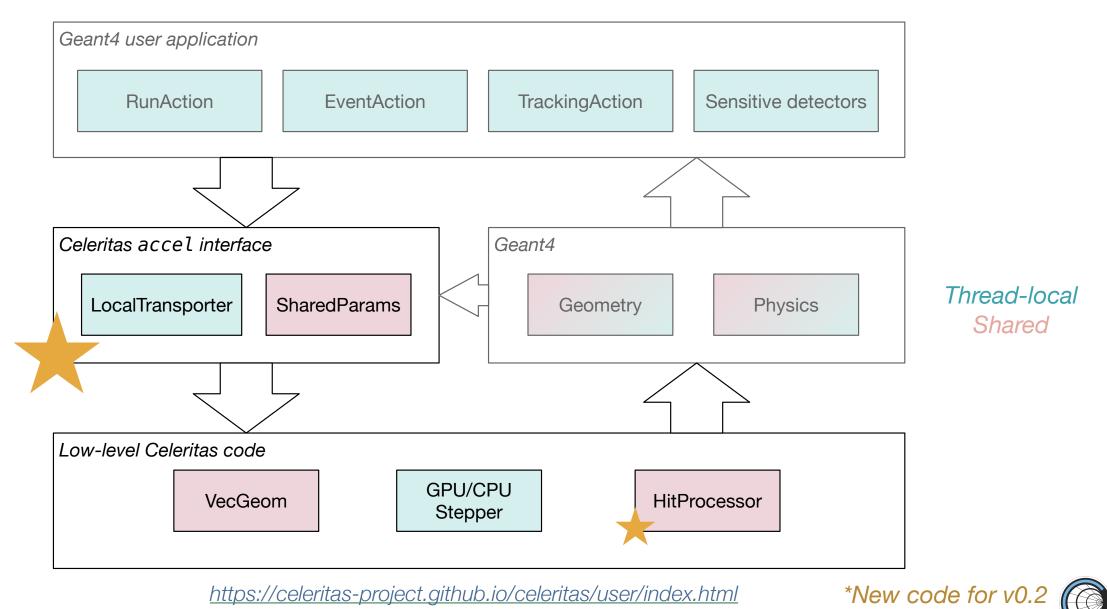
Regression/timing suite

- Run on single node of Summit at full capacity
 - 6 separate runs simultaneously (different seed for each)
 - Each run: 7 CPU (OpenMP) vs. 1 GPU (+1 CPU)
 - Demonstrate performance "loss" by neglecting GPU resources
- 1300 10 GeV e⁻ per event, 7 events per run
- Preliminary set of problem definitions (working with AdePT team to develop)
- Initial optimizations
- Initial results are apples-to-apples



22

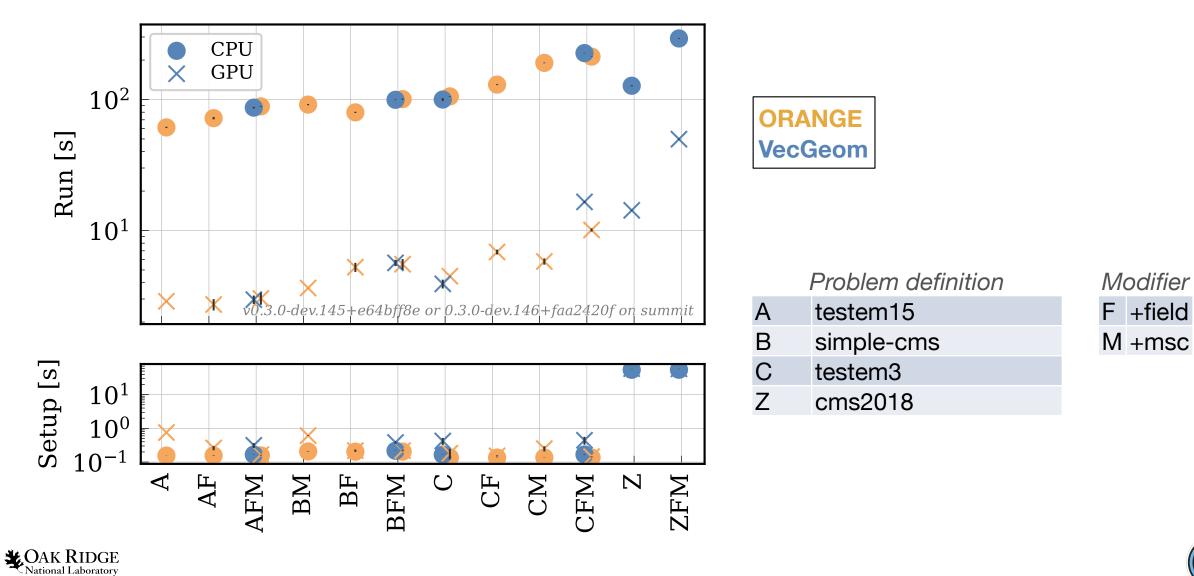
Geant4 interface library



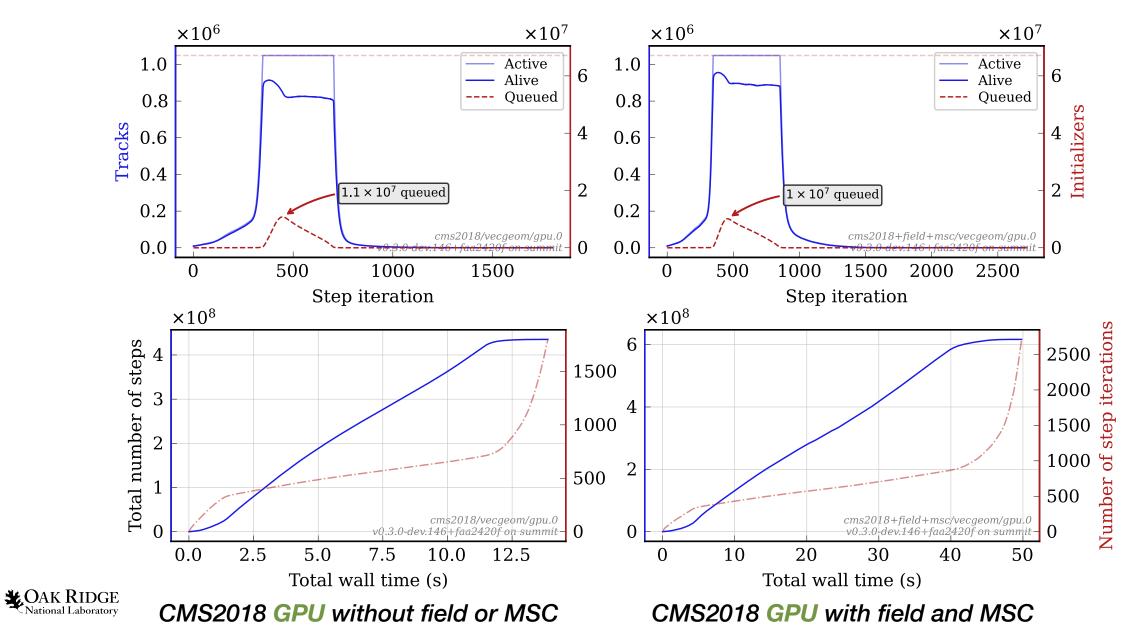
Source Antipage Antip

23

Regression problem run time



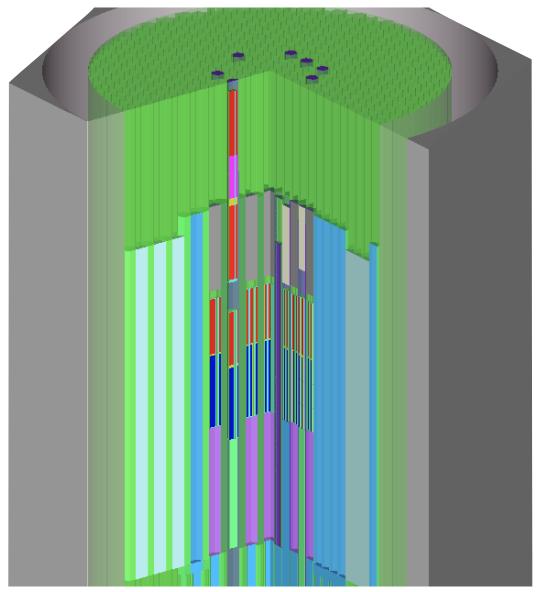
CMS2018 performance



25

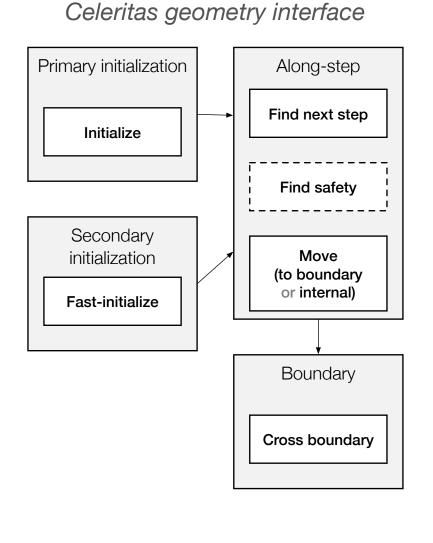
ORANGE Oak Ridge Advanced Nested Geometry Engine

- Designed for deeply nested reactor models
- Portable (CUDA/HIP) geometry implementation for testing
- Tracking based on CSG tree of surfaces comprising volumes
- Maximize run-time performance
 by preprocessing

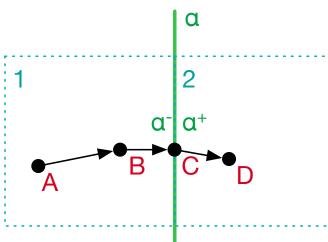


26

ORANGE surface-based tracking methodology



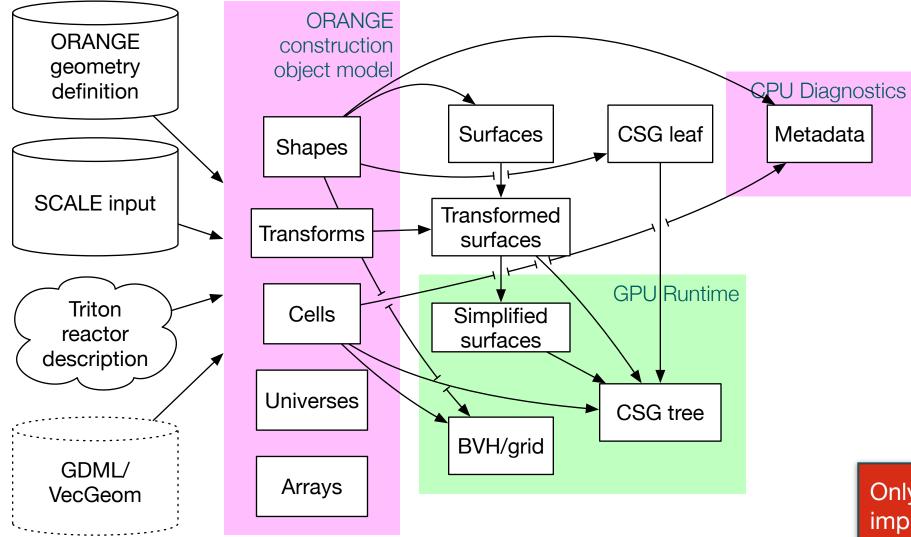
| | Position | Volume | Surface+Sense |
|---------------|----------|--------|---------------|
| (input) | A | — | |
| Initialize | A | 1 | — |
| Find step | A | 1 | — |
| Move internal | В | 1 | _ |
| Move to bdy | С | 1 | a inside |
| Cross bdy | С | 2 | a outside |
| Move internal | D | 2 | — |





*exact handling of direction changes on boundaries

ORANGE surface/volume construction



Only partially implemented in **Celeritas ORANGE**

