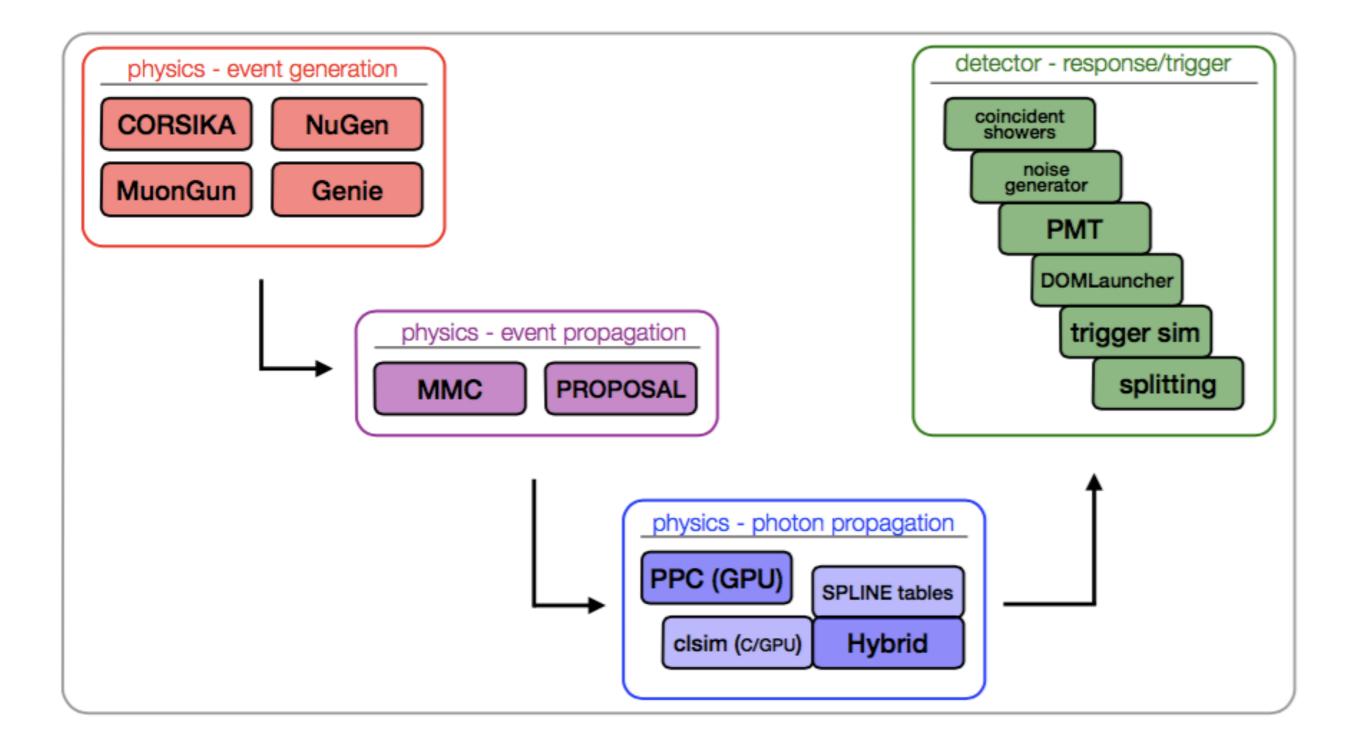
IceCube Simulation Software and Production

Alex Olivas University of Maryland (for the IceSim and SimProd Groups)

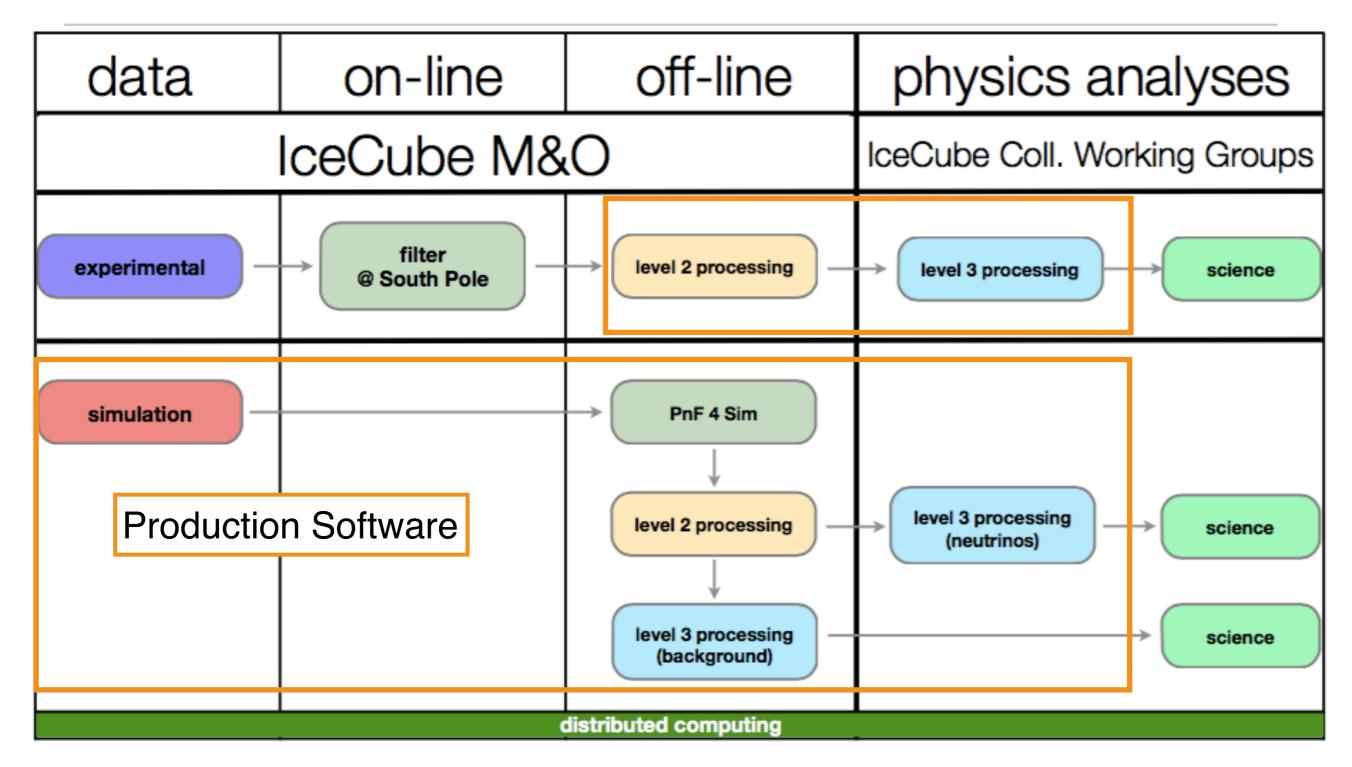
Talk Overview

IceCube Physics Software Challenges Impacts on analyses Improving software through training Simulation Production Challenges Simulation Data Usage and Requirements GPU Simulations - Successes and Limitations Generation of Systematic Datasets

simulation chain modular software sequence

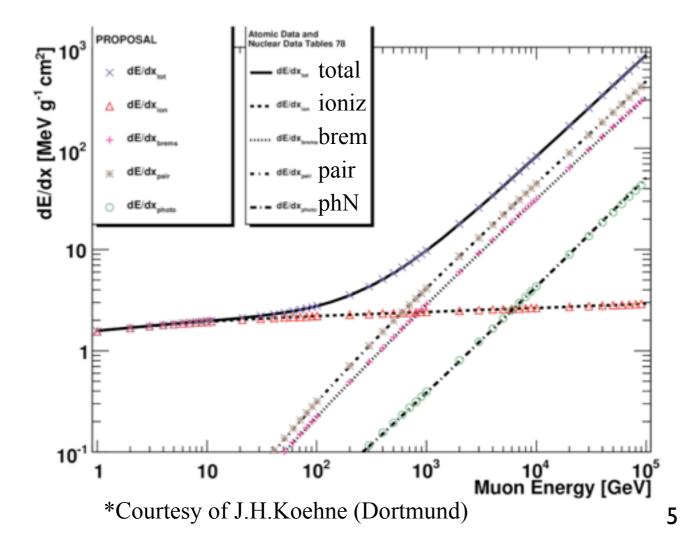


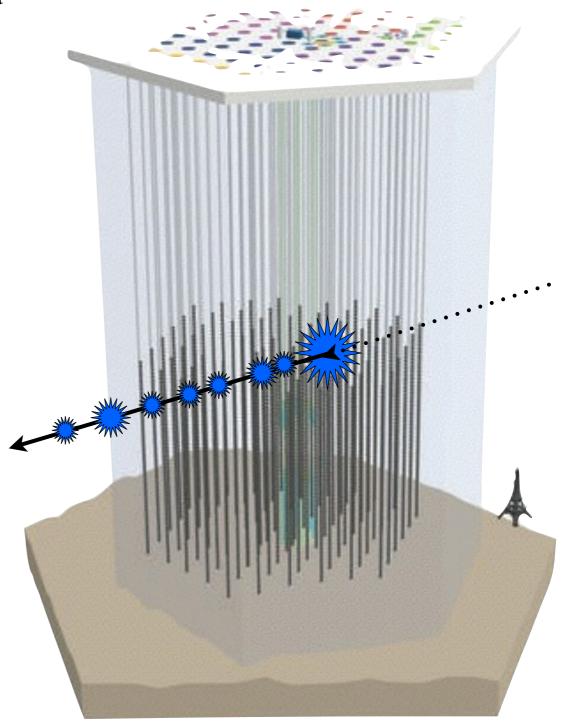
simulation chain & simulation data processing



Lepton Propagation

PROPOSAL (C++) - PRopagator w/ Optimal Precision and
Optimized Speed for All Leptons (Dortmund and Bochum) Largest contribution to Monte Carlo data
Two schemes to reduce data size (J. van Santen - UW Madison) Combining cascades (30% reduction)
Storing RNG state (on par with data - 3x reduction)
Allows for more efficient use of disk space
Starting in 2016 production





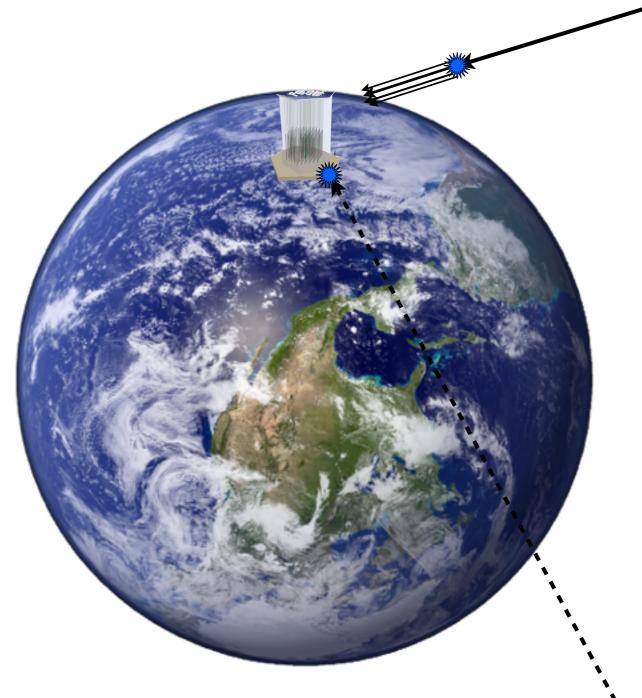
Background Generation

Cosmic Ray Showers CORSIKA

- Full shower simulation
- Resource intensive (both disk and CPU)
- Very difficult to produce enough background to meet several analyses needs, such as diffuse, neutrino oscillations, and exotics.

MuonGun - 2x speed-up

- Samples single muons from fits to CORSIKA distributions
- Somewhat reasonable estimation of the background for some analyses
- Few people trust it as a perfect replacement for CORSIKA
- Doesn't include muon bundles, which limits its use for many analysis.



Background Generation

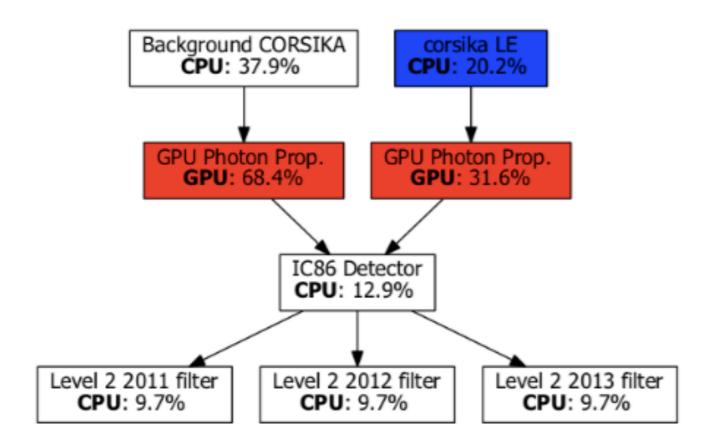
	(2 liveti	primary target (2 livetime-months/det-configuration)				secondary target (1 livetime-year/det-configuration)			
IceCube	CPU (days)	GPU (days)	L2 size (TB)	L3 size (TB)	CPU (days)	GPU (days)	L2 size (TB)	L3 size (TB)	
CORSIKA	134,000	19,000	58	17	802,000	112,000	348	102	

Site	GPUs	Production Status	
UW-Madison	158	In production	
U. Alberta	43	In production	
DESY-Zeuthen	58	Testing	
U. Maryland	96	Deploying	
NERSC	32	Testing	
RWTH-Aachen	42	Pending	
Mainz	48	Pending	
Wuppertal	48	Pending	
Dortmund	?	Pending	
Copenhagen	?	Pending	

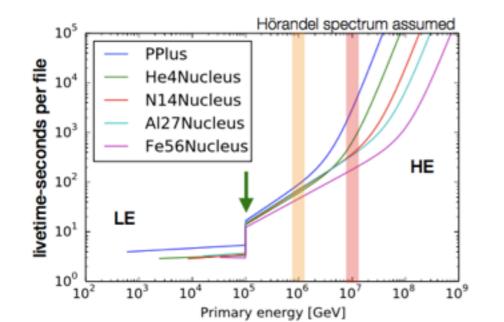
	real time livetime production		
	CPU cores	GPU cores	
required	2,200	310	

	(per	target det-configura	tion)		target (12 months / det-config)		
IceCube	CPU (days)	GPU (days)	L2 size (TB)		CPU cores	GPU cores	
neutrinos	27,000	7,000	10	required	74	20	

simulation plan optimization of cpu/gpu resources



generate shower events to photo-electron level and split into IC86-1,2,3



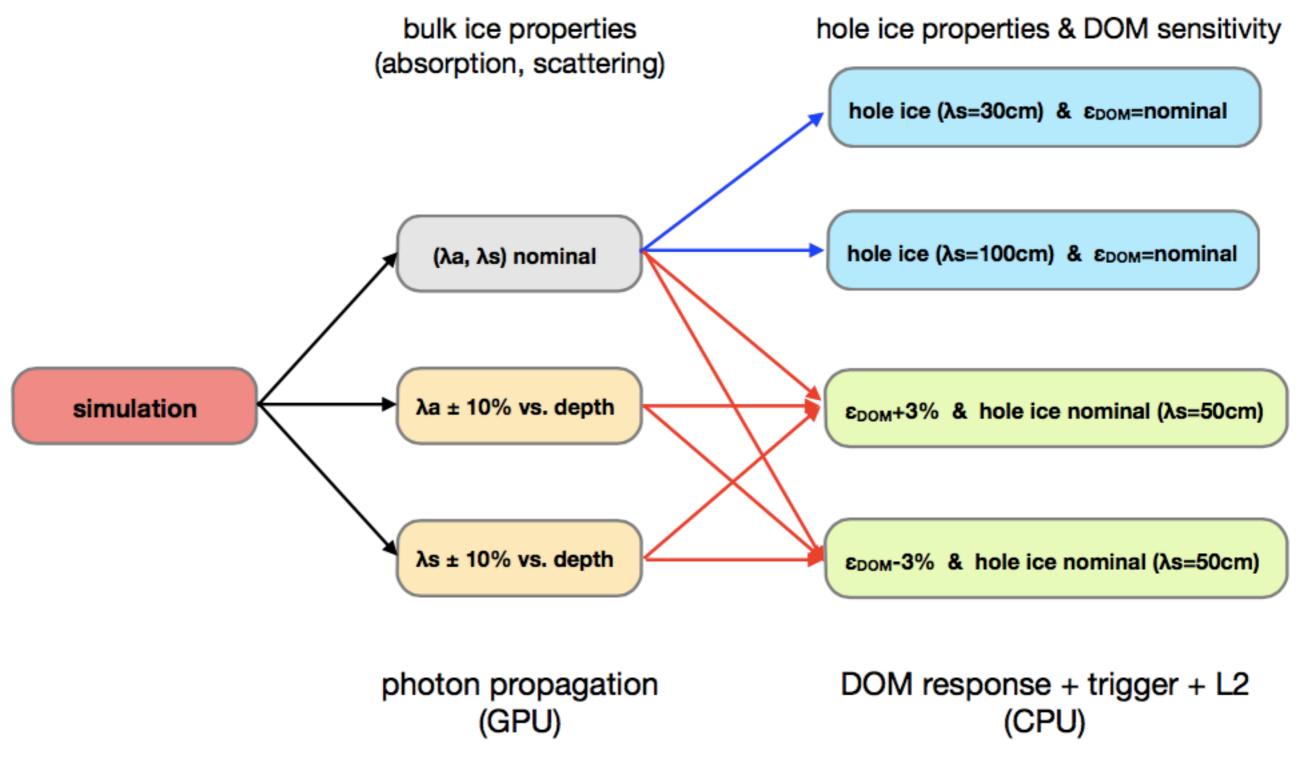
lose statistical independence of events

penalizes science for IC86-1,2,3

Need 516 GPU cores to get 1 year livetime for 4 seasons in 4 years

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Systematic Datasets

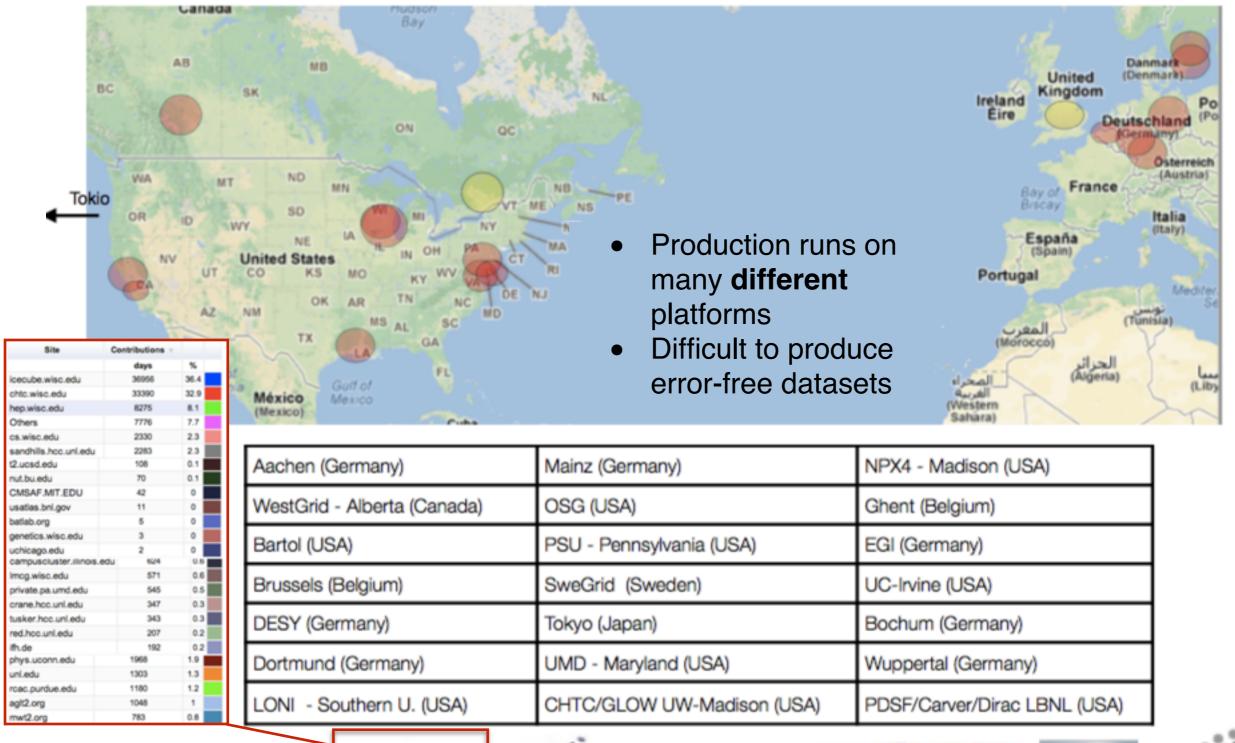


simulation plan systematics datasets

- to study effects of systematic variations of physics parameters
 - high energy hadronic interaction models in CORSIKA
 - neutrino cross section: CSMS in neutrino-generator
 - neutrino production with CORSIKA: interaction models / primary composition
 - MuonGun parameterized simulation for cascade systematics

significant impact on manpower & computing requirements

Simulation Production









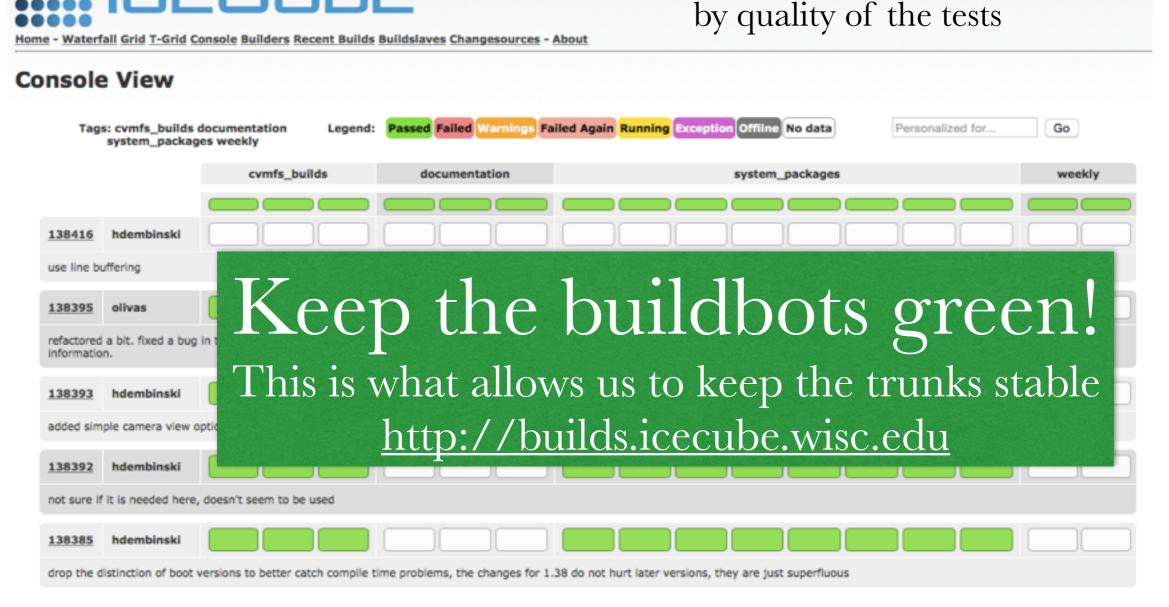






Software Development Tools

Buildbots efficacy is limited



Coming Soon : Full chain tests of simulation through L2 and L3 will part of weekly stress tests.

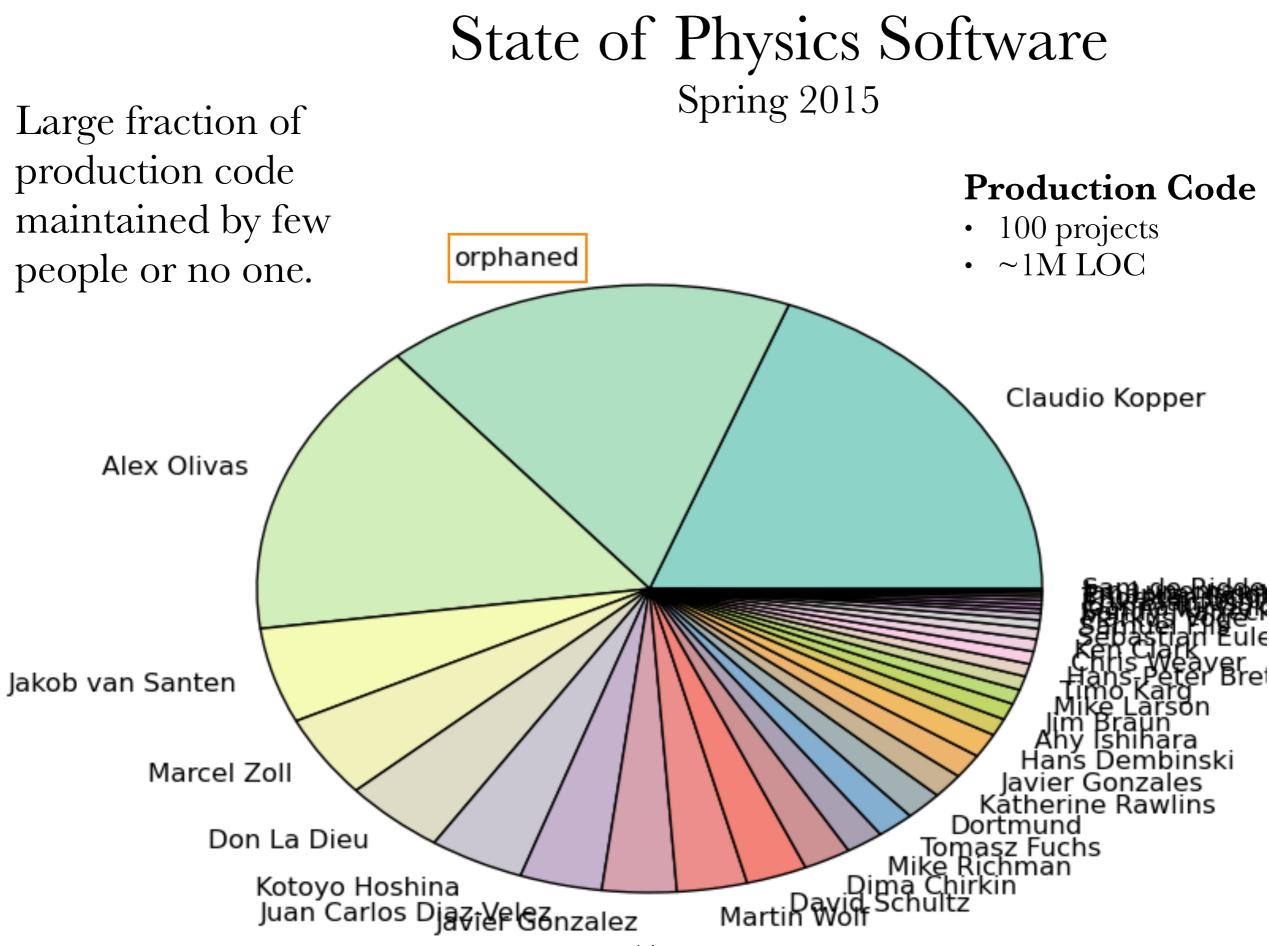
Software Challenges

IceCube has a diverse physics program.

- Analyses require significant resources dedicated to systematic datasets.
- Also want to investigate future extensions.

Requires flexible and extensible software, which is often not what you get from students and postdocs who are not only have little training in the core languages, but have no training or experience in design and software engineering.

If we're going to continue with the model where a significant fraction of production code is developed by students and postdocs, we need to invest in training to ensure efficient use of our computing resources.



IceCube Software Strike Team

Problem

We have a lot of code to maintain by physicists who traditionally have little to no training in software engineering.

Solution

Invest in training collaborators and form a team who's service to IceCube is to work on software problems.

Organize monthly code sprints to work on the most urgent problems.

Bootcamps

- June 15-19, 2015 Strike Team Training covering advanced C++ and python.
- October 12th Intro to IceCube Software
- October 17th-18th C++ Best Practices Code Sprints
 - July Simulation Production Testing I
 - August Simulation Production Testing II
 - September Simulation Production Testing III
 - October Simulation Release Preparation
 - November Reconstruction Release Preparation



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Conclusion

Software and production problems impacting physics :

- Low statistics in CORSIKA background.
- Analyzers have to work around the low statistics problem

Buggy simulation datasets

- Wastes computing resources
- Wastes students and postdocs time, potentially delaying graduation and/or publication of results.