

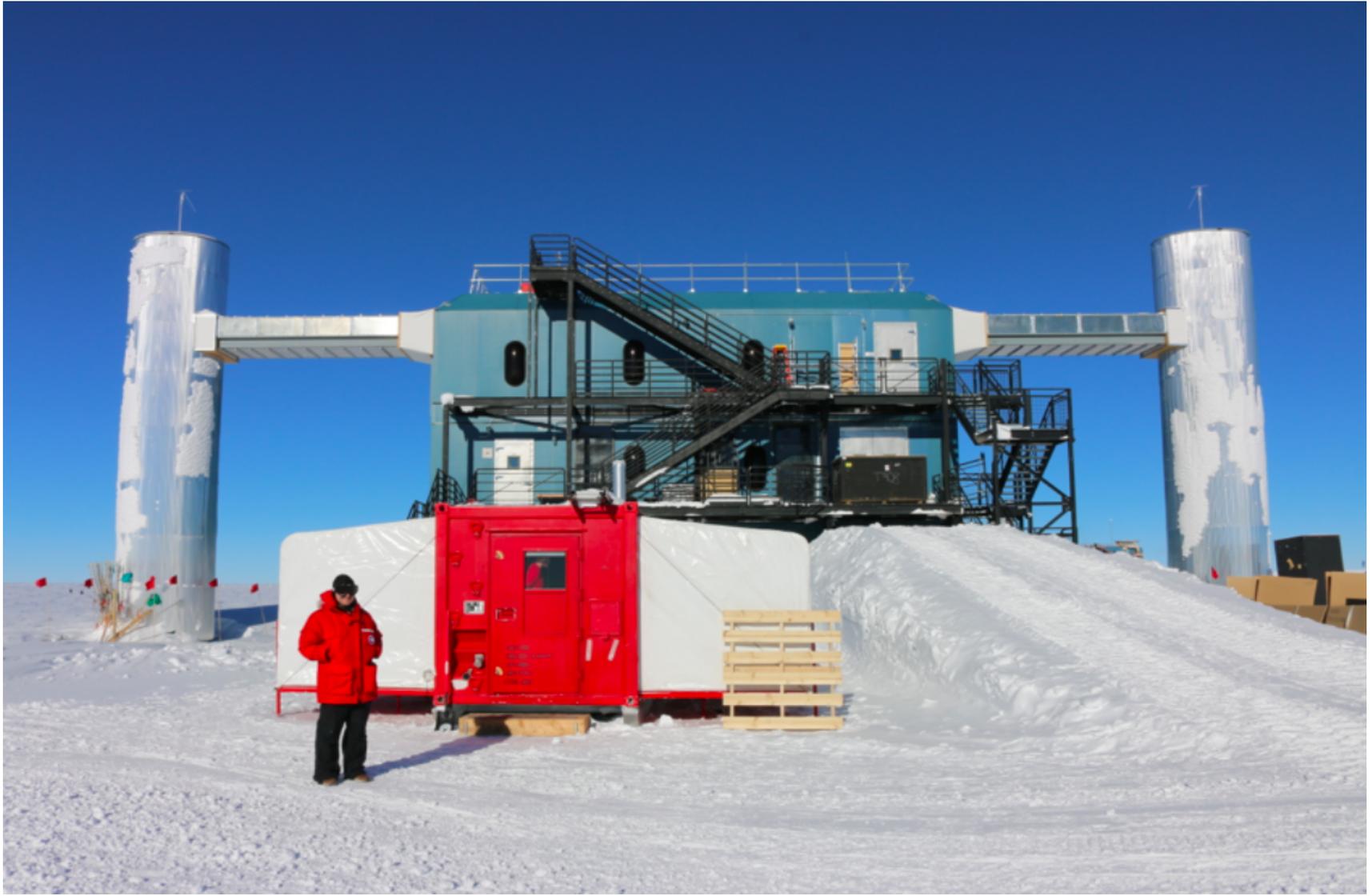


# IceCube Computing

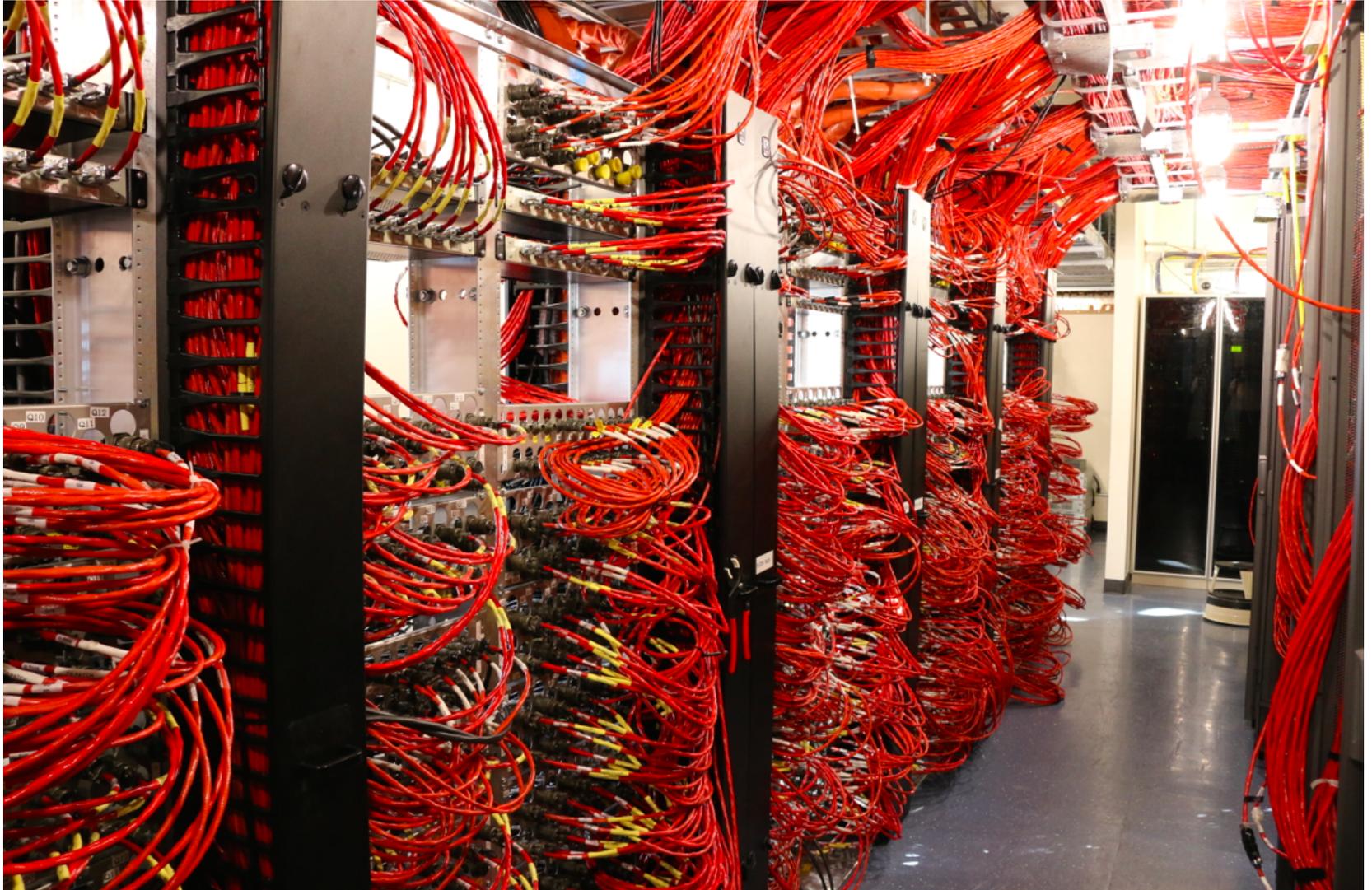
Masterclass May 21, 2014

Gonzalo Merino, UW Madison

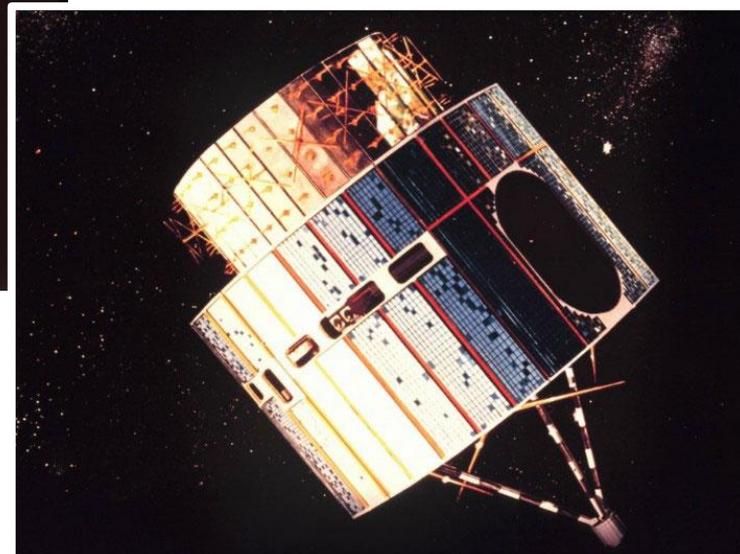
# IceCube Lab



# 1 TB/day RAW data



# Satellite bandwidth ~100 GB/day



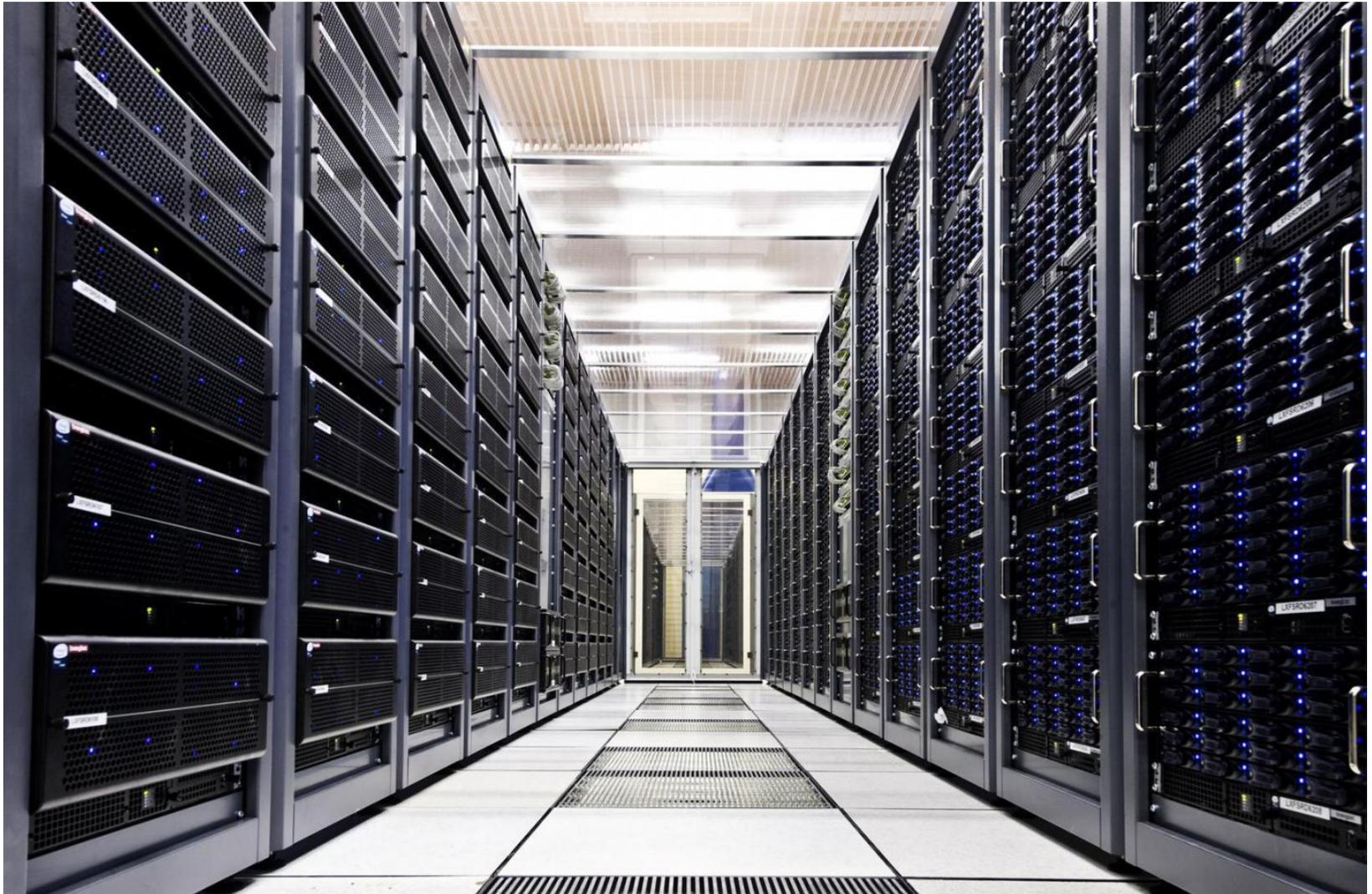
~50 servers for data taking and filtering



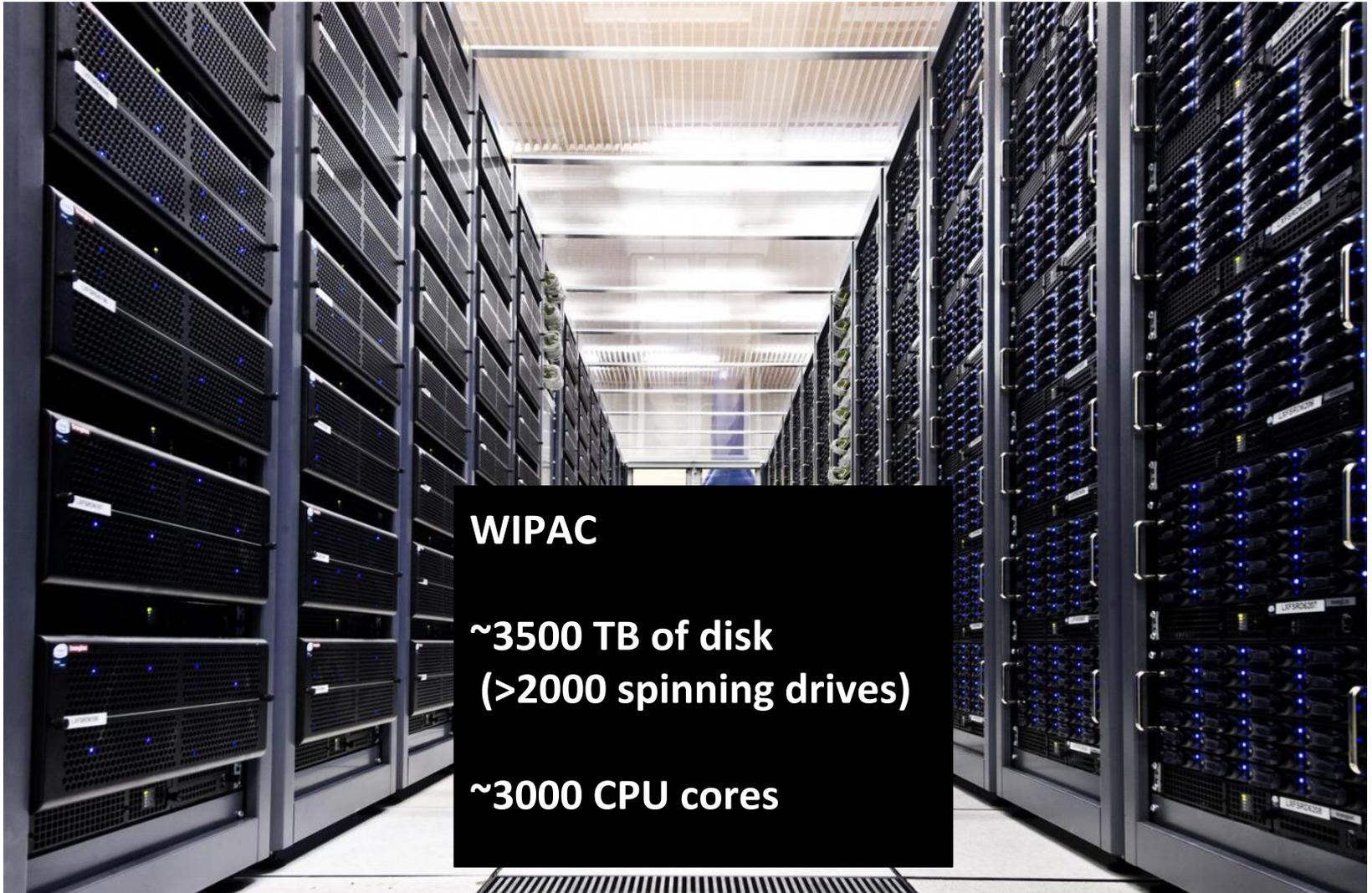
# Boxes coming, boxes going



# High Throughput Computing



# High Throughput Computing

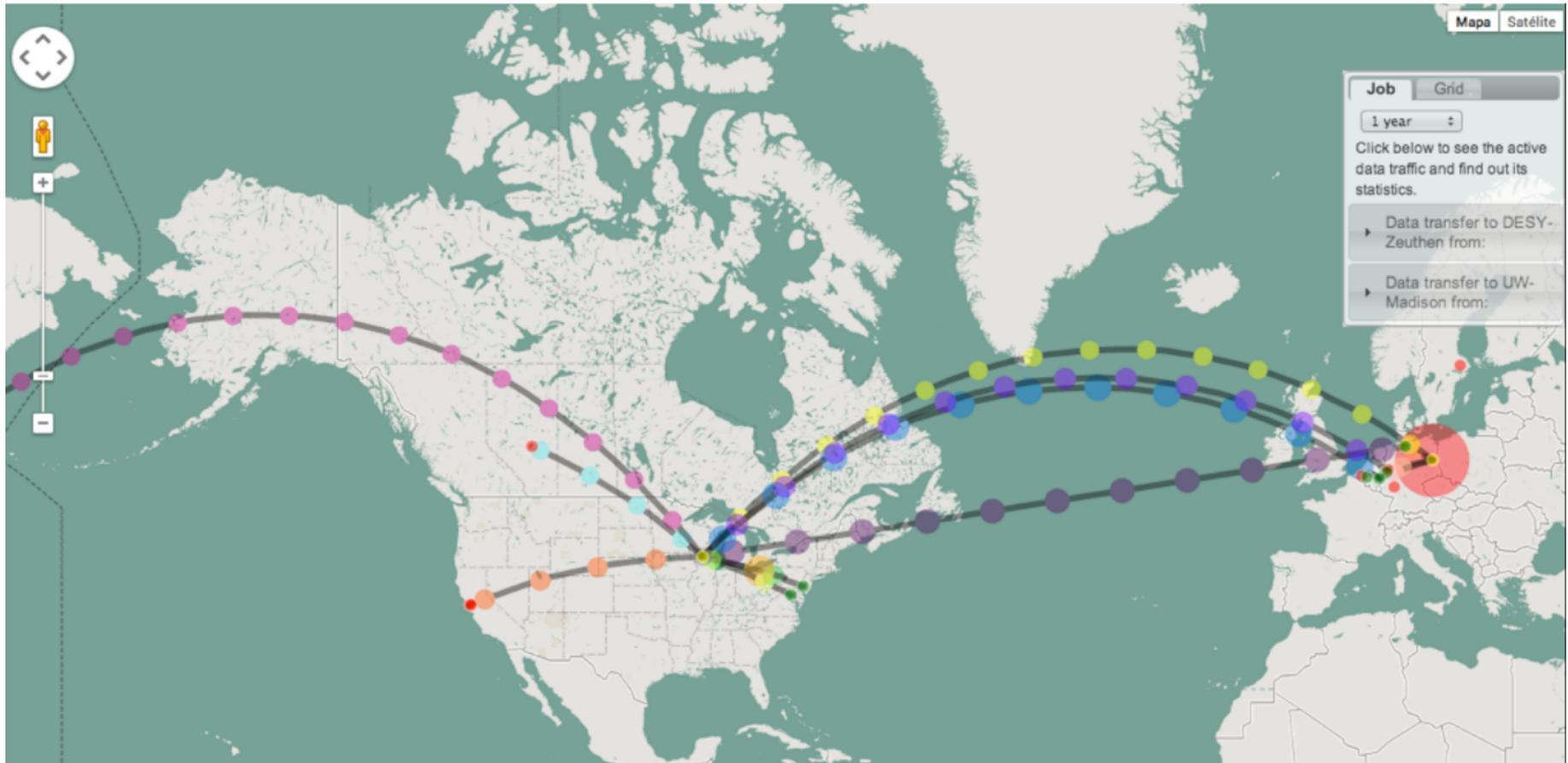


**WIPAC**

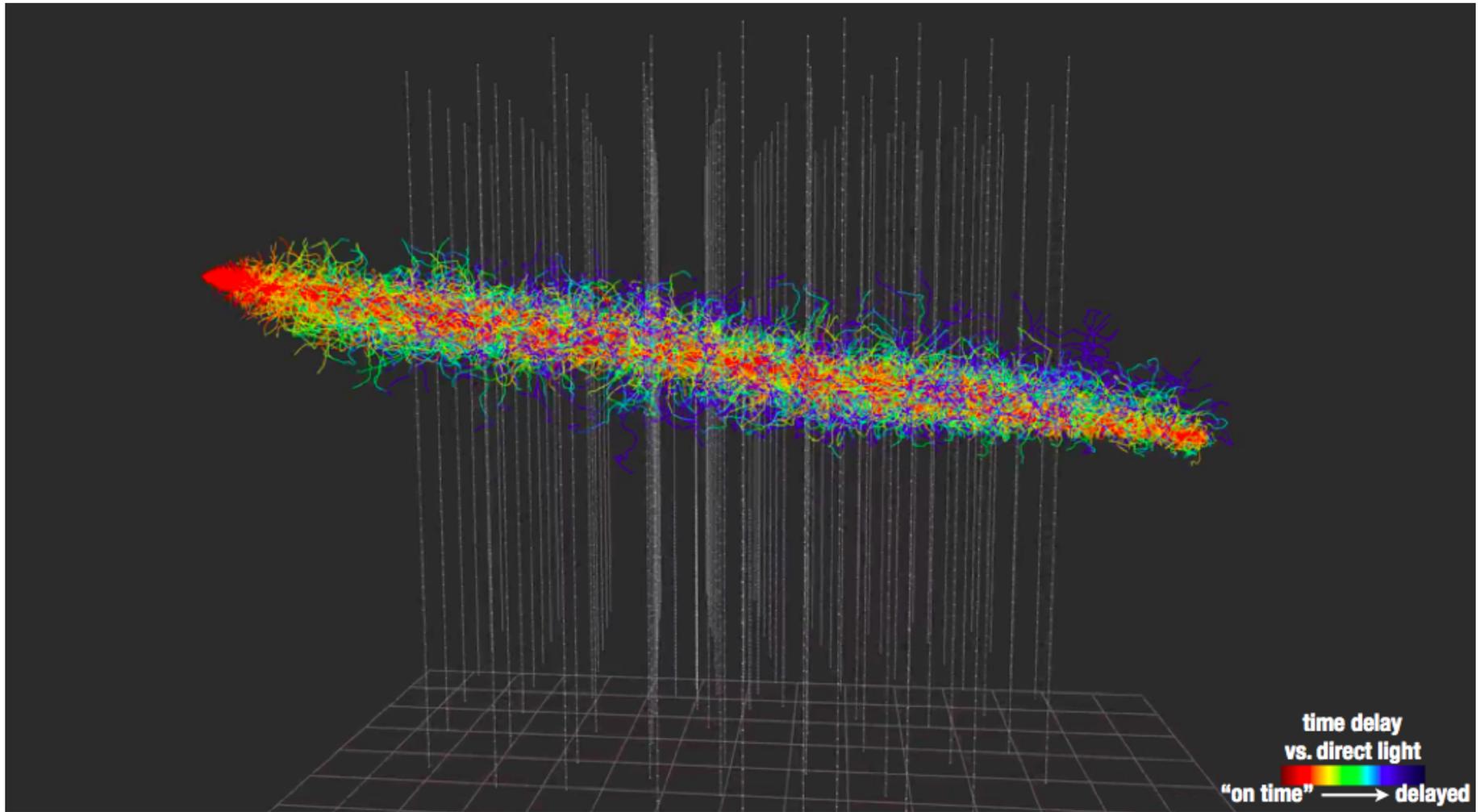
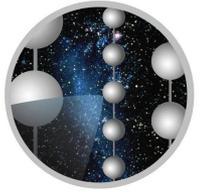
**~3500 TB of disk  
(>2000 spinning drives)**

**~3000 CPU cores**

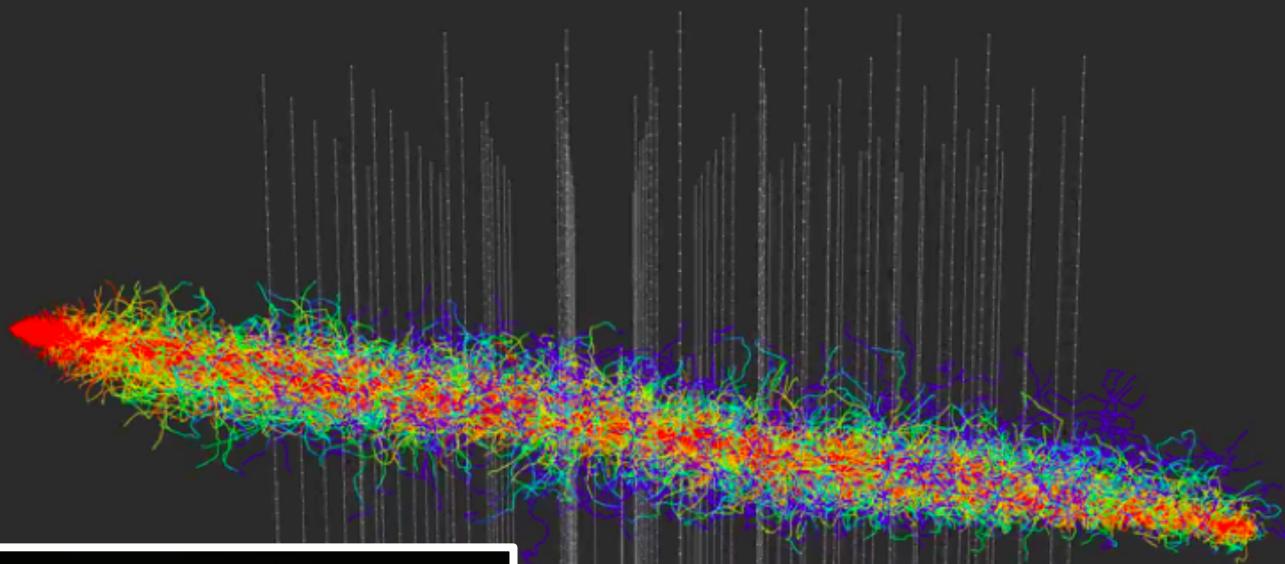
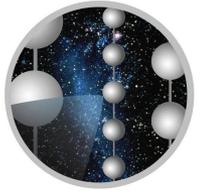
# IceCube Computing Sites



# Simulation: light propagation on ice



# Simulation: light propagation on ice



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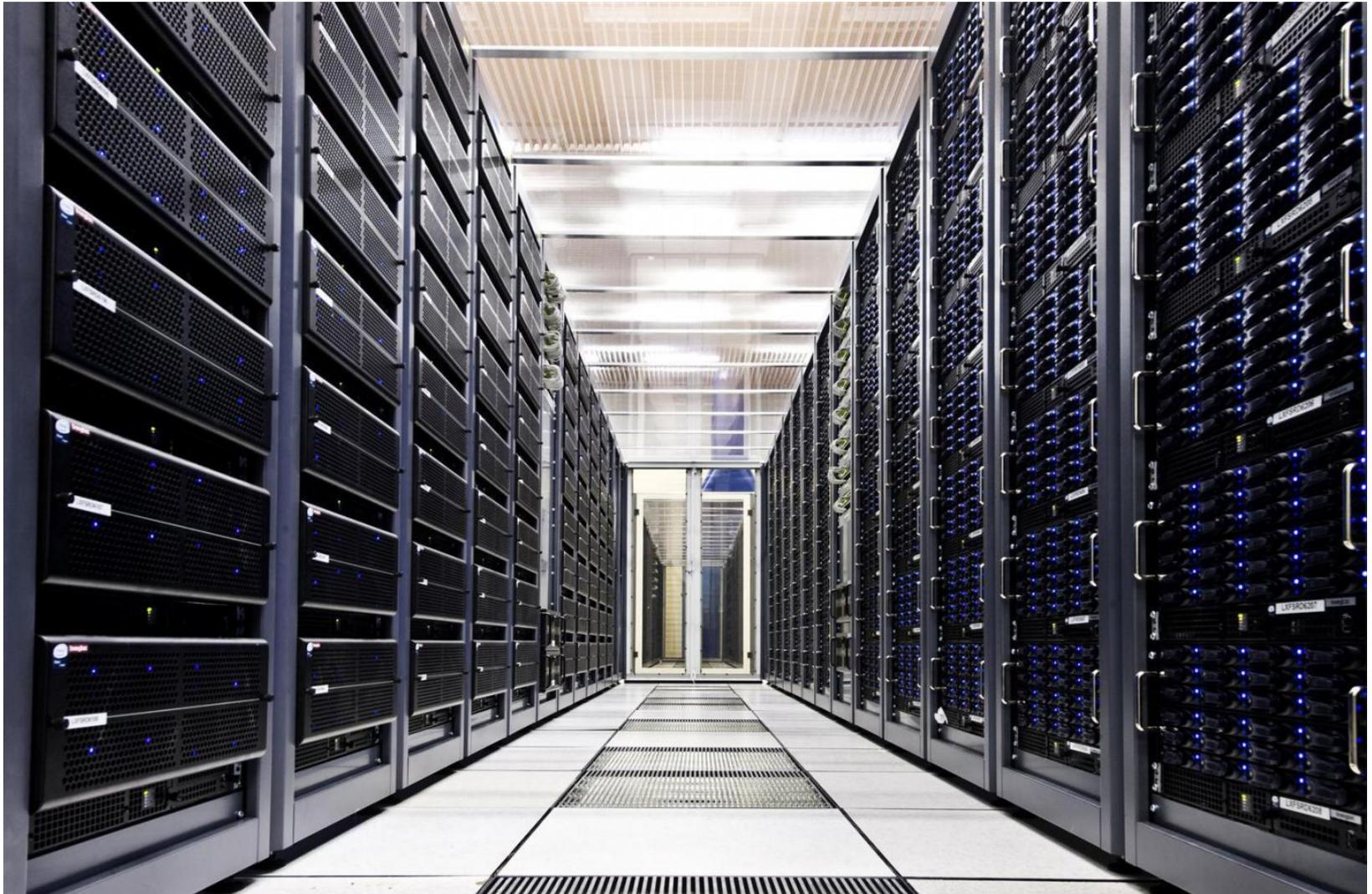


THE WAY  
IT'S MEANT  
TO BE PLAYED  
nvidia

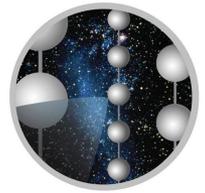
time delay  
vs. direct light

“on time”  → delayed

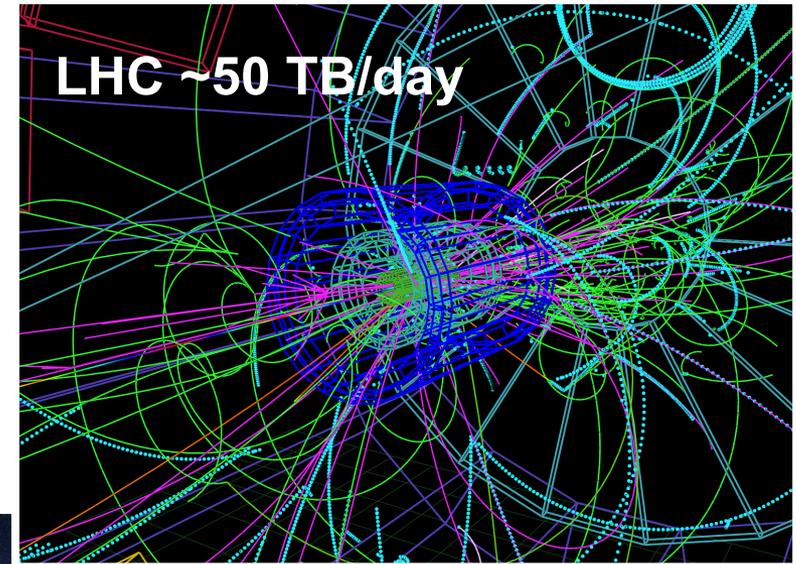
# High Throughput Computing



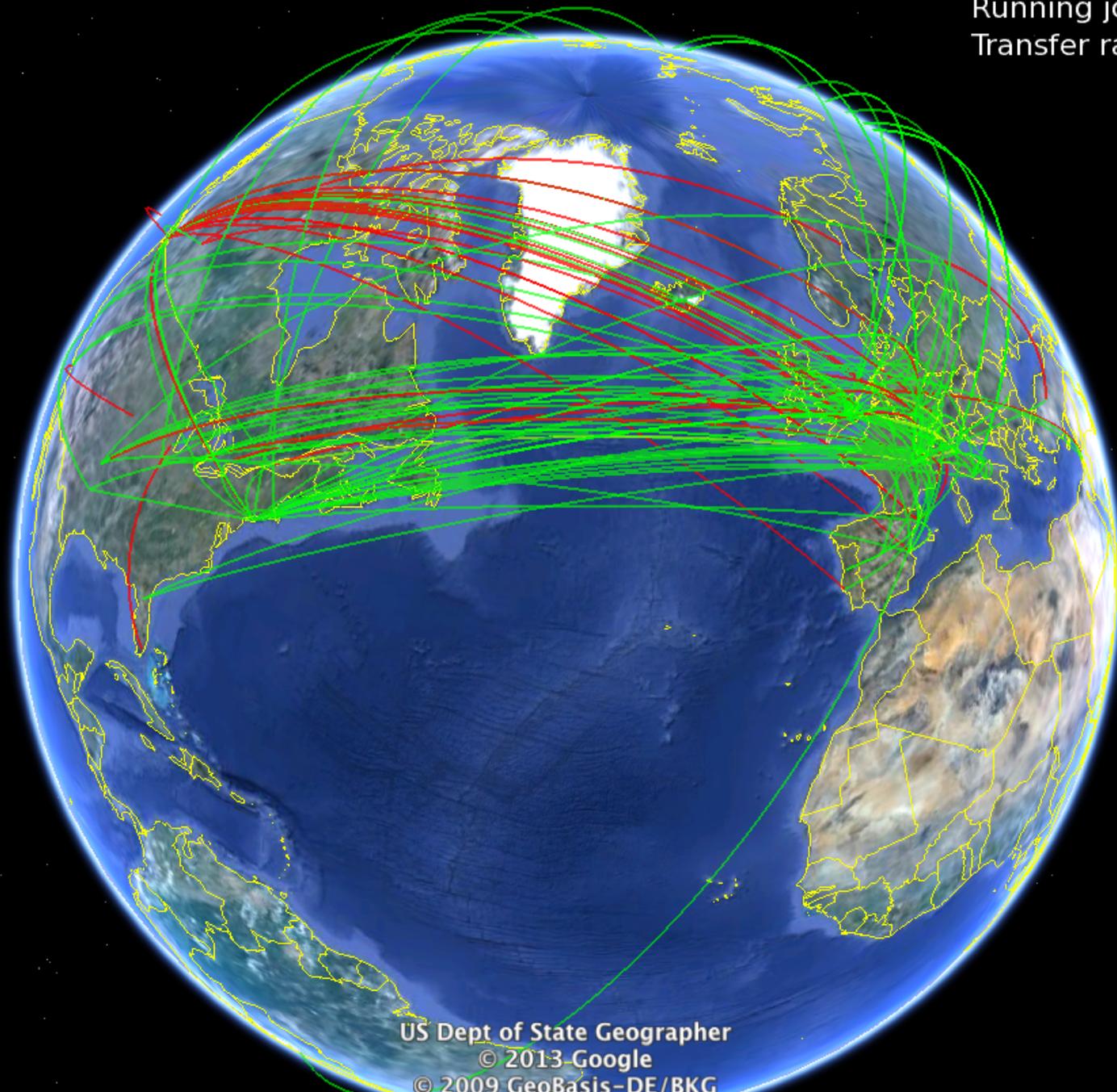
# High Throughput Computing



# Lots of data, in many fields



Running jobs: 236092  
Transfer rate: 11.41 GiB/sec



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