Benchmark Development Tutorial: Overview

Dmitry Kalinkin

University of Kentucky





Goals for benchmarking

Setting up analysis software to be automatically periodically run should allow us to:

- » Detect software regressions allow for faster development, ease software upgrades
- » Collaborative development publish things to avoid unnecessary duplicate work
- » Up to date calibration constants, ML artifacts
- » Analysis archival and preservation, validation against beam test results
- » Synergy with the simulation campaign production

There are some upfront costs in setup of the automation.



Testing and benchmarking in ePIC

required contribution, strict standards, early feedback low statistics

- » Development tests for epic geometry and for ElCrecon
- » Detector benchmarks
- » Physics benchmarks

voluntary contribution, relaxed standards, late feedback, large statistics



ePIC benchmarks on eicweb

Now available for contribution on GitHub, without an eicweb account:

We need more and better benchmarks to be added. We hope you can help!



Defining automation

The user experience on eicweb is not ideal. Defining analysis in .gitlab-ci.yml is a bit involved and doesn't allow to test changes locally.

Pilot project is to use Snakemake for analysis workflow definition.

- » allows to run small and large workflows locally
- » can submit **batch jobs** on computing grids (HTCondor, Slurm, ...)
- » less confusing than shell scripts
- » caches intermediate steps ideal for quick iteration development

Try it in Exercise 2 and let us know what you think!



The Tutorial

00:00

00:20

https://eic.github.io/tutorial-developing-benchmarks/

1. Excercise 1: Setting up your first benchmark

2. Excercise 2: Workflow management with Snakemake

How does one share data analysis workflows?

Online support \sim collab-mtg-jan24-tutorials during Jan 9 2024, \sim Helpdesk after that (make sure to refernce the tutorial)



Further work

An example of state of art benchmark with Snakemake and eicweb is https://github.com/eic/physics_benchmarks/tree/master/benchmarks/
diffractive_vm

- » Capable of campaign processing, and works on CI with online simulation (a "smoke test")
- » You should be now able to understand how it's setup!

Not covered:

- » Artifacts upload (write user-facing output to results/) visual results
- » common_bench numerical benchmark results, pass/fail conditions







epic geometry tests

કેન્

https://github.com/eic/epic/pulls

Review required At least 1 approving review is required by reviewers with write access. Learn more about pull request	Show all re reviews.	viewers
A 3 pending reviewers		~
Vinresolved conversations 1 conversation must be resolved before merging.		View
S skipped and 92 successful checks	Hide all	l checks
Iinux-lcg / build-lcg-ubuntu-2004 (pull_request) Skipped		Details
V 🕞 Pull Request Labeler / triage (pull_request_target) Successful in 4s		Details
V 🕢 linux-eic-shell / xmllint-before-build (pull_request) Successful in 17s	Required	Details
✓ Spdx / check-spdx-headers (pull_request) Successful in 6s		Details
V 💽 linux-eic-shell / list-detector-configs (pull_request) Successful in 5s		Details
✓	Required	Details
V 💽 linux-eic-shell / build (clang, clang++) (pull_request) Successful in 2m	Required	Details
V 💽 linux-eic-shell / xmllint-after-build (pull_request) Successful in 29s	Required	Details
V 💽 linux-eic-shell / check-geometry-configs (pull_request) Successful in 22m		Details
V 💽 linux-eic-shell / check-tracking-geometry (pull_request) Successful in 3m		Details
V 💽 linux-eic-shell / convert-to-gdml (pull_request) Successful in 2m		Details
V 💽 linux-eic-shell / convert-to-tgeo (pull_request) Successful in 3m		Details

- » Compile with gcc and clang
- » Run TGeo and Geant4 overlap checks for all configurations
- » Run ACTS checks
- » Produce GDML, ROOT(TGeo) geometry files
- » Render dawn views
- » Trigger running of detector and physics benchmarks on eicweb, status is reported back



epic geometry tests

https://github.com/eic/epic/pulls

		1.06:02:32 PM EDT 2023	(Required) Detail		
eicweb/physics_benchmarks (epic_bryc	ecanyon) — Succeeded! Fri Sep		(Required)		
eicweb/physics_benchmarks (epic_crate	erlake) — Succeeded! Fri Sep 1	05:48:16 PM EDT 2023	Required Detail		
eicweb/reconstruction_benchmarks (epi	c_brycecanyon) — Succeeded	Fri Sep 1 05:30:47 PM E	Required Detail		
eicweb/reconstruction_benchmarks (epi	c_craterlake) — Succeeded! Fr	i Sep 1 05:27:34 PM EDT	(Required) Detail		
EIC > benchmarks > physics_benchmarks > Pipelines > #70	6417				
Comment Worker Decembrack Voggened pipeline for commit 16/28/2911 (b) fmilhed 2 weeks apport For institution Social Soc					
Group jobs by Stage Job dependencies	reconstruct	analyze	collect		
Group jobs by Stage Job dependencies	reconstruct	analyze	collect		
Group Jabs by Stage Job dependencies simulate					
Group jobs by Stage Job dependencies simulate S backgrounds:synchrotron:simulate			S backgroundszes		
Group Jobs by Stage Job dependencies simulate @ backgroundscynchrotron simulate @ affractive, ymsimulate 2			backgroundszes diffractive_wm:res		
Corcup joids by Isage Jub dependencies mutuale Constrained definition def			backgroundszes diffractive_xmcre diszesutts		
Oreap joints by Itage Job dependencies mutuite to taskgrounds synchrotron simulate diffractive, m simulate difference diffractive, m simulate difference diffractive, m simulate difference diffractive, m simulate difference differe			backgroundszes diffractive_vmcres diffractive_vmcres diffractive_vmcres diszesutts		

- » Compile with gcc and clang
- » Run TGeo and Geant4 overlap checks for all configurations
- » Run ACTS checks
- » Produce GDML, ROOT(TGeo) geometry files
- » Render dawn views
- » Trigger running of detector and physics benchmarks on eicweb, status is reported back

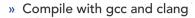


ElCrecon tests

8-0

https://github.com/eic/EICrecon/pulls

<	×	Review required At least 1 approving review is required by reviewers with write access. Learn more about pull request reviews.	Add your review
	 	All conversations are resolved 1 resolved conversation	View
	~	All checks have passed 92 successful checks	Hide all checks
	~	Build against eic-shell / build (gcc, g++, Release) (pull_request) Successful in 10m	ired Details
	~	Pull Request Labeler / triage (pull_request_target) Successful in 2s	Details
	~	Build against eic-shell / build (gcc, g++, Debug) (pull_request) Successful in 7m	ired Details
	~	Build against eic-shell / build (clang, clang++, Release) (pull_request) Successful in 7m	ired Details
	~	Build against eic-shell / build (clang, clang++, Debug, -fprofile-instr-generate -fcoverage-mapp	Details
	~	Bulld against eic-shell / npsim-gun (pi, brycecanyon) (pull_request) Successful in 36s	Details
	~	Bulld against eic-shell / npsim-gun (pi, craterlake) (pull_request) Successful in 57s	Details
	~	Build against eic-shell / npsim-gun (e, brycecanyon) (pull_request) Successful in 49s	Details
	~	Build against eic-shell / npsim-gun (e, craterlake) (pull_request) Successful in 40s	Details
	~	Build against eic-shell / npsim-gun-EcalLumiSpec (e, ip6_extended) (pull_request) Successful	Details
	~	Build against eic-shell / npsim-dis (5x41, 1, brycecanyon) (pull_request) Successful in 51s	Details



- » Static analysis and code style (clang-tidy, IWYU)
- » With AddressSanitizer and UBSanitizer
- » Run unit tests
- » Run simulation and reconstruction for gun and DIS (100 events)
- » Run JANA-based benchmarks
- » Upload artifacts (EDM4hep sim, EDM4eic reco, jana factory parameters, janadot, coverage report, doxygen)
- » Compare to reco EDM4eic to artifact from the base branch

ElCrecon tests

8-0

https://github.com/eic/EICrecon/pulls

×	Review required At least 1 approving review is required by reviewers with write access. Learn more about pull request reviews.	Add your review
~	All conversations are resolved 1 resolved conversation	View
 	All checks have passed 92 successful checks	Hide all checks
~	Build against eic-shell / build (gcc, g++, Release) (pull_request) Successful in 10m (Requi	ired Details
~	Pull Request Labeler / triage (pull_request_target) Successful in 2s	Details
~	Build against eic-shell / build (gcc, g++, Debug) (pull_request) Successful in 7m (Requi	ired Details
~	Build against eic-shell / build (clang, clang++, Release) (pull_request) Successful in 7m (Requi	ired Details
~	Build against eic-shell / build (clang, clang++, Debug, -fprofile-instr-generate -fcoverage-mapp	Details
~	Build against eic-shell / npsim-gun (pi, brycecanyon) (pull_request) Successful in 36s	Details
~	Build against eic-shell / npsim-gun (pi, craterlake) (pull_request) Successful in 57s	Details
~	Build against eic-shell / npsim-gun (e, brycecanyon) (pull_request) Successful in 49s	Details
~	Build against eic-shell / npsim-gun (e, craterlake) (pull_request) Successful in 40s	Details
~	Build against eic-shell / npsim-gun-EcalLumiSpec (e, ip6_extended) (pull_request) Successful	Details
~	Build against eic-shell / npsim-dis (5x41, 1, brycecanyon) (pull_request) Successful in 51s	Details

- » Compile with gcc and clang
- » Static analysis and code style (clang-tidy, IWYU)
- » With AddressSanitizer and UBSanitizer
- » Run unit tests

University of Kentucky

- » Run simulation and reconstruction for gun and DIS (100 events)
- » Run JANA-based benchmarks
- » Upload artifacts (EDM4hep sim, EDM4eic reco, jana factory parameters, janadot, coverage report, doxygen)
- » Compare to reco EDM4eic to artifact from the base branch