# INTRODUCING AMIT BASHYAL

By Amit Bashyal
Research Associate



### INTRODUCTION

- Recently joined the Brookhaven NPPS group as Postdoctoral Research Associate
- This talk about myself, past works (in Argonne National Laboratory) and projects in Brookhaven National Laboratory



#### BEFORE ARGONNE NATIONAL LABORATORY

- Completed by undergraduate in 2014
  - Interest in Particle Physics
- > Ph.D at Oregon State University (2015 2021)
  - Supervisor : Heidi M. Schellman
  - Thesis Topics: Neutrino Fluxes in DUNE and Cross-section measurement in MINERvA experiment (FNAL Seminar)
    - 2 journal papers (<u>here</u> and <u>here</u>)
  - Internship at Argonne National Laboratory (2018)
    - Implemention of Message Parsing Interface (MPI) libraries for parallel I/O in ROOT Framework (Link)



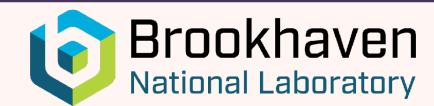




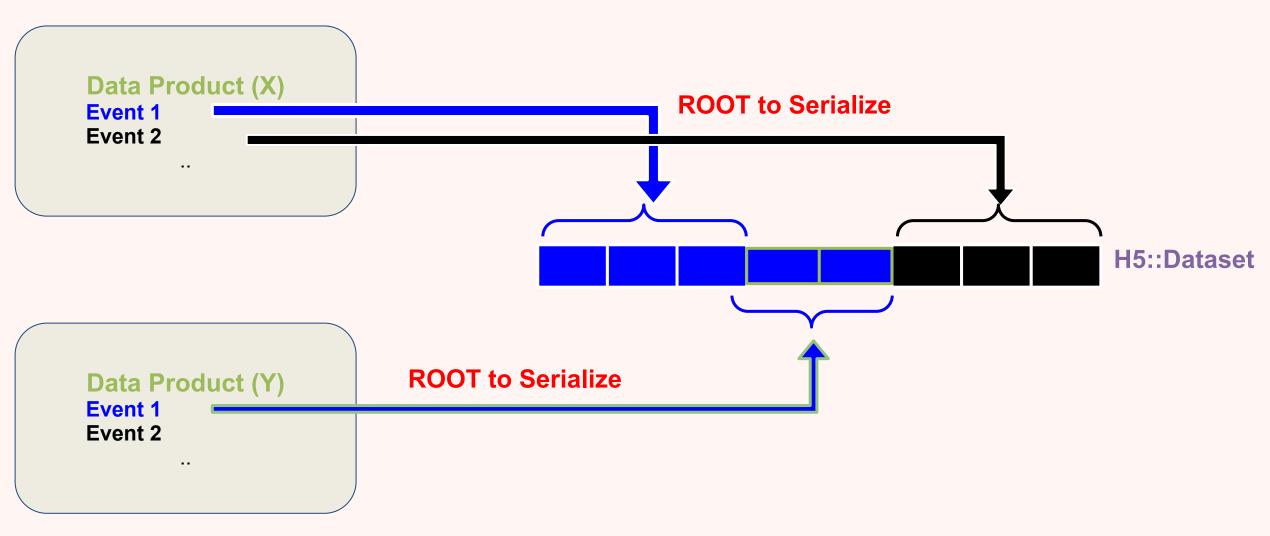


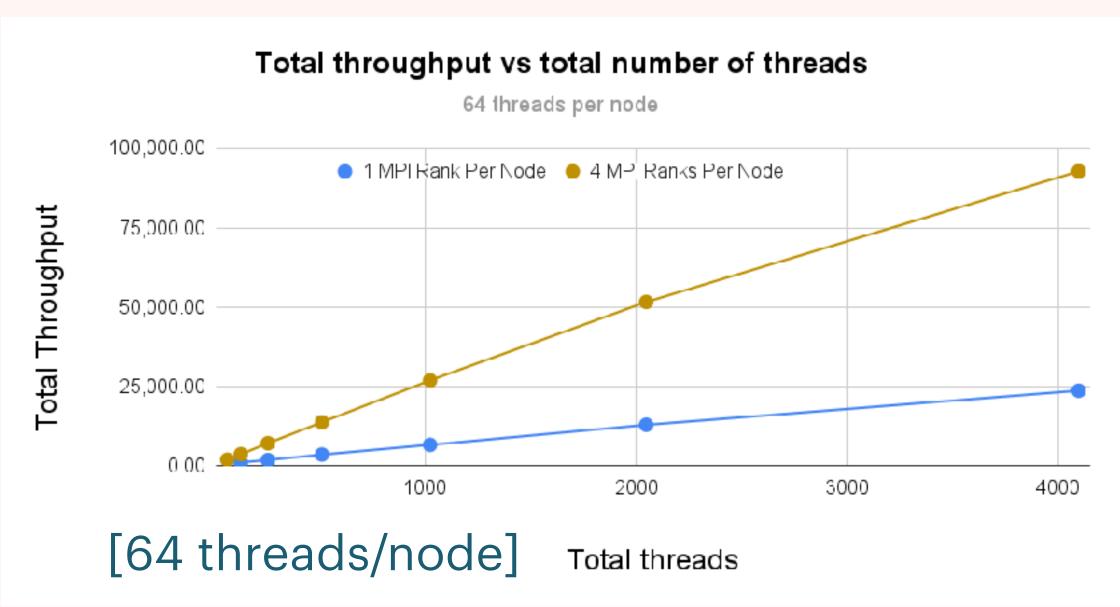
### ARGONNE NATIONAL LABORATORY

- Postdoctoral Research Associate at Argonne National Laboratory (2021 2025)
  - Involved in High Energy Physics Center for Computational Excellence (<u>HEP-CCE</u>)
  - Leveraging HPC resources for future generation HEP experiments (HL-LHC, DUNE)
  - Development of tools for I/O the HPC envronment, RNTuple investigation
    - Use of HDF5 libraries for parallel writing of HEP data
    - Accelerator Friendly Data model for the HEP experiments
    - Persistence of DUNE data models in RNTuple
  - Received LDRD seed grant to investigate modern lossy compression algorithms for DUNE data
  - Level 3 co-manager for the Accelerator Integration Efforts in the DUNE experiment



# PARALLEL I/O OF HEP DATA





HEP data products are serialized before writing them into HDF5. Process is parallelized such that multiple parallel processes can write into one HDF5 Dataset simultaneously.

Throughput as a function of number of threads with 64 threads per compute node. Throughput is shown for 1 parallel process per node and 4 parallel process per node configuration. Test was done in CORI@NERSC.



## GPU FRIENDLY DATA MODEL: <u>SURVEY</u>

- Led the survey of efforts made by experiments to make their data models GPU friendly
- Summary
- Complex Event Data Model (EDM) →
   Challenge to adopt GPUs
  - Most of the data models designed for ROOT storage (supports persistence of complex C++ objects)
  - Most of the efforts on Data model transformation (AoS →SoA)

Experiment	ATLAS	смѕ	DUNE	EDM4hep	NOvA*
General Overview					
Speaker	Scott Snyder	Matti Kortelainen	Mike Kirby	Benedikt Hegner	Marc Paterno
Talk Link (Indico)	https://indico. fnal.gov/even t/57595/contri butions/2565 83/attachmen ts/162731/21 5145/2023-0 1-10-edm.pdf	https://indico. fnal.gov/even t/55536/	https://indico. fnal.gov/even t/58260/	https://indico.fna l.gov/e/55542	https://indico.fna l.gov/event/5896 2/contributions/2 62454/attachme nts/165673/2201 82/DataOrganiz ationForParallel Processing.pdf
Github Link:	https://gitlab. cern.ch/akras zna/asyncga udi.git		_	https://github. com/key4hep /EDM4hep	https://github. com/art-fram ework-suite/h ep-hpc
Languages	C++/CUDA	C++/CUDA/A LPAKA	C++/CUDA	C++/python	python (PandAna*)
Storage Support	ROOT	ROOT	ROOT/HDF5	ROOT/LCIO	HDF5
Data Model	xAOD	Arravs	art	POD (Plain	CAF

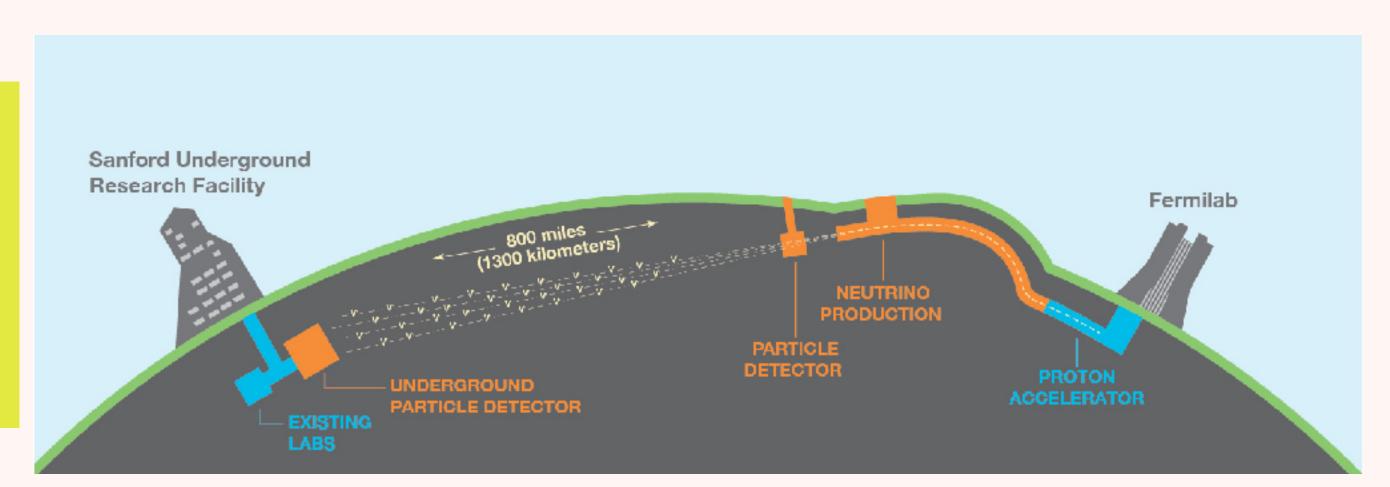


#### PERSISTENCE OF DUNE ANALYSIS DATA MODEL IN RNTUPLE

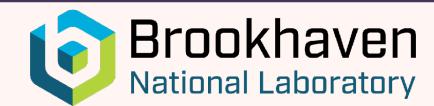
Neutrino oscillation experiments measure neutrino events in two detectors.

Near the neutrino source to profile the neutrino beam.

Far (~1200 km in the case of DUNE) to record (un)oscillated neutrino events

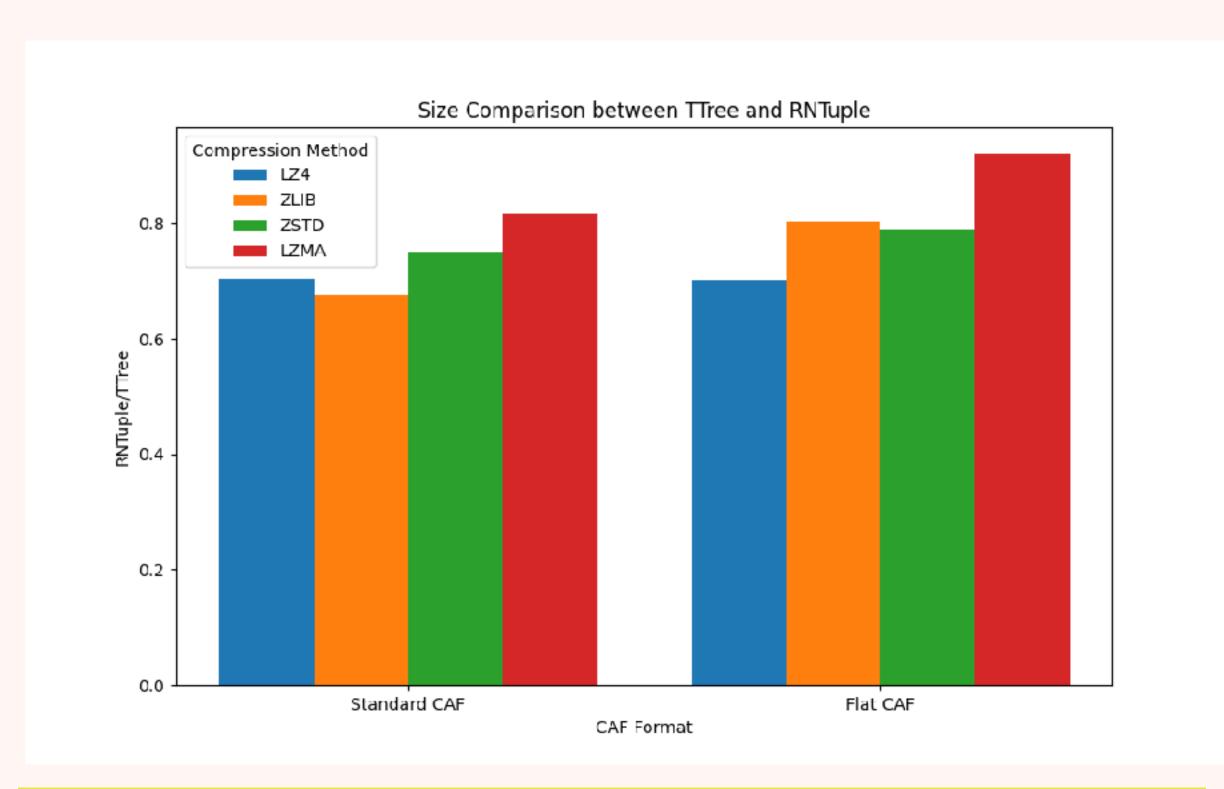


- DUNE analysis data model →CAF (Common Analysis Format) Data model
- Records events in near and far detectors (often with different detector designs/technologies)
  in same data model
- Events are recorded as tracks and showers
- Generator level information for simulated events

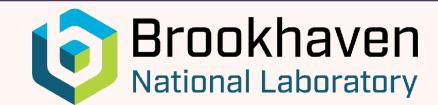


## CAF: TTREE TO RNTUPE

- In the DUNE/HL-LHC Era, RNTuple will replace TTree as the primary I/O subsystem and storage backend
  - Many details in many talks (including this) but future experiments have to adopt RNTuple to stay current with the ROOT Eco-System
- Wrote standalone framework that does I/O of CAF obects using RNTuple API and stores in RNTuple formats
  - Toy framework to generate CAF objects
  - Replacement of raw pointers with smart pointers.
  - Data model by itself is (mostly) compatible with RNTuple
  - Examples (in both TTree and RNTuple) to show the usage RNTuple for U/O



File size comparison of CAF objects persisted in RNTuple to TTree format with different compression algorithms provided by ROOT.



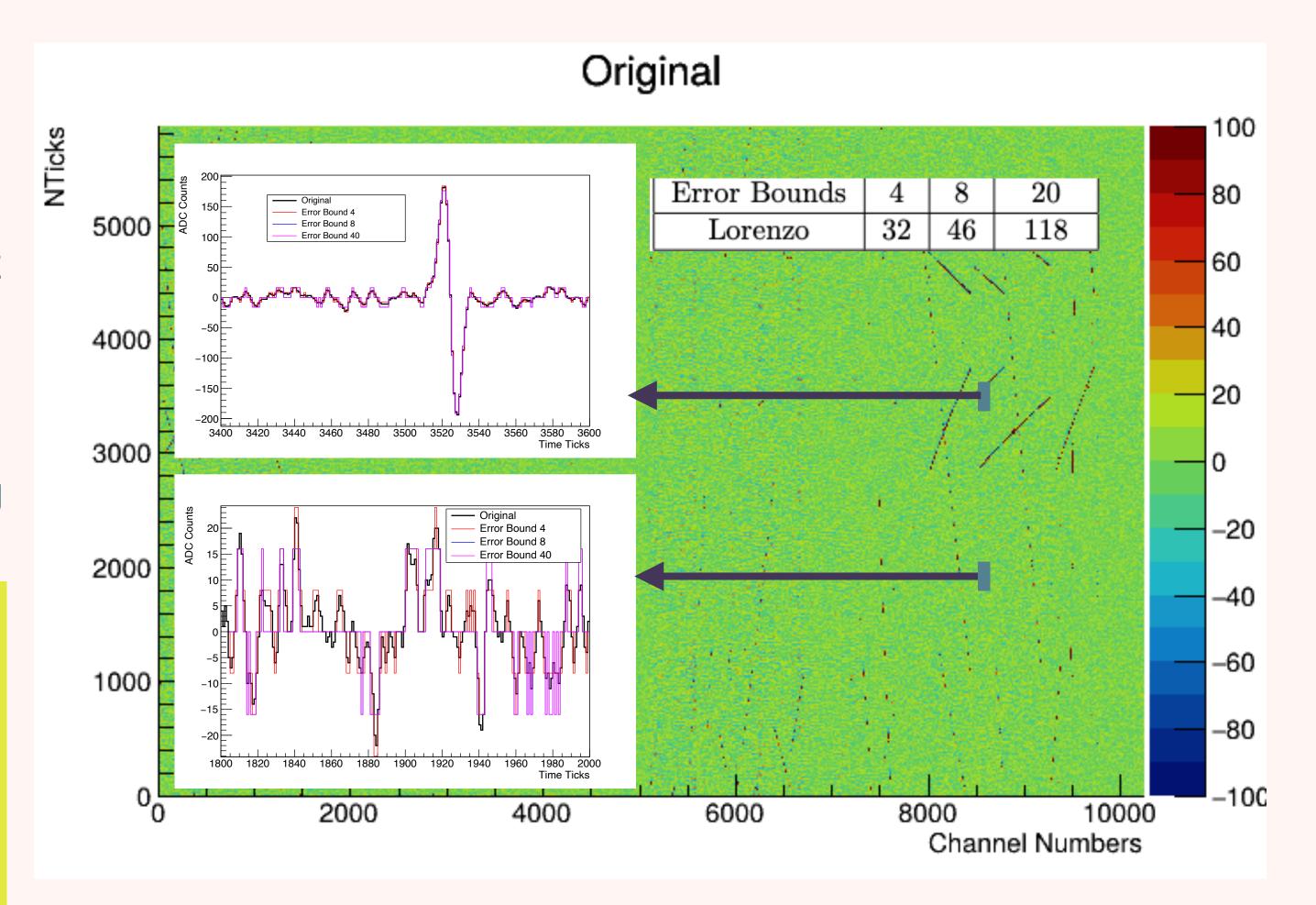
#### INTELLIGENT LOSSY COMPRESSION OF DUNE DATA

- Use of SZ3 algorithm to compress the DUNE raw waveform data
- LDRD Seed proposal to mentor a student (Final presentation <u>here</u>, technote <u>here</u>)
- Test framework that allows (de)compression of DUNE raw data using SZ3 compression algorithm

Figure shows the Proto-DUNE wave form data as a function of channel numbers and time ticks.

Color scale is the ADC count recorded by the channels. 1 D histograms shows the 1 D projection of readouts in different regions of channel 8500 with different resolution decompressed data.

Compression with Lorenzo Prediction of SZ3 algorithm.





## TRANSITION TO BNL

- ▶ Joined NPPS group as postdoctoral Research Associate in March 3, 2025.
  - DUNE and AID(2)E projects

#### **DUNE**

- LDRD-D Project on the research and development of LAr TPC raw data processing utilizing heterogeneous compute resources for DUNE Far detector
- > Optimize and develop payload and DP algorithms to utilize GPUs efficiently
- > Synergy with current role as L3 manager for acceleration integration in DUNE

#### **AID(2)E** (AI-Assisted Detector Design for EIC)

- > Design of second EIC detector using AI with Multiobjective Optimization (MOOP)
- Optimization using <u>ax</u> libraries
- > Scaling of compute intensive optimization using PanDA and iDDS system (my current focus)
- Many thanks to NPPS group members to help me with onboarding (access to machines, repositories, tools and answering my questions)



## TRANSITION TO BNL

- Moving to NY before August.
- Hope to see (most of) you soon!!

