

Computing for Experimental Nuclear Physics at JLab

EXTREEMS-QED Program Visit

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Overall Drivers of Computing Need

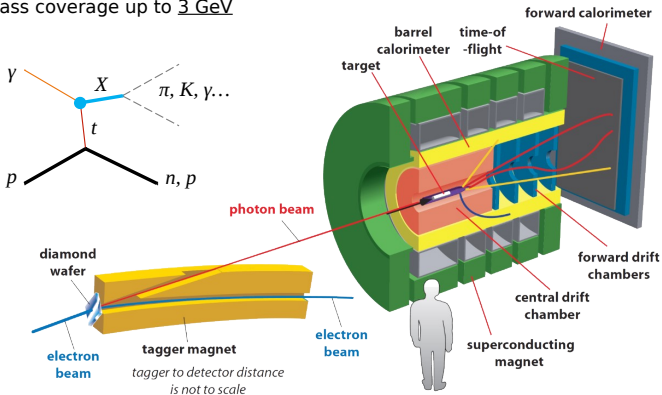
- data rate/data volume
- need for simulated data
- computing load per event

Computational Problem Domain

- events: beam-target collisions recorded by detector
 - ▶ beam mostly misses target
 - ▶ simulated events as well
- quantum mechanics \Rightarrow probability and statistics
- events are statistically independent \Rightarrow embarrassingly parallel

GlueX: Study **Gl**uon **Exc**itation

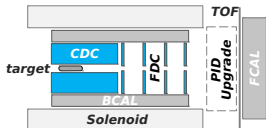
- High luminosity linearly polarized photon beam: 8.4~9 GeV
- Liquid Hydrogen target
- Mass coverage up to 3 GeV
- Hermetic detector system for multiple particle final states
- Partial wave analysis



Tracking



- Central Drift Chamber (CDC) - CMU
 - Straw tube design - single end readout
 - 28 layers (16 stereo layers - $\pm 6^\circ$), 3522 tubes
- Forward Drift Chamber (FDC) - JLab
 - Traditional drift chamber, readout from both cathode strips and anode wires
 - 4 packages, 24 readout planes - 3 orientations, 12672 channels



Computational Tasks

Will only describe two:

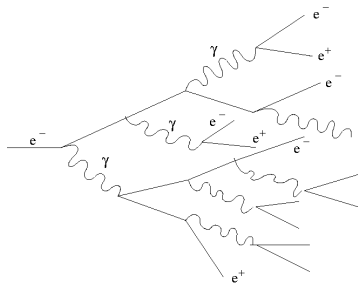
- ① event simulation
- ② charged particle tracking

Event Simulation

- purpose: study how detector distorts events
- gaps, resolution, confusions
- two types of confusion
 - ▶ within an event
 - ★ particles messing up detection of other particles
 - ★ event particles vs. other event particles
 - ★ non-event particles vs. event particles
 - ★ event particles vs. themselves
 - ▶ event mis-classification
 - ★ wrong particle roster
 - ★ "background"

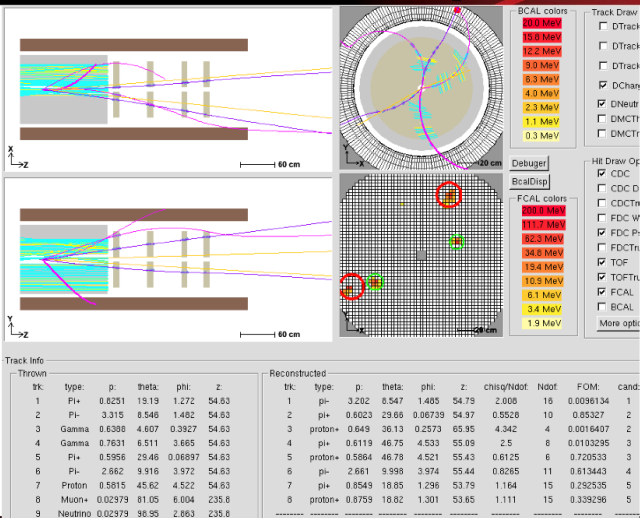
Simulated Physical Processes

- initial data: list of particles and their momenta
- propagate through detector
- simulate interactions with detector material:
 - ▶ Charged Particles
 - ★ multiple Coulomb scattering
 - ★ energy loss
 - ★ hadronic interactions
 - ▶ Photons and Electrons: showers (expensive)



A well-reconstructed $b_1\pi$ event

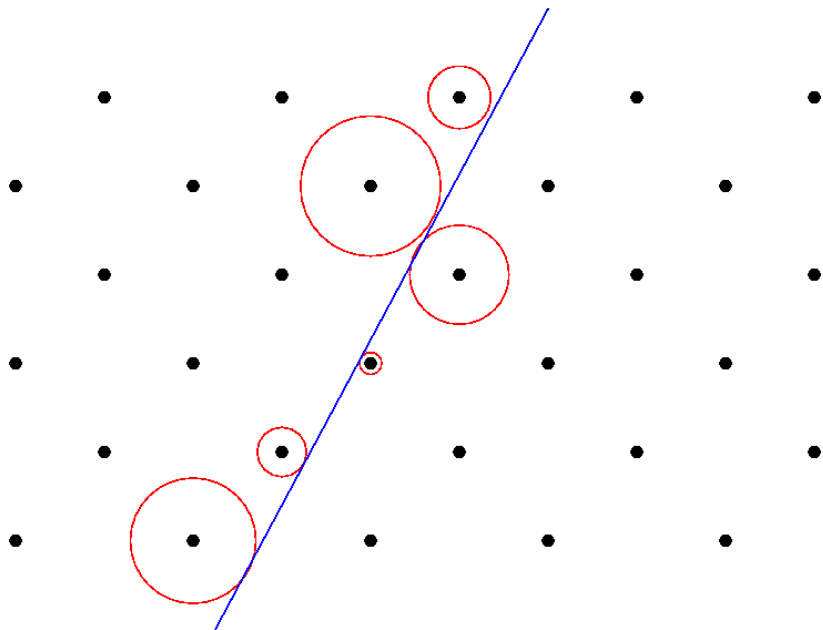
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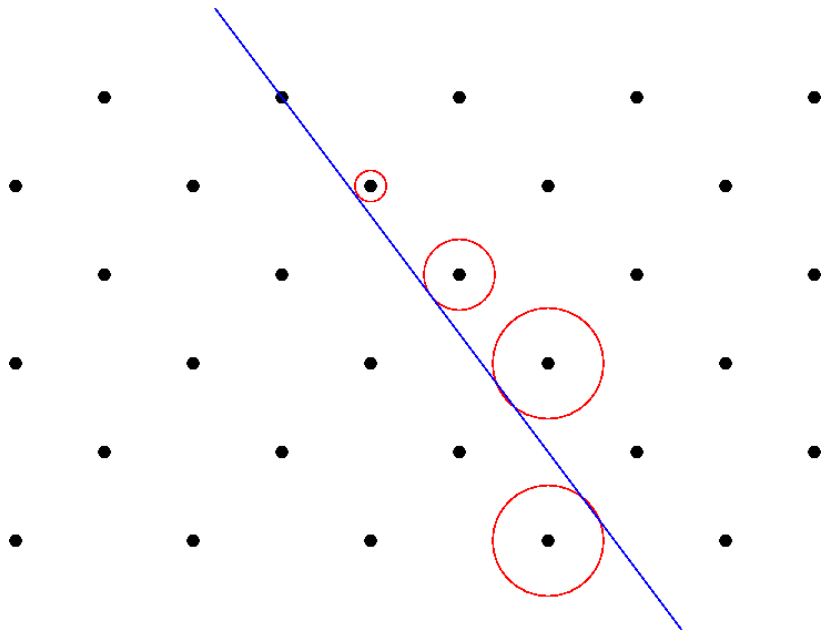


Charged Particle Tracking

Part of reconstruction of events, real or simulated

- assigning “hits” to particles: track finding
- extracting physical properties from hit patterns: track fitting
 - ▶ drift chambers measure time of arrival of electrons from ionization of gas by particles
 - ▶ time \Rightarrow distance-from-wire measurement
 - ▶ find best track parameters: minimize chi-squared





Complications

- real problem is in 3-D
- particles bend in magnetic field
- if field non-uniform, no analytic representation of trajectory
 - ▶ solve partial differential equation numerically
 - ▶ trace trajectory in small steps, of order cm at a time (expensive)
 - ▶ iterate process to minimize chi-squared

Some Rough Numbers

- raw data rate: 20 k events/s or 300 MB/s
- computing time per core per event: 0.13 s
- computing time to create simulated event: 0.07 s
- planning 10 k cores for Hall D
- expect to write 8 PB/y to magnetic tape

Amplitude Analysis

- detected: set of final state particles
- same set can be reached by more than one set of intermediate states/particles
- each scenario represented by a complex amplitude
- probabilities obtained by the modulus squared of the sum of amplitudes
- fit for parameters of amplitudes to reproduce observed probabilities
- in principle:
 - 1 for each event, calculate probability density (expensive)
 - 2 multiply probabilities for all events
 - 3 adjust amplitude parameters
 - 4 iterate