



Grids: Why and How (you might use them)

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VLVvT Workshop

NIKHEF

06 October 2003





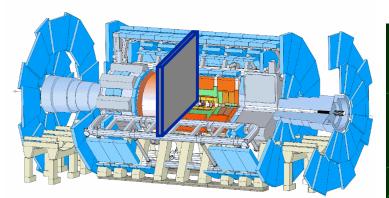


- Why are Grids interesting? Grids are solutions so I will spend some time talking about the problem and show how Grids are relevant. Solutions should solve a problem.
- What are Computational Grids?
- How are we (high-energy physicists) using Grids? What tools are available?
- How might they be of interest to Neutrino Telescopists?

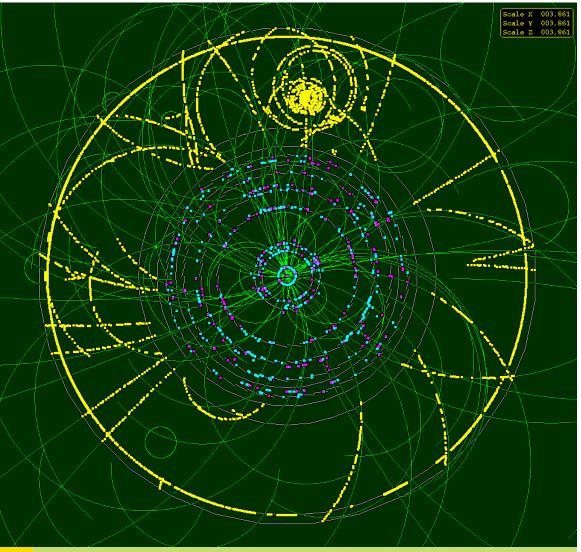




Our Problem



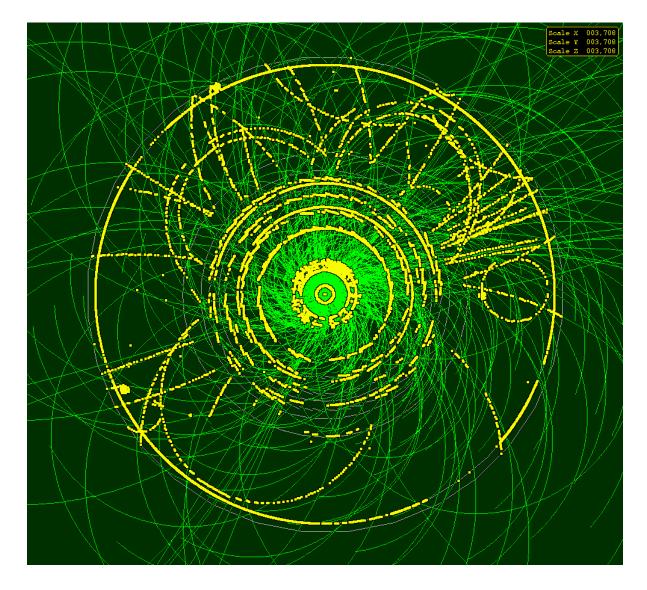
Place event info on 3D map
Trace trajectories through hits
Assign type to each track
Find particles you want
Needle in a haystack!
This is "relatively easy" case



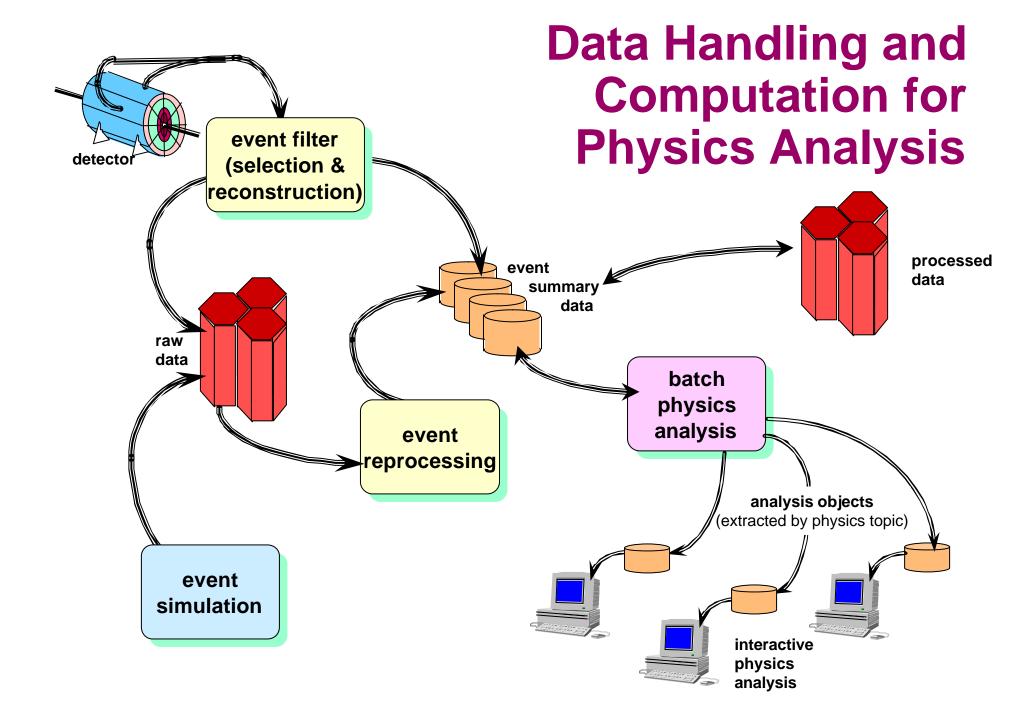




More complex example









Computational Aspects

- To reconstruct and analyze 1 event takes about 90 seconds
- Most collisions recorded are not what we're looking for maybe want as few as one out of a million. But we have to check them all!
- Analysis program needs lots of calibration; determined from inspecting results of first pass.
- $\bullet \Rightarrow$ Each event will be analyzed several times!







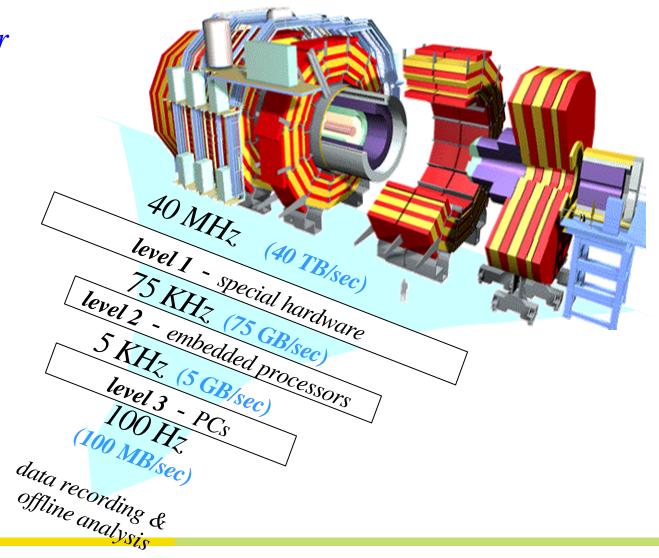




One of the four LHC detectors

online system

multi-level trigger filter out background reduce data volume







Computational Implications (2)

- 90 seconds per event to reconstruct and analyze
- 100 incoming events per second
- To keep up, need either:
 - A computer that is *nine thousand times faster*, or
 - nine thousand computers working together
- Moore's Law: wait 20 years and computers will be 9000 times faster (we need them in 2006!)
- Four LHC experiments plus extra work: need >50k computers
- Grids: make large numbers of computers work together







- HEP has experience with a couple thousand computers in one
 - place

BUT

- •Putting them all in one spot leads to traffic jams
- •CERN can't pay for it all
- Someone else controls your resources
- •Can you use them for other (non-CERN) work?

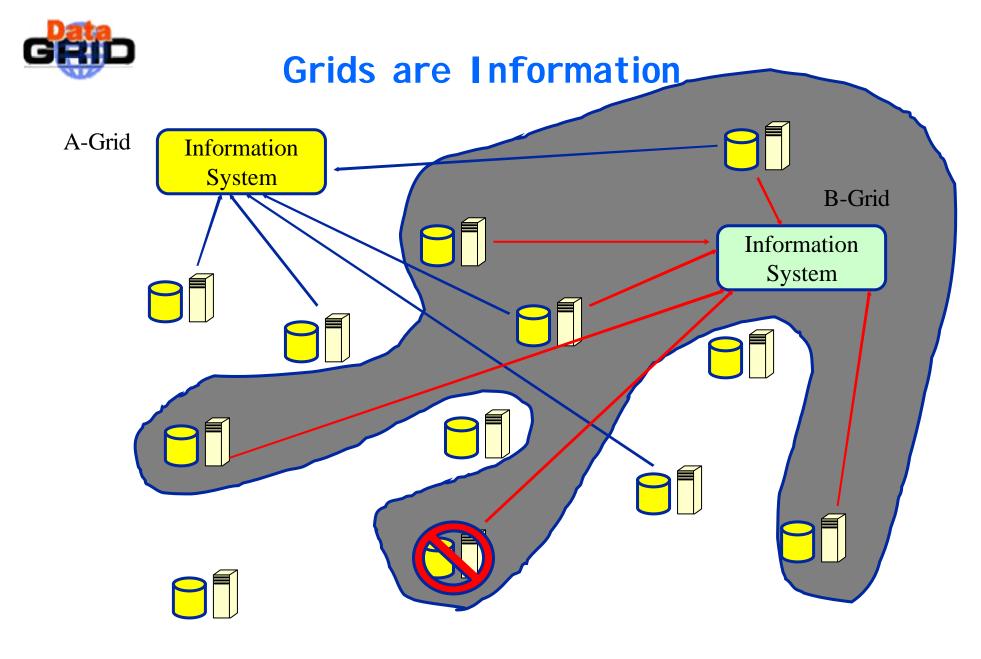




Distribute computers like users

- Most of computer power not at CERN
 - need to move users' jobs to available CPU
 - Better if jobs are sent to CPUs "close" to data they consume
- Need computing resource management
 - How to connect users with available power?
- Need data storage management
 - How to distribute?
 - What about copies? (Lots of people want access to same data)
- Need authorization & authentication for access to resources!







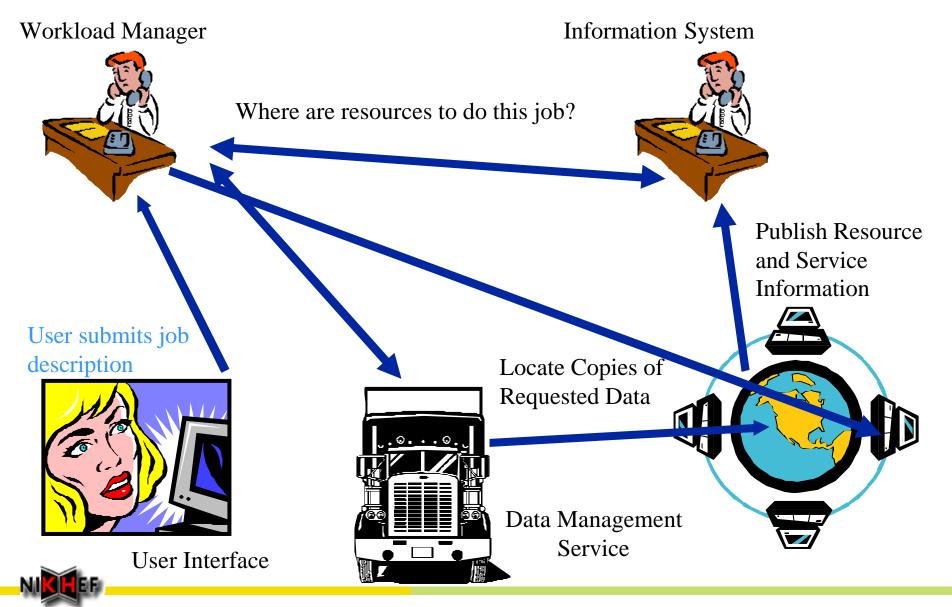


- You submit your work, and the Grid
 - Finds convenient places for it to be run
 - Organises efficient access to your data
 - · Caching, migration, replication
 - Deals with authentication to the different sites that you will be using
 - Interfaces to local site resource allocation mechanisms, policies
 - Runs your jobs
 - Monitors progress and recovers from problems
 - Tells you when your work is complete
- If your task allows, Grid can also decompose your work into convenient execution units based on available resources, data distribution





How it works





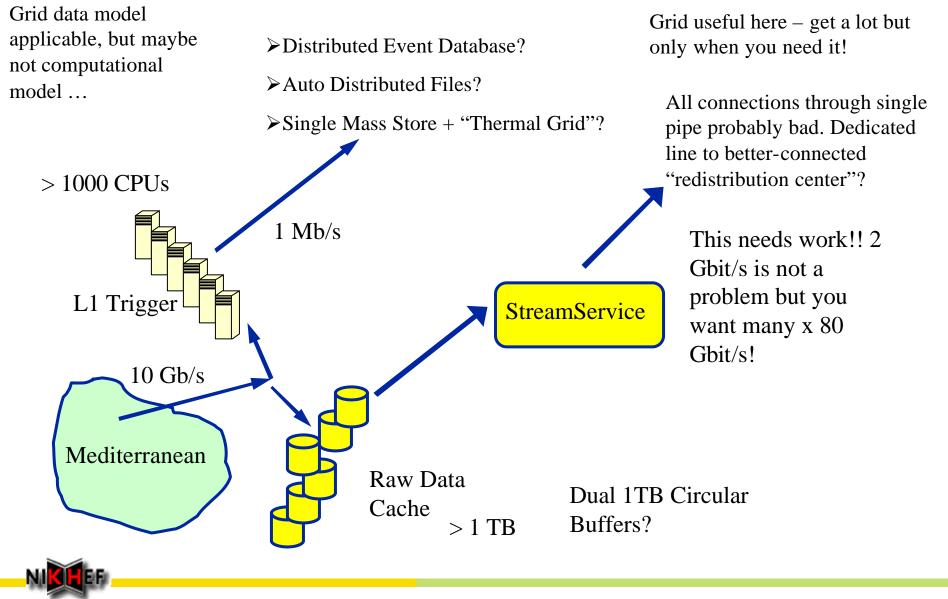
What's There Now?

- Job Submission
 - Marriage of Globus, Condor-G, EDG Workload Manager
 - Latest version reliable at 99% level
- Information System
 - New System (R-GMA) very good information model, implementation still evolving
 - Old System (MDS) poor information model, poor architecture, but hacks allow 99% "uptime"
- Data Management
 - Replica Location Service convenient and powerful system for locating and manipulating distributed data; mostly still user-driven (no heuristics)
- Data Storage
 - "Bare gridFTP server" reliable but mostly suited to disk-only mass store
 - SRM no mature implementations





$\textbf{VLV} \nu \textbf{T} ~ \textbf{Reconstruction} ~ \textbf{Model}$





- History of Internet Land Speed Record
 - 930 Mbit/sec (NI KHEF/California) 1 year ago
 - 2.2 Gbit/sec (CERN) six months ago
 - 5 Gbit/sec today (tests last week from NI KHEF)
- This rapid advance results in network people looking for groups who can fill the pipes!!





Conclusions

- Grids are working *now* for workload management in HEP
- Data model of VLV ν T matches Grid data model quite well
- Gamma-Ray burst scenario matches Grid computational paradigm well
- Network demands appear feasible and will be welcomed
- Sounds like a lot of fun!

