



ARTEMIS and GPU based real-time signal detection.

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University of Oxford.

13th November 2013

Talk: Part I...

First: An introduction to ARTEMIS and our current results.

Second: ARTEMIS – what's under the hood? (GPU de-dispersion using Astro-Accelerate).


What is ARTEMIS...

Real time detection system to detect RRATs and Lorimer bursts as they happen.


Built around affordable and scalable hardware with accelerated processing provided by NVIDIA GPUs.

Buffered voltage and Stokes data allows for extensive follow-up analysis.


What is ARTEMIS...




Chris Williams




Steve Roberts




Aris Karastergiou




Wes Armour



Mike Giles



Fred Dulwich



ARTEMIS

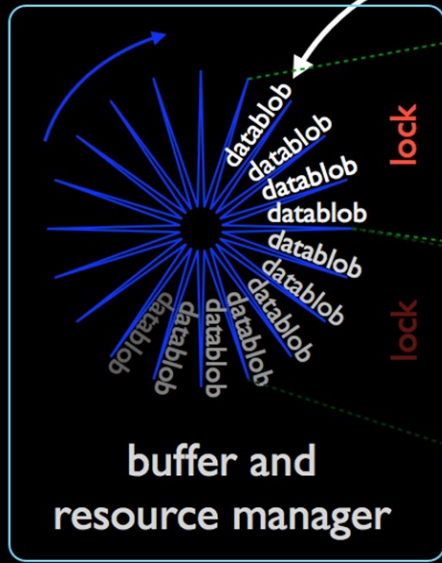
serial pipeline

Data receptor

PPF channeliser

Stokes Generator

RFI clipper



buffer and resource manager

Asynchronous Task
dispersion search $(f,t) \times (dm,t)$

event detection

output streamer

Asynchronous Task
dedispersion $(f,t) \times (dm,t)$


pulsar search

AMPP


Artemis Modular Pelican Pipelines

C	S	r	d	o
C	-	-	-	o
C	S	-	-	o
-	-	r	-	o
-	-	-	d	o
-	-	-	-	o
C	S	r	-	o


hardware



Dell Poweredge C6100




Dell Poweredge C4100




NVIDIA
Tesla M2050 / M2070 GPU Computing Module


NVIDIA partner
Tesla™ M2050/M2070
supercomputing
consumption as
world's highest
clusters and data




Fred Dulwich




Ben Mort



Dalal Ait Allal



Alessio Magro



Stef Salvini

ARTEMIS and LOFAR international stations...



Large collecting area, high sensitivity

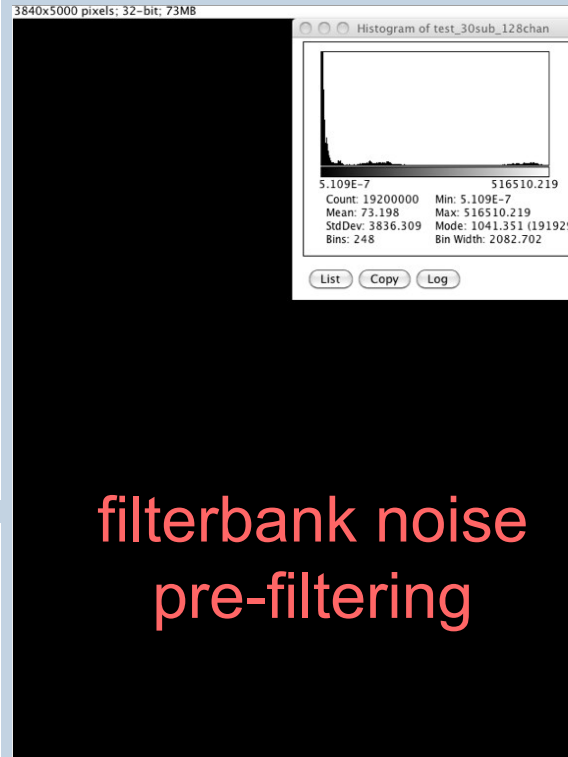
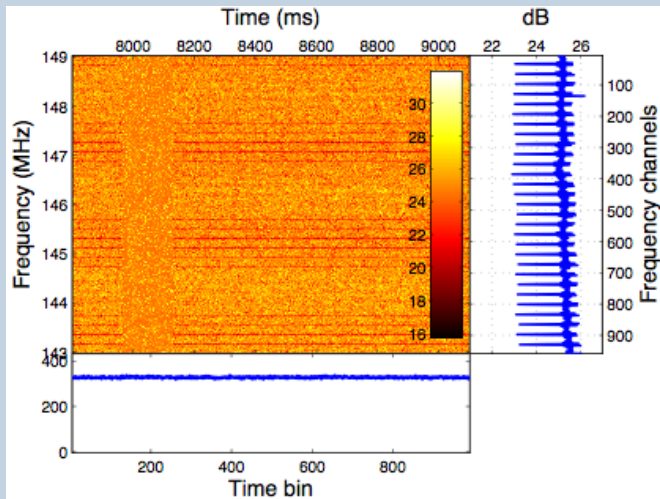
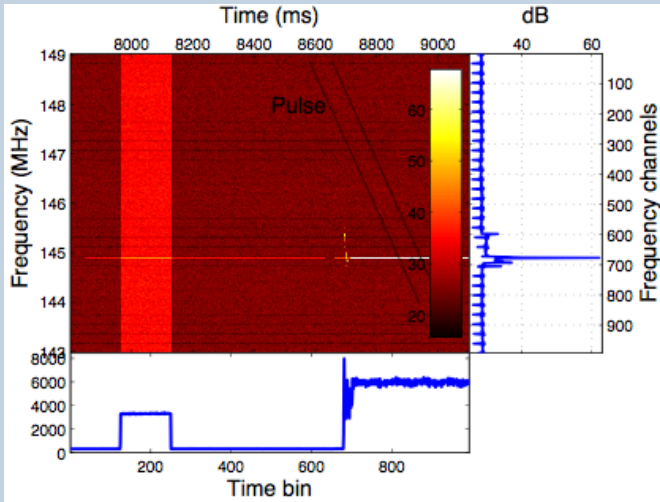
96 coherently added dipoles x 2 pol

Very fast sampling rate: $5.12\mu\text{s}$ voltage data

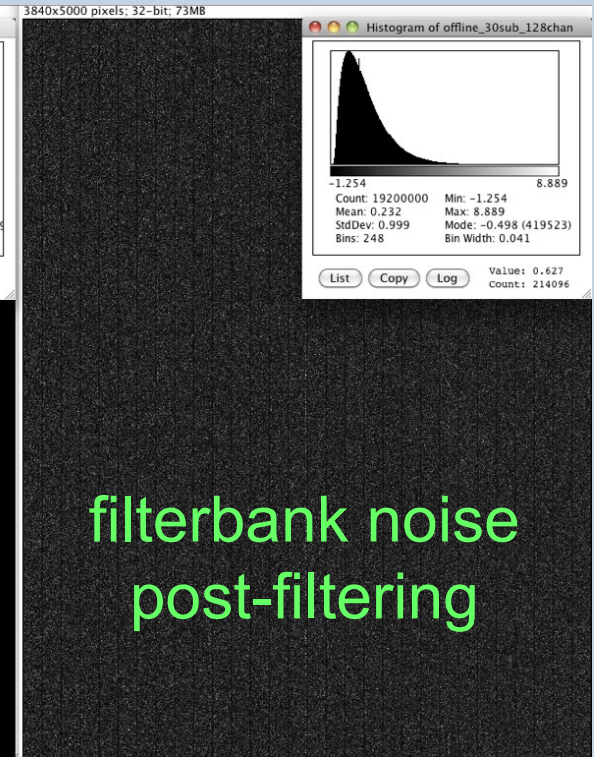
Large fields of view: 30 sq.deg in 8 x 6MHz beams (at 150 MHz)

Large amounts of observing available time

ARTEMIS and RFI mitigation...



filterbank noise
pre-filtering



filterbank noise
post-filtering

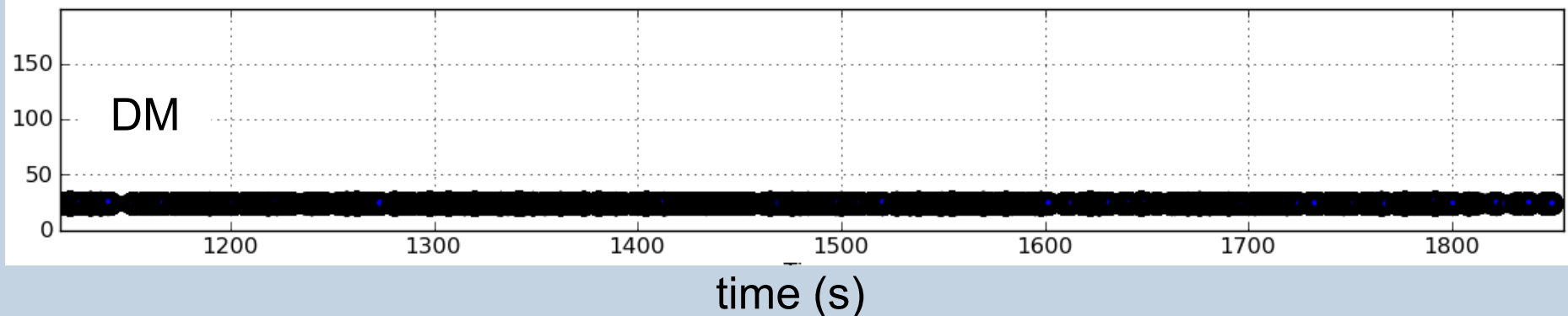
Dynamic noise modeling
=
Effective RFI removal

ARTEMIS and Many-Core Acceleration...

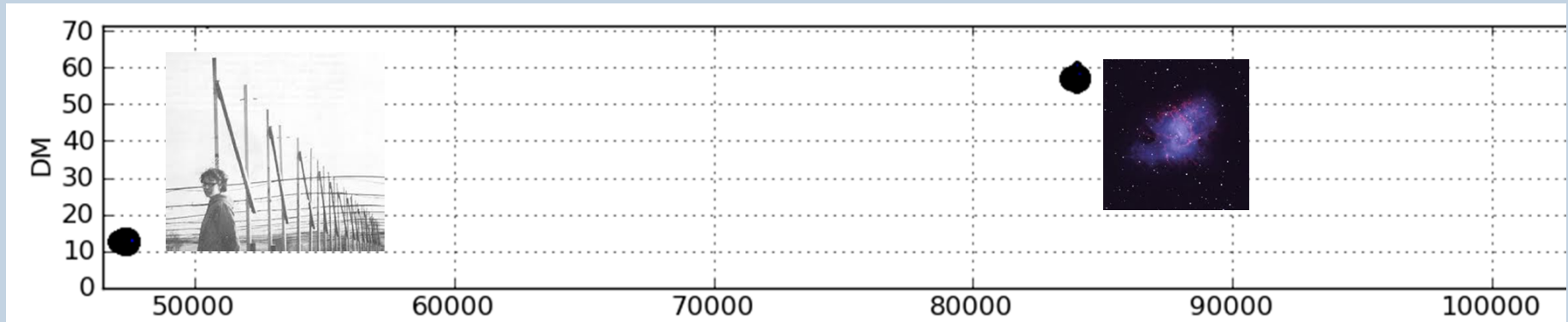
GPU de-dispersion test:

1500 measures searched in real-time,
only pulses from B0329+54 detected,
no spurious signals

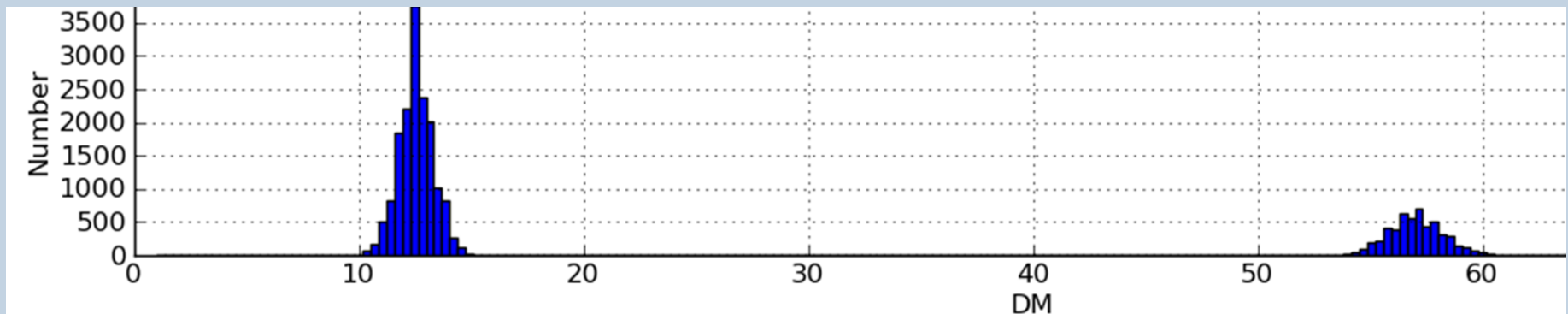
(Will talk more about this later)



ARTEMIS: Initial Results...



26 December 2011
drift scan with beam at Dec=+21°



ARTEMIS: Survey I...

- 1000 h of observations
- 8 beams on Greenwich meridian
- 143 - 149 MHz
- ~2000 x 3.05 kHz channels
- ~40 Jy (at 8σ) over 2ms integrations
- $DM_{\max} = 150 \text{ pc} / \text{cm}^3$
- Sampling local Galactic population (really?)

ARTEMIS: Survey I, Results...

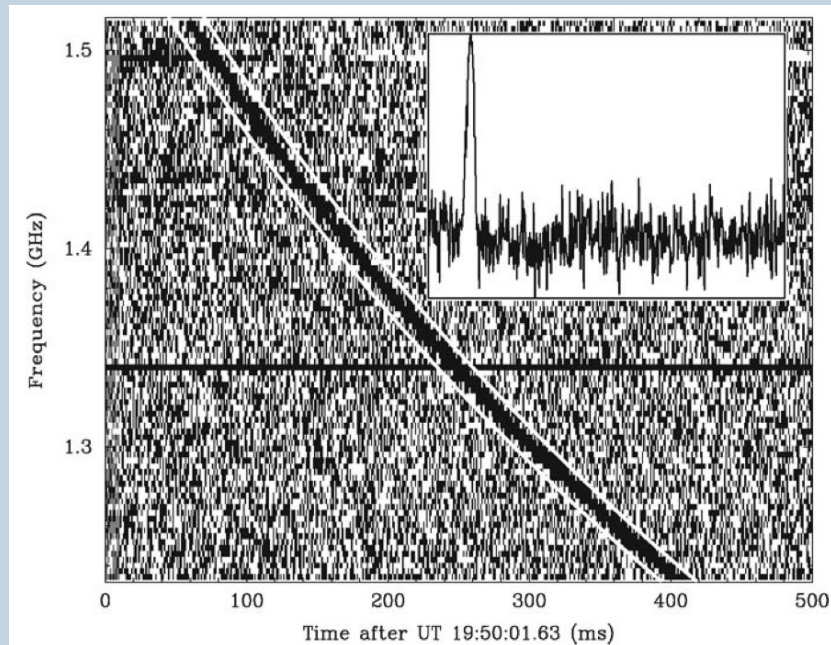
For 40 Jy (8σ) sources in 2ms integrations:

$$R < 1/1000\text{h}/30\text{deg}^2 \approx 30 \text{ sources / sky / day}$$

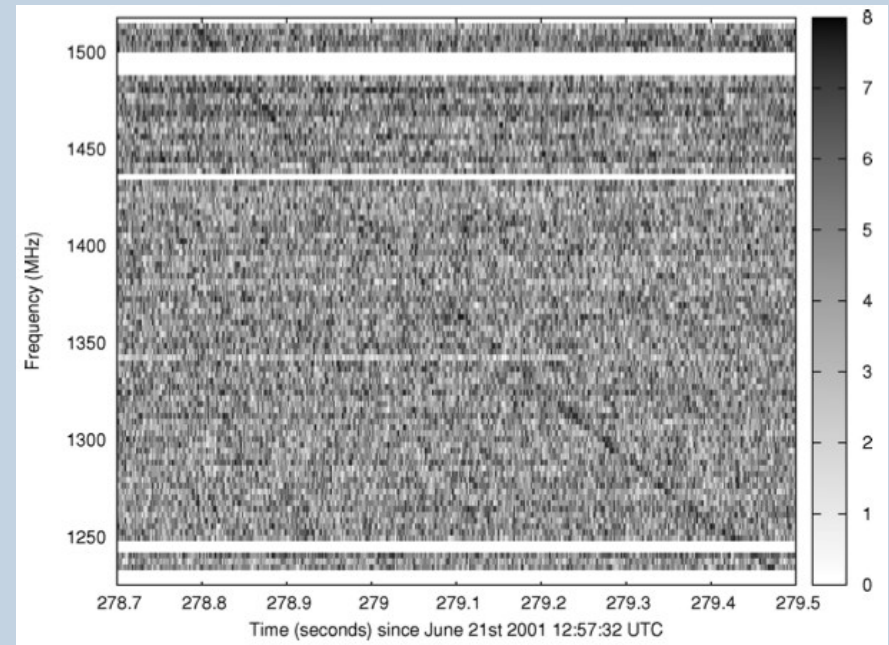
$$\approx 3 \times 10^{-5} \text{ sources / deg}^2 \text{ / hour}$$

Consistent with Lorimer et.al. 2013
and Hassall et.al. 2013

ARTEMIS: Current Status...



Lorimer 2007



Keane 2012

ARTEMIS has no confirmed detections yet...

ARTEMIS: On going and Future Work - Survey II...

- 8 beams on Greenwich meridian
- 143 - 149 MHz
- ~4000 x 1.5 kHz channels
- ~650 microsecond resolution
- $DM_{\max} = 320 \text{ pc} / \text{cm}^3$

Talk: Part II...

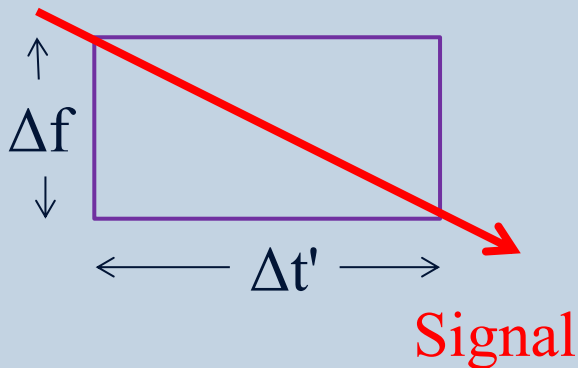
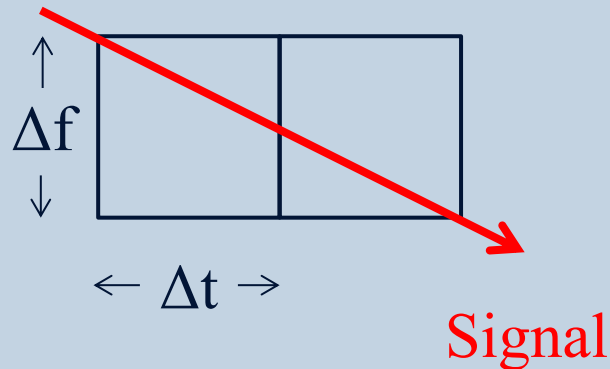
First: An introduction to ARTEMIS and our current results.

Second: ARTEMIS – what's under the hood?
(GPU de-dispersion using Astro-Accelerate).

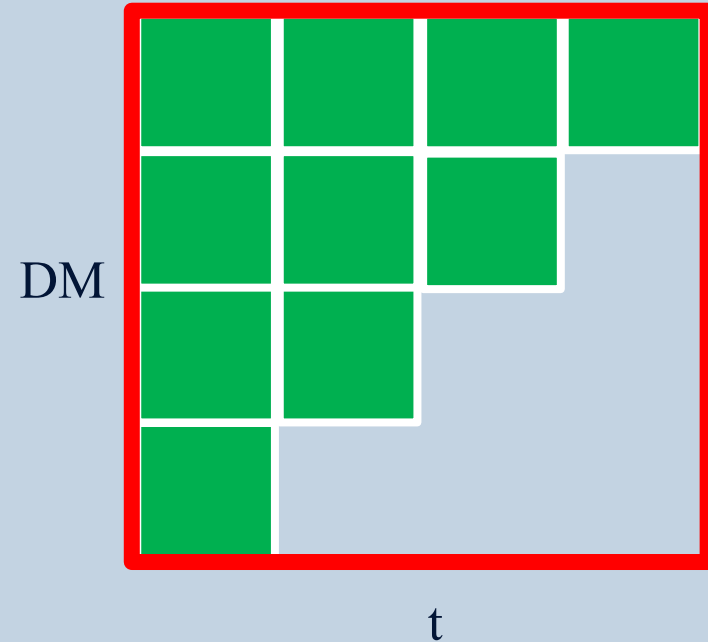
Astro-Accelerate: Aims...

- To produce a many-core accelerated library for pulsar/FRB signal detection and data processing.
- Support multiple architectures such as GPUs, CPUs and Xeon Phi. With the ultimate aim of being hardware agnostic without a sacrifice in performance.
- Auto-optimizing for a given telescope/survey and computer configuration.
- For the library to be able to be called from existing codes such as AMPP(ATREMIS), sigproc or presto - code agnostic.

Features 1: Time binning...



Has the effect of reducing the amount threads that are needed to process a region of (DM,t) space.



Utilizes the CPU and GPU at the same time (analyze previous de-dispersed data or bin on CPU).

Features 2: Code Execution Path

Split DM Region (diagonal DM)

De-disperse A

Copy A to CPU

Analyze A (CPU)

Bin B → C (GPU)

De-disperse C

Bin A → B (GPU)

De-disperse B

Copy B to CPU

Analyze B (CPU)

TIME

Features 2: Code Execution Path

Split data and DM regions to be processed:

**Allows for Multi-core (and Vector)
CPU usage along with PCIe and
GPU usage at the same time =
High system utilisation**

TIME

Features 3: Kernels...

Different GPU kernels for different telescope/survey/hardware configurations...

- L1 Cache – most generic (slowest)
- Texture Cache – Kepler only (fast)
- Intrinsic – K20 only (faster)
- Shared memory – Fermi and Kepler (fastest, best used with time binning)

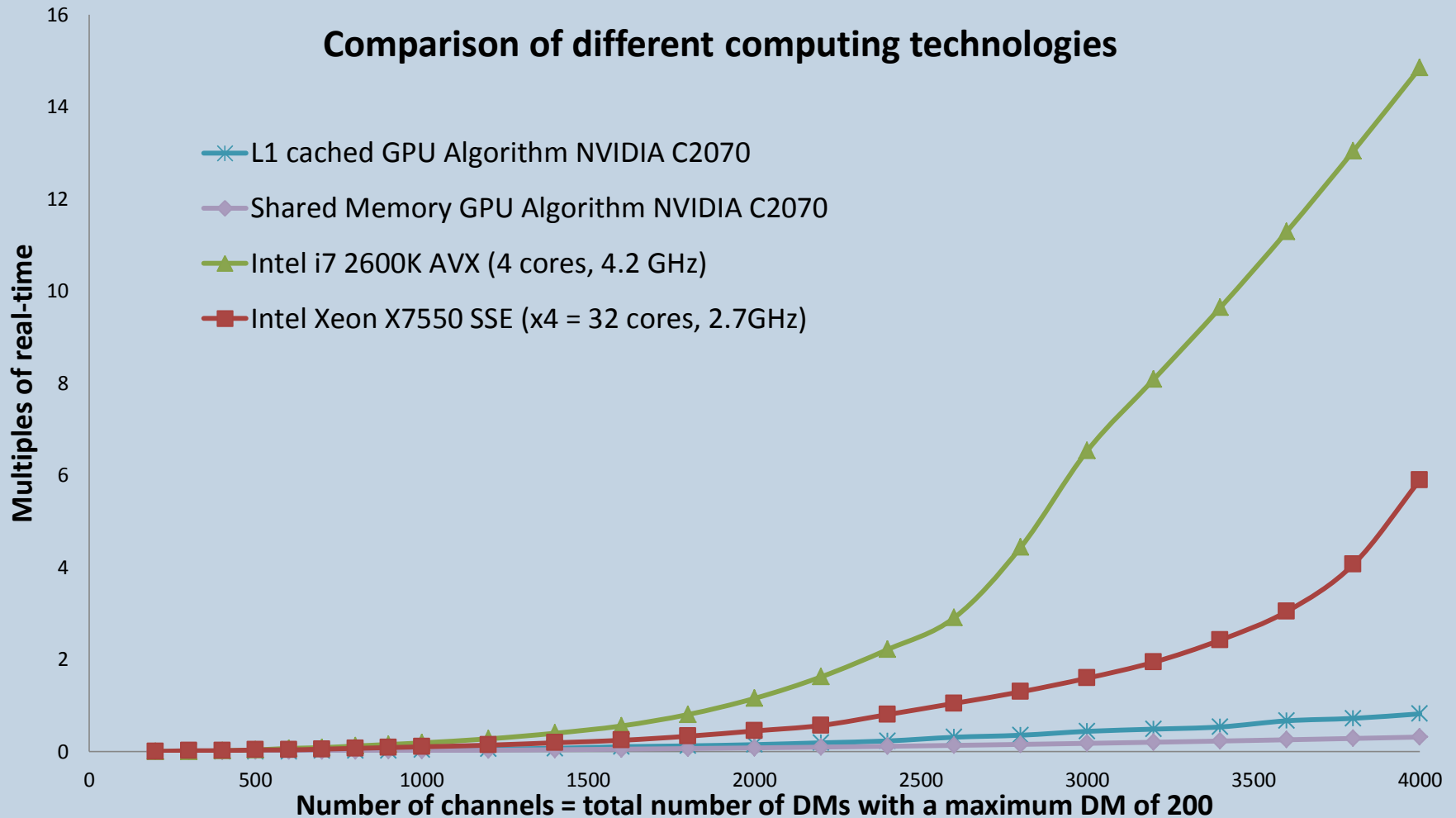
Features 4: Processing...

- Can search any power of frequency – **not just $1/f^2$**
- Can measure **negative** DMs (slower kernel only at the moment)
- Can switch analysis on/off
- Can dump (dm,t) output to disk

De-dispersion results...

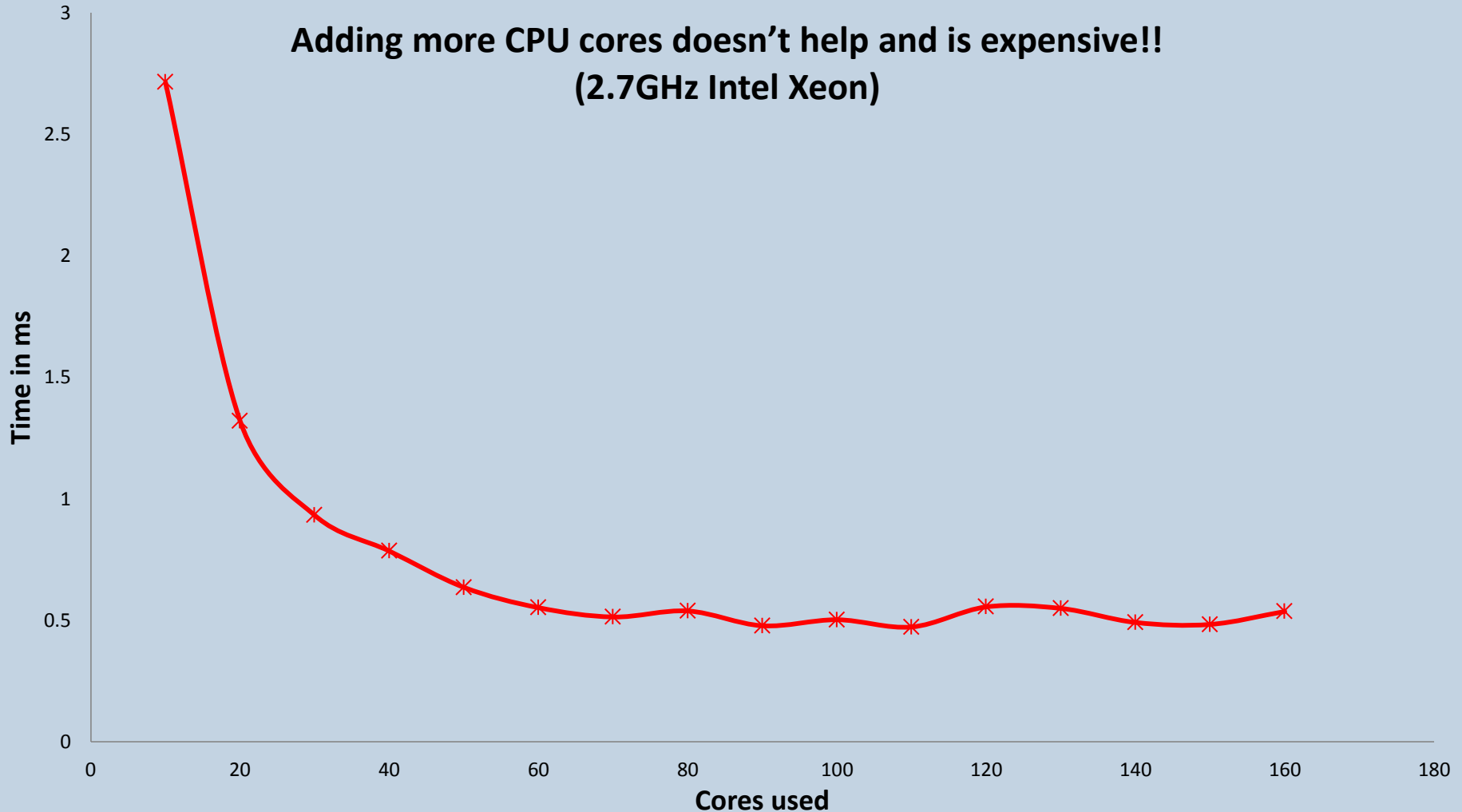
Benchmarks for LOFAR data (SKA Pathfinder)

Results (Fermi Generation)...



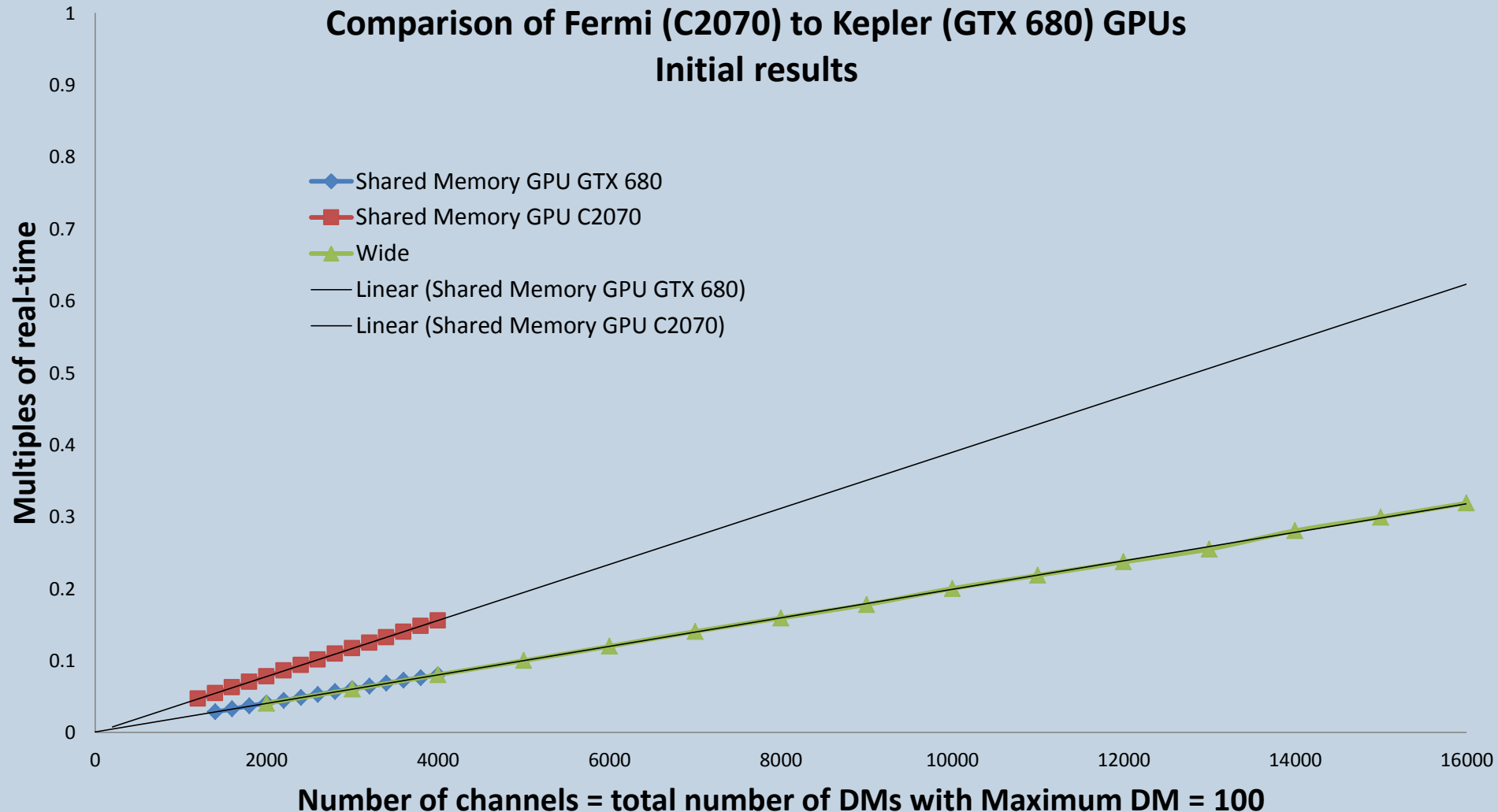
Results (adding more CPU cores)...

**Adding more CPU cores doesn't help and is expensive!!
(2.7GHz Intel Xeon)**



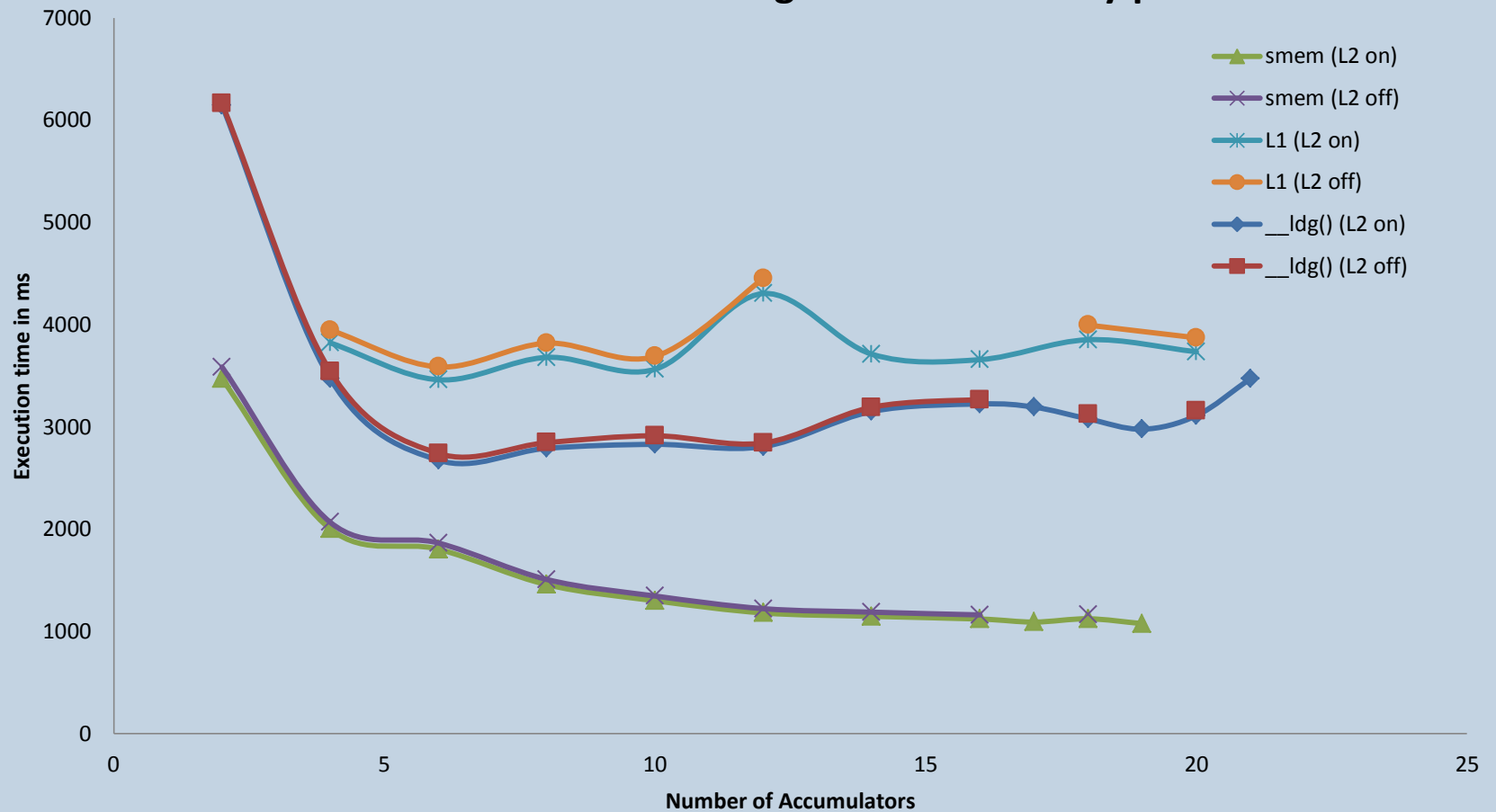
Results (Fermi and Kepler)...

Comparison of Fermi (C2070) to Kepler (GTX 680) GPUs Initial results



Results (Kepler data paths)...

Data from three kernels using different memory paths



De-dispersion results...

Application to SKA?

De-dispersion results...

4000 Frequency channels
50 microsecond time sampling
300MHz bandwidth
1400MHz Central frequency
8 bit data
6700 trial DM searches

DM Low	DM High	DM Step	# DM's	Down-sample
0.000000	594.000000	0.180000	3300	1
594.000000	1071.000000	0.360000	1325	2
1071.000000	2097.000000	0.720000	1425	4
2097.000000	3033.000000	1.440000	650	8

De-dispersion results...

Using my smem code, **Binning in (f,t) at 2x diagonal DM (No double buffering)**

Code achieves 65-70% of peak shared memory bandwidth

GPU	Kepler (K20c - current)	Volta (Gemini configuration - predicted)	Volta with above optimisations (predicted)
Fraction of real-time	1.37	0.2 – 0.4	0.15 - 0.3
Number of GPUs needed (per beam)	2	0.2 – 0.5	0.15 - 0.333
Watts per beam (Max)	450 W	45 - 90 W	30 - 80 W
Cost per beam (capital, GPU only)	£6 – 8K	£700 - 1500	£ 500 – 800
Cost per beam (running, 2 year survey, GPU only)	~£1K – 1.5K (based on 1KWh costing £0.2)	~£150 - 300 (based on 1KWh costing £0.2)	~£100 - 200 (based on 1KWh costing £0.2)

De-dispersion results: Hardware Tuning...

Configuration	GPU , PCIe, disk access and analysis	GPU and PCIe only
GTX680 + SATA (optimised)	2.53	1.92
GTX 670 + SSD (un-optimised)	3.7	3.33
GTX 670 + SSD (optimised)	2.53	1.92

- Custom kernel
 - CentOS/RHL 3.10.18
- SSD disks
 - I/O Tuning
- NVIDIA 331.17 Driver
 - Nvreg_EnablePCIeGen3=1

With Rahim (Raz) Lakhoo rahim.lakhoo@oerc.ox.ac.uk (U. Oxford)

On-going and Future Work...

- Execution of standalone code is dominated by analysis on CPU – Investigate moving this (or part of) to GPU.
- Work on a GPU polyphase filter module is underway (Jan Novotny & Karel Adamek– Opava).
- Some preliminary work aimed at producing a GPU version of the ARTEMIS RFI-Clipper has been undertaken (Patrick Hollebon – NVIDIA funded Student).
- 2x PDRA to begin in March 2014 to further the work, Long 1D FFTs, Harmonic Sum...
- Paper almost submitted, code will be on git soon!

Acknowledgments and Collaborators

Astro-Accelerate : <http://www.oerc.ox.ac.uk/research/wes>

ARTEMIS : <http://www.oerc.ox.ac.uk/research/artemis>

University of Oxford

Mike Giles (Maths) – Cuda, GPU algorithms.

Aris Karastergiou (Physics) – ARTEMIS, Astrophysics, Experimental Work.

Chris Williams (OeRC) – RFI Clipper, Data pipeline.

Steve Roberts (Engineering) – Signal processing/detection algorithms.

University of Bristol

Dan Curran (Electrical Engineering) – OpenCL work.

Simon McIntosh Smith (Electrical Engineering) – OpenCL work.

University of Manchester

Ben Stappers - Testing

Even Keane - Testing and Data

Cees Bassa - Testing and Data