

# Tools for modern scientific computing

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Warsaw, 6 Mar 2024

# Section 1

## Computing in science

# Introduction

## Excerpt from scientific production code

```
if str(some_list)!=" []":  
    # perform some computation
```

## Golden maxim for today

When an engineer is wrong — the people suffer, when a scientist is wrong — the truth suffers.

# Calculations in high energy physics

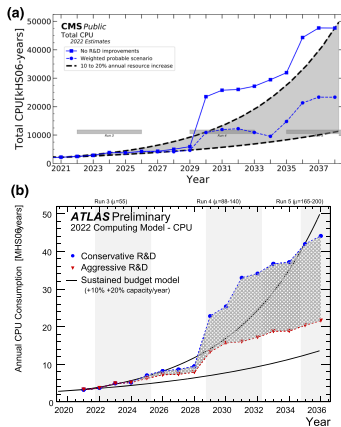
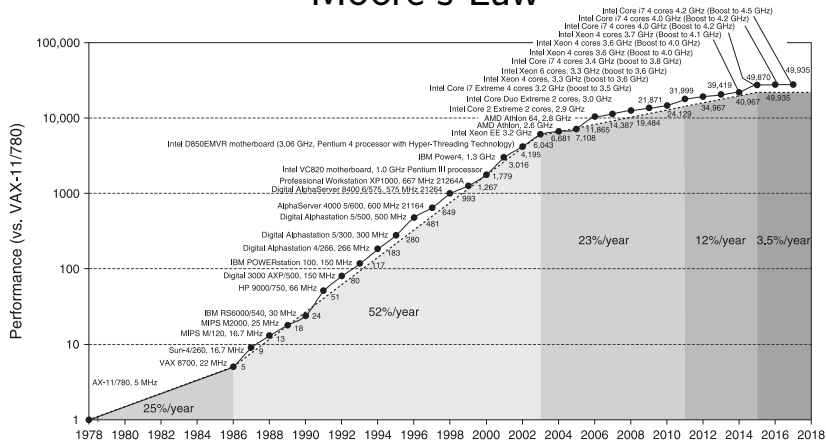


Fig. 1 Estimated CPU required by the CMS (top) and ATLAS (bottom) experiments for LHC and HL-LHC [6, 7]

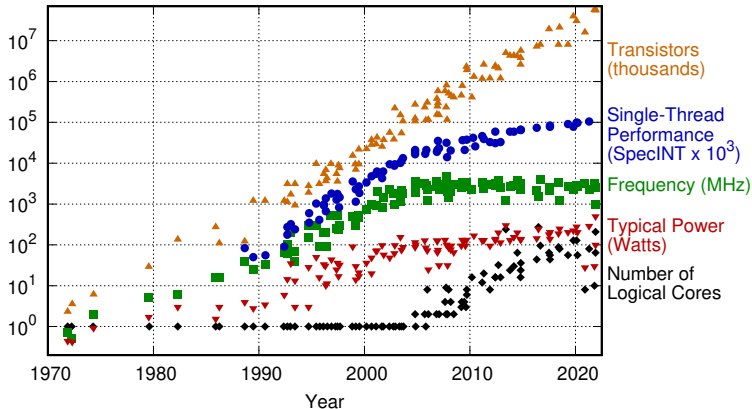


# Moore's Law



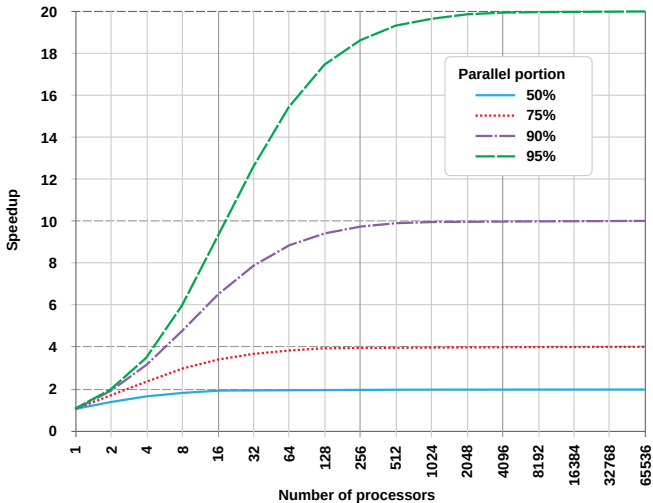
Source: Hennessy, John L., and David A. Patterson. Computer architecture: a quantitative approach. Elsevier, 2011. 6th edition.

## 50 Years of Microprocessor Trend Data



Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten  
New plot and data collected for 2010-2021 by K. Rupp

## Amdahl's Law



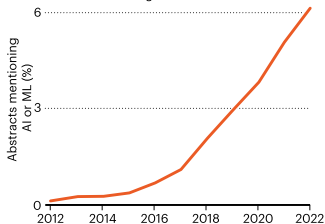
Artificial-intelligence models require the vast computing power of supercomputers, such as this one at the University of California, San Diego.

## Garbage in, garbage out: mitigating risks and maximizing benefits of AI in research

Brooks Hanson, Shelley Stall, Joel Cutcher-Gershenfeld, Kristina Vrouwenvelder, Christopher Wirz, Yuhan (Douglas) Rao & Ge Peng

### GROWING AI USE IN EARTH AND SPACE SCIENCE

A rising proportion of abstracts for the annual meeting of the American Geophysical Union mention artificial intelligence (AI) or machine learning (ML) – a trend seen across all areas of geoscience.



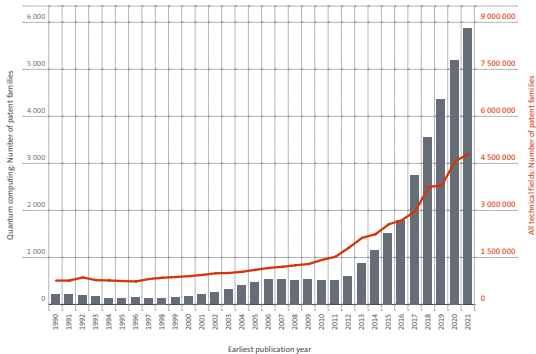
AI tools are being used to assess environmental observations, such as this satellite image of agricultural land in Bolivia that was once a forest.

# Patents in quantum computing



Figure 2

Number of DOCDB patent families per earliest publication year in the field of quantum computing



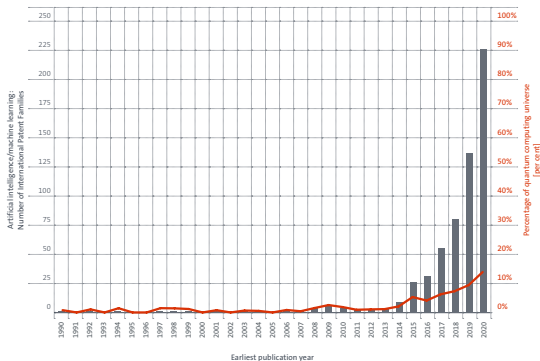
Source: authors' calculations

# Quantum computing versus machine learning



Figure 16

Number of inventions per earliest publication year related to quantum computing and artificial intelligence/machine learning



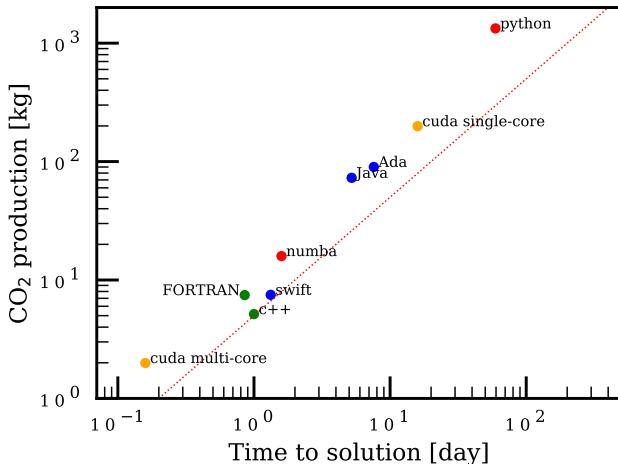
Source: authors' calculations

# CO<sub>2</sub> consumption by astrophysicists

## The Ecological Impact of High-performance Computing in Astrophysics

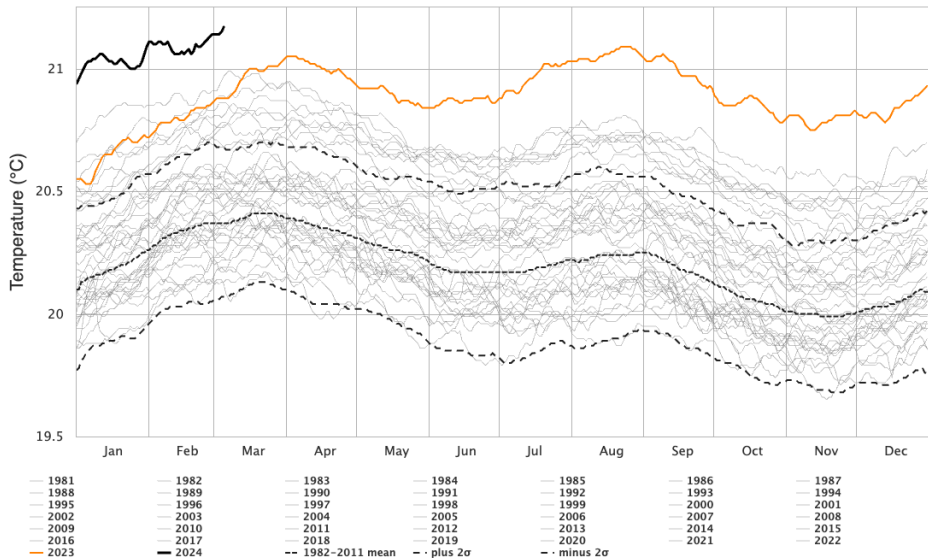
Simon Portegies Zwart

<sup>1</sup>Leiden Observatory, Leiden University, PO Box 9513, 2300 RA, Leiden, The Netherlands <sup>1</sup>



# Daily Sea Surface Temperature, World (60°S–60°N, 0–360°E)

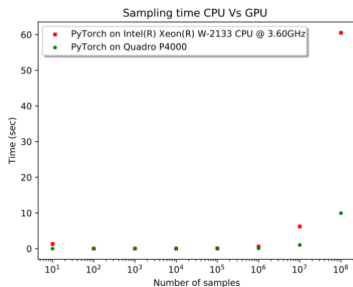
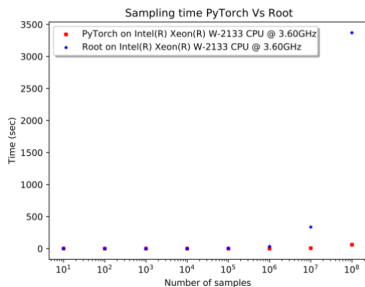
Dataset: NOAA OISST V2.1 | Image Credit: ClimateReanalyzer.org, Climate Change Institute, University of Maine





# Are there slow and fast programming languages

- Yes: slow — Python, C++; fast — Python, C++
- No: there are slow and fast computer systems.

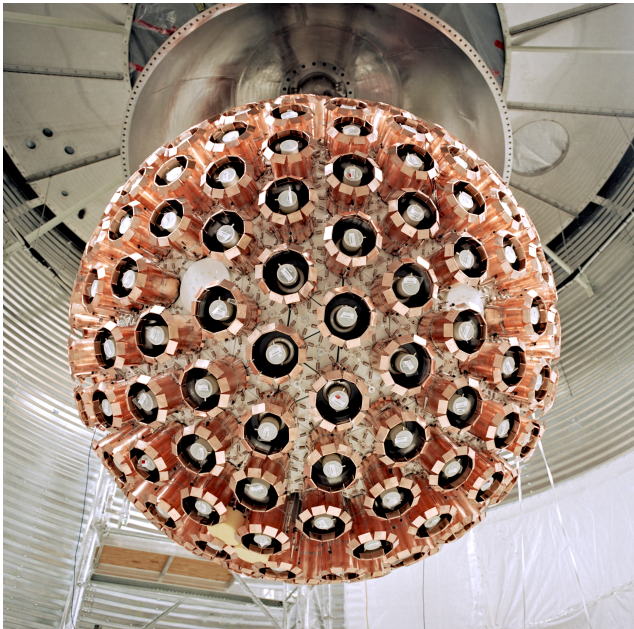


# Scientific software engineering matters

## Section 2

What do we do?

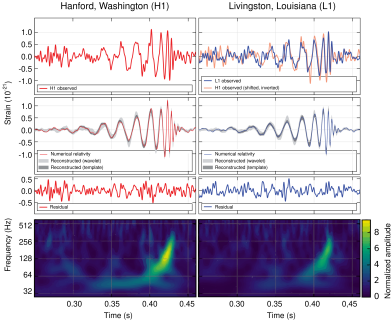
# Dark matter detector DEAP-3600



# Gravitational waves

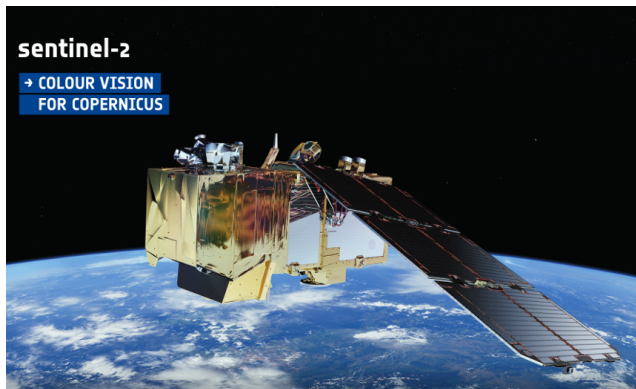


Virgo detector



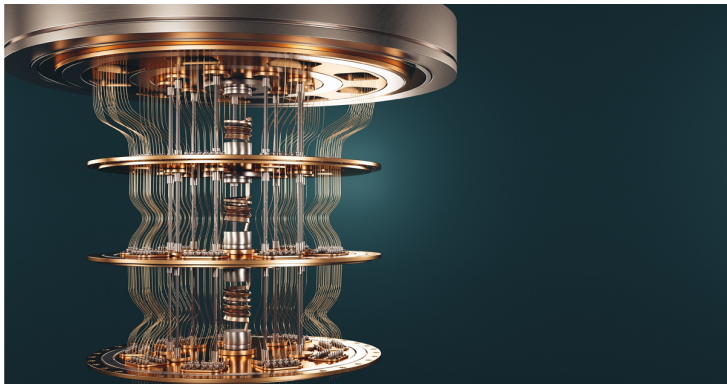
Measurement of first black hole coalescence with LIGO

# Satellite imagery



Sentinel-2

# Quantum computing








# Section 3

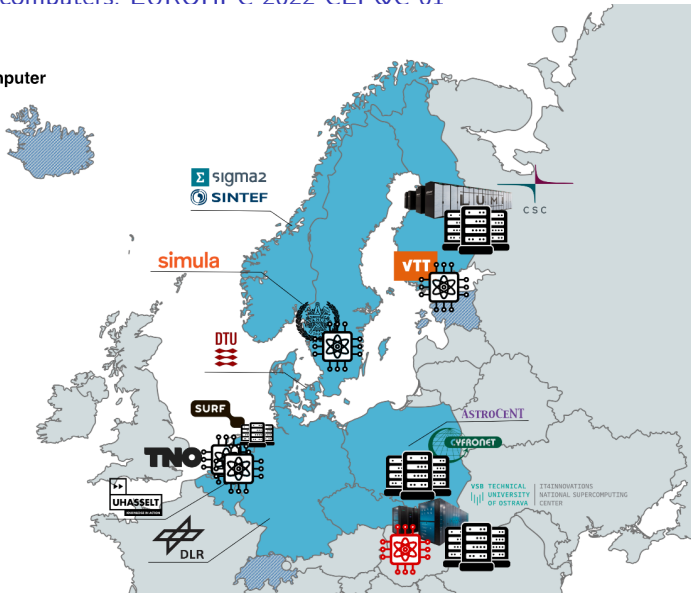
## Quantum computing



# LUMI-Q

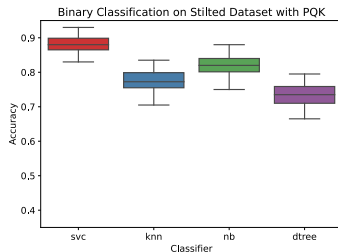
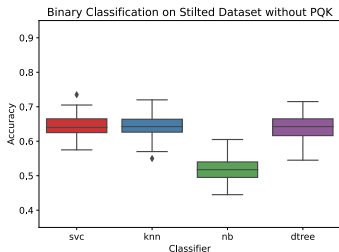
## European quantum computers. EUROHPC-2022-CEI-QC-01

-  LUMI-Q consortium
-  LUMI consortium
-  LUMI-Q quantum computer
-  quantum computer
-  supercomputer



# Spectral information processing with quantum neural networks

Manish Gupta, Piotr Gawron, Co-operation ESA's  $\Phi$ -Lab — AstroCeNT



# Unsupervised quantum machine learning for Earth observations

Piotr Gawron with IITiS PAN, CSGroup and CNES

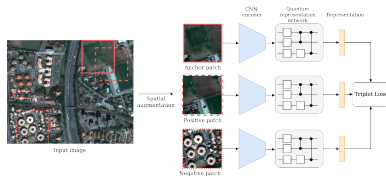
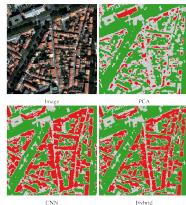


Fig. 1. Illustration of the proposed hybrid contrastive learning framework.



# Section 4

## Julia



# Julia

Julia is

- fast, compiled on the fly,
- high-level,
- expressive
- programming language
- designed for scientific computing.

# Julia

## Example of an optimisation problem

$$\begin{array}{ll} \min & 12x + 20y \\ \text{s.t.} & 6x + 8y \geq 100 \\ & 7x + 12y \geq 120 \\ & x \geq 0 \\ & y \in [0, 3] \end{array}$$

# Julia

## Example of an optimisation problem

```
1 using JuMP
```

```
1 using HiGHS
```

```
model = A JuMP Model  
Feasibility problem with:  
Variables: 0  
Model mode: AUTOMATIC  
CachingOptimizer state: EMPTY_OPTIMIZER  
Solver name: HiGHS
```

```
1 model = Model(HiGHS.Optimizer)
```

$x$

```
1 @variable(model, x >= 0)
```

$y$

```
1 @variable(model, 0 <= y <= 3)
```

$12x + 20y$

```
1 @objective(model, Min, 12x + 20y)
```

$6x + 8y \geq 100$



# Julia

## Example of an optimisation problem

$$7x + 12y \geq 120$$

```
1 @constraint(model, c2, 7x + 12y >= 120)
```

```
1 print(model)
```

```
Min 12 x + 20 y
Subject to
c1 : 6 x + 8 y ≥ 100
c2 : 7 x + 12 y ≥ 120
x ≥ 0
y ≥ 0
y ≤ 3
```

```
1 optimize!(model)
```

```
Running HiGHS 1.6.0: Copyright (c) 2023 HiGHS under MIT licence terms
Presolving model
2 rows, 2 cols, 4 nonzeros
2 rows, 2 cols, 4 nonzeros
Presolve : Reductions: rows 2(-0); columns 2(-0); elements 4(-0) - Not reduced
Problem not reduced by presolve: solving the LP
Using EKK dual simplex solver - serial
  Iteration      Objective      Infeasibilities num(sum)
      0          0.000000000e+00 Pr: 2(220) 0s
      2          2.050000000e+02 Pr: 0(0) 0s
Model status    : Optimal
Simplex iterations: 2
Objective value  : 2.050000000e+02
HiGHS run time   :           0.00
```

```
1 Enter cell code...
```

# Julia

## Lorenz system

```
1 using DifferentialEquations
```

```
1 using Plots
```

parameterized\_lorenz! (generic function with 1 method)

```
1 function parameterized_lorenz!(du, u, p, t)
2     x, y, z = u
3     σ, ρ, β = p
4     du[1] = dx = σ * (y - x)
5     du[2] = dy = x * (ρ - z) - y
6     du[3] = dz = x * y - β * z
7 end
```

```
u0 = [1.0, 0.0, 0.0]
```

```
1 u0 = [1.0, 0.0, 0.0]
```

```
tspan = (0.0, 100.0)
```

```
1 tspan = (0.0, 100.0)
```

```
p = [10.0, 28.0, 2.66667]
```

```
1 p = [10.0, 28.0, 8 / 3]
```

```
prob =
ODEProblem with uType Vector{Float64} and tType Float64.
timespan: (0.0, 100.0)
u0: 3-element Vector{Float64}:
 1.0
 0.0
 0.0
```

```
1 prob = ODEProblem(parameterized_lorenz!, u0,
  tspan, p)
```

# Julia

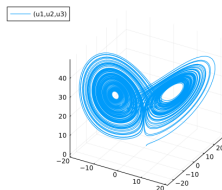
## Lorenz system

sol =

	timestamp	value1	value2	value3
1	0.0	1.0	0.0	0.0
2	3.56786e-5	0.999643	0.000998805	1.78143e-8
3	0.000392465	0.996105	0.0109654	2.14696e-6
4	0.00326241	0.969359	0.0897706	0.000143802
5	0.00905808	0.924204	0.242289	0.00104616
6	0.0169565	0.880046	0.438736	0.00342426
7	0.02769	0.848331	0.691563	0.00848762
8	0.0418564	0.849504	1.01454	0.0182121
9	0.0602404	0.913907	1.44256	0.0366938
10	0.0836854	1.08886	2.05233	0.0740257

more

```
1 sol = solve(prob)
```



```
1 plot(sol, idxs = (1, 2, 3))
```

# Calculations in high energy physics

Computing and Software for Big Science (2023) 7:10  
<https://doi.org/10.1007/s41781-023-00104-x>

RESEARCH



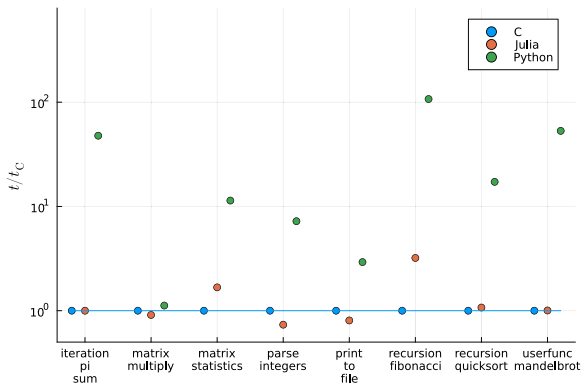
## Potential of the Julia Programming Language for High Energy Physics Computing

Jonas Eschle<sup>1</sup> · Tamás Gál<sup>2</sup> · Mosè Giordano<sup>3</sup> · Philippe Gras<sup>4</sup> · Benedikt Hegner<sup>5</sup> · Lukas Heinrich<sup>6</sup> ·  
Uwe Hernandez Acosta<sup>7,8</sup> · Stefan Kluth<sup>6</sup> · Jerry Ling<sup>9</sup> · Pere Mato<sup>5</sup> · Mikhail Mikhasenko<sup>10,11</sup> ·  
Alexander Moreno Briceño<sup>12</sup> · Jim Pivarski<sup>13</sup> · Konstantinos Samaras-Tsakiris<sup>5</sup> · Oliver Schulz<sup>6</sup> ·  
Graeme Andrew Stewart<sup>5</sup> · Jan Strube<sup>14,15</sup> · Vassil Vassilev<sup>13</sup>

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# Calculations in high energy physics



**Fig. 3** Comparison of C/C++, Python and Julia language performance for a set of short algorithms. OpenBLAS, together with NumPy in the Python case are used for matrix operation. The score is defined as the time to run the algorithm divided by the time to run the C version of the same algorithm

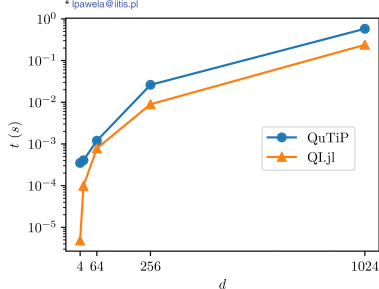
RESEARCH ARTICLE

# QuantumInformation.jl—A Julia package for numerical computation in quantum information theory

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EFFICIENT COMPUTATION OF HIGHER-ORDER  
CUMULANT TENSORS\*KRZYSZTOF DOMINO<sup>†</sup>, PIOTR GAWRON<sup>†</sup>, AND LUKASZ PAWELA<sup>†</sup>

COMPUTATION OF HIGHER-ORDER CUMULANTS

A1603 A1606

K. DOMINO, P. GAWRON, AND L. PAWELA

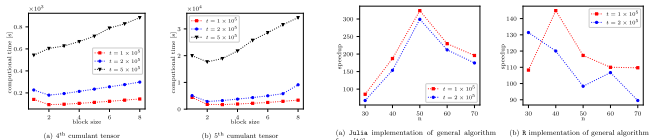
FIG. 2. Computation time for cumulant tensors computed using the block structure and the proposed algorithm for different block sizes  $b$ , at  $n = 60$ .

FIG. 3. Computation time speedup of fourth cumulant tensor computed using the block structure and the proposed algorithm vs. the noise algorithm.

FIG. 6. Computation time speedup of fourth cumulant tensor calculation using algorithm employing the block structure vs. algorithms from [16].

# PhD opportunities

- Quantum computing for astronomy / astrophysics
- Neuromorphic computing
- Scientific software tools in Julia — studying new computation methods
- Large scale computation workflows



Thank you



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