# CLUEstering: a high-performance density-based clustering library for scientific computing

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- Benchmark the library and assess the quality of the results
- Apply the library to several problems regarding different branches of science, in order to show its generality

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• It's a widely used technique because it allows to reconstruct classes of objects when there is no truth information available

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- it doesn't require a-priori knowledge of the number of clusters
- it works well with data full of noise and outliers

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- Weights can be used to represent: signal measures, prior knowledge
- Widely used in many applications: customer segmentation, image segmentation, social network analysis, anomaly detection, biological analysis



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  - They need hand-made modifications to the dataset or to the distance matrix
- There is a need for an alternative solution that combines the power of **density-based** algorithms with the generality of **weighted** clustering

# The CLUE algorithm



- CLUE (CLUstering of Energy) is a density-based clustering algorithm used in the CMS experiment at LHC
- It was originally designed for the clustering of hits in the calorimeters
- Each point has a weight which is used when calculating the densities
- The weights are the energy deposit measurements of the detector layer sensors

Reference: https://www.frontiersin.org/journals/big-data/ articles/10.3389/fdata.2020.591315/full#B16

# Description of the algorithm



- $\mathsf{a} \to \mathsf{Computation}$  of the local density for each point
- $b \rightarrow$  Selection of the nearest highers
- $c \rightarrow Finding \ clusters \ and \ outliers$
- $\mathsf{d} \to \mathsf{Assigning\ clusters}$

- →  $\delta_c$ , size of query range for computation of local density
- $\blacktriangleright~\rho_{\rm C},$  density cut-off for promotion to cluster seed
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- CLUE was specifically tailored to work in the CMS detector
- 2-dimensional clustering for each of the layers
- Could not be used on a general dataset

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  - → It's a general-purpose library
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  - → It's a general-purpose library
  - → Applicable to any number of dimensions
- Provides a Python interface to the C++ backend, which makes it easily usable by the machine learning community

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- It can be applied to a large variety of problems that use clustering
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- The main requirement is that data provides numerical coordinates
- Two examples:
  - → vertex reconstruction in particle physics
  - → star detection in astronomy

# Example 1: Vertex reconstruction (vertexing)



- Vertexing is the reconstruction of the interaction points (vertices) of the particle tracks
- The reconstructed vertices (recos) are compared to simulated vertices (sims)
- There is a match if recos and sims share at least 40% of the points (tracks)
- The relationship between recos and sims is a Many-To-Many

- Efficiency: fraction of sims associated to at least one reco
- pure: a reco where less than 20% of the points are noise
- **duplicate:** a sim associated to more than 1 reco
- merged: a reco associated to more than 1 sim
- fake: a reco associated to 0 sims

Simulation from an official sample of the CMS tracker community. Clustering done using the z coordinate of the tracks and  $p_T$  as weight



Reminder:  $\delta_o$  indicates the size of query region used for cluster extension

#### Example 2: Star detection in astronomy



- Modern telescopes use CCDs (charge-coupled devices) to convert impinging photons into electrons
- Each pixel contains the number of electrons

Comparison of the PSF (Point Spread Function) image and the stars detected by CLUEstering



#### The advent of big data



- The amount of data being produced keeps increasing in every branch of science
- Software needs to continually improve in order to handle the increasing volume of data

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- Heterogeneous computing platforms are becoming increasingly popular for demanding tasks

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- We want to write software in a way that works on **many** possible platforms while achieving **near-native performance** for each one

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- We want to write software in a way that works on **many** possible platforms while achieving **near-native performance** for each one
  - → Performance portability libraries

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- There are many options currently available or under development









# Performance portability in CLUEstering

- CLUE is a highly-parallel algorithm
- It's designed to work well on heterogeneous platforms
- The backend of CLUEstering is implemented with Alpaka
- Users can run the clustering on any backend with a single command





https://github.com/alpaka-group/alpaka

## A representative dataset



- This dataset is representative of a common clustering ploblem
- The clusters are surrounded by noise, which mimics physical data
- CLUEstering reconstructs all the clusters correctly and the results are not affected by the noise

# Scaling with dataset size

Parallel accelerators provide a  $10\times$  speed-up with respect to serial execution.



# Comparison with other algorithms

Finally, how does CLUEstering compare with two of the most popular density-based algorithms against typical benchmarking datasets?



Note: The lower the better.

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- It can be applied to almost any clustering problem
- Its use of heterogeneous platforms and its performance portability make it stand out from most other clustering libraries
- It's open source and available on github https://github.com/cms-patatrack/CLUEstering
- Can be easily installed with a simple pip install command

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### CLUEstering for star detection: silhouette scores



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Compare the fluxes obtained using CLUEstering with DAOStarFinder and aperture photometry.

Execution time: 59  $\pm$  2 ms for CLUE and 262  $\pm$  15 ms for DAOStarFinder





#### Intel(R) Xeon(R) Gold 6130 CPU, Tesla T4 GPU



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#### Results on the blob dataset



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# Scaling with number of dimensions





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#### Results on the aniso dataset



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#### Results on the moon dataset



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# Backup: CLUEstering for vertexing (cont.)

#### Clustering done using the z coordinate of the tracks and $p_T$ as weight

