



Contribution ID: 327

Type: **Sectional reports**

## Merging multidimensional histograms via hypercube algorithm

*Tuesday, 11 September 2018 15:45 (15 minutes)*

Scientists in high energy physics produce their output mostly in form of histograms. Set of histograms are saved in output file for each grid job. As the next step is to merge these files/histograms to one file where scientist can produce final plots for publication. Merging of these out files may be done sequentially as one job or do it in parallel via binary tree algorithm as it is done by many users. Using histogram with low dimensions (1D or 2D) one can fit in memory with final merged objects. On the other side, if dimensions or binning of histograms are increased, sparse implementation of histogram has to be used in analysis and final object might grow so much that user will not be able to merge or open final merged object because it will not fit in memory at some point. Our task is merge these multidimensional histograms to N independent objects to multiple files, where each file will contain unique part of merged object sorted by some axis in histogram dimension. For optimization reasons hypercube algorithm is used.

**Primary author:** VALA, Martin (JINR)

**Co-authors:** BULATOV, Andrey (State University Dubna, JINR); Mr BUTENKO, Yurii (JINR)

**Presenter:** BULATOV, Andrey (State University Dubna, JINR)

**Session Classification:** 8. High performance computing, CPU architectures, GPU, FPGA

**Track Classification:** 8. High performance computing, CPU architectures, GPU, FPGA