

Massively Parallel Fourier-Space Cross-Correlation:

Analyzing Highly Dimensional Time Series Databases

Repurposing Gaming Hardware for Science

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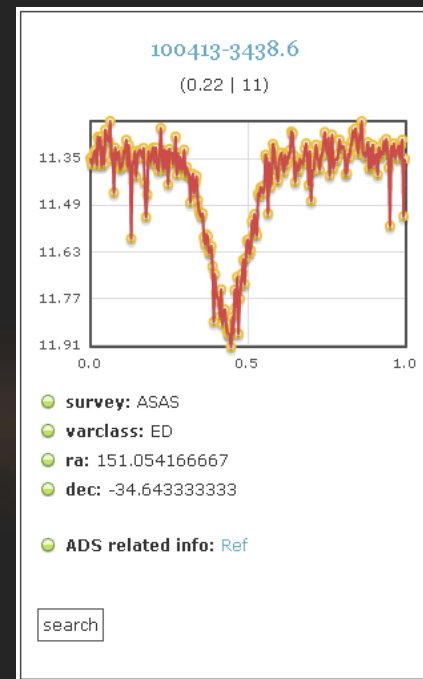
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Overview

Massively Parallel Fourier-Space Cross-Correlation

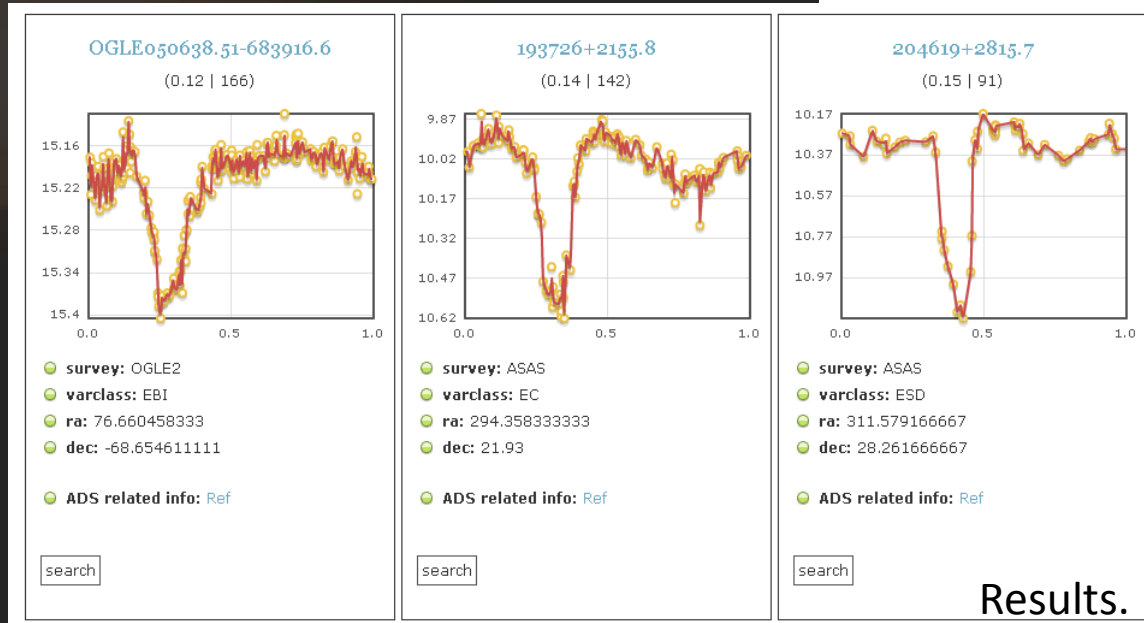
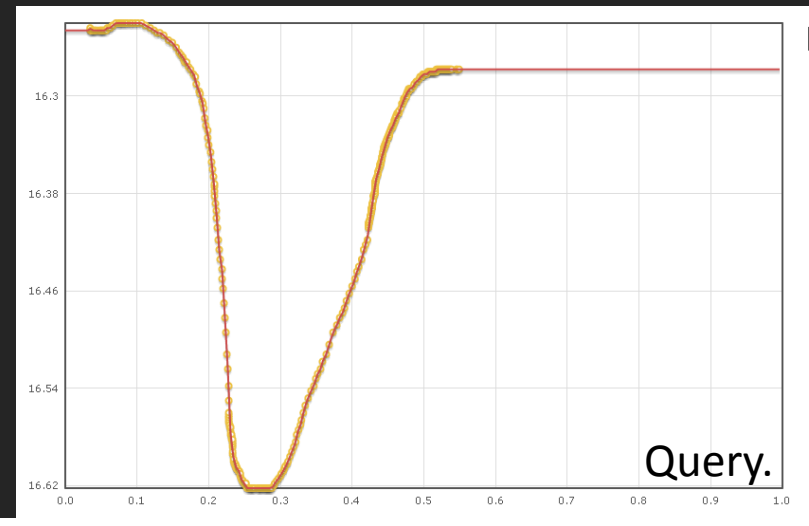
- Background
- Our Approach
 - General Structure
 - Graphics Processors (GPUs)
 - Searching
 - Indexing
 - Tree Structure
- Results!
- Demo



Real-time Time Series DB Searching

The Problem.

- Problem.
 - Searching Light Curves
 - 100-1000 Data-points



Results.

Real-time Time Series DB Searching

The Problem.

- Problem.
 - Searching Light Curve Databases
 - Light Curve = brightness over time
 - Millions of Time Series
 - High interval resolution
 - Computationally expensive
 - **Is Real-time searching possible?**

Real-time Time Series DB Searching

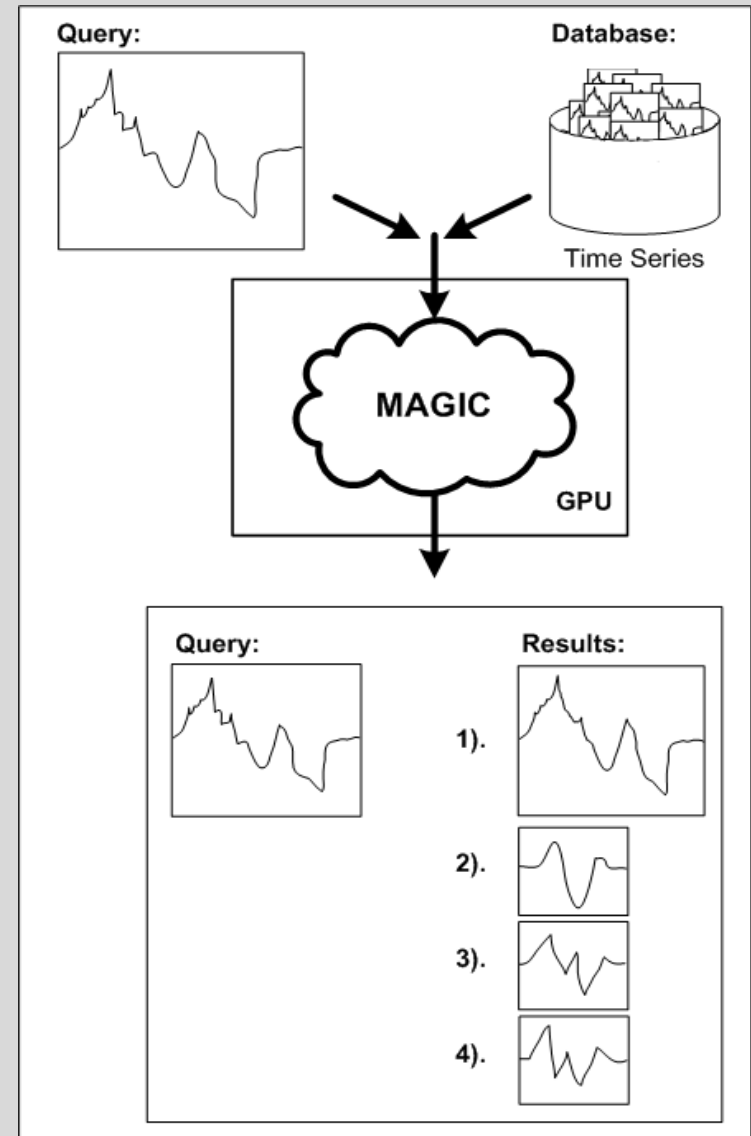
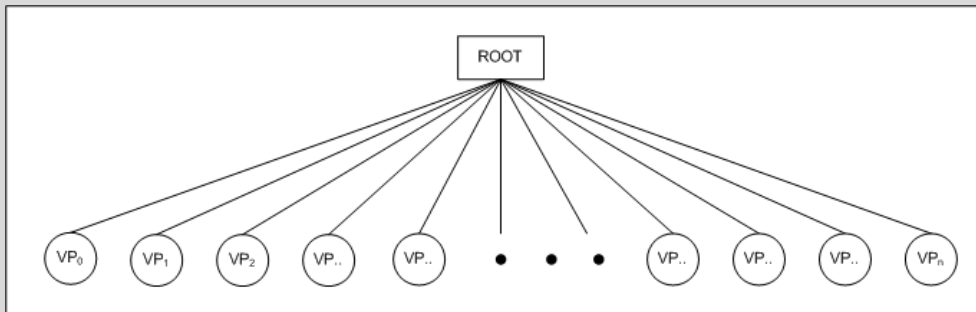
The Solution.

- Solution
 - Offline Preprocessing
 - Using Fast Fourier Transform
 - Extremely Wide Tree Structure
 - Parallel Processing Platform

Approach in a NutShell.

FFT Cross Correlation - $O(n \log n)$

- Comparison:
 - FFT for a Cross Correlation
 - $O(n \log n)$ efficiency
- Tree Structure:
 - Extremely Wide Tree
 - 10,000+ Branches
 - Bonsai Tree



Graphics Processors GPUs

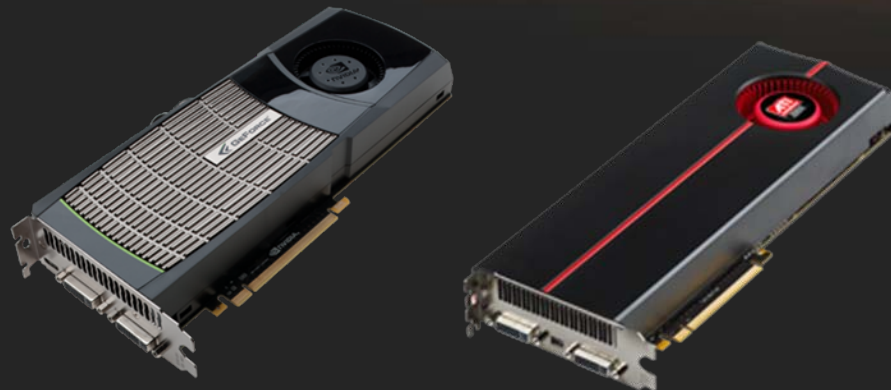
Gaming Hardware for Science. . . (quick intro)

Pros:

- High FLOP/s (per GPU)
 - 1.35 TFLOP/s – Nvidia
 - 2.73 TFLOP/s – ATI
- 1000s of Threads
- Cheap Performance!
 - 300-600\$
- Fast Memory
 - +160GB/s

Cons:

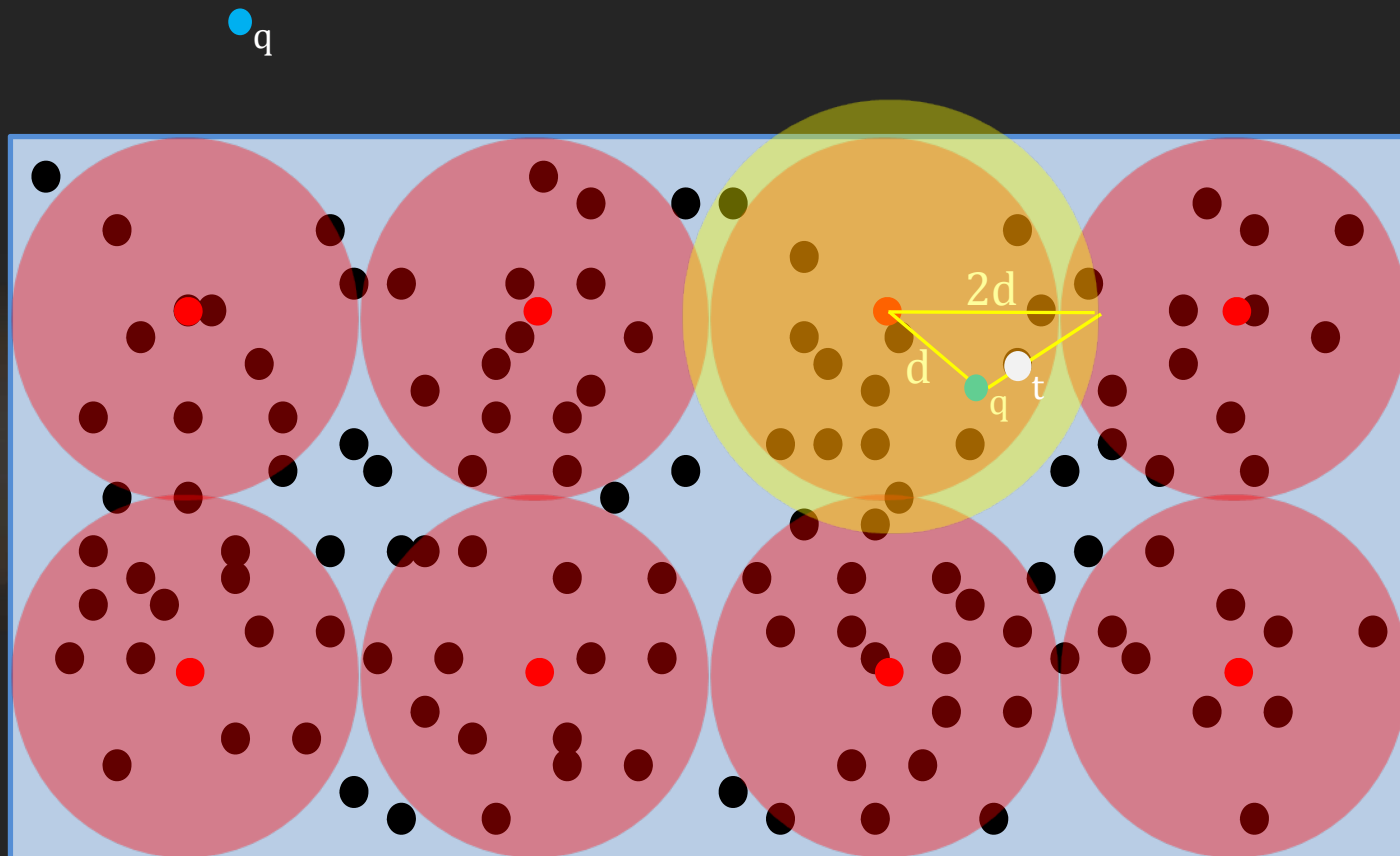
- Limited Memory
 - 1GB - 4GB
- Small Cache
 - 16Kb/SIMD
- Limited Threads



Indexing and Vantage Points

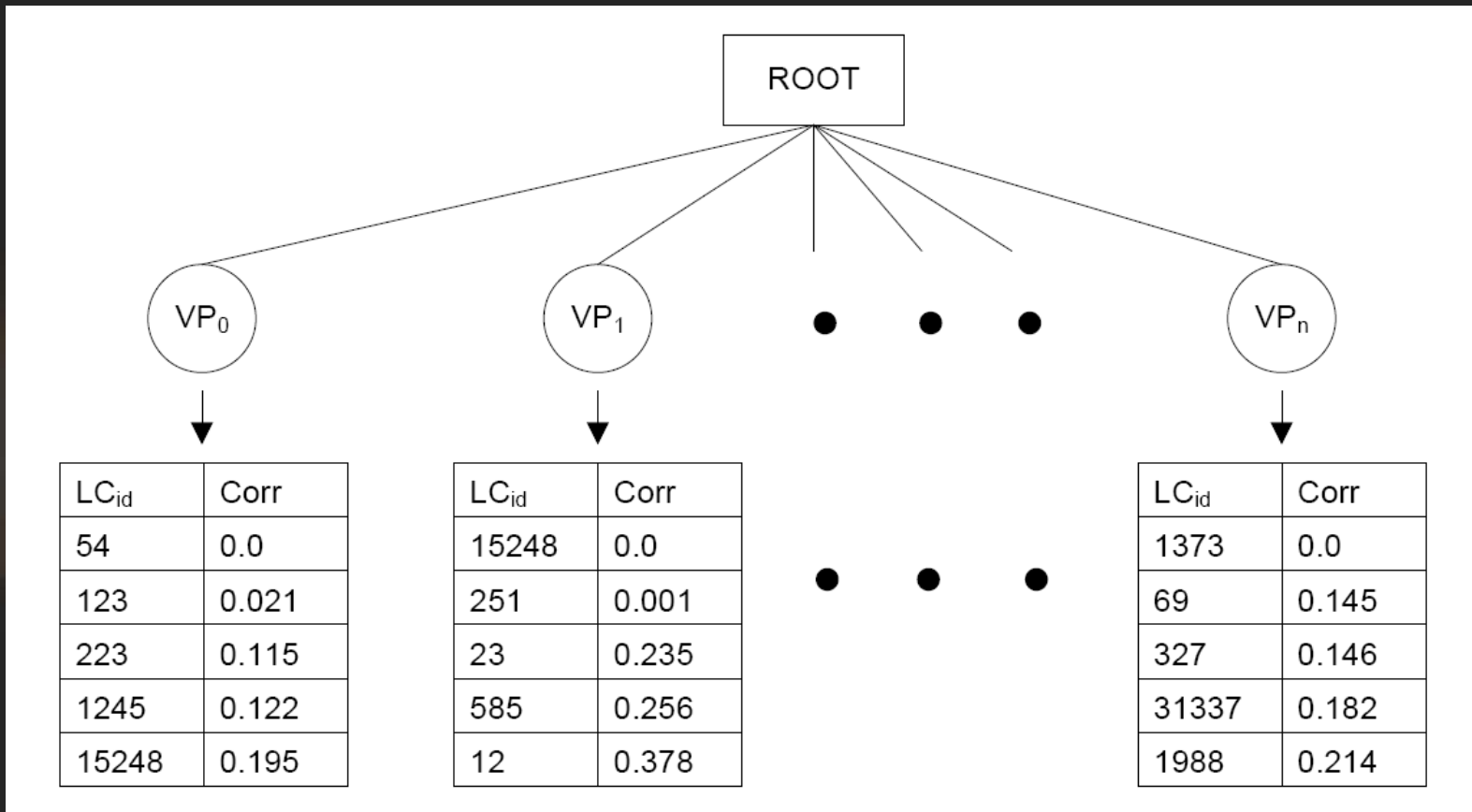
Good Vantage point distribution is essential

$$d = \text{Dist}(\text{VP3}, \text{Query})$$



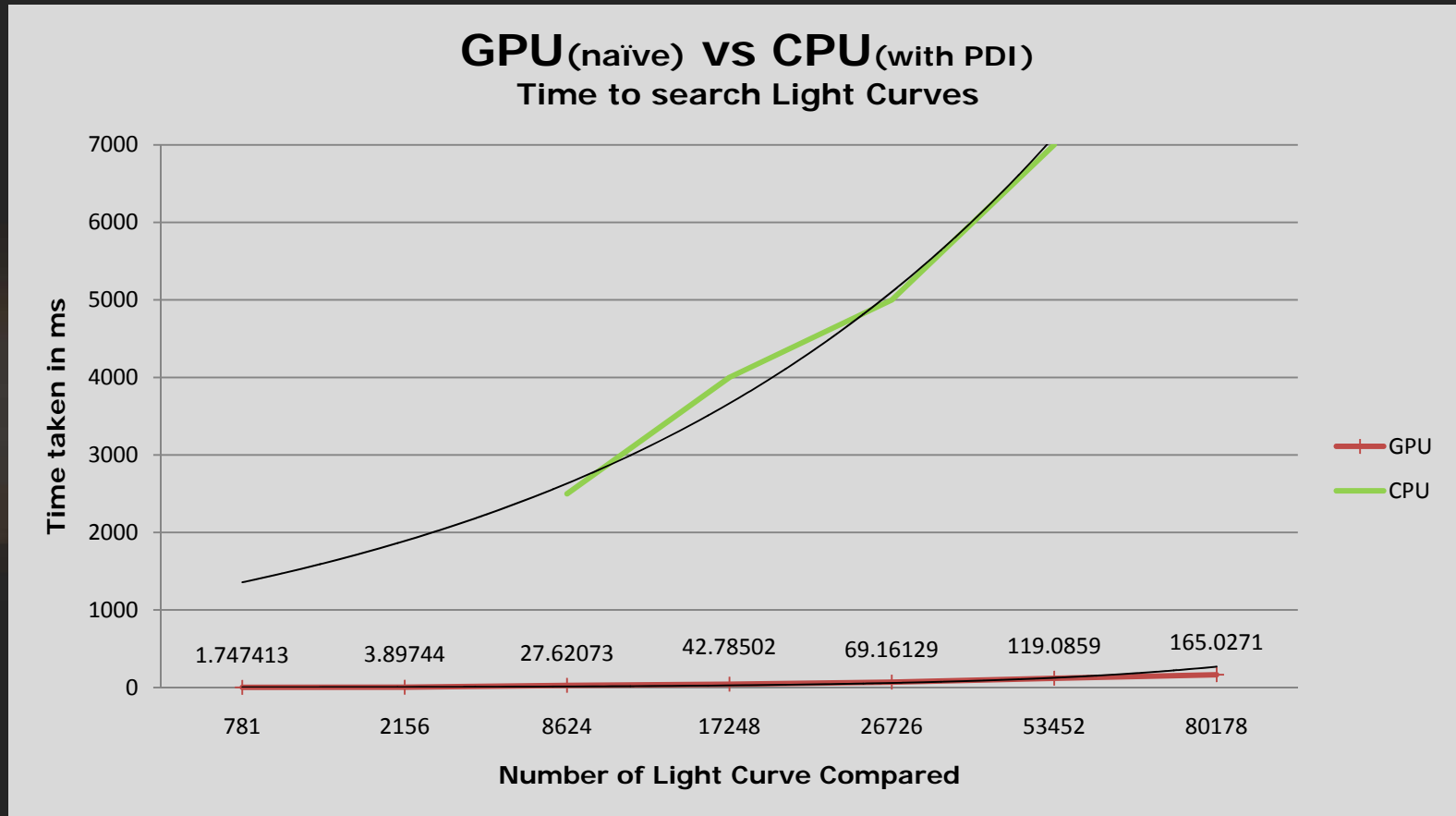
Tree Structure Search:

Bonsai Tree



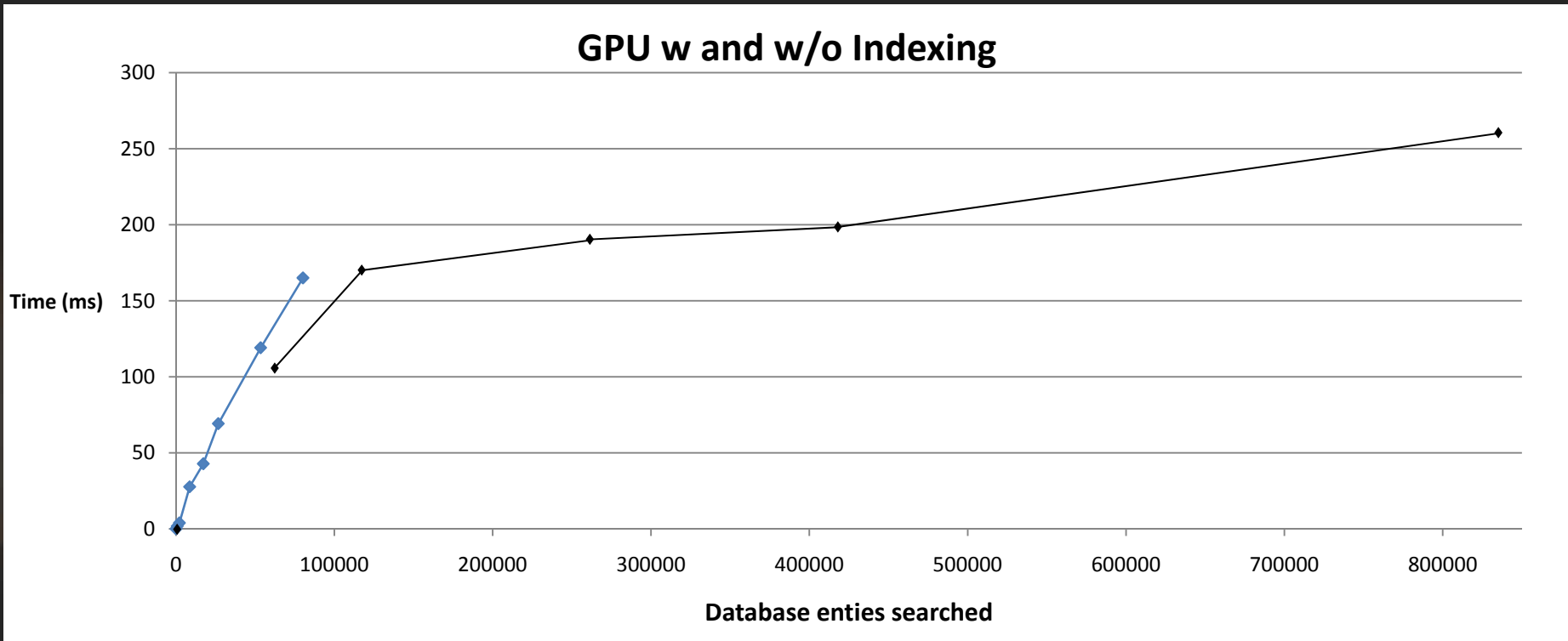
GPU Speed-Up:

GPU naïve vs CPU with indexing: Parallel vs Serial



GPU Speed-Up:

GPU naïve vs GPU with indexing



■ = GPU without Indexing
■ = GPU with Indexing

Demonstration.

Search Setting

Searching method:
 VPT PDI GPU

Survey:
 ASAS OGLE2

Open in new window.


Use a File
Use a time series data from your local machine to search.

OR


Draw It
Draw the curve you would like to search for.

Target Lightcurve



search

6 Top Matches | Search Type: GPU

17551

(0.06 | 230)



● **survey:** OGLE2
● **varclass:** CEPH
● **ra:** 16.721458333
● **dec:** -72.584527778

● **ADS related info:** [Ref](#)

search

132771

(0.07 | 247)



● **survey:** OGLE2
● **varclass:** CEPH
● **ra:** 77.677875
● **dec:** -68.805472222

● **ADS related info:** [Ref](#)

search

174900

(0.08 | 77)



● **survey:** OGLE2
● **varclass:** CEPH
● **ra:** 83.440916667
● **dec:** -69.727416667

● **ADS related info:** [Ref](#)

search

November 8th 2010

ADASS XX Boston

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Conclusion.

Searching Massive Time Series Databases

- GPU-aided Searching is fast
 - Faster than CPU methods
 - Highly parallelizable
- Vantage Point placement is crucial
 - Better VP placement == Reliably fast searching

Questions ?