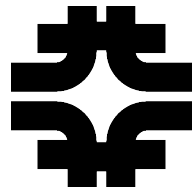


Real Time Conference 2007

Fermilab, May 4, 2007

The DØ L3DAQ system: operation and upgrades

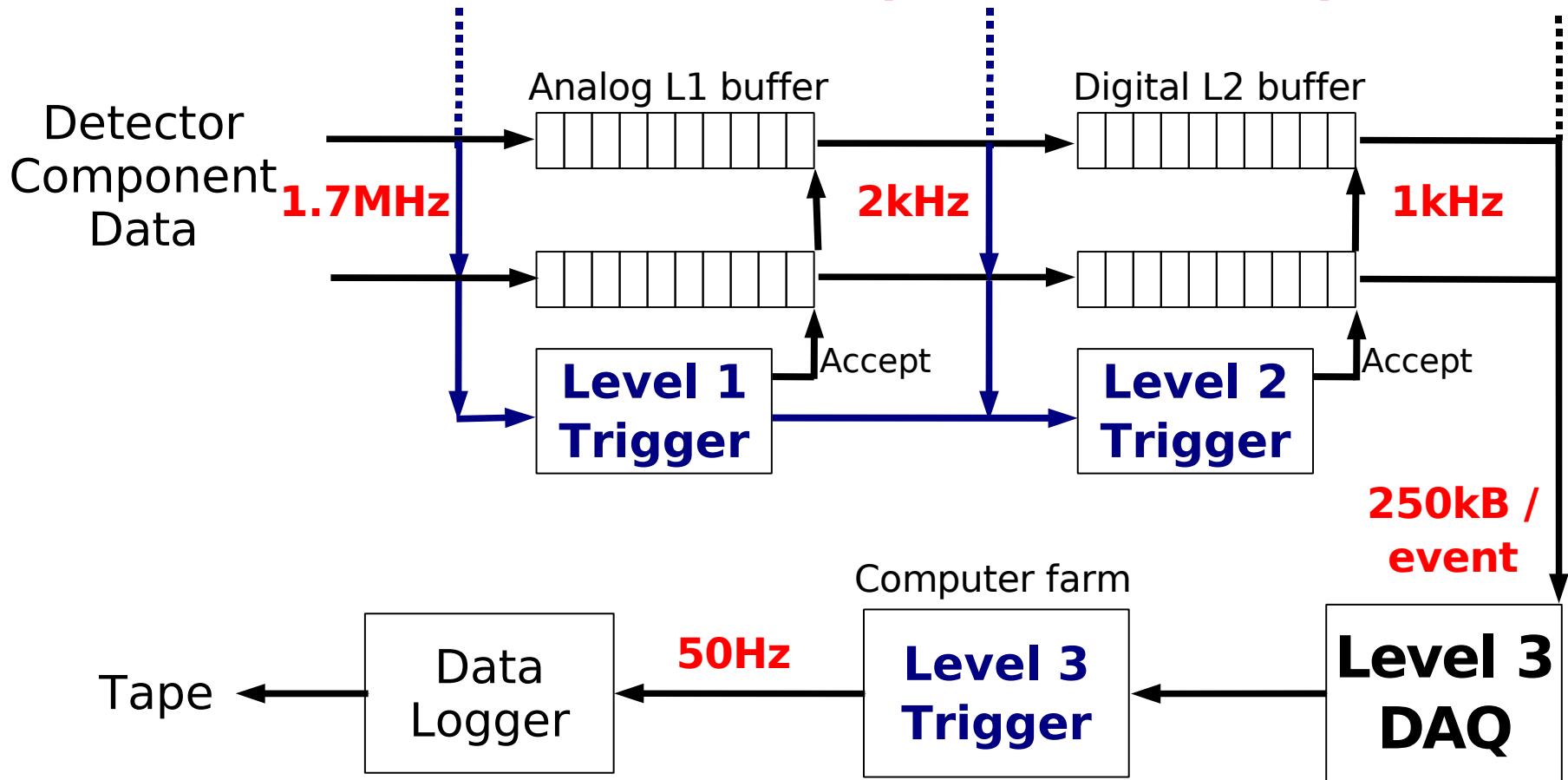
- ▶ Overview and design requirements
- ▶ System components
 - Commodity hardware
 - Operation and data flow control
- ▶ Upgrades and current performance
- ▶ Summary & conclusions



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The DØ data acquisition system



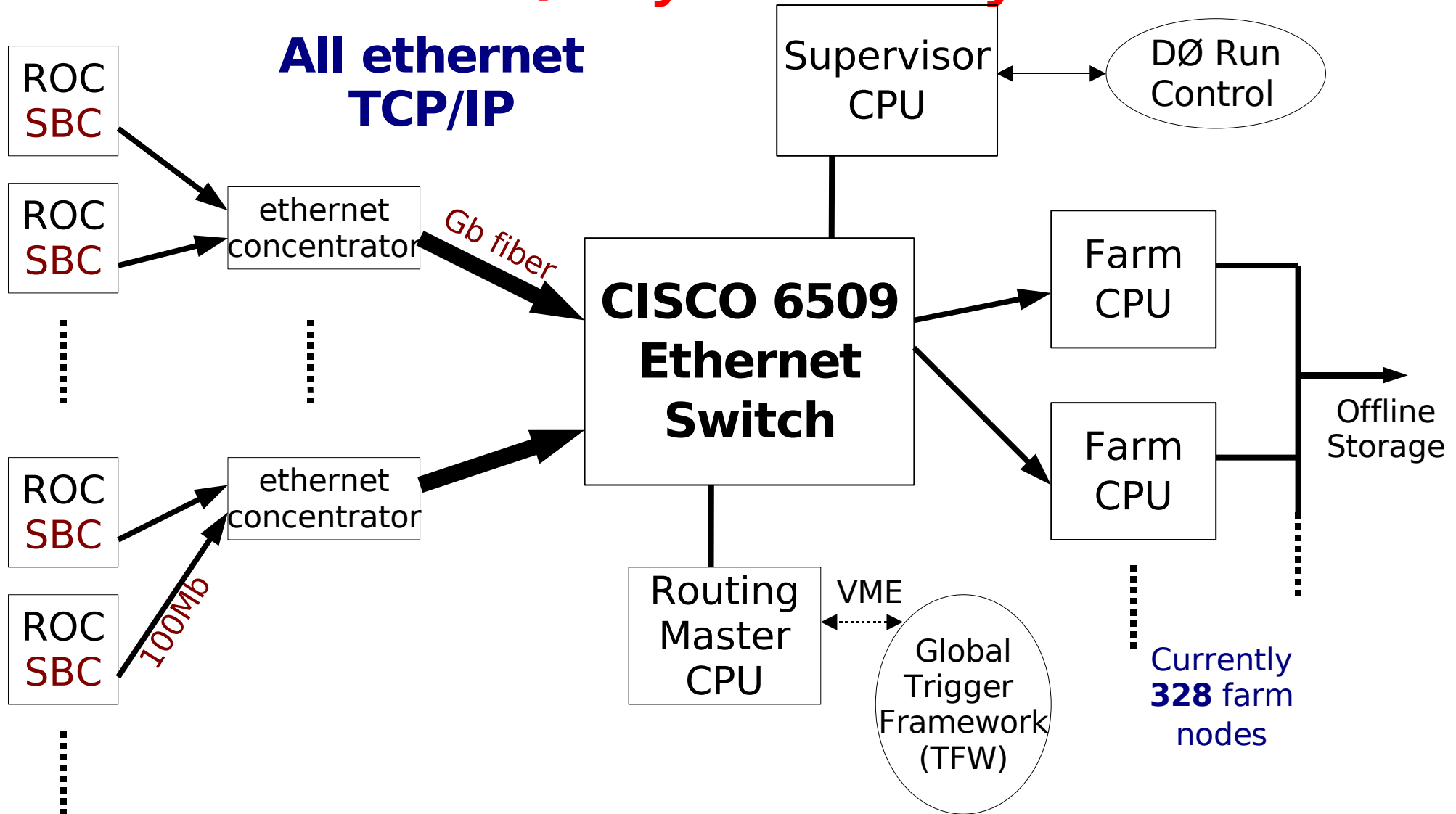
▶ Levels 1 and 2 are custom hardware

▶ L3/DAQ system is fully based on commodity hardware

Transfer event fragments from readout crates to L3 farm, where full event is available and triggered on with offline-like algorithms

▶ Design requirements: Input 1kHz, with 250kB/event, output 50Hz
Currently we operate normally at 300kB/event, output 100Hz

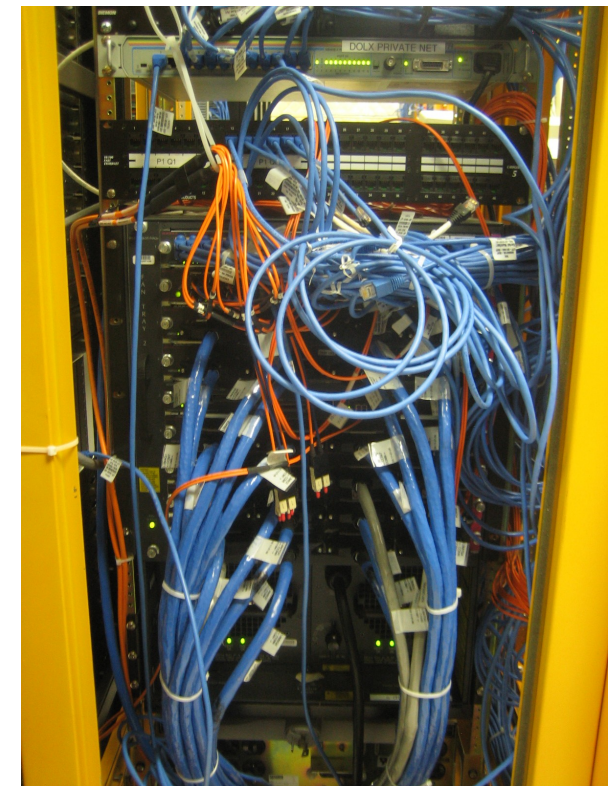
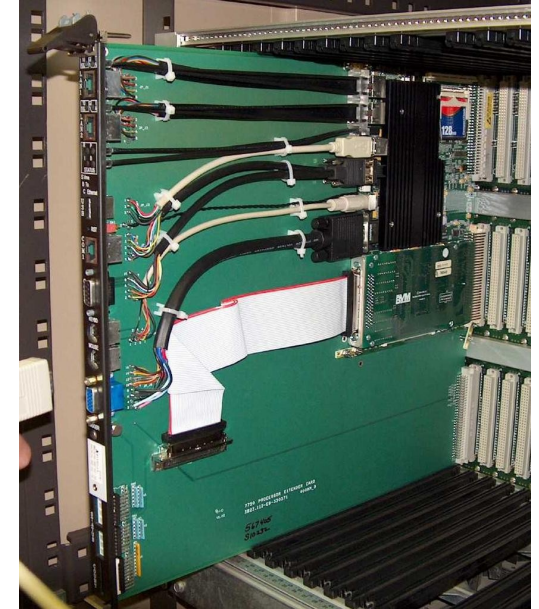
L3DAQ: system layout



- ▶ 63 total readout crates (ROC) and 5 Gb ethernet concentrators
- ▶ One single board VME computer (SBC) per crate
- ▶ 1-20kB data per crate in 1-10 modules

Components (all commodity hardware)

- ▶ **SBCs:** VMIC 7750, Pentium III 933 MHz
 - 128MB RAM, 128MB CompactFlash
 - VME to PCI Universe II module
 - Dual 100Mb ethernet (Intel eepr)
 - 3 with heavy load with 1000Mb ethernet
- ▶ **Routing Master:** VMIC 7850, P4M 1.7GHz
- ▶ **Farm nodes:** 328 total, all dual processor
 - Hyperthreaded Xeon 2.8 GHz (160)
 - Dual core AMD Opteron 1.8GHz (48)
 - Dual core Xeon 2.3 GHz (120)
 - Single 100Mb ethernet
- ▶ **CISCO 6509 switch:**
 - 16 Gb/s backplane
 - 9 module slots, currently full
 - 8 port Gb (fiber or copper)
 - 112MB shared output buffer per 48 ports



L3 DAQ operation

Partitioning: Simultaneous runs

- ▶ Allocate groups of nodes to each run

Flow control

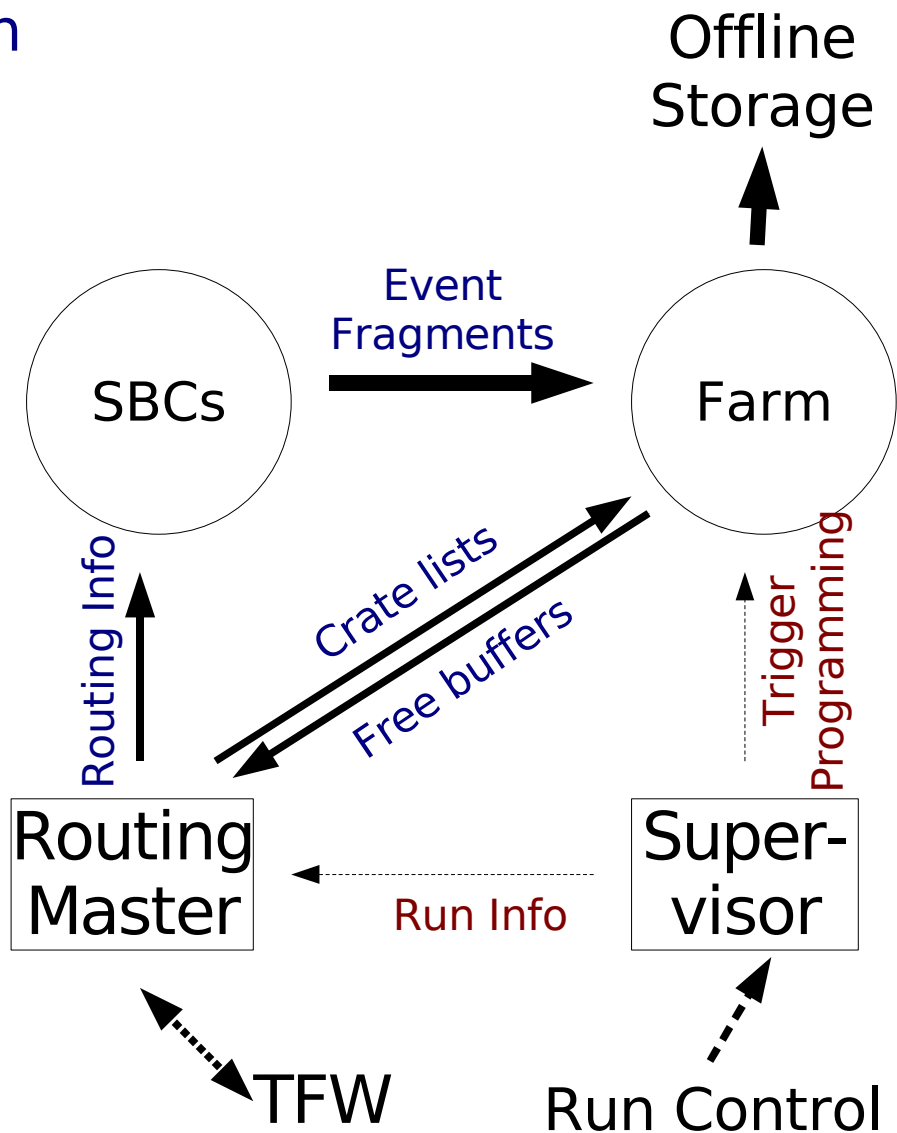
- ▶ Tune TCP settings to limit the amount of in-flight data
- ▶ Avoids packet-loss in switch
- ▶ Advertised buffers in nodes limit number of in-flight events
- ▶ Disable triggers if farm fills up

Software

- ▶ Linux OS on SBCs and farm
- ▶ C++ and shell scripts

Monitoring: Server architecture

- ▶ Data format is XML
- ▶ Heavily multithreaded to handle large number of sources and displays



Event buffering

Routing master

- ▶ Buffer 10 event tags (routing info) before sending to each SBC to minimize ethernet overhead
- ▶ Without buffering:
 $63 \text{ crates} \times 1\text{kHz} = 60,000 \text{ packets/s}$

SBC

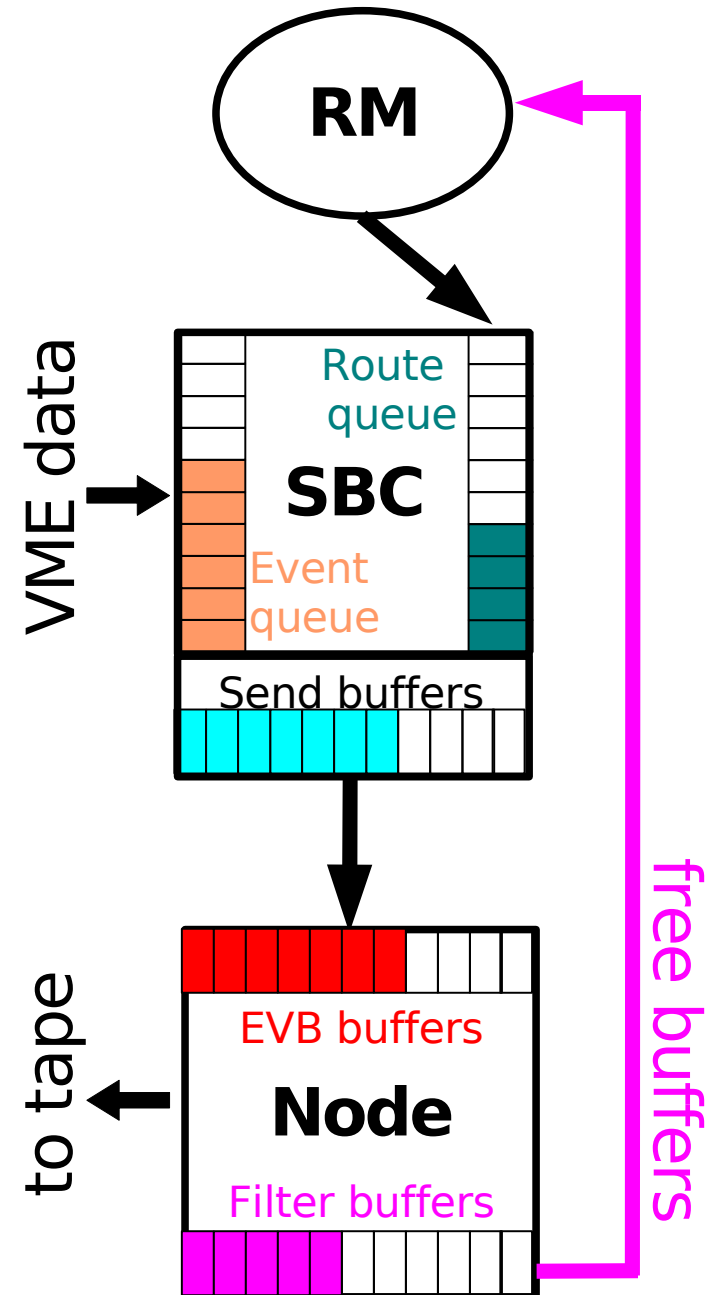
- ▶ Buffer 50 event fragments before routing
- ▶ 10 for RM event tag buffer and 40 for TFW FIFO depth
- ▶ Large (1MB) TCP/IP send buffer

Farm node Event Builder (concatenates fragments)

- ▶ 20 buffers (event processing)
- ▶ Advertise a maximum of 6 free buffers to RM

6509 switch

- ▶ 7 slots (each with 112MB shared output buffer for 48 nodes)
- ▶ $6 \text{ buffers} * 48\text{nodes/module} * 300\text{kB/event} = \sim 86 \text{ MB}$ max in transit through each module



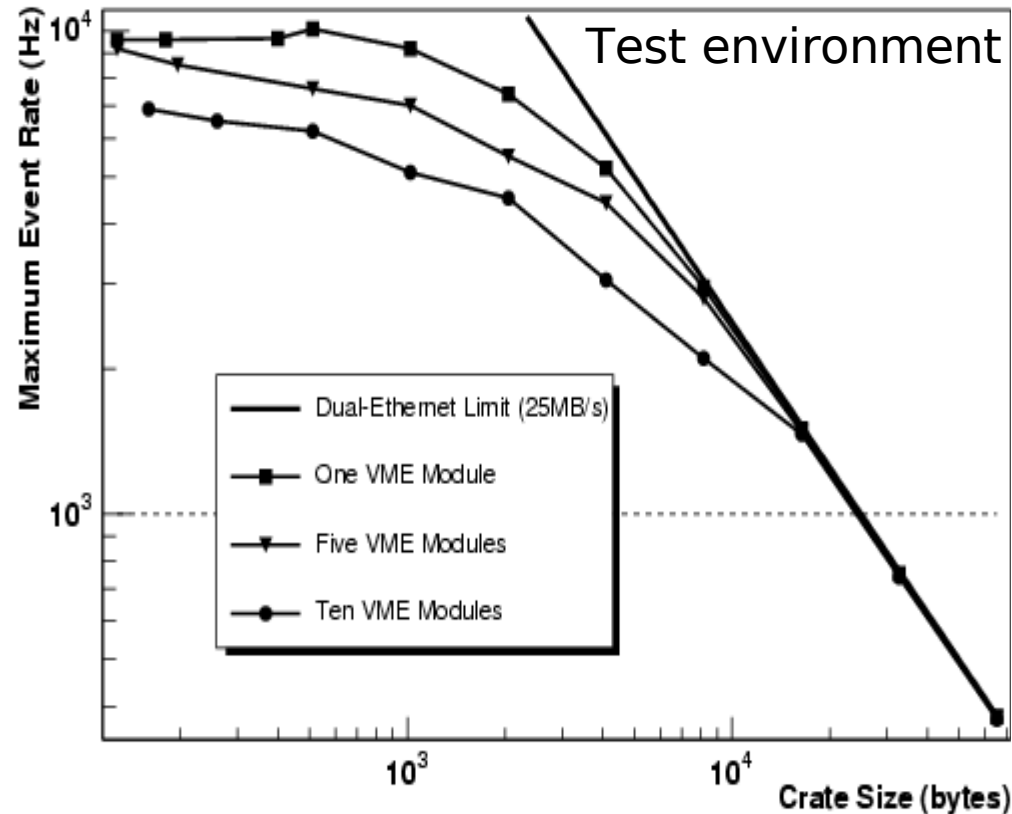
SBC performance

SBC Operation

- ▶ Very reliable hardware
 - 1 replacement/year
- ▶ Customized Linux kernel
 - Executes the VME reads
 - Configurable depending on crate type
 - Event fragment buffering
- ▶ User level process matches route info to fragments and sends to node

Have 3 different regimes based on crate payload:

- ▶ single-ethernet if crate size $< 10\text{MB/s}$
- ▶ dual-ethernet if crate size is $< 20\text{MB/s}$
 - two connections from each farm node
 - toggle sending between connections
- ▶ Gb-ethernet if crate size is $> 20\text{MB/s}$
 - Three crates have peaks of $\sim 200\text{MB/s}$



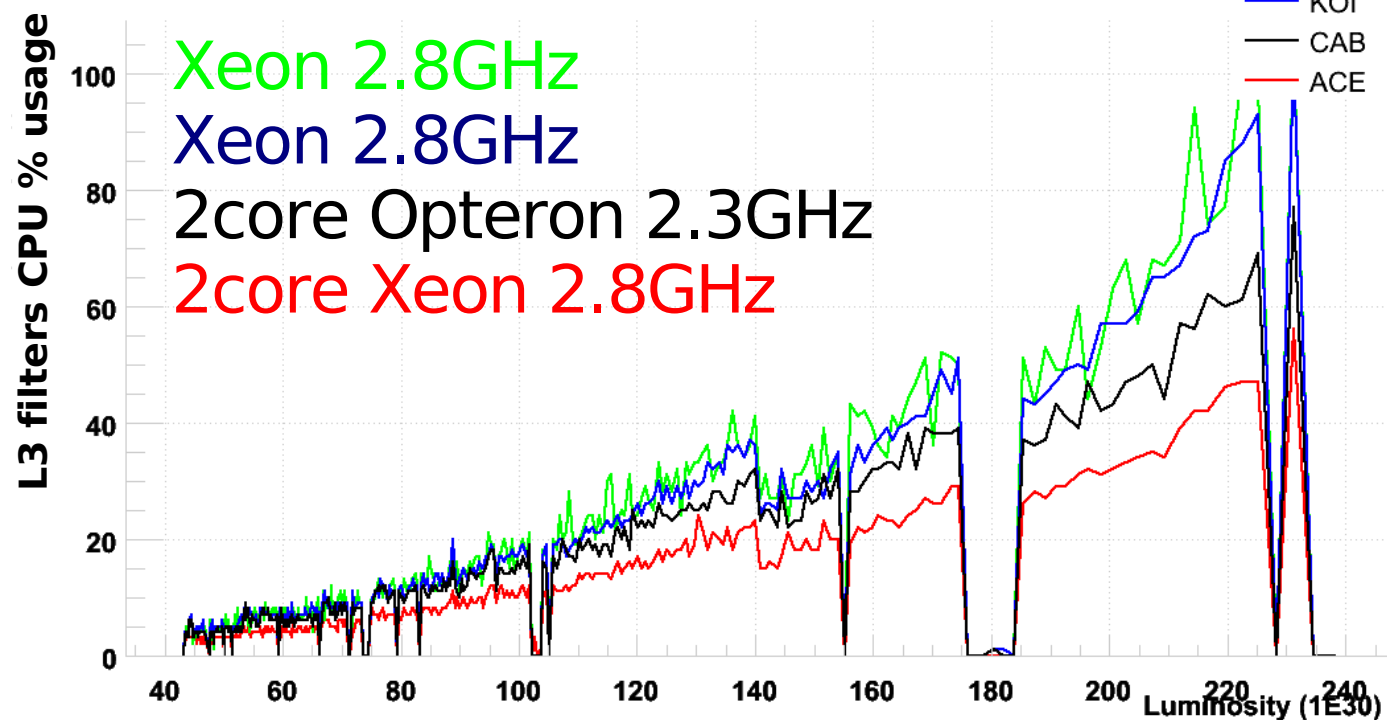
Limits

- Reach dual-ethernet limit for crate size $> 20\text{kB}$
- VME overhead is main limit for $< 20\text{kB}$
- CPU limited near 10kHz
- DØ design is 1kHz

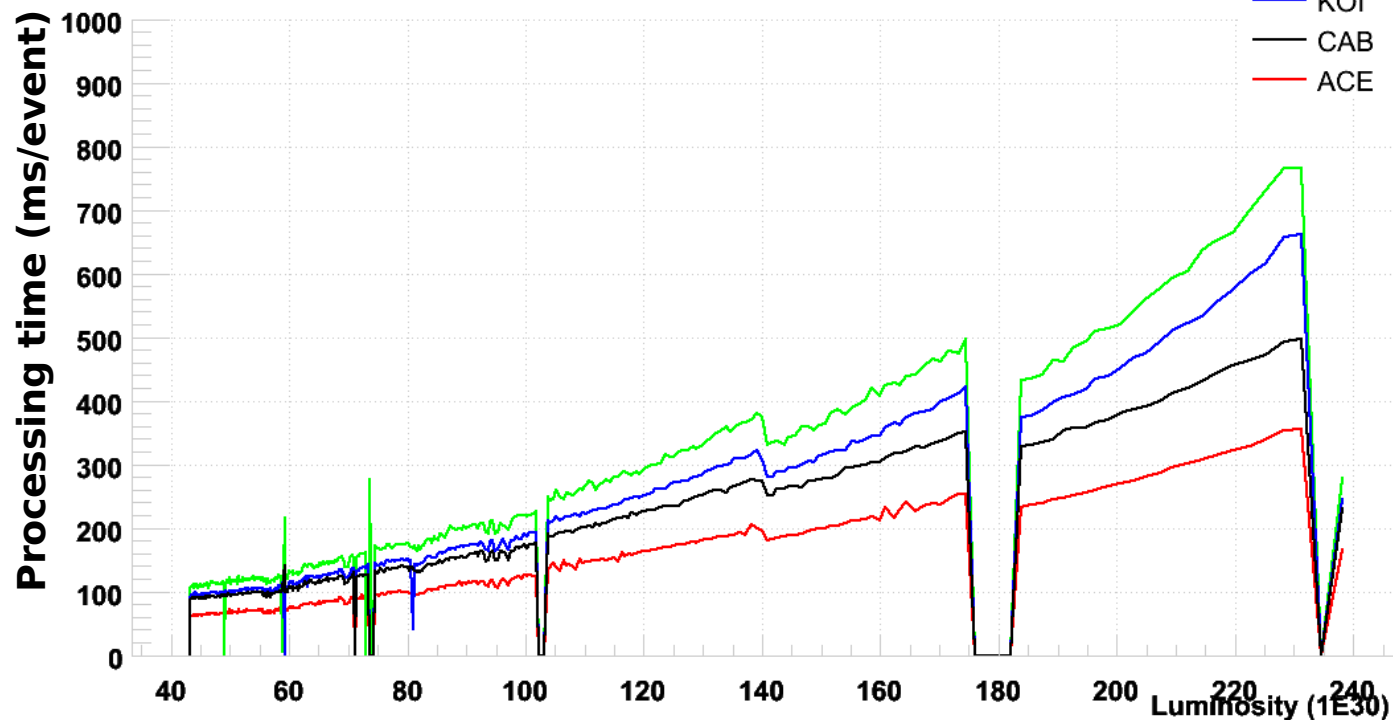
Nodes performance

- ▶ Dual processor hyperthreaded nodes have three L3 filter processes running (18% more efficient than two L3 filters)
- ▶ Dual processor dual core nodes have four L3 filters running
- ▶ Scaling with luminosity differs
- ▶ Memory bandwidth is also a factor
- ▶ Dual core dual processors are more robust at highest luminosities

Store 5353 cpu performance vs Luminosity



Store 5353 filt performance vs Luminosity



Farm running experience

Farm node hardware breaks often

- ▶ Minor problems: few/week
- ▶ Warranty service: around one machine/month
- ▶ Typically hard drives and CPU fans
- ▶ FNAL Computing Division in charge of maintenance

Software must assume nodes will crash/be unavailable

- ▶ Supervisor process reassigns nodes dynamically
- ▶ Farm nodes initiate connections to RM and SBCs
- ▶ Version of L3 filter software to run is set manually

Upgrade of the farm: from 82 to 328 nodes and beyond

- ▶ FNAL CD experience is very valuable
- ▶ Strict vendor requirements
- ▶ Purchase fully assembled racks with on-site service from vendor
- ▶ Copying new versions of the L3 filter executables (300MB with rsync) to 328 nodes is painfully slow!

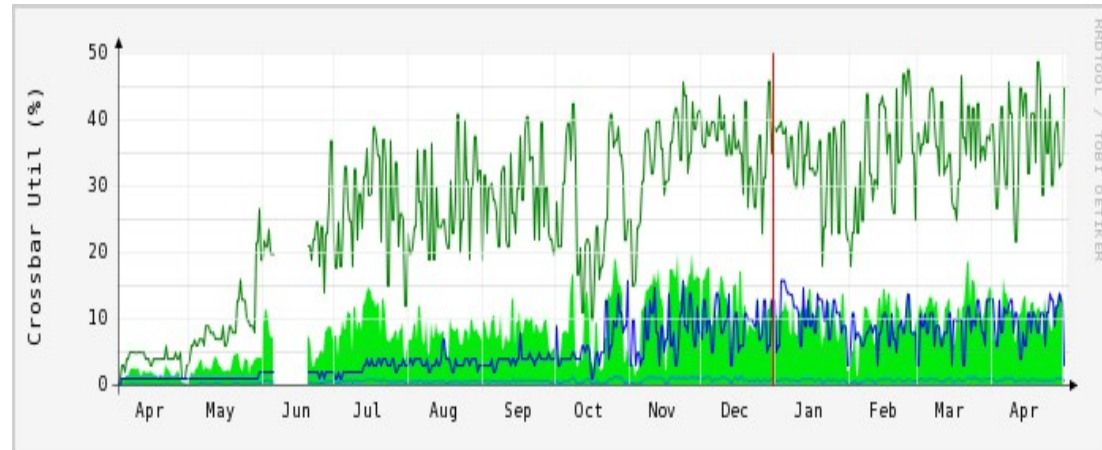
Overall performance

Recent typical store

- ▶ Start at ~900Hz input with 300kB, finish at ~300Hz with 250kB

Cisco switch

- ▶ Max utilization peaks at ~50% in the module with all the Gb connections
- ▶ All other modules peak at 35%



Routing Master

- ▶ Decision is made and sent in under 1 ms
- ▶ CPU usage at 1 kHz is ~50%, maxed out at 1.4 kHz in a test environment

SBC operation

- ▶ Crates with 20kB frag. size result in ~80% CPU utilization at 1 kHz
- ▶ RAM memory could be a problem if many more nodes added

Upgrades & new ideas

Farm upgrades

- ▶ Phase out old nodes when warranty expires
- ▶ New more powerful nodes added at current market standard
- ▶ Processing needs are difficult to predict long-term
- ▶ Evaluation of current “power” as a function of luminosity helps extrapolate future needs
- ▶ May need new slot(s) for CISCO 6509 switch

SBC upgrades

- ▶ VMIC 7805 with Gb ethernet was tested and works fine
- ▶ New model could replace old SBCs with dual ethernet

New ideas (very preliminary)

- ▶ Trigger leveling: store events in the node hard drive at the beginning of the stores and process them when the pressure on the farm is less, an hour or so later
- ▶ Share farm with offline Monte Carlo production

Conclusions

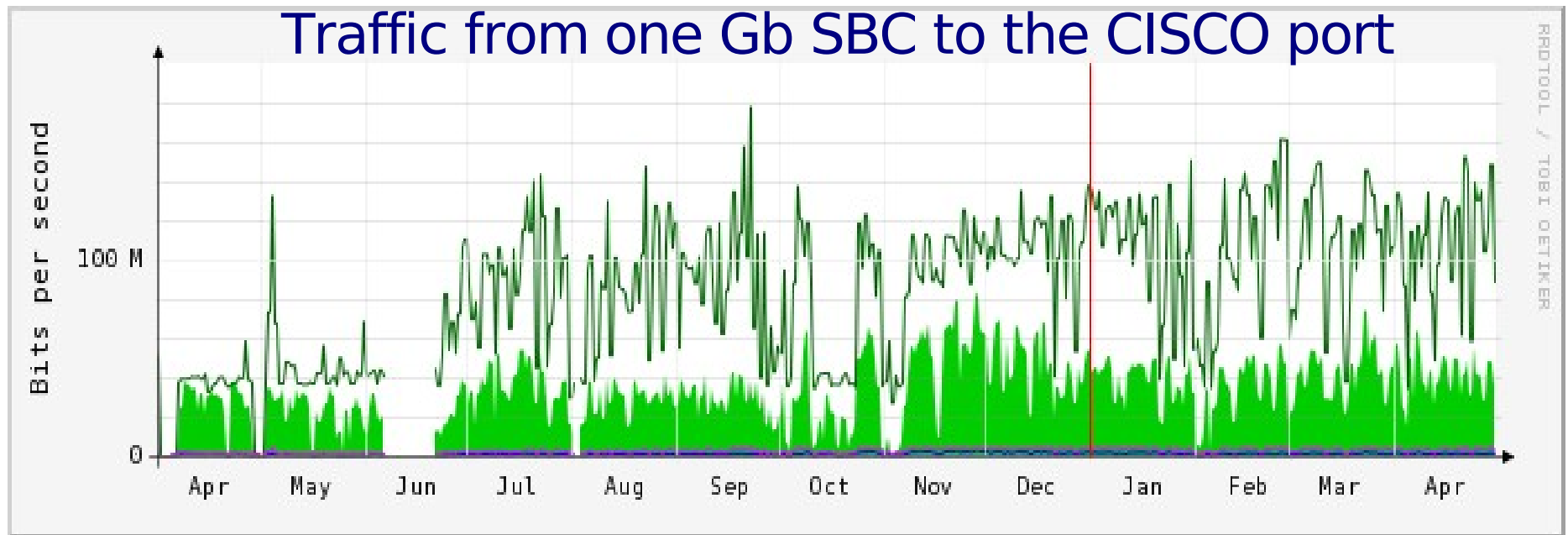
- ▶ DØ L3 DAQ built from commodity hardware
- ▶ 63 VME sources to 328 node processor farm
- ▶ Input: up to 350kB events at 1kHz (or 350MB/s)
- ▶ Based on Ethernet and TCP/IP communication
- ▶ Stable, reliable, expandable:
 - Successfully expanded from 80 to 328 nodes
 - Two-core chips in use, curb the processing time
 - Were able to double the output rate (50 to 100Hz)
- ▶ More upgrades straightforward
 - Replace subset of farm or add new ones
 - Front-end SBCs replacement if needed
- ▶ Keep improving to meet the needs of DØ

Extra Slides

More information:

<http://www-d0online.fnal.gov/www/groups/l3daq/>

SBC with Gb link



Green: Incoming traffic

Dark green: Peak incoming traffic