

ERSAP: Towards Better HEP/NP Data-Stream Analytics With Flow-Based Programming

Environment for Real-time Streaming,
Acquisition and Processing



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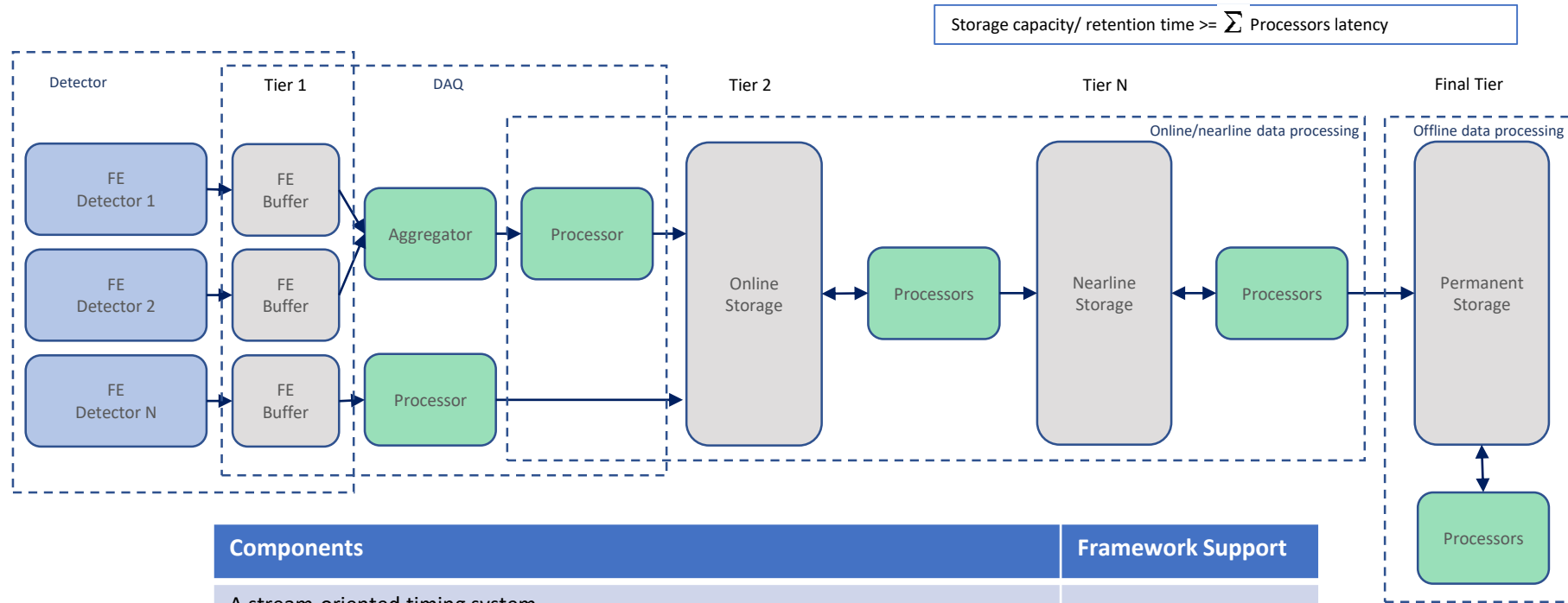
“Enable full offline analysis chains to be ported into real-time, and develop frameworks that allow non-expert offline analysis to design and deploy physics data processing systems.”

A Roadmap for HEP Software and Computing R&D for the 2020s. HEP Software Foundation, Feb. 2018

Outline

- Looking forward to future experiments at the JLAB and EIC
 - Reevaluate existing readout systems and their interface to the back-end
- Reactive, actor-model based programming model
- Results from ERSAP based pilot applications.

Streaming system components: Tiered storage model



| Components | Framework Support |
|---|-------------------|
| A stream-oriented timing system | |
| A standard stream data format | ✓ |
| Front-end electronics that outputs time-based streams of data | |
| Efficient streaming data transport | ✓ |
| A stream oriented random-access data storage tier | ✓ |
| A framework for data processing tasks (virtual triggers, calibration, reconstruction, monitoring, data storage, etc.) | ✓ |
| A framework for data-flow orchestration and data-stream processing application design and deployment | ✓ |

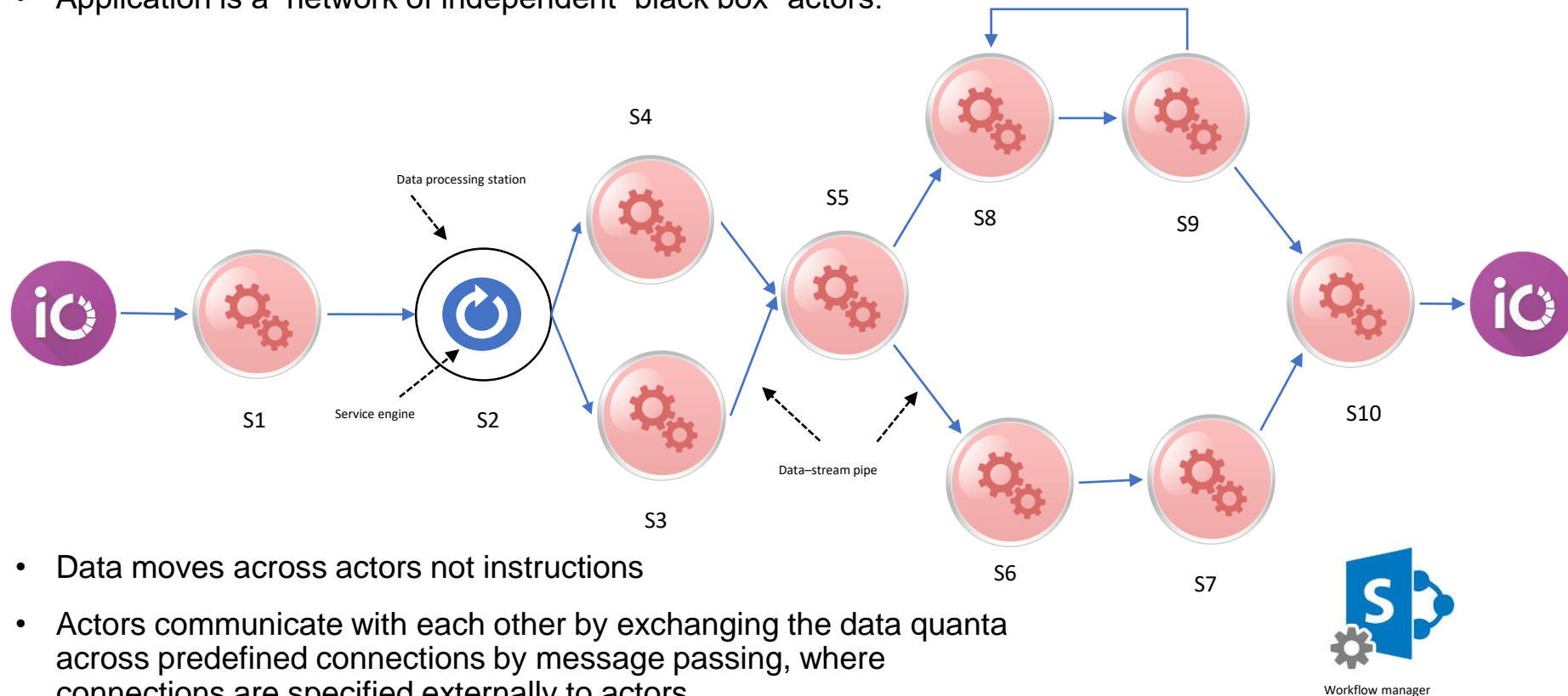
Πάντα ρεῖ Flow-Based Programming Paradigm

- Proposed in the late 60s by J. Paul Rodker Morrison
- “Assembly line” data processing
- Data flows through asynchronous, concurrent processors (“black box” actors)
- Actors communicate via data chunks (called information packets or data-quanta)
- Data-quanta are traveling across predefined connections (conveyor belts), where connections are specified externally to the processors.
- Data is pushed through actors, while actors are reacting on passing data quantum.
- Actors are performing independent, well-defined functions
- Simple reconfigure
- Minimizes side-effects



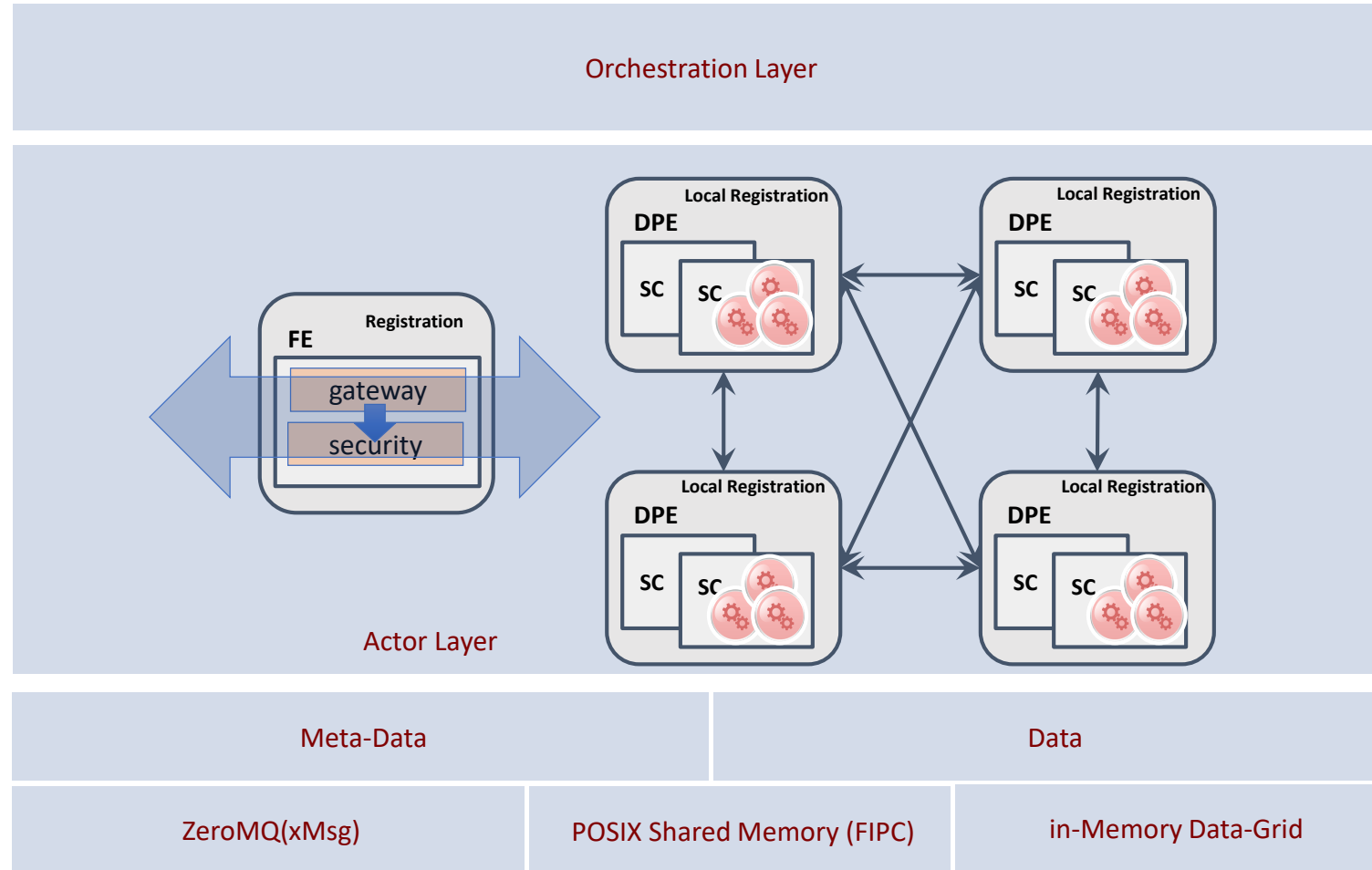
ERSAP architecture

- Reactive event driven **actor**, **data-stream pipe**, and **orchestrator**.
- Stream of data quanta, flowing through directed graph of actors.
- Application is a network of independent “black box” actors.



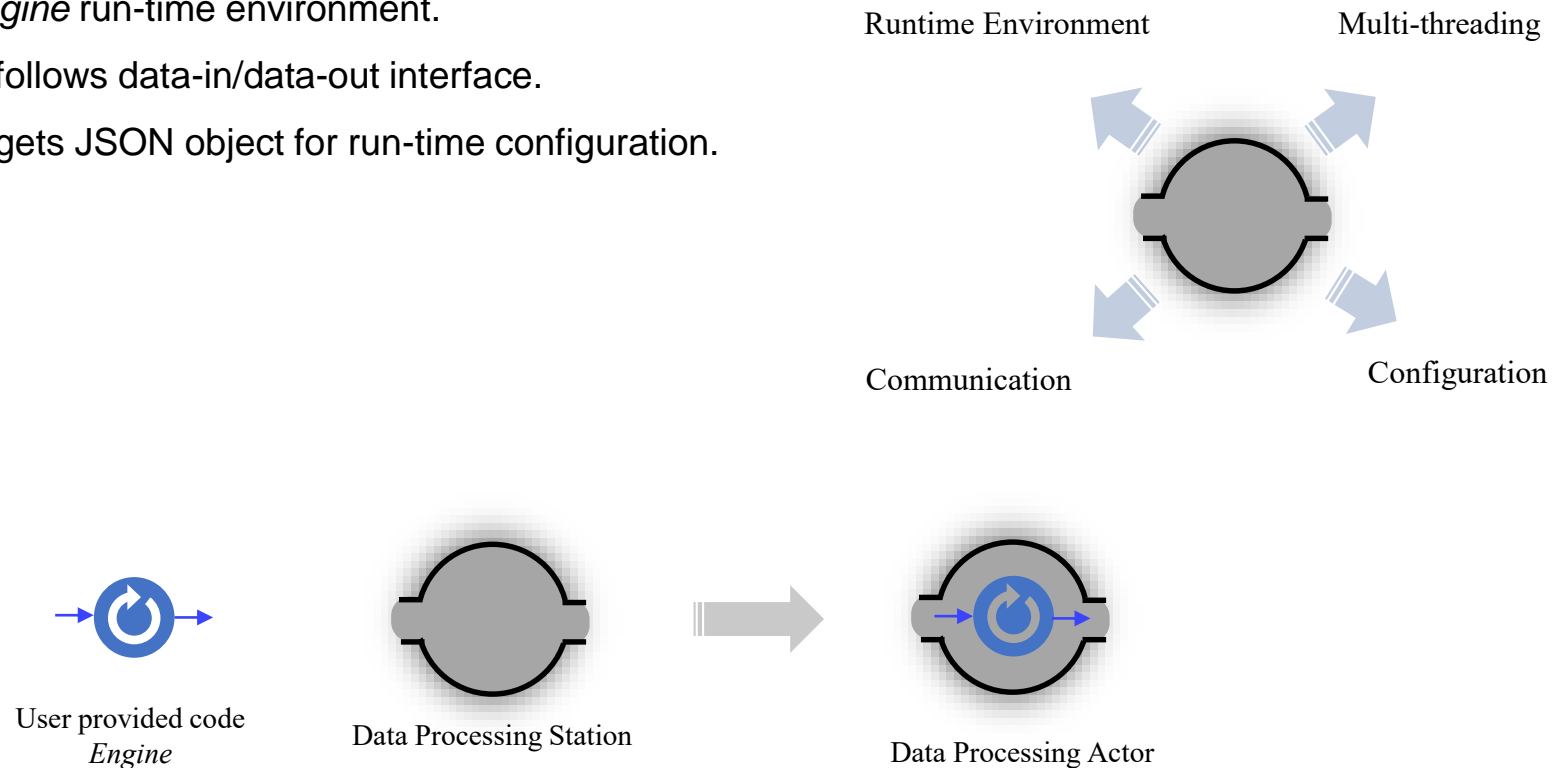
- Data moves across actors not instructions
- Actors communicate with each other by exchanging the data quanta across predefined connections by message passing, where connections are specified externally to actors.
- User provided data processing single-threaded algorithms (engines) are presented as fully scalable actors in the framework.

ERSAP 3-layer structure

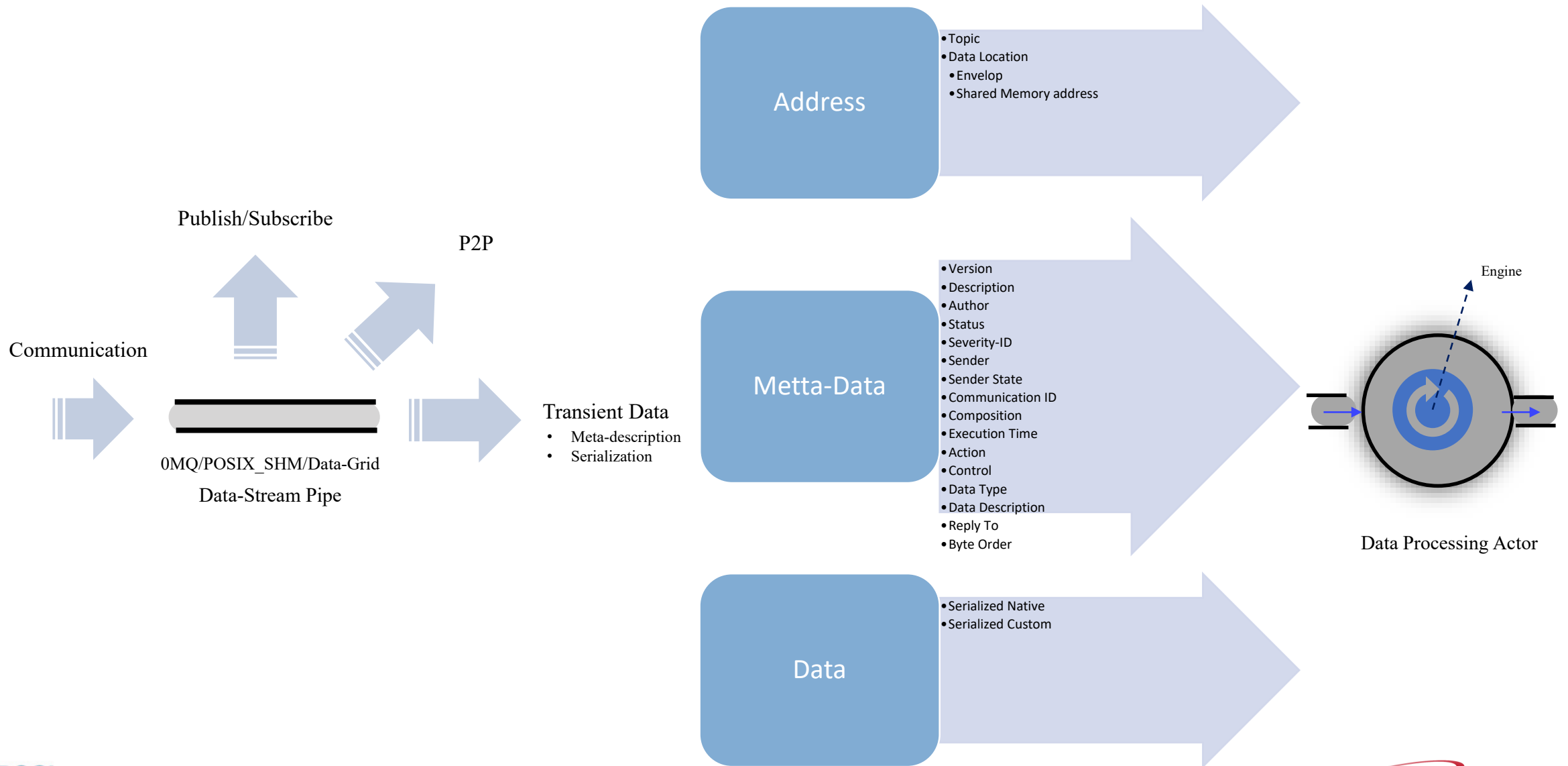


Data processing station: actor

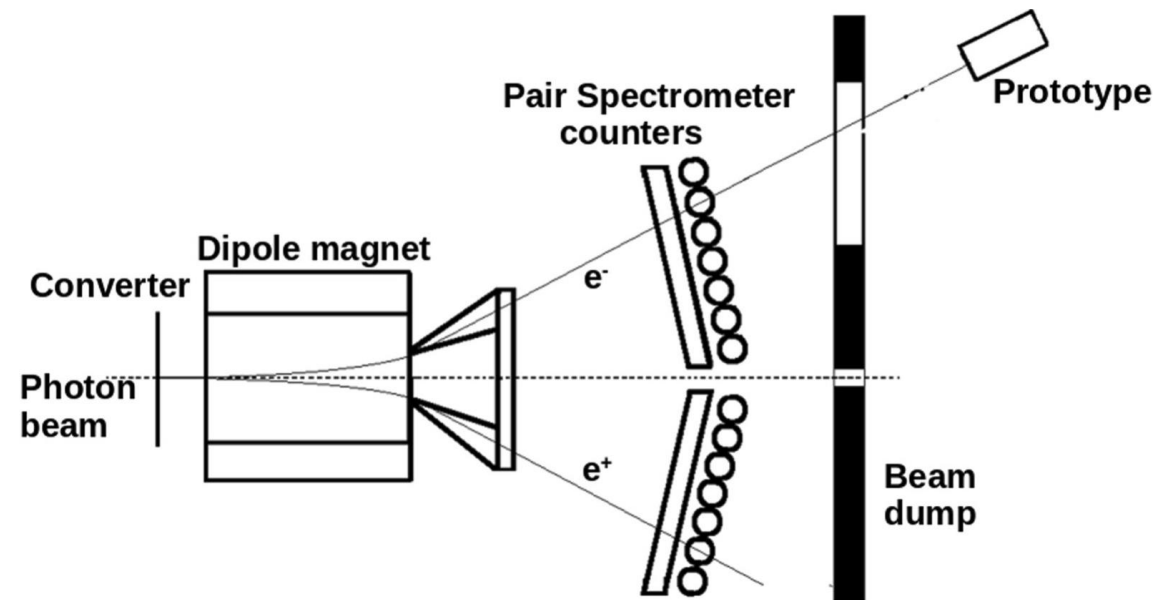
- User *engine* run-time environment.
- Engine follows data-in/data-out interface.
- Engine gets JSON object for run-time configuration.



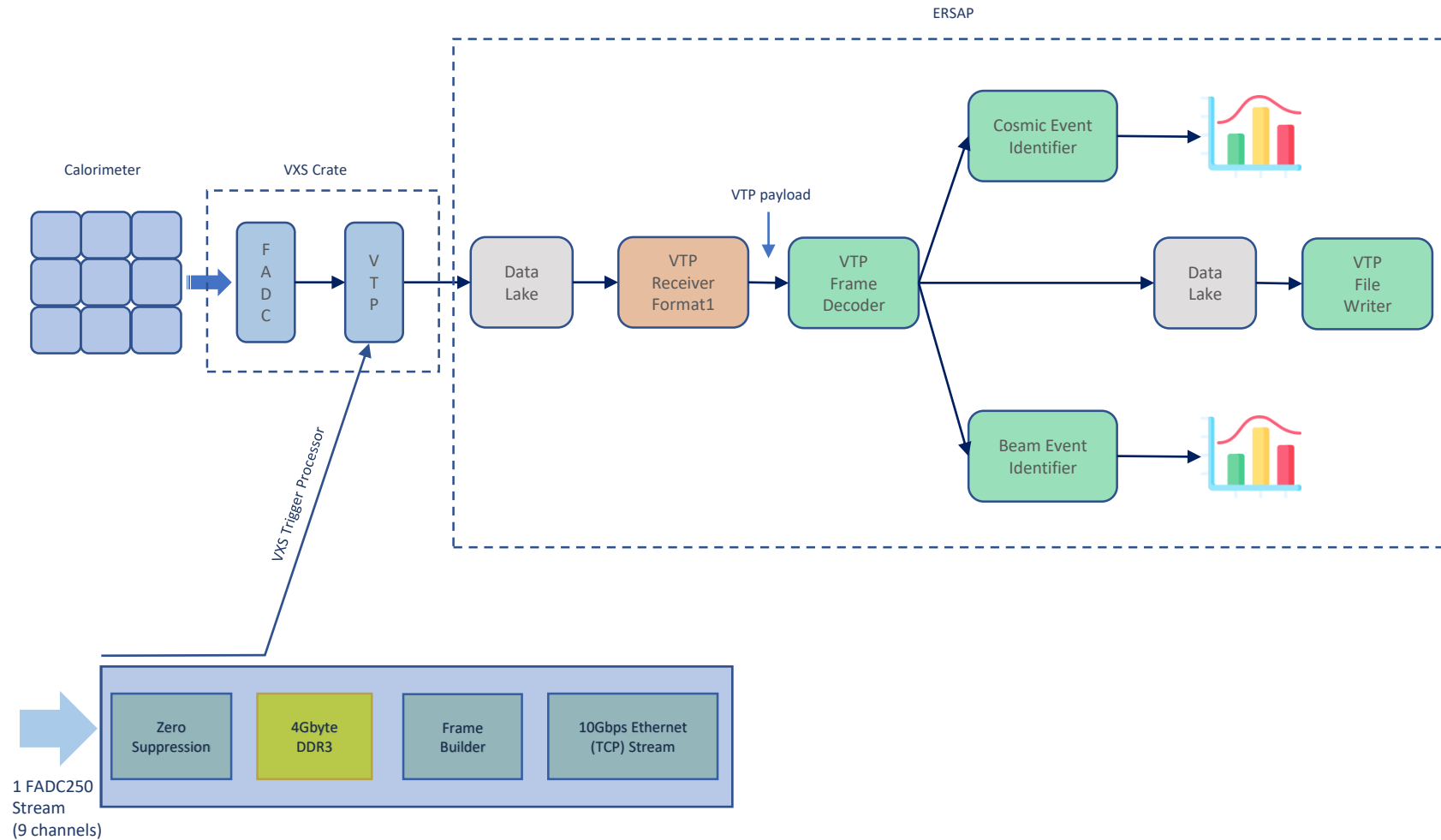
Streaming data transport (conveyer belt)



Hall-D EIC prototype calorimeter setup

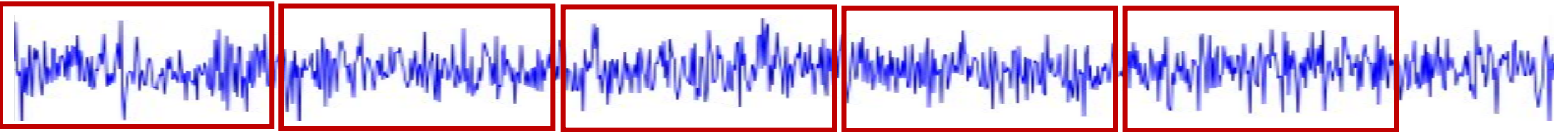


Hall-D prototype calorimeter ERSAP SRO pipeline

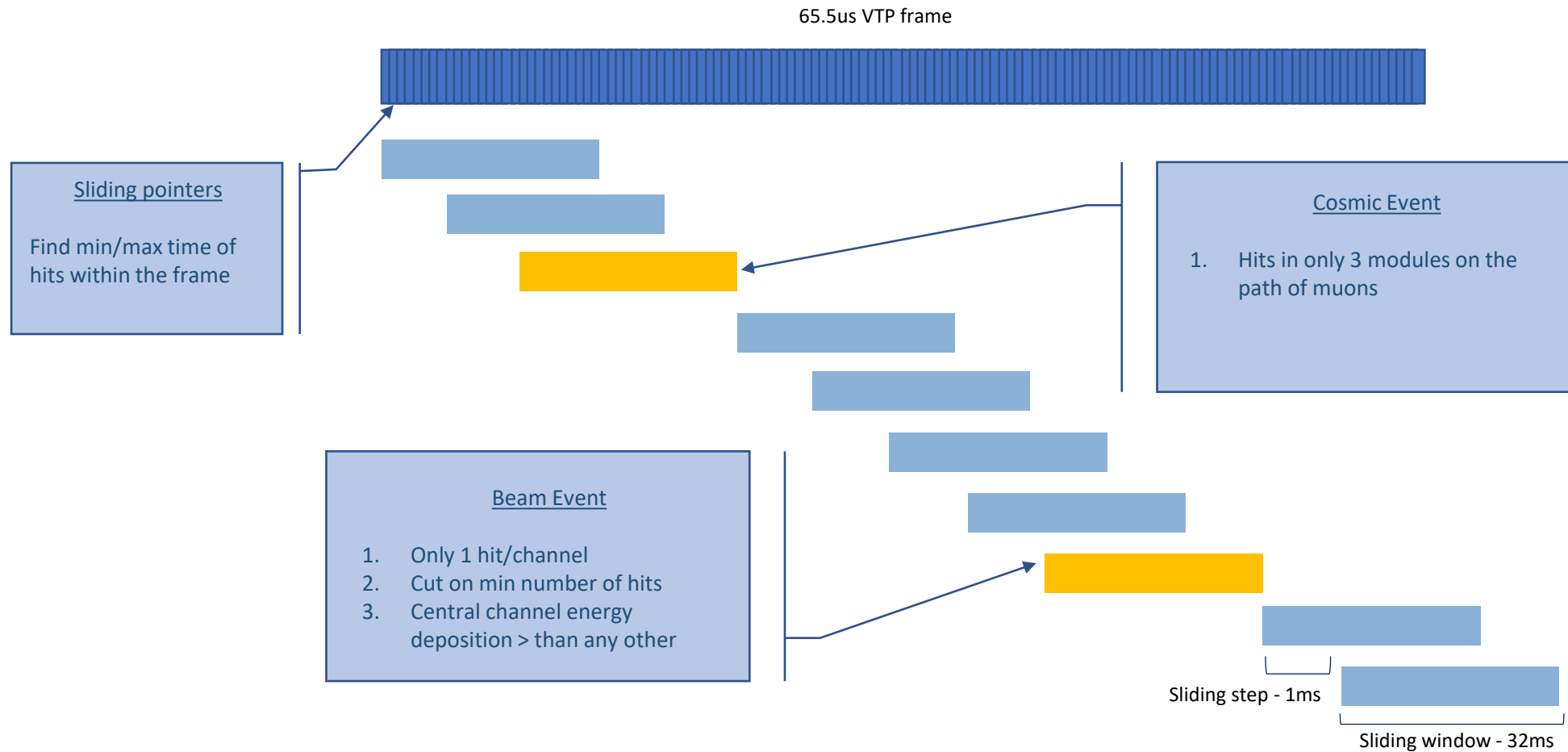


VTP fADC data stream frames

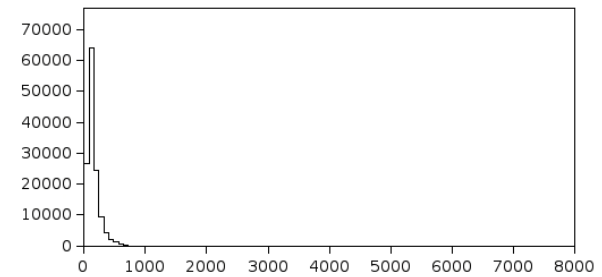
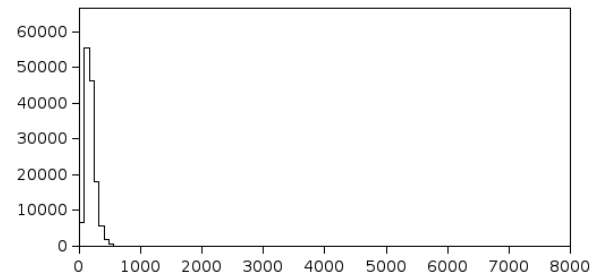
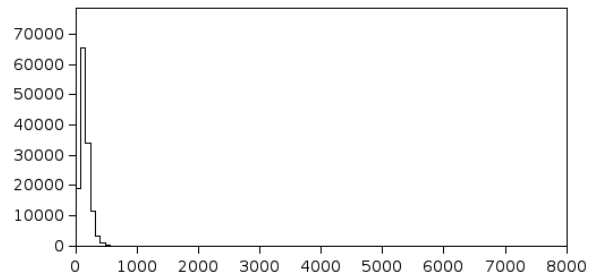
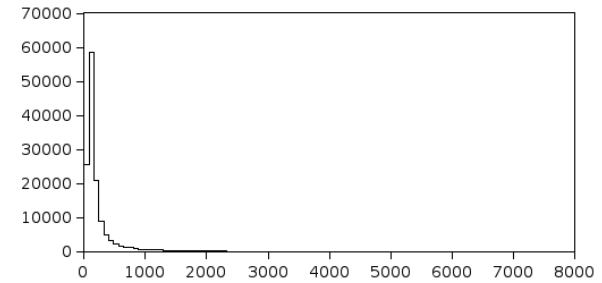
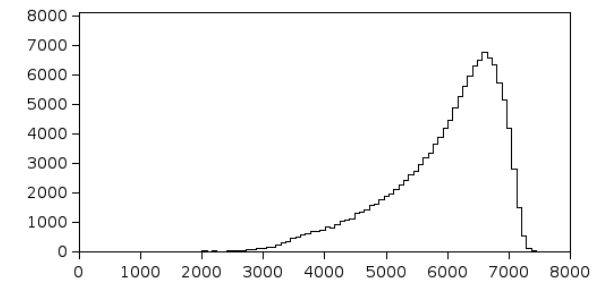
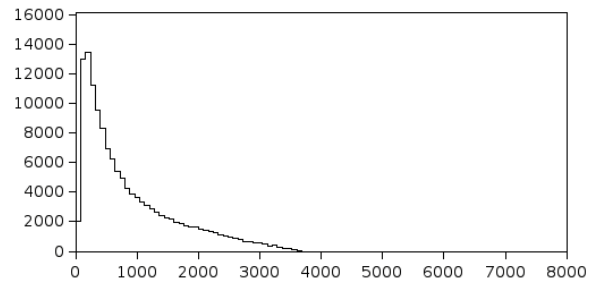
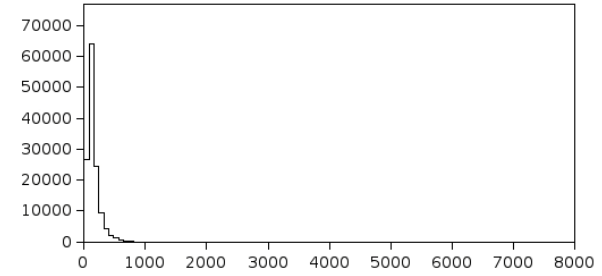
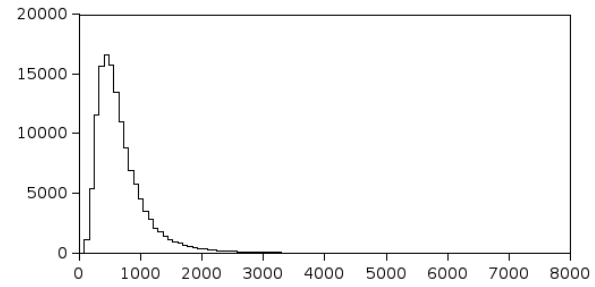
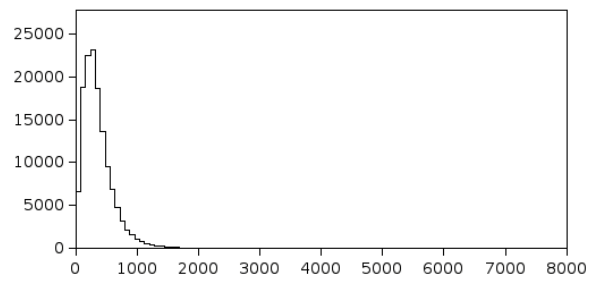
65.5us VTP frame



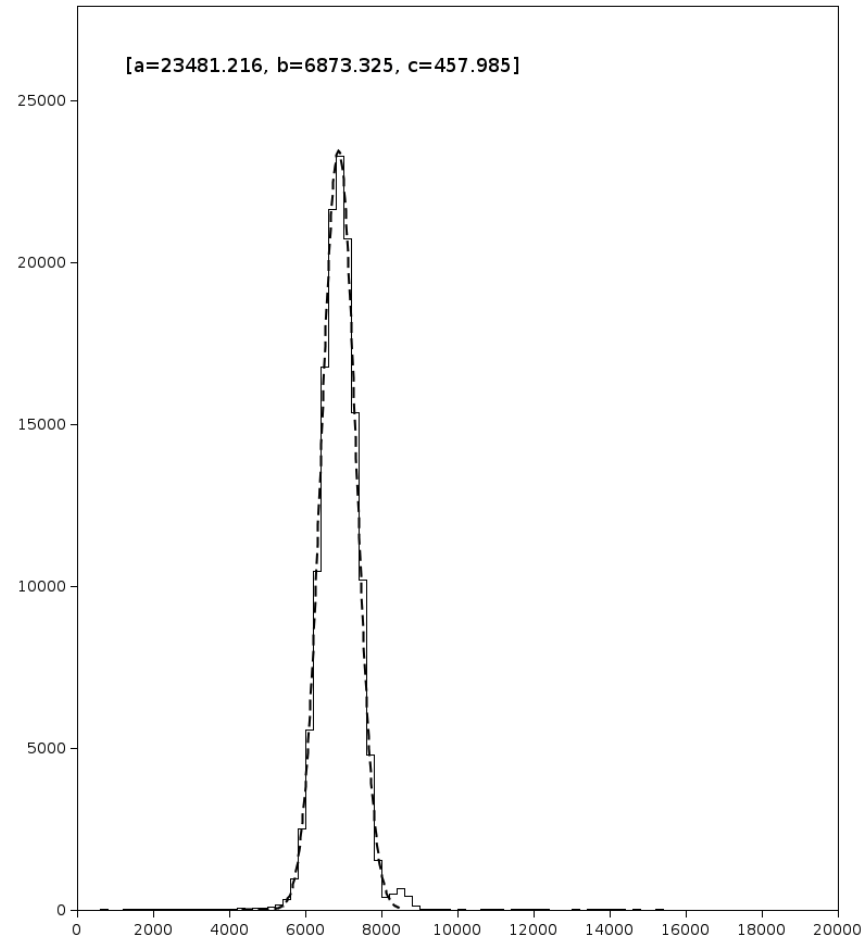
Event Identification. Sliding window technique



3x3 Calorimeter. Beam

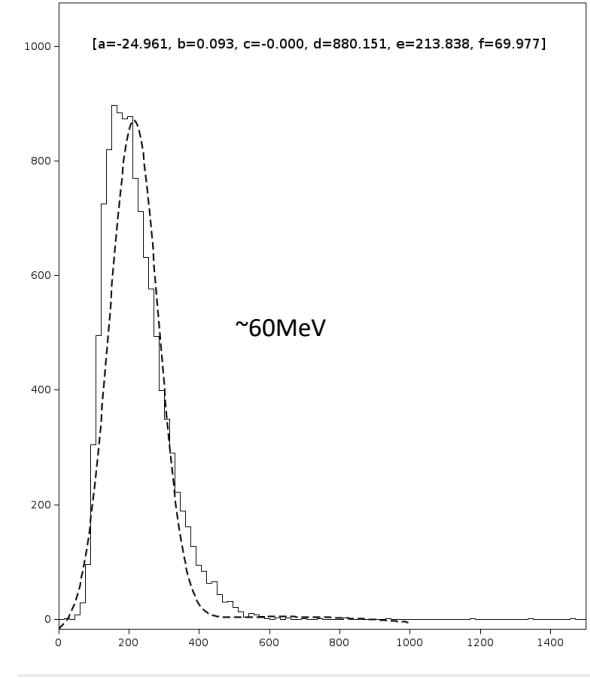
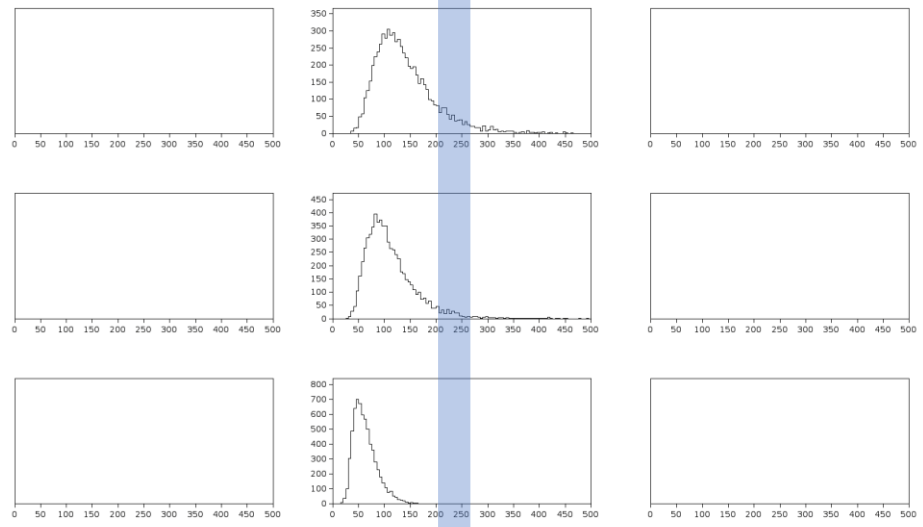
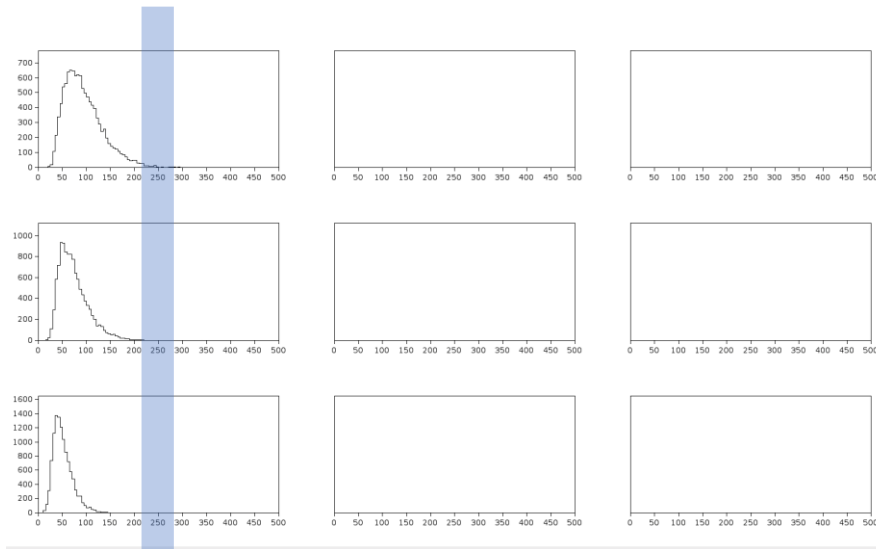


3x3 Calorimeter. Beam sum

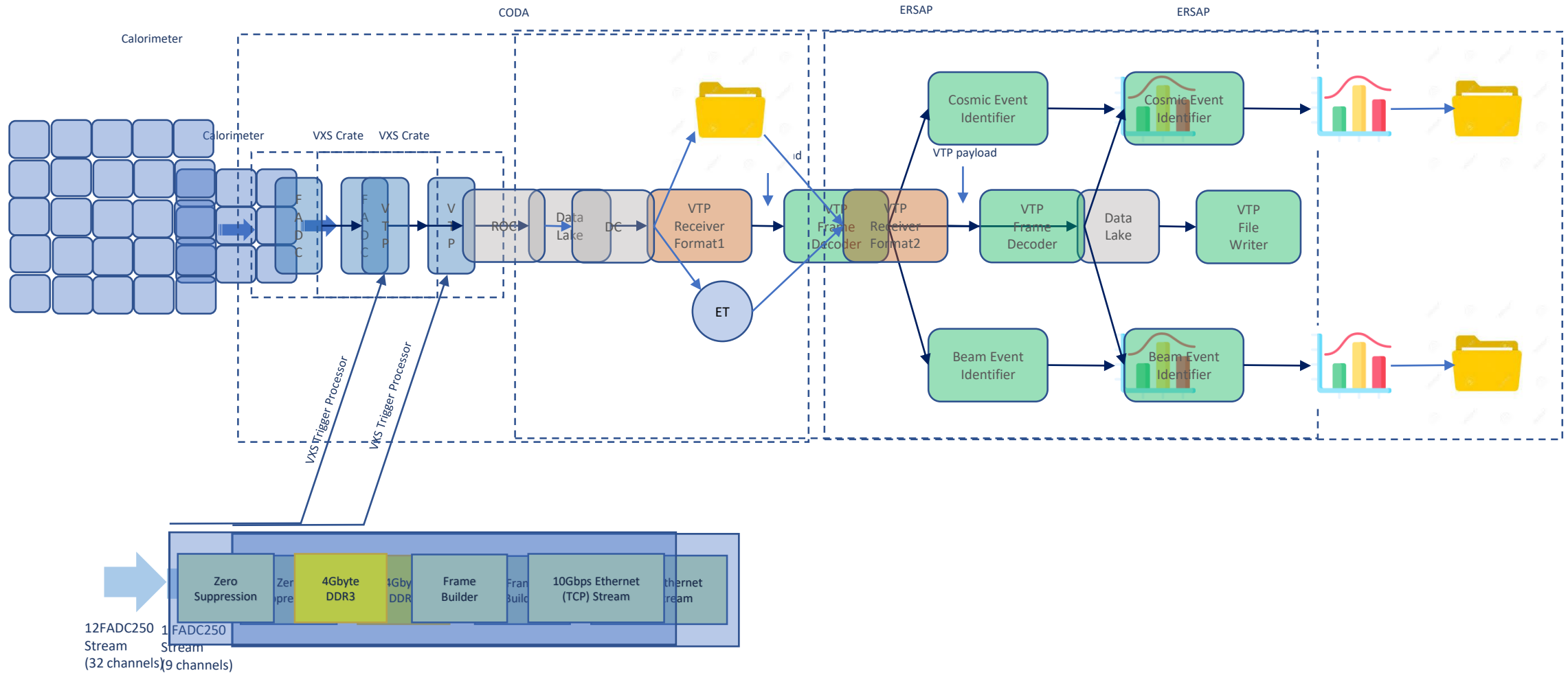


~2GeV
Based on cosmic muon deposition
(see next slide)

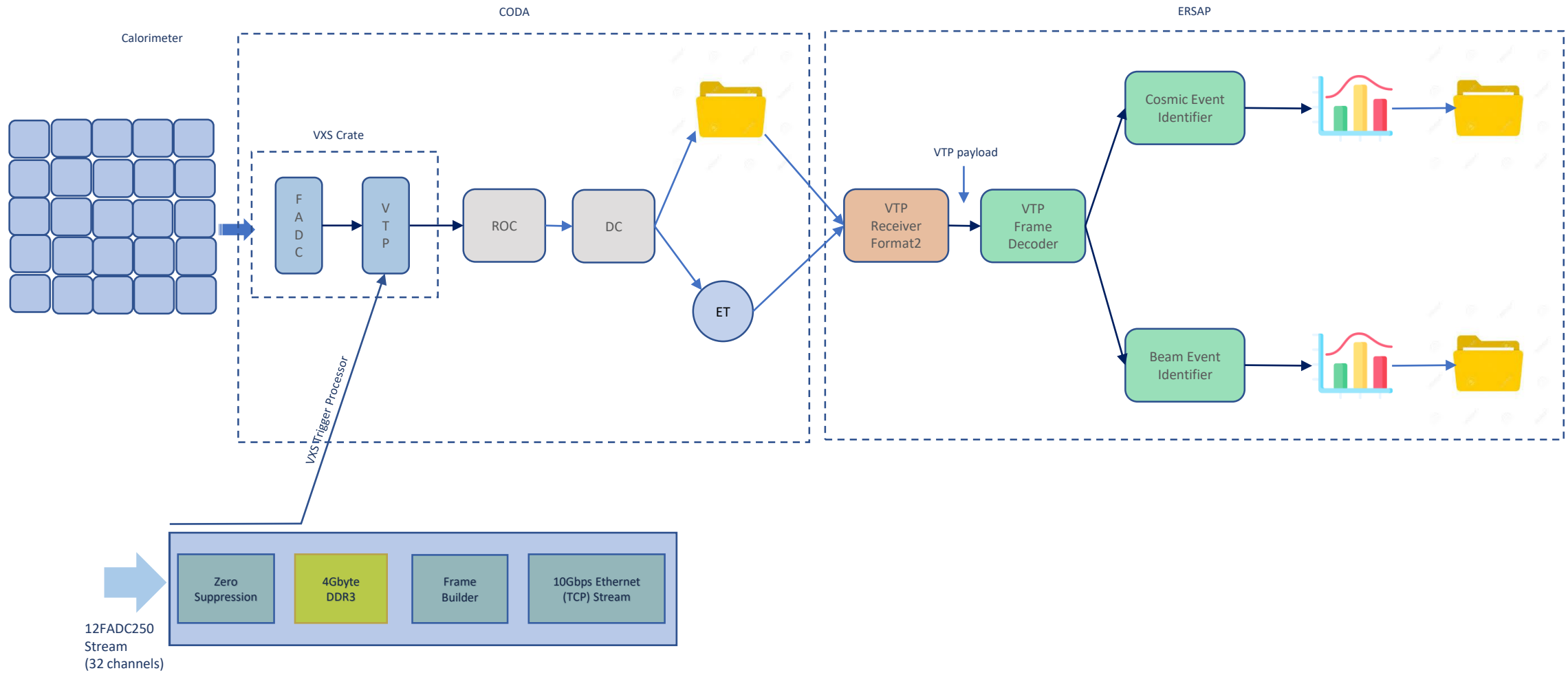
3x3 Calorimeter. Cosmic



Hall-D prototype calorimeter ERSAP SRO pipeline



EIC prototype calorimeter SRO pipeline at DESY

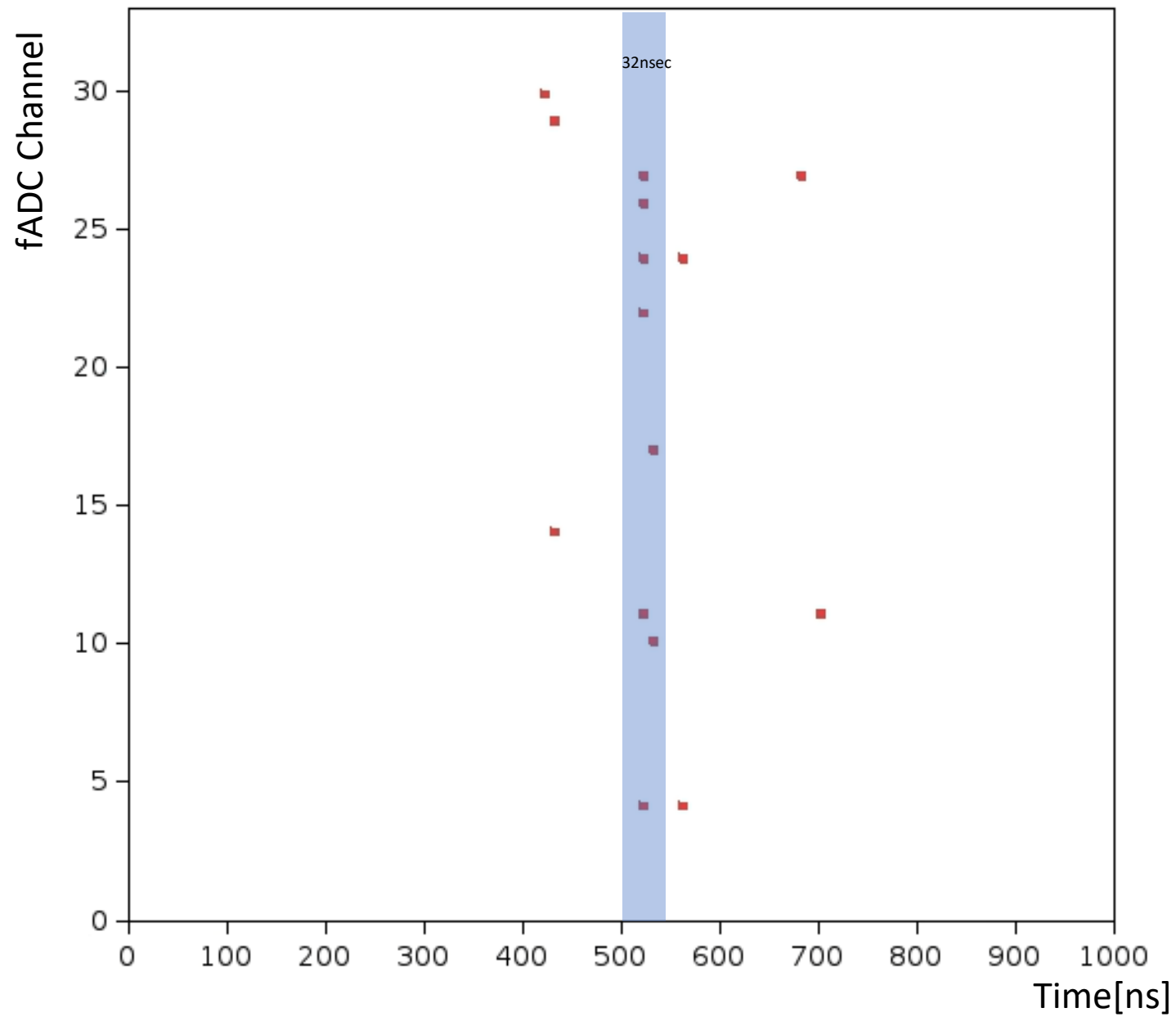


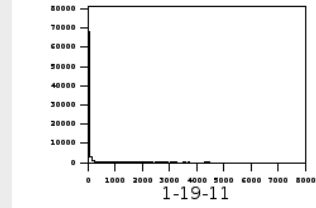
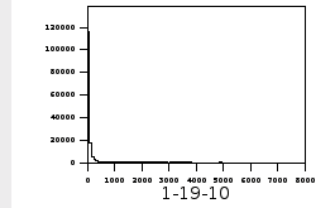
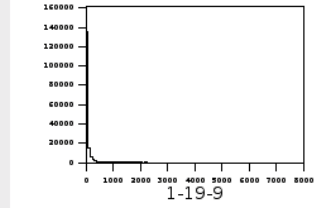
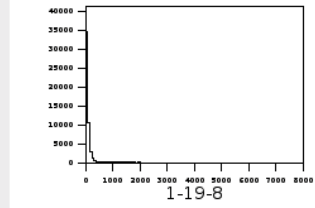
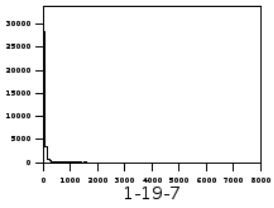
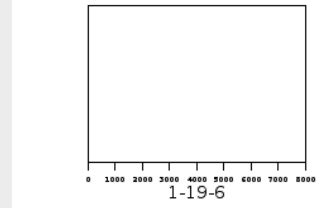
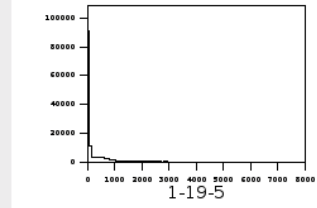
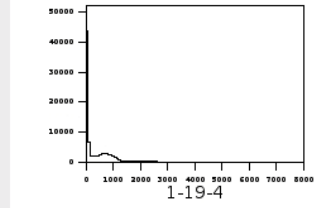
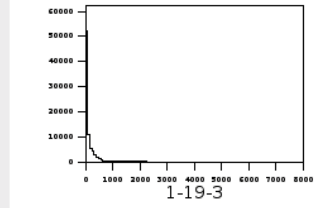
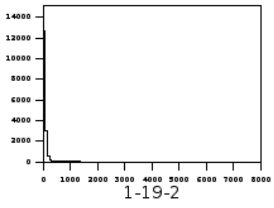
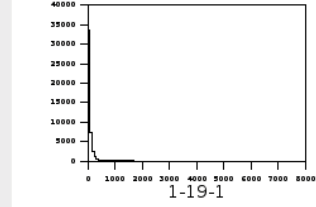
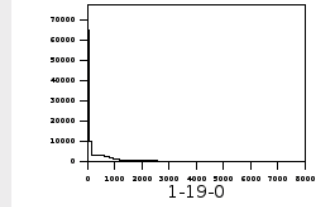
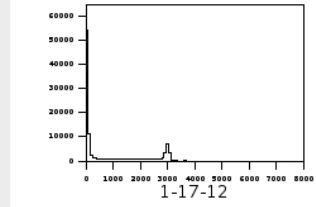
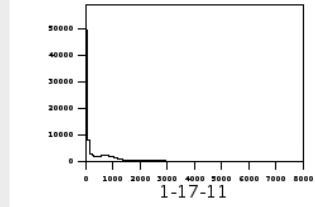
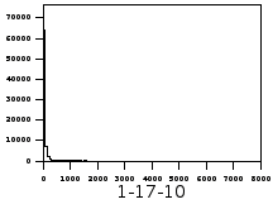
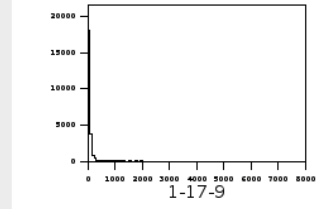
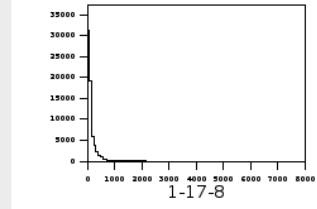
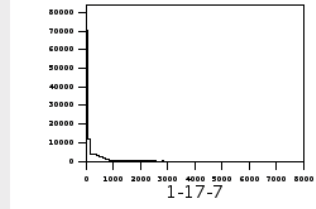
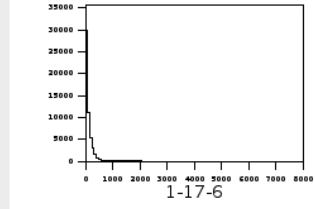
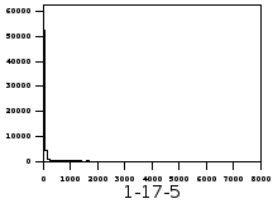
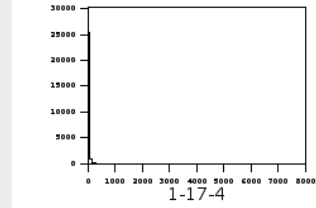
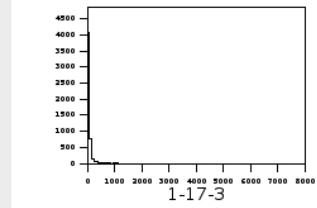
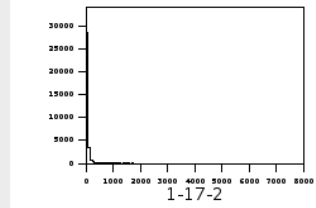
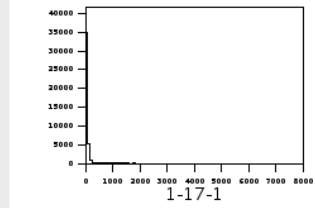
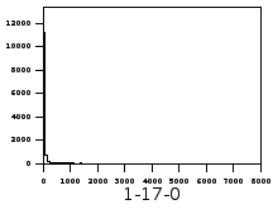
EIC prototype calorimeter SRO application design and configuration

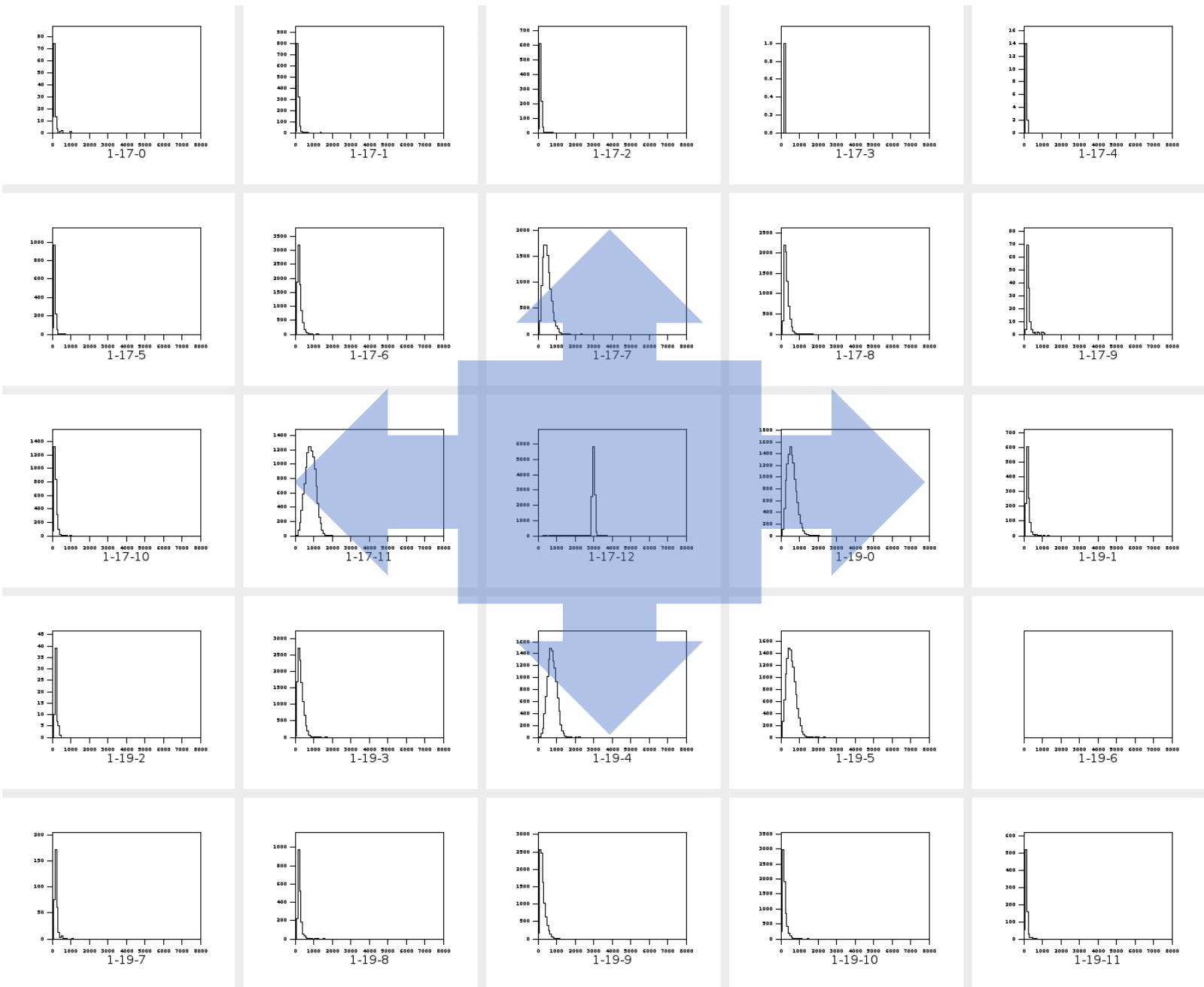
```
---
io-services:
  reader:
    class: org.jlab.ersap.coda.engines.AggFileReaderEngine
    name: Source
  writer:
    class: org.jlab.ersap.coda.engines.AggStoreHistogramEngine
    name: Sync
services:
- class: org.jlab.ersap.coda.engines.FAdcIdEngine
  name: Beam
- class: org.jlab.ersap.coda.engines.FAdcCosmicIdEngine
  name: Cosmic
# -class: KMeanEvtIdentifier
# name: cppBeam
# lang: cpp
```

```
configuration:
io-services:
  writer:
    frame_title: "ERSAP"
    frame_width: 1400
    frame_height: 1200
    #> hist_titles is a string containing the list of crate-slot-channel separated by ,
    hist_titles: "1-17-0, 1-17-1, 1-17-2, 1-17-3, 1-17-4, 1-17-5, 1-17-6, 1-17-7, 1-17-8, 1-17-9, 1-17-10, 1-17-11, 1-17-12, 1-17-13, 1-17-14, 1-17-15, 1-17-16, 1-17-17"
    hist_bins: 100
    hist_min: 0
    hist_max: 8000
    scatter_reset: true
    #> grid_size defines a layout for histogram visualization
    #> (e.g. 5 will plot 25 histograms in 5x5 matrix)
    grid_size: 5
services:
  Beam:
    s_window: 32
    s_step: 1
    s_hits: 5
    # t_slot: 17
    # t_channel: 14
    b_thr: 20
    bc_slot: 17
    bc_channel: 12
    bc_qmin: 0
    bc_qmax: 8000
  Cosmic:
    s_window: 32
    s_step: 1
    s_hits: 5
mime-types:
- binary/data-evio
- binary/data-jobj
```

Time distribution of hits

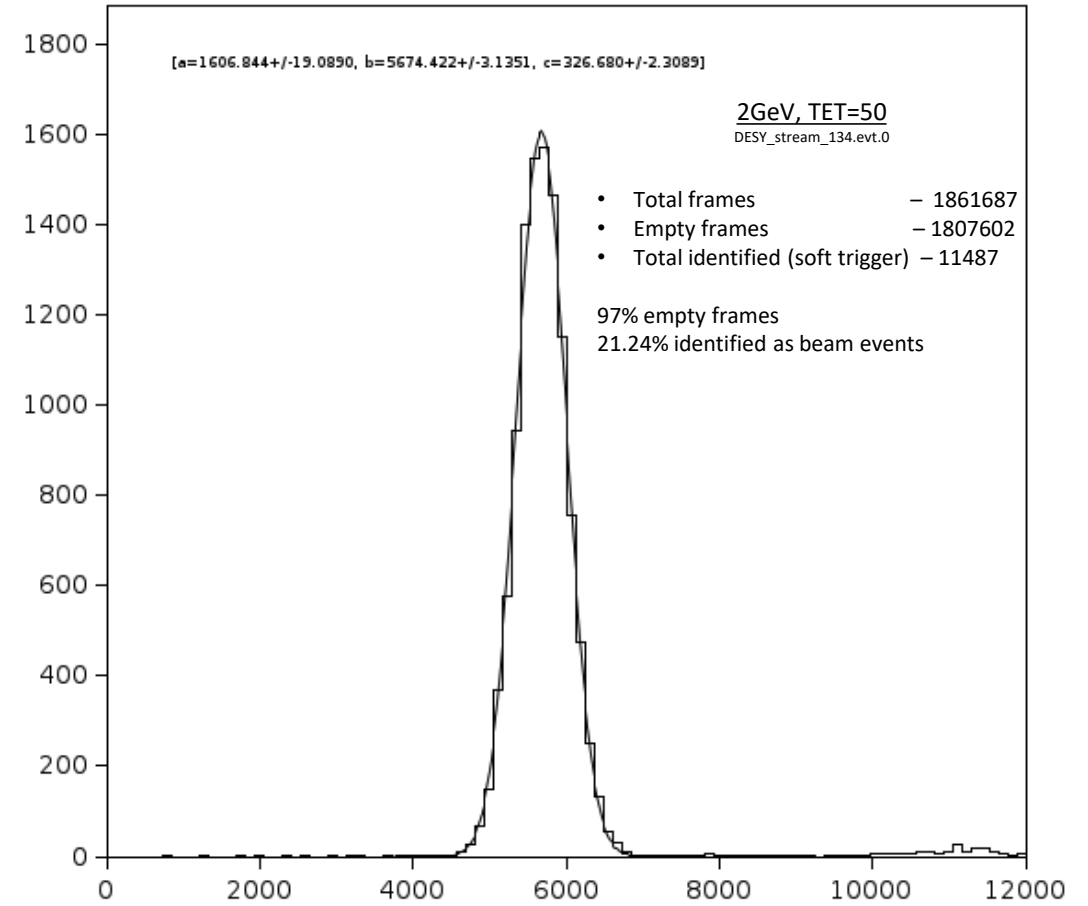
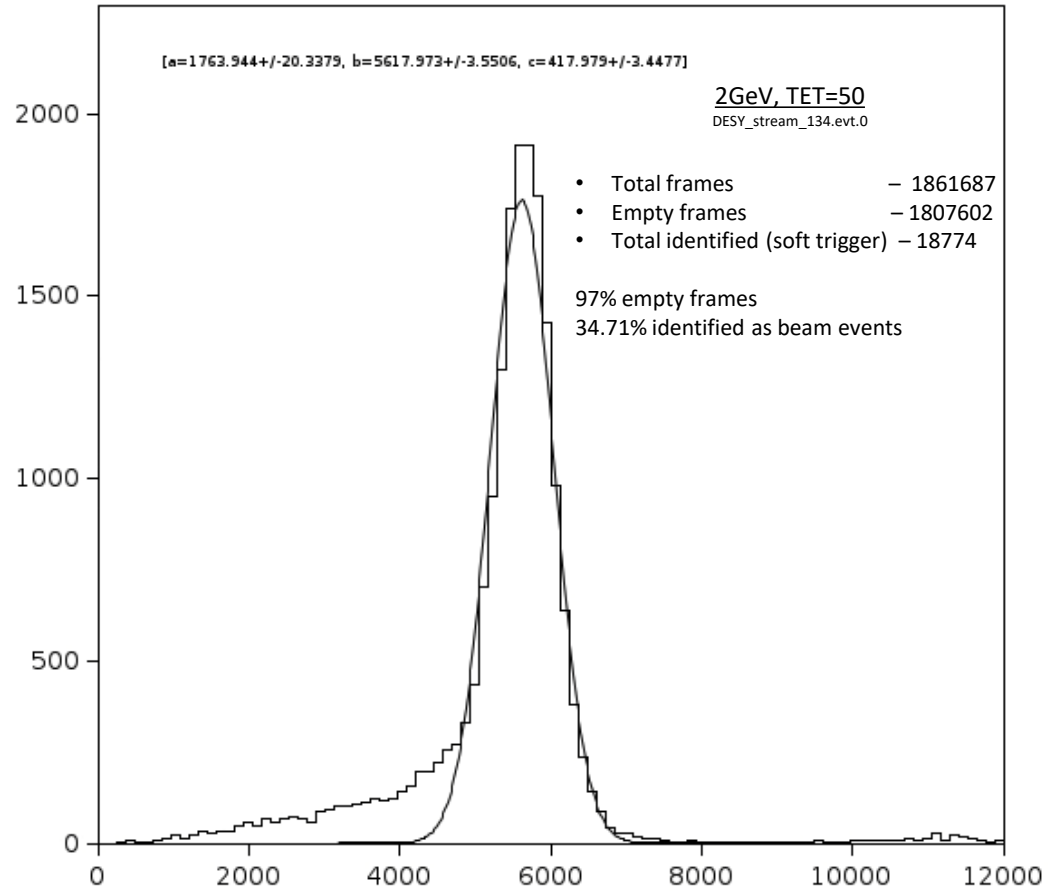




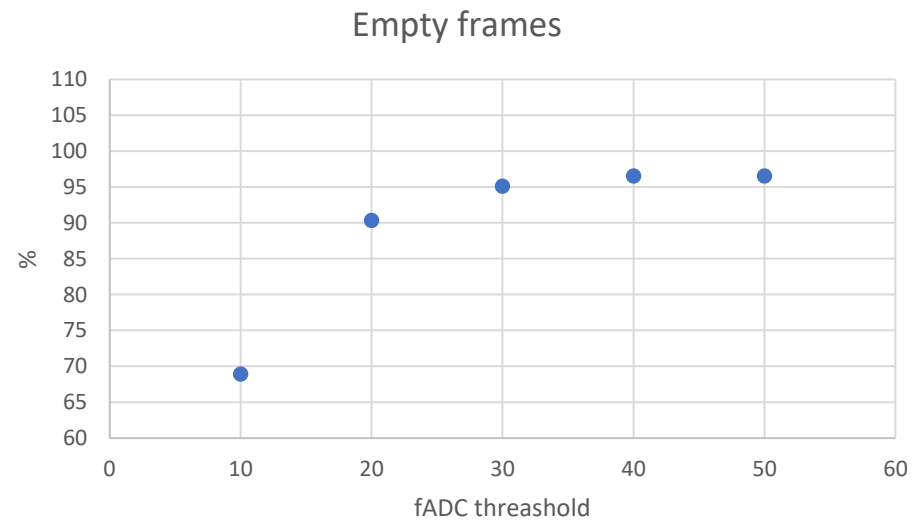
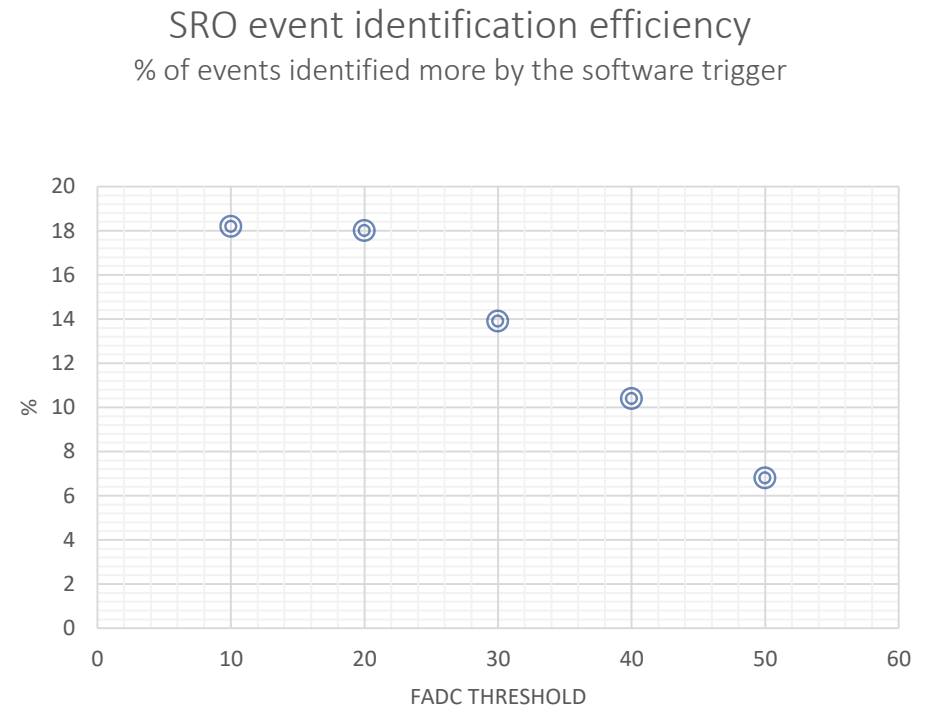
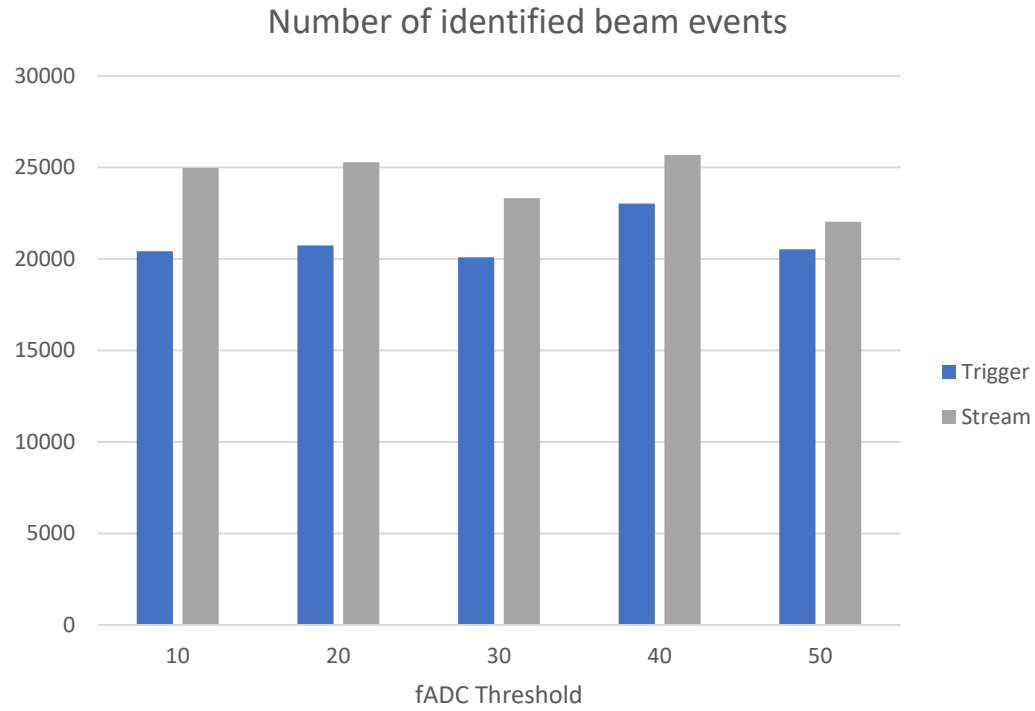


Charge cut effect

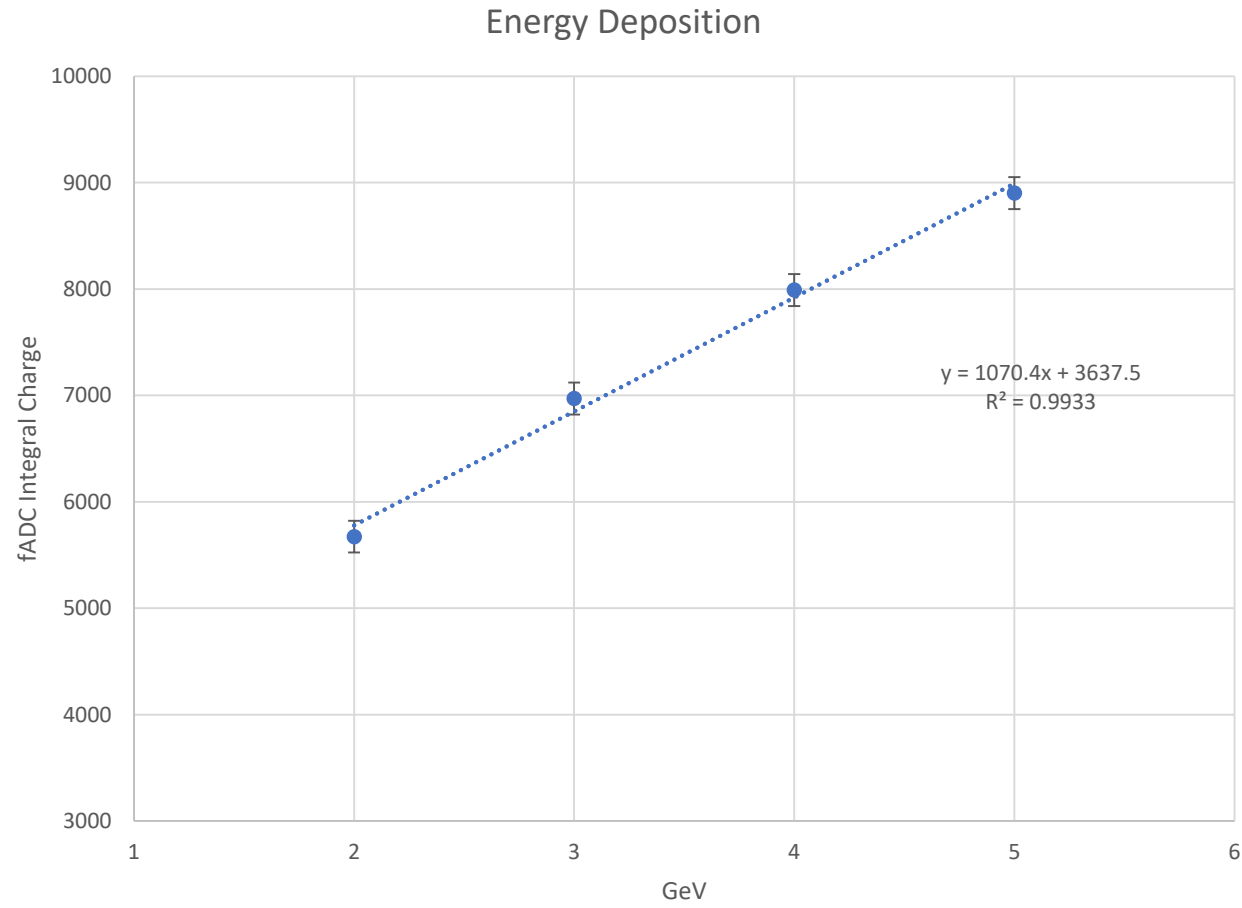
No energy/charge cut in the soft trigger



fADC threshold effects (2GeV)



Calorimeter response linearity



Summary

- ERSAP is a software LEGO system
 - Encourages application design based on software artifacts (LEGO bricks)
 - Easier to understand and develop
 - Reduced develop-deploy-debug cycle
 - Easy to migrate to data
 - Scales independently
 - Independent optimizations
- Improves fault isolation
- Easy to embrace hardware as well as software heterogeneity.
- Eliminates long term commitment to a single technology stack.

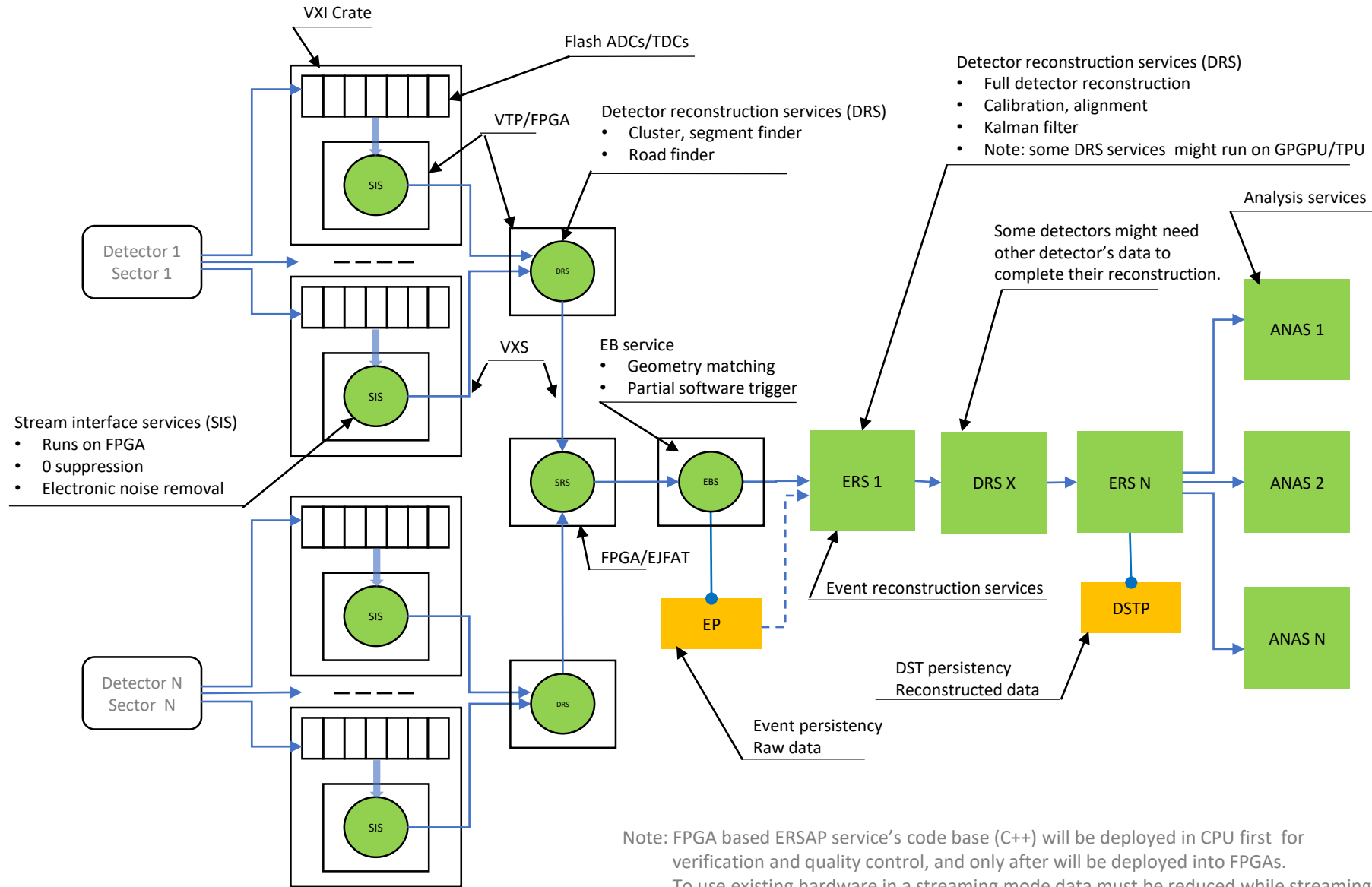
Agile framework that makes easy software evolution over time!

Current status and future plans

- ERSAP is a reactive actor/micro-service based data-stream processing framework.
<https://wiki.jlab.org/epsciwiki/index.php/ERSAP>
- Combines decade-long experience: CODA, AF ECS and CLARA
 - ERSAP Java binding, beta release: <https://github.com/JeffersonLab/ersap-java.git>
 - ERSAP C++ binding development in progress: <https://github.com/JeffersonLab/ersap-cpp.git>
 - ERSAP Python binding in the design stage
 - Plans to design ERSAP Julia binding
- Many ERSAP engine development projects are in progress
 - CODA engines: <https://github.com/JeffersonLab/ersap-coda.git>
 - JANA2 based engines: <https://github.com/JeffersonLab/ersap-jana.git>
 - TriDAS engines: <https://github.com/JeffersonLab/ersap-tridas.git>
 - CLAS12 AI reconstruction engines <https://github.com/JeffersonLab/ersap-vtp.git>
 - INDRA ASTRA project ML engines
- Collaborative effort between JLAB Physics and CST divisions.

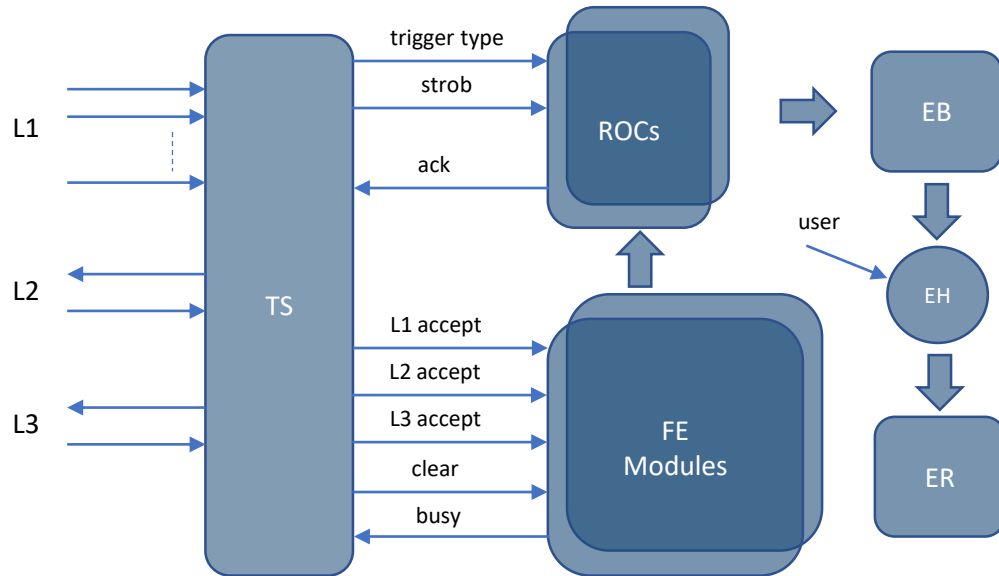
Thank You

Streaming CODA and ERSAP to achieve data stream acquisition and processing



Hardware vs. software event identification

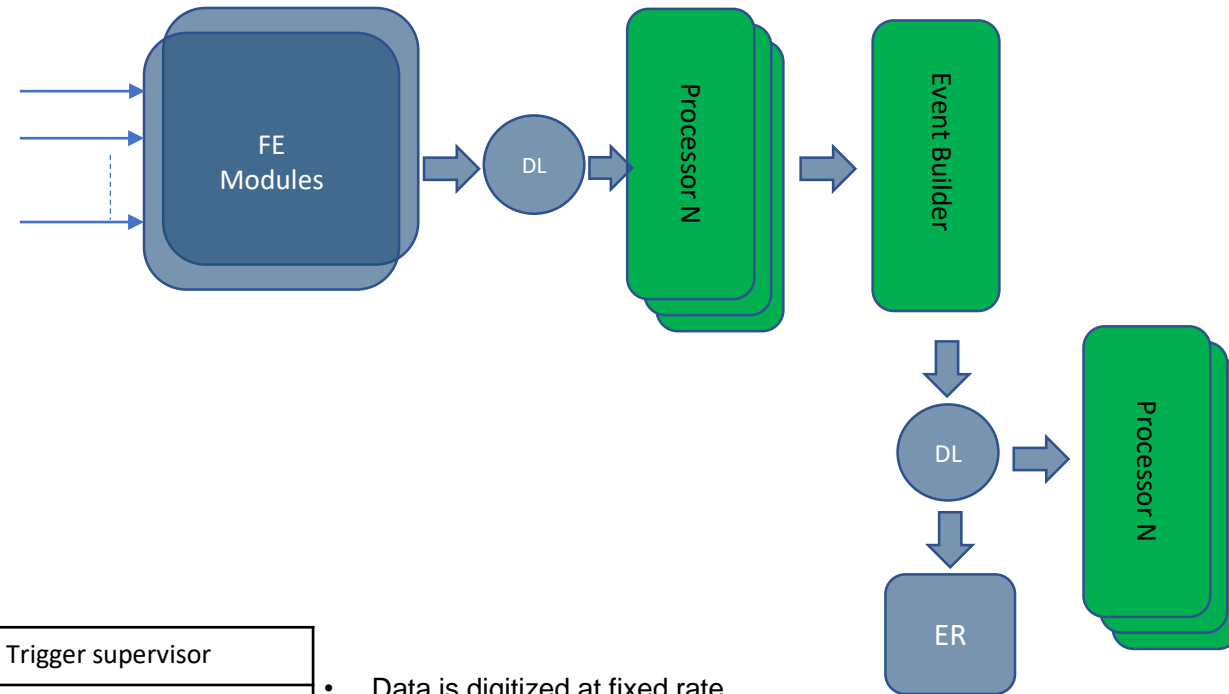
CODA



- Challenging to deal with event-pileups
- Not ideal to read general purpose detectors
- Carry bias to low-energy particles

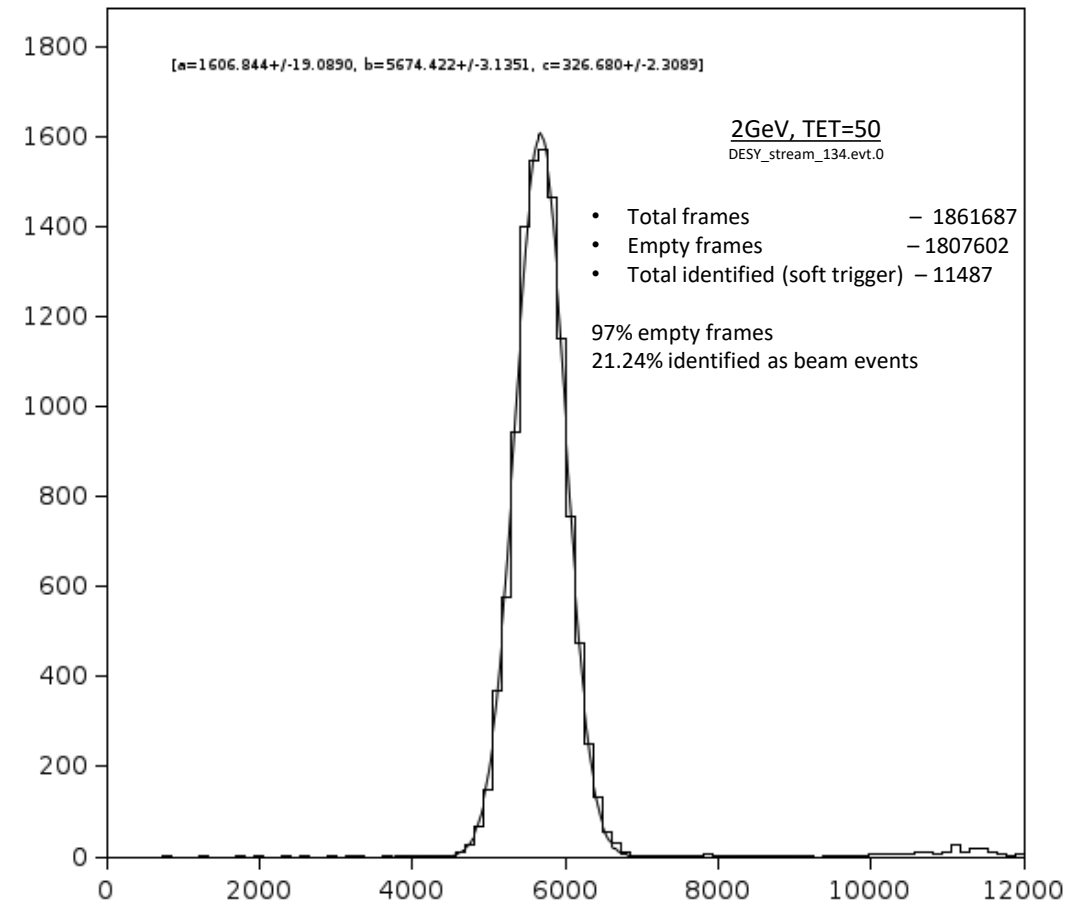
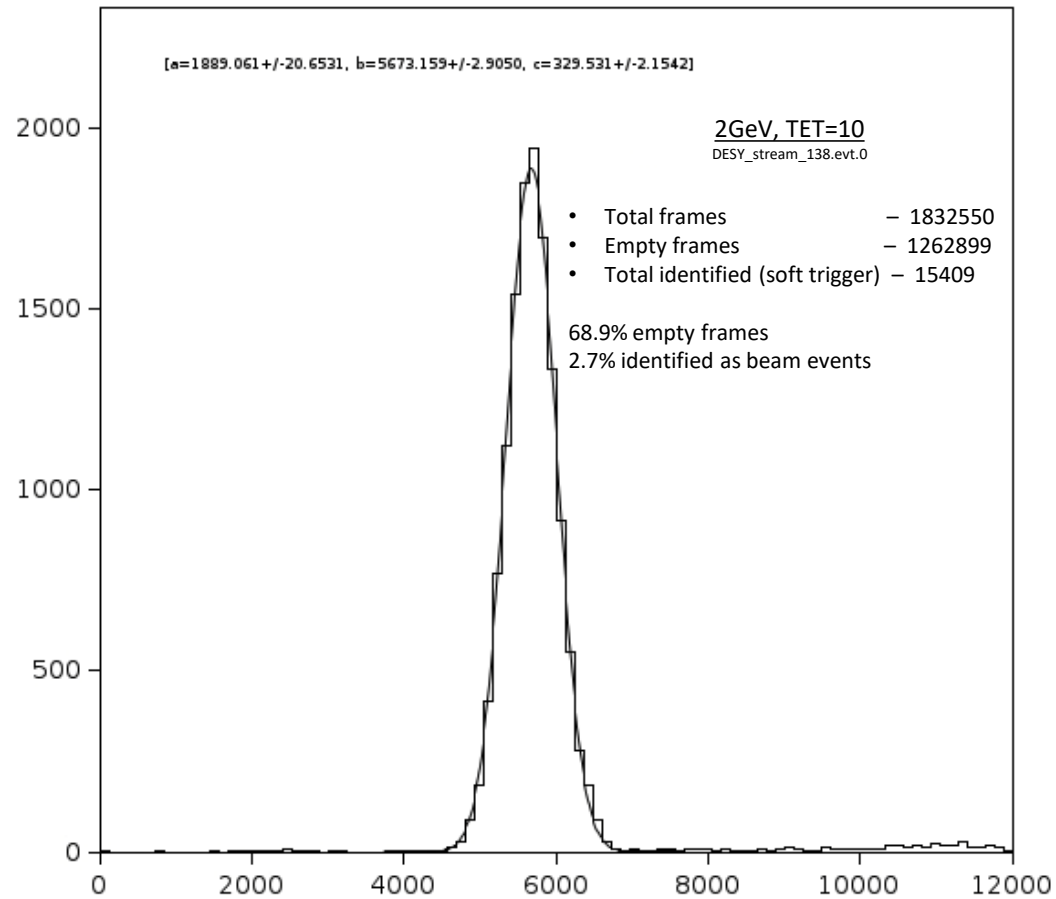
| | |
|-----|--------------------------|
| TS | Trigger supervisor |
| ROC | Readout controller |
| EB | Event Builder |
| EH | Event Hub |
| ER | Event Recorder |
| DL | Data Lake/tiered storage |

CODA Streaming

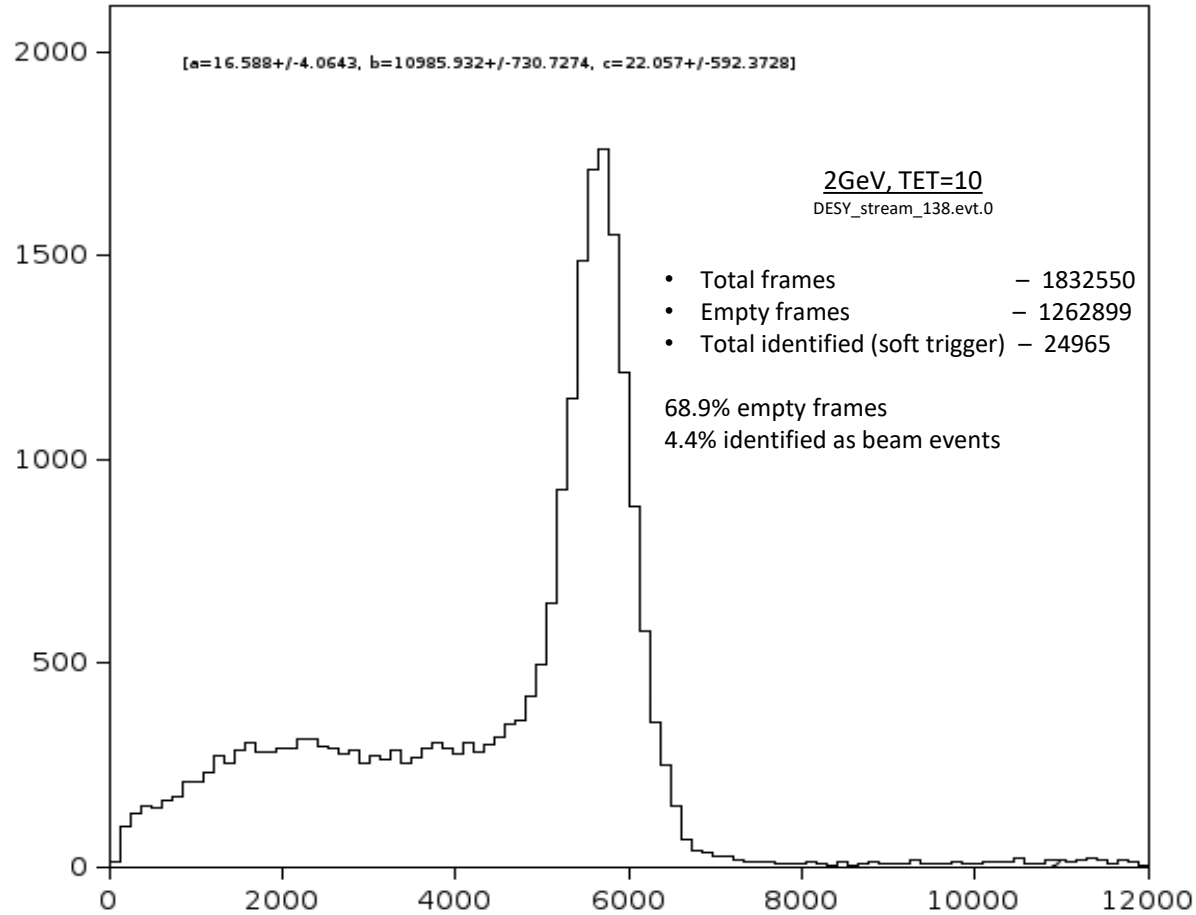


- Data is digitized at fixed rate
- Data is read out continuous parallel streams
- Data is cooled down at the tiered storages

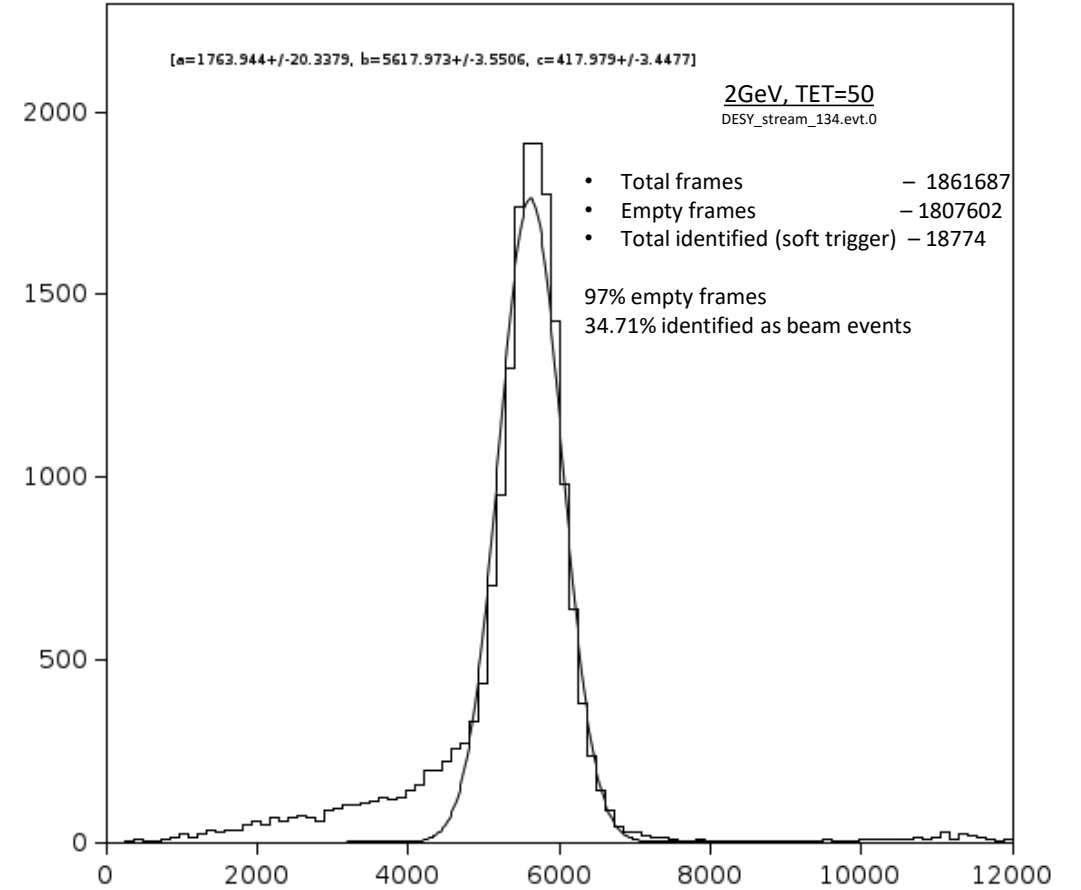
fADC threshold effect

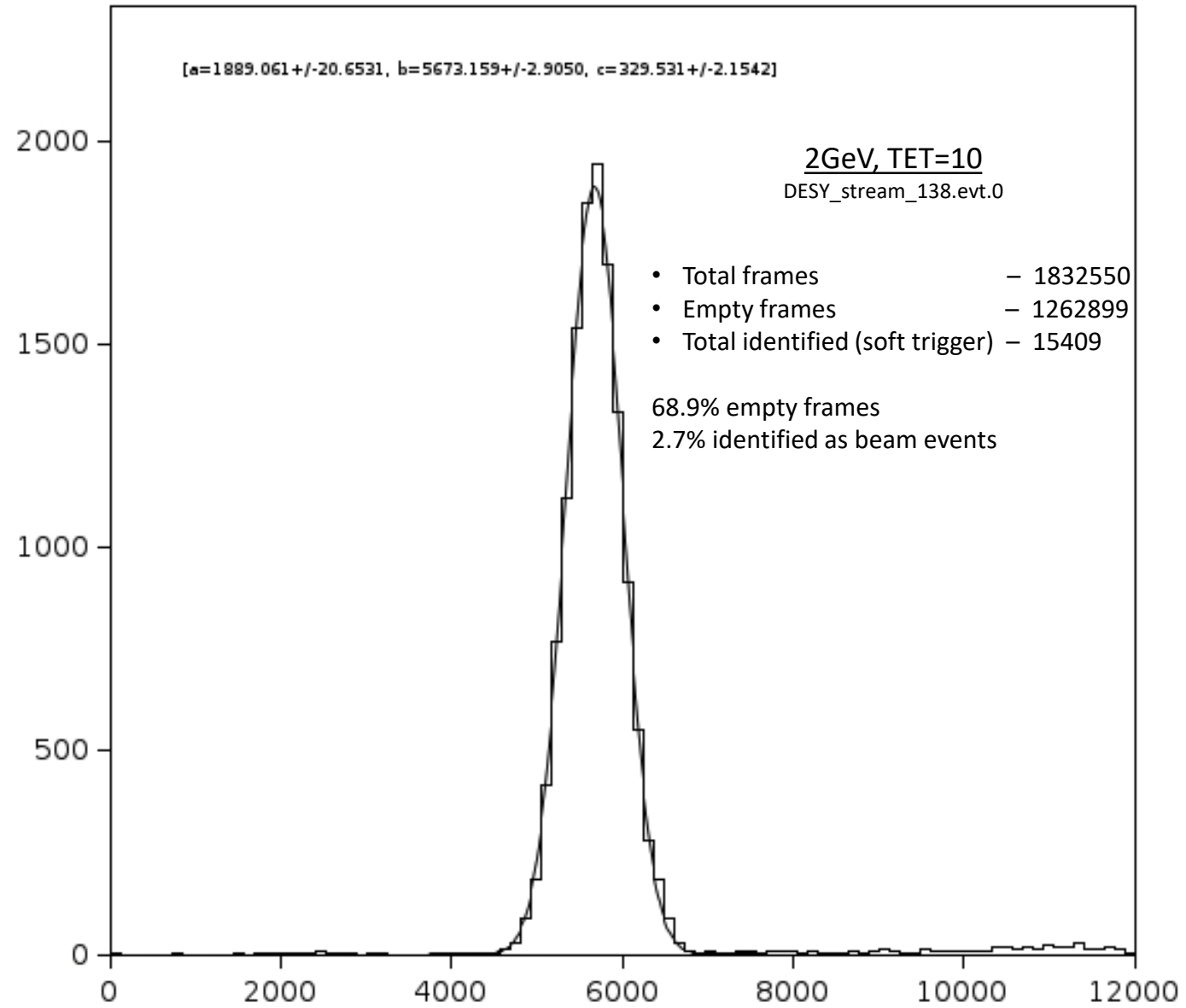


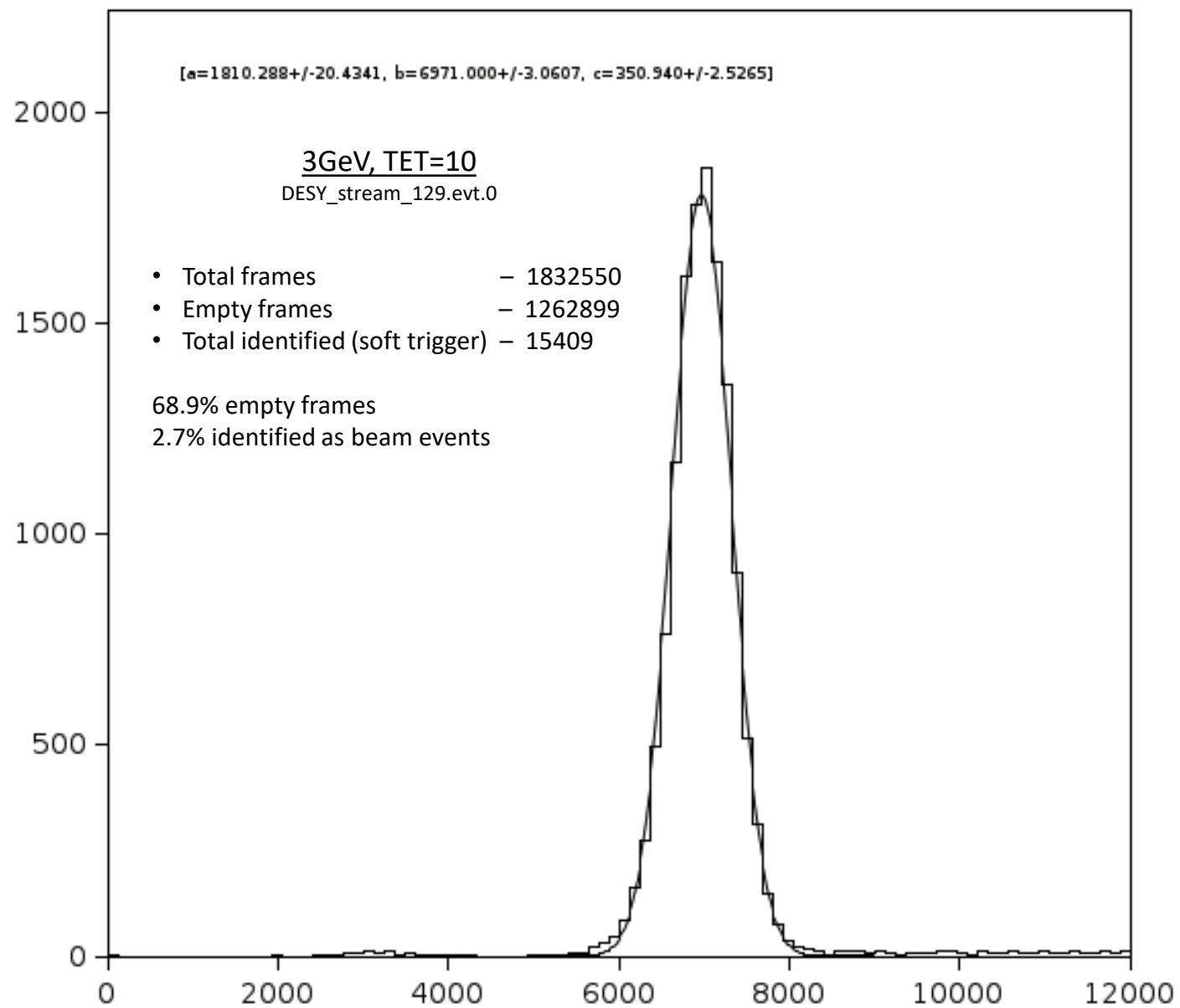
No charge cut in the soft trigger

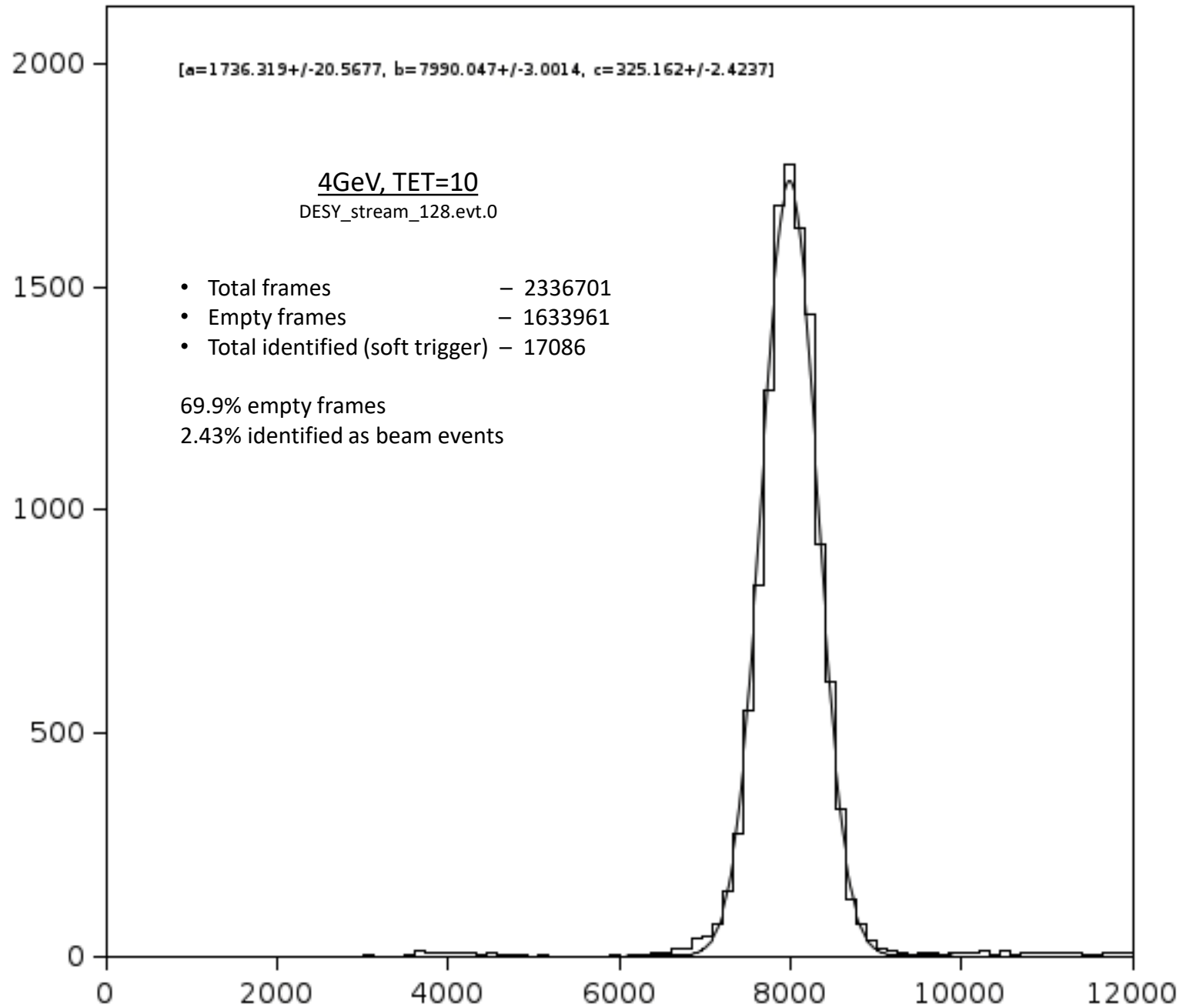


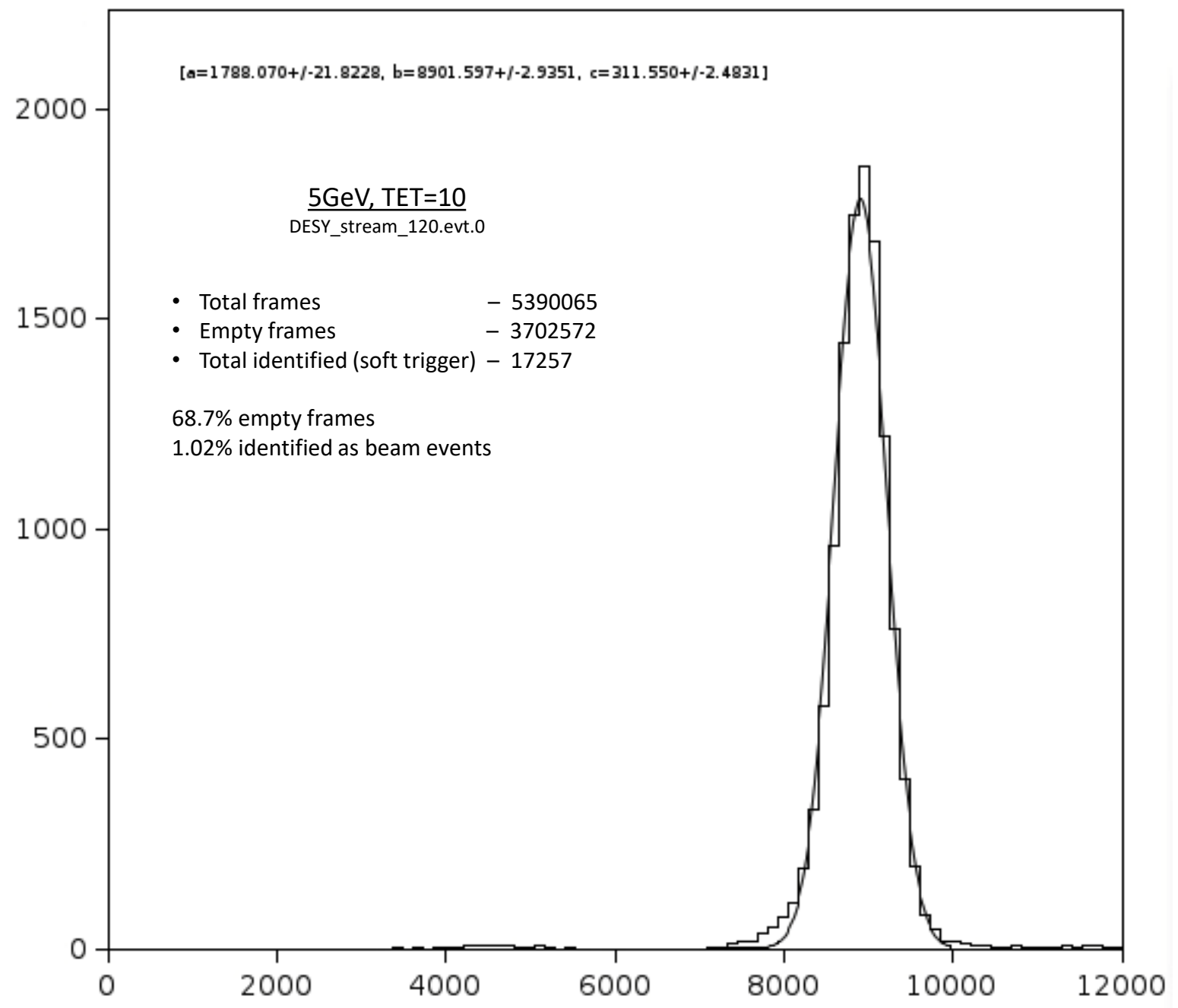
No energy/charge cut in the soft trigger

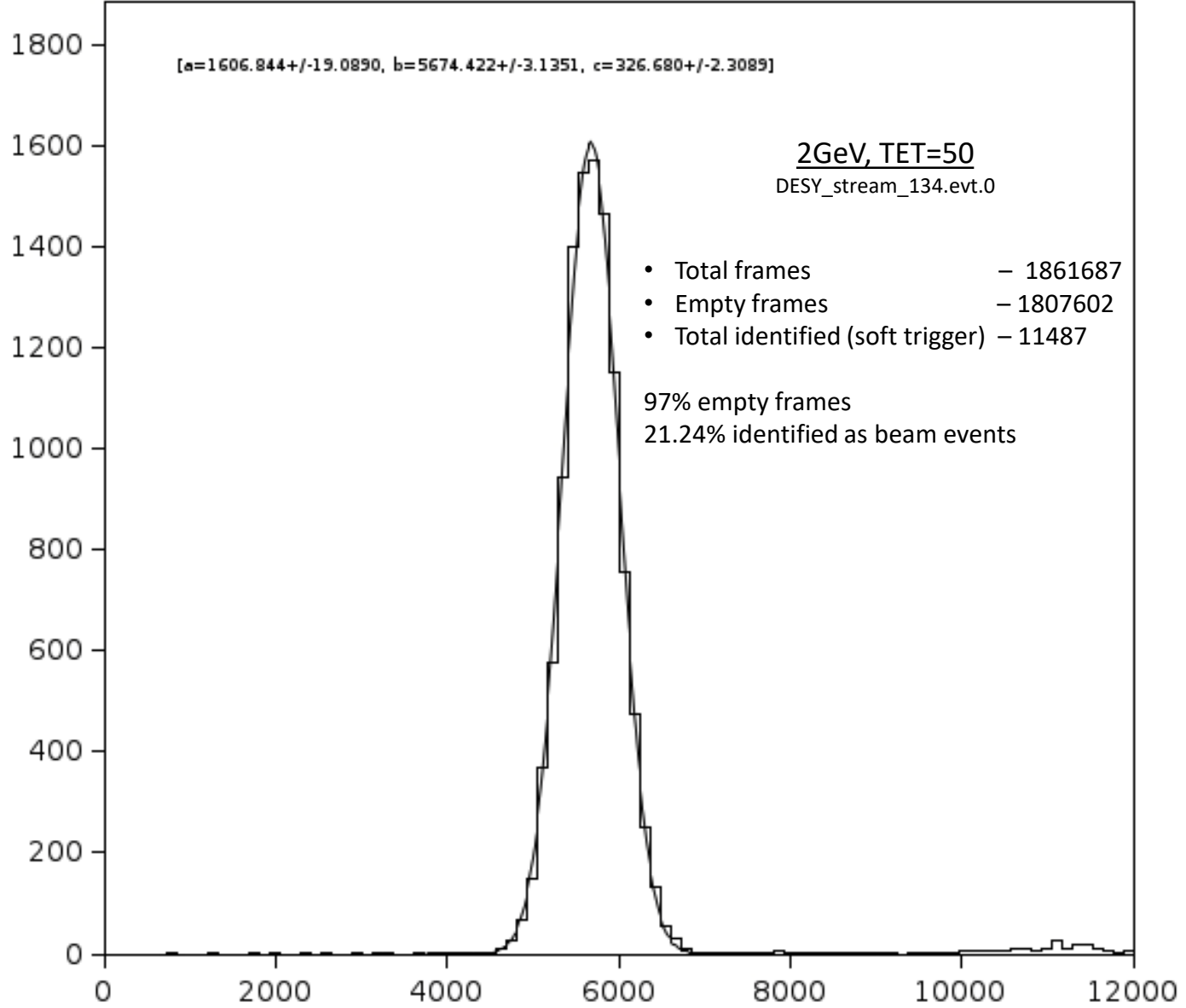


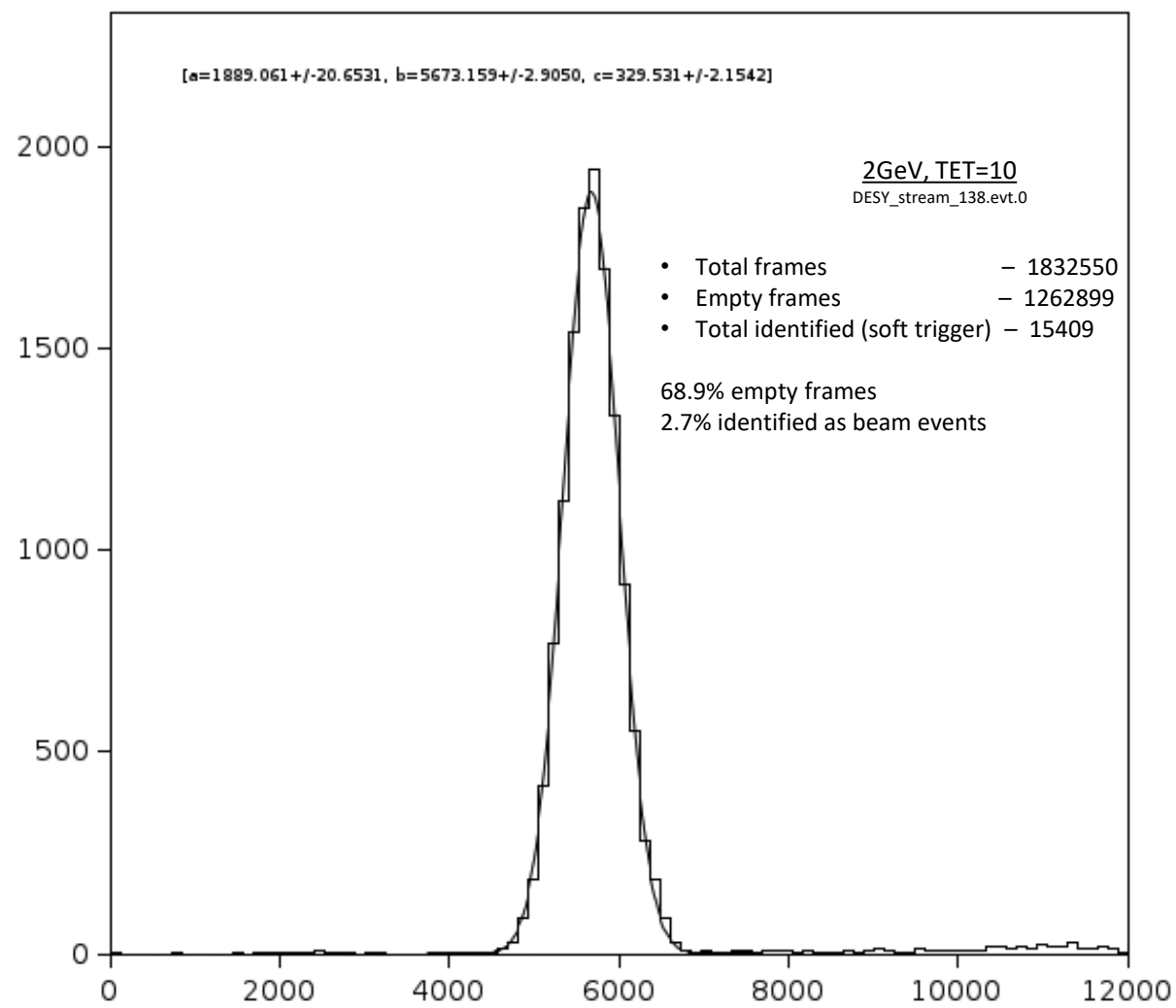
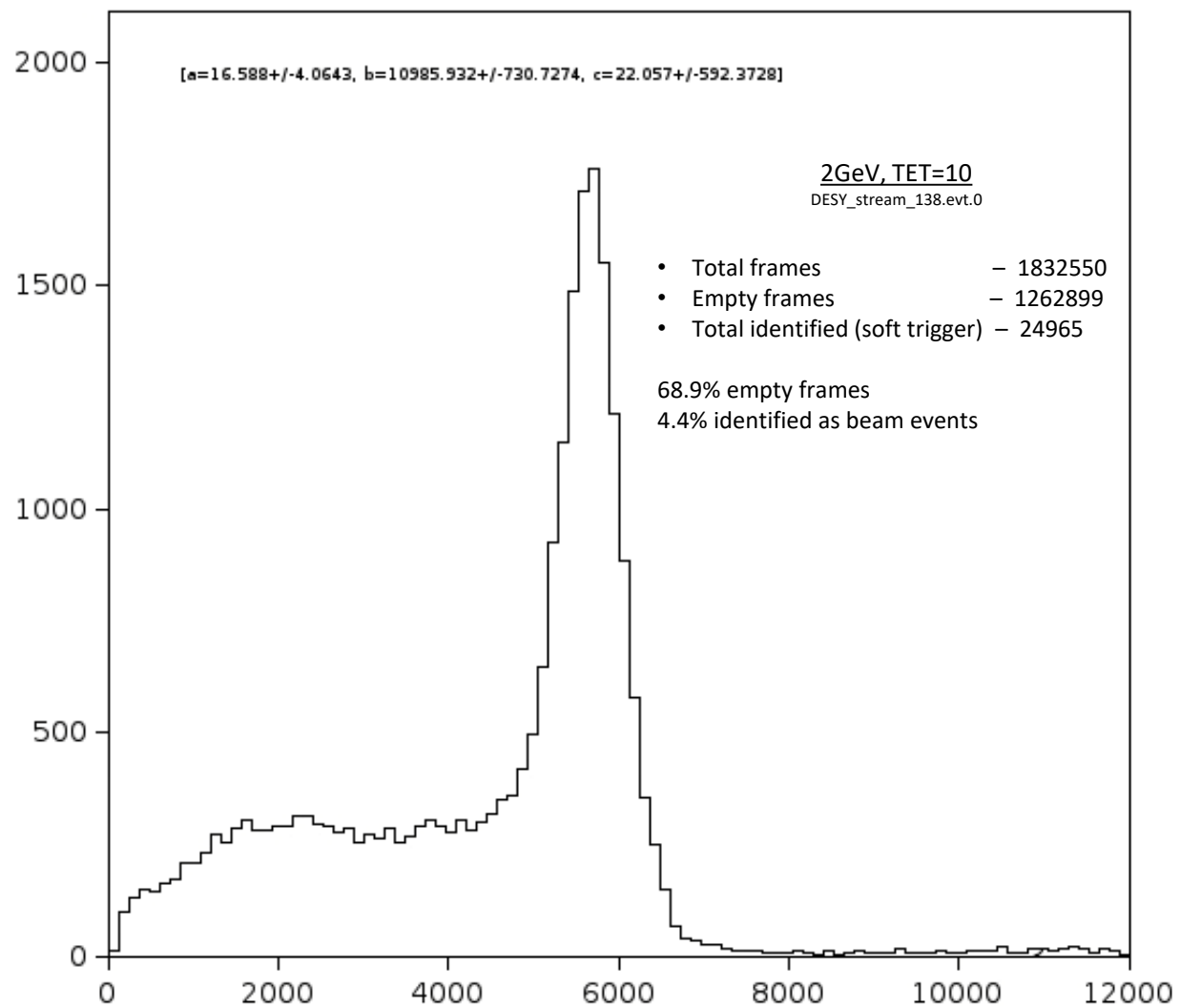












PbWO₄ Crystal based 3x3 Calorimeter

