

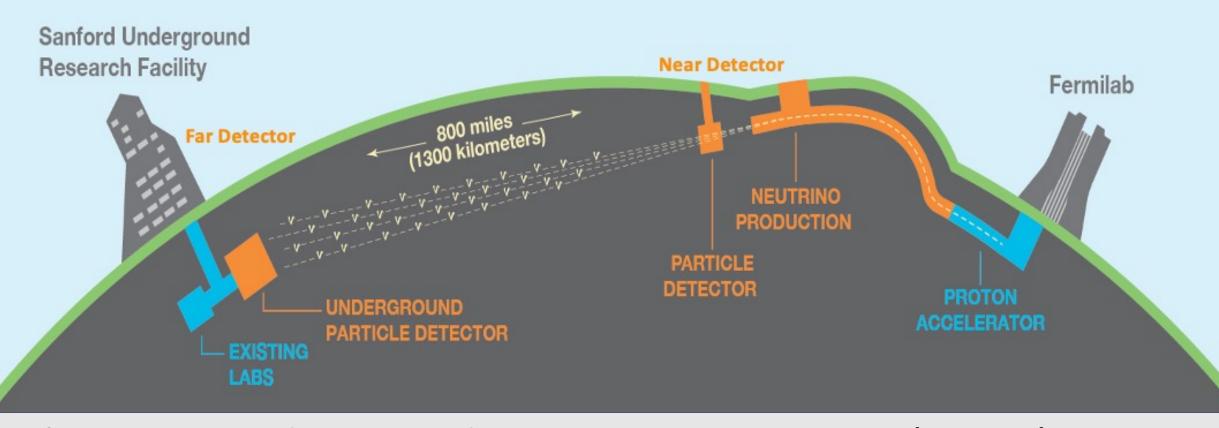
FORM, a Fine-grained Object Reading/Writing Model for DUNE

Barnali Chowdhury, Peter van Gemmeren, Michael Kirby on behalf of the DUNE Collaboration



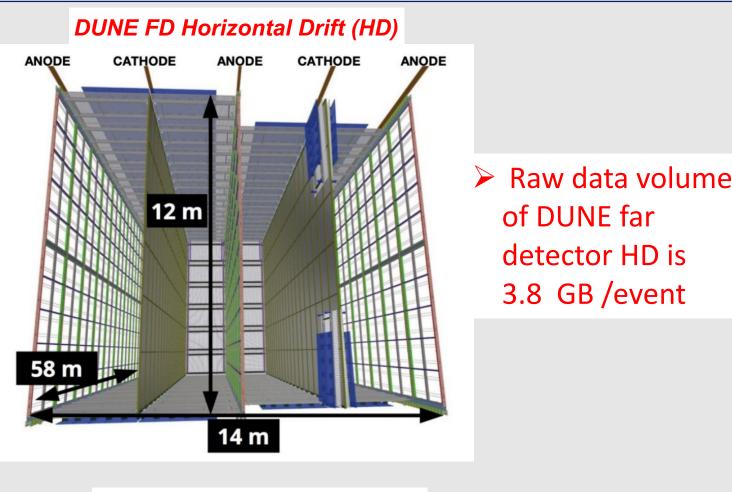
INTERNATIONAL CONFERENCE ON COMPUTING IN HIGH ENERGY & NUCLEAR PHYSICS

1. DUNE Experiment



The Deep Underground Neutrino Experiment (DUNE) is a cutting-edge experiment for neutrino science. Major components:

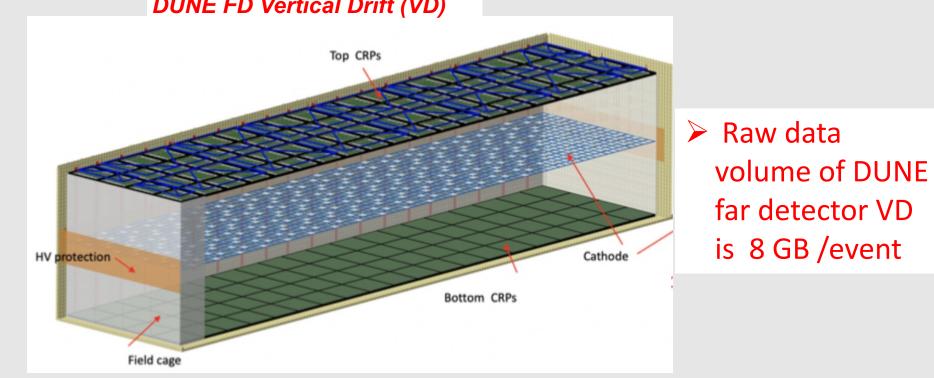
2. DUNE's Existing Framework Challenge



DUNE ED Vortical Drift (V/

- DUNE data-processing framework, art, is essential to process raw data for precise physics measurements
- Existing computing frameworks are based on "collider-physics" concepts
 - Data products are based on run, subrun, and event
- An ATLAS/CMS event is significantly smaller, less than a few MB

- Neutrino beam from Fermilab to SURF Lab (South Dakota)
- Large 70kt LArTPC far detector (FD) and capable near detectors
- Search for neutrino CP violation, measure neutrino properties, look for supernova neutrinos.



- But a DUNE event is more than a factor of 1000 times larger in size
- With large event size DUNE's main challenge is efficient "memory management" for data processing

3. Development of new Fine-grained Framework

DUNE is expanding significant effort on developing new Fine Grained Data Processing Framework to overcome current framework limitations

- The new framework will SUPPORT flexibly defined, context-aware processing units to address the varying granularity necessary for processing different kinds of data.
- The framework MUST be able to read and write very large data collections (10s of GB in size) whilst maintaining a low (maximum few GB) memory footprint

4. Development of FORM,

Fine-grained I/O and Storage Infrastructure

- Memory Optimization will not work unless we integrate the evolving "Data Processing Framework" with Fine Grained I/O infrastructure
- DUNE is currently developing Fine-grained Object Reading/Writing Model (FORM)
 - to facilitate writing in the same configuration as data-unit processing
 - to store data in finer container and read back in segments
- > The I/O infrastructure will SUPPORT writing multiple entries from a large DUNE event
- DUNE is working on several software framework requirements to ensure the future needs of the experiment and to integrate it with modern technology, for example, HPC.

worth of several GBs in size

The I/O infrastructure will also SUPPORT reading and accessing an individual entry written by FORM and storing metadata to retrieve information later

With FORM, DUNE framework will ADAPT to eager writing and delayed reading resulting in memory optimization

6. FORM Infrastructure	5. FORM Design	7. FORM Demonstrator
FORM will be designed to reading and writing in multiple persistent data formats	Output from Fine-grained Data Processing Framework	DUNE has successfully developed FORM demonstrator as a stand- alone code in ROOT, based on TTree
The infrastructure will be transparent to I/O technology layer allowing integration with HDF5, TTree, RNTuple and others	FORM I/O storage is configurable based on job requirement	This demonstrator shows that data can be stored separately by APA, DUNE's far detector processing unit, into a dedicated TTree
The infrastructure should be compatible		

with widely-used scientific computing systems to fully utilize DUNE computing resources.

Parallel execution of reading/writing by the infrastructure

The infrastructure can run frameworkprovided input, hence support reading/writing the entire DUNE Far Detector/Near Detector spills, or a subset of hits in that spill and then return the full spill Unit 1 Unit 2 Writing information in multiple sub-units, each Unit Unit corresponding to DUNE requirement 149 150



Flexible to read back in segment/1 unit of data "on demand"

Or, by accessing the metadata for individual unit FORM can reconstruct the entire segment Processing data on APA level can be done by reading and writing data in smaller grains, resulting in significant memory reduction

Memory for writing and reading was reduced sufficiently enough to allow DUNE to stay within memory limits

Using persistence references allows reading complete events as well











