

A high-throughput input interface for the **CBM First-level Event Selector**

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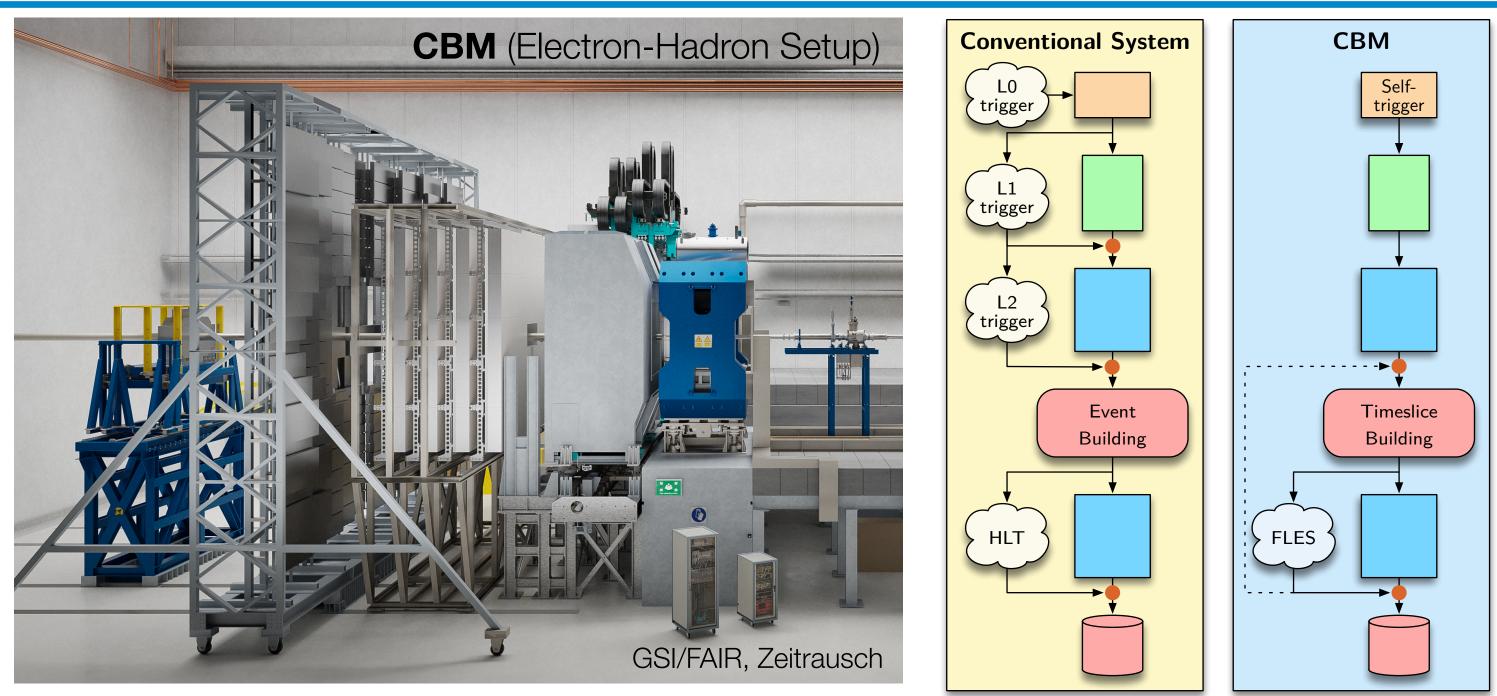
Conference on Computing in High Energy and Nuclear Physics 2024





The Compressed Baryonic Matter (CBM) Experiment at FAIR





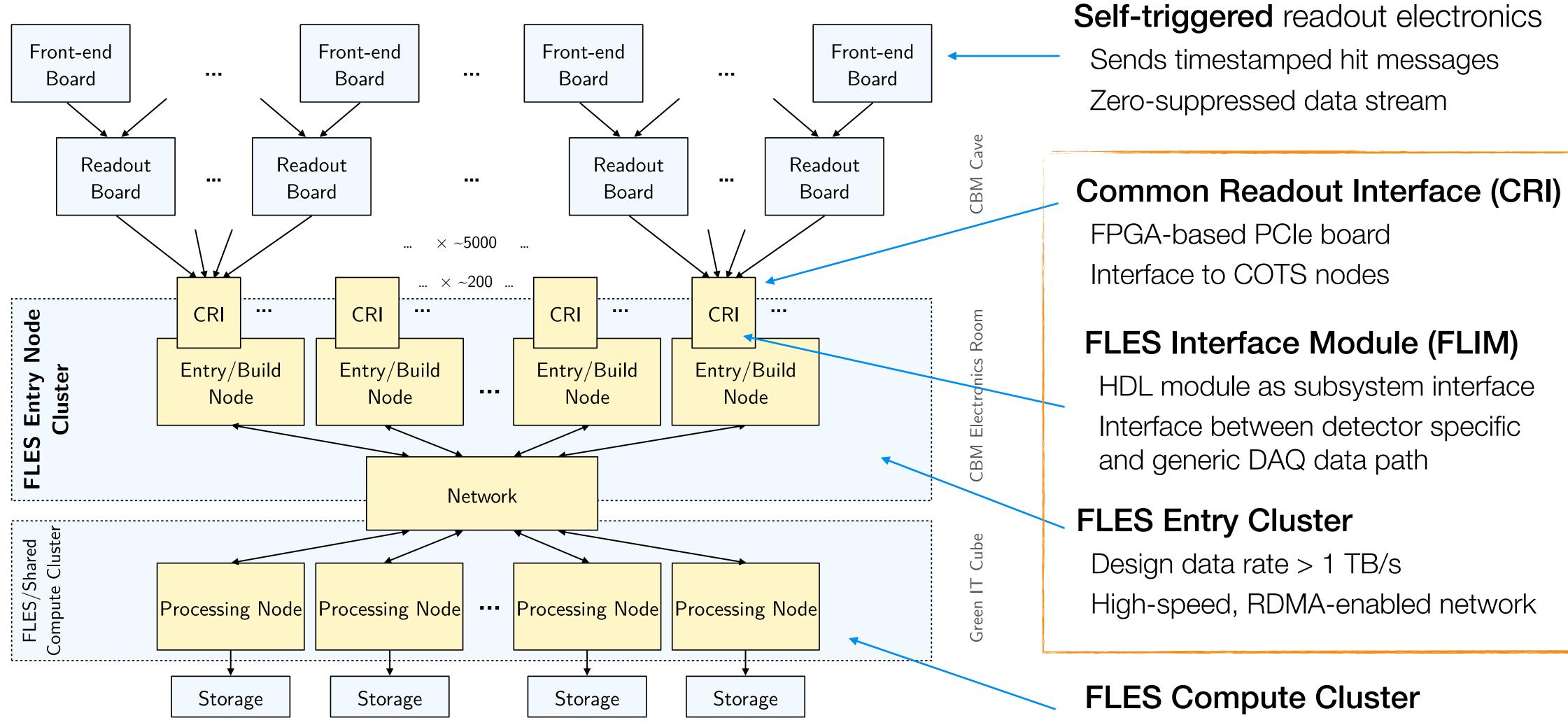
- Fixed target heavy ion experiment
- Under construction at the FAIR facility
- Up to 700 charged particles in aperture
- High reaction rates up to 10 MHz
- Many probes lack simple trigger signatures

- Self-triggered, free-streaming readout electronics
- Event selection exclusively done in a high-performance computing cluster
- Full online event reconstruction





CBM Readout and First-level Event Selector (FLES)



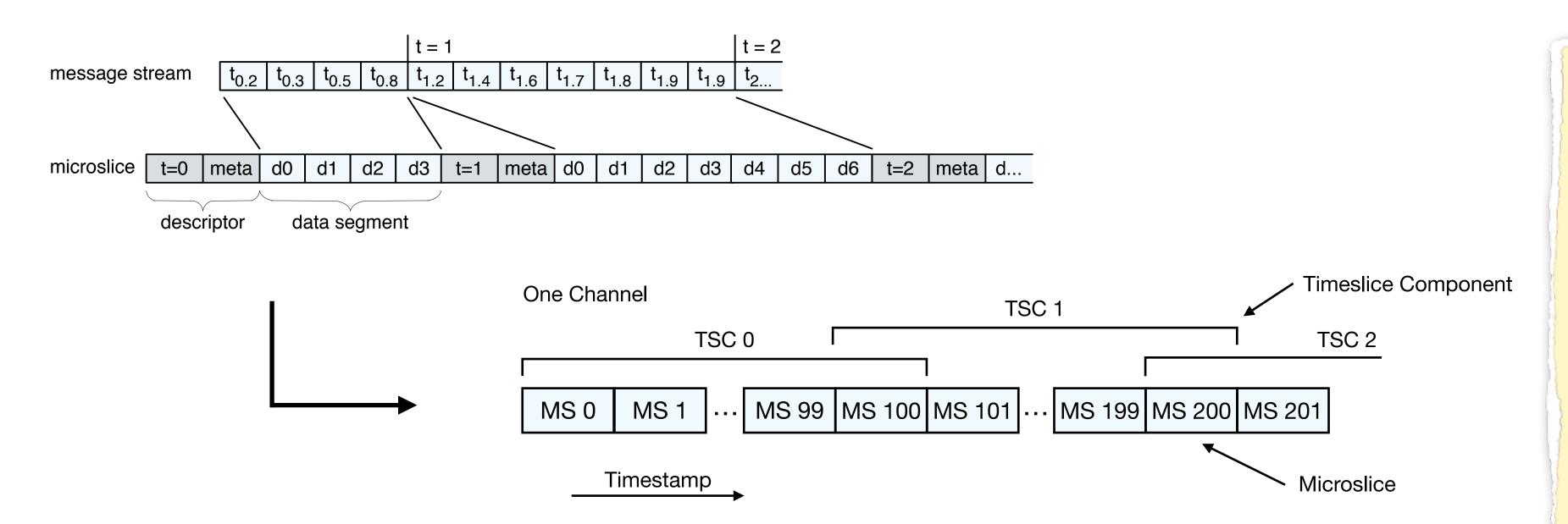
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Shared compute resources Online event reconstruction



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Microslice Data Model



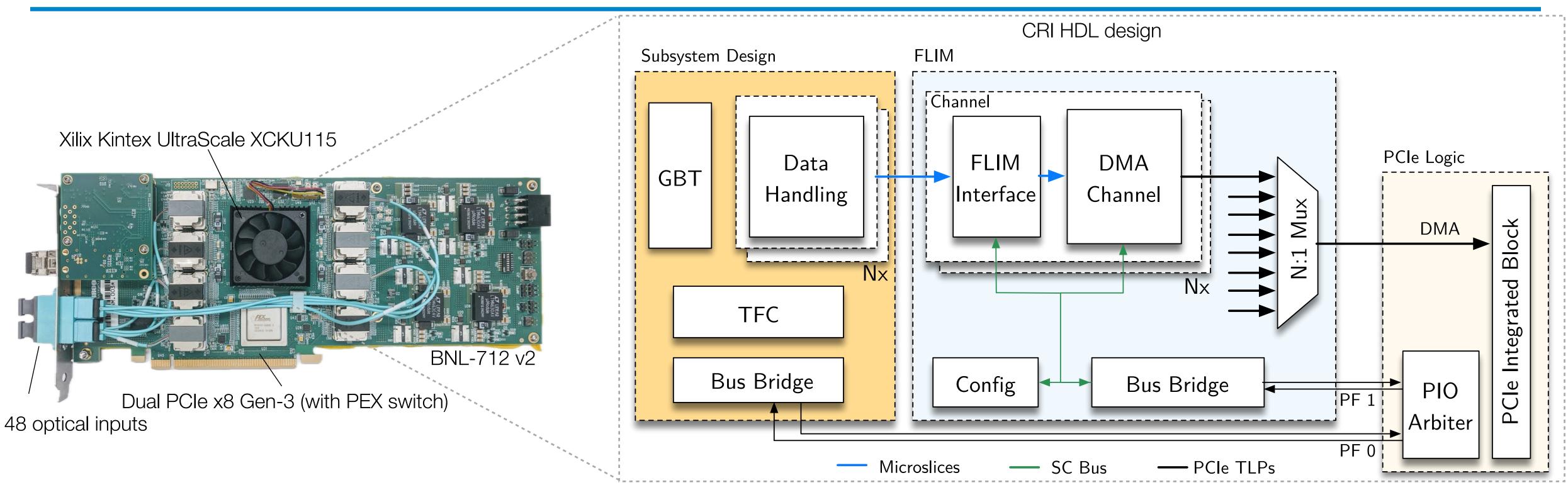
- The CRI board splits detector data streams into short, context-free time intervals and encapsulates them into data transport containers called microslices
 - Meta data provides all necessary information for data handling, e.g., reference timestamp
- Timeslice building combines subsequent microslices from all sources to processing intervals called timeslices
 - Microslices at the boundaries of timeslices are doubled to create **overlap**

Challenges:

- Full detector input data rate of up to **1 TByte/s**
- **Time-based** partitioning
- Stateful streams of heterogeneous data in subsystem-specific formats
- No global event definition at this point of the data chain
- Cut events at **boundaries**
- Zero-suppressed data -> time interval \neq data size



Common Readout Interface (CRI)



- FPGA-based PCIe extension card to the FLES lacksquareentry nodes
 - Current prototype BNL-712 v2
 - Successor with Versal FPGA on the horizon
- Subsystem specific FEE interface and microslice creation

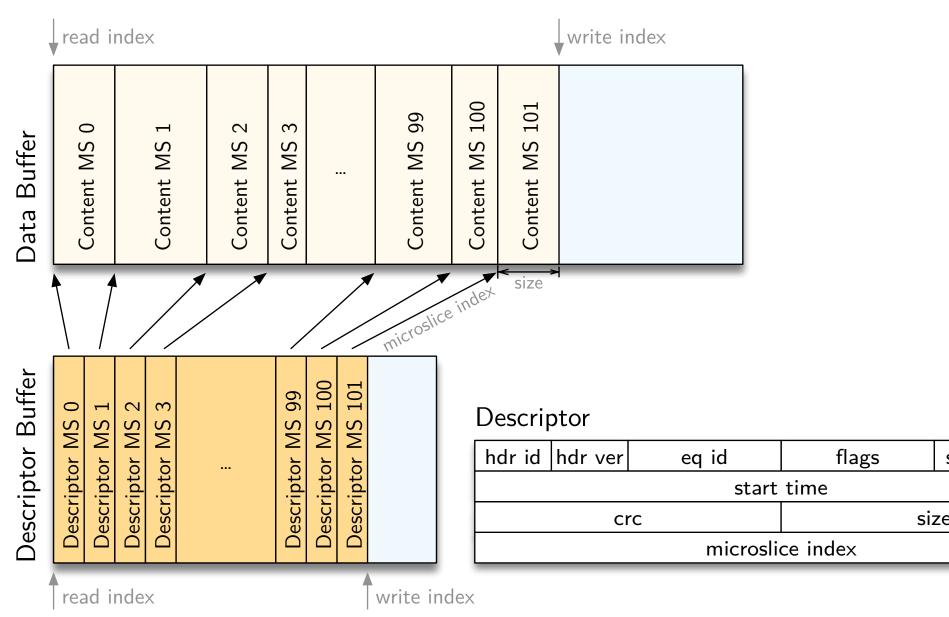
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Common FLES Interface Module (FLIM) \bullet

- Microslice stream interface
- Focus on throughput and resilience against erroneous input data

- Scaleable to multi channel and multi PCIe
- Segregation of software stacks via PCIe physical functions (PF)

DMA Engine and Buffer Management



• Full-offload, scatter/gather DMA engine

- Multi-channel support with dynamically shared PCIe bandwidth
- Pre-configured scatter lists remove the need for extensive data buffers on the card

• **Dual ring buffer** memory scheme

- Data buffer holds the microslice content in a continuous stream
- Descriptor buffer holds the fixed-sized microslice descriptors

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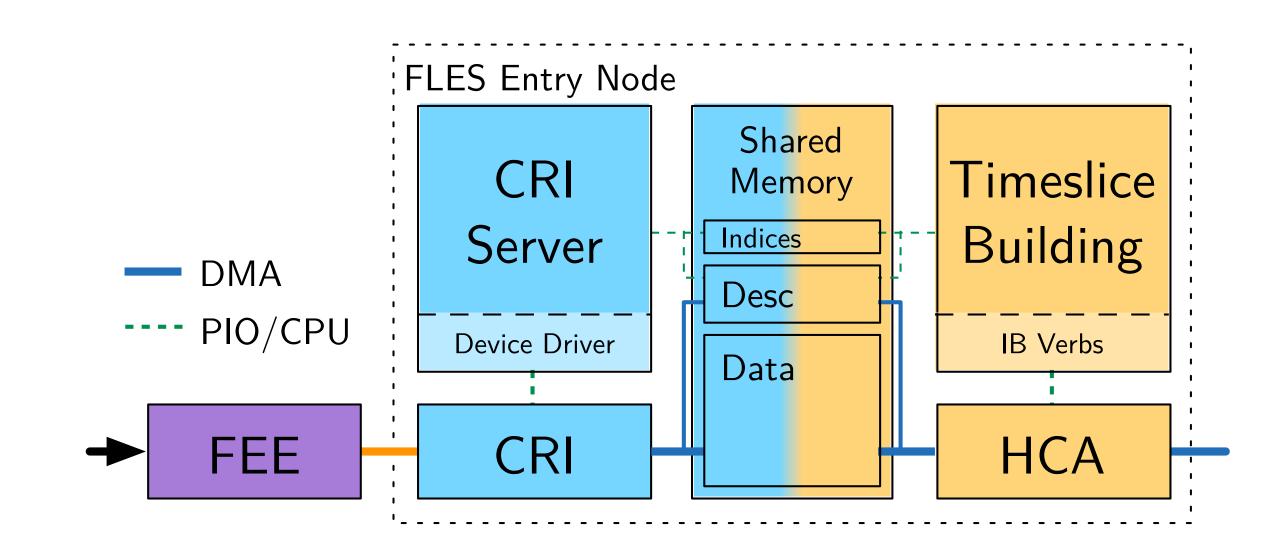
Design Challenges

- Producer–consumer problem
- High-throughput application requires DMA and asynchronous transfers
- Microslices are based on time intervals, data sizes vary widely
- Low overhead synchronization
- Avoiding memory fragmentation
- Descriptor buffer serves as an **index table** to the \bullet microslice content
 - Monotonous index enables reuse of table after copying the data
- Synchronization via read and write index exchange
- Efficient, block-wise data access
 - Maximum four gather entries per timeslice component
 - Only two descriptor reads per timeslice component





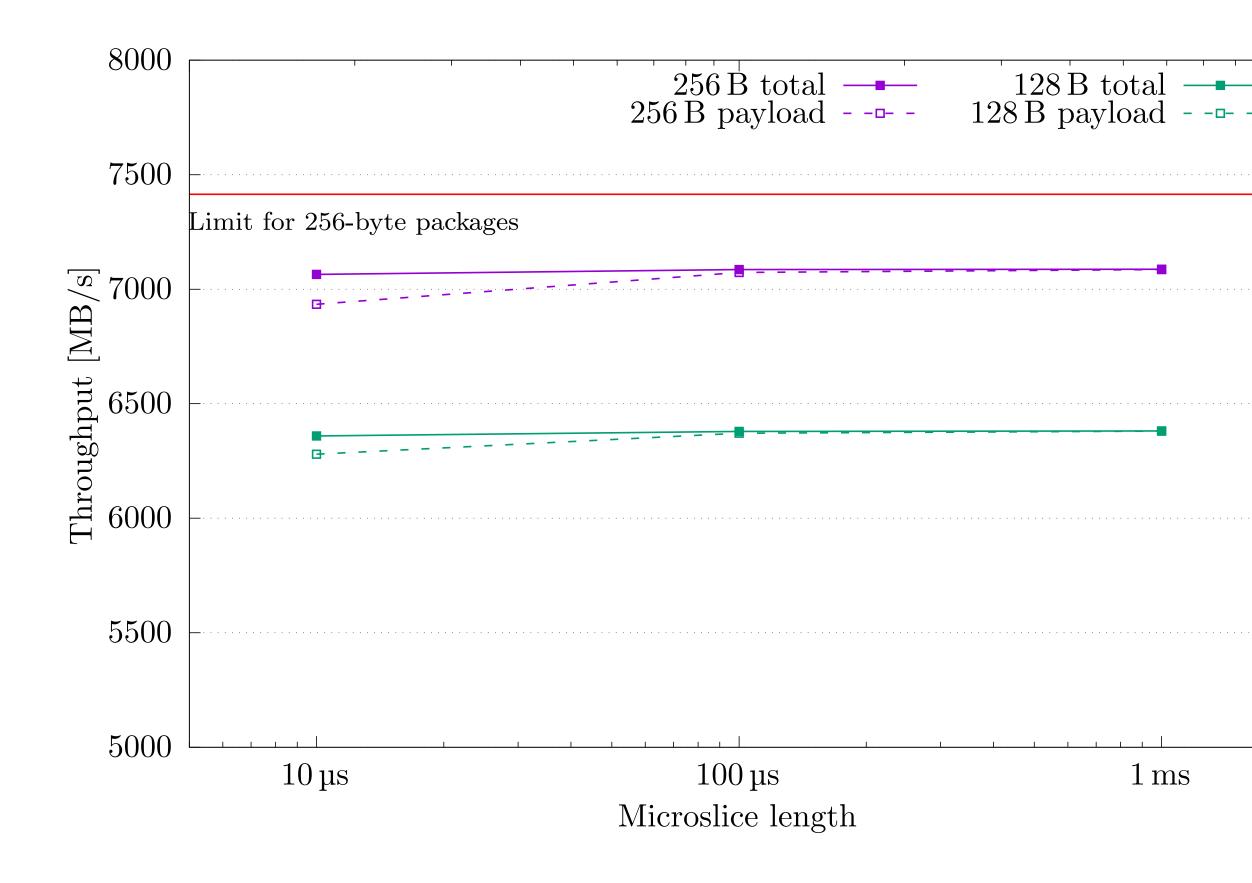
Software Consumer Interface



- **Zero-copy** interface to timeslice building
- Microdriver architecture device driver (PDA)
 - IOMMU support for compact S/G lists
- DMA directly to **POSIX shared memory** user space buffers
 - Multi-gigabyte buffers without issues

- **DMA buffers are shareable** with other PCIe devices, e.g. an InfiniBand HCA
- Data publishing agent: **CRI server**
 - Handles all communication with the hardware and serializes requests
 - Lightweight synchronization via read and write indices
 - Multi-consumer support

System Throughput Benchmark



- PCIe throughput measured with internal pattern generators
 - Single PCIe 3.0 8x interface
 - Realistic, time-based microslice creation
 - Eight parallel microslice streams to oversaturate interface
- Very good performance even for small microslice sizes
 - Expected performance increase for higher PCIe payload sizes
- Full-chain throughput reaches 95% of the theoretical PCIe limit
 - Can be increased to **98% for 512 Byte packet sizes**
 - Minimal CPU load
 - Only limited by lack of credits from the host system





Multi-device Scaling

• FLES entry stage design foresees multiple CRIs per node

 Simultaneous operation of multiple high-speed PCIe devices in a non-uniform memory access (NUMA) environment

Mem

Mem

Buff 1

Buff 2

rt?`

ll setup

CPU 1

• Test Setup:

- Dual Xeon E5-2650 v4,128 GB 2400 MHz DDR4 lacksquare
- 3 CRI with two PCIe x8 Gen-3 endpoints each
- NUMA aware buffer place Buff 0
 - <u> фсаl N</u>Ф • Two of the cards write CRI 0
 - The third card writes balances to PEX h NUMA n

CRI 1

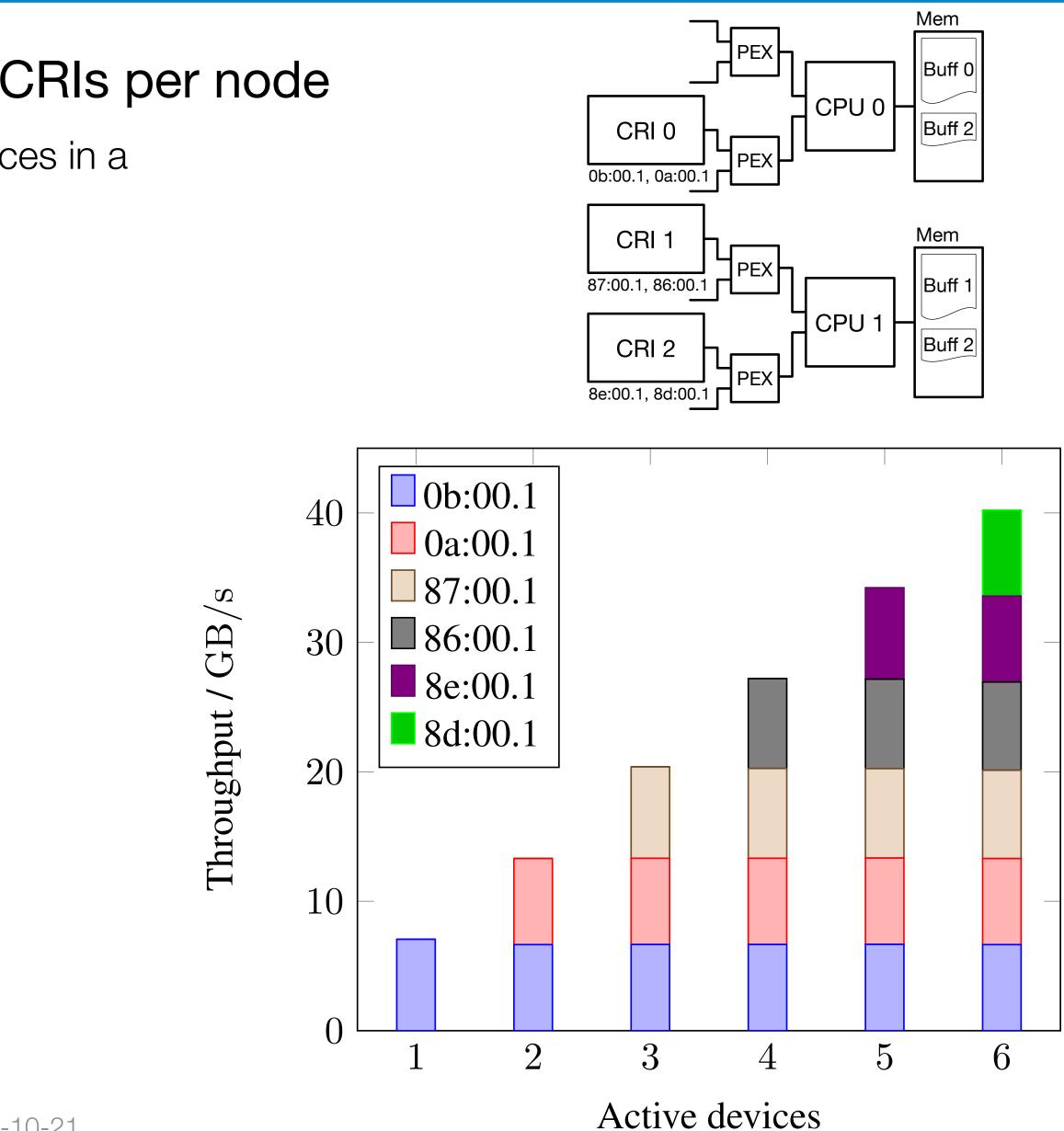
CRI 2

Sm

PEX

- Very promising rel
 - 87:00.1.86:00.1 • > 7 GB/s for a single endpoint
 - 6.7 GB/s for both end
 - Perfect scaling to multiple cards: 40.2 GB/s total

Perfect fairness

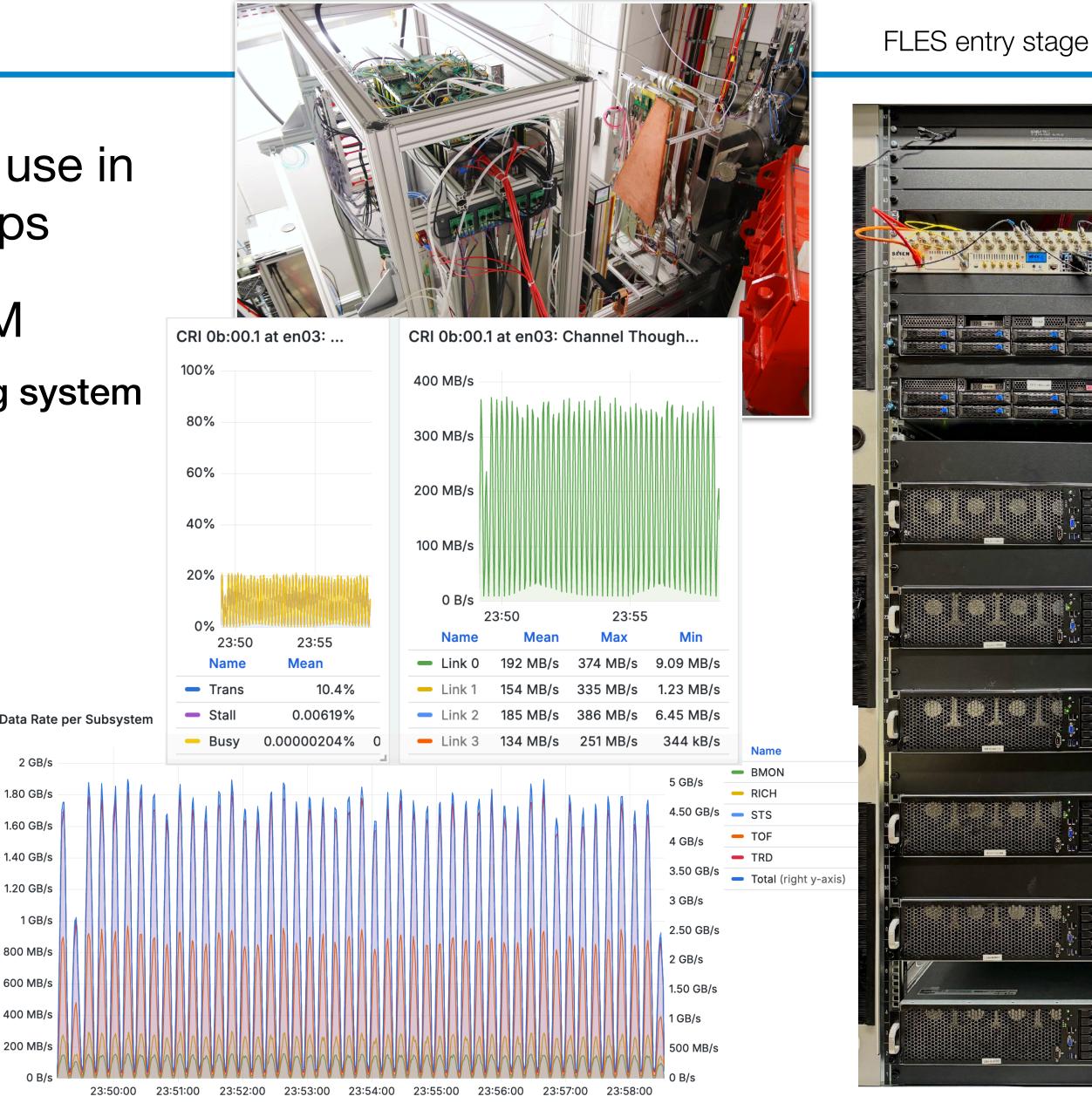




Full-system test mCBM

- The FLES input interface is in continuous use in numerous physics and development setups
- Example FAIR Phase-0 experiment mCBM
 - CRI with FLIM and FLES SW is the **central data taking system**
 - 12 CRIs in six FLES entry nodes
 - Regular data taking campaigns
- Control and monitoring system
 - Hardware monitoring of all critical parameters, e.g., microslice production rate, PCIe throughput, ...
- Example 2024 data taking
 - 7 detector systems: STS, TOF, RICH, TRD, TRD-2D, MUCH and BMON
 - 6 nodes, 8 CRIs, 57 FLIM channels in parallel
 - Peak data rates over 5 **GByte/s** \bullet

mCBM detector setup



Run 3035 on 2024-05-10





Summary

- Solution to structure heterogeneous input data: microslice data model
 - Time-based containers allow subsystem-agnostic, highly efficient data handling
- FLES interface module:
 - Provides the connectivity to the detector systems and handles all input data
- Custom DMA engine and dual ring buffer memory model for most efficient data access
 - Optimized host interface for zero-copy, high-throughput data transport

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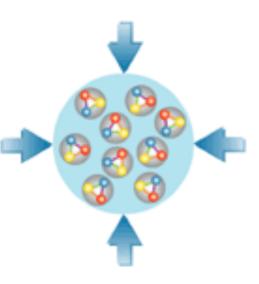
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In active use in several CBM test setups, in-beam tests and FAIR Phases-0 experiments

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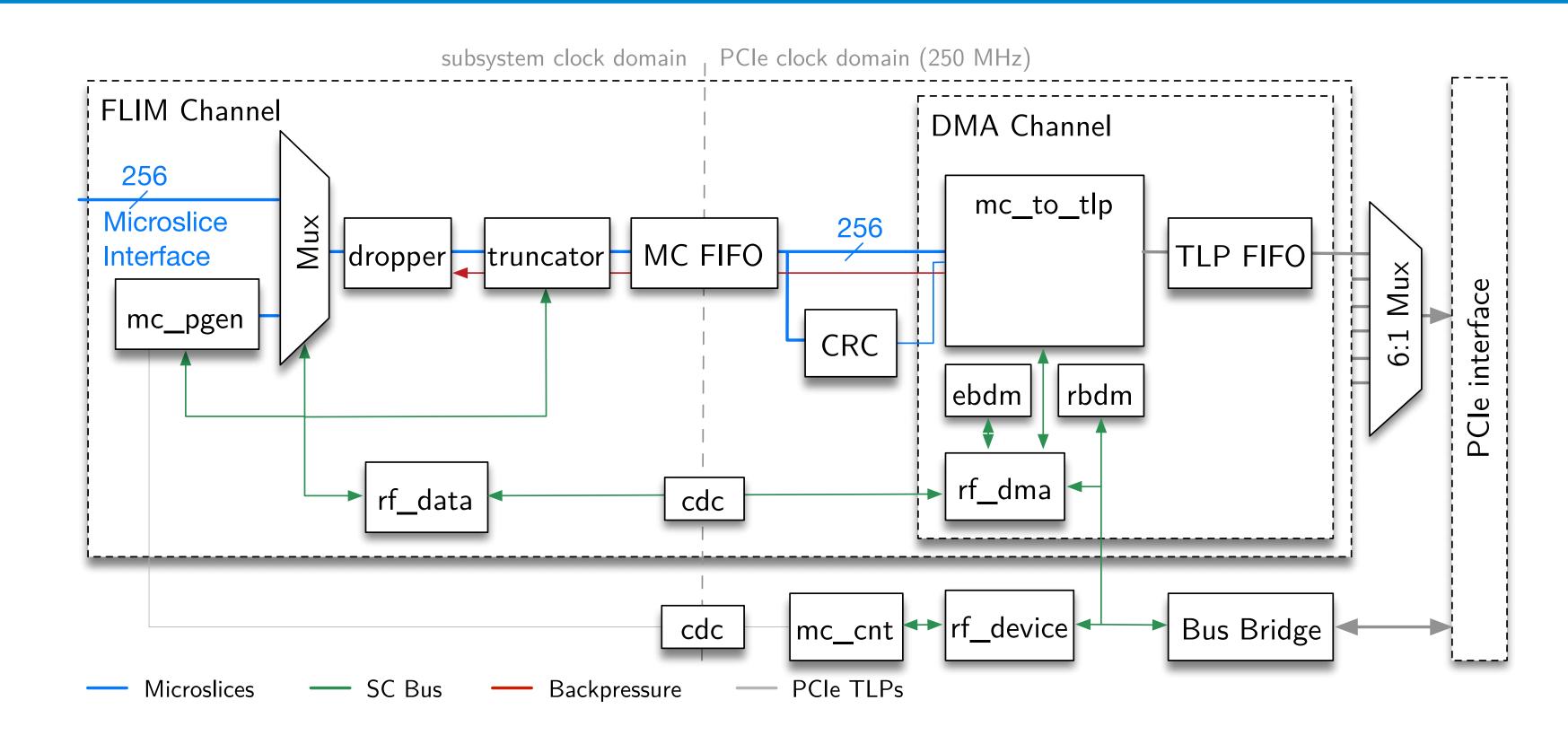


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FLIM Hardwaredesign



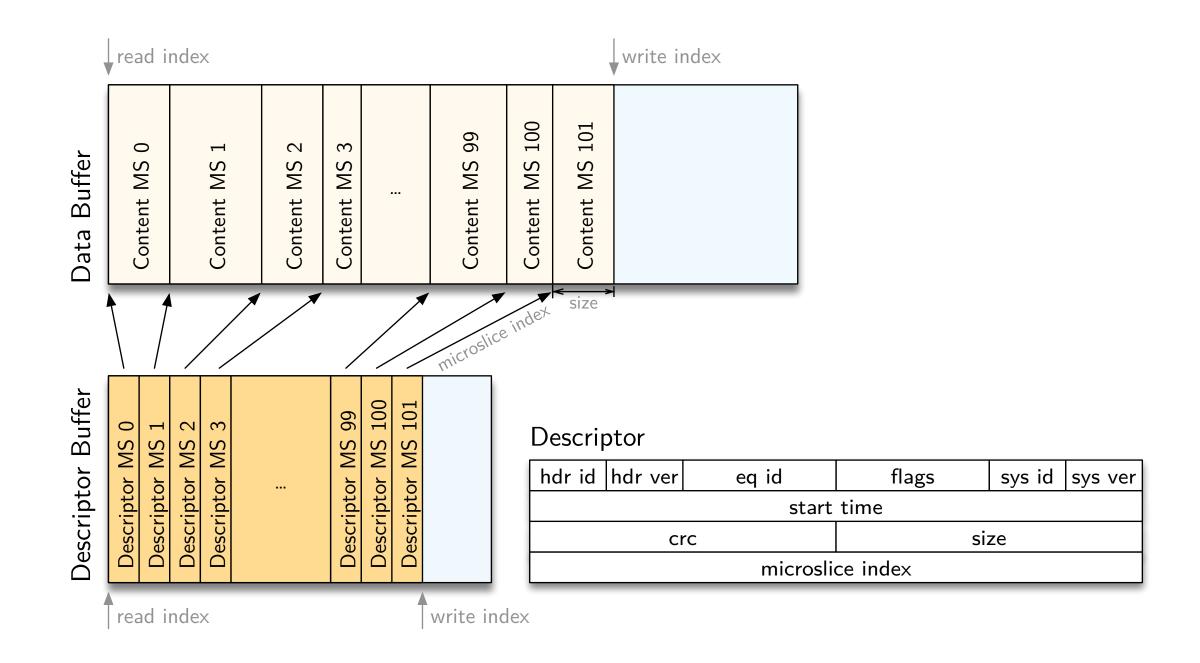
• Microslice interface:

- **256 Bit**, variable subsystem clock (up to 250 MHz; timing target: **160 MHz**, 41 Gbit/s)
- **Backpressure free** (may still have handshaking signals), internal drop point and derandomization buffer

- Signals on internal buffer fill state (for optimizations and global throttling)
- FLIM: 6 channels (2x 3 channels for twofold designs)

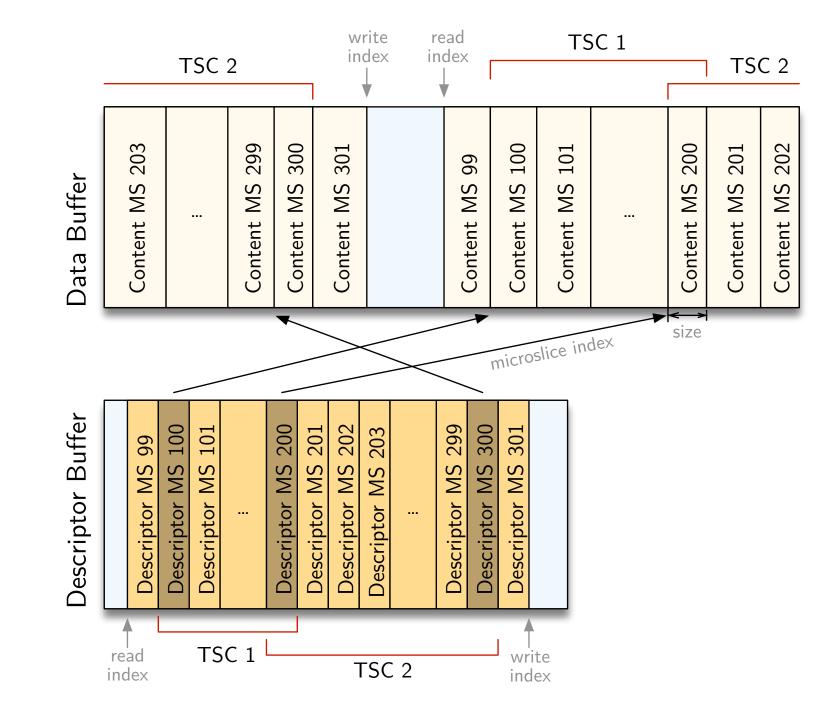


FLIM Host Interface

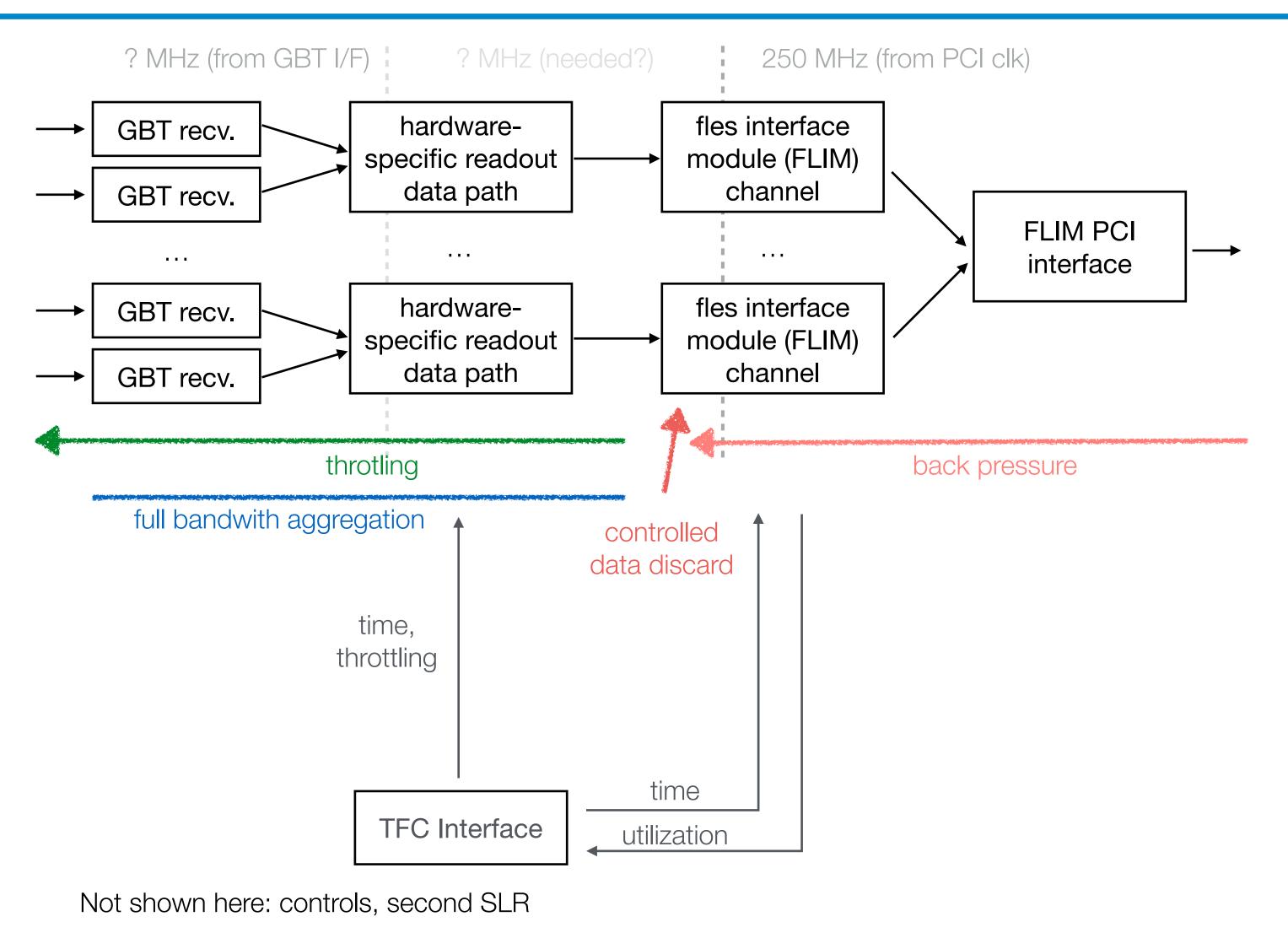




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Proposed CRI read-out data path



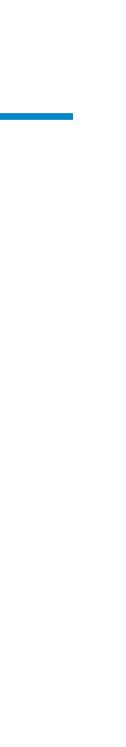
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Time Stamp Considerations (1) – Single Measurement

- Each measurement has:
 - A **time stamp** (known during readout)
 - The time of the associated **physics event** (assigned after reconstruction)

These time stamps differ for several reasons

- Limited precision in TFC time distribution
- Limited precision in per-subsystem time distribution to FEE
- Limited intrinsic detector time resolution
- Physics and detector effects (e.g., particle time of flight, drift velocity)
- Handled by microslice concept
 - Specify time **uncertainty interval** of measurements (per FLES input)
 - Generate timeslices with sufficient **overlap**



Time Stamp Considerations (2) – Stream of Measurements

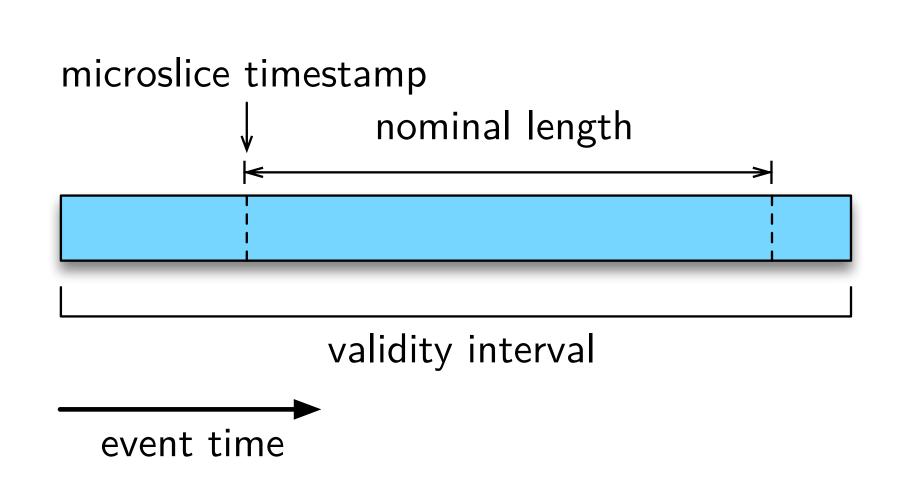
- Frontend message streams are **not** automatically merged **in chronological order** by detector readout electronics
 - Streams cannot easily be cut into intervals
- However, the maximum time deviation is usually known (e.g. unsorted only within one epoch, FEE drain time)
- We can handle this **limited time deviation** via same overlap concept
- Reduces requirements on microslice building in hardware
- CRI design implementation example:
 - Start new microslice when first measurement in corresponding time interval is encountered • Put any subsequent measurements into the new microslice, even if timestamp is lower again

 - Generally specify larger interval of possible corresponding event time for all microslices

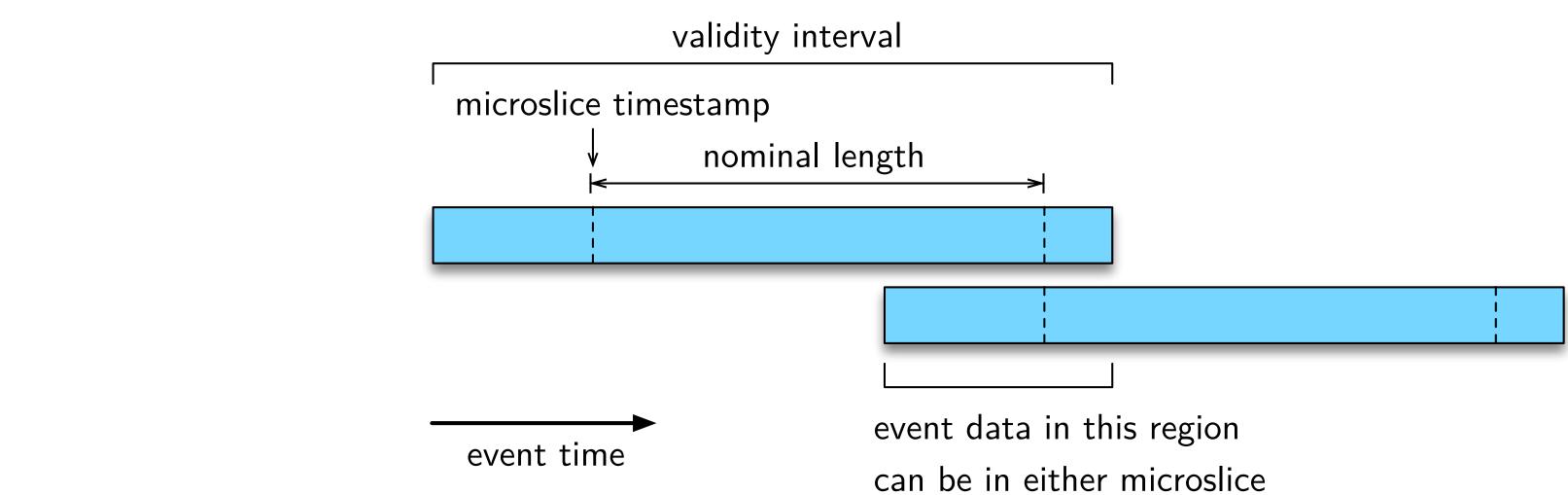
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Microslice Requirements

- Each component defines the maximum time deviation of physical event data in a microslice with respect to the microslice reference timestamp
 - This includes differences between message timestamp and event time, and
 - The deviation in assigning detector messages to the "nominal" microslice
- Microslice guarantee: All included measurements have an event time in the validity interval
 - Note: this doesn't imply that all measurement with event time in the validity interval are included



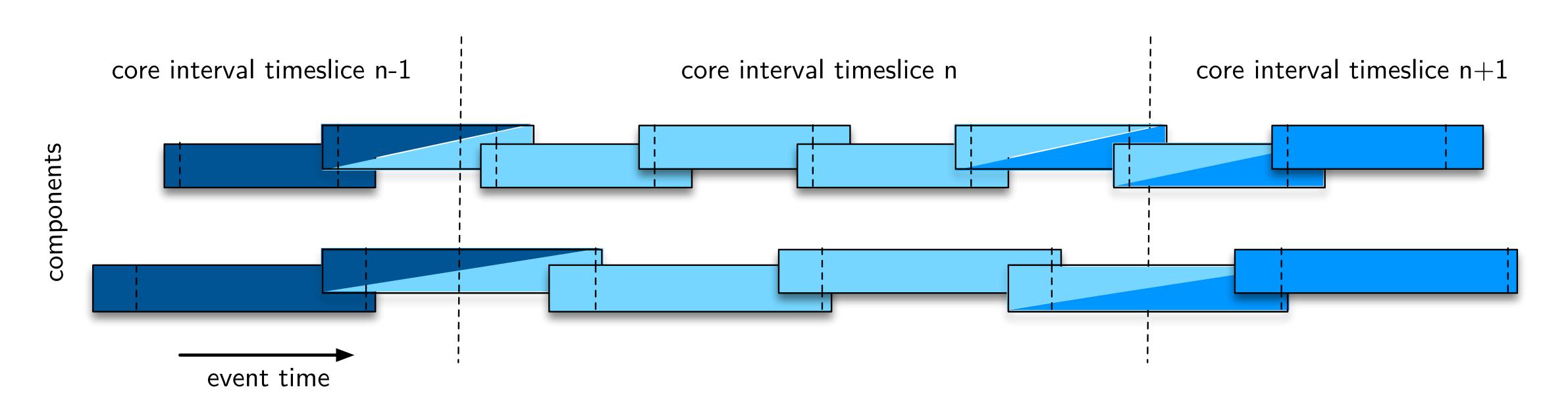
Microslice Building Design Guidelines



- The nominal microslice length and validity interval length are fixed for each subsystem (or component)
 - Future plans: Do not require a globally common microslice length.
- No sorting required within the microslice, software has to sort the messages anyway
- The nominal intervals between multiple components align in event time
 - Microslice timestamp modulo nominal length = 0 if feasible
- Note: this definition is fully backwards compatible with the initial requirements Dirk Hutter – A high-throughput input interface for the CBM FLES – CHEP 2024 - 2024-10-21

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Timeslice (Component) Building

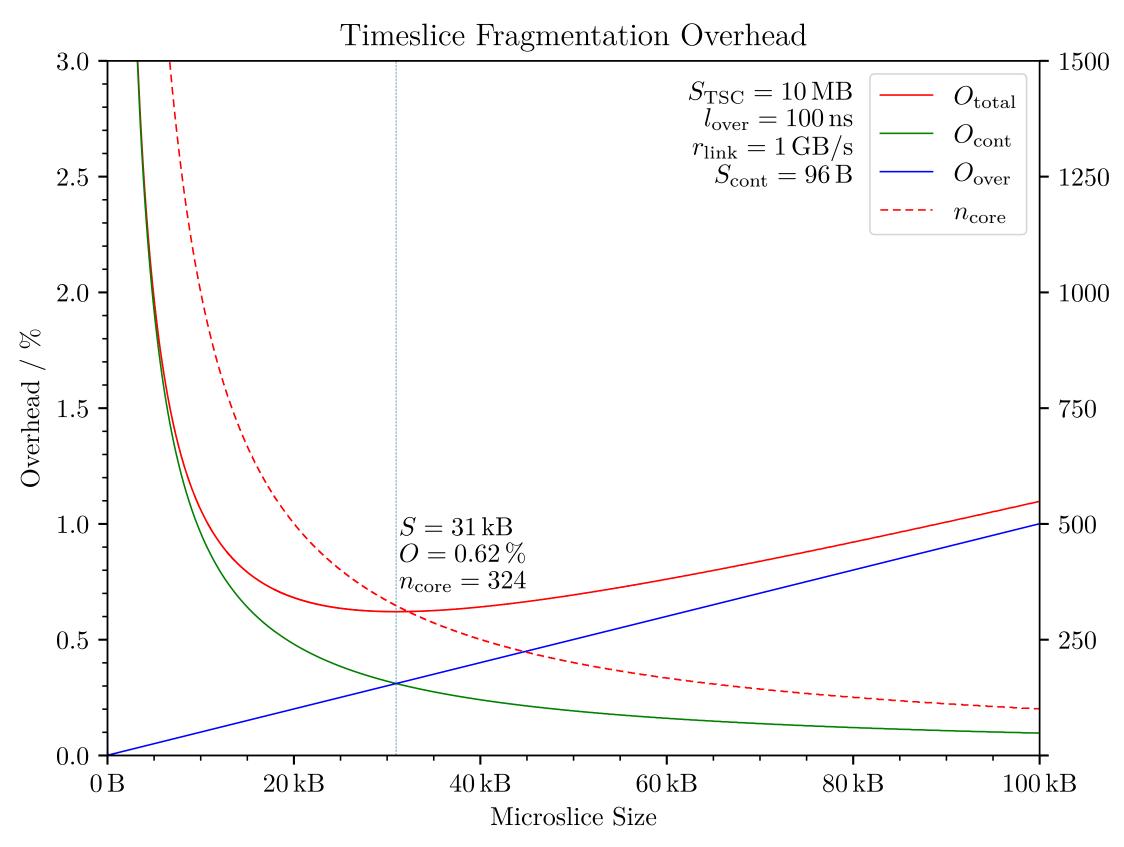


- A timeslice is the collection of all microslices with a validity interval intersecting the timeslice core interval.
- Timeslices overlap, but without an explicitly defined overlap region
- Timeslice guarantee: All measurements with event time in core interval are included





Scaling and Packaging Efficiency



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- CBM has a wide range of running scenarios
 - FLES is expected to work with a fraction of compute and network resources in the start version
- Microslices allow to scale the system to lower rates by increasing the length of a microslice
 - Keeps the overhead proportional to the data rate
- Optimal microslice size can be calculated from overhead for a given target configuration
- Overhead components
 - Overhead from packaging of microslices
 - Overhead from duplication of microslices for overlap region

