PM Data Collection and Storage

Front-end of the post-mortem system

N.Trofimov

User interface

The interface that clients use to export data to the PM system. Two approaches to data formatting and transfer:

- "Memory dump"
 - Memory image of the user data is sent to the PM system as a byte array and decoded on the data processing side using some form of format conversion.
 - Very flexible and easy to use on the client side, but
 - requires specific decoding software and the data conversion is rather slow.

• "Data objects"

- User data is mapped to an object, a binary (CORBA CDR) image of the object is stored in the PM system.
- Objects can be reconstructed and directly used in data processing applications, no need to write specific decoders.
- A bit more work on the client side, but more fast and generic data processing software.

Data model



3

Client API



Data flow



BPM data viewer



Performance



Source	Raw size	Compress time	Compressed size	Send time	Write time	Total time
QPS	520420	14 ms	29960	4 ms	0.4 ms	18 ms
FGC	1543536	117 ms	265527	29 ms	3.1 ms	146 ms

Scalability (1/4)

Scalability test framework by Joel Lauener



40 client hosts (FIP gateways), 0.5 Mb data, compression disabled

Ν	host	server time	client time
1	cfc-sr1-rl1h	8.17	89.01
2	cfc-sr1-rr1e	7.89	97.22
3	cfc-sr1-rr1i	6.88	105.21

Scalability (2/4)

1 client/host, typical distribution



9

Scalability (3/4)

1 client/host, network congestion



10

Scalability (4/4)

2 clients/host, typical distribution



Current status

• Current results

- PM server has been running non-stop during 2006 with typically ~60 clients connected. More than 100000 dumps, no data loss.
- Operational in QPS and FGC. New clients to come soon: BI (BPM, BLM), RADMON, beam dump, RF.
- No service interruption during the summer power cuts (~30 min), but
- A short (~2 min) interruption during the CERN wide DNS failure in May (not noticed by users).

• TO DO

- More scalability tests.
- Multiple servers for fault tolerance and load balancing.