

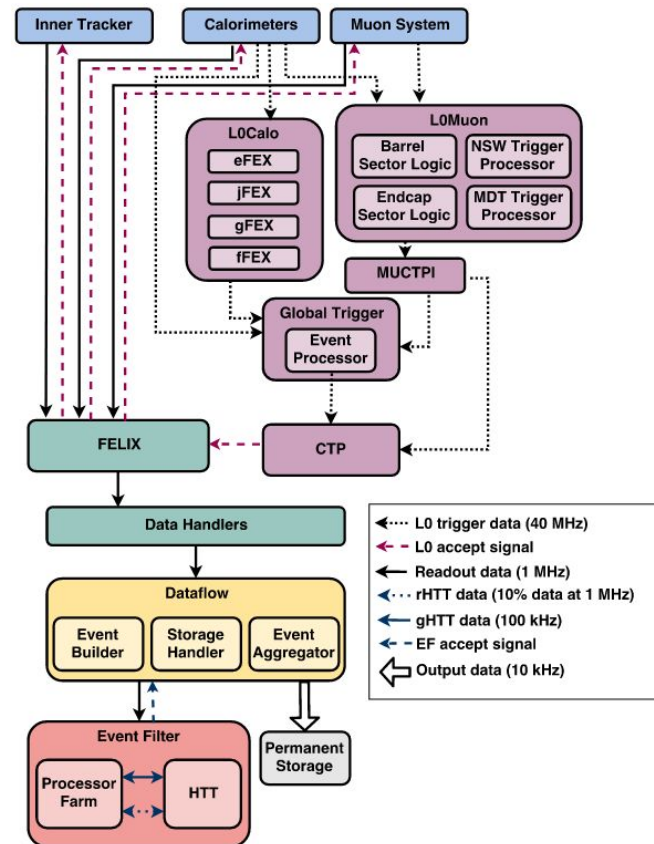
ATLAS Solutions for Phase 2 Storage and Networking

Fabrice Le Goff - 19/11/2019
On behalf of ATLAS TDAQ Collaboration



ATLAS TDAQ¹ for HL-LHC Upgrade

- HL-LHC² upgrade
 - Peak luminosity: $7.5 \times 10^{34} \text{ cm}^{-2}\text{s}^{-1}$
 - Collisions per bunch crossing: 200
- LHC to be restarted in 2026
- Detector read-out at **1 MHz**: 10 x more than today's
- Read-out throughput: **5.2 TB/s**: 20 x more than today's
- ⇒ **Major upgrade of all TDAQ** sub-systems



¹ Trigger and Data Acquisition

² High-Luminosity Large Hadron Collider

ATLAS TDAQ for HL-LHC Upgrade

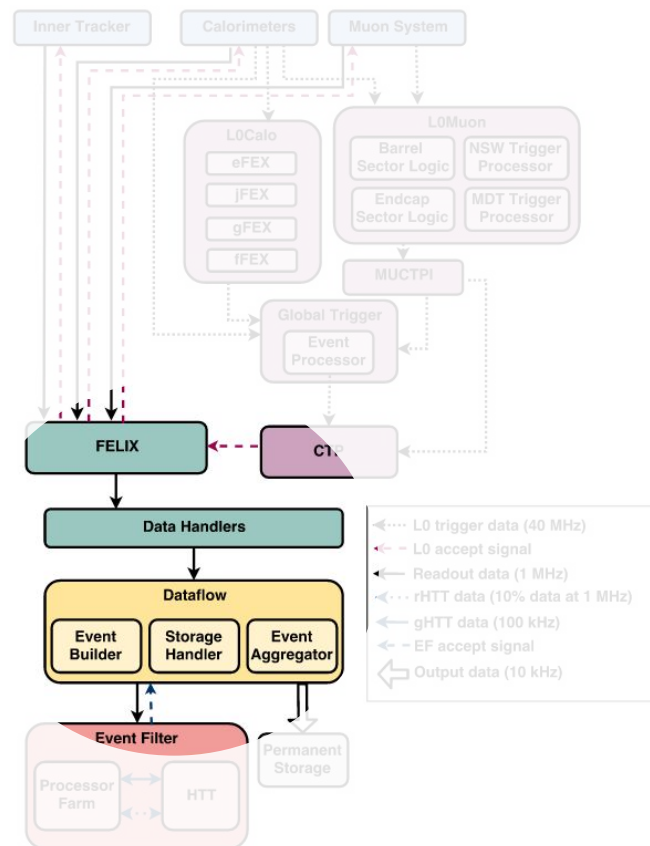
- **Networks**

- **One new network** interconnecting Felix and Data Handlers
- **One Upgraded network** interconnecting Data Handlers, Dataflow, Event Filter and Offline systems

- **Felix:** common “gateway” between custom electronics and commodity hardware
- **Data Handlers:** detector-specific data processing, formatting, etc.

- **Storage: Dataflow**

- Data buffering for the Event Filter
- Event building
- Persistent storage: decouple detector read-out from event selection
- Online storage for selected events: decouple online and offline



Network

Networks in Phase 2 TDAQ

Readout networks (Felix)

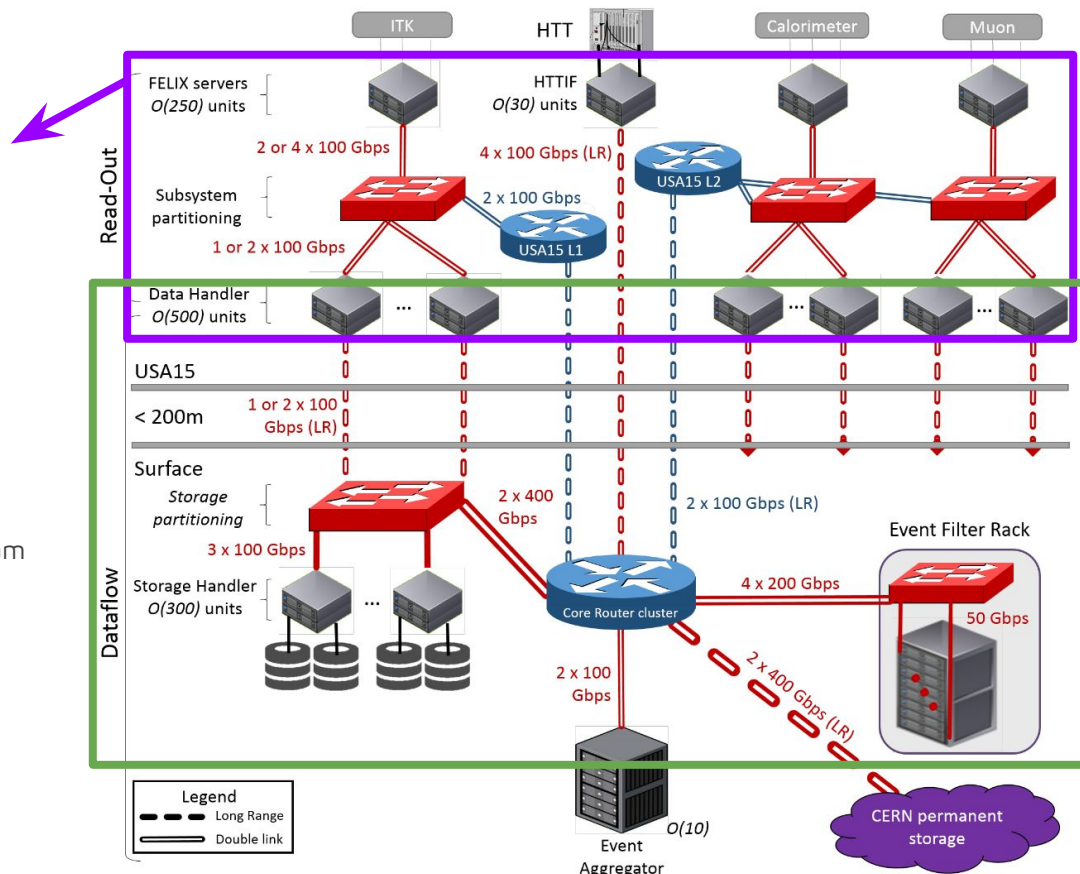
High-throughput
Low-latency

Independent slices

Asymmetric traffic:

- 5.2 TB/s of data downstream
- Only detector control and security upstream

O(800) servers



Dataflow network

Interconnected slices

Connects underground
experiment to surface
data center:
Long-range fibers

8+ TB/s total throughput
(writing + reading + extra)

Thousands of nodes
(event filter)

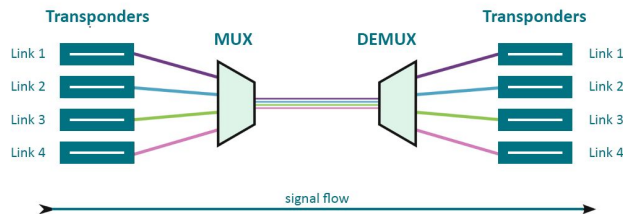
Complex core network
design: connects all the
slices for a many-to-one
data pattern

Considerations on Network Technologies

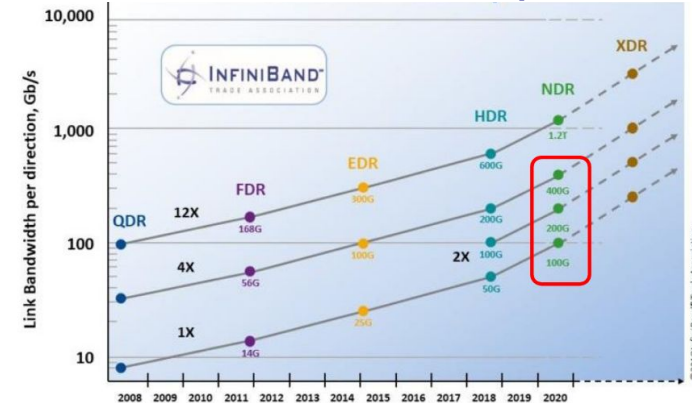
- Commodity technologies
 - Evolution driven by HPC
- DAQ is not HPC
 - Heterogeneous, complex system
 - Real-time processing
 - Network topology aware application
- But HPC hardware technology is interesting for DAQ
 - Low-latency
 - High-throughput
 - RDMA
 - Loss-less
- HPC software not suitable (e.g. MPI)
 - Paradigm is very different (Single Process Multiple Data, heterogeneous system)
 - Developed an in-house network library to take advantage of the technology with our workload
 - NetIO (see [Jörn Schumacher's paper](#) for more information)
 - Soon to be open-sourced

Technologies under Evaluation

- Infiniband
 - Forwarding ("routing") policy is simple
 - Single-speed network
 - Slightly less expensive per port (at given speed)
 - But operations more complex
 - Smaller community
 - ⇒ Considered as a fallback solutions if Ethernet do not reach what we expect
 - For the readout network only, as the Event Filter farm is already equipped with Ethernet
- Ethernet technologies already available (100 and 200 GbE)
 - Now we want: high density, low power, lower price
- WDM (wavelength division multiplexing) to reduce the number of physical long-range fibers
 - Trade-offs like fibers vs. transceivers cost



Infiniband Roadmap



Ethernet Roadmap



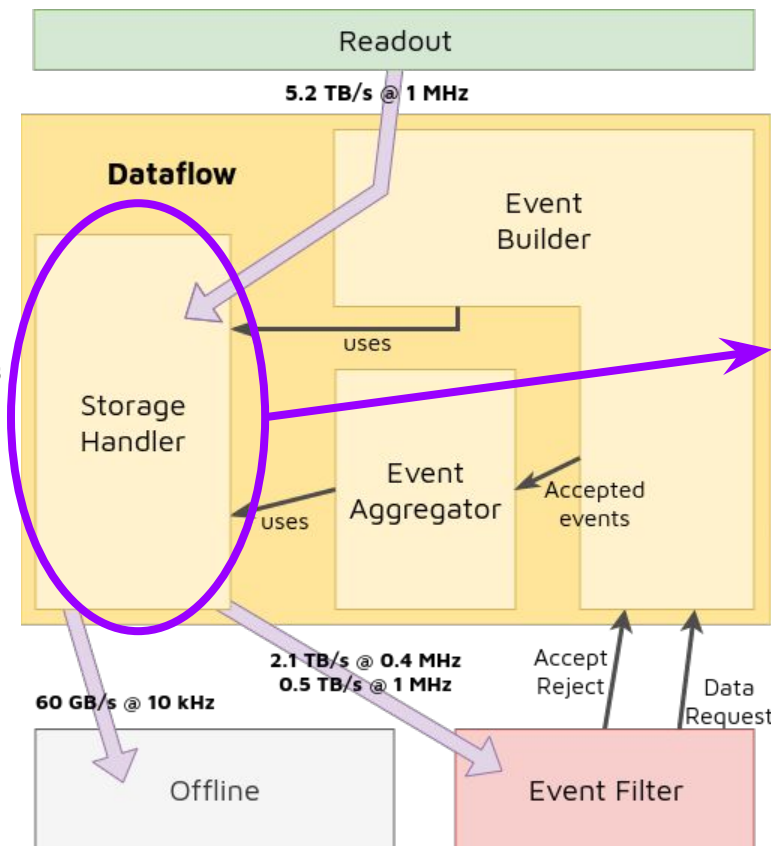
Storage

A New Dataflow System

Novel design persistent storage to completely decouple detector readout from event selection

Support:

- recording of all read-out data at **5+ TB/s**
- transfer of read-out data to event filter: **2.5+ TB/s**
- buffering of read-out data for O(10) minutes: **3+ PB**
- recording of selected events at 60 GB/s
- buffering of selected events for 48 hours: **10+ PB**
- Elementary block size: **10 kB**



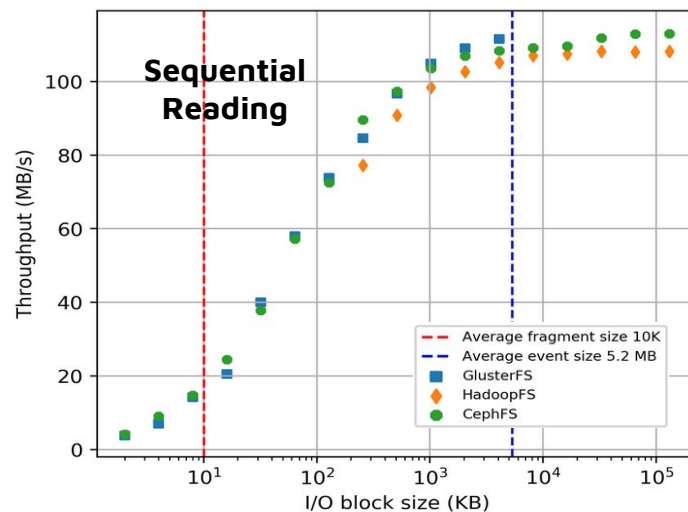
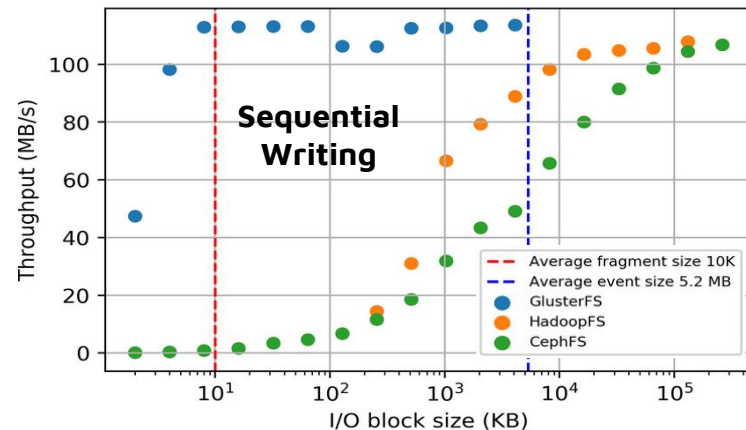
Challenge

**Large-volume
High-throughput
Distributed storage system**

Single "namespace" for all data

Software Storage Technology Evaluation

- Studies on **Distributed File Systems** (see [Adam Abed Abud's paper](#) for more details)
 - Obvious solutions that provide a global namespace
 - Actively developed and heavily used by the industry
 - Comes in many different flavours, with advanced features (load balancing, data redundancy, etc.)
- Tested three DFSs on small scale: GlusterFS, CephFS, HDFS
 - Operation, maintenance, performance quite variable
- **Performance** overhead
 - Especially with small blocks of data



Software Storage Technology Evaluation

- Significant **space** and **network** overhead

- Order of a few KB per file
- Same order as our blocks of data

Traffic generated creating empty files

Gluster	Client to Bricks	1.02 KB/File
	Bricks to client	1.02 KB/File
Hadoop	Client to namenode	0.21 KB/File
	Namenode to client	0.08 KB/File
Rados	OSD to MON	2.0 KB/File
	MON to OSD	1.4 KB/File
Ceph	Client to MDS	0.67 KB/File
	MDS to client	1.35 KB/File
	OSD to MDS	0.40 KB/File
	MDS to OSD	5.75 KB/File
	MON to OSD / OSD to MON	Negligible

- ⇒ **Unsuited for a direct use in our case**

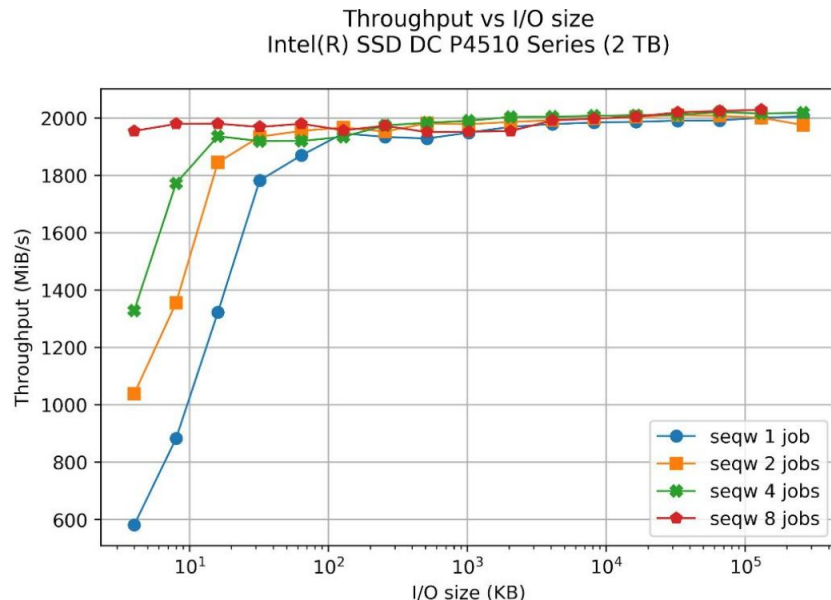
- Overheads are too high at our elementary data block size
- We don't see DFS improving in this area

- Investigating lower-level solutions like Distributed Hash Tables

- Considering custom in-house solution in parallel

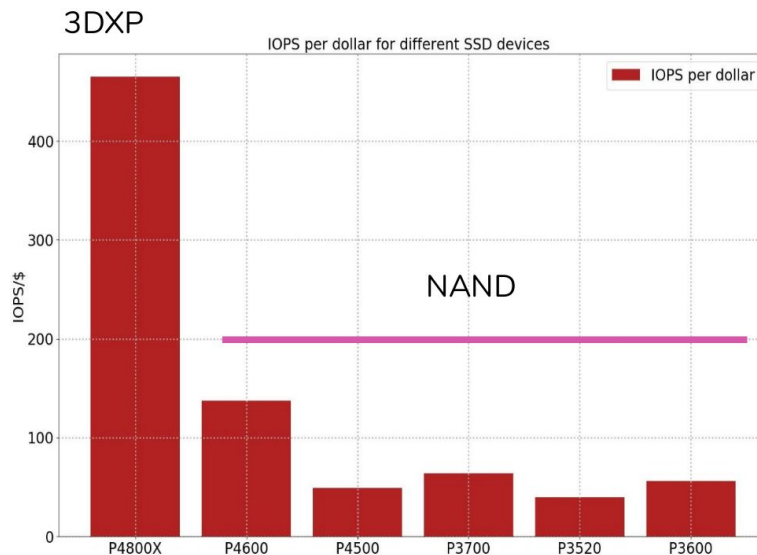
Hardware Storage Technology Evaluation

- Projected implementation based on foreseeable technologies
 - O(2000) SSDs distributed in O(300) servers
 - Each SSD: 2.6 GB/s writing, 1.3 GB/s reading
 - Already available on the market: close to expected performance



Hardware Storage Technology Evaluation

- Problem: SSDs wear out when written
- With current NAND SSDs, all SSDs in our system would have to be replaced every year
- 3D-XPoint technologies (Intel, Micron) offers much better endurance: 40 x higher
- IOPS/\$ much higher



Conclusions

- HL-LHC upgrade requires a major upgrade of the whole ATLAS TDAQ
- Networking
 - Upgraded and new networks
 - Ethernet is likely to meet our requirements
 - Dedicated software for DAQ's specific use case
 - Technology evaluation will go on
 - Understand technology, follow its evolution, get hands-on experience
 - Decision in 2023
- Storage
 - New persistent buffer for readout data
 - Commodity hardware, taking advantage of technology evolution
 - Technology evaluation: software and hardware
 - Understand technology
 - Prototype in-house solution
 - Working prototype (small scale) by 2022