Distributed Data Management & & MC production system in CMS

Outline

- Introduction
- Computing model overview
- Production system
 - Processing workflow
- Available resources@ CCIN2P3

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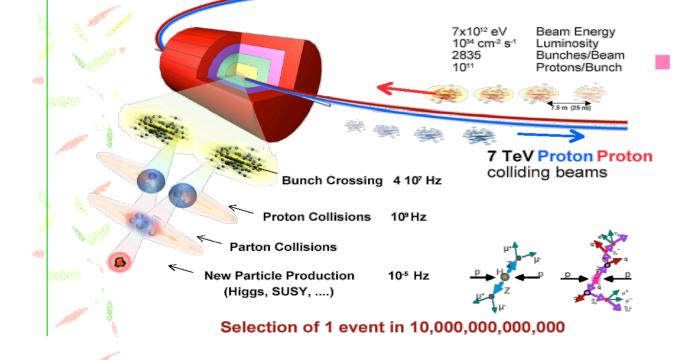
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Introduction



Monte Carlo (MC) production is crucial for detector studies and physics analysis

Event simulation and reconstruction typically done in computer farms of a large amount of computing, storage and network resources



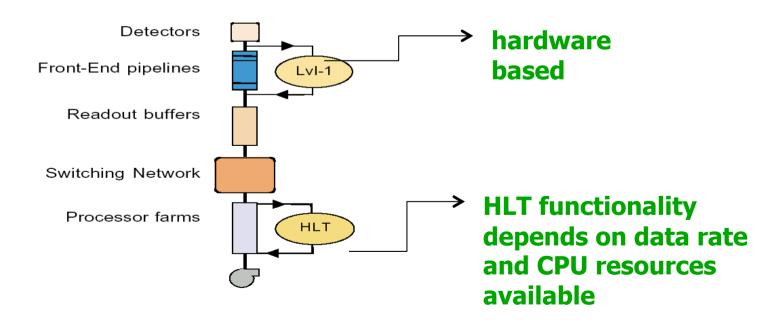
The LHC collisions will occur @ 40 MHz, while the offline system can stream data to disk only at 150-300 Hz



CMS Trigger Strategy



CMS has chosen a trigger sequence in which, after a L1 response, reducing the events from 40 MHz to 100 kHz, the offline reconstruction code runs to provide the factor 1000 reduction to 150-300 Hz



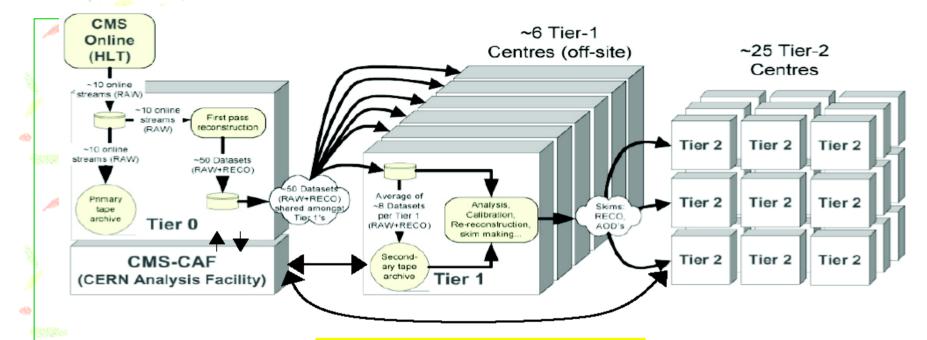




- Aim to Cope with computing requirements for storage, processing and analysis of data
 Distributed model for all computing including the serving
 - and archiving of the RAW and RECO data
 - **Streaming**
- Classifying events early allow data access optimization
 RAW events are classified in primary datasets depending on their trigger history
 Propose O(50) 'primary datasets' are grouped into O(10) online streams
 O(2PB)/yr raw data split into O(50) (40 TB) trigger
 - determined datasets

Tiered Architecture





Tier-0:

- Accepts data from DAQ
- Prompt reconstruction

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 Data archive and distribution to Tier-1's

Tier-1's:

- Real data archiving
- Re-processing
- Skimming and other data-intensive analysis tasks
- Calibration
- MC data archiving

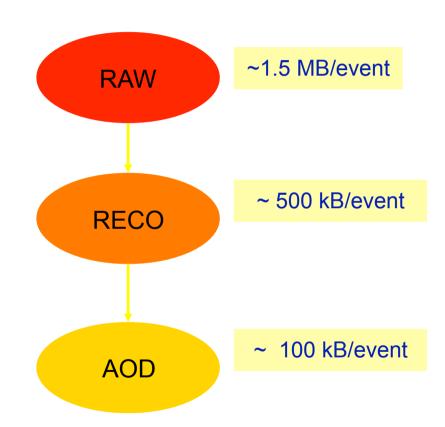
Tier-2's:

- User data Analysis
- MC production
- Import skimmed datasets from Tier-1 and export MC data
- Calibration/alignment

CMS Data Tiers



- CMS plans to implement a hierarchy of Data Tiers
 - Raw Data: as from the Detector
 - Full Event: contains Raw plus all the objects created by the Reconstruction pass
 - **RECO:** contains a subset of the Full Event, sufficient for reapplying calibrations after reprocessing
 - "Refitting but not re-tracking"
 - AOD: a subset of RECO, sufficient for the large majority of "standard" physics analyses
 - Contains tracks, vertices etc and in general enough info to (for example) apply a different b-tagging
 - Can contain very partial hit level information



Data organization



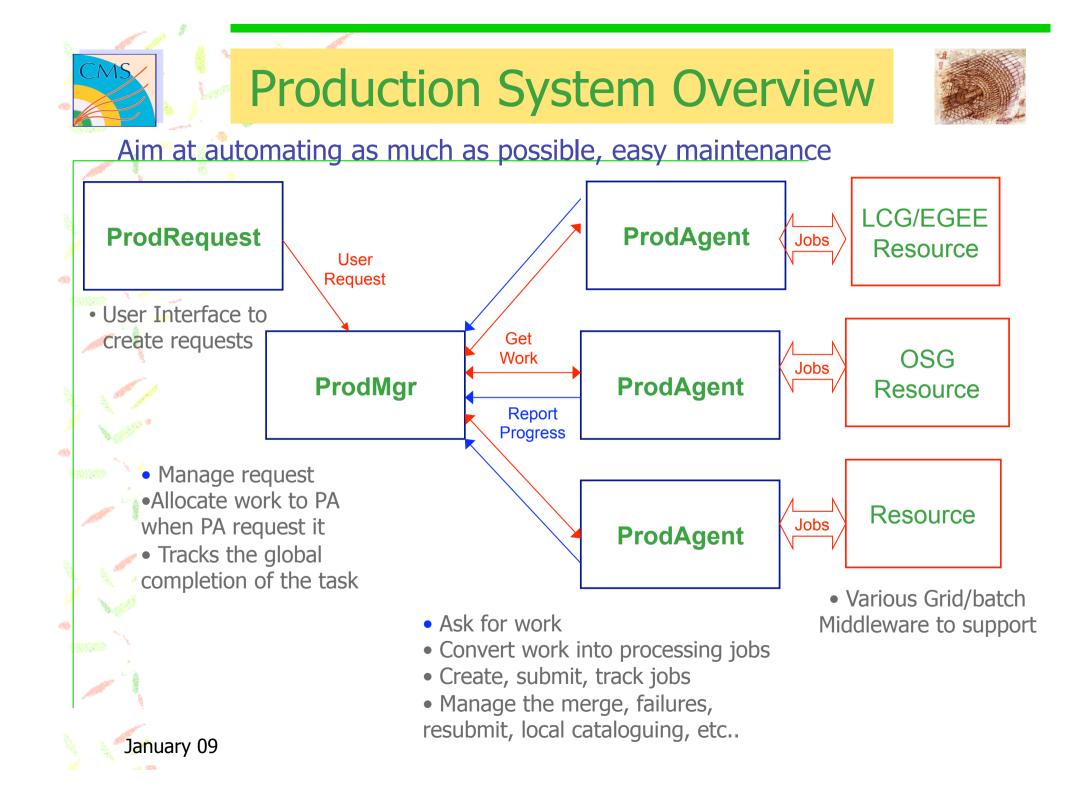
- CMS expects to produce large amounts of data (events) O(PB)/year
 - Event data are in files
 - average file size is kept reasonably large (\geq GB)
 - avoid scaling issues with storage systems, catalogues when dealing with too many small files
 - foresee file merging
 - O(10⁶) files/year
 - Files are grouped in Fileblocks
 - group files in blocks (1-10TB) for bulk data management reasons
 - 10³ Fileblocks/year
 - Fileblocks are grouped in Datasets
 - Datasets are large (100TB) or small (0.1TB) : size driven by physics



Data tiers production



- Generation:
 - noinput, small output (10 to 50 MB ntuples)
 - pure CPU: few minutes, up to few hours if hard filtering present
- Simulation (hits): GEANT4
 - small input
 - CPU and memory intensive: 24 to 48 hours
 - large output: ~500 MB in three files (EVD files), the smallest is ~ 100 KB !
 - Digitization:
 - lower CPU/memory requirements: 5 to 10 hours
 - I/O intensive: persistent reading of PU through LAN
 - large output: similar to simulation
 - Reconstruction:
 - even less CPU: ~5 hours
 - smaller output: ~200 MB in two files



ProdAgent Workflow

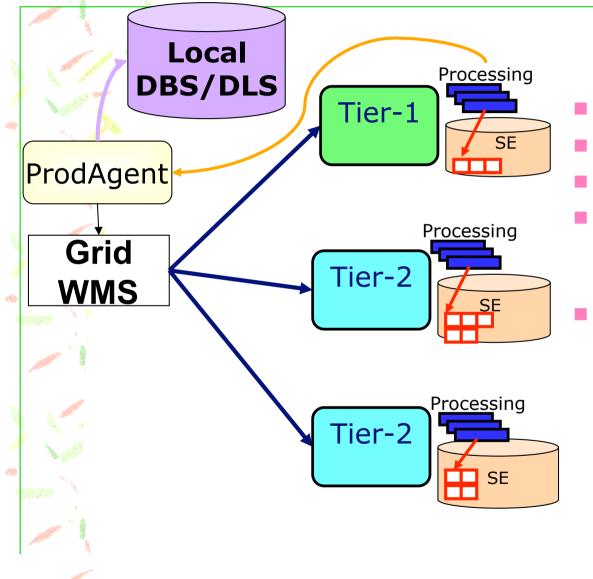


- Send Processing jobs to sites
- Drop of data at the sites
- Report back to ProdAgent
- Merge data at site
- Catalog in Data Management catalog
- Transfer data
- Automate retries on errors

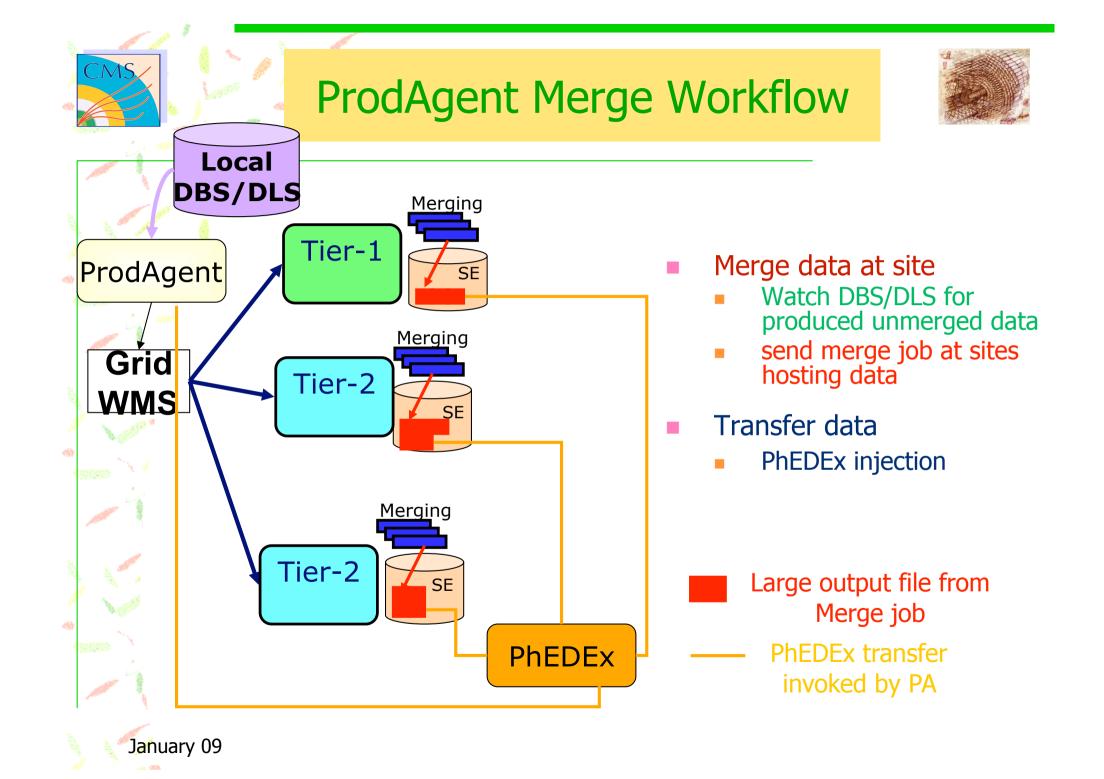


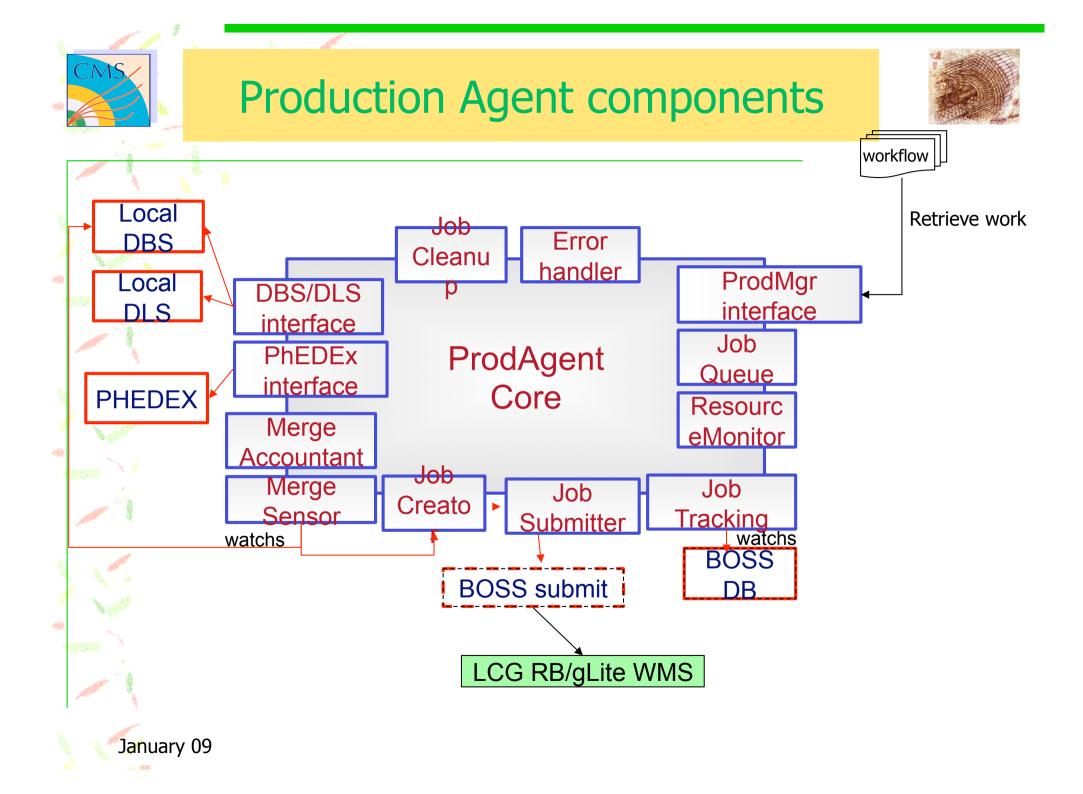
ProdAgent Processing Workflow





- Processing jobs sent to sites
 - Output data left in local SE
- Report back to ProdAgent
- Data management cataloguing (registration in local DBS/DLS)
- Failed jobs handled automatically
 - Small output file from Processing job

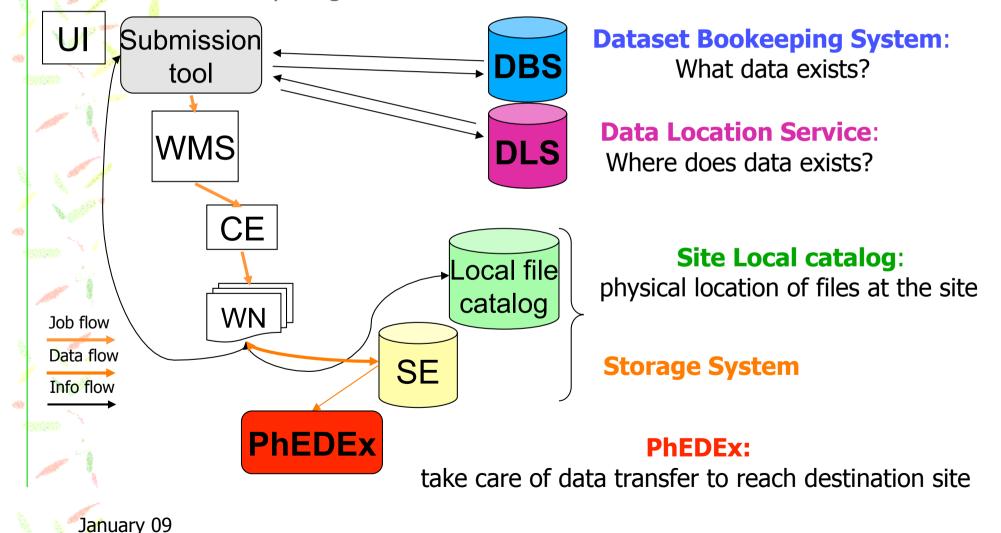




Data processing workflow



Data Management System allow to discover, access and transfer event data in a distributed computing environment



Local data access



WN

Catalog

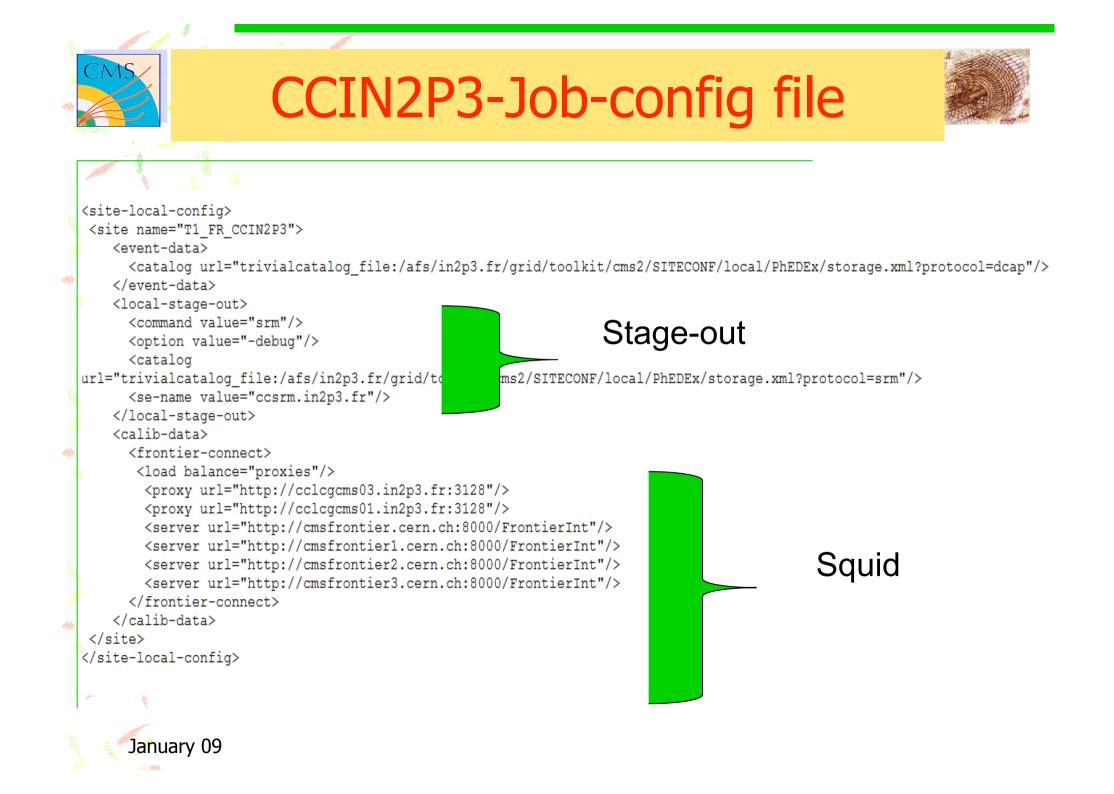
CMS application read and write files at a site DLS has names of sites hosting the data and not the physical location of constituent files at the sites Local file Local file catalogues provides site local information about hd to access any given logical file name Baseline is to use a "Trivial File catalogue (TFC)" Need to sustain very high-scale performance Site local discovery mechanism : discover at runtime on WN the site-dependent job configuration to access data CMS application interface to storage with a POSIX-like interface (dcap, rfio. etc) Storage System with SRM (disk, mass storage)

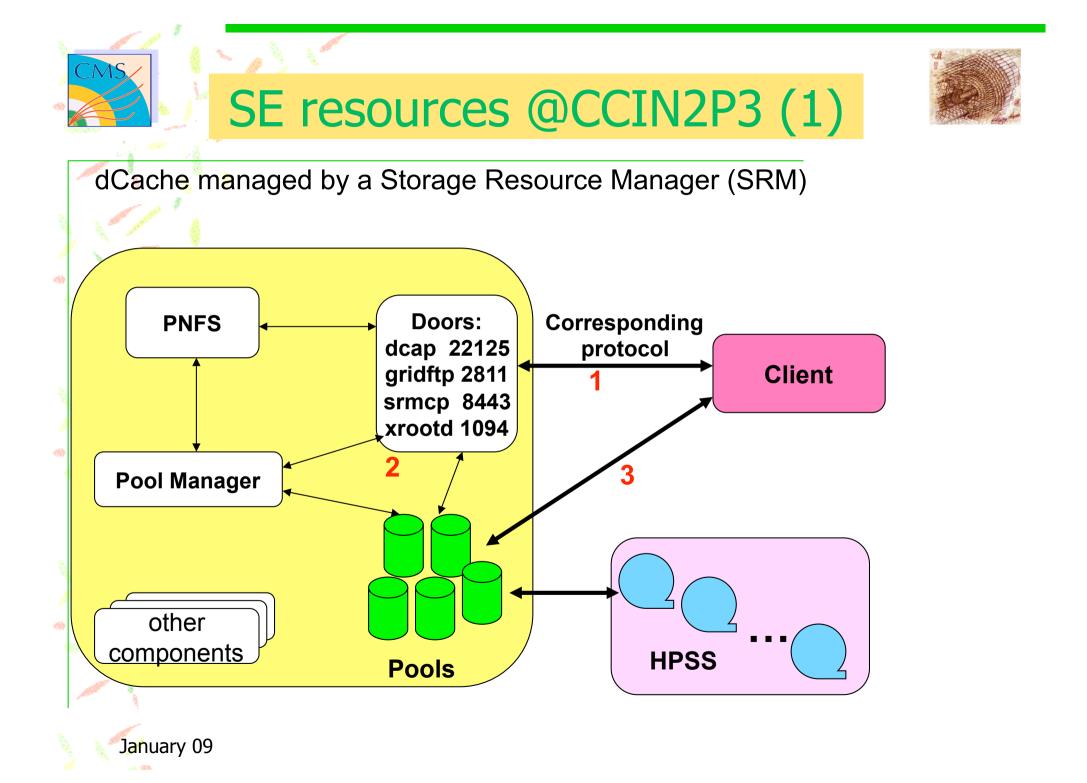


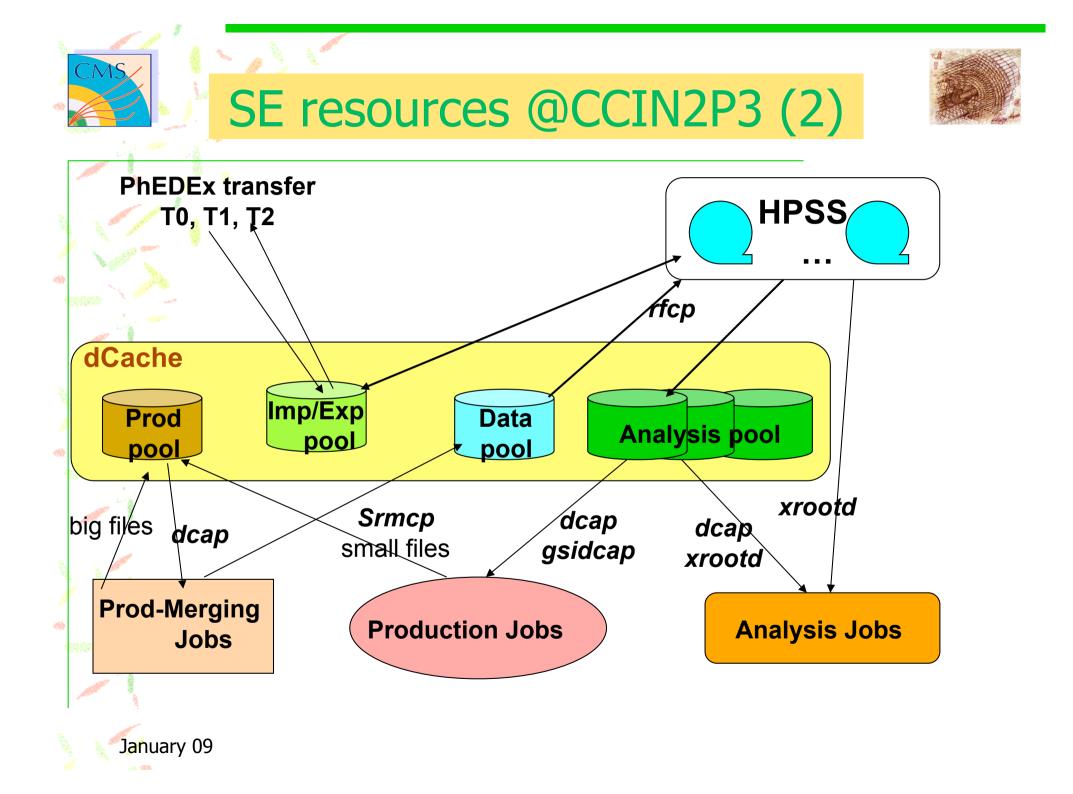
CCIN2P3:TFC

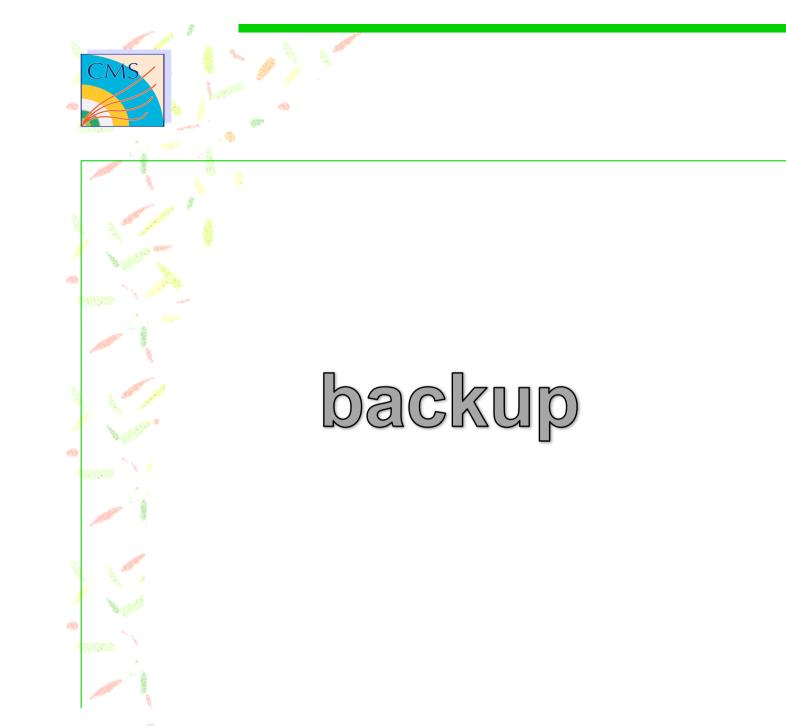


```
<!-- production stage out : unmerged -->
  <lfn-to-pfn protocol="direct" path-match="/+(store/unmerged/.*)"
    result="/pnfs/in2p3.fr/data/cms/prod/$1"/>
  <pfn-to-lfn protocol="direct" path-match="/pnfs/in2p3.fr/data/cms/prod/+(store/unmerged/.*)"
    result="/$1"/>
<!-- LoadTest transfers -->
  <lfn-to-pfn protocol="direct" path-match="/+(LoadTest/.*)"
    result="/pnfs/in2p3.fr/data/cms/import/$1"/>
  <pfn-to-lfn protocol="direct" path-match="/pnfs/in2p3.fr/data/cms/import/+(LoadTest.*)"
    result="/$1"/>
<!-- jobs access protocol - default -->
 <lfn-to-pfn protocol="jobs" chain="dcap" path-match="(.*)"</pre>
    result="$1" />
  <pfn-to-lfn protocol="jobs" chain="dcap" path-match="(.*)"
    result="$1" />
<!-- default - production and Protocol chains -->
  <lfn-to-pfn protocol="direct" path-match="/+(.*)"
    result="/pnfs/in2p3.fr/data/cms/data/$1"/>
  <lfn-to-pfn protocol="srm" chain="direct" path-match="/+(.*)"</pre>
    result="srm://ccsrm.in2p3.fr:8443/srm/managerv1?SFN=/$1" />
 <lfn-to-pfn protocol="srmv2" chain="direct" path-match="/+(.*)"</pre>
    result="srm://ccsrm.in2p3.fr:8443/srm/managerv2?SFN=/$1" />
  <lfn-to-pfn protocol="dcap" chain="direct" path-match="/+(.*)"
    result="dcap://ccdcapcms.in2p3.fr:22125/$1" />
  <lfn-to-pfn protocol="root" chain="direct" path-match="/+(.*)"
    result="root://ccxroot.in2p3.fr:1094//$1" />
  <pfn-to-lfn protocol="direct" path-match="/pnfs/in2p3.fr/data/cms/data/+(.*)"
    result="/$1" />
  <pfn-to-lfn protocol="srm" chain="direct" path-match=".*\?SFN=(.*)"
    result="$1" />
  <pfn-to-lfn protocol="srmv2" chain="direct" path-match=".*\?SFN=(.*)"
    result="$1" />
  <pfn-to-lfn protocol="dcap" chain="direct" path-match="dcap://ccdcapcms(.*)"</pre>
    result="$1" />
  <pfn-to-lfn protocol="root" chain="direct" path-match="root://ccxroot.in2p3.fr:1094/(.*)"
    result="$1" />
</storage-mapping>
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```

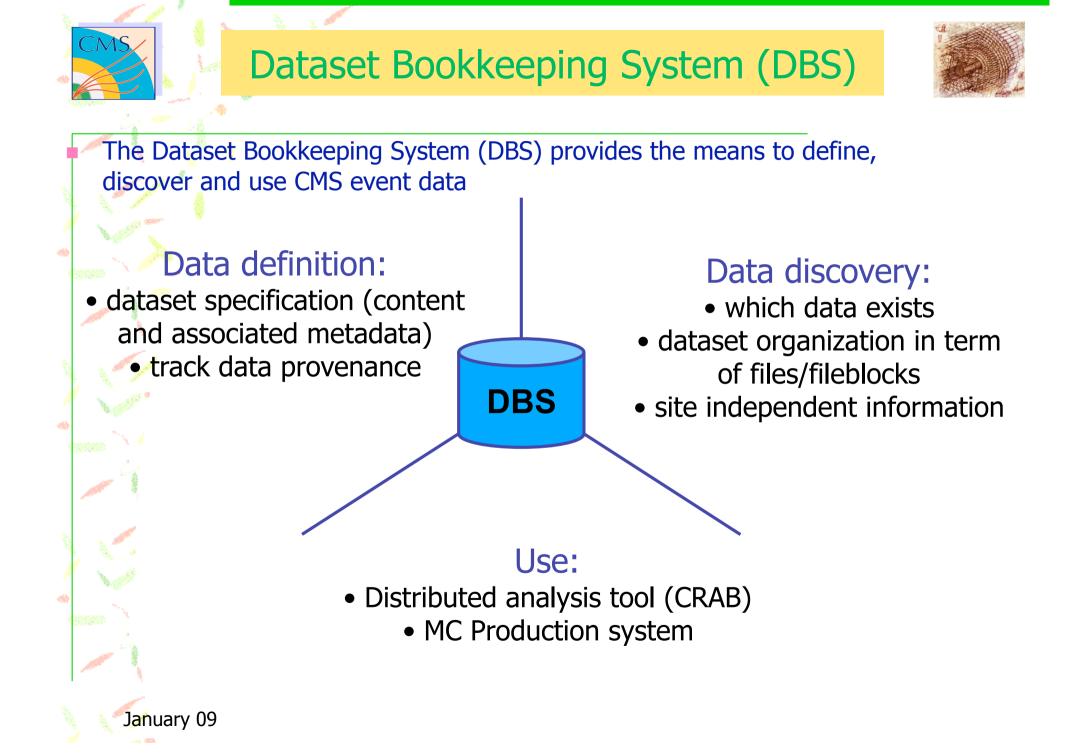


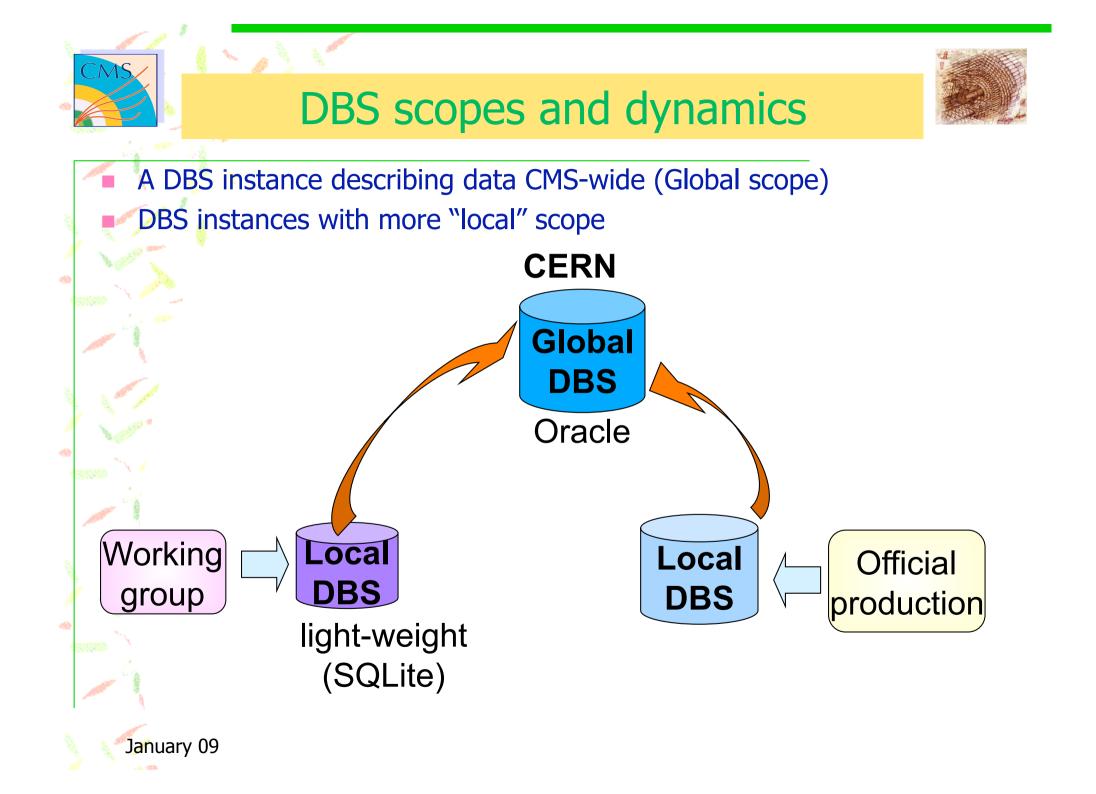












Data Location Service (DLS)



The Data Location Service (DLS) provides the means to locate replicas of data in the distributed computing system it maps file-blocks to storage elements (SE's) where they are located few attributes (*custodial* replica = considered a permanent copy at a site) very generic: is not CMS-specific DLS global/local scopes

