



ESCAPE

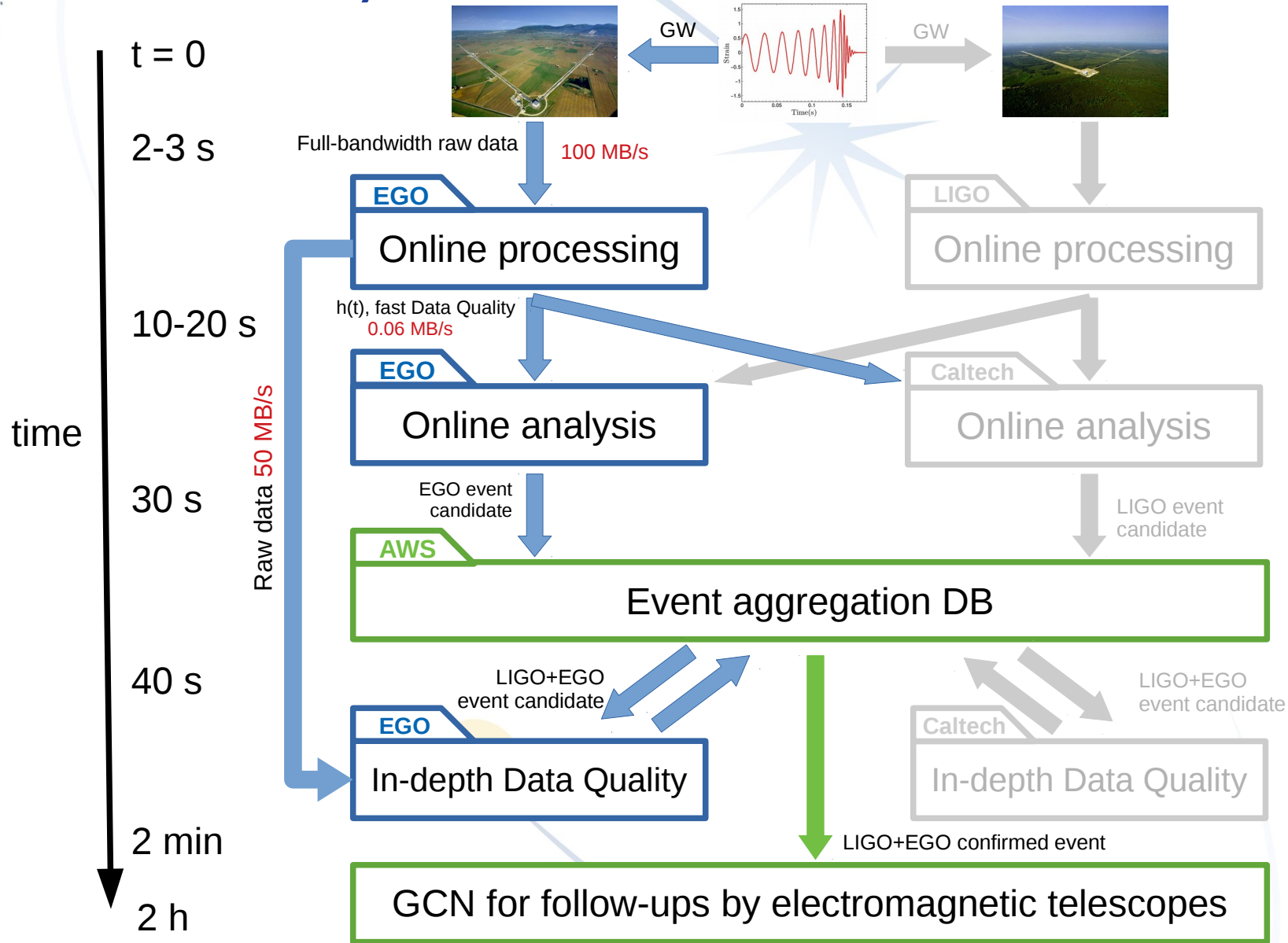
European Science Cluster of Astronomy &
Particle physics ESFRI research Infrastructures

EGO use case

Pierre Chanial, EGO

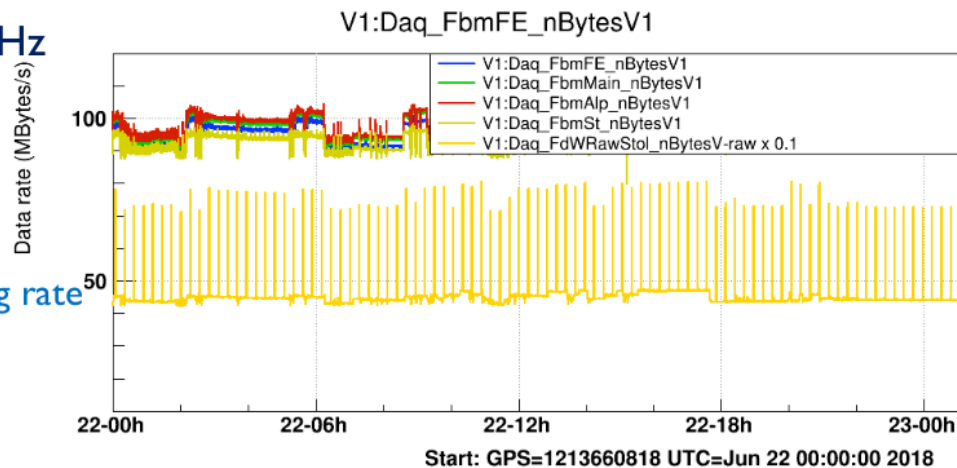


Data low-latency workflow



Data production

- ▶ **Raw data: 32700 channels from 1 Hz to 100 kHz**
 - + samples @ 400 MHz, images...
 - Archived at the computing centers
 - Now: around 50 MB/s 100 s. long files
- ▶ **Full raw data**
 - Raw data + debugging channels at higher sampling rate
 - Keep at the site on a circular buffer of few days
 - Rate = 80-90 MB/s 100 s. long files
- ▶ **Reduced data stream: most channels at 50 Hz**
 - Convenient for commissioning studies
 - Rate = 0.8 MB/s 43 files of 1.5 GB per day
- ▶ **Trend data stream: min/mean/max/rms @ 1 Hz**
 - Convenient for long term studies or the search
 - Rate = 0.06 MB/s 1 file of 4.6 GB per day to archive
- ▶ **h(t) frames:**
 - The useful stream for event searches
 - Rate = 0.06 MB/s 43 files archived of 120 MB per day

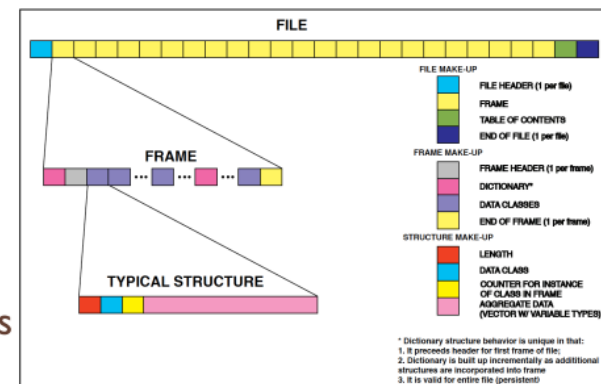


(slide by A. Bozzi)



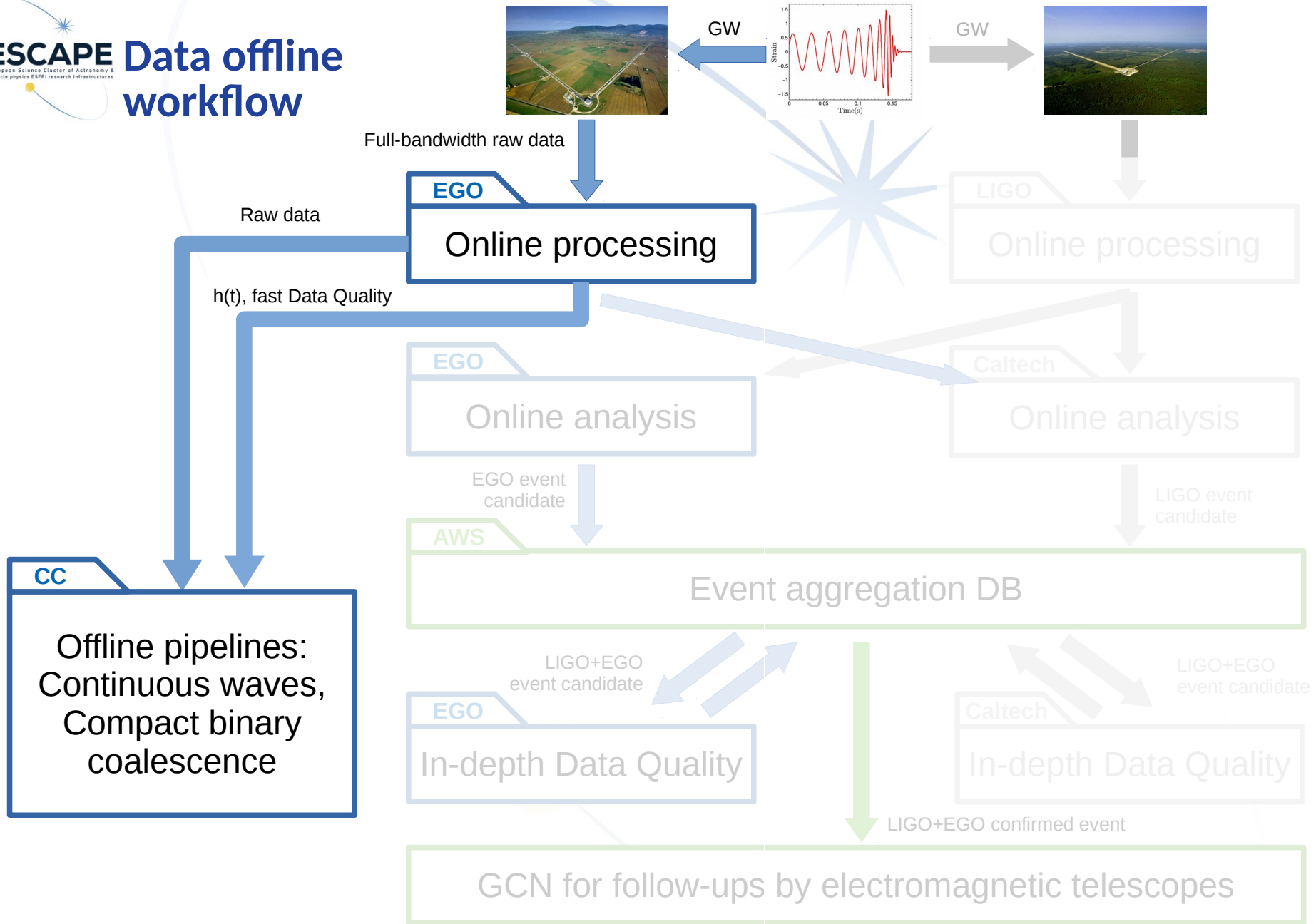
Data format : GWF

- ▶ Virgo is closer to an accelerator rather than a high energy detector:
 - The primary data stream stream is a continuous stream of channels not events
- ▶ Data are organized in frames
 - Frames are a time window (from 1s to hours), containing multiple parallel channels
 - A Virgo frame files
 - ▶ Could contains multiple frames
 - ▶ Has a Table Of Content for fast single channel access
 - ▶ Includes checksums for standalone file verification
 - ▶ Include lossless compression algorithms
 - ▶ The frame format is common to all (ground based) GW detectors
 - We have different types of frames, see later
 - Tools to merge frames, make them longer, shorter...
- ▶ Events are produced downstream from a small number of channels
 - Small data rate compared to the raw data stream



(slide by A. Bozzi)





- Hot (frequent access) : for low-latency processing & analysis
also h(t) for offline pipeline analysis
- Cold (once a month): Raw data < 2 yr (detector characterization)
- Archive (less that once a month): Raw data > 2 yr (archive)

Reprocessed 2-3 times per year for h(t) recalibration



Most representative use case : data distribution

Bulk dataTransfer was born (~ 2007) like a collection of bash scripts and procedures (manually triggered) used for sending some Virgo set of rawdata files related to a specific engineer or commissioning run. We had some constraints to satisfy:

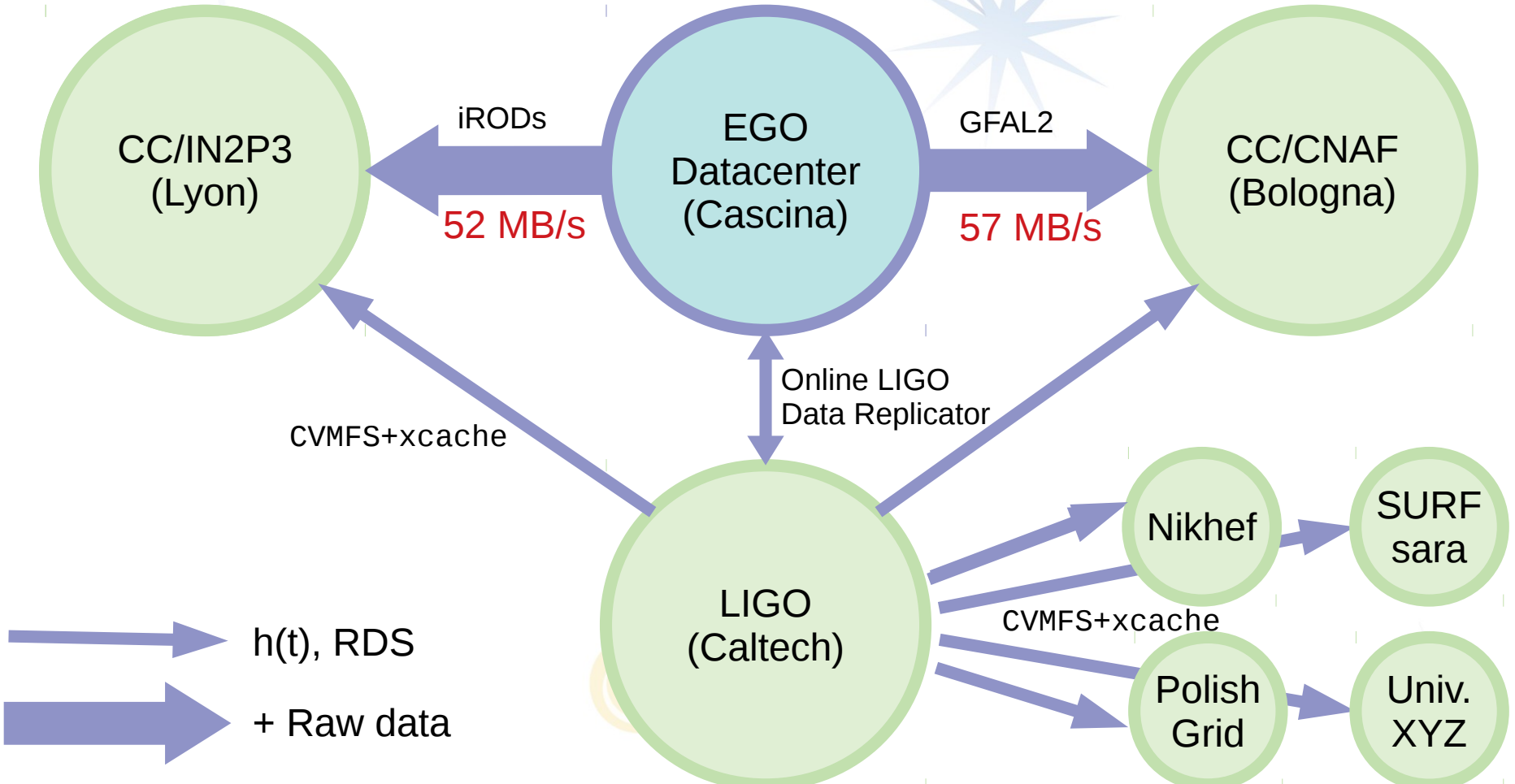
- the time ordering file transfer was a must (due to disk file allocation – no more valid constraint);
- were no possibility to install local daemons/servers;
- different checksum controls (md5sum for CCIN2P3 and Adler32 for CNAF);
- the data transfer tools used for sending data were different for each CC and they changes periodically:
 - CCIN2P3: bbftp, SRB, iRODS;
 - CNAF: ftp, castor, LCG, GFAL2;

Experience gained in data transfer has led over time to the implementation of increasingly sophisticated procedures up to the current solution (using threads, sockets, SQL, robust exception handling, CLI), used for O2 in 2017 and O3 in 2019.

(slide by A. Bozzi)

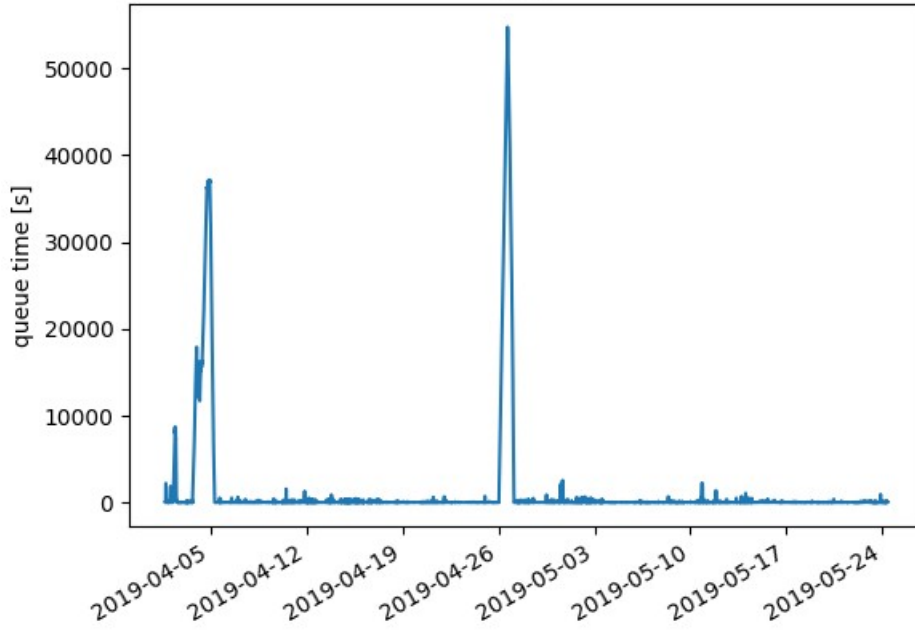


Data distribution : LIGO (low-latency) & Tier-1 CC (offline analysis)

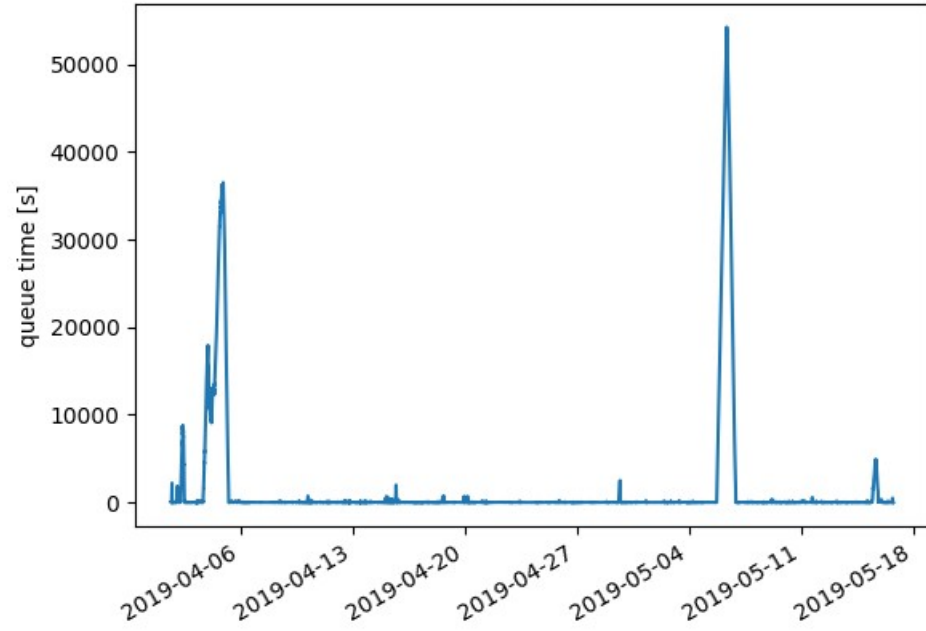


Raw data transfer (O3 run)

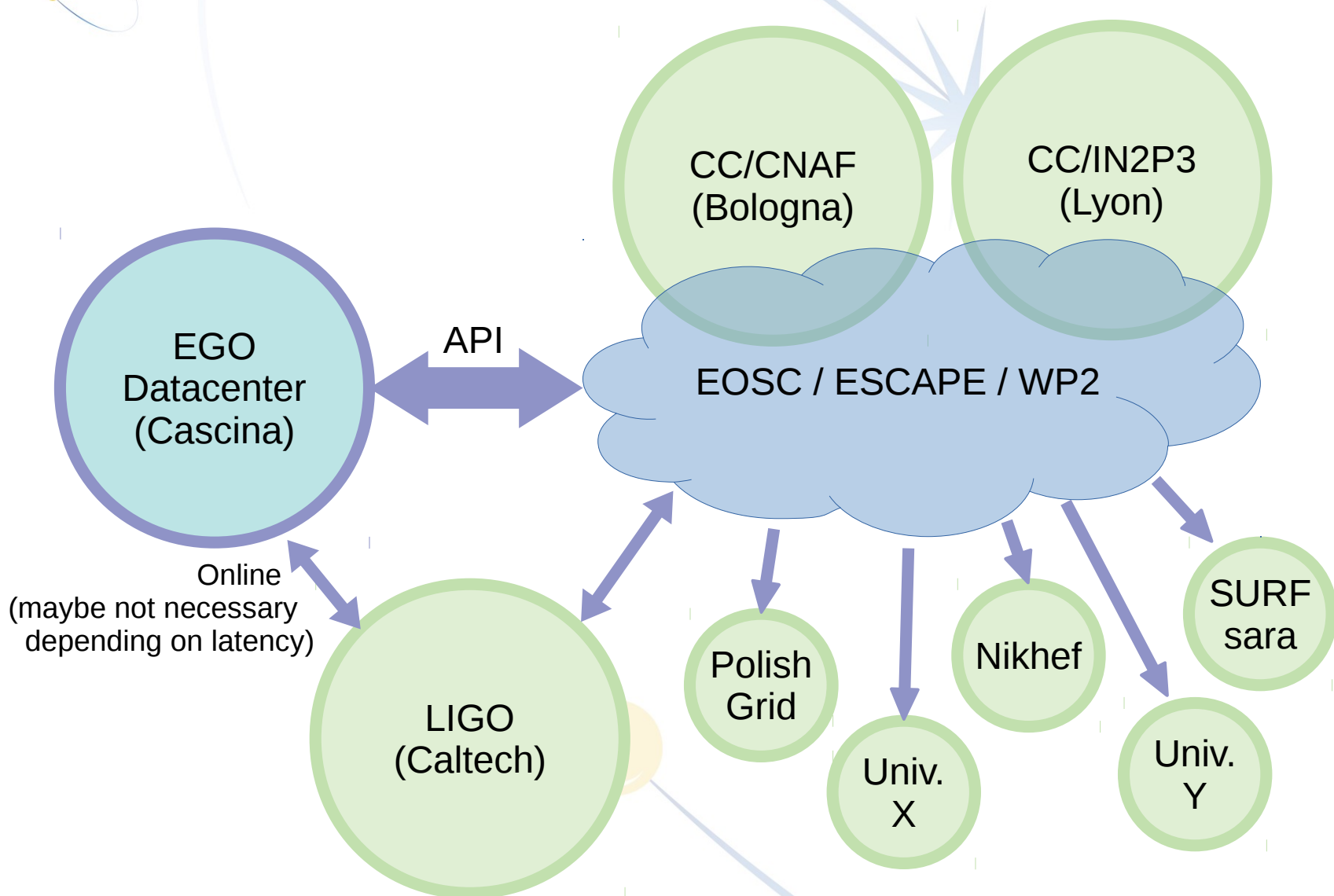
CNAF



CCIN2P3



Data distribution : Wouldn't that be nice?



Thank you !

