

FairMQ with FPGAs and GPUs

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Message Queues

- The FairRoot analysis framework uses message queues for data exchange between different computing tasks and processes
- Asynchronous communication protocol (i.e. receiver not necessarily active while sending of data)
- Not received data is saved in a FIFO (first in, first out) like structure
- Message queue benefits:
 - Processes are independent from each other
 - Datapaths between processes can be easily changed and adjusted
 - Work can be spread over several processes on different hosts

FairMQ

- FairMQ: Abstract transport layer in FairRoot to use message queues, at the moment ZeroMQ and NanoMSG supported
- Base class: FairDevice
- Supported patterns: push-pull and pub-sub
- Documentation + examples: <https://github.com/FairRootGroup/FairRoot/tree/dev/example/Tutorial3/macro>
- Further information about FairMQ:
M. Al-Turany et al.
Extending the FairRoot framework to allow for simulation and reconstruction of free streaming data
DOI: 10.1088/1742-6596/513/2/022001

Integration of FairMQ

Integration of FairMQ into external projects:

1. Integration into Jülich Digital Readout System for ASICs (JDRS)
 - Analyze data from ASIC prototypes with FairRoot
 - Create datapaths with FairMQ for saving and monitoring of data stream
2. Use GPU as high performance processor for FairRoot
 - As work towards GPU-based online reconstruction
 - Understanding & evaluation algorithms
 - Possible data transport layer for actual experiment
 - Possible application in offline analysis

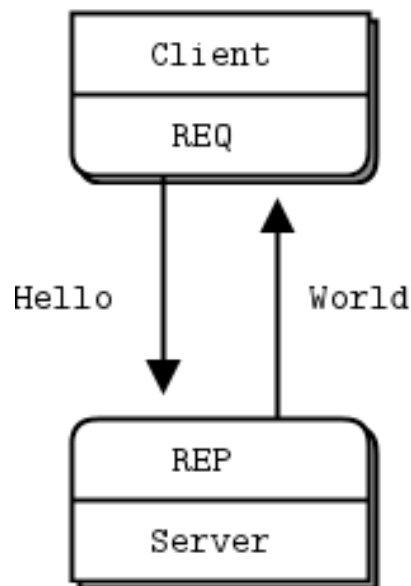
ZeroMQ



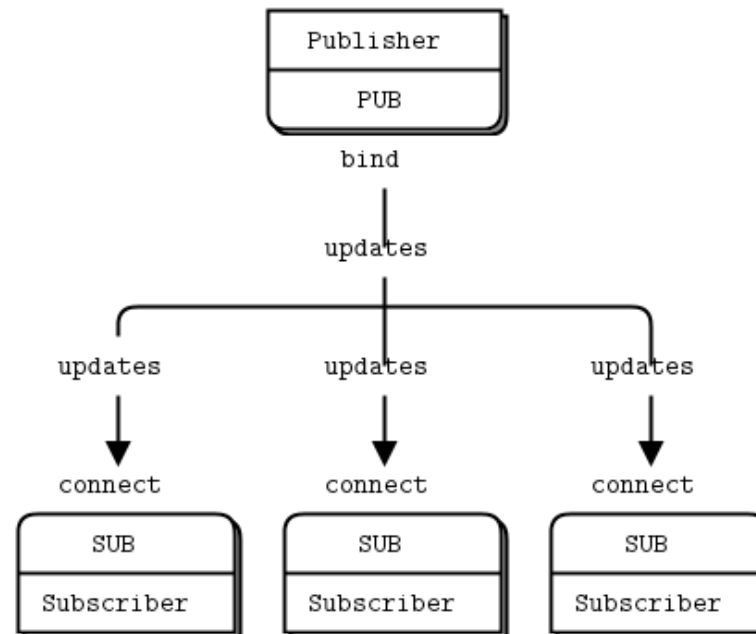
- *ZeroMQ is a high-performance asynchronous messaging library aimed at use in scalable distributed or concurrent applications.*
- Open source lightweight messaging system, designed for high throughput and low latency scenarios
- Usable in inter-thread, inter-process and inter-node communication
- Bindings (interfaces) to use ZeroMQ available in more than 30 languages
- For further Information: *<http://zguide.zeromq.org/>*

ZeroMQ Patterns

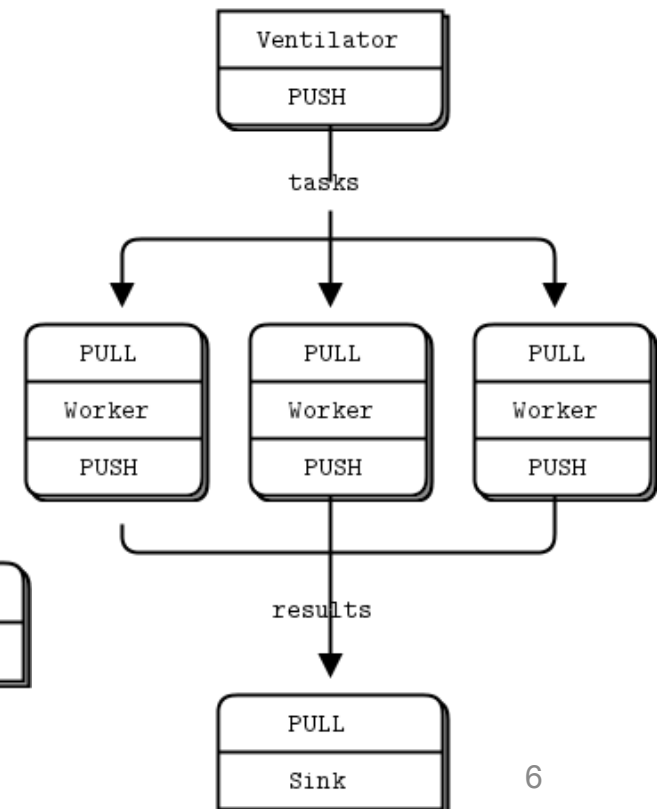
Request-Reply



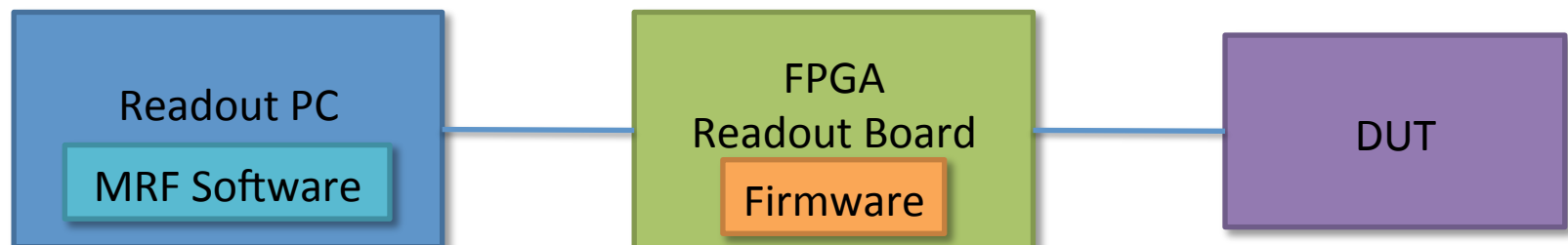
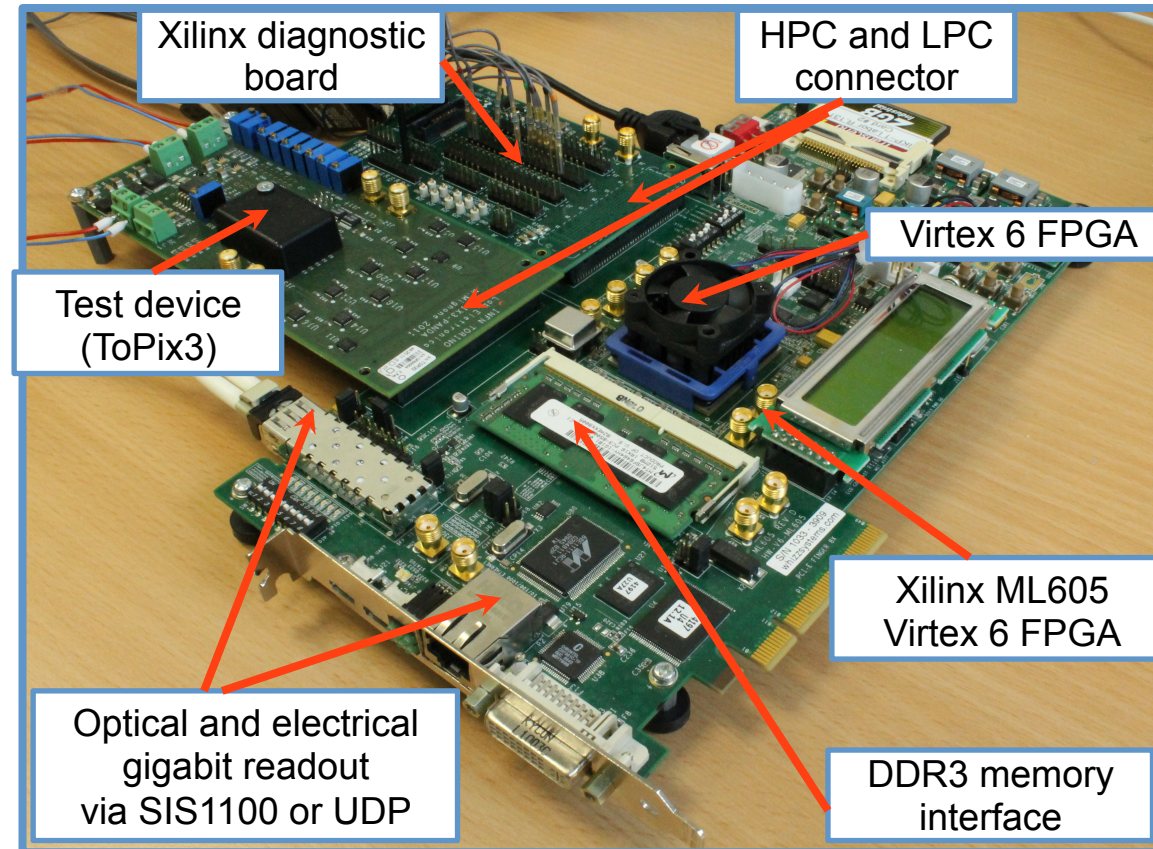
Publisher-Subscriber (distribution of data)



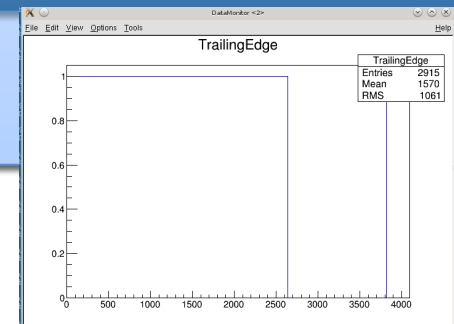
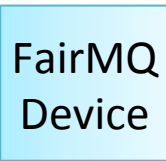
Push-Pull (distribution of load)



- Readout system for front end ASIC development
- One system to characterize different ASICs
- Requirements:
 - Fast for high data rates,
 - flexible for different kinds of ASICs
 - easy adoptable

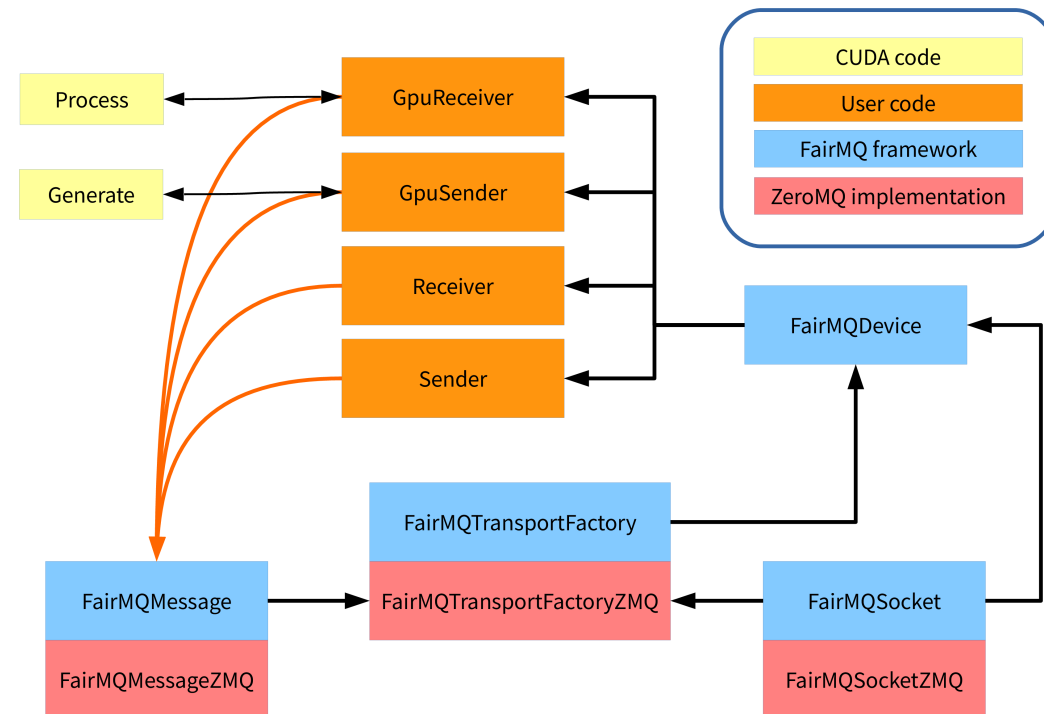


FPGA
Readout
Board

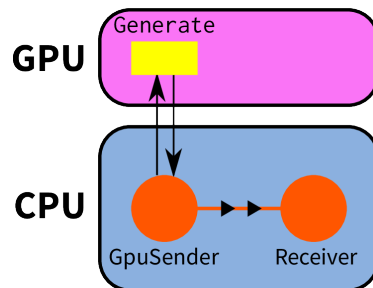


GPU Online Analysis

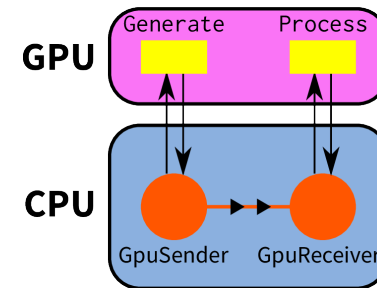
- Sender/Receiver: create/read message over transport factory
- GpuSender: creates message, calls Generate on GPU to create test data payload
- GpuReceiver: reads message, calls Process on GPU to perform operations on test data payload
- Generate: cuRAND RNG
- Process: x^2 , $\sqrt{x}$, check difference



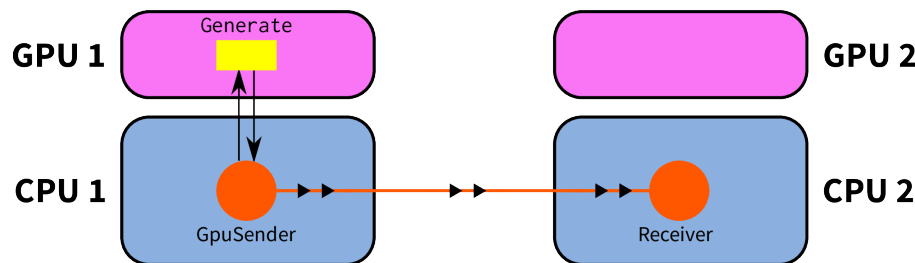
Test Configuration



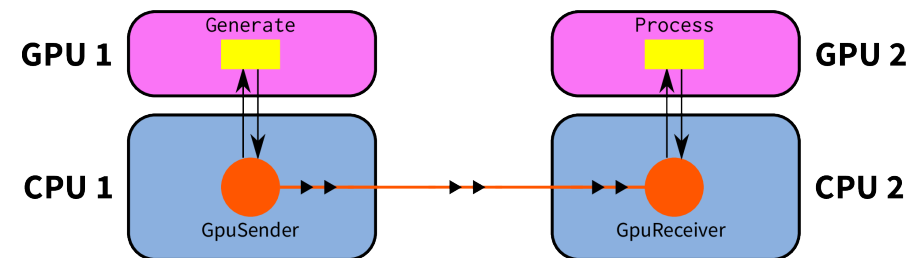
GpuSender to Receiver



GpuSender to GpuReceiver

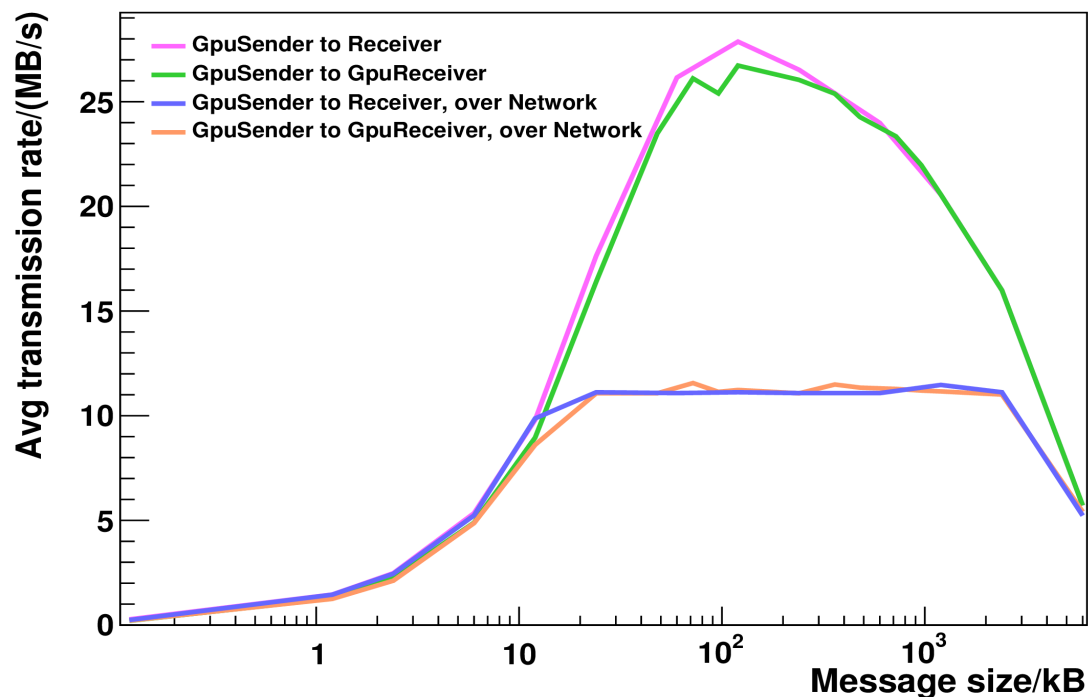


GpuSender to Receiver



GpuSender to GpuReceiver

Test Results



- Study response of data generation and transmission chain:
- analyze transmission rate as a function of the number of events
- for different configurations
- Performance of transmission over network limited by available bandwidth

- FairRoot uses message queues for inter-process and/or inter-host communication, FairMQ
- JDRS and GPU have been interfaced with FairMQ transport layer
- Planned to use for ToPix4 testbeam in October 2014
- Performance tests and optimization for GPU online analysis are ongoing



Thank you for your attention

Dankeschön



Thank you for your attention