

# SRO Data Lake

## ERSAP Data Lake Implementation

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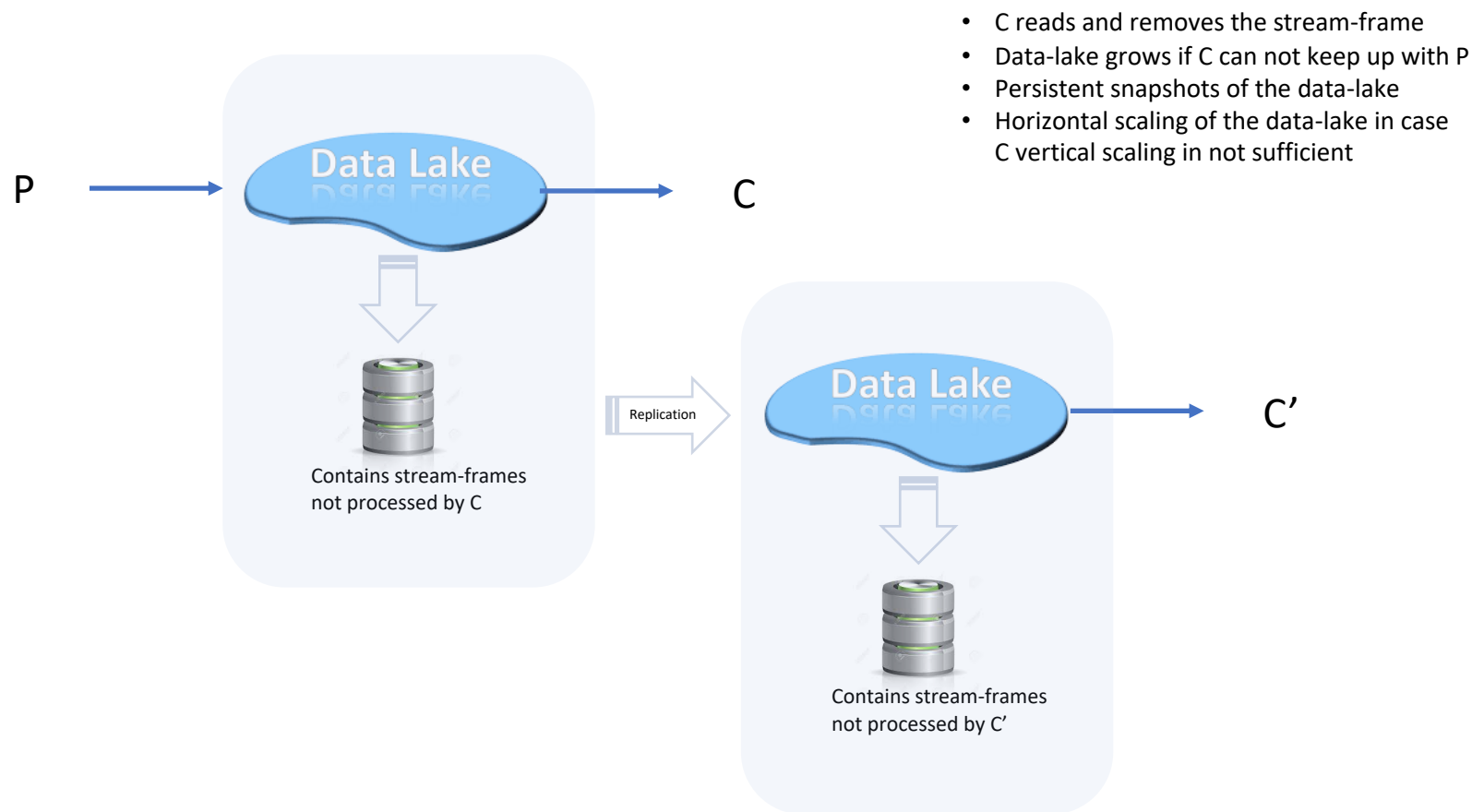
# SRO Primary Goal

- Accept data with minimal losses
  - Minimize SRO dead time
  - Give more time for backend (services down the stream) to process data
  - Stream-strike functionality: similar to signal delay cables during the triggered readout system
- Data-Lake as a design choice for the stream-strike functionality
  - Temporary in-memory data storage with possible persistency in case of backend dyskinesia
  - Centralized storage of unprocessed frames from all streams
  - Ideal for ML applications

# ERSAP Data Lake

- Low latency, in-memory storage for structured stream-frames
- Elastically scalable
- Point-in-time persistency of in-memory stream-frames
  - Contains stream-frames missed by the back-end
  - User defined horizontal scaling threshold
    - Tolerable back-end slowness after which
      - Persisted data replication on a different node
      - "delayed" parallel processing of data-frames
- Pilot implementation based on Redis
  - In memory NoSQL database
  - Open source
  - Large user/support community

# Data Lake Scaling

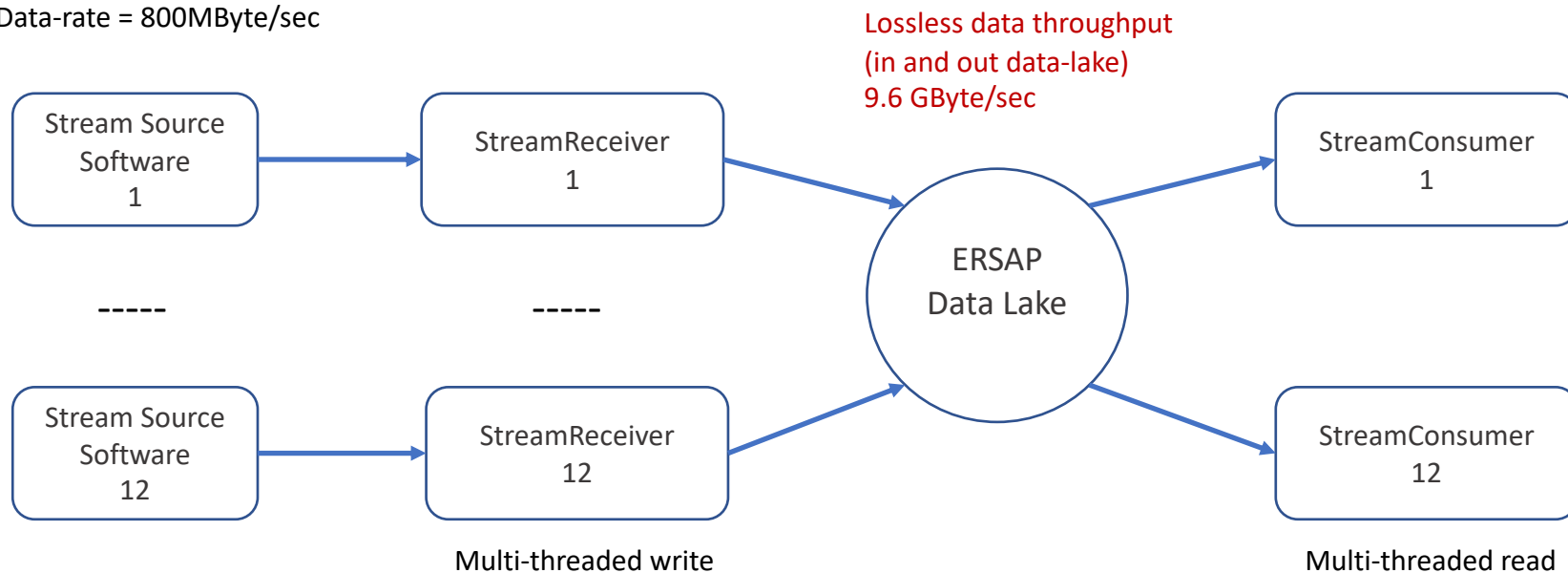


# CLARA Data Lake Services

- Clara data-lake IO services
  - Raw frame read/write
  - Clara StreamReceiver service
    - Frame header parsing
    - Frame payload storage, hashed by the frame-time for easy processing
  - Clara StreamConsumer service
    - Consumes raw frames or farm payloads of multiple streams

# Rapid Prototyping

Event-rate = 10KHz  
Data-rate = 800MByte/sec



## VTP simulated Data Frame

800MByte/sec max frame size per VTP link.

65us window, 8 FADC per 10Gbps link, maximum 1 hit reported per 32ns, 4 bytes per hit:

13 (Header) +  $(1+65536/32)*8 = 18454$  32bit words => 73816bytes

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# Summary

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- Developed and benchmarked ERSAP data-lake prototype.
- Demonstrated ~10GByte/sec lossless data throughput in and out of the data-lake.
- Work in progress

Thank you