

# The IceCube Data Acquisition System

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Univ. of Wisconsin – Madison

6 August 2013, VLVnT13, Stockholm, Sweden



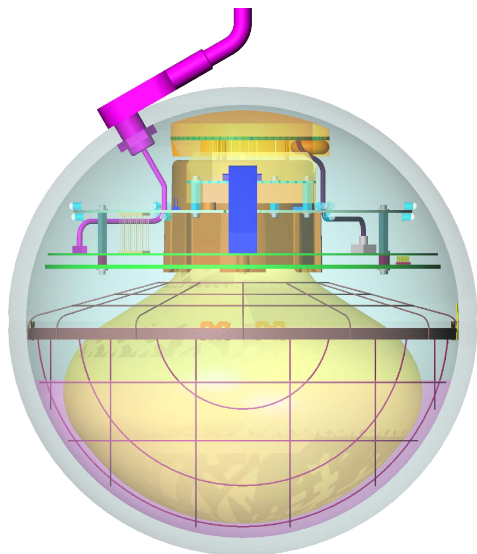
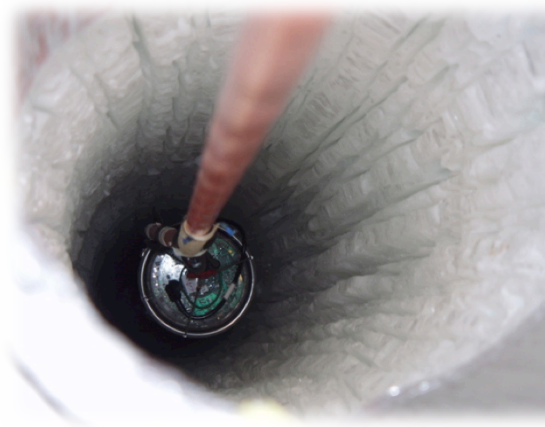
# Overview



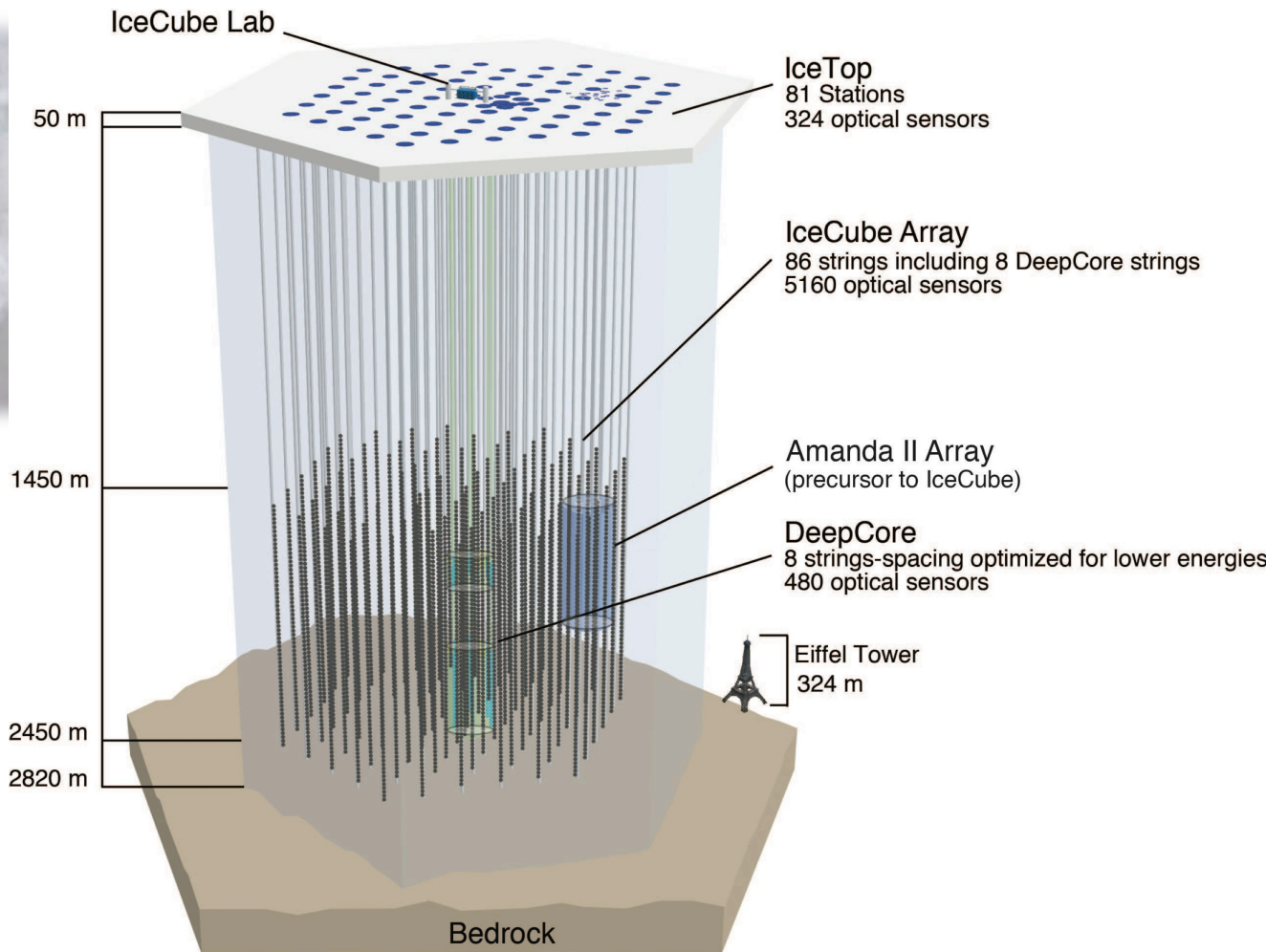
photo credit: S. Lidstrom

- The IceCube detector
- High-level data flow
- Software DAQ
  - sorting
  - triggering
- Recent / pending improvements
  - untriggered data
  - multithreading

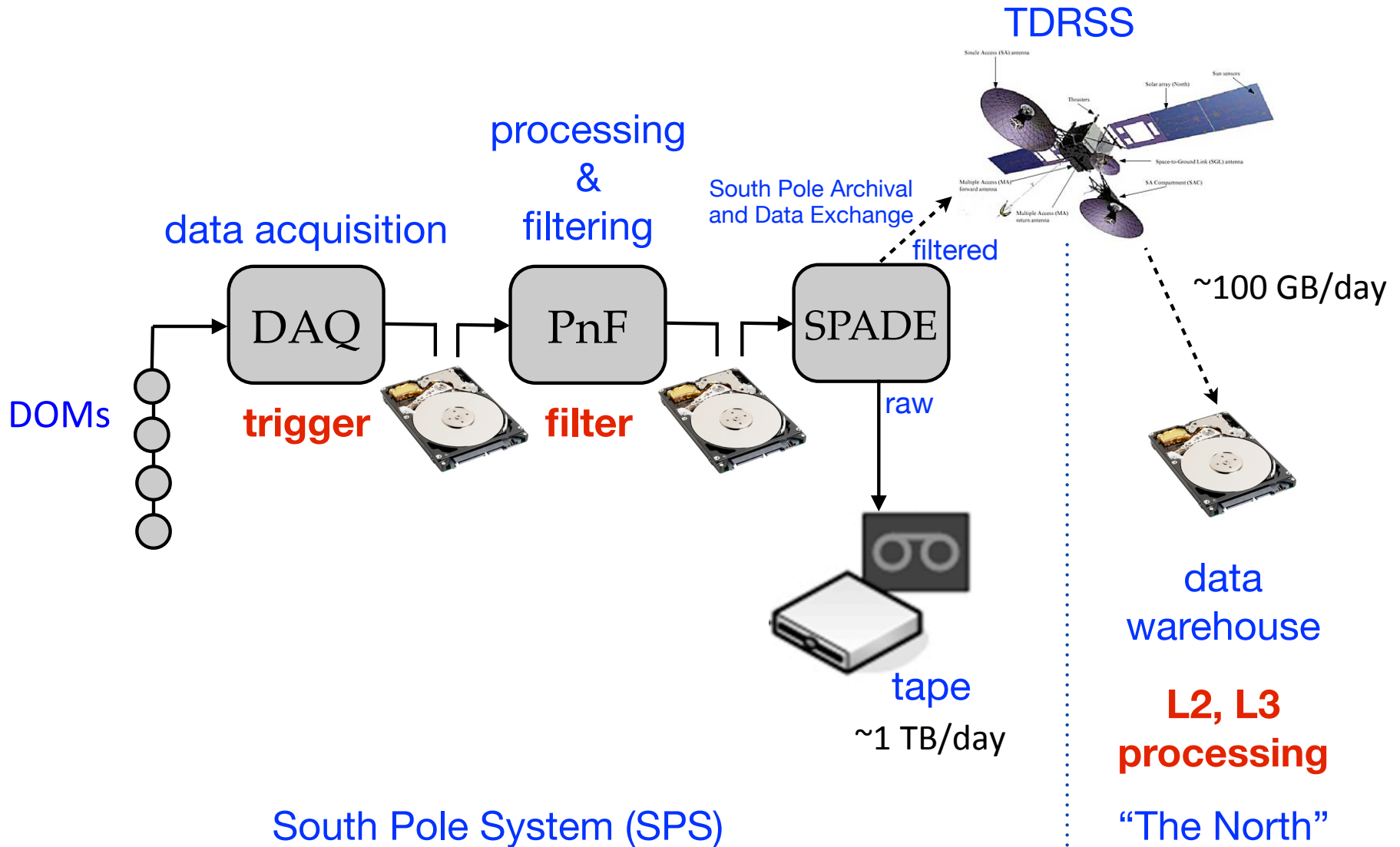
# The IceCube Detector



digital optical module (DOM)



# IceCube Data Flow





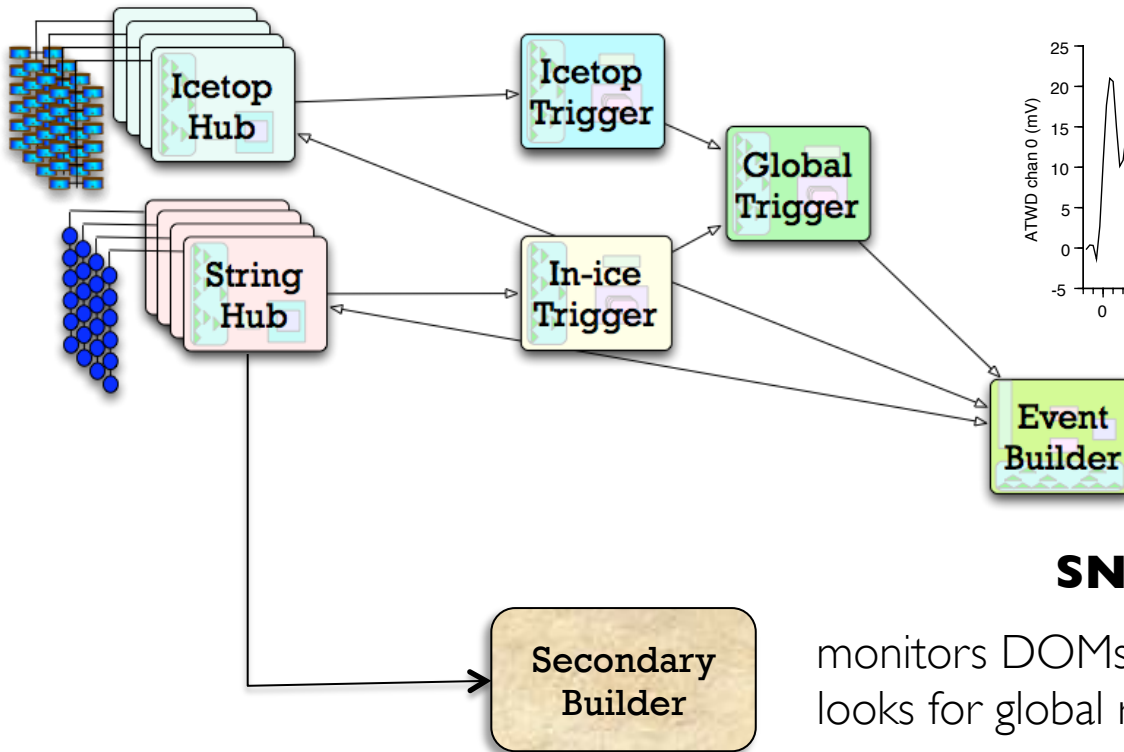
# Computing in the IceCube Lab (ICL)



- 18 racks
- 97 DOMHubs
  - Pentium M SBCs
  - custom PCI readout cards
  - GPS clock fanout
  - in-ice: 1 hub/string
- ~45 Dell PowerEdge R710 servers
  - 4 DAQ
  - 23 filtering
  - 6 monitoring & verification
  - 7 networking, backup, kickstart, NTP, NFS, etc.
  - DB, spares
- GPS receivers + fanouts, switches, UPS, special devices

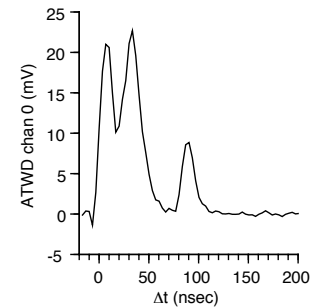
# IceCube DAQ

**DOMs**  
n=5404



## pDAQ

forms triggers (e.g. 8-fold multiplicity)  
stores DOM waveforms + hit times



## SNDAQ

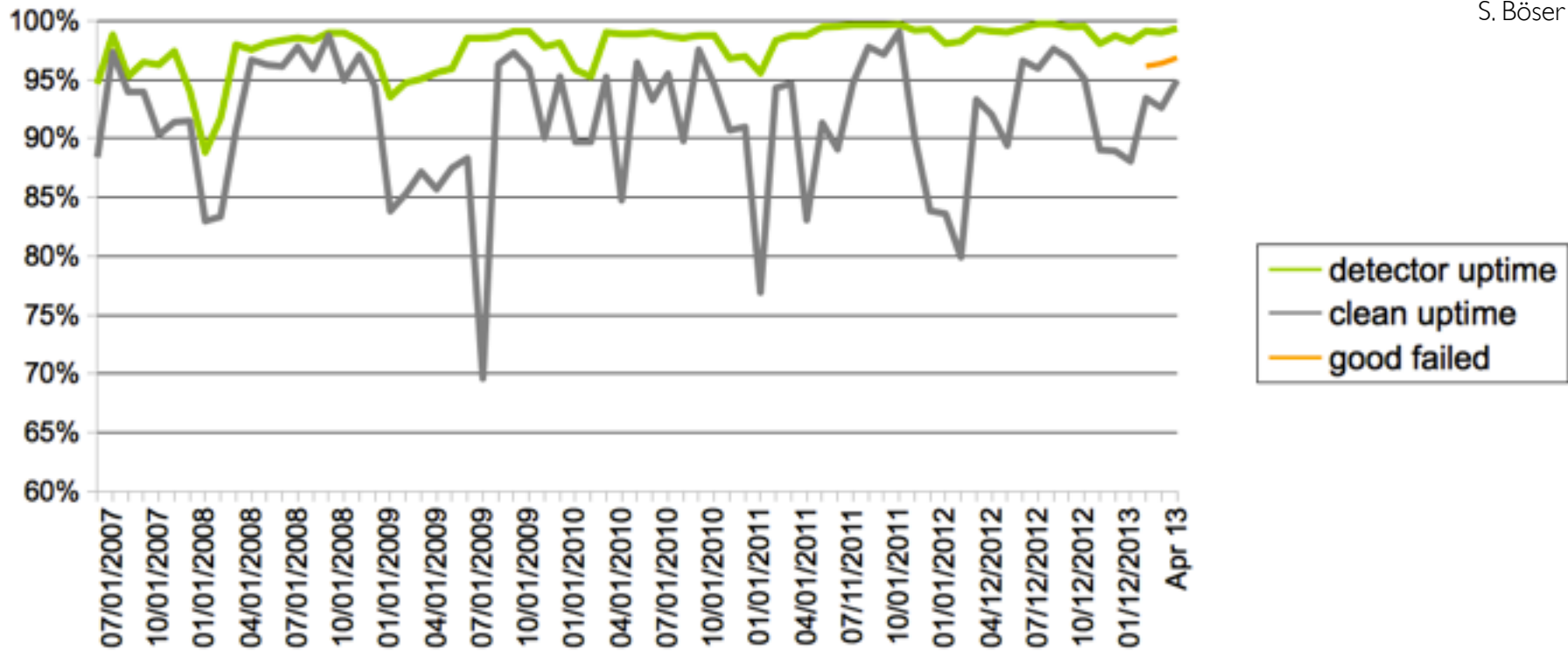
monitors DOMs' dark noise rates  
looks for global rise on short time scale

talk by V. Baum

pDAQ: mostly Java with some C (DOMs) and Python (control)

# Uptime

S. Böser



Typical uptime is  $> 99\%$

Clean (“golden”) uptime: successful run, no missing strings, no problems found

# IceCube Live

## SPS Status

### Data Acquisition

Current run: 122346 (8h:12m:41s)  
Run config: sps-IC86-adios-Skorpionen-again-V228  
DAQ release: Capital\_14431:103430M  
Total events: 75480758  
Active DOMs: 5406  
Light mode: **dark** Change:

### Control Details

**pdaq** RUNNING

### Other Components

**DB** RUNNING

**GammaFollowUp** UNKNOWN

**I3DAQDispatch** RUNNING

**I3MoniDomMon** RUNNING

**I3MoniDomSn** RUNNING

**I3MoniDomTcal** RUNNING

**I3MoniMover** RUNNING

**I3MoniPhysA** RUNNING

**OpticalFollowUp** RUNNING

**PFFiltDispatch** RUNNING

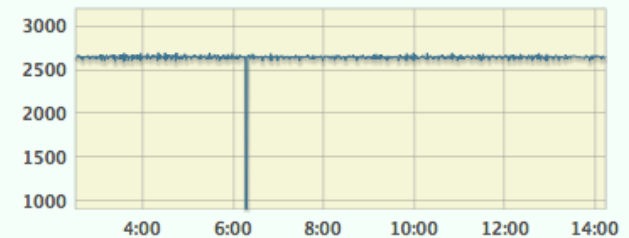
**PFFiltWriter** RUNNING

### Currently Watched Alerts

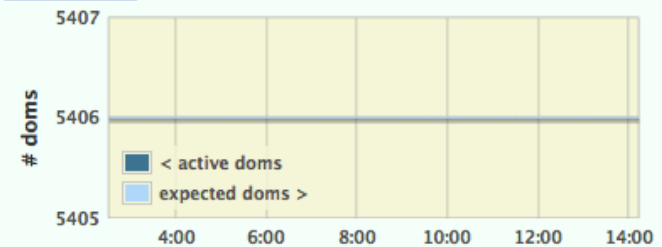
multirunfail	OK
runfail	OK
ICL overtemp max2	OK
/mnt/data/pdaqlo...n.tar file count	OK
Detector not taking data	OK
ICL overtemp max1	OK
ICL overtemp min2	OK
ICL temperature too high	OK
Lots of LBM overflows	OK
Max WXGoose 3 Temp	OK
Max WXGoose 3 Temp (pages)	OK
Max WXGoose 6 Temp	OK
Min WXGoose 1 Temp	OK
Minimum Active DOMs	OK
OFU latency too high	OK
PnF latency too high	OK
PnF rate too low	OK
SERIOUS SN alert triggered!	OK
Supernova DAQ state check	OK
Test Alert	OK
Time since SNDAQ...in running state	OK

### Graphs

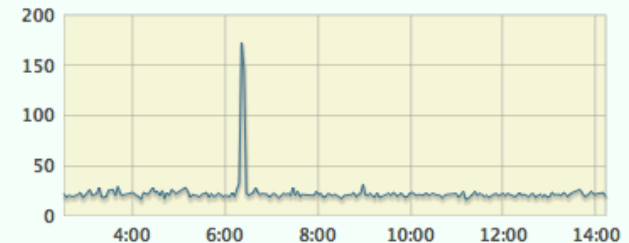
(Detailed rates page)  
[pDAQ Event Rate \(Hz\)](#)



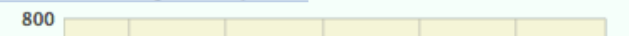
[Active DOMs](#)



[PnF Latency \(sec\)](#)



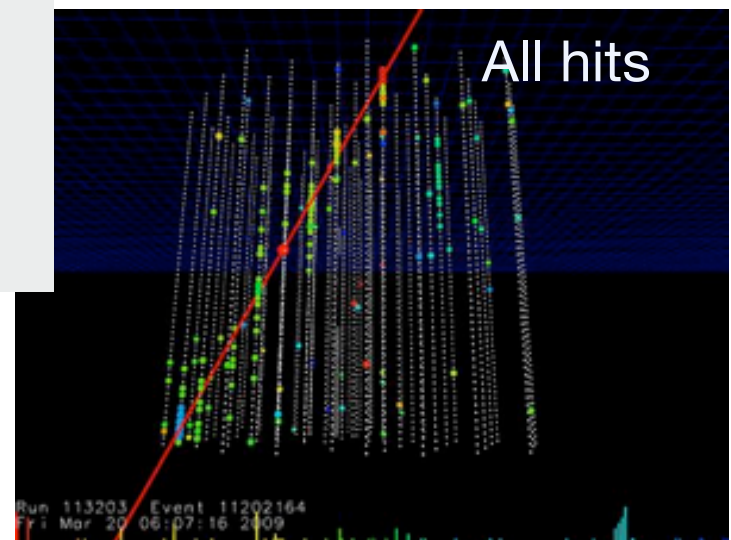
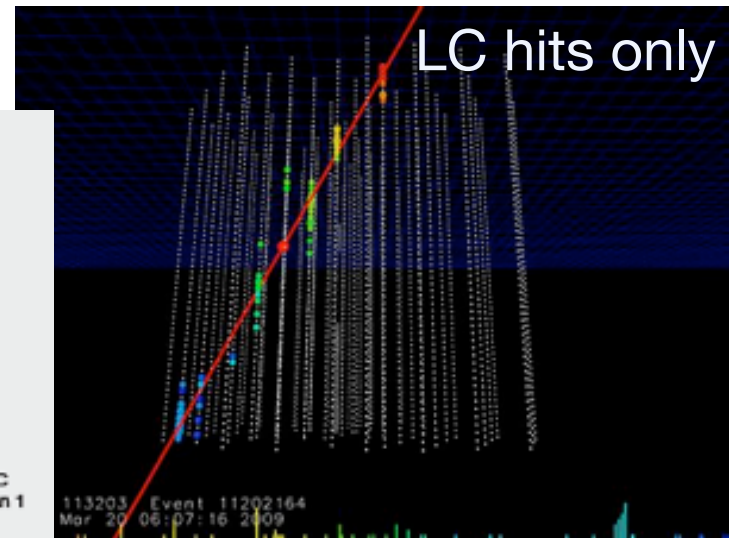
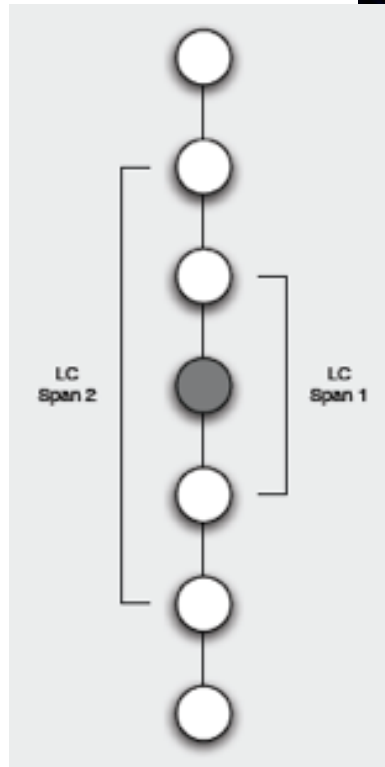
[SNDAQ Processing Latency \(sec\)](#)



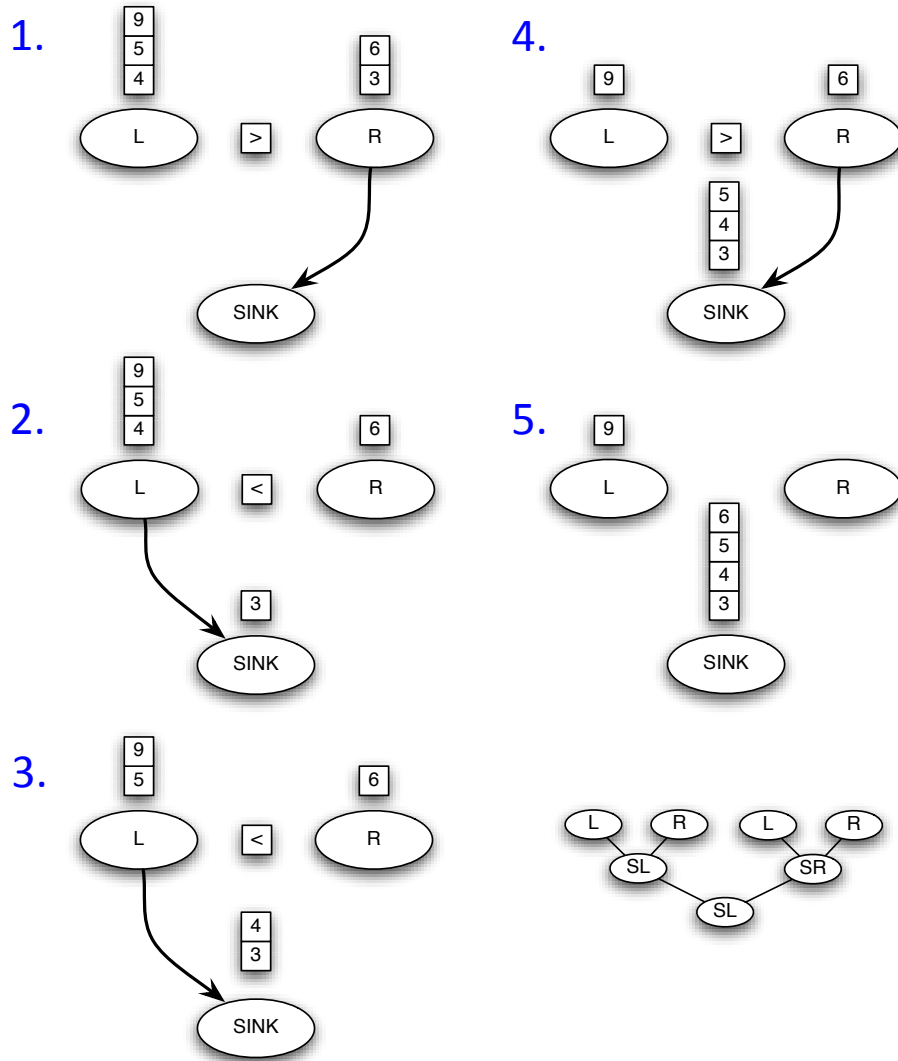


# Local Coincidence

- Physical connection along in-ice cable and between IceTop tanks
- DOM firmware flags hits that have neighbor hits within  $1 \mu\text{s}$
- DOMs can forward LC signal (current span = 2)
- Only LC hits “HLC” are used in triggering
- Rate (per DOM): reduces 600 Hz darknoise to 5-15 Hz LC

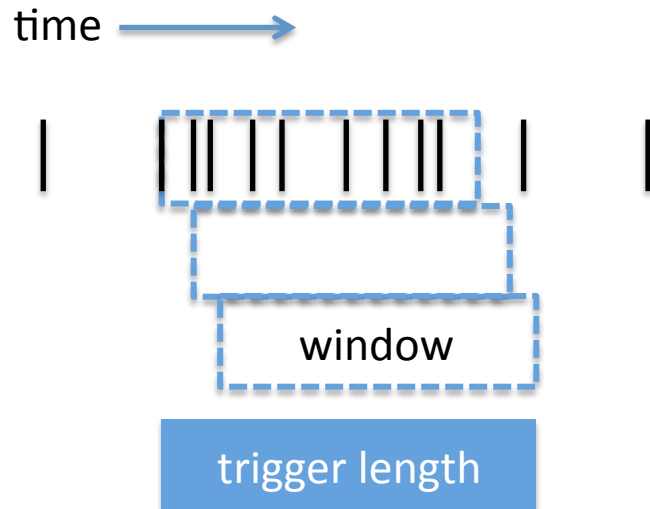


# DOM Hit Time Sorting



- Cascaded binary merge “HKNI” of in-order input streams (DOM hit times)
- Fundamental node: two input linked lists, a comparator, and output list
- Cascade tree to handle many inputs
- Pushing into L or R:
  - if peer is not empty, compare and push into sink
  - continues through tree

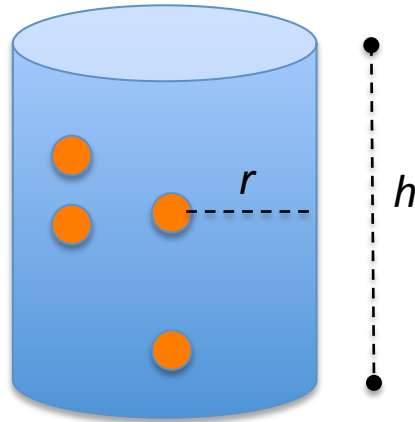
# Simple Multiplicity Trigger



- At least N HLC hits in a sliding time window
- Trigger is extended as long as majority condition satisfied
- Readout windows extend both sides; capture early, late light and SLC hits

Sub-detector	HLC hits	Window ( $\mu\text{s}$ )	Rate (Hz)
In-ice	8	5	2100
DeepCore	3	2.5	250
IceTop	6	5	25

# Topological Triggers



**Volume trigger:**  $N$  hits within a cylindrical volume around DOM in a time window



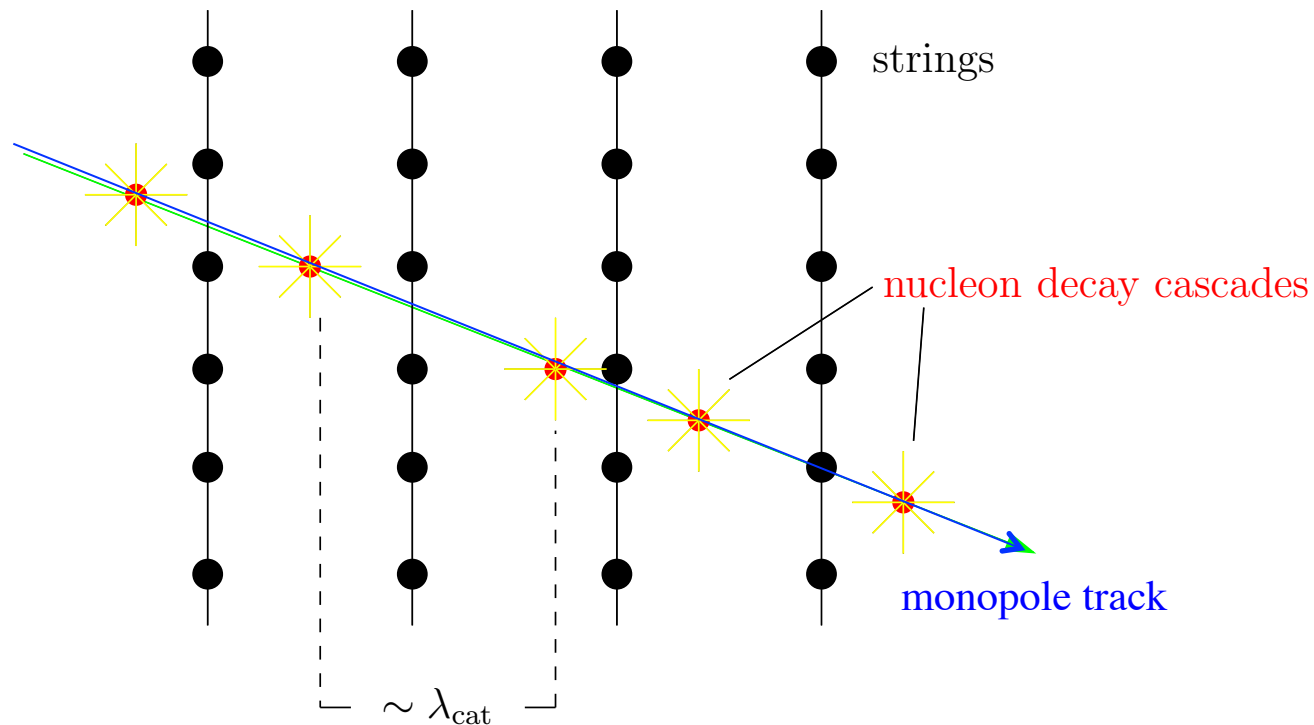
**String trigger:**  $N$  hits of  $M$  DOMs on a string in a time window

Trigger	HLC hits	Topology	Window ( $\mu\text{s}$ )	Rate (Hz)
Volume	4	cylinder $r=175\text{m}$ , $h=75\text{m}$	1	3700
String	5	of 7 DOMs on string	1.5	2200



# Specialized trigger: monopoles

T. Glösenkamp

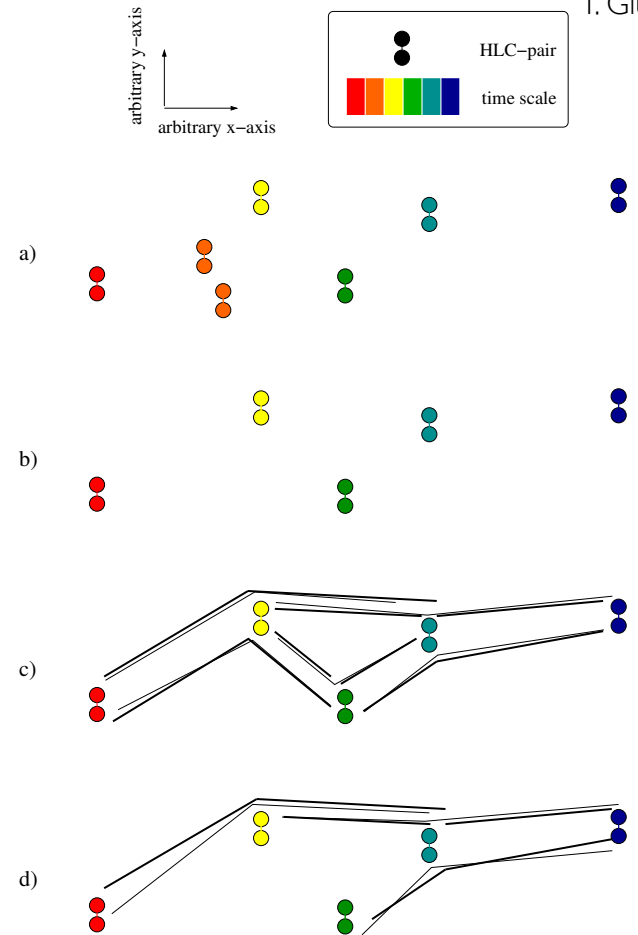


Signature of some exotic particles (magnetic monopoles, Q-balls, etc.):  
slow ( $v \sim 0.001\text{--}0.01c$ ) tracks with intermittent cascades

# SLOP Trigger

T. Glösenkamp

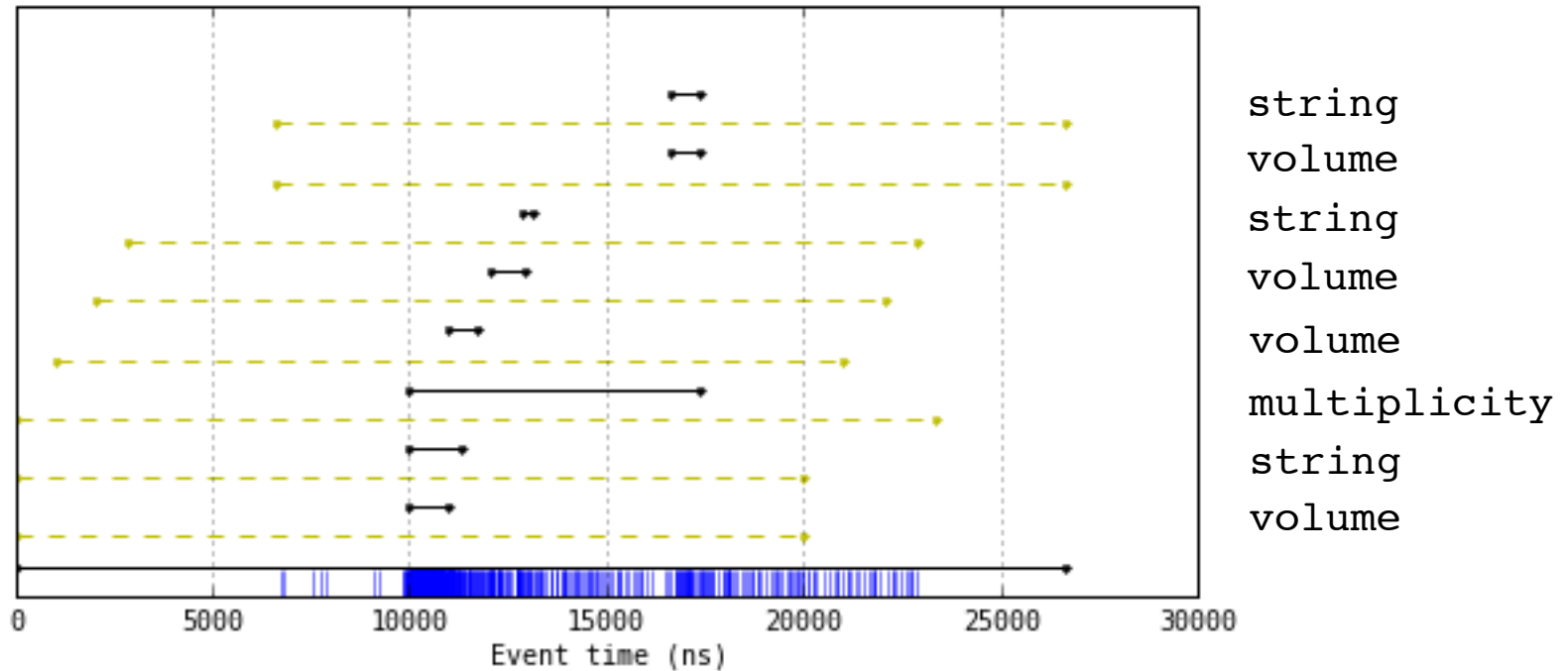
- Consider pairs of hits with LC condition
- Remove pairs if too close in time ( $T_{\text{prox}}$ )
- Form 3-tuples of pairs within time window ( $T_{\text{min}}, T_{\text{max}}$ )
- Track-like check on 3-tuples:
  - minimum inner angle  $\alpha_{\text{min}}$
  - normalized velocity difference  $v_{\text{rel}}$
- Condition on minimum number of 3-tuples



Trigger	$N_{\text{tuple}}$	$T_{\text{prox}} (\mu\text{s})$	$T_{\text{min}}, T_{\text{max}} (\mu\text{s})$	$\alpha_{\text{min}}$	$v_{\text{rel}}$	Rate (Hz)
SLOP	5	2.5	[ 0, 500 ]	140°	0.5	12

# Global Trigger / Merging

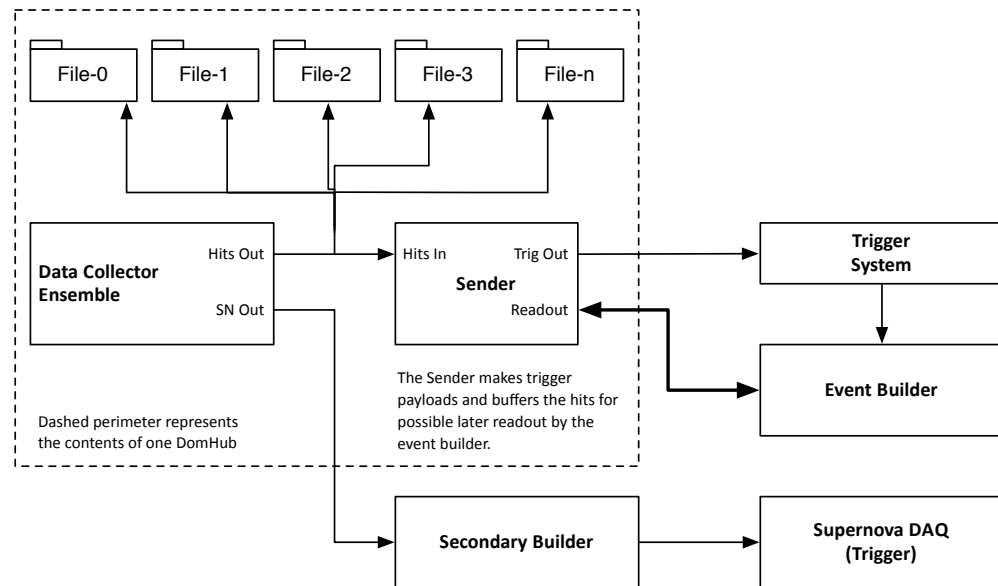
K. Hanson



- Design goal: avoid overlapping events!
- Combine individual triggers into event if readout windows overlap
- Retain individual trigger information

# New Feature: Hitspooling

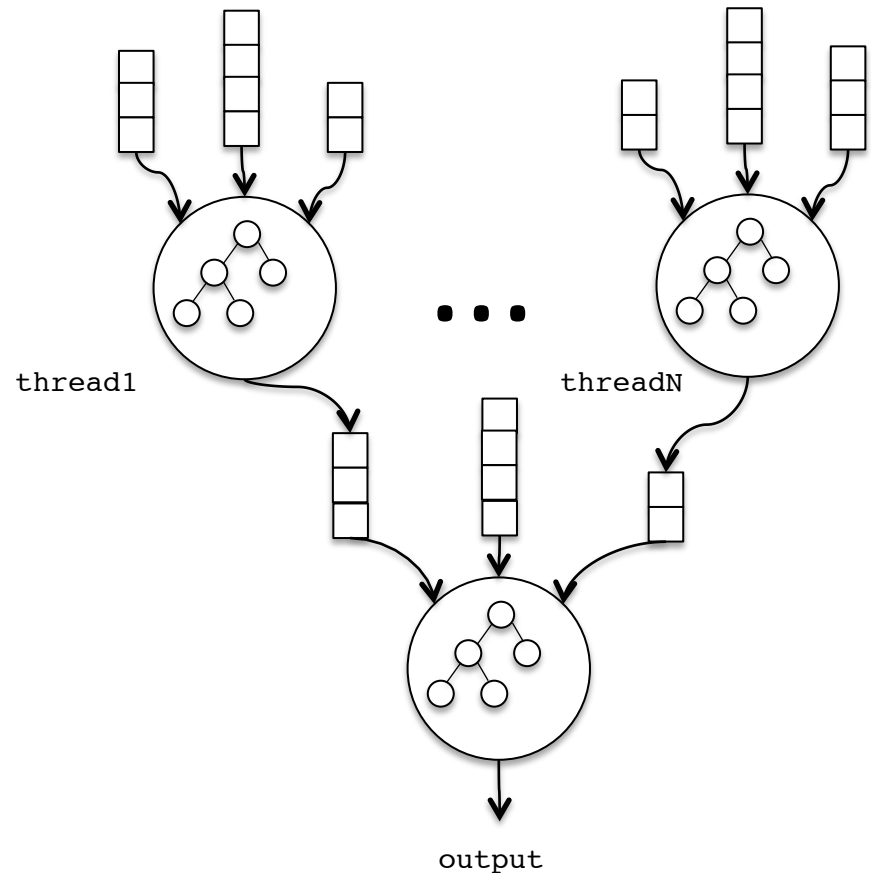
- Some analyses can take advantage of sub-threshold hits
- Hitspooling: save all DOM hits to hub disks
  - 2 MB/s per string
  - ring buffering in files on hubs
  - 90 min to 8 hour buffer
- Interfaced to supernova DAQ
  - talk by V. Baum
- Link active since mid-April 2013
- DOMHub disk upgrade: longer buffers (~5 days)

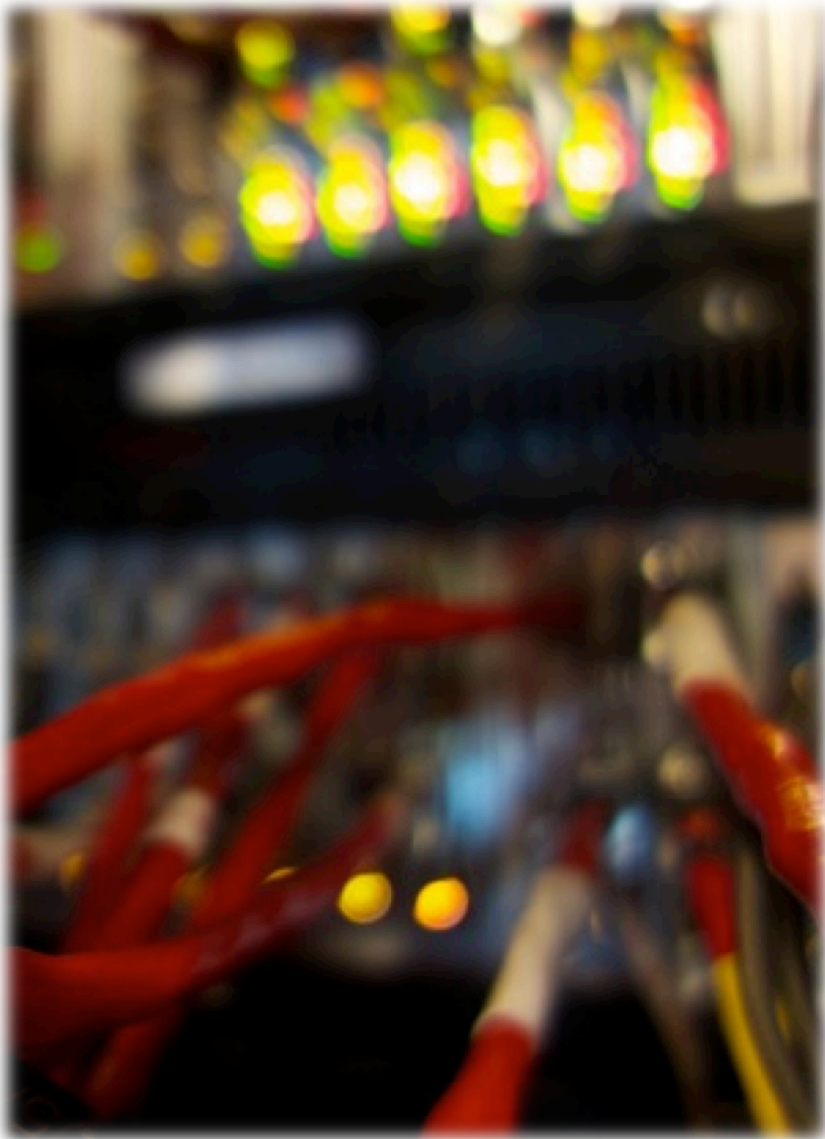




# Future Improvements

- Multithreaded sort using built-in Java min-heaps
  - performance +300% in initial tests on 4-core system
- Trigger system modified to use multiple threads
- Server and DOMHub single-board computer upgrades this season
  - SBC: Atom D525 dual-core
  - servers: Dell PowerEdge R720





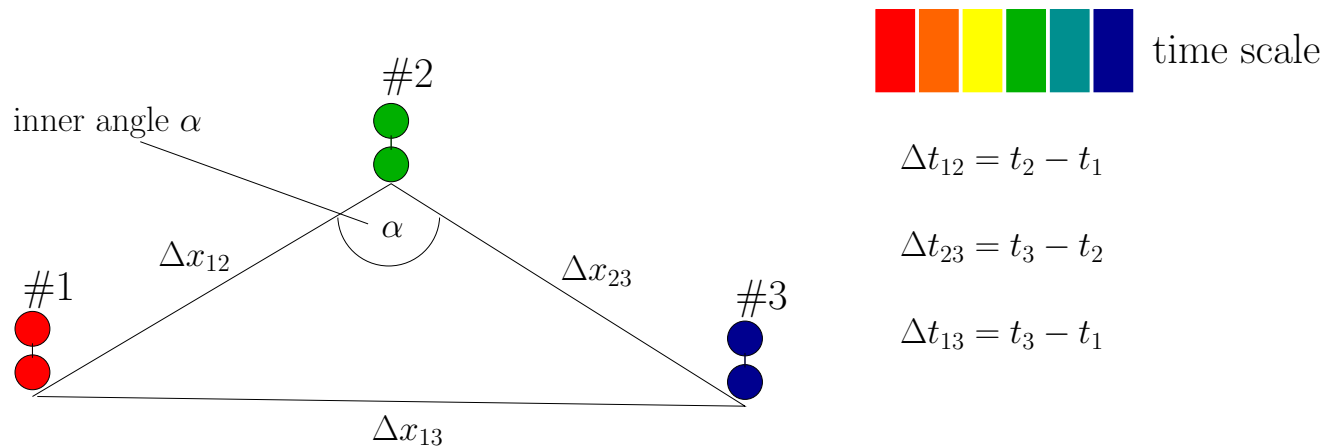
Thank you!



# Backup

# SLOP Trigger Details

Defining parameters of a 3-tuple



$$\text{rel\_v} = \frac{\Delta v_{\text{inverse}}}{v_{\text{mean/inverse}}} = \frac{\frac{1}{v_{12}} - \frac{1}{v_{23}}}{\frac{1}{v_{12}} + \frac{1}{v_{23}} + \frac{1}{v_{13}}} \cdot 3.$$



# Various Trigger Rates

- Simple Multiplicity Trigger (SMT)
    - $N$  HLC hits or more in a time window
    - Example: InIce SMT8 with  $N_{\text{hits}} \geq 8$  in  $5 \mu\text{s}$
    - readout window around this captures early and late hits ( $-4 \mu\text{s}$ ,  $+6 \mu\text{s}$ )

**In-ice: 2100 Hz**  
**DeepCore: 250 Hz**  
**IceTop: 26 Hz**
  - String trigger (a.k.a. Cluster trigger in DAQ-land)
    - $N$  hits of  $M$  DOMs on a string in a time window
    - Example: 5 hits from a run of 7 adjacent DOMs, time window of 1500 ns

**2230 Hz**
  - Volume trigger (a.k.a. Cylinder trigger in DAQ-land)
    - simple majority of HLC hits (SMT4) with volume element including one layer of strings around a center string
    - cylinder height is 5 DOM-layers (2 up and down from the selected DOM).

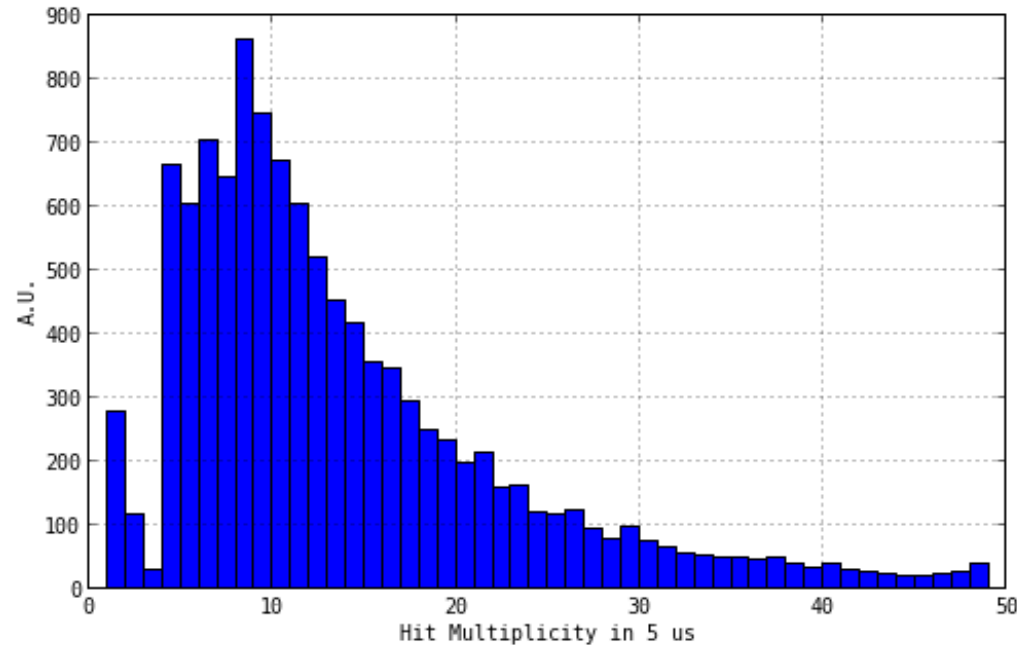
**3700 Hz**
  - Slow Particle trigger (SLOP)
    - slow-moving hits along a track
    - lengths of the order of  $500 \mu\text{s}$  and extending up to milliseconds

**12 Hz**
  - Fixed Rate trigger, Minimum Bias trigger, Calibration trigger
- FRT: 0.003 Hz**

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**Global: 2700 Hz**

# Multiplicity and Exclusive Rates



Trigger Condition	Rate (Hz)
SMT8 + Volume + String	1200
Volume	330
Volume + SMT8	330
Volume + String	240
SMT8 + SMT3 + Volume + String	180
SMT8	100