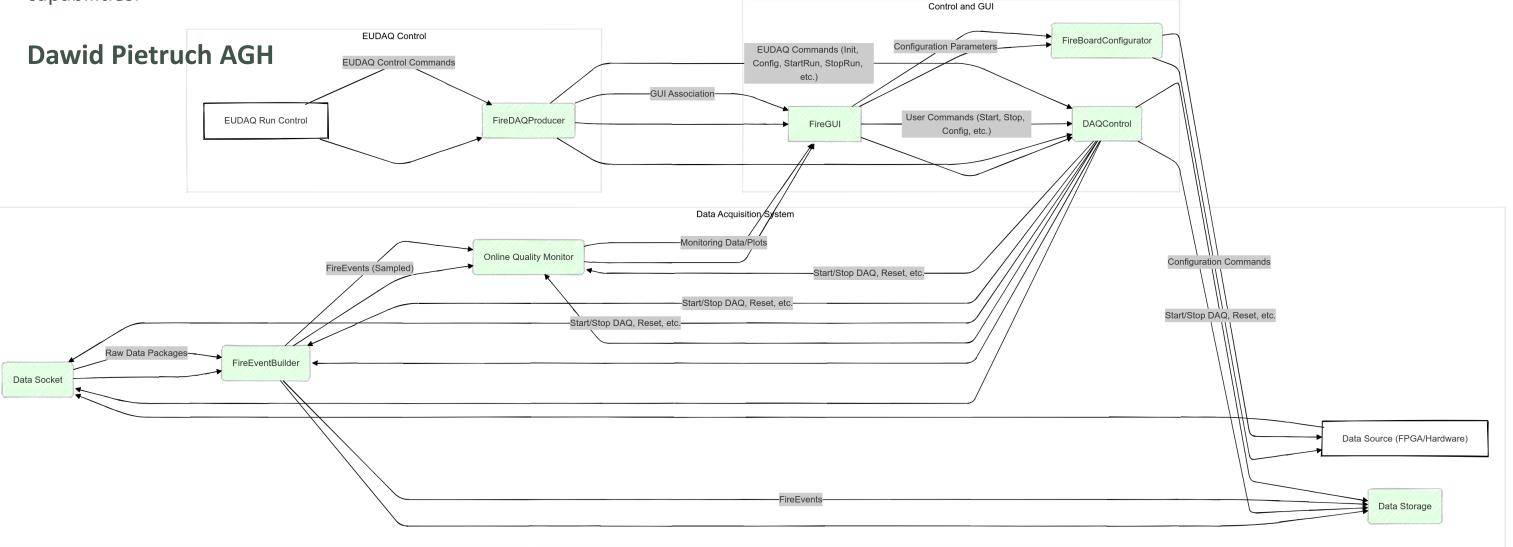
Future DAQ System Development Plan

This presentation outlines the development plan for a updated data acquisition (DAQ) system, focusing on high-throughput data handling and online monitoring capabilities.



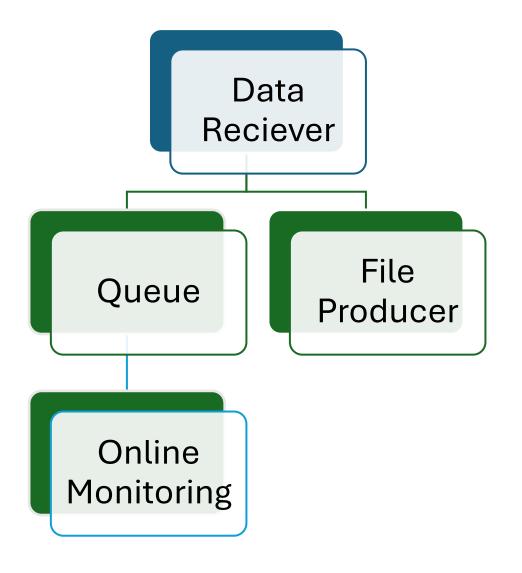
Introduction: Updated Data Acquisition

Goal

Develop a robust and efficient DAQ system for next test-beam

Key Focus

High-throughput data handling and online monitoring capabilities.



Core DAQ Tasks: The Producer

1

Data Receiver

Receives data from 4 UDP sockets simultaneously and merges data streams into a single output.

2

3 **Online Monitoring**

Visualizes data in near real-time with lower priority than File Producer.

File Producer

Writes raw binary data to HDD with high priority for reliable data recording.

```
22
23
   class DataSocket {
   public:
24
          DataSocket(boost::asio::io_service& io_service, short port, FireEventBuilder& eventComposer)
25
                        io_service_(io_service),
26
                        socket_(io_service, udp::endpoint(udp::v4(), port)),
27
                        _associatedEventComposer(eventComposer)
28
29
          -{
                 MSG(DEB, "DataSocket initialized. " );
30
31
          }
32
33
          ~DataSocket() {
                 MSG(INFO, "End of transsmision. DataSocket is being deleted. " );
34
35
          }
36
          void handle_receive_from(const boost::system::error_code& error, size_t bytes_recvd);
37
38
          void read_package();
39
40
41
          boost::asio::io_service& io_service_;
          udp::socket socket_;
42
    Data Receiver: UDP handling and Stream Management
45
           std::vector<int> data;
11
```

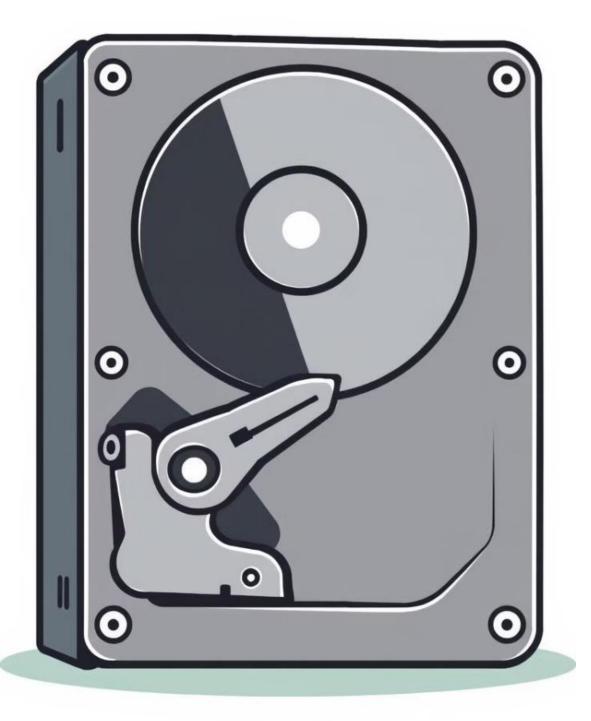
1 **Functionality**

- listen to 4 UDP sockets,
- merge data streams,
- extract events for Online Monitoring,
- process FPGA statistic packages,
- recognize the trigger distribution mode and do not write these packages onto HDD

Priority

2

Absolute highest priority thread for minimal data loss.



File Producer: Raw Data Recording



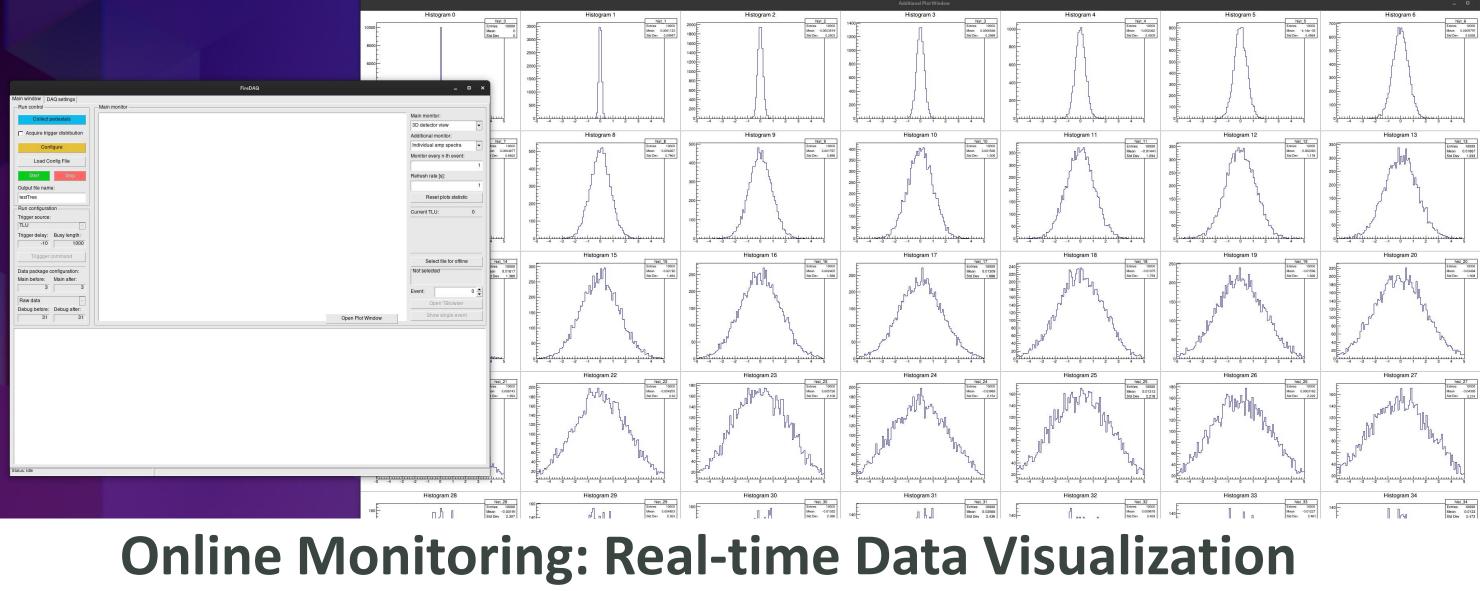
Functionality

2

Write raw binary data to HDD with minimal processing and **no** online event building.

Priority

Absolute high priority to ensure no data loss.



Purpose 1

> Provide quick feedback on DAQ system and detector performance.

Data Flow

Queue-based system from Data Receiver, designed not to

interfere with File Producer.



Online Monitoring Plots:

New window will be added for online monitoring plots

2

4

Plot 1 - Amplitude

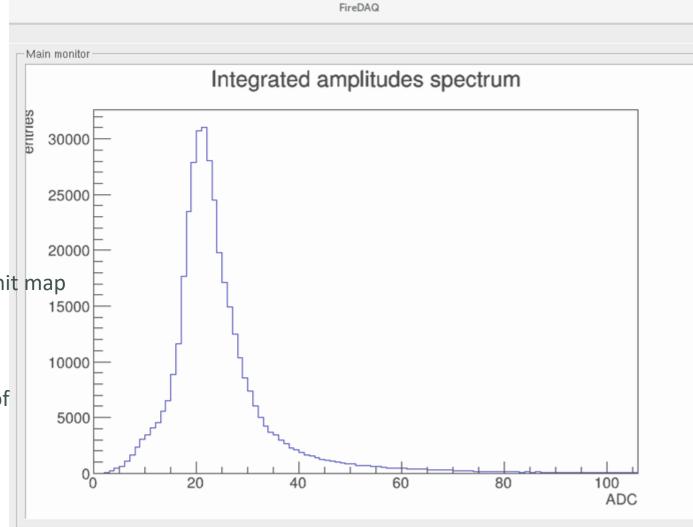
Amplitude Spectrum (per layer) with two histogram types:

- Pad Histogram
- Cluster Histogram

Plot 2 - Geometry

Hit Map (per layer) with two hit map types:

- Binary Hit Map
- Deposition Hit Map (sum of amplitudes in channel)



Plot 3 – Rate monitoring

- Received event rate
- Trigger rate

3

- Channel rate
- Empty event rate

Possible upgrade

I will try to create assiociated web page for remote online monitoring.

Summary

- 4 UDP Socket will be used to handle 12 layers
- Raw binary data will be written to disk without event building
- Additional window for online monitoring
- Modification of amlplitude histogram, hit map and new event rate monitoring

| | PGA < Data Source (Hardware) |
|---------------------------|---|
| V | aw Data Packages (UDP) |
| Da (UDF | ata Socket < (DataSocket.cpp, DataSock P Receiver) Receives UDP data from FPGA |
| E [:] V | vent Fragments |
| ⊢ Ev e | ent Builder < (FireEventBuilder.cpp, Fire at Composition) Composes Events from Data F |
| V | ire Events Event Builder Configuration & + Monitoring Params |
| Fil (ROC | e Producer < (DataStorage.cpp, DataStor <u>DTTTree) Stores Events in ROOT File</u> |
| Ι | Data Storage ire Events Configuration (File Path, etc.) |
| (Real | l ine Quality Monitor < (OnlineQuality -time Analysis) Generates Histograms & Plots |
| M | Monitor Ionitoring Data Configuration (Plot Types, Refresh) |
| G | JI < (FireGUI.cpp, FireGUI.h) Interface) User Control & Visualization |
| ^ | ^ ^ ^ Control/Config |
| + | User Interaction |
| +- | V |
| - | + |

+----+

.h)

'entBuilder.h) ckages

ge.h)

onitor.cpp, OnlineQualityMonitor.h)