Architecture TaskForce

Stephen Haywood (ATLAS/RAL)

ATF

• Katsuya Amako (KEK)	GEANT4
Andrea Dell'Acqua (CERN)	Simulation
Helge Meinhard (CERN)	Former DIG
• RD Schaffer (CERN+LAL)	Database
• David Quarrie (LBNL)	BaBar
 Marjorie Shapiro (LBNL) 	CDF
 Laurent Chevalier (Saclay) 	Muons, F77 code
• Fabiola Gianotti (CERN)	Physics Coordinator
 Stephen Haywood (RAL) 	Chair
Norman McCubbin (RAL)	Computing Coordinator
 Valerio Vercesi (INFN) 	Event Filter
Torsten Akesson (CERN)	ATLAS Management

Other Inputs

ATLAS, LHCb (Gaudi), D0, ALICE (AliRoot)

Global Architecture

\rightarrow Unified Execution Framework



Emphasis on common aspects of software

... not complete architecture for all applications - follows later and is responsibility of existing groups (subdetectors and applications)

An ATLAS Design

ATF wanted to consider an "ab initio" design:

- Have the time.
- Should understand what ATLAS wants may differ from others.

Lucky to have Katsuya Amako with us for 3 months.

Agree to follow broadly approach used by GEANT4 - along lines of Unified Software Development Process (USDP).

 $Requirements \rightarrow Analysis \rightarrow Design \rightarrow Implementation \rightarrow Testing$

Determine what Users want \rightarrow Use-cases. These

- Help identify common aspects of S/w.
- Provide criteria with which S/w can be judged.

In following **USDP**, we appreciate:

- Process is iterative and incremental.
- Pragmatic since can and should lead rapidly to first prototypes.
- Should adapt USDP according to ATLAS's needs.

Use-cases

From user's input, identify

- Actors people or programs fulfilling tasks
- "Use-cases" what they need to do

Table 0-1 Matrix of which Actors use which Use-cases.

	Use-cases								
	UC-00	UC-01	UC-02	UC-03	UC-04	UC-05	UC-06	UC-07	UC-08
Actors	(Setup + Use) ATLAS Common Framework Environment	(Store + Retrieve) Detector Description	(Store + Retrieve) Magnetic Field	(Store + Retrieve) Event Collection	(Store + Retrieve) Calibration and Alignment Data	Share Common Reconstruction and Filter Packages	(Store + Retrieve) MC Event Generator Data	Use Histogram Packages	Exchange Messages
Detector Description Provider	x	X							X
Magnetic Field Provider	X		X						X
Online Calibration and Alignment	х	х	X	х	X	X		х	X
Event Filter	X	X	X	X	X	X		X	X
Offline Calibration and Alignment	x	x	X	x	X	X		x	X
Offline Event Recon- struction	х	х	X	X	Х	Х		х	X
Offline Event Streaming	X			X				X	X
Physics Analysis	X	X	X	X				X	X
MC Event Generator (4-vectors)	х		X				Х	х	Х
Detector Simulator	X	х	X	X	X		X	х	X
Visualisation	x	X	X	X	X		X	X	X

 $Use\text{-}cases \rightarrow Top\text{-}level\ Components} \text{-} sets\ of\ closely\ coupled\ classes}$

Sequence Diagram

Example: Interactive Reconstruction, including Visualisation:





- Actors
- Top-level Components (including associated classes)
- \rightarrow Identification of methods what the classes need to do

Auxiliary Reports

• Use-cases

 First Attempt at Analysis and Design Common Framework Environment (Store + Retrieve) Detector Description (Store + Retrieve) Event Collection

Example: ATLEventCol



- These are examples becoming quite detailed caveats.
- Need plenty of expert discussion.
- Lots to do.

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Expected Components

Any "ab initio" approach takes time and expertise in OO approach.

In following this, we recognise familiar concepts. Sensible to consider:

- Our own experience, including what we have appreciated from use-cases.
- Experience of other experiments.

In Chapter 5 of our Report, we have listed the **Components** we would expect to see - not so much design as a compilation.

This is complementary to USDP approach

Now must develop USDP designs. As these mature, should compare with expected components. USDP Convergence Expectations

Convergence: Fine, USDP will provide details, i.e. responsibilities and interactions.

Non-Convergence: We have missed something in USDP or identified a different (and potentially better) design.

On-going Work

Event

Similar to Zebra Event bank, from which all banks hang.

Associated with classes which deal with

- Input/output
- Selection
- Persistent and Transient Stores

Detector Description

Very active work to develop Det Descr, involving several subsystems (using XML approach).

Database

Paso gives a very simple OO/C++ "framework" in which developers may work *today* - for example, can access Event from Zebra or Objectivity.

Decisions

00

C++ - with an eye to Java

Separate Data and Algorithms

- Traditional
- A matter of degree
- Flexibility to develop Algorithms, stability of Data definitions.

On-Demand Access

Access data only when explicitly requested.

Independence from Database Supplier

- May need to consider various Databases or completely different scheme like Root Trees.
- Propose to use a Transient Store.



Access to Event Data via Transient Event Store

- Like traditional approach where modules read/write banks to/ from Zebra memory.
- Unique source of event data; avoid ambiguities of ownership.
- Provides "blackboard" where information can be examined (subsequently select what to write to Persistent Store).



Within Modules, recommend that data is passed directly as objects.

Single Source for Detector Description



Control Flow

Relates to scheduling of modules ... also associated with data flow.

Traditional approach:

call A, call B, call C - may be coded directly or prepared by a script

Object Networks (Lassi Tuura)

Scheduling of modules determined by flow of data and its availability.



Approaches may not appear to be so different logically. Differences become more apparent with more complex networks.

Issues are: Scheduling, Scalability, Filtering, Parameter Passing, Ownership, etc.

Although this is an implementation matter, it has significant architectural consequences and other decisions depend on it.

LBL Group has looked into some of the issues.

No show stoppers with ON's - they have some nice features. However there are concerns and in the absence of overwhelming advantages, ATF recommends traditional approach to control flow.

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Architecture Team

- The ATF was given three months.
- We have all worked very hard honestly ! (Esp KA, MS, DQ)
- We have done as much as a *representative committee* can do.
- Now emphasis should be on OO Design.
- Need a coherent and dedicated team.
- They must understand OO issues and work together.
- Should not be a bureaucratic committee.
- Clearly, need active involvement from the Detector and Physics Communities.

Tasks are:

- Detailed OO Design of key Components. In particular,
 - Develop the USDP Design.
 - Continue design associated with on-going work.
 - Bring the two sets of ideas together.
- Realisation of Framework proposed prototype for ~May 2000.
- Support of Subsystems.

Subsystems

The subsystems can move forwards using: Geant4 (Chaos) and Paso.

We hope the Report contains a sufficient outline to permit progress (distinction between algorithms and data, use of Transient Data Store, module communication etc.).

(My Personal) Conclusions

- To set out the Global Architecture is a big, complicated and specialised job.
- For this reason, we did not achieve as much as I had hoped.
- The ATF has collected together for the first time in ATLAS the information related to the crucial issues for the ATLAS Architecture.
- We have identified a **methodology** which is capable of producing an "ab initio" design this work must be continued.
- We have provided directions for where we expect to be heading.
- The Detector and Physics Community should be able to proceed with their own code development in anticipation of the Framework.
- We should aim for a first prototype of the Framework by May 2000 (since time is slipping, and I note the Gaudi implementation has taken more like a year, this may be too optimistic).
- We must get an Architecture Team up and running asap.