

Work package 2: Real-time Data Processing

Andreas Kopmann (KIT)

HDRI / PanData Workshop 4.-5.3.2013, DESY



Real-time Data Processing: Overview

1 DAQ hardware

PCIe
Acceptable
data rates

2 PC-based processing



Technologies

Programmable hardware

FPGA, DSP, embedded GPUs

„Parallel Computing“:

PC + Coprocessing / GPU

Tasks

Selected commercial hardware
Standardized custom hardware

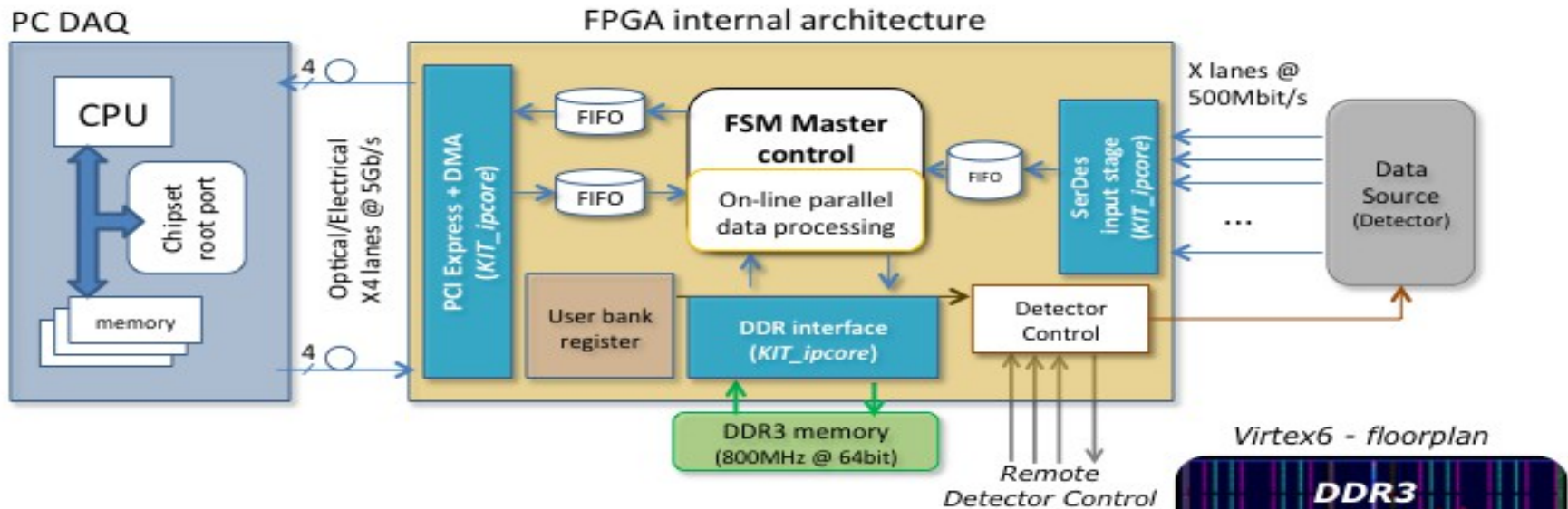
Hardware independant programming (e.g. OpenCL)
Library of common algorithms

Task 1: Dedicated Hardware

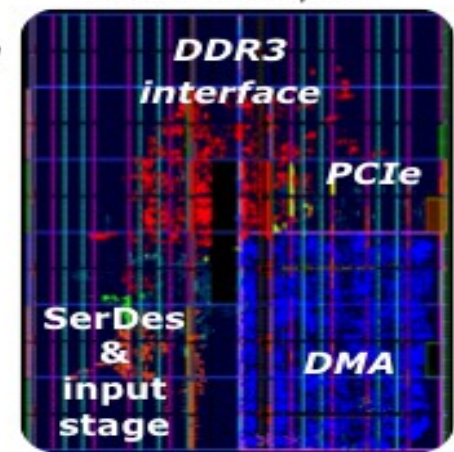
Actions:

- Survey of available solutions for programmable signal processing hardware
- Adopt existing solutions to the needs of PNI or join a running HGF or other development
- Introduce the solutions in PNI

Flexible high-throughput FPGA platform

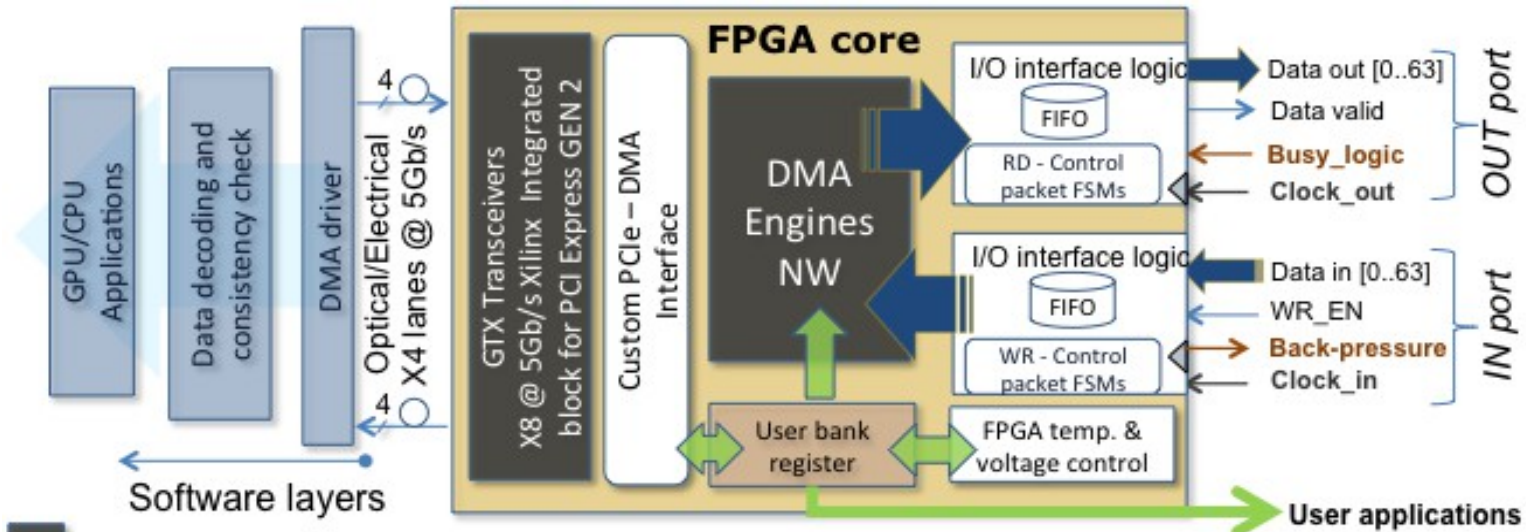


Virtex6 - floorplan



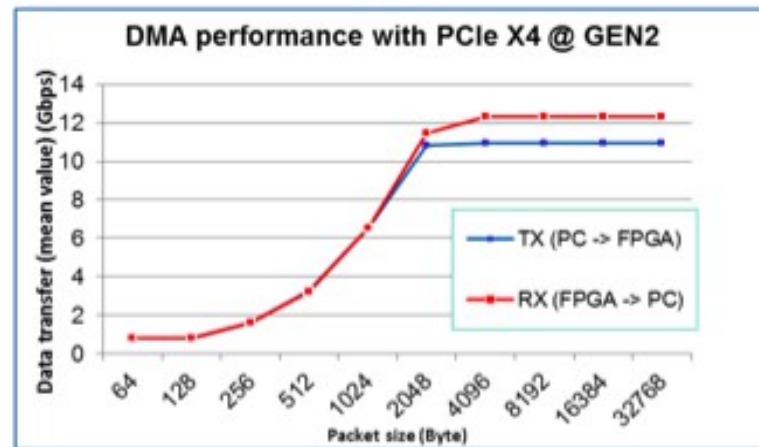
- ✓ Three logic cores have been developed for a flexible high-throughput platform
 - ✓ PCIe-Bus Master DMA readout architecture
 - ✓ Multi-port high speed DDR3 interface
 - ✓ Configurable 2..16 bits "SerDes" (Serializers /Deserializers) architecture
- ✓ PCI Express/DMA Linux 32-64 bits driver with ring buffer data management
- ✓ Integration in the parallel GPU/CPU computing framework
 - 64-bit Linux drivers

PCIe DMA IP-core



■ Xilinx / North-West IP-core

- ✓ Bus Master DMA operating with 4lanes PCIe @ Gen2 (250MHz)
- ✓ Two individual engines for write/read from FPGA (User logic) to PC centre memory
- ✓ IN and OUT FIFO-like interface (for User logic)
- ✓ FIFO used to decouple the time domain between DMA and User custom logic



PCIe x8 up to 24Gb/sec + royalty-free IP-core under development

Disadvantages of commercial IP-cores :

- Expensive
 - North-West DMA → 20K€ (only netlist) and 35k€ (Source code)
 - PLDA → 10K€ (for netlist) and 60k€ for (source code) EZDMA/QuickPCIe
- Limited to unique FPGA family (e.g. Virtex 6, speed grade -2)

Portfolio detector technology starts project database

- 1 GbE UDP



Collection of IP-Cores

The information of commonly available resources is collected on the wiki page

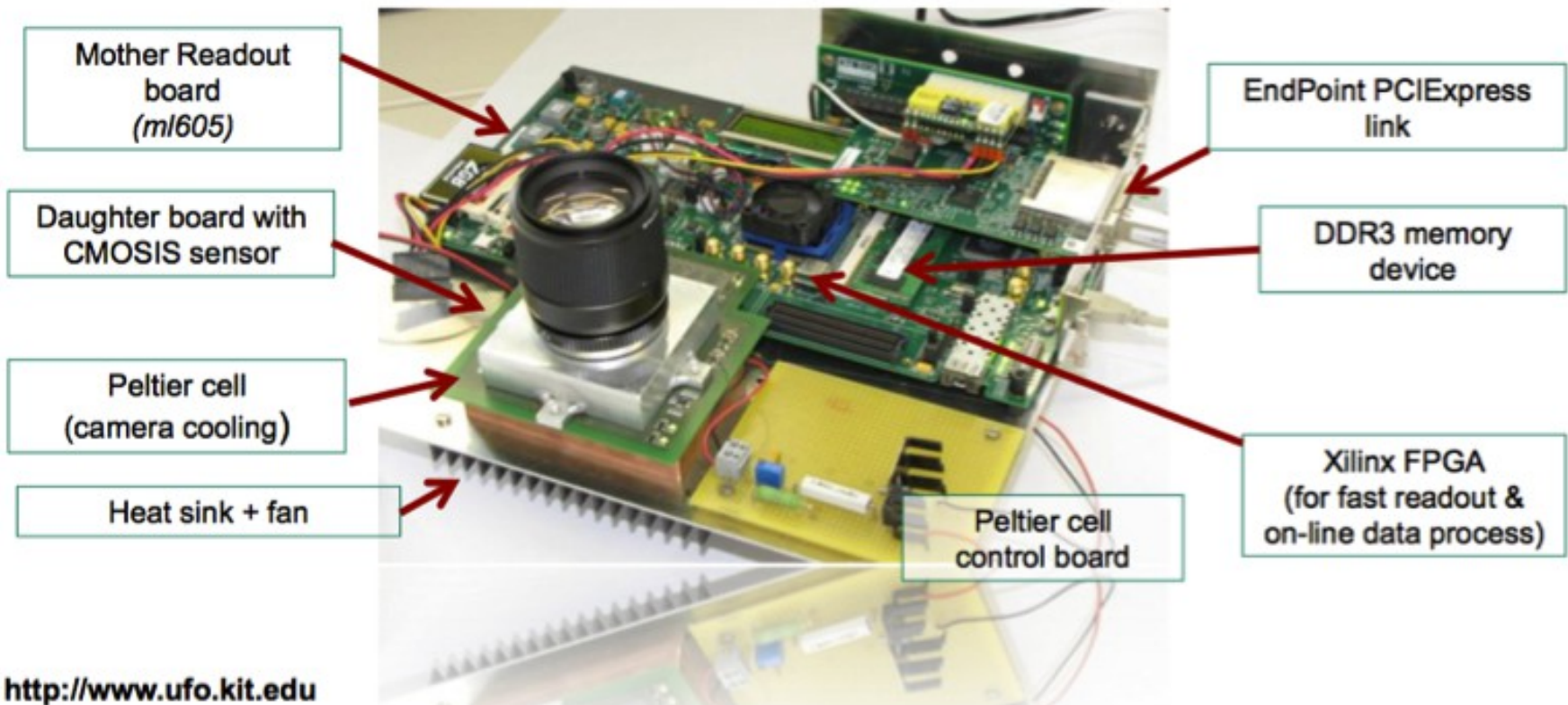
The sources will not be available on the wiki page, they can be get via the contact person

The structure of the entries in the databases is:

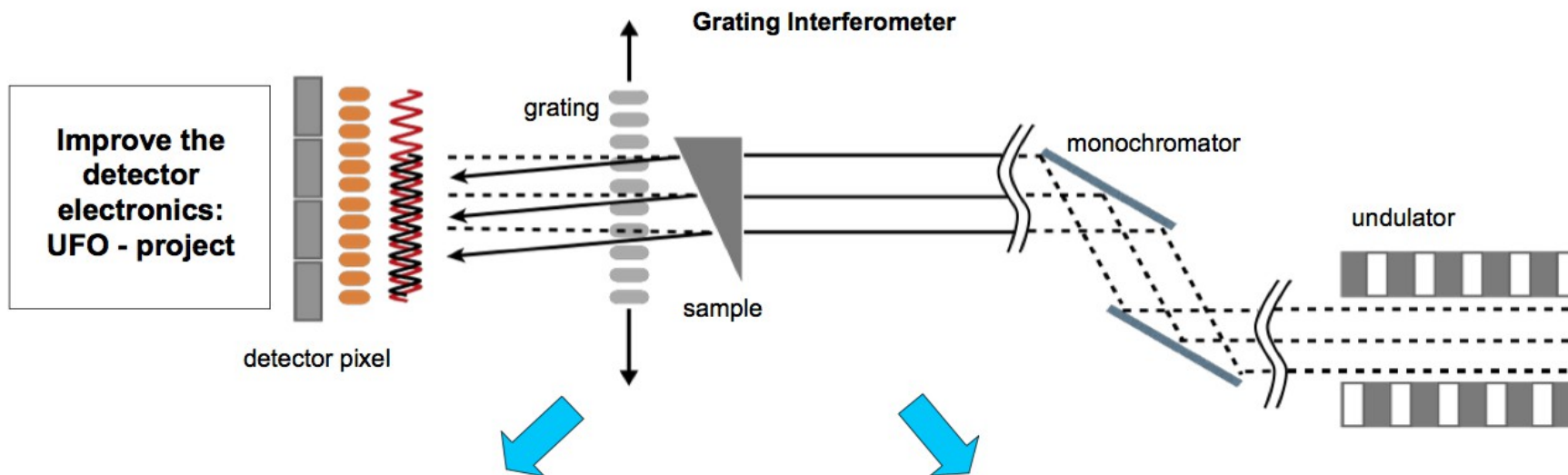
- Name of the project
- Type (IP core, FPGA project, FMC card, ...)
- Description
- Platform (e.g. VERTEX 4)
- Status
- Contact person

High-throughput camera platform

Prototype



Application: Grating-based phase-contrast imaging



Current data acquisition:

- Set of interference patterns at fixed scanning positions needed
- Accurate piezo positions required (time consuming)
- Increase of number of scanning position (large raw data volume)

Optimized data acquisition:

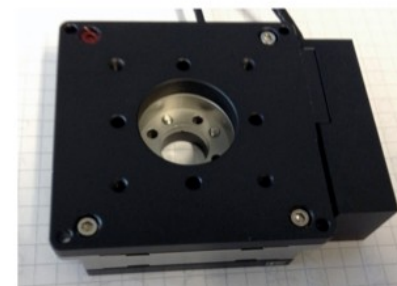
- Scanning all the possible positions
- Data pre-processing by the intelligent detector

The new intelligent detector will allow us to vary:

- Statistics of a camera (CCD or CMOS)
- Phase-step parameters (equidistant and arbitrary and number of steps) according to the users needs

Piezo Drive:

- Directly connected with detector electronics.
- Allows control of the phase-step size during the experiment

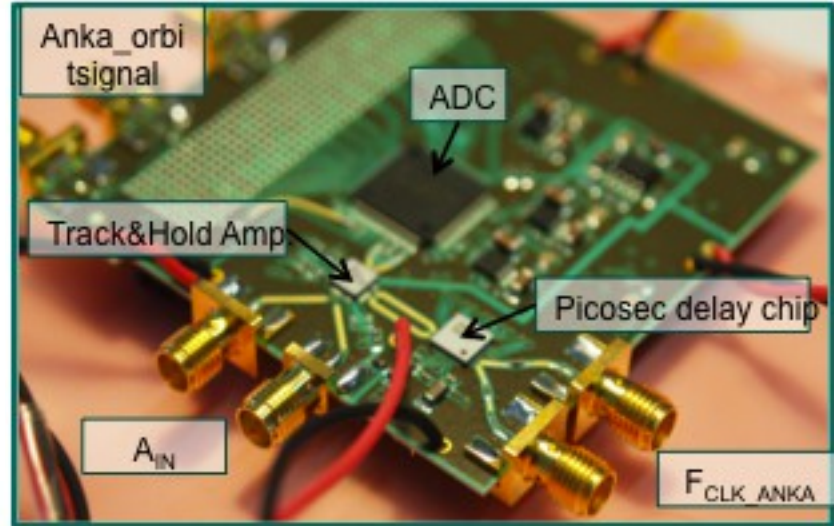


Application: Hot-electron bolometer (HEB)

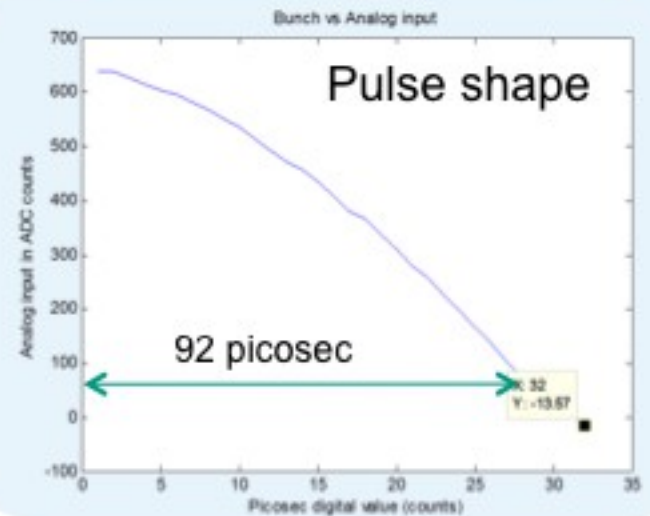
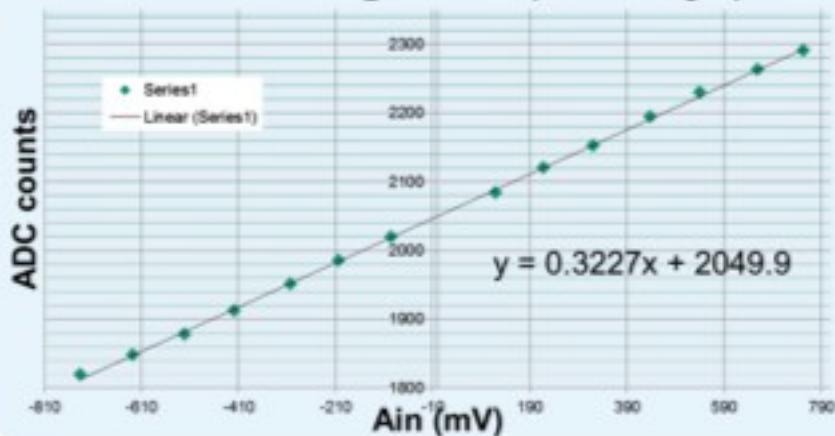
Concept

- Signal splitter → 4 signal
- 4 fast ADC + Pico sec delay

Characterization of 1 branch with 500MHz Pulses

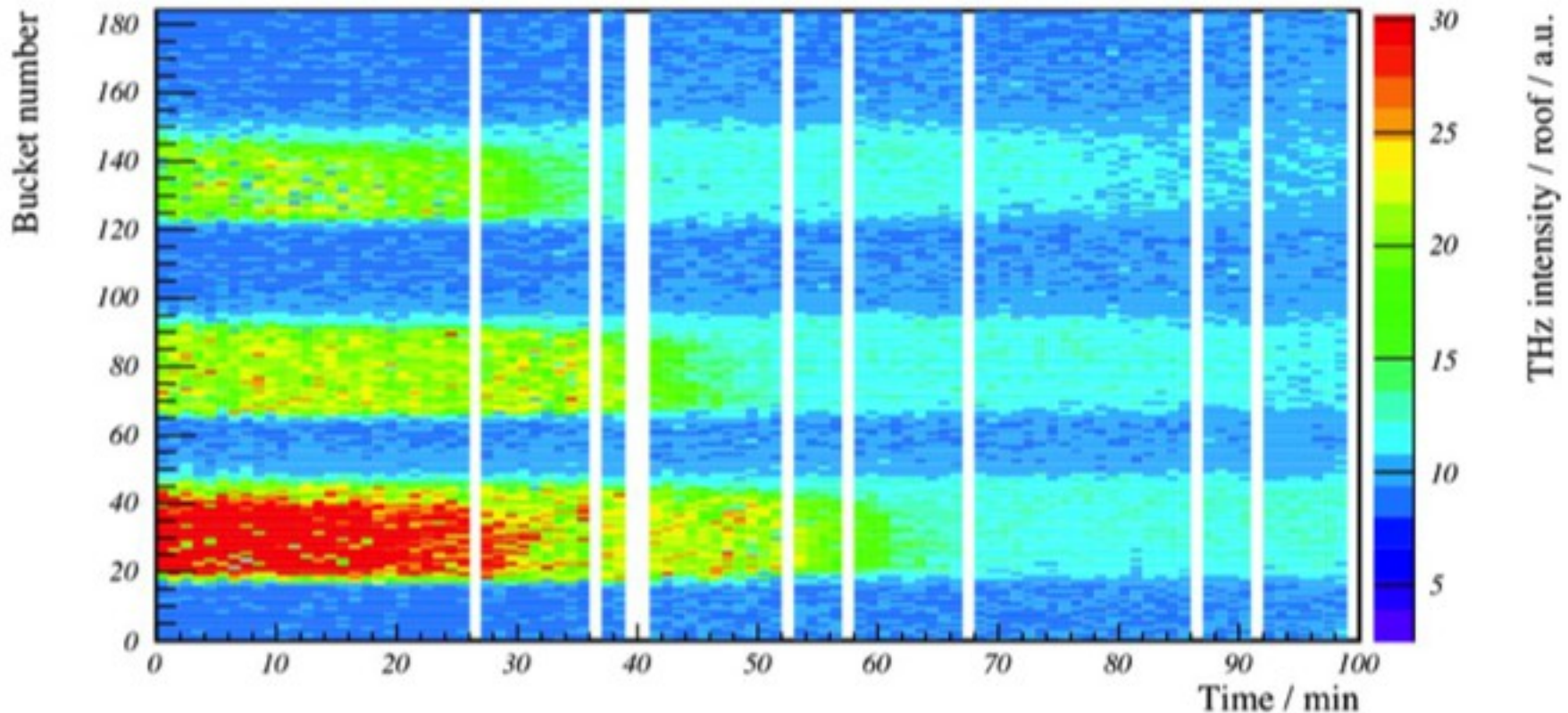


ADC characterization @ 500MHz square analog input



Application: HEB – ANKA long time bunch behaviour

Results with YBCO – terahertz detector:



New tool for machine analysis

Contributes to portfolio ARD in program matter + technology

Flexible high-throughput FPGA platform

Summary:

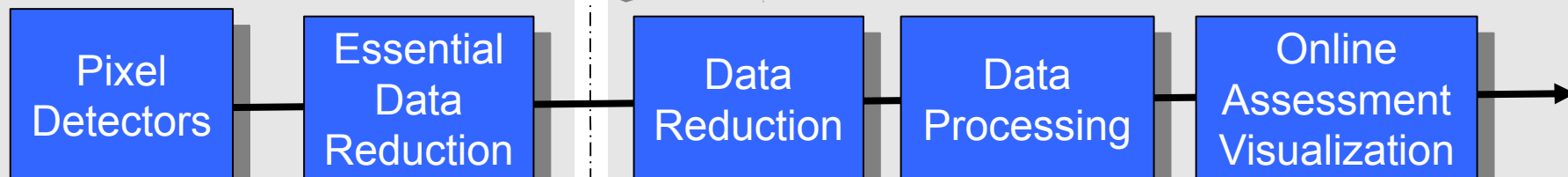
- Data rates up to 2GB/sec
Requirement for the next generation
 - Camera 5GB/sec
 - Hot electron bolometer 3GB/sec
- Involved IP-cores:
 - Serializer/Deserializers
 - DDR Memory
 - PCI Express w DMA
 - Preliminary version of next generation of DMA IP core ~3GB/sec
 - 64bit Linux drivers

**Everybody is invited to join the
Development of the ultrafast DAQ readout system**

1 DAQ hardware

PCIe
Acceptable
data rates

2 PC-based processing



Technologies

Programmable hardware

FPGA, DSP, embedded GPUs

„Parallel Computing“:

PC + Coprocessing / GPU

Tasks

Selected commercial hardware
Standardized custom hardware

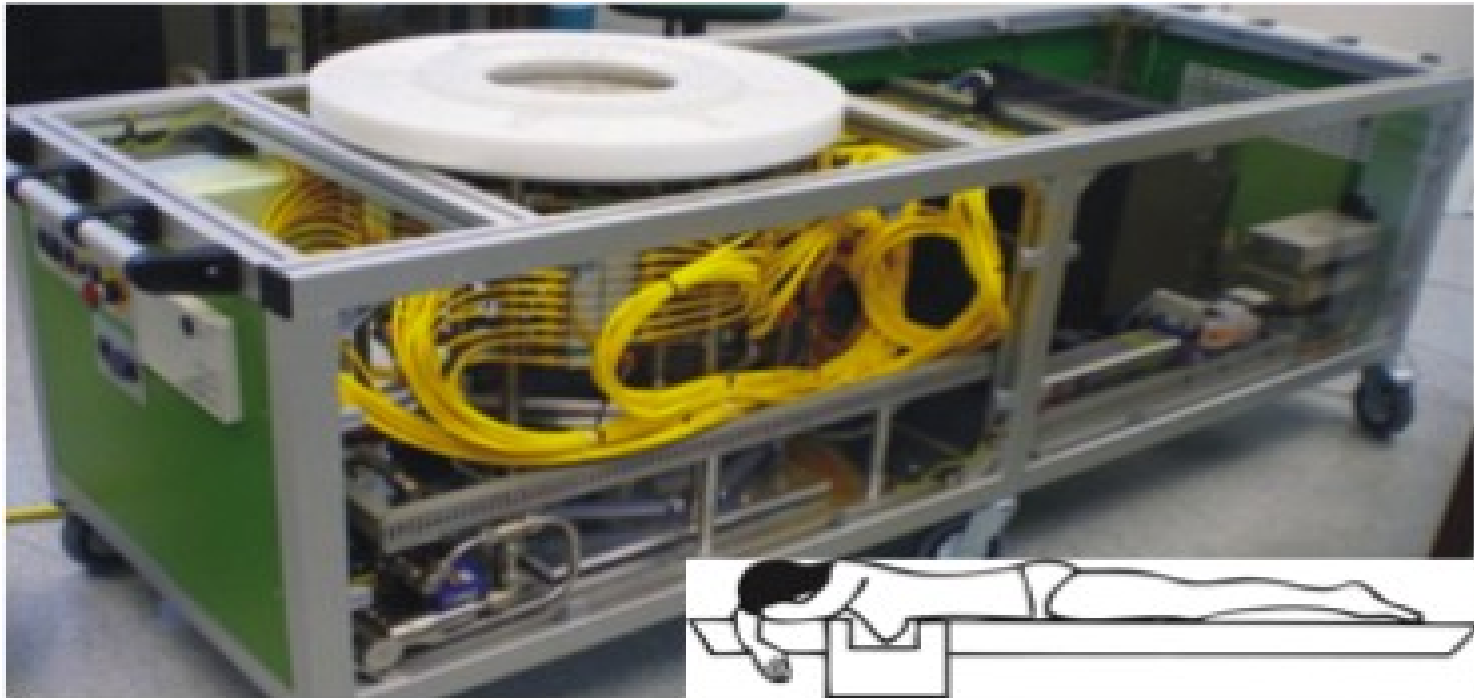
Hardware independant programming (e.g. OpenCL)
Library of common algorithms

Actions:

- Computation system based on GPU co-processors
- Online tomographic reconstruction
- Prototype adoption of a complete crystallography data flow using the HDRI standard format
- General environment for parallel image processing
 - a) Independent from available hardware (e.g. OpenCL)
 - b) Library of standard algorithms
 - c) Easy adaption to new problems
- Further applications

■ Measurement Principle

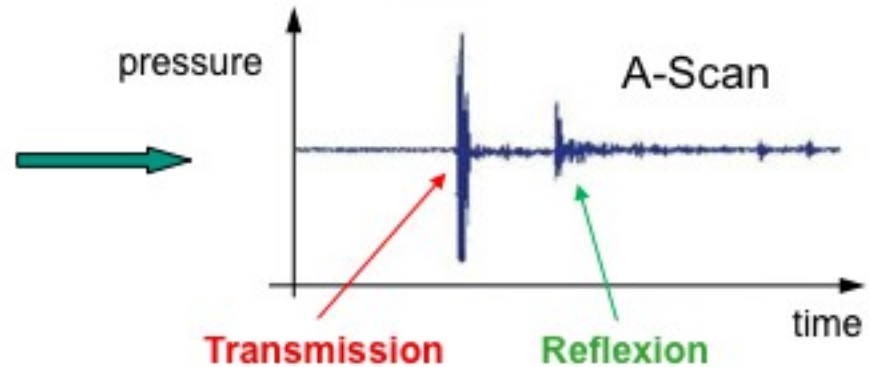
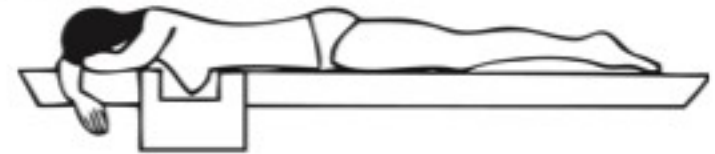
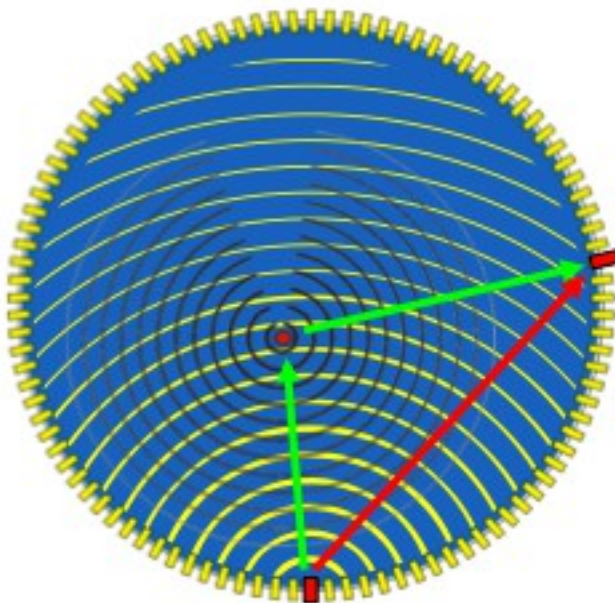
- Lying patient, breast is surrounded by many ultrasound transducers
- Recording of interaction of ultrasound waves with tissue from many different angles
- Reconstruction of volume image



GPUs for Ultrasound computer tomography

■ Measurement Principle

- Lying patient, breast is surrounded by many ultrasound transducers
- Recording of interaction of ultrasound waves with tissue from many different angles
- Reconstruction of volume image

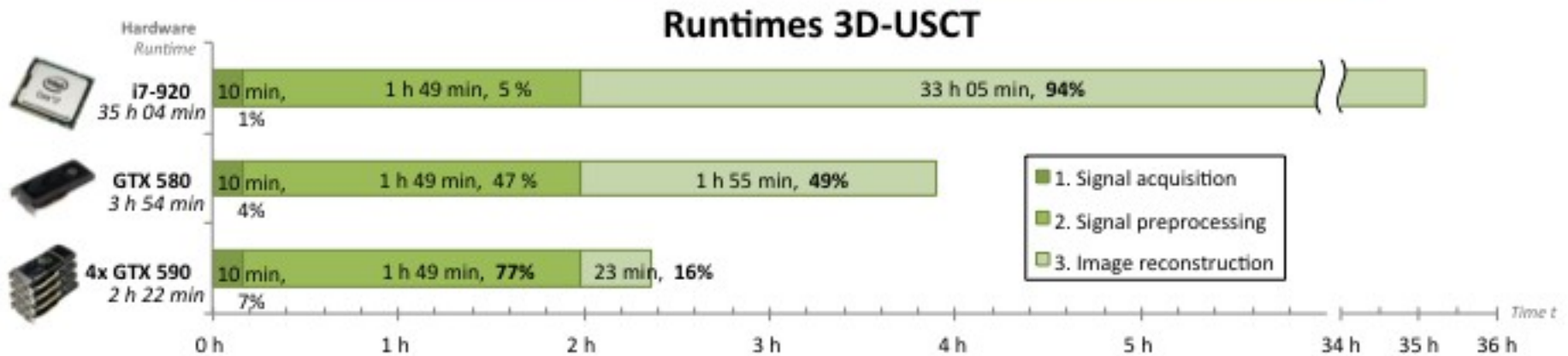
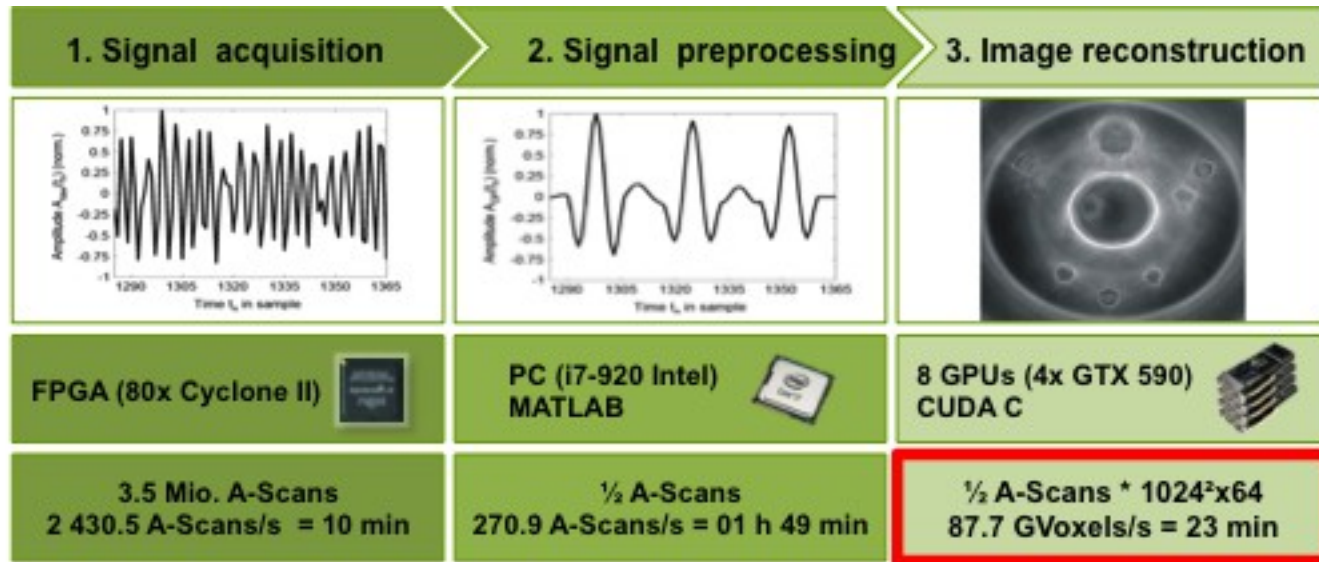


Reconstruction of

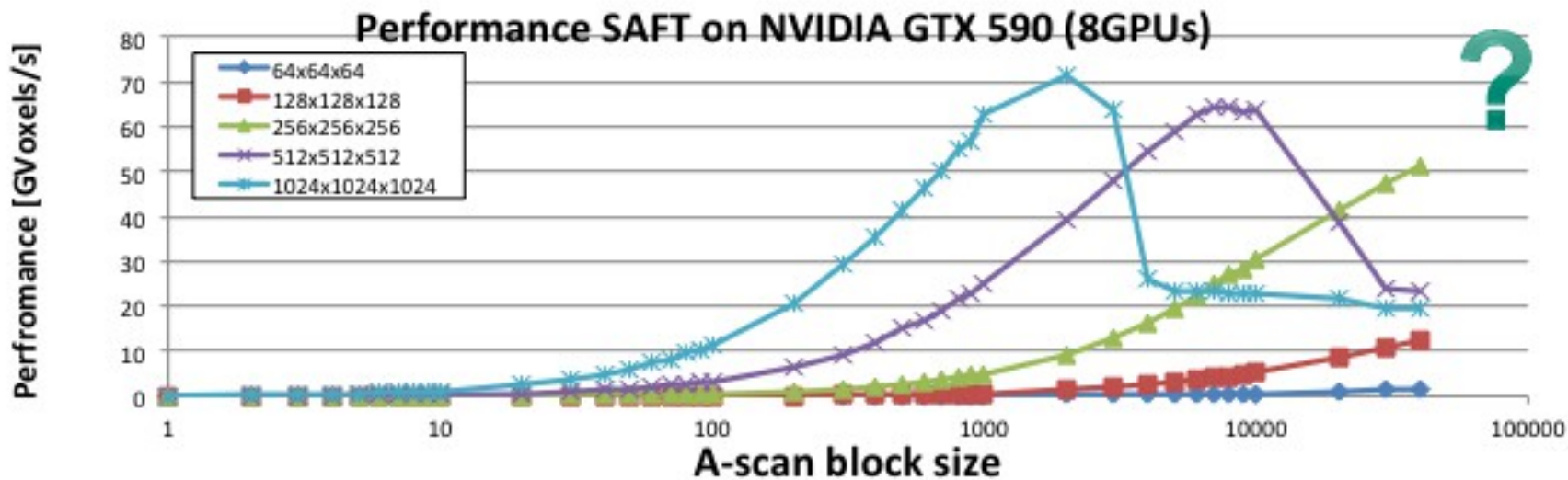
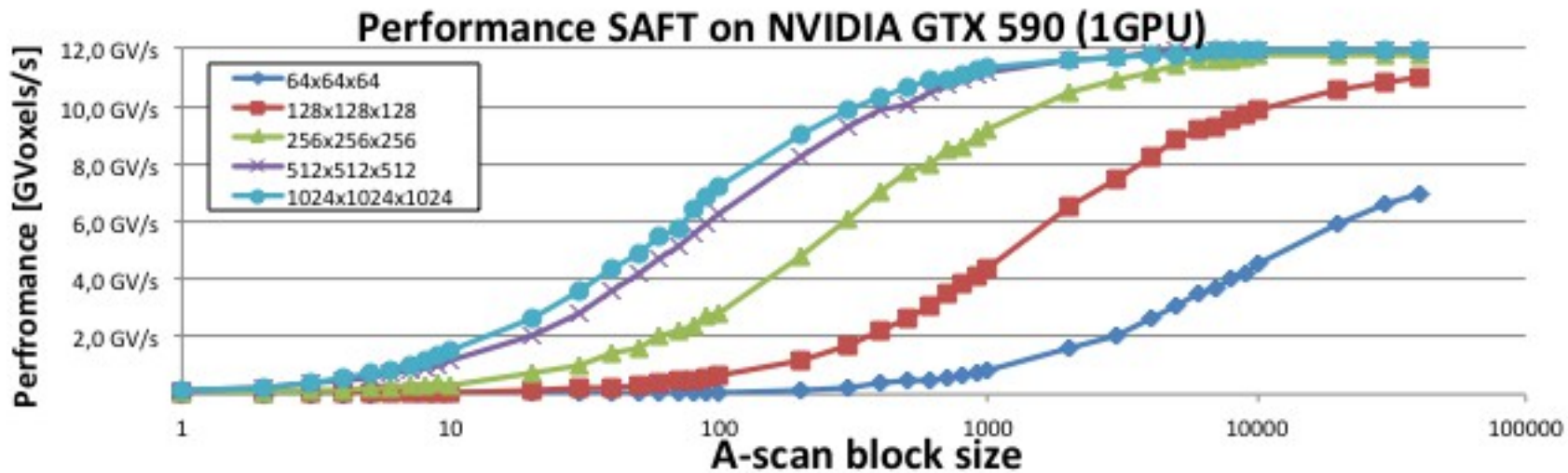
- Reflectivity
- Speed of sound
- Attenuation

“Image one,
get two free”

GPUs for Ultrasound computer tomography

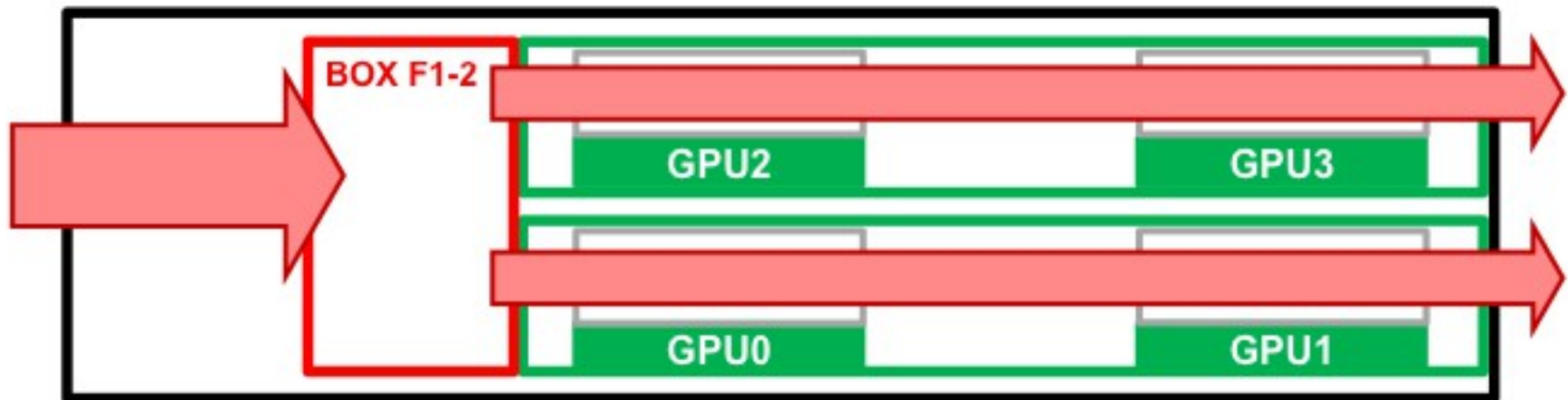
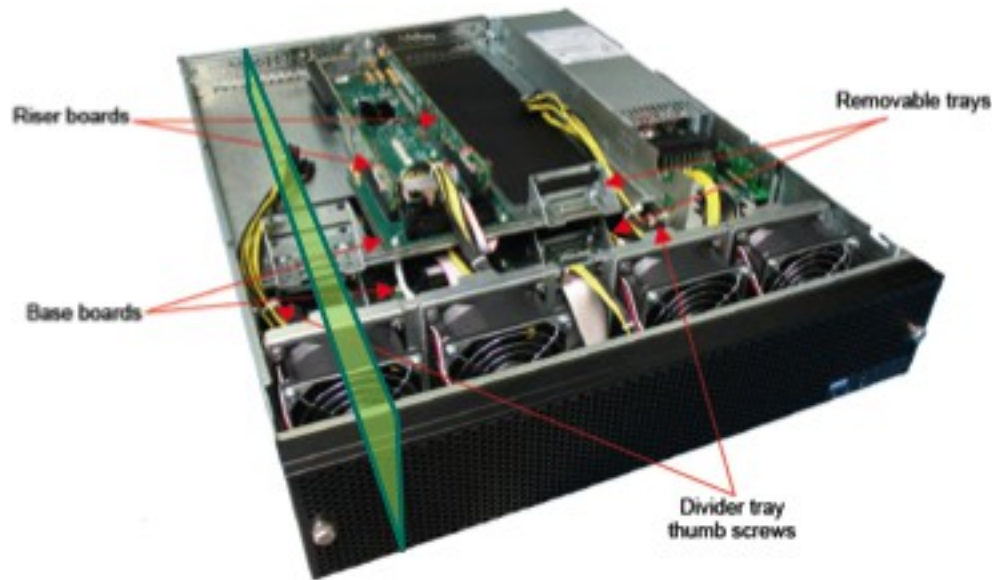


Scaling performance with multiple GPUs

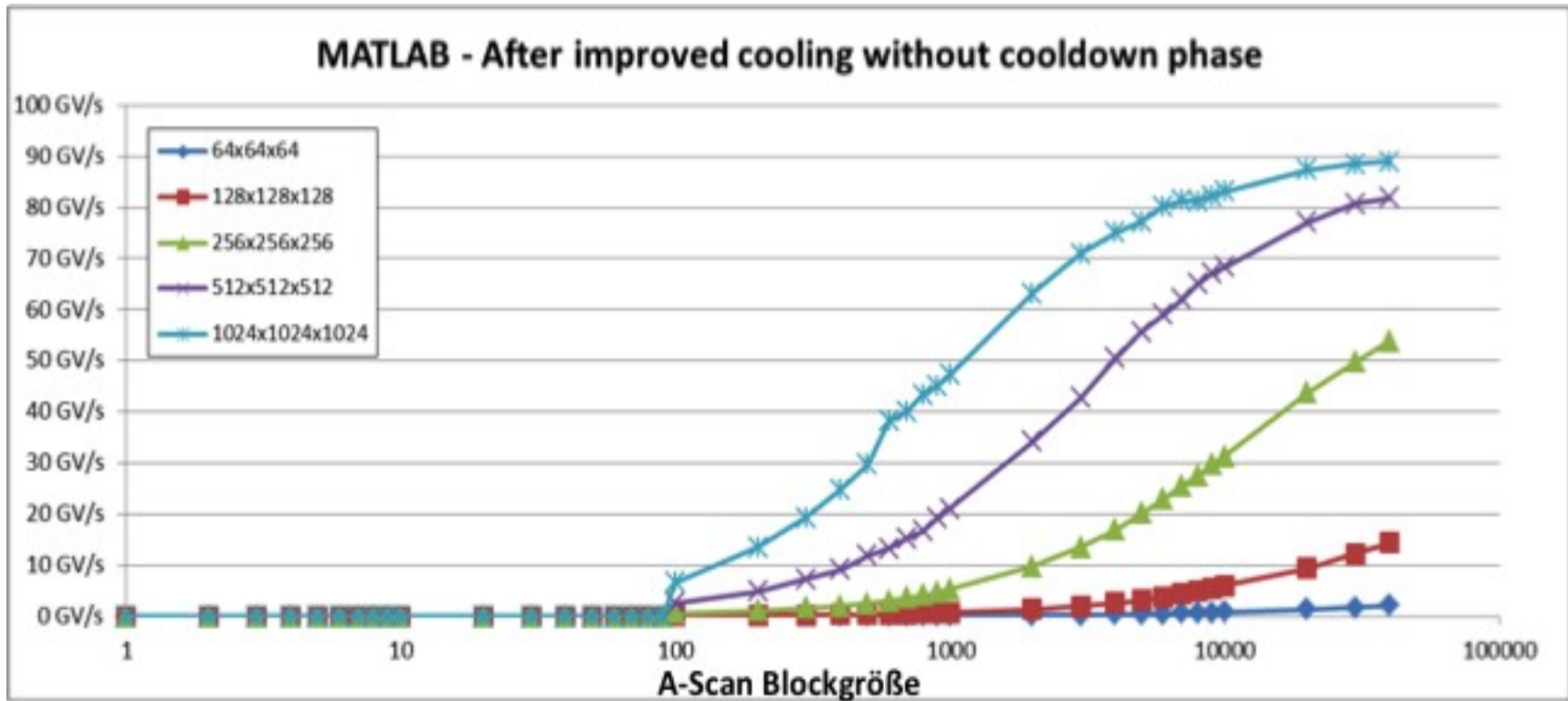


Dipl.-Ing. Ernst Kretzek

8-core GPU box: Optimization of air flow



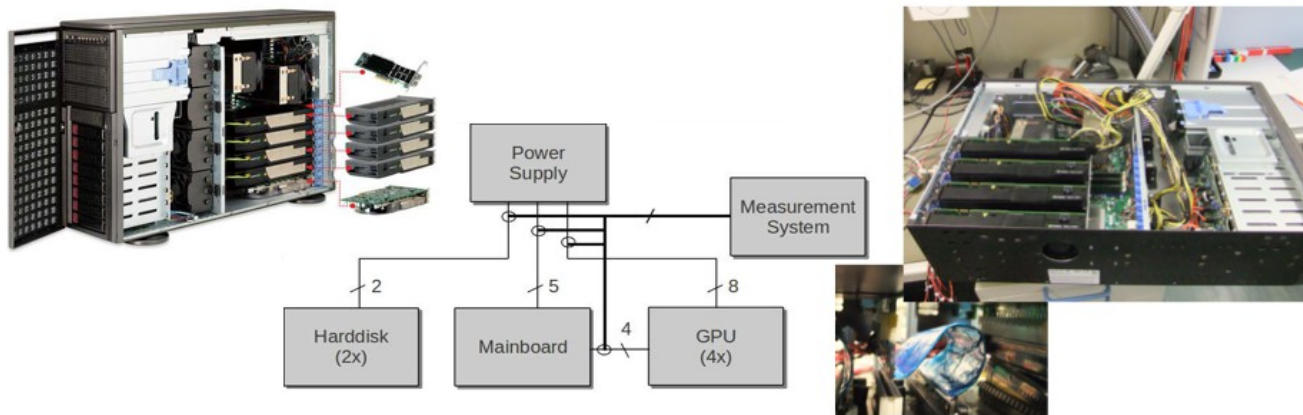
Scaling performance with multiple GPUs



Hardware selection is crucial for high-performance GPUs
More on computing hardware → Talk: S Chilingaryan

Computing and power efficiency

- Supermicro X8DTG-QF GPU-workstation
- 2 × Intel XEON E5540 @2.53GHz (QPI-connected), 192 GB memory
- 4 × Fermi C2070 (PCI-Express 16 ×)

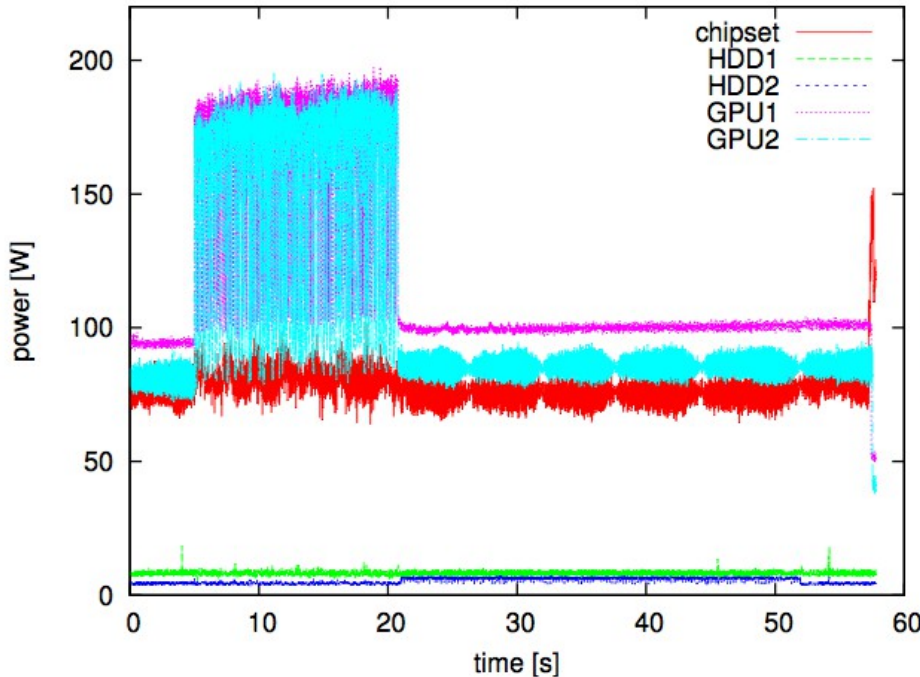


Independent, embedded measurement setup

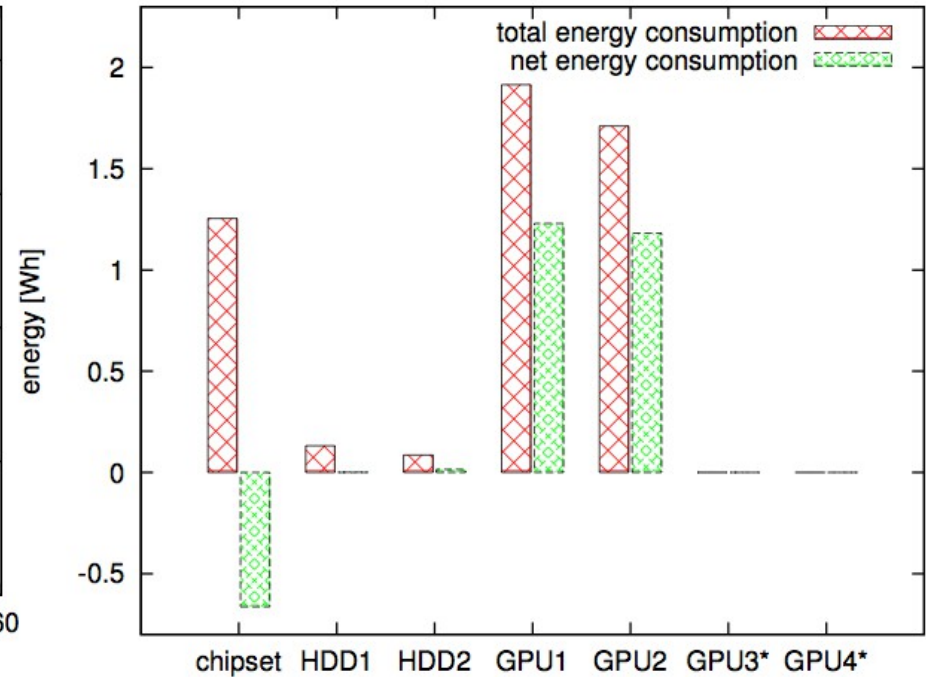
- Powermeters monitor voltages and currents in lines powering **chipset**, the **hard-disks** and the **GPUs** (including PCI)
- 250 k Samples/second

Computing and power efficiency

Energy footprint of tomographic reconstruction, PyHST:



(i) Power profile



(j) Energy consumption

CPU: 22Wh, 455s

GPU: 5Wh, 58s

A. Anzt et al., ENA-HPC, 12-14.9.2012

Cooperation w Exa2Green project

Applications

(E.g. tomographic reconstruction, ...)

Load balancing + management

(CPU ↔ GPU ↔ frame grabber / Single ↔ double precision)

Primitives for image processing

(2d FFT, filters, Radon transform, image conversion, ...)

Core functions, hardware access

(data transfer, file storage, camera buffering, ROI, ...)

Image processing =
composition of filter nodes

- One thread per node
- Mapping to **CPU or GPU**
- Encourages **recycling** of tested components

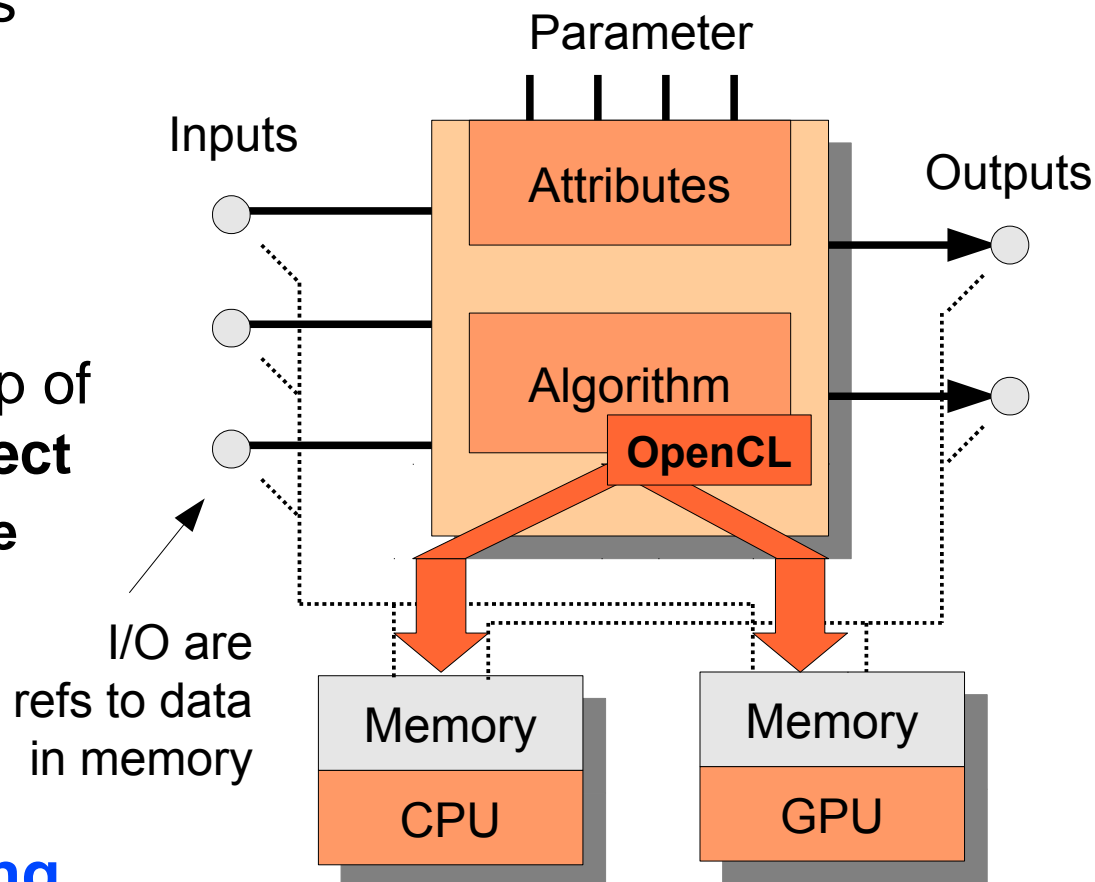
Core system is built on top of **OpenCL** and **GLib/GObject**

- **Bindings to any language**

Documented using Sphinx and Gtk-Doc

→ **Talk: M. Vogelgesang**

Filter object = node



- Filtered back projection
- Precise calculation of the center of rotation
- Laminography
- De-noising filters
- Simulation of test data

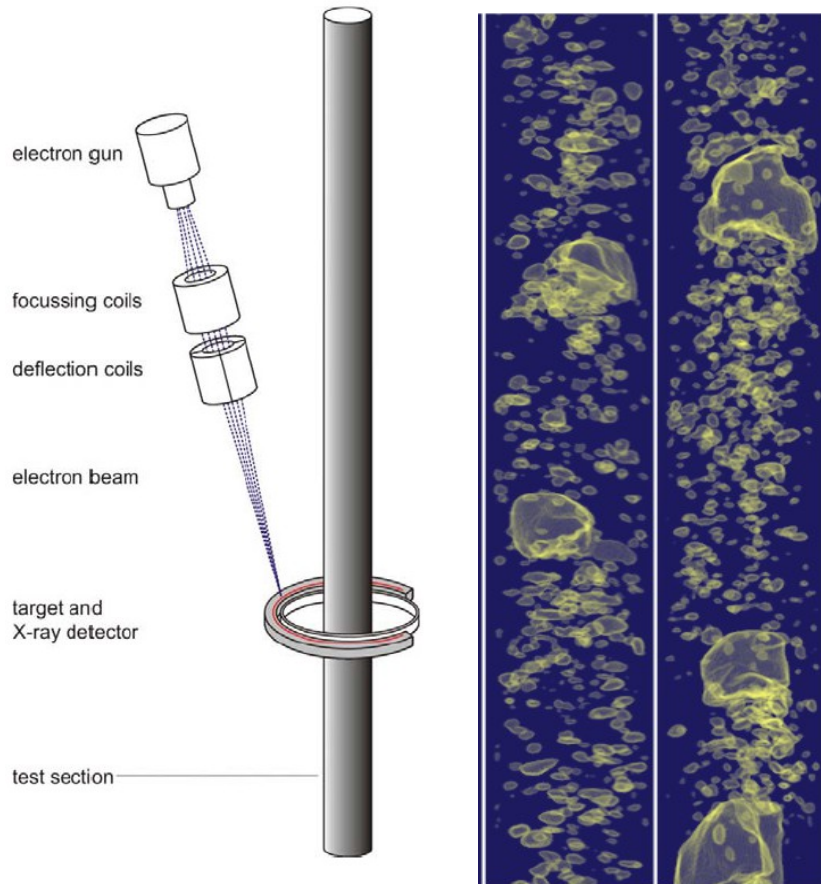
Under development:

- Algebraic reconstruction (better results)
 - Precise forward transform model and compressive sampling
- DFI-based reconstruction (faster processing)

→ **Talk: Xiaoli**

Application: ROFEX – Rossendorf Fast Electron beam X-ray tomograph

HZDR



DAQ frame rate: < 10.000 fps

Data rate ~ 1 GB/sec

Reconstruction with
UFO-Framework

- Result: 256 x 256
- 600 frames → 0.35 sec
- Frame-rate: 1.7 kfps (1 GPU)

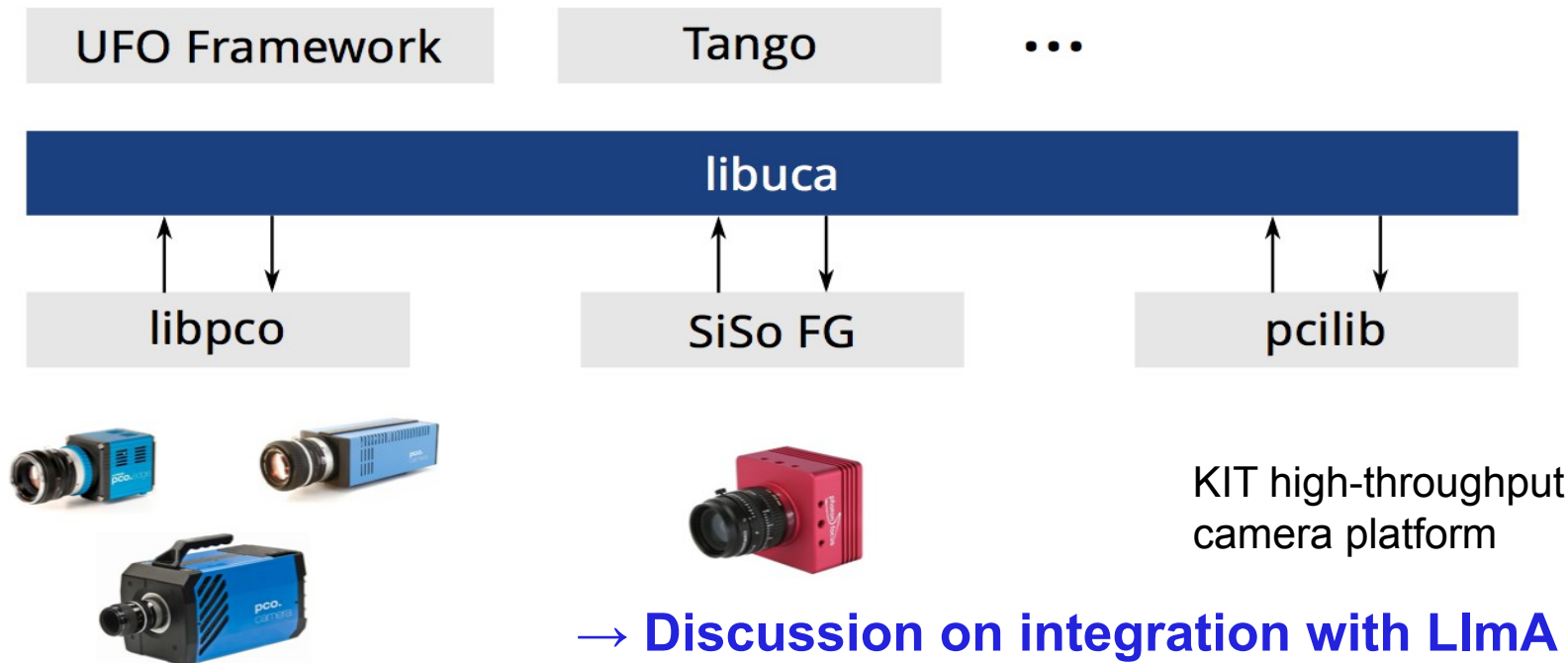
→ **RT-Operation possible**

Further task “Post processing“:

- Bubble detection
- Velocity measurement

Camera Abstraction

- Generalized access to streaming cameras (C-API)
- 64-bit linux support for PCO cameras
- Licensed under LGPL with permission from PCO
- TANGO driver



→ Discussion on integration with LImA
(ESRF, Soleil)

- Linux drivers for
 - High-throughput DAQ platform (KIT)
 - for PCO cameras (libuca by KIT)
 - Discussion with LImA developers (Soleil)
- Development + Optimization of GPU platforms
 - Cooling, power consumption
- Parallel processing framework for streamed data (KIT, HZG, Soleil)
 - Simplifies GPU programming
 - Possible standard interfaces for GPU algorithms ?
- Tomographic reconstruction (ESRF, KIT)
 - Advanced algorithms

Overlap with
- Supercomputing
- Matter and Technology
ARD, Detectors, LSDMA