## DAQ Update (February 2005)

# Gluex DAQ



# Requirements:

Pipelined Electronics (ADC, TDC)	GlueX Requirements drive development
Dead-timeless system	Replace aging technologies
200 KHz L1 Trigger	Run Control
Parallel/Staged Event Building	Tcl-Based DAQ components
Up to 100 Front-end Crates	mSQL
1 GByte/s aggregate data throughput	Maintain cross-platform compatibility
L3 Online Farm	(Linux, Solaris, OS X, vxWorks)
200+ nodes	Support new commercial hardware
x10 reduction in data to disk	advances

## **Current Active Projects**

- 1. **cMsg** Homegrown publish/subscribe messaging system which will become the basis for all communication between DAQ Online components. This system effectively replaces functionality currently provided by three separate packages: msql, DP Tcl, and cmlog.
  - a. Java-Based with a C/C++ API extension
  - b. Lightweight
  - c. High performance.
- 2. Agent-Based Java Run Control Extensible, customizable, with the ability to extend control and monitoring of slow control systems as well as DAQ.
- 3. Event Blocking
  - a. Hardware New VME Trigger interface (Support existing TS)
  - b. Software Parallel readout list for Old ROC
- 4. **New ROC** move toward a threaded model for ROC to facilitate multiple CPU frontends as well as more efficient Linux based versions.
- 5. **Embedded Linux** Establish a stable maintainable Linux distribution for single board computers with access to VME and/or PCI hardware.
- 6. **Flash ADC** Development of pipelined ADC for deadtimeless front-end digitization including triggering support.

## Near term projects

- 1. **ET-Based Event Builder/Data Concentrator** EMU Necessary for support of staged parallel Event Building from many sources (ROCs)
- 2. Large-scale development/testing DAQ farm currently the only large test bed for understanding complex DAQ systems is the CLAS detector. Availability of this system is limited.

Longer-term projects

- 1. **Online farm** Support for L3 trigger and event filtering/analysis
- 2. New Trigger Supervisor/High Speed Clock Distribution