

art

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9 March 2023
CSAID Roadmap Meeting/Software Evolution



Over the last few years

art framework development has been largely frozen, but still non-negligible:

- Migrations to GitHub
- Significant steps forward with build system and Spack
- Upgraded software stacks and compilers (support C++20, modulo ROOT)
- Minor enhancements in framework functionality
- Facelift of some art interfaces
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Before restarting development, we need to understand where we are.

- art's development is more integrated with LArSoft than it used to be
- New ideas, technologies, constraints (etc.) have arisen in the last 4 years
- Some of the ideas we had 4 years ago may not make sense to pursue



art support model

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- Stakeholders nominally meet bi-weekly, with opportunities to share experiences.
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Potential for experiments to want conflicting framework behaviors/features

- True in principle, but it has not happened in the lifetime of the project.
- We strive hard for stakeholder consensus on any given feature.
- There is enough flexibility in the framework that each experiment's needs are met.



ArgoNeuT

artdaq

DUNE FD

EMPHATIC

ICARUS

LArSoft

MicroBooNE

Mu2e

Muon g-2

NOvA

ProtoDUNE I/II

3/9/23

SBND





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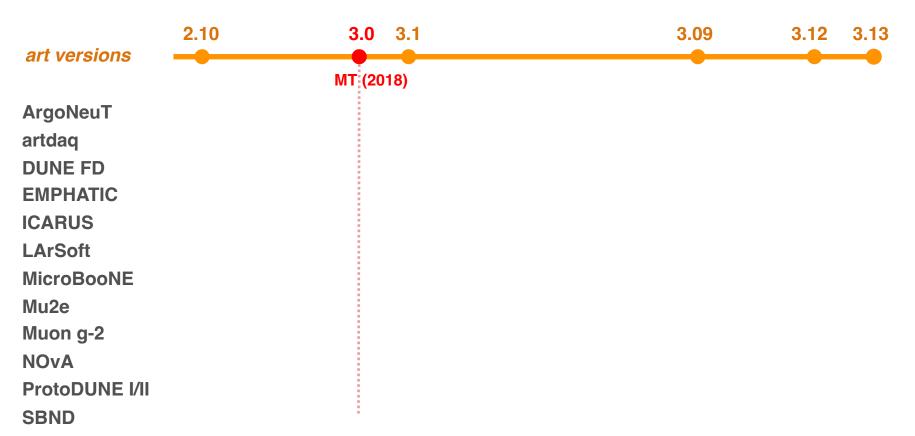
Muon g-2

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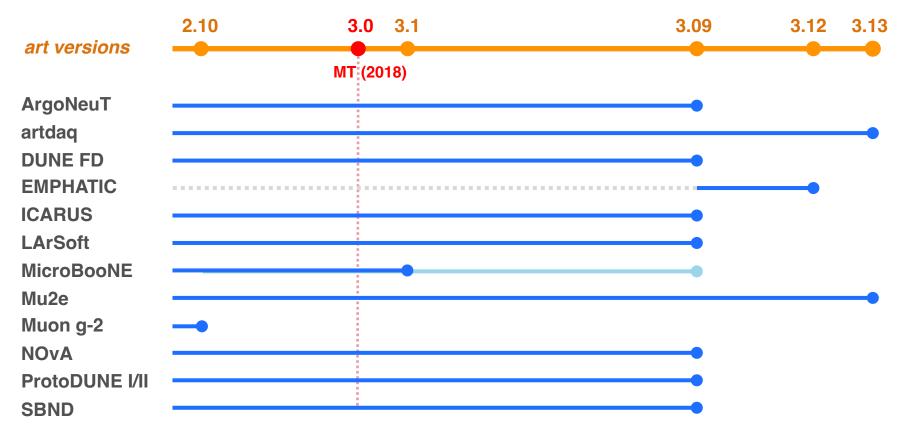
ProtoDUNE I/II

SBND











Items on the near horizon

Token support with art/ROOT

Details given at FIFE meeting (see https://indico.fnal.gov/event/58769/)

Short form: requires a rebuild of experiment software stacks that use ROOT/XRootD



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Neither of these is framework-related per se.

Substantial non-framework effort expended by our developers.



3/9/23

Items further out

Possible action items based on LArSoft MT and Acceleration workshop

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Adaptable frameworks LDRD (PI: Knoepfel)

Motivated by DUNE's framework requirements (see https://indico.cern.ch/e/hsf-dune-review)

Decomposition of "events" into more helpful units of processing for DUNE's use.

How will this influence art development?

We don't know yet.



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More items to be determined from frameworks workshop...



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Frameworks workshop

Each art-using experiment has been notified about a frameworks workshop.
 Will likely be sometime in June

Workshop scope: elicit unmet framework needs of art-using experiments.

We expect talks from several experiments/projects

We also plan to have topic-based discussions (e.g.):

Environment issues Task-scheduling improvements

Configuration Memory management

etc.

We are in the planning phase but expect to hear more soon.

