



Next Generation Data Acquisition Systems for FAIR based on TrbNet

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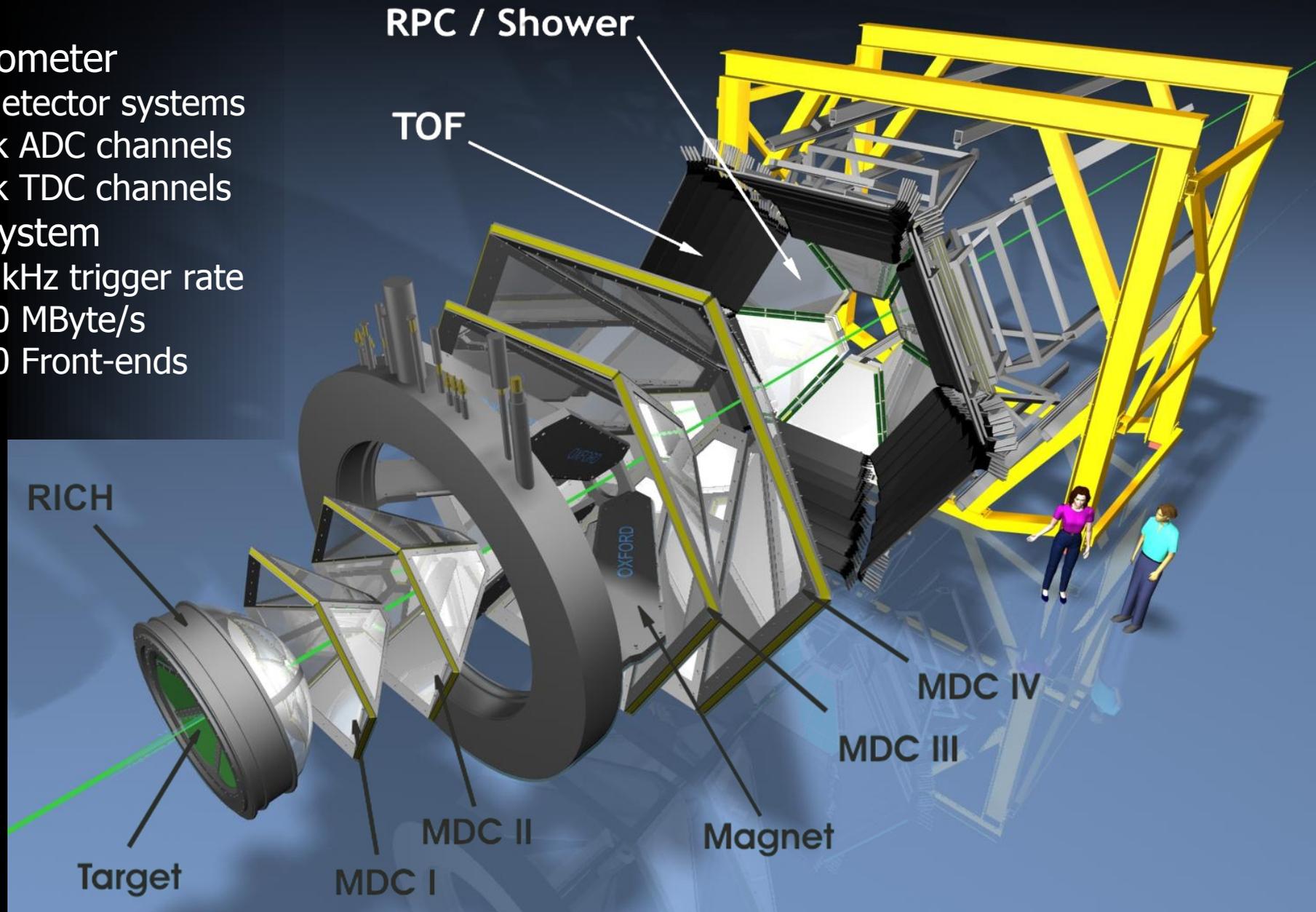
Outline

- The HADES Data Acquisition System
 - Set-up and Functionality
 - Successful Au+Au run (Apr 12)
- Synergy Effects
 - TRB3 as wide-spread platform
 - Example: CBM-RICH test @ Cern, PANDA DISC-Dirc (Nov '12)
- DAQ for FAIR Experiments
 - Time distribution system for PANDA (SODA)
 - CBM-MVD read-out



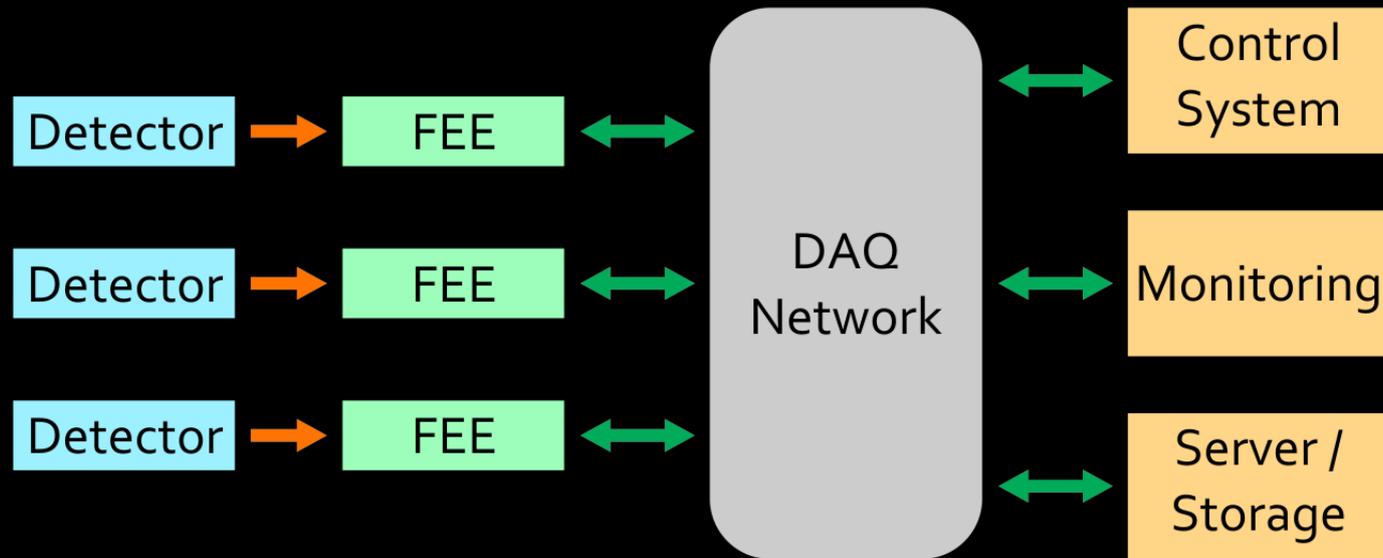
The HADES Detector @ GSI

- Spectrometer
 - 7 detector systems
 - 50k ADC channels
 - 30k TDC channels
- DAQ System
 - 50 kHz trigger rate
 - 500 MByte/s
 - 500 Front-ends





Data Acquisition

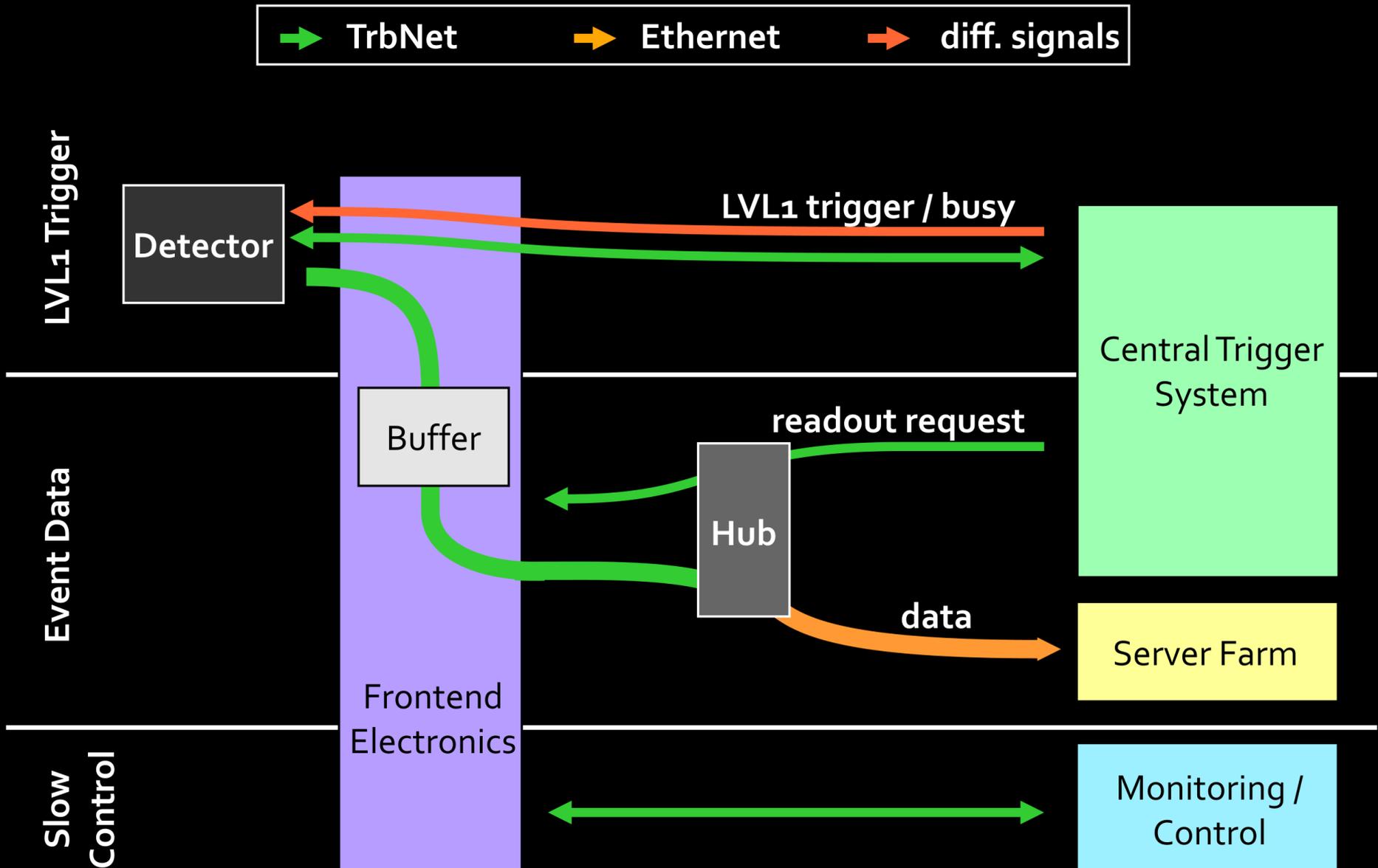


HADES DAQ network

- located inside detector
 - space constraints, optical network
- 50 kHz event rate in trigger-busy-release architecture
 - low latency (5us) triggers, asynchronous read-out
- uniform network for all sub-systems
 - code reuse, identical tools, easy maintenance

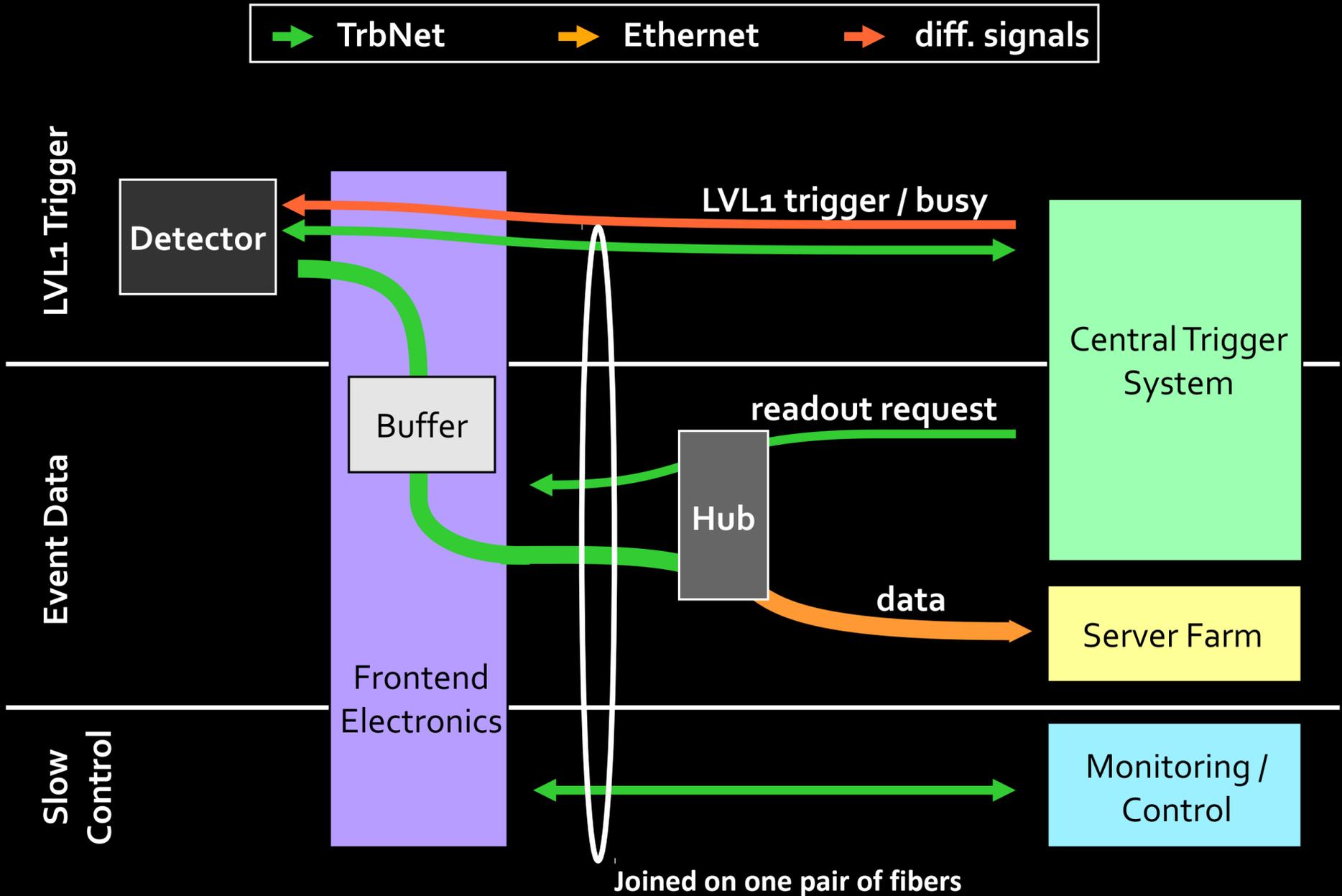


DAQ Network





DAQ Network



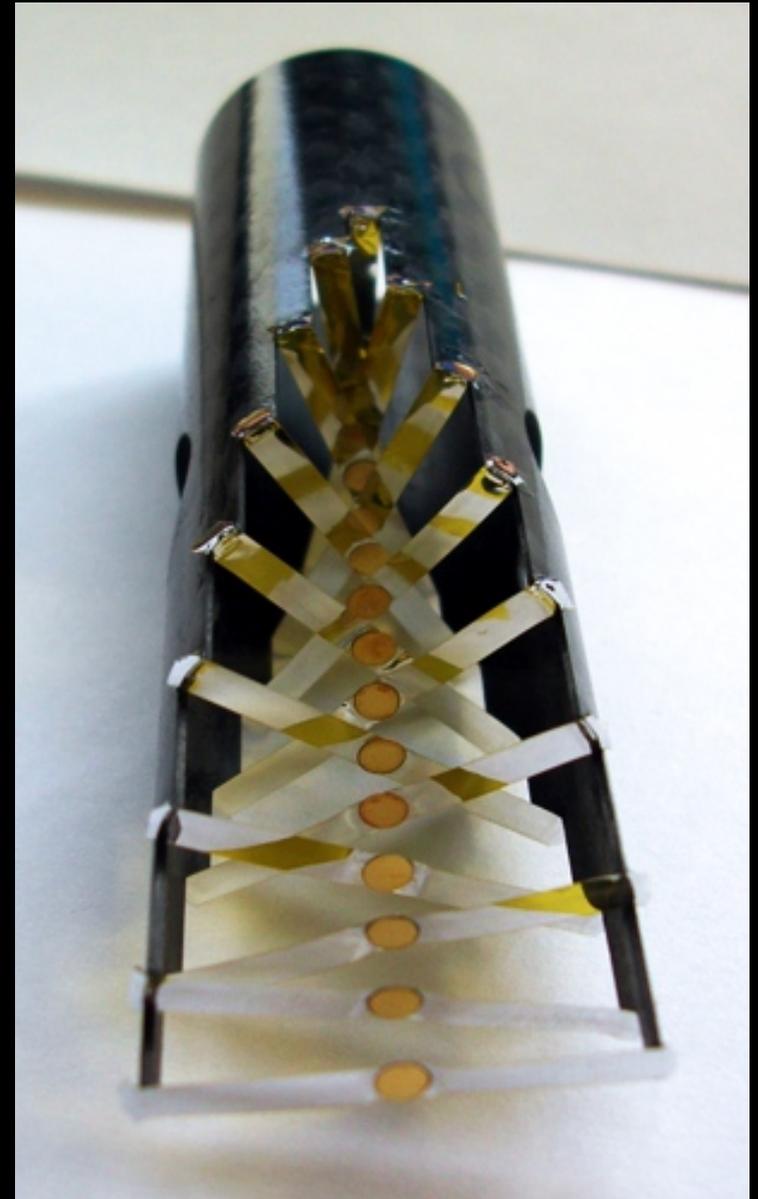


The April 2012 Beamtime

- Au target, 15-fold segmented, 1% interaction
- Au beam, 1.23 AGeV, 2 million ions/second

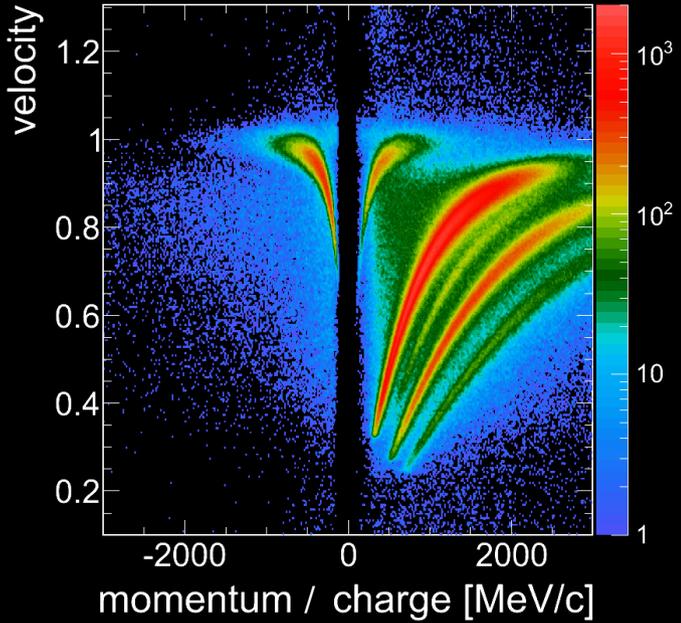
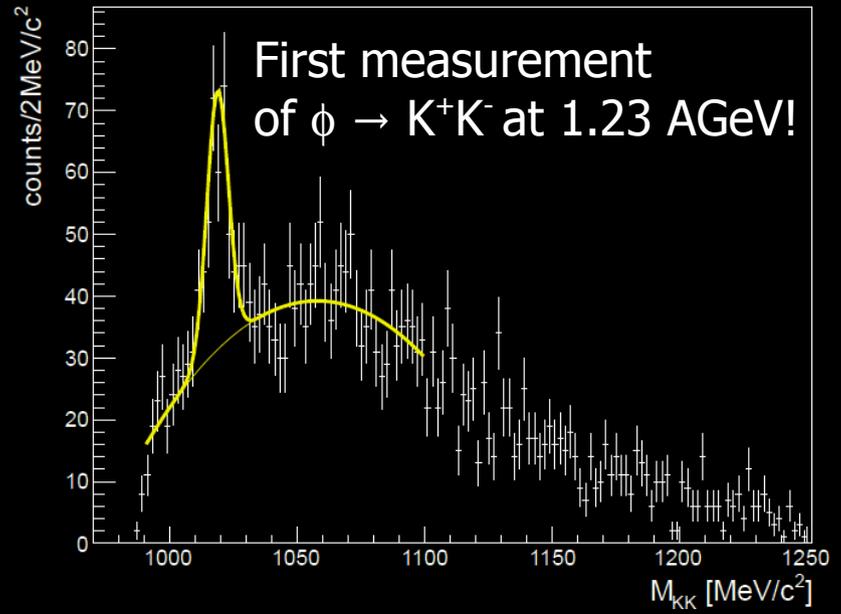
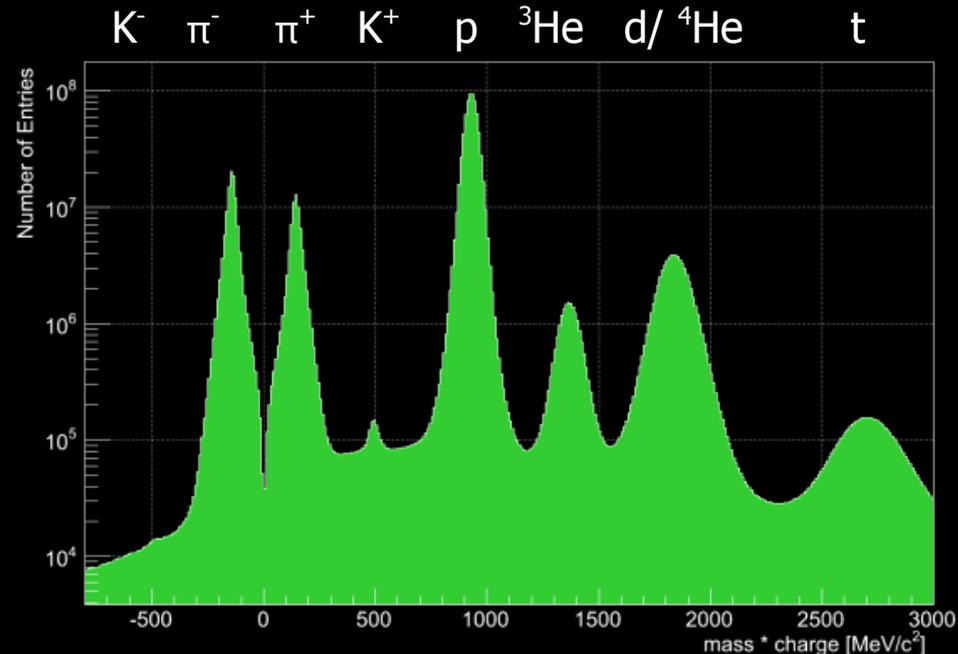
- Typical rates 150 MByte/s, 10 kHz
 - Limited by detectors
 - DAQ test: 500 MByte/s, 65 kHz

- 5 weeks
- Result: 140 TByte of data, 7.7 billion recorded events

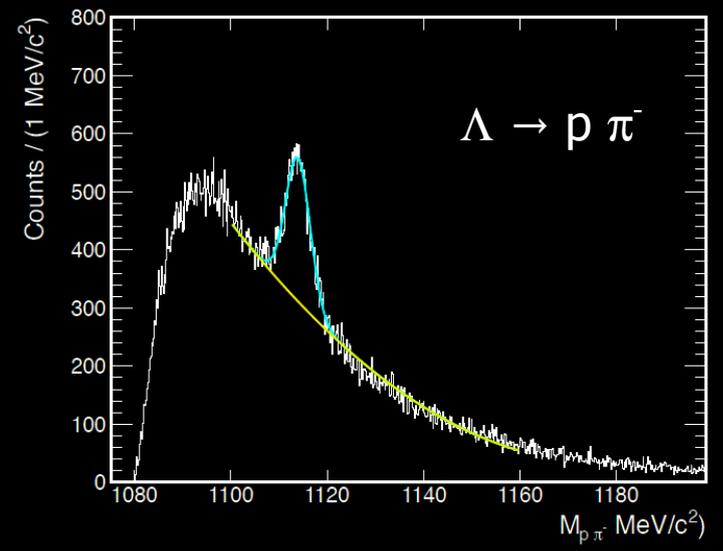




Au + Au (1.23 AGeV) = ?



Very preliminary!

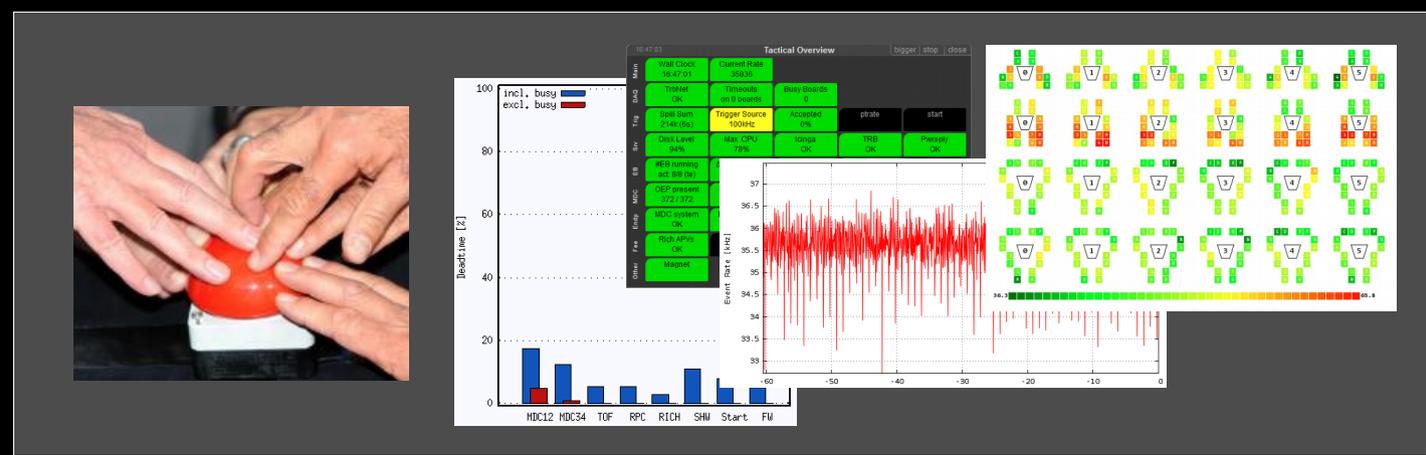




Status Visualization

- All Front-ends are individually adressable and contain a huge number of status and control registers
- Operators for 5-week beam-time are mainly non-experts
 - Intuitive GUI
 - Prepared automatic procedures
 - needed to assure fast handling of all error conditions

```
0x00000004 0x00000000 0x00000000 0x00000c00
0x00000100 0x00000000 0x00140020 0x0010de0b
0x00000000 0x00000000 0x00000000 0x00000000
0x00000000 0x00000000 0x00000000 0x00000000
0x0005a860 0x00000000 0x00819518 0x000009a4
0x003bcdfc 0x00408356 0x00000000 0x00000000
0x00000000 0x004d7132 0x00000000 0x03479216
0x00000000 0x00000000 0x00000002 0x00000000
0x8b2bae66 0x0000198f 0x003f4304 0x07ce9695
0x0039b414 0x0000951a 0x00000000 0x00000000
0x00000000 0x00000000 0x00000000 0x00000000
0x00000000 0x00000000 0x00000000 0x00000000
```





Tactical Overview

02:44:42 **Tactical Overview**

Main	Wall Clock 02:44:40	Current Rate 6946	Online QA		
DAQ	TrbNet OK	Timeouts on 0 boards	Busy 14.5%	Read-out	
Trig	Spill Sum 56k (13s)	Trigger Source M5/8C M20C	Accept. PT3 49% / 49%	PT3 / Start 11.5k/s / 0.62%	Start Count 1.9M / 16.0M
Srv	Disk Level 94%	Max. CPU 27%	Icinga OK	TRB OK	Pwrsply OK
EB	#EB running act: 8/8 (be)	ΔRate EB-CTS 94 (1%)	Data Rate 132 MB - 19 kB	#Evt Discarded 0	#Evt w/ errors 0 (0.0%)
MDC	MBO Reinit	MBO w/o data	Temperature 66/62/60/58	Link Errors	Voltages 25 warnings
Endp	MDC system OK	RICH system OK	TOF system OK	RPC system OK	Sh/FW/SV/CTS OK
Fee	Rich APVs	TRB TDC	FEE Error	Trg. Inputs	Trigger
Other	Magnet	Speech Output running	Shower OK	RICH HV 116 nA	MDC HV

Trig-Start Count (02:44:41): OK
Start counts per second 1.9M/s - Start counts per spill 16.0M

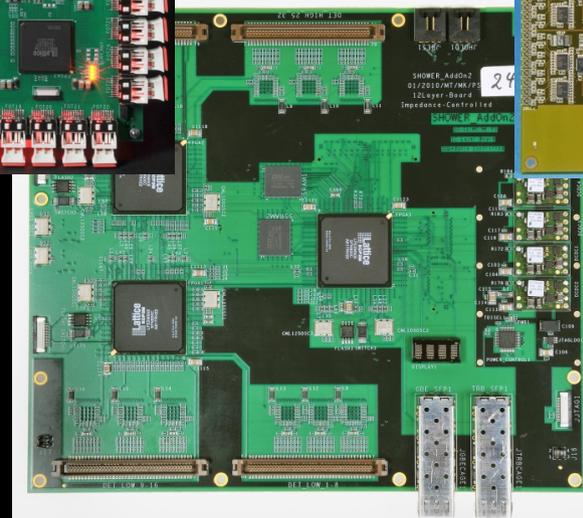
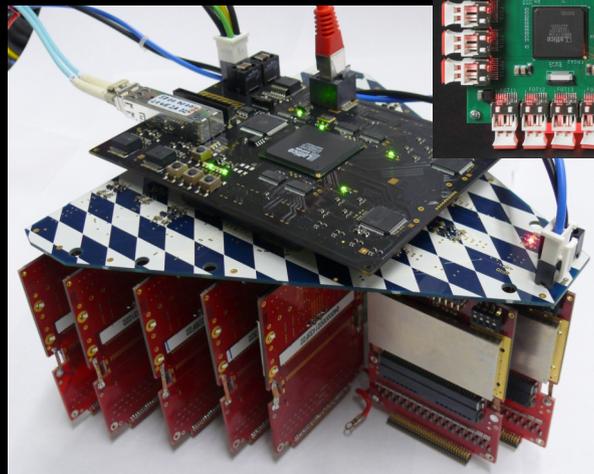
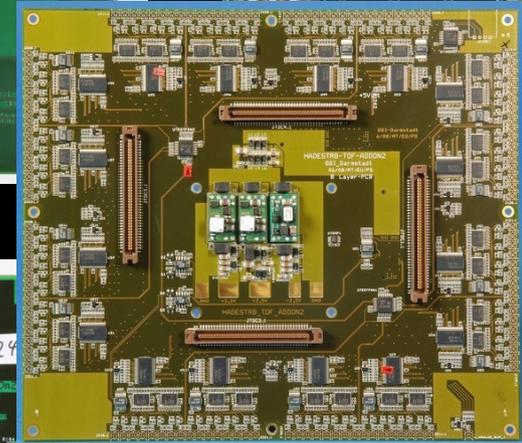
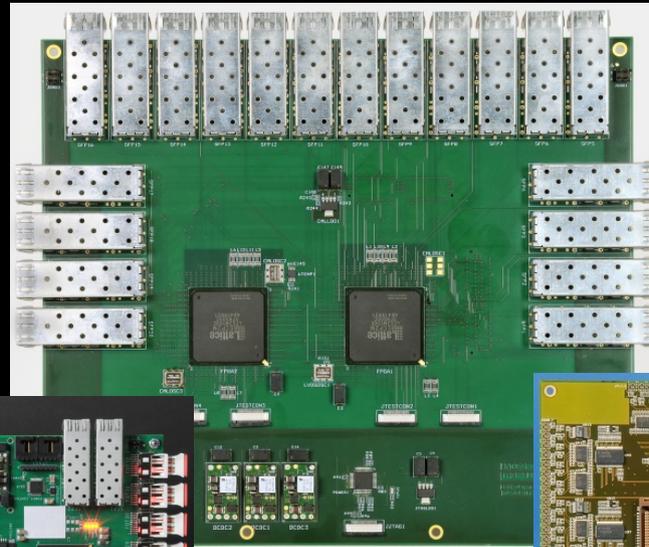
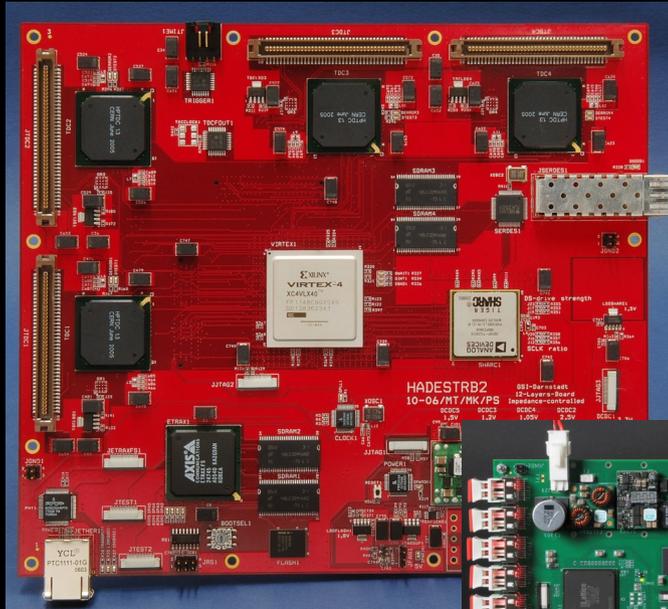
15:44:51 **Tactical Overview** [bigger](#) [stop](#) [close](#)

Main	Wall Clock 15:44:49	Current Rate 0	Online QA Not found		
DAQ	TrbNet OK	Timeouts on 15 boards	Busy 0.0%	Read-out	
Trig	Spill Sum No Spills	Trigger Source	Accept. PT3 0% / 0%	PT3 / Start 0/s / 0.00%	Start Count 0 / 0
Srv	Disk Level 94%	Max. CPU 6%	Icinga Problem	TRB Problem	Pwrsply Problem
EB	#EB running act: 0/0 (-)	ΔRate EB-CTS 0 (-%)	Data Rate 0 MB - 0 kB	#Evt Discarded 0	#Evt w/ errors 0 (0.0%)
MDC	MBO Reinit	MBO w/o data	Temperature 65/70/57/57	Link Errors	Voltages 45 warnings
Endp	MDC system 27 missing	RICH system OK	TOF system OK	RPC system OK	Sh/FW/SV/CTS OK
Fee	Rich APVs	TRB TDC	FEE Error	Trg. Inputs	Trigger
Other	magnet	Speech Output running	Shower OK	RICH HV 0 nA	MDC HV

Other-MDC HV (15:44:49): OK
No OEP is out-of-order and sending the invalid data flag due to low HV



Electronics built for HADES

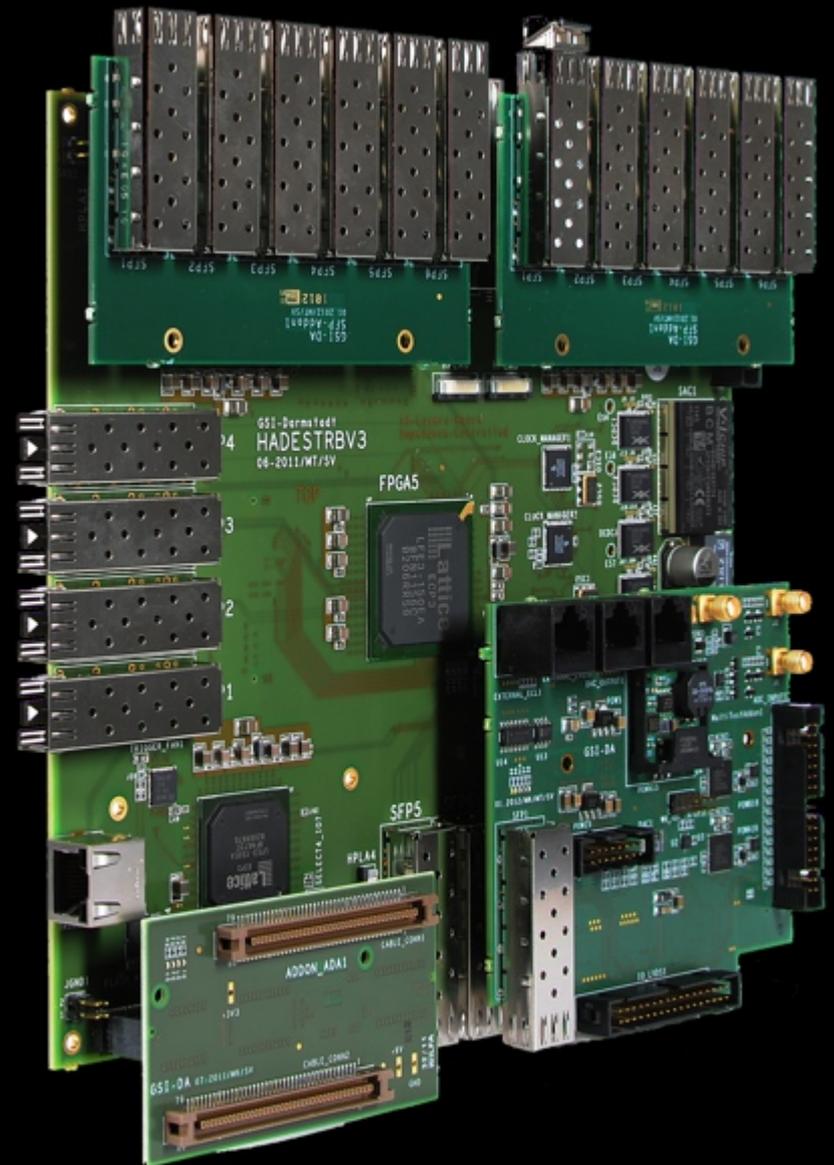


Based on the experience building new FEE hardware for HADES...



New Versatile Platform: TRB3

- Multi-purpose FPGA platform
- Extension via AddOn-Boards
- 200 I/O per FPGA
- Full control via GbE
 - Stand-alone operation
 - Read-out & Slow-Control
 - Inter-FPGA communication via TrbNet
- Internal trigger system
 - many trigger options
 - connection to other DAQ systems
- Fully scalable to any number of boards



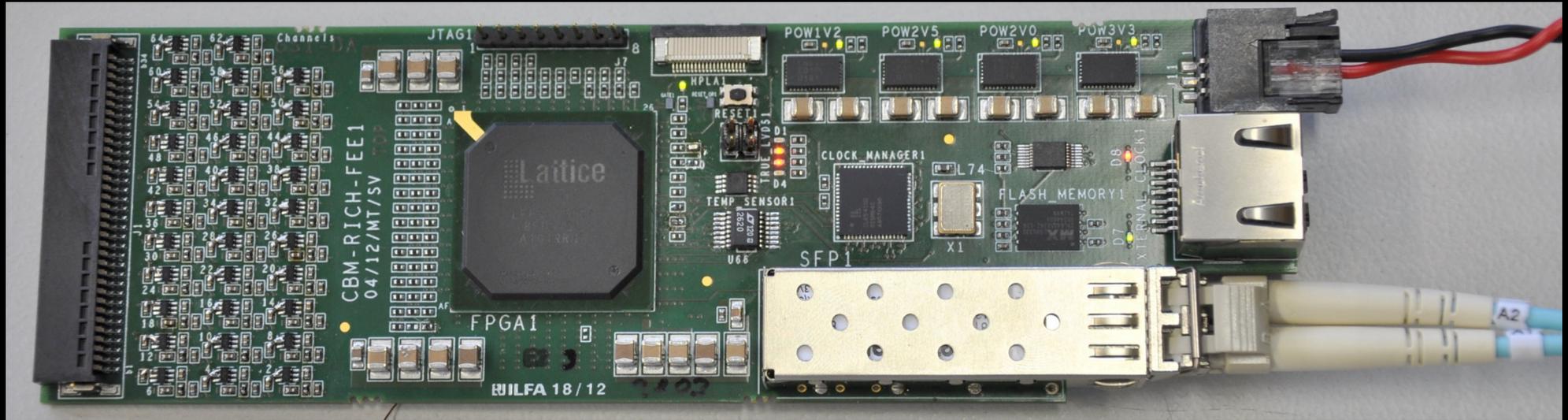
In use / planned to be used / evaluated
by many groups:

- HADES (Start, Pion-Tracker)
- CBM (RICH, TOF, PSD, MVD)
- PANDA (Barrel/Disc-DIRC, STT)
- A2 (Crystal Ball/TAPS)

...



CBM-RICH (Nov 12)



Amplifiers

FPGA with
65 TDC ch.

indiv. thresholds

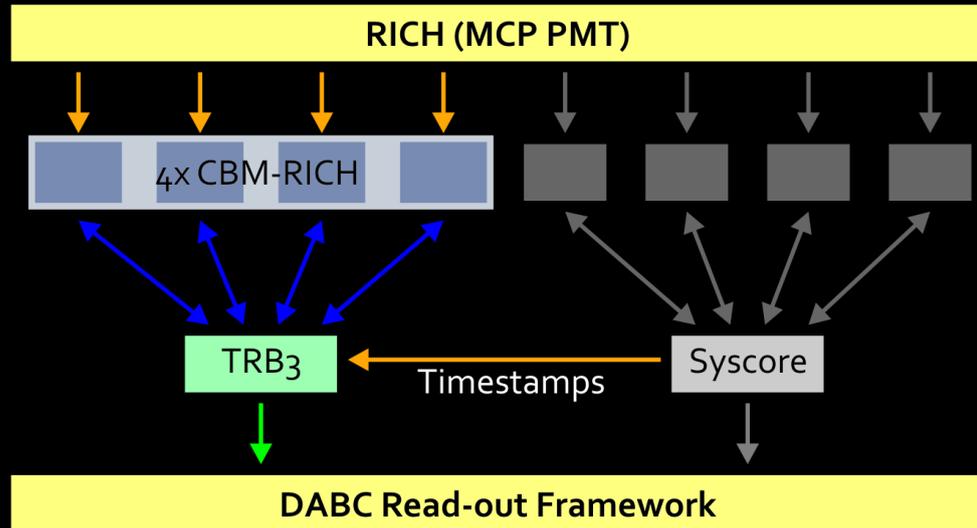
power supply
optical 2 GBit/s link

- CBM-RICH prototype test @ CERN PS
- very short development time:
6 months from schematics to beam-test
- 64 channel PMT read-out
 - 5x16 cm to be plugged on
the back of an MCP-PMT
- optical link to TRB3
 - synchronization to DABC read-out of CBM-TRD
 - send data via GbE

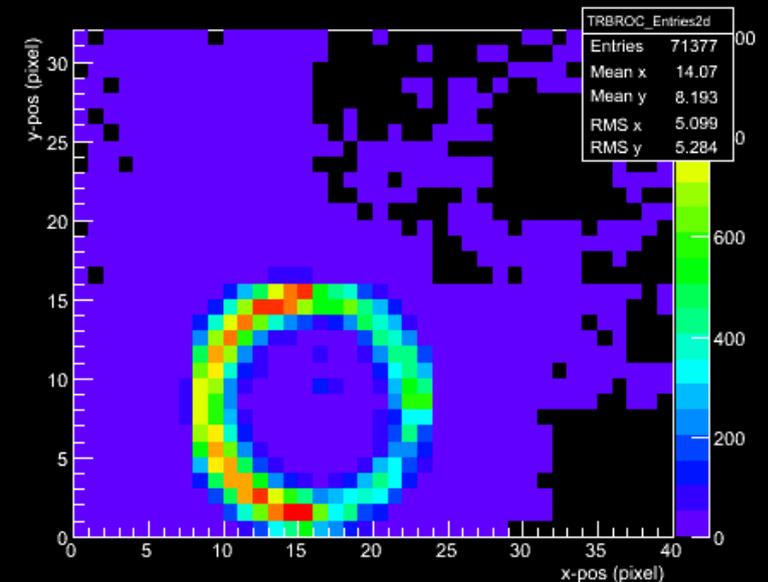
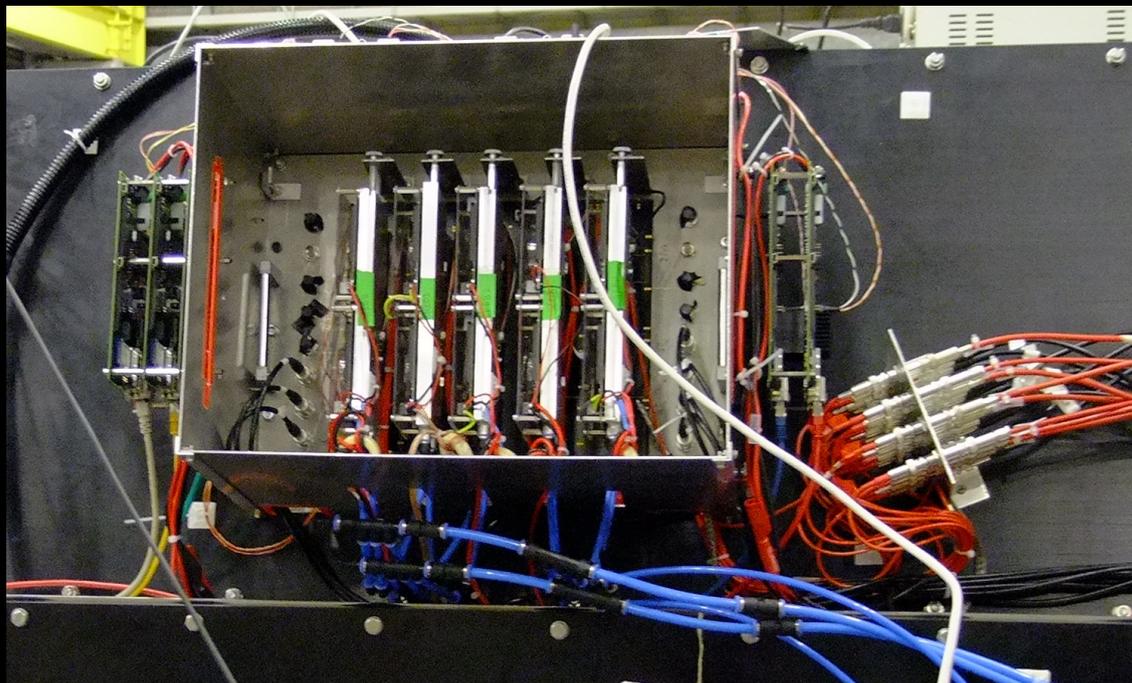
More about hardware: Next talk by Cahit Ugur



CBM-RICH Setup



- Combined system to test different front-end hardware
- Full system run synchronized
- Data combined on-line
- TRBnet in quasi-free-running mode
 - triggered for coordinated read-out
 - recording data full time





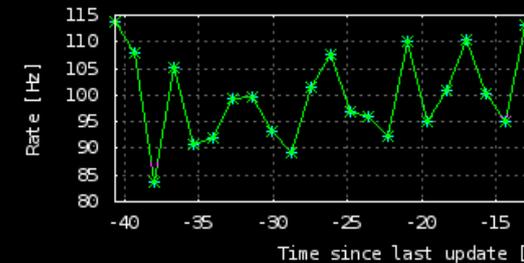
Control System

- Control & Monitoring of the TRB3-integrated trigger system
- Full control via web interface

Central Trigger System

- Status overview

Counter	Counts	Rate
Trigger asserted	1215509051 clks.	104.46 s ⁻¹
Trigger rising edges	7691389 edges	104.46 Hz
Trigger accepted	11432020 events	104.46 Hz
<hr/>		
Last Idle Time	230120 ns	
Last Dead Time	1300 ns	769.23 KHz



- Trigger Channels

#	Ena	Assignment	Trigger Type	Current Rate	#	Ena	Assignment	Trigge
0	<input type="checkbox"/>	Trigger Input 0	0x1_pysic	0.00 Hz	8	<input type="checkbox"/>	Periodical Pulser 0	0x1_p
1	<input type="checkbox"/>	Trigger Input 1	0x1_pysic	0.00 Hz	9	<input type="checkbox"/>	Periodical Pulser 1	0x1_p
2	<input type="checkbox"/>	Trigger Input 2	0x1_pysic	0.00 Hz	10	<input type="checkbox"/>	Periodical Pulser 2	0x1_p
3	<input type="checkbox"/>	Trigger Input 3	0x1_pysic	0.00 Hz	11	<input type="checkbox"/>	Periodical Pulser 3	0x1_p
4	<input type="checkbox"/>	Coincidence Module 0	0x1_pysic	0.00 Hz	12	<input checked="" type="checkbox"/>	Random Pulser 0	0x1_p
5	<input type="checkbox"/>	Coincidence Module 1	0x1_pysic	0.00 Hz	13	<input type="checkbox"/>	unconnected	0x1_p
6	<input type="checkbox"/>	Coincidence Module 2	0x1_pysic	0.00 Hz	14	<input type="checkbox"/>	unconnected	0x1_p
7	<input type="checkbox"/>	Coincidence Module 3	0x1_pysic	0.00 Hz	15	<input type="checkbox"/>	unconnected	0x1_p

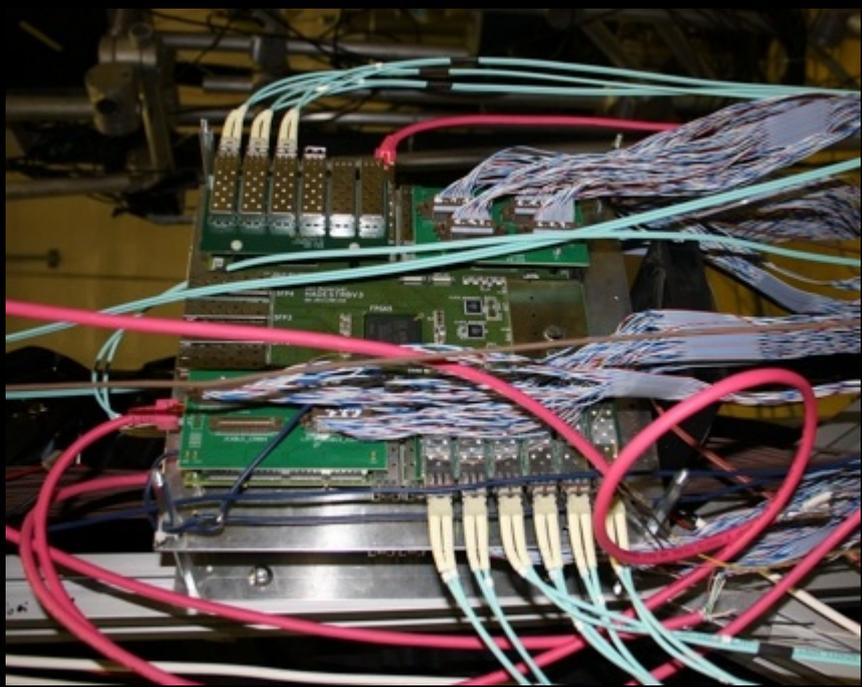
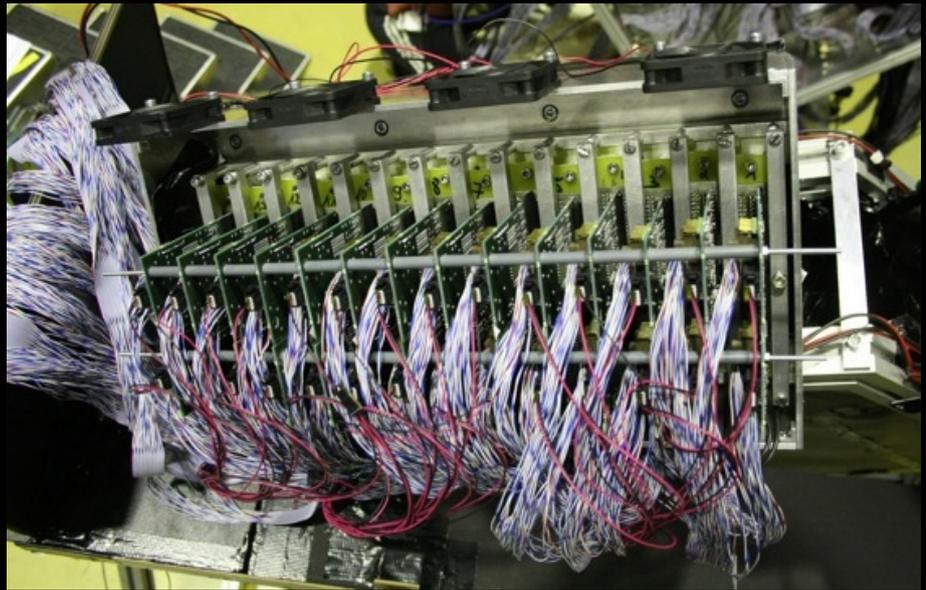
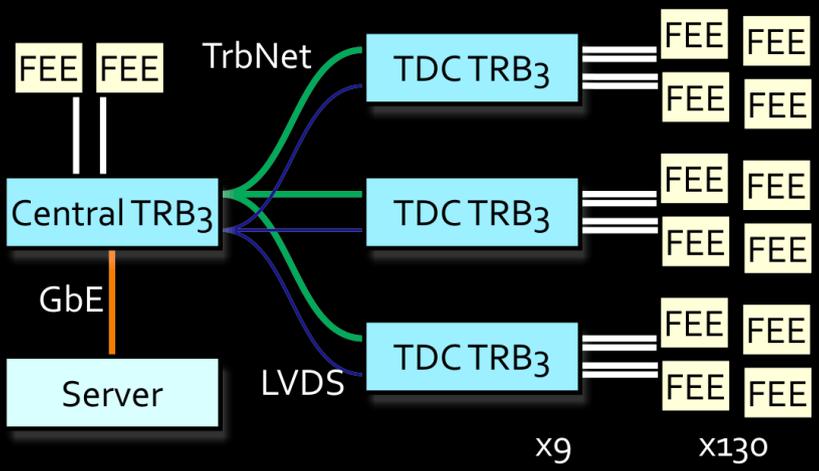
- Trigger Input Configuration and Coincidence Detectors

Input Modules						Coincidence Detectors		
#	Inp. Rate	Invert	Delay	Spike Rej.	Override	#	Window	Coin Mask (3:0)
0	0.00 Hz	<input type="checkbox"/>	0 ns	0 ns	bypass	0	150 ns	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1	0.00 Hz	<input type="checkbox"/>	0 ns	0 ns	bypass	1	150 ns	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2	0.00 Hz	<input type="checkbox"/>	0 ns	0 ns	bypass	2	150 ns	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	0.00 Hz	<input type="checkbox"/>	0 ns	0 ns	bypass	3	150 ns	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

- Pulsers



PANDA Disc-DIRC



Univ. Erlangen (Adrian Schmidt)
test experiment @ Cosy November 2012

2600 TDC channels + beam hodoscope
Fully stand-alone system





PANDA

- Several detector groups of Panda already use TRB-based hardware
 - in test setups running with TrbNet
- Can parts of the final DAQ be run with TrbNet?



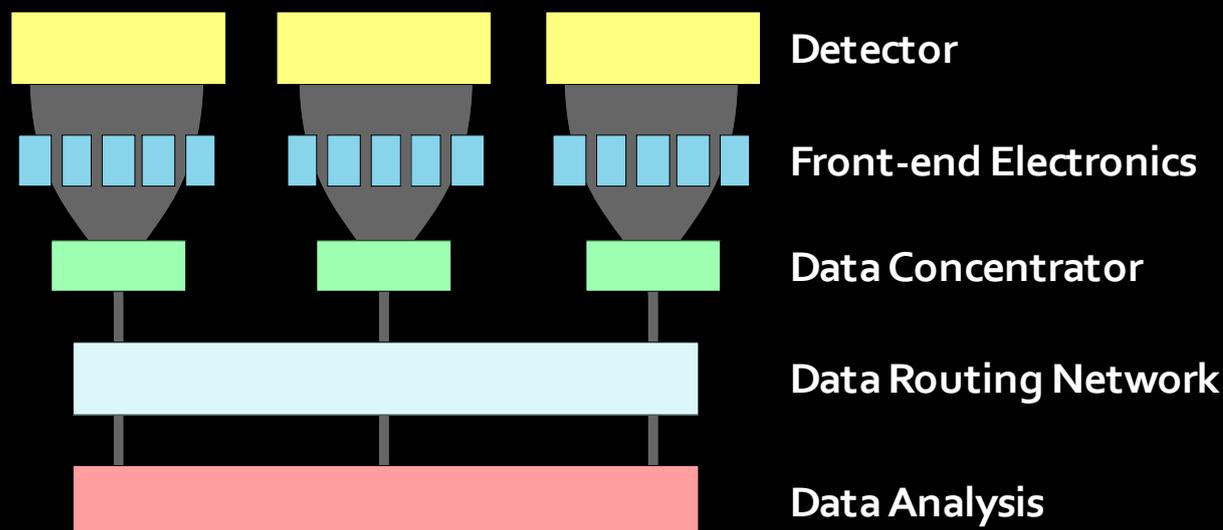
SODAnet for PANDA: Requirements

Synchronous messages

- Reach all read-out controllers with small offset (ideal: < 10 ns)
- High timing accuracy (most systems: jitter < 100 ps)
- Synchronize to beam structure in storage ring (2 μ s beam + 0.4 μ s break)
 - Distribute common burst number
- Send control messages (start, stop, calibration...)

Slow-Control

- Debugging & status reporting
- Online configuration...





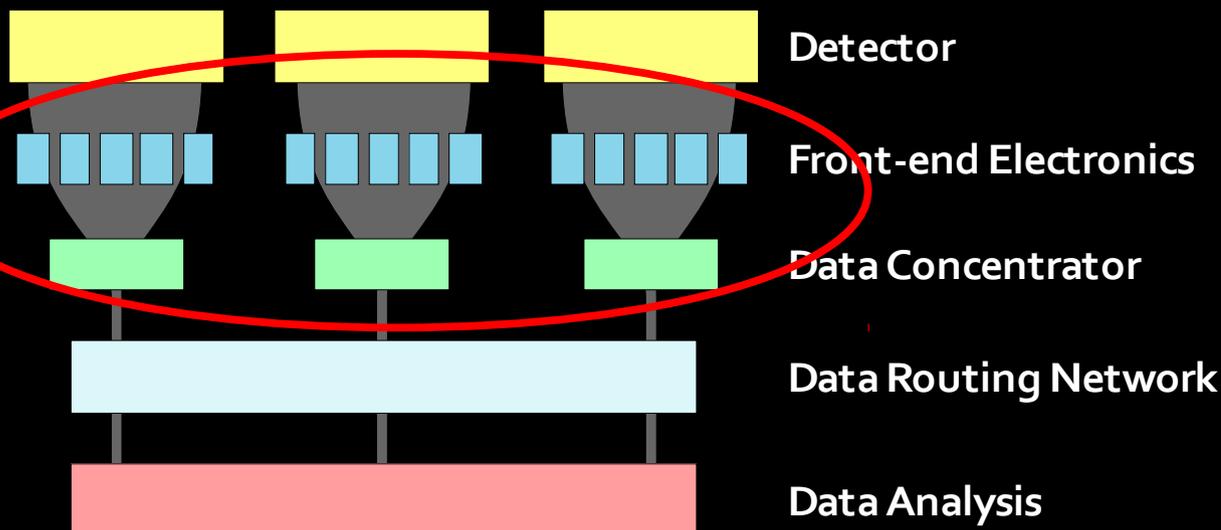
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 - Distribute common burst number
- Send control messages (start, stop, calibration...)

Slow-Control

- All boards accessible for debugging & status reporting
- On-line configuration of read-out, pre-processing modes...

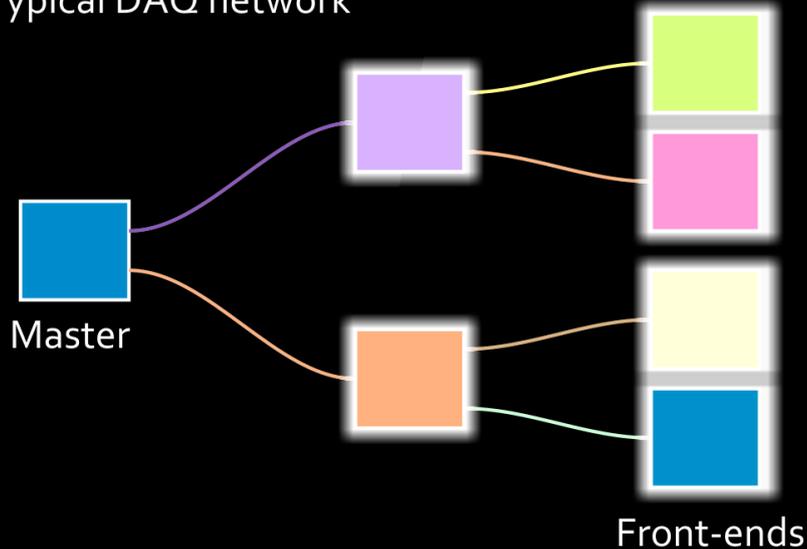


=> Can be based partly on TrbNet

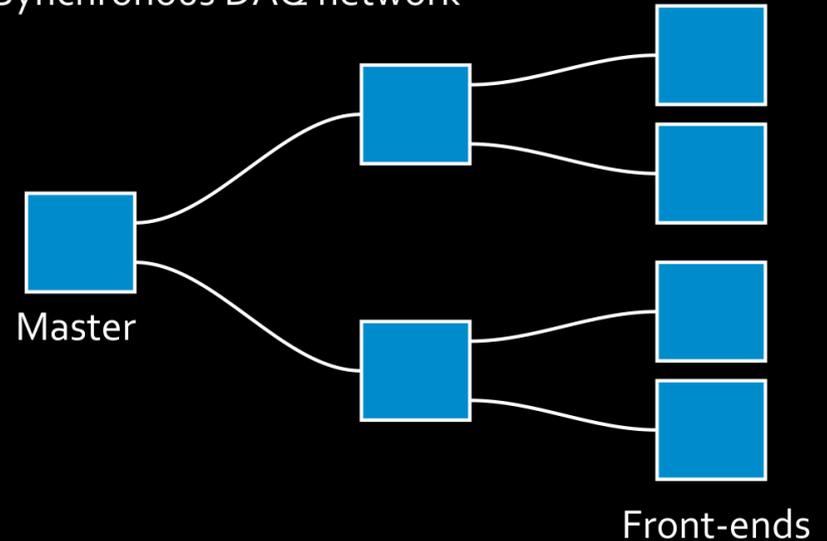


Synchronous Networks

Typical DAO network



Synchronous DAO network



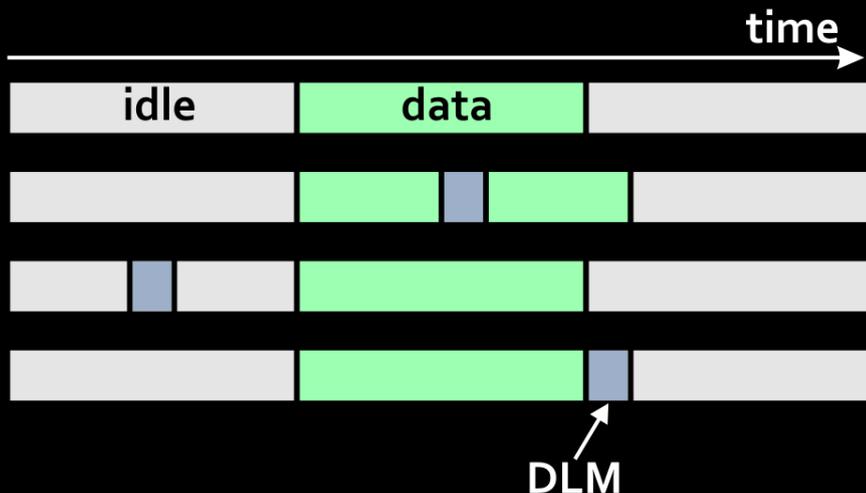
- Usual network (as in HADES)
 - all components run independently
 - buffers within data stream
 - high-level features to "make life easier"
- delays change over time
 - precision ~ 100 ns
 - external signals for synchronization

- Deterministic network
 - run all boards with the same clock
 - remove all non-determinism
- phase & latency between clocks unknown, but constant
 - can be corrected off-line
 - precision (jitter) < 100 ps



Synchronous Messages

- Have a look on the implementation in CBMnet, because:
 - Combination of TrbNet with CBM infrastructure necessary, e.g. for CBM-MVD
 - It is available and thoroughly tested
- Insert a defined data word at any time into the data stream
 - Special words can not appear anywhere else in the data
 - "Deterministic Latency Message" (DLM)
 - Restrict to 16 defined messages → possibility to correct single bit errors



K27.7 8b Data
16 bit

- Reuse existing definitions:
 - development work only needed once
 - easier combination of mixed networks



SODA Messages

- Define two types of messages, each with 32 Bit payload
 - "Start of burst" to mark the beginning of each super-burst (16 bursts)
 - number of super-burst used to identify data
 - sent in fixed intervals
 - "Control" to select different operation modes, trigger calibration...
 - checksum to prove correctness of packet
 - can be sent at any time
- Link length measurement by returning messages
 - resolution: 4 ns (byte clock) is trivial, 400 ps (bit clock) should be possible
 - used for adjustment of delays in sending DLMs



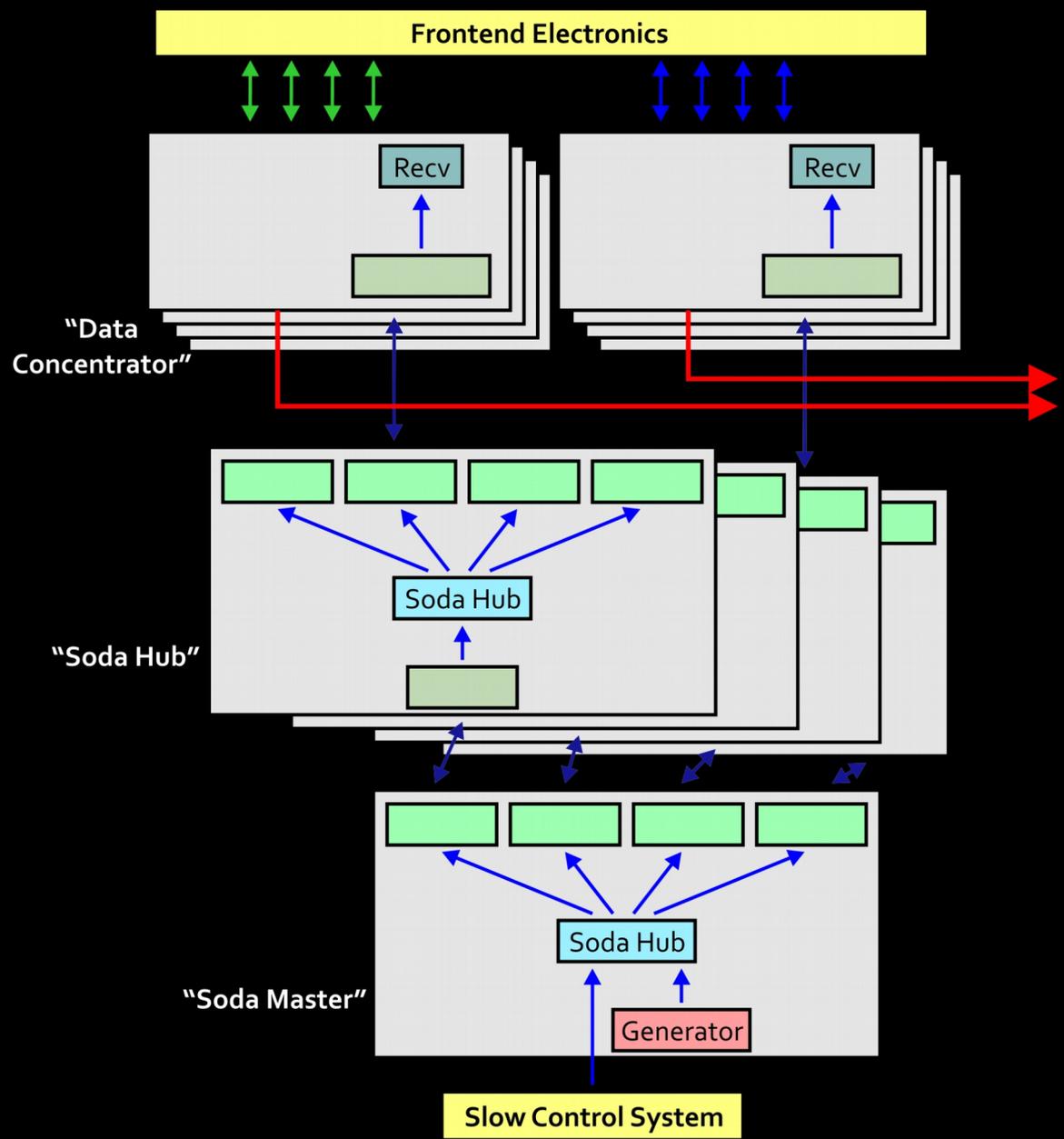
"Start of burst": 31 Bit super-burst number



"Control": 24 Bit for control tasks & checksum



SODAnet for PANDA

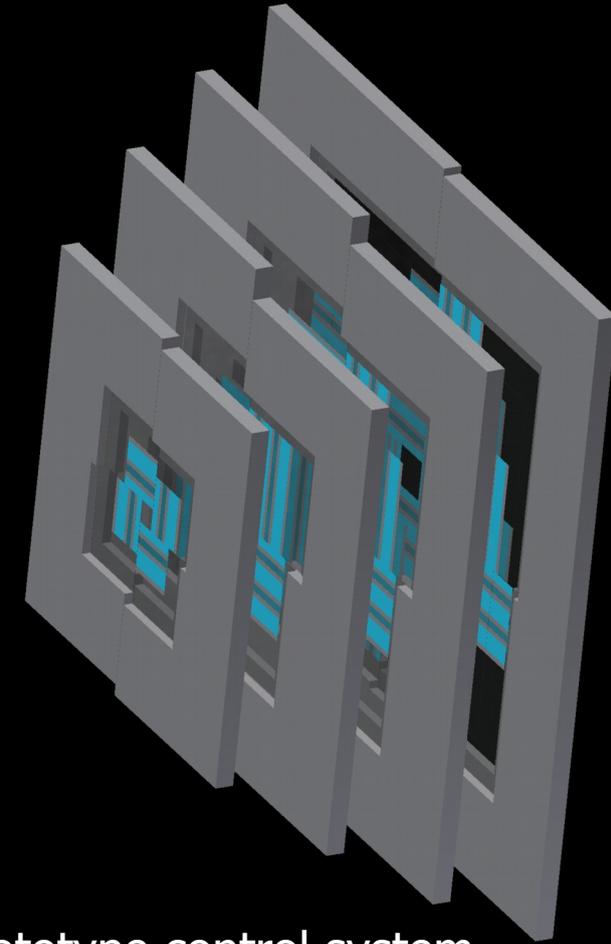
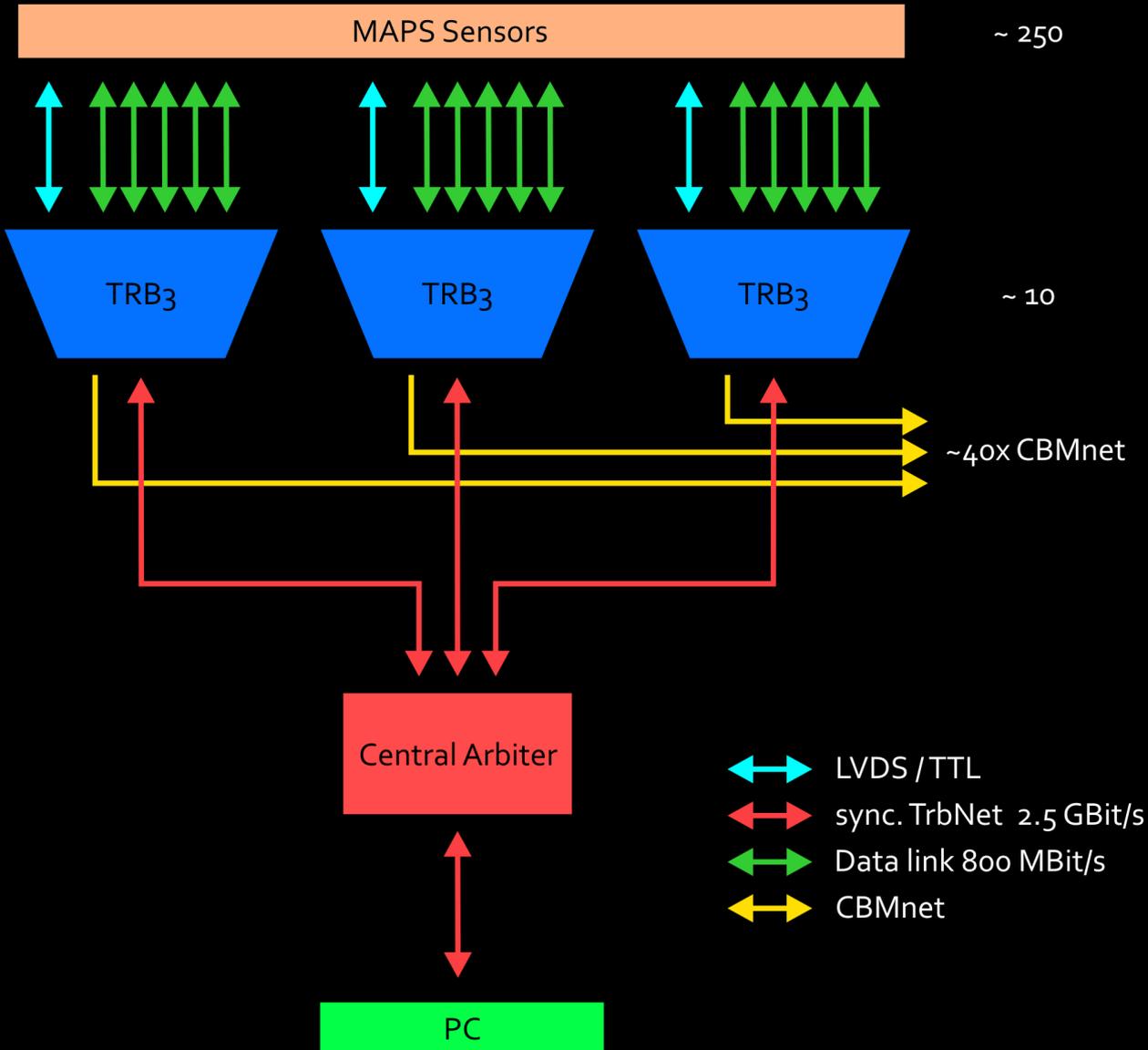


- TRB3 will be used as platform:
 - Soda Hub & Master
 - some Data Concentrators
 - some Frontends

- Network Protocol
 - TrbNet as basis for data transport and slow-control
 - SODA messages added
 - Concentrator → Eventbuilding: not yet decided, GbE?



CBM-MVD



Cur. prototype control system runs with TrbNet,

may be replaced with CBMnet + additional slow-control features later



Timescales

Work based on existing systems gives fast results:

- CBM-RICH
 - First idea: January
 - Board fabrication: April
 - Beamtest: November
- Panda SODA
 - January: DAQ workshop
 - Decision: Use TrbNet as basis for SODA
 - February:
 - Bi-directional communication in synchronous FPGA network
 - Validation of fixed-latency of messages
 - April (planned)
 - Finish first implementation of Soda message master & receiver
 - Test automatic link latency measurements
 - No full-time worker on this project!



The TRB3 "Collaboration"

- Hardware: Michael Traxler (GSI)
- TDC: Cahit Ugur (GSI)
- GbE: Grzegorz Korcyl (Krakow)
- CTS: Manuel Penschuck (Frankfurt)
- Data Network: Jan Michel (Frankfurt)
- Slow-Control Framework: Ludwig Maier (Munich)
- Data Unpacker: Matthias Hoek (Mainz)
- Event-Server: Jörn Adamczewski-Musch (GSI)
- DABC: Sergey Linev (GSI)

- and all the people...
 - ... who write there own additional code
 - ... who helped designing and implementing TrbNet
 - ... who were involved in the HADES DAQ upgrade
 - ... I forgot to mention



Conclusion

- The TRB3 platform is in use by many different groups and experiments
 - 70 TRB3 in operation up to now
- Trb3 and TrbNet are an easy-to-run solution to acquire data
 - both for small test setups and huge detector setups
 - compatible to other trigger systems
 - almost plug'n'play – few software parts to install, few cables to connect
- Rather small modifications are needed to adapt the HADES DAQ network to other FAIR experiments:
 - run as synchronous network
 - messages with deterministic latencies
 - free-running read-out
- The DAQ concepts for all FAIR experiments share many similar aspects
- Not everything needs to be as individual as it may seem



Next Generation Data Acquisition Systems for FAIR based on TrbNet

3rd Hic for FAIR Detector Systems Networking
Workshop



Next Generation Data Acquisition Systems for FAIR based on TrbNet

3rd Hic for FAIR Detector Systems Networking
Workshop

"Network networking makes your net work"







HADES DAQ System: Design Criteria

- Highly granular (500 FEE)
 - Placed directly on detector
 - Strong space constraints for electronics and cables
- High trigger rate (50 kHz)
 - Compatible to trigger-busy-release architecture
 - With asynchronous data transfer
 - Low latency transport of trigger information ($< 7 \mu\text{s}$ Trigger System - FEE)
- High Bandwidth (500 MByte/s)
- Simple Maintenance
 - High amount of reuseable code
 - Common architecture of all sub-systems

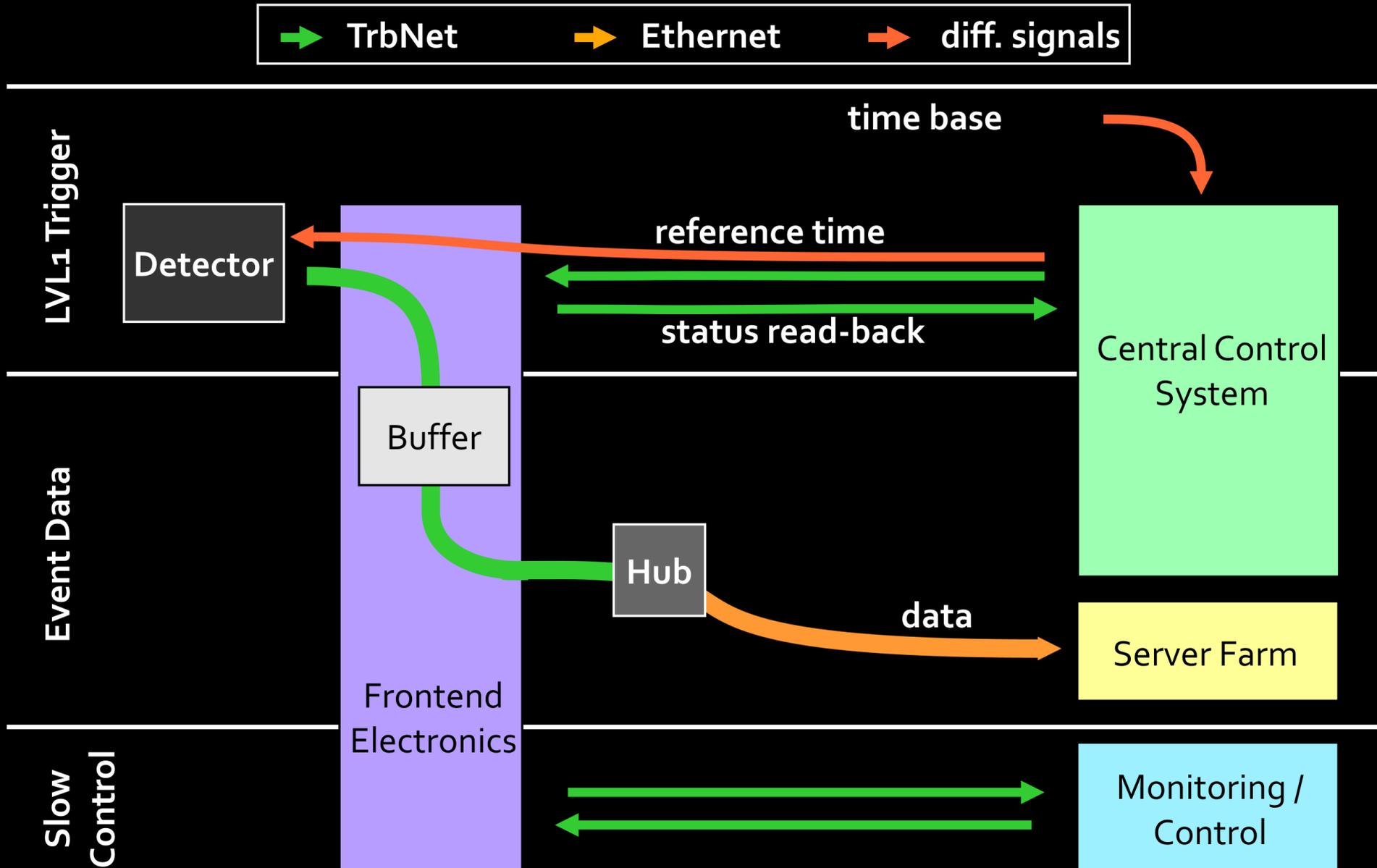


Triggerless Systems

- Conventional DAQ uses triggers
 - e.g. hand-shake between all sub-systems for each recorded event
 - robust
 - easy to handle, discrete data
- Introduces time overhead for each event
- Not usable in high rate experiments (PANDA, CBM ...)
- "Free running" architecture
 - all sub-systems continuously collect data
 - data streams are sent to computing farm
- Need for time stamping



Triggerless System





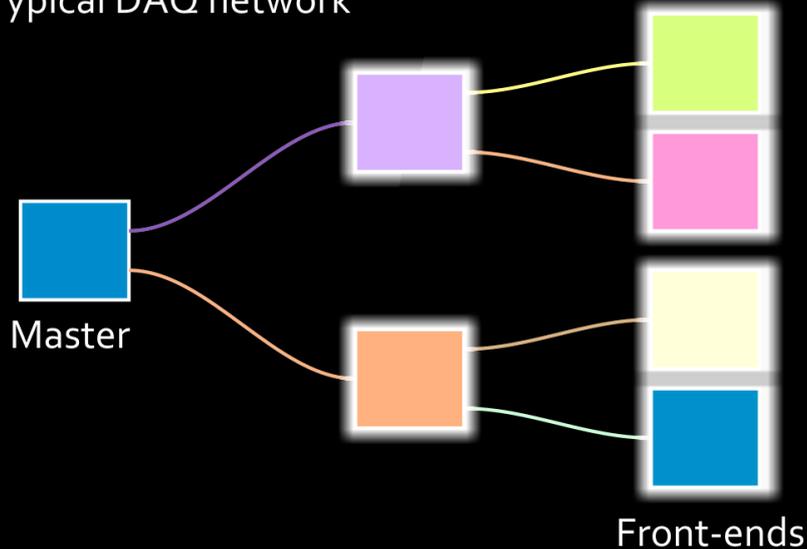
Time Synchronization

- Task: Multiple front-ends need a precise time reference to combine measurements from different parts of a detector
- Classical approach:
 - Put a dedicated cable to each board
- In densely packed detectors, any additional cable should be avoided
 - An optical link for data transport is available

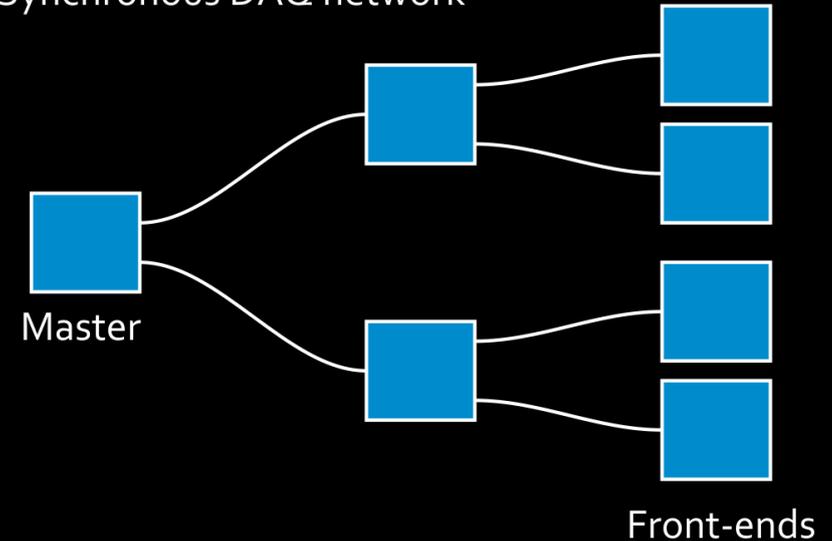


A high-speed serial link is not a cable

Typical DAO network



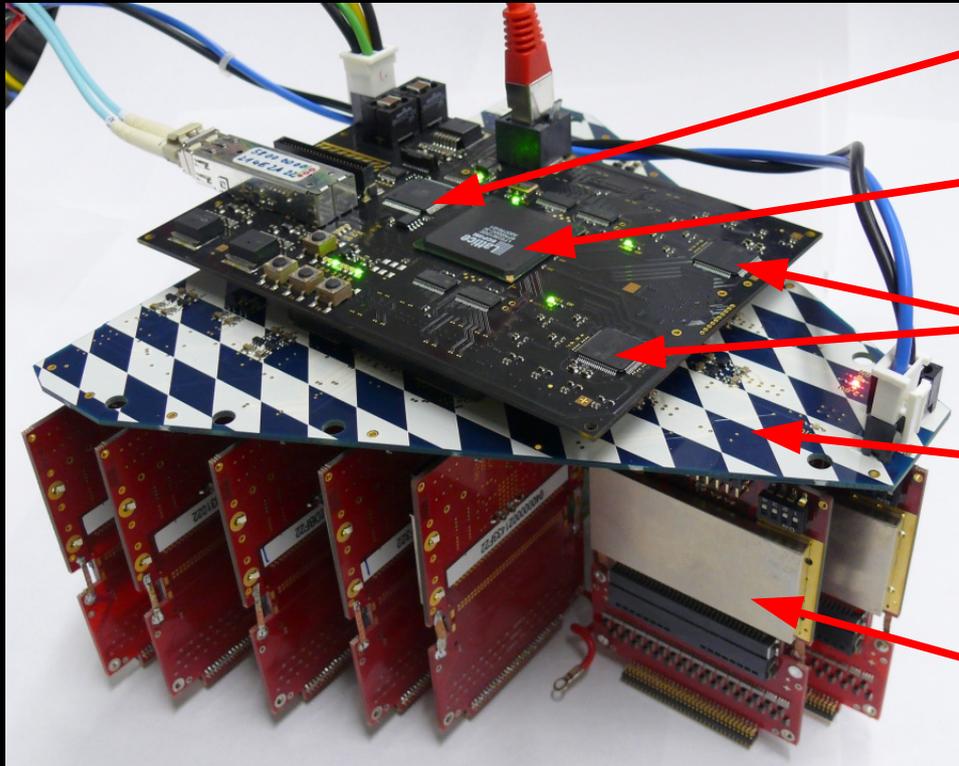
Synchronous DAO network



- Normal usage
 - data stream is recovered in each intermediate device
 - clock is extracted, data is parallelized
 - buffers in receivers for data
 - high-level features to "make life easier"
 - → delays change over time
 - precision ~ 200 ns
- Deterministic network
 - run all boards with the same clock
 - remove all non-determinism
 - → phase & latency between clocks unknown, but constant
 - can be corrected off-line
 - precision (jitter) < 100 ps



Typical Set-up

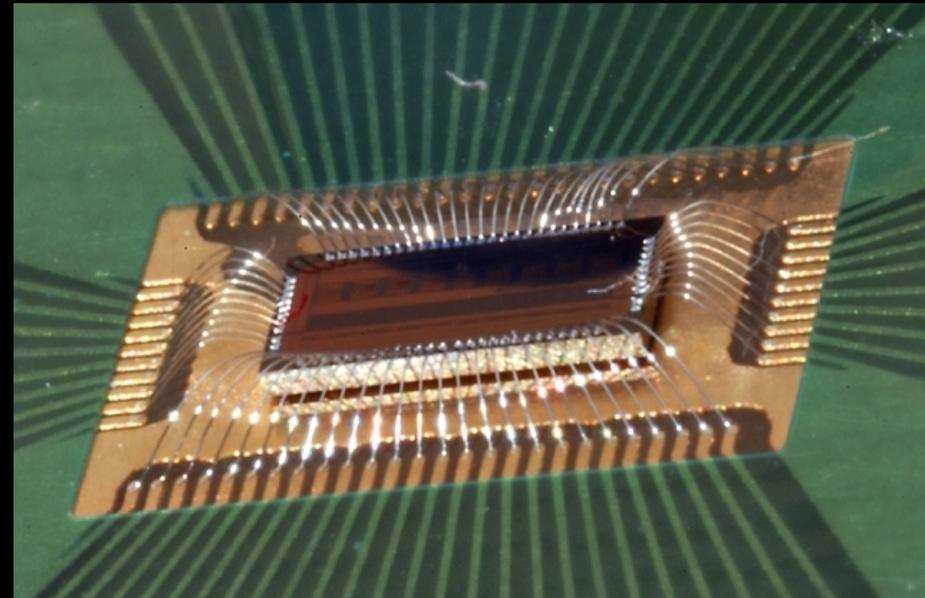


- Controller
- FPGA
- ADC
- Interconnection
- Signal Shaping & Amplification



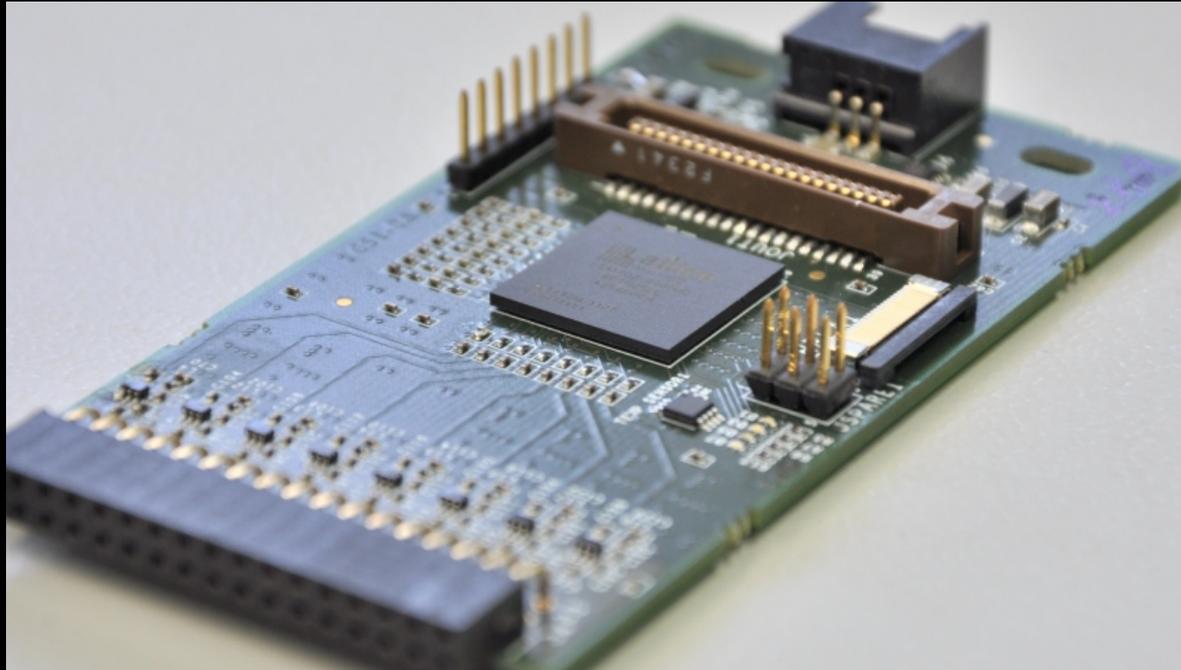
One step further

- Typically, FPGAs serve as digital data processors only
- Analog signals are handled by dedicated chips
- Many customized chips (ASIC) needed for our applications
 - **Very helpful for special applications** (e.g. designed for radiation hardness, tailored to specific constraints...)
 - Common disadvantages:
 - Very long design and production phase
 - Expensive due to low quantities
 - No big vendors, i.e. no guaranteed lifetime
 - Difficult to handle because of non-standard housings
 - If it's versatile, it doesn't fit perfectly





FPGA based signal processing



- 40x amplification
- adjustable thresholds
- digital signal shaping
- control via SPI:
 - temperature, input status, edge count, id, non-volatile memory, in-system programmable
- 16 channels
- component cost: 26 €
- power consumption: 1.2 W
- e.g. analog 500 μ V, 6 ns signals \rightarrow LVDS, 20 ns $\rightarrow \Delta t \sim 200$ ps



Conclusion

- FPGA are well-suited for common DAQ systems
- The flexible architecture allows to adapt to any front-end electronics
- By using FPGA in non-standard ways, one can
 - measure time
 - discriminate signals
 - measure analog properties with ADC, QDC
- Very flexible designs, easy to adapt to other requirements



Slow Control Features: Updates

- How to upgrade firmware in ~400 FPGA distributed all over the detector?
 - Connect flash ROMs to logic in FPGA
 - One command in software framework
 - 30s to program + 60s to verify (full system, ~500 MByte)
- Failsafe?
 - Dual-boot with "golden image"



```
> trbflash program 0xffffd bit/mdcoep_20120307a.bit
Found 372 Endpoint(s) of group MDC_OEP_V3
NAME: mdcoep_20120307a.bit
DATE: Wed Mar  7 22:30:59 2012

Start programming ImageFile
'bit/mdcoep_20120307a.bit'
Programming Endpoint(s) @ Address 0xffffd
Symbols:
  E: Erasing
  P: Programming
  @: Success
  ..: Skipped

Block: 0 1 2 3 4 5 6 7 8 9 A B C D E F
0      @ @ @ @ @ @ @ @ @ @ @ @ . . . .
1      . . . . . . . . . . . . . . @

Success

Verifying Endpoint(s) @ Address 0xffffd

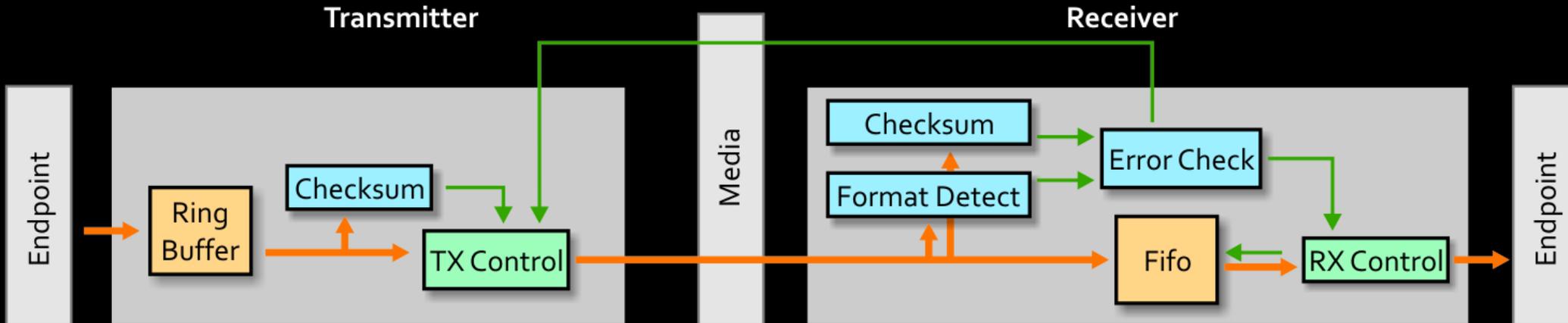
Block: 0 1 2 3 4 5 6 7 8 9 A B C D E F
0      @ @ @ @ @ @ @ @ @ @ @ @ . . . .
1      . . . . . . . . . . . . . . @

Success
```



Transmission Error Correction

- Optical transceivers show $BER > 10^{-4}$



- Error topology was even used to track down HV problems in TOF PMTs



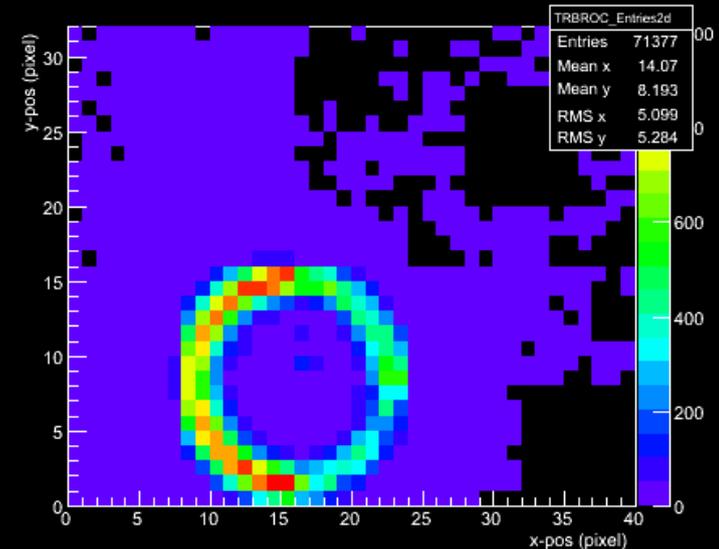
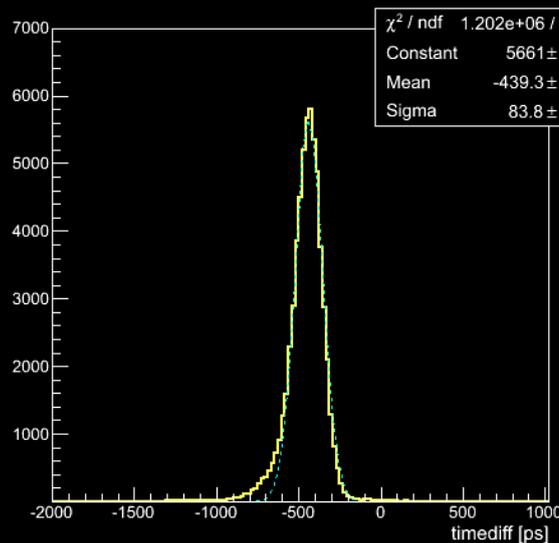


E.g. CBM-RICH

- CBM-RICH test-beam at CERN, Nov 12
- unfortunately only 84 ps time-resolution due to some layout errors
- Combined with DABC based read-out for other components

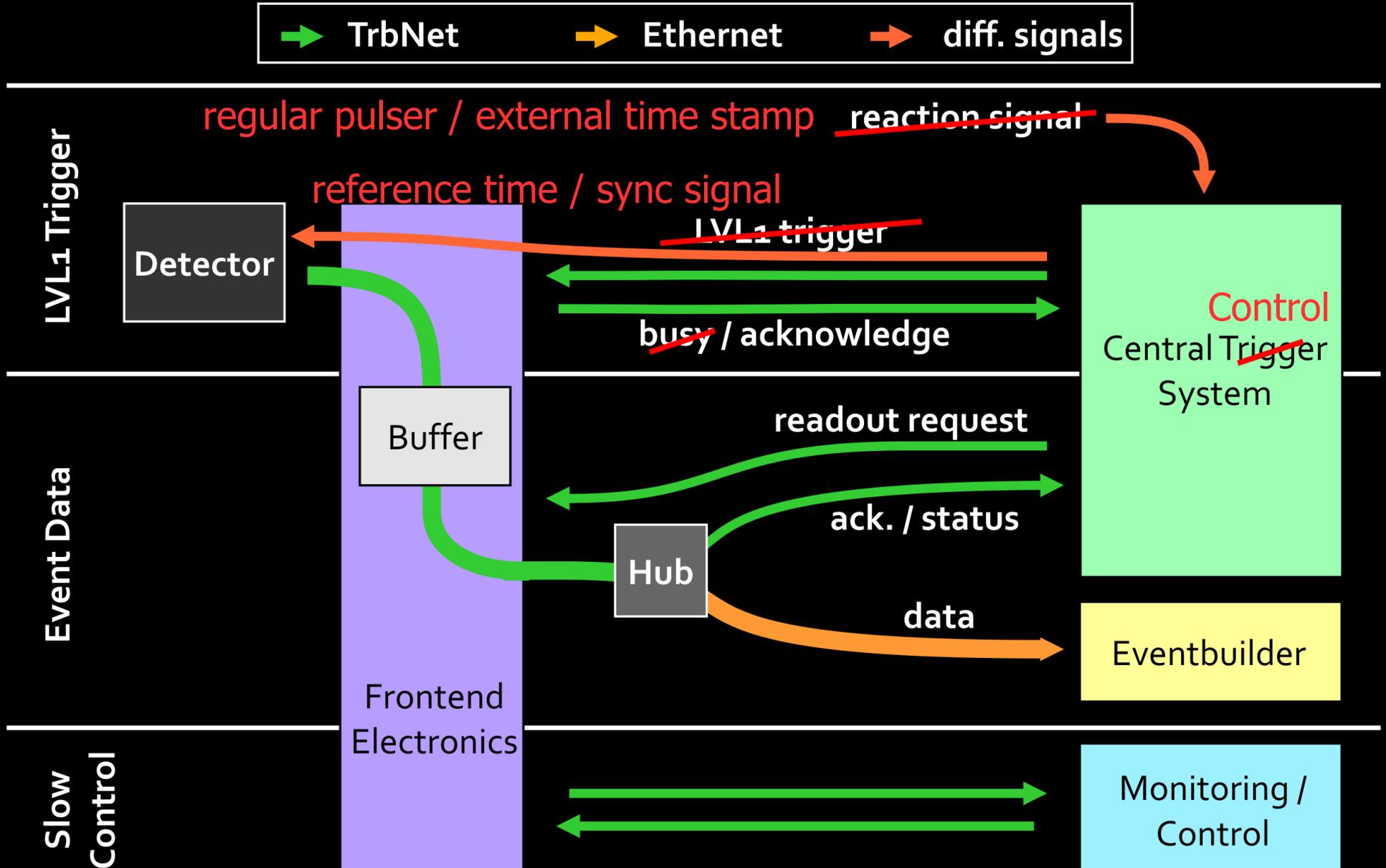


timediff ch51 - ch55





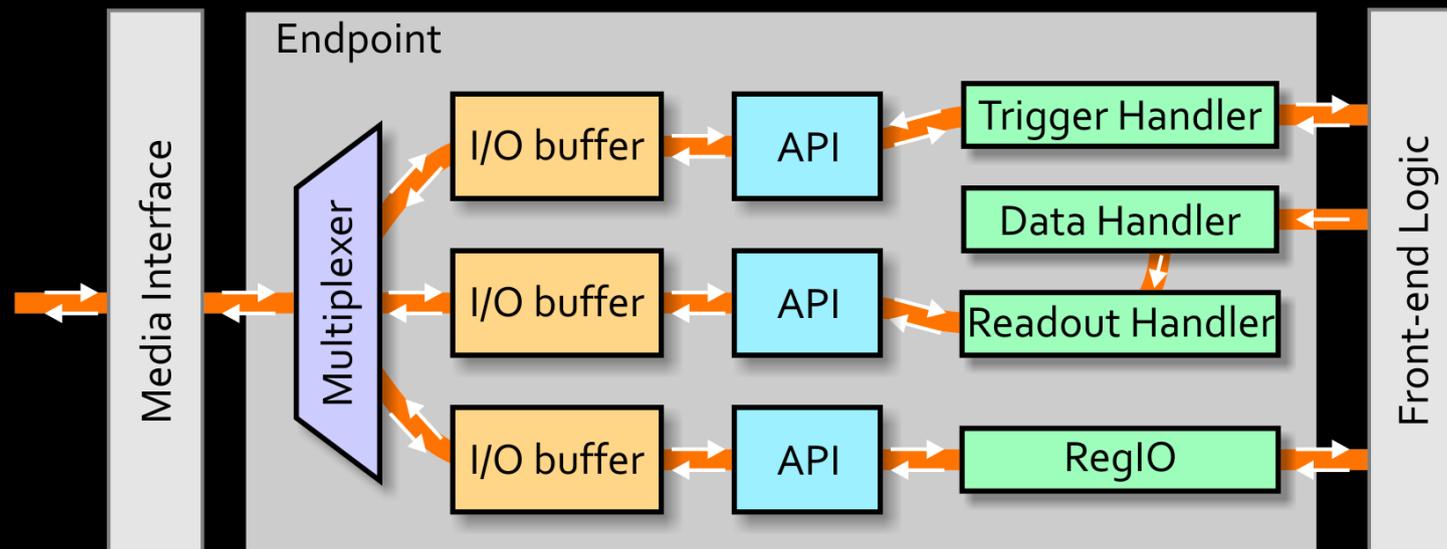
Triggerless?





The Network Endpoint

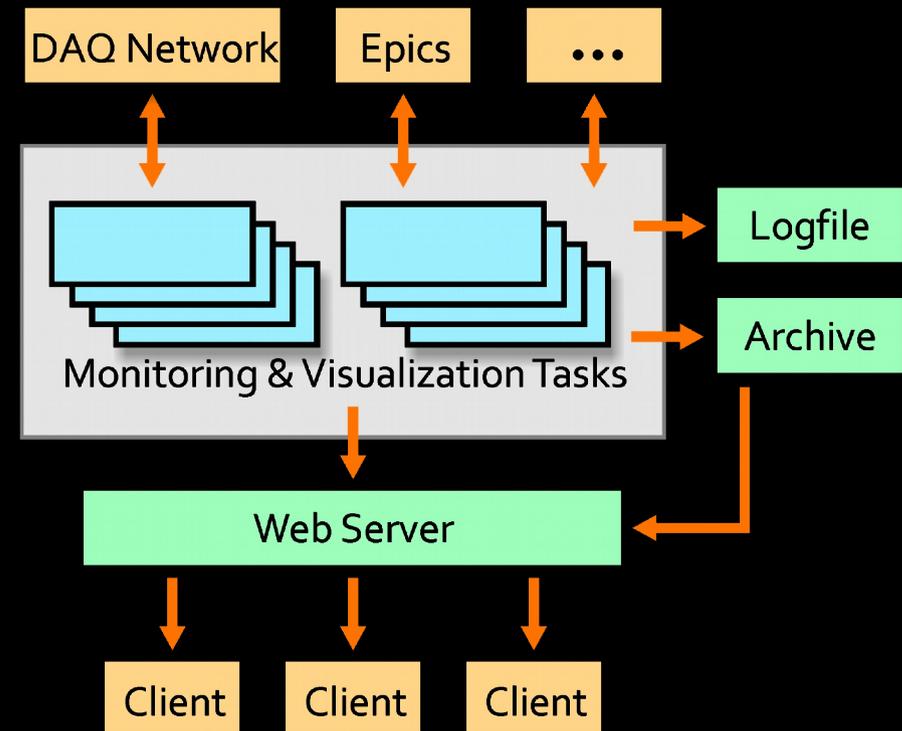
- All network entities are encapsulated
- the “user” only has to deal with few signals
 - Trigger information & status feedback
 - Data input
 - Slow control bus
- All buffering, read-out control, error checking is internal





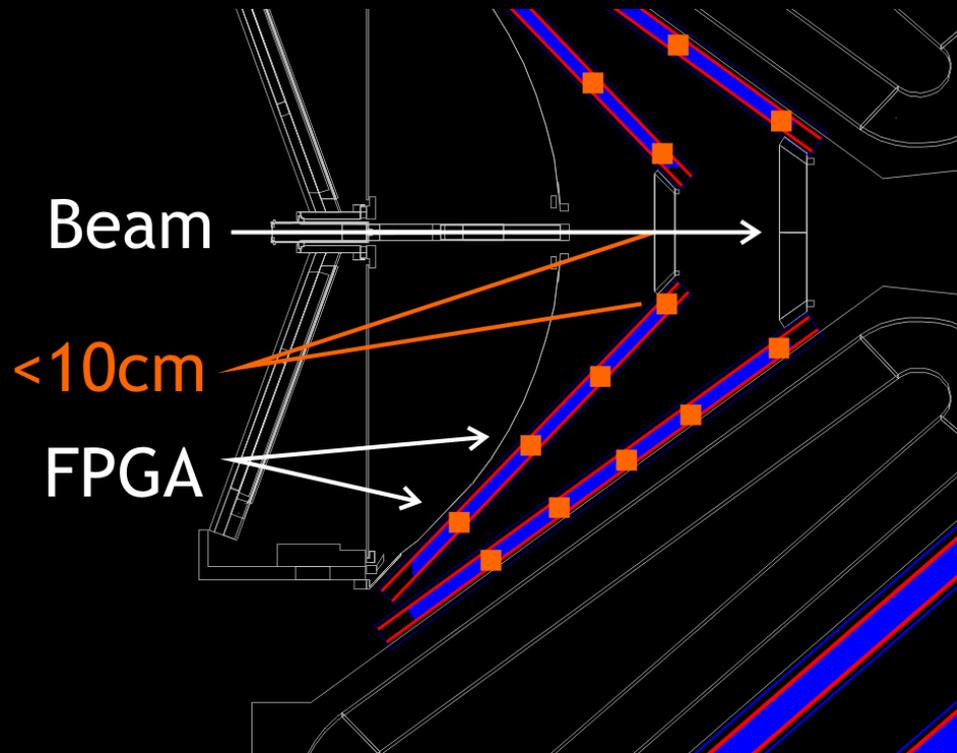
The Hmon Framework

- Standard Tools
 - Perl Environment
 - Apache Webserver
 - Gnuplot
- Interface Libraries
 - DAQ-Network (C-Library)
 - Epics
 - Icinga / Nagios
 - All system tools
- GUI
 - XHTML / JavaScript based
 - Viewable from any device & anywhere
 - Access to data plots from Root





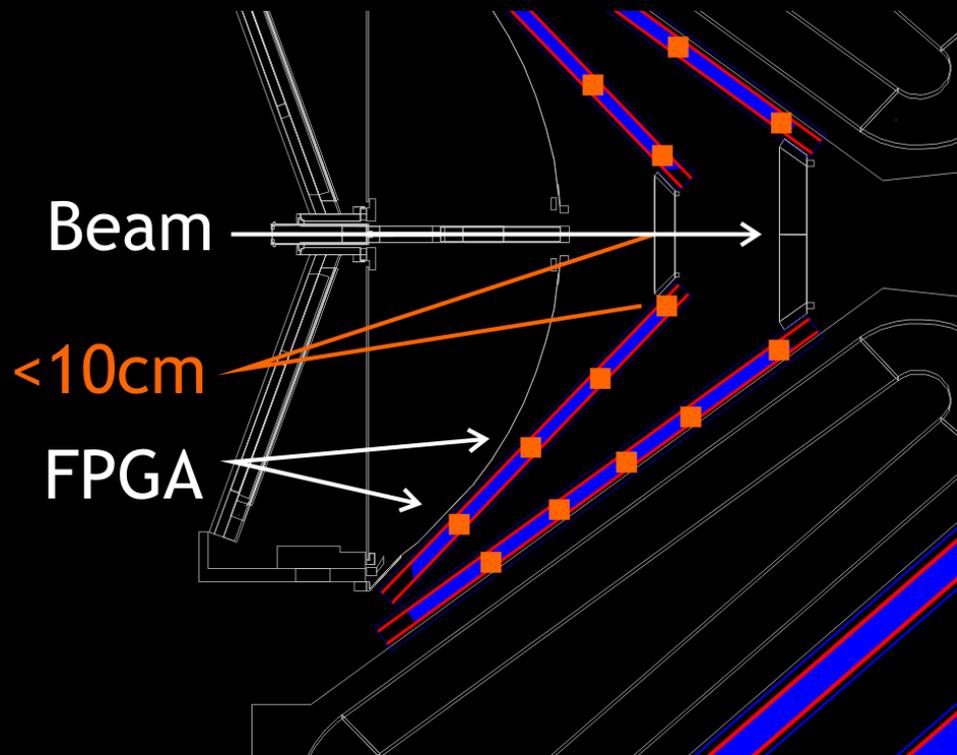
Radiation?



- Theory
 - ~ 50 ions/cm²/s
 - 3 SEU/h (full system)
- Experiment
 - 2 FPGA/h failing for unknown reasons
 - Topology of errors hints at SEU



Radiation?



Cross-section of HADES

- FPGA are sensitive to ionizing radiation (as any electronics)
- Temporary damage by changing value of storage cells
 - data corruption
 - change of configuration
- HADES: 3 SEU/h expected
- Triple redundancy
 - three instances of the same logic for cross-check of data
 - lowers error rate up to 100x
- detection of configuration changes
 - reload correct configuration



Interface / GUI Selection

“commercial” Tools, e.g. EPICS

- Experts are quite rare
- Modern GUI requires lot of resources
- **Many interfaces / modules readily available**
- Special software required for each client

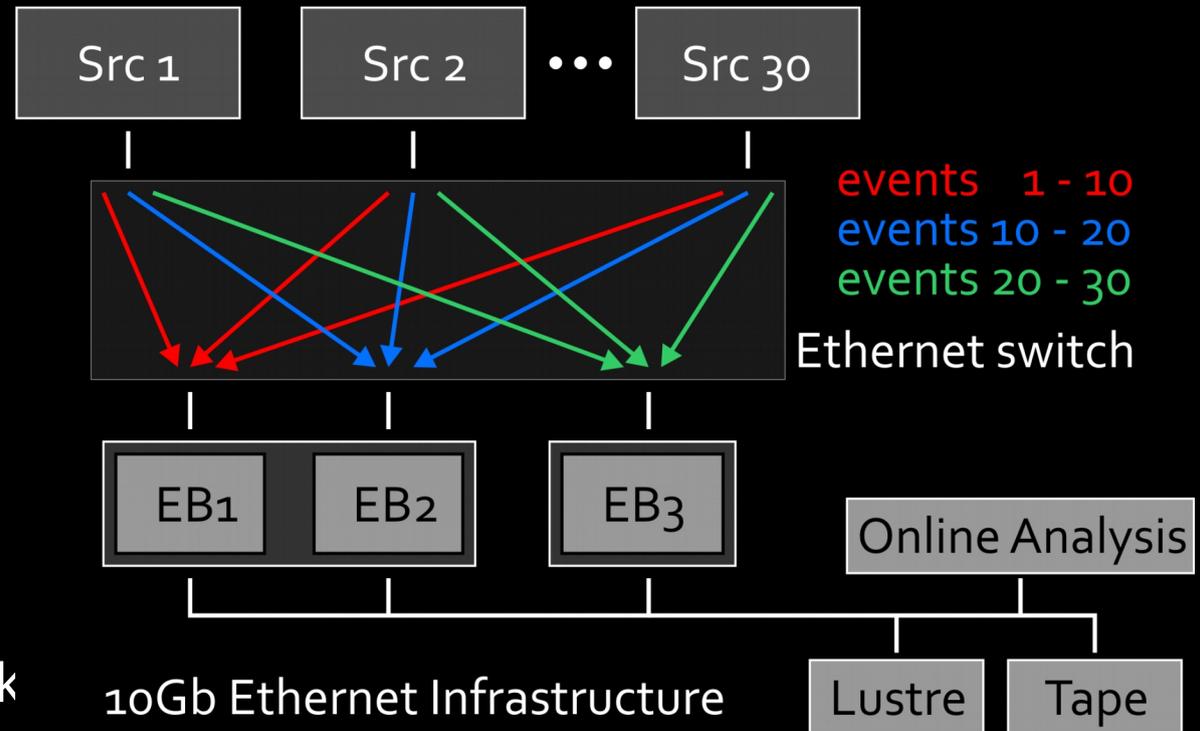
Self-made code e.g. Perl & C-tools

- **Very flexible**
- **Easy to extend by non-experts**
- Needs some preparation time
- No I/O modules available
- **Many tools ready from development phase**



Eventbuilding

Detector Sub-systems

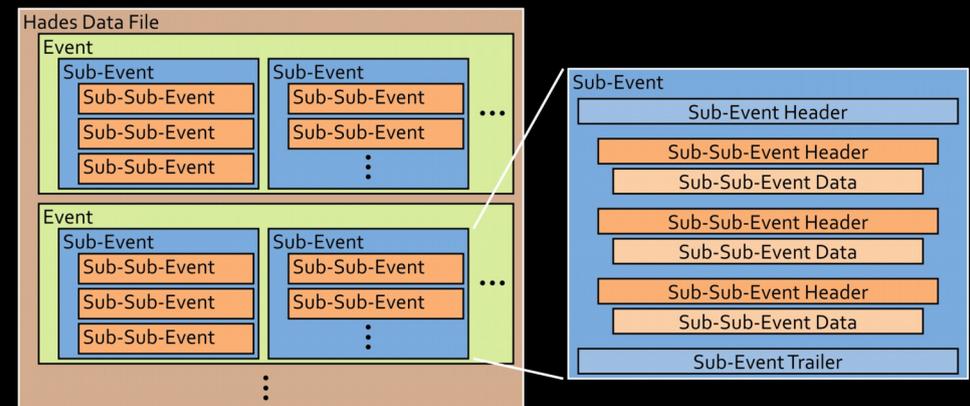
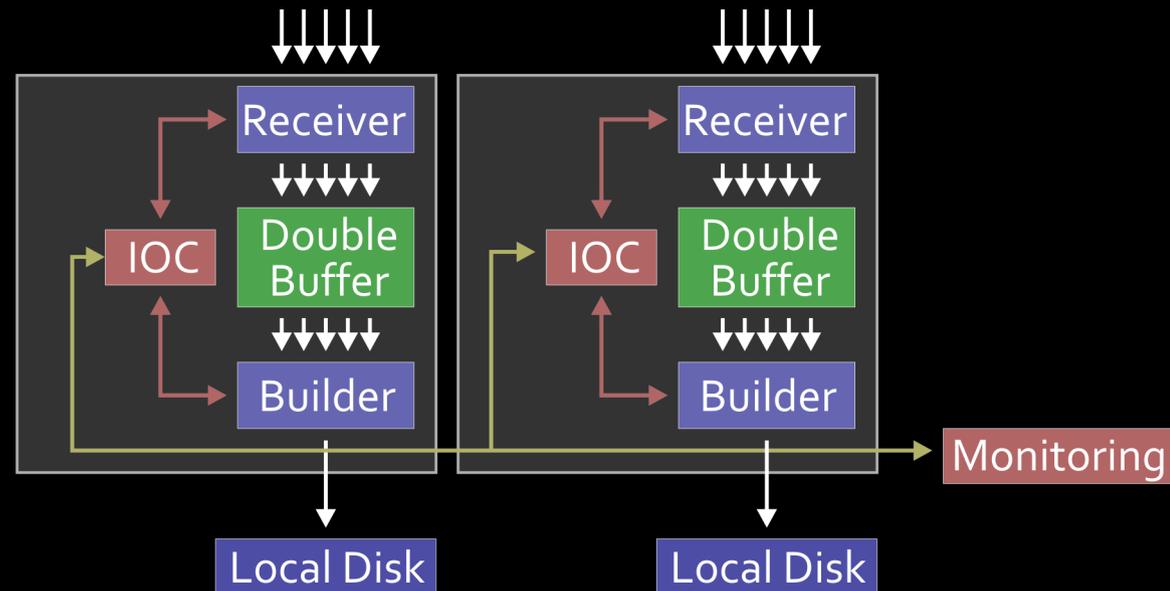


- 30x 1 GbE from detector
- 4 servers / 32 cores / 40 TB disk
2x 10 GbE
 - Combine data to complete events
 - Temporary local storage
 - Transport to network file system (Lustre) and tape
 - Subset of data to Online Analysis



Eventbuilding

- UDP packets received from >30 sources
 - Stored in buffer memory
- Individual sub-events collected in one event
- Synchronization between 16 servers
 - Data automatically distributed by DAQ network
 - Inter-process communication with EPICS IOC
- Integration in DABC framework available

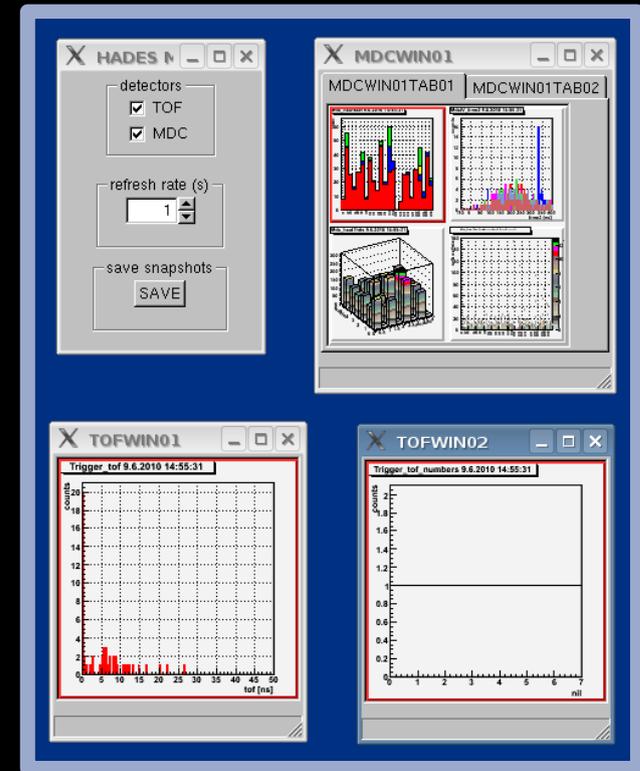


→ J. Adamczewski-Musch



Online Analysis

- Idea: Use only basic Root classes, no external libraries
- Server
 - Reads & analyses HADES data files (hld)
 - Fills all defined histograms
 - Provides histograms over TCP
- Clients
 - Access histograms from server via TCP
 - Encapsulated in one executable
- Configuration
 - All configuration, histogram definitions defined in one XML file



(very small demonstration set-up)
Typical: 10 windows / 10 tabs /
6 histograms ~ 600 histograms



DAQ Monitoring

Monitoring Main Control Interface +

HADES DAQ Monitoring



Main

- Tactical Overview (the central screen)
- Logfile (most important messages)
- Chat Log

Other Ressources

- QA Plots (updated every 5 minutes)
- Vertex Plots (updated after each file)
- Beamtime Logbook
- Icinga Server Monitoring
- Archive of Hmon Windows (updated every 10 minutes)

DAQ Network

- Hub Monitor
- Busy times of subsystems
- Histogram of busy times
- Data amount on GbE
- Data rate histogram

MDC

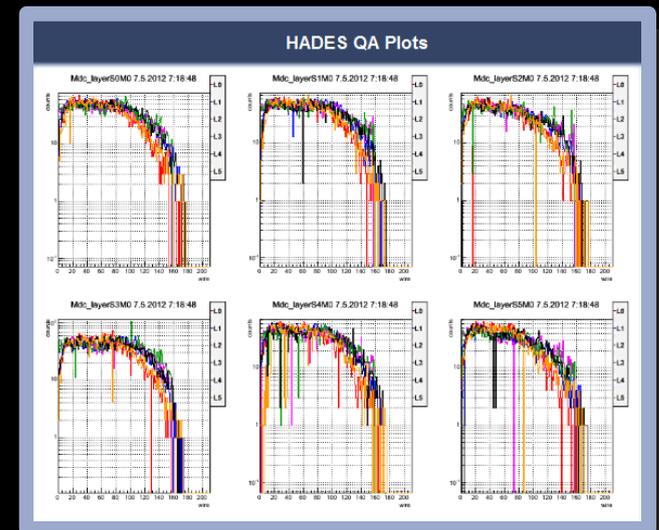
- MDC Overview
- MDC Busy Times
- MDC Data Rates
- MDC Missing Tokens
- MDC Retransmission
- MDC Temperature

Trigger

- Rates on CTS Trigger I/O
- Eventrate histogram (10s)
- Eventrate histogram (60s)
- Eventrate histogram (10m)
- Start counts per spill
- Ratio of accepted PT3 per spill
- Recorded events per spill
- Start hit count histograms
- Veto hit count histograms
- CTS mux output histograms
- CTS mux output ratio histo.

Eventbuilder

- Central Webpage gives access to all monitoring features
 - Data QA Plots
 - DAQ Network
 - Operator Logbook
 - Server Status





Conclusions

- The upgraded Hades DAQ System was successfully used during the 5-week April 2012 beam-time
- The DAQ / Eventbuilder / Monitoring performance was more than sufficient
- All error conditions could be successfully identified and resolved
 - Most common errors within < 30 seconds
 - Very few calls to experts necessary
- The framework is flexible to be adapted to many other projects