	Run 1	Run 2	Run 3
Event building rate pp <sup>a</sup>	100 kHz	100 kHz	100 kHz
Event size pp <sup>a</sup>	1 MB	2 MB	2 MB
Read-out links S-LINK64 (copper) 400 MB/s <sup>b</sup>	636 <sup>c</sup>	575 <sup>c</sup> -532 <sup>d</sup>	528 <sup>c</sup>
Read-out links optical <sup>e</sup> 6 Gb/s <sup>b</sup>	_	55 <sup>d,f</sup>	55 <sup>c,f</sup>
Read-out links optical <sup>e</sup> 10 Gb/s	_	60 <sup>c</sup> -167 <sup>d</sup>	176 <sup>c</sup>
FED builder network technology	Myrinet	Ethernet	Ethernet
FED builder network speed	2 rails of 2.5 Gb/s	10 & 40 Gb/s	10 & 100 Gb/s
Event builder # of readout units	640	108 <sup>d</sup>	57 <sup>g</sup>
Event builder network technology	Ethernet	Infiniband	Ethernet RoCE v2h
Event builder link speed	1–3 rails of $1 \text{Gb/s}$	56 Gb/s	100 Gb/s
Event builder parallel slices	8	1	1
Event builder network throughput	1.0 Tb/s	1.6 Tb/s	1.6 Tb/s
Event builder # of builder units	1260 <sup>i</sup>	73 <sup>d</sup>	57 <sup>g</sup>
BU RAM disk buffer	none	16 TB	10 TB
HLT # of filter units	720 <sup>c,i</sup> -1260 <sup>d,i</sup>	900 <sup>c</sup> -1084 <sup>d</sup>	200
HLT # of cores	5.8k <sup>c</sup> -13k <sup>d</sup>	16k <sup>c</sup> –31k <sup>d</sup>	26k <sup>j</sup>
HLT computing power (MHS06)	0.05 <sup>c</sup> -0.20 <sup>d</sup>	0.34 <sup>c</sup> -0.72 <sup>d</sup>	0.65 <sup>j</sup>
HLT # of NVIDIA T4 GPUs	—	_	400
Storage system technology	16 SAN <sup>k</sup> systems	1 cluster file system	1 cluster file system
Storage system bandwidth write + read	2GB/s	9GB/s	30 GB/s
Storage system capacity	300 TB	500 TB	1.2 PB
Transfer system to Tier 0 speed	$2 \times 10  \text{Gb/s}$	$4 \times 40  \text{Gb/s}$	$4 \times 100  \text{Gb/s}$

<sup>a</sup>Design value. <sup>b</sup>Main data-taking configuration, excluding links from partition managers used for partitioned running. <sup>c</sup>At the beginning of the run. <sup>d</sup>At the end of the run. <sup>e</sup>SlinkExpress. <sup>f</sup>54 links from mezzanine cards with optical SlinkExpress. <sup>g</sup>Readout and builder unit running on the same server ("folded event builder"). <sup>h</sup>Remote DMA over Converged Ethernet. <sup>i</sup>Filter and builder units running on the same server. <sup>j</sup>Not including the GPU computing power. <sup>k</sup>Storage-area network.