



The Trigger System

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Background Rate Evaluation



- Simulation
 - Complete detector simulation with GEANT 3.21
 - Proposal geometry
- Contribution
 - correlated: irrelevant $\mu \rightarrow e \upsilon \upsilon \gamma$
 - accidental: main

 $\begin{array}{c} \mu \to e \, \upsilon \, \upsilon \, \gamma \\ e^+ e^- \to \gamma \gamma \end{array} \text{ and } \mu \to e \, \upsilon \, \overline{\upsilon} \end{array}$





Trigger algorithms

Physical variables	Detectors
a - photon energy b - photon direction c - photon time	Liquid Xe calorimeter - entrance face : needed for energy, direction and time - other faces : relevant only for the energy OK
d - positron direction e - positron time	 Timing Counters - Counters along Z for the time - Position of the impact point on the counter for the direction
f - positron energy	Tracking chambers - Information delayed with respect to LXe and TC - Large number of channels - May be useful at a Second Level trigger NO







Photon Direction

Maximum charge PMT on the entrance calorimeter face

highly efficient on the signal $\epsilon (|\Delta \phi| < 3.5^{\circ}) \approx 99\%$







Positron photon direction matching







$\gamma - e^+$ timing

Baseline approach of the time measurement

- assuming leading edge with at least 2 samplings (>20 ns)
- at least 2 consecutive voltage values above threshold
- look for changes of derivative sign
- perform a linear interpolation to compute the event time

$$10 (V_{thr} - V_{i-3}) = (V_{i-1} - V_{i-2})(t_{thr} - t_{i-3})$$

$$2 k (V_{i-1} - V_{i-2}) < (V_{thr} - V_{i-3}) < 2 (k+1) (V_{i-1} - V_{i-2})$$

$$t_{thr} = (t_{i-3} + 2 k + 1)$$

- some ns accuracy
- fixed delay (120 ns) between the time measurement and the pulse maximum amplitude

Possible simplification

linear combination of consecutive sampling differences





Time coincidence

Safe choice: $\Delta T = 10$ ns coincidence window







Trigger Rates Summary Accidental background $\begin{array}{c} \mu \rightarrow e \nu \overline{\nu} \gamma \\ e^+ e^- \rightarrow \gamma \gamma \end{array}$ and $\mu \rightarrow e \nu \overline{\nu}$

rejection obtained by applying cuts on the following variables

- photon energy $E_{\gamma} > 45 \text{ MeV} \implies \varepsilon \cong 97\% \quad f_{\gamma} \sim 2 \cdot 10^{-4}$
- photon direction $\sigma_{\phi} = 1.2^{\circ} \implies \varepsilon(\Delta \phi < 3.5^{\circ}) > 99\%$
- hit on the positron counter $\Rightarrow R_{e^+} = 5 \cdot 10^6 s^{-1}$
- time correlation $\Delta T = 2 \times 10 \text{ ns} \Rightarrow \varepsilon \approx 100\%$
- positron-photon direction match $\Rightarrow f_{\theta} = 2; f_{\varphi} = 5$

$$R_{\mu} = 10^8 s^{-1}$$

$$R = R_{\mu} f_{\gamma} R_{e^+} \left(\frac{\Omega}{4\pi}\right) \left(\frac{\Delta T}{f_{\vartheta} f_{\varphi}}\right) \approx 20 \text{ s}^{-1}$$

$$R = R_{\mu} f_{\gamma} R_{e^+} \left(\frac{\Omega}{4\pi}\right) \left(\frac{\Delta T}{f_{\vartheta} f_{\varphi}}\right)$$

The rate depends on $R_{\mu} R_{e_{+}} \propto R_{\mu}^{2}$





The trigger implementation

Digital approach

- Flash analog-to-digital converters (FADC)
- Field programmable gate array (FPGA)

Good reasons

- Flexibility
- Complexity
- Common noise rejection
- Different reconstruction algorithms
- Easily and quickly reconfigurable





Hardware: board Type 1



• VME 6U

- A-to-D Conversion
 - FADC with differential inputs bandwidth limited
- Trigger
 - LXe calorimeter
 - timing counters
- Acquisition
 - tracking chambers

·I/O

- 16 PMT signals
- 2 LVDS transmitters
- 4 in control signals





Hardware: board Type 2



- VME 9U
- Matched with the Type 1 boards

• I/O

- 10 LVDS receivers
- 2 LVDS transmitters
- 4 in control signals
- 3 out signals









Hardware: ancillary boards

- PMT fan-out for LXe Calorimeter and Timing Counters
 - in: single ended signal on 50 Ω coaxial cable
 - out: high quality signal to the digitizing electronic
 - output for control and debugging
 - 50 MHz bandwidth limited differential signal to the Type1 trigger board
 - 4 to 1 fan in capability for lateral faces

• Control signals fan-out for the trigger system

- Clock 10 MHz clock to all Type 1 and Type2 boards
- Sync high speed synchronization signal for timing measurement
- Start Run or control/debugging mode of the system





Trigger types

- Normal acquisition trigger
 - makes use of all variables of the photons and the positrons with baseline algorithms
- Debugging triggers
 - •generated by relaxing 1 or 2 selection criteria at the time for a fraction of normal triggers
- Calibration triggers
 - connection of auxiliary external devices (calorimeters) through further Type1 boards
 - selection of $\mu \rightarrow evv\gamma$ events for timing
- Different, more performing, triggers
 - hardware is dimensioned to support other algorithms (Principal Component Analysis)

Readout of the trigger system and detector status

- for each trigger the trigger configuration and status is read out
- for a fraction of the triggers the entire 100 MHz waveform buffers are read out
- for a fraction of the triggers the rates of each analog channel (LXe and TC) are readout



Trigger system simulation





Pedestal and noise subtraction: 1

Excellent algorithm performance to suppress

- DC Pedestal
- Low frequency (<400KHz) noise







Pedestal and noise subtraction: 2







Pedestal and noise subtraction: 3



High frequency noise (>15 MHz) is not amplified.

But

- FADC inputs must be bandwidth limited (at least <50MHz)
- The critical frequency can be tuned in the range 1-4 MHz, after having measured the real noise level





Other algorithms

• The charge sum algorithm

and

• The maximum charge PMT search

do not have difficulties

• The reconstructed-generated times are within the 10 ns tolerance even in presence of unacceptable noise







Present status

- Prototype board: Type0
 - Modified Type1 to check the connectivity with the Type2
- Selected components
 - Main FPGA XCV812E-8-FG900 and XCV18V04 config. ROM
 - larger than the strictly needed size
 - Interface and control FPGA XCV50E-8-FG256 and XCV17V01 config. ROM
 - ADC AD9218 (dual 10 bits 100 MHz)
 - Clock distribution CY7B993V (DLL multi-phase clock buffer)
 - LVDS serializer DS90CR483 / 484 (48 bits 100 MHz 5.1 Gbits/s)
 - LVDS connectors 3M Mini-D-Ribbon
- FPGA design
 - Design (by means of Foundation) and simulation of the model for the LXe is completed
 - VHDL parameterization (including timing) is ready

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Prototype board : Type 0



• VME 6U

A-to-D Conversion

• Trigger

·I/O

- 16 PMT signals
- 2 LVDS transmitters
- 4 in/2 out control signals

Complete system test







Board Design

- Almost ready: under simulation
- Implementation by means of CADENCE
- Board routing

Tentative time profile

- Prototype board ready in April
- Final design ready by autumn 2003
- Mass production may start by the end of 2003 or beginning 2004
- Estimated production, test and integration time 1 year





Detailed functional description



First layer: Type1 Boards

LXe inner face

Each board:

- receive 16 PMT analog signals
- digitize the waveforms
- equalize the PMT gains
- subtract the pedestals
- compute the Q-sum
- find the PMT with max charge
- compute the min. arrival time
- store waveforms in FIFO
- send data to the next board

LXe lateral and outer faces

- receive 16 PMT analog signals
- digitize the waveforms
- equalize the PMT gains
- subtract the pedestals
- compute the Q-sum
- store waveforms in FIFO
- send data to the next board





First layer: Type1 Boards

Timing counters

- receive 16 PMT analog signals
- digitize the waveforms
- equalize the PMT gains
- subtract the pedestals
- find hit clusters
- compute the Q-sum
- (compute the Z position)
- find the PMT with max charge
- compute the arrival time
- store waveforms in FIFO
- send data to the next board





Second layer: Type2 Boards

LXe inner face

Each board:

- receives data from 10 type1
- computes the Q-sum
- equalizes the faces
- find the PMT with max charge
- computes the min arrival time
- sends data to the next board

LXe lateral and outer faces

- receives data from 10 type1
- computes the Q-sum
- equalizes the faces
- sends data to the next board





Second layer: Type2 Boards

Timing counter

- receives data from 6 type1
- propagate hit-cluster
- find the relevant hits
- computes the arrival time
- sends data to the final board





Final layer : Type2 Board

- The board receives data from type-2 boards
 - computes E_{γ} , Θ and Φ
 - computes the γ arrival time
 - computes Θ and Φ for the positron
 - computes the Positron arrival time

generates triggers

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Details of the Trigger System

• Flexibility

- the present trigger algorithms could not be the final ones
- LXe and Timing Counters have different algorithms
- Standard

(VME 6U and 9U)

- limited data flow through the bus
- standard commercially exploitable
- front panel space and reduced number of stages
- FADC Frequency (100 MHz)
 - compromise between accuracy & cost
 - many other electronic components can run at 100 MHz
- Dynamic Range
 - 10 bit FADC are available and adequate





Board synchronization

- events are uniformly distributed in time
- the event time is a basic trigger variable synchronous operation of the trigger system
 - external clock distribution and PLL components
 - synchronization signal after each L2 trigger

Interconnections

- LVDS up to 5Gbits/s on 9 differential couples are available
 - reduced front panel space
 - reduced amount of cables
- large latency : tran. (1.5*T+4.9) rec. (3.5*T+4.4) cable (10) = Tot (7*T)
- Minimal different types of boards (2 Types)
 - Type 1 : analog to digital conversion
 - Type 2 : pure digital
 - arranged in a tree structure
- Possible other uses
 - acquisition board for the tracking chambers





• 4 to 1 fan-in of Liquid Xe lateral faces

- these are relevant only for Q_{tot}
- a 1 to 1 solution would require a further structure layer
- Total trigger latency
 - obvious impact on the amount of delay lines or analog pipelines
 - 4.5 periods in the FADC
 - 6 periods in the A to D board Type1
 - 7 periods for the interconnections
 - 4 periods in the first Type2 board
 - 7 periods for the interconnections
 - 6 periods in the final Type2 board
 - ~ 350 ns delay

System complexity

- only two board types, but with eight different FPGA configurations
 - 3 different Type1
 - 4 different Type2