

FTT Video Conference
Wednesday, Okt. 20, 1999.
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FTT L1 Design Studies

- Special code for L1 to FTTEMU added
- Starting point are D^* events from 1997
- Same L1 Scheme as shown on last meetings studied (pivot element technique)
- Synchronisation frequencies 80/20MHz used
- Valid masks are evaluated by the "fit method"
(chi2 cut not optimised)

Typical Simulation Output

Printed from ufenau

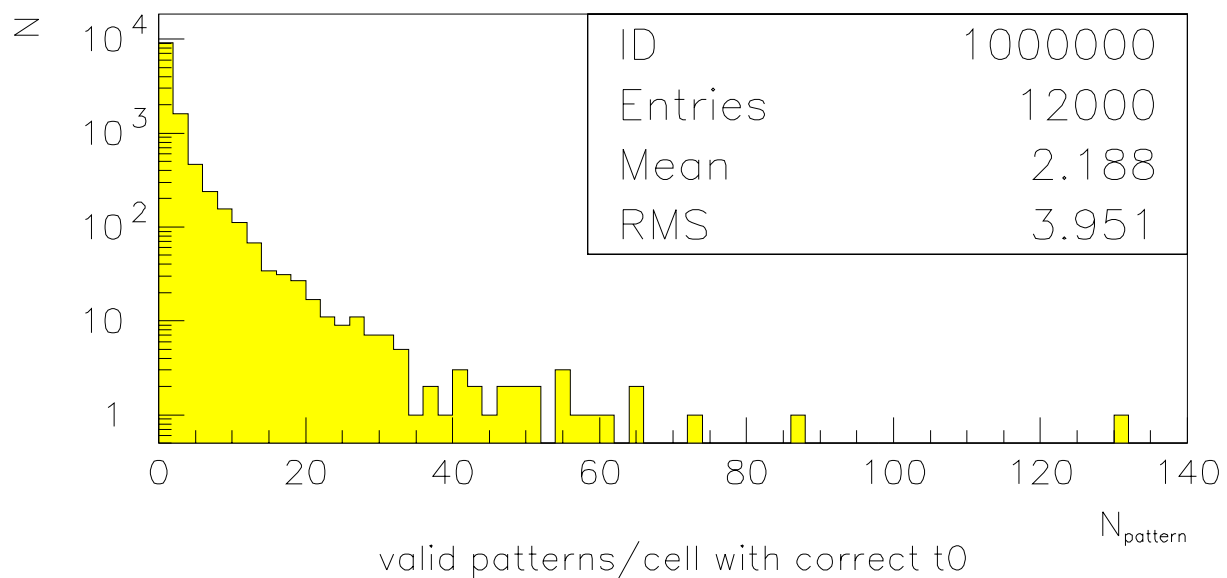
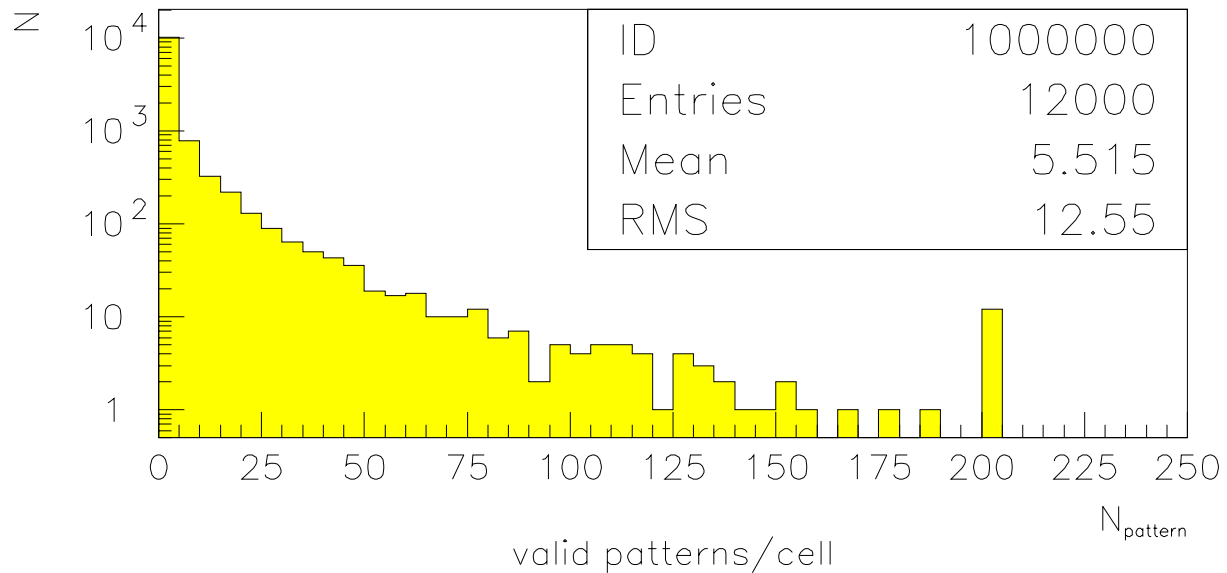
```
*****
SHIFT REGISTER  f_synch=20MHZ  with  24 bins
*****
printout for   ievt=    1    group=    1  cell=    6
               nsh2=   11  nsh2tok=    3
               P
0000000000000000000010000    11  6  2    0
000000000000000001112110000    11  6  2    0
000000000000000000000001100    11  6  5    0
000000000000000001100000000    5  6  2   -1
000000000000000000012000000    7  6  2   -1
00000000000000000000000100000    7  6  2   -1
0000000000000000000000010000000    5  9  2   -1
000000000000000001000000000    5  6  5   -1
000000000000000001000000000    7  6  5   -1
000000000000000002000000000    5  9  5   -1
000000000000000001000000000    7  9  5   -1

printout for   ievt=    1    group=    1  cell=    5
               nsh2=    4  nsh2tok=    1
               P
000000000000110000000000000    5 10  2    3
000000000000012000000000000    5 10  5    3
000000000001100000000000000    7 10  2    3
000000000000100000000000000    7 10  5    3

printout for   ievt=    1    group=    2  cell=    6
               nsh2=    2  nsh2tok=    2
               P
000000000000000000000002000    0  3  7    0
0000000000011111111112000    0  3  7    0

*****
Description:    1 valid mask
                2 valid mask correct t0
*****
```

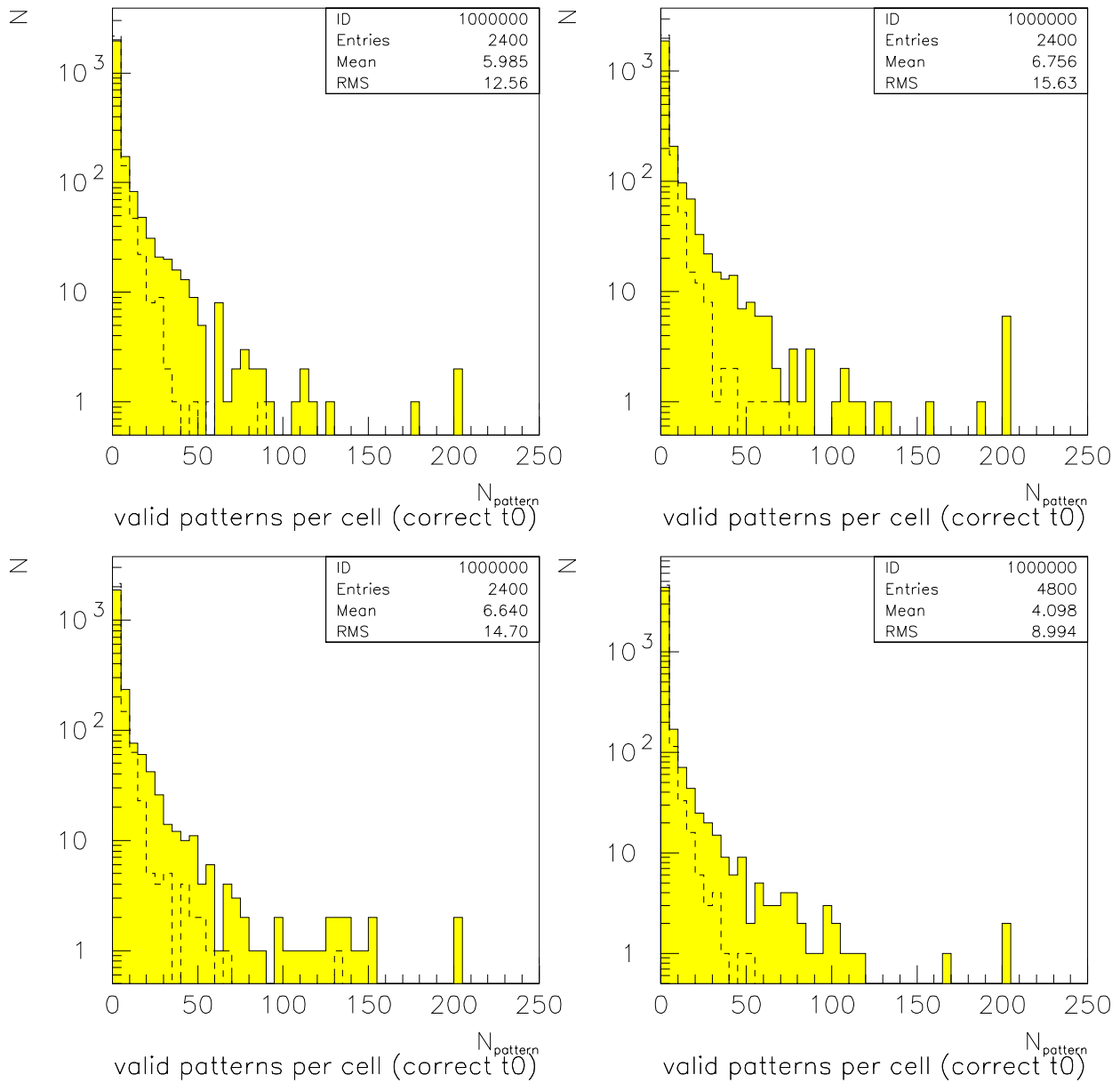
Multiplicity of Valid Patterns



- overflow at 200 entries
- 70% of patterns do not include correct t0

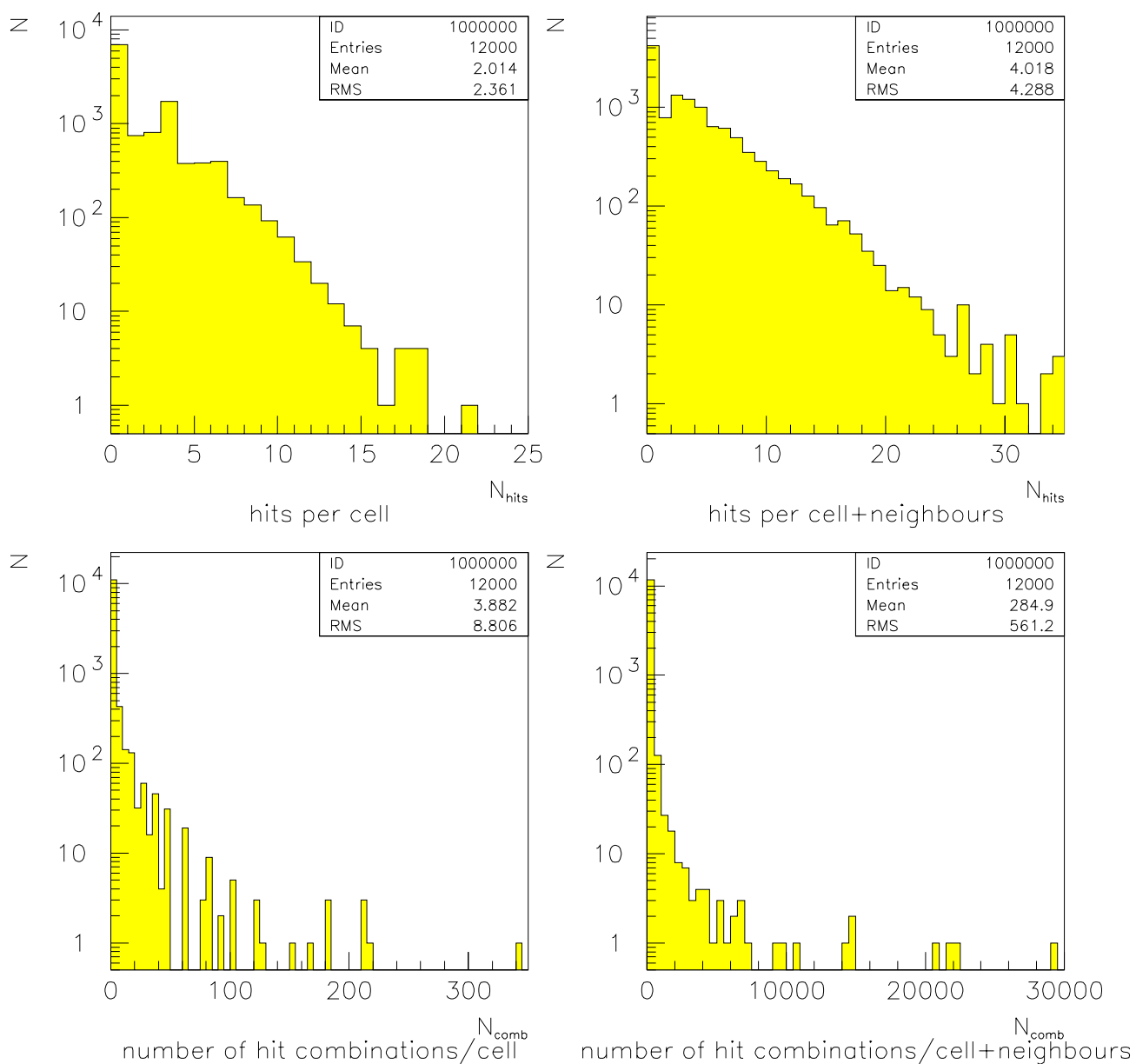
Definition: A pattern is time invariant hit combination

Multiplicity of Valid Patterns II



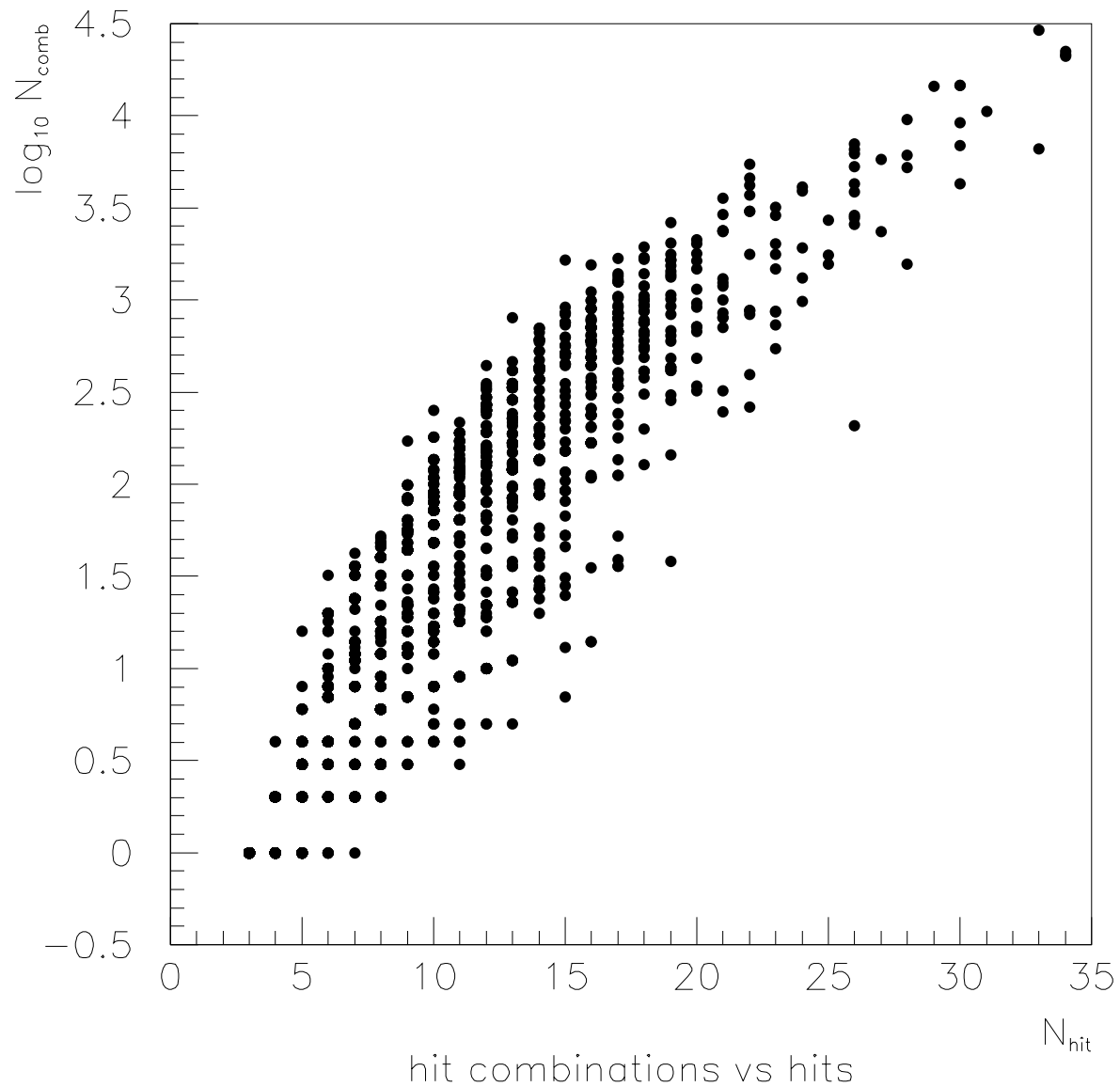
- For L1 Trigger decision all patterns up to 200 have to be taken
- For Track segment finding up to 50 patterns have to be taken

Hit Multiplicities per cell



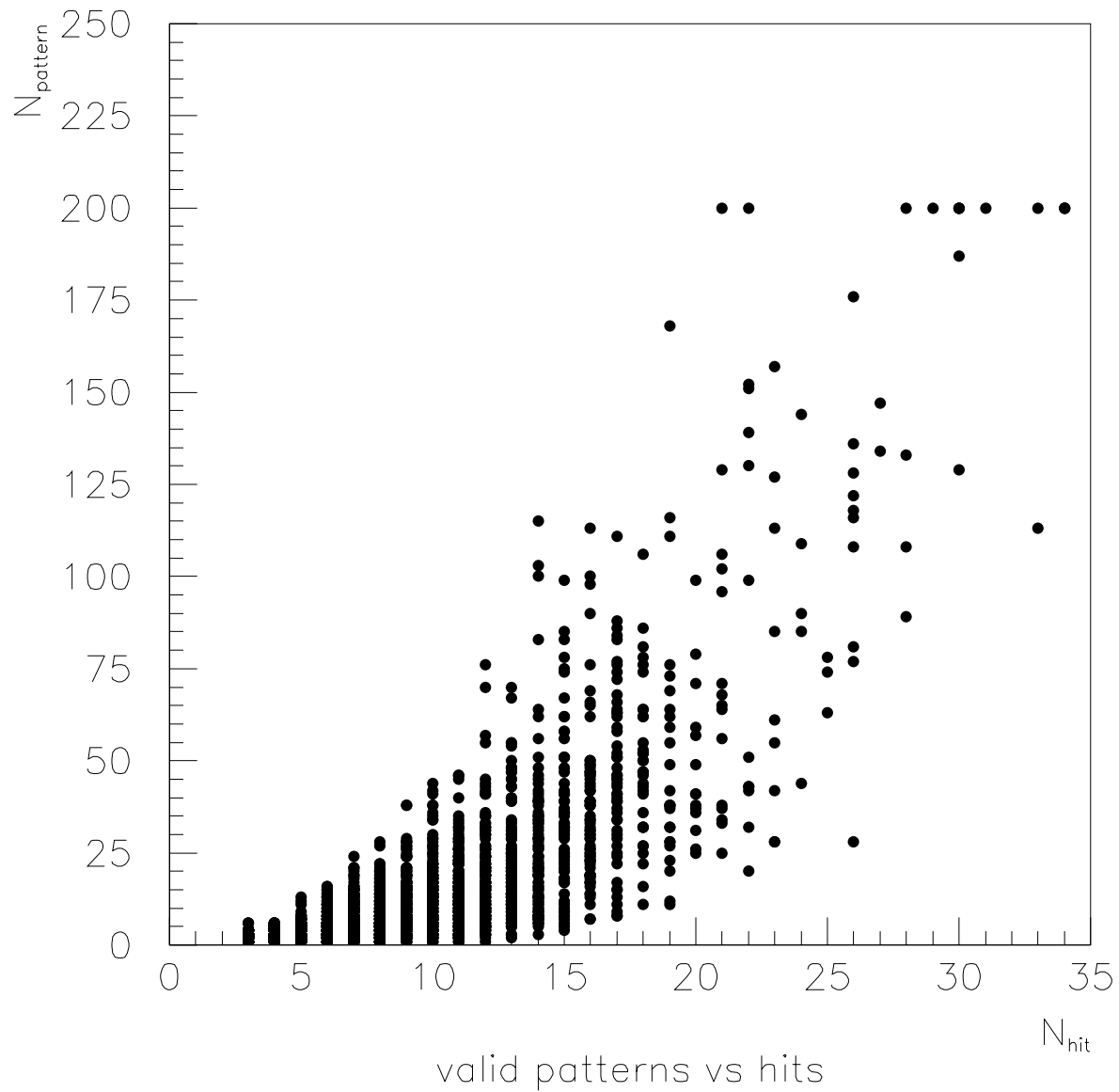
- Huge number of hit combinations to be validated
- Inclusion of adjacent hits let the number of combinations explode

Correlation hit combinations vs. hit multiplicity



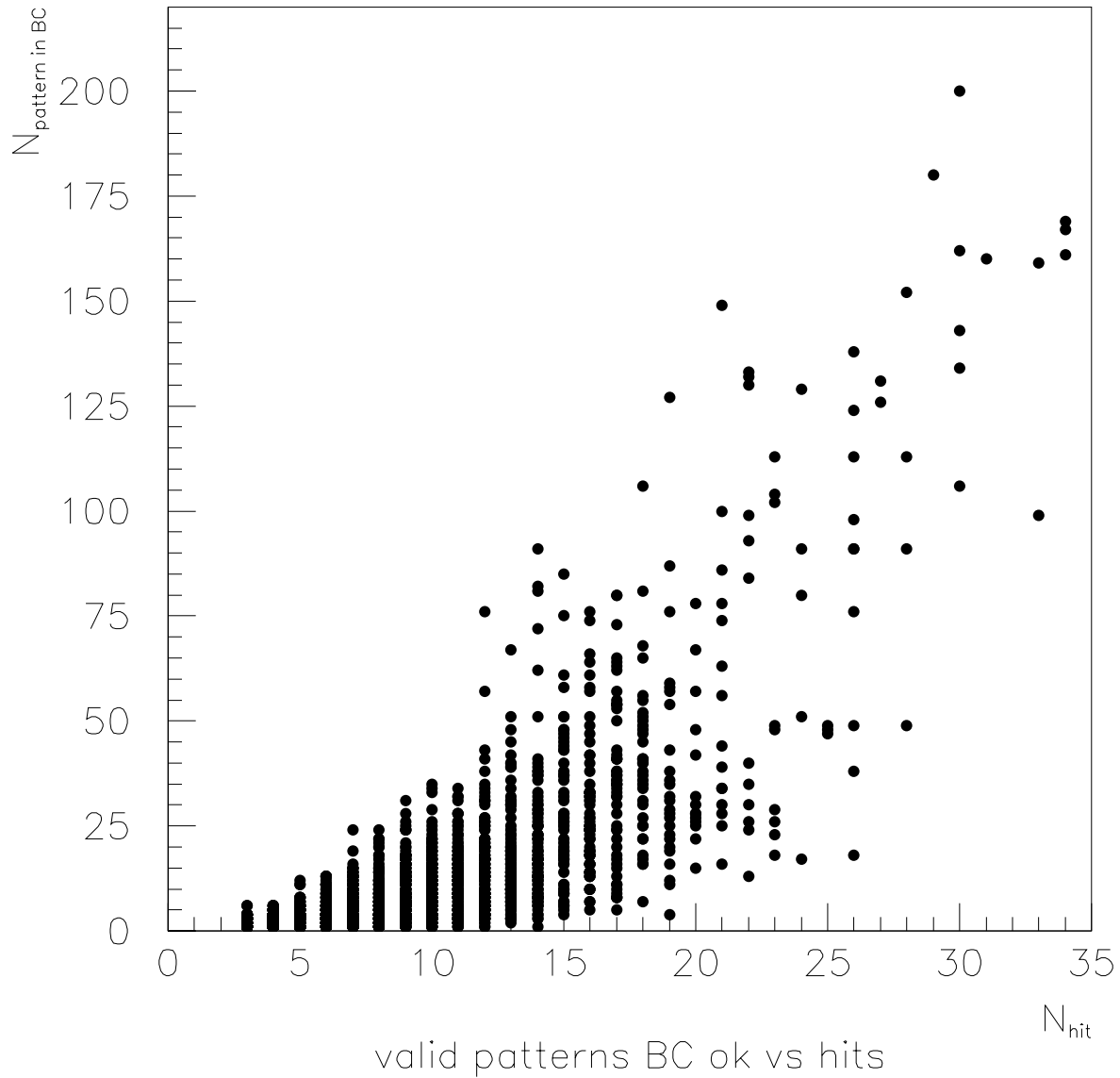
- Strong correlation
- Question: should the number of hits per cell be limited?

Correlation valid patterns vs. hit multiplicity



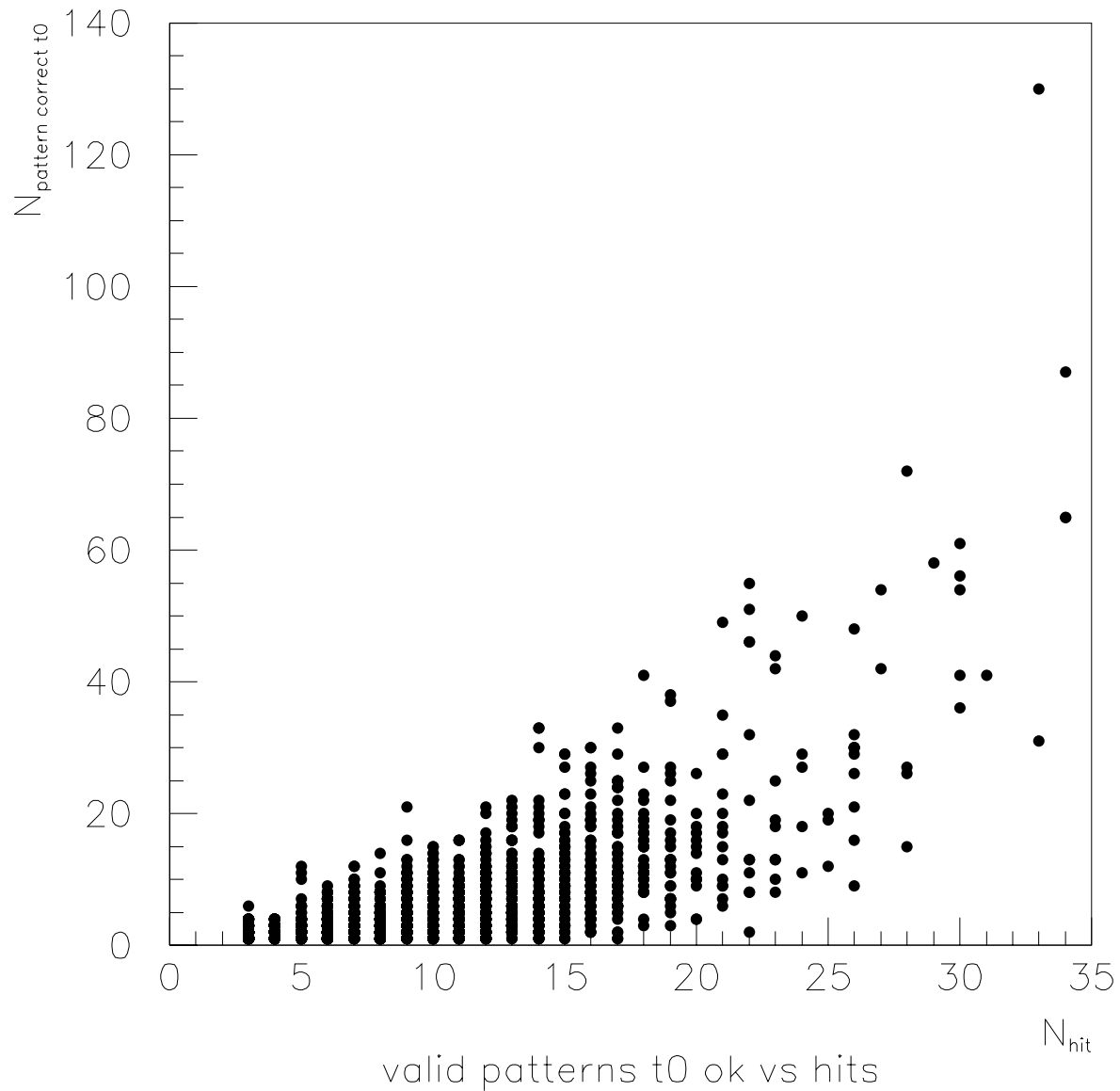
- Possible overflows for $N_{\text{hit}} > 20$

Correlation valid patterns vs. hit multiplicity consistent with BC



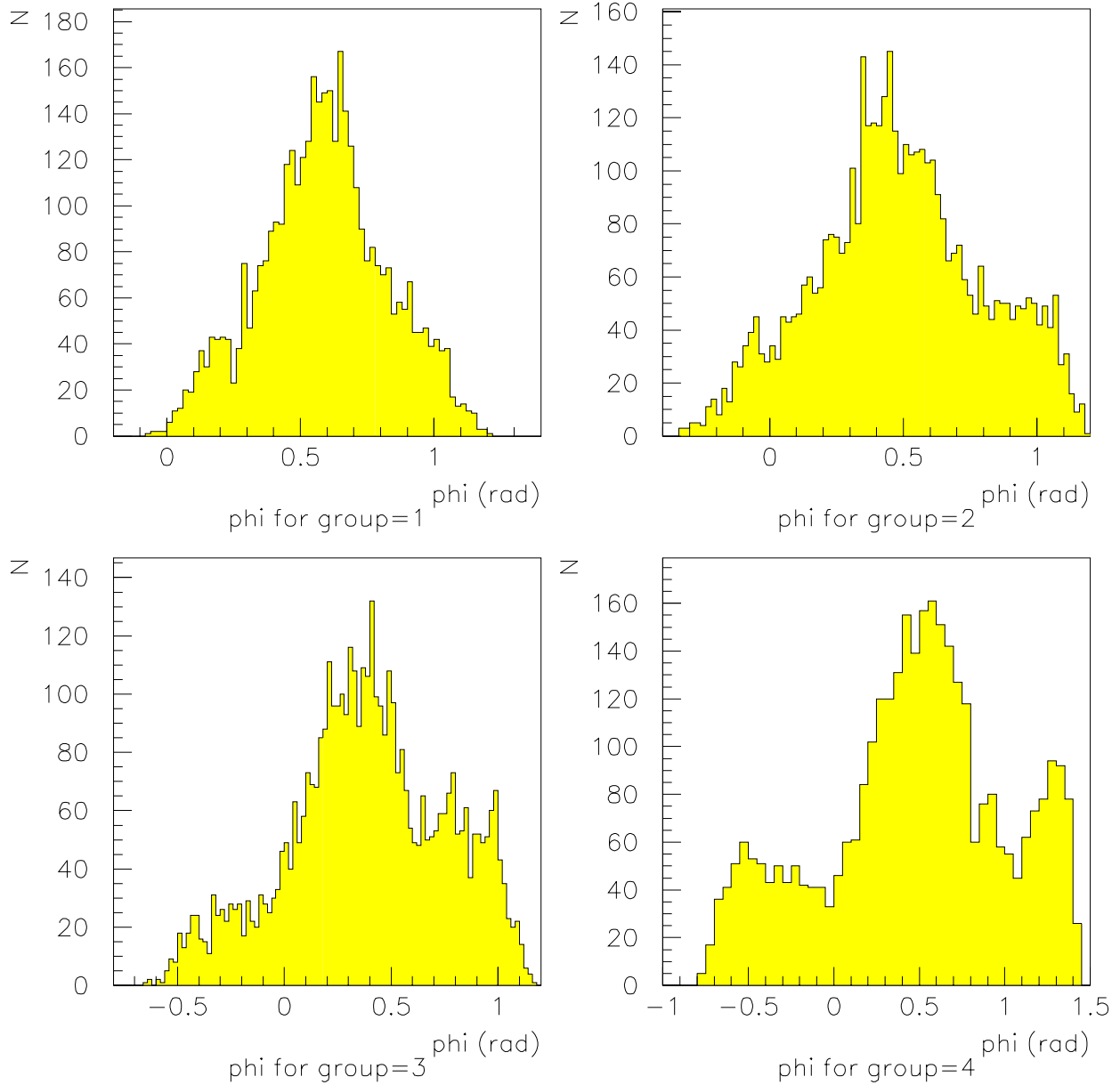
- Only patterns consistent with BC (20MHz = 2 · 10MHz)
- Number of patterns slightly reduced

Correlation valid patterns vs. hit multiplicity with correct timing included



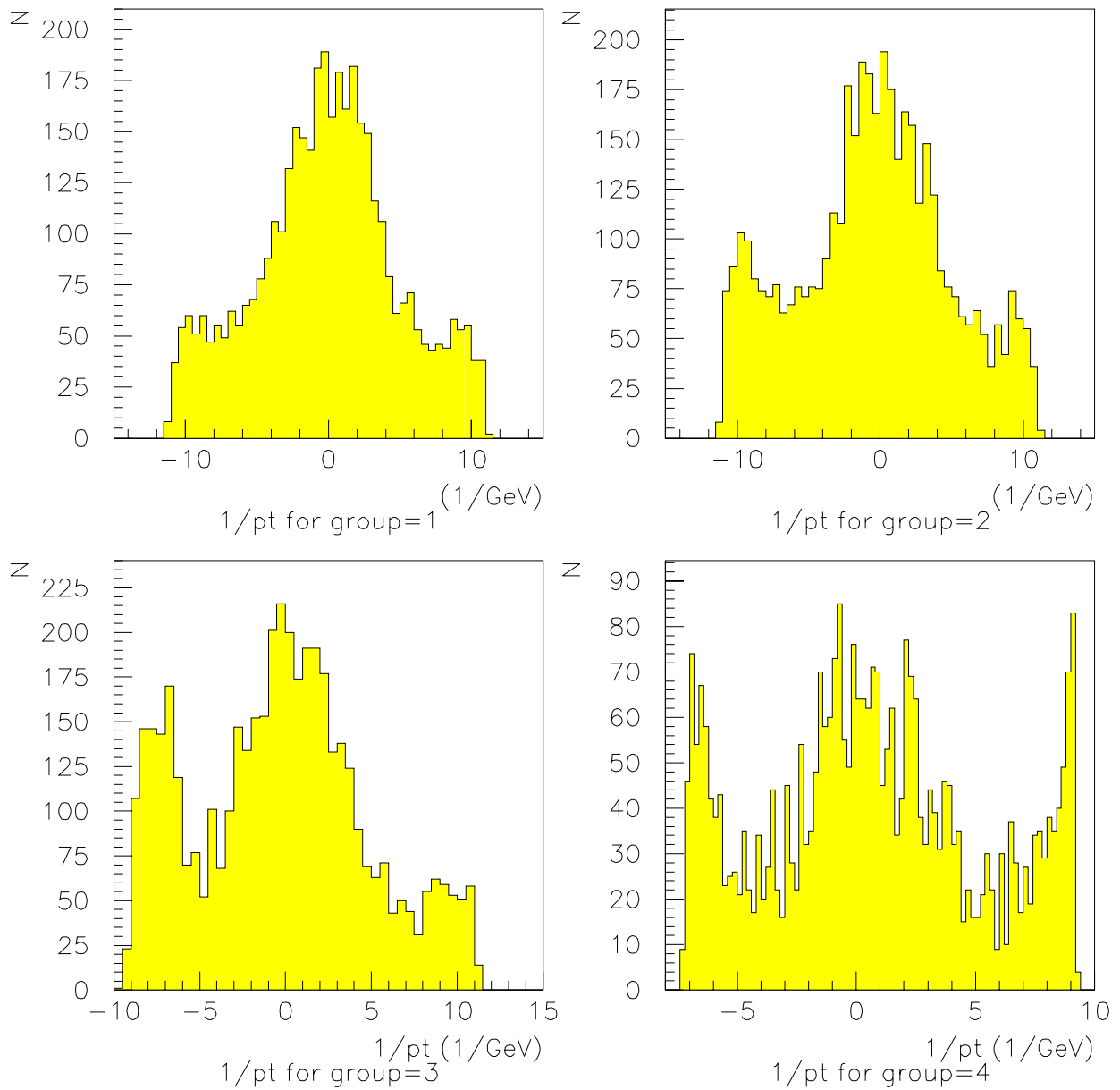
- Number of patterns reduced when t0 known

Distribution of ϕ



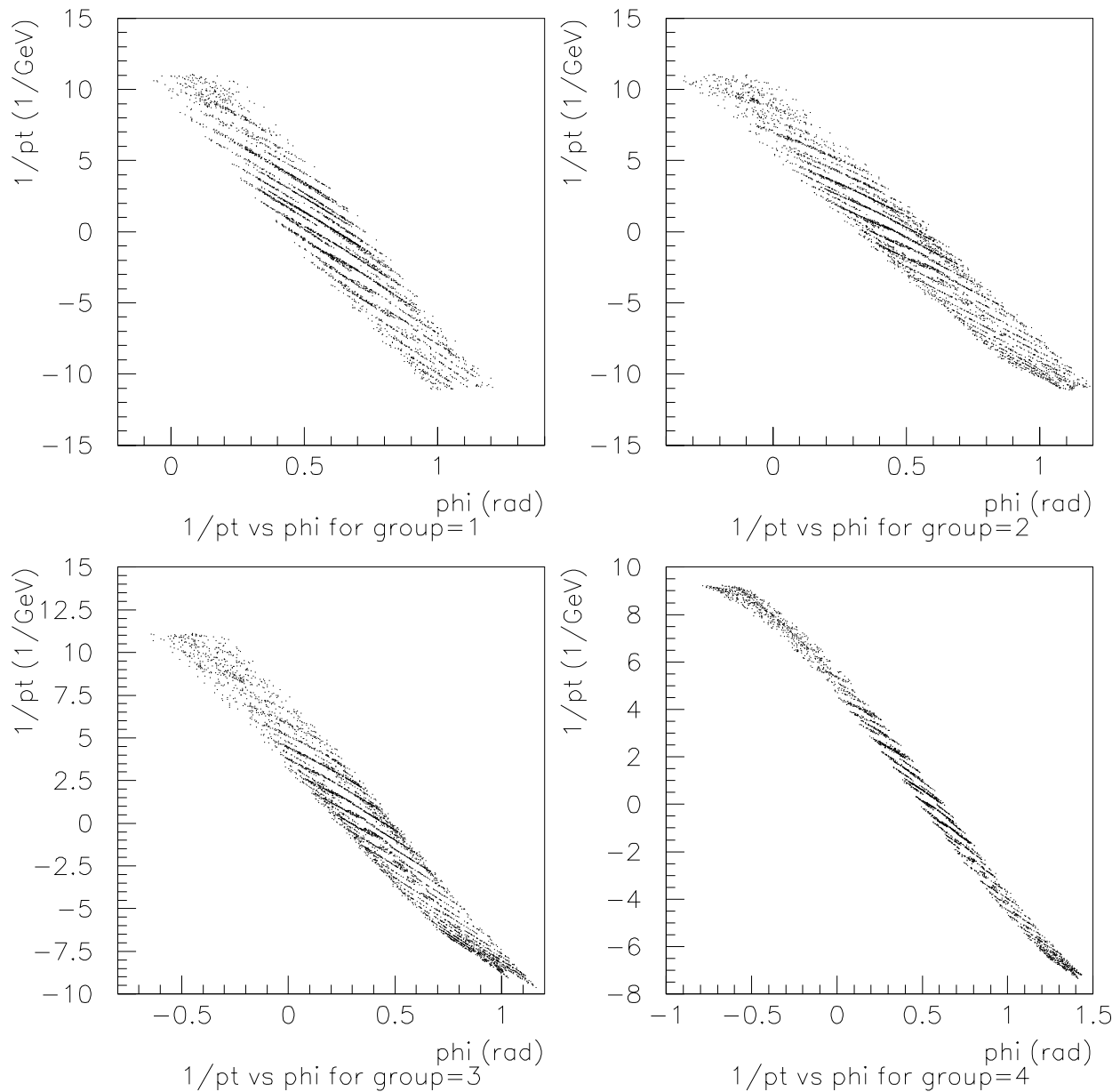
- ϕ is measured with respect to cell position

Distribution of $1/p_t$



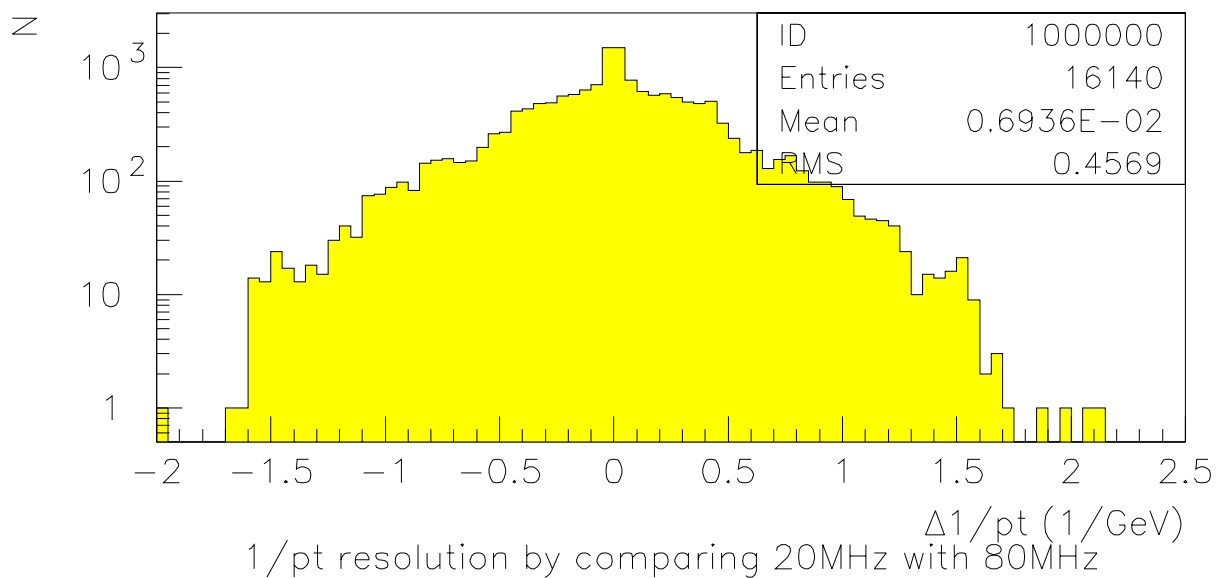
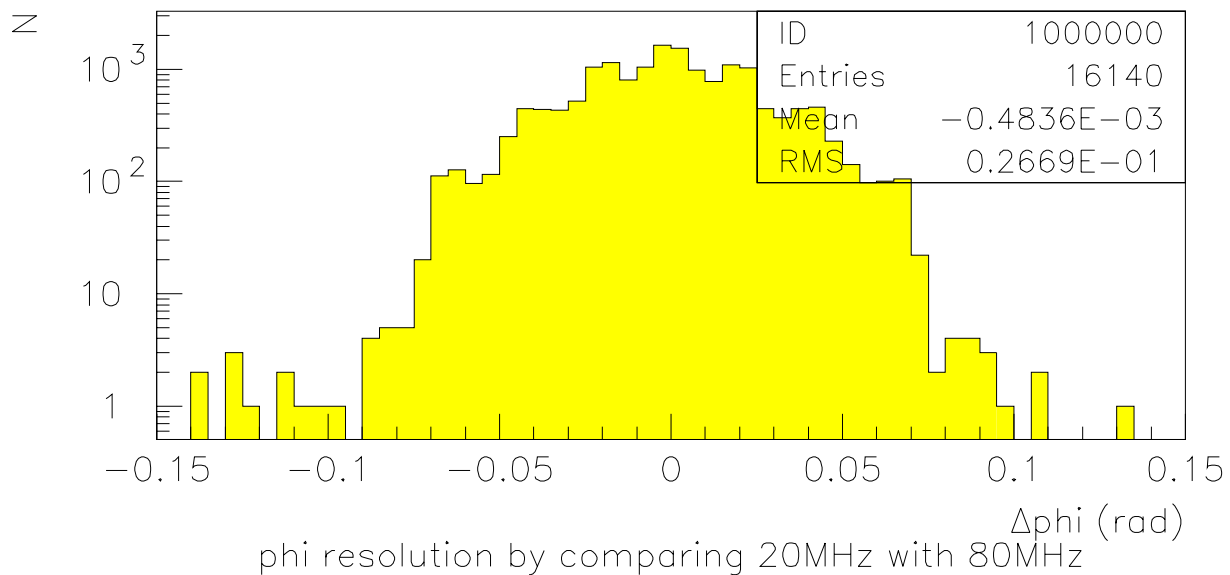
- Large combinatorial backgrounds at low p_t for outer trigger groups

Correlation between ϕ and $1/p_t$



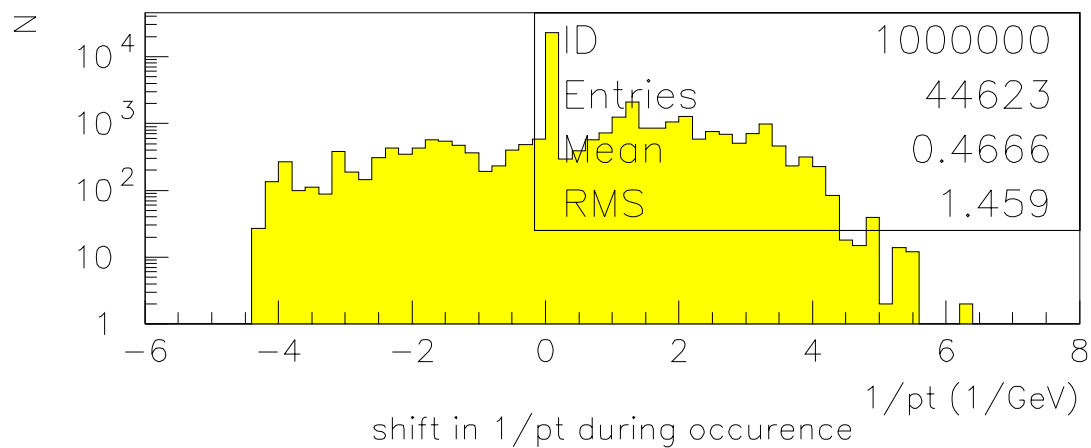
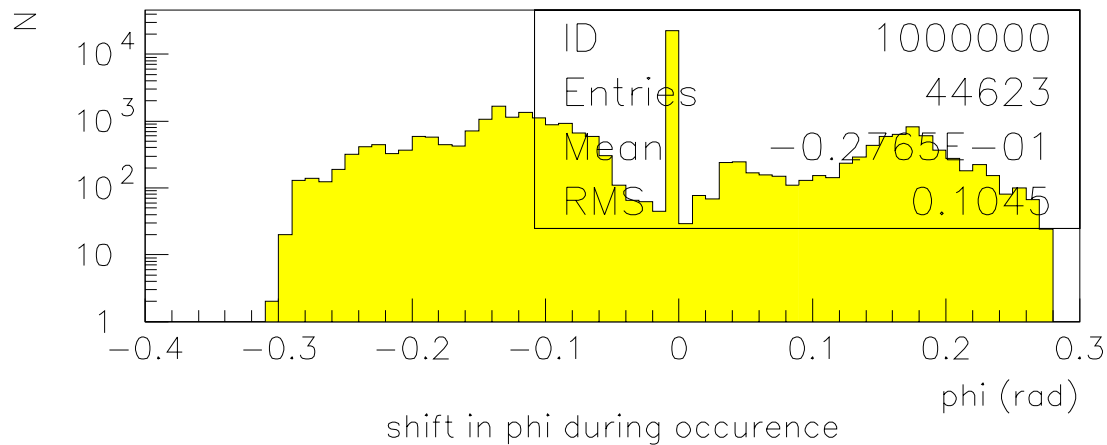
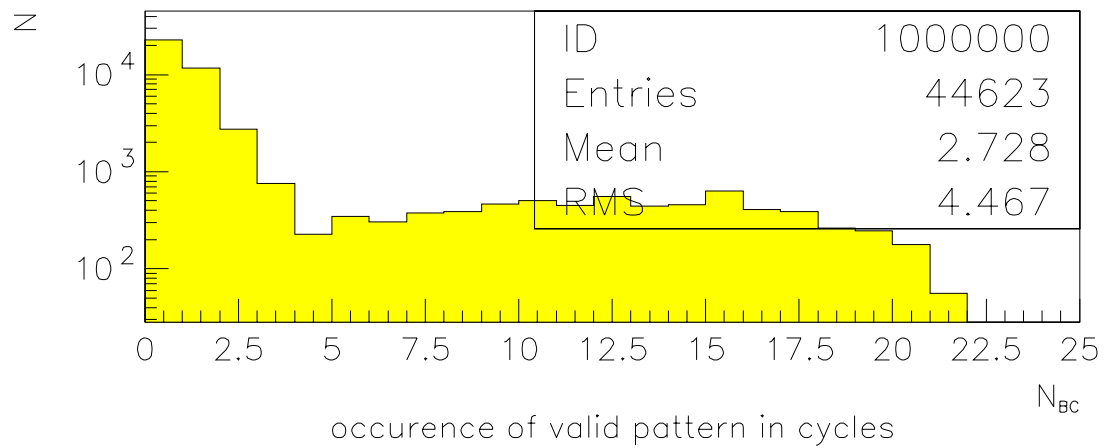
- Strong correlation between ϕ and $1/p_t$
- For trigger purposes 2×16 bins (5bits) should be sufficient for description

Resolution comparing 80MHz and 20MHz result



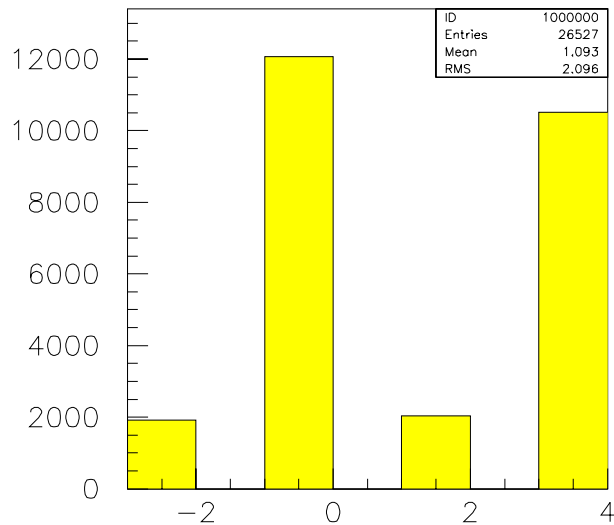
- plots show mainly effect of shift register granularity
- For L1 trigger purposes resolution in ϕ is sufficient
- Resolution in $1/p_t$ could be improved (necessary?)

Time depends of valid patterns

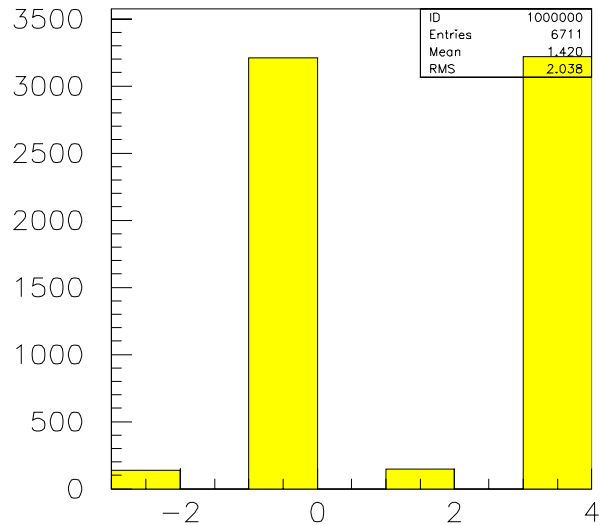


- Most patterns are valid only for 1-2 cycles and resolve BC
- Interpretation of $1/p_t$ and ϕ of valid patterns is changing drastically

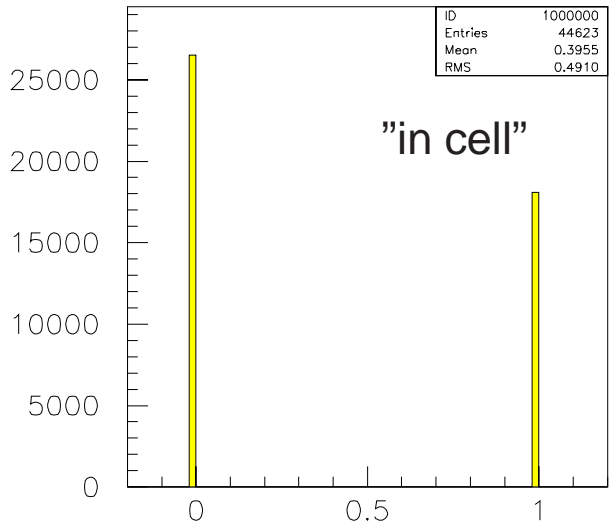
Statistics



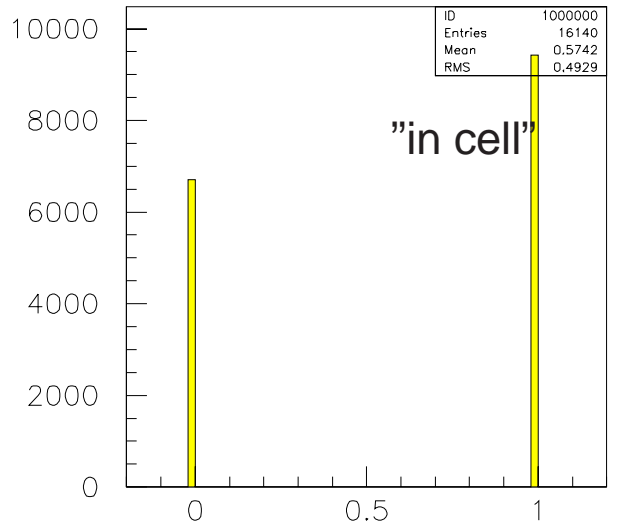
adjacent wire flags



adjacent wire flags with correct t0



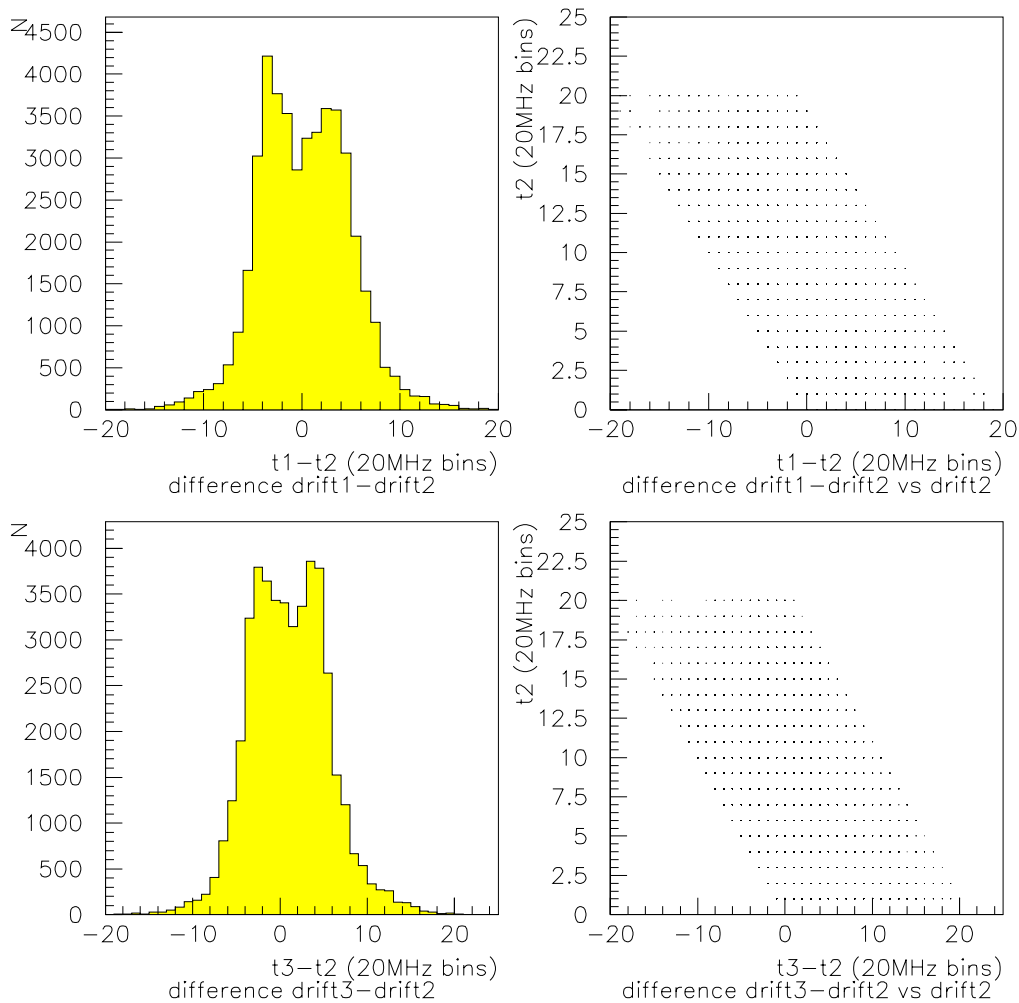
in cell flag



in cell flag with correct t0

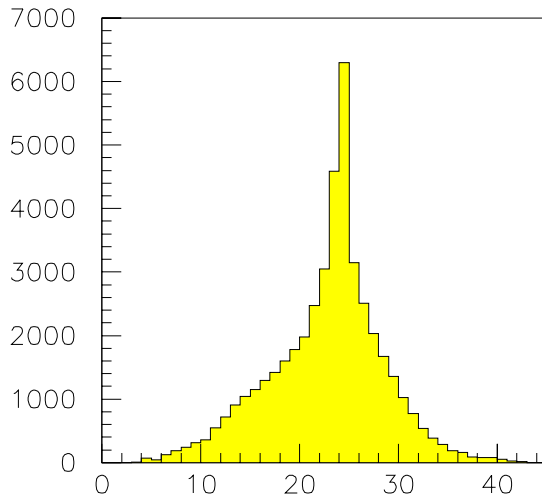
- adjacent cells have to be taken into account only for one wire per side!
- rate of combinations with correct t0 is higher for "in cell" combinations: 52% compared to 25% (priority for processing?)

Timing I

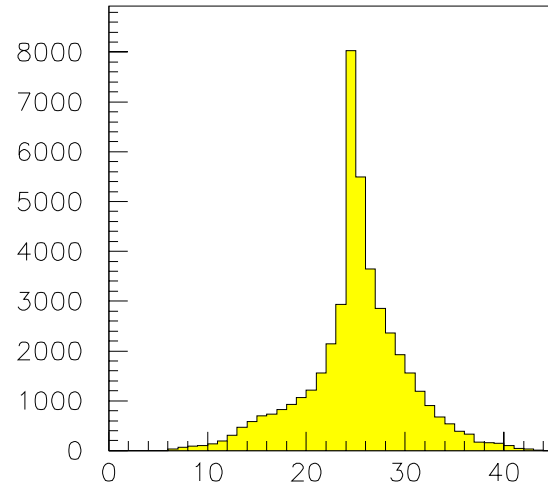


- Current simulation allows drift time differences ± 12 cycles (± 6 BCs)
- Maximum delay time to reach pivot element is 20 cycles (10BCs) plus 12 cycles (6 BCs) if using only 1 pivot element
- Only 4-5 BCs left for remaining calculations!
- Shift register could be made larger to include tails in the difference distribution but would cause additional delay

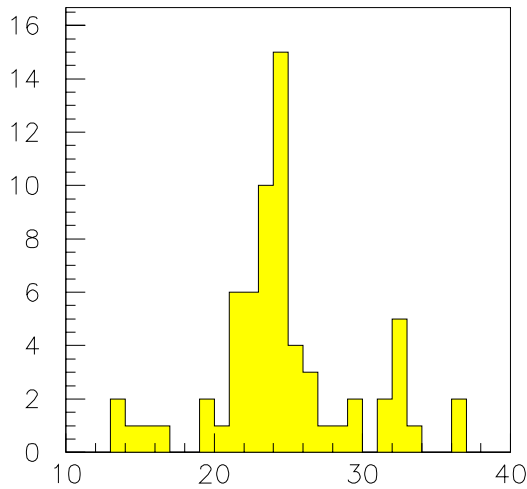
Timing II



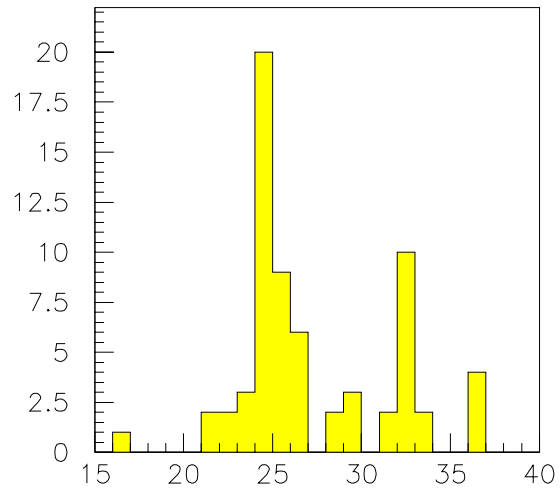
icycle1+ic2mk



icycle2+ic2mk



icycle1+ic2mk



icycle2+ic2mk

- time distribution of all validated masks are shown for time when validation starts and when validation ends

Constraints for Design and Conclusion I

For L1 Trigger:

- 5 trigger bits for kappa and phi plus t0 indicator (1bit) to describe valid patterns
- Two 32 bit words containing the kappa-phi histogram per cell could be send to the L1 trigger card where one word contains the t0 information
- Maximum amount of all valid patterns per cell is $(5+1)$ bit · 200 lines · 20 BCs = 24000 bit to be stored in an internal RAM \Rightarrow big FPGA
- Look Up table has to deal with about 1000 patterns without subaddresses. Amount of space is 1000 times $(5+1)$ bit for L1 trigger · 2.5 BCs (mean value) = 21000. (still managable for all 10 BCs?)
- Design should aim for high kinematic acceptance down to low p_t than for high precision on L1 to allow triggering of $\rho \rightarrow \pi\pi$ and $\Phi \rightarrow KK$

Constraints for Design and Conclusion II

For L1 track segment finding:

- additional z-information has to be processed
- κ and ϕ resolution has to be improved by using subaddress information
- track segments have only to be processed for the right bunch crossing. Can we wait so long?
- Refined track parameters have to be looked up from an external SRAM. Address defined by mask number (9/10 bit) subaddress (6 bit) and BC number (X bit) \Rightarrow problem?
- More studies clearly needed
- Routine to generate systematically valid patterns would be helpful