

# 3D Tracking in the Level 1 Trigger

Eunil Won  
Korea University

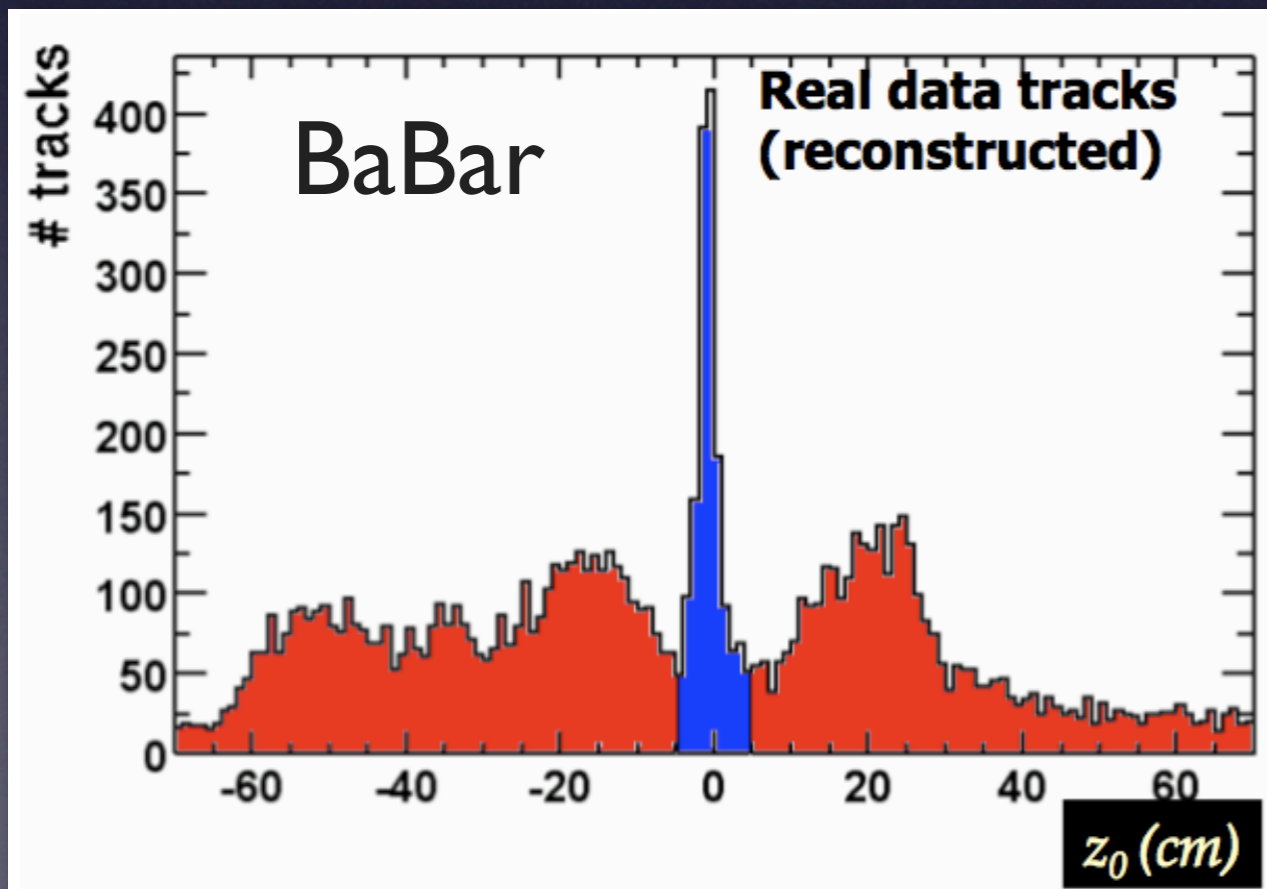
- ✓ Main Idea (from our friends)
- ✓ Implementation strategy to sbelle
- ✓ Resources



# Level I 3D Tracking in BaBar

- BaBar track trigger upgrade (2004) introduced a 3D track trigger in the L1 stage (IEEE NS 2, 1288 (2003))
- Calculation of  $t_{andip}$ ,  $p_T$ , and  $z_0$  are done in FPGA
- Main idea: cutting on  $z_0$  will improve S/N significantly

You get all the public information from <http://www.slac.stanford.edu/BFROOT/www/Detector/Trigger/upgrade/fdr/> and from [http://www.hepl.harvard.edu/annual\\_reports/doe\\_site\\_visit\\_2004/BABAR/ZPD\\_Won.PDF](http://www.hepl.harvard.edu/annual_reports/doe_site_visit_2004/BABAR/ZPD_Won.PDF) and some of which I show today



Tracks originated from  
physics :  $z_0 \sim 0$

From background :  $|z_0| \gg 0$



Calculation of  $z_0$  at the  
trigger level : tremendous  
help in rejecting background

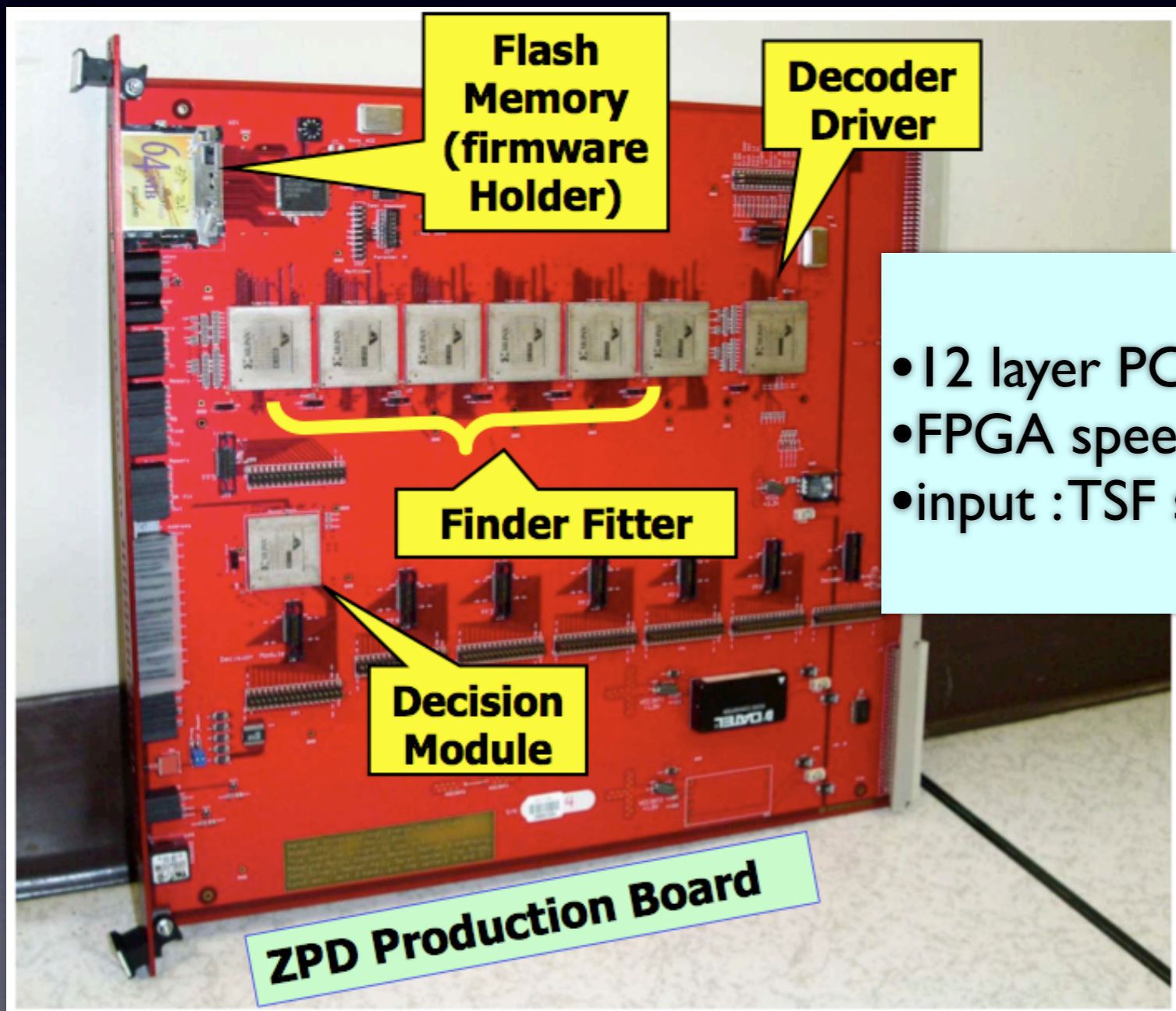


# Hardware Configuration

- VME 9U (EURO card) + J3/P3 for BaBar specific data/control bus (fully pipelined)

Fastest as of 2001-2

- 8 FPGAs on board (6 Xilinx Vertex2 XC2V4000 + XC2V3000 + XC2V1000)



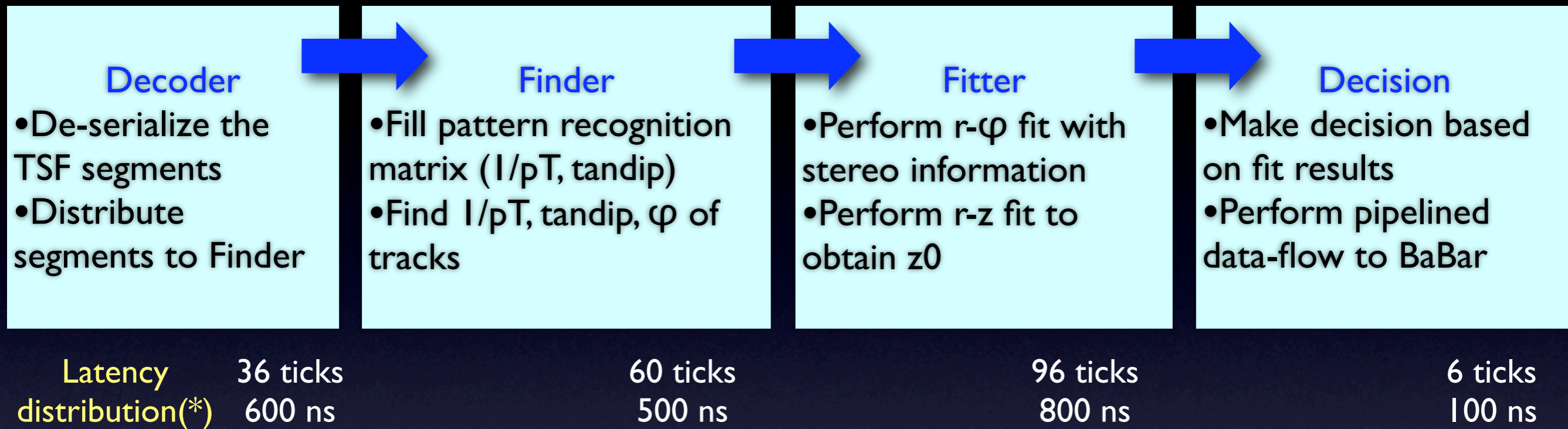
- 120 MHz (main algorithm)/60 MHz (decoding/decision) clocking

- 12 layer PCB design
- FPGA speed grade: -4
- input : TSF segment from J1,2/P1,2

- Firmware loading via CF card (in total 8 different sets can be stored)
- One board covers  $3/8$  of  $2\pi$  : total 8 boards with overlaps



# Algorithm & Firmware

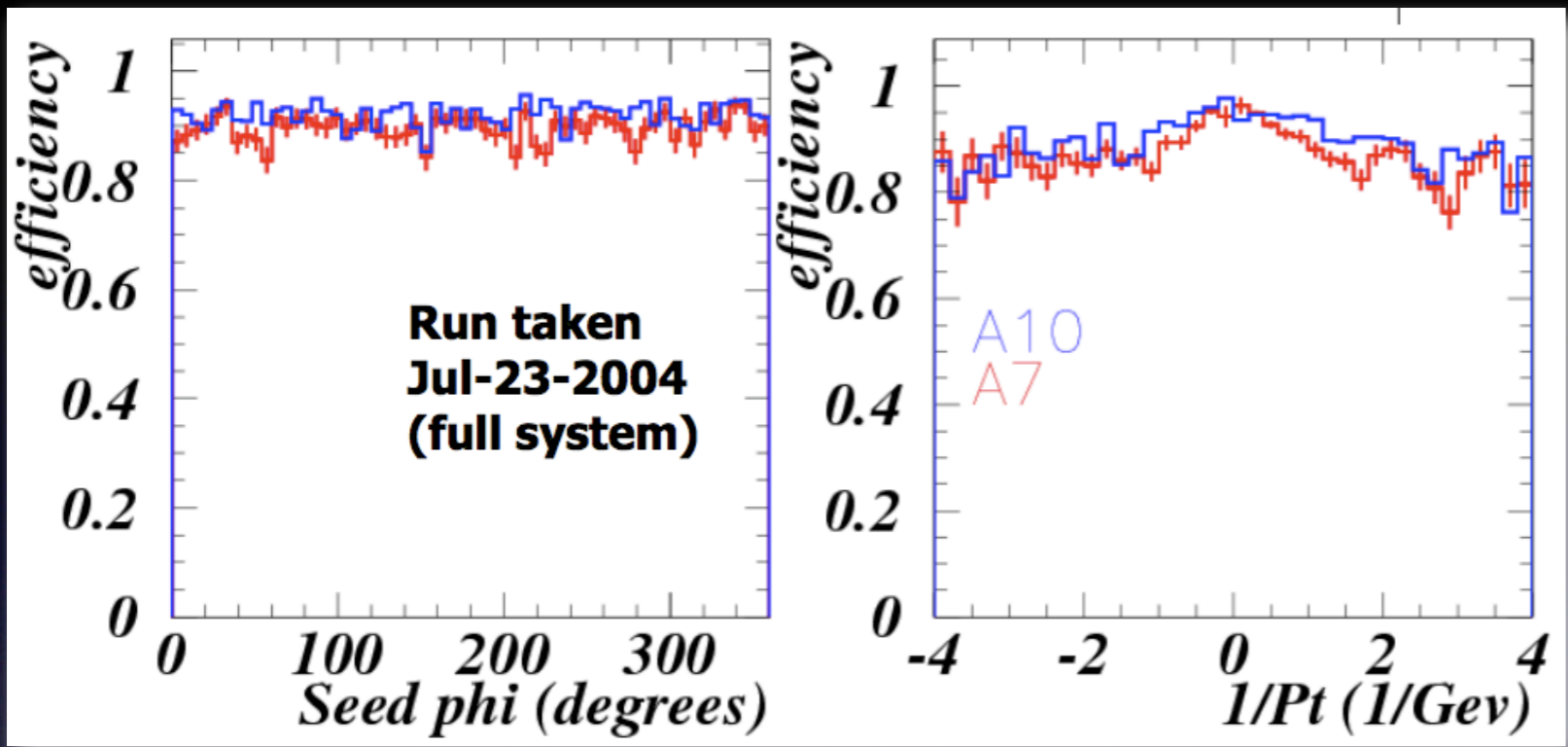


- Latency constraint:  $\sim 2.0$   $\mu\text{s}$  (or in total  $\sim 200$  clock ticks)
- VHDL codes: developed for **3 years** with 2 full time good(?) physicists
- Entire algorithm verified with C++ and VHDL down to **single bit level**
- Each module has a memory block that “**play&record**” data for easier debugging of the firmware (For sBelle, we have to rely on CSR r/w through VME protocol)

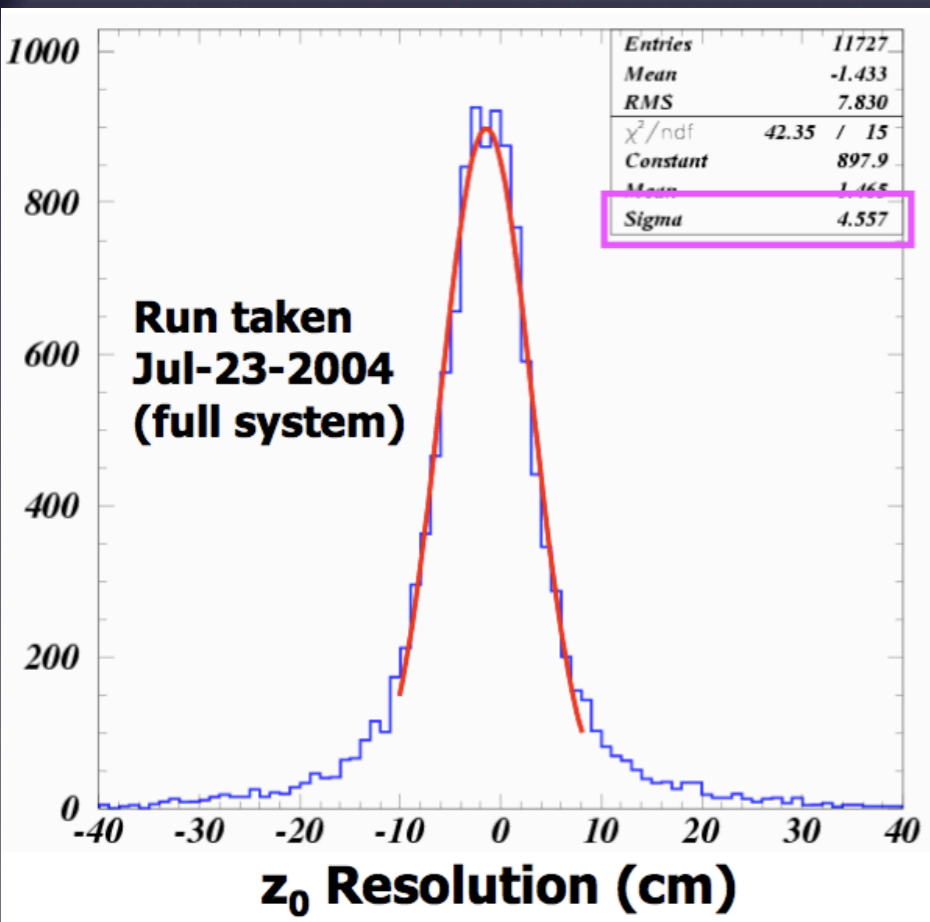
(\*) All numbers are approximate



# Performance of BaBar 3D Track Trigger



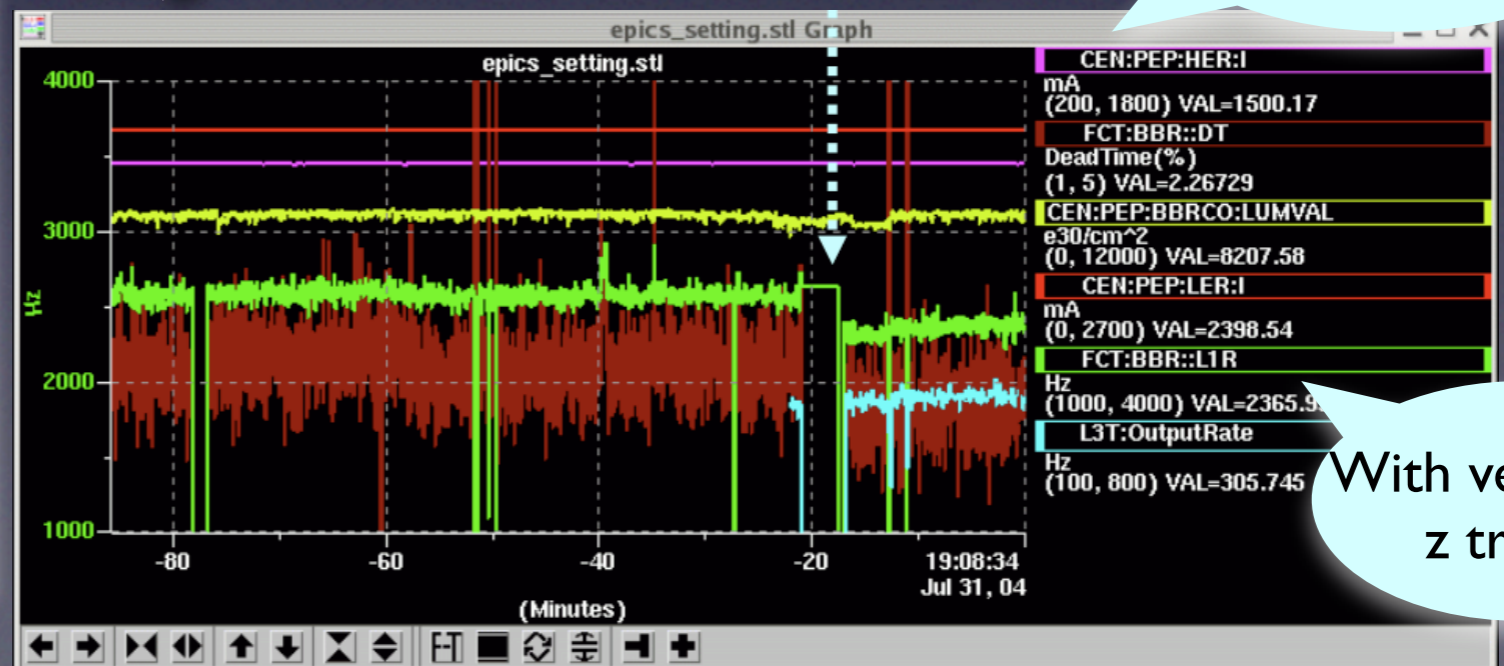
High efficiency (~90%) over full 360° and wide range of pT



The  $z_0$  resolution is ~ 4.6 cm and is in good agreement with their simulation

→ This is precise enough to select signal tracks exclusively

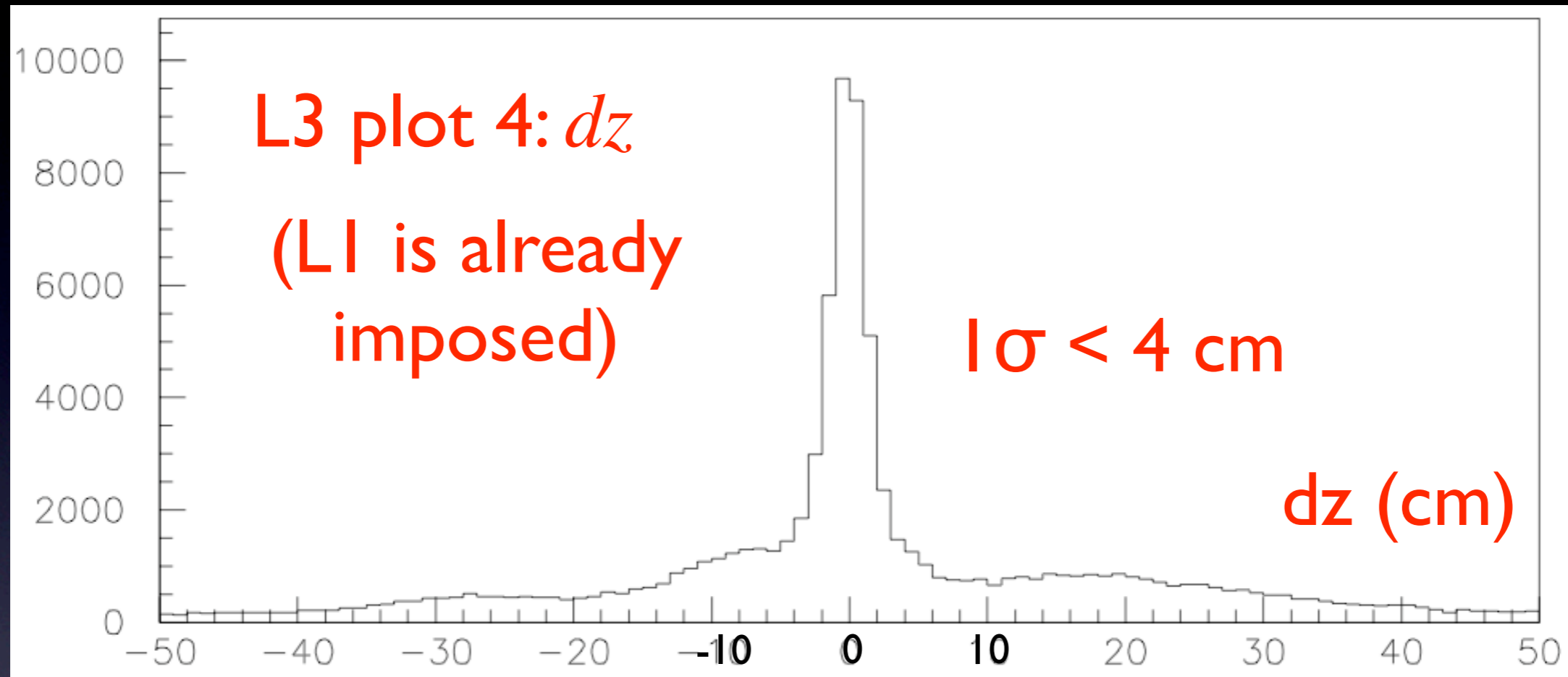
EPICS snapshot at the trigger in action



With very loose z trigger

# Situation in (s)Belle

- “Current” Belle z distribution of tracks (from DQM manual)



- z distribution from random trigger will give us better understanding on the present situation



- We gain LI trigger rates from z-trigger : how much ? Depends really on the background situation at sBelle



# Situation in sBelle

- There is a hardware upgrade plan for track triggers/GDL in sBelle trigger scenario driven by Y. Iwasaki san

- Make TSF using axial and stereo wires
  - ~2000 TSFs
  - Hugh I/O board is preferable
- New I/O boards are under design
  - First stage multiplex TSF input
  - Second stage receives whole TSF information
    - Apply Hough and stereo finding logics

2007.3 TRG/DAQ meeting  
Y. Iwasaki

This part is obsolete

- Iwasaki san presented 3D tracking as



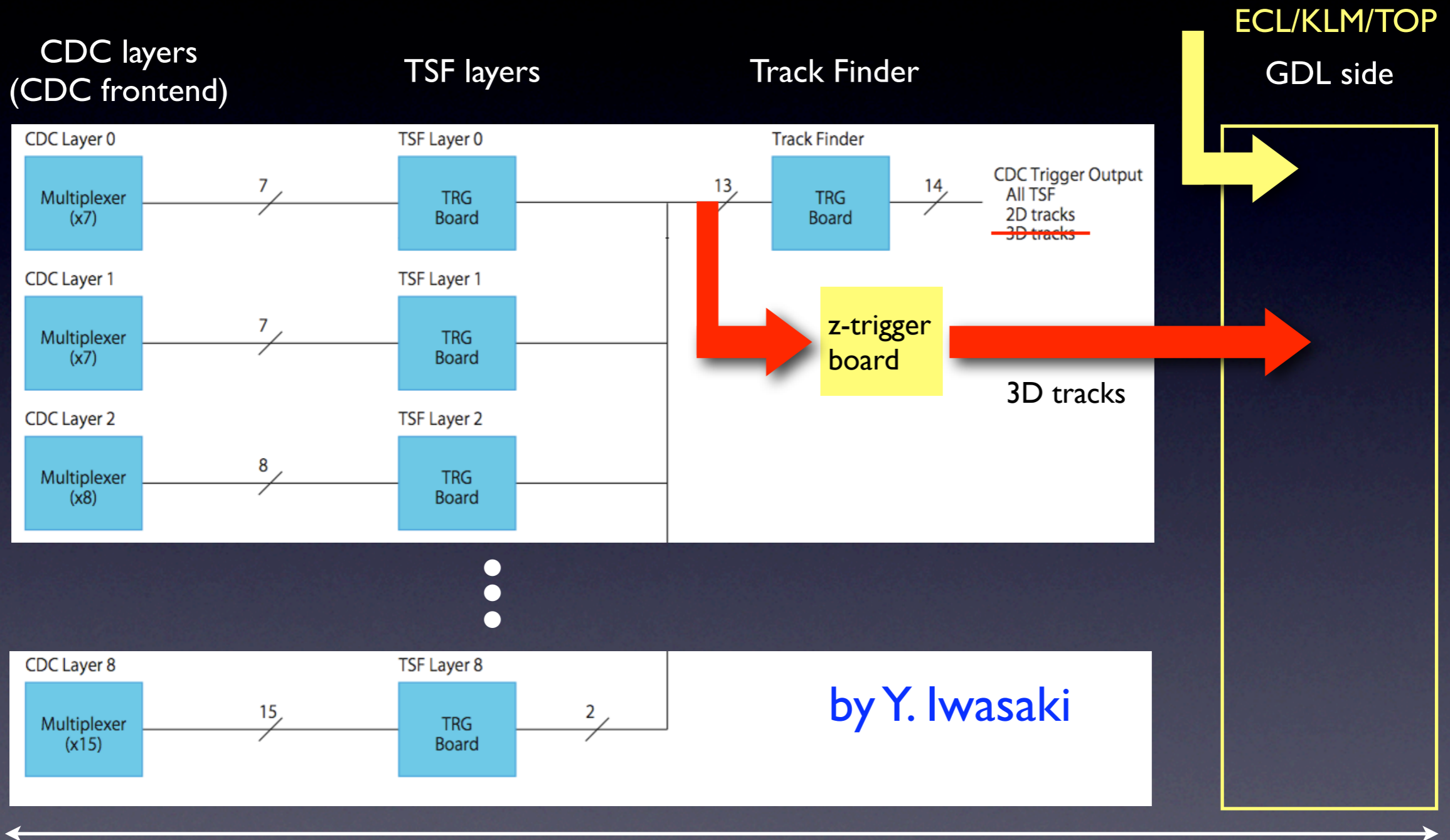
- Output
  - Track dz and momentum,
  - accurate track counting,
  - accurate momentum valance,
  - cosmic veto (by a line pattern search)

- I propose to develop algorithm to produce  $z_0$ , similar to what BaBar did with their LI track triggers



# Situation in sBelle

- Current Idea for new CDC readout (From Y. Iwasaki, trigger part) + my initial thought (z-trigger part)



Is this realistic?

(\*) ~500 ns from z-trigger  
 (\*) ~3.5 us  
 \* latency from discussion with Y.Iwasaki/T.Tsuboyama



# Can we produce $z_0$ in sBelle?

- The number of ticks we are going to have?

latency for the calculation of $z_0$	number of ticks
0.5 us (entire trigger 3.5 us)*	20 @ 40 MHz
	40 @ 80 MHz
0.5 us	250 @ 500 MHz

80 MHz if we double clock with DCM

Modern FPGAs are advertised to run at as fast as 500 MHz at least (Xilinx Vertex5 series)

\* latency from discussion with Y.Iwasaki/T.Tsuboyama

➔ I assume 250 ticks is long enough for producing  $z_0$  and the new board will host something similar to Vertex5

- We need stereo as well as axial TSF segments to begin with

➔ I assume Iwasaki san's new TSF will deliver stereo segments as well to the board

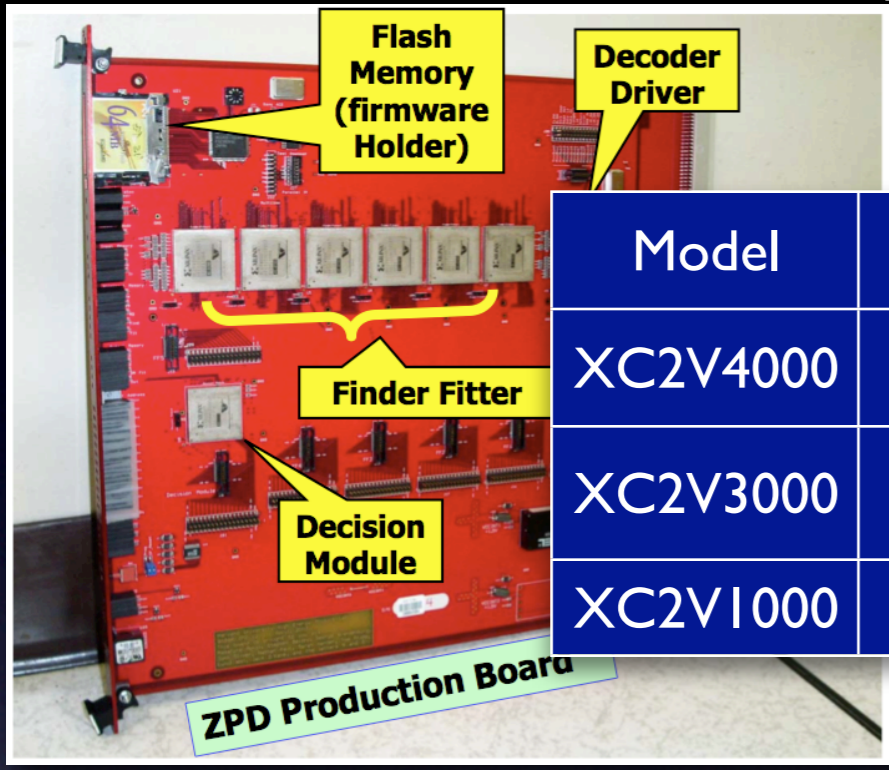
- Do we have enough resources and experts?

➔ I am fairly familiar with VHDL but less with track fitting and almost nothing with pattern recognition for track finding



# Can we produce z0 in sBelle?

- BaBar has one board (has 8 FPGAs) for 1/8 of 2π



Model	Function	CLB	Usage
XC2V4000	Finder and Fitter	23,040	44%
XC2V3000	Decoder and Driver	14,336	27%
XC2V1000	Decision Module	5,120	70%

Total  
 $23040*6+14336+5120=160k$  (17.6k)

Grand total:  $160k*8=1.2$  M blocks (140k)

(weighted by usage: but place&route nontrivial if usage is high!)

- If we use Vertex5 (the latest, largest, and fastest from Xilinx as far as I know. Does Altera have better ones?)

Model	CLB
XC5VLX330	51,840

No way we can fit into a single board

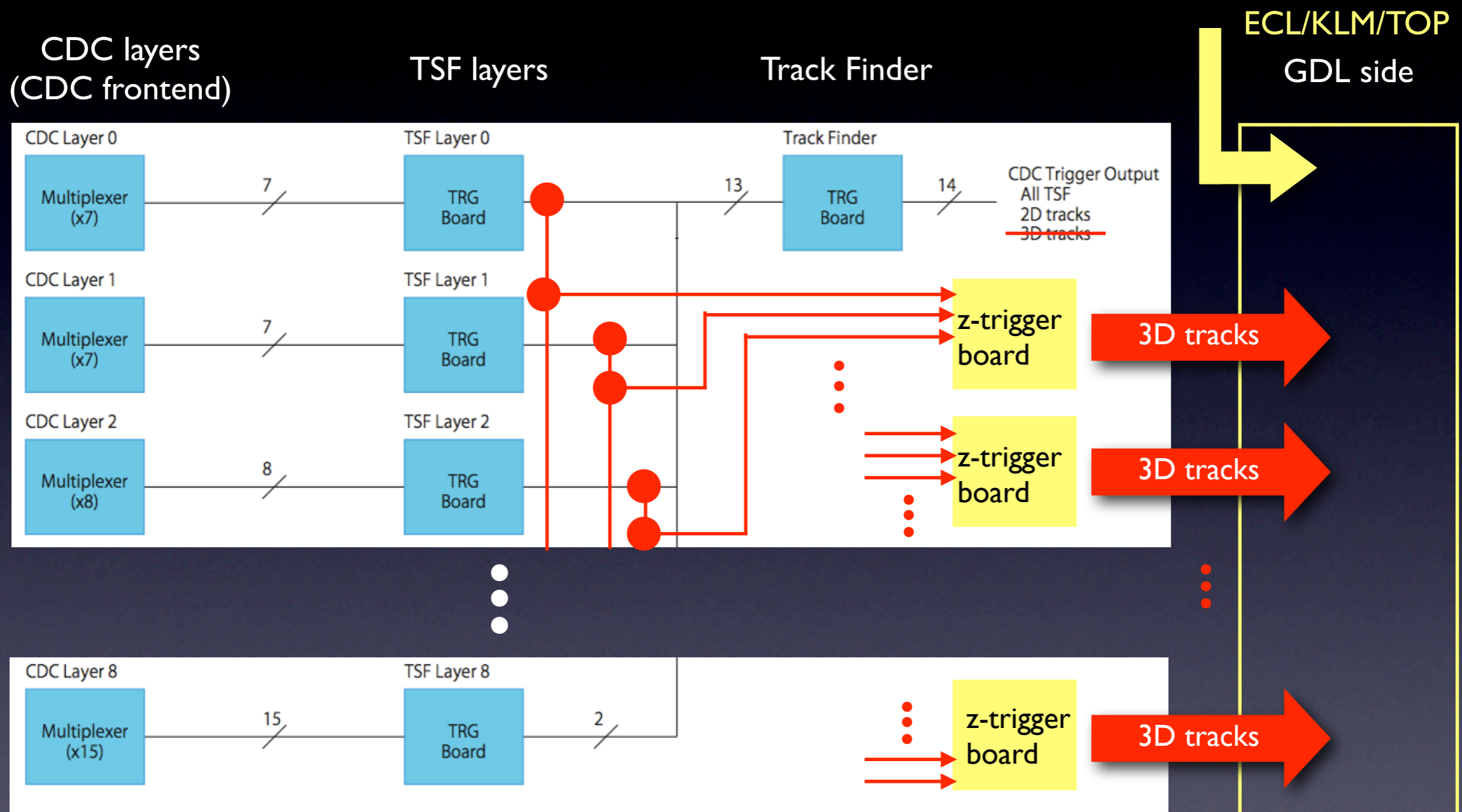
One board covering 1/8 may be OK

(Note:TSFs are grouped in layers, not in phi)



# Realistic Scenario ?

- We use TRG boards (no extra development in hardware)



- 8 z-trigger boards receiving 9 Rocket I/O via optical cables



# Plans and Resources

- I believe it is worth trying: then we have two choices (usual 2D track triggers vs possible 3D fit)

- To do

Full GEANT4 CDC trigger simulation to obtain TSF segments :

**tick by tick simulation is crucial**

Develop algorithms with C++ to extract  $z_0$ ,  $p_T$ , and dip

Translate them into VHDL (or verilog)

## Who will do all these?

Eunil Won :VHDL coding

Dr. Byeongrok Ko (0.3 FTE), Dr. Boyoung Han (0.5 FTE Korea University) : rest of the other work

They have experience with  
offline tracking in CDF

- Let me know if you want to join this work