### L1 Trigger Y.Iwasaki @ 2nd open meeting for the proto-collaboration 2008/07/04

## **Physics Targets**

| Process     | C.S. (nb) | R @ L=10^34 (Hz) | R @ L=10^35 (Hz) |
|-------------|-----------|------------------|------------------|
| Upsilon(4S) | 1.2       | 12               | 120              |
| Continuum   | 2.8       | 28               | 280              |
| μμ          | 0.8       | 8                | 80               |
| ττ          | 0.8       | 8                | 80               |
| Bhabha      | 44        | 4.4              | 44               |
| Y-Y         | 2.4       | 0.24             | 2.4              |
| Two photon  | 15        | 35               | 350              |
| Total       | 67        | ~100             | ~1000            |

- Cross-sections are calculated within the detector acceptance

- The rate with Bhabha and  $\gamma$ - $\gamma$  are pre-scaled by factor 100
- Two-photon cross-section is obtained with Pt>0.3 GeV cut

### Level 1 Trigger

2008/07/04 GDLS Schematic Version 1.01 Y Iwasaki

**Global Decision Logic** Sub-Triggers (~50bits) **Input Delav Trigger Decision Pre-Scaler** Timing Decision # tracks # clusters energy sum Bhabha timing Sub-Trigger finder info. (~4000bits) Track segments **Cluster energy PID** hit patterns

- ✤ Keep Belle triggering scheme
  - ✤ Present L1TRG works very fine
  - ✤ If no-one comes with better idea ...
  - In hardware level, new technology should be used to be more flexible and redundant for backgrounds and new targets
- ✤ Requirements
  - Fast decision : latency  $3 \sim 3.5 \,\mu \,\text{sec}$
  - $\sim$  Tight but efficient logic : S/N >> 0.1, ε(Υ) ~ 1
  - Redundant for any background conditions
  - ✓ Output rate @ L=10<sup>35</sup>
    Average L1 rate ~ 10 kHz, Maximum ~ 30 kHz

## Finer Info. from Sub-triggers

- ✤ GDL gather finer info. from sub-triggers
  - ✤ To make combination triggers in GDL level.
    - ✤ To be more flexible and redundant for backgrounds,
    - ✤ To catch up new physics targets
  - ✤ To send finer info. to Level 2 trigger (if necessary)
- ✤ CDC sub-trigger
  - Charged track ( $\theta$ ,  $\phi$ , pt, pz) ... order 2000 bits
- ✤ ECL sub-trigger
  - → Energy cluster (θ, φ, E) ... order 2000 bits
- ✤ PID (& KLM) sub-trigger
  - → Hit position ( $\theta$ ,  $\phi$ ) ... order 100 bits x2
- ✤ To receive such info., we need new hardwares

## **Sub-Triggers**



# **Trigger Logics**

#### Main triggers for hadronic events

- ✤ Two-track
- ✤ Total energy
- ✤ Isolated cluster
- ✤ Radiative events
  - ✤ Combination of ECL and CDC
- Low multiplicity events
  - ✤ High efficiency required ?
- ✤ Bhabha events
  - ✤ High efficiency, high purity
- Cosmic events
  - ∞ Not so important with high luminosity ?
- ✤ Veto triggers
  - 🔹 Bhabha
  - ✤ Cosmic

# Trigger Rate



Do we need Level 2 TRG?

- Normalized trg
  - = Rate @ L=1x10<sup>34</sup>
- Improvements seen in Norm. trg is due to the vacuum
- Simple extrapolation

|                      | best    | worst   |
|----------------------|---------|---------|
| L=1x10 <sup>35</sup> | 2.5 kHz | 13 kHz  |
| L=2x10 <sup>35</sup> | 5.0 kHz | 26 kHz  |
| L=8x10 <sup>35</sup> | 20 kHz  | 100 kHz |

#### ✤ Worries

- ✤ Vacuum@IR in sKEKB
- Radiative Bhabha entering endcaps
- Max. luminosity

# **CDC Trigger**



- Track Segment Finder (TSF) are formed in all super layers for 3D track identification
- All TSF info. is sent to two track finders (TF)
  - ✤ 2D track
  - ✤ 3D track
- 3D track is very powerful for background reduction
  - ∞ See E. Won's talk
- TSF and TF use Universal Trigger Board 2 (UT2)

## ECL trigger

✤ See B.G. Cheon's talk

# PID (& KLM) triggers

- ✤ No discussion yet (except for PID timing)
- ✤ PID timing
  - See G. Varner's talk

## **Universal Trigger Board 2**

10



- ✤ for CDC and GDL
- ✤ 6U VME board
- FPGA Core is Virtex5
- ✤ NIM x 3 I/O pairs
- ✤ Optical RocketIO
  - ∞ 6GHz x 16 I/O pairs
    - ... 6000 channels in 16MHz
    - ... 2400 channels in 40MHz
- ✤ Differential I/O x 32 pairs
- Design of proto-type is on going
  - ✤ Delivered in this fiscal year
  - ∞ 3GHz x 16 I/O pairs

### tsim

#### ✤ Purposes

- ✤ To design trigger logics
  - ✤ Trigger efficiency estimation
  - Background reduction power
- ✤ To check hardwares
  - Compare hardware and "tsim" response to pin down problems
- ✤ It's time to start trigger design with realistic simulation
  - ✓ 1st version of G4 simulation is avilable
    - ✤ Give us enough information to simulate the trigger response
  - ✤ We reuse present "tsim" codes as much as possible
    - G4 can output Panther banks, which can be accepted by "tsim" with minimum modifications on present "tsim"
- "tsim" coordinator
  - ∞ E. Won (Korea U.)

### **Present Man Power**

- Charged Track Triggers
  - Solution → 3D trigger : use axial and stereo wires
    - ∞ E. Won, B.G. Ko, B.Y. Han (Korea U.)
  - ✤ 2D trigger : use Hough algorithm
    - ∞ Y. Iwasaki (KEK)
- ✤ Energy Sum, Isolated Clusters, and Timing
  - ∞ B.G. Cheon, Y. Unno, S.G. Kim, I.S. Lee (Hanyang U.)
  - ∞ M.J. Lee, S. Ryu, S.K. Kim (SUN)
  - ∽ Y. Usov (BINP)
  - ∞ S.R. Kim (Notice Co.)
- ✤ Timing Trigger from PID device
  - ∞ G.S. Varner (U. Hawaii)
- ✤ Global Decision Logic
  - ∞ Y. Iwasaki (KEK)