

Primary Vertex Reconstruction with CMS `p2gt`

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Overview

Working on CMS Phase-2 Global Trigger writing a program in VHDL to identify particles coming from primary vertices

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- This identification is important because from it, we can reconstruct events and understand more about what happened during a collision. Generally, it improves efficiency and allows us to select the appropriate downstream algorithms.

Some Explanation

- Specifically, a *primary* vertex is the vertex (collision point) with the largest sum of track momentum.
- To assign tracks to a primary vertex, we can look at z-axis separation. The firmware will be designed to make a comparison between individual tracks and a primary vertex. If this z separation is less than some value, it will be assigned to the primary vertex.

Why use VHDL?

- VHDL is a **Hardware Description Language**. These allow us to describe problems in digital logic. Instead of writing a program that's executed by a computer, HDLs describe the hardware itself.
- The main differences to note between programming languages and HDLs is that HDLs execute code in parallel and work on a clock cycle, which allows for really fast decision making.

So far...

- I've written two programs and simulations in VHDL: one for making cuts based on an absolute difference and one for moving/storing information synched to a clock cycle.
- Both simple designs but the beginnings of what needs to be integrated into the p2gt firmware
- In principle, these concepts aren't hard to imagine but in practice, designing logic that fits into the existing firmware and follows timing constraints will make things more difficult

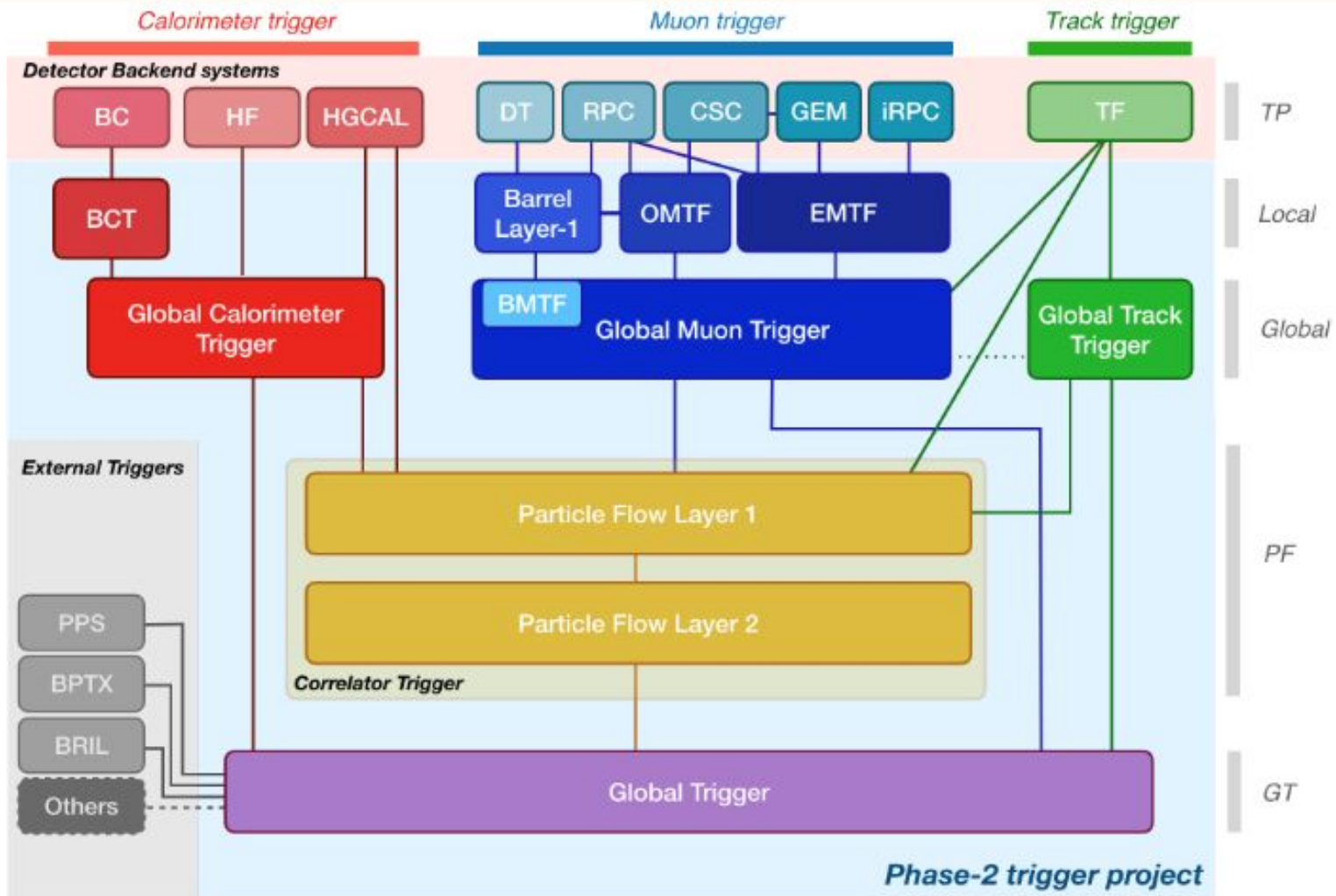
References & I went to Venice last weekend!

<https://cds.cern.ch/record/2714892/files/CMS-TDR-021.pdf>

E Leutgeb 2023 *Summer Student Programme*

W Erdmann 2008 *J. Phys.: Conf. Ser.* 110 092009





Phase-2 trigger project