



Everything you needed to know, didn't know you needed to know, and don't need to know about Upgrade I

Dr. David Friday

MANCHESTER
1824

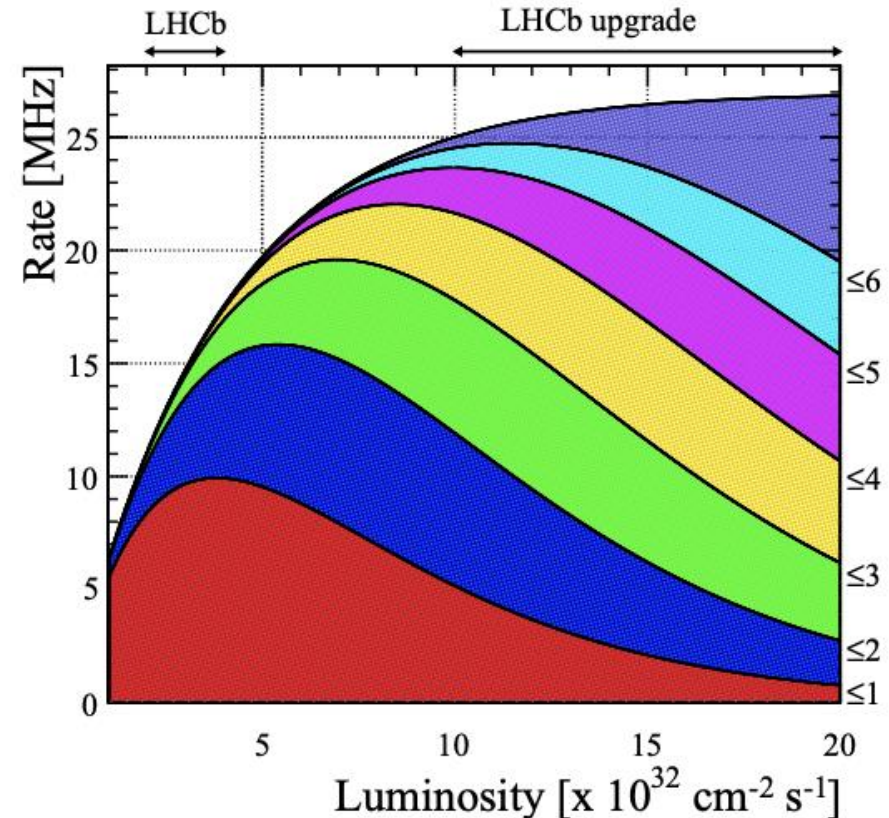
The University of Manchester





The Challenge of Run 3 (Short version)

- The luminosity increase alone will (and is) pushing the Rate up significantly in LHCb.
- The number of interactions per event also increases significantly so there is much more pileup.
- There is also a large increase in the radiation!





But why do it?

Physics Case for an LHCb Upgrade II, CERN-LHCC-2018-027

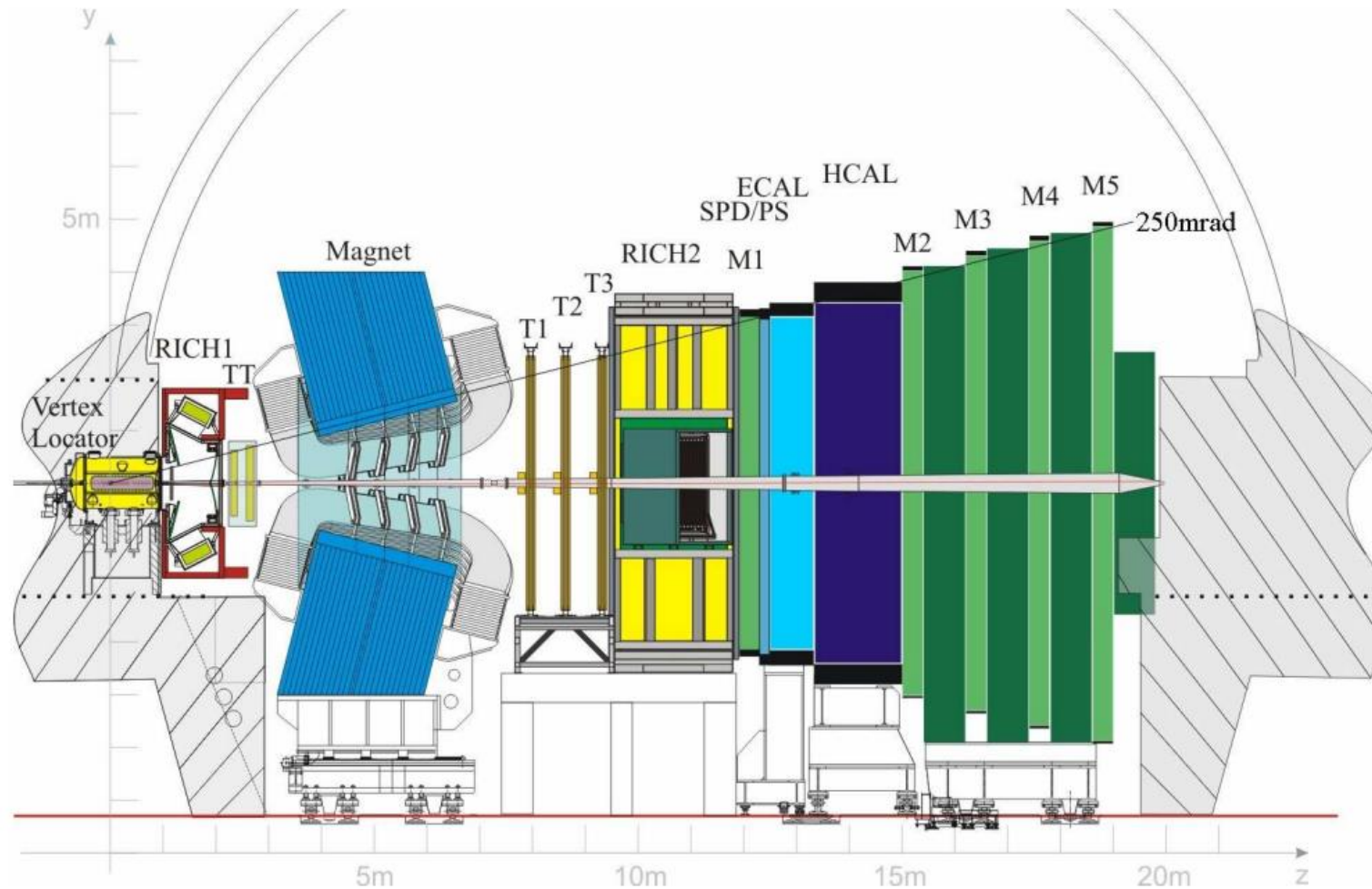
Observable	Current LHCb
EW Penguins	
R_K	$0.745 \pm 0.090 \pm 0.036$
R_{K^*0}	$0.69 \pm 0.11 \pm 0.05$
CKM tests	
γ , with $B_s^0 \rightarrow D_s^+ K^-$	$^{(+17)}_{(-22)}^\circ$
γ , all modes	$^{(+5.0)}_{(-5.8)}^\circ$
$\sin 2\beta$, with $B^0 \rightarrow J/\psi K_S^0$	0.04
ϕ_s , with $B_s^0 \rightarrow J/\psi \phi$	49 mrad
ϕ_s , with $B_s^0 \rightarrow D_s^+ D_s^-$	170 mrad
ϕ_s^{sss} , with $B_s^0 \rightarrow \phi \phi$	154 mrad
a_{sl}^s	33×10^{-4}
$ V_{ub} / V_{cb} $	6%
$B_s^0, B^0 \rightarrow \mu^+ \mu^-$	
$\mathcal{B}(B^0 \rightarrow \mu^+ \mu^-)/\mathcal{B}(B_s^0 \rightarrow \mu^+ \mu^-)$	90%
$\tau_{B_s^0 \rightarrow \mu^+ \mu^-}$	22%
$S_{\mu\mu}$	
$b \rightarrow c \ell^- \bar{\nu}_\ell$ LUV studies	
$R(D^*)$	0.026
$R(J/\psi)$	0.24
Charm	
$\Delta A_{CP}(KK - \pi\pi)$	8.5×10^{-4}
$A_\Gamma (\approx x \sin \phi)$	2.8×10^{-4}
$x \sin \phi$ from $D^0 \rightarrow K^+ \pi^-$	13×10^{-4}

$\sigma(\text{stat})/\sigma(\text{sys})$	Largest source of systematic
2.5	Mass shape & trigger eff
2.2	MC correction & residual bkgd
3	Δm_s , time res, tagging, det asymmetry
-	
8	Decay time: bias and efficiency
8	Angular efficiency
8	Decay time resolution
5	Acceptance (angular and time)
1.3	Track reco asymmetry
0.5	External BR(Λ_c)
6	f_d/f_s
9	Decay time acceptance
1	MC sample size
1	$F(B_c \rightarrow J/\psi)$ form factor
2.7	Mass model
2.8	Contribution from sec $b \rightarrow D^* X$ decays
2	Contribution from sec $b \rightarrow D^* X$ decays



Where we started?

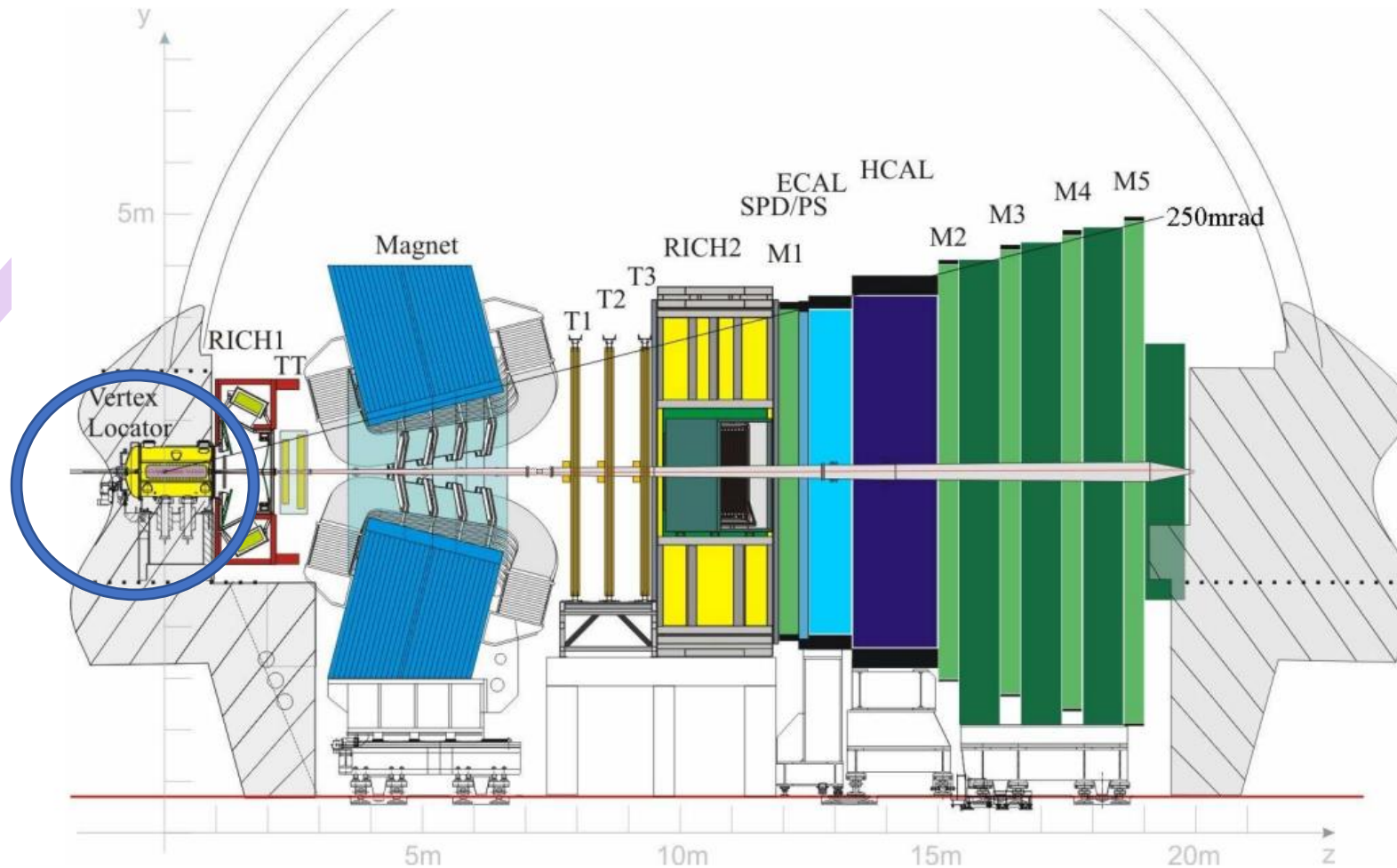
Single-arm spectrometer in the forward region to study beauty and charm





Where we started?

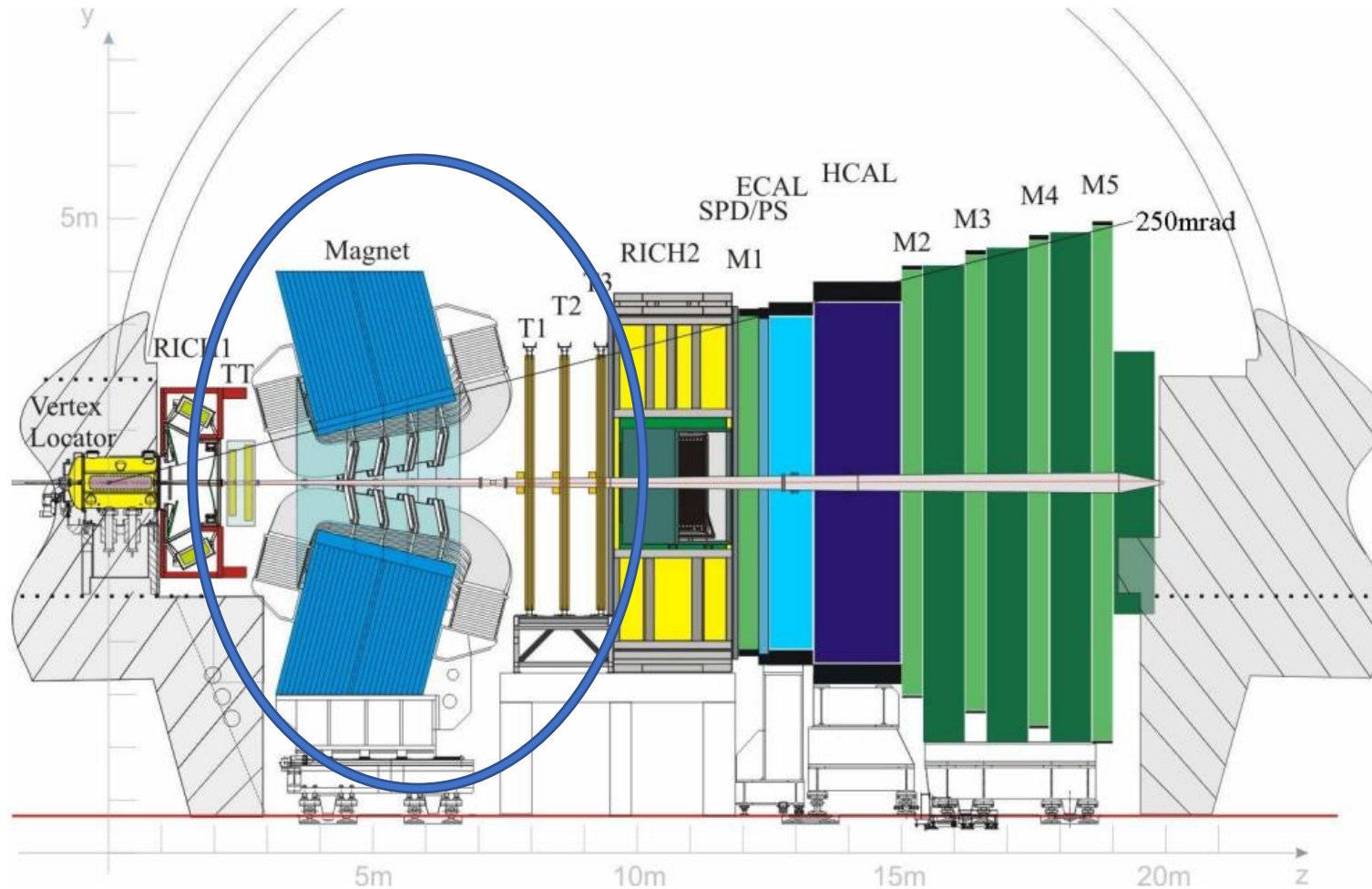
Strip based vertex detector





Where we started?

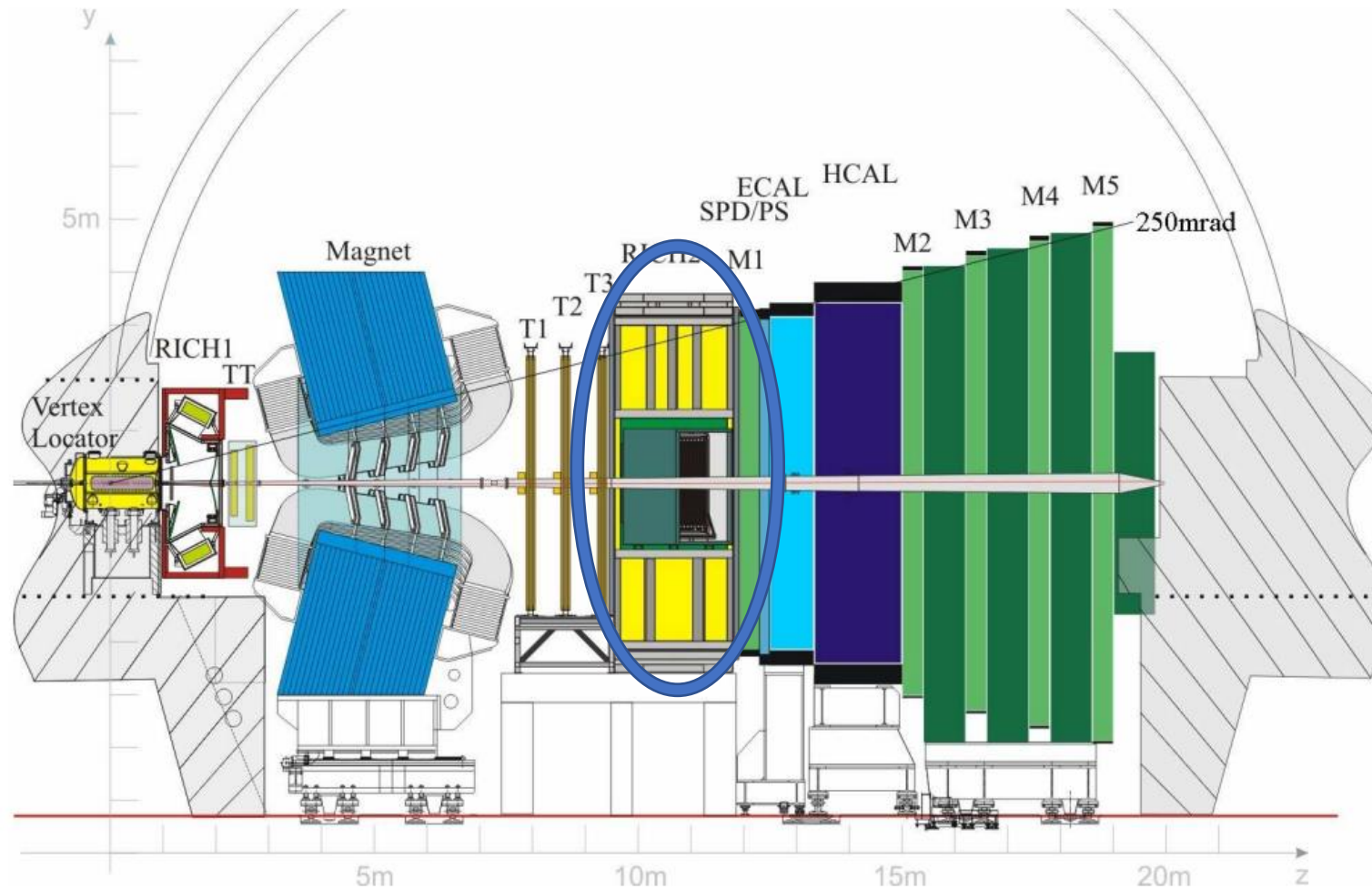
Silicon tracking system TT upstream and T1-T3 downstream





Where we started?

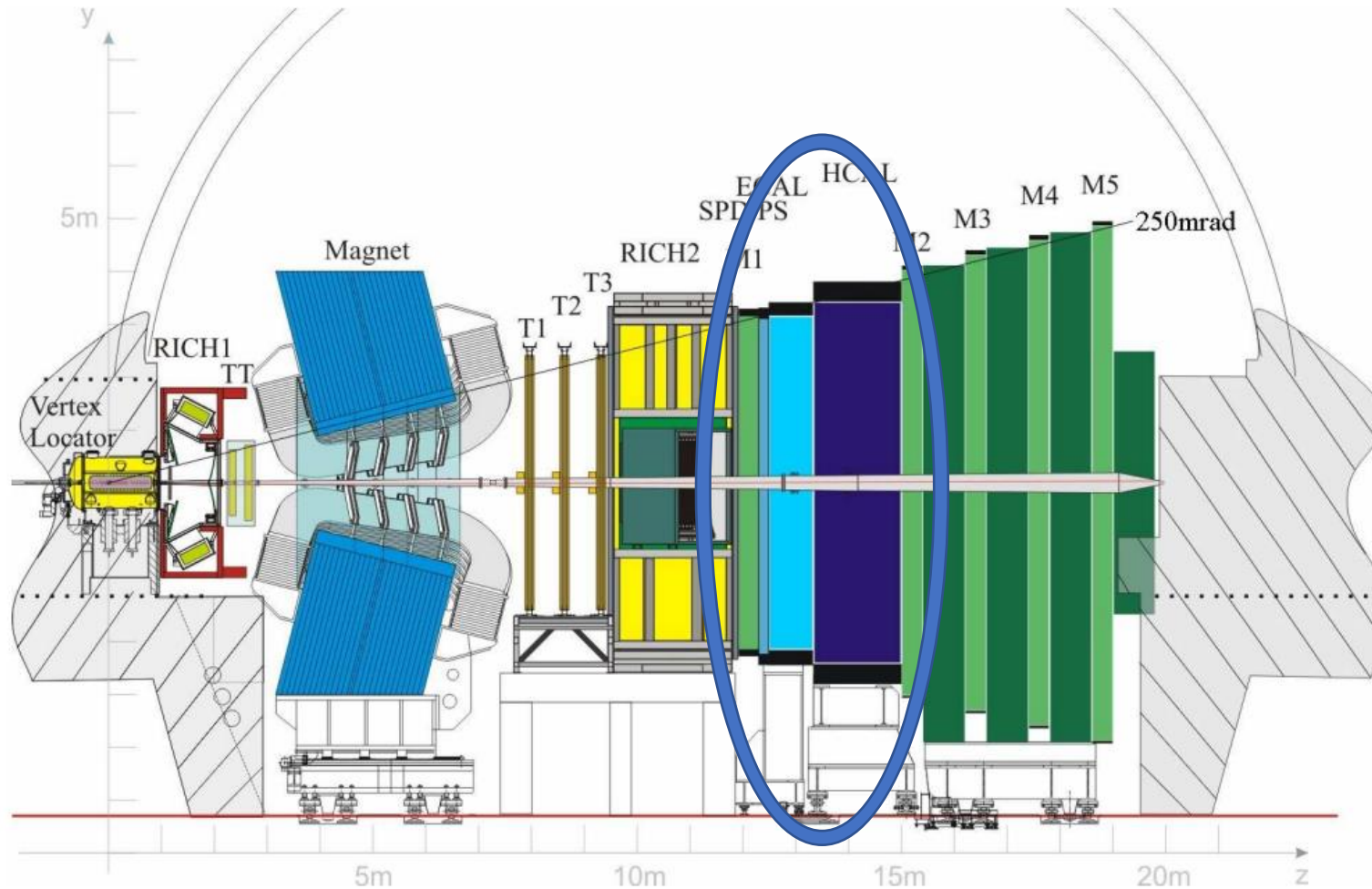
Ring Imaging Cherenkov System





Where we started?

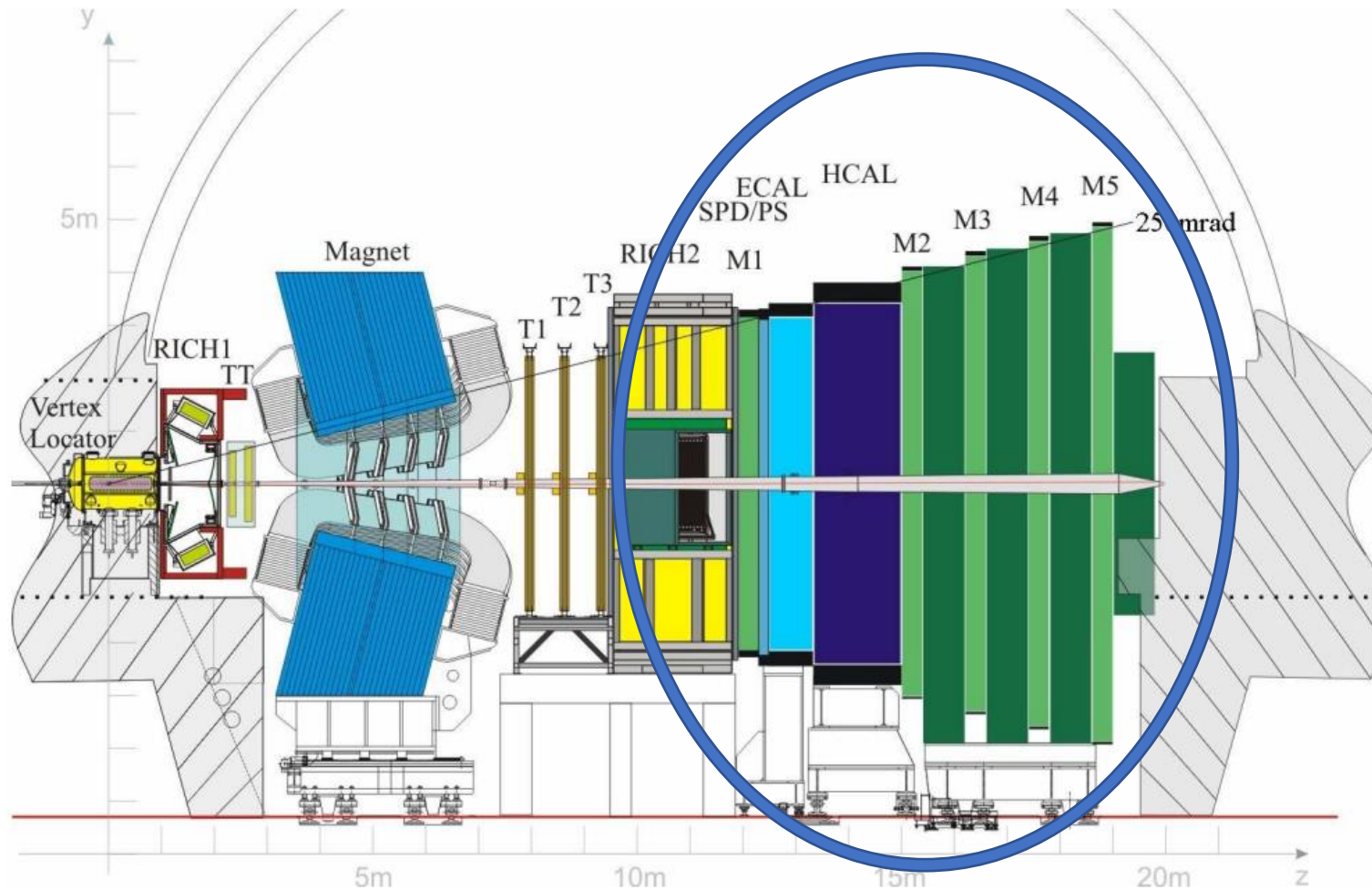
Lots of Calo!





Where we started?

A muon system including M1 located just before the ECAL





Upgrade 1

“And that's what I've done. Maintained it for 20 years. This old brooms had 17 new heads and 14 new handles in its time.”

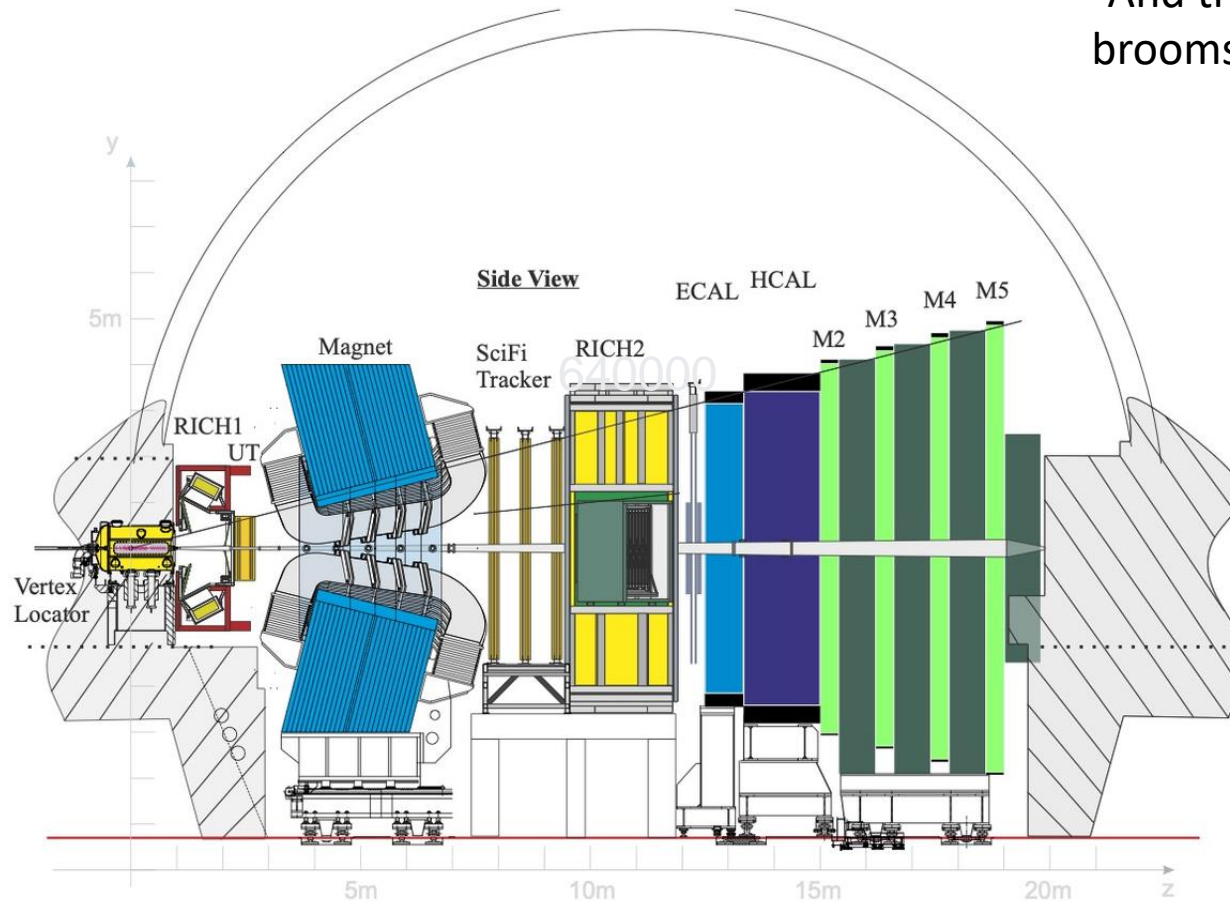


Table 1: Overview of global upgrade settings for simulation.

Beam energy	7 TeV
Number of bunches colliding at IP8	2400
Bunch z RMS	90 mm
Half angle horizontal	135 μ rad
Half angle vertical	120 μ rad
Luminosity	$2 \times 10^{33} \text{ cm}^{-2} \text{ s}^{-1}$
Bunch charge	1.2×10^{11} protons
ν (# interactions per crossing)	7.6 (for $\sigma_{\text{tot}} = 102.5 \text{ mb}$)
μ (# visible interactions per crossing)	5.2 (for $\sigma_{\text{vis}} = 70.6 \text{ mb}$)
Bunch x, y RMS	37.70 μ m
z RMS luminous region σ_{lumi}	63 mm



Upgrade 1

New Pixel Based Vertex Detector

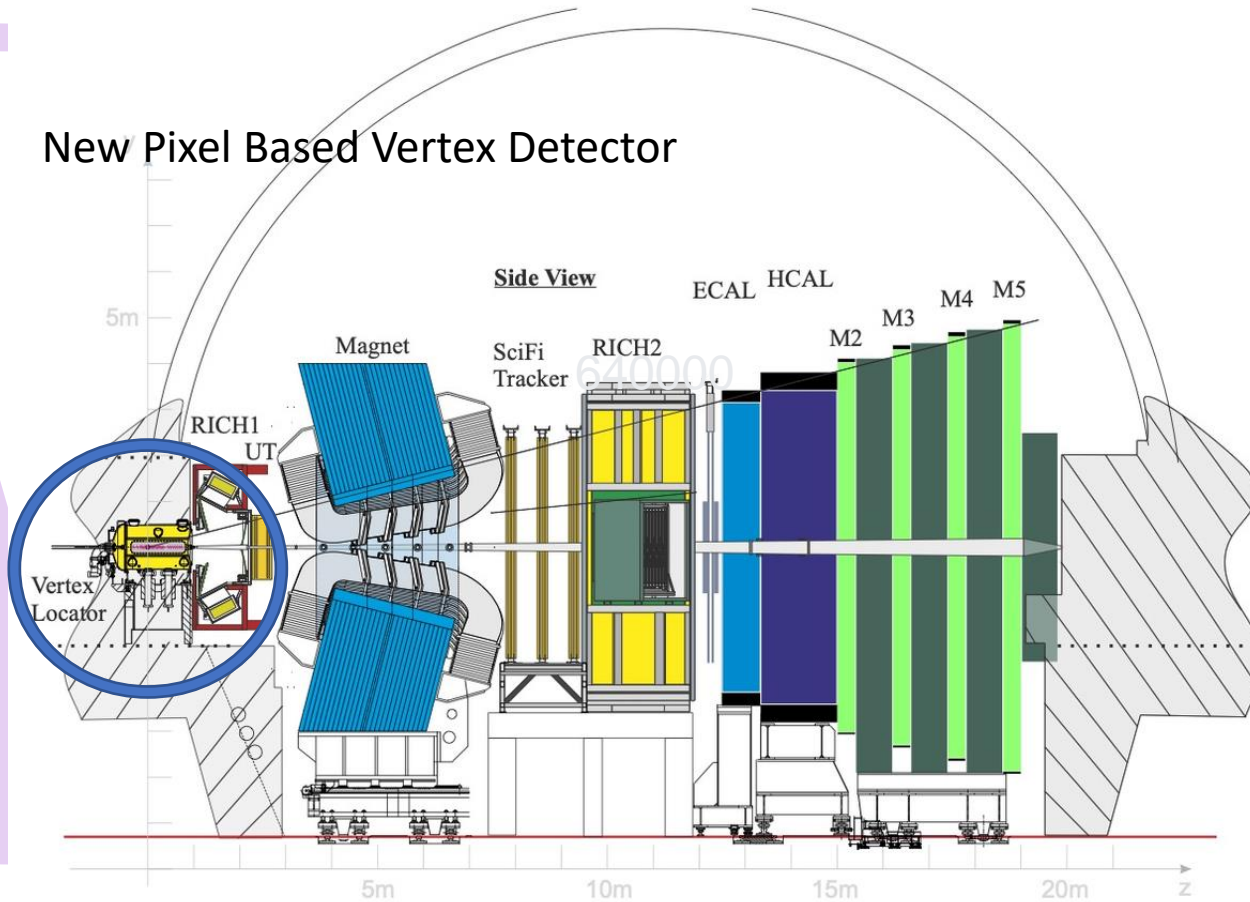


Table 1: Overview of global upgrade settings for simulation.

Beam energy	7 TeV
Number of bunches colliding at IP8	2400
Bunch z RMS	90 mm
Half angle horizontal	135 μ rad
Half angle vertical	120 μ rad
Luminosity	$2 \times 10^{33} \text{ cm}^{-2} \text{ s}^{-1}$
Bunch charge	1.2×10^{11} protons
ν (# interactions per crossing)	7.6 (for $\sigma_{\text{tot}} = 102.5 \text{ mb}$)
μ (# visible interactions per crossing)	5.2 (for $\sigma_{\text{vis}} = 70.6 \text{ mb}$)
Bunch x, y RMS	37.70 μ m
z RMS luminous region σ_{lumi}	63 mm



Upgrade 1

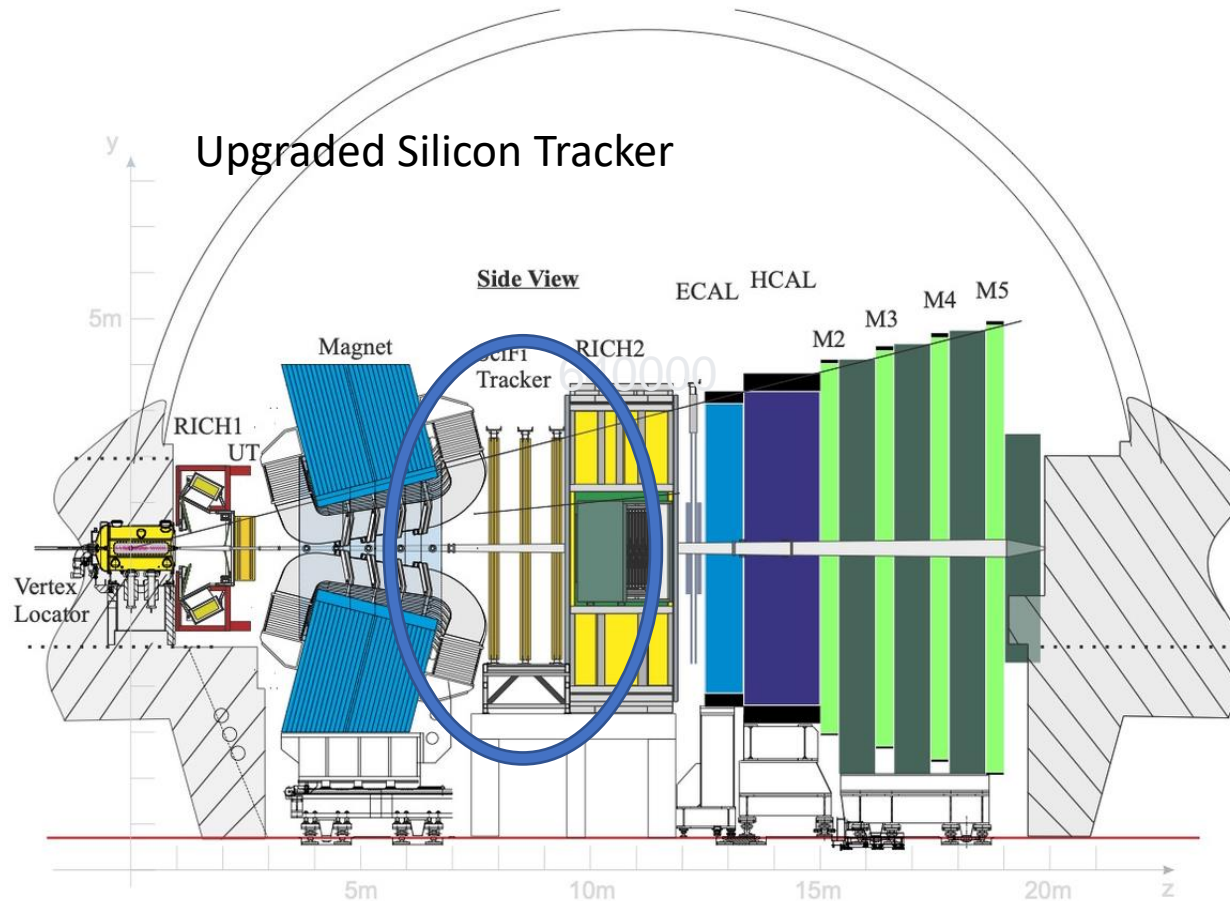


Table 1: Overview of global upgrade settings for simulation.

Beam energy	7 TeV
Number of bunches colliding at IP8	2400
Bunch z RMS	90 mm
Half angle horizontal	135 μ rad
Half angle vertical	120 μ rad
Luminosity	$2 \times 10^{33} \text{ cm}^{-2} \text{ s}^{-1}$
Bunch charge	1.2×10^{11} protons
ν (# interactions per crossing)	7.6 (for $\sigma_{\text{tot}} = 102.5 \text{ mb}$)
μ (# visible interactions per crossing)	5.2 (for $\sigma_{\text{vis}} = 70.6 \text{ mb}$)
Bunch x, y RMS	37.70 μ m
z RMS luminous region σ_{lumi}	63 mm



Upgrade 1

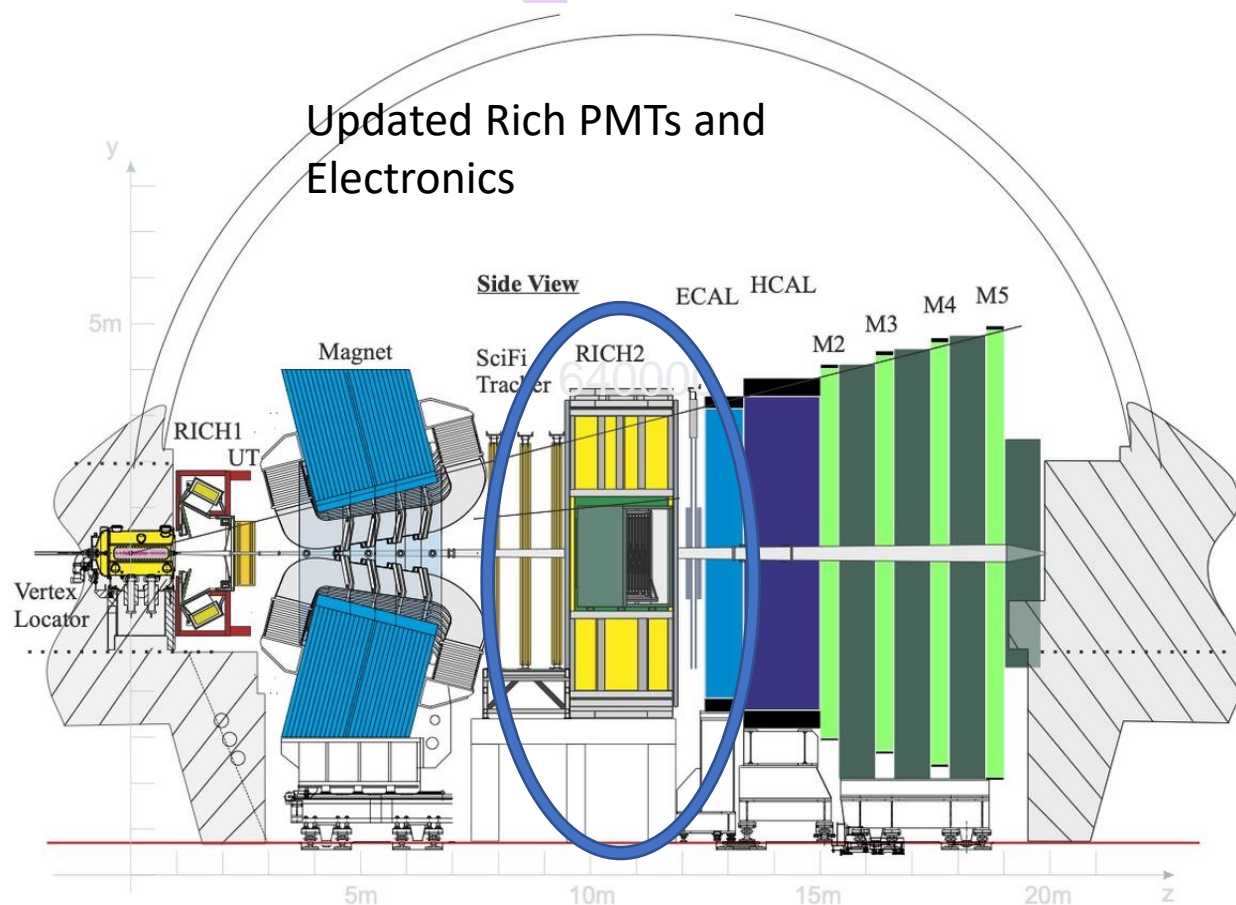


Table 1: Overview of global upgrade settings for simulation.

Beam energy	7 TeV
Number of bunches colliding at IP8	2400
Bunch z RMS	90 mm
Half angle horizontal	135 μ rad
Half angle vertical	120 μ rad
Luminosity	$2 \times 10^{33} \text{ cm}^{-2} \text{ s}^{-1}$
Bunch charge	1.2×10^{11} protons
ν (# interactions per crossing)	7.6 (for $\sigma_{\text{tot}} = 102.5 \text{ mb}$)
μ (# visible interactions per crossing)	5.2 (for $\sigma_{\text{vis}} = 70.6 \text{ mb}$)
Bunch x, y RMS	37.70 μ m
z RMS luminous region σ_{lumi}	63 mm



Upgrade 1

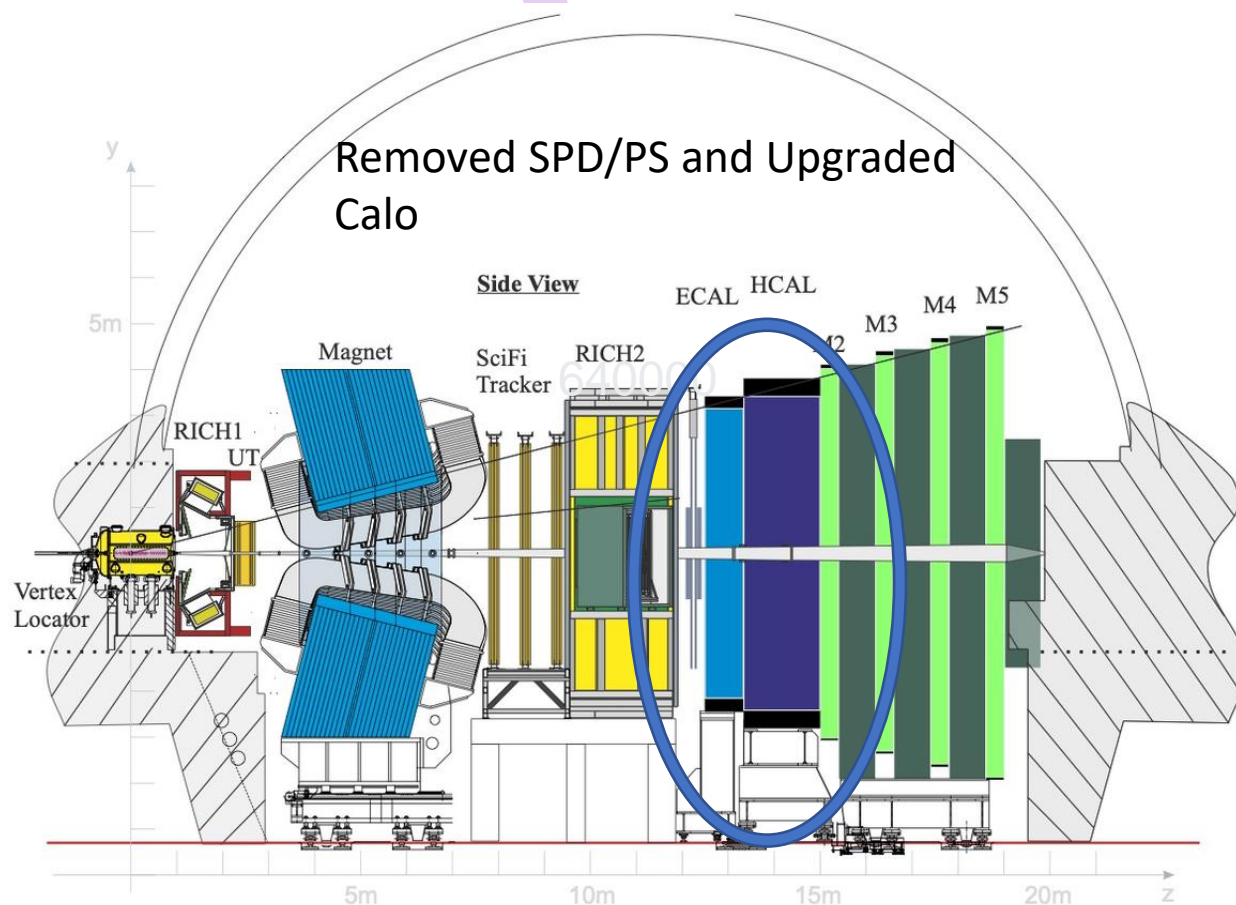


Table 1: Overview of global upgrade settings for simulation.

Beam energy	7 TeV
Number of bunches colliding at IP8	2400
Bunch z RMS	90 mm
Half angle horizontal	135 μ rad
Half angle vertical	120 μ rad
Luminosity	$2 \times 10^{33} \text{ cm}^{-2} \text{ s}^{-1}$
Bunch charge	1.2×10^{11} protons
ν (# interactions per crossing)	7.6 (for $\sigma_{\text{tot}} = 102.5 \text{ mb}$)
μ (# visible interactions per crossing)	5.2 (for $\sigma_{\text{vis}} = 70.6 \text{ mb}$)
Bunch x, y RMS	37.70 μ m
z RMS luminous region σ_{lumi}	63 mm



Upgrade 1

Removal of station M1 and upgraded FE Electronics

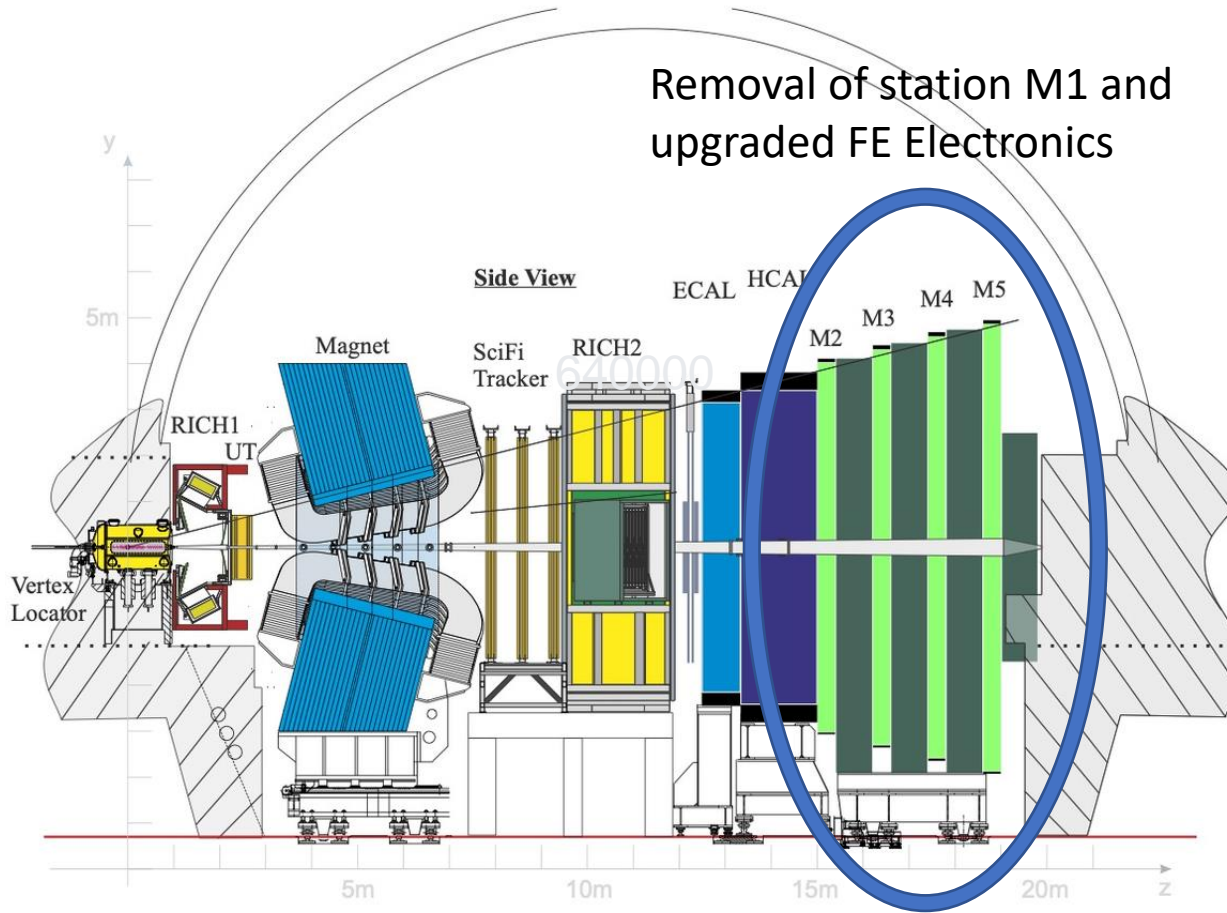


Table 1: Overview of global upgrade settings for simulation.

Beam energy	7 TeV
Number of bunches colliding at IP8	2400
Bunch z RMS	90 mm
Half angle horizontal	135 μ rad
Half angle vertical	120 μ rad
Luminosity	$2 \times 10^{33} \text{ cm}^{-2} \text{ s}^{-1}$
Bunch charge	1.2×10^{11} protons
ν (# interactions per crossing)	7.6 (for $\sigma_{\text{tot}} = 102.5 \text{ mb}$)
μ (# visible interactions per crossing)	5.2 (for $\sigma_{\text{vis}} = 70.6 \text{ mb}$)
Bunch x, y RMS	37.70 μ m
z RMS luminous region σ_{lumi}	63 mm



Upgrade 1

L0 is gone, Only Software triggers now!

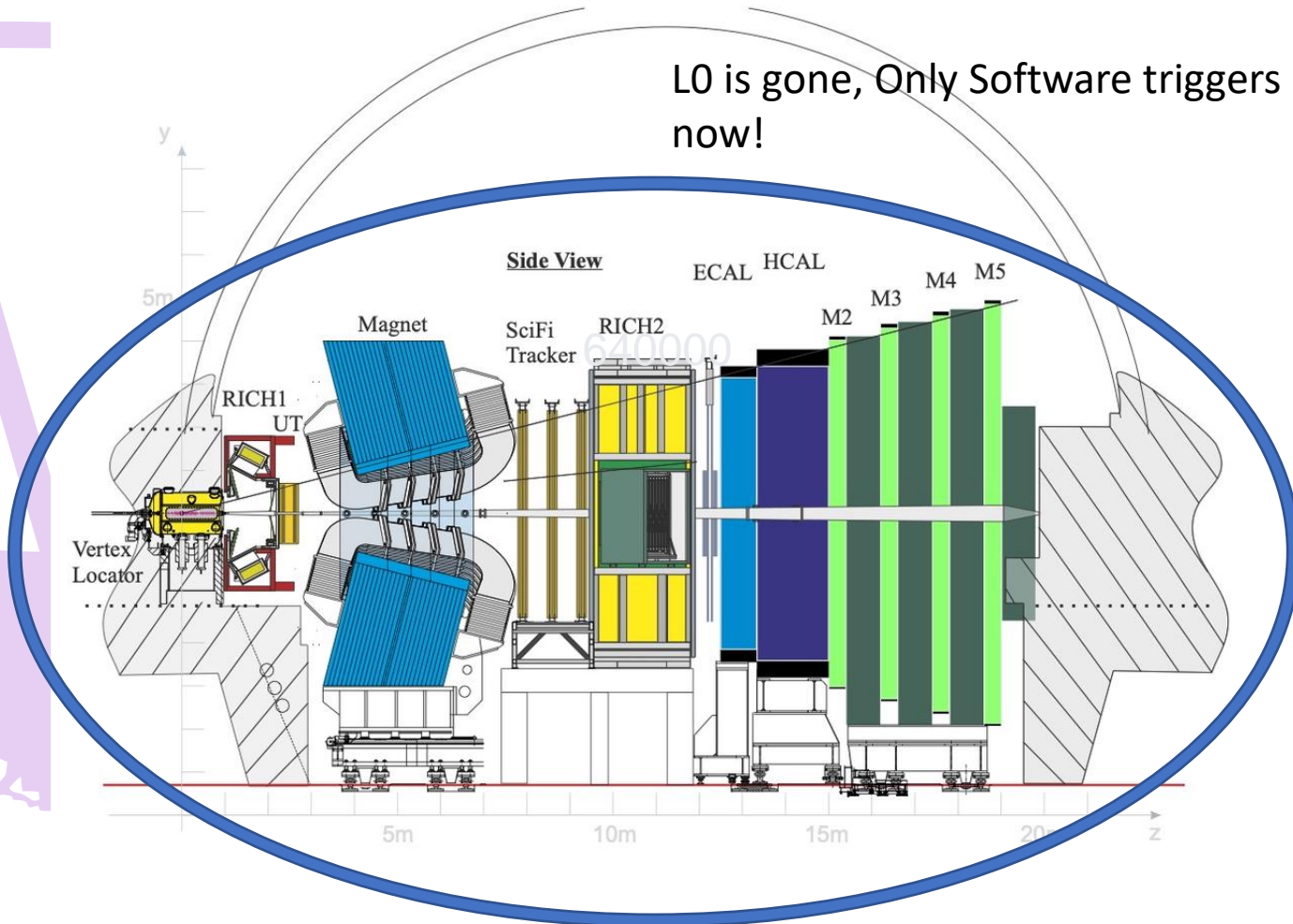


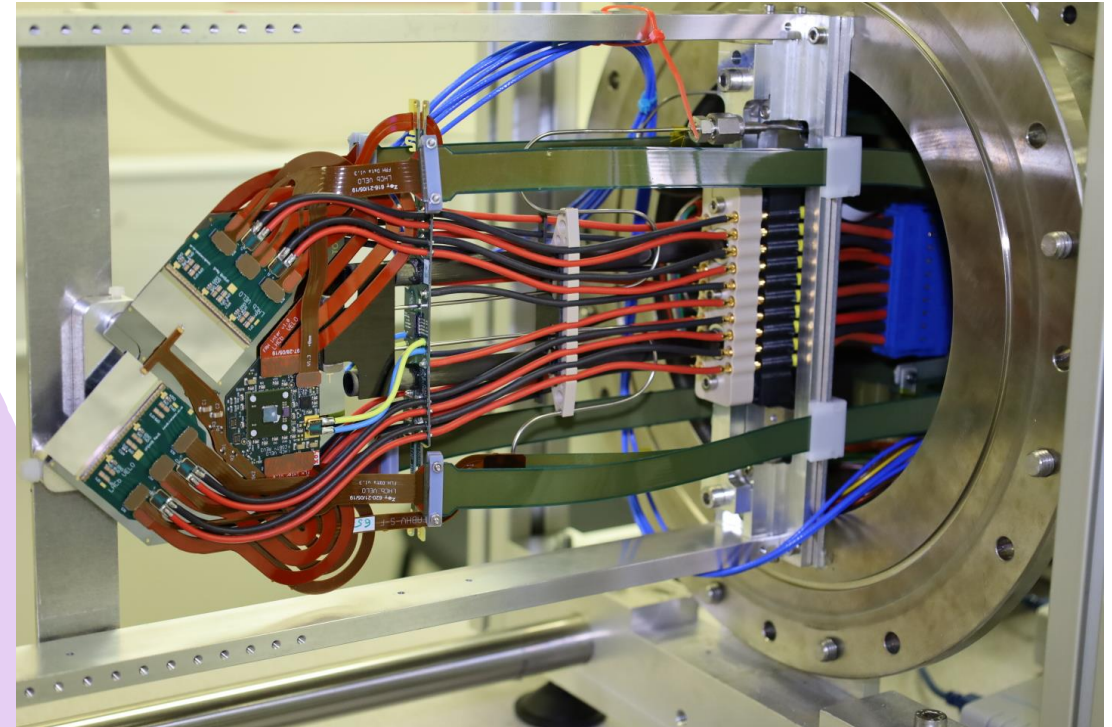
Table 1: Overview of global upgrade settings for simulation.

Beam energy	7 TeV
Number of bunches colliding at IP8	2400
Bunch z RMS	90 mm
Half angle horizontal	135 μ rad
Half angle vertical	120 μ rad
Luminosity	$2 \times 10^{33} \text{ cm}^{-2} \text{ s}^{-1}$
Bunch charge	1.2×10^{11} protons
ν (# interactions per crossing)	7.6 (for $\sigma_{\text{tot}} = 102.5 \text{ mb}$)
μ (# visible interactions per crossing)	5.2 (for $\sigma_{\text{vis}} = 70.6 \text{ mb}$)
Bunch x, y RMS	37.70 μ m
z RMS luminous region σ_{lumi}	63 mm



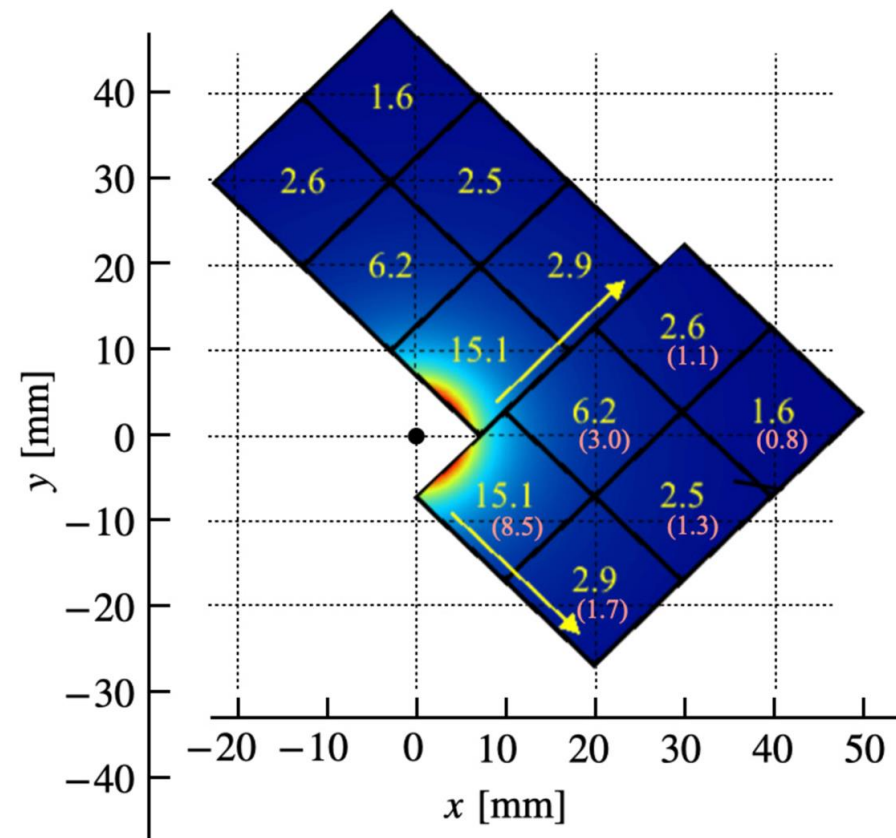
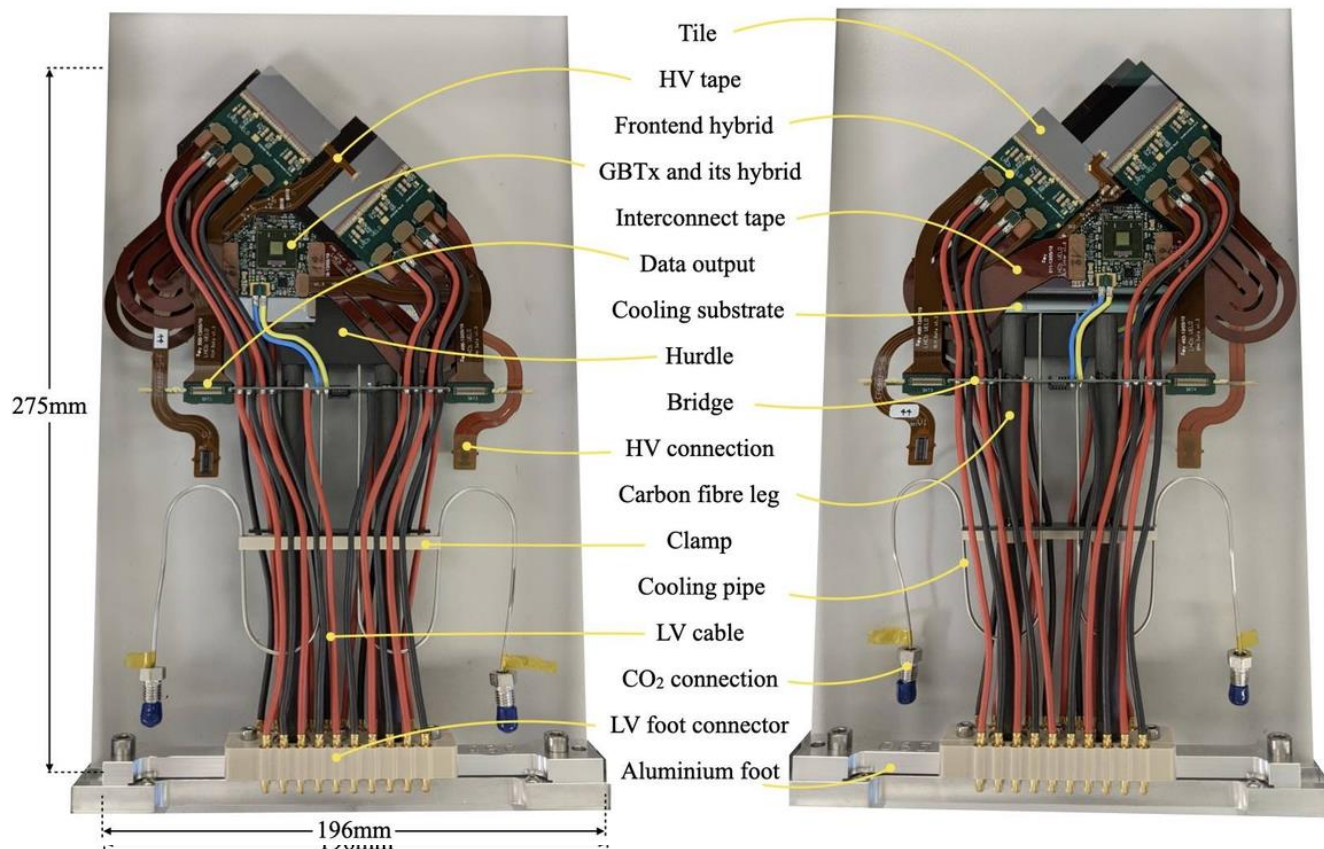
What is the VELO?

- The VELO (VERtEX LOcator) is a hybrid pixel detector designed to cover the forward region of the pp interaction point.
- Novel features include (but are not limited to)
 - Improved radiation tolerance!
 - Microchannel cooling!
 - Digital readout!
 - Superpixels!



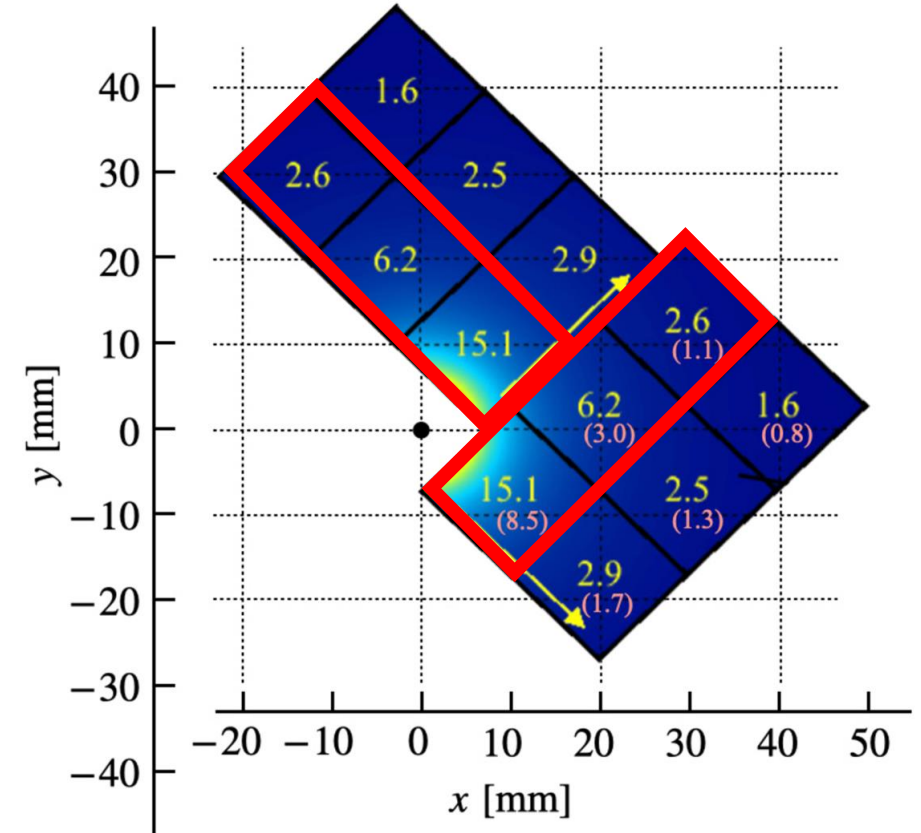
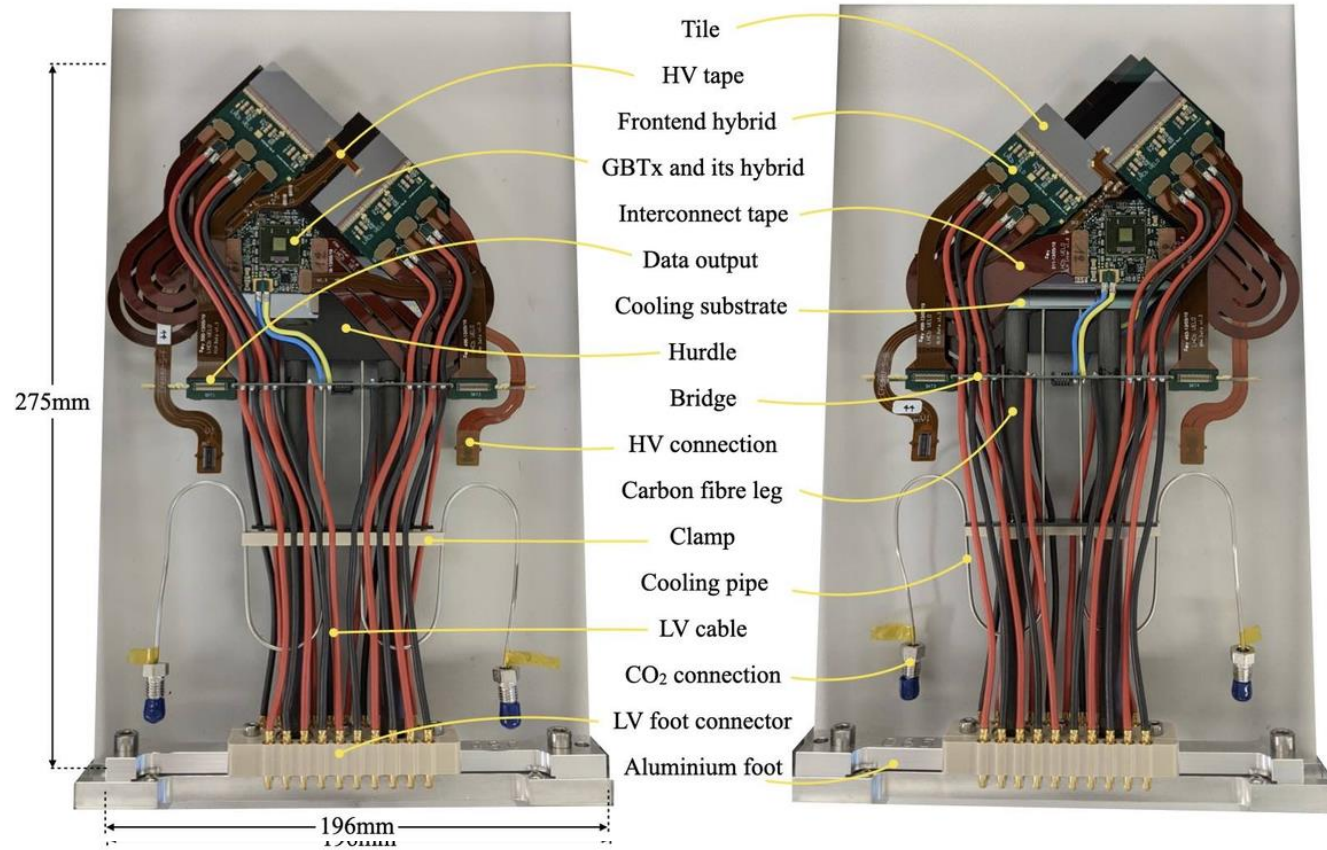


Anatomy of the VELO (small picture)



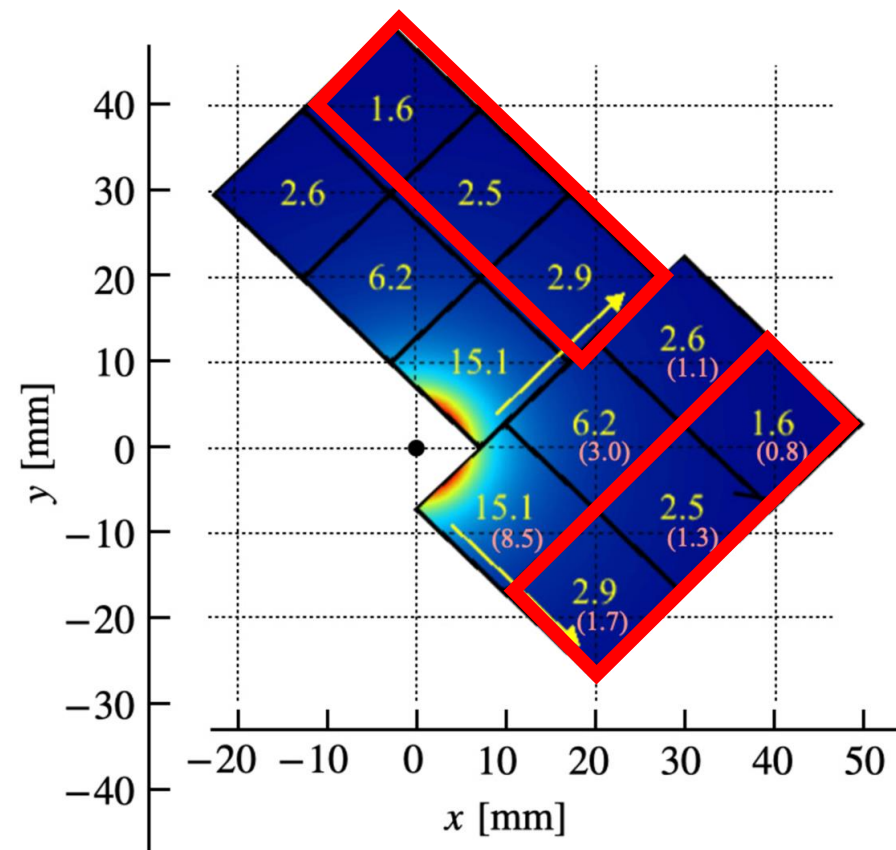
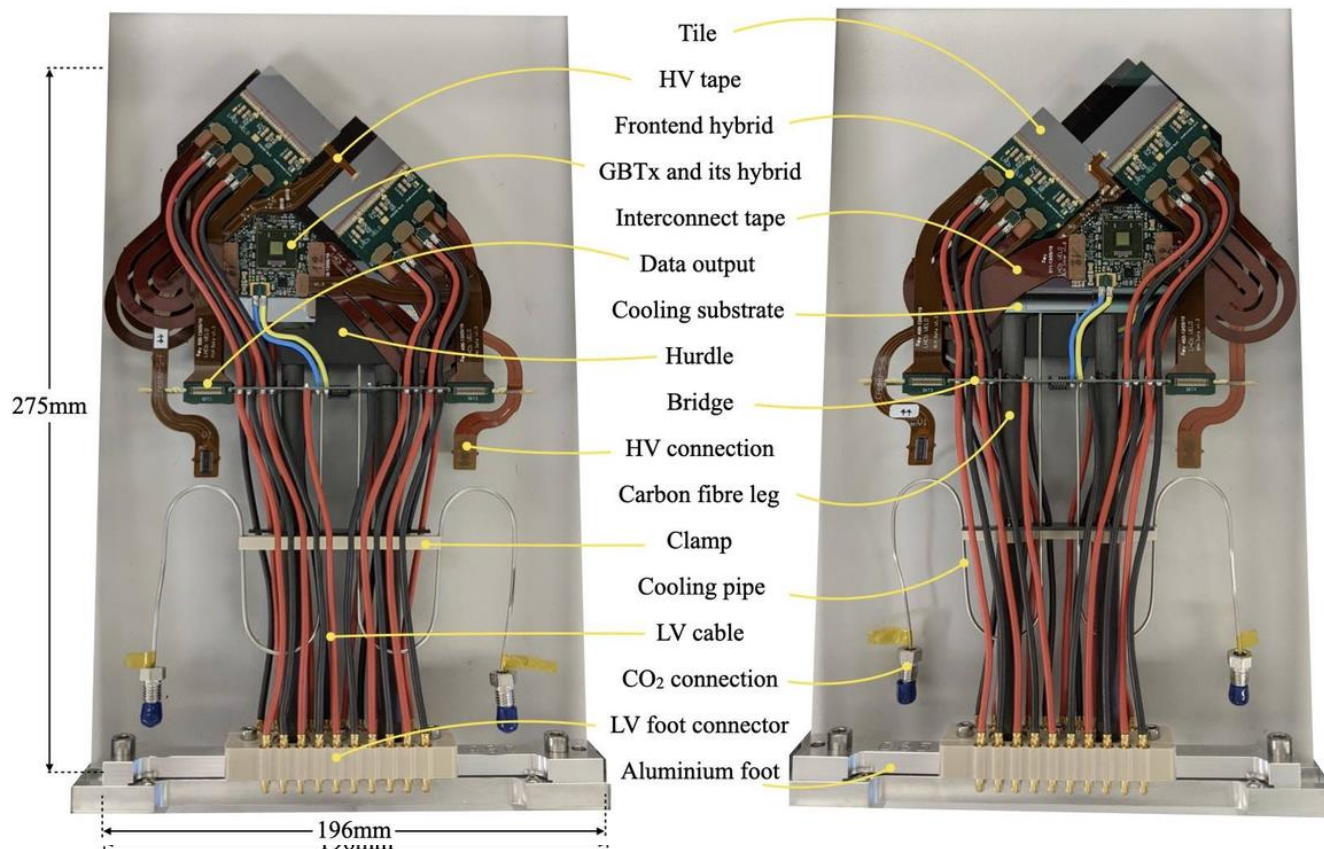


Anatomy of the VELO (small picture)





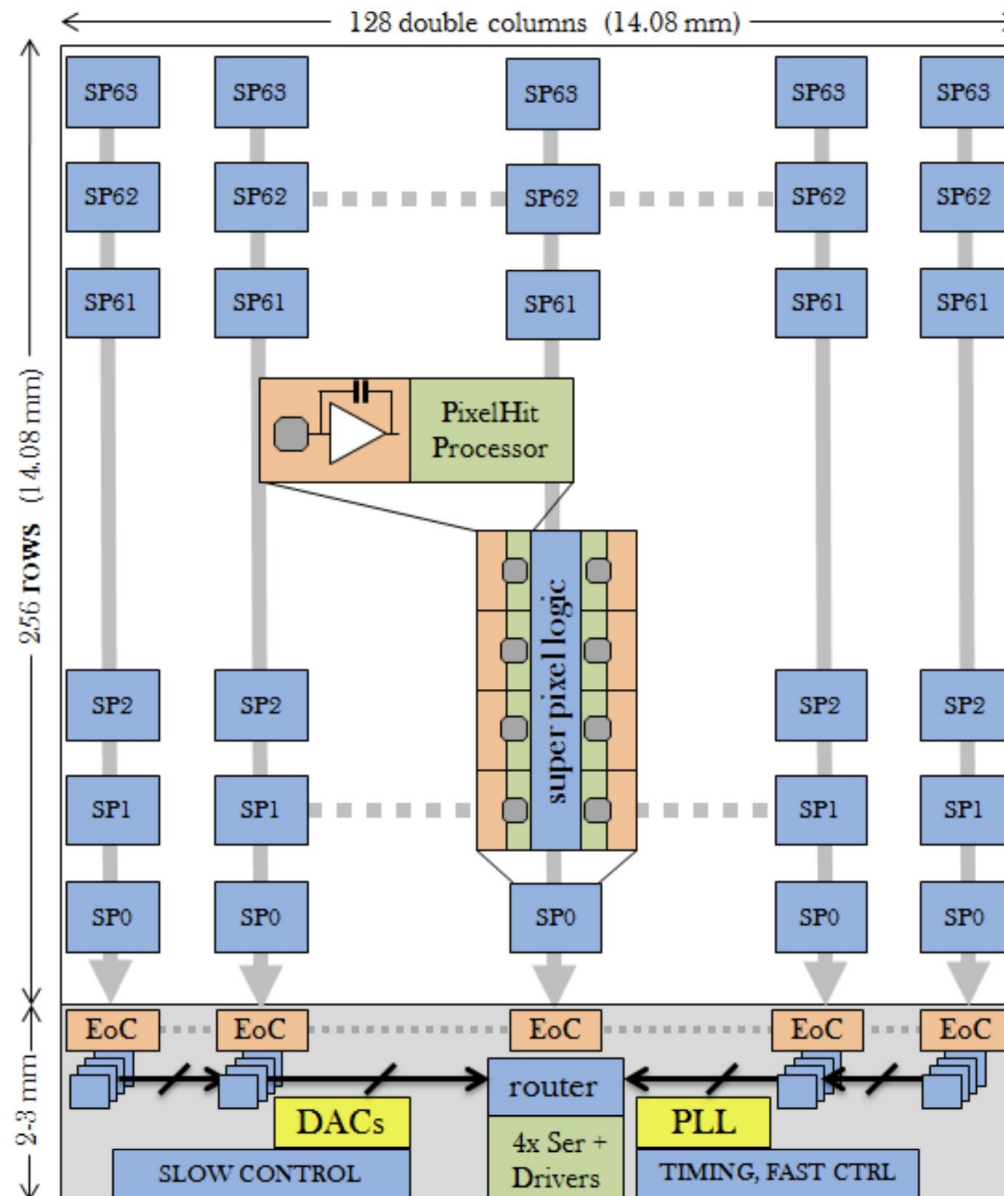
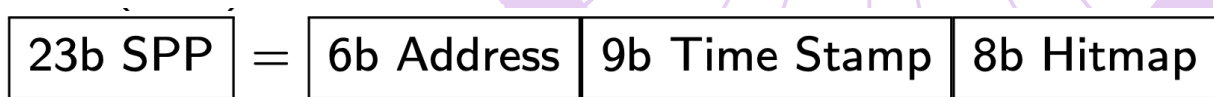
Anatomy of the VELO (small picture)





Superpixel Monitoring

- Each 256 x 256 pixel array contains 64 x 128 Superpixels. This groups pixels in 2 x 4 grids.
- Superpixels are read out in column form, takes 64 clock cycles to fully read out.
- Superpixel packets are only 23 bits.
- 30% reduction in data volume.

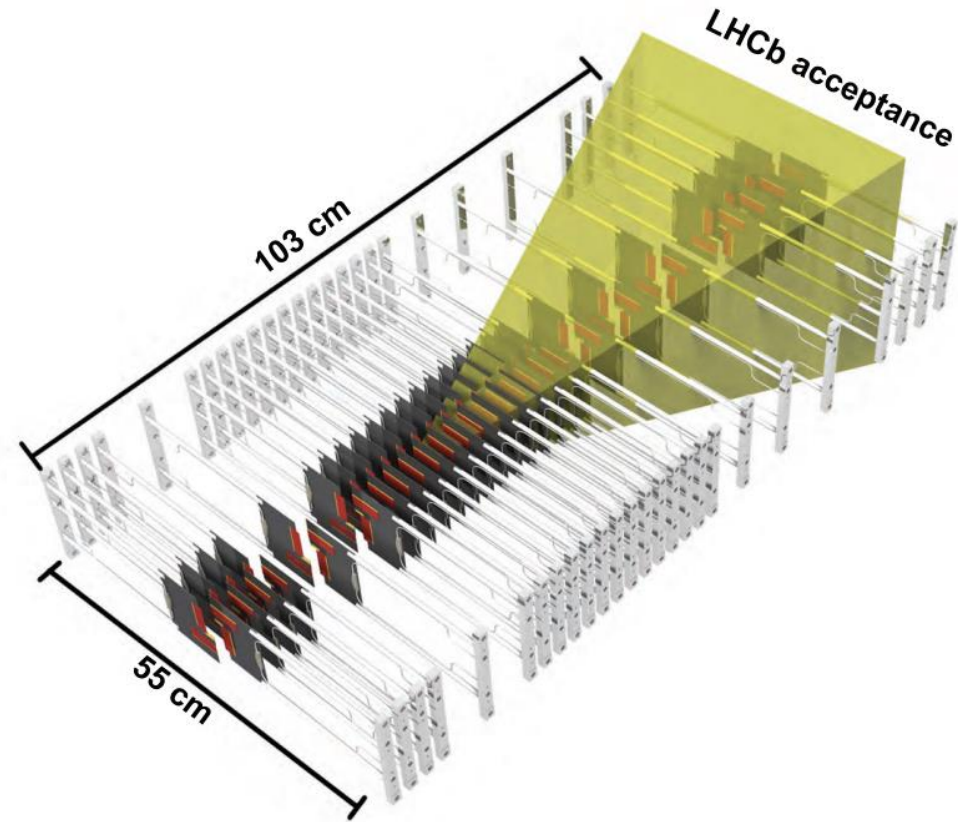




Anatomy of the VELO (big picture)

Table 3: System parameters of the VELO upgrade.

# modules	52
# ASICs per module	12
# ASICs total	624
# silicon sensors	208
silicon sensor thickness	200 μm
# pixels	41 M
pixel dimensions	$55 \times 55 \mu\text{m}^2$
position of first station upstream	-289 mm
position of last station downstream	751 mm
radiation level at 5.1 mm radius	$1.1 - 1.8 \times 10^{14} \text{ MeV n}_{\text{eq}}/\text{fb}^{-1}$
radiation level at 50 mm radius	$1.7 - 2.6 \times 10^{12} \text{ MeV n}_{\text{eq}}/\text{fb}^{-1}$
Total active area	1243 cm^2
Peak total data rate	2.85 Tbit/s
# optical links	1664





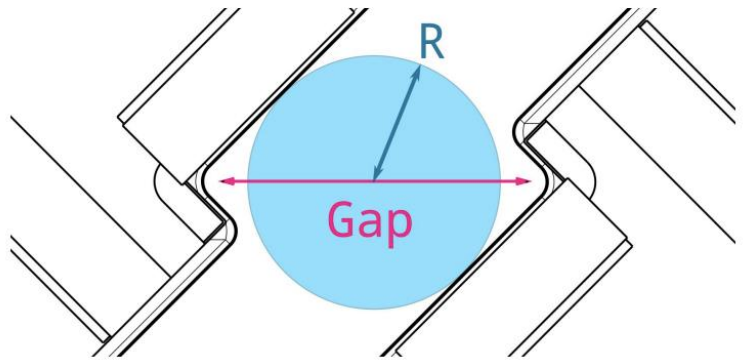
What issue faced the VELO?





What issue faced the VELO?

- Due to a vacuum incident (Just a small 200 mbar differential) the RF Foil (right) was heavily deformed reducing our closure.
- However, after inspection, it appears the motion system and front end electronics were **unaffected**.
- We maintained a closure of 49mm (Gap) 10.5mm (Radius).





What issue faced the VELO?

- Old foil has been removed using precision tools and YETS activities progressing well!
- Only 2 open questions?





What issue faced the VELO?

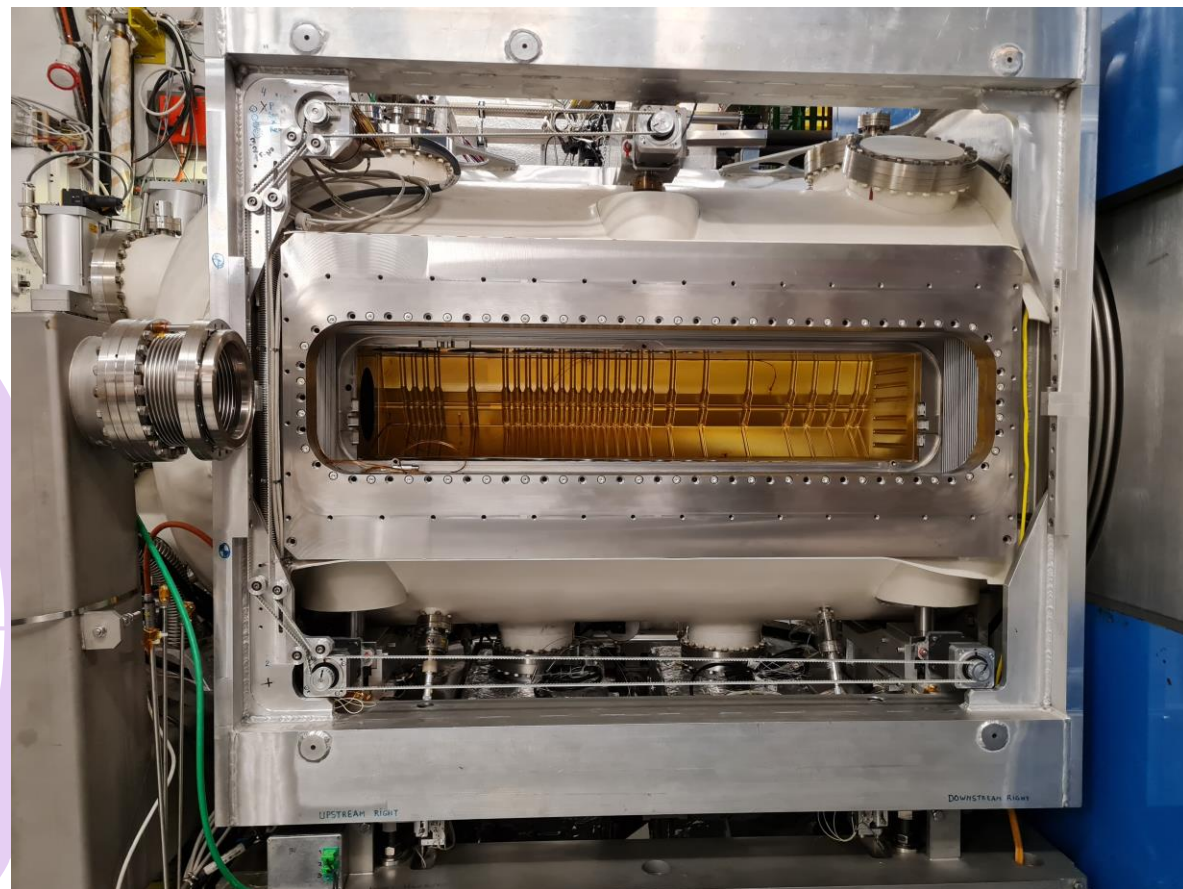
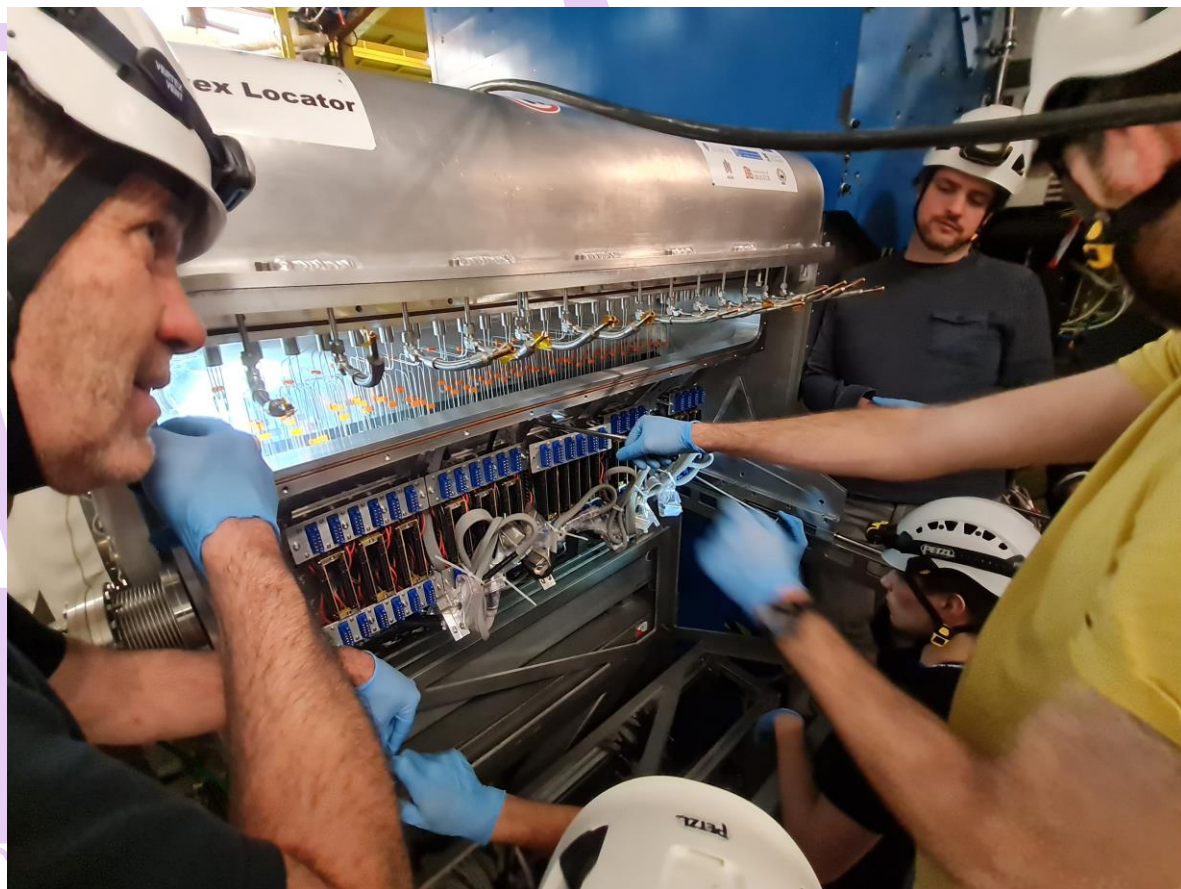
- Old foil has been removed using precision tools and YETS activities progressing well!
- Only 2 open questions?



Huge effort from
the VELO team!



How well?

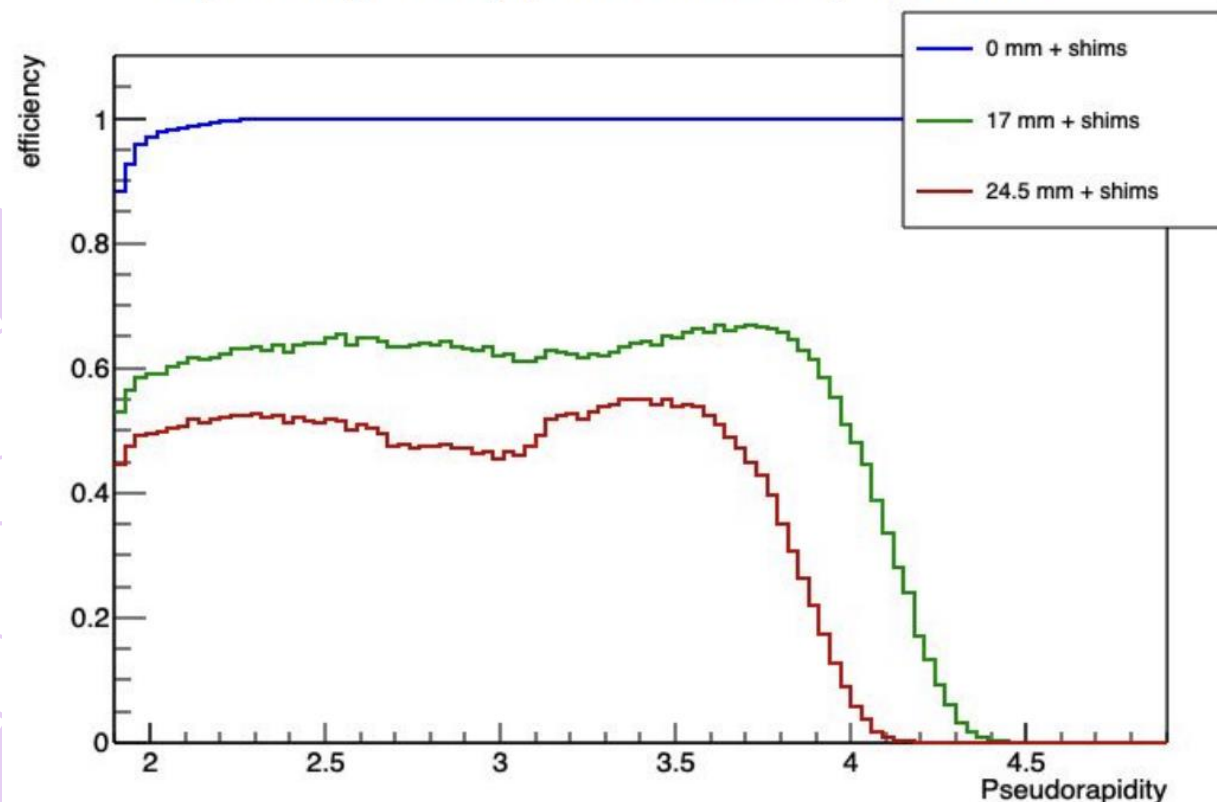




What are the current issues facing the VELO?

- Old foil has been removed using precision tools and YETS activities progressing well
- Only 2 open questions?
- **How** has the opening affected the Ion data?
- **How** smoothly will commissioning the motion system go?

“ray tracing” study [4 hits on tracks] - P. Collins





The UT

- The UT is a **core part** of the LHCb physics case being required to constrain important decays such as $K_S^0 \rightarrow \pi\pi$ that **decay beyond** the VELO acceptance.
- Depending on channel up to **73%** of these decays are completely constrained by the UT and later trackers.
- The UT also **boosts the momentum resolution** significantly!
- Finally, the UT deals very well with spooky ghost tracks!



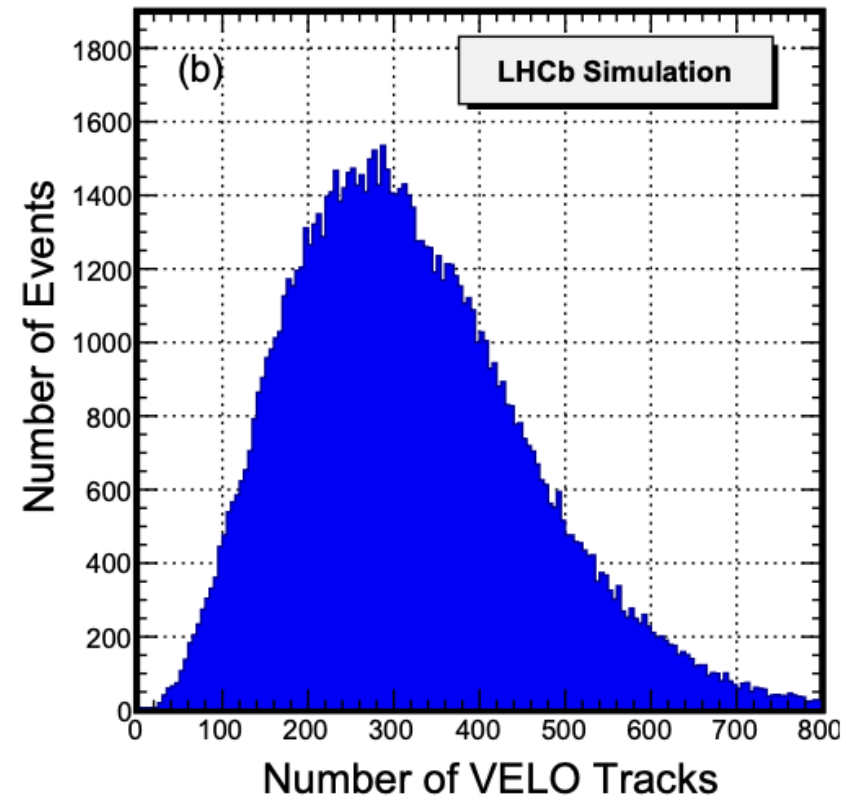
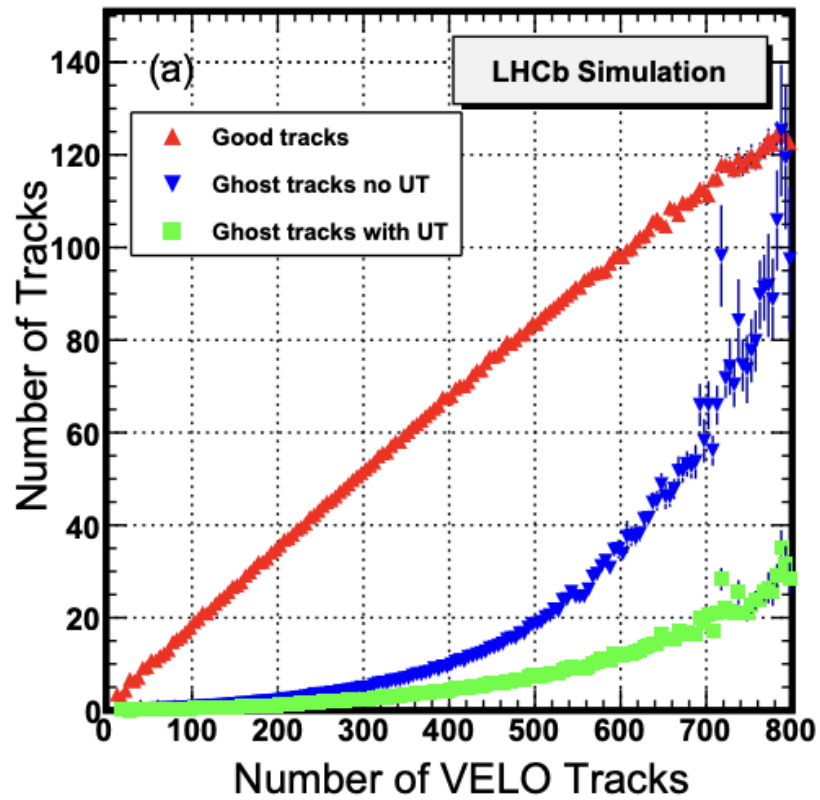
The UT

- The UT is a **core part** of the LHCb physics case being required to constrain important decays such as $K_S^0 \rightarrow \pi\pi$ that **decay beyond** the VELO acceptance.
- Depending on channel up to **73%** of these decays are completely constrained by the UT and later trackers.
- The UT also **boosts the momentum resolution** significantly!
- Finally, the UT deals very well with spooky ghost tracks!





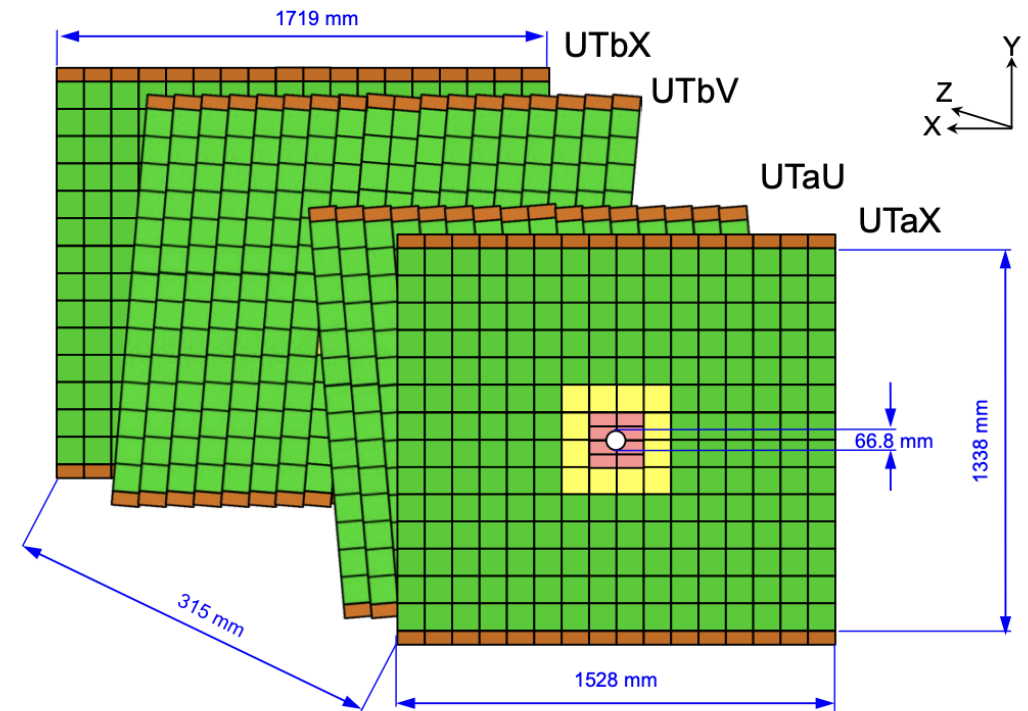
The UT





The UT – Construction

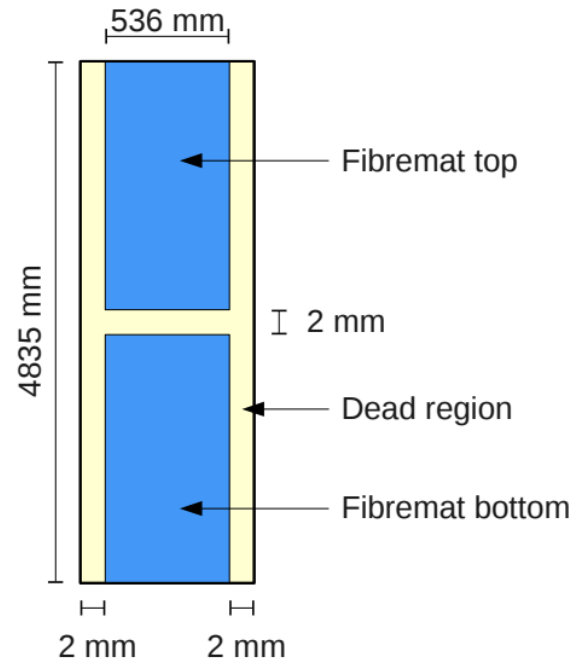
- Four-layer silicon strip detector
 - Finer granularity than TT, innermost sensors closer to beam pipe
 - Inner layers tilted by a stereo angle ($\pm 5\%$)
 - Four different types of sensors
 - Mounted to lightweight staves (10 cm wide, 1.6 m long)
 - Novel readout chip (SALT ASIC)





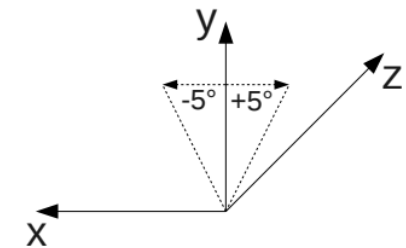
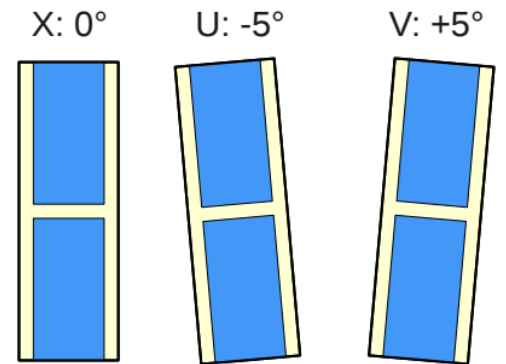
The SciFi

- 3 x 4 layers of scintillating fiber mats
- Each mat with 6 layers of fibres
- 8 mats assembled into a module
- 11,000 km of fibres in total
- Coverage up to 3m from the beam pipe



That's stereo!

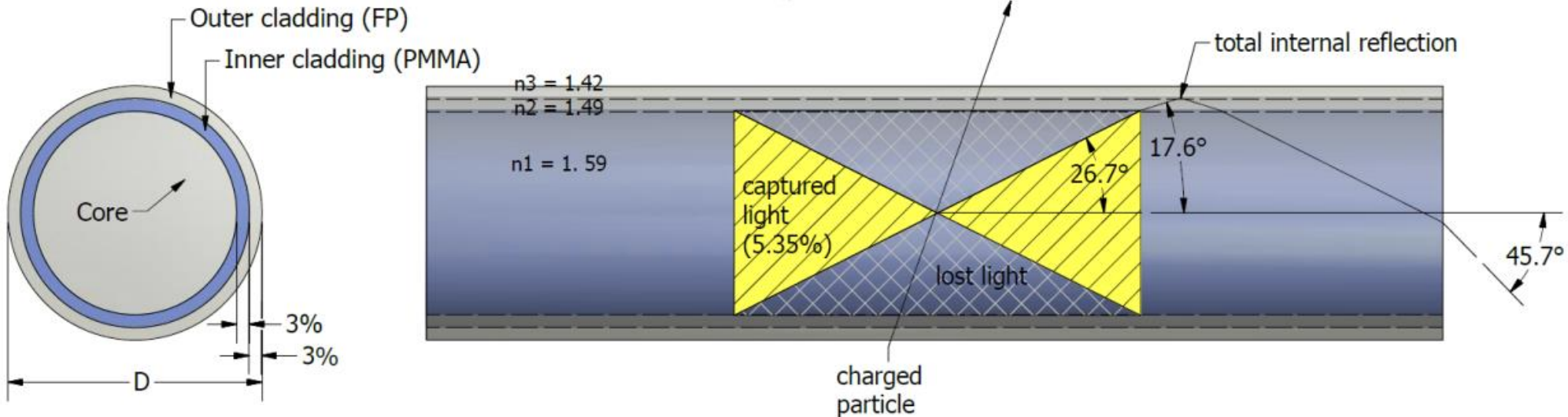
Stereoangles





The SciFi

- The scintillating fibers work by collecting light from particles travelling through them. 3 offset layers per station give the SciFi the best possible coverage of the LHCb acceptance.

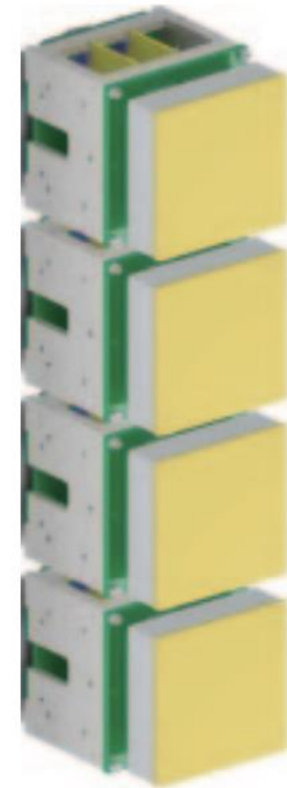




Rich

- RICH1 has new flat mirrors for better photon yield
- Focal plane, optics modified to increase size of Cherenkov rings
- Photo-detectors have been upgraded
- Two new types of multi-anode photomultiplier tubes (MaPMTs) with finer granularity have been installed

Photon Detection Module
(PDM)





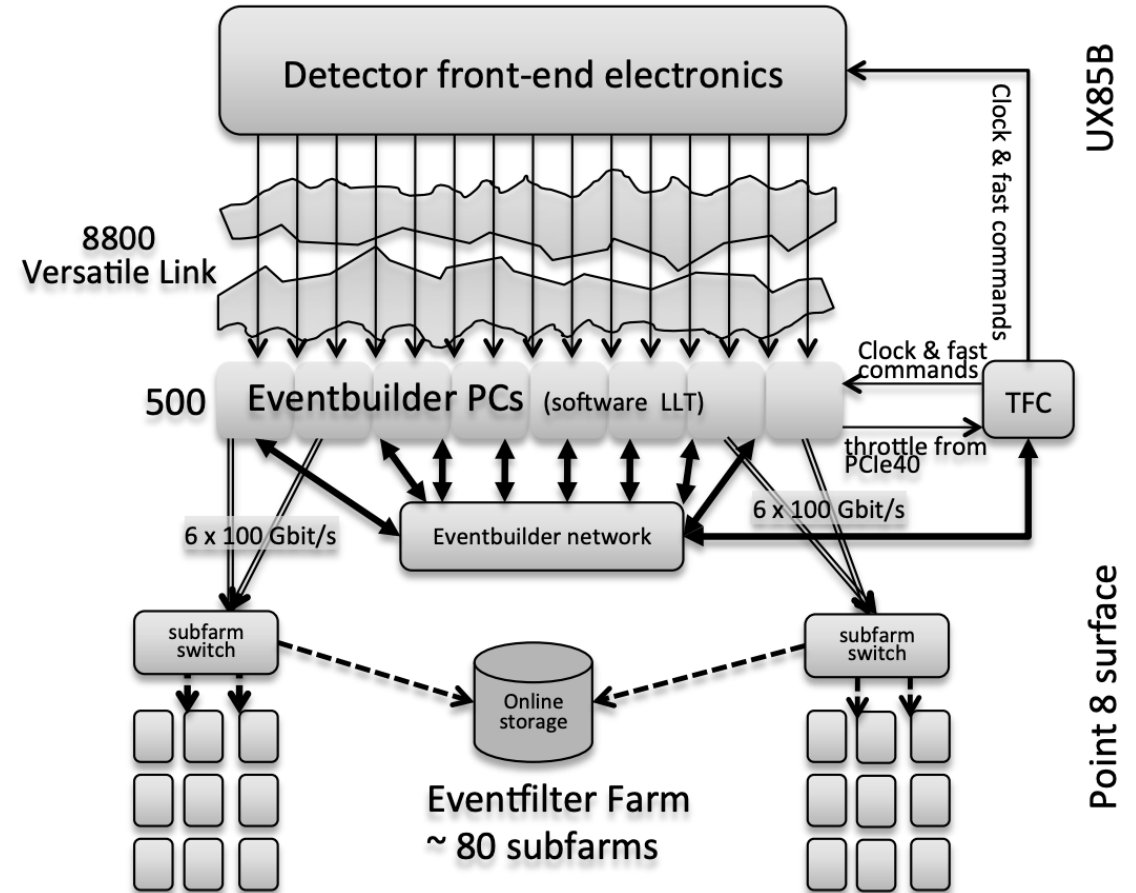
What I don't go into depth on!

- SMOG 2. It was installed and provides a unique fixed target program to the LHCb. Learn about anti-proton production, Central exclusive production, Strangeness production and other cool things with this targeted gas injection system!
- Calo and Muon upgrades. Both have made substantial upgrades to the front ends but the technology otherwise has remained relatively stable!



Readout!

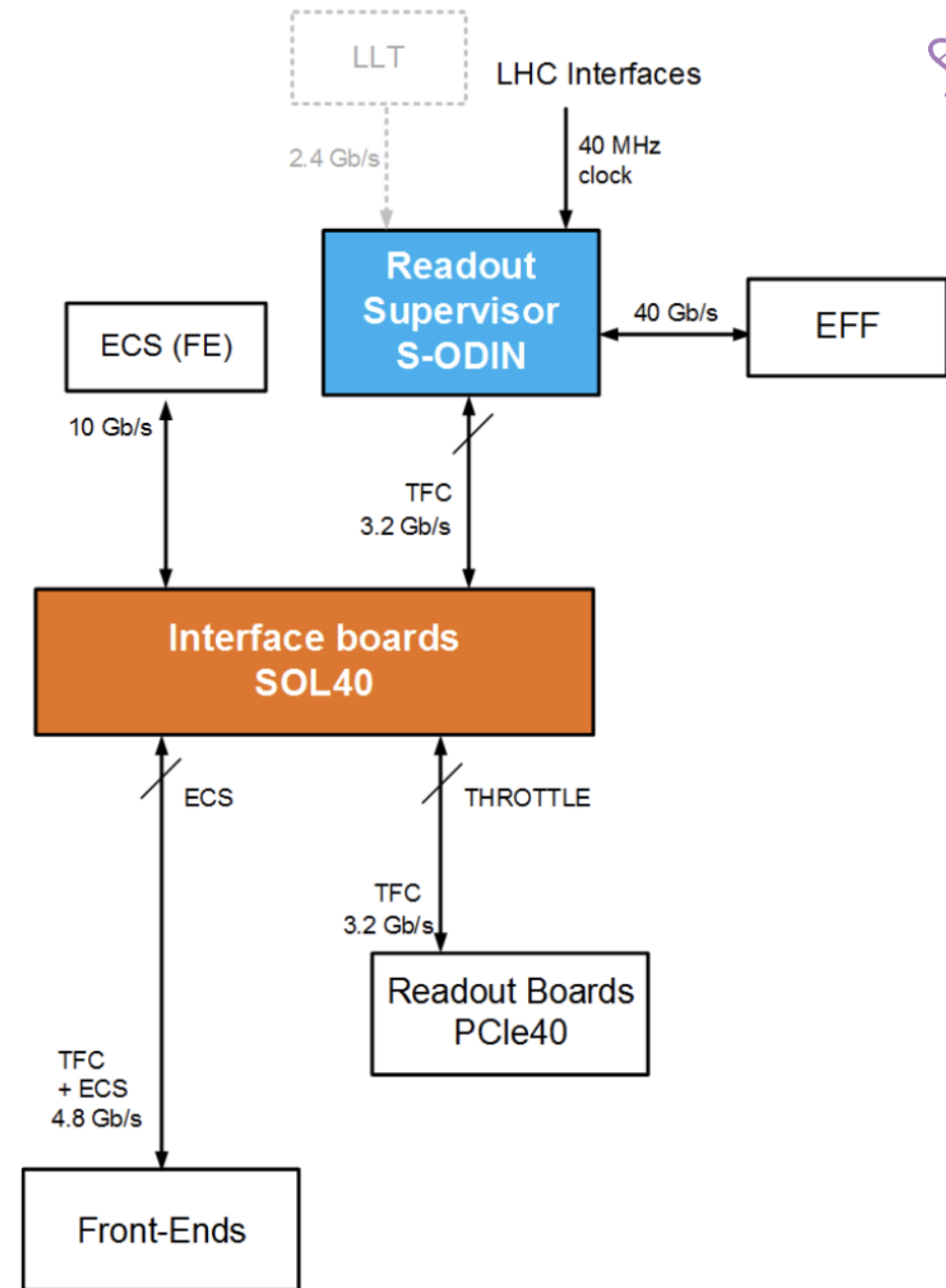
- With the removal of the L0 hardware trigger **all** bunch crossings can be triggered on and sent to the Event Builder nodes on the surface!
- That's around 19000m of optical fibres with a yield of 99.75%





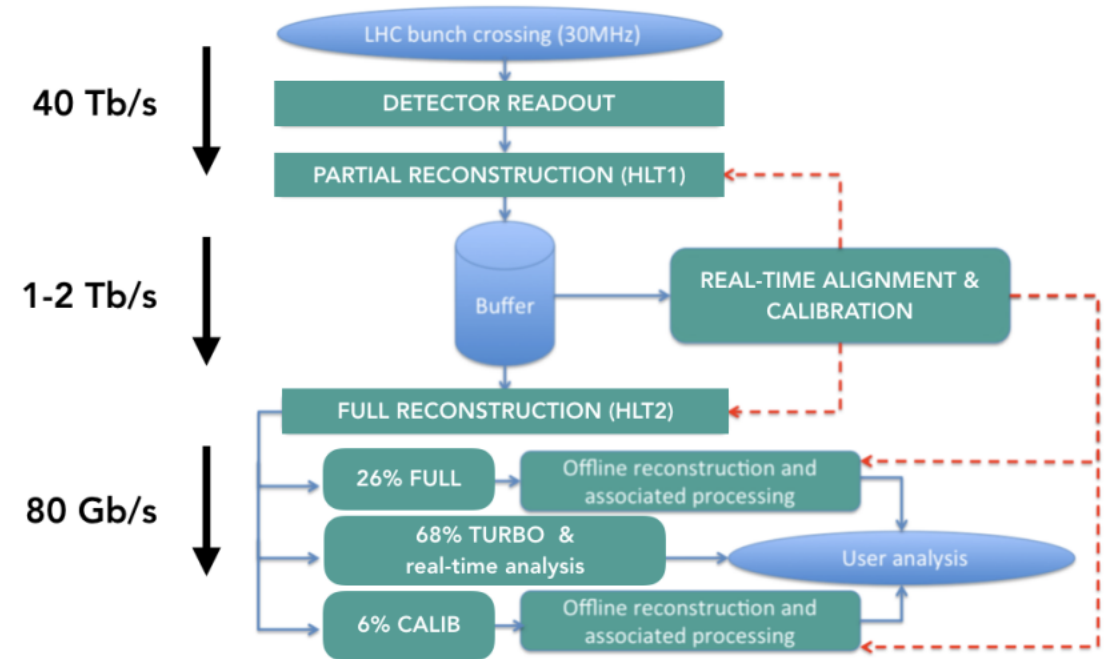
Readout

- What this means at the detector end is that the LHC clock synchronizes all LHCb front end electronics via the SOL40's
- These readout the front ends and transmit them to the ECS. Timing calibration of the front ends ensure the correct packets are synchronized.



Allen! (motivation)

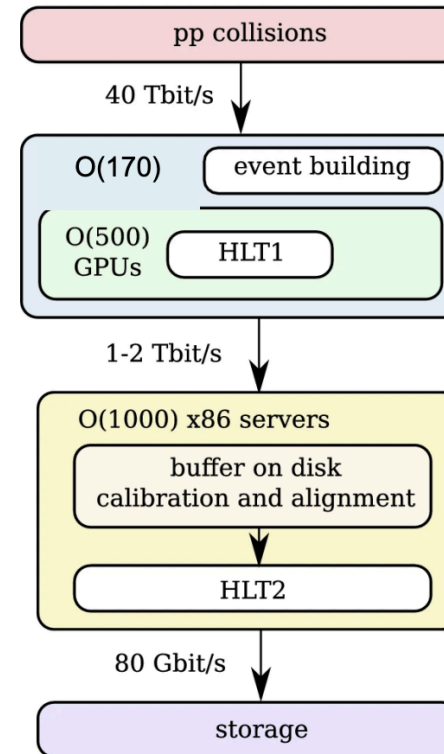
- Traditionally the HLT sequence is made of 2 stages. HLT1 which uses a stripped down reconstruction to veto any “no physics” events before a disk buffer.
- Then HLT2 that completes and triggers on the full event reconstruction. Depending on the buffer size HLT2 doesn't need the same speed as HLT1





Allen

- Allen project for fully software trigger on GPUs
 - Implemented on C++, CUDA and python
 - Running also for CPU and HIP (AMD, experimental)
 - It can run standalone!



3 GPUs+PCIe40 card / EB server

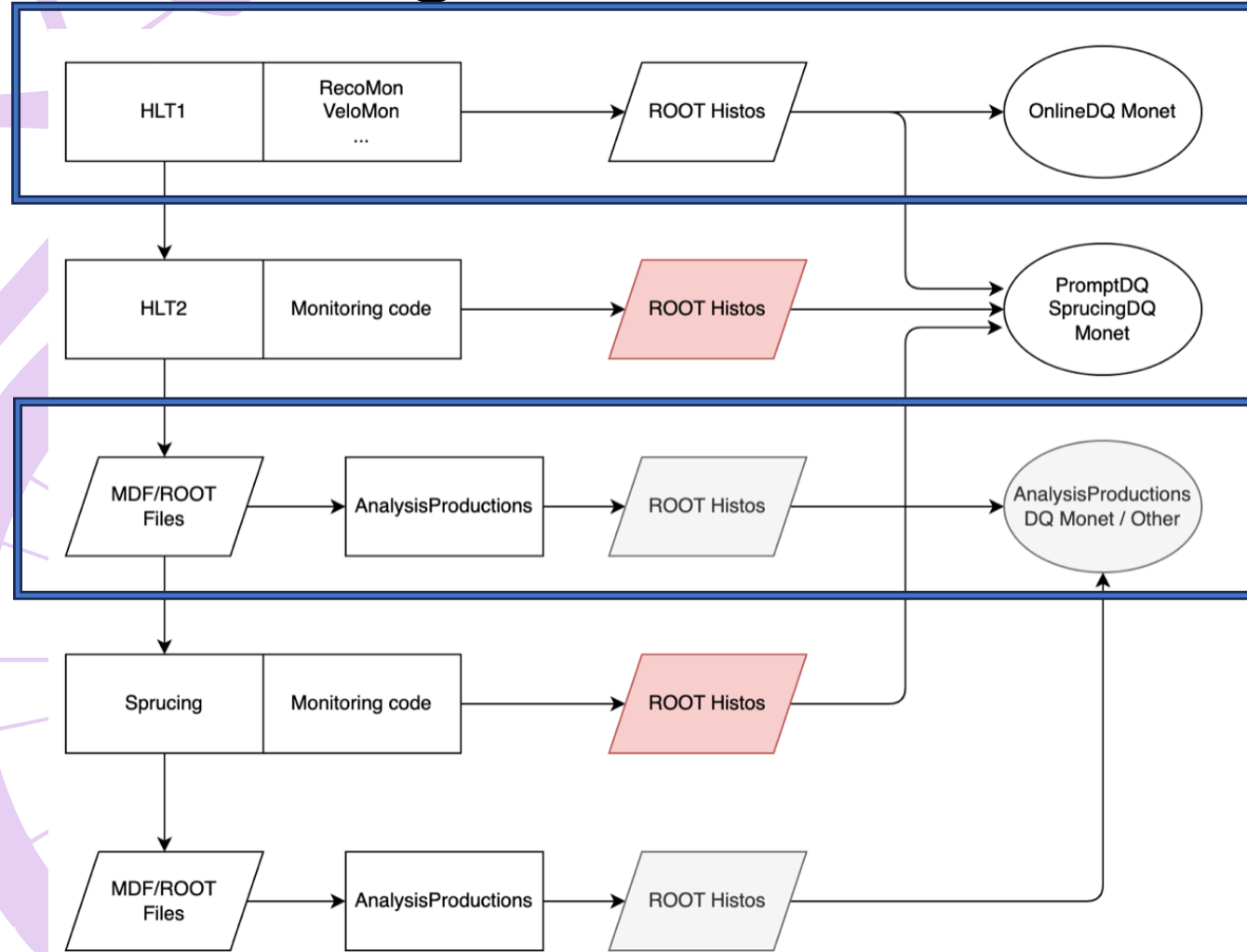
HLT1 runs at visible collision rate

~30 MHz

✓ 60 kHz per GPU



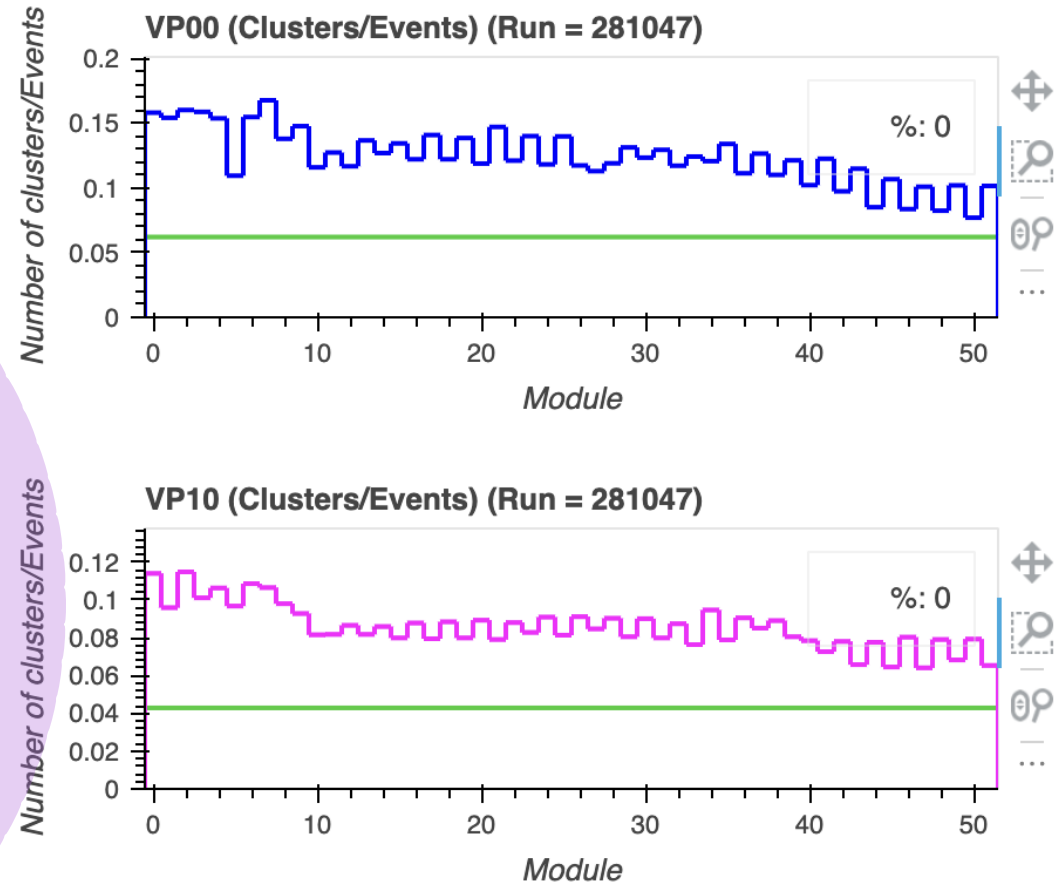
Online Monitoring workflow





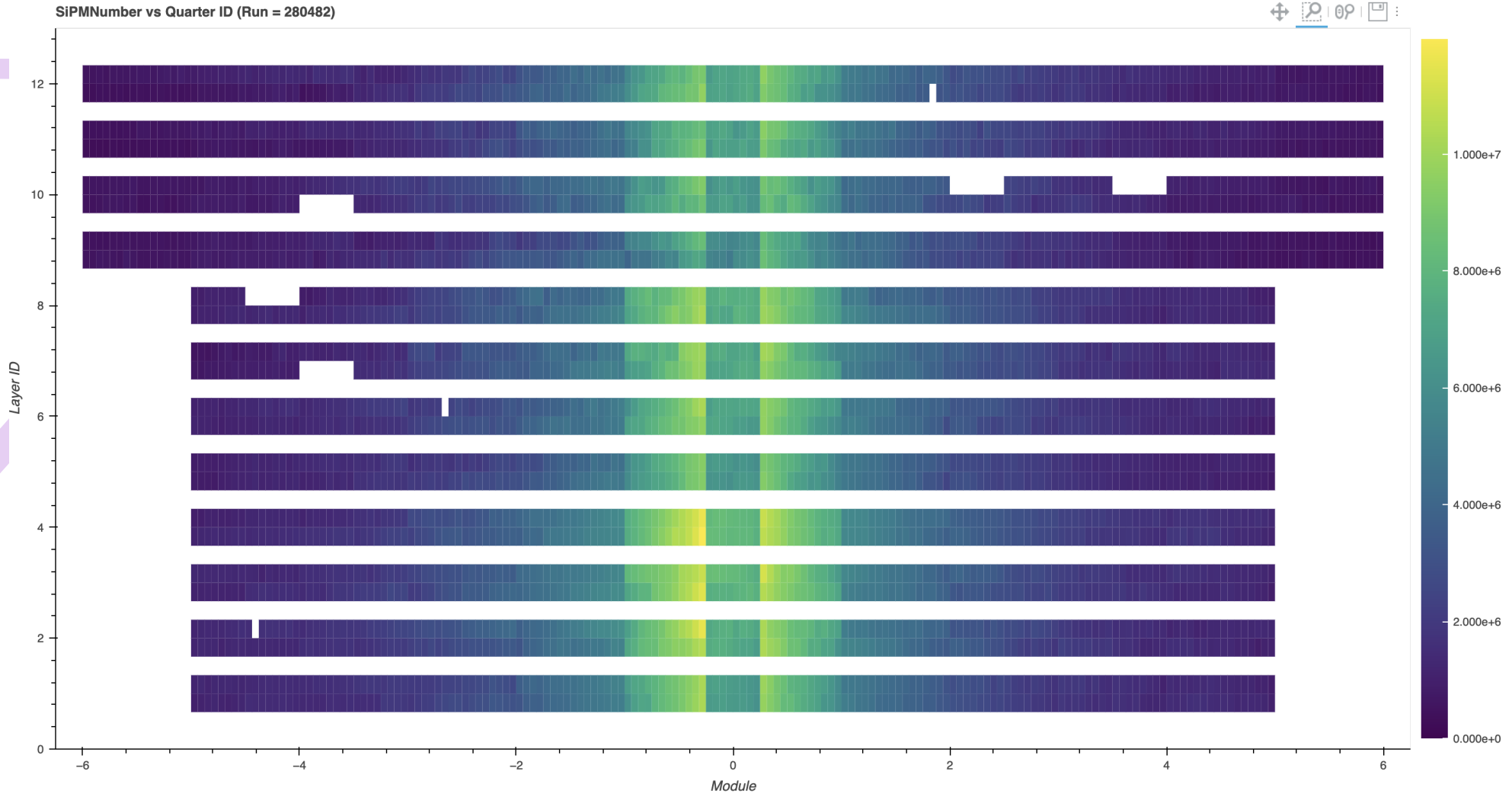
Real Time Monitoring (VELO)

- We monitor the clustering across all ASIC channels from the front ends.
- At a high level this allows for Data Shifters to quickly identify if an ASIC has any 'hot pixels' or is inefficient.
- Generally, this is the first place a VELO issue will present itself.



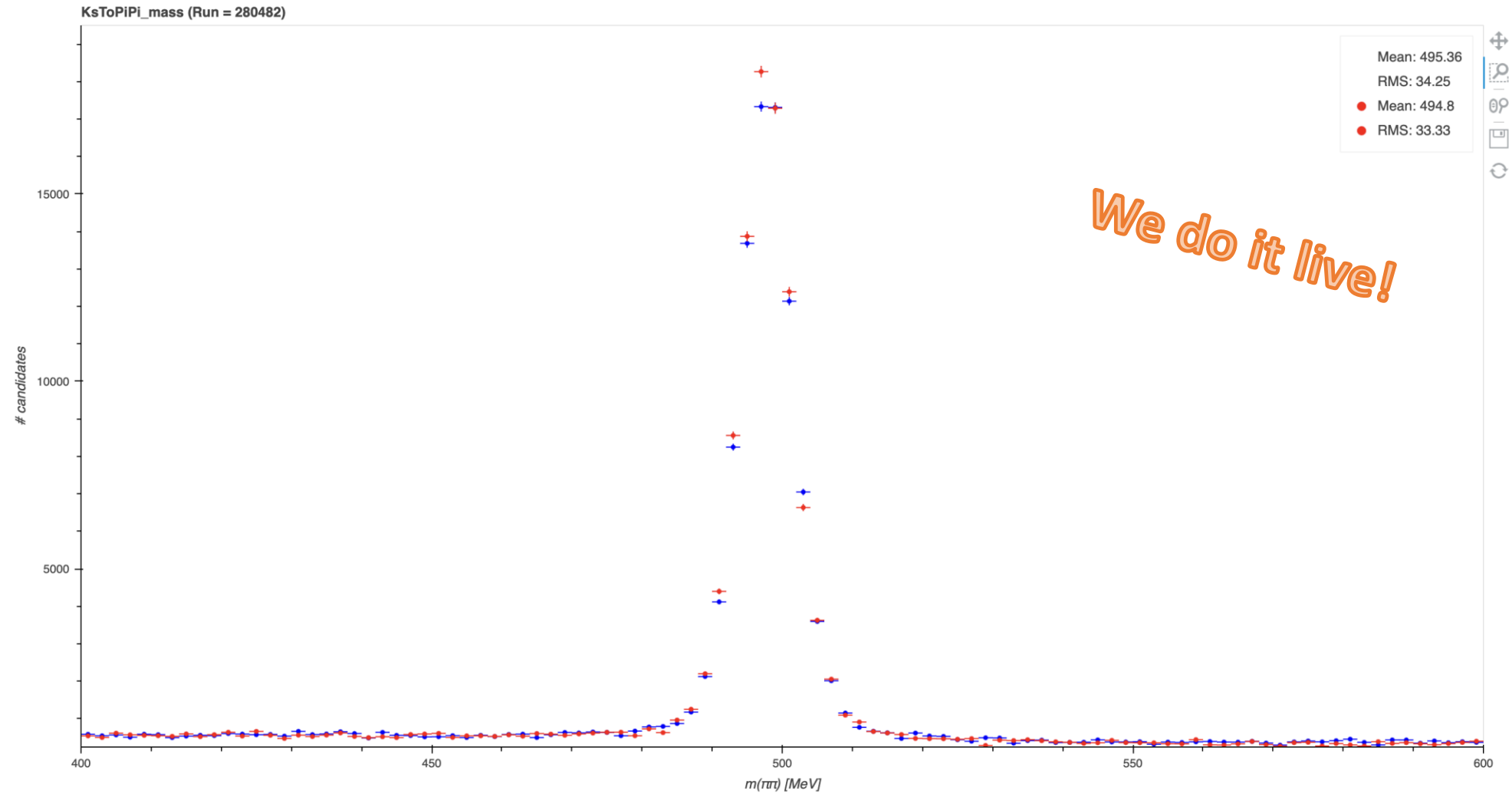


Real Time Monitoring (SciFi)!





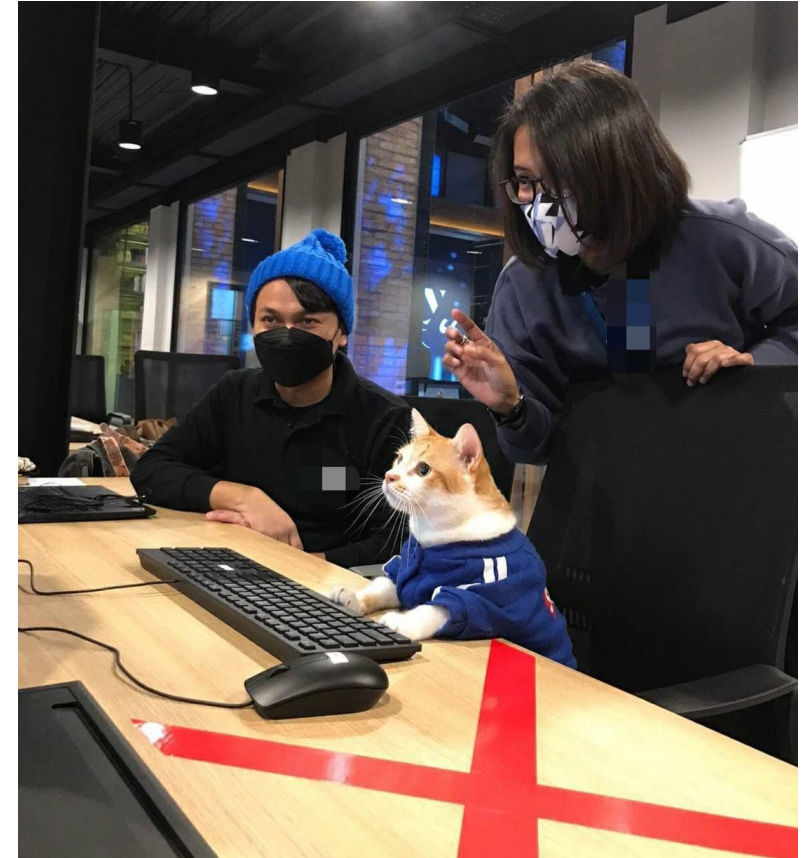
Real Time Monitoring (RTA)





The sales pitch (Supporting Run 3)

- If we want to make the most of data taking we need the support of the whole collaboration!
- Shifters make up the heart of the LHCb
 - This includes roles such as **Shift Leader (must be prepared to push buttons)**
 - The Data manager, who monitors the quality of data live!
 - And the 24/7 piquet roles rotated across sub systems in case there's a specific issue!
- There's no quota's and it's completely voluntary. But great fun, you get to learn a lot starting up and no existing technical expertise required!



Miw-on Piquet



Closing thoughts

VELO operations is fun

- Although the Upgrade is complete we still need commissioning effort. There's plenty of opportunity to get involved with performance and commissioning studies!
- Where there's an upgrade there's an **upgrade 2**. For high luminosity we need effort on Mighty Tracker, Torch, 3D silicon tracker R&D. **You** might well define what the future LHCb looks like!

