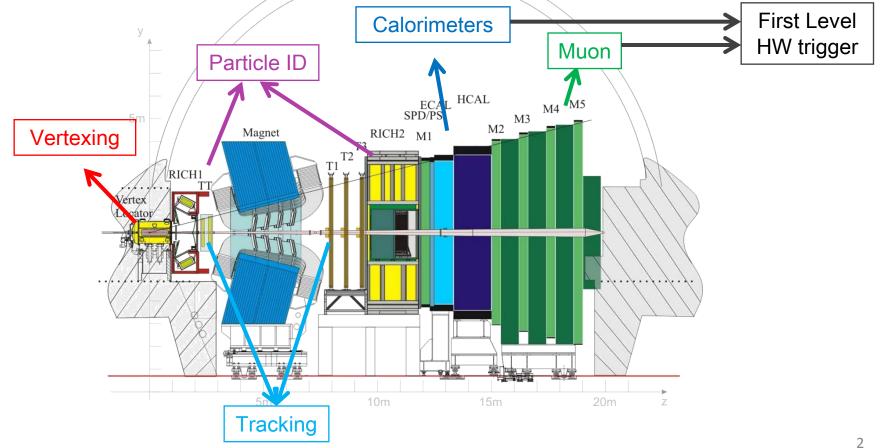


PCIe based readout for the LHCb upgrade

U. Marconi, INFN Bologna On behalf of the LHCb Online Group (Bologna-CERN-Padova) CHEP2013, Amsterdam, 15th October 2013 Presented by Rainer Schwemmer

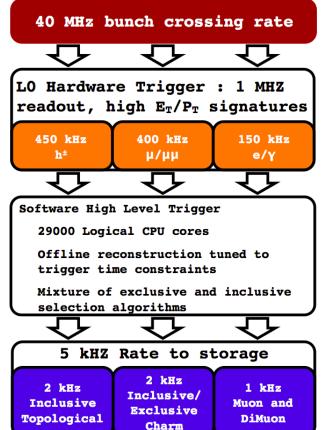
The current LHCb detector

LHCb is a forward detector at LHC, optimized for heavy quark physics. As a single harm spectrometer it offers a unique coverage in the pseudo-rapidity range $2 < \eta < 5$. Covering 4% of solid angle, it allows catching 40% of the heavy quark production cross-section.

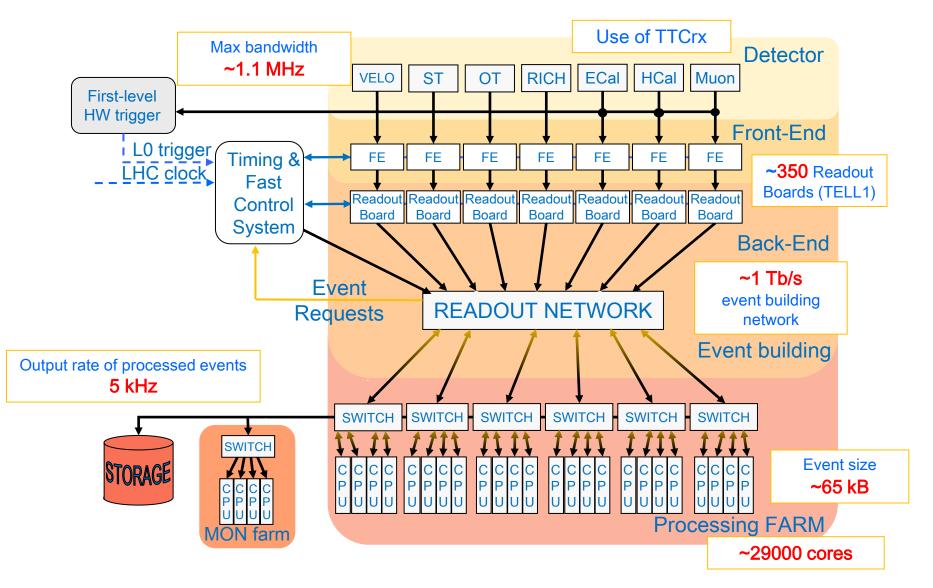


The current LHCb Trigger

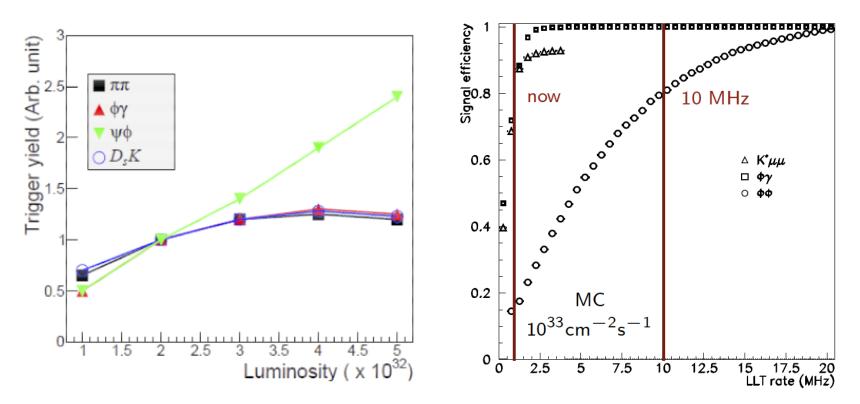
- The Level-0 trigger based on the signals from ECAL, HCAL and MUON detectors read at 40 MHz, operates on custom electronics, with a maximum output rate limited to 1.1 MHz.
 - Fully pipelined, constant latency of about 4 μs.
 - Bandwidth to HLT ~ 4 Tb/s, GOL serdes, optical links.
 - High p_T muon (1.4 GeV) or di-muon.
 - High p_T cluster in HCAL (3.5 GeV) or ECAL (2.5 GeV)
- HLT1 is a software trigger
 - Reconstruct VELO tracks and primary vertices
 - Select events with at least one track matching
 p, p_T, impact parameter and track quality cuts.
 - Accept around **50 kHz**.
- HLT2 performs inclusive or exclusive selections of the events.
 - Full track reconstruction, without particle-id.
 - 30% of the events are **deferred**: temporarily stored on disk and processed during the inter-fills.
 - Total accept rate to disk for offline analysis is around **5 kHz**.



The current LHCb readout



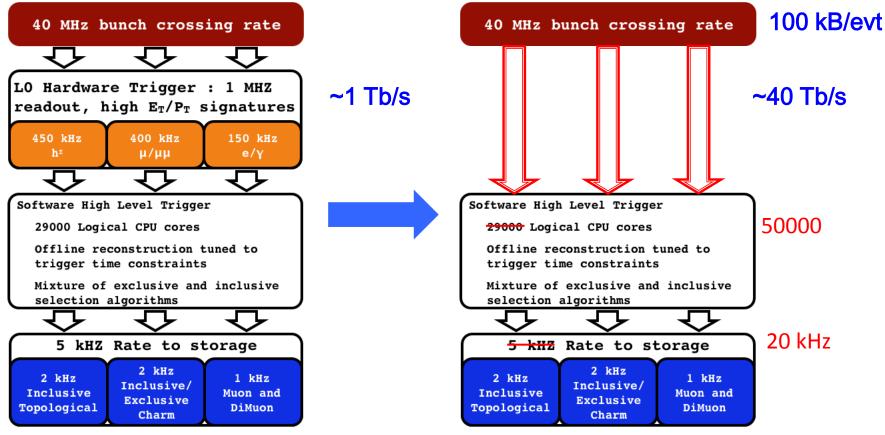
The 1MHz trigger rate limitation



- Due to the available bandwidth and discrimination power of the hadronic L0 trigger LHCb has experienced the saturation of the trigger yield on the hadronic channels.
- Running at higher luminosity (2.x10³³ cm⁻²s⁻¹) and increasing the first level (hardware) trigger rate would considerably improve the signal detection efficiency, particularly on the hadronic channels.

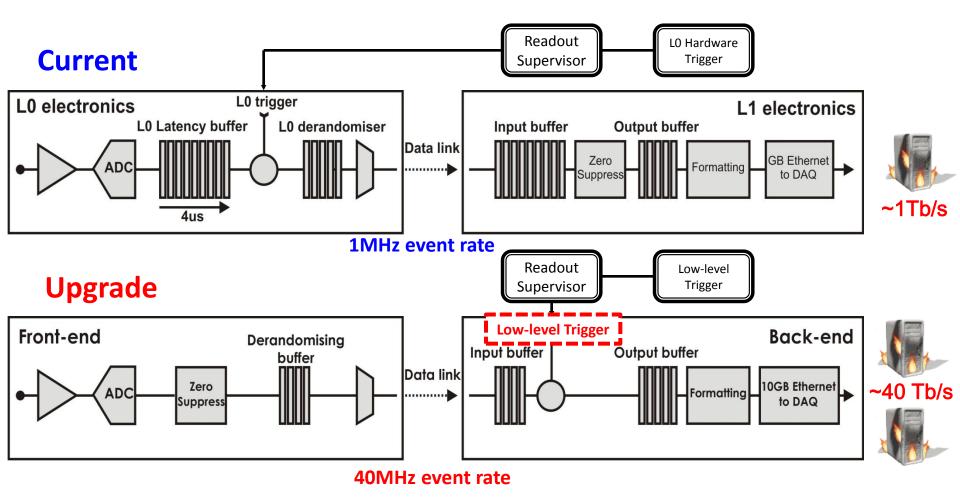
The LHCb upgrade strategy (I)

Event readout at the bunch crossing rate of 40 MHz. Remove the first-level hardware trigger to fully exploit the HLT trigger capabilities to perform an efficient events selection.



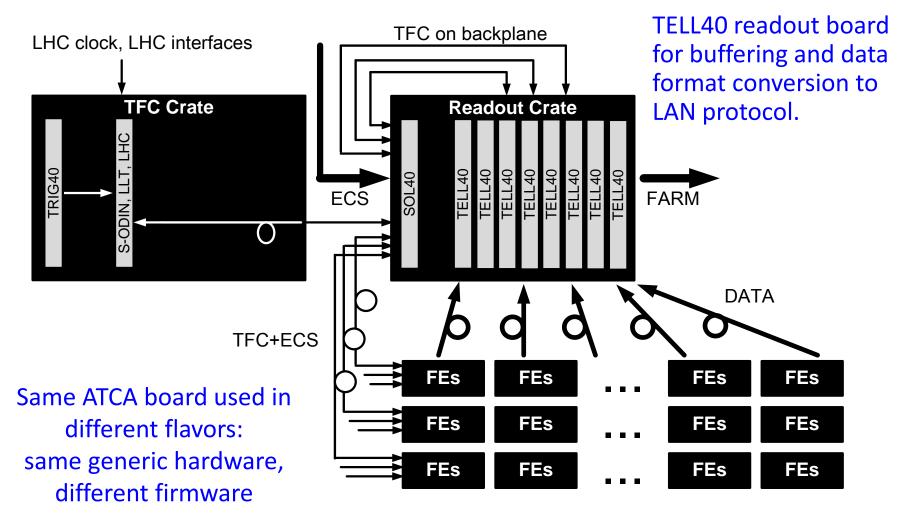
The LHCb upgrade strategy (II)

Accept all LHC bunch crossing: trigger-less Front-End electronics



Compress (zero-suppress) data already at the FE \rightarrow 12000 links ⁷

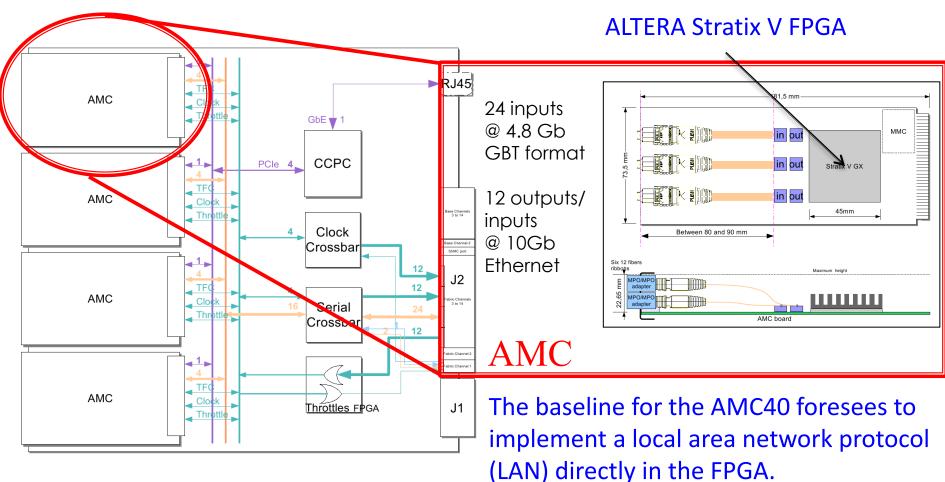
The ATCA-based LHCb readout



~12000 optical links from the FEE

The TELL40

Direct evolution of the current LHCb readout board TELL1



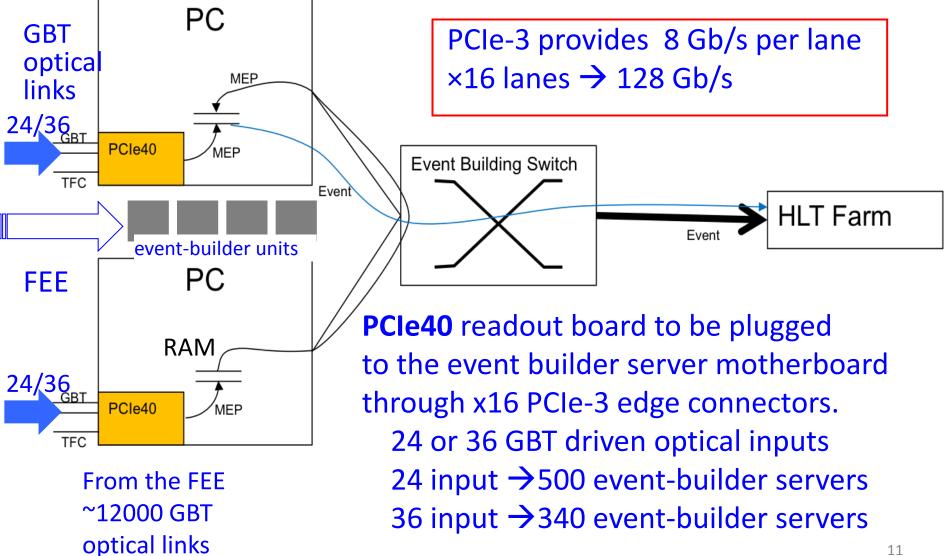
96 inputs in total @ 4.8 Gb → processing in FPGA → 48 x 10 GbE ports ~0.5 Tb/s data aggregator board with 10 GbE to FARM

The PCIe alternative

- PCIe is the high-speed serial computer expansion bus standard: connects the host system-processor with integrated-peripherals (surface-mounted ICs) and add-on peripherals (expansion cards).
- The connection between two PCIe devices (link) is built up from a collection of one or more lanes: x1, x4, x8, x16
- PCIe Gen 3 bandwidth is 1 GB/s per lane.
 - Overhead of the 128b/130b encoding scheme ~1%. It was 20% with the 8b/10b Gen2.
- The FPGA implementation of a full network protocol (10 GbE or InfiniBand) is expensive. PCIe is a much simpler protocol to use to forward data to the event-builder.
 - 20% resource consumption to implement 10 GbEthernet
- FPGA vendors provides PCIe-3 Express Hard IP blocks
 - Resource savings, pre-verified, protocol-compliant, embedded memory buffers included, etc.

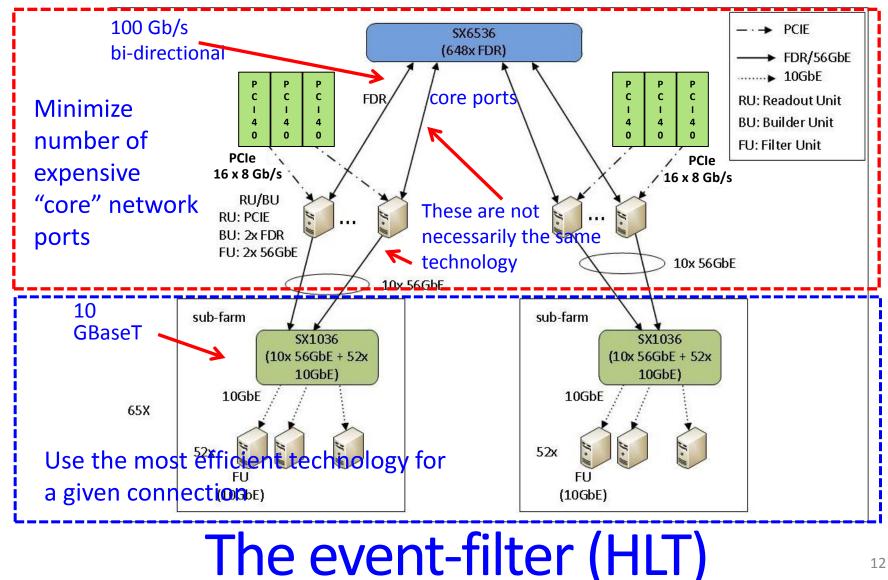
PCIe readout and event-building

24. × 4.8 Gb/s = 115.2 Gb/s or 36. × 3.2 = 115.2 Gb/s



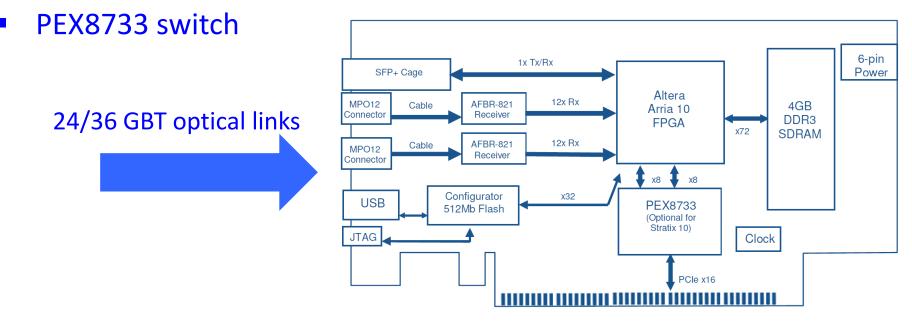
The event-builder network

PCIe readout provides the max flexibility in the network technology



PCIe40

- Custom-made readout boards with fast optical links and powerful FPGAs
- Minimal variant no external memories / no transmitters for GBT
- Power from 75W up to 450W (if needed, using GPU standard)



 It can evolve to a newer version with 3 Avago transceivers and the Arria 10 FPGA.

PCIe-3 bandwidth tests using GPU

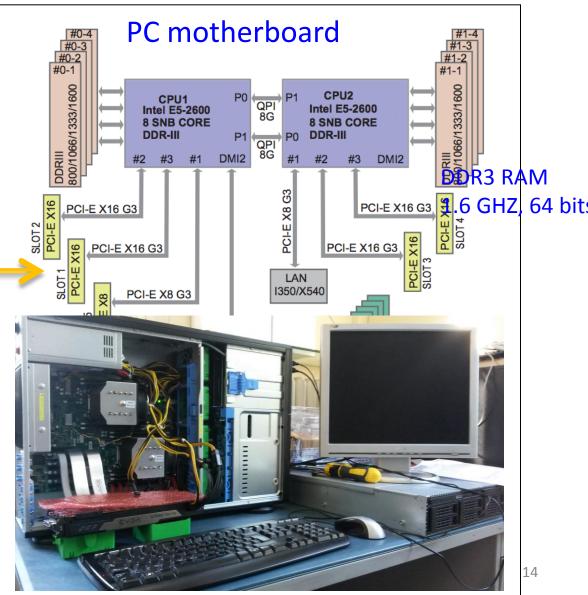
https://lbonupgrade.cern.ch/wiki/index.php/I/O_performance_of_PC_servers



x16 PCIe-3 edge connector

The hardware used in our tests is the very first commercially available. Data transfer from the GPU internal memory to the CPU RAM.

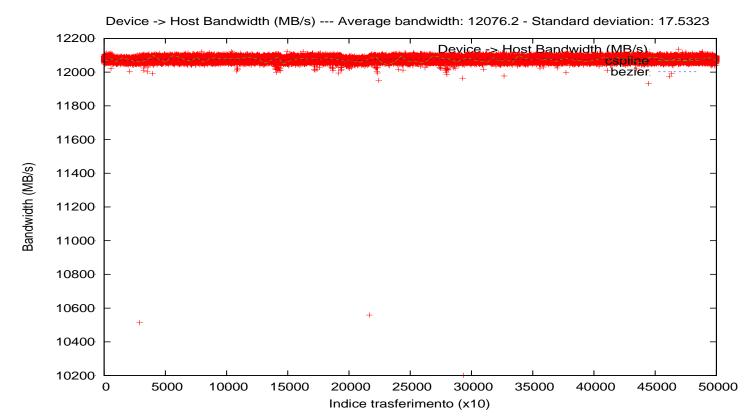
CUDA test program: Device-to-Host memory copy



PCIe-3 bandwidth test results (I)

- GPU: NVIDIA GTX770 PCIe-3 x16
- Motherboard: Super X9DRD-iF
- Record size used for transfer: 32 MiB
- Device-to-host bandwidth: 12076 MiB/s = 101.3 Gb/s

Recorded throughput (in MiB/s).



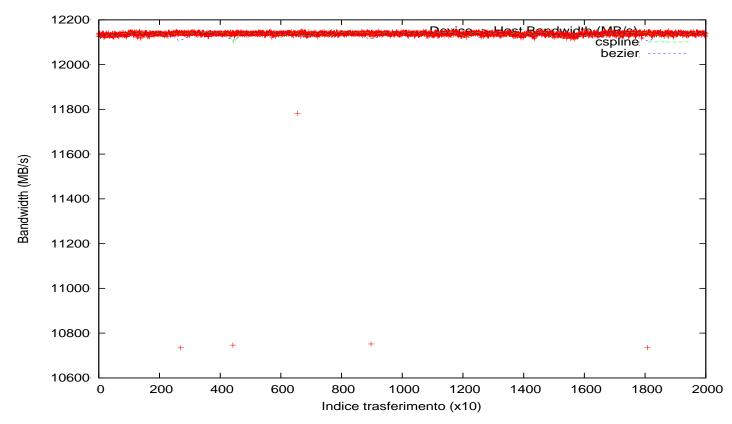
Small record size

15

PCIe-3 bandwidth test results (II)

- GPU: NVIDIA GTX770 PCIe-3 x16
- Motherboard: Super X9DRD-iF
 - Record size used for transfer: 1500 MiB
- Device-to-host bandwidth: 12135 MiB/s = 101.8 Gb/s

Recorded throughput (in MB/s).



Big record size

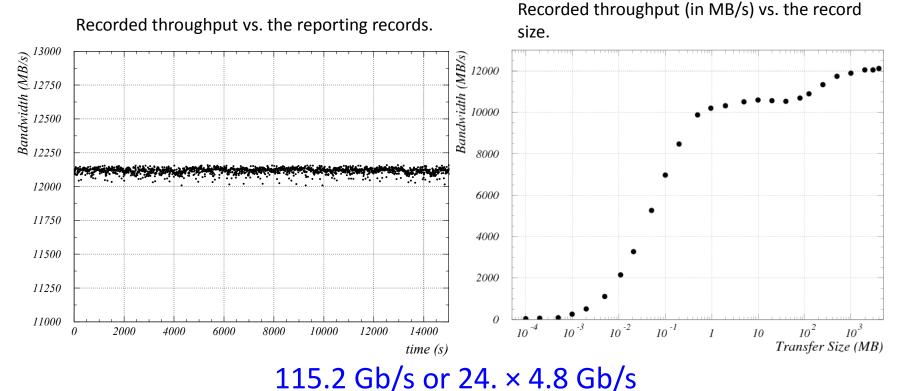
16

PCIe-3 bandwidth test results (III)

- GTX Titan (NVIDIA) PCIe-3 x16 GPU connected to the motherboard ASRock - Z77 Extreme - 4GPU
 Big record size
- Record size used: 2000 MB

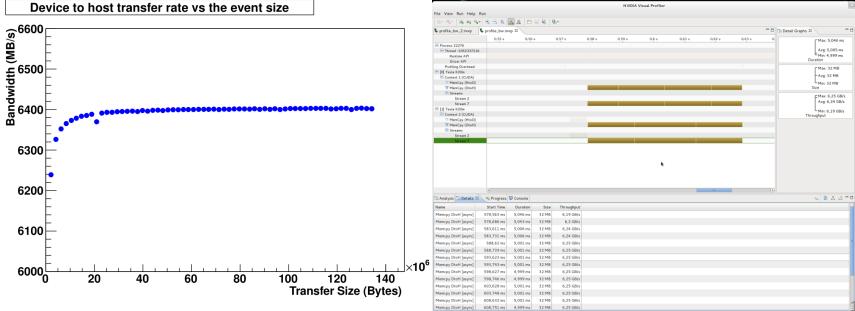
Big record size Different setup

Device-to-host bandwidth: 12210 MiB/s = 102. 4 Gb/s



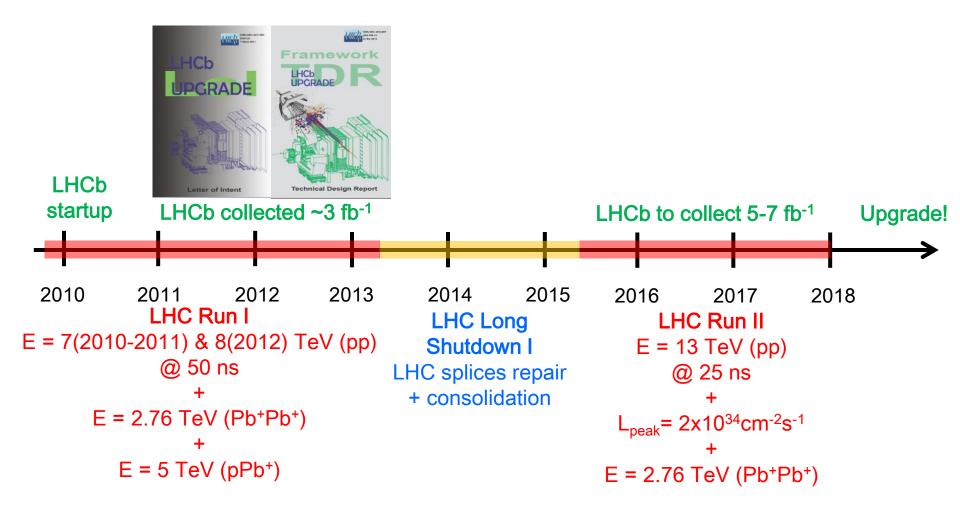
PCIe-3 bandwidth test results (IV)

- Twofold synchronous data transfer to the server RAM using identical PCIe-2 GPUs connected to the PCIe-3 motherboard slots.
- GPU used for test: NVidia Tesla K20m x16 PCIe-2 connected to the motherboard Supermicro X9DRG-HF
- Bandwidth: **12787.9** MiB/s = 109 Gb/s, record size 33.5 MB



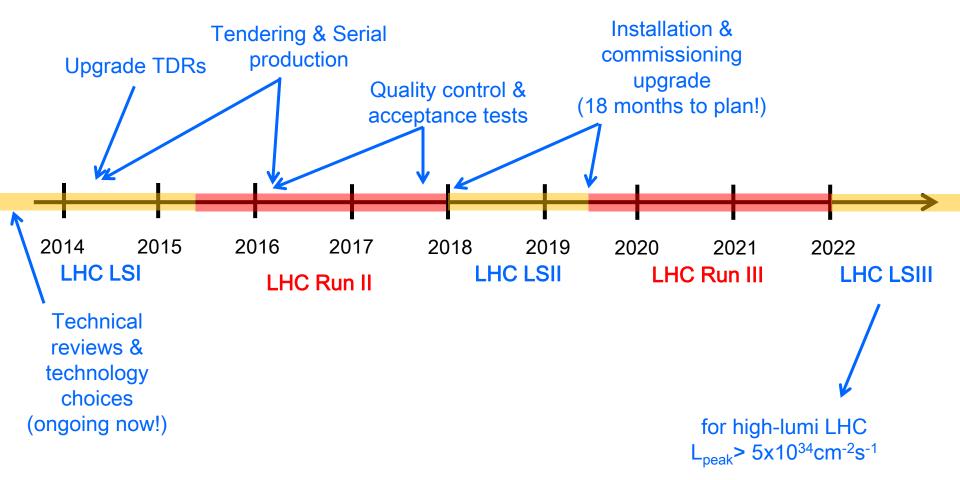
NVIDIA Profiler: synchronous threads

LHCb data taking plan



Decision between the two solutions (ATCA vs PCIe) will be taken in a review in Q1 next year.

LHCb upgrade plan



Conclusions

- PCIe is widely used to connects peripherals to host systems and has good survival chances in the future.
- A readout board for the LHCb upgrade looks very similar to a PCIe network card.
- PCIe-3 is a simple protocol and provides large bandwidth.
- PCIe provides maximum flexibility in later networking choice.
- GPUs prove that already today the necessary bandwidth is available.

PCIe readout and event-building

36. × 3.2 = 115.2 Gb/s

optical links

