

# The Level 0 Trigger Decision Unit for the LHCb experiment

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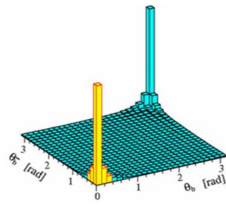
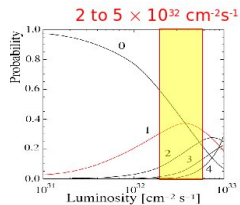
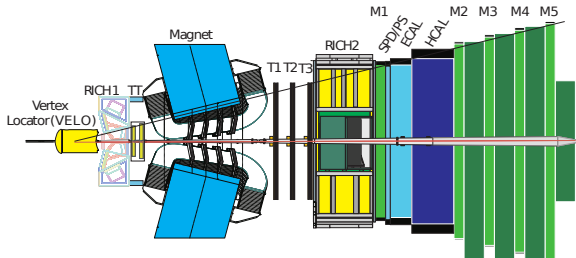
# The LHCb detector

## Purpose

Dedicated to the  $b$  physics at the LHC

## Features

- Collision at 14 TeV
- $b$  and  $\bar{b}$  produced at small angles and correlated
- forward spectrometer ( $\theta \in 15/300\text{mrad}$ )
- Small branching ratios of interesting  $b$  decays
- 1Hz for a BR of  $10^{-4}$  (over 10MHz of visible interactions)
- **The trigger system is the key**



LHCb

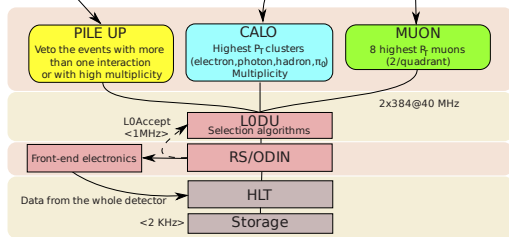
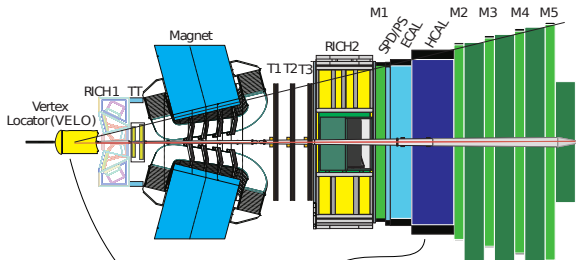
# Two levels of trigger

## L0 trigger

- Custom electronics
- Synchronous system (40MHz)
- Fixed latency ( $4\mu\text{s}$ )
- Use the fastest detectors
- Output rate  $< 1\text{MHz}>$

## High Level Trigger (HLT)

- PC farm ( $\approx 2000$  CPU)
1. Fast tracking
    - L0 Confirmation
    - impact parameter cuts
  2. Almost full event reconstruction
    - Storage at  $< 2\text{kHz}>$
    - $\approx 35\text{kB}$  by event

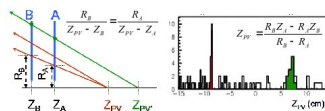


LHCb and its trigger system

# The L0 Trigger

## Subtriggers

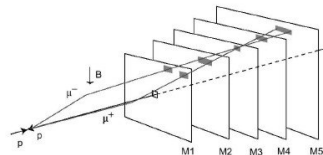
- Pile Up system
  - 2 silicon plane before the interaction point
  - Primary vertexes multiplicity (veto on pile-up events)
- Calorimeter trigger :
  - Highest  $E_T$   $\gamma$ , electron,  $\pi^0$ , hadron
  - $\sum E_T$  and SPD multiplicity
- Muon trigger
  - Two highest  $p_T$  muons / quadrant



Pile Up Veto histograms

## Two core boards

- The L0DU :
  - L0 Decision
  - Highly flexible triggering algorithms
- The Readout Supervisor (RS)
  - Broadcast the decision, the clock and synchronisation signals
  - Check the DAQ occupancy



Muon trigger

# The L0DU environment

## Inputs

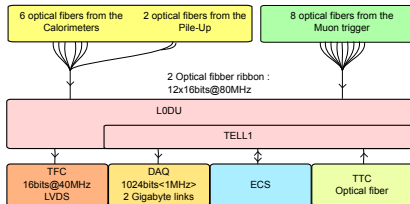
- Concentrate the data from the L0 sub-triggers
- All inputs are optical :
  - 24 different clocks
- Optical TTC (Timing, Trigger and Control) input
  - LHC clock
  - Synchronisation signals

## Outputs

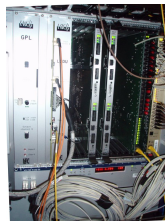
- Decision output to the Readout Supervisor (RS)
- Internal processing summary for the DAQ

## Experimental Control System (ECS)

- Ethernet connection



L0DU interfaces



L0DU at the experimental site

# The L0DU and TELL1 board

## TELL1

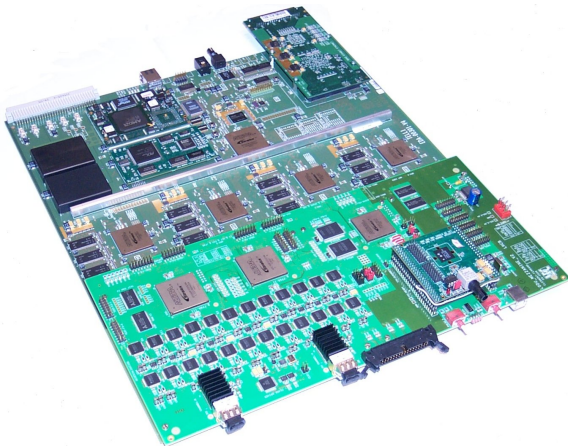
- Common interface board for LHCb
- Provide access to the ECS using a small embedded PC (CCPC)
- Provide DAQ output (Quad-Gigabyte board)

## L0DU ECS

- Registers access :  $I^2C$  bus
- Firmware upgrade : JTAG bus

## L0DU DAQ

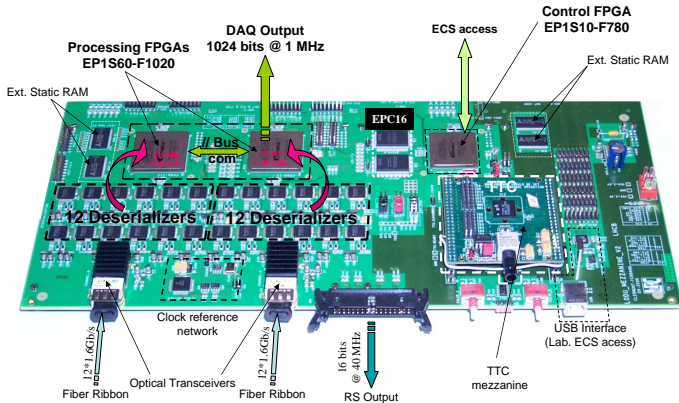
- TELL1 FPGA used to transmit the L0DU DAQ frame



L0DU and TELL1 boards

# The L0DU mezzanine

16 layers 9U board



L0DU elements



# The L0DU processing architecture

## 2 FPGA for the processing

- L0DU algorithms in FPGA1
- Monitoring in FPGA2
- 65% of the available logical resources in FPGA1

## Main characteristics :

- Fully configurable algorithm using 128 conditions
- Low dead time for algorithms changes
- 40MHz pipeline architecture

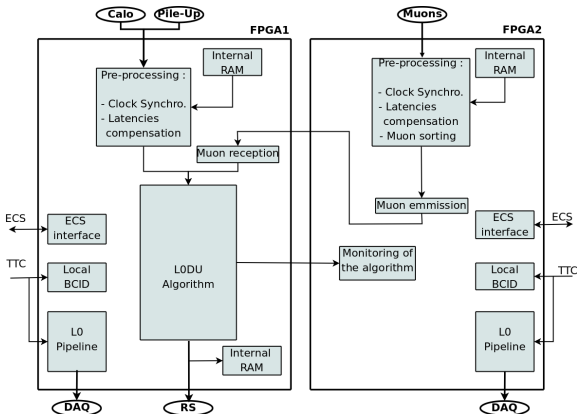


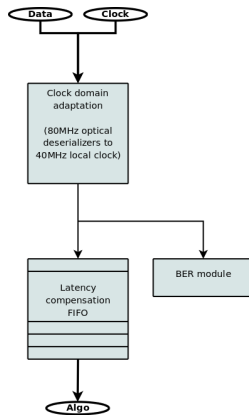
Figure: FPGA1 and FPGA2 processing

Two steps : pre-processing and L0DU algorithms

# Pre-processing

Pre-processing (for each input) :

- Clock domain adaptation
  - 24 input clocks at 80MHz with unknown phases
  - 1 local clock at 40MHz
- Data demultiplexing (16 to 32 bits)
- Compensate the difference between the L0 sub-trigger latencies
- BERT (Bit Error Rate Test) module for optical links



FPGA1 pre-processing for one input

# Pre-processing : Clock domain adaptation

## Purpose

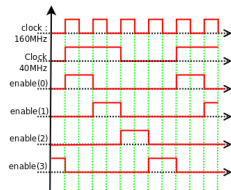
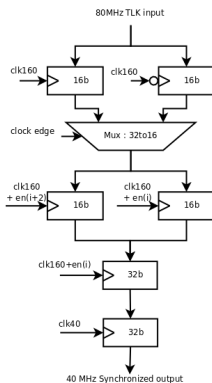
- Adapt to the 40MHz local clock the data from the optical deserializers
- Demultiplex the data

## Clock domain

- 160MHz transition clock
- Acquisition phase step of 3.12 ns (rising and falling edge)
- Use 2 dedicated clock network of the FPGA

## Demultiplexing

- Dedicated bit in the data : MSB/LSB
- Translate the acquisition point to get the MSB at the right position



Clock domain adaptation principle

# Pre-processing : Clock phase determination algorithms

1. Wait all clock domain adapter to be ready
2. Acquire 256 times 80MHz input clock at the rising and falling edges of the 160MHz clock with enable(0)
3. If more than 128 '1' at pt0 (rising edge) have been acquired then acquisition results for pt0 is setted to '1', same for pt1 (falling edge)
4. Same as 2. with enable(1)
5. Same as 3. with pt2 and pt3
6. Use a LUT to select the right phase of the clock

Acquisition results				Phase
enable(0)	enable(1)			selected
pt0	pt1	pt2	pt3	
0	0	0	0	ERR
0	0	0	1	2
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	ERR
0	1	1	0	0
0	1	1	1	1
1	0	0	0	3
1	0	0	1	2
1	0	1	0	ERR
1	0	1	1	2
1	1	0	0	3
1	1	0	1	3
1	1	1	0	0
1	1	1	1	ERR

Table: Clock phase selection LUT

# The L0DU algorithms

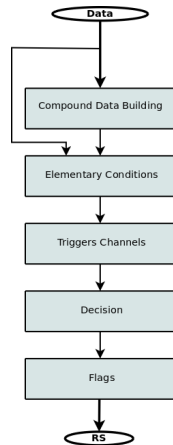
## Algorithm

The L0DU algorithms making involve multiple steps

## Inputs

Extracted from the optical inputs data :

- The  $E_T$  and the address of the highest energy  $\gamma$ , electron,  $\pi_T^0$ ,  $\pi_g^0$ , hadron
- The  $\sum E_T$  in the calorimeter and the SPD multiplicity
- The first and second Pile-Up peak content and position
- The three highest  $p_T$  muons address and  $p_T$



L0DU Algorithm

# The L0DU algorithms

## 30 compound data

- Sum or difference of the  $E_T$  (resp.  $p_T$ ) of up to 3 particles
- Mask on the address of a particle

Example :

$$E_T(\text{electron}) + E_T(\gamma)$$

$$\text{Address}(\text{electron}) \& 0xFF$$

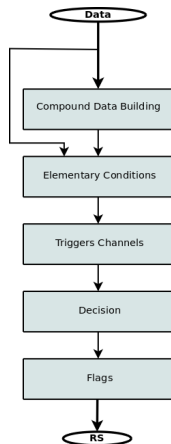
## 128 elementary conditions

A threshold with an operator ( $=$ ,  $\neq$ ,  $>$ ,  $<$ ) on

- A data extracted from the inputs
- A compound data
- A RAM stocking a 8 bit value for each BCID (possible to account for beam/beam structure for example)

Example :

$$E_T(\text{electron}) > 10$$



L0DU Algorithm

# The L0DU algorithms

## 32 trigger channels

An “and” network on the elementary conditions

Example :

$$E_T(\text{electron}) > 10 \text{ and } E_T(\text{photon}) < 6$$

## 1 decision

An “or” on the trigger channels

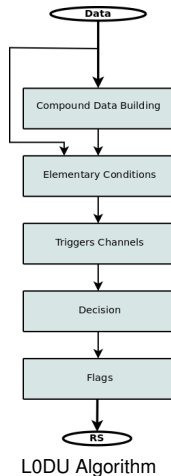
## Decision Flags

Force trigger bit :

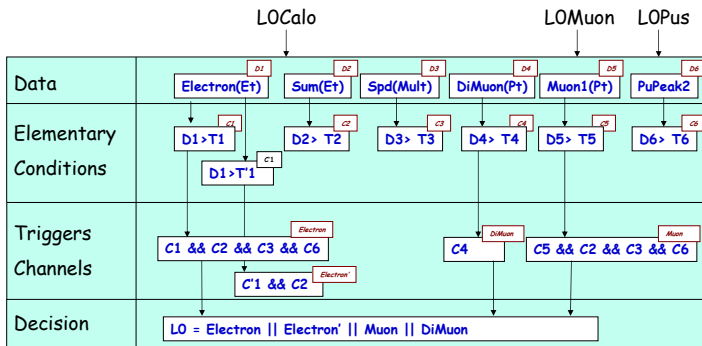
- Setted when an error is detected in links demultiplexing or time alignment, or if a status bit from a sub-detector is setted

Timing trigger bit :

- Setted at '1' when a special series of 5 L0 decision is detected or in the decision of a simpler algorithm involving only  $\sum E_T$



## Algorithms : An example



Each trigger channel can be downscaled in steps of 0.1%.



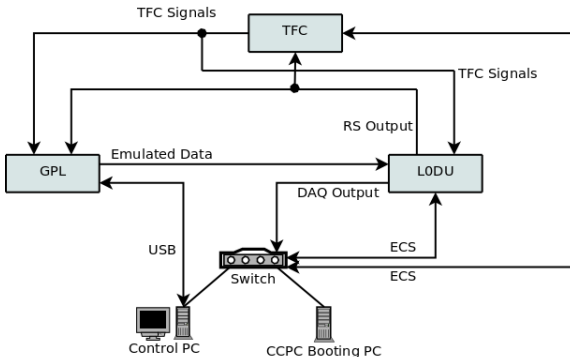
# L0DU test bench

The test bench allows to :

- Stress the optical links
- Test the firmware

Main components :

- Stimuli pattern generator : the GPL board
- PC to control and program the boards
- TFC system for the clock and synchronisation signals distribution



L0DU test bench

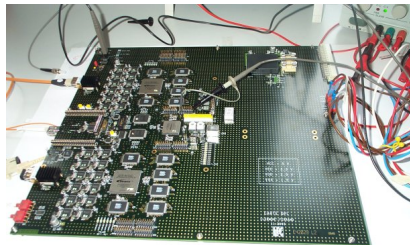
# The GPL board

## The GPL board

- Built as a mirror board of the L0DU
- 2 processing FPGA
- Same layout for the optical part
- Control : USB interface
- Test modes :
  1. Send up to 10 LHC cycles of patterns
  2. Send a continuous counter for the BERT

## Hardware

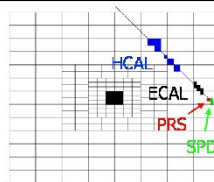
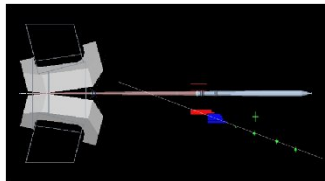
- 16 layer boards
- 2 FPGA Stratix 1P1S40 and 1 1P1S10 from Altera
- Optical part : Texas instrument TLK



GPL board

# Timeline

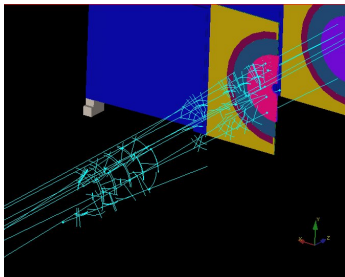
- 2002 First L0DU prototype
  - Concept board
  - No interfaces with the ECS and the TFC
- 2006 Second L0DU prototype
  - All functionalities implemented
  - FPGA resources too limited
- 2007 Final L0DU prototype
- Feb. 2007 Installation of the L0DU in the experimental area
- Feb. 2007 Initial time alignment
- Apr. 2007 First tests with the calorimeter trigger
- Apr. 2007 First tests with the muon trigger
- Dec. 2007 First cosmics taken with the calorimeter trigger
- Apr. 2008 First cosmics taken with the muon trigger
- Aug. 2008 First beam induced particles
- Dec. 2008 First tests with the Pile-Up



Cosmics spotted in LHCb

# Summary

- A very flexible L0 trigger board has been developed
- Works since 2007
- Small evolution since
- Extensively used at the experimental site
- Commissioning of the detectors
- Millions of cosmics have been recorded
- L0DU used to trigger on TED events and record very usefull Velo tracks
- First beam induced data triggered with L0DU on September 10, 2008
- Ready for the beam



Recorded Velo tracks