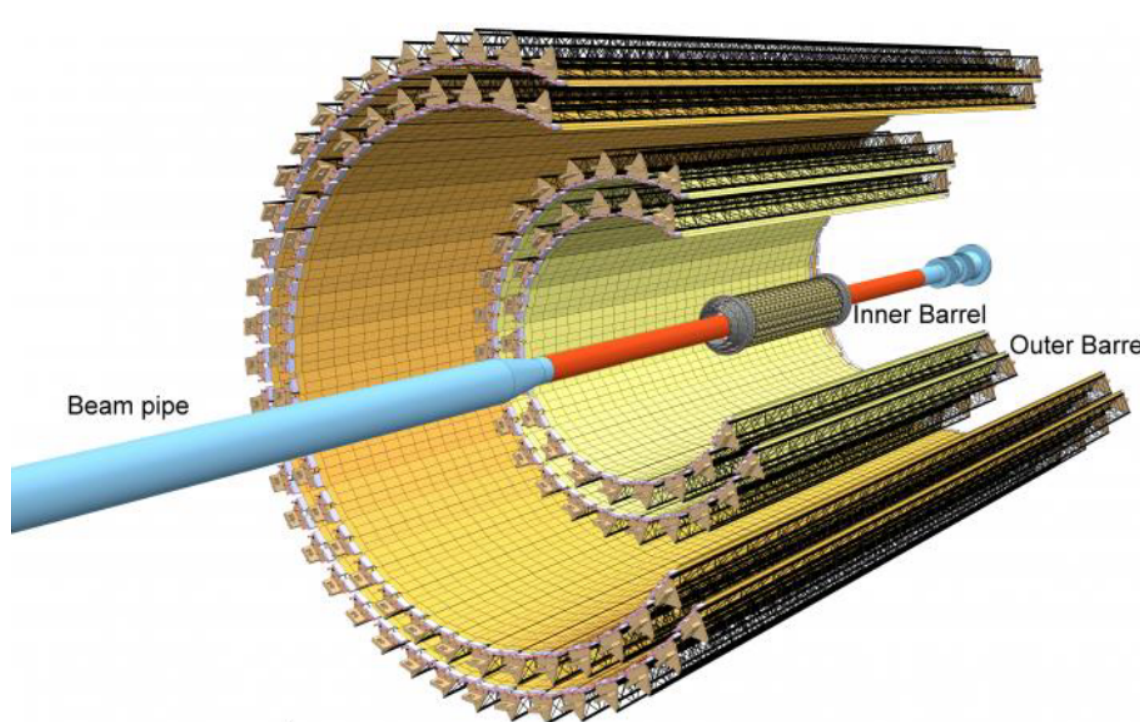


Abstract

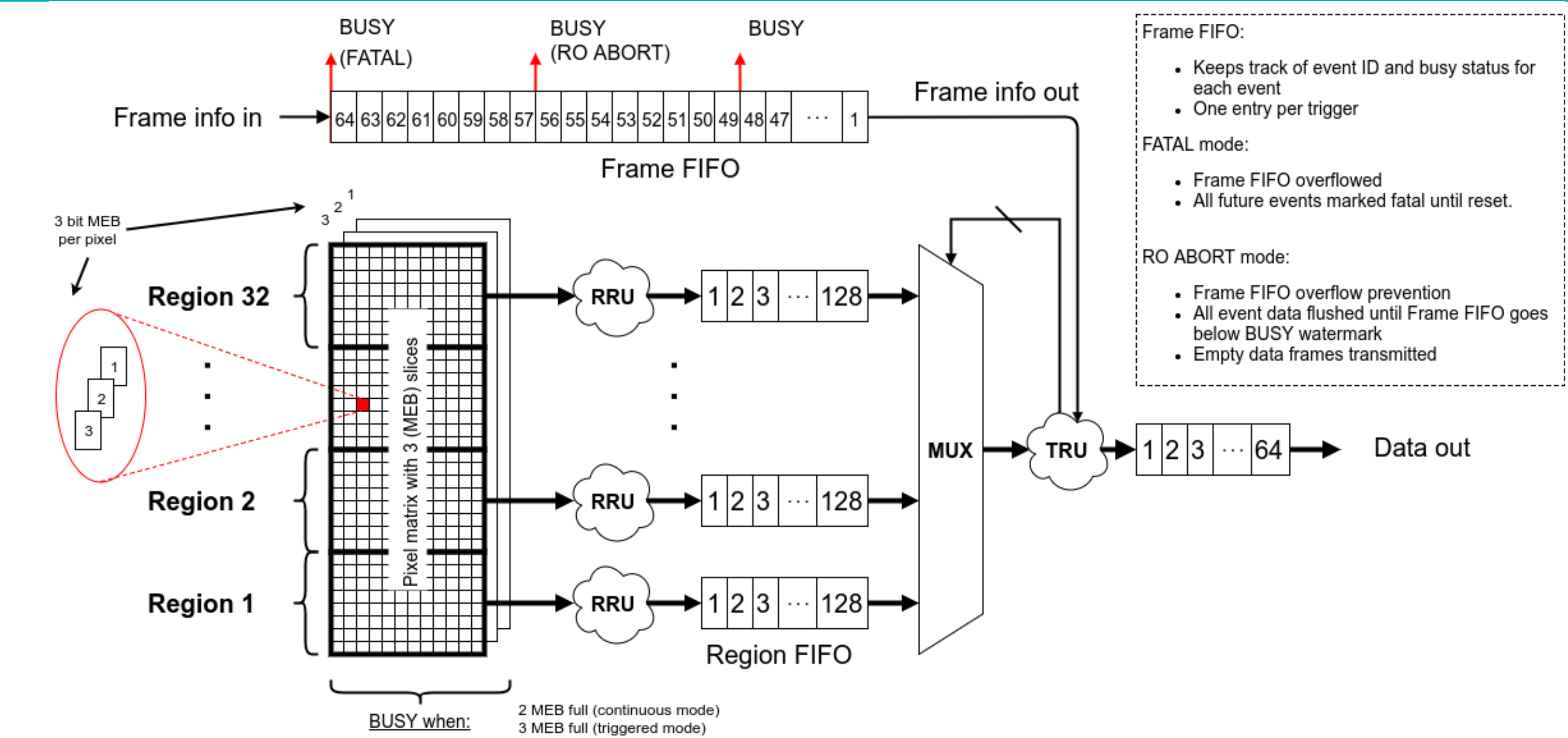
This poster presents a lightweight, statistical simulation model for the ALPIDE chip and the upgraded ITS detector, developed using the SystemC framework. The purpose of the model is to quantify the probability of a busy situation and the data taking efficiency of the ALPIDE chips under various conditions, and to apply this knowledge during the development of the readout electronics and firmware.

Introduction - ITS Upgrade in Long Shutdown 2

For the ALICE LS2 upgrade at the CERN LHC in 2019-2020, a new Inner Tracking System (ITS) is under development. It is designed to be capable of operating at average event rates of up to 400 kHz in pp and 100 kHz in Pb-Pb, which represents a factor 100 increase in event rates compared to the current ITS detector, and a factor two margin to the ALICE LS2 upgrade requirement [1]. A new monolithic pixel detector chip, the ALPIDE, has been developed to achieve this. Long, rectangular, arrays of ALPIDE chips, called “staves”, will be organized in 7 circular layers to form the inner, middle and outer barrel of the new ITS, as seen in the picture [1].



ALPIDE Busy Signaling



To be able to process more than one event at a time, the ALPIDE chip incorporates a 3 bit deep Multi Event Buffer (MEB) in each pixel. The pixel matrix is divided into 32 regions, and each region has a dedicated Region Readout Unit (RRU) which reads out data from the matrix. Data from the RRU is read out and organized into event frames by the Top Readout Unit (TRU), and put on a FIFO for transmission off the chip. There is also a 64-word deep event framing FIFO, which means that the ALPIDE can in principle keep track of and process up to 64 events at the same time. [5]

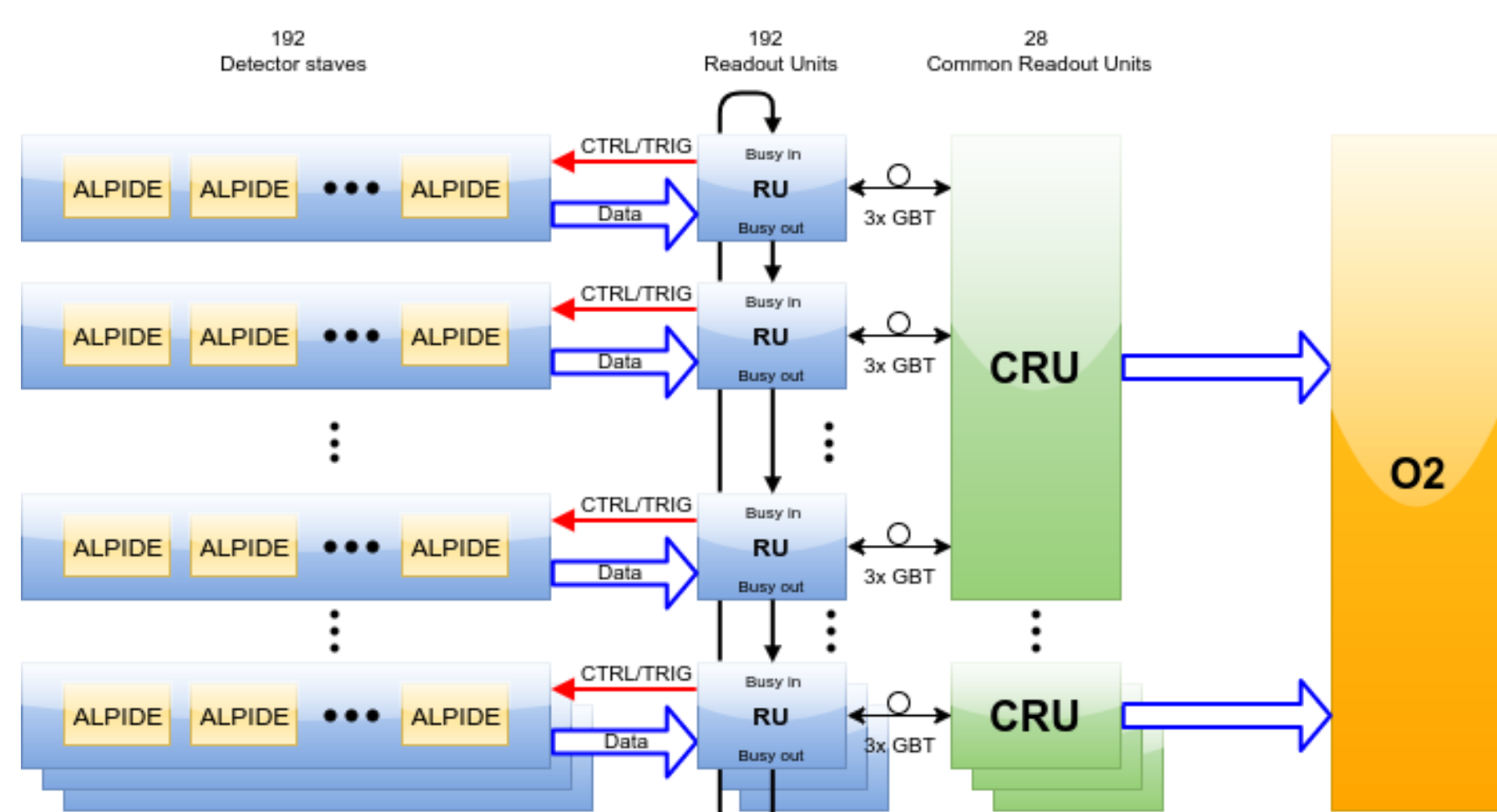


The chip becomes busy if it runs out of MEB slices, or if the event framing FIFO goes above 48 events, as indicated in the figure above. The chip will then immediately output a BUSY_ON word on its data link, followed by BUSY_OFF when the busy condition goes away.

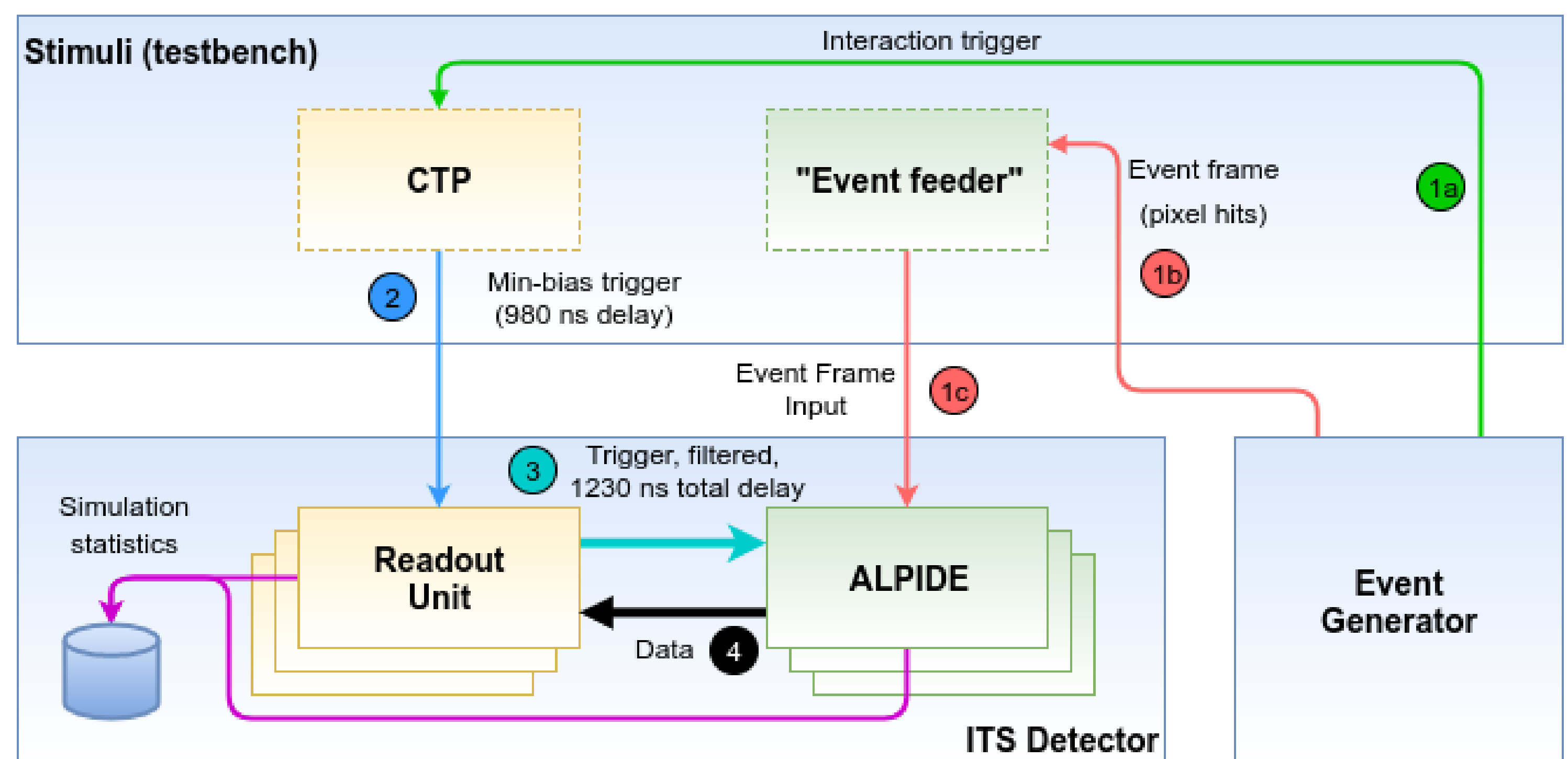
Readout Electronics for the upgraded ITS

For each stave there is a Readout Unit (RU), which forwards incoming event data from the ALPIDEs on up to three optical GBT links, and is responsible for trigger distribution [4].

Due to the random and unpredictable nature of the particle collisions in colliders, and despite of the novel architecture of the ALPIDE chip, there will inevitably be situations with high instantaneous event rates and/or high multiplicity events, where the detector will experience busy chips that are not able to cope with the amount of data. In those situations the RUs may be required to take active and coordinated measures, to ensure maximum efficiency of the detector and prevent loss of data. The RUs have a port dedicated to signal BUSY information and they can be connected to facilitate this.



SystemC Simulation Model of ALPIDE and ITS



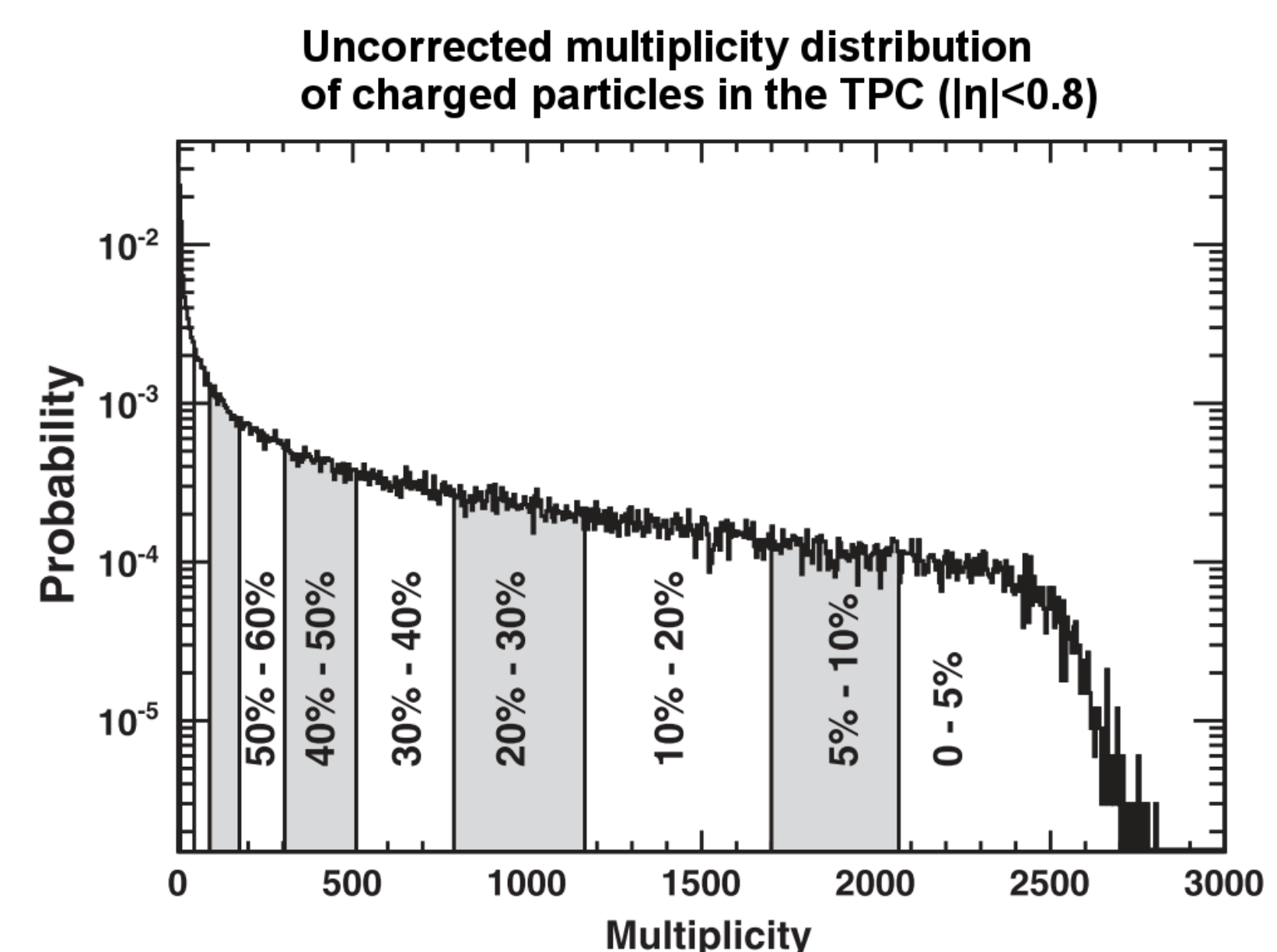
In order to design a system for busy handling in the RU, and support specifications for the design of the data path in the firmware, a new SystemC simulation model of the upgraded ITS detector was developed, building on some previous work done for the design of the ALPIDE internal readout circuits [3]. The digital readout logic of the ALPIDE chip is accurately modeled, since it is crucial for the simulation of busy situations. The most important components of the simulation model are shown in the figure above, and the general order of events in the simulation is indicated by the numbered bullets.

Event Generation and Data Input

The simulation comes with two modes for event input/generation:

- For more accurate simulations:* Monte Carlo (MC) events generated using the ITS upgrade ROOT macros from the aliRoot framework [3]. Adapting the model to use real ALICE events is also doable.
- For high volume simulations:* Random hit generation, based on statistical distributions that are representable for an LHC experiment, such as the minimum-bias Pb-Pb distribution shown in the figure below [7].

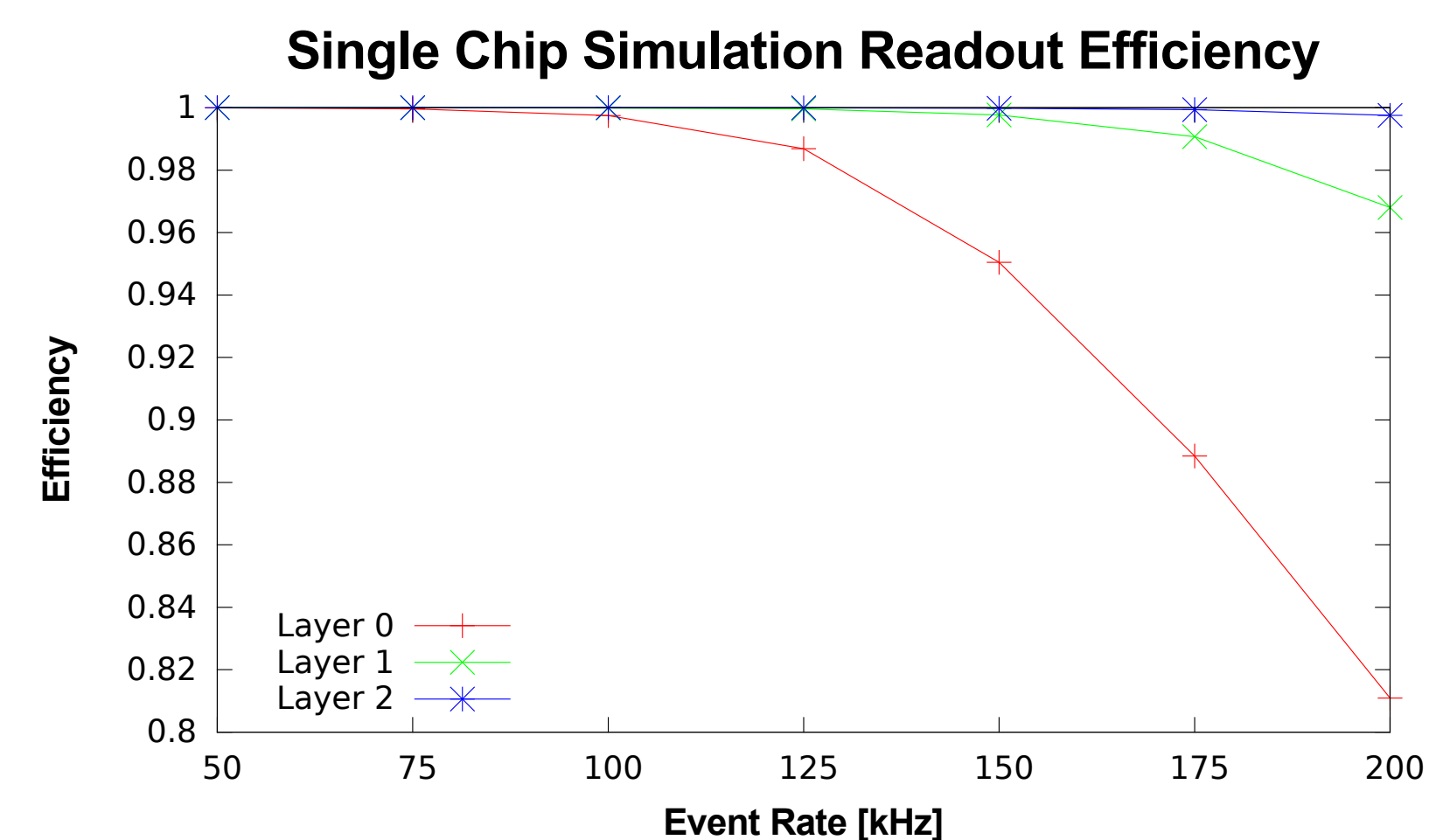
Inter-event times follow an exponential distribution in both modes. The statistical mode generates random events on the fly, and offers a faster (but less accurate) way to simulate a lot more events, increasing the chances of covering rare events with high multiplicity and high event-rates.



Results and outlook

Preliminary results from single chip simulations are shown on the right, simulated using the hit densities actually expected in the inner barrel at $\eta = 0$. The innermost layer yielded a readout efficiency of $(99.660 \pm 0.002) \%$ at 100 kHz event rate, similar to the efficiency of $(99.84 \pm 0.03) \%$ that was obtained with a cycle-accurate Verilog model using MC events [6].

The figure shows that the upgraded ITS has a high efficiency for the event rates it is designed to operate at. I.e. doing the busy handling locally at the RU-level may prove sufficient. Future simulations of the whole detector and readout chain will answer these questions by providing important data about detector efficiency, as well as allowing for benchmarking of busy handling solutions that are currently under development.



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