



# *CSC and Overlap Track Finder*

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TriDAS Progress Report  
April 28, 1998

Darin Acosta

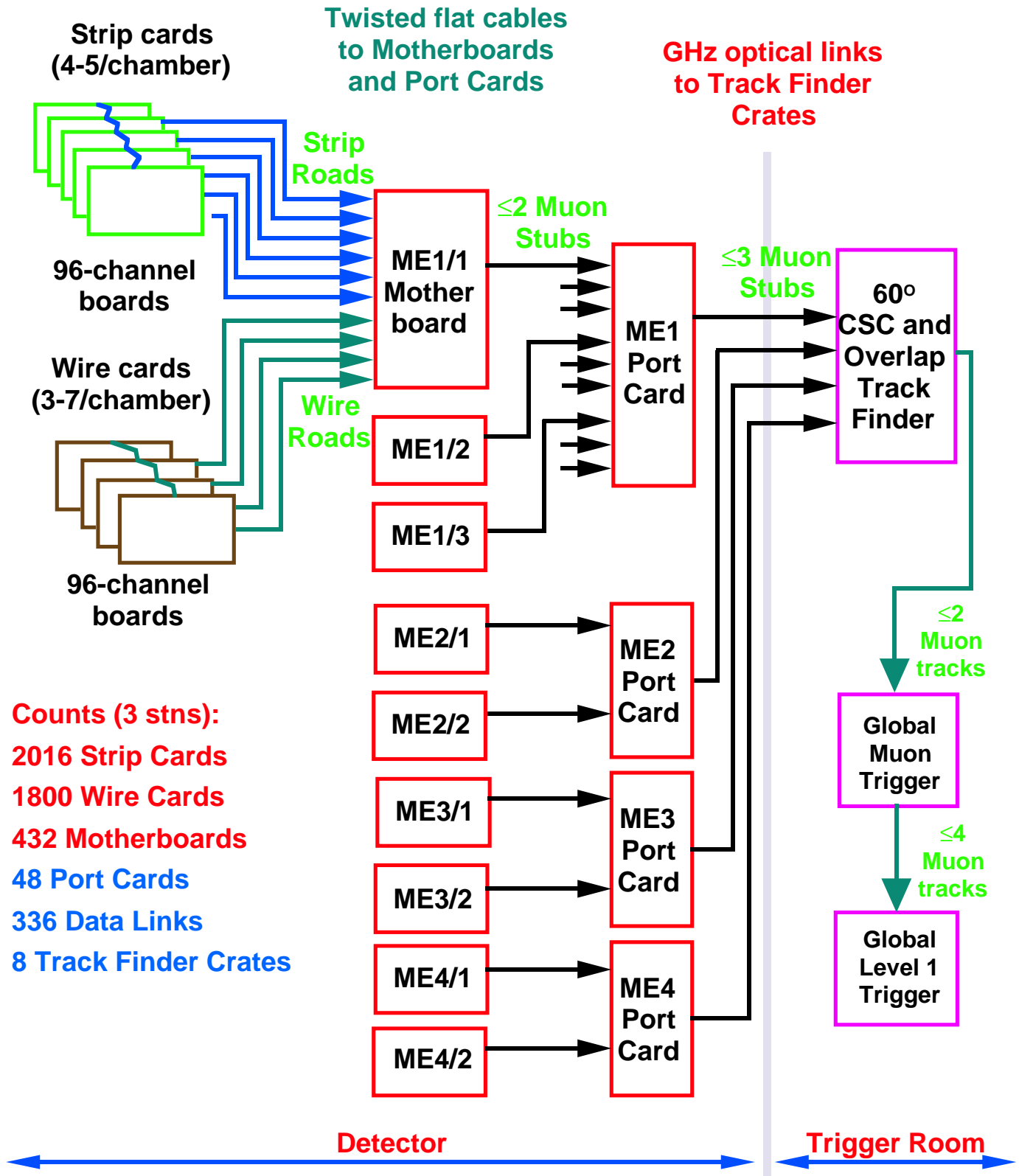
University of Florida

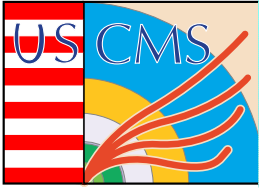
(J.Hauser, UCLA & P.Padley, Rice)

- **System Re-Design**
  - Rescoped to 3 stations
  - 60 degree CSC sectors
  - Data flow
  - Crate Arrangement
- **Cost and Schedule**



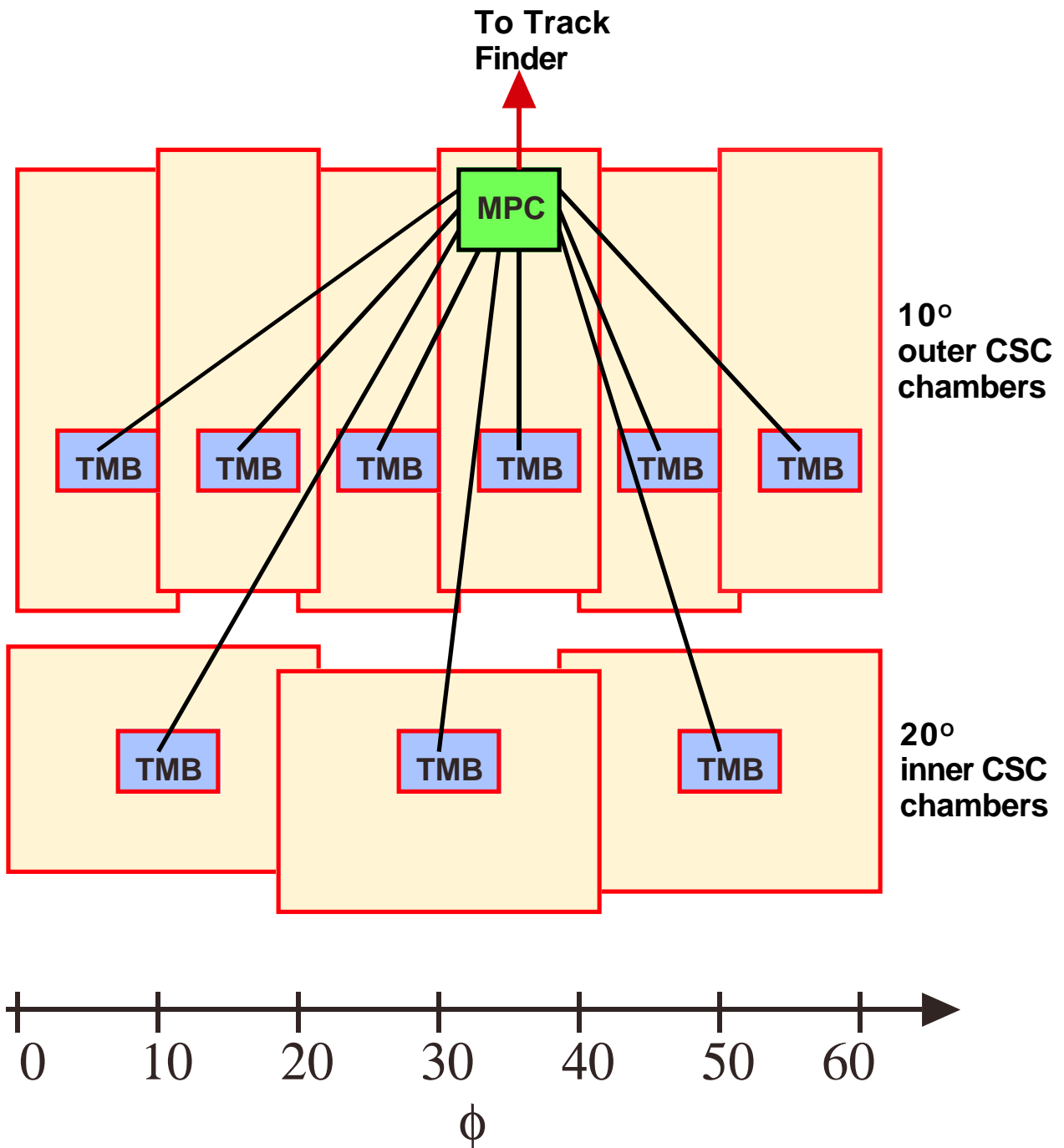
# CSC Trigger Block Diagram



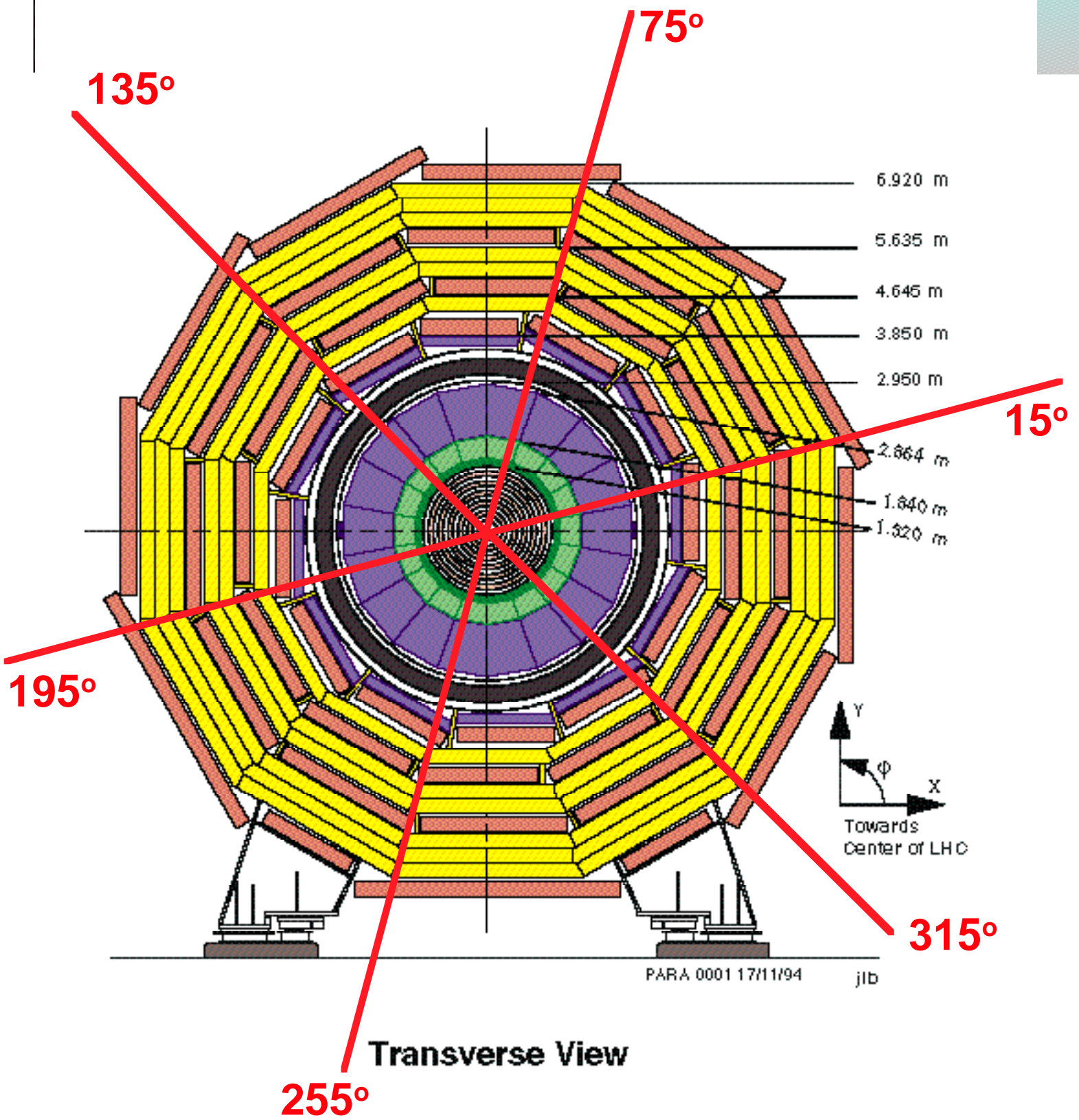


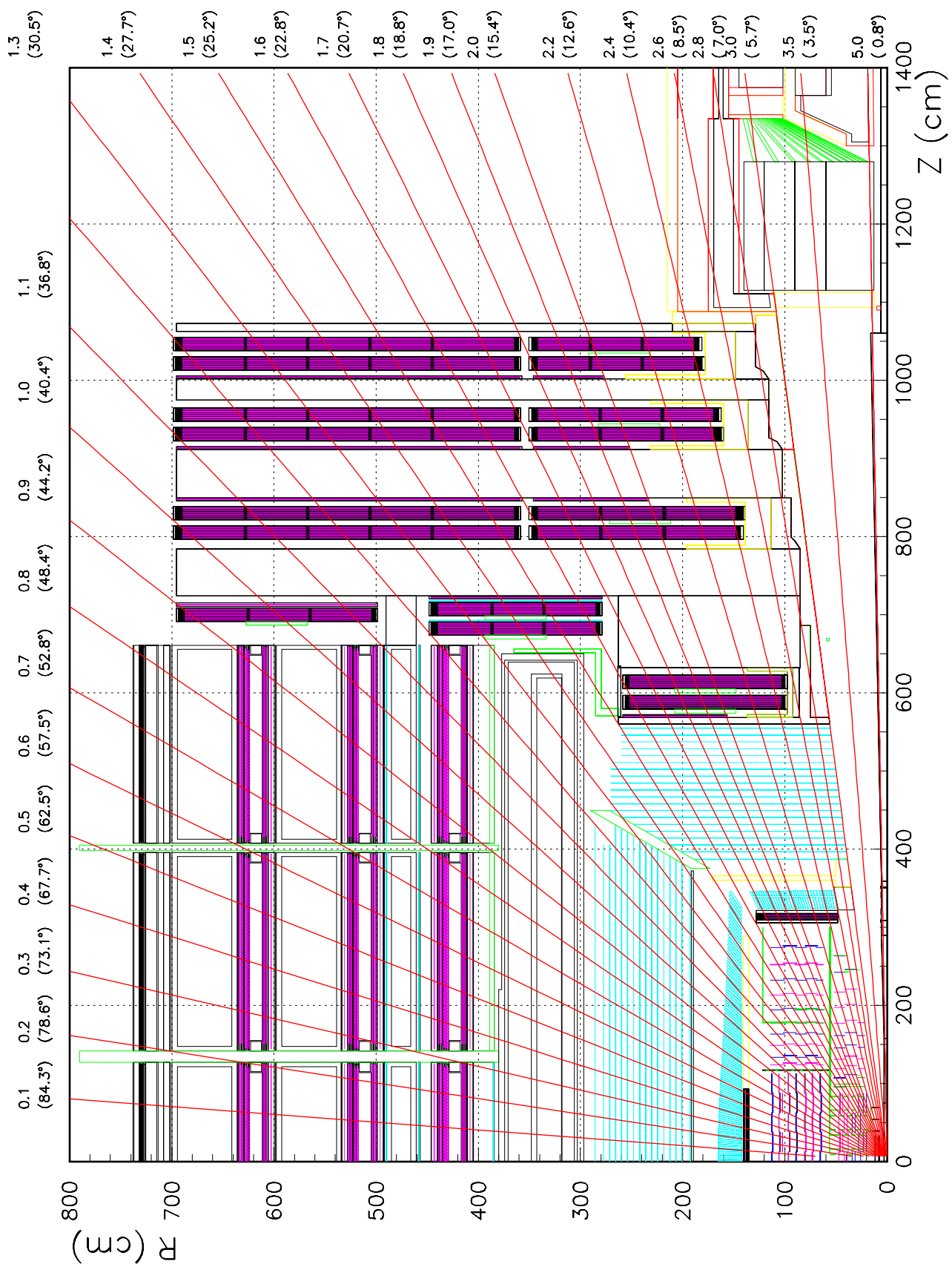
# CSC Trigger Port Cards

TMB = Trigger MotherBoard  
MPC = Port Card



# CMS Transverse View

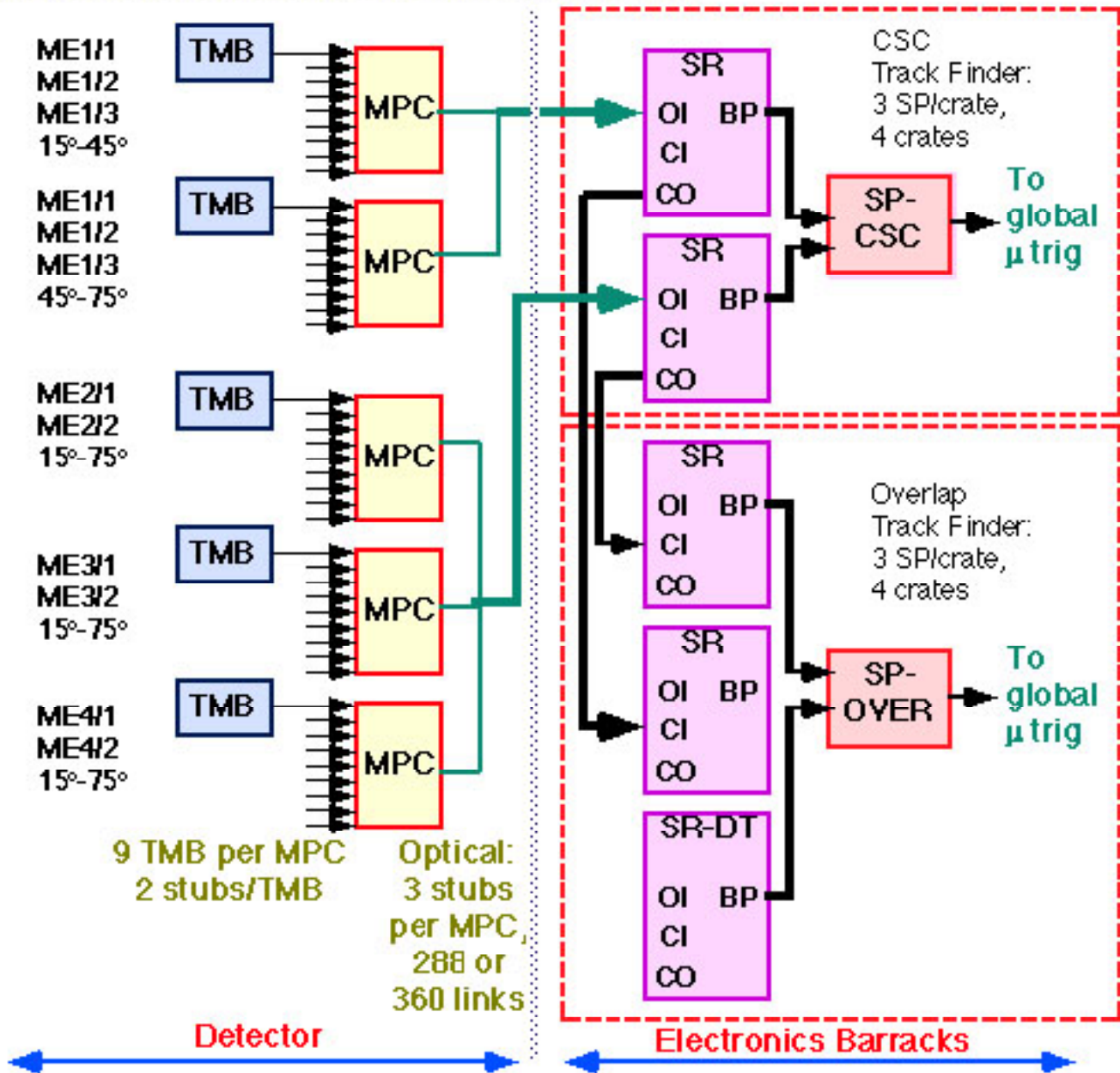






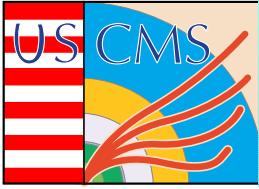
# CSC & Overlap TF Block Diagram

Diagram of the first 60° Sector (15-75 degrees)

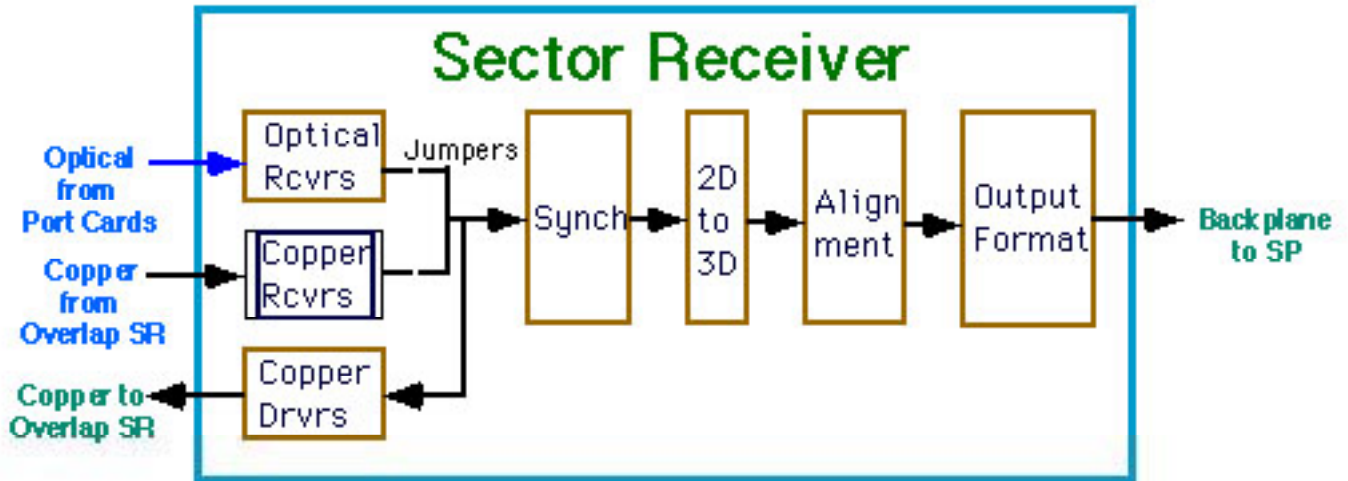


## Glossary and Part Count

- TMB: Trigger Motherboards (432 or 540)
- MPC: Muon Port Cards (48 or 60)
- SR: Sector Receivers for CSC (24)
- SR-DT: Sector Receivers for DT (12 or 24)
- SP-CSC: Sector Processors for CSC region (12)
- SP-Over: Sector Processors for Overlap region (12)
- OI, CI, CO, BP: Optical in, copper in, copper out, backplane



# Specific Functions of Sector Receiver



## Block diagram

**LCT content (from each MPC to SRC)**

Signal	Bits
Half-Strip ID	5
Strip Left/Right Bend Angle	1
Strip Hi/Lo Pt Flag	1
Strip Pattern ID	8
Strip FEB Number	3
Strip Status	1
Wire Gang ID	4
Wire Pattern ID	7
Wire Status	1
Wire FEB Number	3
Wire BXN	8
Chamber ID	4
<b>Total</b>	<b>46</b>

Table 6

**Data to be send from each SRC to SP**

Data	Bits
Phi position	12
Rapidity	11
Local bend angle	6
Quality	3
<b>Total</b>	<b>32</b>



# Sector Receiver Layout

## Inputs/Outputs:

Transceivers and Glincs - 216 bits/xing requires 14 links  
 Copper: CSC to Overlap crate cables require 8 x 60-pin  
 Backplane: 3 192-pin Z-pack connectors

## Processing:

Buffers for copper signals

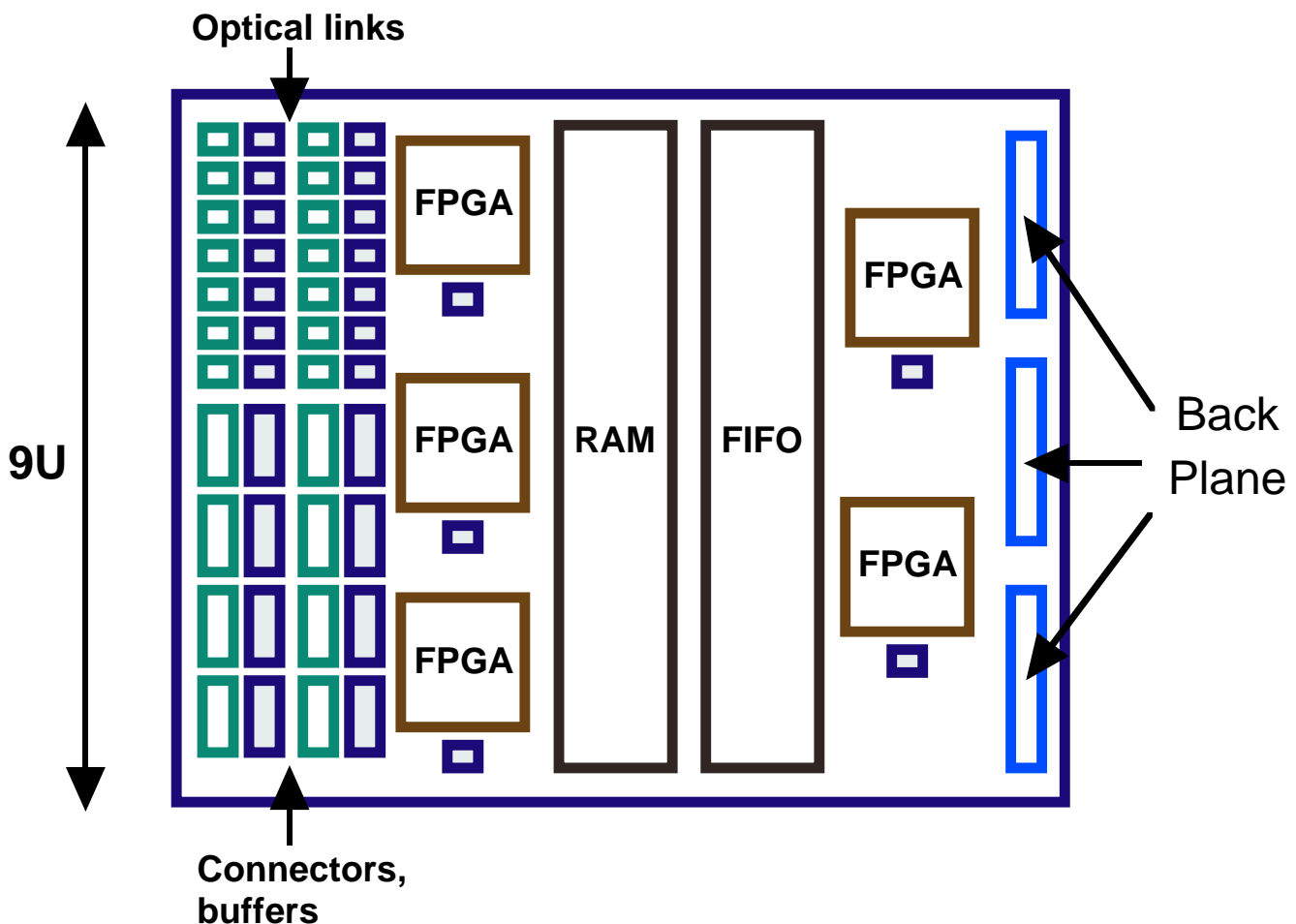
FPGAs and Memory look-ups for main functionality:

space and time alignment

2D to 3D stub conversion

output formatting

plus configuration EPROMs and FIFOs for data storage





## *Preliminary Estimate of SR Latency*

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Input serial to parallel conversion and synchronization: 3

LUT conversion and alignment: 3 - 4

Output reformatting and buffering: 2 - 3

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8 - 10 b.x.

# Sector Processor Layout

## Inputs/Outputs:

Backplane inputs: 3 192-pin Z-pack connectors

Front panel outputs to Global mu: three 60-pin cables

## Processing:

FPGAs and Memory look-ups for main functionality:

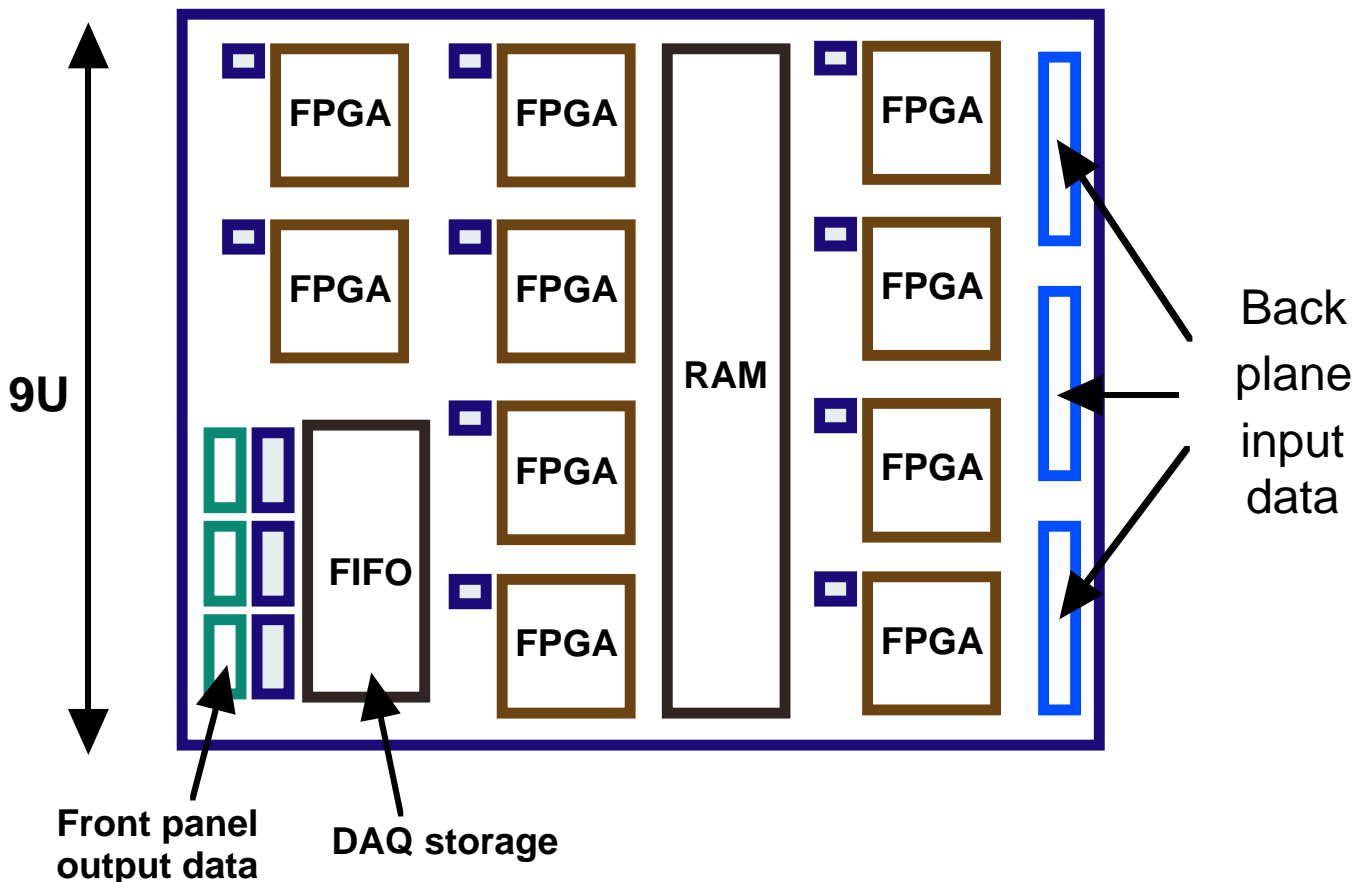
muon stub coincidence

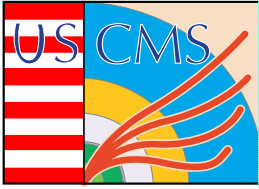
$p_T$  lookup

output formatting

Configuration EPROMs and FIFOs for data storage

Buffers for data to global muon trigger





# Muon Track Finder Crates and Data Flow

180 degrees in  $\phi$  per crate

Drift Tubes organized by wheel

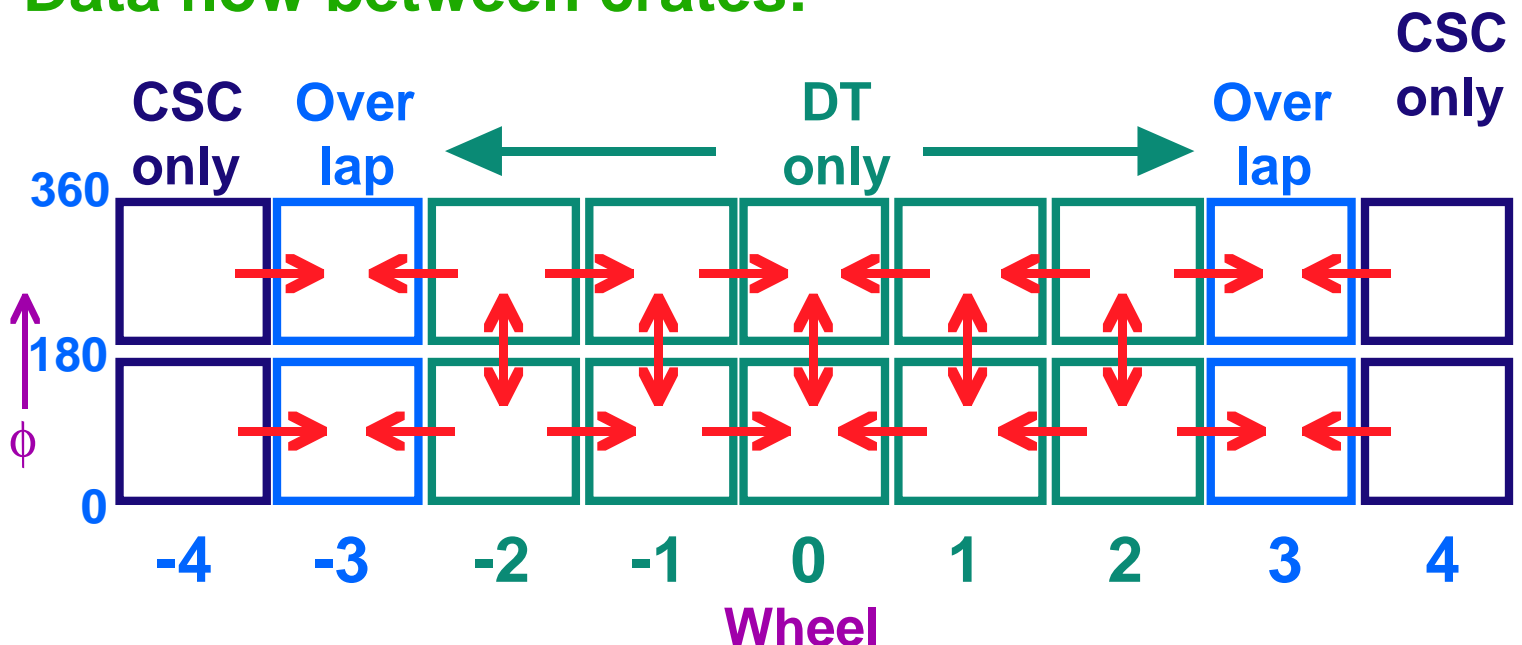
CSC and Overlap regions are extra "wheels"

CSC signals received in CSC-only racks

CSC and DT signals fanned out to Overlap racks

- Endcap crates do not share data at  $\phi$  boundaries
  - bending is smaller in endcap region
  - chamber coverage is "seamless"
- CSC-only racks send ME1,2,3 info. to overlap racks

Data flow between crates:

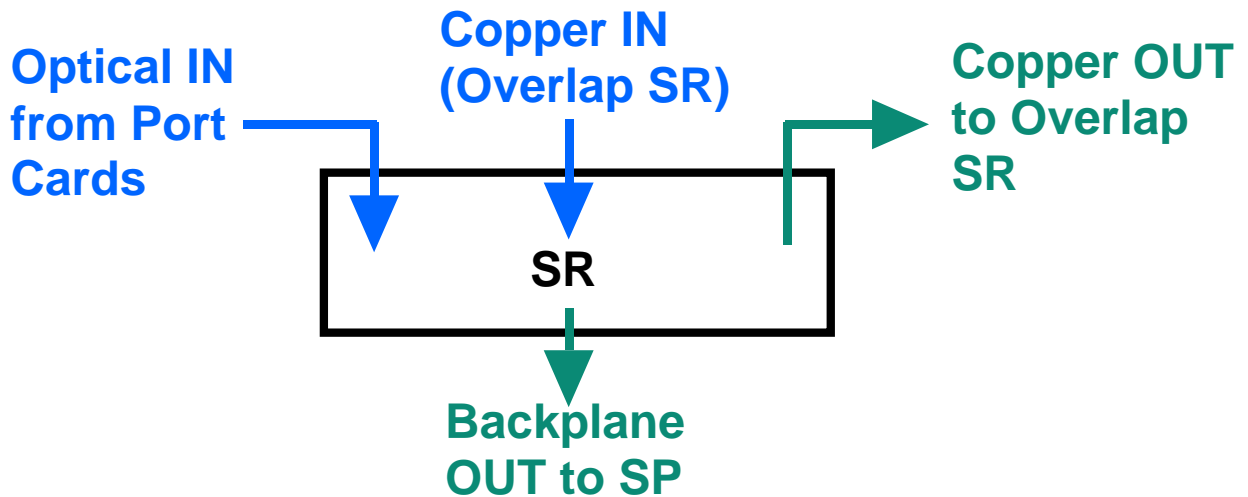




# CSC-only Track Finder Crate

## Sector Receiver data flow:

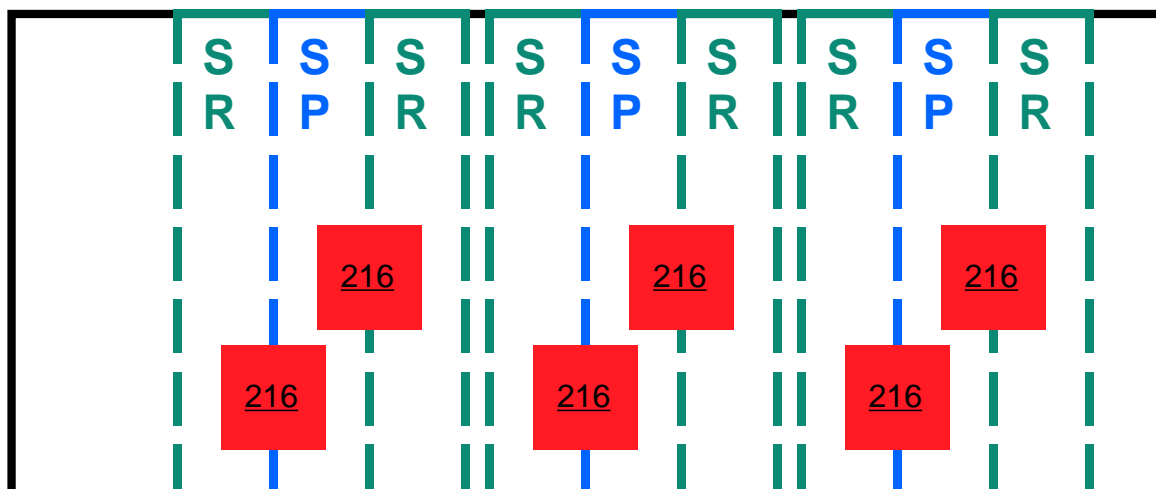
- Each SR receives 2 ME stations, 12 optical links
- 3 stubs per Port Card
- 37 bits per muon stub in, 32 bits out
- ME1,2,3 data repeated on copper to overlap crate



## CSC crate backplane data flow:

- High-density Z-pack connectors: 192 pins per 96mm
- Two connectors for 3-station operation, or three for 4 stations

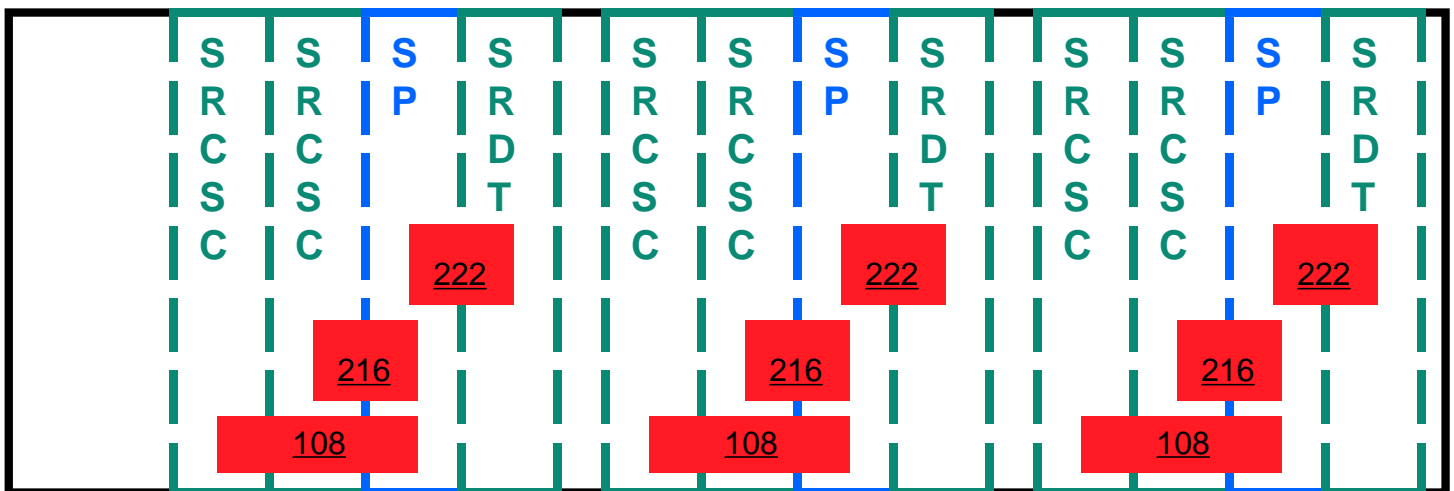
## Pin count, 4 stations, including 12% grounds:





# Overlap Track Finder Crate

- **Two CSC and one DT Sector Receivers per SP-OVER**
  - DT signals repeated on copper from Wheel +-2?
- **32 bits/stub for CSC, 22 bits/stub for DT**
- **Assume 3 stubs/sector/station for CSC and DT**
  
- **CSC crate backplane data flow:**
  - High-density Z-pack connectors: 192 pins per 96mm
  - Three connectors required
  - **Small** amount of backplane space left for readout bus
  - Consider using front panel connections





# Track Finder Data I/O Counts

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## CSC/Overlap Sector Receivers: 636

222 optical inputs,  
222 copper in/out,  
192 backplane output

## CSC Sector Processors: 422

384 backplane inputs,  
38 front-panel outputs

## Overlap Sector Processors: 524

486 backplane inputs,  
38 front-panel outputs

## Barrel Sector Processors: 1670/2474

(6/9-neighbor versions)

**Main savings: ignore  $\phi$  overlaps**



## Design Considerations

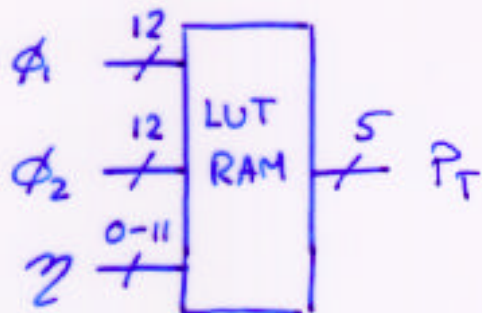
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- Tracks crossing sector boundaries are not linked by sector processors
  - reduces data flow on VME backplane
  - $P_T > 10 \Rightarrow \Delta\phi_{12} < 2^\circ$
- Magnetic field is non-uniform in endcap
  - Extrapolation in  $\phi$  is more complicated
  - $P_T$  assignment depends on  $\eta \Rightarrow$  LUT complication
- 2D or 3D track finding?
  - Track finding in  $\eta$ - $r$  to reduce combinatorics?
- Ghost suppression
  - Try all  $\eta$ ,  $\phi$  possibilities from chamber, or take best matches from MPC?
- Overlap region
  - Problem with ambiguity in  $\eta$
- What is sector occupancy from background?



## Endcap $P_T$ Assignment

Consider single LUT approach using  $\Delta\phi_{12}$



Number of  $n$  bits required needs to be studied

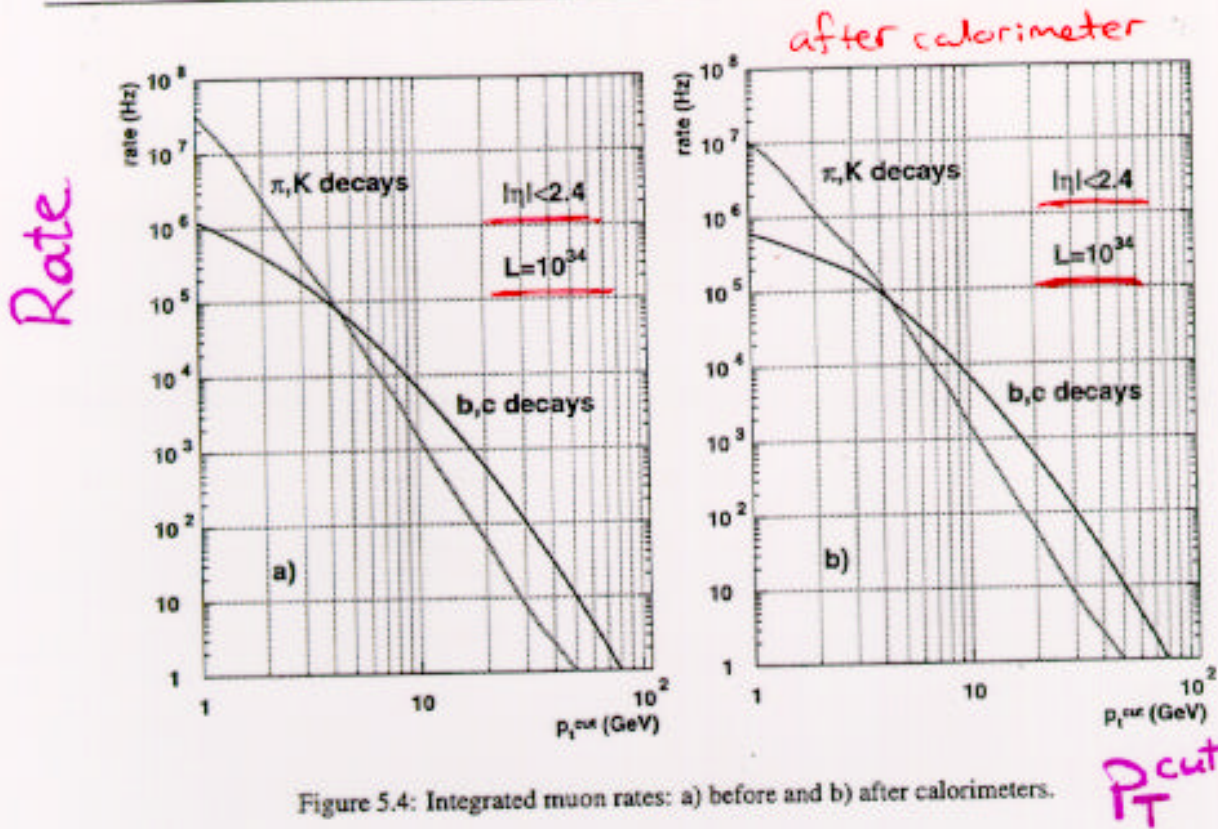
Size of LUT may be prohibitive:

$$2^{12+12+n} = 17 \times 10^6 \cdot 2^n \cdot 5 \text{ bits}$$

( $P_T$  resolution dictates 12 bit  $\phi$  precision).

$\Rightarrow$  Arithmetic ( $\phi_1 - \phi_2$ ) or cascaded LUT approach

$\Rightarrow$  extra latency



PROMPT  $\mu$ 's :  $\frac{d^3 N_\mu}{d\eta dP_T dt} = a \cdot \exp\left[-\frac{(x-\mu)^2}{2\sigma^2}\right]$

$x = \log_{10} P_T$     $\mu = -0.725$     $a = 1.308 \cdot 10^6$     $\sigma = 0.433$

DECAY  $\mu$ 's :  $\frac{d^3 N_\mu}{d\eta dP_T dt} = A \cdot P_T^{-b}$

$A = 5.723 \cdot 10^7$     $b = 5.578$



# Real Muon Flux

- Prompt Muons +  $\pi/K$  decay Muons @  $10^{34}\text{cm}^{-2}\text{s}^{-1}$

$P_T$ Cut	Total Rate	Sector Rate	Sector Occupancy
1.0 GeV	1.0E7 Hz	170 kHz	0.43% 30° Sector $1.4 < \eta < 2.4$
2.5 GeV	1.2E6 Hz	56 kHz	0.14% 60° Sectors
5.0 GeV	8.7E4 Hz	4.2 kHz	0.01% $1.0 < \eta < 2.4$
10.0 GeV	8.0E3 Hz	0.4 kHz	0.001%

↑  
 $|\eta| < 2.4$

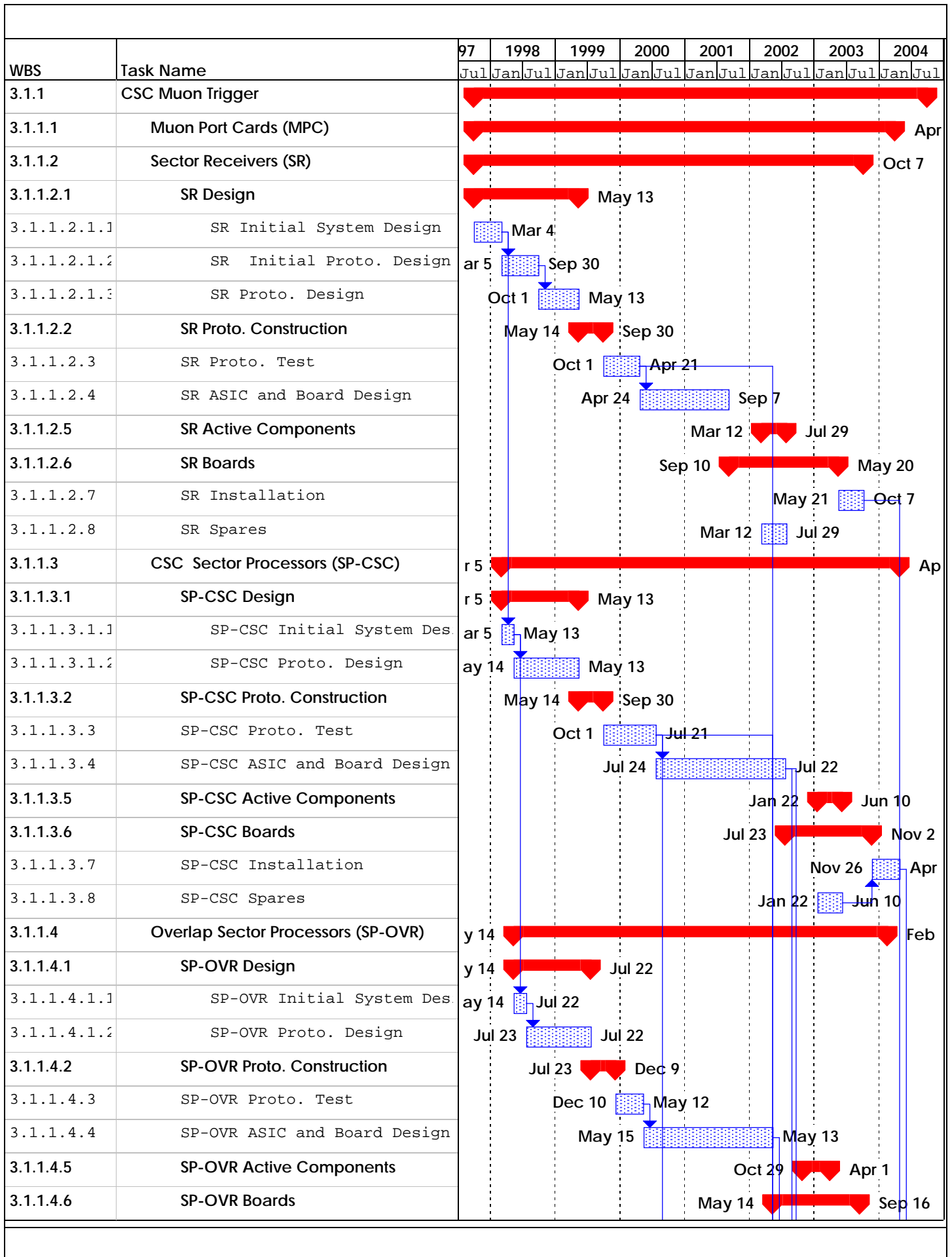
- Punch-through may approximately double rates
- Occupancy is fairly low
- Is rate of fake stubs from neutrons negligible?
- Assumes 20 min. bias events per xing, no pile up



## Design Possibilities

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- **Low occupancy**  $\Rightarrow$  Track finder is just a coincidence unit between all 3 stations
  - **But, still must calculate  $P_T$  accurately**
    - Total  $\mu$  rate is of order 100 kHz
    - Single  $\mu$  trigger rate  $< 6$  kHz
- **High occupancy**  $\Rightarrow$  Track Finder must employ 2D and maybe 3D track finding, resolve ghosts, and prioritize tracks
- Track Finder should be flexible enough to handle everything in between



WBS	Item	Unit Cost	Uts	Prj M&S
3.1.1	CSC Muon Trigger	812,038	1	812,038
3.1.1.1	Muon Port Cards (MPC)	5,311	55	292,079
3.1.1.1.1	MPC Design	-	1	-
3.1.1.1.2	MPC Proto. Construction	20,998	2	41,996
3.1.1.1.3	MPC Proto. Test	-	1	-
3.1.1.1.4	MPC ASIC and Board Design	-	1	-
3.1.1.1.5	MPC Active Components	2,975	48	142,800
3.1.1.1.6	MPC Boards	728	48	34,947
3.1.1.1.8	MPC Installation	-	1	-
3.1.1.1.9	MPC Spares	3,703	7	25,921
3.1.1.2	Sector Receivers (SR)	3,714	56	207,994
3.1.1.2.1	SR Design	-	1	-
3.1.1.2.2	SR Proto. Construction	10,000	2	20,000
3.1.1.2.3	SR Proto. Test	-	1	-
3.1.1.2.4	SR ASIC and Board Design	-	1	-
3.1.1.2.5	SR Active Components	2,585	48	124,102
3.1.1.2.6	SR Boards	772	48	37,036
3.1.1.2.7	SR Installation	-	1	-
3.1.1.2.8	SR Spares	3,357	8	26,856
3.1.1.3	CSC Sector Processors (SP-CSC)	5,065	15	75,973
3.1.1.3.1	SP-CSC Design	-	1	-
3.1.1.3.2	SP-CSC Proto. Construction	20,000	1	20,000
3.1.1.3.3	SP-CSC Proto. Test	-	1	-
3.1.1.3.4	SP-CSC ASIC and Board Design	-	1	-
3.1.1.3.5	SP-CSC Active Components	2,815	12	33,778
3.1.1.3.6	SP-CSC Boards	917	12	11,000
3.1.1.3.7	SP-CSC Installation	-	1	-
3.1.1.3.8	SP-CSC Spares	3,732	3	11,195
3.1.1.4	Overlap Processors (SP-OVER)	5,065	15	75,973
3.1.1.4.1	SP-OVER Design	-	1	-
3.1.1.4.2	SP-OVER Proto. Construction	20,000	1	20,000
3.1.1.4.3	SP-OVER Proto. Test	-	1	-
3.1.1.4.4	SP-OVER ASIC and Board Design	-	1	-
3.1.1.4.5	SP-OVER Active Components	2,815	12	33,778
3.1.1.4.6	SP-OVER Boards	917	12	11,000
3.1.1.4.7	SP-OVER Installation	-	1	-
3.1.1.4.8	SP-OVER Spares	3,732	3	11,195
3.1.1.5	Clock&Control Cards (CCC)	3,580	10	35,800
3.1.1.5.1	CCC Board Design	-	1	-
3.1.1.5.2	CCC Active Components	2,600	8	20,800
3.1.1.5.3	CCC Boards	980	8	7,840
3.1.1.5.5	CCC Installation	-	1	-
3.1.1.5.6	CCC Spares	3,580	2	7,160
3.1.1.6	Crate Monitor Cards	1,000	10	10,000
3.1.1.7	Muon Backplanes	2,000	10	20,000
3.1.1.9	Muon Crates	600	10	6,000
3.1.1.10	Muon Power Supplies	2,300	10	23,000
3.1.1.11	Additional Cables	-	1	29,770
3.1.1.12	Trigger System Tests	-	1	-
3.1.1.13	Trigger Project Management	-	1	-



## Conclusions

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- Major Changes:
  - Arrangement of data into  $60^\circ$  sectors with boundaries at  $15^\circ$ ,  $75^\circ$ ,  $135^\circ$ , ...
  - Ignore  $\phi$  boundaries
    - Negligible  $P_T$  - dependent loss
    - Potential  $10^\circ/60^\circ = 17\%$  loss in overlap region
- Cost savings ( $\sim 20\%$ ) from reduced number of crates and boards
- Initial system design phase
- Details can be found here:

<http://www-collider.physics.ucla.edu/cms/trigger/>

<http://bonner-ntserver.rice.edu/motherboard/Archive/src.htm>