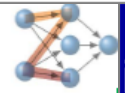


# Neurotrigger Trigger/DAQ Workshop 2019

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# Neural z-Vertex Trigger

## ■ Task :

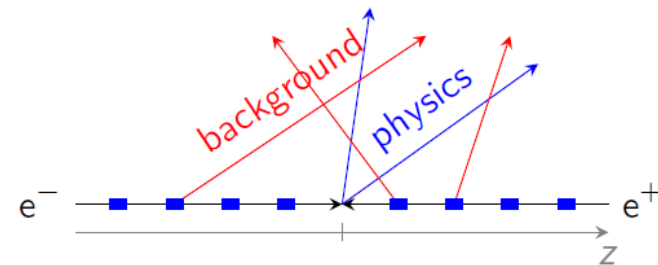
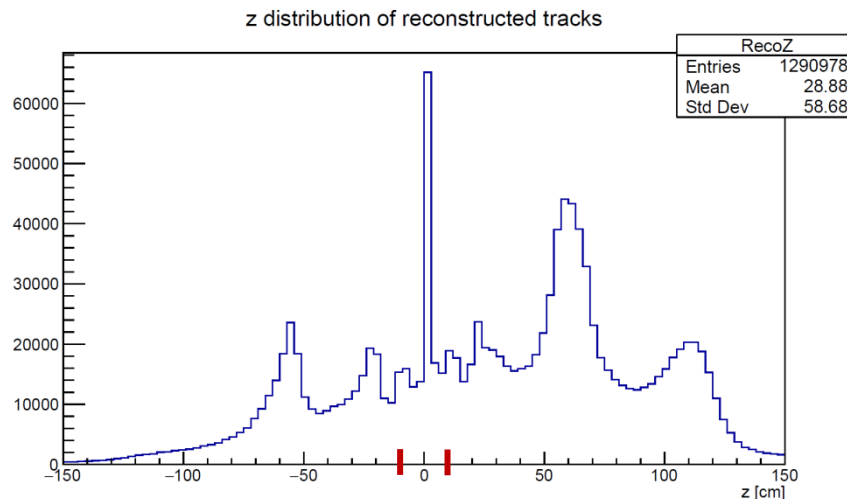
- Suppression of tracks outside of  $z=0$

## ■ Method :

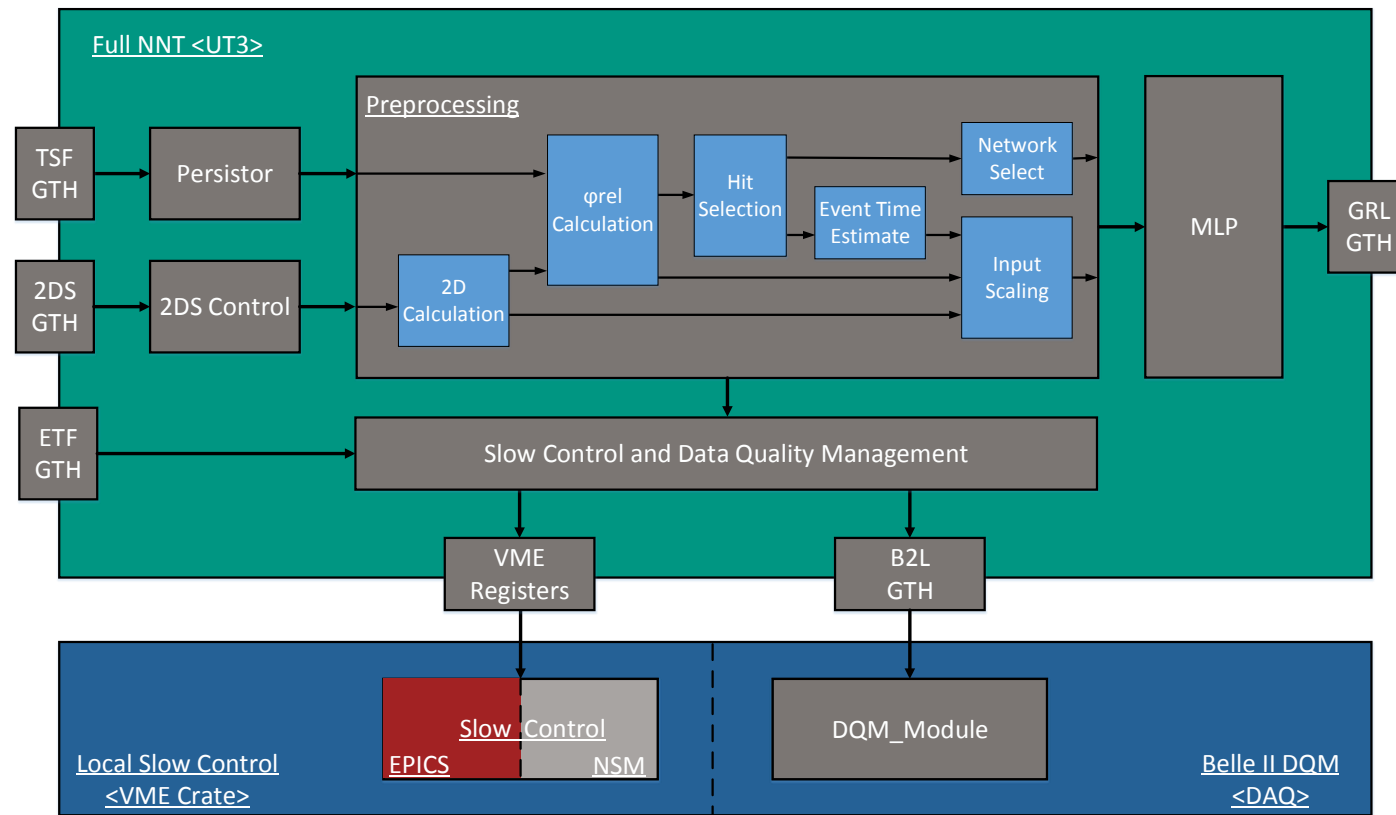
- Neural Networks using CDC data to estimate a tracks z-Vertex

## ■ Implementation :

- FPGA-based design fulfilling real-time requirements

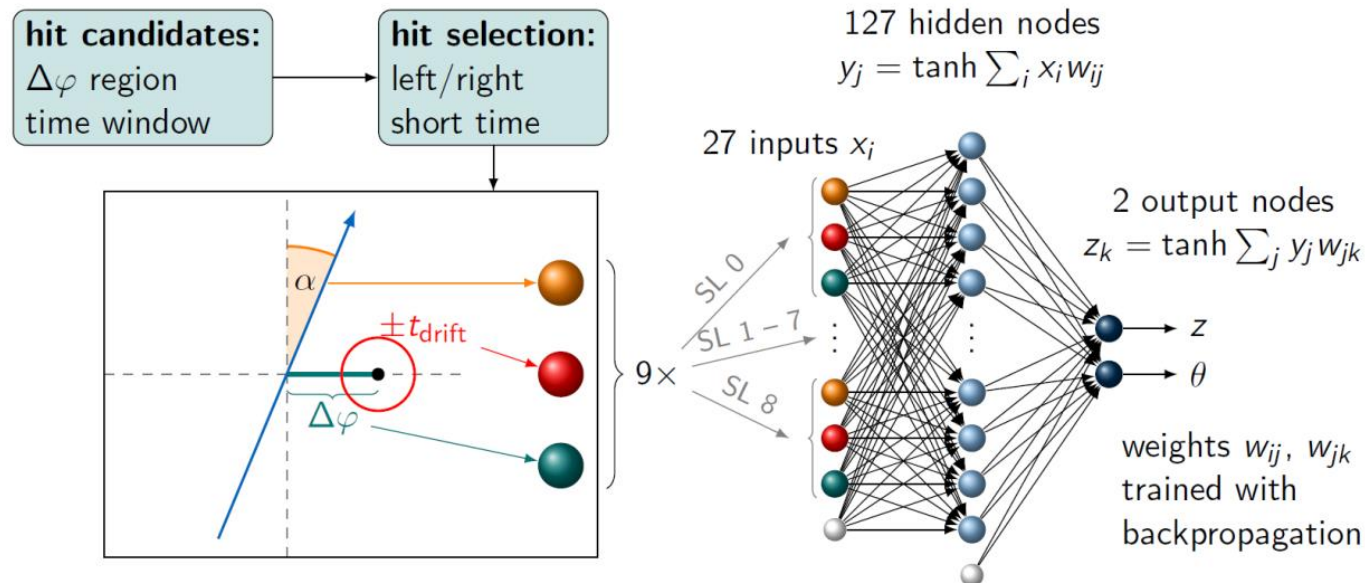


# General Architecture



# Neural Network approach

| Name            | Description                                                                                                                                          |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| $\alpha$        | Crossing angle of the track relative to the normal of the crossing point of the track with the circular path of the layer.                           |
| $\pm t_{drift}$ | Drift time of the TS. The sign indicates the direction of the passing particle either left or right. It is not used in case of an unknown direction. |
| $\varphi_{rel}$ | Azimuth angle of the particle relative to the angle of the sense-wire.                                                                               |

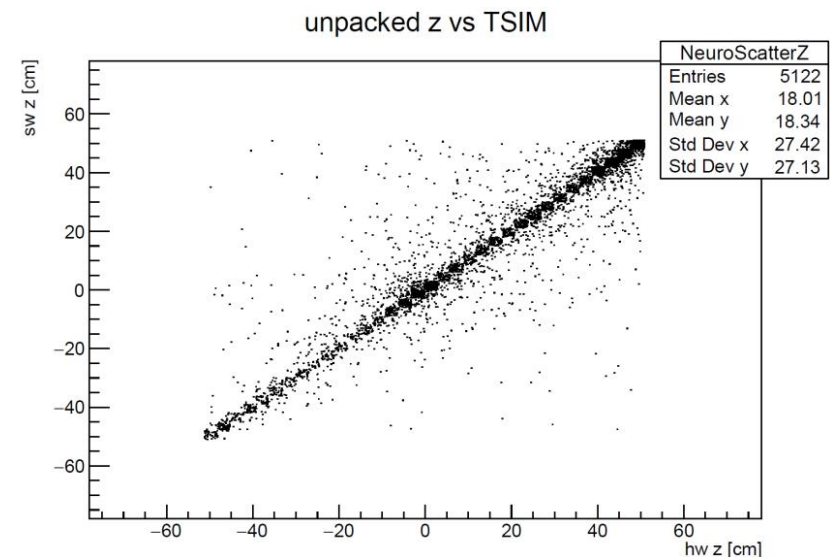
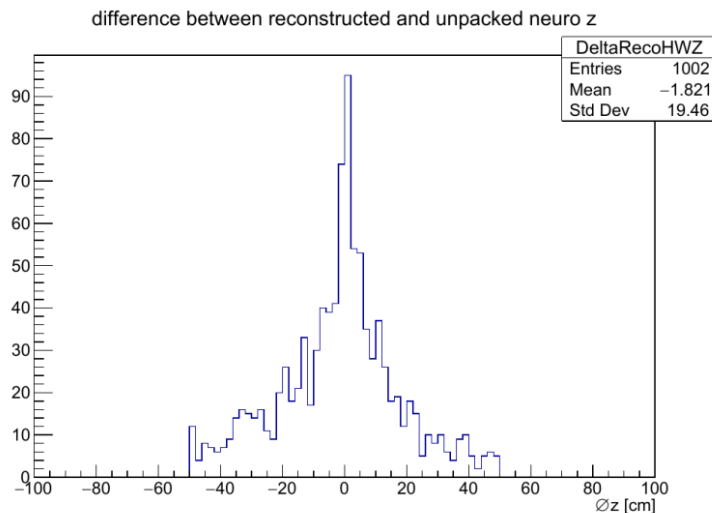


# Current Status

## ■ Full Implementation

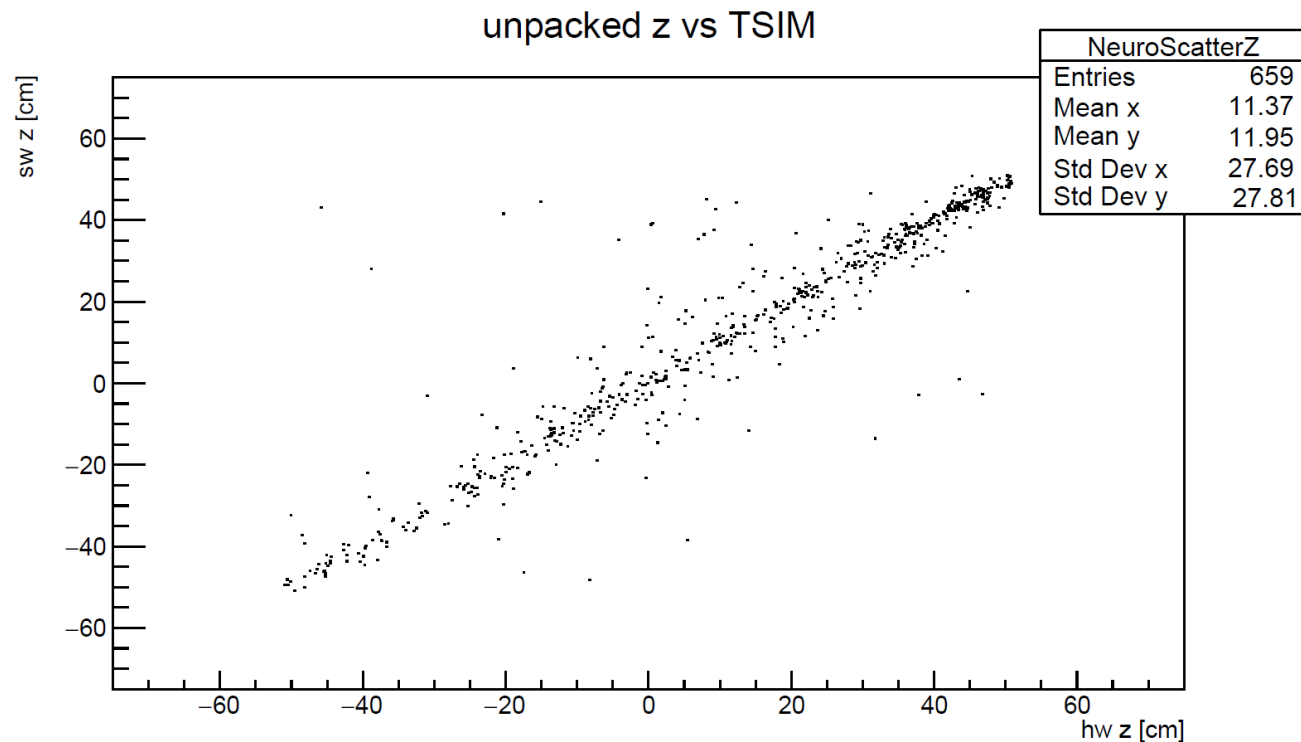
- Tests during Phase 3 in june
- Recent Tests in august

## ■ During the end of june runs large scale correctness of the firmware was achieved



# Current Working States

- Switch to cosmic networks for current tests
- B2Link format has some bugs in timing, data at wrong clock cycles



## Additional Status

- Firmware using 15 TS is available for testing
  - 2k B2L Buffer, not the extended buffer

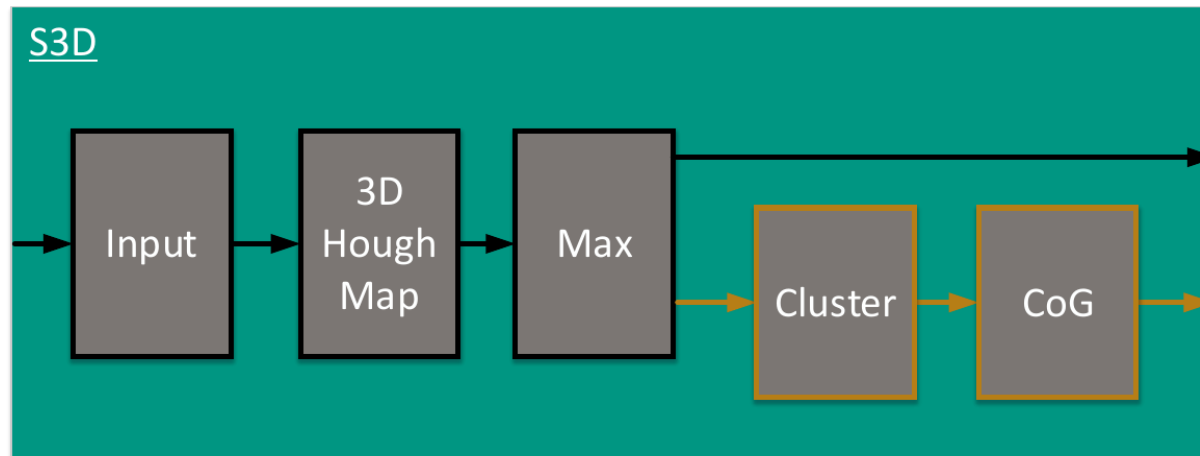
# 3D-HOUGH FINDER PREPROCESSING

# 3D-Hough Finder

- Preprocessing to improve neural z-Vertex Trigger performance
- 3D-Hough finder using the CDC with weighting based on Bayes Theorem
- Implementation :
  - FPGA implementation on UT4 (new FPGA Platform)

# Implementation Approach

- 2 Phase implementation
- Phase 1 : Hough-Map and maximum finding (ready)
- Phase 2 : Clustering + Center of Gravity (in development/prototypical)



# Simplified System Results

- Phase 1 Setup :
  - Platform : UT4 (XCVU80)
  - LUT 35% Resources
  
- Phase 2 Clustering Add-on :
  - 3D-Clustering Only
  - Platform : UT4 (XCVU80)
  - 5 % LUT ; 6 Clock Cycles Processing
  - CoG missing

# FPGA Integration

- 3D-Hough and neural z-Vertex Trigger potentially implemented on the same FPGA

| FPGA  | Resources | DSPs      | Networks |
|-------|-----------|-----------|----------|
| VU80  | ~70 %     | 50%       | 1        |
| VU95  | ~50 %     | 35%       | 1        |
| VU125 | ~50 %     | 50%       | 2        |
| VU160 | ~30-40 %  | 60% / 80% | 3 / 4    |
| VU190 | ~30%      | 67%       | 4        |
| VU5P  | ~50%      | 35%       | 4        |

Best Option is VU5P; best option due to spare resources

Price is 15k\$ for -1Speed, -2 Speed 22k\$

Check if compatible; packages is compatible (FLVB2104E / VU125 Option)

**THANK YOU**

**FOR THE INTEREST IN THE  
NEURAL Z-VERTEX TRIGGER**