

Finite State Machine for the Luminosity Detector

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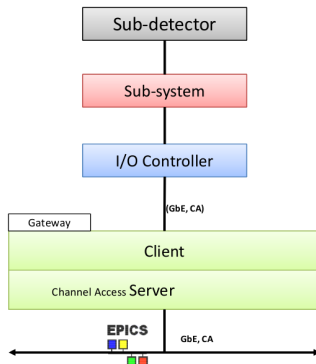




- Supervisory layer will send simple commands to sub detectors (e.g. "Get Ready for Physics")
 - Sub detector should react with defined actions to commands
- ⇒ Using Finite State Machine
- Simple commands translated into state transitions



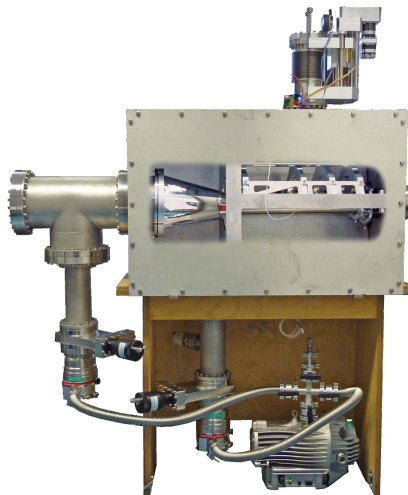
- Detectors should give feedback about their current state to supervisory layer
- Supervisory layer and control layers are separated by CA gateway
- One way connection!
- Each sub detector needs a PV storing the command
- Supervisory layer uses CA-put to distribute CMD to sub detectors

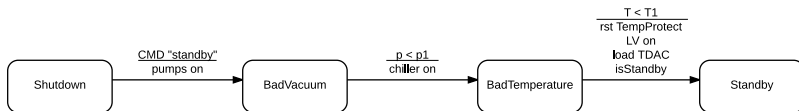




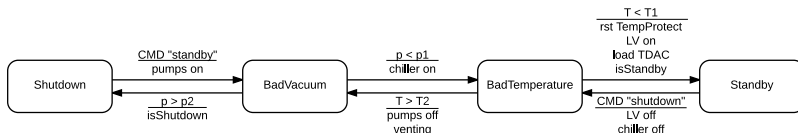
Mechanical prototype

- Tracking detector
- Four planes of HV-MAPS
- Retractable detector halves
- Two vacuum compartments:
Box and inner beam pipe
- Common fore pump
- Electronics cooled down to
 -20°C
- Measuring elastic scattered \bar{p}
between 3 to 8 mrad

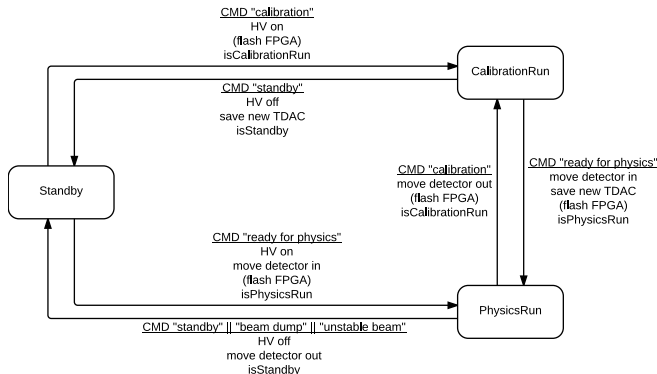




- Starting from state "Shutdown"
i.e. everything is off, no vacuum
- Intermediate states:
BadVacuum: pressure too high (values to HESR closed)
BadTemperature: pressure ok, but temperature too high
- Transition Shutdown → Standby: about 2.5 weeks



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- Transition Standby → Shutdown: ~ 2 h



- Transition Standby/Calibration → Physics Run: ~ 1 min
- Concern: Need different firmwares for calibration and physics runs
- If FPGAs need to be flashed: ~ 4 min



- General scheme of finite state machine for LMD ready
- Four main states: Shutdown, Standby, PhysicsRun, Calibration
- Estimated time needed for state transitions with mechanical prototype
- Transition Standby \rightarrow PhysicsRun takes up to 4 min if FPGAs need to be flashed