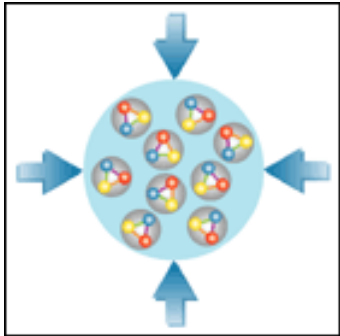
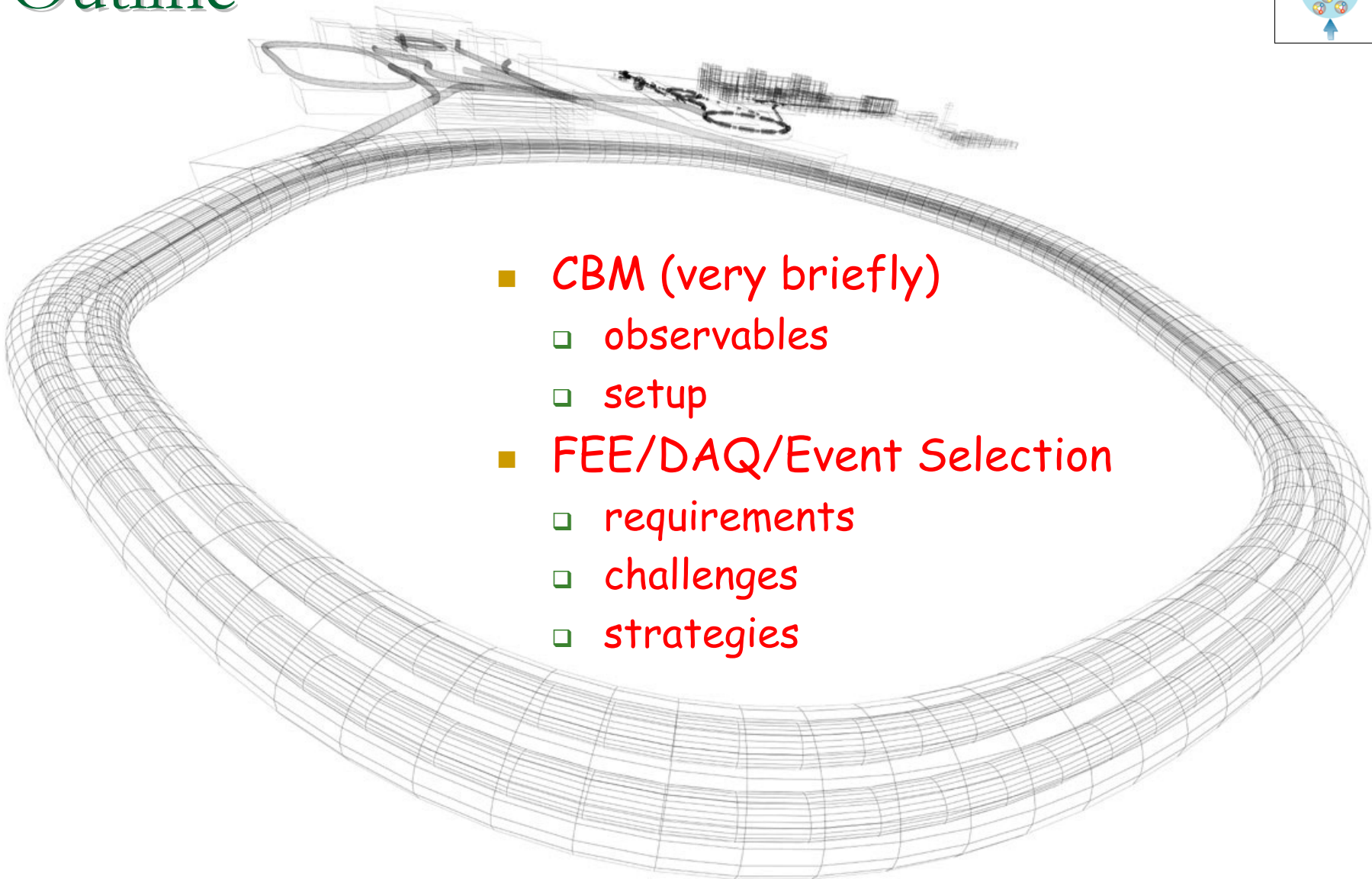
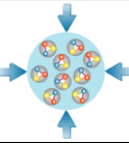

CBM Overview – FEE and DAQ Profile



Walter F.J. Müller, GSI, Darmstadt
for the CBM Collaboration

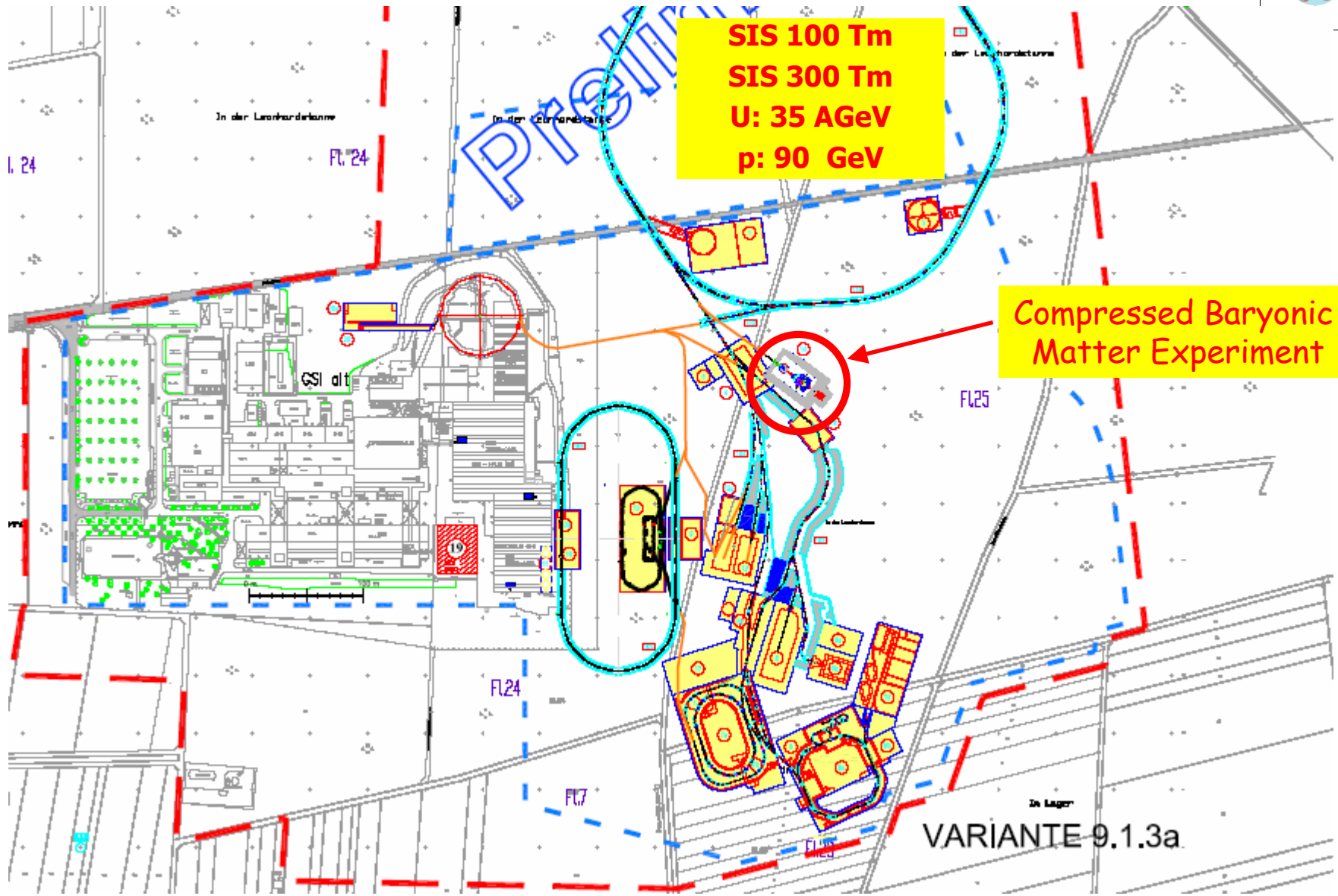
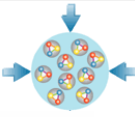
1st FAIR FEE Workshop
GSI, 11-13 October 2005

Outline

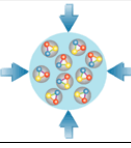


- CBM (very briefly)
 - observables
 - setup
- FEE/DAQ/Event Selection
 - requirements
 - challenges
 - strategies

CBM at FAIR



CBM Physics Topics and Observables



■ In-medium modifications of hadrons

↳ onset of chiral symmetry restoration at high ρ_B

↳ measure: $\rho, \omega, \phi \rightarrow e^+e^- (\mu^+ \mu^-)$
open charm: D^0, D^\pm

Good e/π separation

Vertex detector

■ Strangeness in matter

↳ enhanced strangeness production

↳ measure: $K, \Lambda, \Sigma, \Xi, \Omega$

■ Indications for deconfinement at high ρ_B

↳ anomalous charmonium suppression ?

↳ measure: D^0, D^\pm
 $J/\psi \rightarrow e^+e^- (\mu^+ \mu^-)$

Low cross sections

→ High interaction rates

→ Selective Triggers

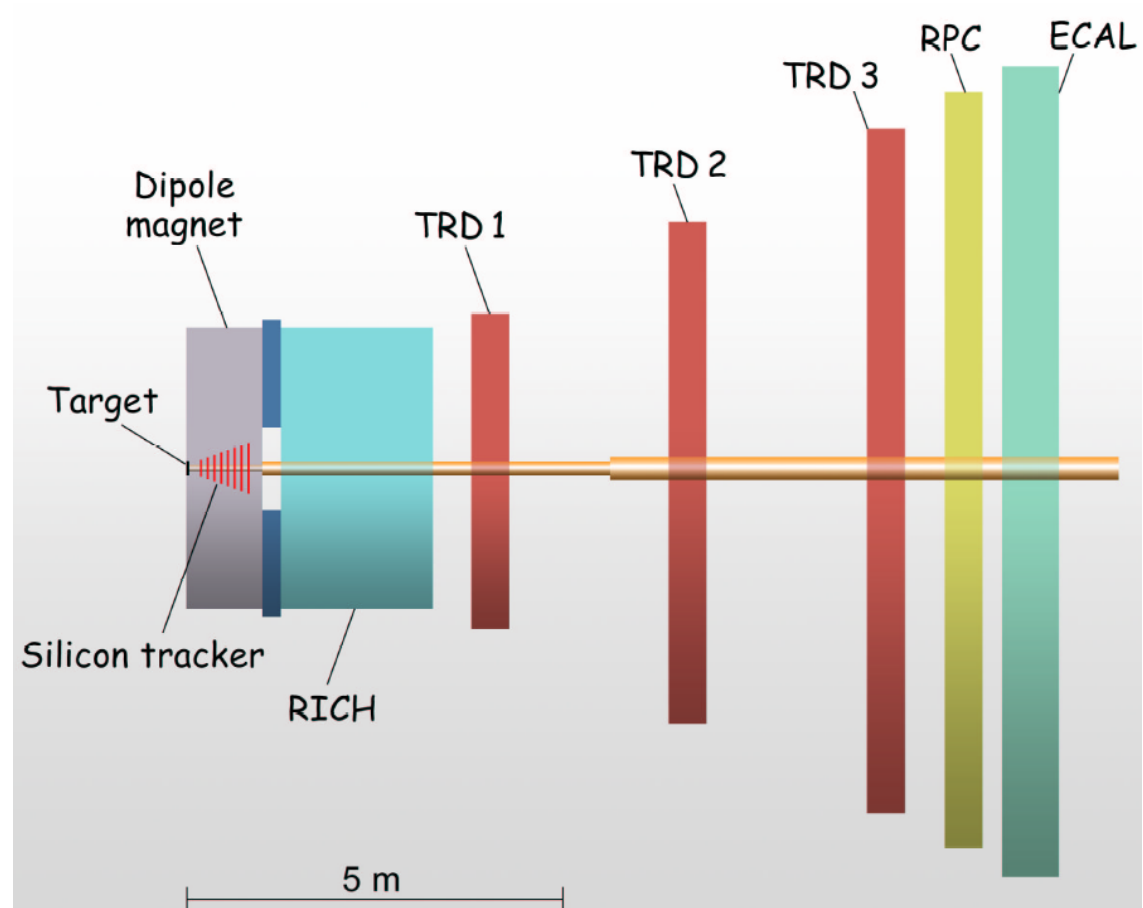
■ Critical point

↳ event-by-event fluctuations

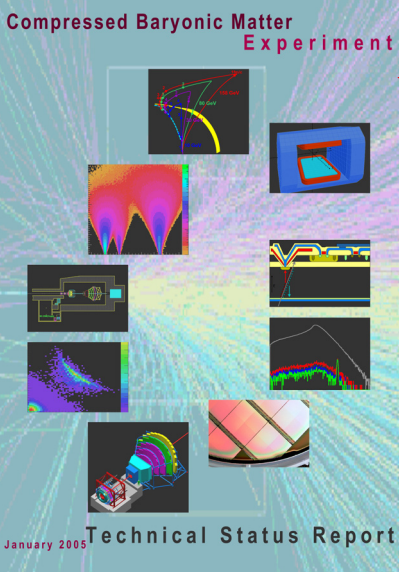
↳ measure: π, K

Hadron identification

CBM Setup

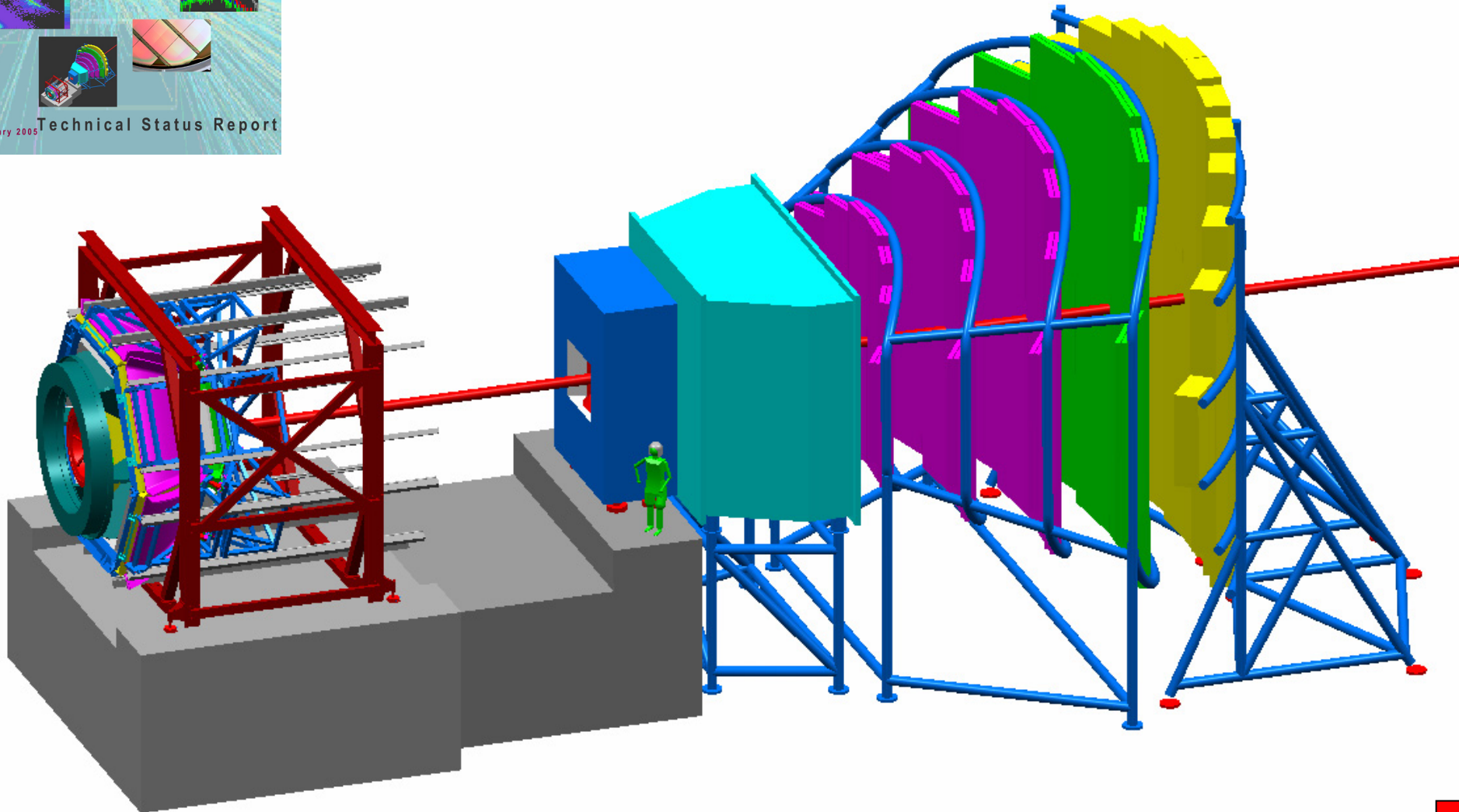
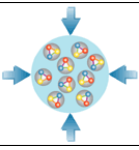


- Radiation hard **Silicon pixel/strip detectors** in a magnetic dipole field
- Electron detectors: **RICH & TRD & ECAL**: pion suppression up to 10^5
- Hadron identification: **RPC, RICH**
- Measurement of photons, π^0 , η , and muons: **ECAL**

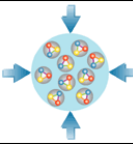


All you want to know about CBM:
Technical Status Report (400 p)
now available under

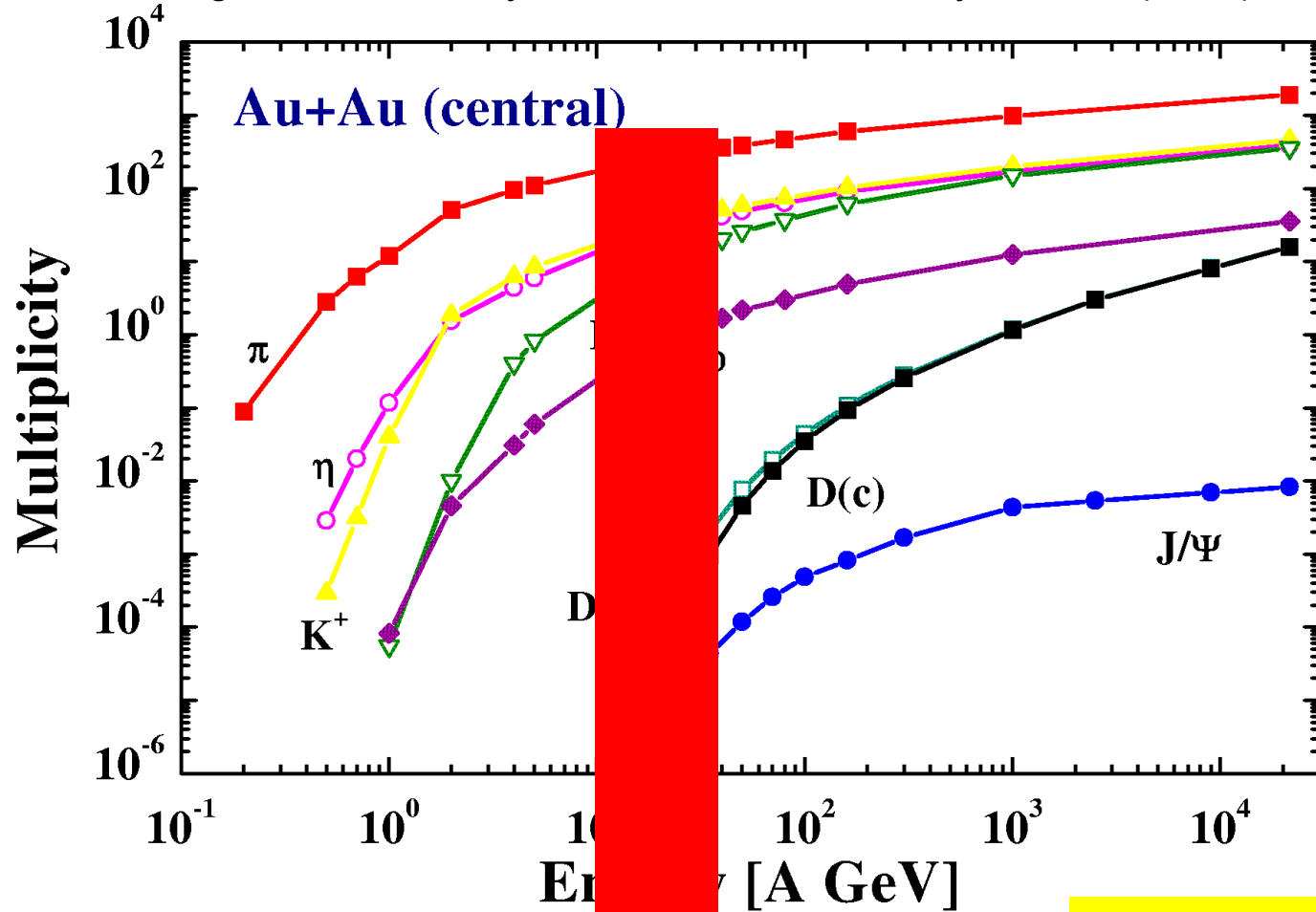
<http://www.gsi.de/documents/DOC-2005-Feb-447-1.pdf>



Meson Production in central Au+Au

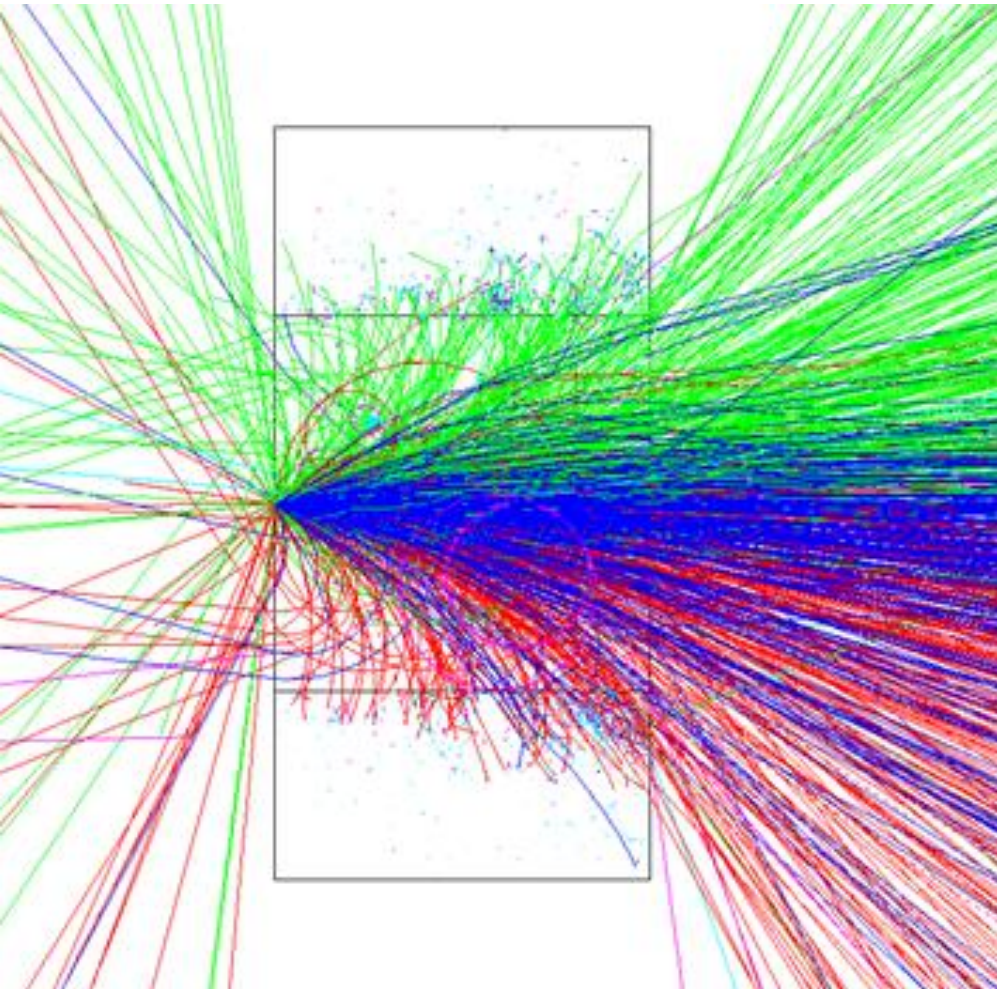
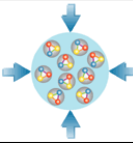


W. Cassing, E. Bratkovskaya, A. Sibirtsev, Nucl. Phys. A 691 (2001) 745



10 MHz interaction rate
needed for 10-15 A GeV

A Typical Central Au+Au Collision

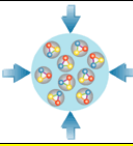


Central Au+Au collision
at 25 AGeV:
URQMD + GEANT

160 p		170 n
360 π^-	330 π^+	360 π^0
41 K^+	13 K^-	42 K^0

- 10^7 Au+Au interactions/sec
- 10^9 tracks/sec to reconstruct for first level event selection

CBM 'Trigger' Requirements



assume archive rate:
few GB/sec
20 kevents/sec

■ In-medium modifications of hadrons

⇒ onset of chiral symmetry restoration at high ρ_B

⇒ measure: $\rho, \omega, \phi \rightarrow e^+e^-$
open charm (D^0, D^\pm)

offline
trigger

■ Strangeness in matter

⇒ enhanced strangeness production

⇒ measure: $K, \Lambda, \Sigma, \Xi, \Omega$

offline

■ Indications for deconfinement at high ρ_B

⇒ anomalous charmonium suppression ?

⇒ measure: $D^0, D^\pm -$

$J/\psi \rightarrow e^+e^-$

trigger

trigger

■ Critical point

⇒ event-by-event fluctuations

⇒ measure: π, K

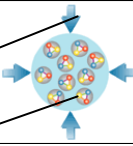
offline

trigger on
displaced vertex

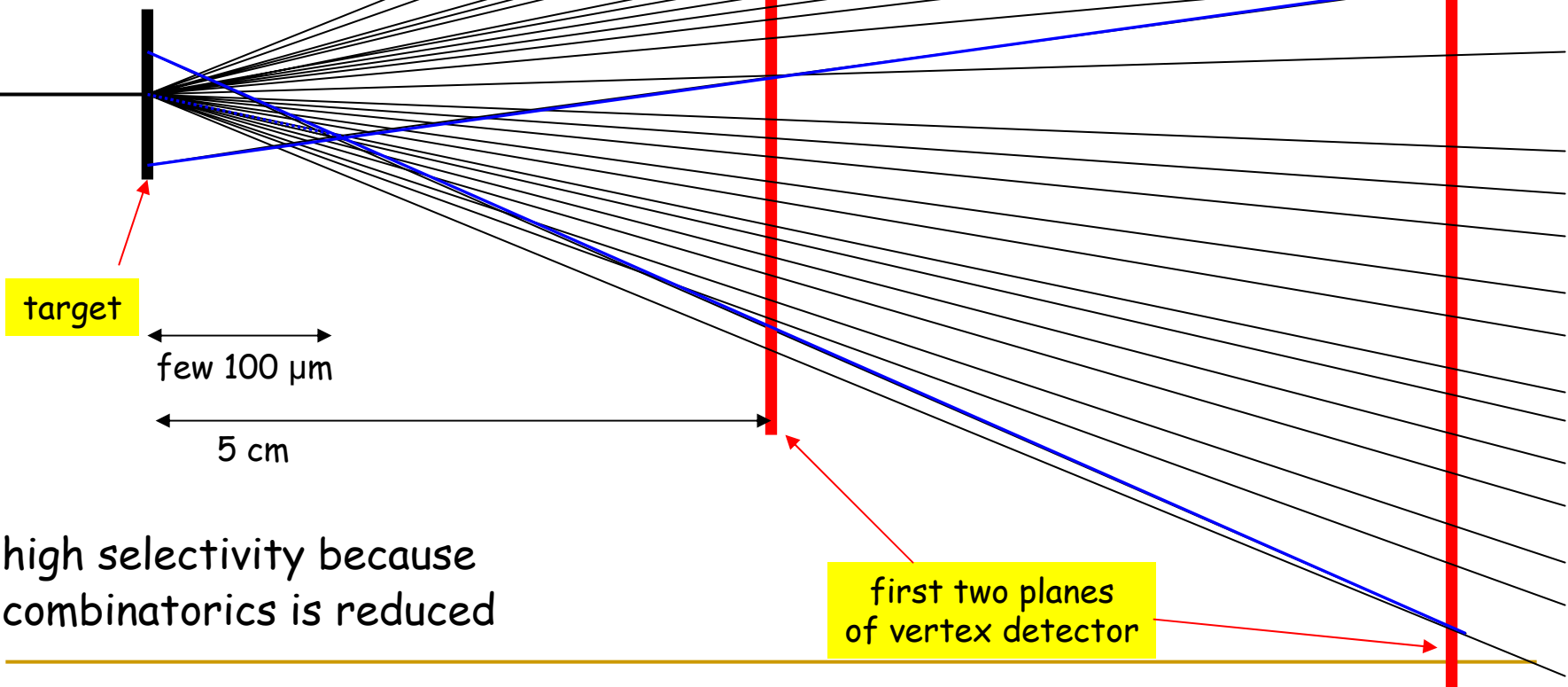
drives FEE/DAQ
architecture

trigger on high p_T
 $e^+ - e^-$ pair

Open Charm Detection

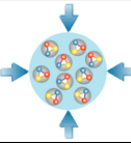


- Example: $D^0 \rightarrow K^- \pi^+$ (3.9%; $c\tau = 124.4 \mu\text{m}$)
- reconstruct tracks
- find primary vertex
- find displaced tracks
- find secondary vertex



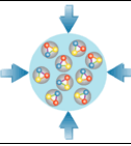
- high selectivity because combinatorics is reduced

CBM DAQ Requirements Profile



- D and J/Ψ signal drives the rate capability requirements
- D signal drives FEE and DAQ/Trigger requirements
 - Problem similar to B detection, like in LHCb or BTeV (rip)
 - Adopted approach:
 - displaced vertex '*trigger*' in first level, like in BTeV (rip)
 - Additional Problem:
 - DC beam → interactions at random times
 - time stamps with ns precision needed
 - explicit event association needed
- Current design for FEE and DAQ/Trigger:
 - Self-triggered FEE
 - Data-push architecture

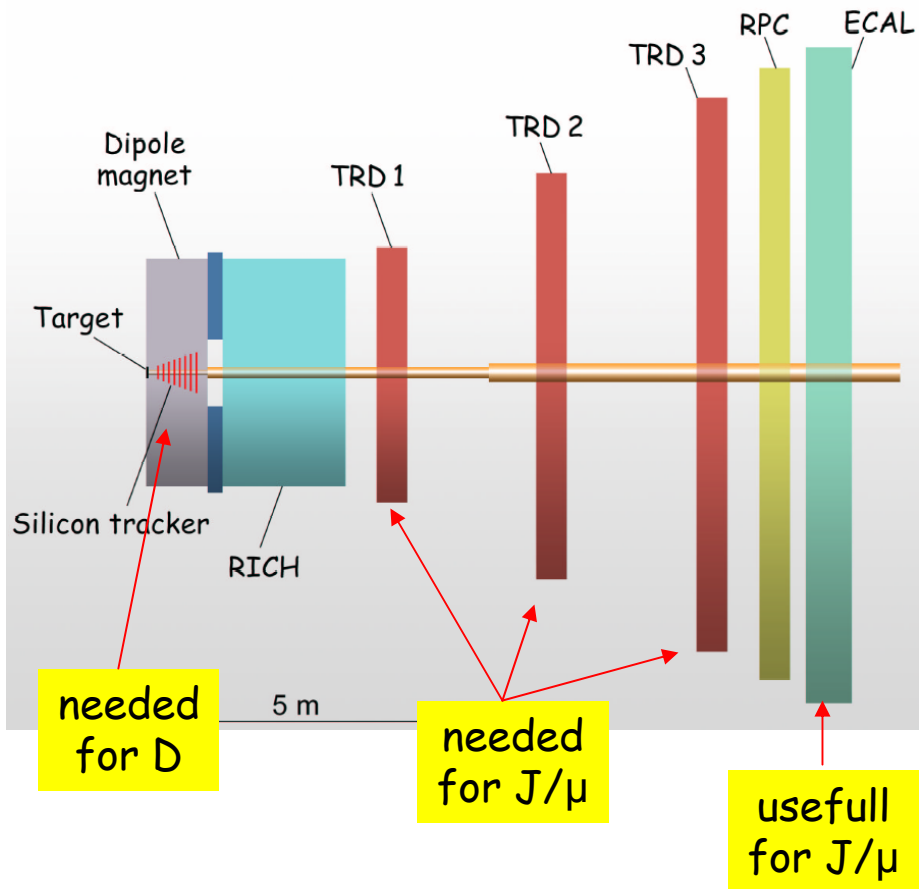
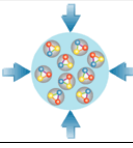
Front-End for Data Push Architecture



- Each channel detects autonomously all hits
- An absolute time stamp, precise to a fraction of the sampling period, is associated with each hit
- All hits are shipped to the next layer (usually concentrators)
- Association of hits with events done later using time correlation

- Typical Parameters:
 - with few 1% occupancy and 10^7 interaction rate:
 - some 100 kHz channel hit rate
 - few MByte/sec per channel
 - whole CBM detector: 1 Tbyte/sec

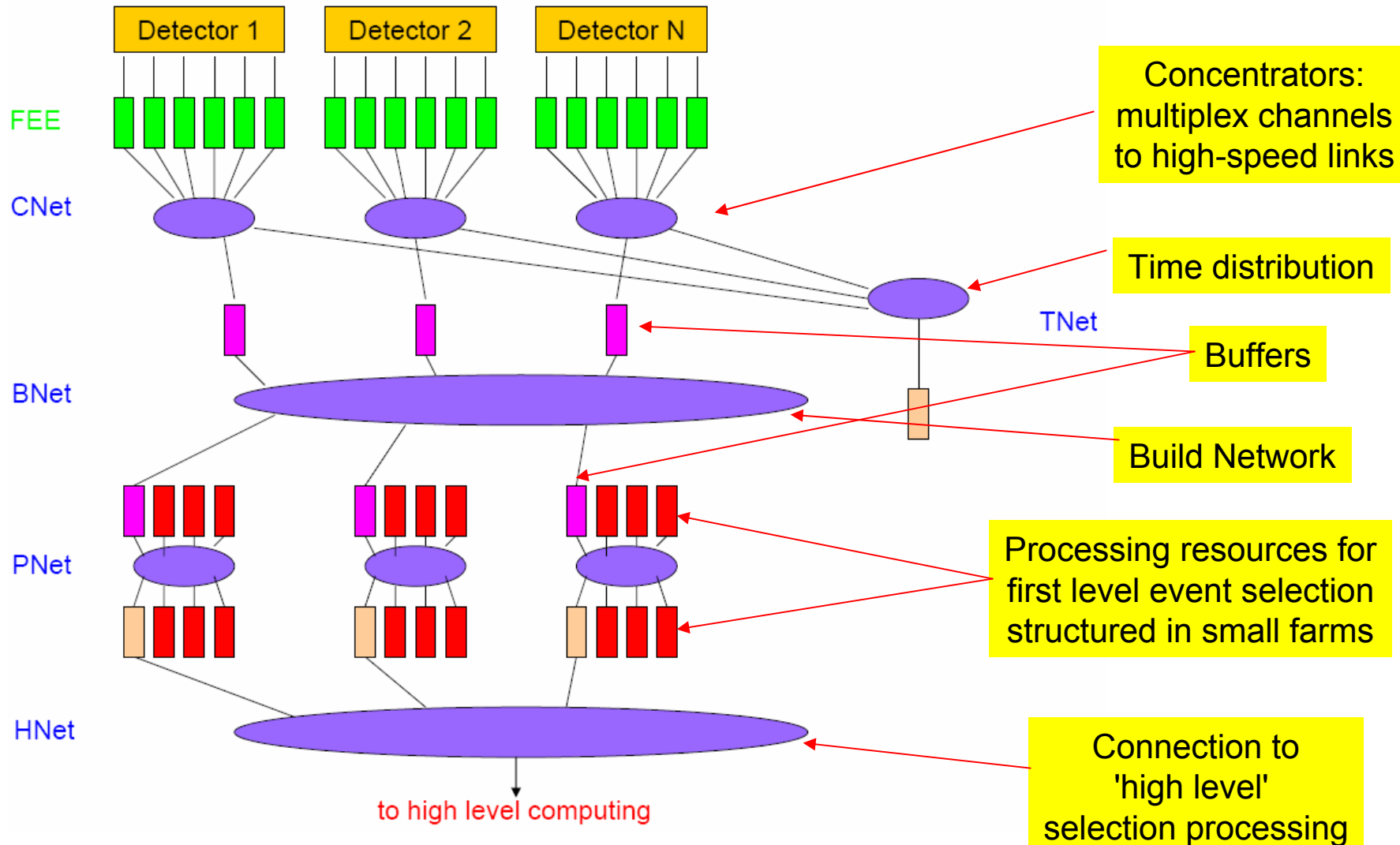
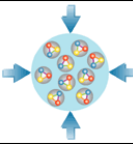
CBM DAQ and Online Event Selection



STS, TRD, and ECAL data used in first level event selection

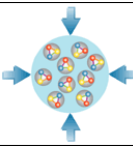
- More than 50% of total data volume relevant for first level event selection
- Aim for simplicity
- Ansatz:
 - do (almost) all processing done after the build stage
- Simple two layer approach:
 1. event building
 2. event processing
- Other scenarios are possible, putting more emphasis on:
 - do all processing as early as possible
 - transfer data only then necessary

Logical Data Flow



Summary

- **Self-triggered FEE:**
 - autonomous hit detection, time-stamping with ns precision
 - sparsification, hit buffering, high output bandwidth
- **High bandwidth event building network**
 - handle 10 MHz interaction rate in Au-Au
 - also cope with few 100 MHz interaction rate in p-p, p-A
 - likely be done in time slices or event slices
- **L1 processor farm**
 - feasible with PC + FPGA + Moore (needed 2014)
 - but look beyond today's PC's and FPGA's
- **Efficient algorithms (10^9 tracks/sec)**
 - co-design of critical detectors and tracking software



Substantial
R&D needed

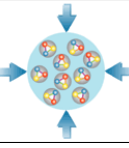
**Quite
different
from the
current
LHC style
electronics**



FutureDAQ

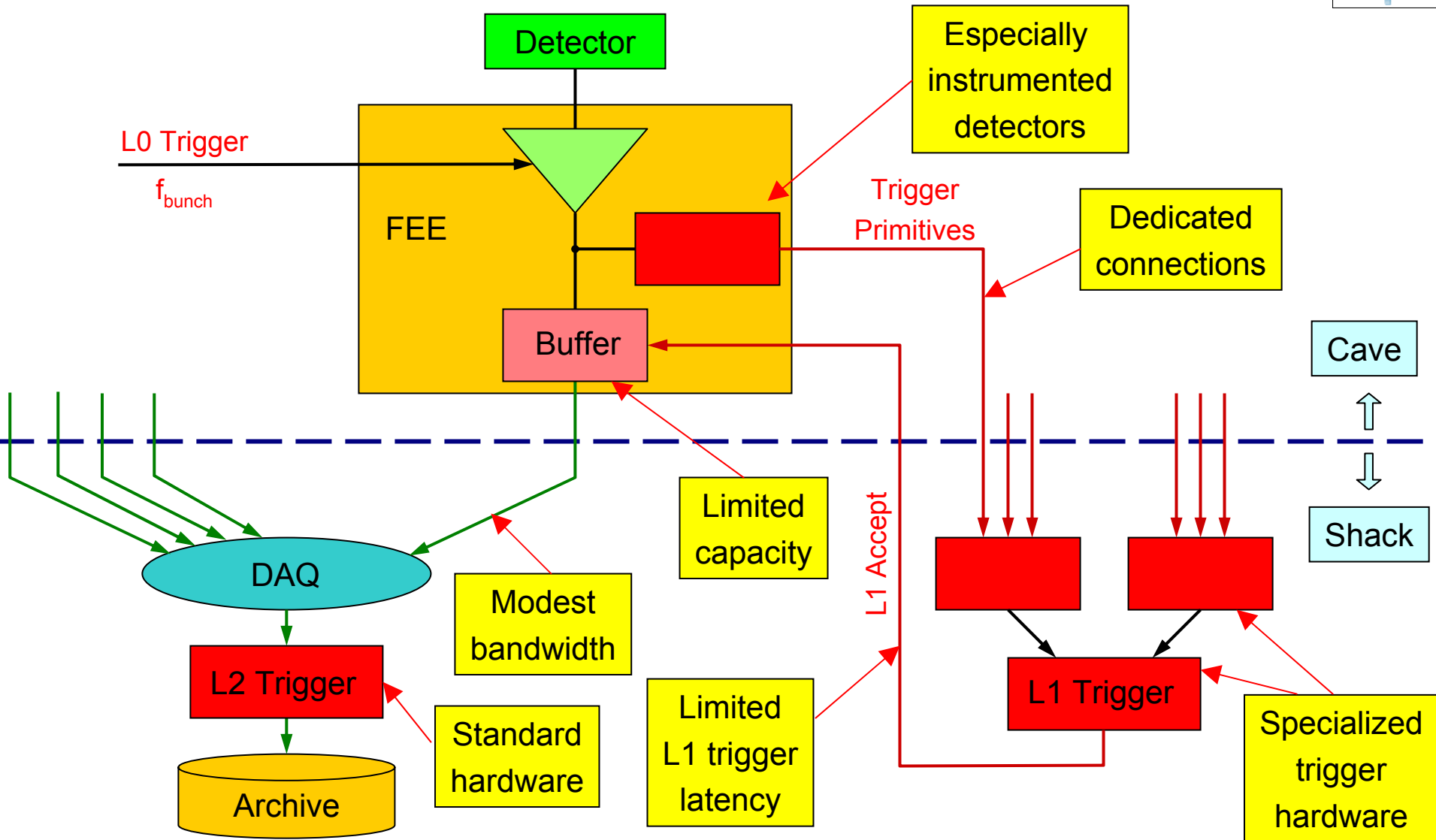
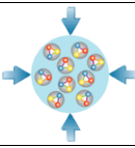
RII3-CT-2004-506078

The End

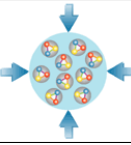


Thanks for
your attention

Conventional FEE-DAQ-Trigger Layout



Limits of Conventional Architecture



Decision time for first level trigger limited.
typ. max. latency $4 \mu\text{s}$ for LHC



Not suitable for complex global triggers like secondary vertex search

Only especially instrumented detectors can contribute to first level trigger



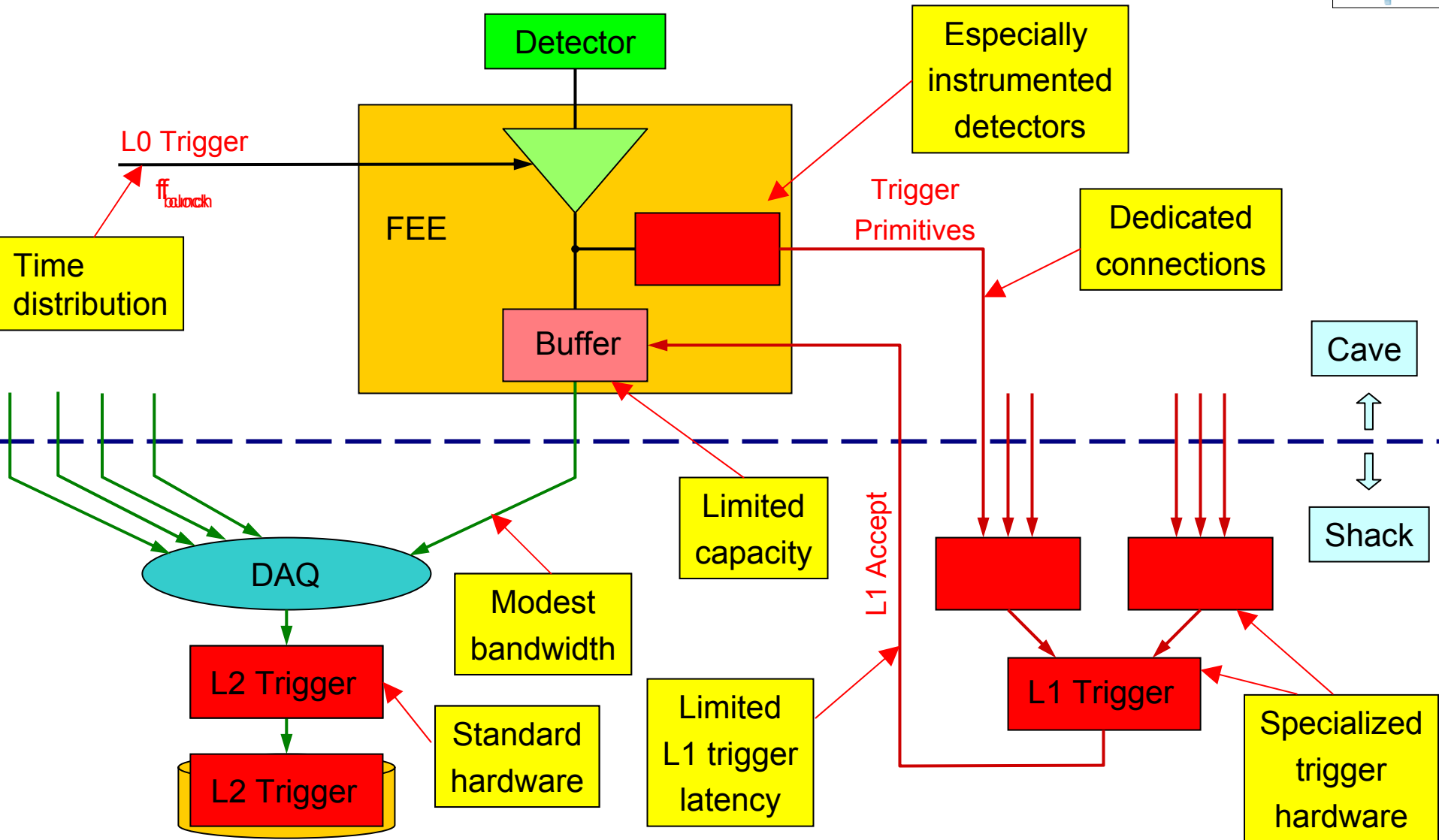
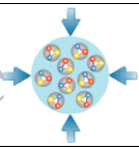
Limits future trigger development

Large variety of very specific trigger hardware

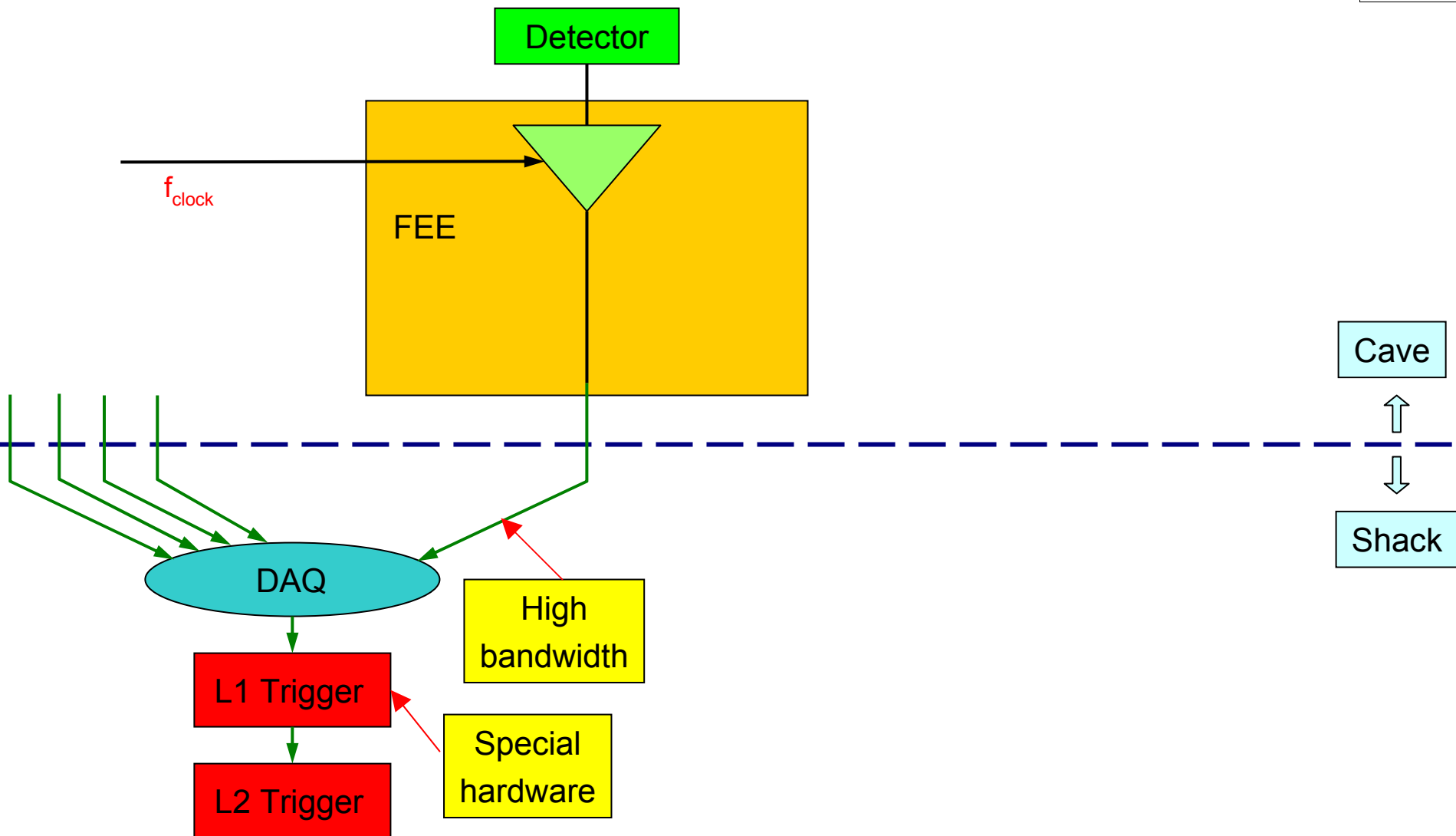
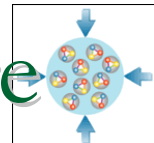


High development cost

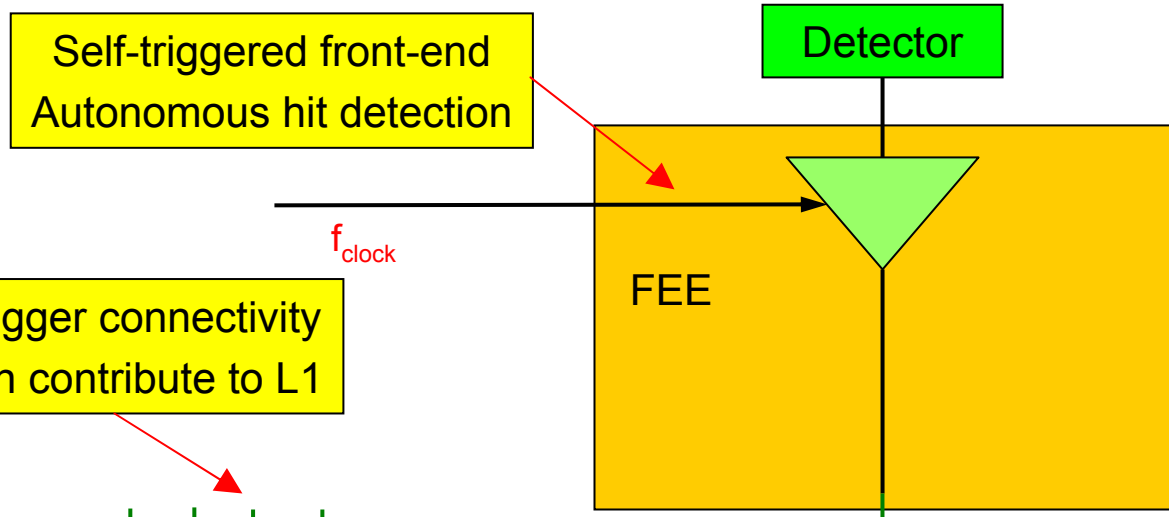
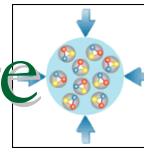
The way out .. use Data Push Architecture



The way out ... use Data Push Architecture



The way out ... use Data Push Architecture



No dedicated trigger connectivity
All detectors can contribute to L1

