

FPGA Helix Tracking Algorithm with STT

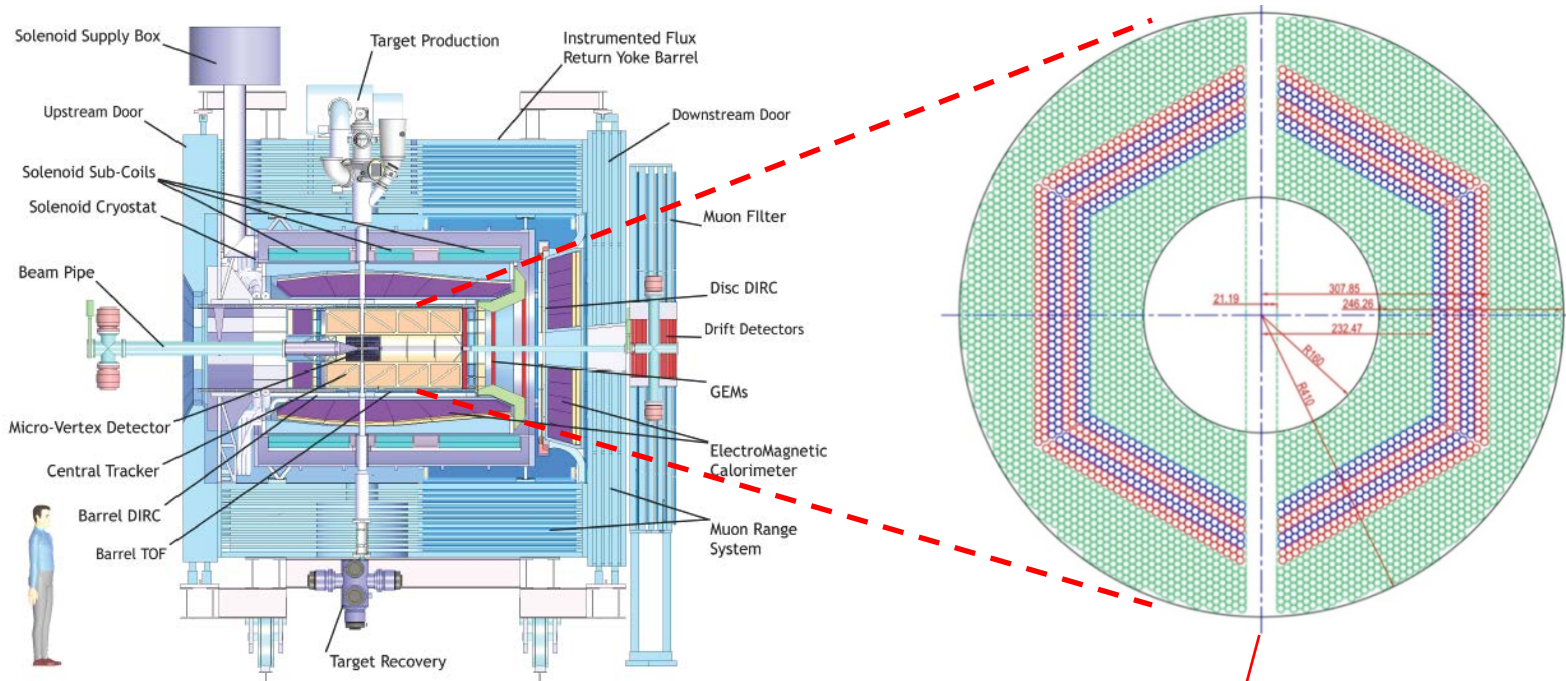
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II. Physikalisches Institut, JUSTUS-LIEBIG-UNIVERSITÄT GIESSEN
Institute of Modern Physics, Chinese Academy of Sciences
19.09.2018

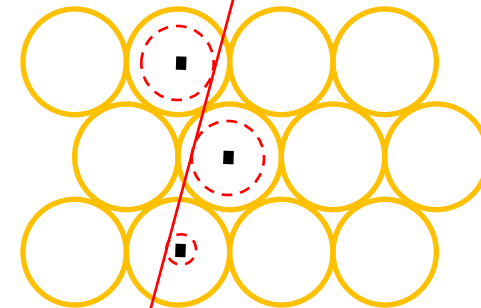
Outline

1. Introduction
2. Tracking Algorithm
3. T0 extraction from tracking
4. Tracking at FPGA
5. Summary and Outlook

Introduction to the PANDA STT

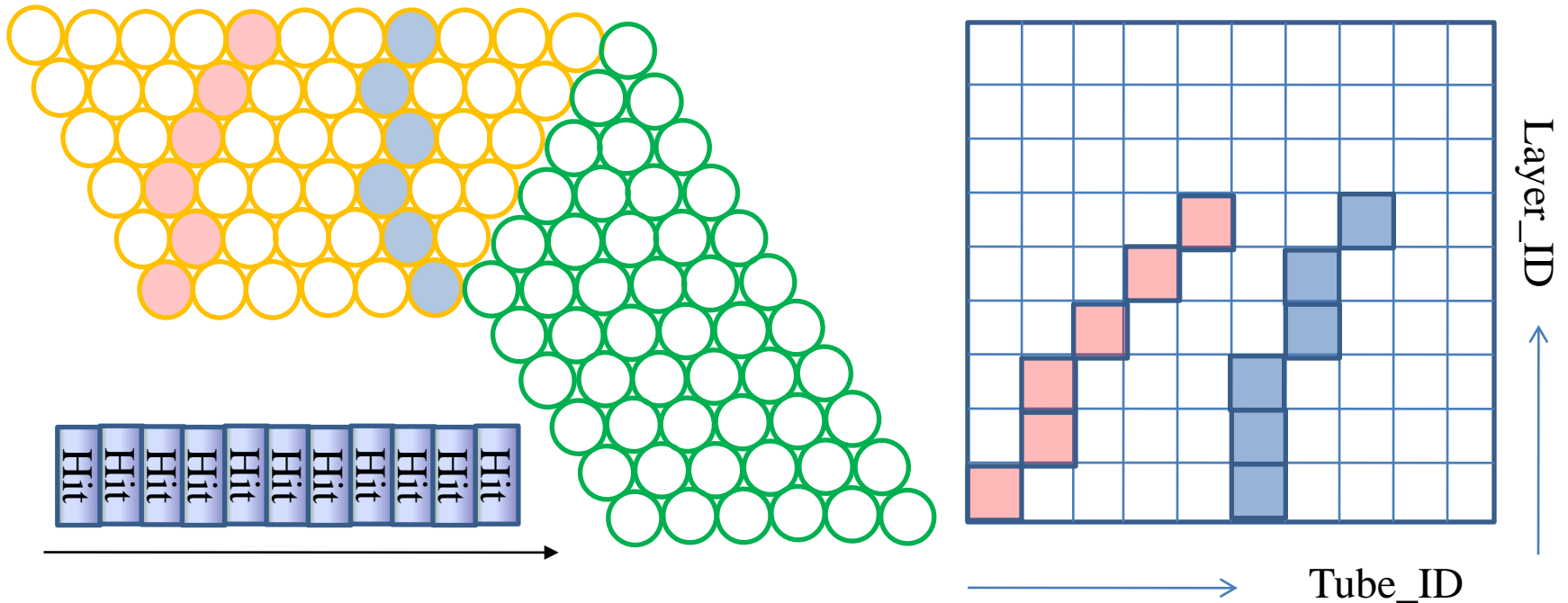


- 4636 Straw tubes
- 23-27 planar layers
 - 15-19 axial layers (green) in beam direction
 - 4 stereo double-layers for 3D reconstruction, with ± 2.89 skew angle (blue/red)



From STT : Wire position + drift time

Tracking Algorithm -- Road Finding



Hit: Seg_ID (3 bits) + LayerID (5 bits) + Tube_ID (6 bits) + Arrival time

1: Start from inner layer

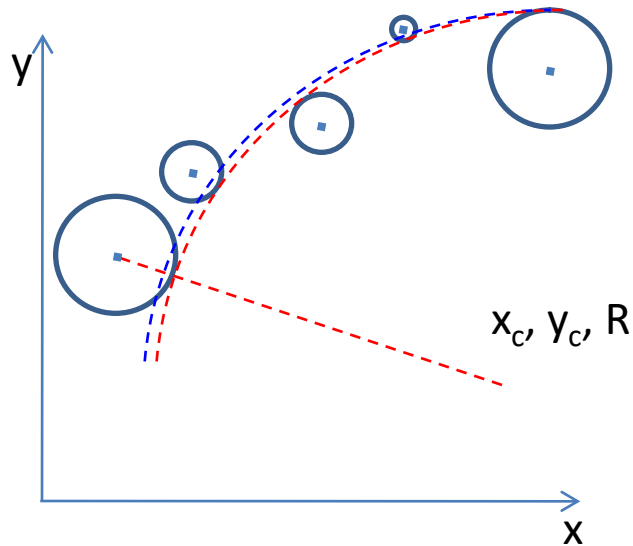
✓ Boundary between two segments.

2: Attach neighbour hit to tracklet layer by layer

✓ Number of neighbor:

4 in axial layer; 6 in stereo layer

Tracking Algorithm -- helix parameters calculation



Known : x_i, y_i, d_i

Question: To determine a circle,

$$x^2 + y^2 + ax + by + c = 0$$

Method: Minimize the equation

$$E^2 = \sum (x_i^2 + y_i^2 + a x_i + b y_i + c)^2 (1/d_i)^2$$

1) Circle para.

$$\begin{pmatrix} S_{xx} & S_{xy} & S_x \\ S_{xy} & S_{yy} & S_y \\ S_x & S_y & N \end{pmatrix} \begin{pmatrix} a \\ b \\ c \end{pmatrix} = \begin{pmatrix} -S_{xxx} - S_{xyy} \\ -S_{xxy} - S_{yyy} \\ -S_{xx} - S_{yy} \end{pmatrix}$$

$$\begin{aligned} S_x &= \sum x_i & \dots \\ S_{xx} &= \sum x_i x_i & \dots \\ S_{xxx} &= \sum x_i x_i x_i & \dots \end{aligned}$$

2) Track quality.

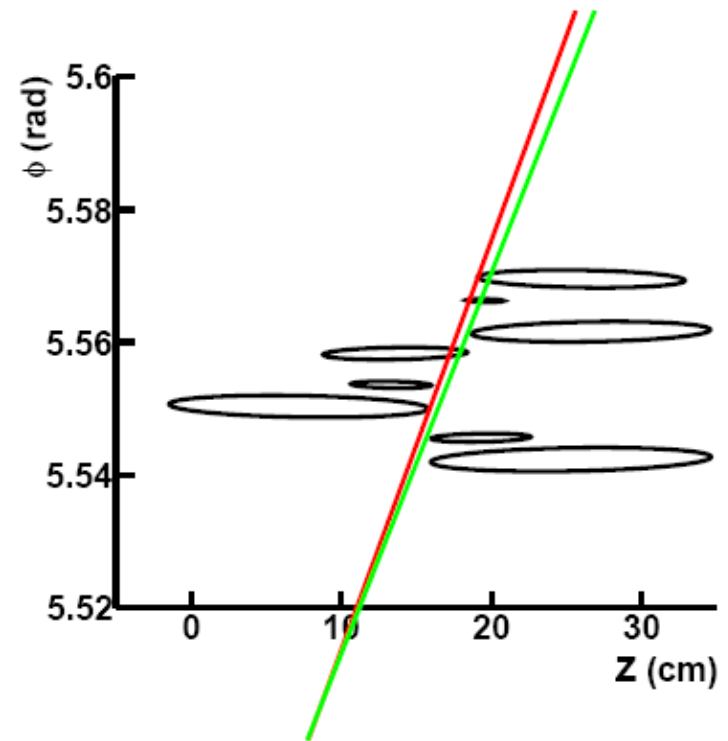
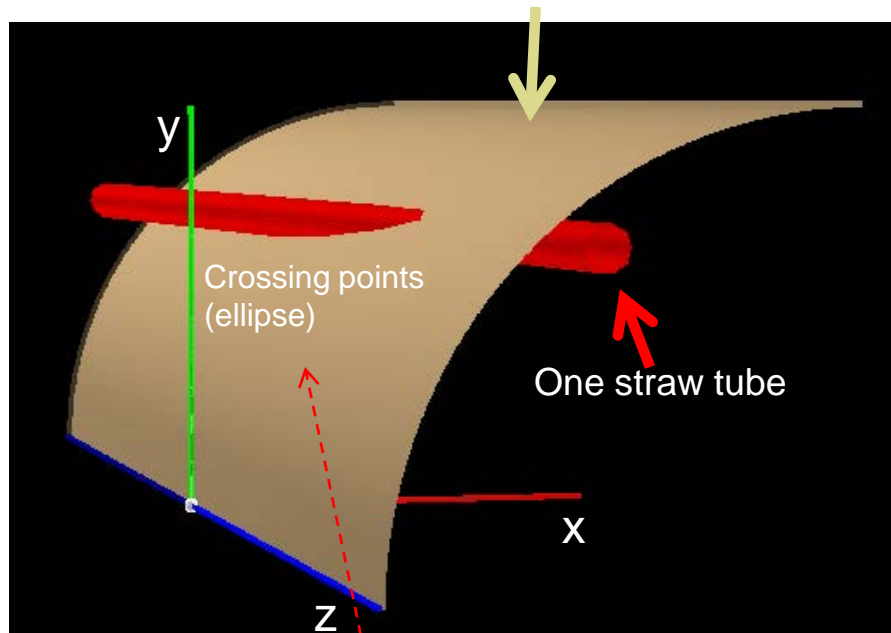
$$\chi^2 = 1/n \times \sum_i \frac{(x_i^2 + ax_i + y_i^2 + by_i) / 2r^2}{d_i^2}$$

Pz reconstruction

1: The radius, the position of the helix center in the XY plane are determined.

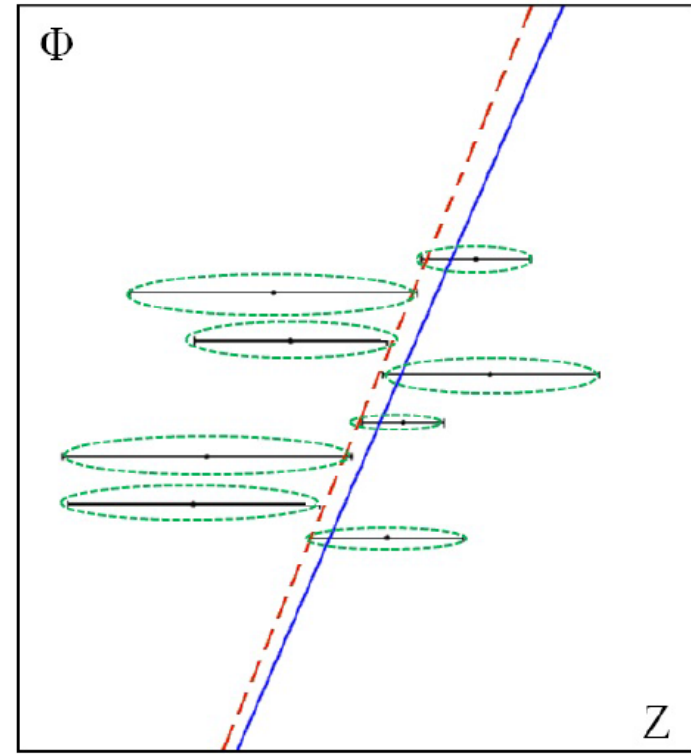
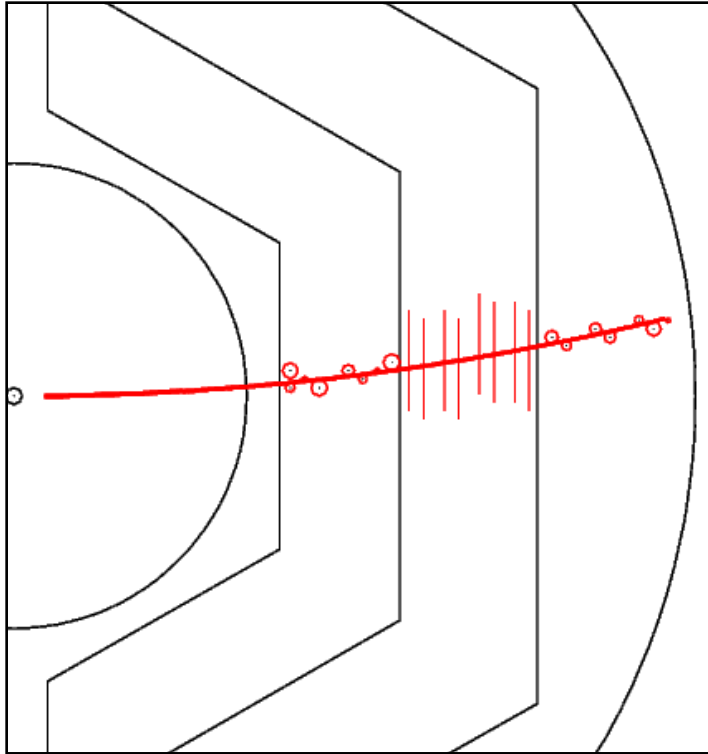
$$2: \Phi = kZ + \Phi_0$$

One cylinder the helix lies in.
Based on Pt determined before



Track need to be tangent to the crossing ellipse.

Pz reconstruction



Known : z_i, Φ_i, d_i

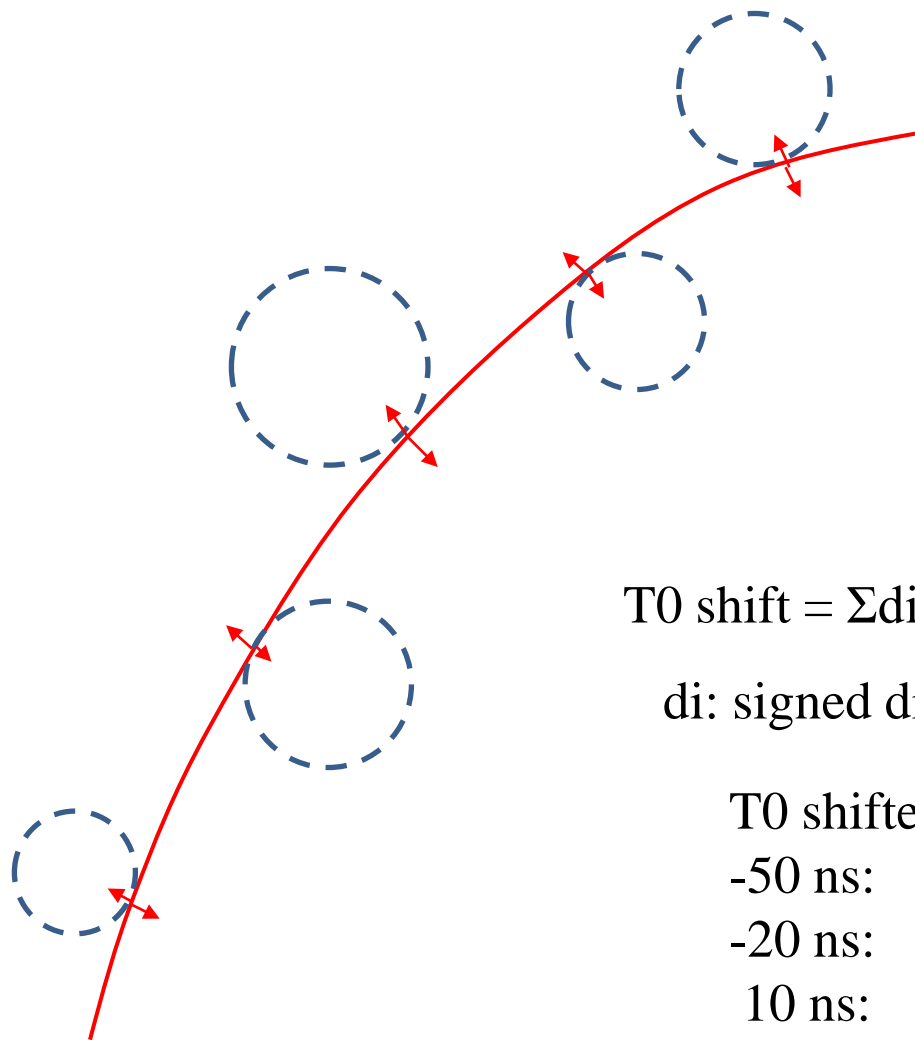
Question: To determine a line,

$$\Phi + kz + \Phi_0 = 0$$

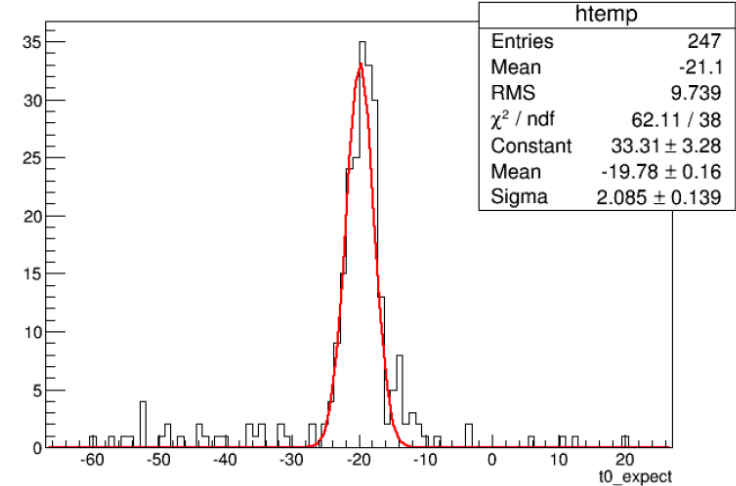
Method: Minimize $E^2 = \sum (\Phi_i + kz_i + \Phi_0)^2 (1/d_i)^2$

$$\begin{pmatrix} S_{zz} & S_z \\ S_z & 1 \end{pmatrix} \begin{pmatrix} k \\ \phi_0 \end{pmatrix} = \begin{pmatrix} -S_{\phi z} \\ -S_{\phi} \end{pmatrix}$$

Extract T_0 from Tracking



t0_expect {t0_expect>-60&&t0_expect<20}



$$T_0 \text{ shift} = \Sigma d_i / N / \text{const} \quad (N: \text{number of hits})$$

d_i : signed distance of circle to track)

T_0 shifted by:

-50 ns:

-20 ns:

10 ns:

20 ns:

Extracted T_0 :

-47.0 ± 4.0 ns

-19.8 ± 2.1 ns

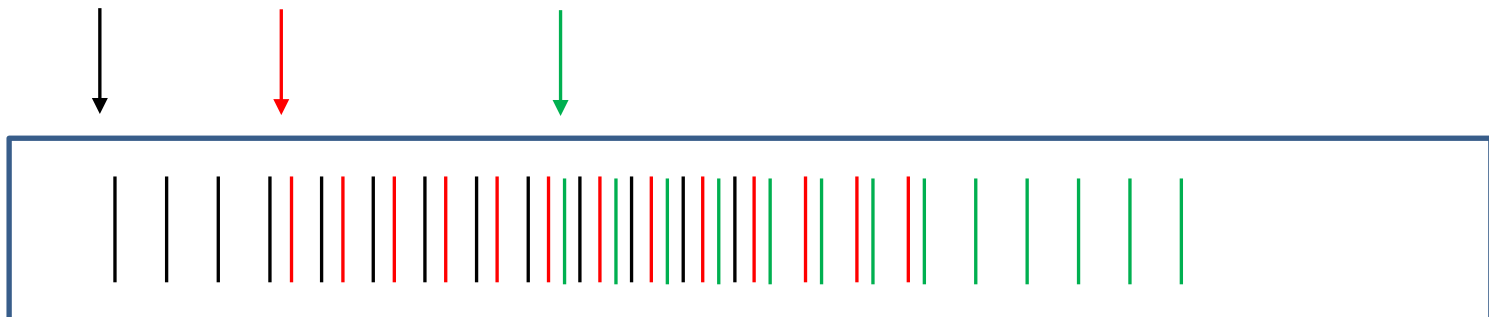
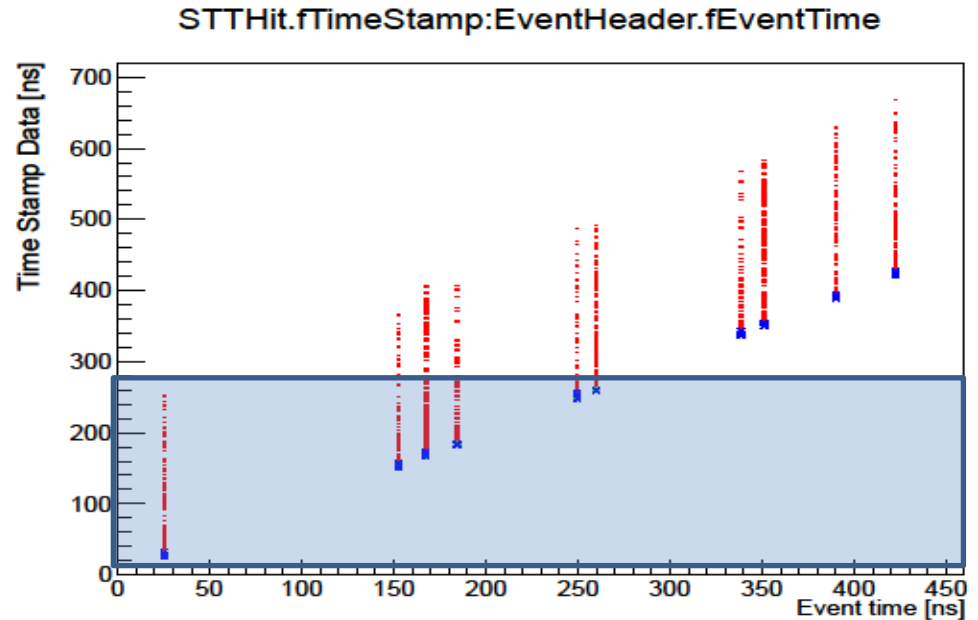
9.4 ± 2.5 ns

19.0 ± 2.3 ns

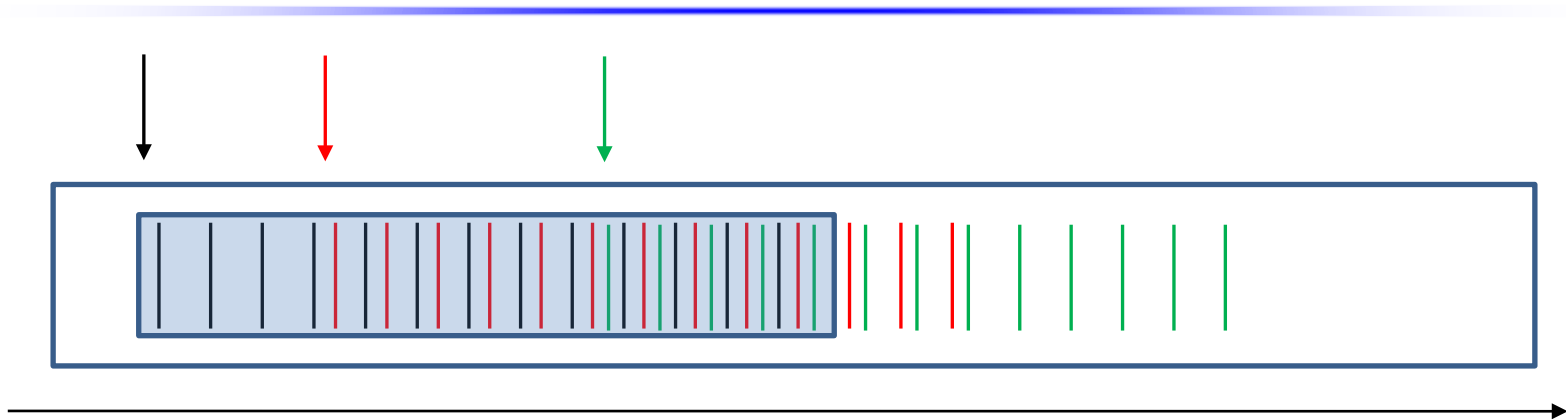
Event Structure -- pile-up

- 20 MHz
- 1600 ns revolution time
- 400 ns gap
- T_{Mean} between 2 events: 50 ns
- Drift time: ~200 ns

Event pile-up



Tracking Strategy with experimental data -- 20 MHz



Hits are sorted according to their arrival time.

In case of T_0 provided:

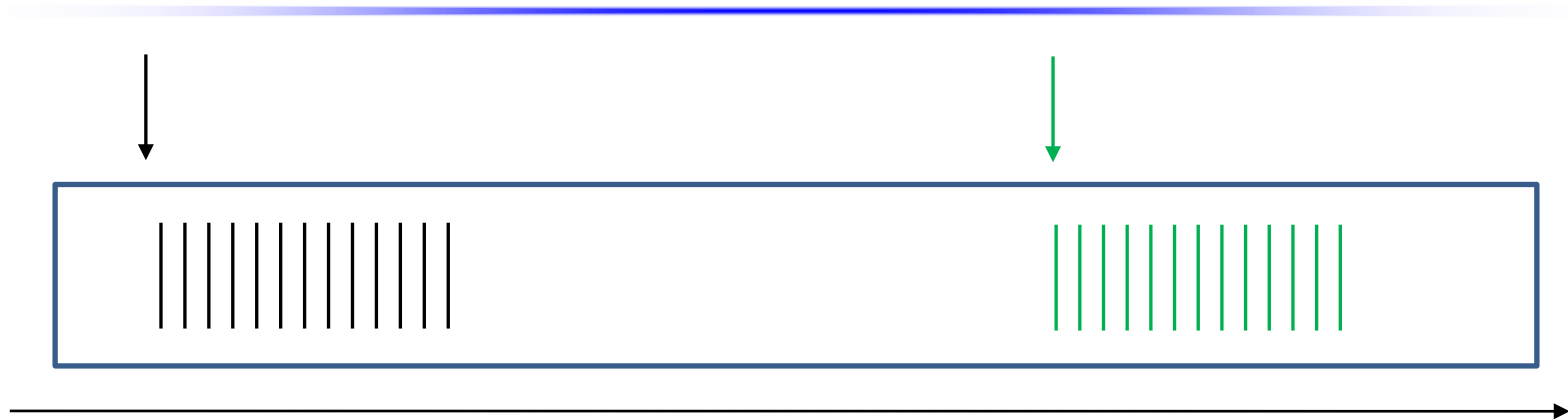
Start from T_0 → Collect hits in 220 ns window →

Run tracking algorithm → Assign track to right event

In case of T_0 not provided:

Do tracking and T_0 extraction at the same time

Tracking Strategy with experimental data -- Phase I



Hits are sorted according to their arrival time.

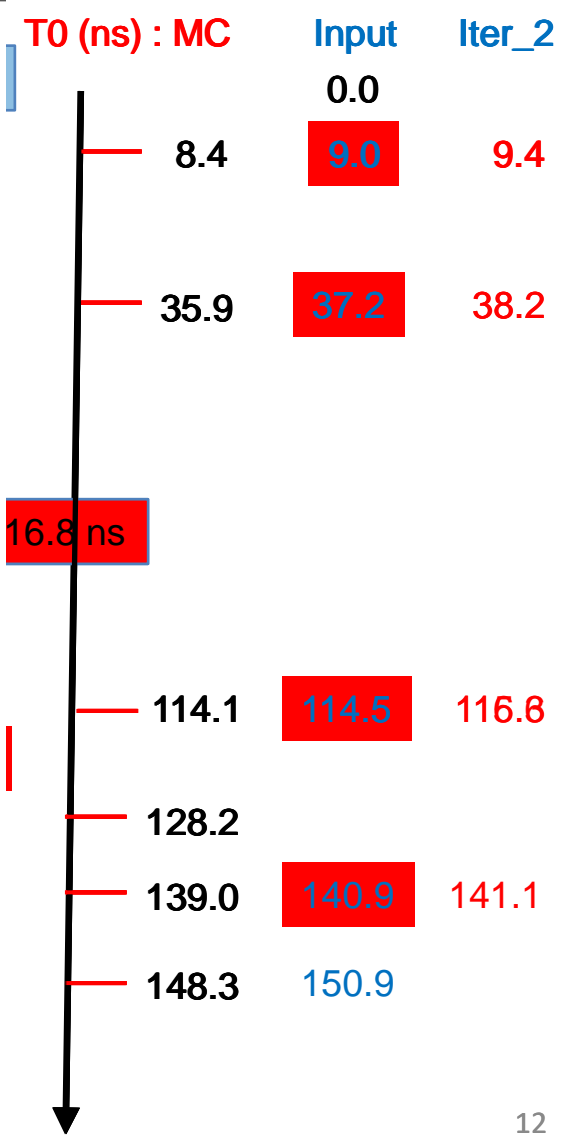
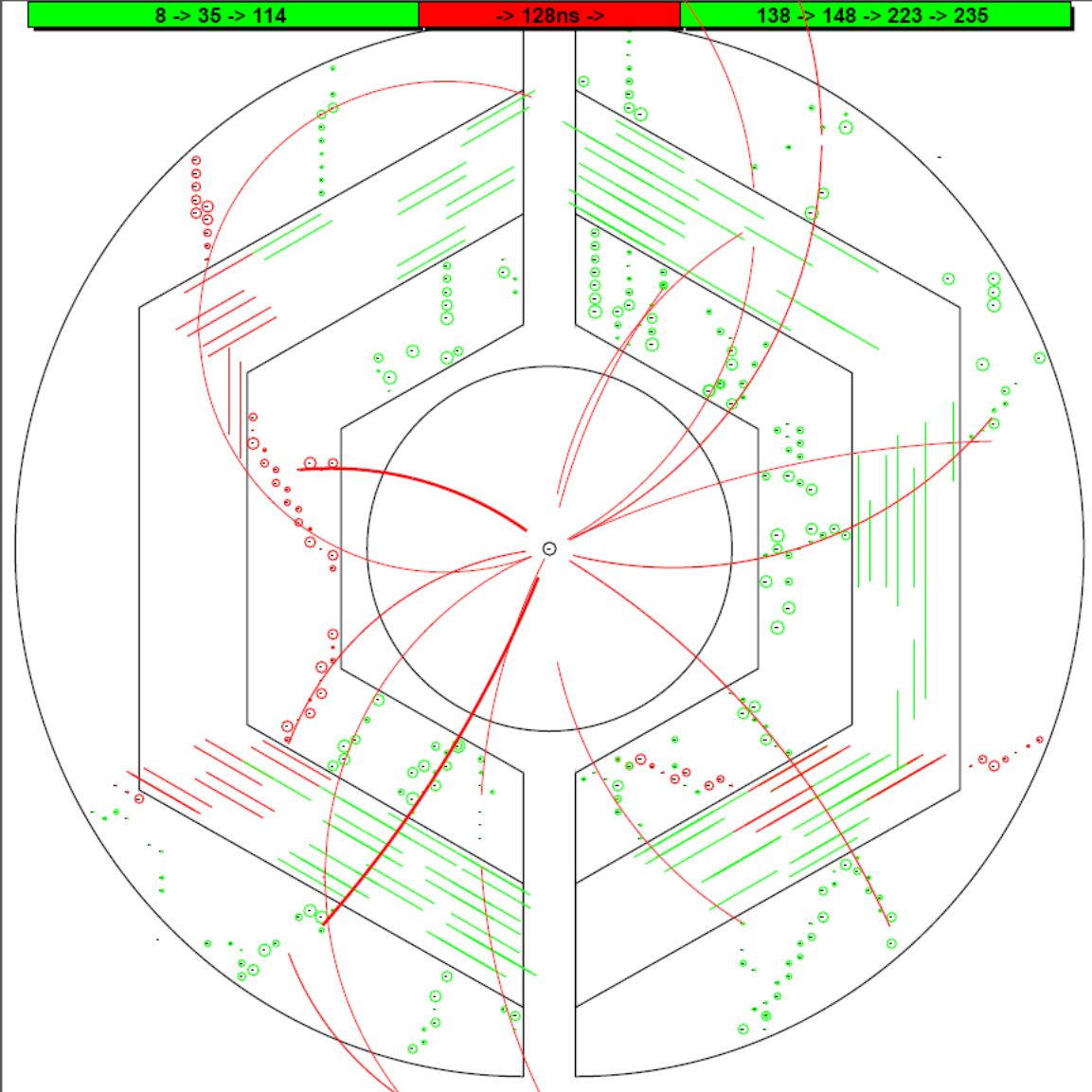
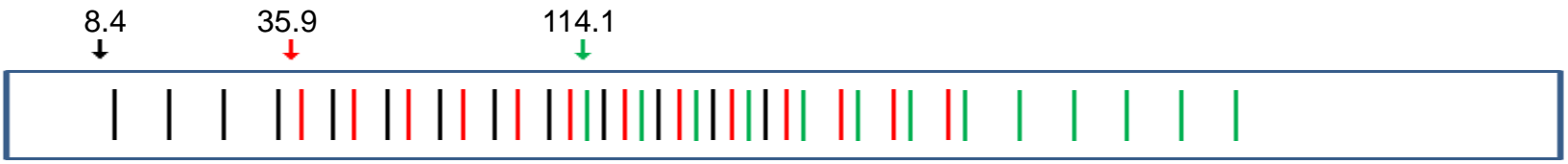
In case of T_0 provided:

Start from T_0 → Collect hits in 220 ns window →

Run tracking algorithm → Assign track to right event

In case of T_0 not provided:

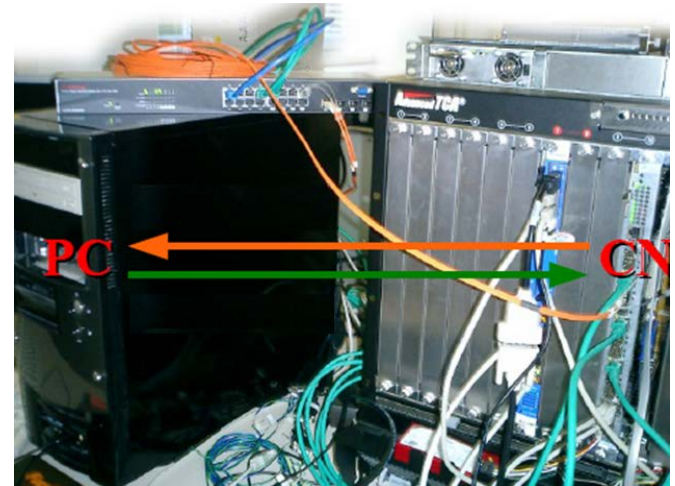
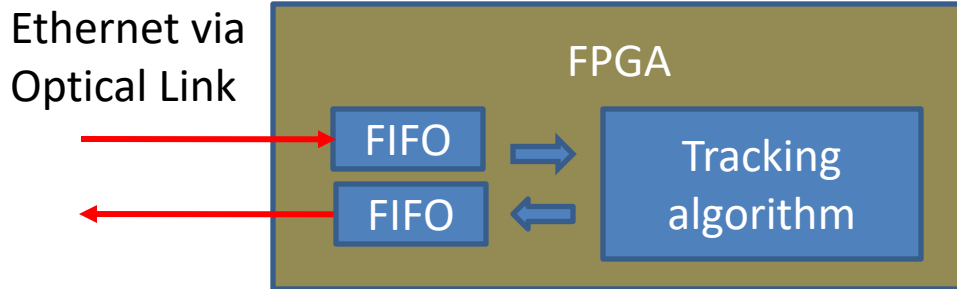
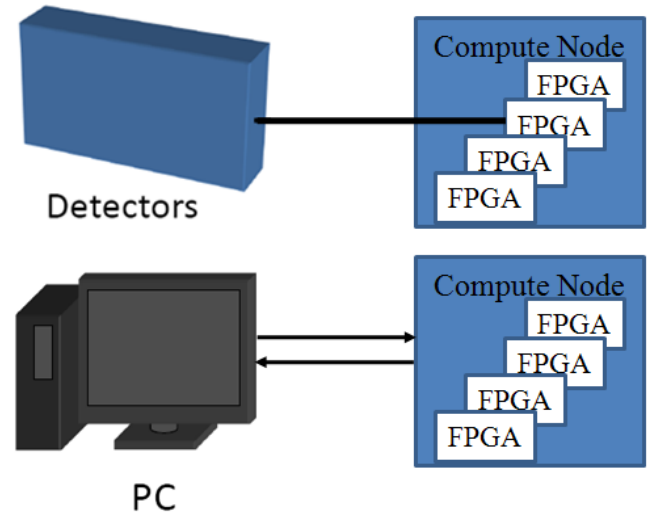
Take the earliest time of a segment of hit as T_0 . → do one more iteration to optimize.



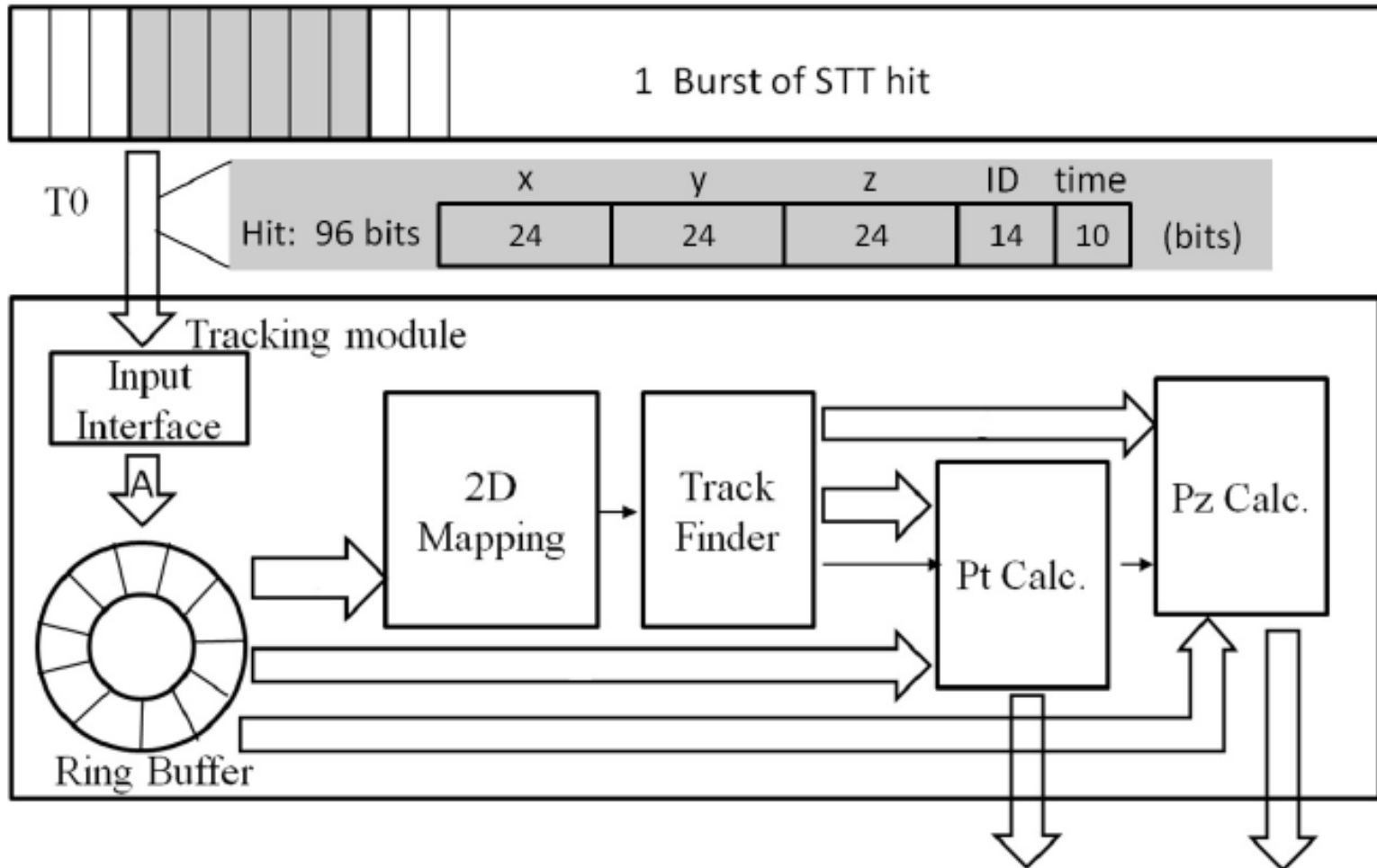
Setup and Test

PC as data source and receiver.

- Ethernet.
- Optical link



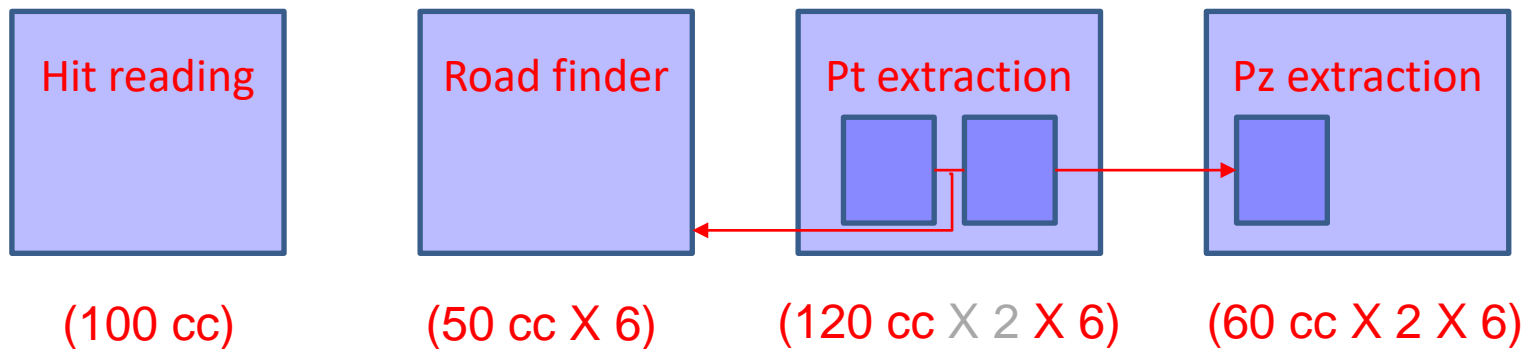
Block diagram of algorithm in VHDL



Performance at FPGA

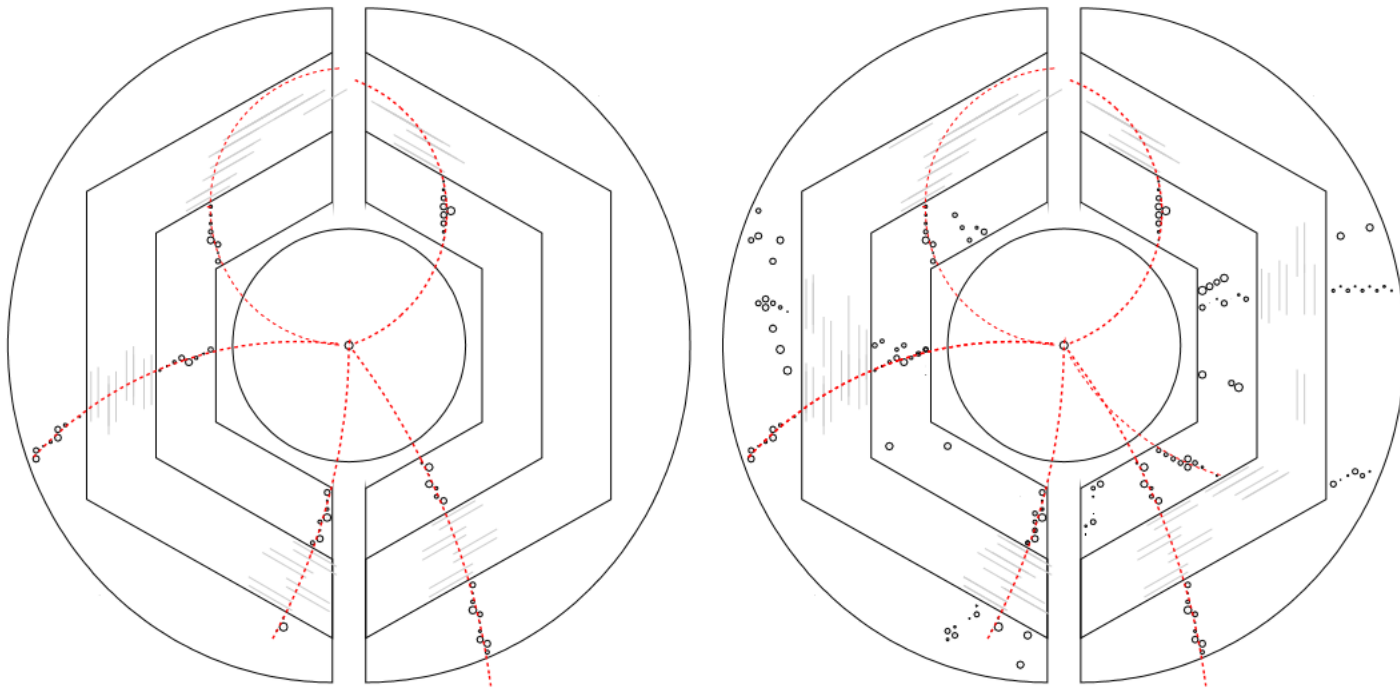
Device Utilization Summary			
Logic Utilization	Used	Available	Utilization
Number of Slice Flip Flops	25,022	50,560	49%
DCM autocalibration logic	14	25,022	1%
Number of 4 input LUTs	33,120	50,560	65%
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Number of occupied Slices	21,563	25,280	85%
Number of FIFO16/RAMB16s	148	232	63%
Number used as RAMB16s	148		
Number of DSP48s	124	128	96%

For one event with 100 hits (6 tracks): $7 \mu\text{s}$



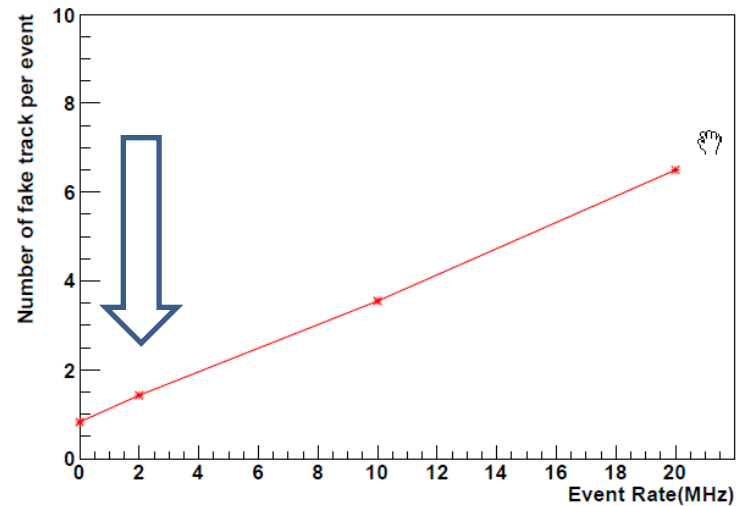
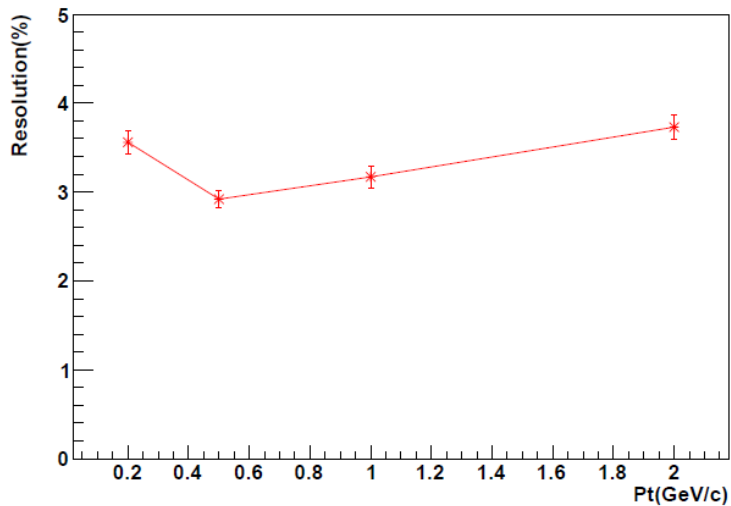
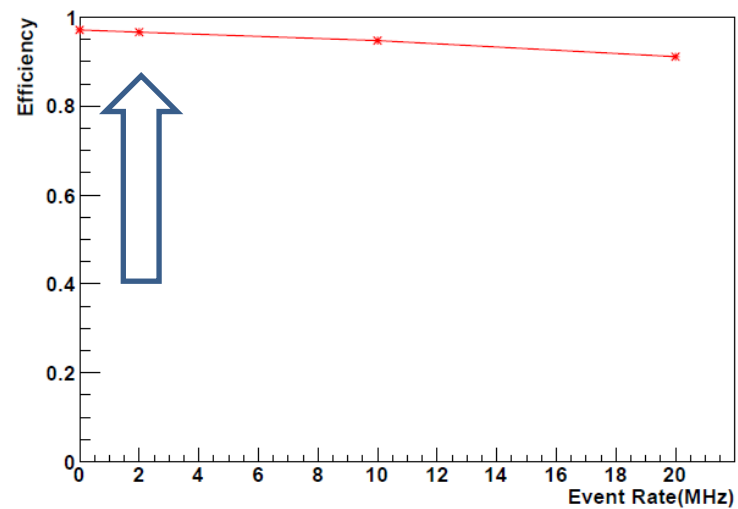
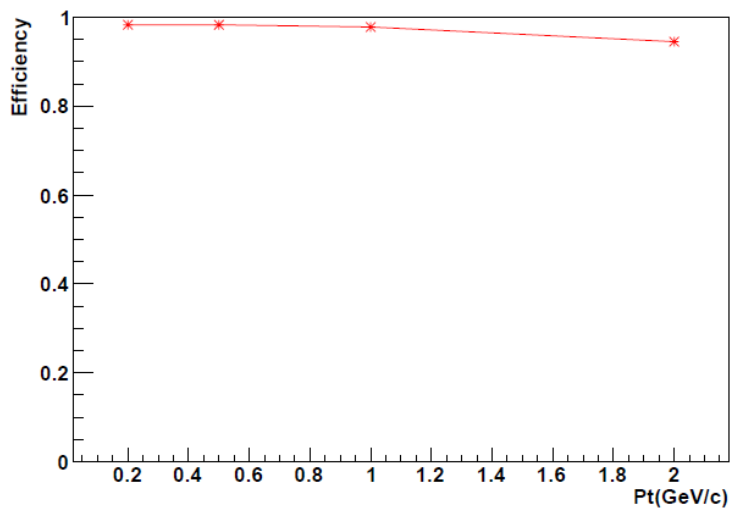
Tracking at FPGA

Data flow: Hit information at PC \rightarrow FPGA, extract helix para. \rightarrow PC

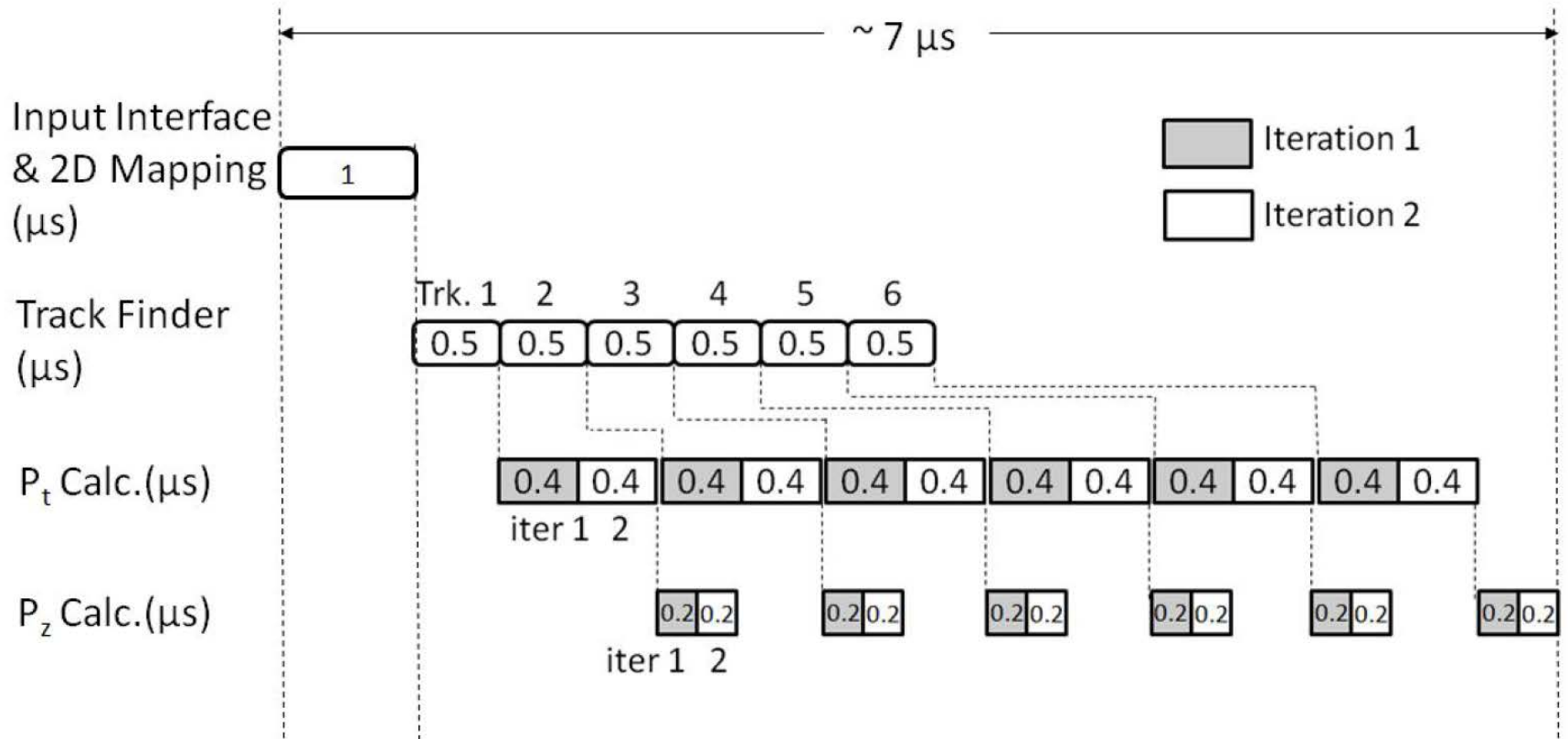


PC is used to draw hits and helix in the plot. The helix parameters come from FPGA.

Performance test

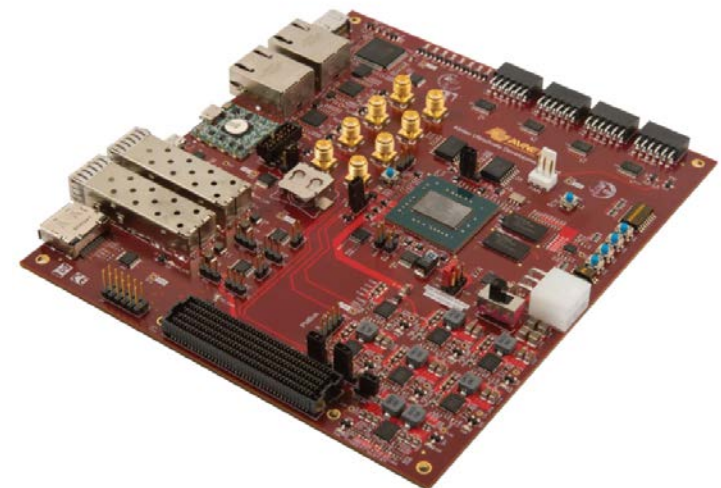
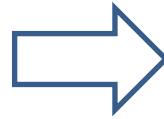
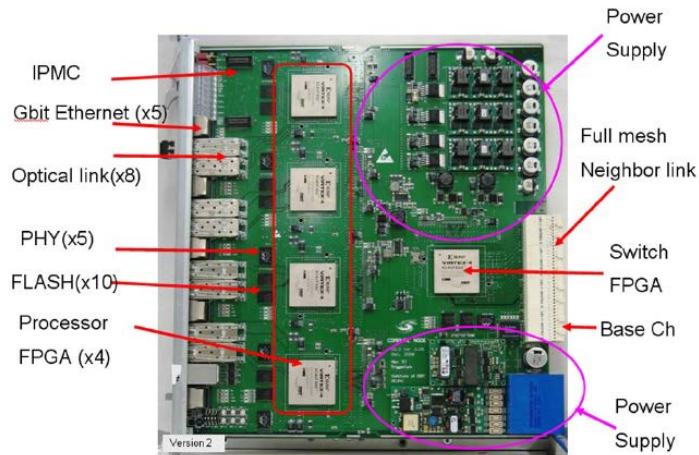


The Latency



Summary and Outlook

- $\sigma_{pt} : \sim 3.2\%$ $\sigma_{pz} : \sim 4.2\%$.
- $7 \mu\text{s/event}$ (6 tracks)
- Tracking strategy in case of W/O T0.



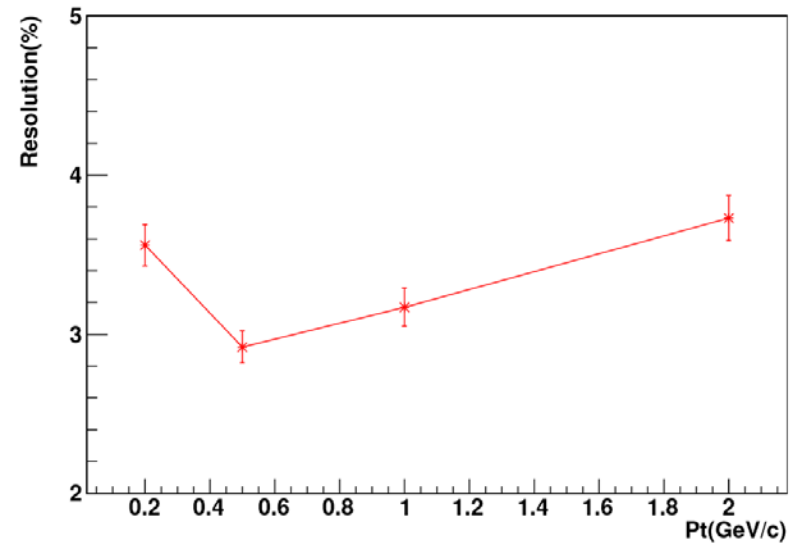
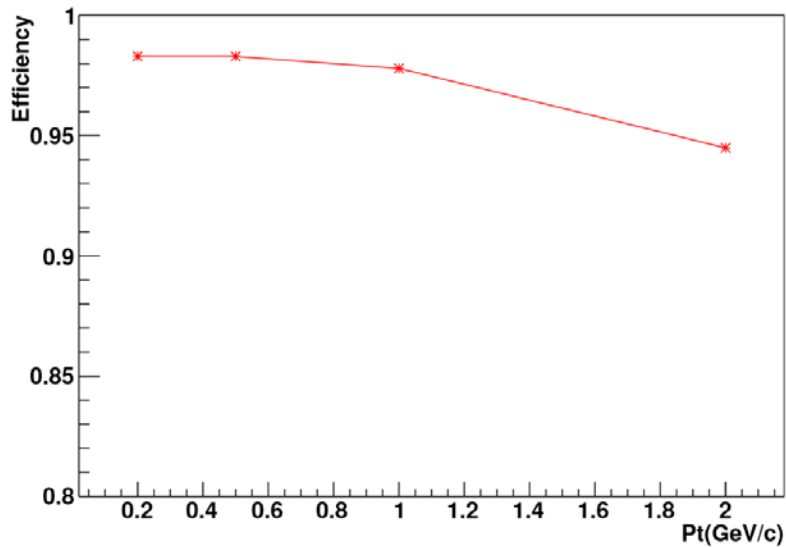
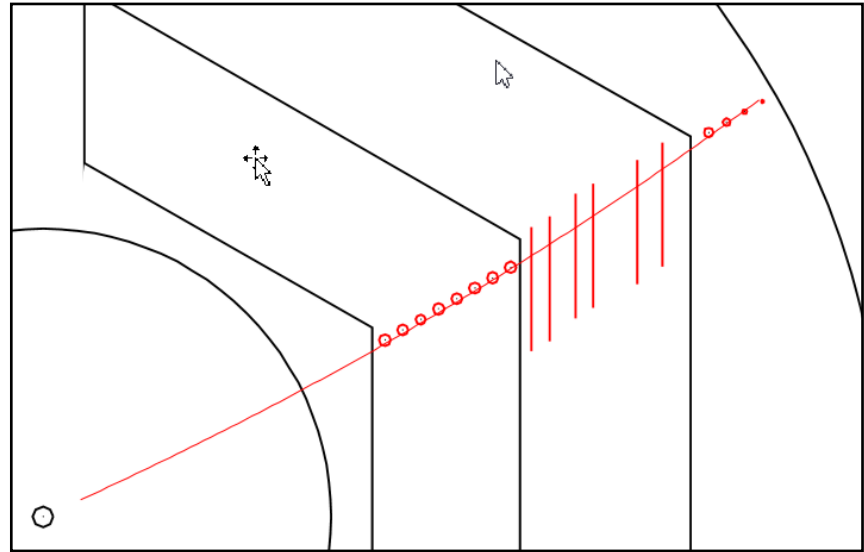
Thank you

Performance test

$$\epsilon = N_{rec}/N_{gen}$$

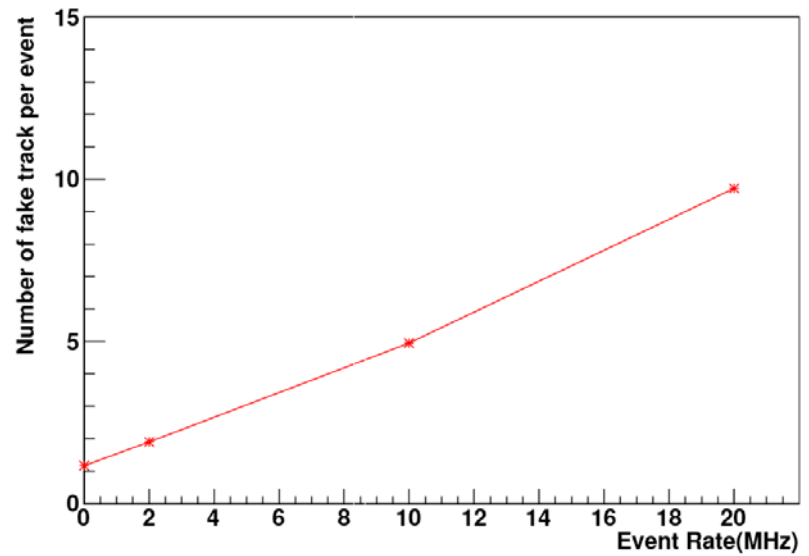
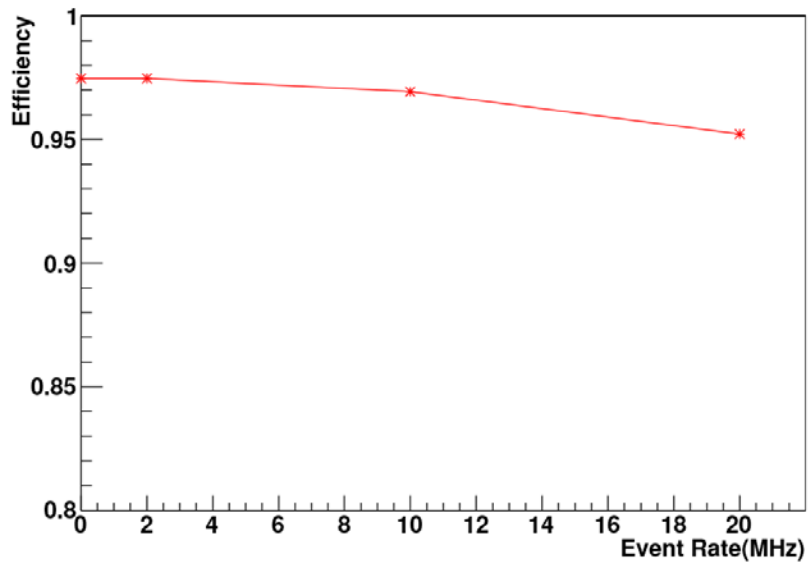
N_{gen} : number of generated tracks
with at least 3 hits in STT

$|P_{rec} - P_{gen}| < 6 \text{ sigma}$



Performance at different event rate

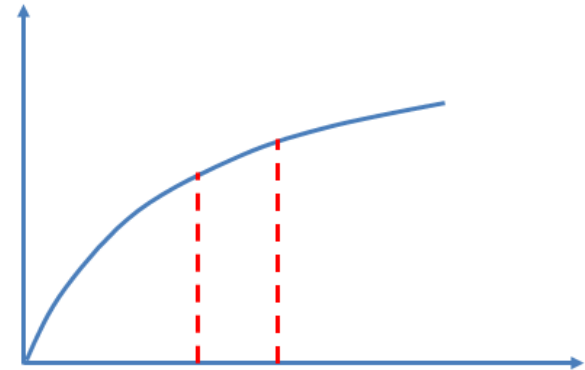
Number of fake tracks per event increases at high event rate.



Square Root Operation

384 bins in the range of 1 ~ 4, error ~ 0.4%

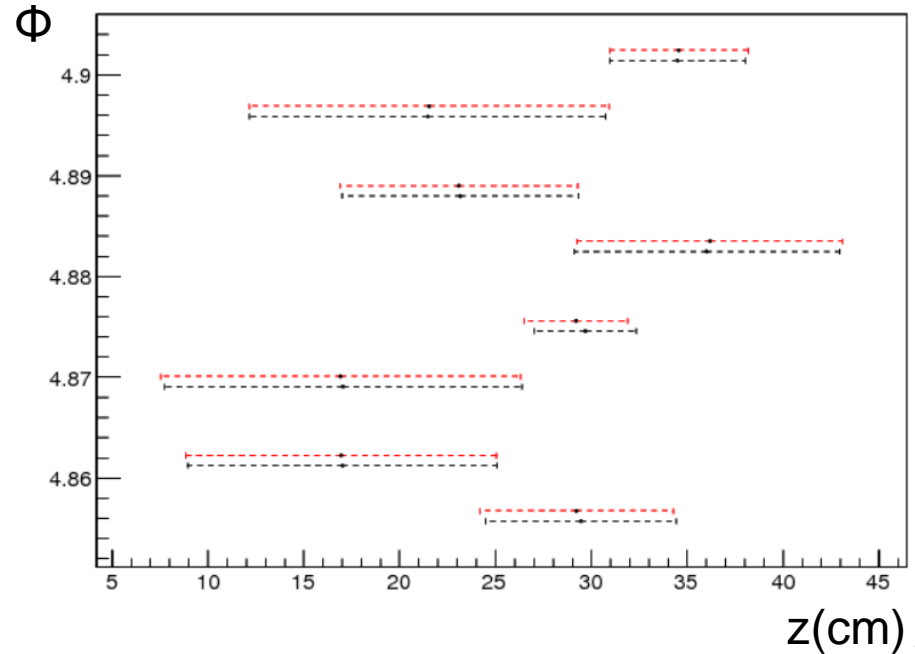
Linear extrapolation, precision improves



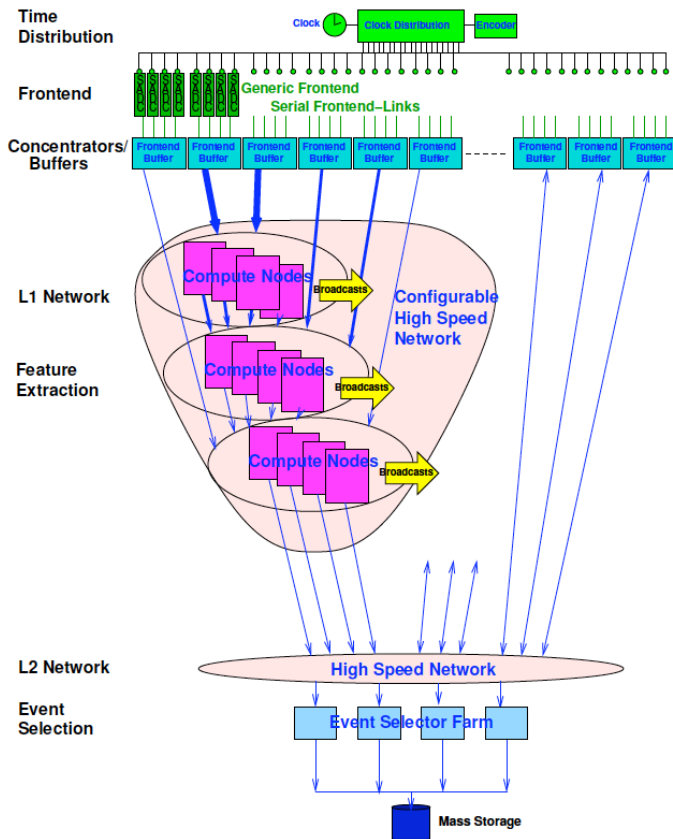
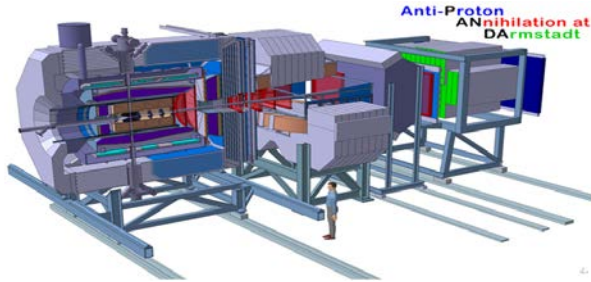
	C++	VHDL	
Xc:	0.7286	0.7278	
Yc:	161.153	161.138	
R:	161.155	161.167	(0.01%)

Zi:

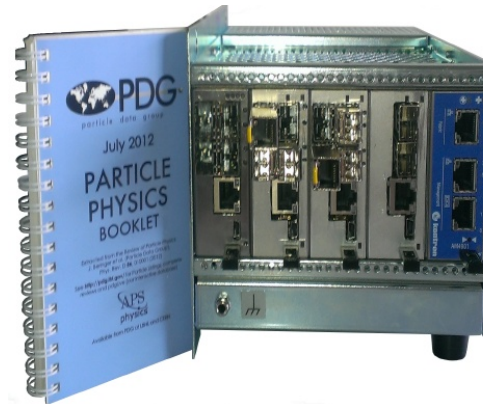
	C++	VHDL
	29.4 ± 5.0	29.23 ± 5.1
	17.0 ± 8.1	16.93 ± 8.1



The Structure of PANDA TDAQ



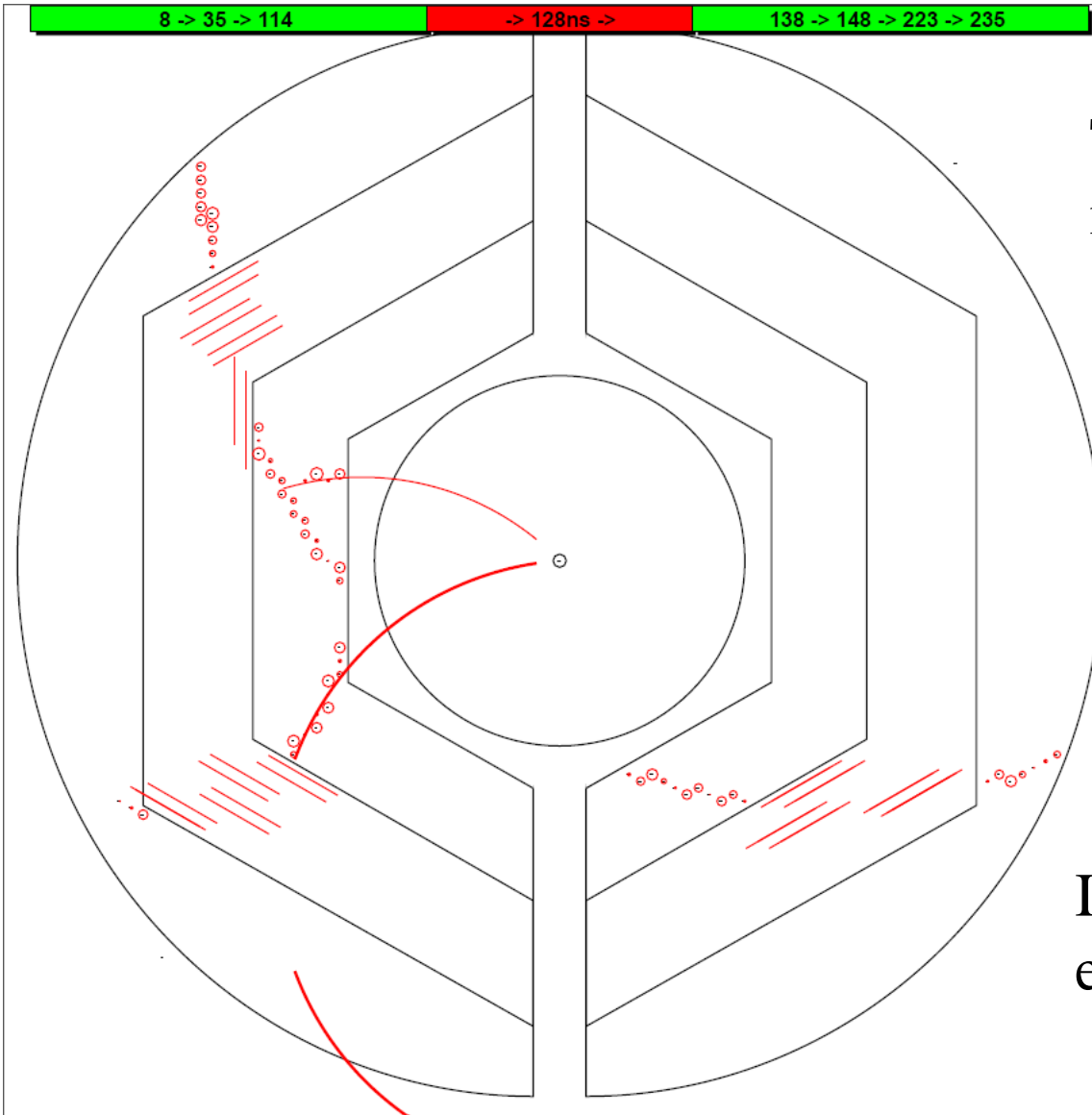
- **Time Distribution System** – provide clock for hit timestamps
- **Concentrators/ Buffers** – buffering and on the fly data flow manipulation
- **L1 Compute Nodes** – mark hits which might belong to the same event (time slice)
- **L2 Feature Extraction Nodes** – combine detector information to extract physical signatures (momentum, ...)
- **L3 Event Selection Nodes** – event selection based on a complete reconstruction (PID, vertex, invariant mass, ...)



Prototype Trigger-less
Data Acquisition

by Milan Wagner

The Missing Event at Event-based simulation

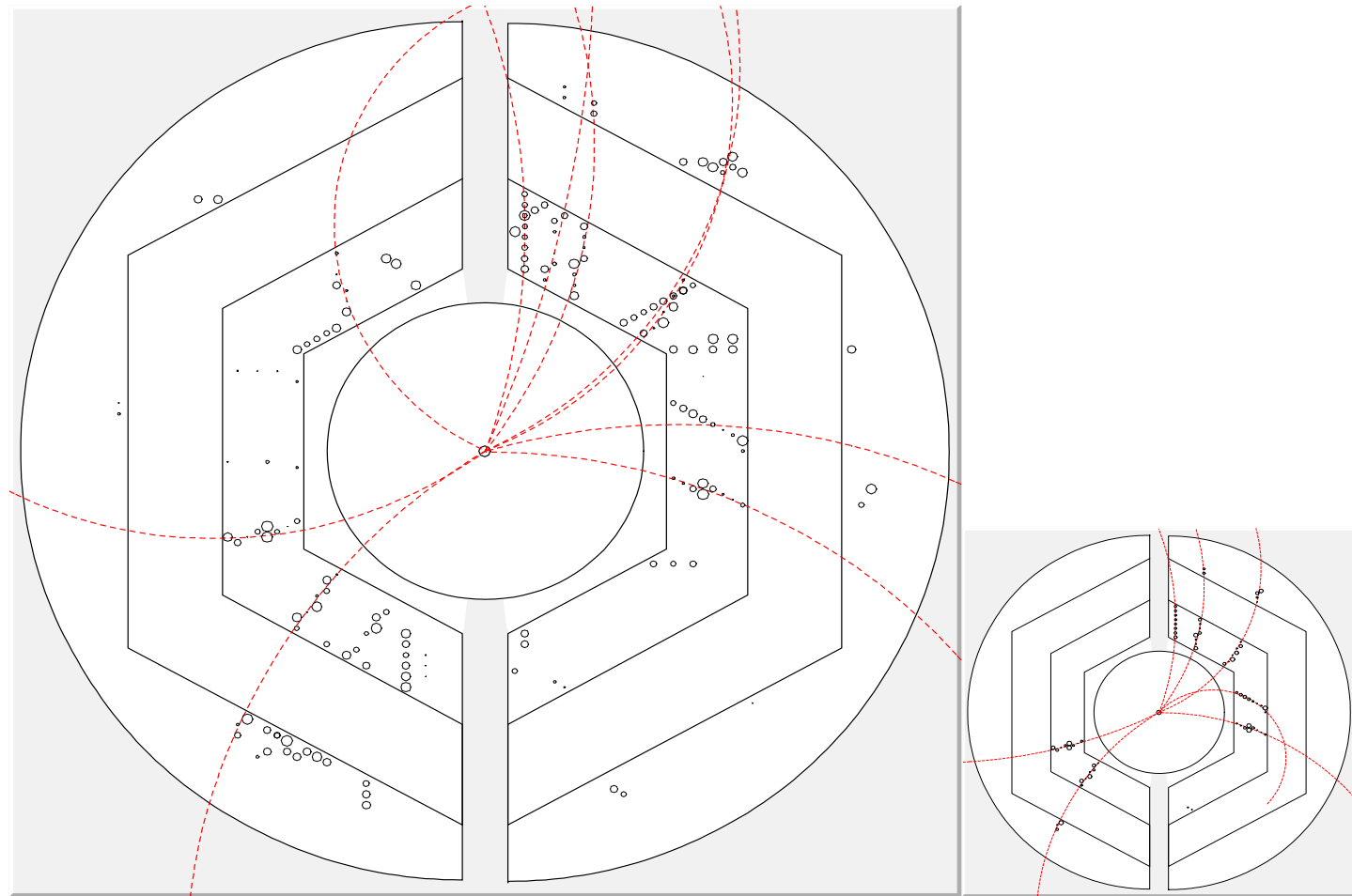


Tracks in this event are not well reconstructed.

In this case, it is hard to extract a T_0 .

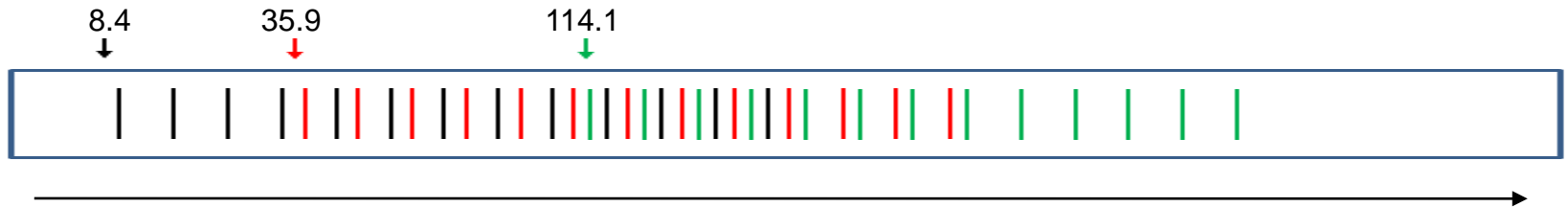
Tracking at FPGA -- 20 MHz

Data flow: Hit information at PC \rightarrow FPGA, extract helix para. \rightarrow PC



PC is used to draw hits and helix in the plot. The helix parameters come from FPGA.²⁶

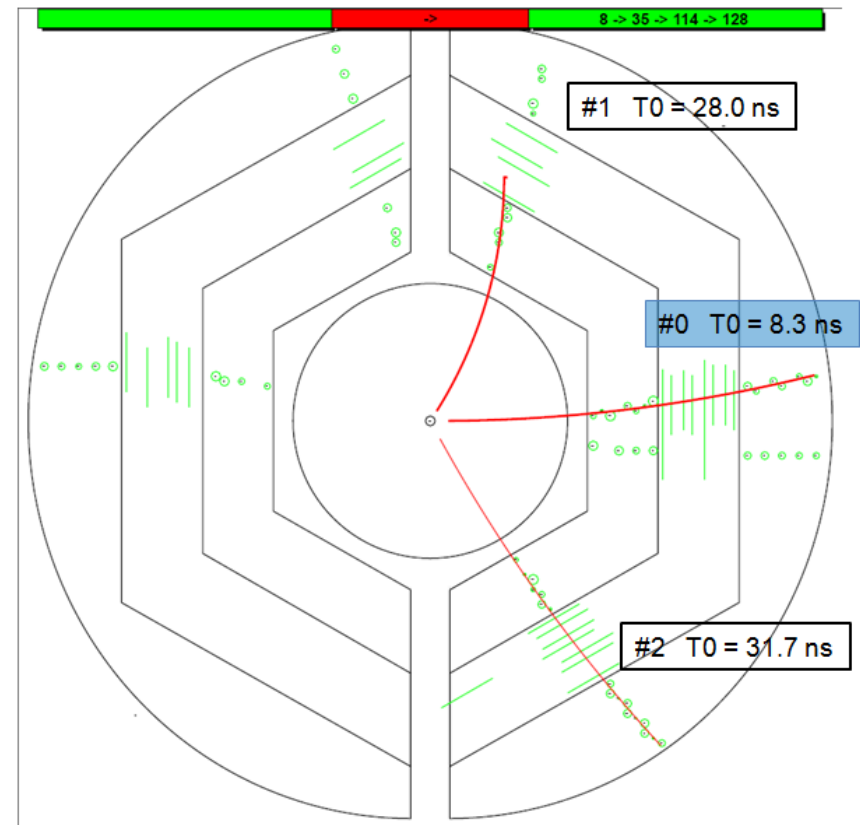
Tracking Strategy



- 1) Start from 0
- 2) hits in 220 ns window
- 3) run tracking algorithm
- 4) extract T_0 of next event
- 5) go back to 2)

Two time-based simulations:

- 1) 1 GeV single muon
- 2) DPM

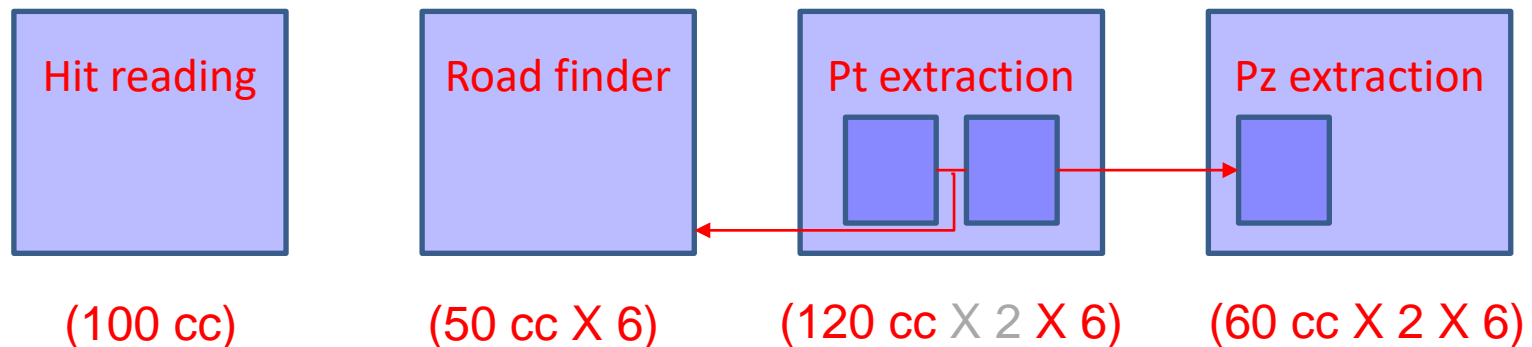


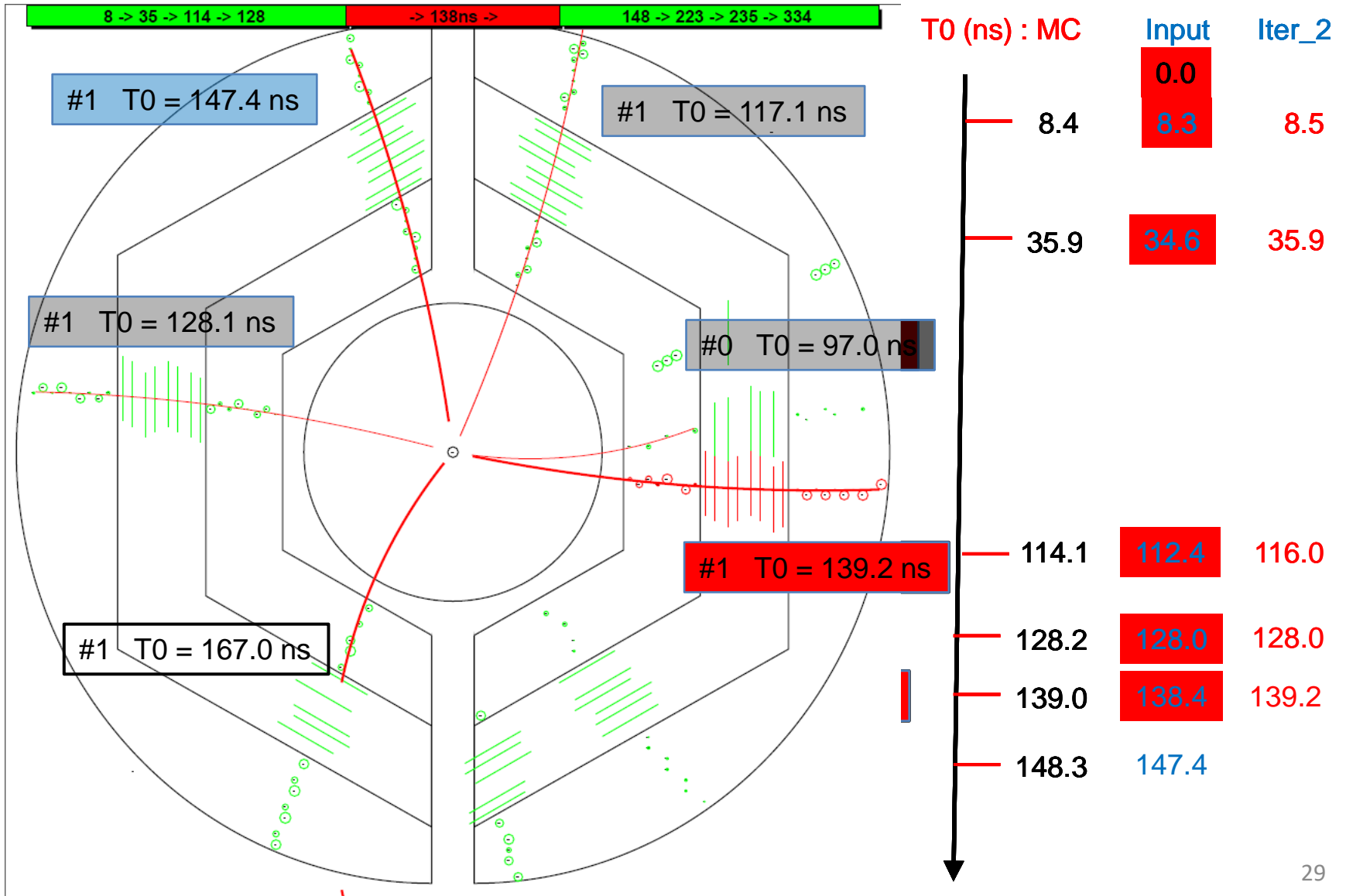
Performance at FPGA

Device Utilization Summary

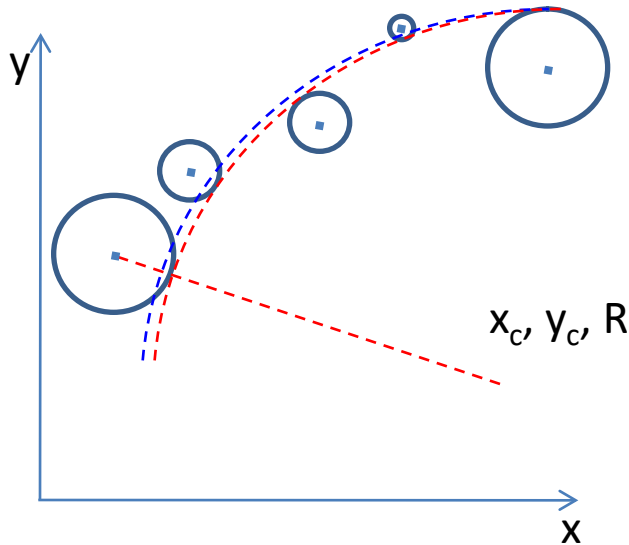
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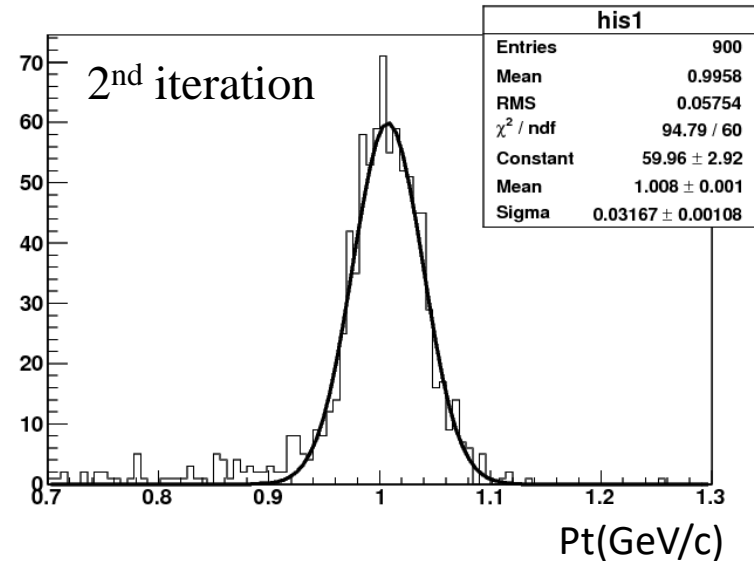
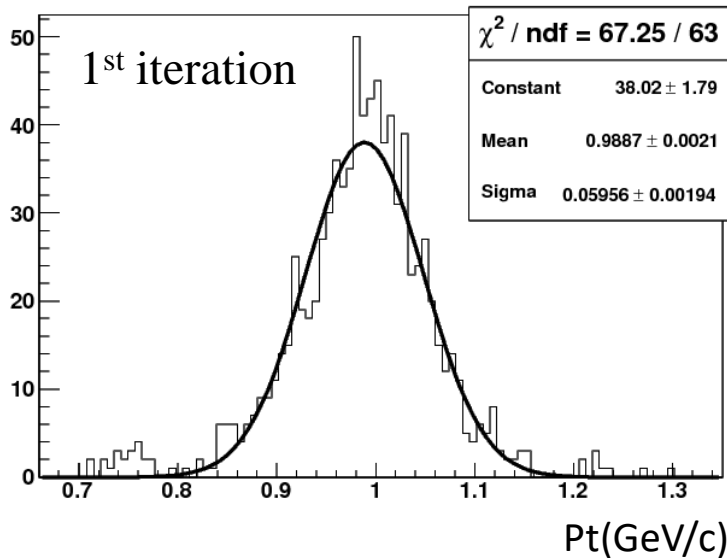


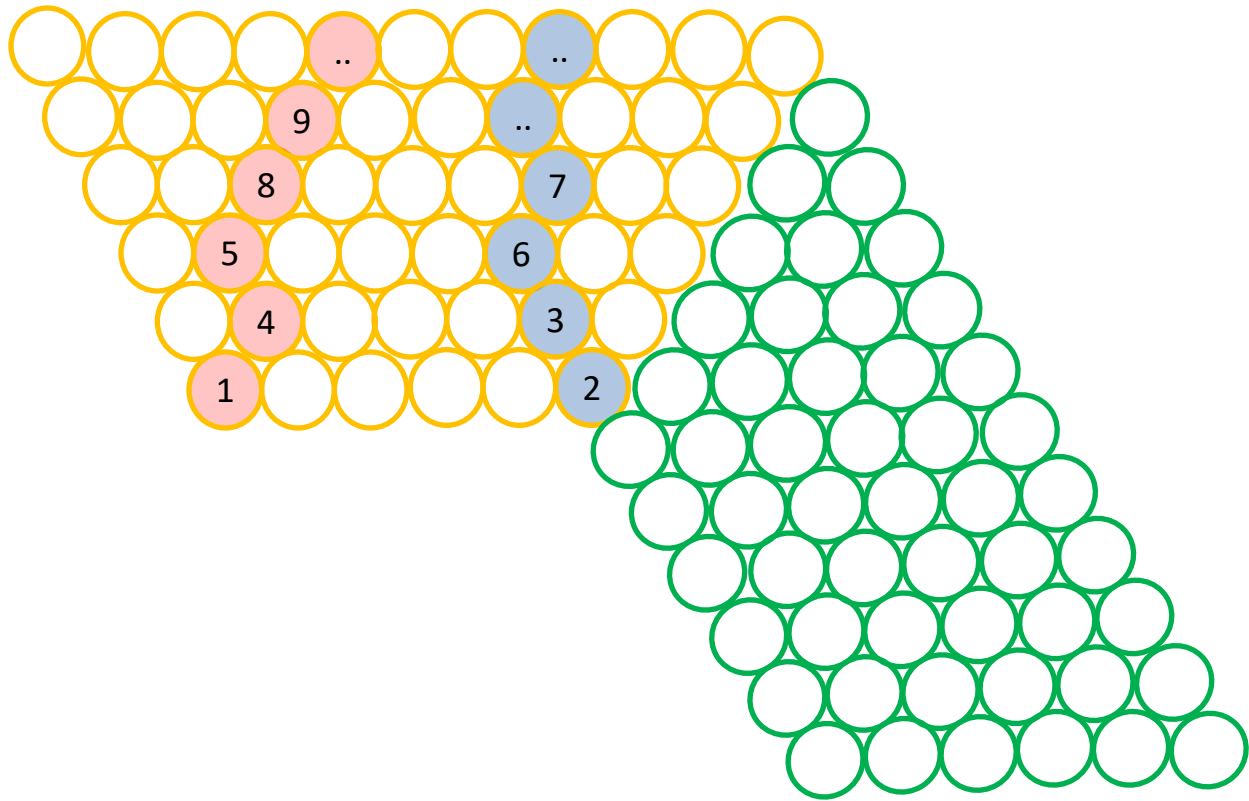


To Improve the Momentum Resolution -- using a 2nd iteration



Pt(input)	1 st iteration	2 nd iteration
0.2 GeV/c	0.195 ± 0.0068	0.195 ± 0.0068
0.5 GeV/c	0.5 ± 0.0212	0.5 ± 0.0164
1.0 GeV/c	0.99 ± 0.0595	1.0 ± 0.0317
2.0 GeV/c	1.85 ± 0.213	2.0 ± 0.073





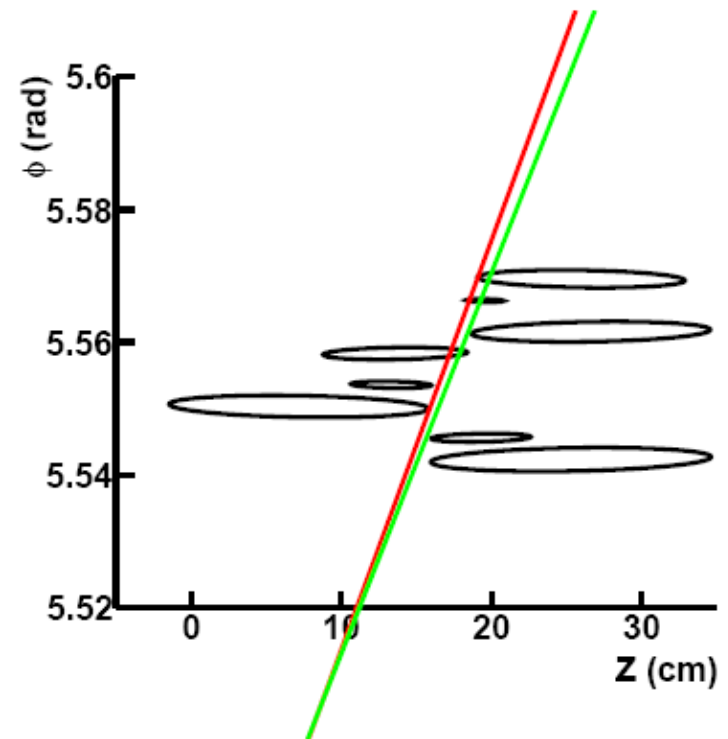
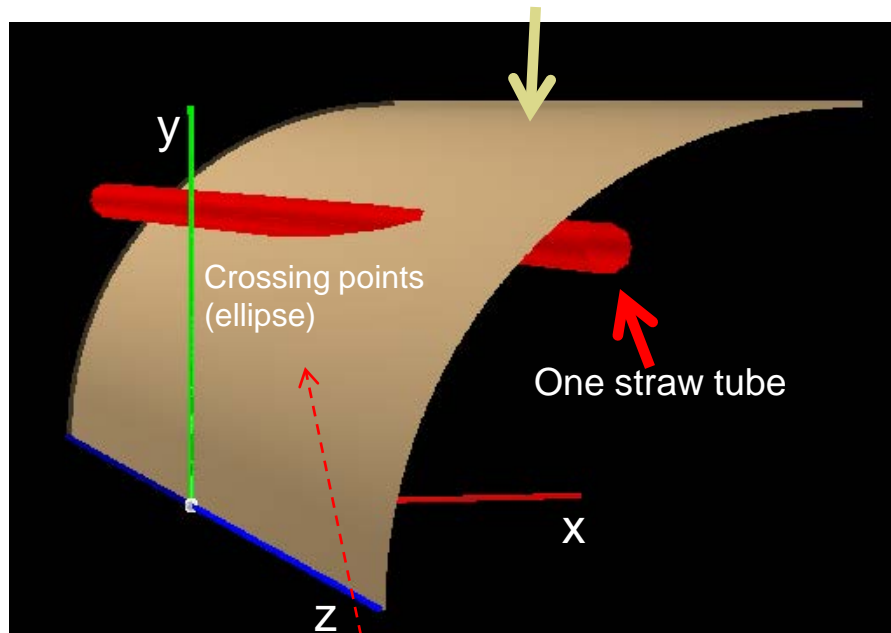
PZ reconstruction

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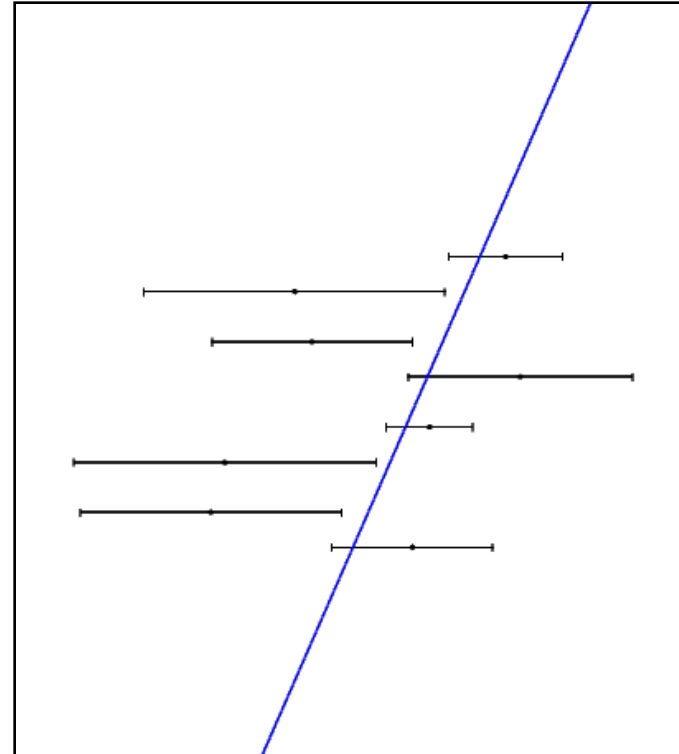
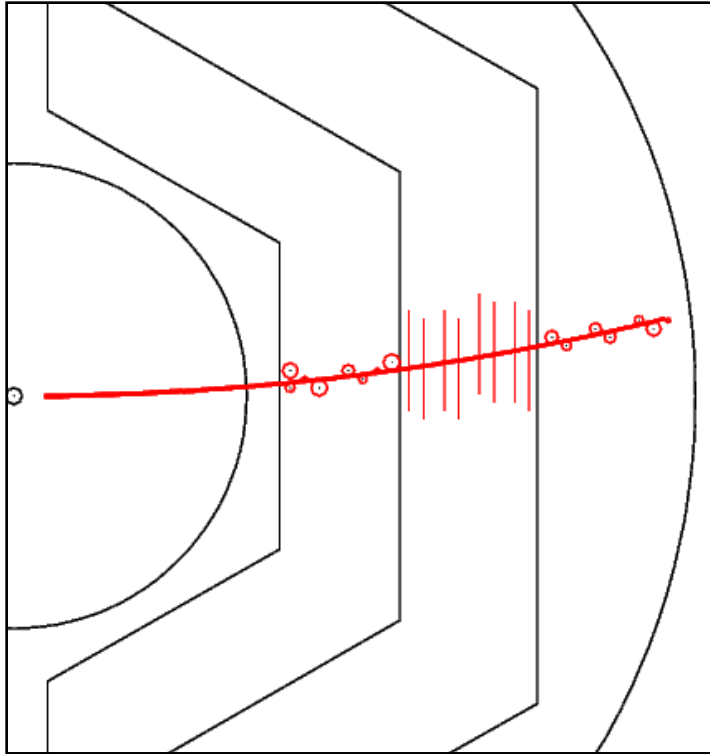
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Pz reconstruction



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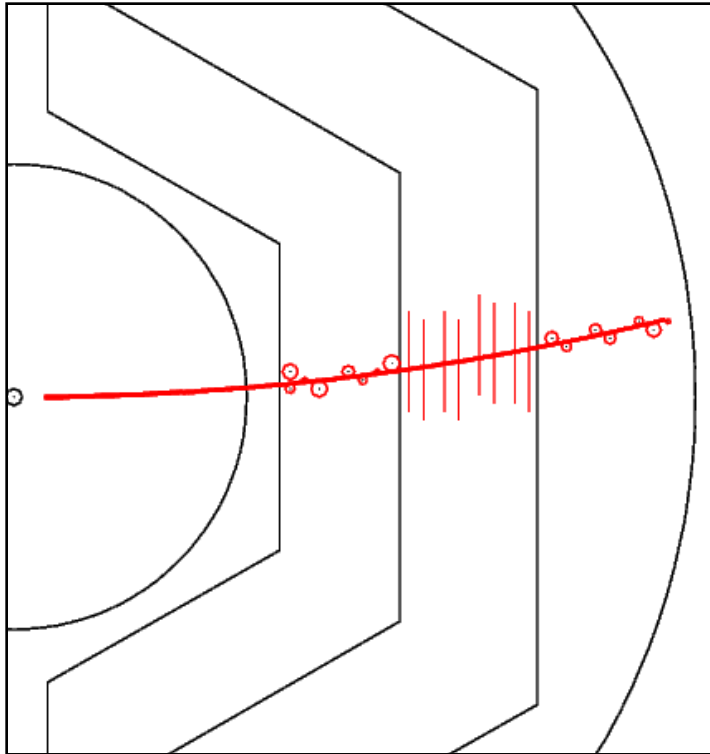
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Pz reconstruction



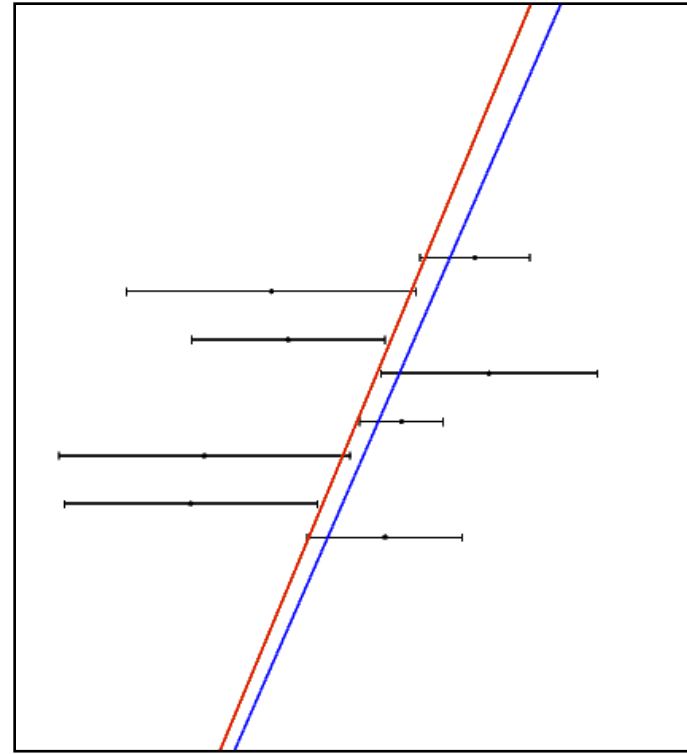
Pt = 0.5 GeV/c

Pz(input)

0.25 GeV/c : 3.7 %

0.50 GeV/c : 4.0 %

1.00 GeV/c : 4.3 %



Pt = 1.0 GeV/c

Pz(input)

0.5 GeV/c : 3.1 %

1.0 GeV/c : 3.8 %

2.0 GeV/c : 4.2 %

Pt = 2.0 GeV/c

Pz(input)

1.0 GeV/c : 3.7 %

2.0 GeV/c : 4.8 %

4.0 GeV/c : 5.2 %