

A specialized processor for track reconstruction at the LHC crossing rate

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Motivation

- ◆ The LHC has opened a new era, also about instrumentation
- ◆ Exploitation of HL will pose even greater challenges
- ◆ Data acquisition and reconstruction one of the toughest issues
- ◆ A big part of the problem is the reconstruction of charged particle trajectories
 - ◆ Large combinatorial problem, calls for high parallelization
 - ◆ In many cases, latencies are an issue due to need for buffering (e.g. in CMS tracker).

Some past examples of real-time track reconstruction

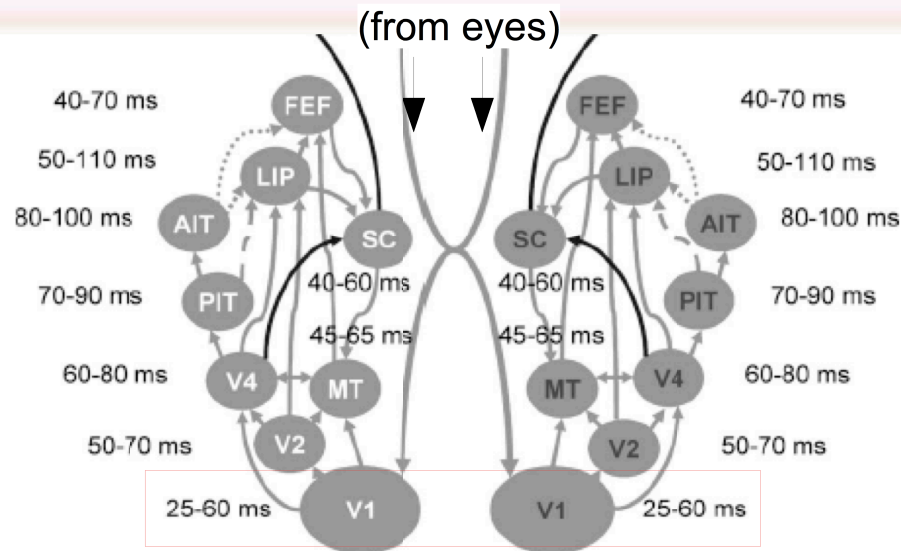
Name	Tech.	Exp.	Year	Event rate	clock	cycles/event	latency
XFT	FPGA	CDF-L0	2000	2.5 MHz	200 MHz	80	4 μ s
SVT	AM	CDF-L2	2000	0.03 MHz	40 MHz	~1600	<20 μ s
FTK	AM	ATLAS-L2	2014	0.1 MHz	~200 MHz	~2000	O(10 μ s)

Compare with the requirements of a L0@LHC:

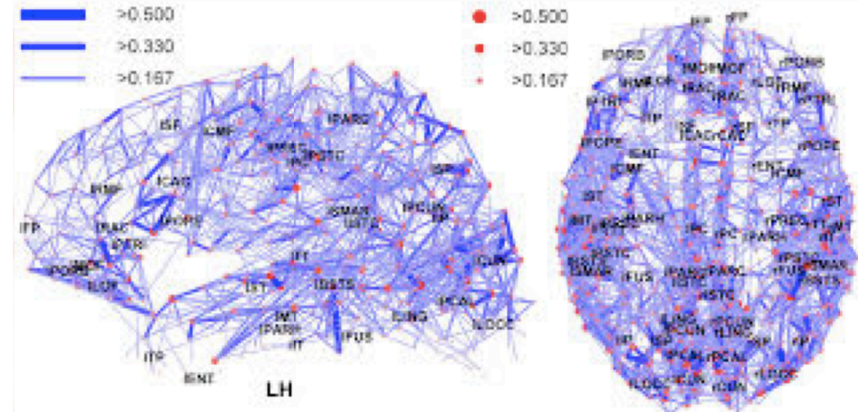
? ? LHC-L0 ~2018 40MHz ~1GHz ~25 few μ s

- ◆ The task of L0 tracking at LHC appears daunting despite the progress of electronics.
- ◆ Any complex tracking calls for O(10³) clock cycles/event (both in latency and throughput)
- ◆ No known example of a system making a non-trivial pattern reconstruction in O(25) time units

Well, maybe I can think of ONE example...



Adapted from H. Kirchner, S.J. Thorpe / Vision Research 46 (2006) 1762–1776



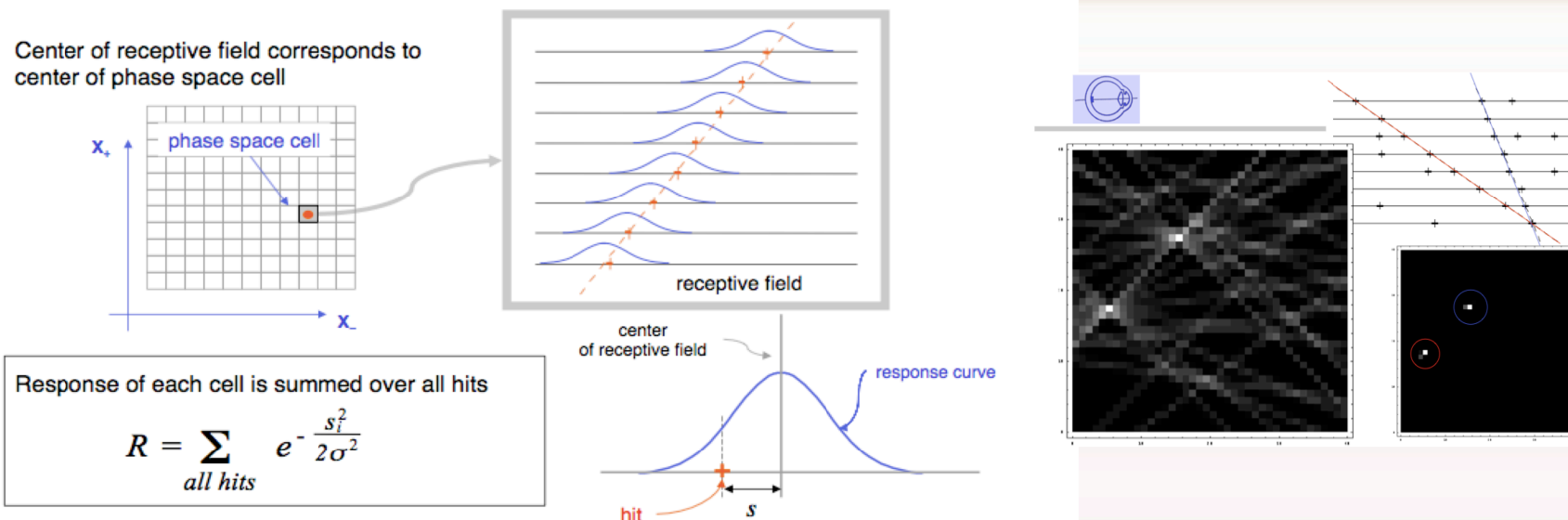
- ◆ The early visual areas (V1) in human brain produce a recognizable sketch of the image in ~30ms
- ◆ The maximum neuron firing frequency is ~1kHz → **~30 t.u**
- ◆ Far-fetched example ? See [Dei Viva MM, Punzi G, Benedetti D PloS one (2013) - DOI: [10.1371/journal.pone.0069154](https://doi.org/10.1371/journal.pone.0069154)] experimental evidence that V1 functionality can be quantitatively modeled as a “trigger”.

What's special about the “brain algorithm” ?

- ◆ Parallelism, of course - but SVT and FTK are based on Associative Memories, that are very parallel devices as well...
- ◆ Two important differences, though:
- ◆ Hit processing in AM still happens serially, while the visual system has no such serialization -> lots of processing power in the connectivity
- ◆ Second, the AM has “rigid templates”, while the brain works by interpolation of analog responses → this saves a lot of internal storage. Also, makes it easier to deal with “missing layers”.
- ◆ *Can we engineer these general concepts into a viable trigger system ?*

A “cellular” tracking algorithm

Inspired by mechanism of visual receptive fields [D.H. Hubel, T.N. Wiesel, J. Physiol. 148 (1959) 574],



November 17, 1999

INSTR99 - An Artificial Retina for Fast Track Finding - L. Ristori - INFN Pisa

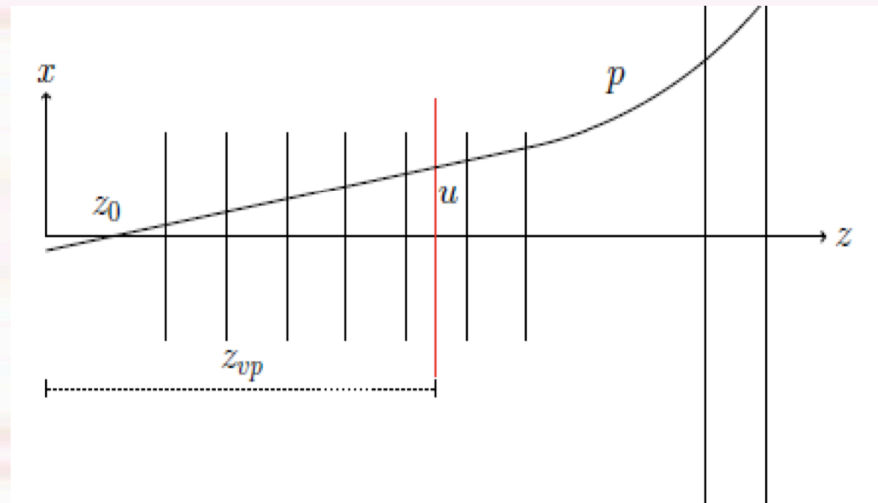
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- ◆ Not really new: a study shown by one of us at INSTR99 showed that the idea is conceptually implementable in a toy tracker although not considered viable at the time of CDF SVT [NIM A453 (2000) 425-429]
- ◆ Vaguely related to “Hough transform” [P.V.C. Hough, Conf.Proc. C590914 (1959) 554]
- ◆ However, it takes **a lot** more to design an actually competitive system

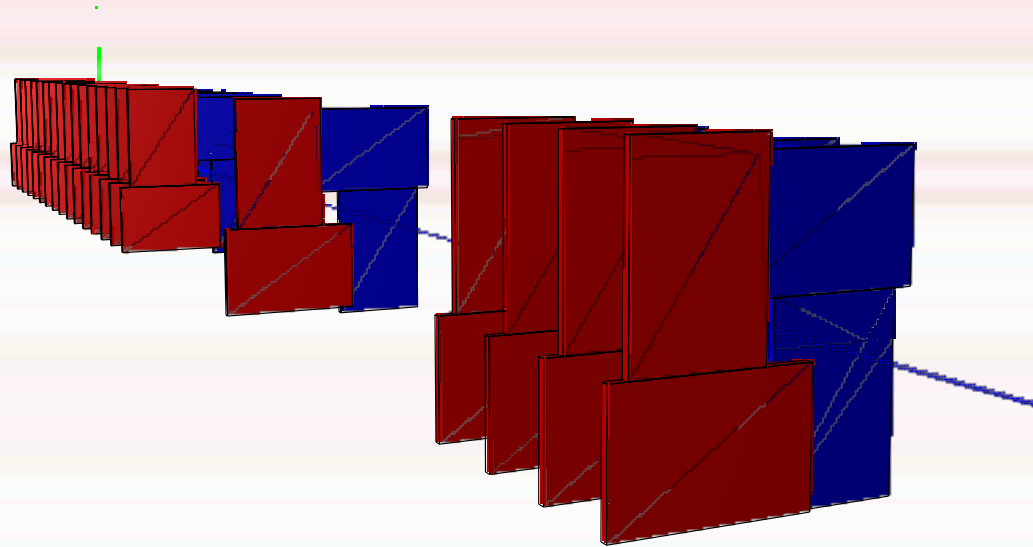
Today I describe a realistic implementation on a realistic pixel detector, with existing electronic components.

Geometry and track parameters

- ◆ An array of pixel detectors
- ◆ Each detector plane provides a (x,y) point at fixed z
- ◆ Measure straight tracks in 3D (4 parameters)
- ◆ e.g.: θ_x , θ_y , z_0 , d (impact parameter)
- ◆ In case of presence of magnetic field, an additional parameter p is sufficient
- ◆ Does not need to assume B uniform, or perfect alignment



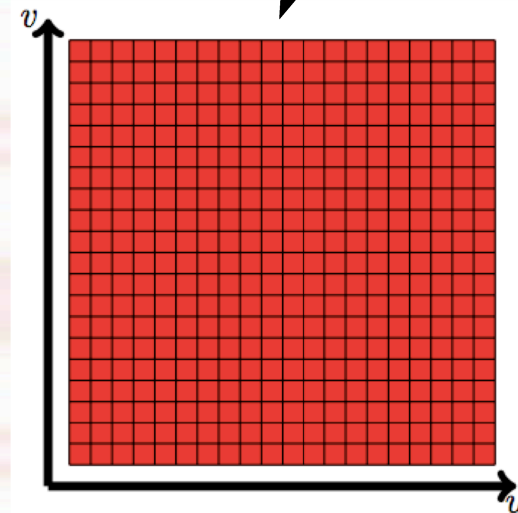
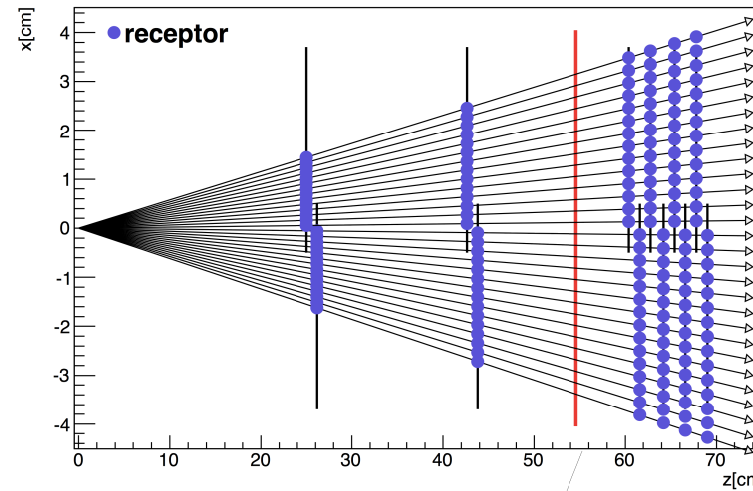
Realistic geometry example



- ◆ LHCb planned upgraded VELOPIX detector [LHCb-INT-2013-025)]
- ◆ Picked a 6-layer telescope for this exercise
- ◆ Neglect B field.

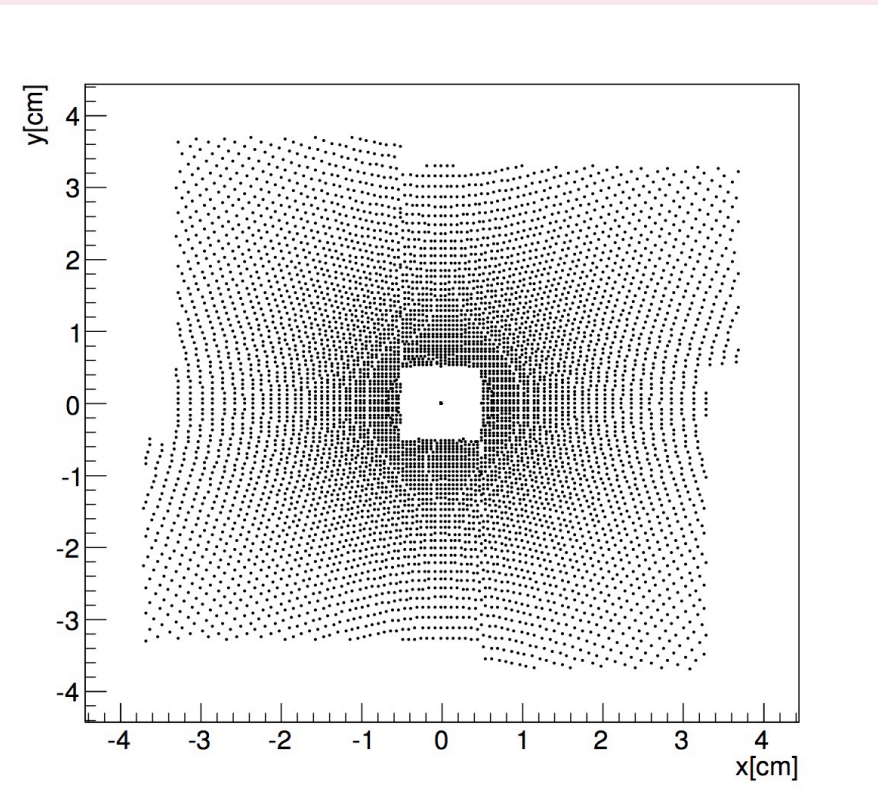
Mapping to detector to a receptor cell array

- ◆ Easy and intuitive way is to take two parameters from the intersection of tracks with an arbitrary plane
- ◆ These two parameters can then be mapped to a 2D main grid
- ◆ Remaining track parameters are implemented in 2 step

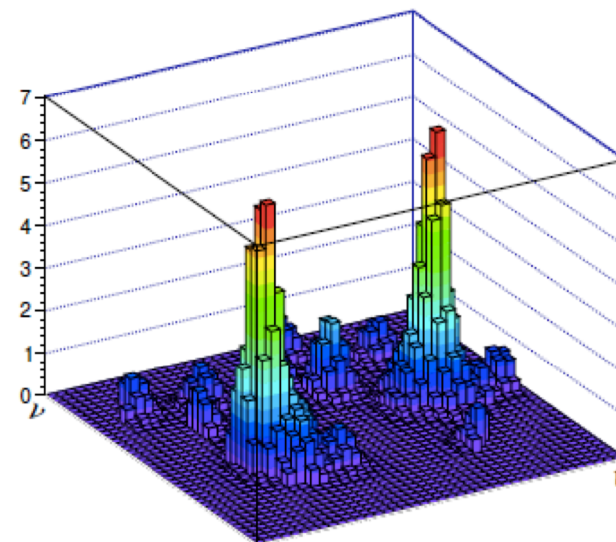
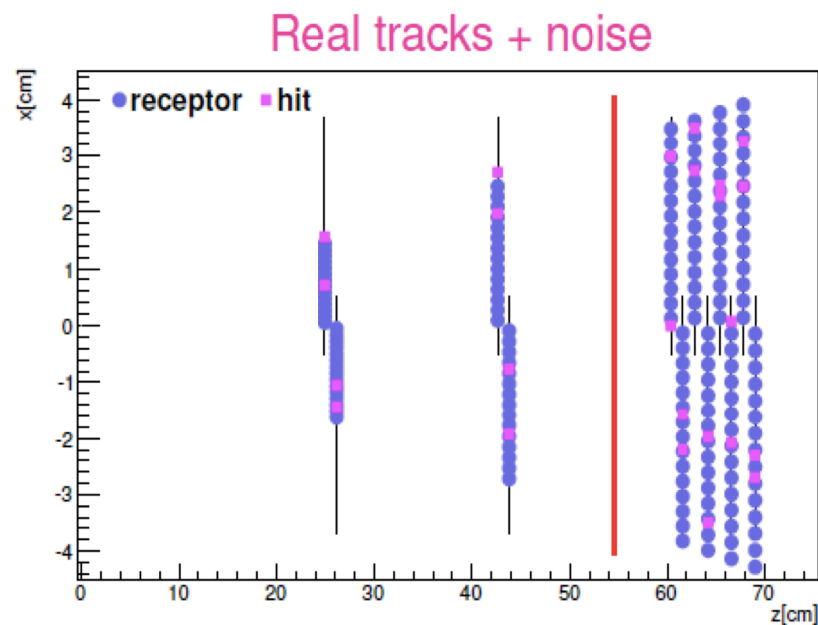


Mapping to detector to a receptor cell array

- ◆ Intersection of “base tracks” with detectors gives a map of “nerve endings”
- ◆ Every hit on the detector produces a signal on nearby receptors, depending on distance
- ◆ (I skip on several subtleties. For instance, effective operation require distribution to be non-uniform)
- ◆ (not unlike the distribution of photoreceptors in visual system – but it is all virtual in our case, that is, implemented in the electronic network connections)



Tracks appear as clusters in the cell array



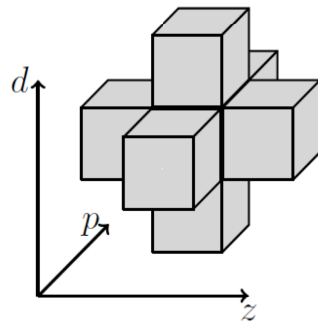
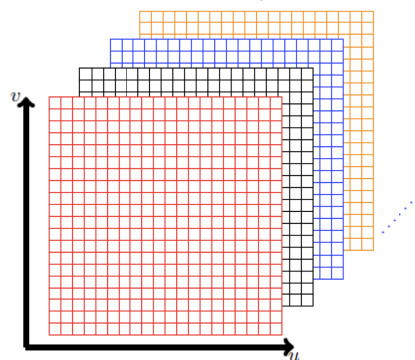
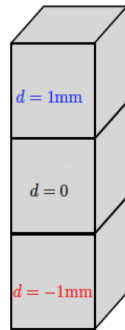
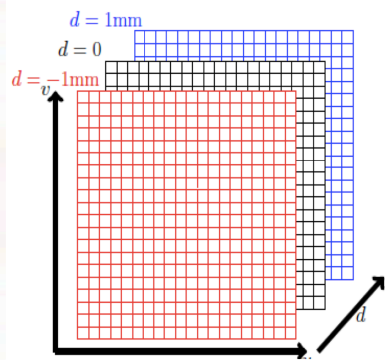
$$R_i = \sum_k e^{-s_{ir,k}^2 / 2\sigma^2}$$

$$s_{ir,k}^2 = (x_i - x_r)_k^2 + (y_i - y_r)_k^2$$

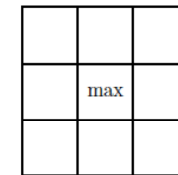
Distance of hit to nearby receptors

Parameter extraction

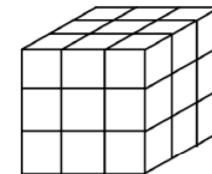
- ◆ u,v parameters extracted directly from cluster centroid
- ◆ What about other 2 or 3 parameters ?
 - ◆ Add “lateral cells” and interpolate their response
 - ◆ Enough for a good estimate due to limited parameter spread.



$$(u, v)$$
$$3 \times 3 = 9 \text{ weights}$$



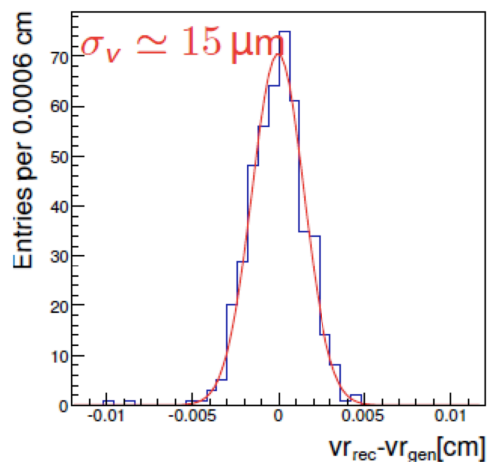
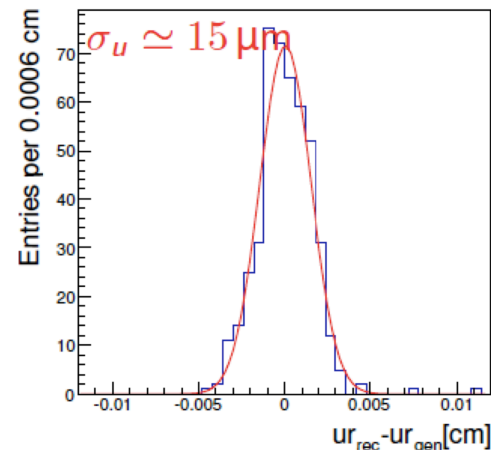
$$(u, v, d)$$
$$3 \times 3 \times 3 = 27 \text{ weights}$$



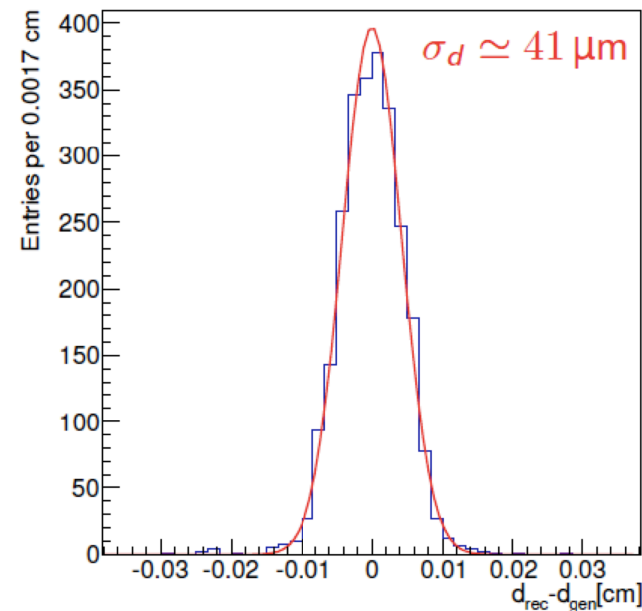
- ◆ We did the exercise up to $3^5=243$ cells (full 5-parameters tracks)

Results

Main grid parameters



Impact parameter resolution



(Compare with offline-style fit: $\sigma = 40 \mu\text{m}$)

Simulation parameters:

- Pixel size $55 \mu\text{m}$, res. $\sim 12 \mu\text{m}$
- Hit eff. $\sim 95\%$
- # of cells 50,000

◆ **All Resolutions are offline-grade !**

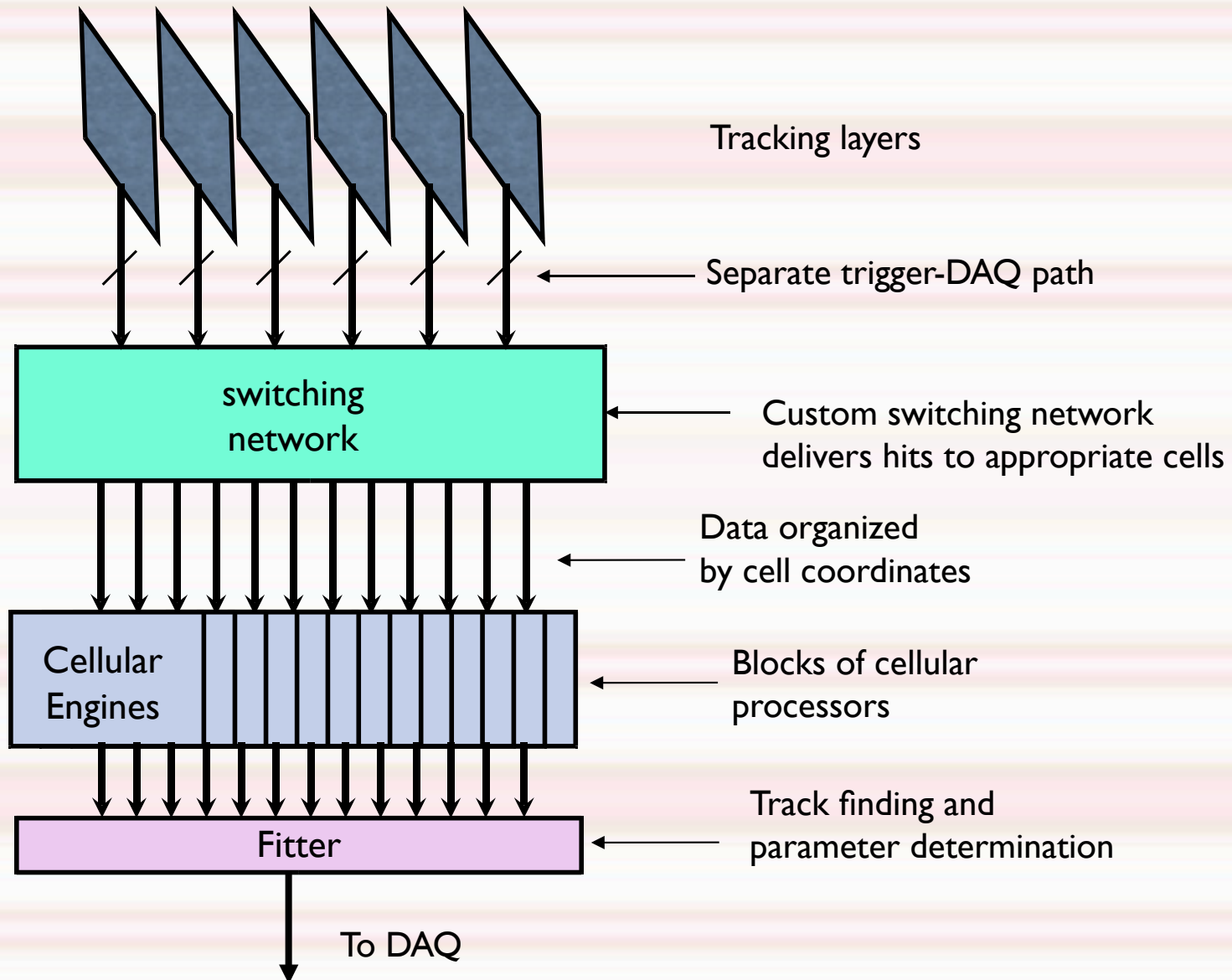
Intermediate conclusions

- We have shown with a realistic detector arrangement that It is possible to reconstruct tracks and measure their parameters very well with a “brain inspired” cell-matrix method
- This algorithm is intrinsically very parallelizable

However:

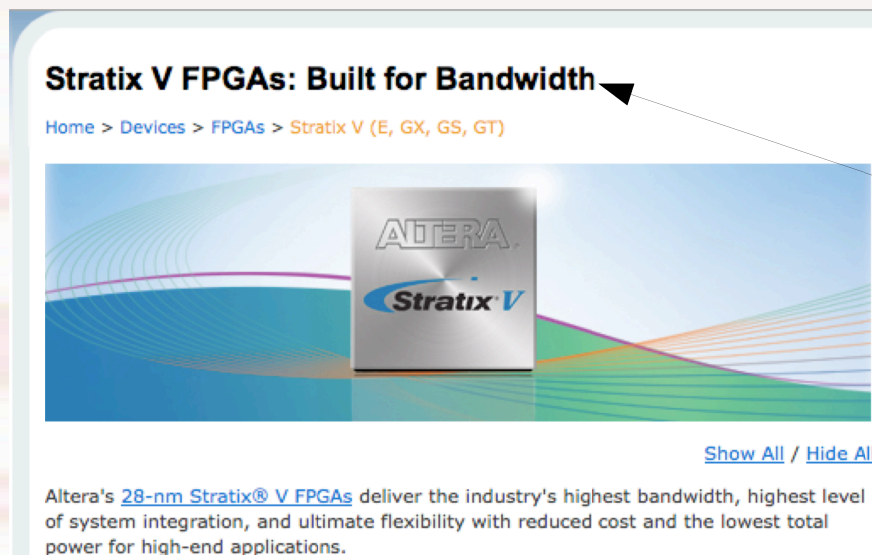
Is it actually implementable in a hardware with reasonable size, cost, and with the needed timing to work at LHC crossing frequency ?

System Architecture



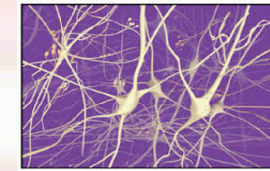
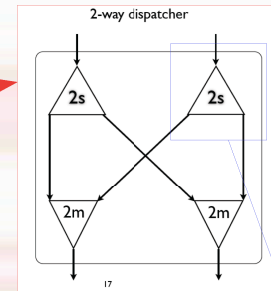
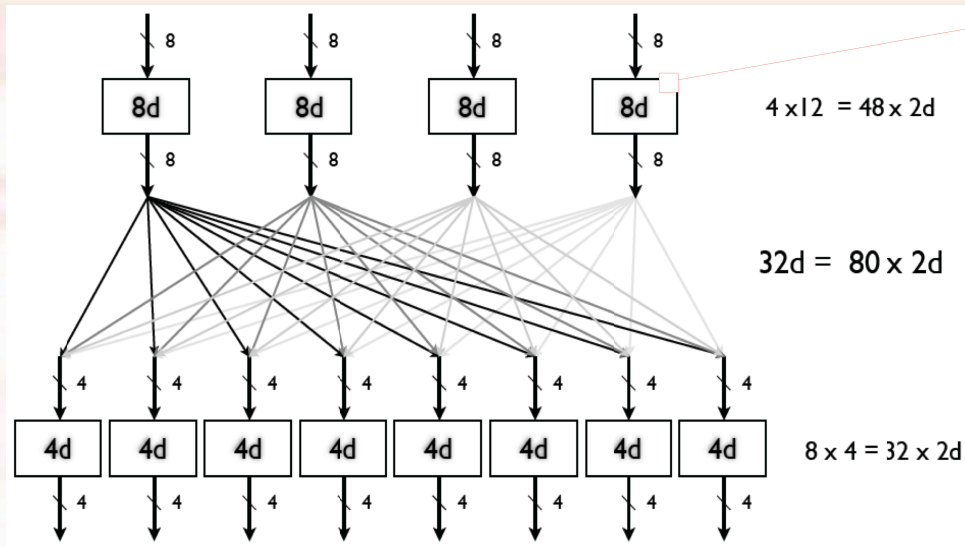
Implementation

- Use modern, large FPGA devices.
 - Large I/O capabilities: now O(Tb/s) with optical links !
 - Large internal bandwidth – a must !
 - Fully flexible, easy to program and simulate
 - Steep Moore's slope, and easy to upgrade
 - Highly reliable, easy to maintain and update
 - Industry's method of choice for complex project with a small number of pieces (CT scanners, high-end radars...)
- We used Altera's Stratix V
 - Same device used elsewhere in LHCb readout system.

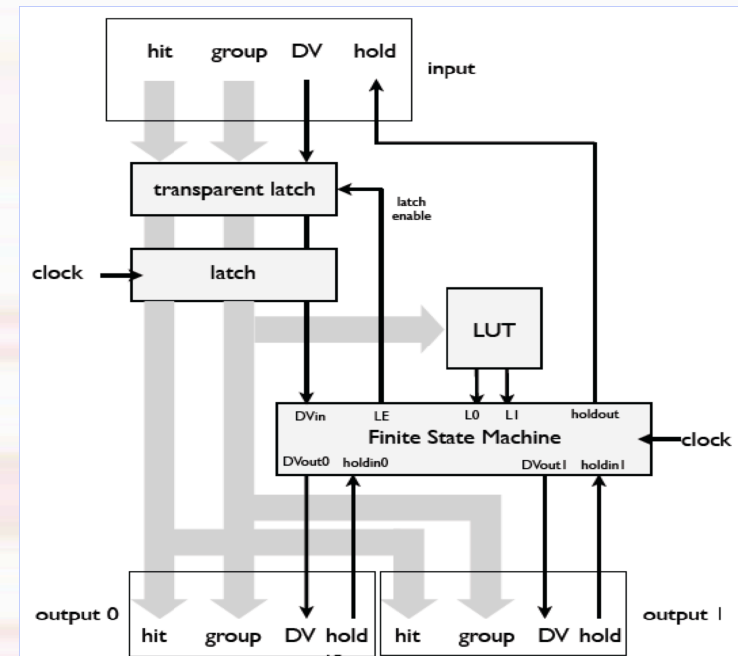


Let's find out if
commercials
say the truth....

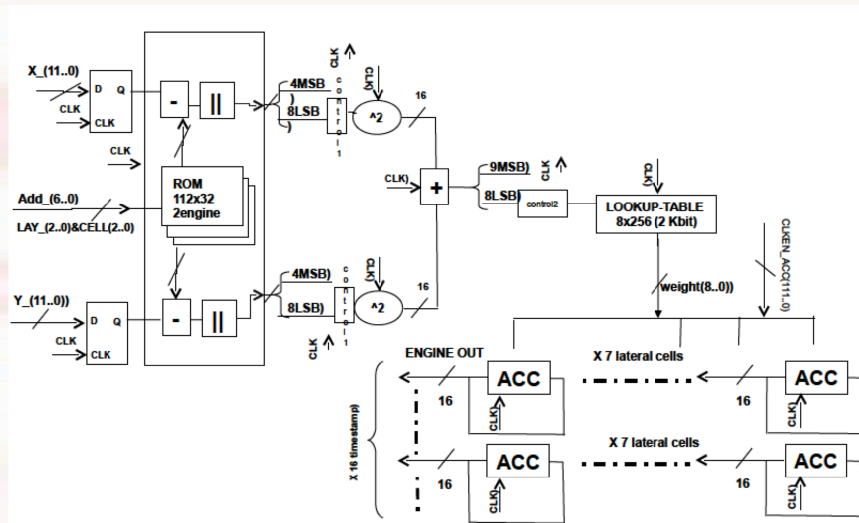
Hit delivery by the switching logic



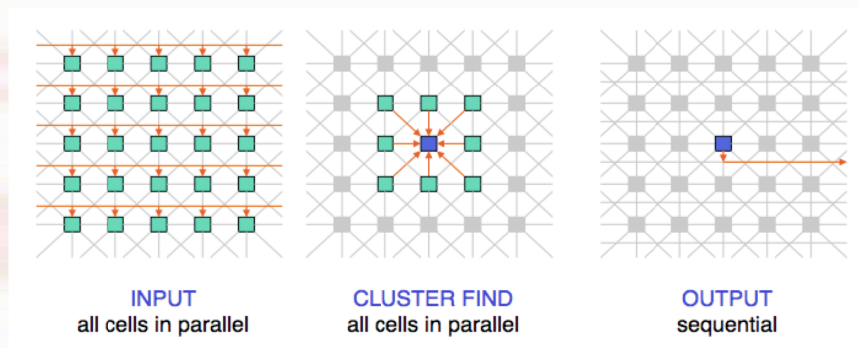
- ◆ Hits must be delivered only to the cell that need them (they can be more than one)
- ◆ The switch network “knows” where to deliver hits
- ◆ All information about the network of connections is embedded in the network via distributed LUTs



Cellular engine

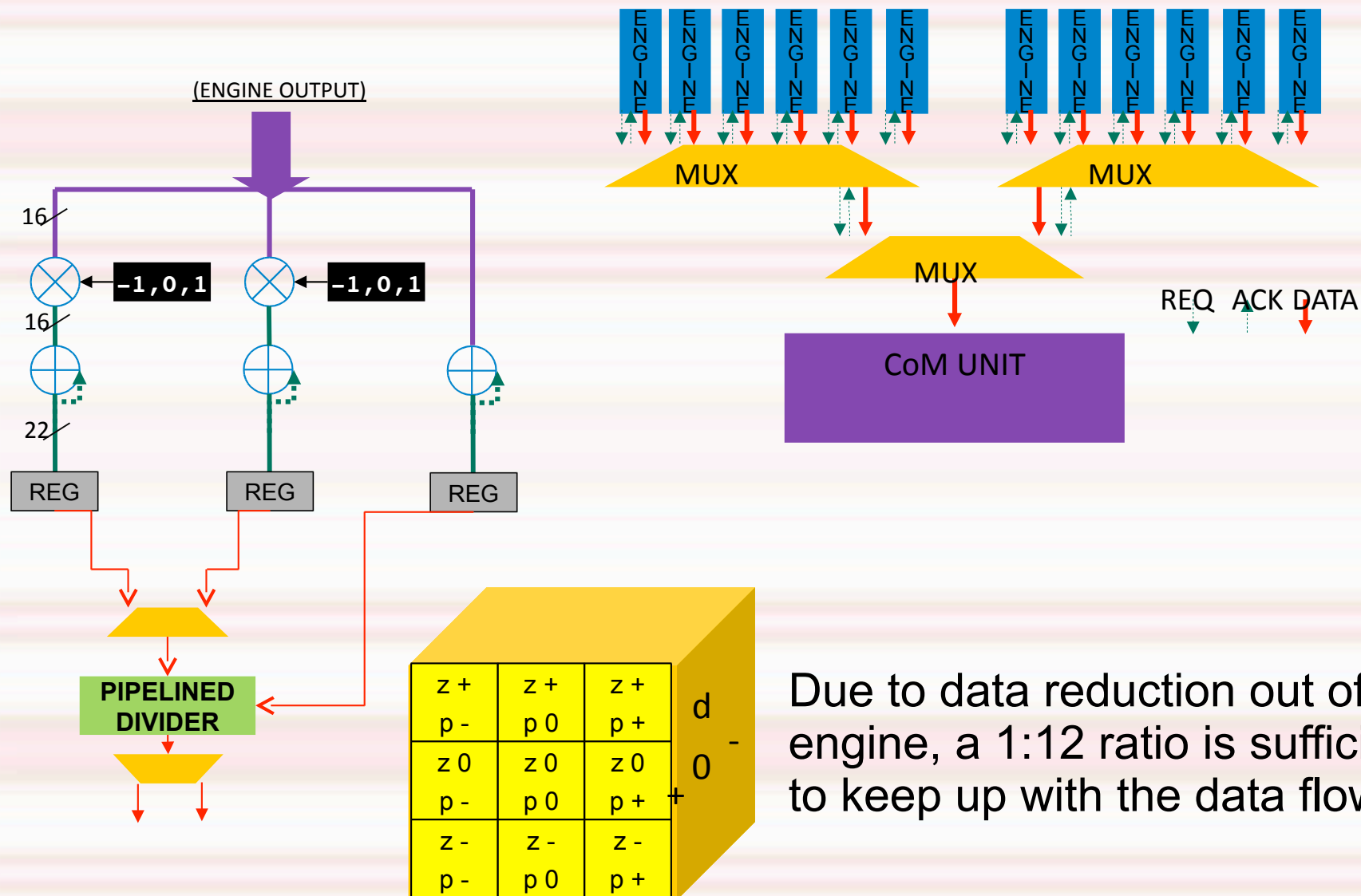


- ◆ Performs calculation of weights for a hit into a cell
- ◆ Deals with surrounding cells as well.
- ◆ Handles time-skew between events



- ◆ In second stage performs local clustering in parallel, and queues results to output

Track parameter estimation by cluster Center-of-Mass



Due to data reduction out of the engine, a 1:12 ratio is sufficient to keep up with the data flow

Fitting within a Stratix-V device

- ◆ All main components:

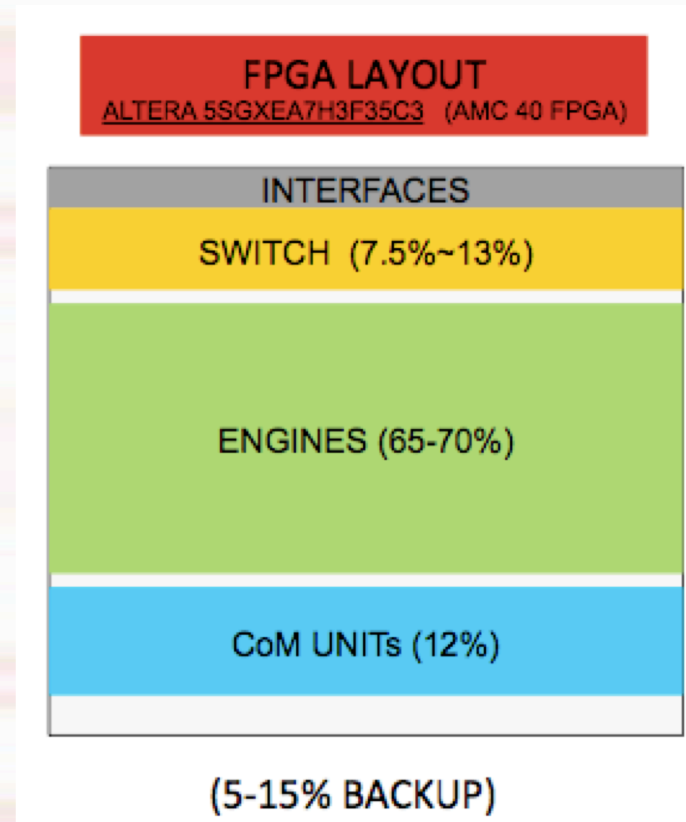
- Switch
- Engines
- CoM

implemented in VHDL and placed in the FPGA

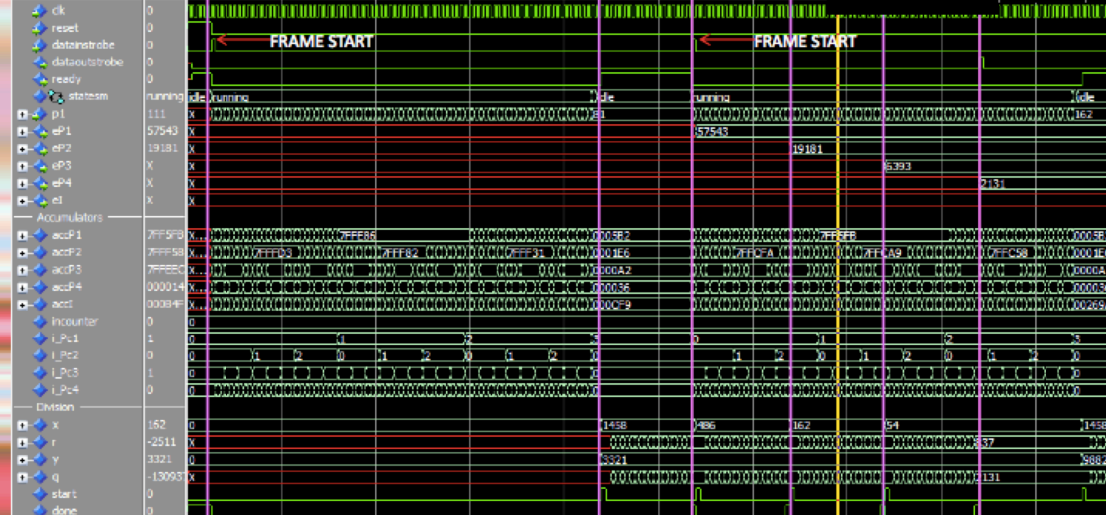
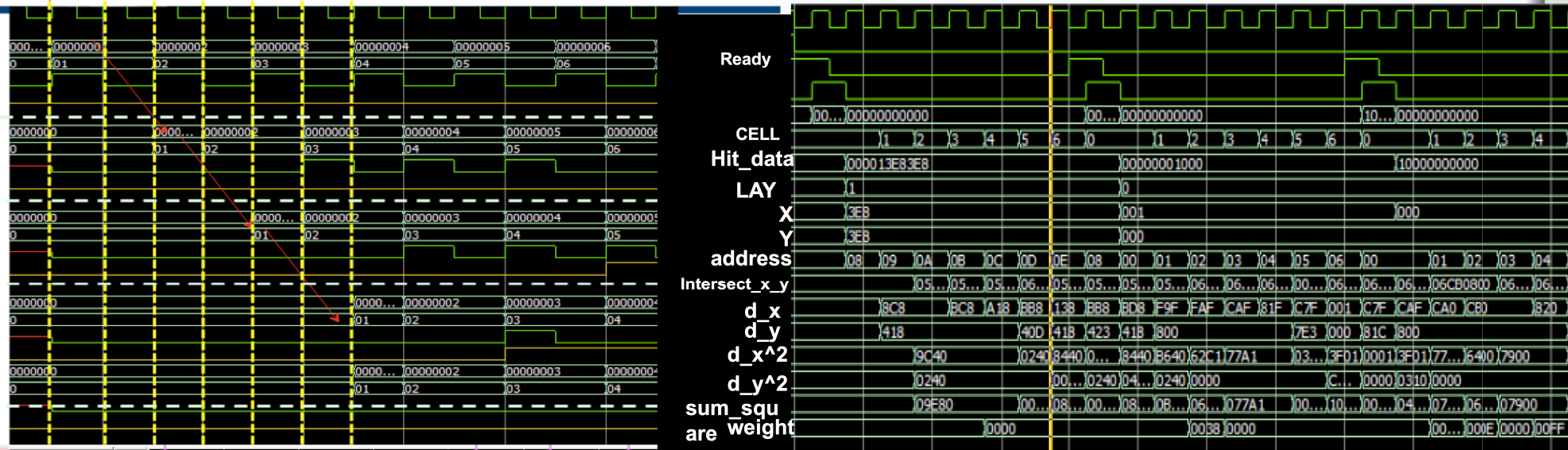
- ◆ Can fit $O(10^3)$ engines/chip

- ◆ exact number depends on details (time-ordering of pixel data, etc.)

- ◆ Implies that a meaningful tracking system can be build with $O(100)$ chips



Simulation and Timing



Exceed 350 MHz clock freq

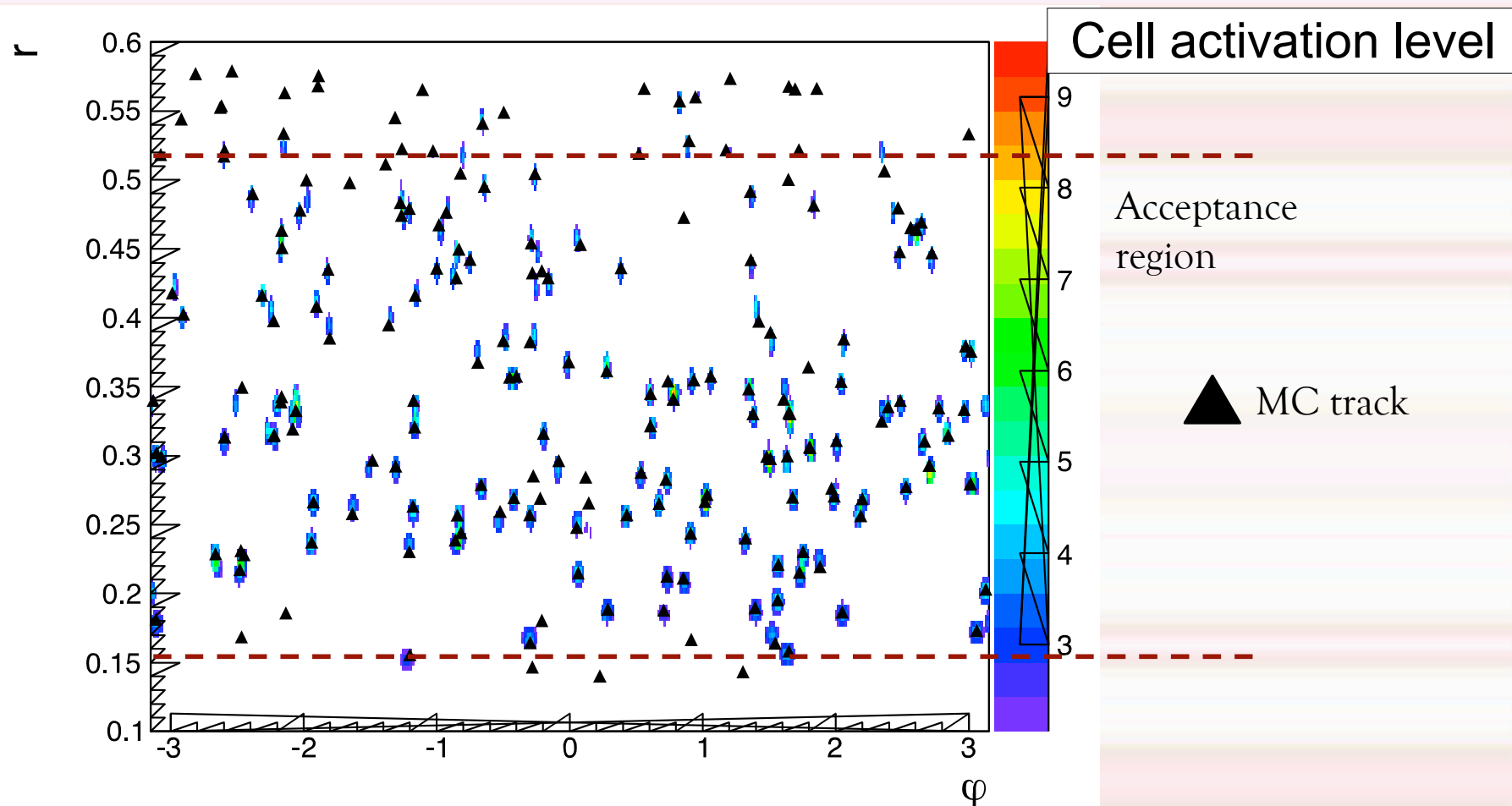
40MHz throughput
Total latency <1μs !

DISPATCHER 15 t.u.	FANOUT 6 t.u.	ENGINES 70 t.u.	CoM 55 t.u.	FINAL 2-10 t.u.
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$\sim 156 \text{ t.u.} = 436 \text{ ns}$

← (Not accounting for I/O)

Further progress: LHCb full-MC at upgrade luminosity



- ◆ Accounts for all detector effects. Average 7.6 interactions/crossing.
- ◆ Recently extended with addition of B field and further tracking layers (UT)
- ◆ Efficiency/ghost rate performance comparable to offline reconstruction.

CONCLUSIONS

- ◆ We showed that the “retina algorithm” actually allows real-time track reconstruction in a real HEP detector application.
- ◆ We developed a design for a real-time track processor that works at LHC crossing frequency, with latency $\sim 1\mu\text{s}$
 - Specific R&D for LHCb already well advanced
- ◆ Empowers experiments at high-luminosities to work as if reading complete tracks straight out of the detector. Might lead to fruitful future developments.