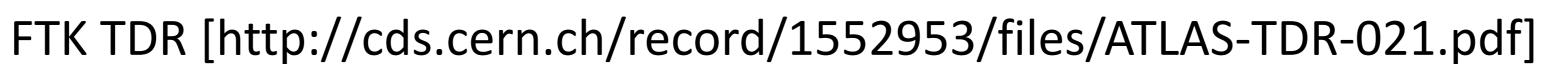
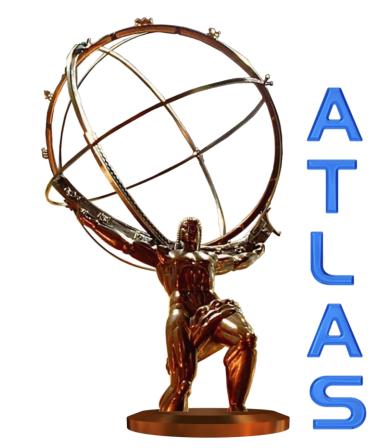


Input Mezzanine Card for the Fast Tracker at ATLAS

Tomoya Iizawa, Waseda University on behalf of the ATLAS Collaboration

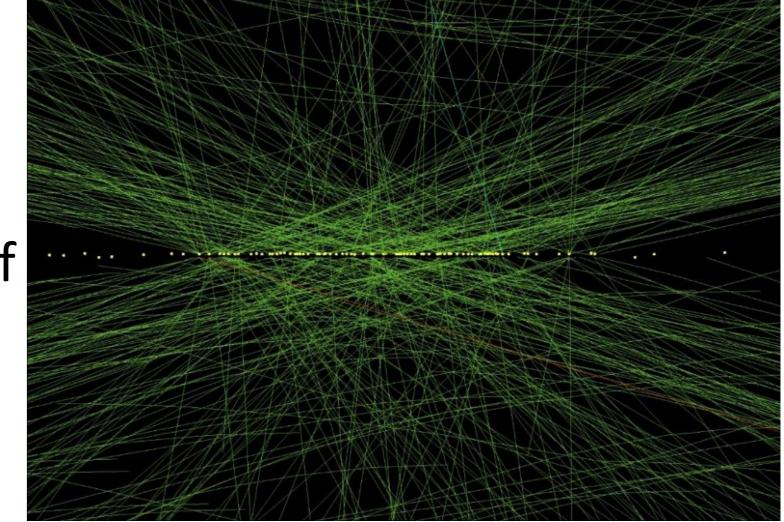




What is the Fast Tracker?

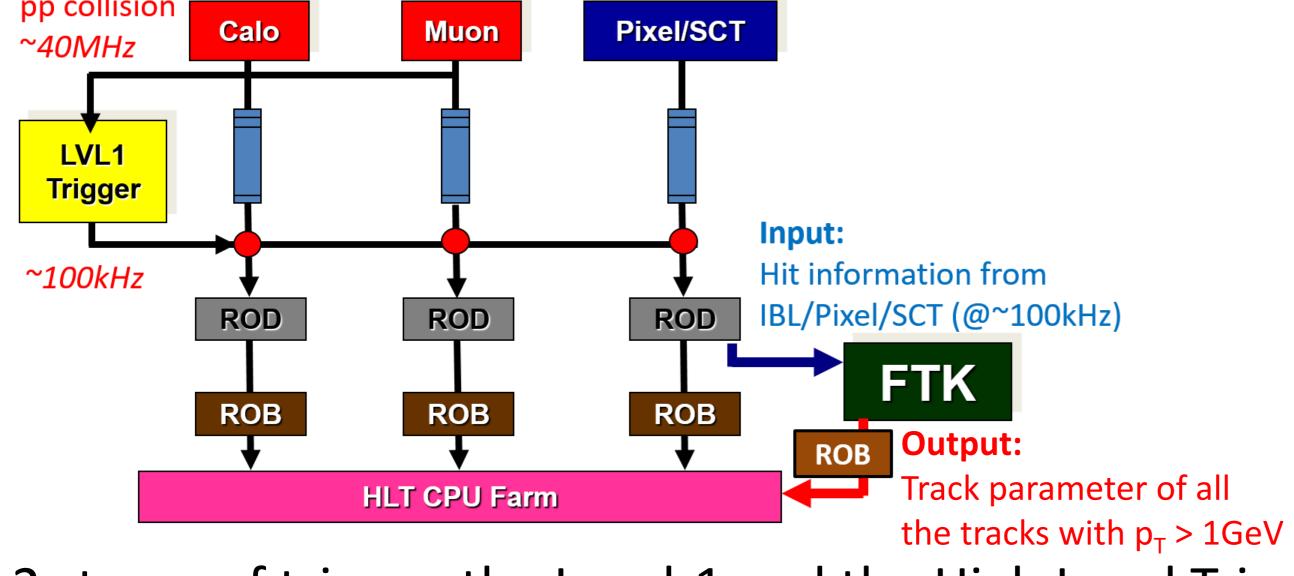
Motivation

- ✓ In LHC Run 2/3 (2015 2022) up to 80 overlapping pp collisions per bunch crossing are expected. Tracking information is important to separate the primary vertex from the pile-up.
- > Tracking at trigger level will become more difficult and time consuming, due to the large number of possible combinations of hits forming tracks. A solution: Fast Tracker (FTK)!
- ✓ FTK is one of the ATLAS upgrades being developed and integrated. It is a highly-parallel hardware system that reconstructs tracks in real-time.



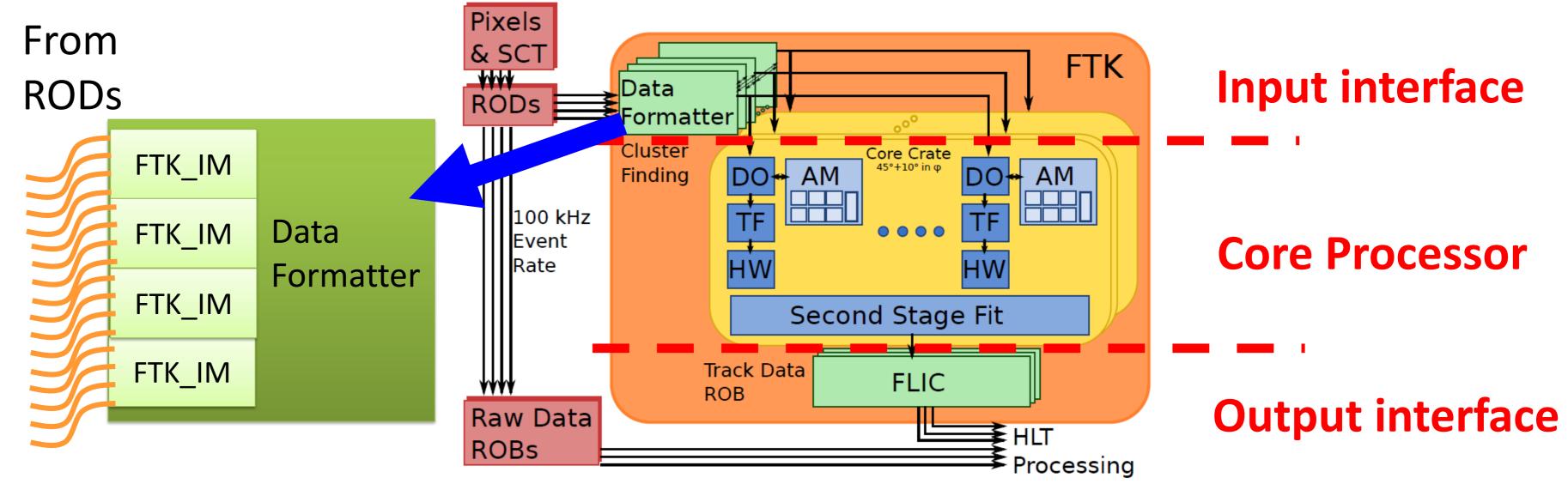
Tracks in ~80 pile-up

> ATLAS trigger system and FTK



- ✓ 2 stages of trigger, the Level-1 and the High Level Trigger(HLT).
- ✓ FTK will be inserted between the two, reconstructing tracks for all events that pass Level-1 and sending them to the HLT.

> Functional Overview



- ✓ FTK consists of several electrical circuit boards controlled by FPGAs.
- ✓ FTK Input Mezzanine (FTK_IM) is the first board of the system's input interface.

Input of the FTK



✓ Measures the position and the momentum.

	#layers	Readout	size/unit	#channels
IBL	1	2-dim.	50μm x 250μm	12M
Pixel	3	2-dim.	50μm x 400μm	80.4M
SCT	8	1-dim.	80µm	6.3M

FTK Input Mezzanine





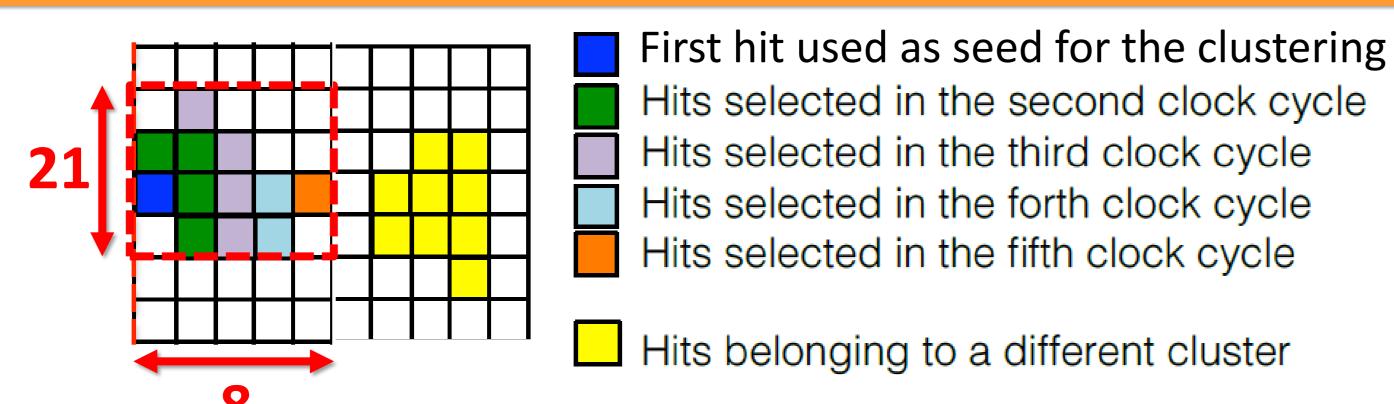
w/ Spartan-6(XC6SLX150T) FPGAs

w/ Artix-7(XC7A200T) FPGAs

- ✓ FTK_IM receives hit data from IBL/Pixel/SCT, performs clustering to reduce data size, and forwards the data to its mother board (the Data Formatter).
- > Characteristics
- ✓ 2 FPGAs/board ✓ FMC connection to mother board ✓ 4x SFP each 2.0 Gb/s
- √ 12 layer board - LVDS parallel bus, I2C for control ✓ SRAM
 - GTP (3.1Gb/s @ Max)

✓ 200 MHz DDR output

FTK IM Main Function: Hit Clustering

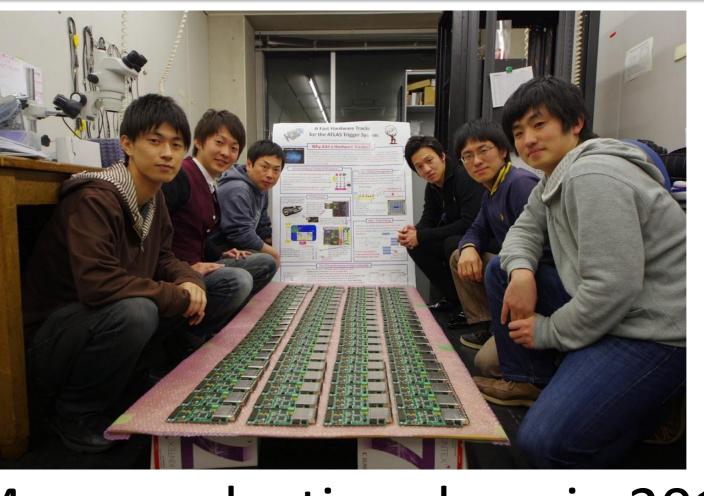


Clustering: Determine the cluster center and the cluster size. Challenge: Perform 2D cluster finding in real-time.

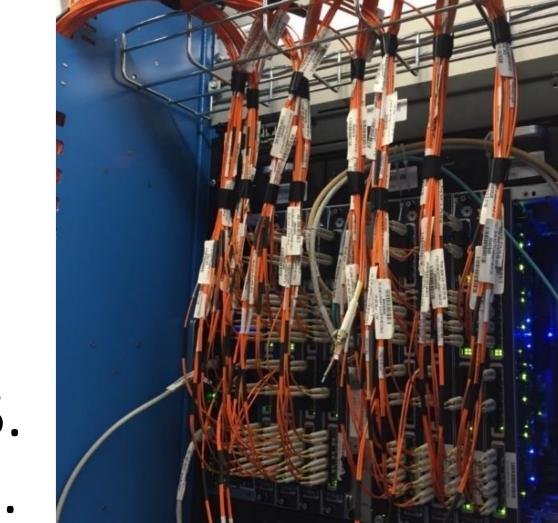
- → Parallel processing utilizing a sliding window algorithm
- 1. Define a cluster window around the first hit. (8x21)
- Load the hits within the window.
- Select the neighboring hits until there is no neighboring hit.

reference: [doi: 10.1109/TNS.2014.2364183]

Development Status







- ✓ Mass production done in 2015.
- ✓ 50% FTK IMs already installed. All will be installed in this year.
- ✓ Pixel/SCT clustering are tested with real data and almost validated. IBL clustering is being tested with simulation data.

FTK IM is the input data reduction stage that enables huge data processing.