

Real-time monitoring of the LHCb interaction region with FPGA-based hit reconstruction

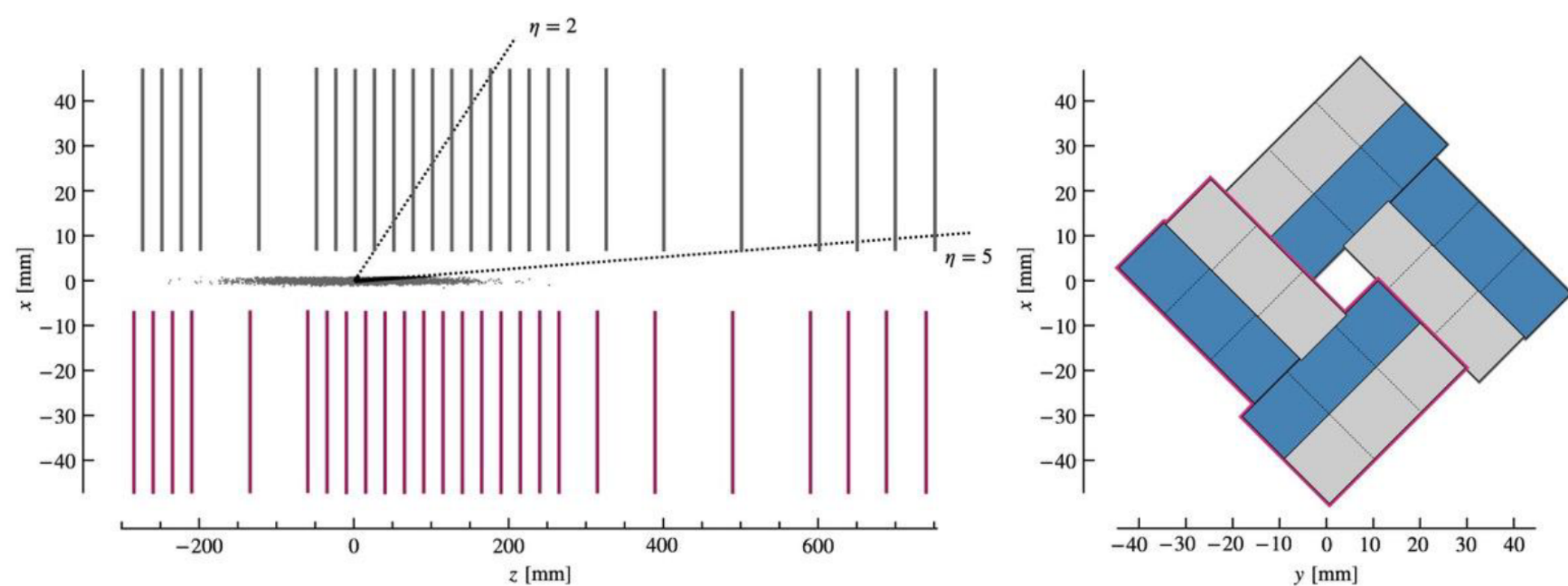
Daniele Passaro on behalf of the LHCb collaboration

Real-time processing on FPGA

Reconstructing relevant physical proxies, such as particle hits and tracks, at the earliest stages of the DAQ allows to speed up the reconstruction stages. **FPGAs** are the best suited architecture for these low-level reconstruction tasks. The availability of **high-quality primitives** at the readout level also creates an opportunity to perform measurements in real time.

The LHCb VELO detector

The LHCb VERTex LOcator (VELO) measures Primary Vertices (PVs) with resolution of $\mathcal{O}(10 \mu\text{m})$. It is composed of two retractable halves with 26 layers of silicon pixel sensors each (41M in total). It is positioned at 2.5 mm from the beam in nominal conditions

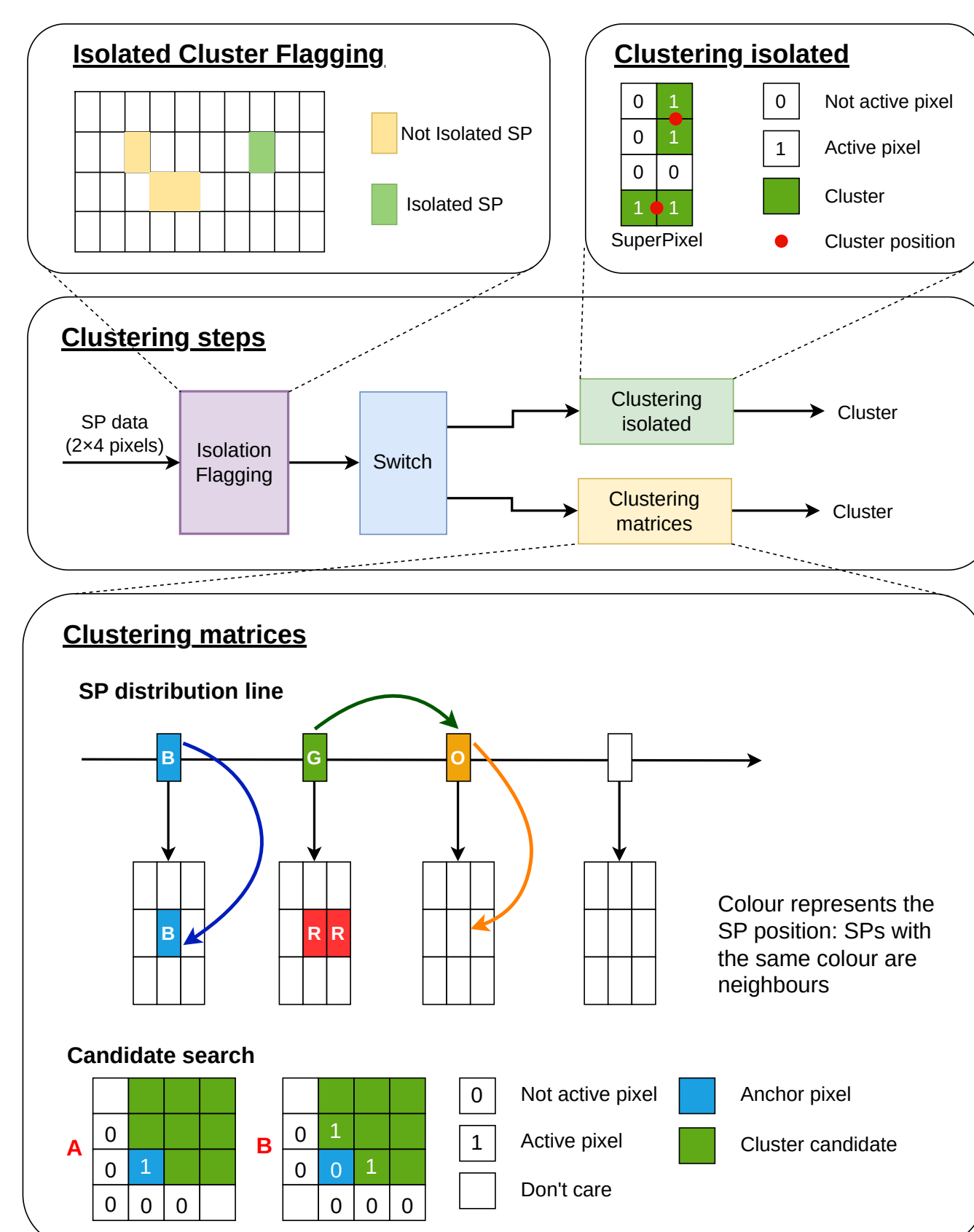


Cluster-finding algorithm on FPGA

The VELO is the first LHC detector to implement **clustering^{2,3} at 30 MHz** directly on the FPGAs of the readout boards.

- improves the software trigger throughput by $\geq 11\%$
- reduces the VELO readout bandwidth by $\sim 30\%$
- requires $\mathcal{O}(50\times)$ less power than the HLT (GPU-based) clustering

Clustering on FPGA results in the same tracking efficiency of the software-based reconstruction



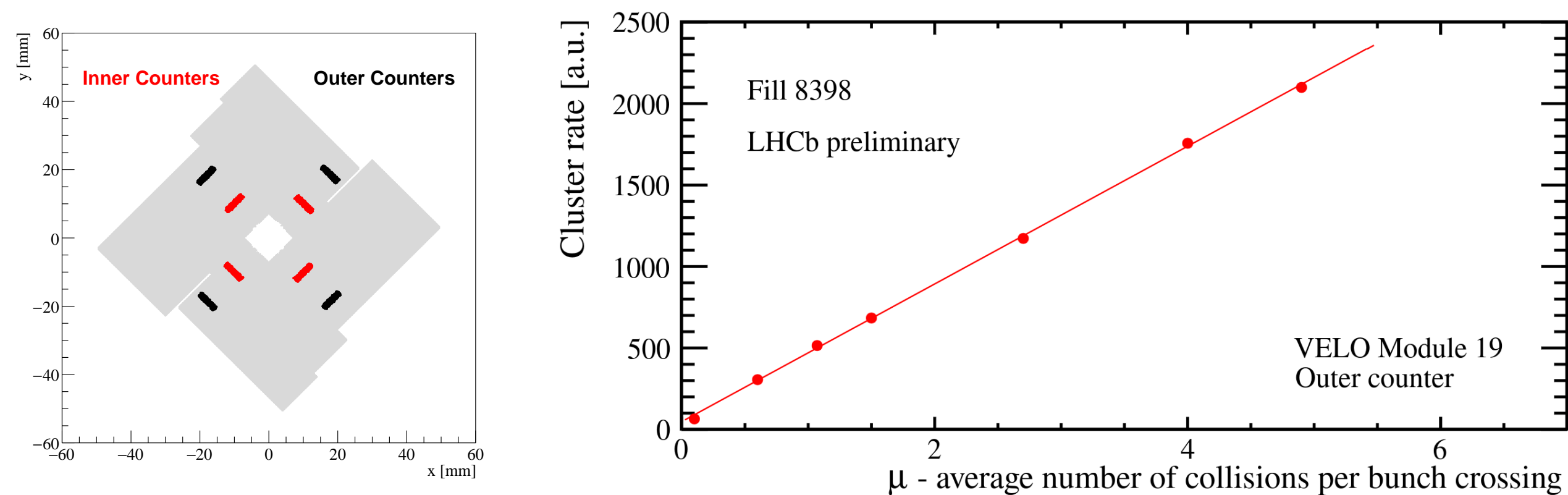
Hit counters as interaction region monitors

The occupancy on the VELO sensors depends on: **1.** the number of collisions *i.e.* luminosity **2.** beam spot spatial parameters. Counting the number of hits provides a **powerful tool** to perform a **real-time diagnostic of the luminous region, without the need for tracking.**

We implemented a set of programmable hit counters on each readout FPGA board of the VELO⁷:

- Averaged counters** as feedback to the LHC beam control
- Per-bunch-crossing counters** as feedback to the LHC injection operations

Good linearity \Rightarrow suitable and robust for beam spot measurements



Online luminosity measurement

The instantaneous luminosity is defined as:

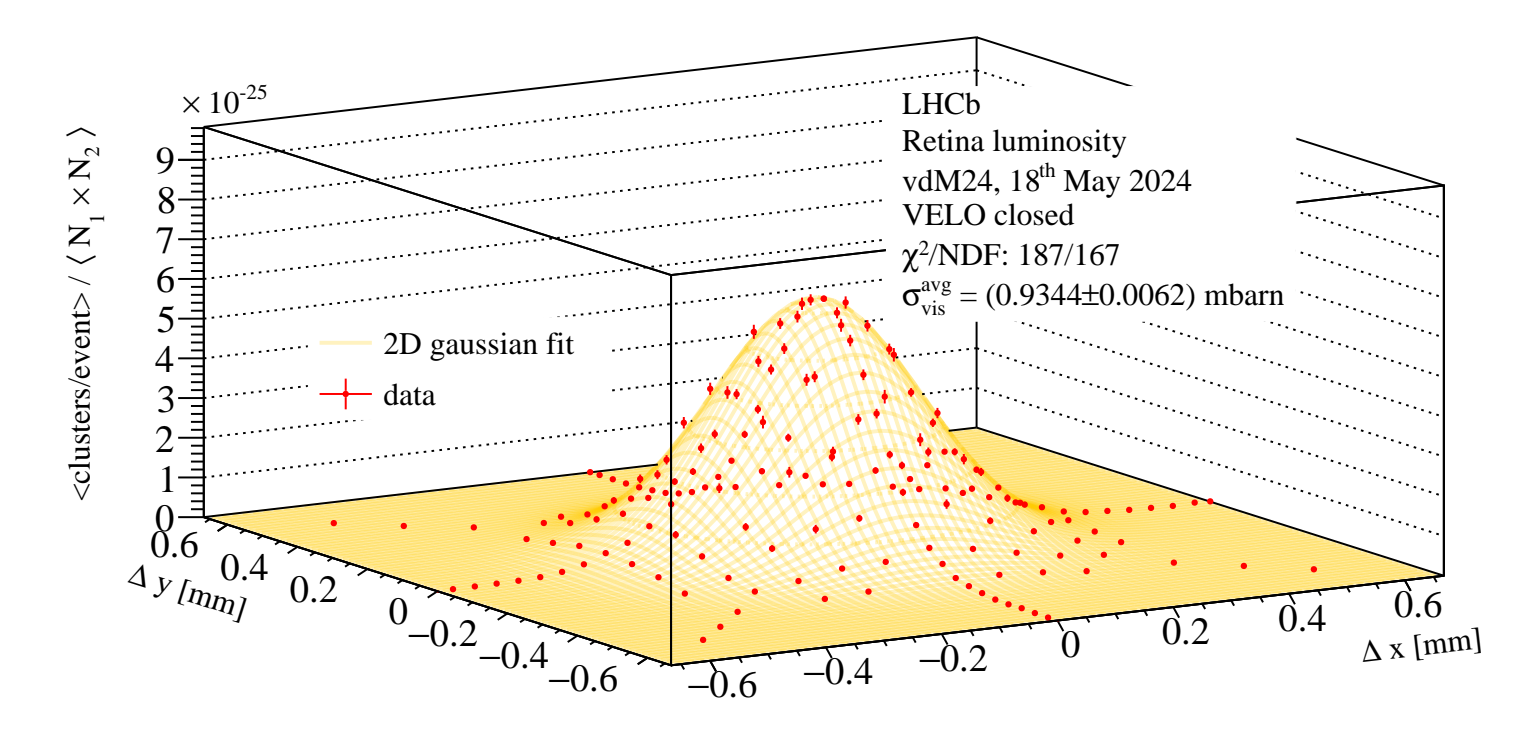
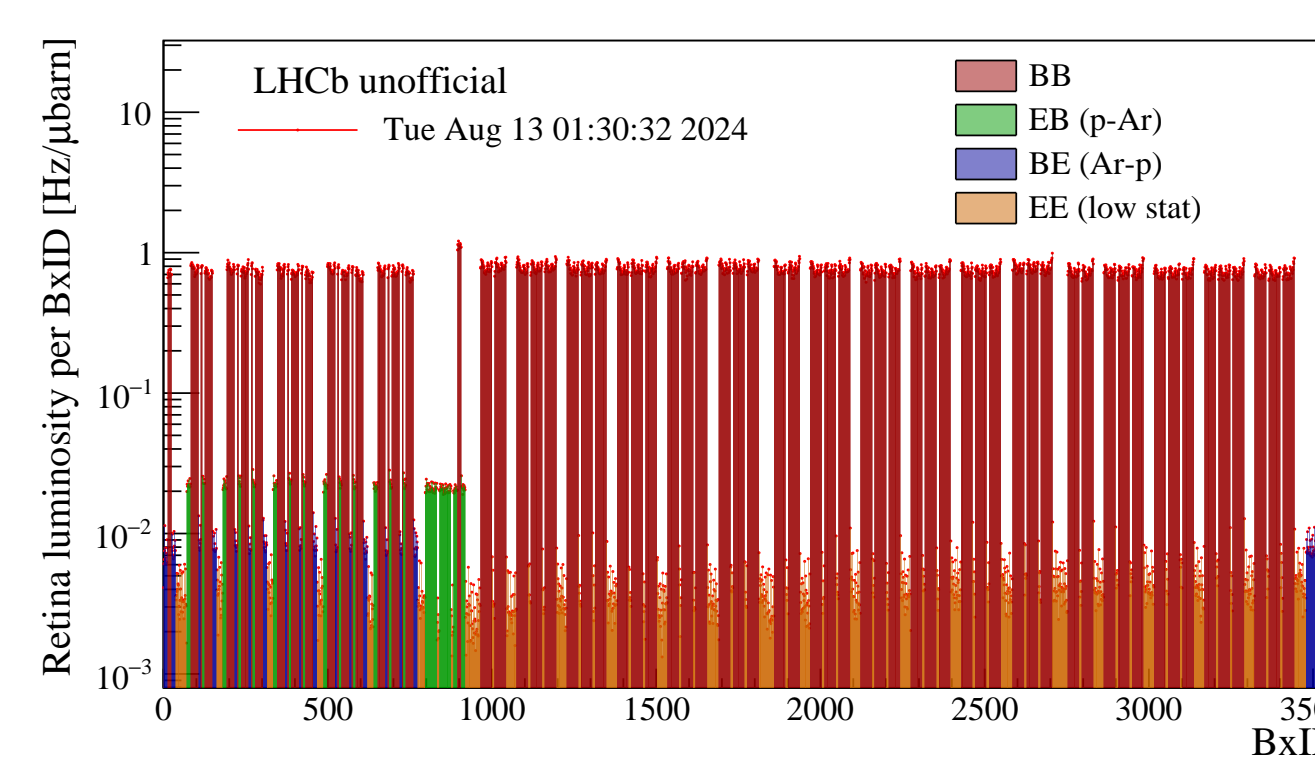
$$\mathcal{L}_{\text{inst}} = N_{\text{bb}} \frac{\mu_{\text{vis}}}{\sigma_{\text{vis}}} f_{\text{LHC}}$$

- μ_{vis} = number of visible interactions = $\langle \text{hits per event} \rangle$ or $= -\ln(\text{Prob}(\text{empty event}))$

- N_{bb} = number of colliding bunches
- $f_{\text{LHC}} = 11.245 \text{ kHz}$

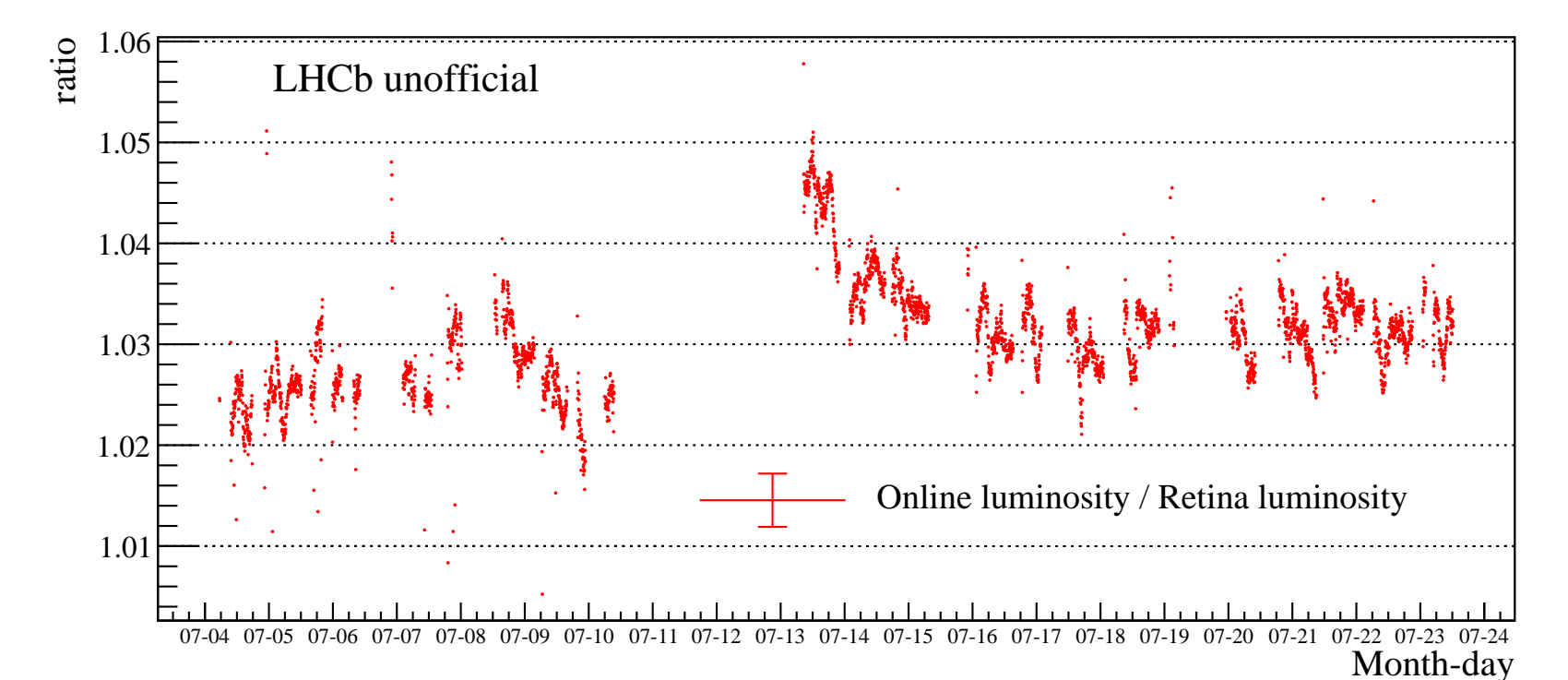
- σ_{vis} = visible cross section specific to each counter, calibrated via *van der Meer scans*^{1;5}

$$= \int \frac{\mu(\Delta x, \Delta y)}{N_1 N_2} d(\Delta x) d(\Delta y)$$



Good stability:

- $\mathcal{O}(\%)$ in the same fill
- $\mathcal{O}(\%)$ in between fills. The main deviations are due to beam spot shifts along z.



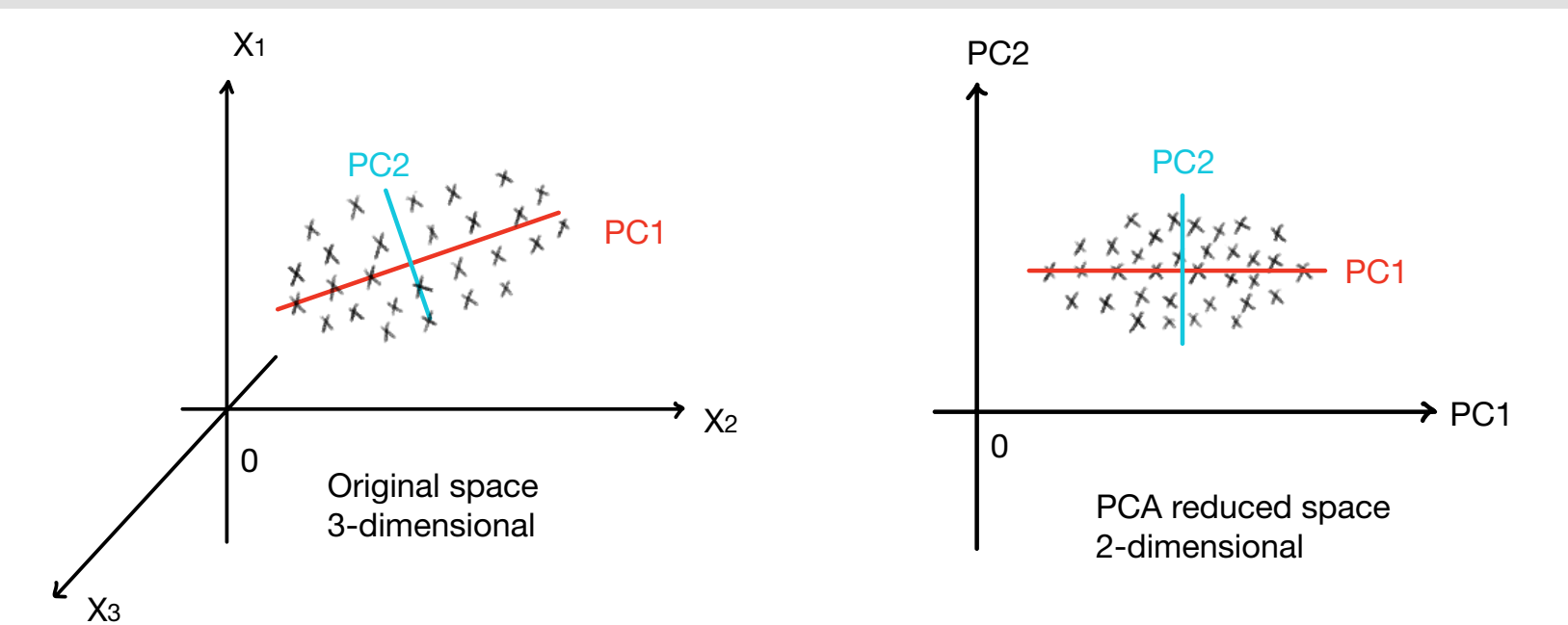
The hit-based luminosity estimator is now **used as backup** of the LHCb luminometer for **luminosity-leveilling** feedback to LHC.

Track-less beam spot position monitoring

The position of the luminous region is determined^{4;6} with a linear estimator:

$$x_i = \alpha_i \vec{c} \cdot \vec{w}_i + \beta_i$$

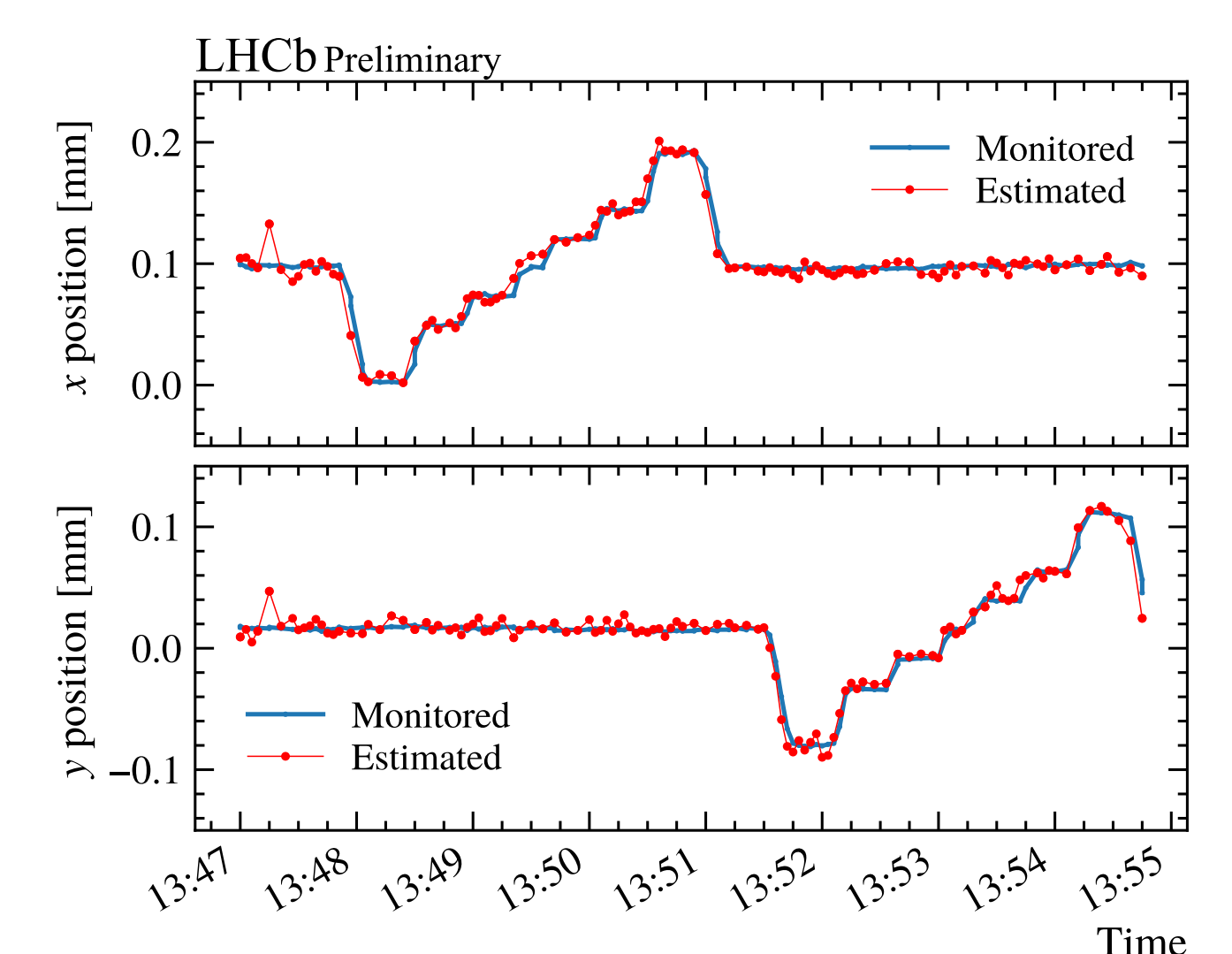
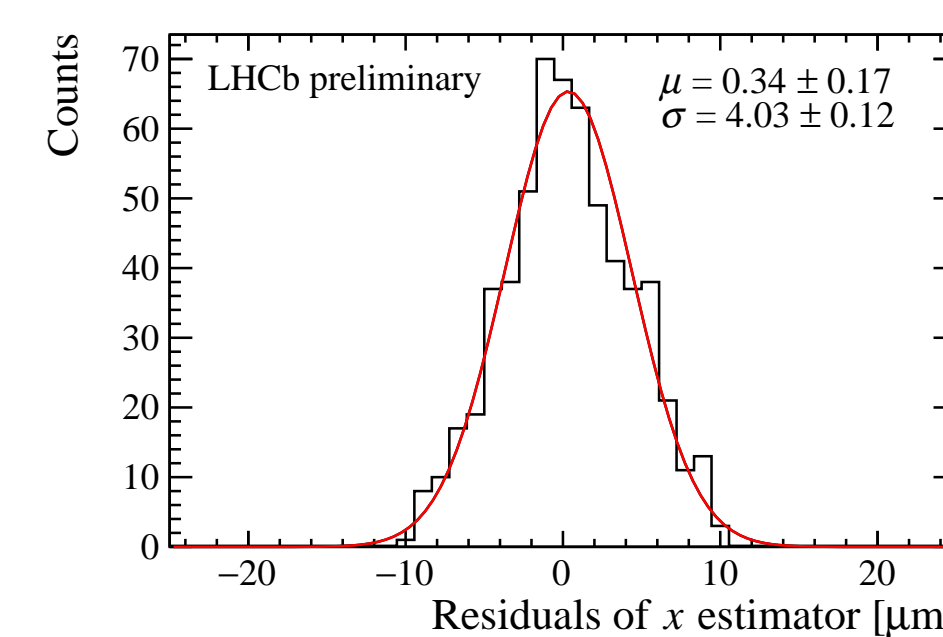
- \vec{c} is the vector of counter rates normalised by the pile-up μ
- \vec{w}_i are weights calculated in MC using the PCA technique⁴
- α_i and β_i are coefficients obtained from a calibration on data



Advantages of this method:

- Pre-reconstruction, immediate estimate
- Does not rely on tracks / alignment
- Does not require complex computing

Our estimates are compared with the PVs reconstructed using VELO tracks. Resolution: $\sigma_{x,y} \approx 4 \mu\text{m}$.



Using the counters positioned on only one side of the VELO, it is possible to measure the relative position of the two halves with respect to the luminous region. Resolution: $\mathcal{O}(4 - 7) \mu\text{m}$.

Acknowledgements & References

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