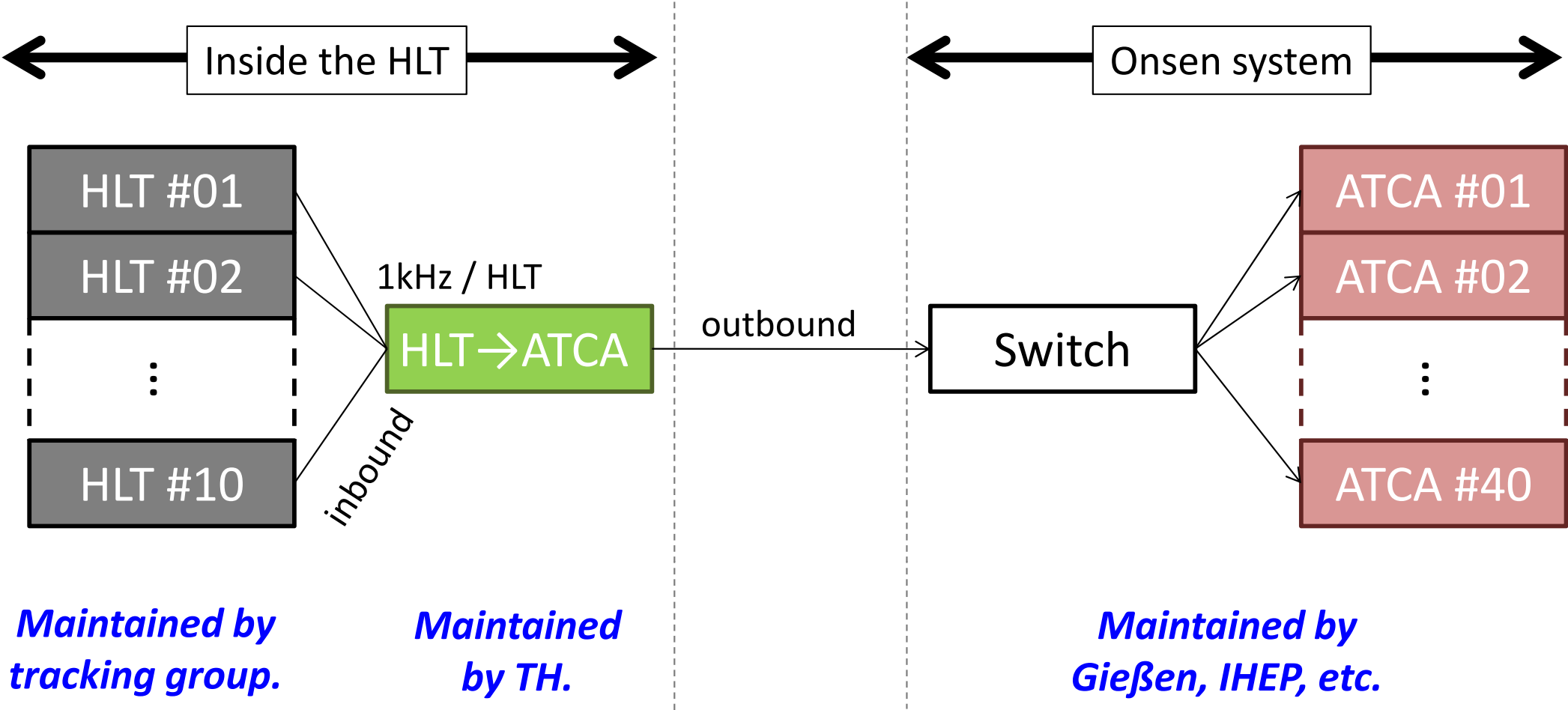


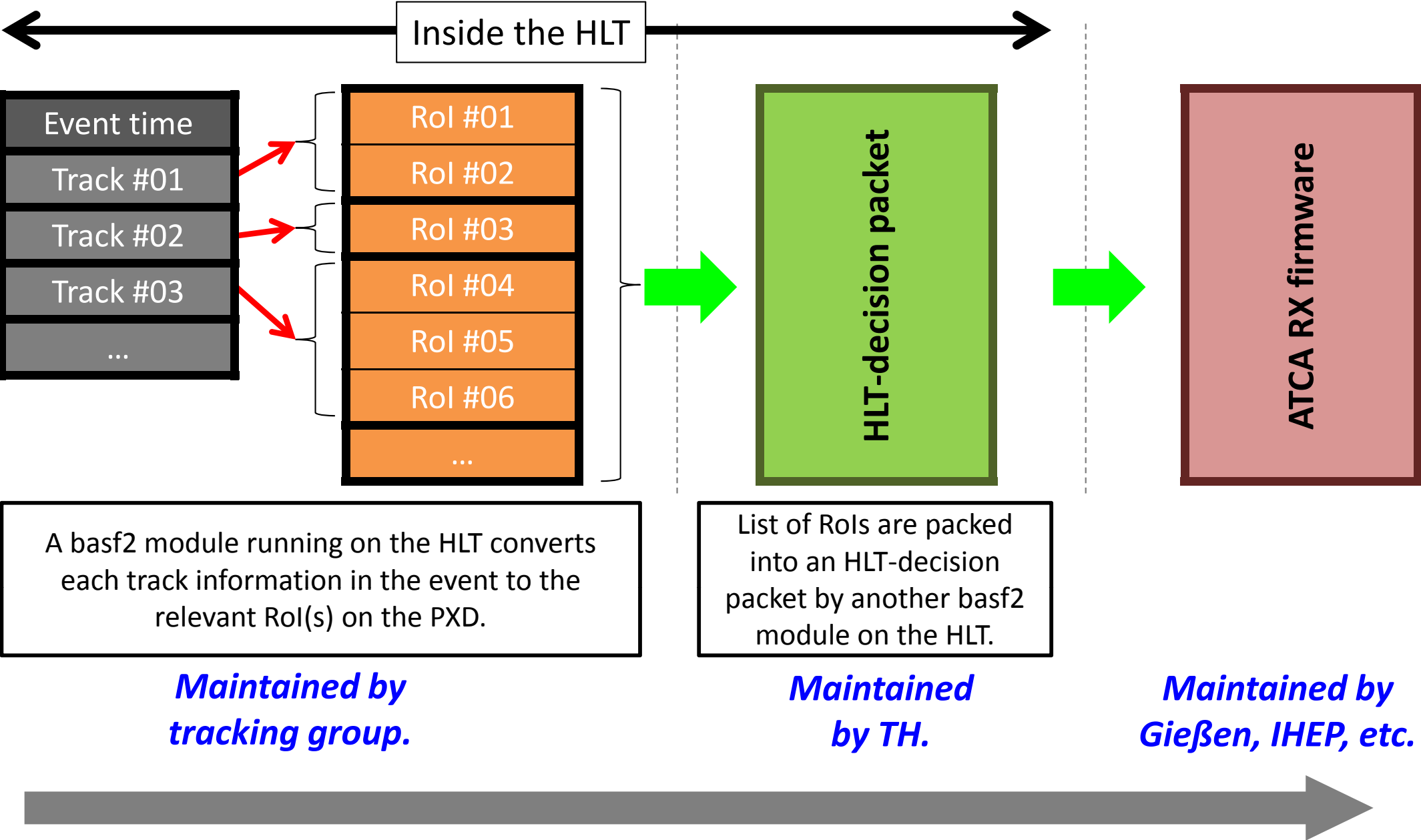
HLT → ATCA

Takeo Higuchi (University of Tokyo)

Sketch of HLT → ATCA (Hardware Link)



Sketch of HLT → ATCA (Software Link)



Boundary Conditions

- **PXD cell configuration**
 - (40 half-ladders) x (768 rows) x (250 cols)
- **HLT reduces L1 rate of ~ 30kHz to 10kHz.**
 - Latest assumption as of .
- **Track multiplicity including junk is ~200.**
 - This is a possible worst case anticipated by M.Heck-san.

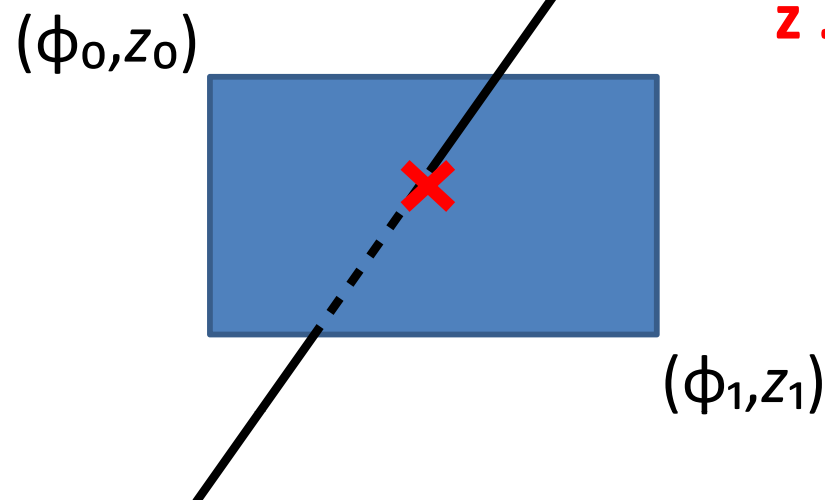
Rol

- We have agreed that Rol will take a rectangular shape.
 - Size of each Rol would depend on the helix error matrix.

Half ladder ID ... 0 to 39 = 6 bits

ϕ ... 0 to 249 = 8 bits

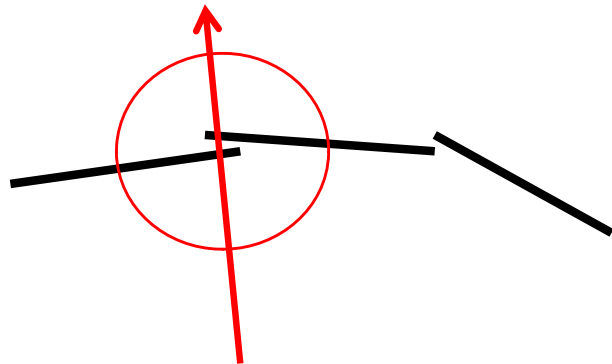
z ... 0 to 767 = 10 bits



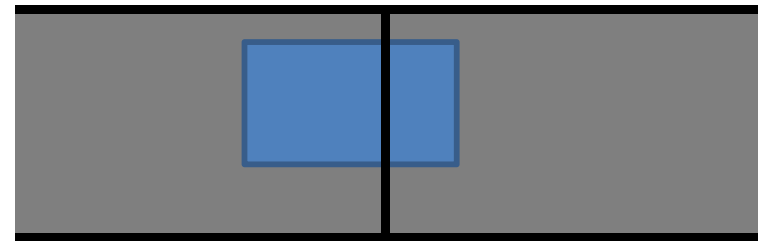
$6 + 2 \times (8 + 10) = 42 \text{ bits per Rol} \rightarrow 64 \text{ bits per Rol if rounded to powers of 2.}$

Rol Across Ladders

- Case (A)



- Case (B)



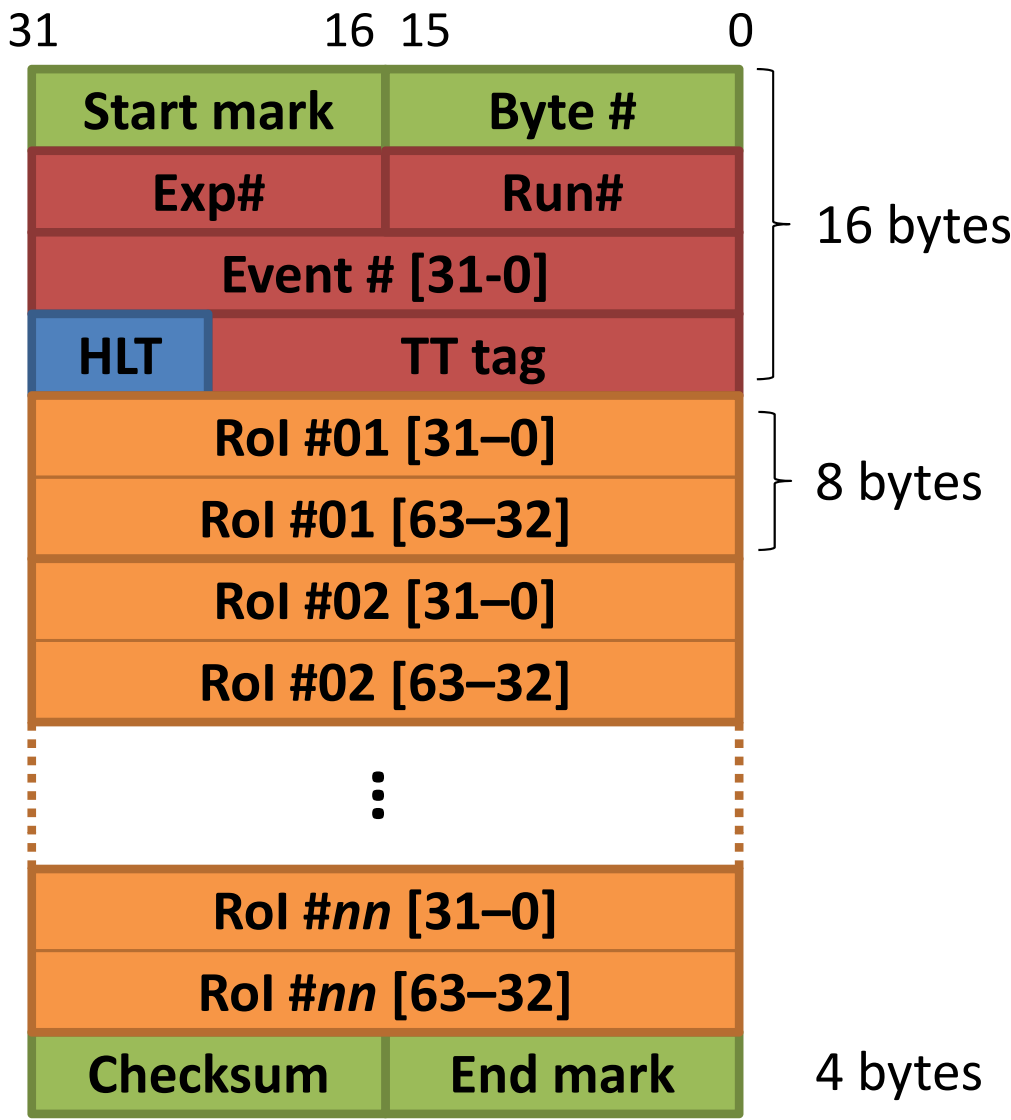
- Case (C)

- Combination of (A) + (B).

Need to survey for the fraction of the across-ladder Rol. But let's say, conservatively, all tracks have 4 associated Rols.

NOTE: every track has at least 2 associated PXD Rols (layer-1 and layer-2).

HLT-Decision Packet Structure (Ver.0.0)



Revision is suggested by M. Nakao-san, S. Lange-san, *et al* in the last VXD-DAQ workshop (Nov. 20th, 2012).

- Replace a set of (exp#, run#, event#, and TT-tag) with HLT event tag (32 bit).
- Put event time (32 bit) in the header part provided by TT distribution system.
- Put HLT type (8 bit) in the header part.
- Using 64 bits (8 bytes) is just a waste of bandwidth for the 42-bit Rol; pack each Rol information into 48 bits (6 bytes).

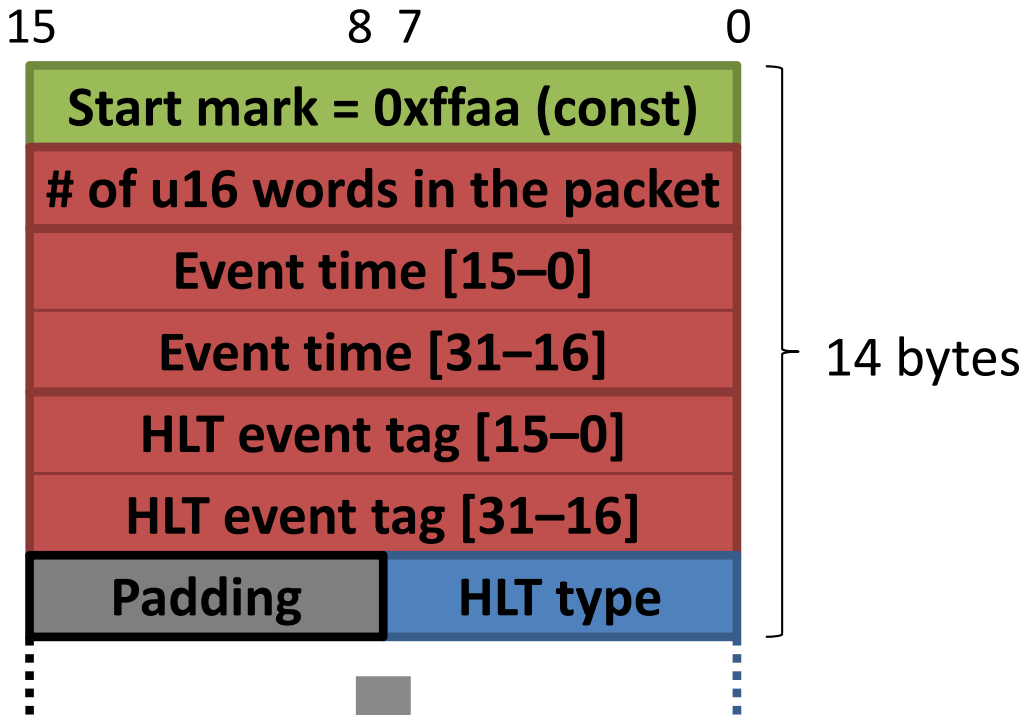
Other comments

- Event number starts from 1.
- Sufficiently large MTU is needed if we use the UDP for the communication.

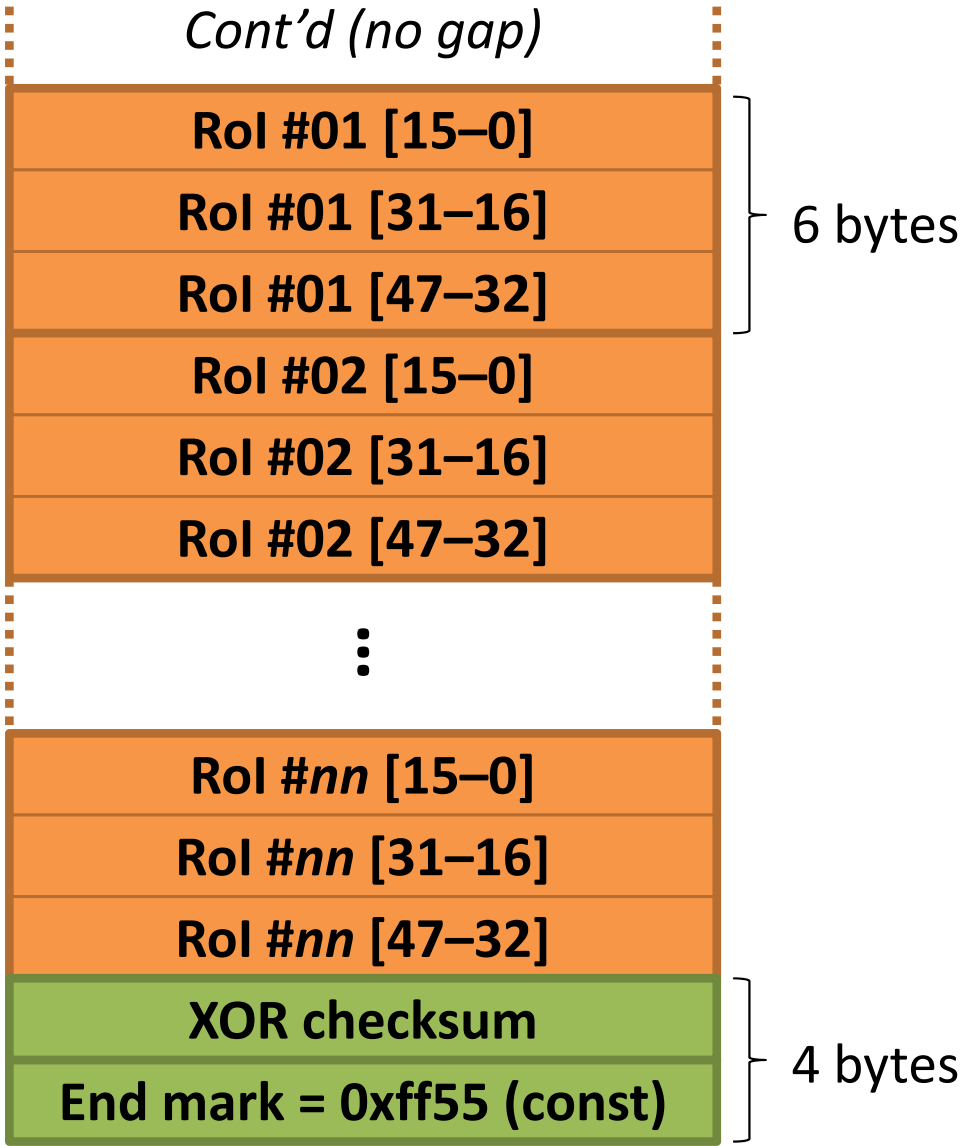
HLT-Decision Packet Structure (Ver.0.5)



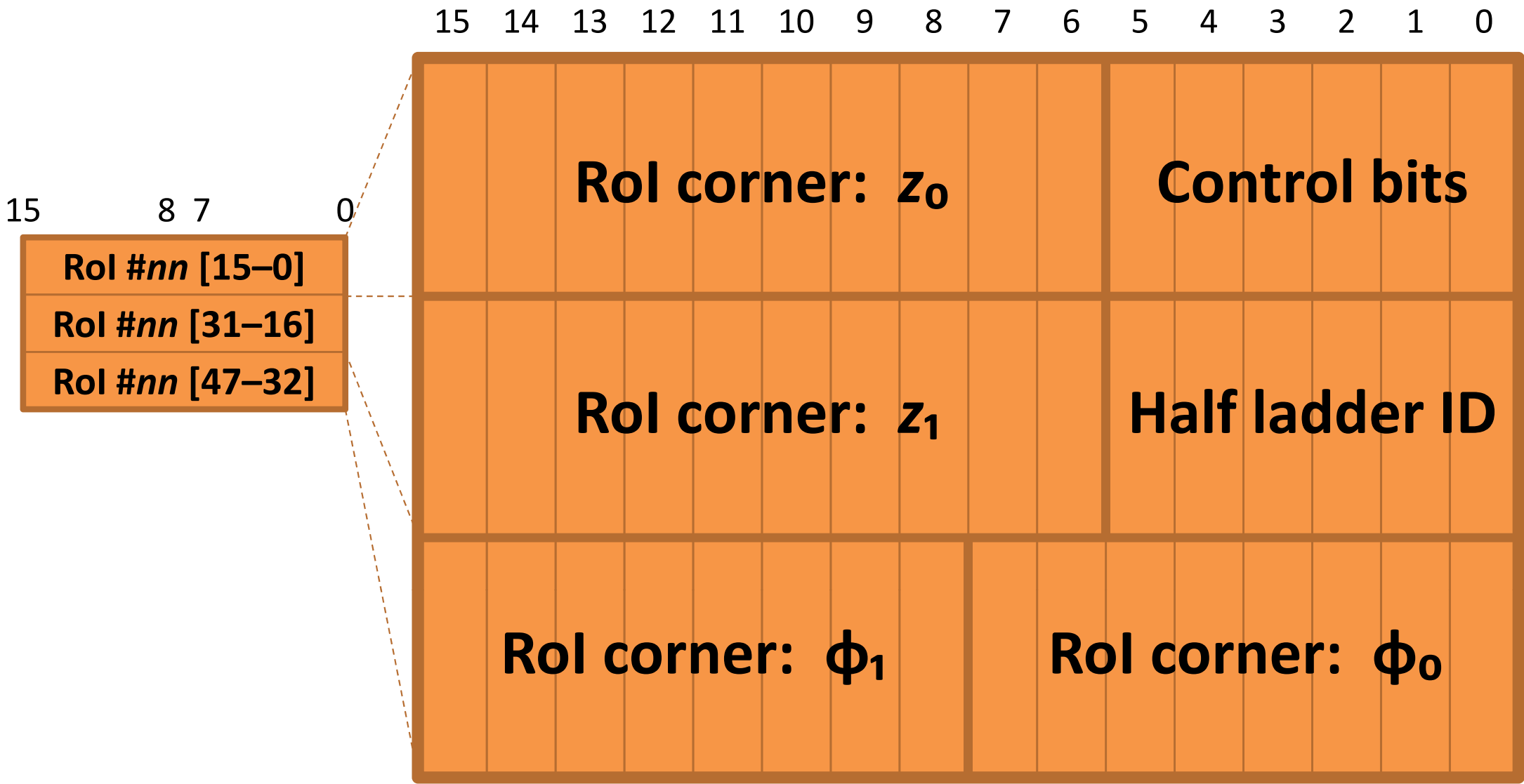
Note that u32 → u16



Cont'd (no gap)



Rol-Block Structure (Ver.0.6) [1]

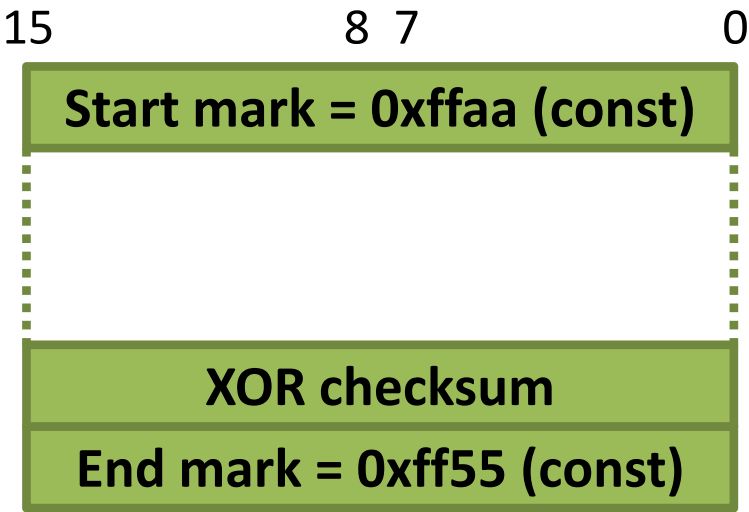


Rol-Block Structure (Ver.0.6) [2]

- **Order of (ϕ_0, z_0) and (ϕ_1, z_1)**
 - A routine to generate the HLT-decision packet assures that $\phi_0 \leq \phi_1$ and $z_0 \leq z_1$, which may be helpful for the Onsen firmware.
- **Error handling**
 - If the provided half ladder ID is out of 0...39, the Rol block is filled with three of 0xffff irrespectively of the ϕ and z values .
 - If the half ladder ID is within the range but the provided ϕ is out of 0...249 or the z is out of 0...767, the Rol-block is filled with three of 0xffff as well except the half ladder ID is properly set.
- **Usage of control bits is undefined.**

XOR Checksum (Ver.0.5)

- **Checksum definition**
 - If you take a XOR of all words from the start mark to end mark including the checksum itself, the XOR will become 0x0000.



Software Development (Ver0.5) [1]

- A class to point the RoI corner

```
class pxd_point_t;  
  
pxd_point_t::pxd_point_t(void);  
pxd_point_t::~~pxd_point_t(void);  
  
const bool pxd_point_t::setPHI(const unsigned short phi);  
const bool pxd_point_t::setZ  (const unsigned short z);  
  
const unsigned short pxd_point_t::getPHI(void) const;  
const unsigned short pxd_point_t::getZ  (void) const;
```

Source codes are found at KEKCC:~higuchit/wrk/belle2/daq/src/roi

Software Development (Ver0.5) [2]

- A class to form the Roi rectangular from 2 points

```
class roi_rectangular_t;  
  
roi_rectangular_t::roi_rectangular_t(void);  
roi_rectangular_t::~~roi_rectangular_t(void);  
  
const bool roi_rectangular_t::setCorners(  
    const unsigned short phi0, const unsigned short z0,  
    const unsigned short phi1, const unsigned short z1);  
const bool roi_rectangular_t::setCorners(  
    const class pxd_point_t c0,  
    const class pxd_point_t c1);  
  
const unsigned short getPHI0(void) const;  
const unsigned short getZ0 (void) const;  
const unsigned short getPHI1(void) const;  
const unsigned short getZ1 (void) const;
```

Software Development (Ver0.5) [3]

- A class for the Roi-block container

```
class roi_block_t;  
  
roi_block_t::roi_block_t(void);  
roi_block_t::~~roi_block_t(void);
```

Software Development (Ver0.5) [4]

- A class to build a single Roi block from a rectangular

```
class packROI;  
  
packROI::packROI(void);  
packROI::~~packROI(void);  
  
const bool packROI::setROI(  
    const bool b0, const bool b1, const bool b2,  
    const bool b3, const bool b4, const bool b5,  
    const unsigned char h1id, const class roi_rectangular_t roi_rectangular);  
  
const roi_block_t packROI::getROIblock(void) const;
```

Software Development (Ver0.5) [5]

- A class to unpack a single Roi block (for debug)

```
class unpackROI;  
  
unpackROI::unpackROI(void);  
unpackROI::~~unpackROI(void);  
  
void unpackROI::setROIPacket(const roi_block_t block);  
  
const bool                unpackROI::getB0(void) const;  
const bool                unpackROI::getB1(void) const;  
const bool                unpackROI::getB2(void) const;  
const bool                unpackROI::getB3(void) const;  
const bool                unpackROI::getB4(void) const;  
const bool                unpackROI::getB5(void) const;  
const unsigned char       unpackROI::getHLID(void) const;  
const class roi_rectangular_t unpackROI::getROIRectangular(void) const;
```


Software Development (Ver0.5) [6]

- A class to make an HLT-decision packet

```
class packHLTDecision;  
  
packHLTDecision::packHLTDecision(void);  
packHLTDecision::~~packHLTDecision(void);  
  
void packHLTDecision::setHLTOutput(  
    const unsigned long event_time,  
    const unsigned long hlt_event_tag,  
    const unsigned char hlt_type,  
    const std::vector<packROI> rois);  
  
unsigned short * const packHLTDecision::getHLTDecisionBody(void) const;  
const size_t      packHLTDecision::getHLTDecisionU16Count(void) const;
```

Software Development (Ver0.5) [7]

- A class to unpack the HLT-decision packet (for debug)

```
class unpackHLTDDecision;  
  
unpackHLTDDecision::unpackHLTDDecision(void);  
unpackHLTDDecision::~~unpackHLTDDecision(void);  
  
const bool unpackHLTDDecision::setHLTDDecisionBody(  
    const unsigned short *hlt_decision_body,  
    const size_t hlt_decision_u16_count);  
  
const unsigned long unpackHLTDDecision::getTime(void) const;  
const unsigned long unpackHLTDDecision::getHLTEventTag(void) const;  
const unsigned long unpackHLTDDecision::getHLTType(void) const;  
const size_t unpackHLTDDecision::getROICount(void) const;  
const unpackROI unpackHLTDDecision::getROI(const int i) const;  
  
void unpackHLTDDecision::dumpHLTDDecisionBody(void) const;
```

Software Development (Ver0.5) [8-1]

- User code example (2-Rol case)

```
/* user.cc */

#include <stdio.h>

#include <vector>
#include "ROIPacket.h"

using namespace std;
using namespace Belle2;
using namespace Belle2::daq;

int main(int c, char *v[])
{
    const unsigned long event_time    = 0x12345678;
    const unsigned long hlt_event_tag = 0x3456789a;
    const unsigned char hlt_type = 0x61;
```

Software Development (Ver0.5) [8-2]

```
struct roi_rectangular_t roi_rectangular[2];
roi_rectangular[0].setCorners( 12, 34, 56, 78);
roi_rectangular[1].setCorners( 21, 43, 65, 87);

class packROI rois[2];
rois[0].setROI( 1, 1, 1, 0, 0, 0, 19, roi_rectangular[0] );
rois[1].setROI( 0, 0, 0, 1, 1, 1, 20, roi_rectangular[1] );

std::vector<packROI> vec_roi;
vec_roi.push_back(rois[0]);
vec_roi.push_back(rois[1]);

class packHLTDecision event;
event.setHLTOutput( event_time, hlt_event_tag, hlt_type, vec_roi );
unsigned short * const hlt_decision_body = event.getHLTDecisionBody();
const size_t hlt_decision_u16_count = event.getHLTDecisionU16Count();
```

Software Development (Ver0.5) [8-3]

```
class unpackHLTDecision unpacker;
unpacker.setHLTDecisionBody( hlt_decision_body, hlt_decision_u16_count );
unpacker.dumpHLTDecisionBody();
printf("event time      = 0x%08x\n", unpacker.getEventTime());
printf("HLT event tag = 0x%08x\n", unpacker.getHLTEventTag());
printf("HLT type       = 0x%02x\n", unpacker.getHLTType());

size_t roi_count = unpacker.getROICount();
printf("ROI count      = %d\n",      roi_count);
for( int i=0; i<roi_count; i++ ){
    printf("  [%d] <%c%c%c%c%c%> %02d: (%03d,%03d) - (%03d,%03d)\n",
        i,
        unpacker.getROI(i).getB0() ? 'T' : 'F',
        unpacker.getROI(i).getB1() ? 'T' : 'F',
        unpacker.getROI(i).getB2() ? 'T' : 'F',
        unpacker.getROI(i).getB3() ? 'T' : 'F',
        unpacker.getROI(i).getB4() ? 'T' : 'F',
        unpacker.getROI(i).getB5() ? 'T' : 'F',
        unpacker.getROI(i).getHLID(),
        unpacker.getROI(i).getROIRectangular().getPHI0(),
        unpacker.getROI(i).getROIRectangular().getZ0(),
        unpacker.getROI(i).getROIRectangular().getPHI1(),
        unpacker.getROI(i).getROIRectangular().getZ1()
    );
}

return 0;
}
```

Software Development (Ver0.5) [9-1]

- **Outputs (2-Rol case)**

```
higuchit@ccw06% ./ROIPacket_mini
```

```
00: 0xffaa 0x000f 0x5678 0x1234 0x789a 0x3456 0x0061 0x0887
```

```
08: 0x1393 0x380c 0x0af8 0x15d4 0x4115 0x7530 0xff55
```

```
event time      = 0x12345678
```

```
HLT event tag = 0x3456789a
```

```
HLT type       = 0x61
```

```
ROI count      = 2
```

```
[0] <TTTTFF> 19: (012,034) - (056,078)
```

```
[1] <FFFTTT> 20: (021,043) - (065,087)
```

Software Development (Ver0.5) [9-2]

- Outputs (8-Rol case)

```
higuchit@ccw06% ./ROIPacket_full
00: 0xffaa 0x0021 0x5678 0x1234 0x789a 0x3456 0x0061 0x08aa
08: 0x1393 0x380c 0x0aea 0x15d4 0x4115 0x002a 0x0057 0x0200
16: 0x002a 0x0057 0x0200 0x002a 0x0057 0x0200 0x002a 0x0057
24: 0x0200 0xffc0 0xffd8 0xffff 0xffc0 0xffff 0xffff 0x7506
32: 0xff55
event time      = 0x12345678
HLT event tag   = 0x3456789a
HLT type        = 0x61
ROI count       = 8
  [0] <FTFTFT> 19: (012,034) - (056,078)
  [1] <FTFTFT> 20: (021,043) - (065,087)
  [2] <FTFTFT> 23: (000,000) - (002,001)
  [3] <FTFTFT> 23: (000,000) - (002,001)
  [4] <FTFTFT> 23: (000,000) - (002,001)
  [5] <FTFTFT> 23: (000,000) - (002,001)
  [6] <FFFFFF> 24: (65535,65535) - (65535,65535) ← bad φ or z
  [7] <FFFFFF> 63: (65535,65535) - (65535,65535) ← bad half ladder ID
```

Any variations of specifying the Rol-rectangular corners (*i.e.*: any of $(z_0,z_1)=(0,2)$ and $(\phi_0,\phi_1)=(0,2)$) are sorted to $(0,0)-(2,1)$ as the Rol-rectangular shape.

Expected Outbound Throughput

- **Packet size**

- HLT-fired case:
18 (header+footer) + 4800 (200xRols) bytes → 4812 bytes.
- HLT-silent case:
18 (header+footer) bytes.

- **Expected throughput**

- $\frac{10\text{kHz} \times 4812\text{bytes}}{\text{HLT fired}} + \frac{20\text{kHz} \times 18\text{bytes}}{\text{HLT silent}} = \text{46.6MB.}$

↑ It was 61.6MB if we used 8 bytes per Rol.

Summary

- **A realistic “HLT-decision-packet generator” has been developed with incorporating all/most suggestions raised up in the last VXD-DAQ workshop (Nov, 2012).**
- **The generator has been demonstrated with calling it from an example user codes.**