

The Electronics Challenge

- The Small (~ 0.5 mm FWHM) charge footprint of the μ Megas Detectors results in excellent position and double track resolution
- Results in a very large number of channels (order 10^6)
- Two Functions of the Readout:
 - Provide Precision measurement of charge and time at Trigger Level 1 accept
 - Provide in real time vector with ~ 1 mrad resolution to assist Trigger Level 1
- First task relatively easy to accomplish by highly multiplexed, data driven system
- Custom front end ASIC being under development

BUT, How about Trigger?

Need to process in Parallel at 40 MHz

How can we take advantage of the 0.5 mm strip pitch?

Assume that we use **ONLY** one hit (the strip with the first arriving signal above a set threshold) from each 64-channel chip at each bunch crossing

This way:

- We have a trigger system with granularity of 3.2 cm (64 channels x 0.5 mm) BUT
- With spatial resolution ~ 0.5 mm
- We now have to deal with $\sim 30,000$ channels and not 2 million

But are we paying a price for this? i.e. efficiency loss?

Consider worst case at $\eta = 2.4$:

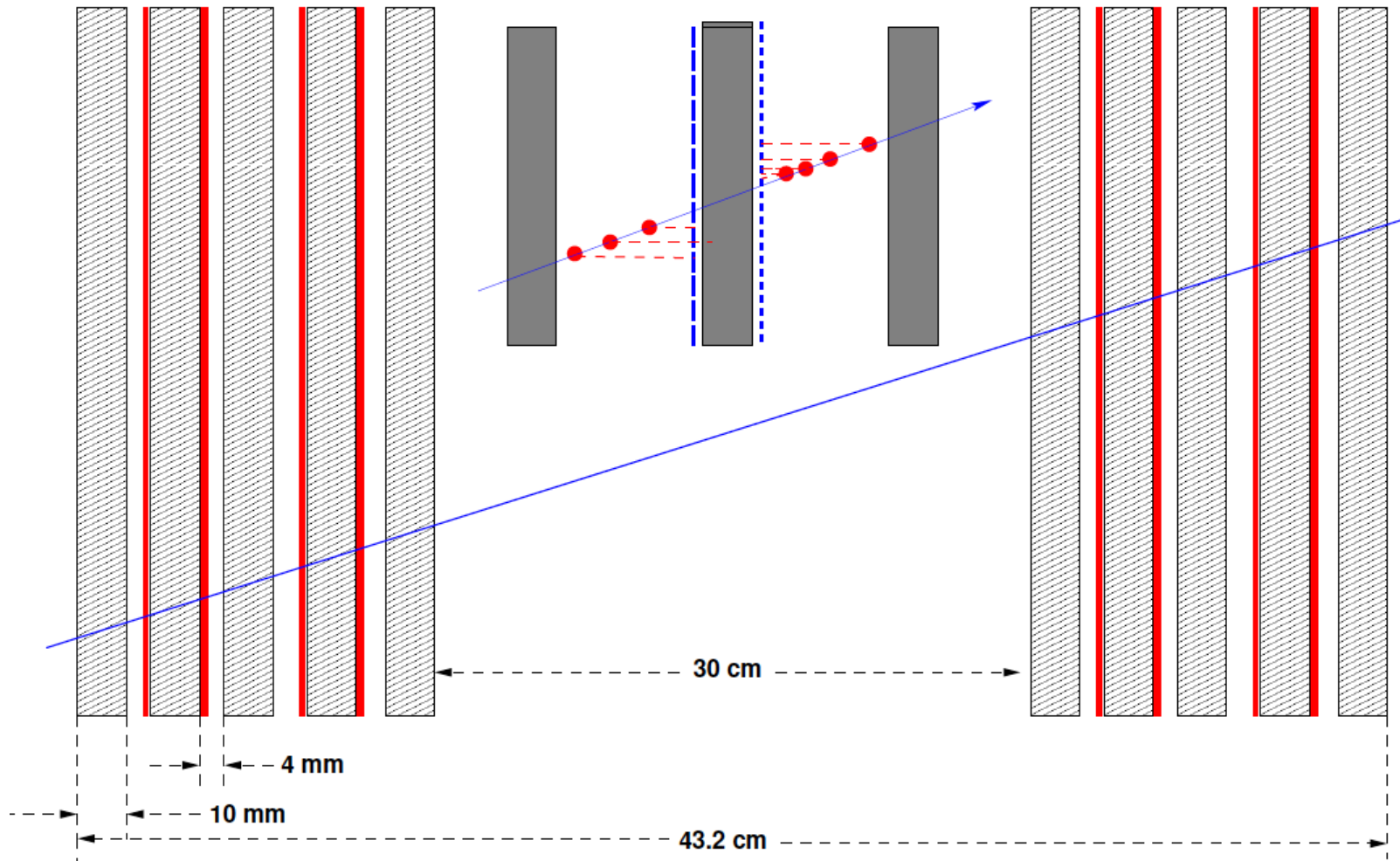
Rate $r = 10 \text{ kHz/cm}^2$, strip length $l = 50 \text{ cm}$, strip width $w = 0.5 \text{ mm}$

Occupancy/BC = $rlwt = 6.25 \times 10^{-4}$

	Probability per Front End IC [%]	
# Hits	Probability per Chip per Bunch Crossing	Probability per Chip per 3 Bunch Crossings
0	96.1	88.7
1	3.8	10.6
≥ 2	0.1	0.6

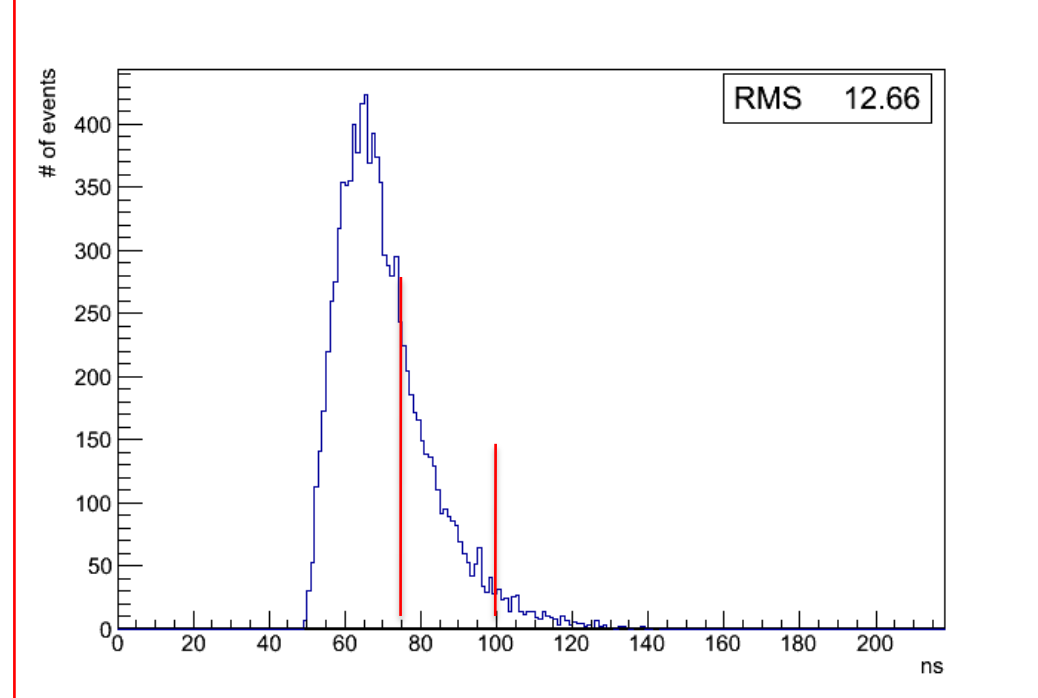
Note: ONLY 12% of hits are from track segments (Results from CSC data at present Lumi.)

Chamber arrangement used in the simulation

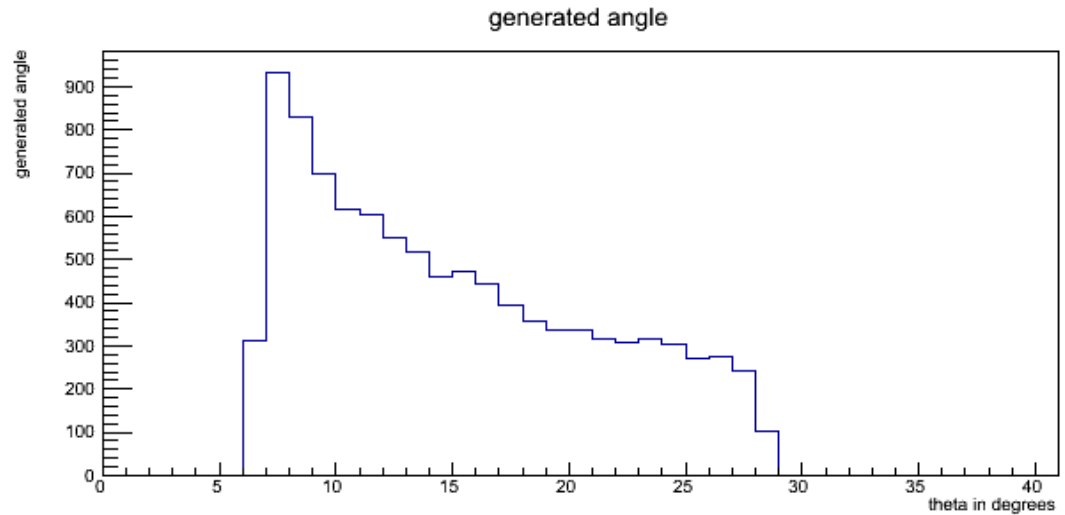


Earliest Arrival time
Incident Angle = 20°
Integration Time 50 ns

Earliest Peak above
threshold of 1e

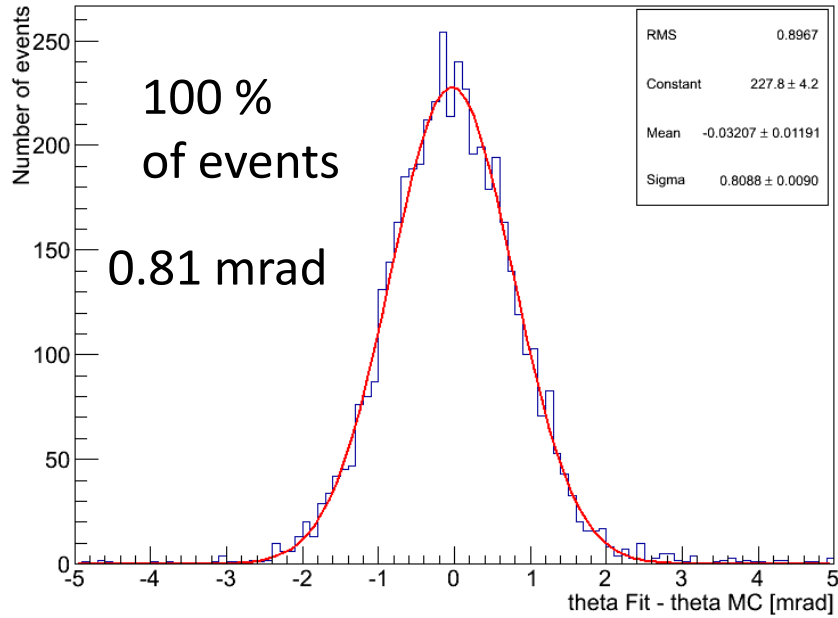


Small Wheel
Angle Generation

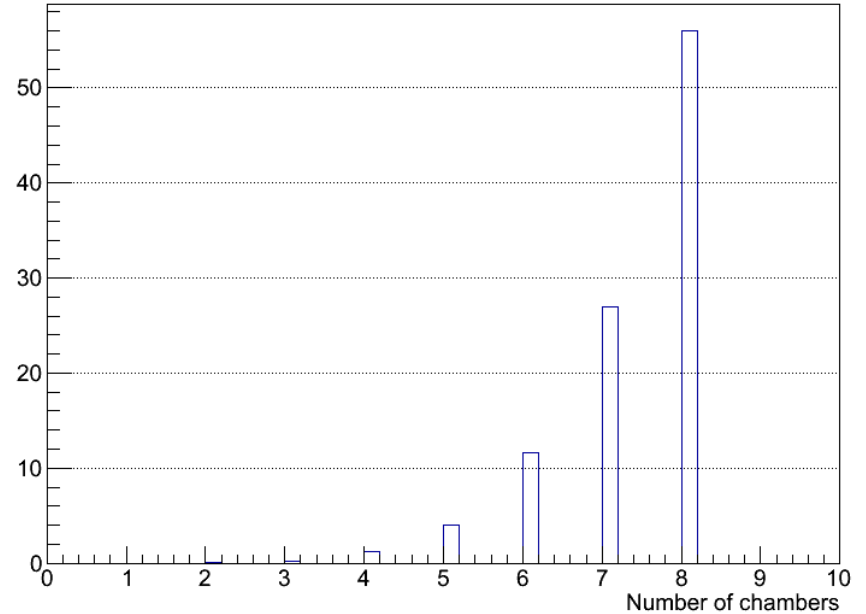


Rolling Window of 2 Bunch Crossings

Delta Theta Within 2 BCs



Number of chambers Within 2 BC in %

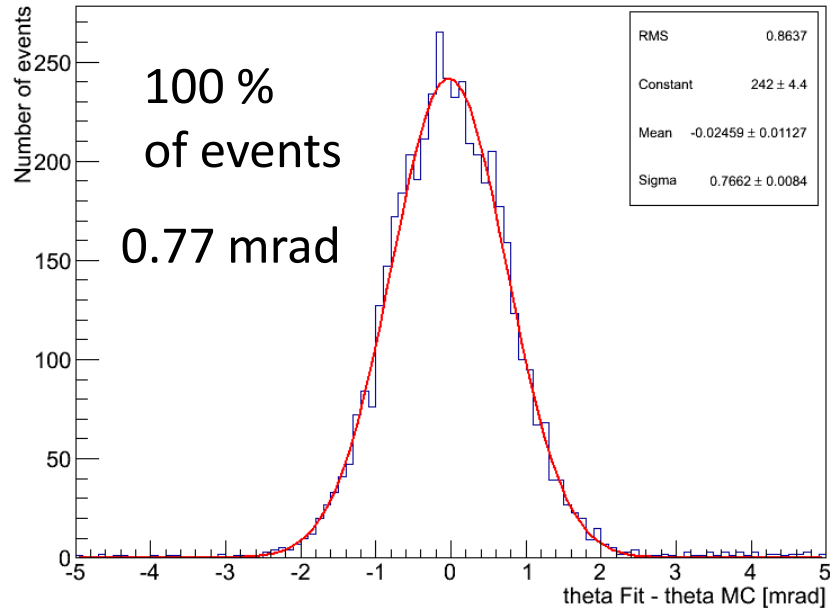


Track Segment Resolution with hits in a Rolling Window of 2 bunch crossings

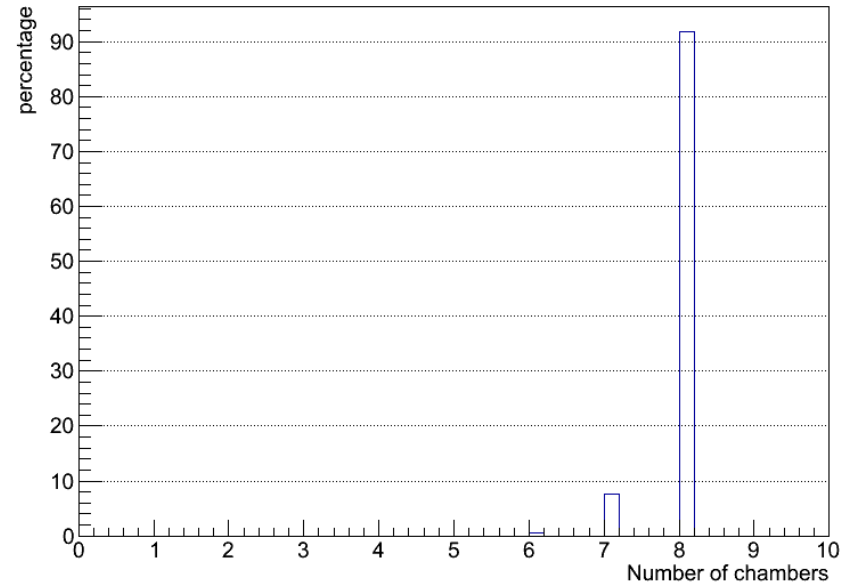
Probability of n chambers in a Rolling Window of 2 bunch crossing

Rolling Window of 3 Bunch Crossings

Delta Theta Within 3 BCs



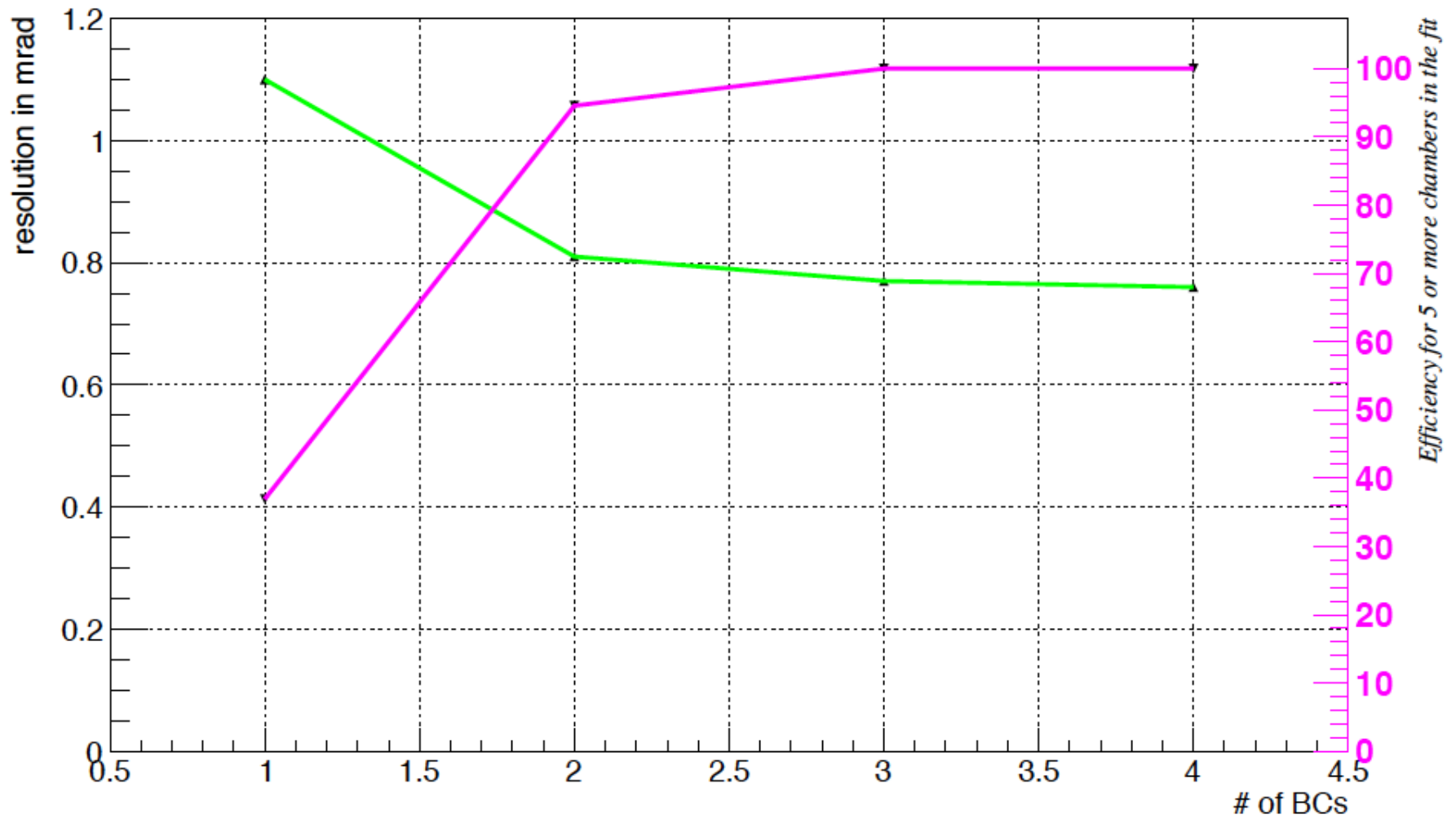
Number of chambers Within 3 BC in %



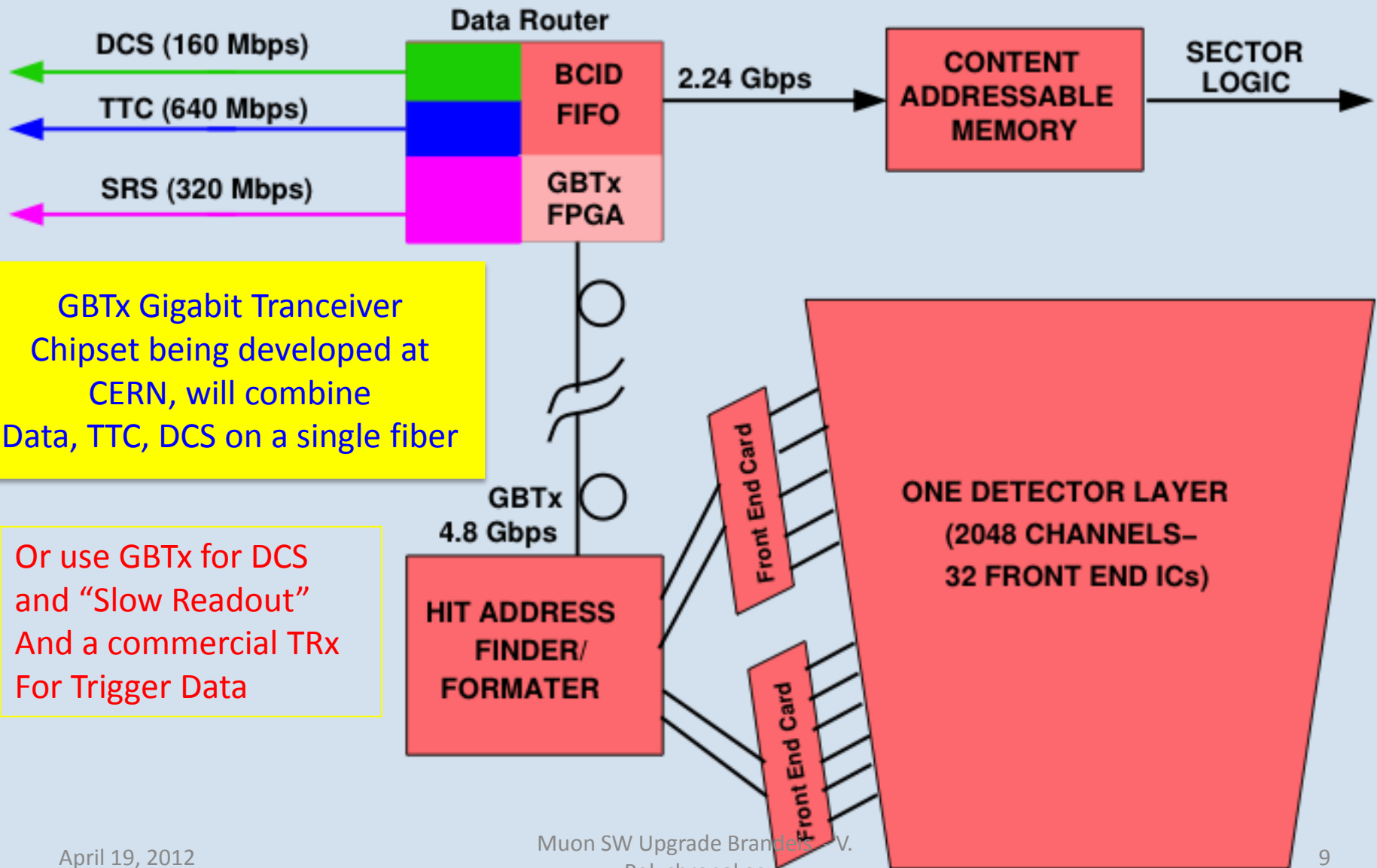
Track Segment Resolution with hits in a Rolling Window of 3 bunch crossings

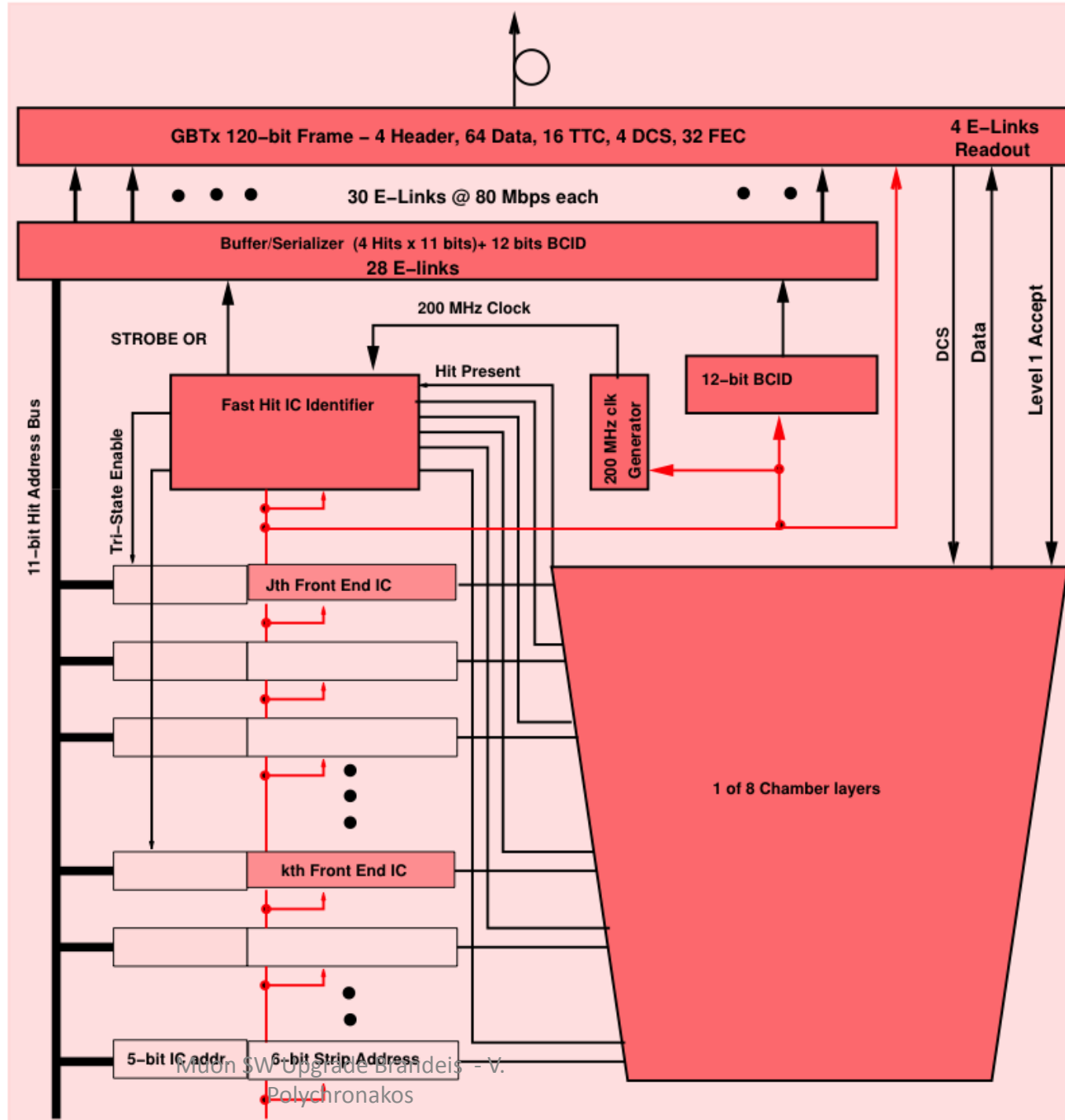
Probability of n chambers in a Rolling Window of 3 bunch crossings

efficiency & resolution Versus BCs



Trigger/DAQ Block Diagram





On-Detector Card

6 bit prompt strip address

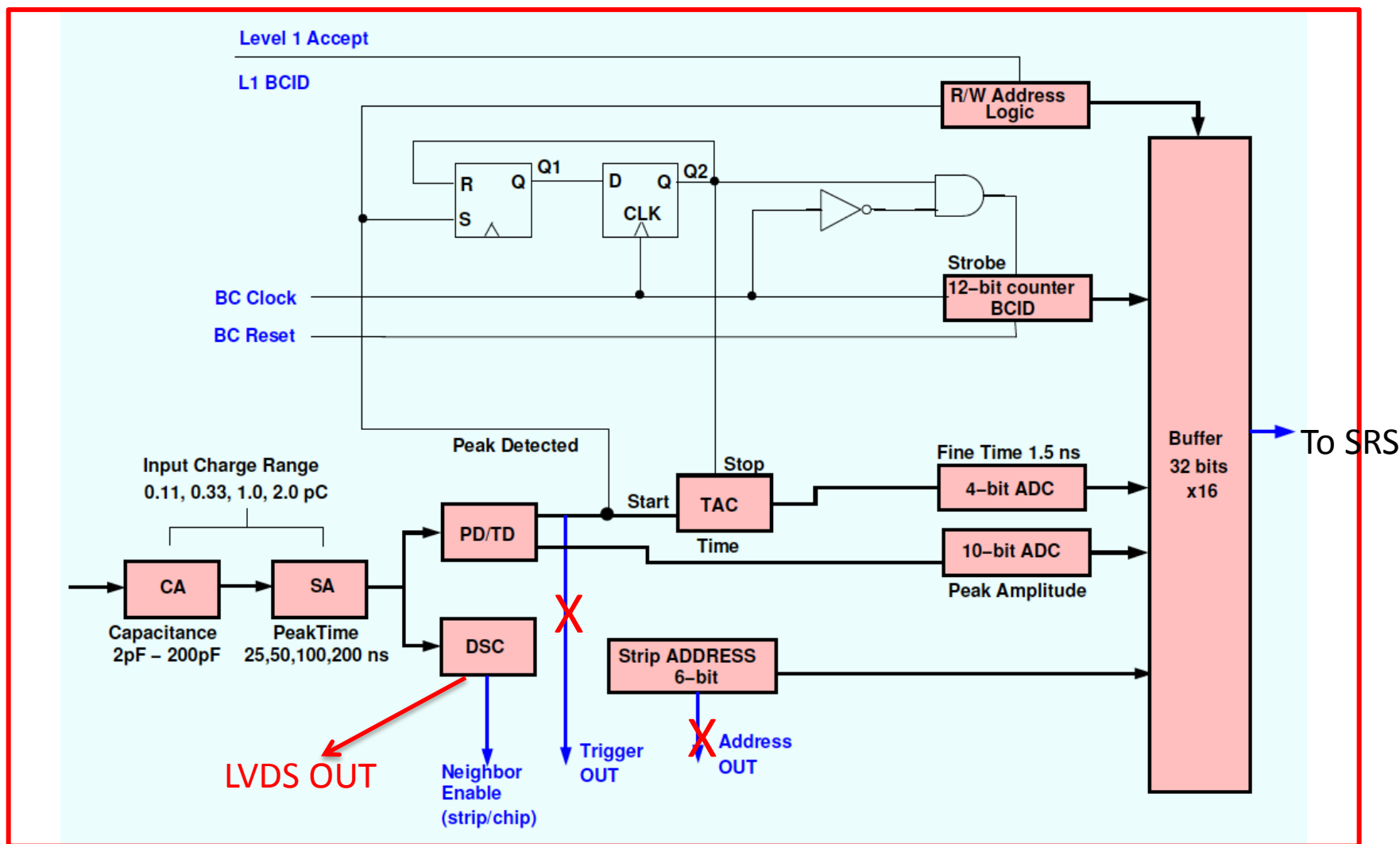
5 bit IC address per plane

Up to 4 hits per plane transferred in 2 BC

Possibility to incorporate this function in Front End or a Custom Digital IC

How does the a Mmegas System complements the Primary sTGC System

New Common Front End ASIC



For TGC there will be fewer (16 or 32) channels with LVDS outputs of individual discriminators
All other features remain the same



Balance conflicting requirements

Micromegas

Very rare access, congested location, 1Mrad at innermost radius

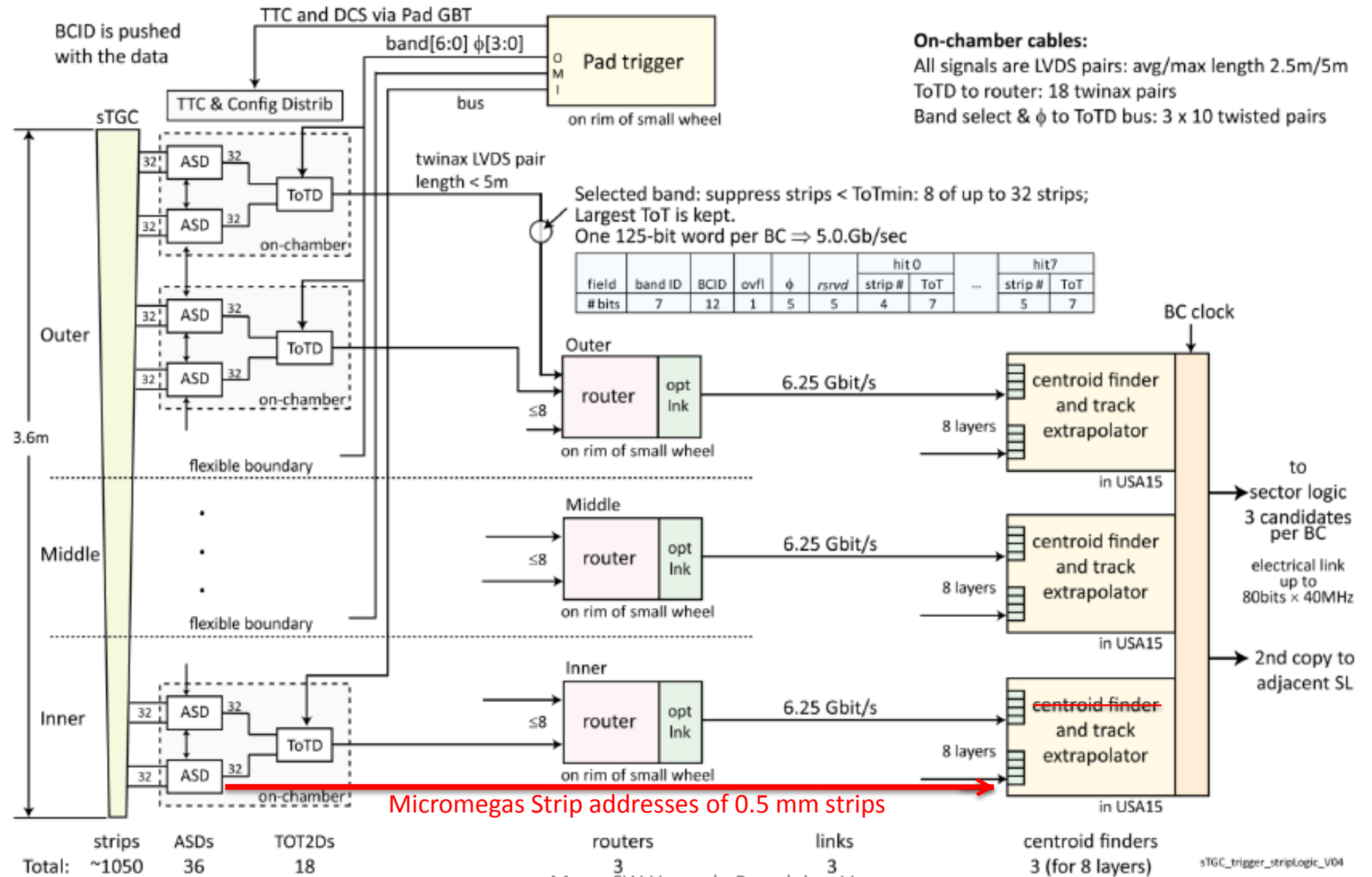
- Minimum on-chamber complexity for reliability ✓
 - But minimum cables to periphery No Cables to Periphery
- Minimum on-chamber power dissipation
- Minimum on-chamber radiation tolerant electronics Just the front ends and fiber Drivers
- But want programmable logic to future-proof the design Nothing Programmable
- Maximum access to electronics for repair No need for access

Advantages of this solution

- Simple, no-extreme technology for links or logic
- Trigger generation is simple so its simulation is straight forward and therefore easy to verify.

sTGC trigger: strip logic: one layer of one 1/16th

~65 overlapping bands of strips per layer
 Typically 20, but up to 32, strips in a band
 A band may bridge two ToTDs.
 Gaps in ASD allowed due to chamber boundaries



On-chamber cables:
 All signals are LVDS pairs: avg/max length 2.5m/5m
 ToTD to router: 18 twinax pairs
 Band select & ϕ to ToTD bus: 3 x 10 twisted pairs

Summary

- Synchronous Trigger Data from Front End available in USA15 without any further on-detector processing
- No need for access during run
- Minimum Power, Services
- Common Front End (Only Trigger information different)
- Choice of how to use the trigger information
 - Provide redundant segment to Sector Logic
 - Combine information before segment → Segment from 16 planes
 - Possible to use Pad Logic to selectively read strips for full compatibility with sTGC