



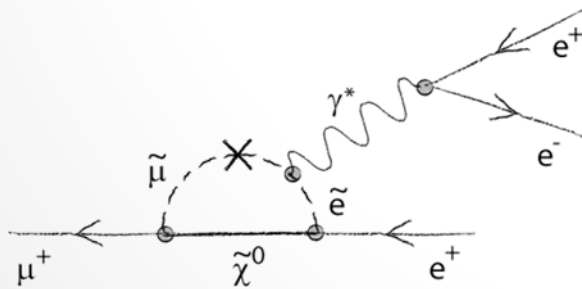
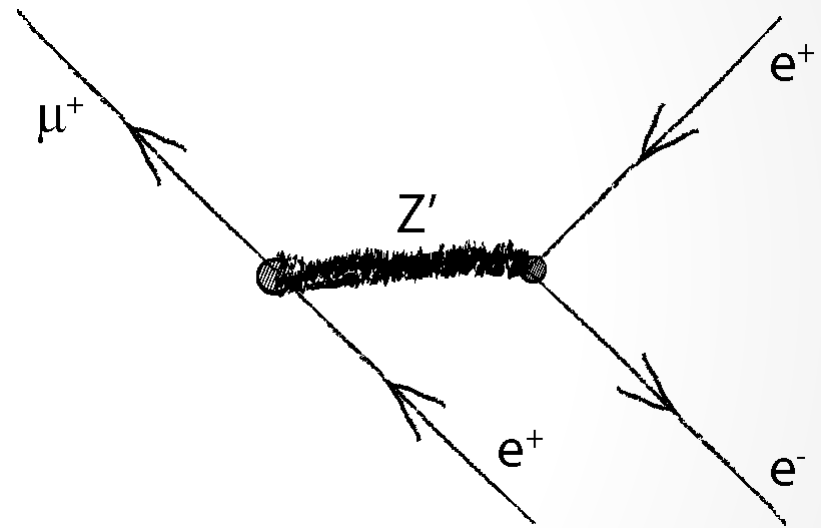
The trigger-less TBit/s readout for the Mu3e experiment

Dirk Wiedner

On behalf of the Mu3e collaboration

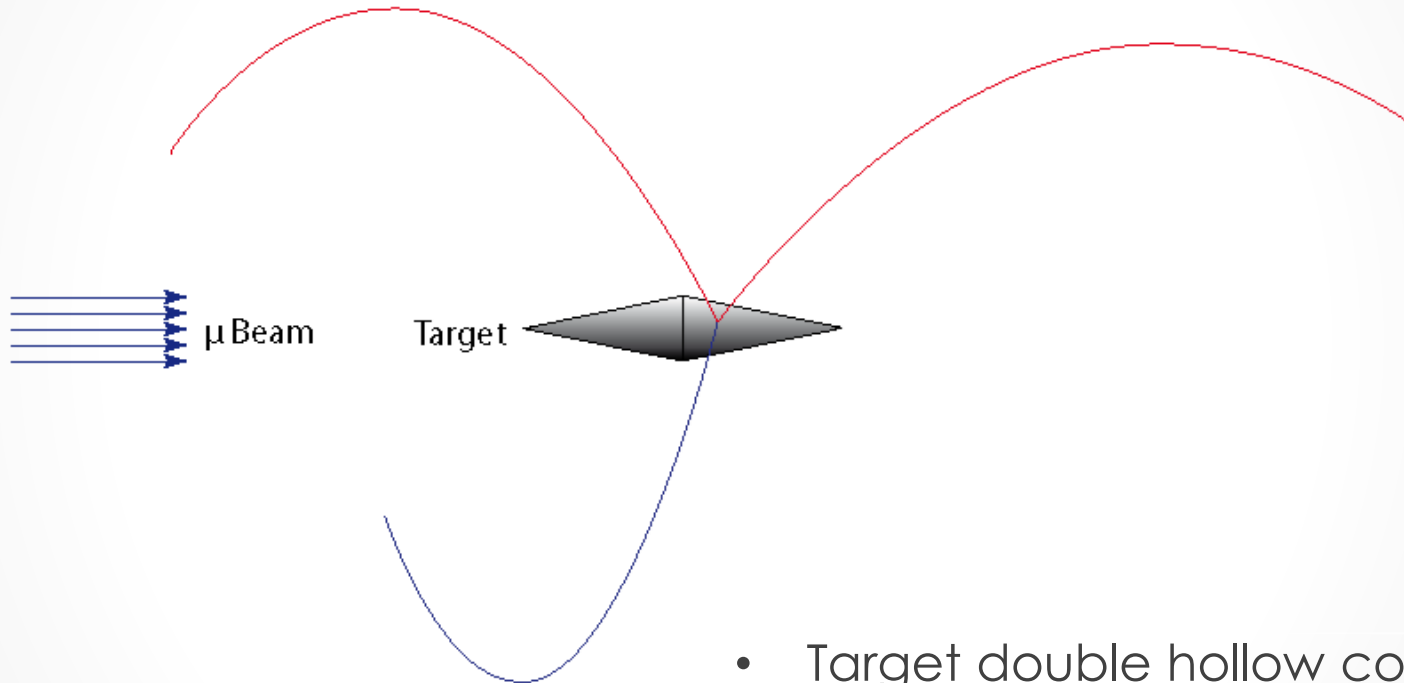
The Mu3e Signal

- $\mu \rightarrow eee$ rare in SM
- Enhanced in:
 - Super-symmetry
 - Grand unified models
 - Left-right symmetric models
 - Extended Higgs sector
 - Large extra dimensions



- Rare decay (BR 10^{-12}, SINDRUM)
- For BR $O(10^{-16})$
 - $>10^{16}$ muon decays
 - **High decay rates**
 $O(10^9 \text{ muon/s})$

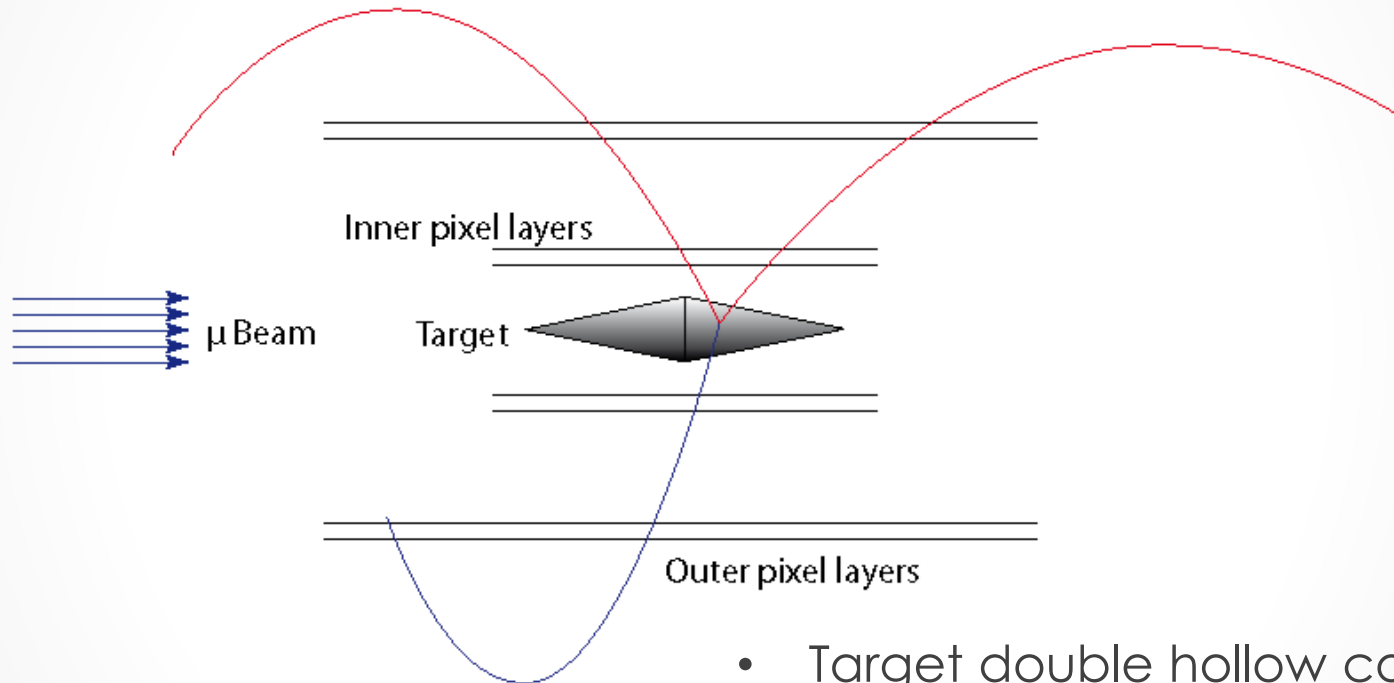
The Mu3e Experiment



- Muon beam $O(10^9/s)$
- Helium atmosphere
- 1 T B-field

- Target double hollow cone
- Silicon pixel tracker
- Scintillating fiber tracker
- Recurl station
- Tile hodoscope

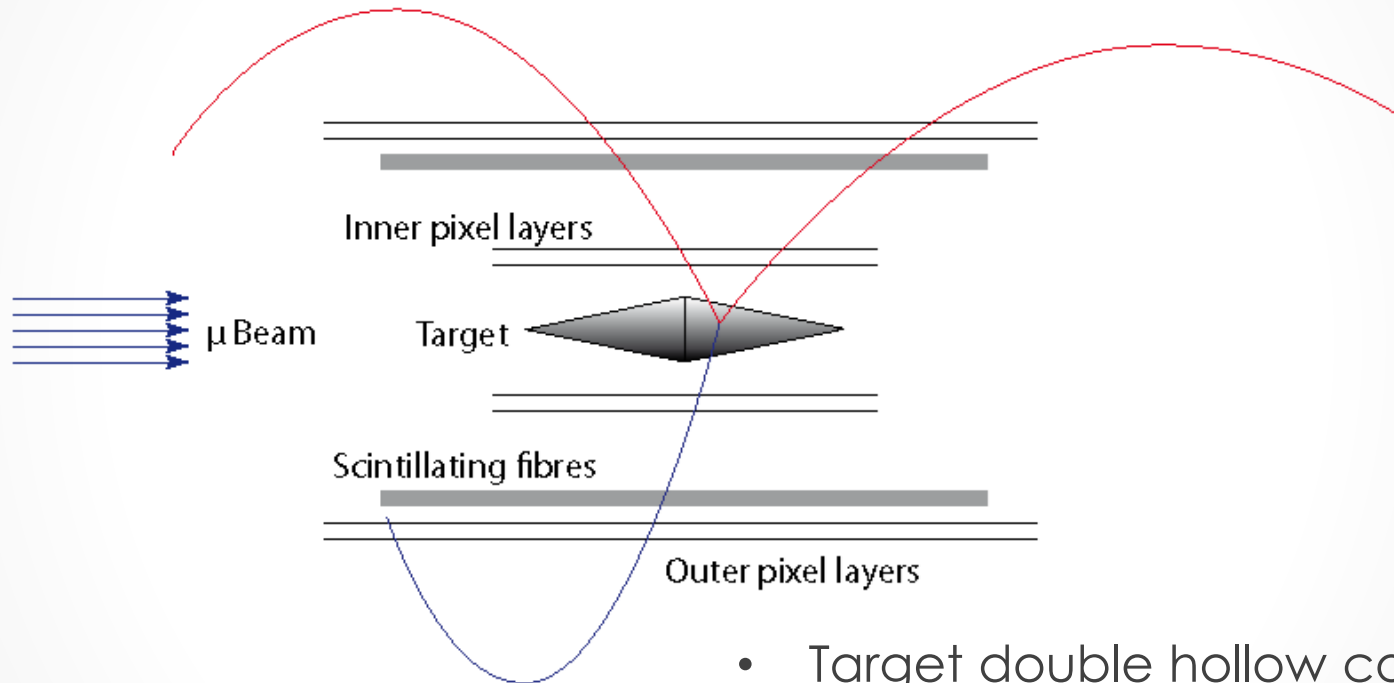
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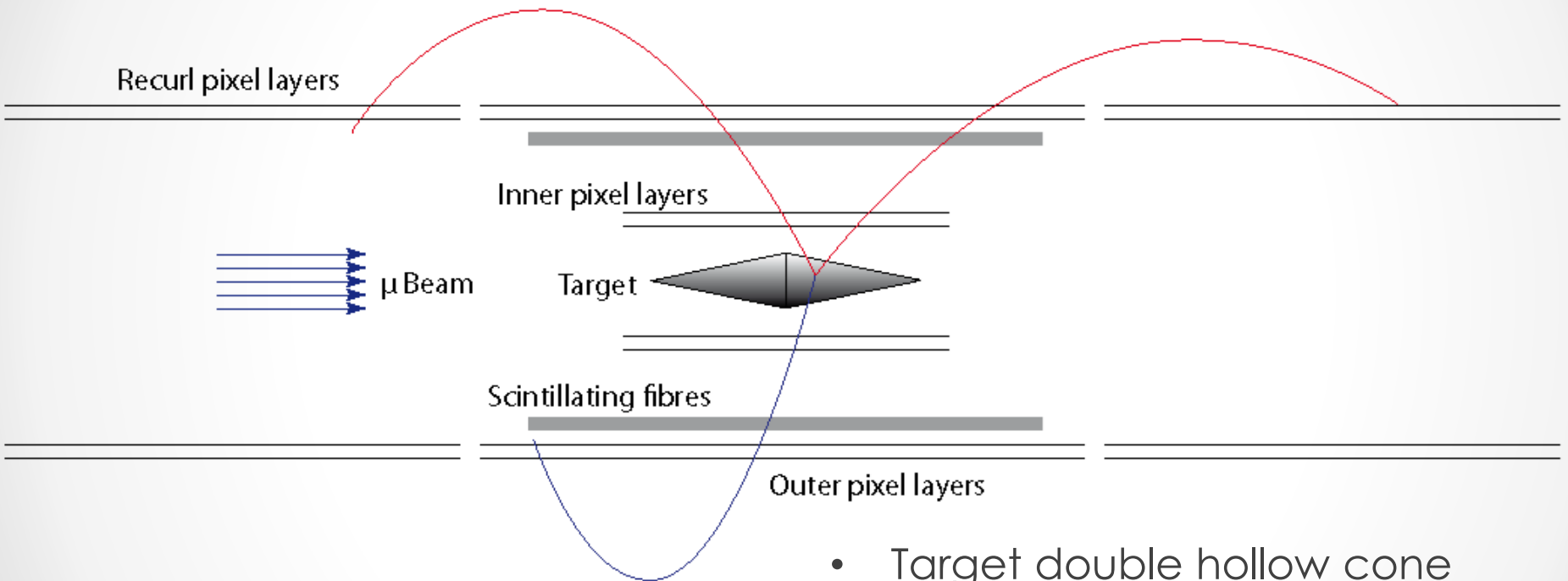
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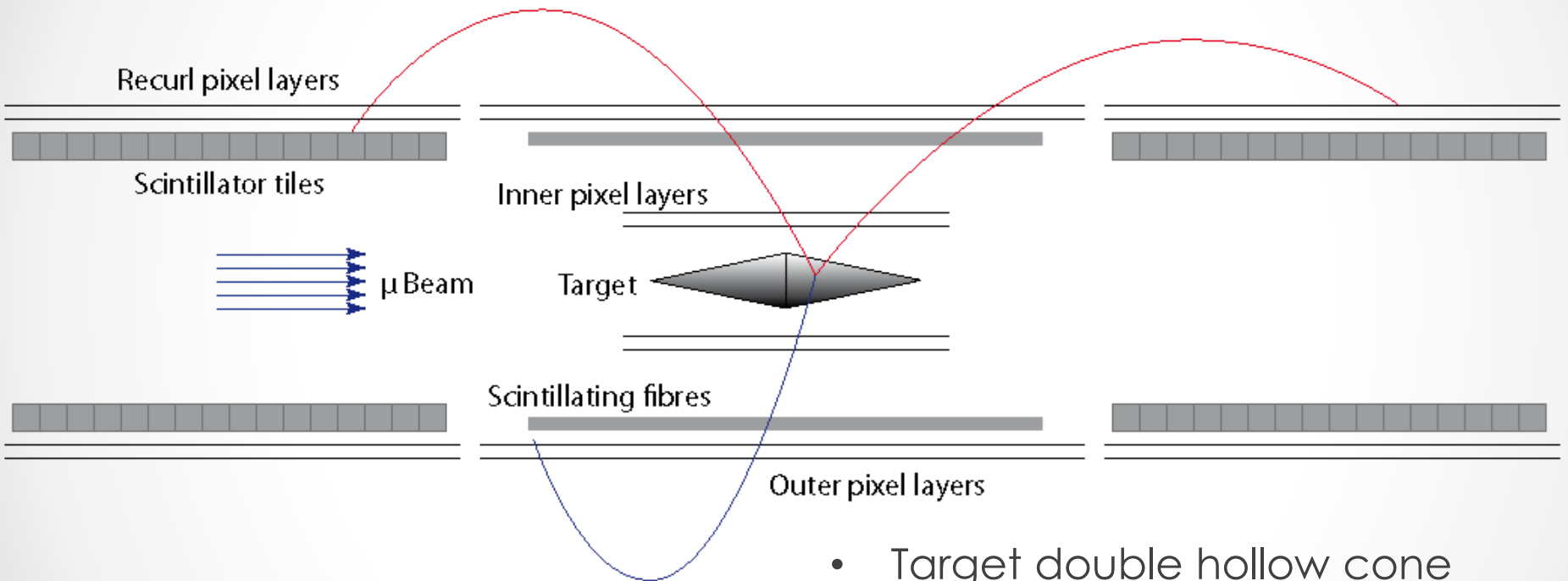
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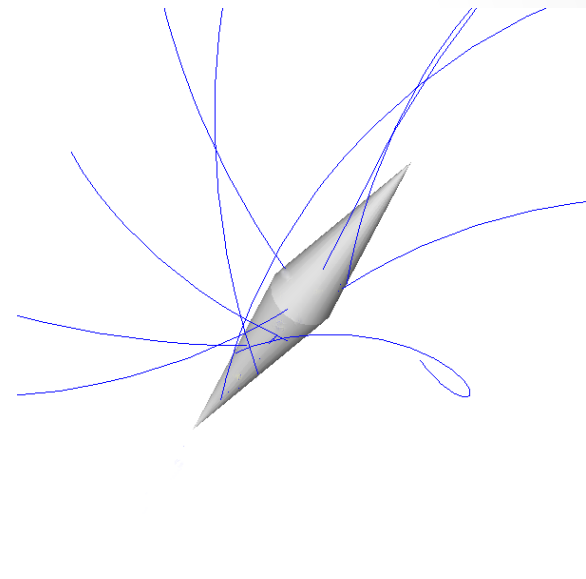


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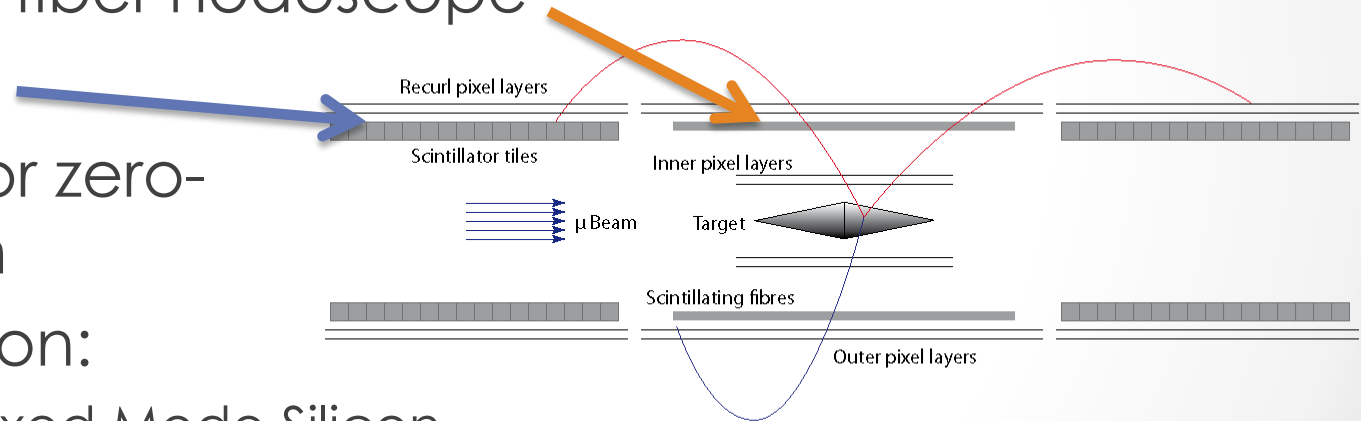
Readout Requirements

- 2.5 GHz muon decays
- 50 ns readout frames (pixel)
- $O(5000)$ pixel chips
- $O(7000)$ scintillating fibers
- $O(7000)$ timing tiles
- Online filtering



Timing Detectors

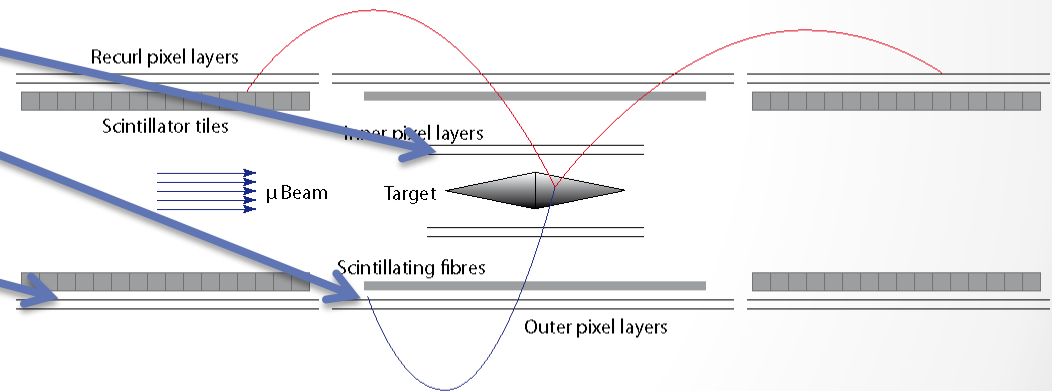
- Scintillating fiber hodoscope
- Timing tiles
- On detector zero-suppression
- Poster Session:
 - STiC - A Mixed Mode Silicon-Photomultiplier Readout ASIC for Time-of-Flight Applications (Tobias Harion)



$O(7000)$ fibers
 $O(7000)$ tiles

Silicon Pixel Detector

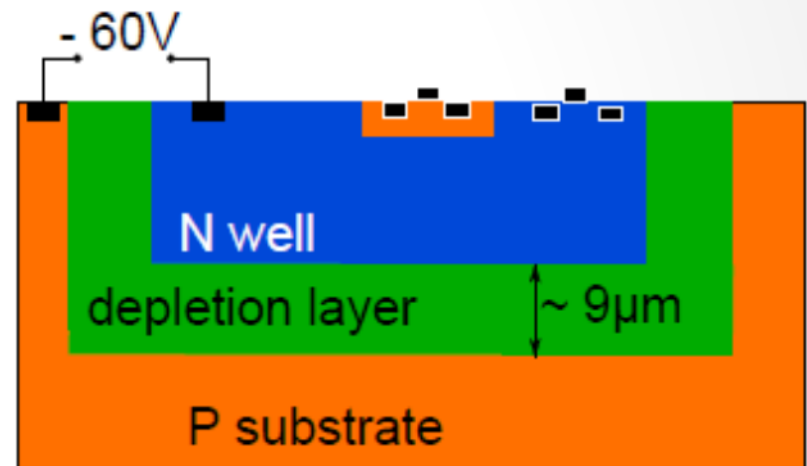
- Inner double layer
- Outer double layer
- Re-curl layers
 - Both sides (x2)
- Sensor size
 - 1x2 cm² inner layers
 - 2x2 cm² outer layers



180 inner sensors
4680 outer sensors

HV-MAPS

- **H**igh **V**oltage **M**onolithic **A**ctive **P**ixel **S**ensors
- HV-CMOS technology
- Reversely biased $\sim 60\text{V}$
 - Charge collection via drift
 - Fast $O(100\text{ ns})$
 - Thinning to $< 50\ \mu\text{m}$ possible

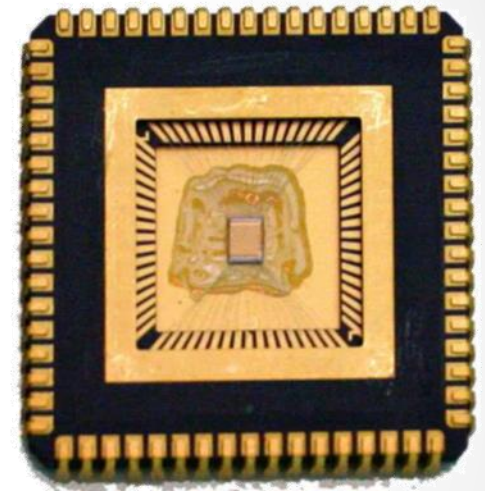


by Ivan Peric

I. Peric, A novel monolithic pixelated particle detector implemented in high-voltage CMOS technology
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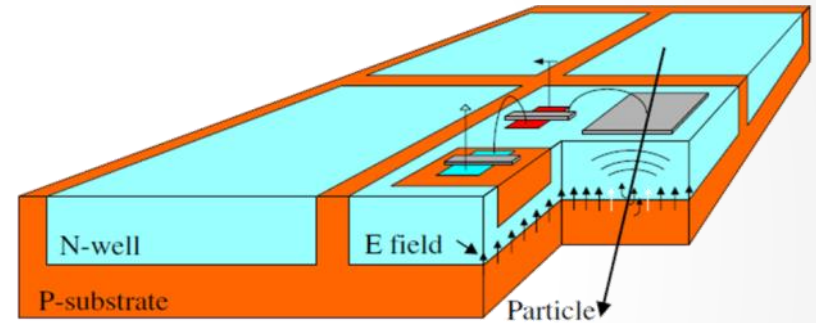


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- **Integrated readout electronics**
 - **Zero suppression**
 - **800Mbit/s serial LVDS outputs**

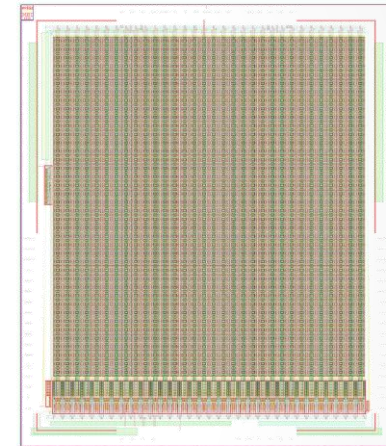


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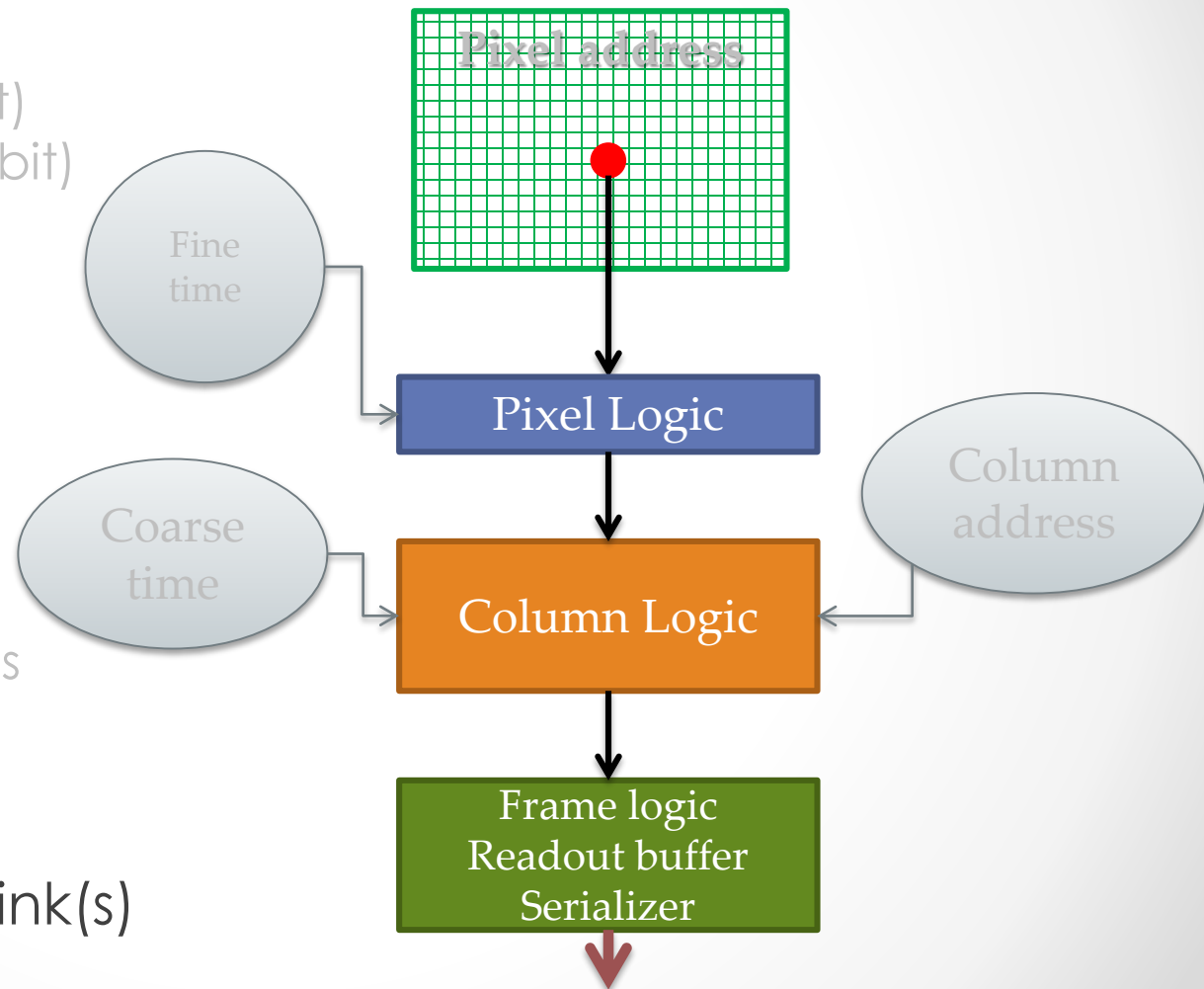


Pixel Readout Scheme

...

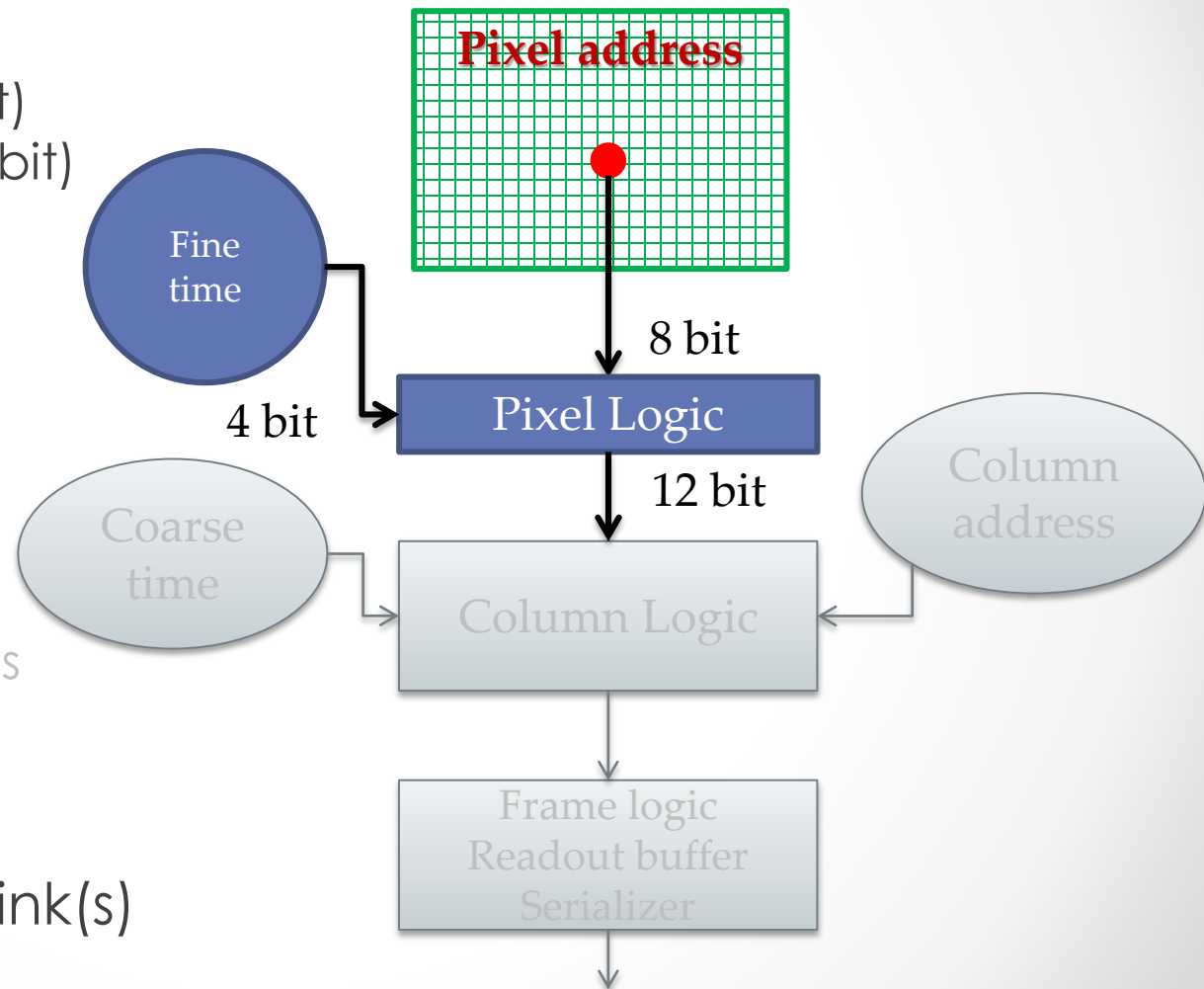
Pixel Readout Scheme

- Pixel logic
 - Pixel address (8 bit)
 - Frame number (4 bit)
 - 50 ns frames
- Column logic
 - Pixel data
 - Column address
 - Coarse time
- Frame logic
 - Super Frame
 - Contains 16 x 50 ns readout frames
 - + Sensor header
- Readout buffer
- Serializer and fast link(s)



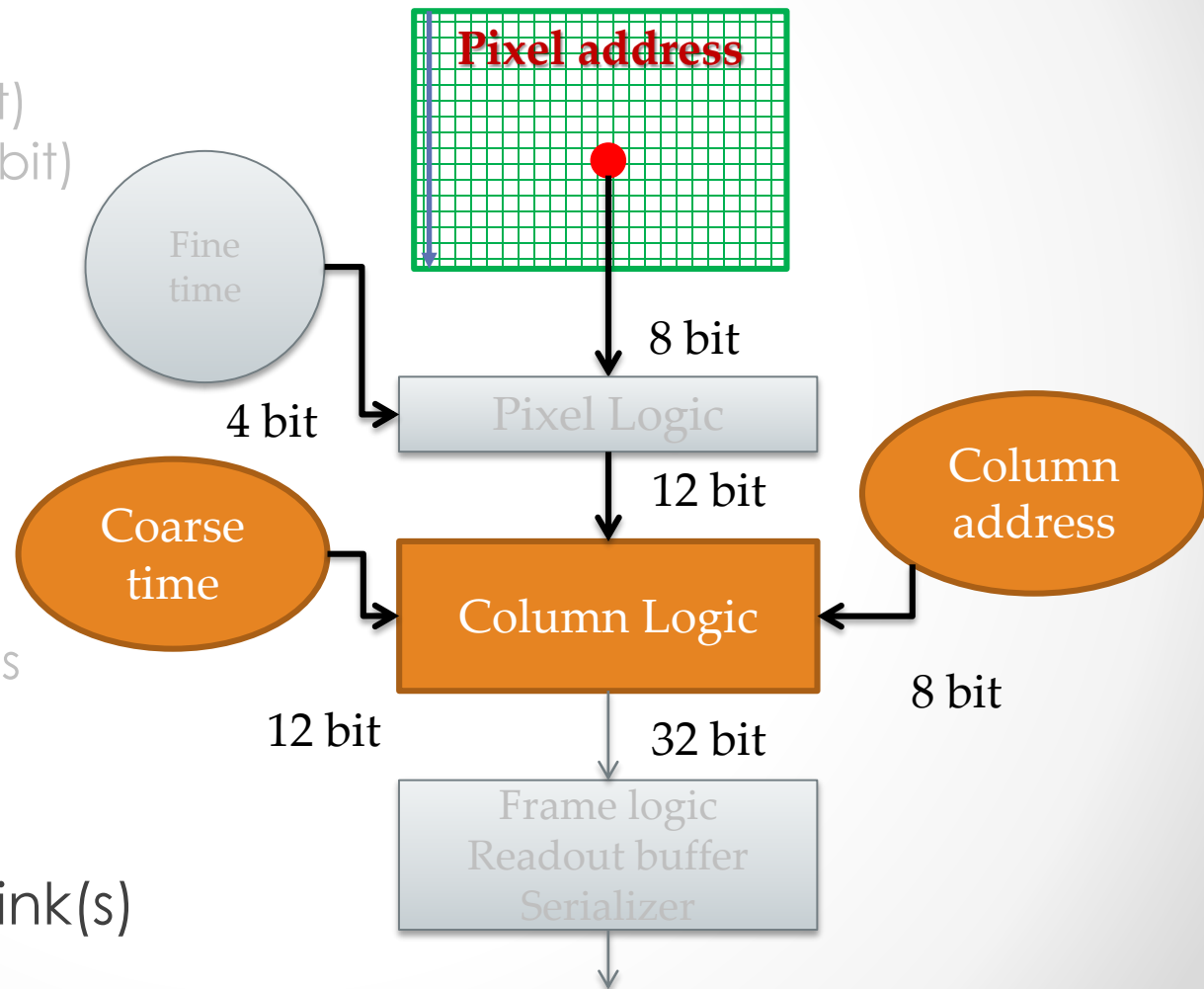
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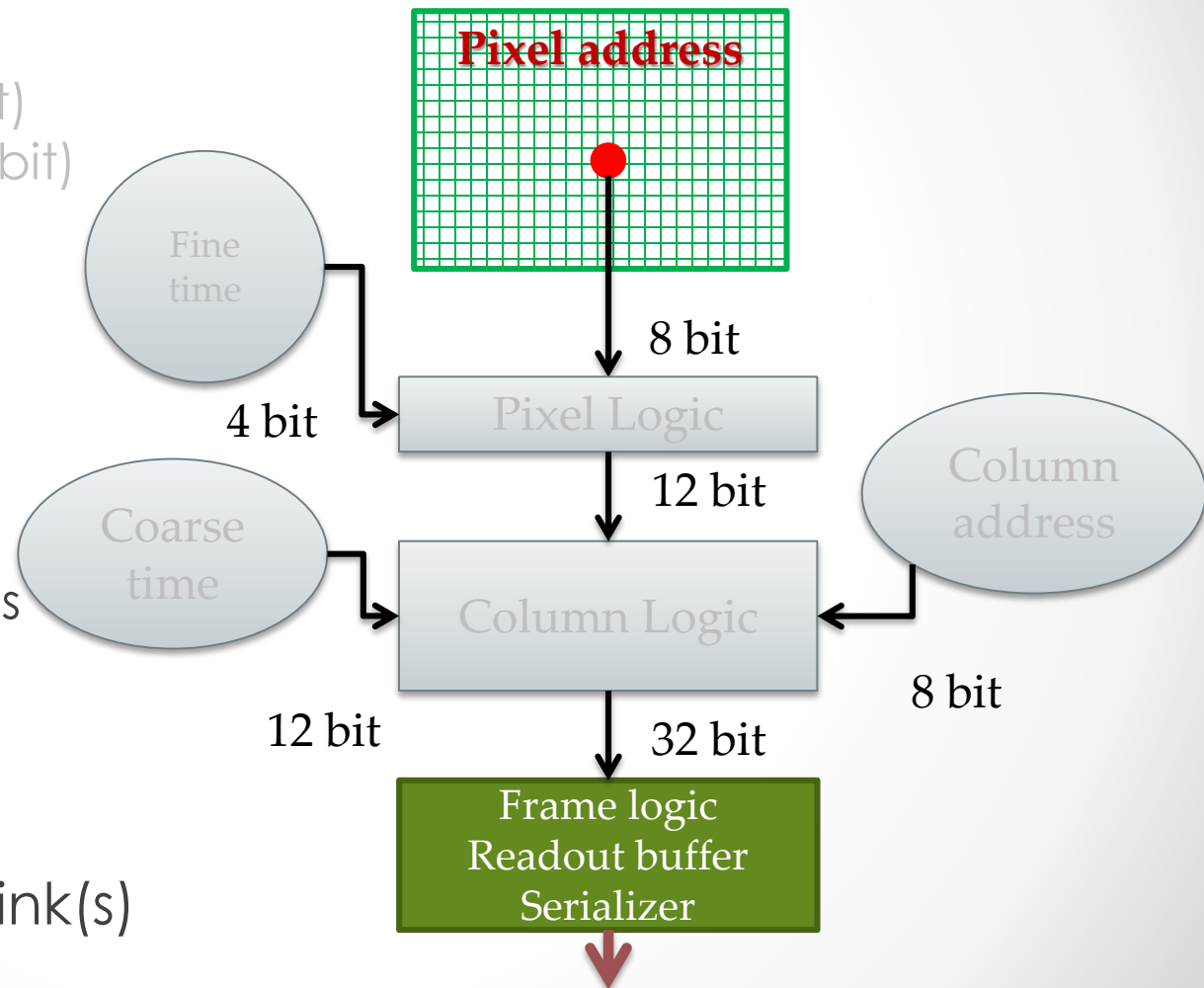
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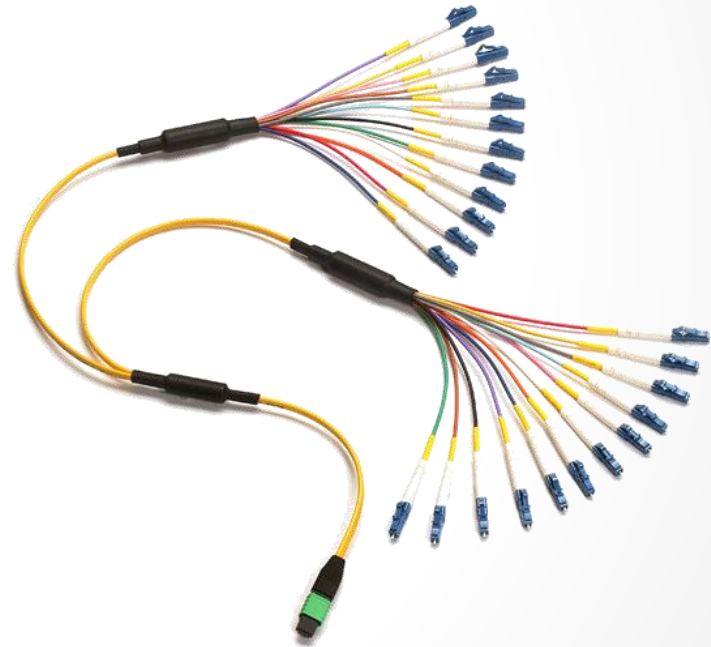
Data Link Scheme

...

From detector slices
to time slices

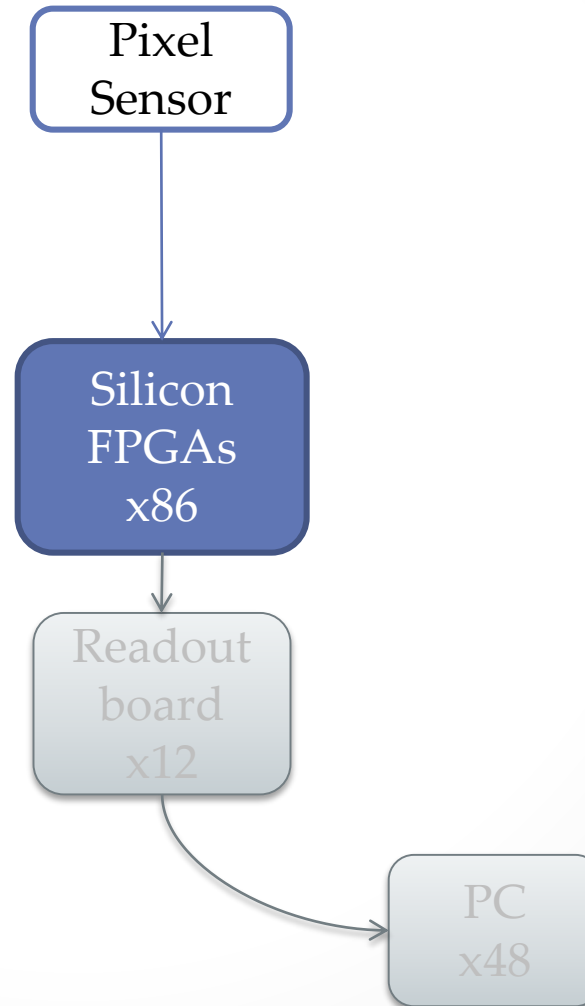
Link Overview

- Front end links
 - Pixel sensor to on-detector FPGA
 - 400 – 800 Mbit/s
 - LVDS
 - Timing detector readout
- Optical links from detector
 - Front end FPGAs
 - ... to readout boards
 - 5 Gbit/s
- Optical links in counting room
 - Off-detector read out boards
 - ...to PC Farm



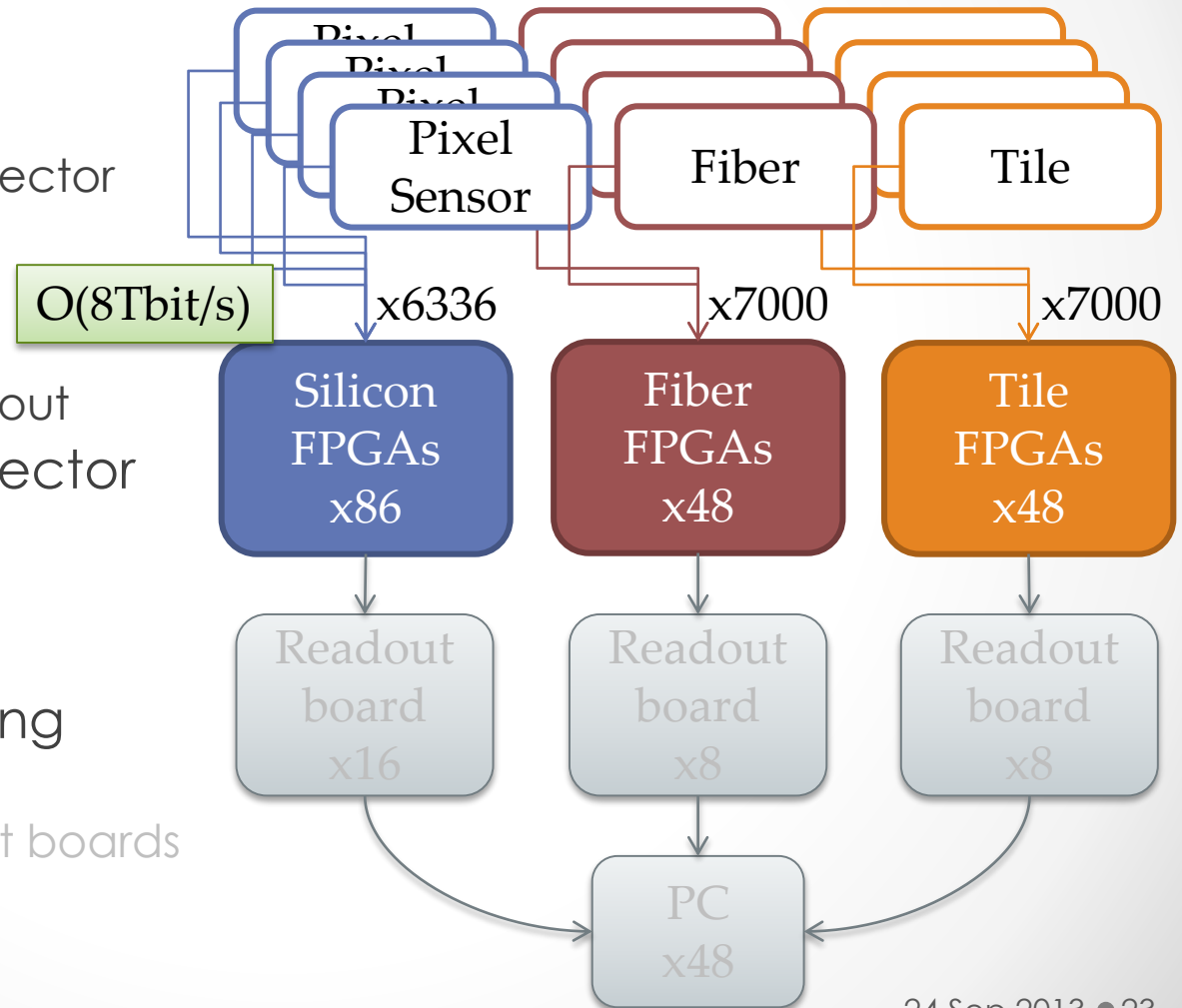
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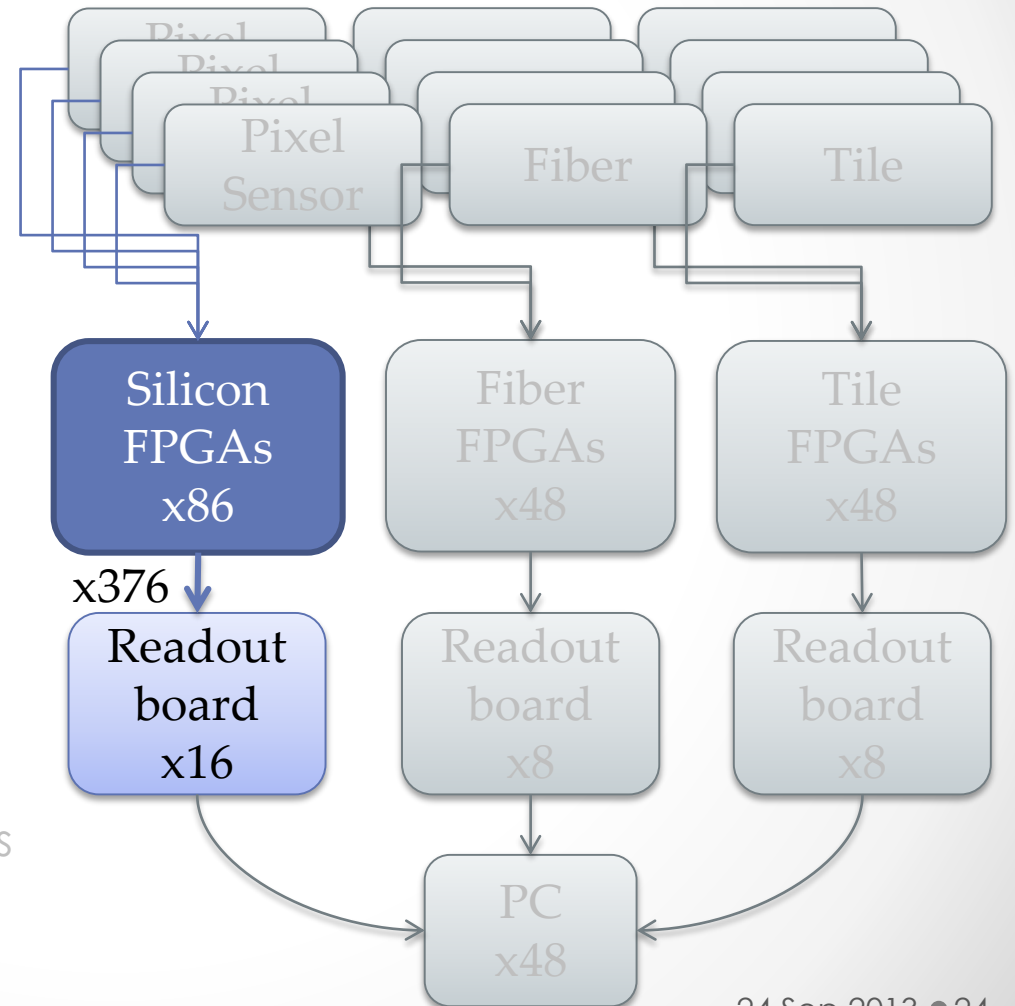
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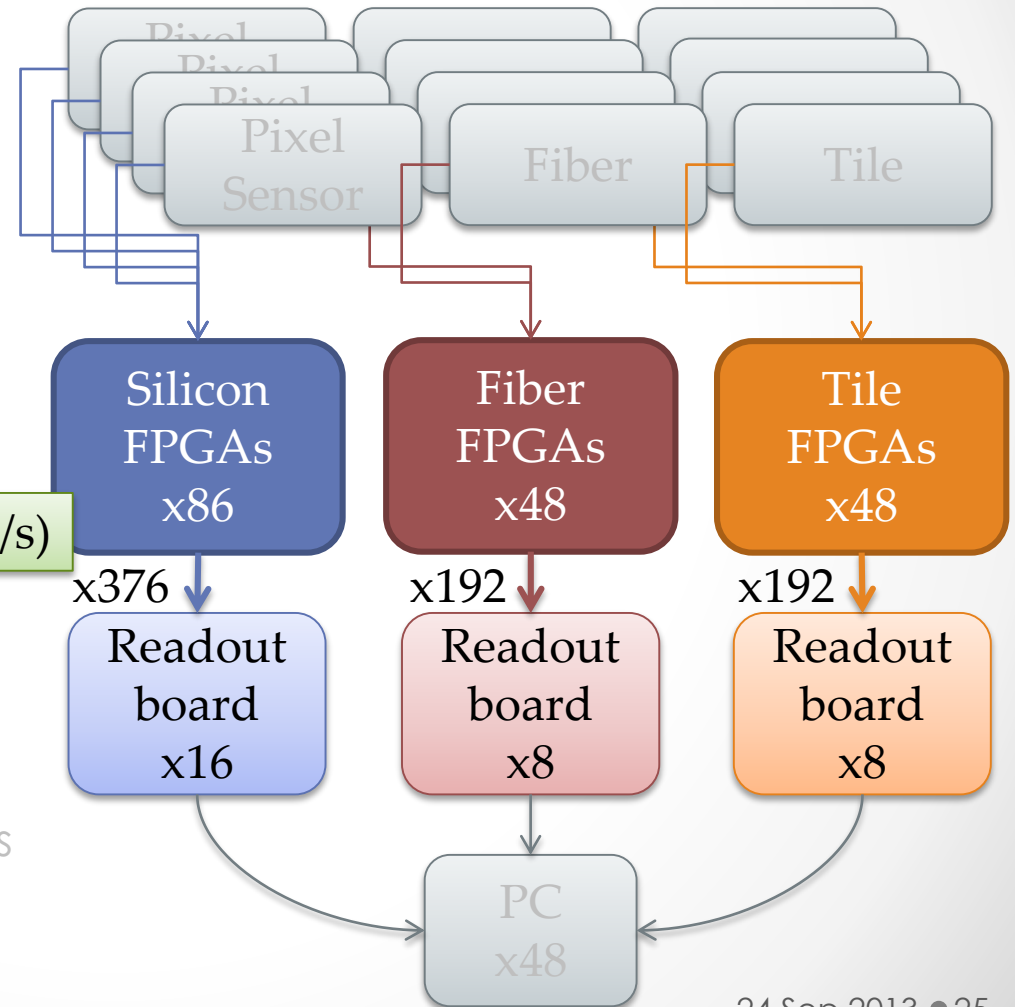
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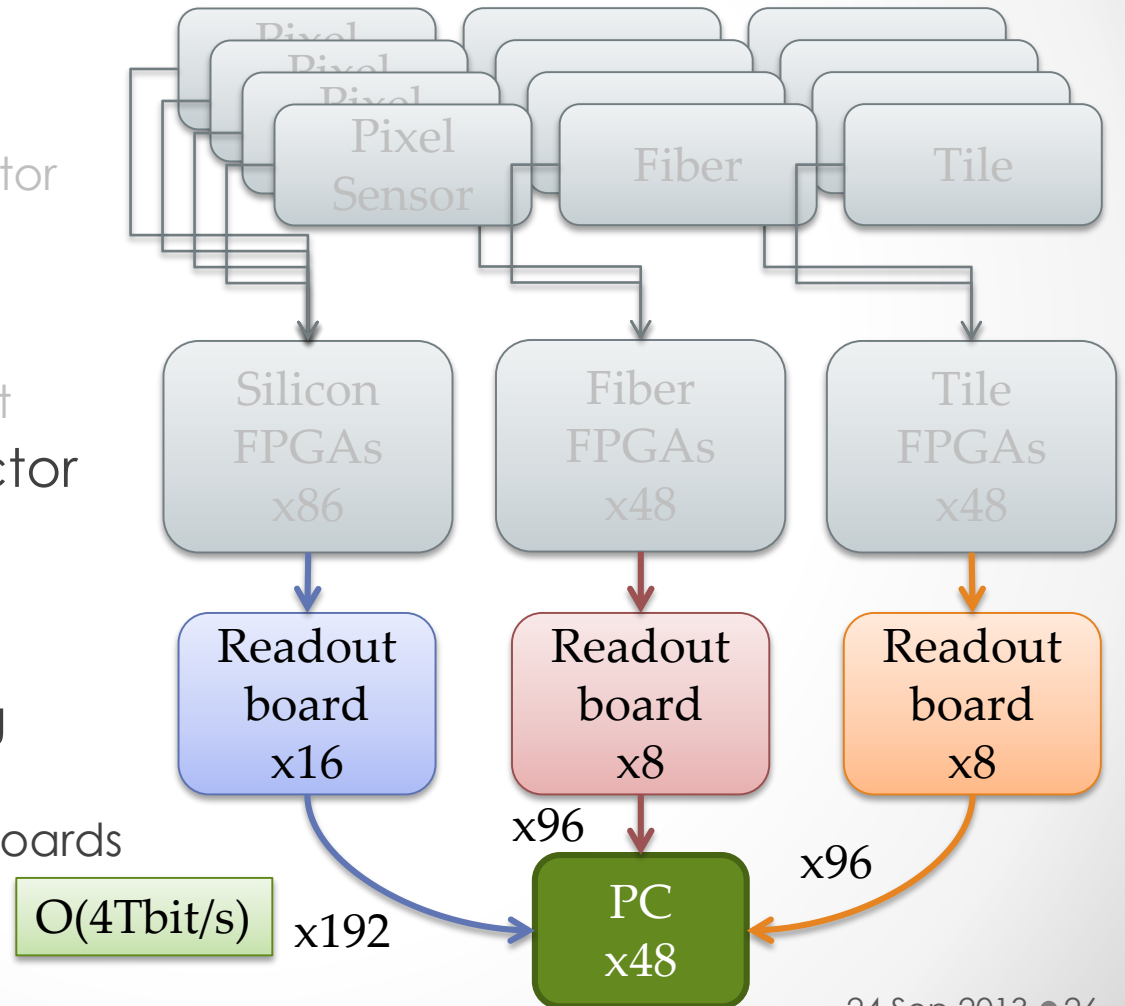
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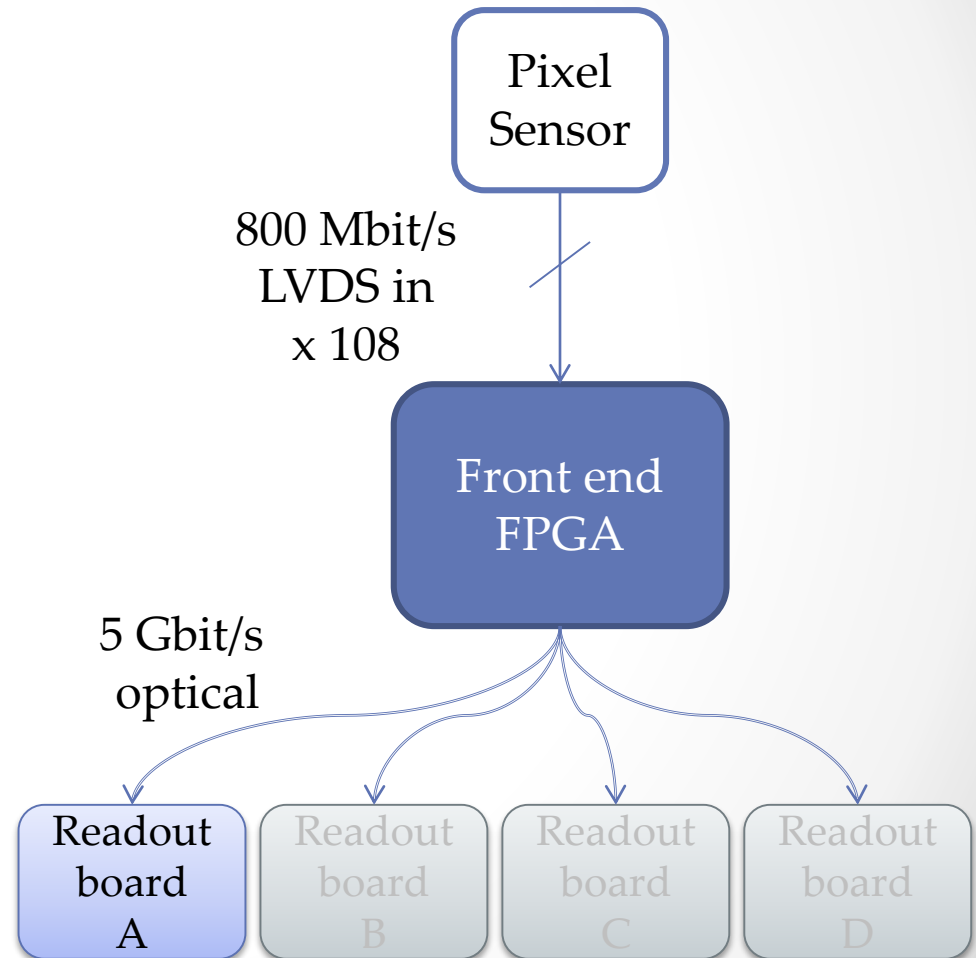
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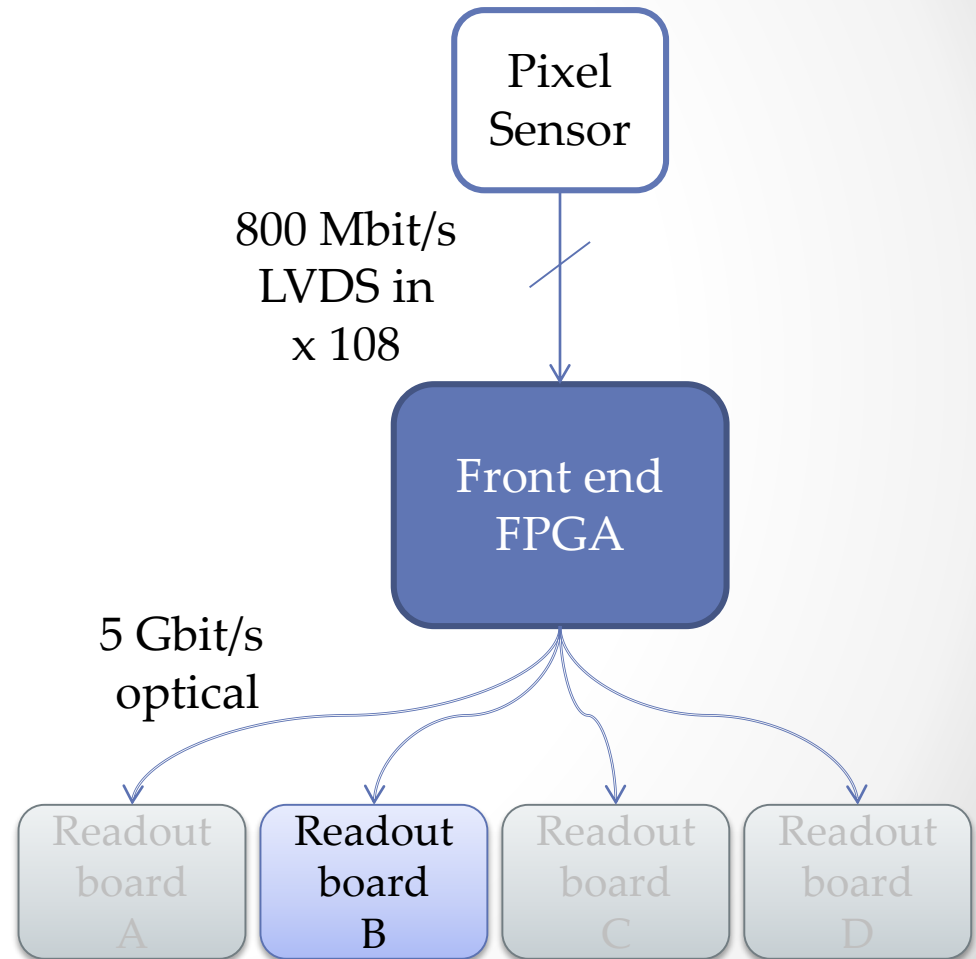
Front End FPGAs

- FPGAs on detector
 - 86 (+96) pieces
- Receive sensor data
 - 108 LVDS inputs
- 5 Gbit/s outputs
 - 8 optical links
 - ... to counting house
- Switching data between readout boards farms A-D



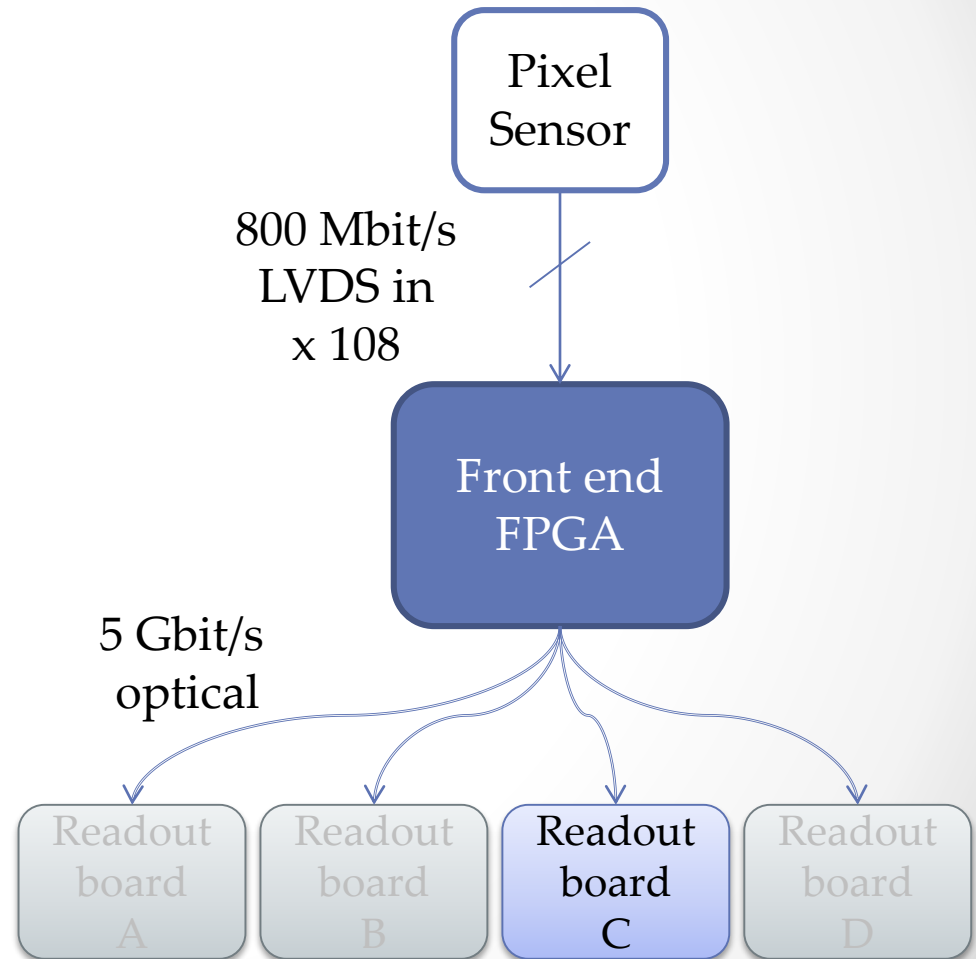
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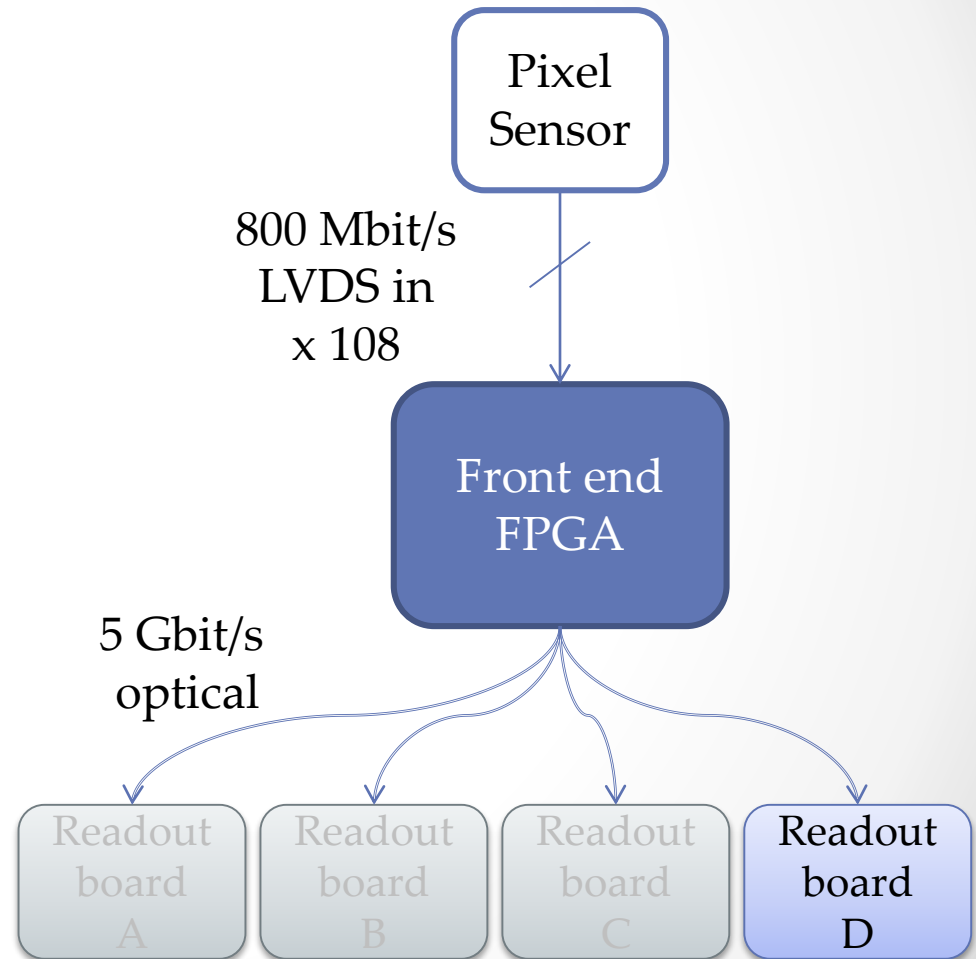
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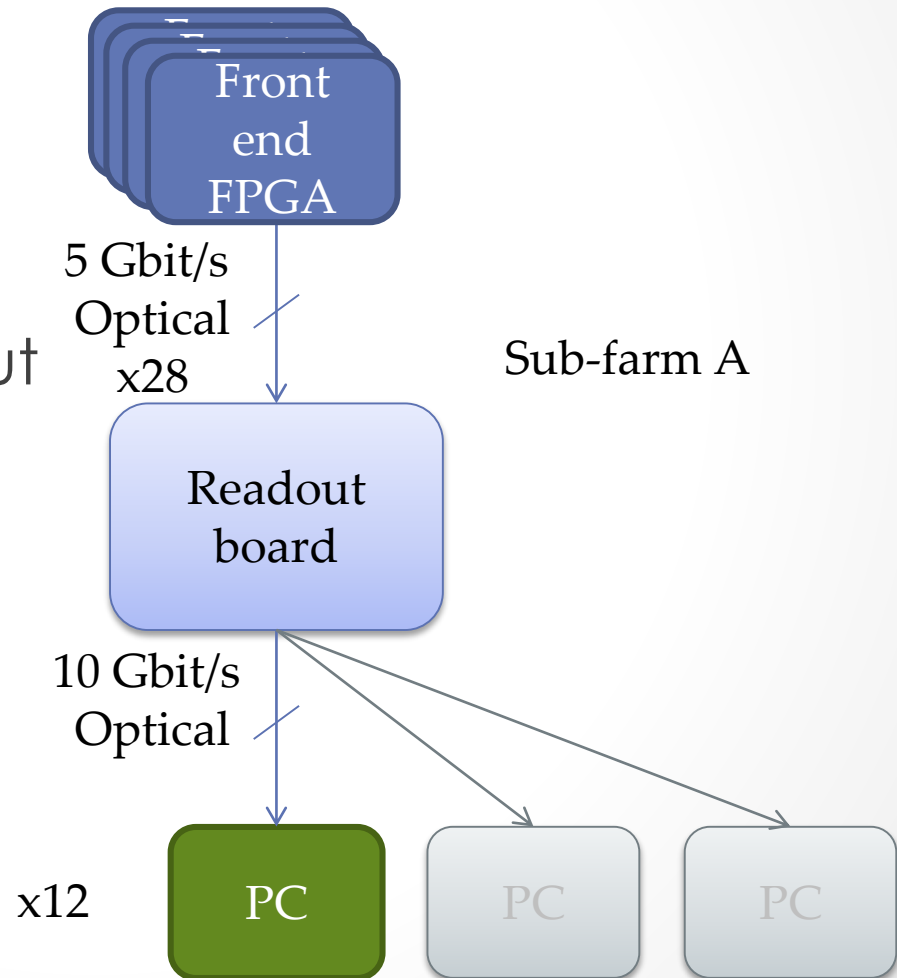
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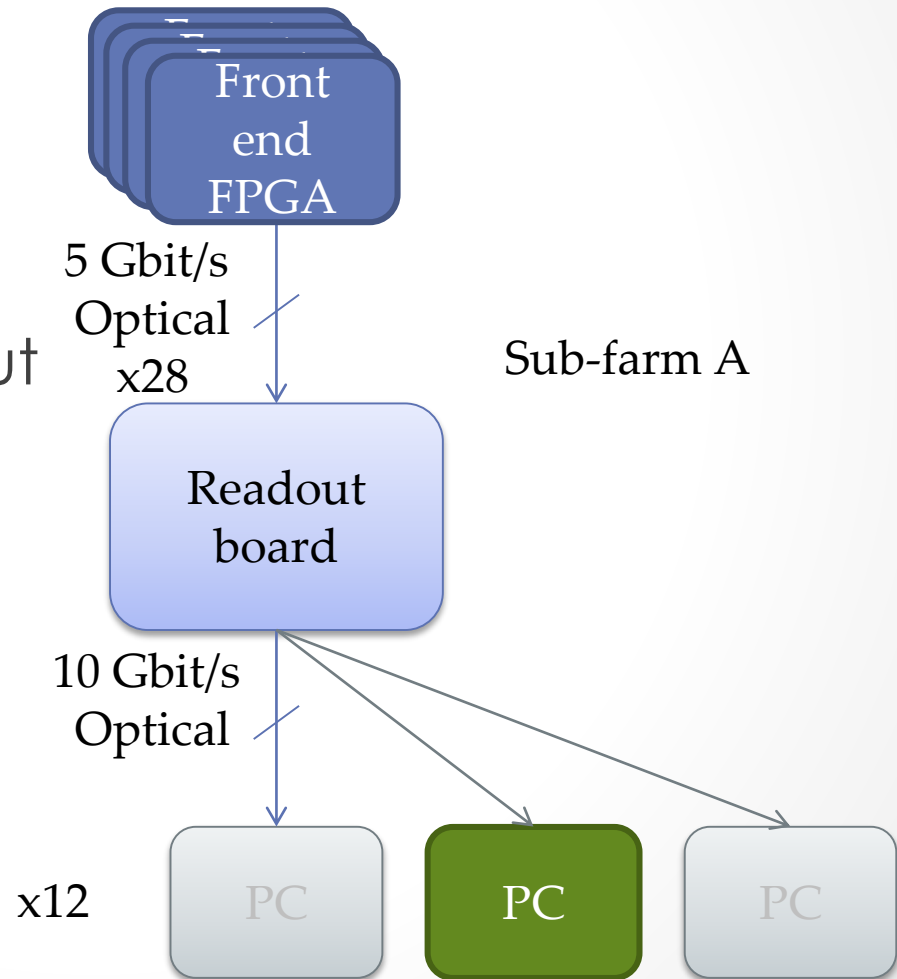
Readout Board

- FPGA readout boards
 - 4 per sub-detector
- 5 Gbit/s optical inputs
 - 16-28 inputs
- 10 Gbit/s optical output
 - 12 outputs to PCs
- Switching network
 - A-D sub-farms
 - One output per PC



Readout Board

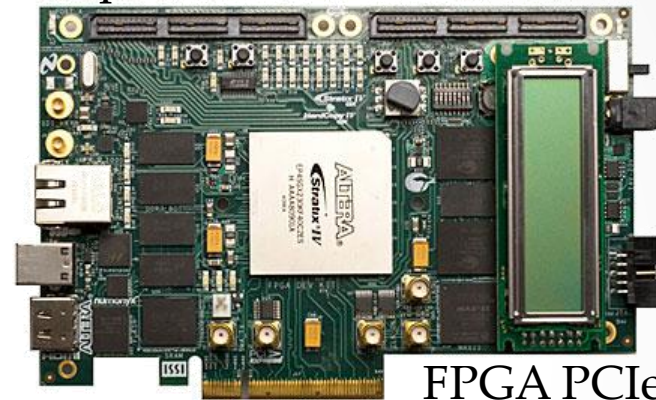
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GPU-PC

- PC with GPU
- 10 Gbit/s Fiber input
 - 8 inputs from sub-detectors
- Data filtering
 - Timing Filter on FPGA
 - Track filter on GPU
 - Data to tape < 100 MB/s

Optical mezzanine connectors



FPGA PCIe board



GPU computer

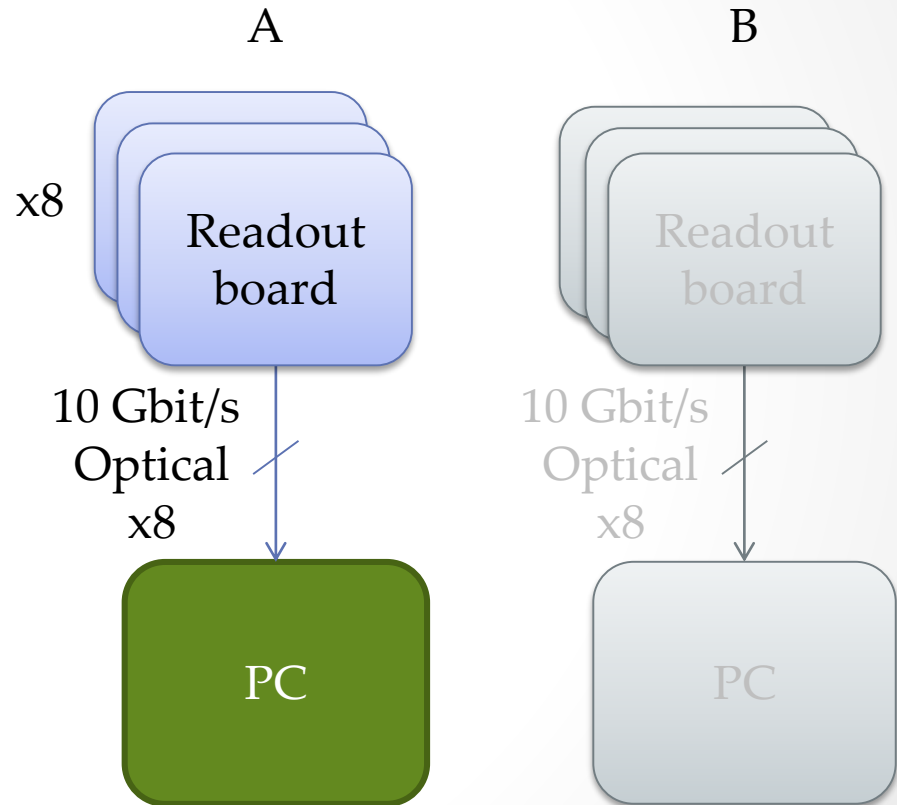
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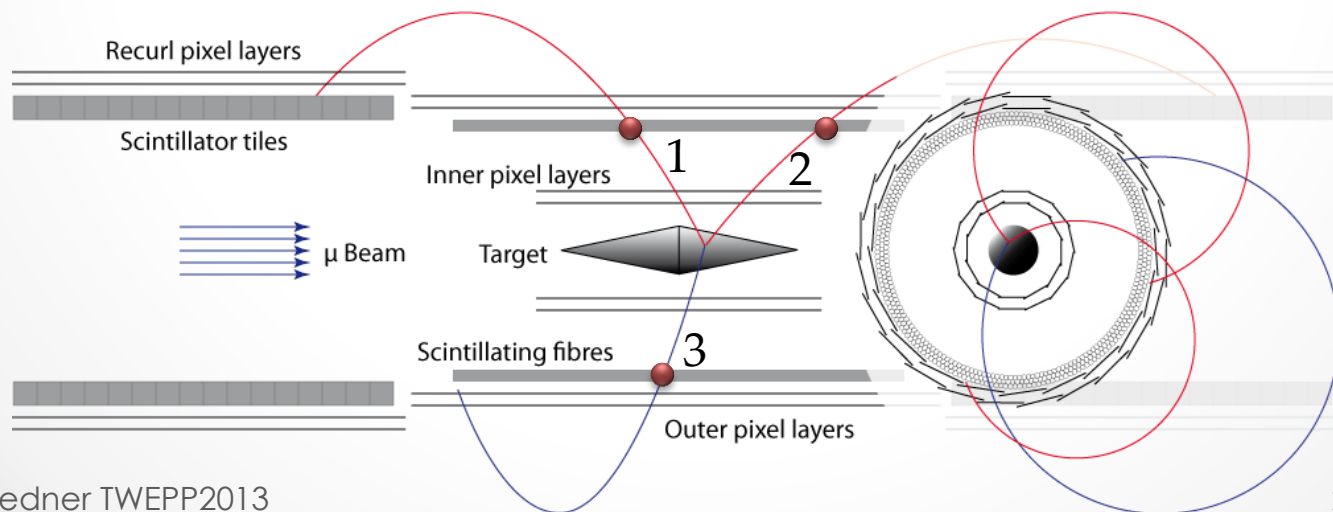
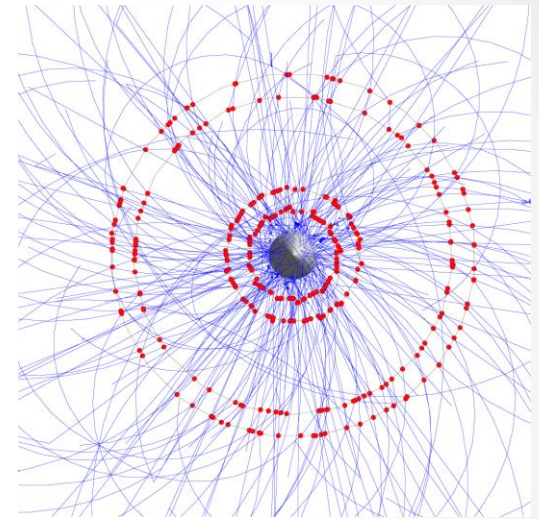
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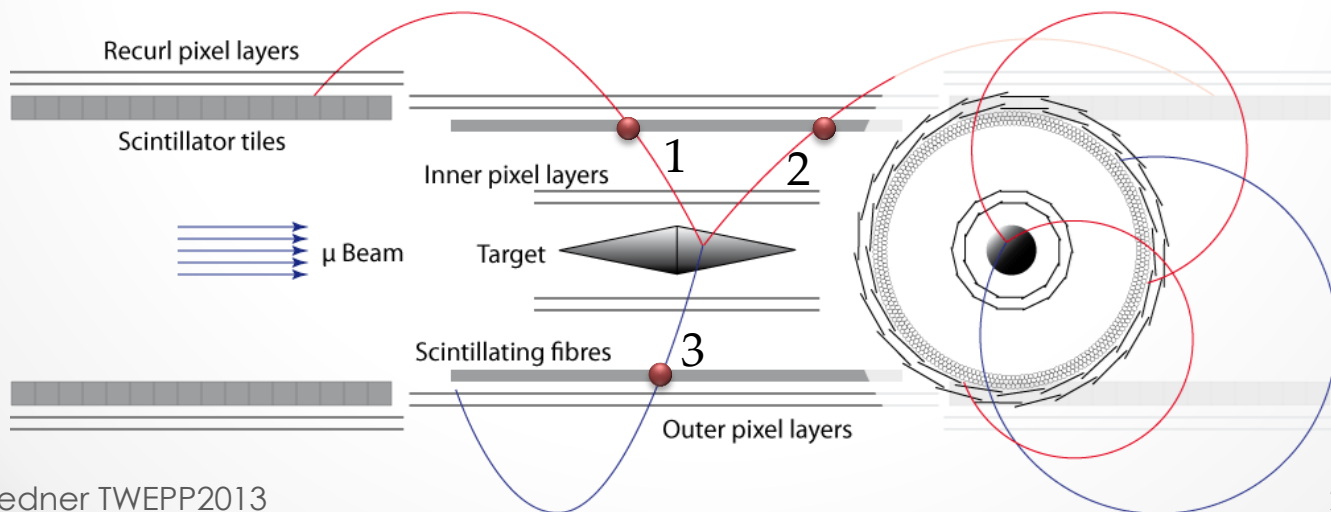
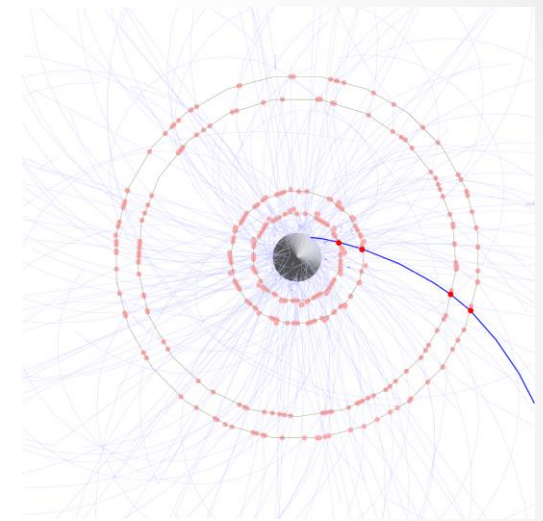
Timing Filter

- Entire event on PCIe FPGA
- Tile and Fiber data
 - Easy to match
 - Look for three tracks
- Reject data without three hits
 - ... inside time interval



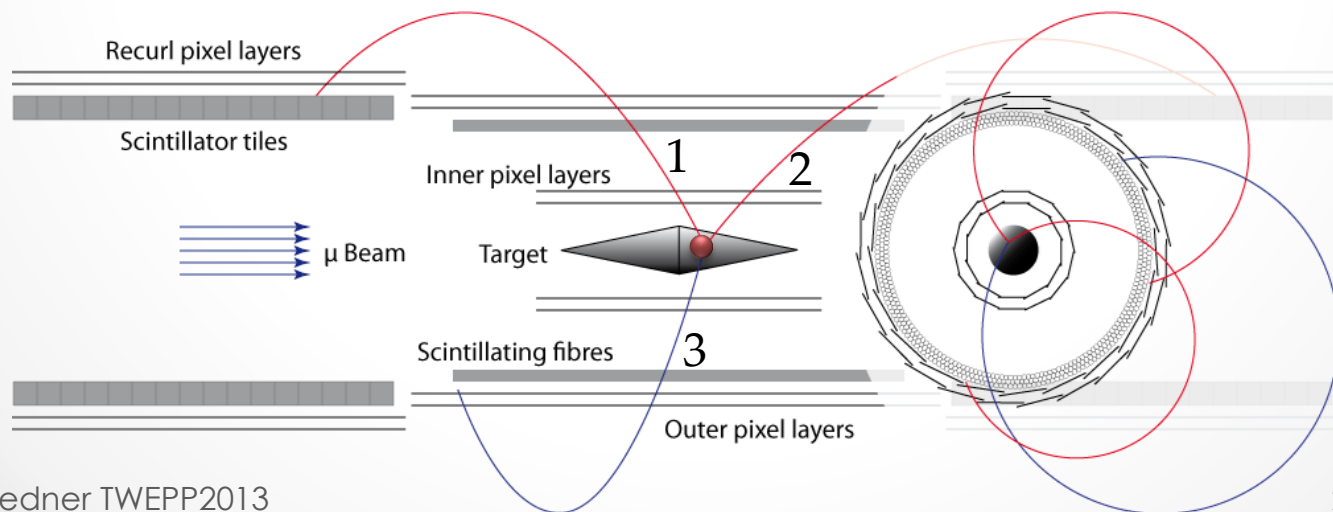
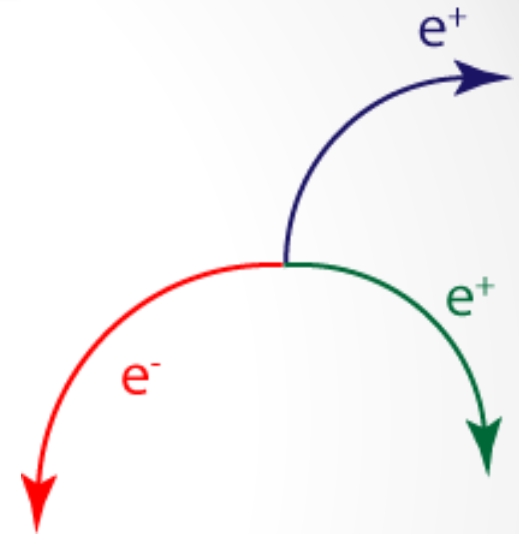
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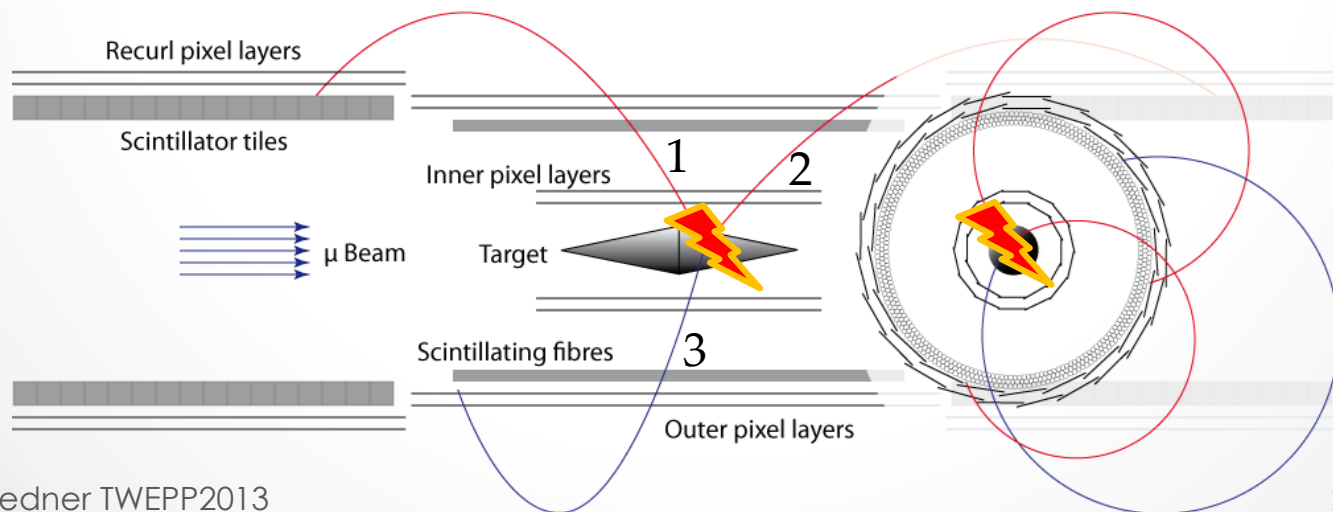
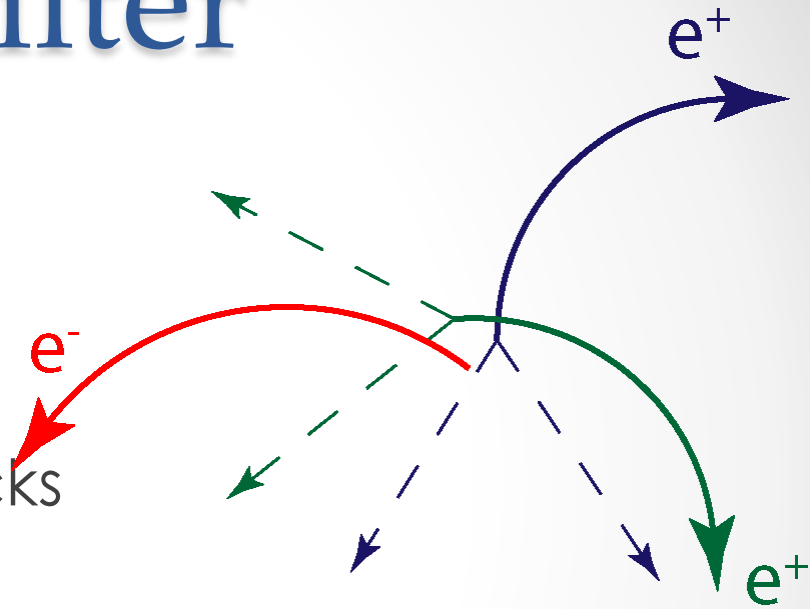
Vertex Filter

- Entire event on GPU
- Large target
 - Large spread of muons
 - Easy vertex separation
- Reject data without three tracks
 - ... inside area interval on target



Vertex Filter

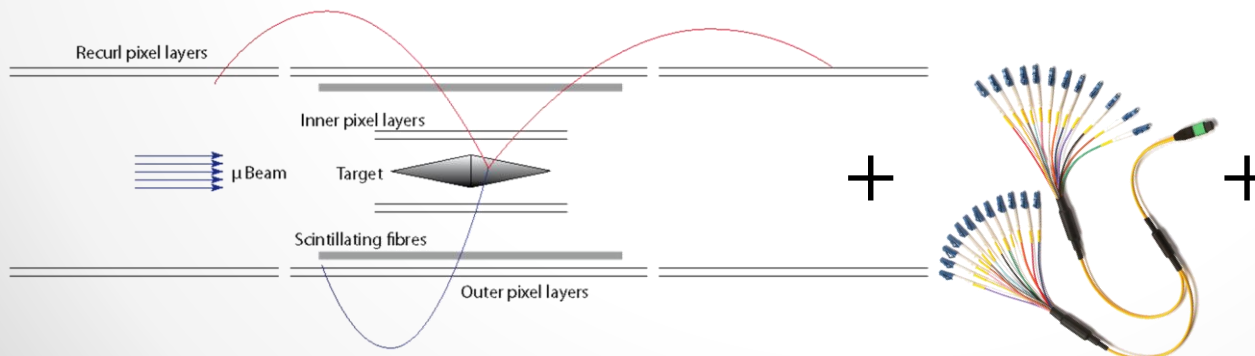
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Summary



- Mu3e has 280M pixels @ $>10^9$ muons/s
- >1 Tbit/s data
- 0-suppressed serial data from active pixel sensors
- Switched optical network
- GPU filter farm with optical inputs



Backup Slides

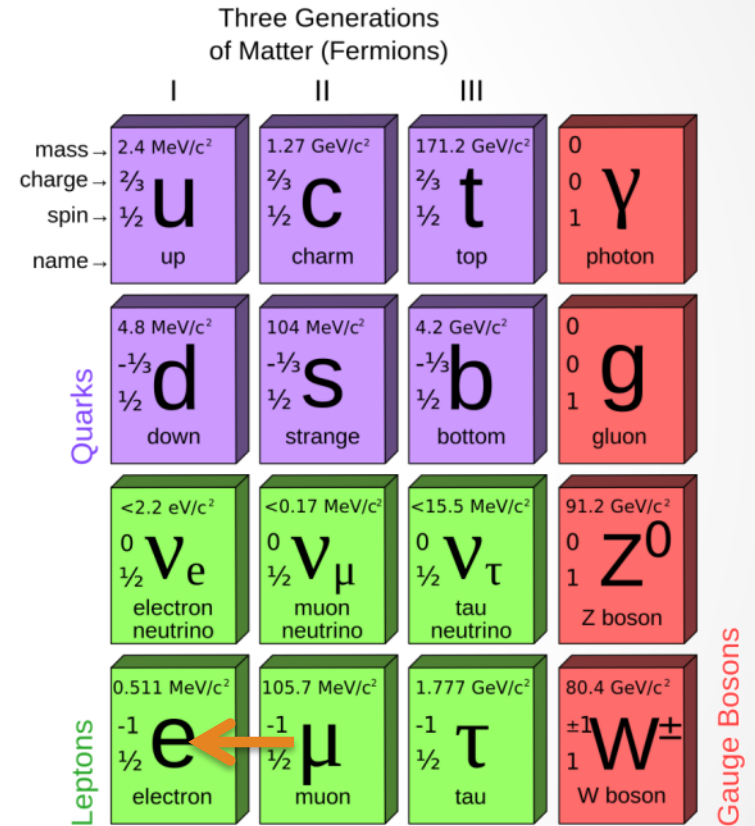
...

Physics Motivation

Lepton flavor violation?

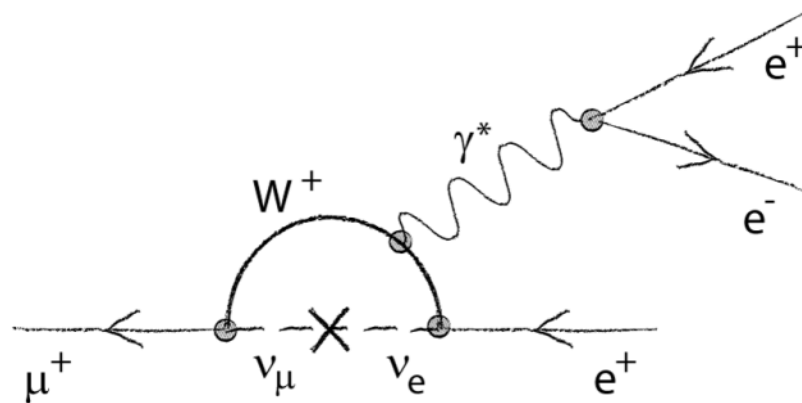
Standard model:

- No lepton flavor violation



Physics Motivation

Lepton flavor violation: $\mu^+ \rightarrow e^+ e^- e^+$

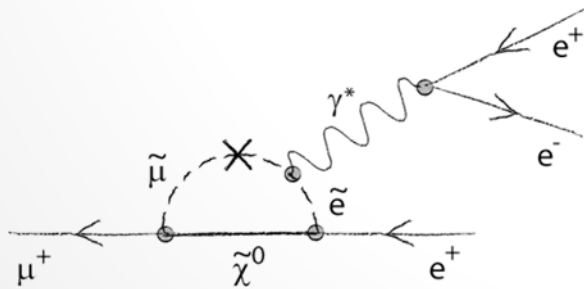
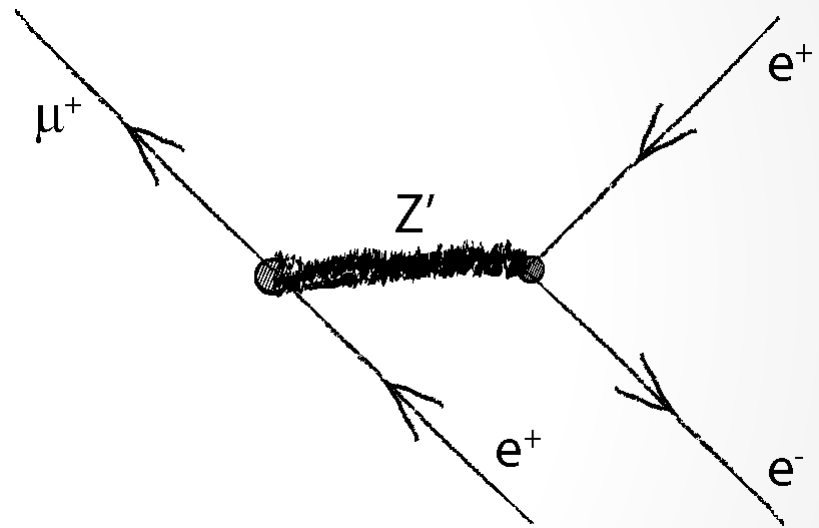


Standard model:

- No lepton flavor violation, but:
 - Neutrino mixing
 - Branching ratio $< 10^{-50} \rightarrow$ unobservable

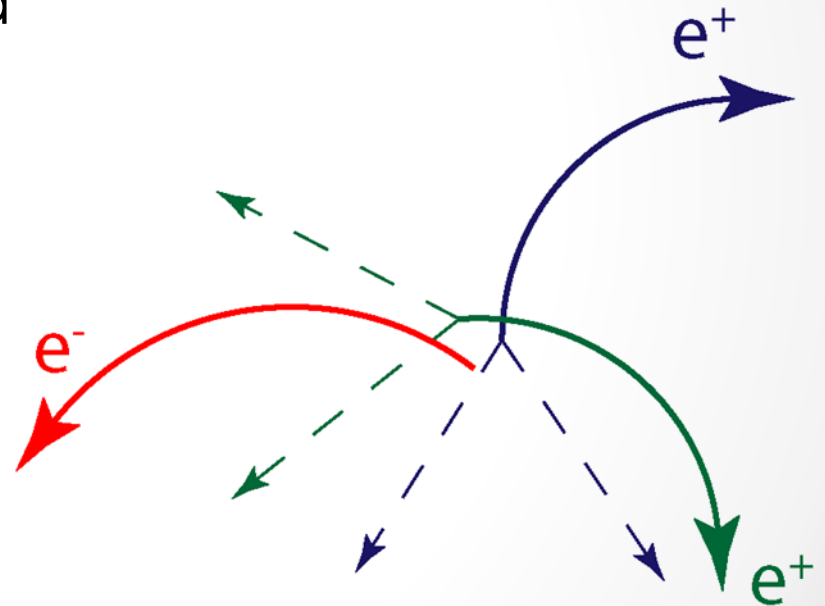
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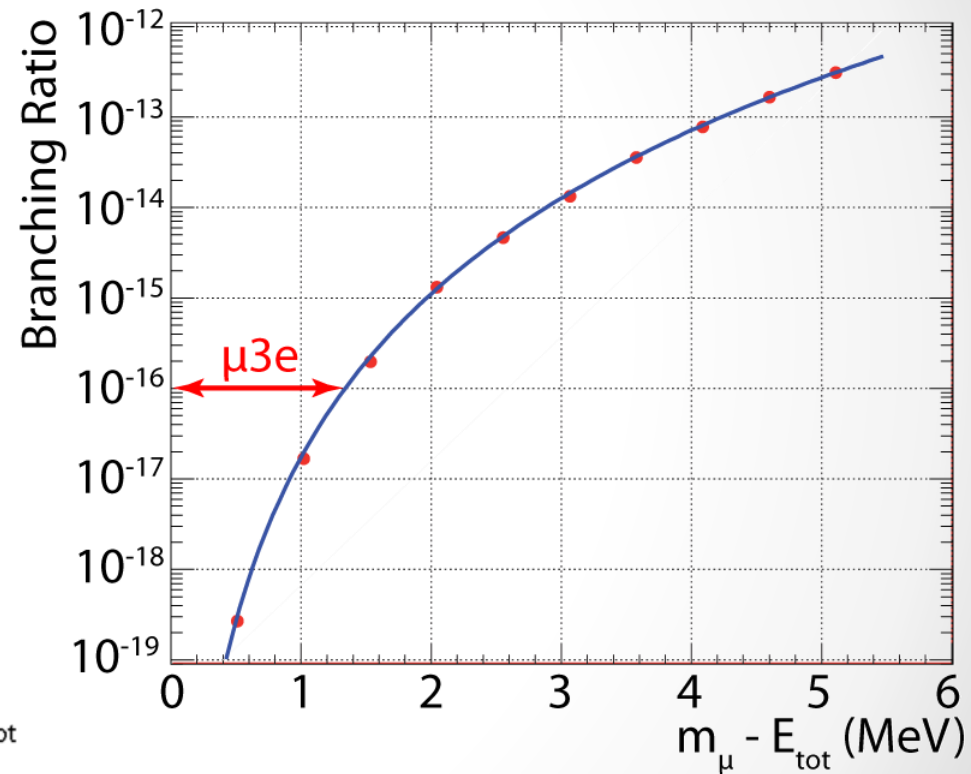
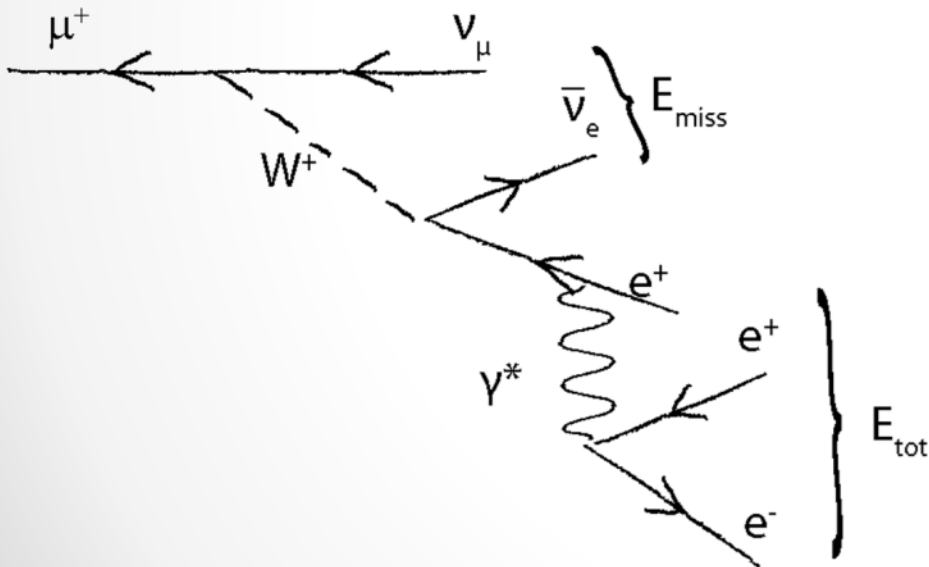
The Mu3e Background

- Combinatorial background
 - $\mu^+ \rightarrow e^+ \nu \nu$ & $\mu^+ \rightarrow e^+ \nu \nu$ & $e^+ e^-$
 - many possible combinations
- Good time and
- Good vertex resolution required



The Mu3e Background

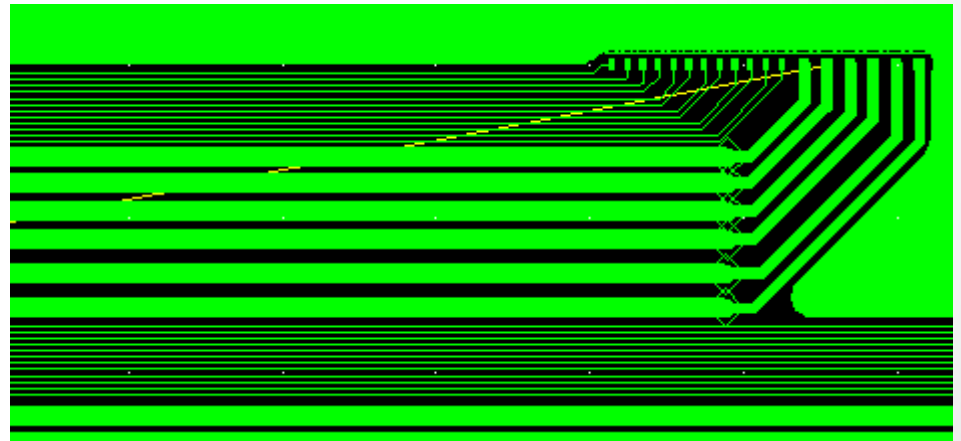
- $\mu^+ \rightarrow e^+ e^- e^+ \nu \nu$
 - Missing energy (ν)
 - Good momentum resolution



(R. M. Djilkibaev, R. V. Konoplich,
Phys.Rev. D79 (2009) 073004)

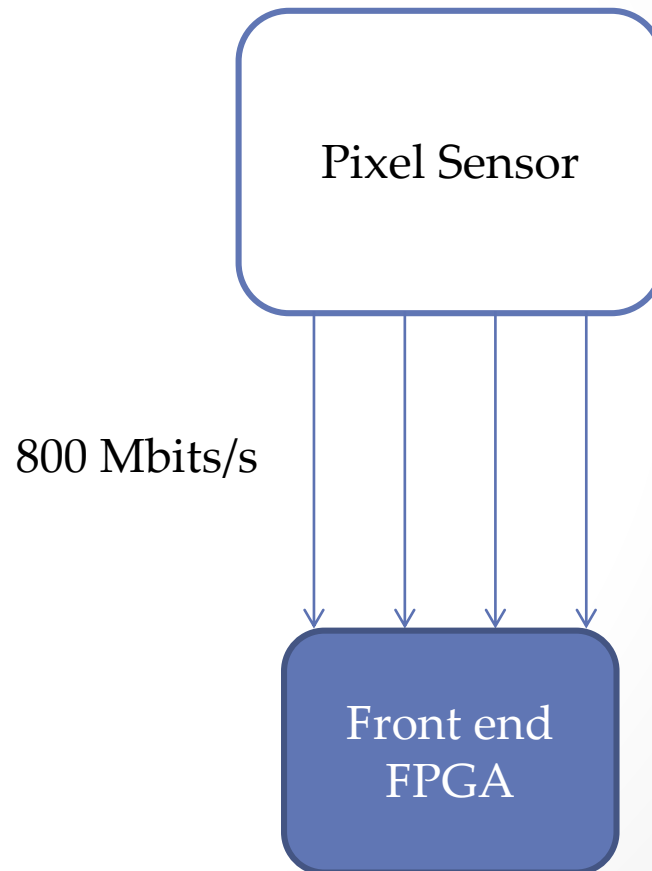
Pixel Sensor Links

- Vertex Sensor chips
 - 180 chips
 - 4 LVDS links
 - 800 Mbit/s per link
- Central Silicon Tracker
 - 936 chips
 - 2 LVDS links
 - 800 Mbit/s
- Recurl stations
 - 3744 chips
 - 1 LVDS link
 - 400 Mbit/s



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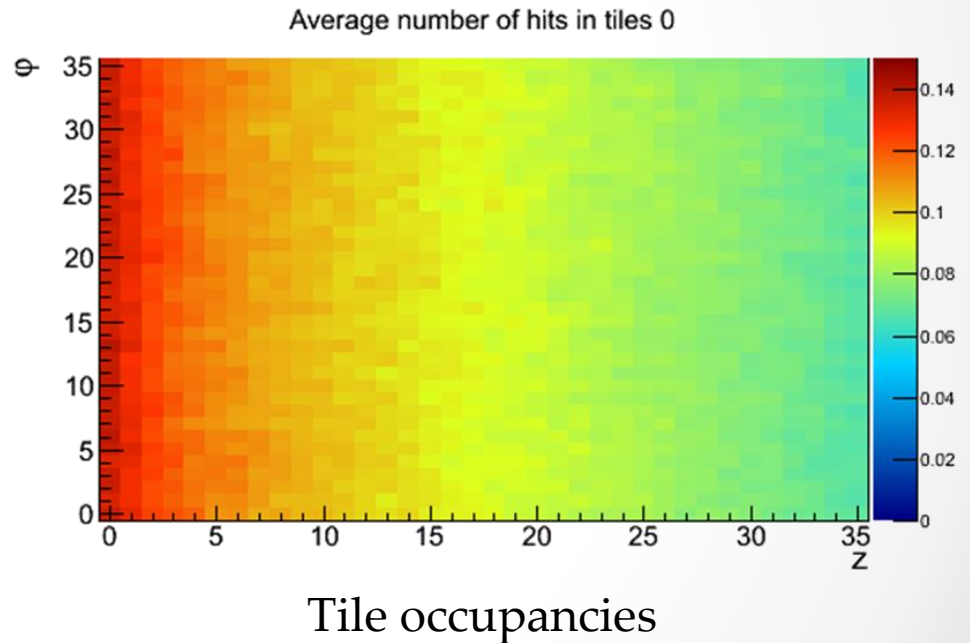
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- Receive sensor data
 - 108 LVDS inputs
- 5 Gbit/s outputs
 - 8 optical links
 - ... to counting house
- Switching between readout boards A-D



Optical transceiver FE board

Average Occupancies

- All numbers per frame of 50 ns
- Vertex detector
 - 2 hits per sensor
- Central silicon tracker
 - 0.6 hits per sensor
- Recurl stations
 - 0.13 hit per sensor
- Fiber hodoscope
 - 0.16 hits per fiber
- Timing tiles
 - 0.09 hits per tile



Maximum Occupancies

- All numbers per frame of 50 ns
- Vertex detector
 - 5 hits per sensor
- Central silicon tracker
 - 2 hits per sensor
- Recurl stations
 - 1 hit per sensor
- Fiber hodoscope
 - 0.24 hits per fiber
- Timing tiles
 - 0.14 hits per tile

