

# Compact Muon Solenoid Detector (CMS) & The Token Bit Manager (TBM)

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*Mentor: Dr. Andrew Ivanov*

# CERN

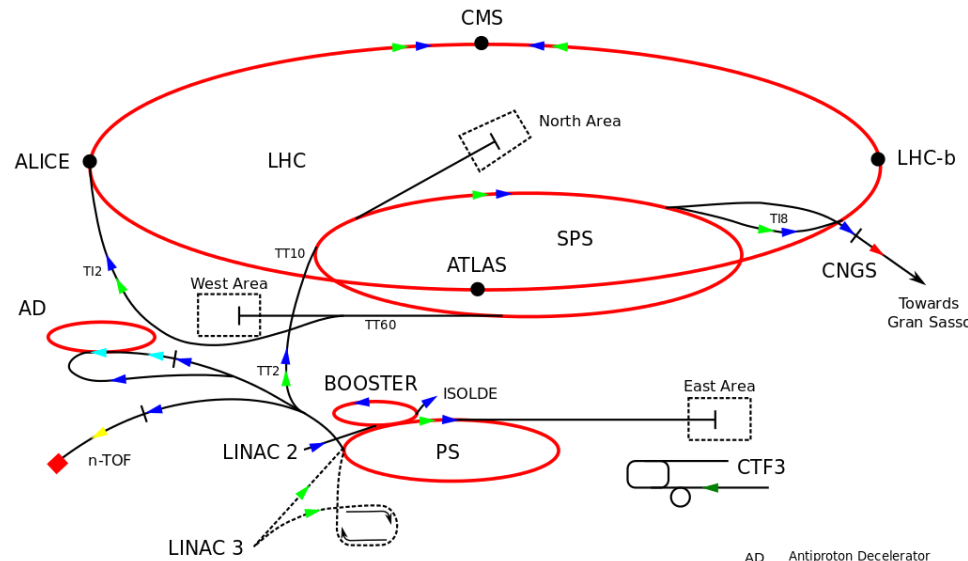
Conseil Européen pour la Recherche Nucléaire  
(European Council for Nuclear Research)  
(1952)

## ACCELERATORS

The Antiproton Decelerator  
The Large Hadron Collider  
The Proton Synchrotron  
The Super Proton Synchrotron  
CERN Neutrinos to Gran Sasso

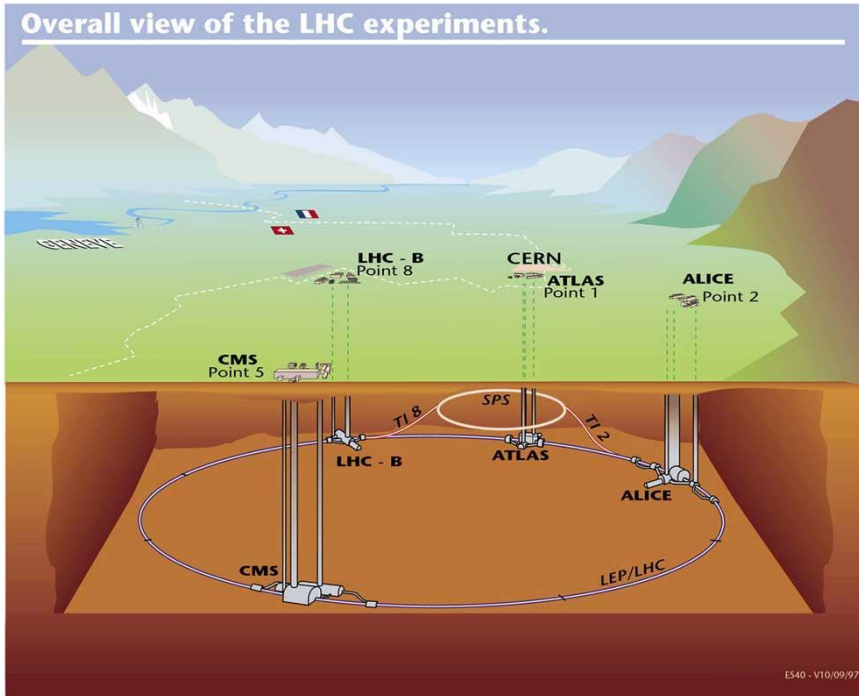
## EXPERIMENTS

ACE	COMPASS
AEGIS	DIRAC
ALICE	ISOLDE
ALPHA	LHCb
AMS	LHCf
ASACUSA	MOEDAL
ATLAS	NA61/SHINE
ATRAP	NA62
AWAKE	nTOF
CAST	OSQAR
CLOUD	TOTEM
CMS	UA9



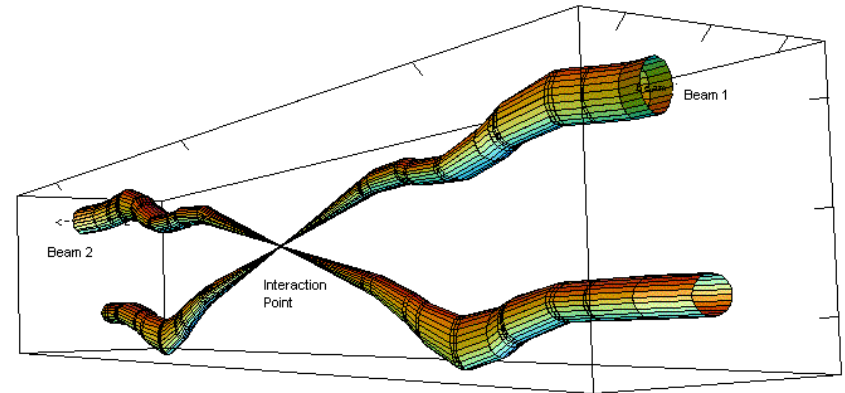
# CERN -> LHC

## Large Hadron Collider (2008)



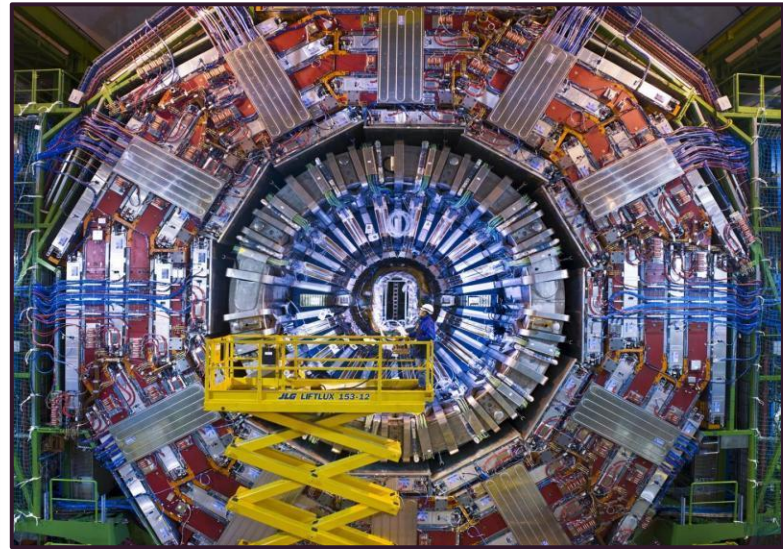
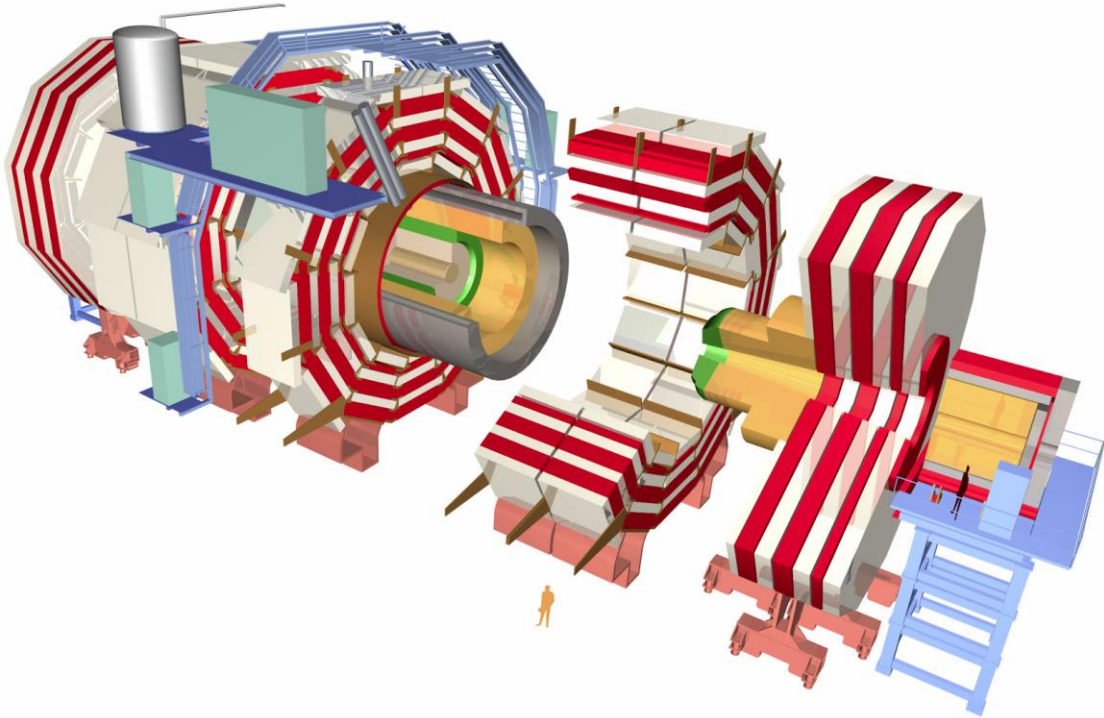
Two proton beams  
travel in opposite  
directions until  
collision in detectors

- 1) ATLAS
- 2) ALICE
- 3) LHCb
- 4) CMS

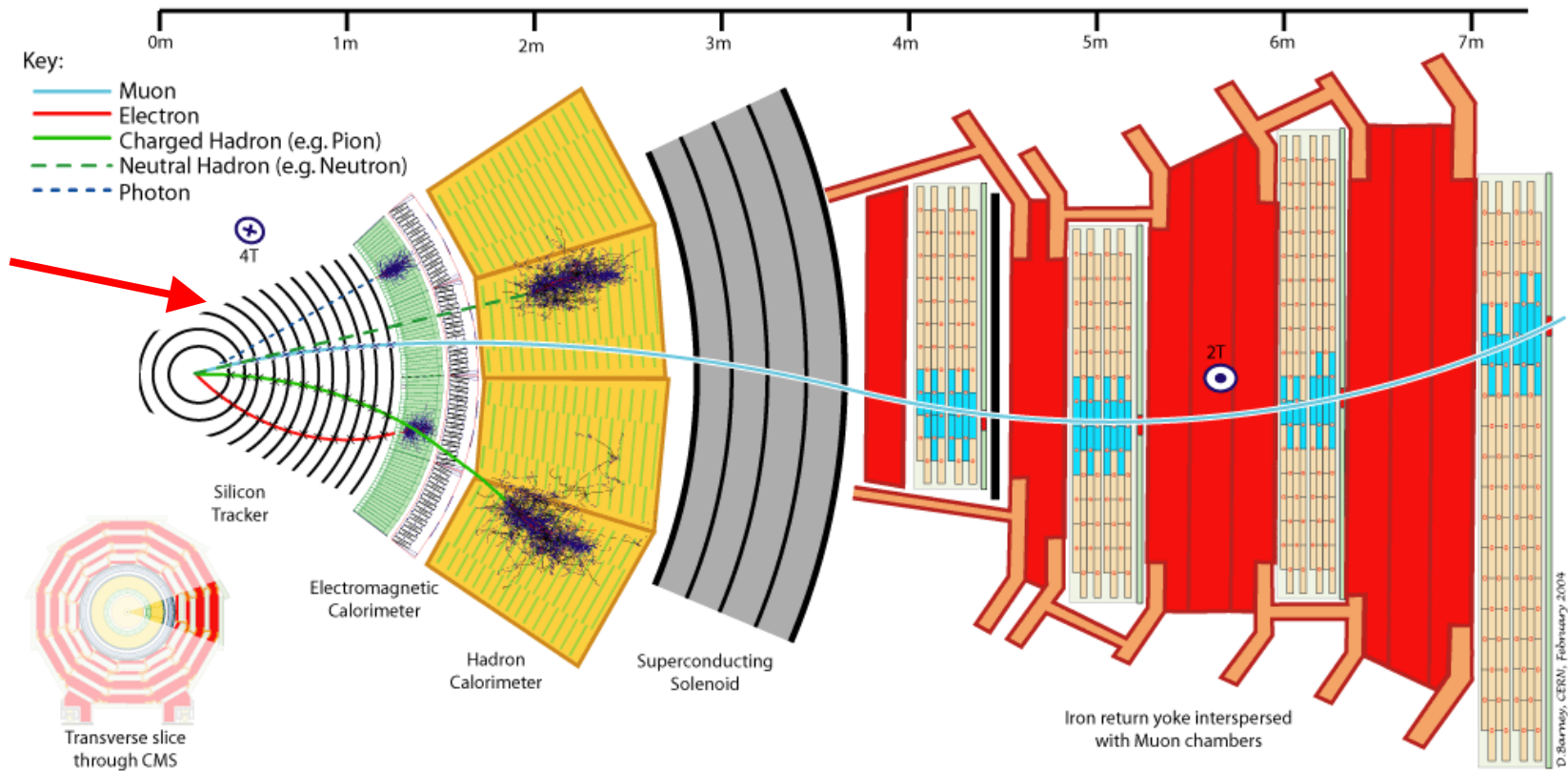


# CERN -> LHC -> CMS

## Compact Muon Solenoid (2008)

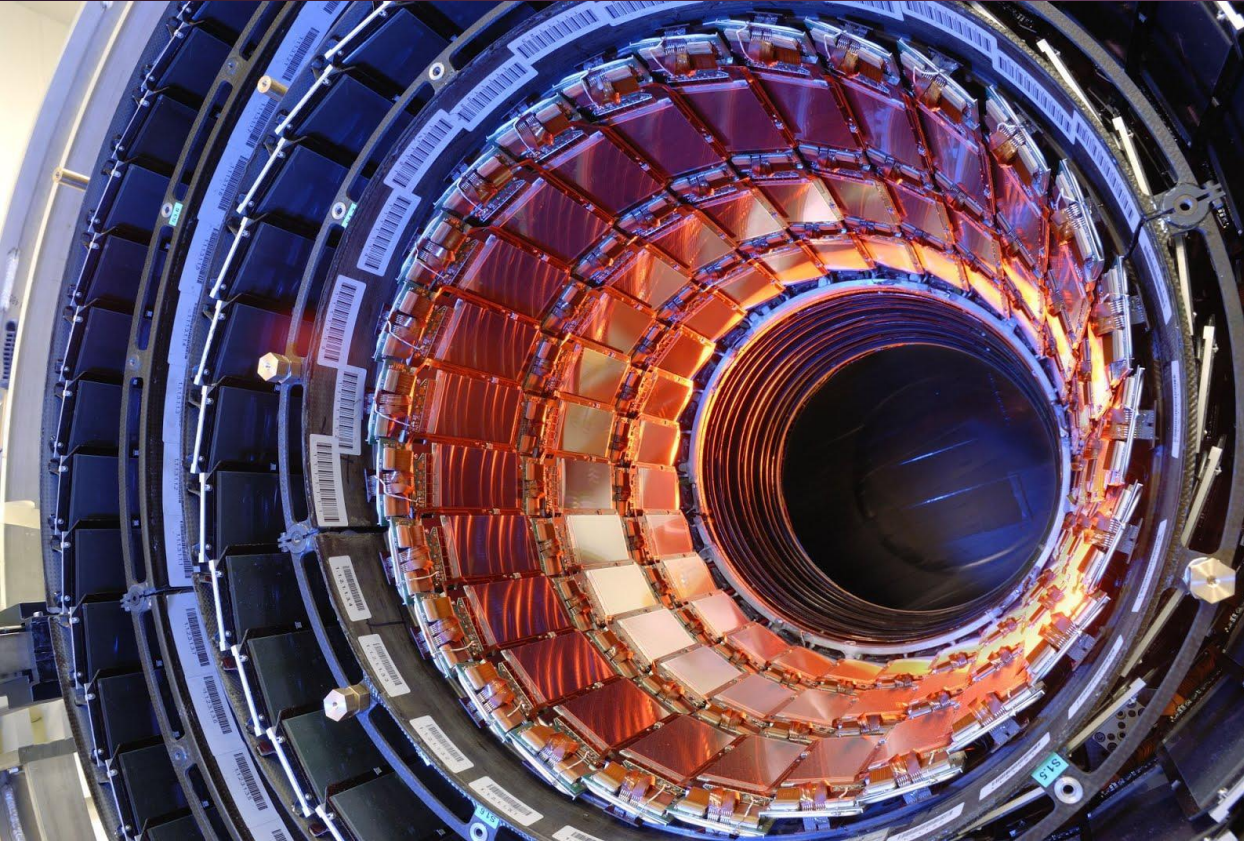


# CMS Detector System



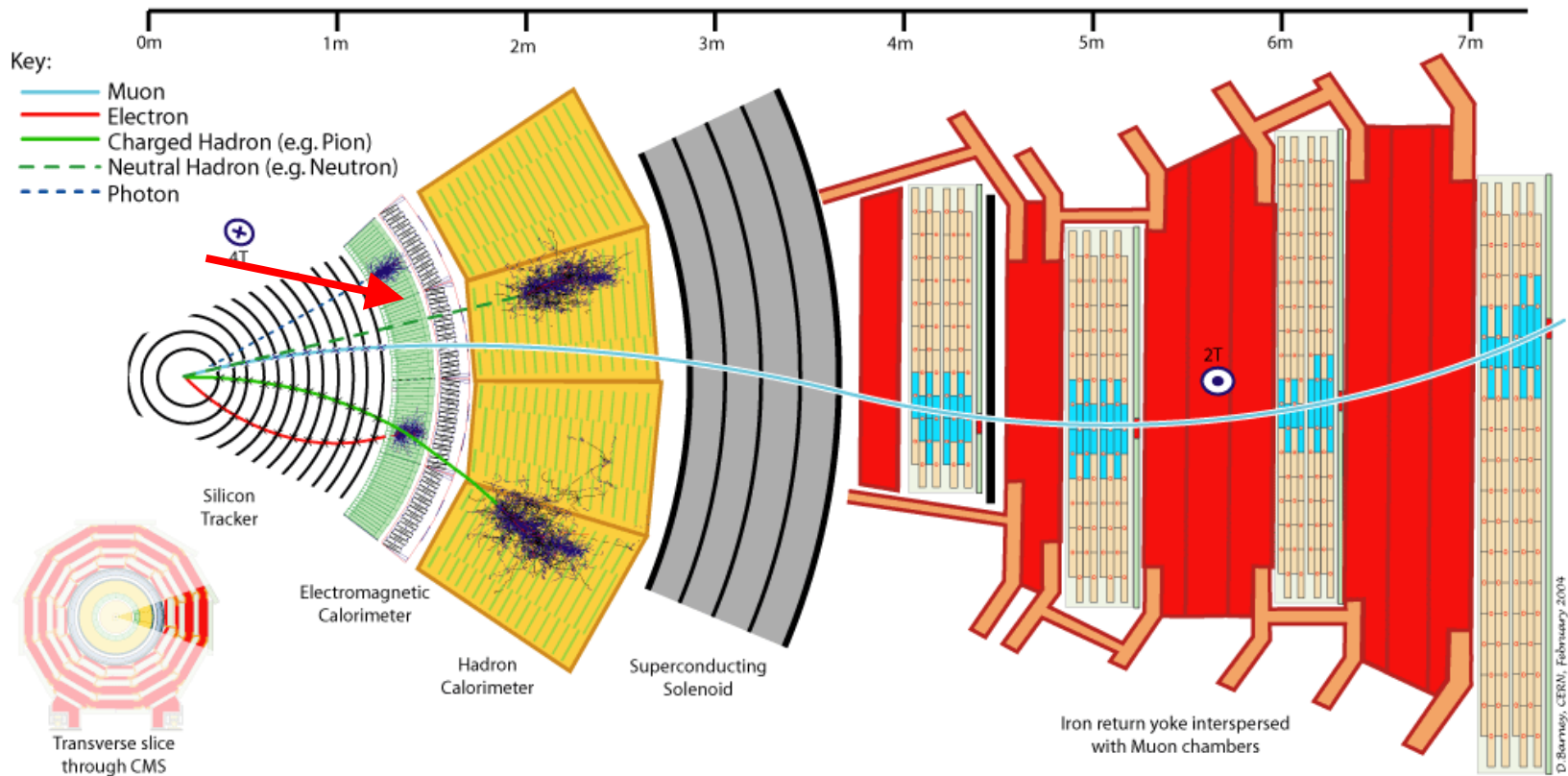


# Inner Detectors



Silicon strip detectors in the inner tracking system detect position of particles at a given time

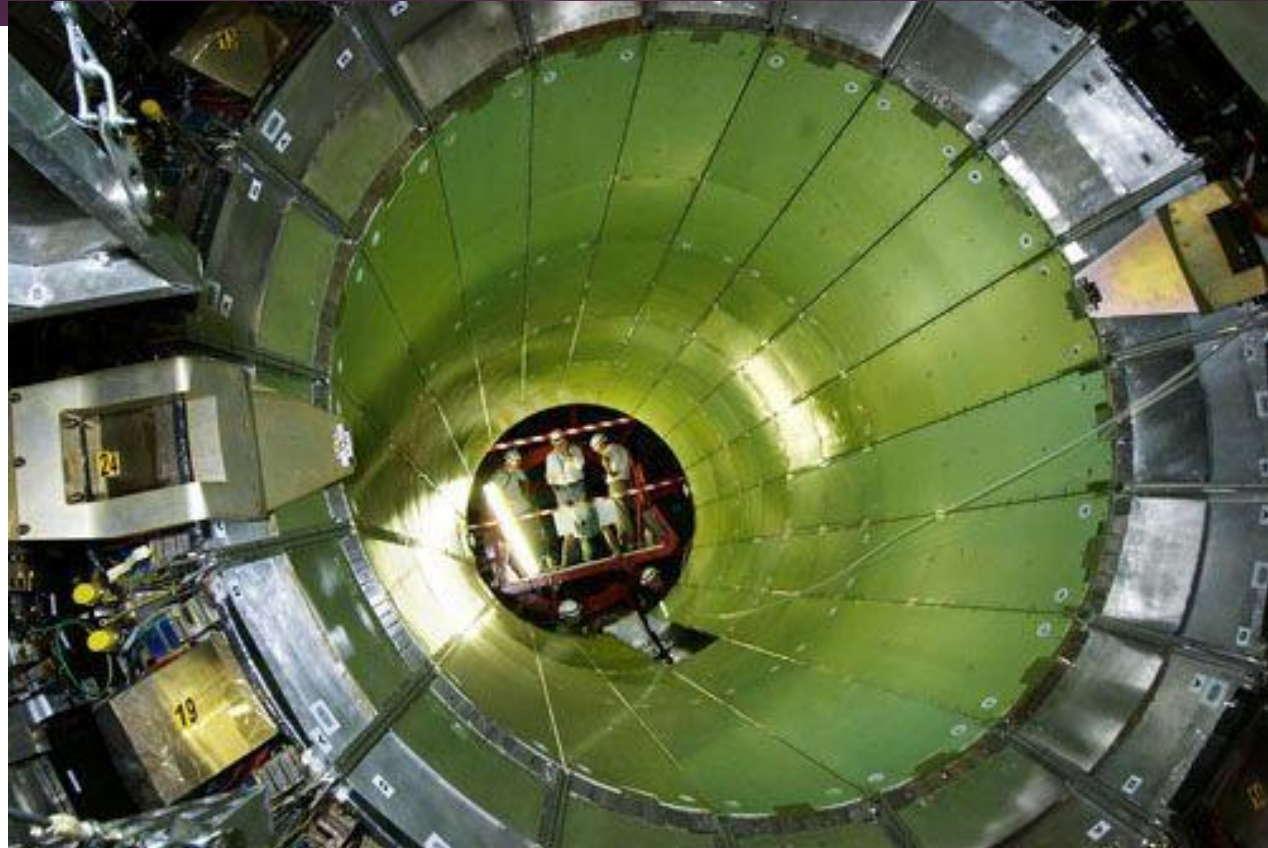
# CMS Detector System





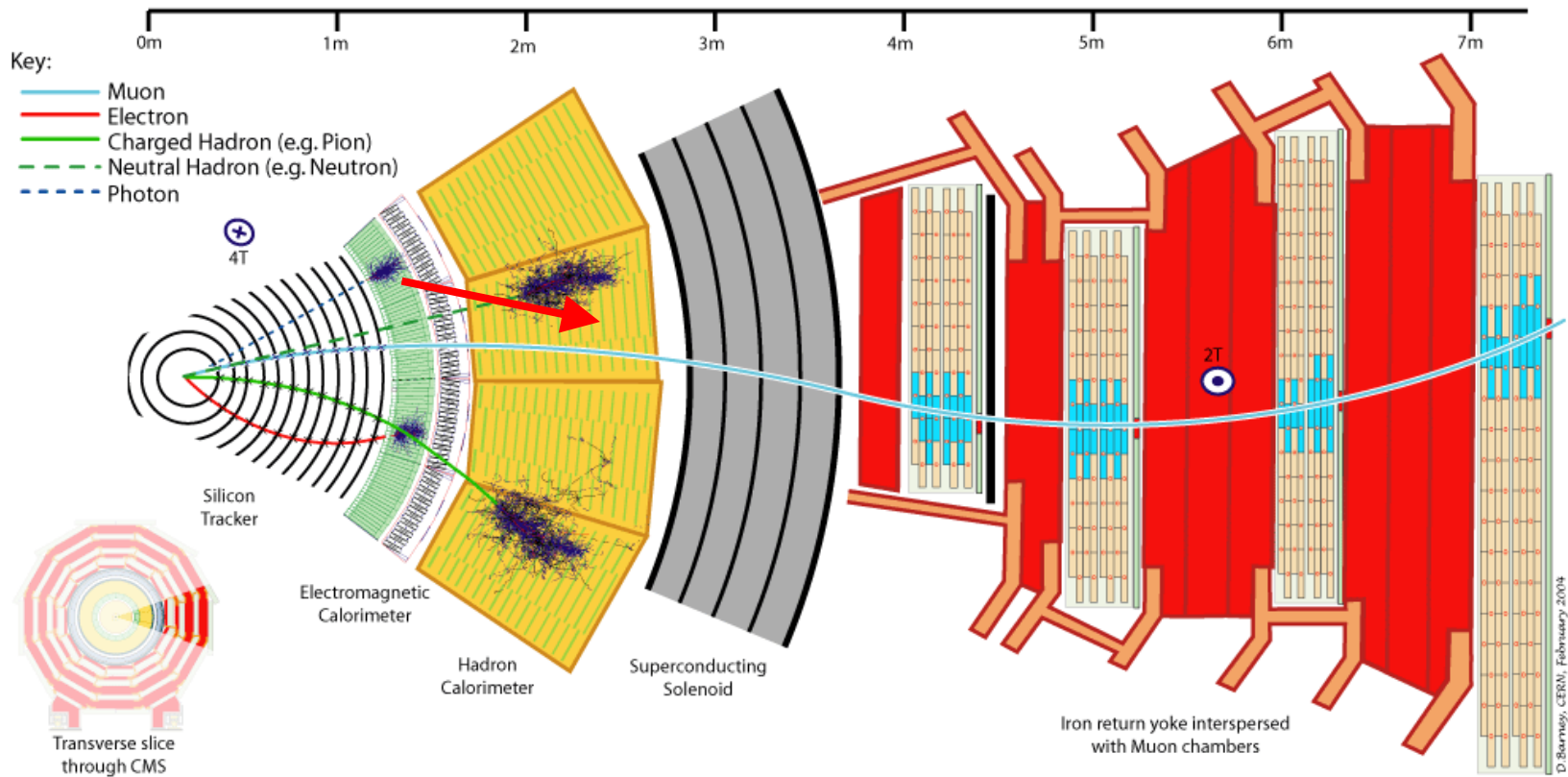
# Electromagnetic Calorimeter (ECAL)

Lead tungstate  
crystals  
formed into  
supermodules  
measure  
energy of  
electrons and  
photons

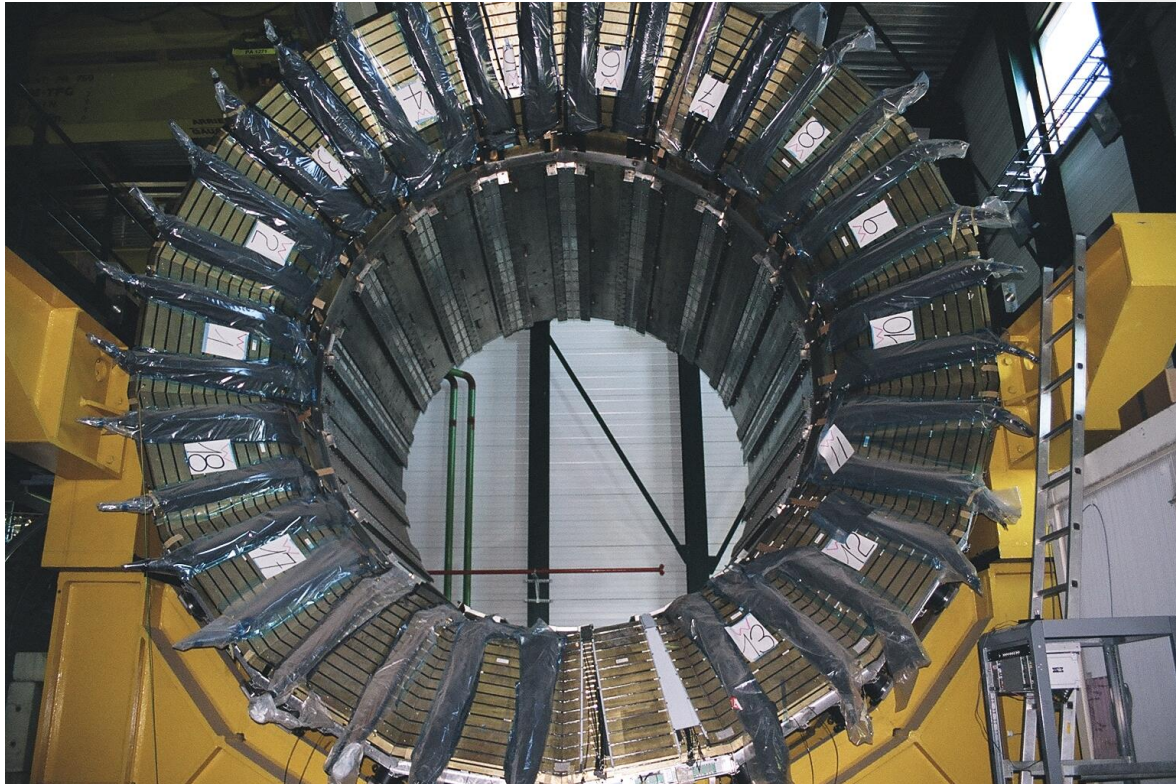




# CMS Detector System

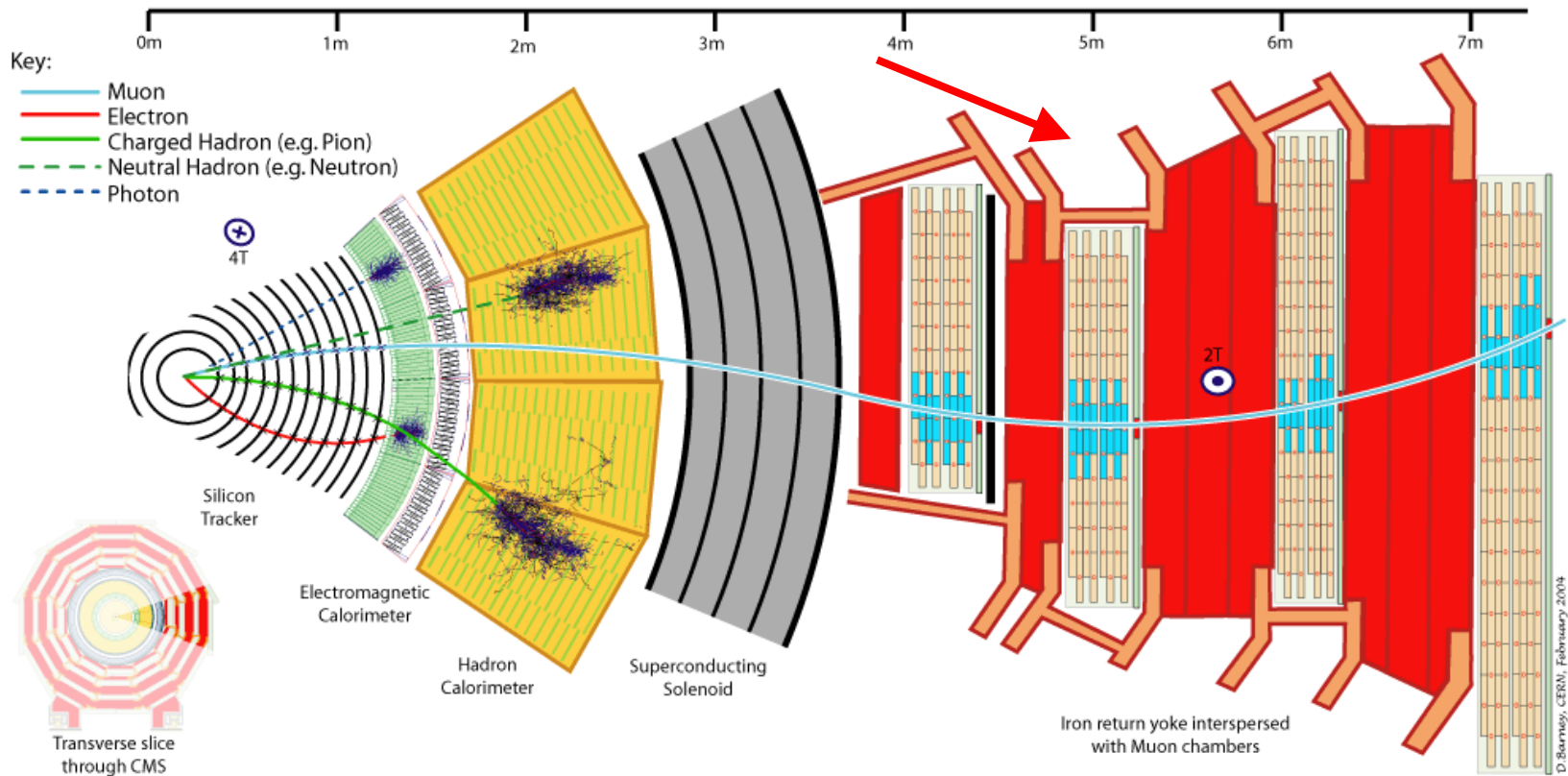


# Hadron Calorimeter



Repeated layers of absorber plates (brass and steel) and active scintillating material detect neutral and charged hadrons

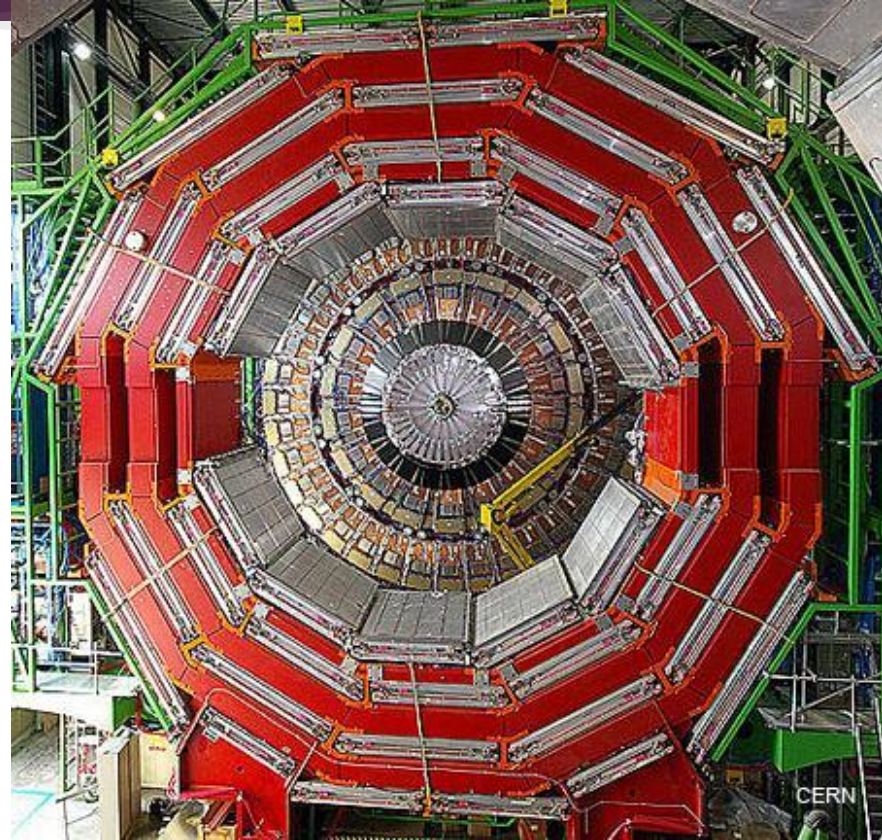
# CMS Detector System





# Muon Chambers

4 layers of muon detection stations interspersed with iron “return yoke” plates detect muons



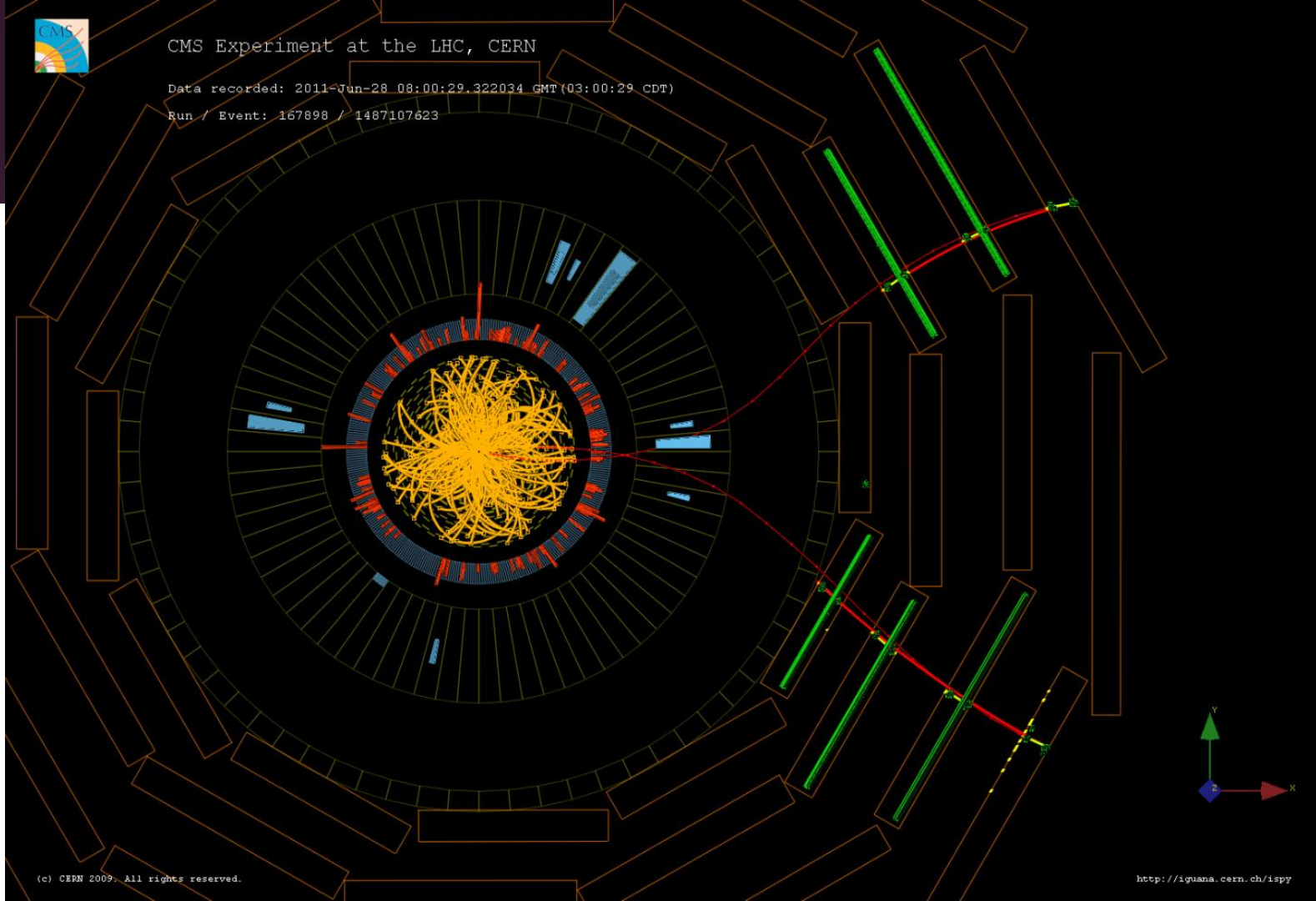


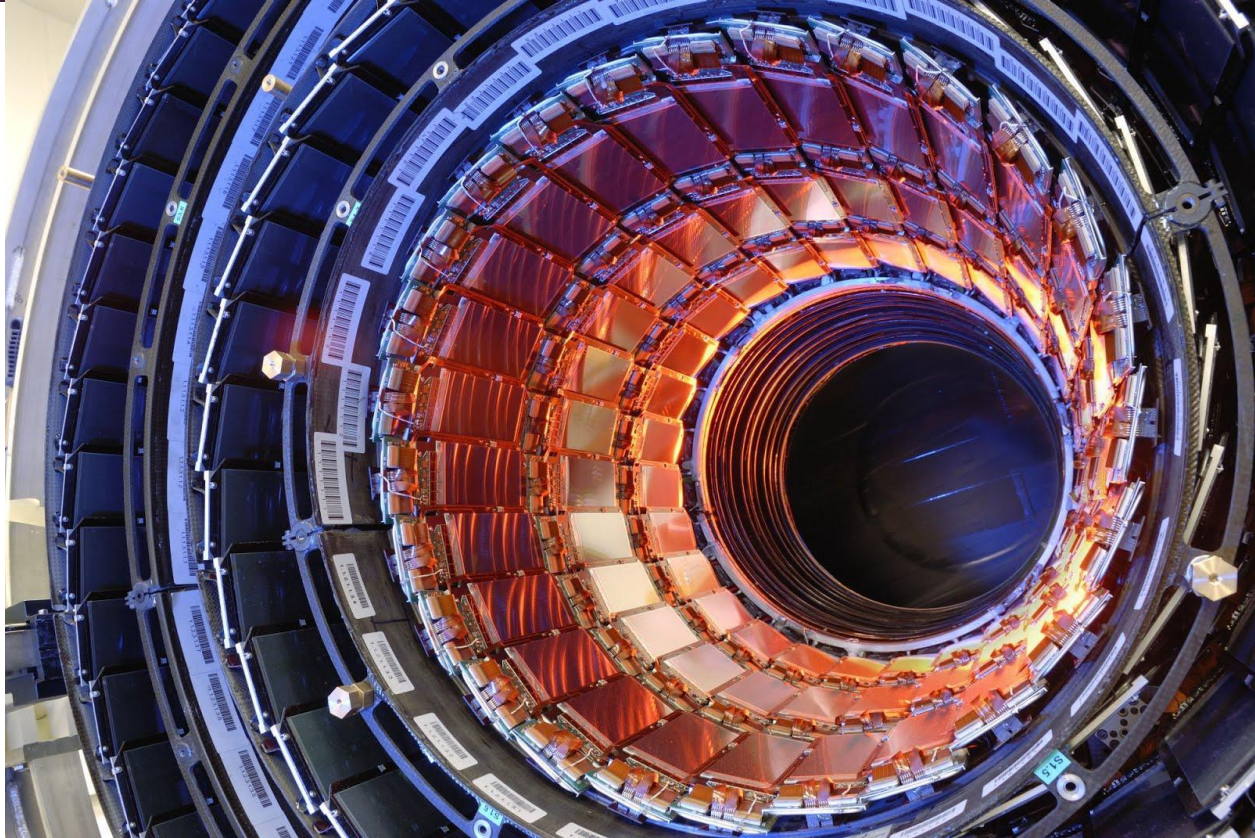


# CMS Experiment at the LHC, CERN

Data recorded: 2011-Jan-28 08:00:29.322034 GMT (03:00:29 CDT)

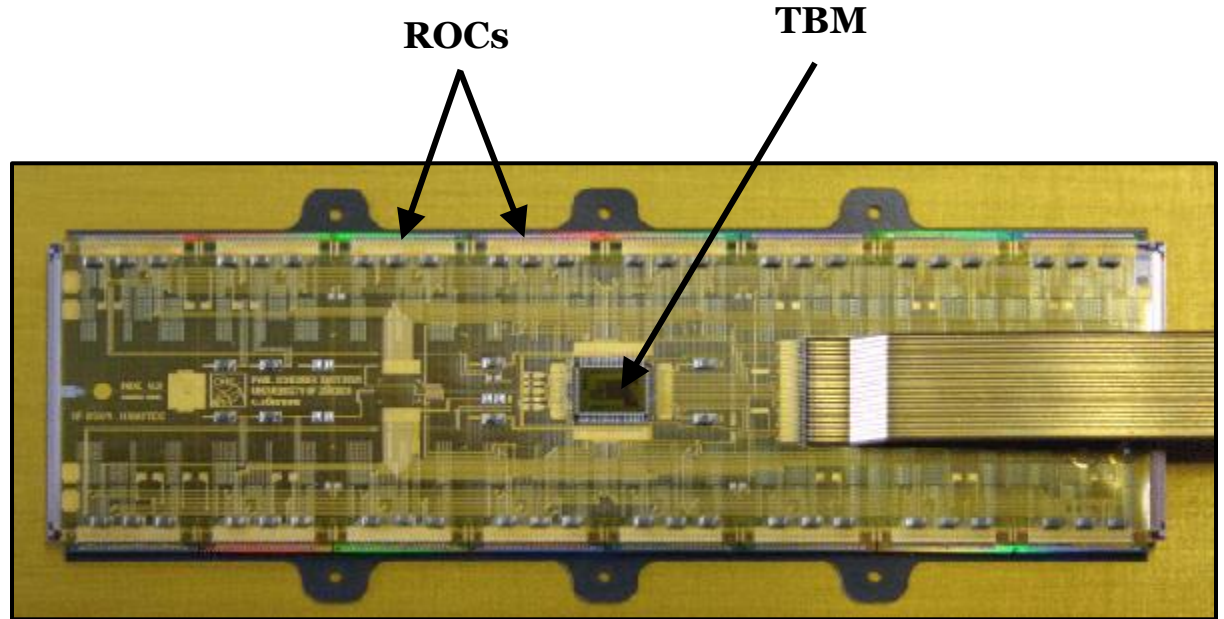
Run / Event: 167898 / 1487107623





# Inner Tracking System

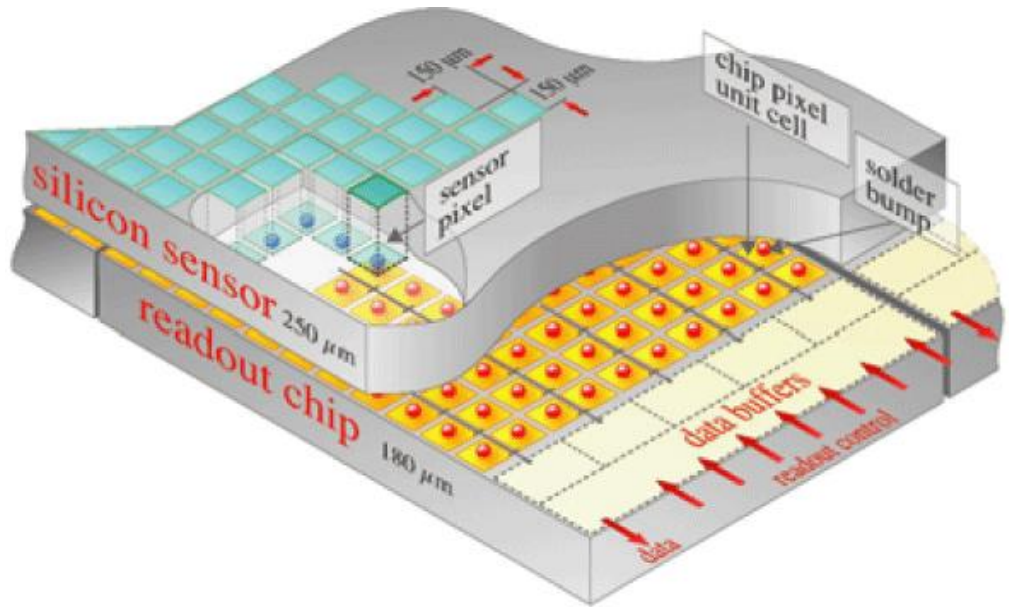
- Consists of 3 barrels of pixel detectors that amounts to a 4.4-10.2 cm radius tube
- [This picture displays a TBM connected to 16 ROC (read out chips)]





# More Inner Tracking

- The Inner Tracking Detector has 66 million pixels
- The whole system is cooled to  $-20^{\circ}\text{C}$
- Each silicon sensor is only  $150 \times 100 \mu\text{m}$  (about 2 hair widths)





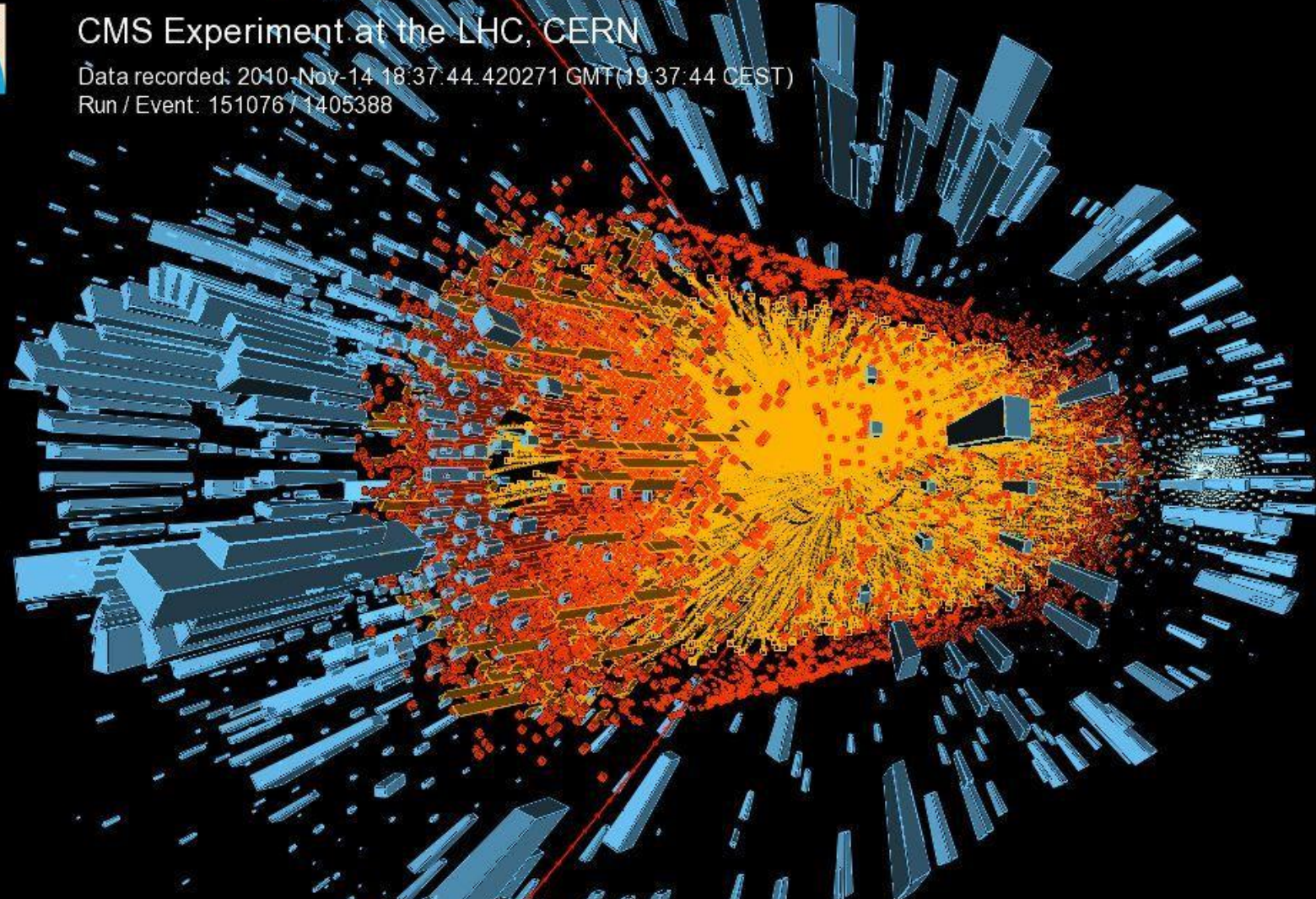
# Problems



# CMS Experiment at the LHC, CERN

Data recorded: 2010-Nov-14 18:37:44.420271 GMT(19:37:44 CEST)

Run / Event: 151076 / 1405388



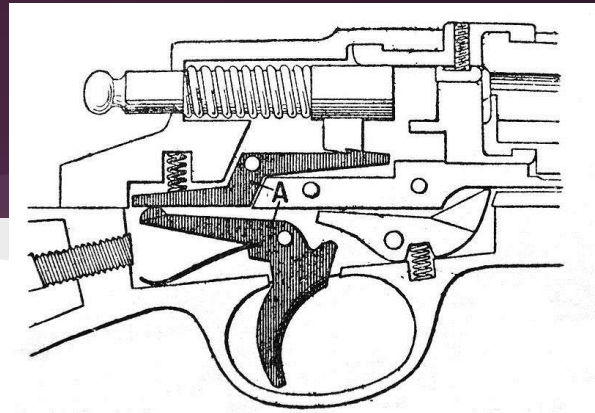
# Problems

- 1) SO MUCH DATA! - 40 terabytes/second
  - a. Level 1 Trigger System - L1T (3500ns latency)
  - b. Higher level trigger - HLT
- 2) High Collision Rate - 40 MHz (25ns gap)
  - a. Buffer zones in ROCs and high time resolution



# Level 1 Trigger

- Completely Automatic - No Software
- Selects  $\sim 1/10,000$  hits
- The whole system is the trigger
  - 1) Detection by Calorimeter and Muon Chambers
  - 2) Hardware analysis selects desirable events
  - 3) Acceptance/rejection message sent to **TBM**
  - 4) **TBM** sends message to ROC to collect or discard
  - 5) Collected messages are sent downstream





# What We're Doing/Specifics

- Presently, working on understanding the code used for testing the TBM chips (VC++)
- Using Cascade software for controlling the testing station
- Understanding how the TBM interacts and functions as part of the detector system

# The Testing Software/Code

**Interface Header**

**GUI Headers**

**Reference Library for Code**

TestBoard (Debugging) - Microsoft Visual Studio Express 2013 for Windows Desktop

FILE EDIT VIEW PROJECT BUILD DEBUG TEAM TOOLS TEST WINDOW HELP

Process: [6716] TestBoardInterface.exe Suspend Thread: [5696] Main Thread Stack Frame: main

Solution Explorer

- TestBoardInterface
  - External Dependencies
  - Header Files
    - ftd2xx.h
    - InteractiveGUI.h
    - resource.h
    - ReturnedData.h
    - stdafx.h
    - TestBoard.h
    - TotalTestGUI.h
  - Resource Files
  - Source Files
    - ReadMe.txt
    - TestBoardLib
  - External Dependencies
  - Header Files
  - Resource Files
  - Source Files
    - ReadMe.txt

timer1

Locals

Name	Value	Type
args	{Length=0}	array<Sy

Call Stack

Name	Lang
TestBoardInterface.exe!main(array<System::String^> ^ args) Line 13	C++

```

(Global Scope)
void InitializeComponent(void)
{
    this->components = (gcnew System::ComponentModel::Container());
    this->hubG0 = (gcnew System::Windows::Forms::Button());
    this->label16 = (gcnew System::Windows::Forms::Label());
    this->hubData = (gcnew System::Windows::Forms::TextBox());
    this->hubRegAddr = (gcnew System::Windows::Forms::TextBox());
    this->groupBox3 = (gcnew System::Windows::Forms::GroupBox());
    this->procInvToken = (gcnew System::Windows::Forms::CheckBox());
    this->procData = (gcnew System::Windows::Forms::TextBox());
    this->label19 = (gcnew System::Windows::Forms::Label());
    this->rocOffset = (gcnew System::Windows::Forms::NumericUpDown());
    this->label18 = (gcnew System::Windows::Forms::Label());
    this->procBitsSend = (gcnew System::Windows::Forms::NumericUpDown());
    this->label17 = (gcnew System::Windows::Forms::Label());
    this->label15 = (gcnew System::Windows::Forms::Label());
    this->label12 = (gcnew System::Windows::Forms::Label());
    this->groupBox2 = (gcnew System::Windows::Forms::GroupBox());
    this->hubPort = (gcnew System::Windows::Forms::NumericUpDown());
    this->label14 = (gcnew System::Windows::Forms::Label());
    this->label13 = (gcnew System::Windows::Forms::Label());
    this->hubAddr = (gcnew System::Windows::Forms::TextBox());
    this->clockShiftText = (gcnew System::Windows::Forms::Label());
    this->label22 = (gcnew System::Windows::Forms::Label());
    this->clockDown = (gcnew System::Windows::Forms::Button());
    this->label21 = (gcnew System::Windows::Forms::Label());
    this->bytesToSend = (gcnew System::Windows::Forms::NumericUpDown());
    this->groupBox4 = (gcnew System::Windows::Forms::GroupBox());
    this->clockUp = (gcnew System::Windows::Forms::Button());
    this->label20 = (gcnew System::Windows::Forms::Label());
    this->clockStep = (gcnew System::Windows::Forms::NumericUpDown());
    this->trigG0 = (gcnew System::Windows::Forms::Button());
    ...
}
    
```

Search Solution Explorer (Ctrl+;)

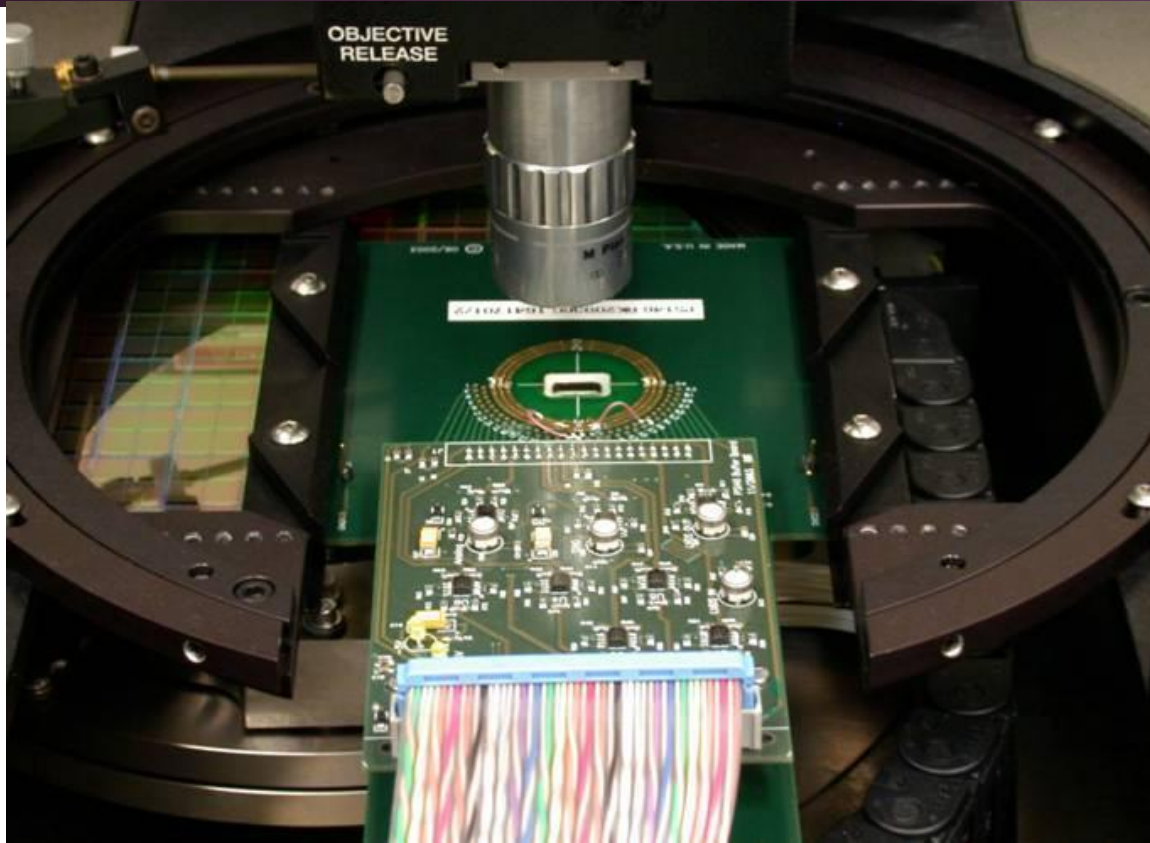
- Solution 'TestBoard' (2 projects)
  - TestBoardInterface
    - External Dependencies
    - Header Files
      - ftd2xx.h
      - InteractiveGUI.h
        - InteractiveGUI.resX
          - CHARACTER\_WIDTH\_PIXELS
            - { } TestBoardInterface
              - TEXTBOX\_WIDTH\_BYTES
                - resource.h
                - ReturnedData.h
                - stdafx.h
                - TestBoard.h
                - TotalTestGUI.h
      - Resource Files
      - Source Files
      - ReadMe.txt
    - TestBoardLib
      - External Dependencies
      - Header Files
      - Resource Files
      - Source Files
      - ReadMe.txt



# Hardware & Calibration

- Using Cascade Probe Station and Nucleus 3.2 Interactive Software
- The stage (or chuck) moves freely beneath a stationary testing board that contains a probing zone
- The wafer is placed on the chuck and raised up to the board to make a connection and run tests (Note: Only 50  $\mu\text{m}$  of freeplay are allowed when making connection)
- Some issues with the chuck being unbalanced could lead to crashing the probe

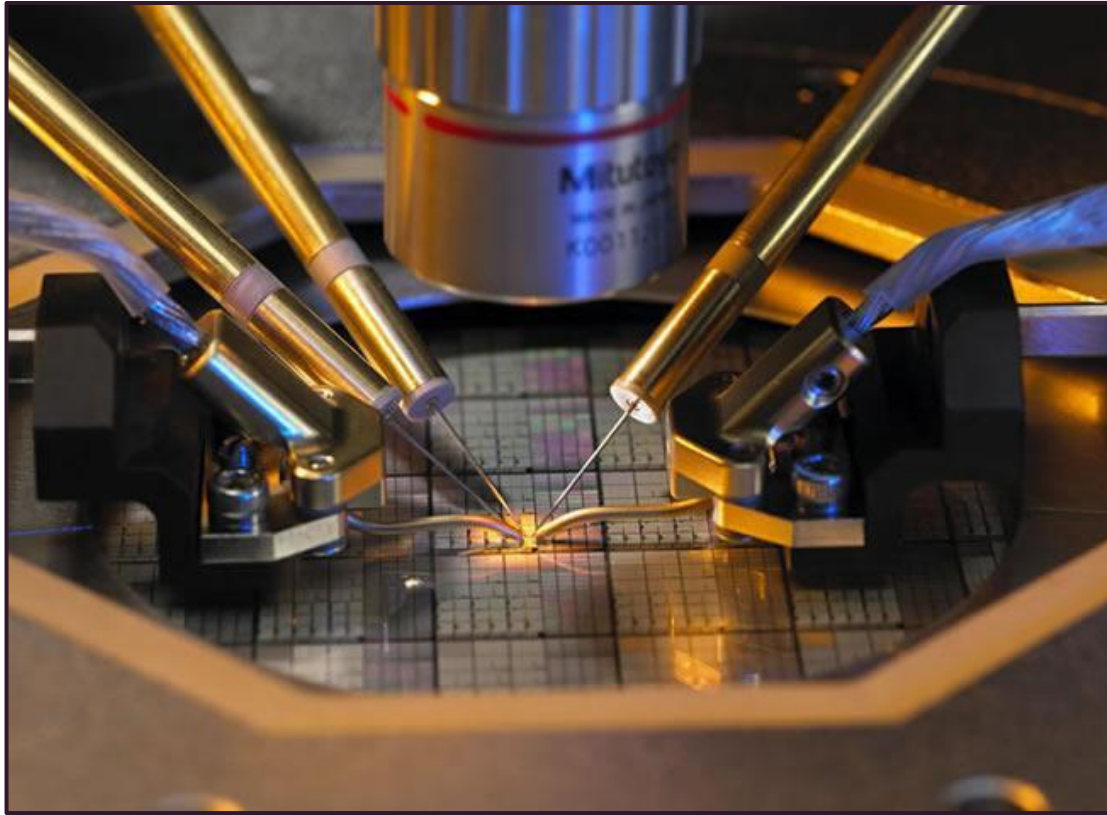
# The Probing Station



The test board floats above a free moving stage.

The microscope is placed above for navigation.

# Current Group Problem



Unstable  
electronic  
connection  
between TBM  
chip and probe



# Our Endgame

- Have a fully automated way of testing each wafer, and each unique version of TBM chip, with an automatic data output (pass/fail) identifying individual TBMs
- Alternatively, an efficient way to test all TBMs on each wafer so we at least know if they work as designed

# Why CMS is Important

- CMS is one of the proposals for a more powerful detector at the Large Hadron Collider (LHC)
- It will be able to handle higher-energy collisions (greater luminosity) with more accuracy and be able to reduce the data stream to a manageable load

# Wyatt's Quandaries

- How do the calorimeters and other detectors work in tandem with the TBM to reduce the data?
- Theoretically, what are we interested in seeing? More particles, or reinforcement? More about the particles and interactions in question.
- Using ROOT to analyze actual data/making pretty graphs.



# Alex's Goals of Understanding

- The testing code
- TBM Chip design
- ROOT
- Top Quark Research