

Electronics/DAQ/trigger

- We wrote a first version of the document describing the base of the architecture we want to set up for SuperB, and it will be the **template** used for the **TDR**.
 - We already started to **enrich and refine** it!
- During this workshop, we started drawing a draft of the general architecture of the electronics/DAQ/trigger system:
 - We are looking for the best solution for the clock distribution, taking radiation into account => we will work on developing our own solution for the links
 - It has to be simple and safe
 - Requirements for control and readout links are different
 - We found commercial chips that could fit the different functions
 - We refined the DAQ-linked part of the FEE with the mezzanine option in mind
 - We started to think of a flexible but common and standard solution for the pre-processing board
 - Each sub-detector would be able to put its own firmware inside the board's FPGA for performing noise filtering, feature extraction, data compression, etc.
 - We wish to build the HLT by means of PC clusters performing both the event building and the event selection

Organisation for TDR

- Clock and control distribution needs **R&D!**
 - Manpower in place should be able to make it for **FEE/DAQ** for the first TDR phase
- But the L1 is still **uncovered**
 - We will start looking for collaborators taking care of this issue, especially the **L1 processors**
 - Particular attention has to be given to the transmission of calorimeter data towards the L1 calorimeter processor because on BABAR calorimeter electronics was **untriggered**
 - We consider the front-end part of the L1 trigger (building up the primitives) in charge of the **sub-detector** teams
- We will soon summarize the brainstorming done here in an upgraded version of our document.
 - We will set up an **electronics mailing list**
 - We aim at getting **feedback** from you
 - We have already foreseen to have an **external review** about this proposal
- We will go on with **regular technical meetings** to cover all the items.