



OPERATIONAL EXPERIENCE OF THE ALICE PIXEL DETECTOR

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On Behalf of the ALICE Collaboration



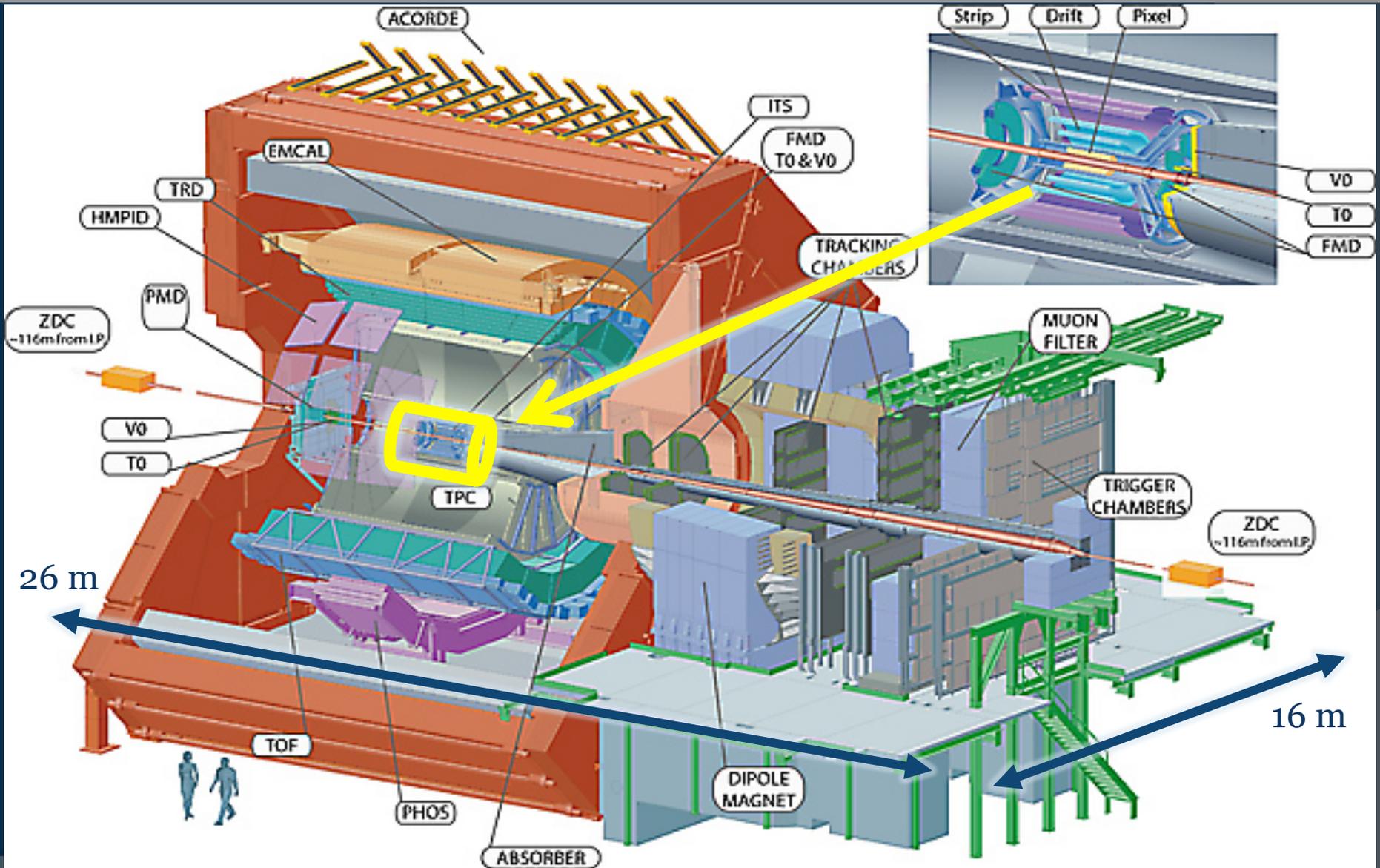
ALICE



Outline

- ⊙ ALICE Silicon Pixel Detector
 - From Run 1 to Run 2
 - Operation after long shutdown
- ⊙ Detector status
 - Calibration
- ⊙ Trigger performances
 - Online Background rejection
 - High multiplicity
 - Double gap diffractive

ALICE Inner Tracking System



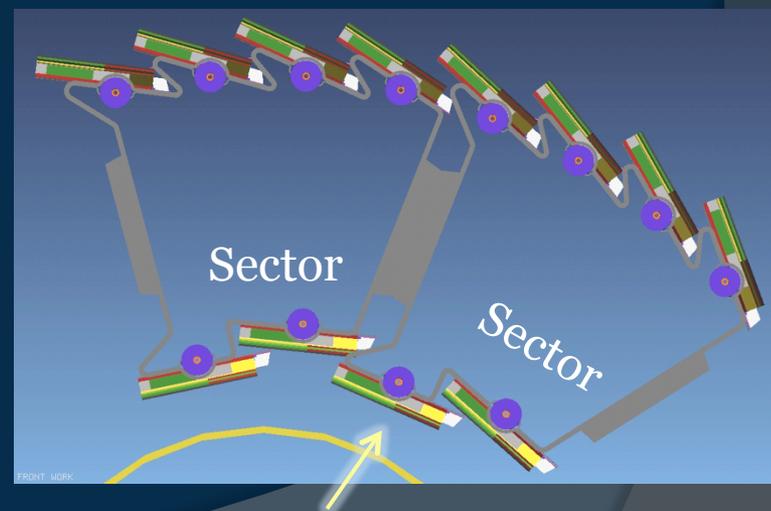
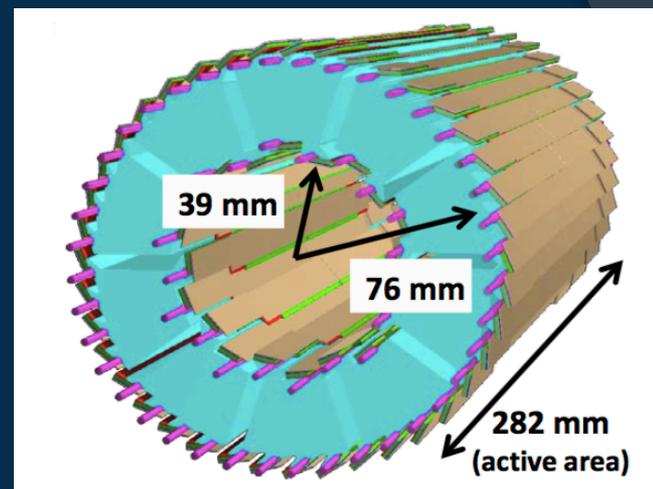
ALICE Silicon Pixel Detector SPD

Design goals :

- Primary and secondary vertices
- Contribution to tracking
- Contribution to ALICE Lo Trigger

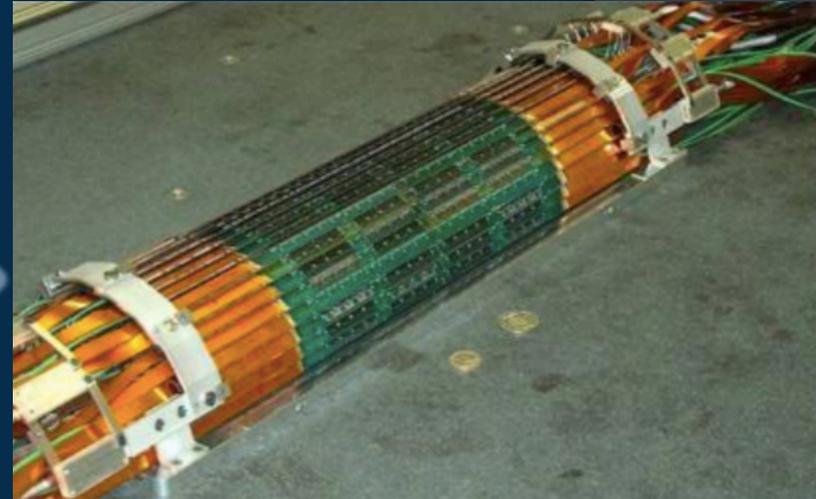
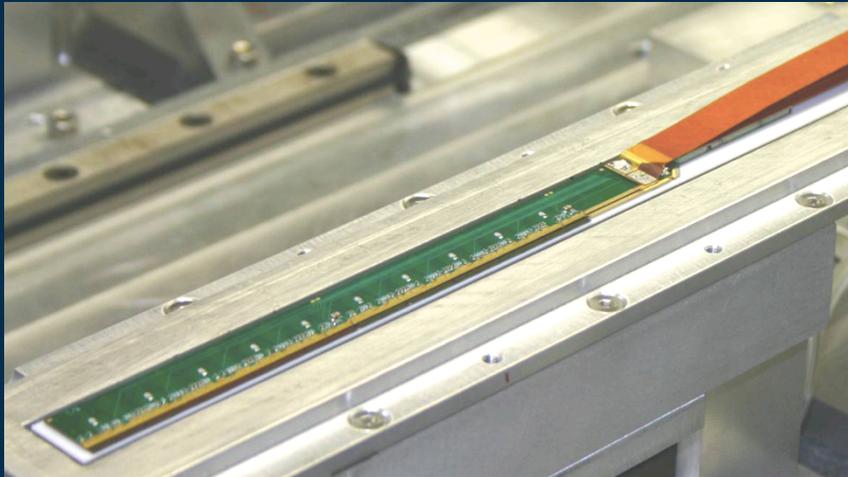
Detector characteristics :

- spatial precision:
 - $12 \mu\text{m}$ in $r\phi$ and $100 \mu\text{m}$ in z
- Pixel size : $425 \mu\text{m} \times 50 \mu\text{m}$ ($z \times r\phi$)
- material budget: $\sim 1.1\% X_0$ per layer
- Readout time: $256 \mu\text{s}$
- power consumption: 1.35 kW



Minimum distance to the beam pipe : 5 mm

ALICE Silicon Pixel Detector SPD



Smallest fully functional block : Half Stave

Detector segmentation :

10 Sector

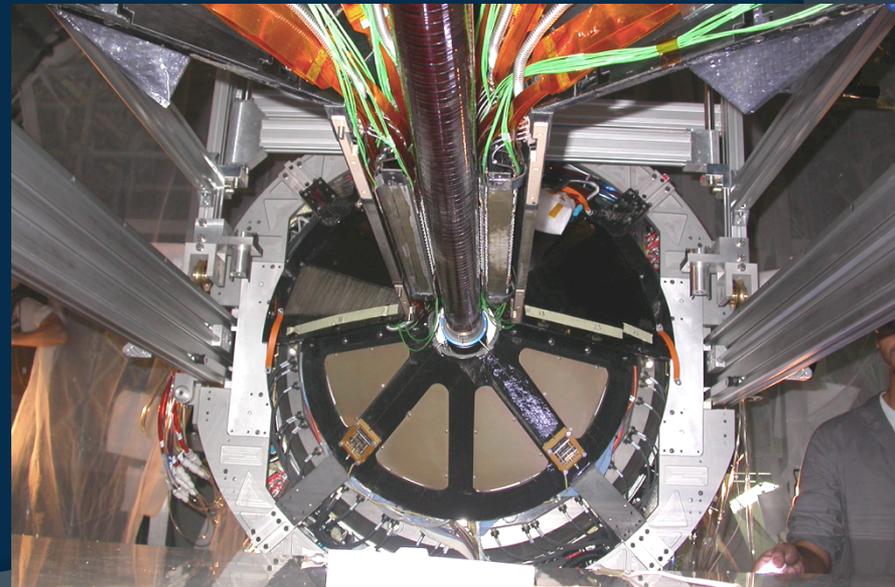
120 half-staves (40 inner +80 outer)

10 pixel chips per half stave

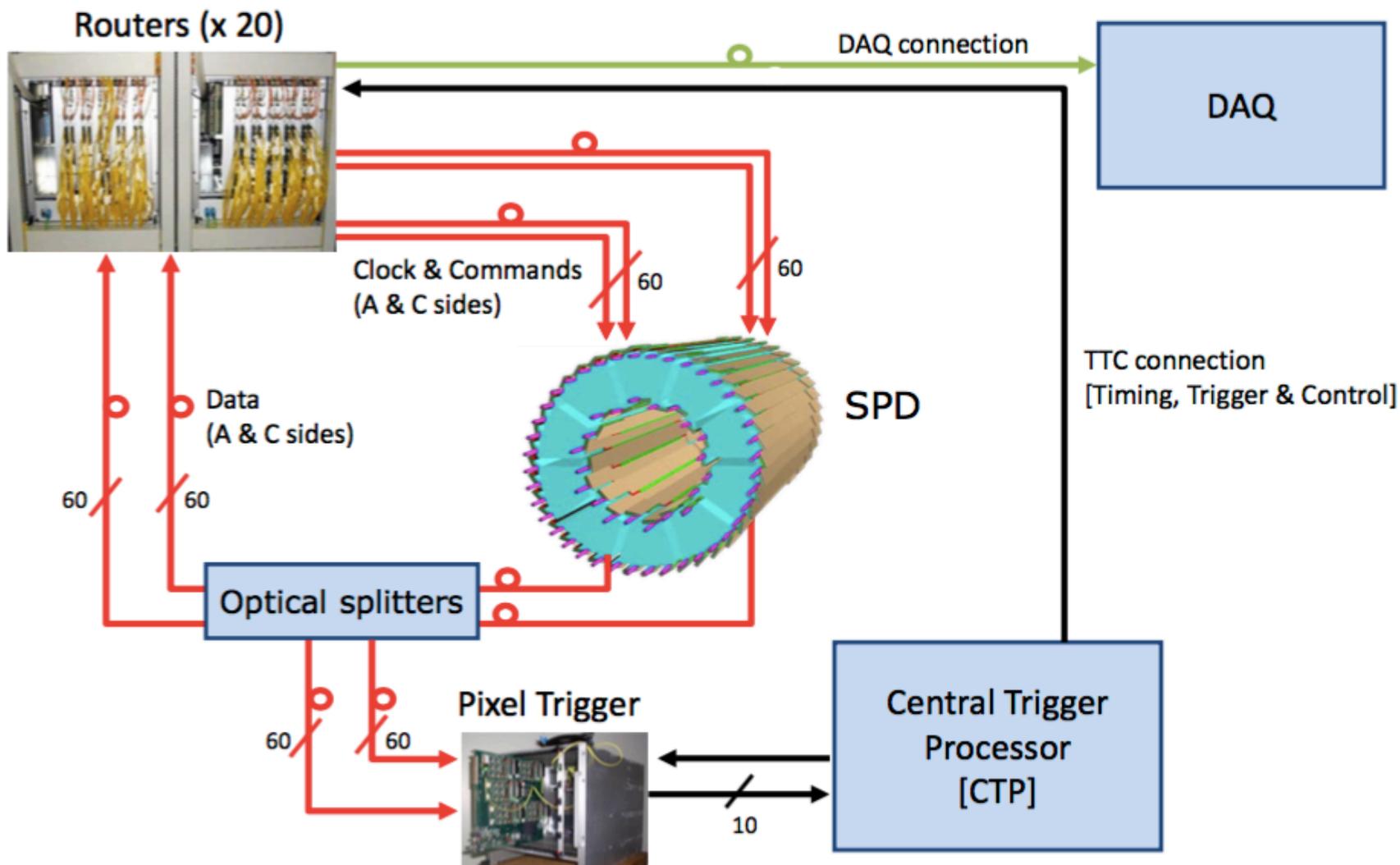
➤ 1200 chips (400 + 800)

Each chip has 256 x 32 pixels

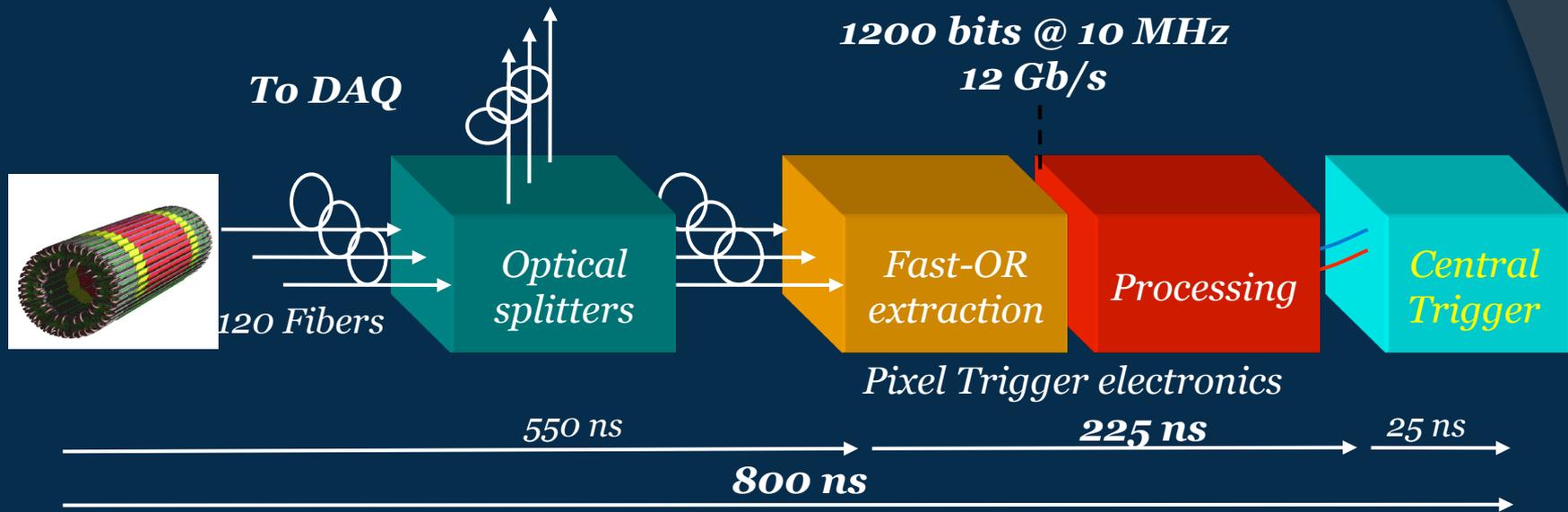
➤ 9.83×10^6 pixels in total



SPD integration in ALICE



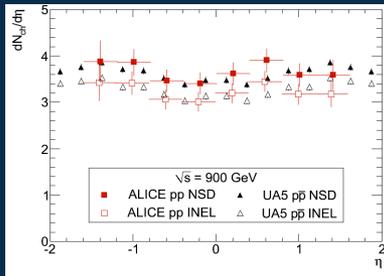
Pixel Trigger Schematics



- ❑ Basic information : FastOr bit per chip
TRUE if at least one pixel is fired
- ❑ 1200 FastOr bits per event sent to the Pixel Trigger Electronics for processing
- ❑ 10 programmable algorithms based on 1200 bits and boolean logics return 10 boolean responses to CTP

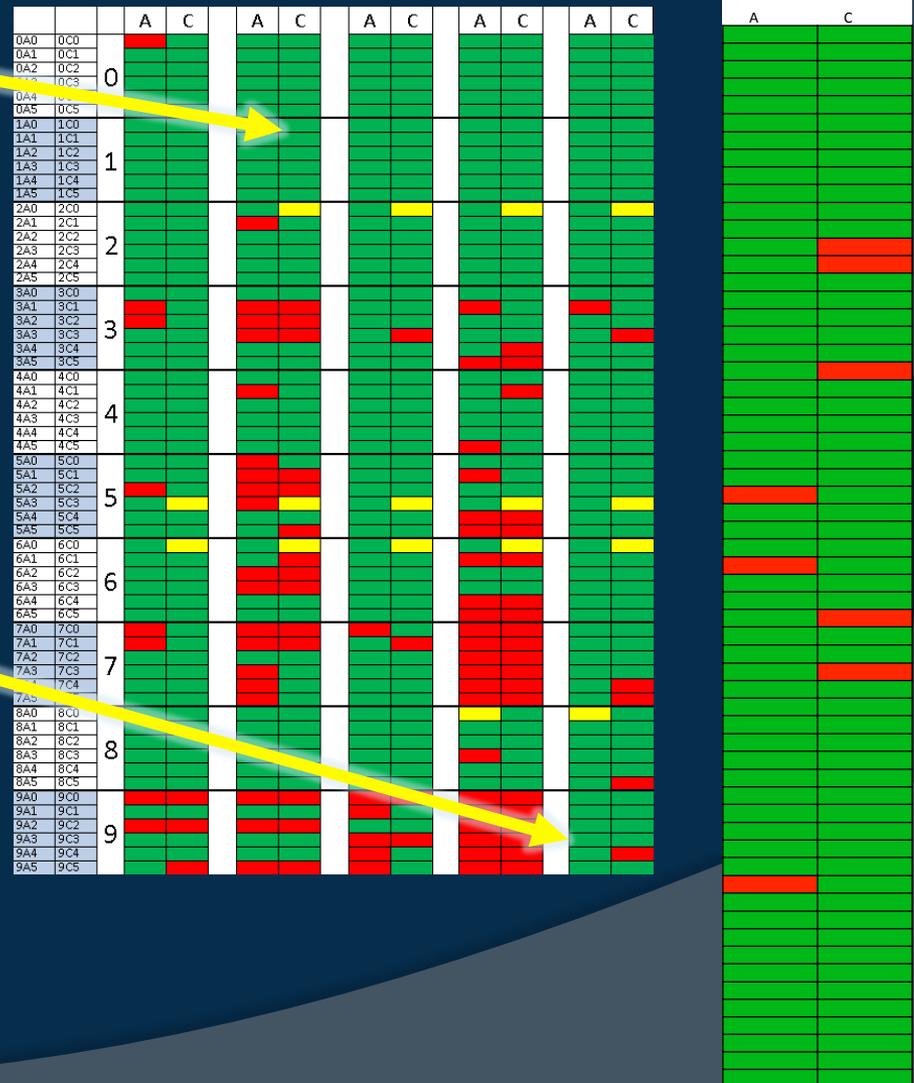
Operational half-staves from Run 1 to Run 2

First collisions 2009
 -> 1^o ALICE paper



Run 1 : 2008 to 2013

Run 2



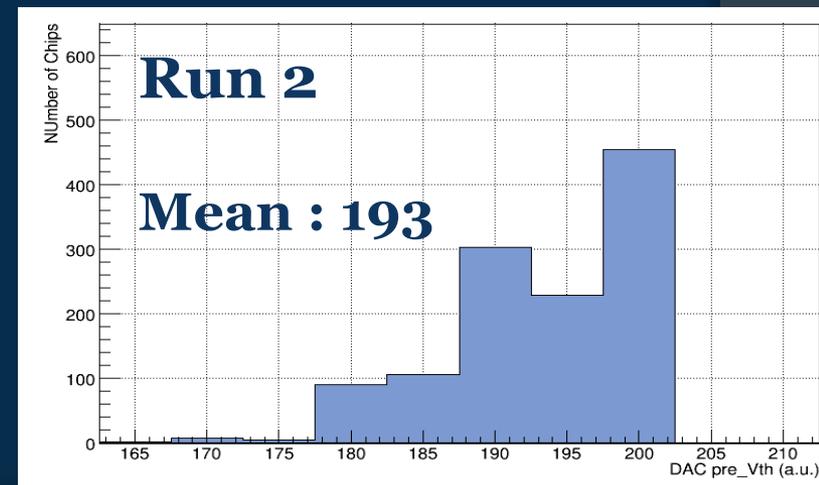
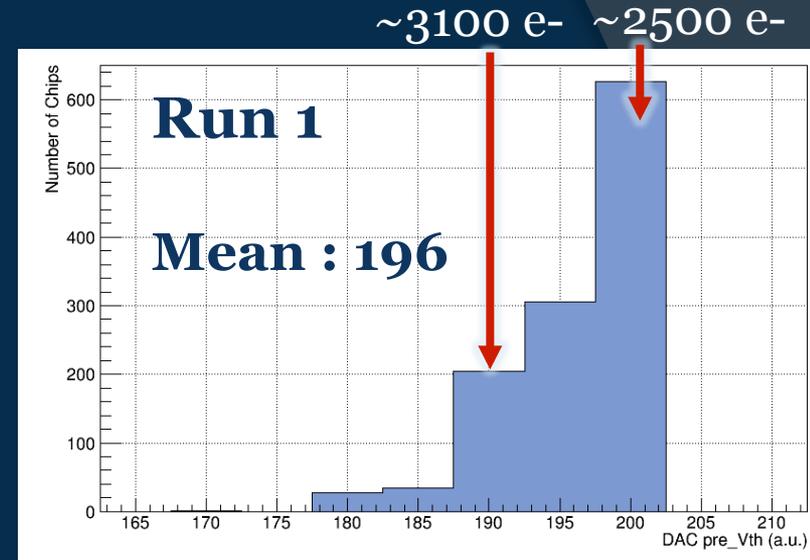
End 2012 :
 Challenging filter
 drilling operation

□ Half staves included in DAQ :

- Run 1 110
- Run 2 112

Detector Configuration

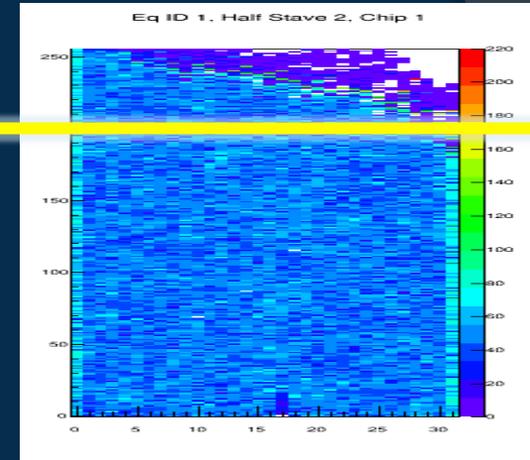
- ❑ FEE configuration similar to Run 1
 - Threshold campaign
 - Timing campaign
- ❑ Same noisy pixel fraction as in Run 1 $\approx 10^{-4}$
- ❑ Change of the latency of the trigger signals from the CTP lead to a timing campaign that aimed to match the internal data readout delay with the arrival of the trigger. A mis-match between the Fast-OR and the pixel data was found and solved.



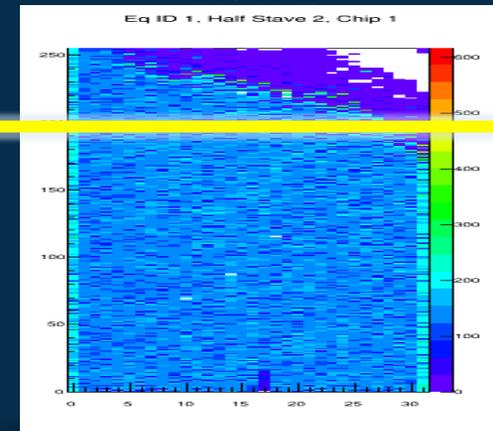
Detector Configuration

- ❑ Expected increase of dead areas
- ❑ Switching on and off HV => thermal cycles that in turn cause the detaching of the readout chips from the sensor
- ❑ Dead pixels are due to missing bump bondings at the 4 corners of the chip. Other contributions are from
 - ❑ Dead pixel from construction
 - ❑ Inefficient pixels
- ❑ Inefficient and dead pixel in hs in DAQ :
 - ❑ Run 1 (2013) 2%
 - ❑ Run 2 (2015) 4.5%

Run 1



Run 2



Detector Operation

- Same as in Run 1 :
 - Configuration done once, then tuned. Further checks only after a technical stop.
 - Noisy pixels rarely appear. Usually very few in a run (<3)
 - The detector configuration parameters of front-end and trigger algorithms are checked automatically at each run by means of the Alice Configuration Tool (ACT)
 - Same working conditions in pp and PbPb also in Run 2
 - New higher luminosity regime in pp
- Smooth operation of the detector during Run 2
 - Loss of configuration of one hs or few chips during data taking
 - Data format errors (missing header/trailer)
- Fraction of Physics Runs with SPD :
 - Run 1 (2013) = 86%
 - Run 2 = 93%
- EOR caused by SPD :
 - Run 1 : 2%
 - Run 2 : 4%

New Feature in Run 2

- New trigger classes used in ALICE as LO from Pixel Trigger :
 - Online Background rejection studies
 - High Multiplicity studies
 - Double gap diffractive studies
 - New firmware deployed

} 2015
→ 2016



Pixel trigger I/O

- Input : 1200 bits
- Output : 10 programmable algorithms

Pixel Trigger Algorithms

Output	Name	Algorithm
1	Minimum Bias	$(I+O) \geq th_0$ and $I \geq th_1$ and $O \geq th_2$
2	High Multiplicity 1	$I \geq th_1$ and $O \geq th_2$
3	High Multiplicity 2	$I \geq th_1$ and $O \geq th_2$
4	High Multiplicity 3	$I \geq th_1$ and $O \geq th_2$
5	High Multiplicity 4	$I \geq th_1$ and $O \geq th_2$
6	Generalized topological trigger with programmable acceptance	Based on tracklets
7	Less Than	$I \leq th_1$ and $O \leq th_2$
8	Spare background	$O \geq I + offset_{Outer}$
9	Background	$(I+O) \geq th_{(Inner+Outer)}$
10	Cosmics	Selectable coincidence

Online background estimator (2015)

Main idea :

- Bunch-Bunch collisions expected to have equal number of Fired Chips in the two layers. The event distribution peaked around difference in Layer1–Layer2 equals to 0
- Bunch-Gas collisions expected to have large difference in the number of Fired Chips in the two layers

Background trigger algorithm :

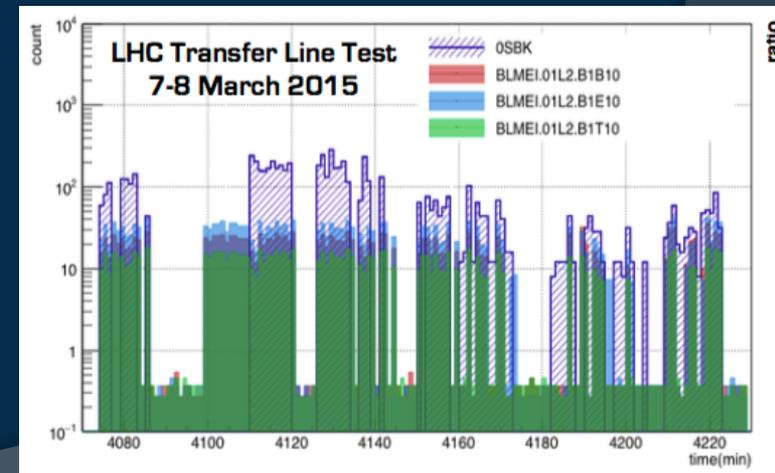
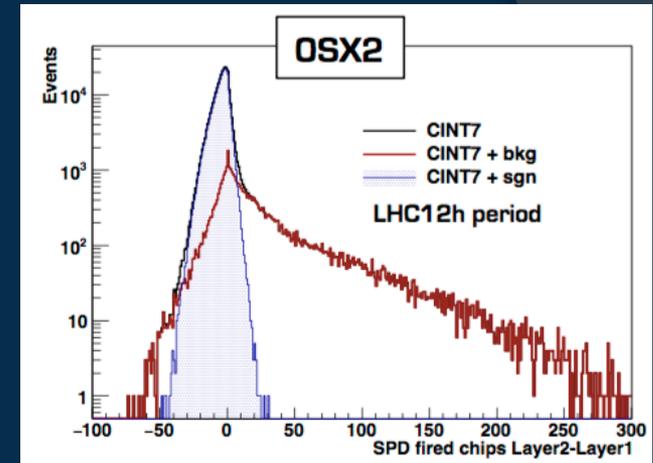
$$I > O + \text{Threshold}$$

Recent studies performed on data taken in 2012 prove that background can be efficiently separated

- E.g. with a Threshold = 20 the background reduction is ~40%

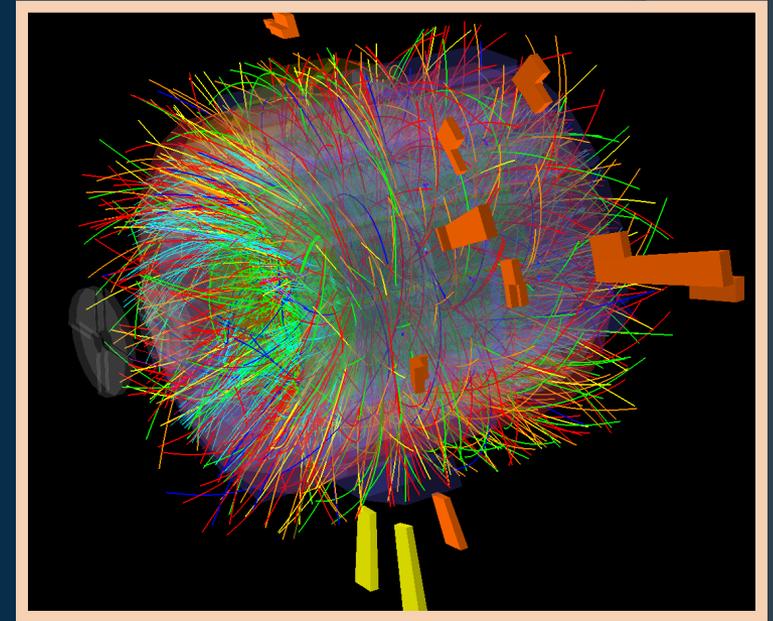
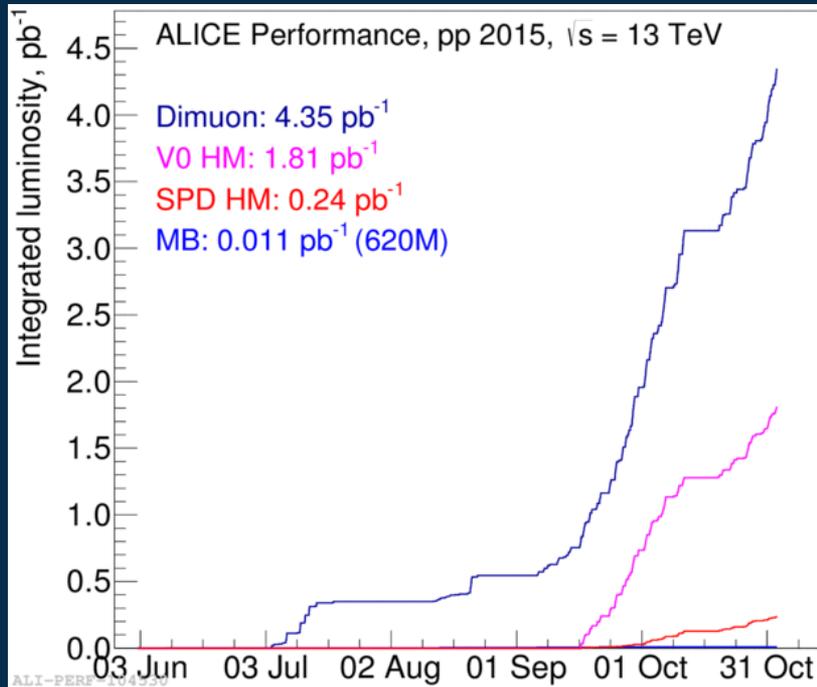
LHC Transfer Line Test (7-8 March)

beam quenched on the TDI : correlation found between BLM and oSX2



High Multiplicity Trigger (2015)

p-p @ 13 TeV



High multiplicity pp event

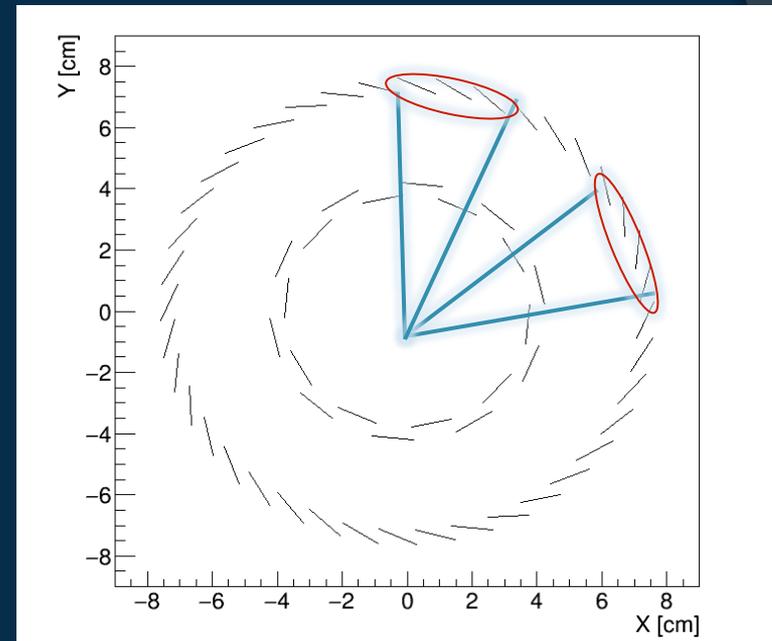
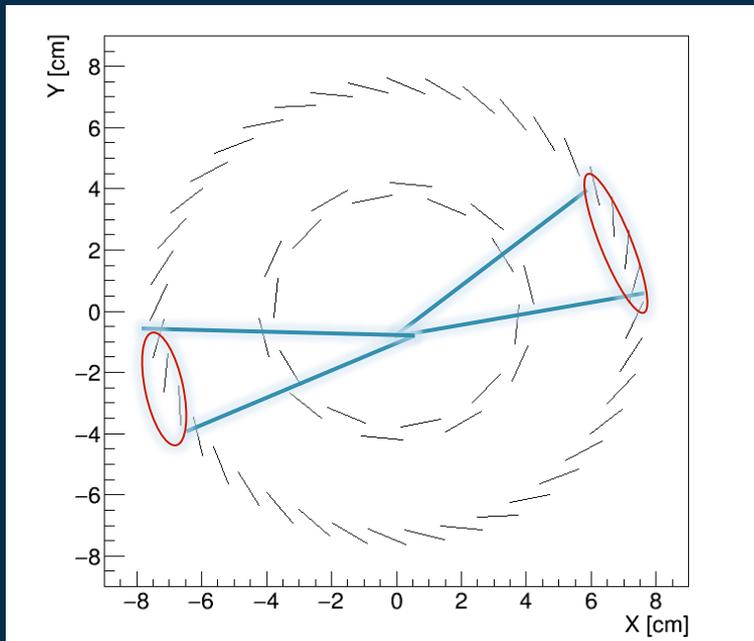
$I \geq 0$ and $O \geq 70$

High background

Topological Trigger (2016)

Tracklet : correlation in $r\phi$ between chips in the inner layer and chips in the outer layer

Topological trigger : based on chip inside cones



Input parameters foresee also :

- opening angle between two tracklets
- Number of tracklets (min and max)

Summary

- ⦿ All leftover issues from Run 1 solved during Long Shutdown
- ⦿ The re-commissioning of the detector and the new data taking went smoothly. The number of half-staves in read-out is the same as in Run1
- ⦿ Exploitation of new trigger capabilities such as online background rejection, High Multiplicity, topological trigger for double gap diffractive events
- ⦿ Detector proved to be robust providing key data and trigger information since the very beginning of LHC running
- ⦿ The very good performance of the SPD during data-taking provides a fundamental information to many physics analysis that result in published papers

Backup

Activities during LS1

- ⦿ Readout electronics issue in Run 1 : high busy time
 - problem in the firmware identified and solved
- ⦿ New VME controller for crates with readout electronics
 - replaced National Instruments controller with CAEN controller
- ⦿ Migration of DCS software
 - New operating systems installed in machines at P2
 - Old PVSS software for User Interface moved to the new platform WinCC
- ⦿ Cooling Intervention : further improvement!
 - Issues with a pump at the cooling plant in Run 1 solved by changing the pump with a gear pump. Good stability since its replacement in March.
 - Replacement of broken compressor
- ⦿ 4 new HV boards