Raw Banks

SuperPixel Logic

Angelo Carbone, Serena Maccolini, Tommaso Fulghesu

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SuperPixel

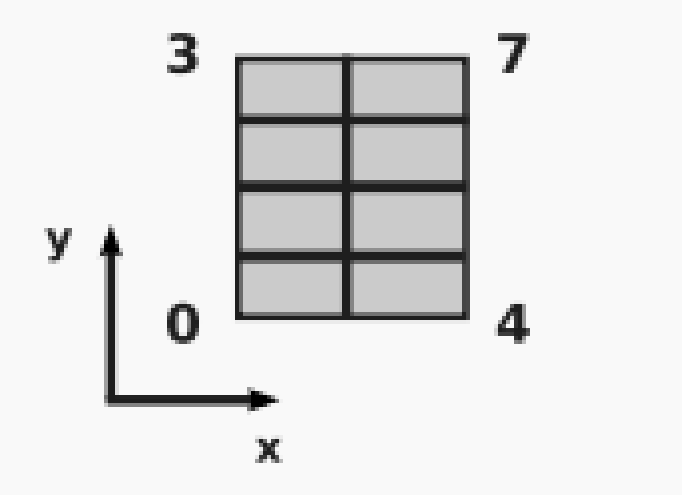


Figure: SuperPixel format

- 8 neighbouring pixels
- Orientation depends on the Sensor to which it belongs to
- First clustering techniques
- FPGA-friendly using Raw Bank

Raw Bank

A raw bank contains information relative to each hit SuperPixel of a Sensor (192 x 128 SP)

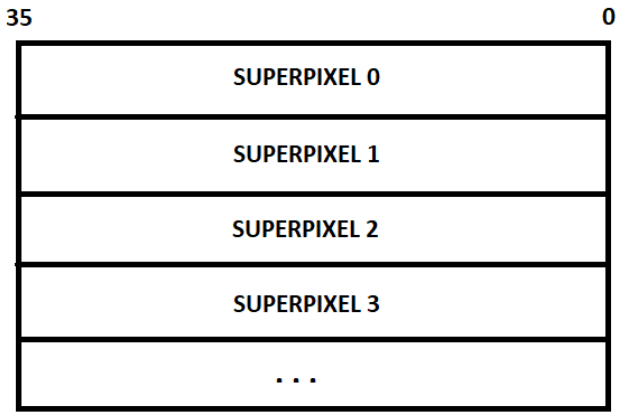


Figure: Raw bank format

SP word

Each raw bank is composed by a 36-bit word

- 1 bits for the "hint"
- 12 bits for the SP time information (25ns sampling, 6ps time resolution)
- 8 and 7 bits for SP spatial position
- 8 bits for px inside SP

SP Time distribution

Time coordinate associated to a superpixel is O(ns) $\rightarrow$ 10 bits

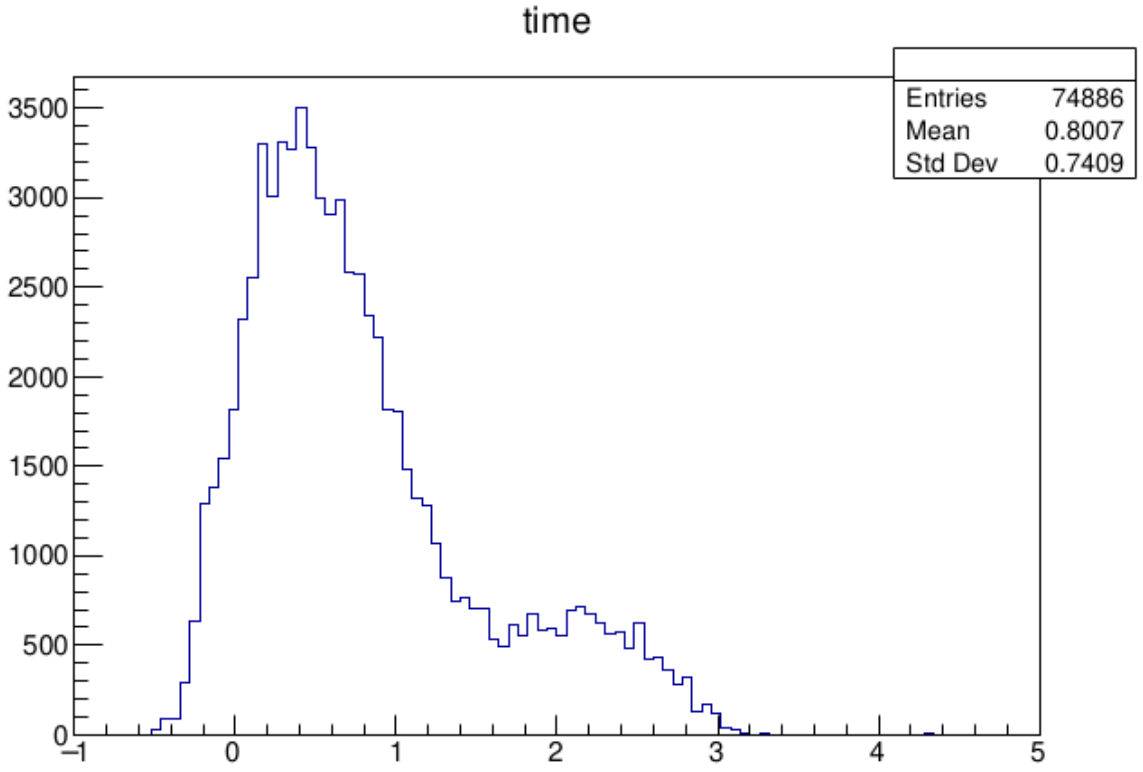


Figure: Time associated to a superpixel wrt event time

SP time assumption

The time associated to each pixel is given by two terms:

$$t_{px} = t_{ov} + \frac{1}{v_{part}} * |z_{px} - z_{ov}| * \frac{p}{p_z}$$

Assumption: $t_{SP} = t_{px_{first}}$

TEST: RMSE for each SP

RESULT: Few number of SPs with more than 1 hit pixels have RMSE $\neq 0$ (264 entries vs 74886 SP)

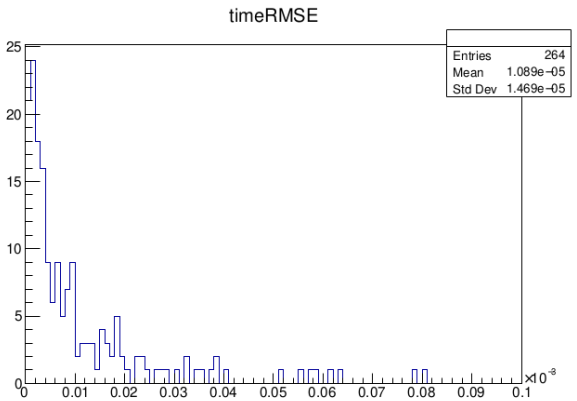


Figure: RMSE$\neq$ 0 associated to a superpixel with more than one ON pixel

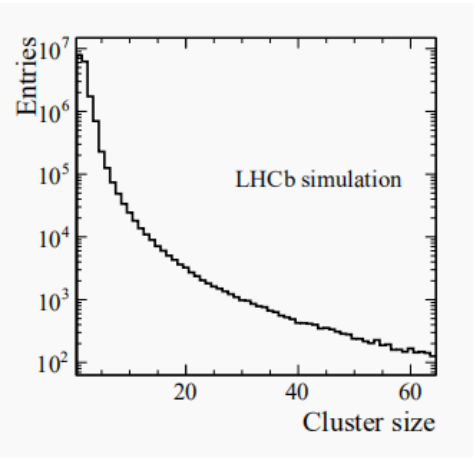
Next steps

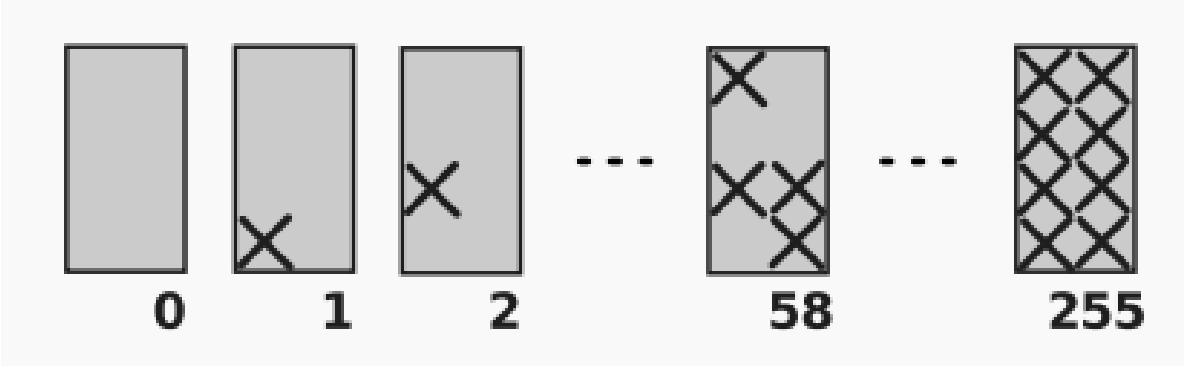
- Test directly with FPGA;
- Build raw bank even using pixel logic;
- Clustering algorithms based on the SP.

FPGA Clustering

WHY?

Large amount of clusters are inside an isolated SP $\rightarrow$ It is possible to use a look-up table (from 0 to 255) to see the active pixels inside the SP and creates the clusters (2x faster)

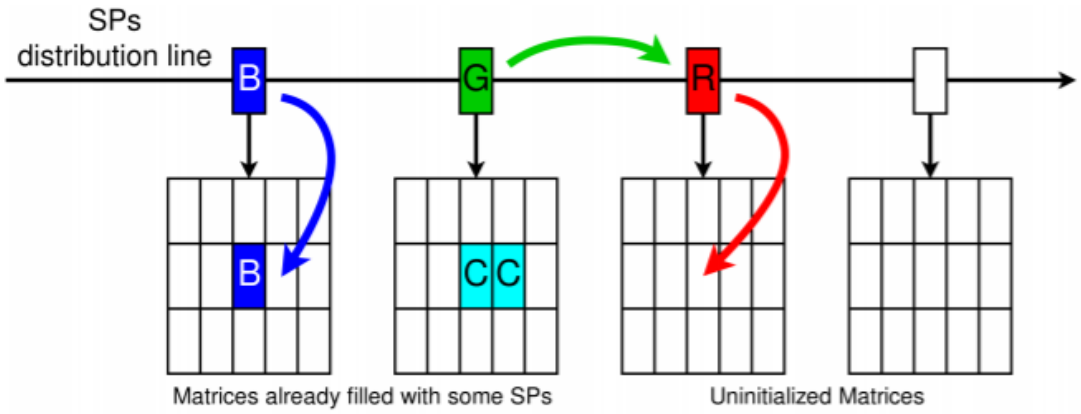




FPGA Clustering

HOW IT WORKS?

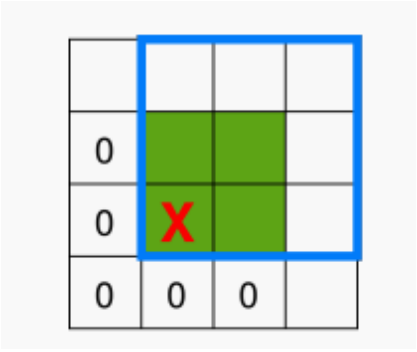
STEP 1: Matrices with dimension 5×3 SPs (10×12 pixels) at every clock cycle change SP input.



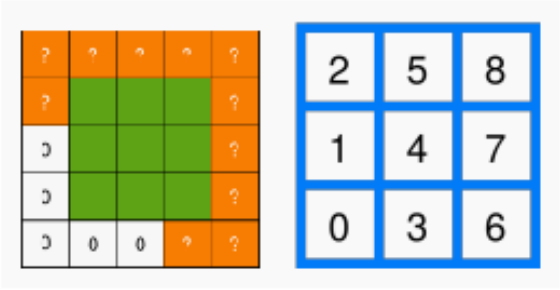
FPGA Clustering

HOW IT WORKS?

STEP 2: Construction of cluster candidate from the **SEED** pixel.



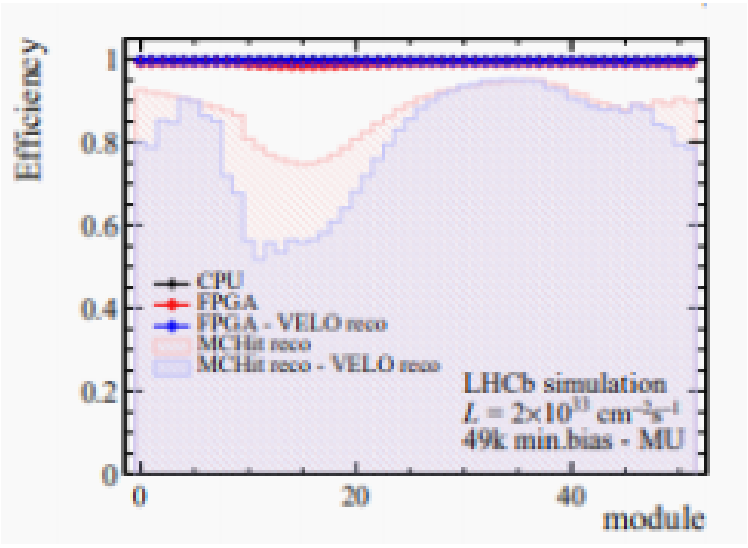
TOPOLOGY

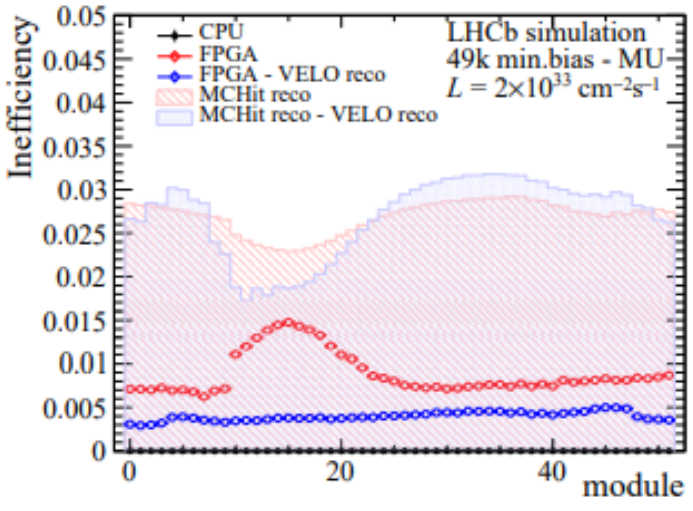


To every seed pixel is associated a lookup table with *flags* which characterize the cluster

Meaning	Flag
Isolated	101
Overflow	100
Self-contained & edge	011
Self-contained & not-edge	010
Not-self-contained & edge	001
Not-self-contained & not-edge	000

Clustering efficiency

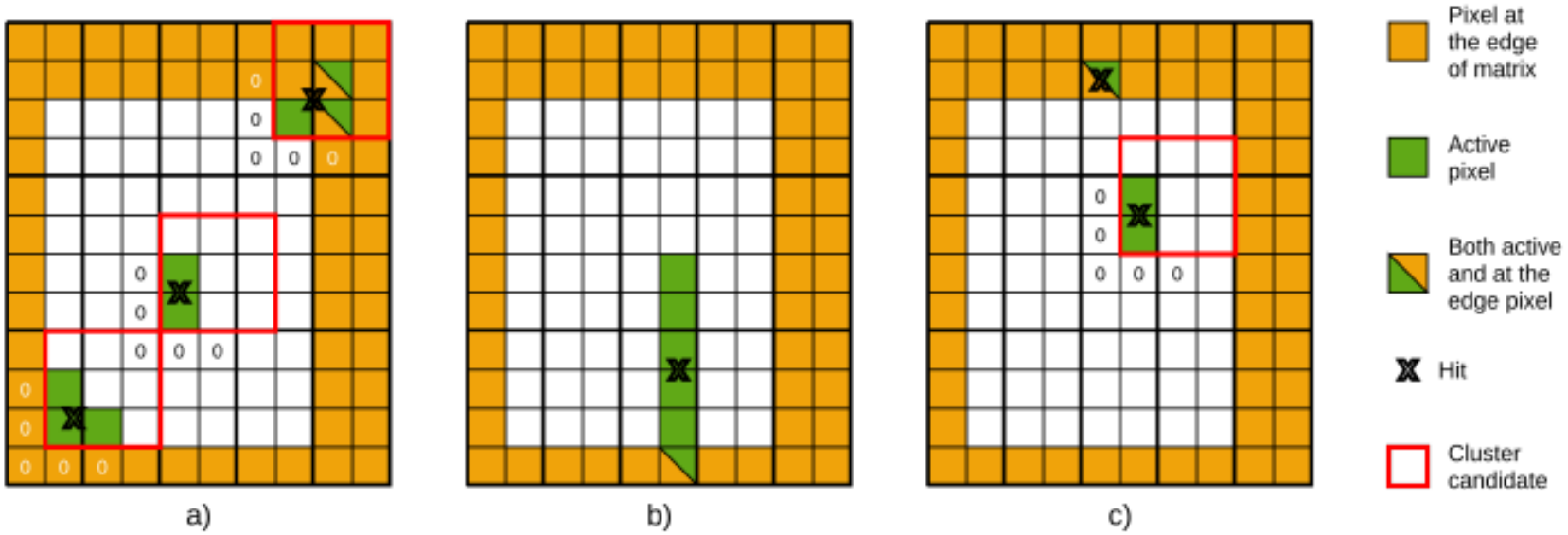




$$\epsilon = \frac{N_{MC_{linked}}}{N_{MC}}$$

$N_{MC_{linked}} = \#$ hits with linked reconstructed cluster.
$N_{MC} = \#$ reconstructible hits

Cluster Inefficiency



FPGA efficiency depends on VELO occupancy

- larger prob. of non isolated SPs and larger cluster dimensions
- larger prob. of overflow

Clustering based on Raw Bank

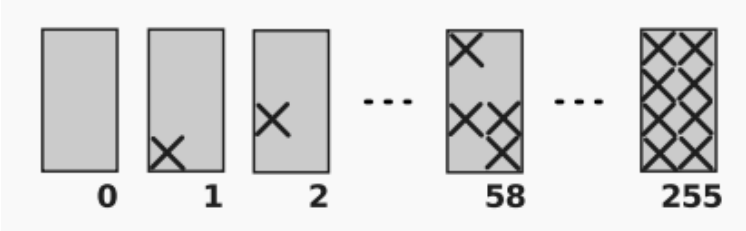
Each raw bank is composed by N 36-bit SP word:

The HINT specifies the kind of SP

- If HINT $= 0$: ISOLATED SP (ISP) $\rightarrow$ Clusters are directly retrieved from SP.
- If HINT $= 1$: NON-ISOLATED SP $\rightarrow$ Save all SPs in a *SP-CACHE* .

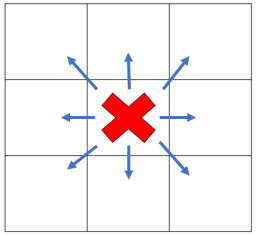
Isolated SP

FPGA-based



8-bit Look Up Table to determine the clusters associated to the ISP

CPU-based



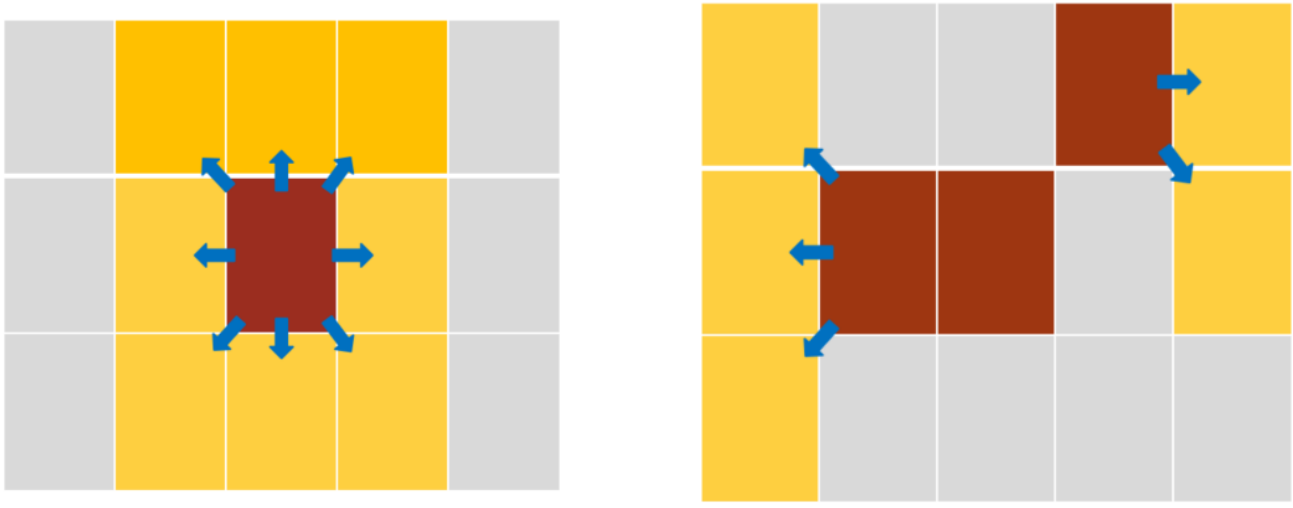
Recursive method to determine clusters

# of Reconstructed clusters:
FPGA method: 1772
CPU method: 1772

$\epsilon_{ISP} = 100\%$

Neighbouring SP

1. Construction of the **reading matrices** (5×3 SP) from SPs in the *SP-CACHE*



2. Research of the **seed pixel** and construction of the **cluster candidate** (CC)

Neighbouring SP

FPGA-based

9-bit Look Up Table to determine the clusters associated to the CC

CPU-based

Recursive method to determine clusters

# of Reconstructed clusters:
FPGA method: 1201
CPU method: 1206

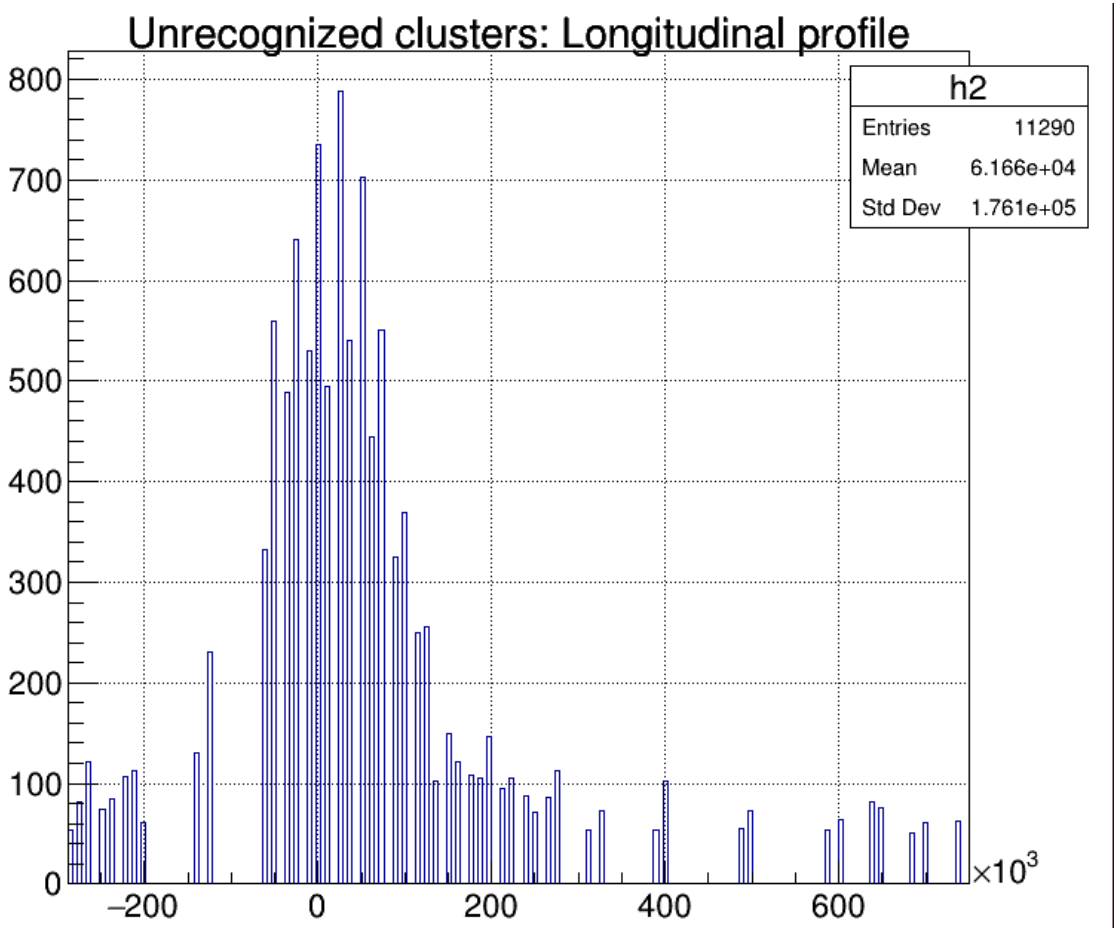
$$\epsilon_{NSP} = 96.2\%$$

TOTAL:
$$\epsilon = \frac{2932}{2978} = 98.5\%$$

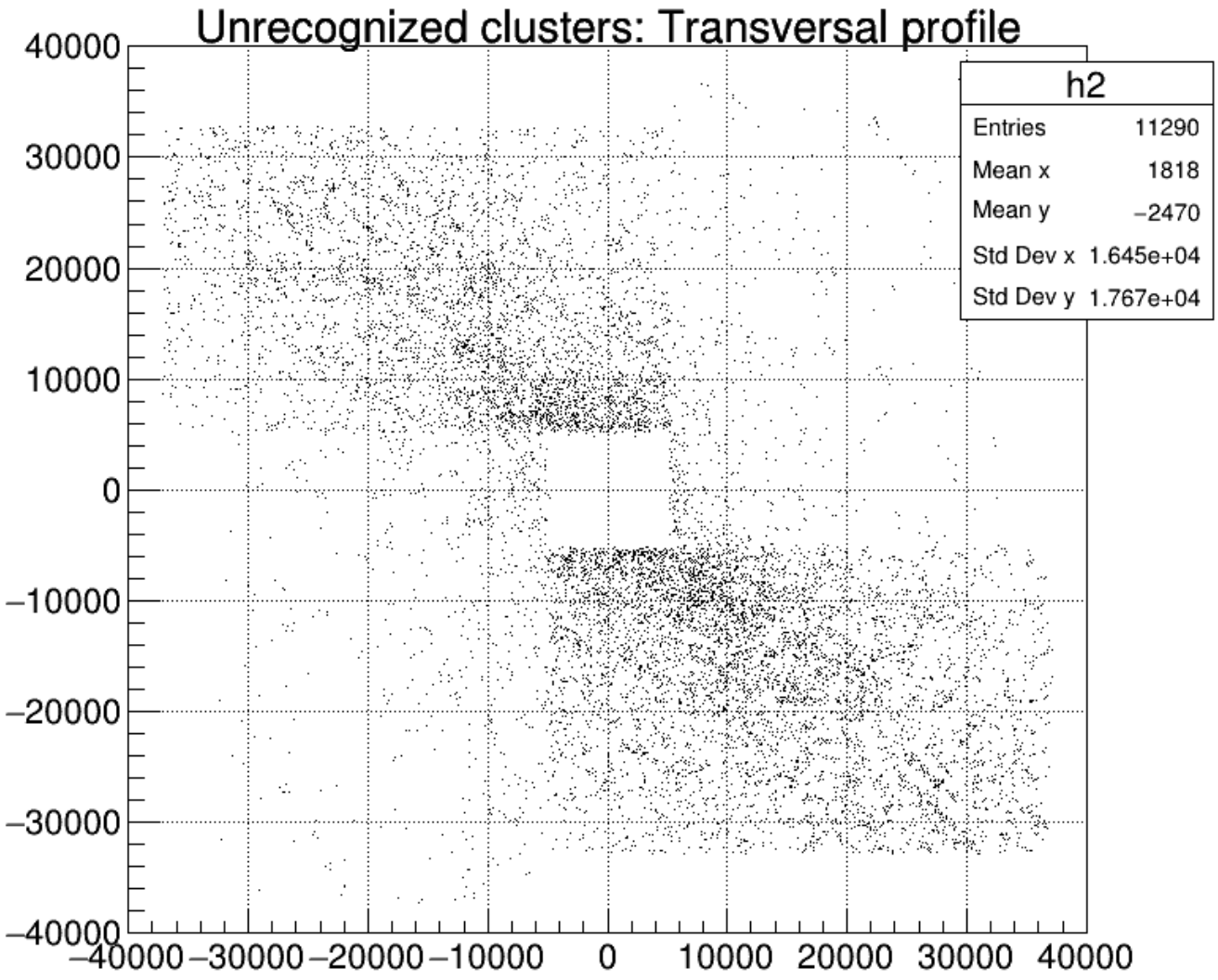
Inefficiencies

On large statistics (737541 clusters), we obtained:

$$\epsilon = \frac{\#\text{ FPGA-reco clusters}}{\#\text{ CPU-reco clusters}} = 98.5\%$$



X-Y Plane


Unrecognized clusters: Transversal profile
h2
Entries 11290
Mean x 1818
Mean y −2470
Std Dev x 1.645e+04
Std Dev y 1.767e+04
40000
30000
20000
10000
0
−10000
−20000
−30000
−40000
−40000 −30000 −20000 −10000 0 10000 20000 30000 40000