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L0Muon Software

L0Muon event model

see L0Muon event model

L0Muon emulator

The L0Muon emulator emulates the L0Muon trigger processing.

It is based on 2 main generic classes: Unit and Register which are defined in L0/ProcessorKernel package (LHCb project).

These classes are specialized in L0/L0MuonKernel where is implemented the L0Muon processing.

The emulator runs in L0MuonAlg. It is configured using the L0MuonKernel.xml file in the PARAM/ParamFilesParam.

- L0Muon emulator event model diagram:

L0Muon banks decoding

The decoding runs in L0MuonCandidatesFromRaw. It is configured using the L0MuonKernel.xml file in the PARAM/ParamFiles package. The decoding also depends on L0/L0MuonKernel.

- L0Muon decoding event model diagram:
The L0Muon bank content is described in EDMS818559.

**L0Muon monitoring**

*to be completed*

**L0Muon data bases**

2 separated data bases are used to describe the L0Muon (see EDMS818447):

- the L0Muon configuration data base
- the L0Muon cabling data base

The L0Muon condition data base contains information relative to the running condition.

**L0Muon configuration DB**

describes the L0Muon hardware architecture and components as well as some implementation details (boards, FPGAs, optical & internal links connections & content, ...).

There is one such a DB per quarter.

They are created the appCreateDB.py application in L0/L0mPy.

The L0Muon configuration DB is used to generate:

- back plane inter-connection list used in the CA0 of the backplane
- vhdl codes used in the PU FPGA
- xml configuration files for emulator and decoding software

**L0Muon cabling DB**

descrives the cabling between the muon ODEs and the L0Muon
Condition data base

Some parameters defined at run time are stored in the condition data base:

- for each controller board (i.e. each quarter):
  - Processor version
  - CU mask
  - SU mask
- for each processing board:
  - Fields of interest (X and Y)
  - Optical link masks and values
  - Backplane masks
  - PU mask

Note: the processor version defines the version of:

- the various FPGA firmwares
- the LUTs with the PT information
- the raw bank (integer value of the processor version)

L0Muon packages

LHCb project

L0/ProcessorKernel (CVS)

This package contains generic classes used by the L0Muon emulator and decoding software:

- Register: contains a boost::dynamic_bitset.
- TileRegister: special Register which contains in addition a list of MuonTileID associated to the bitset.
- RegisterFactory: factory owning the registers. 3 different instances of the RegisterFactory may be created.
- Unit: a Unit contains:
  - a list of pointers to registers used as inputs
  - a list of pointers to registers used as outputs
  - a list of pointer to 'child'-units (thus, the units forms a hierarchical structure)
  - a list of properties than can be defined at run time
  - a set of virtual methods where specialized units (see L0/L0MuonKernel) will perform specific tasks using the input registers and fill their output registers
    - initialize
    - preexecute
    - execute
    - postexecute
    - finalize
- Property: generic class to set the Unit's properties

L0/L0MuonKernel (CVS)
a list of useful functions:
- in BankUtilities(.h/.cpp): for bank decoding
- in ProcUtilities(.h/.cpp): for processing

usefull class to manipulate candidates:
- MuonCandidate
- CandRegisterHandler

a set of specialized units inheriting from L0MUnit. One can distinguish:
- Pure containers necessary to build the hierarchy of units (MuonTriggerUnit, CrateUnit, BoardUnit, ProcUnit)
- Working units where a task is actually performed; the input register are read, a task is perform, result is set in the output registers. 3 type of tasks can be considered:
  - data formatting (FormattingUnit, FormattingOutUnit)
  - candidate search (CoreUnit)
  - candidate selection (BCSUnit, CtrlUnit both inheriting from SelectionUnit)

a set of 'converters' used to extract information from a set of Registers and TileRegisters corresponding to data written in raw banks or L0Buffer

a set of 'error classes' used to handle the errors field in the converters

Unit tasks flow:

At the beginning of each job:
- initialize

For each event:
- preexecute: the data exchange between the processing unit is emulated by the FormattingUnit
- execute: the candidate are search by the CoreUnit
- postexecute:
  - the candidates are selected by the BCSUnit and then by the CtrlUnit
  - each FormattingOutUnit performs the data formatting in view of the output in banks or L0Buffer by the converters
  - the registers are cleared

At the end of each job:
- finalize

Lbcom project

L0/L0Muon (CVS)

- L0MuonAlg: algorithm to run the L0Muon emulator.
- L0MuonCandidatesFromRaw: algorithm to decode the L0Muon banks (except the L0MuonRaw banks).
- L0MuonFromRawTrans: algorithm to decode the L0MuonRaw banks (transparent mode).
L0MuonOutputs : tool to write on TES the output of the various L0Muon algorithms.

Additional packages

L0/L0mSQLite (CVS)
L0/L0mConf (CVS)
L0/L0MuonPyTools (CVS)
L0/ReportLab (CVS)

L0/L0mPy (CVS)

This package is used to fill the L0Muon configuration data base (see above).

L0/L0MuonKernelBuild (CVS)
L0/L0mCAO (CVS)
L0/L0mTestBench (CVS)
L0/L0Analysis (CVS)
L0/L0MuonPresenter (CVS)

-- JulienCogan - 02 Oct 2008