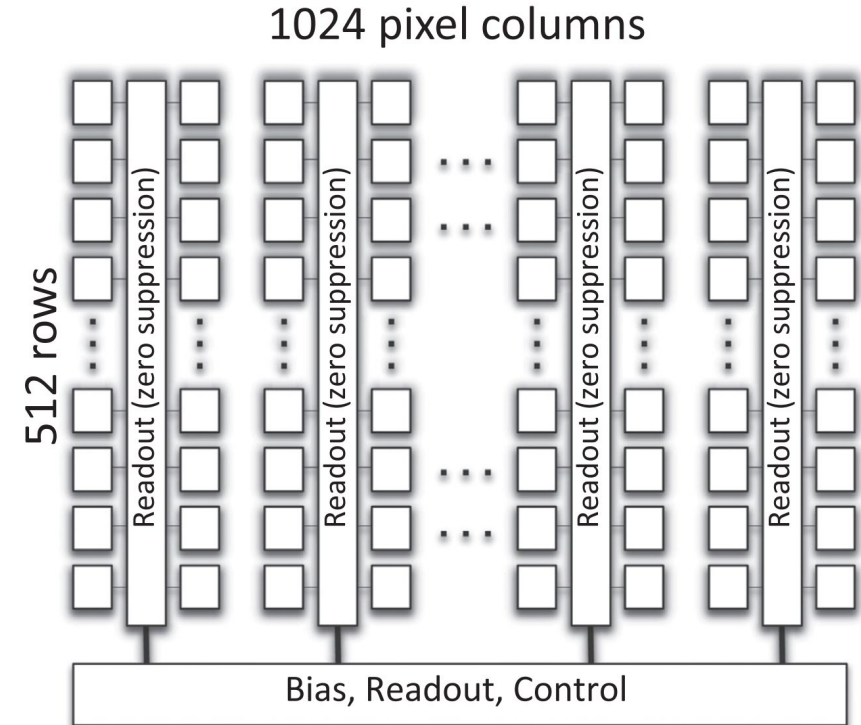
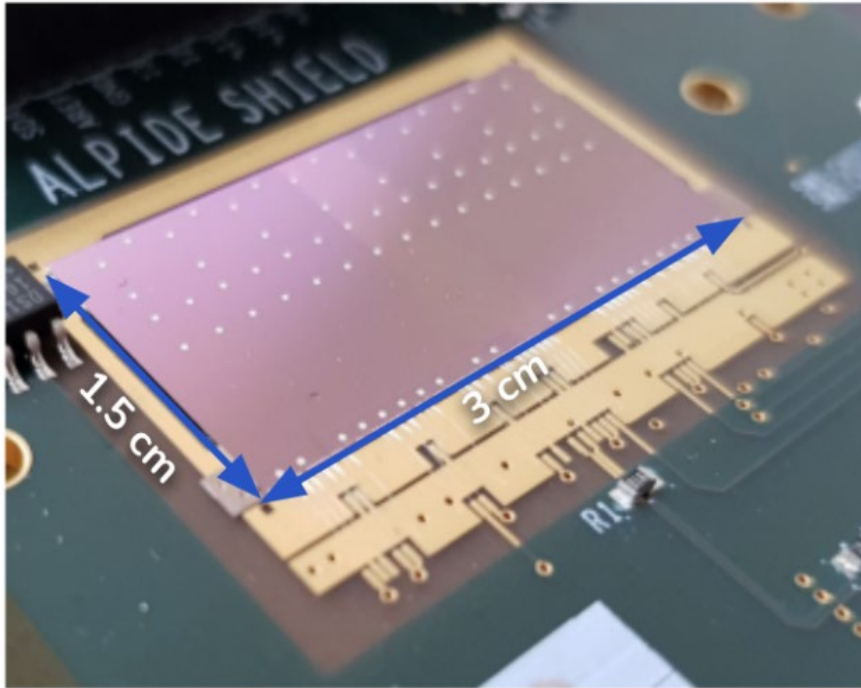


Topic 3: Pixel Clustering for HEP

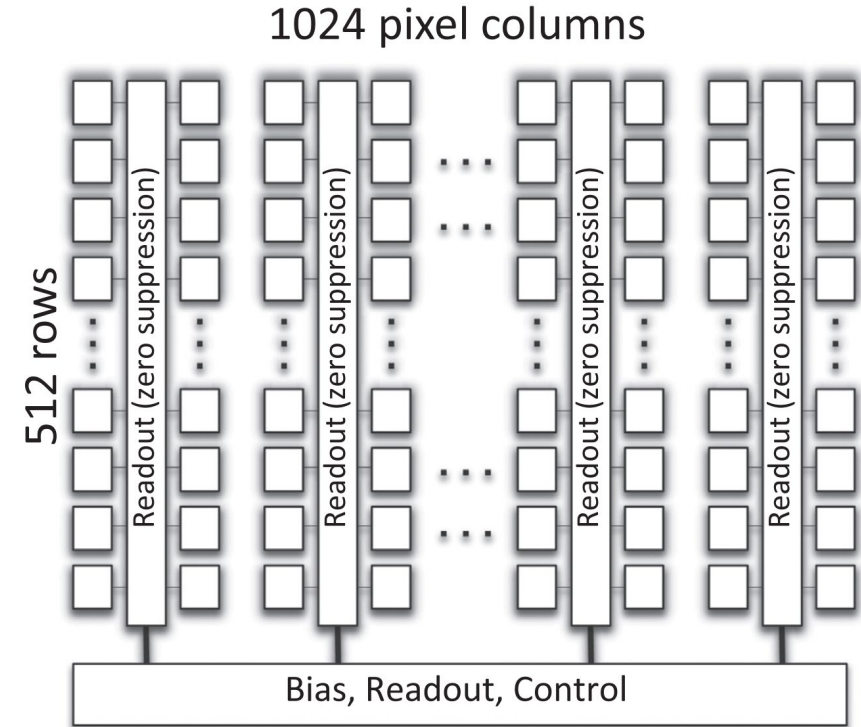
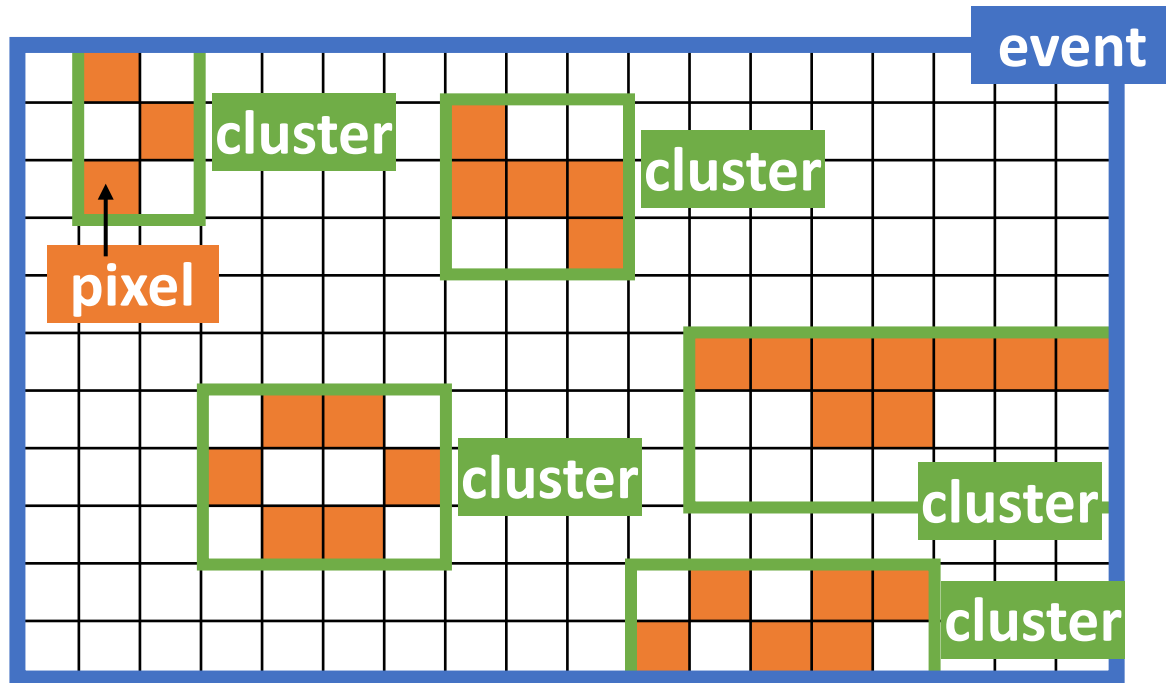
- **Background: readout system in proton collider**
 - There are multiple “**events**”; each “**event**” has multiple “**particle tracks**”
 - Each “**track**” belongs to a “**cluster**”
 - Each “**cluster**” is a collection of fired “**pixels**”



On the left: Photo of an ALPIDE chip. On the right: General architecture of the ALPIDE chip

Topic 3: Pixel Clustering for HEP

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 - There are multiple “**events**”; each “**event**” has multiple “**particle tracks**”
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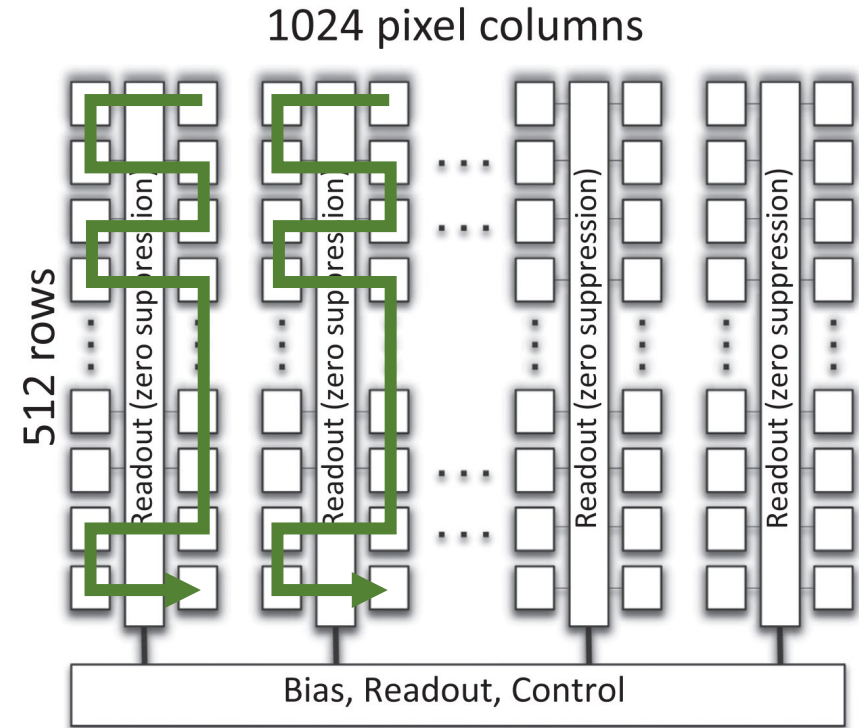
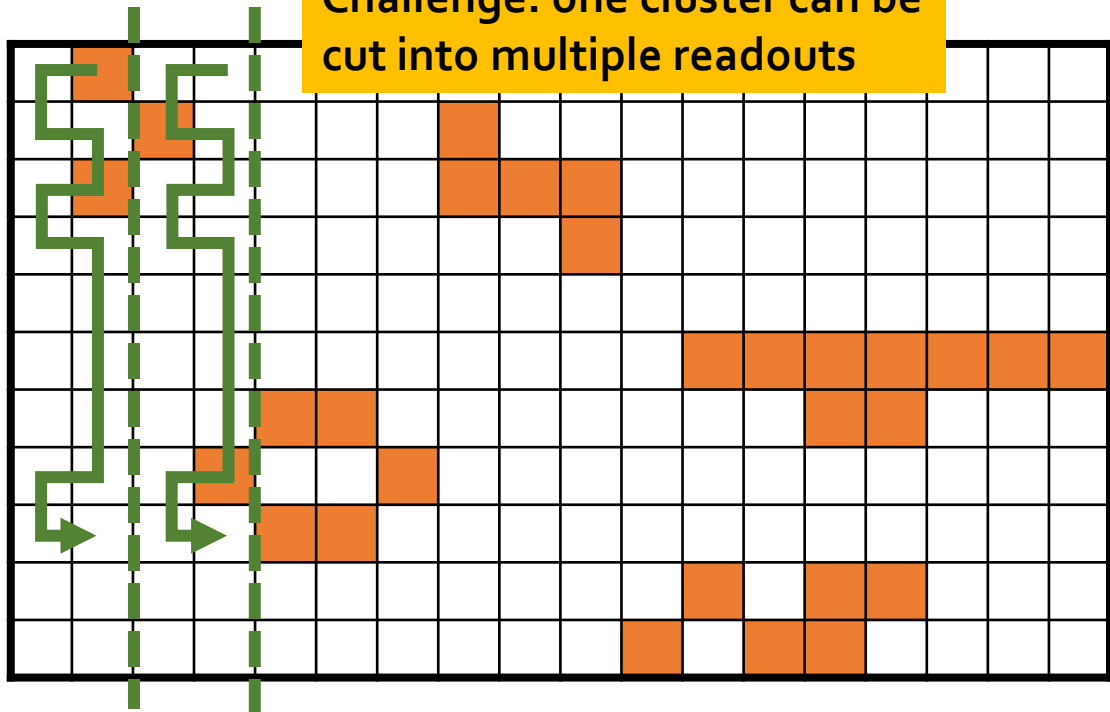


Topic 3: Pixel Clustering for HEP

- **How Readout is done:**

- Readout is zero suppressed, so only fired pixels will be transmitted, no zeros
- In a zig-zag order: pixels are fed into FPGA one by one, each pixel one clock cycle
- As long as two pixels are adjacent (horizontal, vertically, diagonal), they belong to the same hit

Challenge: one cluster can be cut into multiple readouts



Topic 3: Pixel Clustering for HEP

• Requirements

- **Cluster size.** Cluster size (fired pixels) can be any value between **1** up to **128** pixels
 - In reality, we can limit to **16**; but ideally, set it as a **parameter** to be adaptive to future algorithms
 - Note: the bounding box of a cluster can be larger than 16

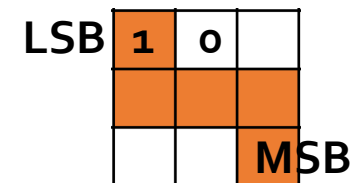
- **Outputs.** Output the **center of mass** for each cluster and its **shape**

- **Center of mass:** $\langle x, y \rangle$
- **Shape:** $\langle \# \text{ of pixels, column, row, key} \rangle$

- **Time constraint:** Less than **10 us per event**

- End-to-end, including input/output
- The faster, the better
- **Note: some events can have many clusters**

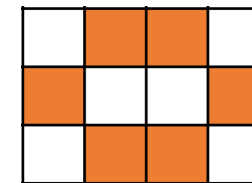
- Can change the key encoding if you have a better way



$\langle \# \text{ of pixels, column, row, key} \rangle$

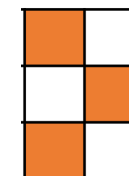
$\langle 5, 3, 3, 313 \rangle$

Key 313: 100111001



$\langle 6, 4, 3, 1686 \rangle$

Key 1686: 011010010110



$\langle 3, 2, 3, 25 \rangle$

Key 25: 011001

Topic 3: Pixel Clustering for HEP

- Finish all “events” **as fast as possible** but using **as few resources as possible**
 - In real collider, minimum requirement is 10 us
 - The shorter the better – this is real problem!!
- **Input file format: .txt files**
 - You may change the file format (e.g., to binary) but not how the data is provided
- **Output format: not specified**
- **Also design your algorithm smartly – a true co-design problem**

| | | | |
|--|--|---------|---------|
| Event no hits | 1 | 68C0B | |
| | 1 | 68C68 | |
| | 1 | 68CC5 | |
| | 1 | 68D21 | |
| | 1 | 68D7E | |
| | Hits: cluster them and output each cluster's information | 0 | 308/0B6 |
| | | 0 | 309/0B6 |
| | | 0 | 30D/0B5 |
| | | 0 | 30C/0B5 |
| | | 0 | 30C/0B6 |
| 0 | | 30D/0B6 | |
| | 1 | 68DDB | |
| Hits: cluster them and output each cluster's information | 0 | 309/0B5 | |
| | 0 | 308/0B6 | |
| | 0 | 309/0B6 | |
| | 0 | 30D/0B5 | |
| | 0 | 30C/0B5 | |
| | 0 | 30C/0B6 | |
| Event no hits | 1 | 68E38 | |
| | 1 | 68E94 | |
| | 1 | 68EF1 | |
| | 1 | 68F4E | |