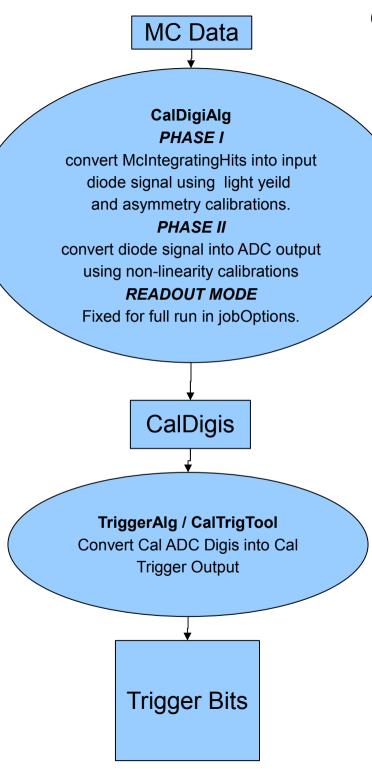
# Cal Digi/Trigger Data Flow – October 2007 Zach Fewtrell



## **Current CalDigi Data Flow**

#### **Definitions**

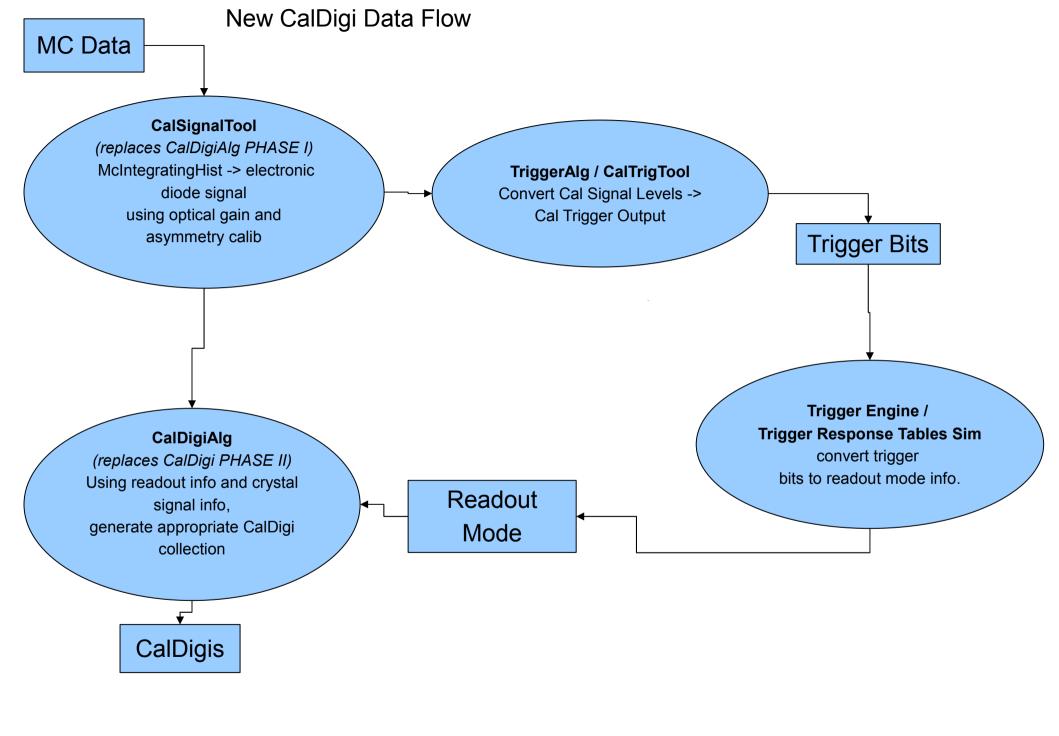
• Cal Readout Mode – (4range vs best range, zero suppression)

#### Initial Problems

- Real LAT varies readout per event based on trigger word.
  - Current CalDigi readout mode fixed @ jobOptions level
- TriggerAlg dependent on CalDigi ADCs
  - Cal Trigger discriminators and ADC readouts have different shaper electronics / different response characteristics
    - difficult to simulate this w/ current scheme.
  - Zero suppression and best-range give less accurate trigger sim. as less information is retained
    - e.g. FHE inducing small diode direct deposits may be ignored.

#### **Technical Hurdles to Solution**

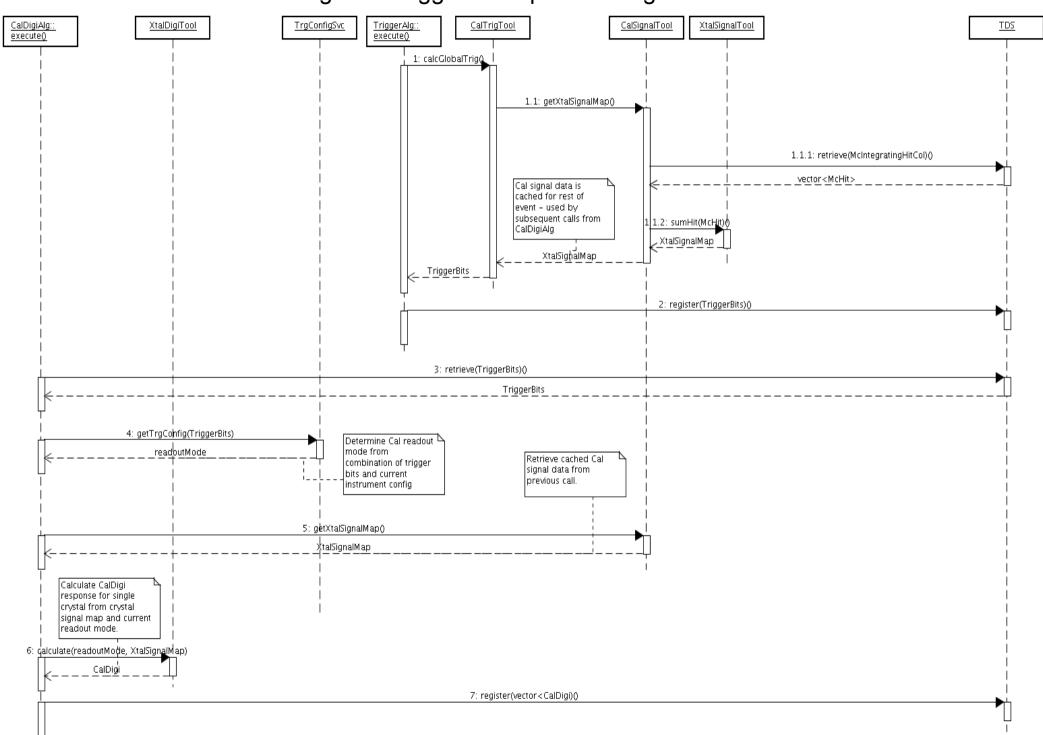
- Cal Readout Mode dependent on trigger bits from TriggerAlg.
- TriggerAlg in turn dependent on CalDigiAlg
  - circular dependency.
- CalDigiAlg is CPU intensive avoid redundant processing.



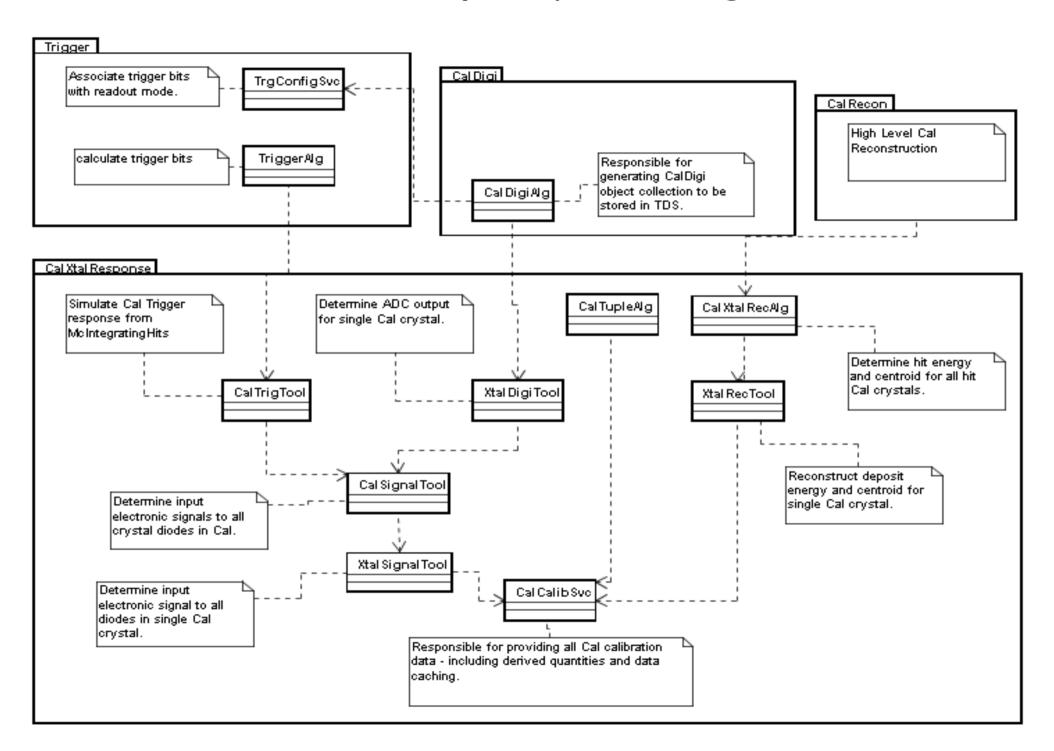
## **Solution**

- Break CalDigiAlg into 2 parts
  - CalSignalTool (Part I) calculate diode input signal level from Mc deposits
  - CalDigiAlg (Part II) determine ADC readout from signal levels
- TriggerAlg will also be a client of CalSignalTool
  - CalSignalTool calculate signal levels once per event and cache results for for remainder of event
- No more circular dependency
- TriggerAlg no longer dependent on CalDigis
- Easier to simulate Trigger shaper electronics separately from ADC channels in the future.

# Cal Digi and Trigger – Sequence Diagram



#### CalXtalResponse TopLevel Class Diagram



#### Status / Effects

- Code is written, tested and checked into CVS
  - CalUtil v3r5p1
  - CalXtalResponse v0r15p1
  - CalDigi v3r1
  - Trigger v5r5
- Requires integration with GlastRelease
  - Order of algorithm calls must change (TriggerAlg before CalDigiAlg)
    - Requires change of all jobOptions files
      - Sorry, I don't think this was avoidable.

### **Alternate Modes**

- CalDigiAlg can still run w/out Trigger info
  - Simply falls back to default readout mode (specified in jobOptions)
- TriggerAlg can still run off of ADC data
  - Will do so if MC data is not available
  - This options is still used for processing 'real' data.
- So basically, old jobOptions will work as they used to