

# Implementation of the Jet Algorithm

Sam Silverstein

Anders Ferm

Torbjörn Söderström

# We are rewriting the Jet algorithm from scratch

- Full-size algorithm (11x7)
- Produce portable VHDL code
- Take advantage of modern design tools (FPGA Advantage)
- Chance to examine and reevaluate algorithm elements and organisation

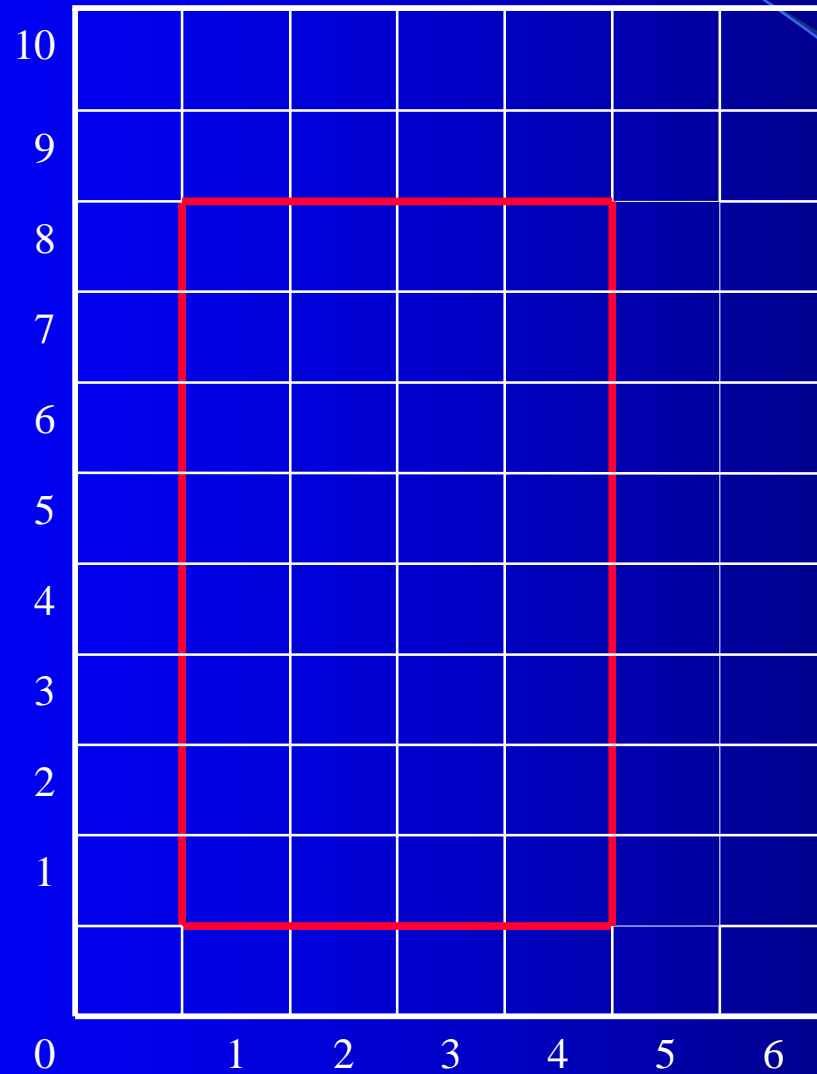
# Strategy: Compact Design

- Design logic blocks that use as few resources as possible
  - 5-bit serial vs. 10-bit parallel
- Eliminate duplicated operations
  - Adder trees
  - Nearest neighbor comparison

# Some examples from the algorithm

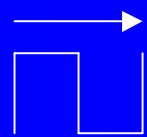
- The adder trees
- Local maximum identification

# The Jet adder trees

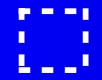
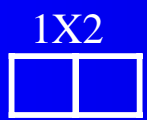


77 Jet elements  
32 Core elements

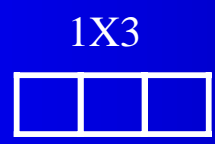
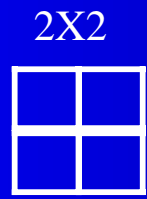
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



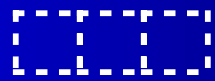
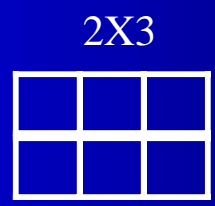
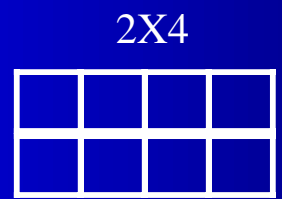
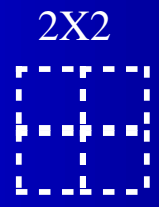
Step 1



Step 2

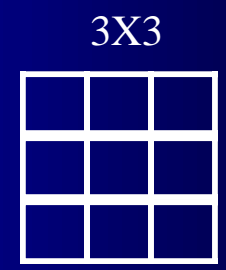
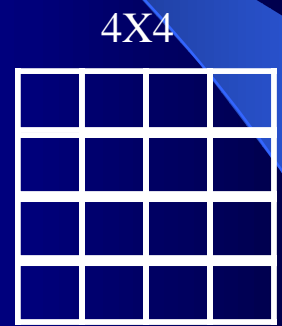


Step 3



Compare 2X2 neighbors.

Step 4



Step 5

Apply Thresh.  
to 2X2.

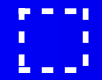
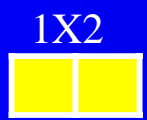
Apply Thresh.  
to 4X4.

Apply Thresh.  
to 3X3.

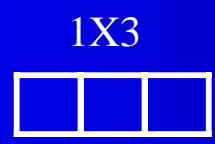
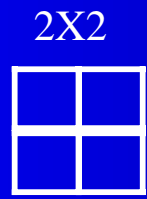
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



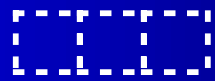
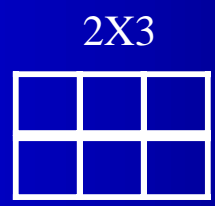
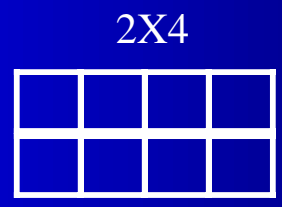
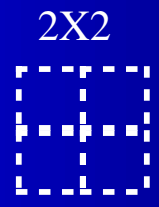
Step 1



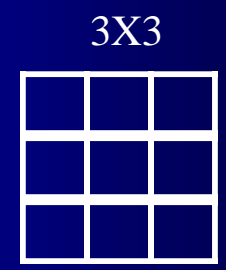
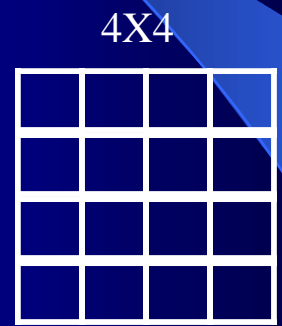
Step 2



Step 3



Step 4



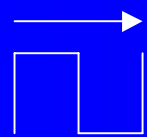
Compare 2X2 neighbors.

Step 5

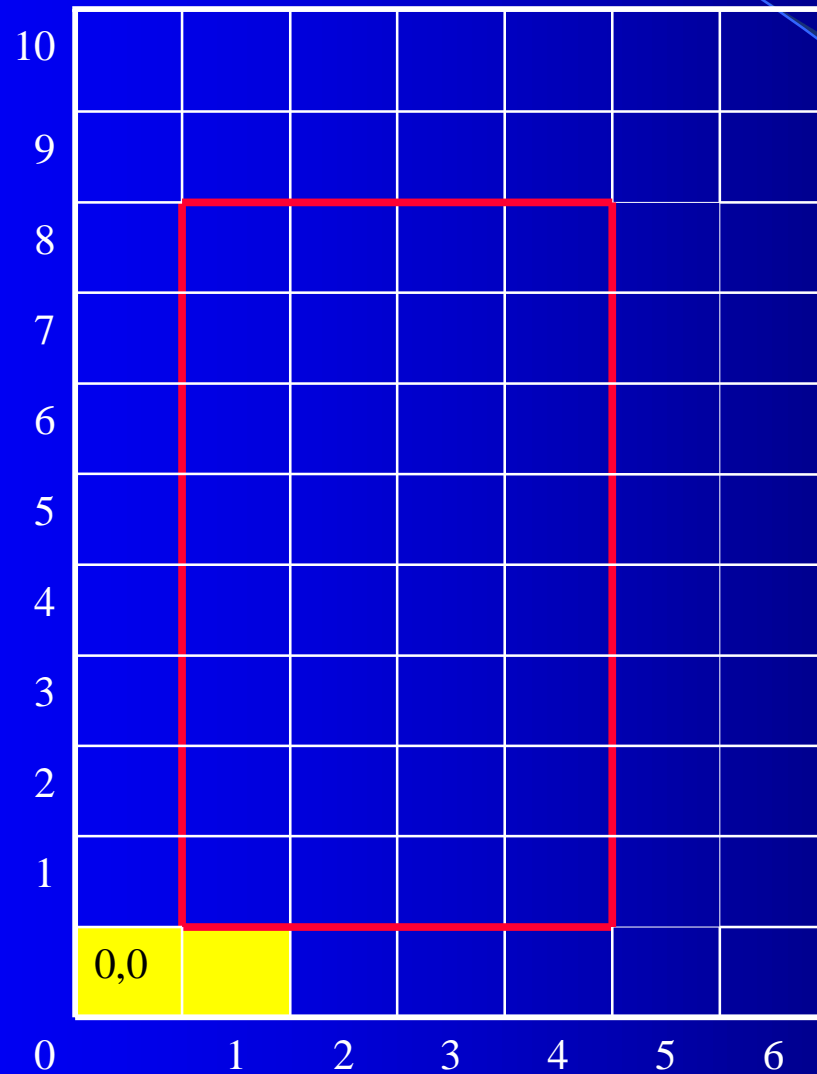
Apply Thresh.  
to 2X2.

Apply Thresh.  
to 4X4.

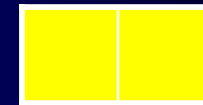
Apply Thresh.  
to 3X3.



# 1x2 Jet element Sum (Step 1)

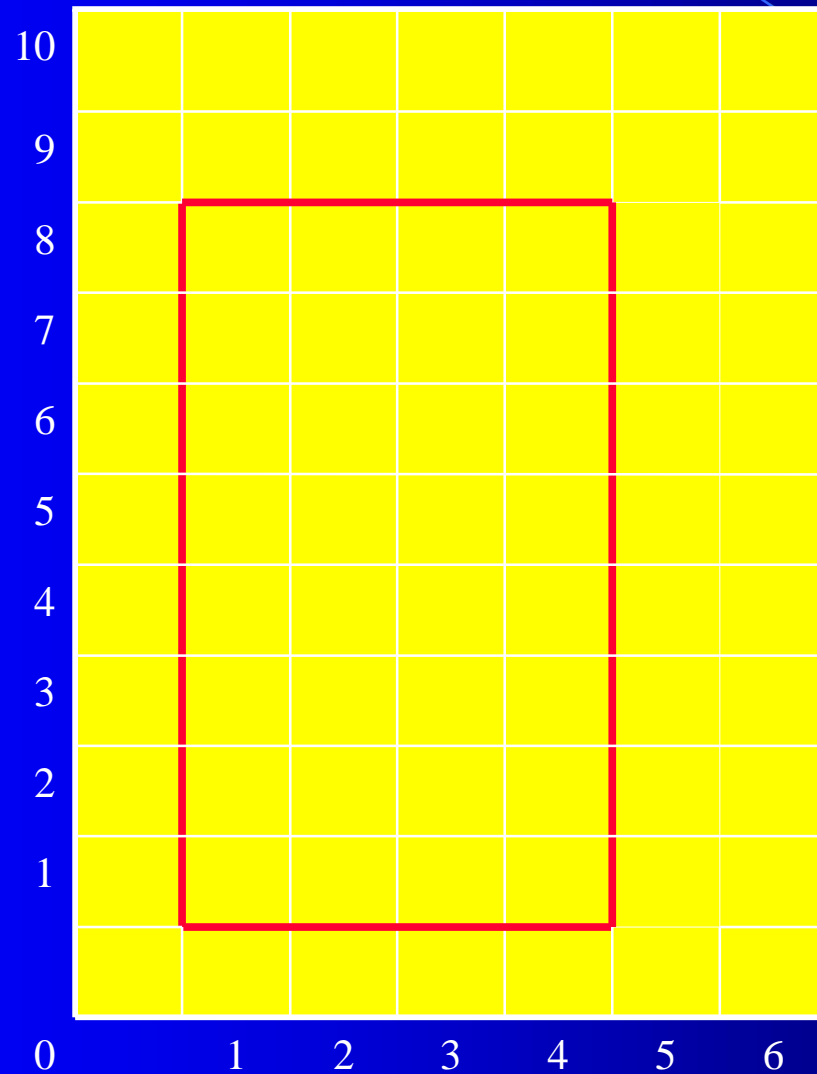


Total 1 summation

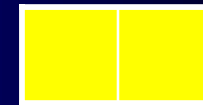




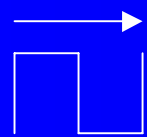
# 1x2 Jet element Sum (Step 1)



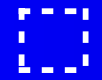
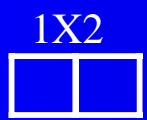
Total 11x6 summations



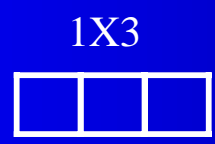
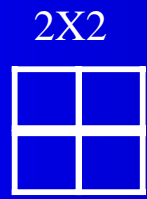
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



Step 1

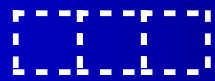
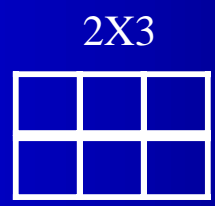
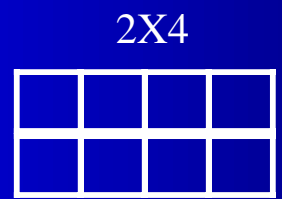
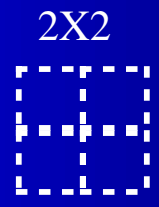


Step 2

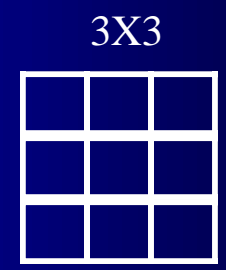
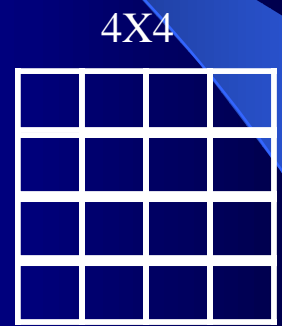
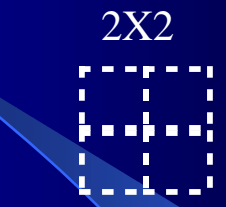


Step 3

Compare 2X2 neighbors.



Step 4



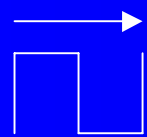
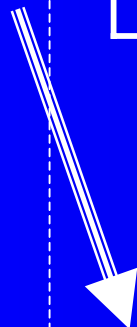
Step 5

Apply Thresh.  
to 2X2.

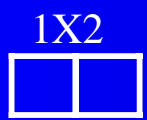
Apply Thresh.  
to 4X4.

Apply Thresh.  
to 3X3.

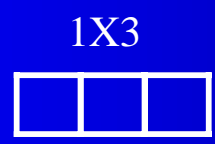
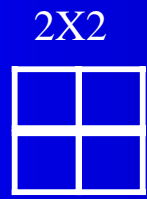
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



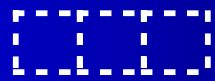
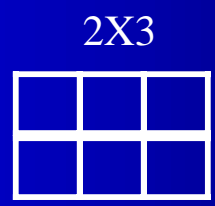
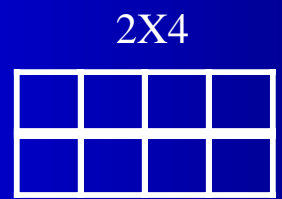
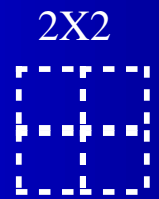
Step 1



Step 2



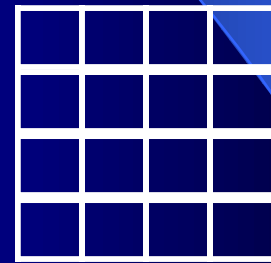
Step 3



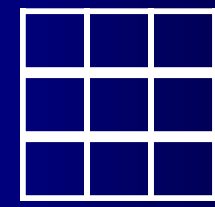
Step 4



4X4



3X3



Compare 2X2 neighbors.

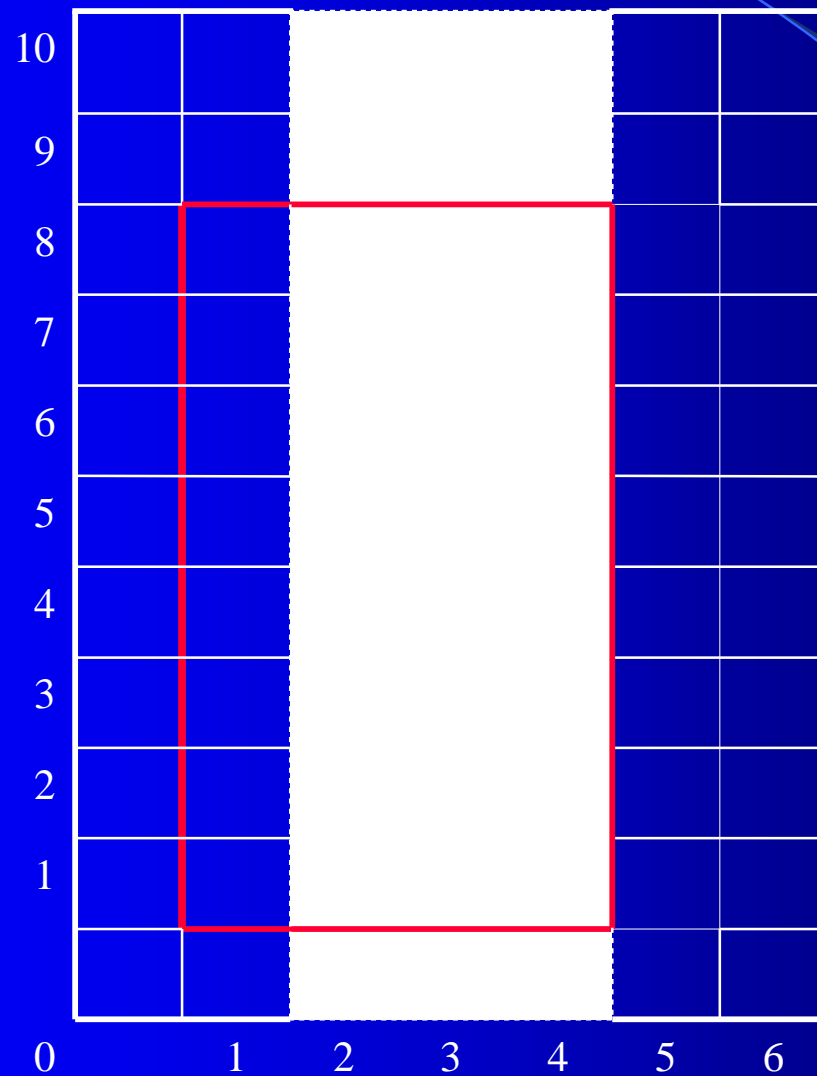
Step 5

Apply Thresh.  
to 2X2.

Apply Thresh.  
to 4X4.

Apply Thresh.  
to 3X3.

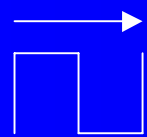
# 1x1 Jet element Save (Step 1)



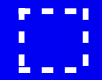
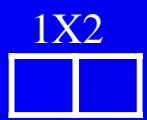
Save 30 Jet elements  
for the 1X3 summations.



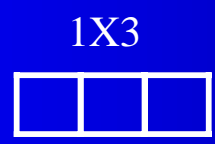
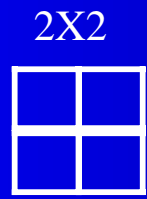
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



Step 1

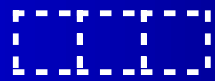
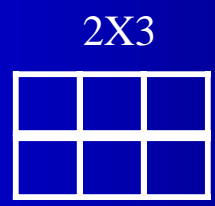
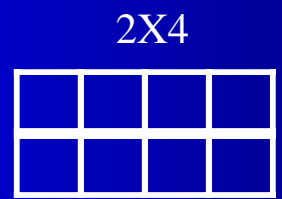
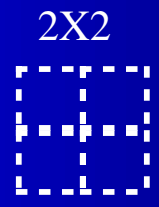


Step 2

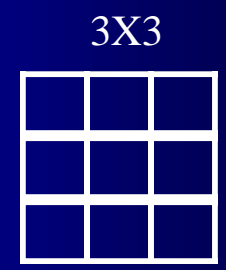
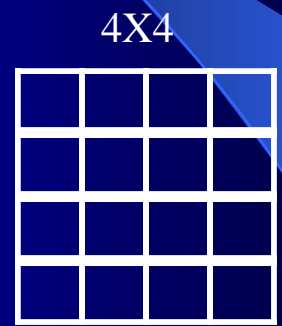


Step 3

Compare 2X2 neighbors.



Step 4



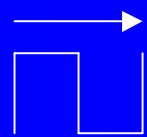
Step 5

Apply Thresh.  
to 2X2.

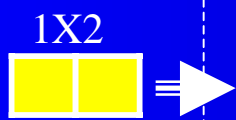
Apply Thresh.  
to 4X4.

Apply Thresh.  
to 3X3.

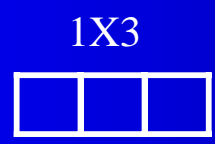
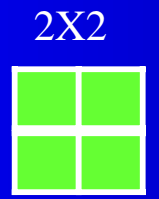
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



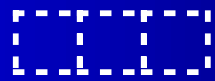
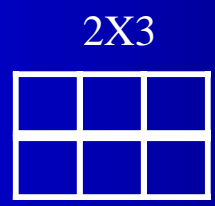
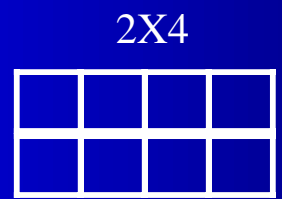
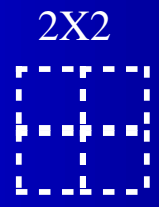
Step 1



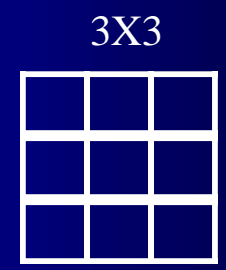
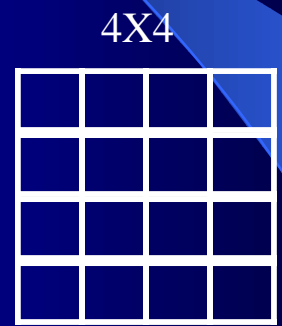
Step 2



Step 3



Step 4



Compare 2X2 neighbors.

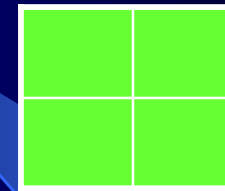
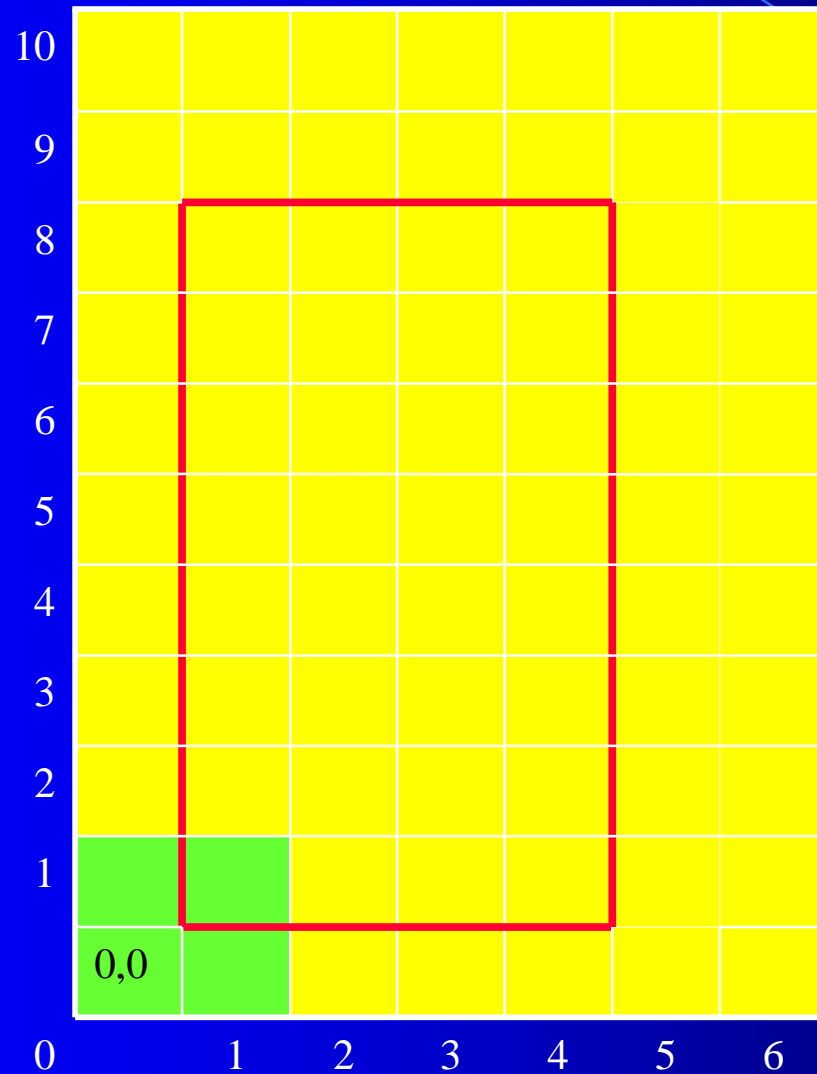
Step 5

Apply Thresh. to 2X2.

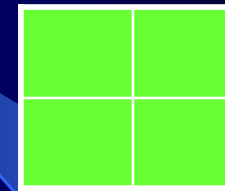
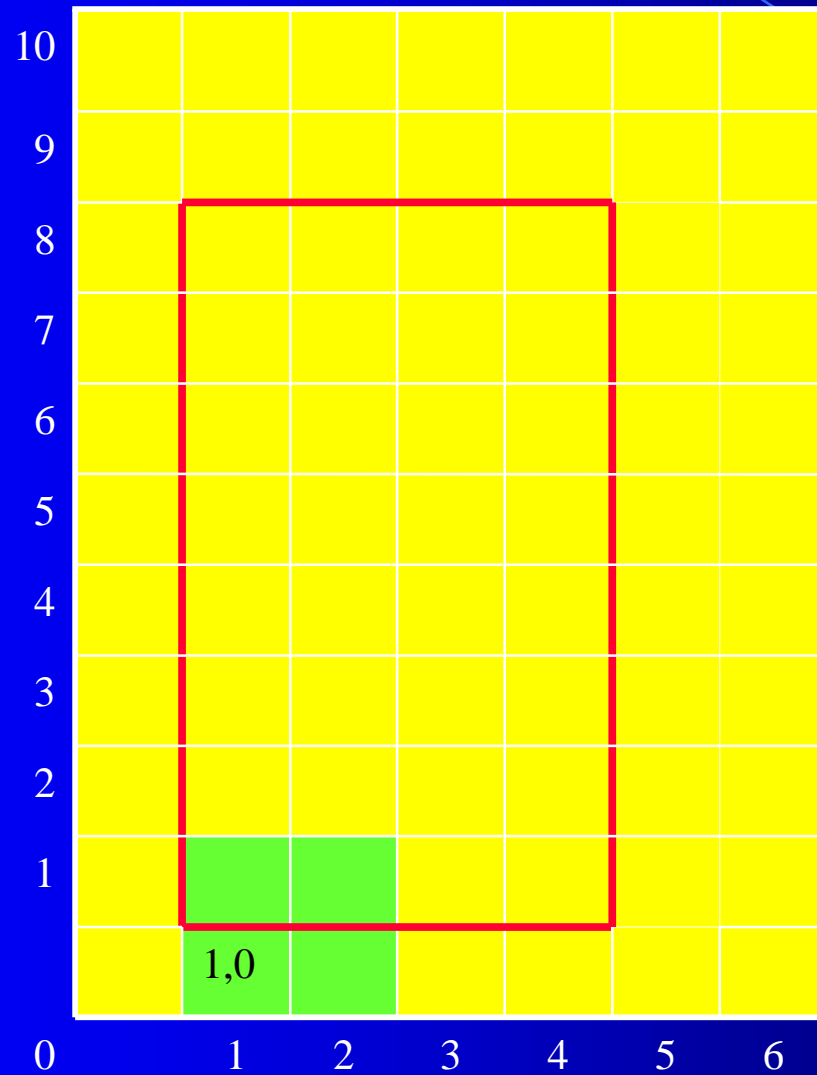
Apply Thresh. to 4X4.

Apply Thresh. to 3X3.

# 2x2 Jet element Sum (Step 2)

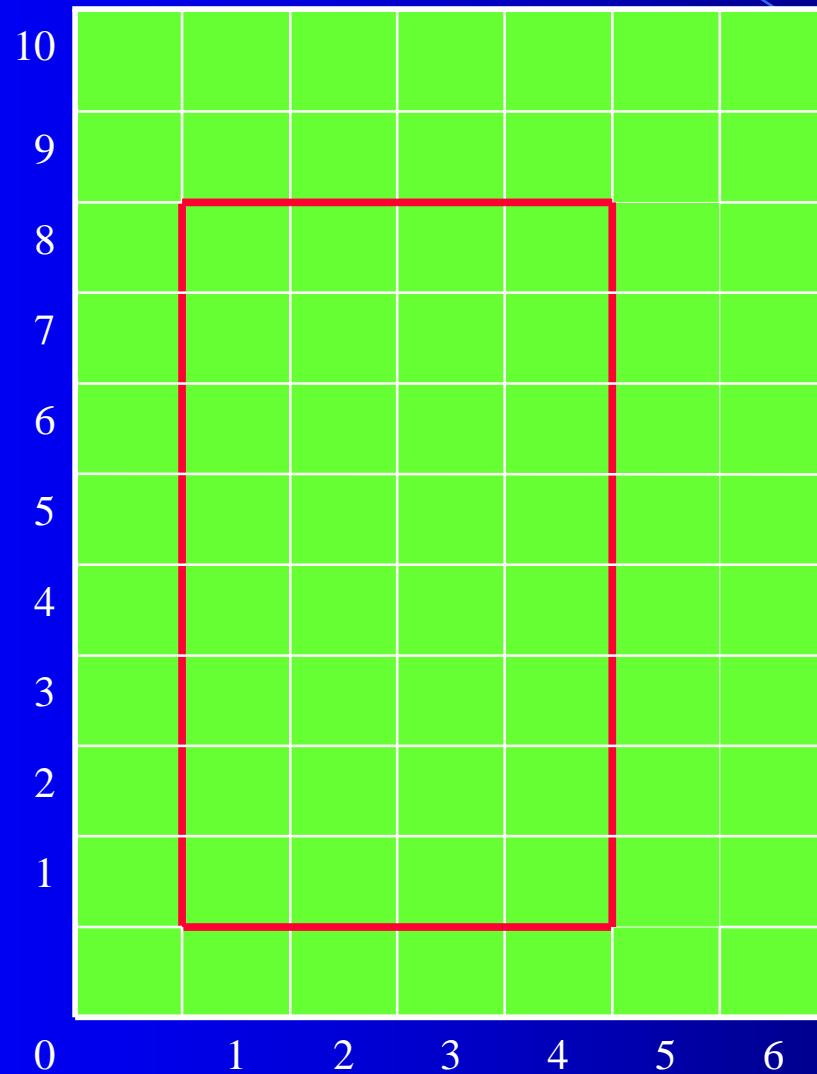


# 2x2 Jet element Sum (Step 2)

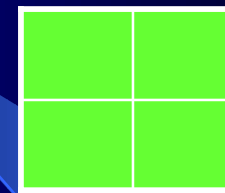




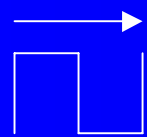
# 2x2 Jet element Sum (Step 2)



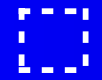
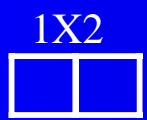
Total 10x6 summations



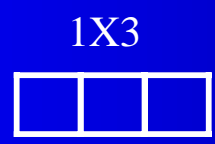
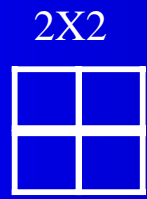
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



Step 1

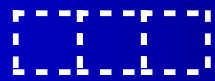
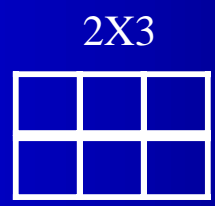
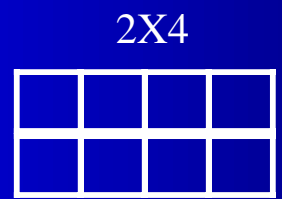
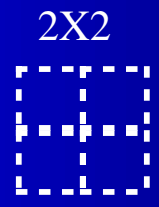


Step 2

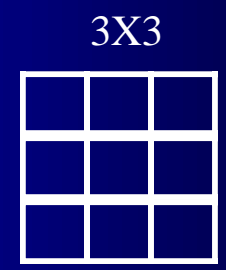
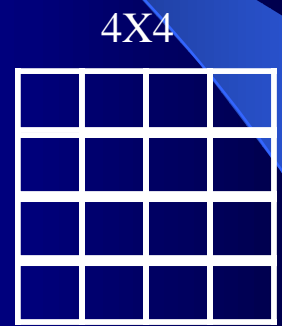
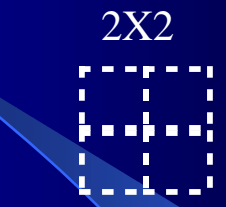


Step 3

Compare 2X2 neighbors.



Step 4



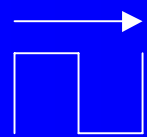
Step 5

Apply Thresh.  
to 2X2.

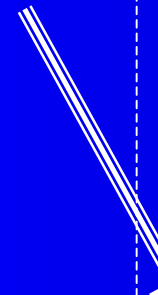
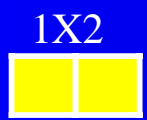
Apply Thresh.  
to 4X4.

Apply Thresh.  
to 3X3.

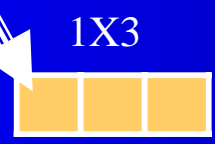
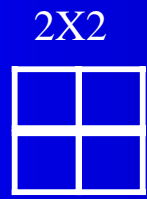
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



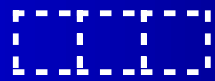
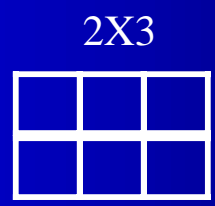
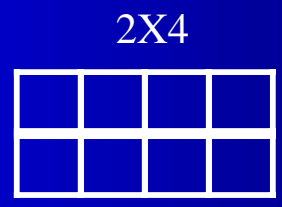
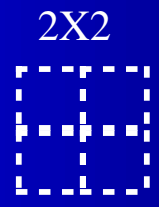
Step 1



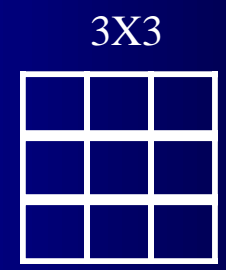
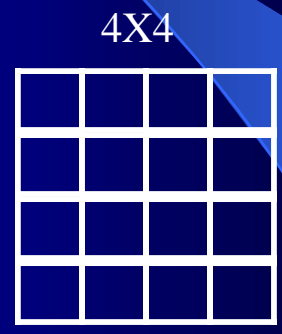
Step 2



Step 3



Step 4



Compare 2X2 neighbors.

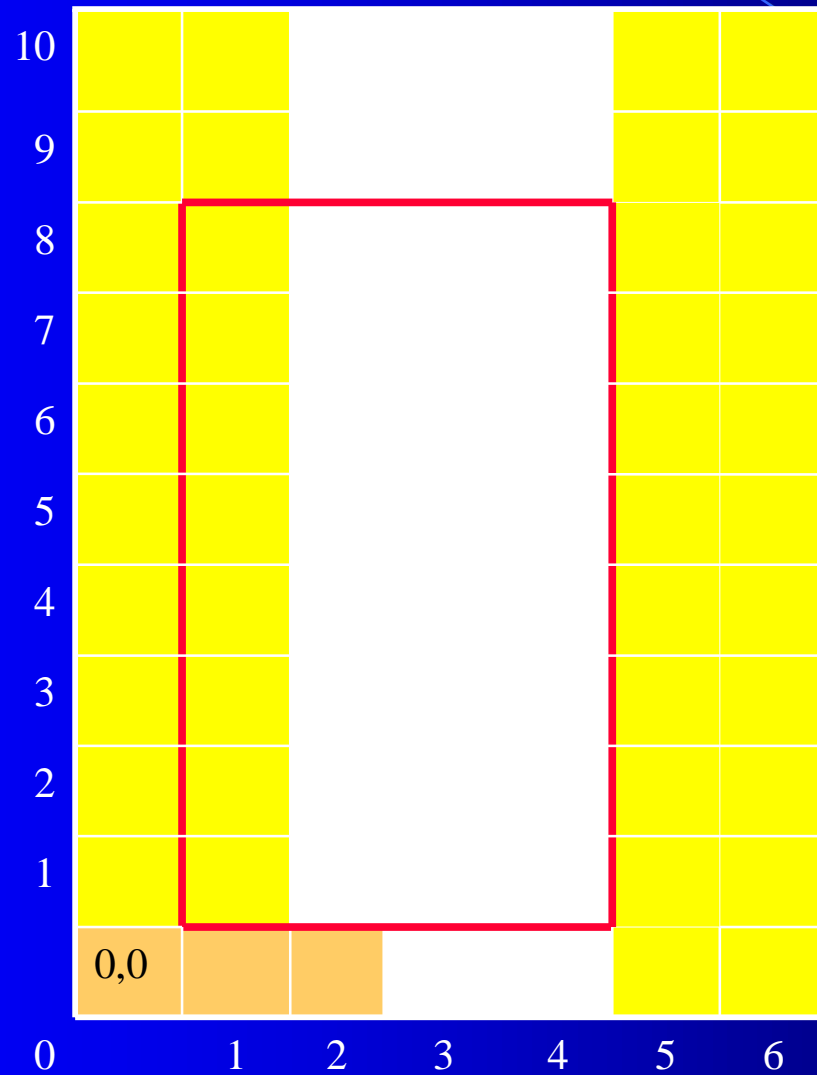
Step 5

Apply Thresh.  
to 2X2.

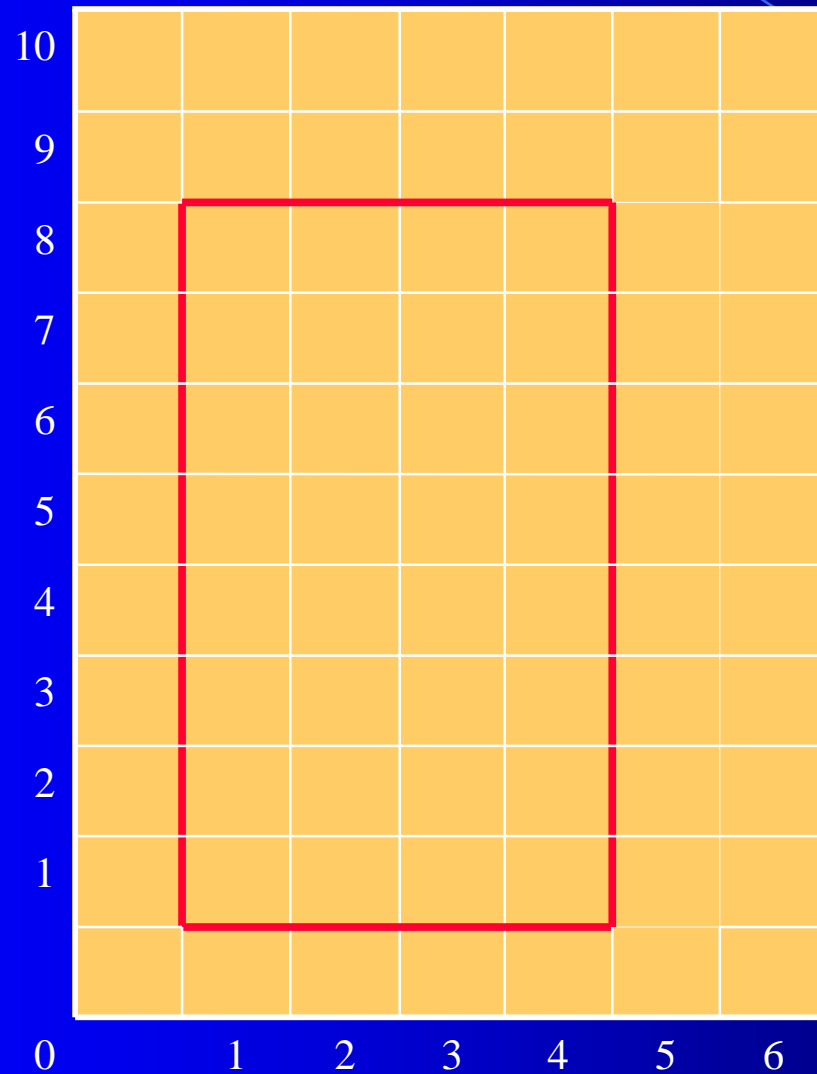
Apply Thresh.  
to 4X4.

Apply Thresh.  
to 3X3.

# 1x3 Jet element Sum (Step 2)



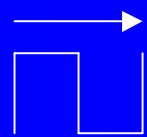
# 1x3 Jet element Sum (Step 2)



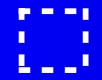
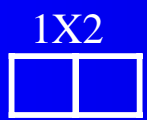
Total 11x5 summations



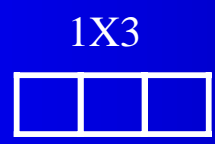
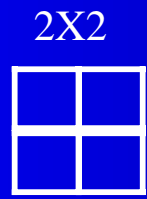
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



Step 1

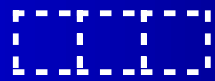
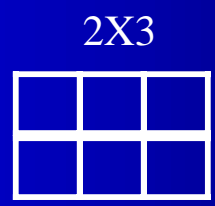
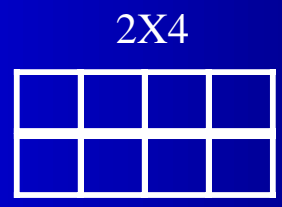
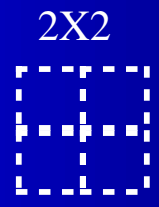


Step 2

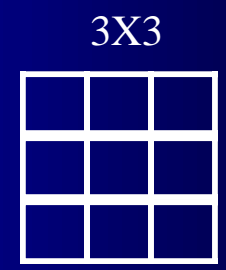
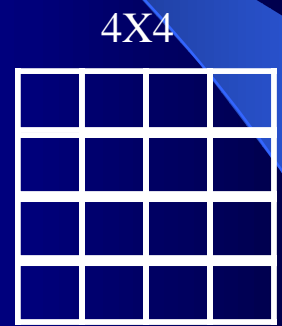
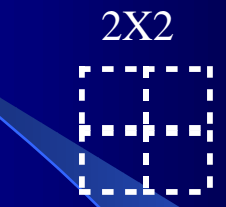


Step 3

Compare 2X2 neighbors.



Step 4



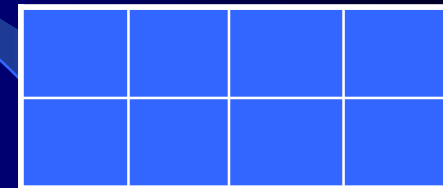
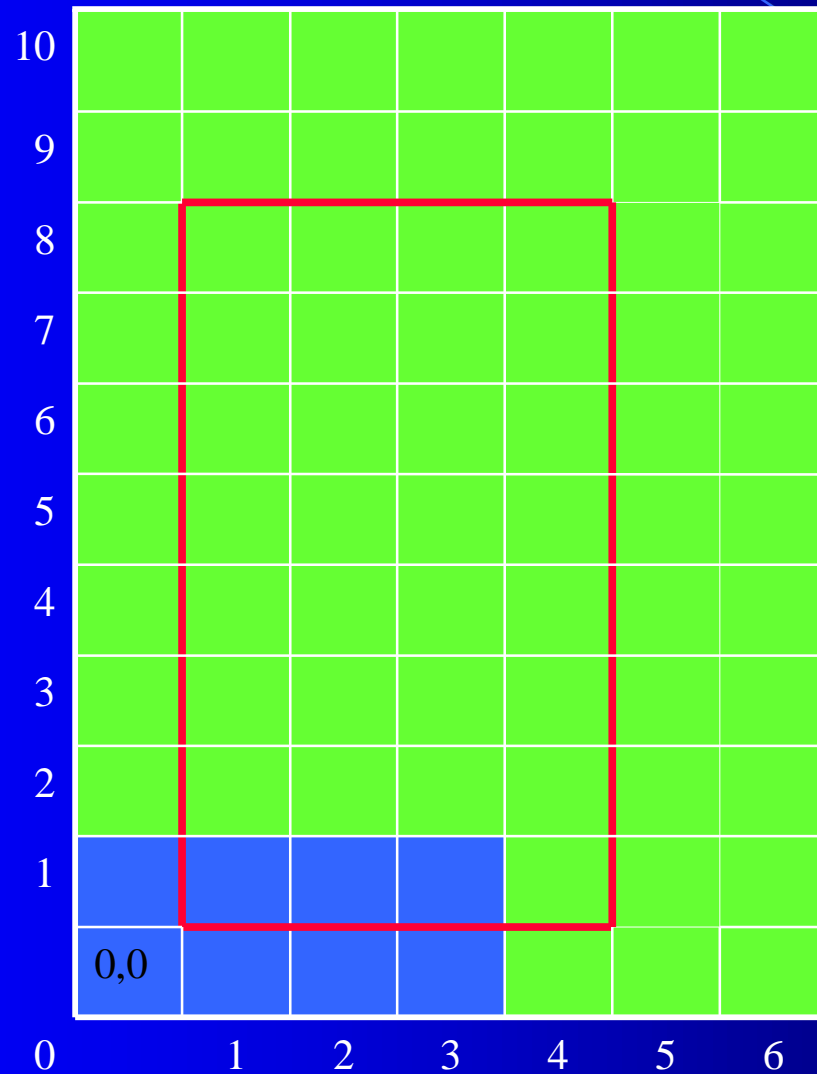
Step 5

Apply Thresh.  
to 2X2.

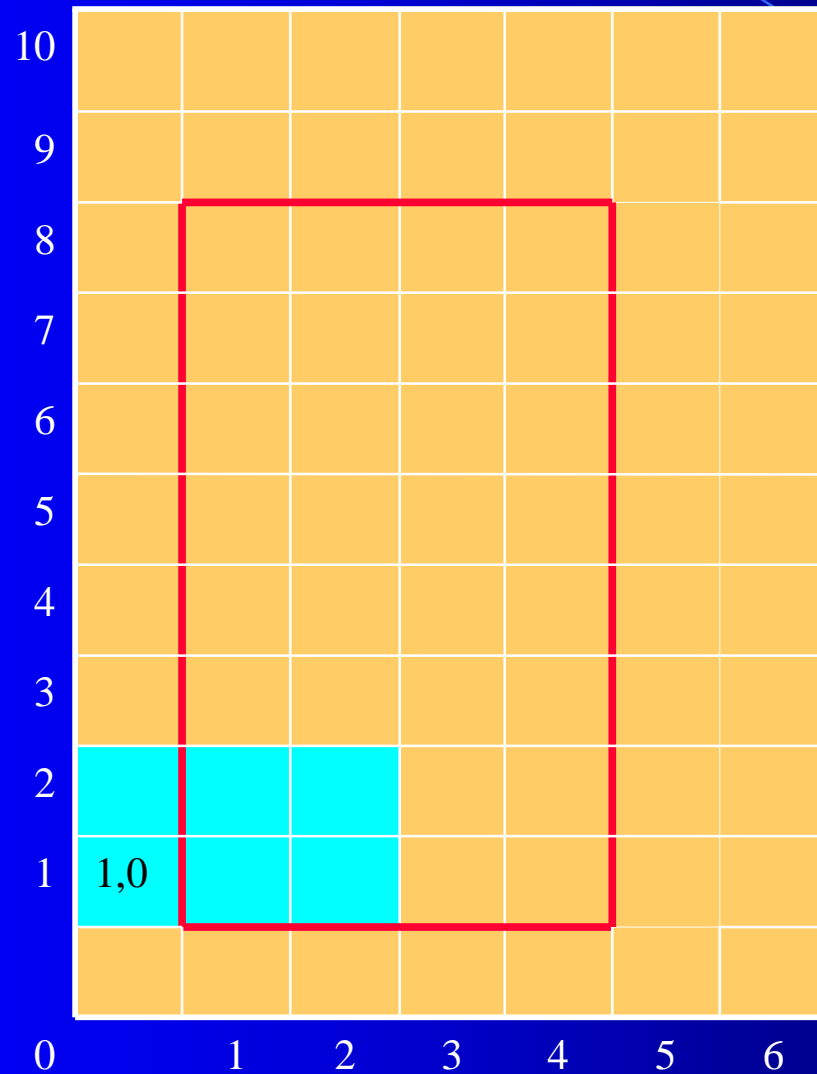
Apply Thresh.  
to 4X4.

Apply Thresh.  
to 3X3.

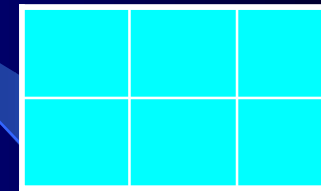
# 2x4 Jet element Sum (Step 3)



# 2x3 Jet element Sum (Step 3)

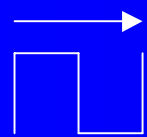


Total 1 summation

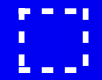
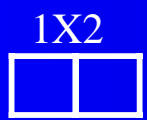




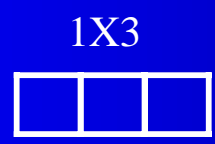
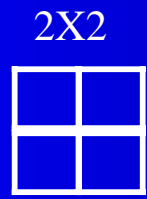
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



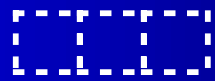
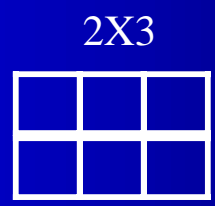
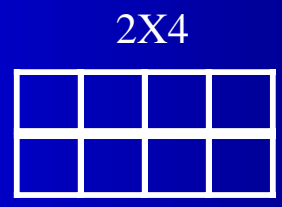
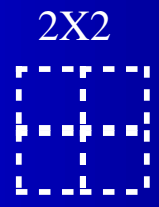
Step 1



Step 2

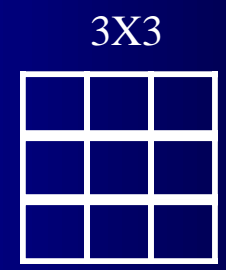
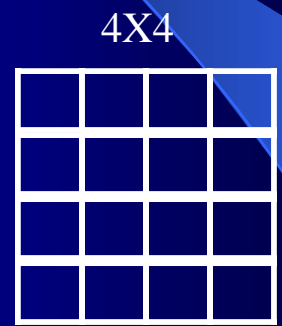


Step 3



Compare 2X2 neighbors.

Step 4



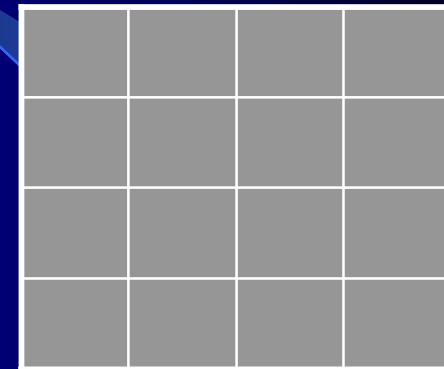
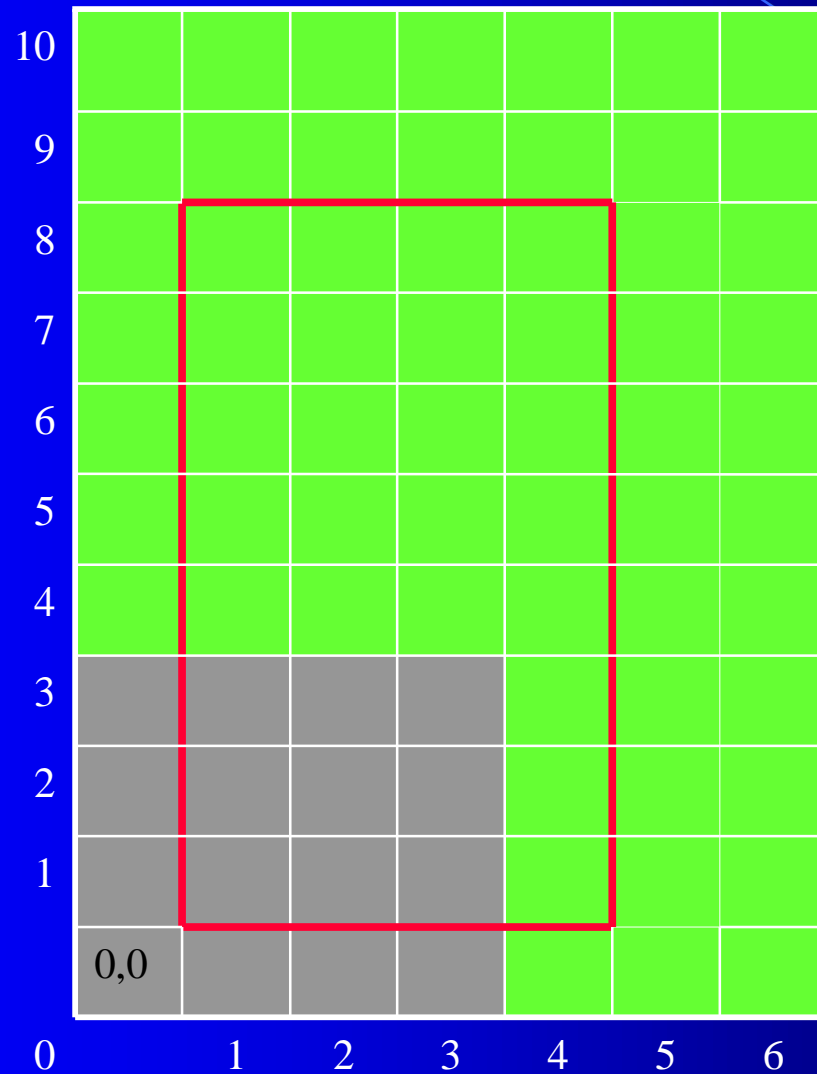
Step 5

Apply  
Thresh.  
to 2X2.

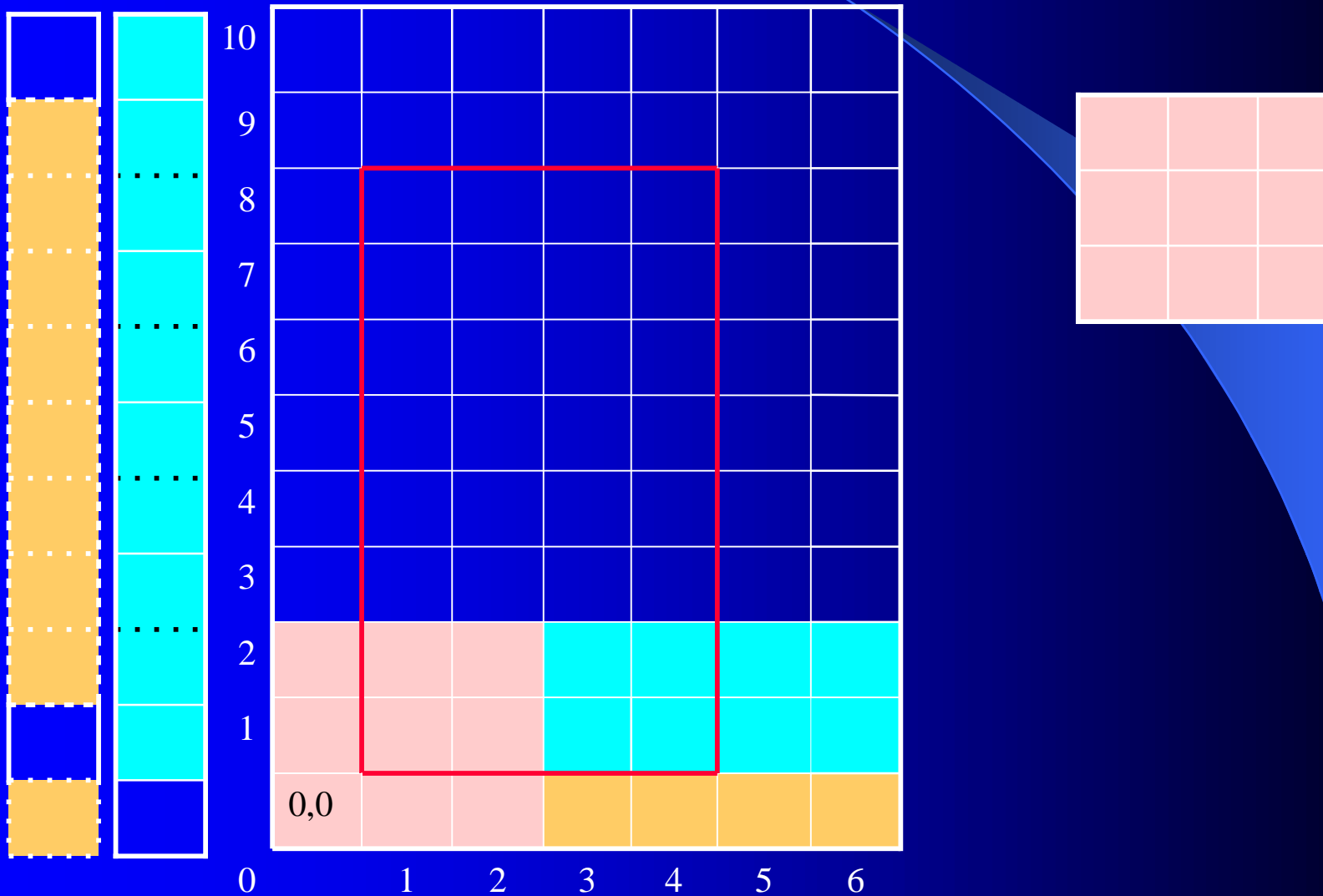
Apply  
Thresh.  
to 4X4.

Apply  
Thresh.  
to 3X3.

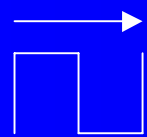
# 4x4 Jet element Sum (Step 4)



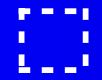
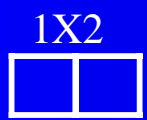
# 3x3 Jet element Sum (Step 4)



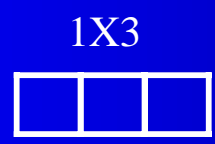
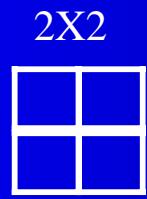
Input 77  
Jet elements  
(2X5 bits  
Least  
Significant  
First)



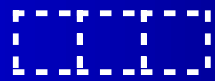
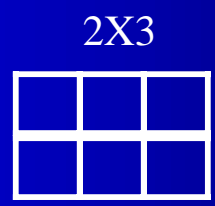
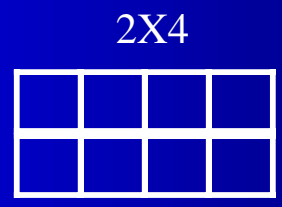
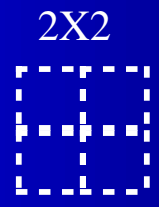
Step 1



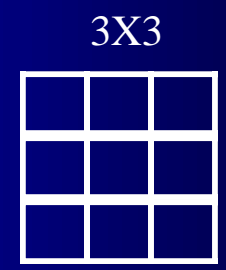
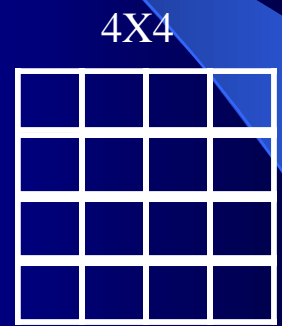
Step 2



Step 3



Step 4



Compare 2X2 neighbors.

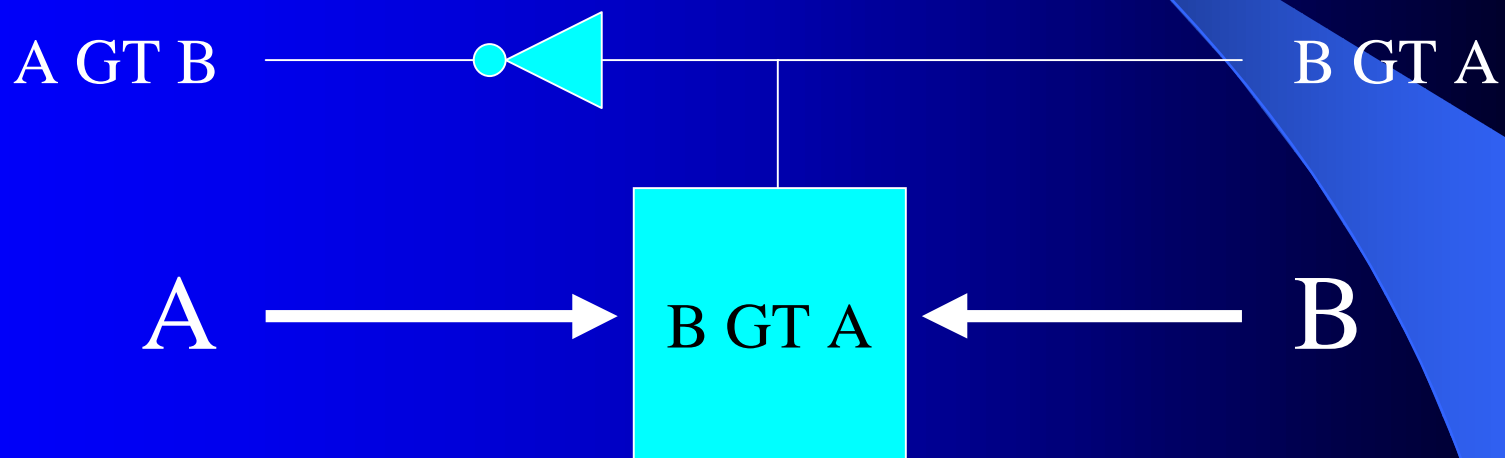
Step 5

Apply Thresh.  
to 2X2.

Apply Thresh.  
to 4X4.

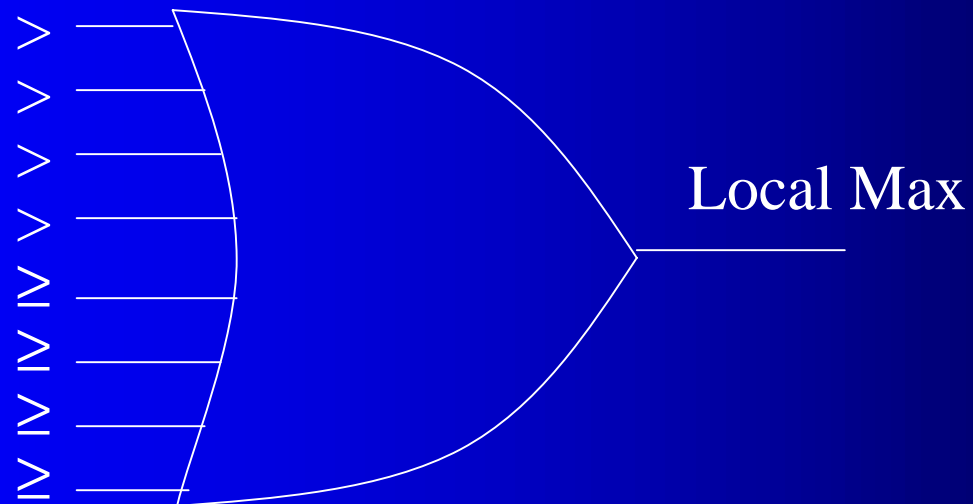
Apply Thresh.  
to 3X3.

# Comparators can be shared



Sam Silverstein:

# Local maximum is OR of eight comparisons



# Status of algorithm

- Adder trees: completed
- Local maximum ID: completed
- Jet cluster selection: completed
- Threshold comparison: completed
- Level-1, ROI result reporting: nearly done
- Test vector generation: starting to write C++ code

# Things left to do

- Finish algorithm
- Synthesize for Virtex - size estimate!
- Simulate and verify with test vectors
- Integrate with rest of algorithm on main processor FPGA
- Produce test vectors for slice tests



# Some final words

- We are approaching the point where we need to interface with other work
  - Integration of Jet algorithm on JEM main processor FPGA
  - Testing of algorithm: HDMC?
- Who should Anders and Torbjörn be contacting?