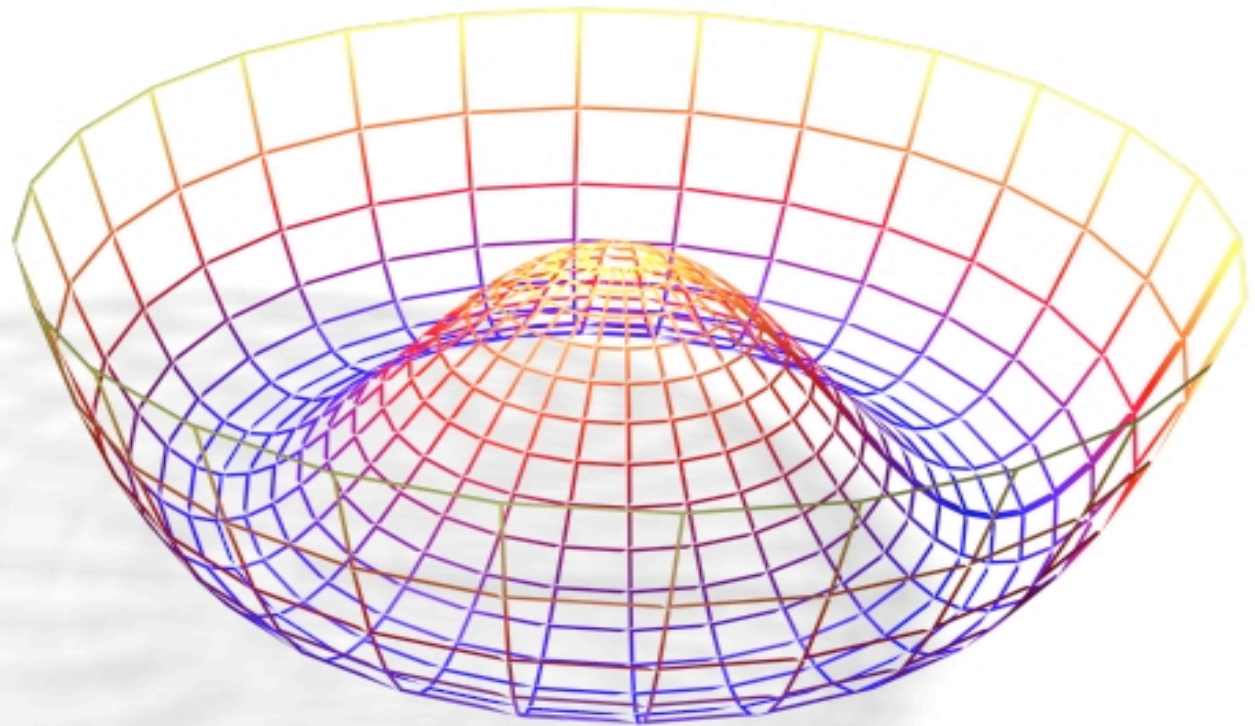
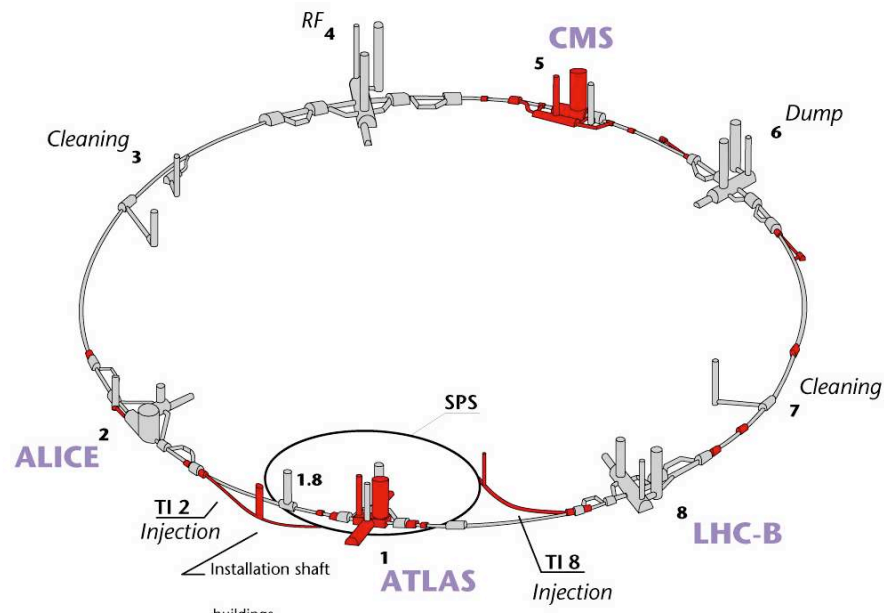




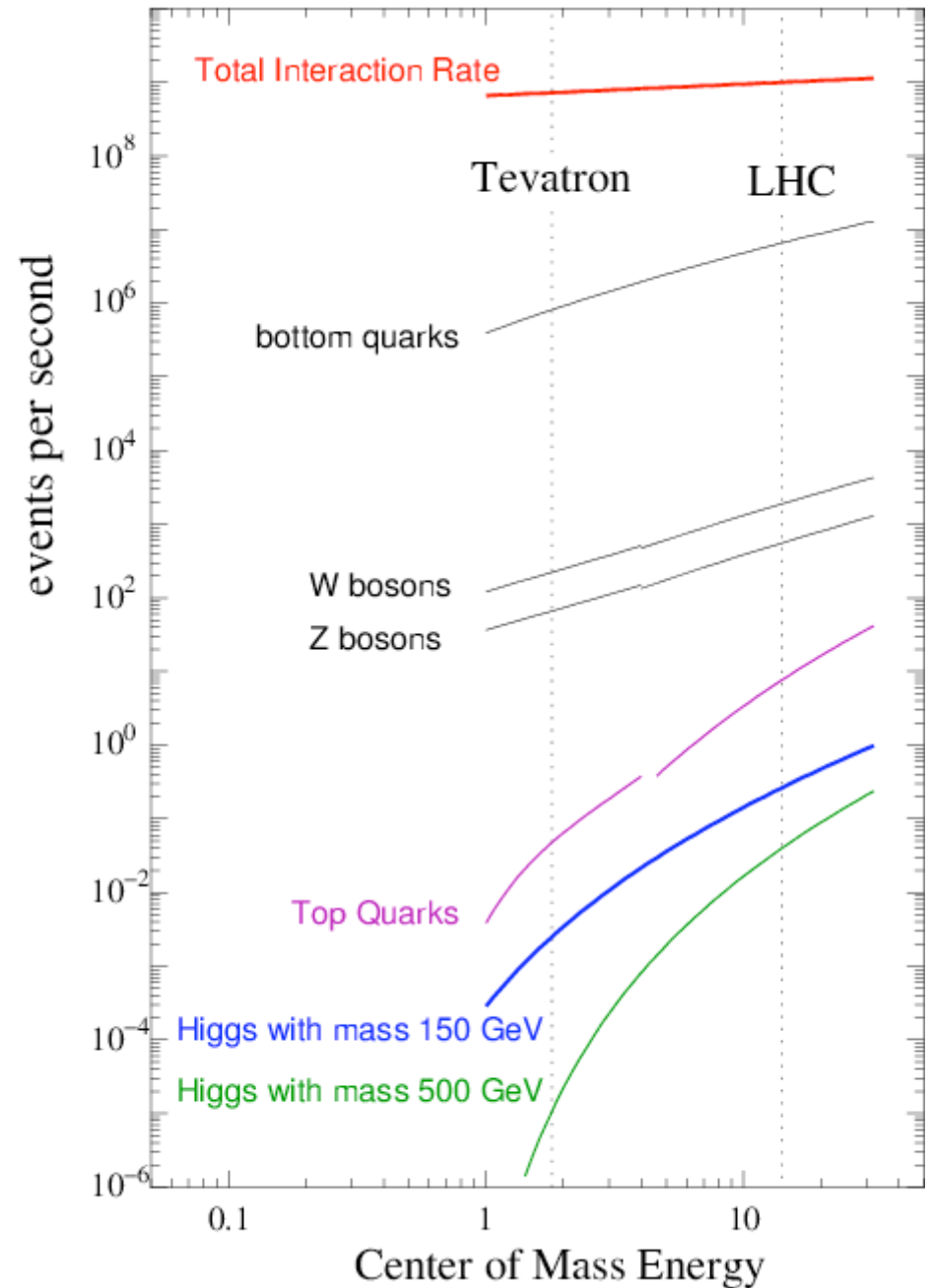
A little bit about the ATLAS Trigger



Kyle Cranmer (NYU)



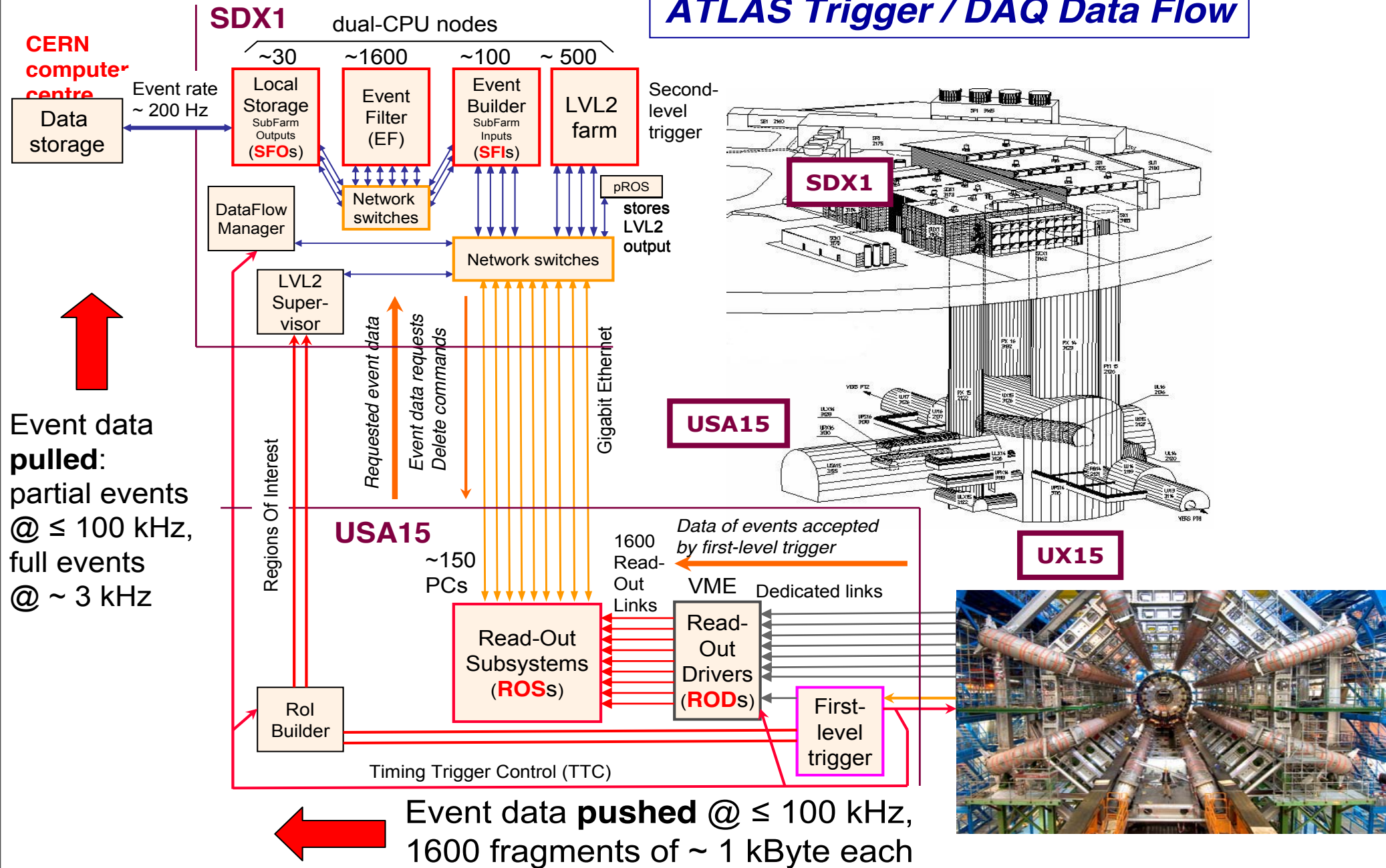
- 26 km in circumference
- p-p @ $\sqrt{s} = 14$ TeV
- Instantaneous Luminosity $\approx 10^{33} - 10^{34} \text{ cm}^{-2}\text{s}^{-1}$
- “pile-up” : 2-20 inelastic collisions per bunch crossing
- 40 MHz bunch crossings



The ATLAS Trigger



ATLAS Trigger / DAQ Data Flow



October 4, 2006

ATLAS WEEK - OCT 4, 2006

Marc Dobson

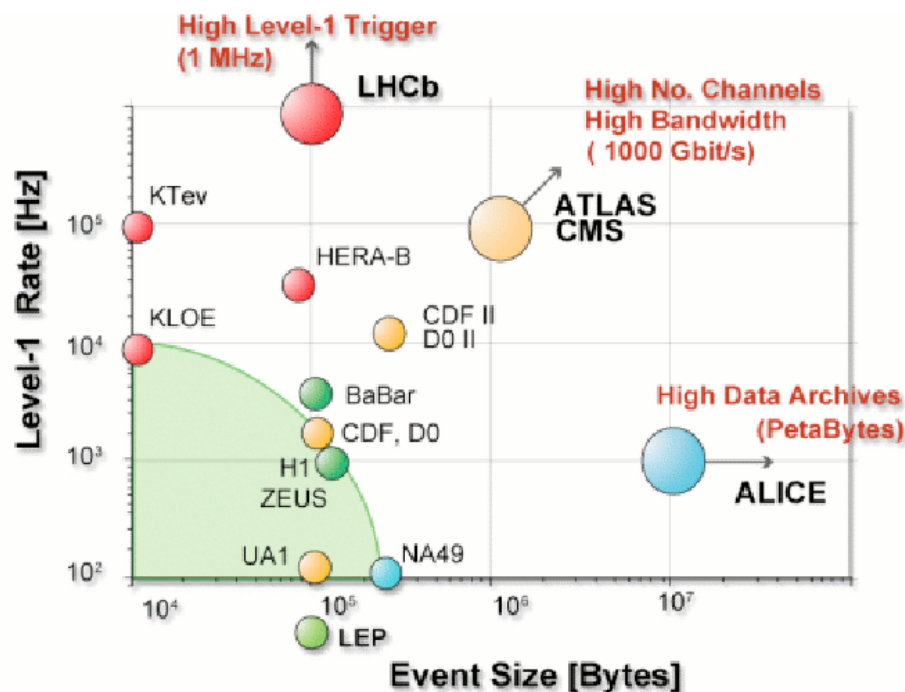
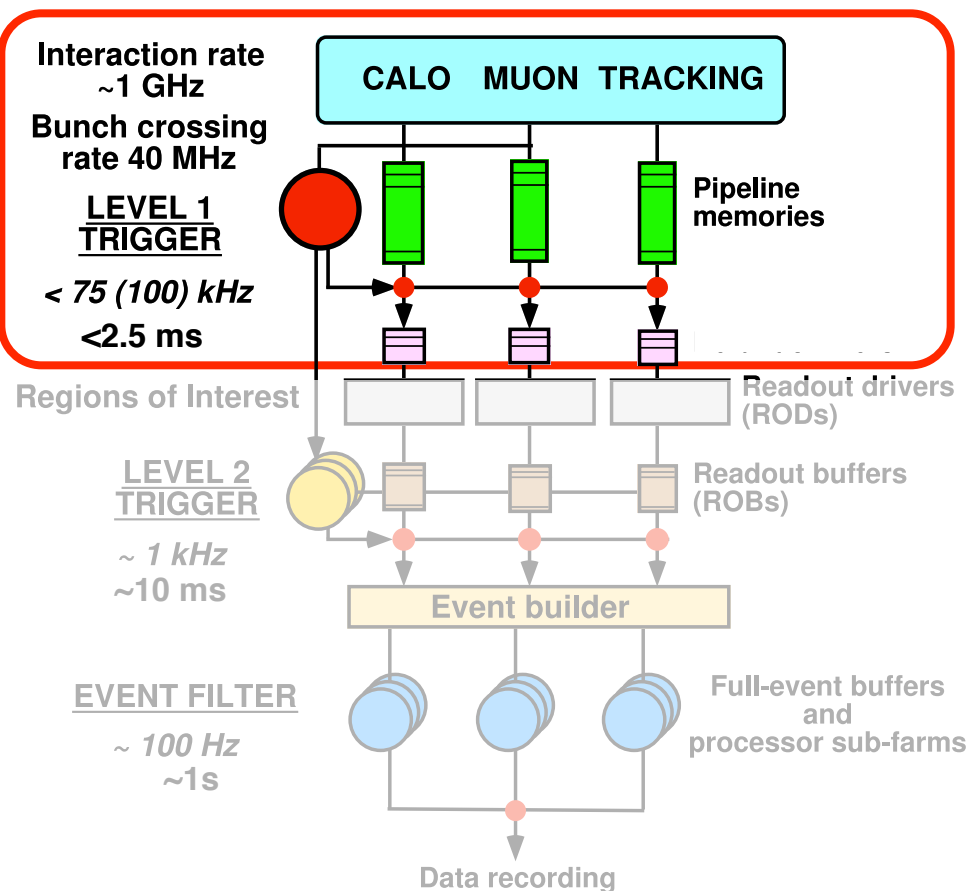
2



The ATLAS Trigger is based on a 3 level design

Level1 is a firmware trigger

- ▶ only Calo & Muon
- ▶ makes decision in < 2.5 ms,
- ▶ output rate of 100kHz
- ▶ seeds “Regions of Interest”

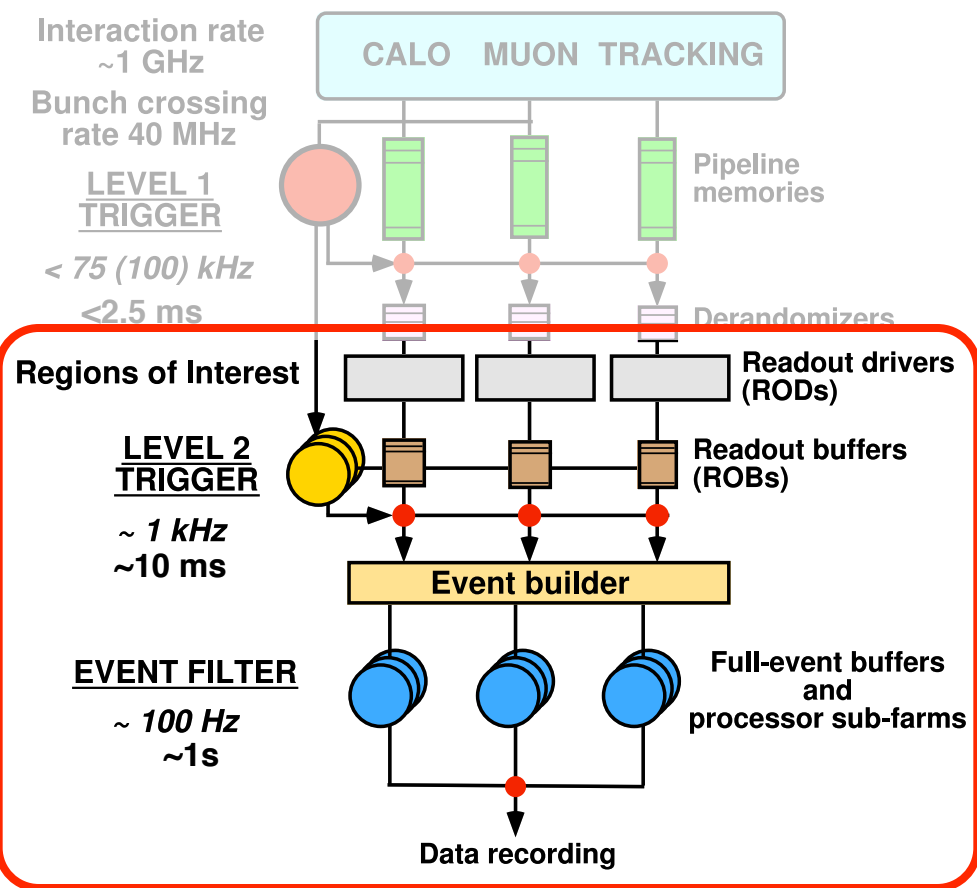




The ATLAS Trigger is based on a 3 level design

Level2 and Level3 use the same software infrastructure as offline

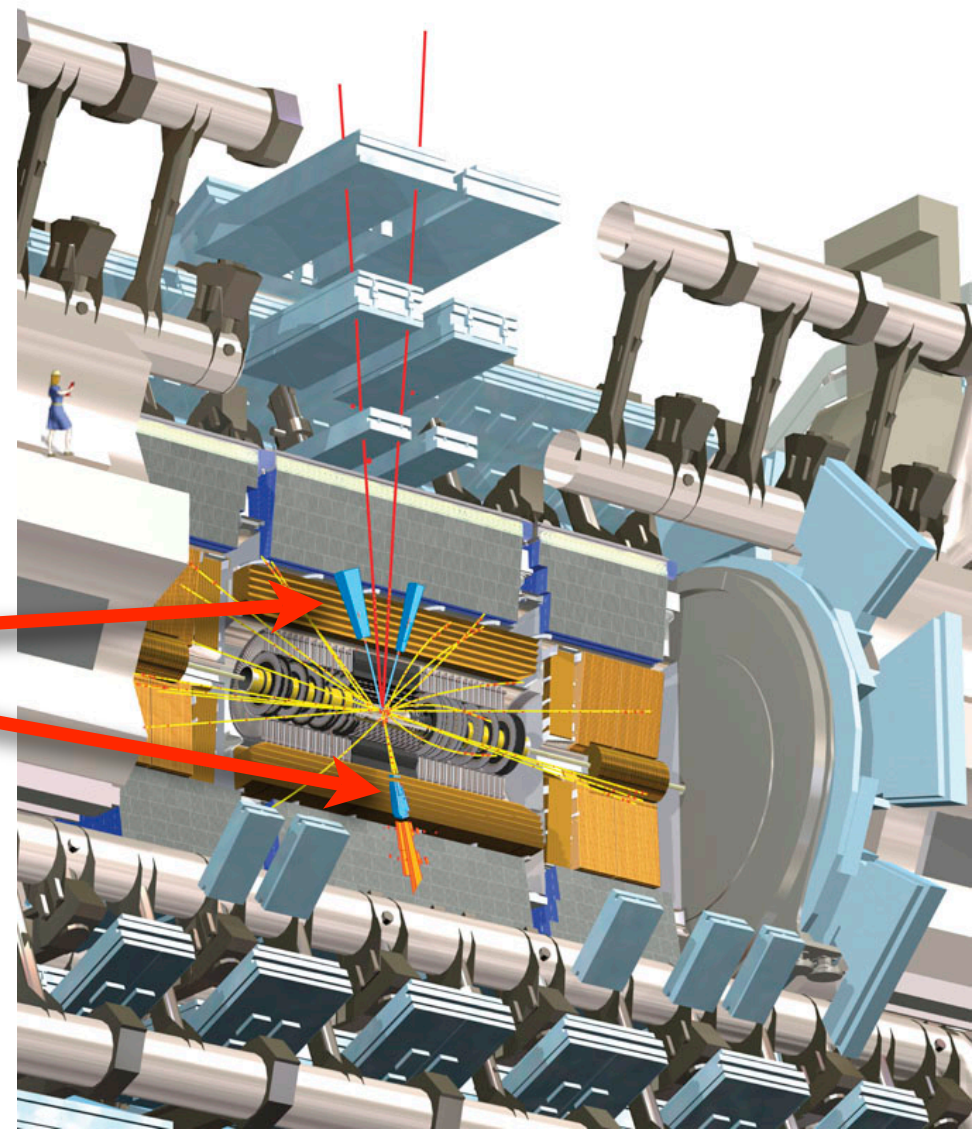
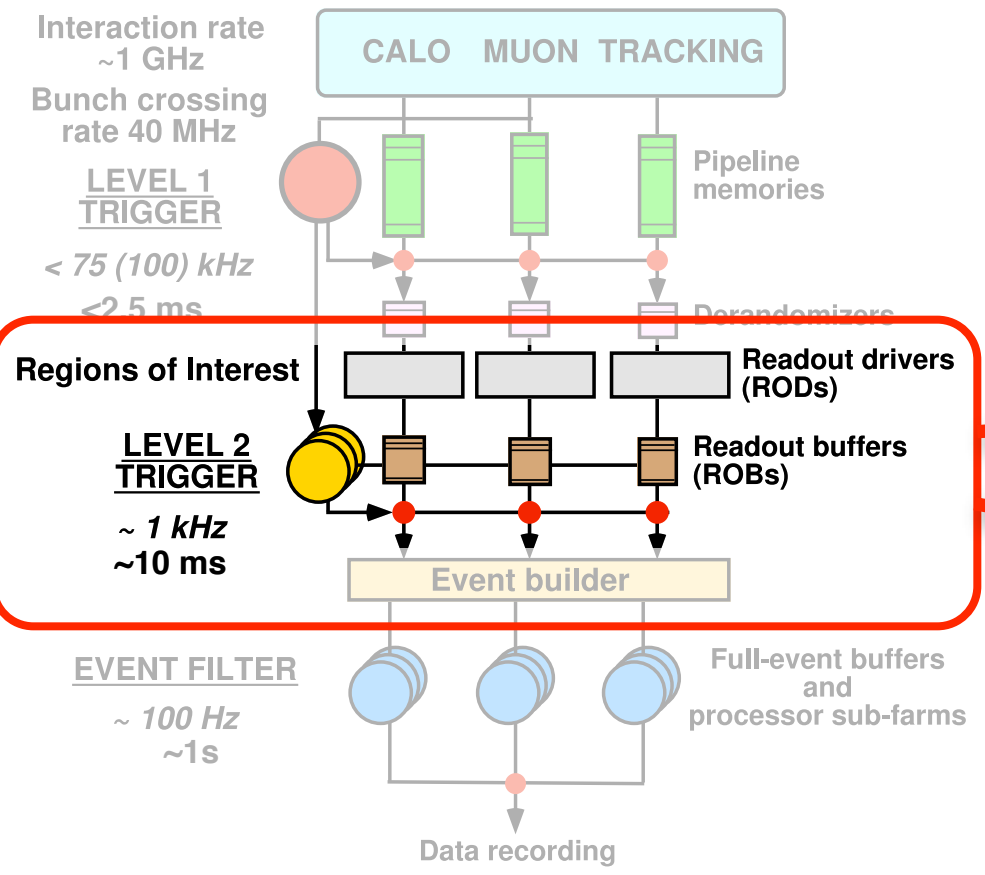
- ▶ Together they form the High-Level Trigger



Triggering

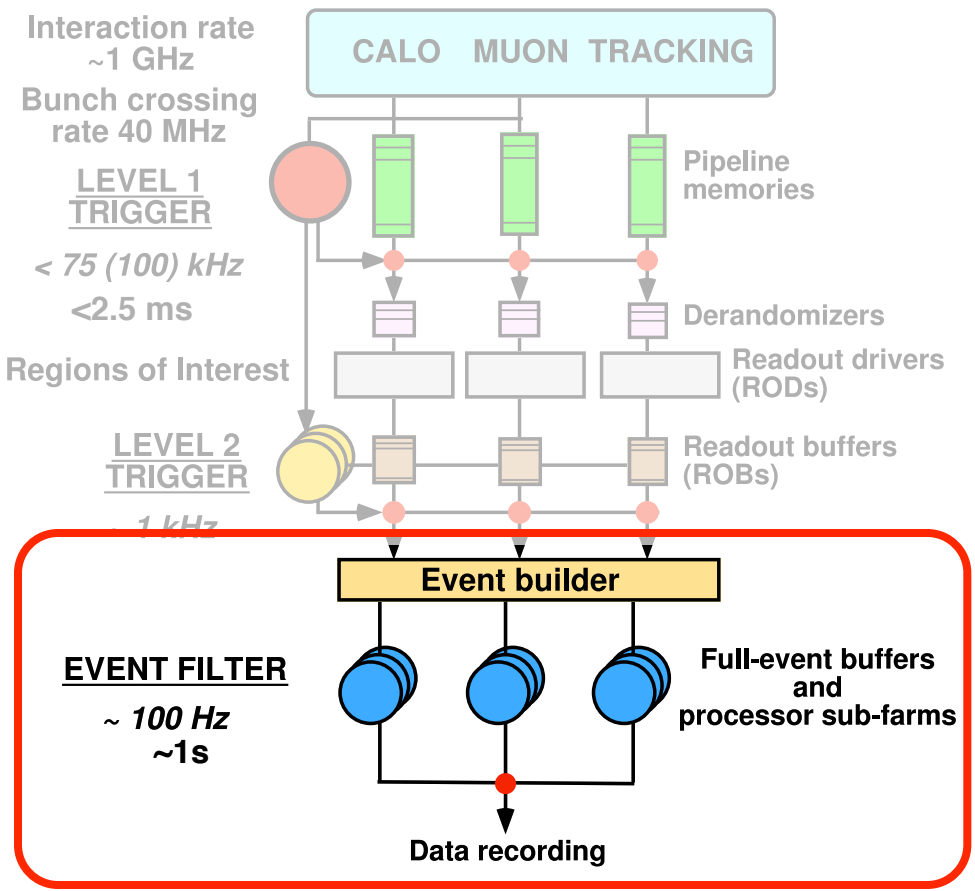


The Level2 Trigger algorithms are restricted to a “Region of Interest”





The ATLAS Trigger is based on a 3 level design



Level3 (the EventFilter)

- ▶ can access to the entire event
- ▶ about 1 second for decision
- ▶ output rate of 200 Hz

Studies of trigger menu at higher luminosities where pile-up is important are lagging.



Pile-Up:

- ▶ More than one p-p collision in the event (in time pile-up)
- ▶ effects from surrounding bunch-crossings
- ▶ induces non-linear effects in trigger rate
- ▶ At $10^{34} \text{ cm}^{-2} \text{ s}^{-1}$ expect ~ 25 collisions per bunch-crossing

Threshold:

- ▶ cut on quantity at a given level. Eg: Jet $p_T > 200 \text{ GeV}$

Trigger Rate:

- ▶ rate that we select events, usually dominated by QCD or junk

Pre-scale:

- ▶ keep only a fraction of events that satisfy a threshold
 - a way to add low thresholds without overwhelming rate
 - useful for understanding performance of higher thresholds
 - Not a good way to select new physics

Rough Scale for Un-Prescaled Thresholds



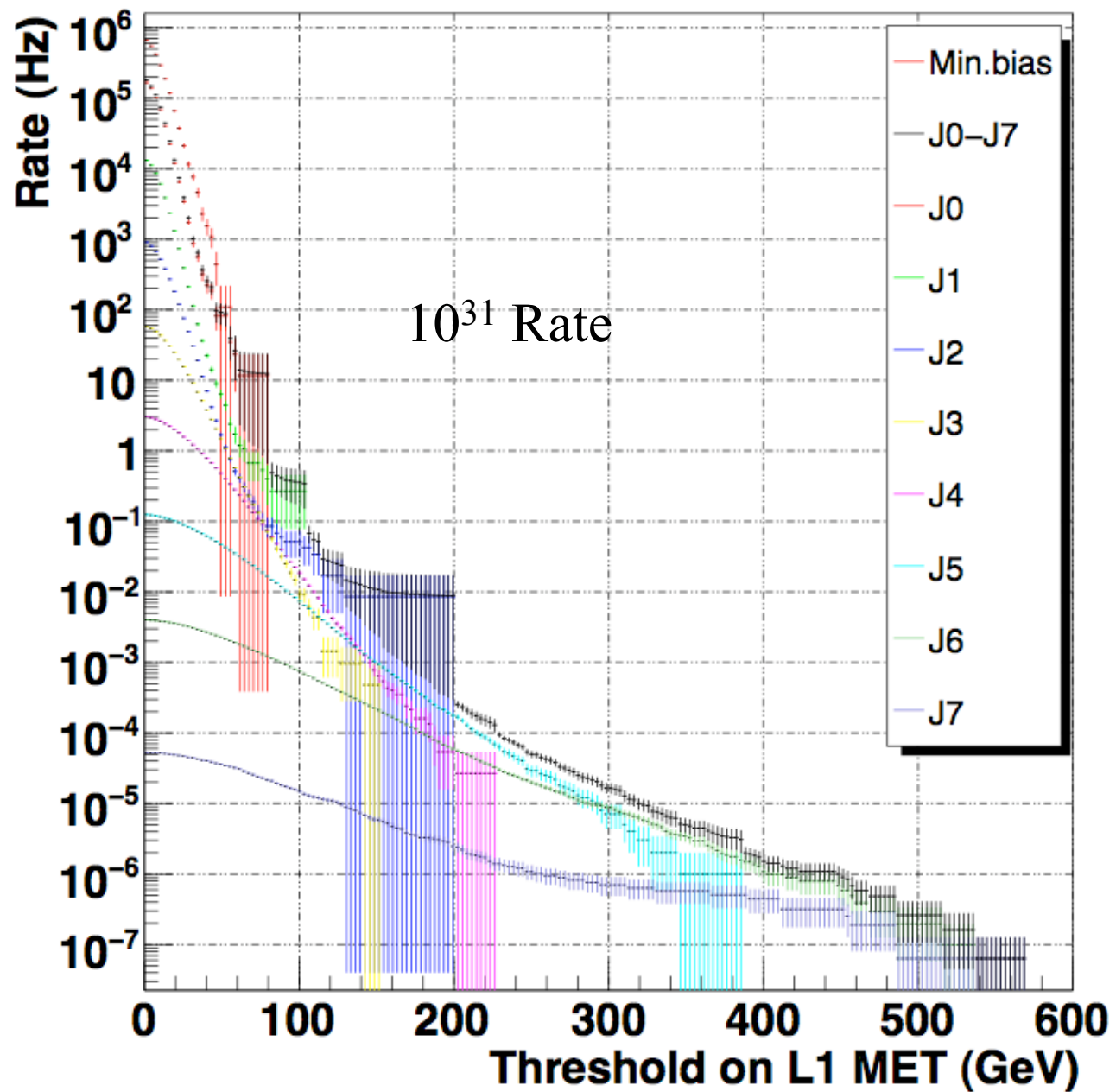
Rates & Menu for high luminosity (10^{34}) are very preliminary
These are just rough scales for the thresholds

Isolated Electron	25 GeV
2 Isolated Electrons (Photons)	15 GeV (20 GeV)
Non-Isolated Electron or Photon	60 GeV
1 Muon	20 GeV (6 GeV at LI w/ prescale)
2 Muons	6 GeV
1 Electron + 1 Muon	~10 GeV + 6 GeV
1 Tau	~60 GeV
1 Jet	~400 GeV
2 Jets	~300 GeV (also forward jet triggers from LI)
3 Jets	~100 GeV
4 Jets	~60 GeV
b-tagged Jets	slightly lower thresholds than jets
MissingET	~100 GeV
Jet + MissingET	70 GeV + 70 GeV
SumEt & Sum Jet Et	500 GeV - 1 TeV
tau + MissingET	25 GeV + 40 GeV
Many other combinations	
B-physics (J/Psi etc.)	low pT muons + vertexing

10³¹ Rate for L1 MET



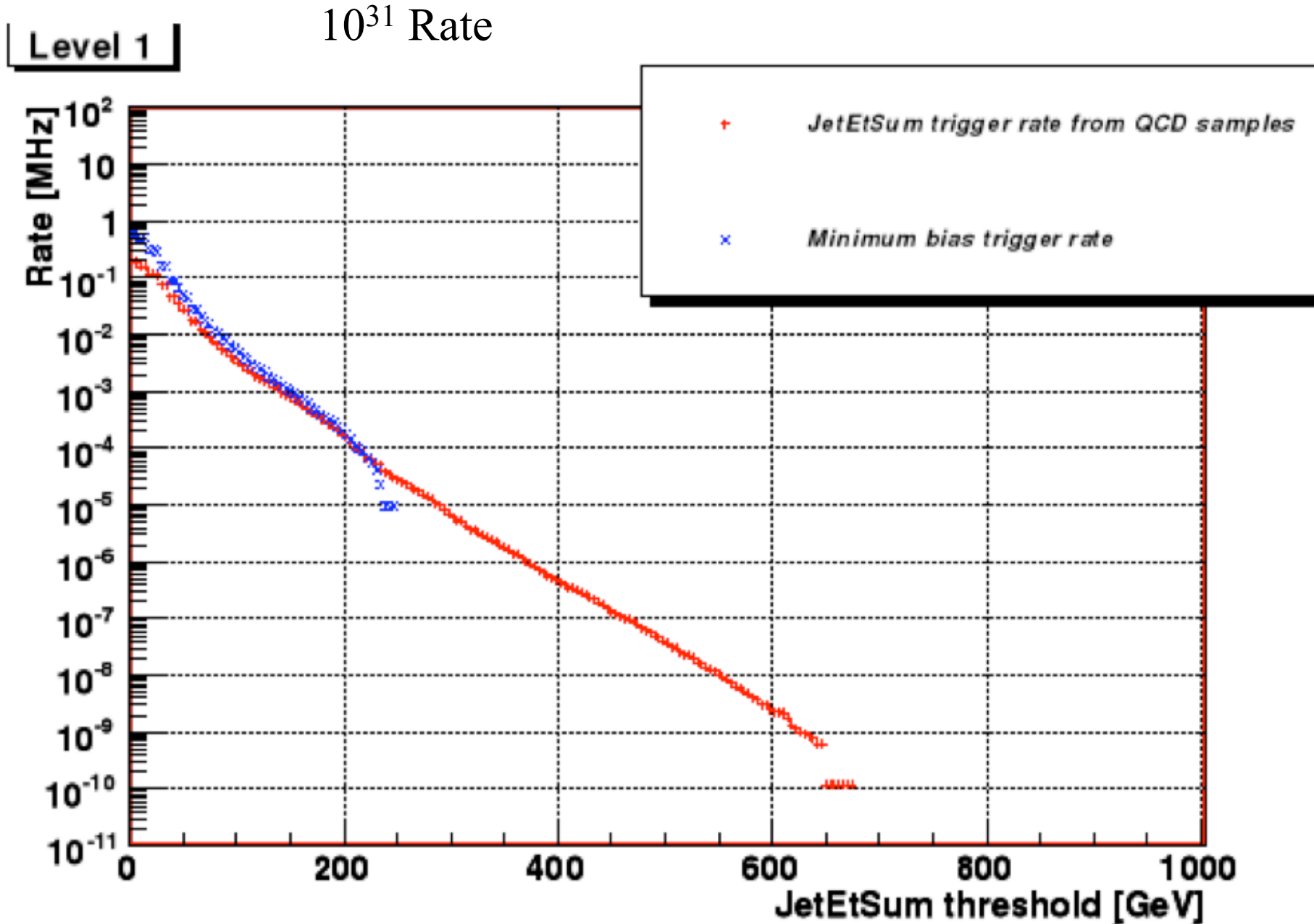
Rate is integral of the distribution from threshold to infinity



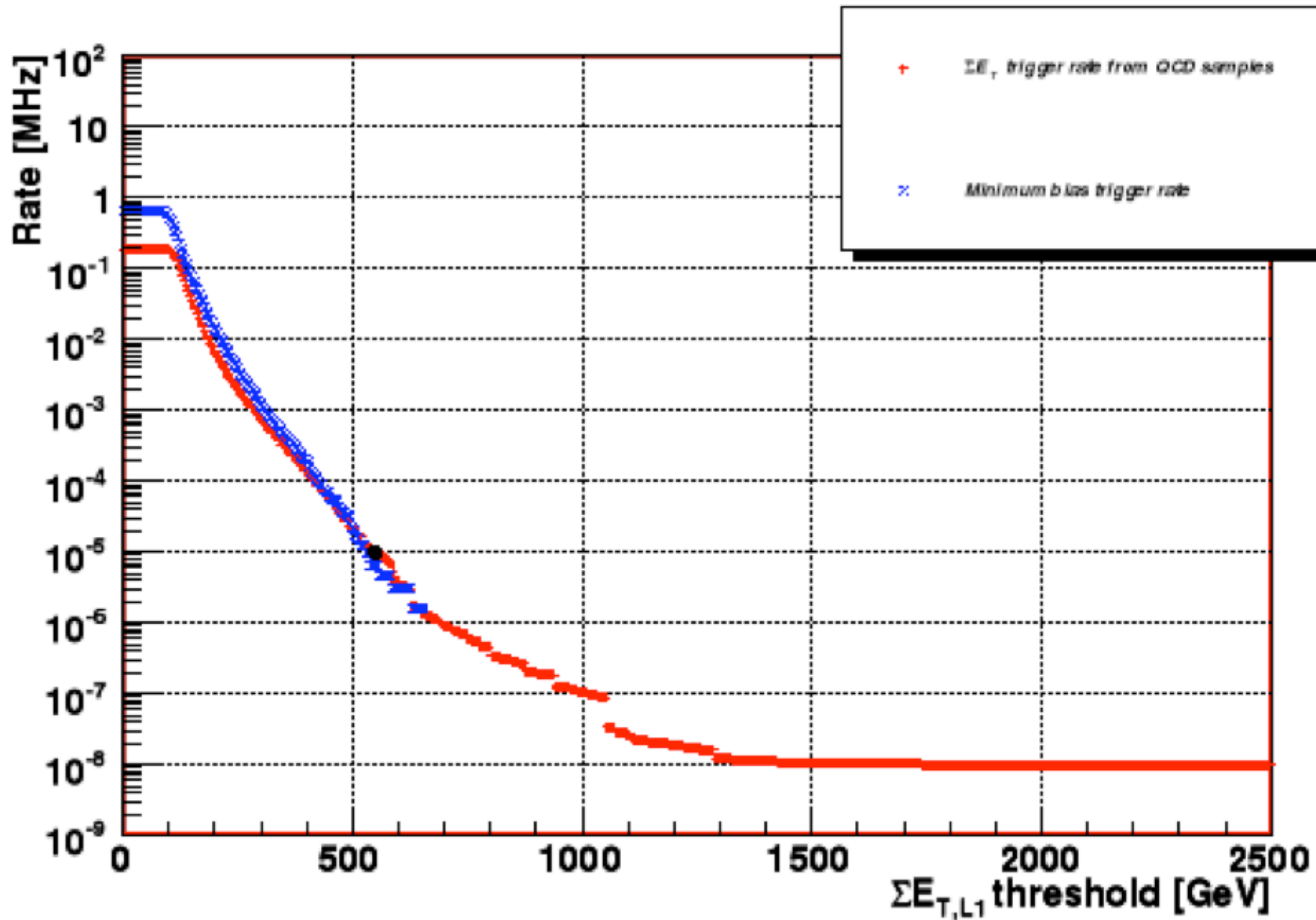
Rate goes up at least 3 orders of magnitude for 10³⁴

In practice, non-linear effects tend to make rates even higher

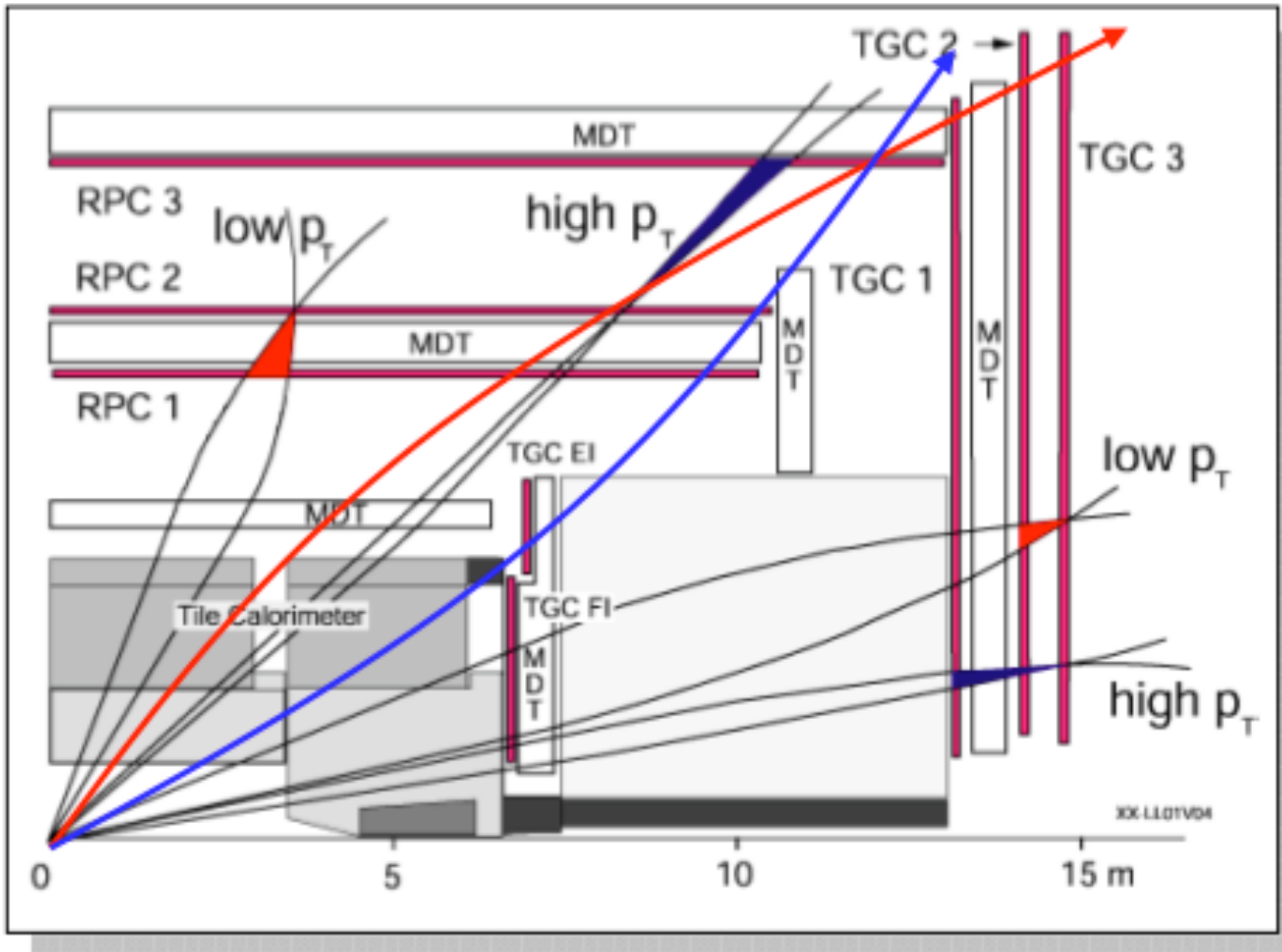
10^{31} Rate for Jet Et Sum



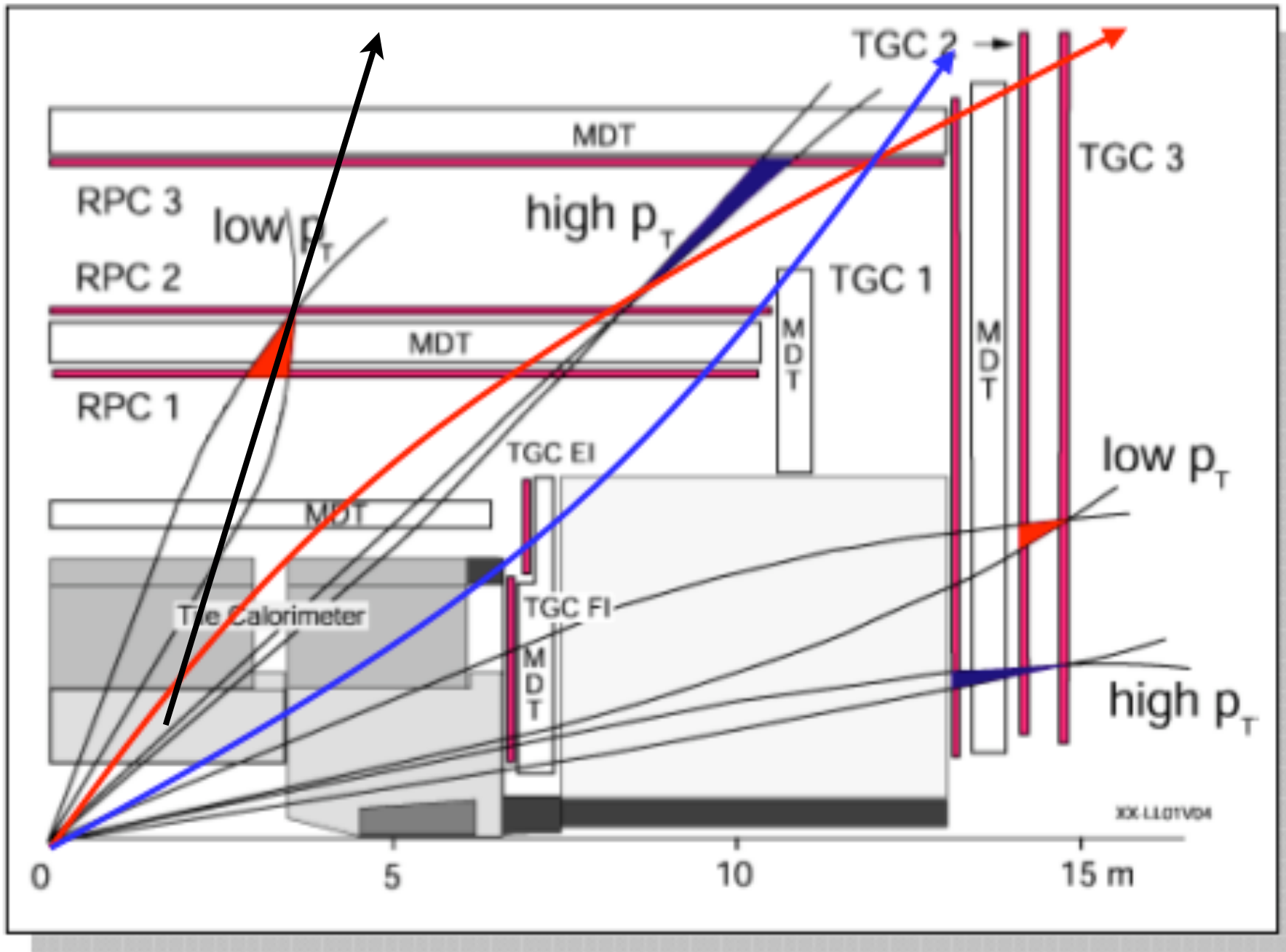
10^{31} Rate for L1 SumET



L1 Muon



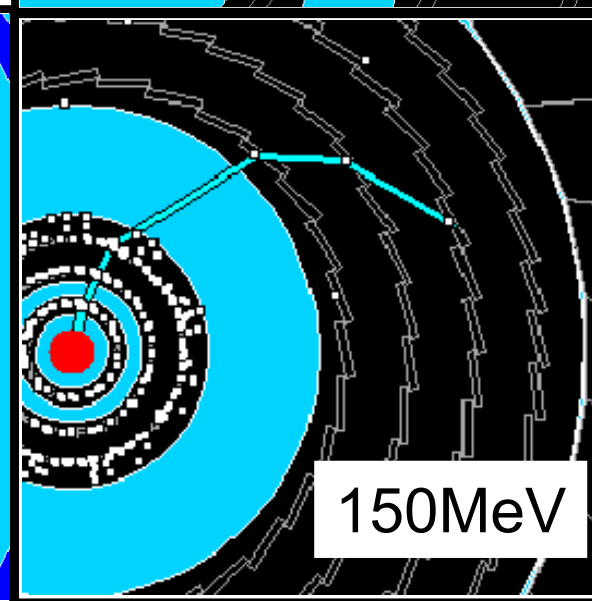
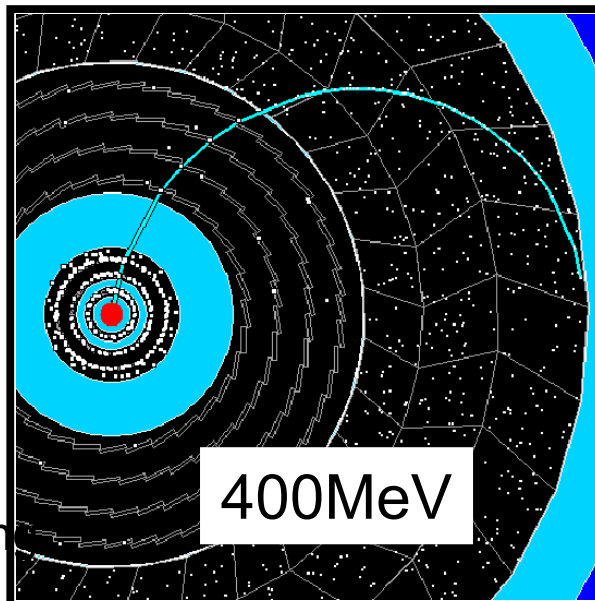
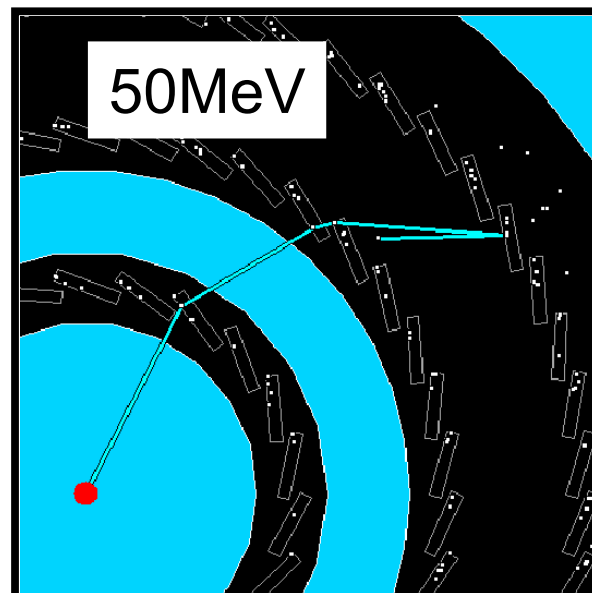
L1 Muon





Where is the Momentum Limit ?

- Tracker is in principle sensitive to soft tracks
 - $P_t = 400$ MeV - tracks reach end of TRT
 - $P_t = 150$ MeV - tracks reach last SCT layer
 - $P_t = 50$ MeV - tracks reach all Pixel layers
 - Do not need to run with low field
- Event graphics using Fatras simulation
 - Tools are there to tune for such tracks



A.Salzburger

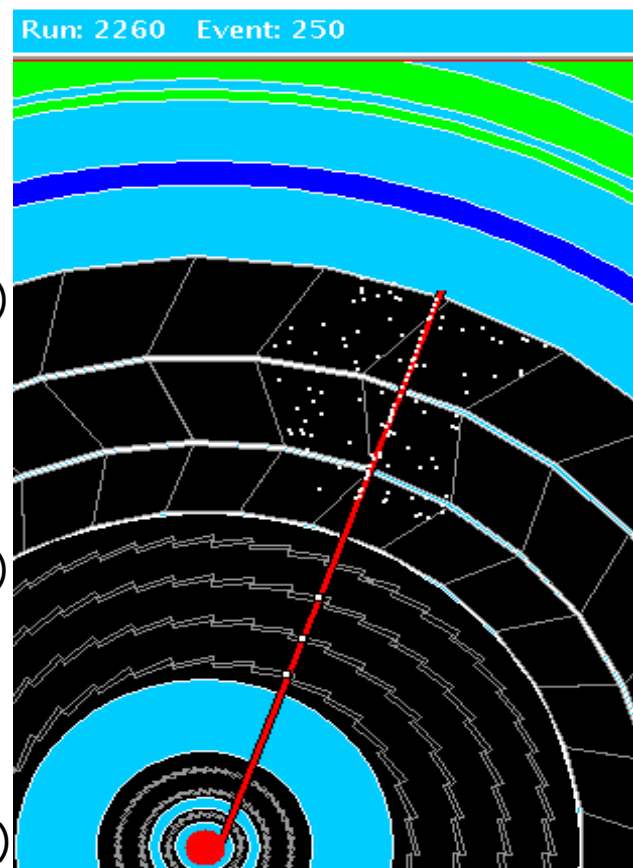
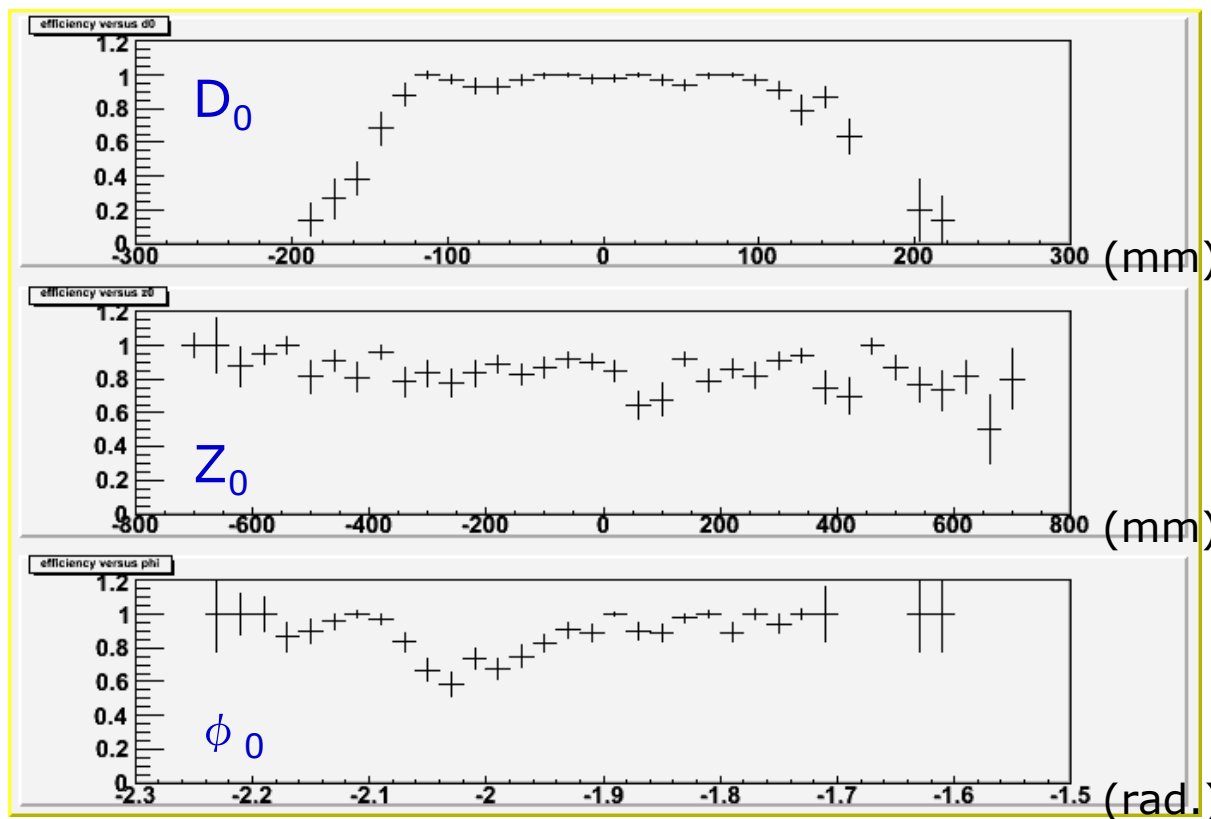
M.Elsing Talk in SM meeting

LvL2 Inner-Detector Algorithm



Just to show that tracking can work for non-pointing sources like cosmics

- Uses the LVL2 tracking algorithm IDScan
 - ◆ Shifting the space points in x so it looks like the cosmic comes from the IP
 - ◆ TRT extrapolation is also working
 - ◆ Currently trying to get to work for SiTrack algorithm too
- This has been run on simulated data and real cosmic ray events from SR1



J. Boyd



- Method 1:
 $\Delta\eta \times \Delta\phi = 0.4 \times 0.4$,
CSC data (no pileup)

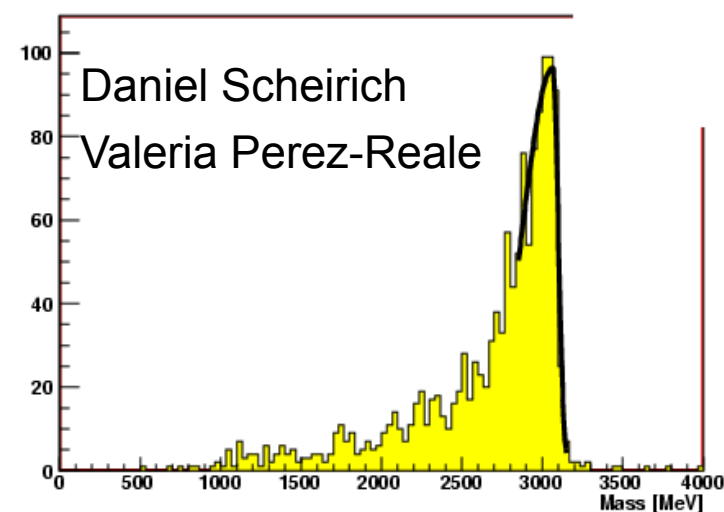
- Kinematical cuts
 - $pT(e^+) > 1 \text{ GeV}$
 - $pT(e^-) > 1 \text{ GeV}$
 - $|\eta| < 2.47$
 - crack region excluded

Trigger step	Efficiency $J/\psi \rightarrow e^+e^-$	Efficiency $BB \rightarrow \mu X$	Mean time
L1	80.9%	33.1%	
L2 Calo	70.1%	20.0%	2.6 ms
L2 ID-Calo	63.9%	14.8%	16.4 ms
Inv. mass	42.6%	4%	

Just an example of tracking and vertexing in the HLT.

This is an old plot, just to give a feeling

Invariant mass of J/ψ



Things people look consider



L1 Efficiencies for very low- p_T muons:

