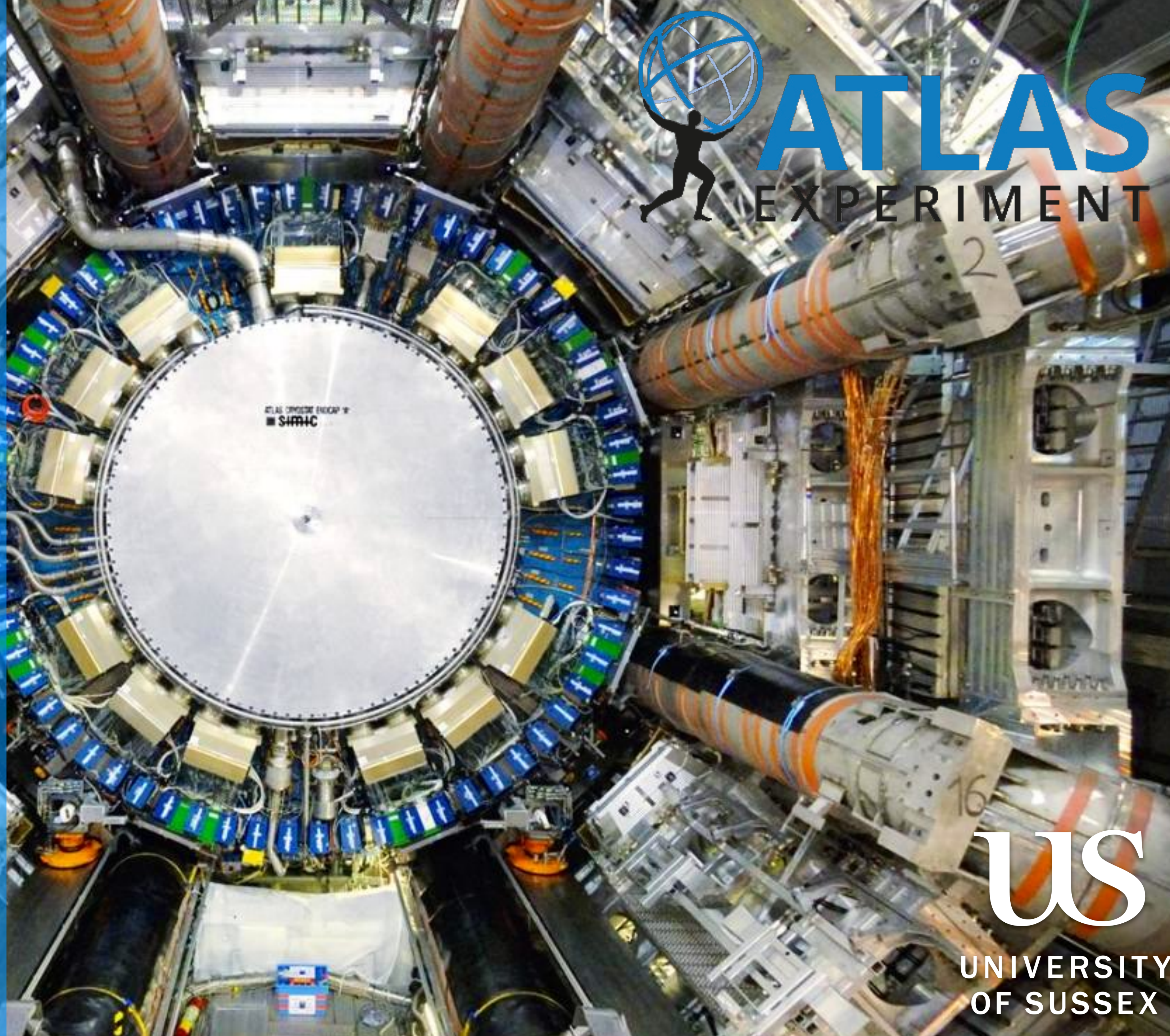


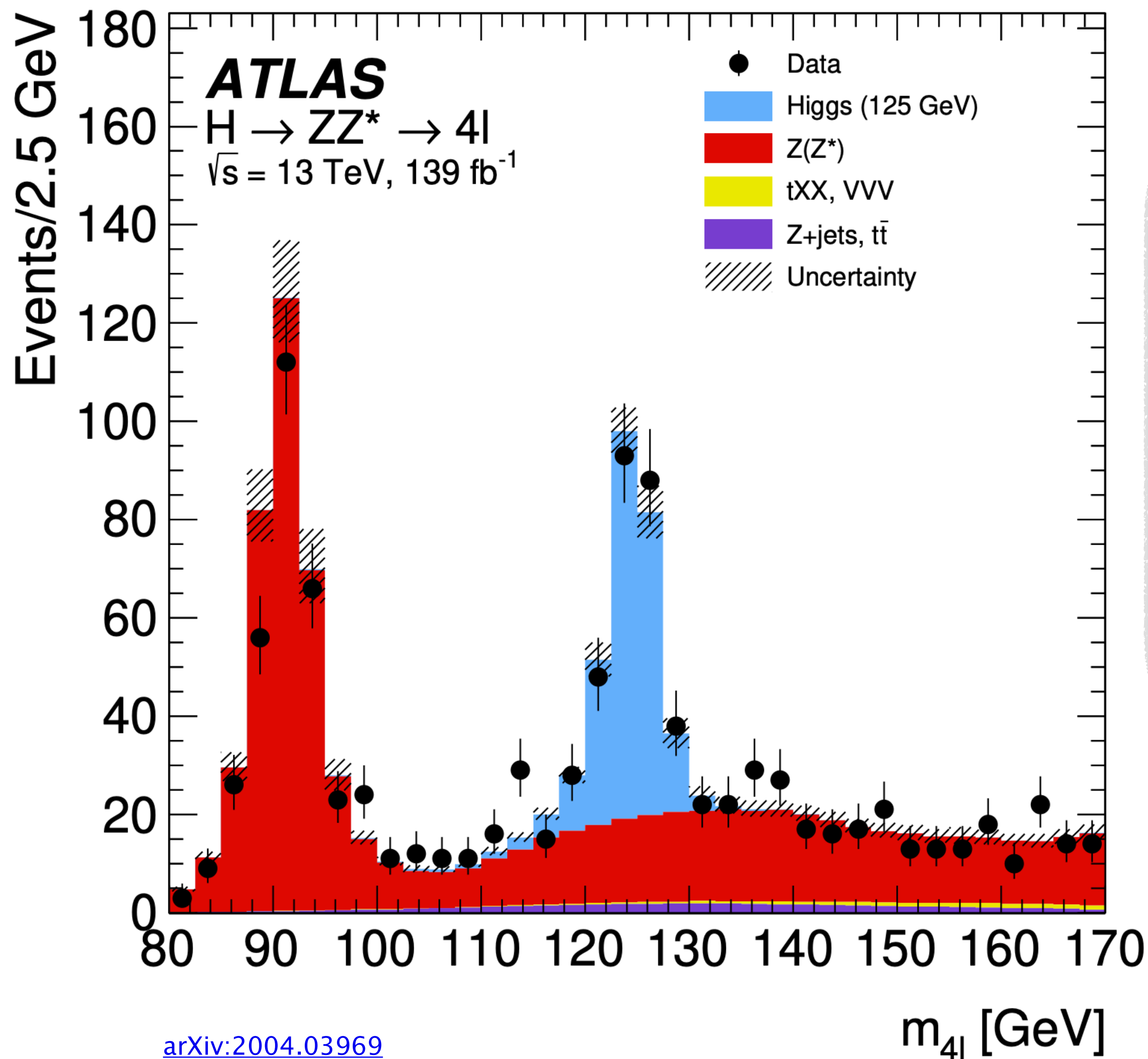
The ATLAS Inner Detector trigger performance in pp collisions at 13 TeV during LHC Run 2

MARIO GRANDI (mg380@sussex.ac.uk)
ON BEHALF OF THE ATLAS COLLABORATION

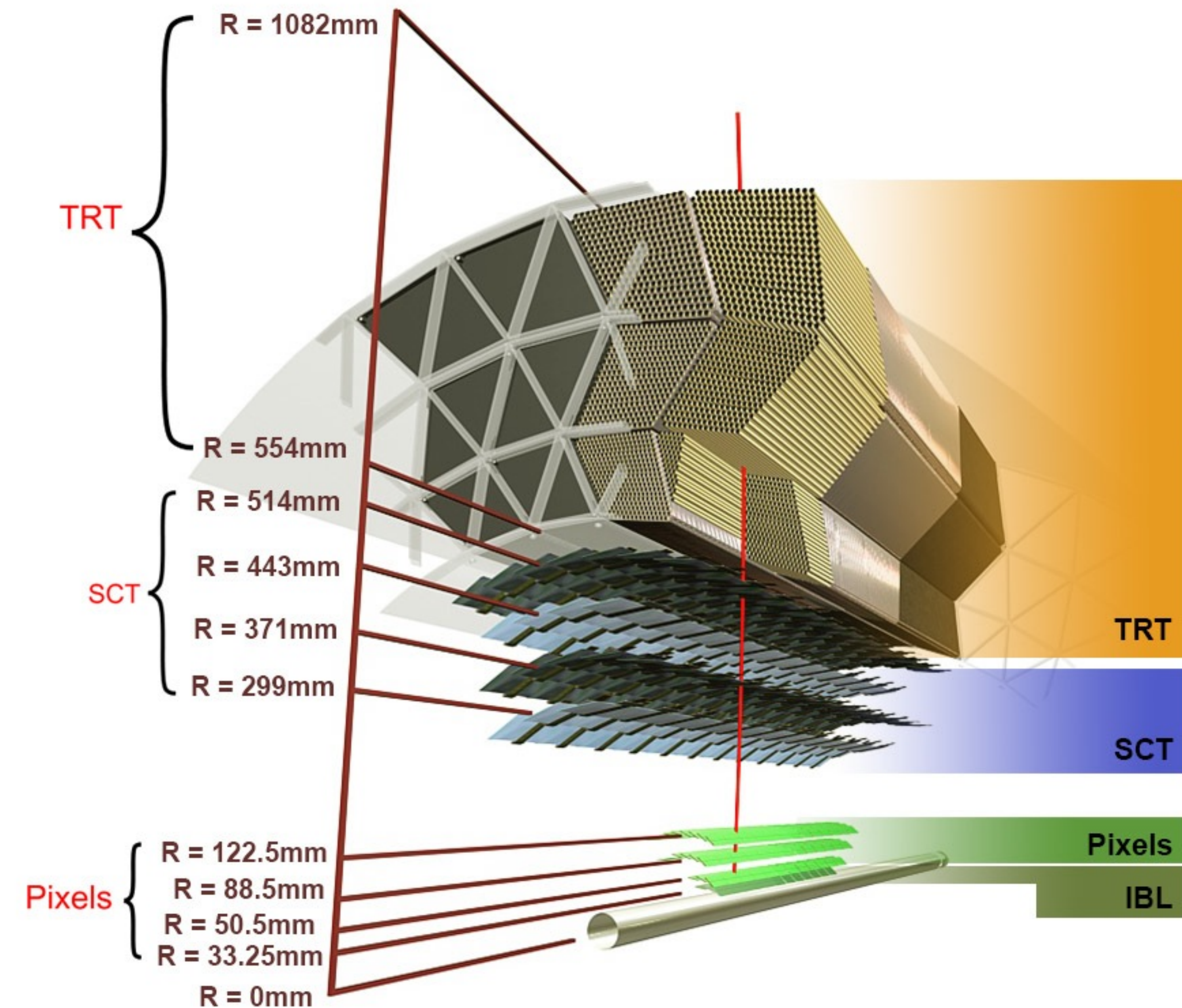
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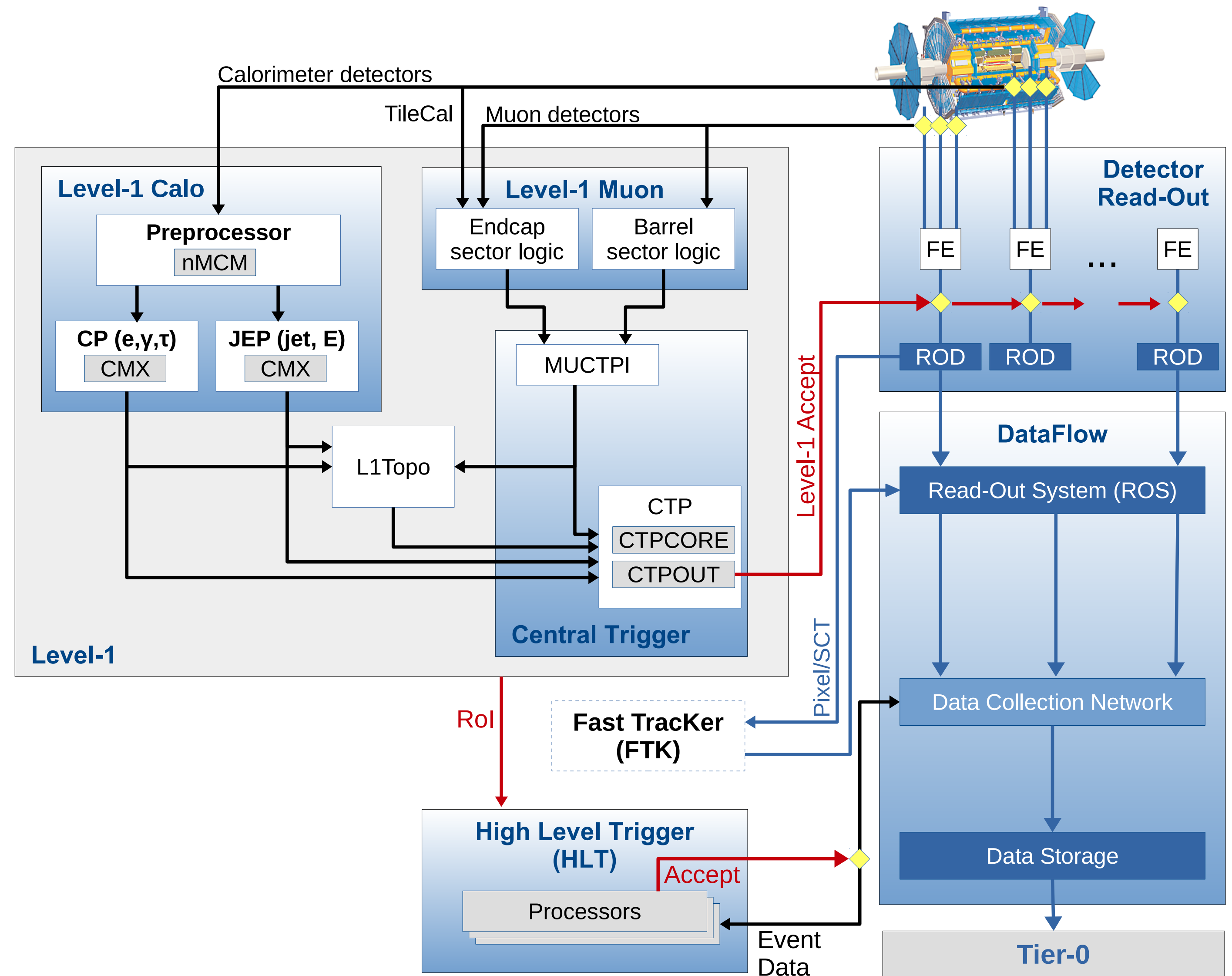


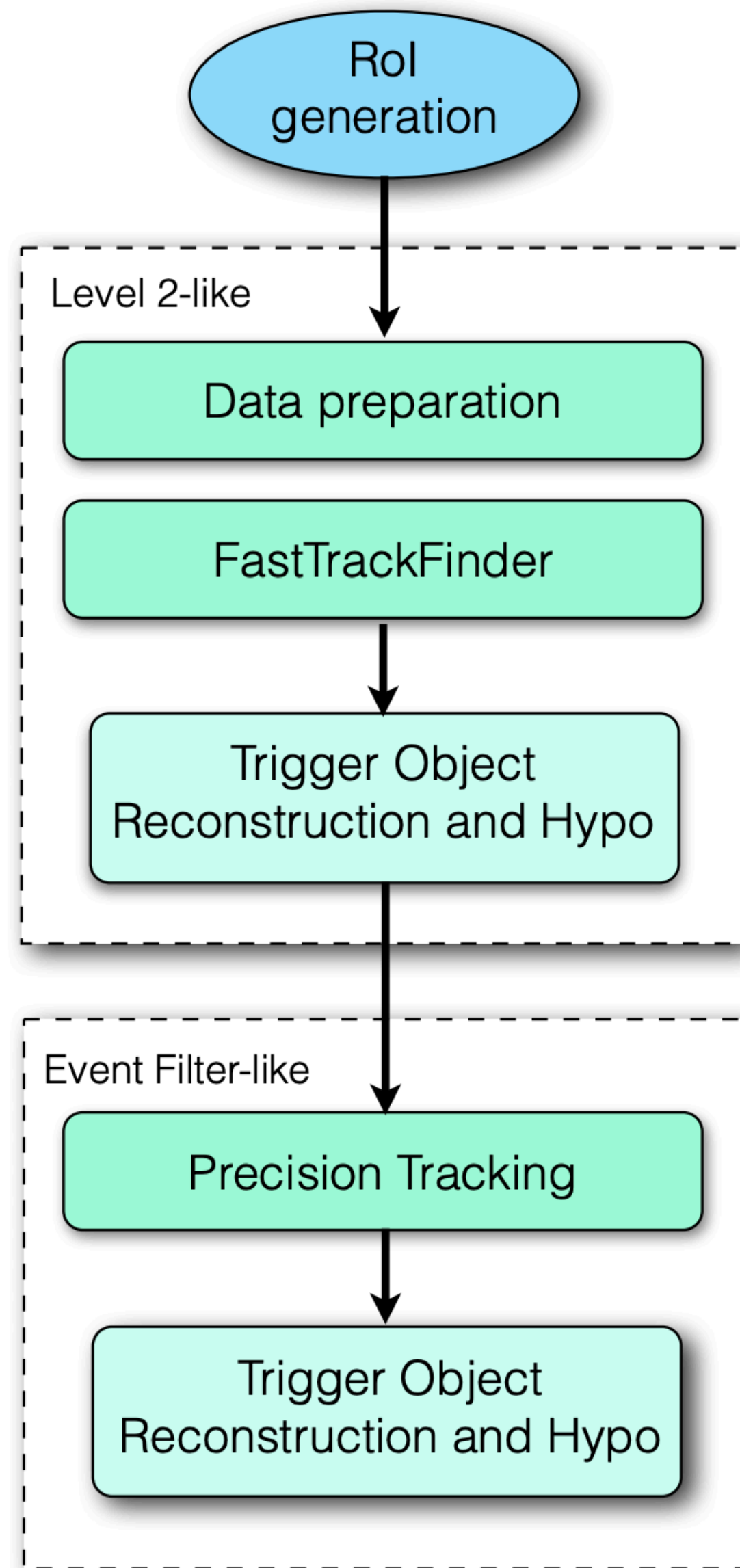
- Decay process : $H \rightarrow 4\ell$ (ℓ : e^- or μ)
- Full Run 2 dataset
- This is **only possible** because of the **high performance of the leptonic triggers**
- **Every** event was selected because of the successful operation of tracking in the leptonic triggers



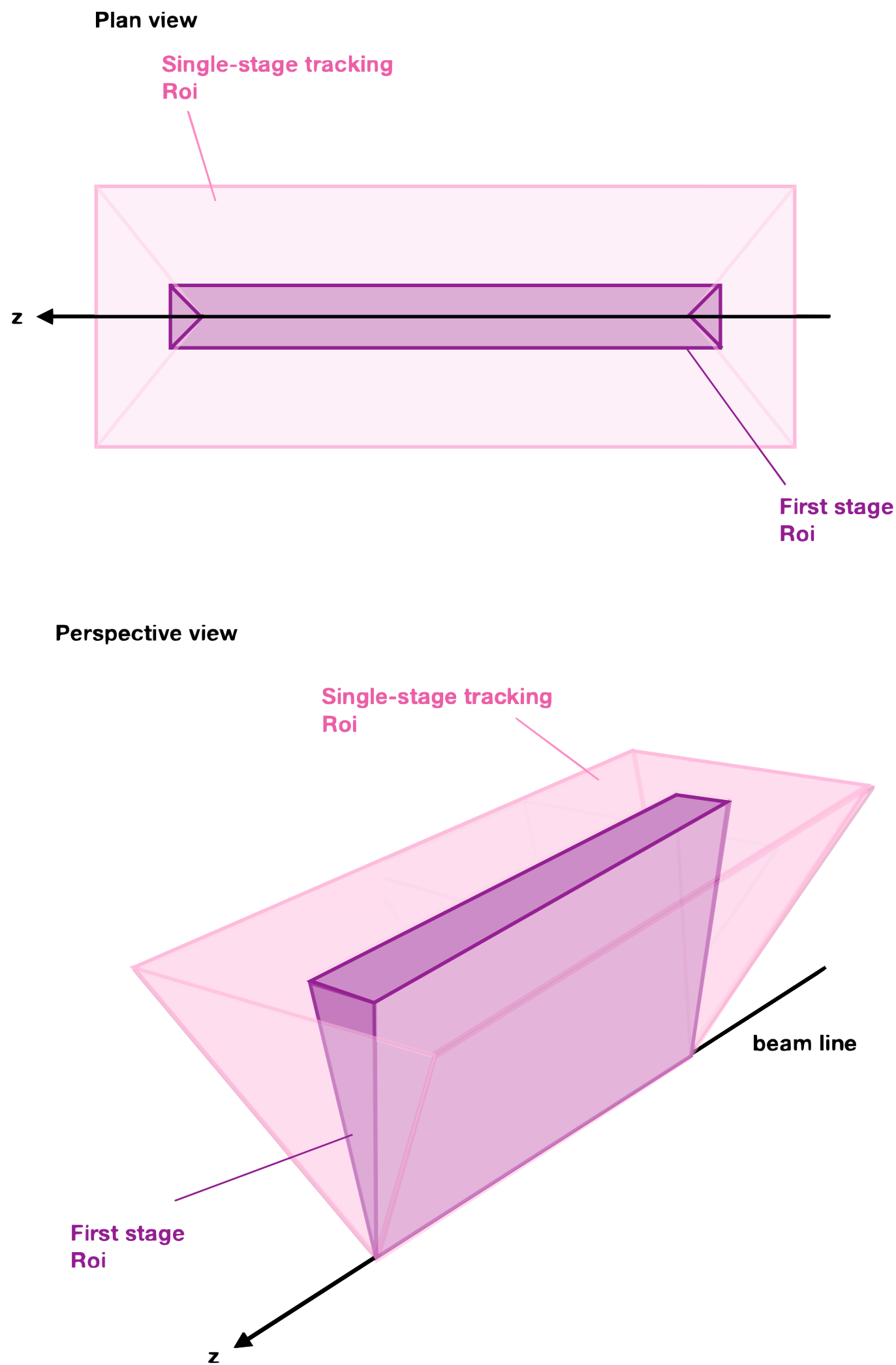
- The **Inner Detector (ID)** is the ATLAS sub-detector dedicated to track and vertex reconstruction
- Consists of **3 sub-systems**
 - **Pixel detector** – closest to beam line and interaction point
 - 3 layers of barrel and endcap silicon pixel modules, and..
 - Insertable B layer (IBL) ← added in Run2
 - **Semiconductor tracker (SCT)**
 - 4 barrel and 9 endcap layers of silicon micro-strip modules
 - **Transition Radiation Tracker (TRT)**
 - Barrel and endcap modules of straw drift tubes

- **ATLAS trigger system** is separated in a **hardware stage** called **Level 1 (L1)** and a **software stage** called **High Level Trigger (HLT)**
 - L1 : Identifies **Regions of Interest (RoI)**
 - HLT : Processes Rols identified by L1
- **ID trigger** is part of **HLT** system and performs fast Online Track and Vertex finding
- Tracks are essential in triggers for nearly all physics signatures
- As pileup increases tracking becomes even more important
- **Tracking is the most complex aspect of the trigger and is very computationally intensive**

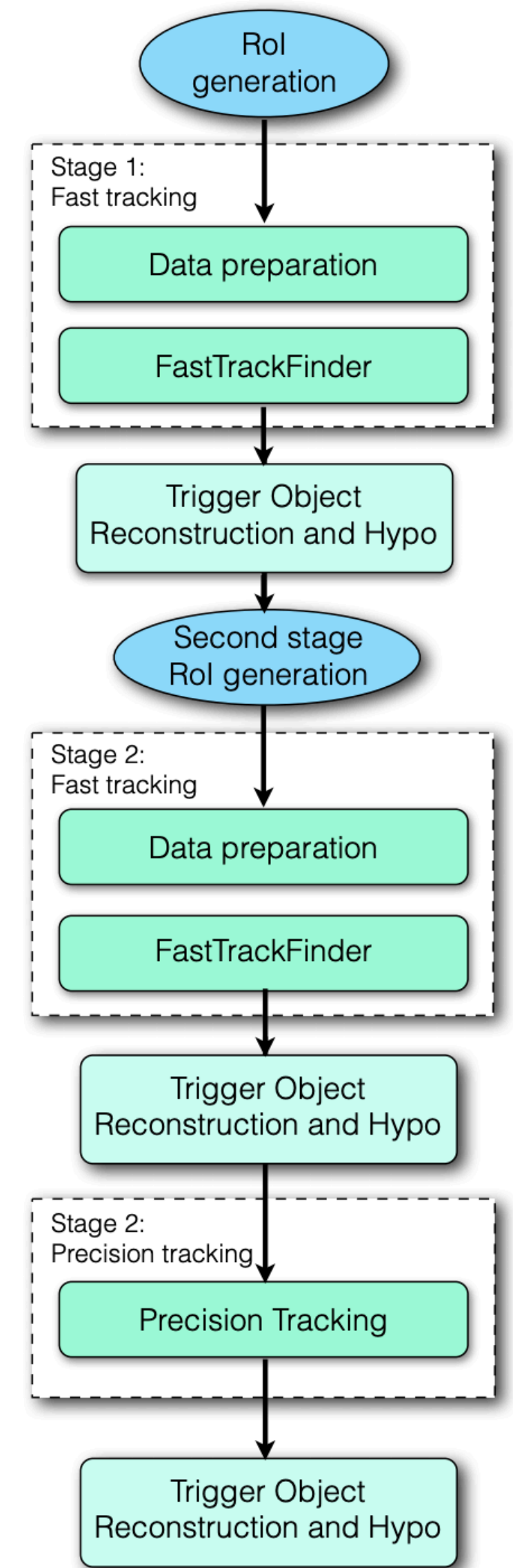


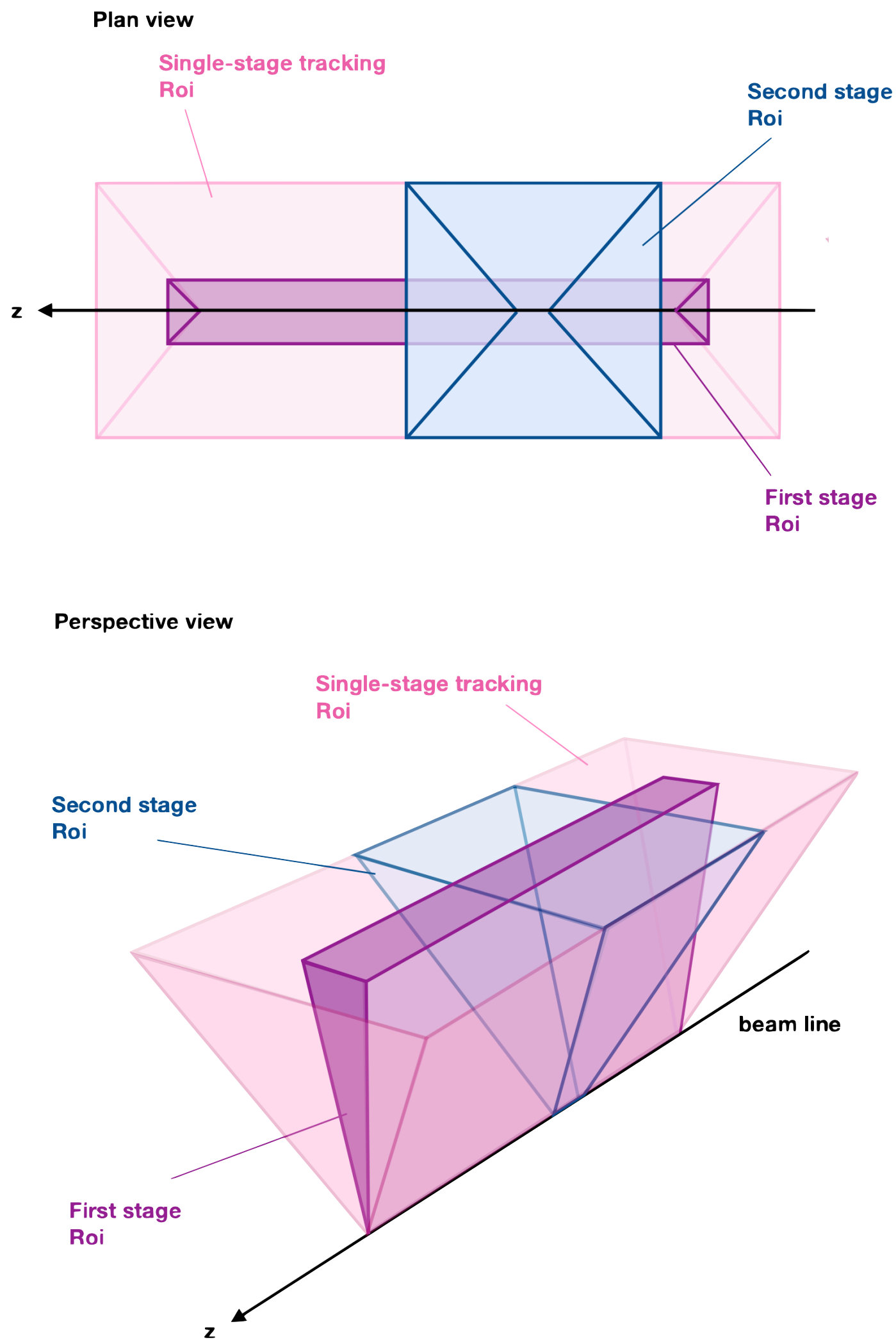


- The HLT needs to reduce peak data rates from ~ 100 kHz \rightarrow ~ 1.5 kHz
 - Pixel and SCT cannot be readout at L1, earliest they can be used is in HLT
- To ensure speed whilst maintaining high performance two main strategies are used
 - Baseline **single stage** strategy
 - Data preparation
 - Detector elements are reconstructed for given spatial RoI
 - Fast tracking
 - **Fast Track Finder (FTF)** algorithm
 - Optimised for track finding efficiency providing initial track fit and track parameters
 - Precision tracking
 - **Precision tracking** algorithm
 - Applies offline track fit using tracks from FTF, extend tracks to the TRT and runs the ambiguity solver algorithm to remove duplicate tracks

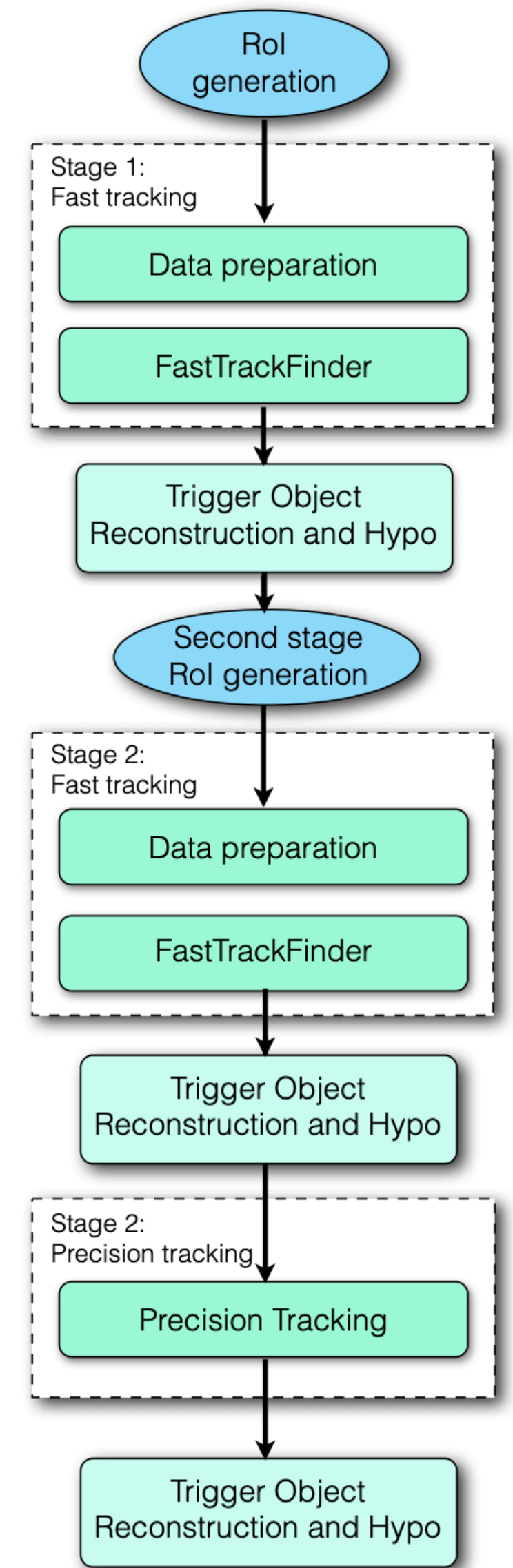


- **Multistage strategy**
 - **Stage 1**
 - Performs initial FTF tracking in a **narrow width Roi** but **extended along the entire beamline**
 - Determines tracks or Vertex of interest
 - **Stage 2**
 - Seed second Roi in a **narrow range along the beamline**, but **wider in η and ϕ**
 - Perform second stage FTF
 - Followed by Precision tracking

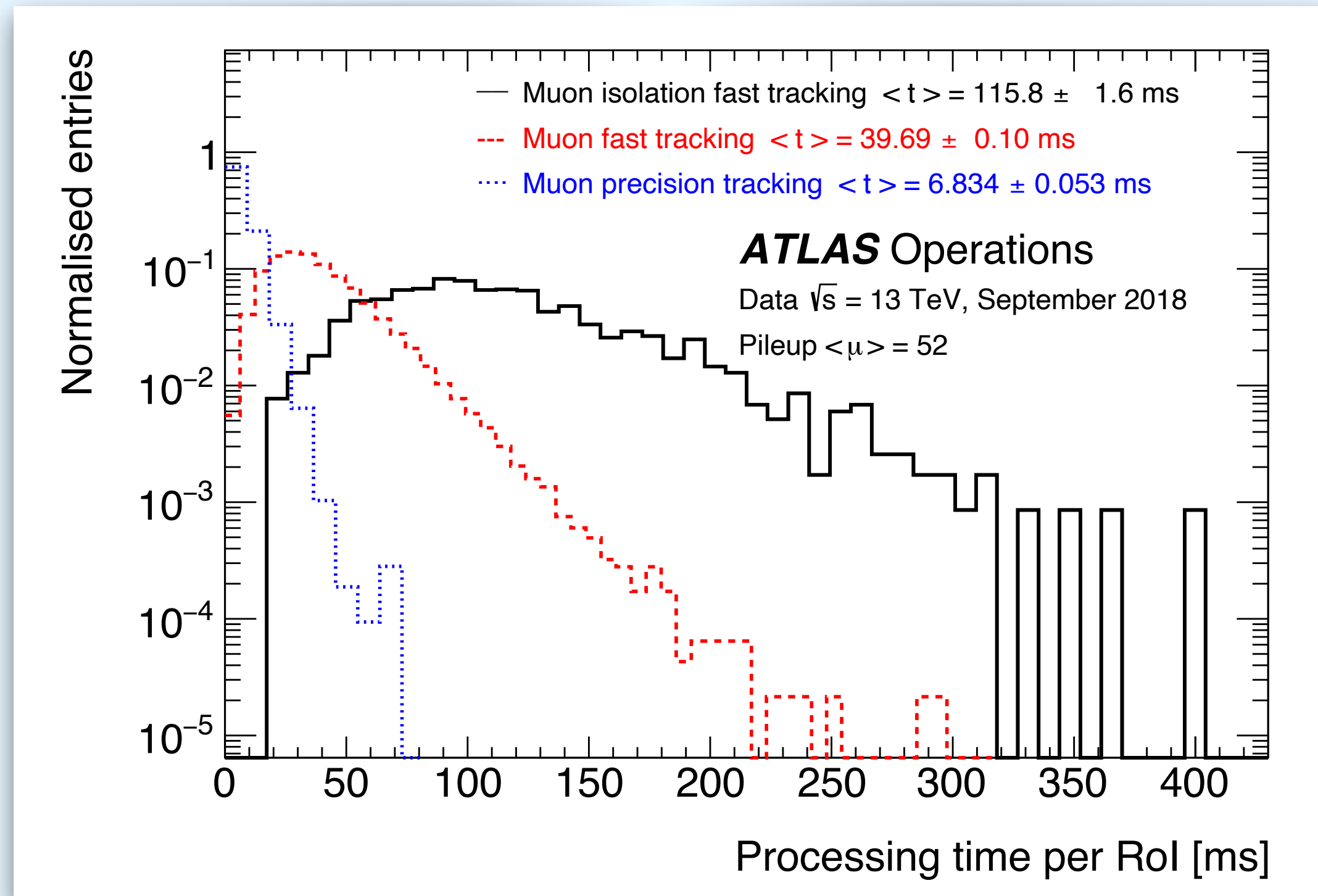




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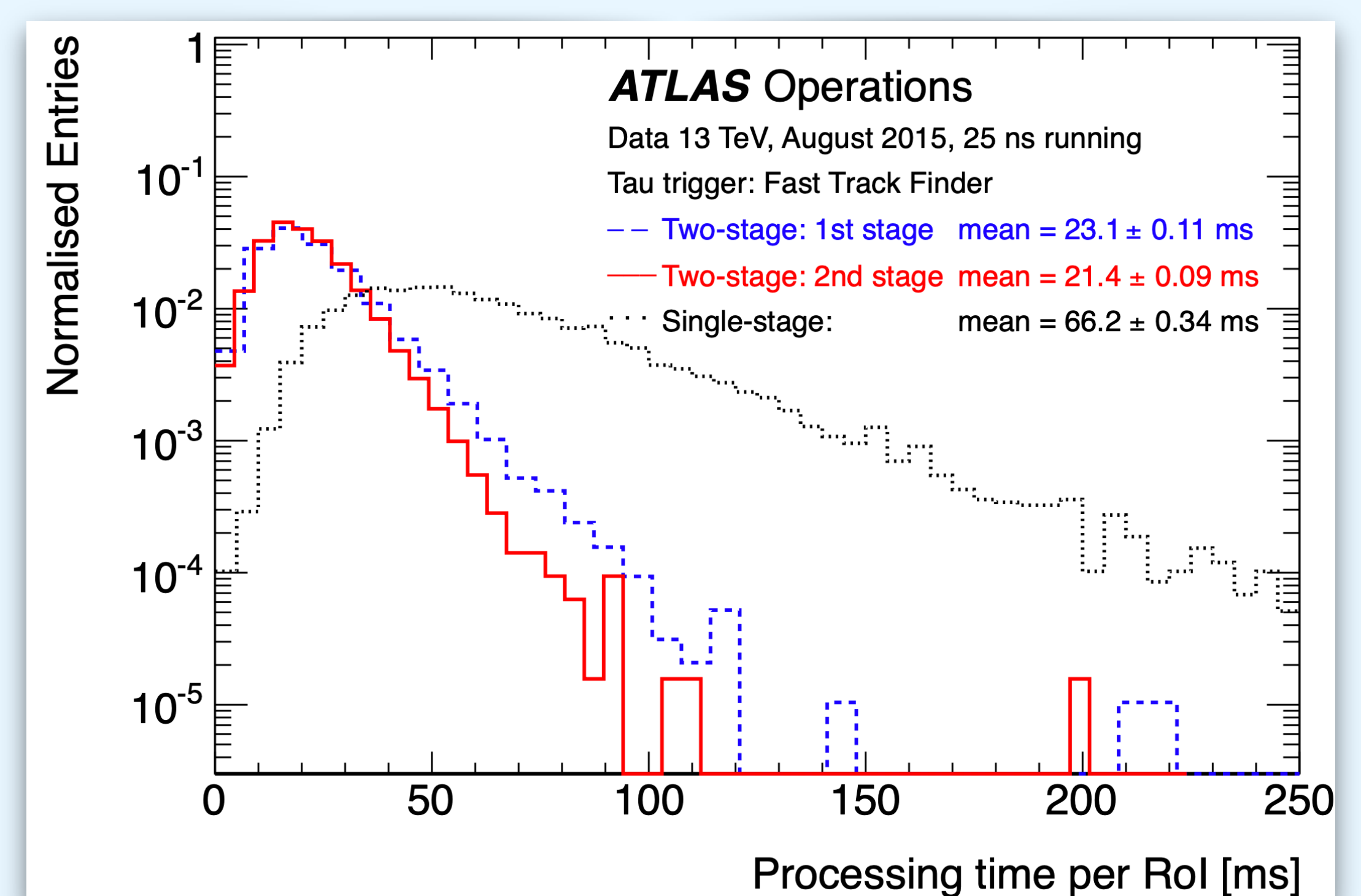


Muon RoI - Timing performance

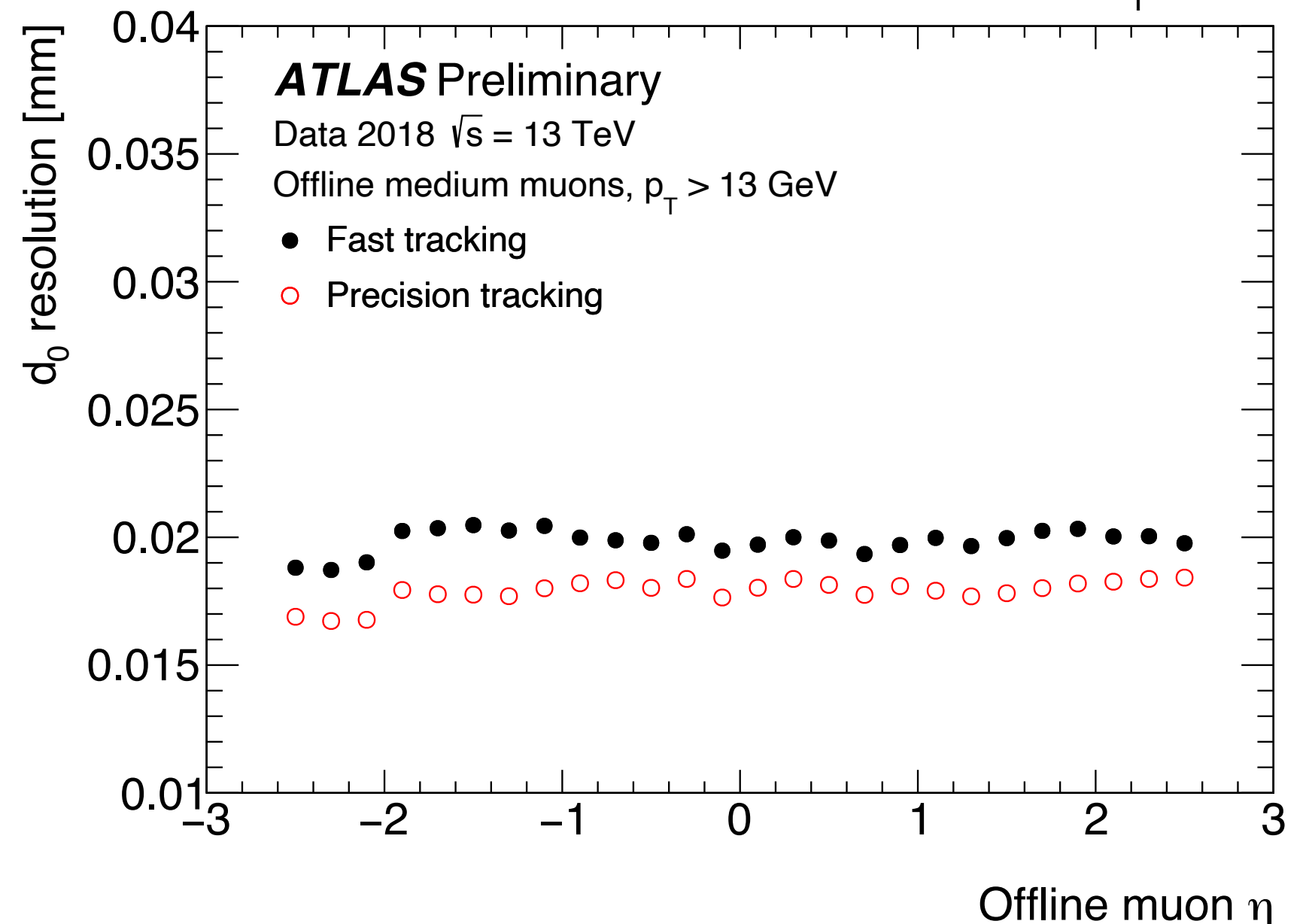
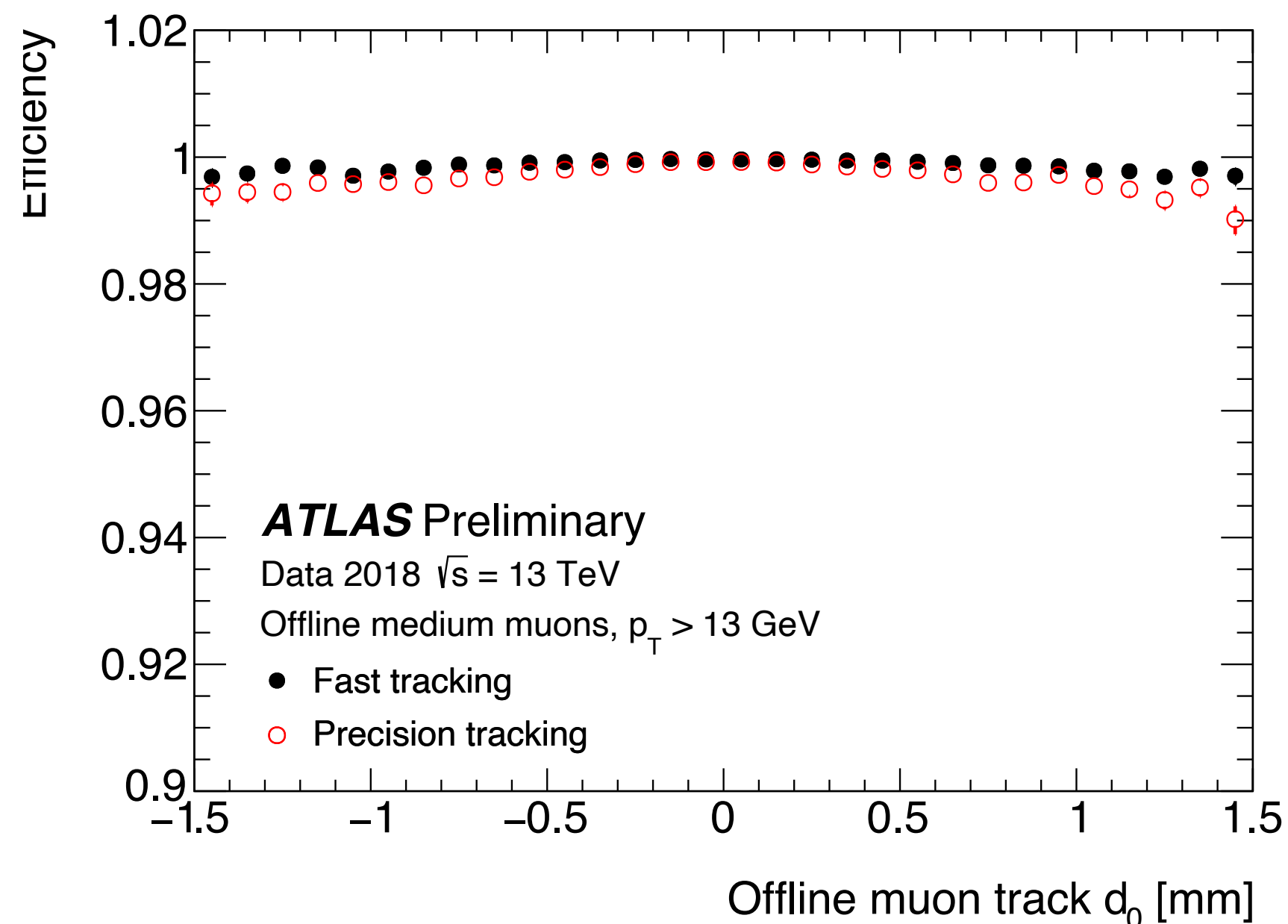
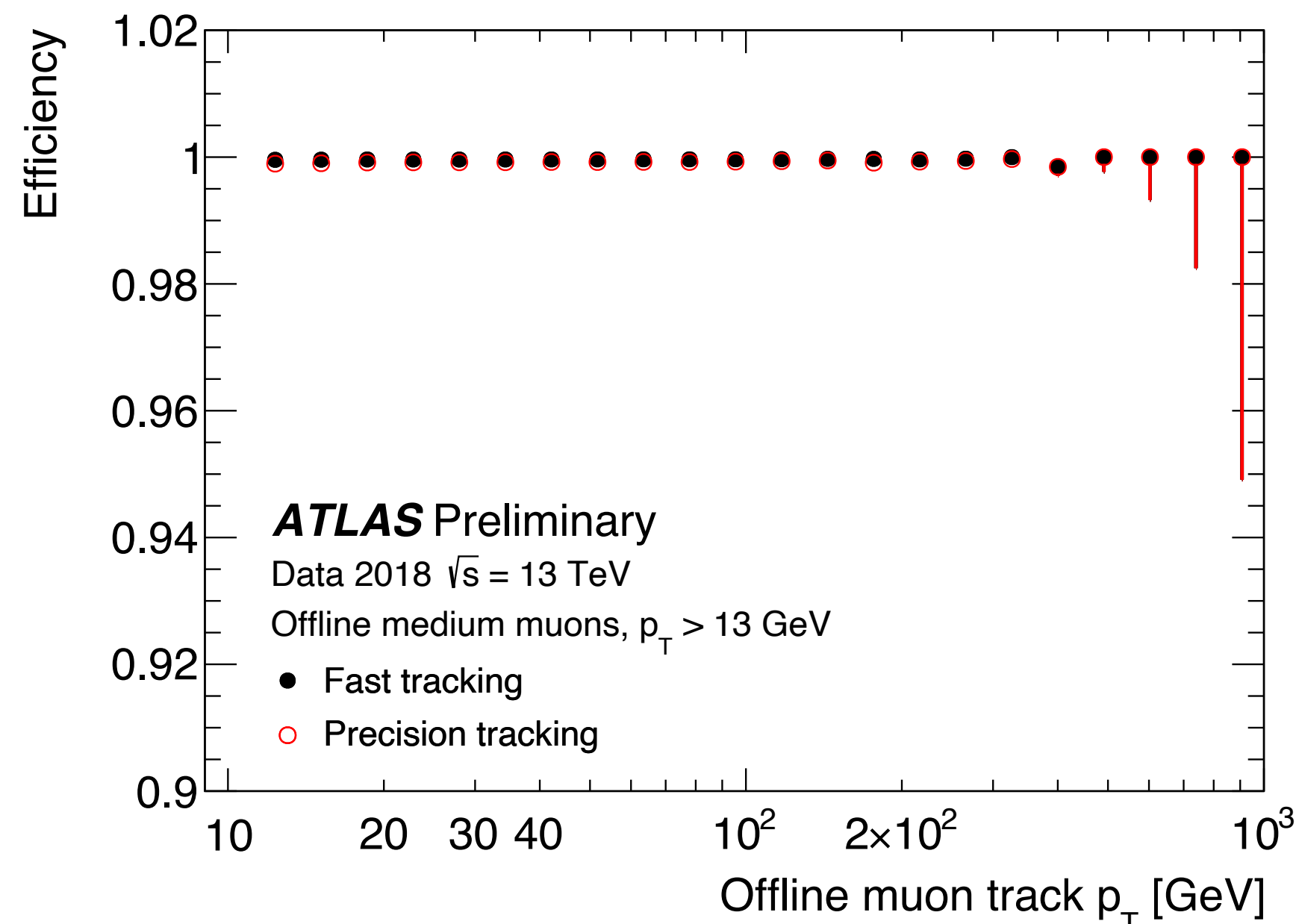


- **Fast Track Finder** runs in ~ 40 ms per RoI
- **Precision tracking** only runs in ~ 7 ms per RoI
- Isolation tracking is run in a wider RoI, after selection of full muon candidates, to establish muon isolation
 - Runs in ~ 116 ms per RoI

Tau RoI - Timing performance

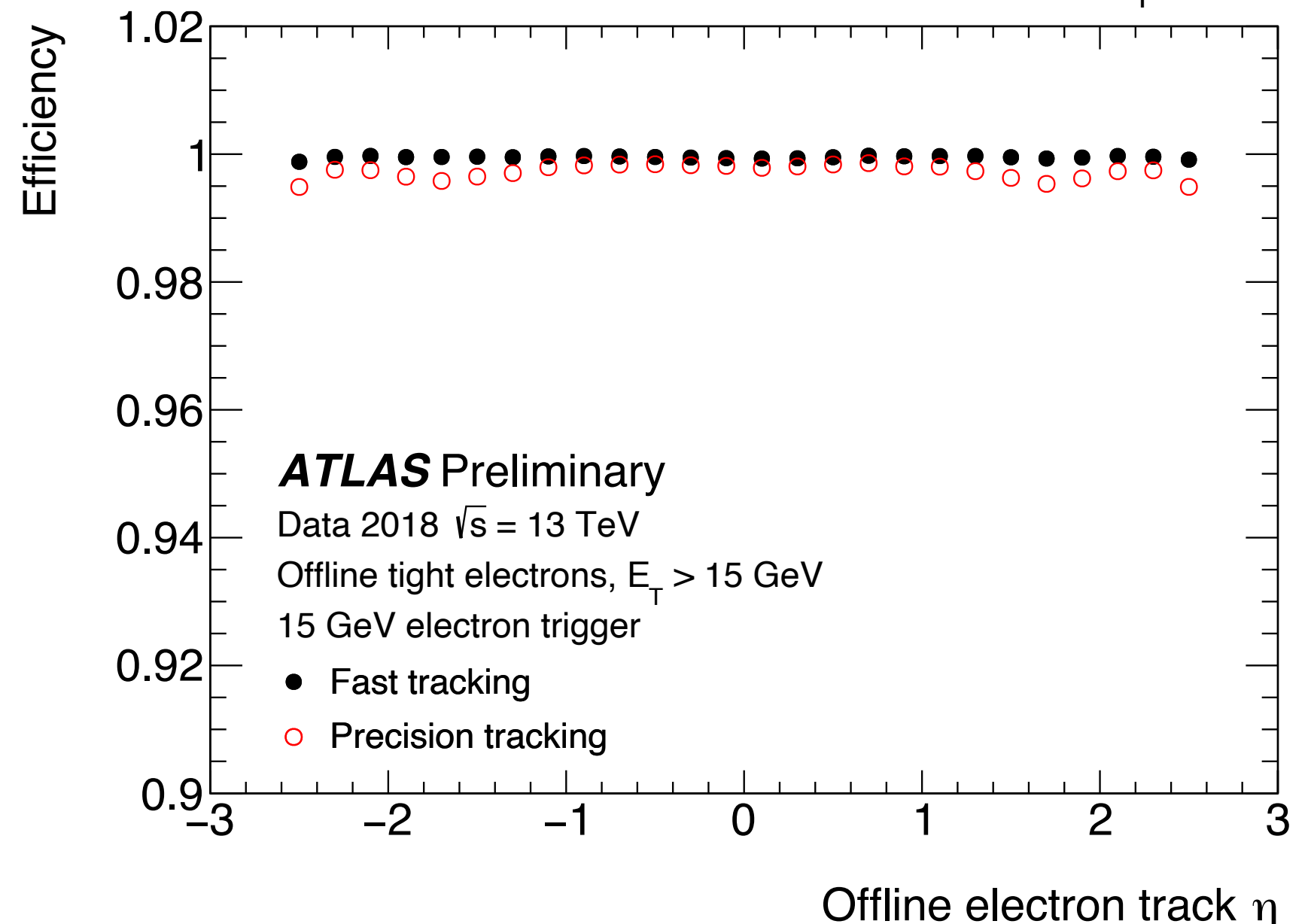
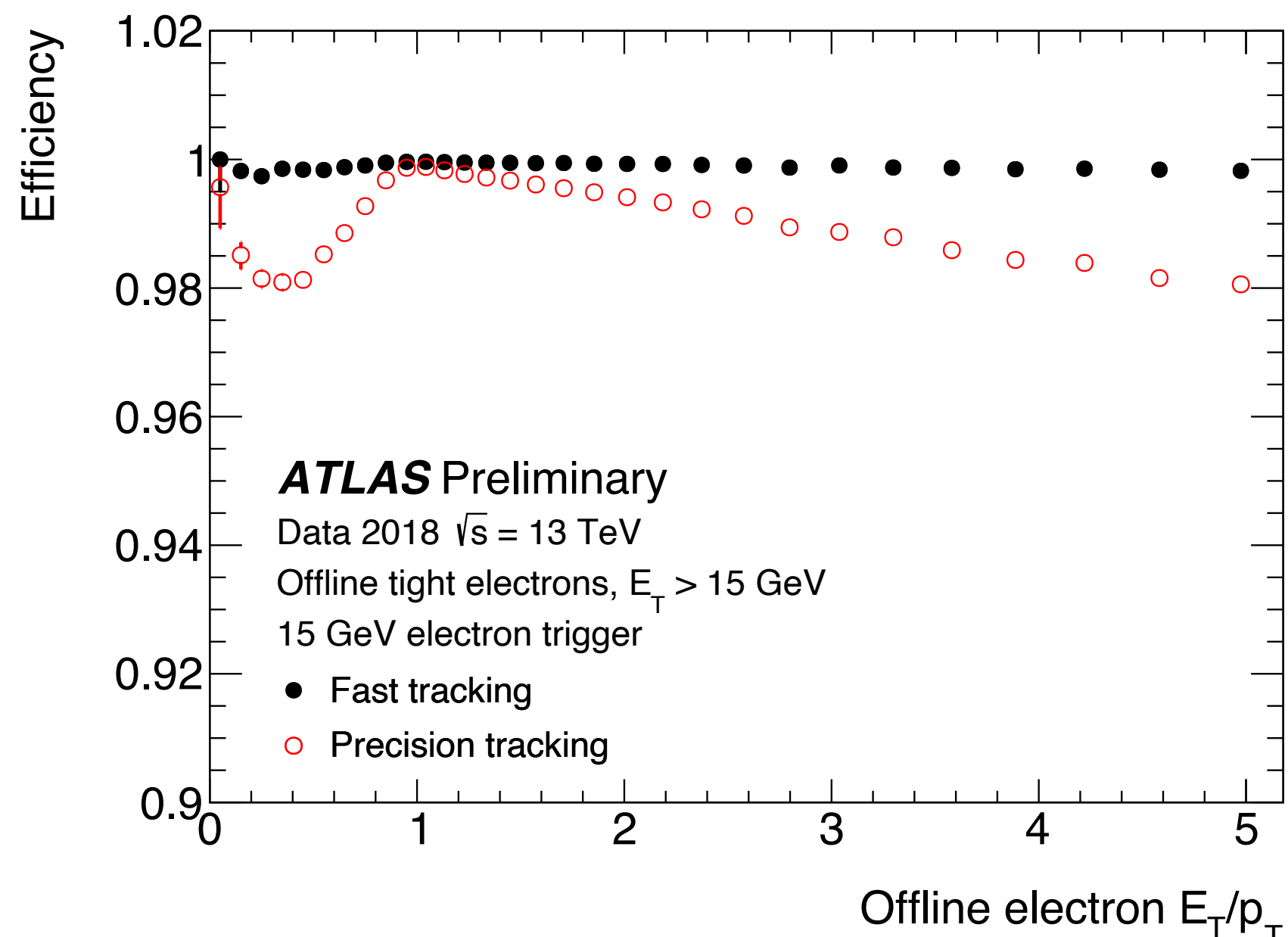
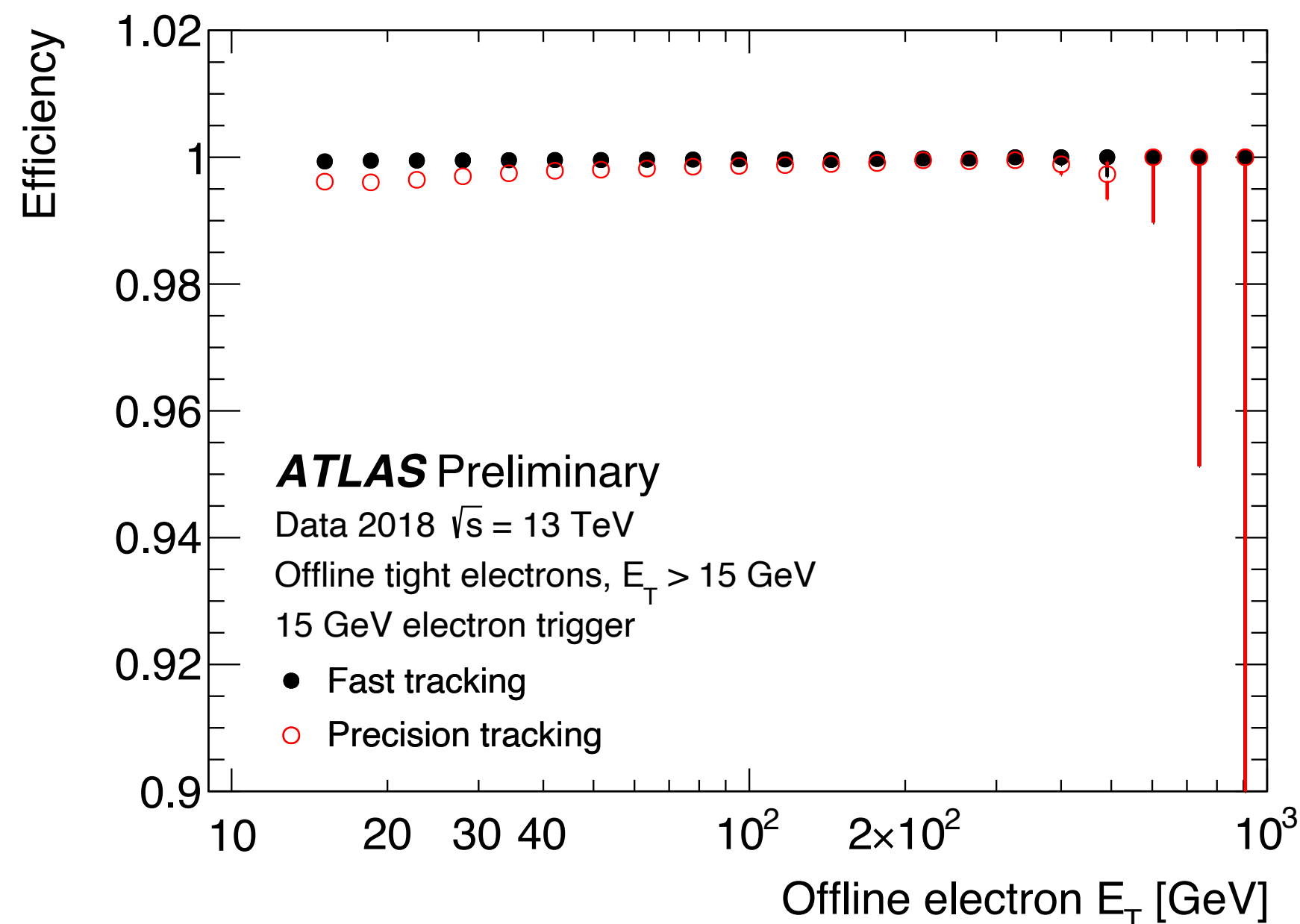


- **Multistage tracking** reduces FTF computation time $\sim 66\text{ms} \rightarrow \sim 46\text{ms}$ (combining 1st and 2nd stage)
 - Although part of detector about tau track is processed twice, **overall volume is lower** than if done by single stage



- **High efficiency seen up to ~1 TeV**
- **Above 99% efficiency** even at large transverse impact parameter values (d_0)
- Resolution better than $\sim 20 \mu\text{m}$ for full range of pseudorapidity (η) values

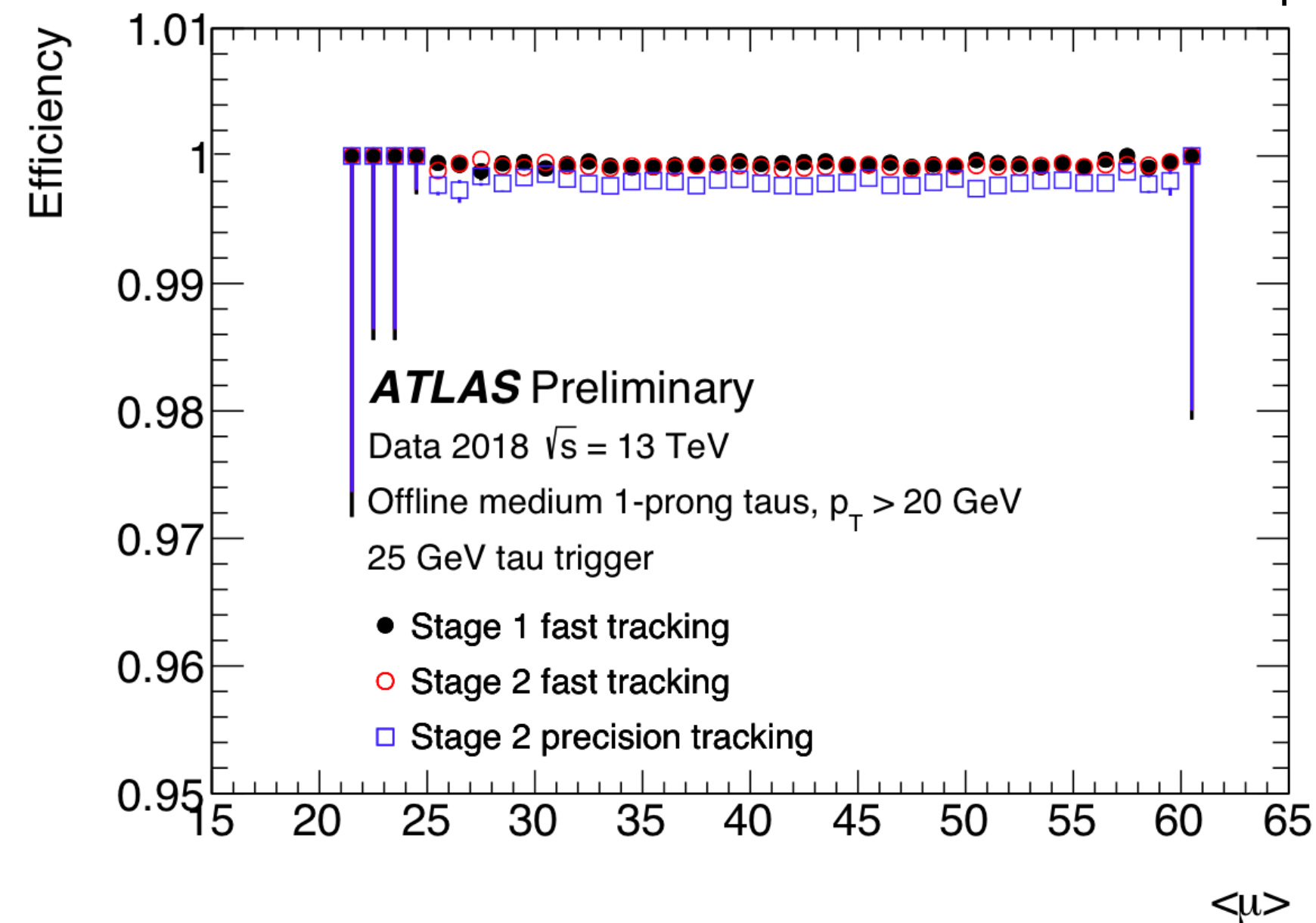
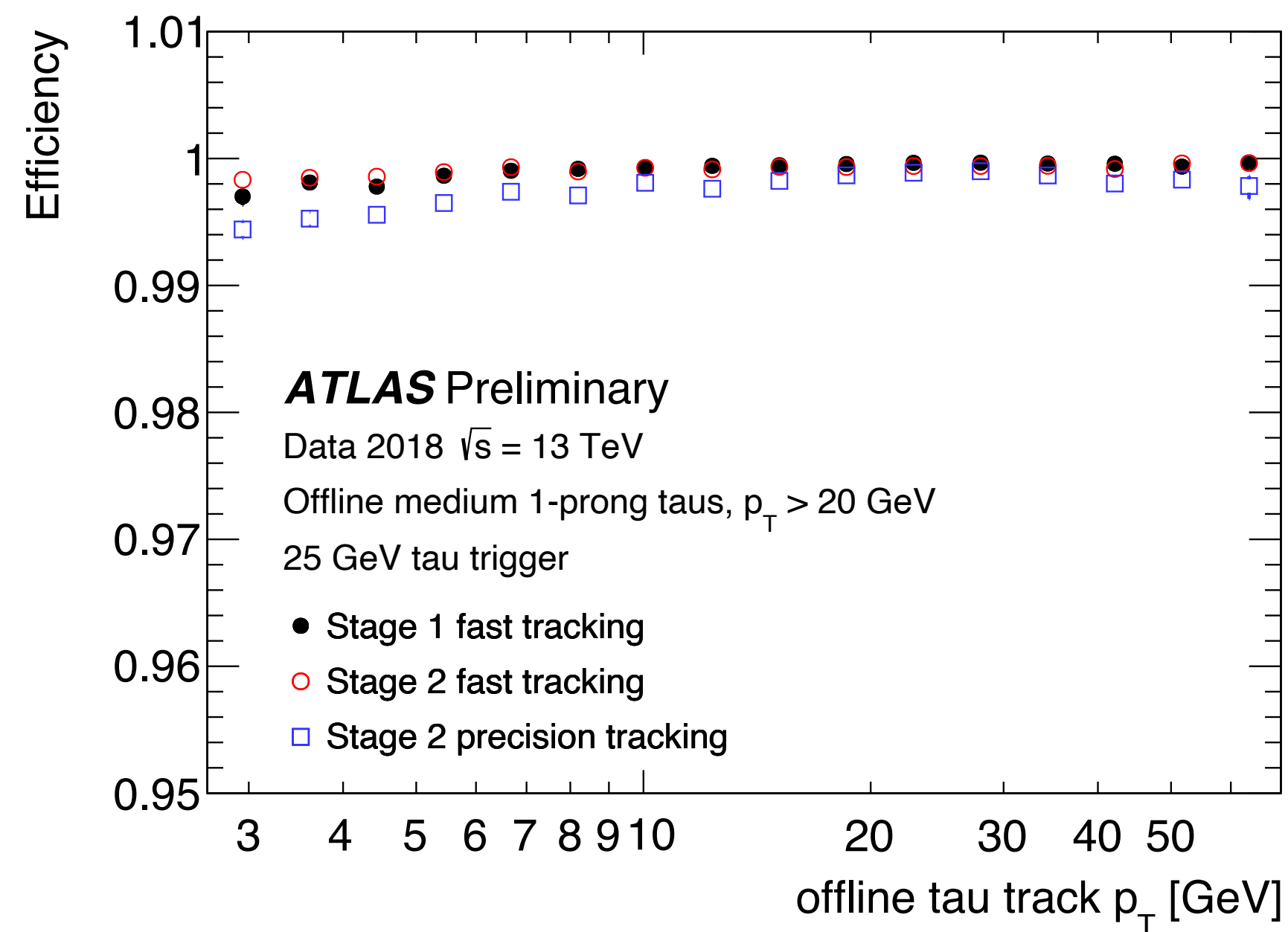
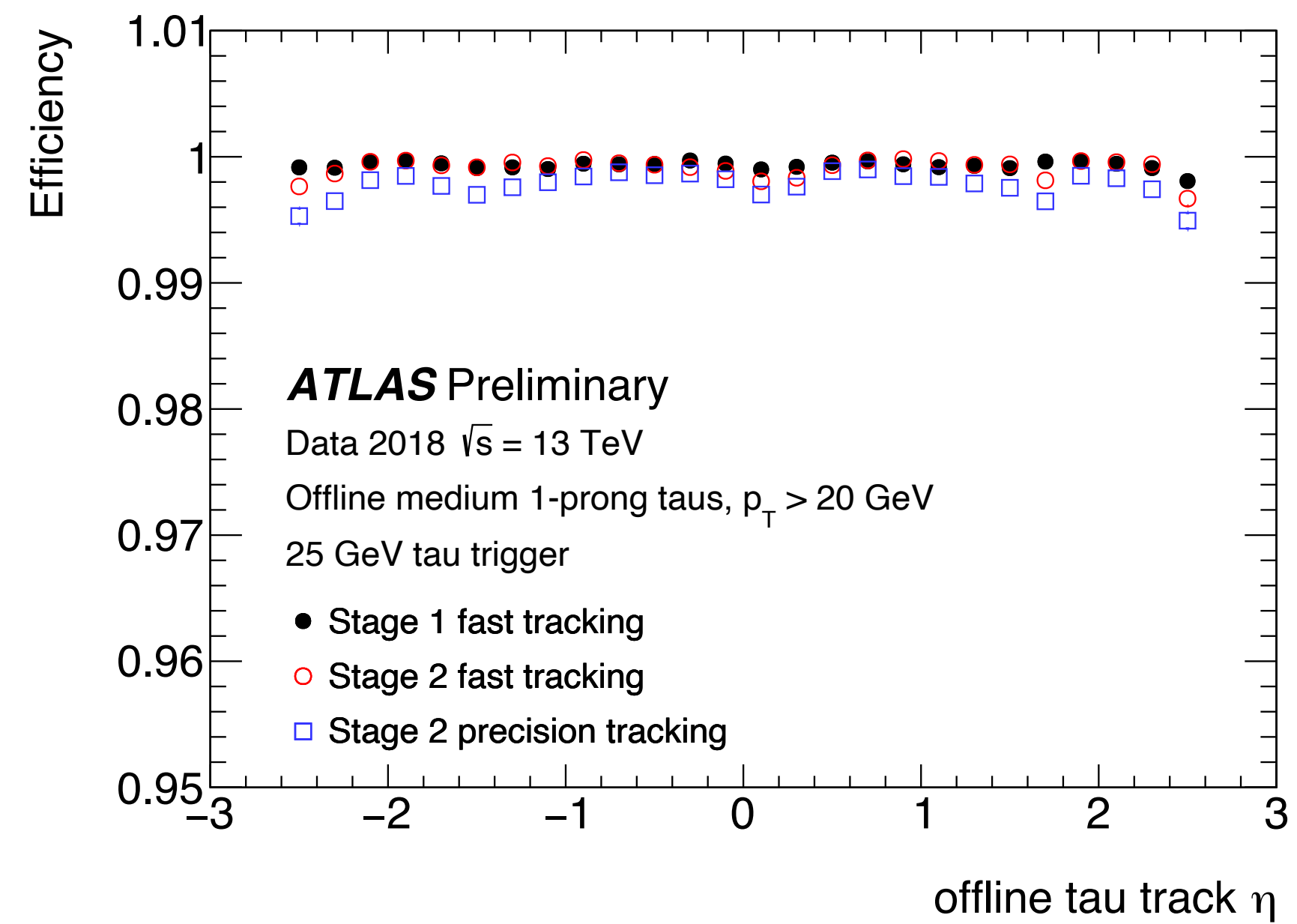
- Tracking efficiency and resolutions are measured by comparing tracks found by **online trigger algorithms** to tracks found by **full offline track reconstruction**
- A **Tag and Probe** analysis is used to select muon candidates coming from the decay of Z boson
 - Tag muon – fully selected in Muon Spectrometer and Inner Detector
 - Probe muon – selected based on Muon spectrometer reconstruction without use of ID trigger tracks
 - Unbiased by ID trigger reconstruction



- Selection for **electron tag and probe** consistent with Z mass
 - Greatly **reduces background** for fake electron candidates
- Efficiencies very high for all p_T spectrum
 - Electrons $E_T > 15$ GeV that have radiated up to 80% of their energy as photons **still better than 98%**

- **$E_T/p_T > 1$**
 - Bremsstrahlung electrons
- **$E_T/p_T < 1$**
 - electrons with less well reconstructed track p_T
 - p_T greater than deposited energy

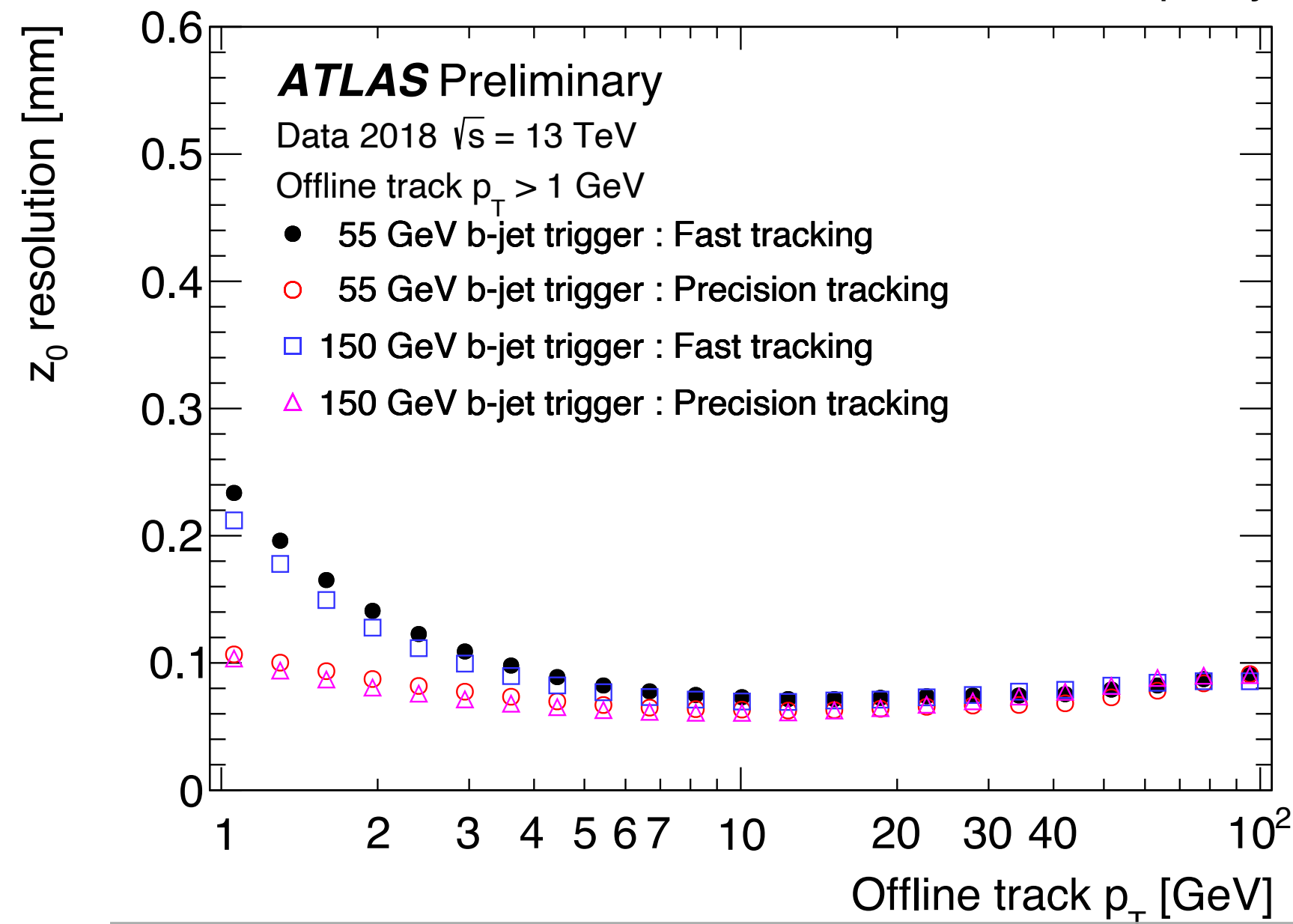
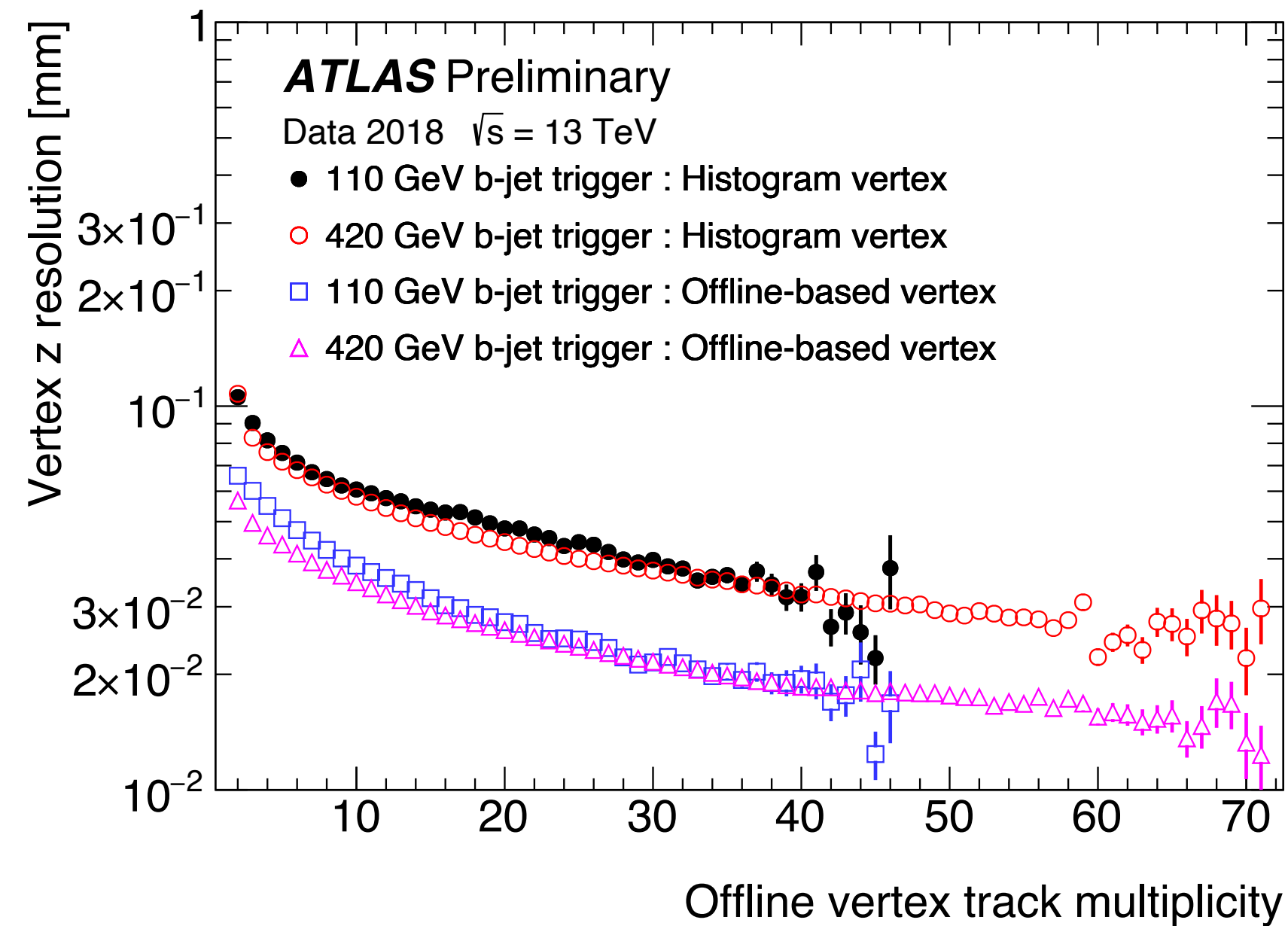
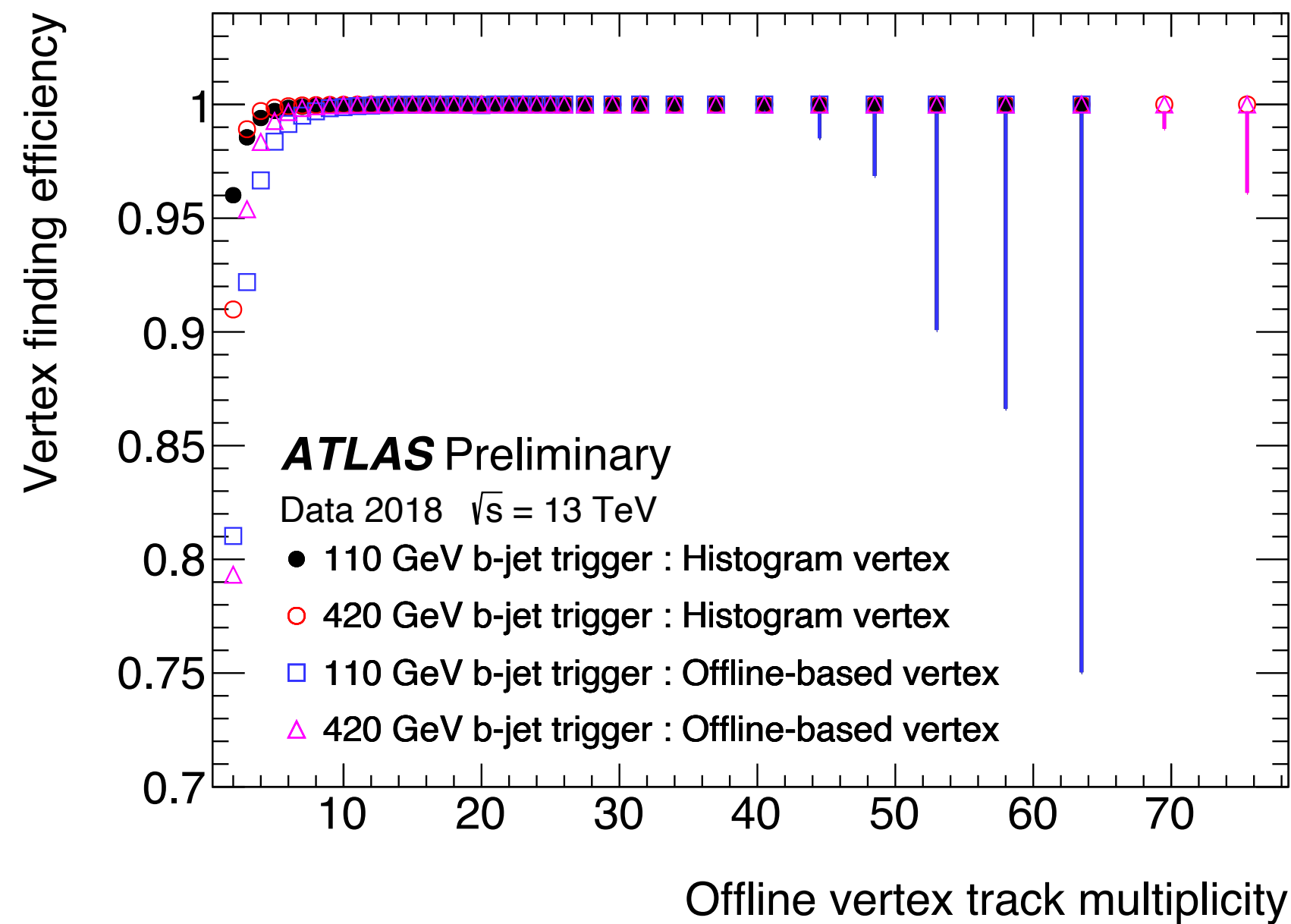
- Shorthand notation:*
- Transverse energy of calorimeter cluster : E_T
 - Transverse momentum of track in ID : p_T



- **High** efficiency for 25 GeV offline taus candidates much better than $\sim 99\%$ across all pseudorapidity values (η) and for full p_T range

- Second stage fast tracking resolution better than first stage at lower p_T
 - Low momentum tracks bend out of narrower first-stage-RoI in the magnetic field and are not fully reconstructed

- Efficiency is approximately **constant at high pileup** interaction multiplicities

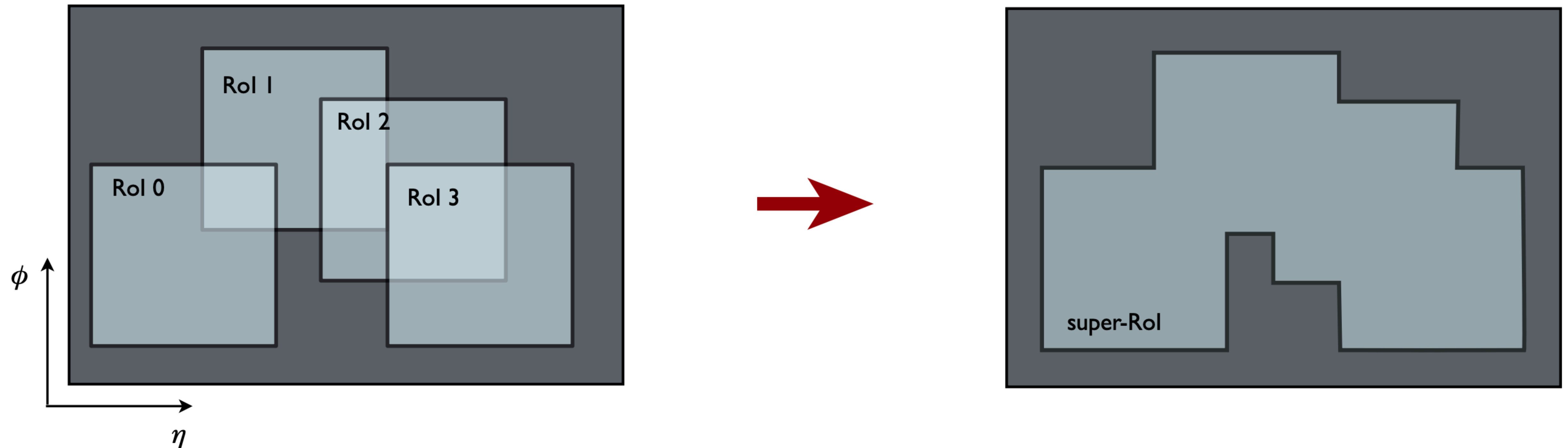


- Very good resolutions for bjet tracking for longitudinal impact parameter (z_0)
 - Better than $\sim 12 \mu\text{m}$ for full p_T spectrum for Precision tracking
 - Slightly lower for the fast tracking, as expected

- For bjets the vertex reconstruction runs two algorithms
 - **Simple histogramming** algorithm
 - **Offline-based vertex** algorithm
- Histogramming algorithm has higher efficiency for low track multiplicities
 - “softer” requirements of track quality allow for reconstruction of vertices with lower track multiplicity
- Offline-based algorithm has better resolution
 - As good as $20 \mu\text{m}$ for longitudinal impact parameter (z_0) with increasing vertex track multiplicity

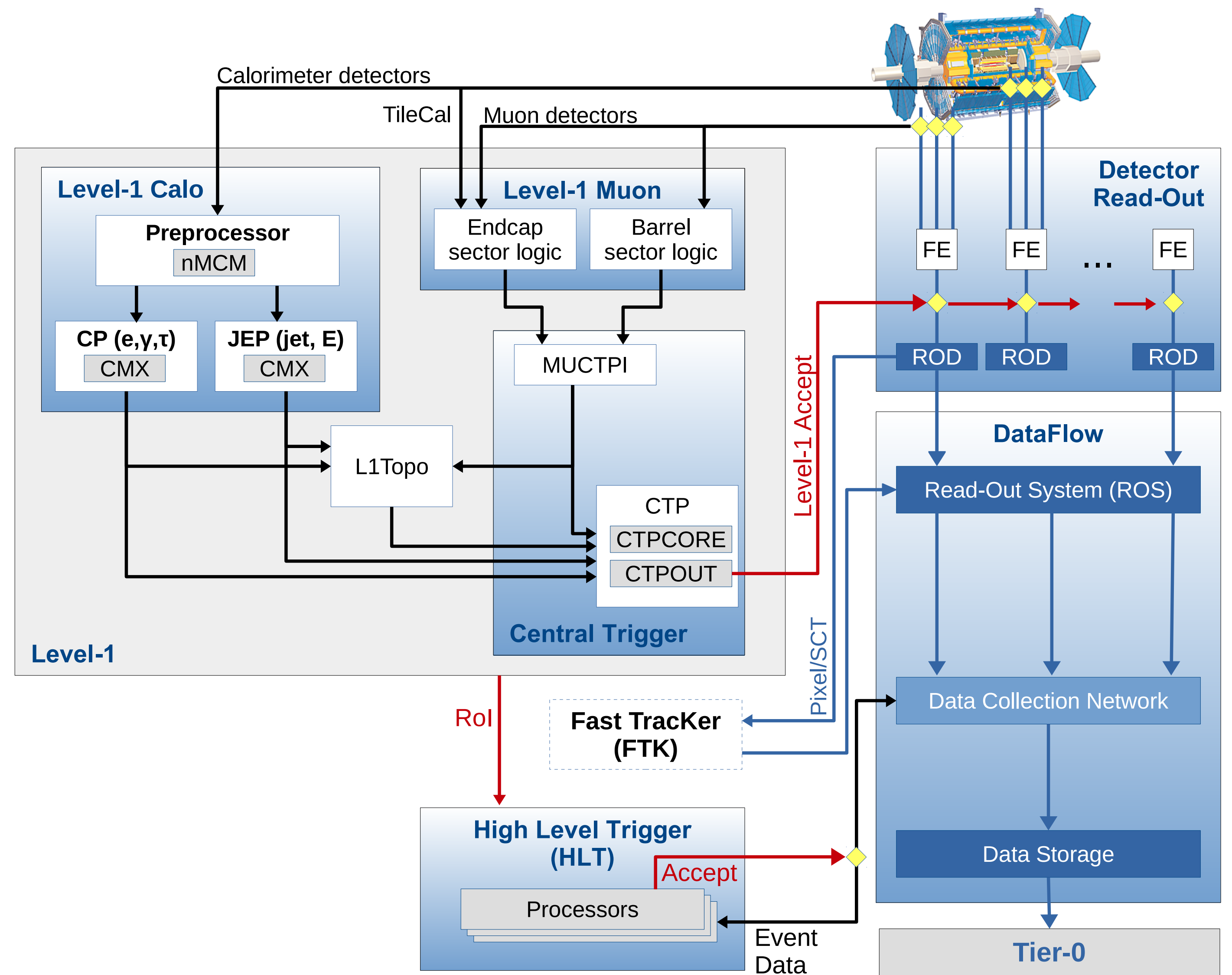
- The ID trigger is **fundamental to achieving the required performance of the ATLAS trigger system**
- Performance in terms of efficiency, resolutions and processing time for the most important tracking related signatures for the high luminosity Run 2 have been presented
 - **Excellent tracking performance** is observed even at high pileup multiplicities
 - Tracking **efficiency largely independent of pileup** interaction multiplicity
- **ID trigger continues to provide excellent performance in Run 2**, outperforming the already excellent performance in Run 1, thus allowing the continuation of the ATLAS physics program
- To handle the expected conditions of LHC Run 3, there are ongoing changes to the ATLAS software infrastructure, to make use of new developments and allow increased use of multi-threading
 - ID trigger is **undergoing an extensive reimplementation** of many aspects of the processing

BACKUP

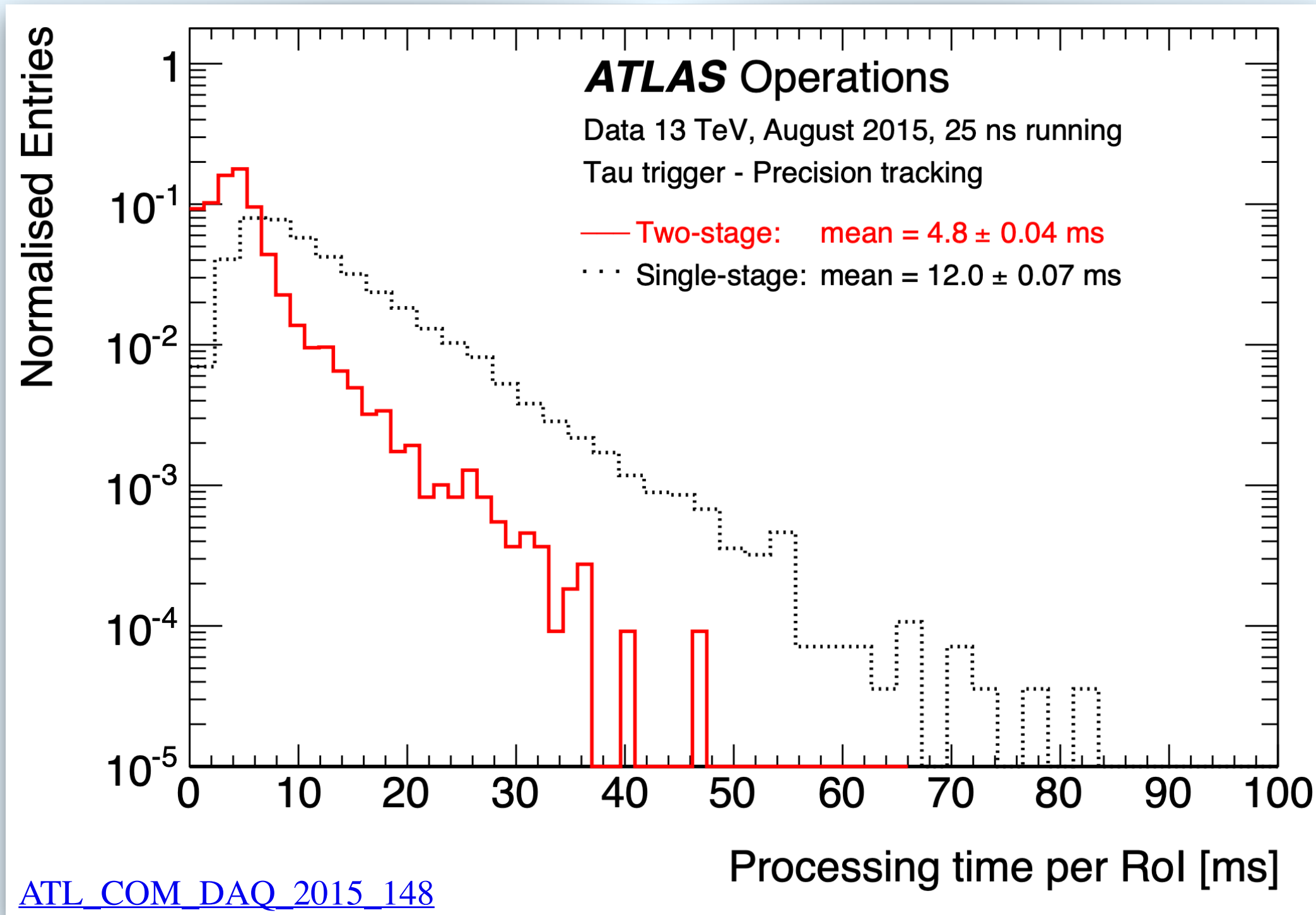


- Employed in **b-jet jet triggers** in the multistage tracking process
 - Performs FTF tracking to reconstruct tracks in narrow regions of η and ϕ around the jet axis, for each jet
 - To prevent multiple processing of overlapping regions the **RoIs are aggregated into a SuperRoI**
 - The tracks found in this **SuperRoI are used then used for the primary vertex reconstruction** to define a wider RoI around the jet axes
 - These wider **SuperRois are then used for the second-stage reconstruction** which runs FTF, precision tracking, secondary vertexing and b-tagging algorithm

- **L1**
 - Reduces rate to 100 kHz
 - $<2.5 \mu\text{s}$
 - Hardware based
- **HLT**
 - Reduces rate to $\sim 1.5 \text{ kHz}$
 - Between $\sim 200\text{ms}$ and $\sim 500\text{ms}$
 - depending on pileup conditions
 - Software based
 - Previous two software stages of Run 1 were merged into a single HLT stage for Run 2

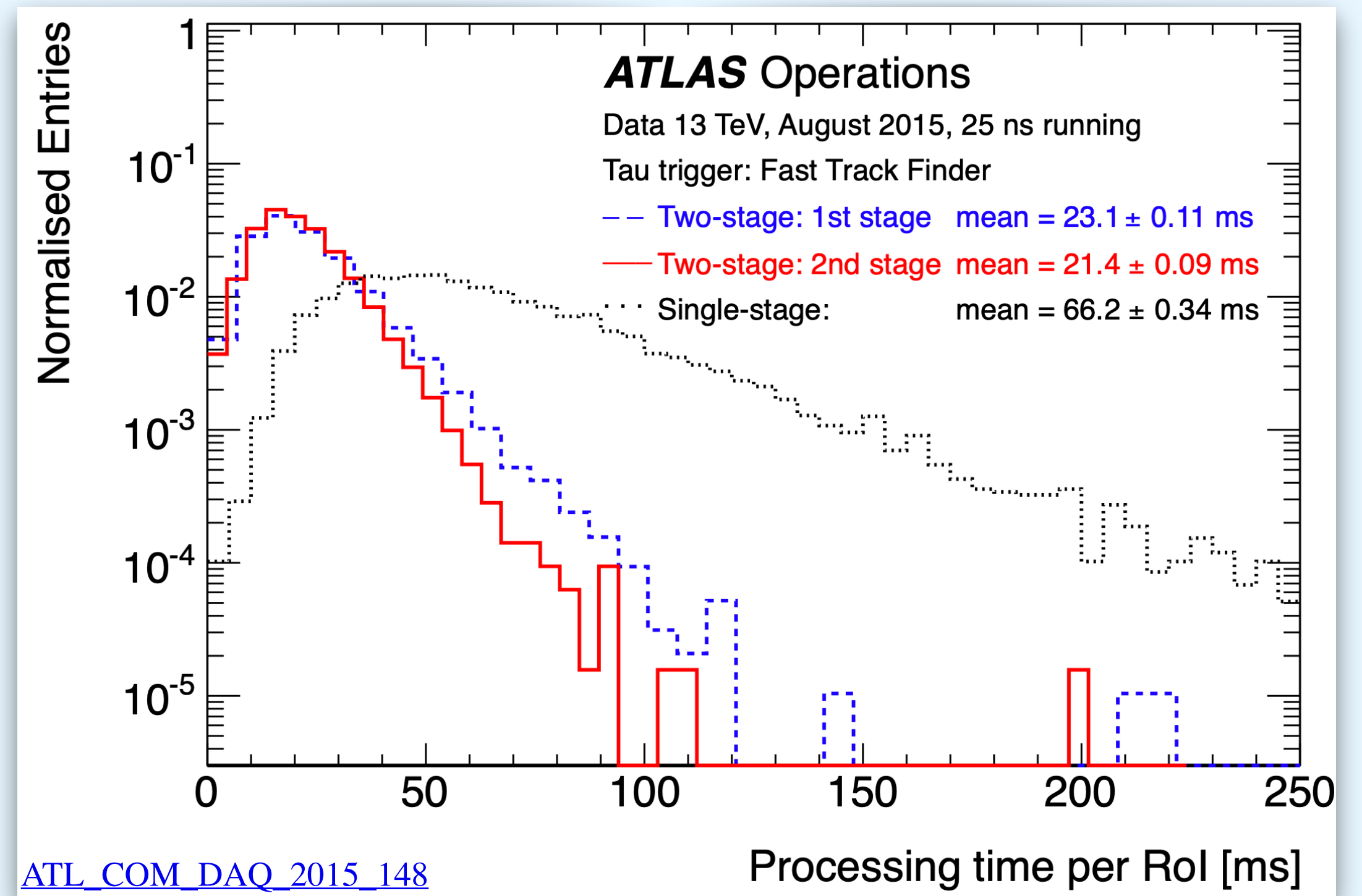


Tau Rol - Precision tracking timing performance



- **Multistage tracking** reduces average computation time ~ 12 ms \rightarrow ~ 5 ms

Tau Rol - Fast Track Finder timing performance



- **Multistage tracking** reduces average computation time ~ 66 ms \rightarrow ~ 45 ms

- **Tau trigger** average timing reduced by $\sim 30\%$ by implementing multistage tracking