

# HLT Iterative Tracking

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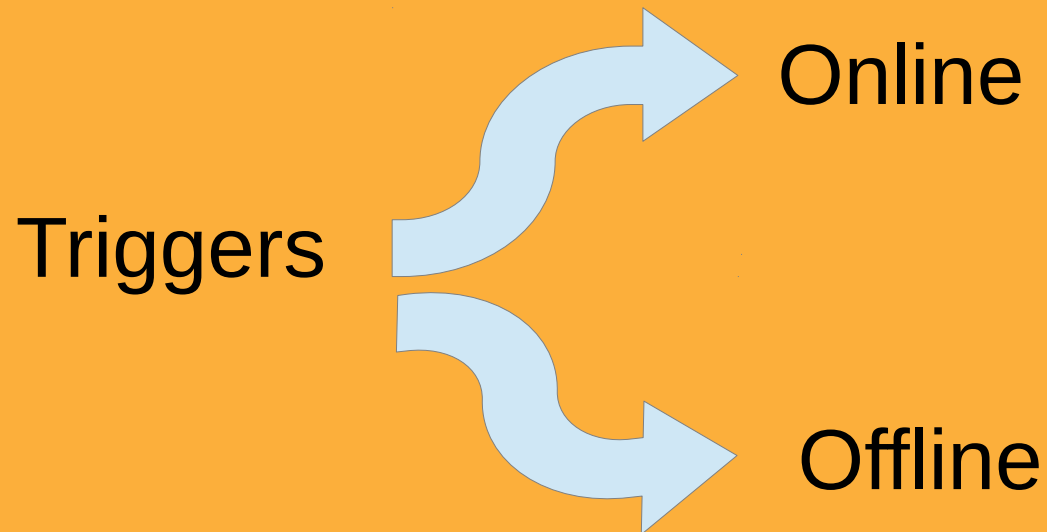
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# Introduction

- There are collisions at LHC every 25 ns ---> 40 millions per second
- Roughly 20-25 events in each collision
- So around 1 billion events per second!
- Therefore we must reuse the silicon layers every 25 ns

# We need Triggers!



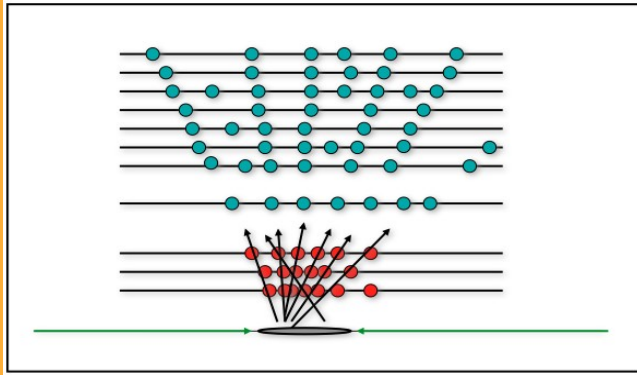
HLT is an online one.

# Let's talk about tracks!

There are 5 important parameters for each track

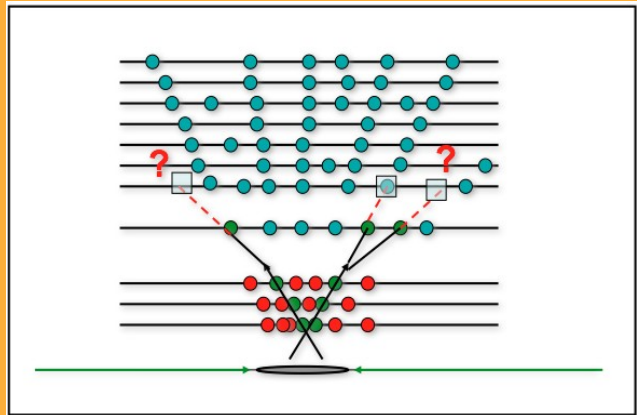
- Radius of curvature ----> Transverse momentum( $P_t$ )
- Angle of trajectory with respect to transverse plane( $\Phi$ )
- Angle of trajectory with respect to beamline( $\Theta$ )---> $\eta$
- "impact parameter" relative to beamspot , in the plane transverse to the beamline( $D_{xy}$ )
- impact parameter relative to beamspot perpendicular to the beamline( $D_z$ )

# Track Reconstruction



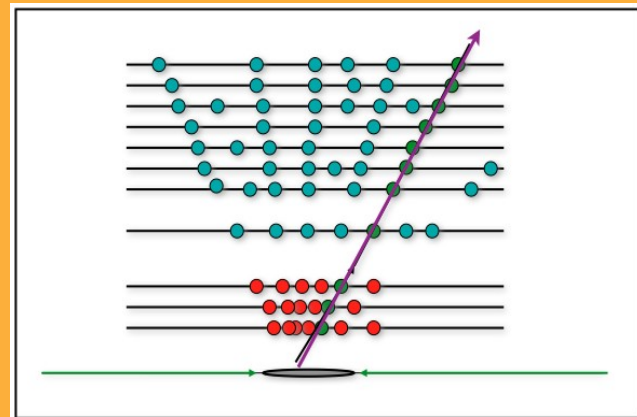
## **SEEDING**

- starts from the pixel tracks (triplets or pairs)
- seeds not compatible w/ the beamspot or PV are discarded



## **TRAJECTORY BUILDING**

*With a rough estimate of track parameter, it goes up layer by layer to gather more hits to find whether it can be a track or not*

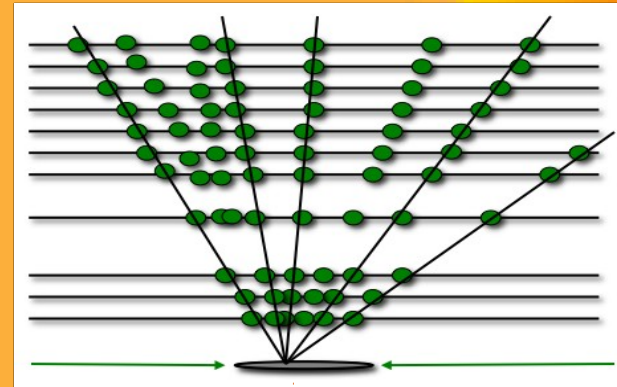


## **TRAJECTORY FITTING**

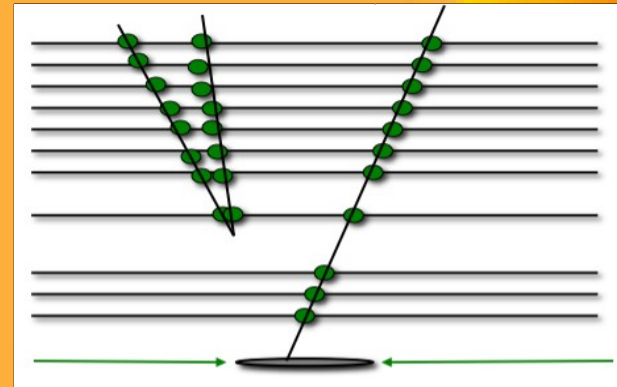
- more hits are added and the track parameters estimation is updated every time a new hit is found
- a final fit is performed to obtain the track parameters at the interaction point

# Iteration process

Iteration 0



Iteration 1

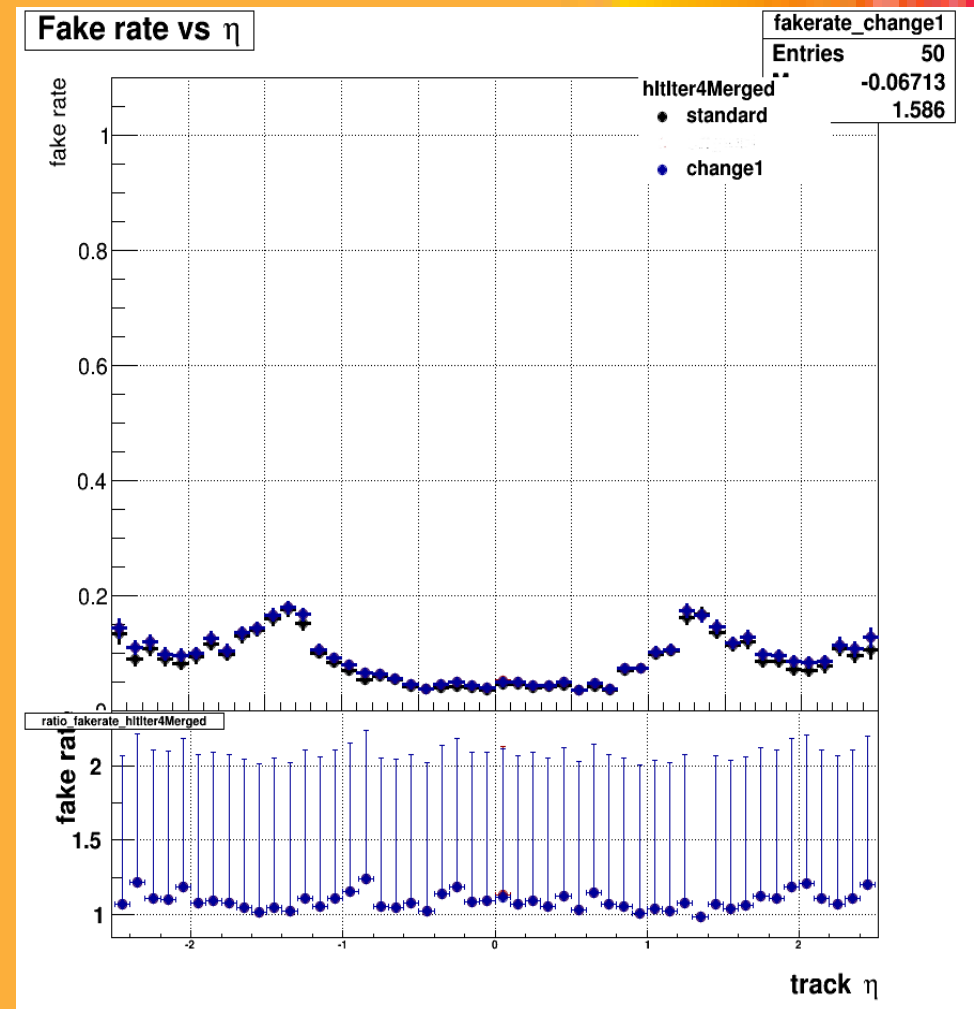
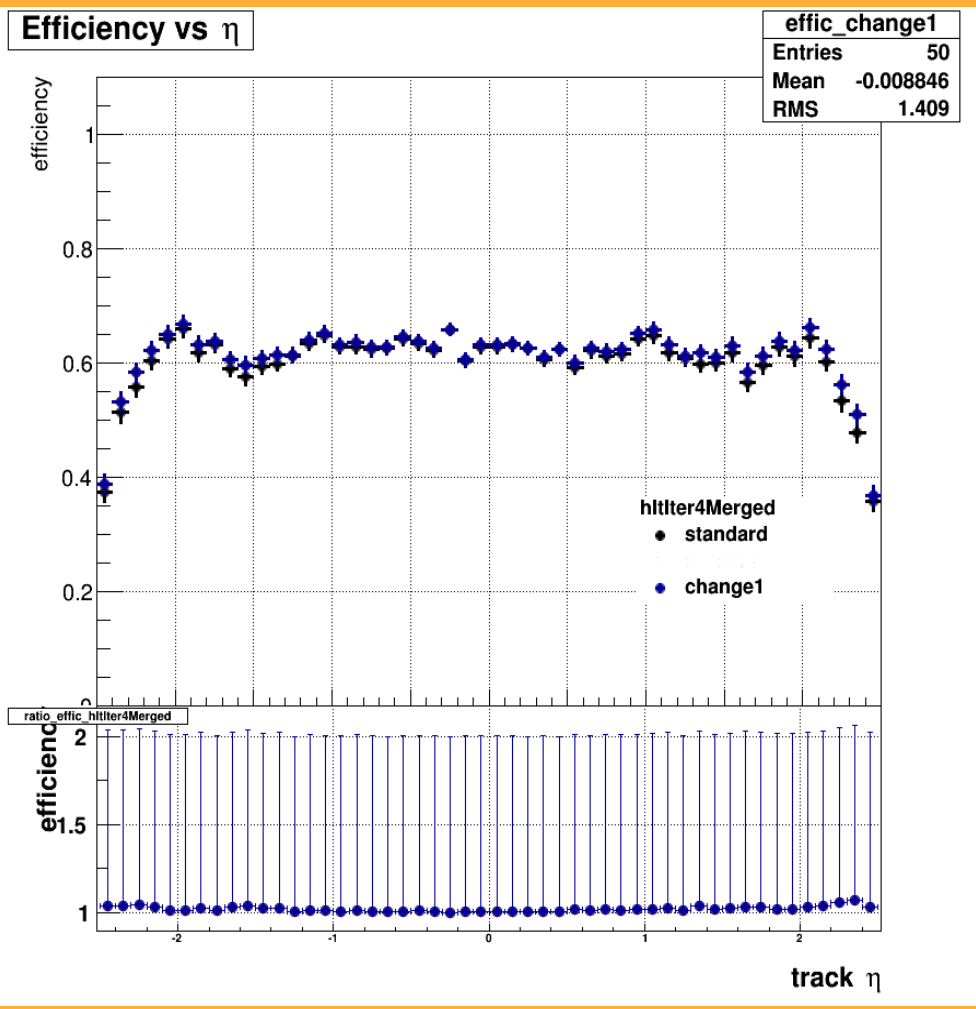


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# My work!

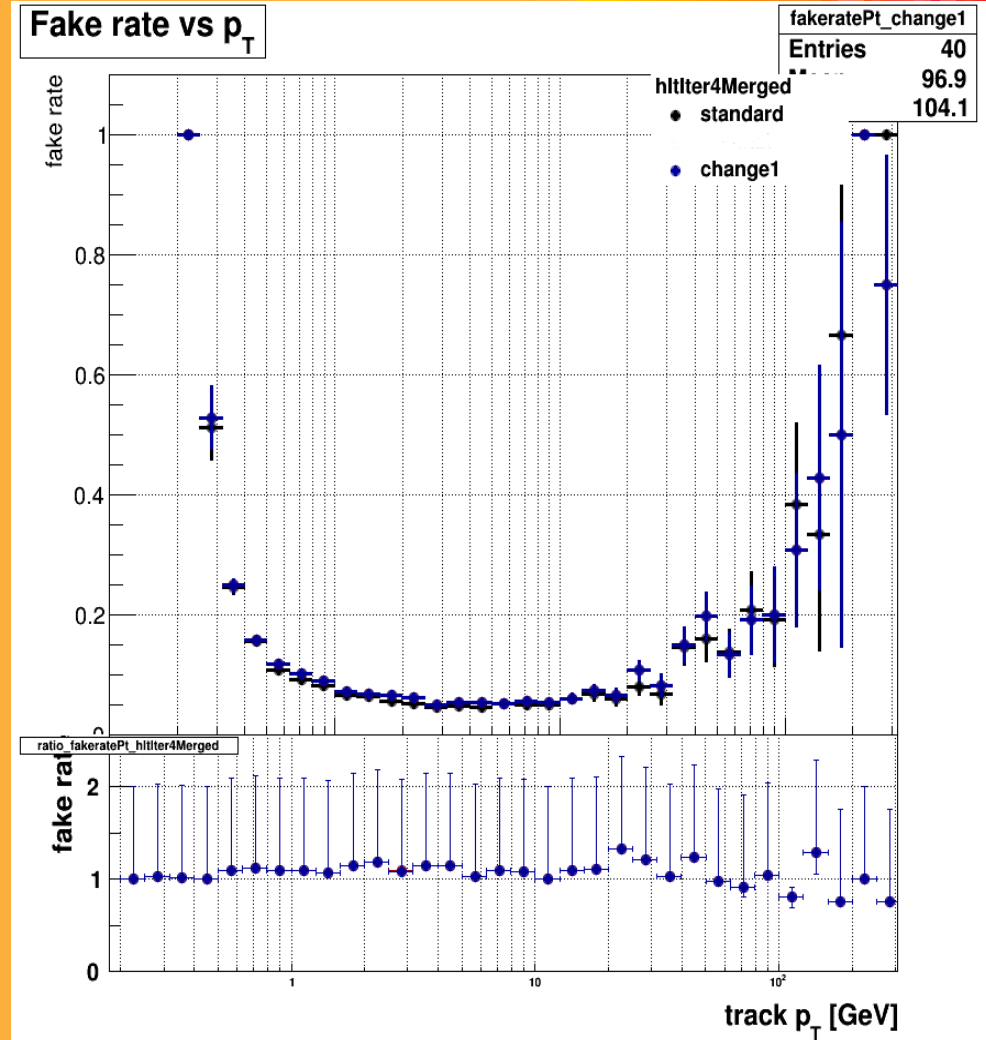
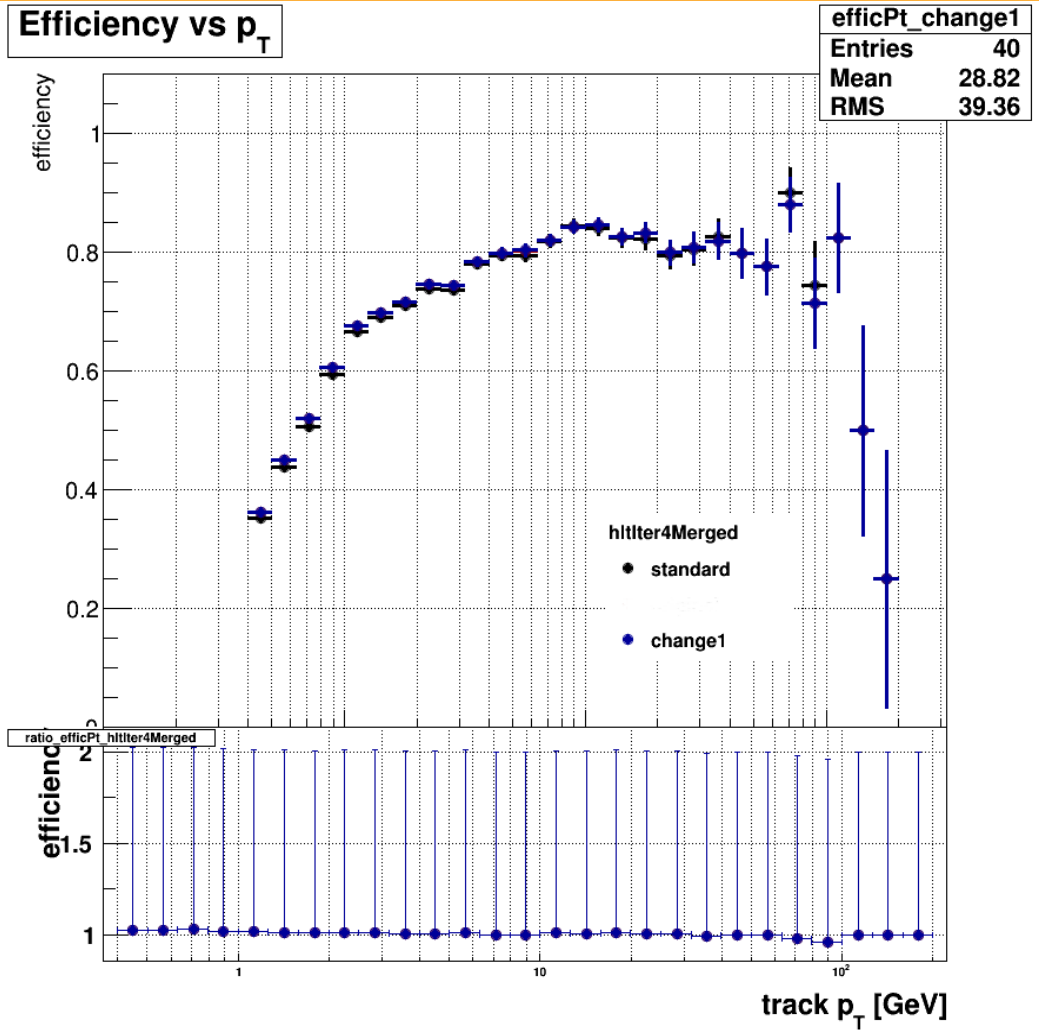
- Analytical Track Selector--->Multi Track Selector
- Using simulated events
- Efficiency and Fake Rate

# Eta





# Pt



Thank you