The design and performance of the ATLAS Inner Detector trigger in high pileup collisions at 13 TeV at the Large Hadron Collider

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#### The ATLAS Inner Detector (ID):

- The Inner Detector (ID) is the ATLAS sub-detector dedicated to track and vertex reconstruction
- 3 sub-systems, arranged in barrel and endcap configurations
  - Pixel detectors
    - 3 layers of barrel and endcap silicon pixel modules
    - + 1 barrel layer added for LHC Run 2, the Insertable B Layer (IBL)
  - Semiconducting Tracker (SCT)
    - 4 barrel + 9 endcap layers of stereo-doublet silicon microstrip modules
  - Transition Radiation Tracker (TRT)
    - Barrel and endcap modules of gaseous straw tubes, on average 36 hits per track



## The ID Trigger system:

- The ID Trigger is the part of the ATLAS High Level
  Trigger (HLT) system which performs fast Online track
  and vertex finding
- Tracking is essential in triggers for nearly all physics signatures
  - Allows physics-object reconstruction with sufficient resolution to be selected Online with controllable rates



- This becomes more important, but more difficult, as collision pileup increases
- However, tracking and vertexing are CPU intensive, and have the potential to be a bottleneck in the HLT runtime

#### The ID Trigger system:

- Various methods are used to ensure low timing while keeping good performance
  - Tracking is split into: pattern recognition stage, the Fast Track Finder (FTF); and Precision Tracking (PT), which processes tracks and clusters from the first stage, and improves their quality while applying tighter requirements
  - Spatial **Regions of Interest (Rols)** allow tracking and vertexing in reduced volumes
  - Multi-stage Rol methods define multiple Rols in sequence to allow for reduced Rol volumes, tailored for different stages of tracking and vertexing



## Multi-stage methods: Two-stage tracking

- Added for LHC Run 2, Rol sizes can be reduced by using multiple Rols in sequence, reducing latency of track finding
- Two-stage tracking:
  - Perform initial FTF tracking in Rol with large range along beamline, but narrow width in φ and pseudorapidity
  - 2) Determine track or vertex of interest
  - 3) Seed second RoI around this position, with narrower range along beamline, but widened in φ and pseudorapidity
  - 4) Perform FTF in second Rol, followed by Precision Tracking
- Employed in jet and hadronic-decay tau triggers, where z-position of the primary vertex or tau or the is not known from L1 information



## Multi-stage methods: Two-stage tracking



## Multi-stage methods: Super Rols

- Added for LHC Run 2, Rol overlap can be avoided by combining Rols
- Super Rols:
  - Define Rols with large range along beamline,



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but narrow width in  $\phi$  and pseudorapidity, and combine into a single region

- Perform tracking and vertexing over the combined region
- Avoids multiple processing and double counting of tracks that could occur when using multiple Rols
- Employed in *b*-quark jet triggers, along with two-stage tracking
  - 1) Perform initial FTF tracking in Super Rol defined around jets passing L1 trigger
  - 2) Perform primary vertex reconstruction using Super Rol track collection
  - 3) Define individual secondary Rols around jets, originating from the primary vertex
  - 4) Perform **FTF in secondary Rols**, followed by **Precision Tracking**, and **secondary vertexing** needed for *b*-hadron tagging

## Performance in 2017 data: Definitions of performance evaluation

- Plots produced from 13 TeV collisions, using current 2017 dataset
- Events are taken from dedicated performance triggers
  - Tracks are not used in trigger decision making, so as not to bias the performance
  - Other than this, the triggers are identical to triggers used for Physics data taking
- Performance is measured by matching and comparing tracks found by Online ID trigger algorithms (FTF and Precision Tracking) to tracks found by full Offline track reconstruction
  - For muon trigger performance, the Offline track matched to the Offlinereconstructed muon is used
  - For jet trigger performance, all Offline tracks from within the Rols are used
- More plots can be found in the backup slides

#### Performance in 2017 data, Muon triggers: Efficiency vs average collision pileup



- Efficiency >99% as a function of pileup, including at highest pileup conditions in LHC 2017 running
- ID Trigger has been optimised to be robust up to a pileup of 80, and could possibly maintain performance beyond this

### Performance in 2017 data, Muon triggers: Efficiency vs Offline muon pseudorapidity and $p_{\tau}$

![](_page_9_Figure_2.jpeg)

Efficiency for muons uniformly ~100% across muon pseudorapidity and p<sub>T</sub>

## Performance in 2017 data, Muon triggers: $d_0$ and $z_0$ resolution vs Offline muon $p_T$

![](_page_10_Figure_2.jpeg)

- Excellent spatial resolution
  - Down to ~10 µm at best
- Precision tracking algorithm improves resolution

#### Performance in 2017 data, Jet triggers: Efficiency vs average collision pileup

![](_page_11_Figure_2.jpeg)

Similar to muon triggers, efficiency shows little dependence on pileup, including high pileup conditions

## Performance in 2017 data, Jet triggers: Efficiency vs Offline track pseudorapidity and $p_{T}$

![](_page_12_Figure_2.jpeg)

- Efficiency for central pseudorapidity >98%
- Efficiency generally >98% as a function of p<sub>T</sub>

# Performance in 2017 data, Jet triggers: $d_{\circ}$ and $z_{\circ}$ resolution vs Offline track pseudorapidity

![](_page_13_Figure_2.jpeg)

- Good resolution performance
- Resolution degrades as a function of pseudorapidity due to tracks passing through more detector material, giving larger multiple scattering for tracks at larger angles

#### Conclusions:

- The ATLAS trigger could not achieve the needed rate reduction and high efficiencies without the ID Trigger
- Multi-stage Rol methods used in Run 2 to keep latency low while maintaining excellent performance
  - **Two-stage tracking** reduces spatial volume in which tracking will be run
  - **Super Rols** avoid multiple processing and double counting of tracks
- Excellent tracking performance seen in high rate and pileup conditions in data taken in 2017 so far
  - Tracking efficiency insensitive to pileup, including at highest pileup conditions observed
- The ID Trigger continues to provide excellent performance and will do so in the future!

#### Image references:

- Slide 2: Inner Detector cutaway ATL-PHYS-PUB-2015-018 <u>https://atlas.web.cern.ch/Atlas/GROUPS/PHYSICS/PUBNOTES/ATL-PHYS-PUB-2015-018</u>
- Slide 3, 18: ATLAS Online System schematic, ATLAS Trigger System schematic <u>https://twiki.cern.ch/twiki/bin/view/AtlasPublic/ApprovedPlotsDAQ</u>
- Slide 4: Two-stage tracking diagram and timing plot <u>HLT Tracking Public Results</u>
- Slides 8 13, 19 21: 2017 data performance plots <u>HLT Tracking Public Results</u>
- Slide 17: Inner Detector schematic ATL-PHYS-PUB-2015-050 <u>https://atlas.web.cern.ch/Atlas/GROUPS/PHYSICS/PUBNOTES/ATL-PHYS-PUB-2015-050</u>

![](_page_16_Picture_0.jpeg)

![](_page_16_Picture_1.jpeg)

#### Schematic of Inner Detector:

![](_page_17_Figure_2.jpeg)

#### Schematic of ATLAS Trigger System:

![](_page_18_Figure_2.jpeg)

### Multi-stage methods: Two-stage tracking; percision tracking timing

![](_page_19_Figure_2.jpeg)

### Performance in 2017 data, Muon triggers: Efficiency vs Offline muon d<sub>o</sub> and z<sub>o</sub>

![](_page_20_Figure_2.jpeg)

Performance in 2017 data, Muon triggers:  $d_{\circ}$  and  $z_{\circ}$  resolution vs Offline muon pseudorapidity

![](_page_21_Figure_2.jpeg)

### Performance in 2017 data, Jet triggers: Efficiency vs Offline track z

![](_page_22_Figure_2.jpeg)