Generating Track Stubs in Track Trigger Layers

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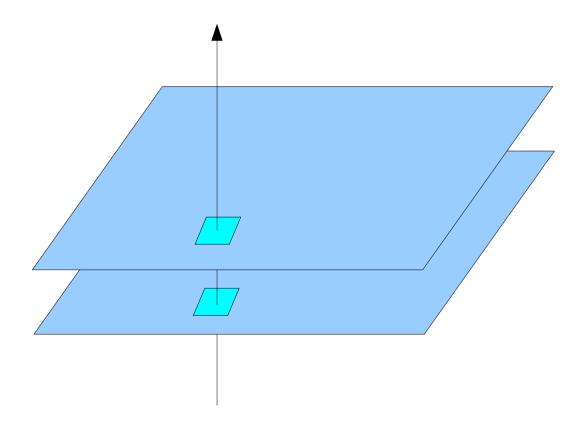
Nov. 20, 2008

Goal

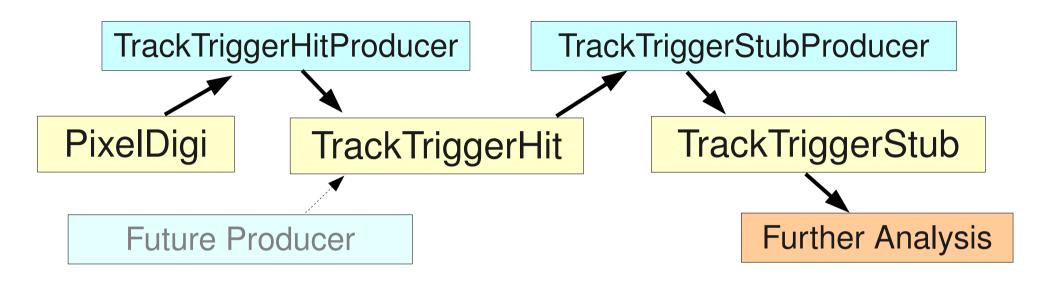
- Track trigger requires a design that minimizes data volume by accepting only hits from high-Pt tracks.
 - Stacked layers
 - Cluster size
- Need to simulate these designs
 - Initially focus on stacked layers and the existing Strawman designs.
 - First step: Create track stubs in the stacked barrel layers.
 - Eventually need to consider endcap geometry.

Stacked Layers

 On a matching pair of modules in a stacked trigger layer, form track stubs from hits on each layer.



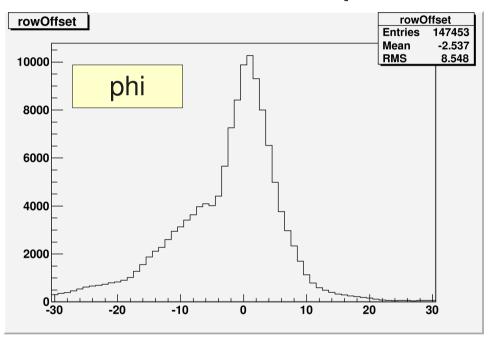
Code Structure

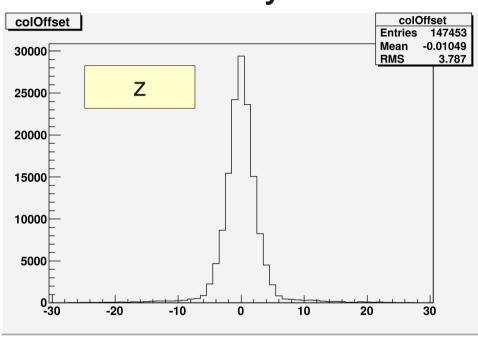


- TrackTriggerHit = PixeIDigi without ADC info
- TrackTriggerStub
 - Can store an arbitrary number of hits in each layer.
 - Current algorithm just puts one hit from each layer.

Running on Strawman B

For track stubs, pixel offsets between layers:





- Can impose tolerances on offsets in the producer.
- This code is now in CVS.

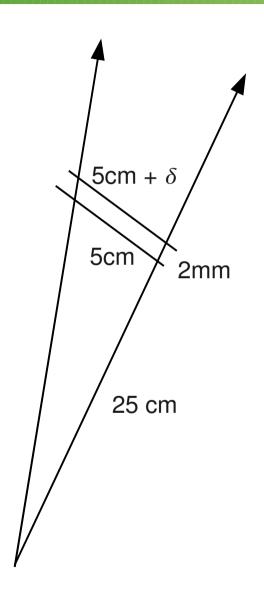
Pixel Offset

 Pixel offset for a straight track varies across a single module.

$$\frac{5 cm + \delta}{5 cm} = \frac{25 cm + 2 mm}{25 cm}$$

$$\Rightarrow \delta = 0.4 mm = 400 \mu m \approx 8 \text{ pixels}$$

 Will be a complication for software, and a major challenge for trigger hardware.



Need Geometry Awareness

To form stubs:

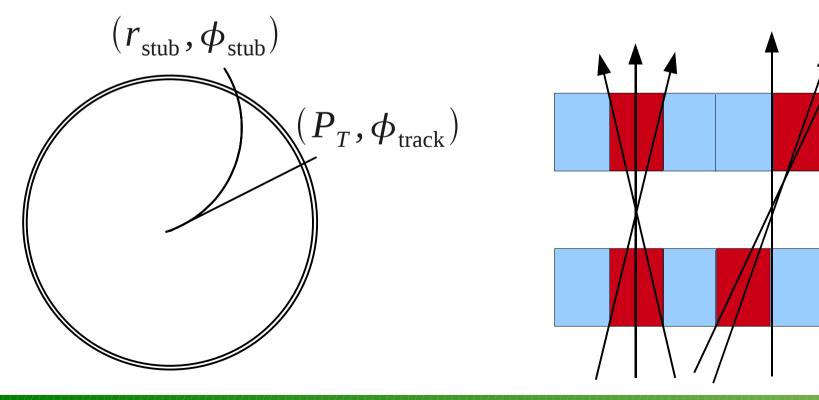
- Need to know which modules (DetIds) are paired (currently hard-coded for Strawman B).
- May wish to incorporate Andrew Rose's code.
- Need pixel offset to account for tilt angle.

To analyze stubs:

- TrackTriggerStub just stores the DetIds of the inner and outer module – no knowledge of geometry.
- Need functions to calculate geometrical quantities (next slide) – probably implement in a helper class.

Geometry Info from Stubs

- Stub location and tilt angle
- Best-guess track parameters & allowable range
- Other ideas?



Status & Plans

- Formats and producers to create track stubs are in CVS.
- Can add this to the current Strawman B simulation.
 - I've run this, but the existing .cfg file in CVS doesn't create the stubs.
- Next step: Add geometry awareness.
- Then: Test trigger algorithms using track stubs.