



CMS Experiment at the LHC, CERN

Data recorded: 2022-Nov-18 15:50:14.858368 GMT

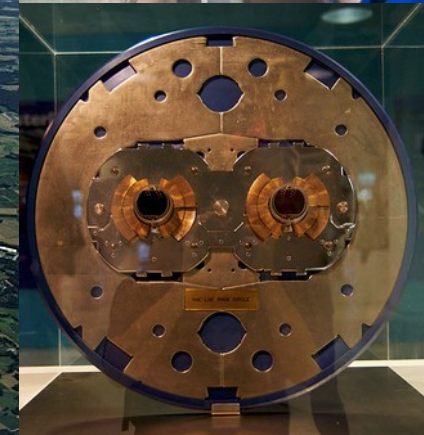
Run / Event / LS: 362293 / 24480852 / 27

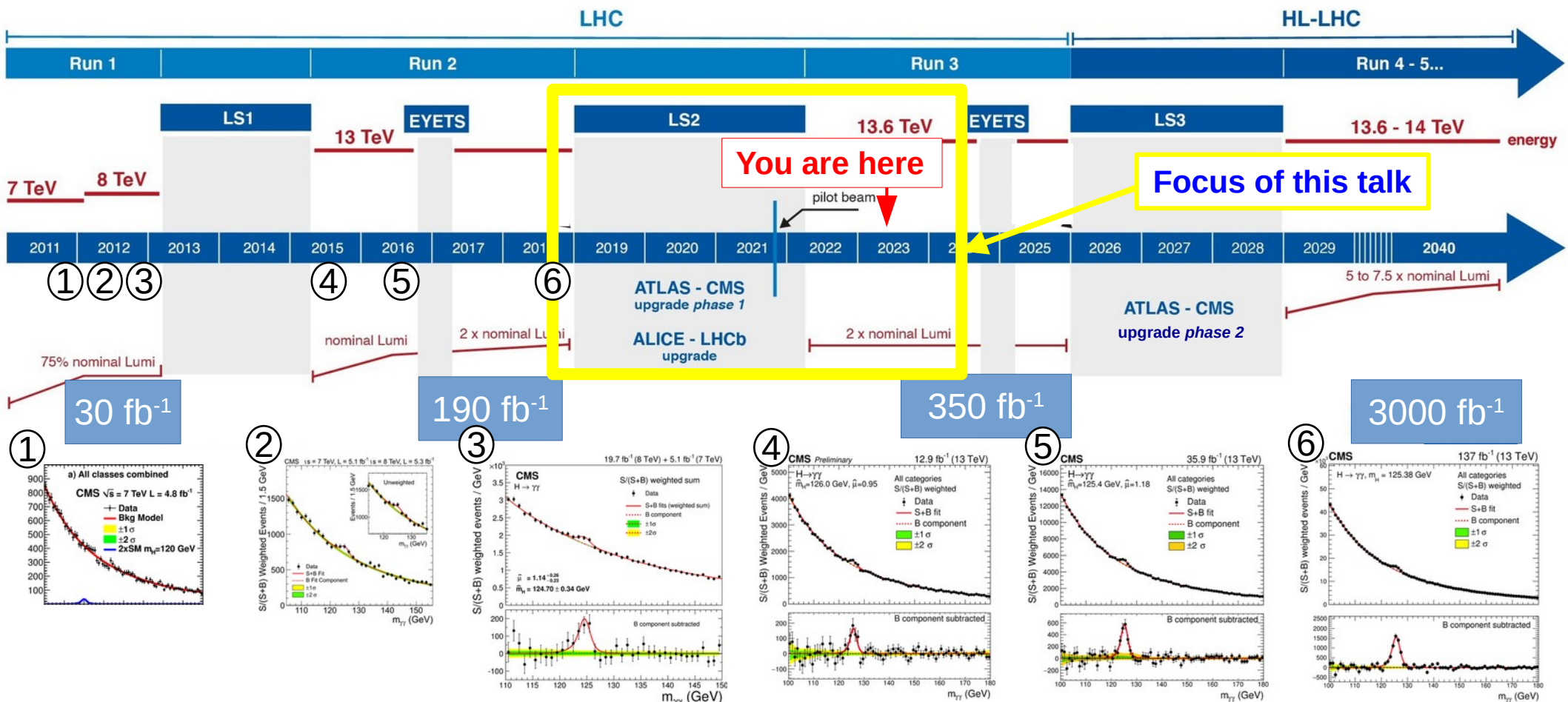
(PbPb collision)

Trigger CMS

A 3D visualization of a PbPb collision event. The central region is a dense, glowing yellow and green sphere, representing the collision point. Numerous green and blue lines radiate outwards from this center, representing the paths of particles. The background is dark blue with scattered blue cubes and lines, suggesting a complex particle environment. In the bottom-left corner, there are several red, semi-transparent rectangular planes, likely representing detector components or trigger regions.

*Silvio Donato (INFN Pisa)
on behalf of the CMS Collaborations*





CMS DETECTOR

Total weight : 14,000 tonnes
 Overall diameter : 15.0 m
 Overall length : 28.7 m
 Magnetic field : 3.8 T

STEEL RETURN YOKE
 12,500 tonnes

SILICON TRACKERS
 Pixel ($100 \times 150 \mu\text{m}$) $\sim 16\text{m}^2 \sim 66\text{M}$ channels
 Microstrips ($80 \times 180 \mu\text{m}$) $\sim 200\text{m}^2 \sim 9.6\text{M}$ channels

SUPERCONDUCTING SOLENOID
 Niobium titanium coil carrying $\sim 18,000\text{A}$

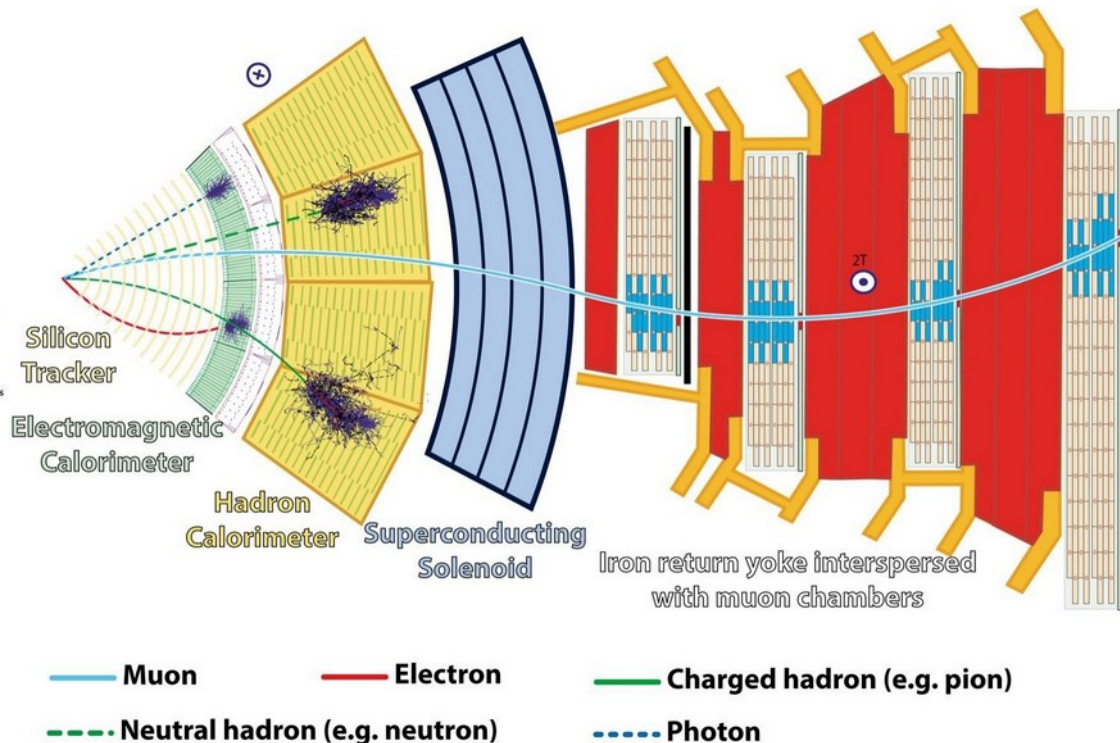
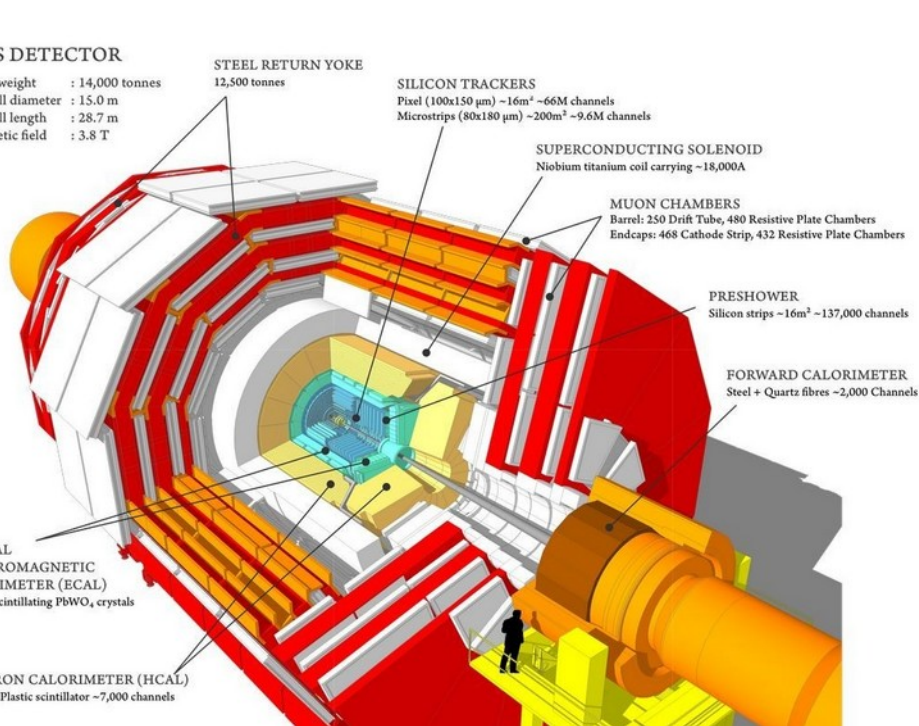
MUON CHAMBERS
 Barrel: 250 Drift Tube, 480 Resistive Plate Chambers
 Endcaps: 468 Cathode Strip, 432 Resistive Plate Chambers

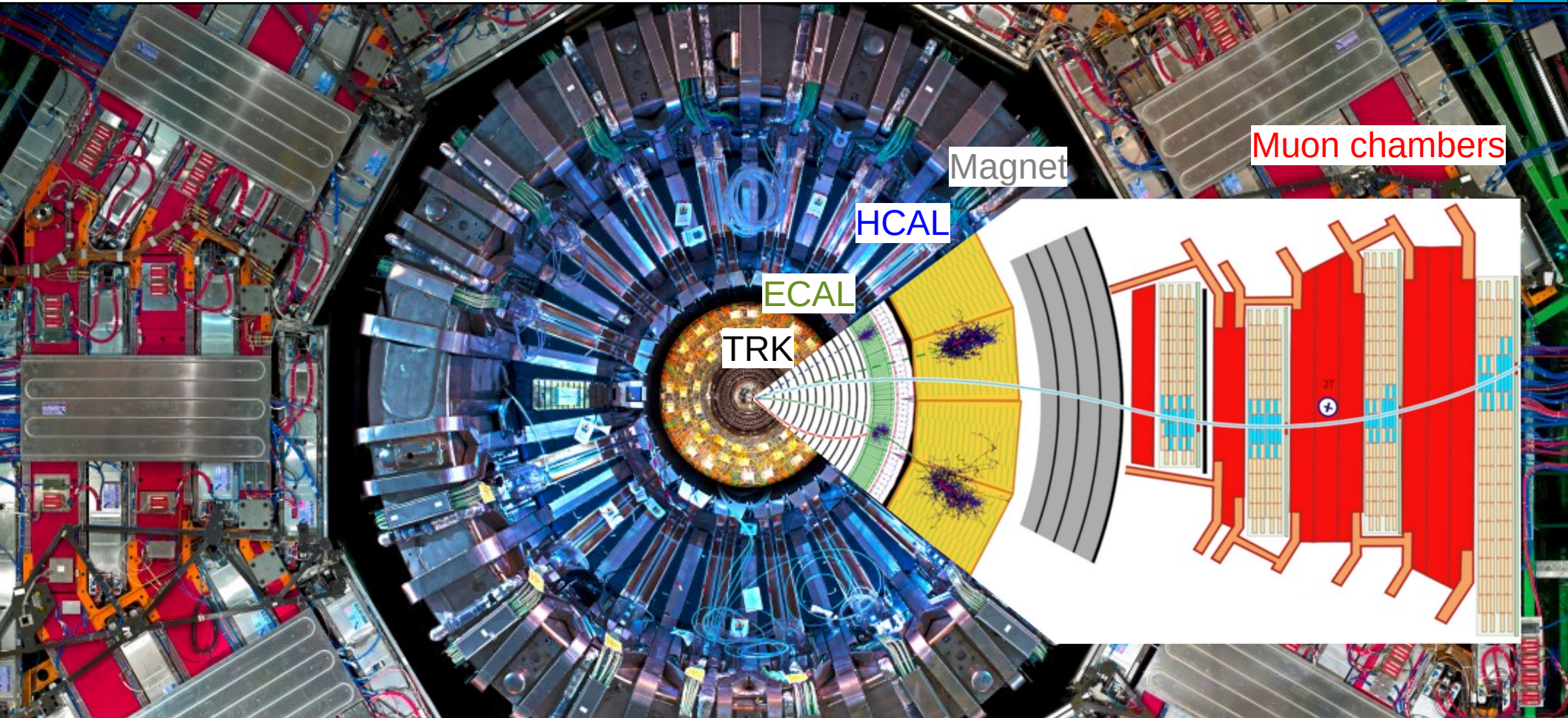
PRESHOWER
 Silicon strips $\sim 16\text{m}^2 \sim 137,000$ channels

FORWARD CALORIMETER
 Steel + Quartz fibres $\sim 2,000$ Channels

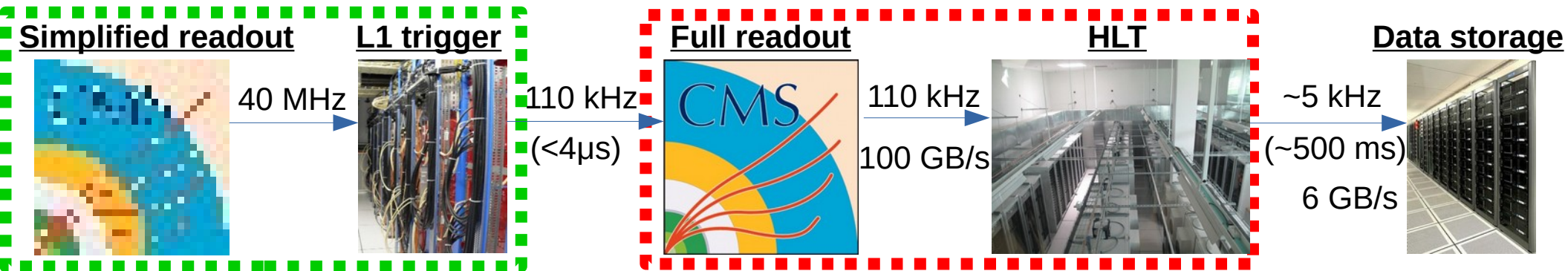
CRYSTAL ELECTROMAGNETIC CALORIMETER (ECAL)
 $\sim 76,000$ scintillating PbWO_3 crystals

HADRON CALORIMETER (HCAL)
 Brass + Plastic scintillator $\sim 7,000$ channels

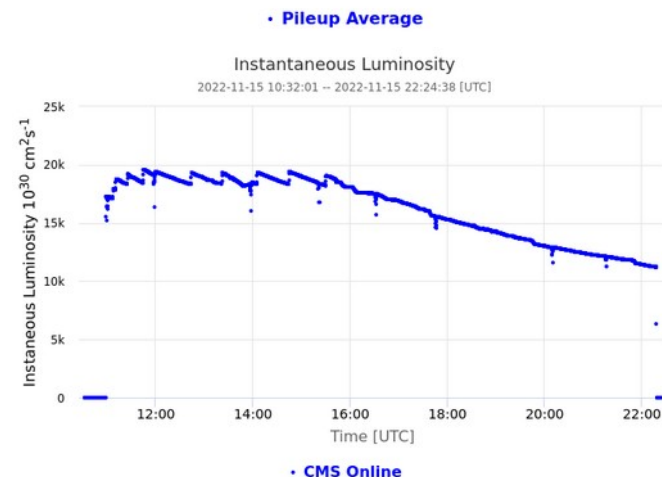
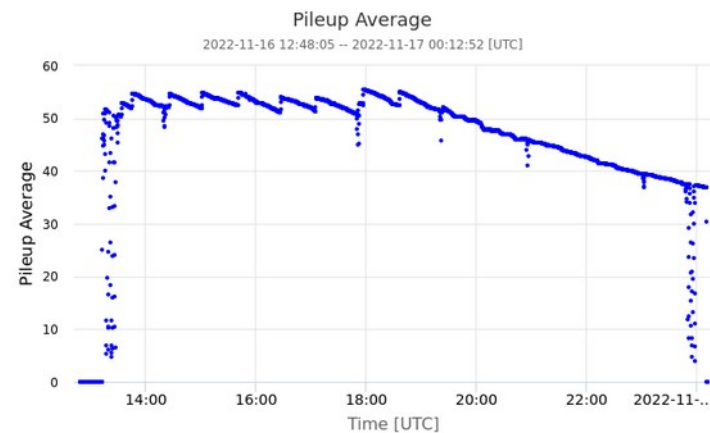




- **Hardware trigger (L1): 40 MHz → 110 kHz**
 - simplified readout (**no tracker**), small latency ($<4\mu\text{s}$).
- **Software trigger (HLT): 110 kHz → ~5 kHz.**
 - full event readout available ($\sim 1.2\text{MB/event}$);
 - simplified reco: 51.2k CPUs → 465ms/event **on average**.



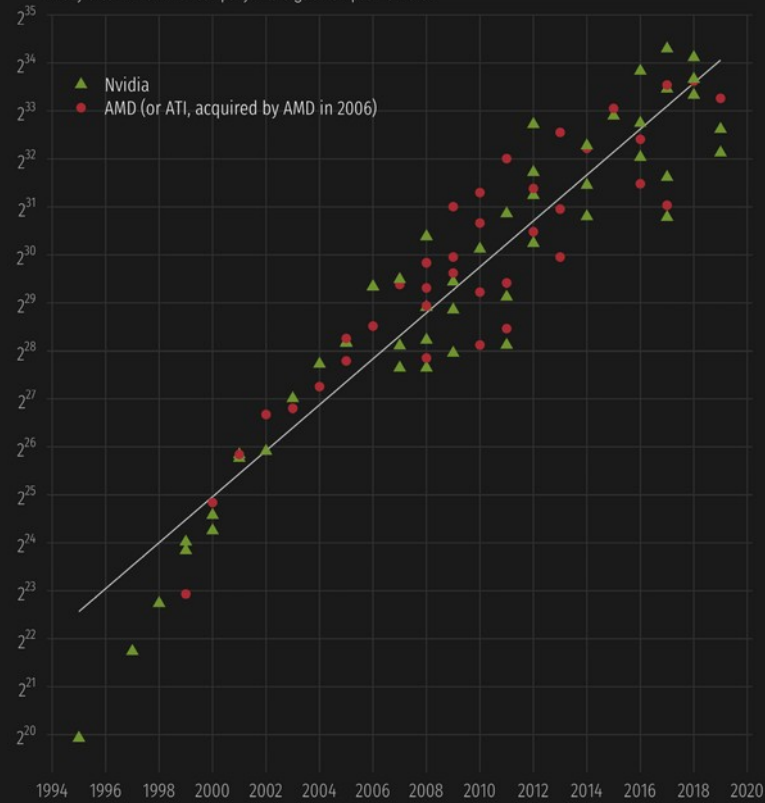
- LHC:
 - Longer fill (lumi leveling)
 - Larger luminosity: $2.0E34 \rightarrow 2.15E34 \text{ cm}^{-2}\text{s}^{-1}$ (2023)
 - Large pileup: 56 $\rightarrow \sim 62$ (2023)
 - Larger energy 13 TeV \rightarrow 13.6 TeV
- CMS:
 - Main Phase-I upgrades completed in Run-2 (Pixels, L1 trigger, HCAL endcap)
 - HCAL barrel: new readout
 - PPS: fully integrated in CMS (CT-PPS)
 - New muon detector (GEM)
 - **GPU at HLT**



- **GPUs** very powerful in parallel computing,
 - exponential increase!
- Increasing usage in High Energy Physics
 - especially for Machine Learning.
- CMS is using GPUs in the trigger software starting from Run 3.
- Big effort in porting Pixel, HCAL, ECAL code on GPU (CUDA);
 - first step towards an **heterogeneous** era.

Moore's Law and the Future of GPUs

Today, Nvidia and AMD (which acquired ATI in 2006) are the only two makers of graphics processing units (GPUs). The two companies have kept pace with Moore's Law, which asserts the number of transistors in a circuit will double every two years. But with circuits approaching only several nanometers in size, when will Moore's Law finally break? And which company will forge a new path forward?



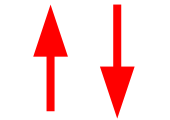
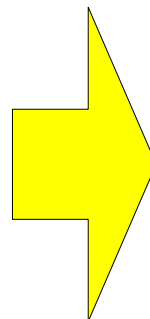
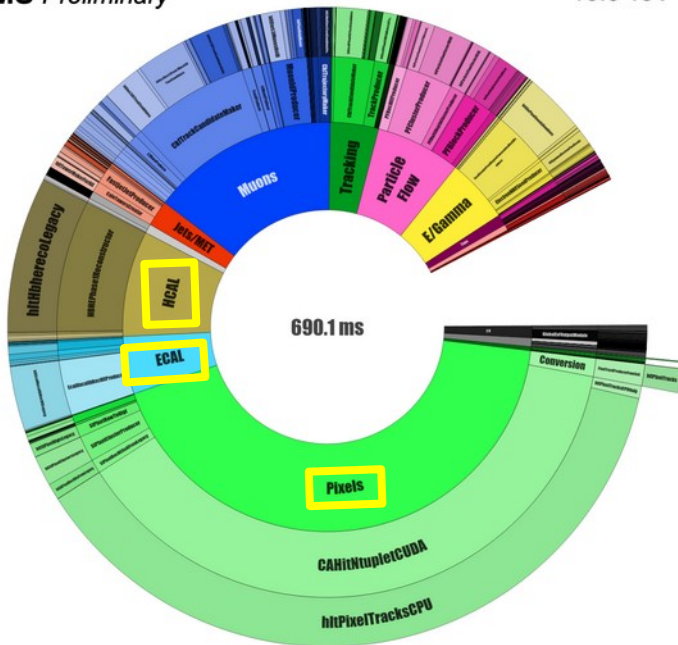
Source: "Transistor count" Wikipedia | Graphic: nsgrantham.com/moores-law

CPU only

CPU + GPU

CMS Preliminary

13.6 TeV



CMS Preliminary

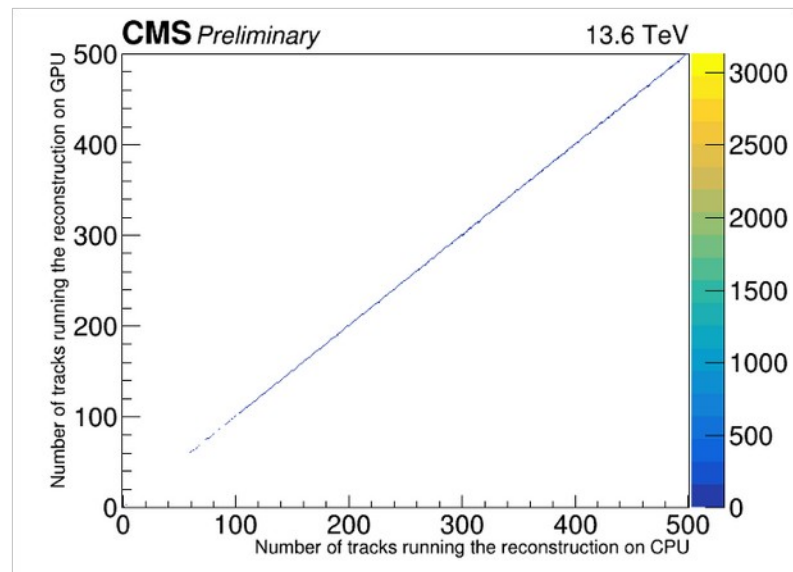
13.6 TeV



CPU: 2x AMD EPYC "Milan" 7763 (64 cores/CPU, 2 threads/core)
 GPU: 2x NVIDIA T4

x 200 machines

- Offload to GPU:
 - HCAL, ECAL, Pixel local reconstruction
 - Pixel tracking
- Current model:
 - Two different modules running on CPU and GPU
 - Monitor of possible CPU/GPU difference
- Next step:
 - **Portability library (Alpaka):**
same code running on both CPU and GPU.



- About 300 L1 trigger and 600 HLT criteria to select physics events

L1 trigger

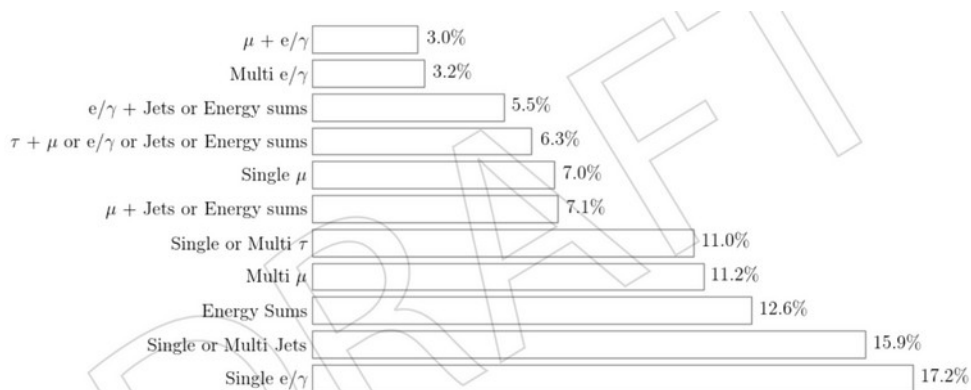
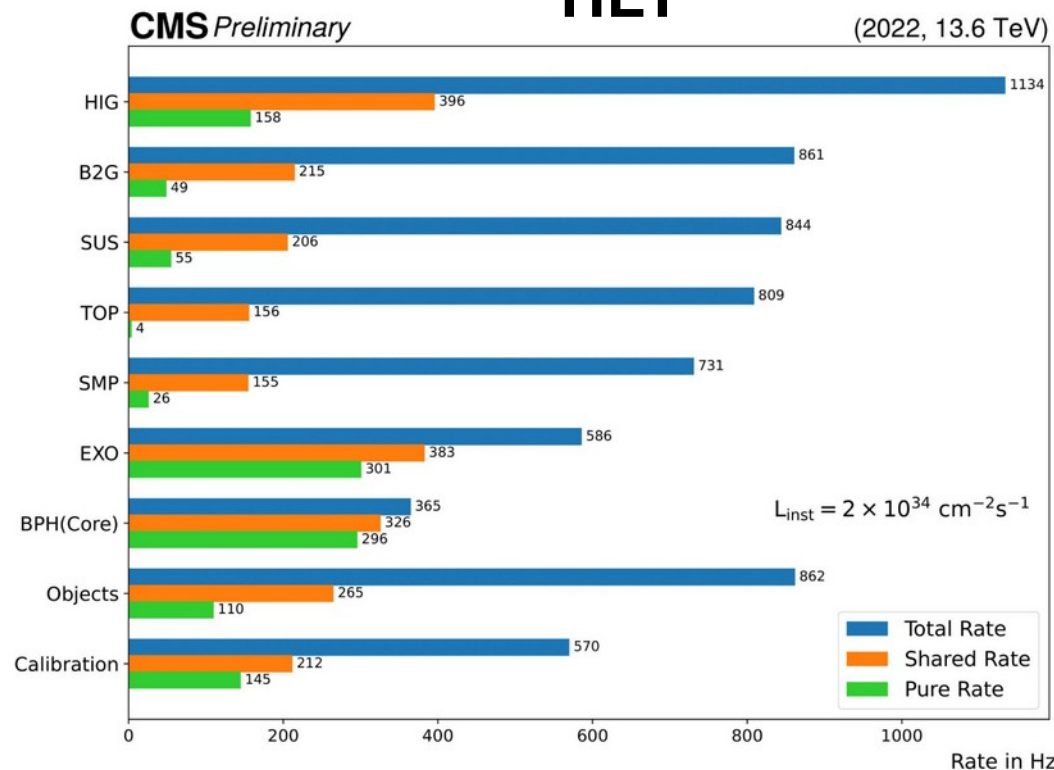


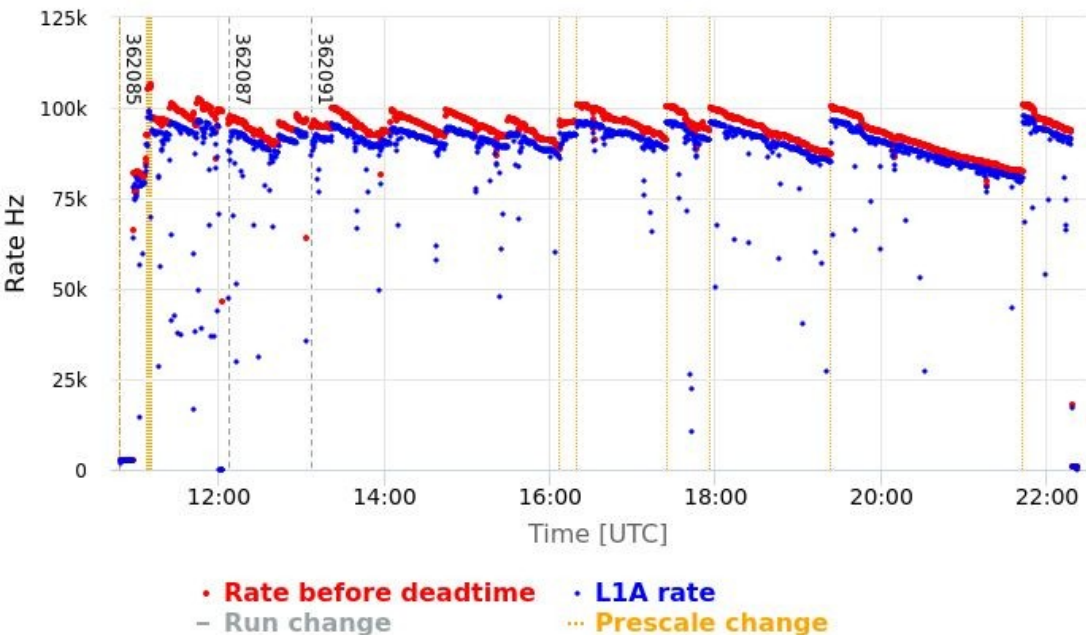
Figure 130: Fractions of the 100 kHz rate allocation for single- and multi-object triggers and cross triggers in the baseline Run 3 menu, calculated using pileup only Run 3 MC.

HLT



L1 trigger rate

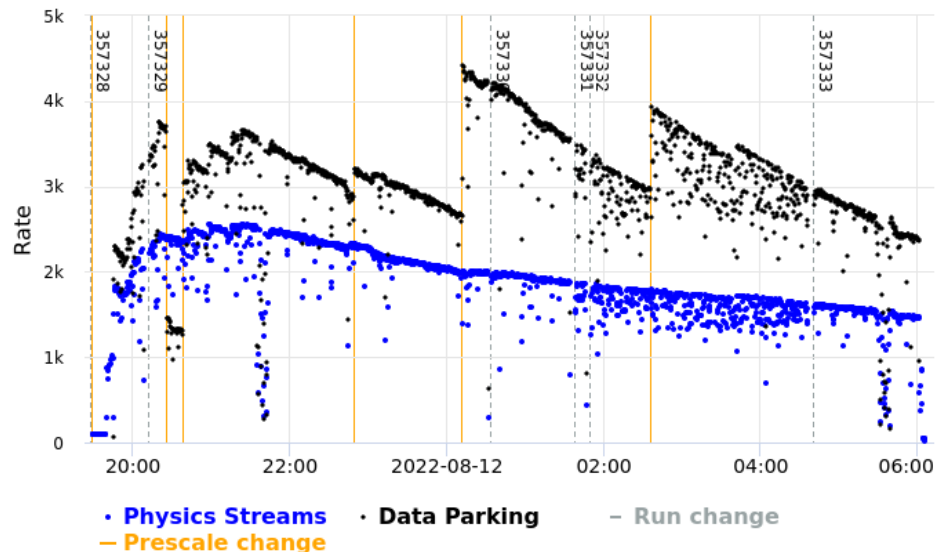
2022-11-15 10:32:01 -- 2022-11-15 22:24:38 [UTC]



~100 kHz L1T

HLT rate

2022-08-11 19:14:14 -- 2022-08-12 07:41:41 [UTC]

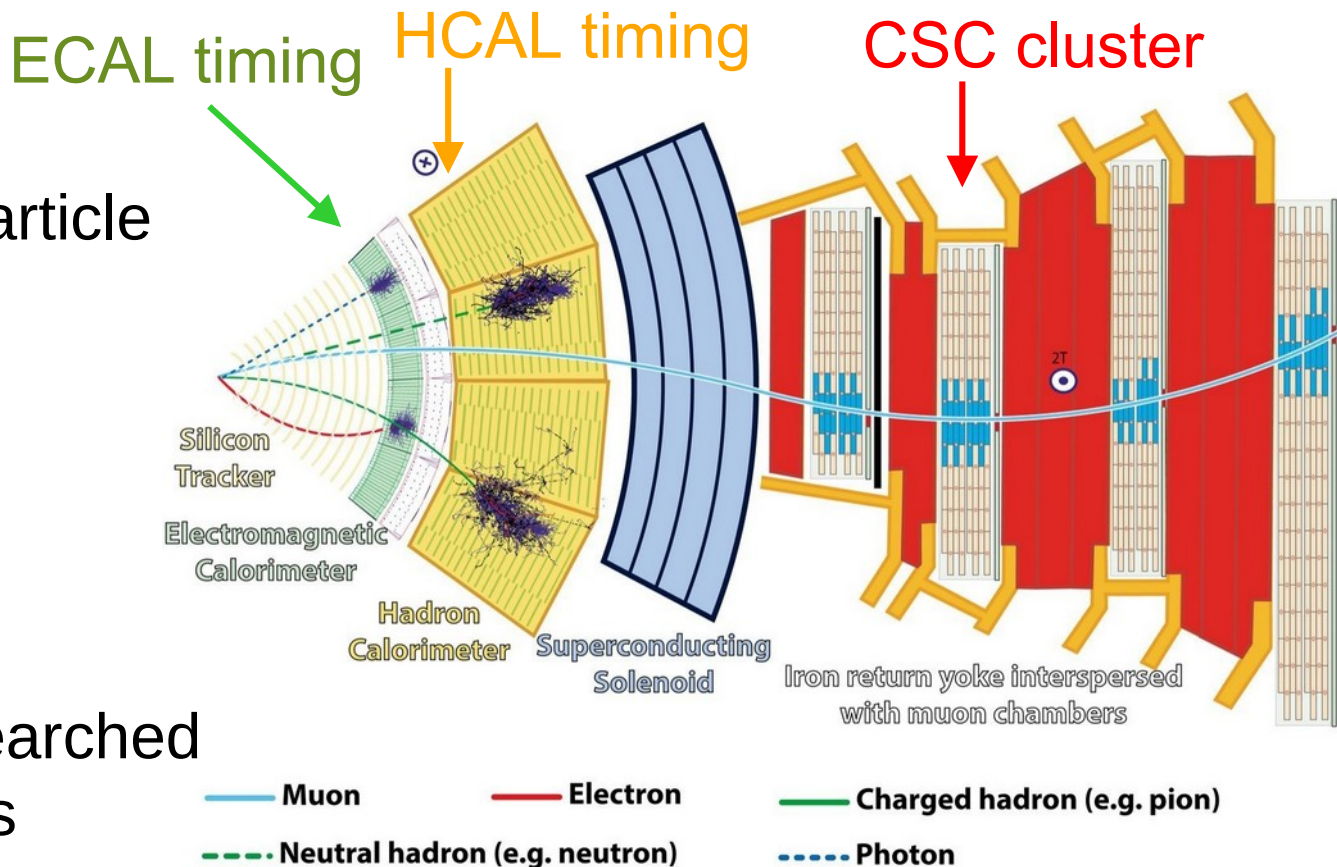


~2 kHz in prompt reconstruction
 ~3 kHz in delayed reconstruction

- In Run-3 new triggers targeting long-lived particle signatures:

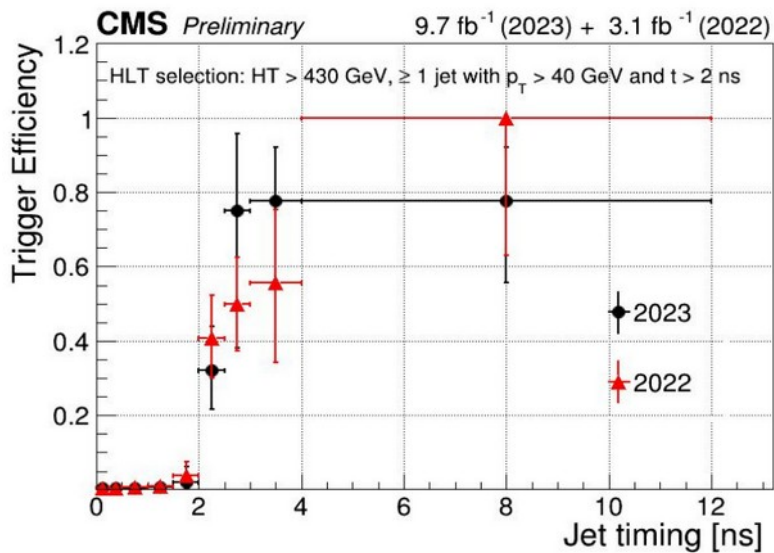
- ECAL delayed signal
- HCAL delayed signal
- Particle shower in muon chambers

- In Run-2 LLP were searched using displaced tracks



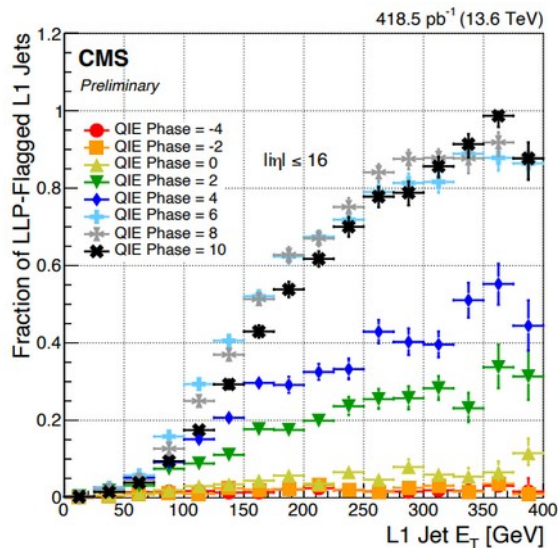
ECAL timing (HLT)

Efficiency vs ECAL timing



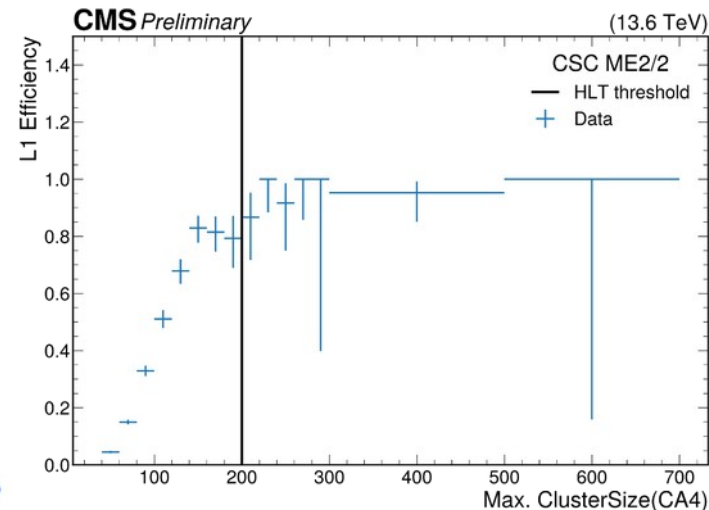
HCAL timing (L1)

Fraction of LLP flagged L1 jets for different HCAL timing offset

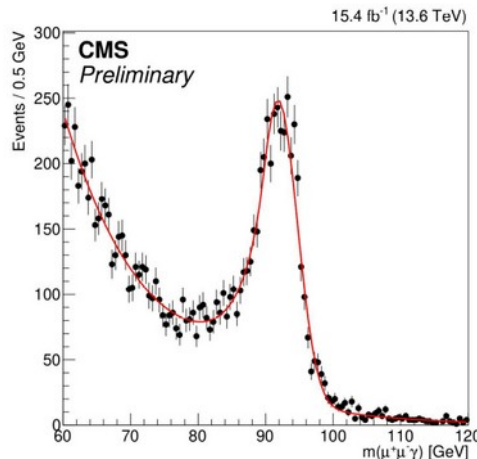


CSC cluster (L1)

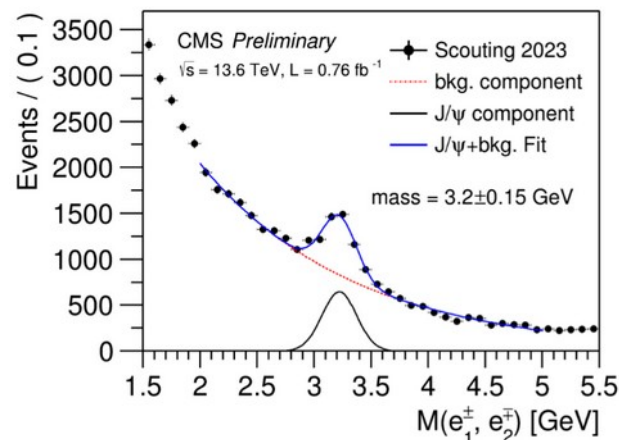
Efficiency vs number of CSC signals in a CSC cluster



- Scouting consists in saving only the HLT-reconstructed the physics objects.
- In Run-3 scouting have been extended to **all physics objects** (muons, electrons, photons, jets, pixel tracks)
 - ~7 kB/event
- In Run-3, we are able to run the **scouting reco at 30 kHz!**
 - 30% of L1 rate

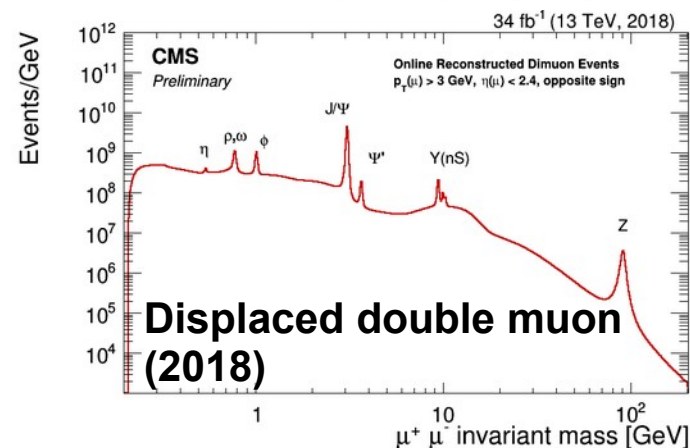
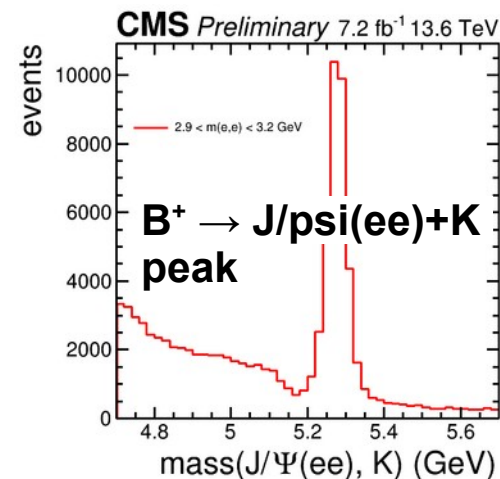


Z($\mu\mu\gamma$) peak

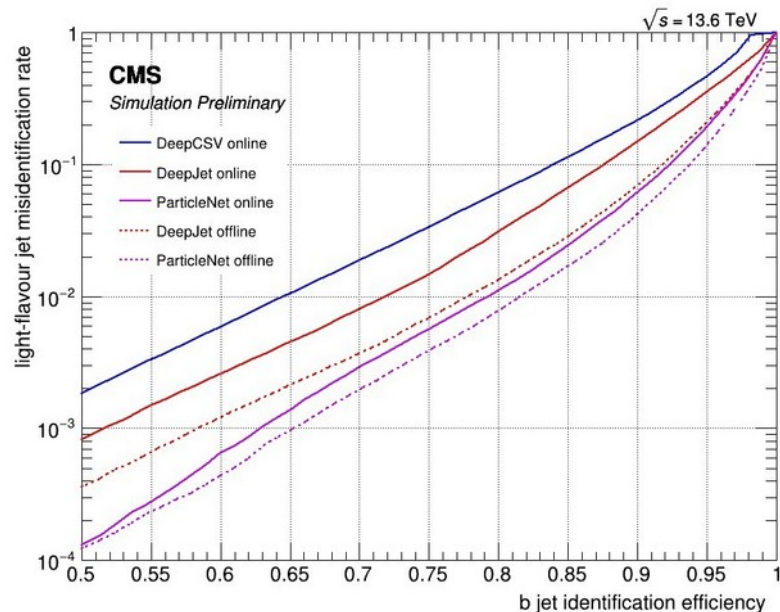
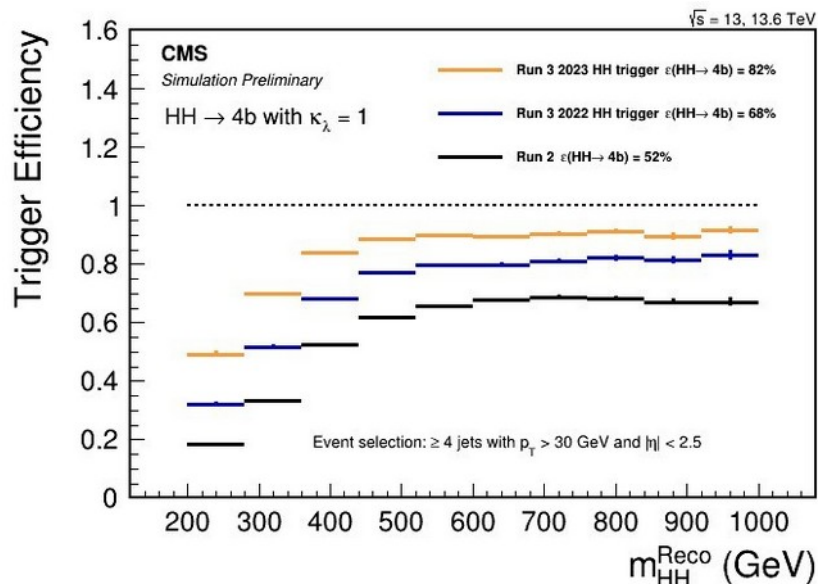


J/psi(ee) peak

- In Run-3 we increased the rate of B-physics triggers using delayed reconstruction from ~ 300 Hz to 1.6 kHz.
- New inclusive dimuon trigger in mass range.
- New soft dielectron trigger
 - Improved soft electron reconstruction
- Single displaced muon active in 2018 and 2022.



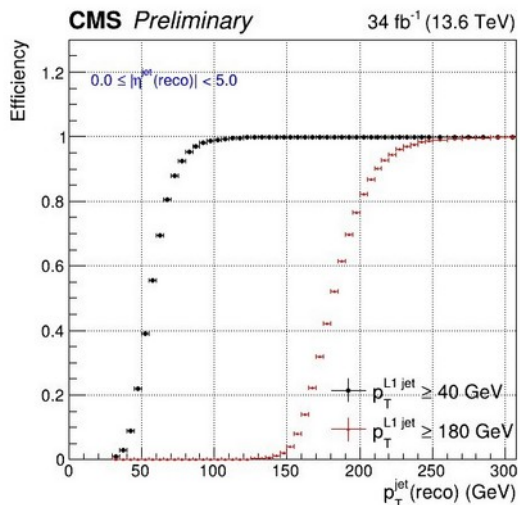
- New b-tagger based on **graph net** (ParticleNet) integrated at HLT
- Excellent performance both offline and at HLT



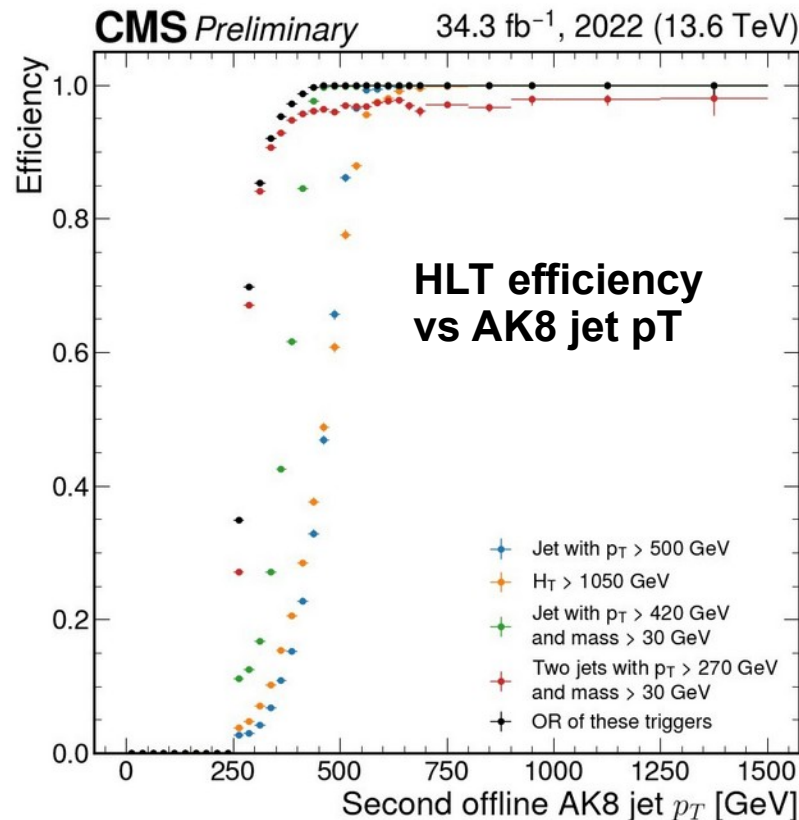
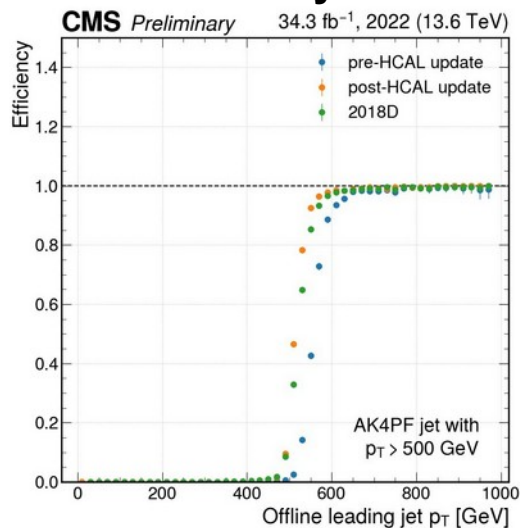
- Large efficiency increase for $HH \rightarrow 4b$
- Further increase in 2023 using delayed reconstruction and new L1 seed

- Good jet performance in Run-3
- New boosted algorithm at HLT
 - “trimmed mass” → “soft-drop mass”

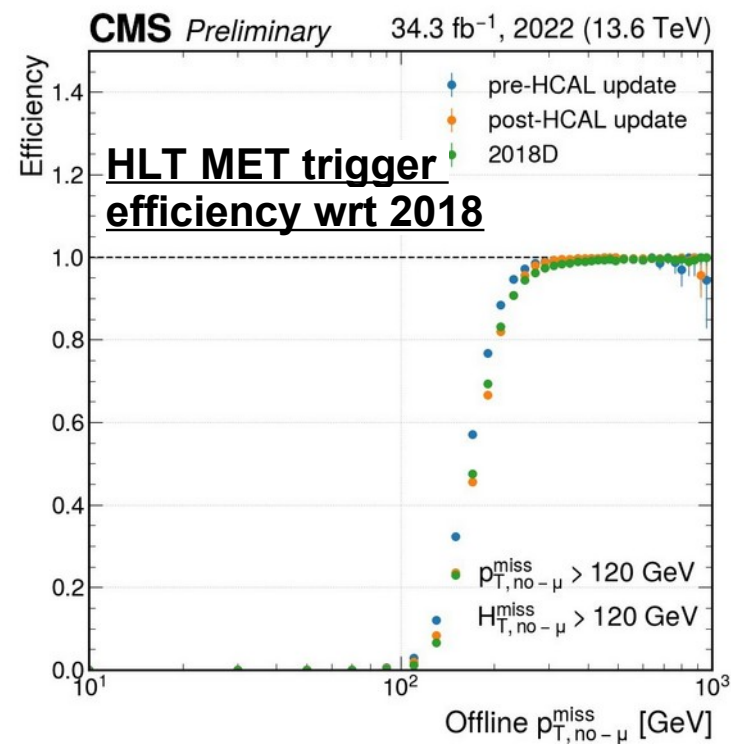
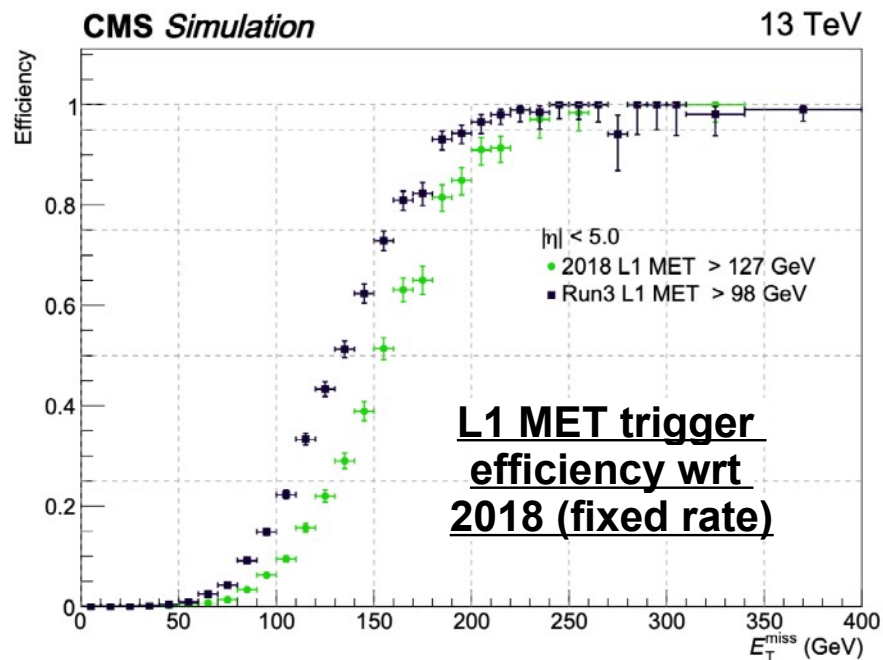
L1 trigger efficiency



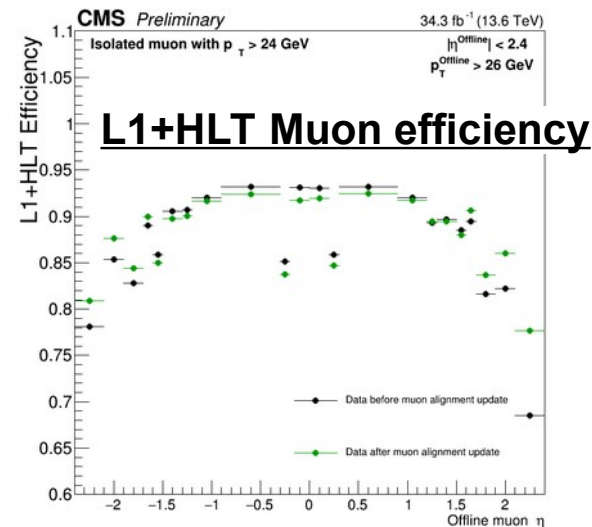
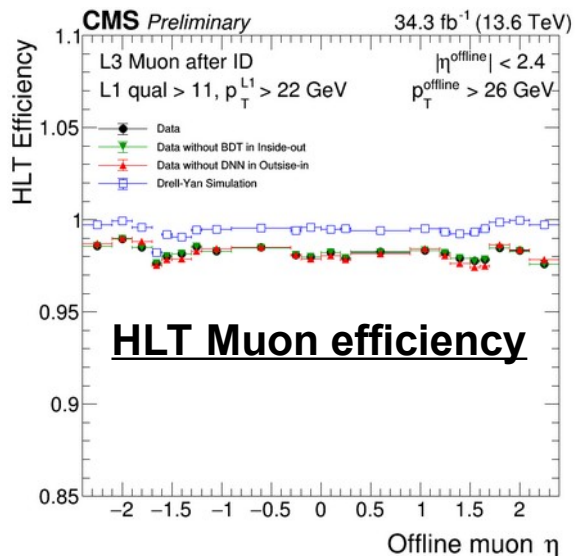
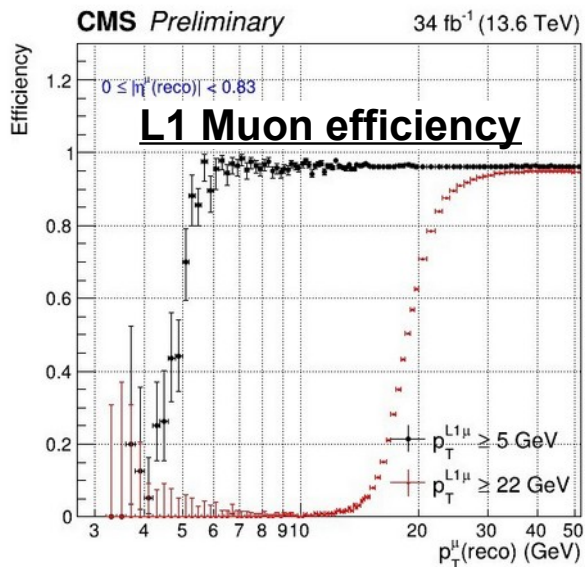
HLT efficiency vs 2018



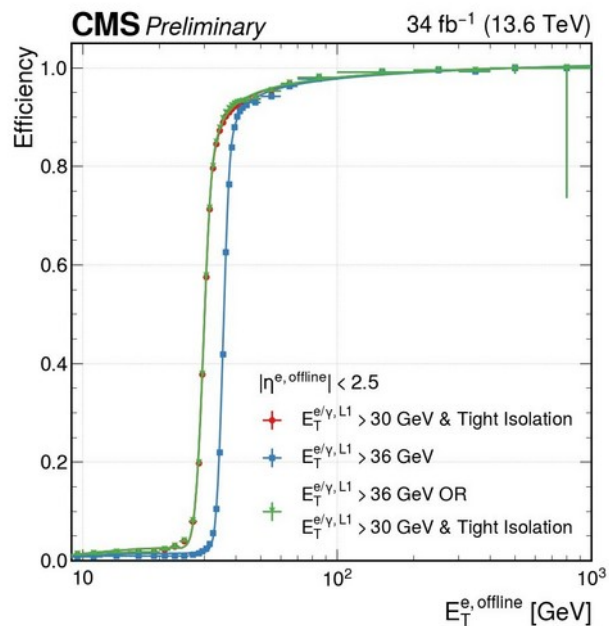
- Improved pileup subtraction at L1 trigger
- Smaller rate at fixed trigger efficiency



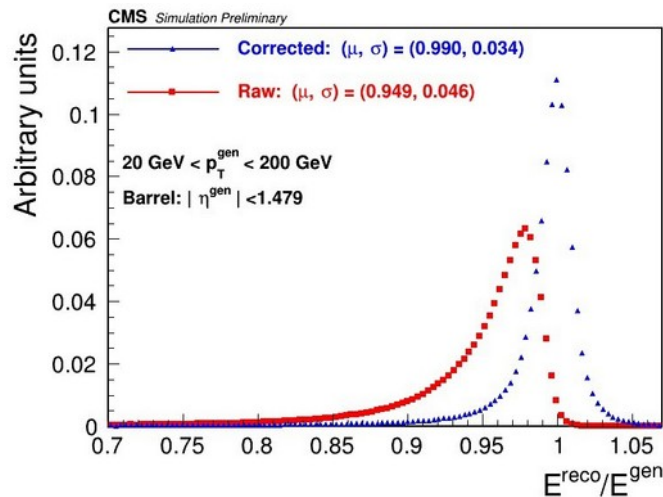
- Excellent muon efficiency both at L1 and HLT.
- ML technique used to select seeds in HLT muon reconstruction
 - speed up of +16% in the full HLT reconstruction.



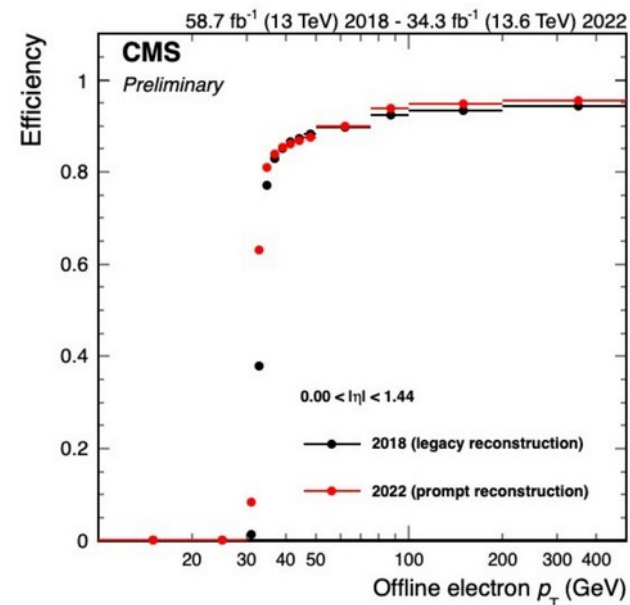
L1 Electron/photon efficiency



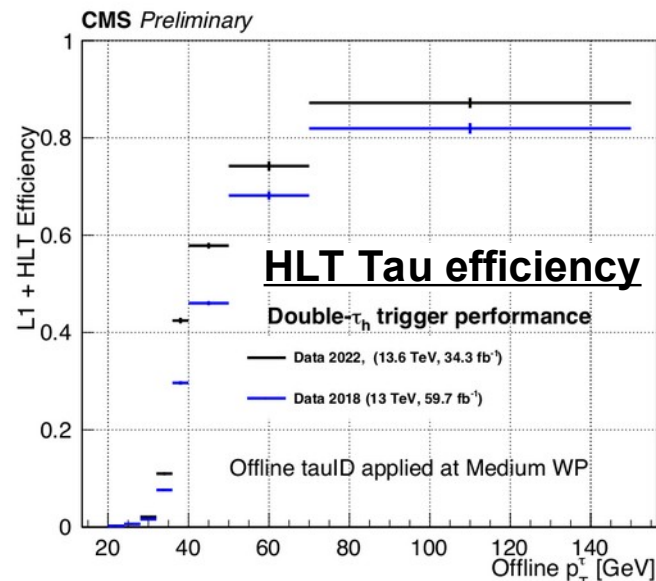
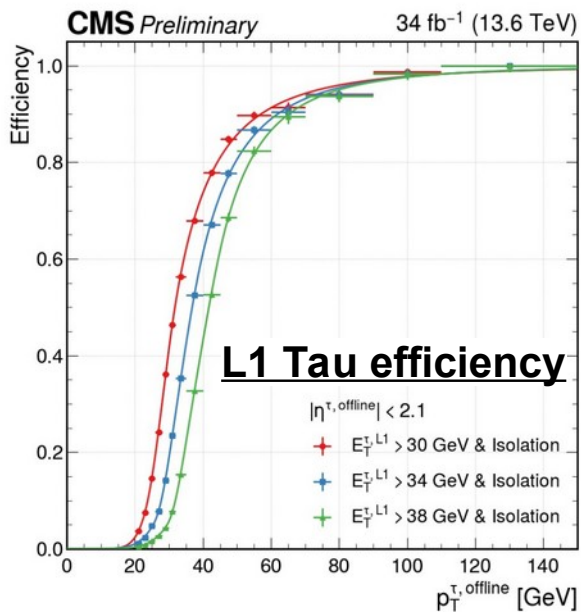
HLT electron response (simulation)



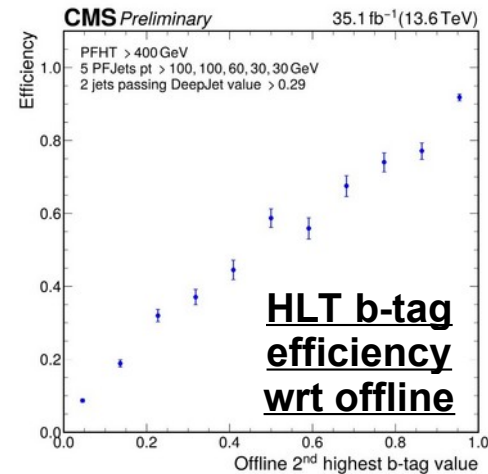
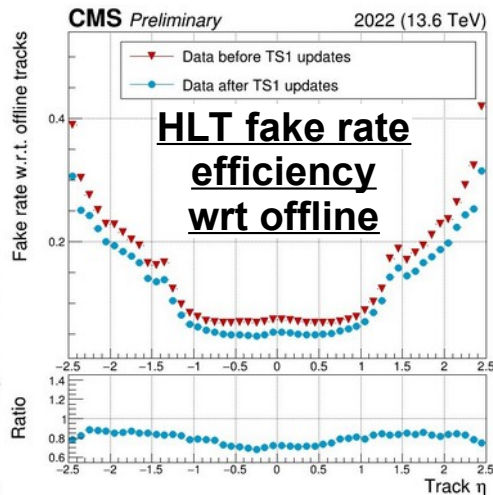
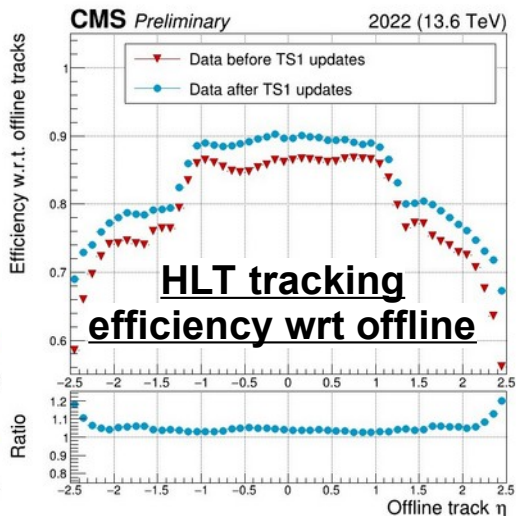
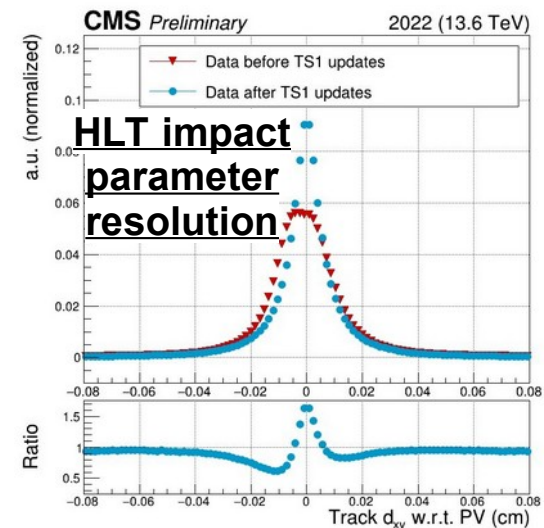
HLT electron response



- New Tau reconstruction at HLT based on Convolutional Neural Network
 - Faster reconstruction and better performance.



- Tracking based on single iteration.
 - Pixel tracking running on GPU
- Good b-tagging performance



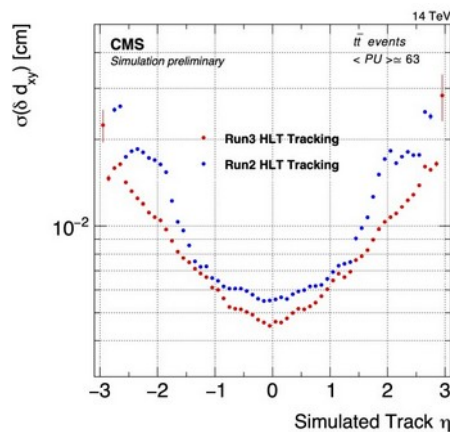
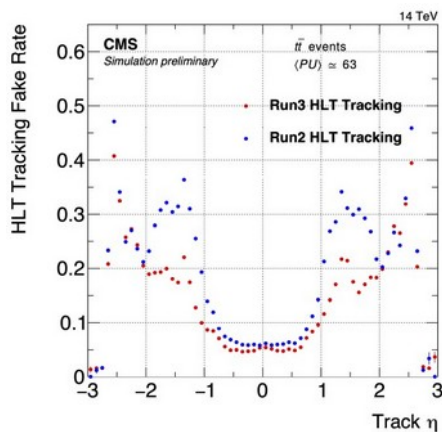
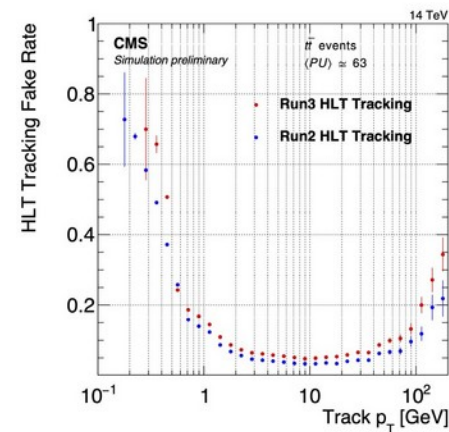
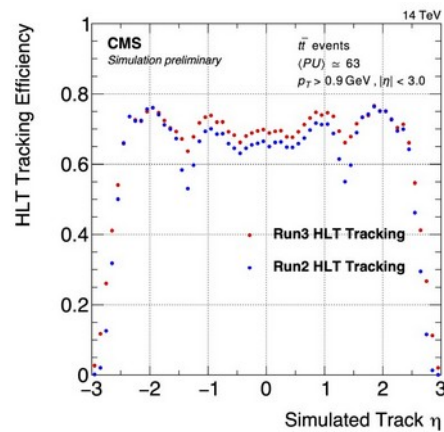
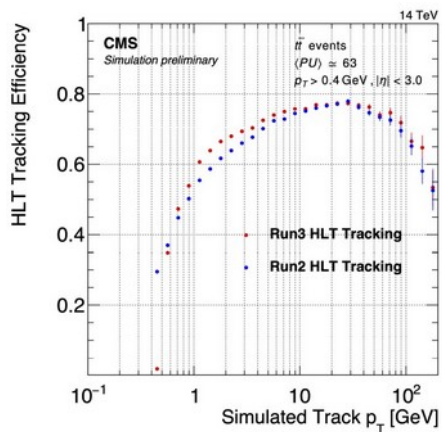
- Many improvements have been implemented in the CMS trigger after Run-2 both at L1 and HLT trigger
 - Trigger for long-lived particle (eg. ECAL and HCAL timing)
 - GPU at HLT → more powerful scouting
 - Large rate for BPH and HH (delayed reconstruction)
- The first Run-3 data confirm the good performance of the L1 and HLT
- Thanks to the new triggers Run-3 is not just “a copy of Run-2” but it is an opportunity to look for New Physics in new final states.
 - Many more news will come with Phase-2 upgrades and HL-LHC (>2029)
- Stay tuned!

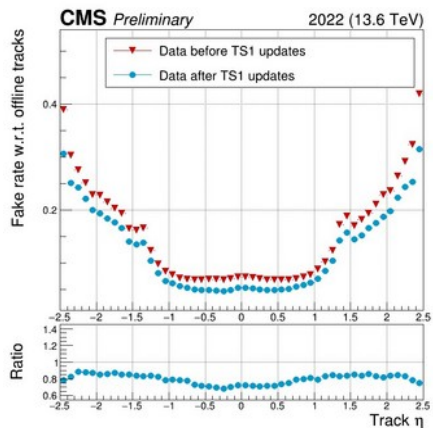
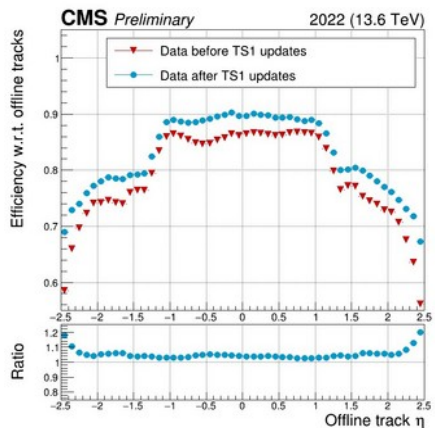
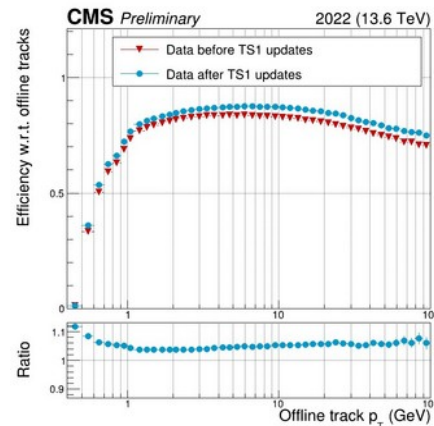
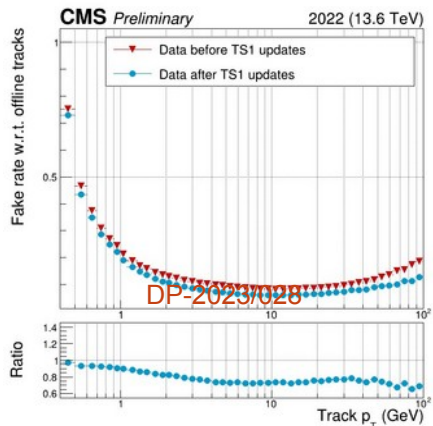
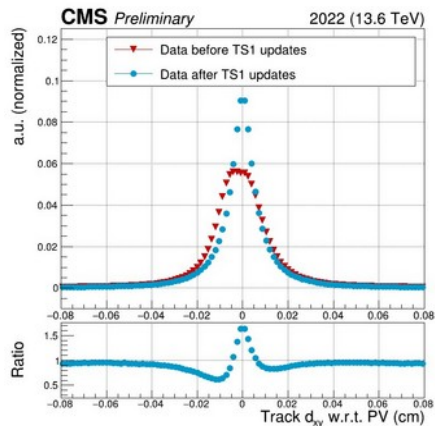
Ευχαριστώ!

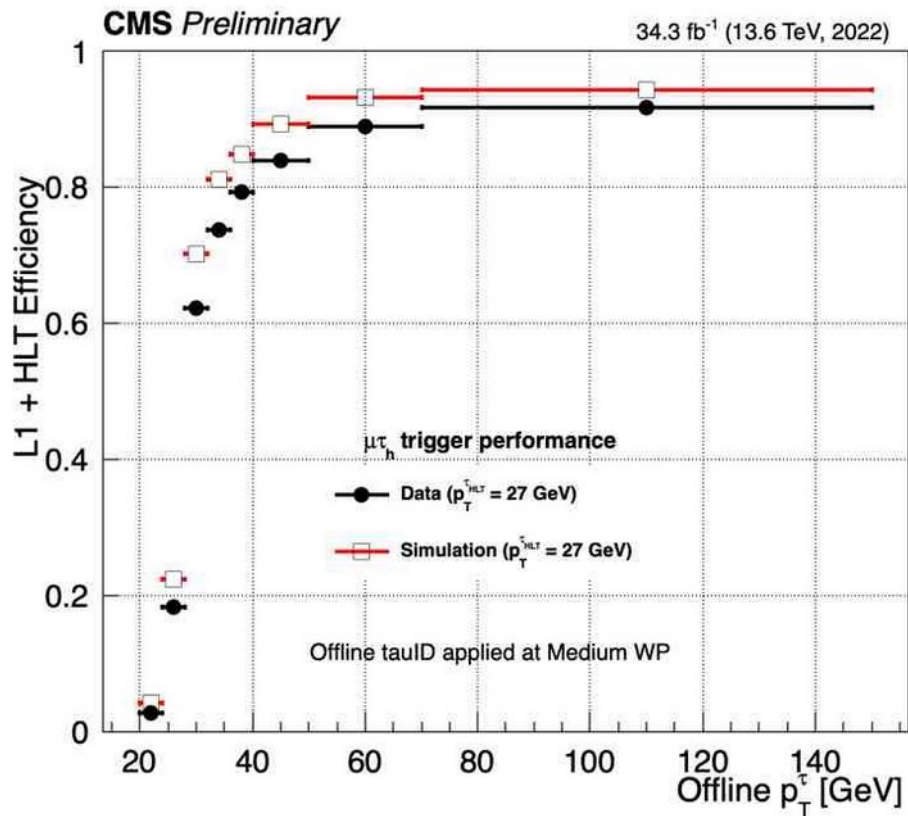


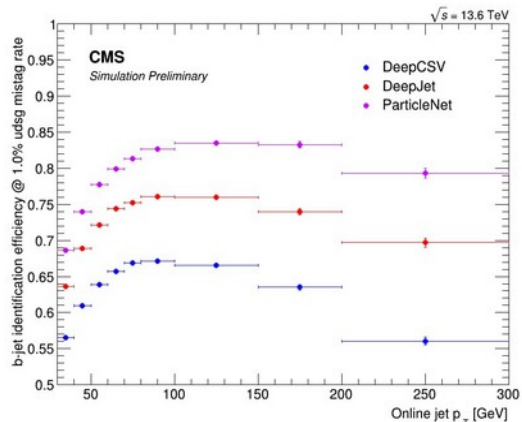
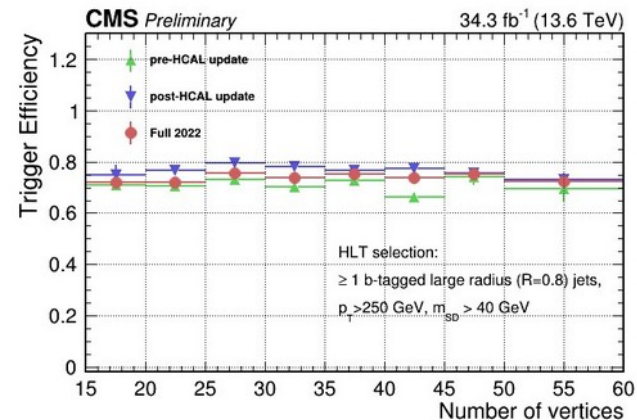
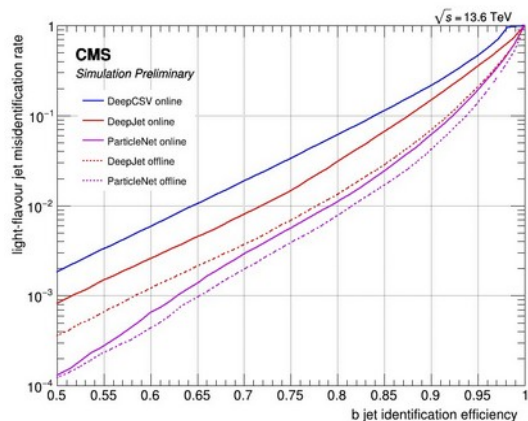
Backup

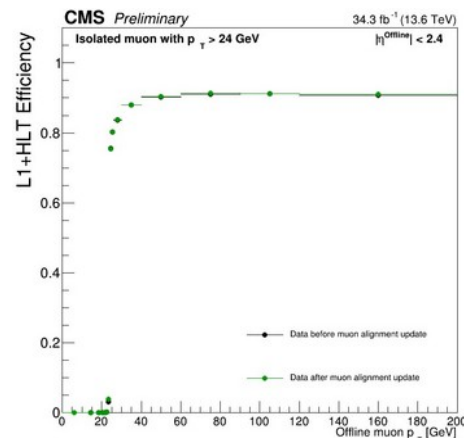
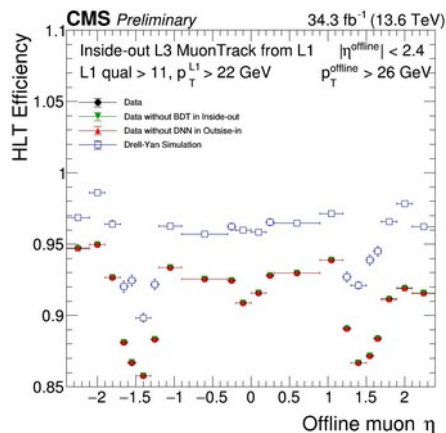
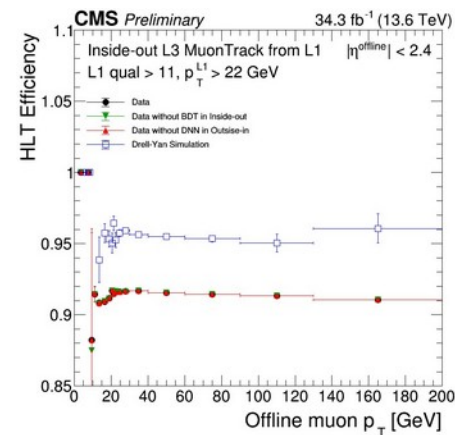
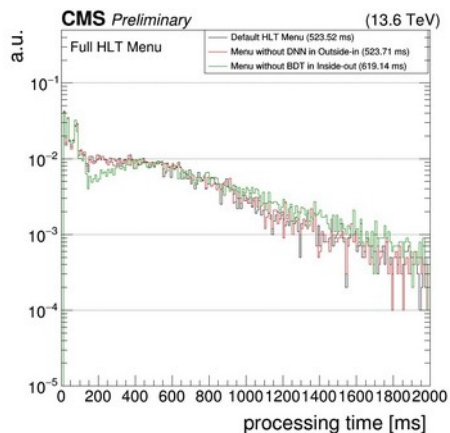
HLT

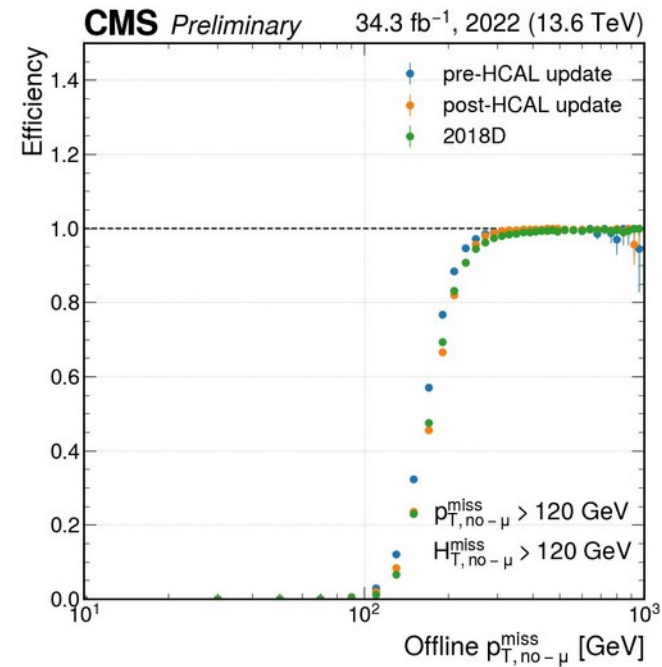
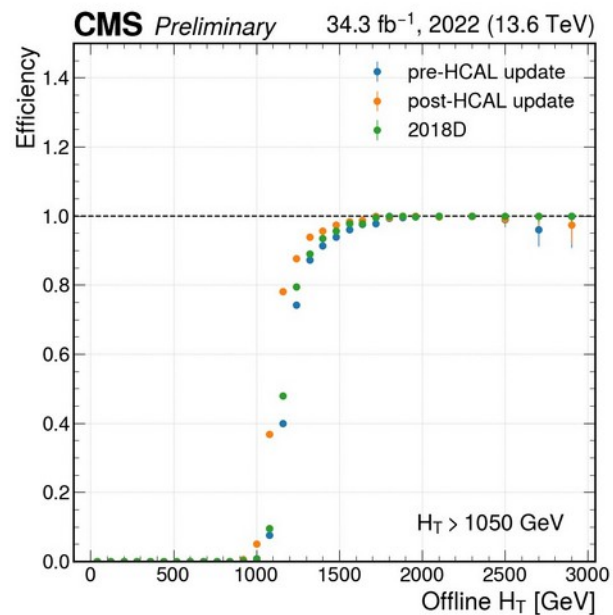
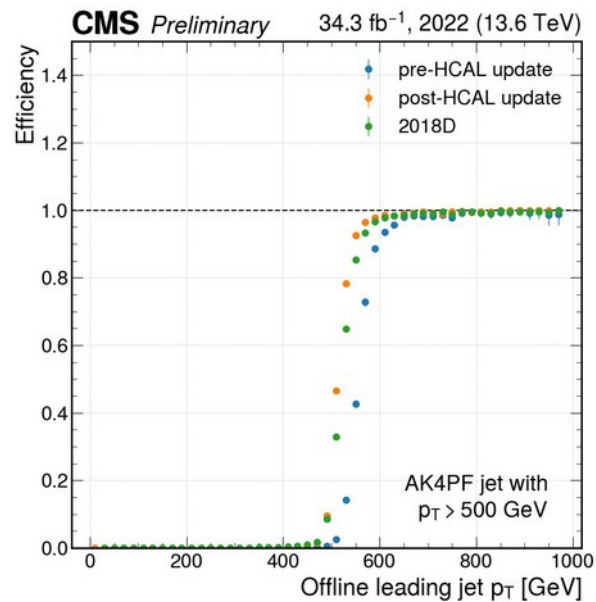


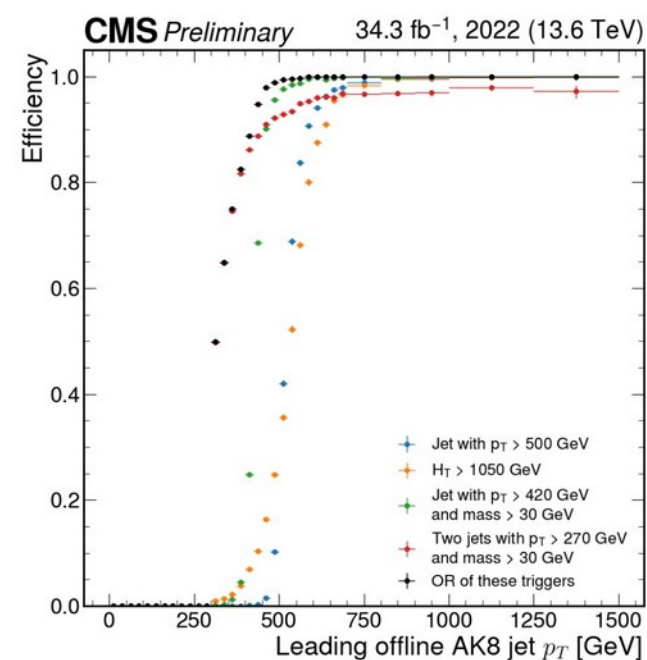
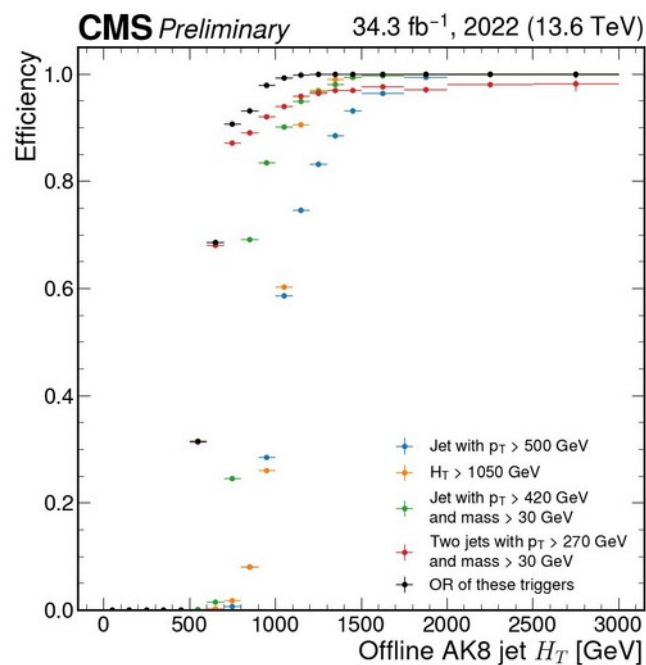
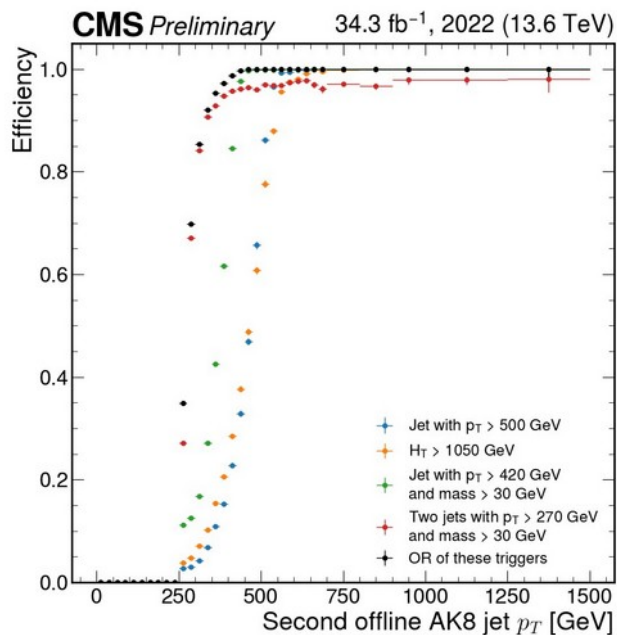


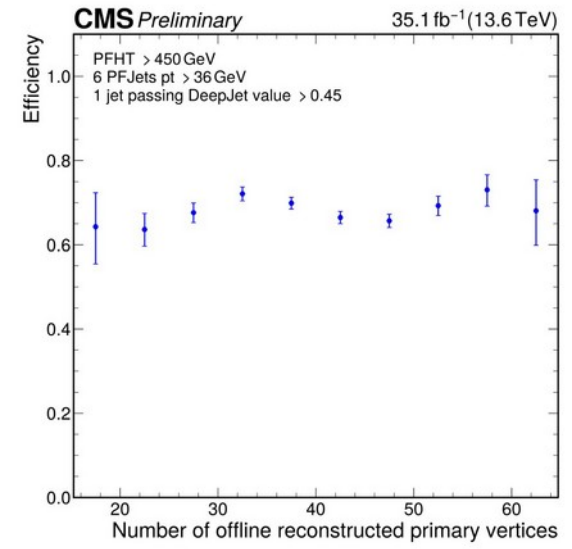
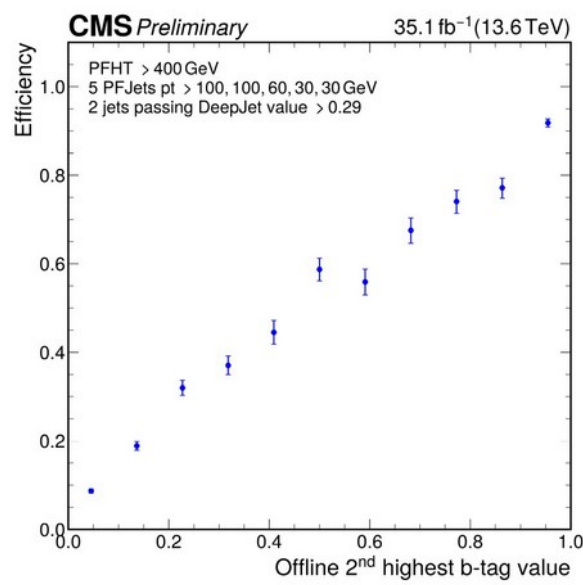
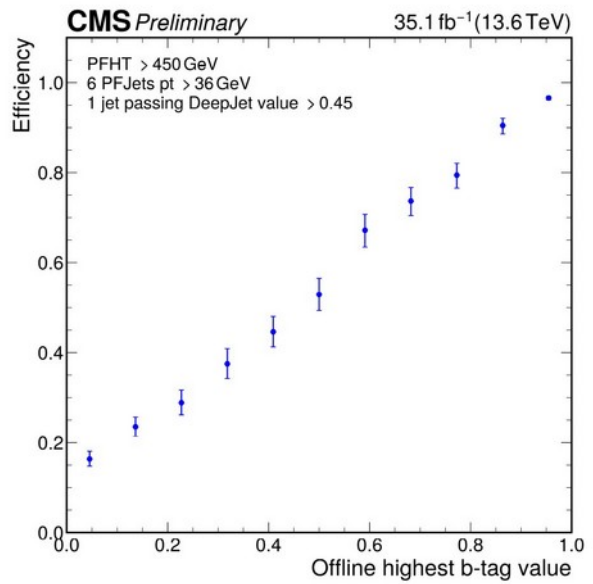


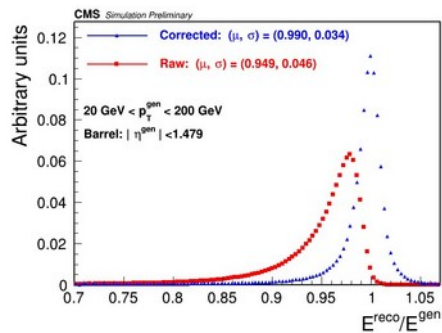
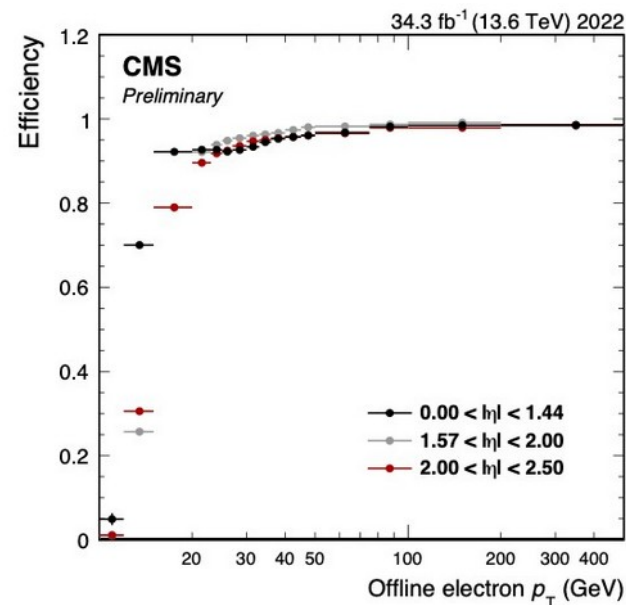
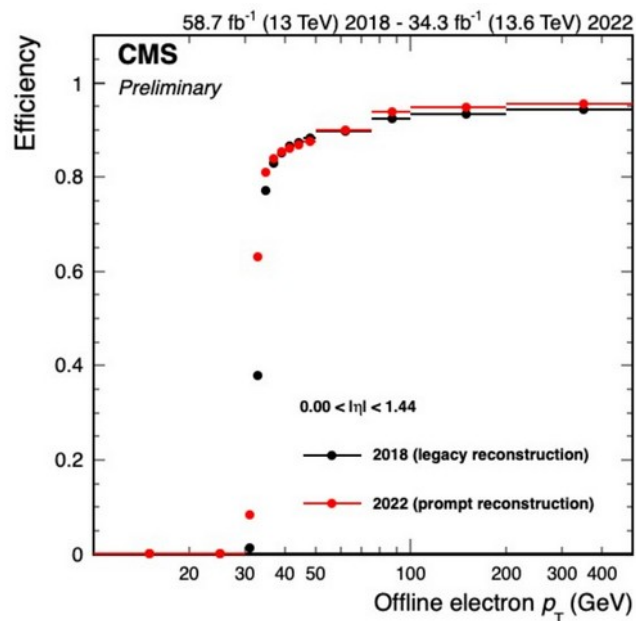
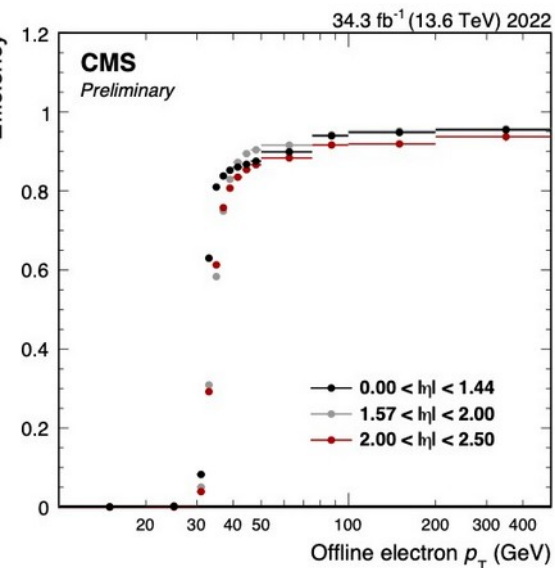


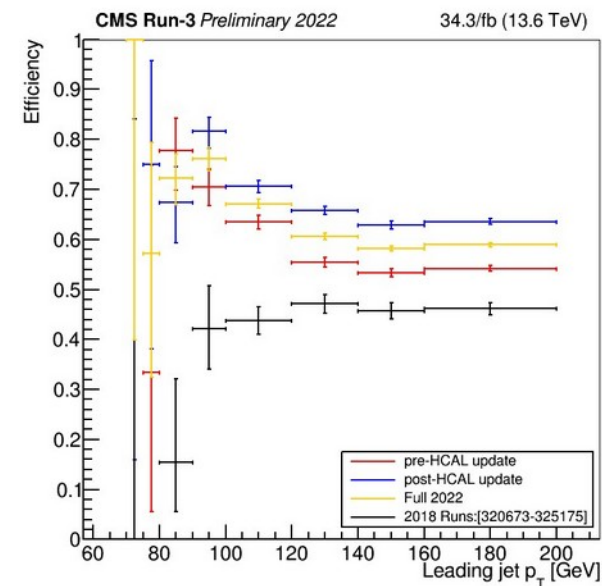
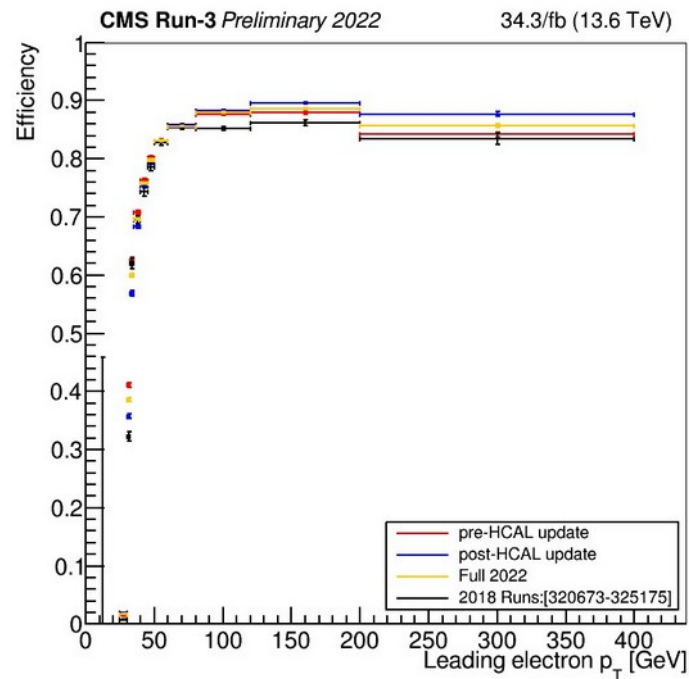
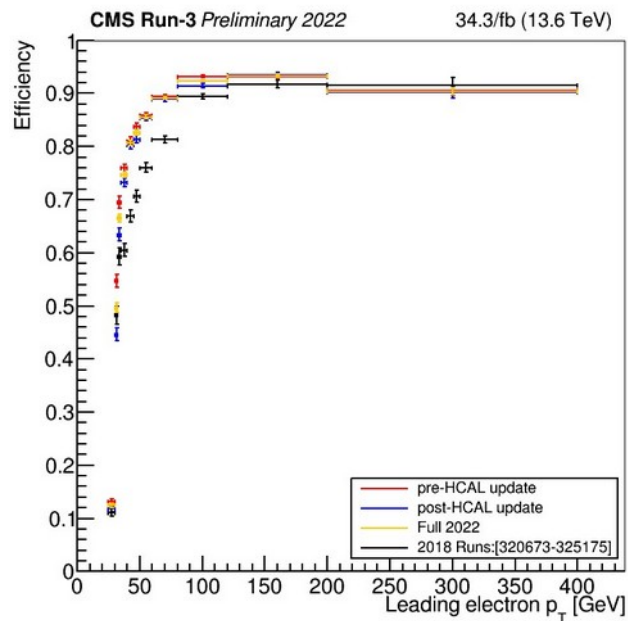


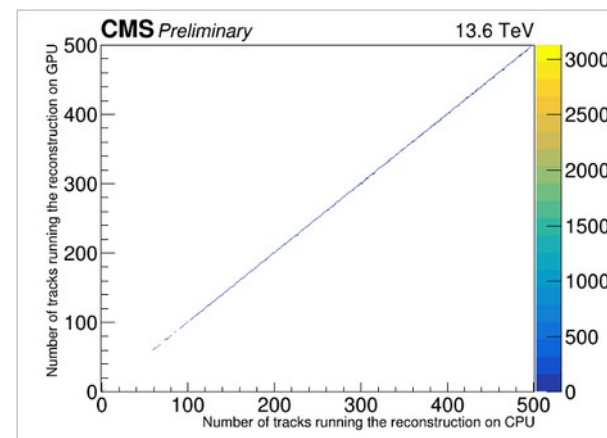
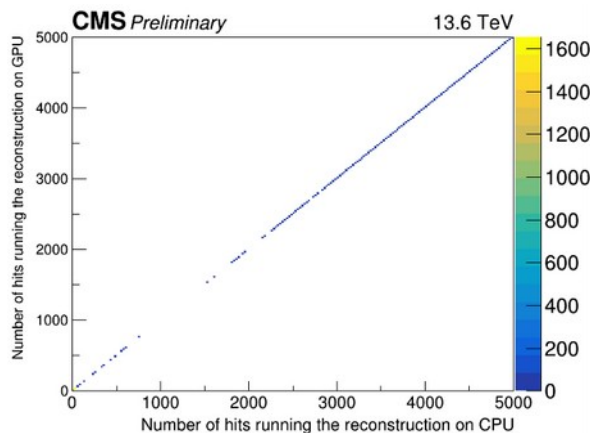
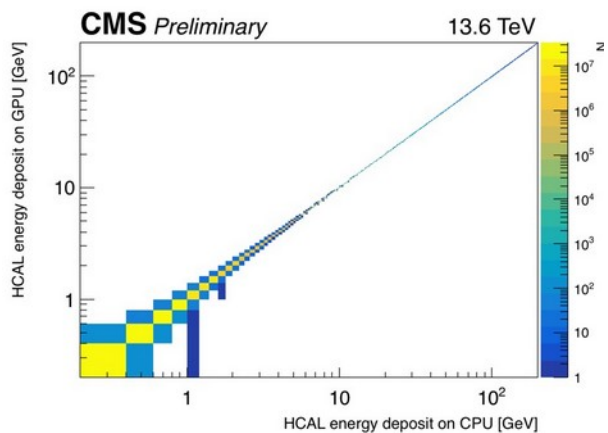
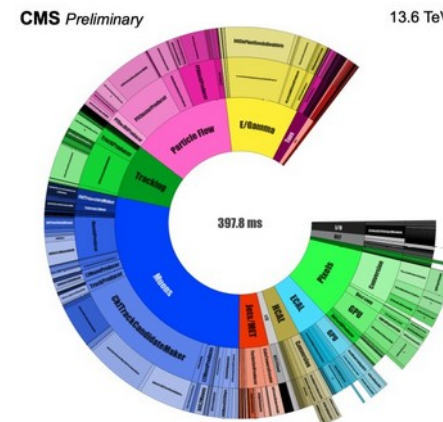
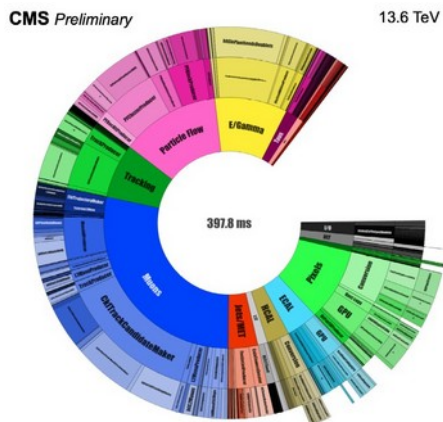
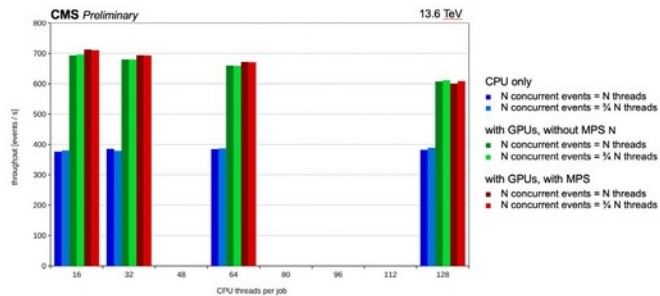


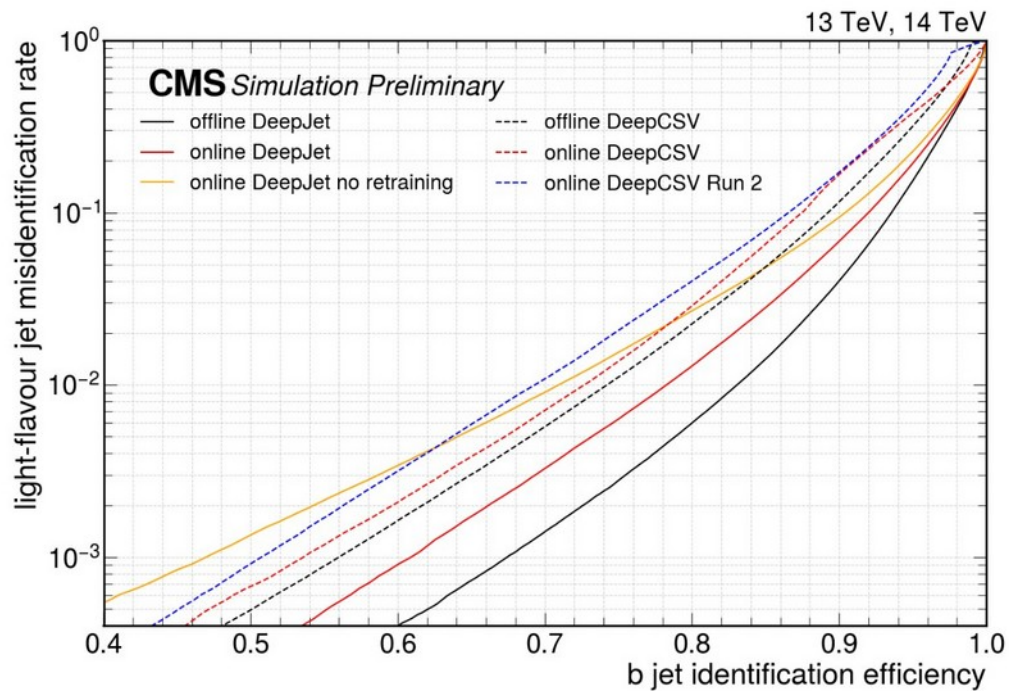


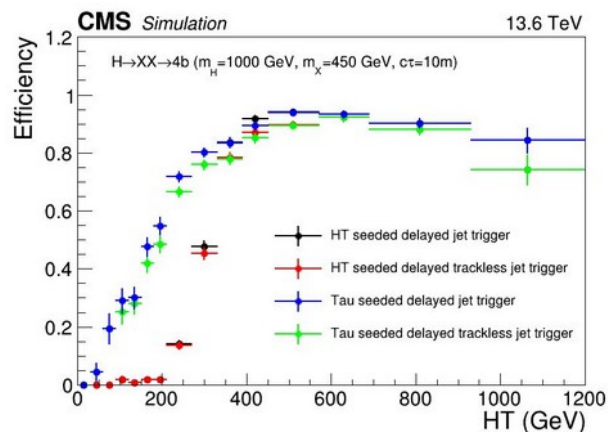
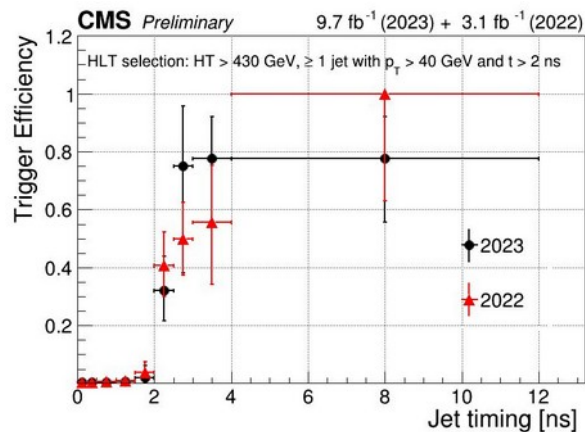
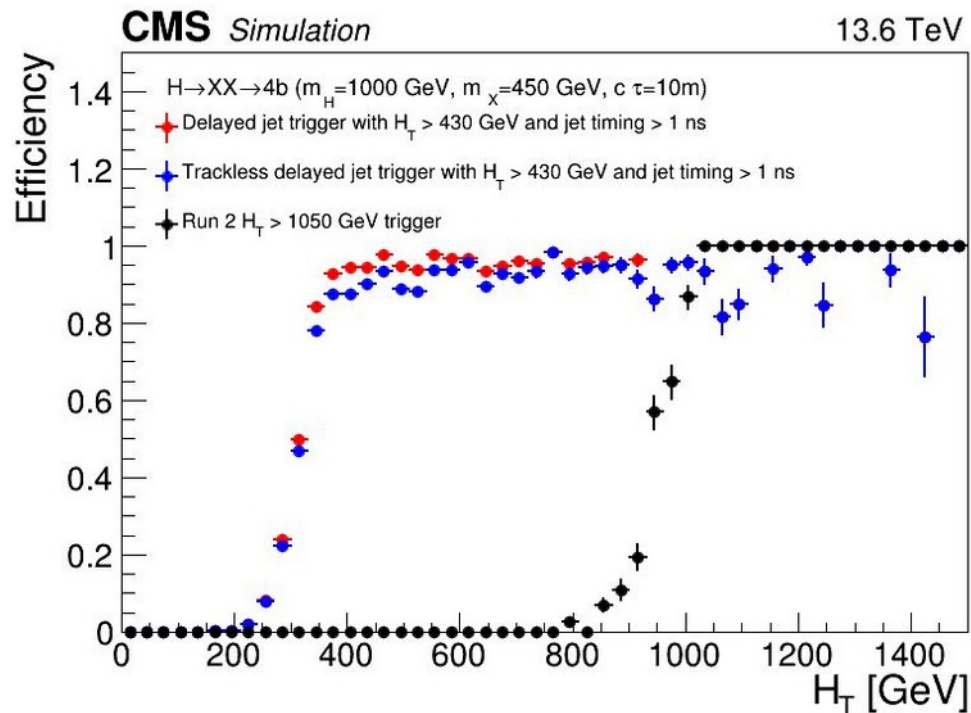


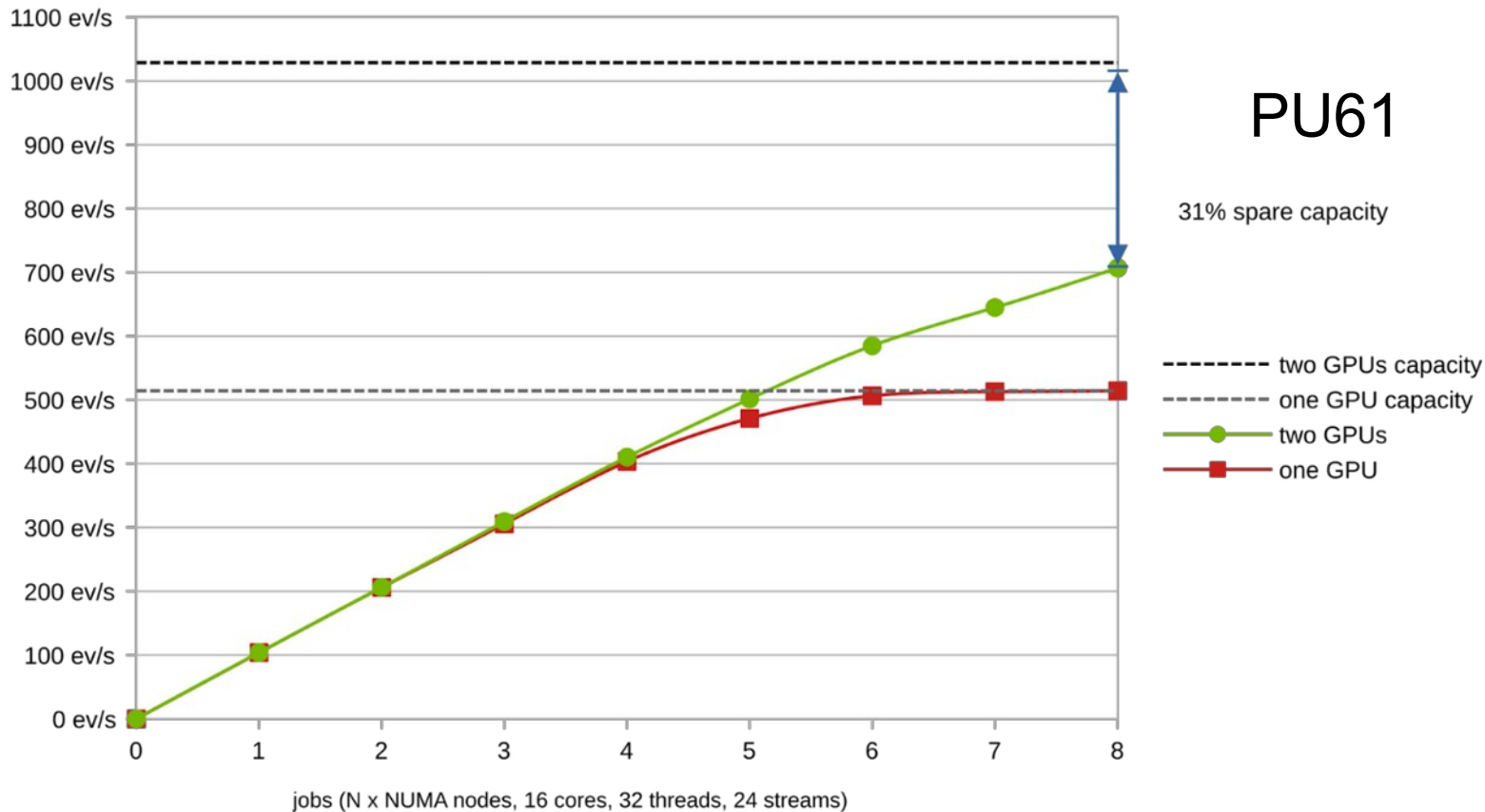


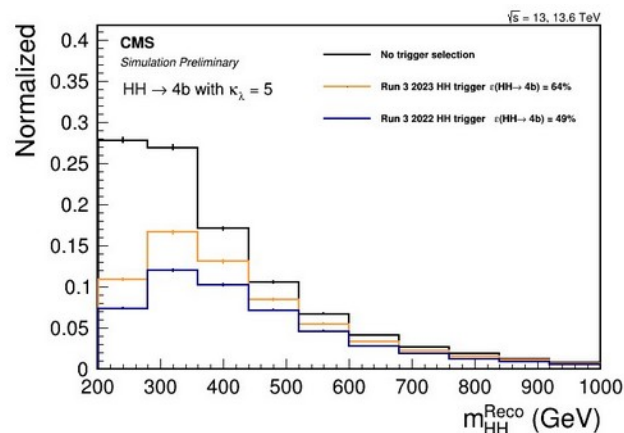
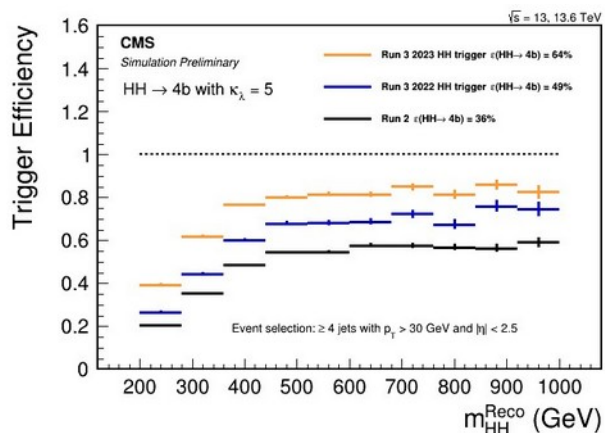
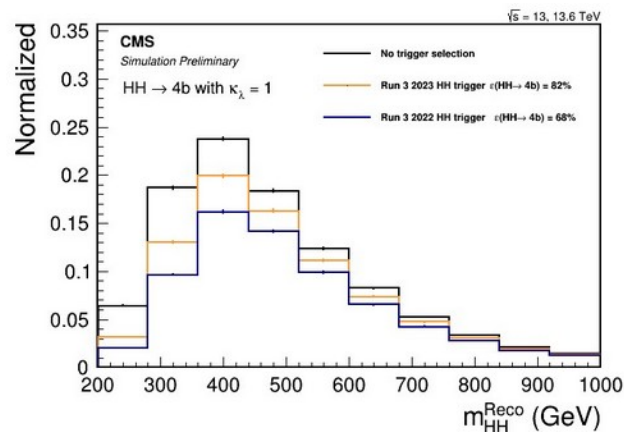
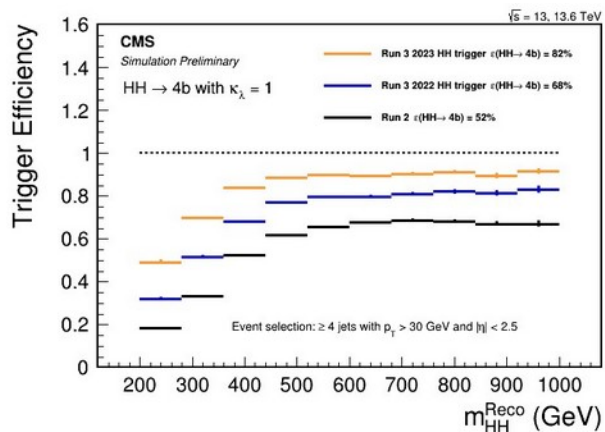












L1 trigger

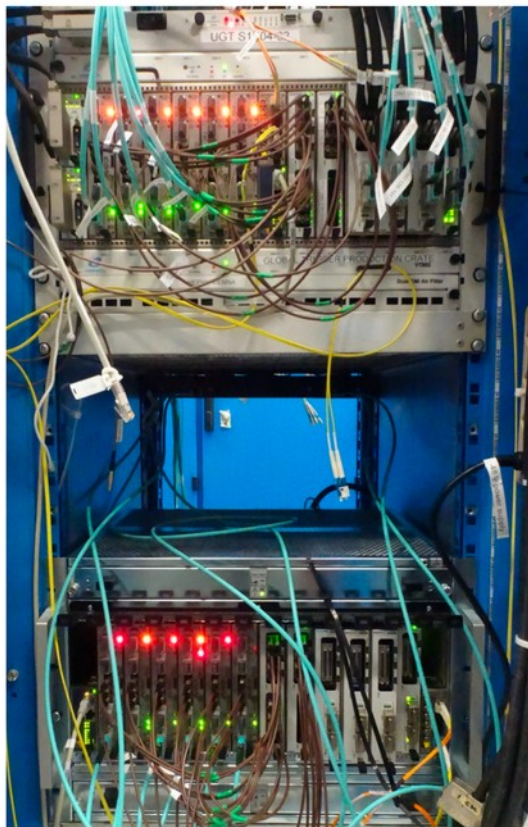


Figure 129: Production (top) and test crate (bottom) of the μ GT.

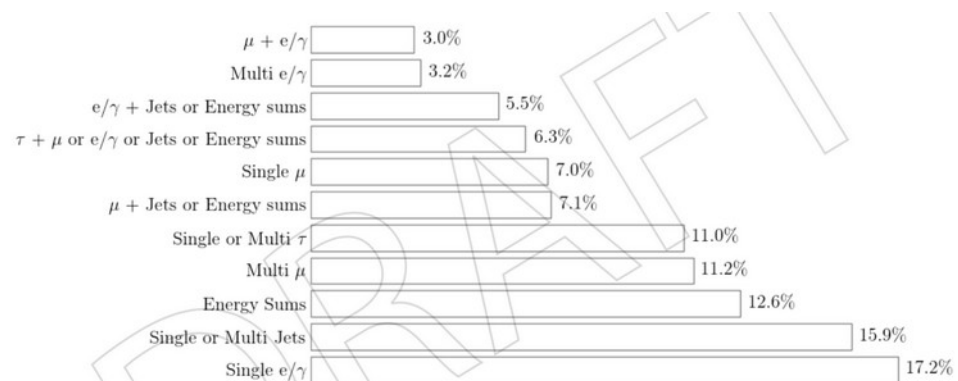
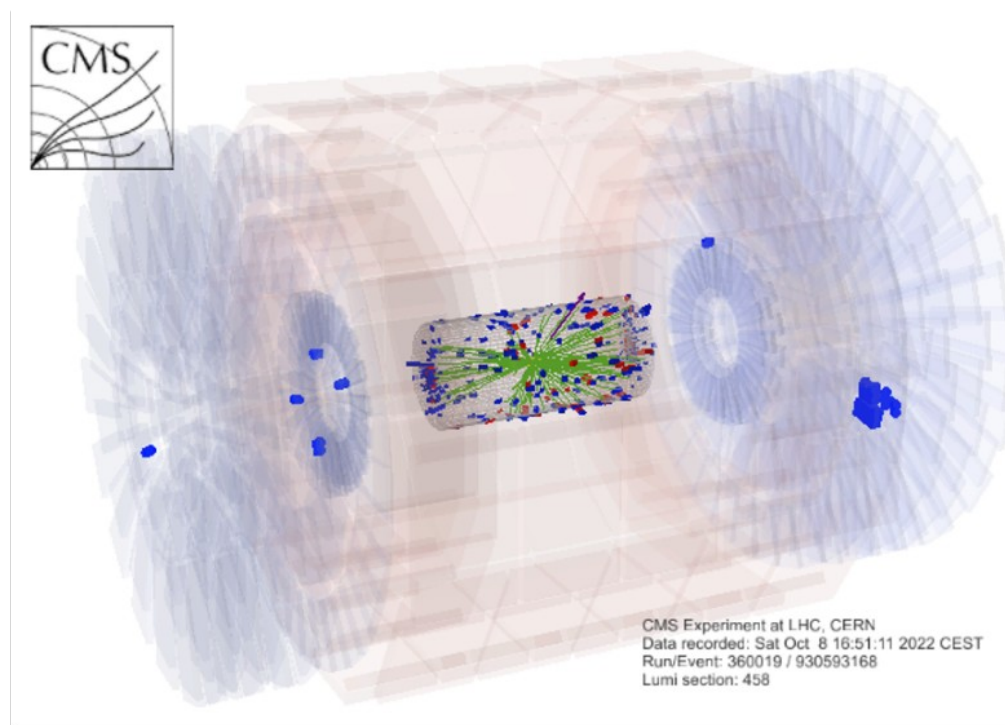
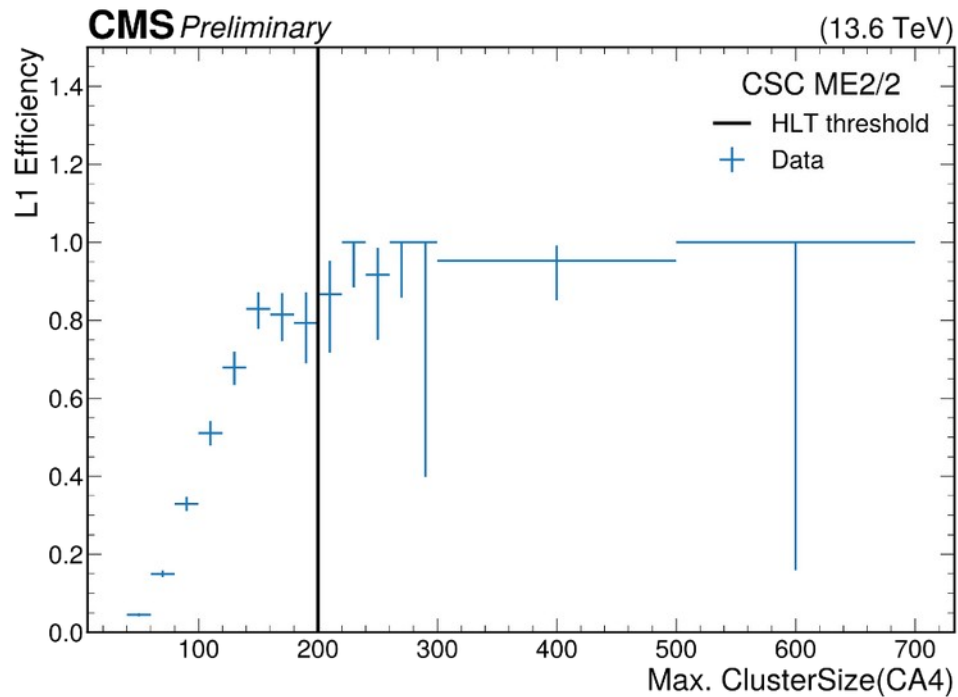
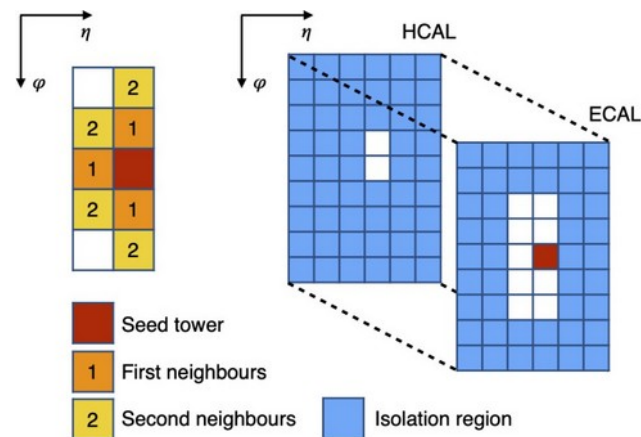
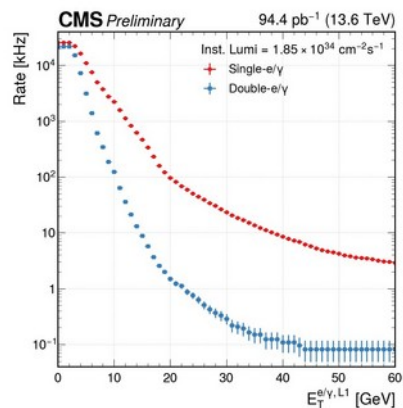
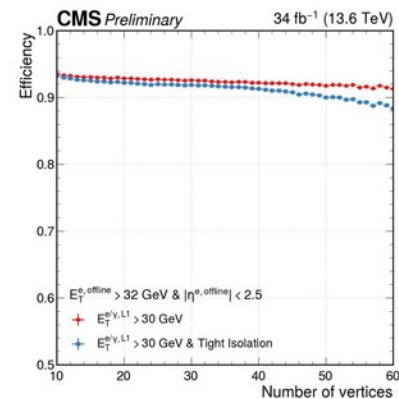
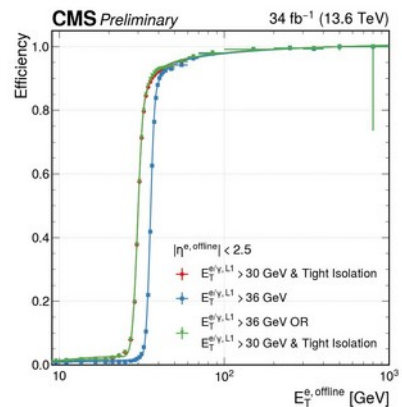
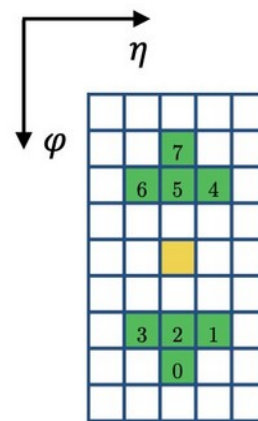
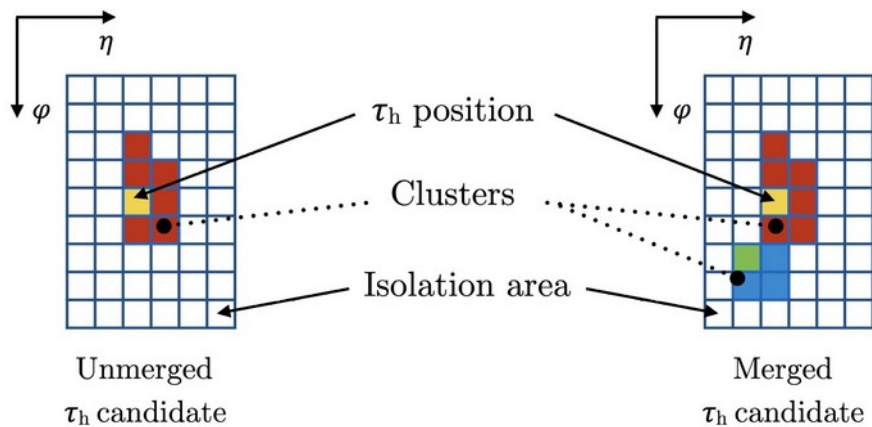
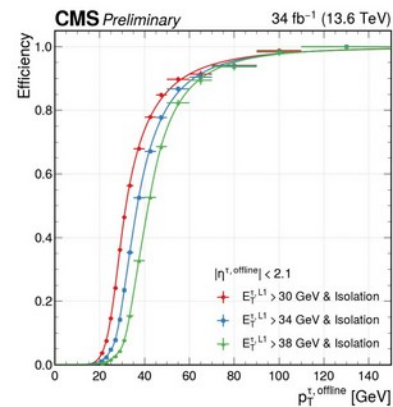
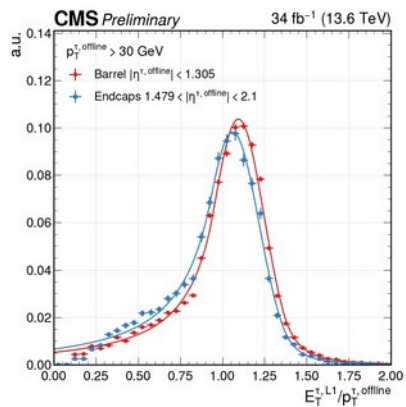
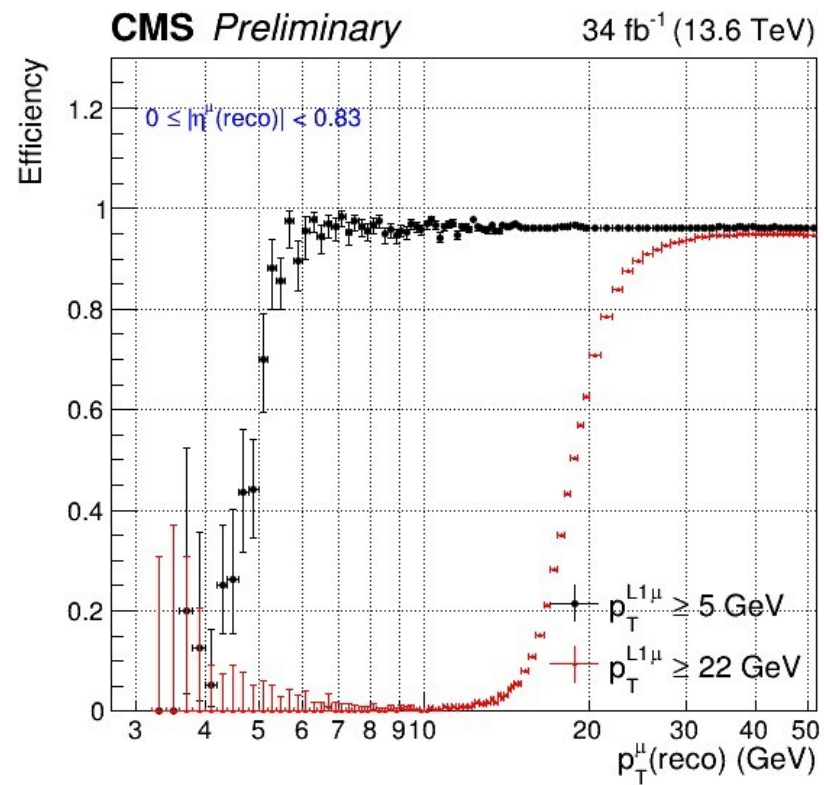
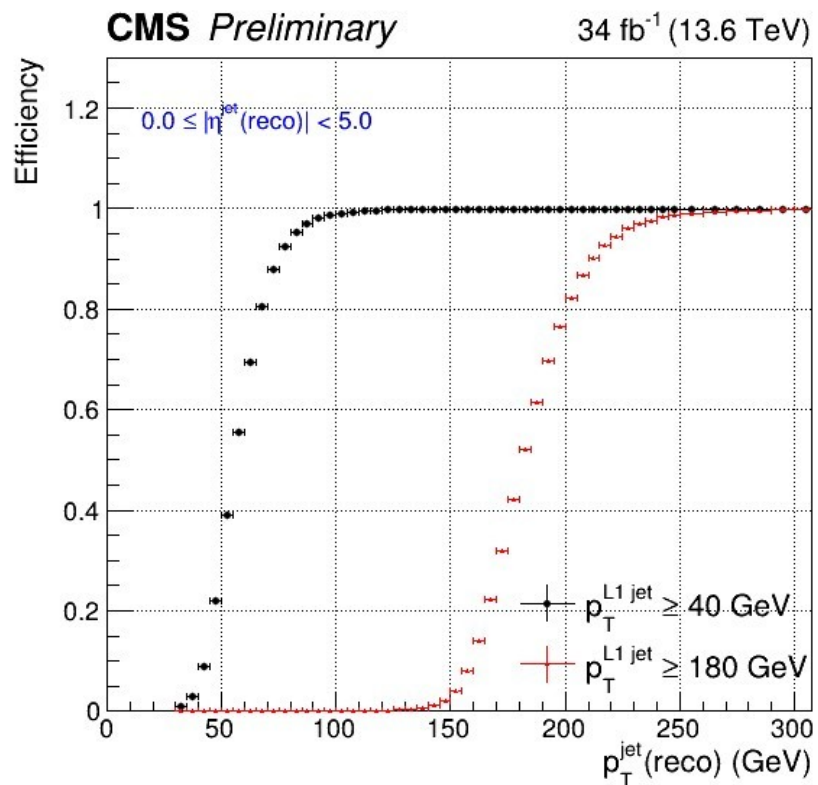


Figure 130: Fractions of the 100 kHz rate allocation for single- and multi-object triggers and cross triggers in the baseline Run 3 menu, calculated using pileup only Run 3 MC.









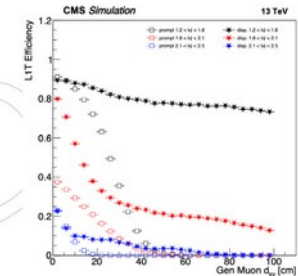
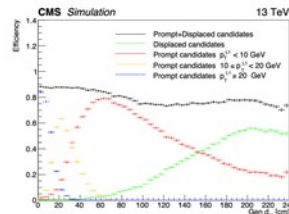
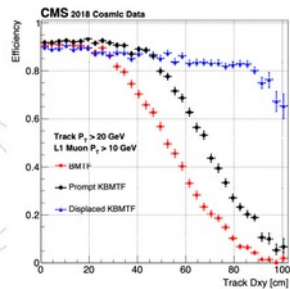
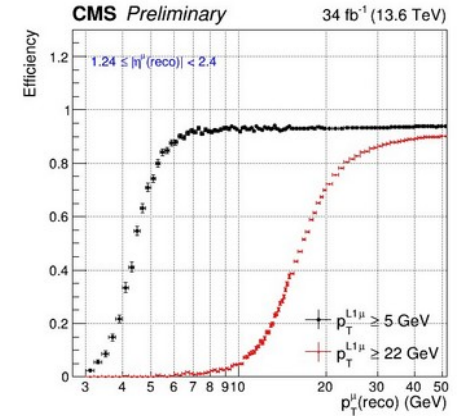
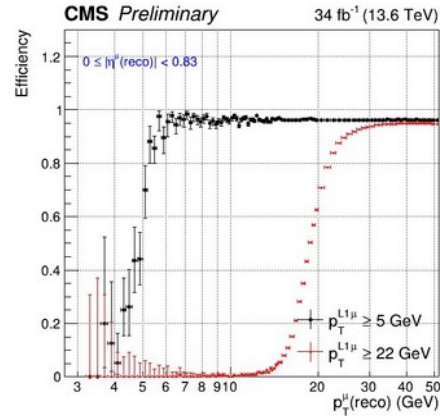
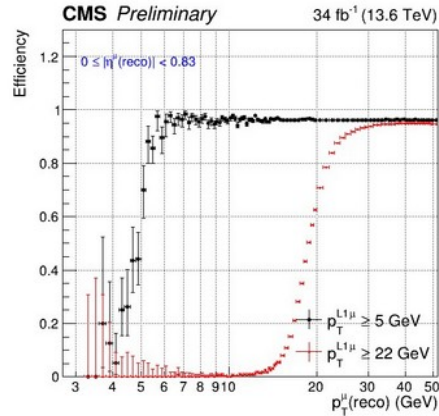


Figure 126: Displaced (blue) and prompt (black) kBM TF trigger efficiencies compared to the prompt BMTF (red) trigger efficiency with respect to muon track d_{XY} obtained using a sample of cosmic ray muons from 2018 data. The efficiencies are measured using muon candidates with $p_T > 10$ GeV. The prompt kBM TF improves BMTF efficiencies up to $\sim 90\%$ for up to 50 cm displacements, while displaced kBM TF retains efficiencies above 80% for up to 90 cm displacements.

Figure 127: OMTF trigger efficiencies for displaced and prompt algorithms with respect to muon track d_{XY} obtained using a displaced muon gun sample. The efficiency curves are plotted for different values of the p_T estimate from the prompt algorithm (red, yellow, and blue), for the displaced algorithm (green), and also for the combination (black). The prompt algorithm underestimates the p_T of displaced tracks, causing most of the tracks to have $p_T < 10$ GeV. The displaced algorithm can recover these tracks and improve the efficiencies to be $\sim 80\%$ for up to 200 cm displacements.

Figure 128: EMTF trigger efficiencies for prompt and displaced algorithms for L1 $p_T > 10$ GeV with respect to muon track d_{XY} obtained using a displaced muon gun sample. The solid stars show displaced NN performance while hollow squares show the prompt BDT performance. The different colors show different η regions: $1.2 < |\eta| < 1.6$ (black), $1.6 < |\eta| < 2.1$ (red), and $2.1 < |\eta| < 2.5$ (blue). The displaced algorithm shows efficiencies above 80% for $1.2 < |\eta| < 1.6$ for up to 100 cm displacements, while efficiencies for $1.6 < |\eta| < 2.1$ and $2.1 < |\eta| < 2.5$ at 60 cm displacement are around 20% and 5% respectively.

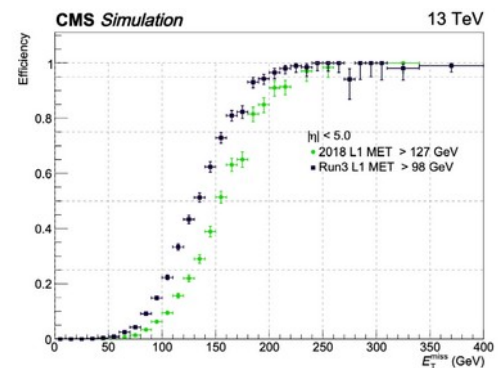
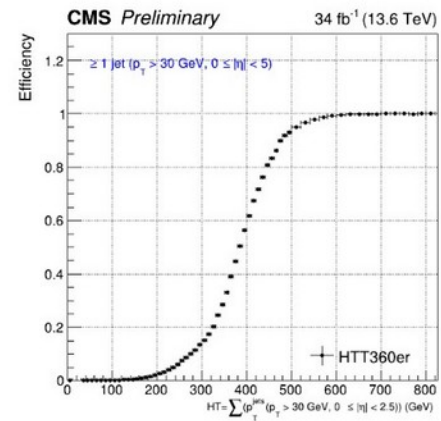
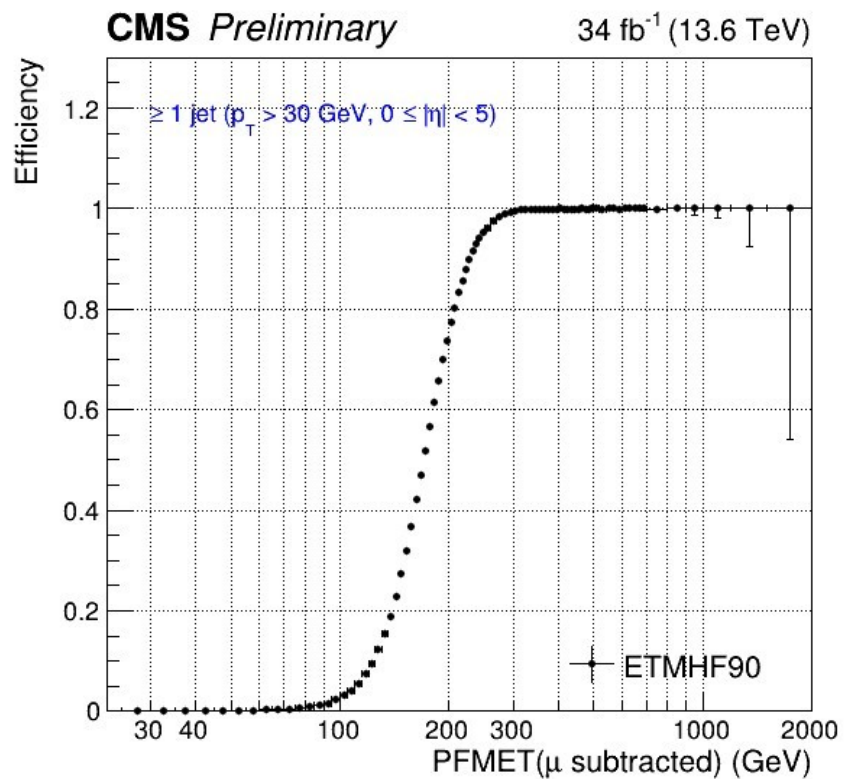


Figure 125: Comparison of the L1 MET efficiency using 2018 pileup mitigation (circles) and Run 3 pileup mitigation (squares) for thresholds that provide 4.3 kHz, in $Z \rightarrow \mu\mu$ events.