## **Obtaining Requirements for the Future ATLAS Event Filter Tracking System** Gregory Penn, on behalf of the ATLAS collaboration



## INTRODUCTION

The High-Luminosity LHC will provide a peak luminosity of  $5 \times 10^{34}$  cm<sup>-2</sup>s<sup>-1</sup> with the number of overlapping interactions (pileup) increasing from ~60 to 200. In this context, the high pileup poses a significant challenge for the ATLAS trigger and data acquisition system. The Event Filter Tracking system under design will provide online track reconstruction for the trigger system with a combined rate of 1MHz for regional tracking and 150 kHz for full scan tracking. The objective of this design stage is to define an efficient and sustainable implementation of the Event Filter Tracking system while simultaneously optimizing performance. In these studies, the minimal tracking performance required is studied using simulated HL-LHC events with future detector geometries. Examples of relations among design parameters and event features are presented for lepton and multi-jet reconstruction contexts.

## **DEFINITIONS AND EMULATION OF PERFORMANCE PARAMETERS**

- *Tracking efficiency*: the fraction of generated charged particles associated with a highquality reconstructed track.
  - Emulated by dropping tracks at random
- Number of fake tracks: the number of reconstructed tracks not associated with generated particles.
  - $\succ$  Not emulated; limits are set implicitly
- Resolution on track parameters: the standard deviation of the distribution of residual differences between the reconstructed and true values of the parameter.
  - Emulation done by smearing offline tracks, more details in section "Track Parameter Smearing Framework"

Working points, composed of tracking efficiency and resolutions values, are used to quantify emulations of the Event Filter Tracking system. We present the impact that various working points have on efficiency and rejection for several algorithms:

- Track-muon matching
- Track to tau vertex association
- Tau track classification
- Multi-jet vertexing

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