Introduction to Physics Computing

Arnulf Quadt

CERN School of Computing 2023

University of Tartu, Estonia

Tartu, Estonia



GEORG-AUGUST-UNIVERSITÄT GÖTTINGEN



Outline of the lecture

Introduction

- Various aspects of Physics Computing:
 - Event Filtering
 - Calibration and alignment
 - Event Reconstruction
 - Event Simulation
 - Physics Analysis
 - Data Flow and Computing Resources









Powers of Ten

Goal: understand fundamental structures and forces



Arnulf Quadt – Georg-August-Universität Göttingen



Fundamental structures & forces

- From largest to smallest dimensions
- Reduction principle
 - \rightarrow few fundamental building blocks
 - \rightarrow few fundamental forces





Rutherford scattering





(sub) structure - atoms



Arnulf Quadt – Georg-August-Universität Göttingen



Elementary building blocks





LEGO bricks' of Spin-1/2 quarks & leptons + antiparticles





Elementary building blocks (ctd)



Open questions:

- Properties and role of fermions?
- Really only three generations?
- Relation between leptons & quarks?
- Mass and role of neutrinos?
- Origin of mass and hierarchy?
- Is there only ONE Higgs?
- Quark mixing and CP-violation



Physics Nobel Prize 2008

• What is dark matter?



Emmi Noether (1882-1935)

Symmetries in Nature

Symmetry





Natur is full of symmetries \diamondsuit simple description symmetry \diamondsuit \diamondsuit conservation law

physics laws independent of

origin **of** time **axis** origin **of** space **axis** direction **of** space **axis**

Symmetry breaking

conservation of energy
 conservation of momentum

Conservation of angular momentum

new physical phenomena

Arnulf Quadt – Georg-August-Universität Göttingen



Example: gauge symmetries

local (time) gauge symmetry: time zones



11



Fundamental interactions

- Quantum field theory, local gauge symmetry
- Interaction between spin-1/2 fermions
 via exchange of spin-1 vector bosons (y,W,Z,g)







Sun flowers





34 spirals clock-w, 21 spirals counter clock-wise !





Examples for symmetry breaking











Particle masses – Higgs mechanics

Initially in Standard Model & massless particles BUT we know that they have mass !?

One possible explanation: The Higgs Mechanism (electroweak symmetry breaking)



Higgs fields fills space



... a particle in Higgs field ...



... couples to field ... inertia = mass



Particle masses – Higgs mechanism



Excitation of Higgs field



Excited Higgs field ▲ massive Higgs-boson



History of the universe





Big bang in laboratory

Matter-antimatter collisions At high energy (=temperature).





All particles have high energy (temperature) and collide uncontrolled Individual collisions controlled, selected and recorded



Particle Accelerators



Particle Accelerators I





Particle Accelerators II



Arnulf Quadt – Georg-August-Universität Göttingen



Particle Accelerators III





SPPS

PS







Large Hadron Collider - LHC





- CERN: europ.center for particle physics
- Founded 1954
- LHC: PP collider
- High energies: $\sqrt{s} = 7$ (14) TeV
- 40 Mio. collisions / sec
- Ist beam: 10.Sept. 2008
- Ist collisions in Nov. 2009
- physics at 7 TeV since 31.3.2010
- Phys. at 13 TeV since 20.5.2015
- Phys. At 13.6 TeV since July 2022
- 4 Expts:
 - ATLAS, CMS, ALICE, LHC-B



Arnulf Quadt – Georg-August-Universität Göttingen



Detectors / Experiments



Proton-Proton Collisions



Large Hadron Collider @ CERN, Switzerland



pp collider at $\sqrt{s} = 14 \text{ TeV}$

Luminosity L = 10^{34} cm⁻²s⁻¹



Caverns 100m underground

Built like a bottle ship

2000 Stefan May, plaque by Claude Burger & Stefan May



ATLAS and CMS experiments





Date rate and size





Expected pictures: Higgs decay





Search for new physics





Search for needle in the hay stack



Arnulf Quadt – Georg-August-Universität Göttingen







Expectations and measurements




Higgs production at the LHC

- → rare channel
- → best for low Higgs masses

• H→WW(*):

• H→yy:

→lvlv: very important for intermed. masses
→lvqq: high rate, important at high mass

• H→ZZ(*):

- → 4I: golden channel
- → IIvv: good for high masses
- → IIbb: also at high masses

• H→ττ:

- → good signal-background ratio
- → important at low masses, rare channel
- → very important for Higgs properties

Expected nr. events				
MH [GeV] →WW→lvlv		→ZZ→4I	→γγ	
120	127	1.5	43	
150	390	4.6	16	
300	89	3.8	0.04	



 M_{H} [GeV]

Physics Computing - Introduction to Physics Computing



$\text{Higgs} \to \gamma \gamma$

Inclusive/Weighted Mass Spectra



Arnulf Quadt – Georg-August-Universität Göttingen



Higgs production at the LHC









4e Candidate

M_{Z1}= 92 GeV/c² M_{Z2} = 27 GeV/c²

 $\underline{M}_{4\ell} = 126 \text{ GeV/c}^2$





Higgs production at the LHC



Arnulf Quadt – Georg-August-Universität Göttingen

Physics Computing - Introduction to Physics Computing



Higgs production at the LHC





Higgs exclusion

Impressive Exclusion Range for both ATLAS and CMS





σ

 2σ

30

 4σ

 5σ

 6σ

7σ

CMS Freliminary

ATLAS

4.9σ

 $V_{.}L = 5.1 \, \text{fb}$

= 5.3 fb

Higgs combination (4th July 2012)





As a Layman: We have it!









The technical challenge at LHC



Everything in LHC computing is connected to processing such data !!



The technical challenge at LHC (ctd)

- Very high (design) event rate: 40 MHz
- Large event size: O(1) MB
- Large background of uninteresting events
- Large background in each event
 - many interactions in each beam crossing
 - pile-up from adjacent beam crossing
 - many low-momentum particles



The technical challenge at LHC (ctd)

Large number of physicists doing analysis

- ATLAS and CMS experiments at the LHC: both consist of 170-180 institutes in about 40 countries
- Distribution of data and programs
- Bookkeeping is crucial
- High pressure, competitive spirit
 - Important discoveries to be (and have been) made
 - Computing has to be as fast as possible



What is Physics Computing?

- Yearly input: A few petabytes of data
- Yearly output: A few hundred physics papers
- Data reduction factor of 10⁷ to 10⁸ !!
- How is it done?
- Will try to answer this question in this and tomorrow's lectures

Physics Computing - Introduction to Physics Computing



It's simple ... is it?







Actually, at LHC we need...

- Millions of lines of code (C++,Python, ...)
- Hundreds of neural networks (BNNs, not ANNs)
- Large infrastructure
 - Customized hardware
 - PC farms
 - Database and storage systems
 - Distributed analysis facilities
 - The grid



What happens to the data?

- Event filtering, tagging and storage
- Calibration, alignment
- Event reconstruction
- Storage
- Event simulation
- Physics analyses



Step by step

- Each step involves some data reduction
 - data are discarded (online)
 - data are compressed (offline)
- In each step the data get closer to be interpretable in physical terms
- Some steps are repeated many times until the output is satisfactory (offline reprocessing)



Online vs Offline computing

Online

- In real time, fast!
- Decisions are irreversible
- Data cannot be recovered

Offline

- From almost real time to long delays
- Decisions can be reconsidered
- Data can be reprocessed



Online processing

Trigger: event selection

- Needs only a (small) subset of the detector data
- Fast, as little dead-time (time period when triggering system is insensitive to new data) as possible
- Gives "green" or "red" light to the data acquisition





Online processing (ctd)

Data acquisition

- Interfaces to detector hardware
- Builds complete events from fragments
- Sends them to the higher level event filter(s)
- Writes accepted events to mass storage
- Very complex system



Complexity of Data acquisition



FLT TPG TDLP LV1 GTC TTS	FIRST LEVEL TRIGGER Trigger Primitive Generator Trigger Data Link Regional Trigger Processor Calo & Trigger Processors Global Trigger Processor Timing, Trigger & Control Trigger & Throttle System
EBREADER DUL IMOS	EVENT BUILDER Builder Networks Builder Data Network Readout Control Network Builder Control Network Event Manager Readout Manager Front End System Detector Data Link Readout Column FrontEnd Driver Fast Monitoring Unit Detector Dependent Unit Readout Data Link Readout Unit Readout Unit Input Readout Unit Input Readout Unit Supervisor Filter Column Builder Unit Nemory Builder Unit Supervisor Filter Subfarm Filter Unit High Level Trigger
RCS DCM DDB DCS DCS FEC CDL	RUN CONTROL SYSTEM DAQ operation control and monito DAQ data bases Detector Control System Detector Control Network FrontEnd Control Control Data Link
CSN DSN DA	COMPUTING SERVICES Computing and Services Network DAQ Services Network Data archives

Computing and Communication main subsystems

Arnulf Quadt – Georg-August-Universität Göttingen



Online processing (ctd)

Monitoring

- Detector status
- Data acquisition performance
- Trigger performance
- Data quality check

Control

- Configure systems
- Start/stop data taking
- Initiate special runs (calibration, alignment)
- Upload trigger tables, calibration constants, …







Event selection

- Primary (design) collision rate: 40 MHz
- Recording rate: a few hundred Hz to kHz
- How is this achieved?
 - Multi-level trigger chain of yes/no decisions
 - Very fast first level: (Programmable) hardware
 - Slower higher level(s): Software on specialized or commodity processors



Event selection (ctd)

- Has to be reliable
- Rejected data are lost forever
- Continuous monitoring
- Do not lose new physics
- Must therefore be open to many different signatures of potentially new physics in the detector system





What ATLAS subdetectors measure

Inner detector

- Momentum and position of charged particles
- Electromagnetic calorimeter
 - Energy of photons, electrons and positrons

Hadron calorimeter

Energy of charged and neutral hadrons

Muon system

Momentum and position of muons



ATLAS detector





ATLAS detector, calorimeter





ATLAS detector, inner tracker





ATLAS detector, inner tracker





Event selection (ctd)

- Overall guideline in designing trigger system: what are the essential features of interesting physics in the detectors?
 - Typically high-energy particles moving transversely to the
 - beam direction
 - Results in large energy deposits in the calorimetric
 - systems, high-energy muons in the muon system, etc.
- Multi-level trigger explores such features in various degrees of detail



Multi level selection

- Many events can be discarded very quickly fast level-1 trigger
- Only the surviving ones are scrutinized more carefully high-level filter(s)
- Triggers are tailored to specific physics channels (Higgs, top, WW, ZZ, ...)
 - Many such hypotheses are investigated in parallel


ATLAS triggering system

- ATLAS has three-level trigger system
 - Level 1 purely hardware-based (ASICs and FPGAs)
 - High-level trigger (level 2 and Event Filter (EF)) softwarebased
- Level 1 uses information mainly from calorimeters and muon system
- Level 2 also includes information from Inner Detector, uses data from Regions of Interest (RoI) identified by level 1
- EF has access to complete set of data and uses same algorithms as offline event reconstruction

Physics Computing - Introduction to Physics Computing





Physics Computing - Introduction to Physics Computing





Two upgrade steps towards HL-LHC

- Ø LHC injector upgrade (LIU) during LS2
- Ø Upgrade to HL-LHC upgrade during LS3
- Ø Both upgrades are needed to reach the ultimate luminosity of 5–7.5 e34 cm

ATLAS upgrades, including TDAQ and Trigger, match the LHC upgrades

Arnulf Quadt – Georg-August-Universität Göttingen







Two upgrade steps towards HL-LHC

- Ø LHC injector upgrade (LIU) during LS2
- Ø Upgrade to HL-LHC upgrade during LS3
- Ø Both upgrades are needed to reach the ultimate luminosity of 5–7.5 e34 cm

ATLAS upgrades, including TDAQ and Trigger, match the LHC upgrades

Arnulf Quadt – Georg-August-Universität Göttingen



ATLAS L1 trigger

- Input (design) rate: 40 MHz
- Output rate: up to 100 kHz
- Latency (time to reach trigger decision):
 O(1 μs)
- Data pipelined until trigger decision can be made
- Mainly 2 detector systems: muons/calorimeters

Physics Computing - Introduction to Physics Computing



ATLAS L1 trigger



Arnulf Quadt – Georg-August-Universität Göttingen



ATLAS L1 calorimeter trigger High-energy objects in an event:

- **Electrons/photons**
- Hadronic decays of tau lepton
- Jet candidates
- Global event properties:
 - Total transverse energy (ET)
 - Missing ET
 - Jet sum ET
- Sends to Central trigger:
 - Multiplicity of electrons/photons and jets passing thresholds
 - Thresholds passed by total and missing ET







ATLAS L1 muon trigger Dedicated muon trigger chambers with good time resolution:

- RPCs (barrel region)
- TGCs (endcap regions)
- Search for patterns of
- measurements consistent
 with high momentum
 muons coming from
 collision point





ATLAS L1 CTP

- Central Trigger Processor
- L1 inputs are combined to form L1 items
 - e.g. an input EM10 (electromagnetic cluster above 10 GeV) can be used in the generation of several L1 items:
 - L1_EM10: At least one EM cluster above 10 GeV
 - L1_2EM10: At least two EM clusters, each above 10 GeV
 - L1_EM10_MU6: An EM cluster above 10 and a muon above 6 GeV.
- A L1 Accept is generated and sent to the detector readout electronics only if at least one L1 item survives.

Physics Computing - Introduction to Physics Computing



High-Level Filter

- Further data selection:
 - Up to 100 kHz input rate
 - A few hundred Hz output rate
- Event tagging:
 - Reconstruct physics objects
 - Mark events having interesting features
 - Facilitates quick access later







High-Level Filter (ctd)

- More detailed analysis of event and underlying physics
- Runs on standard processors (commodity PCs)
- CMS: 1 stage (in contrast to ATLAS two-stage solution)



CMS high-level trigger

- Has to keep pace with the L1 Output (up to 100 kHz)
- Solution: massive parallelism
- Filter farm
 - O(10000) cores
 - Decision time: O(100) ms



CMS high-level trigger (ctd)

- Same software framework as in offline reconstruction
- Transparent exchange of algorithms with offline code
- Regional reconstruction
 - Concentrates on region(s) found by Level 1
- Partial reconstruction
 - Stop as soon specific questions are answered



Output of CMS high-level trigger

Raw data are sent to Tier-0 farm (at CERN)

- Detector data (zero compressed)
- Trigger information + some physics objects
- O(50) physics datasets, depending on trigger history, O(10) online streams (calibration/monitoring/alignment)
- Physics: O(1) MB @ a few hundred Hertz = a few hundred MB/sec
- Alignment/Calibration: O(50) MB/sec





- LHC runs for ~ 10⁷ sec/year
- A few PB per year at design luminosity



Tier-0 processing

- Archive raw data on mass storage
- First event reconstruction without or with a small delay
- Archive reconstructed data on mass storage
 - A few hundred kByte/event, depending on physics
 - Reconstructed objects (hits/clusters, tracks, vertices, jets, electrons, muons)
- Send raw and processed data to Tier-1



Tier-0 processing (ctd)





Summary, event selection

- Selecting a small subset of all collision events for offline analyses
 - Reducing from 40 MHz collision rate to recording rate of a few hundred Herz
- Multi-level triggering system
 - Looking for signatures of potentially interesting physics in detectors
 - First level purely hardware-based with pipelined data
 - Higher level(s) software-based, massively parallelized on filter farms



Offline Processing

Calibration

Convert raw data to physical quantities

Alignment

Find out precise detector positions

Event reconstruction

- Reconstruct particle tracks and vertices (interaction points)
- Identify particle types and decays
- Impose physics constraints (energy and momentum conservation)



Offline Processing (ctd)

Simulation

- Generate artificial events resembling real data as closely as possible
- Needed for background studies, corrections, error estimation, ...



Monte Carlo Method Amun Quadt – Georg-August-Universität Göttingen



Offline Processing (ctd)

Physics analysis

- Extract physics signals from background
- Compute masses, cross-sections, branching ratios, discovery limits, ...



- Requires sophisticated multivariate techniques
- Series of lectures and exercises on data analysis methods later in this theme



Calibration: From bits to GeV and cm

- Raw data are mostly ADC or TDC counts
- They have to be converted to physical quantities such as energy or position
- Very detector dependent
- Every detector needs calibration
- Calibration constants need to be updated and stored in a database



Silicon Tracker calibration

 Incoming particle creates electric charge in strips or pixels





Silicon Tracker calibration (ctd)

- Charge distribution depends on location of crossing point and crossing angle
- Solve inverse problem: reconstruct crossing point from charge distribution and crossing angle
- Test beam, real data

Physics Computing - Introduction to Physics Computing



Drift tube calibration



Charged track



Drift tube calibration (ctd)

- Incoming particle ionizes gas in tube
- Electrons/ions drift to anode/cathode
- Drift time is measured
- Must be converted to drift distance
- Time/distance relation must be determined (not always linear)
- Test beam, real data



- Tracking detectors are very precise instruments
- Silicon strip detector: ~ 50 μm
- Pixel detector: ~ 10 μm
- Drift tube: ~ 100 μm
- Positions of detector elements need to be known to a similar or better precision





Example: CMS tracker







- Mechanical alignment
- Measurements taken before assembly
- Switching on the magnetic field
- Laser alignment
- Alignment with charged tracks from collisions, beam halo and cosmic rays



Alignment (ctd)

- Difficult because of huge number of parameters to be estimated (~ 100000)
- Continuous process
- Alignment constants need to be updated and stored in a database



Event reconstruction

- Find out which particles have been created where and with which momentum
- Many can be observed directly
- Some are short-lived and have to be reconstructed from their decay products
- Some (neutrinos) escape without leaving any trace



Event reconstruction (ctd)

- Reconstruct charged particles
- Reconstruct neutral particles
- Identify type of particles
- Reconstruct vertices (interaction points)
- Reconstruct kinematics of the interaction
- Not trivial, very time-consuming ...



Event reconstruction (ctd)

CMS: Higgs decay into two jets



Arnulf Quadt – Georg-August-Universität Göttingen



What CMS subdetectors measure





Charged particles

- Charged particles are detected by tracker and calorimeters
- Muons also reach the muon system
- Very high number of low-momentum charged particles
- Select by threshold on transverse momentum



Charged particles (ctd)




Neutral particles

- Neutral particles are detected mainly by calorimeters (e.g. photons, neutrons)
- They should deposit their entire energy
- Some of them decay into charged particles which are detected by the tracker (e.g. K⁰)
- Neutrinos escape without leaving a trace (missing energy)



Neutral particles (ctd)





Reconstruction of charged particles

- Trajectory is curved because of the magnetic field
- Position is measured in a number of places "hits"
- Determine track parameters (location, direction, momentum) plus their estimated uncertainties from the position measurements
- Data compression



The difficulties

- Assignment of hits to particles is unknown
- Huge background from low-momentum tracks
- Additional background from other interactions in the same beam crossing, from adjacent beam crossings and from noise in the electronics



More difficulties

- Charged particles interact with all the material, not only the sensitive parts
 - Multiple Coulomb scattering
 - Changes direction, but not momentum
 - Energy loss by ionization
 - All charged particles, changes momentum
 - Energy loss by bremsstrahlung
 - Electrons and positrons, changes momentum





Tracks only





Tracks with hits





Hits only





Decomposition of the problem

- Pattern Recognition or Track Finding
 - Assign detector hits to track candidates (collection of hits all believed to be created by the same particle)

Parameter estimation or Track Fit

 Determine track parameters + their estimated uncertainties (covariance matrix)

Test of the track hypothesis

Is the track candidate the trace of a real particle?



Track finding

Depends a lot on the properties of the detector:

- Geometry, configuration
- Magnetic field
- Precision
- Occupancy
- Many solutions available
- No general recipe



A few track finding algorithms

- Track following
- Kalman filter
- Combinatorial
- Kalman filter
- Hough transform
- Artificial neural network





Track Fit

- Determine (estimate) track parameters
- Determine uncertainties of estimated track parameters (covariance matrix)
- Test track hypothesis
- Reject outliers
 - Distorted hits
 - Extraneous hits
 - Electronic noise hits



Ingredients

Magnetic field

Constant or variable

Track model

- Solution of the equation of motion
- Analytic (explicit) or numerical

Error model

- Observation errors
- Process noise



Estimation of track parameters

 Most estimators minimize a least-squares objective function

- Linear regression
- Kalman filter
- Robust estimation
 - Adaptive filter
 - Automatic suppression of outlying hits



Reconstruction of neutral particles

- Neutral particles are only seen by the calorimeters
- Photons are absorbed in the electromagnetic calorimeter
- Neutral hadrons are absorbed in the hadronic calorimeter
- Neutrinos are not detected directly



Shower finding

- An incident particle produces a shower in the calorimeter
- A shower is a cluster of cells with energy deposit above threshold





Shower finding (ctd)

- Overlapping clusters must be separated
- Various clustering techniques are used to find showers
- The algorithms depend on various characteristics of the calorimeter
 - Type (electromagnetic or hadronic)
 - Technology (homogeneous or sampling)
 - Cell geometry, granularity



Particle identification

- Determining the type of a particle
- Dedicated detectors
 - Calorimeter (electromagnetic or hadronic)
 - Ring imaging Cherenkov (RICH)
 - Transition radiation detector
 - Ionization measurements





Particle identification (ctd)

Combining information from several detectors

- Shower in electromagnetic calorimeter + no matching track in tracker \rightarrow photon
- Shower in electromagnetic calorimeter + matching track in tracker \rightarrow electron/positron
- Shower in hadronic calorimeter + matching track in tracker
 → charged hadron
- Track in muon system + matching track in tracker \rightarrow muon



Vertex reconstruction

- Primary vertex: interaction of the two beam particles easy
- Secondary vertices: decay vertices of unstable particles

 difficult
- Emphasis on short-lived unstable particles which decay before reaching the tracker
- Data compression



Primary and secondary tracks



Primary tracks Secondary tracks



The difficulties

- Association of tracks to vertices is unknown
- Secondary tracks may pass very close to the primary vertex (and vice versa)
 - Especially if decay length is small
- Track reconstruction may be less than perfect
 - Outliers, distortions, incorrect errors



Decomposition of the problem

- Pattern Recognition or Vertex Finding
 - Assign tracks to vertex candidates
- Parameter estimation or Vertex Fit
 - Determine vertex location + covariance matrix, update track parameters

Test of the vertex hypothesis

Is the vertex candidate a real vertex?



Vertex finding

- Almost independent of the detector geometry
- Secondary vertex finding may depend on the physics channel under investigation
- Essentially a clustering problem
- Many solutions available



A few vertex finding algorithms

Hierarchical clustering

Single linkage, complete linkage, …

Machine learning

k-means, competitive learning, deterministic annealing, ...

Estimation based

robust location estimation, iterated vertex fit



Vertex fitting

 Most estimators minimize a least-squares objective function

- Linear regression
- Kalman filter
- Robust estimation
 - Adaptive filter
 - Automatic suppression of outlying tracks



Kinematical fitting

Impose physical constraints

- Momentum conservation
- Energy conservation

Test mass hypotheses

See whether kinematics are compatible with the decay of a certain particle

Reconstruct invisible particles





Event reconstruction produces physics objects

- Tracks
- Vertices
- Identified particles
- Jets
- Tags
- Need to be stored



Storage (ctd)

- Preferred tool for event data: ROOT
- Physics objects depend on
 - Alignment
 - Calibration
 - Version of the reconstruction program
 - Algorithm parameters
- Must be stored as well (database)



Summary, event reconstruction

Track reconstruction

- Charged: determine track parameters from hits
- Neutral: find showers in calorimeters
- Particle identification
- Vertex reconstruction
 - Determine number of production points and their positions from the set of reconstructed tracks

Kinematic fitting

Refine estimates by e. g. imposing physical constrain

Arnulf Quadt – Georg-August-Universität Göttingen



Simulation

Why do we need simulation?

- Optimization of detector in design phase
- Testing, validation and optimization of trigger and reconstruction algorithms
- Computation of trigger and reconstruction efficiency
- Computation of geometrical acceptance corrections
- Background studies
- Systematic error studies



Simulation steps

Physics generation

- Generate particles according to physics of the collision
- General-purpose and specialized generators

Event simulation

- Track particles through the detector, using detector geometry and magnetic field
- Simulate interaction of particles with matter
- Generate signals in sensitive volumes
- Simulate digitization process (ADC or TDC)
- Simulate trigger response

Arnulf Quadt – Georg-August-Universität Göttingen



Simulation steps (ctd)

Reconstruction

- Treat simulated events exactly as real events
- Keep (some) truth information: association of hits to tracks, association of tracks to vertices, true track parameters, true vertex parameters, ...
- Store everything



Event simulation

- Was frequently (and still sometimes is) experimentspecific
- Now there is a widely used standard:
- GEANT4
 - Object oriented, C++
 - Extremely general and versatile
- Needs detailed description of the apparatus (sensitive and insensitive parts)



Detector description

Geometry

- Partition the detector into a hierarchy of volumes
- Describe their shape and their position relative to a mother volume
- Use possible symmetries

Material

- Chemical composition, density
- Physical properties: radiation length, interaction length, …



An example detector model




Physics analysis

Event selection

- Multidimensional criteria
- Statistics, neural networks, genetic algorithms, ...

Signal extraction

- Study background
- Determine significance of signal

Corrections

- Detector acceptance, reconstruction efficiency, …
- From simulated and from real data



Physics analysis (ctd)

- Computation of physical quantities ...
 - Cross sections, branching ratios, masses, lifetimes, …

... and of their errors

- Statistical errors: uncertainty because of limited number of observations
- Systematic errors: uncertainty because of limited knowledge of key assumptions (beam energy, calibration, alignment, magnetic field, theoretical values, background channels, ...)



Analysis tools

Need versatile tools for

- Multidimensional selection, event display and interactive reprocessing
- Histogramming, plotting, fitting of curves and models
- Point estimation, confidence intervals, limits

Main tool currently used: ROOT

 Data analysis and storage, but also detector description, simulation, data acquisition, ...



THEP02 (2010)

04

 \vdash

And finally ...

Transverse-momentum and pseudorapidity distributions of charged hadrons in pp collisions at $\sqrt{s} = 0.9$ and 2.36 TeV

CMS Collaboration

ABSTRACT: Measurements of inclusive charged-hadron transverse-momentum and pseudorapidity distributions are presented for proton-proton collisions at $\sqrt{s} = 0.9$ and 2.36 TeV. The data were collected with the CMS detector during the LHC commissioning in December 2009. For non-single-diffractive interactions, the average charged-hadron transverse momentum is measured to be 0.46 ± 0.01 (stat.) ± 0.01 (syst.) GeV/c at 0.9 TeV and 0.50 ± 0.01 (stat.) ± 0.01 (syst.) GeV/c at 2.36 TeV, for pseudorapidities between -2.4and +2.4. At these energies, the measured pseudorapidity densities in the central region, $dN_{\rm ch}/d\eta|_{|\eta|<0.5}$, are 3.48 ± 0.02 (stat.) ± 0.13 (syst.) and 4.47 ± 0.04 (stat.) ± 0.16 (syst.), respectively. The results at 0.9 TeV are in agreement with previous measurements and confirm the expectation of near equal hadron production in pp̄ and pp collisions. The results at 2.36 TeV represent the highest-energy measurements at a particle collider to date.

KEYWORDS: Hadron-Hadron Scattering

ARXIV EPRINT: 1002.0621



Distributed analysis

- Physics analysis takes place in many labs all over the world
- Physicists need fast access to event data and corresponding calibration, alignment and bookkeeping data ... and to simulated data
- We need the grid!



The LHC Computing Grid

- Global collaboration of more than 170 computing centers in 36 countries
- Four-tiered model
- Data storage and analysis infrastructure
- O(10⁵) CPUs
- O(100) PByte disk storage (tiers 0 and 1)



Data management

- Dataset bookkeeping
 - Which data exist?
- Dataset locations service
 - Where are the data?
- Data placement and transfer system
 - Tier-0 \rightarrow Tier-1 \rightarrow Tier-2
- Data access and storage
 - Long-term storage, direct access





Additional resources

CAF (CERN Analysis Facility)

- O(100) worker nodes, O(1000) cores (CMS)
- Ready access to calibration and express streams
- Fast turnaround
- Operation critical tasks
 - trigger and detector diagnostics
 - alignment and calibration
 - monitoring and performance analysis
- Physics data quality monitoring



Data flow in CMS-CAF



Arnulf Quadt – Georg-August-Universität Göttingen



Summary

Physics computing involves:

- Event filtering with multi-level trigger
- Storage of raw data
- Calibration and alignment
- Storage of calibration and alignment data
- Event reconstruction
- Storage of reconstruction objects and metadata



Summary (ctd)

Physics computing involves:

- Simulation of many million events
- Storage of simulated raw data and truth information
- Reconstruction of simulated events
- Storage of reconstruction objects and truth information
- Distributed physics analysis and event viewing
- Storage of high-level physics objects



Summary (ctd)

Physics computing involves:

- Simulation of many million events
- Storage of simulated raw data and truth information
- Reconstruction of simulated events
- Storage of reconstruction objects and truth information
- Distributed physics analysis and event viewing
- Storage of high-level physics objects



Acknowledgments

- All illustrations from the ATLAS and CMS experiments are subject to © 2019 CERN (CERN Copyright)
- Thanks in particular to the ATLAS TDAQ community for providing facts and figures describing the ATLAS triggering system
- Thanks to Are Strandlie for his lecture at CSC 2013