

Deadtime Simulation for ATLAS Level 1 Central Trigger Mechanism

Sarah L. MacHarg

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L1CT Mechanism







ATLAS & LHC – the Big Data Problem

• LHC: Proton bunches

- 3564 bunches per orbit, 25ns time separation \rightarrow 40 MHz bunch crossing rate
- Cannot record all this data time, money limitations \rightarrow triggers (filter events), deadtime (ignore events)
- Level 1 Central Trigger (L1CT) Hardware, Level 2 High Level Trigger (HLT) Software
 - L1CT: First level of trigger filtration, high input rates mean need fast processing rates
 - Increased complexity of trigger calculation as input rate decreases





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Deadtime Simulation

- Simple
 - Ex: Veto any L1 accepts for four bunch crossings after an accept
- Complex
 - Ex: Leaky bucket algorithm
- Programmable
- Total deadtime varies based on incoming events \rightarrow simulator

→ Initial Project: Add existing simulator to online tool dashboard for experts-on-call



This week

• Familiarize self with

- Trigger mechanisms, deadtime
- Simulation code repository
 - Brainstorm changes
- Aligning goals
 - New projects
 - Detector calibration
 - Physics analysis (who/how TBD)





Up next

- Get to know web dashboard repo
 - Learn/refresh web app basics
- Get app running
- Side project tasks TBD
 - Learn ROOT?





Pictures from the week







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