
Triggering TB/s of data: The LHCb perspective

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on behalf of LHCb

CHEP conference, 19-25 October 2025,
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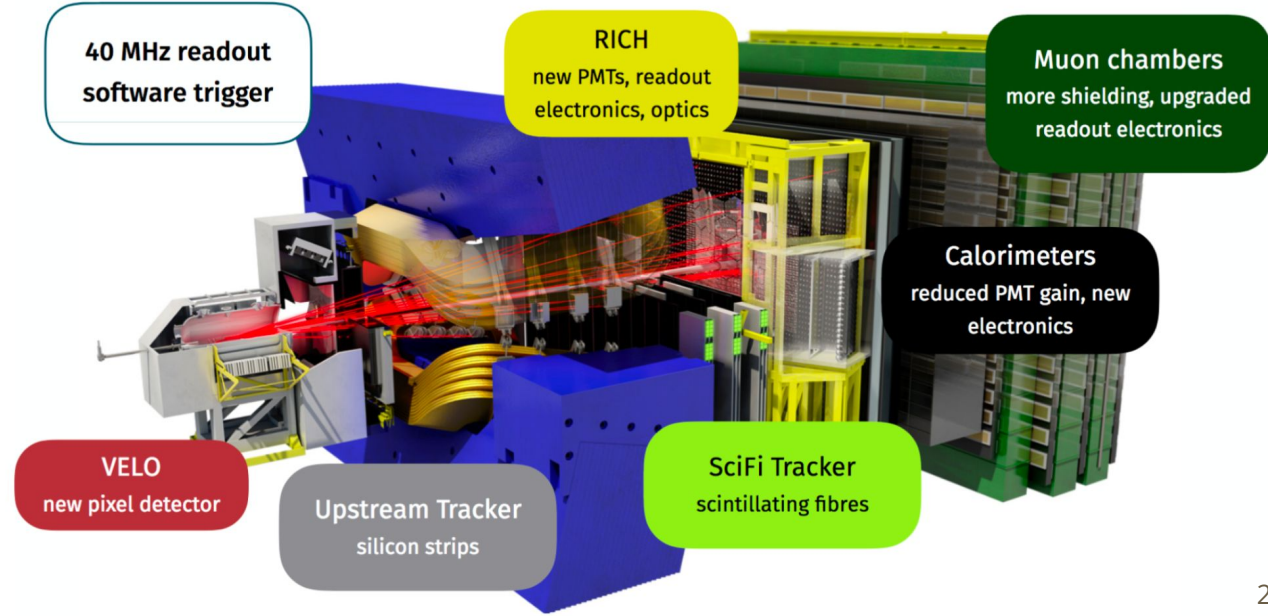


The LHCb experiment

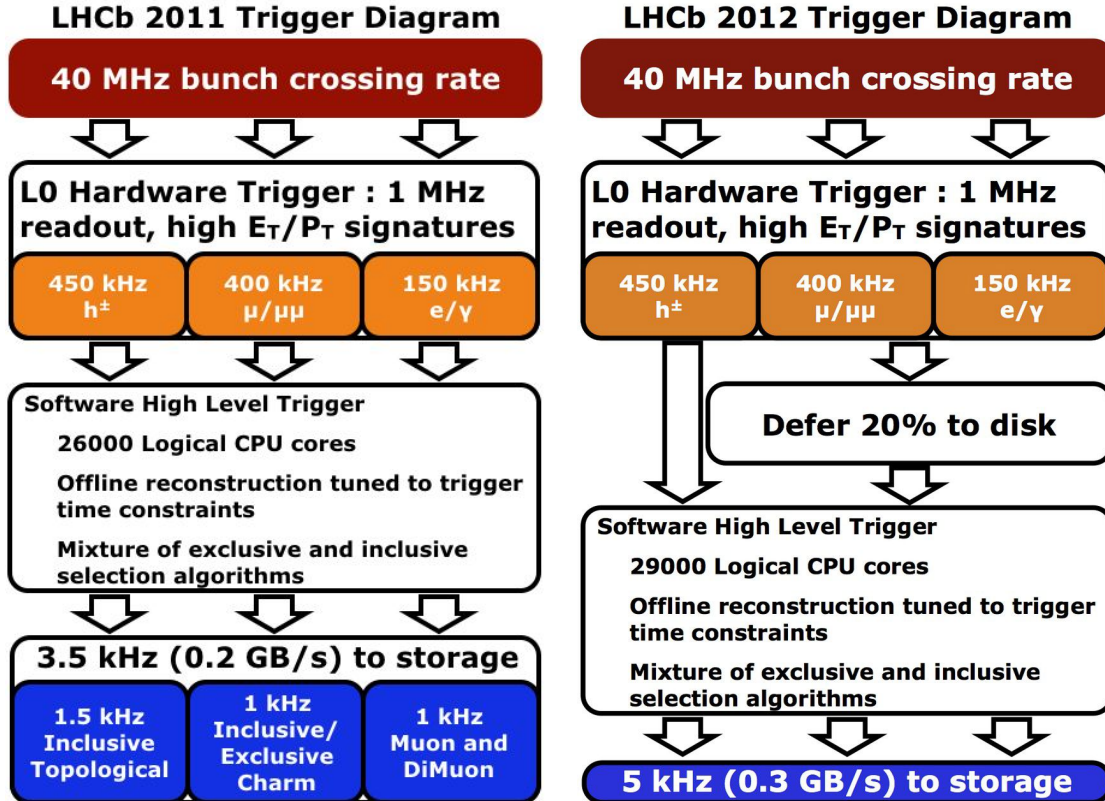
- Experiment dedicated to flavour physics
- Successfully took 9 fb^{-1} of data during Run 1-2
- **Major upgrade** of all subectors **for Run 3**
- Factor 5 increase in instantaneous luminosity \rightarrow pile-up of 5

[CERN-LHCC-2012-007](#)

- 100% of the readout electronics replaced
- **New data acquisition system** and data center

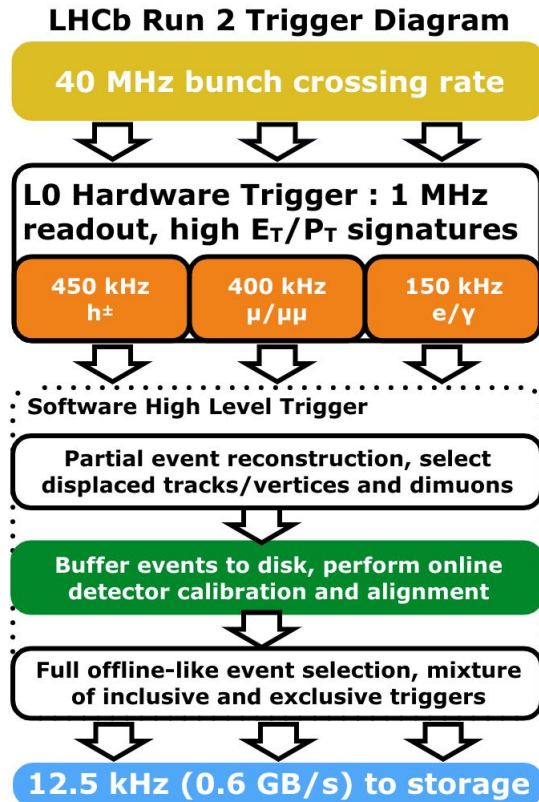


The trigger evolution: Run 1



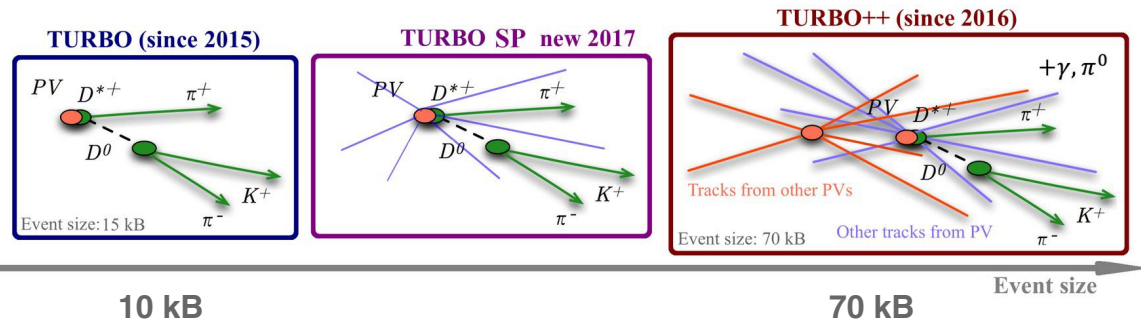
- L0 hardware level for high E_T/p_T signatures
- HLT1 running tracking (for high- p_T) including Kalman filter
- HLT2 *almost* full event reconstruction
- Much bigger output rate than originally foreseen
 - Inclusive selections for full beauty programme
 - The charm programme initially not foreseen became a reality

The trigger evolution: Run 2



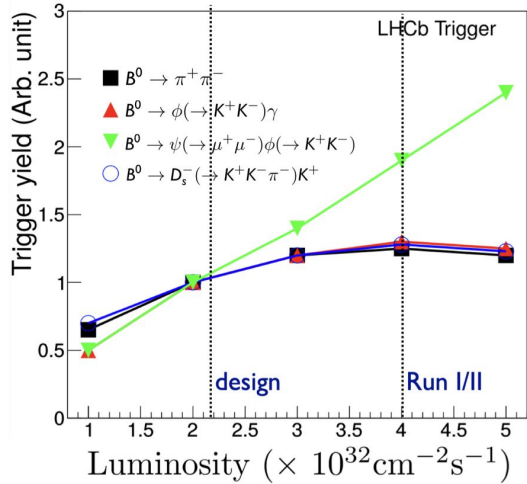
Disk buffer moved between HLT1 and HLT2 → increased number of CPUs and enabled

- Real-time alignment and calibration
- Real-time reconstruction with analysis quality reconstruction
- Ability to use trigger output for analysis and discard raw detector information in trigger (**Turbo stream**) [[J. Phys.: Conf. Ser. 664 082004](#)]
 - System fully commissioned already in 2015 with physics publications. It became the baseline for a good fraction of the Run 2 physics programme
- Adopted as the baseline approach for Run 3



The trigger (R)evolution: Run 3

J. Phys.: Conf. Ser. 878 012012

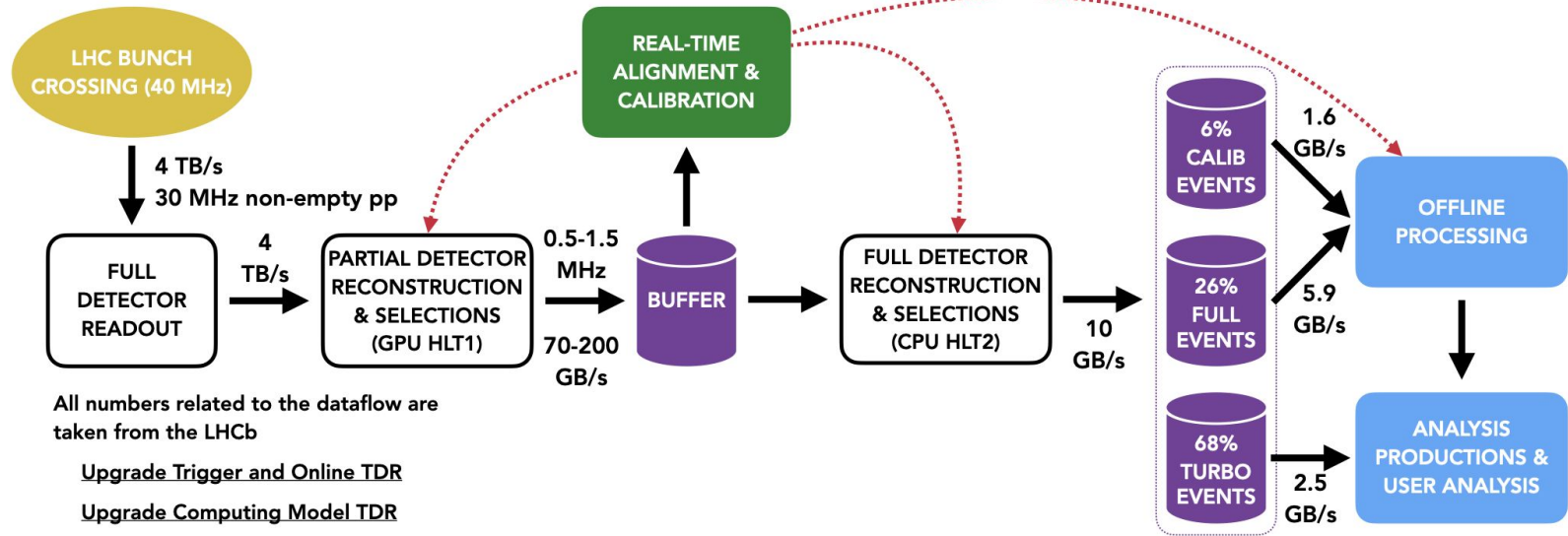


- In Run 1-2 couldn't efficiently trigger on heavy flavour using hardware signatures
- Trigger for many hadronic channels saturated
- Solution: **fully software trigger**



The Run 3 data flow

[LHCb-FIGURE-2020-016](#)



- Detector data @30 MHz received by O(500) FPGAs
- 2-stage software trigger, HLT1 & HLT2
- Real-time alignment & calibration
- After HLT2, 10 GB/s of data for offline processing

HLT1 trigger

- Take as input LHCb raw data (**4 TB/s**) at 30 MHz
- Perform partial event reconstruction & coarse selection to cover the full breadth of LHCb physics
- Reduce the input rate by a factor of 30 (~1 MHz)
- ~ **500 GPUs NVIDIA RTX A5000 GPUs** installed
 - The baseline TDR design could be achieved with 300 GPUs
 - Extra GPU power used to extend the improvements beyond-TDR

The GPU choice matches the DAQ architecture of LHCb

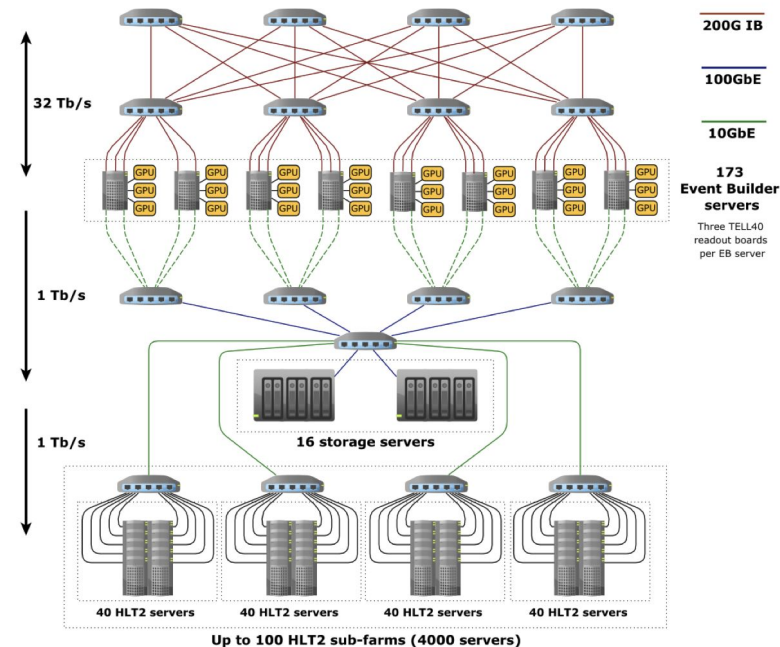
- GPUs can be hosted by the Event Builder Nodes via PCIe slots
- reduced costs due to shared powering and cooling and smaller network

HLT1 tasks are suited for parallelisation:

- Events can be treated independently
- Objects of reconstruction (tracks, vertices, ...) are independent

See talks from

- [A. Scarabotto](#)
- [J. Horsvill](#)

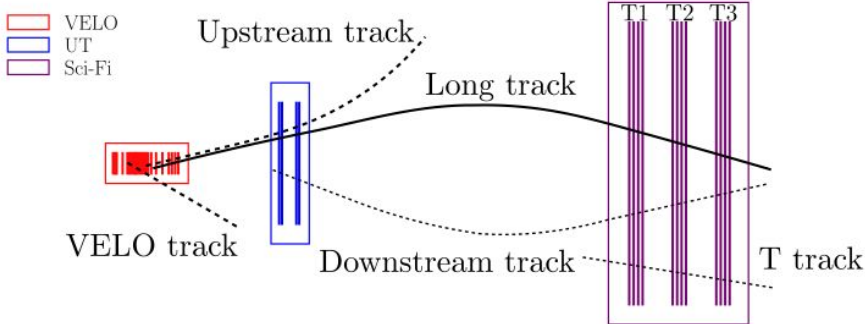


[Comput.Softw.Big Sci. 6 \(2022\) 1, 1](#)

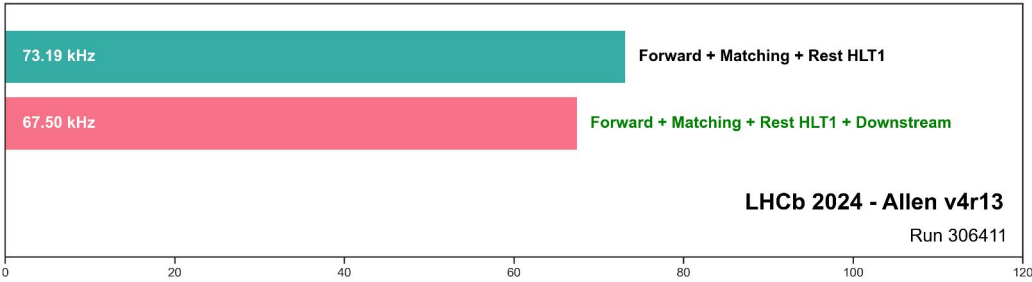
Allen: LHCb HLT1 trigger

Partial event reconstruction through

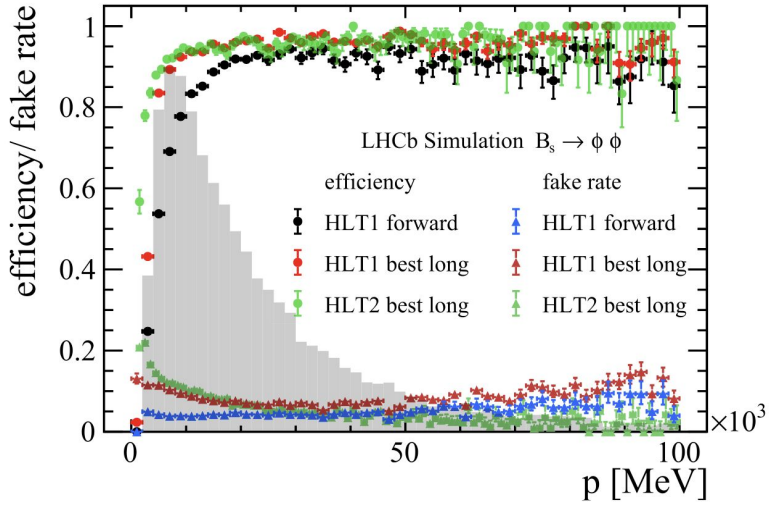
- Track reconstruction for all the track types used in physics analysis (Long and Downstream* tracks) [See talk by [J. Zhuo](#)]
- Vertex reconstruction
- Electron clustering* and bremsstrahlung recovery*
- Muon identification



HLT1 Throughput per GPU



[LHCb-FIGURE-2024-035](#)

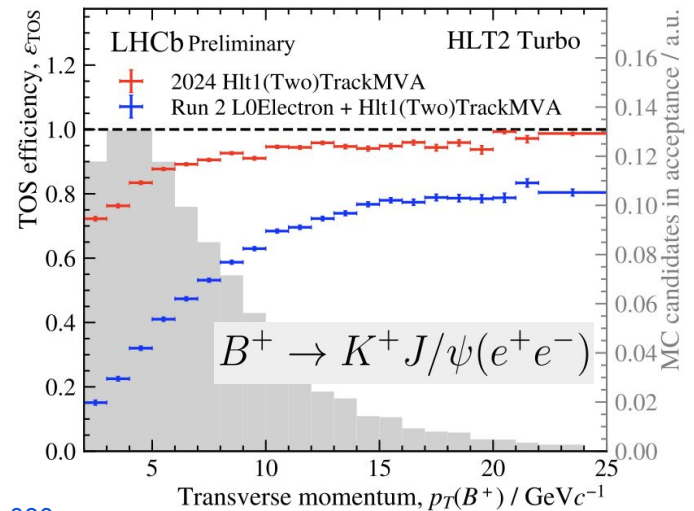


[IEEE Access, vol. 12, 2024](#)

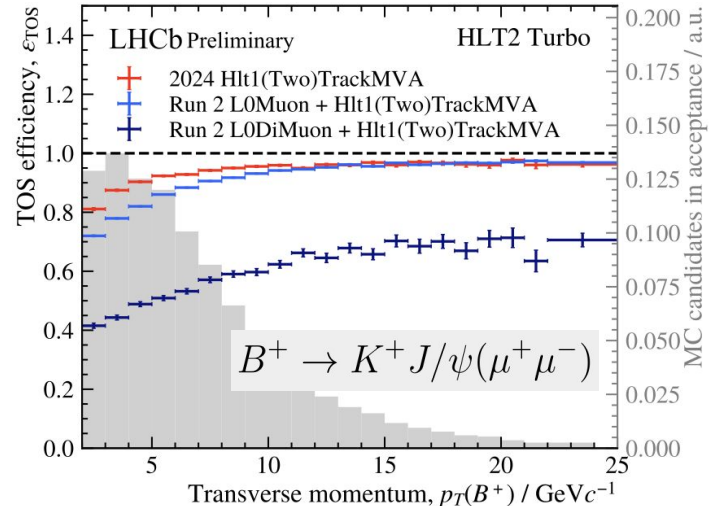
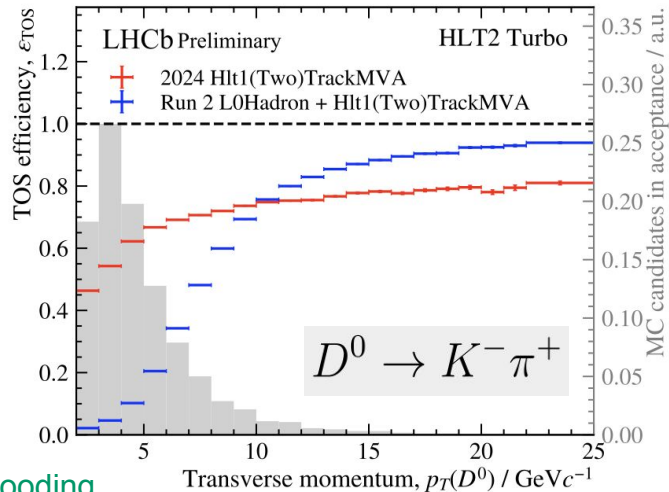
* beyond TDR

HLT1 performance

- The real-time analysis philosophy proved to be valid
- Significant improvements in trigger efficiencies
- Huge gain a low-pT
 - Beneficial for the charm and strange physics programme
- Large impact for electron channels
- Muon channels gained from the removal of the global event cuts

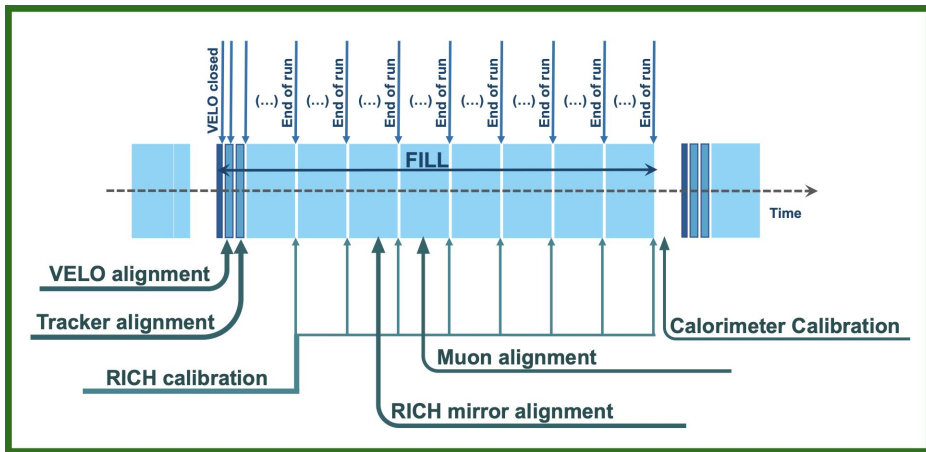


[LHCb-FIGURE-2024-030](#)

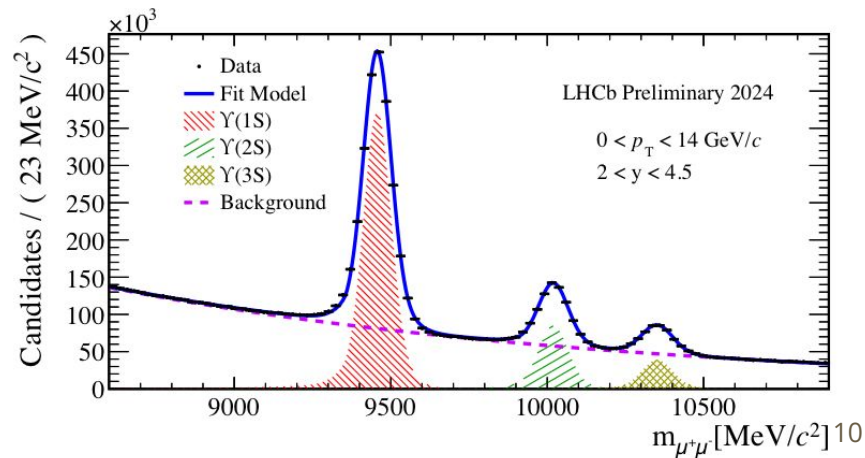


Alignment and calibration

- Store data selected in HLT1 in intermediate buffer of O(30 PB) for real-time alignment and calibration
- Fully aligned and calibrated detector needed to have offline-quality reconstruction in HLT2
- Online alignment and calibration pioneered in Run 2, crucial in Run 3
- Two types of processes
 - Alignment: VELO, RICH mirrors, UT, SciFi, Muon
 - Calibration: RICH, ECAL, HCAL

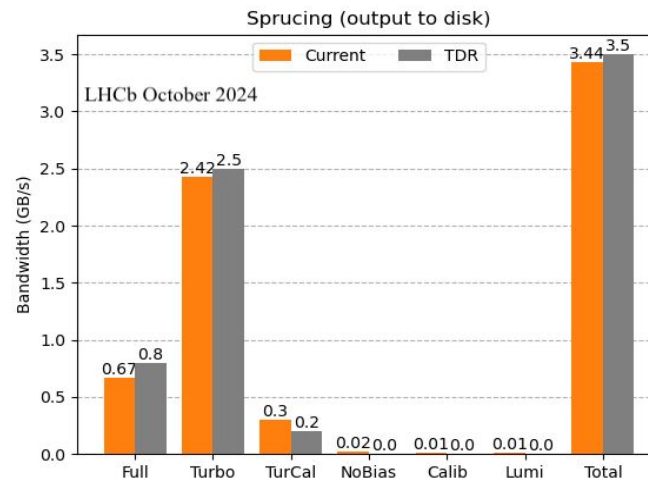
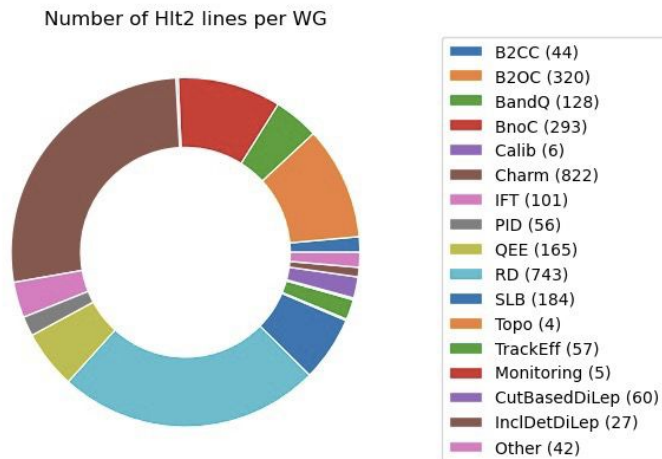


[LHCb-FIGURE-2024-025](#)



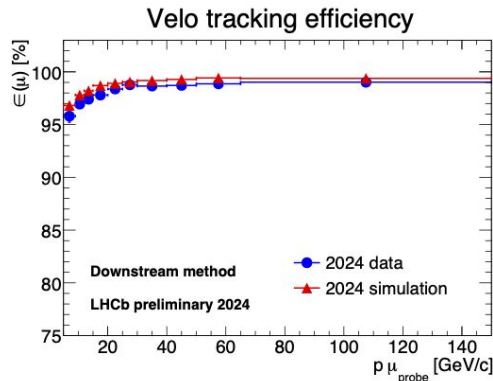
LHCb HLT2 trigger

- HLT2 runs a full reconstruction and all the necessary selections (inclusive but mostly exclusive) for the wide LHCb physics programme (~3000 lines)
- Given the hard limit on bandwidth (10 GB/s to tape and 3.5 GB/s on disk) and expected signal rate, event size is the only free parameter
- Need to "persist" all the reconstructed objects for offline analysis
- The successful strategy of the Turbo paradigm used at full speed also in Run 3

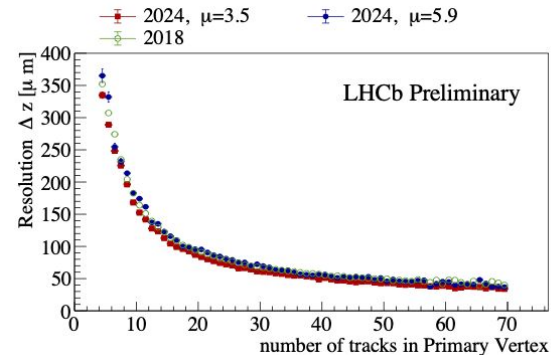


HLT2 performance

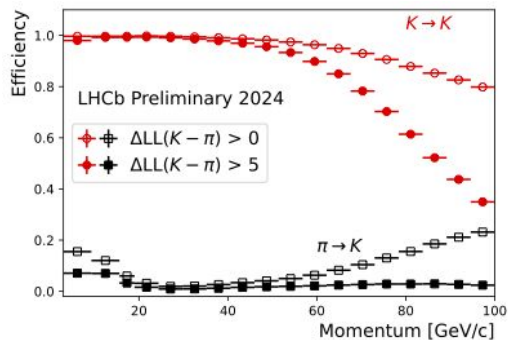
Achieving TDR performance for vertex resolutions, track reconstruction and PID performance



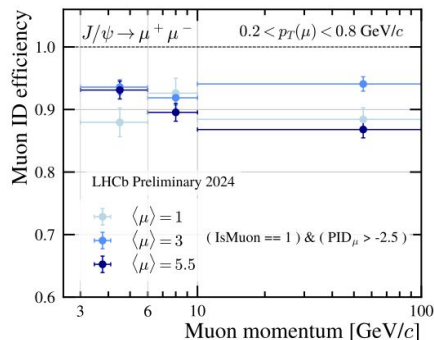
[LHCb-FIGURE-2024-032](#)



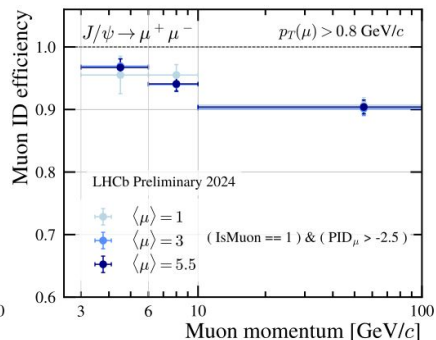
[LHCb-FIGURE-2024-011](#)



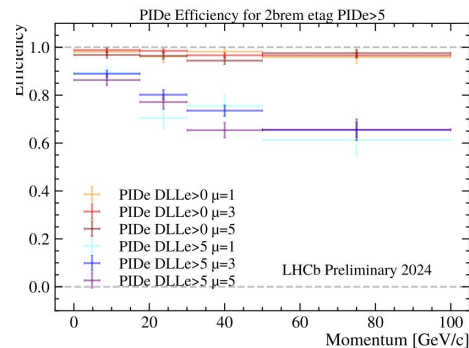
[LHCb-FIGURE-2024-031](#)



[LHCb-FIGURE-2024-010](#)



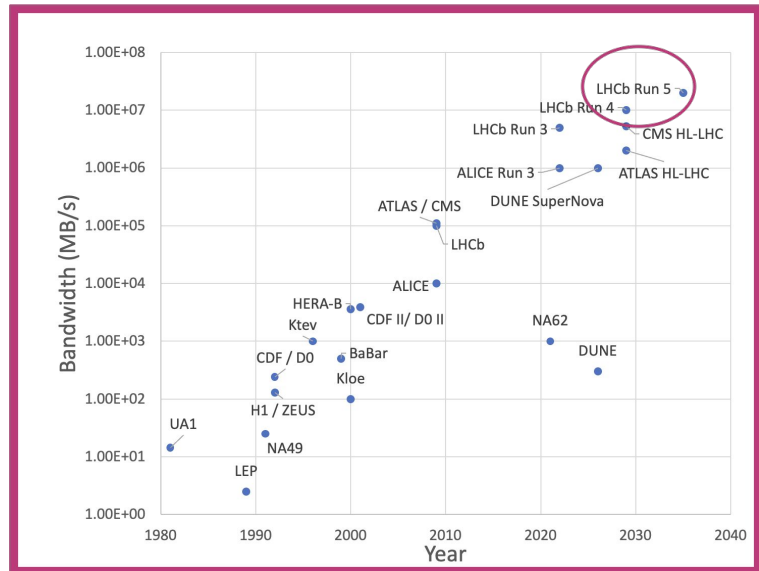
[LHCb-FIGURE-2024-010](#)



Towards the future

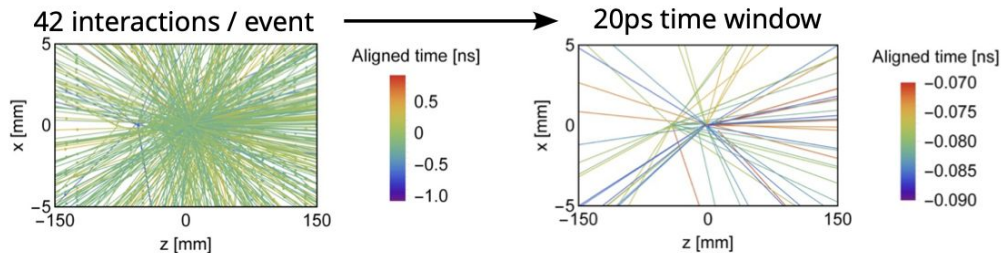
LHCb planning **Upgrade II for LS4**

- [FTDR](#) approved in March '22 and [Scoping document](#) in preparation
- Luminosity: $(2 \times 10^{33} \rightarrow 1.5 \times 10^{34}) \text{ cm}^{-2} \text{ s}^{-1}$
- Pile-up: $5 \rightarrow 40$
- Exciting challenges in trigger and DAQ
 - 200 TB/s of data, to be processed in real time and reduced by ~ 4 orders of magnitude before sending to permanent storage
 - data processing will be based around pile-up suppression
 - 4D reconstruction: timing added to tracking and ECAL detectors to better isolate signals



Courtesy of A. Cerri

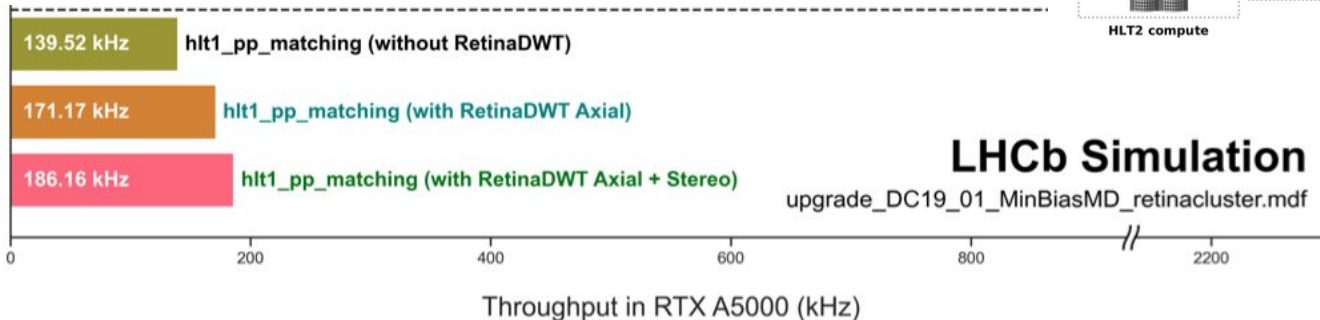
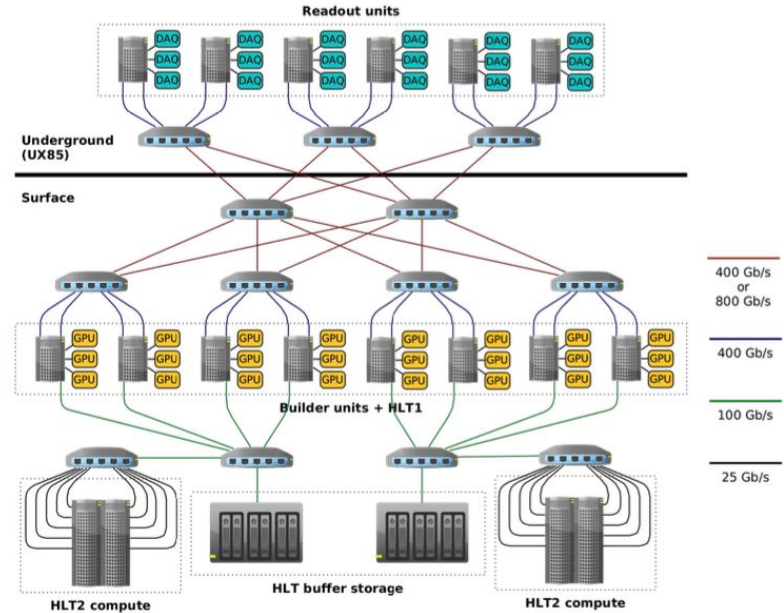
The biggest data challenge in HEP!



The trigger evolution: Run 5

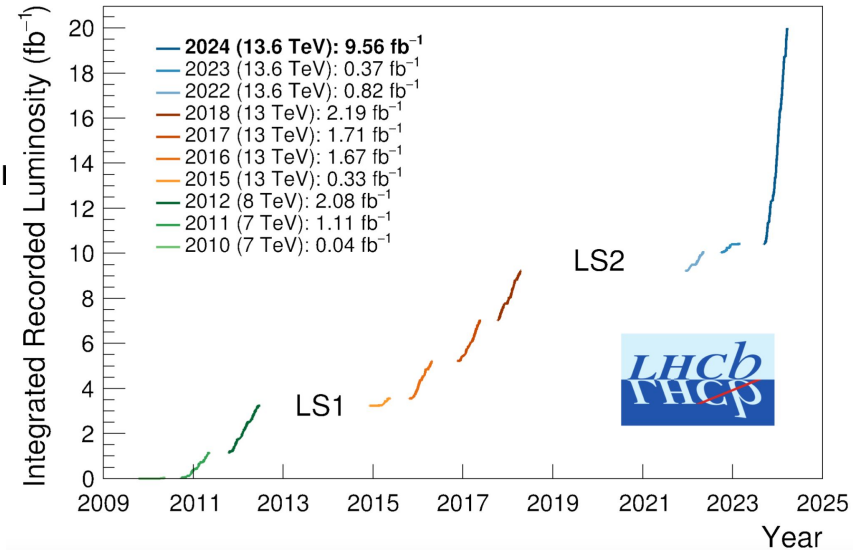
See talk by [F. Lazzari](#)

- Triggerless design philosophy will remain correct and scalable
- Partial and full detector reconstruction (and selections?) both on GPUs
- Complementary R&D activities focusing on two main areas
 - Building subdetector primitives, for example tracks or calorimeter clusters, on FPGAs [\[LHCb-PUB-2024-001\]](#)
 - Exploiting other architectures such as the IPU or even more exotic hardware



Conclusion

- LHCb underwent its first major upgrade in order to increase its instantaneous luminosity by x5
- Major changes in the trigger strategy:
 - Remove L0 hardware trigger, read-out full detector at 30 MHz
 - First level trigger run on GPUs
- The new trigger system has been successfully commissioned at nominal luminosity, even going beyond-expectations
- About 9.5 fb^{-1} of data have been taken and currently being analysed for a great physics outcome
- The LHCb Upgrade II is becoming a reality and this will pose very interesting challenges



Thanks a lot for your attention!