

Trigger and data processing

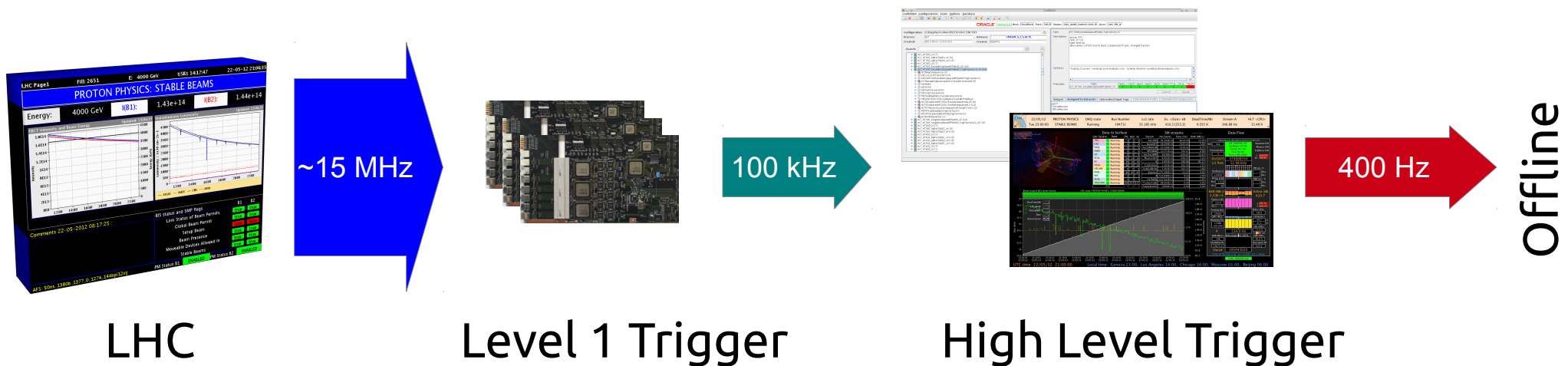
or

The CMS trigger system

Andrea Bocci - CERN

# Why do we need a *trigger*?

- the role of the trigger is to
  - reduce the event rate from the LHC collision rate ( $\sim 15 \text{ MHz}$ ) to what can be stored and analysed offline ( $\sim 400 \text{ Hz}$ )
  - while keeping the **physics reach** of the experiment
- CMS has been designed with a 2-level trigger system



Level 1 Trigger

# Level 1 Trigger

- fast readout of the detector, with a limited granularity

muon chambers  
(RPC, CSC, DT)

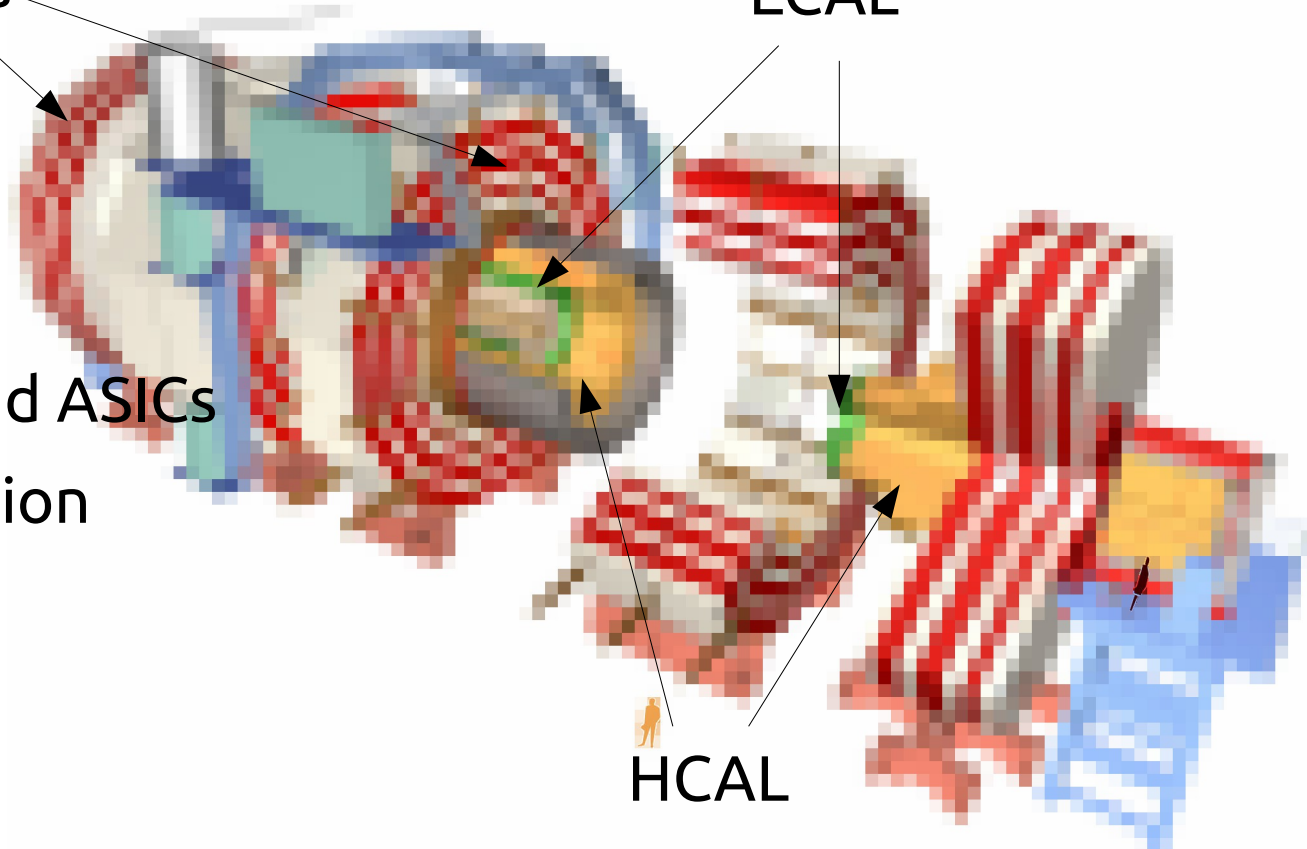
ECAL

- implementation

- hardware: FPGAs and ASICs
- synchronous operation
- 40 MHz LHC clock

- constraints

- $\sim 4 \mu\text{s}$  to take a decision
- 100 kHz maximum output rate



# L1 Trigger Objects

- the L1 Trigger reconstructs

*Global Muon Trigger*

- “stand alone” muon candidates
  - up to 4 candidates from the hits in the muon detectors

- e/gamma objects: photons or electrons
  - from ECAL deposits
  - including the possibility for a loose calorimetric isolation
- jets
  - up to 4 central, 4 forward, and 4 tau candidates
  - from the calorimetric deposits
- global quantities: MET, HT
  - from the calorimetric deposits

*Global Calo Trigger*

# L1 Muon Trigger

- **DT and CSC**

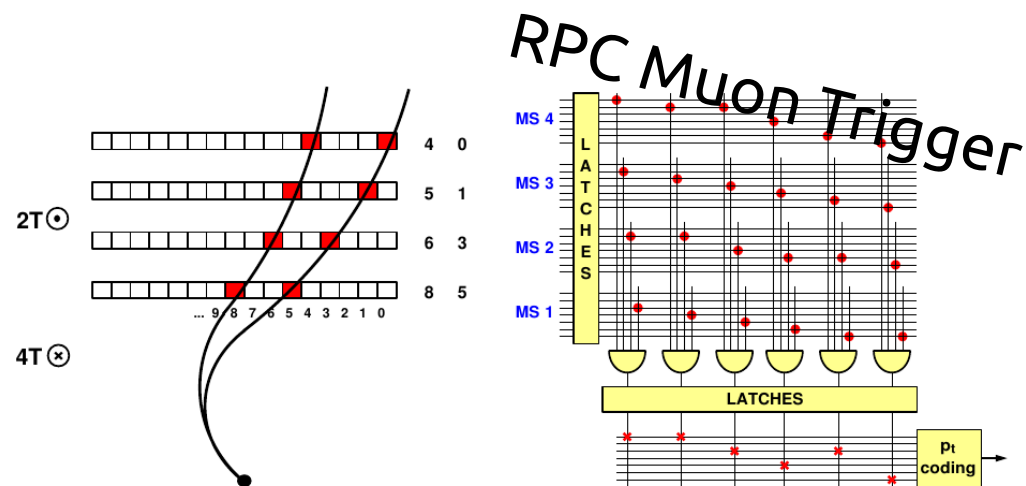
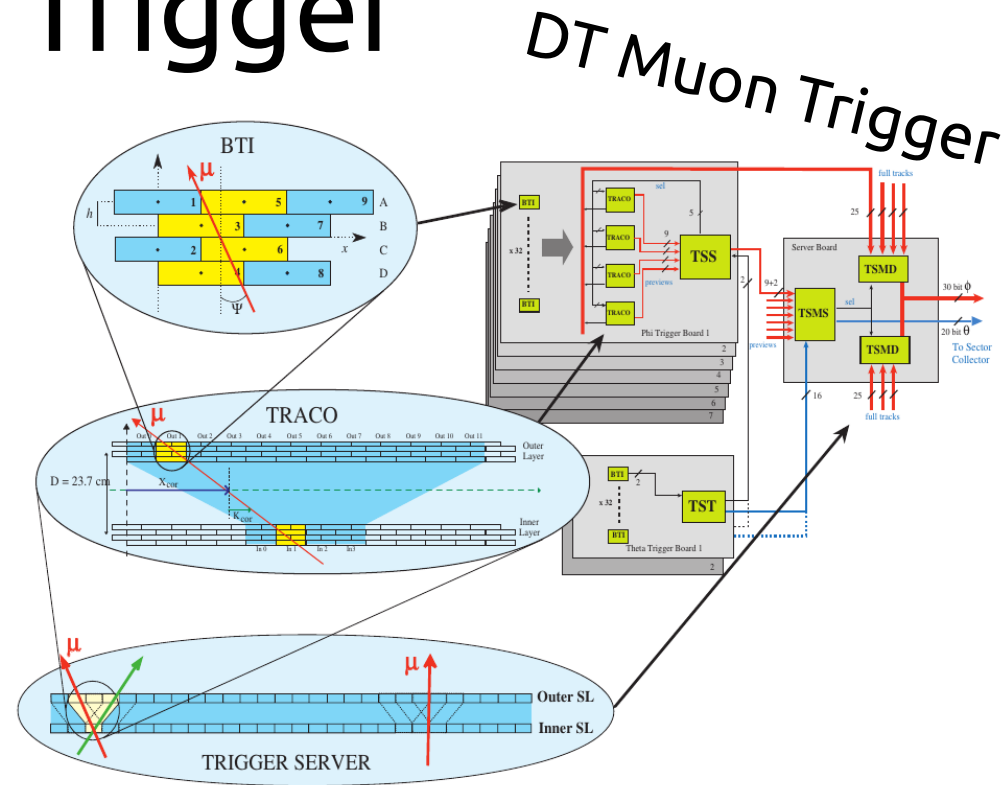
- track segments are identified in the detectors
- track finders (DTTF and CSCTF) build muon candidates
- each candidate is assigned  $\eta$ ,  $\phi$ ,  $p_T$  and quality
- **select 4 (DT) + 4 (CSC) candidates**

- **RPC**

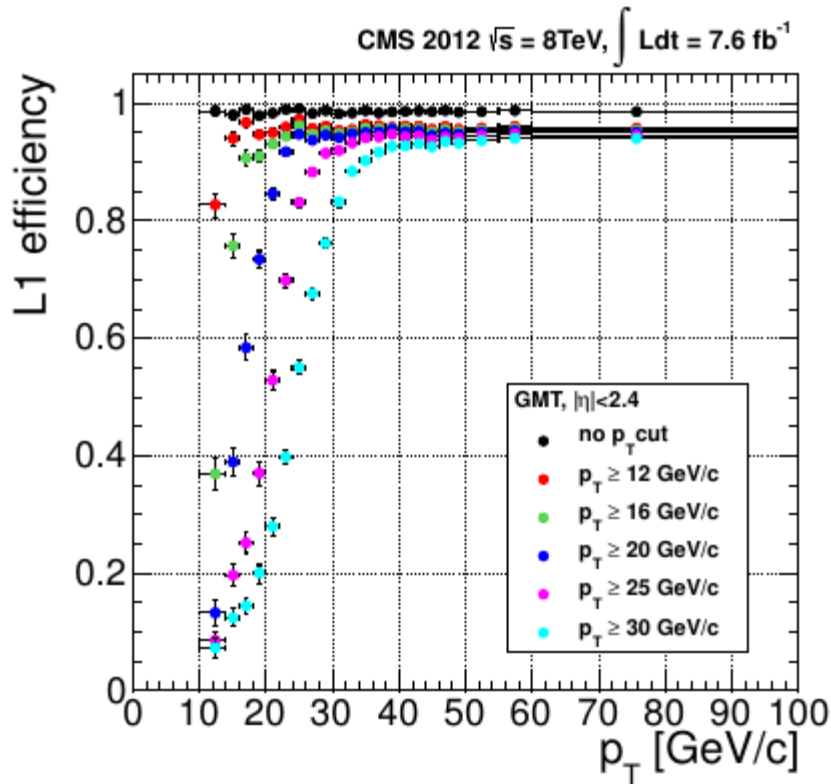
- hits are built into candidates
- each candidate is assigned  $\eta$ ,  $\phi$ ,  $p_T$  and quality
- **select 4 (barrel) + 4 (endcap) candidates**

- **GMT – Global Muon Trigger**

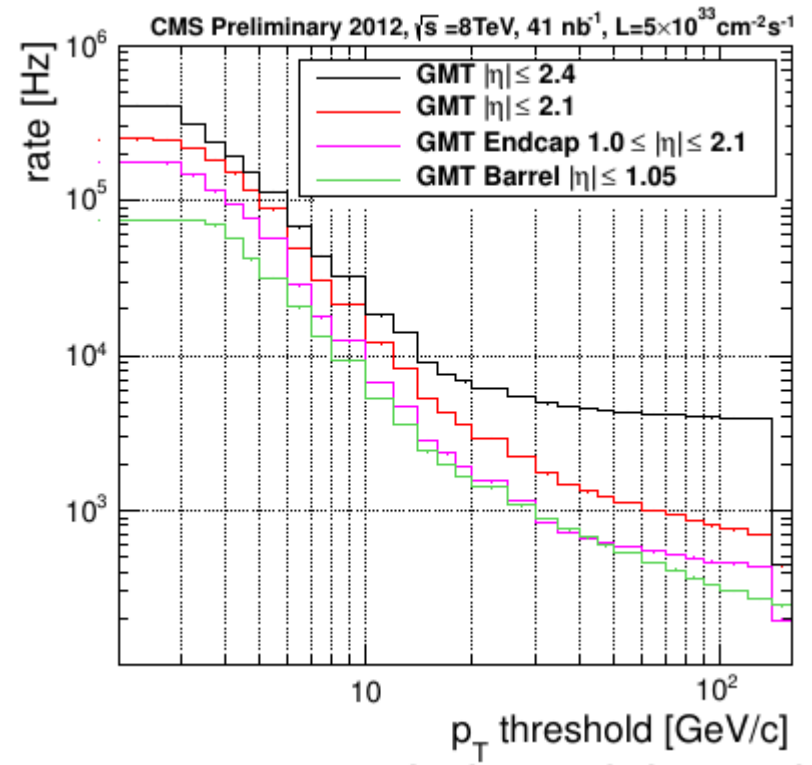
- combine candidates in the barrel (DT+RPC) and endcap (CSC+RPC)
- merges or removes duplicates
- each candidate is assigned  $\eta$ ,  $\phi$ ,  $p_T$  and quality
- select **4 leading muon candidates**
  - high quality candidates used for single muon triggers
  - low quality candidates are used for di-muon and cross-triggers



# L1 Muon Trigger



L1 muon efficiency vs.  
offline transverse momentum



L1 muon rate vs.  $p_T$  cut



# L1 Calo Trigger

- **ECAL trigger primitives**

- trigger tower: 5x5 crystals
- ET in each tower
- reject “spikes”, apply “transparency corrections”

- **HCAL primitives**

- ET in each tower

- **e/gamma candidates**

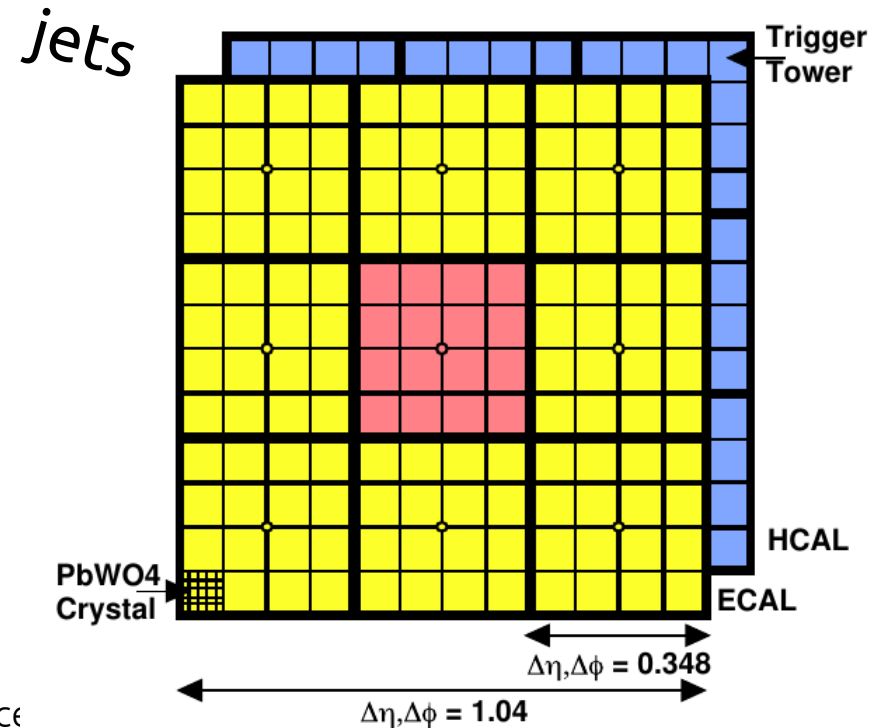
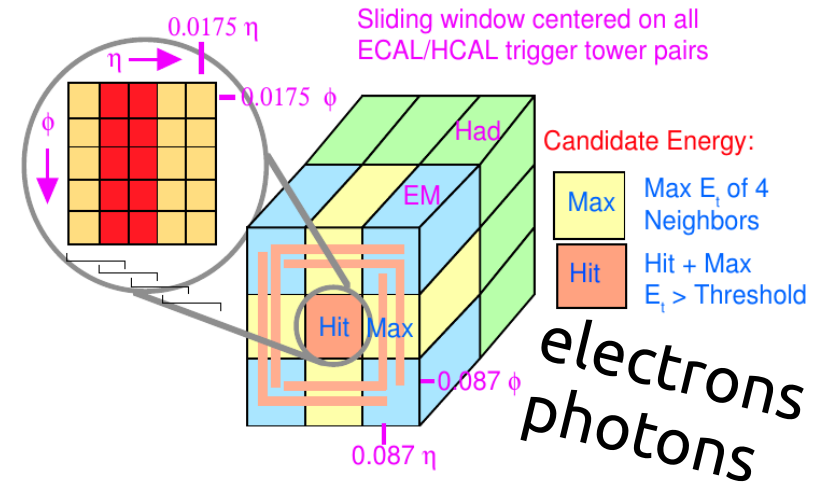
- id based on shower shape, isolation from ECAL and H/E
- select **4 isolated** and **4 non-isolated** e/gamma candidates

- **jet candidates**

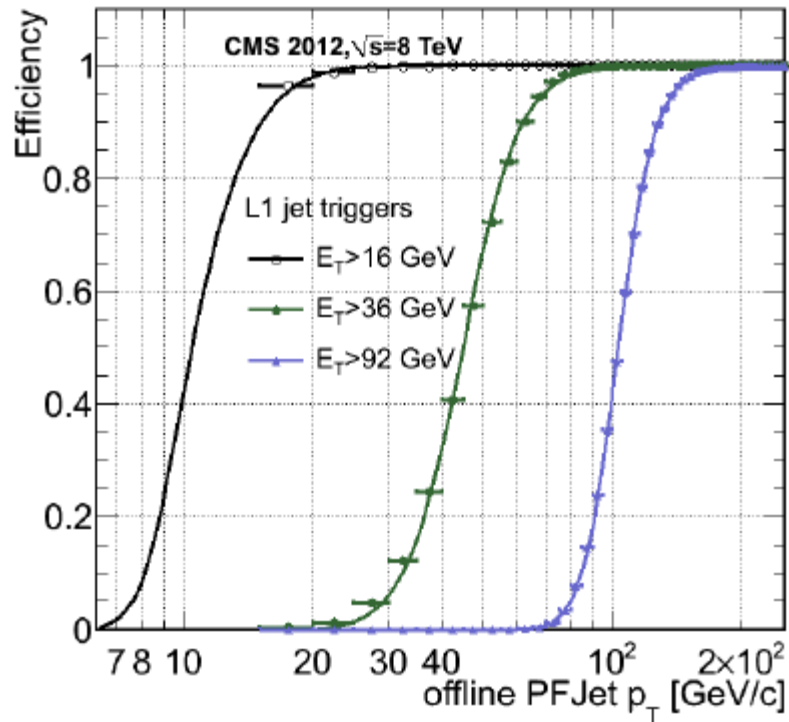
- calorimeter regions (4x4 towers)
- sum ET of 3x3 regions
- tau “veto” based on the number of deposits
- select **4 forward jets** ( $|\eta| > 3$ ), **4 central jets** ( $|\eta| < 3$ , tau veto), **4 tau jets** ( $|\eta| < 3$ , no tau veto)

- **energy sums**

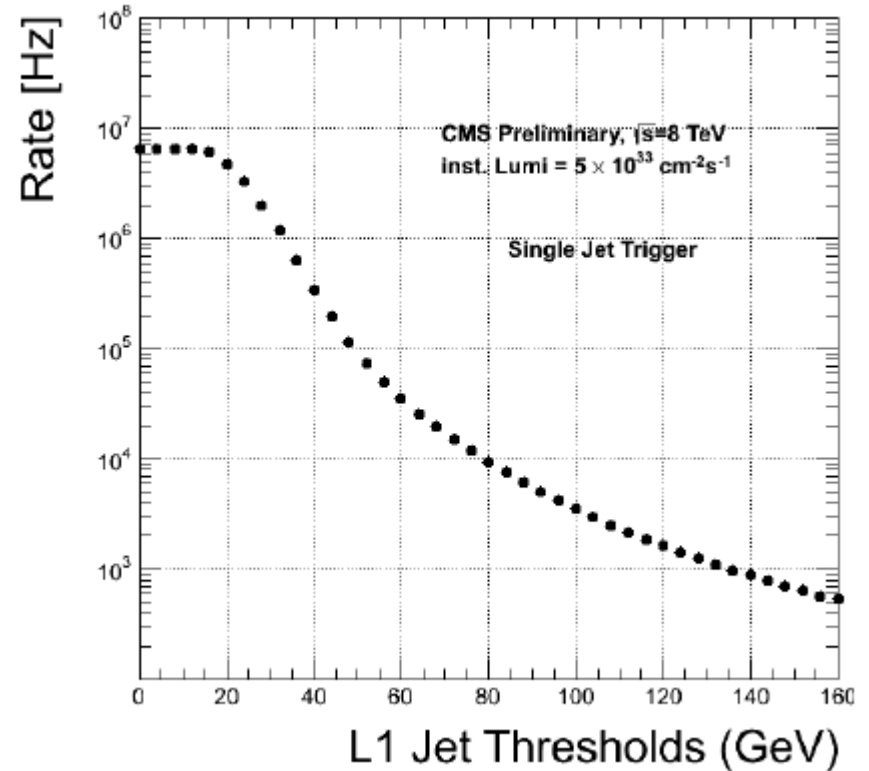
- **ETT, MET** computed from all trigger towers above threshold
- **HT, MHT** computed from all jets above threshold



# L1 jets

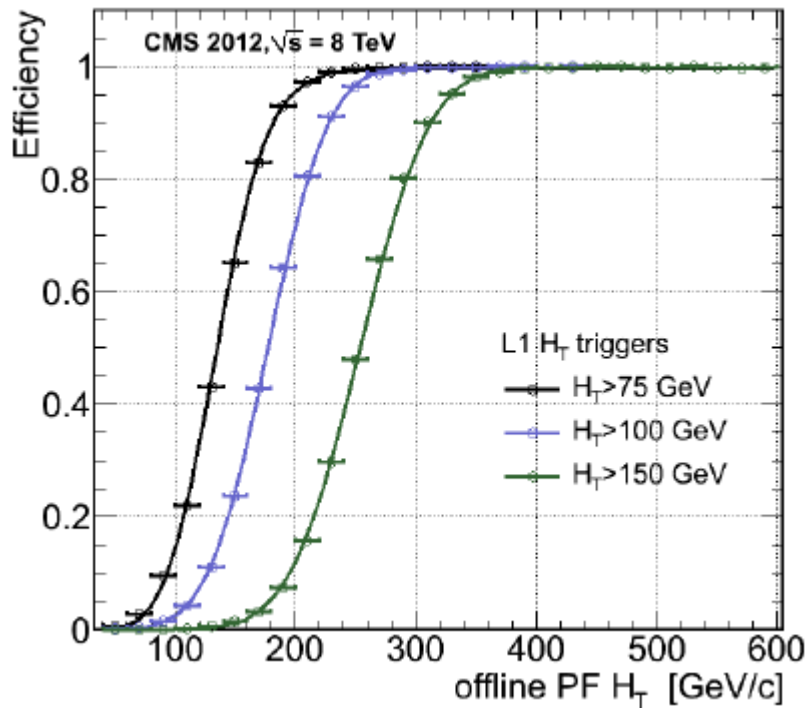


L1 jet efficiency vs.  
offline transverse momentum

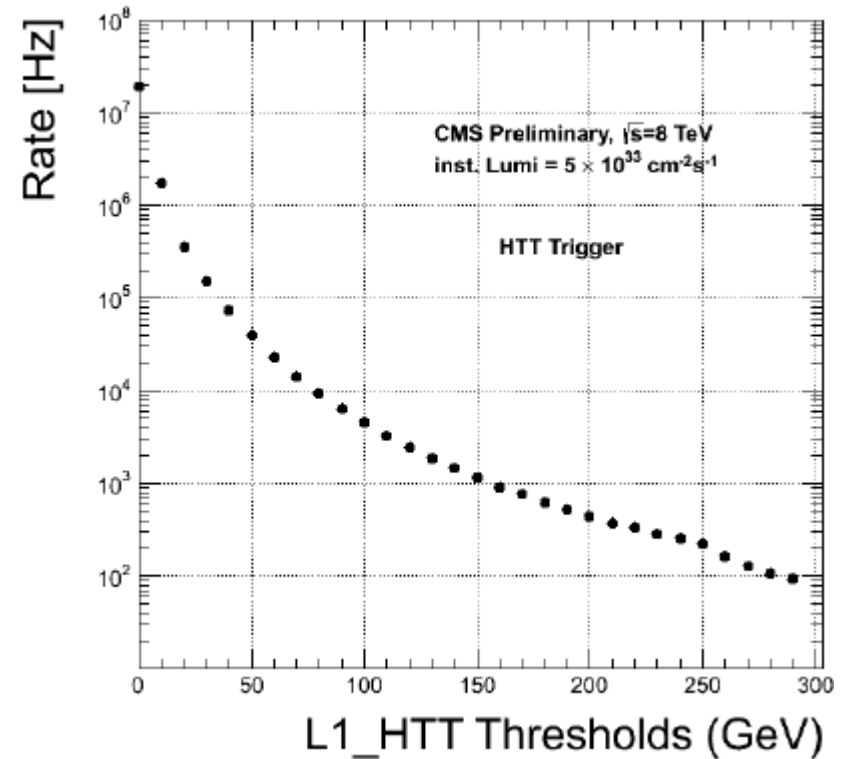


L1 jet rate vs. ET cut

# L1 energy sums



L1 HT efficiency vs. offline HT



L1 HT rate vs. cut

# L1 Trigger Menu

- L1 Global Trigger

- reads the candidates from the Muon and Calo triggers
- define up to 128 algorithms

- based on the candidates
- their quality flags
- and their combinations

- some random examples

- L1\_SingleMu16
- L1\_IsoEG12er\_ETM36
- L1\_TripleJet\_68\_48\_32\_VBF

one (or more) muon(s),  
with  $p_T$  above 16 GeV

one loosely isolated ECAL  
deposit, within  $|\eta| < 2.1$   
together with a missing  
ET above 36 GeV

3 jets above different  
thresholds, in a  
VBF-like topology

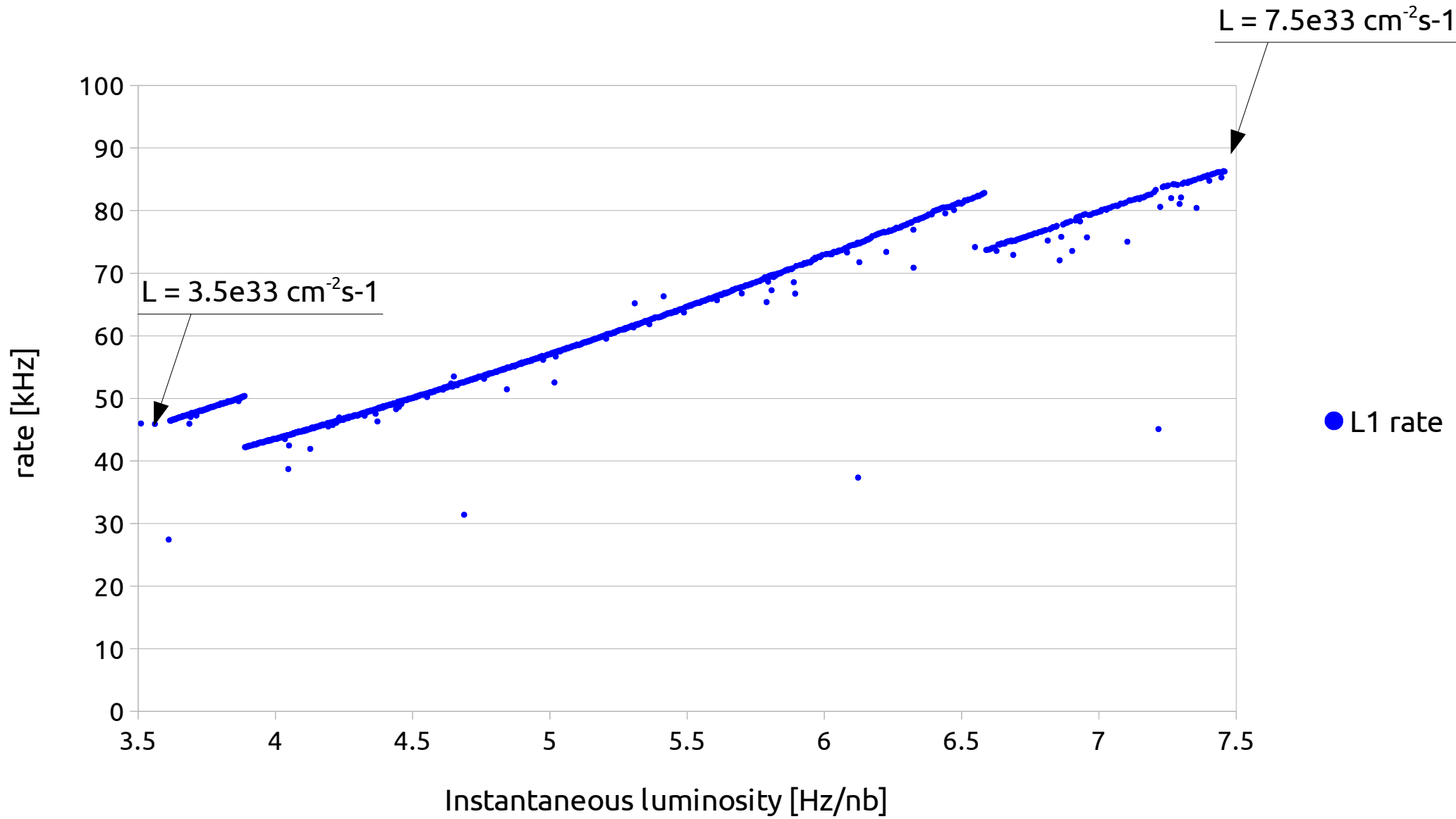
- In 2012: 4 iterations of the L1 menu

- with minimal changes, remove unused triggers, add cross-triggers, ...

# (some) L1 thresholds used in 2012

<b>(Unprescaled) Object</b>	<b>Trigger Threshold (GeV)</b>	<b>Physics</b>
<b>Single muon</b>	16 (14 central)	Searches
<b>Double muon</b>	(10, 0) or (10, 3.5)	Standard Model / Higgs
<b>Double muon, tight</b>	(0, 0) or (3, 0)	Quarkonia / B Physics
<b>Single e/gamma</b>	20 or 22	Standard Model / Searches
<b>Single Isolated e/gamma</b>	18 or 20	Standard Model / Searches
<b>Double e/gamma</b>	(13, 7)	Standard Model / Higgs
<b>Muon + Ele x-trigger</b>	(3.5, 12), (12, 7), (5, 6, 6)	Standard Model / Higgs
<b>Single Jet</b>	128	Standard Model
<b>QuadJet</b>	40	Standard Model / Searches
<b>Six Jet</b>	(6 x 45), (4 x 60, 2 x 20)	Searches
<b>MET</b>	40	Searches
<b>HT</b>	150 or 175	Searches

# L1 Trigger rate vs. Luminosity



# High Level Trigger

# High Level Trigger

- full readout of the detector at 100 kHz

muon chambers  
(RPC, CSC, DT)

ECAL

- implementation

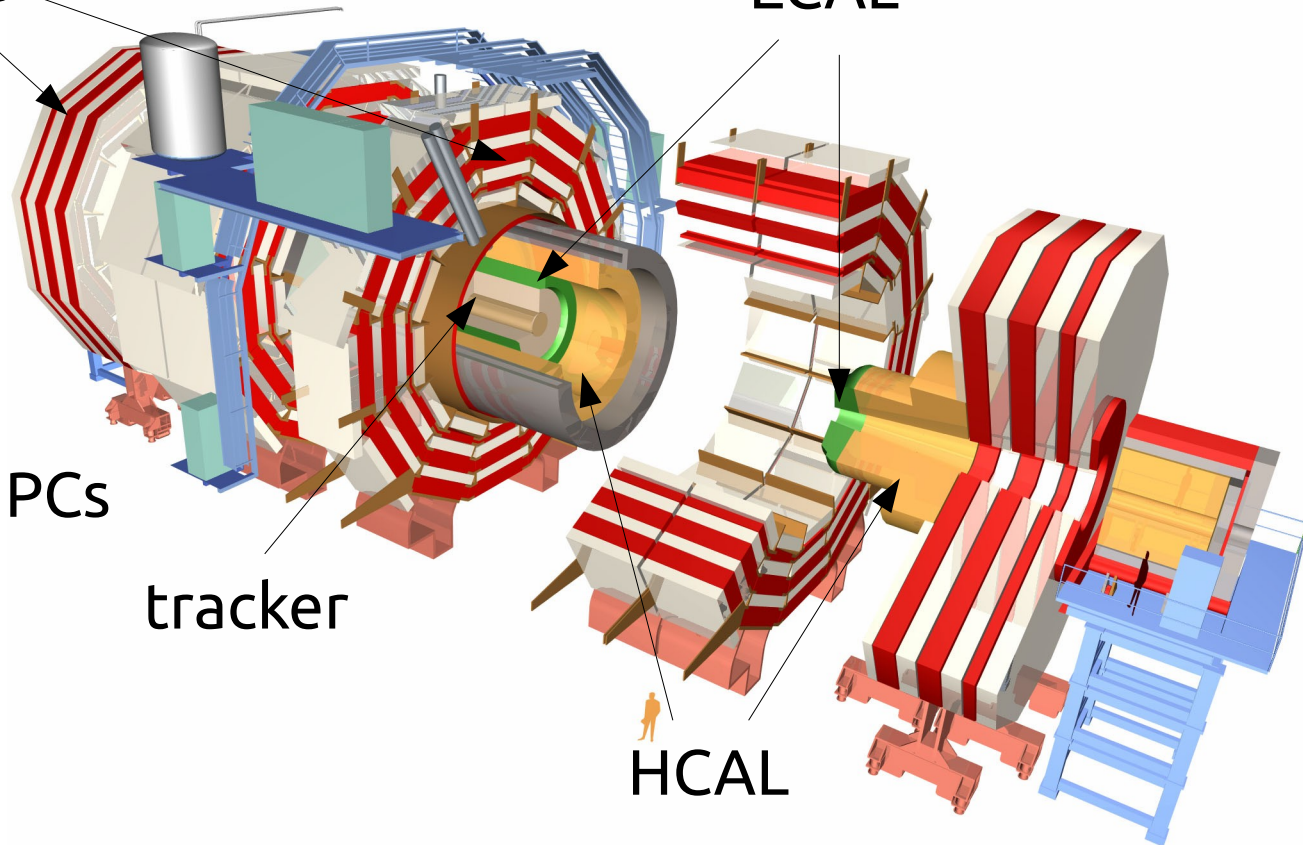
- software: CMSSW
- runs on commercial PCs
- quasi-synchronous

tracker

HCAL

- constraints

- ~200 ms *average* maximum time to take a decision
- ~400 Hz *average* output rate



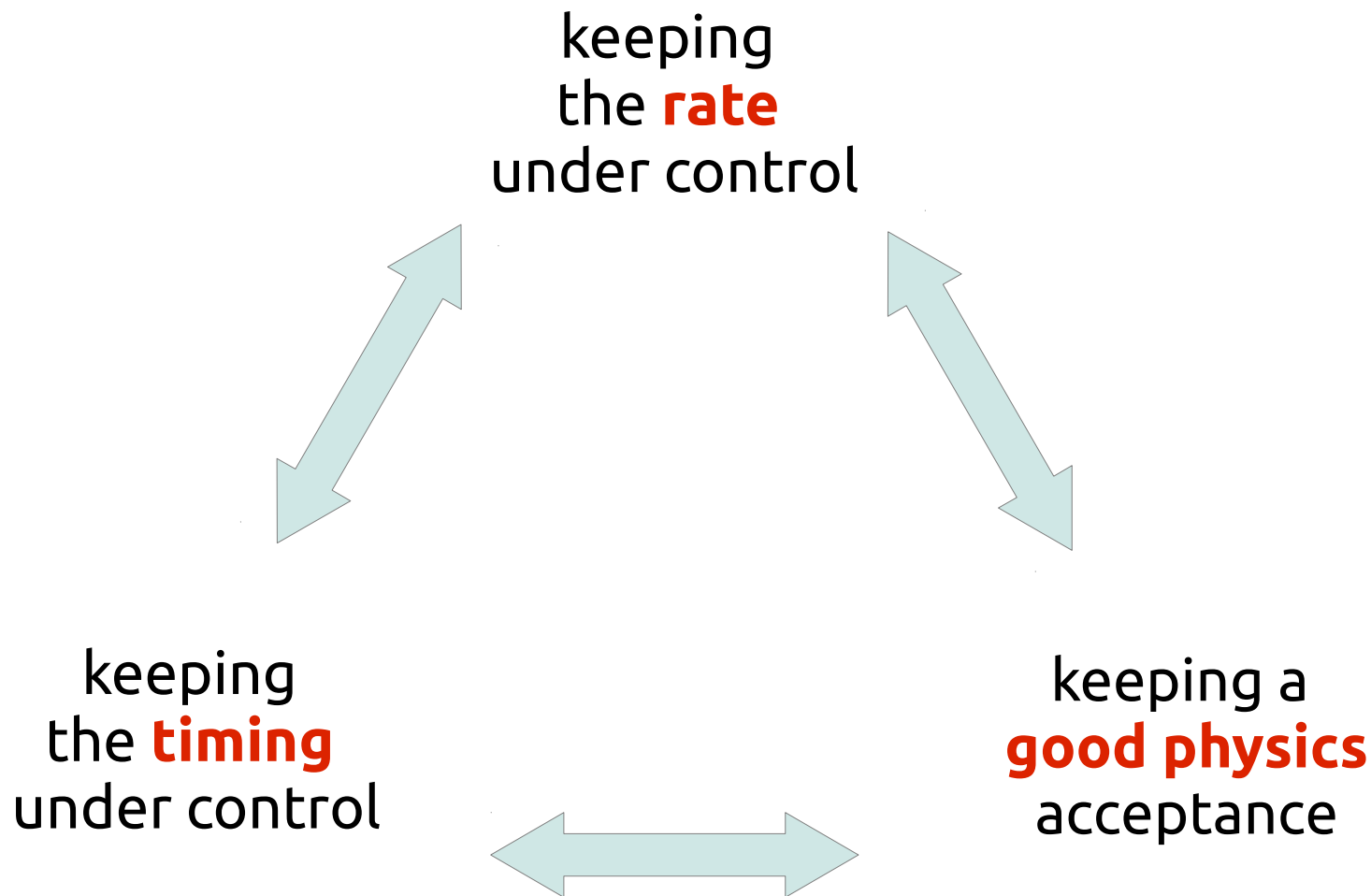


# High Level Trigger

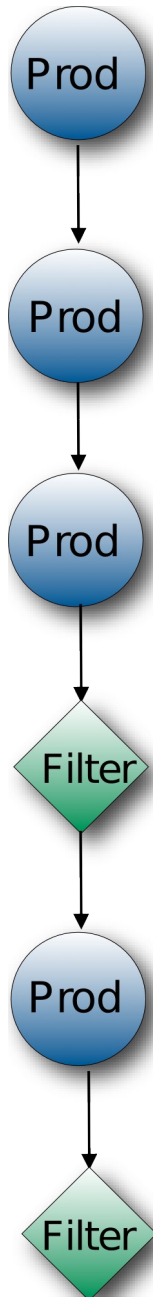
- The High Level Trigger
  - is implemented in software (CMSSW)
    - running the same code used for offline reconstruction and analysis
    - but a very optimised configuration:  $O(100\sim 1000)$  faster than offline
  - running on a farm of commercial computers
    - Intel Xeon, from different generations (2008-2012)
    - $O(13'000)$  cpu cores,  $O(20'000)$  processes
  - over the full detector information
    - but take advantage of regions of interests to speed up the reconstruction

# the challenge

- the trigger needs to find a compromise between ...



# online reconstruction

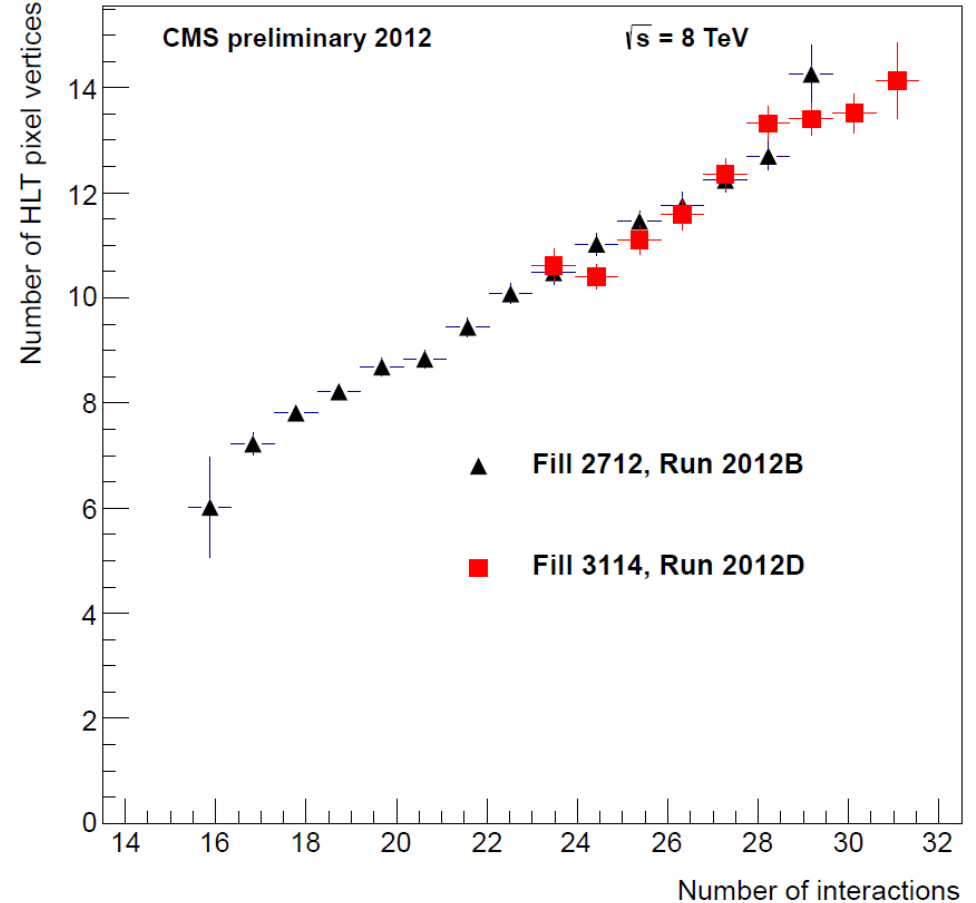
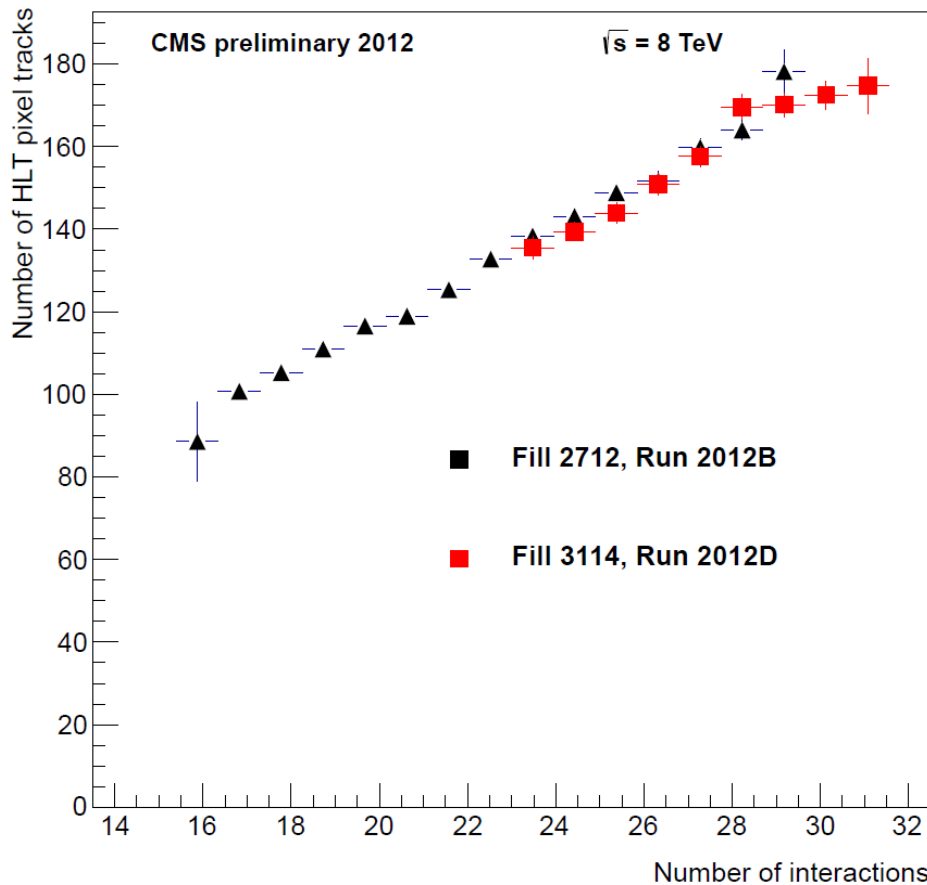


- the HLT uses many “tricks” to speed up the online reconstruction
  - remember – the limit is the **average** processing time per event
  - modular approach to reconstruction and filtering
    - reconstruct the **fastest object first**
      - L1 muon → L2 muon → L3 muon
      - L1 jet → “calo” jet → tracking and particle flow jet
    - **reject an event as soon as possible**
  - only look at what is really needed
    - **regional “unpacking” and reconstruction**
      - read the detector data around L1 objects
      - reconstruct tracks inside jets, or around leptons
  - keep combinatorics under control
    - **reject pile-up**, limit the number of candidates being evaluated

# online reconstruction

- muons
  - “L2” stand alone muons
  - “L3” global muons
  - tracker-based isolation
- photons
  - based on ECAL superclusters
  - calorimeter-based id and isolation, tracker-based isolation
- electrons
  - match ECAL superclusters, pixel tracks, and full tracking
  - calorimeter-based id and isolation, tracker-based id and isolation
- taus
  - particle flow reconstruction
- jets, MET, HT
  - calorimetric jets and MET
  - particle flow-based jets and MET
- b-tagging
  - jets, full tracking
  - secondary vertex reconstruction
- but also
  - razor,  $\alpha_T$ ,  $dE/dx$ , ...

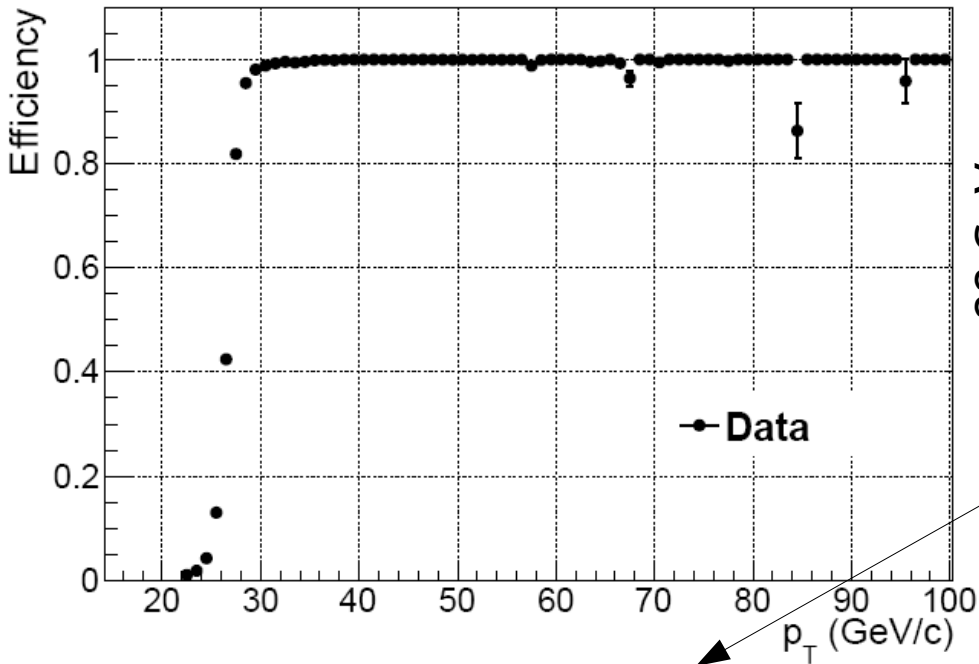
# HLT tracking



linearity of the HLT tracking performance vs. pileup, measured by the number of reconstructed (pixel) tracks and vertices vs. the number of interactions

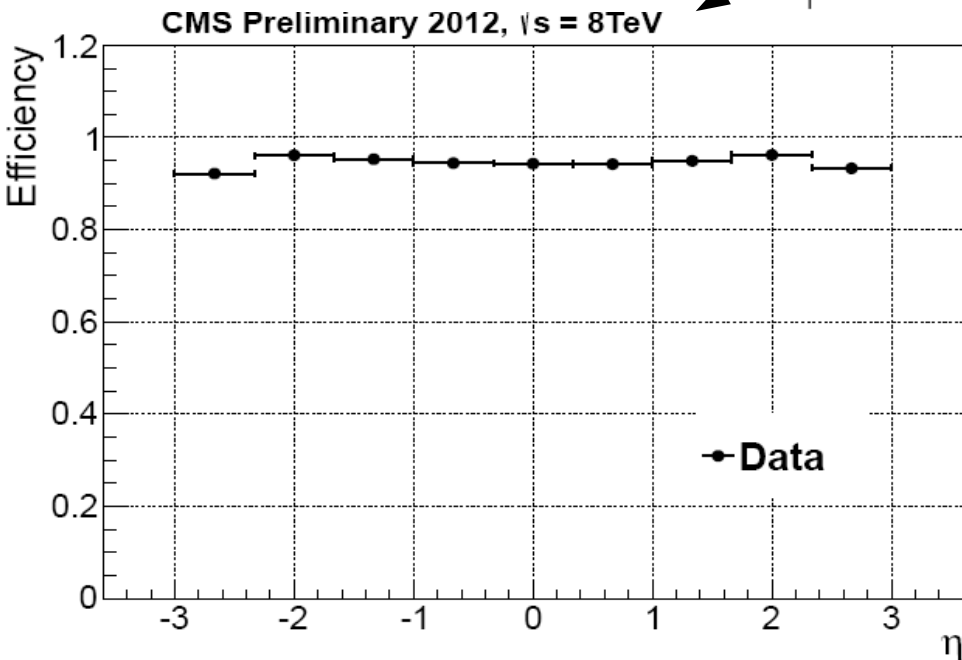
# HLT photons and electrons

CMS Preliminary 2012,  $\sqrt{s} = 8\text{TeV}$

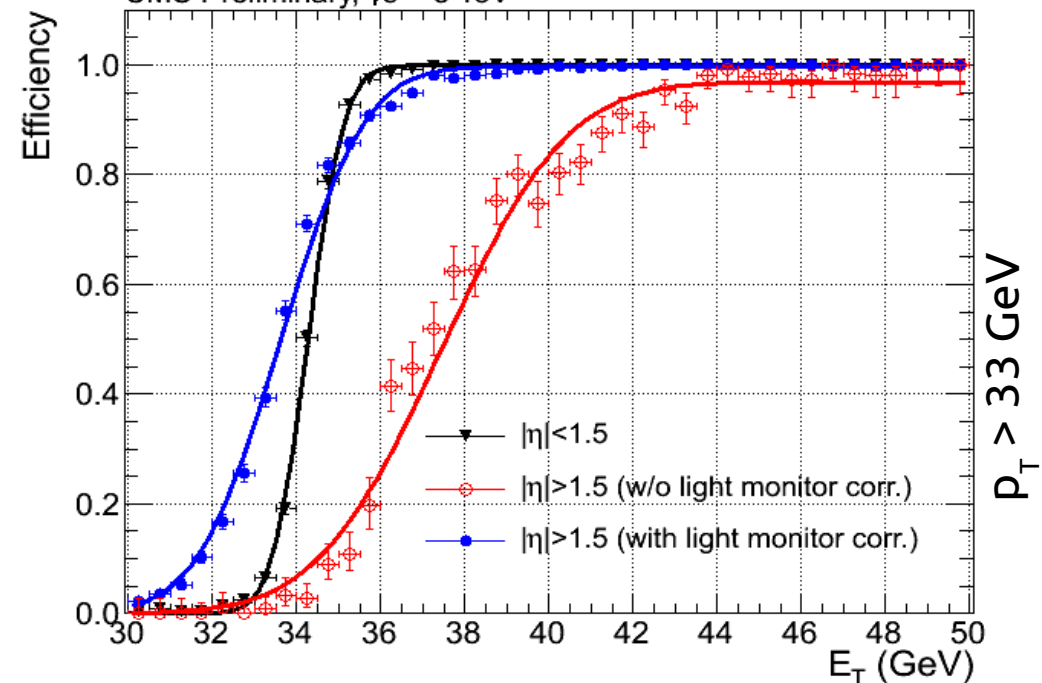


HLT photon reconstruction efficiency  
vs. offline  $p_T$  and  $\eta$

HLT electron efficiency vs. offline  $p_T$   
in the **barrel** and **endcap**

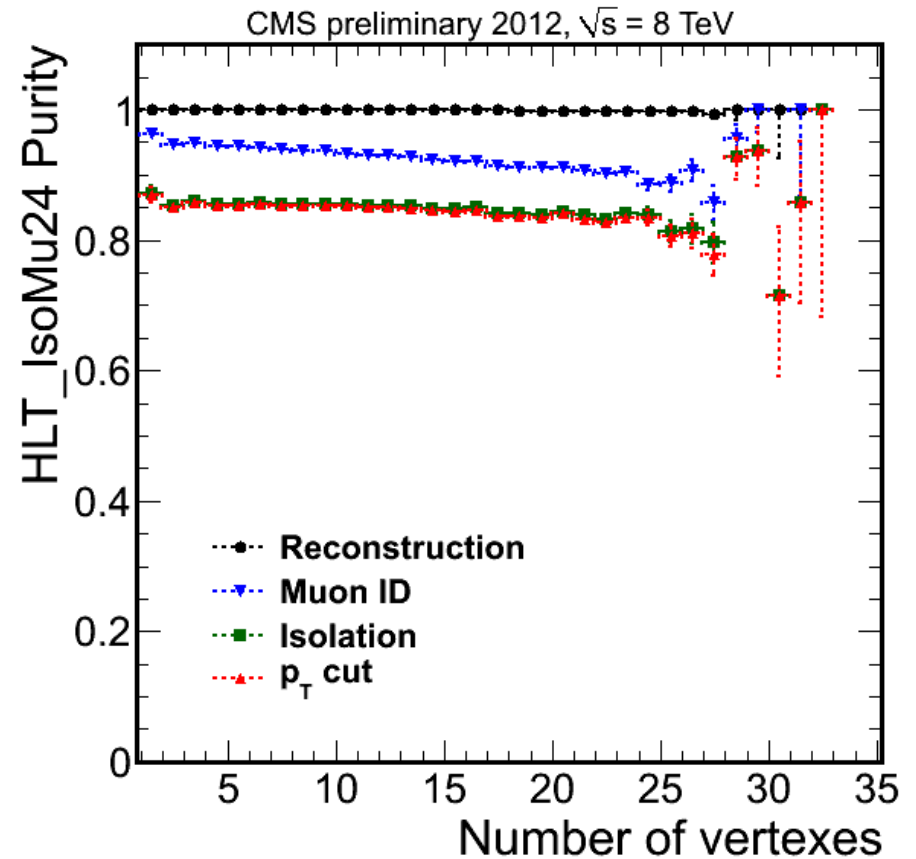
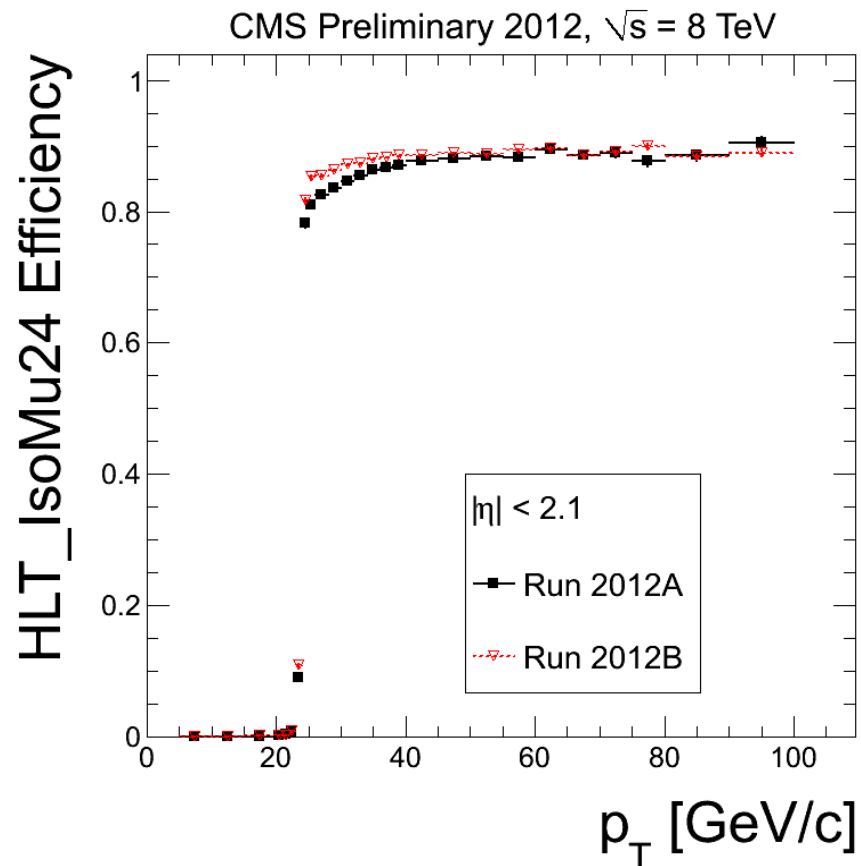


CMS Preliminary,  $\sqrt{s} = 8\text{ TeV}$



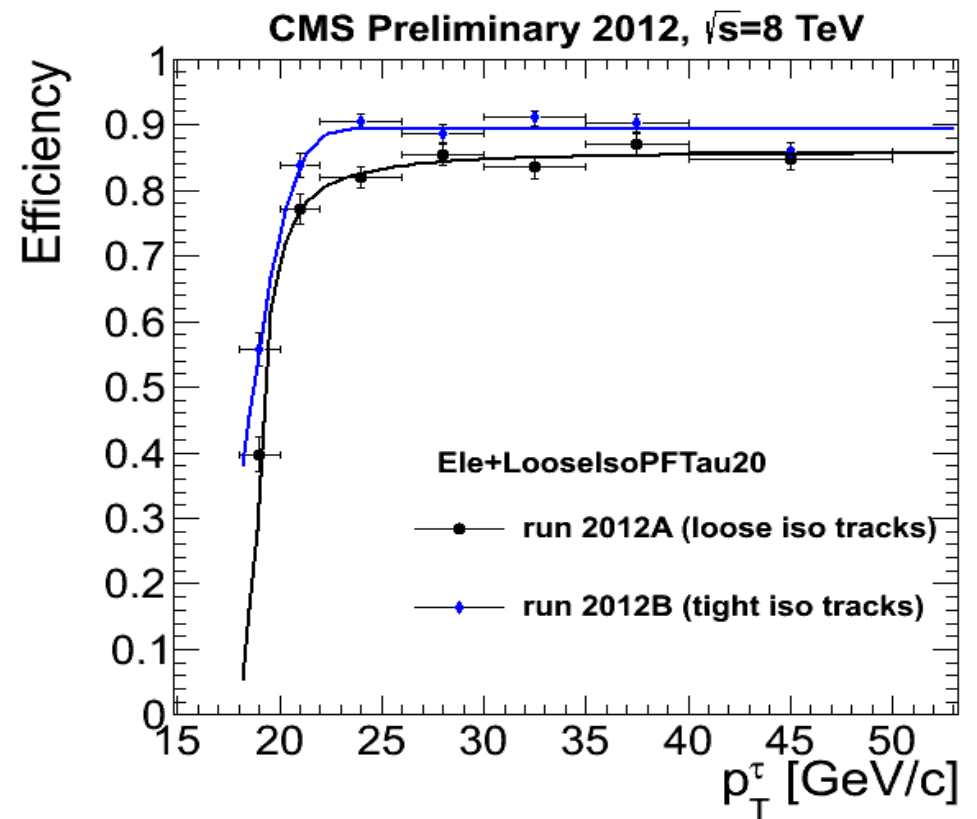
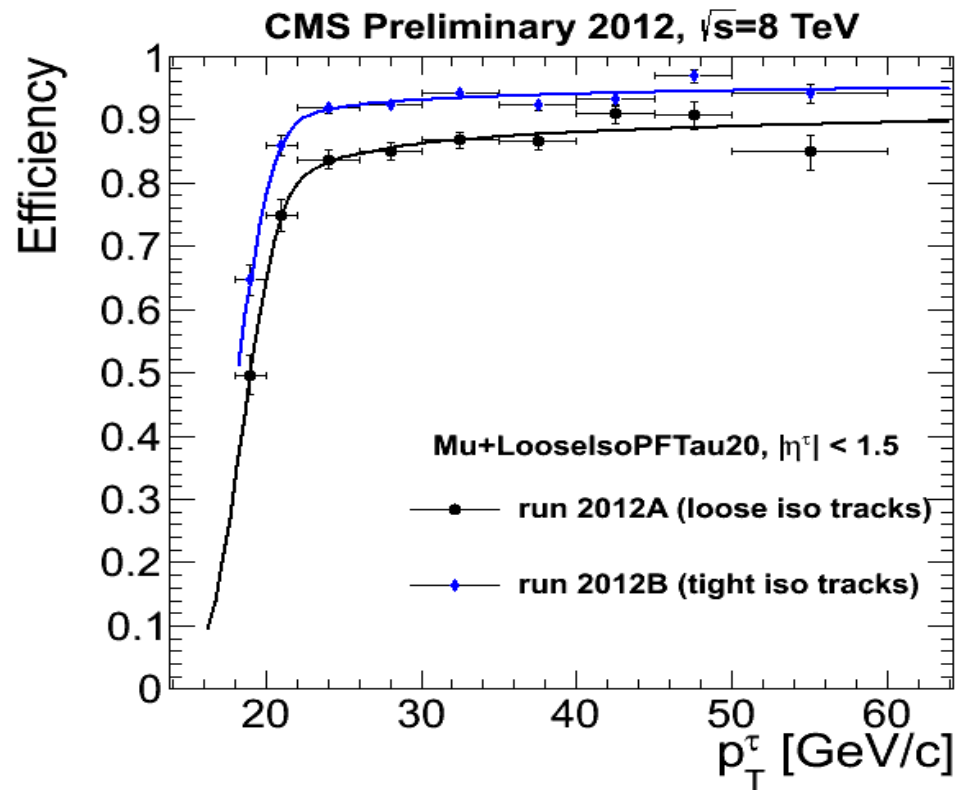
# HLT muons

HLT isolated muon efficiency vs.offline  $p_T$



HLT isolated muon purity vs.pile-up  
(number of reconstructed vertices)

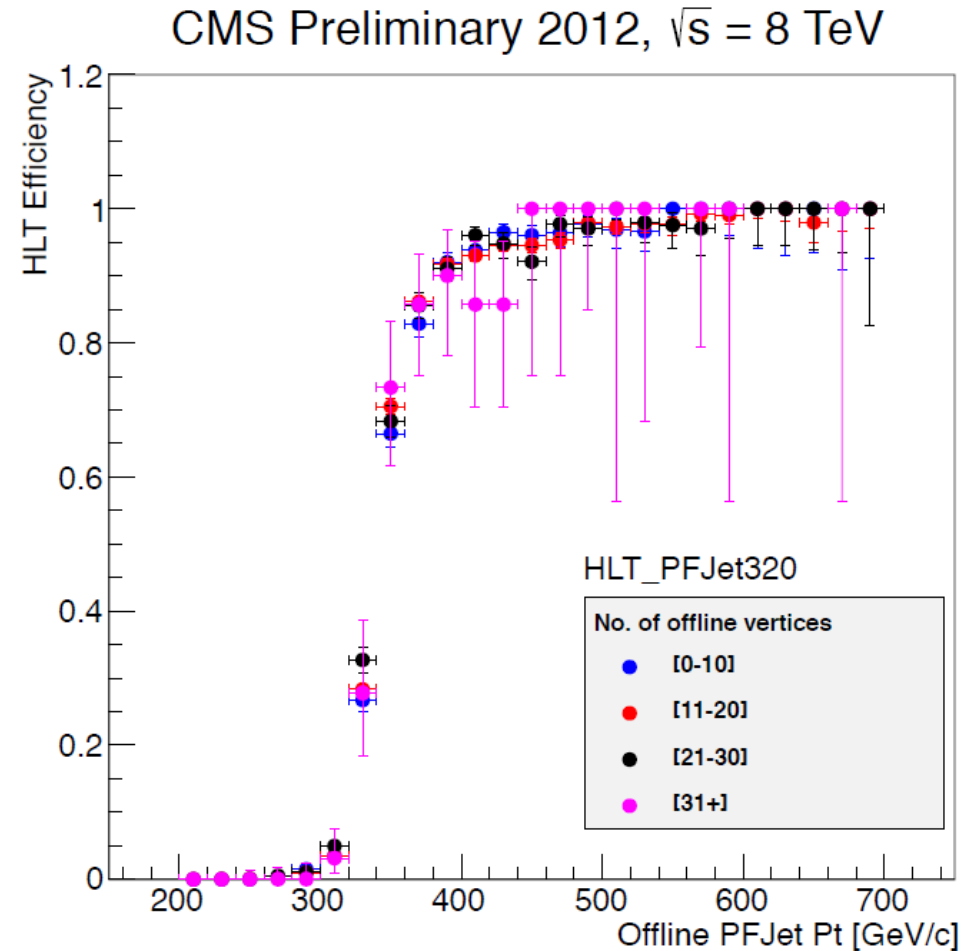
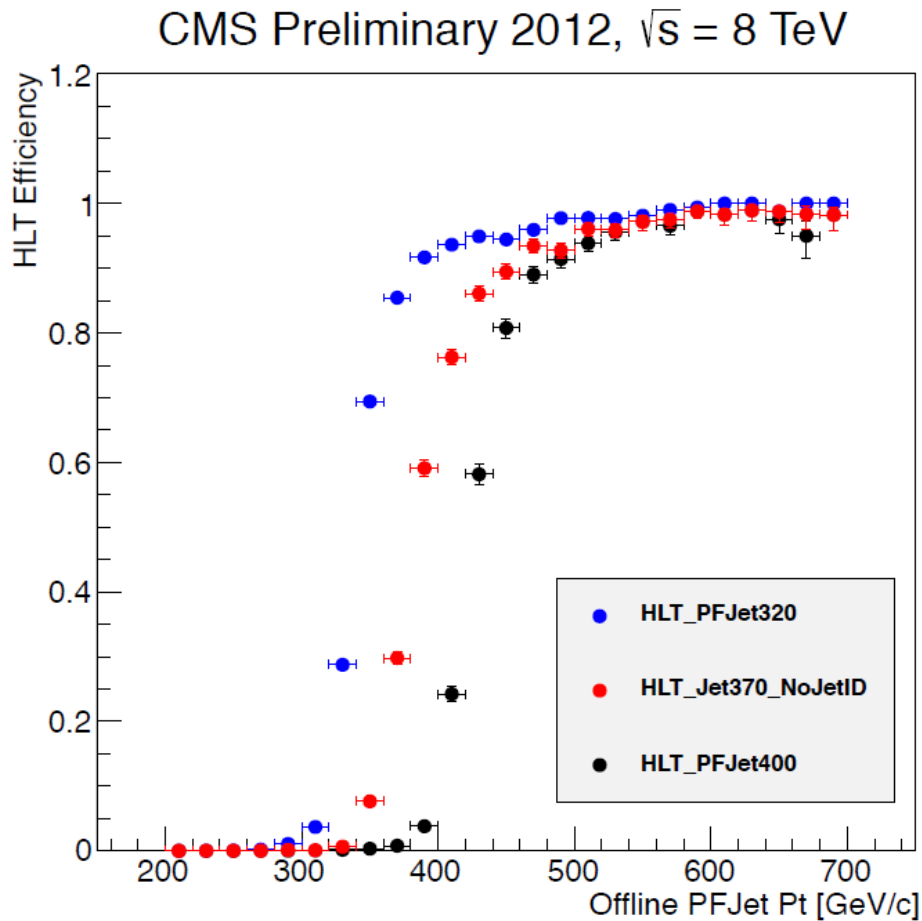
# HLT taus



HLT tau reconstruction efficiency vs. offline  $p_T$   
measured in  $Z \rightarrow \tau\tau$ ,  $\tau \rightarrow \mu$  and  $Z \rightarrow \tau\tau$ ,  $\tau \rightarrow e$  events



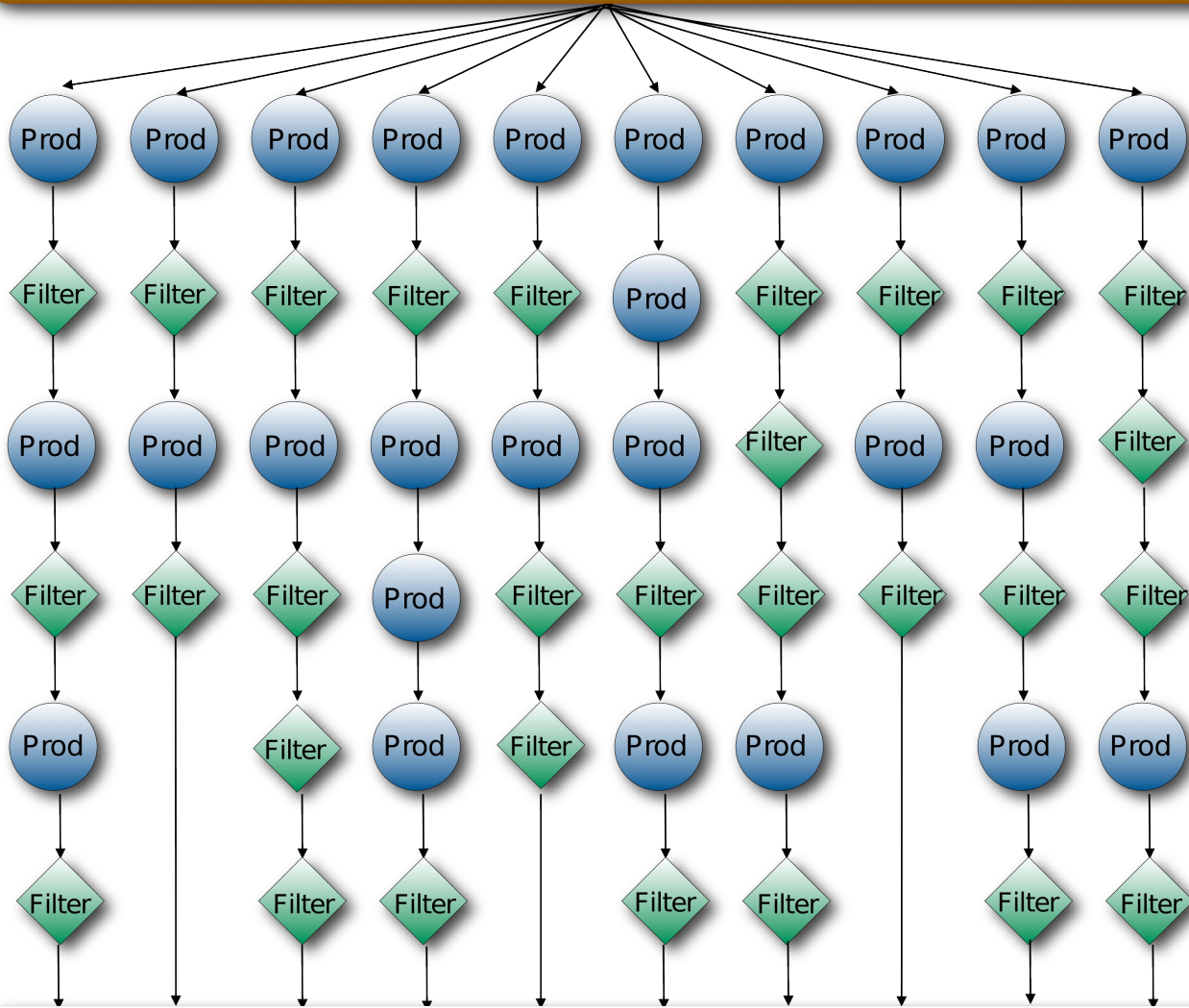
# HLT jets



HLT jet efficiency vs. offline  $p_T$ , for different jet algorithms and different pile-up conditions

# HLT menu

Raw Data - L1 Decision



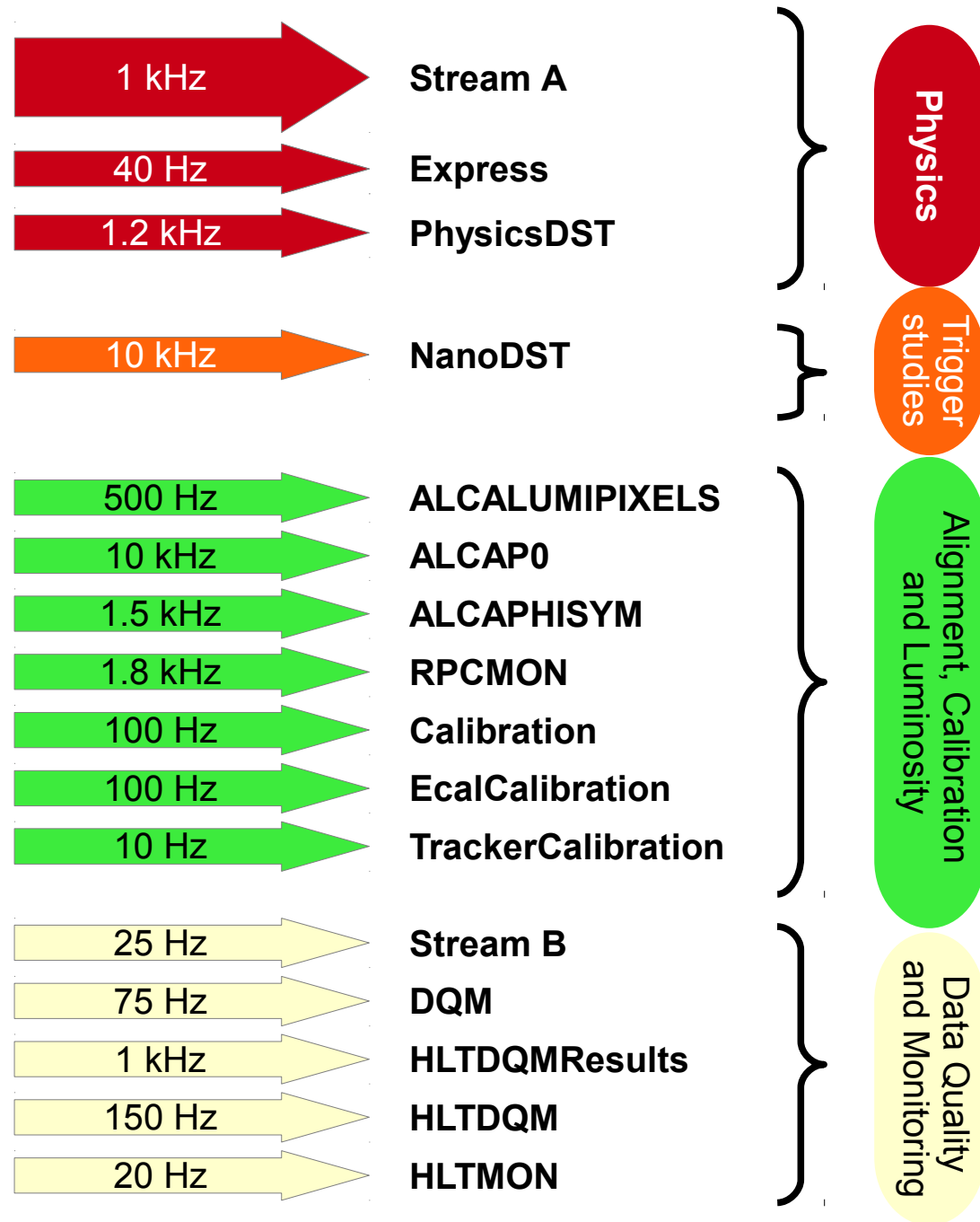
- many algorithms running in parallel
  - logically independent
- determine
  - the trigger decision
  - how to split the events, online and offline

# (some) HLT thresholds used in 2012

<b>(Unprescaled) Object</b>	<b>Trigger Threshold (GeV)</b>	<b>Physics</b>
<b>Single Muon</b>	40	Searches
<b>Single Isolated muon</b>	24	Standard Model
<b>Double muon</b>	(17, 8) [13, 8 for parked data]	Standard Model / Higgs
<b>Single Electron</b>	80	Searches
<b>Single Isolated Electron</b>	27	Standard Model
<b>Double Electron</b>	(17, 8)	Standard Model / Higgs
<b>Single Photon</b>	150	Searches
<b>Double Photon</b>	(36, 22)	Higgs
<b>Muon + Ele x-trigger</b>	(17, 8), (5, 5, 8), (8, 8, 8)	Standard Model / Higgs
<b>Single PFJet</b>	320	Standard Model
<b>QuadJet</b>	80 [45 for parked data]	Standard Model / Searches
<b>Six Jet</b>	(6 x 45), (4 x 60, 2 x 20)	Searches
<b>MET</b>	120 [80 for parked data]	Searches
<b>HT</b>	750	Searches

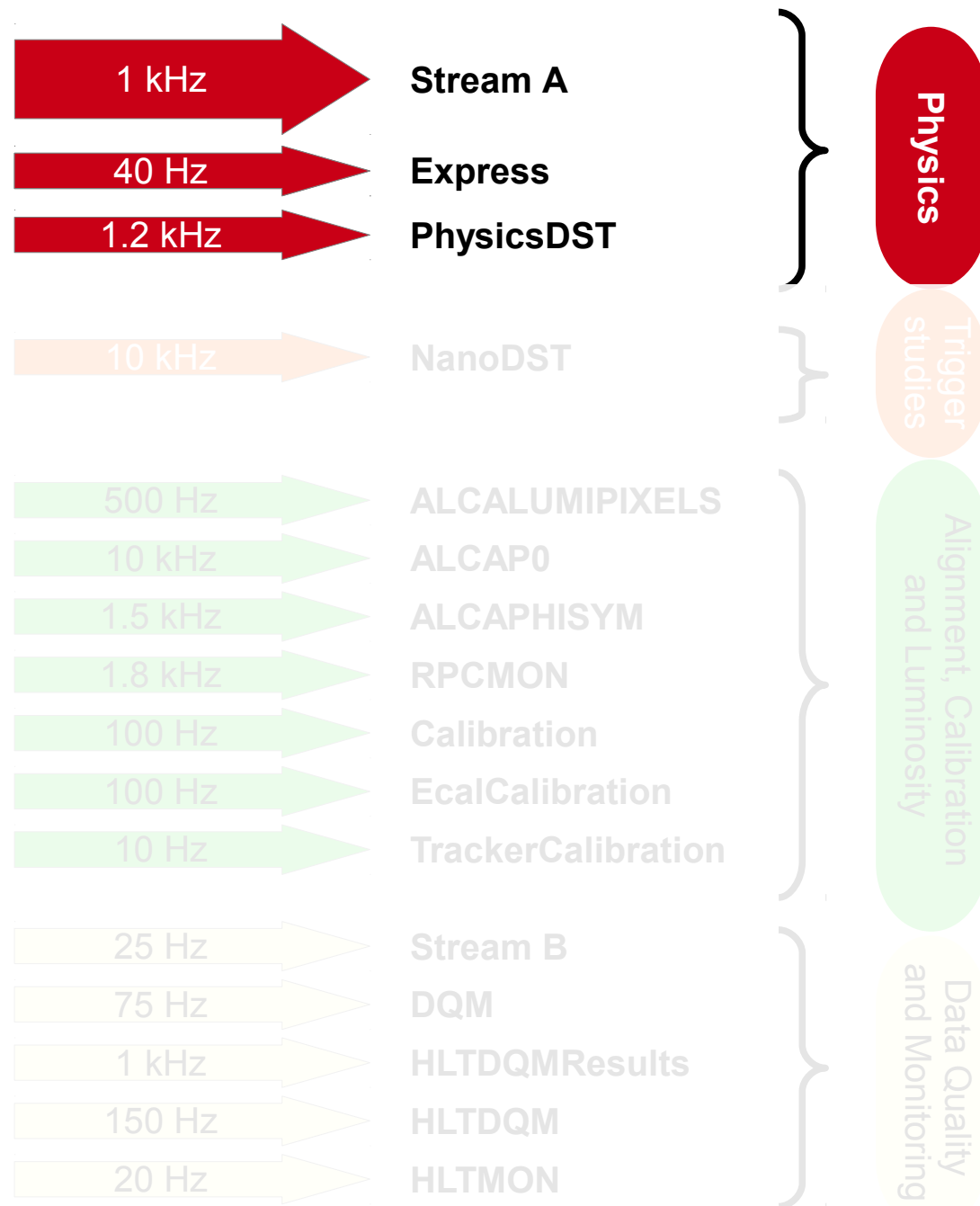
# Streams ...

- the High Level Trigger is responsible also for splitting the data in different streams
  - different purposes
  - different event content
  - different rates
- physics, calibrations, monitoring, etc.



# Streams ...

- **Stream A** collects all the events for physics analysis
  - average: ~ 400 Hz
- including ***parked data***
  - collected in 2012, but reconstructed and analysed only during 2013-14
  - average: ~ 600 Hz
- **PhysicsDST “scouting” stream**
  - analysis performed directly on HLT objects
  - no offline reconstruction



# Streams ...

- **NanoDST stream**

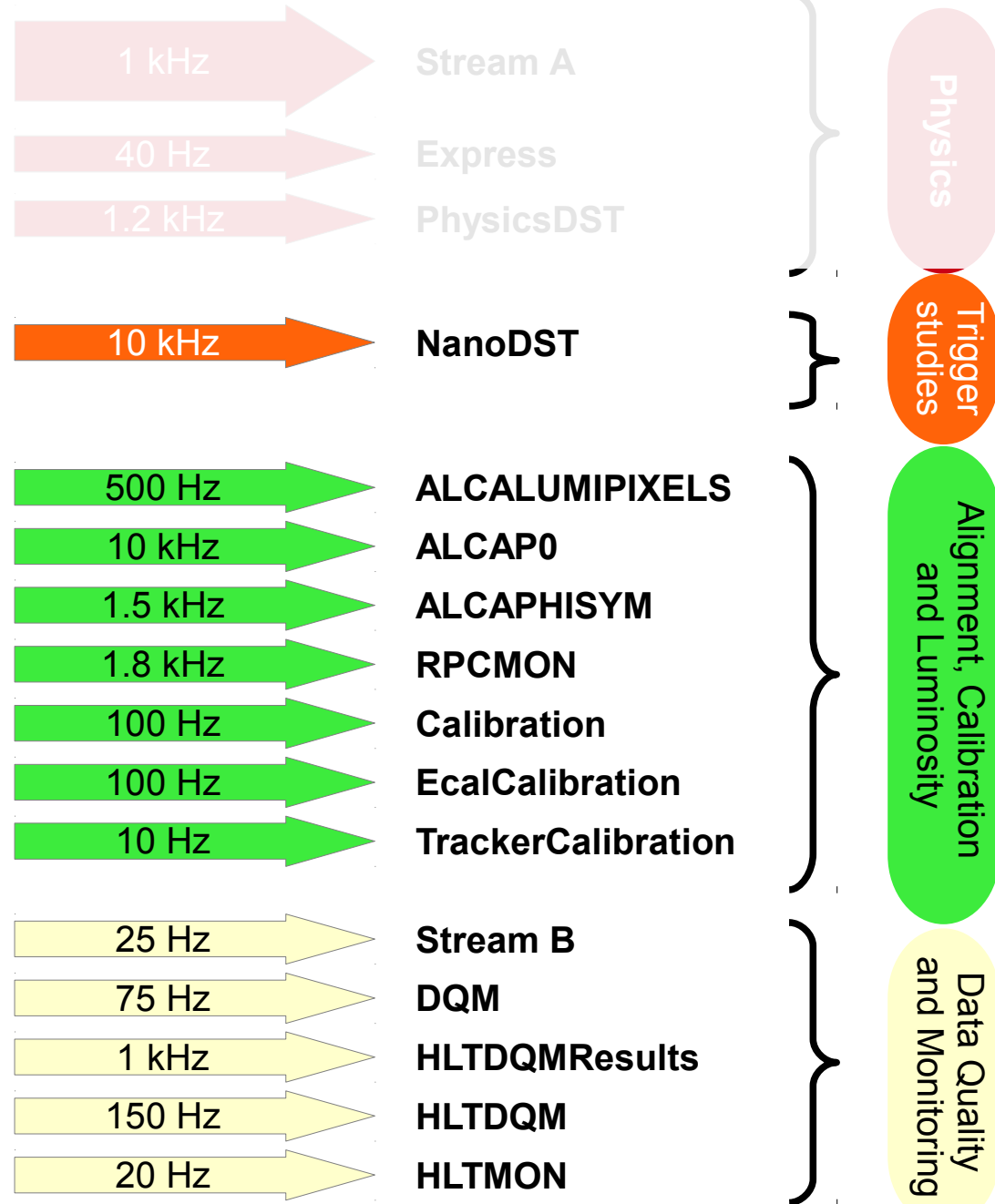
- Saves trigger information for 10% of all L1-accepted events
- Useful for trigger studies

- **AlCa streams** collect events for dedicated calibration workflows

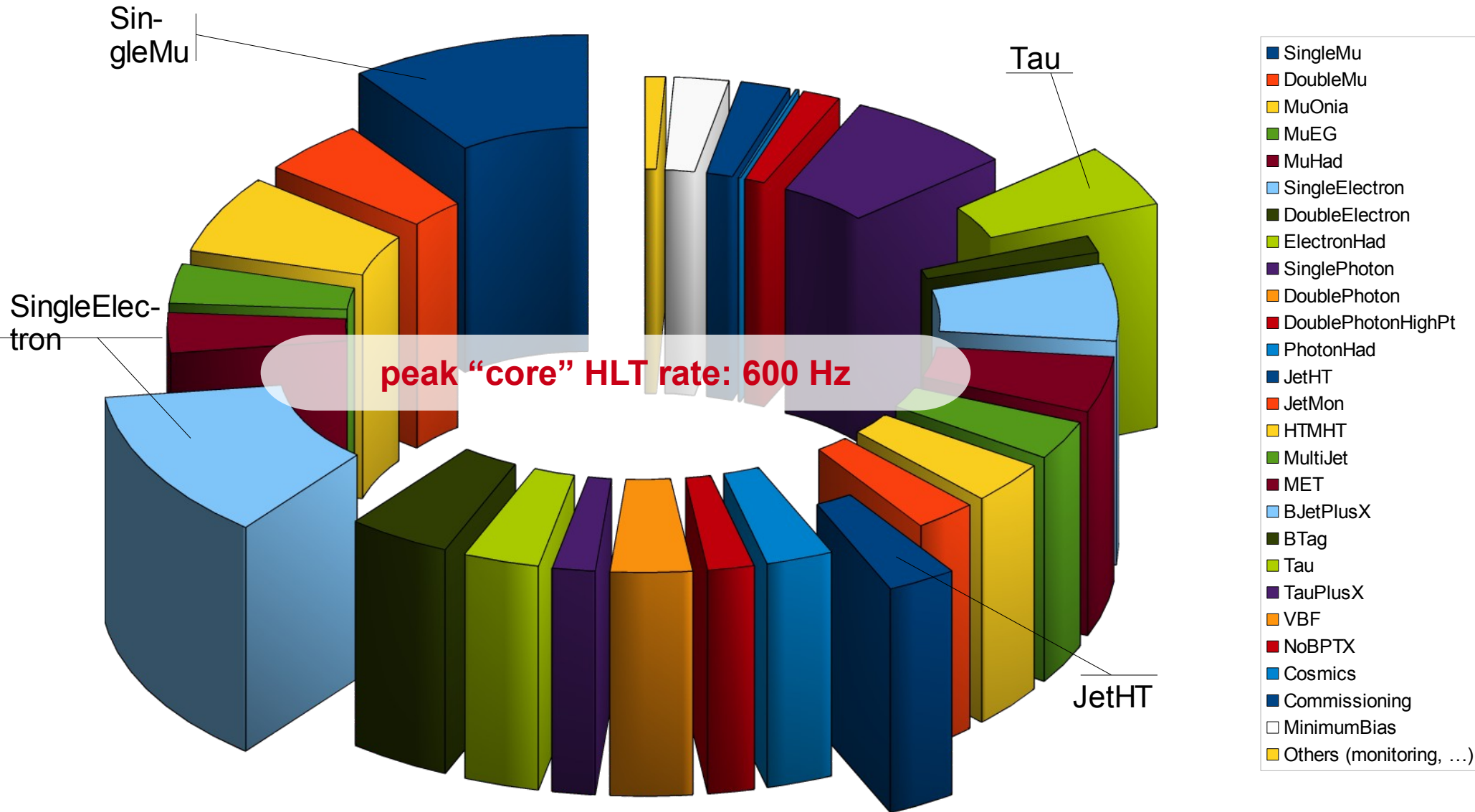
- Only a fraction of the detector is read: small event size, high rate

- **Stream B and multiple DQM streams**

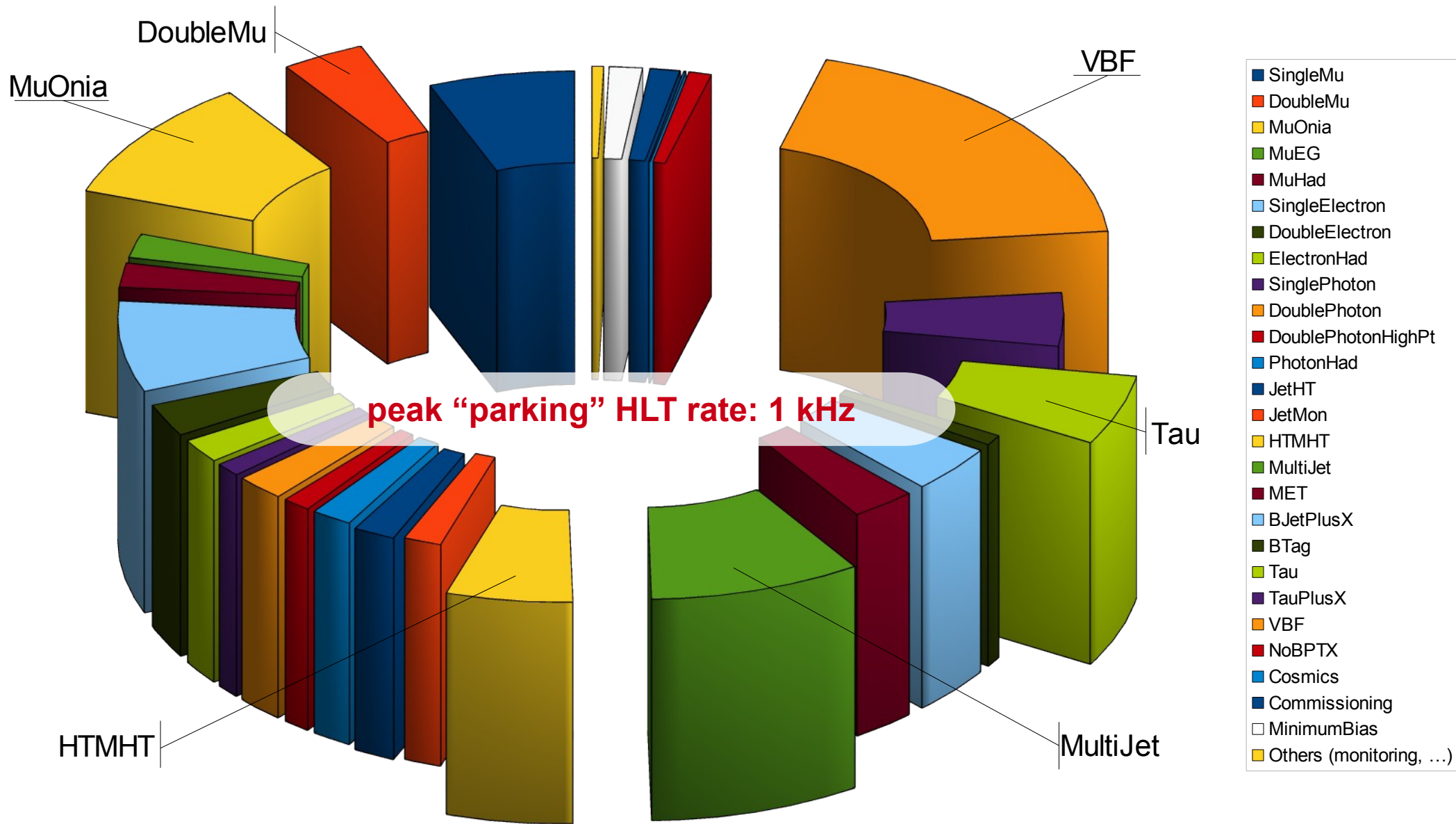
- Monitor different aspects of data taking (online, offline, parking)



# ... and datasets

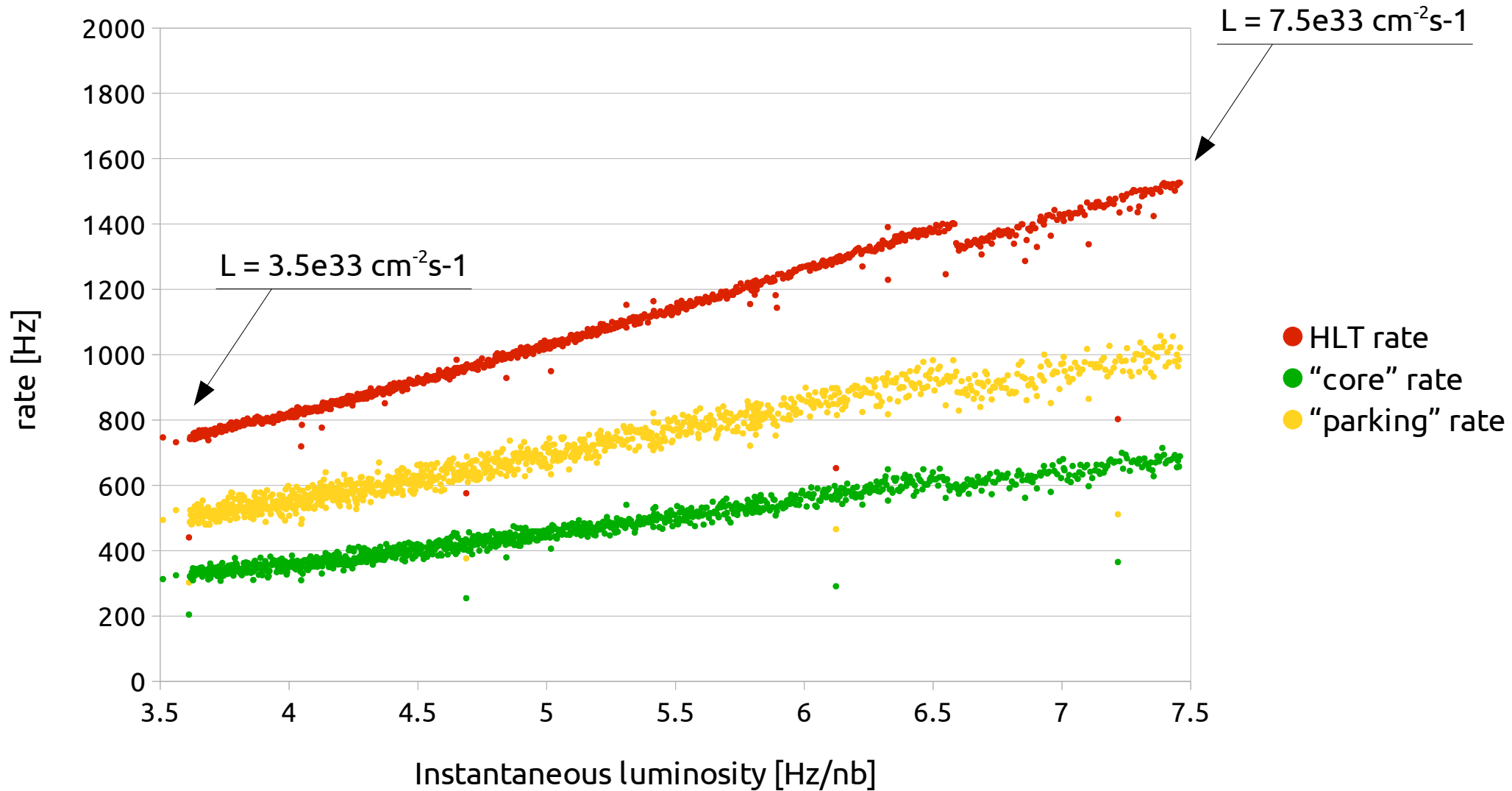


# ... and datasets (parking)

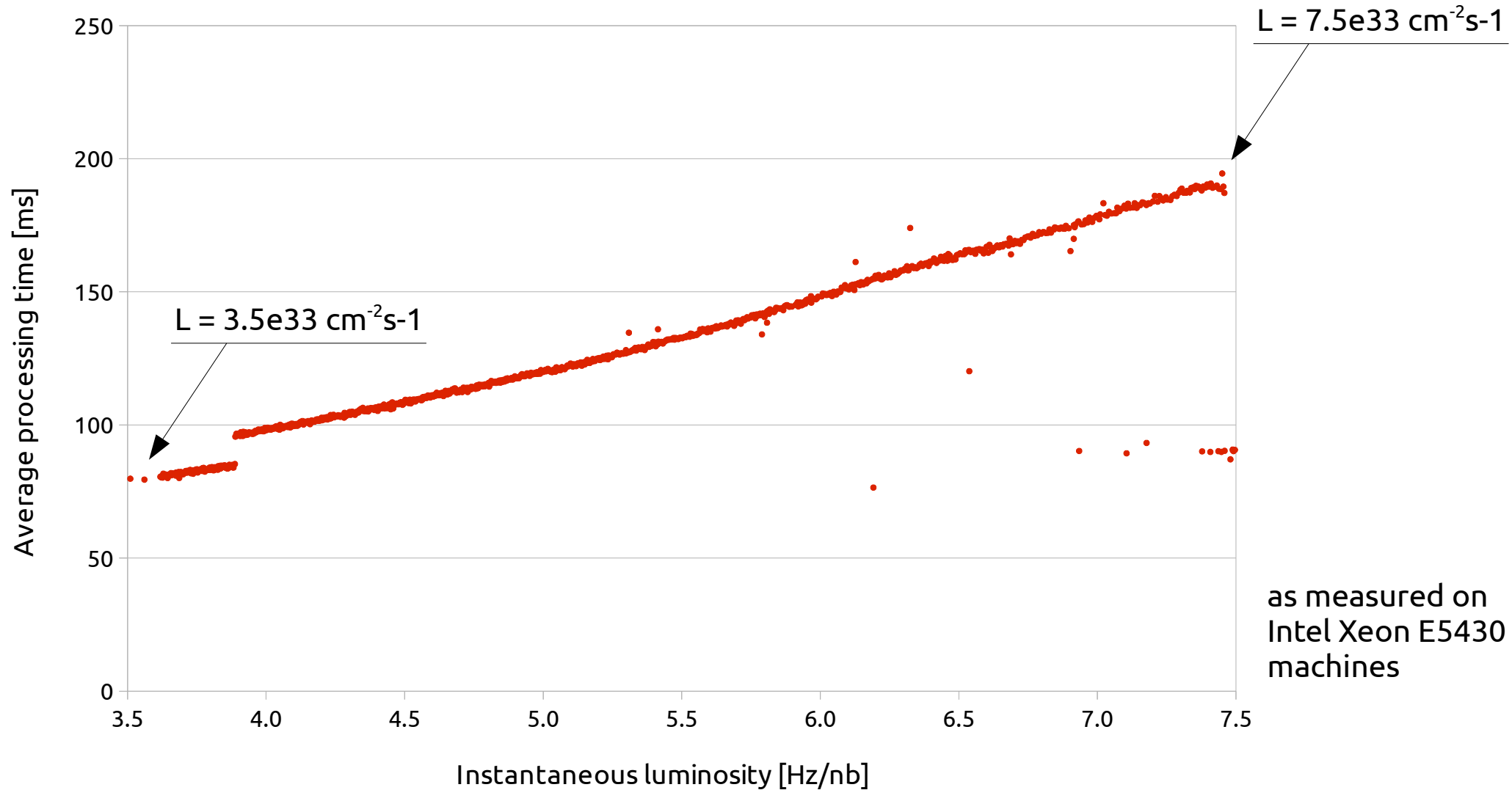




# HLT rates vs. Luminosity



# HLT timing vs. Luminosity



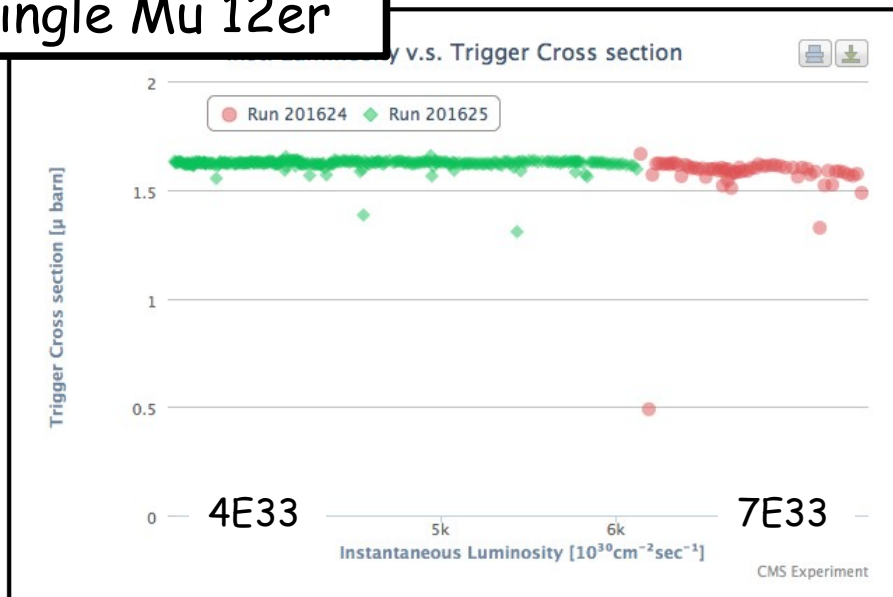
Trigger cross sections

# Trigger *cross sections*

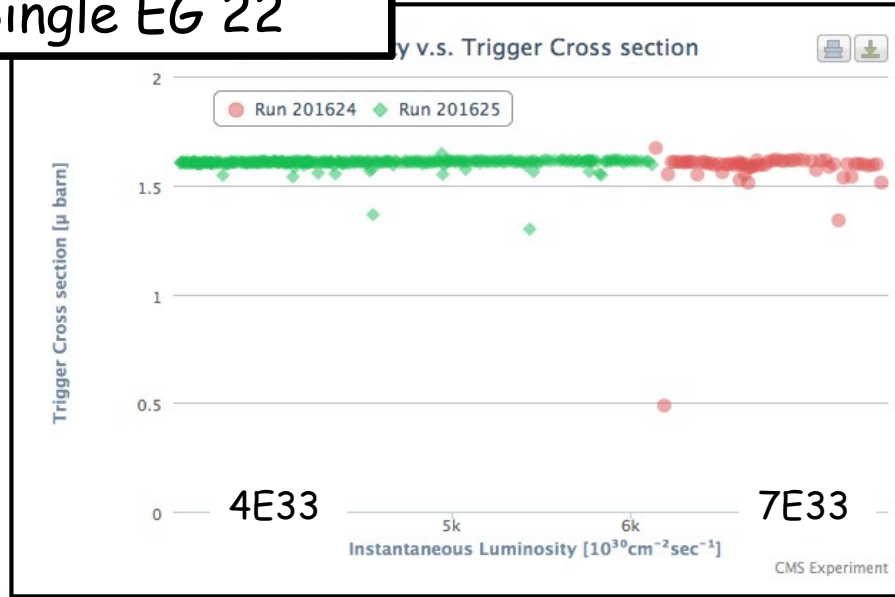
- triggers can exhibit different behaviours with varying luminosity
  - ideal behaviour
    - linear dependency of the rates vs. luminosity
    - i.e. flat cross section
  - often this is not the case
    - multi-object triggers can be faster than linear due to combinatorial effects
    - a higher luminosity means a higher pile-up: additional energy deposits (or soft tracks) can raise the rates of jet and MET-like triggers
    - for isolated lepton triggers, the same effect may lead to artificially tighter isolation requirements at higher pile-up
  - the effects of pile-up can be mitigated with *ad hoc* solutions or more general approaches
    - higher thresholds on leading constituents (e.g. jet seeding)
    - vertex constraint for track-based objects
    - average pile-up subtraction for calorimetric-objects

# L1 leptons and MET

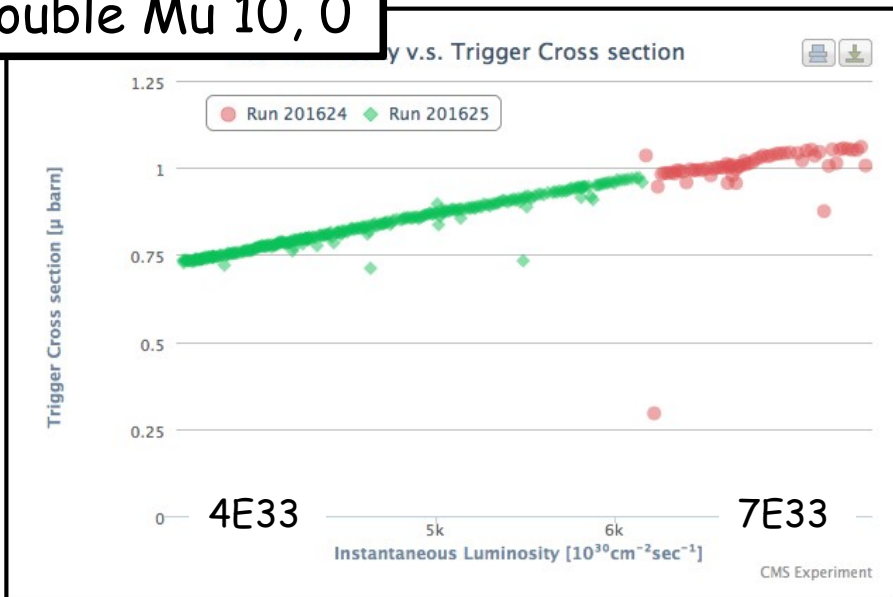
Single Mu 12er



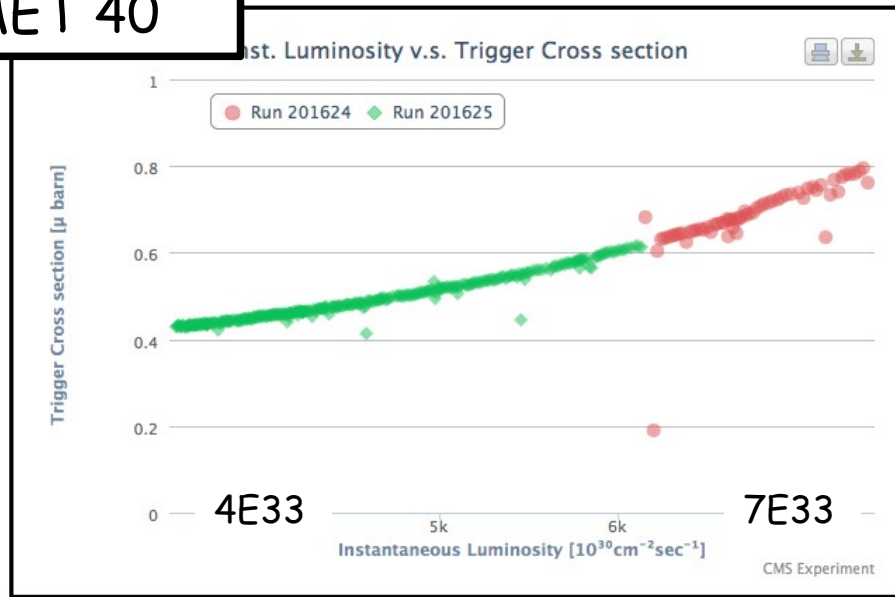
Single EG 22



Double Mu 10, 0

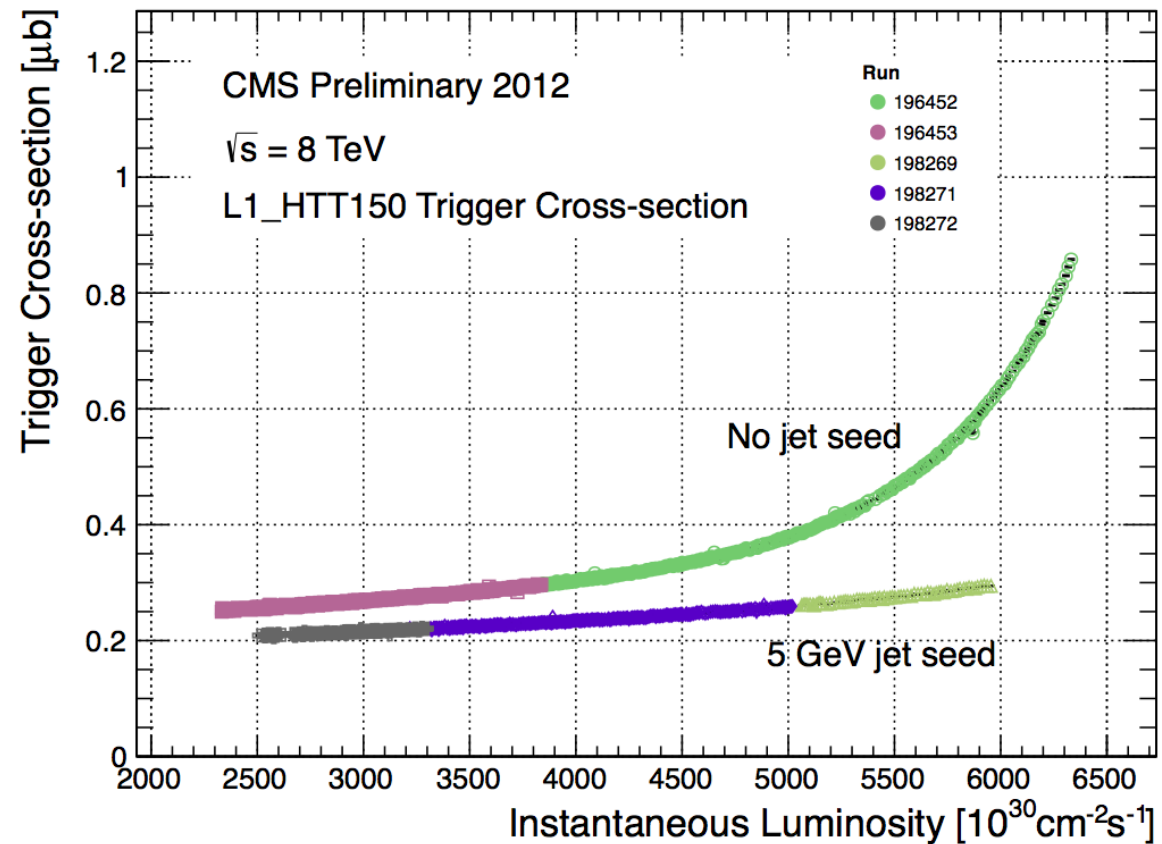
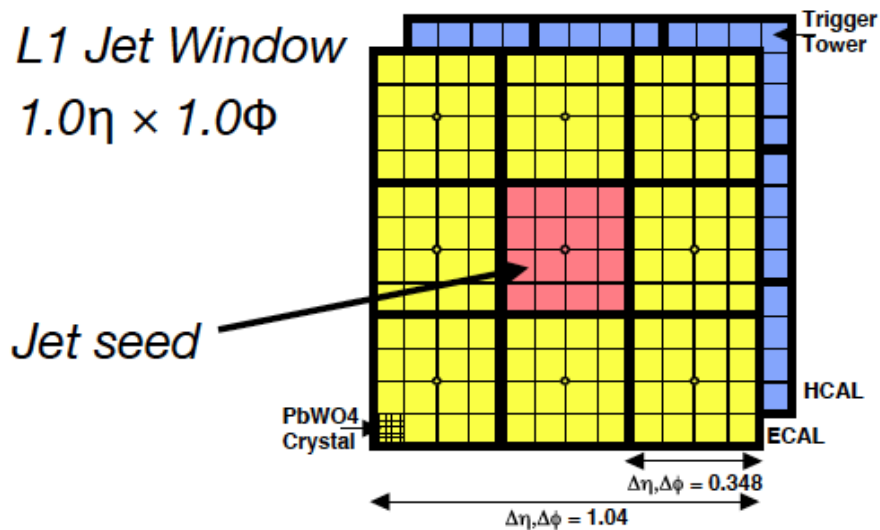


MET 40



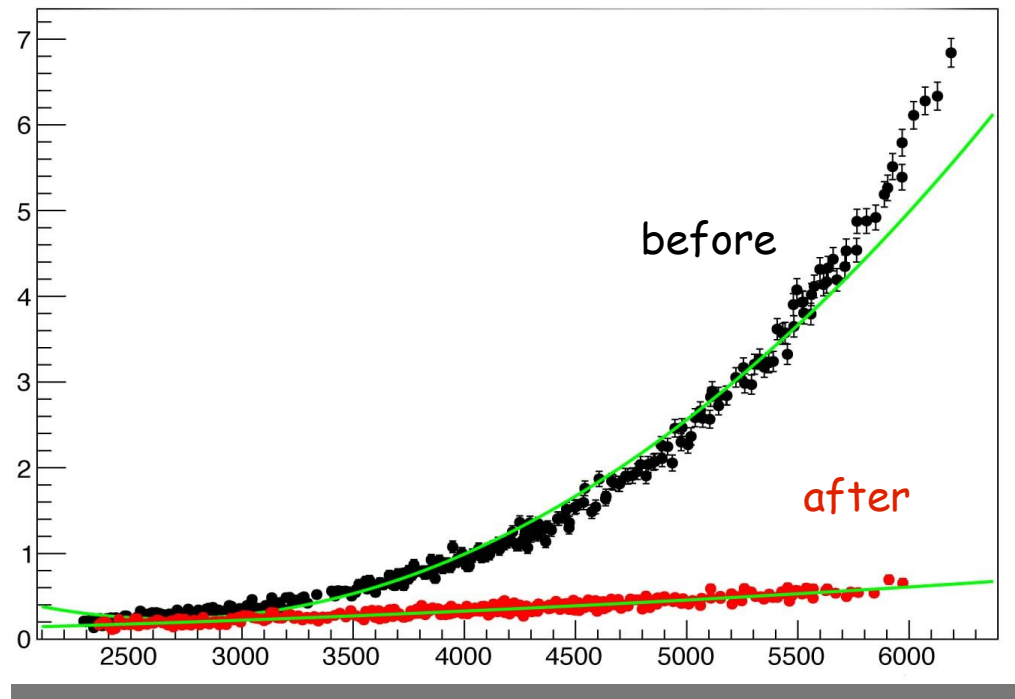
# L1 jets and HTT: jet “seeding”

- L1 HTT
  - sum of the energy of all jets above a certain threshold
  - very sensitive to pile-up
- temporary solution
  - require each jet to have a single tower above a fixed threshold



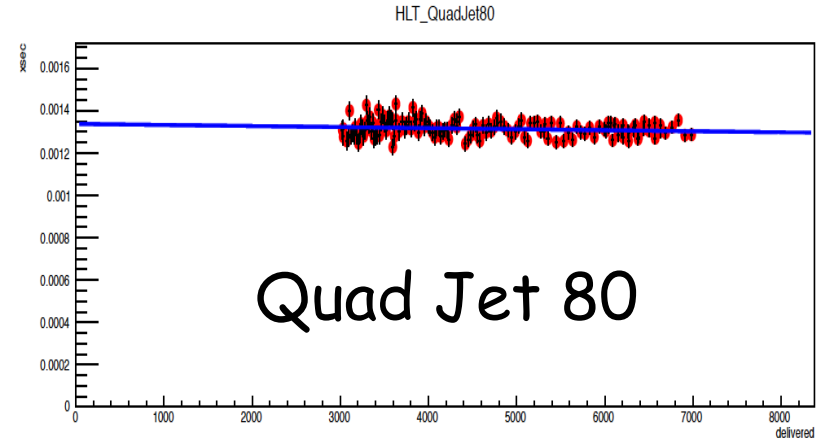
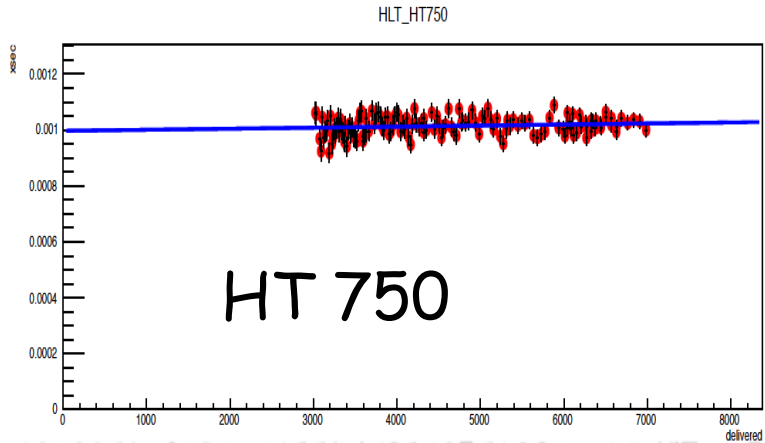
# Effect of pile up on Jets

- low threshold calorimetric and particle flow jets show a strong dependency on pileup
  - can be cured with dedicated corrections
  - subtract from the jet energy a value proportional to the jet area, and the average energy from the pile-up

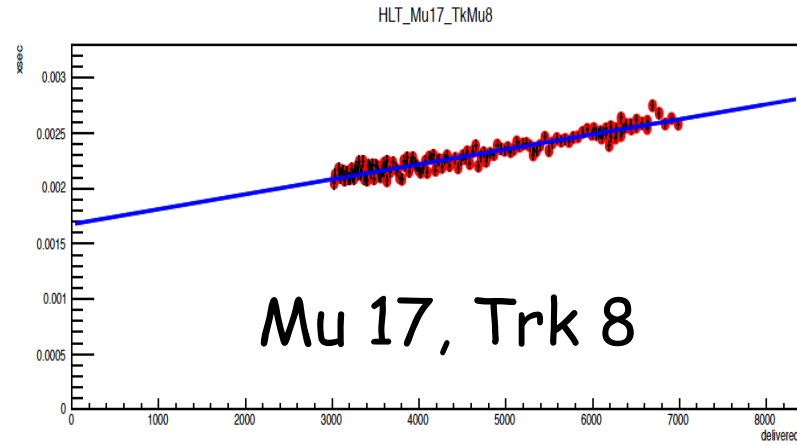
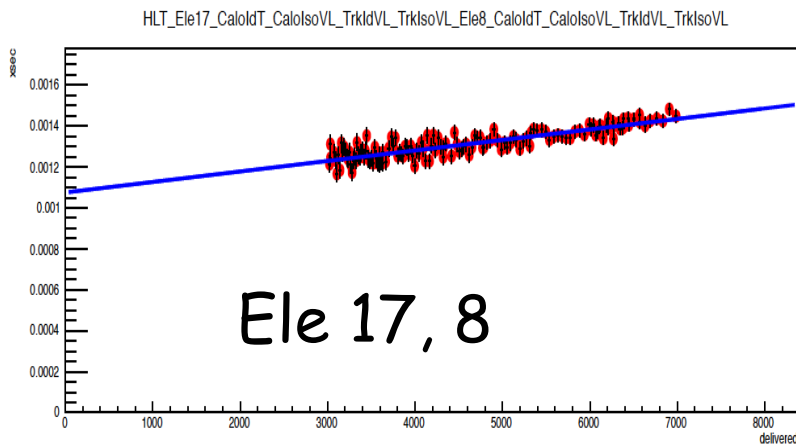


# Effect of pile up on composite triggers

multi object triggers with pile up corrections



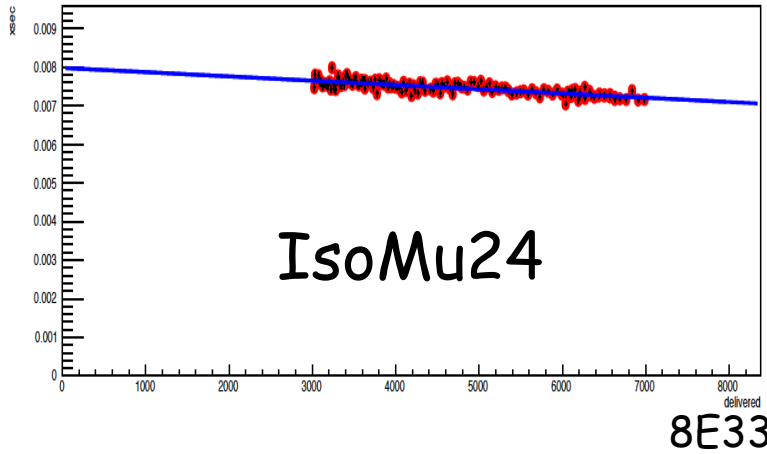
multi object triggers affected by pile up



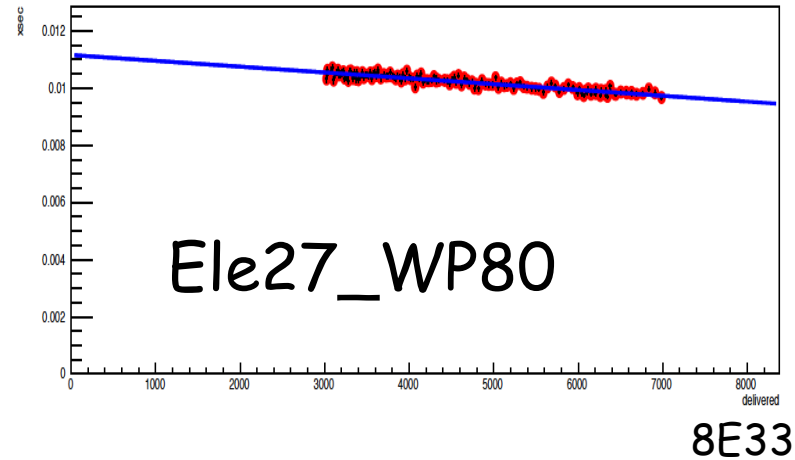


# Effect of pile-up on isolation cuts

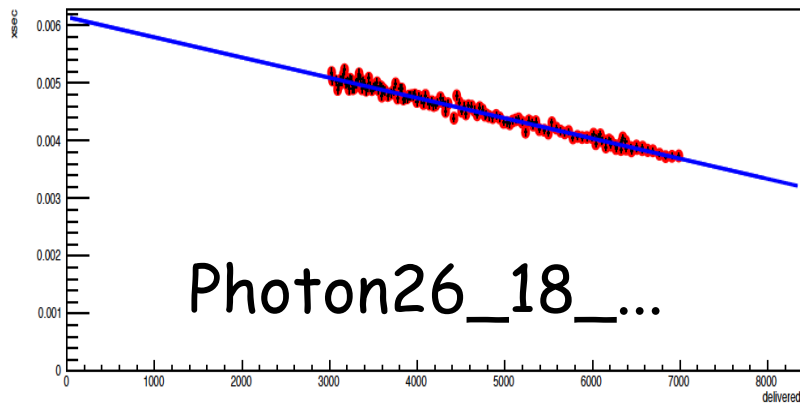
HLT\_IsoMu24



HLT\_Ele27\_WP80



HLT\_Photon26\_R9Id85\_OR\_Calold10\_Iso50\_Photon18\_R9Id85\_OR\_Calold10\_Iso50\_Mass60



# Conclusions

# Conclusions

- CMS has been designed with a 2-level trigger system
- the Level 1 Trigger, with a coarse reconstruction of jets, muons, electrons and photons, allows a first rejection of background events
  - though implemented in hardware, it maintains enough flexibility to cope with the increase in instantaneous luminosity observed during 2010-2012
  - to cope with even higher luminosities, a dedicated upgrade plan is in place, both for the next data taking run, and for the Phase 2 upgrade
- the High Level Trigger, implemented in software using the same software used for offline reconstruction and analysis, has full access to the whole detector data, and allows the introduction of advanced selection criteria directly online
  - this flexibility has allowed CMS to successfully address all kind of data taking scenarios
  - this system is easily expandable in view of the upcoming upgrades