

Software Week - 17/06/2009

# L0 Software Report

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# Outline

## News :

- only minor fix & upgrades

## Plans

- harmonization of L0 components configuration
- L0PileUp

## Conclusion

# Harmonization of L0 software configuration

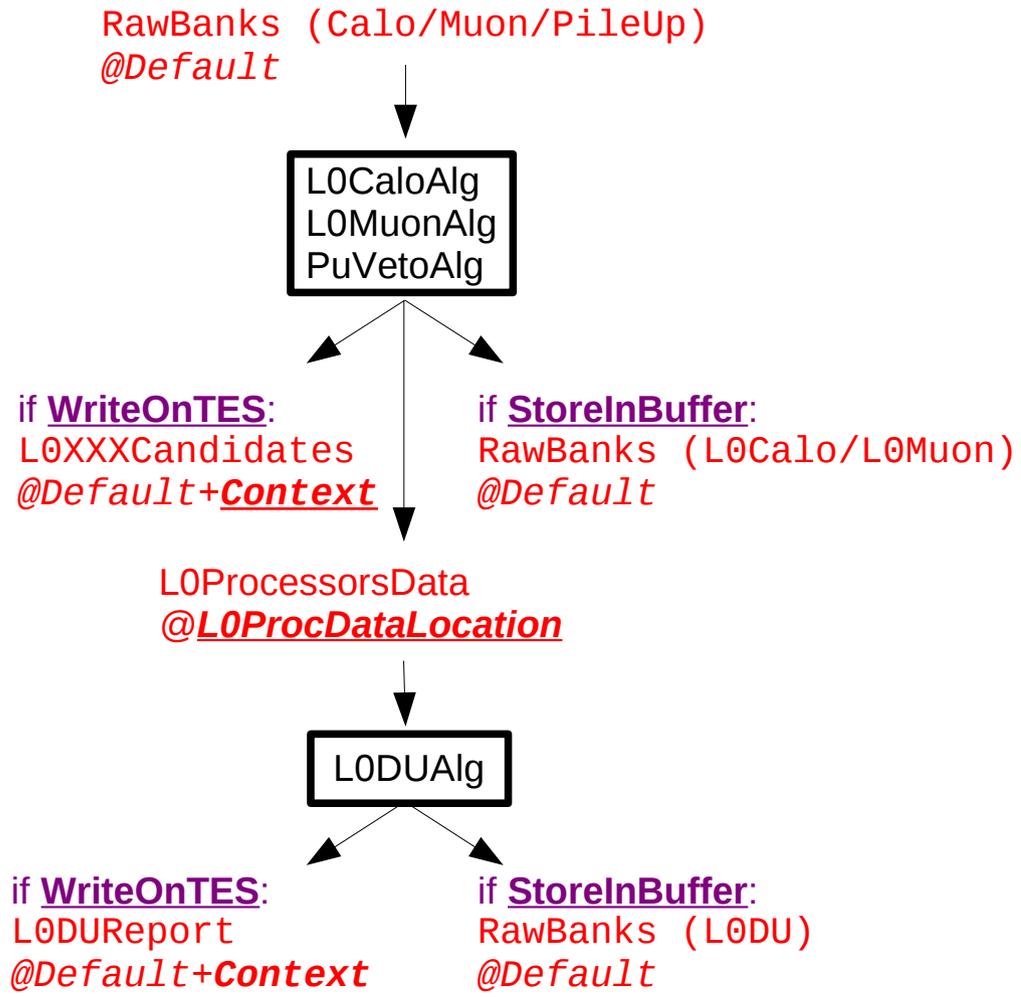
L0 components can be configured according to the needs

Each components uses its own convention

Harmonization of the component properties :

→ ease steering and maintenance

# L0 emulators : L0XXXAlg



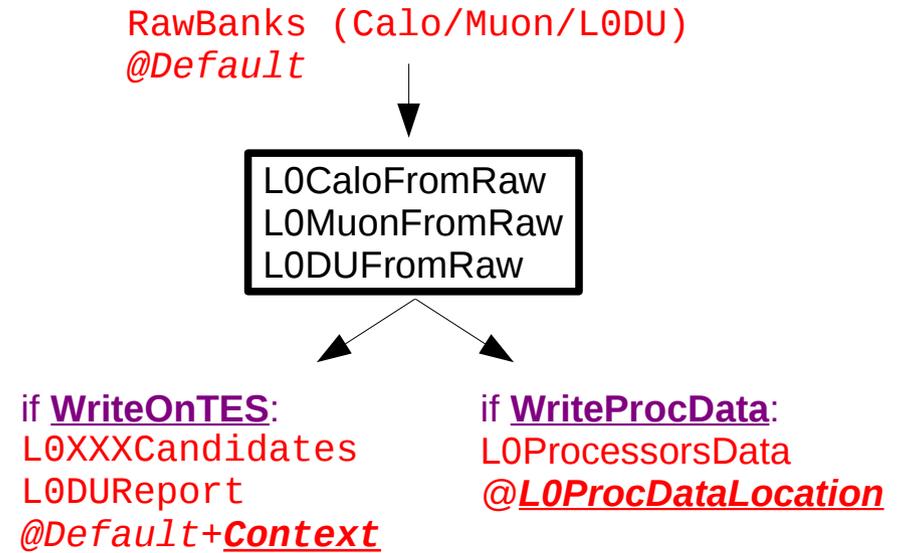
## Common properties :

- StoreInBuffer = True (/False)
  - flag write raw banks
- WriteOnTES = False (/True)
  - flag to write results on TES
- Context = ""
  - suffix to the result's default location
- L0ProcDataLocation = location(system)
  - each system (L0Calo, L0Muon, PileUp) writes at a different location. Default :
    - L0ProcessorDataLocation.Calo
    - L0ProcessorDataLocation.Muon
    - L0ProcessorDataLocation.PileUp
  - L0DU reads from all of them

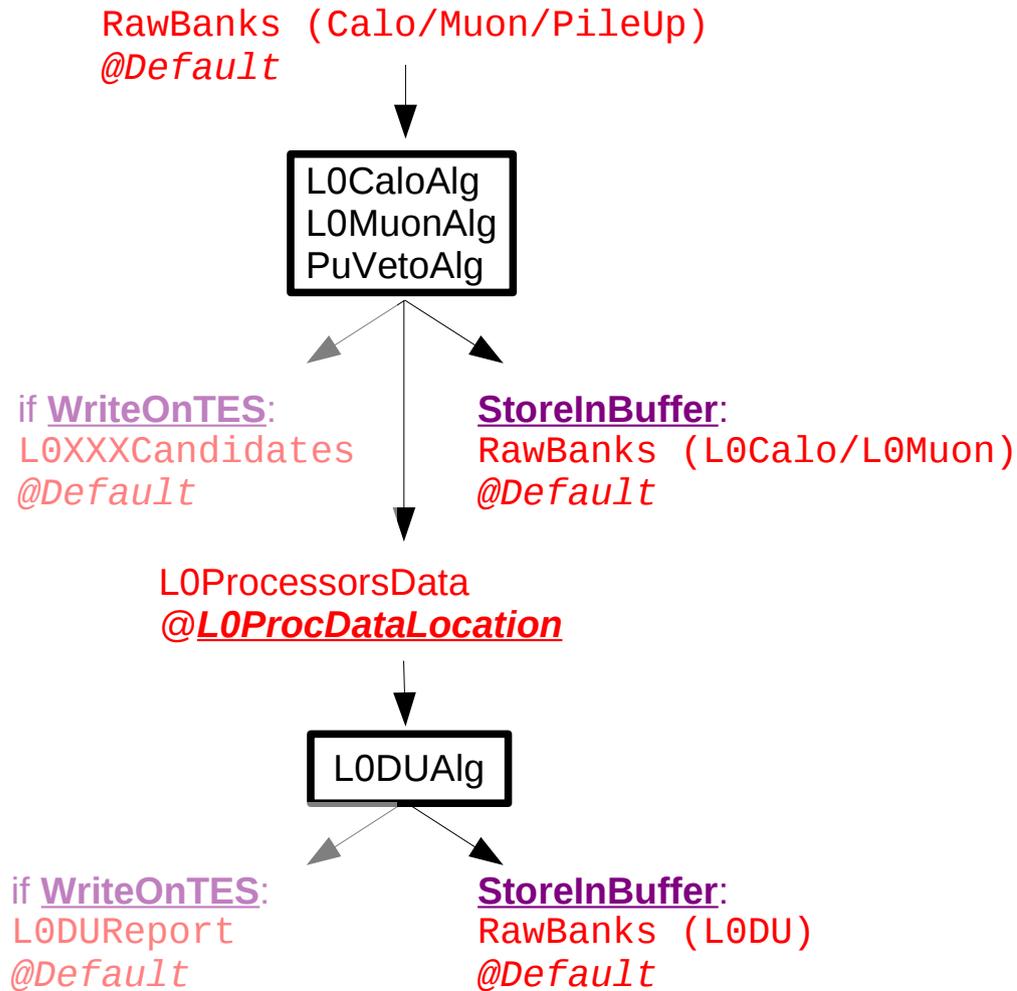
# L0 decoding : L0XXXFromRaw

## Common properties :

- WriteOnTES = True (/False)
  - flag to write results on TES
- WriteProcData = False (/True)
  - flag to write L0DU input datas
- Context = ""
  - suffix to the result's default location
- L0ProcDataLocation = location(system)



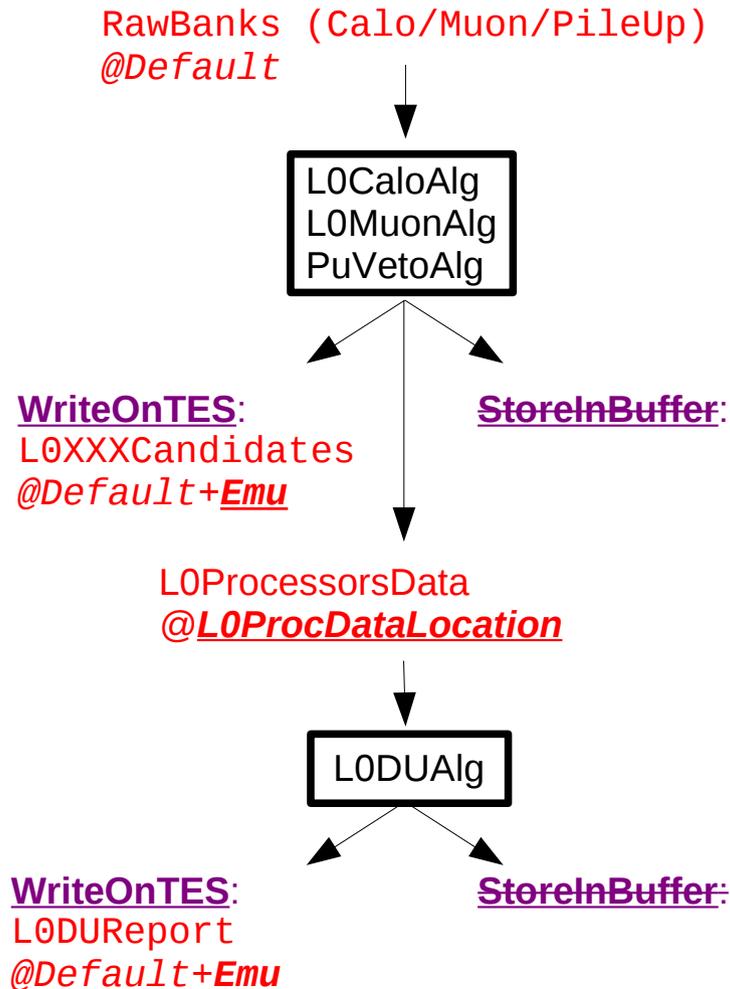
# Use case # 1 : simulation



## Common configuration :

- StoreInBuffer = True
- WriteOnTES = False
- set to True if monitoring is wanted
- Context = ""
- L0ProcDataLocation : defaults

# Use case # 2 : emulation (re-run full L0 on real data)

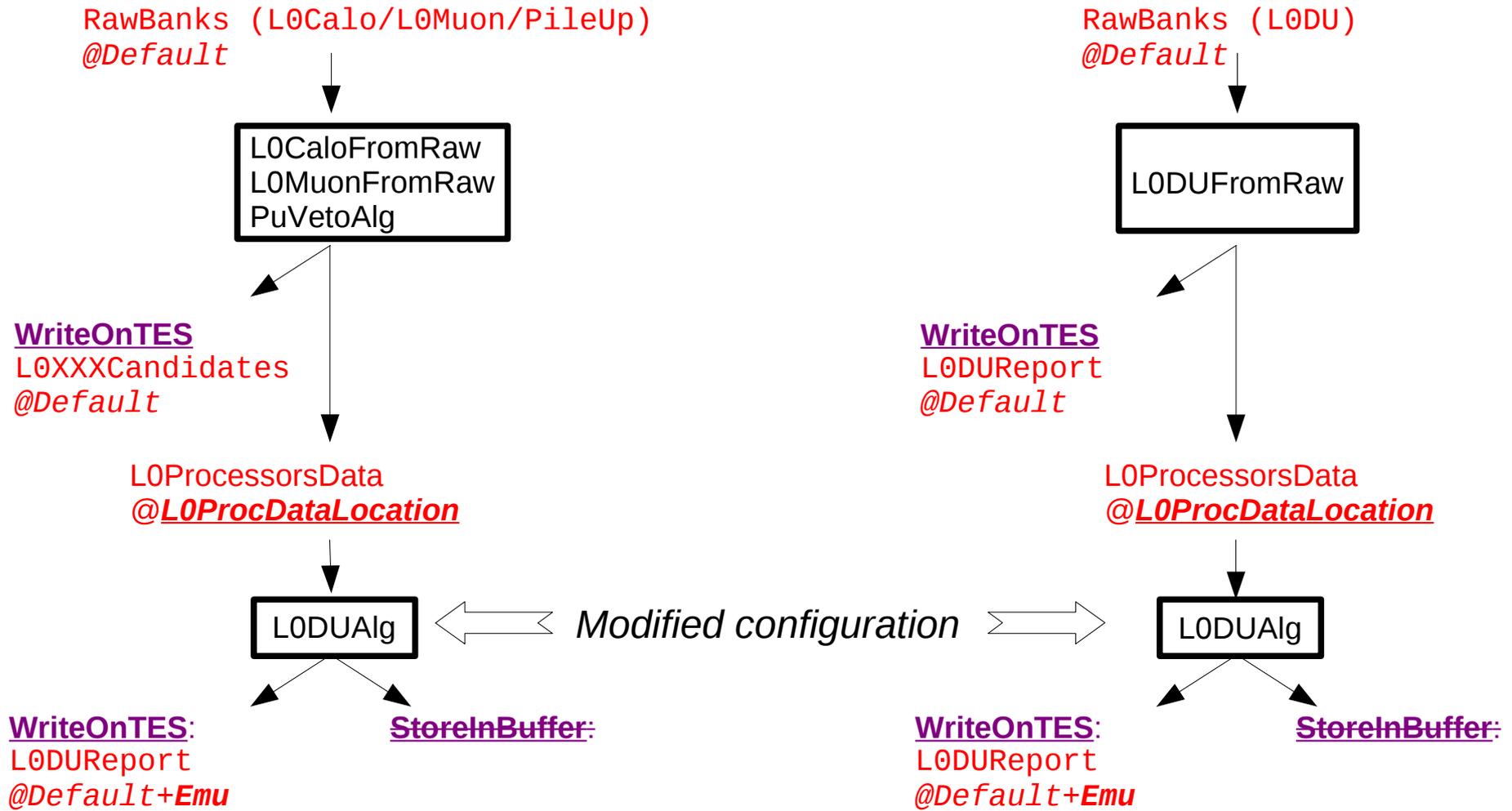


## Common configuration :

- StoreInBuffer = False
- WriteOnTES = True
- Context = "Emu"
- L0ProcDataLocation : defaults

# Use case # 3 : re-run L0 decision only

2 possibilities :



# Harmonization of L0 software configuration

## Agree on a set of common properties

- same name and behavior
- almost all pieces are already there, mostly cosmetic changes
- transparent for the user of L0Conf

Done in the next weeks

# L0 PileUp plans (Serena Oggero)

## Raw event

- simulation
  - check format of L0PU banks
  - implement L0PUfull bank
- decoding
  - should follow changes if any

## L0PileUp algorithm

- should be OK

## Event model

- new event model classes to hold PileUp channels (and results ?)

## Repackaging of PileUp software

- move algorithm using MC to an other package (VeloSim ?)

## Monitoring

Work is starting - aim : done by end of August

# Conclusion

L0 components configuration will slightly change soon

- transparent for most users

PileUp velo software will evolve radically

On going :

- improve monitoring
  - histograms legend
  - automatic tasks
  - alarms