

Phase II Level 1 Taus

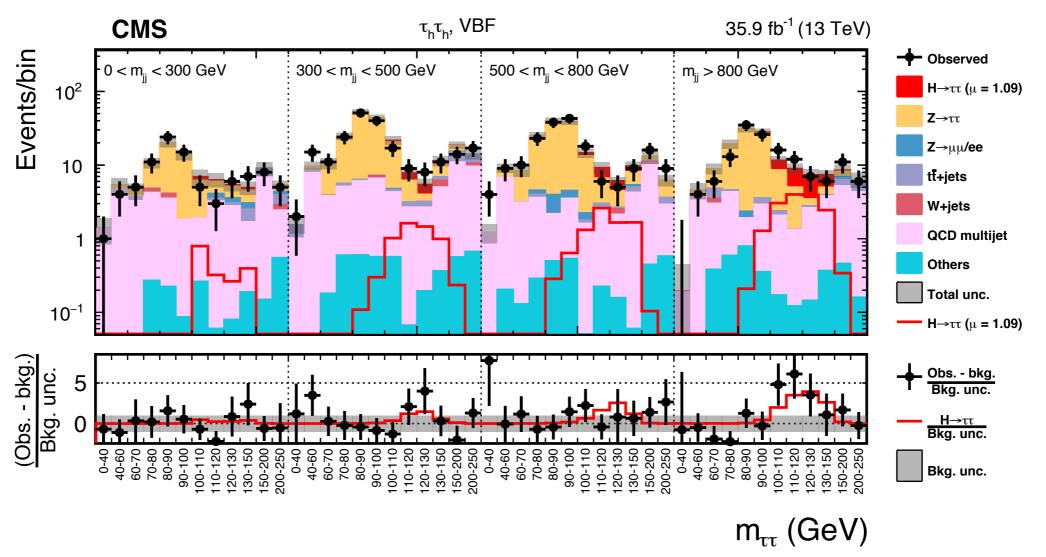
Isobel Ojalvo Princeton University





Introduction



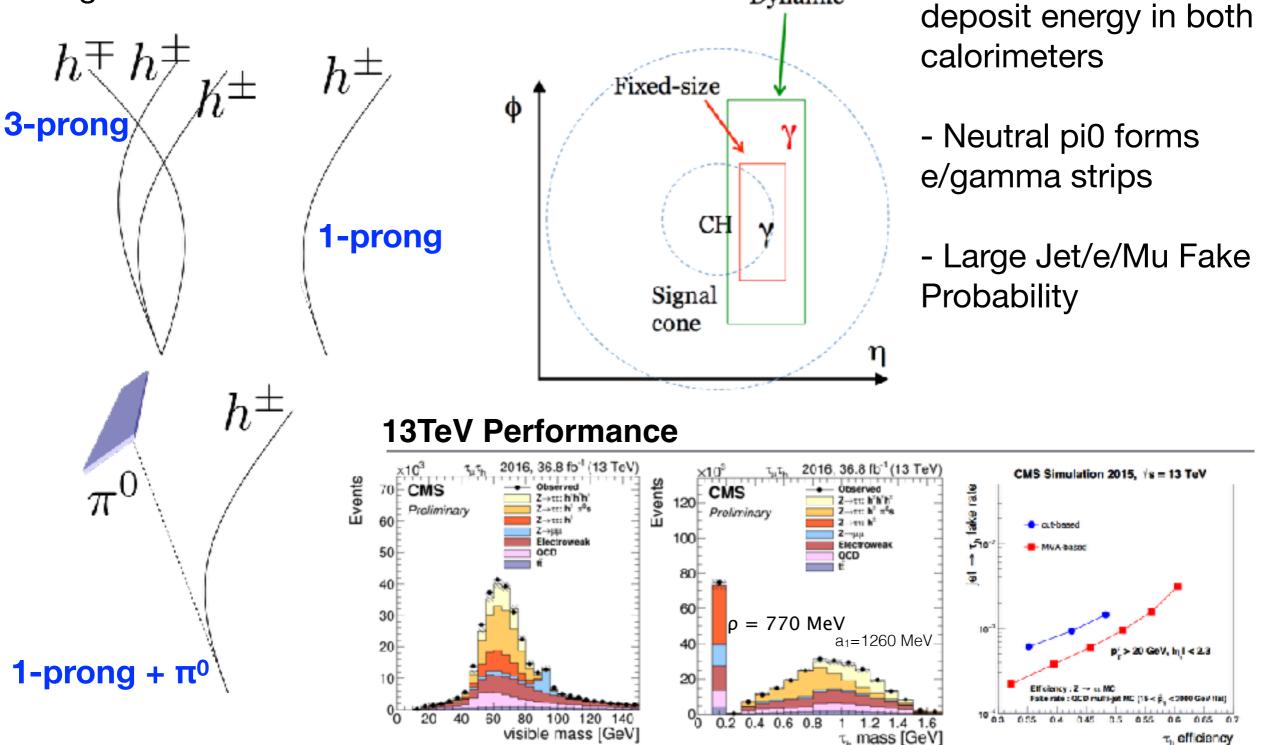


- Hadronic τ (τ_h) Decay can be cleanly reconstructed
 despite short lifetime
- 3rd Generation Lepton, and largest lepton Yukawa coupling
- Perhaps enhanced couplings to 2HDM, LFV, LLPs
- Phase 2 Tau Requirements
- Trigger Taus from SM processes with high Efficiency
- Opportunities to trigger on exotic physics? Boosted or Long



Tau Decay at CMS

Offline Tau Reconstruction uses a Cut-Based Hadron Plus Strips (HPS) Algorithm to Reconstruct 1-prong, 1-prong + π^{0} and 3-prong Taus from Particle Flow Charged Hadron and e/gamma Candidates



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- Charged Hadrons

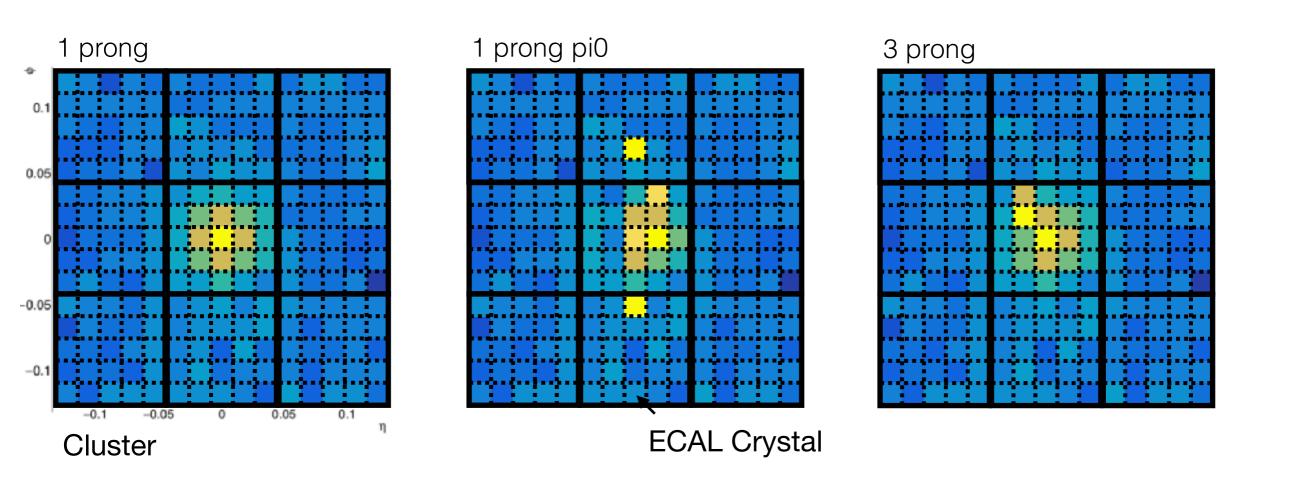
produce tracks and

Tau Signature in Phase 2 Trigger



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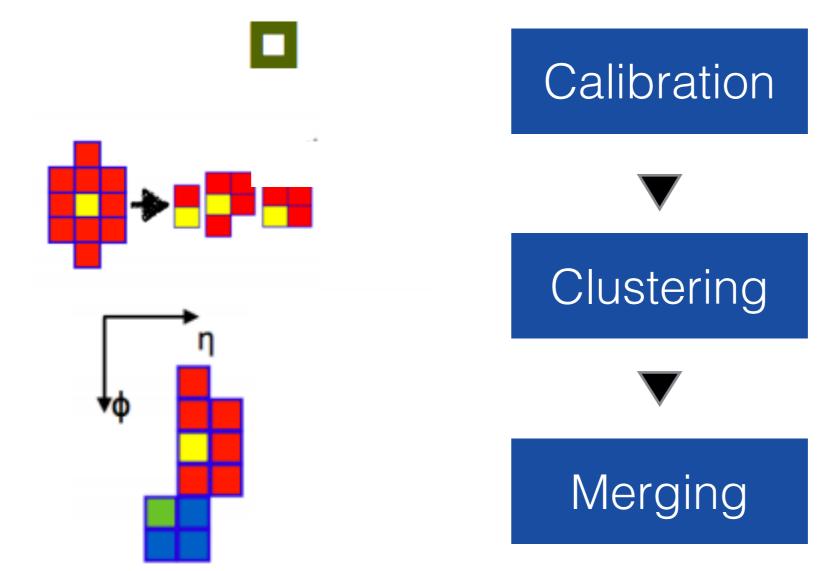
Taus deposit most of their energy in a ~0.1 (DeltaR) for 1 prong and 3 prong decays, however, 1 prong pi0 and 3 prong pi0 can have spreading of strips up to 0.2 in Phi

Jets correspond to several clusters of energy deposit around a maximum cluster extending up to 0.4 or 0.8 in DeltaR



Phase I Level 1 Tau Algorithm

Implemented in firmware running at 240MHz clock



Trigger Towers are Calibrated to mimic true offline response

- Clustering is performed around a central seed
- Merging of clusters to form L1 Tau Objects



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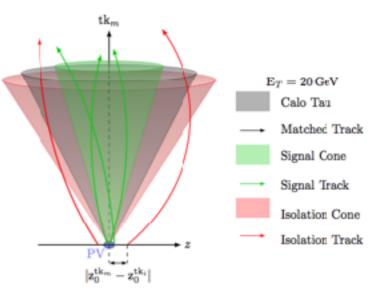
Phase II Level 1 Taus

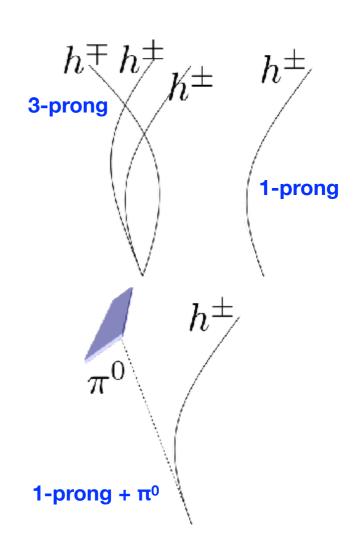
- Three Algorithms currently being explored for Phase II Level 1 Taus:
- Decay Mode Reconstruction at Level 1
 - Similar to Offline Reconstruction
 - Must not import too many complexities into Level 1 (parallelism!)
- Shrinking Tau algorithm matched to

L1Tracks

- Similar to current HLT algorithm
- Calo Taus using modified e/g algorithm
 - Seed for later PF steps
 - Displaced and high P_T Taus where L1
 Tracks may be merged or not well
 reconstructed

CaloTk Shrinking Cone



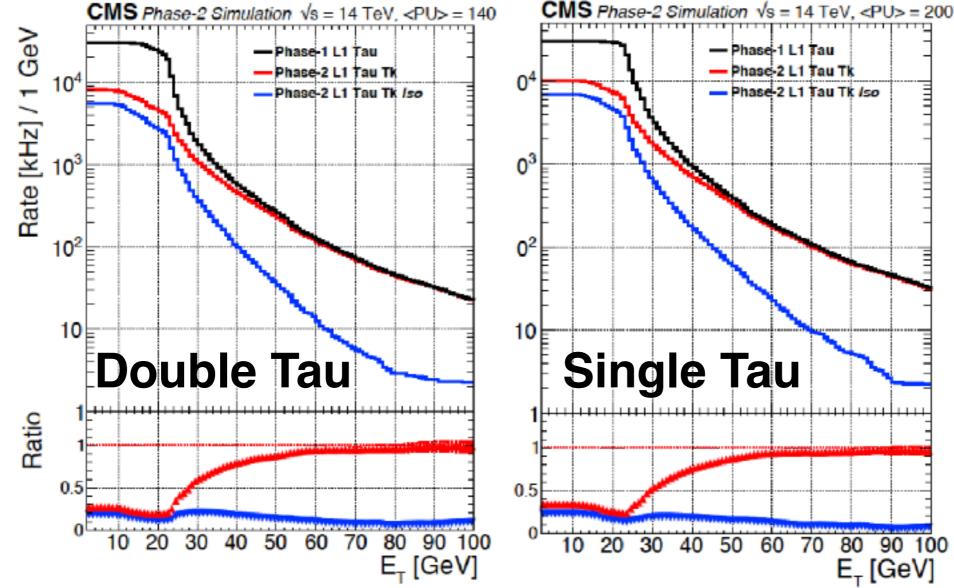


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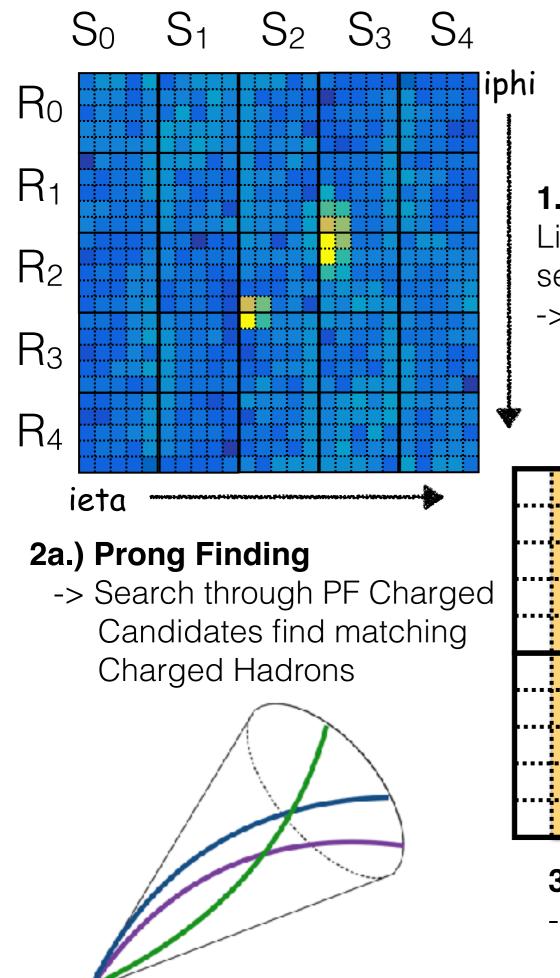
LI Tracking and Taus

- Tracking bring major improvement to Tau ID at Level 1
- By matching Phase 1 Calo-Taus to High PT Level 1 Tracks and isolating from low PT Tracks a factor of 10 in rate reduction is seen



- Non-optimal p_T resolution





HPS Tau Reconstruction @ Level 1

1.) Charged Hadron Seeding

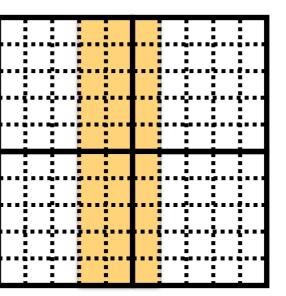
Linked Cluster-Tracks above a threshold are used as seeds for Tau Finding -> 1 Charged Hadron to find the taus as 1 Prong, 1 Prong + Pi0 or 3 Prong

2b.) Strip Stub Finding

- -> First merge matched photons and Electrons
- -> Then merge matched Strips

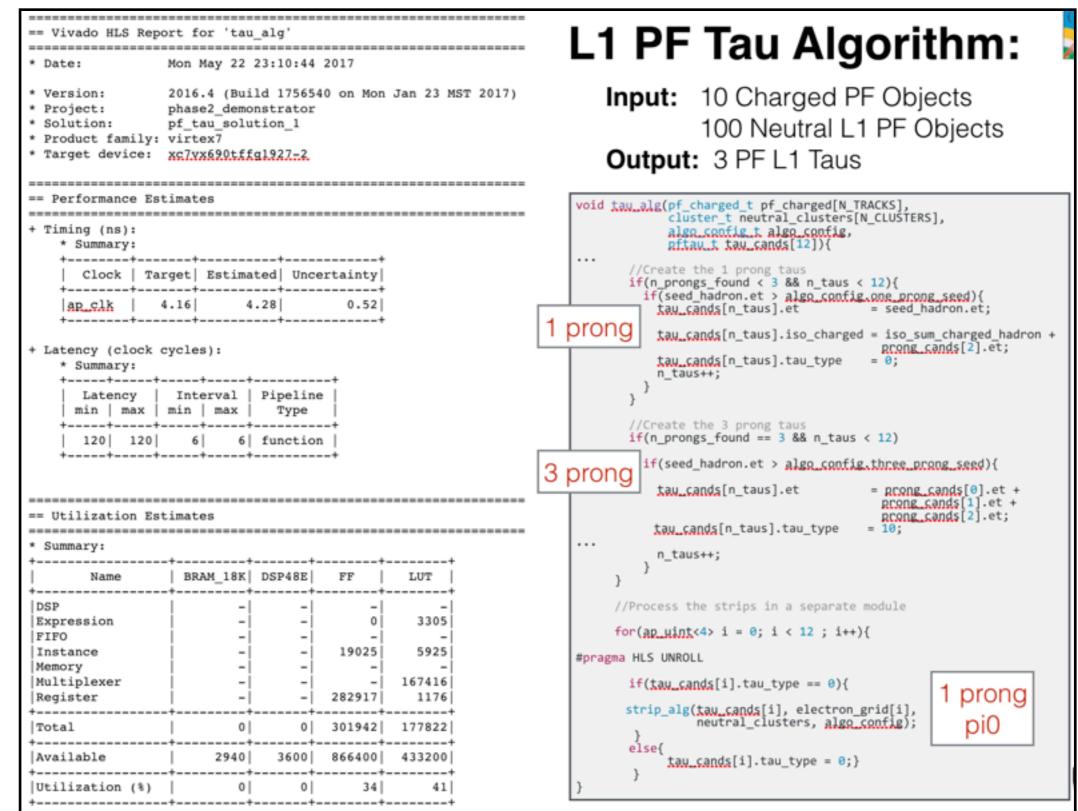
3.) Strip Stub Merging

-> Strip stubs which fall on boundaries are merged





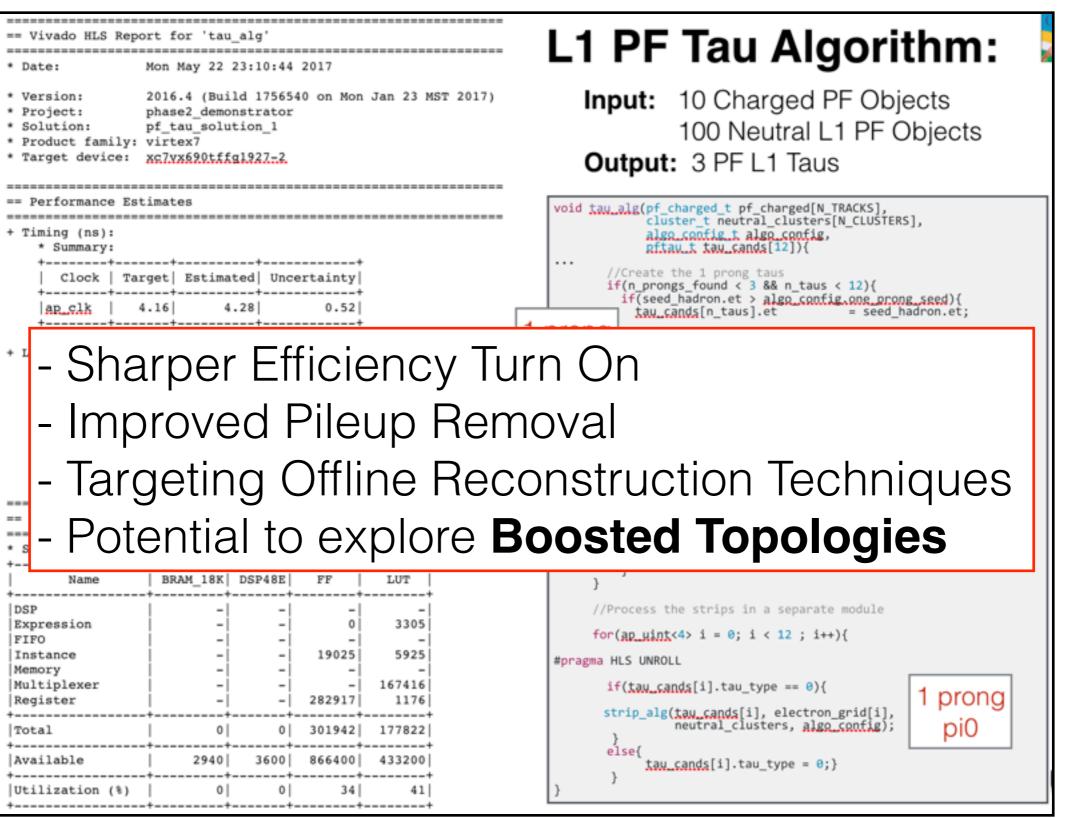
High Level Synthesis to Study Performance



High efficiency algorithm, able to easily explore optimization for resource usage and increased rate reduction, *already tested on Phase I Cards!*

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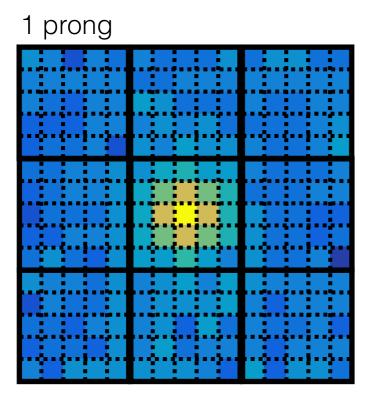
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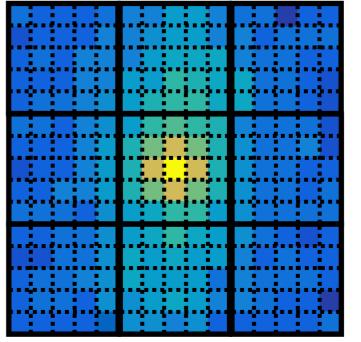
Phase II LI Calo Taus

Clustering of Taus in the Level 1 Calorimeter Trigger:

- Size of the clusters slightly larger than e/gamma
- Shape variables and isolation being studied to match Hadronic Tau Decays
- HCAL energy deposits combined with ECAL clusters are important to reconstruct the charged pions -> Worse p_T resolution when using calorimeter clusters only
 - Useful as seeds to Track-Calo Tau matching
 - Standalone Tau Algorithm for Exotic Signatures (displaced or poorly reconstructed tracks)









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Conclusions



A lot of work towards designing and implementing the future Phase II Trigger for CMS

- Integration of the tracker in the CMS L1 Trigger reduces the rate for Level 1 Taus, possible to do EWK physics at CMS with the HL-LHC
- New Level 1 Tracking and Particle Flow techniques at Level 1 improve Level 1 Tau Reconstruction and Jet Rejection
- Three Algorithms currently being explored:
 - HPS at Level 1
 - Shrinking Cone algorithm matched to L1Tracks
 - Calo Taus using modified e/g algorithm
- Explore ways to make the most of BSM signatures at Level 1
 Simulation and Programmability of huge FPGAs allows testing of different algorithms before the system is built

We need ideas of where new physics could be so we can be sure to collect the data!



HPS Tau Reconstruction @Level 1

