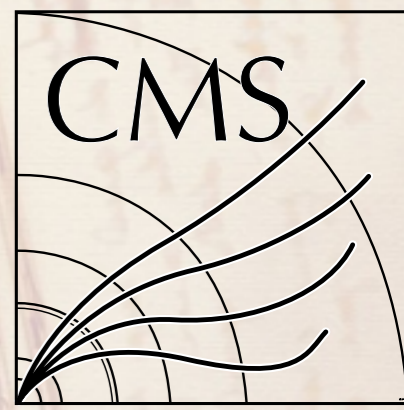


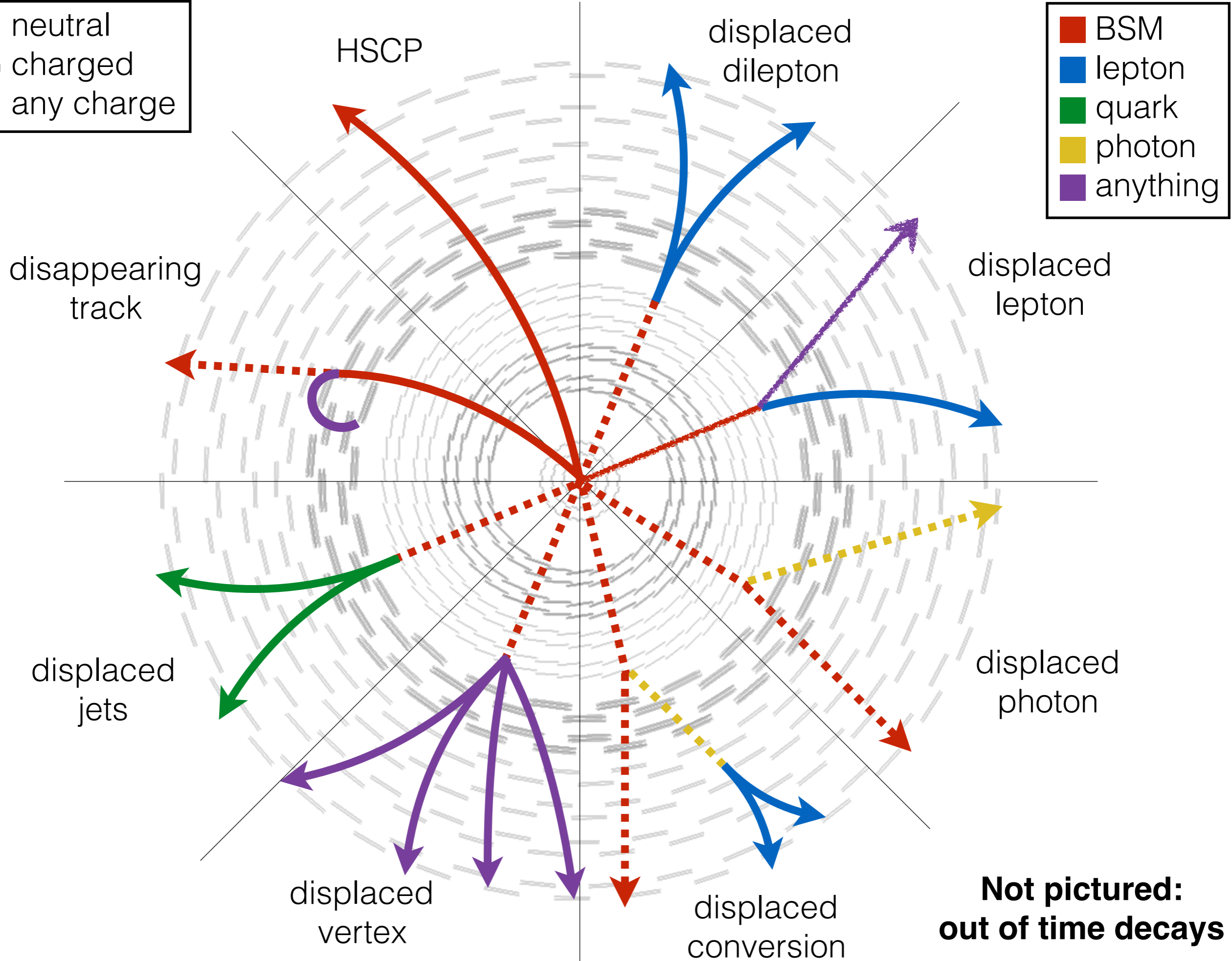
# How can LLP triggering improve at HL-LHC?

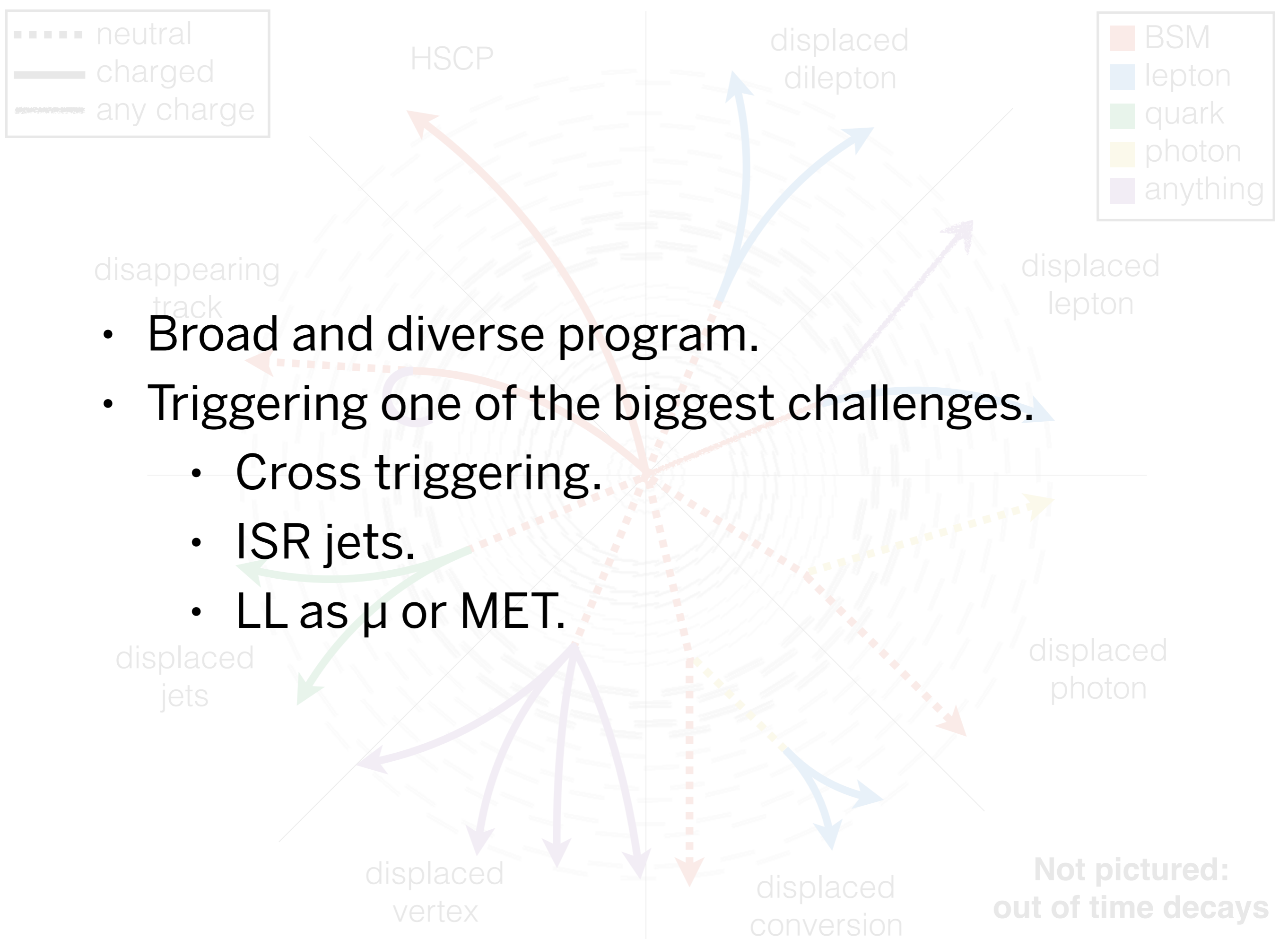
Ted Kolberg (FSU)  
16 January 2018

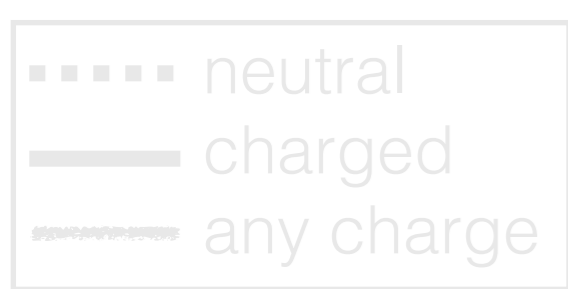


..... neutral  
—— charged  
- - - - any charge

■ BSM  
■ lepton  
■ quark  
■ photon  
■ anything







- Simulation one of the others.
  - Unusual material interactions.
    - Lack of realistic control samples for exotic phenomena.
    - Should be skeptical that we are getting the details right.
- Have to be extremely careful about PU mitigation.
- In general more ideas than person-power.

disappearing track

HSCP

displaced dilepton

displaced lepton

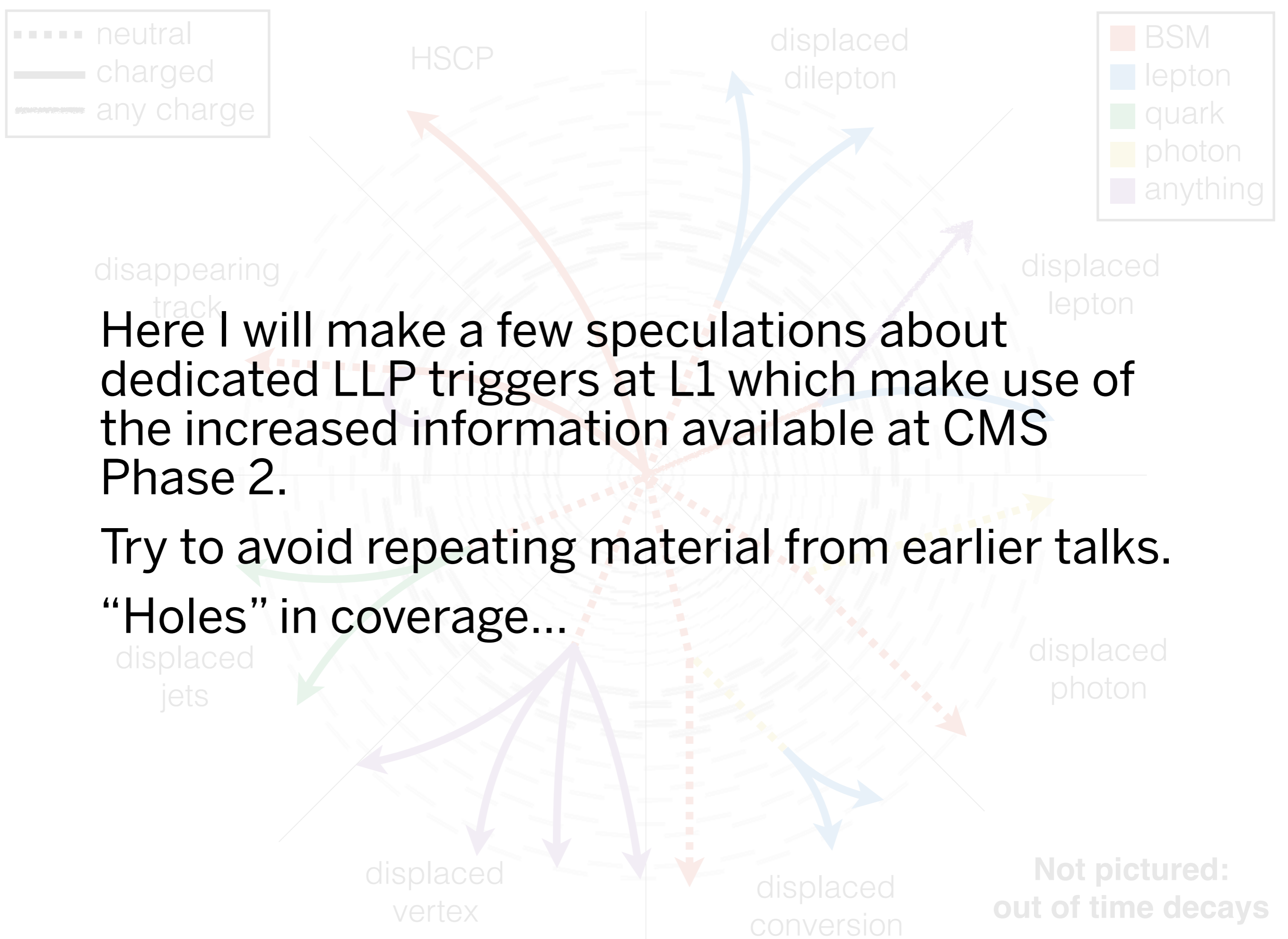
displaced jets

displaced photon

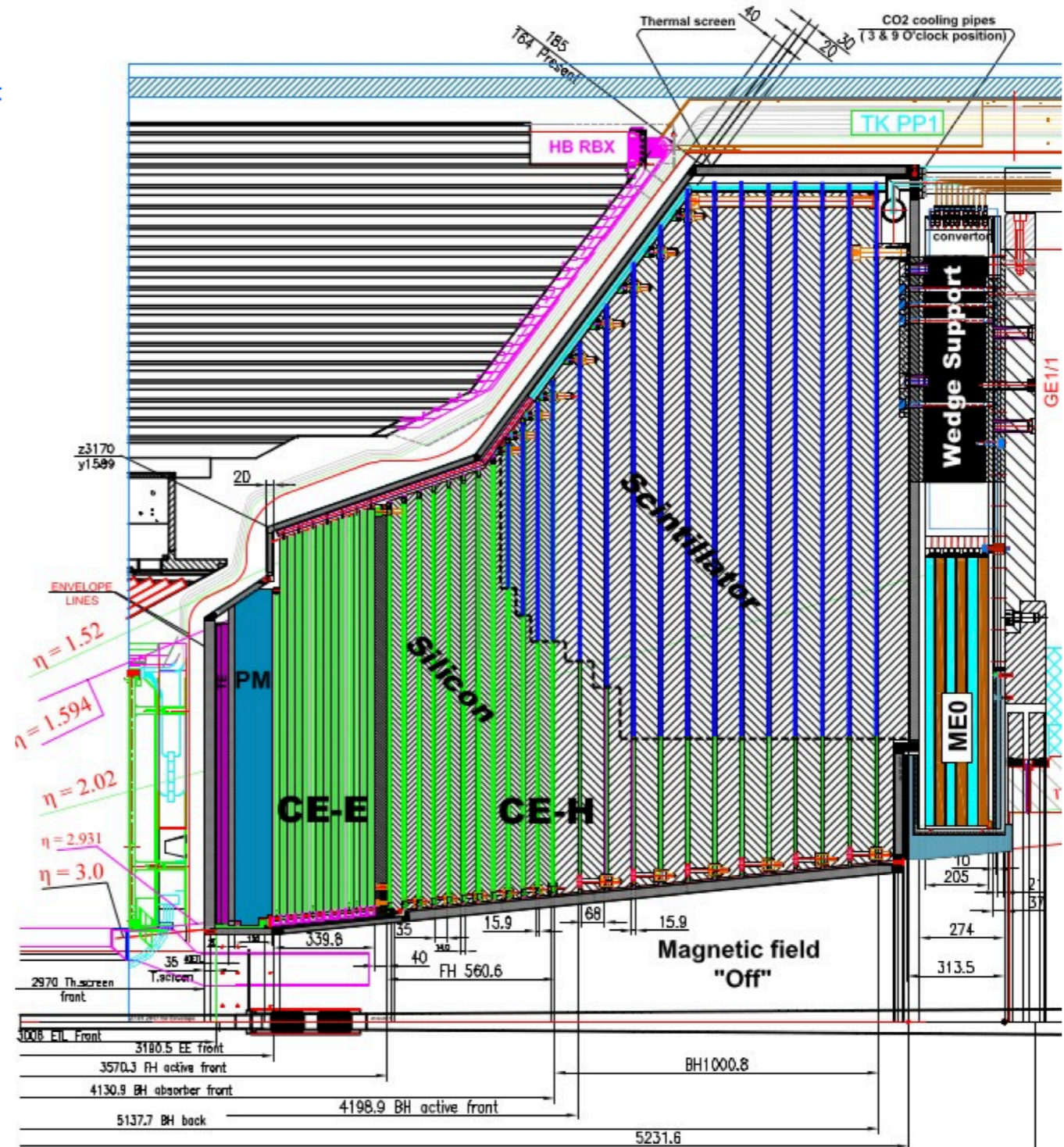
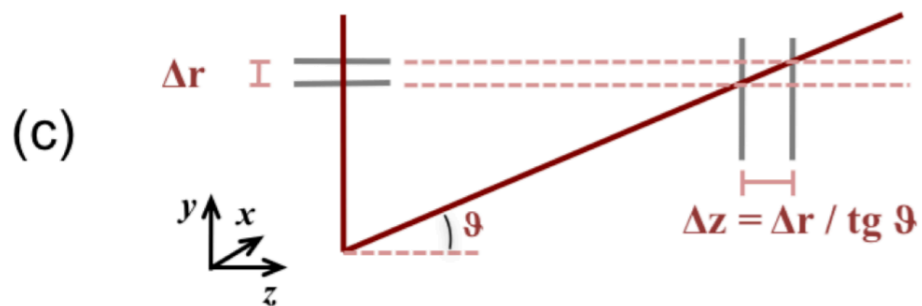
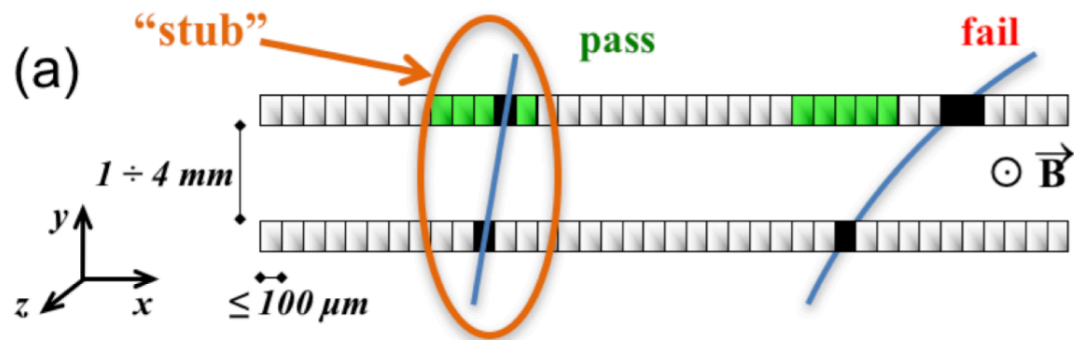
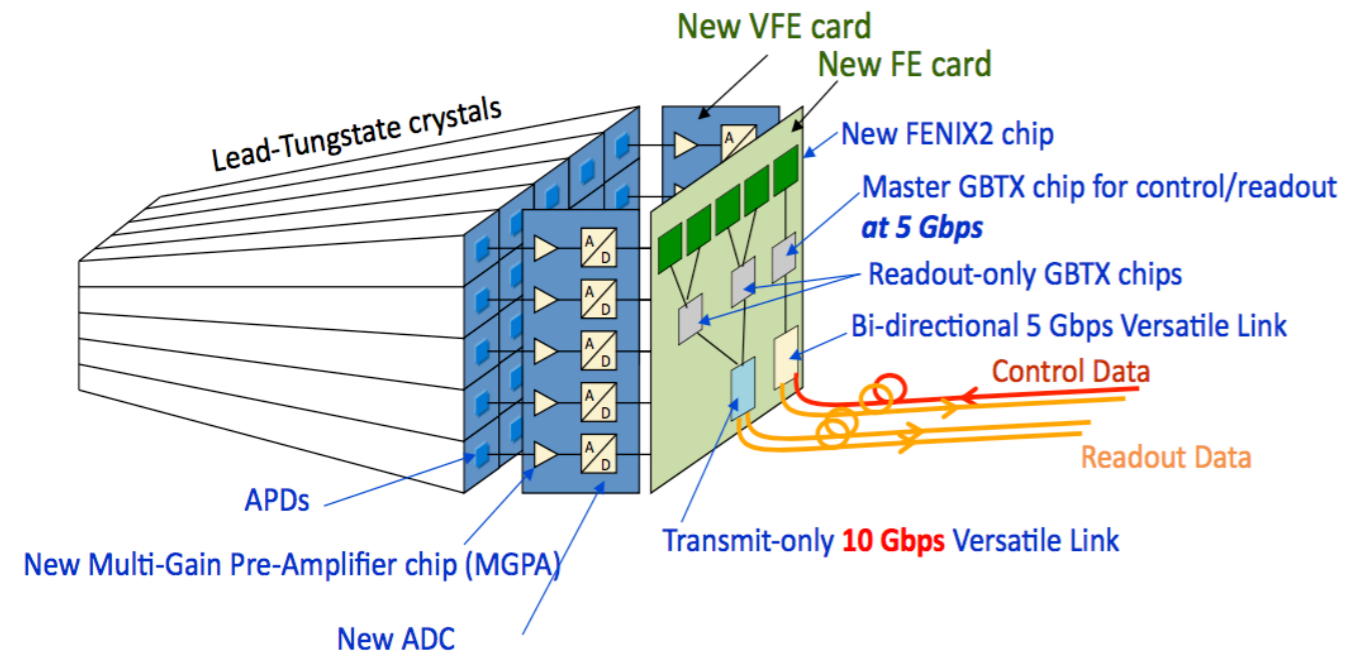
displaced vertex

displaced conversion

**Not pictured:  
out of time decays**



# Key changes



# Summary of trigger strategies



Analysis	Phase 0/1	Phase 2
<b>HSCP</b>	Muon (prompt), MET	Muon (prompt), MET
<b>Displaced leptons</b>	e: EG $\mu$ : muon (no vtx.)	e: photon ( <b>disp. e?</b> ) $\mu$ : <b>muon (no vtx.)</b>
<b>Displaced photon (conversions, timing)</b>	double EG, EG + MET	<b>photon[s] (non-pointing)</b> <b>photon[s] (timing)</b>
<b>Displaced vertex</b>	HT	<b>displaced tracks</b>
<b>Displaced jets</b>	HT	<b>displaced tracks</b> <b>jet (non-pointing)</b>
<b>Disappearing track</b>	MET (ISR)	MET (ISR)
<b>OOT decays</b>	noBPTX, adj. BX	noBPTX, adj. BX <b>timing within BX</b>

# Delayed photons with timing



- Expect to have ~5-10 mm resolution on photon path length from timing information in calorimeters.
- With timing alone, L1 could test hypothesis that photon comes from PV as identified by L1 tracks.



# Remainder of talk

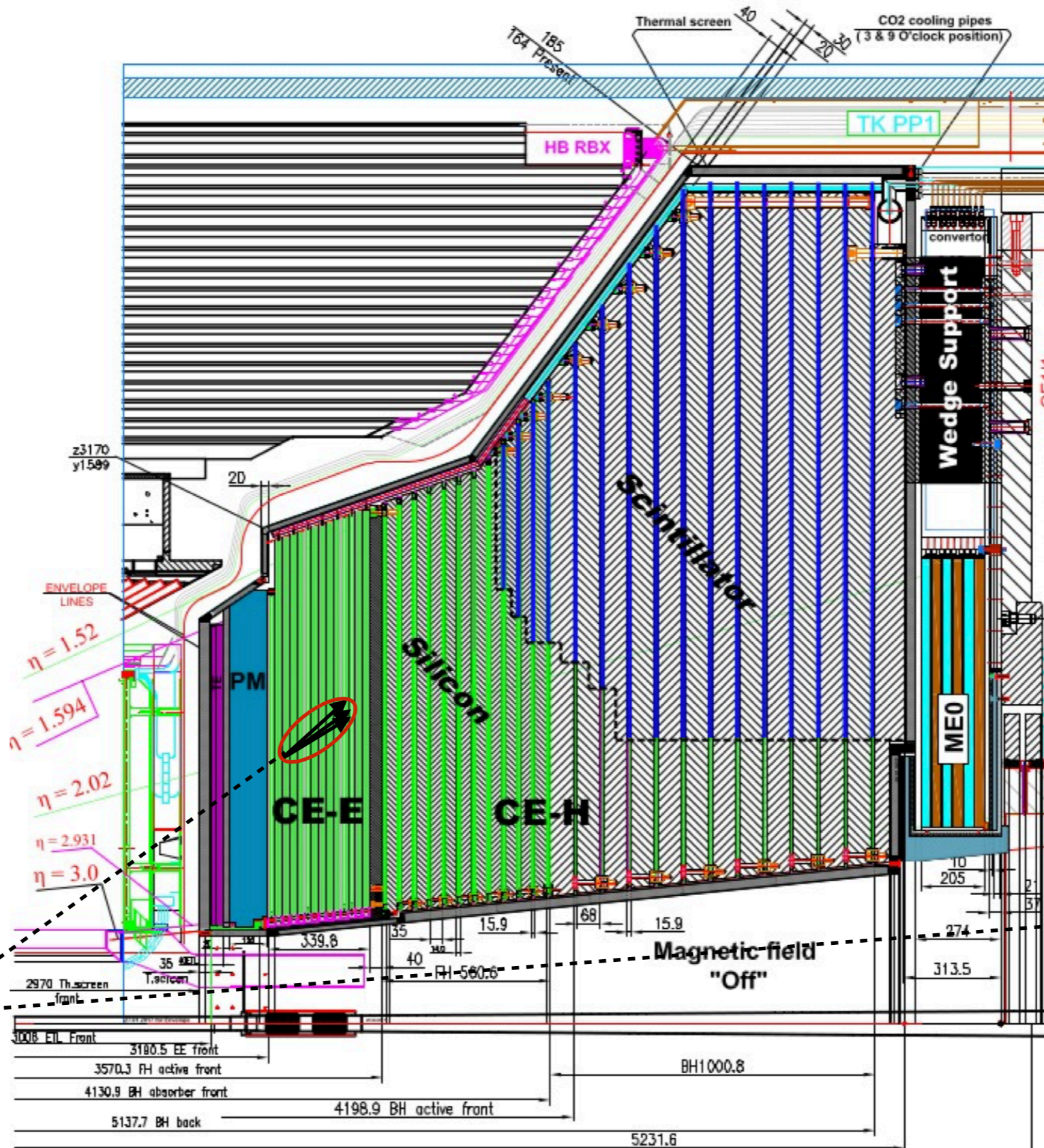


- Will explore a few possibilities for improving direct LLP trigger at L1.
- Focus on CE since I spend most of my time working on that and it has some nice properties for this kind of thing.
- Don't forget what Yuri, Michalis, Giovanni told us.

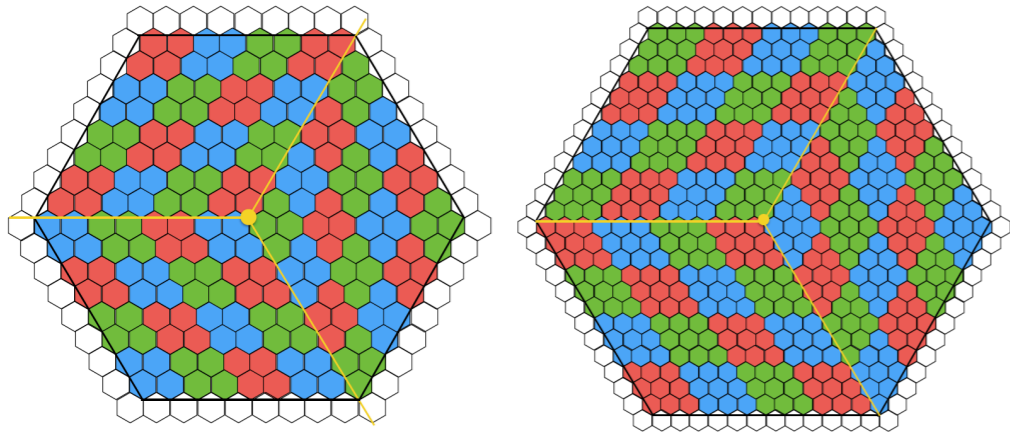
# Non-pointing photon



Short or no track  
Anomalous shower shape

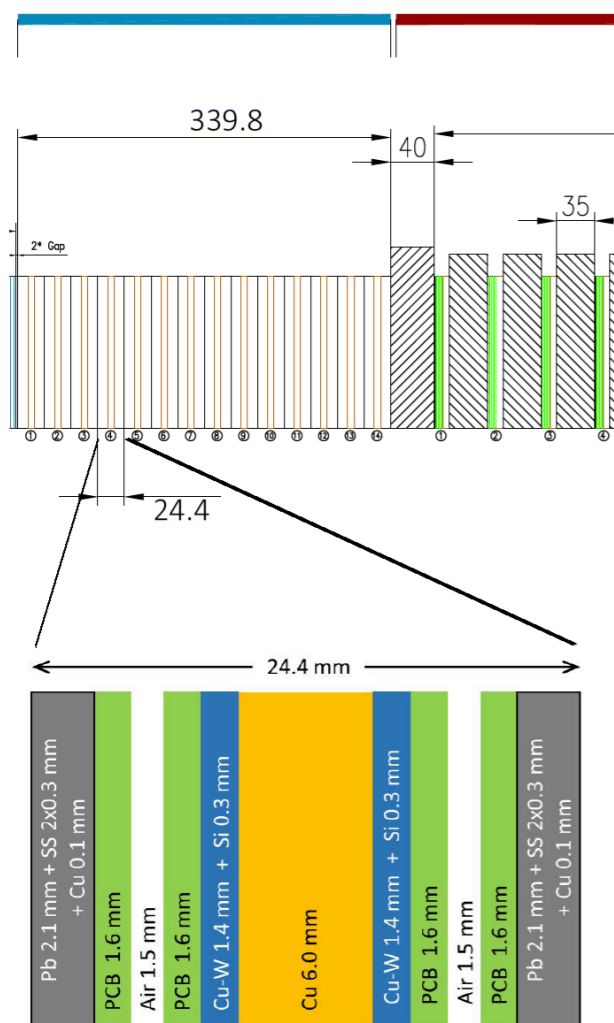


# Non-pointing photons



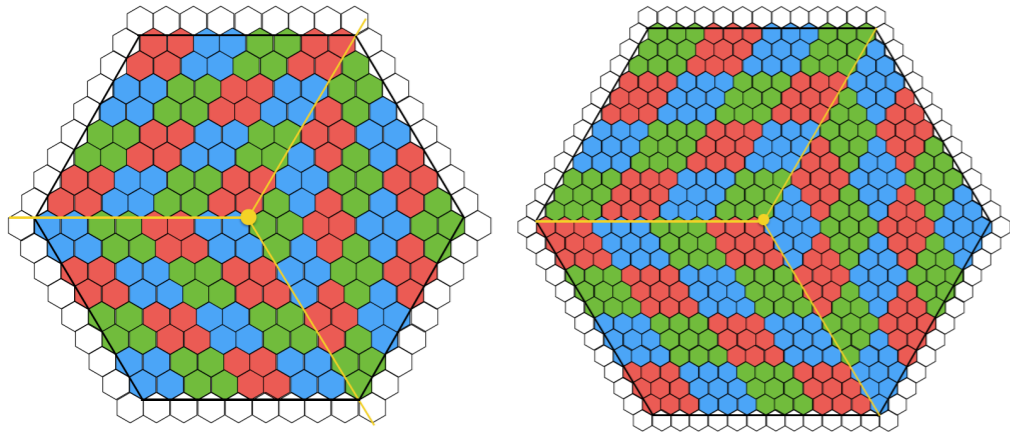
8" wafers

## CE-E



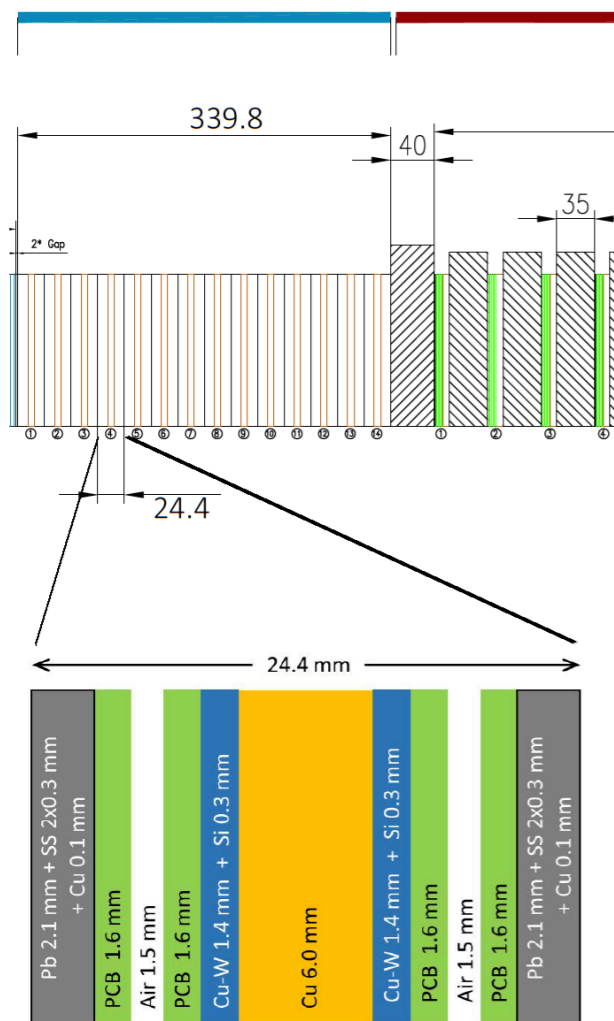
- Current L1 EM objects too coarse (calo trigger towers  $0.087 \times 0.087$  and EG objects made by summing adjacent towers), and lacks any longitudinal segmentation, to provide any information about photon direction.
- As a result displaced photon analyses have to get around the rather high photon ET requirements by adding a second object to the trigger (usually 2nd EG object or MET).
- For sure, we can add longitudinal information at HLT to drop most prompt events.
- CE has the ability to measure EM shower angle with  $\sigma(\theta) \sim 4$  mrad offline, expect  $\sim 7$  mrad to be possible at L1 (trigger cells).

# Non-pointing photons



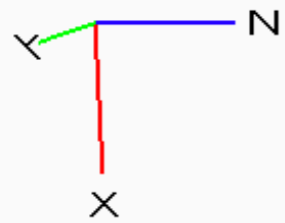
8" wafers

CE-E

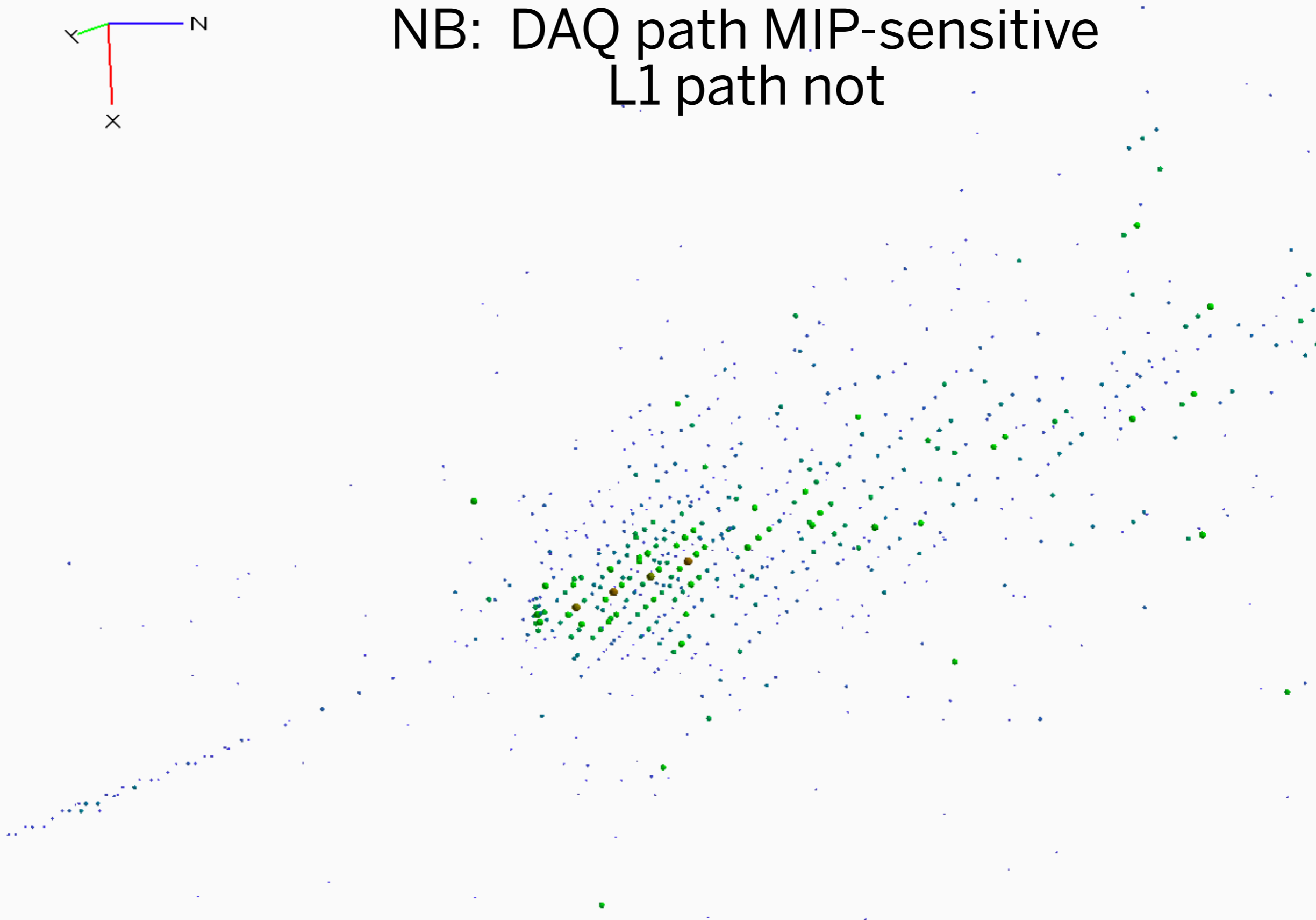


- 7 mrad  $\rightarrow$  6 mm on vertex position.
- With full 2D angle, could extrapolate to track trigger PV and compare at L1.
- With only a few bits could transmit e.g. 3 and 5 sigma incompatibility with beam spot.

# Non-pointing jets



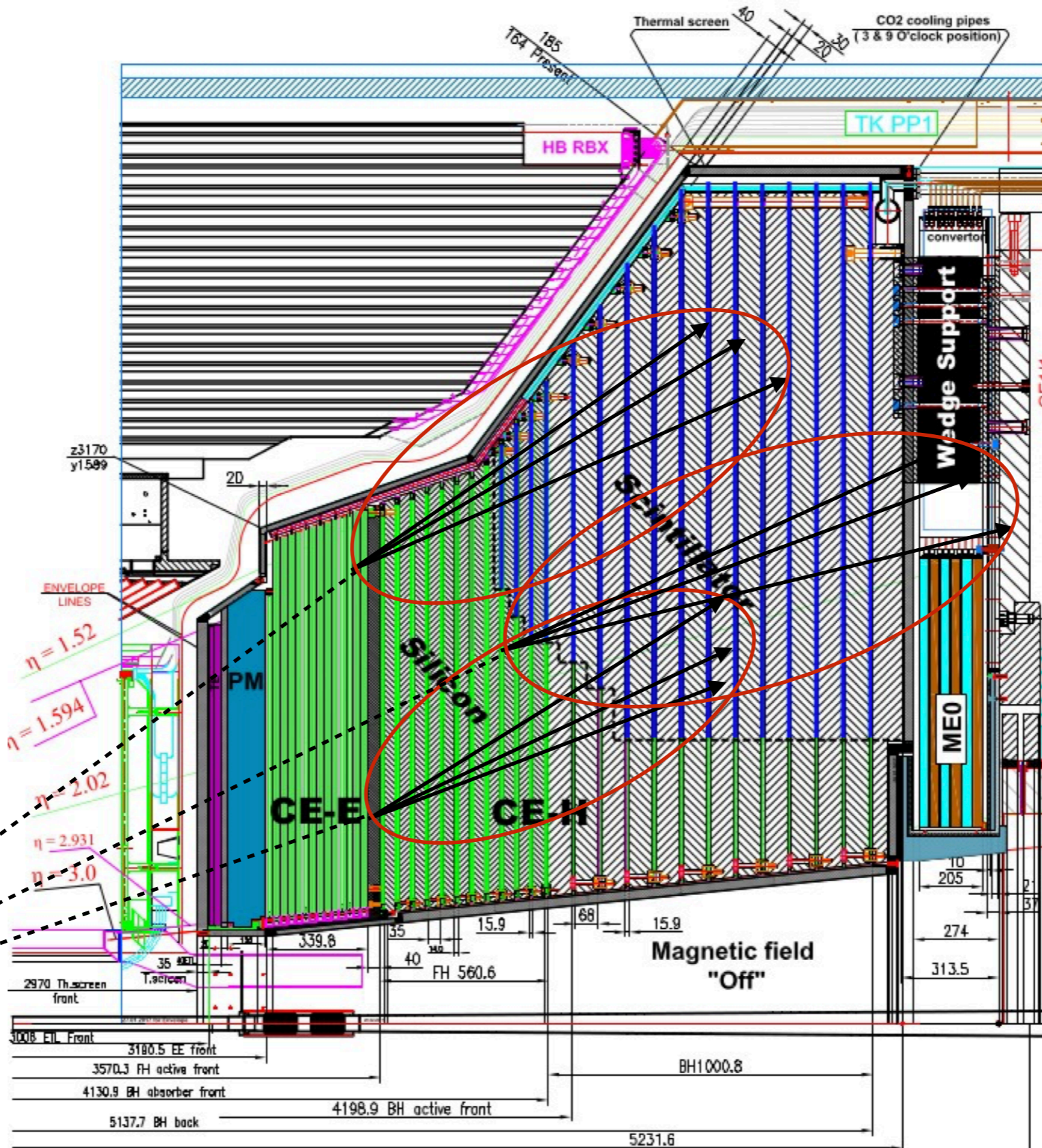
NB: DAQ path MIP-sensitive  
L1 path not



# Emerging jet



Short or no track  
Anomalous  $dR/pT$

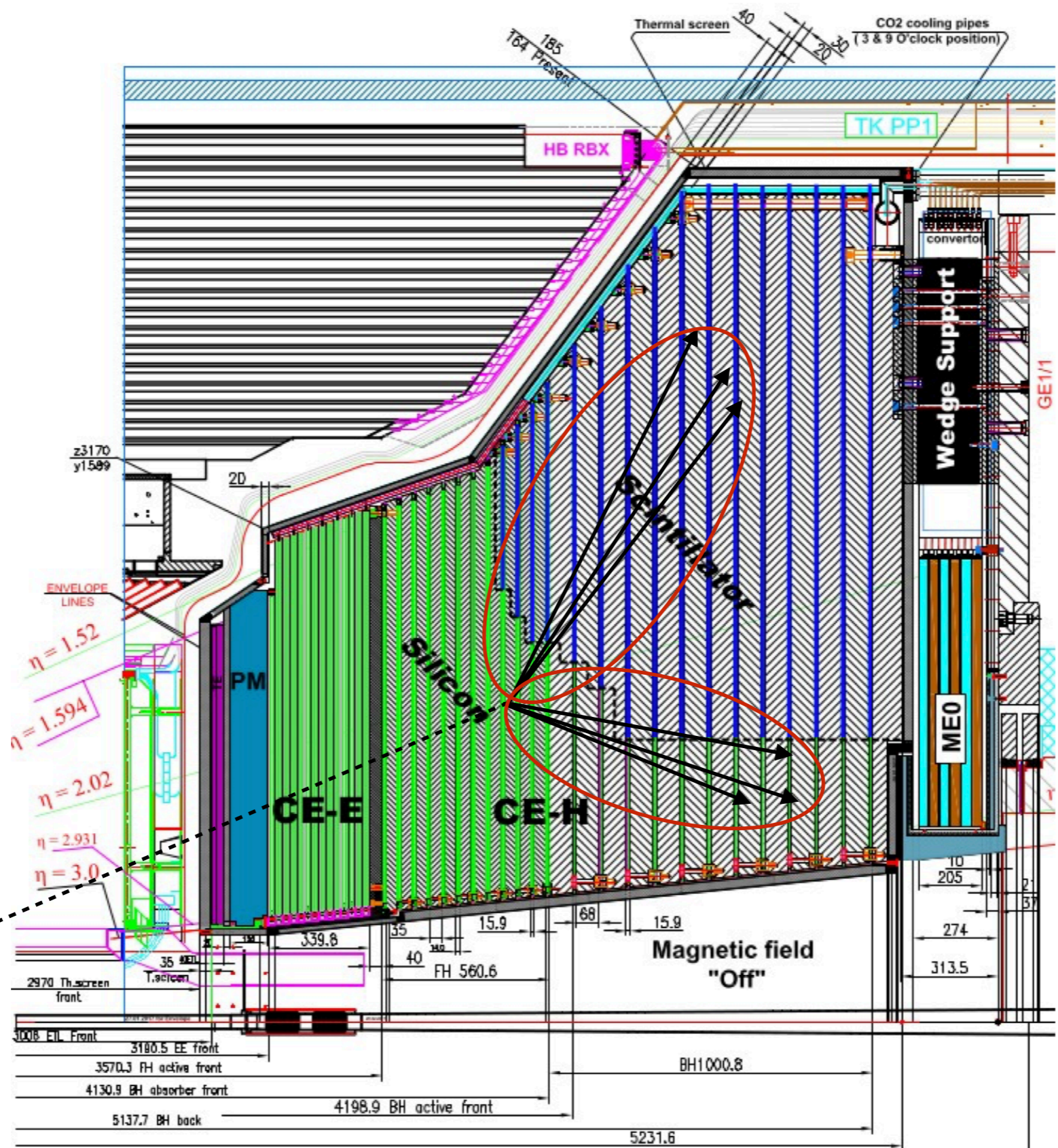


Vtx tagging

# Non-pointing jets



Short or no track  
Anomalous  $dR/pT$

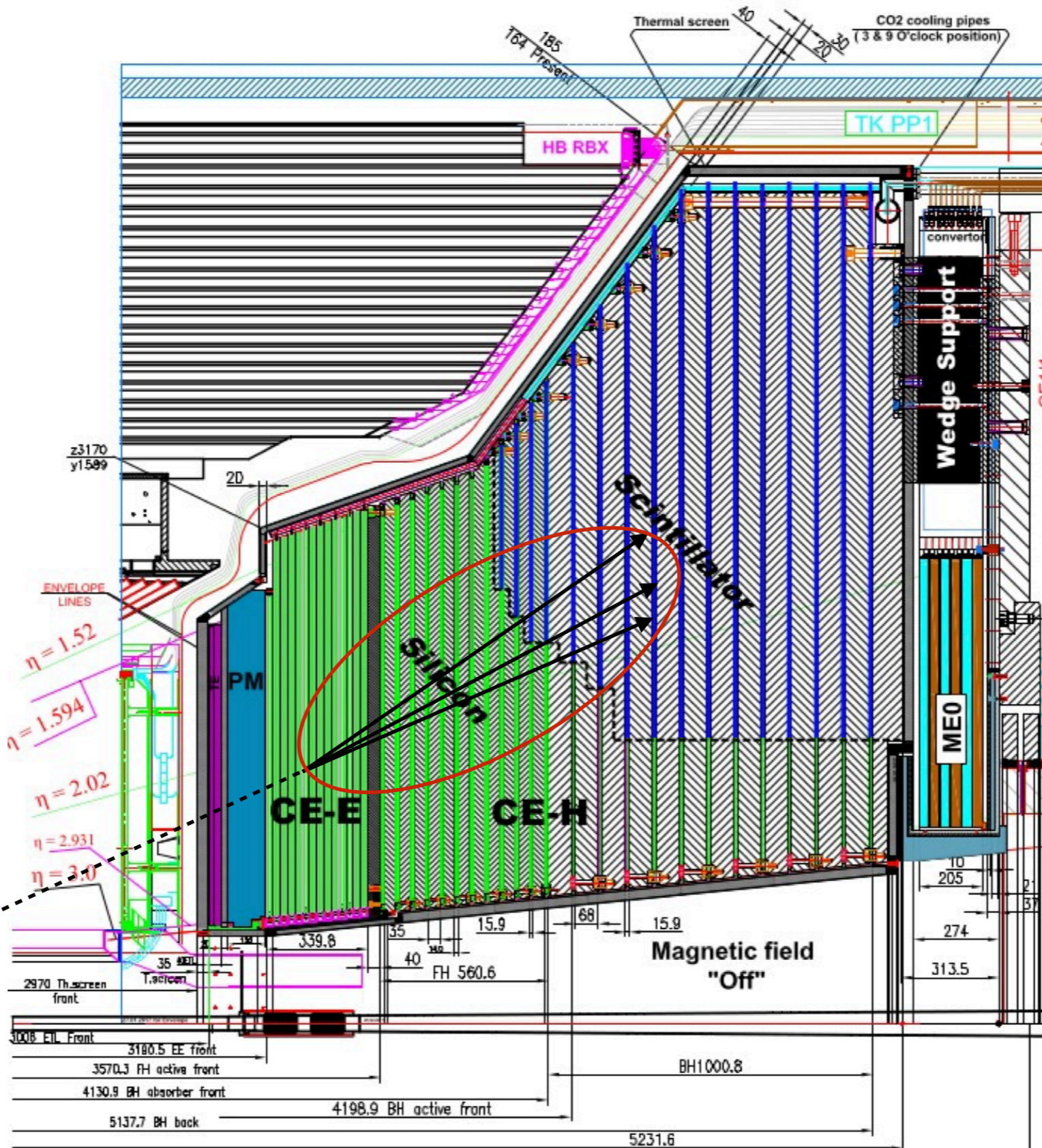


IP tagging?  
Vtx tagging

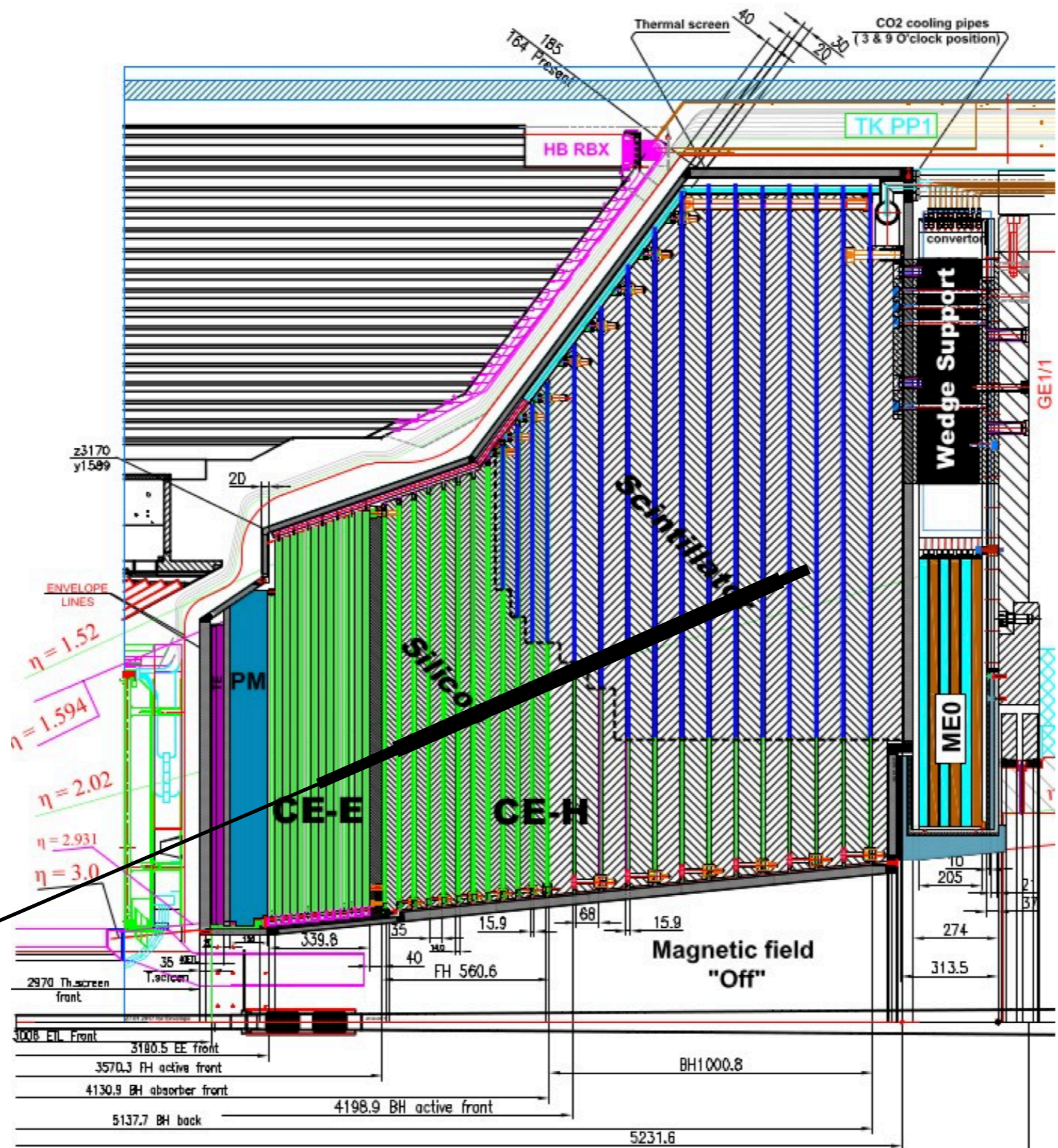




# Displaced tau?



Short or no track  
Small cluster mult.  
Anomalous  $dR/pT$



not a jet  
weird topology  
shower shape?

$\eta$

# Reminder: Calo L1 data flow



Table 2.1: Summary of the logical input data to the Phase-2 L1 trigger.

Detector	Object	N bits/object	N objects	N bits/BX	Required BW (Gb/s)
TRK	Track	100	400	40 000	1 600
EB	Crystal	16	61 200	979 200	39 168
HB	Tower	16	2 304	36 864	1 475
HF	Tower	10	1 440	13 824	553
EC	Cluster	200	400	80 000	3 200
EC	Tower	16	2 400	38 400	1 536
MB DT	Stub	70	240	33 600	1 344
MB RPC	Cluster	15	3 200	48 000	1 902
ME CSC	Stub	32	1 080	34 560	1 382
ME RPC	Cluster	15	2 304	34 560	1 382
ME iRPC	Cluster	41	288	11 808	472
ME GEM	Cluster	14	2 304	32 256	1 290
ME0 GEM	Stub	24	288	6 912	276
Total	-	-	-	-	53 980

# EC cluster



Quantity	N bits	Comment
$E_T$	$2 \times 16$	with and without PU subtraction
Endcap	1	
$f_{EE}$	13	$E_T$ fraction in EE
$f_{BH}$	12	$E_T$ fraction in BH
$L_{\max}$	6	Max energy layer
$\eta$	11	Shower start
$\phi$	11	Shower start
$z$	10	Shower start
$N_{\text{cells}}$	8	
Quality	12	
Extra flags	12	
Minimum total	128	

Quantity	N bits	Comment
$E_T$	$2 \times 16$	with and without PU subtraction
Endcap	1	
$f_{EE}$	13	$E_T$ fraction in EE
$f_{BH}$	12	$E_T$ fraction in BH
$L_{\max}$	6	Max energy layer
$\eta$	11	Shower start
$\phi$	11	Shower start
$z$	10	Shower start
$N_{\text{cells}}$	8	8b polar angle
Quality	12	8b azimuthal angle
Extra flags	12	
Minimum total	128	

Quantity	N bits	Comment
$E_T$	$2 \times 16$	with and without PU subtraction
Endcap	1	
$f_{EE}$	13	$E_T$ fraction in EE
$f_{BH}$	12	$E_T$ fraction in BH
$L_{max}$	6	Max energy layer
$\eta$	11	Shower start
$\phi$	11	Shower start
$z$	10	Shower start
$N_{cells}$	8	8b polar angle
Quality	12	8b azimuthal angle
Extra flags	12	4b $\eta$ width 4b $\phi$ width
Minimum total	128	

# EC cluster



Quantity	N bits	Comment
$E_T$	$2 \times 16$	with and without PU subtraction
Endcap	1	
$f_{EE}$	13	$E_T$ fraction in EE
$f_{BH}$	12	$E_T$ fraction in BH
$L_{max}$	6	Max energy layer
$\eta$	11	Shower start
$\phi$	11	Shower start
$z$	10	Shower start
$N_{cells}$	8	kAngle ? 16b : 0
Quality	12	kWidth ? 8b : 0
Extra flags	12	
Minimum total	128	

- Direct triggering on LLPs rather than relying on other features of final state would allow us to access some possibilities which are otherwise rather well hidden.
- Cluster start and max layer are already quite useful.
- Some additional cluster information may help at a relatively low overhead:
  - Angle w.r.t. nominal?
  - Shower width variable?
  - Trigger logic for such objects has to be explored and simulated.
- Have to evaluate if extra complexity and expense is worth the effort.
  - Help from community to articulate expanded physics reach from direct triggering per object.