

TDAQ Strategy for Phase 2

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★ This talk

- Physics requirements
- Trigger requirements
- Constraints from Detectors
- Possible Architectures
- Impact of a Track Trigger
-

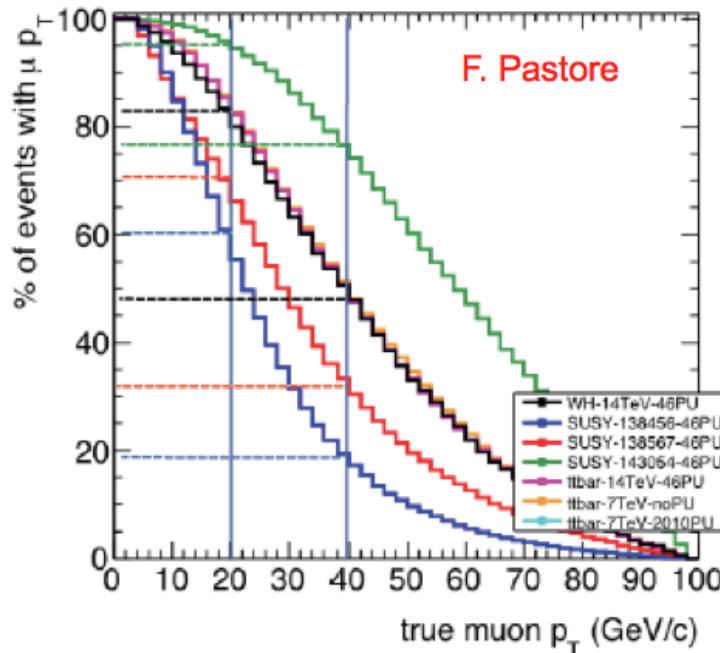


Physics Motivation



Physics Motivation for TDAQ upgrade:

- ★ Design of Phase-2 upgrade of TDAQ needs to be motivated by physics goals of experiment
- ★ At this stage – Phase-2 physics goals not fully worked through
- ★ Needs to be based on the gain going from 300 fb^{-1} to 3000 fb^{-1}
 - But, Phase-2 will represent 90 % of all ATLAS data
 - Trigger needs to be flexible enough maximize output
 - Strong desire to trigger on leptons at EW scale



Already some nice studies on physics impact of lepton thresholds



Working Assumptions

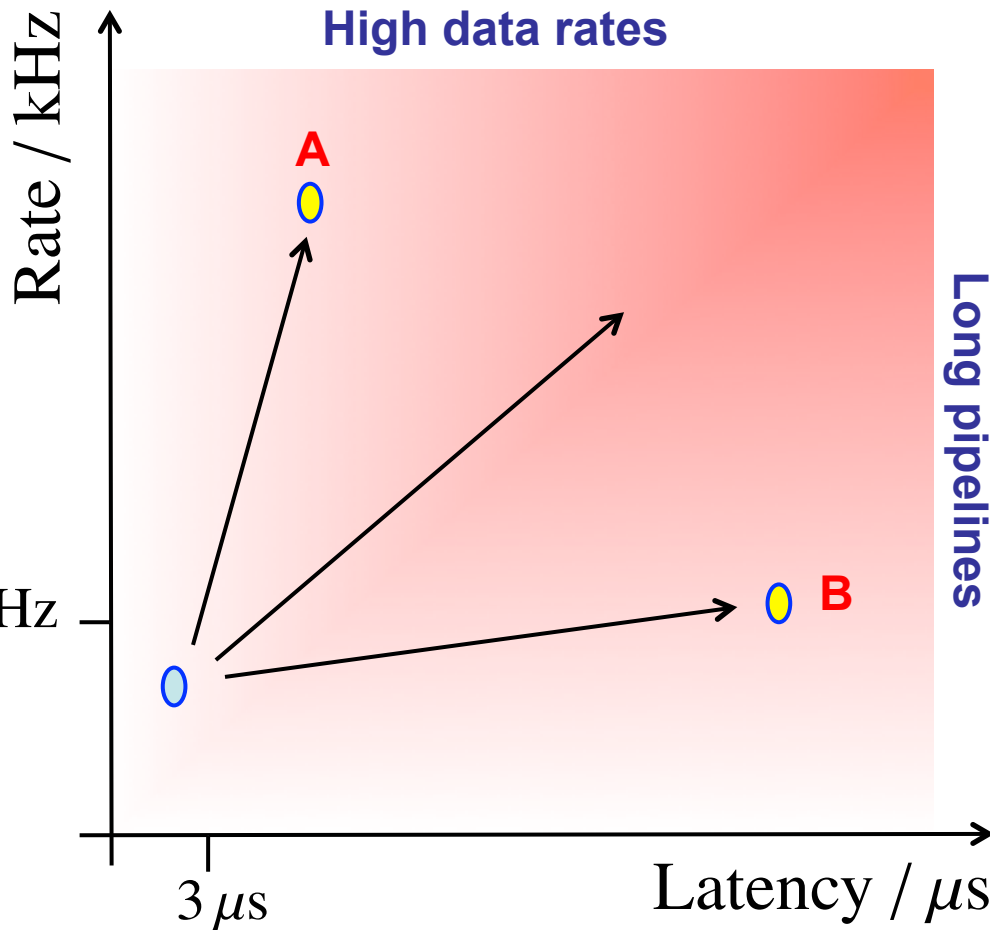


Current thinking:

- ★ Aim to maintain “current” thresholds for single isolated leptons
- ★ Maintain trigger efficiency for
 - EM 20: 20 GeV electrons
 - MU 20: 20 GeV muons
- ★ Sufficient bandwidth for jet, missing ET, ...



Possible Evolution of Trigger



★ Direction A: e.g.
high rate $\sim 300 \text{ kHz}$
low latency $< 10 \mu\text{s}$

★ Direction B: e.g.
low rate $\sim 100 \text{ kHz}$
high latency $\sim 30 \mu\text{s}$

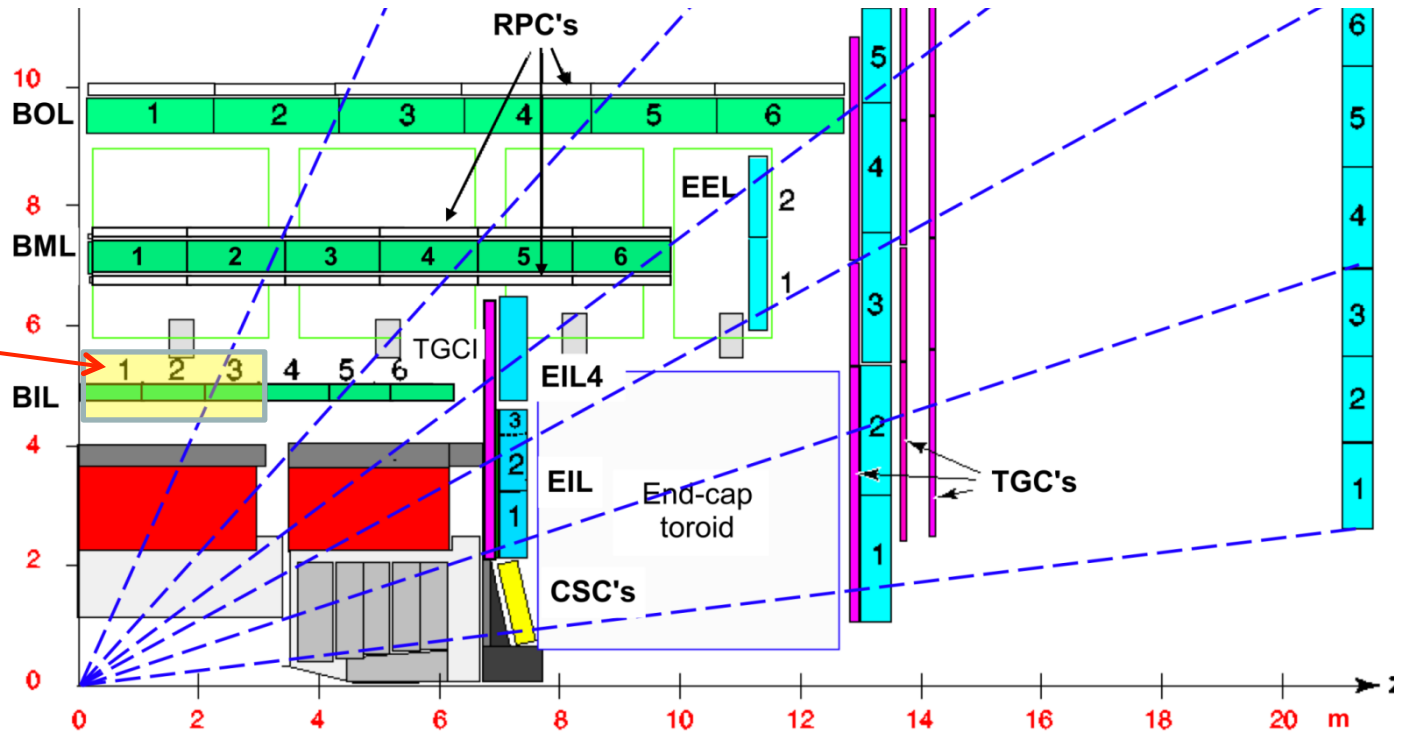
★ or choose a point



But there are Constraints



- ★ Most detector system can replace electronics
 - can significantly extend pipelines
 - latency/rates mostly limited by **cost**
- ★ One (?) exception MDT
 - Inaccessible – no opportunity to replace FEE



Not possible to change FEE



Constraints from MDT



- ★ **MDT imposes major constraint**
 - ~30 % of electronics in Barrel Inner Layer (BI) of spectrometer are inaccessible
- ★ **Impact**
 - Progress with understanding cavern background
 - Tube rate ~ 100 kHz at $7E34$
 - Barrel Inner layer MDTs FEE limited to:
 - ~200 kHz L1 accept
 - latency ~20 μ s



Constraints



★ Current understanding of limitations across systems

| | Max Rate | Max Latency |
|------|----------|---------------|
| MDT | ~200 kHz | ~20 μ s |
| LAr | any | any |
| Tile | >300 kHz | any |
| ITK | >200 kHz | < 500 μ s |

★ Emerging consensus on **possible** working point

- **200 kHz Level 1**
- **20 μ s latency**



Trigger Rates at Phase 2



- ★ Evaluate rates at : $7E34$
- ★ Note significant uncertainties in rates
 - Need to fold in Phase 1 upgrades
 - Need HL MC simulation studies
 - **Work needs to be done prior to Lol !**

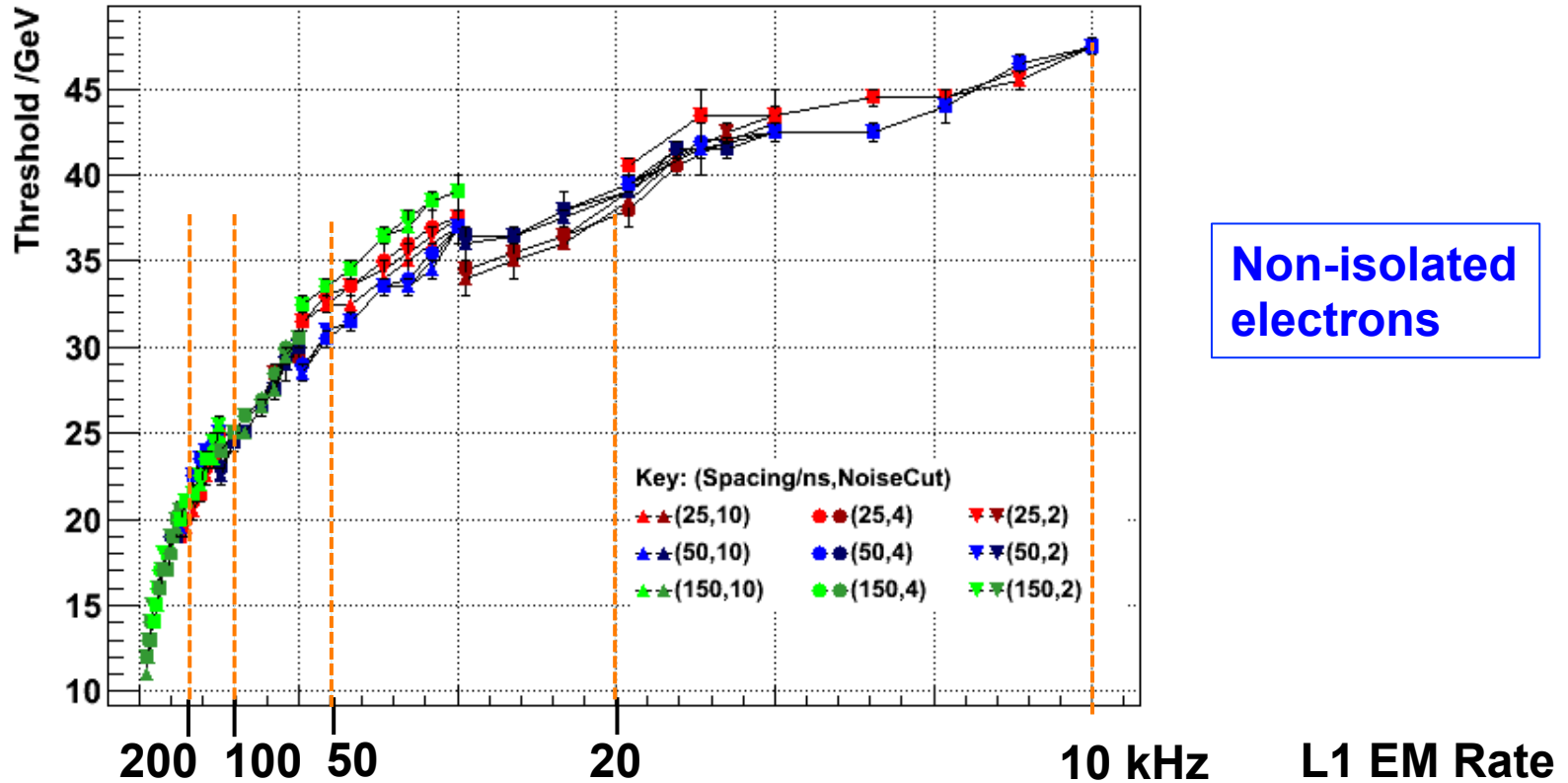
Caveat Emptor:

- ★ Following numbers represent my take on rates
 - they are estimates...



EM Triggers

★ **Estimates for 7E34 based on current system including estimated gains from Phase 1**



★ **EM_20 rate with isolation + phase 1 improvements:
L1_EM20_VH : ~100-150 kHz**



Muon/Tau Triggers



Muons:

- ★ **L1_MU_20: estimated rate at 7E34: ~40 kHz**
includes all planned improvements
- ★ **With MDT tracks in trigger could be ~25 kHz**

Taus:

- ★ **L1_TAU_40: estimated rate at 7E34: ~100 kHz**
but some overlap with EM triggers

**EM triggers (electrons/taus)
more problematic than muons**



Overall L1 Estimates



★ Estimate of overall picture

| Object | Estimated Rate |
|--------------|--------------------|
| EM 20 | 125 kHz |
| MU 20 | 20-40 kHz |
| TAU | ~50 kHz ? |
| Others* | ~100 kHz |
| Total | 300-350 kHz |

★ Tentative “conclusions”:

- Very hard to keep EM/TAU thresholds within rate budget dictated by detectors (MDT/Tracker)
- **No safety factors ! Need to build something in**
- **Would tend to argue for ~500 kHz of current EM/MU/JET**

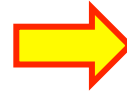
*crude extrapolation based on current division of rate budget



Options

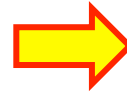


- ★ Live with high L1 rate
 - Let L2 do the work
 - high ~500 kHz (inc. safety factor)



Simple
But probably excluded

- ★ Use full calo granularity
 - L1 via RODs



Requires split L0/L1

- Gains not known
- **May not be sufficient**

- ★ Implement Track Trigger



Single Level 1

- Self-seeded



Split L0/L1 trigger

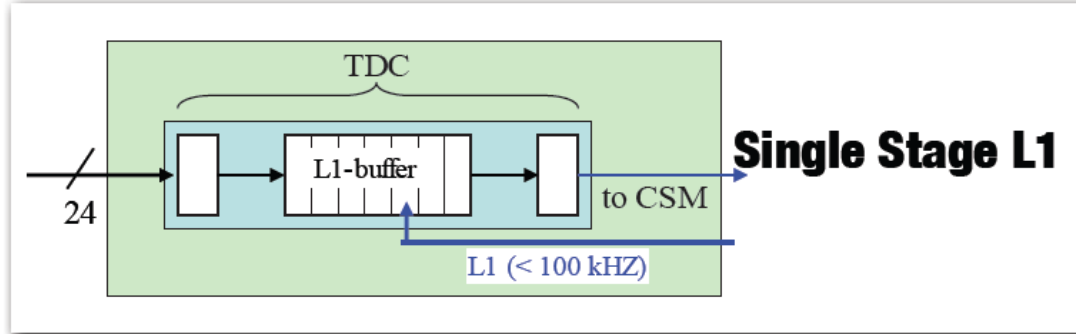
- Rol-based



L0 vs L0/L1

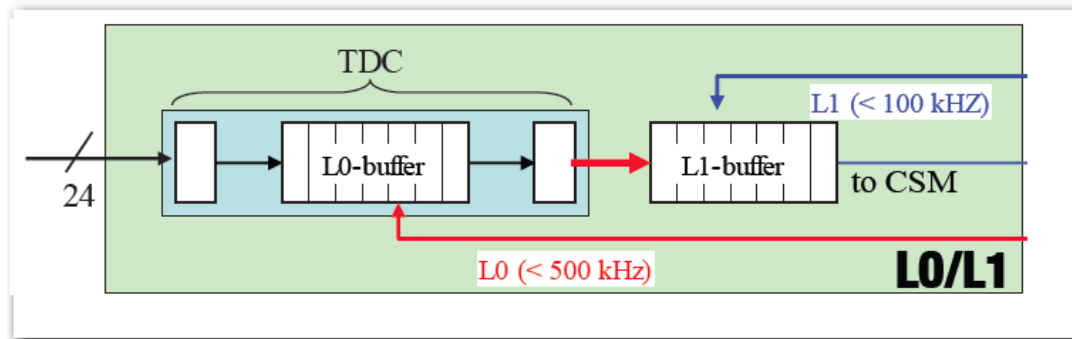


Level 1: single L1 accept



“Simple”

Level 0/Level 1:

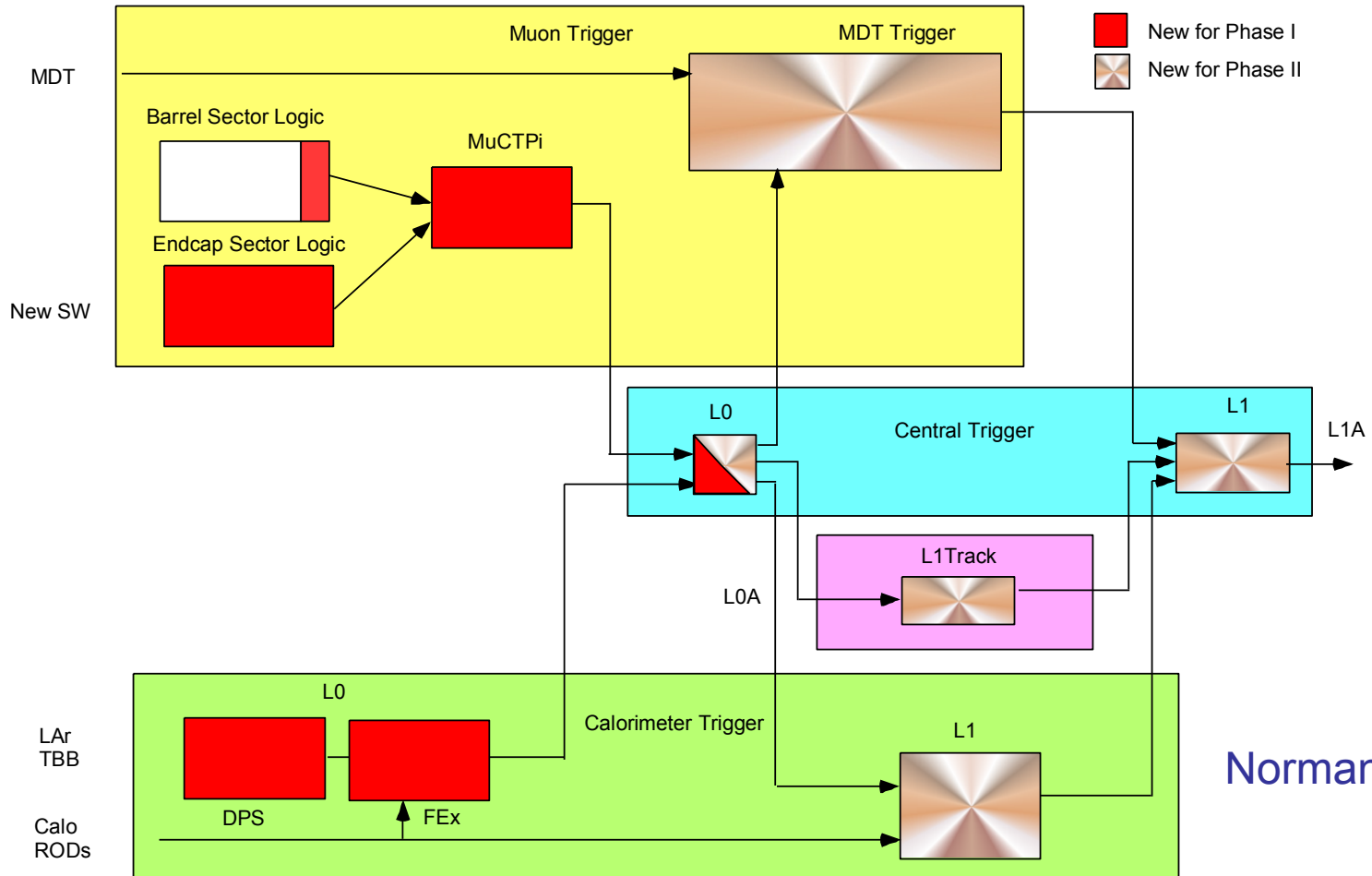


“More Complex”

- ★ e.g. Fast L0 accept at **<500 kHz**
- ★ L0 distributed to detectors which **could** buffer L0A data



L0/L1 might look like...



Norman Gee

★ L0/L1 allows time for additional processing without very long pipelines



L0/L1 vs L1



Level 0/Level 1 vs Level 1

PROS:

★ Allows for additional processing without very long pipelines – potential reduction in material for tracker

★ Potential to use full calorimeter granularity via LAr/Tile RODs (only weapon for photons)

★ Provides option for RoI-based **track trigger** if needed

CONS:

★ More complicated trigger



Track Trigger



- ★ Track trigger would represent the single major change to ATLAS L1 trigger system

Two options (described in detail in next talks)

1

- ★ **Self-seeded**

- generate fast ($<5 \mu\text{s}$) on detector L1 accept

Pros:

- fits in with normal Level 1 architecture

Cons:

- **technically challenging** – higher risk
- potentially large impact on Tracker design

2

- ★ **RoI-based**

- “FTK-style” solution seeded by L0A Rols
- Generate L1 accept on timescale of 10-20 μs

Pros:

- reduces impact on tracker

Cons:

- **only works in more involved L0/L1 split trigger**



Impact of Track Trigger



- ★ Need to quantify the impact of track trigger
 - in context of possible trigger menu at Phase 2
 - numbers below are my “estimates”:

| | No TT | With TT |
|----------------|-----------------------|-----------------------|
| Object | Estimated Rate | Estimated Rate |
| EM 20 | 125 kHz | 25 kHz |
| MU 20 | 20-40 kHz | 20 kHz |
| TAU | ~50 kHz ? | 20 kHz |
| Others* | ~100 kHz | ~100 kHz |
| Total | 300-350 kHz | ~175 kHz |

These estimates need to be firmed up for Lol

★ TT (Self-seeded or RoI-based) may provide potential to trigger on 20 GeV isolated lepton triggers

*fairly crude extrapolation based on current division of rate budget



Summary



★ **Two possible options (compatible with constraints as understood today)**

1

Single Level 1

- 200 kHz with $\sim 5 \mu\text{s}$ latency
- self-seeded track trigger

2

Split Level 0/Level 1

- 300-500 kHz L0 with $\sim 5 \mu\text{s}$ latency
- 200 kHz L1 with $\sim 20 \mu\text{s}$ latency
- possible L1Calo at full granularity
- track trigger



Conclusions



- ★ Limited menu of options for Phase 2
 - L0 vs L0/L1
 - Track trigger or no track trigger
 - If there is a track trigger – self-seeded vs Rol based

- ★ The decision on the working baseline for Lol
 - Strongly driven by track trigger

- ★ Opinion
 - At this stage need to build in flexibility...

- ★ For Lol need to firm up rate estimates, e.g.
 - **Simulation** of rates at 7E34 with phase 1 upgrades
 - **Major shortage of effort in this area**