

# ATLAS Trigger Simulations

## *Present & Future?*



### What tools exist?

What are they good for?

What are the limitations?

### How do you use them

Where are they available?

What do you do?

Information resources?

### Where are they going?

The Architecture Task Force report

PASO?

# What is currently available?

## ATRIG

- ✓ "Official" ATLAS package
- ✓ Full GEANT-based simulation
- ✓ Up-to-date & realistic model of  $e/\gamma$ ,  $\tau$ , jet algorithms
- ✓  $E_T$  miss being updated
- ✗ Currently lacks pulse history or BCID simulation
- ✗ Sum  $E_T$  trigger absent
- ✗ Restricted to  $|\eta| < 3.2$  (FCAL being added)
- ✗ Slow to run, event slower to generate datasets

## ATLFAST

- ✓ Fast, easy to generate datasets
- ✓ Models resolution, longitudinal shower development
- ✓ Models of all elements of LVL1 algorithms ( $e/\gamma$  needs updating)
- ✓ PPR simulation includes pileup, pulse-history & BCID as options
- ✓ Easy access to simplified model of offline reconstruction
- ✗ Trigger simulation "semi-private"
- ✗ No transverse shower profile, detailed material simulation

# What is ATRIG?

## Input data

Output of GEANT-based ATLAS detector simulation (DICE).

Typically 3 different jobs are run:

- Physics Monte Carlo produces 4vectors
- DICE reads 4vectors ("KINE") & produces "DIGI" output
- Atrig reads DIGI and simulates trigger output

First two are normally run centrally (i.e. not your problem)

## What is it used for?

- Study performance of LVL1 and LVL2 trigger algorithms
- As "filter" for higher-level trigger or offline physics or detector performance studies

# LVL1 Atrig Simulation

## What is in the calo trigger simulation?

- Combine detector pseudo-digitisations into trigger towers
- Simulate summing-chain noise, digitisation, pedestals, thresholds
- Sum trigger towers to jet elements, truncate words
- Execute  $e/\gamma$ ,  $\tau$ , jet, ETmiss algorithms
- Compare against thresholds, count "hits" & pass to CTP simulation
- Produce list of RoIs for LVL2

It also summarises LVL1 results in a "column-wise ntuple"

- You will probably want to add your own, with the quantities *you* are interested in.....

# How to run Atrig

## Where?

At CERN, on the Atlas Workgroup Server

- Can install code & copy datasets to home system if you want :-)

## How?

This is, by ATLAS standards, unusually well-documented:

- To run the standard executable, follow instructions in:  
*[www-wisconsin.cern.ch/~atsaul/Docs/RunningAtrig.html](http://www-wisconsin.cern.ch/~atsaul/Docs/RunningAtrig.html)*
- If you want to add/change code, see "Atrig Developer's Guide"  
*[www.cern.ch/Atlas/GROUPS/DAQTRIG/ATRIG/atrig-dev-guide.html](http://www.cern.ch/Atlas/GROUPS/DAQTRIG/ATRIG/atrig-dev-guide.html)*
- You can find a list of datasets at  
*[atlasinfo.cern.ch/Atlas/GROUPS/SOFTWARE/HELP/productions.html](http://atlasinfo.cern.ch/Atlas/GROUPS/SOFTWARE/HELP/productions.html)*

# How to change parameters

## Where are they?

The procedure for running Atrig will create a directory "0.0.nn/job", where "0.0.nn" is the release number.

- The parameter files can be found in "0.0.nn/job/AtrigPar/"

## There are two types:

DICE parameters (which "detectors" to use, debug printing, etc)

- job/AtrigPar/<run\_condition>.dat

Trigger parameters (thresholds, noise levels, trigger requirements)

- job/AtrigPar/<run\_condition>.tit

Copy the file to your "job" directory & edit it to change values

# ATLFAST

## What is it?

A “fast” simulation used to study possible physics reach of ATLAS

- Models detector resolution & reconstruction by smearing 4vectors
- Lacks detail of detector material

## LVL1 Simulation:

Added by Mainz group (primarily Rolf Dubitzky)

- Use parameterised detector response to fill trigger towers
- Simulate pre-processor,  $e/\gamma$ ,  $\tau$ , jet, ETmiss, SumET
- Can add in pileup including pulse history

# How to Run ATLFAST

## Where?

Best to run this on your own system

- **ATLFAST code & documentation can be found at**

*<http://atlasinfo.cern.ch/Atlas/GROUPS/PHYSICS/HIGGS/Atlfast.html>*

- **The LVL1 simulation package can be downloaded from**

*<http://butler.physik.uni-mainz.de/~thomas/simtrig-v0.3.tar.gz>*

*<http://butler.physik.uni-mainz.de/~thomas/l1t-v0.4ATLF.tgz>*

**These include source code, makefiles etc.**

**I can probably give advice on installation etc (it wasn't too hard)**

- **Instructions for running this at Birmingham can be found at:**

*[www.ep.ph.bham.ac.uk/publications/atw/ftp\\_archive/documentation/atlfast\\_lv1\\_guide.html](http://www.ep.ph.bham.ac.uk/publications/atw/ftp_archive/documentation/atlfast_lv1_guide.html)*



# What comes next?



## Object-Orientation

Want something better-designed & more maintainable

Some first attempts exist, such as

- **ATLFAST++** - unofficial C++ version, no trigger simulation

Main effort should start this year

- **Architecture Task Force** report submitted last year
- **Approval (or not?)** April
- **Real work** should start after that

In the meanwhile?

- **PASO?**

# Next Steps for LVL1?

## Need to *plan* first:

Understand what trigger will do

Understand existing code (though OO version will be very different)

Study requirements for LVL1 calorimeter code

- A rough study for the trigger code generally exists at

*[www.hep.ph.rhbnc.ac.uk/atlas/trigger\\_sw\\_req.txt](http://www.hep.ph.rhbnc.ac.uk/atlas/trigger_sw_req.txt)*

We will have many specific requirements of our own

Discuss/study general structure of LVL1 code

Discuss with other trigger software people

Read ATF report

Try a testbed implementation in PASO framework?

# Summary



## Two distinct sets of tools exist

- ATLFAST is more suitable for quick studies, or studies of wide range of physics processes
- ATRIG required for detailed understanding of detector geometry

## Documentation for these exists

- I'm trying to put together a set of links & LVL1-specific documents at

*[www.ep.ph.bham.ac.uk/publications/atw/atlas.html](http://www.ep.ph.bham.ac.uk/publications/atw/atlas.html)*

## Move to OO/C++ architecture

- Must start this year
- Can we put together a group to start work in LVL1 calo?