Simulation and Configuration of the ATLAS Level-1 Trigger

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The ATLAS (L1) Trigger



Simulation and Configuration



All data formats and interfaces defined in ATL-DA-ES-029 (TW/TSS).

TSS: L1 Trigger Simulation and Configuration

Overview on Simulation



bits etc. > Calo/muon triggers calculate

Multiplicites of candidate objects for required thresholds.

🕨 Rol s.

► CTP

- Discriminates delivered multiplicities against conditions
- Combines conditions to items
- Calculates L1A ('OR' of items)
- Creates CTP Rol fragment

🕨 Rol B

Collects Rol information and concatenates it.

Framework: ATHENA. See ATL-COM-DAQ-2002-021.

Simulation Result

EM/τ slink 1 EM/τ slink 2 EM/τ slink 3 EM/τ slink 4 JET/E slink 1 JET/E slink 2 Muon slink CTP slink

The Calorimeter Trigger



TSS: L1 Trigger Simulation and Configuration

Calorimeter Trigger Simulation

See Ed's talk today!

TSS: L1 Trigger Simulation and Configuration

The Muon Trigger (Chambers)

LVL2 Trigger

ROI information

CSchwidt CERN/EP CTP

Multiplicity for



Muon candidates from hit coincidences in successive chamber layers over 2/3 stations for low/high p_T . BCID (σ =1.5ns).

DAQ

Muon candidates

multiplicities

DAQ

Information on hit strips

wire groups

TGC-detector

FE electronics

SL

(TGC)

Muon Trigger Simulation: RPC and TGC

RPC

Detailed (L. Nisati) and fast simulation (A. DiMattia):

- Technical problems (coincidence matrix, cabling model). Hope to be ready with all details by end of year.
- Very soon something in CVS.

TGC

- Up to now standalone C++ (H. Kurashige)
 - Closely hardware-oriented, very detailed.
 - I ncludes hit pattern generator ('digitizer', should be part of detector simulation)
 - ATHENA-integration in progress (M. Ishino), currently learning to use L1 config scheme.

The MUCTPI



Muon Trigger Simulation: MUCTPI

Detailed and flexible simulation

Data flow as in hardware, many access points.

Accomodates different overlap strategies, zero suppresion modes, event sources.

Contains test pattern generator.

Combined with hardware test library, now used for detailed hardware tests. Tests of using Run Control.



Content

ATHENA integration in progress, first combination with TGC simulation soon.

Muon Trigger Simulation: MUCTPI



The Central Trigger Processor



- Combines calo and muon trigger info to L1 event decision.
- Existing: demonstrator CTPD with less capacity:
 2 LUTs, 2 CPLDs
 32 inputs, 32 outputs
- Final CTP: Design!
 160 inputs, 96 outs; one big FPGA?

Level-1 Event Decision



CTP Simulation

Fast simulation, not simulating h/w data flow.

Class design follows logical elements rather than hardware elements.

Input

Purpose

Calorimeter (and muon) multiplicities or random numbers.



- Trigger I tems
 - before vetos&deadtime logic,
 - after vetos&deadtime logic and after prescales.
 - Trigger type, L1 result, etc



5/11/02: Ready to simulate CTP-D. Adaption to final CTP design needed.

The Region-of-Interest Builder

- Has to collect and synchronize the Rol fragments from the calo and muon triggers and the CTP.
- Has to operate at full 100kHz w/o introducing deadtime.



Rol B Simulation

TaskCollect Rol fragments (muon, calo, CTP) from
StoreGate and concatenate them.

Result

- raw data objects (RDOs) (input to offline code and bytestream CnvSvc
- Following ATL-DAQ-98-129 raw data format definition document v2.2.
- Keep eformat::ROBFragment as possible output for the time being (was once intended to be used in test beds).

Status 5/11/02: Ready (except for CnvSvc).

Overview on Configuration



- Distributes required thresholds (multiplicities) over CTP PI Ts.
- Relates thresholds with conditions for use in CTP (discrimination).
- Sets up logical combinations between conditions (giving trigger items) for use in CTP.
- Delivers list of required thresholds with corresponding PI Ts to calo and muon trigger.
- Checks setup consistency

Ingredients to configuration

Trigger menu:

<TriggerI tem mask="on" priority="low" prescale="1"> <TriggerCondition triggerthreshold="EM10" mult="2"/> </TriggerI tem>

<CMB>

Trigger thresholds information:

<TriggerThreshold name="EM10" bitnum="3"> <TriggerThresholdValue value="10" ... /> </TriggerThreshold>

Using XERCES DOM XML API

CTP hardware description:

<LUT>

<PI T begin="0" end="15" /> <MI O begin="0" end="8" /> </LUT> <MIO begin="0" end="15" /> <TBV begin="0" end="15" /> </CMB>

Configuration Example (Muon)



First, provide a location in DetectorStore:

#define DEFAULT_MuonTriggerConfig"/Run/MuonTrigConfig"
std::string m_CTPMuonConfigLocation;
m_CTPMuonConfigLocation = DEFAULT_MuonTriggerLocation;



Then get the configuration vector:

const vector<TriggerThreshold*>&
 CTPCaloConfig::getCaloConfigFromCTP() const;



Members of TriggerThreshold:

PITs, #bits, multiplicity, vector of threshold values, threshold type and name (+OPL, confirmation flags, MUCTPI flags).

Level-1 Hardware Configuration

Why?

- Test simulation vs. hardware and for consistent configuration strategy.
 - Test functionality of LUTs, FPGAs; test CTP(D) design principles; test simulation.



Have to calculate LUT files and generate VHDL code for FPGAs 'on the fly'



- LUT: ~done (improvement probably not needed because of new CTP design ideas – one big FPGA).
- FPGAs: First test of the most simple configuration (1 in 1 out) succesful. Pisk of automatizing the process.
 - 1 out) succesful. Risk of automatizing the process.

Hardware Configuration: Details

LUT files:		VHDL files:	
	0000		
	0101		
	0202		
	0303	TBV[0] = MIO[0] & MIO[1] & !MIO[2]	&
	0404	maskff[0] &	
	0505	!LOCADT[0] &	
	0606	IGLOBDT1[0] & IGLOBDT2[0]	&
	0707	IVETO	
	8080		
	0909		
	0a0a		

Experiences and Results



Calo trigger + CTP + Rol B simulations used for level-2 'july data flow test bed':

- Complete events including simulation result (Rol B result) written to data files.
- Rol B result interpreted using Ed's conversion from Rol s to trigger objects (η,φ,threshold).
- Calo Rol s used to seed L2 silicon algorithms.



Successful generation of L1 RDOs last Monday (Ed, TSS, Gianluca).

Release3 RDO ⇔⇒ bytestream for trigger in progress.

L1 Simulation in PESA Planning

Due End of October (but before Release 3)
 Creation of L1 trigger RDOs, extraction of Rol s and creation of L2 seeding TEs.
 Status (5/11): Done



Release 2

Due 12/11 but (probably end november?)
 No specific L1 requirements (HLT region lookup, ROB access etc. as main goals).



- Due 30/11.
- Cnv. of L1 trigger RDOs to byte stream.
 Basis for testbed activities.

Offline release confusion? 5.0.0 postponed till 12/11.

TSS: L1 Trigger Simulation and Configuration

ByteStream Conversion Service

Problem L2 needs interpretation of Rol information:

Rol s contain bit patterns for crate, cluster processor, modul, threshold etc.

> L2 needs η, φ and threshold height (+ ...)

Ed

provided conversion software for L2

- ▶ RoI (uint32_t) \rightarrow L2 trigger object
- Used in L2 'july data flow test bed'.



To be extended to jet/energy, muon, CTP.

Also needed: Conversion from RDOs (objectivity world) to bytestream (persistent world).

Situation of ROOT persistency unclear.

ByteStream Conversion and RDOs



New L1 RDO Class Structure



L1 RDOs and BS Conversion



Dealt with by Rol B. BS conversion in progress (TSS).

Readout
Up to individual detectors
Have to provide their RDO object, CnvSvc.
First experience from calorimeters and (slowly) RPC muons.
Not trivial.

Summary and Outlook



Level-1 trigger simulation well on the way
Calorimeter trigger, CTP and Rol B ~done.
Currently: Muon trigger (TGC, RPC, MUCTPI).



Current scheme used by calo + CTP software
To be used by muon trigger software
To be used by hardware?



- Finalize simulation (Bytestream, QA, muons).
 CTP hardware and (calo) vertical slice tests.
- Combine L1 trigger and HLT configurations.
- Question of data bases!!!!