

Calorimeter trigger offline simulation

Edward Moyse

e.moyse@qmul.ac.uk

- Update on progress
- LVL1/LVL2 Integration
- Persistancy
- Outlook & Timing

Progress:

- ♦ **Em/Tau Trigger:**
 - ♦ Alan has found several bugs, mostly due to rounding problems at boundaries. One unresolved “quirk” - which I'm investigating
 - has been delayed by a problem with SmartRefVectors (see later)
- ♦ **JetTrigger:**
 - ♦ Finished
 - ♦ Linked with CTP Config (reads in Trigger Menu)
 - ♦ Produces Rols
 - ♦ Needs validation
- ♦ **Energy Trigger**
 - ♦ Linked to CTP (for missing E_T - rest to follow).
 - ♦ Creates “JEM” objects but summation not complete....

Progress(2):

- ◆ **ROD:**
 - ◆ Now reads Jet Rols and produces Jet Slinks
 - ◆ Jet CTP info not yet produced....
 - ◆ Slink format updated to follow latest version of DAQ-98-129
 - ◆ Module ID currently set to be crate number (seemed sensible?)
- ◆ **JEMRoIDecoder:**
 - ◆ New addition, in the same vein as CPRoIDecoder. Used for RDO<->ByteStream conversion.
 - ◆ Returns crate number, thresholds passed from Rolword
 - ◆ CoordinateRange not returned yet but will be soon.
- ◆ **Example**
 - ◆ Now shows how to use persistency classes
 - ◆ ... and CPRoIDecoder.

Progress(3):

♦ **JobOptions:**

- ♦ There was a problem with the jobOptions file setting up the LAr simulation incorrectly (LArRec structure had changed)
- ♦ To avoid this in future, TrigT1CaloJobOptions is now a jobOptions fragment, to be included in a top-level file.
- ♦ I suggest users take jobOptions files from RecExample (which is almost guaranteed to be correct) and modify as necessary.

♦ **Documentation:**

- ♦ Webpages have been updated, and the first draft of the TrigT1Calo doc. is almost finished.

♦ **Overall:**

- ♦ Significant amounts of code have been altered to work in the latest release of Athena, 4.5.0

LVL1/LVL2 Integration

- ◆ **RDOs**
 - ◆ There's been lots of discussion about the format of "RDOs" which I've been involved in, and lots (!) of debate about persistency. More later ...
- ◆ **Status**
 - ◆ Hardware decoder : **finished** for EmTauRols, and tested. Jet version isn't complete.
 - ◆ EmTau completely integrated.
 - ◆ Jet and Energy mostly integrated, at least at my end and it should be fairly easy for Thomas to add the Jet and Energy Rols
- ◆ **As an aside ...**
 - ◆ Currently the information is passed from TrigT1Calo to RoIB via several DataVector<SlinkWord> objects. Since the hardware is still changing I think it would make more sense to provide one large collection, and use headers etc. to sort out where they come from.

Persistancy

◆ Requirements

- ◆ We need to be able to save Rols etc, and then load them back into Athena
- ◆ L2 requires that Rols be able to return threshold values

◆ Solution

- ◆ Suggested solution was that each Rol has vectors of the values of the thresholds they pass. This leads to lots of duplication though (i.e. If 5000 Em/Tau Rols all pass thresholds 1,2,3 we have 15 numbers duplicated 5000 times.
- ◆ My solution was Rols contain a pointer to Thomas' config object, and return thresholds by querying this
- ◆ ... however pointers are invalid once an object is “persistified”

Persistancy(2)

◆SmartRefs

- ◆ The persistence issue is not new and I had always planned to use SmartRefs.
- ◆ These behave like pointers but are in fact much more intelligent.
 - ◆ They understand the underlying StoreGate “database” technology.
 - ◆ When called a SmartRef searches SG for its object, and returns a pointer to it wherever it is in memory.
- ◆ SmartRefs and SmartRefVectors are the preferred solution, as documented in the latest versions of the “Athena Users Guide”, the “Athena Developer’s Guide” and the “Gaudi Developer’s Guide”

◆However

- ◆ ... they are not supported any more. After discussion, I was told to try DataLinks.

Persistancy(3)

- ◆ **DataLinks**
 - ◆ There's a family of DataLinks: SequenceLinks, MapLinks etc.
 - ◆ Very similar to SmartRef – behave like pointers, but provide a “persistable” link to other StoreGate objects.
 - ◆ Part of a new (& much better) version of StoreGate which no longer requires stored objects to inherit from DataObject i.e. My Rol and TriggerTower classes no longer need to have any Athena dependency.
 - ◆ DataLinks are the preferred solution, as documented in the latest StoreGate tutorial and the “ATLAS Data Model Users Guide”
- ◆ **However**
 - ◆ SequenceLinks etc are being phased out!

Persistancy(4)

◆ **ElementLinks**

- ◆ New type of DataLink that replaces SequenceLink, MapLink etc. with one class.
- ◆ Not documented anywhere
- ◆ Not currently compatible with the output of Attfast.

◆ **Summary**

- ◆ It's been a frustrating couple of weeks.
- ◆ Really, really frustrating.
- ◆ I now use ElementLinks and at the same time, old code for Attfast. Not elegant but it seems to work!
- ◆ Final point: Paolo and Sridhar were very helpful, and seem to be working hard to fix the documentation.

Outlook and Timing

- ◆ **Todo:**
 - ◆ Test and finish Jet/Energy Triggers
 - ◆ Continue validation
 - ◆ ...get a PhD
- ◆ **Timing**
 - ◆ Highly dependant on bugs, and Athena staying fairly constant but hopefully by all code will be written and obvious bugs found within a fortnight.
 - ◆ Validation – this really depends on how busy Alan is.
 - ◆ PhD – might be finished before ATLAS starts. Possibly.