

# Calorimeter trigger offline simulation

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- Jet/Energy Triggers
- .LVL1/LVL2 integration
- .ROD algorithm
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# Jet & Energy Triggers

# **JetTrigger:**

- Finished (but not tested/debugged yet)
  - reads in TriggerTowers and produces JetElements (again, stored in SG)
  - Produces JetRols

# **Energy Trigger**

- \_ not yet operating
- \_ ... but work has started on it, and it is closely linked to JetTrigger (so hopefully development will be swift).

# LVL1/LVL2 Integration

## **Latest Commitments:**

- Produce 'ROD' Athena Algorithm which produces correctly formatted Slink data (ROD to RoIB) and CMM to CTP data.
- Provide 'hardware coordinate' decoder to convert Rol crate number etc. into an eta/phi coordinate.
- Provide Slink decoder (to be used as basis of code by Thomas SS and Thorsten)

## **Status**

- See following ROD slides, but briefly for the rest:
  - Hardware decoder : almost finished for EmTauRols
  - Slink decoder : not finished yet
  - Integration with Thomas' TriggerMenu : not started yet

# **ROD Algorithm Status:**

## **Function**

- Take Rols and create Slink words.
- Also produce CP CMM to CTP output (i.e. For the CP system 16 3bit theshold multiplicities)

8 bit

## Status

- CP CMM to CTP objects produced (Thomas and I plan to test this later this week)
- \_ CP Slink data produced, but not properly tested yet (if anyone has any examples -text files of Rol ROD output?- I'd be interested)
- Need to finish JEP CTP CMM and JEP Rol ROD output.

# ROD Algorithm: Slink output

# **Slink words stored in following format:**

- One ObjectVector<SlinkWord> for each Slink cable.
- \_ ... where SlinkWord is a lightly wrapped unsigned int, with methods to integrate with StoreGate.

| Beginning of fragment    | B0F00000x                                   |         |
|--------------------------|---|---------|
| Start of header marker   | EEEEEEEx                                    |         |
| Header size              | 8 bit                                       |         |
| Format                   | 1   |         |
| Source_ID                | Sub det. ID Crate # Sub det. ID ROD s       | serial# |
| ROD_L1ID                 | 24bit Lvl1 ID (may be 32bit soon)           |         |
| ROD_BCID                 | 12bit bunch crossing ID (not available yet) |         |
| L1 Trigger Type          | 0   |         |
| Det. specific event type | 0   |         |
| RoI words                | (see RoI word definitions)                  |         |
| Status word 1            | 0 (I'm not simulating errors yet)           |         |
| Status word 2            | 0   |         |
| Number of data elements  |   |         |
| Status block position    |   |         |
| End of fragment          | E0F00000x                                   |         |

# **Output summary**

Following on from LVL1 integration meeting, object interfaces have been reviewed.

All objects will return a "data word" that mimics data transmitted by hardware.

### \_EmTau Trigger:

- **FmTauRols**
- TriggerTowers

## \_JetTrigger

- **JetRols**
- **JetElements**

# \_EnergyTrigger

(EnergyRols)

#### ROD

**CP Slink** 

\_(JEP Slink)

#### **EmTauROI**

```
m TriggerTowers: SmartRefVector<TriggerTower>
                  m eta: double
                  m phi: double
                  m_ROIword: unsigned int
                  ROIword(): unsigned int
                  thresholdPassed(threshold number:int): bool
CP CMM to CTPeta(): double
                  phi(): double
_(JEP CMM to CTanurated(): SmartRefVector<LVL1::Towers> &
```

#### TriggerTower

```
-m eta: double
m phi: double
-m emEnerav: double
-m_hadEnergy: double
+eta(): double
+phi(): double
+emEnergy(): int
+hadEnergy(): int
+emEnergyFull(): double
+hadEnergyFull(): double
containedCells(): SmartRefVector<Cell>
```

Brackets = not fully implemented yet

# **Outlook and Timing**

## \_Todo:

- Integrate with Thomas' Trigger Menu
- Finalise & test all Slink related code
- Finish Energy Trigger
- Validate by reproducing TDR plots

# **\_Timing**

- I hope to integrate with Thomas this week and finish Slink code the following week
- The Energy trigger will take longer but I aim to finish within a month
- \_ TDR plots .... ?