

The ATLAS Trigger System: Performance and Evolution

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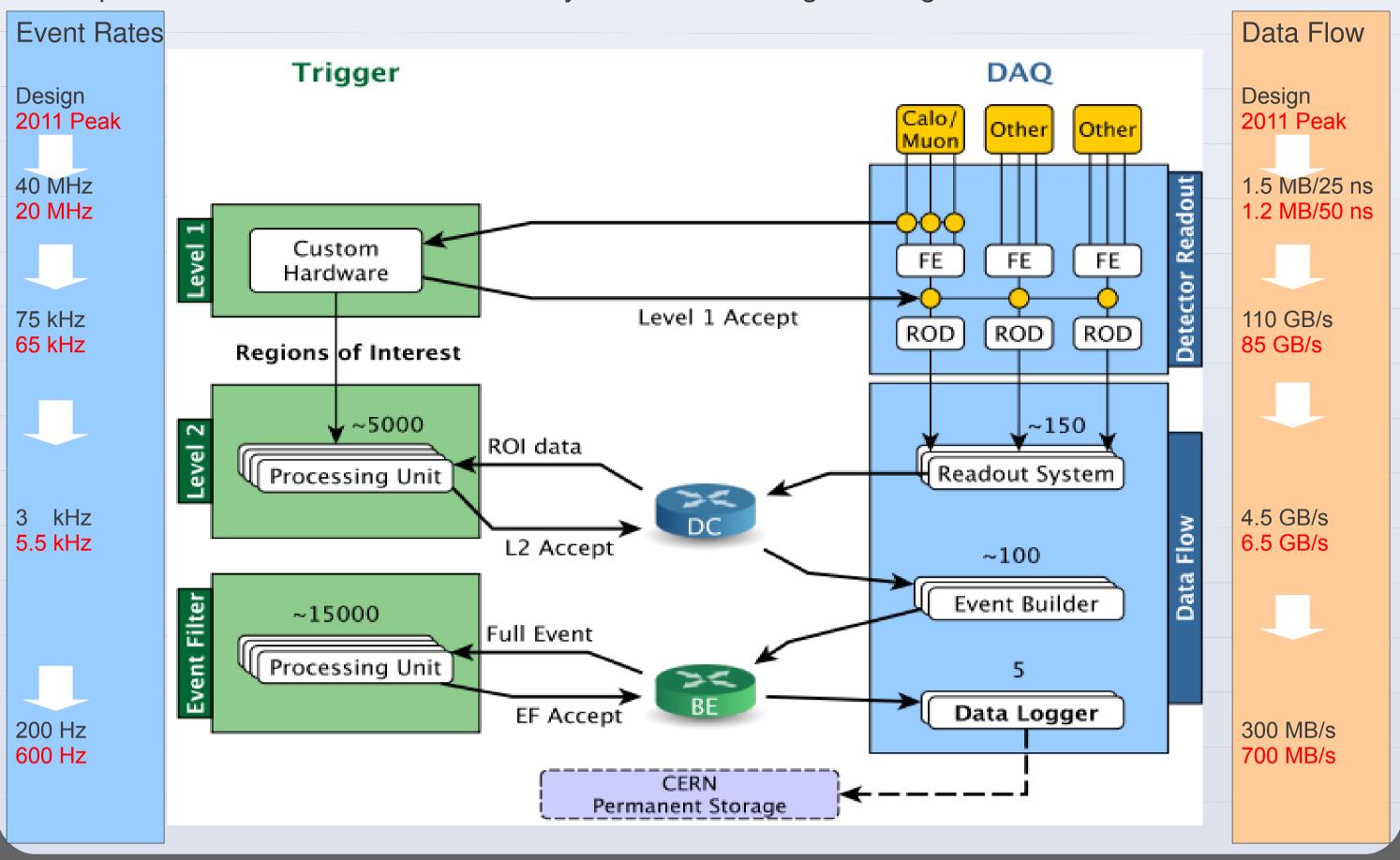


THE ATLAS TRIGGER AND DATA ACQUISITION SYSTEM

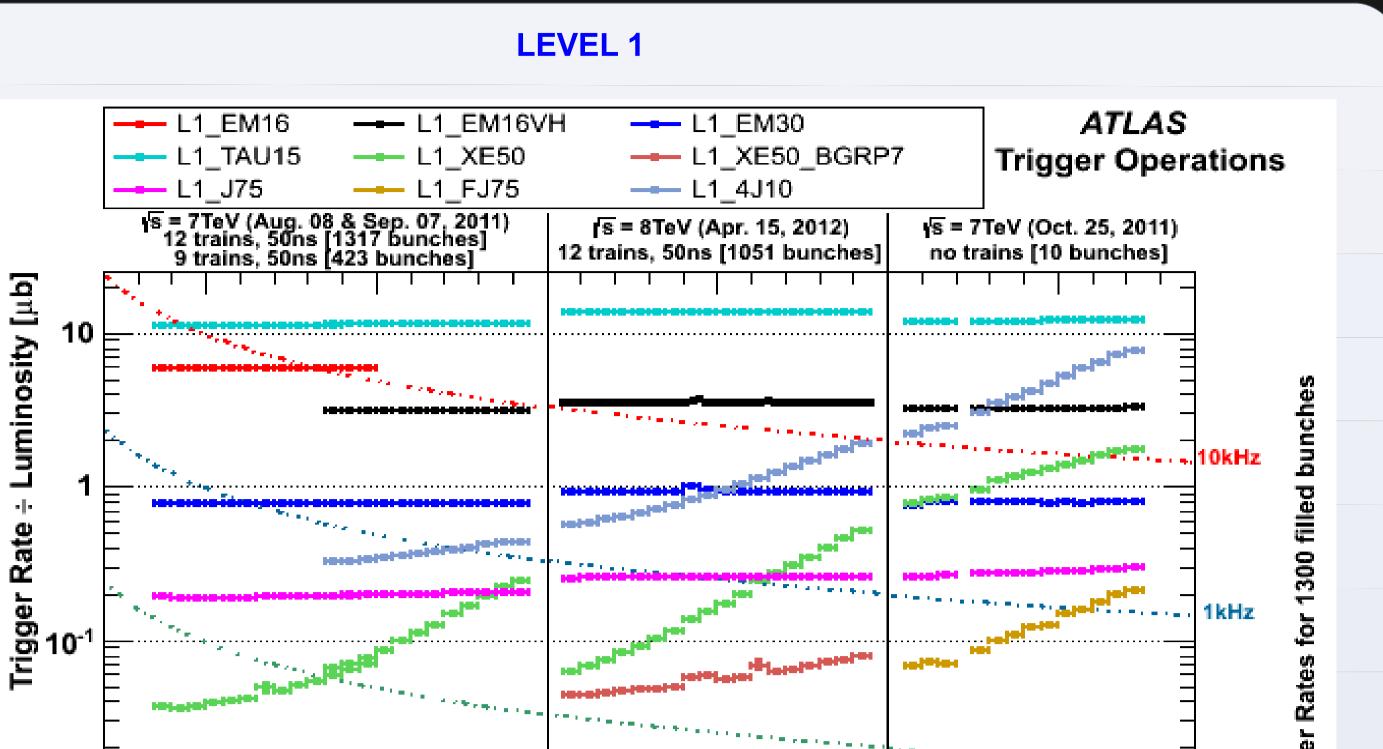
The ATLAS Trigger and DAQ System reduces the LHC collision rate to an affordable recording rate. It is composed by a Level1 (L1) hardware implemented on custom build electronics and an High Level Trigger (HLT) implemented in software on a large PC farm. HLT runs on fine grained data and is divided in:

Level2 (L2) where fast and ad-hoc designed algorithms run on a limited portion of the event read out.

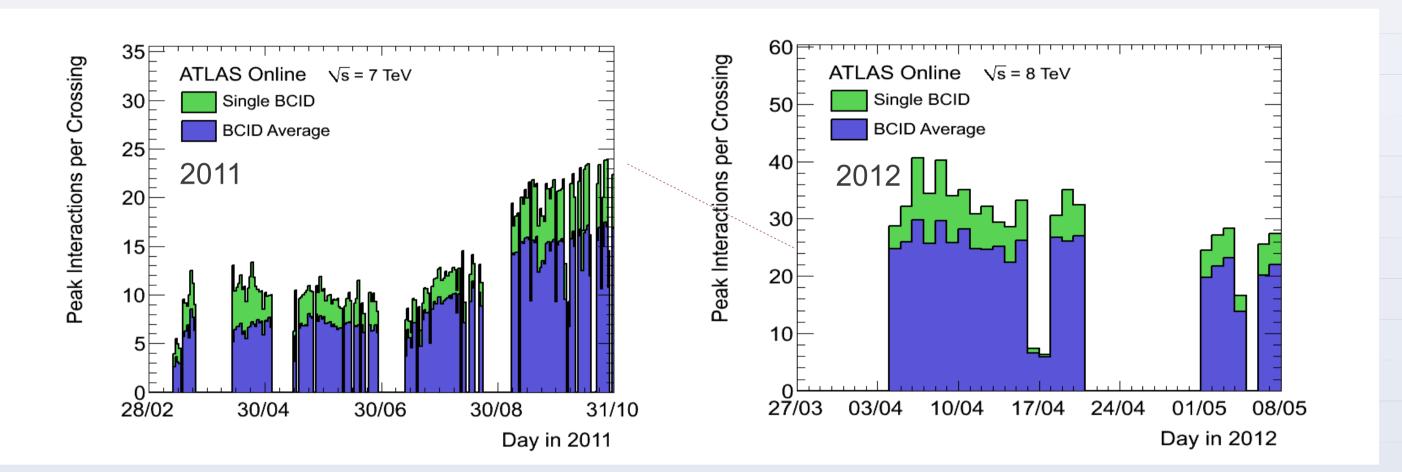
Event Filter (EF) where algorithms imported from the offline reconstruction run on full reconstructed events.

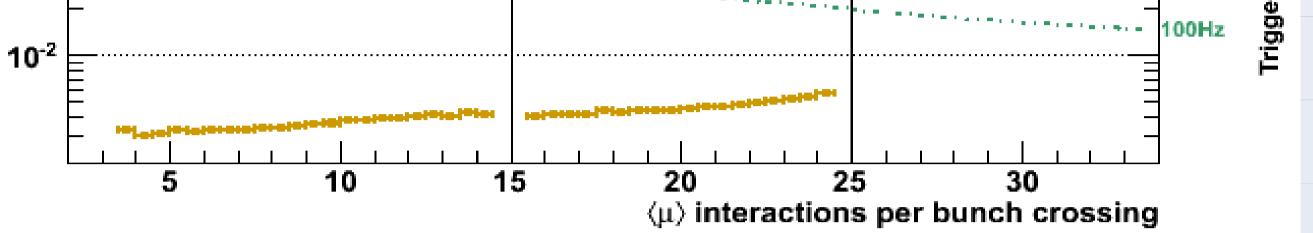


The performance of the ATLAS TDAQ system is exceeding its design



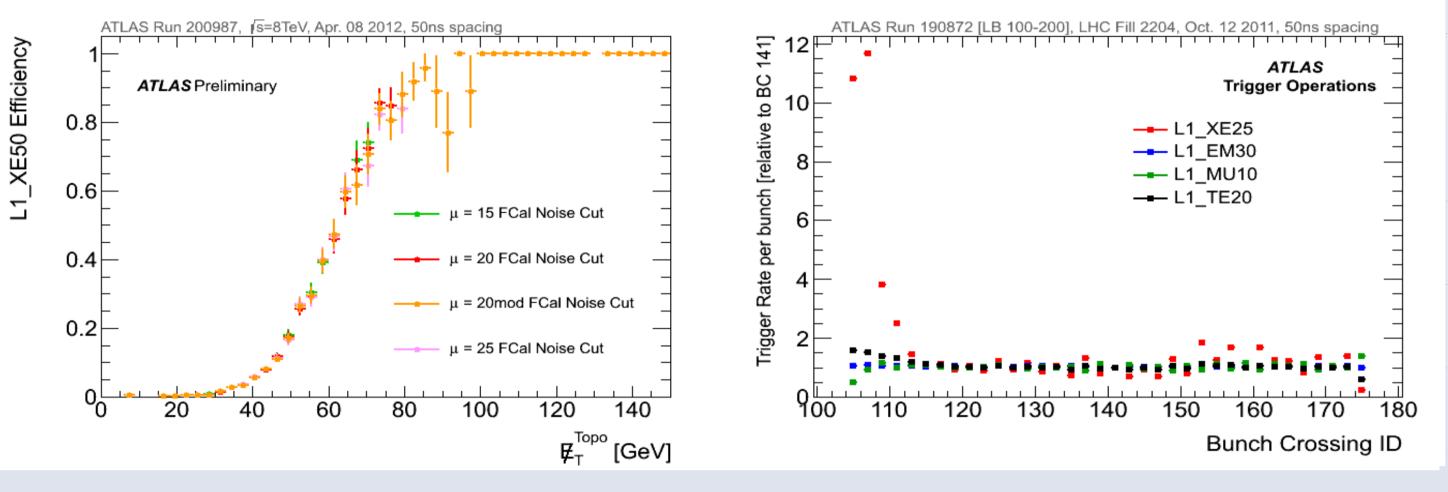
LHC AND ATLAS: 2011 VS 2012





L1 Trigger cross sections vs pile up (2011 and 2012 data). The chains affected by pile up are mostly calorimetric items.

Many efforts in 2012 to keep L1 rates under control



Main improvements for 2012:

 Θ Applied stronger calorimeter noise cuts in particular in the forward regions \rightarrow Checks that L1 efficiencies are only marginally $<\mu>$ dependent

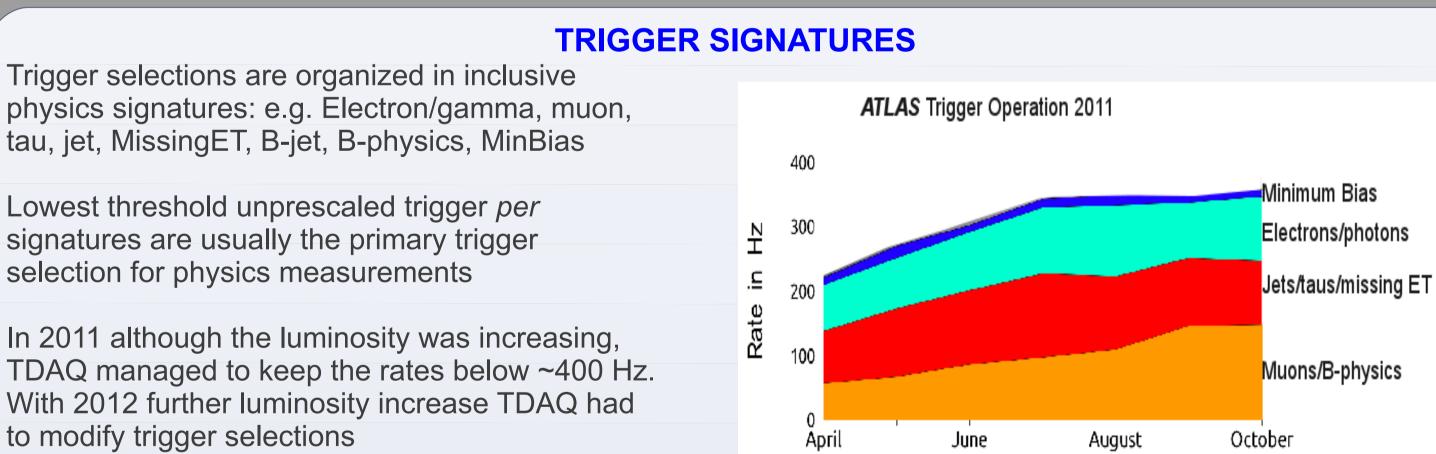
Some L1 triggers (L1_XE25 which requires ME_>25 GeV) have significant larger rates near the start of bunch trains due to the unbalanced overlaying of bipolar calorimeter trigger signals shapes from neighboring bunches \rightarrow Veto triggers on first bunches with a small impact on luminosity collected (-~8%) •HLT now access L1 trigger towers and global information (for ME, and Total Energy triggers) directly from Front-End electronics Boards allowing a larger L1 ME₋ rate input to HLT.

Pile up $<\mu$ has constantly increased during 2011 and 2012 causing: Rapid rate increase for low momentum objects (i.e. more then linearly) \bigcirc Selections have to be pileup robust \rightarrow Carefully check inclusion of isolation Running with $\sqrt{s}=8$ TeV in 2012 increases the rates by ~20% because of the production cross section increase

TDAQ rate capability was gained with a limited improvement of the hardware.

●Read Out Server (ROS) refurbishing allowing increase the access rate from HLT farms from 22kHz to ~40 kHz

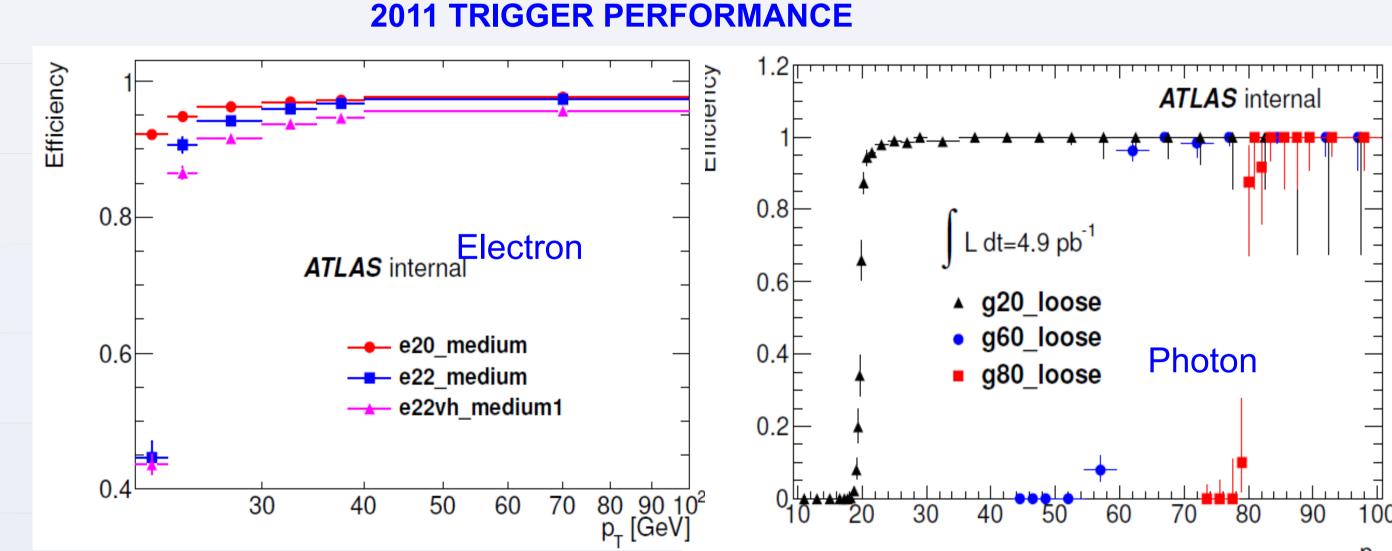
•Replacement of 16 HLT racks with more performing processing nodes and more cores



Small increase of momentum thresholds. Larger increase are not possible since they would reduce too much the efficiency.

•Tighter selection with hadronic rejection (electron/gamma) and isolation (electron/muon). Since these are pile up sensitive, their effect has to be carefully checked.

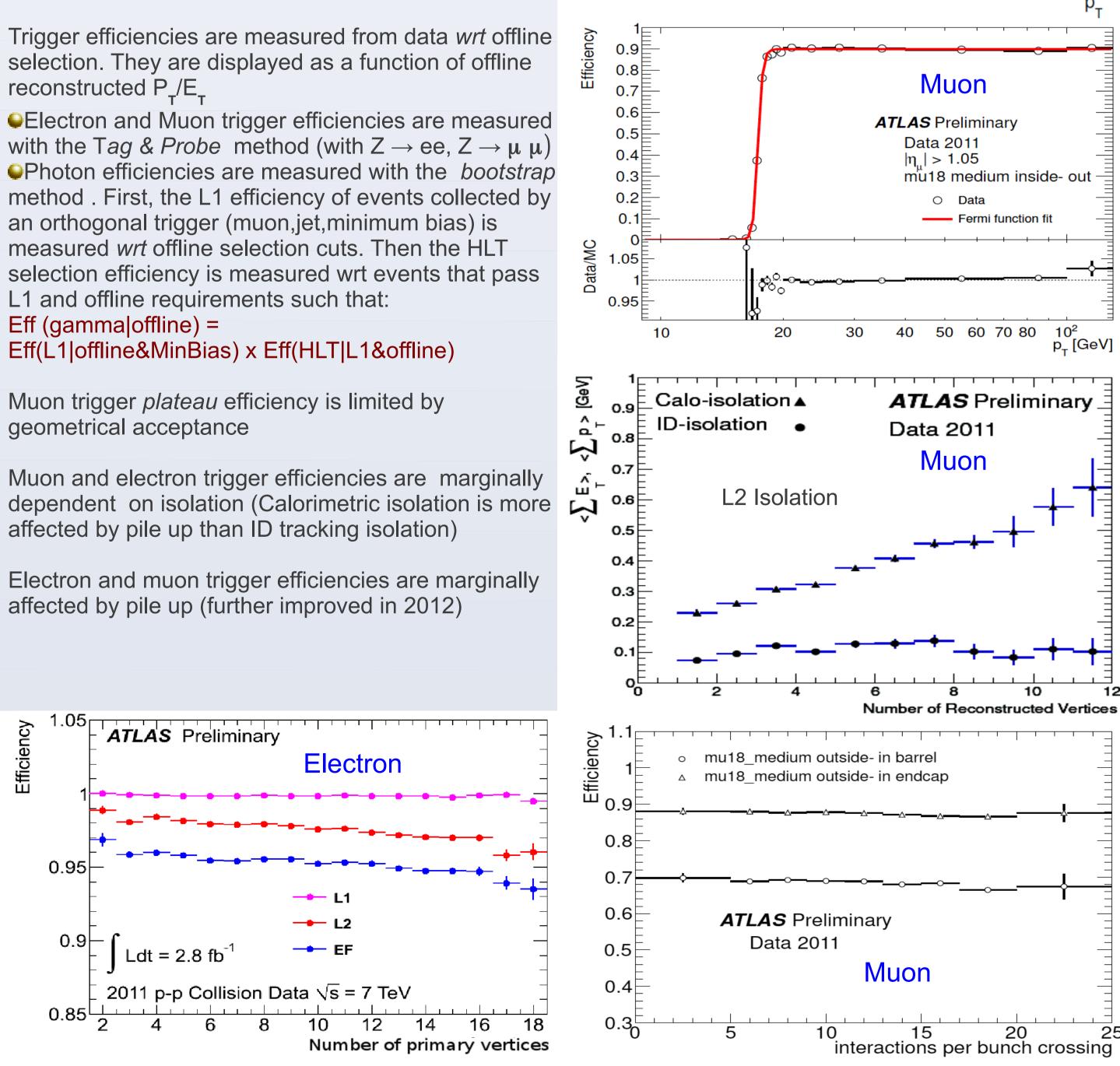
Thresholds of the lowest unprescaled chain selection per signature.				
	2011		2012	
Trigger Signatures (multiplicities)	L1 Thresholds (GeV)	HLT Thresholds (GeV)	L1 Thresholds (GeV)	HLT Thresholds (GeV)
Electron (1)	16, had	20/22 had	18, had 30	24, had, iso 60
Electron (2)	2 x 10, had	2 x 12	2 x 10, had	2 x 12, had
Gamma (1)	30	80	30	120
Gamma (2)	2 x 12	2 x 20	2 x 10, had 12 + 16	2 x 20, had 30 + 20
Muon (1)	11	18	15 15	24 iso 36
Muon (2)	2 x 4	2 x 10	2 x 6	2 x 13
Tau (1)	30	100/125	40	125
Tau (2)	2 x 11	29 + 20	11 + 15, iso	29 + 20, iso
Jet (1)	75	240	75	360
Jet (5)	5 x 10	5 x 30	4 x 15	45 x 55
MET (Global)	50	60	60 (50)	80



Trigger efficiencies are measured from data wrt offline selection. They are displayed as a function of offline reconstructed P_/E_

with the Tag & Probe method (with $Z \rightarrow ee, Z \rightarrow \mu \mu$) method . First, the L1 efficiency of events collected by an orthogonal trigger (muon, jet, minimum bias) is measured wrt offline selection cuts. Then the HLT selection efficiency is measured wrt events that pass L1 and offline requirements such that: Eff (gamma|offline) =

Eff(L1|offline&MinBias) x Eff(HLT|L1&offline)



SUMMARY

The ATLAS TDAQ system worked with excellent performances in 2011. To keep the same achievements in 2012, with more severe LHC conditions (pile up and luminosity), some improvements had to be implemented . First, tighter algorithms have been used, having in mind that they need to be robust against pile up. Then, a continuous campaign of smooth hardware upgrades allowed to run TDAQ with larger rates.