LHCb challenges and GPU GAP meeting - Pisa

M.Corvo

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LHCb Trigger

- LHCb is facing some big changes that will take place with the upgrade in 2018 and are already under development
- The major point, for our point of view, is the need to increase data readout to a full 40 MHz rate
- This clearly affects the trigger system

LHCb Trigger II

- The proposal is to implement a triggerless DAQ system and delegate all decisions to a software trigger, potentially GPU (or accelerator) based
- LHCb Padova is committed in rewriting the Velo tracking code by the end of 2014 and test it in parasitic mode in 2015
 - This means attaching a parasitic (small) farm of GPU to the online system

LHCb Trigger III

- Currently HLT is a sequence of two distinct trigger codes, Hlt1 and Hlt2, running on a 16 kcore farm
 - ullet Hlt1: VELO tracks and primary vertices, high p_T tracks with non zero IP
 - Hlt2: Full track reconstruction, w/o particle id.
- A process to split up for real the two codes is ongoing
 - Hlt2 will be deferred ("quasi offline" reconstruction quality) to make more extensive use of PID information

LHCb Trigger IV

- GPU based trigger could be used for both Hlt1 and Hlt2
- Clearly this has to be assessed taking into account the upgrade of the detectors
 - Velo algos are good candidates but also Rich could be investigated
- For sure a tight interaction with detector experts, and good computer scientists, is needed

GPU4LHCb

- Given the size of LHCb events it is crucial to exploit parallelism not only inside the event, but also processing multiple events
- LHCb's most time consuming algos are those for tracking/pattern recognition and particle ID
- Efforts on the tracking side has started already (Velo, Velo Pixel, Velo-UT tracking)
 - mu/electron tracking could be considered
- Particle ID is somewhat unexplored, and harder to achieve, at the moment
 - In the current trigger, PID is not fully exploited as it's computationally expensive
 - The standard algo is a minimization of a large global likelihood