CMS L1 Trigger

Commissioning with cosmic rays

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for the CMS Collaboration



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Outline

- LHC and CMS
- Two levels of CMS trigger: L1 and HLT
- Cosmic ray runs
- Results from cosmic ray runs
 L1 trigger emulator studies synchronization of L1 triggers efficiencies of L1 triggers resolutions of L1 triggers
- Synchronization from LHC beam
- Summary



LHC and CMS



CMS (Compact Muon Solenoid)

- multi-purpose experiment
- tracker, electromagnetic and hadronic calorimeters, and muon detectors

LHC (Large Hadron Collider)

- collides protons to protons with 14 TeV design center-of-mass energy
- first beams circulated in September 2008
- expected first collisions: end of 2009



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L1 and HLT trigger



CMS Trigger system consists of two levels:

Level-1 trigger (L1)

★input rate: 1 GHz
★output rate: 100 kHz
★custom made hardware processors

High Level trigger (HLT)

★ input rate: 100 kHz
 ★ output rate: 100 Hz
 ★ PC farm using reconstruction software and event filters similar to the offline analysis

L1 trigger

- The L1 trigger is based on the calorimeter and muon detectors
- At L1 we trigger on:
 ★4 highest $E_T e^{\pm}/\gamma$ ★4 highest E_T central jets
 ★4 highest E_T forward jets
 ★4 highest E_T tau-jets
 ★4 highest P_T muons
- For each of these objects the rapidity, η, and
 φ are also transmitted to GT so HLT can seed on them
- ◆ In addition we trigger on
 ★ inclusive triggers: E_T, ME_T, H_T, MH_T
 ★ minimum-bias and zero-bias



3.2 µs latency
 ★ cable propagation leaves 1 µs for processing

Cosmic ray runs

CMS has collected over 300 million cosmic ray events
 **without good trigger, only very low chances to see cosmic ray muons or high-E_T "jets" or "electrons"*

Cosmic ray runs help preparing for physics running

synchronization between trigger and data
 trigger rates from cosmic rays and from noise
 trigger efficiencies
 resolutions between trigger and reconstructed objects



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Trigger shifter monitoring tools



★online software ★trigger monitoring tools *★train people for real* data taking

to test and improve

L1 trigger emulator

L1 trigger emulator

 Software that emulates bit by bit the L1 trigger subsystems
 ***it uses the same input as hardware
 ***it produces the same output as hardware, with identical format
 ***it uses the same configuration as the hardware

Excellent agreement between data and emulator



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L1 trigger emulator continued



Note: the GCT data is mainly noise, thus the structures are not important!

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Synchronization of muon triggers



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Synchronization between L1 muon and CALO triggers

Bunch crossing differences between L1 muon candidates and calorimeter triggers

* synchronization as good as one can expect from cosmic rays



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Efficiency of muon triggers



DTTF trigger efficiency vs p_T

- masked sectors removed
- good agreement between data and MC

DTTF trigger efficiency

- trigger efficiency wrt stand-alone tracks
- holes: sectors masked due to hardware problems



Efficiency of muon triggers continued

CSCTF efficiency

tracker track extrapolated to endcap
look for matching CSC trigger with 2 or more stations in coincidence

RPC occupancy

- during 2008 cosmic ray run
- endcaps fully ready in 2009 runs



Efficiency of CALO triggers



Jet trigger efficiency

E/gamma triggered events
 mainly noise with large electromagnetic fraction

E/gamma trigger efficiency turning curve

- muon triggered events
- reconstructed muon passing close to ECAL supercluster



Muon phi, eta resolution



DTTF eta resolution

- difference wrt stand-alone track
- red plot: eta TF not fully operational in 2008 running
- blue plot: commissioned eta TF in 2009 running

DTTF phi resolution

- difference wrt stand-alone track
- bottom sectors: LHC-like muon direction

★observed sigma=0.021
★expected sigma~0.02



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Muon phi, p_T resolutions continued



E/gamma eta, phi resolution



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L1 synchronization to LHC beam

Beam splash events

measurement of the time delay between the Beam Pickup (BPTX) trigger and previously synchronized CSC beam halo trigger

Circulating beams

★synchronization of BPTX trigger with CSC halo trigger

CSC beam halo spread into two BX due to imperfect internal synchronization (cosmic data limitation)



CMS Preliminary

Summary

Experience from cosmic ray runs has proved that L1 trigger runs stably and reliably

We have performed several analysis from the L1 trigger data from cosmic rays

★L1 trigger emulator studies
★ synchronization of L1 triggers
★ efficiencies of L1 triggers
★ resolutions of L1 triggers

Results show good performance of the L1 trigger

CMS L1 trigger is ready and looking forward to collision data

Backup

HLT trigger





Purely software based runs on a farm of commercial PCs

Less strict time constraints than L1 trigger *average processing time 40 ms*

Algorithms executed in order of increasing complexity

Finer granularity precise measurements Clean particle signatures Kinematics, effective mass cuts and event topologies Track reconstruction and detector matching Event reconstruction and analysis Execution of path stopped unless evidence for signal is found

L1 trigger

