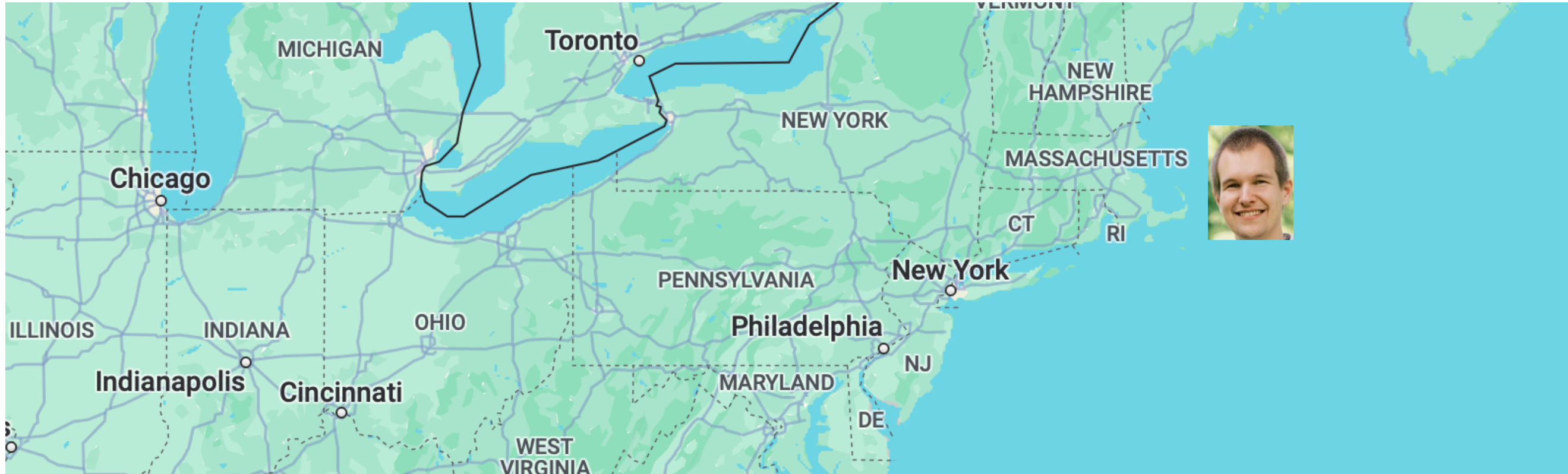




Trigger and DAQ challenges at the LHC

Christian Herwig
July 22, 2024

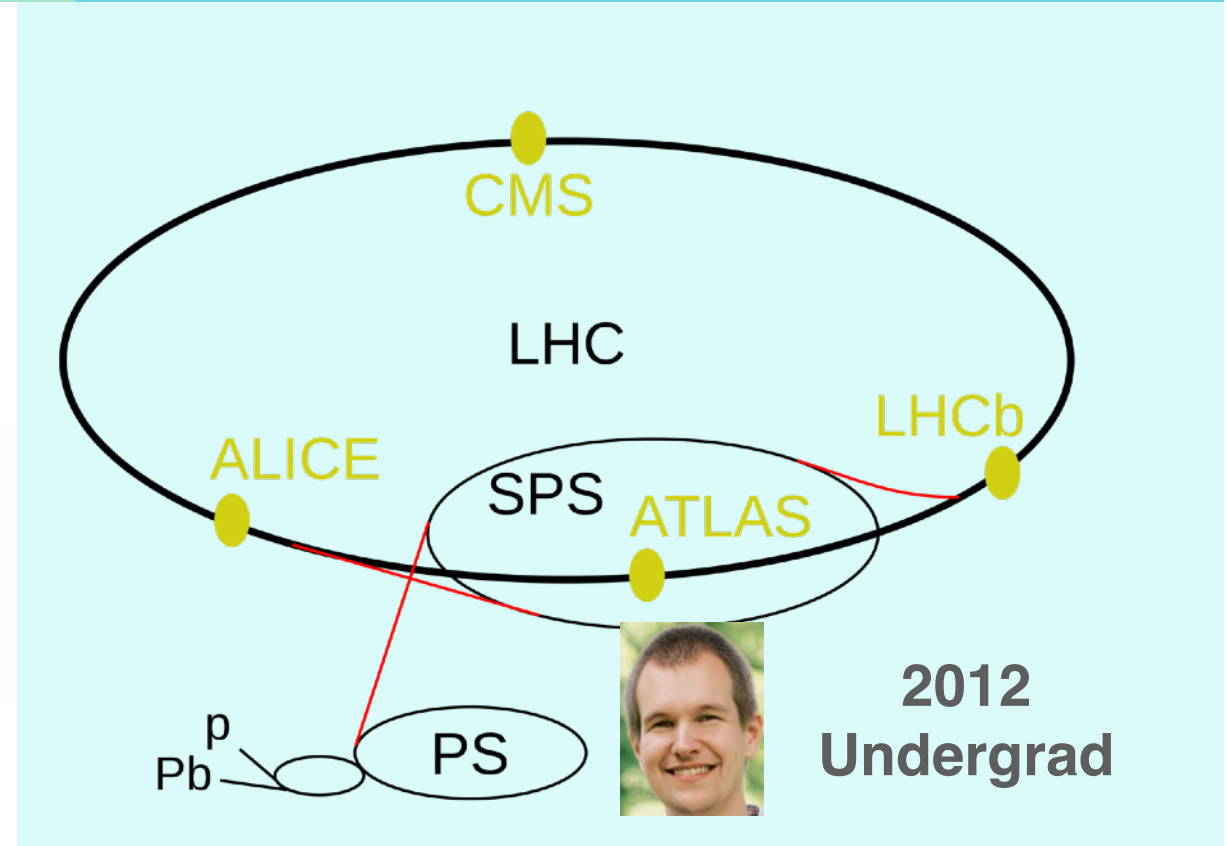
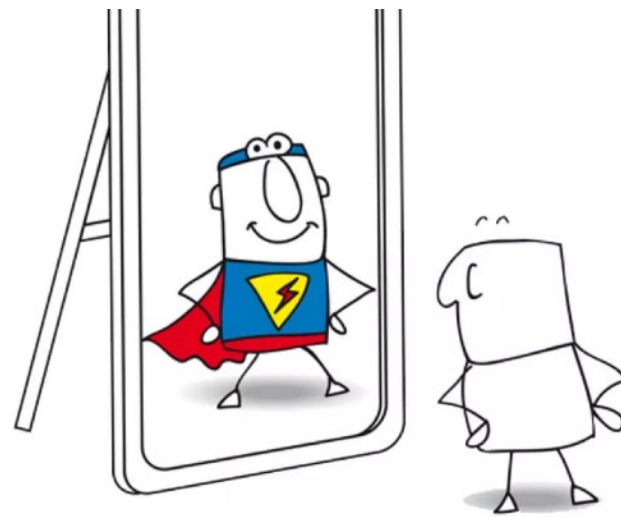
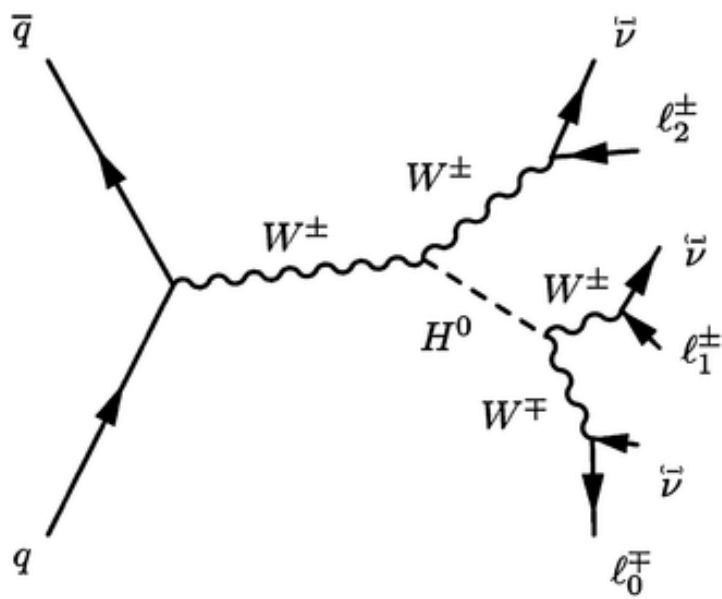
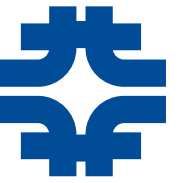
About me



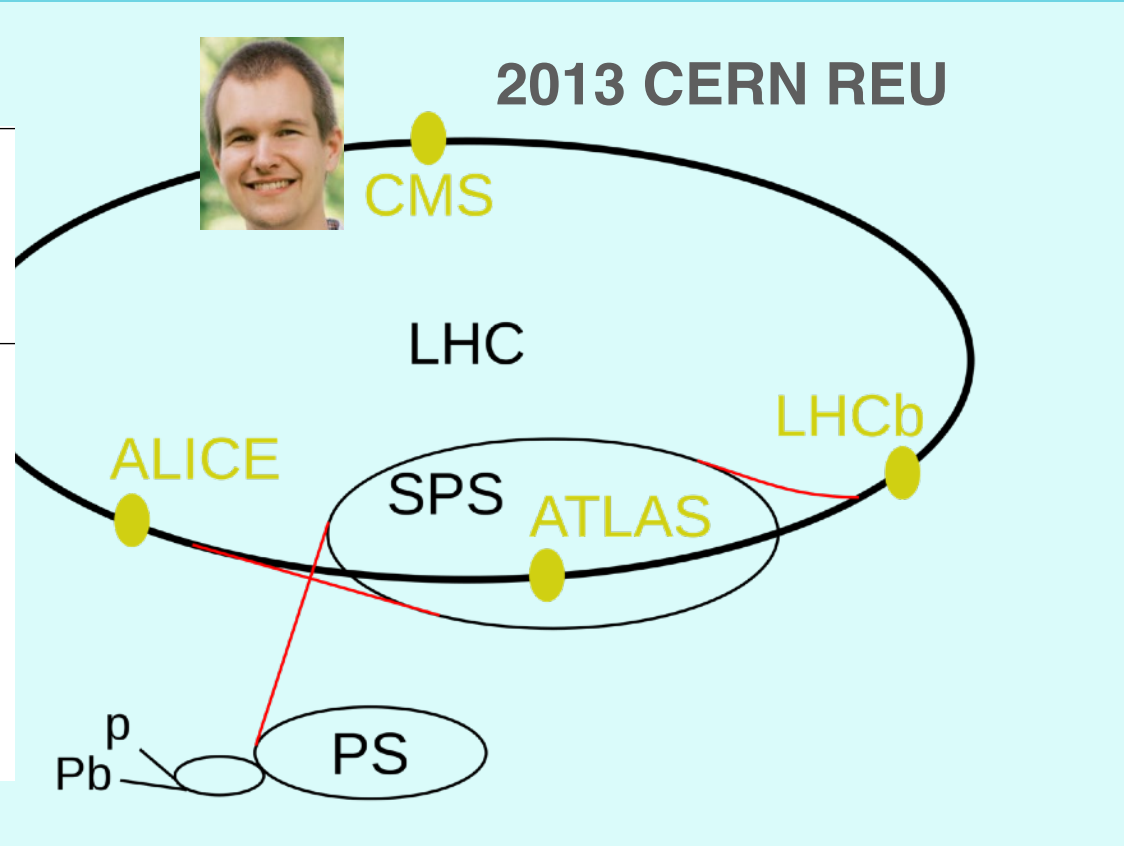
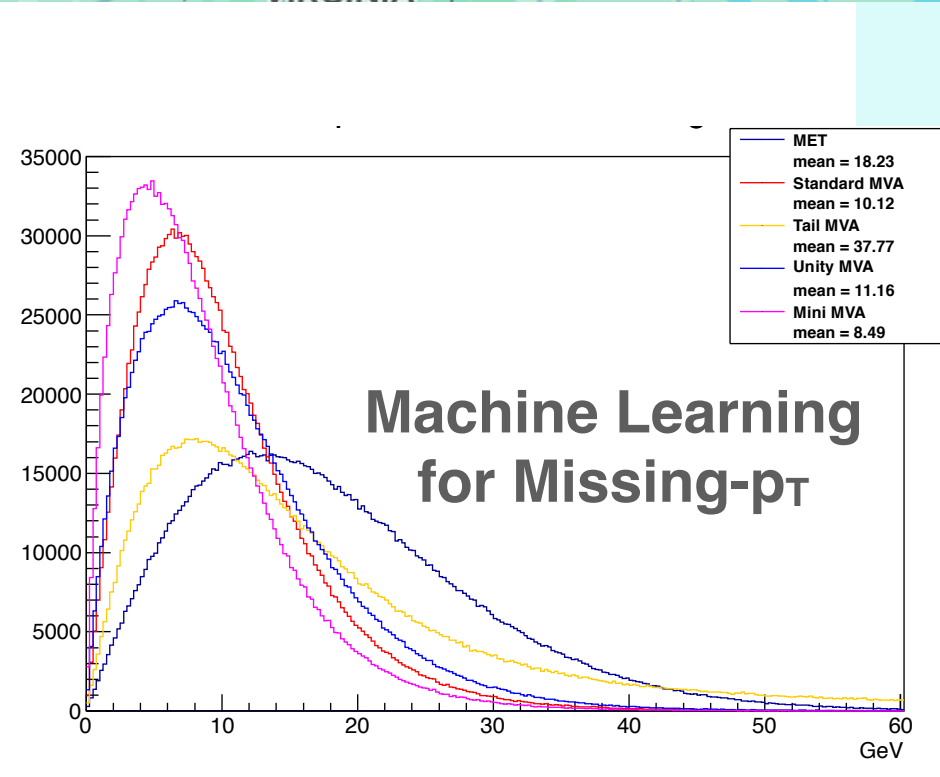
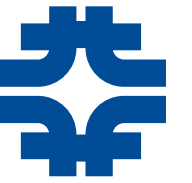
Grew up in coastal Massachusetts



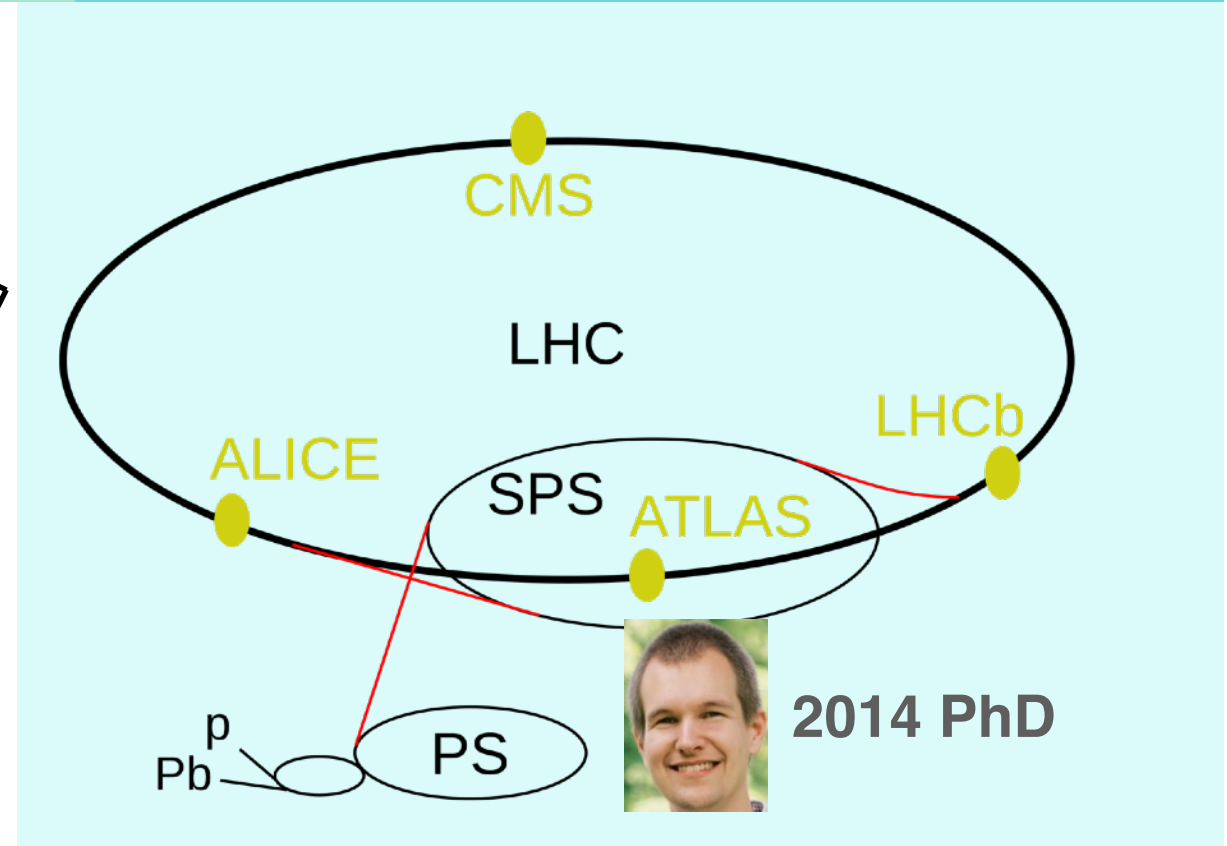
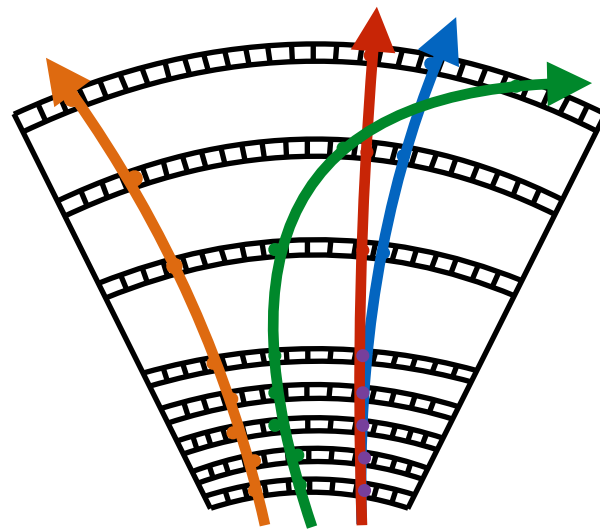
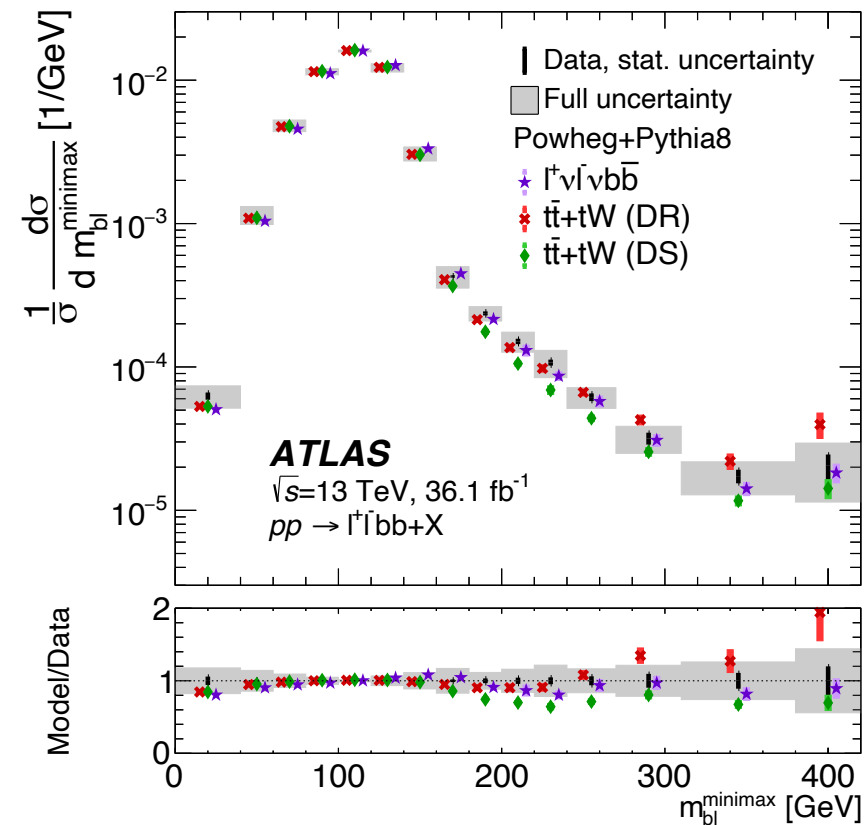
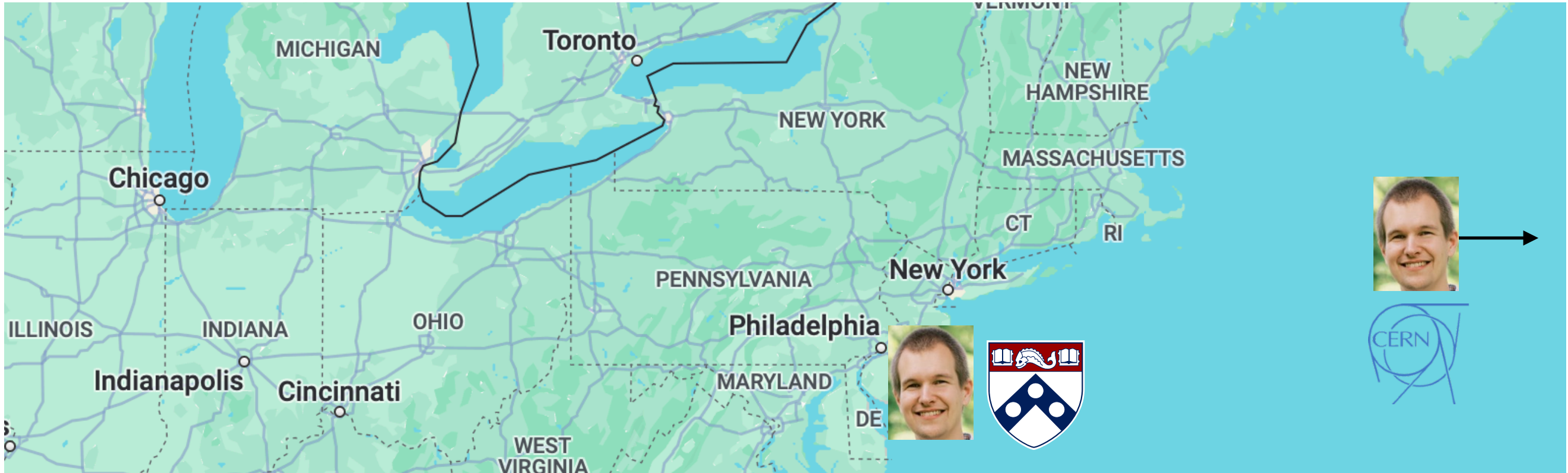
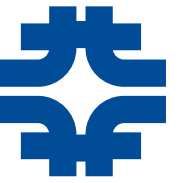
About me



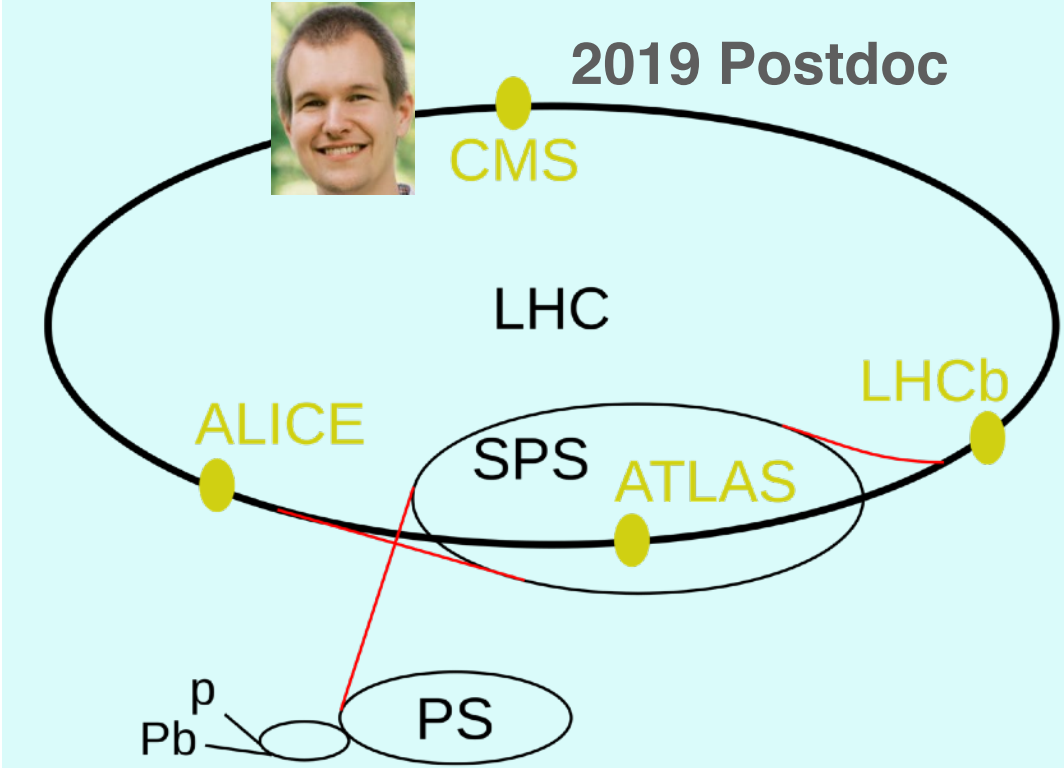
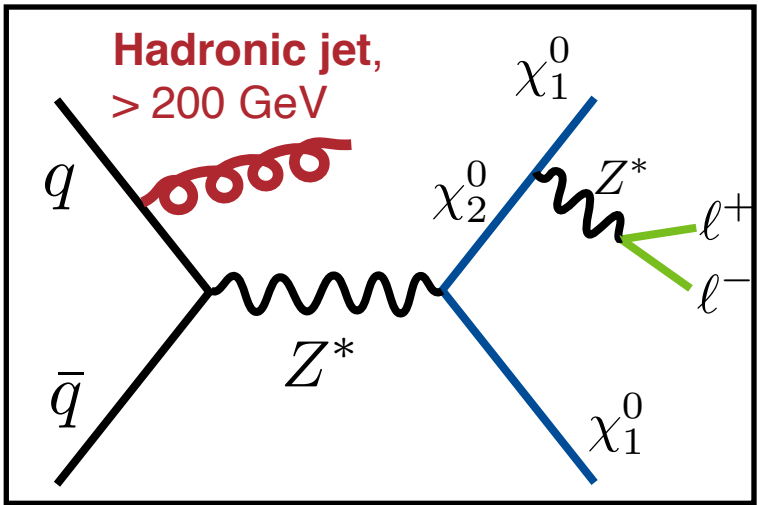
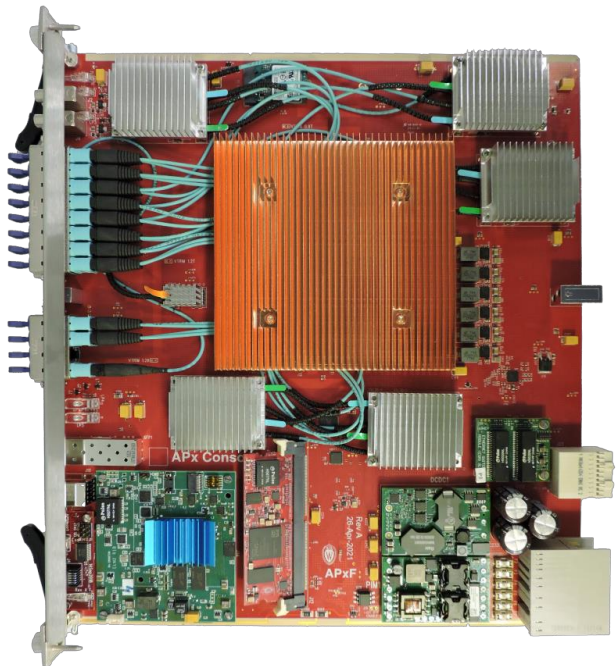
About me



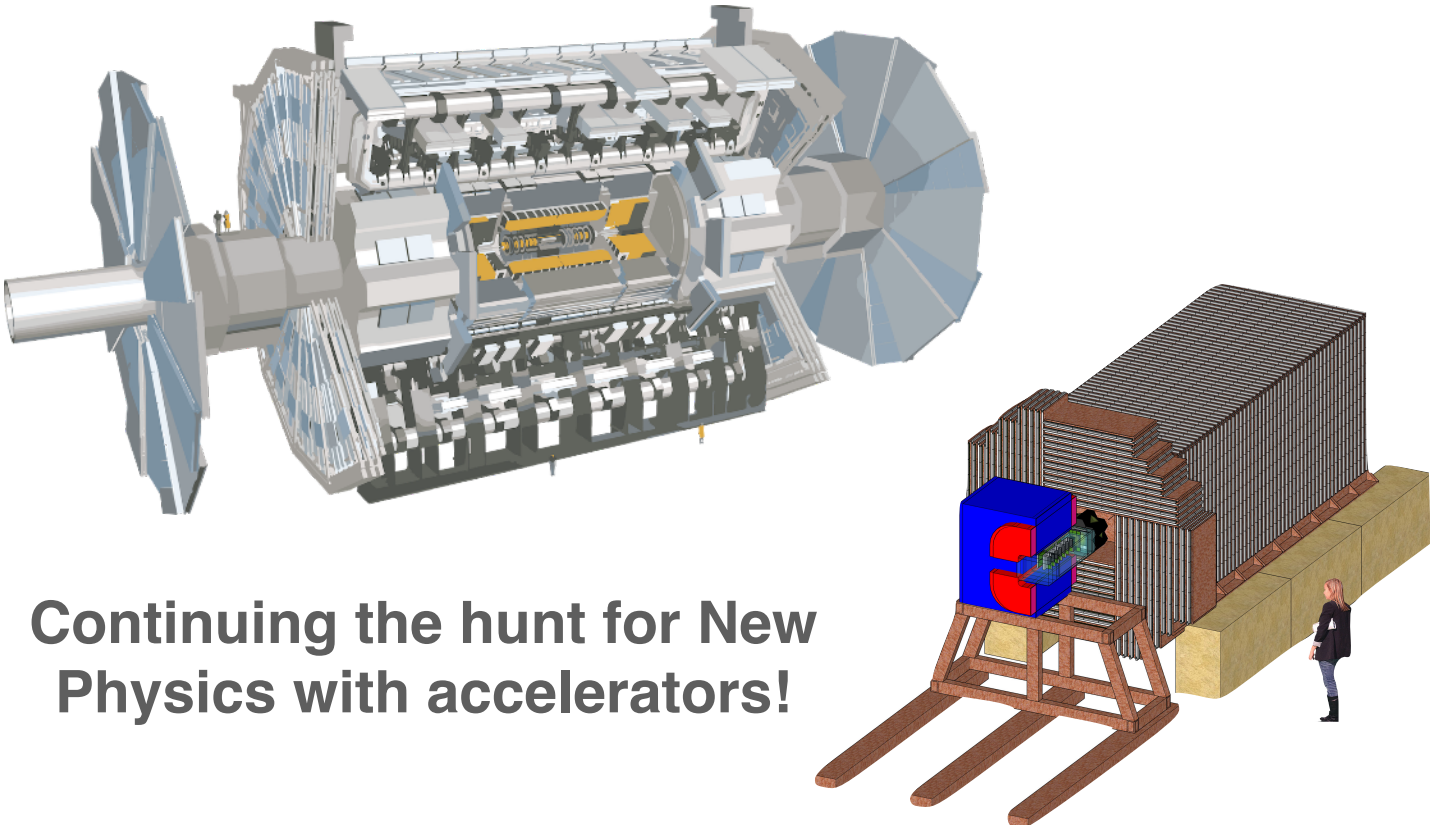
About me



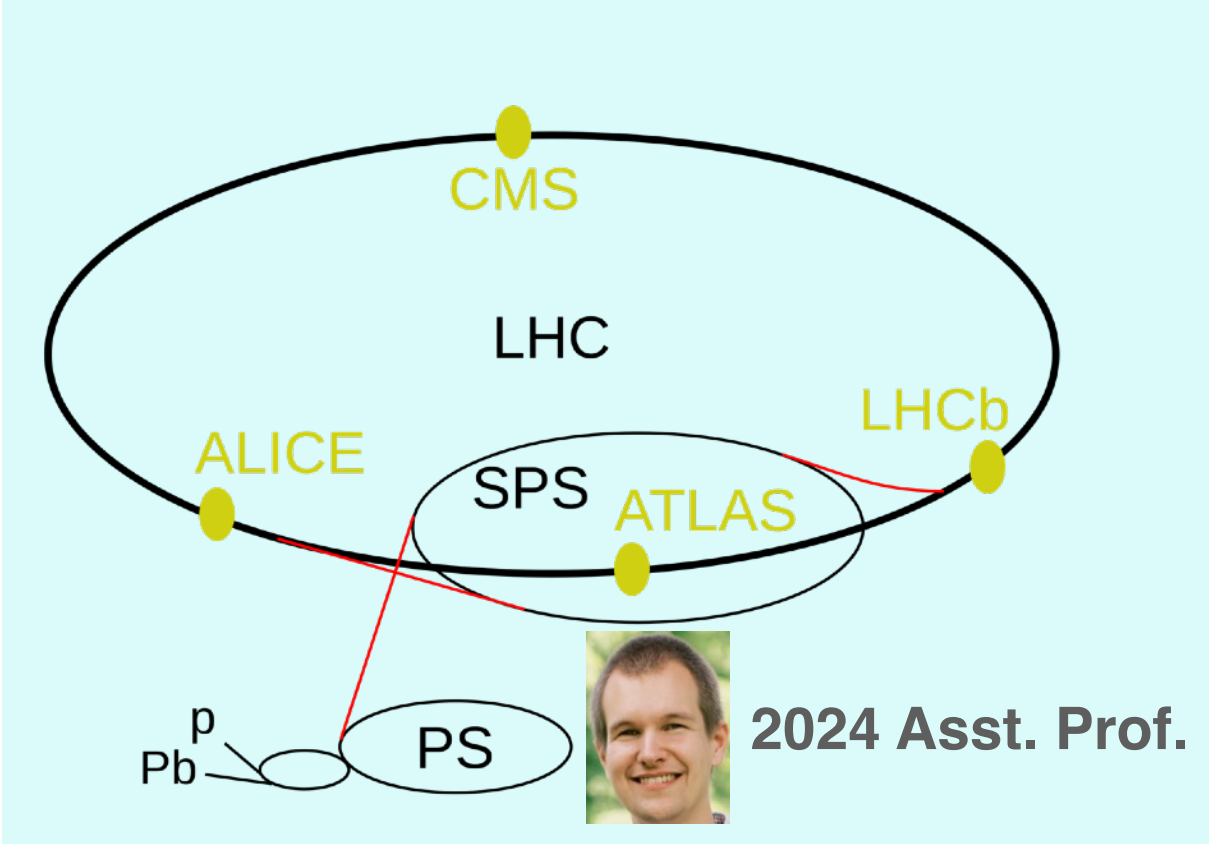
About me



About me



Continuing the hunt for New Physics with accelerators!



2024 Asst. Prof.

Plan

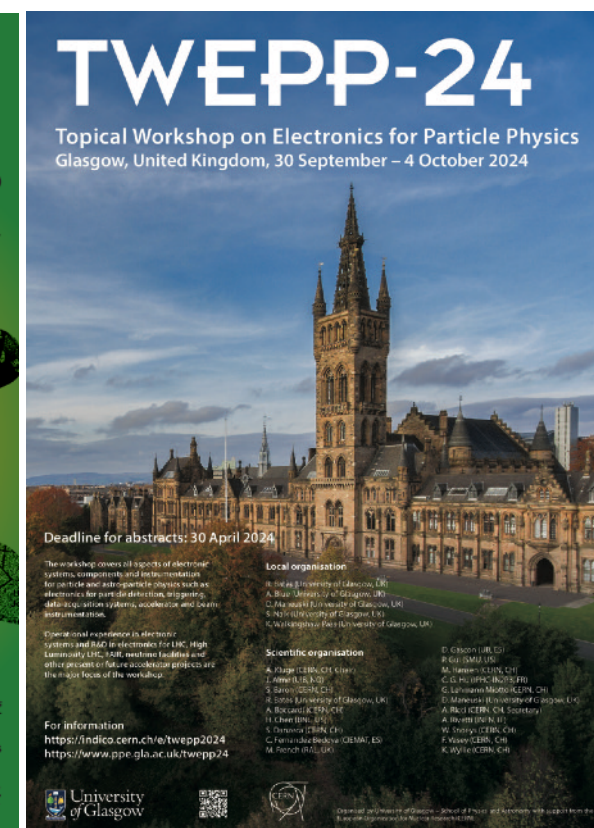


- **This afternoon: Concepts**
 - Introduction and physics goals of the LHC Experiments
 - The role of the trigger and DAQ systems
 - DAQ concepts: simple toy model → complex systems
 - Trigger concepts: from hardware to architecting a system
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 - The challenge of high luminosity, and the upgrades
 - ATLAS, CMS hardware triggers, and their evolution
 - Software triggers, and new paradigms for analysis
 - Trigger menus, and you
 - Conclusions, and looking farther ahead



Finding more information

- These lectures borrow inspiration and material from many excellent schools in the past on this and similar topics.
 - Thanks to Sergo Jindariani, Darin Acosta, Lauren Tompkins
- If interested, can consider other schools on dedicated topics! e.g.
 - International School of Trigger and DAQ (ISOTDAQ)
 - Excellence in Detectors and Instrumentation
- And of course the primary material itself!

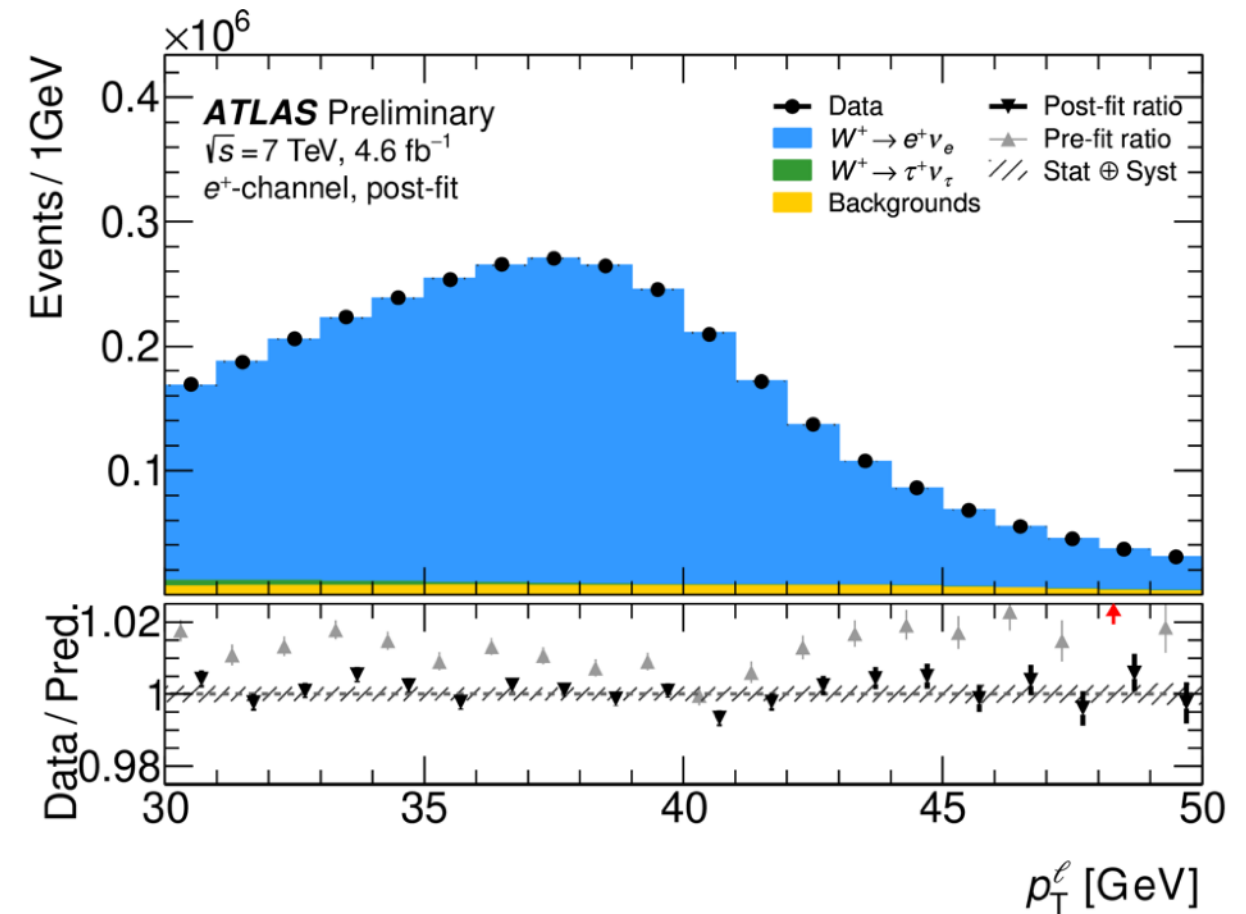
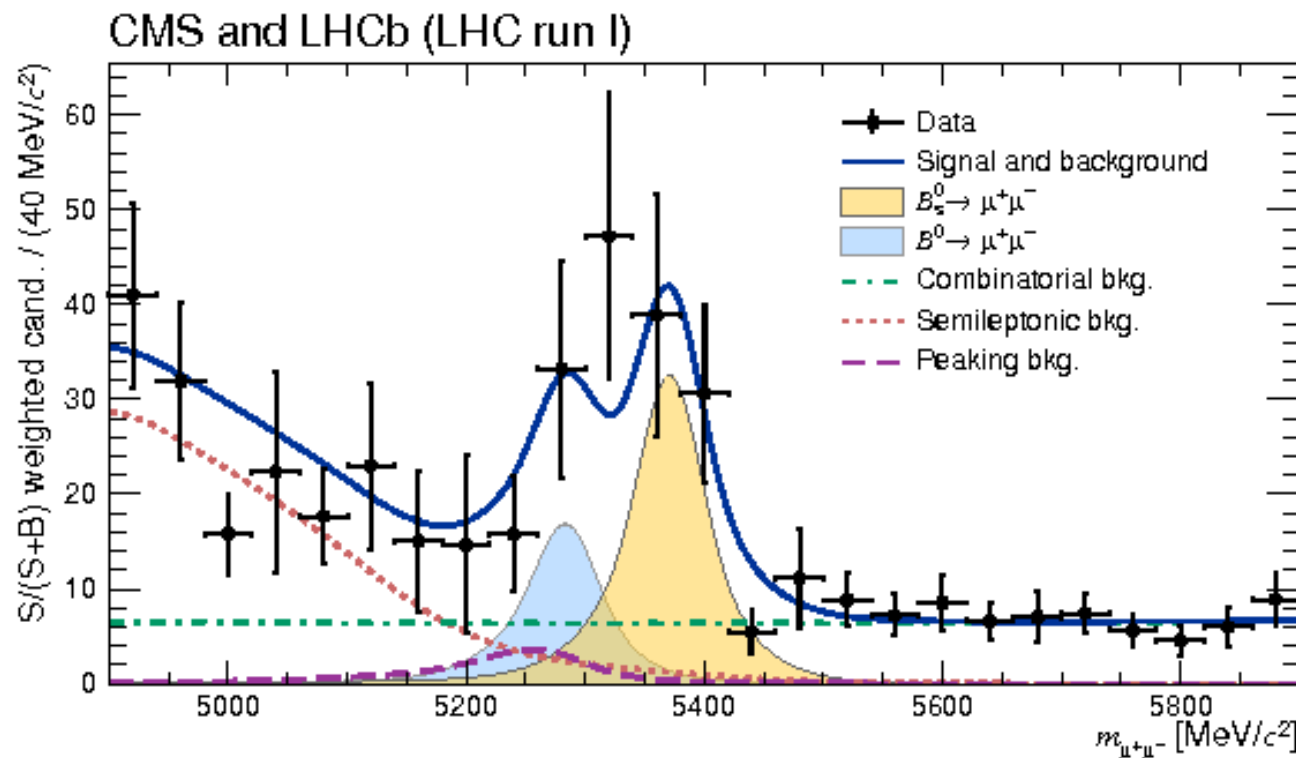


Physics goals (I)



The high energy and large luminosity available at the LHC enables a diverse physics program (ATLAS, CMS, LHCb, ALICE, ...)

Test properties of copiously-produced particles to high precision (B, W, Z, ...)



Hunt for rare **SM** phenomena

Physics goals (II)

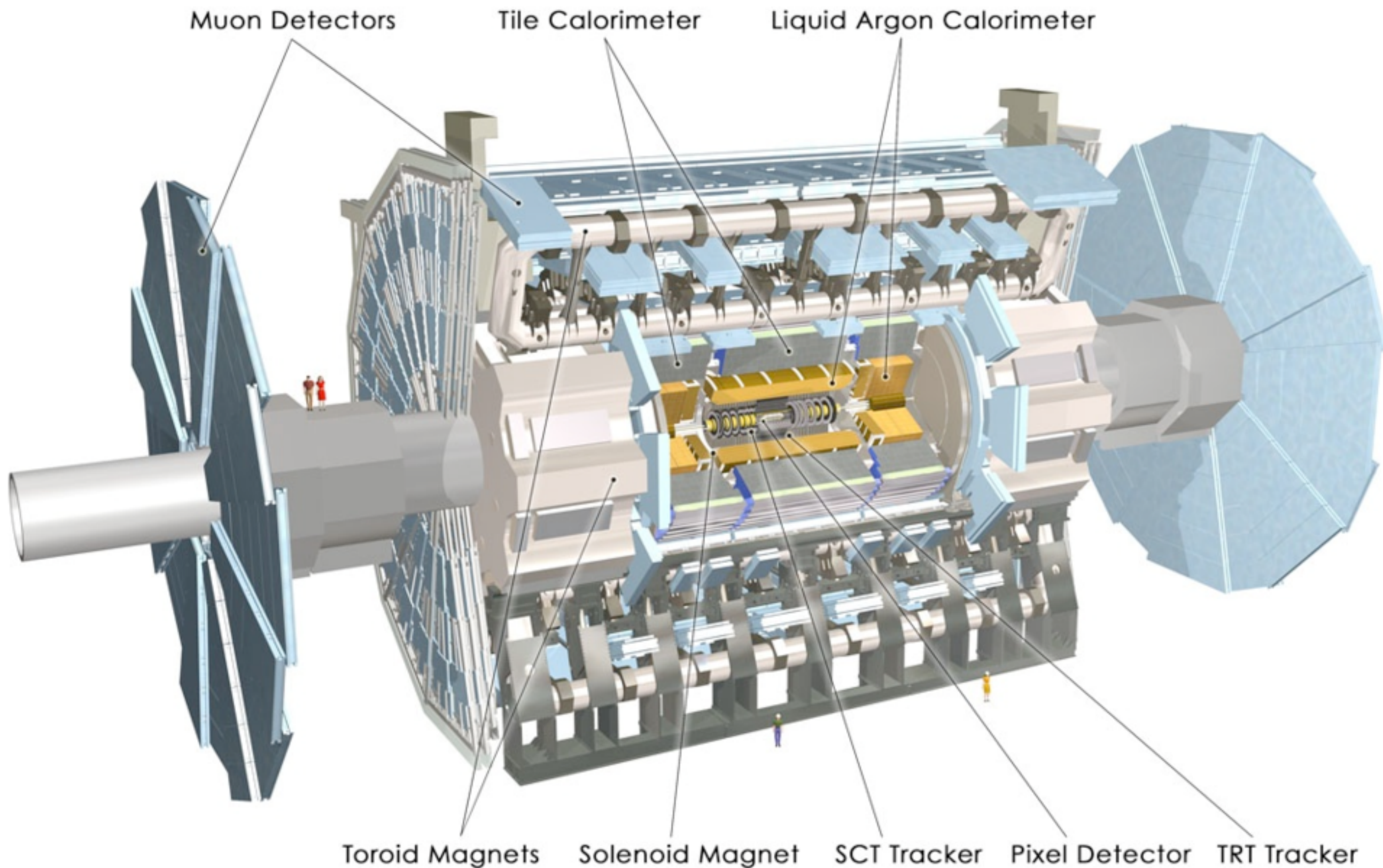
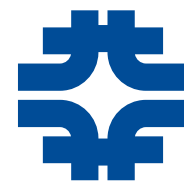


The high energy and large luminosity available at the LHC enables a diverse physics program (ATLAS, CMS, LHCb, ALICE, ...)

Search for new particles & phenomena

- **Explore the unknown:** $2j$, $2L$ resonances (Z' , gravitons, **Higgs**... TeV+)
 - Track record of discovery in “ $2X$ ” final states
- Search for **Dark Matter**
 - WIMP miracle \rightarrow DM with $W/Z/h$ -like masses, couplings
- **Heavy cousins of the top quark?**
 - New “top-like” particles key to hierarchy problem?
- ...and **many more** that address **other deep questions**
 - CP violation, matter/antimatter asymmetry, small neutrino masses,...

The ATLAS detector



CMS Detector



Total weight : 14,000 tonnes
Overall diameter : 15.0 m
Overall length : 28.7 m
Magnetic field : 3.8 T

STEEL RETURN YOKE
12,500 tonnes

SILICON TRACKERS
Pixel (100x150 μm) $\sim 1.9 \text{ m}^2 \sim 124\text{M}$ channels
Microstrips (80x180 μm) $\sim 200\text{m}^2 \sim 9.6\text{M}$ channels

SUPERCONDUCTING SOLENOID
Niobium titanium coil carrying $\sim 18,000\text{A}$

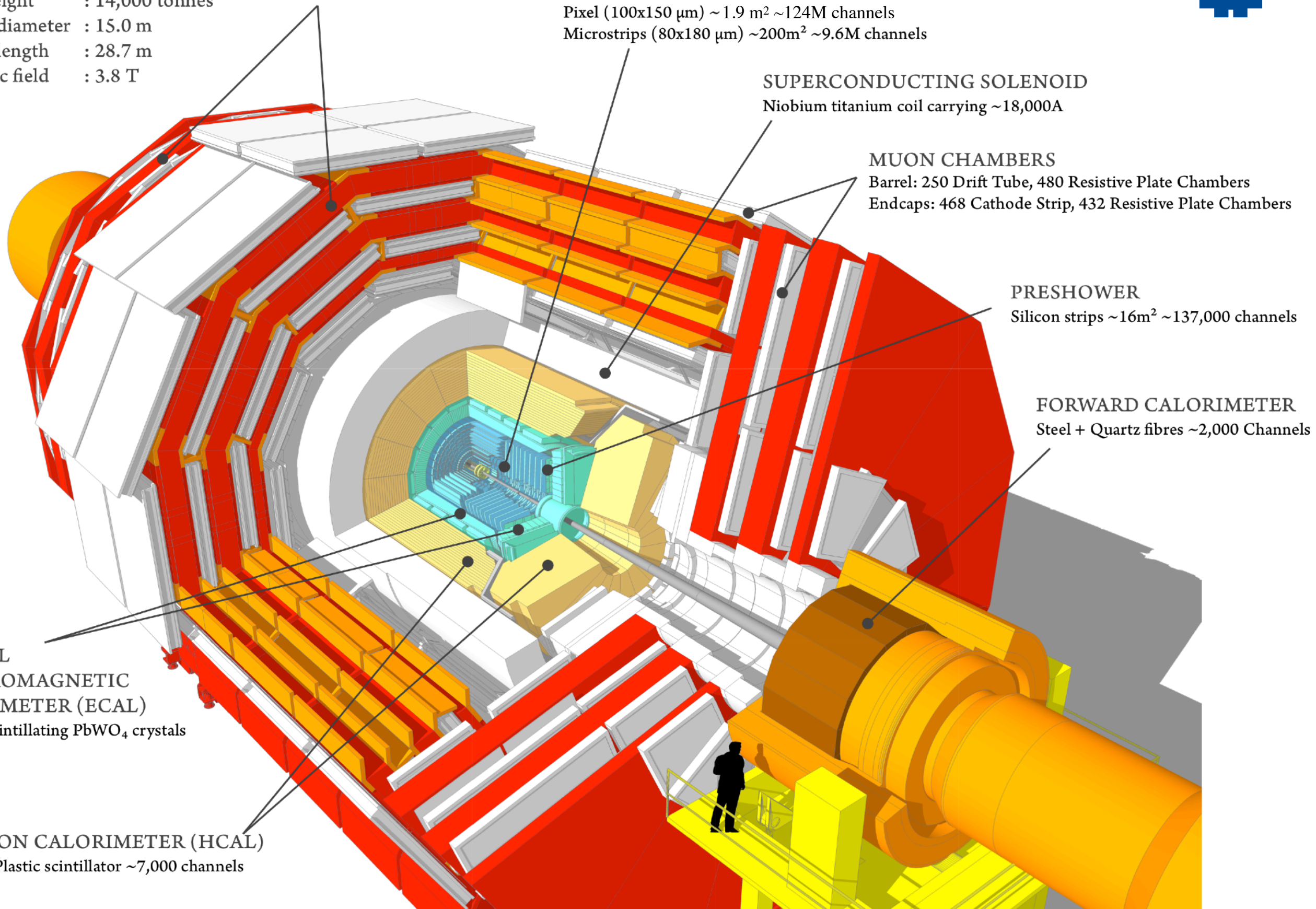
MUON CHAMBERS
Barrel: 250 Drift Tube, 480 Resistive Plate Chambers
Endcaps: 468 Cathode Strip, 432 Resistive Plate Chambers

PRESHOWER
Silicon strips $\sim 16\text{m}^2 \sim 137,000$ channels

FORWARD CALORIMETER
Steel + Quartz fibres $\sim 2,000$ Channels

CRYSTAL
ELECTROMAGNETIC
CALORIMETER (ECAL)
 $\sim 76,000$ scintillating PbWO_4 crystals

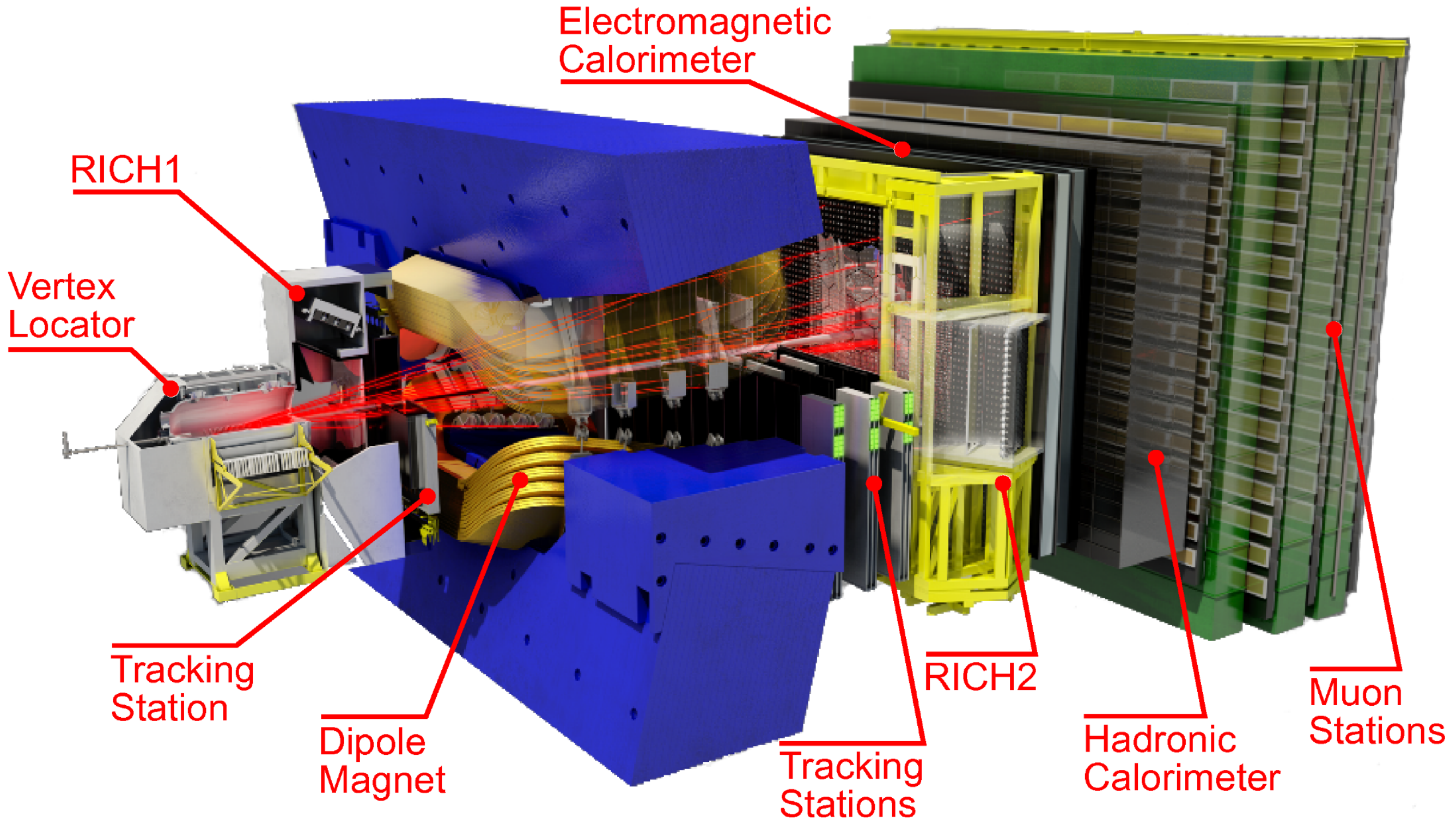
HADRON CALORIMETER (HCAL)
Brass + Plastic scintillator $\sim 7,000$ channels





LHCb Detector

Weight: 5,600 tonnes
Height: 10 m
Length: 20 m



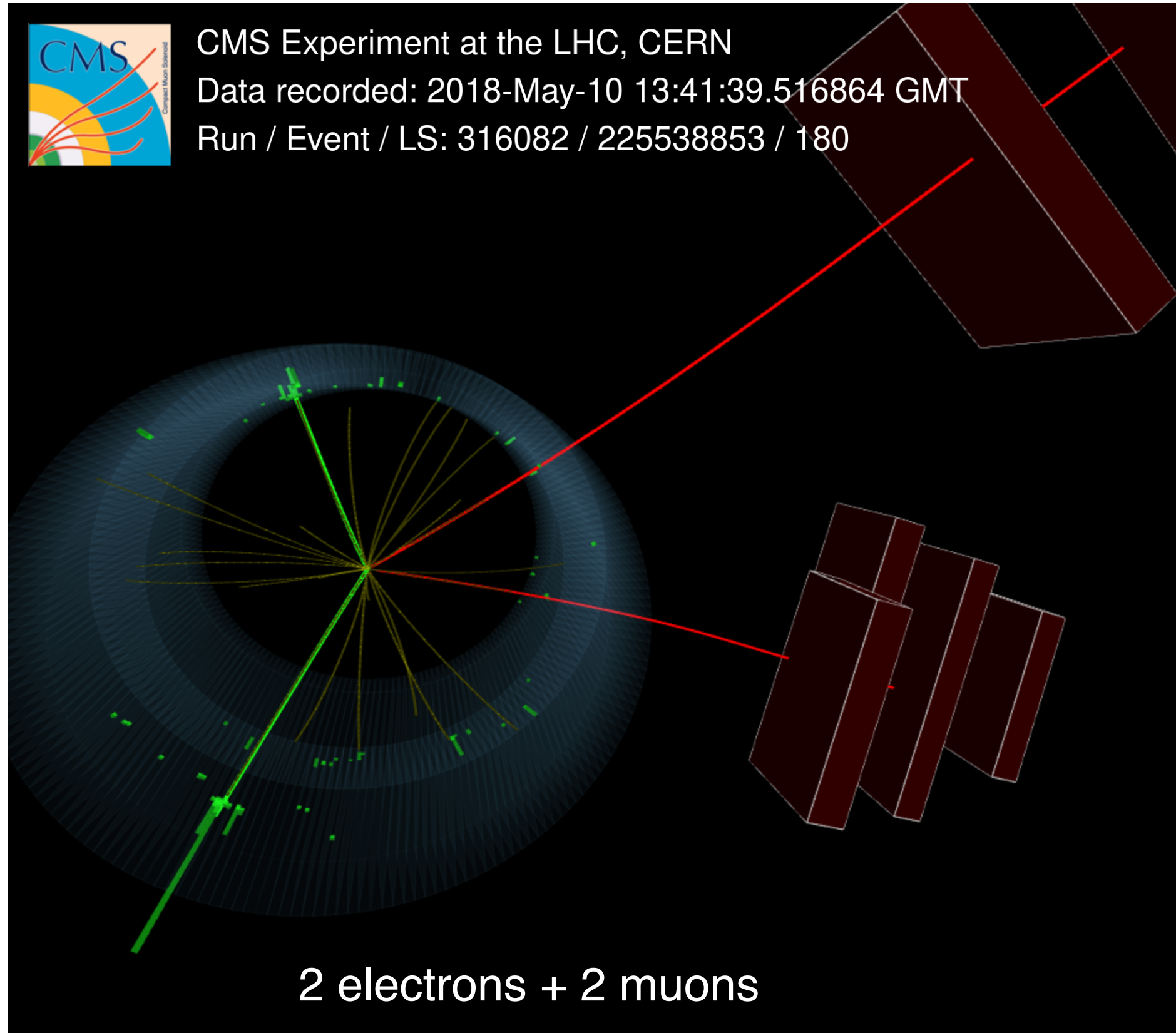
Interesting collisions: Higgs(\rightarrow ZZ)



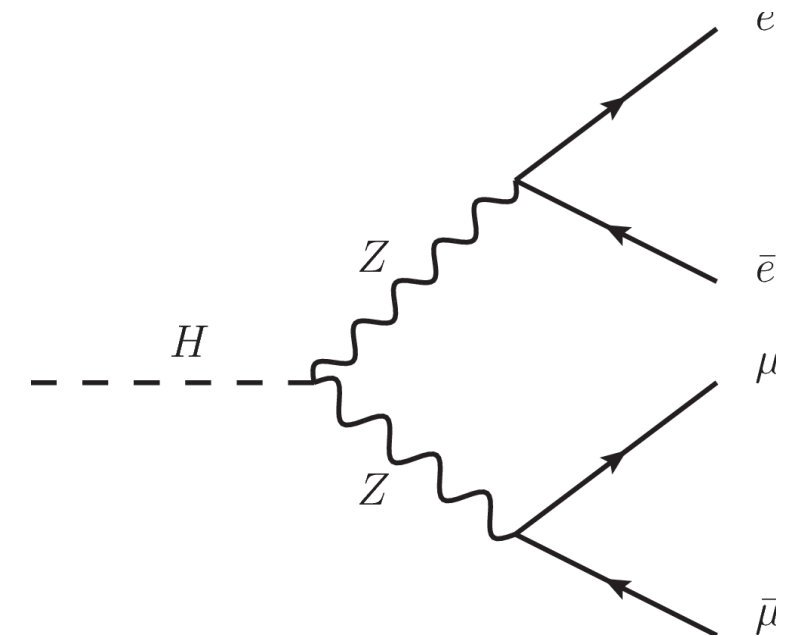
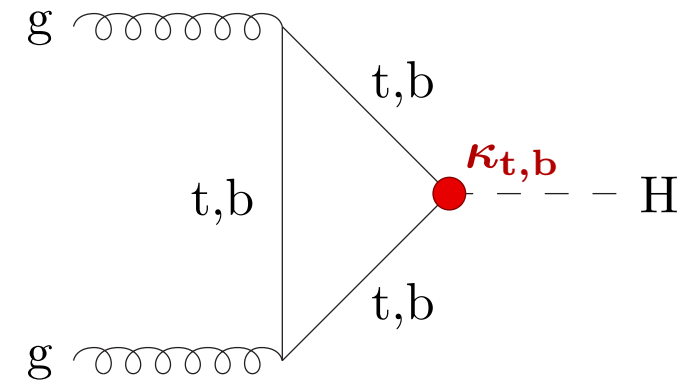
CMS Experiment at the LHC, CERN

Data recorded: 2018-May-10 13:41:39.516864 GMT

Run / Event / LS: 316082 / 225538853 / 180



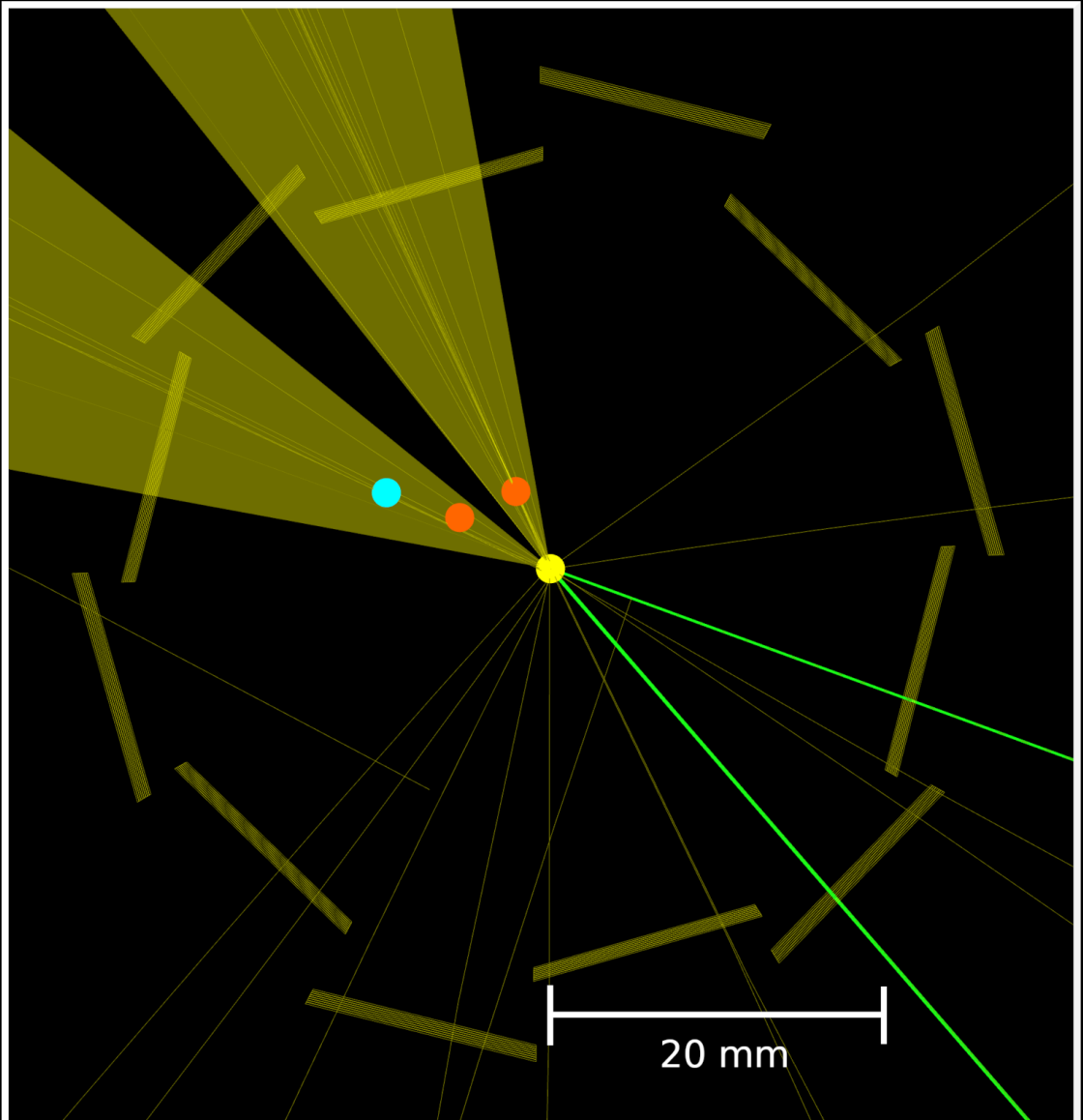
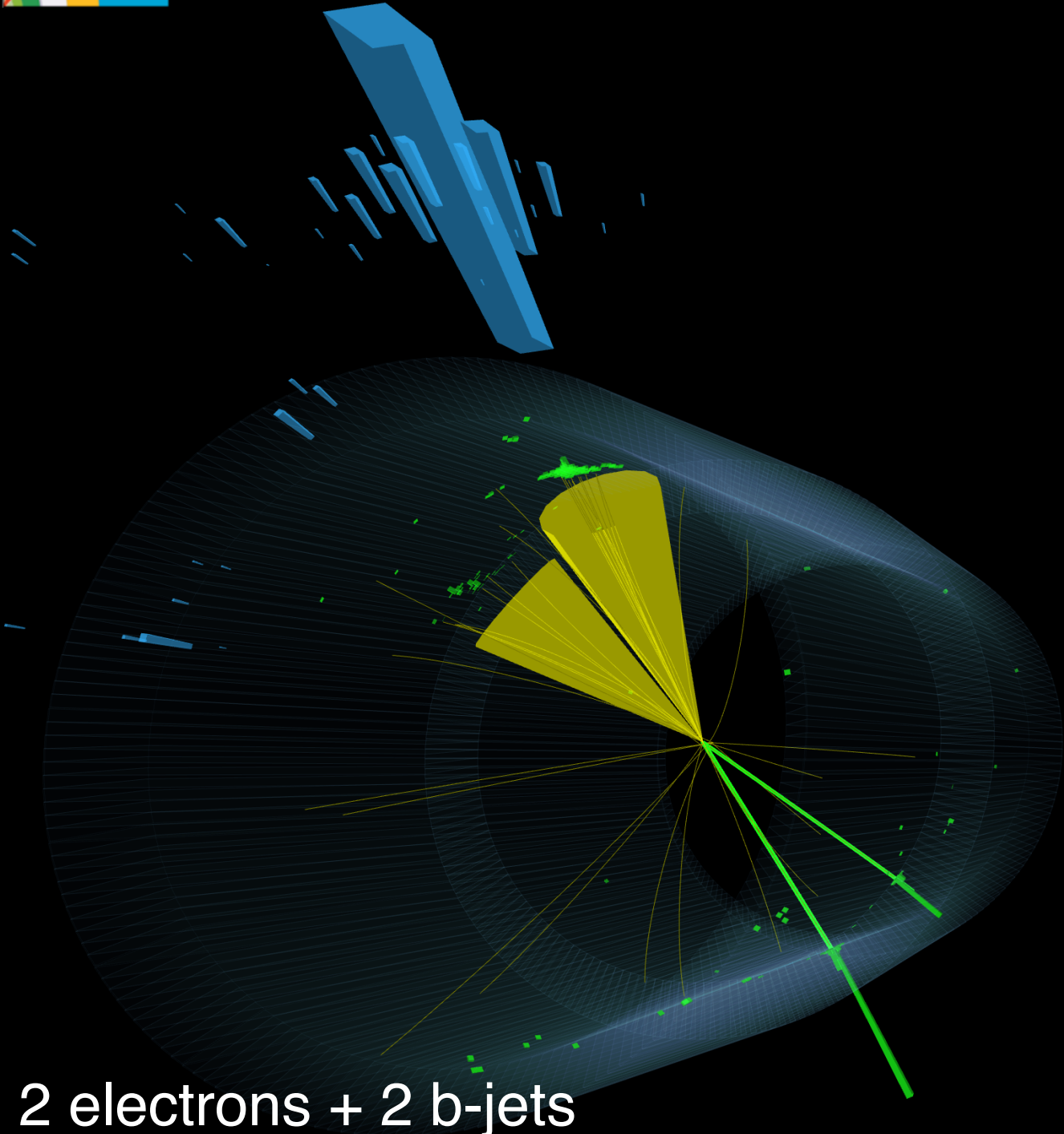
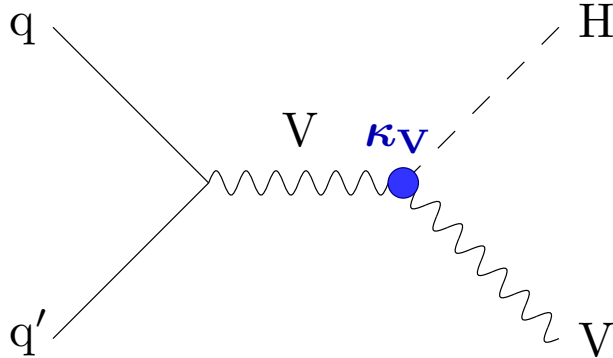
2 electrons + 2 muons



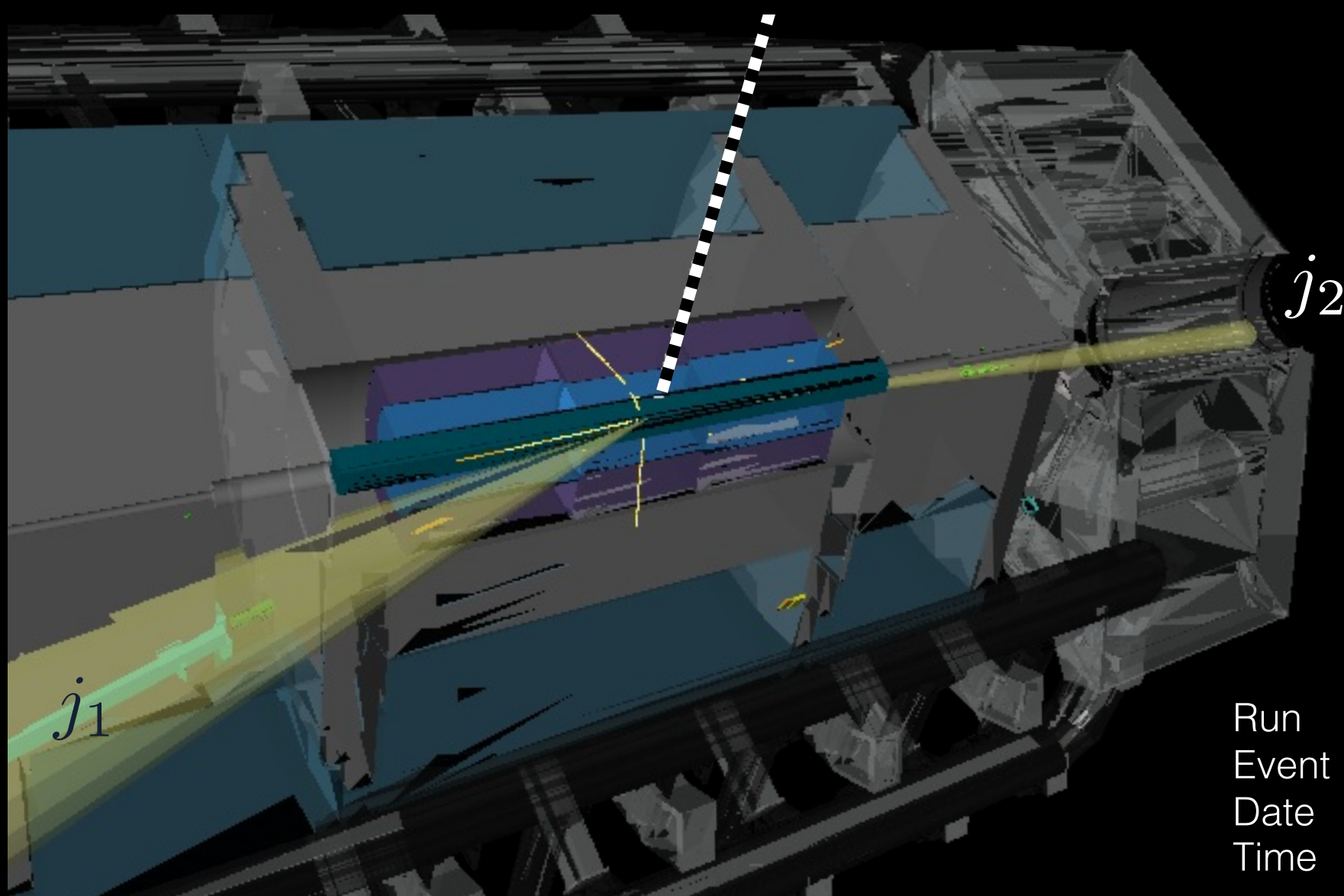
Interesting collisions: Higgs(\rightarrow bb)



CMS Experiment at the LHC, CERN
Data recorded: 2017-Aug-20 18:16:45.926208 GMT
Run / Event / LS: 301472 / 634226645 / 664



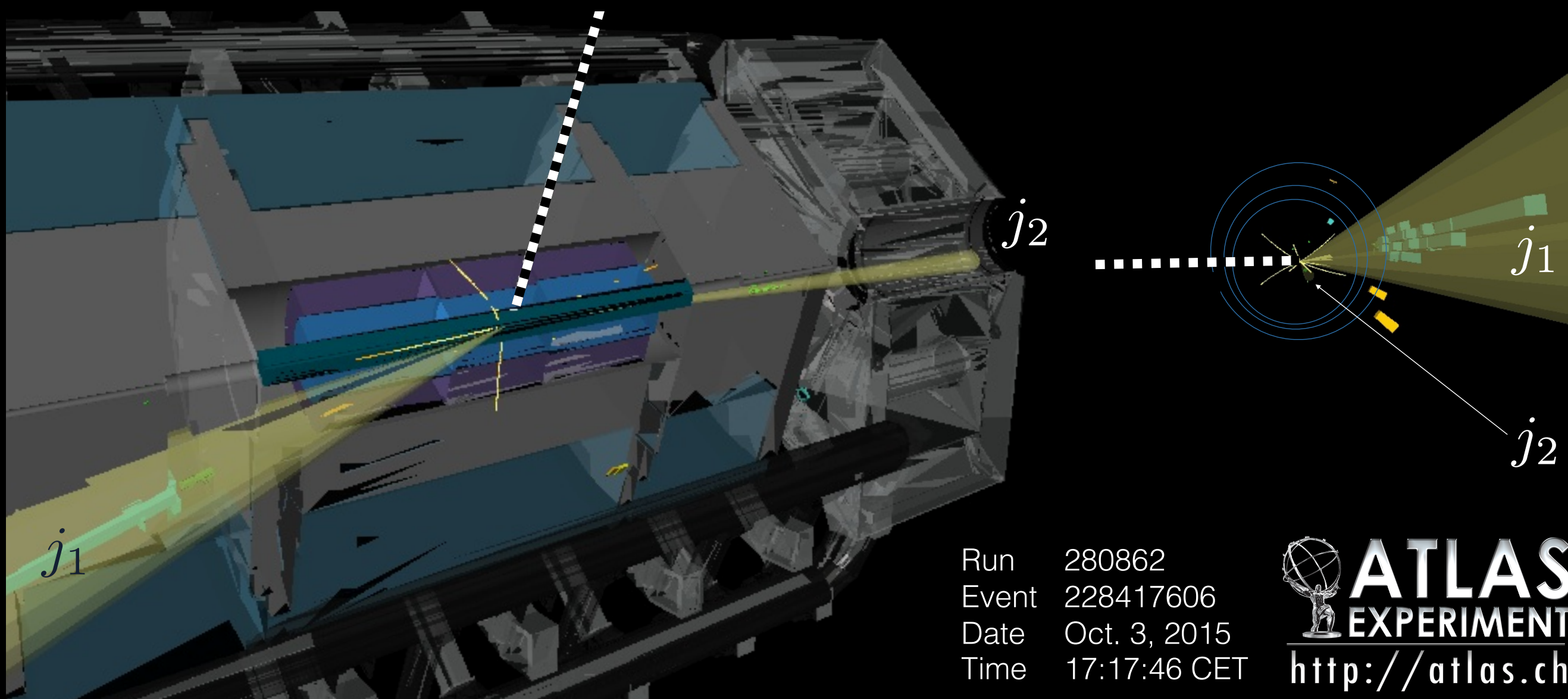
Interesting collisions: Dark Matter?



Run 280862
Event 228417606
Date Oct. 3, 2015
Time 17:17:46 CET

 **ATLAS**
EXPERIMENT
<http://atlas.ch>

Interesting collisions: Dark Matter?



Interesting collisions: Dark Matter?

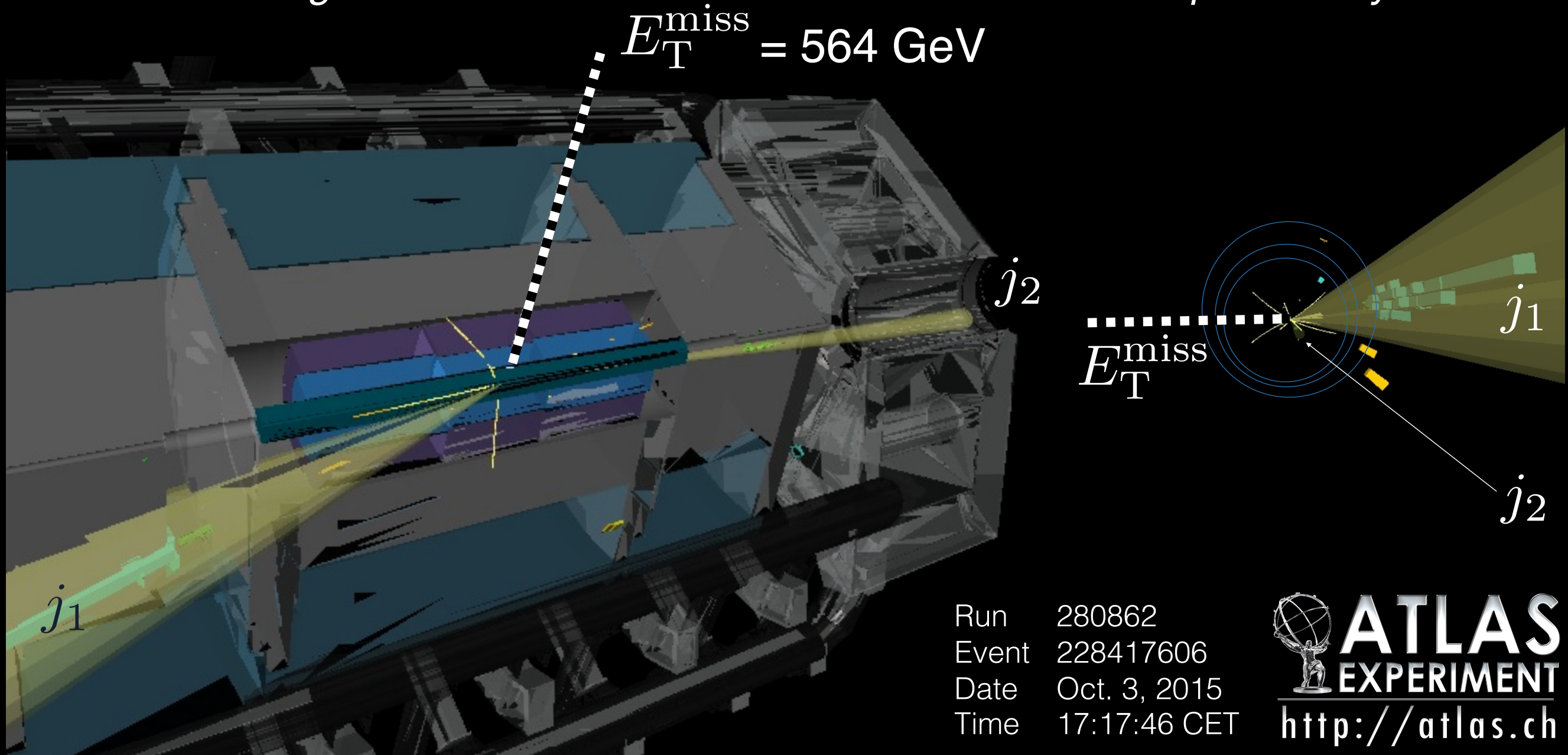


Candidate in signal region of $H \rightarrow \chi\bar{\chi}$ with two VBF jets ($m_{jj} = 3.6$ TeV)

Longitudinal view

Perspective x-y view

$$E_T^{\text{miss}} = 564 \text{ GeV}$$



Run 280862
Event 228417606
Date Oct. 3, 2015
Time 17:17:46 CET

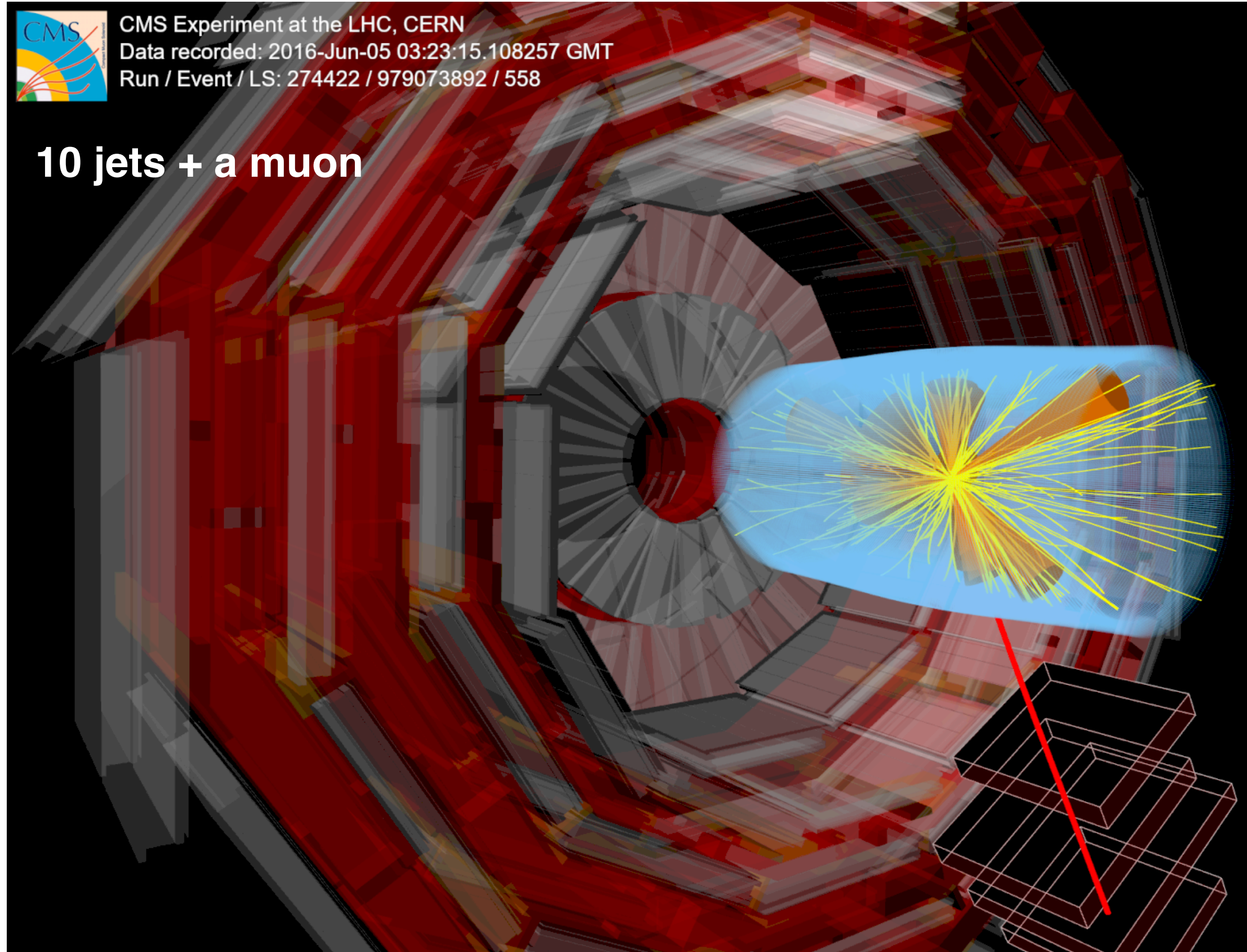
 **ATLAS**
EXPERIMENT
<http://atlas.ch>

Interesting collisions: top quark partner?

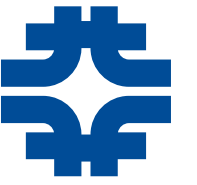


CMS Experiment at the LHC, CERN
Data recorded: 2016-Jun-05 03:23:15.108257 GMT
Run / Event / LS: 274422 / 979073892 / 558

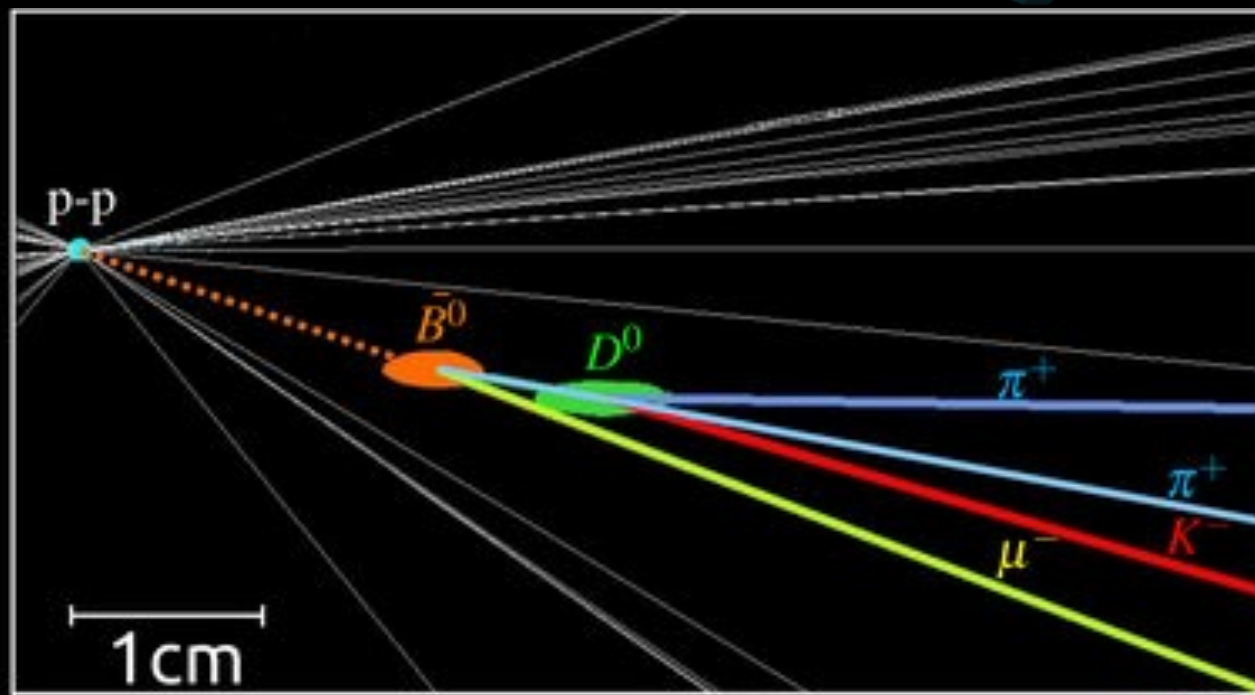
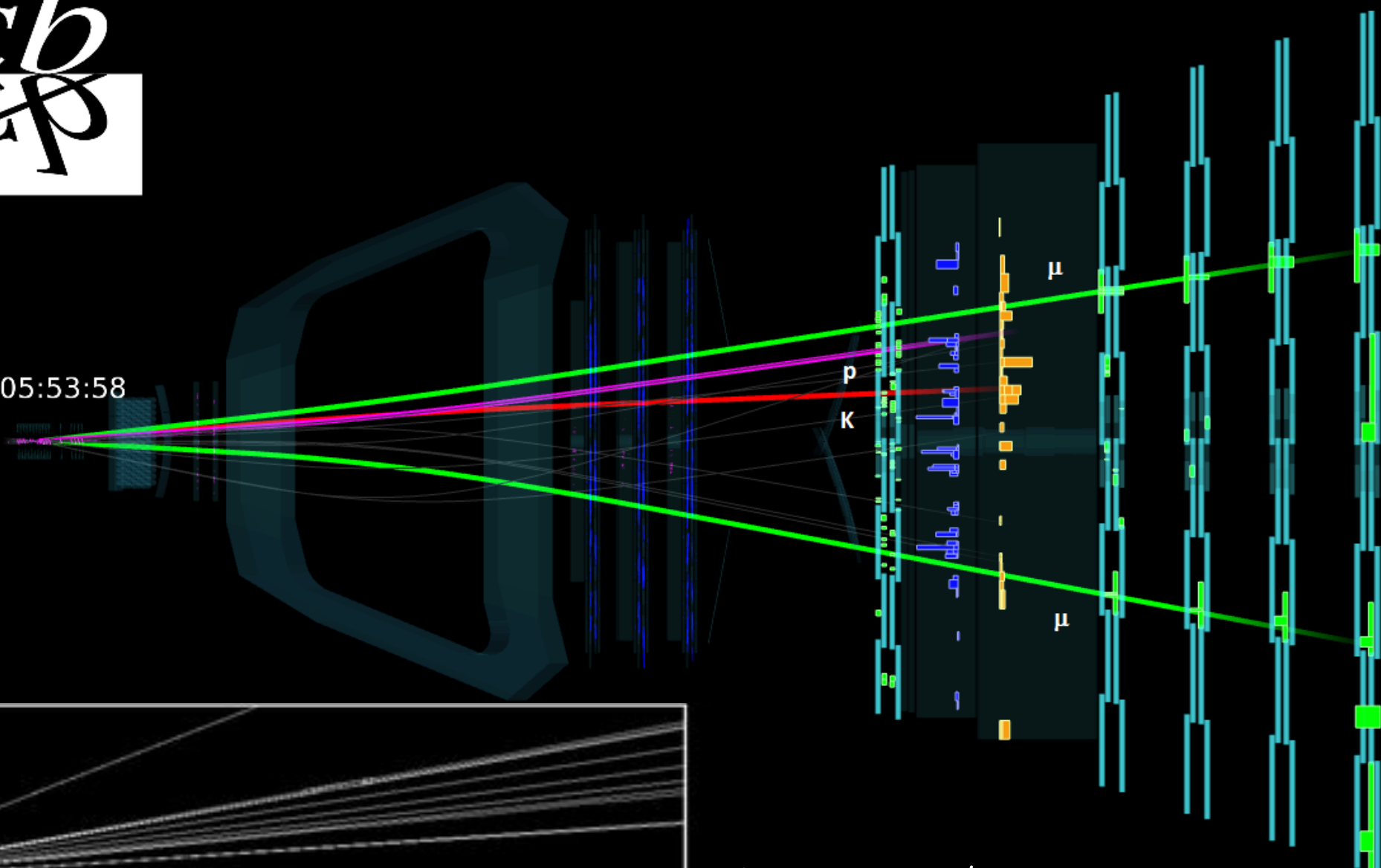
10 jets + a muon



Interesting collisions: b decays?



Event 251784647
Run 125013
Thu, 09 Aug 2012 05:53:58



$$\Lambda_b \rightarrow j/\psi p K^-$$

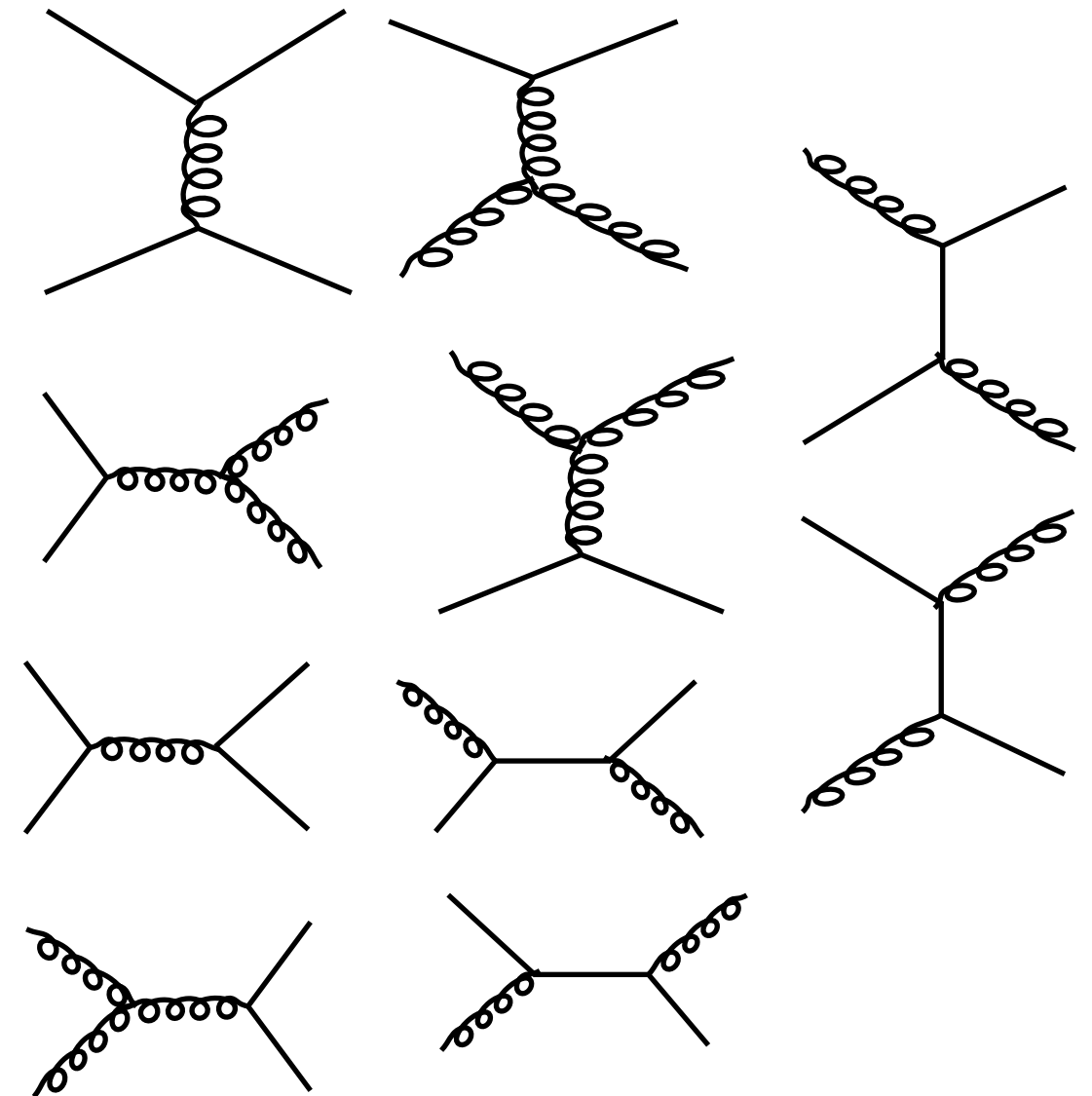
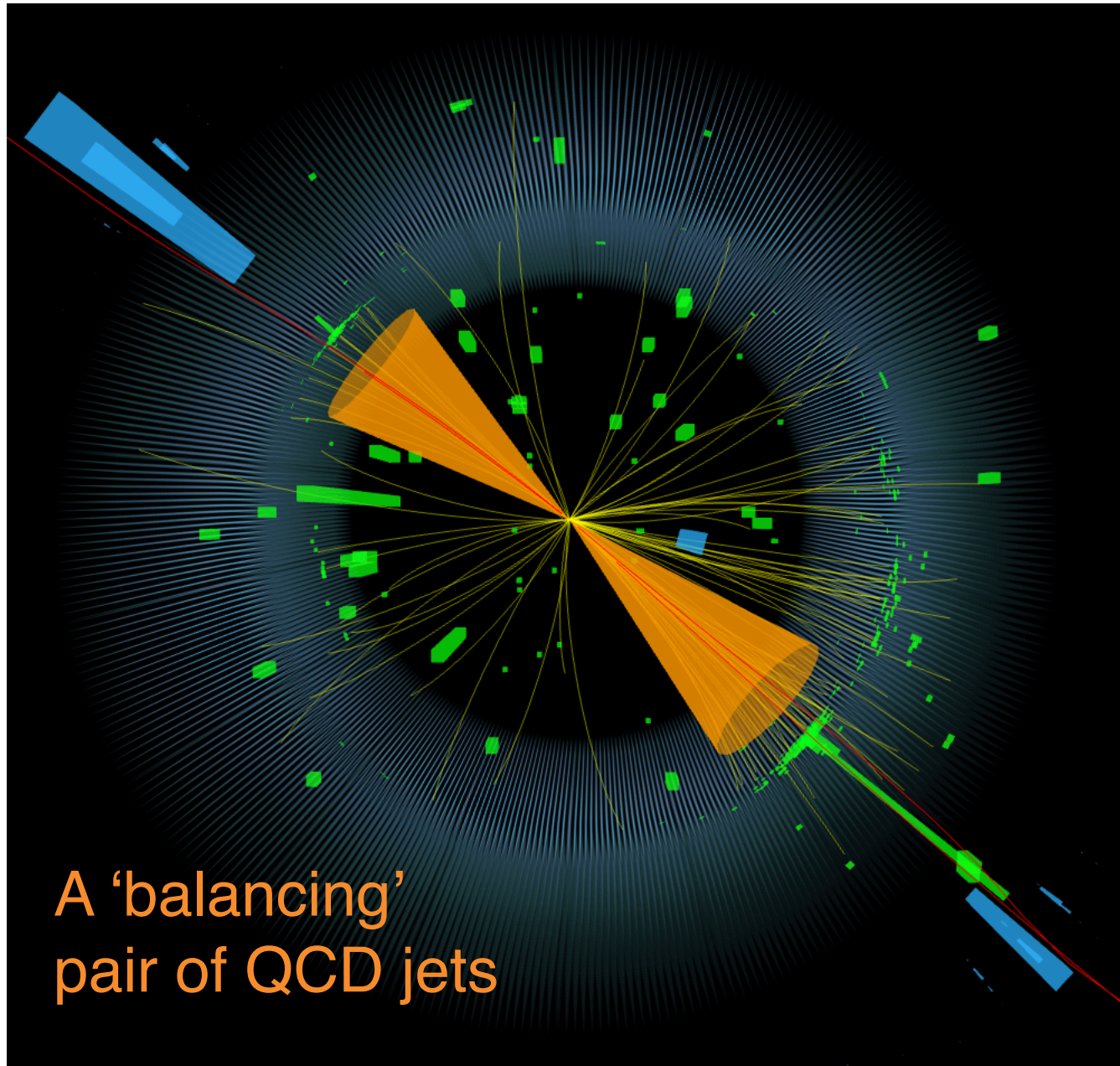
b hadron decays:

A few low-energy leptons & hadrons



Typical LHC collision: di-jets

- There are many, many ways to produce pairs of jets in LHC collisions
 - 8 gluons + 5x3 light quark combinatorics, and α_s is large!



Trade-offs of a hadron collider

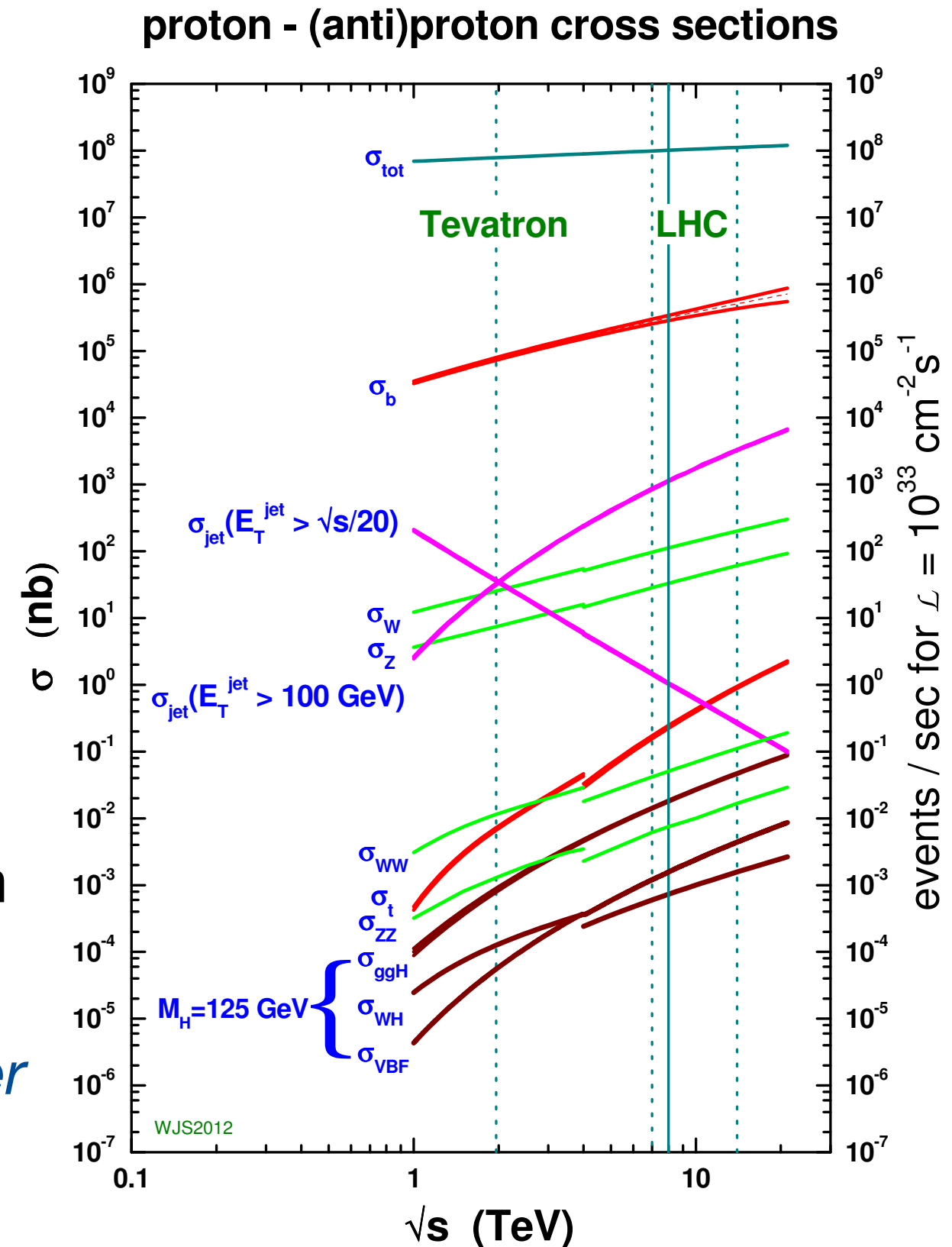


Pro: big σ & L @ HC usually mean the largest samples of target particles

Con: Soft QCD interactions dwarf the typical processes of interest

- High- p_T jet (100 GeV): 1 in 10^5
- Single W production: 1 in 10^6
- Higgs boson: 1 in a Billion
- Top partner (500 GeV): 1 / 100 Billion

Would be more convenient if our collider ONLY made B, W, Z, Higgs, BSM,



Trigger system: the next best thing



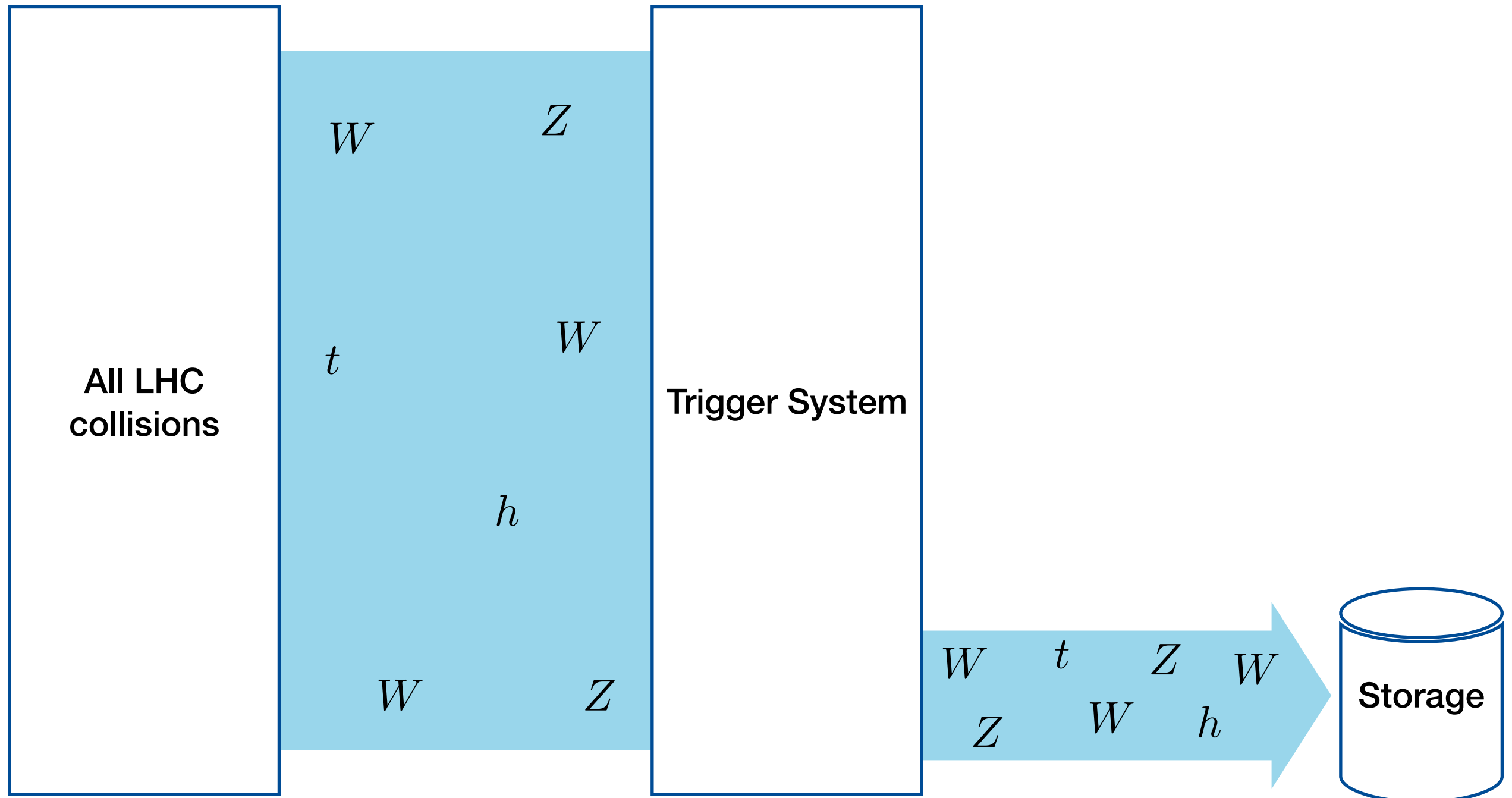
A system to filter events, recording only the “signatures of interest”
(Ideally $\epsilon_B \sim 10^{-5}$ and $\epsilon_S \sim 1$)

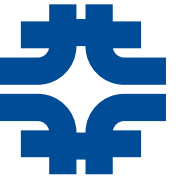


Trigger system: the next best thing



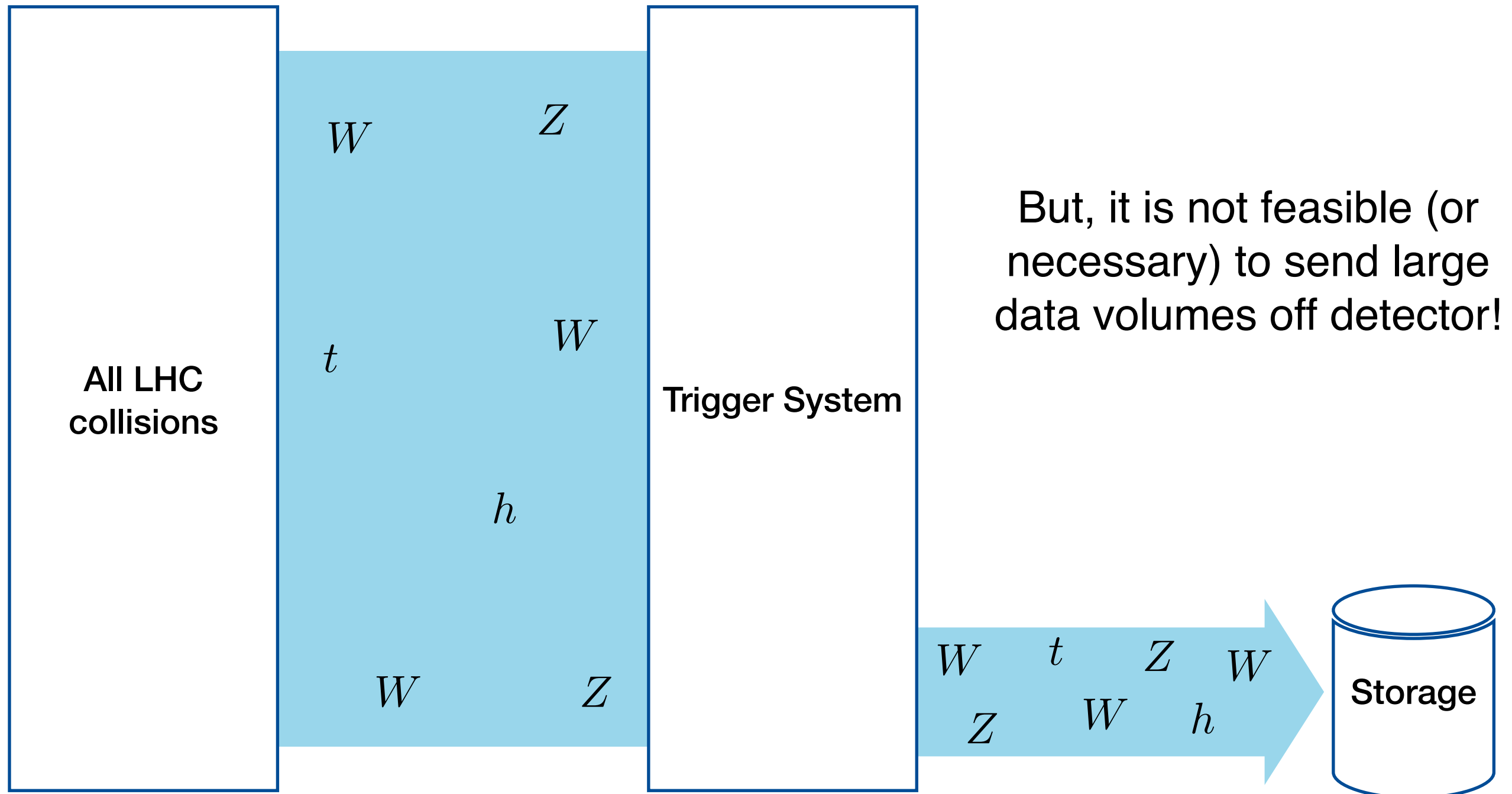
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Trigger system: the next best thing

A system to filter events, recording only the “signatures of interest”
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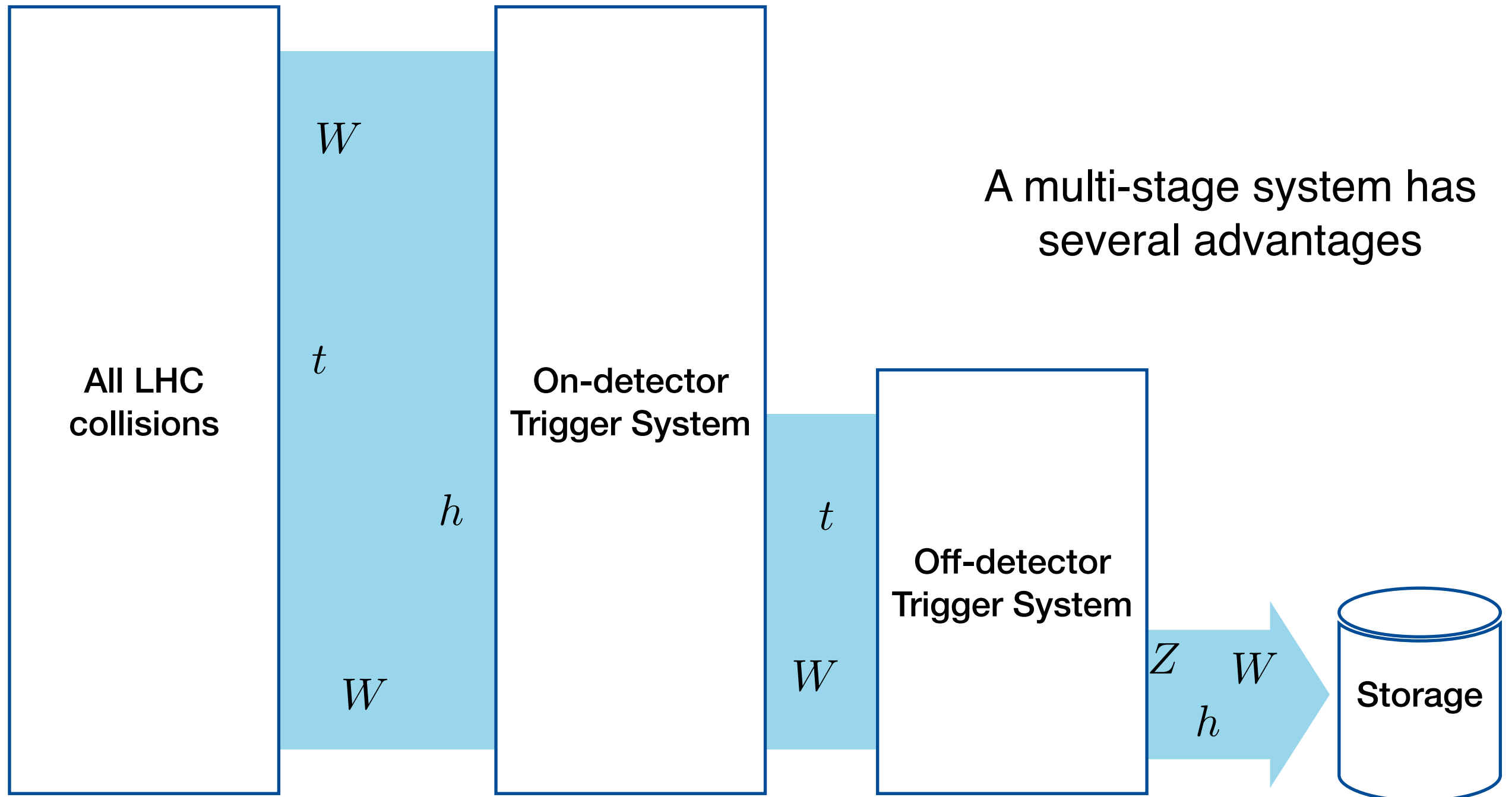


Trigger system: the next best thing

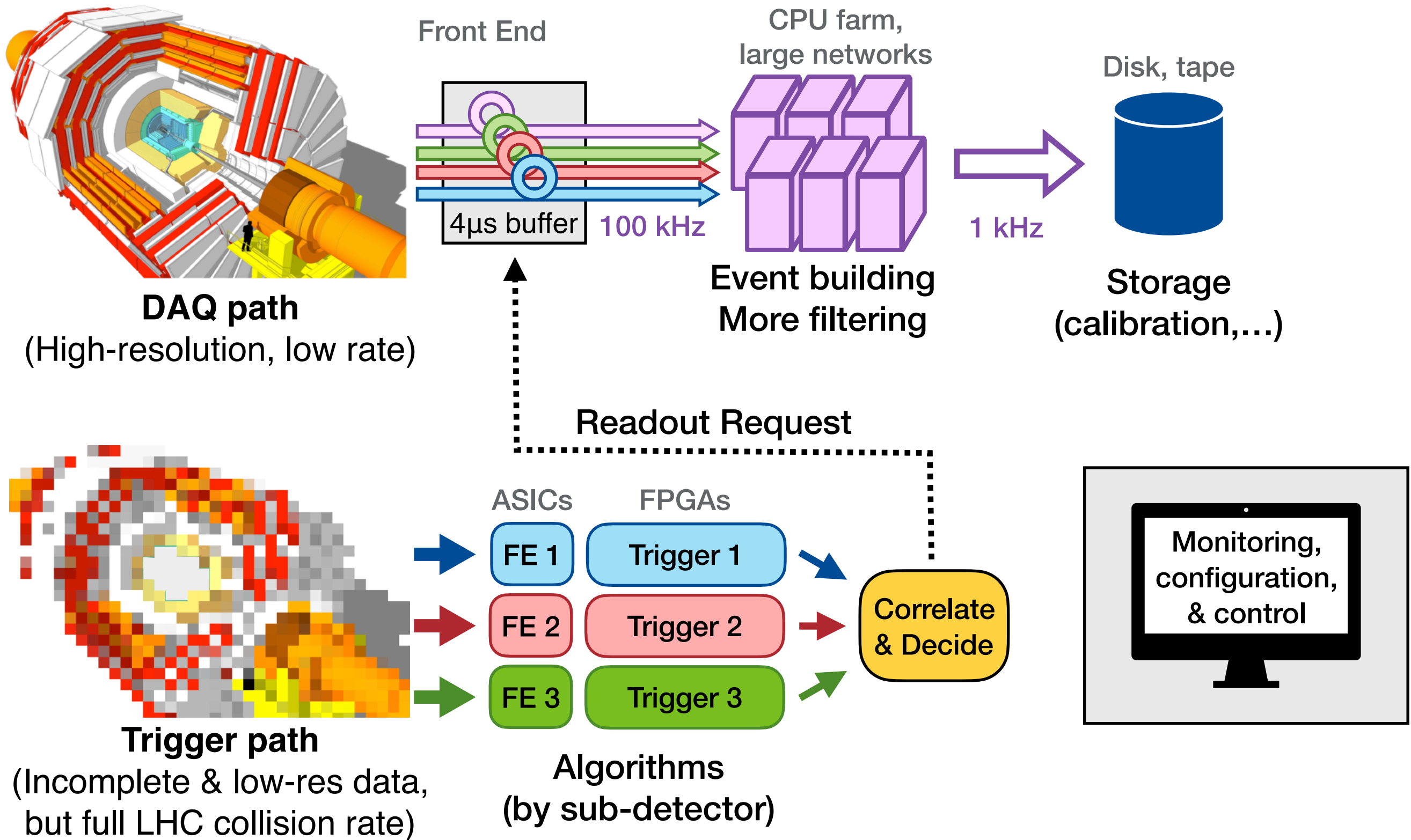


A system to filter events, recording only the “signatures of interest”

(Ideally $\epsilon_B \sim 10^{-5}$ and $\epsilon_S \sim 1$)



Adding a little more realism



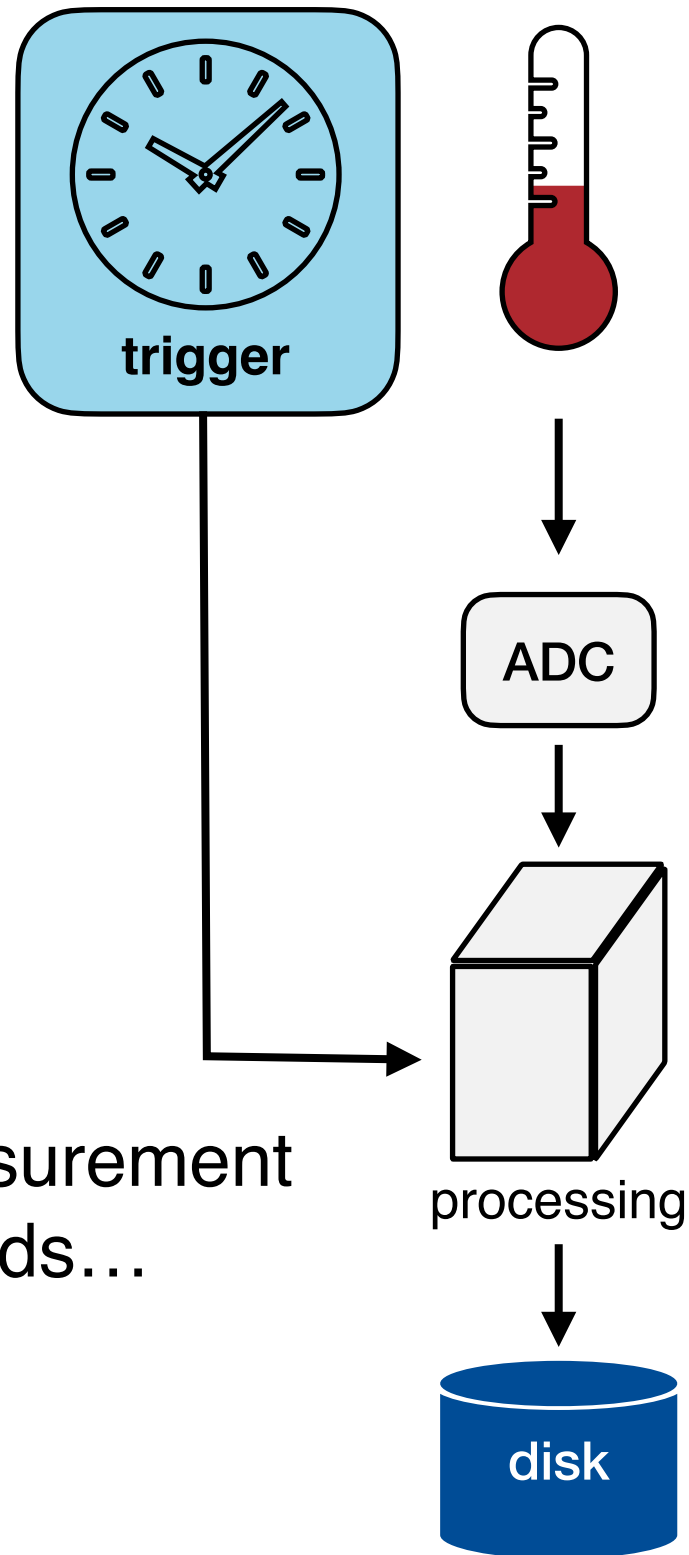
Some approximate numbers from ATLAS/CMS

Plan



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The simplest DAQ



Measure a **temperature** (e.g.)
at fixed frequency

Analogue to digital conversion,
digitize signal (“front end electronics”)

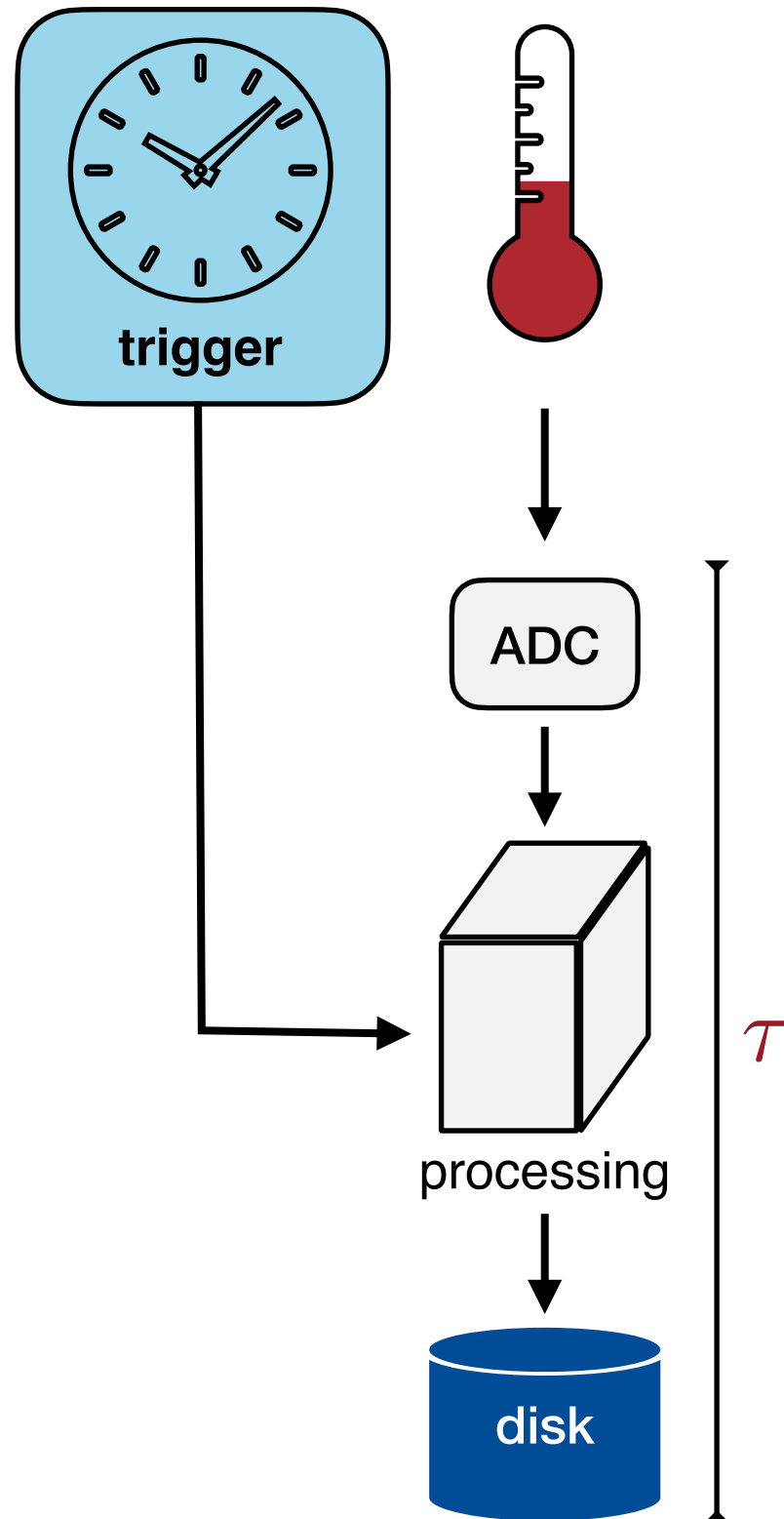
CPU for readout and processing

Write results to storage

Trigger a measurement
every N seconds...



The simplest DAQ



How often can we make a measurement?

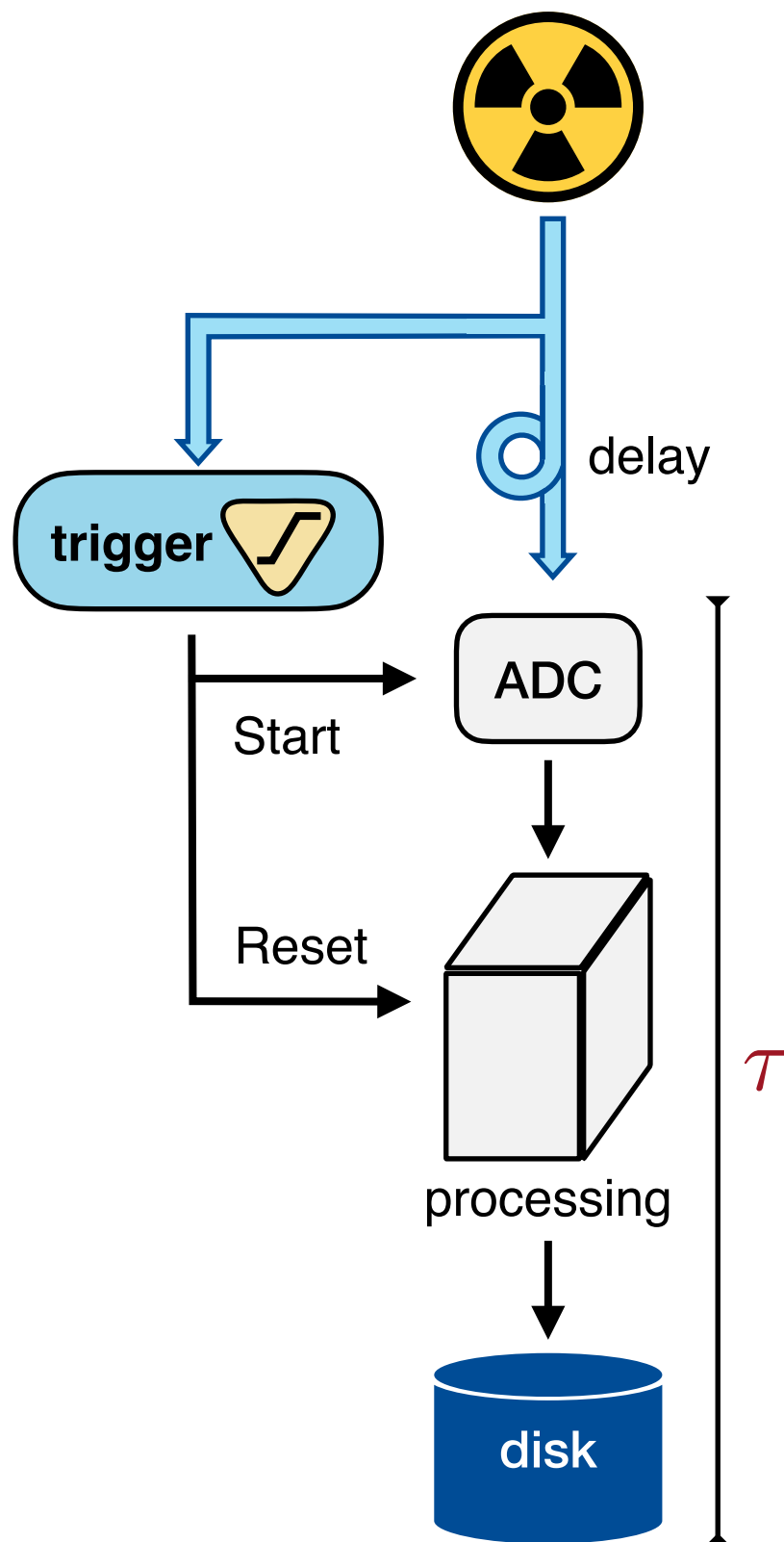
Limited by the total time to process and record the “event”:

$$\tau = \tau(\text{ADC}) + \tau(\text{process}) + \tau(\text{write})$$

Triggering a measurement each τ , leads to a maximum rate of $R=1/\tau$

$$\text{E.g. } \tau=1\text{ms} \rightarrow R = 1\text{kHz}$$

Simple DAQ, with a 'real' trigger



Consider instead events that occur **asynchronously, and unpredictably** (e.g. radioactive decay)

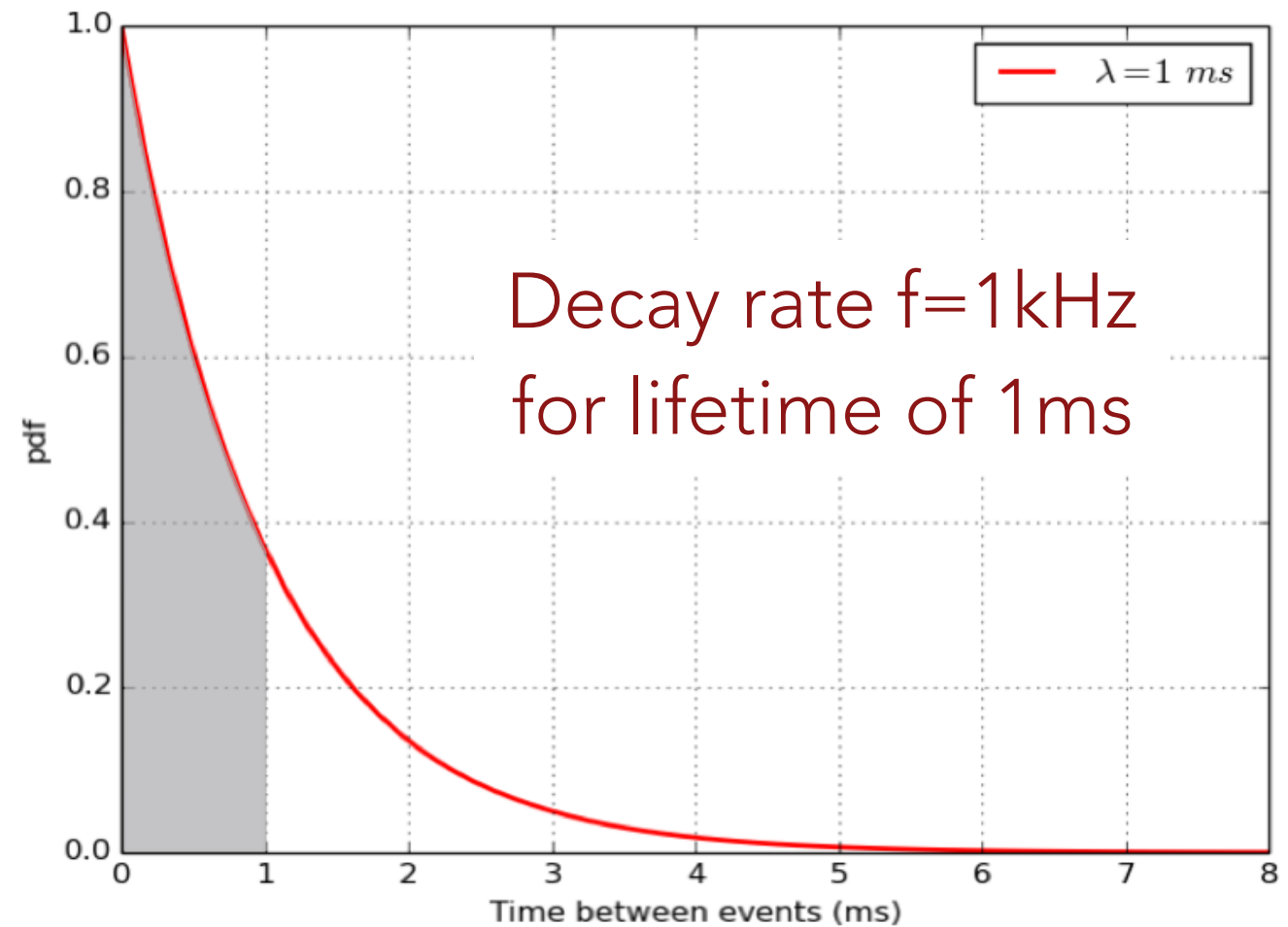
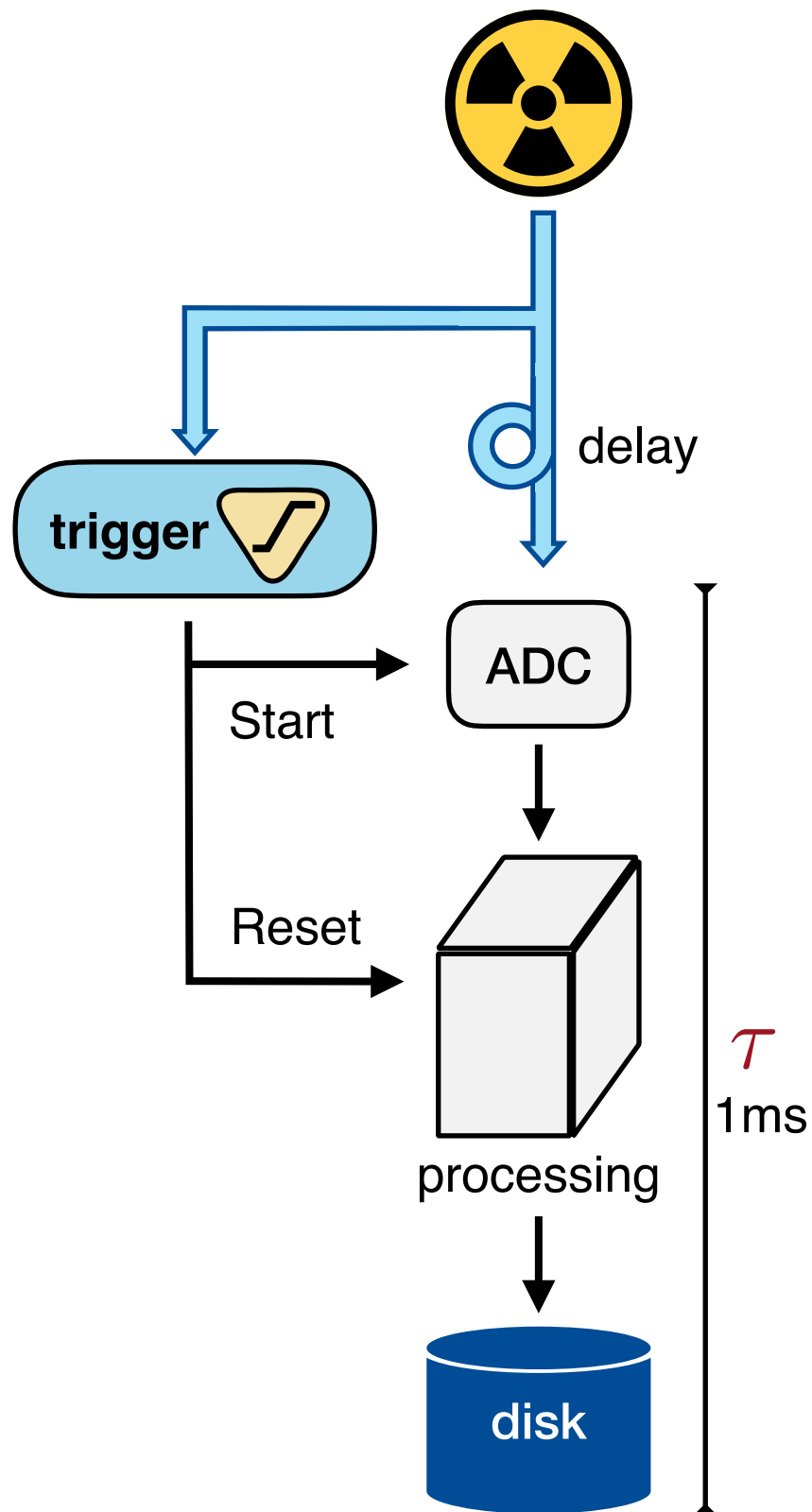
Delay signal, to account for **trigger latency**

Discriminator triggers data collection on a pulse's rising edge

- Start ADC readout
- Ensure CPU is ready to receive

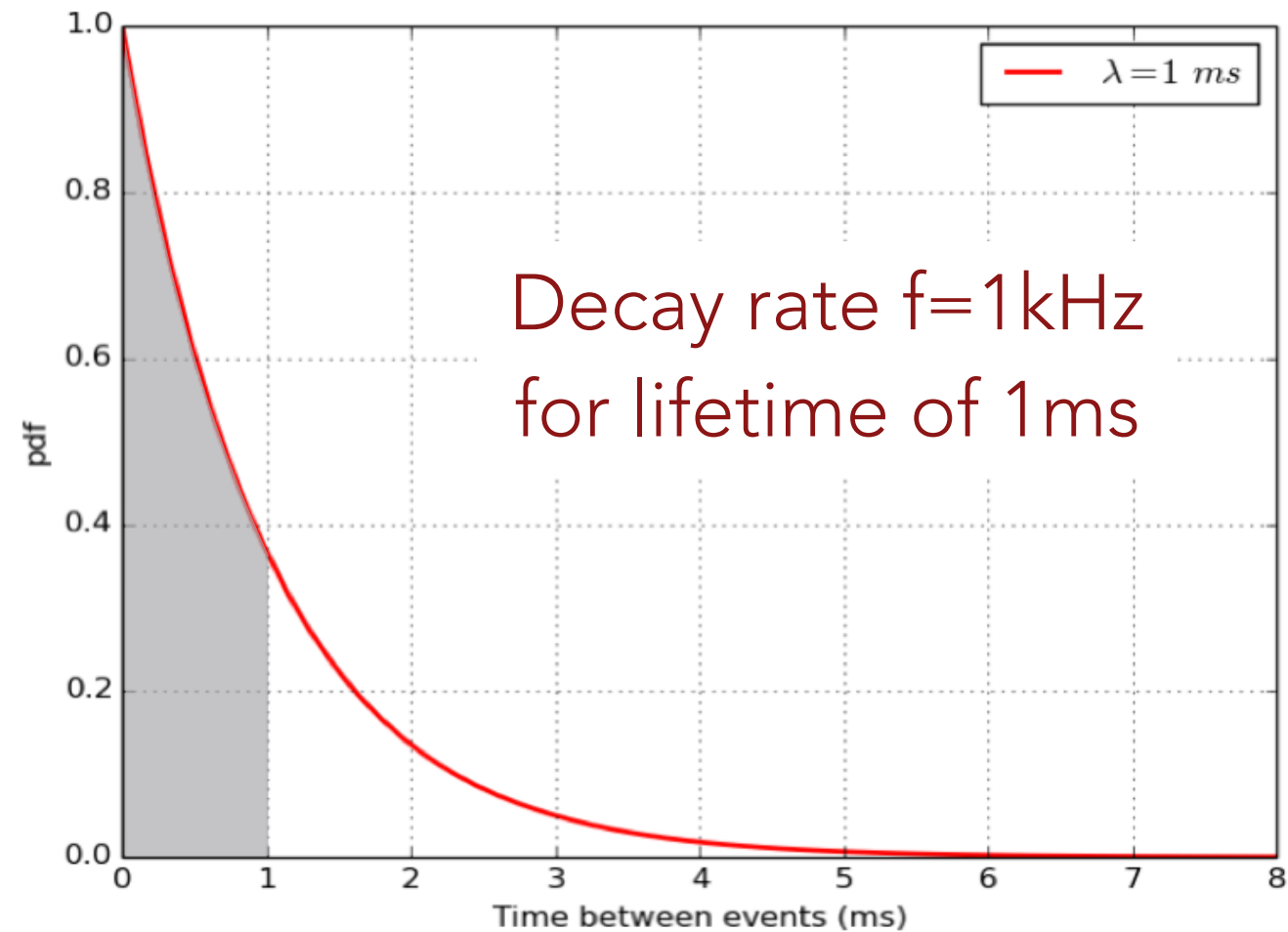
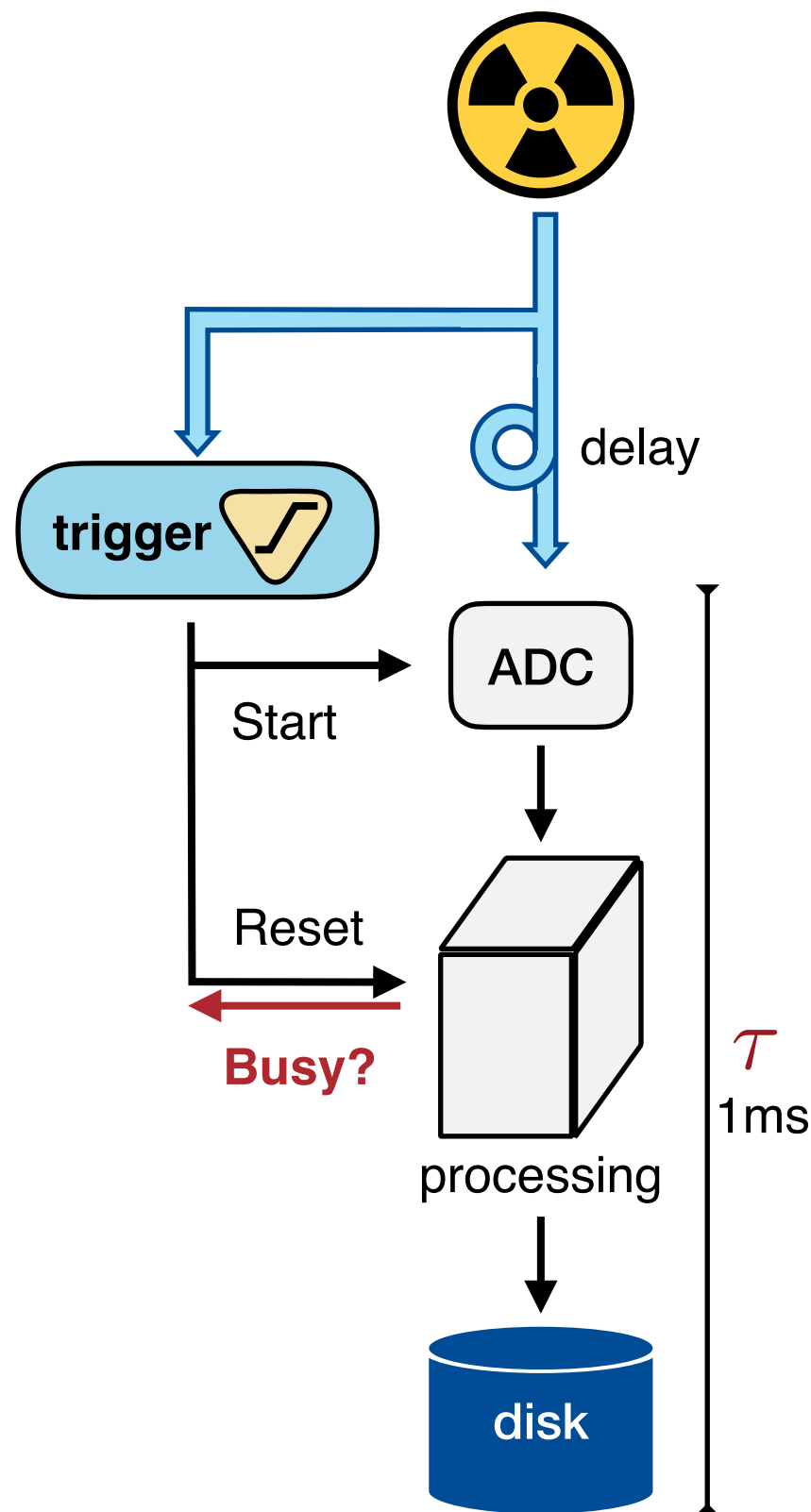
How often can we make a measurement?

Simple DAQ, with a 'real' trigger



What if a new signal arrives with $\Delta t < \tau$?

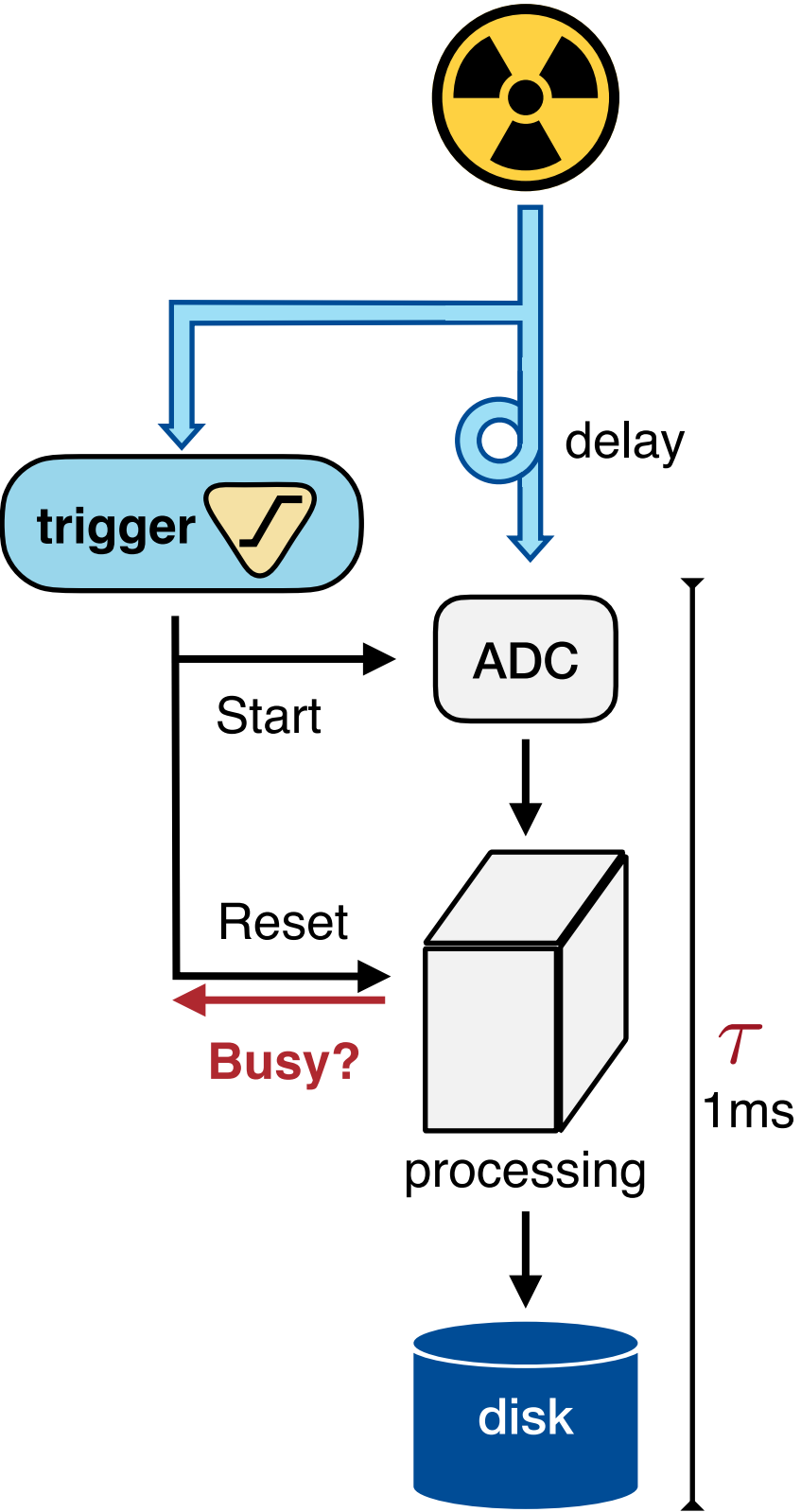
Simple DAQ, with a 'real' trigger



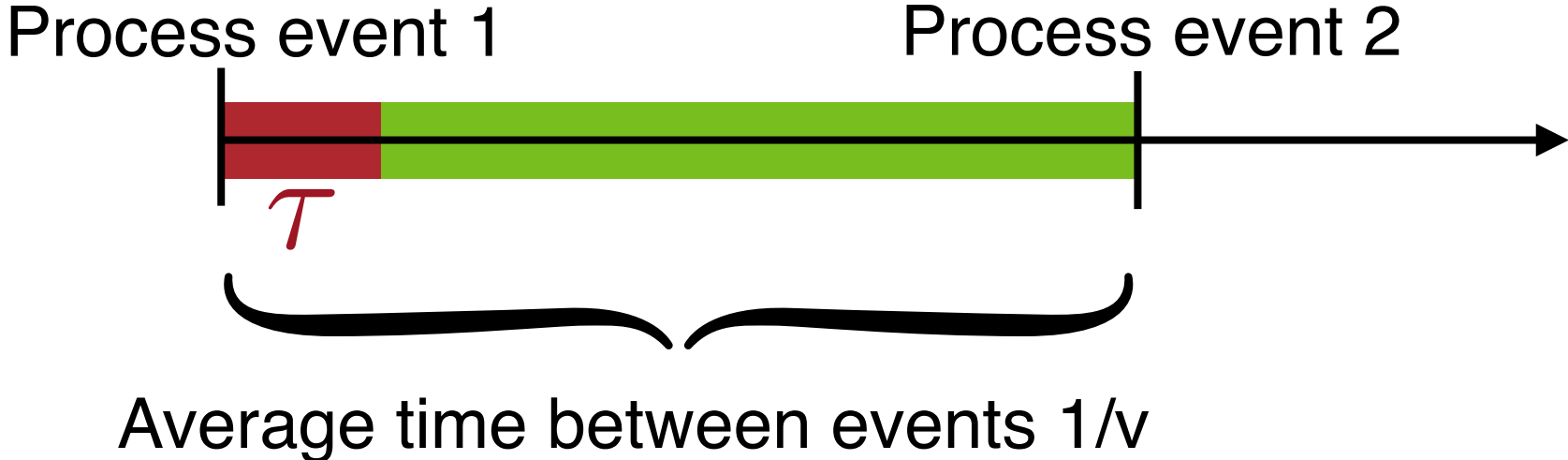
What if a new signal arrives with $\Delta t < \tau$?

“Dead time” τ : time to processes an event, before system can handle new triggers

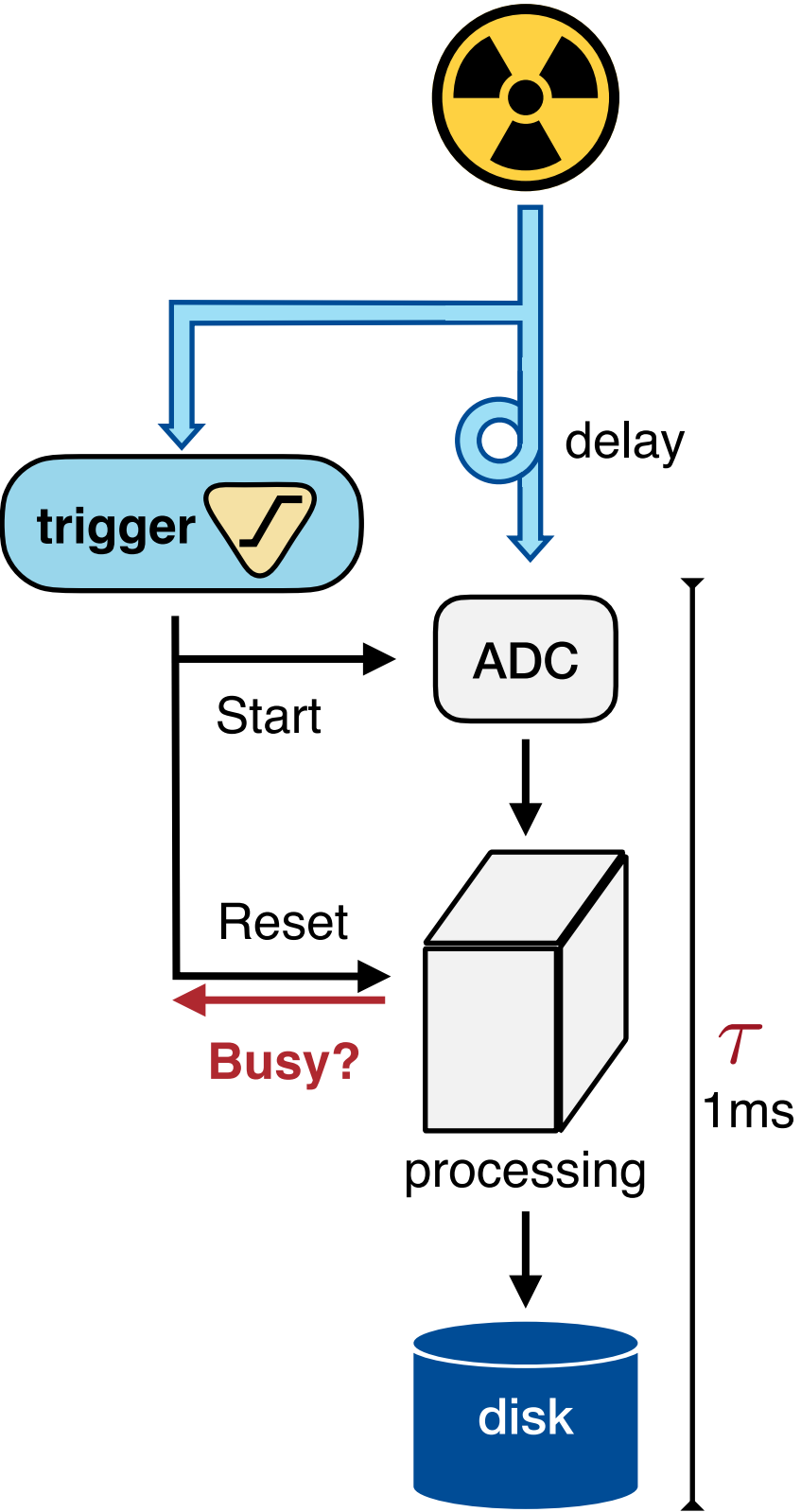
Simple DAQ, with a 'real' trigger



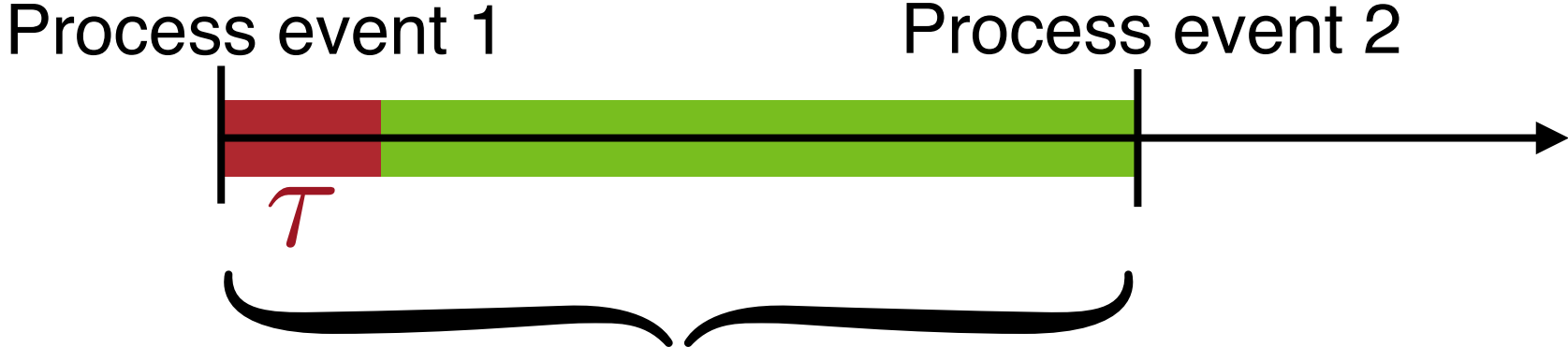
What is the *actual DAQ rate* $\nu = f * P(\text{free})$?



Simple DAQ, with a 'real' trigger



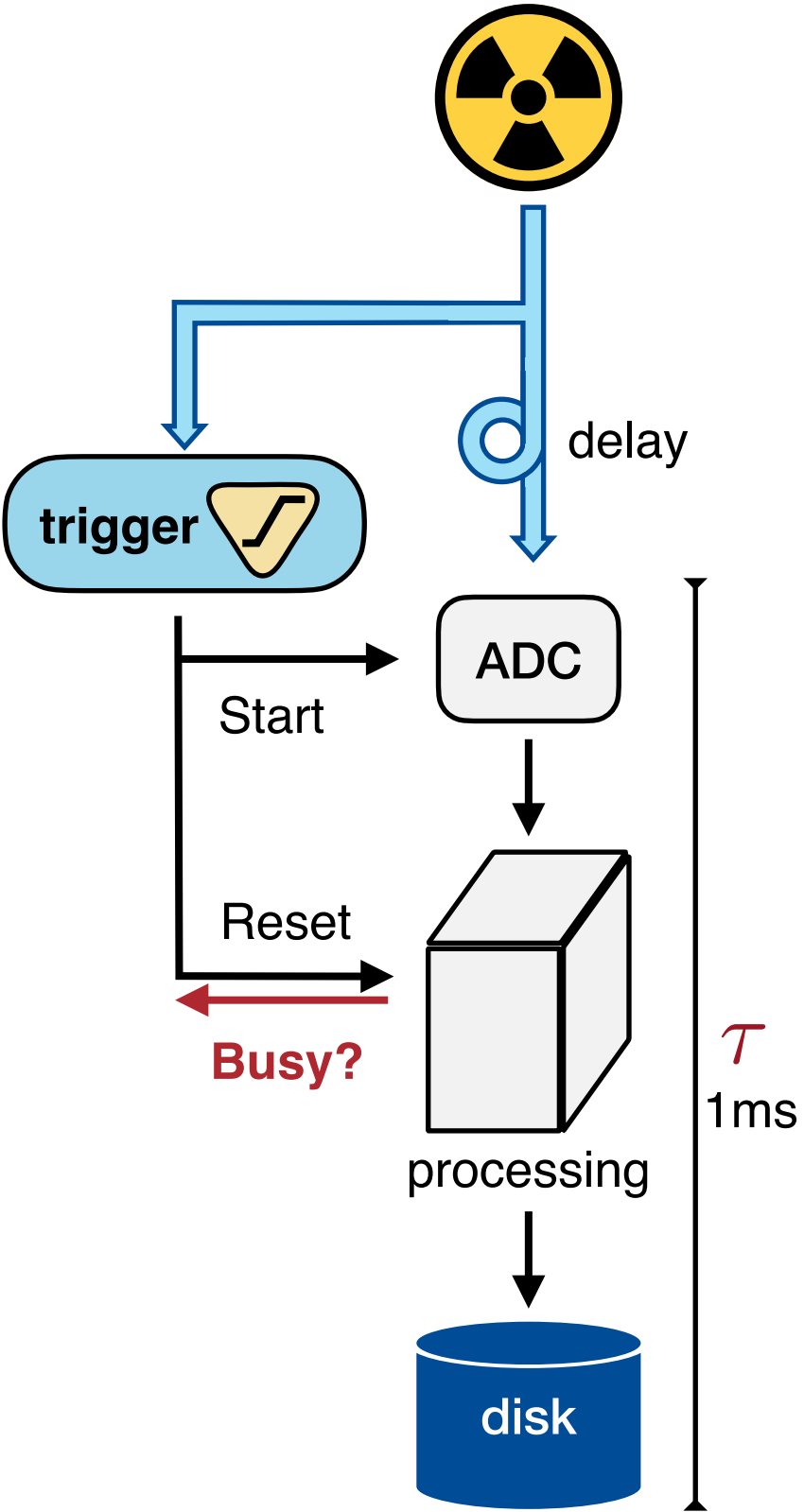
What is the *actual DAQ rate* $v = f * P(\text{free})$?



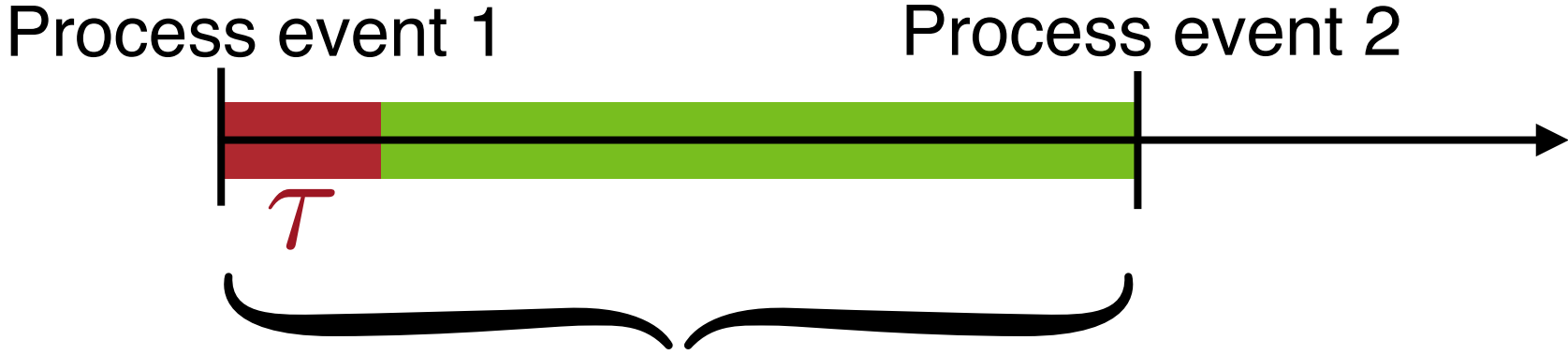
Average time between events $1/v$

$$P(\text{busy}) = \tau / (1/v) = \tau v, \text{ and } P(\text{free}) = 1 - \tau v$$

Simple DAQ, with a 'real' trigger



What is the *actual DAQ rate* $v = f * P(\text{free})$?

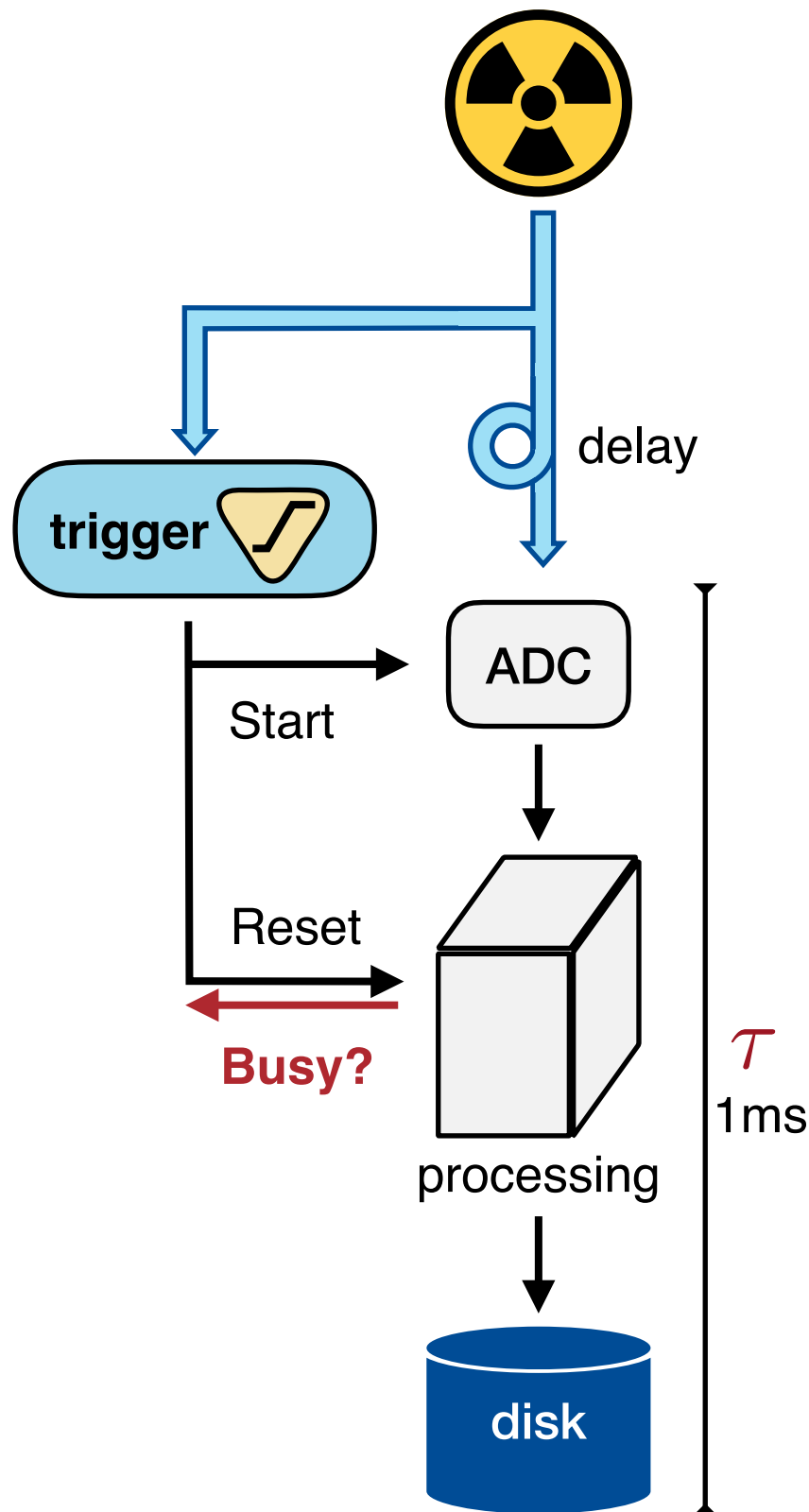


Average time between events $1/v$

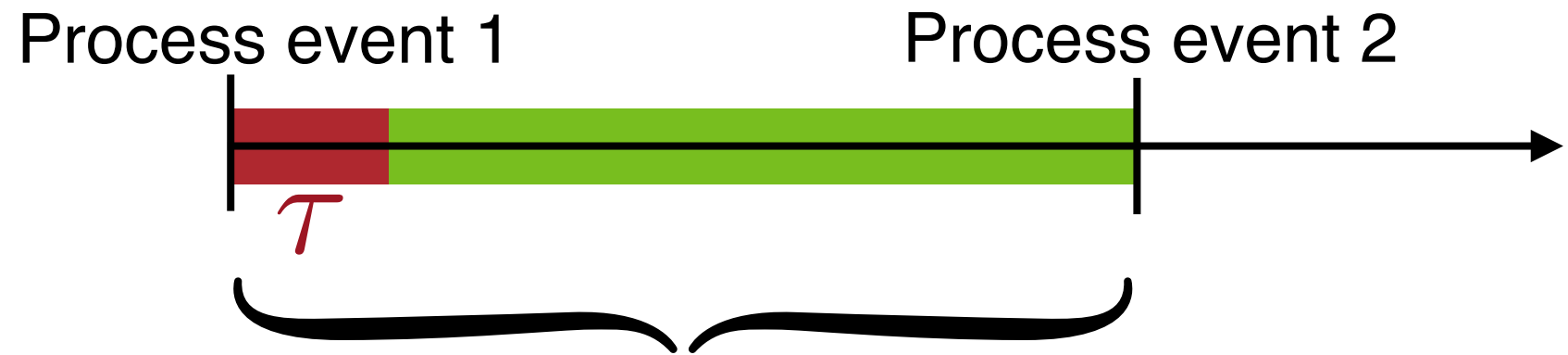
$$P(\text{busy}) = \tau / (1/v) = \tau v, \text{ and } P(\text{free}) = 1 - \tau v$$

$$\text{So the rate is given by } v = f(1 - \tau v) \rightarrow v = f / (1 + f\tau)$$

Simple DAQ, with a 'real' trigger



What is the *actual DAQ rate* $\nu = f * P(\text{free})$?



Average time between events $1/\nu$

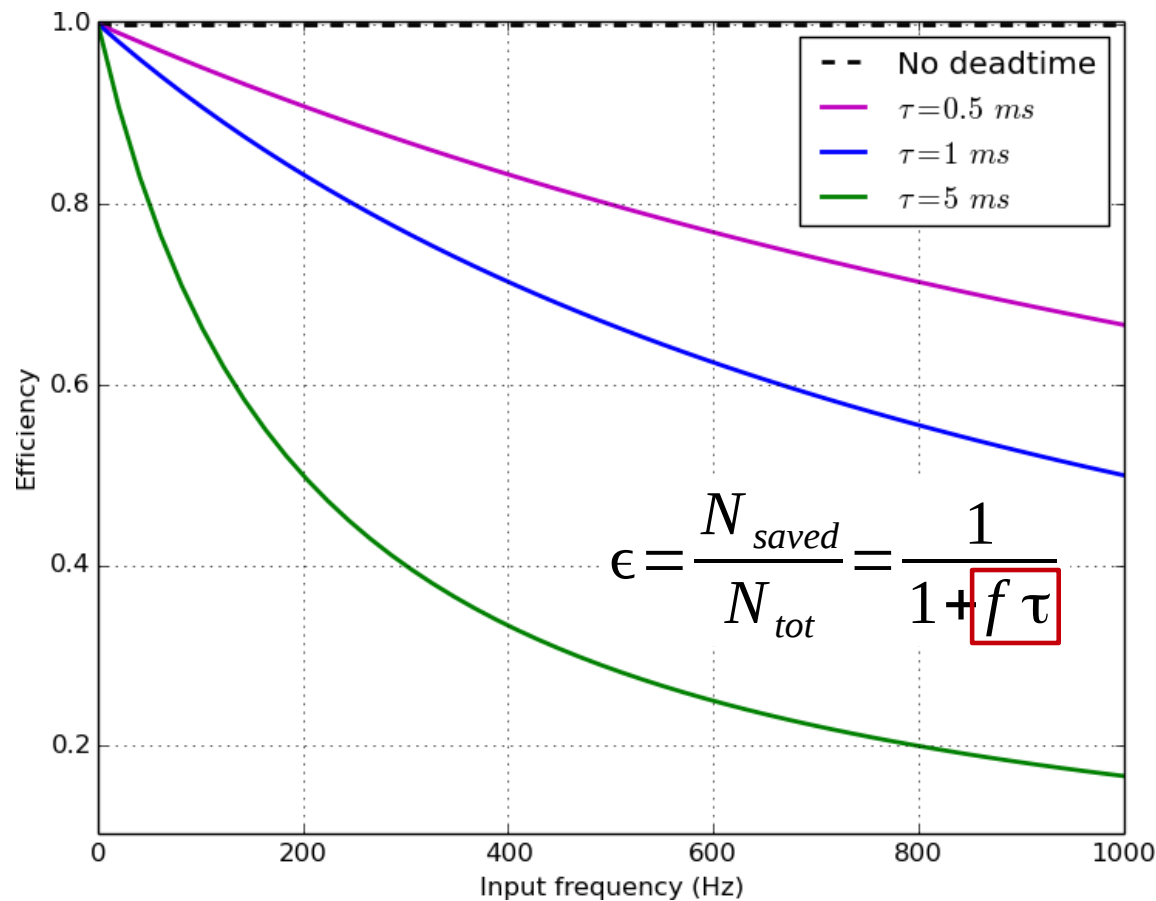
$P(\text{busy}) = \tau / (1/\nu) = \tau\nu$, and $P(\text{free}) = 1 - \tau\nu$

So the rate is given by $\nu = f(1 - \tau\nu) \rightarrow \nu = f / (1 + f\tau)$

Our example: $f = 1 \text{ kHz}$, $\tau = 1 \text{ ms} \rightarrow \nu = 0.5 \text{ kHz}$

This means a data-taking efficiency ε of 50%!!

Simple DAQ, with a 'real' trigger



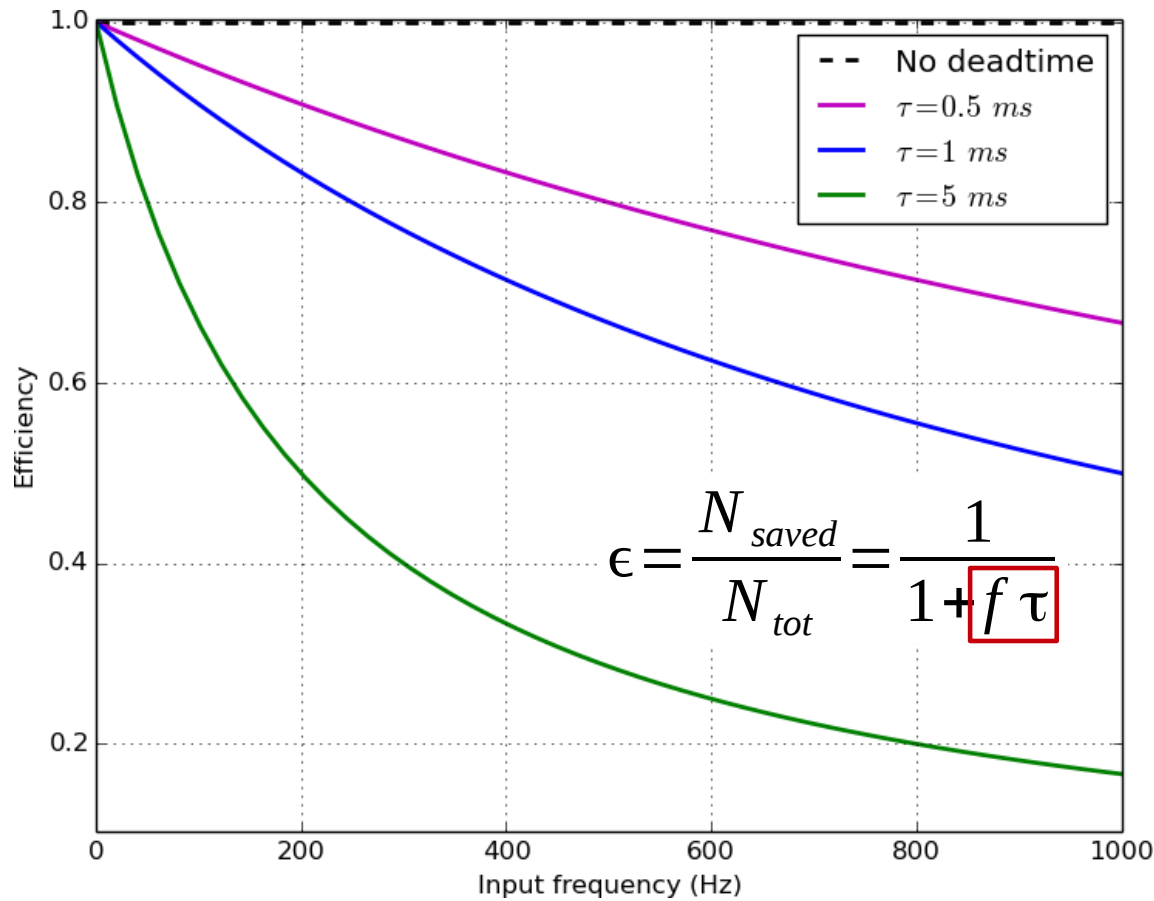
Maximize ϵ by minimizing the **dead time**.

To achieve $\epsilon > 99\%$ requires $\tau < 0.01$ ms

This is *100x more stringent* than what's required for a fixed-frequency experiment

→ **The burden of random inputs!**

Simple DAQ, with a 'real' trigger

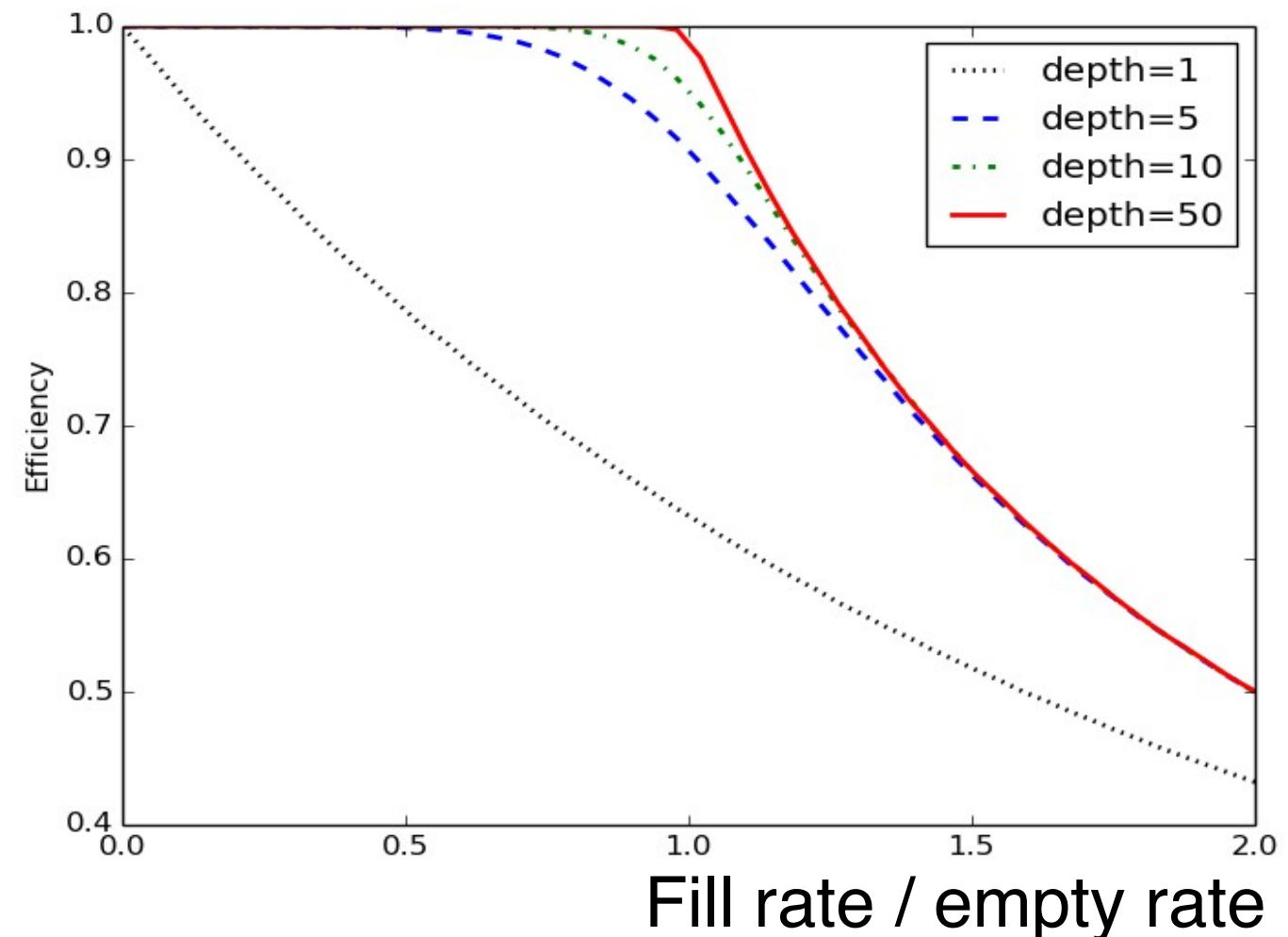


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→ **The burden of random inputs!**



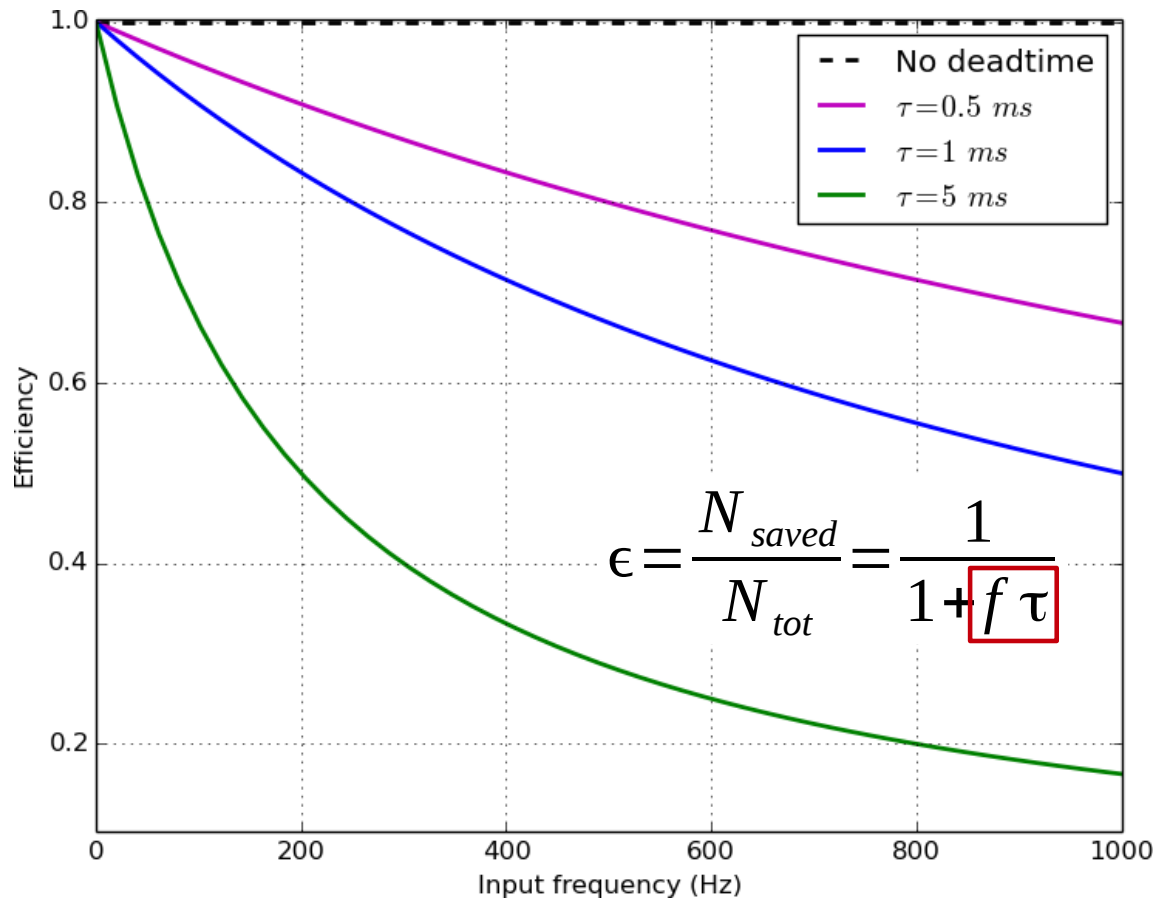
How to cope? → **De-randomization**

Queuing the data averages out the time to access



e.g. a First-In First-Out (FIFO) buffer

Simple DAQ, with a 'real' trigger



Maximize ϵ by minimizing the **dead time**.

To achieve $\epsilon > 99\%$ requires $\tau < 0.01\text{ms}$

This is *100x more stringent* than what's required for a fixed-frequency experiment

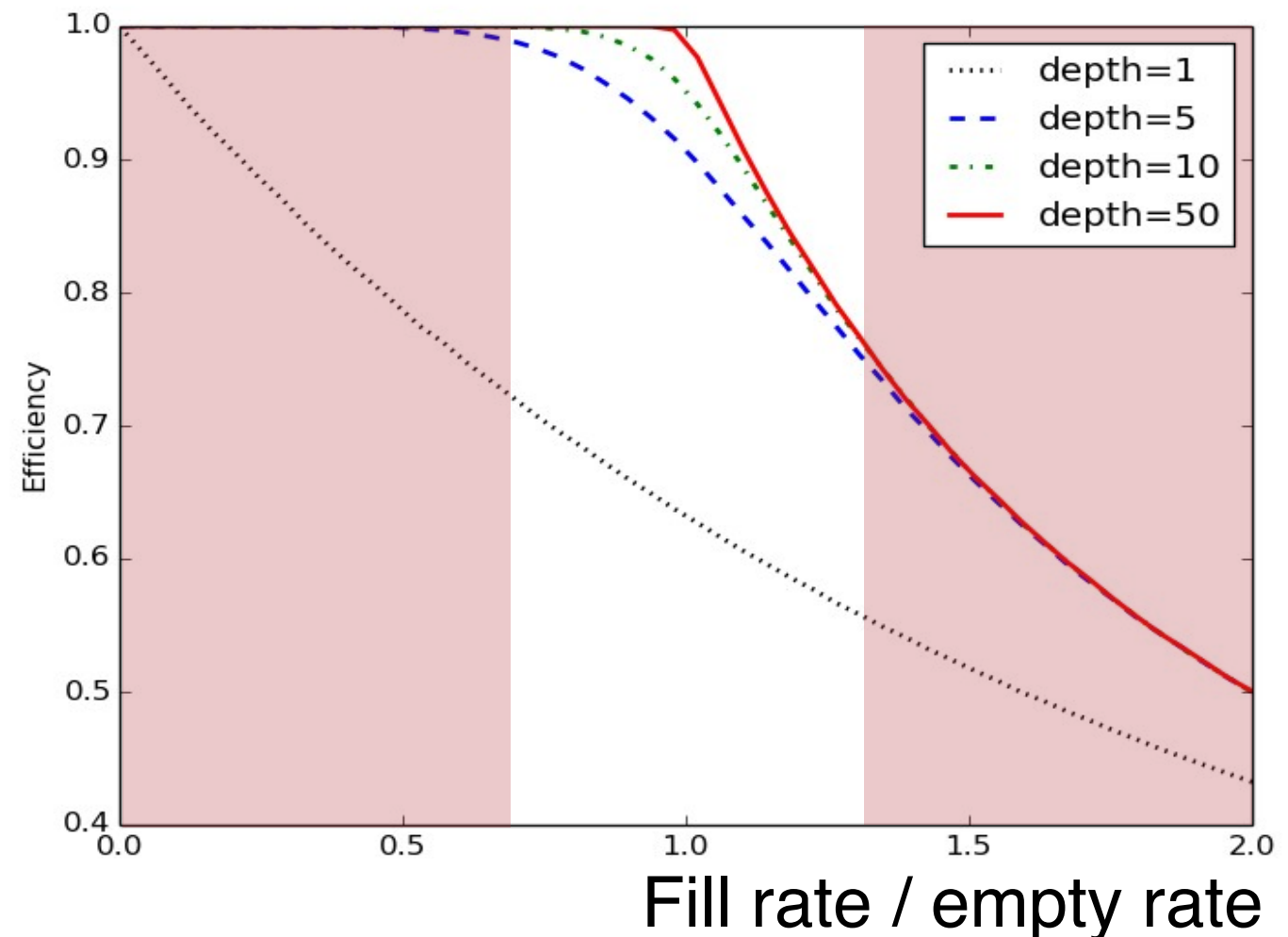
→ **The burden of random inputs!**

How to cope? → **De-randomization**

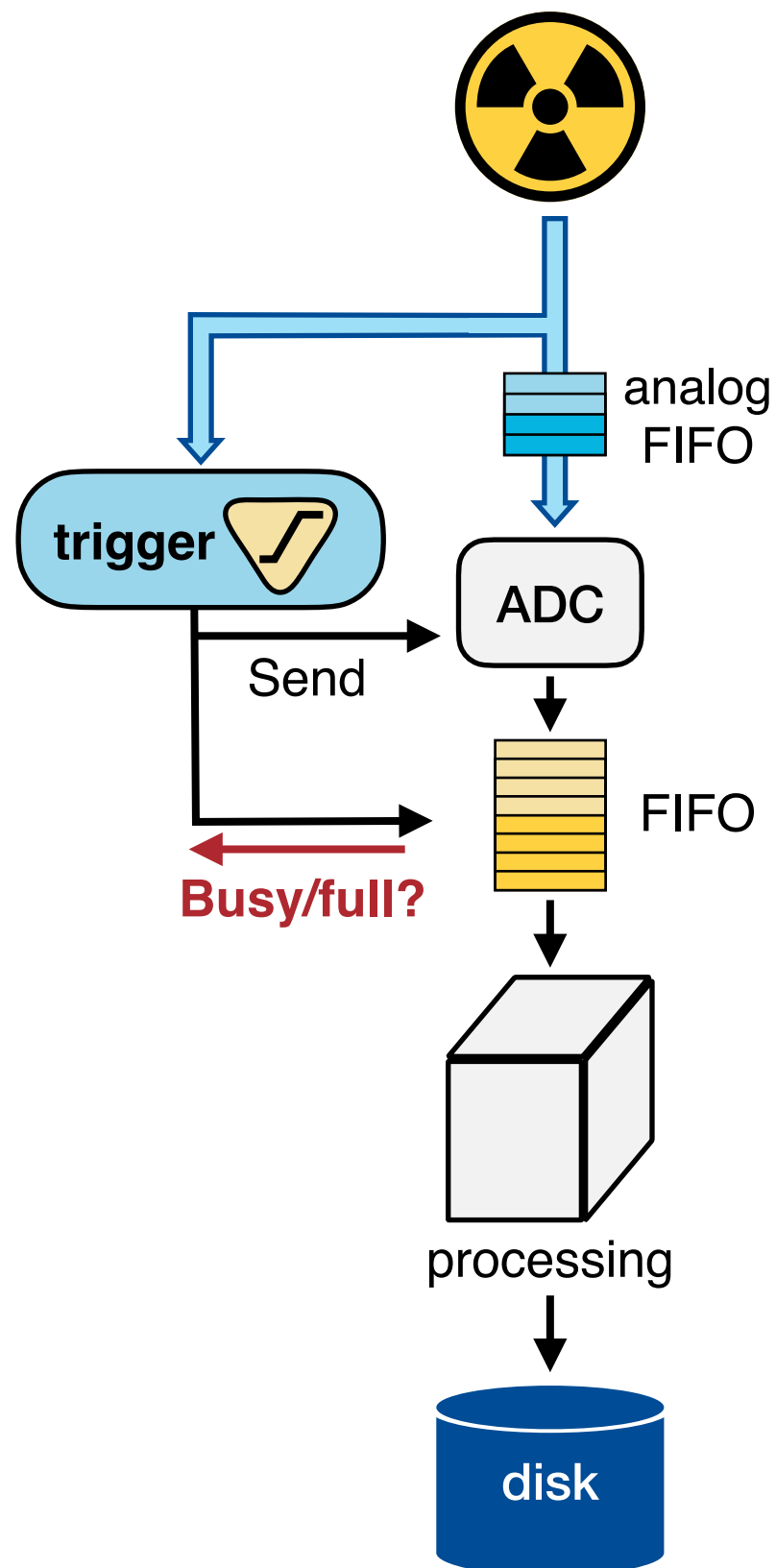
Queuing the data averages out the time to access



e.g. a First-In First-Out (FIFO) buffer

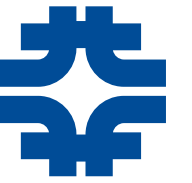


Simple DAQ, made efficient

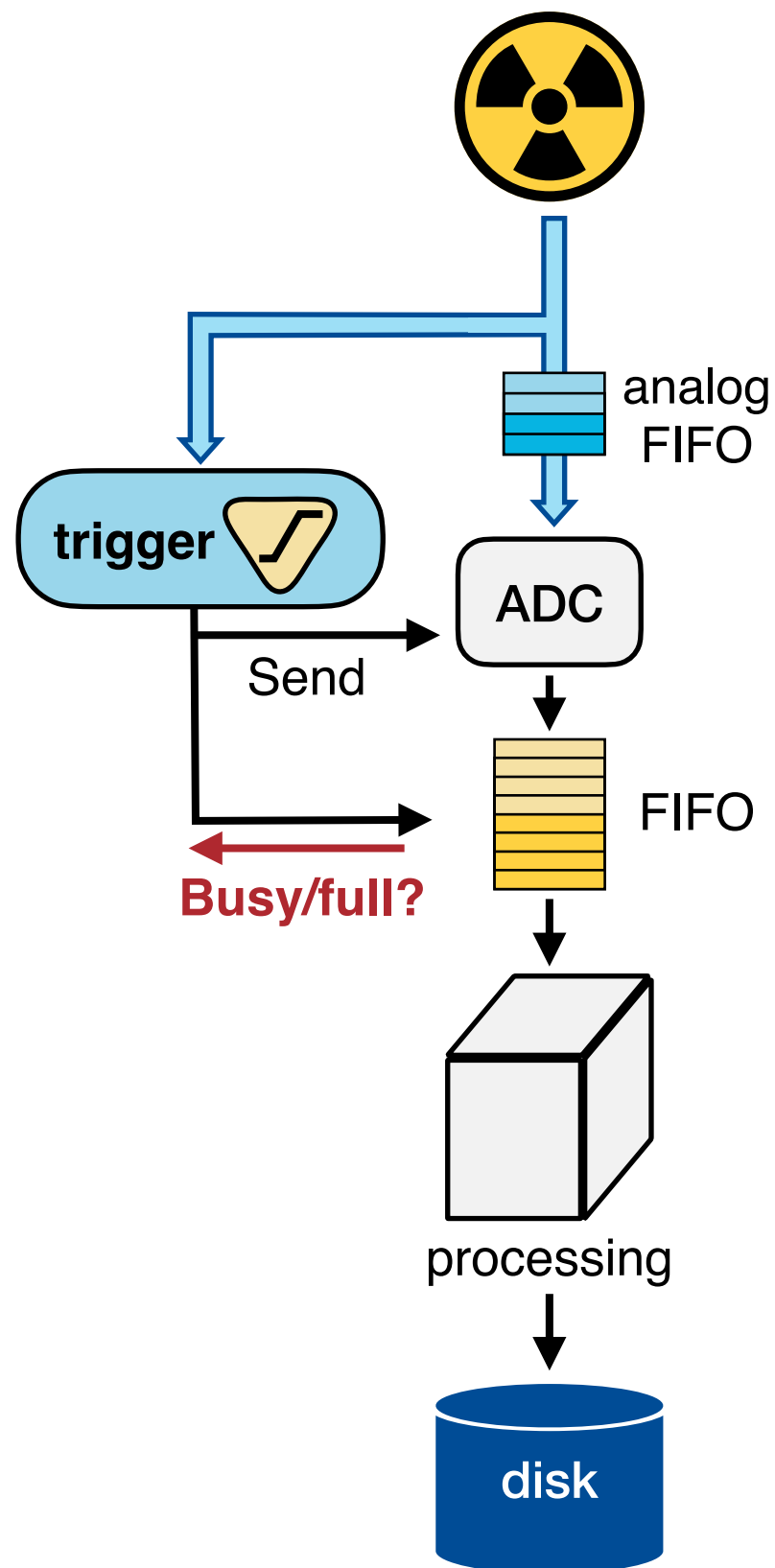


With sufficient size, buffers rarely fill

Processors can now reliably read at fixed frequency



Simple DAQ, made efficient

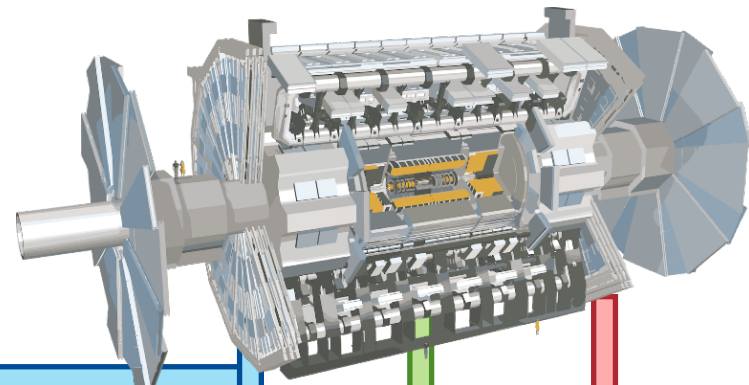


FIFOs may also be added in analog logic

With sufficient size, buffers rarely fill

Processors can now reliably read at fixed frequency

A many-channel experiment

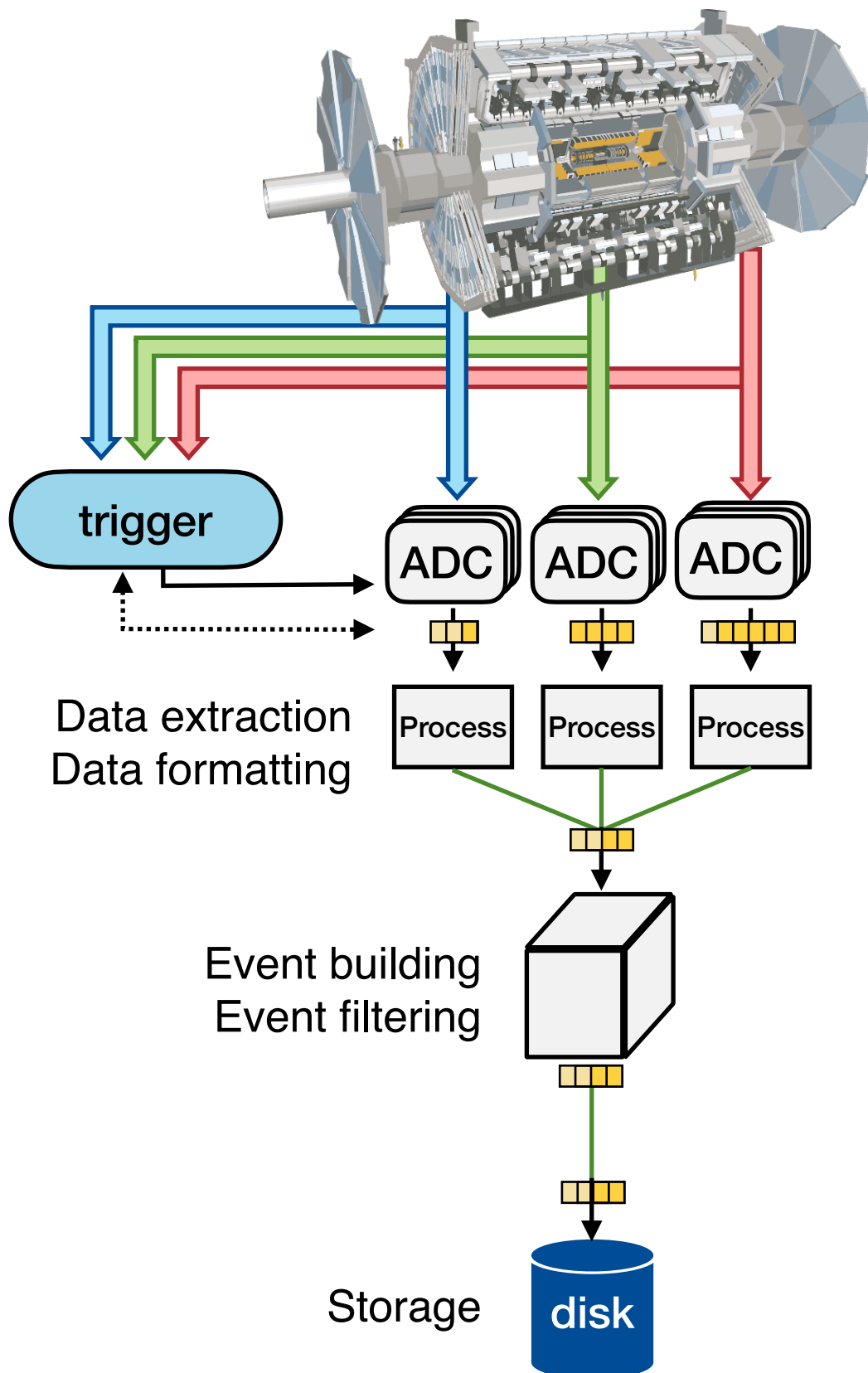


Many front-ends with buffers of various depths

FIFOs throughout the DAQ system

Back-pressure may propagate up the readout chain

(Where did it originate? → Monitoring!)



Ex. dead time at ATLAS



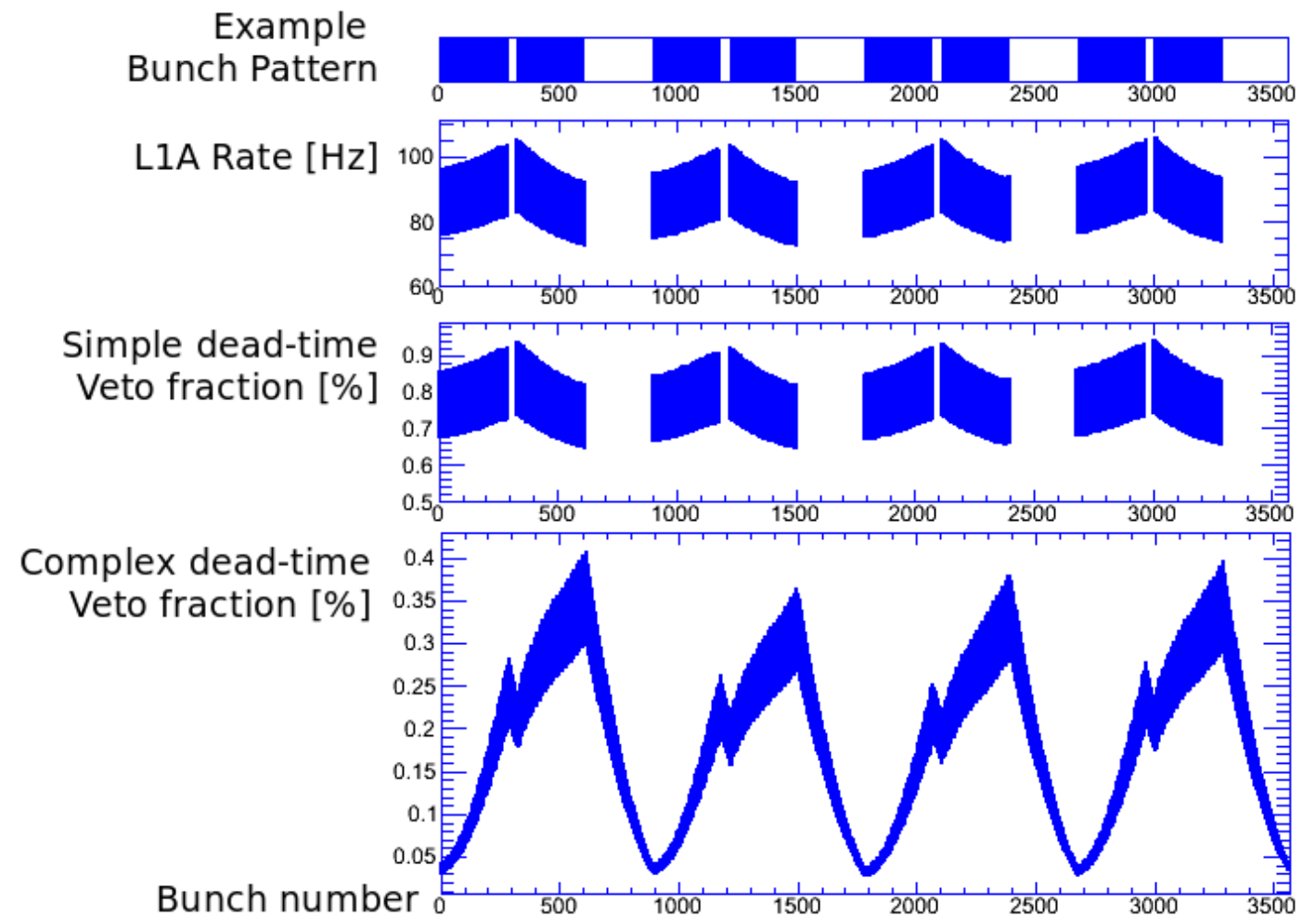
Simple veto:

Skip N bunches after accept

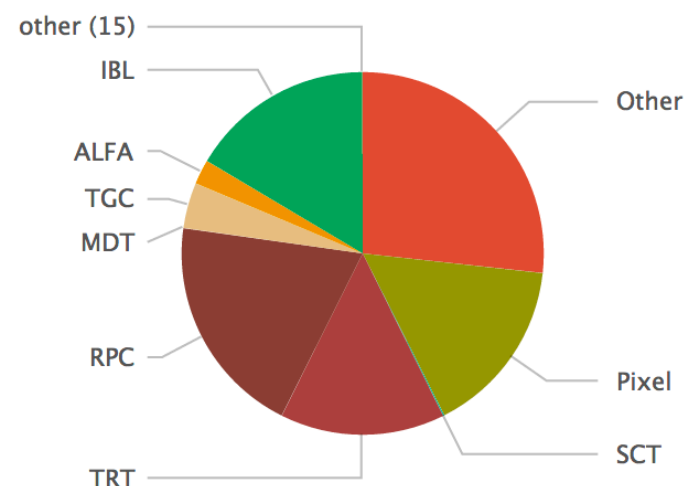
Complex veto: "Leaky bucket"

Bucket fills on each accept

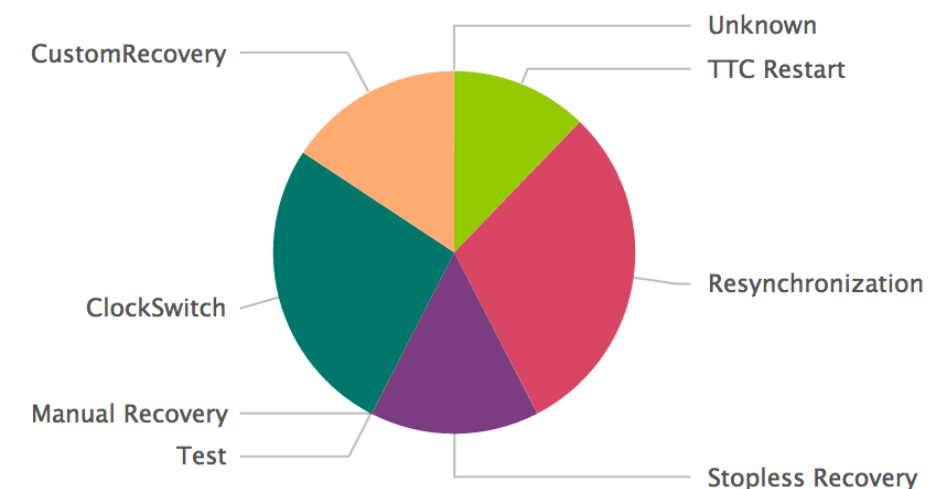
Assume a fixed drain rate



Trigger Held by System

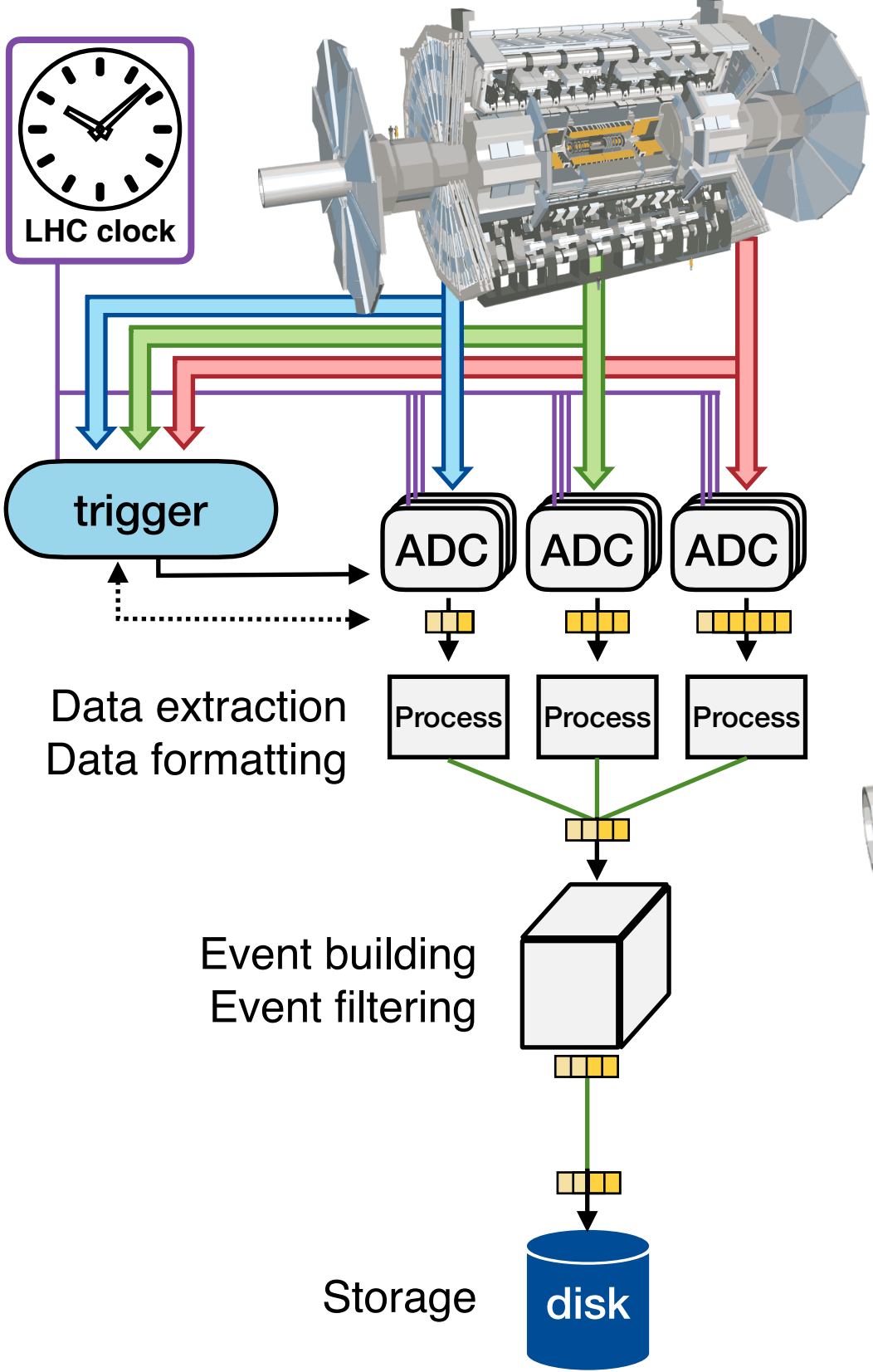


Trigger Held by Reason

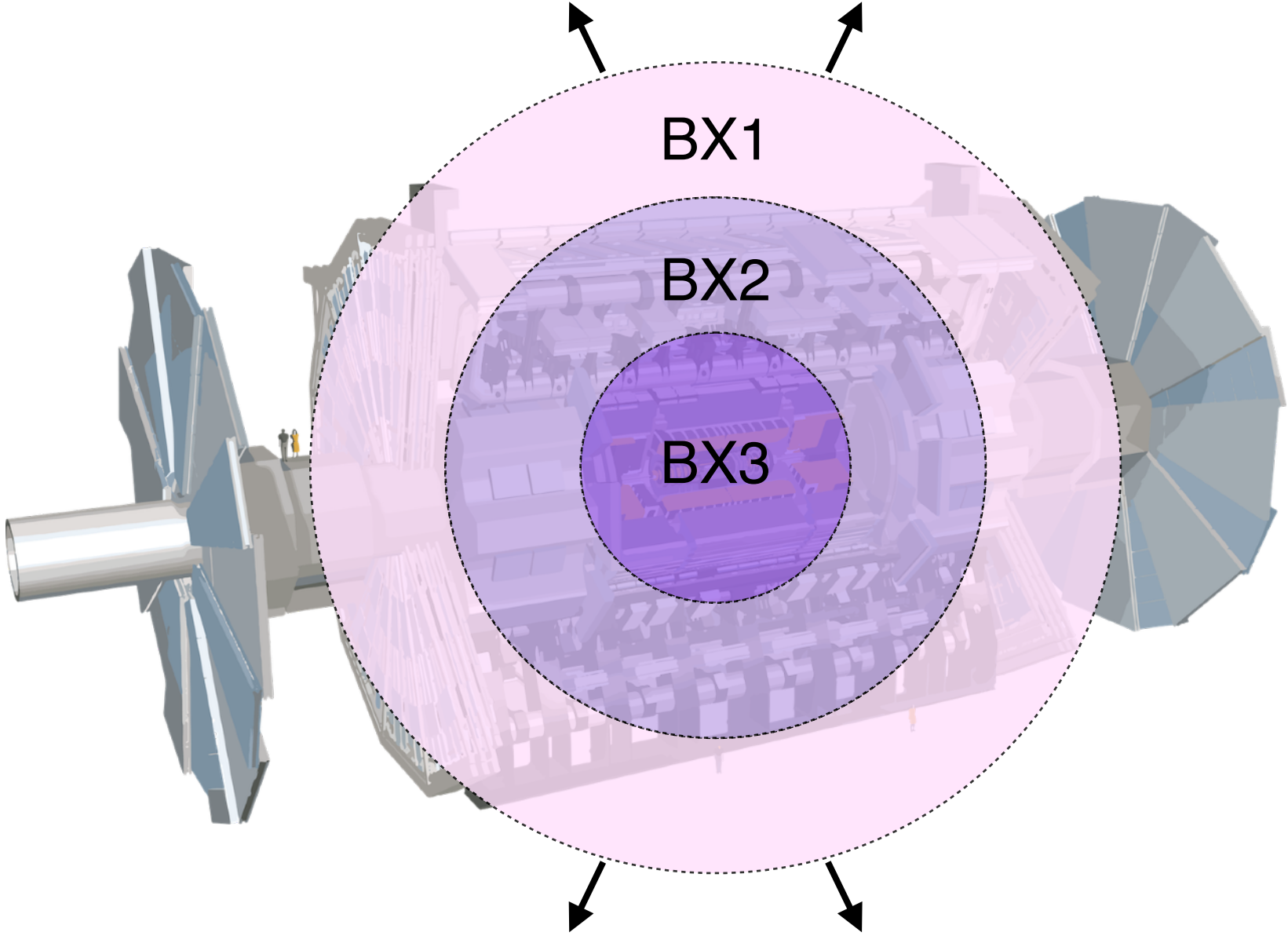


Many possible origin sources

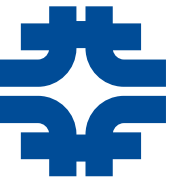
Synchronizing signals



Many front-ends with buffers of various depths

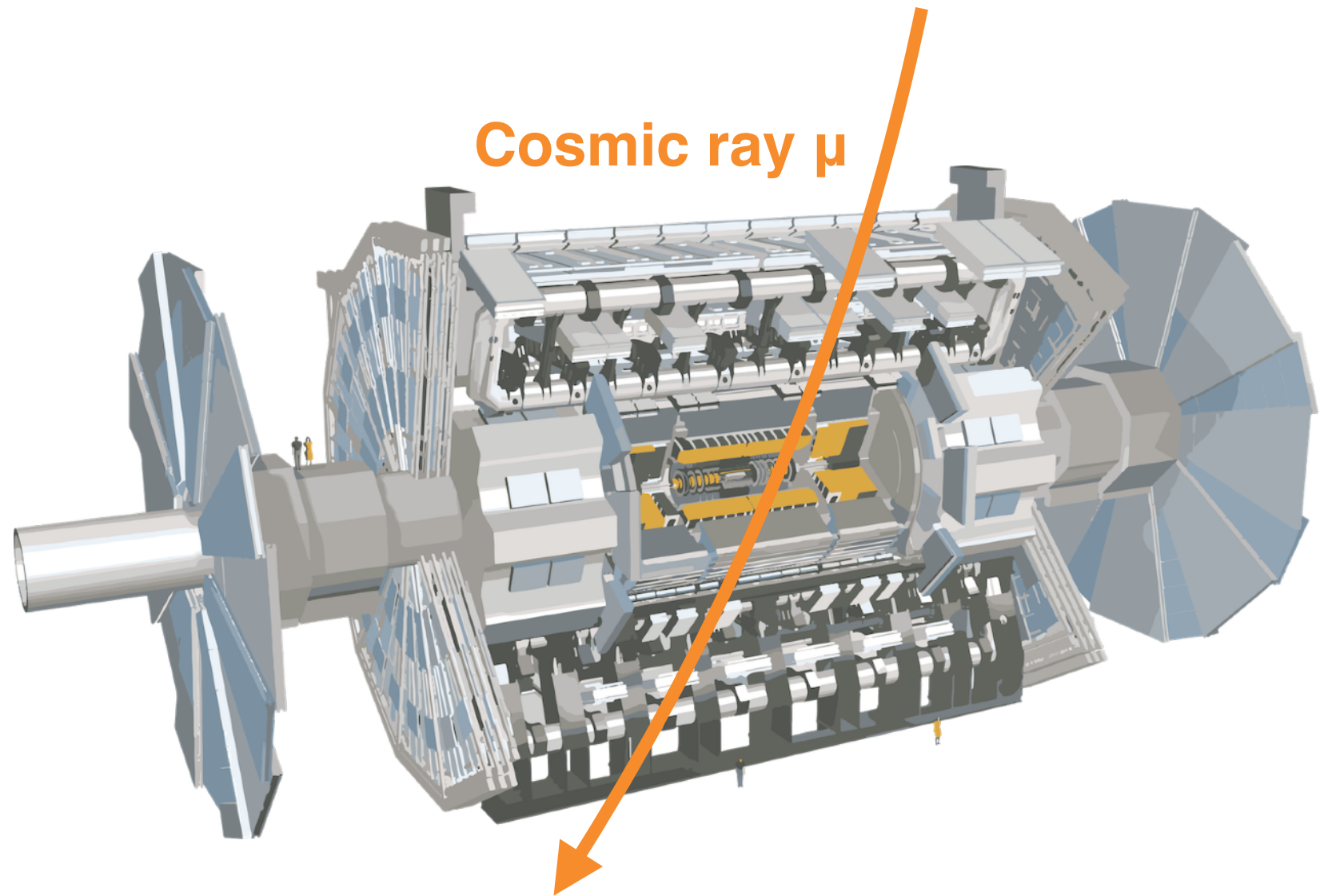
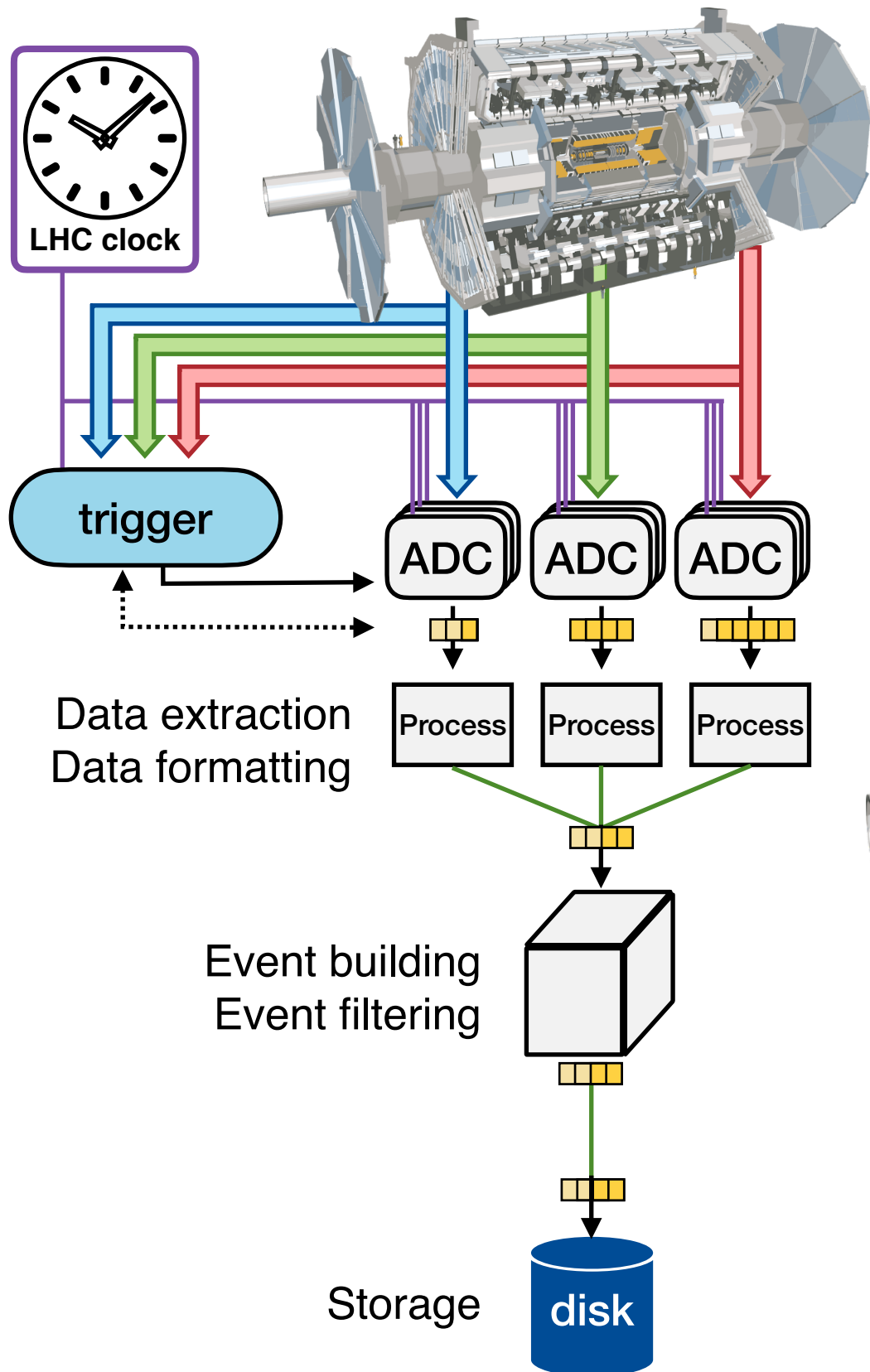


Also critical for aligning signals in time!



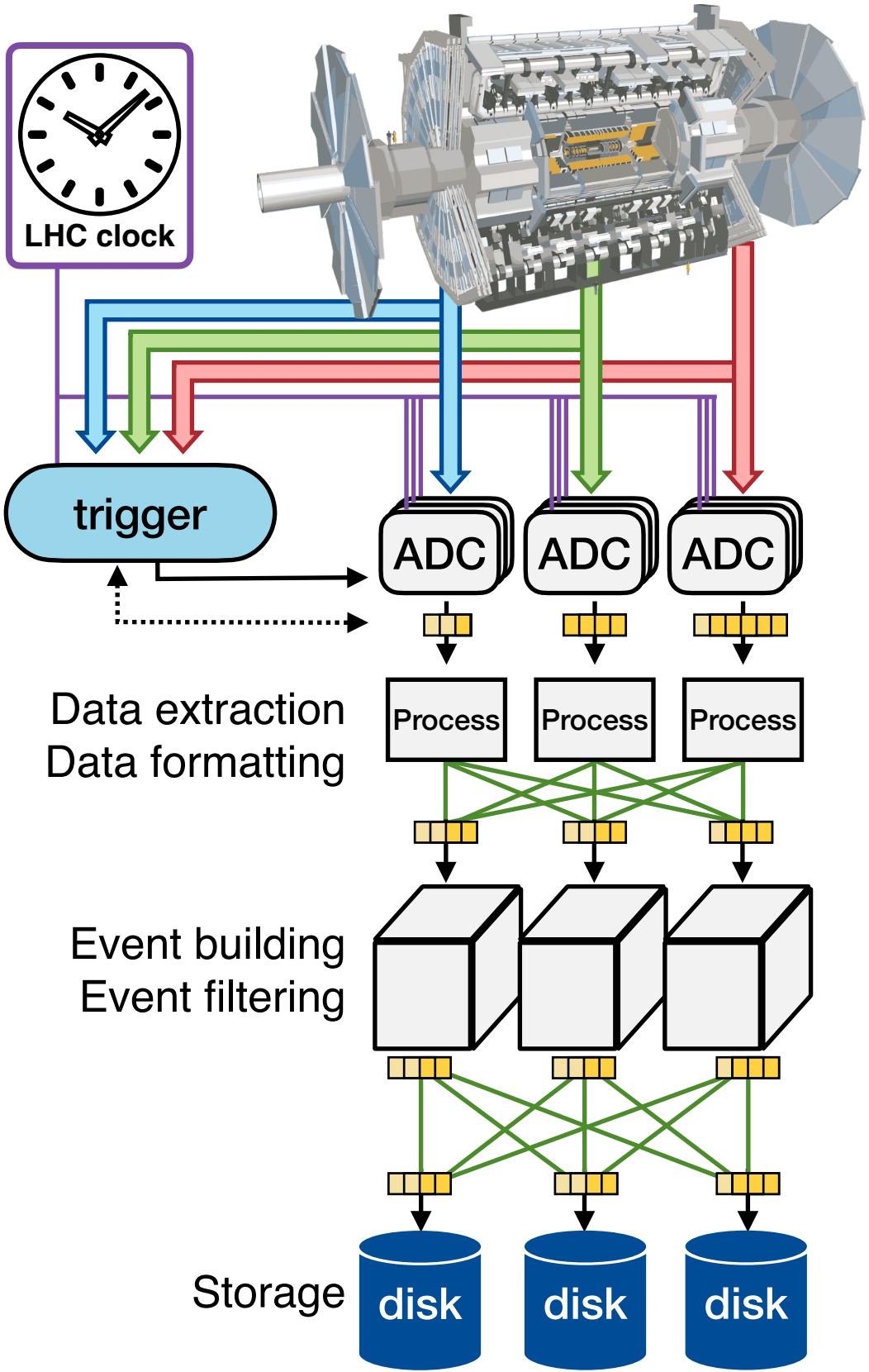
Synchronizing signals?

Many front-ends with buffers of various depths

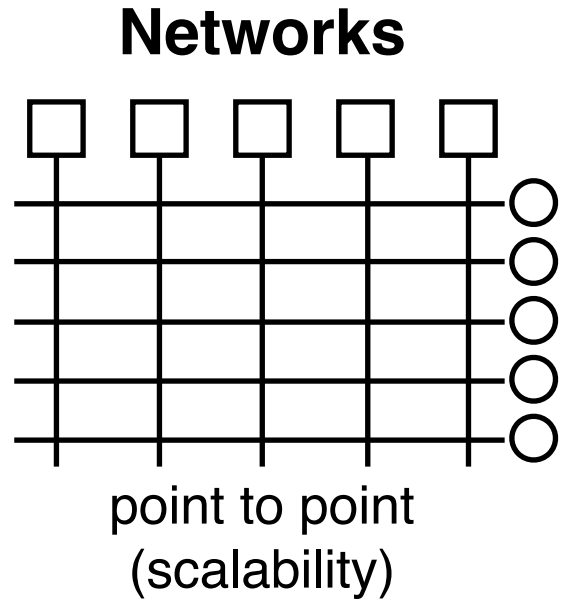
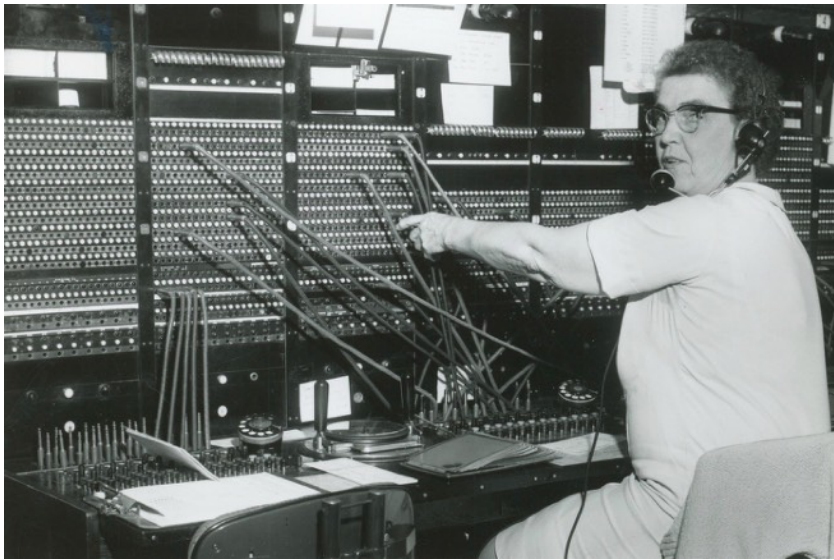
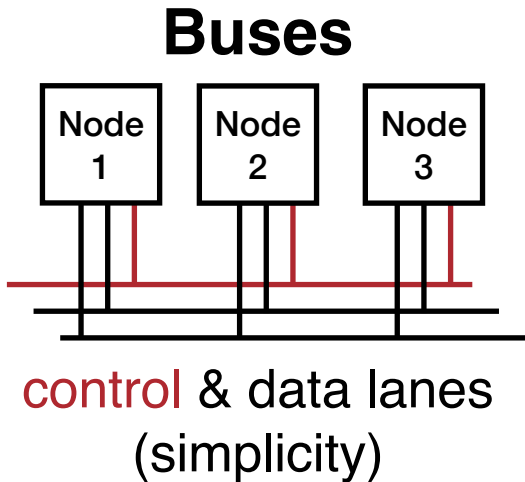


Side Q: then how can we reconstruct particles that don't originate from the beam spot?

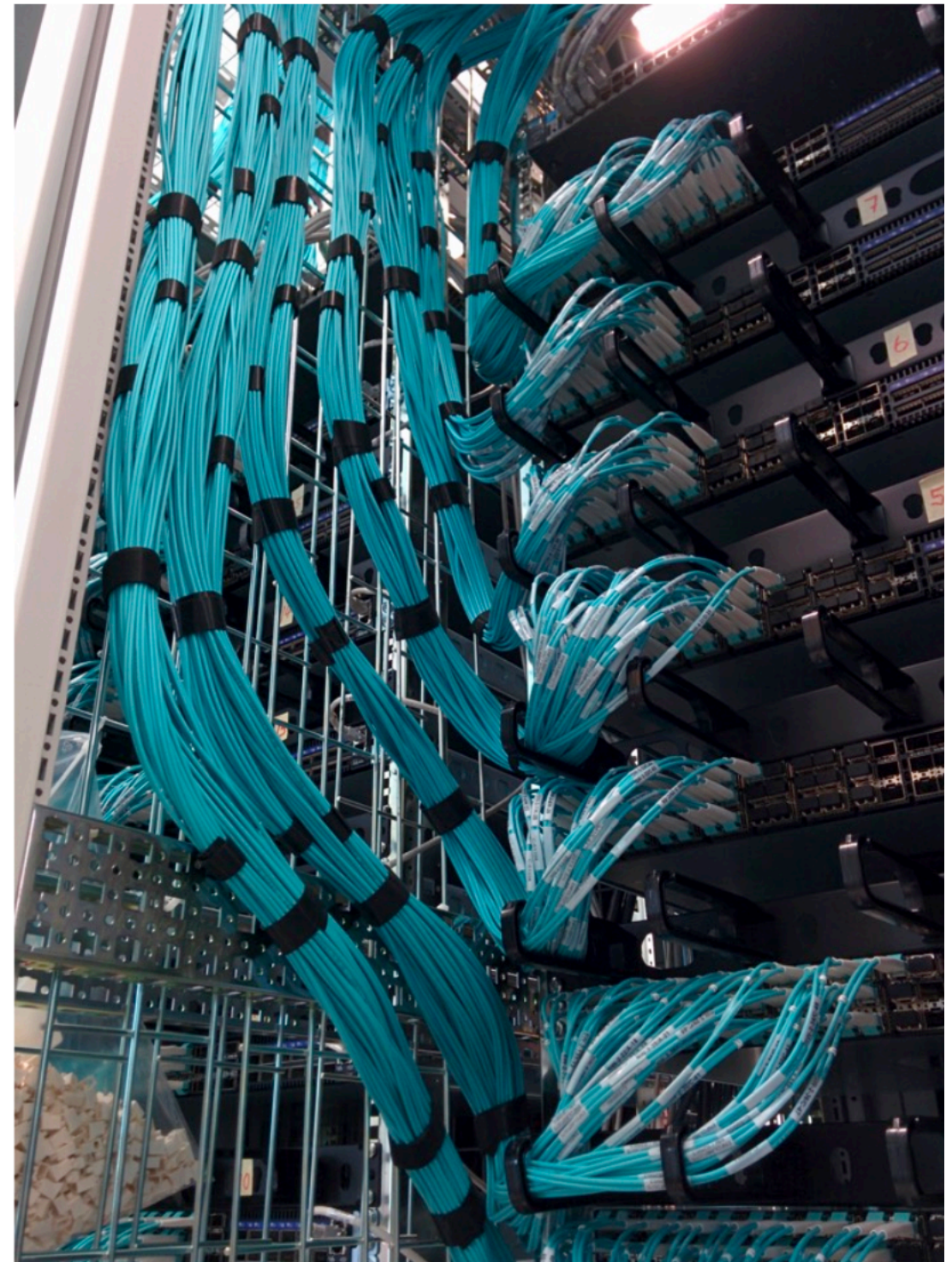
Scaling up to the full DAQ



System of many processors, event builders, filters, disks, ... requires some choice of **readout topology**.

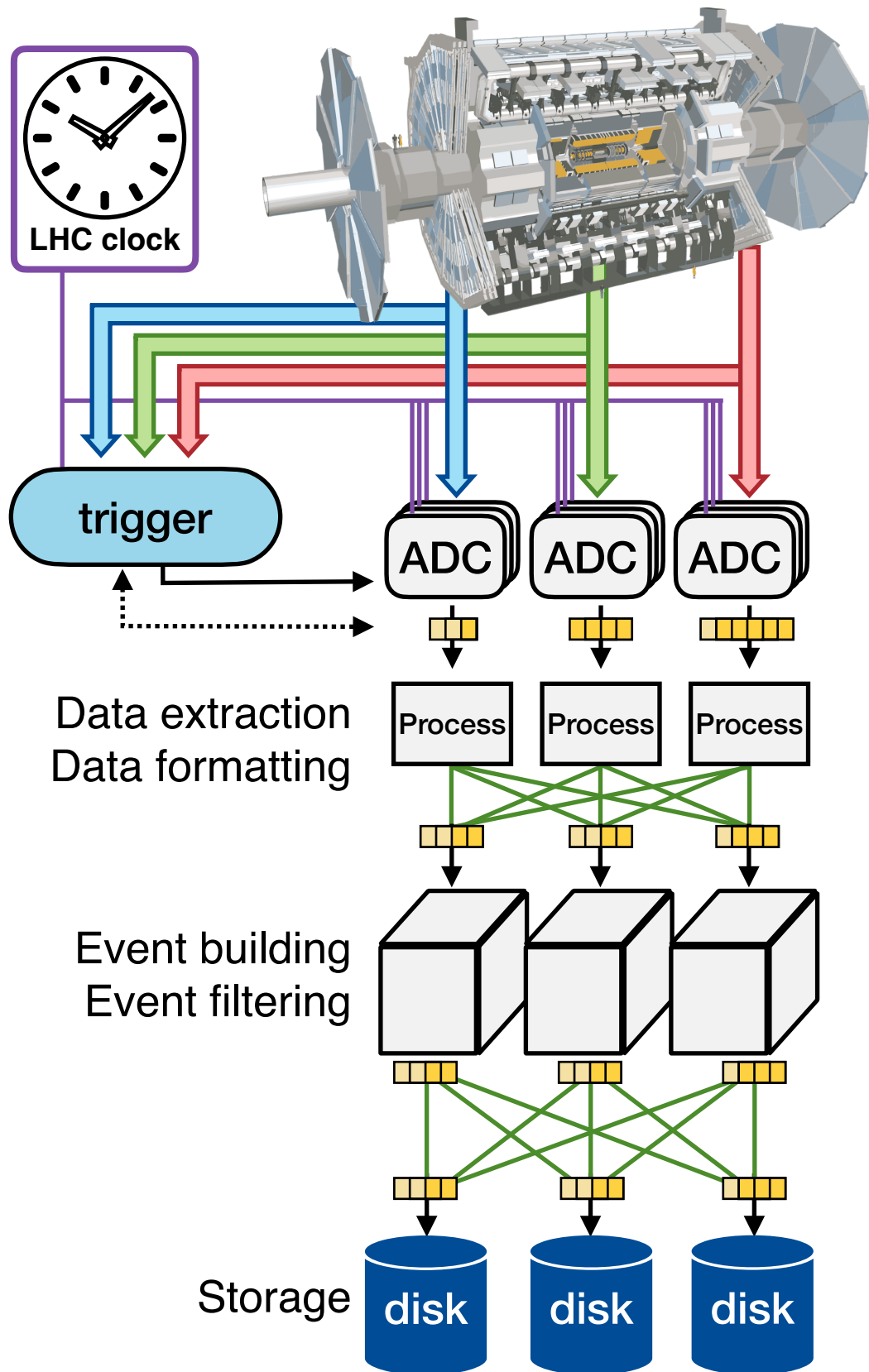
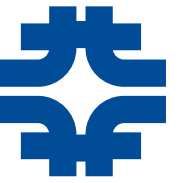


Scaling up to the full DAQ

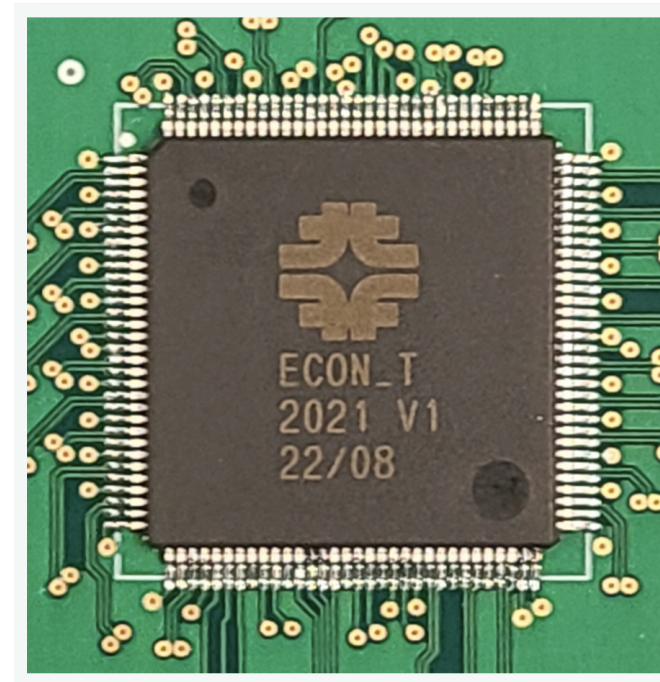


CMS Data concentrator 'patch panels' and switches

A heterogenous system



ASIC



FPGA

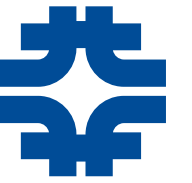


CPU

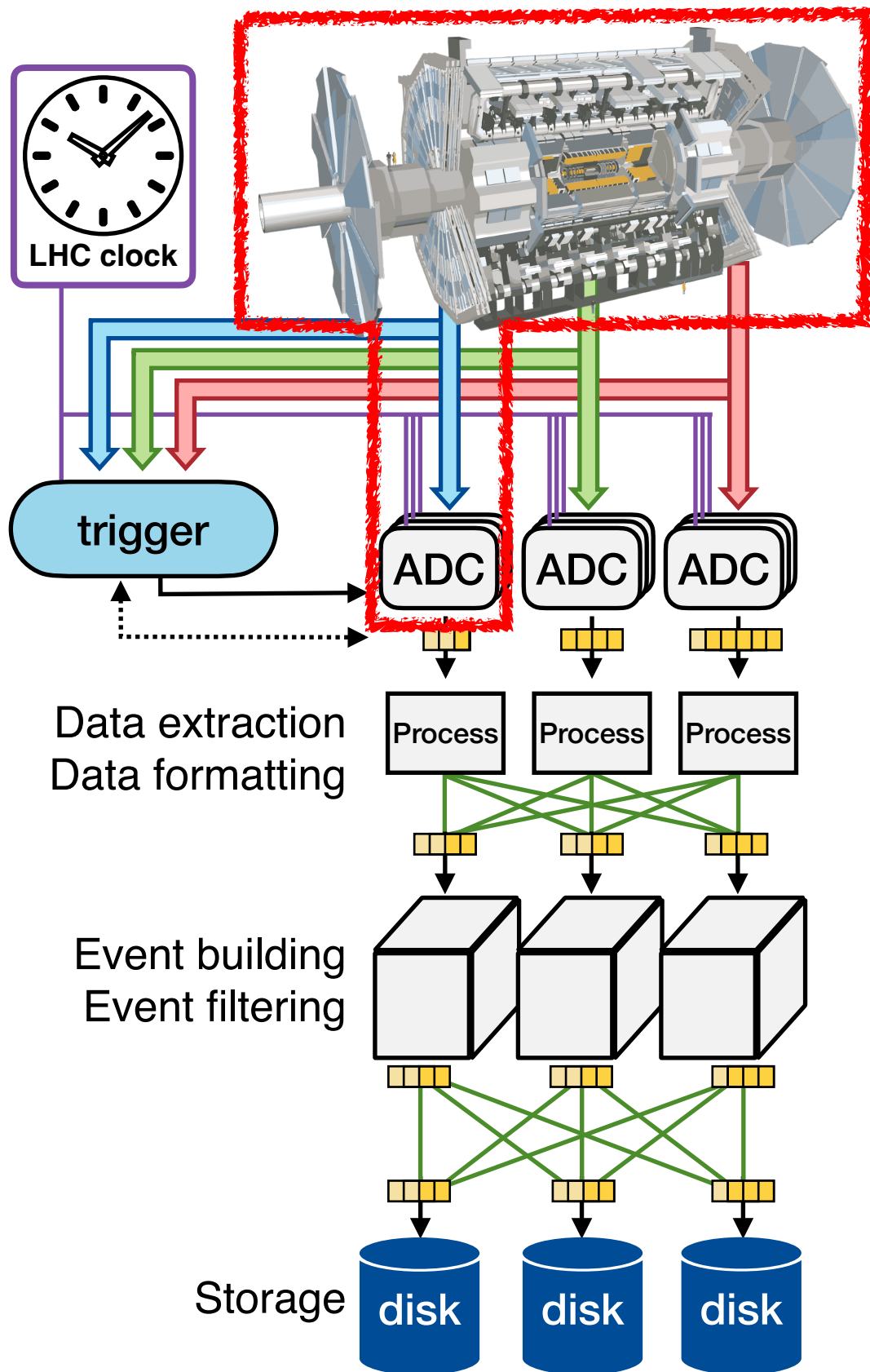


GPU





A heterogenous system



ASIC



FPGA



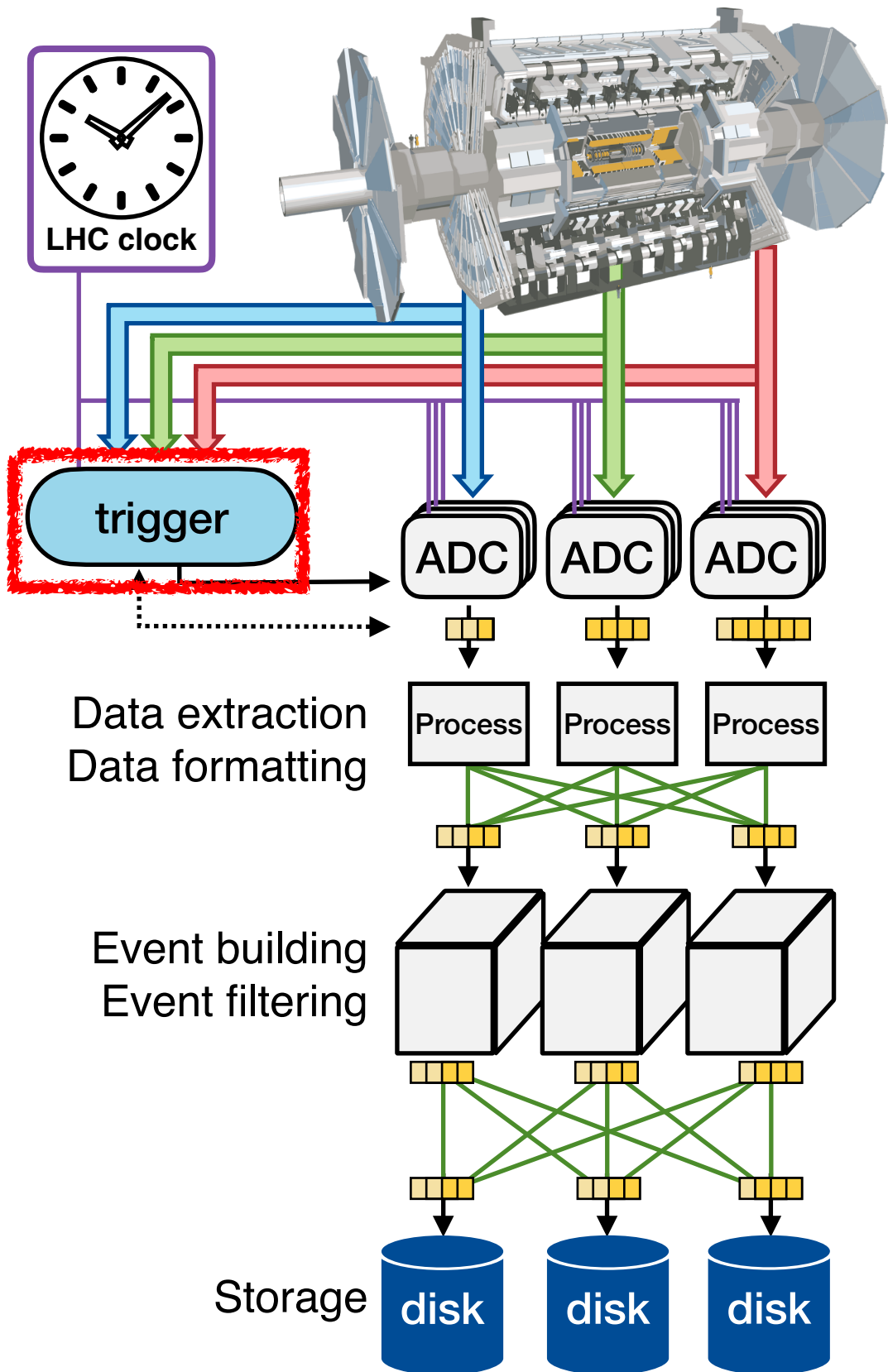
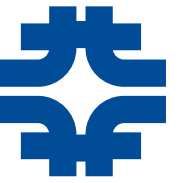
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GPU



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FPGA

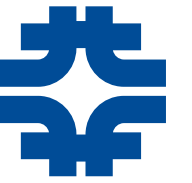


CPU

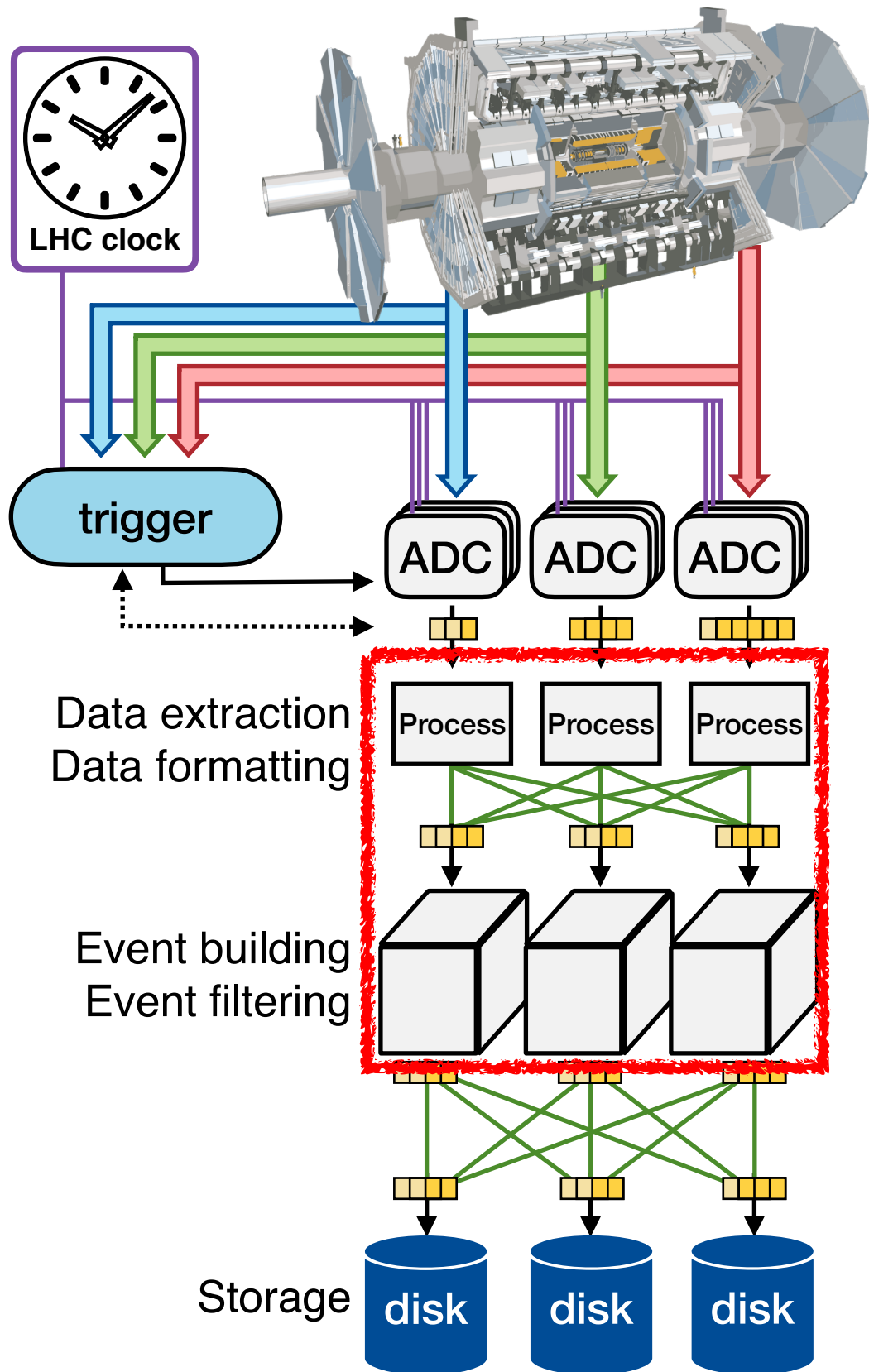


GPU

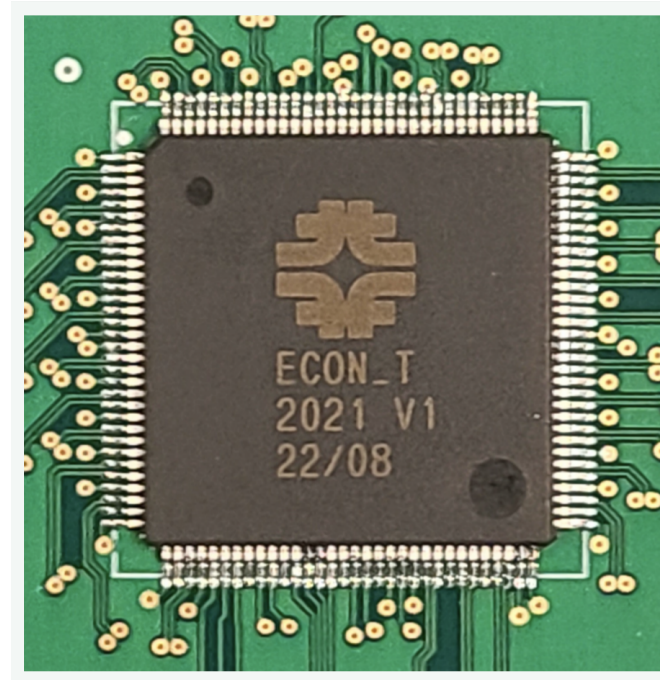




A heterogenous system



ASIC



FPGA



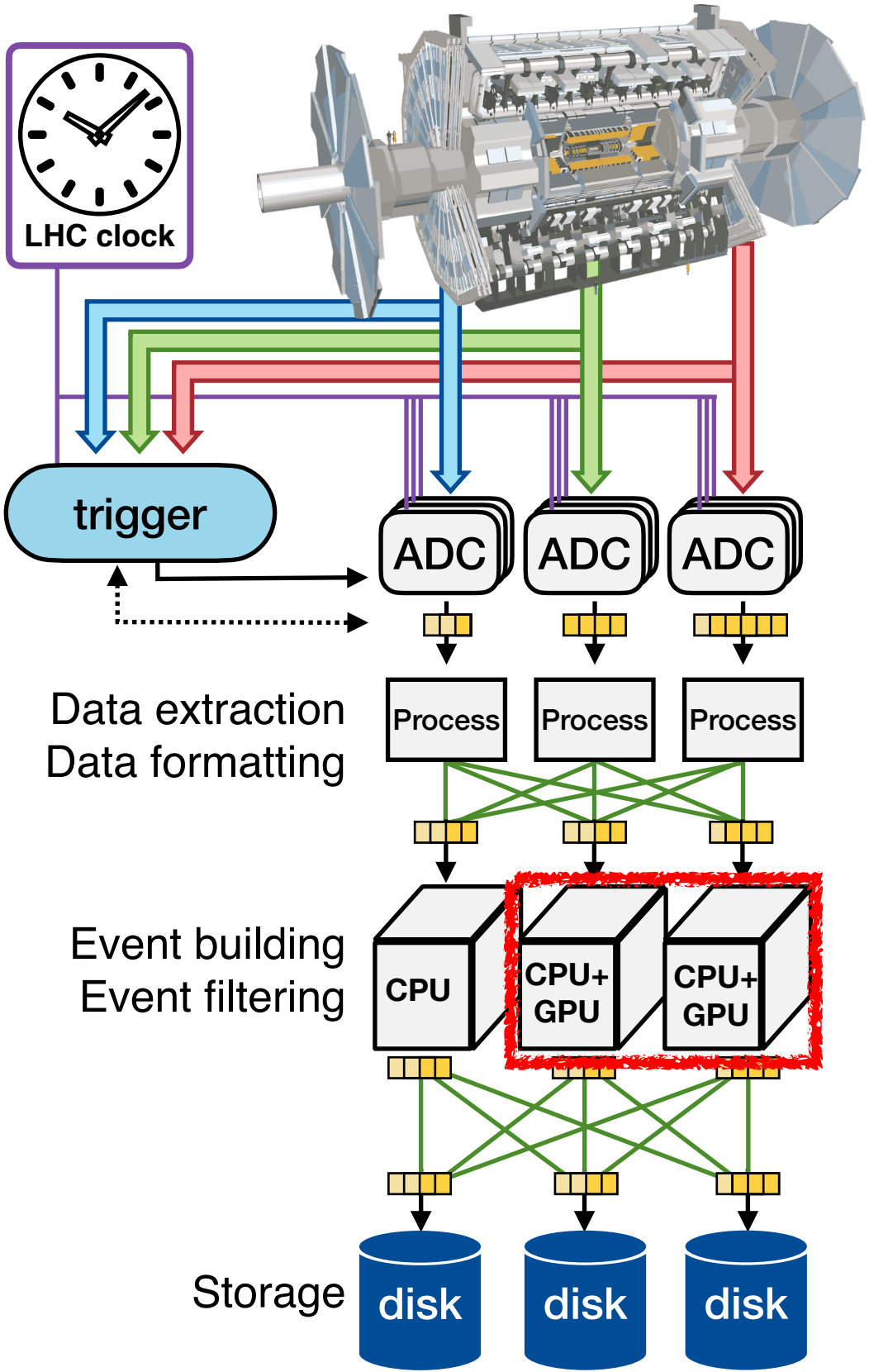
CPU



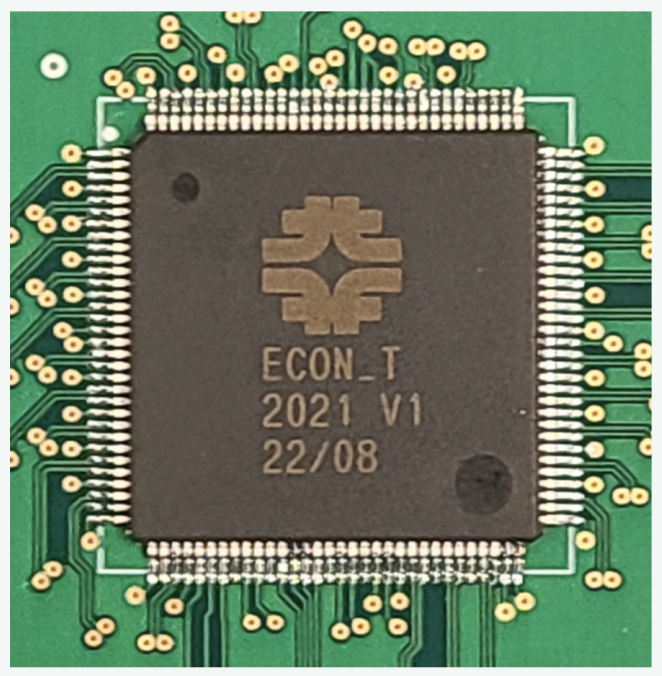
GPU



A heterogenous system



ASIC



FPGA



CPU



GPU



Inside an FPGA (I)

Field Programmable Gate Arrays "compute across space and time"

The workhorse technology of LHC hardware triggers

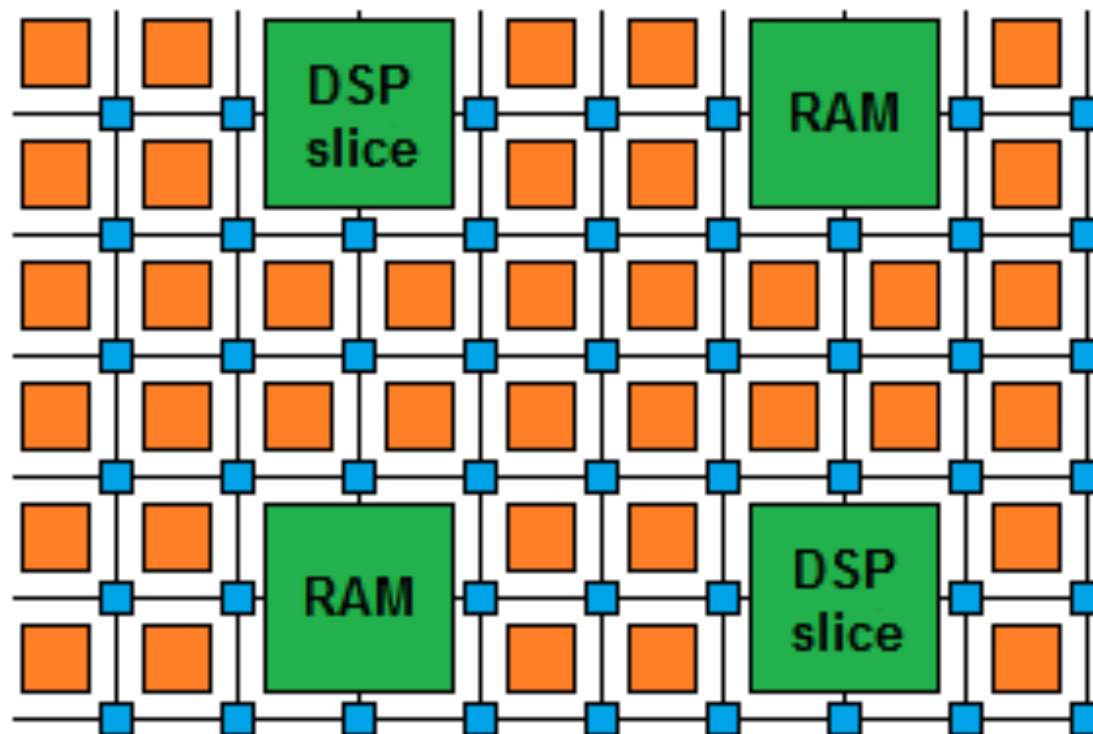
Fully re-programmable:

Build custom circuits by connecting:

Memories, Multipliers, and other configurable logic blocks

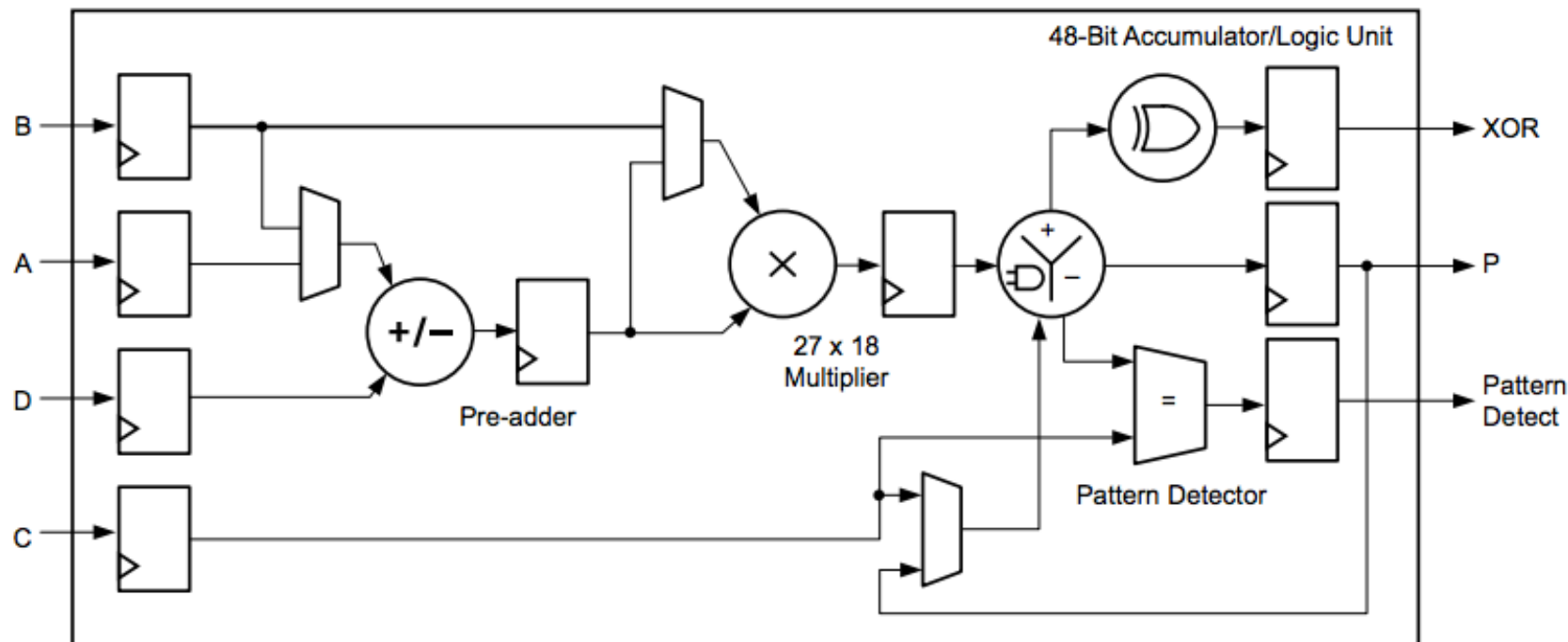
Enables:

- Highly parallel computation
- High-throughput (Tb/s)



Inside an FPGA (II)

Combination of elements, including LUTs, memories and DSP slices.



Xilinx DSP slice 48b accumulator

Rapidly improving tech:

Typical Run 1:

~ 100 DSP / FPGA

Typical today:

~ 5k DSP / FPGA

Many DSPs can make “on the fly” calculations feasible.
(Especially tasks with many/large matrix multiplications)

Aside: but trigger is not just an FPGA!

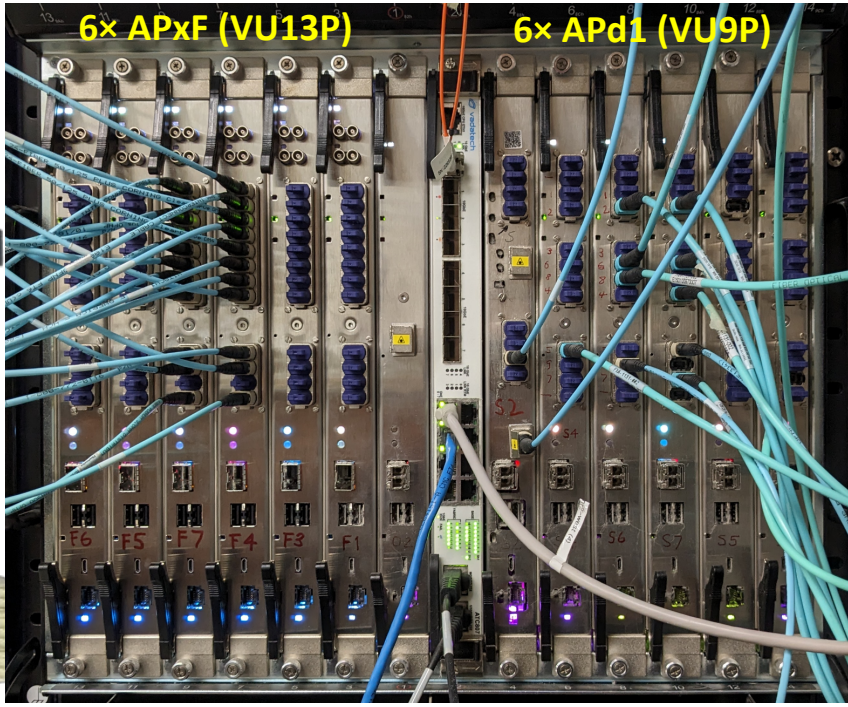
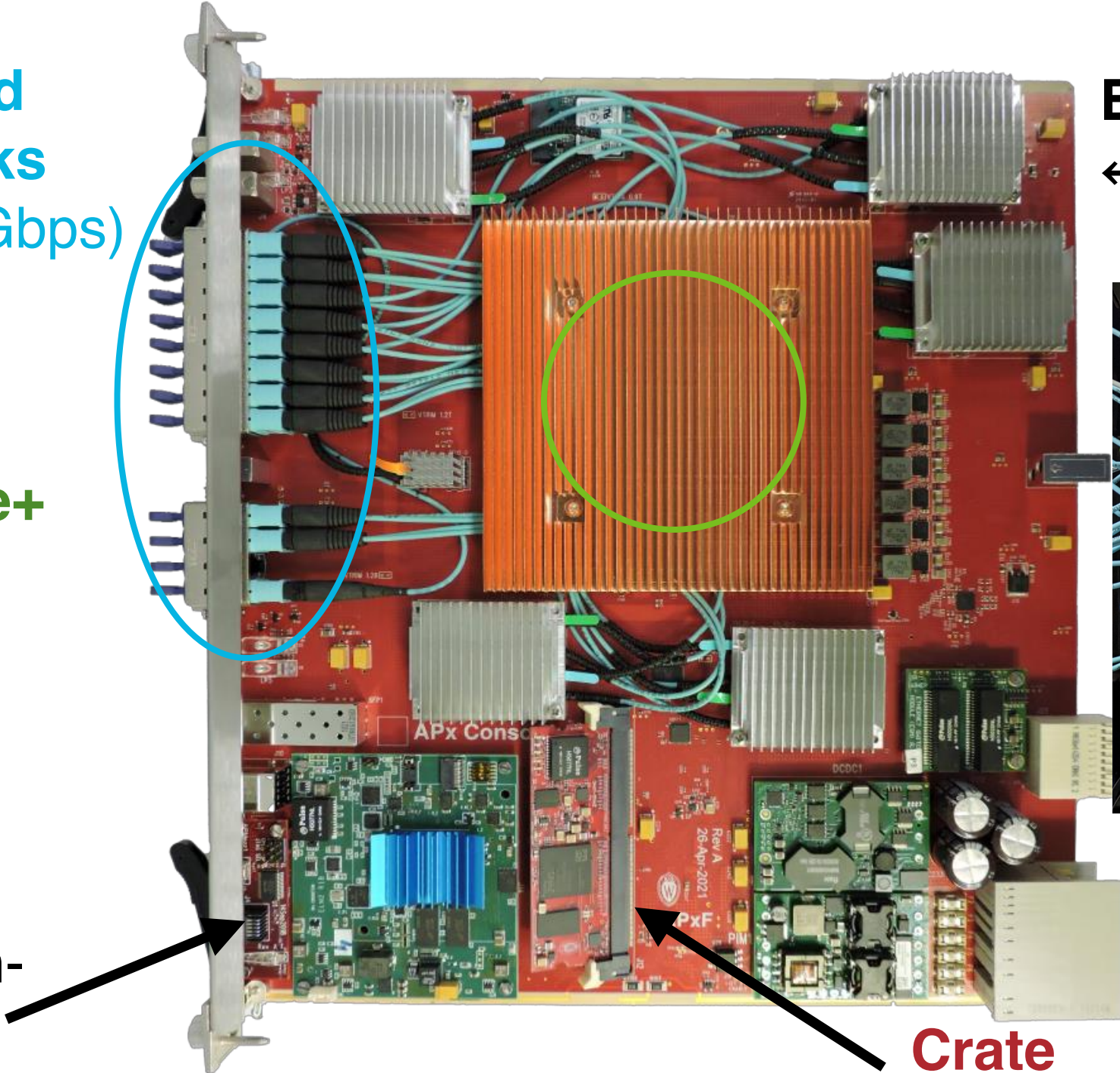
The complete trigger system includes **hundreds of similar boards.**

High speed optical links
(120 x 28 Gbps)

UltraScale+ FPGA
(12k DSP slices)

System-on-module

Electrical ↔ optical **heatsinks**



Shelf of 12 'blades'

Crate management

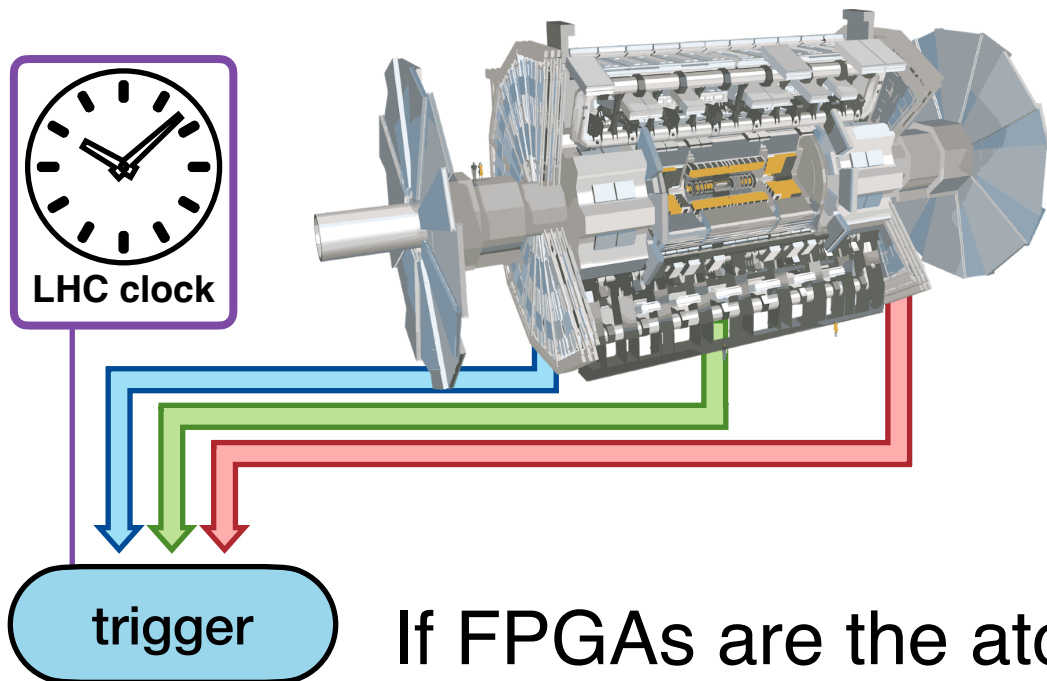
"APx" prototype trigger board for CMS Phase-II

Plan



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 - The challenge of high luminosity, and the upgrades
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 - Trigger menus, and you
 - Conclusions, and looking farther ahead

Designing a rapid-reconstruction system

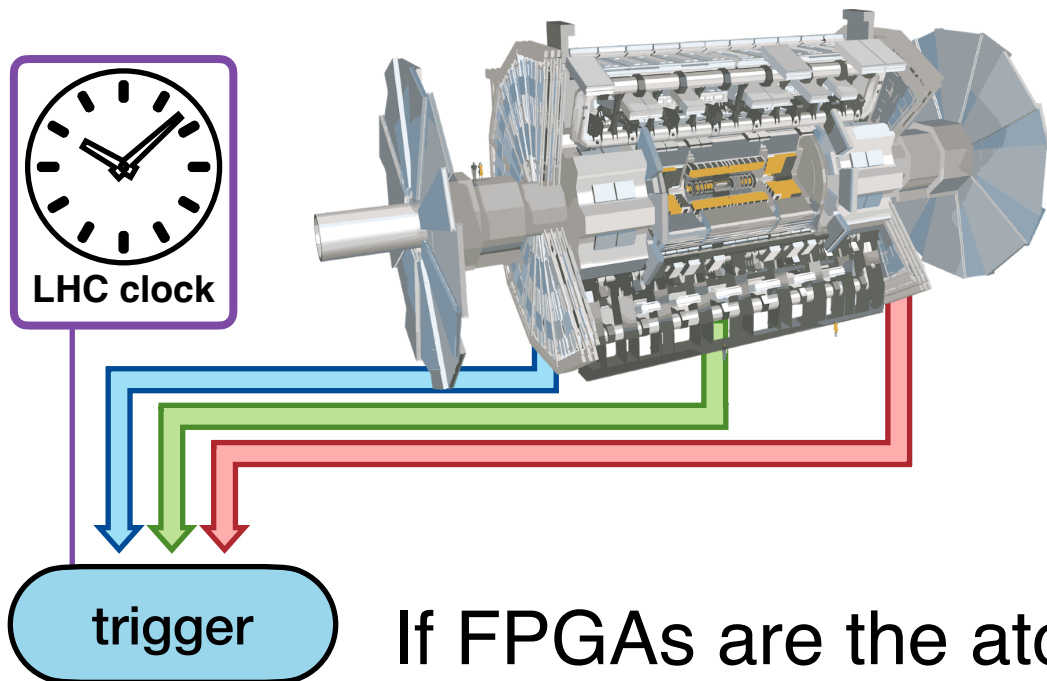


Trigger MUST process new events at the experimental frequency — quickly!

@LHC this is 40 MHz, 1/(25 nanosec)

If FPGAs are the atomic units, how to architect a complete system?

Designing a rapid-reconstruction system



Trigger MUST process new events at the experimental frequency — quickly!

@LHC this is 40 MHz, 1/(25 nanosec)

If FPGAs are the atomic units, how to architect a complete system?

Pipelined processing

Time multiplexing

Latency budgets

Simplified algorithms

Regional reconstruction

Pipelining



Trigger systems rely on **pipelines** to perform *complicated reconstruction* tasks while handling a stream of *continuous inputs*.

They enable systems with *long latency*, *short initiation interval*.

???

???

???



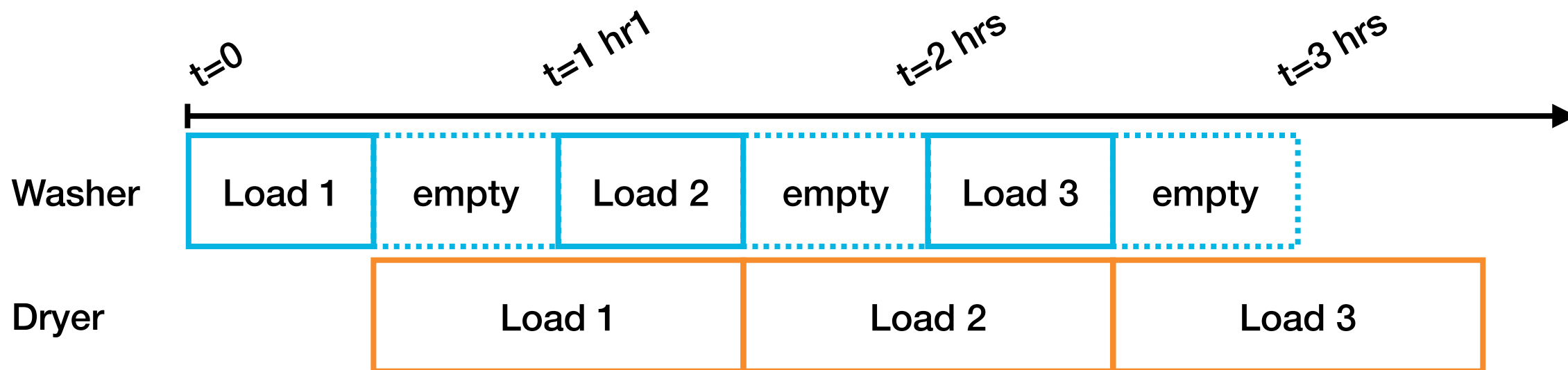
A real life example

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Example: laundry in my apartment building:

1 washer (runs 30min) and 1 dryer (runs 1hr).





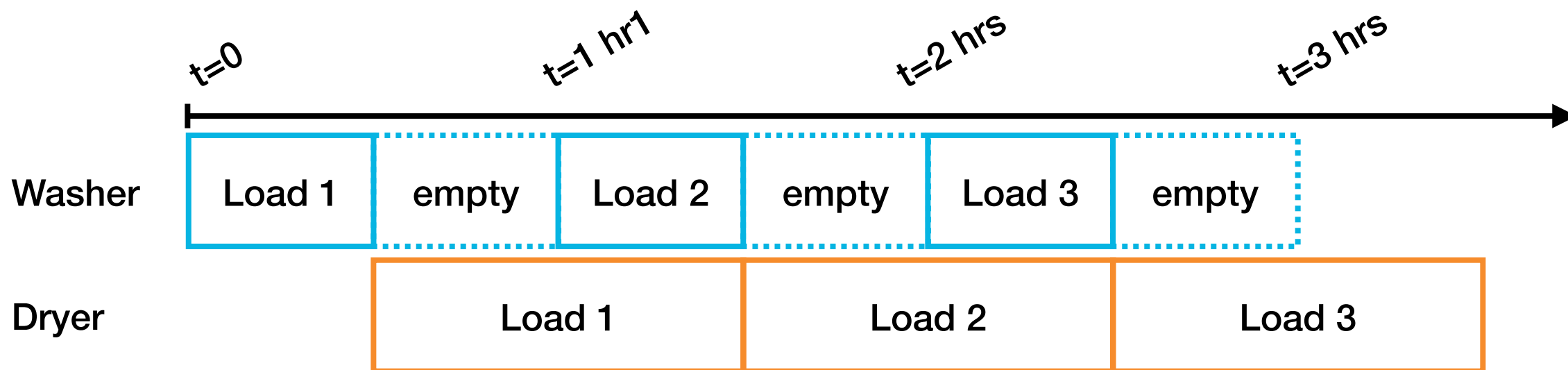
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What are the ii, latency of the washer? The dryer? The entire system?



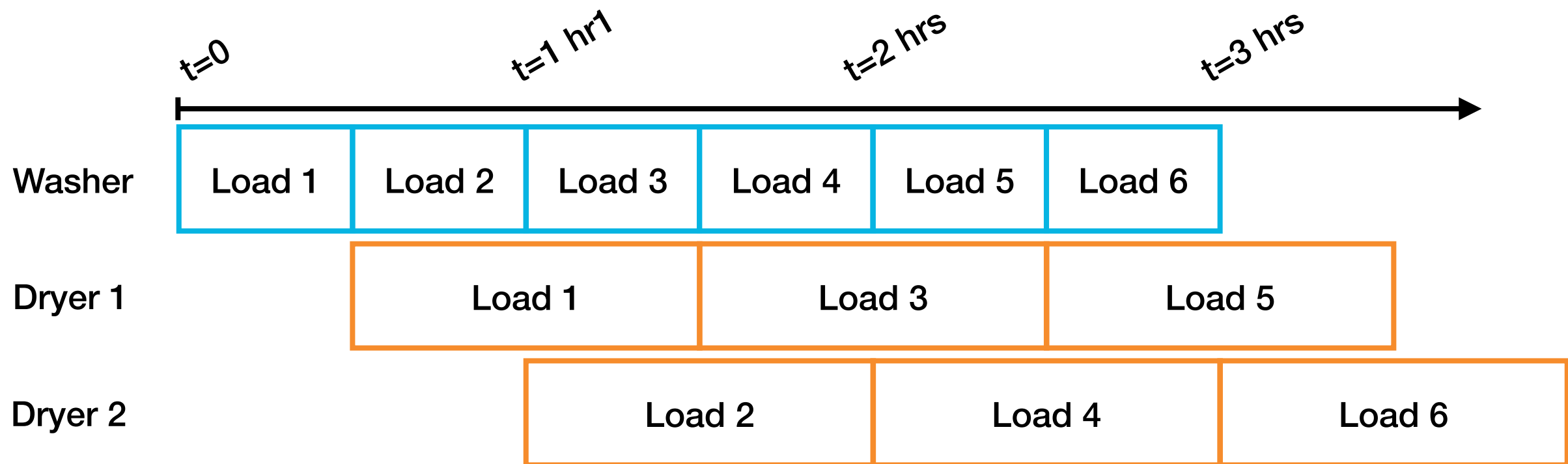
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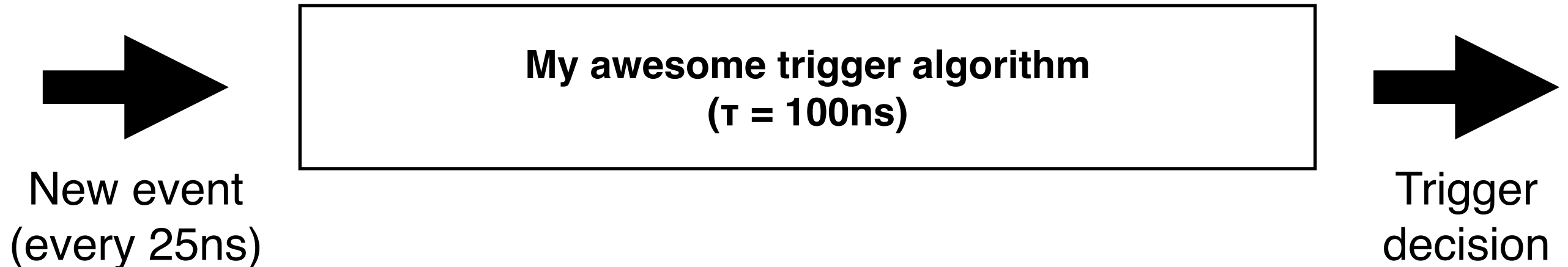
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Pipelining



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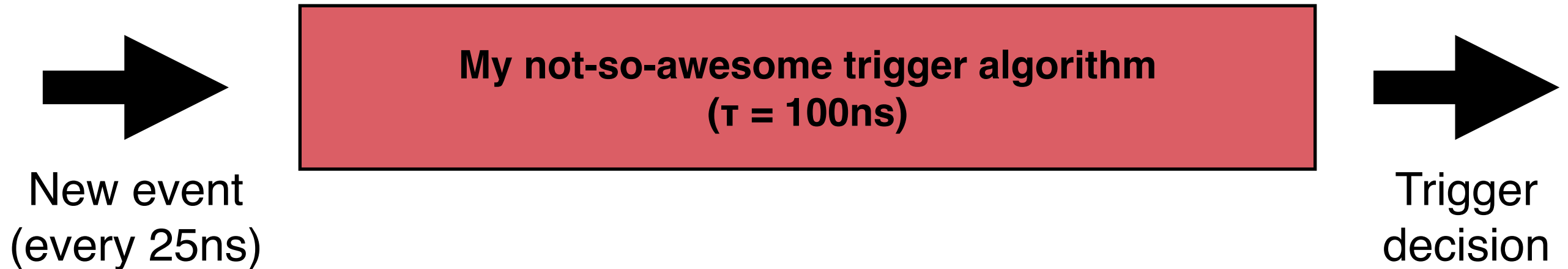


Pipelining



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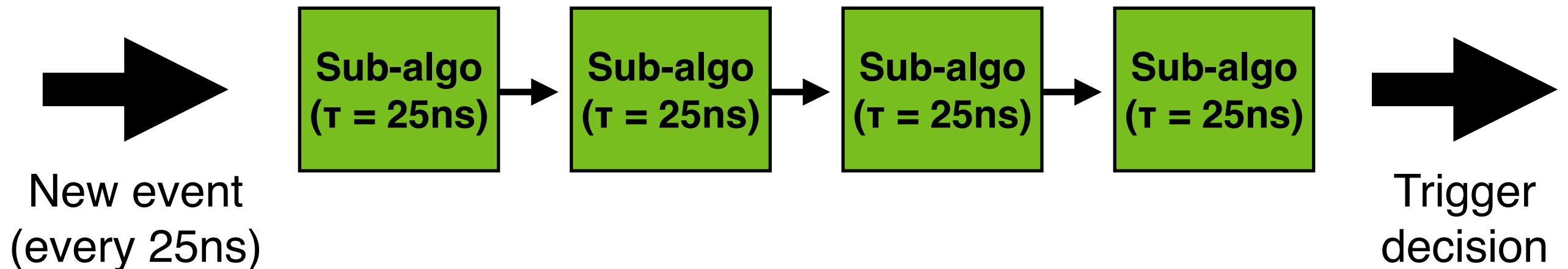
The block is still processing when a new event arrives!

Pipelining



Trigger systems rely on **pipelines** to perform *complicated reconstruction* tasks while handling a stream of *continuous inputs*.

They enable systems with *long latency, short initiation interval*.



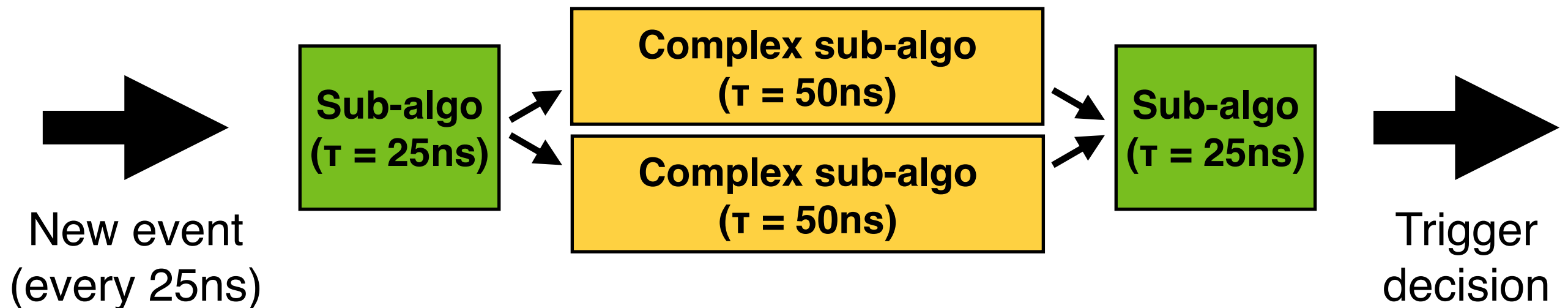
Modular logic can process many events at once
(and again, intermediate buffers ease synchronization)

Pipelining



Trigger systems rely on **pipelines** to perform *complicated reconstruction* tasks while handling a stream of *continuous inputs*.

They enable systems with *long latency, short initiation interval*.



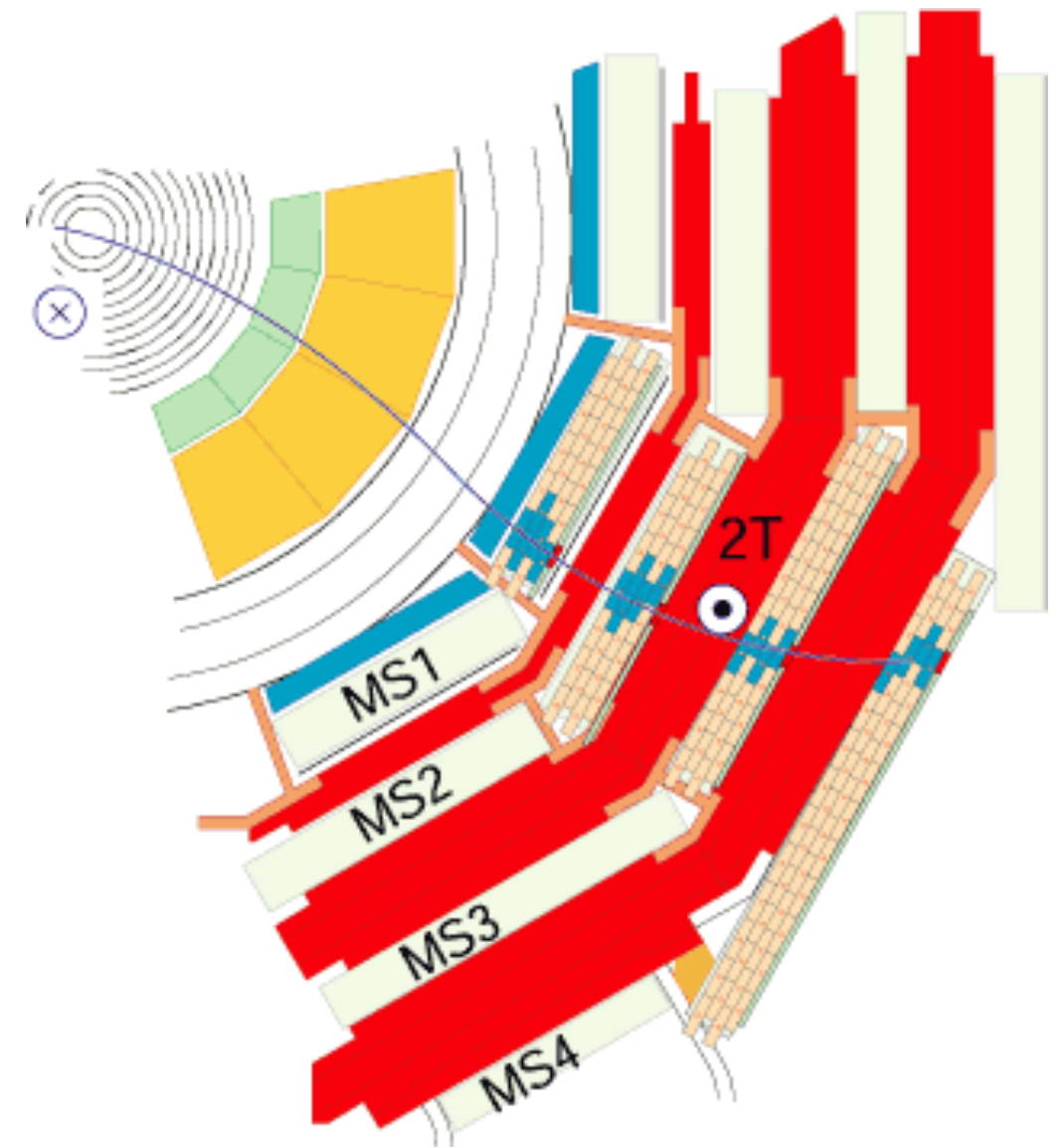
Sometimes this is inconvenient or impossible → **parallel processors**

(More complex building blocks, at the expense of more resources)

Regional processing



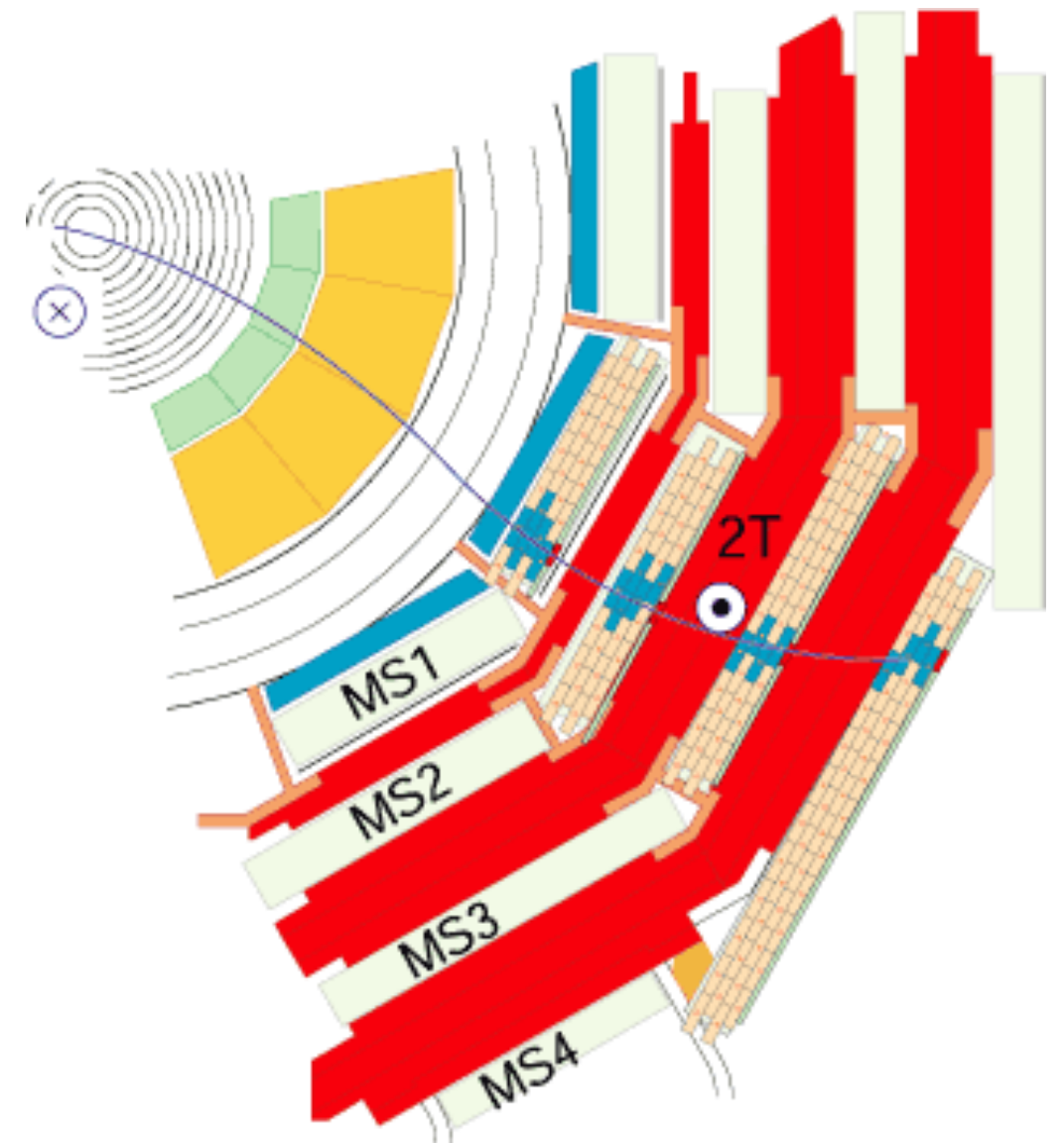
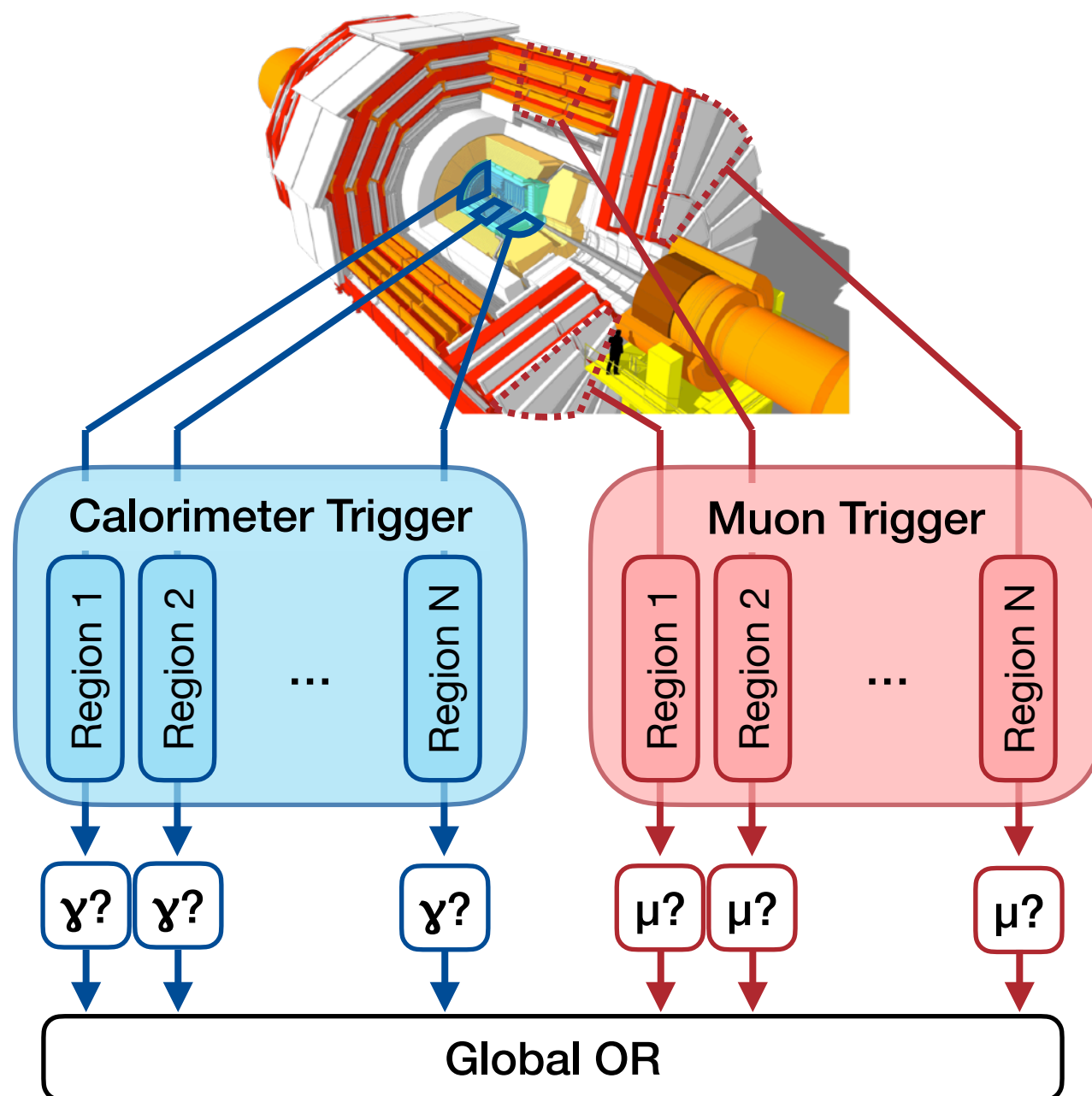
Particle reconstruction is **an inherently local task**
→ process parallel regions



Regional processing



Particle reconstruction is an **inherently local task**
→ process parallel regions

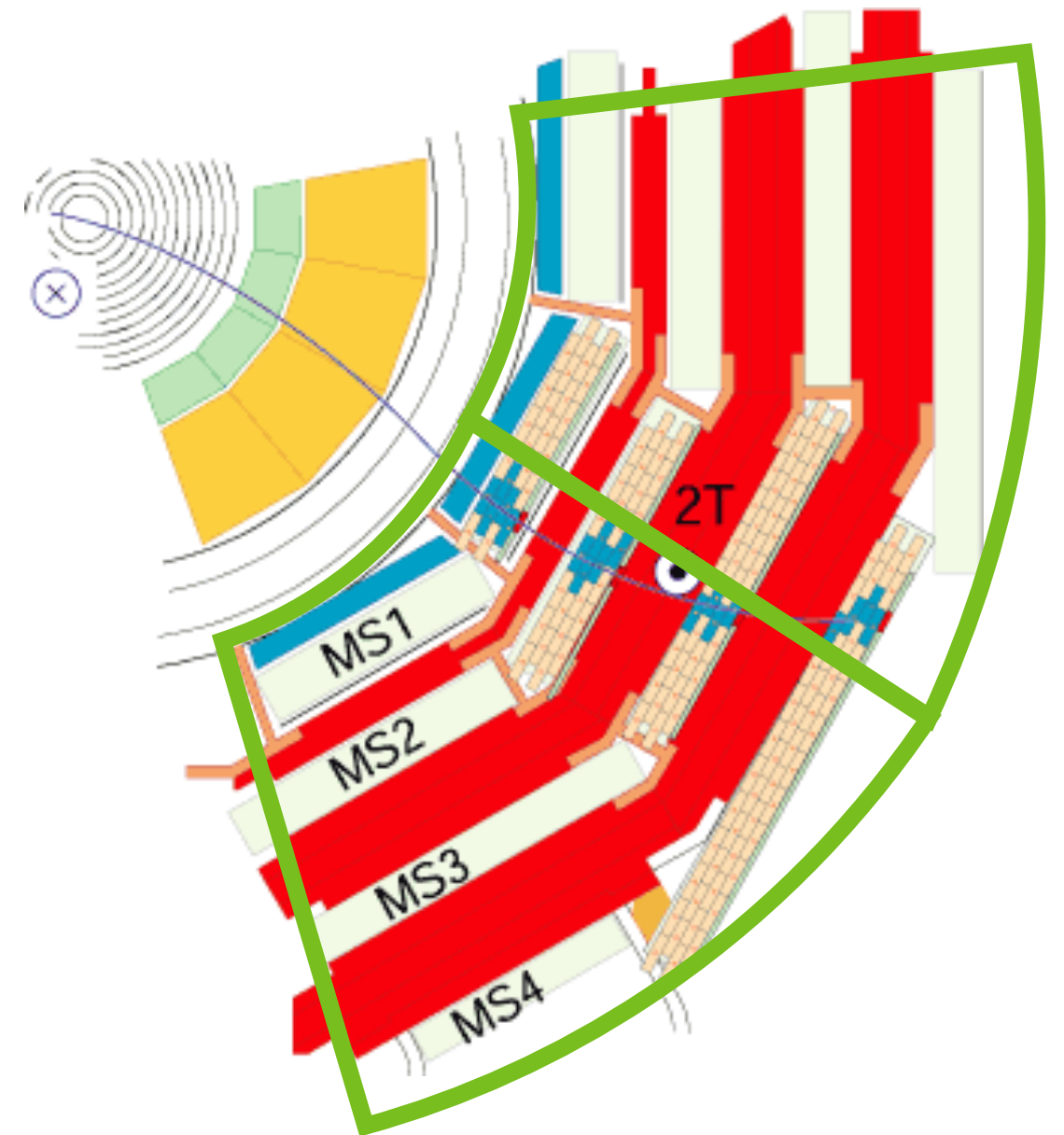
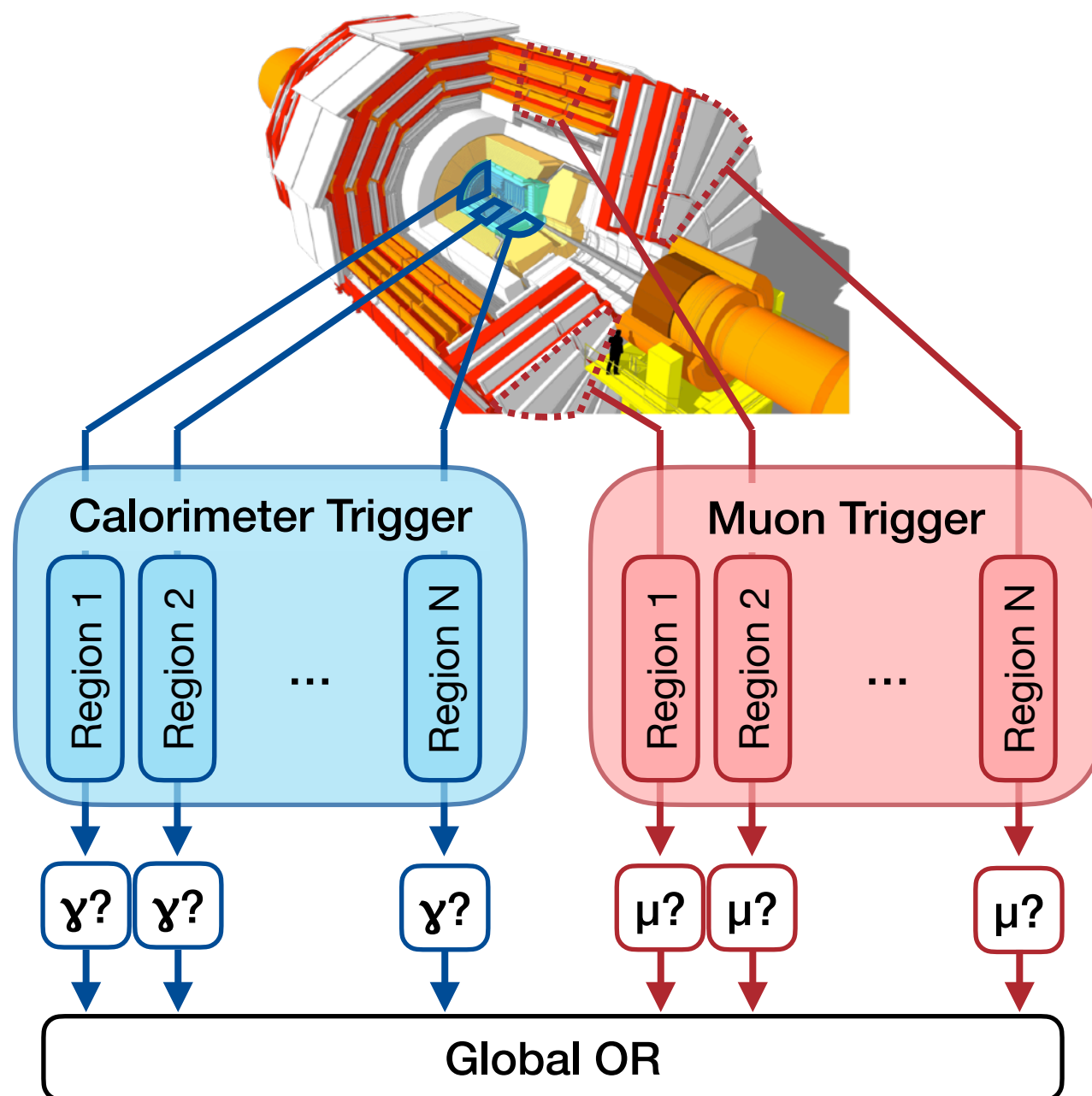


No “event building” necessary!

Regional processing



Particle reconstruction is an **inherently local task**
→ process parallel regions



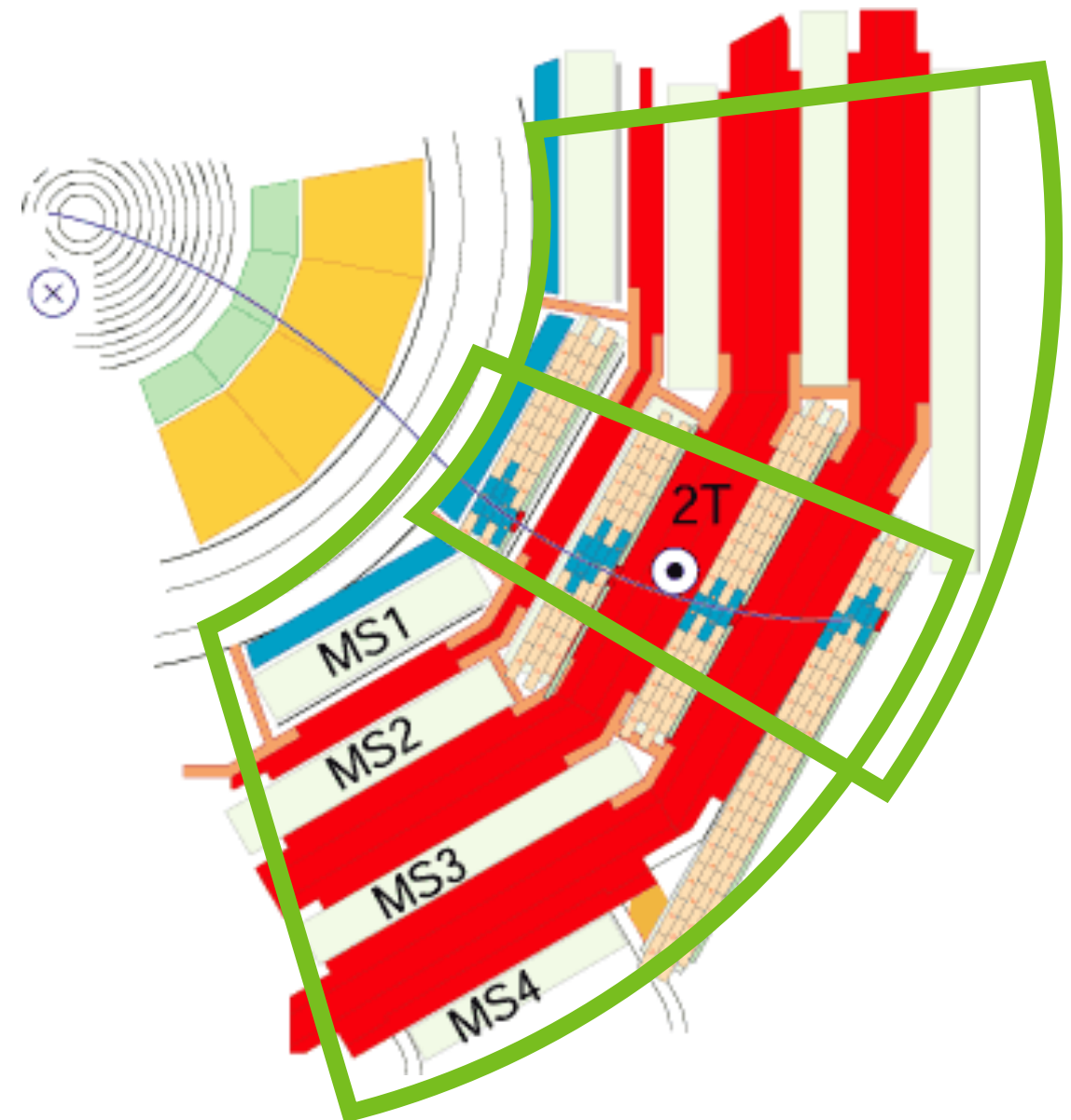
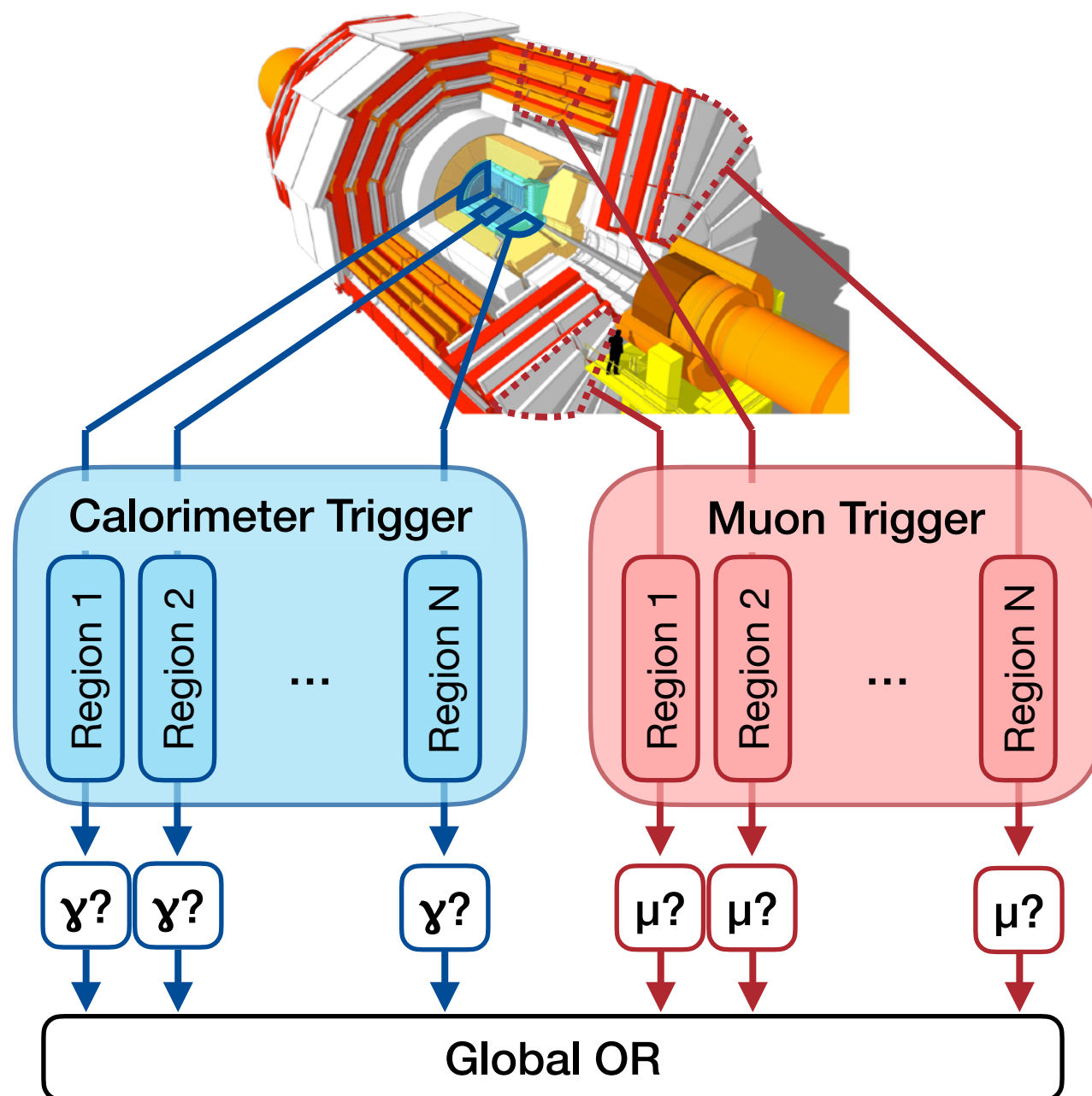
Caveat: some data-sharing always needed. How to deal with overlaps?

Regional processing



Particle reconstruction is an **inherently local task**

→ process parallel regions

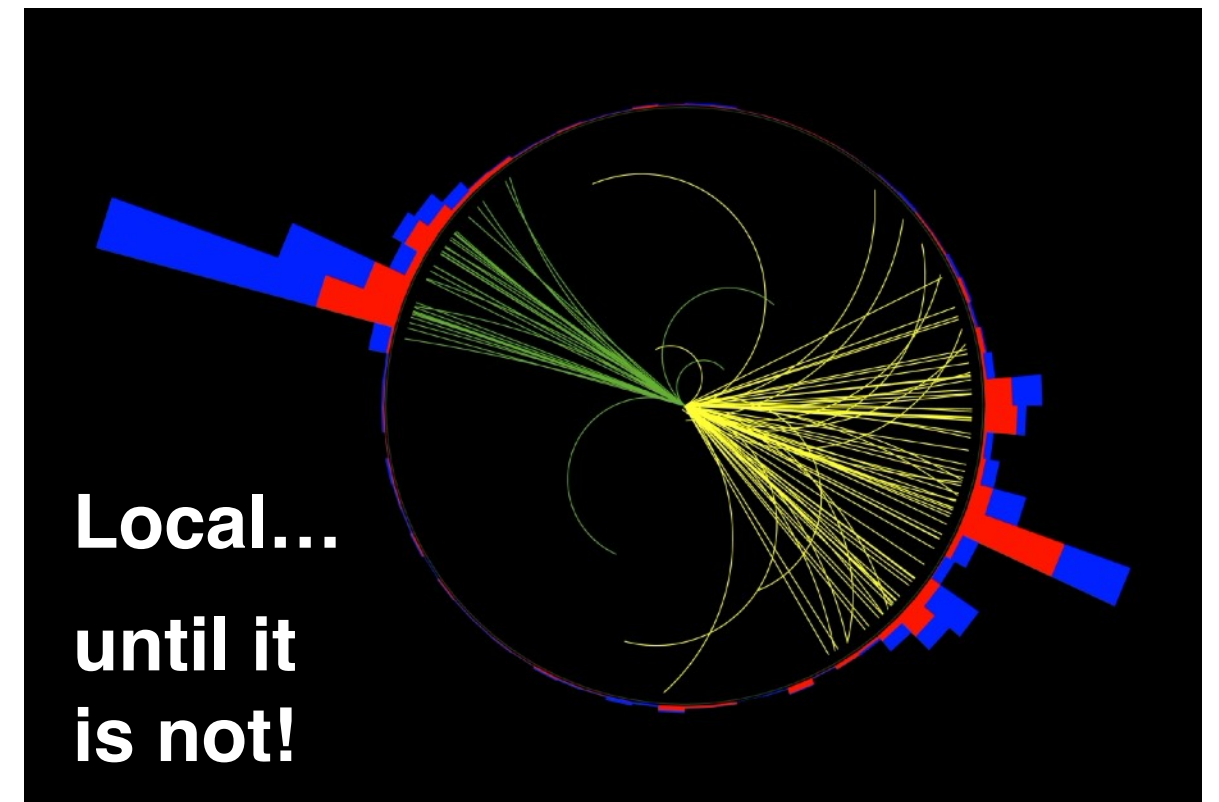
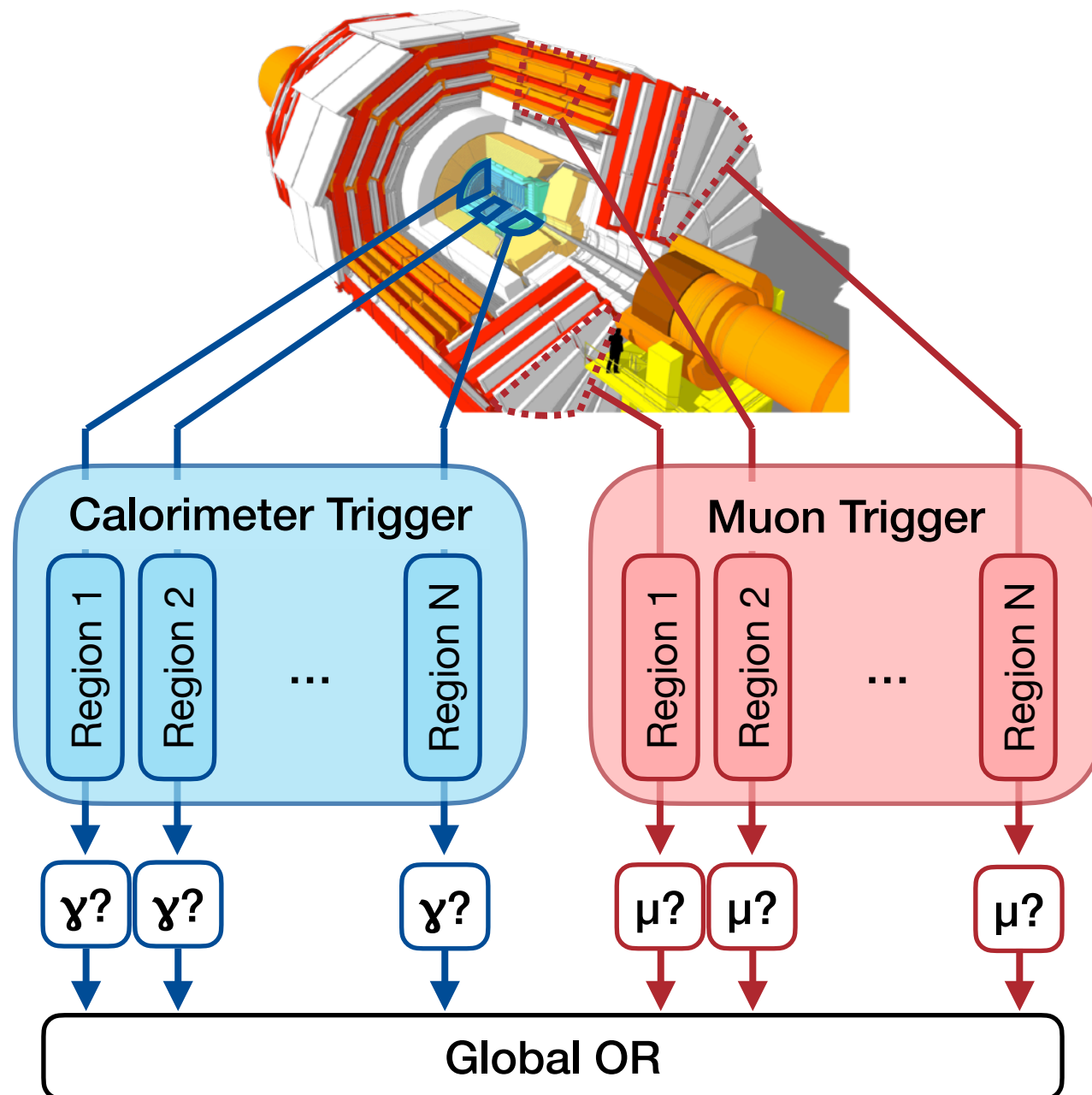


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Regional processing

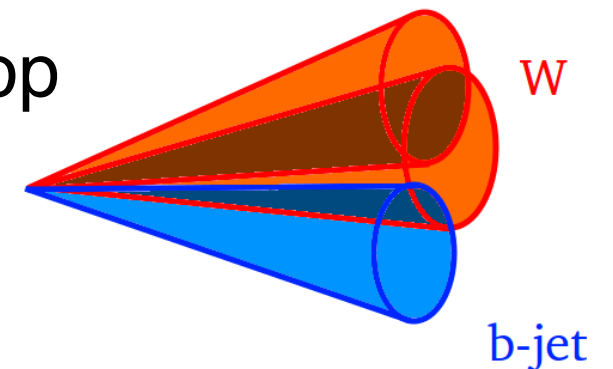


Particle reconstruction is an **inherently local** task
→ process parallel regions



Particle jets occupy 1/2 detector!

E.g. a decaying top quark with large Lorentz boost

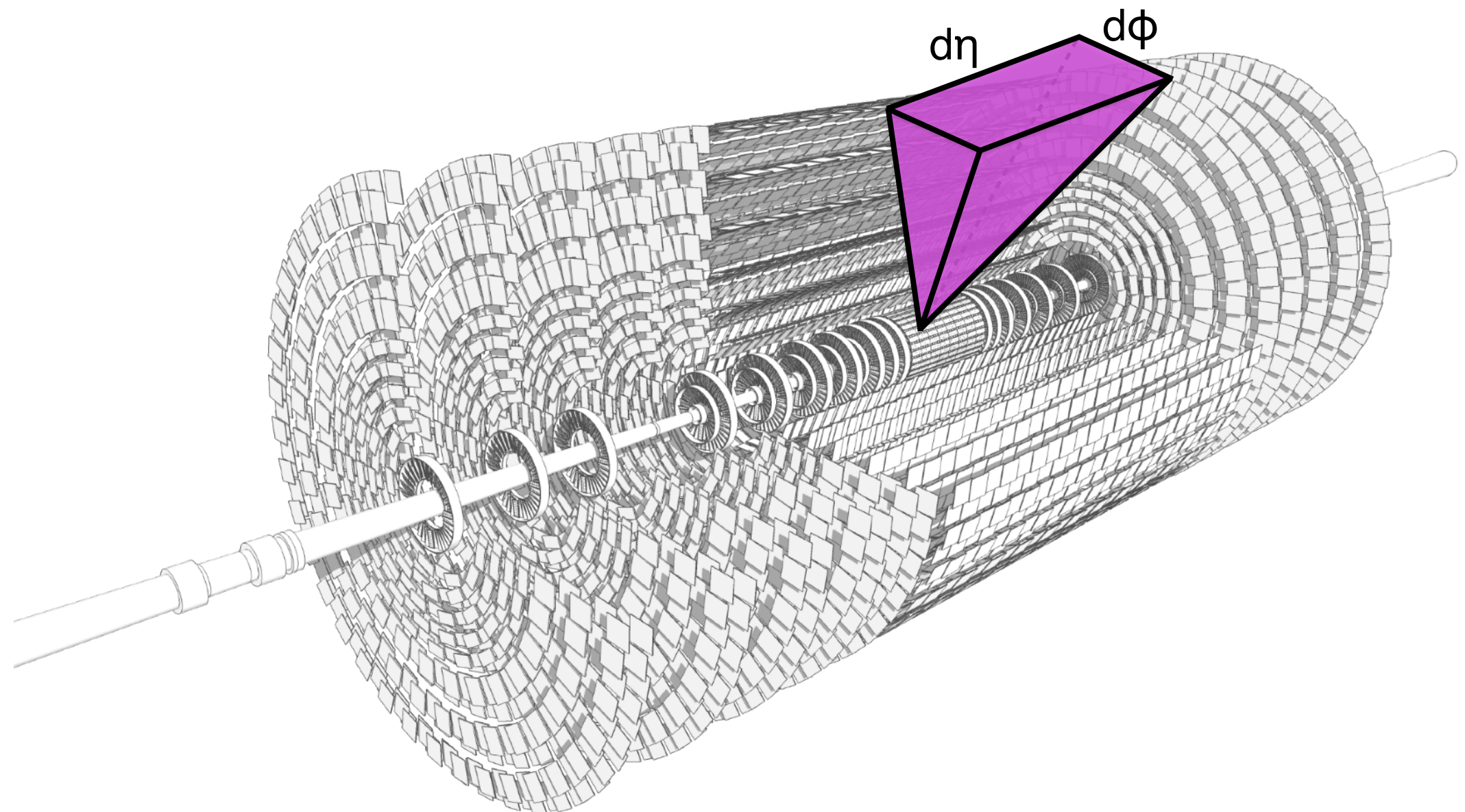


Regional processing



Aside: data-sharing a **far larger concern** for detectors near the collision point.

Example: find charged particles in a **patch of angular coordinates**.



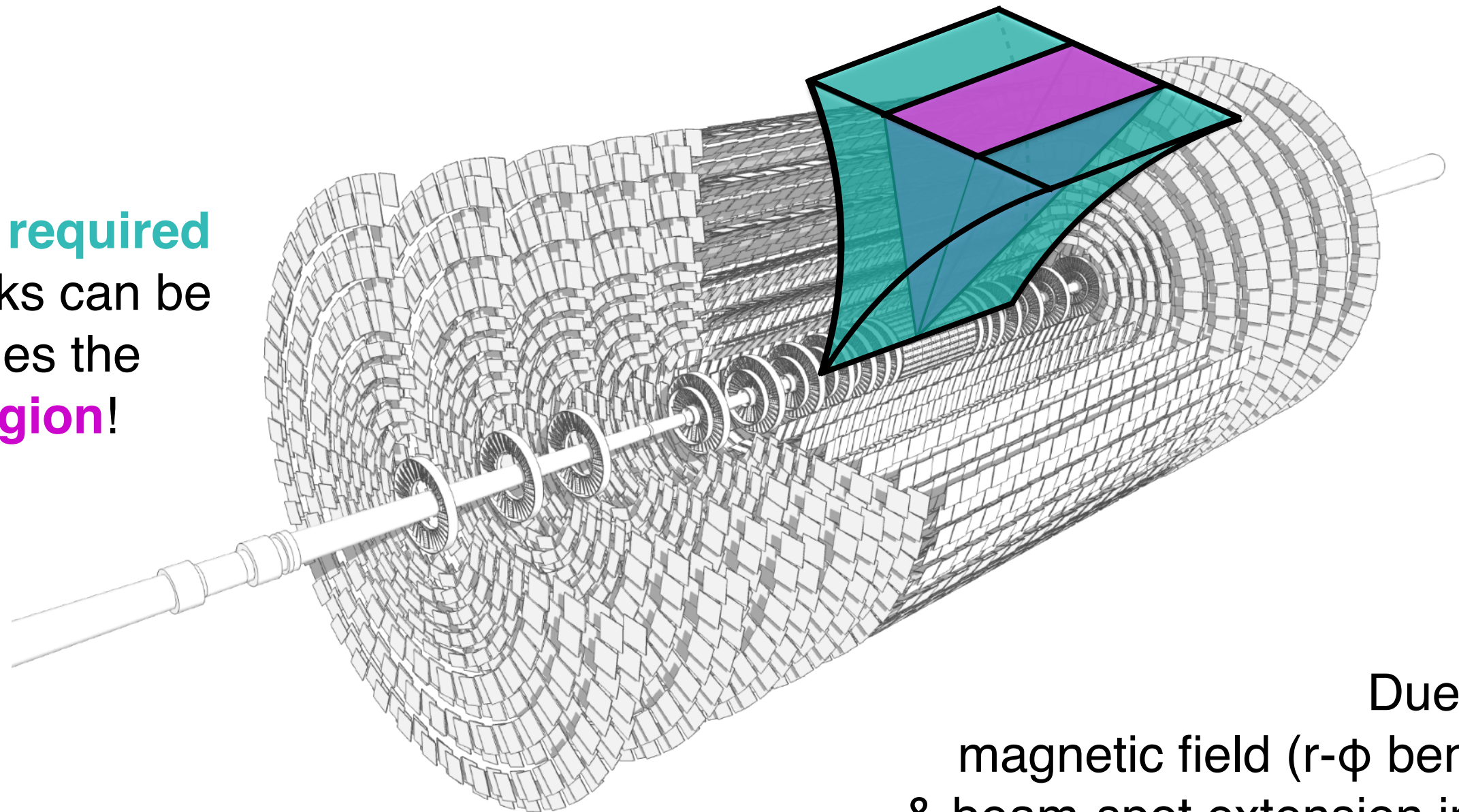
Regional processing



Aside: data-sharing a **far larger concern** for detectors near the collision point.

Example: find charged particles in a **patch of angular coordinates**.

Total data required
to find tracks can be
several times the
fiducial region!

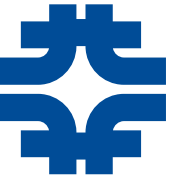


Due to
magnetic field (r - ϕ bend)
& beam-spot extension in z

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Break