



CTP Simulation

DESY ATLAS Meeting

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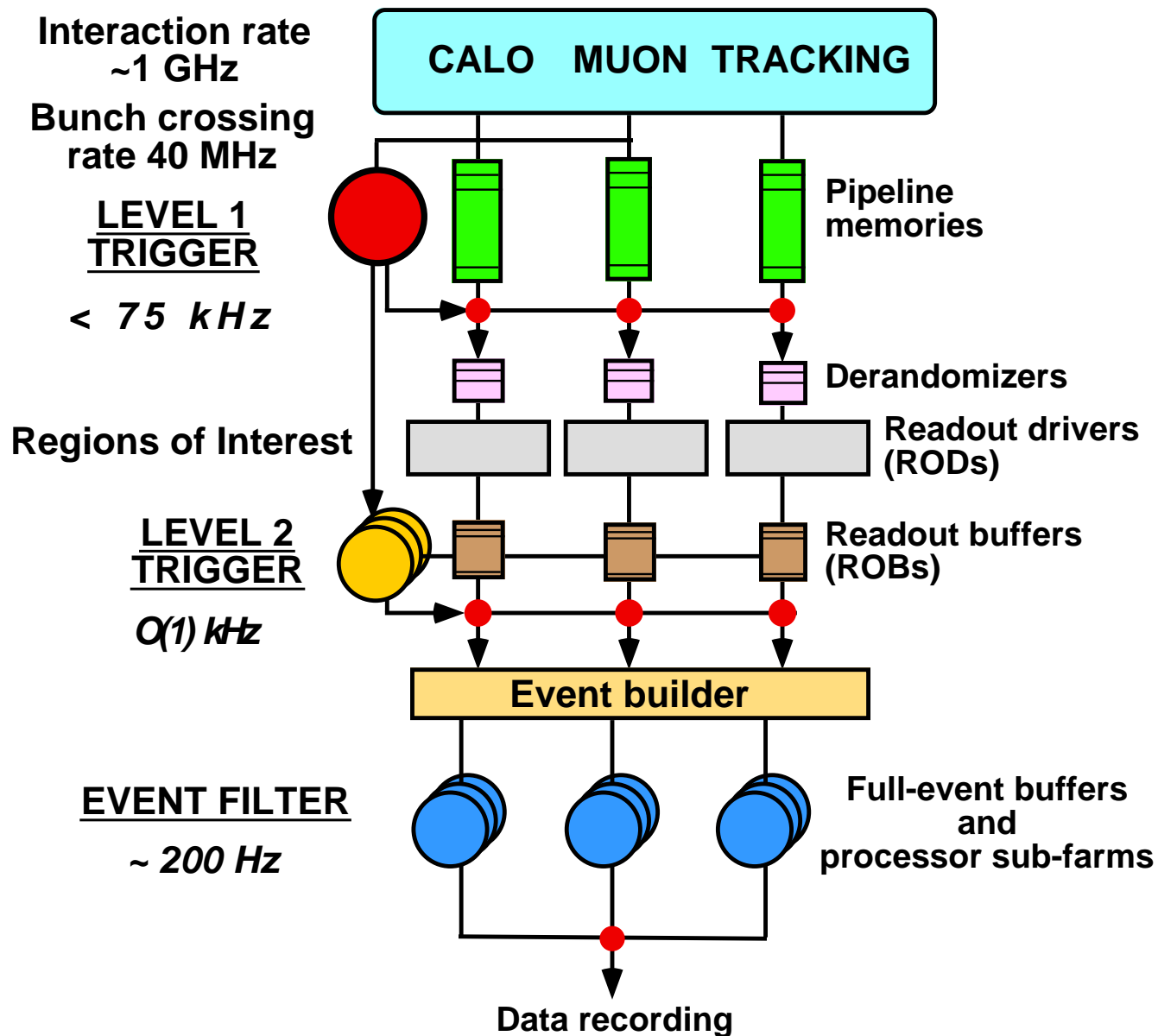
DESY - Hamburg

25. August 2006

- **Trigger System**
- **CTP Simulation**
- **Status and ToDo**

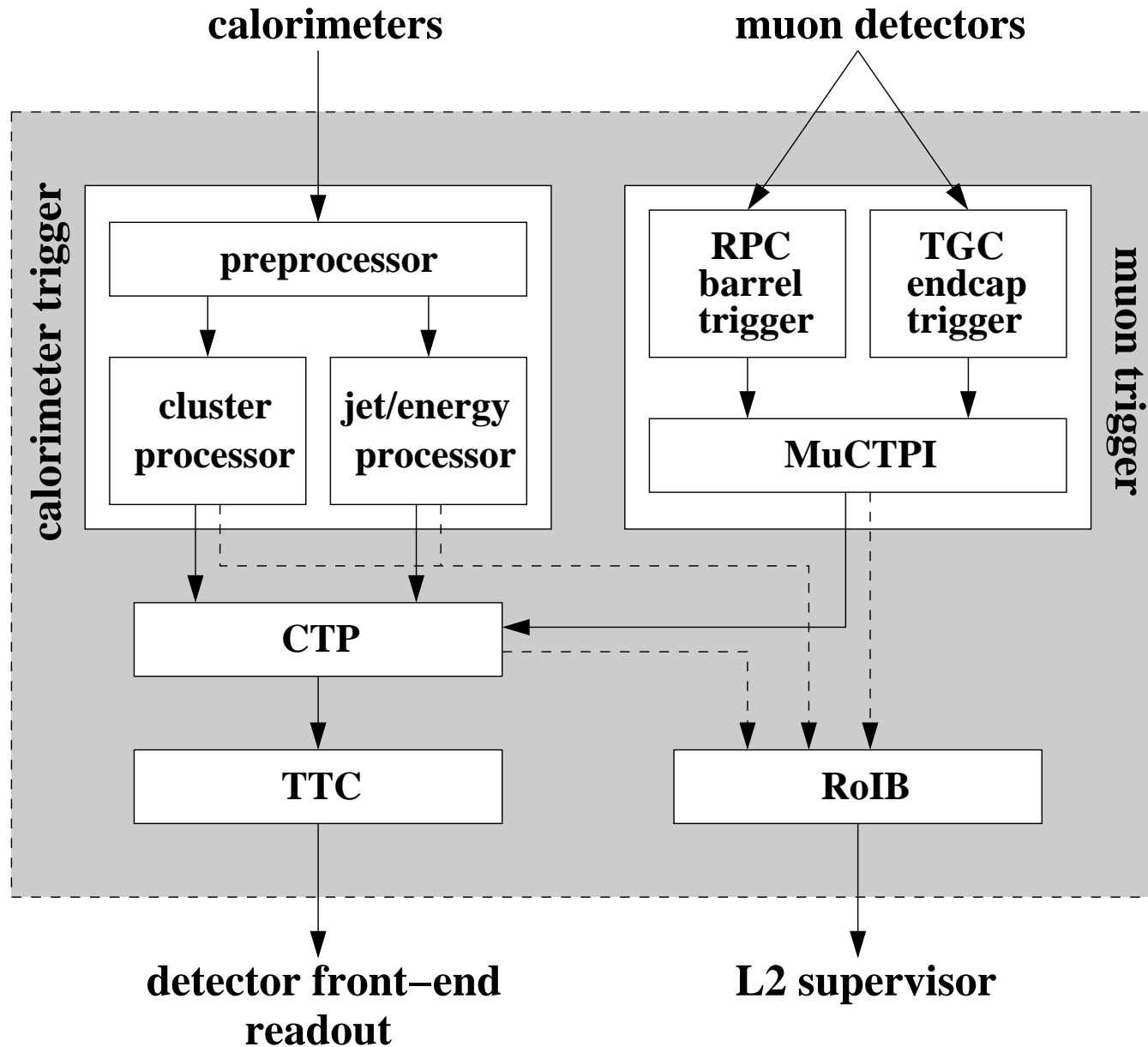


Atlas Trigger System

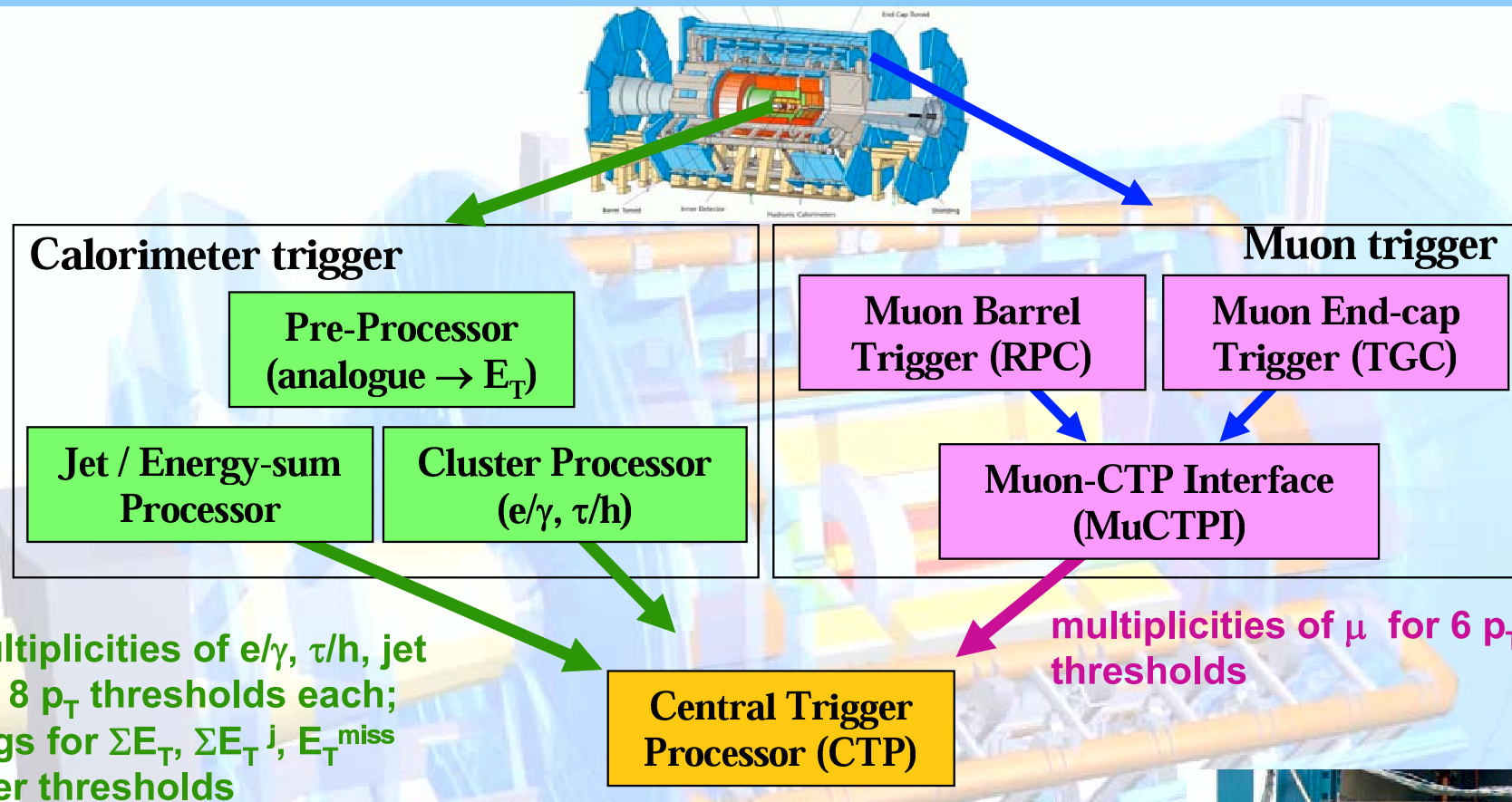




Level 1 Trigger System

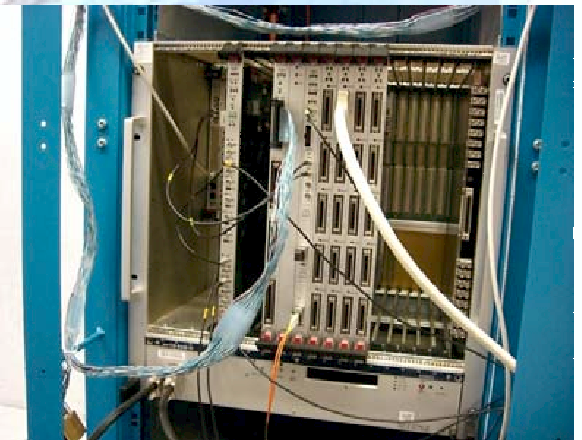


LVL1 Trigger overview



CTP: (one 9U VME64x crate, FPGA based)

- **central part** of LVL1 trigger system
- calculation of **trigger decision** based on inputs from L1Calo and L1Muon





Basic Layout of CTP Simulation

start of run:

- get trigger menu for LVL1

each event:

- get input RDOs for μ CTPI and CALO
- build decision for each trigger item
- apply prescale
- apply deadtime
- build L1A (level 1 accept)
- write output RDO and L1A to RoIB



Already implemented by Attila Krasznahorkay:

- **get trigger menu**
- **build decision**
- **output RDO**

Need to be done:

- **prescale**
- **deadtime**
 - 4 ticks after L1A
 - low/high priority buckets
 - really needed?
 - special mixed MC sample corresponding to data taking
- **special triggers**
 - random (2x), prescale clock (2x), and bunch group trigger (8x)
- **better RDO for RoIB (versioning, functionality)**



Interaction with Rest of Trigger System

Configuration:

- CALO uses old configuration
 - μ CTPI uses old configuration
- CTP supplies old configuration objects

Input RDOs:

- format fixed

CTP RDO:

- hardware output can be changed by firmware (flexible)
- how do track different versions?

LVL2:

- need CTP RDO for start of chains
- what functionality is needed?



- implementation of missing features
- test of functionality
- real life tests:
 - single muons, electrons, photons, ...
 - mixed events
 - physics events
- maybe trigger performance studies?
- rerun trigger simulation after digitization
 - all LVL1: no problem
 - CTP only: μ CTPI and CALO inputs fixed, compatible trigger menu
 - HLT: compatible trigger menu
 - how to store LVL1 master key in simulation
- use simulation for hardware testing