

The Trigger and Real-time Reconstruction at LHCb

CPAD Instrumentation Frontier Workshop 2019

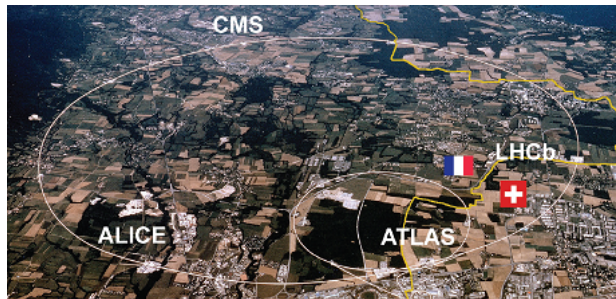
Daniel Craik
on behalf of the LHCb collaboration

Massachusetts Institute of Technology

9th December, 2019

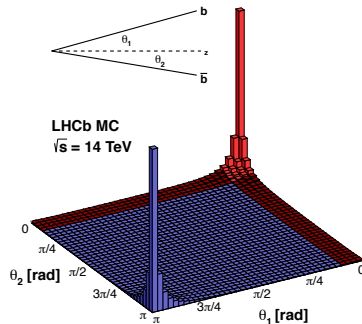


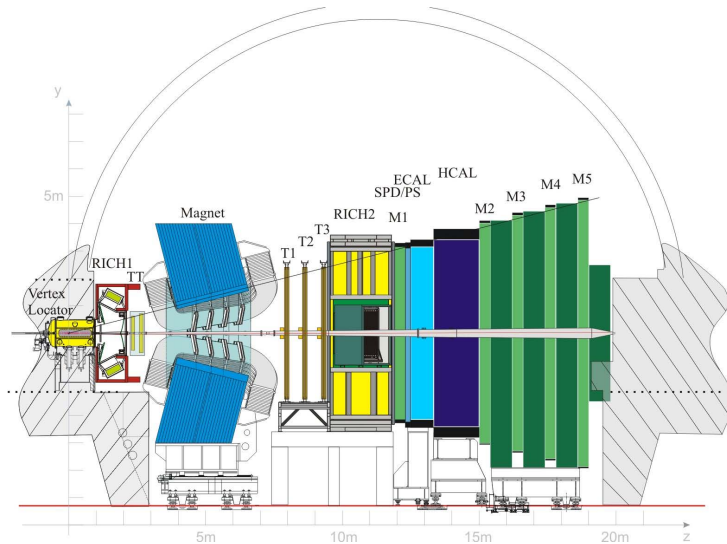
The LHCb detector



- Located at point 8 of the LHC
- General-purpose detector in the forward region
- Specialised in studying b - and c -decays

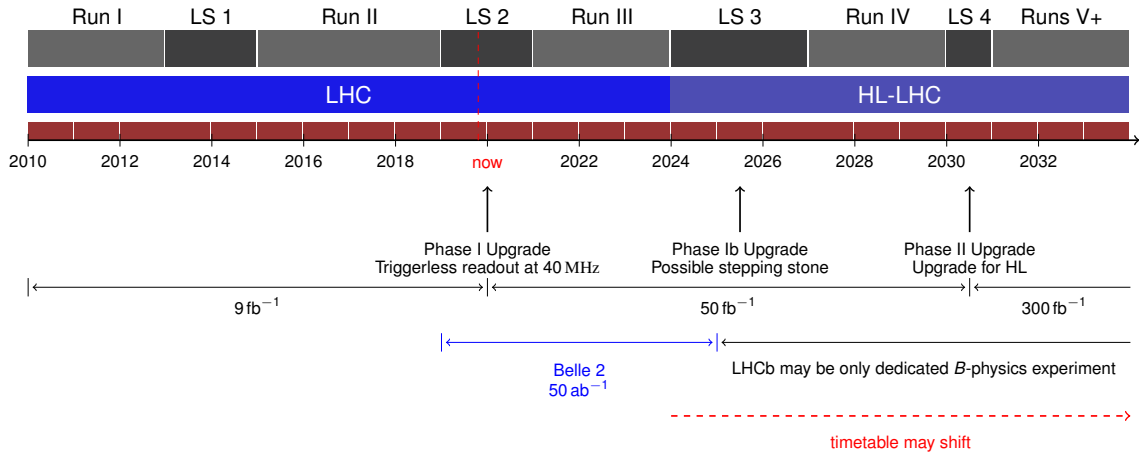
- Instrumented in the forward region to exploit forward-production of c - and b -hadrons



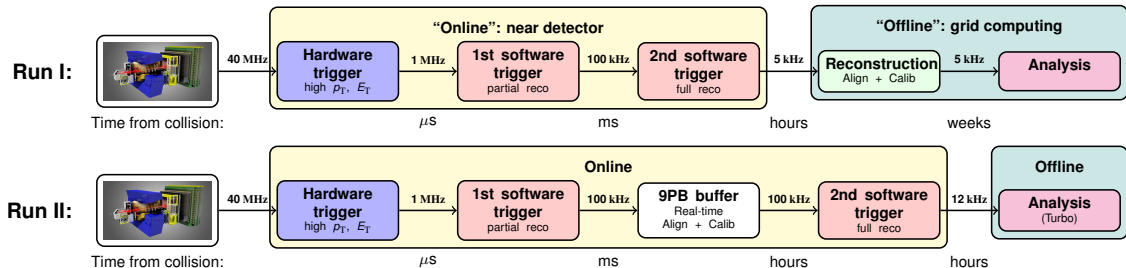


- Instrumentation in the forward region ($2 < \eta < 5$)
- Excellent secondary vertex reconstruction
- Precise tracking before and after magnet
- Good PID separation up to $\sim 100 \text{ GeV}/c$

LHCb timeline

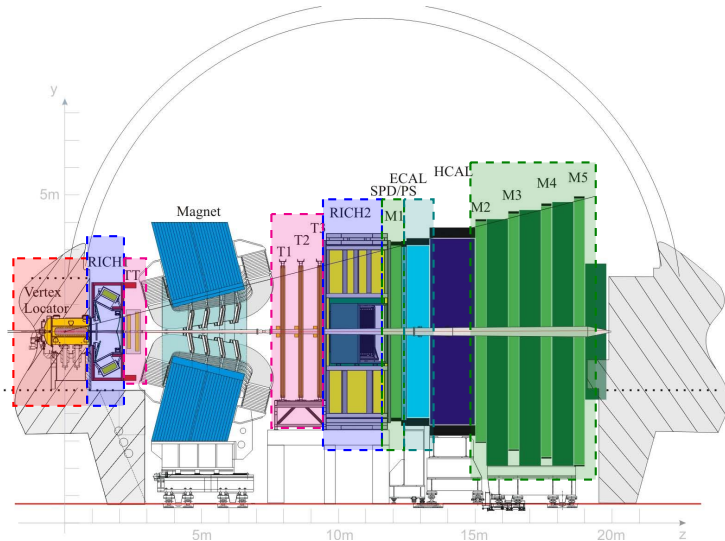


Real-time reconstruction in Run II



- Calibration and alignment of Run I data performed “offline” weeks after data taking
 - Trigger reconstruction different from offline
- In Run II, data buffered before final trigger stage
 - Allows for real-time alignment and calibration
 - Offline-like reconstruction within the trigger
 - Many analyses use “Turbo-stream” data – online reconstruction, full raw event not saved

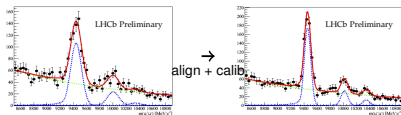
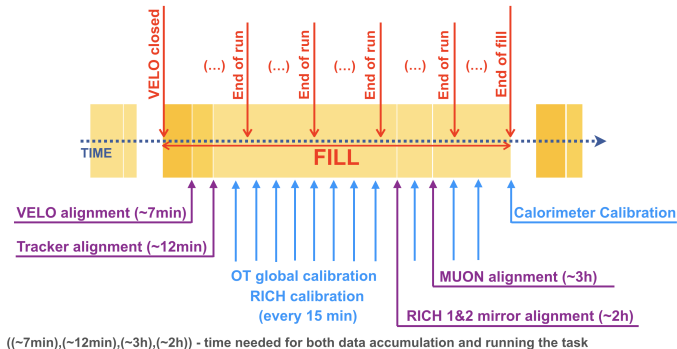
Real-time reconstruction in Run II



- Real-time alignment and calibration performed for **vertex locator**, **RICH detectors**, **tracking stations**, **calorimeter** and **muon stations**
- Will focus on **velo** and **RICH**
- Alignment particularly important for **velo**, which opens and closes between fills
- Gas-filled **RICH detectors** also require frequent calibration

Real-time reconstruction in Run II

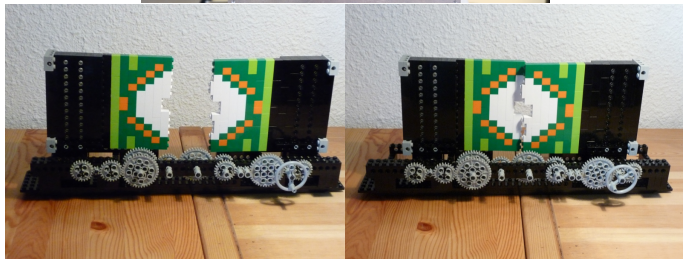
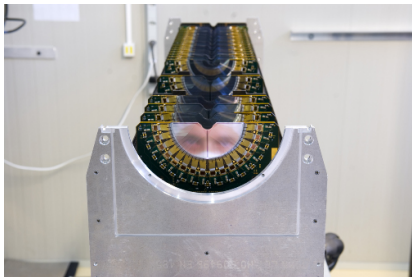
- Each alignment task performed once per fill
- Alignment begins once a large enough dataset has been collected
- Calibration of RICH gas refractive index performed regularly to account for temperature/pressure changes within the radiator gas



initial

improved

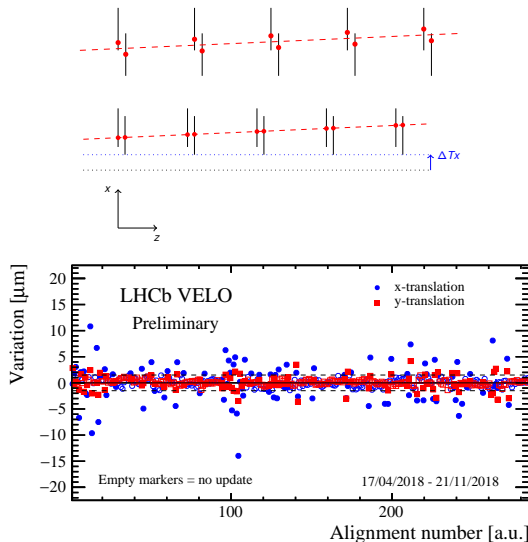
Real-time alignment of the Velo

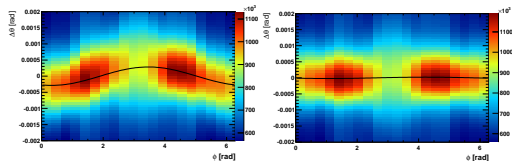
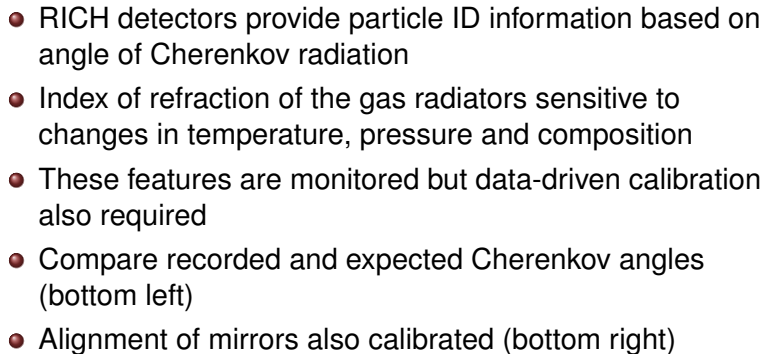


- Vertex locator modules sit 5 mm from the LHC beam
- Consists of two retractable halves (one shown)
- Modules formed of two sections – one on each velo half
- During beam injection, velo retracted to 35 mm for safety
- Closed once LHC beams are stable
- Moves every fill → align every fill

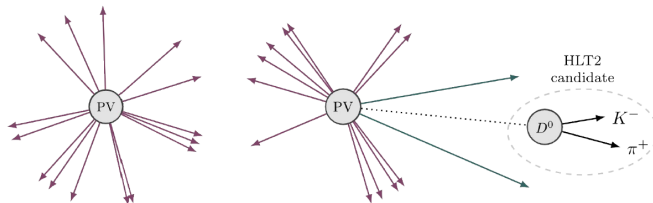
Real-time alignment of the Velo

- Alignment of velo based on minimising residuals between hits and reconstructed tracks
- Plot shows x and y translation between the two velo halves
- Tolerance of $\pm 2 \mu\text{m}$ allowed without alignment update (empty markers)
- Updates may also be caused by other degrees of freedom
 - *e.g.* offsets or rotations within a velo half

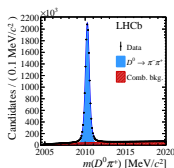
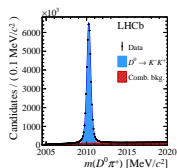




- Save only parts of the event needed for offline analysis
- Multiple persistence levels
 - Only candidate (~ 7 kB)
 - Part of event (~ 16 kB)
 - Full event (~ 48 kB)
 - cf.* Non-turbo (~ 69 kB)

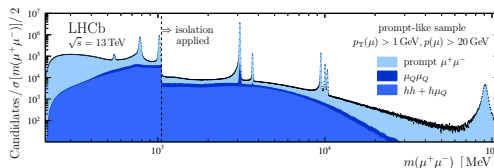


Used by many analyses, *e.g.*



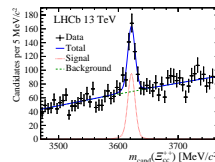
CP violation in charm decays

PRL 122 (2019) 211803



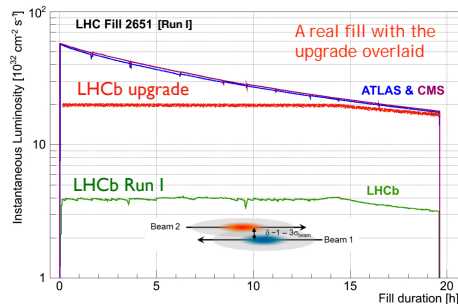
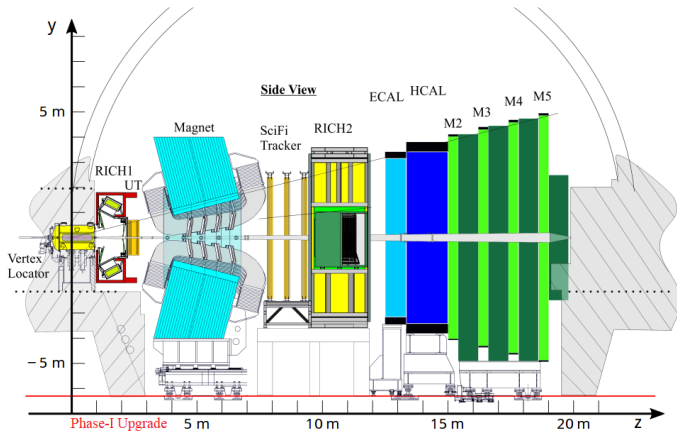
Search for dark photons decaying to dimuons

PRL 120 (2018) 061801



Observation of Ξ_{cc}^{++}

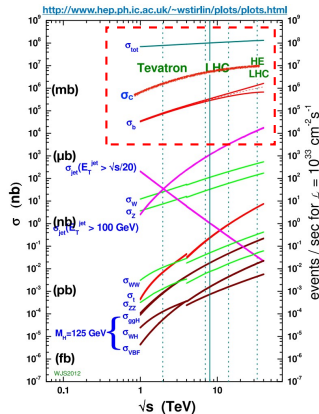
PRL 119 (2017) 112001



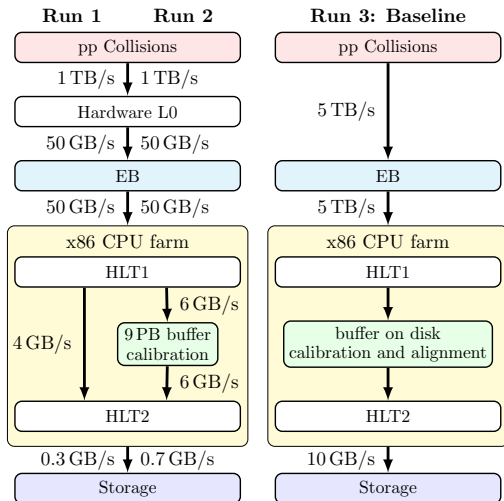
- Run at $5\times$ higher luminosity
- Triggerless readout at 40 MHz
- New vertex locator
- New tracking (UT, SciFi)

Challenges in Run III

- At increased luminosity, charm (beauty) in 24 % (2 %) of bunch crossings
 - Cannot write out charm at 7 MHz
- Trigger must distinguish signal from less-interesting signal as well as from background
- No longer feasible to have first trigger based on calorimeters and muon detectors alone
- Need as much information about an event as soon as possible



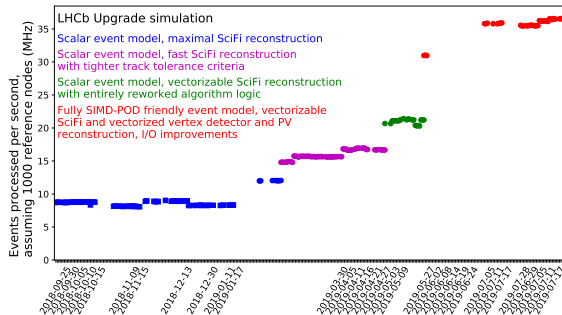
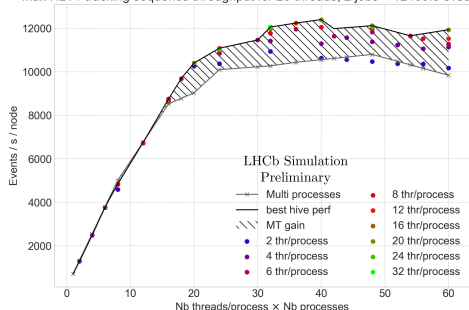
LHCb trigger in Run III



- Hardware trigger to be removed from Run III
- HLT1 software trigger must perform at $30\times$ higher rate with $5\times$ the pileup
- Buffer will reduce from $\mathcal{O}(\text{weeks}) \rightarrow \mathcal{O}(\text{days})$
- Significant increase in data transfer rates
- New trigger setup offers up to $\sim 10\times$ efficiency improvement for some physics channels

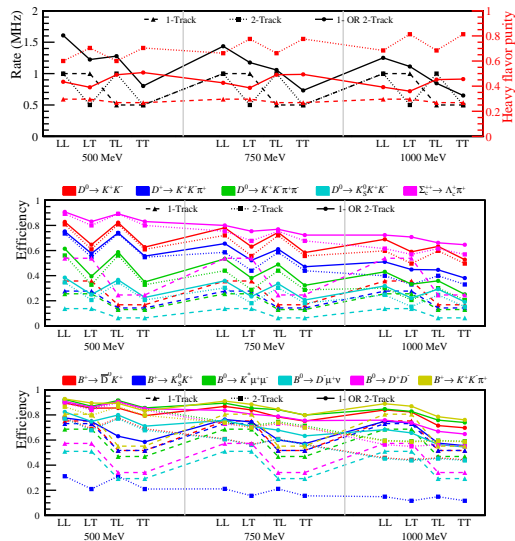
- Significant progress made to optimise tracking algorithms
- $\sim 4\times$ improvement in throughput from vectorising, improvements to event model and optimisation

Max HLT1 tracking sequence throughput for 20 threads, 2 jobs = 12400.3 evt/s/node

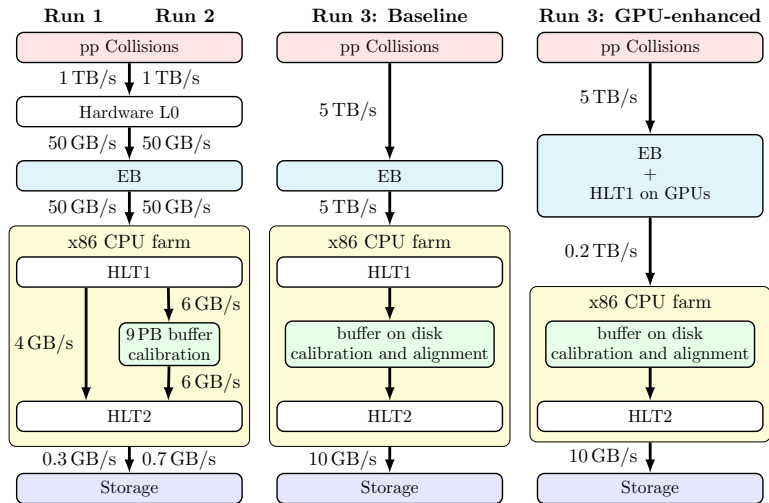


- multi-threaded processes offer gains over running more processes in parallel
- Optimal CPU architecture under investigation – new AMD architecture offers significant cost/benefit improvements

- Allows for a flexible and configurable sequence
- Physics performance of single-track and two-track selections studied
- Loose (L) and tight (T) versions of algorithms simulated with different p_T thresholds (500 – 1000 MeV/c)
- (Top) ~ 1 MHz output rate achievable based on “minimum bias” simulation
- Two-track selection remains efficient
- Single-track selection still requires work



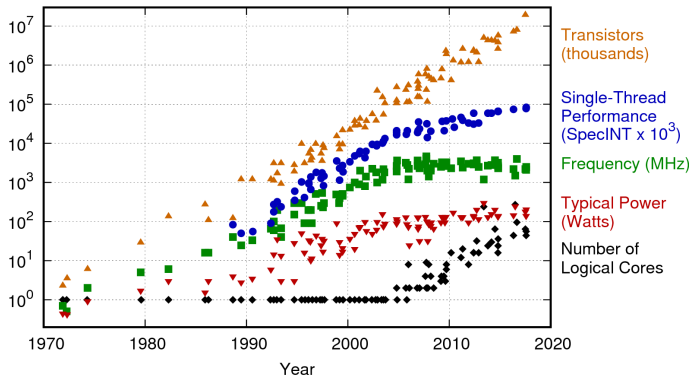
LHCb trigger in Run III



- Option to move to a GPU-based HLT1 with GPUs installed on the Event Builder servers
- Free up full CPU farm for HLT2 and save on networking between event builders and CPU farm
- Demonstrated technical feasibility
- Decision due in early 2020

Why GPUs?

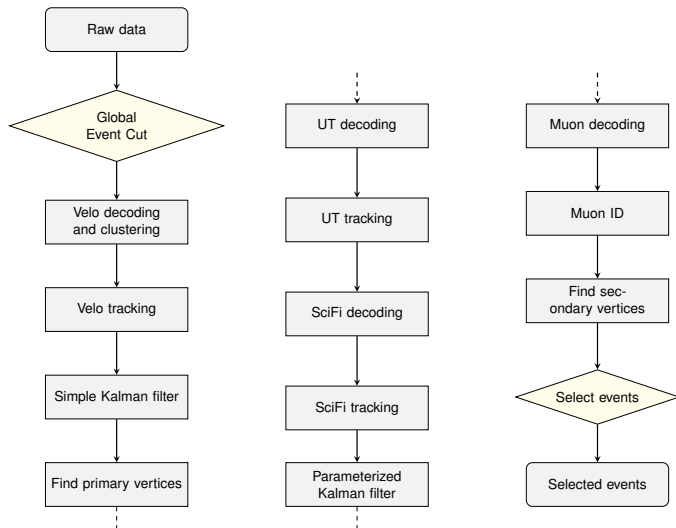
42 Years of Microprocessor Trend Data



Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten
New plot and data collected for 2010-2017 by K. Rupp

- Moore's law still holds but single-thread performance has levelled off
- Gains now to be made through parallelisation
- GPUs specialised for massively parallel operations (100s–1000s of cores)

- HLT1 involves decoding, clustering and track reconstruction for all tracking subdetectors
- Algorithms also perform Kalman filter and trigger selection
- All stages of the process may be parallelised



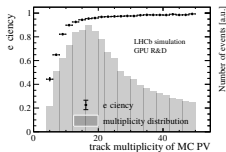
- Generic configurable framework for GPU-based execution of an algorithm sequence
 - Data passed to GPU device
 - All algorithms executed in order
 - Results passed back to the host
- Process thousands of events in a single sequence
 - Opportunity for massive parallelisation
- Configurable sequences at compile time
- Configurable algorithms at run time
- Custom GPU memory management – no dynamic allocation
- Built in validation and monitoring
- Cross-platform compatibility with CPU architectures
- Named for Frances E. Allen
- Implement HLT1 on GPUs



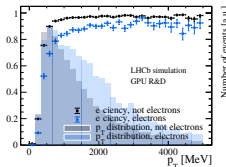
Selections

- One track
- Two tracks
- Single muon
- Two muons (displaced)
- Two muons (high-mass)

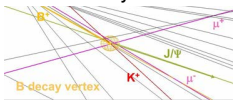
Primary vertices



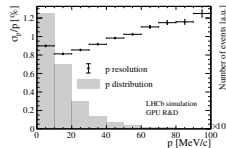
Tracks



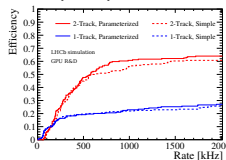
Secondary vertices



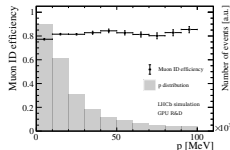
Momentum



Impact parameter



Muon ID

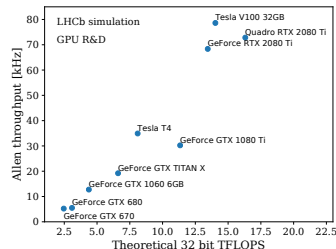
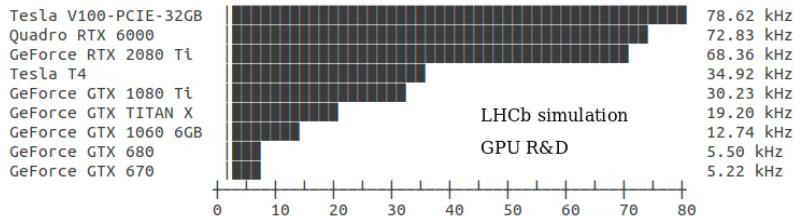


Trigger	Rate [kHz]
1-Track	249 ± 18
2-Track	663 ± 30
High- p_T muon	1 ± 1
Displaced dimuon	50 ± 8
High-mass dimuon	101 ± 12
Total	971 ± 36

- Total rate reduced $30 \rightarrow 1$ MHz
- Physics performance consistent with x86 baseline

Signal	GEC	TIS -OR- TOS	TOS	GEC \times TOS
$B^0 \rightarrow K^{*0} \mu^+ \mu^-$	89 ± 2	85 ± 2	78 ± 3	69 ± 3
$B^0 \rightarrow K^{*0} e^+ e^-$	84 ± 3	69 ± 4	62 ± 4	53 ± 3
$B_s^0 \rightarrow \phi \phi$	83 ± 3	70 ± 3	65 ± 4	54 ± 3
$D_s^+ \rightarrow K^+ K^- \pi^+$	82 ± 4	62 ± 5	38 ± 5	32 ± 4
$Z \rightarrow \mu^+ \mu^-$	78 ± 1	97 ± 1	97 ± 1	75 ± 1

GEC = global event cut, TIS = trigger independent of signal, TOS= trigger on signal



- Full HLT1 algorithm can be run on ~ 500 current GPUs
- Buy GPUs instead of networking
- Performance scales with GPU so can expect more from 2021 GPUs
 - Not yet limited by Amdahl's law
 - Potential to perform more tasks within HLT1

- Real-time reconstruction and calibration a success story for LHCb in Run II
- Offline-quality reconstruction allowed for many trigger selections to be moved to the turbo stream
 - Selections can be based on offline-quality features
 - Smaller event size → higher event rate for same disk rate
 - Tradeoff – full raw event not saved → cannot rerun reconstruction offline
 - Already crucial for charm decays in Run II
- LHCb detector and DAQ upgrades for Run III
 - No hardware trigger
 - First-stage software trigger must perform track reconstruction at bunch-crossing rate
- Baseline x86 implementation of first-stage trigger significantly optimised to deal with higher throughput
- Allen project offers a GPU-implementation
 - Generic framework allows for configurable algorithm sequence
 - Feasibility for possible use in LHCb Run III already demonstrated