

PANDA Software Trigger

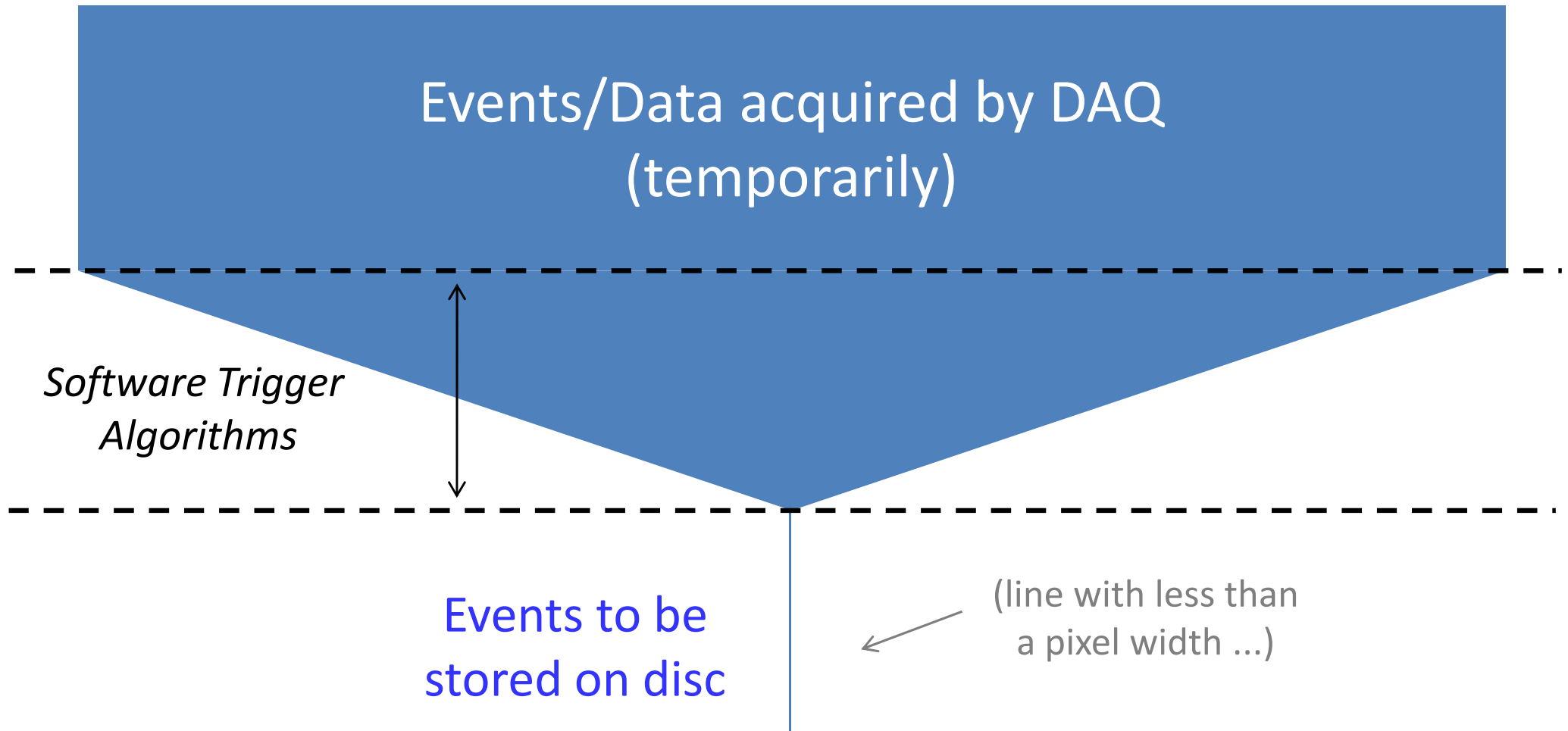
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Why Software Trigger at all?

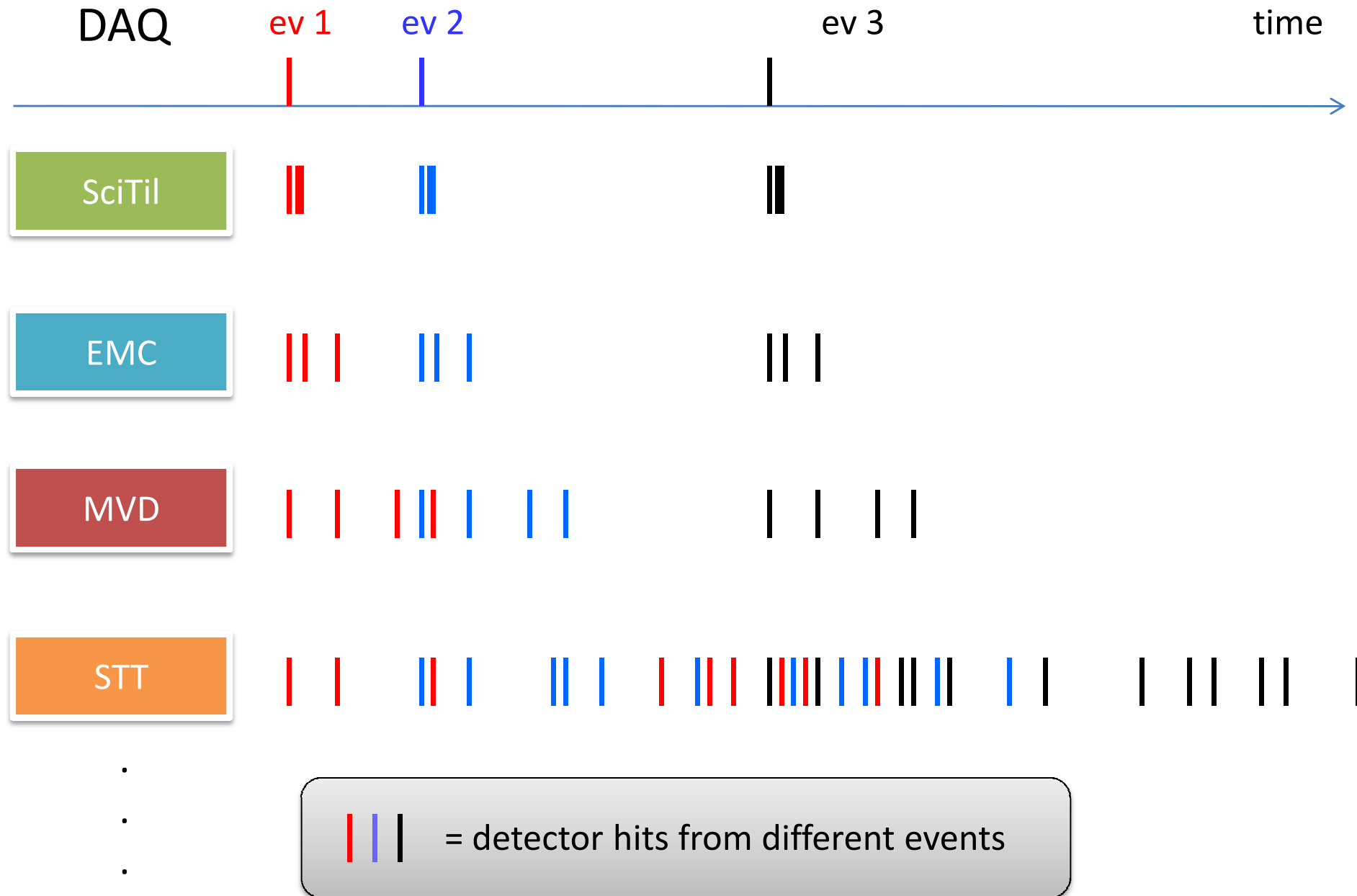
- Many benchmark channels (no ,golden‘ channel)
- Channels consist purely/predominantly of hadrons
- Signal and background events look quite similar in terms of
 - Multiplicity tracks/neutrals
 - kinematic distributions
 - event shape, ...
- *Many, many, many* more background events ($\times 10^6$)
- No ,simple‘ hardware trigger can cope with that situation
- Need sophisticated algorithms with high selectivity
- Only possible with online reco + a lot computing power

Challenge

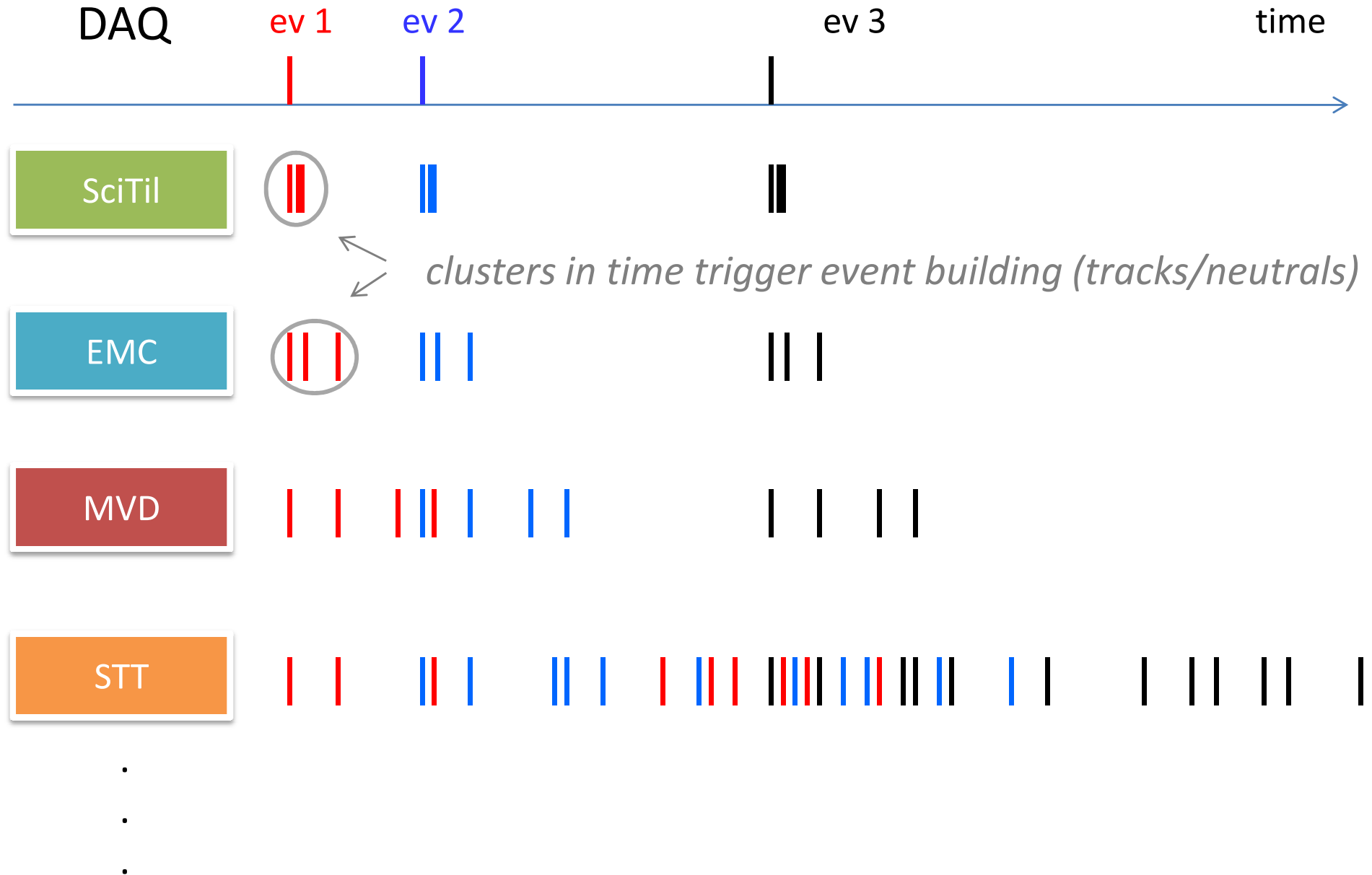


- Required reduction factor: $1/1000$ (all triggers in total)
- e.g. 50 algorithms \rightarrow factor $1/50000$ in average

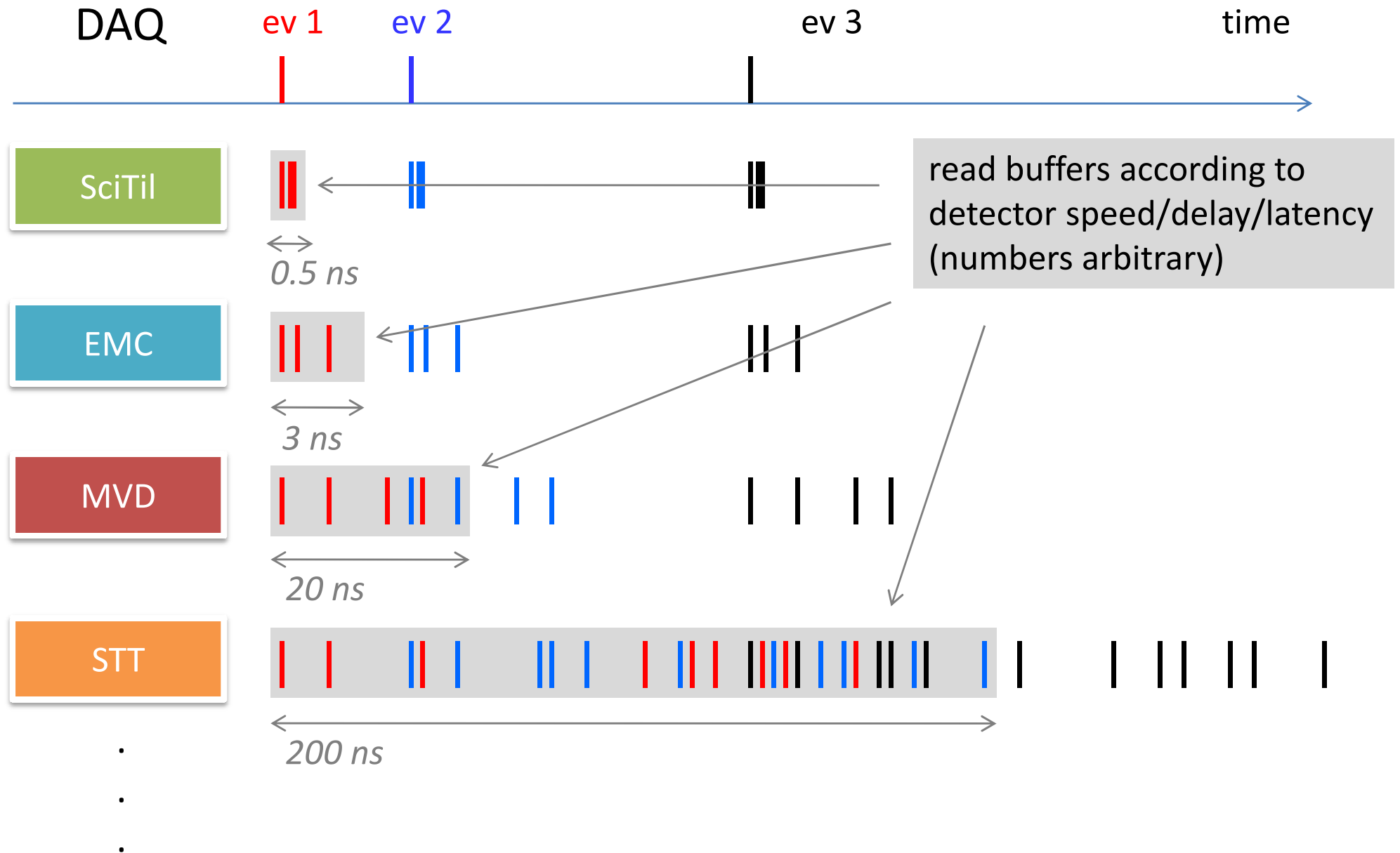
Online reco scenario



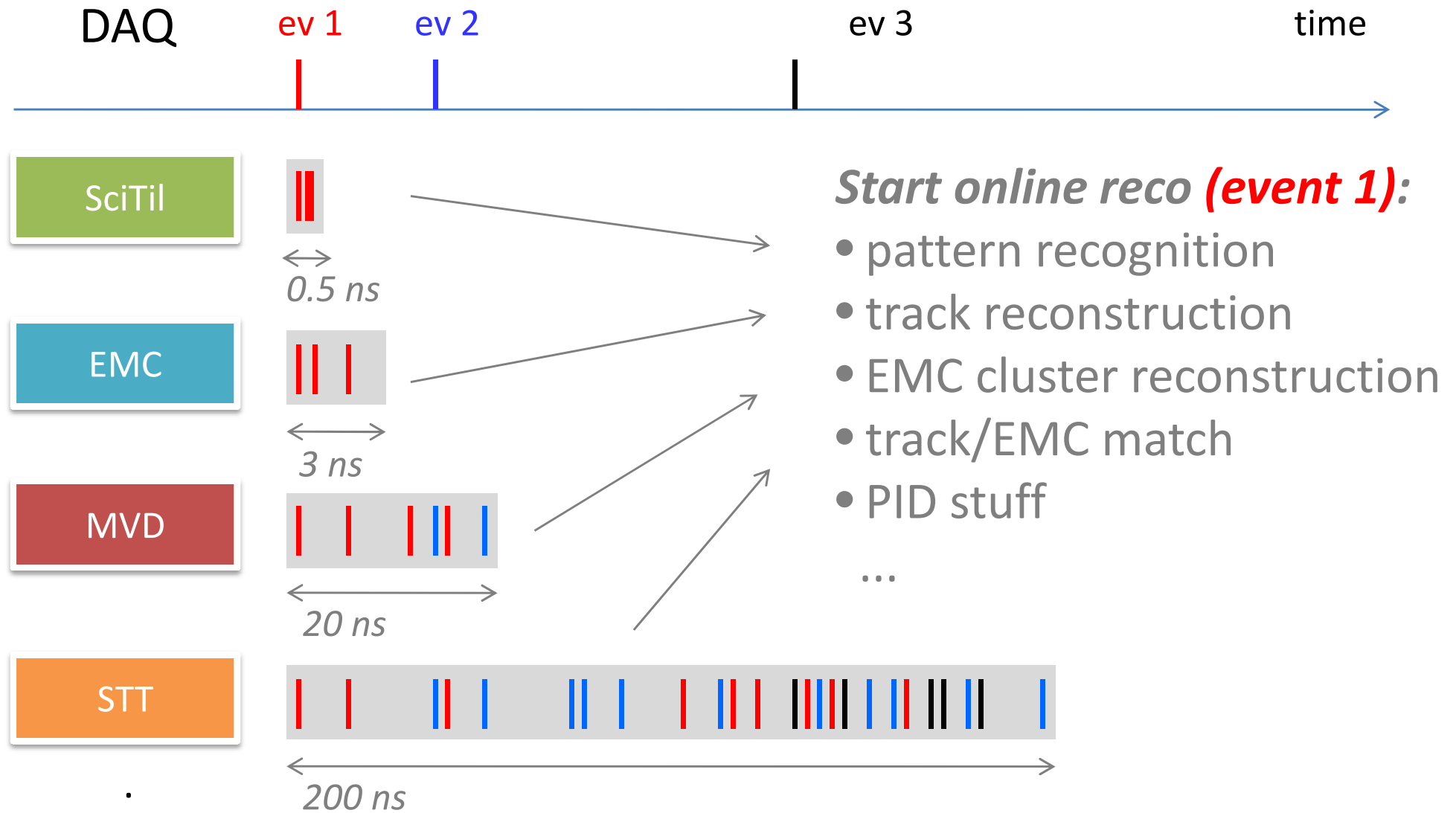
Online reco scenario



Online reco scenario



Online reco scenario



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Trigger Algorithms

- Information for the trigger can be
 - direct hit information (perhaps SciTil hits, EMC hits)
 - higher reconstructed information (tracks, clusters, inv. mass, angles, ...)
- Two scenarios:
 - Inclusive trigger before event building
 - e.g. 2 electron cand. (J/psi)
 - start event building on selected buffered data
 - Exclusive trigger with reco'd events
 - reconstruct every event (candidate)
 - run event based trigger algorithm

Ingredients for Algorithms

Studying the *Physics Book* (offline scenario) gives idea about necessary information, e.g.

- **J/psi** (→ base for many charmonia)
 - Invariant Mass: Tracking/Momentum
 - Electron ID: Tracking, cluster energy, track/cluster match
 - Muon ID: Tracking, Muon detector information
 - Vertex: Tracking
- **D/Ds Mesons**
 - Pi0s: EMC clusters
 - Inv. Mass: Tracking
 - Kaon, Pion ID: dE/dx, DIRC info (w/ track match), ToF (track match)
 - Vertex: Tracking
- **Baryons**
 - Inv. Mass: Tracking
 - proton, pion ID: DIRC info (w/ track match)
 - Vertex: Tracking
- **Full events: 4C fitting**

Track and momentum reconstruction is **key ingredient** for almost everything!

Some comments to Physics Book results

- Some of the benchmark channels reported in Physics Book seemed to be at the limit concerning
 - signal/noise ratio
 - signal statistics (due to low cross section and/or limited integrated luminosity/beam time)
- For proper efficiency determination
 - trigger efficiency
 - event building efficiencyhave to be taken into account (was not the case I guess)

which makes the situation even more challenging...

Quality of Online Reco

- Will there be **different algorithms** for online/offline reco?
- Will there be a **quality difference**?
- If yes, I assume online quality will be worse, i.e.
 - worse track finding/reco. efficiency
 - worse momentum resolution (\rightarrow *inv. mass resolution*)
 - worse EMC energy resolution (\rightarrow *mass res. of π^0 , η , ...*)
 - less precise PID information (\rightarrow *worse PID efficiency*)
 - no fitting (4C, vertex, mass) available

Approach for Trigger

- Two possible directions:
- „Top down“
 - Online experts tell, what can be reconstructed in time
 - Analysis experts determine resulting limitations to the planned physics program
- „Bottom up“
 - Analysis experts tell, what it required to study all channels
 - Online experts provide the required information
- I'd prefer to start with bottom up approach

To be investigated

- Which **information are mandatory** for full physics program?
- What is **required precision** for
 - momentum resolution
 - energy resolution
 - track finding efficiency (maybe momentum dependent)
 - event building efficiency
 - PID information

to achieve the required trigger efficiencies & purities?

Next steps to be done

- Implementation of time based simulation, pattern recognition and reconstruction for all detectors
- Determination of selectivity of various selection criteria (full MC)
- Resolution/efficiency dependence of trigger algo's (perhaps sufficient with toy MC)
- Event building efficiency as function of event rate (+ impact of possible event bursts from pellet target)