Real-time analysis in HLT1 at LHCb in Run 3

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The upgraded LHCb detector

- Increased instantaneous luminosity 5 \times from Run 2 to 2 \times 10³³ cm⁻²s⁻¹
- New tracking detectors
- Replaced readout electronics to meet rate requirements
- Removed hardware trigger



Dataflow in LHCb Run 3

• Software-only trigger allows more flexible selections



HLT1 requirements

- To perform selections at HLT1 level, we need:
 - Subdetector reconstruction for VELO, UT, SciFi, ECAL, and MUON
 - Primary and secondary vertex reconstruction
 - Track fitting
 - Electron and muon PID
- All at a 30 MHz rate!



Why GPUs?

- HLT1 is an inherently parallelizable task, at multiple levels
 - We run multiple streams on each GPU, each with a slice of events
 - Within algorithms, threads are used to parallelize over objects (vertices, tracks, etc.)
- Limited I/O bandwidth is acceptable because small raw event data O(100 kB/event) means thousands of events still fit in O(10 GB) memory
- Cheaper and more scalable than CPU alternative
- Fit well into LHCb DAQ architecture
- Run with 489 Nvidia RTX A5000 GPUs

HLT1 performance

- Excellent track reconstruction efficiency
- Efficiencies equal or better compared to Run 2



Going beyond the design requirements

- Original goal was only to make selections using long tracks in HLT1 but now also reconstructing downstream tracks
- Jet reconstruction using an iterative cone algorithm is performed and used for selection $$_{\times 10^3}$$



HLT1 online monitoring

- Monitoring is necessary to allow for real-time supervision of reconstruction and selections in HLT1 to find issues quickly
- LHCb has a monitoring infrastructure for aggregation and display but HLT1 monitoring buffers need to be periodically transferred to host
- Monitor all events at full 30 MHz rate → access to events discarded by HLT1



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Machine learning in HLT1

- Requirements of running in the HLT1 environment are that any model needs to be small and fast
- For physics we want our models to be robust and possibly monotonic
- Use Lipschitz neural networks to achieve this
- Currently in use for PID, selections, and more





Case study: $A' \rightarrow \mu^+ \mu^-$

- All prompt candidates included in monitoring histogram
- Muon ID NN used for selection to reduce background
- Approximately **20 times increase** in $\eta \rightarrow \mu^+ \mu^-$ yield per fb⁻¹ over Run 2



Summary

- LHCb is running a completely software-based trigger at 30 MHz (5 TB/s)
- HLT1 completes a partial reconstruction and selection at the full event rate by utilizing parallelization on GPUs
- The HLT1 implementation includes many algorithms beyond the original design scope, opening doors for additional interesting physics
- Large improvements in trigger efficiencies compared to the Run 2 system

Thank you for listening!

Backup

DAQ architecture

- O(500) FPGA readout boards receive data from subdetectors at 30 MHz
- Event builder units reorder raw data from front-end boards into event packets to be processed by HLT1
- Throughput of 5 TB/s
- Off-the-shelf components reduce cost



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Alignment and calibration

- Alignment for VELO, RICH mirrors, UT, SciFi, and MUON and calibration for RICH, ECAL, and HCAL run automatically every fill
- Alignment process based on analyzer and iterator to obtain convergence
- · Constants calculated in this process are periodically updated in HLT1



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HLT1 tracking efficiencies



More beyond the design requirements!

- Able to lower the E_T to 200 MeV for diphoton PbPb (compared to 1 GeV in the hardware trigger for Run 2)
- First ever K_s^0 selection in a first-level trigger enabling new $A^{CP}(D^0 \rightarrow K_s^0 K_s^0)$ measurement from only 3 months of Run 3 data due to increased efficiencies



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Stay tuned!