

## Feasibility of High-p<sub>T</sub> Single Electron Trigger with TRD L1

MinJung Kweon Physikalisches Institut, Universität Heidelberg

#### Questions are

- Beauty signal electron statistics and momentum reach
- Trigger rate with certain single electron trigger algorithm
- Rejection factor
- Feasible momentum threshold

#### Data Sets and Track Selection

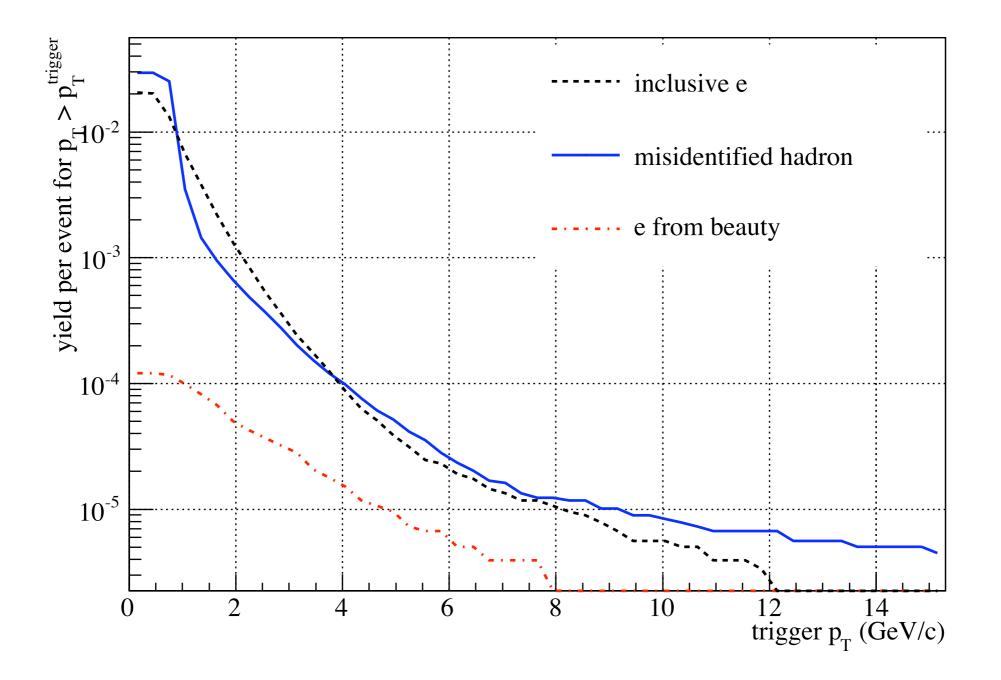
- Data Set:
  - p+p @ 10 TeV
  - ~ 2M minbias events produced with v4-16-Rev-06
- Track selection to be close to online tracker
  - $|\eta| < 0.9$ , 8 TRD super modules
  - TRDpidQuality >=4
    - , where TRDpidQuality is # of tracklets to used for PID
  - used TRDpid(NN method) for PID

Caution: tracks are still TPC prolongated Tracks!

## Main Background Sources

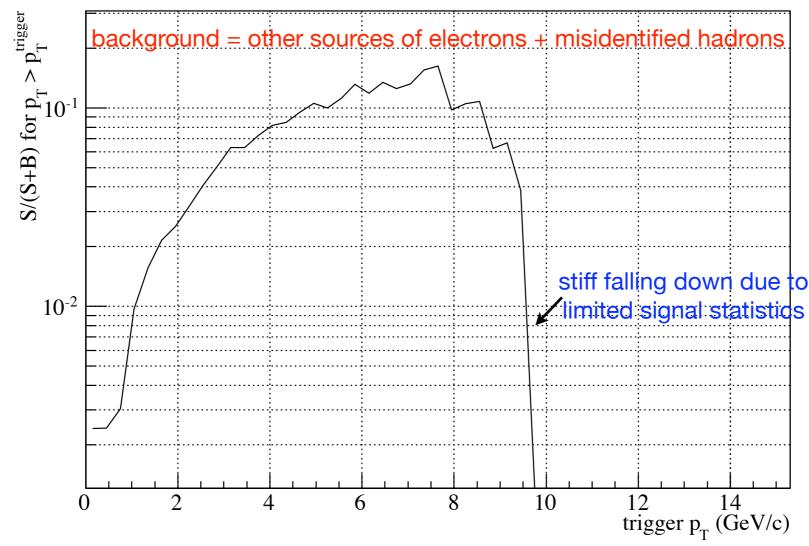
- Misidentified hadrons tracks
- Fake tracks from combination of clusters from different primary tracks
- True electron tracks due to conversion of photons before TRD

#### p<sub>T</sub> distribution of signal and background



- using mc pT
- TRD geometrical acceptance and offline tracking efficiency is fold in

# Signal/(Signal+Background) Vs. p<sub>T</sub>



- at 6 GeV, roughly S/B is 0.1, and event rate is about  $5 \times 10^{-5}$ 
  - if we consider maximum 100 kHz, it will give  $5 \times 10^{-5} \times 100$  kHz = 5 Hz
  - signal rate ~ 5 Hz \* 0.1 = 0.5 Hz
- there are many other real factor which increase online trigger rate
  - fake tracks
  - online PID rejection factor

rightarrow have to be studied with online emulator and emulator developing in progress

## Additional Suppression by HLT

- Suppression of background tracks additionally by HLT
  - hadron rejection use offline TRD pid method
  - conversion electrons, fake tracks ITS, TPC track matching, pixel hit requirement

 $\Rightarrow$  available bandwidth to HLT and output rate to DAQ will be questions

- Other remark:
  - conversion electrons can be signal for the other physics

### Outlook

 From offline analysis, high p<sub>T</sub> electron trigger with TRD L1 looks promising but we need to check with online emulator



