

43rd B2GM

TRG session

2022/10/5 (Wed)

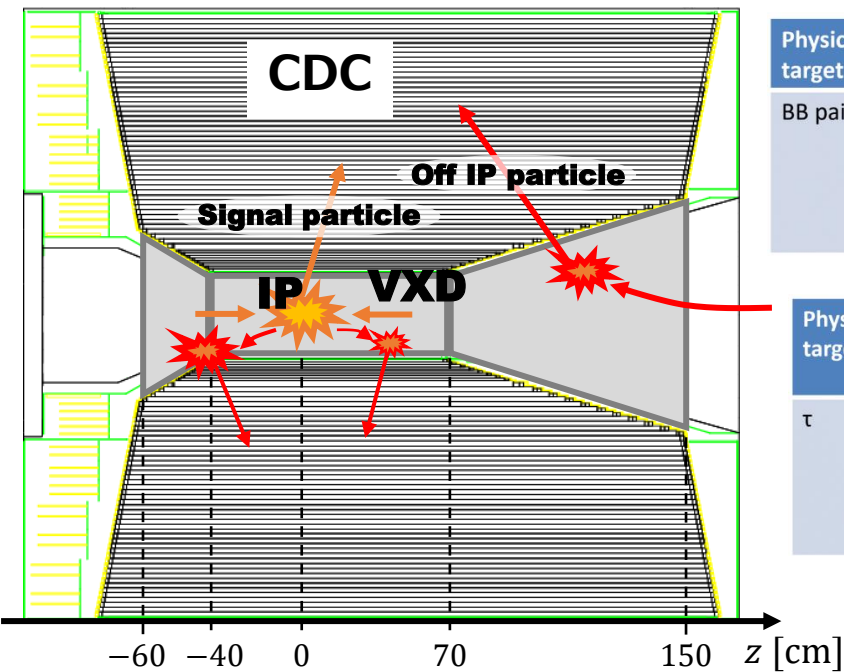
# Development of track finding algorithm using TFP-SVD for L1 trigger

## Contents

- Motivation
- TFP-SVD and trigger algorithm
- Review of last achievement
- New study for better TRG performance

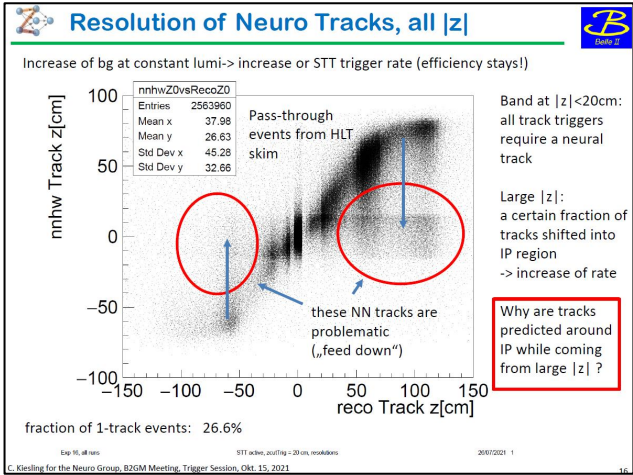
The University of Tokyo  
Tomoyuki Shimasaki

- CDC trigger has highest trigger rate among sub-triggers of Belle II L1 trigger.
- Off IP particles are one of the sources of beam background.
- CDC trigger cuts particles coming from 15 or 20cm away from IP.



Physics target	bit name	condition	Raw rate (kHz)	Exclusive rate (kHz)
BB pair	ffy	CDC #2track>=3, NNtrack>=1 with <u> z &lt;20cm</u> >=1	1.40	1.40
	fyo	CDC #2track>=2, NNtrack>=1 with <u> z &lt;20cm</u> >=1, Δφ>90deg	1.03	0.47
	c4	ECL #cluster>=4, 2<θid<15	0.13	0.08
	hie	ECL Energy sum>1GeV, 2<θid<15	0.69	0.56

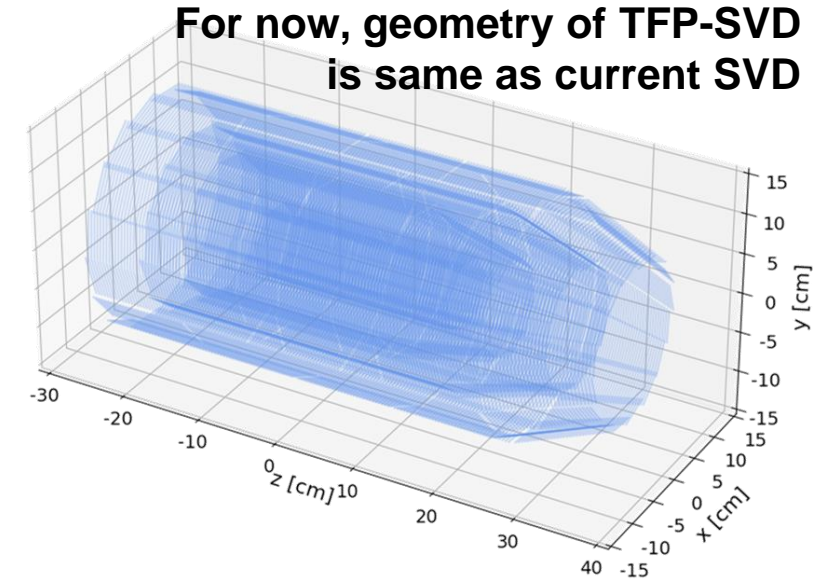
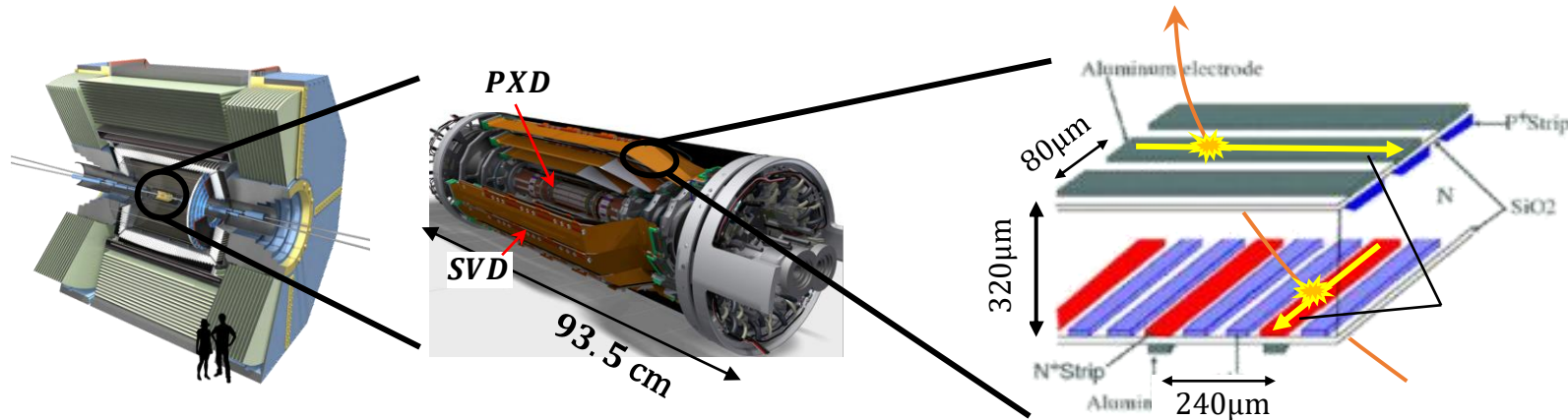
Physics target	bit name	condition	Raw rate (kHz)	Exclusive rate (kHz)
τ	stt	CDC #full track>=1, <u> z &lt;15cm</u> , p>0.7GeV	1.74	0.96
	syo	CDC #full track>=1, <u> z &lt;15cm</u> , #short track>=1, Δφ>90deg.	0.74	0.38
	yioiecl1	CDC #full track>=1, <u> z &lt;15cm</u> , #inner track>=1, Δφ>90deg.	0.37	0.08
	lml12	NCL ≥ 3, at least 1 CL ≥ 500 MeV(Lab)) (with θID = 2 - 16)	0.17	0.03
	ecлтаub2b	under optimization	-	-



It seems that there is room to improve the current trigger

## SVD

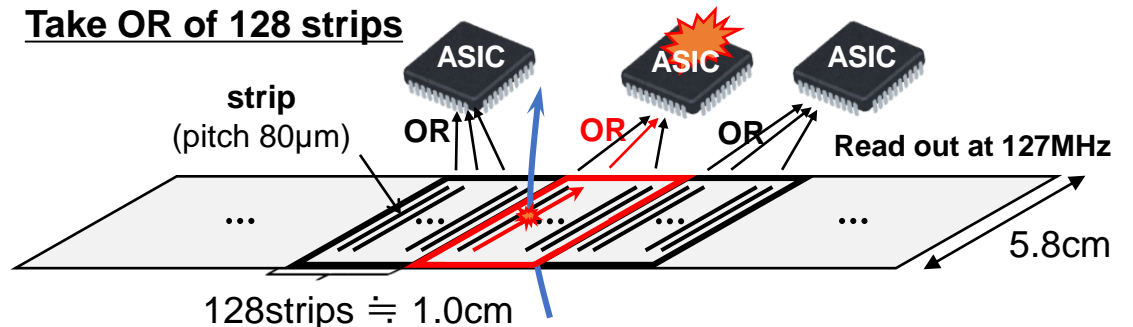
- the double-sided silicon-strip detector located in the innermost part of Belle II detectors.
- detects the position through which the particle has passed.



## Thin-fine pitch SVD (TFP-SVD)

- We are developing new SVD to install after 2026.

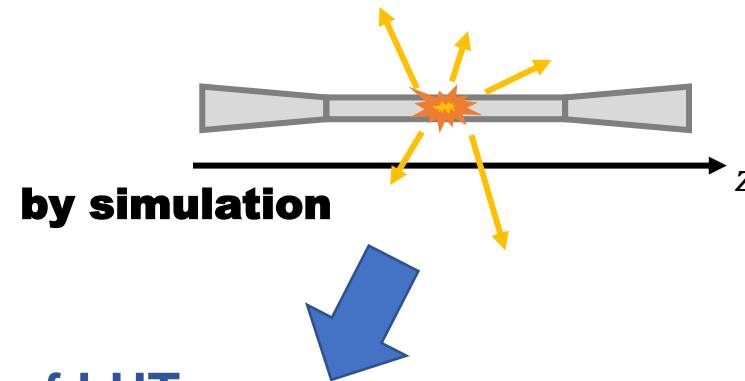
	Current SVD	TFP-SVD
pitch of P side strip	75 μm	75 μm
pitch of N side strip	160 or 240 μm	80 μm
Sampling rate	32 MHz	127 MHz
Generate TRG signal	×	○



We are considering new L1 trigger using TFP-SVD

## Pattern matching by LOOK UP TABLE (LUT)

- Collect a lot of track patterns of particles from IP.
- Use those as a look up table.

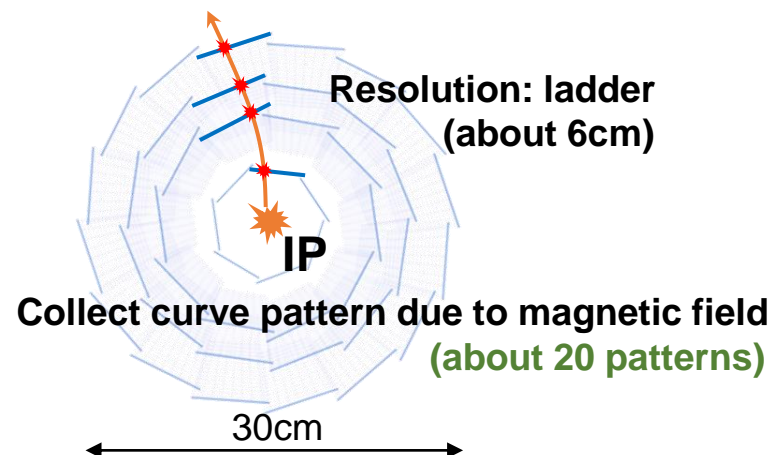


### Condition of particle generation for LUT

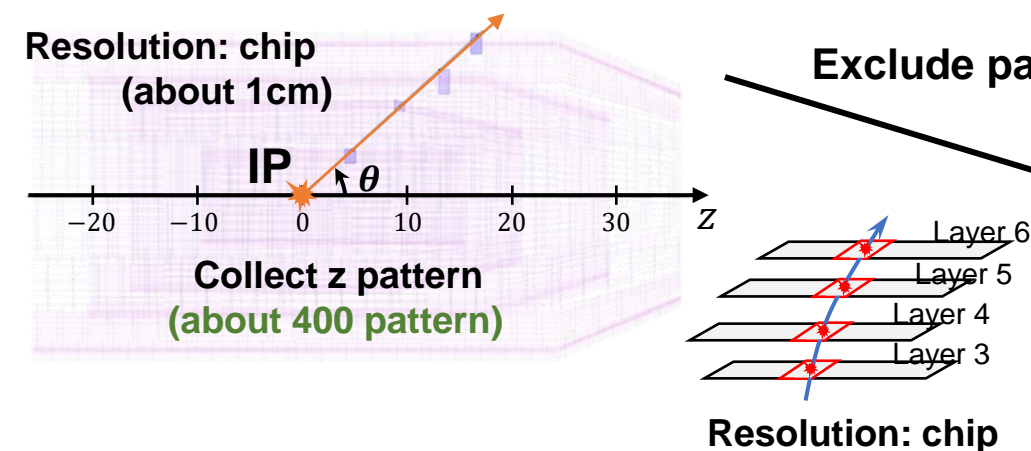
Parameter	Condition
Particle type	$\mu^\pm$
momentum $p$ [GeV/c]	$0.2 \leq p \leq 3.0$
Production point $z$ [cm]	$z = 0$

### Two types of LUT

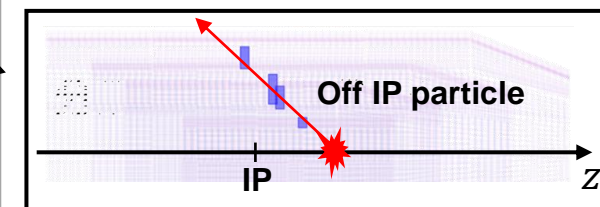
#### Pattern on $r - \phi$ plane



#### Pattern on $r - z$ plane

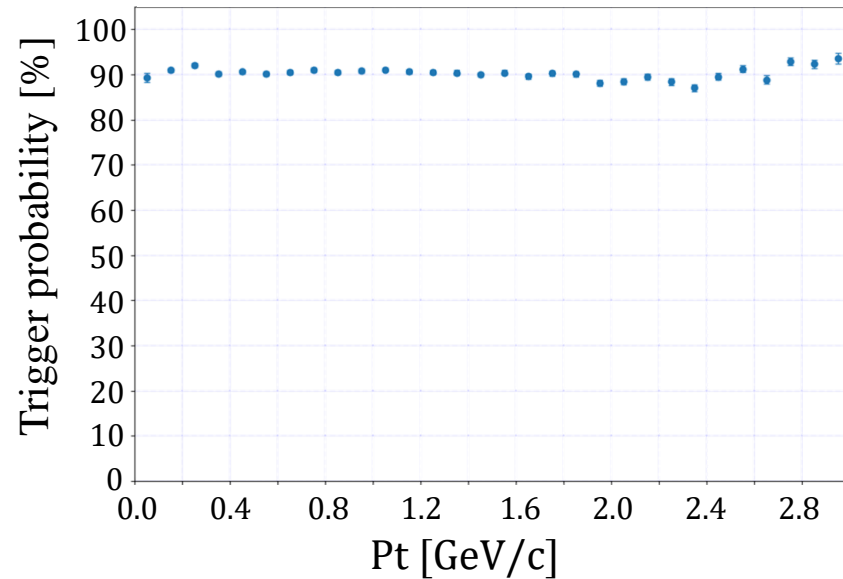


Exclude patterns like this



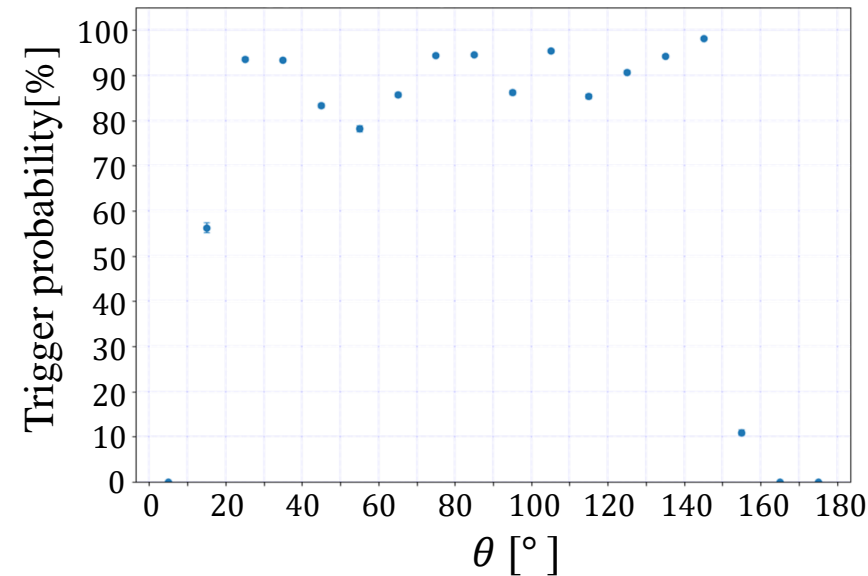
- We generated only one particle at IP and investigated trigger efficiency.

## TRG Prob vs Pt



**TRG efficiency is about 90%**

## TRG Prob vs $\theta$ (particle ejection angle)

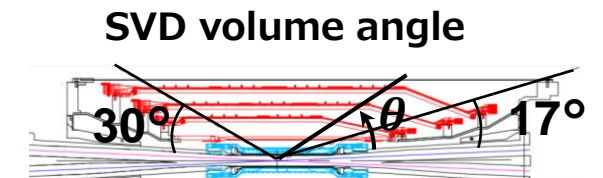


**Directional efficiency**

**Cause : sensor dead area**



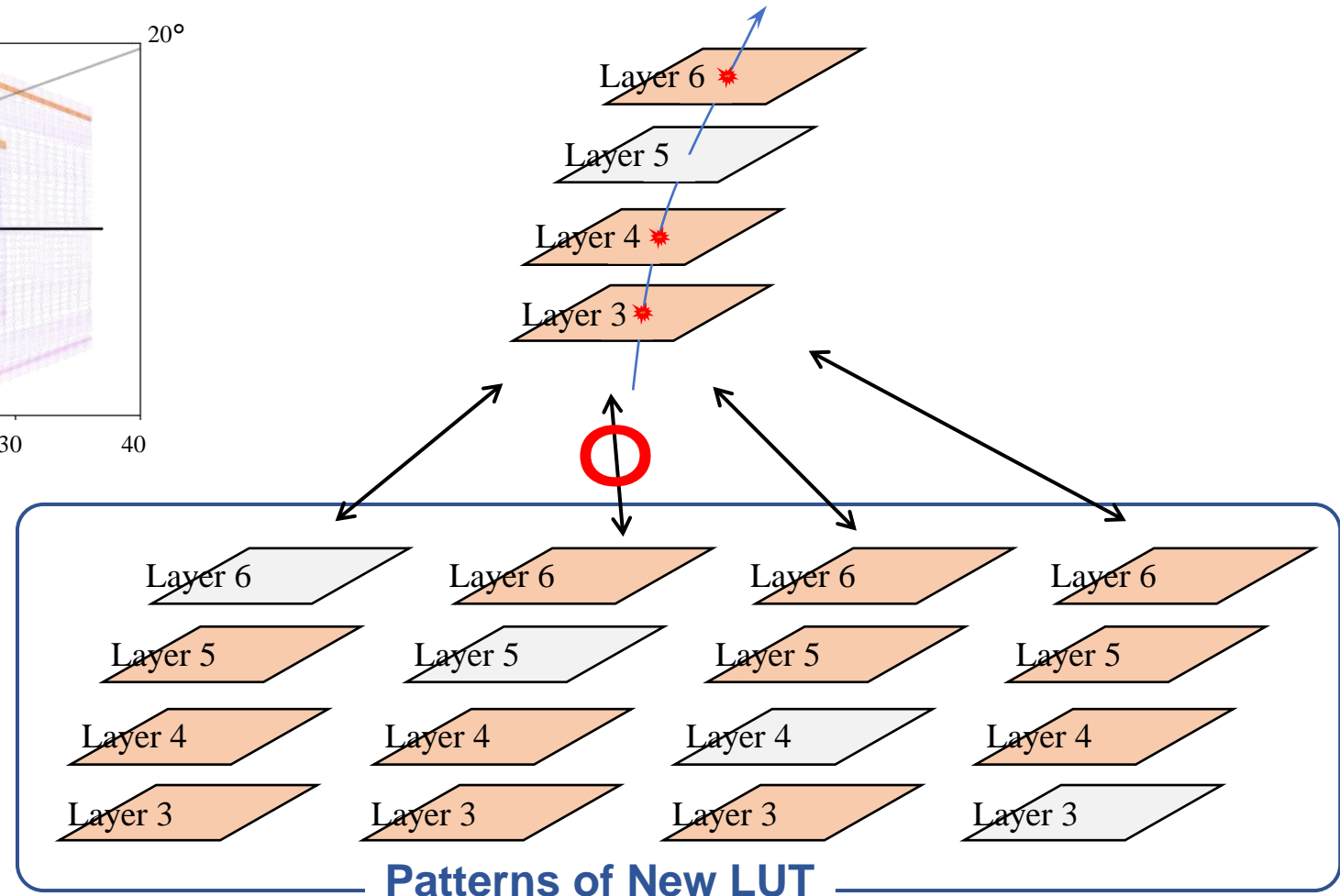
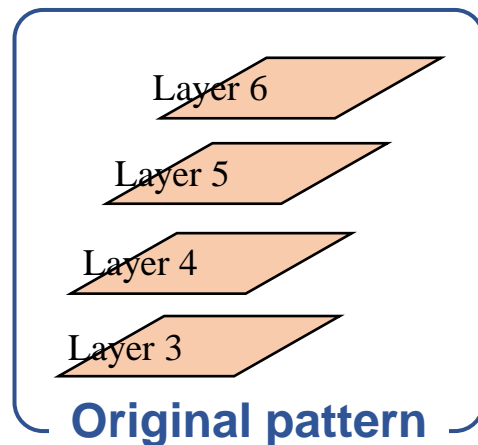
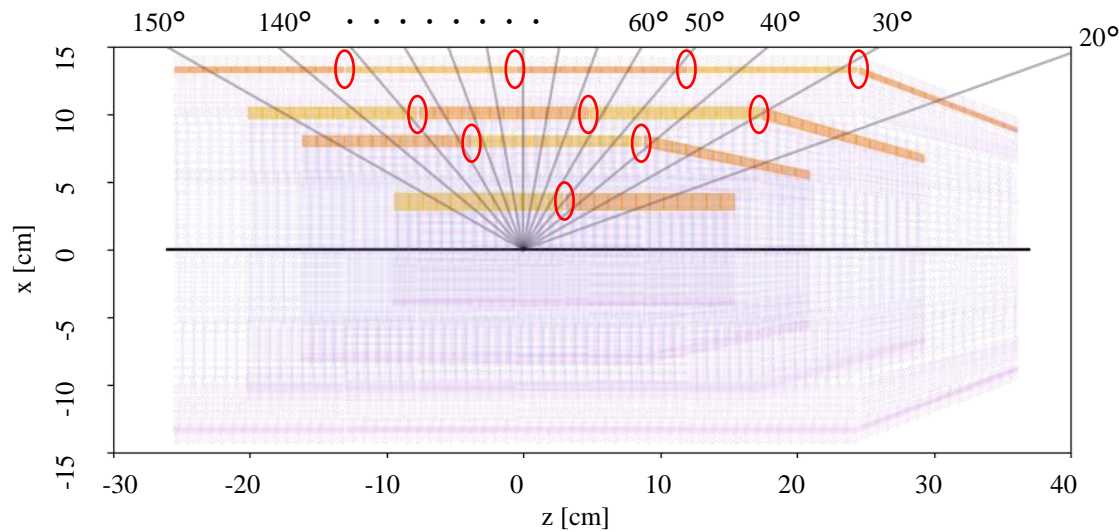
- Not all hits on all four layers can be obtained





- We need to cover sensor dead area.
- **Track finding algorithm using 3/4-layers:** pattern matching using any three layers of four layers.

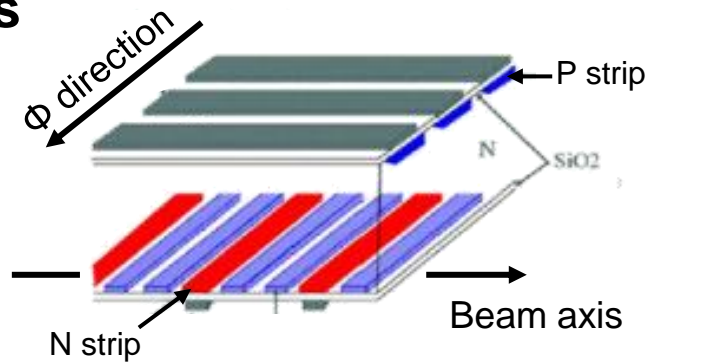
layer 3 4 5, layer 3 4 6, layer 3 5 6, layer 4 5 6



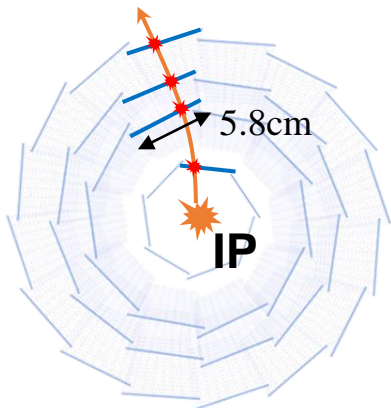
Concern

- Relaxing condition  $\rightarrow$  high fake trigger under the random BG
- To enhance BG rejection power, we use more detailed  $\phi$  information.

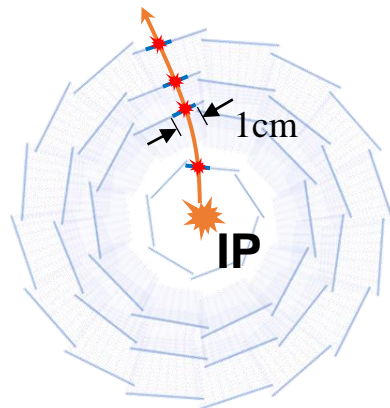
Use P strips



Resolution: ladder

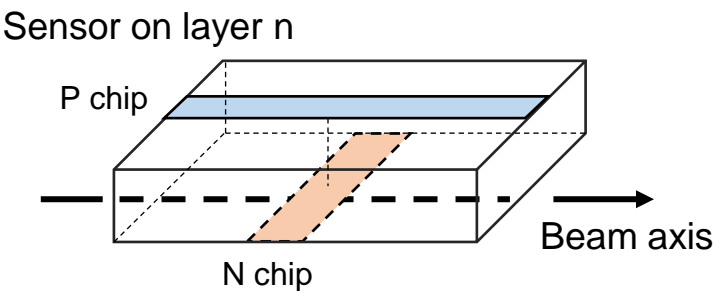


Resolution: chip (128 strips)

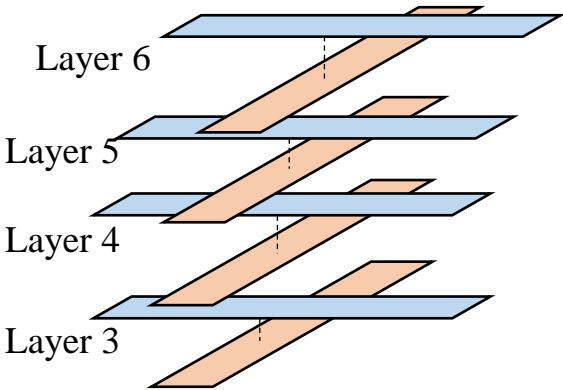
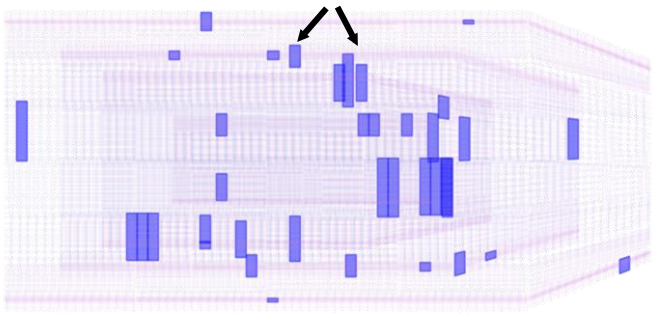


Pattern on  $r - \phi$  plane

LUT using P-N strips



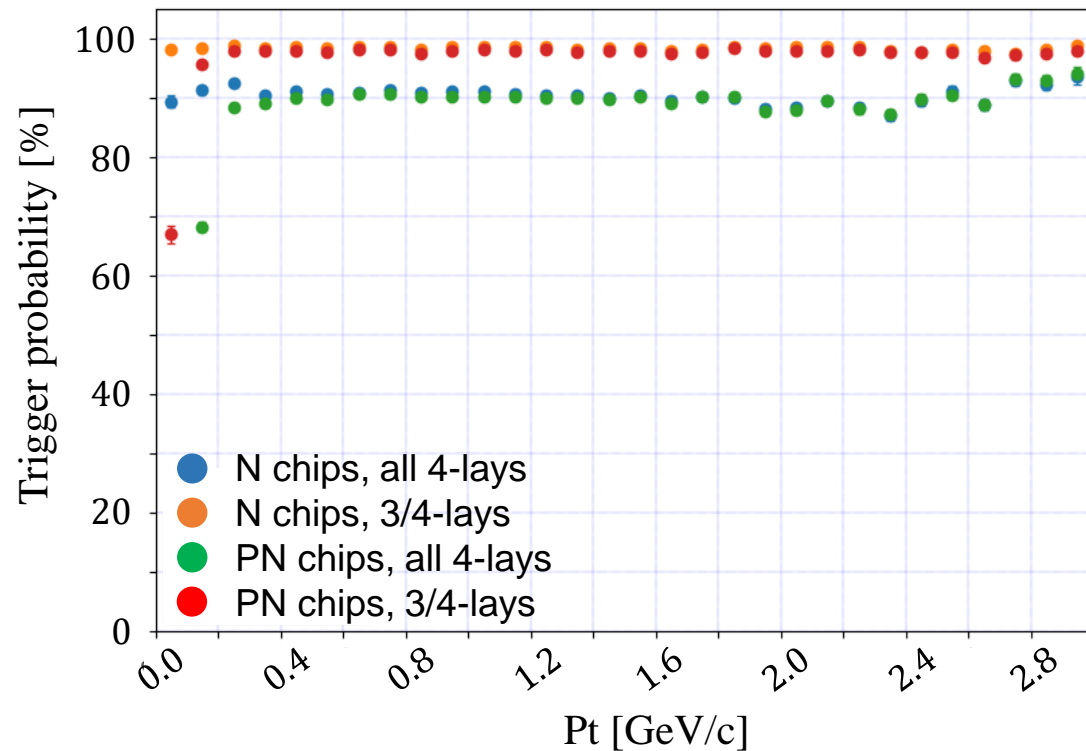
chips fired by to BG particle



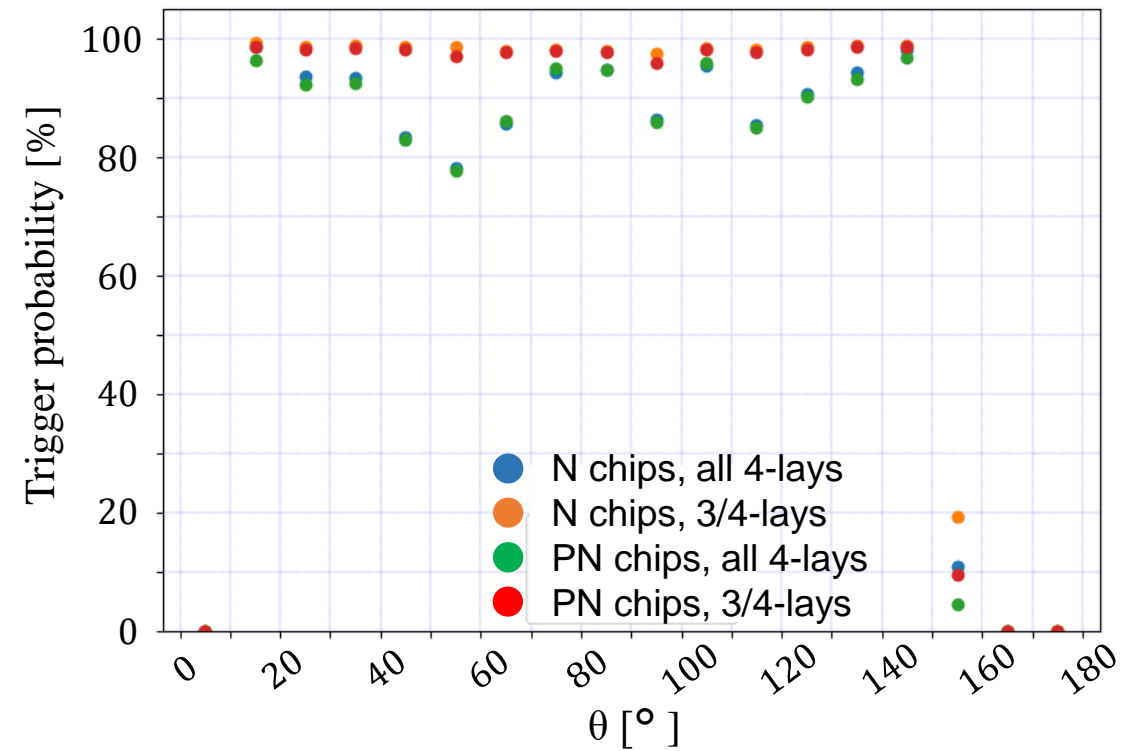
	N chips	P-N chips
4-lays	4 hits of all four layers	8 hits of all four layers
3/4-lays	3 hits of any three of the four layers	6 hits of any three of the four layers

- What I showed before
- TRG efficiency improves to nearly 100% for all  $\theta$ .
- almost identical to ●
- almost identical to ●

## TRG Prob vs Pt

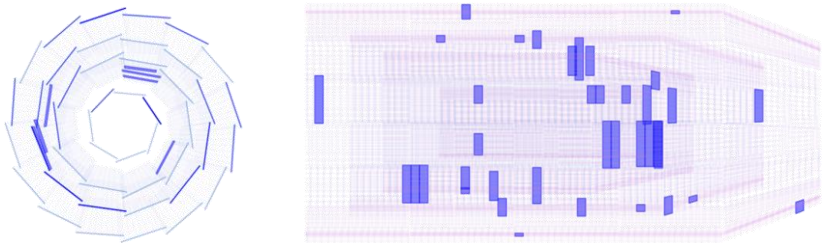


## TRG Prob vs $\theta$

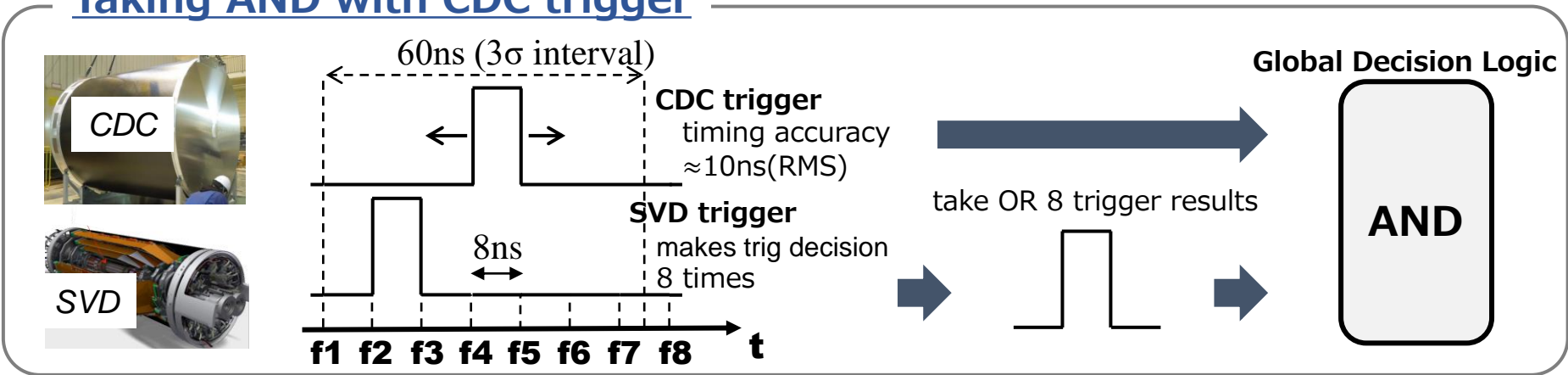




- BG particles with low momentum can make a lot of hits → we need to consider fake trigger rate
- BG samples were prepared assuming nominal luminosity.
- We consider two types of time scale
  - Sampling rate of ASIC of TFP-SVD: 8ns
  - Timing accuracy of CDC trigger: 60ns



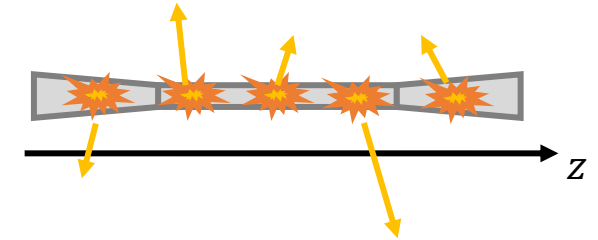
Taking AND with CDC trigger



TRG Prob

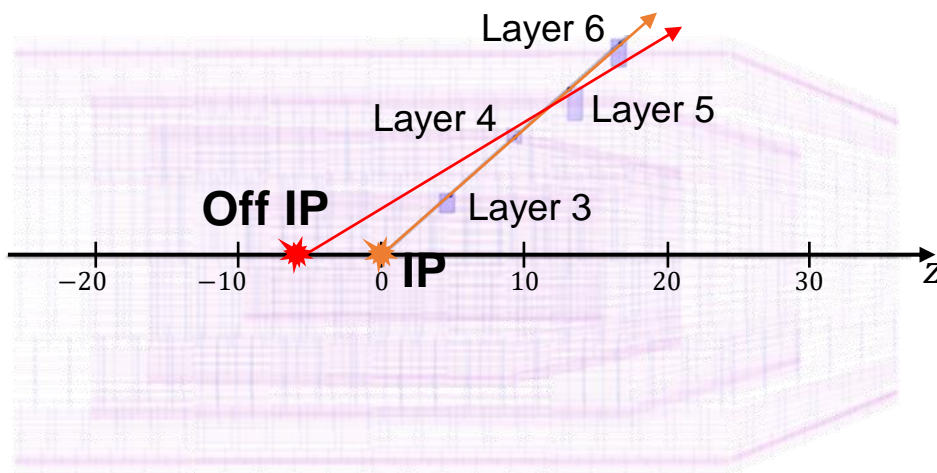
	N, 4-lays	N, 3/4-lays	P-N, 4-lays	P-N, 3/4-lays
8ns (per one frame)	5%	50%	1%	10%
60ns (taken OR of 8 frames)	22%	95%	3%	35%

- To investigate off IP particle rejection power, we generated only one particle at various  $z$ .

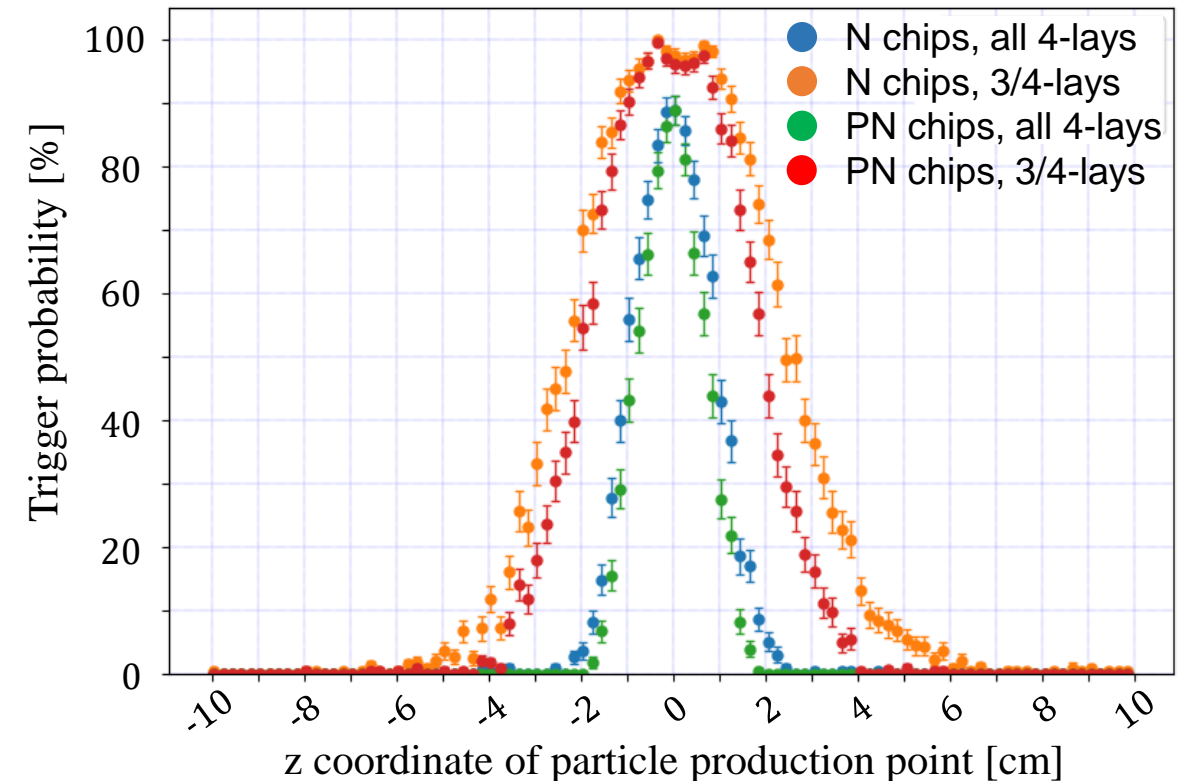


- can reject particles flying from 2.5cm away from the IP
- Sharpness is somewhat lost, the boundary of the rejection region is 6cm
- slightly sharper than ●, the boundary of the rejection region is 2cm
- slightly sharper than ●, the boundary of the rejection region is 4cm

- Sharpness is mainly supported by Layer 3



TRG Prob vs z



- I considered some types of algorithm to improve TRG efficiency while maintaining high BG(random BG and off IP particle) rejection power.

### Trigger performance

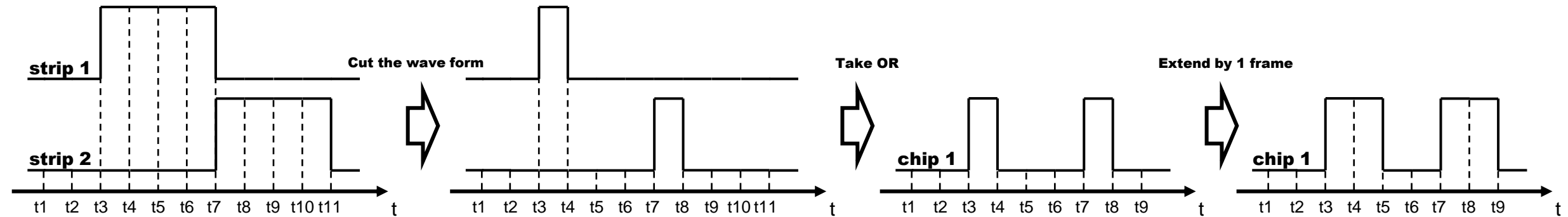
	N, all 4-lays	N, 3/4-lays	P-N, all 4-lays	P-N, 3/4-lays
Efficiency	90%	98%	90%	98%
Fake TRG prob under random BG (60ns)	22%	95%	3%	35%
Off IP rejection region	$ z  > 2.5\text{cm}$	$ z  > 6\text{cm}$	$ z  > 2\text{cm}$	$ z  > 4\text{cm}$

- I think “P-N, 3/4-lays” algorithm is best of these options.
  - sufficient efficiency
  - good off IP particle rejection power
  - prospects of stronger BG rejection power by matching with CDC

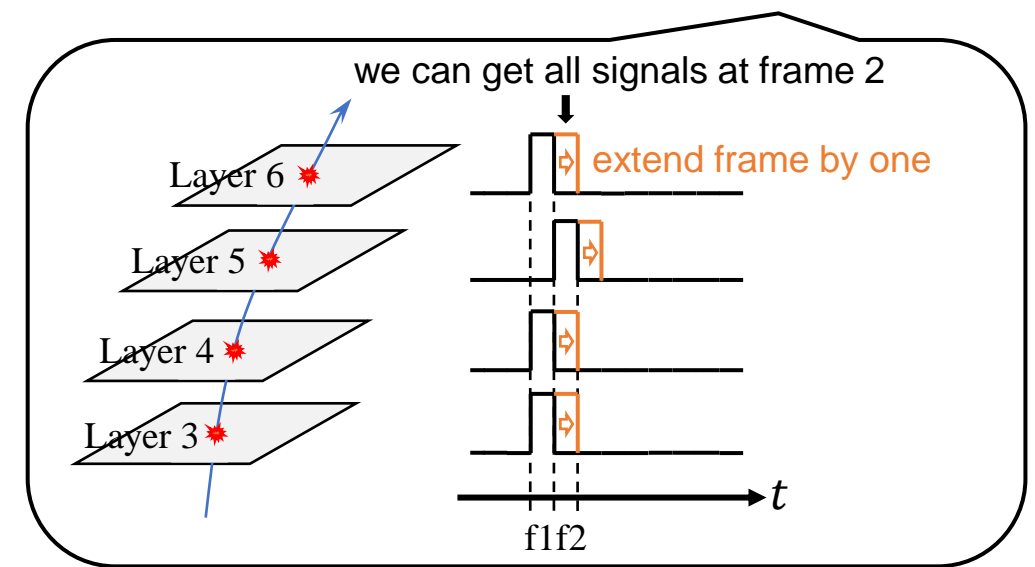
**BACK UP**

## Read out by ASIC

- One ASIC of TFP-SVD(SNAP) will read out signals every about 8ns and will take OR.
- The timing of particle going through a sensor can be obtained from the rising edge of wave form.
- For that, before taking OR, we cut the waveform leaving rising edge.



- However, the timing may be off by about one frame.
- In order not to miss a series of signals, we extended pulse rise frame by one.

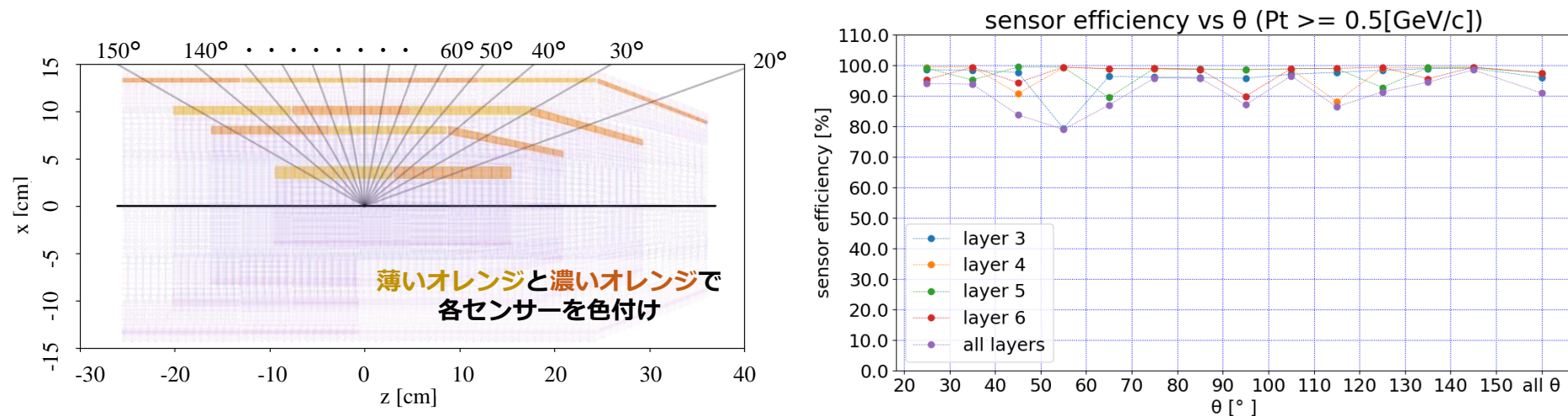




- ・ シグナルの粒子しかないのに、トリガー確率が要求値に届かなかった。

## Q. センサーが反応していない??

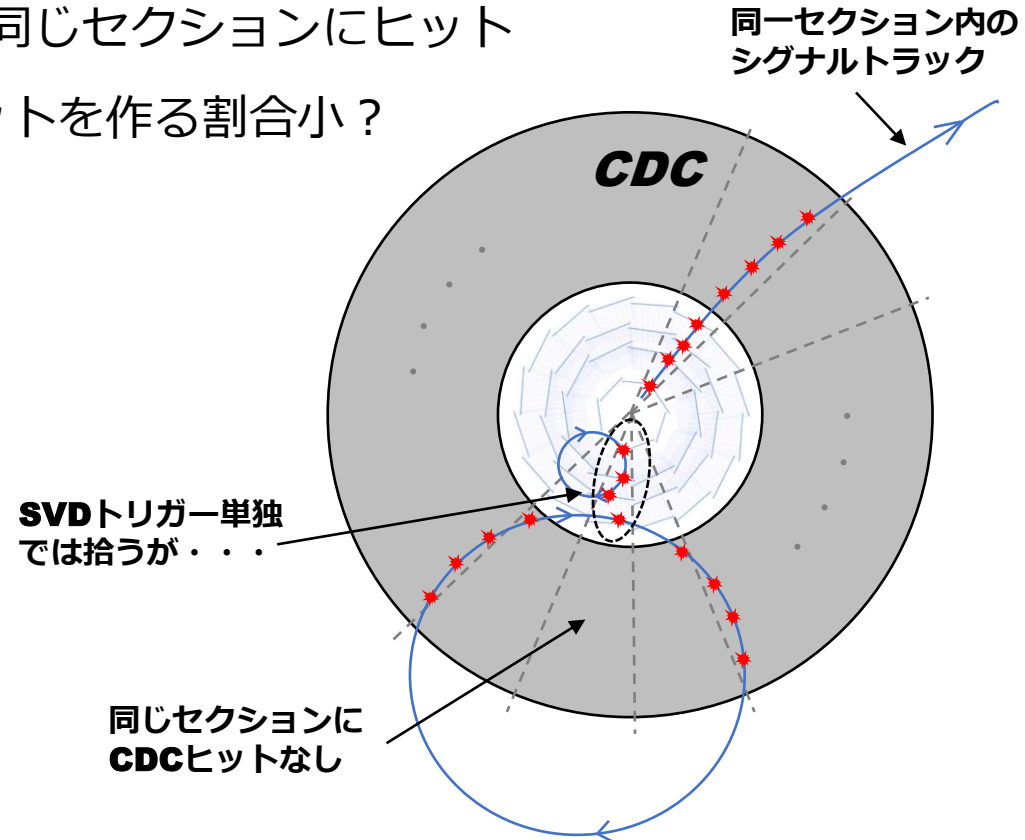
- ・ センサーefficiencyとして、荷電粒子が通過したときにセンサーが反応する確率を調べた。
- ・ センサーをまたぐ $\theta$ の範囲でセンサーefficiencyは下落し、 $\theta$ 全体では90%と、実験で得られたトリガーefficiencyの上限値と一致した。



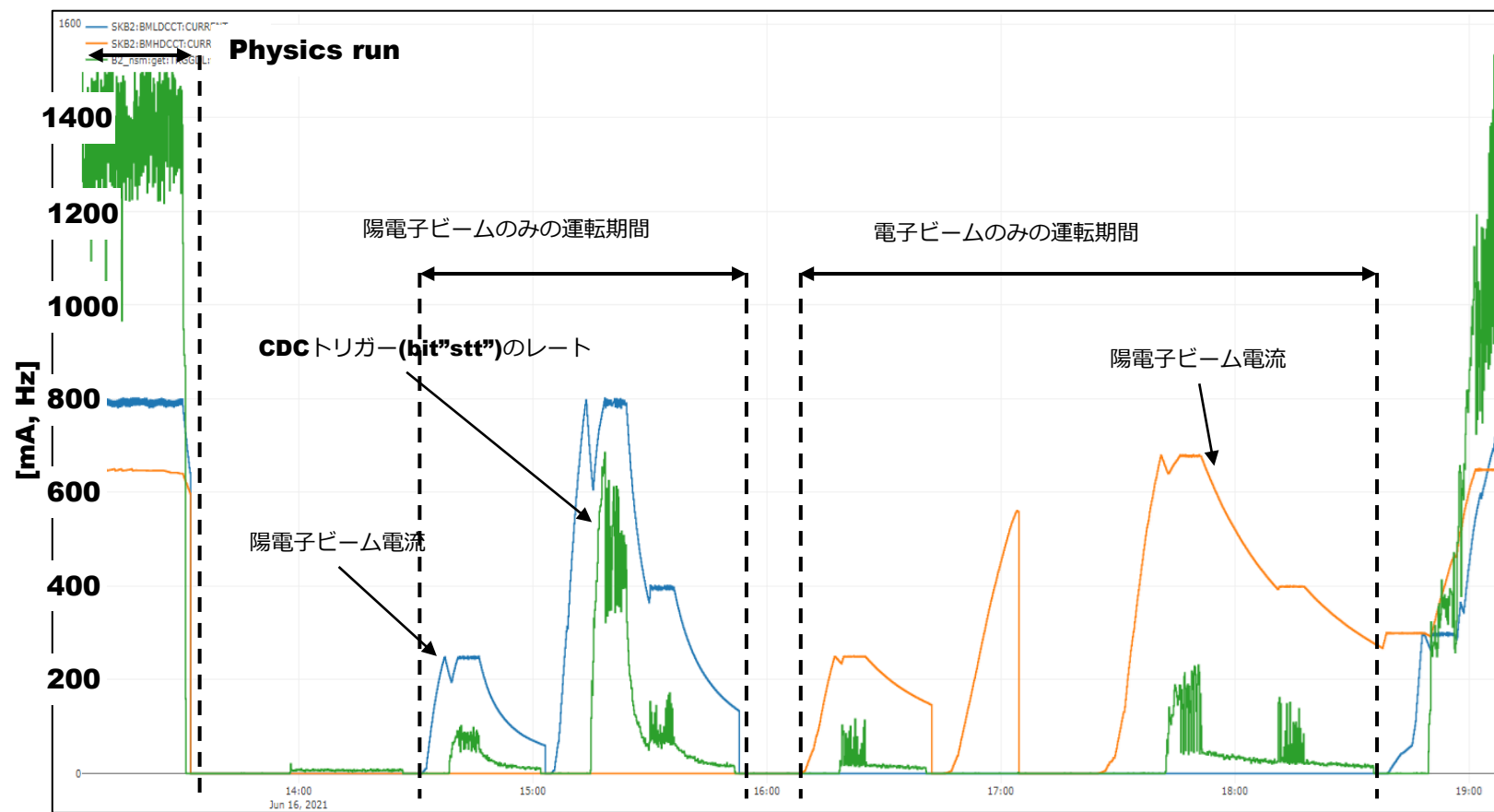
センサーefficiencyがトリガーefficiencyを決定  
⇒ヒットの欠損に対応できるアルゴリズムが必要

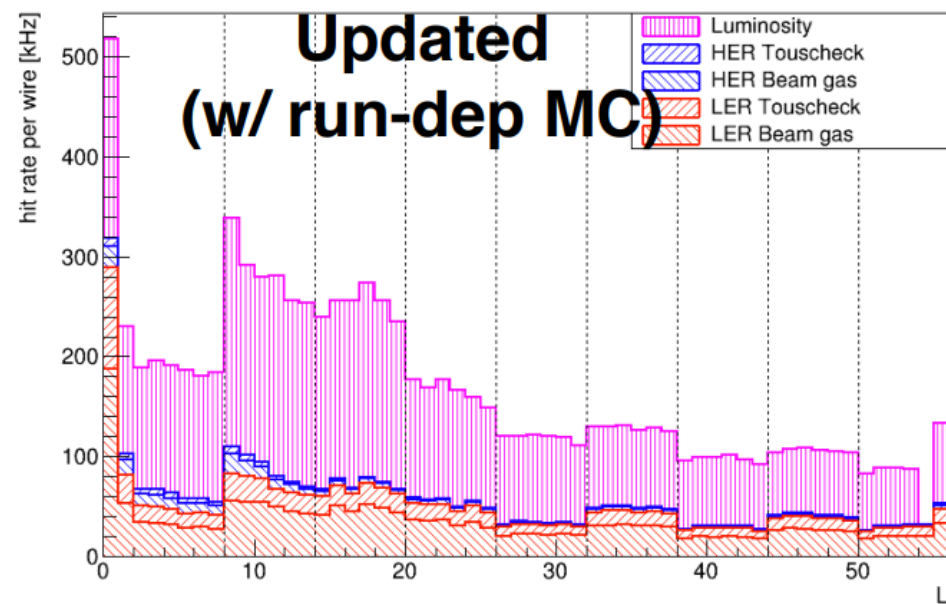
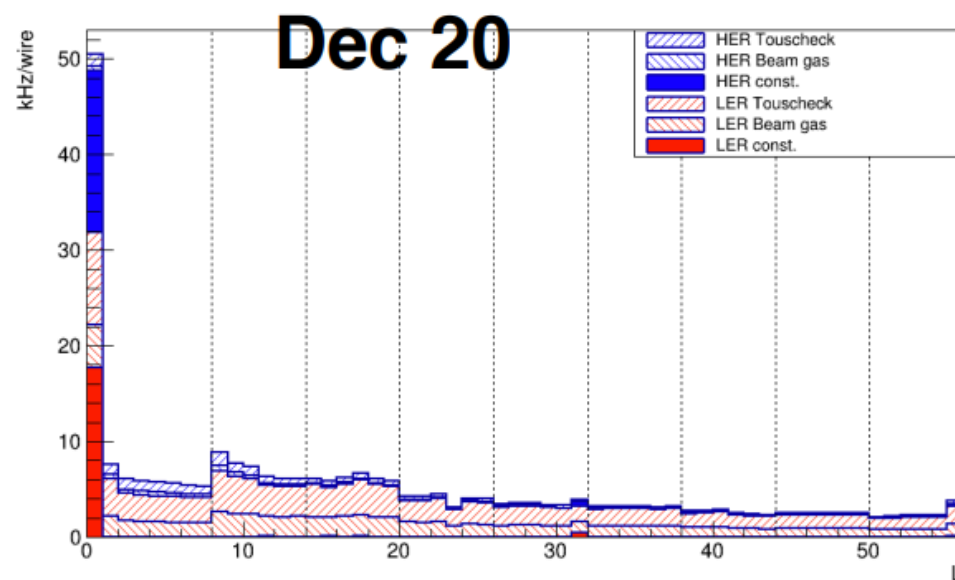
- ビームバックグラウンドは $\phi$ 方向ランダムにセンサーを鳴らすと考えられる.
- $r - \phi$ 平面で分割すると、

IPから飛来するシグナル粒子は同じセクションにヒット  
BG粒子が同じセクションにヒットを作る割合小？



**CDCトリガーと $\phi$ マッチングを行うことで、  
フェイクトリガー確率を減少させられるかも**

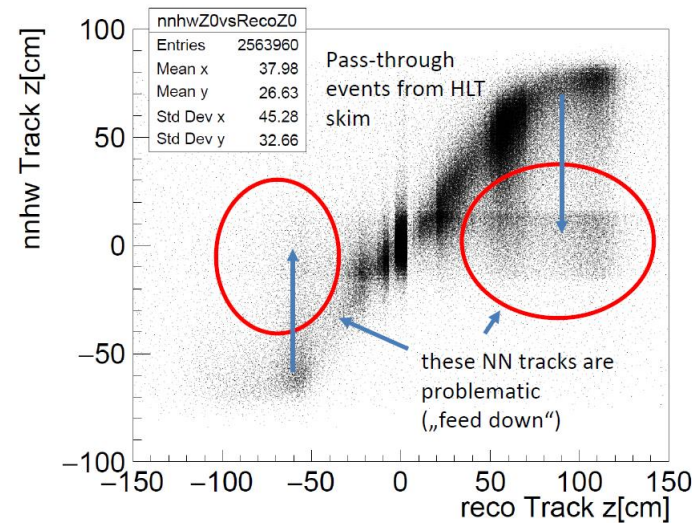






## Resolution of Neuro Tracks, all $|z|$

Increase of bg at constant lumi  $\rightarrow$  increase or STT trigger rate (efficiency stays!)



fraction of 1-track events: 26.6%

Band at  $|z| < 20\text{cm}$ :  
all track triggers  
require a neural  
track

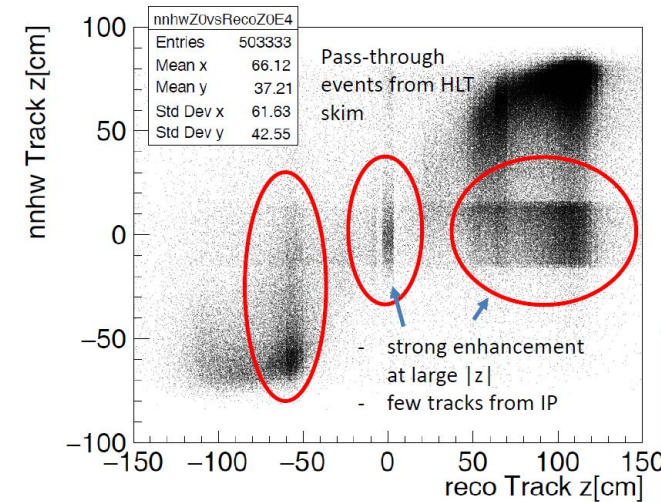
Large  $|z|$ :  
a certain fraction of  
tracks shifted into  
IP region  
 $\rightarrow$  increase of rate

Why are tracks  
predicted around  
IP while coming  
from large  $|z|$  ?



## Large $|z|$ Tracks: Expert 4 Network

Tracks from large  $|z|$  tend to miss the inner CDC layer („SL1“)  $\rightarrow$  „expert 4“ network



Plot: reco tracks matched to neural tracks with missing stereo SL1

Plot: Neuro tracks  
selected which do  
not have inner  
stereo SL (SL1) hit  
(and also missed  
innermost axial SL0)

These tracks are  
dominantly coming  
from large  $|z|$ .

NN resolutions are  
about adequate

To-Do:  
Feed-down must  
be reduced by  
improved training



