

# Status and Plans for the Neural Track Trigger Projects

- Reminder: Performance and Problems of Present Neuro-Track-Trigger
- z-Trigger / Single Track Trigger ("STT") Upgrade:
  New 3D preprocessing & deep learning networks -> C.K. + Simon Hiesl
  UT4: Integration of 3D preprocessing + neural networks -> Kai, Jan-Felix
- [Development of a Displaced Vertex Trigger DVT Algorithms by Elia (see his presentation) new student to continue: Timo Forsthofer Hardware implementation on UT4 platform -> Kai, Marc]

# Al Trigger Group at Belle II





#### Recap: Elements of the Neural L1 Track Trigger





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#### z-Resolution Exp 26 (runs 1700-end)



67061

1.474

93.65



Exp 26, runs 1700-1968 (end)

z cut for all track triggers ("y" bit): |z| < 15 cm

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# Problems of the STT (II) : "Fake Tracks"





# Core Program, Part 1: STT Optimization



-> keep efficiency & low trigger rate with rising luminosity (BG)

**Physics goals**: low charged multiplicity, e.g.  $\tau$  1-prong decays ( ->  $\tau$  EDM, LFV),

- $e^+e^- \rightarrow \pi^+\pi^-(\gamma)$  for g-2 (hadronic vaccum polarization) etc.
- quite generally: determination of lepton ID, tracking and photon efficiencies
- from unbiased track -> STT is a minimum bias single track trigger

#### Improved track finding / training algorithms:

- do track finding in 3D Hough space -> this is really new (S. Skambraks)
- enhance network architecture: "deep-learning"
- -> improve resolutions @ IP and for larger |z|

#### **FPGA Implementation**:

- implement the new algorithms on new UT4-Trigger-Modules
- optimize latency: e.g. move STT decision from GRL to NN

#### Upgrade of the Neural Trigger: 3D track finding





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#### 3D Hough Track Finding

- Extend traditional 2D (ω=1/p<sub>T</sub>,φ=azimuth angle) Hough space by a third dimension, the (binned) polar angle θ
- For track finding use axial and stereo track segments (->3D)
- Peak finding in 3D Hough space

Main advantages:

- more TS (9 vs 5)
  -> suppress fakes
- No need to choose STS by min drift time
   -> find "correct" STS
- Force track model to originate from IP
  - -> suppress candiates far from IP
- 3D track candidates come with θ estimate,
   -> improve z resolution





# Clustering in 3 Dimensions





Alternative algorithm under study (more favorable for HW implemenation):

- Look for maximum cell weight in 3D-Hough space
- Define an environment ("shell") around maximum "shell" can have arbitrary (constant) shape
- Calculate center-of-gravity for Hough center (precision needed to determine pT and to calculate track momentum for STT

right Cluster building by checking nearest neighbors according to modified DBSCAN algorithm (density-based spatial clustering):

centerHough parameter space/granularity:<br/> $p_T > 0.2 \text{ GeV}$ [41]<br/>[384]left $\Theta \in [0, 360^\circ]$ [384]<br/>[9]

Typical values of cluster-defining parameters:

W<sub>min</sub> = 20 (cluster cell) minPts = 1 (# neighbors) minHits = 4 (# cells in cluster) thresh = 0.85 (

Parameters subject to optimization!!

#### **Example of 3D Hough Map**





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# Vertex Track via 3D Preprocessing





## Suppression of Tracks from Outside IP





# 🌠 First Studies with Deep-Learning Networks 🔁

Timo Forsthofer









#### **Neuro Trigger Upgrade Program**

- Main Goal: keep STT unprescaled and stand-alone (no coincidence with ECAL), i.e. need to improve the z-resolution and fight feed-down and fake tracks
- Present limitation of the neural hardware (UT3, 300 ns latency): 27 inputs, one hidden layer with 81 nodes
- Significant gain of latency by switching to UT4(160) -> move track finding (3D-Hough) and preprocessing of network inputs into UT4, free latency for deep learing networks + calculation of momentum for STT
- Areas of study:
  - -> optimize track finding / fake reduction (3D Hough parameters)
  - -> increase number of hidden layers and nodes ("deep learning"), inprove z-resolution
  - -> add-ons: improve track segment quality by using ADC information increase probability of finding correct L/R relation ("drifttime")





#### Status STT Upgrade Program

- Ongoing studies of 3D parameters with MC single tracks (vertex tracks, no BG)
  -> optimize for efficiency
- Extend studies to large z interval [-100, +100] cm
  -> optimize for suppression of non-IP tracks
- Apply and test (reoptimize) with real data (Exp. 26)
- In parallel: compare results of cluster algo with HW implementation (ongoing)
- recent proposal due to possible HW limitations
  no cluster search, only use maxima in Hough space
  precise point within Hough maximum bin: use weights in (2) neighboring shells or arbitrarily defined (constant shape in Hough space)
- In parallel: train deep network with 3D track candidates (after optimization) implementation in basf2 and UT4 to be done (good models exist) [first test launch expected in spring 2024]

Simon Hiesl, End of March 24







- Analysis of STT shows good performance even under large backgrounds (end of 2022 running) However, "Feed-down" and "Fakes" needs attention reasons identified -> fundamental upgrade program ongoing
- Upgrade: track finding via 3D Hough cluster algorithm & deep learning networks possibly with coarse analog thresholds for CDC wire signals to suppress background (e.g. low cut to remove cross talk signals)
- HW/SW activities are well-defined, full concentration on new UT4 platform
- Schedule for realization has some delay wrt original planning, aim for commissioning by spring 2024.
- New: Displaced Vertex Trigger on the horizon, could realistically be brought online during the next running period (see Elia's presentation)





# Backup

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#### Momentum Resolution of STT





## Fake Neuro Tracks (Exp 24 -> Exp 26)



29238

4.501

4.394

20



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# No Reco Tracks -> Fake Neuro Tracks





## No Reco Tracks -> Fake Neuro Tracks



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