



A Neural Network z-Vertex Trigger for Belle II

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Neuro team

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located in Tsukuba, Japan at **KEK**

高エネルギー加速器研究機構 Kō Enerugī Kasokuki kenkyū kikou High Energy Accelerator Research Organization





- $\Upsilon(4S)$ resonance $\downarrow B^0 \overline{B}^0 / B^+ B^-$
- $\mathcal{L} = 8 \times 10^{35} \, \mathrm{cm}^{-2} \, \mathrm{s}^{-1}$ (40× KEKB)



Nano-Beam scheme



























- reject tracks from $z \neq 0$ cm at 1st trigger level
- suppress machine background
- z-vertex resolution < 2 cm</p>
- time window < 1 µs (pipelined)





without z-vertex: \geq 3 tracks, both forward and backward (CMS)





 ${
m e^-e^+}
ightarrow au^- au^+$ efficiency increase by factor 3.92 ightarrow 79.5 % efficiency





- only CDC (no vertex detector)
- 56 layers combined to 9 super layers
- 2336 track segments (TS) in 9 layers
- position and drift time of central wires
- 2D track estimates















- input: TS information
 - number of TS
 - drift time of central wire









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$$y_j = \tanh\left(\sum_i w_{ij}x_i + b_j\right)$$

 output trained to approximate scaled z-vertex





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- output trained to approximate scaled *z*-vertex
- training with rprop algorithm (back propagation)





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 - number of TS
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$$y_j = \tanh\left(\sum_i w_{ij}x_i + b_j\right)$$

- output trained to approximate scaled *z*-vertex
- training with rprop algorithm (back propagation)
- short deterministic runtime



use track estimates provided by 2D finder 3 inputs per layer, values: (t, φ_{rel} , μ), default: (0, 0, 0)







several hits in SL: use only fastest hit problematic for background







single tracks (uniform distribution in φ , θ , z, p_T^{-1}) plan: retrain with real data (offline vertex as target)







only events with 2 tracks in acceptance region taken into account



linear drift MLP efficiency 86 %

nonlinear drift MLP efficiency 84 % MLP efficiency 80 %

nonlinear, background

efficiency:
$$rac{N(z_{\mathsf{MLP}} \in [-6, \, 6] \, \mathsf{cm})}{N(2\mathsf{D} \; \mathsf{tracks})}$$





L1 z-vertex trigger for Belle II with $\mathcal{O}(cm)$ resolution

- MLP with 2D information as input and z-vertex as output
- *z* resolution $\approx 2 \text{ cm}$ to 3 cm (worse for low p_T)
- noise robust

Next steps

- hardware implementation for cosmic test in October 2015
- preprocessing to improve resolution
- final integration in Belle II ≈ 2017





latest resolution plots

