

# The Neuro-Z-Vertex Trigger of the Belle II Experiment

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Outline

Belle II Experiment  
NeuroTrigger  
3D Track Finder



Neuro Team

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# The Belle II Experiment at SuperKEKB

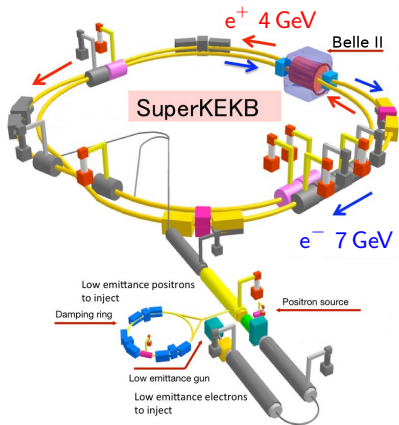


located in Tsukuba, Japan at **KEK**

高エネルギー加速器研究機構

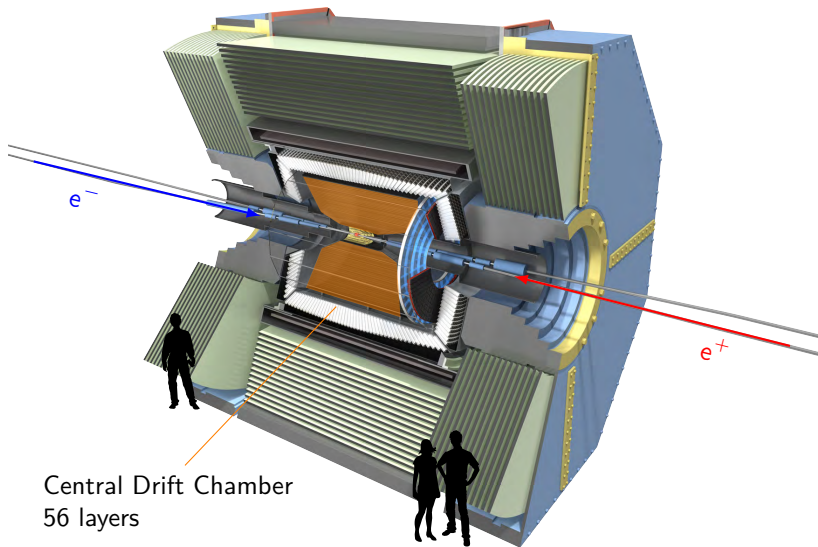
Kō Enerugī Kasokuki kenkyū kikou

High Energy Accelerator Research Organization



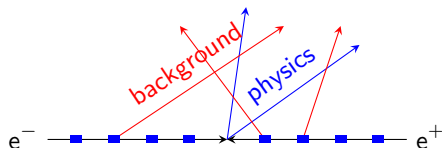
- asymmetric  $e^- e^+$  collider
- $\Upsilon(4S)$  resonance  
↳  $B^0 \bar{B}^0 / B^+ B^-$
- $\mathcal{L} = 8 \times 10^{35} \text{ cm}^{-2} \text{ s}^{-1}$   
( $40 \times \text{KEKB}$ )
- average  $p_T$ : 500 MeV
- average track multiplicity: 11

# The Belle II Detector



Central Drift Chamber  
56 layers

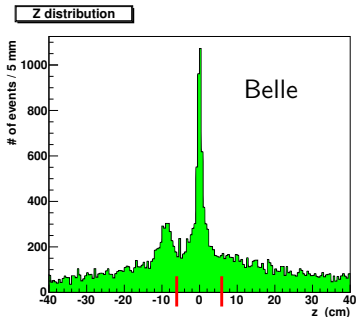
## Beam Background Tracks



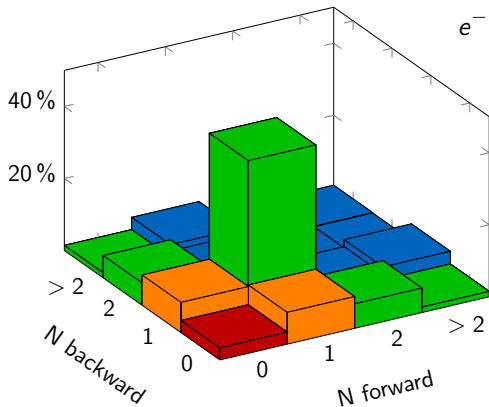
- increase with Luminosity
  - tracks from the beamline with displaced  $z$  vertices
  - main processes:
    - Touschek Effect
    - Radiative Bhabha
    - Beam Gas
- ⇒ need  $z$  vertex reconstruction at 1<sup>st</sup> trigger level

## NeuroTrigger Goals

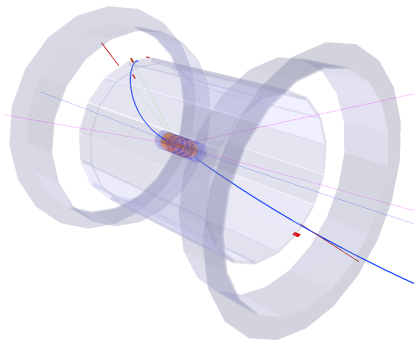
- suppress machine background
- reject tracks from  $z \neq 0$  cm
- single track  $z$ -vertex resolution  $< 2$  cm
- time window  $< 1 \mu\text{s}$



# Benefits of a z-Vertex Trigger

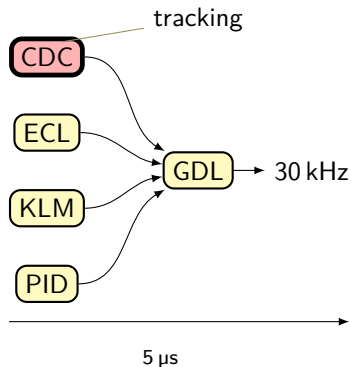


$$e^-e^+ \rightarrow \tau^-\tau^+$$



- **without z trigger:** 3 tracks required ( $\geq 1$  in each hemisphere)
- **with z trigger:** only 2 tracks required

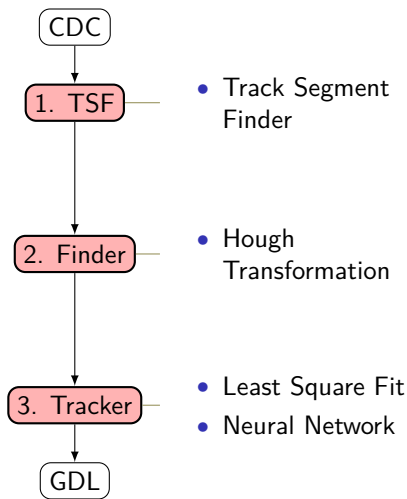
- rescue low multiplicity events
- potential efficiency increase by factor **3.9**



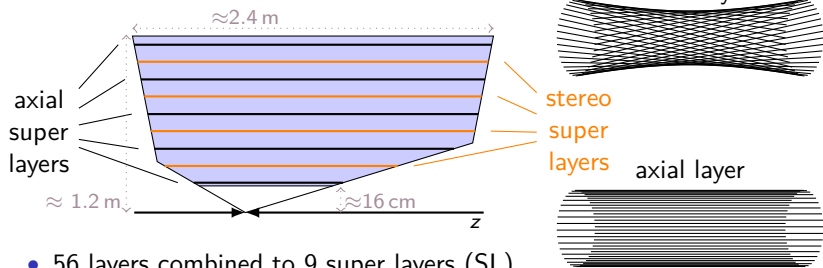
## Requirements

- 30 kHz trigger rate
  - 5 μs latency
  - 200 ns event separation
- ⇒ pipelined operation

## CDC Trigger Tracking



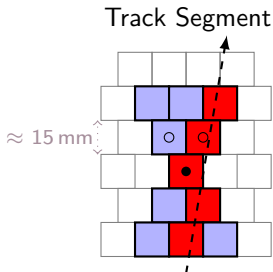
# CDC Trigger



- 56 layers combined to 9 super layers (SL)
- 2336 track segments (TS) in 9 SL

SL	angle (mrad)
2	45.4 – 45.8
4	-55.3 – -64.3
6	63.1 – 70.0
8	-68.5 – -74.0

Stereo SL configuration



## NeuroTrigger Input

- position and drift time of TS priority wires
- 2D track estimates ( $p_T, \varphi$ )

# NeuroTrigger - Multi Layer Perceptron



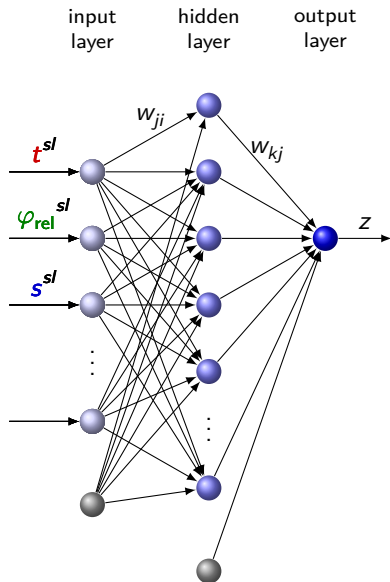
## Properties

- supervised machine learning
- function approximation
- short deterministic runtime
- one neuron:

$$y = \tanh\left(\sum_i w_i \cdot x_i + w_0\right)$$

**input** one TS Hit per SL per track  
(positions:  $\varphi_{\text{rel}}, S$   
and drift times:  $t$ )

**output**  $z$  estimate

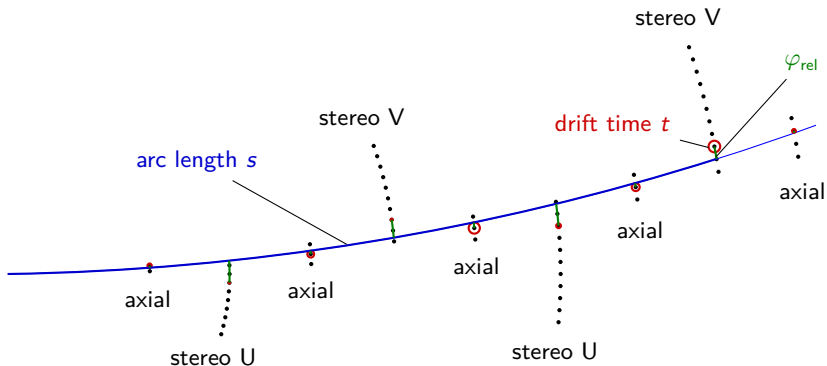




# Input Representation for the Neural Network



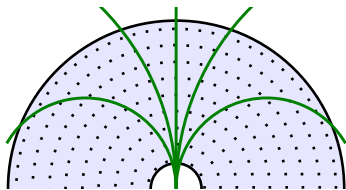
- use track estimates provided by 2D finder
- 3 inputs per SL, values: ( $t$ ,  $\varphi_{rel}$ ,  $s$ )



- $\varphi_{rel}$  TS position relative to 2D track
- $s$  2D arc length to TS

## Sectorization

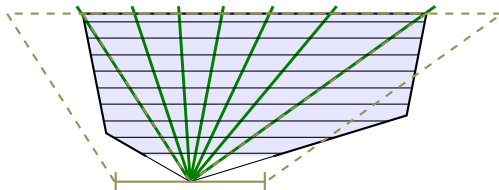
- sectorization in  $p_T$ ,  $\vartheta$  and missing hits
- one expert MLP per sector
- preprocessing selects the proper MLP



Sectors in  $p_T$  (left) and in  $\vartheta$  (right).

## Training

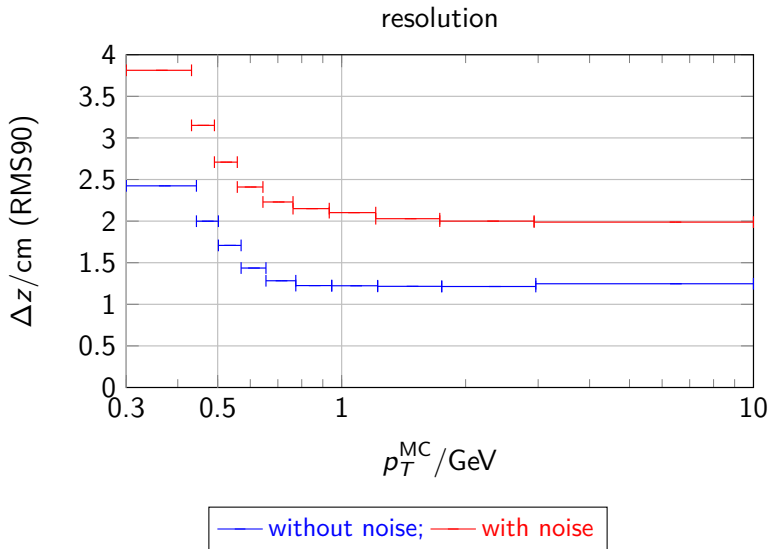
- RPROP (backpropagation)
- monte carlo training data
- retraining with real data is planned



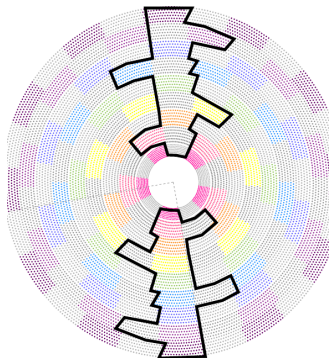
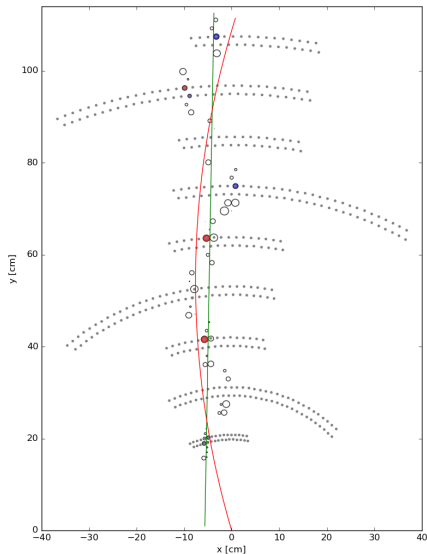
# NeuroTrigger Resolution



- 2 networks for the full CDC (for +/- charge)



# Cosmic Test - Geometry

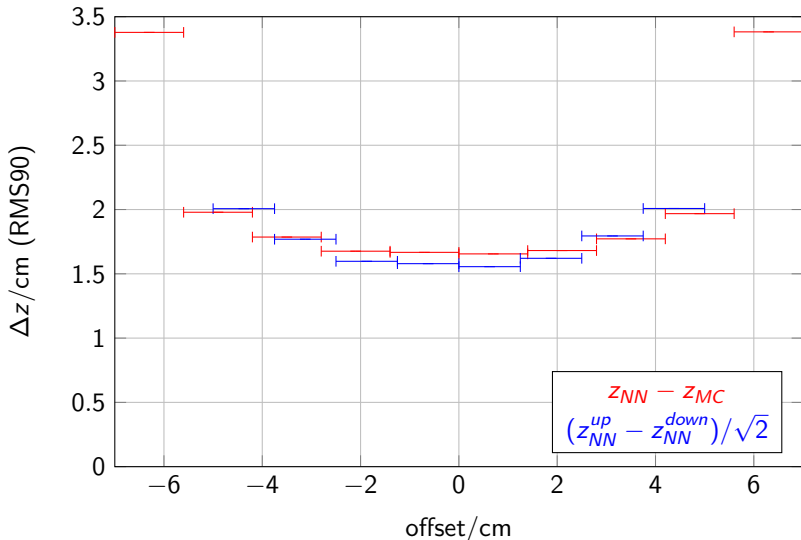


- no magnetic field  
→ straight tracks
- transverse offset
- 2D Finder: origin constraint  
→ apparent curvature
- $\approx 18\%$  of CDC wires used

# Cosmic Test - Neurotrigger Simulation

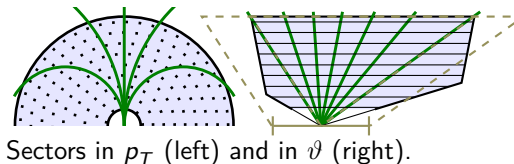


- resolution without MC: compare upper and lower CDC sector



## Motivation

- improve 2D track finding
- use CDC stereo hits early
- get hit selection in one step (axial & stereo)
- allow  $\vartheta$  sectorization



## Concept

Bayes'ian estimation

$$P(\text{tracks}|\text{hits}) = \frac{P(\text{hits}|\text{tracks}) \cdot P(\text{tracks})}{P(\text{hits})}$$

with a set *tracks* and a set *hits*.

- general approach
- allows change of track (and hit) parametrization (2D / 3D)

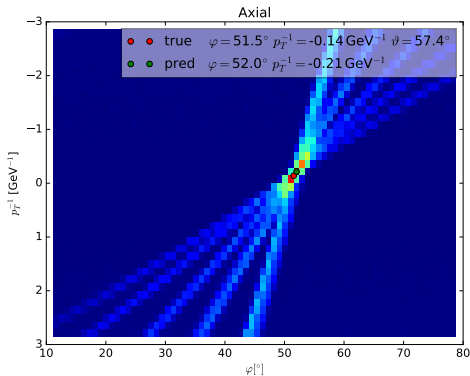
## “Houghplane“

$$W(t|hits) = \sum_{h \in hits} P(t|h)$$

weights  $W$  for  $t \in tracks$  and  $h \in hits$ . Tracks are peaks of  $W(t|hits)$ .

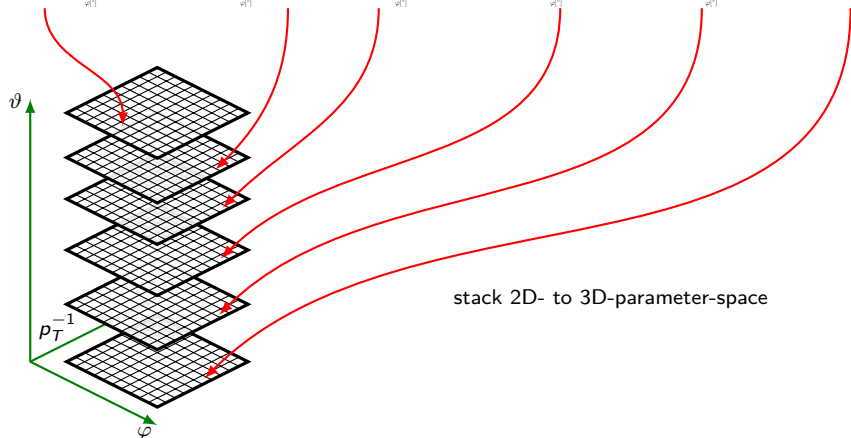
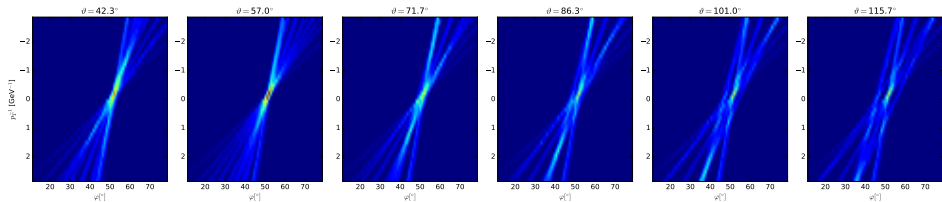
## Peaks

- are local maxima
- have a minimum weight
- identify tracks



2D finder using only axial hits

# 3D Track Finding





# Setup



## $P(t|h)$

- approximated by a 5D array  $A$  (histogram)
- $A$  is trained using monte carlo

	$p_T^{-1}$	$\varphi$	$\vartheta$	id	prio
bins	40	384	6	2336	3

Table: size of the array  $A$

## Filling

for each track

- 1 bin track parameters  $t$
- 2 increment  $A[t, h]$  for all hits  $h$

## Normalization

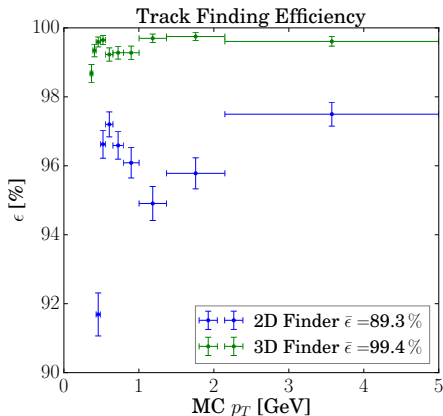
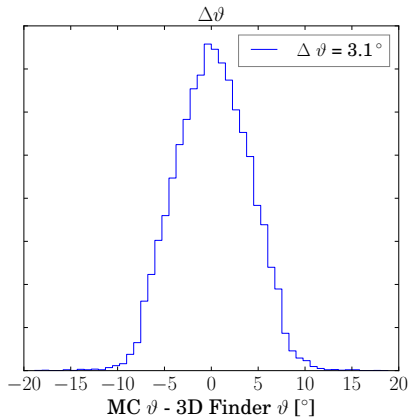
normalize  $A$  for all tracks  $t$  ( $\equiv$  all tracks are equally probable)

$$A[t, h] = \frac{A[t, h]}{\sum_{\text{all } h} A[t, h]}$$

# Results



- $\vartheta$  resolution (RMS90)
- track finding efficiency
- 10000 single track events





- a z-vertex Trigger is essential for Belle II
- the Neural Network is well suited

## NeuroTrigger

- depends on preprocessing (Track Finding & Hit selection)
- upcoming hardware test with cosmics

## Track Finding

- high accuracy 3D Pattern recognition possible
- improved 3D track finding efficiency



## Construct “Houghplane”

$$H[\text{tracks}] = \sum_{h \in \text{hits}} A[\text{tracks}, h]$$

for an event with a set *hits*, *tracks* are peaks in *H*.

## Algorithm

- 1 find clusters  
*neighbours of the peaks with weight > 90% peakweight*
- 2 select contributing hits  
*hits with high weight contribution to the cluster*
- 3 calculate track parameters  
*weighted mean of selected cluster cells*