

Data Reduction for the Pixeldetector at Belle II

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Total evt size: ~ 1 MByte

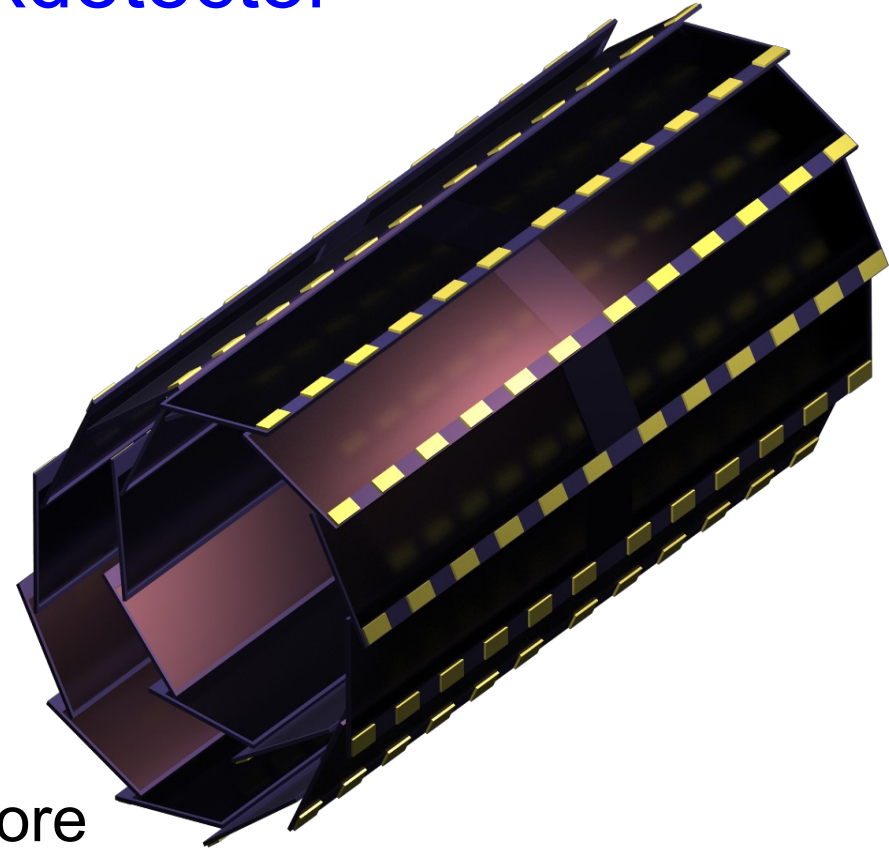


- ~ factor 2

2

PXD: Pixelvertexdetector

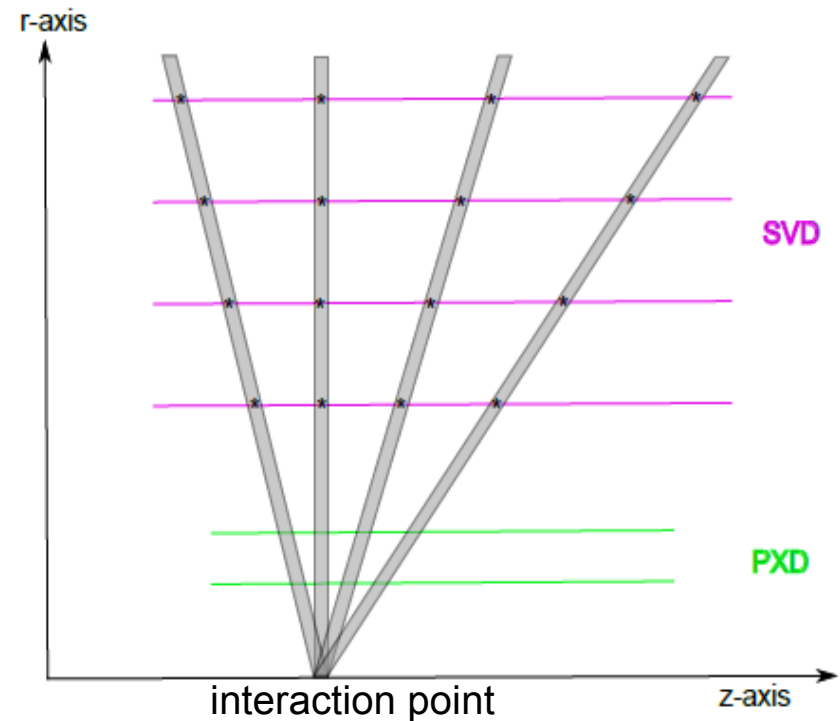
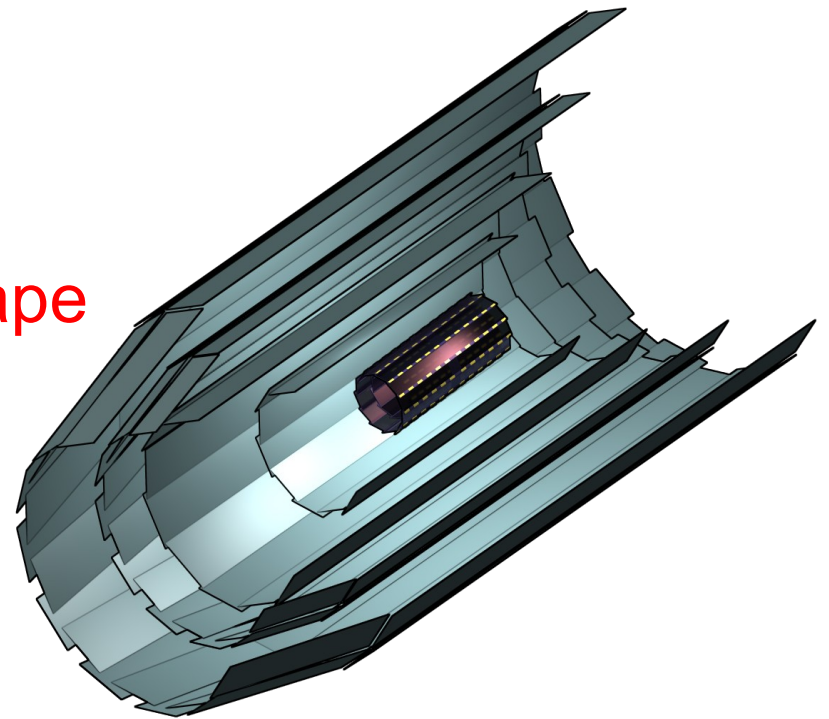
- Beampipe R = 10 mm (nano beam)
- PXD: 2 layer Si pixel detector
R = 13 mm, 22 mm
- data will be integrated over 10-20 μ s
- high amount of background
- expected datarate: 1 MByte/event
- PXD produces about a factor of 10 more data than the entire rest of Belle-II
-> online data reduction mandatory
- aim: reduce data amount by at least 90 %



Idea

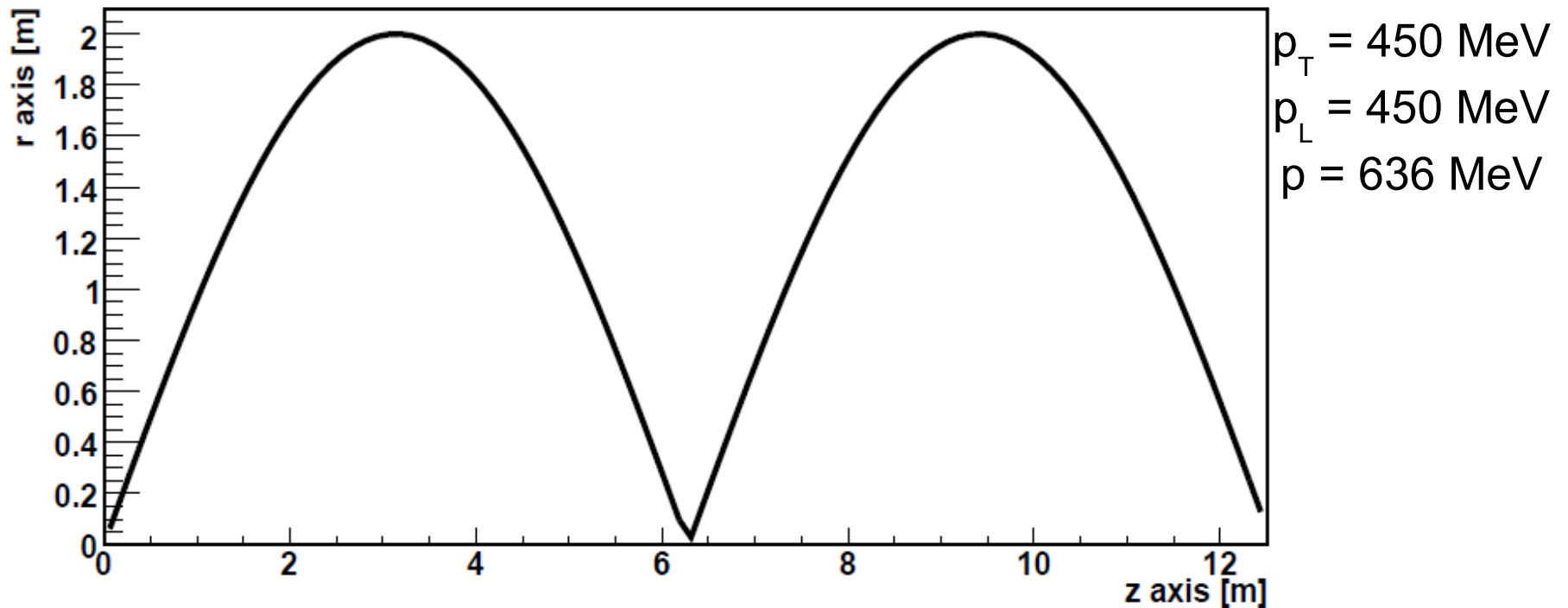
online data reduction before going on tape

- use SVD data
- SVD: 4 layer Si strip detector ($R = 38, 80, 115, 140$ mm)
- low occupancy
- z-r-projection of SVD hits
- fast pattern recognition with 2D SVD-only Tracking
- build roads in z-r-space through PXD
- keep only interesting PXD data



How does a Helix look in z-r-projection?

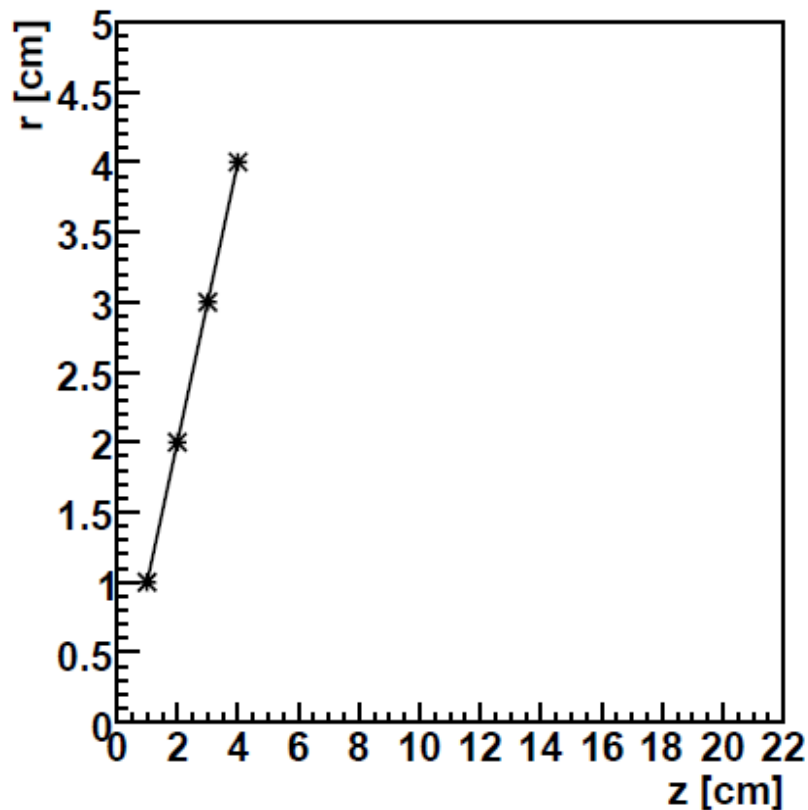
- $r = |a \sin(b (z-z_0))|$ $a = \frac{2 \cdot p_T}{q \cdot B}$ $b = \frac{q \cdot B}{2 \cdot p_L}$
- can be approximated by a straight line for high momentum particles ($p > 250$ MeV)



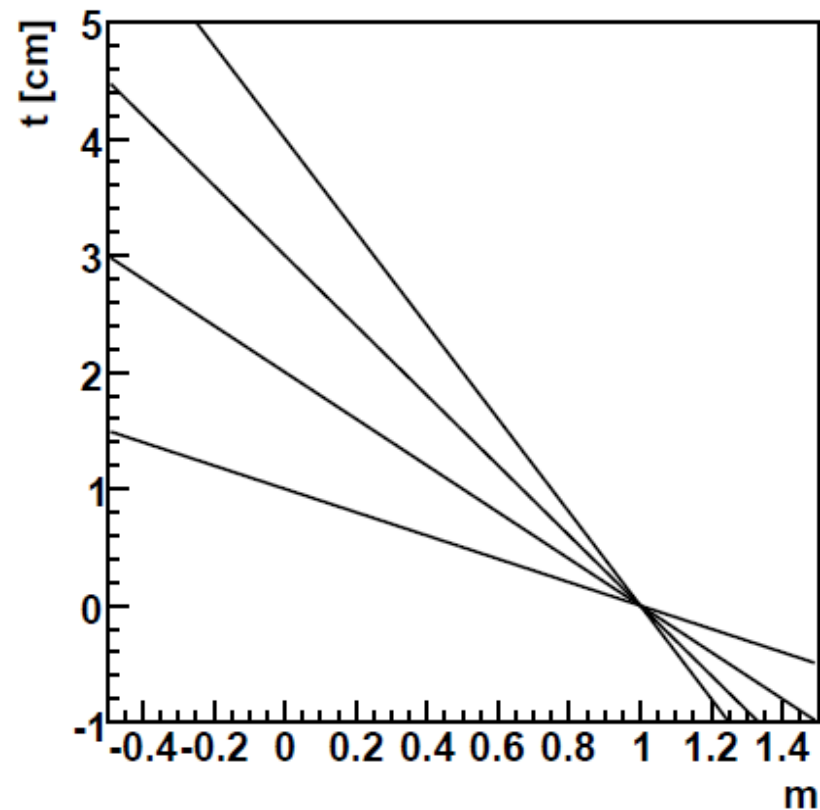
Fast Pattern Recognition: Hough-Transform

- line: $r = m z + t$
- Hough transform: $t = r - m z$

z-r-space



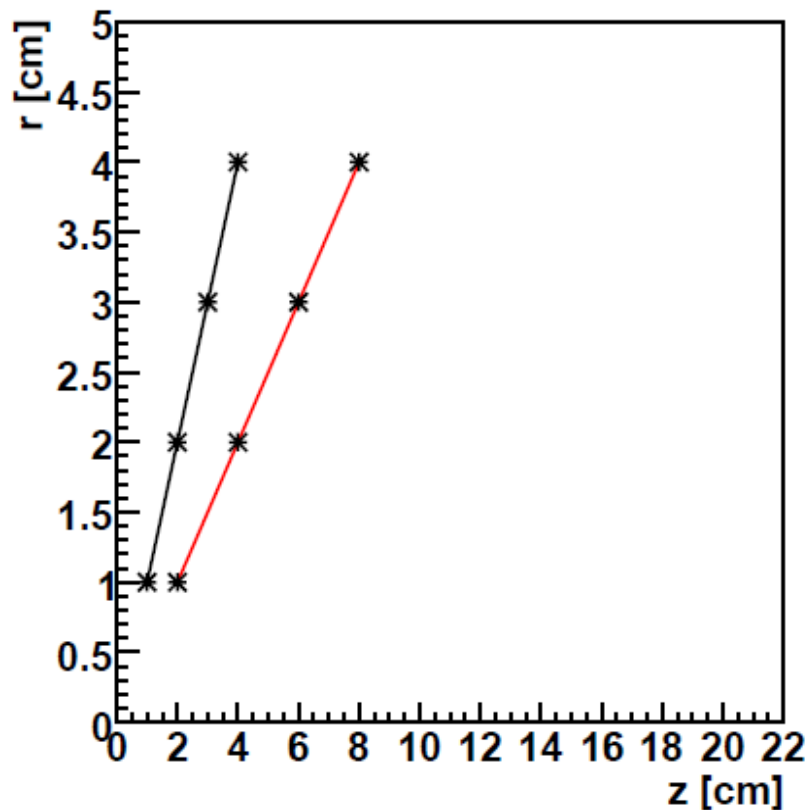
Hough space



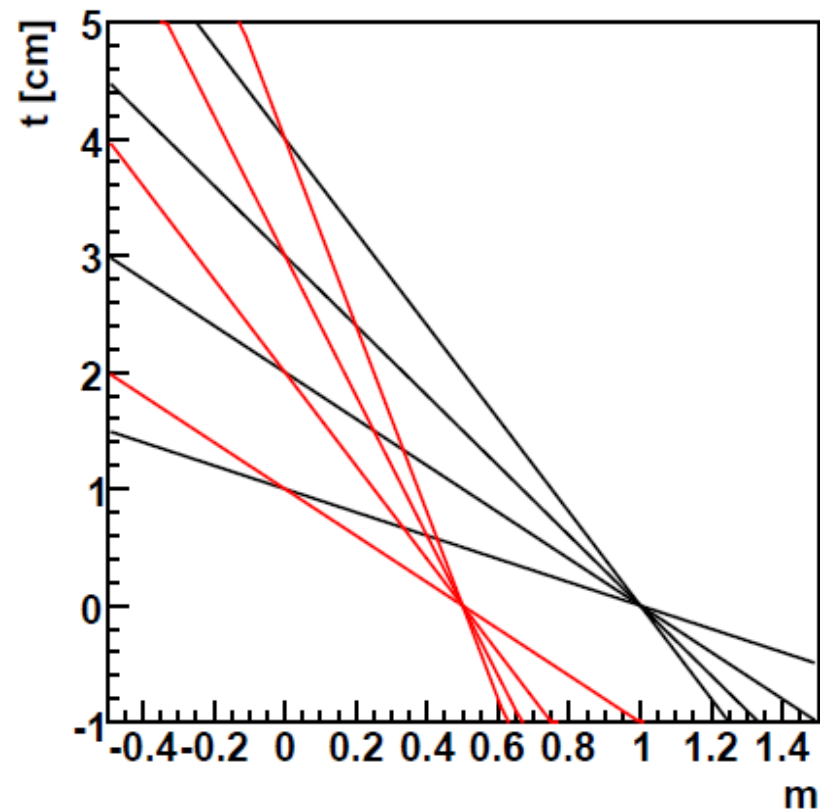
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z-r-space



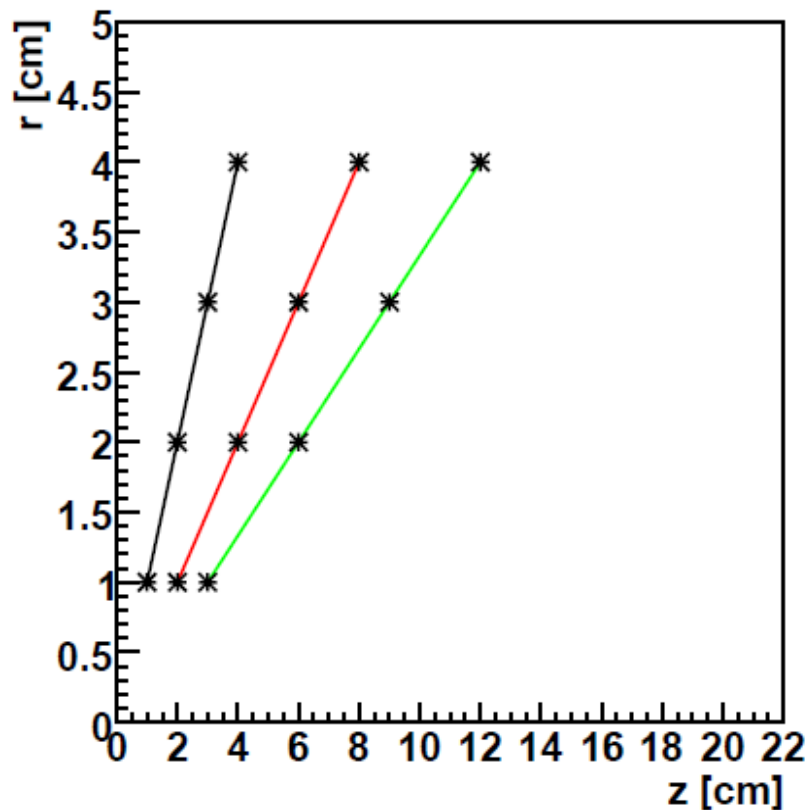
Hough space



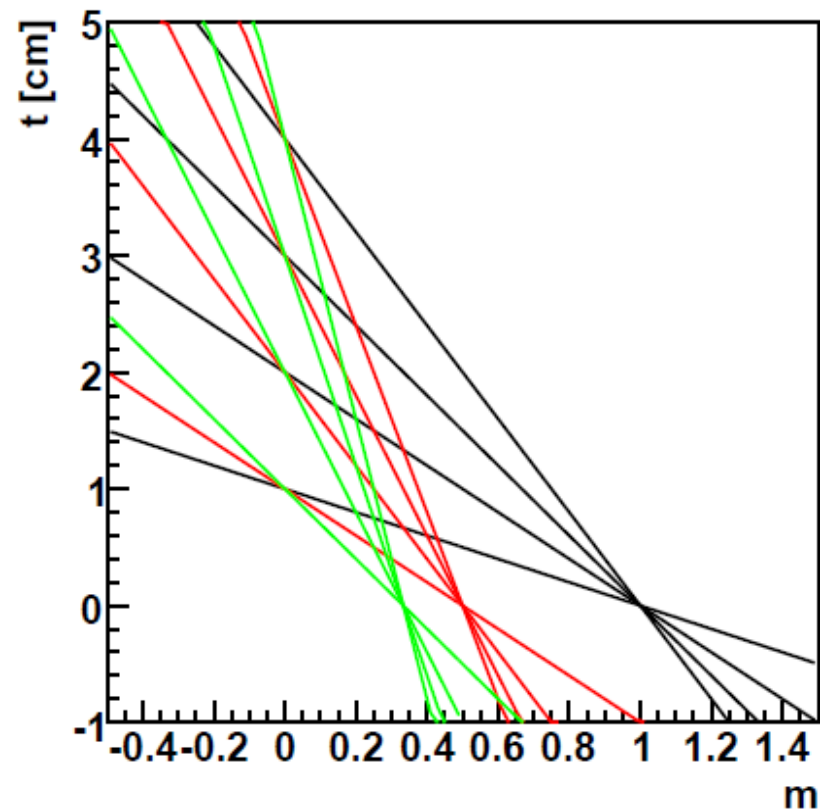
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z-r-space



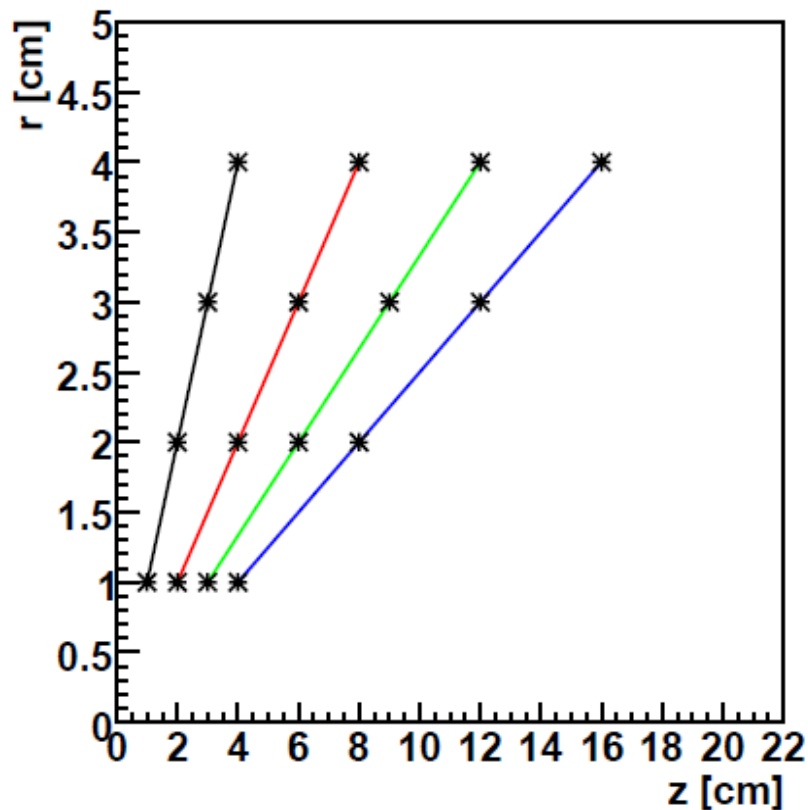
Hough space



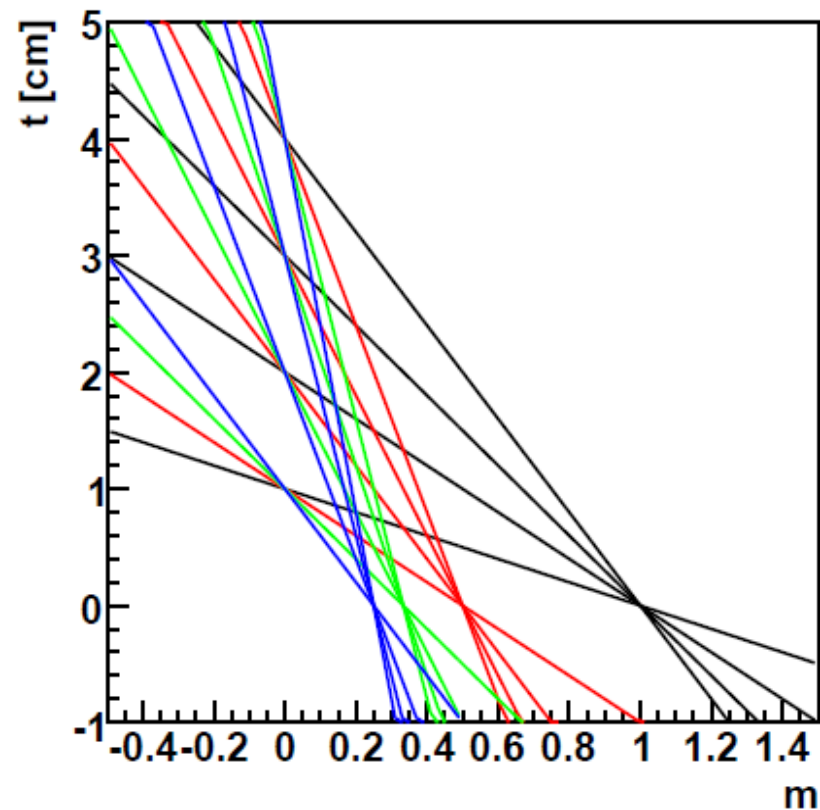
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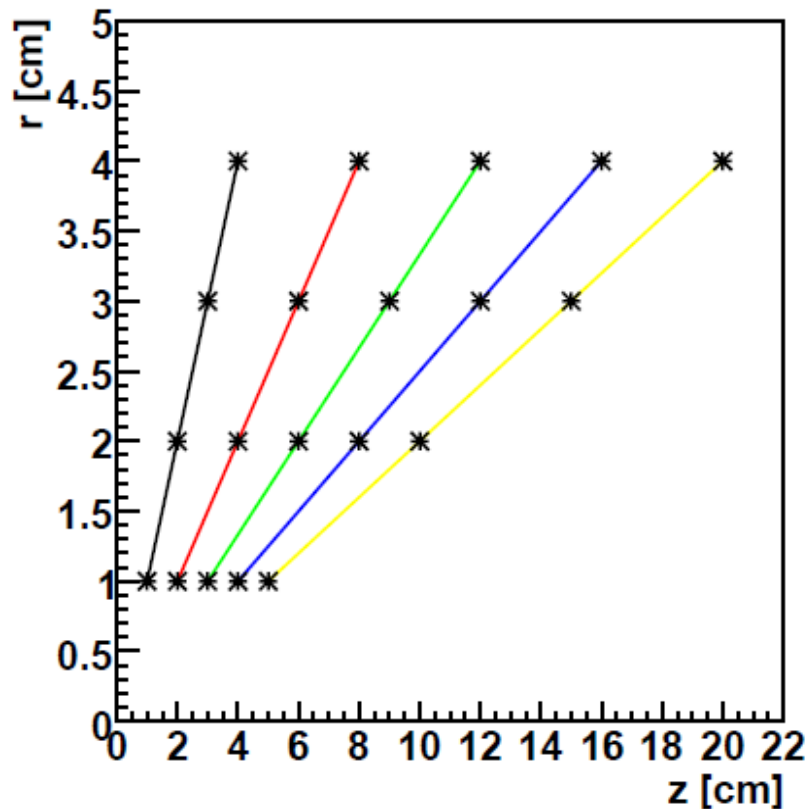
Hough space



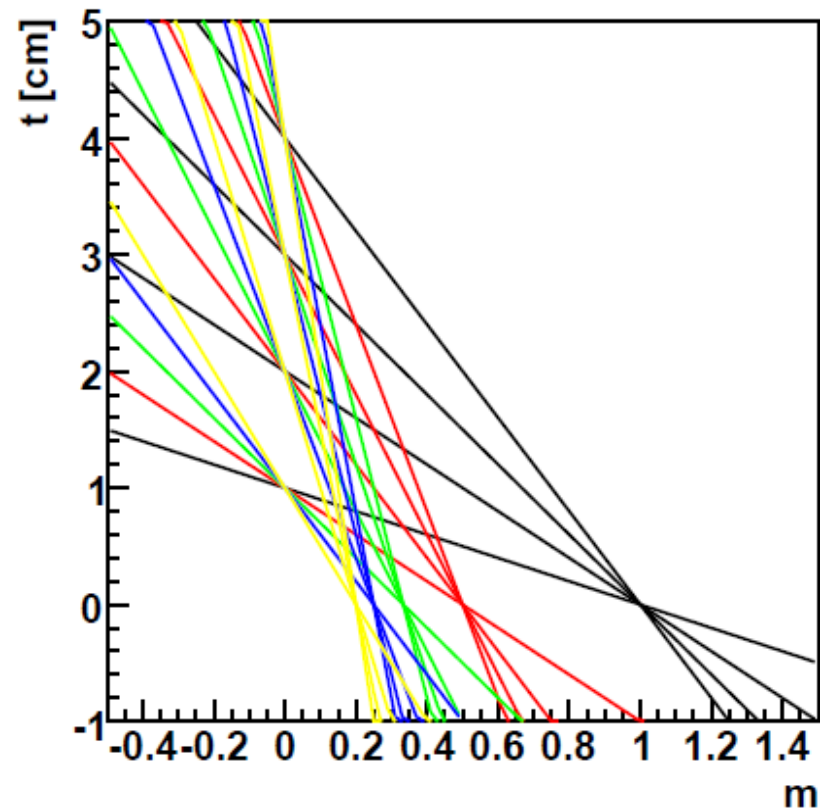
Fast Pattern Recognition: Hough-Transform

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- Hough transform: $t = r - m z$

z-r-space

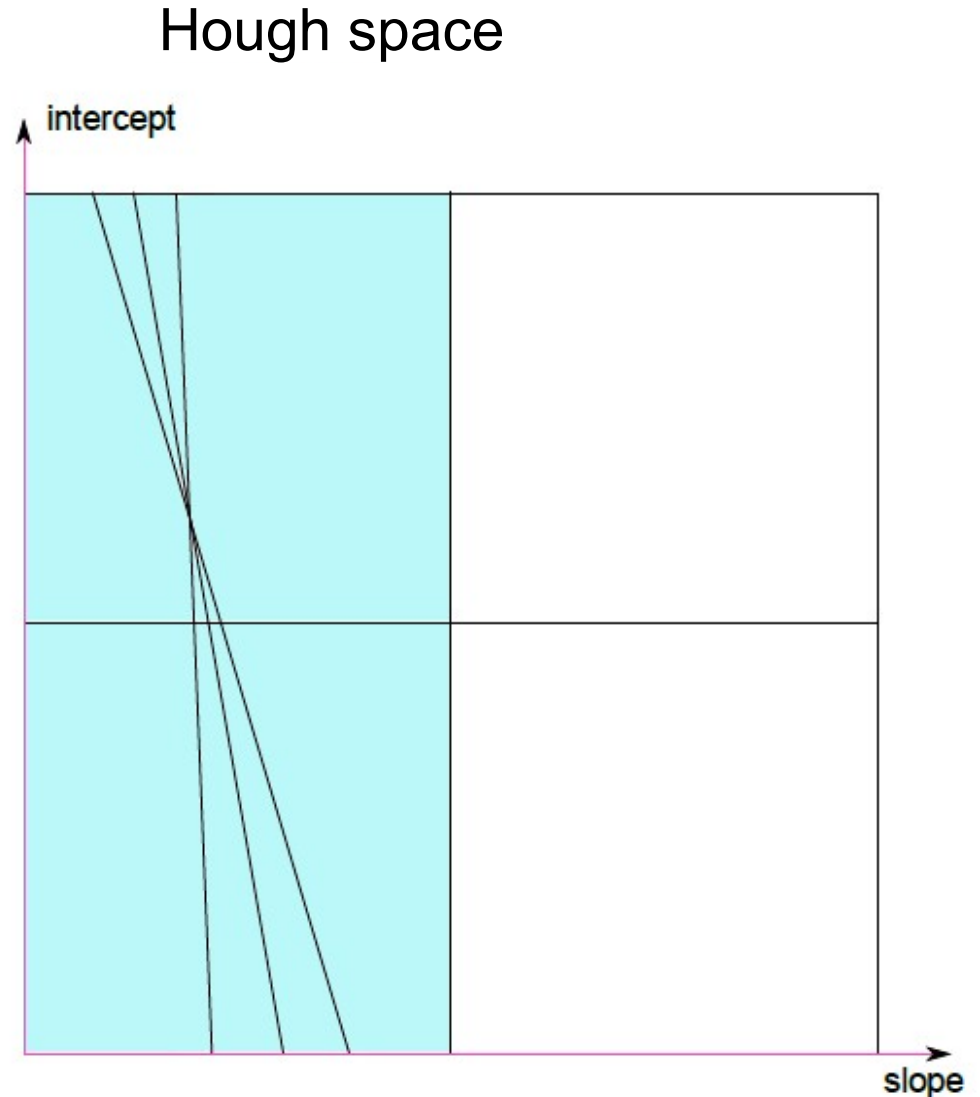


Hough space



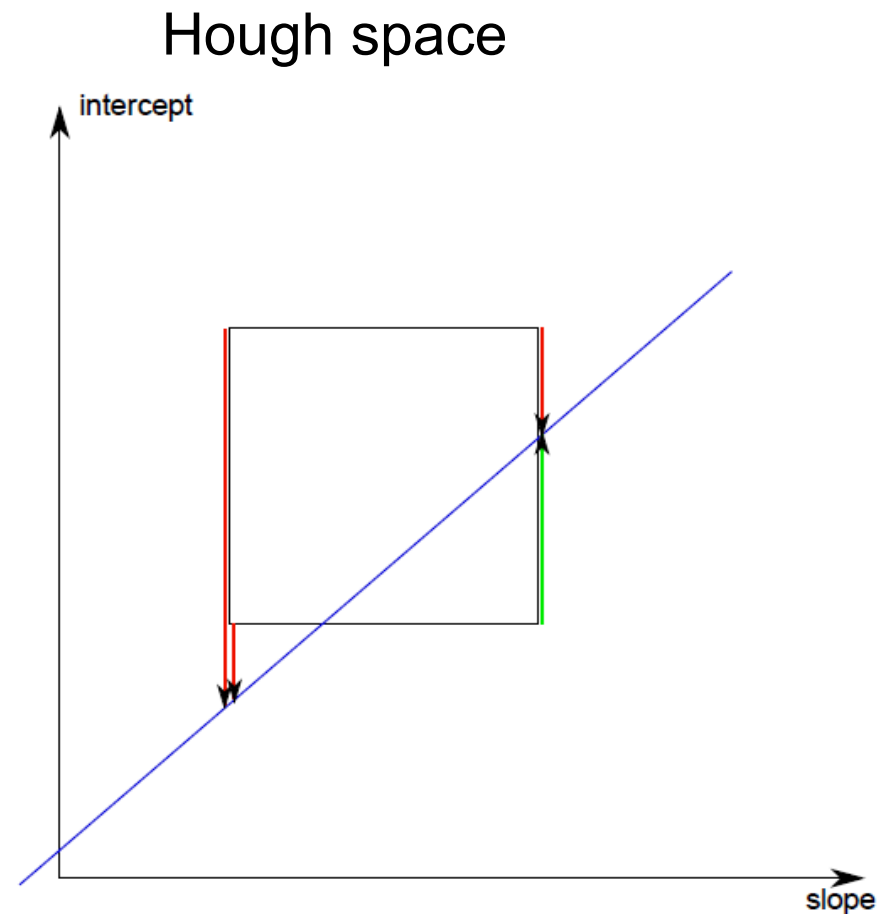
Fast Peak Finding in Hough Space

- divide relevant Hough space by 2 for each axis
- calculate the number of lines in each rectangle
- keep only rectangles containing at least 3 lines
- repeat steps with remaining rectangles



Lines in the Rectangle

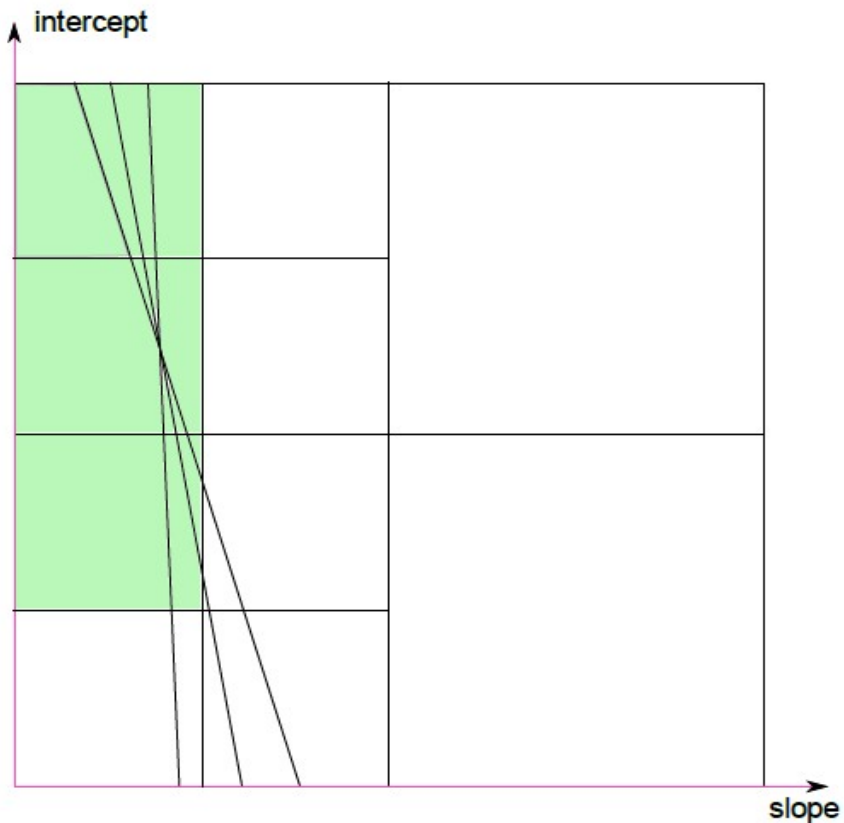
- evaluate difference between rectangle corners and values of the Hough transformed point at the corresponding coordinates
- scan for sign change
- when a sign change occurs the line intersects the rectangle



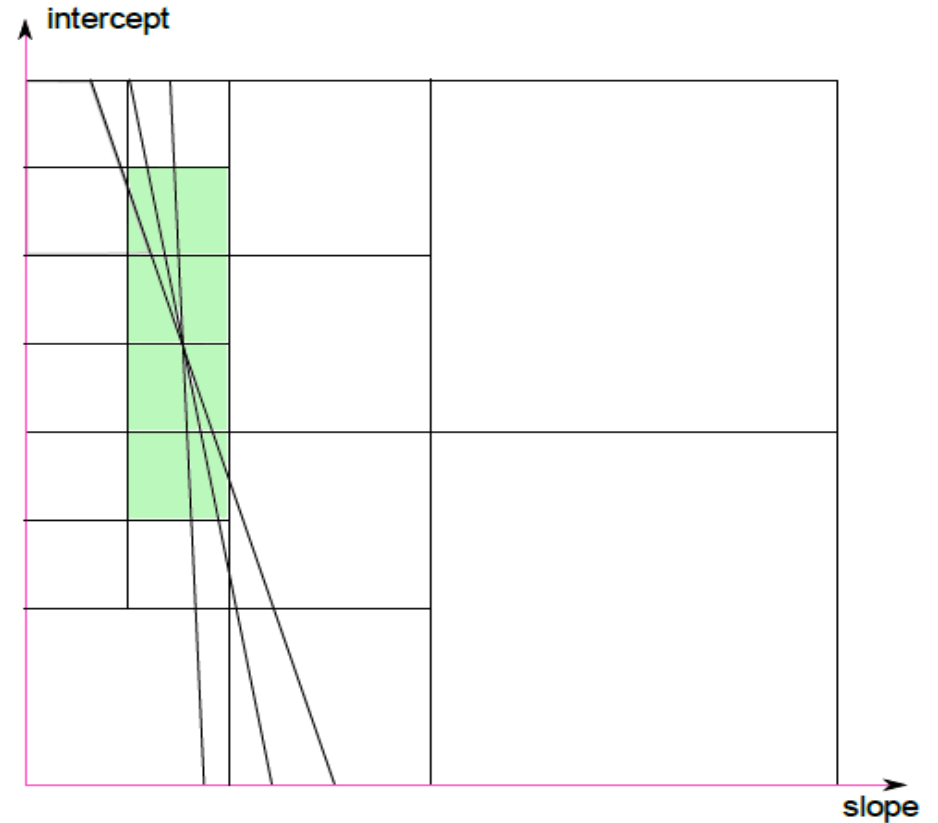
Fast Peak Finder

Repeat steps with remaining rectangles

Iteration 2

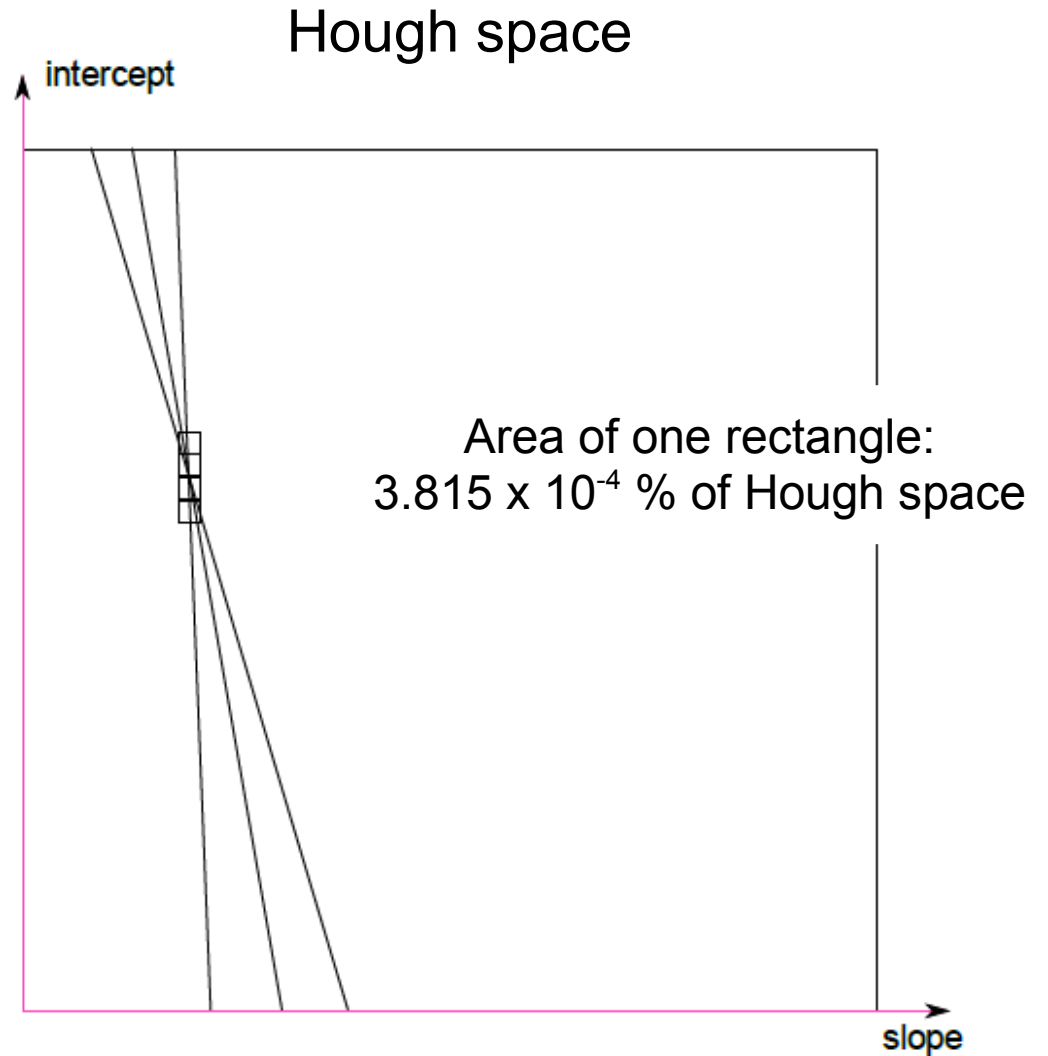


Iteration 3



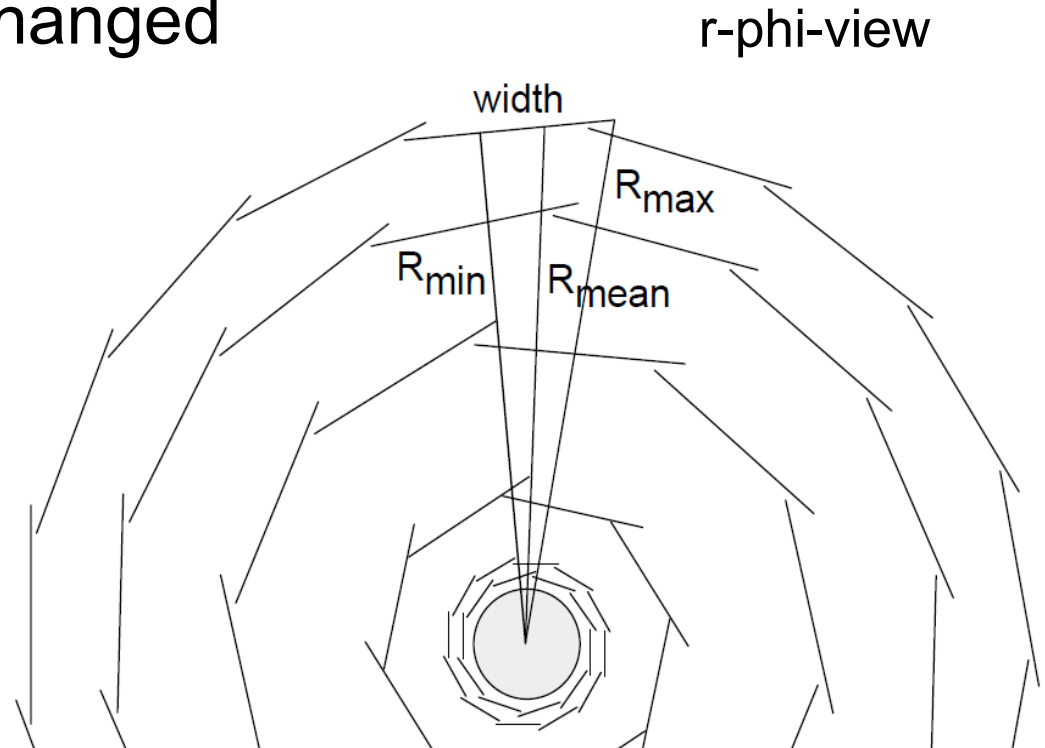
Fast Peak Finder

- after 9 iterations only a few small rectangles are left
- parameters at the center of a rectangle
- transform back to imagespace
- width & height of box determine errors
- width of the roads 0.3 - 0.8 mm



SVD Data

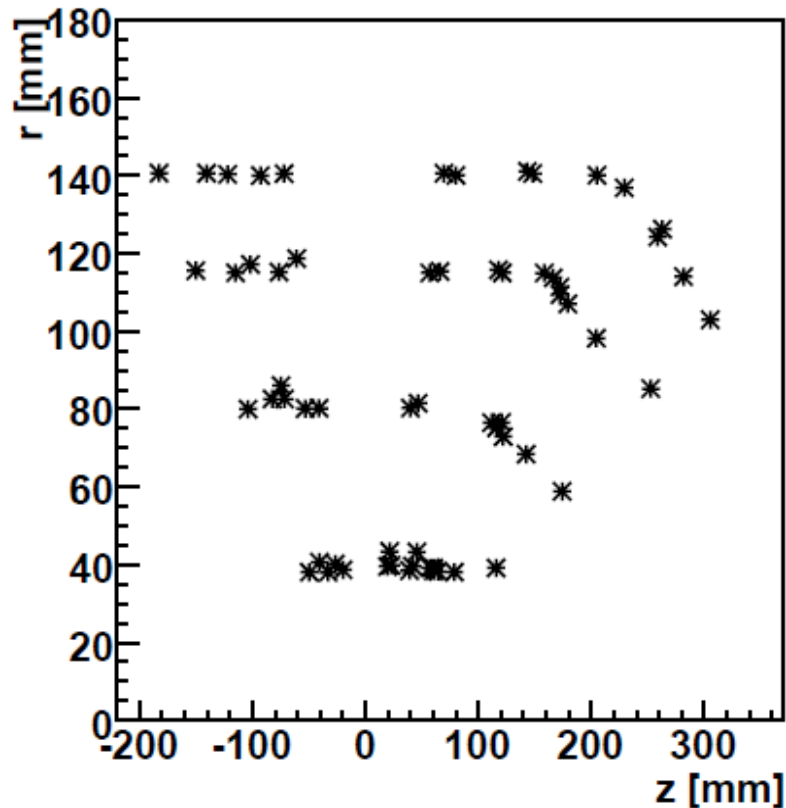
- Idea: use only z-information of SVD and a mean Radius of the SVD ladder
- SVD geometry has been changed
- Ladder width is too big
- also use r-information
- disadvantage: ghost hits



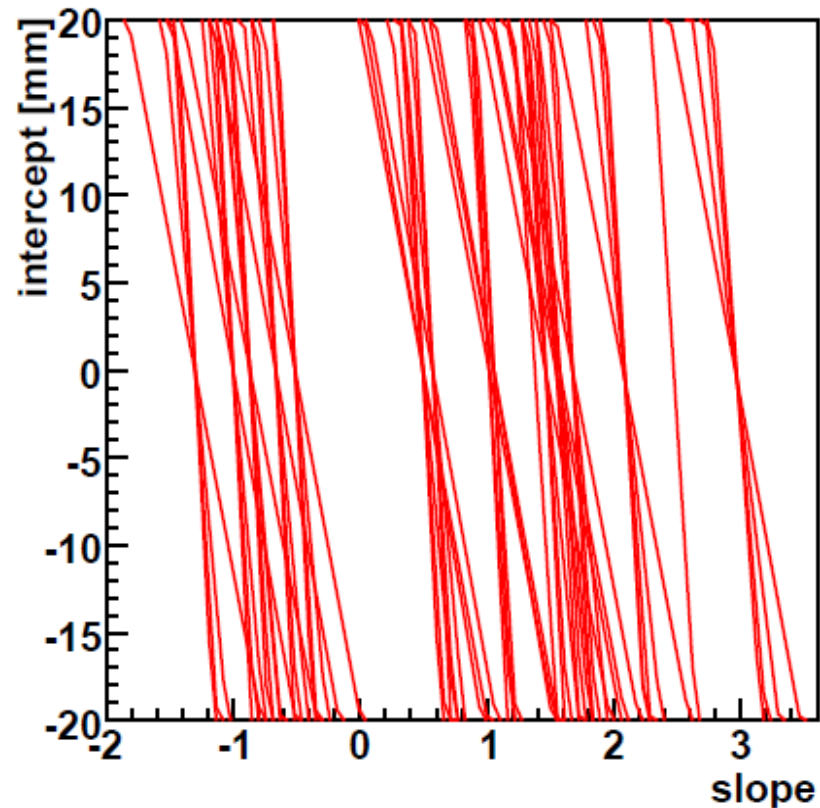
Example: SVD Hits & Hough Space

14 tracks (μ^+) with momentum
of 900 MeV starting at the origin

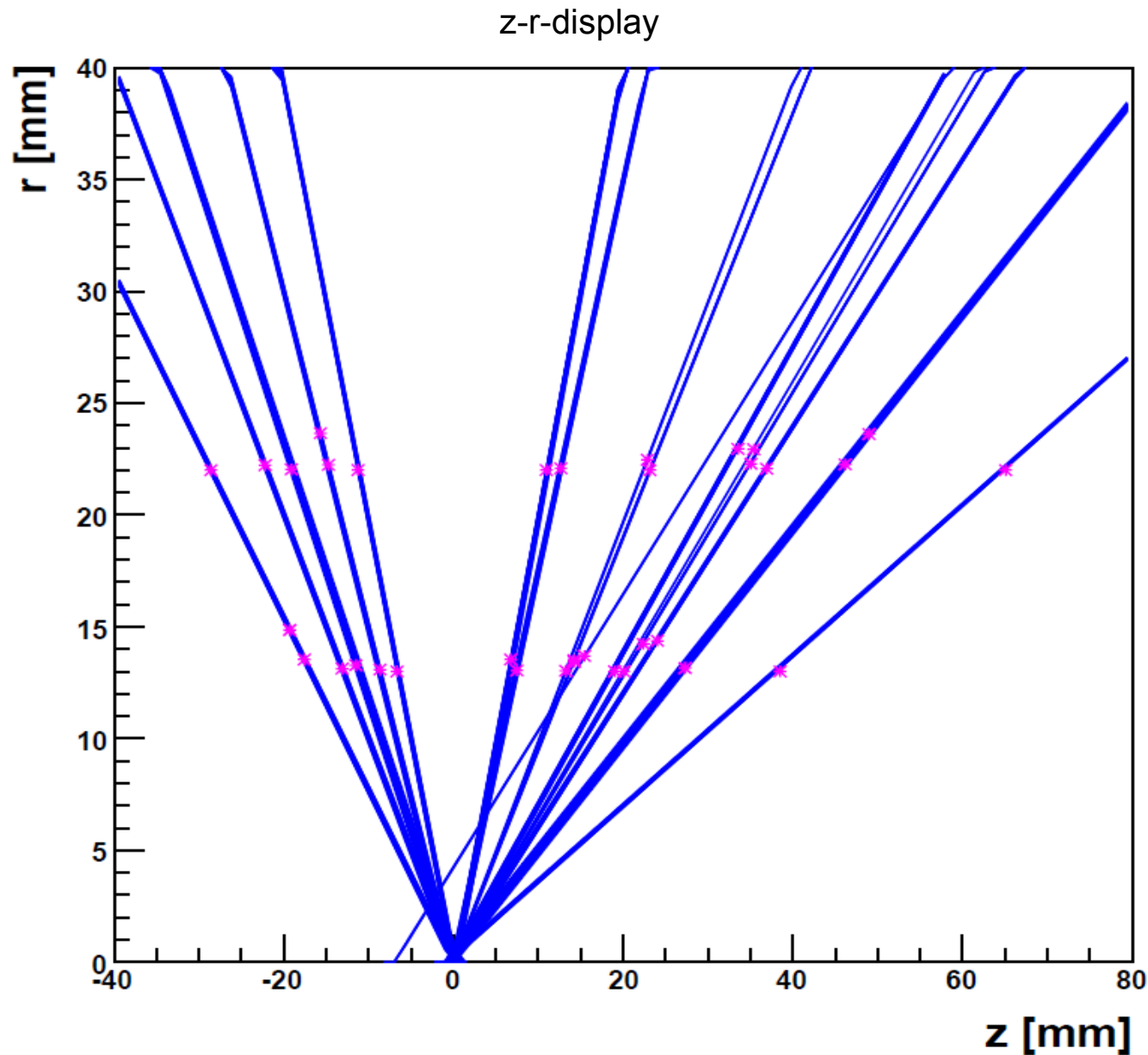
SVD hits in z-r-projection



Hough space



Example: Reconstructed Tracks & PXD Hits



14 μ^+ $p = 900$ MeV

pink: PXD hits

blue: reconstructed tracks

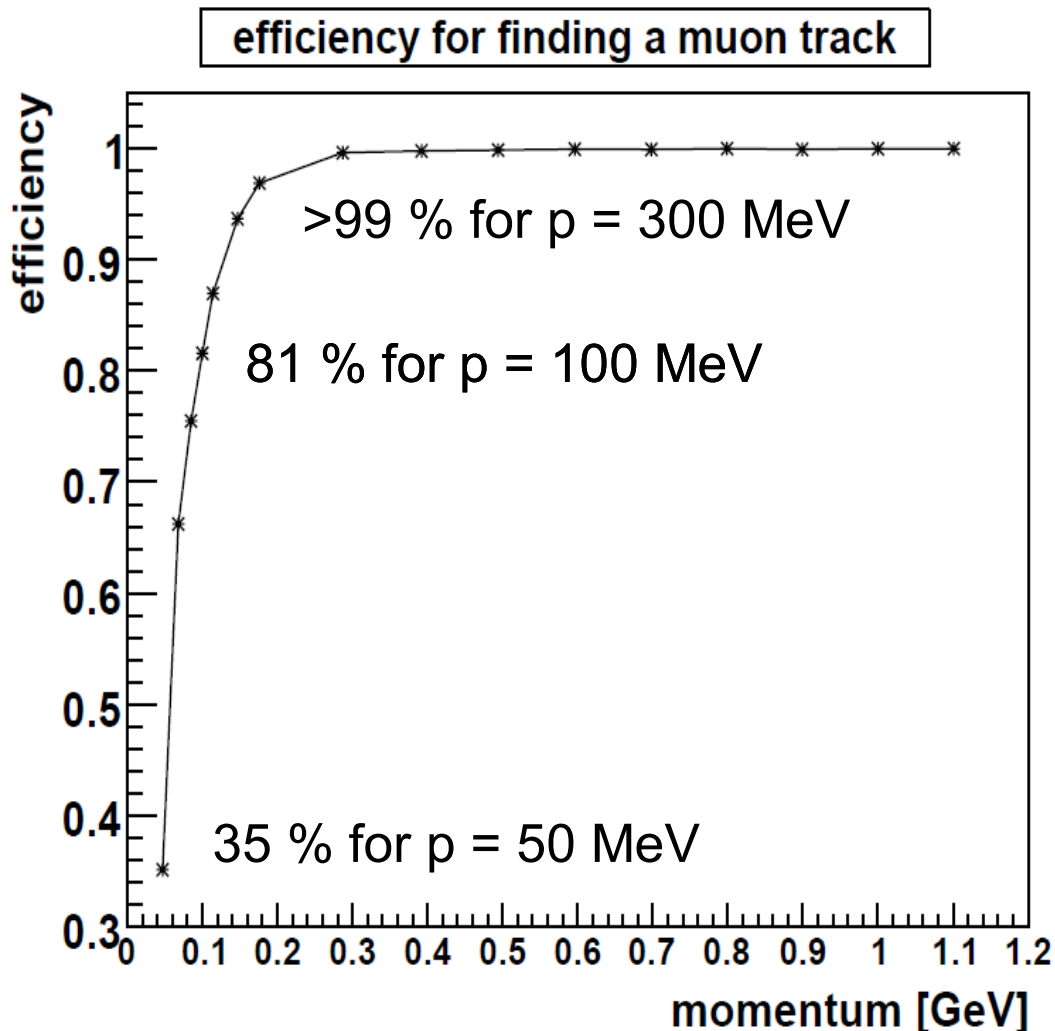
Reduction of PXD
volume to $\sim 30\%$

→ sectors in r - ϕ
factor $\sim 1/15$

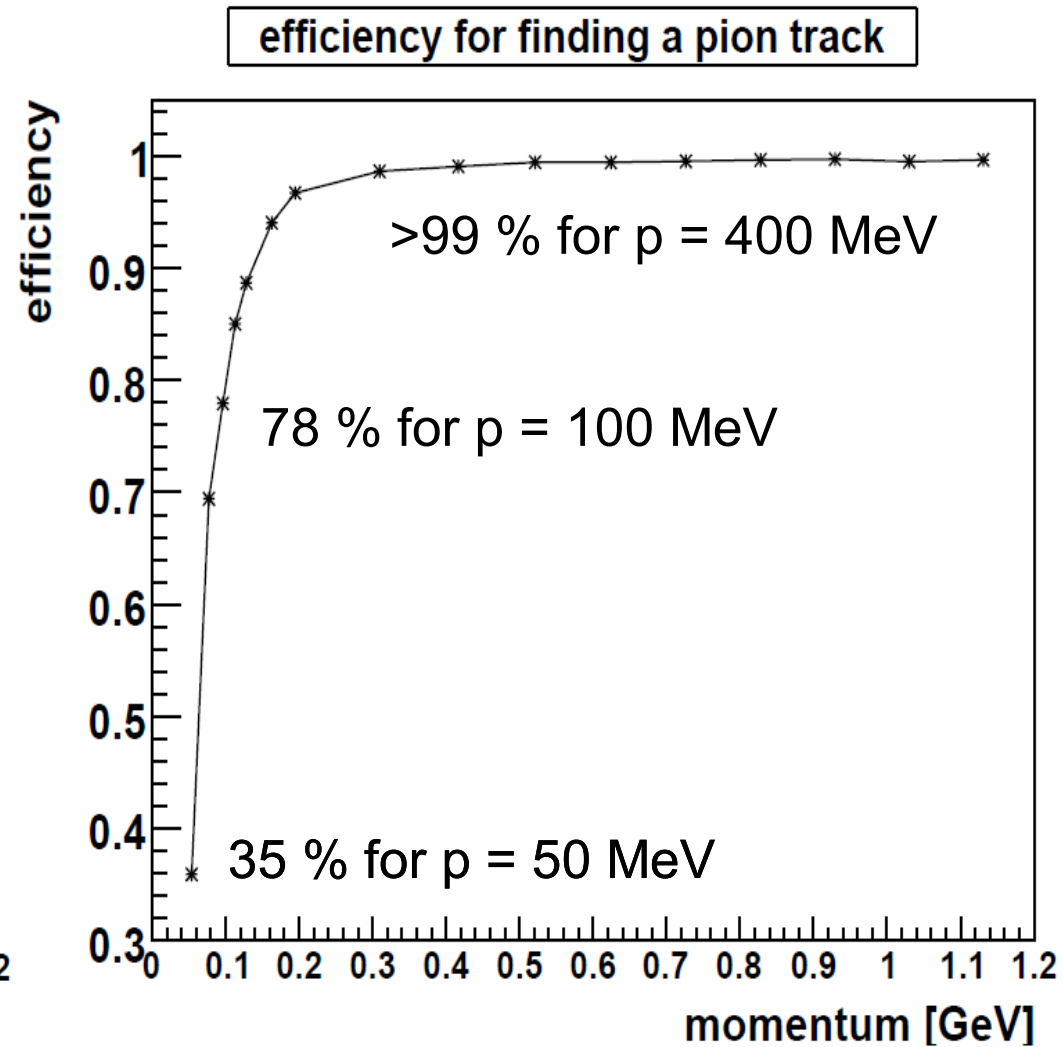
Estimated
Reduction of PXD
volume to $\sim 2\%$

Efficiency

single muons



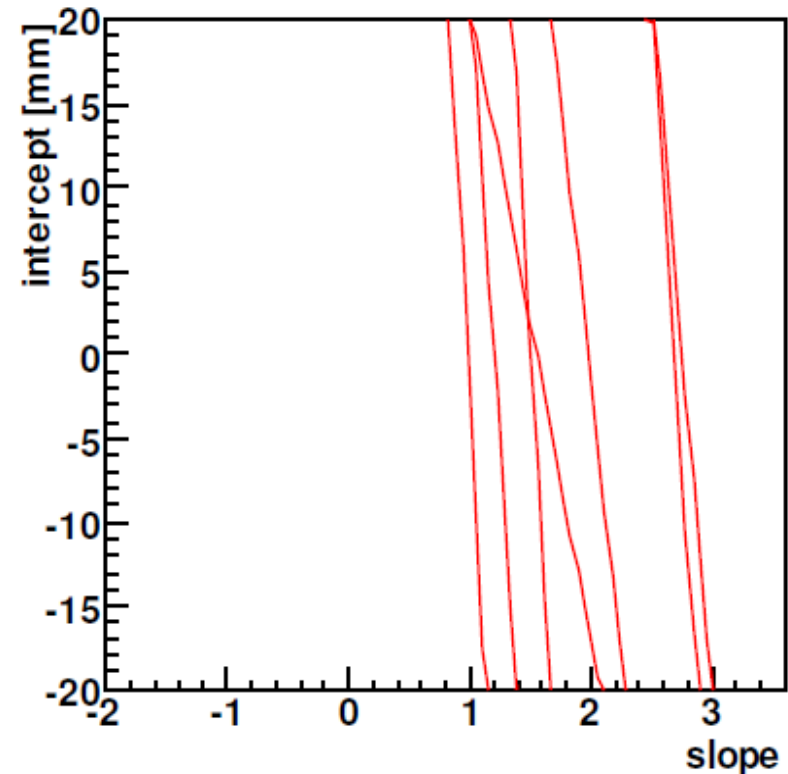
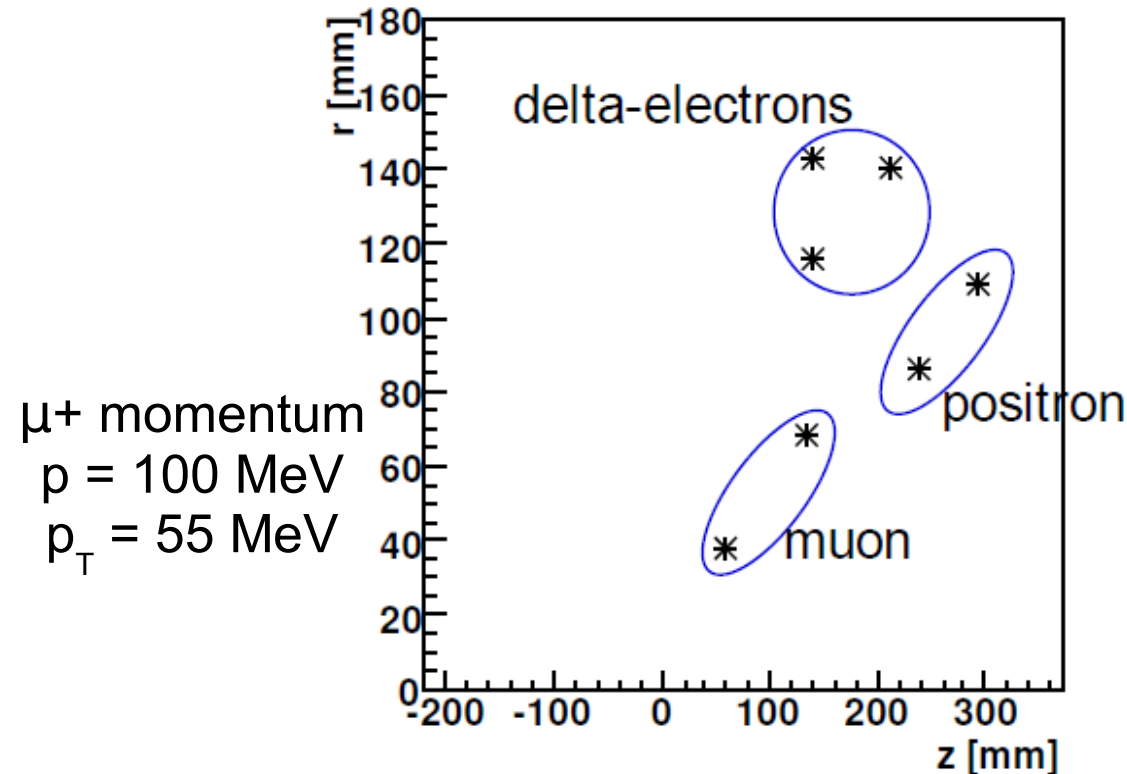
single pions



Why does the efficiency go down for low momentum?

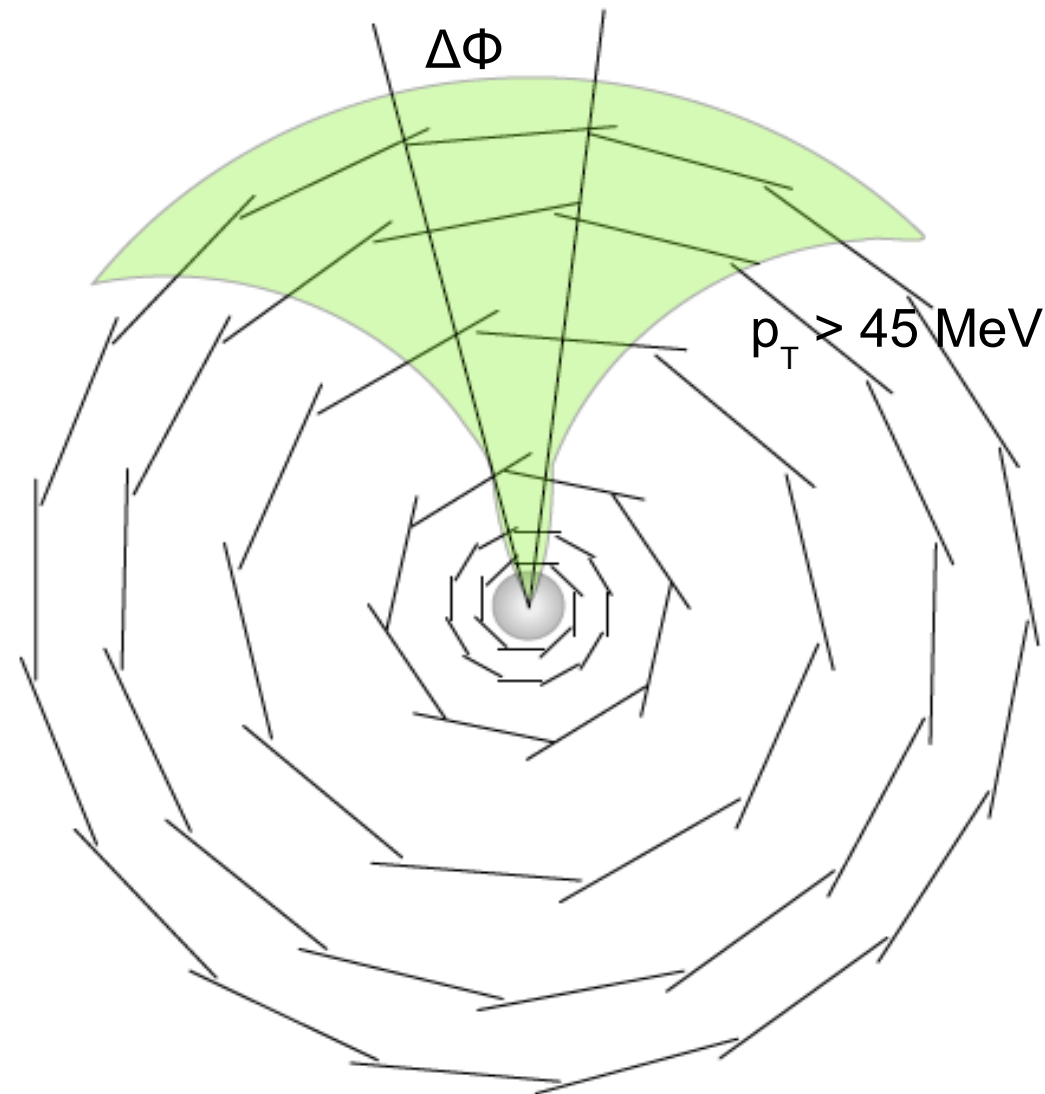
- Particles curl within the SVD ($p_T < 63$ MeV)
- Line approximation of the sine curve fails
- multiple scattering in detector material
- particles decay within SVD

Hough space



Sectors in r-phi

- Reduce number of hits to be hough-transformed
- Decrease readout area for each road
- Shape corresponds to a p_T -cut
- 17 sectors rotated by $\Delta\Phi$
- Sectors can be computed in parallel



Conclusion

- PXD data need to be reduced (10 times the size of all other data in Belle II)
- Fast algorithm using SVD data proposed
- Initial studies with Hough-transform encouraging
- Find solution for low momentum particles ($p < 250$ MeV) !
- ready to start detailed MC studies
- Background studies planned
- Implementation in FPGA or GPU intended (data transfer needs to be studied)