Optimizing the *z*-Vertex Neural Network Trigger for the Belle II Experiment

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Goal

z-Vertex Trigger

- Physically interesting reactions come from IP
- High rate of background displaced along z-axis
- Reconstruct 'z-vertex' to throw away these events



Neurotrigger architecture

z-Vertex Neural Network



- 1. Train Neural Networks with Monte Carlo Particles
- 2. Neural Network trigger can be simulated in SW
- 3. The output of the trigger can be compared to their true values to obtain resolutions

Software simulation studies

3 studies:

- 1. Event time option
- 2. Training in enlarged region
- 3. Training with more data



Event time selection



FP time

ETF time

Event time selection



FP trained with events generated in z=[-50, 50]



40

FP trained with events generated in z=[-100, 100]



MCParticles generated in [-100, 100]

MCParticles generated in [-100, 100]

50 75 100

FP trained with events generated in z=[-100, 100]



$\times 10$ more training events



Test with real data



z distribution from simulation, sw TS sw 2D z distribution from simulation, sw TS sw 2D

Summary

- 1. The Event Time Finder algorithm should be improved; fastest priority time will be used in meantime
- 2. Training in enlarged region z=[-100,100] avoids the non-linear structures in the z=[-50, 50] which are too close to a z-cut of \pm 40 cm
- 3. Any deterioration in resolution could be compensated by training with more data

Outlook

- Training in this enlarged region z=[-100,100] with \times 10 data underway
- Training with reconstructed tracks and real data expected to provide yet better resolution