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# Downstream and T-Track reconstruction at the first level of LHCb trigger

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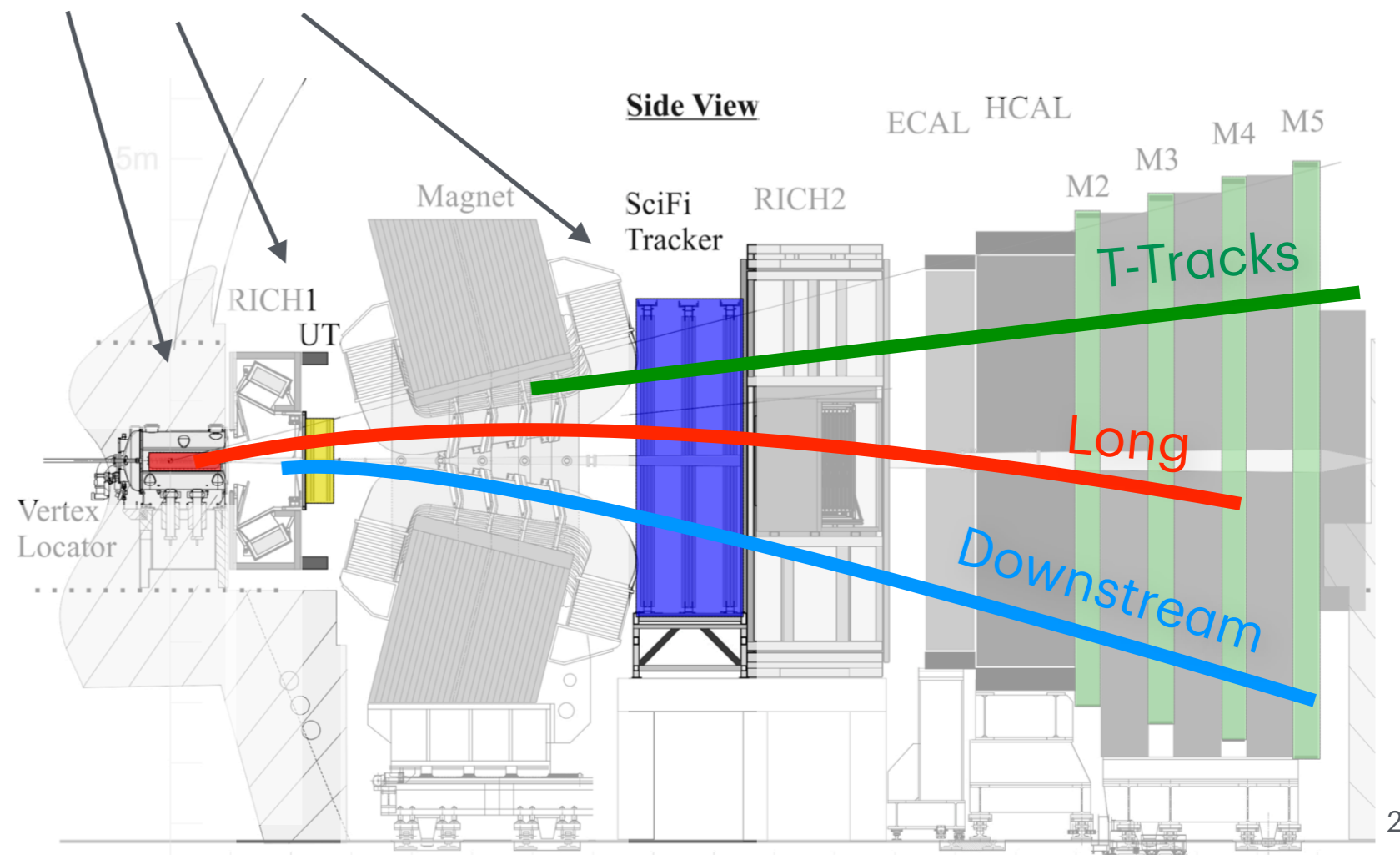
# LHCb in Run 3 overview

- Single-arm experiment, specialized on b-physics
- No hardware trigger, first high-level trigger on GPUs
- Three tracking detectors: VELO, UT, SciFi

- Different types of tracks:

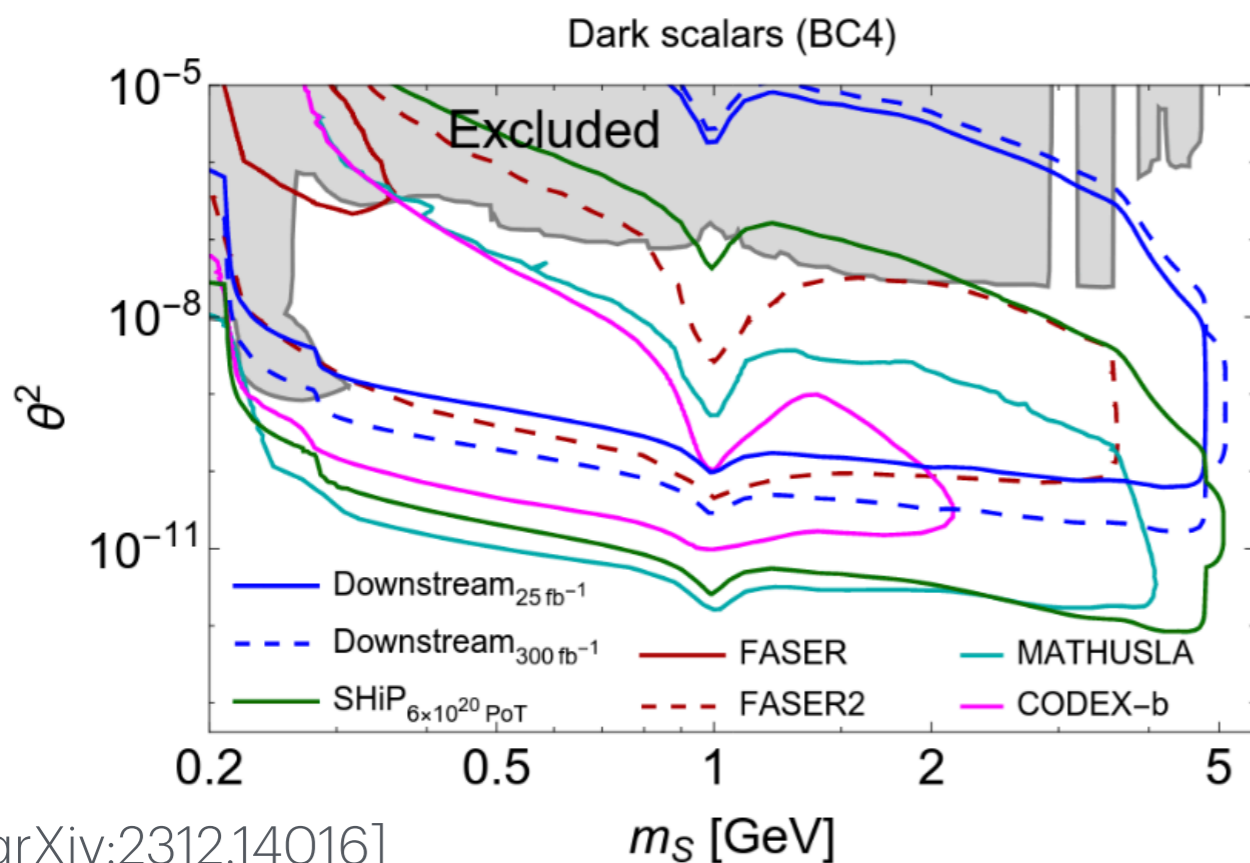
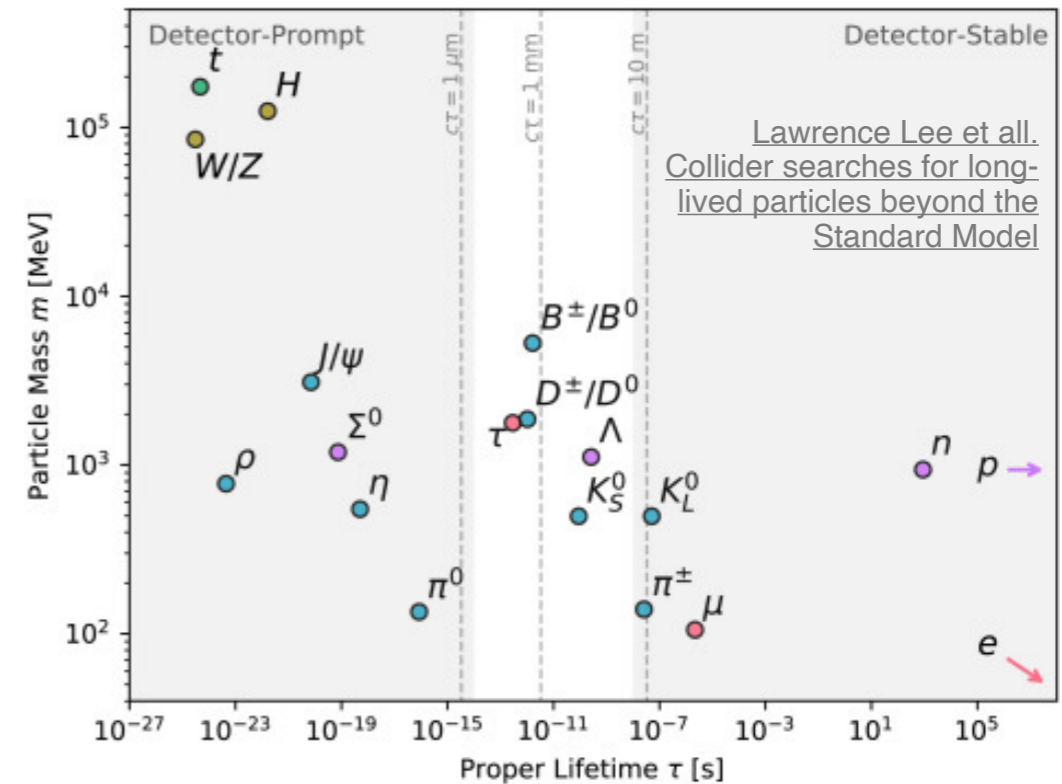
- Long: VELO + SciFi
- Downstream: UT + SciFi
- T-Tracks: SciFi

Because of the new trigger on GPUs, we can do downstream and T-Track reconstruction!



# Why downstreams/T-Tracks?

- In SM,  $K_S^0$  and  $\Lambda^0$  are the only particles mostly decaying within  $1\text{m} < c\tau < 10\text{m}$
- Analysis involving these particles may benefit a lot



- LHCb sensitivity region is extended by two orders of magnitude, due to downstream reconstruction
- It's expected, that the ability to trigger T-Track candidates will extend it even further

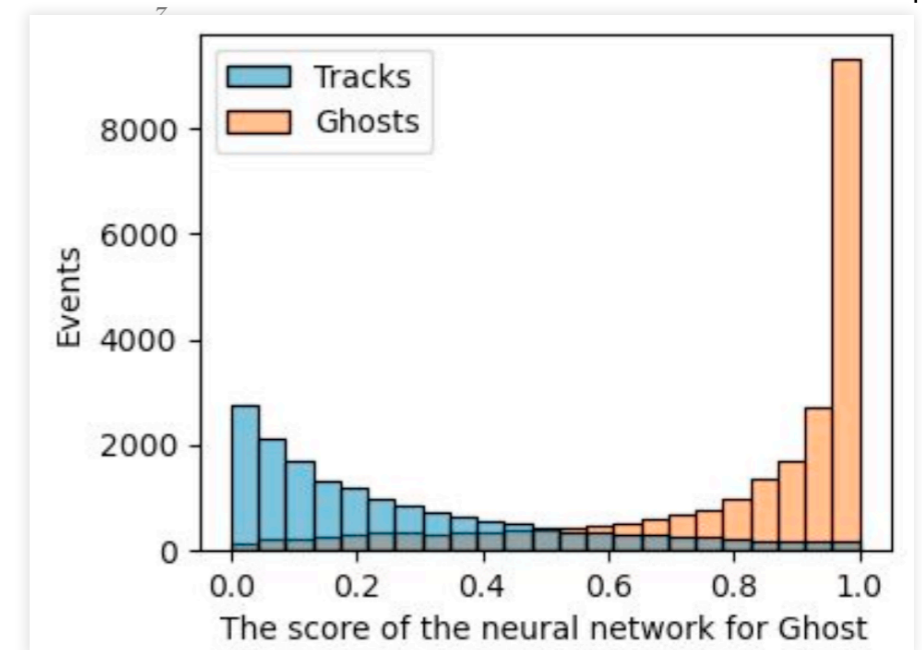
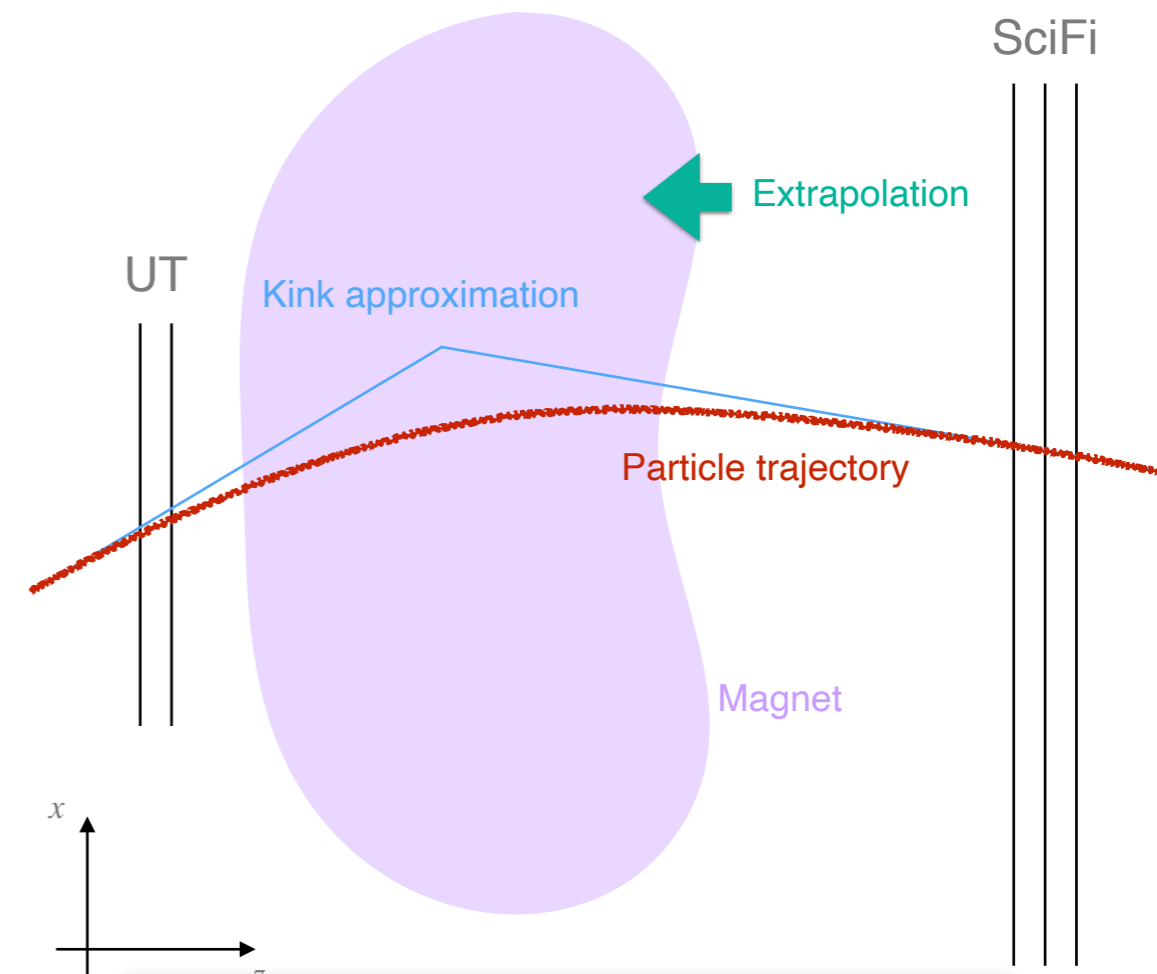
# Downstream reconstruction

Downstream track reconstruction:

- Algorithm starts with SciFi tracklets
- Kink extrapolation towards UT region
- Search for corresponding UT hits
- Track fitting & NN-based fake rejection

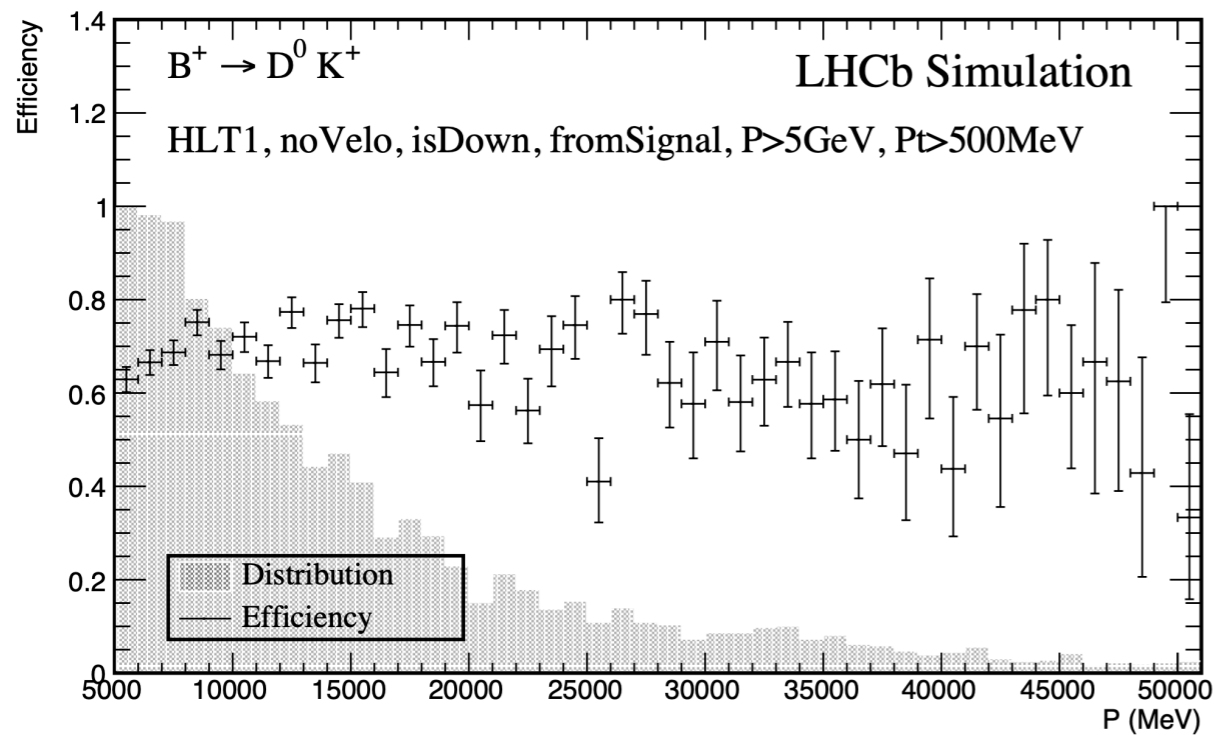
Two-track vertex reconstruction:

- Nonlinear extrapolation of tracks
- Kalman-filter based vertexing
- NN for candidate selection & triggering

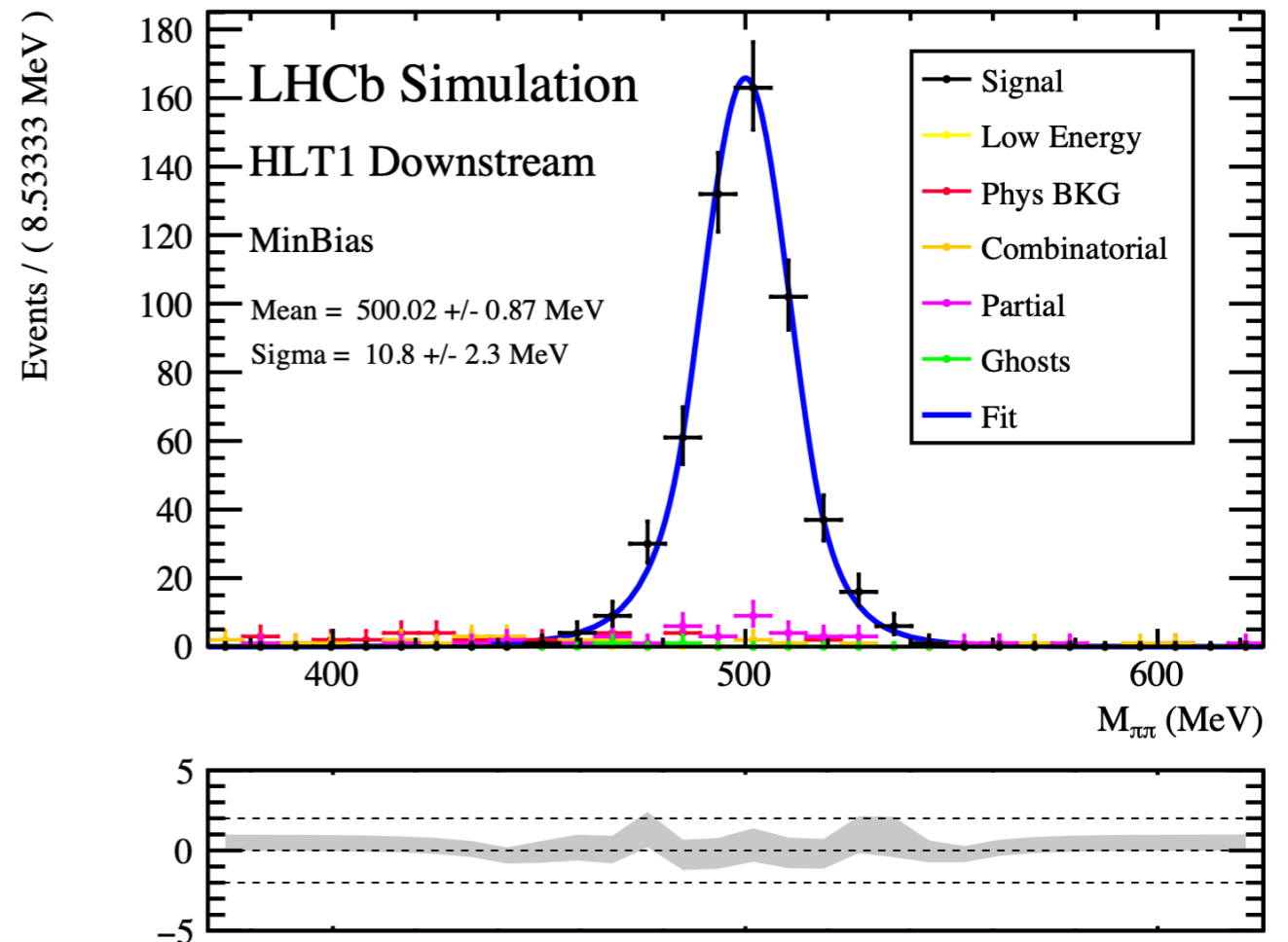


# Downstream performance

Tracking efficiency for  $B^+ \rightarrow D^0 K^+$



Mass plot of  $K_s^0$



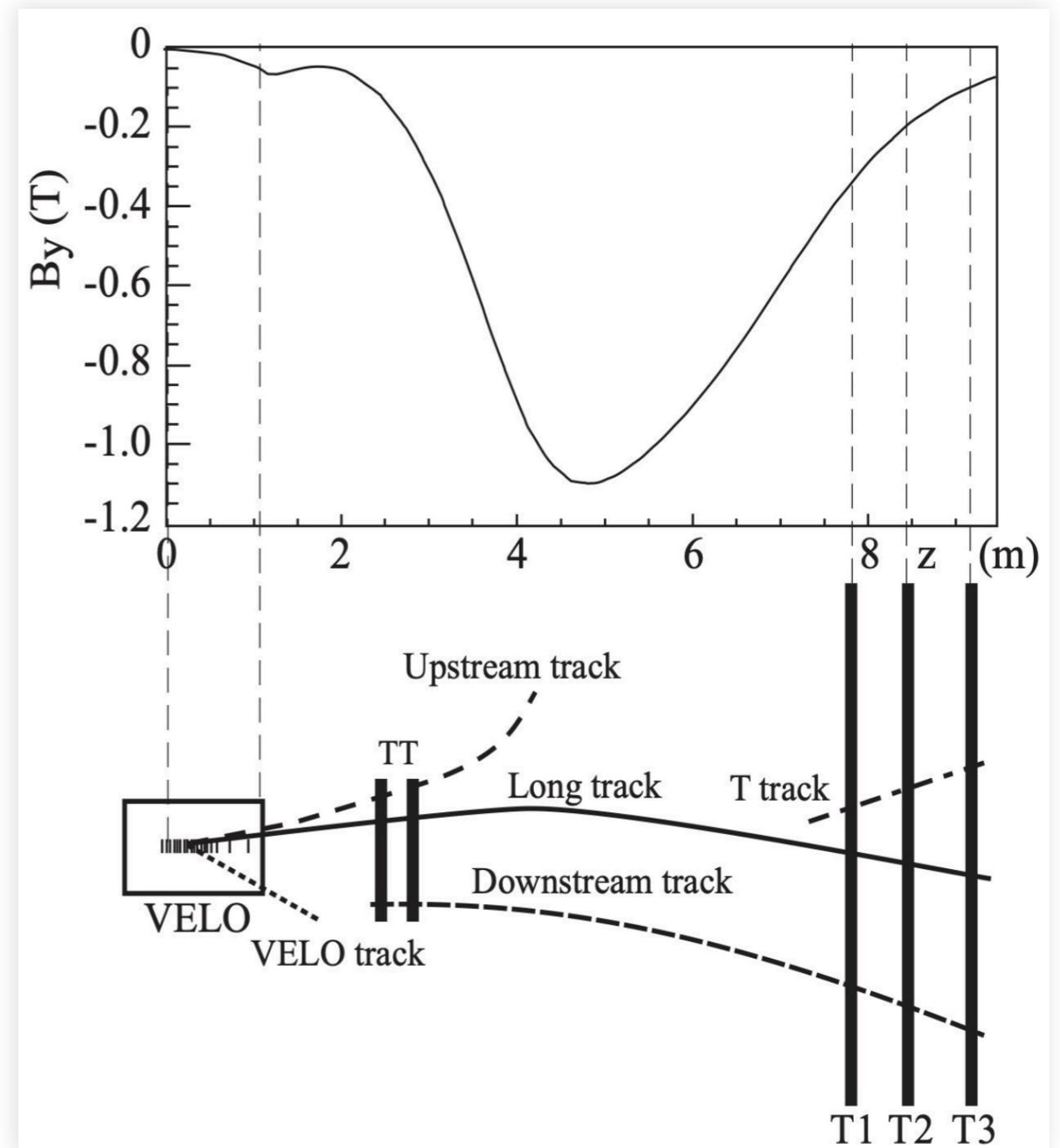
SciFi track reconstruction  
efficiency  $\approx 90\%$  is included!

# T-Track reconstruction

Big challenges at HLT1:

- Strict throughput requirements apply constraints on algorithm design
- Nonlinear extrapolation through a strong magnetic field
- Poor track momentum resolution  $\approx 10\%$

For the moment, the biggest challenge is an efficient selection of tracks - work in progress



# Summary

- The first implementation of Downstream track & vertex reconstruction at HLT1!
- Small effect on throughput: only  $\approx 4\%$  drop (2025 conditions)
- Expected data taking already in 2025!
- T-Track selection algorithm is in development

