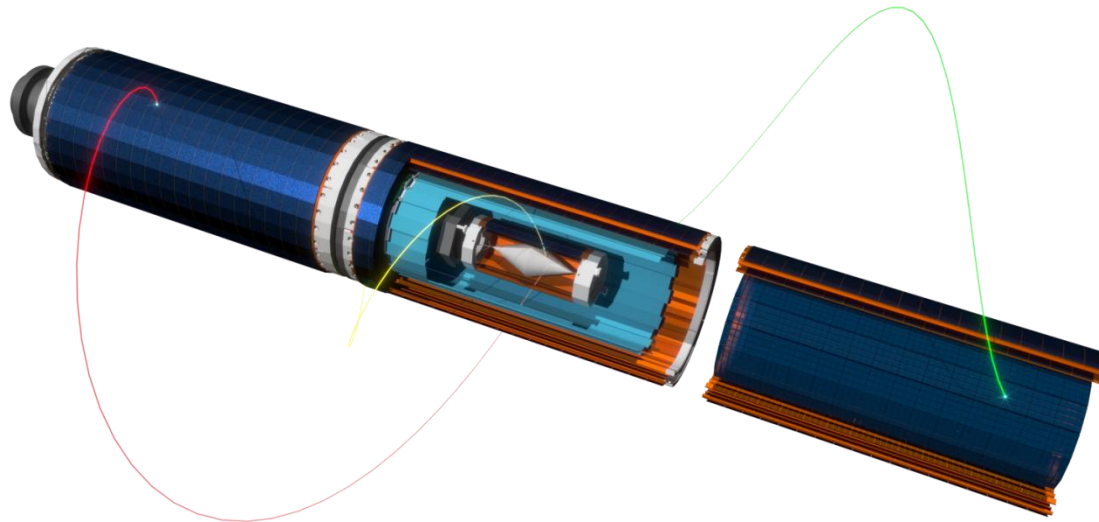


Track reconstruction for the Mu3e experiment based on a novel Multiple Scattering fit

Alexandr Kozlinskiy (Mainz, KPH)
for the Mu3e collaboration
CTD/WIT 2017 @ LAL-Orsay



Mu3e Experiment

Mu3e Experiment:

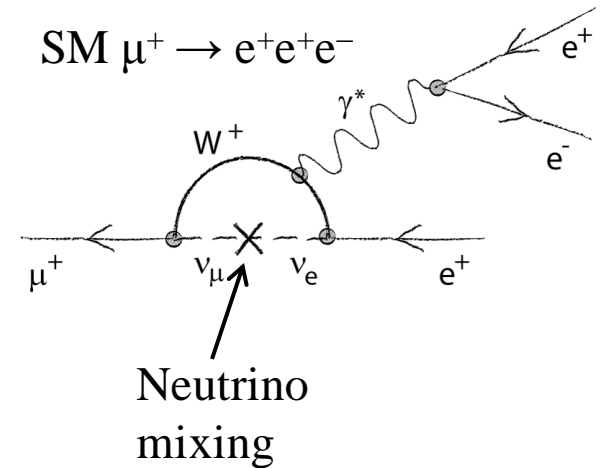
- Search for **L**epton **F**lavor **V**iolation (LFV)
 - Decay: $\mu^+ \rightarrow e^+e^+e^-$
 - **S**tandard **M**odel: $\text{Br} < 10^{-54}$ (unobservable)
 - Enhanced in **N**ew **P**hysics models:
 - SUSY, leptoquarks, etc.
 - *Any observed decay will point to NP*
- Location: Paul Scherrer Institute (PSI)
 - Start in 2019

Current experimental status:

- SINDRUM (1988) [Nucl.Phys.B299\(1988\)1](#)
- $\text{Br}(\mu^+ \rightarrow e^+e^+e^-) < 10^{-12}$ at 90% c.l.

Mu3e aims for sensitivity of one in 10^{15} μ -decays

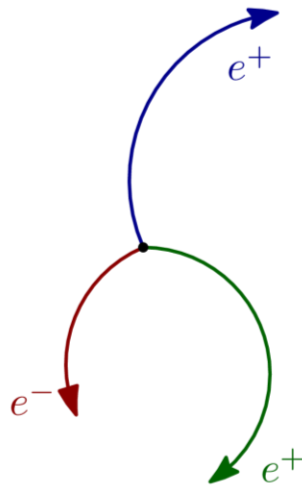
- Existing beam line: 10^8 μ /s
- With new beam line: one in 10^{16}



Signal

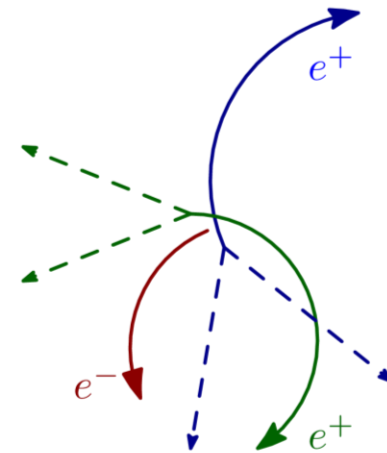
Signal: $\mu^+ \rightarrow e^+e^+e^-$

- Three tracks
- Decay at rest
 - Common vertex
 - Same time
 - $\sum \mathbf{p}_e = 0$
 - $\sum E_e = m_\mu$
 - e^\pm energy < 53 MeV/c



Background:

- Random combinations:
 - Michel decay: $\mu^+ \rightarrow e^+ + 2\nu$
 - e^+/e^- scattering
 - Fake tracks
- Not same vertex, time, etc.
- Good vertex/time resolution



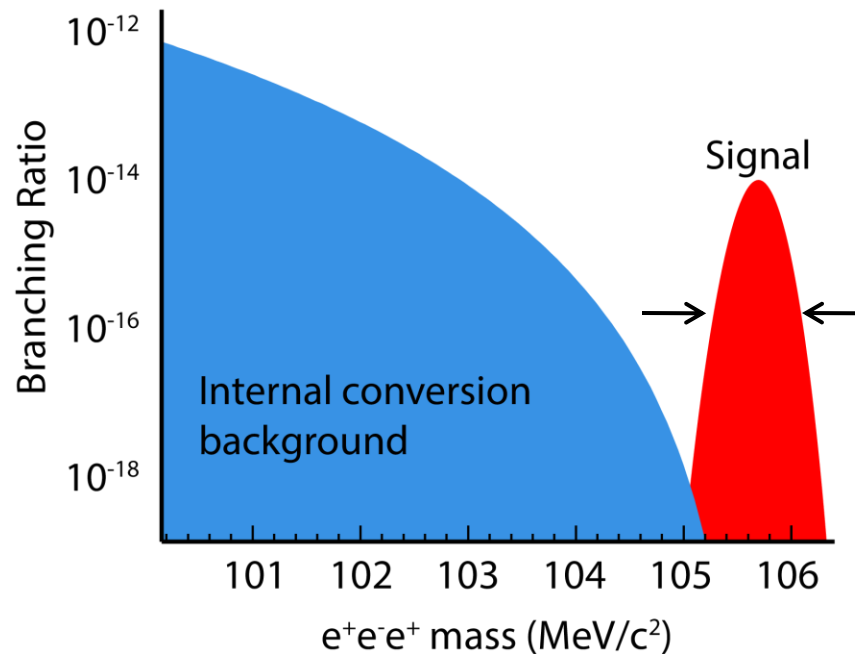
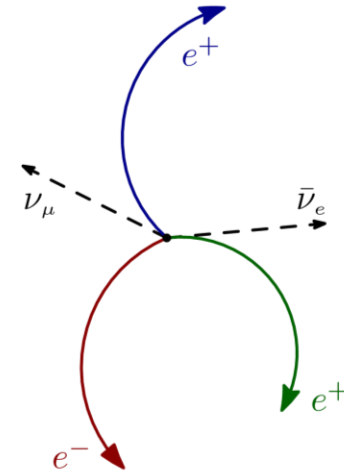
Backgrounds

Internal conversion:

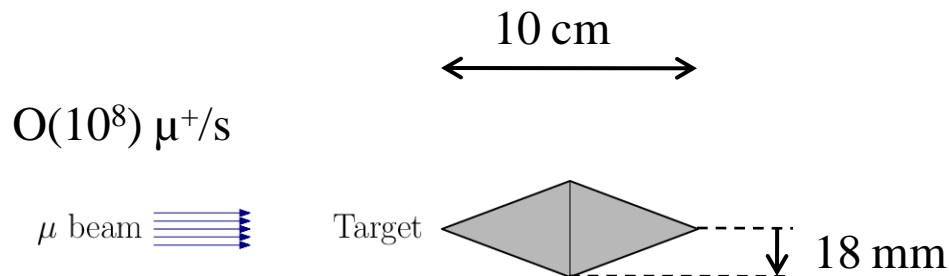


- Missing momentum & energy:

- $\sum \mathbf{p}_e \neq 0$
- $\sum E_e \neq m_\mu$
- Need good momentum resolution



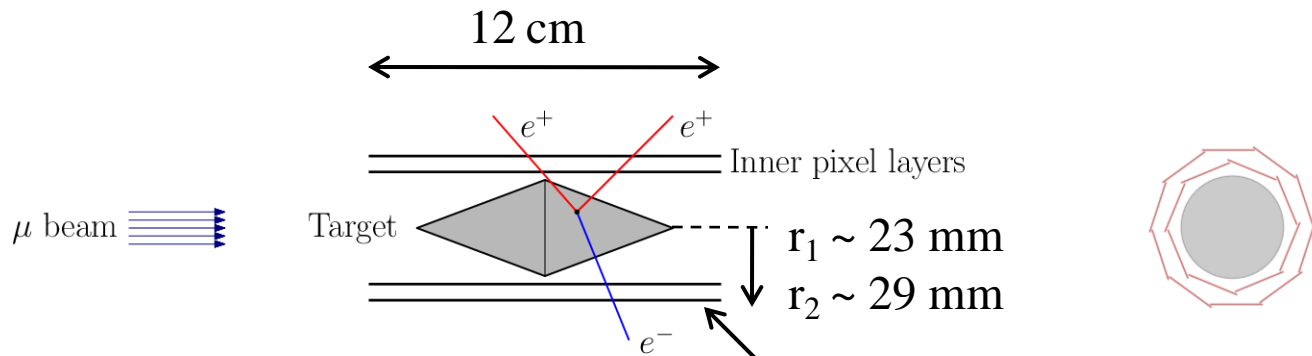
Mu3e Detector



Muons stop and decay at rest on target:

- Existing beam line at PSI:
 - Continuous muon beam
 - $O(10^8) \mu^+/s$
- Double cone hollow target
 - Vertex separation in space
 - 36 mm diameter (to cover beam x-section)
 - $O(100) \mu\text{m}$ thickness

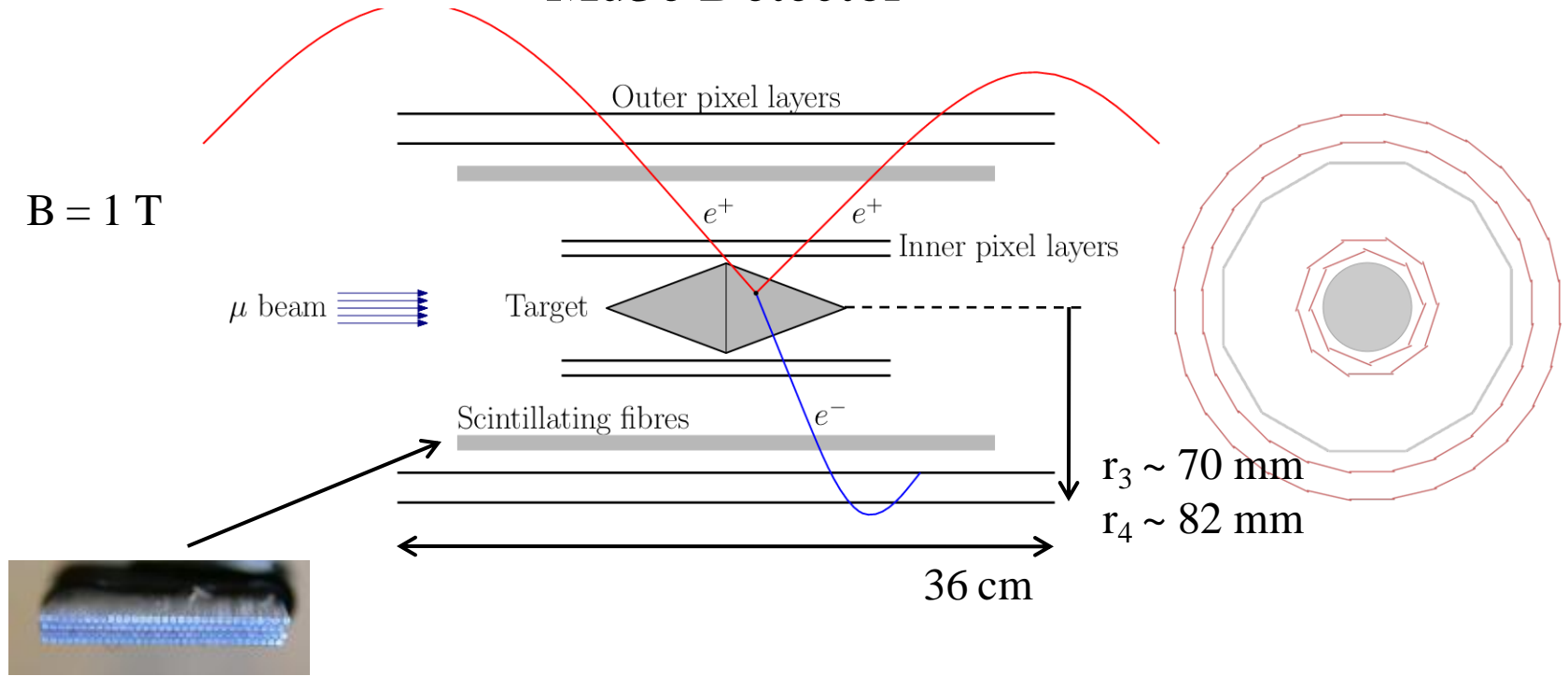
Mu3e Detector



Inner pixel layers:

- High granularity
- Thin (to reduce MS) & efficient
 - Silicon pixel sensors (HV-MAPS)
- As close as possible to target
 - Pointing to vertex
 - Reduce effect of MS

Mu3e Detector



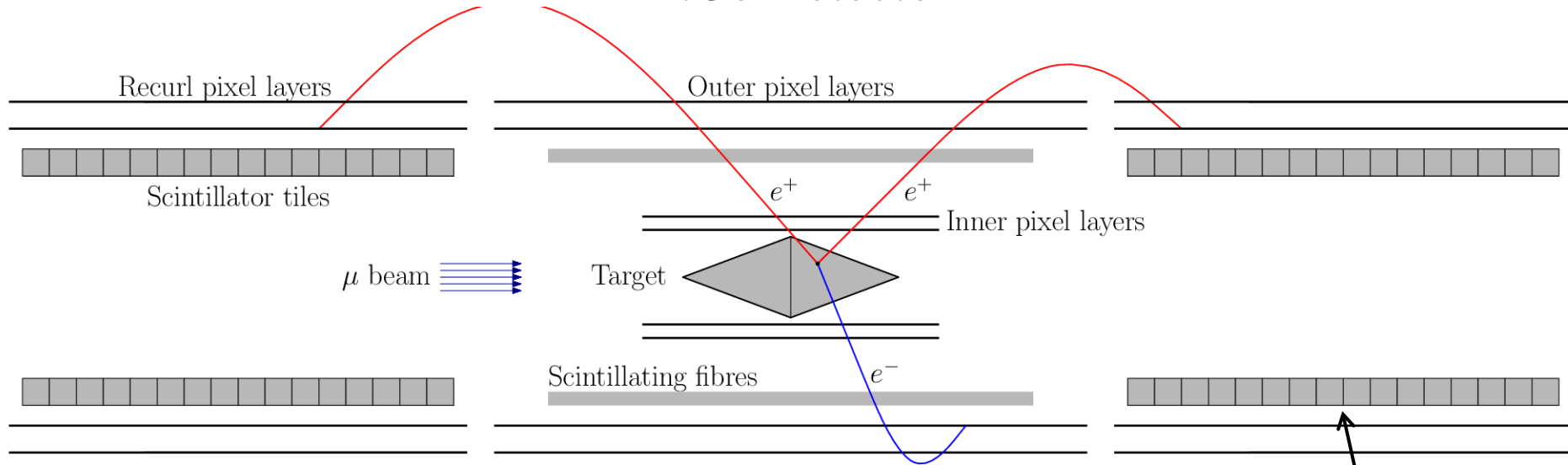
Fibre detector:

- $\sigma_t < 1 \text{ ns}$
- Suppress accidental BG
- Charge ID

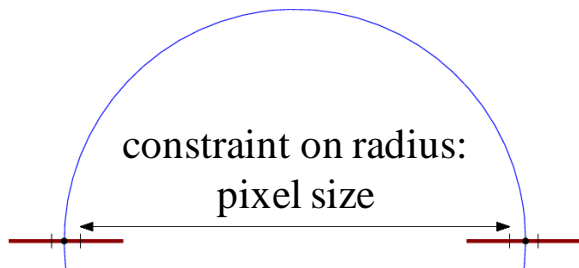
Two outer pixel layers:

- $B = 1 \text{ Tesla}$
- Minimum $p_T \sim 12 \text{ MeV}/c$
 - *Limited by outer layer radius*

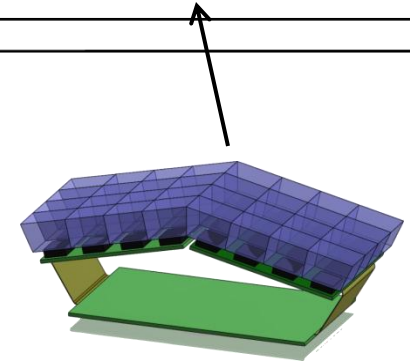
Mu3e Detector



- Particles (electrons) bend back in magnetic field:
- Use recurl stations to detect them
 - Improve momentum resolution
 - Factor 5-10 improvement



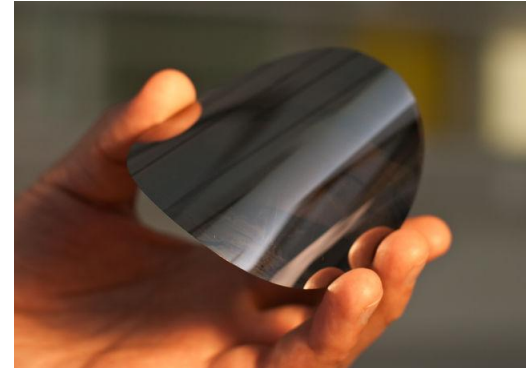
- Recurl stations:
- Two pixel layers (same as central station)
 - Tile detector
 - $\sigma_t < 100$ ps
 - Suppress accidentals



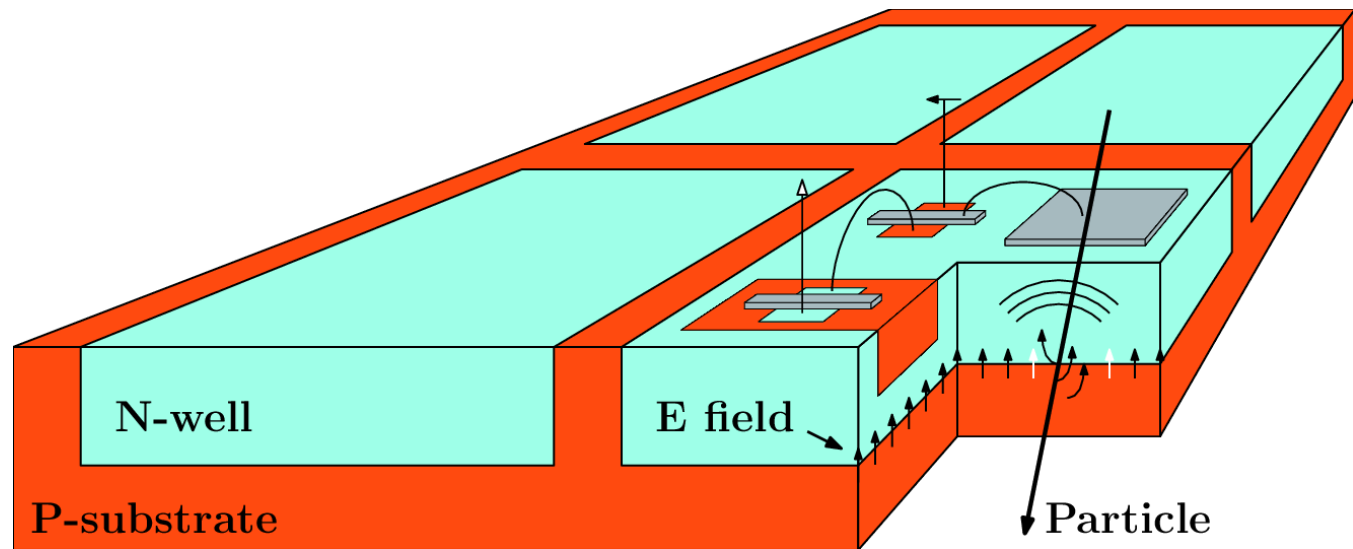
HV-MAPS

High Voltage – Monolithic Active Pixel Sensor:

- Commercially available technology
- Large area ($2 \times 2 \text{ cm}^2$)
- High granularity (pixel $\sim 80 \times 80 \mu\text{m}^2$)
- Thin ($\sim 50 \mu\text{m}$)
- Fast – charge collection via drift (HV, $\sigma_t \sim 15\text{ns}$)
- High efficiency ($> 99\%$)

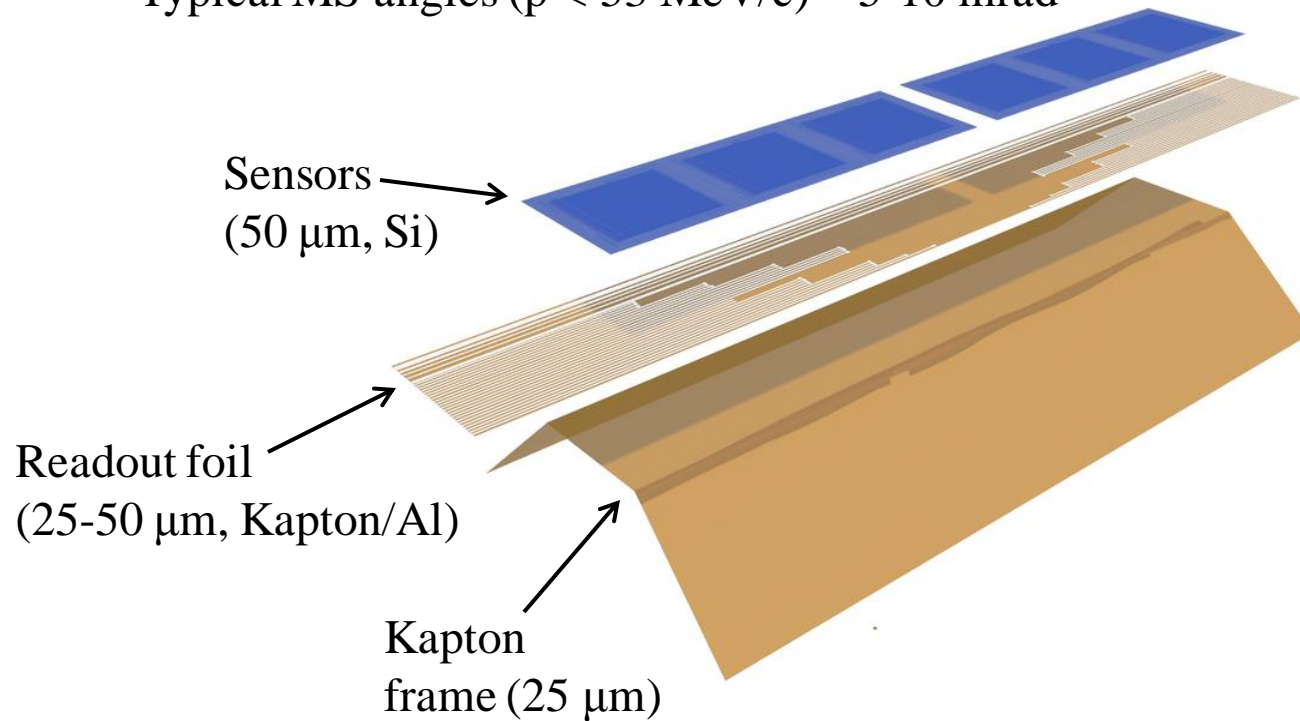


I. Peric, Nucl.Instrum.Meth. A582 (2007) 876



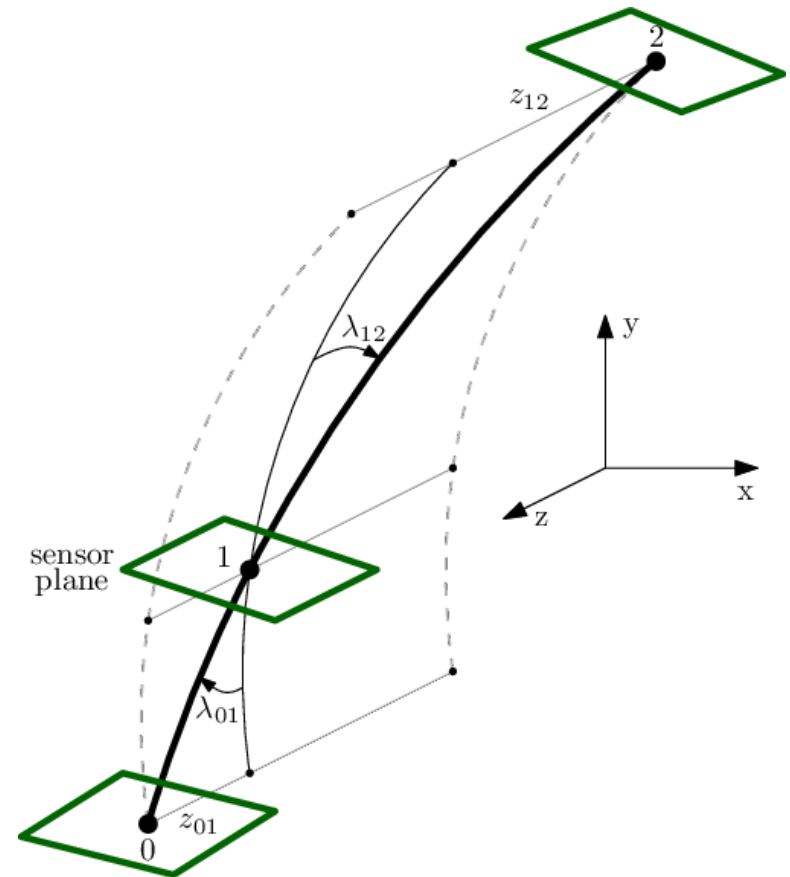
Pixel layers

- Mu3e pixel layers:
 - 2844 sensors (area $\sim 1 \text{ m}^2$)
 - sensor size $2 \times 2 \text{ cm}^2$
 - pixel size $80 \times 80 \text{ }\mu\text{m}^2$
- $50 \text{ }\mu\text{m}$ thick $\sim 0.5 \cdot 10^{-3} X_0$
 - Total thickness (with support) $\sim 1.1 \cdot 10^{-3} X_0$
 - Typical MS angles ($p < 53 \text{ MeV}/c$) $\sim 5\text{-}10 \text{ mrad}$



Triplet fit

- Trajectory of particle in uniform mag.field
- "Minimum" track
 - **Three** measurements or hits (i.e. in 3 sensor layers)
 - Or **two** helices
- Helix trajectory defined by:
 - Pair of hits (at the end of this helix)
 - And curvature r (or momentum)

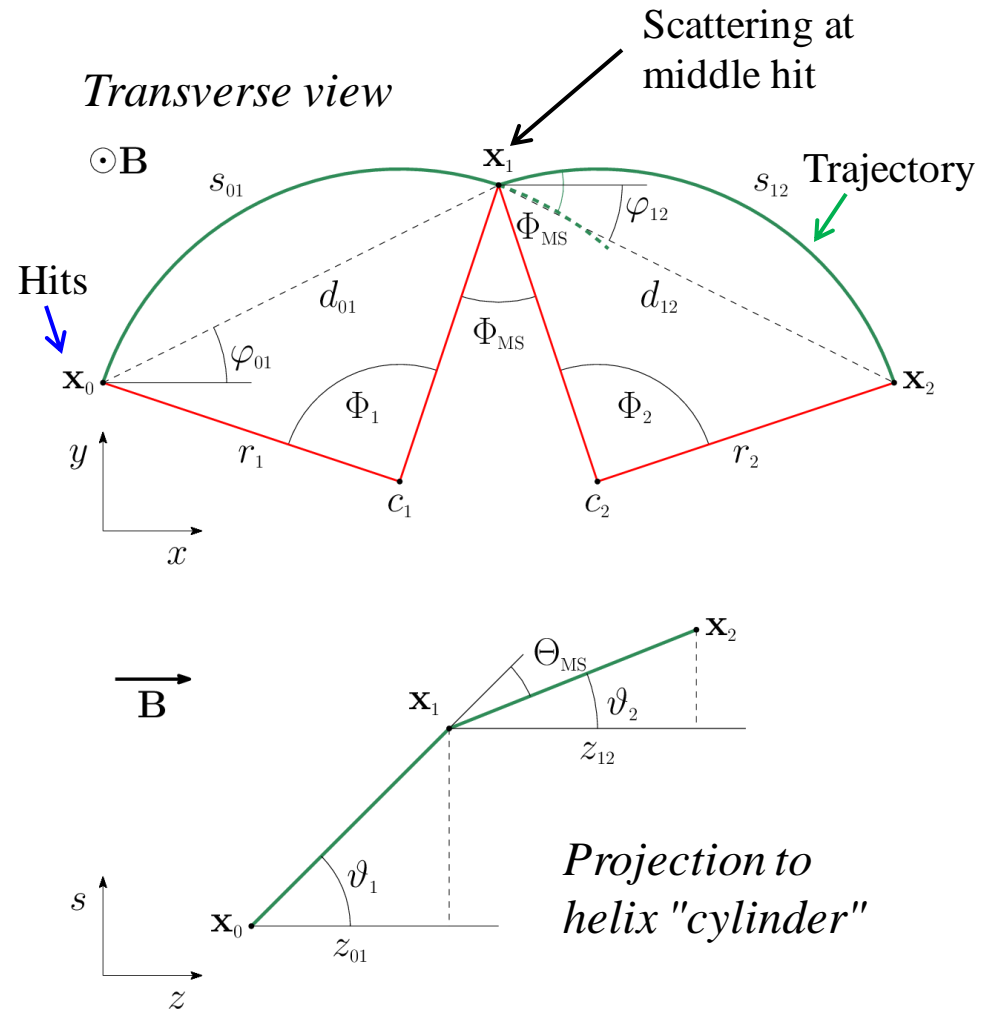


Triplet fit

- No energy loss ($r = r_1 = r_2$)
- No hit position uncertainty
- Consider only MS at **middle hit**

Triplet:

- 3 hits (3D points) form triplet
 - Combination of 2 helices
- Fully defined by radius r
 - MS angles: $\varphi_{ms}(r)$, $\lambda_{ms}(r)$
- Minimize χ^2 (scattering angle):
 - $\chi^2 = \varphi_{ms}^2 / \sigma_{ms,\varphi}^2 + \lambda_{ms}^2 / \sigma_{ms,\lambda}^2$
 - There is no analytical solution
 - Assume small MS angles
 - Start from known "circular" trajectory in xy-plane
 - Linearization



Nucl.Instrum.Meth. A844 (2017) 135

Track fit

Track/Segment:

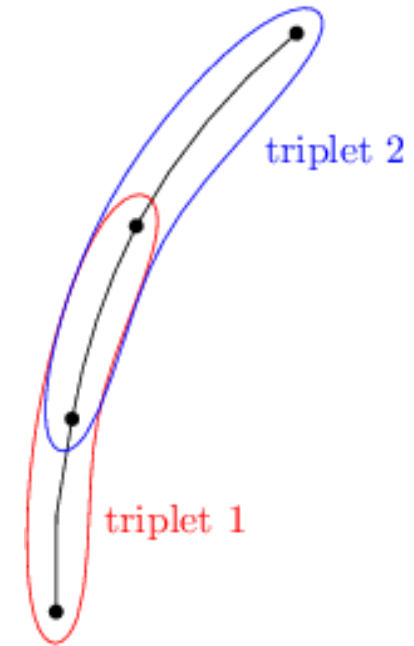
- Sequence of triplets
- 3D radius:
 - minimize combined χ^2

- Simple solution:
$$r = \frac{\sum r_i / \sigma_i^2}{1 / \sigma_i^2}$$

where r_i – individual triplet solutions

Note:

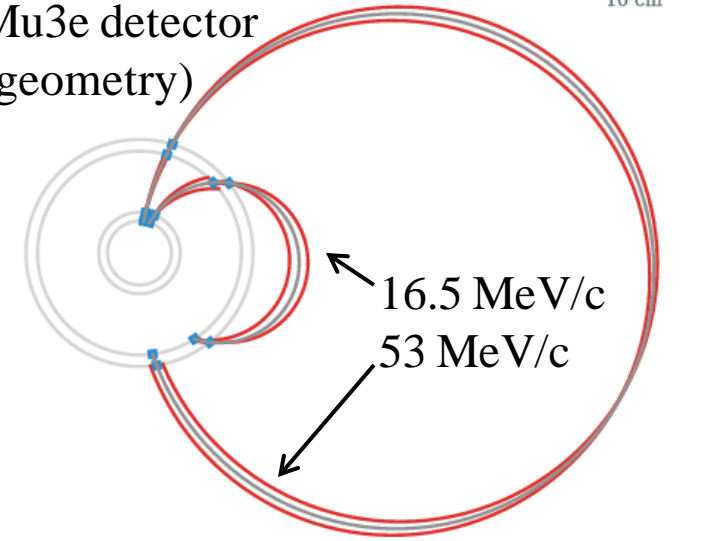
- Theoretically individual triplets can be fitted in parallel and then combined.
- In practice start from seed triplet and then add more hits.



Triplet vs Karimäki vs GBL

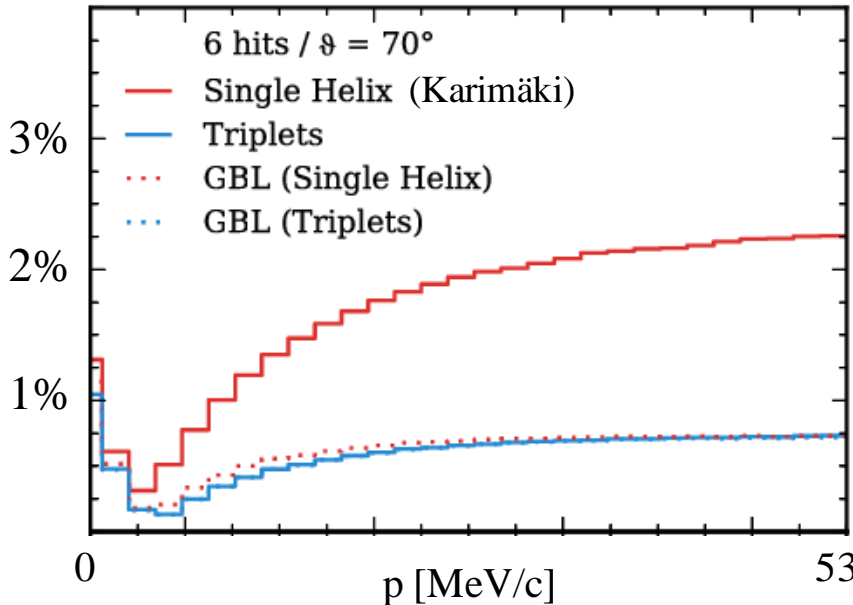
- Fit performance depends on tracker geometry.
- Mu3e case:
 - Triplet fit has similar performance as **General Broken Lines** fit
 - Fast, suitable for filter farm (trigger)

Mu3e detector
(geometry)



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Relative momentum resolution



Single Helix (Karimäki)

- Neglect MS

Triplets

- MS fit

GBL (General Broken Lines)

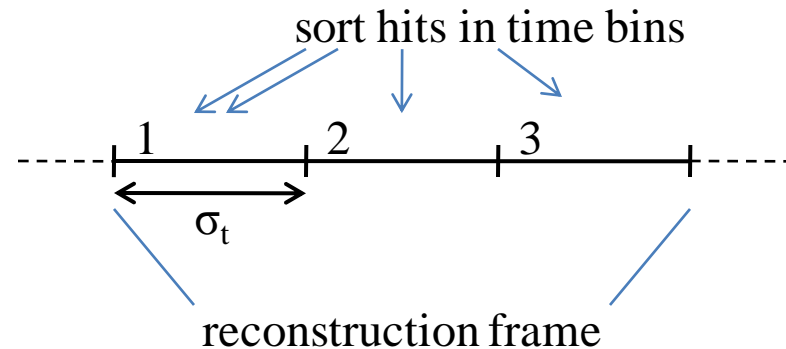
- Fast global track **refit** with full covariance matrix
- Equivalent to Kalman filter

Mu3e track reconstruction

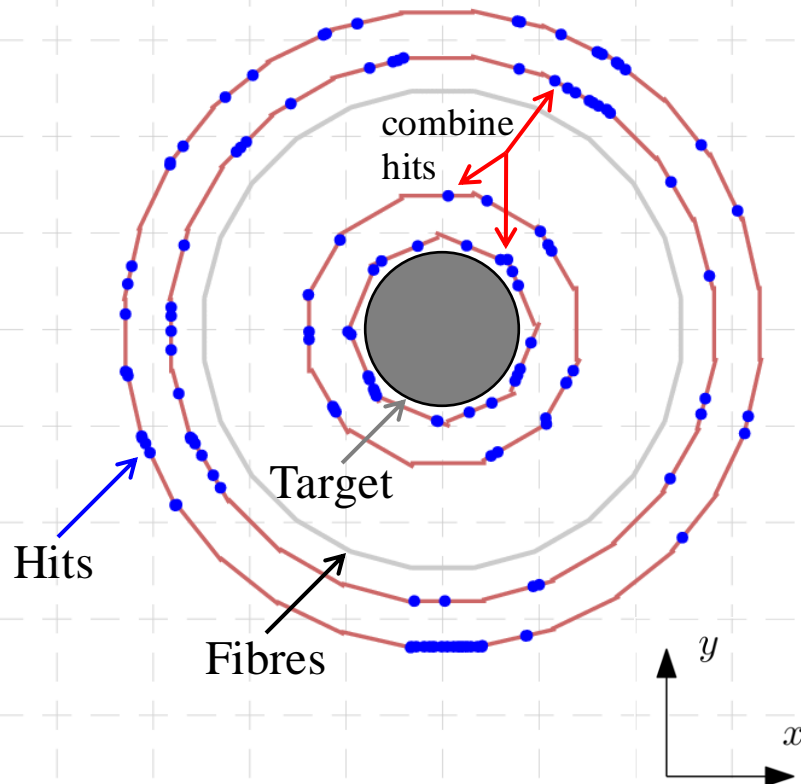
- Track reconstruction is based on triplets
 - Fast and similar performance to GBL (Mu3e environment)
 - The same algorithm will be used offline and online
 - Offline implementation also takes into account pixel size and energy loss (minor fitter change)
- Mu3e readout is essentially continuous:
 - Frame data by combining hits with same (close) timestamps from different system (pixels, fibres, tiles)
 - Reconstruction "frame" of $3 \cdot \sigma_t$

Tracking performance:

- Geant4 simulation of Mu3e detector
- 50 ns reconstruction frame
- 10^8 muon stops, Michel decay



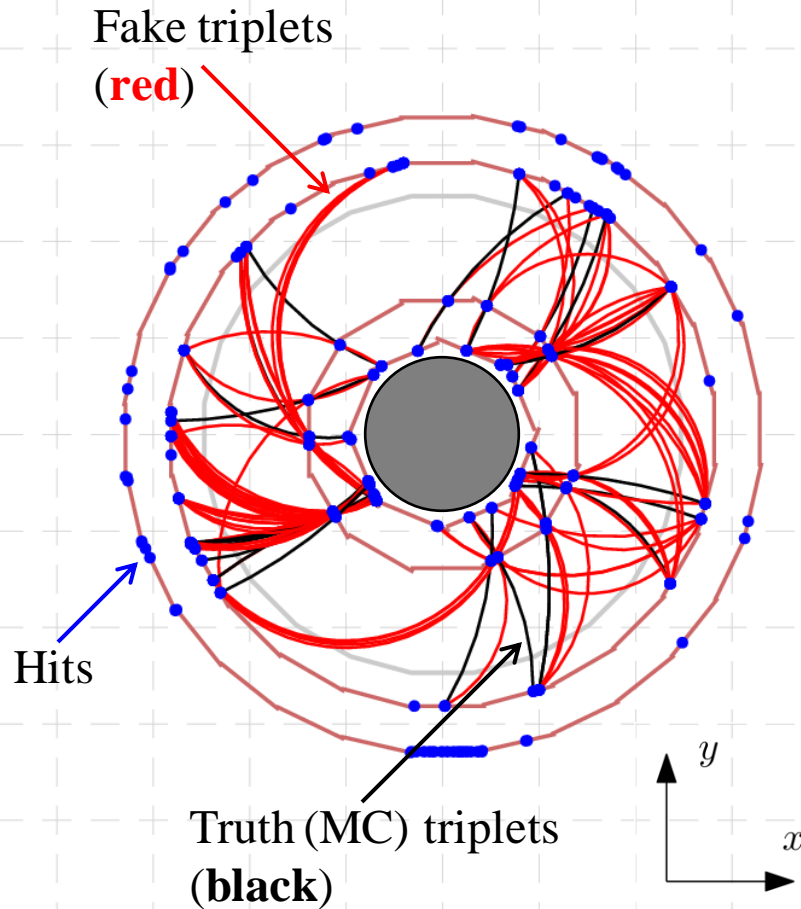
Triplets



Make triplets:

- Combine hits of first 3 layers
- n – number of hits per layer
 - Difficulty: $O(n^3)$ combinations
- 10 hits per layer in 50 ns
 - $O(1K)$ combinations per frame
 - 10^{11} per second – large
- Reduce number of fits
 - Geometrical selections (opening angles, etc)

Triplets

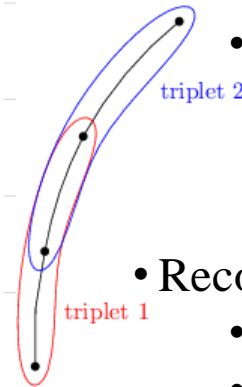
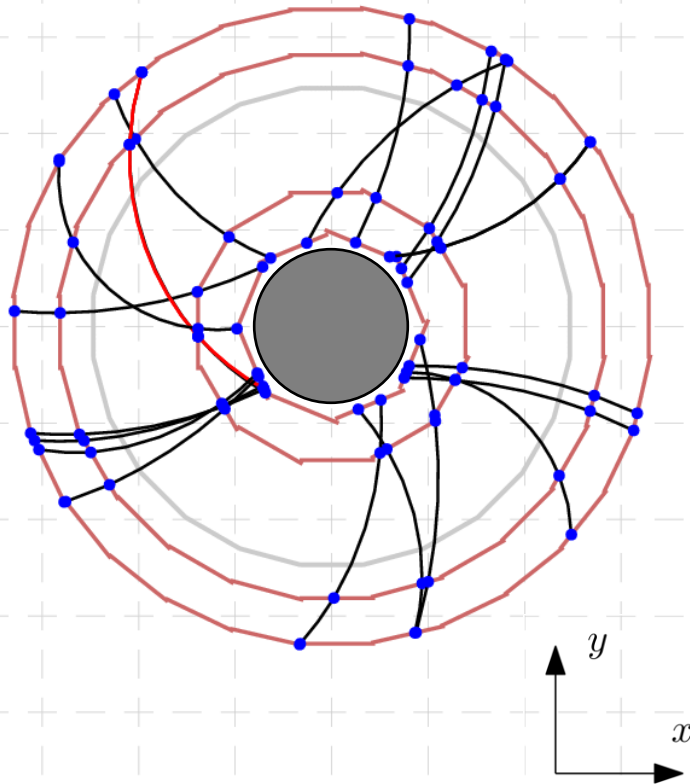


Selections:

- Geometrical
 - Distance between hits, opening angles, etc.
 - Factor 50 reduction in number of fitted combinations
- 10^9 fits per second
- Reduce background: triplet χ^2
 - Cut on MS angles
- Fake rate (fake combinations per one truth track) ~ 4
 - 10 truth triplets & 40 fakes

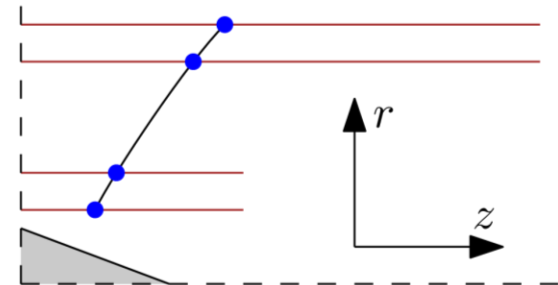
Short tracks

short track:
pair of triplets (4 hits)

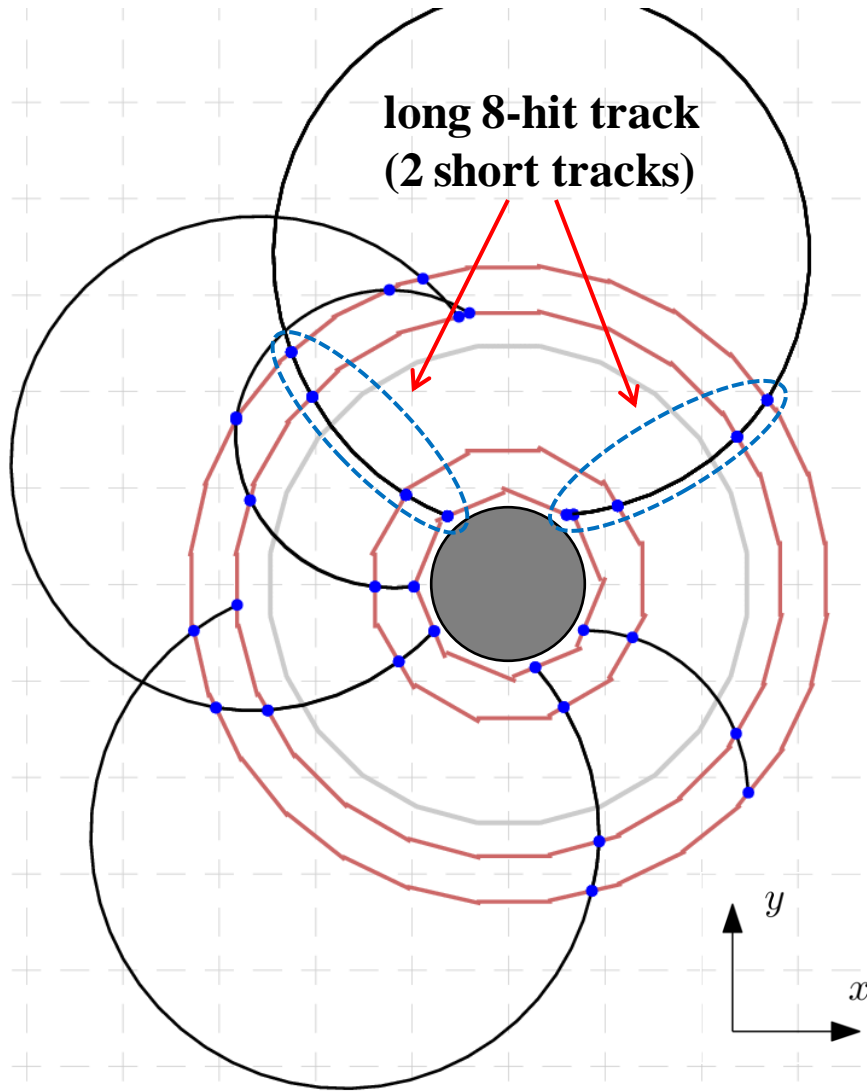


Make short tracks:

- Use triplets as seeds
 - Estimate hit at last layer
 - Lookup in ϕ/z window
- Combine 4 hits (triplet + hit)
 - 2 triplets (2 shared hits)
 - Fit (weighted average)
- Reconstruction frame (50 ns):
 - $O(10)$ short tracks
 - Fake rate $\sim 1.9\%$

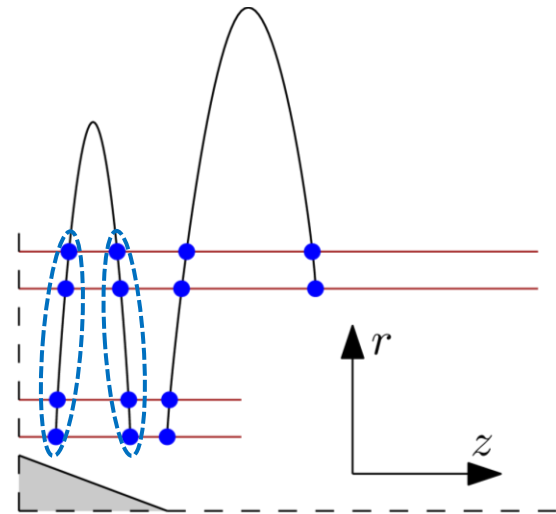


Long 8-hit tracks

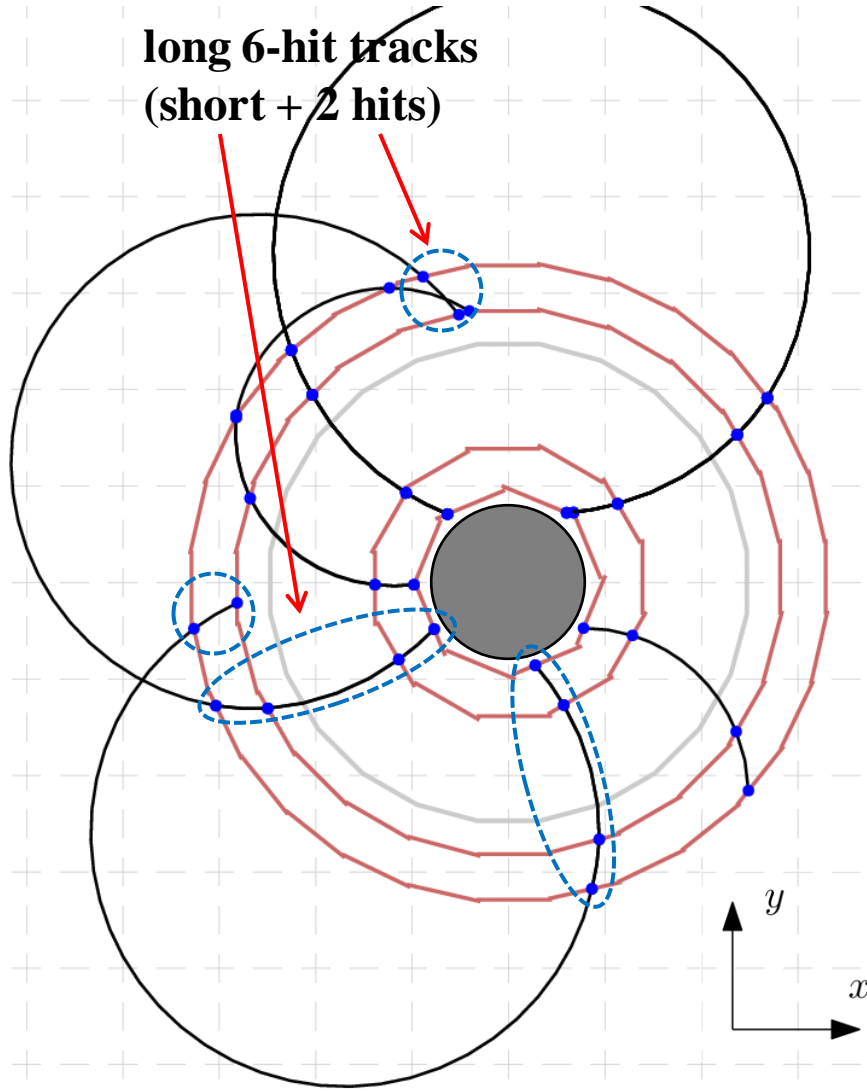


Long (8-hit) tracks:

- Combine 2 short tracks
- **Fake rate** $\sim 30\%$
 - 1% **true** random combinations
 - Rest – hits from same tracks, different **turns**
- Fibre hits (one per short segment)
 - Reject wrong combinations
 - Charge ID

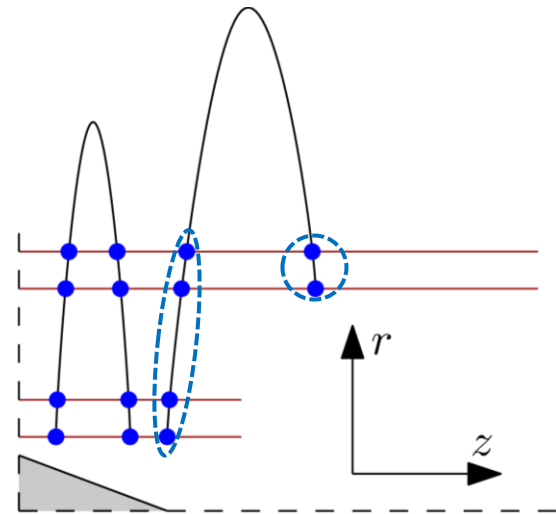


Long 6-hit tracks



Long 6-hit tracks:

- Short track + 2 hits
- Fake rate $\sim 9\%$
 - 1% – random combinations
- Fibre and/or tile hits
 - Reject wrong combinations



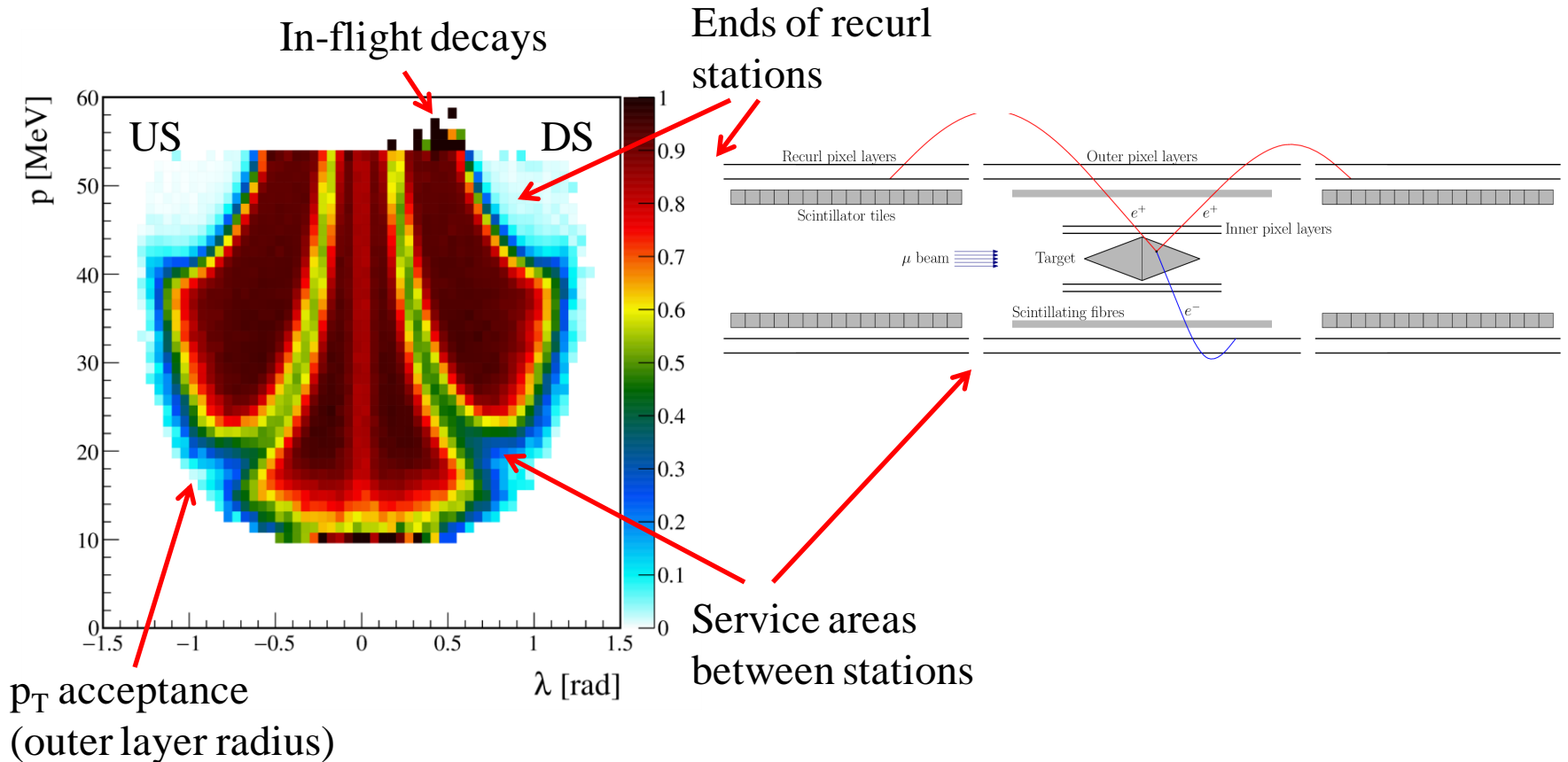
Acceptance & Efficiency

Short tracks (4 hits)

- Geometrical acceptance: 80%
- Reconstruction efficiency: 95%
- Geometrical cuts and χ^2 cuts

Long tracks (6 and 8 hits)

- 80% of short reconstructed as long
- Geometry (service areas, etc.)
- χ^2 cuts



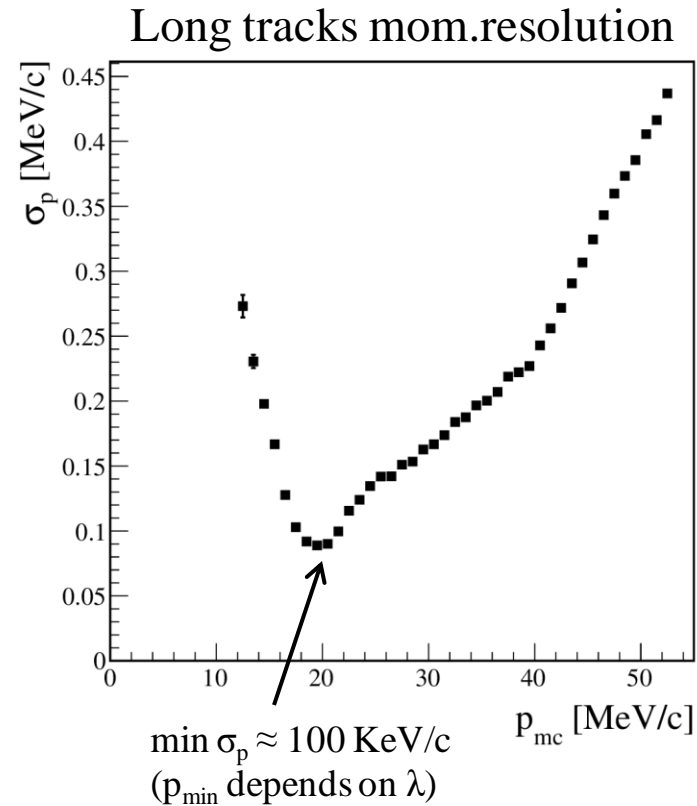
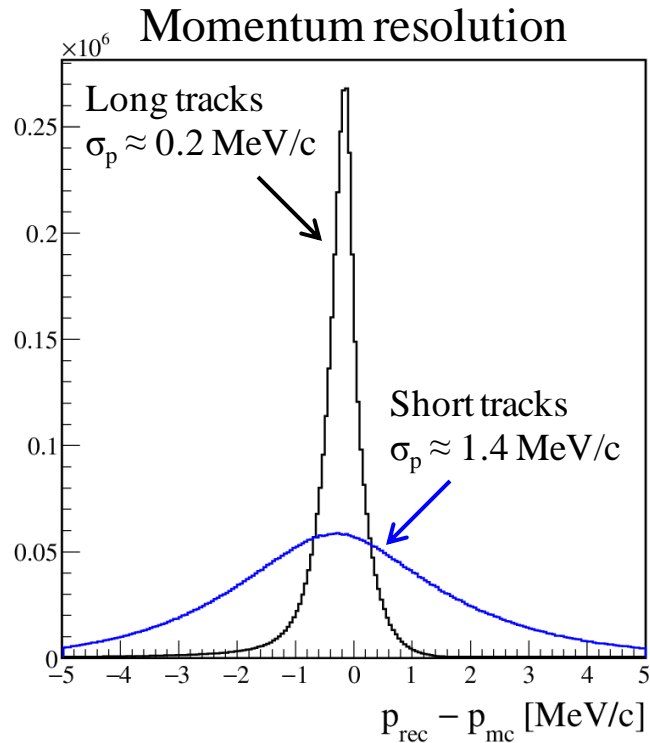
Momentum resolution

Short tracks (4 hits)

- $\langle \sigma_p \rangle \approx 1.4 \text{ MeV/c}$
- Depends linearly on momentum

Long tracks (6 and 8 hits)

- $\langle \sigma_p \rangle \approx \mathbf{0.2 \text{ MeV/c}}$
- **min $\sigma_p \approx 100 \text{ KeV/c}$**

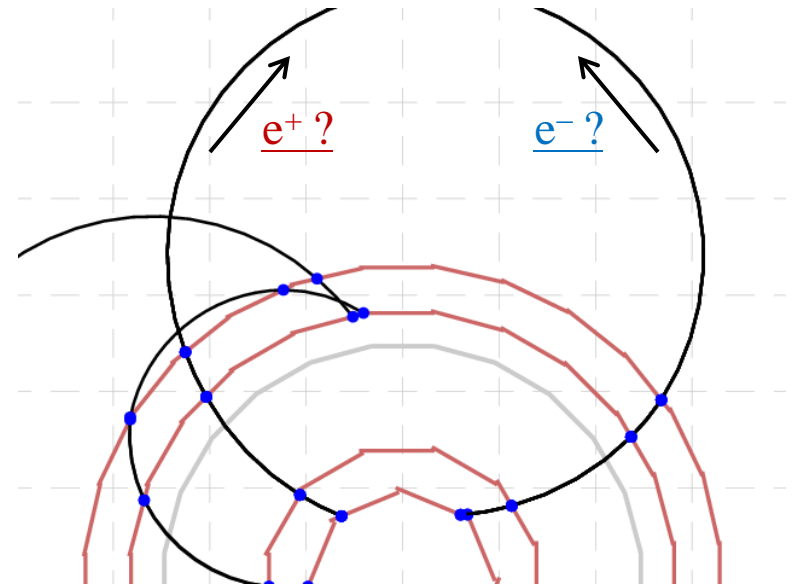


Timing

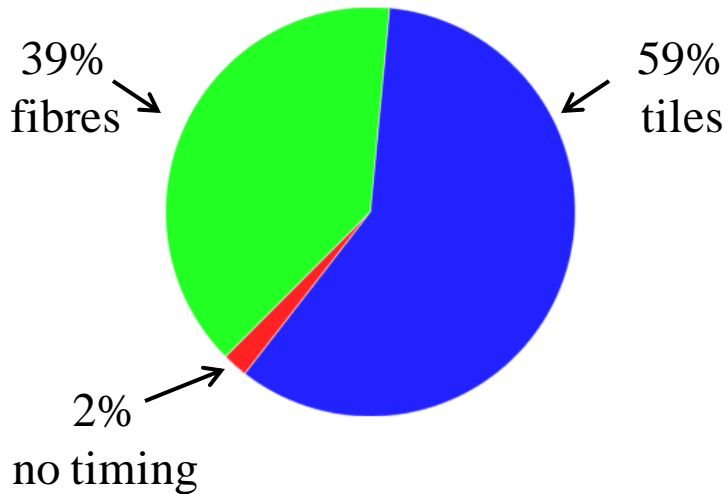
Time information from fibres/tiles:

- Suppress fakes
- Charge ID: e^+ or e^-
 - Mainly for long 8-hit tracks
- Additional vertex constraint
 - Same time at vertex for all tracks

Ambiguity for central 8-hit tracks



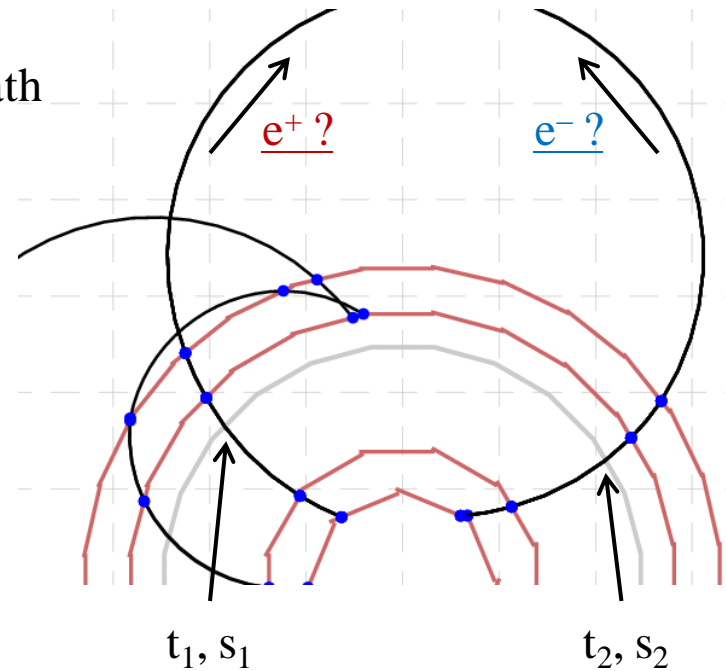
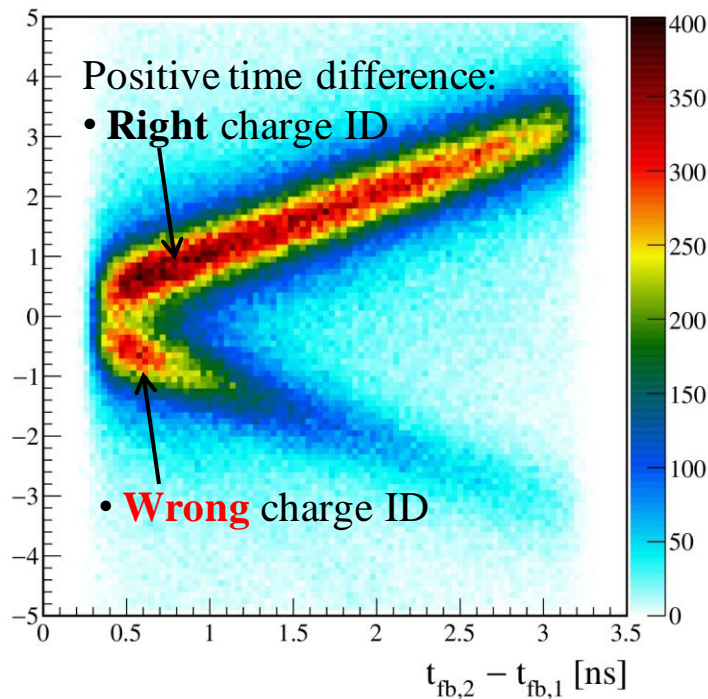
Timing information



Charge ID

Charge ID for long 8-hit track:

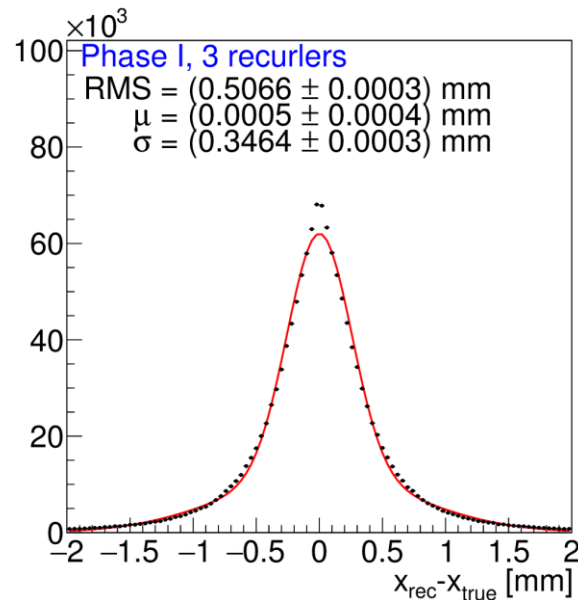
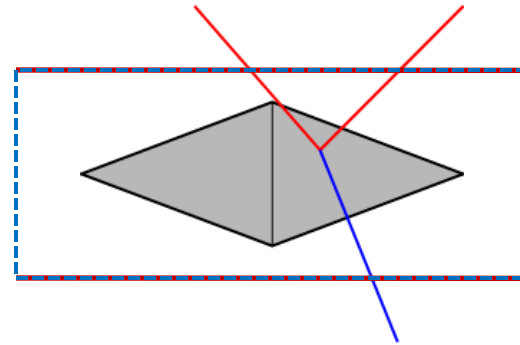
- Unknown direction
- Use fibre time information ($t_2 - t_1$) and path length between fibre hits ($s_2 - s_1$)
 - Should match particle traveling with speed of light



Vertex fit

Signal – 3 tracks ($e^+e^-e^-$):

- Long (recurl) tracks and/or short tracks
- MS in first layer
- Pixel size & energy loss
- Energy loss in target



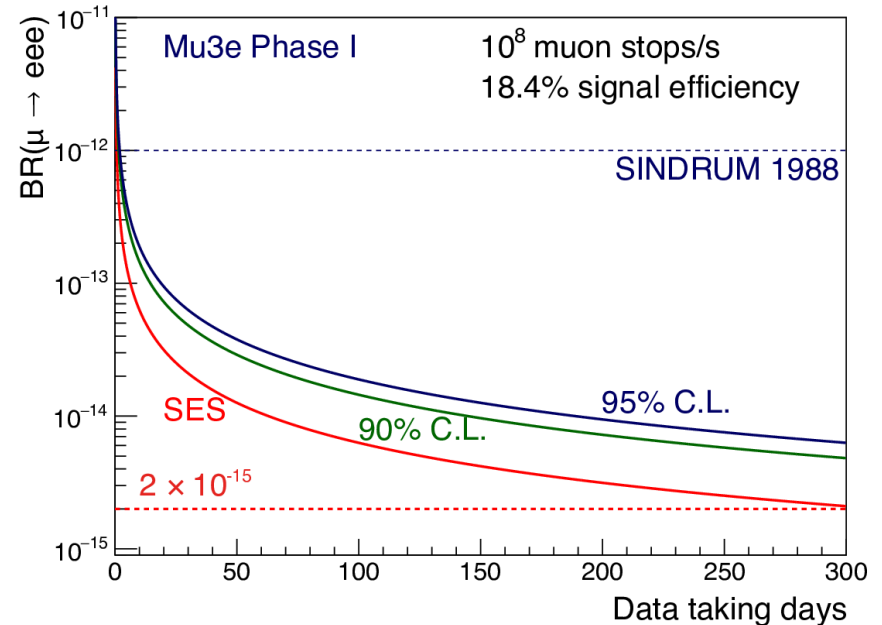
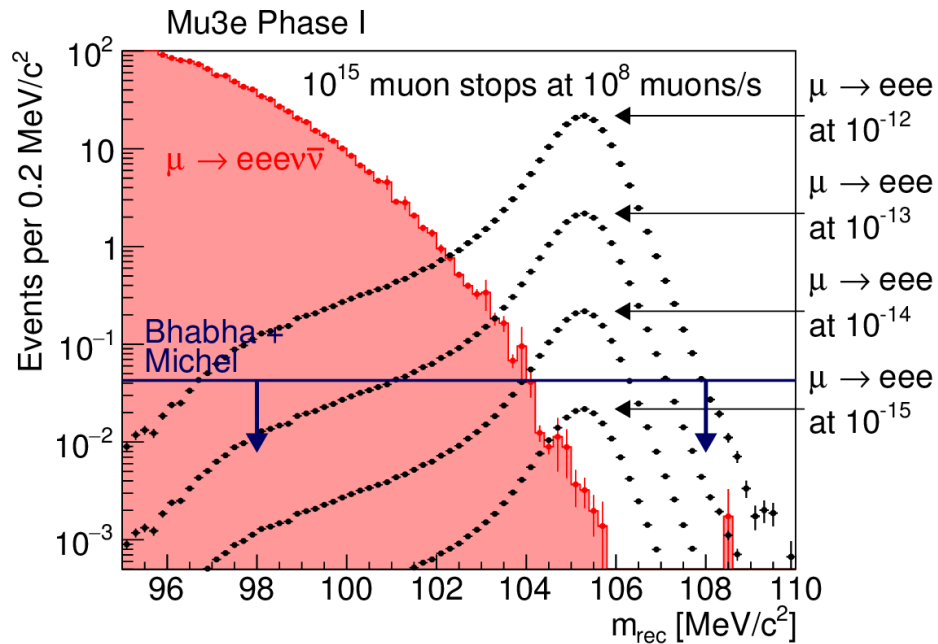
Vertex:

- Constrained to **target area**
 - Or target surface
- Material (first layer & **target**):
 - Scattering, pixel size, energy loss
- Same time at vertex (fibres and/or tiles)
- Vertex resolution:
 - $\sigma_z = 230 \mu\text{m}$ (*limited by MS*)
 - $\sigma_{x,y} = 350 \mu\text{m}$ ($\text{MS} + \sigma_p$)

Signal sensitivity

Phase I detector:

- Main background:
 - Radiative decay (momentum resolution)
 - Bhabha + Michel (vertex resolution)
- Sensitivity:
 - 10^{15} muon stops, one year of data taking
 - $\text{Br} \sim 5 \cdot 10^{-15}$ at 95 c.l.



Summary

Mu3e experiment:

- Search for LFV $\mu^+ \rightarrow e^+e^+e^-$, $\text{Br} < 10^{-15(16)}$

Reconstruction:

- Use triplet fit for track reconstruction
 - Fast, will be used offline and online (GPU filter farm)
 - Good performance, similar to GBL
- Require good momentum, space and time resolution & efficiency
 - Short tracks: $\langle \sigma_p \rangle \approx 1.4 \text{ MeV}/c$
 - Long tracks: $\langle \sigma_p \rangle \approx 0.2 \text{ MeV}/c$
 - Fibre and tile time information
- Already meet/exceed Phase I requirements.
- Large data rates (fast online reconstruction)
 - See "*Online Track and Vertex Reconstruction on GPUs for the Mu3e Experiment*" by Dorothea vom Bruch