A 3D Track Finder for the Belle II CDC L1 Trigger

Sebastian Skambraks

Max Planck Institute for Physics

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Introduction Belle II Trigger NeuroTrigger Algorithm Hardware 3D Hough Finder Algorithm Accuracy



Introduction - Belle II 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 $\downarrow B^0 \overline{B}^0 / B^+ B^-$
- $\mathcal{L} = 8 \times 10^{35} \, \text{cm}^{-2} \, \text{s}^{-1}$ (40× KEKB)
- ▶ average p_T: 500 MeV
- average track multiplicity: 11

Introduction - The Belle II Detector





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Introduction - Belle II Background





- ► tracks generated at the beam-line & -wall with vertices $z \neq 0$ cm
- increase with luminosity
- main processes:
 - Touschek effect
 - radiative Bhabha back scatters
 - beam gas

NeuroTrigger Goals

- reject tracks from $z \neq 0 \text{ cm}$
- ▶ single track *z*-vertex resolution < 2 cm
- ► latency < 1 µs



 \Rightarrow need z vertex reconstruction at 1st trigger level

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Introduction - Belle II First Level Trigger





Requirements

- ▶ 30 kHz trigger rate
- 5 µs latency
- \Rightarrow deadtime-free pipelined operation

Introduction - Belle II First Level 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	-68.574.0
Stereo	SL configuration



▶ 56 layers combined to 9 super layers (SL)

2336 track segments (TS) in 9 SL

4 stereo	
super	
layers	axial layer

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, drift time and left/right information of TS priority wires
- > 2D track estimates (p_T, φ)















NeuroTrigger - Multi Layer Perceptron



Properties

- robust function approximator
- massively parallel processing
- short deterministic runtime
- neuron: $y = tanh(w_i x_i + w_0)$
- network: $z_k = f(w_{kj}f(w_{ji}x_i))$

Training

- minimize $\sum_{i} (z_{i}^{\text{True}} z_{i}^{\text{Net}})^{2}$
- RPROP (backpropagation)

input one TS Hit per SL per track (position φ_{rel} , α and time t) output z, θ estimate





NeuroTrigger - Input Representation



3 input values per SL

 $\varphi_{\rm rel}: \quad \mbox{TS position relative to 2D track} \\ \mbox{2D arc length to Layer}$

lpha :

 r_{2D} t : drift time

Preprocessing

- use (p_T, φ) estimates from the track finder
- select hits
- calculate input values
- select dedicated network for missing hits



NeuroTrigger - Accuracy

- 5 networks total (for missing stereo hits)
- different bkg noise levels
- ▶ IP efficiency: flag IP events with $z \in [-6, 6] \text{ cm}$



NeuroTrigger - Hardware





Installation

- implemented on FPGA hardware (universal trigger board 3)
- installed in Belle II electronics hut
- ready for the start-up of Belle II phase 3 (this spring)

Neural Network

- real time application with low latency requirement
- shallow 3-layer network is used (instead deep architecture with high latency)



3D Hough Finder (p_T, φ, ϑ)

Motivation

- include CDC stereo hits
- improve track finding efficiency
- get NN hit selection in one step (axial & stereo)
- estimate θ

 (allow NN sectorization)

Track Finder Concept

Bayes'ian estimation

$$P(\textit{tracks}|\textit{hits}) = rac{P(\textit{hits}|\textit{tracks}) \cdot P(\textit{tracks})}{P(\textit{hits})}$$

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

- general approach
- allows easy change of the track and hit parametrization
- results equivalent to a Hough transformation





Sectors in p_T (left) and in ϑ (right).

150 250 350

 $\varphi[^{\circ}]$

2D Hough Transformation

Hits in Parameter Space

30

20

10

0

-10

-20

-30

50

 p_T^{-1} [GeV⁻¹]

- 1. conformal mapping: $x' = \frac{2x}{x^2 + y^2}; y' = \frac{2y}{x^2 + y^2}$
- 2. Hough transform: $p_T^{-1}(\varphi) = C \cdot (x' \cos(\varphi) + y' \sin(\varphi))$

30

20

10

0

-10

-20

-30

50

150 250

 $\varphi[^{\circ}]$

350

 p_T^{-1} [GeV⁻¹]



- tracks are intersections
- blue region:
 p_T > 350 MeV





Discrete 2D Hough Space



binning of track parameters (φ, p_T) Construct Houghplane

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

P(t|h) single hit contributions. H(t|hits): Houghplane for all hits.



Cluster Peaks

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

Transverse Hit Positions





- axial hits appear as points
- stereo hits as line segments
- θ binning allows to represent stereo hits as points

Transverse Hit Positions





- axial hits appear as points
- stereo hits as line segments
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3D Hough Finding





3D Finder Setup



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

weights for all possible tracks t given a set hits.

Track Phase Space

▶ $p_T^{-1}, \varphi, \vartheta$



Hit Phase Space

► TS-id, priority



P(t|h)

- approximated by a 5D array A (stored as lookup table)
- A can be trained using Monte Carlo

	p _T	φ	θ	id	prio
bins	40	384	6	2336	3

Table: size of the array A

3D Finder Training

Filling

for each track

- 1. find related hits: h
- 2. bin track parameters: t
- 3. increment A[t, h] for all pairs [t, h]

Normalization

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

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

Set Bit Width

- adjust maximum bit width of each cell in A
- currently 3 bits are used



Track Finding

Construct "Houghplane"

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

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

Clustering

- 1. find clusters density based clustering algorithm (DBSCAN) requirement for cluster cells: weight > 90% peakweight
- 2. select contributing hits hits with high weight contribution to the cluster require a minimum number of hits related to a cluster

Track Parameters

1. calculate track parameters weighted mean of selected cluster cells

Accuracy





A 3D Track Finder for the Belle II CDC L1 Trigger (Sebastian Skambraks)

Track Finding Efficiency





Conclusion

Neural Network Trigger

- noise robust z vertex estimation
- requires preprocessing (track finding, hit selection, input calculation)
- sectorization improves MLP accuracy
- already implemented in HW

3D Track Finder

- high track finding efficiency
- improves 2D track parameters
- provides ϑ estimate
- directly relates stereo hits to tracks
- Hough map construction implemented in HW
- HW clustering under investigation

Backup



Introduction - Interaction Region

- \blacktriangleright scattering at material \rightarrow background tracks
- two separate rings with different energies



NeuroTrigger - Input Representation





- idRef: crossing point of the track with the layer
- α: crossing angle of the track with the layer
- ▶ φ_{rel}: distance of the wire position to idRef
- t: drift time

Background - Suppression







- cumulative bkg rate after a cut on the neural network z
- z_{cut} is varied in 5 cm steps

Background - Suppression







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Background - Suppression





- only tracks with $|z_{MC}| \ge 1 \text{ cm}$
- cumulative bkg rate after a cut on the neural network z
- z_{cut} is varied in 5 cm steps