

Vertexing and co

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In collaboration with Donal Hill and Emmanuel Perez

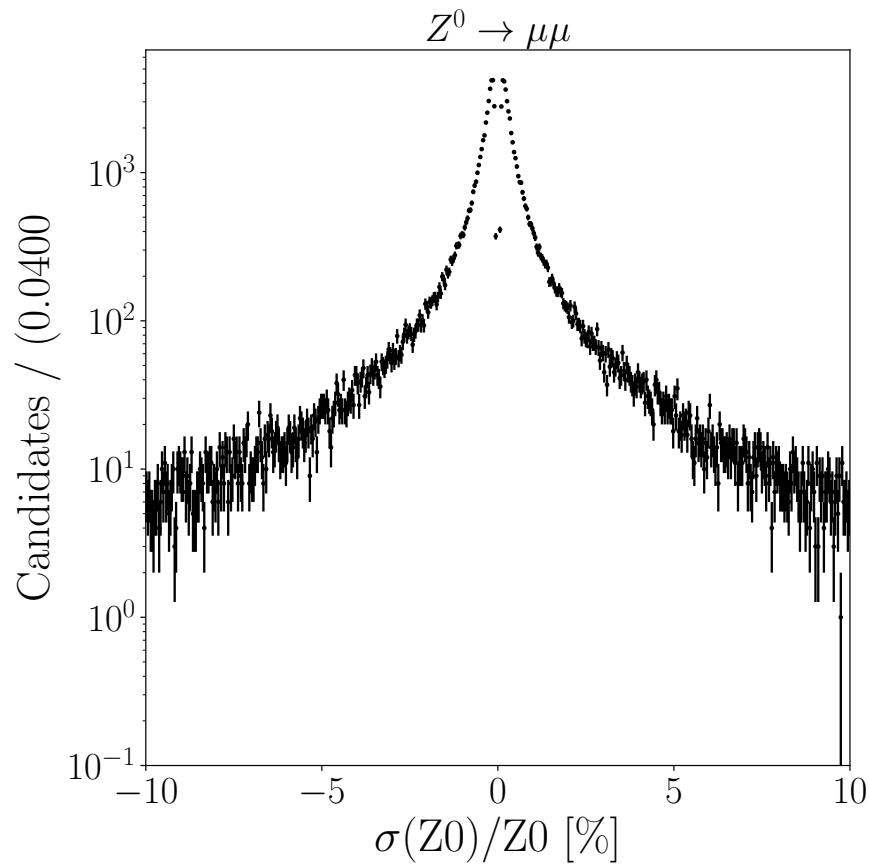
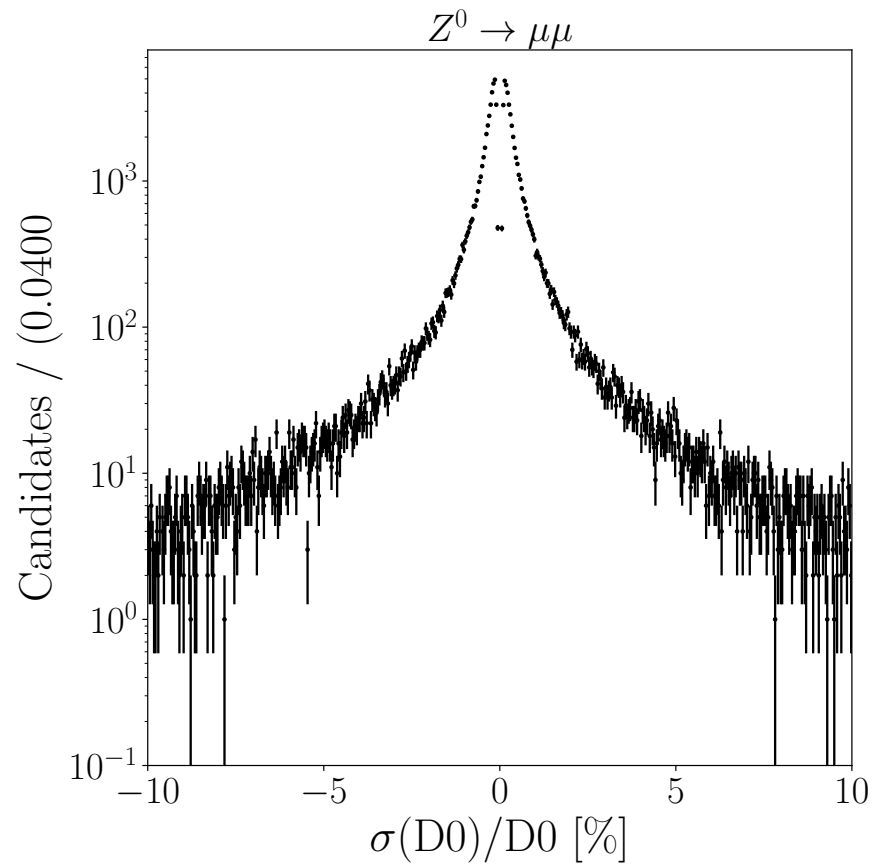
Thanks to Emilia Leogrande and Andre Sailer for the help with LC tools

Introduction

- First look at vertexing and flavour tagging
 - Produce EDM4Hep events with Delphes IDEA trackCov
 - Convert the EDM4Hep to LCIO
 - Run primary and displaced vertexing with LCFIPlus
 - Training Flavour tagging with LCFIPlus

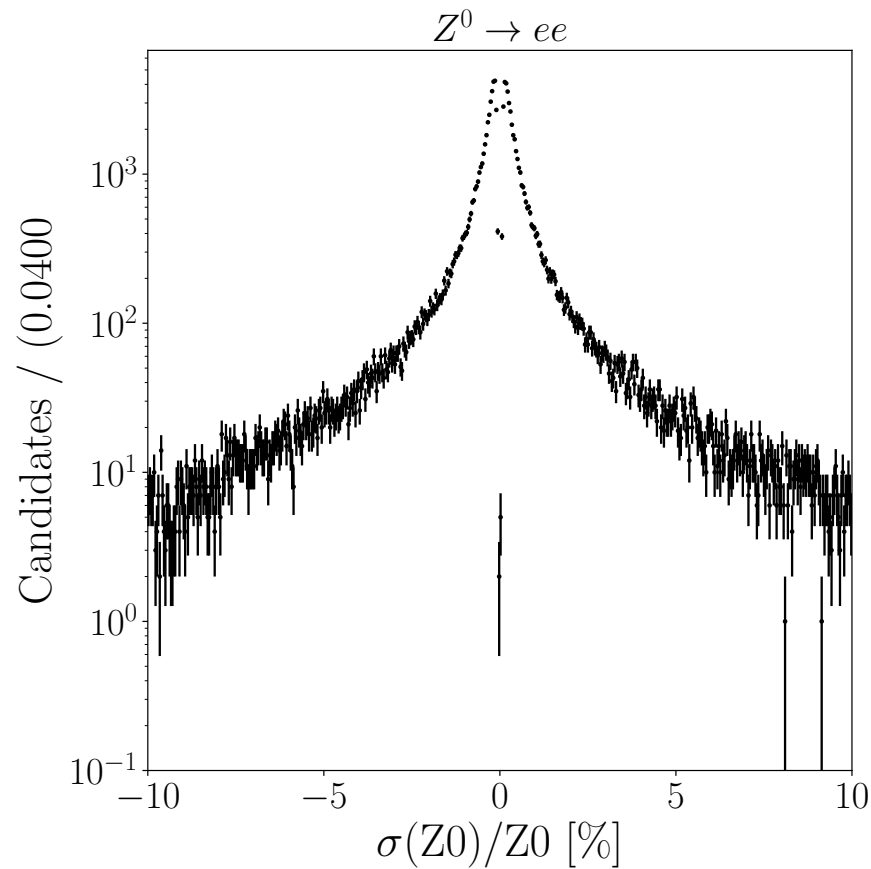
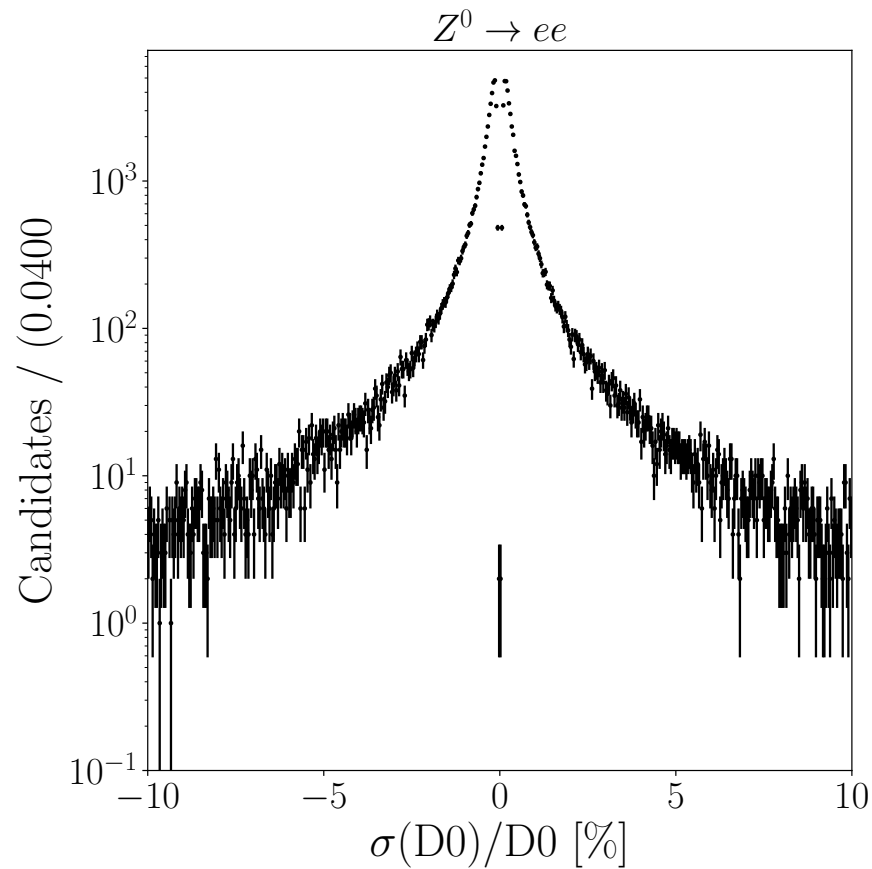
Sanity plots

From track covariance



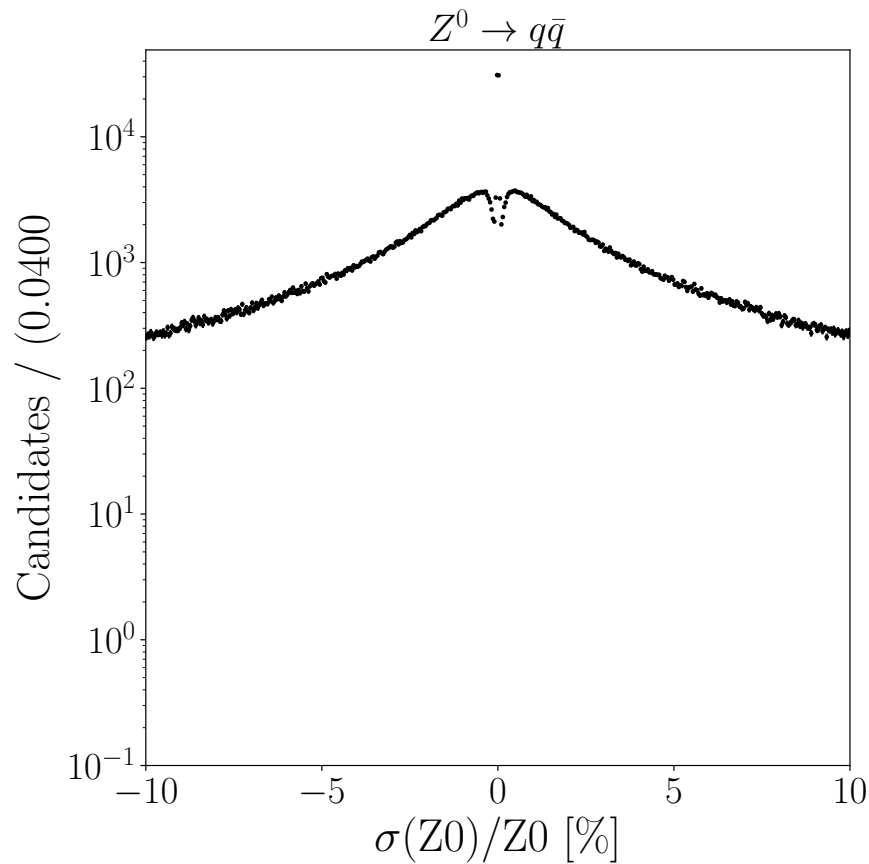
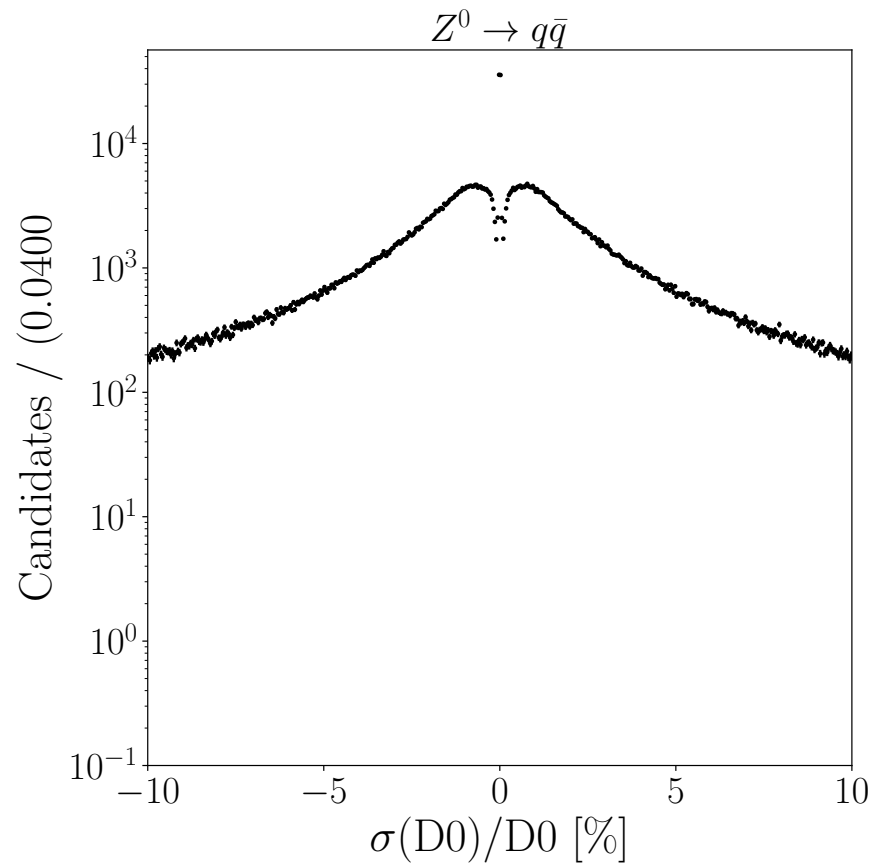
Sanity plots

From track covariance



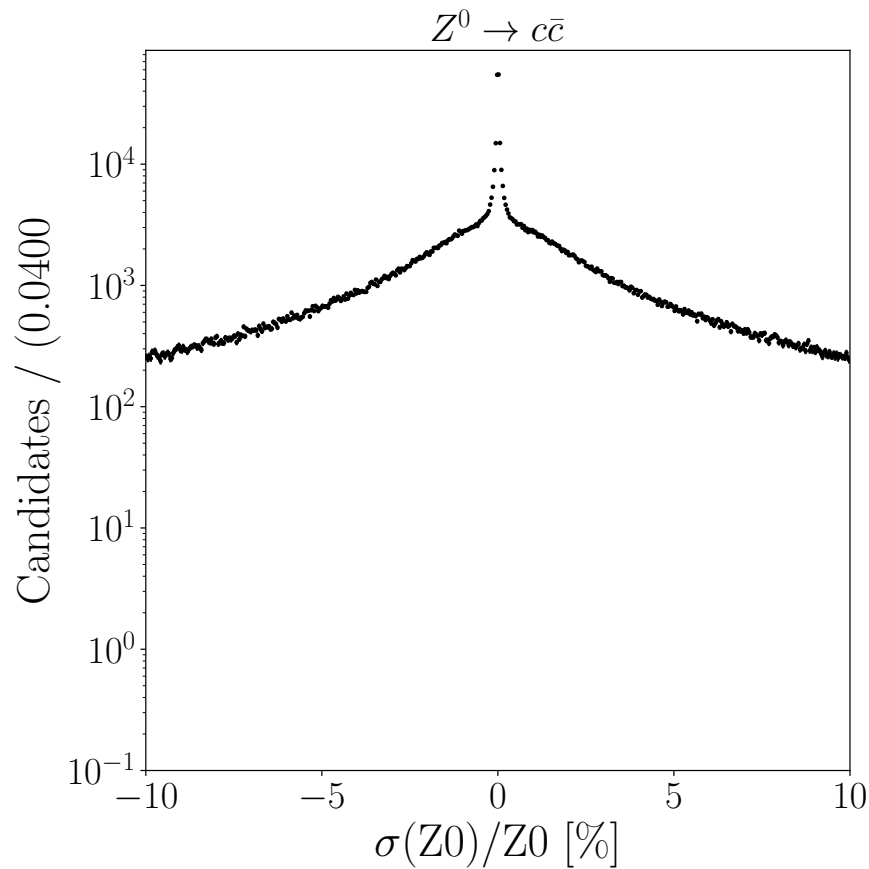
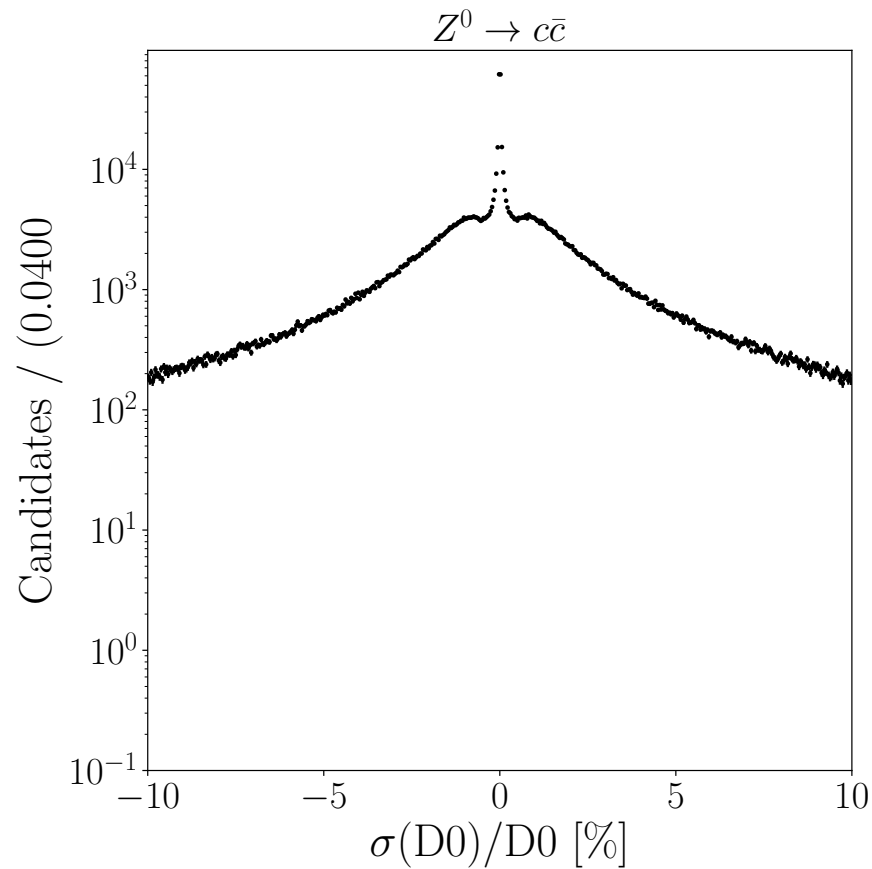
Sanity plots

From track covariance



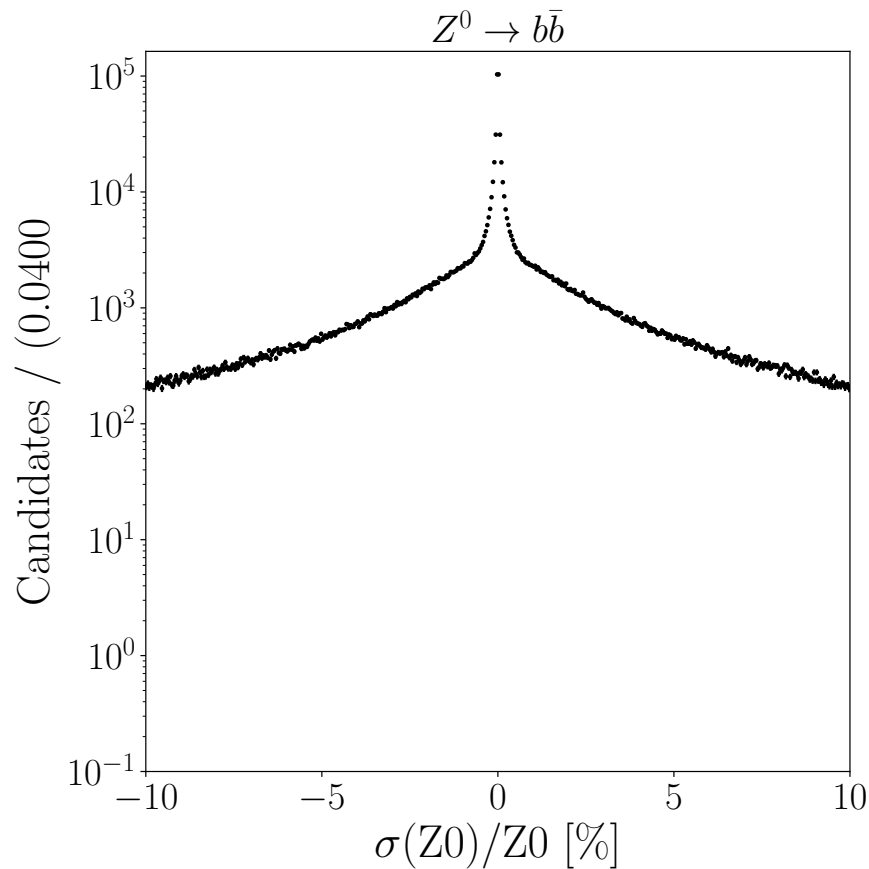
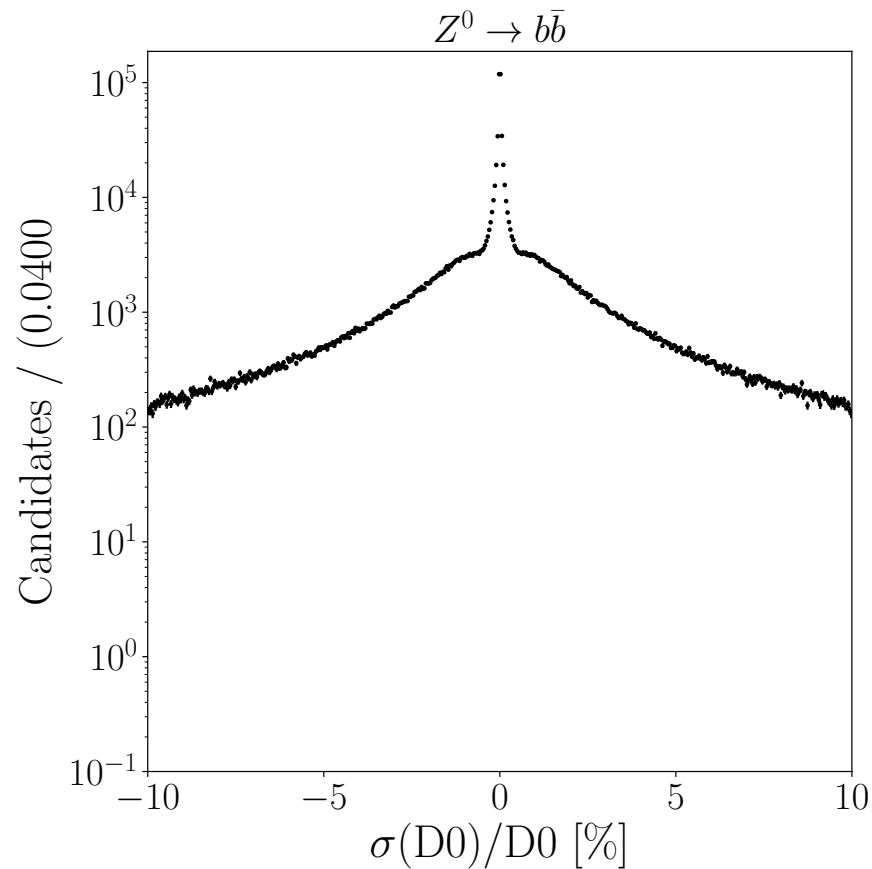
Sanity plots

From track covariance



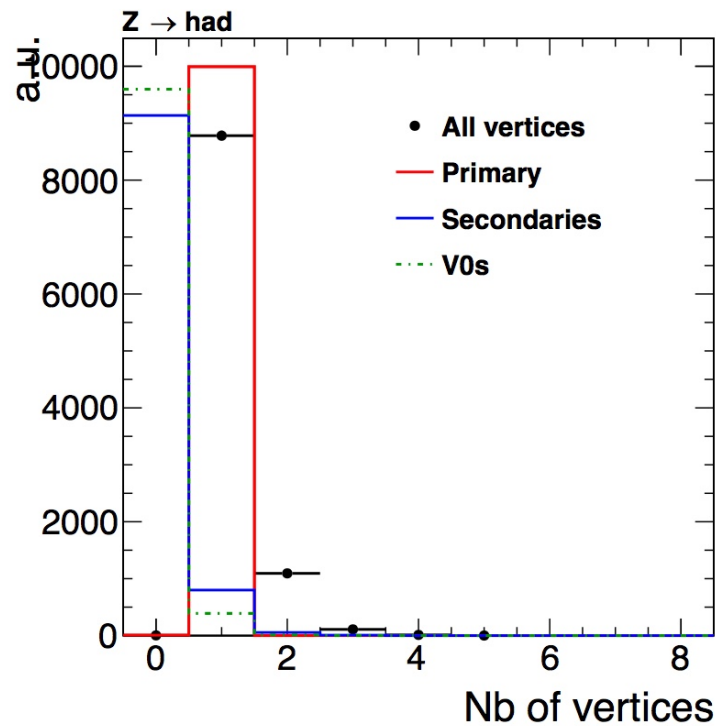
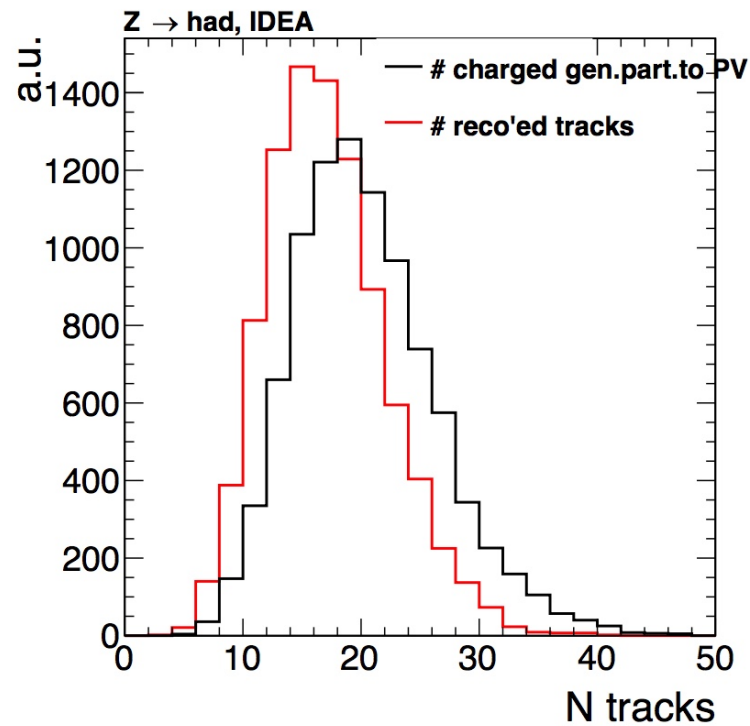
Sanity plots

From track covariance

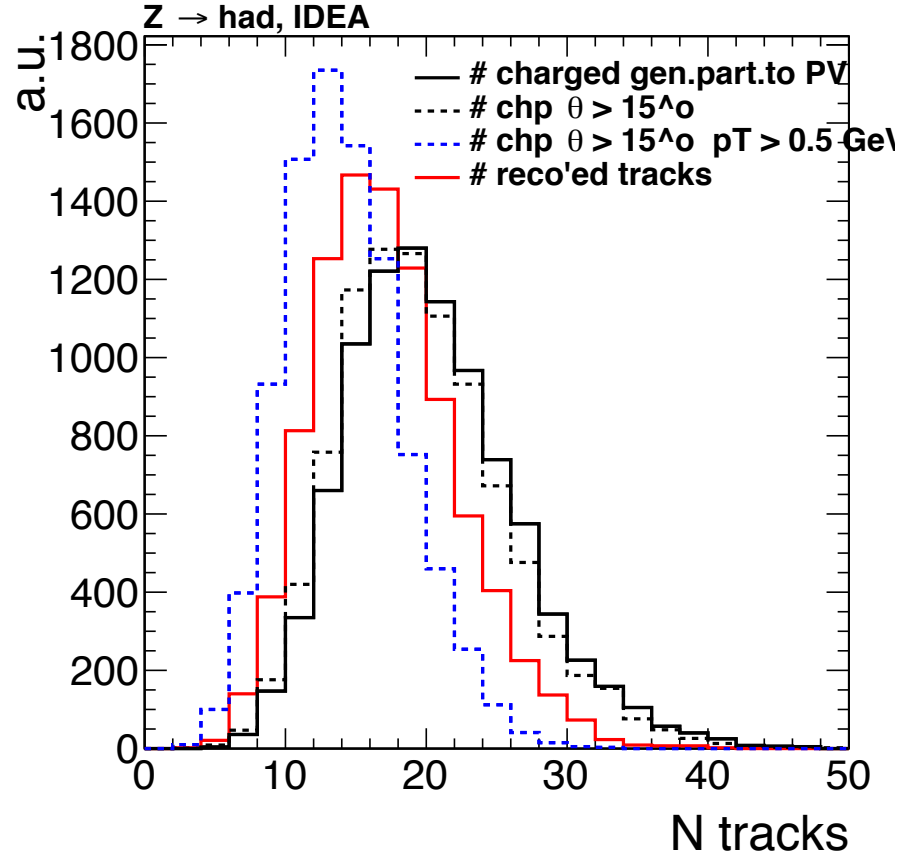


Z \rightarrow qq (q=uds) $\theta > 20^\circ$

No vertex smearing



Z → qq (q = uds)

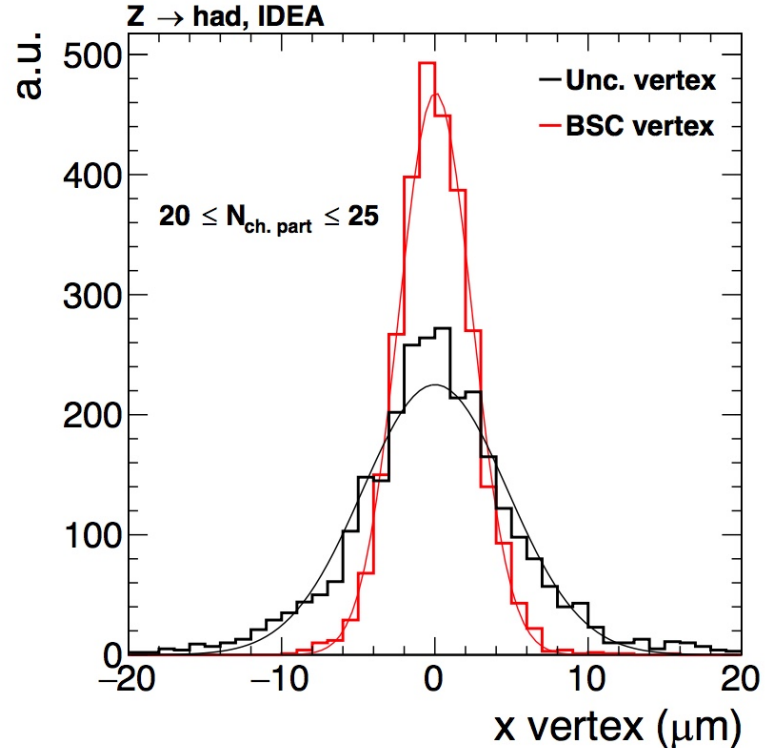
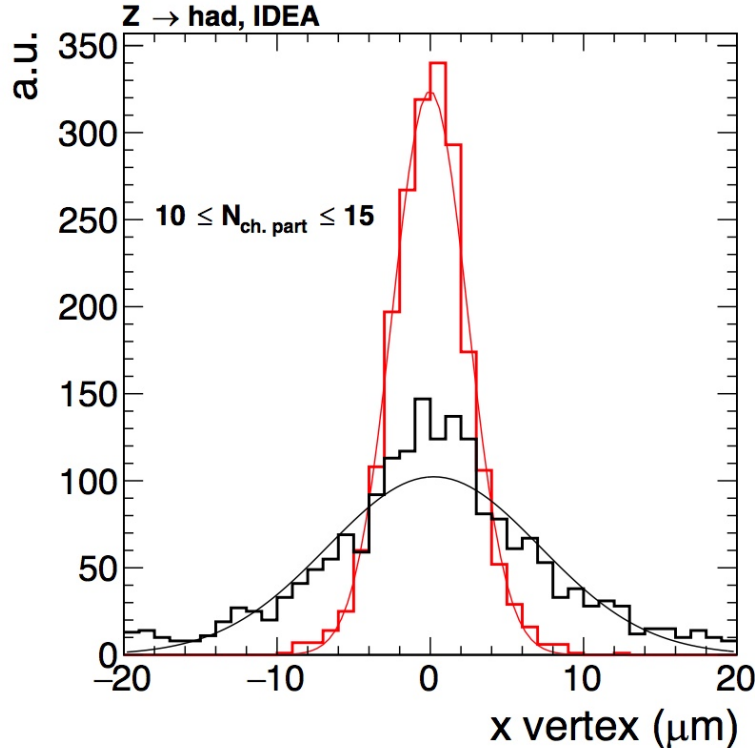


Comparing generated particles
with different cuts and reconstructed
ones

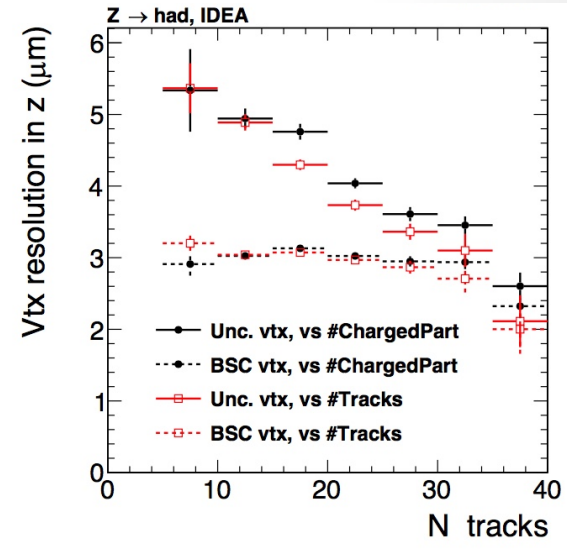
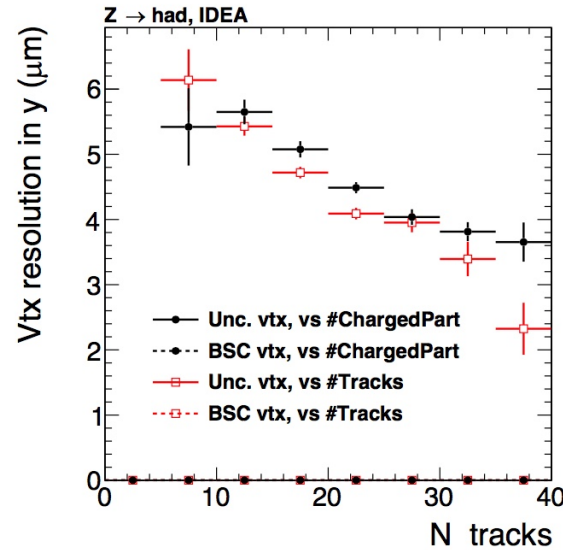
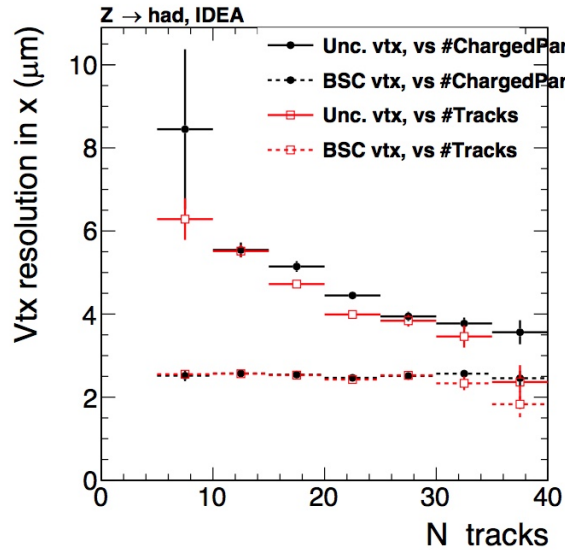
Z → qq (q = uds) $\theta > 20^\circ$

Unconstrained vertex: Less Gaussian resolution

Next slide: resolution = Gaussian mean $\pm 10 \mu\text{m}$



Z → qq (q = uds) $\theta > 20^\circ$



Beam Spot Constraint:

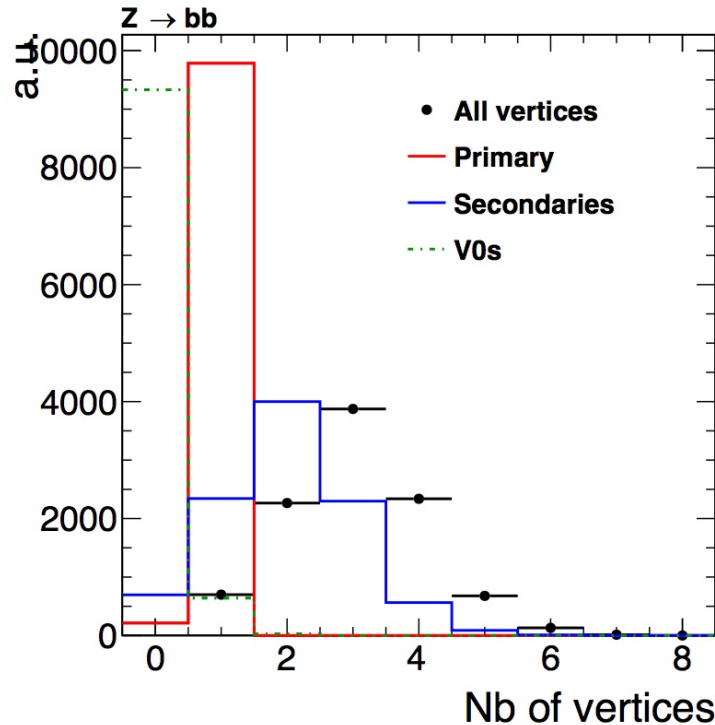
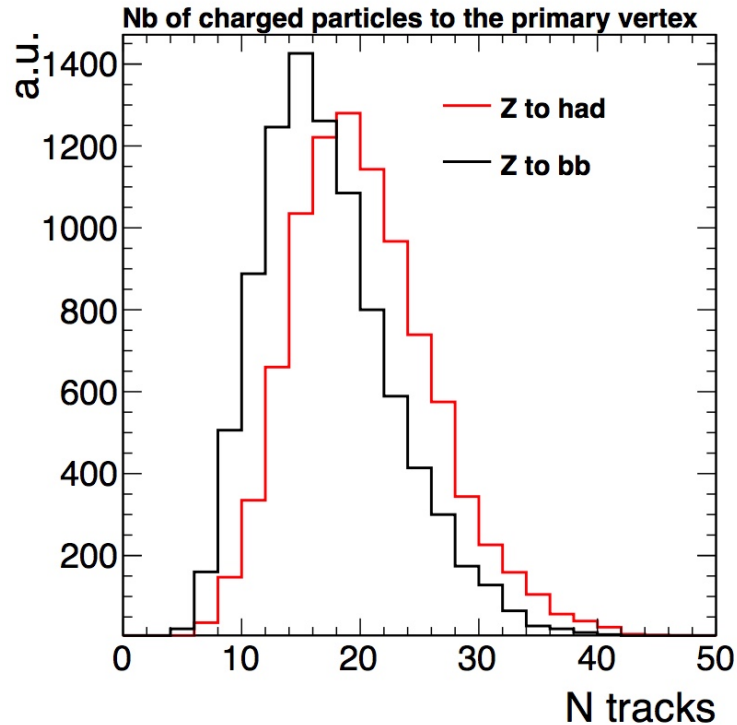
- Resolution \sim independent of N_{tracks}
- tiny resolution in y, about 0.2 nm
 - Events generated @ (0,0,0)
 - since exp, resolution is \gg beam size in y
- $\sigma(x) \approx 2 \mu\text{m}$ and $\sigma(z) \approx 3 \mu\text{m}$

Unconstrained:

- Resolution in x and in y are similar
- $\sigma(x, y) \approx 4 - 5 \mu\text{m}$ and $\sigma(z) \approx 4 \mu\text{m}$

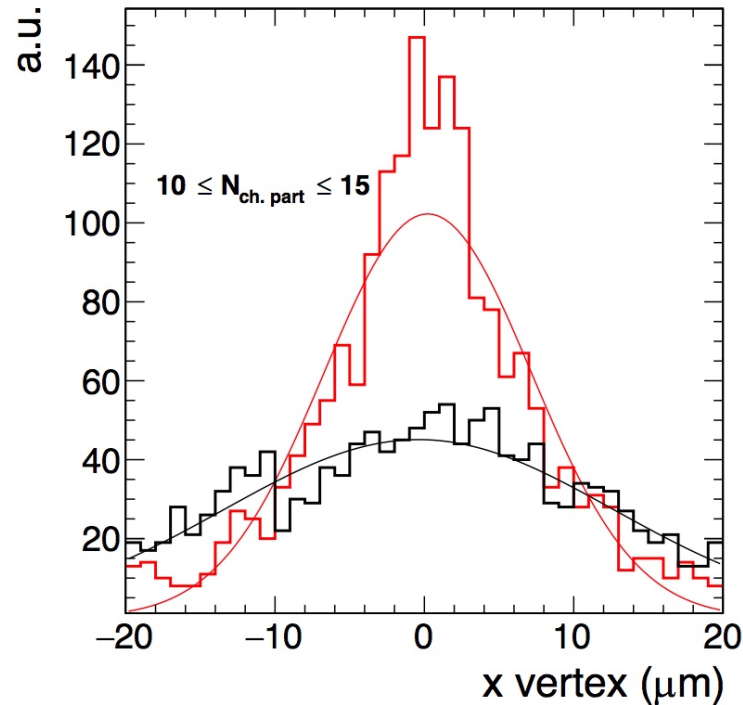
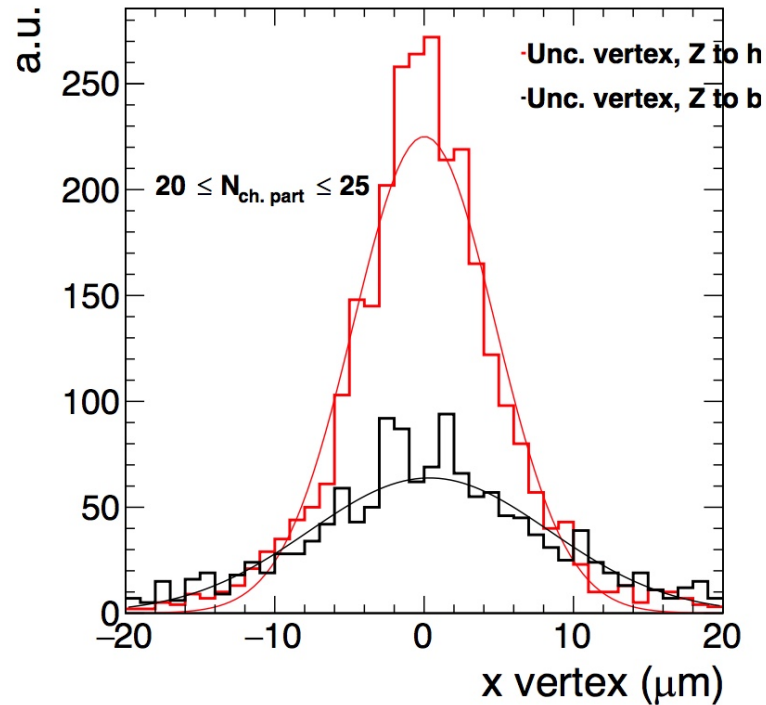
$Z \rightarrow qq (q=u, d, s, b) \theta > 20^\circ$

About 4-5 "primary tracks" less compared to Z to had (remove from the charged, stable gen particles those that are produced by the B meson/hadrons formed by the b's from the Z)



Z \rightarrow qq (q=u,d,s, b) $\theta > 20^\circ$

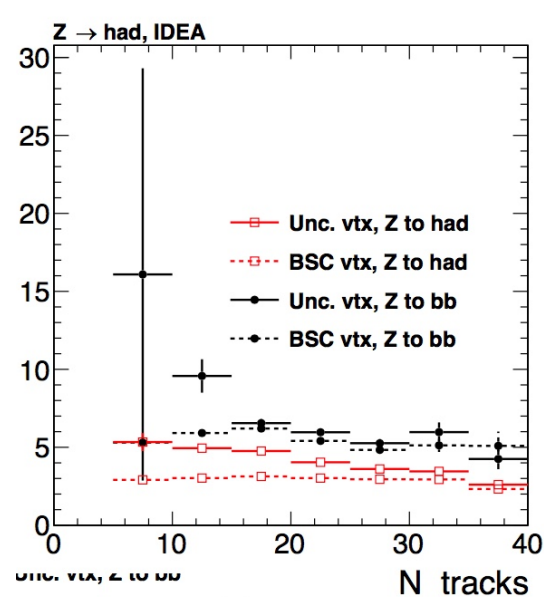
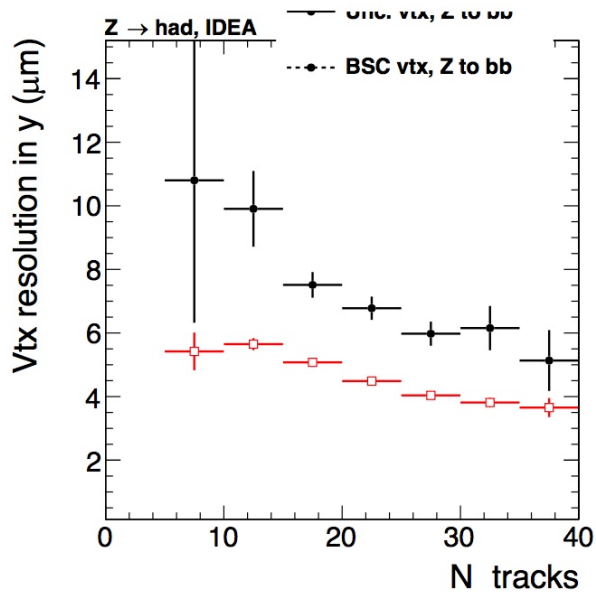
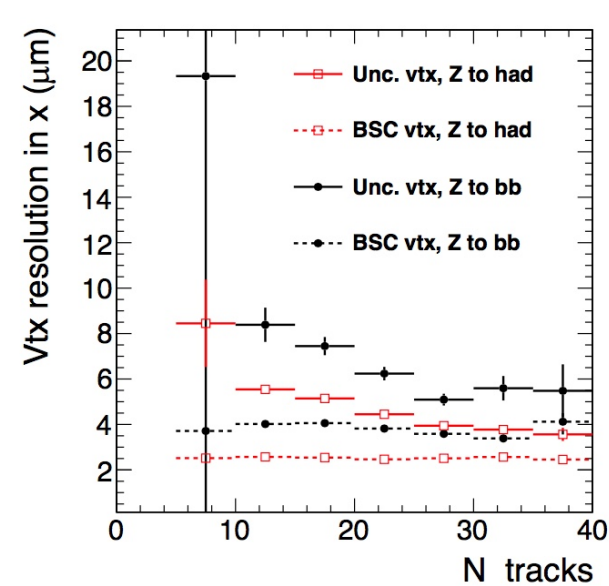
Worse resolution for Z \rightarrow bb even when binned in the number of primary tracks.



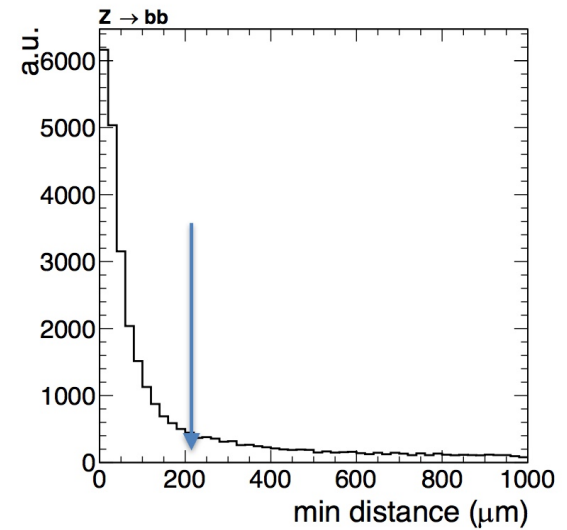
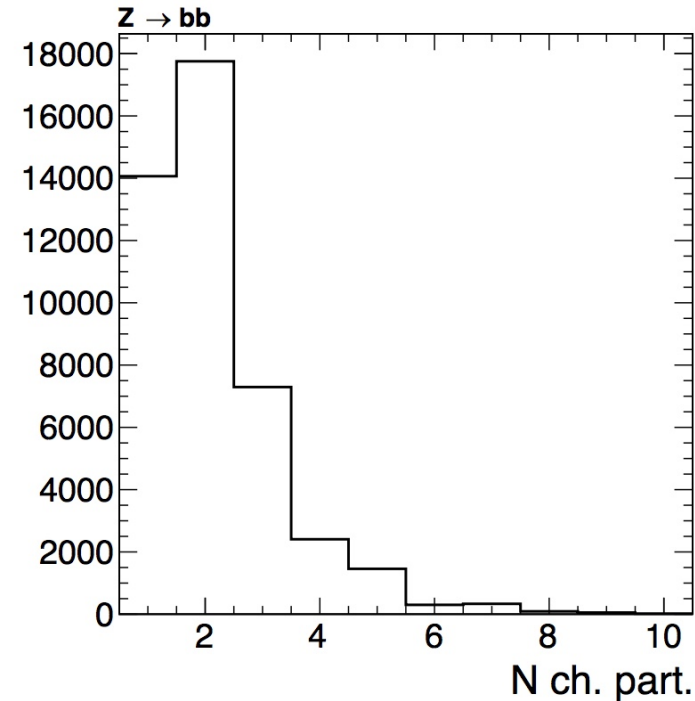
Z \rightarrow qq(q=uds, b) $\theta > 20^\circ$

Resolution in z : about 5 μm in z for Z \rightarrow bb (compared to 3-4 for Z \rightarrow uds)

Resolution in (x,y) : about 6 μm for Z \rightarrow bb (compared to \sim 4 μm for Z \rightarrow uds)



Z → bb secondary vertices

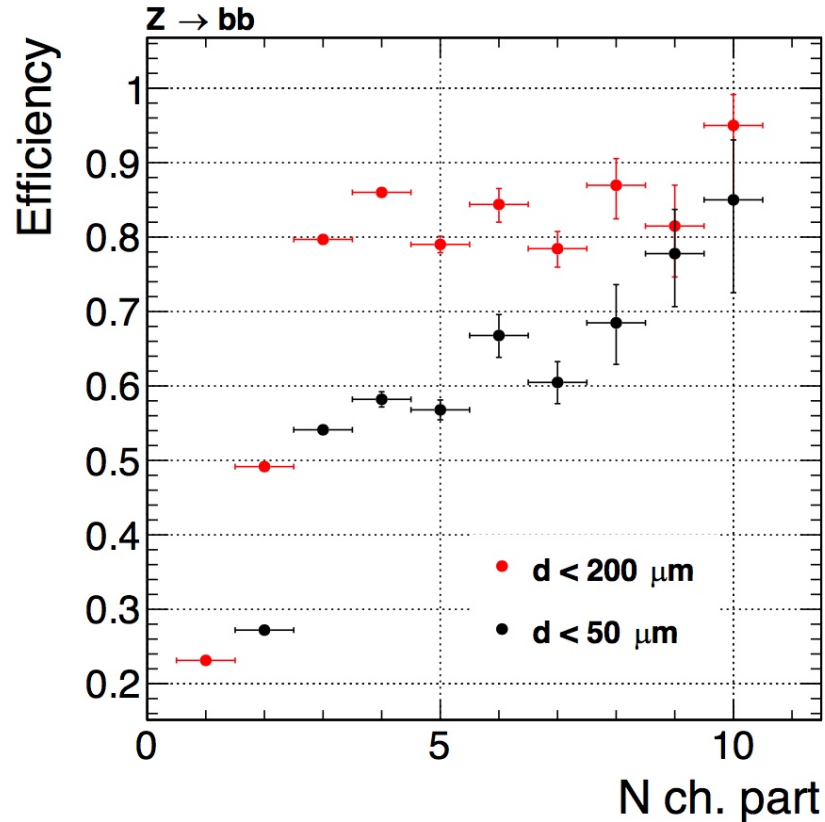


Gen level : All displaced vertices in B decay chains
Plot number of charged stable particles out of each displaced vertex

Match gen-level vertices with the reconstructed one (closest 3D distance).

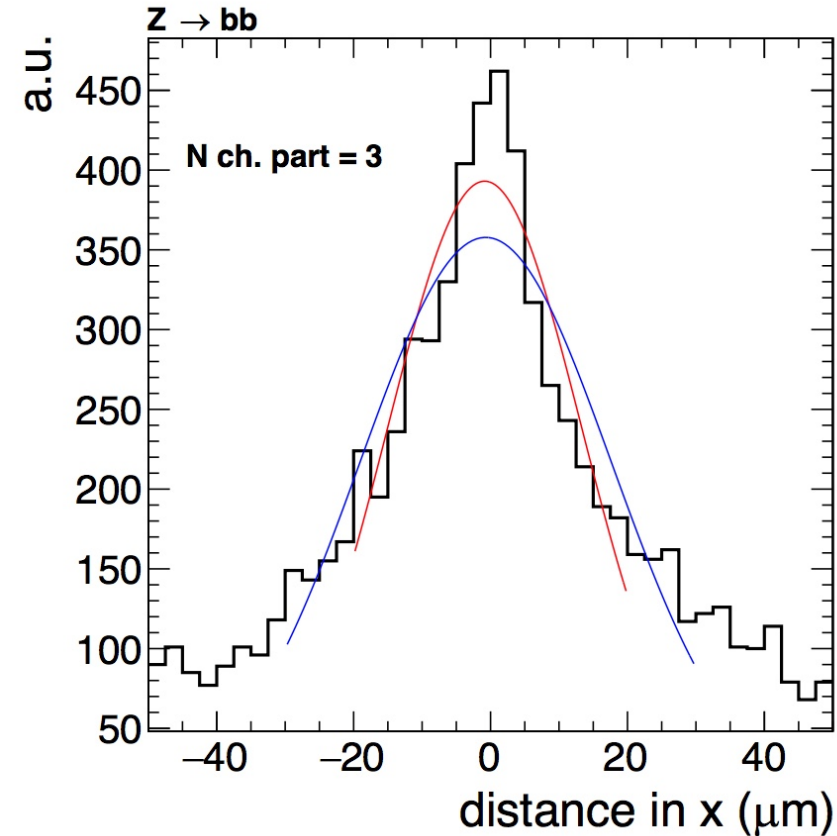
Resolution plots made for vertices with $d < 200 \mu\text{m}$

Z- \rightarrow bb secondary vertices



Efficiency that a gen-level displaced vertex (i.e. secondary/tertiary/etc from the B's) is matched with a reconstructed displaced vertex, within 200 μm or 50 μm

Z → bb secondary vertices



Example: decays with 3 tracks (charged particles)

The distance in x to the closest reconstructed displaced vertex is shown

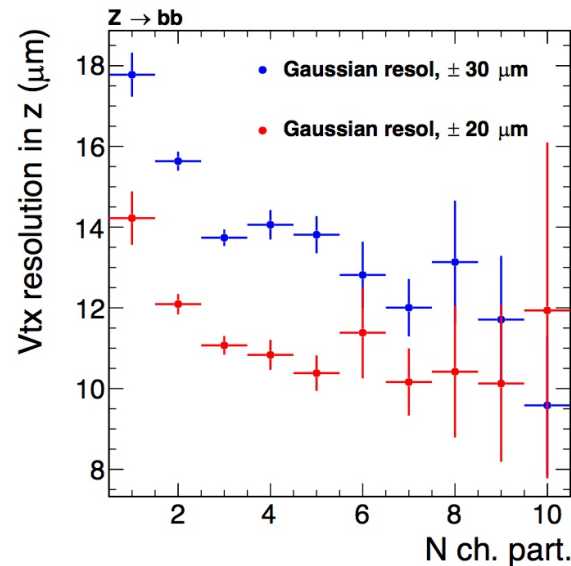
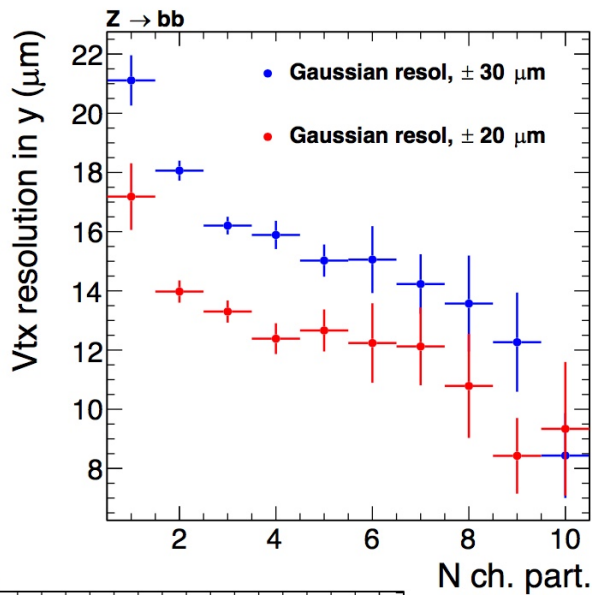
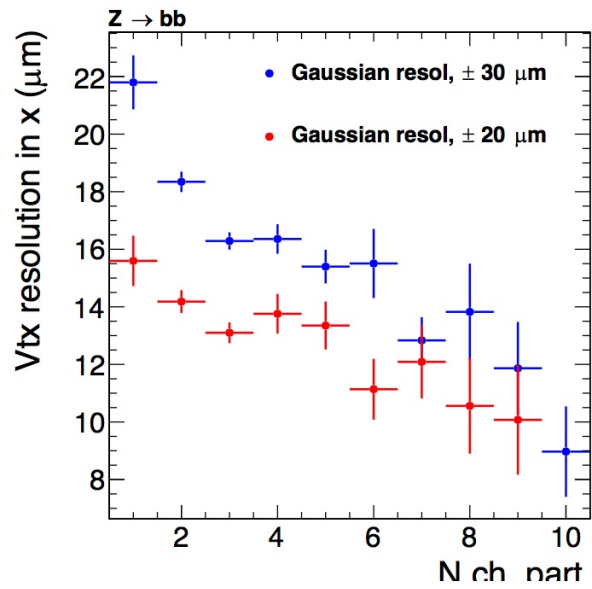
Define nevertheless a “resolution” from a Gaussian fit for simplicity.

Vertex quality cuts may reduce the tails..

Z- \rightarrow bb secondary vertices

Resolutions

- $\sim 15 \mu\text{m}$ in x,y
- $\sim 12 \mu\text{m}$ in z

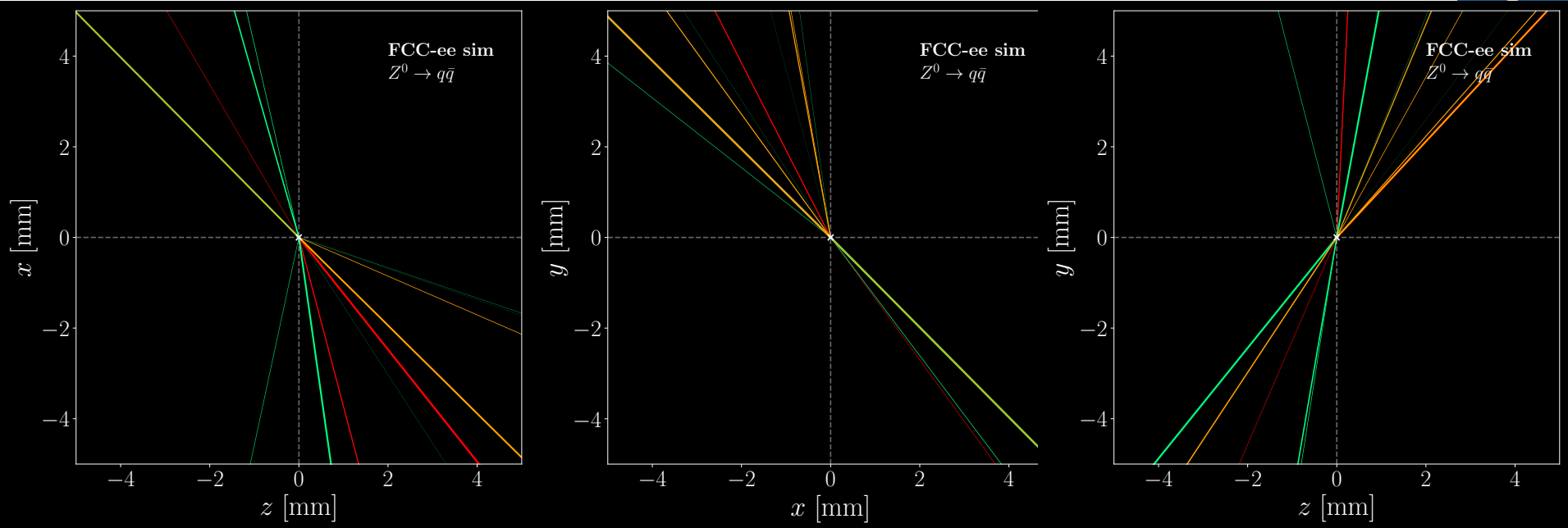


Simple Event displays

- Inputs:
 - Generated particles
 - Reconstructed vertices
- Color code:
 - Orange (photon)
 - Green (pion)
 - Red (kaon)
 - Pink (proton)
 - Blue (muon)
 - Turquoise (electron)
- Particles are drawn with a line width proportional to $\log(p)$

Z- \rightarrow qq

Everything well at the PV! (0,0,0)
no vertex smearing



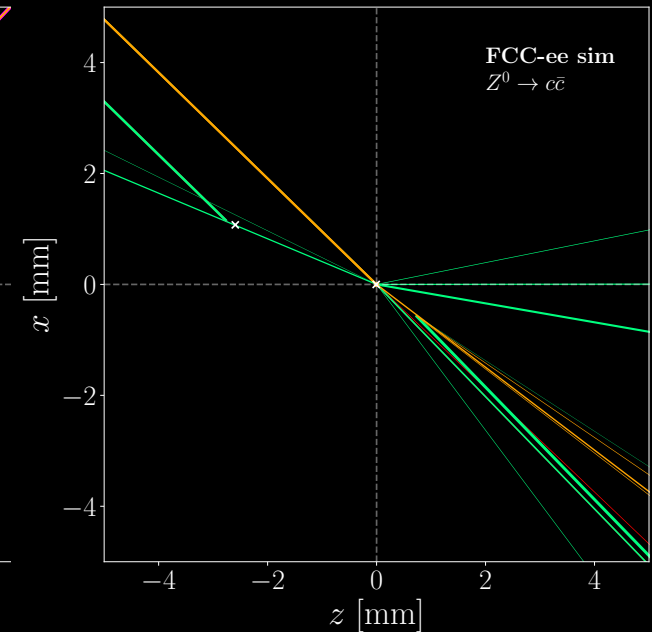
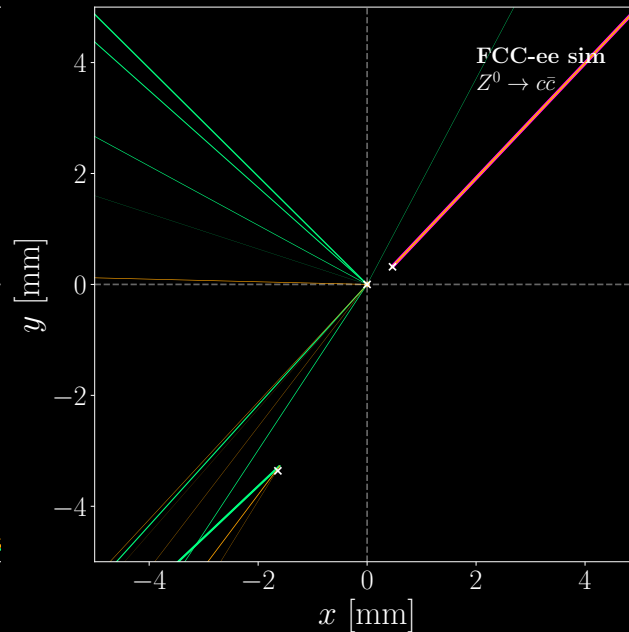
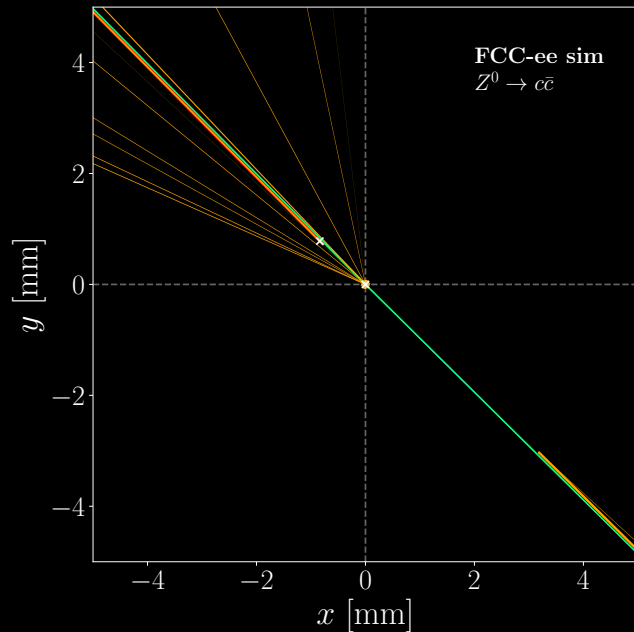
Z \rightarrow cc

D 0 \rightarrow K K candidate with well associated vertex

Two DV one with ($\rho K \pi \gamma$) which could be a Λc
The other ($\pi \pi$) probably from a D_0 or ρ^0 produced in a D decay
Both vertices well associated

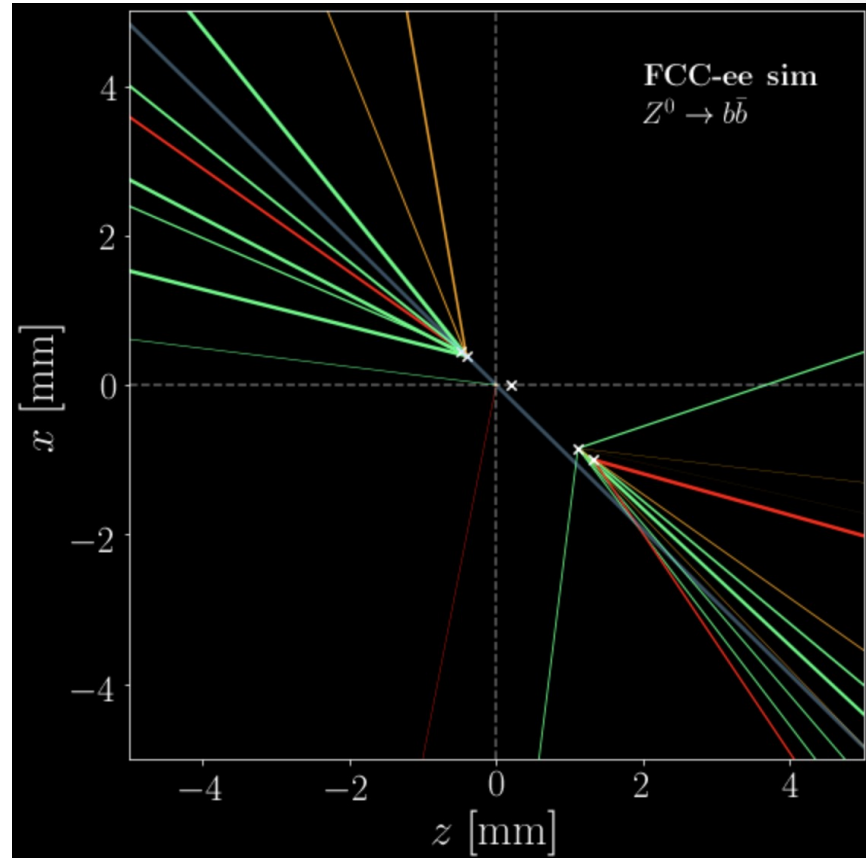
Contains a D 0 ($K \pi$) most likely
Vertex not perfectly reconstructed

/10/20



Z- \rightarrow bb

- Secondary and tertiary vertex from both B's
- By eye (not mine but Donal's)
 - Bottom b decay is B0- \rightarrow D0 pi pi, D0- \rightarrow K K
 - Top one can't really say, vertices are too close
- Faint blue line is event thrust axis based on the reco particles

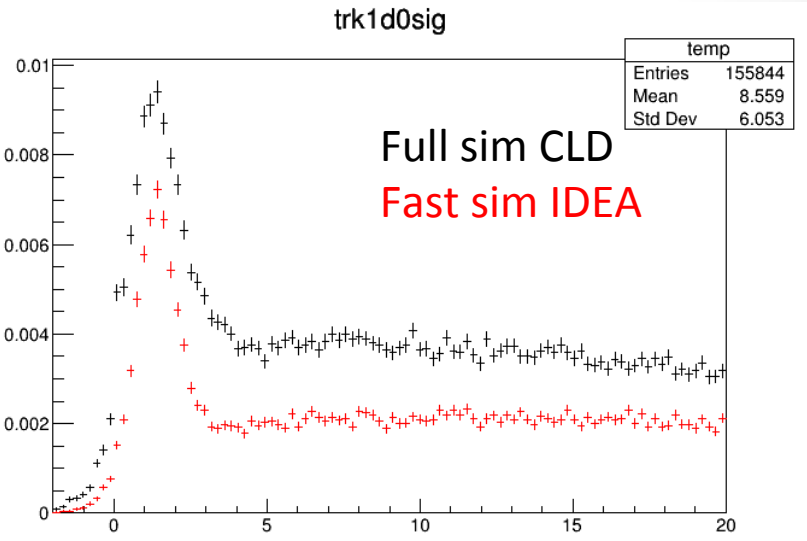
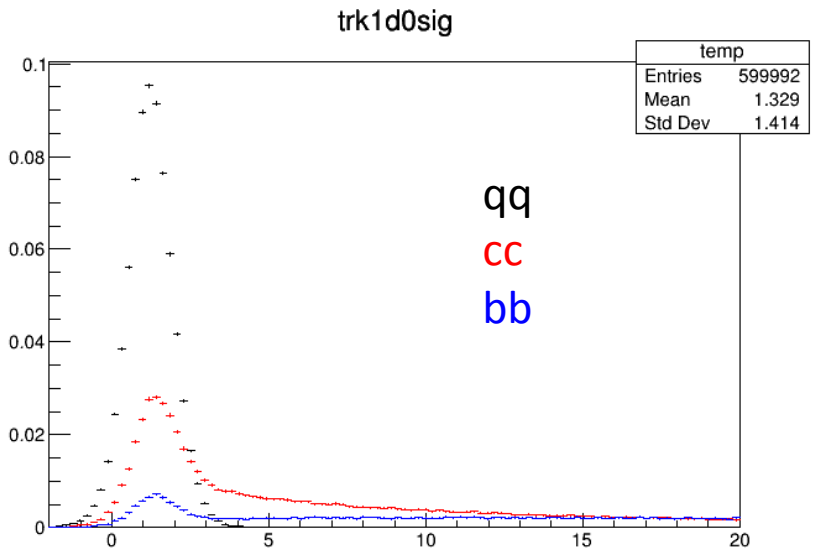


Flavour tagging: context

- Trying to use CLIC flavour tagging but using Delphes IDEA
 - https://github.com/iLCSoft/CLICPerformance/tree/master/Flavour_tagging
- Lots of preliminary results
- Had to take a lot of short cuts
- Framework integration to come later
- Goal is to compare CLIC Ftag and DL Ftag (Loukas, Michele)
 - In Delphes sim
 - In Full sim

Flavour tagging: input example

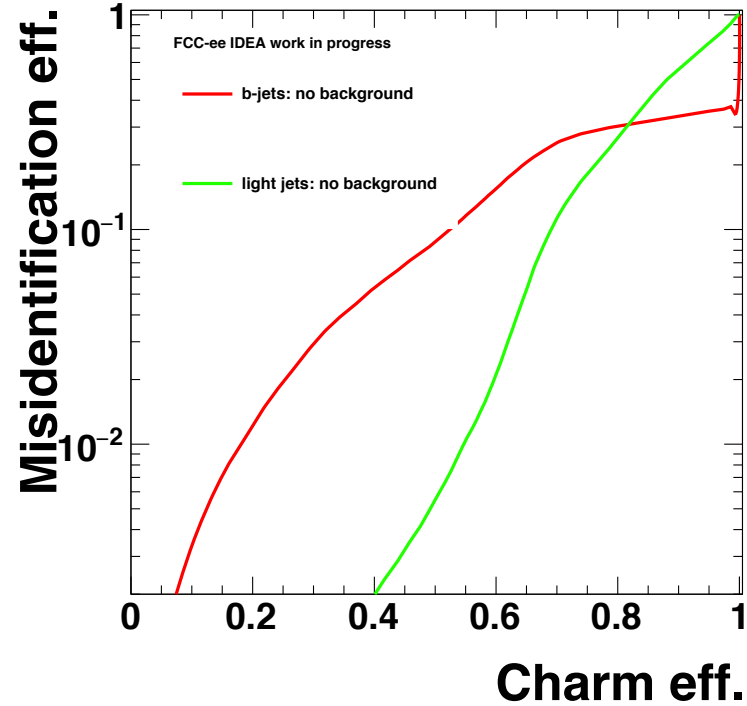
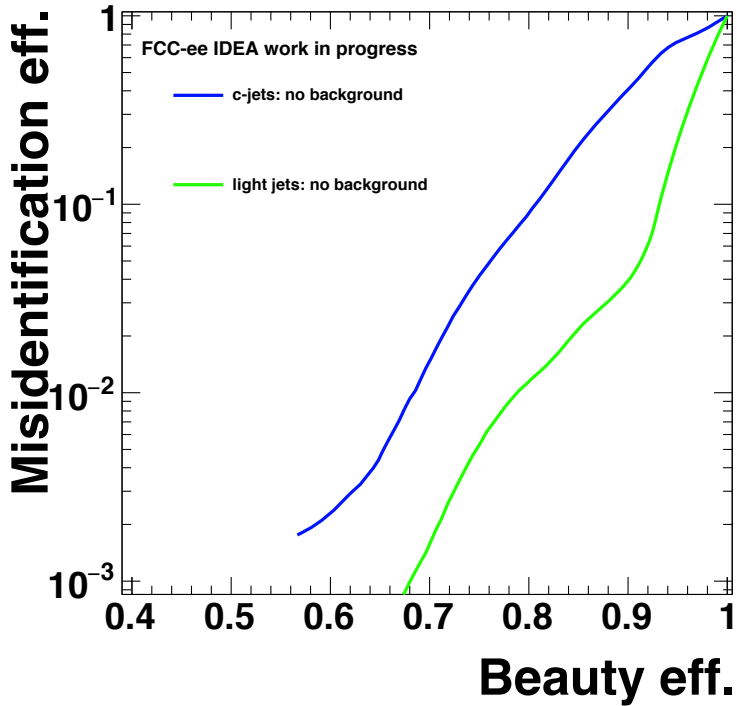
Delphes sim



Just had time 5mins before the talk to plot one variable
CS team will have to do more detailed comparisons

Flavour tagging: results

Results out of the box, to be understood
 $\theta=50^\circ$



Summary

- First look at vertexing and flavor tagging
- Procedure to run LCFIPlus from Delphes EDM4Hep in place
 - Framework integration will take longer
- The CS H->cc can now take over
 - All the events CLIC used for Ftag training have been produced in EDM4Hep
 - `/eos/experiment/fcc/ee/tmp/Ftag/Ntup/`