

Detector geometry, simulation and reconstruction

Belle II CMOS Upgrade, 17-18 Dec. 2019

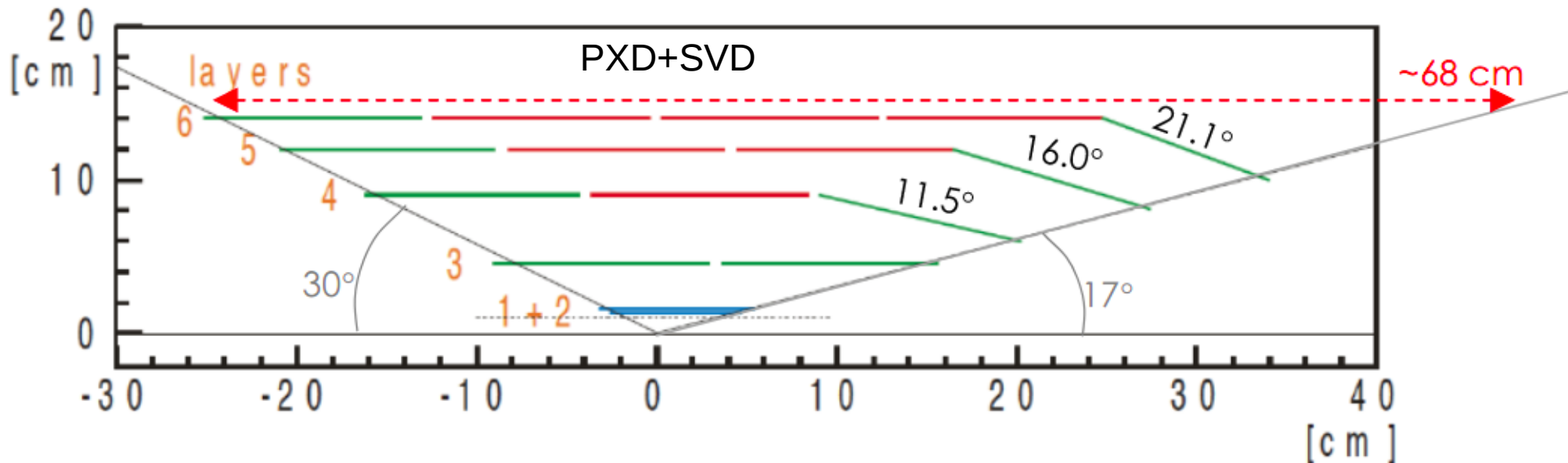
B. Schwenker

Upgrade software

- During last B2GM, we had first meeting to discuss software efforts needed for the vxd upgrade in Belle II core software (basf2)
- Goals:
 - Layout optimization for VTX → inputs for design decisions (geometry, technology)
 - Explore (robustness of) track finding for very high backgrounds in SuperKEKB or possible upgrade of SuperKEKB.
 - Perform physics benchmarking; not only impact parameter resolutions.
- **Heavy task**, but we do not start from zero:
 - Belle II has a pixel detector (PXD) fully integrated into basf2
simulation → digitization → bg overlay → clustering → trackfinding/fitting → analysis
 - Lot of work was invested into PXD+SVD standalone trackfinding in Belle II software based on ideas of R. Fruehwirth. Just need to interface it.
 - Interface to Belle II bkg. simulations and strategy to overlay background on signal for most realistic benchmarking.

Initial steps

- Simple geometry with cylinders to replace PXD & SVD in Belle II.
 - Keep current volume of Belle II tracking detector (PXD & SVD)
 - First two layers like PXD (radii 14mm and 21mm, beam pipe)
 - Outer layers with radii up to 135mm (outermost SVD layer)

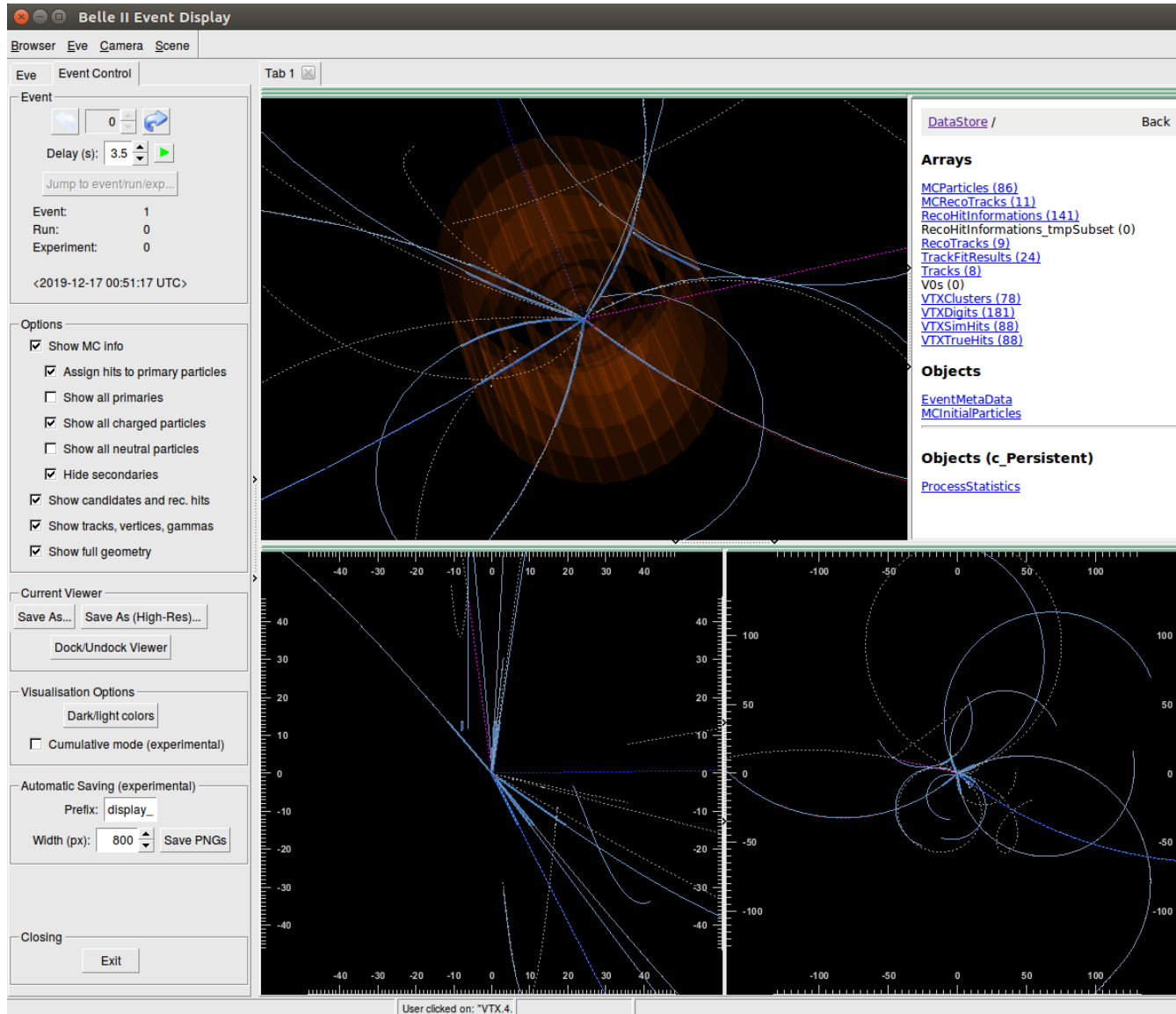


Initial steps II

- Upgrade branch with new vtx package in basf2 repository:
 - Add VTX specific data containers (based on PXD, done)
 - Add VTX specific simulation and reconstruction code (modified PXD, done)
 - Interface VTX hits to MC trackfinding & fitting (done)
 - Integrate VTX hits into standard trackfinding (in progress)

- Early VTX implementation is up and running:
 - 5 and 7 layer VTX with $40 \times 40 \times 40 \mu\text{m}^3$ pixels and binary readout are implemented (for testing).
 - Simulated VTX response to background particles and physics generators (digits, clusters)
 - Find tracks (using MC truth info) and fit tracks using reconstructed clusters
 - Now able to deliver impact parameter resolutions for each layout option

Getting software in shape



- Event display with BBar

- Just 7 layer VTX

- VTX objects, RecoTracks, Tracks and TrackFitResults

Organization

- Task force with members from Strasbourg, Pisa, Bonn, Göttingen.
- Upgrade mailing list, confluence page, agira ticket
- Thomas Lück as contact person to software group

- Most urgent task now is interface to standalone tracking with the vertex detector (VXDTF2).

▼ Issues in Epic

BII-5632	VTX specific containers	<input checked="" type="checkbox"/>	IN REVIEW	Tristan Fillingner
<input checked="" type="checkbox"/> BII-5633	SensorInfoMap for VXD upgrade package	<input checked="" type="checkbox"/>	CLOSED	Tristan Fillingner
<input checked="" type="checkbox"/> BII-5716	Create dedicated branch for upgrade code	<input checked="" type="checkbox"/>	CLOSED	Thomas Kuhr
BII-5737	Modify VXDTF2 to be more flexible	<input checked="" type="checkbox"/>	OPEN	Thomas Lueck
BII-5738	Modify CKF to be more flexible	<input checked="" type="checkbox"/>	IN PROGRESS	Christian Wessel
BII-5850	Problem with >31 ladders geometry	<input type="checkbox"/>	OPEN	Thomas Lueck
BII-5978	Enable MC track finding and fitting with VTX hits	<input checked="" type="checkbox"/>	IN REVIEW	Benjamin Schwenker
BII-5989	Validate VTX digitizer	<input checked="" type="checkbox"/>	OPEN	Benjamin Schwenker

Discussion points / milestones

- Progress on integrating VTX into track finding may be a bottleneck. Discuss possibility for newcomers to help.
- Find a (short) list of most interesting pixel detector technologies, add digitizer for them and start to validate them (cluster size vs. angle, point resolution vs. angle).
 - One can spend lots of time here, but we do not need to model resolution to tenth of microns
 - Our main concern are speed and material budget and efficiency after irradiation
 - Use data from old test beams / requests for test beams?
- Geometry options to explore: Slanted sensors, timing layer, double layer (like Plume)?
- Boill down to 1-2 detector geometries to study more detail for tracking performance and physics benchmarking
 - Guided by fast toy simulations
 - But in the end we need to define fixed conditions (aka global tags) and produce background samples
- For physics benchmarking, we need to find a list of channels to look at. Preferably based on existing analysis that are affected by vertex detector?
 - Impact of binary tracking on charged particle ID (no dE/dx) ?
 - Efficiency for tracking slow pions
 - Performance of Full Event Interpretation?

