# Study of Tracking and Flavor Tagging with FPCCD Vertex Detector

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# Outline

- 1. Introduction to FPCCD
- 2. Development of FPCCD Track Finder
- 3. Tracking Efficiency
  - with and without pair BGs
- 4. Flavor Tagging
- 5. Summary

# Introduction to FPCCD

Full ILC Program

## **Role of Vertex Detector**

one of the ILC physics goals : Precise measurement of Higgs coupling constant to "c, b-quark, gluon"



We need VXD with high performance

# **FPCCD Vertex Detector**

## **FPCCD (Fine Pixel CCD) Features**

- Small pixels: 5-10 μm (see right)
- Sensitive / Total thickness: 15 / 50 μm
- *#* of pixels : ∼ 0.4 x 10<sup>9</sup>
- Possible to see cluster shape for:
  - Extrapolation of tracks
  - Improvement of position resolution
  - Discrimination : BG cluster & signal cluster
- Readout between trains:
  - All bunches in a train are accumulated



#### pro:

Noise from Electromagnetic Interference (EMI) can be ignored

**con**: Tracking is challenging due to so many hits

Geometry						
layer	distance from IP (mm)	pixel size (μm²)				
0, 1	16,18	5 × 5				
2, 3	37,39	10 × 10				
4, 5	58,60	10 × 10				



# **Occupancy and Impact Parameter Resolution**

Dominant BG : e+e- pair BG



(reported in ECFA 2013)

Е <sub>см</sub> (GeV)	occupancy in 0th layer (%)	
250	0.8	
350	0.9	
500	2.8	
1000	19.6	

#### (reported in ECFA 2013)



#### Transparency Camera Cuts Graphic GENERAL SHORTCUTS: (F) Front projec large (7680 × 4144) very large (19200 × 10360) very very large (38400 × 20720) extrem large (192000 × 103600) (a) 43 (e) 44 (ESC) Quit CED [S] Side projecti [ ] Show FPS i:128: TP DATA LAVERS: (X) [0] 00: MCParticle (\_) [1] 01: VXDCollection, . 1 () [ ] 29: ECAL [h] Toggle shortcut frame [CTRL+z] Undo v] Fisheye projection (i) (<sup>1</sup>) 16: (\_) [P] 30. HCAL [b] Change background color () [[] 31: Voke () [2] 32: Coil () [33: LCAL, Beamcal, ... () [] 34: SET [m] Decrease detector cut angle [r] Reset view (+) Zoom in (-) Zoom out $(\Box)$ [R] Reset CED [F] Front view [s] Side view [~] Move in z-direction [<-] Move in -z-direction [<-] Move in -z-direction [`] Toggle all data layers () [2] 02: () [3] 03: Truth Tracks () [4] 04: Forward Tracks () [) ] 10; () [!] 11 VXDTracker Hits, () (@) 12; DETECTOR LAVERS ( )[c] Center [Z] Cut in z-axe direction Ø

# **Development of FPCCD Track Finder**

November 13, 2013

# **ILD Tracking Algorithm for DBD study**



#### stand-alone Silicon Tracking:

- VXD + SIT
- Outside-in tracking algorithm
- Track seeding with
   24 layer-combinations

#### Current ILD VXD Configuration for DBD (current VXD sim.) FPCCD

layer	distance from IP (mm)	position resolution (μm)	position resolution (μm)
0, 1	16,18	2.8 / 6.0	1.4 / 1.4
2, 3	37,39	4.0 / 4.0	2.8 / 2.8
4, 5	58,60	4.0 / 4.0	2.8 / 2.8

# **DBD Study on Tracking Efficiency**



Some of the counted tracks have imprecise impact parameter resolution because those tracks may not have enough VXD hits due to the requirement

Having VXD hits is crucial for flavor tagging

# **Current ILD Tracking with FPCCD**



# of tracks with VXD hits >= 5 && track purity > 75%

# of MCParticles creating VXD sim-hits >= 6 && SIT sim-hits >= 4

Note:  $P_{Tmin}$  to reach TPC  $R_{in}$ : 0.4 GeV/c  $R_{out}$ : 1.8 GeV/c track purity: <u>(# of the MCP's hits of track)</u>

(# of all hits of track)



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# **Problems in Silicon Tracking (Track Seed)**

#### **Track Seed**

Track seeds are generated by combining 3 hits on the 3 layers in  $\Phi$  sector divided into 80 (4.5°)

```
the 3 layers (SIT: 8, 6 VXD: 5~0)
8 6 5 8 6 4 8 6 3 8 6 2 8 5 3 8 5 2
8 4 3 8 4 2 6 5 3 6 5 2 6 4 3 6 4 2
6 3 1 6 3 0 6 2 1 6 2 0 5 3 1 5 3 0
5 2 1 5 2 0 4 3 1 4 3 0 4 2 1 4 2 0
```



#### **Problems in Track Seed**

- 4.5° search windows are too narrow to catch low  $P_T$  tracks
  - wider?  $\rightarrow$  larger ghost seeds and CPU time consuming
- # of seeds is too many, especially using inner-most doublet for FPCCD
   → larger ghost seeds and CPU time consuming

# **Solutions for Track Seed**

#### Solutions:

- Search window enough wide to cover track seeds generated with P<sub>T</sub> > 0.18 GeV/c tracks is calculated from a hit on the outer layer
- Combinations of 3 layers are reduced as Old:

865864863862853852843842653652643642631630621620531530521520431430421420

#### New:

865 864 854 654 543

Inner-most doublet is not used to reduce ghost seeds

> Implemented in FPCCD Track Finder

#### **Results:**

We can reduce both CPU time and ghost tracks, and catch low  $P_T$  tracks



# **Problems in Silicon Tracking (Extrapolation)**



<u>Window for extrapolation:</u> divided by 4.5° in the direction of  $\Phi$ 

<u>Fitter:</u> Simple Helix Fit

#### Problems in Extrapolation

- Tracks are not extrapolated to neighboring Φ sector
  - $\rightarrow$  Some true hits are ignored
- Φ window is fixed
  - $\rightarrow$  Many false hits are considered
- Fitter is Simple Helix Fit
  - → Chi2 of some low P<sub>T</sub> tracks is too high due to not considering multiple-scattering → rejected



red dashed line : window for extrapolation

# **Solutions for Extrapolation**

## Solutions:

- Kalman Filter is used as Fitter
- Window for extrapolation is determined from track parameters calculated by the fitter

Implemented in FPCCD Track Finder

#### <u>Results:</u>

- Flexible window for extrapolation can catch true hits and avoid taking most of false hits
- Chi2 of low P<sub>T</sub> tracks is calculated more properly
   → low P<sub>T</sub> tracks can survive

red dashed line: window for extrapolation

# **Tracking Efficiency**

## **FPCCD Track Finder VS Current Tracking with FPCCD (P<sub>T</sub>)**

#### Tracking Efficiency : η ≡

# of tracks with VXD hits >= 5 && track purity > 75%

# of MCParticles creating VXD sim-hits >= 6 && SIT sim-hits >= 4

Note:  $P_{Tmin}$  to reach TPC R<sub>in</sub> : 0.4 GeV/c R<sub>out</sub> : 1.8 GeV/c track purity: <u>(# of the MCP's hits of track)</u>

(# of all hits of track)

Sample: ttbar @ 350 GeV (without pairs)



Efficiency : ~ 99 % @  $P_T > 0.6 \text{ GeV/c}$ 

#### **FPCCD Track Finder VS Current Tracking with FPCCD (cosθ)**

#### Tracking Efficiency : $\eta \equiv$

# of tracks with VXD hits >= 5 && track purity > 75%

# of MCParticles creating VXD sim-hits >= 6 && SIT sim-hits >= 4

Note: SIT coverage  $\cos\theta < 0.9$ 

track purity: <u>(# of the MCP's hits of track)</u> (# of all hits of track)



Efficiency : ~ 99 % @  $\cos\theta$  < 0.9

## FPCCD Track Finder: without / with pairs from 1 train (P<sub>T</sub>)



# of tracks with VXD hits >= 5 && track purity > 75%

# of MCParticles creating VXD sim-hits >= 6 && SIT sim-hits >= 4

Note:  $P_{Tmin}$  to reach TPC  $R_{in}$ : 0.4 GeV/c  $R_{out}$ : 1.8 GeV/c track purity: <u>(# of the MCP's hits of track)</u> (# of all bits of track)

(# of all hits of track)



Slightly degraded with pairs @  $P_T < 0.6$  GeV/c

## FPCCD Track Finder: without / with pairs from 1 train (cosθ)

#### Tracking Efficiency : η ≡

# of tracks with VXD hits >= 5 && track purity > 75%

# of MCParticles creating VXD sim-hits >= 6 && SIT sim-hits >= 4

Note: SIT coverage  $\cos\theta < 0.9$ 

track purity: <u>(# of the MCP's hits of track)</u> (# of all hits of track)



Slightly degraded with pairs

# CPU time and memory usage of FPCCD Track Finder

## Sample: ttbar 350 GeV/c

- CPU Time
  - without pairs → almost same as ILD tracking
  - with pairs from 1 train  $\rightarrow$  ~ 3 hours / evt
    - Process of track seed consumes CPU time dominantly Track seed : Extrapolation = 5 : 1
- Memory
  - with pairs from 1 train  $\rightarrow$  ~ 3.5 GB / evt
  - note: ttbar @ 1 TeV + pairs from 1 train + current ILD Tracking + FPCCD
     → ~ 50 GB / evt

I didn't check in the case of FPCCD Track Finder,

but the situation would be similar

# **Flavor Tagging**

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# **Summary and Plan**

#### Summary

FPCCD Track Finder has been developed

> Tracking Efficiency is ~ 99 % @  $P_T$  > 0.6 GeV/c & cos $\theta$  < 0.9

The First success of tracking with pair background

Efficiency slightly degrades by pairs

>FPCCD Track Finder improves flavor tagging performance

> c-tag efficiency increases by 2.5 % @ purity 70 %

Using FPCCD gives us better flavor tagging performance than using current VXD in simulator

## ◆<u>Plan</u>

- Further development of FPCCD Track Finder
- Evaluation of flavor tagging in the presence of pairs
- Check physics performance



# **About Digitizing Hits**

- In this study, digitizer for FPCCD is used (FPCCDDigitizer, FPCCDClustering)
- Pixel hits are created by the digitizer which takes into account Landau distribution, threshold, path length, noise
- Pair background hits is also digitized by the digitizer

# **Current ILD Silicon Tracking**

For ease, We don't consider SIT and FTD



We approximate VXD shape by cylinder

#### **Track Seed**

Track seeds are generated by combining 3 hits on each of the 3 layers in each area divided by  $4.5^{\circ}$  in the direction of  $\Phi$ 





red dash-line : range of extrapolation





If possible, we add remaining hits to tracks







## **Full Track**



If possible, we combine TPC tracks with silicon tracks, and then refit tracks with Kalman Filter



## **Differences between DBD ver. and FPCCD ver.**



# **FPCCD Track Finder**



• 3 layers for search (SIT: 8, 6 VXD: 5~0)

#### **DBD version:**

865	864	863	862
853	852	843	842
653	652	643	642
631	630	621	620
531	530	521	520
431	430	421	420

#### FPCCD version:

865 864 854 654 543



#### (FPCCD version)

We calculate  $\Phi$  width enough to generate track seeds with  $P_T > 0.18$  GeV/c on the basis of a hit on the outer layer

We generate a track seed from 3 hits within the calculated  $\Phi$  width on each of the 3 layers

# **FPCCD Track Finder**





# (FPCCD version) Fitter : Kalman Filter

**<u><b>**</u> width for extrapolation : determined from track parameters from the fitter</u>

Algorithm for matching hit clusters : optionally available : purity ↑

# **Algorithm for matching hit clusters**

If there are many cluster hits in an area for extrapolation, we can reduce misextrapolations by using cluster shape



- 1. We calculate inner dot between candidate cluster and a cluster on the neighbor layer
- 2. If the dot is < 0.4, the candidate cluster is excluded from the candidates

Area for Extrapolation

## Flavor Tagging (b-tag Misidentification Rate)



b-tag misidentification rate : slightly improved

## Flavor Tagging (c-tag Misidentification Rate)



c-tag misidentification rate : improved