# Tracking for next generation Mu2e

### Eleonora Diociaiuti Supervisor: Pasha Murat

Summer student final presentation

September 22, 2015





1 Mu2e-II -Why now?

### 2 Segment reconstruction algorithm

3 preliminary results



# Why thinking on Mu2e-II tracker now (1)

- A significant part of DIO background in the signal window is due to the high momentum resolution tails
- misreconstruceted tracks with p<sub>rec</sub> > p<sub>true</sub> have hits with mis-assigned drift directions



< ロ > < 同 > < 回 > < 回 >

#### Reconstructed e Momentum

4/16

# Why thinking on Mu2e tracker now (2)

- Expected Mu2e-2 background is three times higher than that expected for Mu2e
- efficiency of the existing algorithm falls down by a factor of 2
- background and efficiency considerations : start thinking of Mu2e-2 now



< ロ > < 同 > < 回 > < 回 >

# Tracker geometry

Tracker is made of  $\sim$  23000 straws aligned transverse to the axis of DS and distributed along a  $\sim$  3m lenght.

These straws are arranged in **planes**, made of two **faces** rotated by  $30^{\circ}$ 

Tracker will intercept only a small fraction of flux of electron from DIO. At nominal B-field of 1 T, absolute majority of DIO electrons go into the central hole





### Plane geometry

Current configuration: it results difficult to identify a trajectory made by hits produced by the same particle



making two faces on the same plane parallel could improve track search.

Track search colud be seeded by segments, rather than by individual hits



# Segment Candidate initialisation

#### Reconstruct a straight line tangent to four circles

Strategy : fix hit in the first and last straw, run over all possible hits in the central straws



 Calculate distance between the hit and the segment. If distance is small the hit is added to the segment candidate



# Segment Candidate reconstruction(1)

- we are interested in knowing slope(a), intercept(b) and time when a particle hit the tracker(t<sub>0</sub>) at z=0
- Calculate  $\chi^2 = \sum_i \Delta x_i^2 = \sum_i (az_i + b x_i vs_i(t_i t_0))^2$  and minimize it

#### Attention!

We cannot measure driff times but we know propagation time due to electronic and the measured time

$$t_i = t_{0_i} + t_{drift} + t_{prop}$$

 Calculation of parameters results a linear problem. Given a combination of drift signs it can be solved analitycally



イロン イヨン イヨン イヨン

# Segment Candidate reconstruction(2)

- Distances between layer are small → starting time is the same per each layer
- Using the reconstructed segment t<sub>0</sub>'s, the track time can be also calculated
- χ<sup>2</sup> results are well consistent with the local coordinates of the tracker
- uncertainty in segment reconstruction results consistent with drift time spatial resolution



### Choice of the best segment

At this moment we have a list of segment candidates. How define which is the best one?

- $\bullet$  < t >≥ t<sub>0</sub>
- $t_{drift_{max}} > \Delta t$  where  $\Delta t = \langle t \rangle t_0$
- we choose the segment with the smallest  $\chi^2$
- ntrk>0: for the algorithm validation, use the existing algorithm, look at events with found tracks

# Slope distribution

- Knowing slope distribution it is important to reduce background : it is possible to fix a range for interesting result.
- for found segments, the slope  $\left|\frac{dr}{dz}\right| < 2$





$$\chi^2$$
ratio

Sometimes drift radii are very small, in this situation a flip in a drift direction doesn't affect the  $\chi^2$  best $\chi^2$  and next best $\chi^2$  should be similar





 $\Delta t_0$ 



- Jump from segment t<sub>0</sub> to the particle track t<sub>0</sub> and compare it with the MC t<sub>0</sub>
- Information on t<sub>0</sub> can be used to select interesting event and discard background
- $\sigma$  from fit results smaller then the  $\mu$  bunch time and  $t_{driff}^{max}$



14/16

### seg\_reco\_flag distribution

- seg\_reco\_flag is a parameter which tell us how often our drift sign prediction correspond to the MC.
- seg\_reco\_flag=0 dritft signs are misreconstructed seg\_reco\_flag=1 calcultated drift sign in agreement with the MC



< ロ > < 同 > < 回 > < 回 >

# Number of segment per event



Number of segment per track reconstructed

To seed track reconstruction we need at least two segments. The greater number of segment per track, the better we can reconstruct it.

A B > A B >



16/16

# Summary

- Ambitious goal: improve Mu2e tracking at high rates
- first steps in developing the new pattern recognition algorithm
- the track segment reconstruction algorithm is working
- proving, step by step, that our assumptions and expectations are correct