2024 January

- Target instantaneous luminosity  $6 \times 10^{35}$  cm<sup>-2</sup> s<sup>-1</sup> to collect 50 ab<sup>-1</sup> data sample
- Belle II records collision data for precision measurements and searches for beyond-the-standardmodel physics

Belle II Silicon Vertex Detector (SVD) [3] [3] K. Adamczyk et al., JINST 17 P11042 (2022)

- The SVD consists of 4 layers of double-sided silicon-strip detectors (DSSDs), which are outside 2 layers of pixel detectors (PXD)
- The DSSDs are 300~320 um thick and have readout strip pitch 50/75 um (P side), 160/240 um (N side)
- Readout with APV25 ASIC that has a 50 ns shaping time
- Provides precise hit information for tracking and vertexing, as well as dE/dx information for particle identification

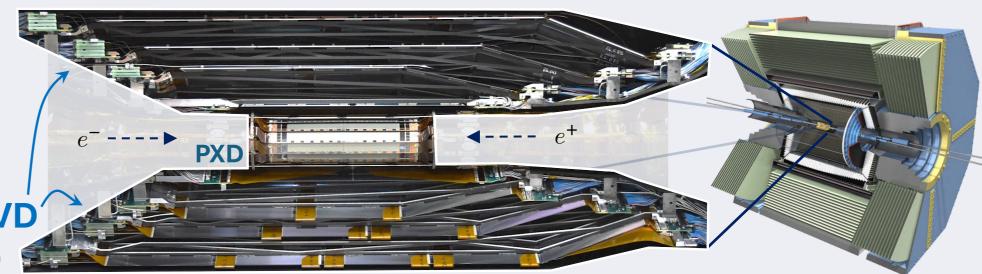


Photo of the full PXD + half SVD

We are Here! Just beginning

 $\equiv 5VD$ 

Belle II Vertex Detector: VXD = SVD + PXD

Belle II detector

**2022** June

### Run 1

 Recorded integrated luminosity  $\mathcal{L}: 426 \text{ fb}^{-1}$ 

Belle II Silicon Vertex Detector

operations

and

reinstallation

SVD performance after LS1

 $\mathcal{L}: 4.7 \times 10^{34} \ \mathrm{cm^{-2} \ s^{-1}}$ Smooth and stable operation

Achieved instantaneous luminosity

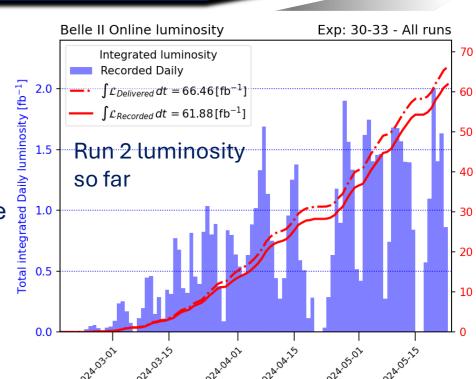
- without major issue
- Excellent SVD performance
  - ✓ Good SNR (13-30)
  - ✓ Large hit efficiency (≥ 99%)
  - ✓ Masked strips < 1%
    </p>

# **Long Shutdown 1**

- VXD reinstallation with new PXD modules with the same SVD
- SVD was split into its two halves to allow the new PXD installation
- Several SVD tests were performed at each step of the VXD reinstallation to check its condition and spot problems
- Lowered cooling temperature to accommodate a higher PXD power consumption
- Checked the VXD alignment and performance using cosmic ray after reinstallation → confirmed good performance

## Run 2

- Smooth and stable operation
- Physics performance is as good as Run 1
- SuperKEKB is trying to increase its beam current and optimize beam condition to achieve higher instantaneous luminosity
- Higher background dose is anticipated, we monitor the SVD status continuously
  - Checking noise, calibration constant, and leakage current
  - ⇒ No severe damage observed so far



SVD attachment to PXD2

New VXD installation



Hits from target

exp=24 run=1726 evt=660650

**Total Clusters: 114** 

High background data

clusters-on-tracks

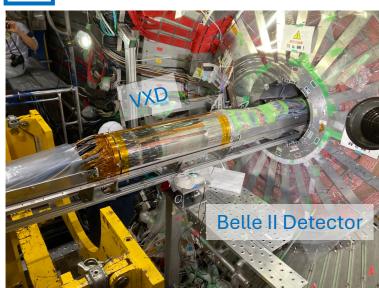
Signal

Run1 data

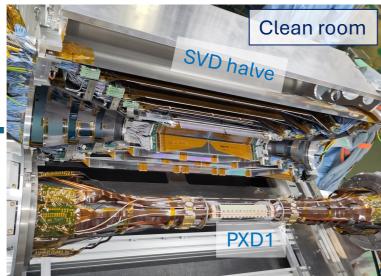
Hit time (ns)

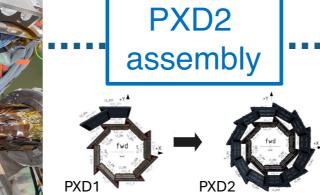
collision

VXD extraction



SVD detachment from PXD1





rejection

background

- P-side Lower operating temperature N-side Dec 31 Dec 31 Dec 31 Dec 30 **Dec 31** • L4 S2
- Noise increased by 10 ~ 30% during Run 1 due to radiation damage on the sensors • L6 S2
  - Measured radiation dose in Layer 3 is < 70 krad during Run 1</p>

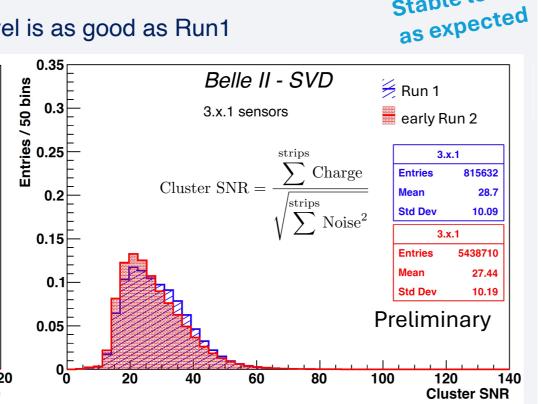
early Run 2

Preliminary

 Reduction in noise by up to 10% during LS1 due to lower operating temperature and annealing effect on the sensor Stable level,

28.8 11.43 0.7905 22.85

Physics performance with Run 2 noise level is as good as Run1



**Cluster Charge Collection** 

Belle II - SVD

3.x.1 sensors

- **Cluster Signal-to-Noise Ratio**
- No significant changes in the cluster charge and cluster SNR from Run1. Small variation due to temperature effects still not corrected.
- ✓ Hit efficiency also keeps high ≥ 99%
- ✓ Number of total masked strips ~ 1%
- Physics performance in Run2 as good as in Run1
- ✓ No evidence of the radiation damage having impacted the full depletion voltage

ullet A 90 MeV  $e^-$  beam irradiated SVD sensors up to 10 Mrad at ELPH, Tohoku Univ.

- Estimated radiation dose is 0.35 Mrad/year on layer 3 with design luminosity
- ✓ Type inversion occurs at 2 Mrad, equivalent neutron fluence fluence  $6 \times 10^{12} n_{\rm eq}/{\rm cm}^2$
- ✓ Linear correlation between dose and leakage current as NIEL hypothesis
  - ✓ The correlation is confirmed in the installed SVD sensors, and we have a good safety margin its slope is consistent with the irradiation study
- ✓ Type inverted Irradiated sensor confirmed to collect charge well after 10 Mrad irradiated

- Current hit occupancy is below 1%, but it is expected to rise as the background increases with higher beam luminosity in the future
- Higher occupancy degrades tracking performance by increasing the number of fake tracks
- We will implement hit-time selection and cluster-grouping methods, which are based on hit time to reject background and enhance occupancy acceptance,
  - With excellent hit-time resolution (< 3 ns) to remove off-time tracks
  - SVD has a feature that offers a 2000 times faster computing speed than a central drift chamber to provide collision time (T0). It speeds up the High-Level Trigger reconstruction and helps it cope with HLT reconstruction in the high luminosity condition

**Cluster-grouping** 

14 Other hits from

12 another beam-

-100

an event-by-event basis.

Hit-time-selection + Cluster-grouping

Red: background

Hit-time selection

**Blue:** background

classified by

classified by

a signal group to form tracks

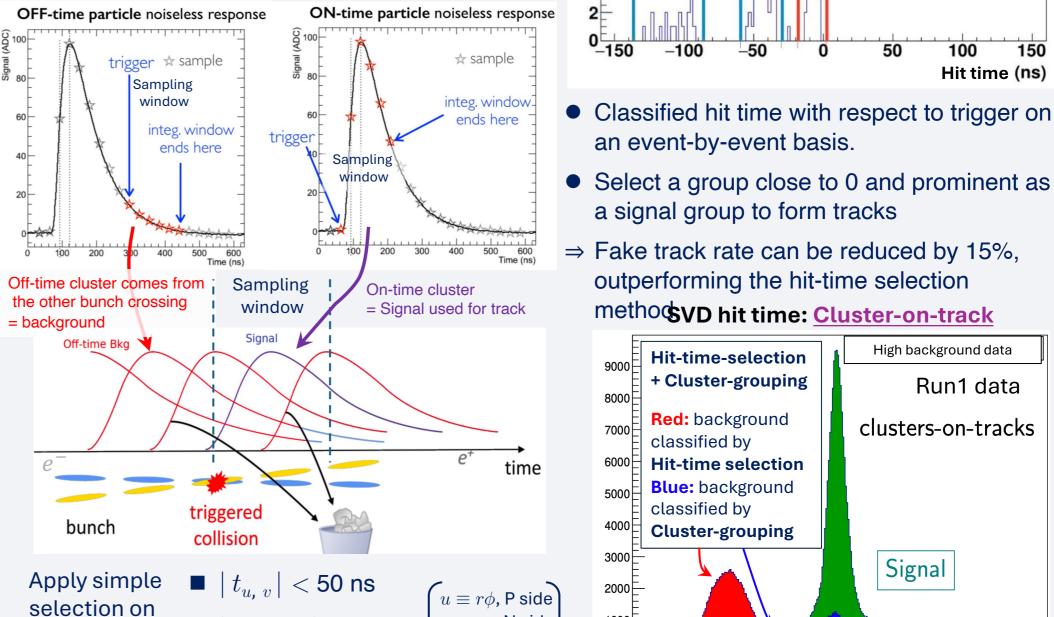
outperforming the hit-time selection

metho SVD hit time: Cluster-on-track

10 bunch

#### **Hit-time selection**

- The hit time *t* is determined by the peak part of the signal sampling in the sampling window (6 samples).
- The peak position in the sampling window varies with the collision, enabling the identification of hits from triggered collisions



 $|t_u - t_v| < 20 \text{ ns}$ hit time ⇒ Removed 50% off-time track with keeping

- $v\equiv z$  , N side
- signal efficiency > 99%
- **Cluster-grouping** 2000 1000
  - Hit time [ns] Applied both methods to classified

-50

additional fake signals (blue area) coming from the off-time cluster contamination √ These improvements lead to an increase in acceptable occupancy for track

✓ Hit-time-selection can reject the red background area and the cluster-grouping can reject

reconstruction to about 6% in layer 3

Ongoing SNR at each sampling point of the APV25 differs between the background and the signal → Useful for 3-sample sampling to reject bkg and to reduce the SVD DAQ dead time

0.1

0.05