



Vertex Finding in Pile-up Rich Events for pp and dAu Collisions at STAR

Rosi Reed
STAR Collaboration
UC Davis

Outline

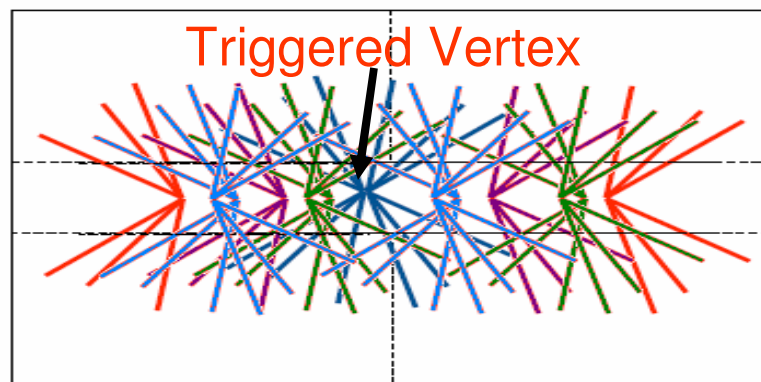


- Introduction
- Description of STAR detectors
- Vertexing Methods and Challenges
 - pp
 - dAu and AuAu
- Evaluation of algorithms on 2008 data

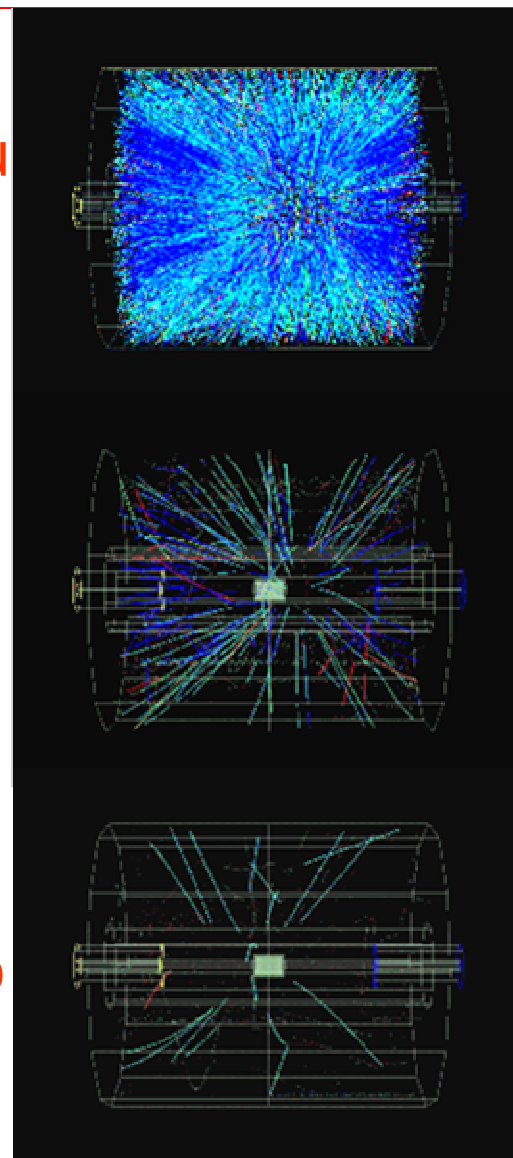
Introduction

- Vertex location is key for the determination of many physics variables in all collisions **AuAu**
- **Challenge**: high luminosity + long detector readout time records multiple vertices/event
- In 2008 STAR used 2 approaches to find the triggered vertex
 - Pile-Up Proof Vertexer (**PPV**) in pp **dAu**
 - “Minuit based” Vertexer (**MinuitVF**) in dAu and AuAu

Cartoon of pile-up vertices in the STAR detector



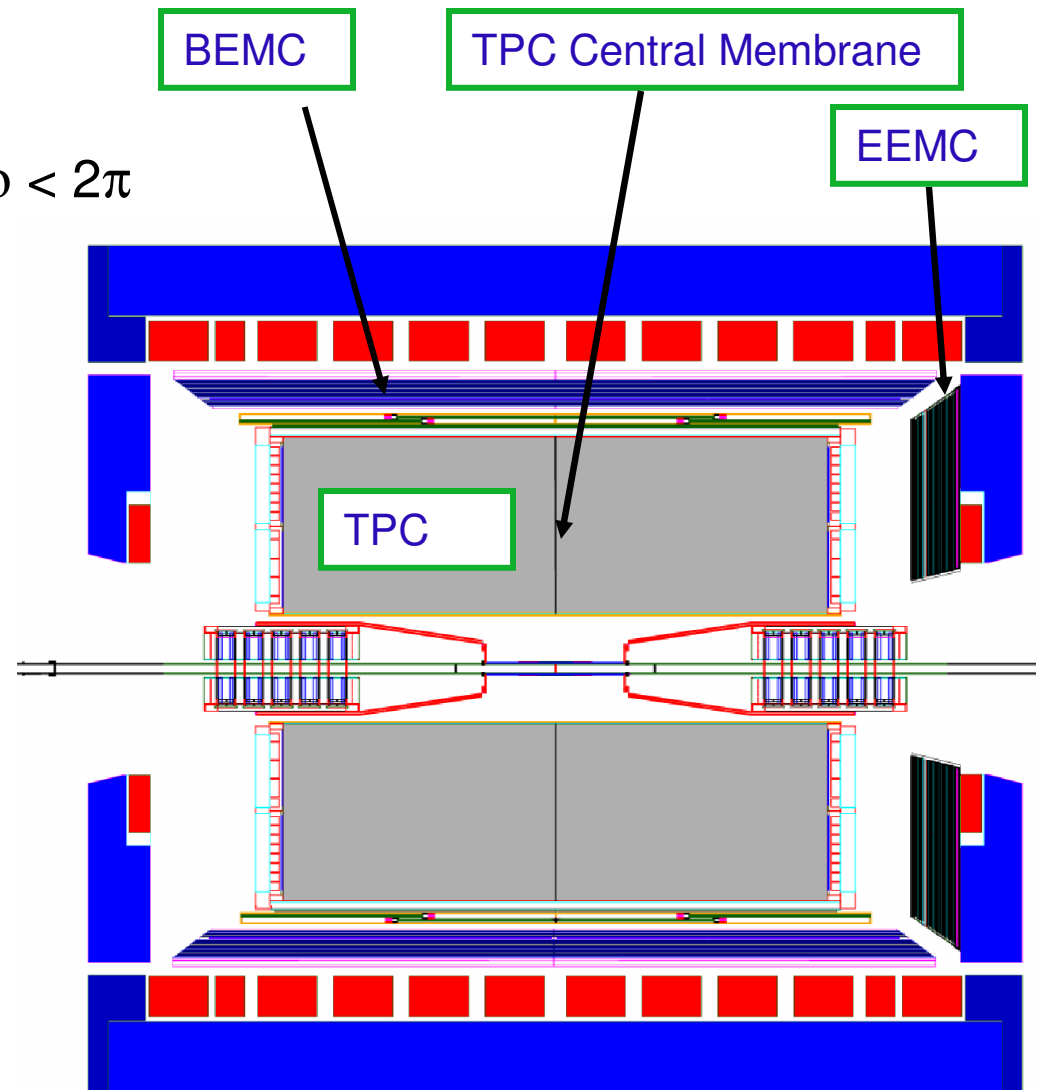
pp



STAR TPC and EMC



- Barrel Electromagnetic Calorimeter (**BEMC**)
 - Acceptance: $|\eta| < 1$, $0 < \phi < 2\pi$
 - Fast Detector $\sim \mu\text{s}$ to clear detector
- Time Projection Chamber (**TPC**)
 - Acceptance: $|\eta| < 1.8$,
 $0 < \phi < 2\pi$
 - Slow Detector $\sim 80 \mu\text{s}$
- EMC End Cap (**EEMC**)
 - Acceptance: $1.1 < |\eta| < 2$,
 $0 < \phi < 2\pi$

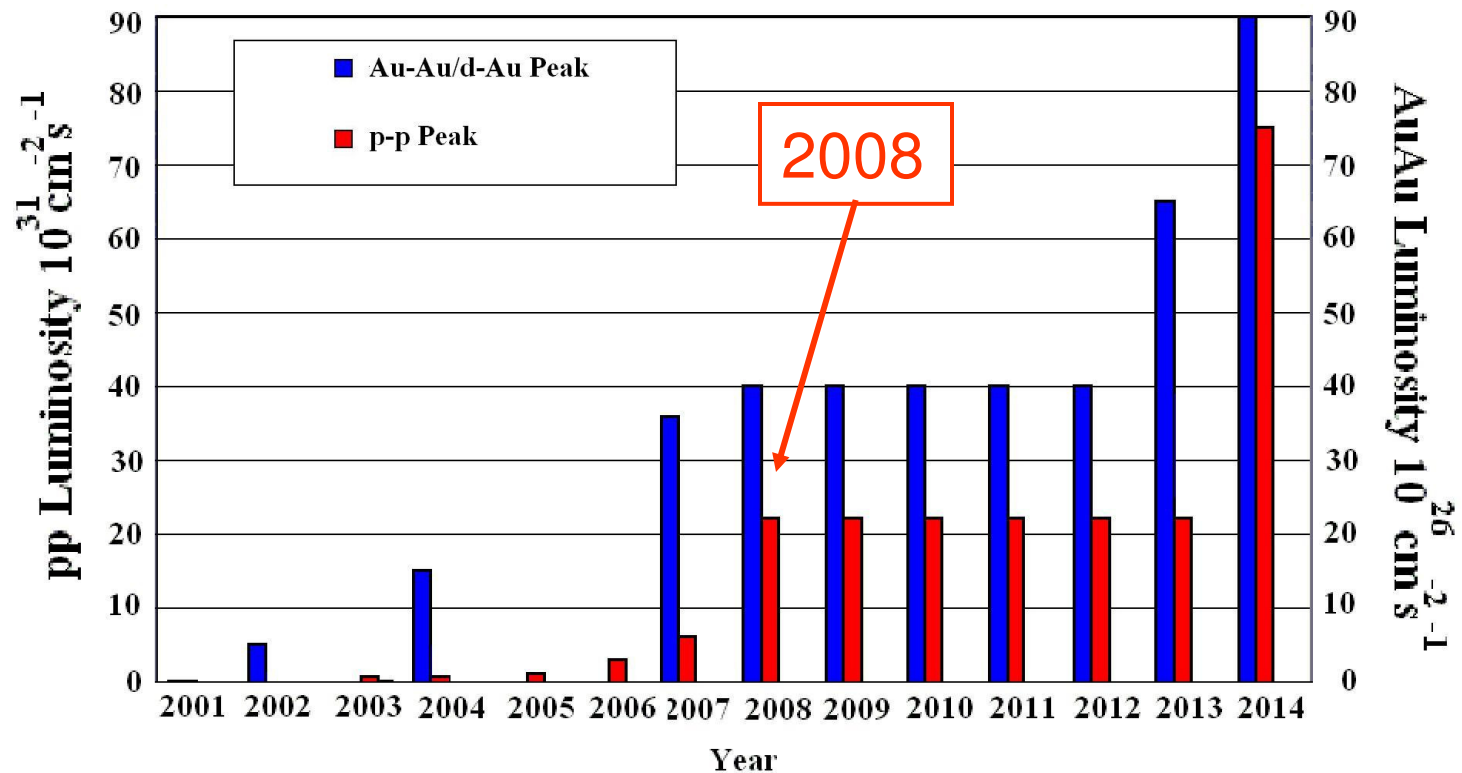


Collision Rates and Multiplicity



As luminosity increases

of Vertices in the TPC increases



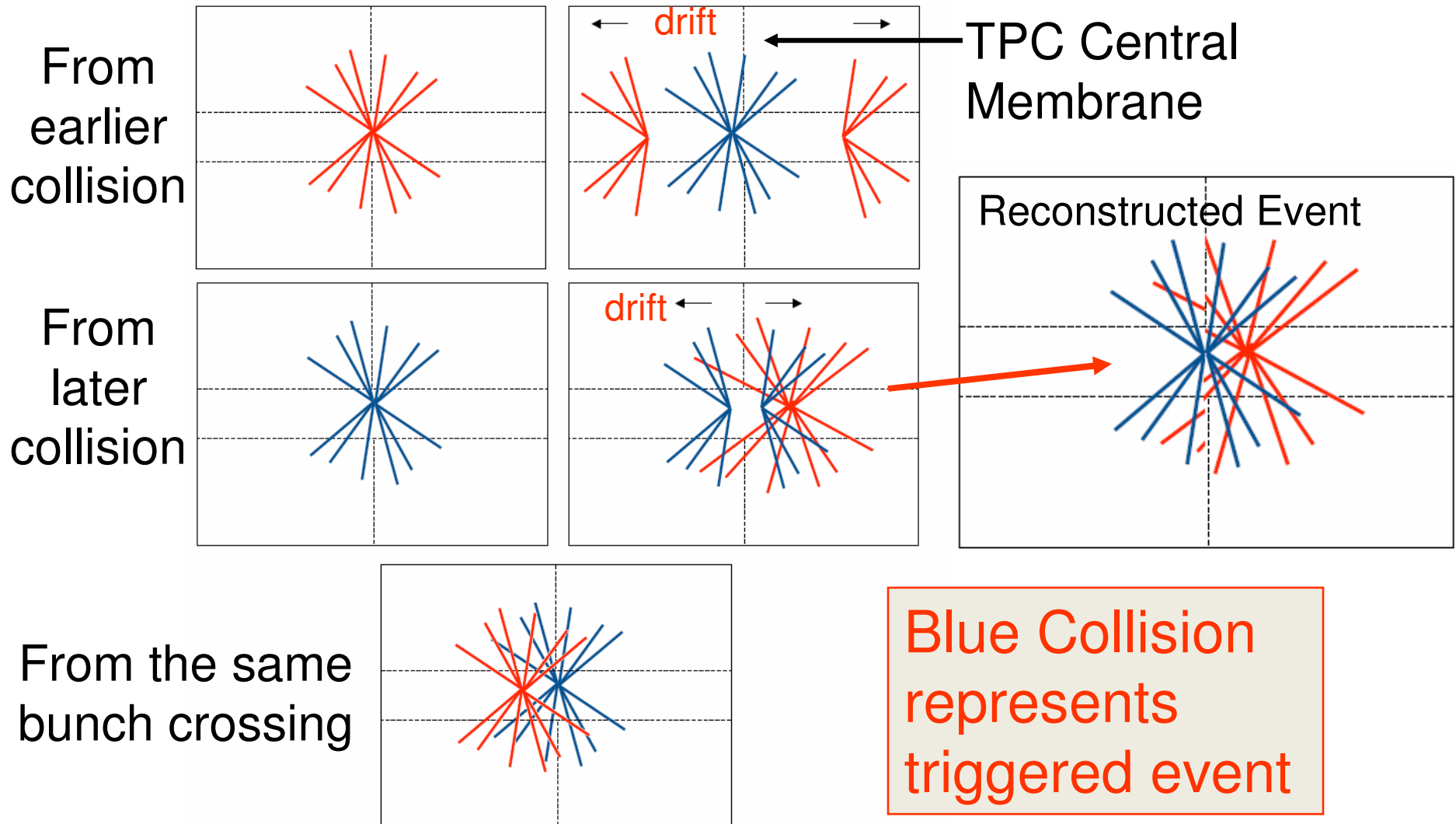
dAu 2008

- Collision Rate is ~200-300 kHz
- ~20 collisions in the TPC
- # Tracks in Unit Rapidity ~11-13

pp 2008

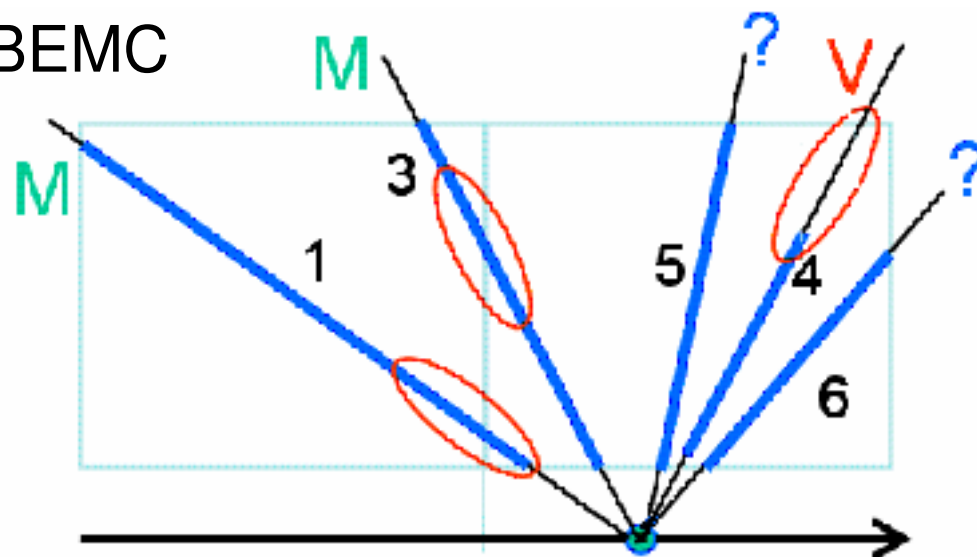
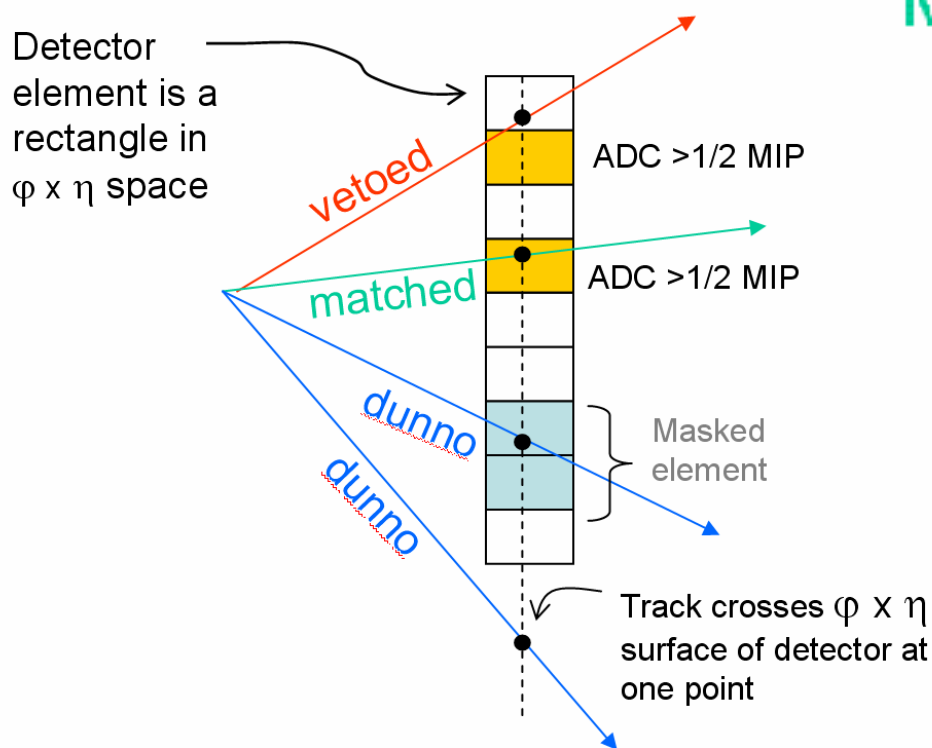
- Collision Rate is ~400-500 kHz
- ~36 collisions in the TPC
- # Tracks in Unit Rapidity ~3-4

Pile-Up in STAR TPC



PPV Method

- Selected tracks are given weights
 - $W = w_{TPC} * w_{EEMC} * w_{BEMC}$



Tracks 1+3 Matched

Tracks 5+6 Dunno

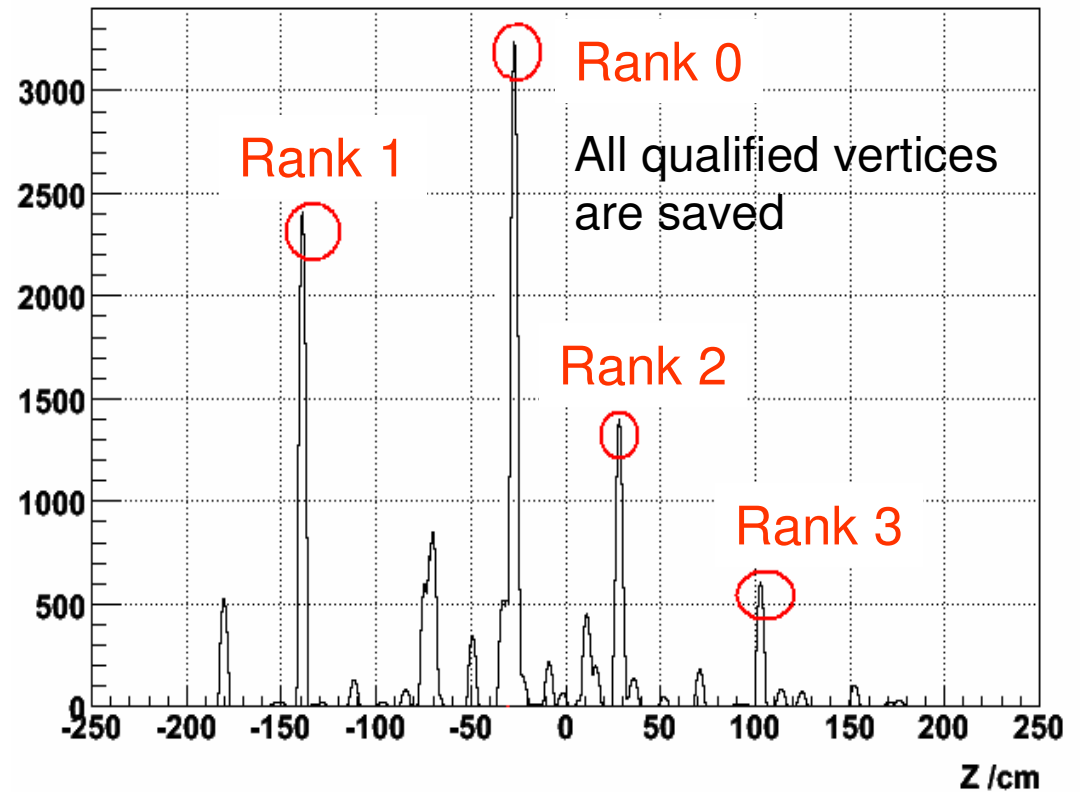
Track 4 Vetoed

PPV Method



- For each location in Z the Likelihood $L_i(z)$ of all tracks which extrapolate to $|\Delta z| < 1.5$ cm is calculated
 - “Probability” that the vertex is located at Z
 - Cumulative Likelihood is the **product of $L_i(z)^{W_i}$**
 - W_i is the track weight
- Choose Vertex Z location at L_{\max}
- Associate Tracks within **3 cm**

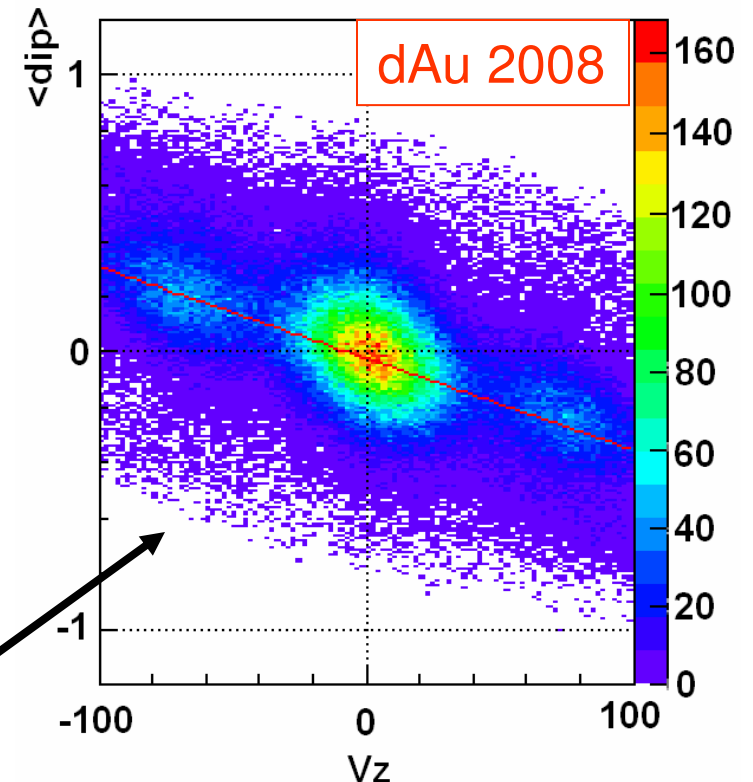
Vertices require at least **1 track** pointing to a fast detector



MinuitVF Method



- Vertex candidates are selected using 5 “Good” tracks
 - point within 6 cm in z
 - within 2 cm of the beamline
- 3D position determined by the MINUIT minimization Routine
 - Minimizes the mean distance of closest approach (DCA).
- Vertex Rank is determined by
 - The $\langle \text{dip angle} \rangle$ of tracks vs z
 - # of tracks which are matched to the BEMC
 - # of tracks which cross the TPC central membrane



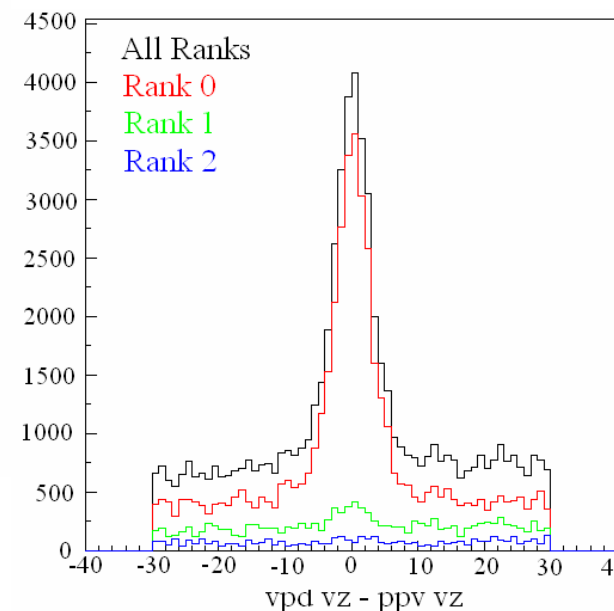
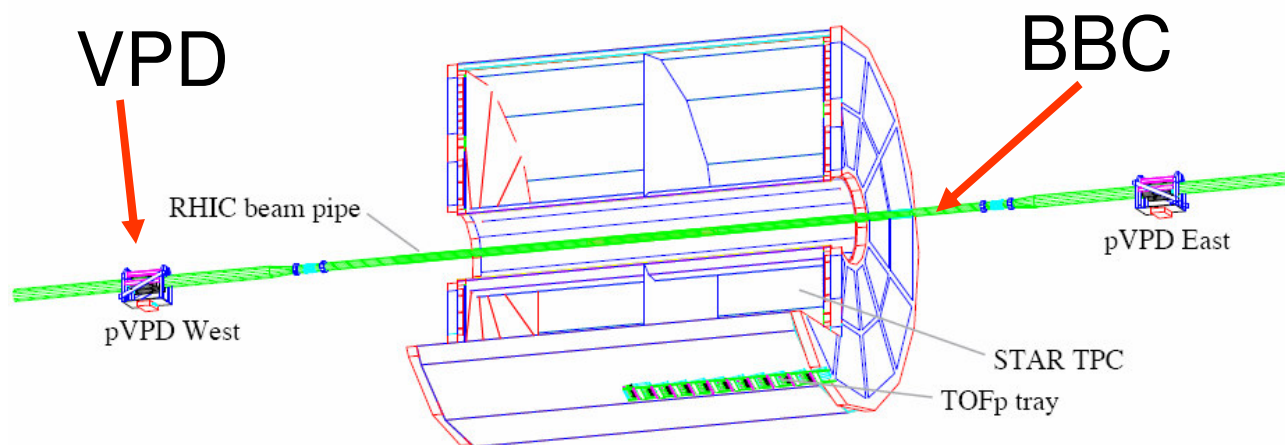
ZDC-only

PPV vs MinuitVF



PPV	MinuitVF
Optimized for pp	Optimized for AuAu
1D fit using beam-line	3D fit
Requires one track pointing to a fast detector	Gives greater weight to vertices with tracks that point to a fast detector
Rank determined by likelihood	Rank determined by $\langle \text{dip angle} \rangle$, # of matched tracks
Probability of vertex location found by truncated log-likelihood	MINUIT used to minimize distance of closest approach of all tracks

Hardware Vertex Cross-Check



- VPD (**V**ertex **P**osition **D**etector)
 - ~5 cm z vertex resolution with Time Of Flight electronics
 - ~25% vertex finding efficiency with pp
 - Z position determined by time difference between west+east
- BBC (**B**eam **B**eam **C**ounter)
 - vertex resolution ~20cm at pp (~75% vertex efficiency)

Evaluation Statistics PPV



PPV performance is consistent from 2006 to 2008

Good agreement between hardware and software

2006

Triggers 2006	% with Vertex
zerobias	3.0%
minbias	48.0%
high tower	95.8%

2008 – Increased Luminosity

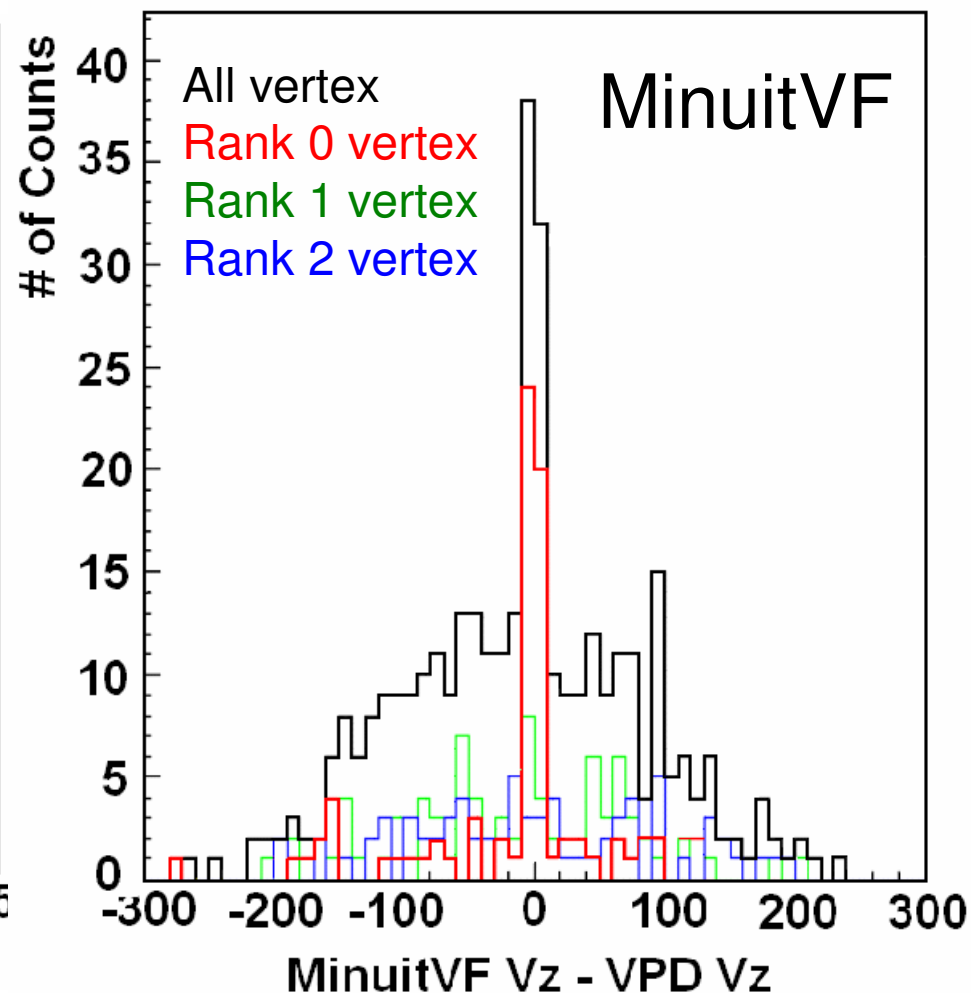
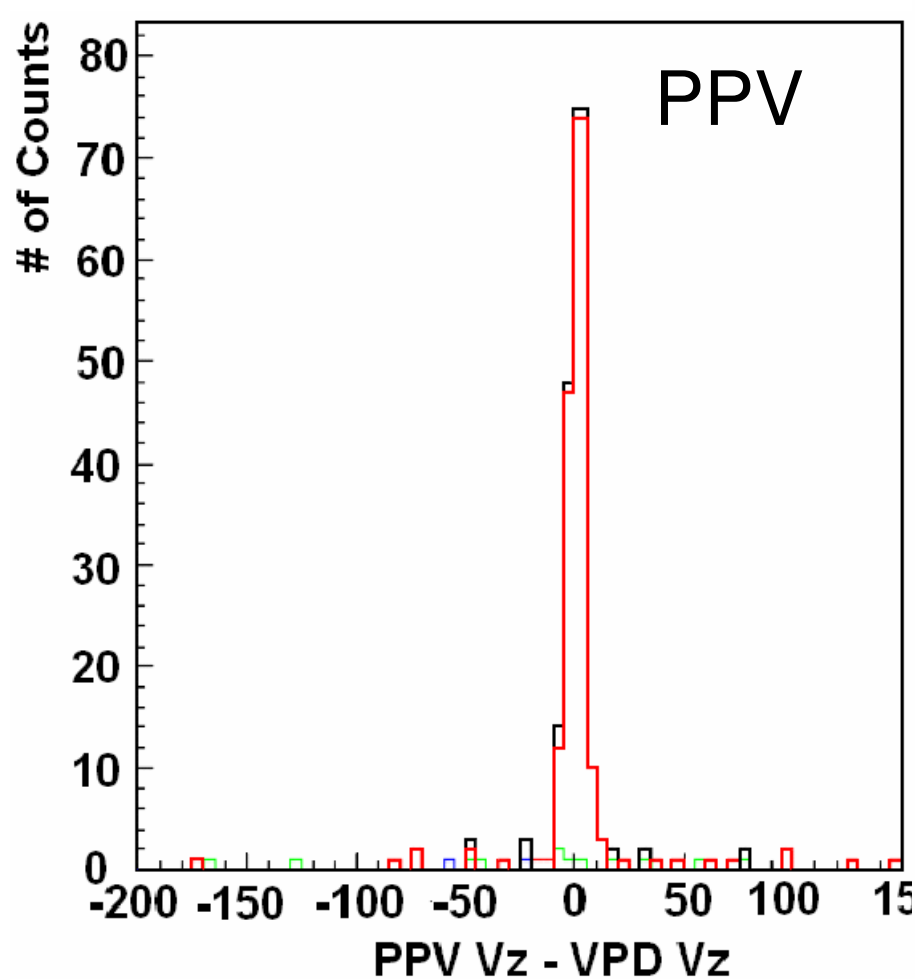
Trigger Name	% with vertex	% match VPD	% match BBC
zerobias	12.2%	80.0%	93.3%
bbc	56.3%	78.4%	87.4%
high tower	96.2%	69.2%	89.4%

Peak luminosity increased by factor of ~4 but vertex finding efficiency is similar

Zerobias increase is proportional to pile-up rate

PPV-VPD match = $\Delta v_z = 20$ cm PPV-BBC match = $\Delta v_z = 60$ cm

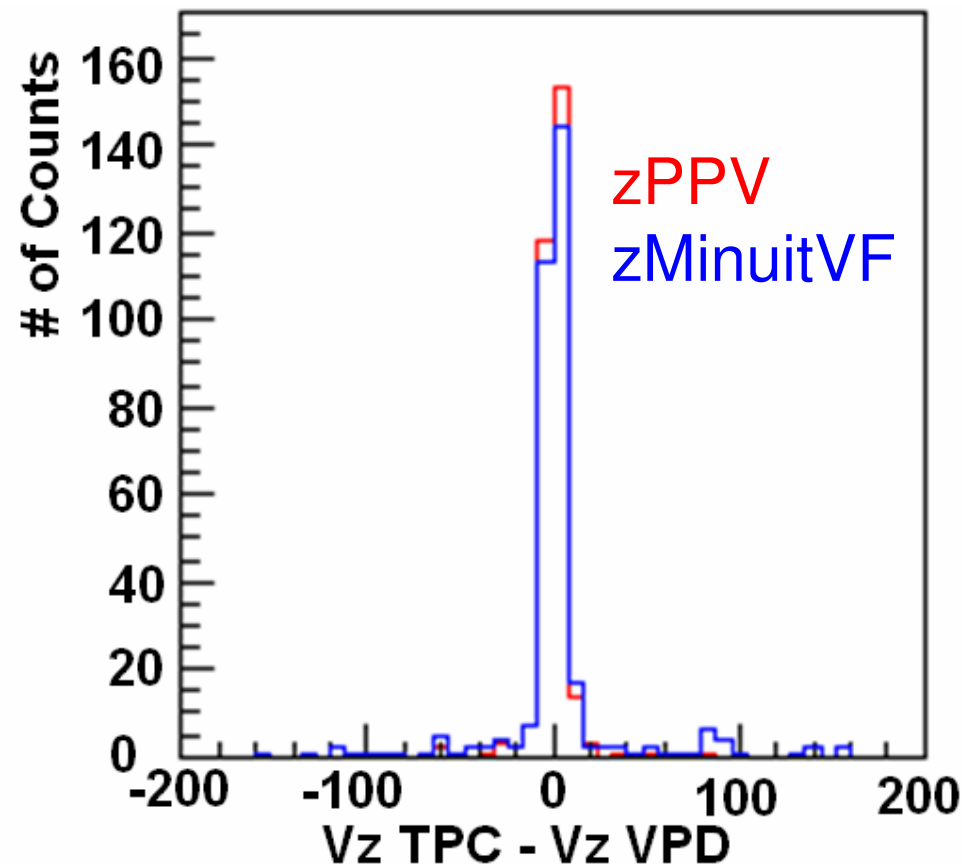
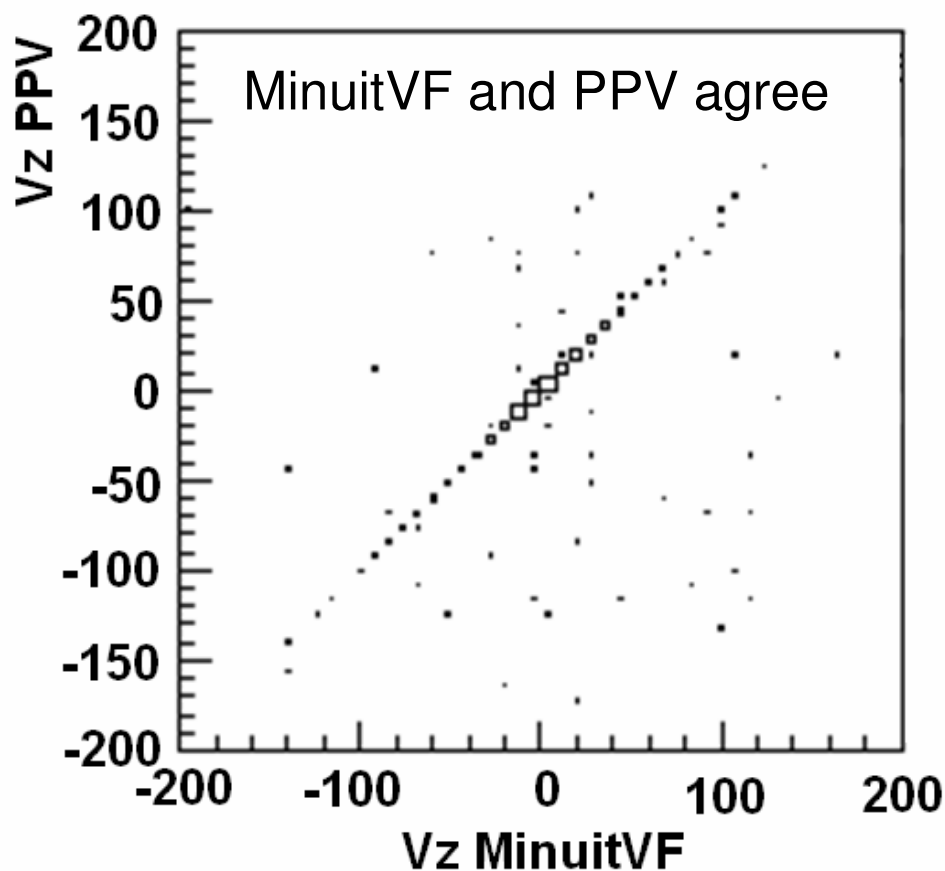
MinuitVF vs PPV Comparison in pp



Note: MinuitVF was optimized for AA. **What about dAu?**

Run8 PP
FMSSlow

MinuitVF vs PPV Comparison in dAu



MinuitVF optimized for AuAu - # Tracks in Unit Rapidity ~ 70 (minbias)
dAu - # Tracks in Unit Rapidity $\sim 11-13$
PPV optimized for pp - # Tracks in Unit Rapidity $\sim 3-4$

Conclusion



- Physics analyses require accurate knowledge of the vertex location that has fired the relevant trigger
- PPV achieves vertex reconstruction efficiencies for pp in 2008 similar to 2006
 - Vertex finders handle increased pile-up in 2008
 - Expected to handle RHIC II luminosity ($\sim x4$ from now)
- **Both vertex finding algorithms work efficiently for the appropriate ion species**
 - Correlation between software + hardware indicates we're finding the right vertex
- MinuitVF or PPV can be used for dAu



Back-Up Slides

Z-Vertex Based on Likelihood



Likelihood $L_i(z)$ of vertex being at z if Z_{DCA} of i -th track is $z_i \pm \sigma_i$

$$L_i(z) = \exp \frac{-(z - z_i)^2}{2\sigma_i^2} \cdot \text{const}_i$$

Limits minimal separation of vertices

Truncated cumulative likelihood $L^c(z)$, tracks contribute only for $|z - z_i| < c$, $c = 1.5 \text{ cm}$

$$L^c(z) = \prod_i^{\text{tracks}} (L_i^c(z))^{W_i} \quad \text{where} \quad W_i = \text{track weight from matching}$$

$$L_i^c(z) = \begin{cases} L_i(z) & \text{for } |z - z_i| < c \\ L_i(z_i + c) = \text{const} & \text{otherwise} \end{cases}$$

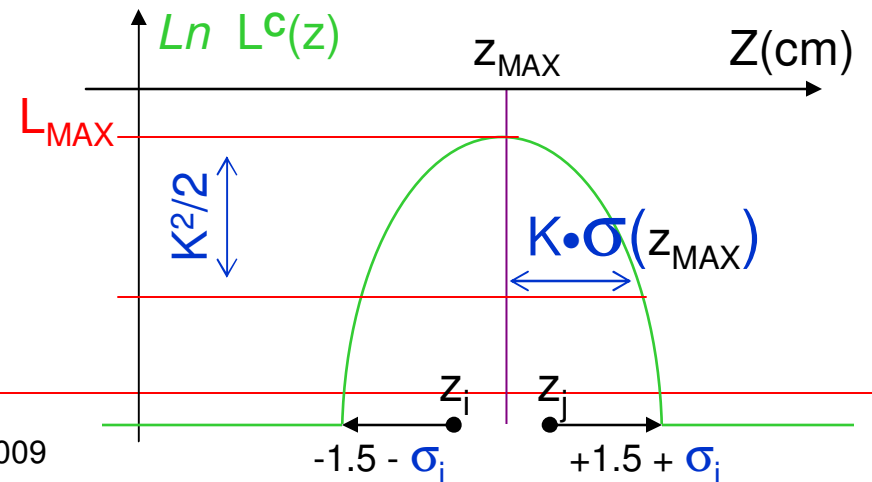
Solution: Z & σZ of the vertex:

$$\max \{ L^c(z) \} \rightarrow z_{MAX}$$

$$\ln[L^c_{MAX}] - K^2/2 = K \cdot \sigma(z_{MAX})$$

Log Reed $K = 4 \rightarrow \Delta L^c = 8$

CHEP 2009



PPV Finder Method



- Truncated Cumulative Likelihood histogram created
 - Likelihood of a vertex at z given a track with a Z_{DCA} of z_i is $L_i(z) \propto \exp(-(z-z_i)^2/2\sigma_i^2)$
 - $L^c(z) = \prod (L_i^c(z))^W$
 - Tracks only contribute when $|z-z_i| < 3$ cm
- Choose Vertex z location at L_{max}
 - Associate tracks if $|V_z - z_i| < 3 + \sigma_i$
 - Keep vertices with at least 2 tracks that have matched in the fast detectors
- Repeat above step until all tracks have been associated