

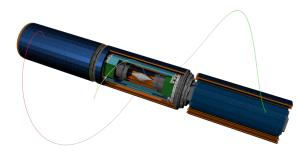


Mu3e Track Reconstruction

DPG Heidelberg

T 96.5 2022-03-04 @ T-H27 17:15-17:30

Alexandr Kozlinskiy (JGU Mainz, Institut für Kernphysik)



Mu3e Experiment

Search for Charged Lepton Flavor Violation

- Through a decay $\mu^+ \to e^+ e^+ e^-$
- Not observable in the Standard Model $(Br < 10^{-54})$
- Any observed decay will point to New Physics

SM $\mu^+ \to e^+ e^+ e^ V^+$ V^+ V^- Neutrino mixing

Current experimental status:

- SINDRUM (1988) Nucl. Phys. B299(1988)1
- Br $< 10^{-12}$ at 90% c.l

Mu3e aims for sensitivity of $2 \cdot 10^{-15}$

- Under construction at Paul Scherrer Institute
- Existing beam line ($\pi E5$, $10^8 \mu/s$)

Signal

Signal $(\mu \to 3e)$:

- Decay at rest to two positrons and one electron
 - Common vertex & time
 - Invariant mass: $M_{e^+e^+e^-} = m_{\mu}$
 - Total (missing) momentum: $\sum \mathbf{p}_e = 0$
- Require good momentum, vertex and time resolution
- Tracks with maximum momentum of 53 MeV/c
 - Large Multiple Scattering (MS)



Background

Random combinations:

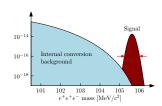
- Overlap of several $\mu^+ \to e^+ + 2\nu$ and/or e^\pm scattering
- Contribution from fake tracks
- Signature: not same vertex, time, etc.

Internal conversion:

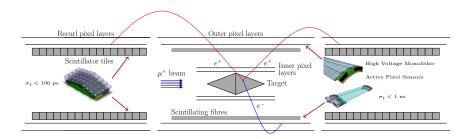
- $\mu^+ \to e^+ e^+ e^- + 2\nu$
- Signature: missing momentum & energy



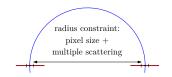




Detector - recurl stations

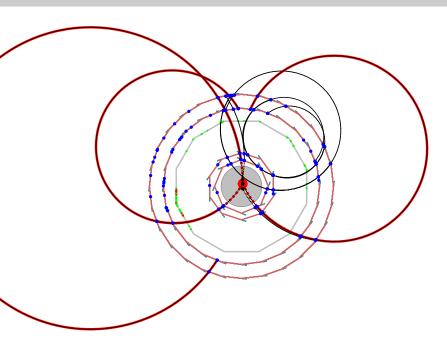


- Muons stop on target and decay at rest
- 4 pixel layers provide hits for track reconstruction
- Particles bend back in magnetic field and measured again, improving momentum resolution



• Two recurl stations to improve acceptance for such particles

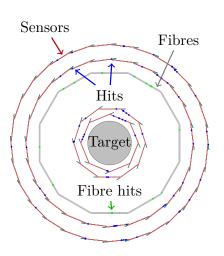
Reconstruction



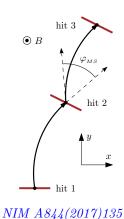
Reconstruction

$10^8 \mu/s$ stop and decay on target

- Hit rate of 10⁹ per second + fibre and & tile hits
- 10-20 hits per layer per event (64 ns time slice)
- Total 10⁹ track fits each second
- Need fast and efficient reconstruction in MS dominated environment



Triplet fit

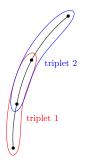


Track in magnetic field:

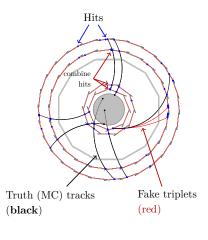
- Described by helical trajectory
- Minimum 3 hits to reconstruct track (triplet)
- Multiple Scattering in middle point

Track:

- Sequence of triplets
- Minimize combined χ^2
- Weighted average of individual triplets



Reconstruction: from triplets to short tracks



Triplet (3 hits) seeds:

- Combine hits from first 3 layers
- Fake rate $\approx O(1)$ (1 per truth track)

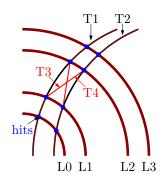
Short (4 hits) tracks:

- Combination of triplet and hit in outer layer
- Fake rate $\approx O(0.1)$



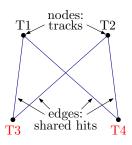
Reconstruction: resolve algorithm

- Some particles can recurl several times (10 and more) in central station
- These particles produce a large number of closely packed hits that result in a large number of reconstructed short tracks (true and fake combinations)
- Need a way to disentangle (resolve) these groups of tracks, otherwise these events would be unusable



Reconstruction: resolve algorithm

- Create graph of connected tracks
- Each node is a track and edges connect tracks that share hits (intersecting tracks)
- Find largest subset of disconnected nodes (tracks) → standard graph theory exercise

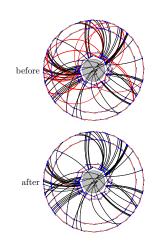


Reconstruction: resolve algorithm

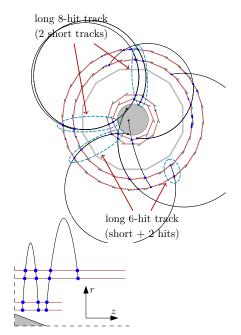
- Exponentially hard algorithm, partially due to unknown number true tracks
- High granularity and efficiency, low noise \rightarrow estimate number of tracks as $N_{hit}/4$

Short track performance:

- Factor 5 reduction in fake rate (from 0.16 to 0.03)
- No efficiency loss (select several sets within distance to minimum χ^2)



Reconstruction: long tracks



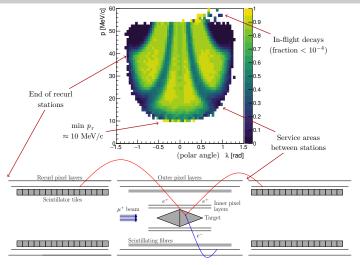
Long 6-hit tracks:

• Combine short track with pair of hits in outer layers

Long 8-hit tracks:

- Combine 2 short tracks with opposite curvature
- Fake rate $\approx O(0.1) O(1)$ combination of short tracks from
 wrong turns
- Direction (charge) ambiguity → reconstruct recurl chain

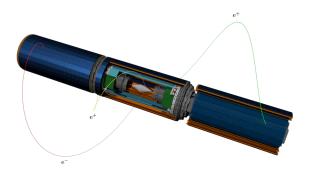
Acceptance and efficiency



- Acceptance: $\epsilon_{acc} \approx 70\%$ (1 hit per layer, min $p_{\scriptscriptstyle T}$, etc.)
- Short tracks: $\varepsilon_{\scriptscriptstyle short} \approx 90\% \cdot \varepsilon_{\scriptscriptstyle acc} \; (\chi^2 \; {\rm cut})$
- Long tracks: $\varepsilon_{\tiny long} \approx 70\% \cdot \varepsilon_{\tiny short}$ (gaps, etc.) \rightarrow analysis

Summary

- Efficient track reconstruction with low fake rate and good momentum resolution
- Necessary to reach design sensitivity of $2 \cdot 10^{-15}$
- For more information see TDR NIMA 1014 (2021), 165679



Backup

Momentum resolution

Short tracks (4 hits)

- $\langle \sigma_p \rangle \approx 1.4 \text{ MeV/c}$
- Depends linearly on momentum

Long tracks (6 and 8 hits)

- $\langle \sigma_p \rangle \approx 0.2 \ \mathrm{MeV/c} \ (\mathrm{min} \ 100 \ \mathrm{KeV/c})$
 - (×10 better than short tracks)
- Allows to separate signal from internal conversion decays

