



# Status Report on Silicon Tracking

georgios.voutsinas@desy.de

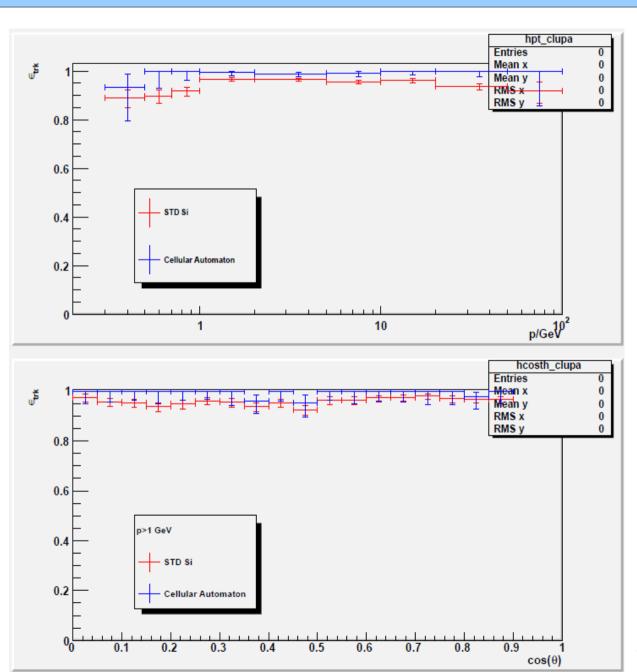
#### **Outline**

#### Cellular Automaton

- Adaptation of the cellular automaton algorithm used for the FTD to the barrel Si detectors (VXD + SIT)
- Mini Vectors
  - How can we exploit the mini-vectors

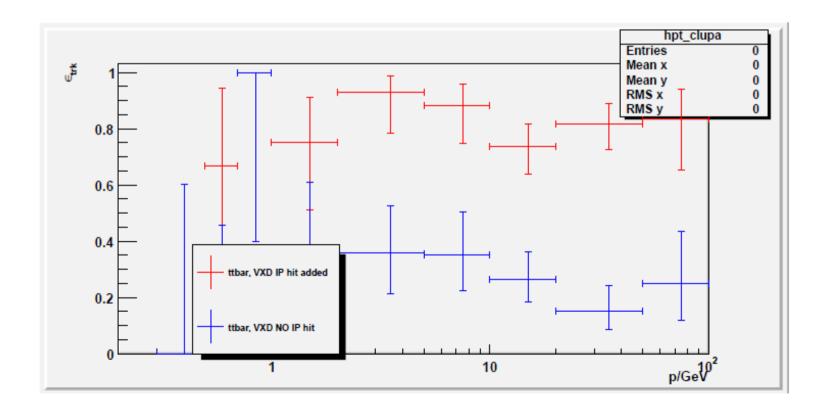
## Cellular automaton Vs std Si tracking

- ttbar @ 1 TeV
  - No background
- IP tracks (Rvtx < 10mm)</li>
- Si Tracking out of the box
- Vs CA tracking (<u>standalone</u>
  <u>VXD</u>)
- Found track: ≥ 75% of MC hits are found
- Track selection:
  - Hopfield NN



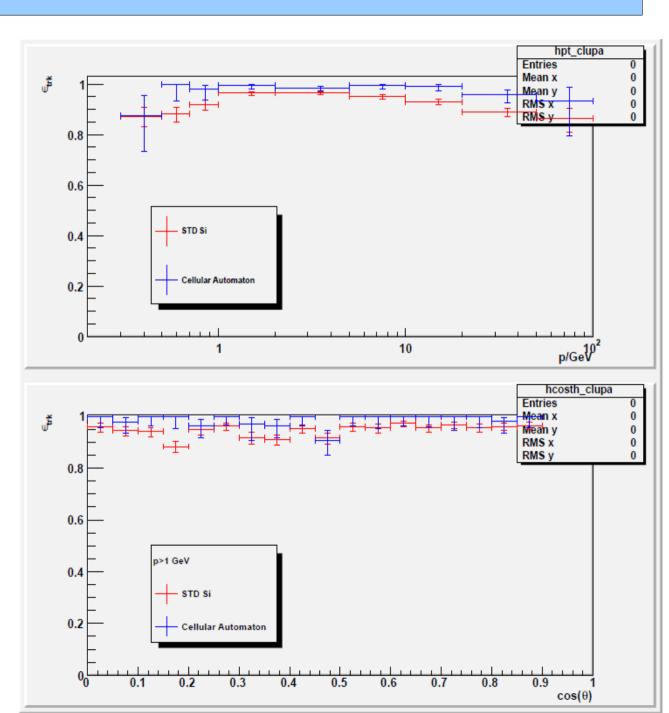
### Non-prompt tracks

- But what's going on if we select non-prompt tracks as well?
  - We miss tracks with a relatively high Impact Parameter
    - When their origin is between the inner and the intermediate VXD layer
  - Possible solution
    - Add a virtual hit at the interaction point (0,0,0) for all tracks

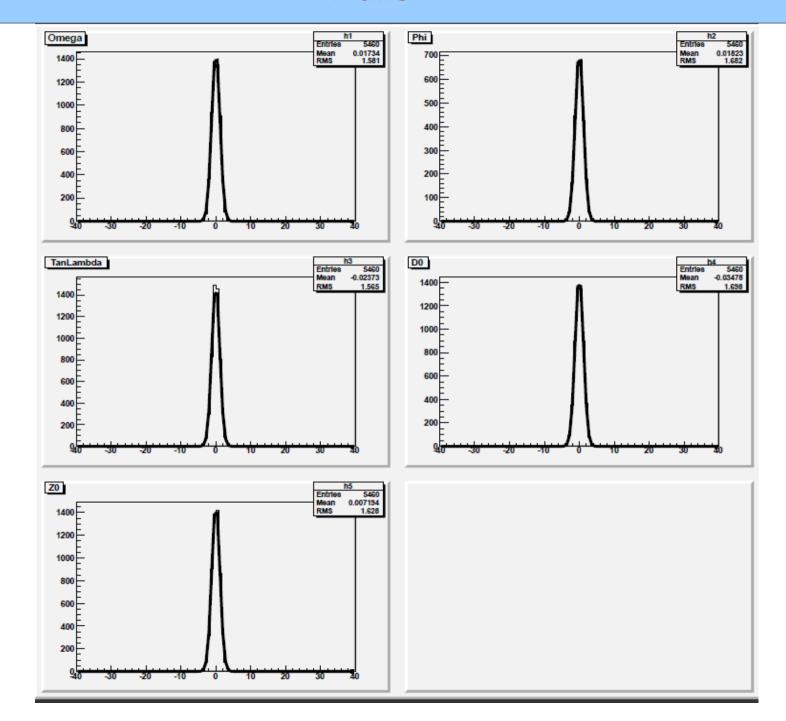


# Non-prompt tracks (VXD)

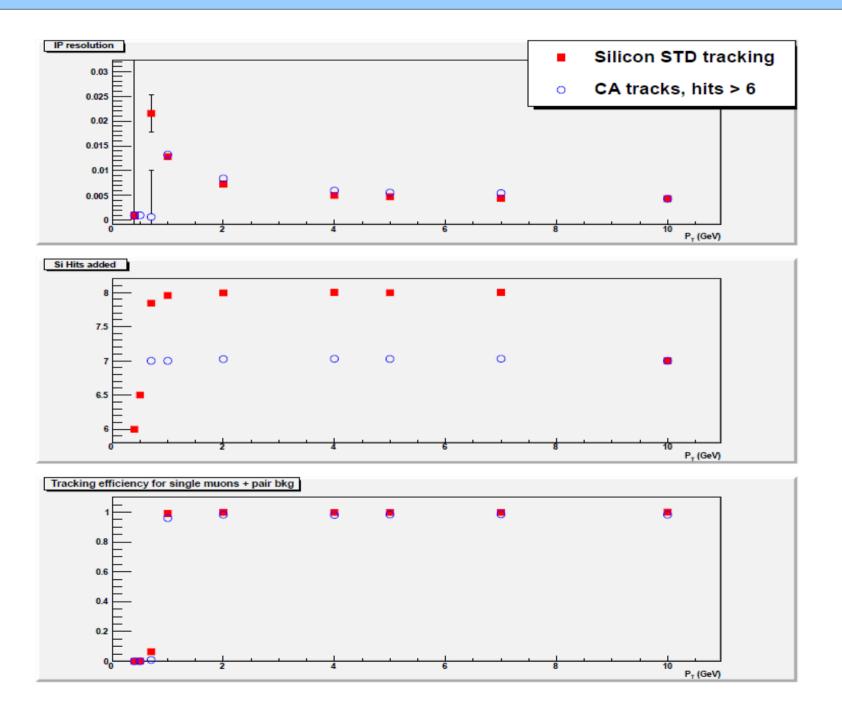
IP < 36 mm (radius of the intermediate VXD superlayer)</li>



### **Pulls**

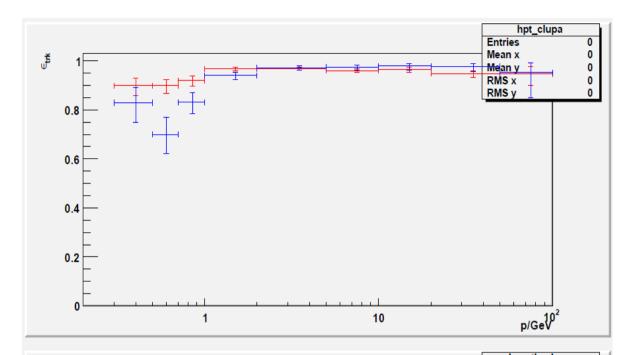


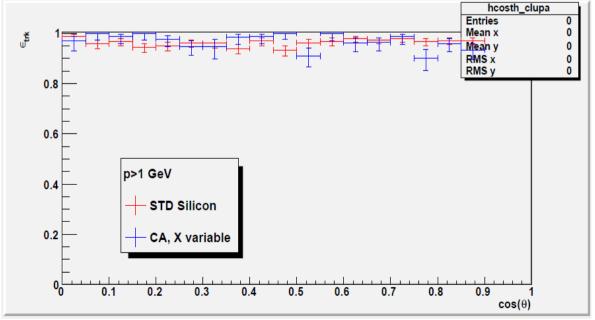
# IP resolution – single muons



#### VXD + SIT

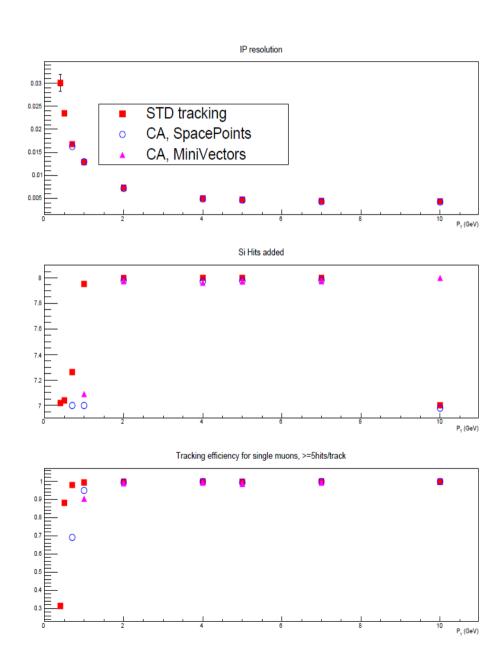
- CA, VXD + SIT vs Std algo
- Std algorithm faster
- Many parameters to play with
  - Division in angular sectors
  - Sector combinations
    - Max. layer step and jump to the IP
  - Min. hits / track
  - Maximum allowed connections
  - Connections criteria
  - ▶ etc...





#### Mini - Vectors

- Try to use track segments instead of spacepoints in the cellular automaton
- Big improvement in speed



#### Conclusions

- Cellular automaton with spacepoints
  - > Still didn't find a way to provide high efficiency in low mom + time performance
- Mini Vectors
  - Promising concept, reduces significantly the combinatorics
  - Inside the framework of a Cell. Automaton algo
    - Didn't provide satisfactory performance in the presence of beam bkg
  - Should be tested in the framework of a track following algo
- Need to develop a Silicon tracking based on tracks seed from the TPC as a backup