

HGTD Performance and Use of Timing Information in Run 4

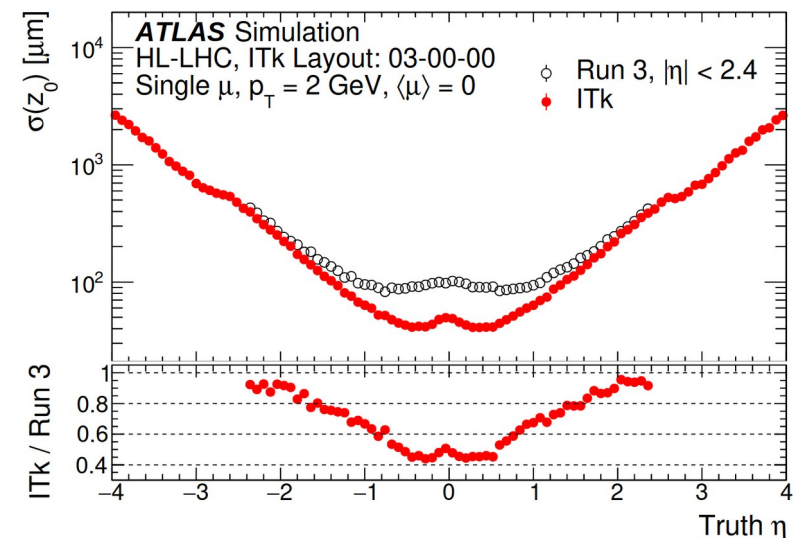
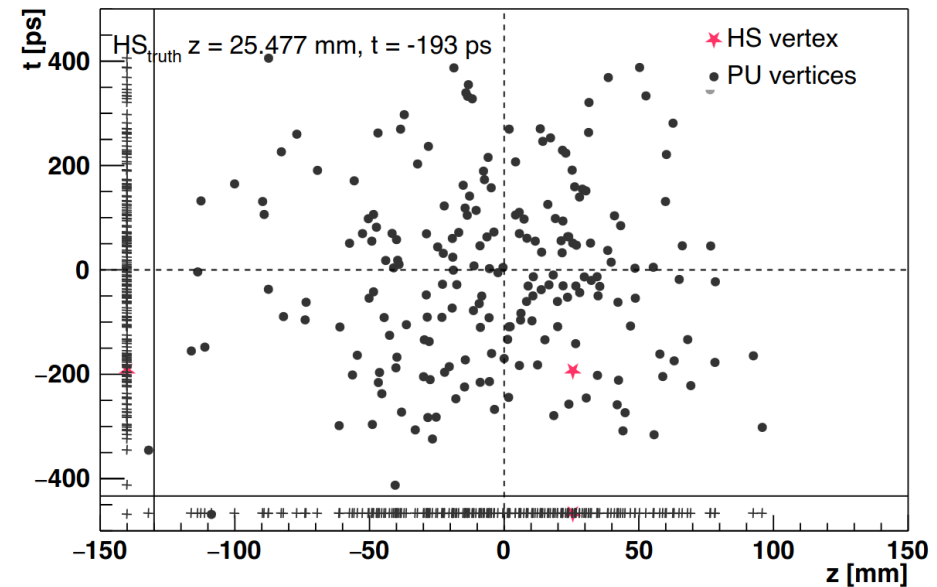
Jernej Debevc

(on behalf of the *HGTD Simulation, Performance and Physics* group)

19 June 2025 – ATLAS Collaboration Week @ CERN

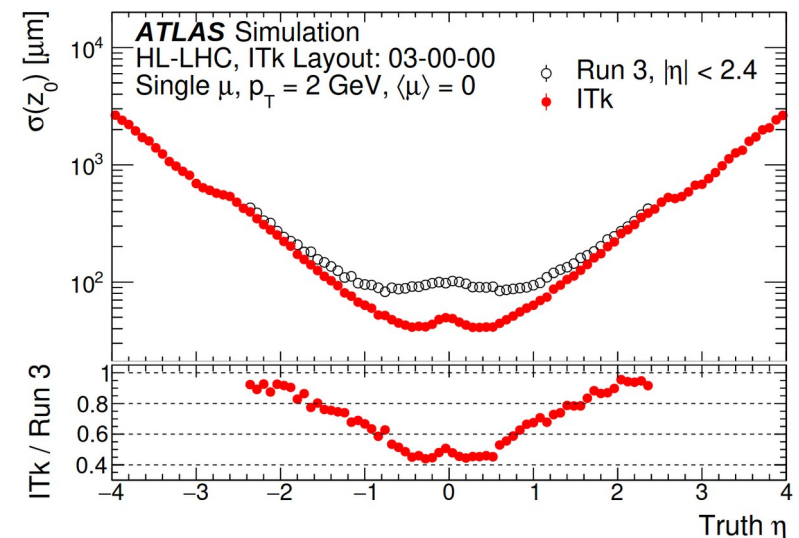
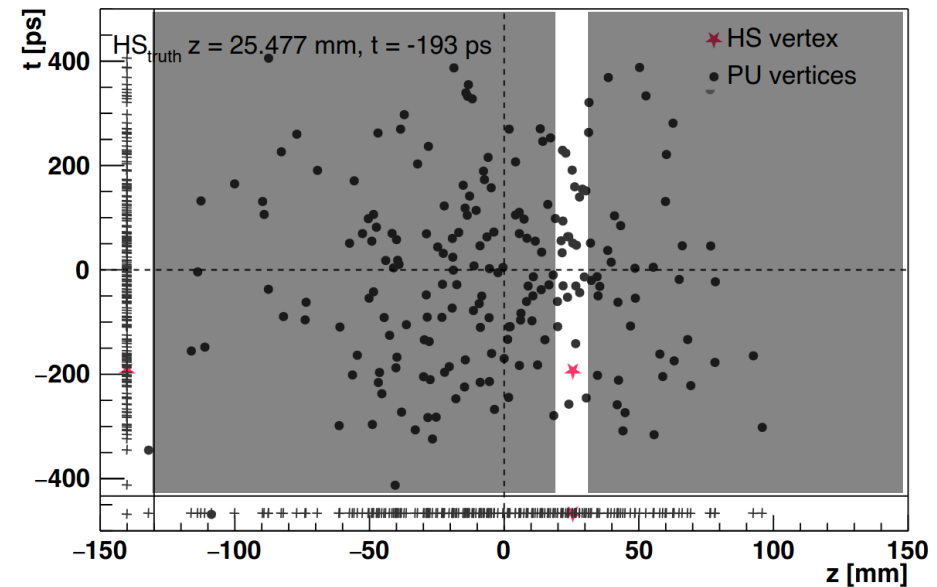
Benefit of HGTD timing information at HL-LHC

- High $\langle\mu\rangle=200$ pile-up environment will be a significant challenge at HL-LHC
- Spatial tracking information used to separate individual collisions generally degrades at high η
- Beam spot spread:
 - ~ 45 mm in z
 - ~ 180 ps in time
- $O(10$ ps) timing measurement can exploit the temporal beam spot spread
- HGTD can improve the pile-up suppression performance in the forward region



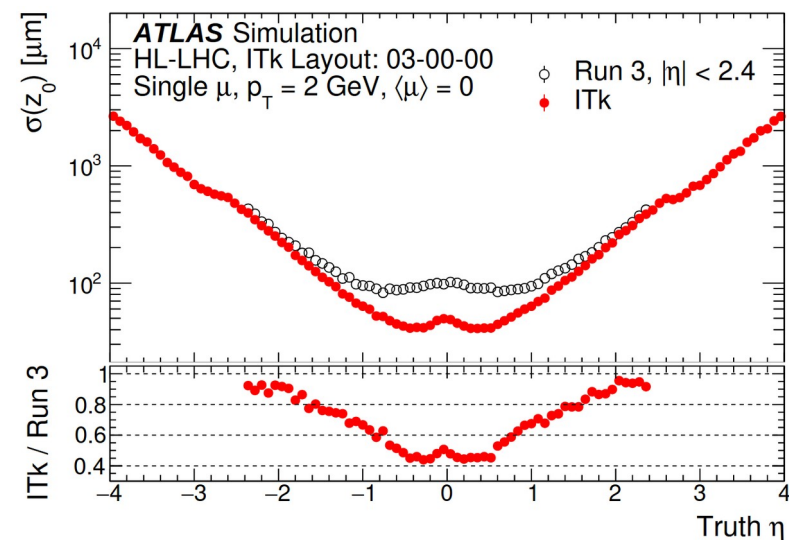
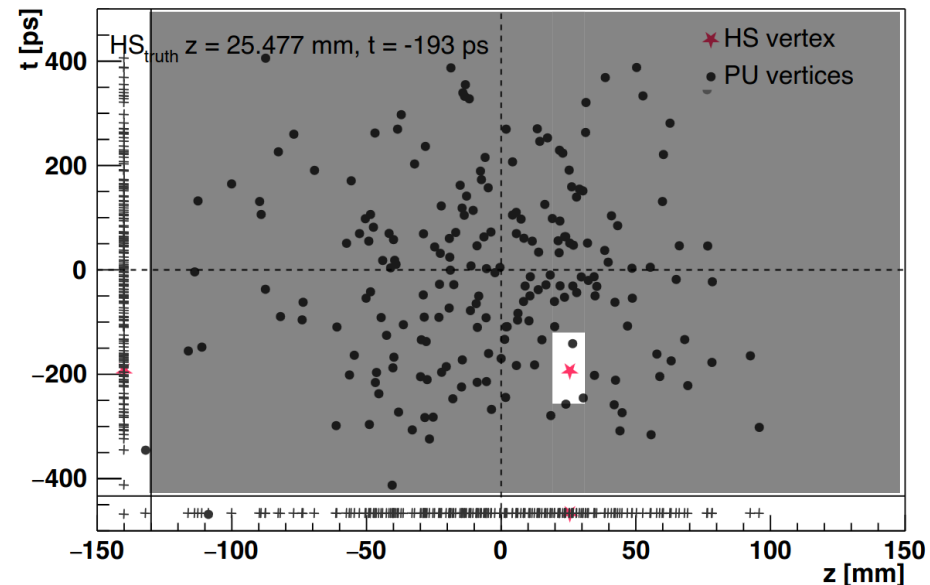
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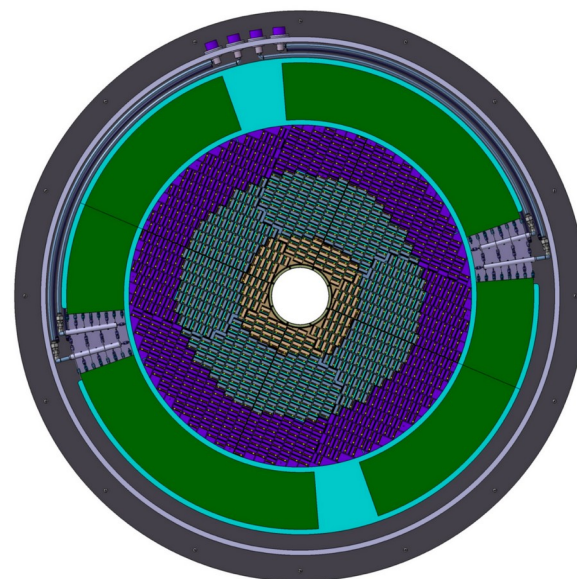
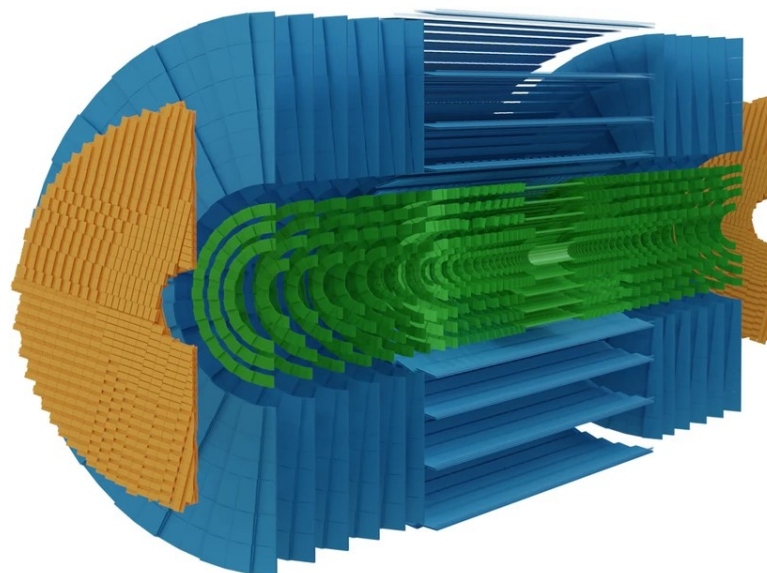
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High Granularity Timing Detector - Overview

See Tuesday's slides for a general status overview [here](#)

- Coverage in the forward region: $2.4 < |\eta| < 4$
- ± 3.5 m from nominal interaction point – behind ITk
- Silicon LGADs $1.3 \text{ mm} \times 1.3 \text{ mm}$ pad size
- < 10 % maximum occupancy
- 4 instrumented layers per end-cap
- 8032 modules, 3.6 M readout channels
- 3-ring geometry with varying module overlap
- Main objectives:
 - Provide timing information for tracks with resolution < 50 ps (< 70 ps per-hit resolution) – reconstruction efficiency inherently limited by acceptance
 - Per-bunch-crossing measurement of luminosity



Single-pad performance

- Timing resolution varies with radiation damage**

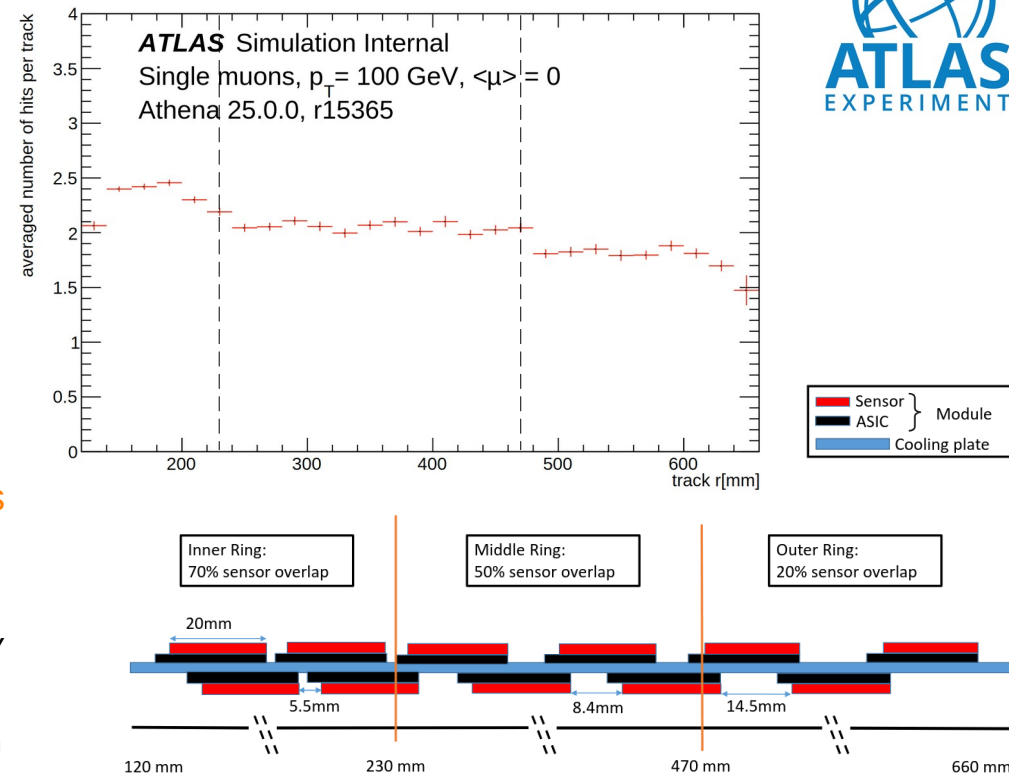
- Inner and middle rings will require replacement
- Multiple contributions to timing resolution:

$$\sigma_t^2 = \sigma_{\text{Landau}}^2 + \sigma_{\text{jitter}}^2 + \sigma_{\text{timewalk}}^2 + \sigma_{\text{TDC}}^2 + \sigma_{\text{clock}}^2$$

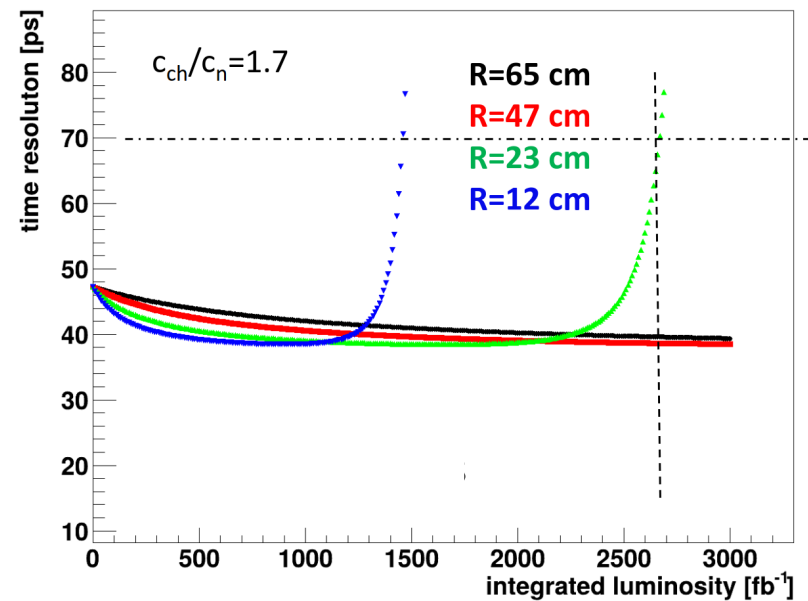
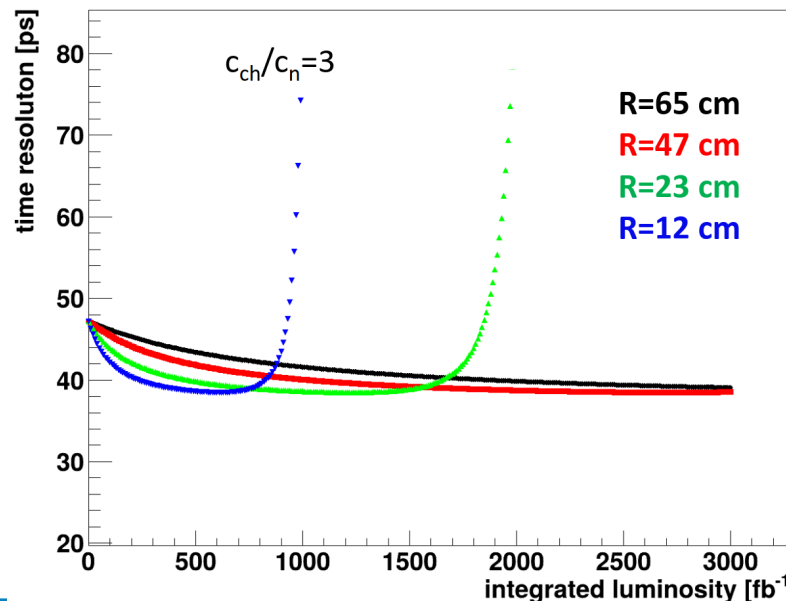
- Currently, the **per-hit resolution** is expected to be **40-45 ps**
- At most 4 hits per track, between 2 and 2.5 on average

***NB*:** Simulation, reconstruction and performance studies currently assume a per-hit resolution of **35 ps**

- Integration of more accurate timing resolution parametrization in Athena in progress



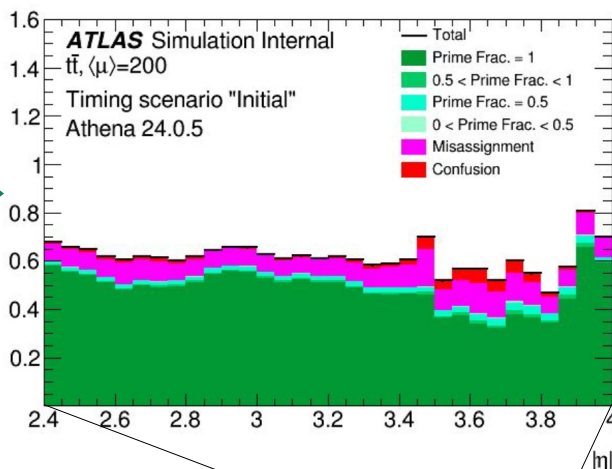
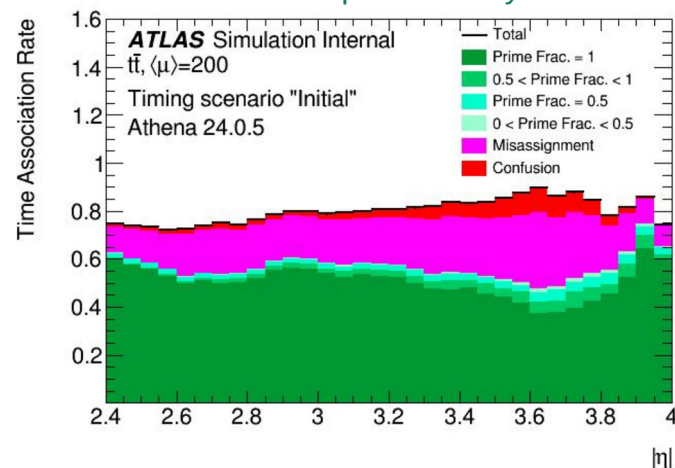
Overall per-hit timing resolution, no replacements



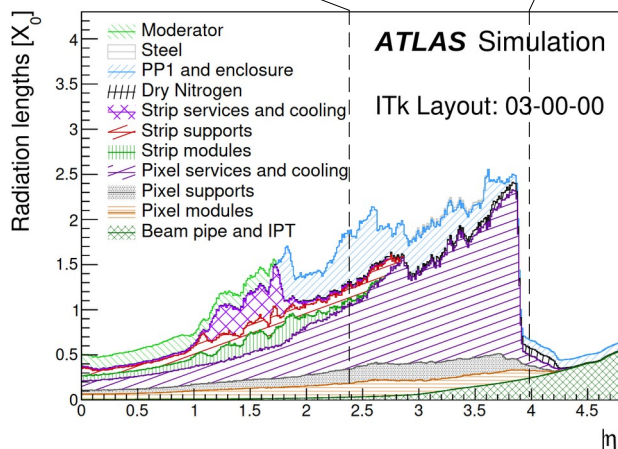
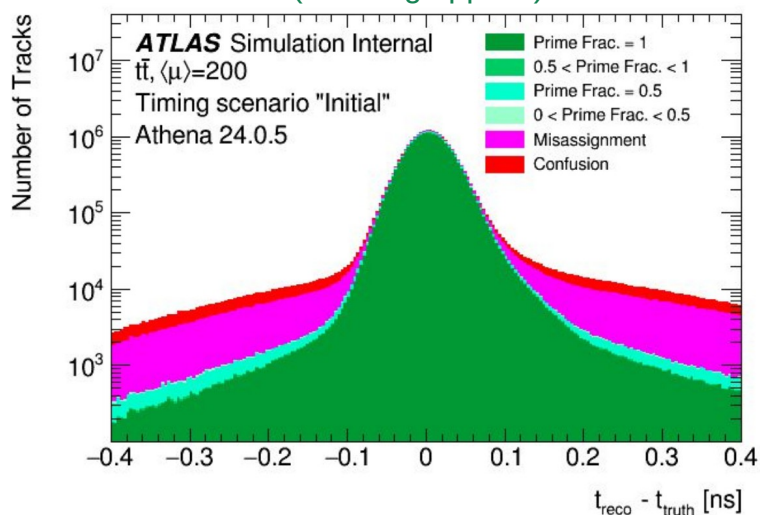
Track time reconstruction and performance

Extrapolation only

With cleaning applied



Reconstruction performance
(cleaning applied)



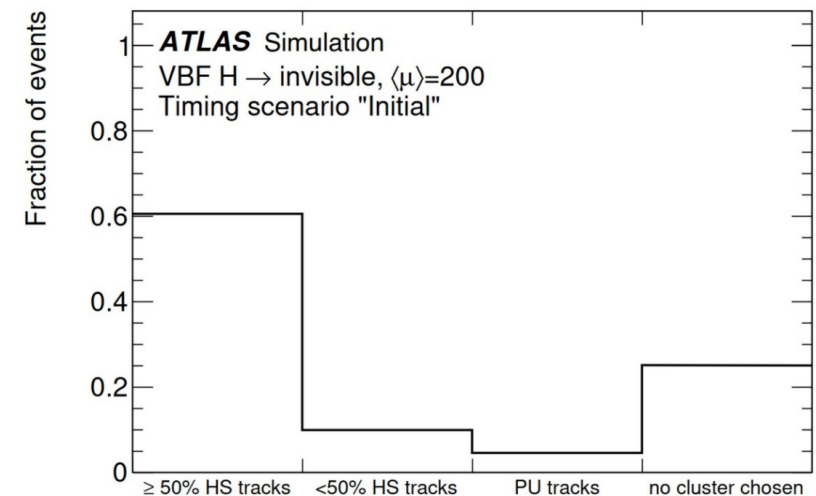
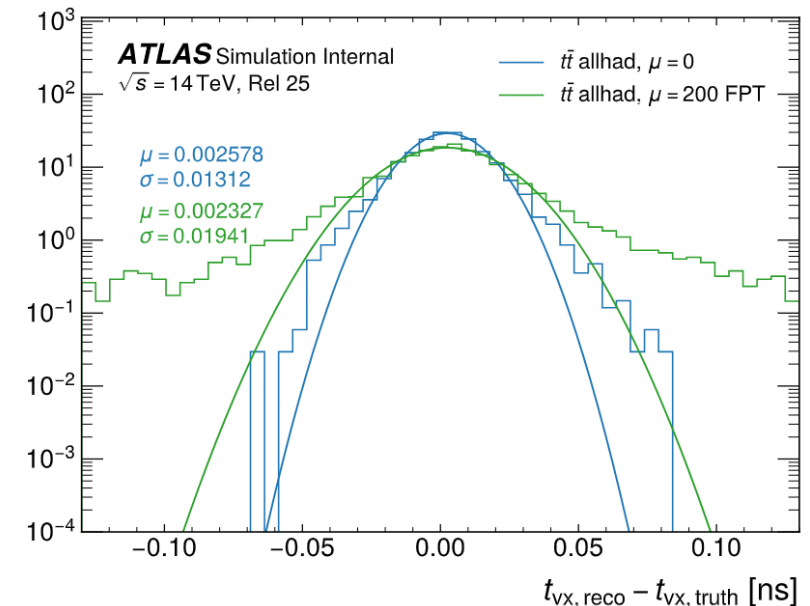
- 1) Tracks reconstructed in ITk extrapolated to HGTD surfaces to associate HGTD hits
 - 2) Cleaning procedure applied: impose track quality requirements and hit time compatibility
- Algorithm implemented both in standard reconstruction and with ACTS
 - Reconstruction efficiency heavily impacted by upstream material budget – particles showering in ITk
 - Overall time assignment rate ~62% (~ 13 % misassignments)
 - Track time resolution is 30 ps*, distribution skewed due to under-compensating time-of-flight correction

Vertex time reconstruction and performance

- Vertex time reconstructed **for hard-scatter vertex only**
- Track candidates **clustered** in temporal dimension
- Highest purity cluster chosen by BDT taking cluster properties as input
- Vertex time reconstructed as weighted average of track times in the highest-score cluster containing at least 3 tracks

$$t_{\text{vx}} = \sum_{\text{tr} \in \text{cl}} w_i t_{\text{tr},i} \quad w_i = \frac{1}{\sigma_{t_{\text{tr},i}}^2}$$

- Time assignment rate 75 % (~ 60 % correctly assigned)
- Overall time resolution is **19 ps***
- High purity is crucial – often used as reference time downstream
- Work in progress to move to more sophisticated cluster selection ML techniques and re-evaluate WP



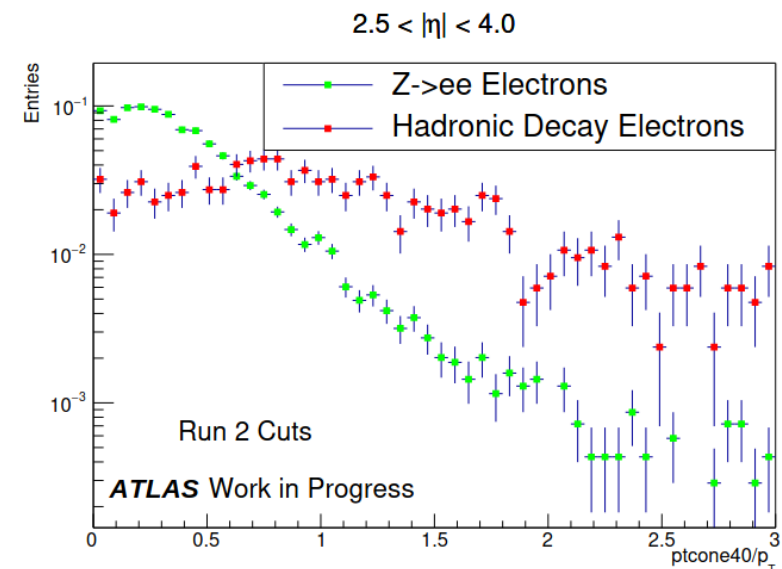
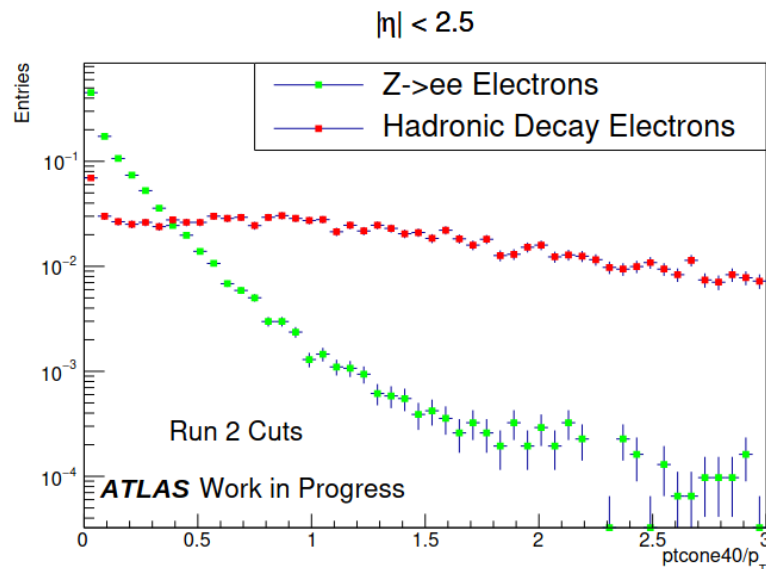
How can timing information be used?

- Several completed **Run 4 studies using HGTD timing information** are presented in the rest of the talk:
 - Electron isolation
 - Suppression of pile-up jets
 - Jet energy resolution
 - Flavor tagging

Forward electron isolation [\(link to Note\)](#)

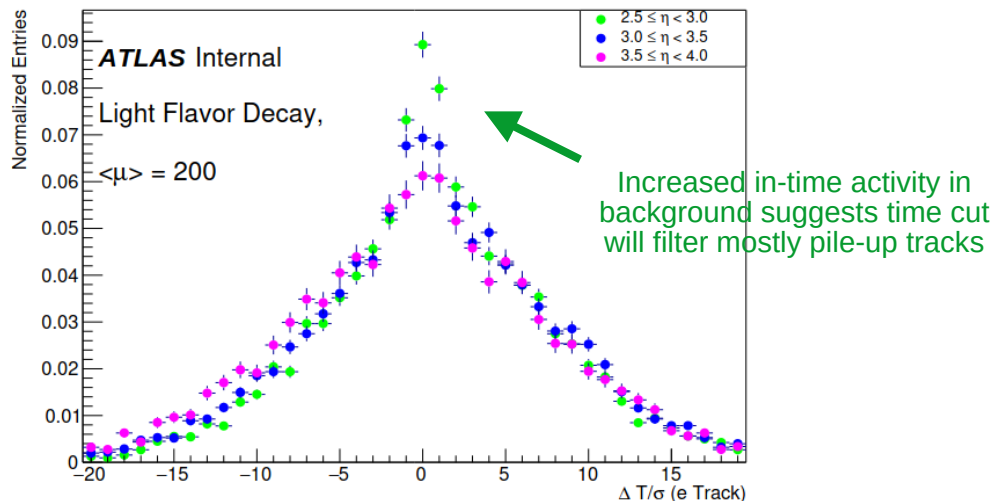
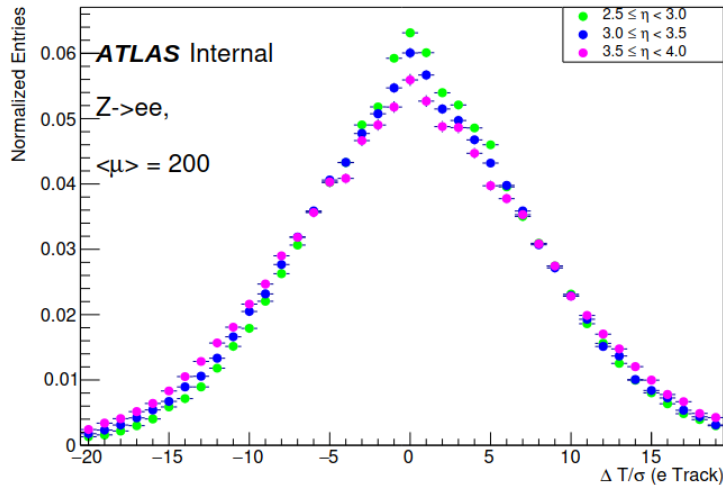
- Evaluating improvements of performance for pile-up suppression in the **track isolation variable** p_T^{cone40}
- Using $Z \rightarrow ee$ sample for prompt (signal) and $t\bar{t}$ events for non-prompt electrons
- Using same cuts on track variables as in Run 2
- Significant degradation of separation power seen in isolation variable in the forward region, notably due to degraded z_0 resolution

Variable	Cut Value
$ \eta $	< 2.5
N_{si}	≥ 7
N_{mod}^{sh}	≤ 1
N_{hole}^{si}	≤ 2
N_{hole}^{pix}	≤ 1
p_T	$\geq 1 \text{ GeV}$
$z_0 \sin \theta$	$< 3 \text{ mm}$

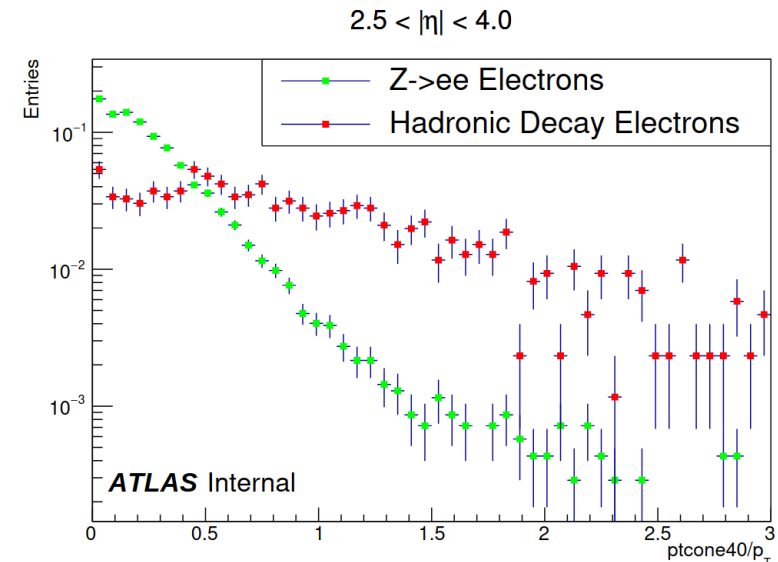


Forward electron isolation [\(link to Note\)](#)

$$\frac{\Delta T}{\sigma} \equiv \frac{t_{\text{electron track}} - t_{\text{cone track}}}{\sqrt{\sigma_e^2 + \sigma_t^2}}$$



- Additional variable defined: **time compatibility with the electron track** (assigning correct track to the electron is crucial !)
- Higher time association rate observed for electron tracks
- Additionally using hard-scatter vertex time also considered, with similar performance
- Simultaneous optimization of z_0 and time cut: $z_0 \sin \theta < 3.25 \text{ mm}$ and $\Delta T/\sigma < 2.5$
- Background rejection improved by 10-14 %** at same signal efficiency for different WPs



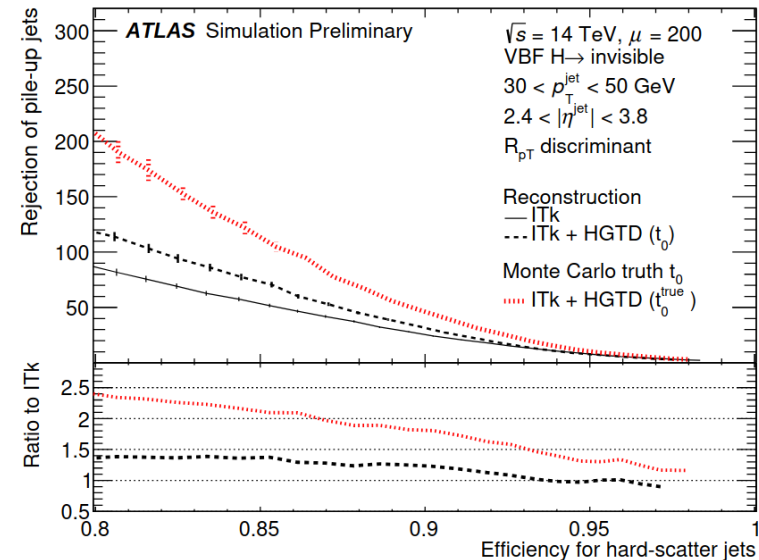
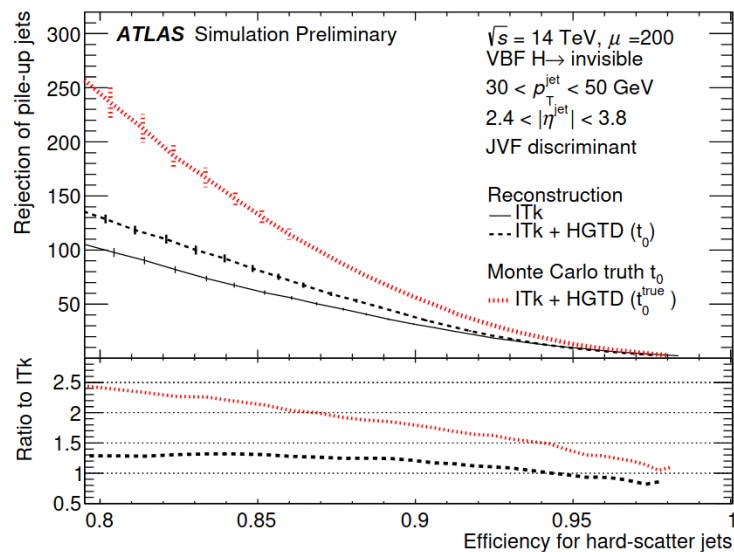
Suppression of forward pile-up jets [\(link to Note\)](#)

- Studying improvements by **modifying the R_{pT} and JVF** variables on VBF $H \rightarrow$ invisible sample
 - Direct use of track-to-vertex association and relative z position \rightarrow inherently degraded performance in forward region
- Include an additional time compatibility requirement: Tracks with time have to be **compatible with HS vertex**
- 20-30 % improvement** in rejection seen at 85 % efficiency

$$JVF = \frac{\sum_k p_T^{\text{trk}_k}(\text{PV}_0)}{\sum_l p_T^{\text{trk}_l}(\text{PV}_0) + \sum_{n \geq 1} \sum_l p_T^{\text{trk}_l}(\text{PV}_n)}$$

$$R_{pT} = \frac{\sum_k p_T^{\text{trk}_k}(\text{PV}_0)}{p_T^{\text{jet}}}$$

Time-compatibility cut applied

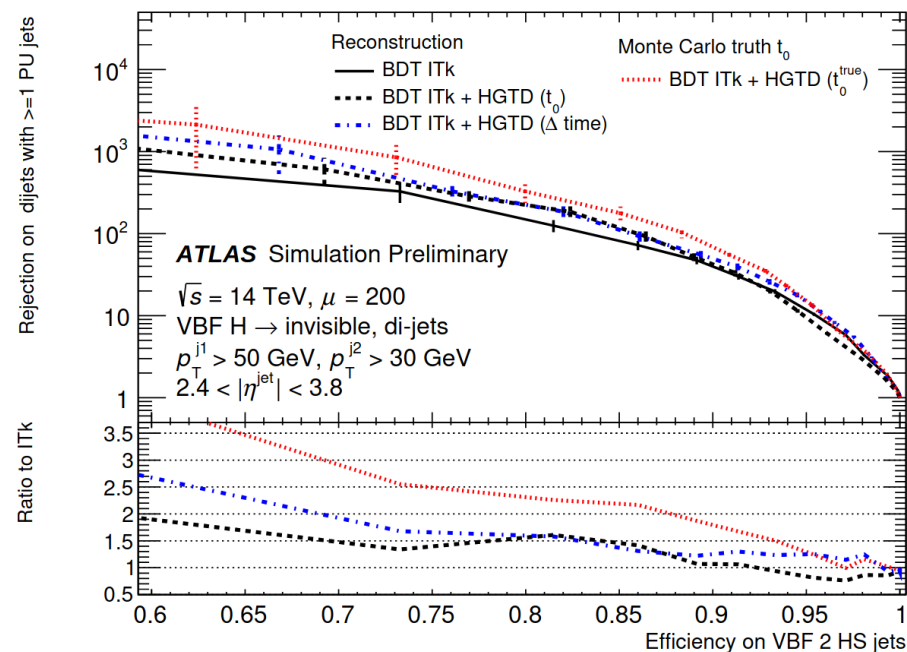


Suppression of forward pile-up jets [\(link to Note\)](#)

- Simple viability study performed for VBF signal event selection based on forward jet information
- BDTs trained on different inputs:
 - JVF of leading and sub-leading jet
 - JVF with time cut of leading and sub-leading jet (labeled “ t_0 ” and “ t_0^{true} ”)
 - JVF(jet1), JVF(jet2) (labeled “ Δ time”)

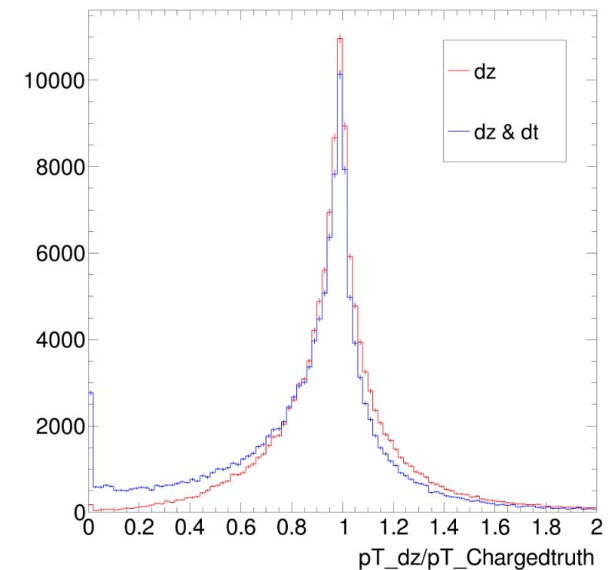
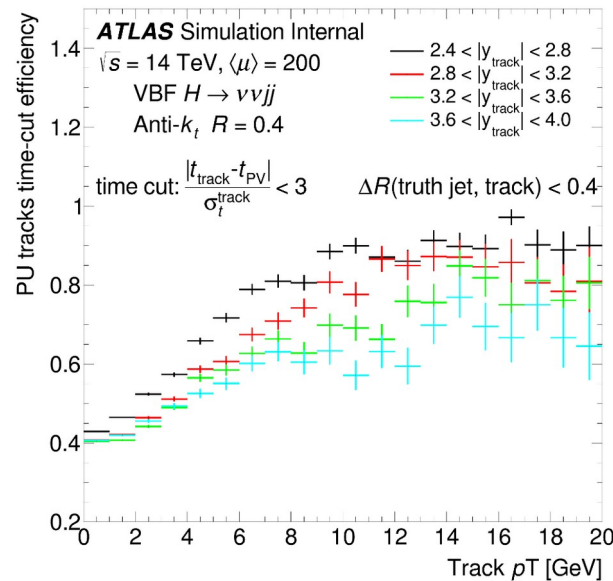
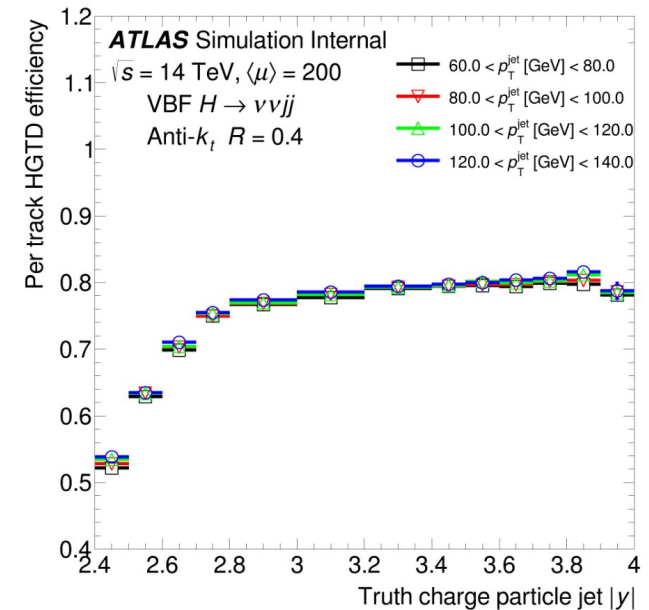
$$\frac{|t_{\text{jet1}} - t_{\text{jet2}}|}{\sqrt{\sigma_{\text{jet1}}^2 + \sigma_{\text{jet2}}^2}}$$

$$\frac{|t_{\text{lead trk jet1}} - t_{\text{lead trk jet2}}|}{\sqrt{\sigma_{\text{lead trk jet1}}^2 + \sigma_{\text{lead trk jet2}}^2}}$$

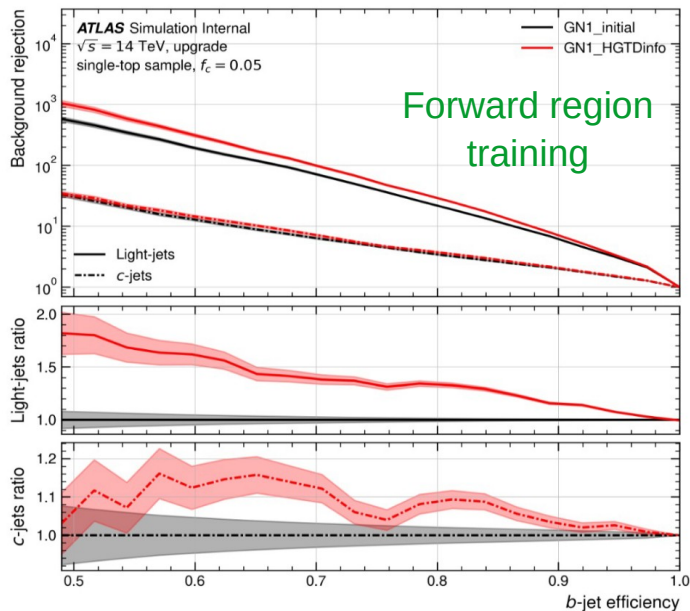


Timing information in jet energy resolution ([link to report](#))

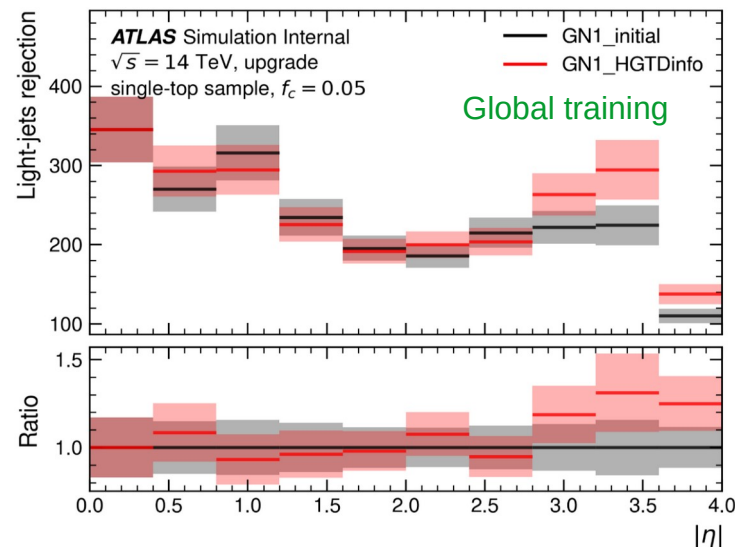
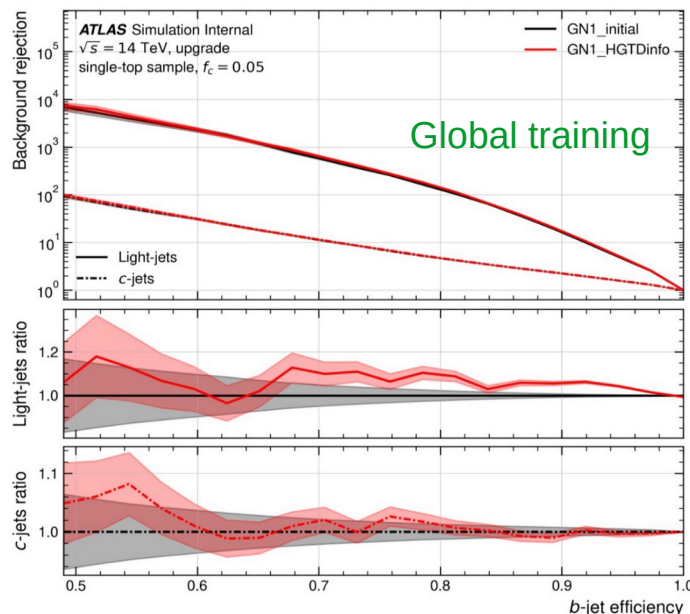
- Studying effectiveness of temporal cut on jet tracks in addition to $\Delta z < 2$ mm requirement
- VBF $H \rightarrow$ invisible sample to enhance forward jets
- Using truth vertex time – ideal case
- Temporal cut seen to further suppress pileup tracks in jets



Timing information in flavor tagging ([link to report](#))



- Single-top samples used for training – enriched in forward jets compared to $t\bar{t}$ bar (unavailability of other samples with sufficient stats)
- Training done using the **GN1 network** on $|\eta| > 2.4$ jets and inclusively
- Approach to include **HGTD timing information in training features**:
 $N_{\text{HGTD hits}}$, $t_{\text{track}} - t_{\text{vertex}}$ (+ boolean if time difference is valid)
 - Network without timing features re-trained on same sample for comparison
- Significant improvement seen in the background rejection in forward region, especially **light jet rejection with improvement up to ~ 80%** (~ 10 % when training inclusively)



Information for future studies in Rel 25

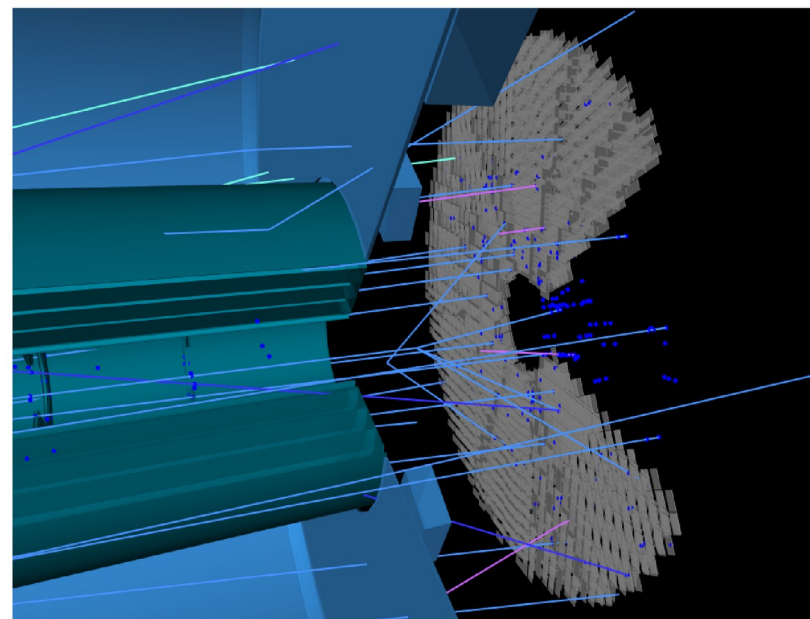
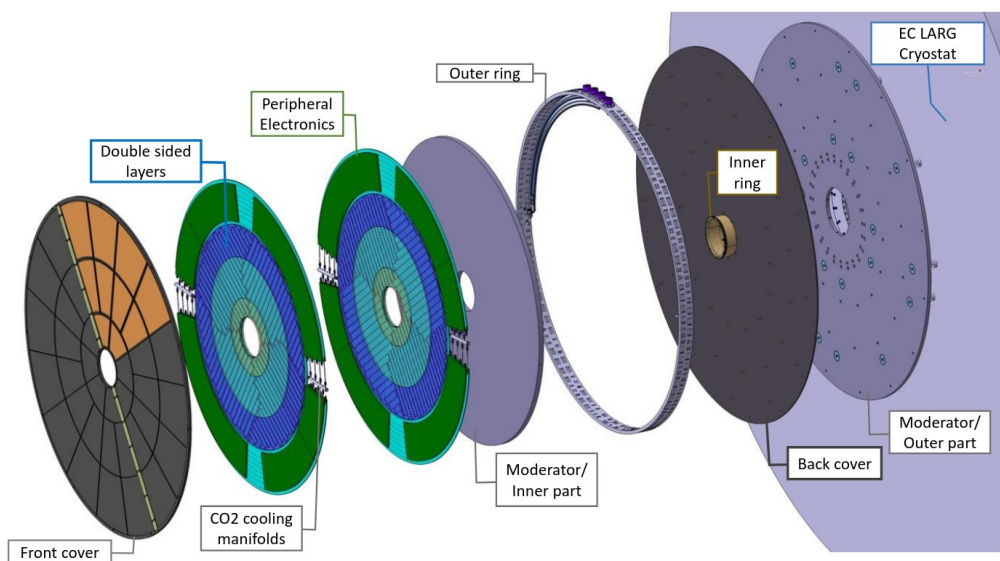
- Track and vertex time information already **available in newer Run 4 AODs**
- Example for `xAOD::Vertex` (equivalent functionality for `xAOD::TrackParticle`):

```
// Assuming we have a variable `const xAOD::Vertex* vertex`  
  
// Always first check if a vertex has a time available  
if (vertex->hasValidTime()) {  
    float vertex_time { vertex->time() };  
    float vertex_timeResolution { vertex->timeResolution() };  
}
```

More information in the [README](#)

- Feel free to reach out on the [HGTD Mattermost channel](#) – if further information is needed; **feedback** from downstream highly appreciated

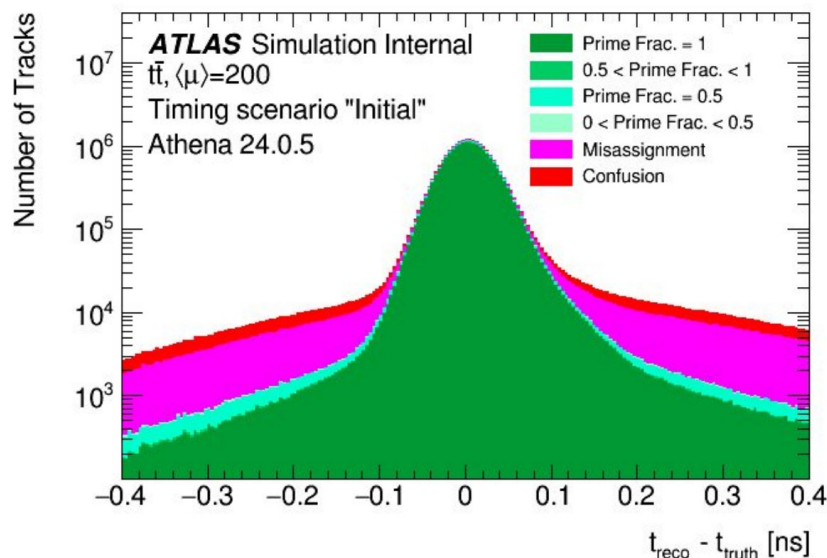
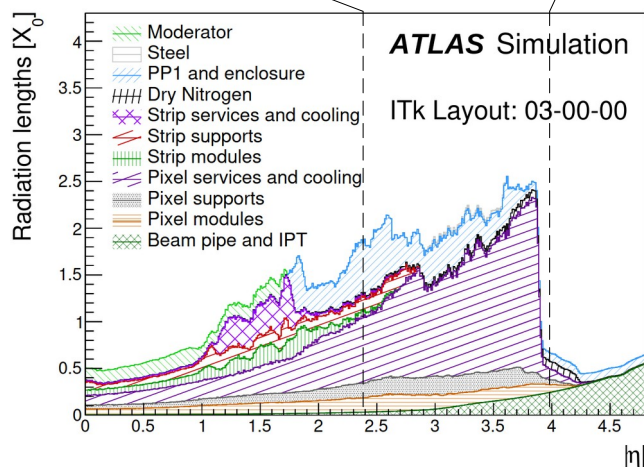
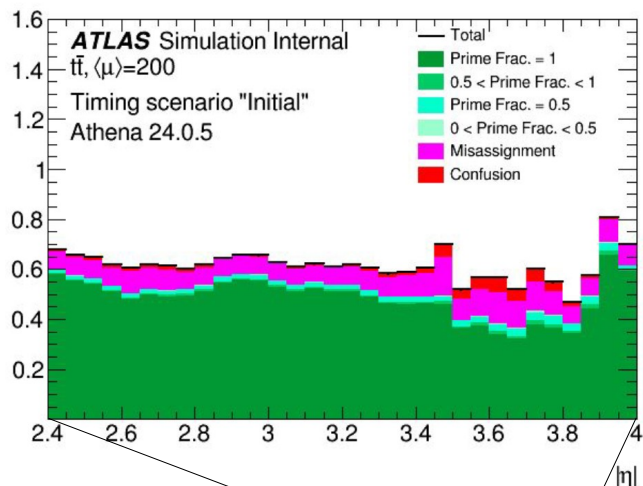
Thank you!



Backup

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