## Vertexing issues

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## Interaction region SuperB



# Layer0 design

#### New conceptual design for layer0

- Use kapton foil ~50  $\mu\text{m}$  as support structure for the Si pixel
- Beam pipe radius set the radial distance for the layer0
- Rule of thumb: vertex resolution improves almost linearly with layer0 radial distance







The tag-vertex starts from a pseudo-track determined from the B reco candidate which is better determined once you have better track parameters measurement. It avoids to misidentify the B vertex with the D vertex.

## New tag vertex algorithm



It is worth to investigate the possibility to reconstruct the secondary vertex of the B Tag (charm events) and evaluate the impact on the bkg rejection:

- uds events have no long live particles except K<sub>s</sub>
- charm, tau events have no secondary vertex
- B events have secondary vertex

If it works a fisher discriminant to separate signal from continuum events should contain also vertex informations.

## Benefits of better vertexing

- Better vertex determination not only impacts the time dependent measurements but all the analysis in general.
- The ∆z helps rejecting continuum uds events.
- One can think about "ad-hoc" topological algorithm to further discriminate against combinatorial bkg.
- If you are able to separate the D vertex from the B vertex. You can determine the flavor of the tag B decay from the charge difference between the B and the D.
- SLD tagging "dipole based" (δQ) technique could be helpful. δQ>0 (δQ<0) means B0bar (B0).</li>



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