

# Track Reconstruction: the trf toolkit

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# What is a track?

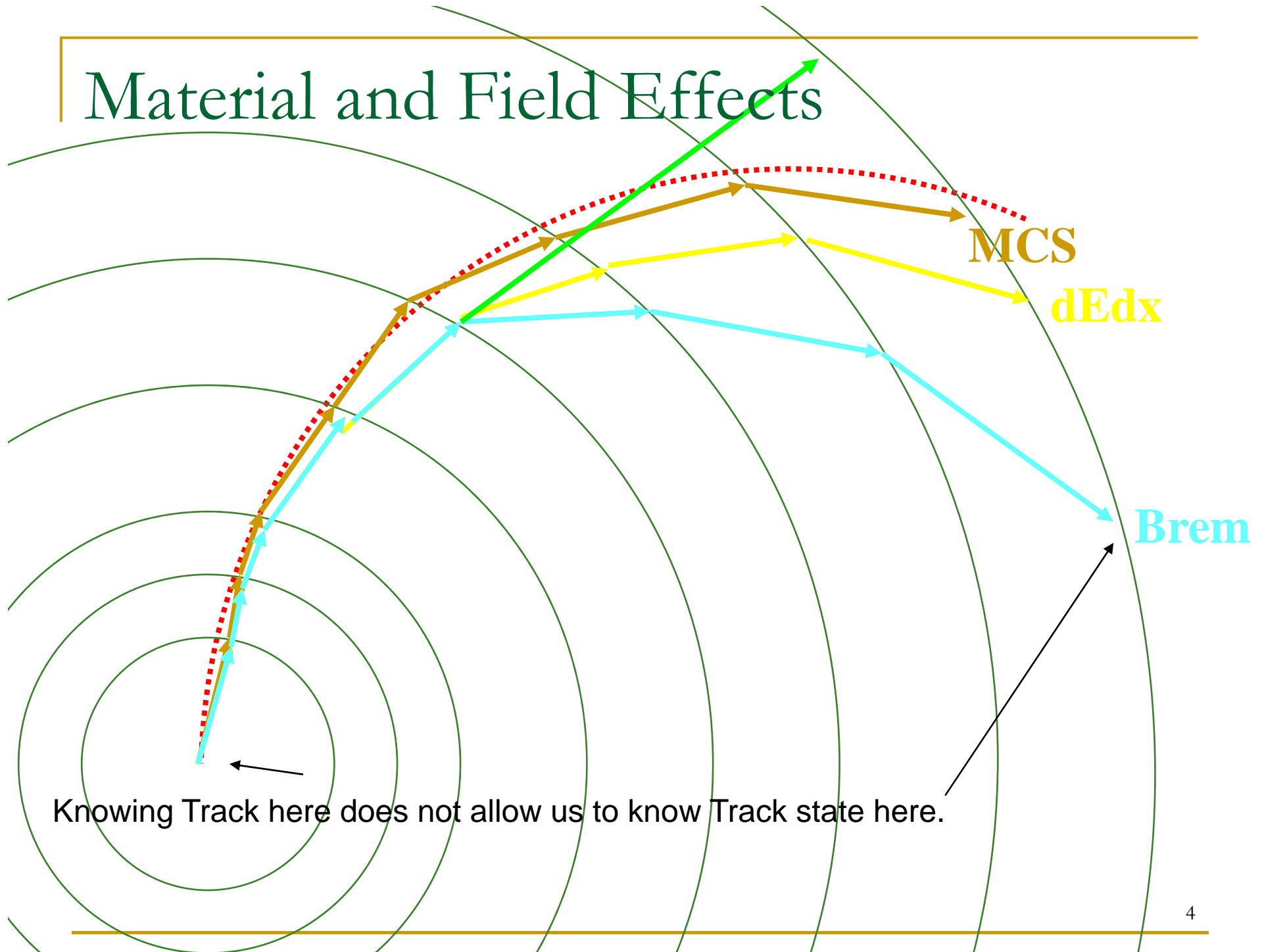
- Ordered association of digits, clusters or hits (finder)
  - Digit = data read from a detector channel
  - Cluster = collection of digits
  - Hit = Cluster (or digit) + calibration + geometry
    - Provides a measurement suitable to fit a track
    - E.g. a 1D or 2D spatial measurement on a plane
- Trajectory through space (fitter)
  - Space = 6D track parameter space
    - 3 position + 2 direction + 1 curvature
  - 5 parameters and error matrix at any surface
- Track is therefore only piecewise helical.
  - default is to break track down by measurement layers.
  - could increase granularity for inhomogeneous fields

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## Track Definition

- Six parameters are required to determine a charged particle's ideal path in a magnetic field.
- However, knowing these parameters at a single point (e.g. the distance of closest approach to the beam, **dca**) is insufficient for precision fits due to material effects (dE/dx, MCS, bremsstrahlung) and field inhomogeneities.
  - No global functional form for the fit.
- Current LCIO Track interface definition is too simplistic by not allowing for these effects.

# Material and Field Effects



Knowing Track here does not allow us to know Track state here.

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# Infrastructure components

## ■ Hit

- ❑ Defined at a surface.
- ❑ Provides a measurement and associated error
- ❑ Provides a mechanism to predict the measurement from a track fit
- ❑ Provides access to underlying cluster and/or digits

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# TrackerHit

- Current TrackerHit interface only accommodates three dimensional hits.
- Many tracking subdetectors only provide one dimensional measurements (silicon microstrips) or two dimensional hits (such as silicon pixels).
- Furthermore, using Cartesian coordinates is not always the most natural for individual subdetectors.
- Cylinder:
  - 1D Axial:  $\phi$
  - 1D Stereo:  $\phi + \kappa z$
  - 2D Combined:  $(\phi, z)$
- XYPlane:
  - 1D Stereo:  $w_v * v + w_z * z$
  - 2D Combined:  $(v, z)$
- ZPlane:
  - 1D Stereo:  $w_x * x + w_y * y$
  - 2D Combined:  $(x, y)$

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# trf Hits

## ■ trfcyl:

- HitCylPhi : a phi measurement on a cylinder.
- HitCylPhiZ : stereo measurement on a cylinder.
  - $\text{phiz} = \text{phi} + \text{stereo} * z$ .
- HitCylPhiZ2D : measurement of both phi and z on a cylinder.

## ■ trfxyp:

- HitXYPlane1 : one dimensional v-z measurement on a XYPlane.
  - $\text{avz} = \text{wv} * v + \text{wz} * z$
- HitXYPlane2 : two dimensional (v,z) measurement on an XYPlane

## ■ trfzp:

- HitZPlane1 : one dimensional xy measurement on a ZPlane.
  - $\text{axy} = \text{wx} * x + \text{wy} * y$
- HitZPlane2 : two dimensional (x,y) measurement on a ZPlane

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## Surfaces

- Surfaces generally correspond to geometric shapes representing detector devices.
- They provide a basis for tracks, and constrain one of the track parameters.
- The track vector at a surface is expressed in parameters which are “natural” for that surface.



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# 1.) Cylinder

- Surface defined coaxial with  $z$ , therefore specified by a single parameter  $r$ .
- Track Parameters:  $(\phi, z, \alpha, \tan\lambda, q/p_T)$
- Bounded surface adds  $z_{\min}$  and  $z_{\max}$ .
- Supports 1D and 2D hits:
  - 1D Axial:  $\phi$
  - 1D Stereo:  $\phi + \kappa z$
  - 2D Combined:  $(\phi, z)$

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## 2.) XY Plane

- Surface defined parallel with z, therefore specified by distance u from the z axis and an angle  $\phi$  of the normal with respect to x axis.
- Track Parameters:  $(v, z, dv/du, dz/du, q/p)$
- Bounded surface adds polygonal boundaries.
- Supports 1D and 2D hits:
  - 1D Stereo:  $w_v * v + w_z * z$
  - 2D Combined:  $(v, z)$

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## 3.) Z Plane

- Surface defined perpendicular to z, therefore specified by single parameter z.
- Track Parameters:  $(x, y, dx/dz, dy/dz, q/p)$
- Bounded surface adds polygonal boundaries.
- Supports 1D and 2D hits:
  - 1D Stereo:  $w_x * x + w_y * y$
  - 2D Combined:  $(x, y)$

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## 4.) Distance of Closest Approach

- DCA is also a 5D **Surface** in the 6 parameter space of points along a track.
- It is **not** a 2D surface in 3D space.
- Characterized by the track direction and position in the (x,y) plane being normal;  $\alpha=\pi/2$ .
- Track Parameters:  $(r, z, \phi_{dir}, \tan\lambda, q/p_T)$

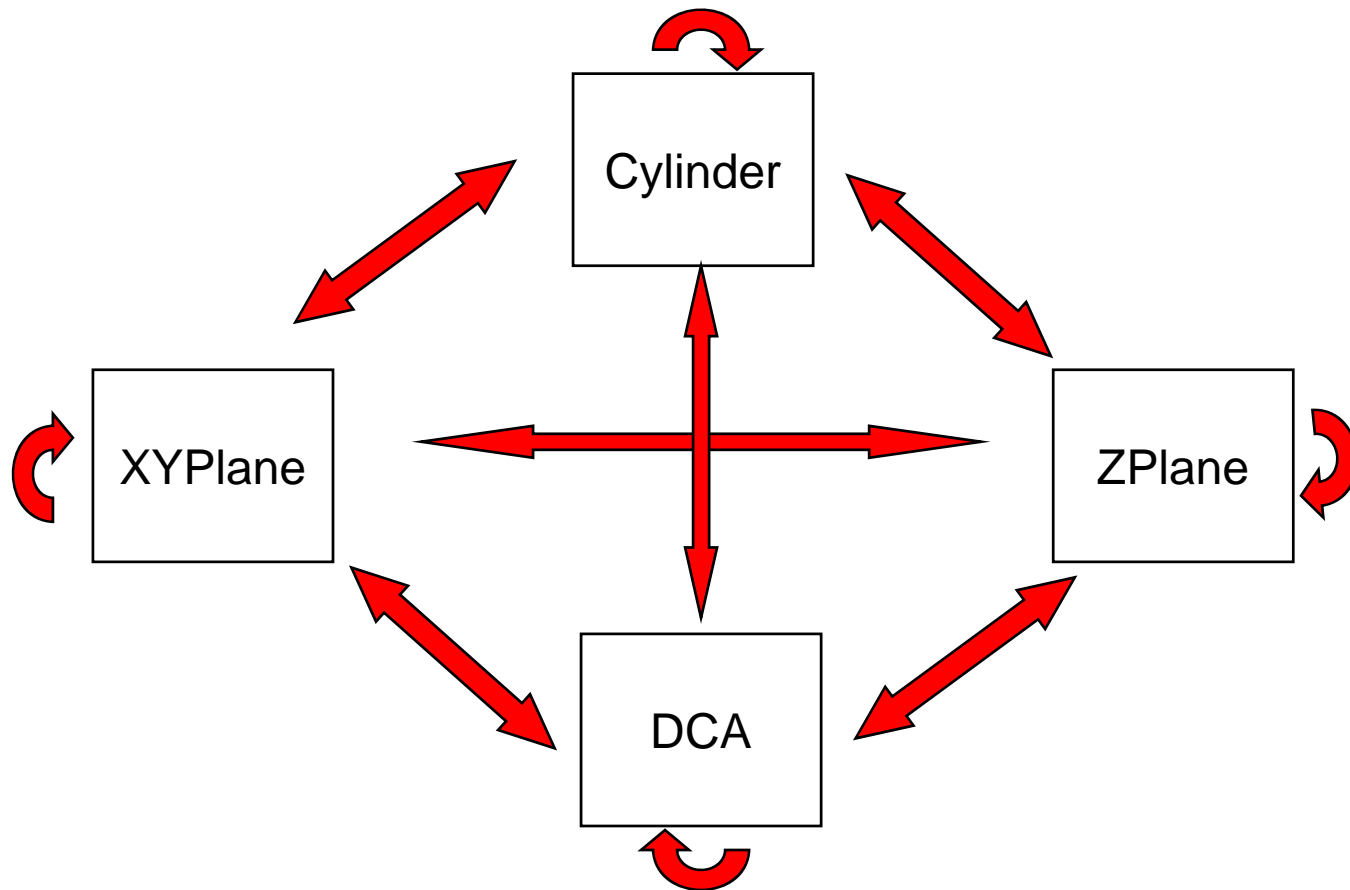
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# Propagator

- Propagators propagate a track (and optionally its covariance matrix) to a new surface.
- A propagator returns an object of type PropStat which describes the status of the attempted propagation:
  - *i.e.* whether it was successful and, if so, in which direction the track was propagated (forward or backward).
- Interacting Propagators modify the track and its covariance matrix (in case of energy loss), or just the covariance matrix (thin multiple scattering.)

# Propagators

- Propagators are defined for all combinations of surfaces:



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# Interactors

- Describes the interface for a class which modifies a track. Examples are:
- Multiple Scattering
  - ThickCyIMS
  - ThinXYPlaneMS
  - ThinZPlaneMS
- Energy Loss
  - CylELoss

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# Detector

- Use compact.xml to create a tracking Detector composed of surfaces, along with interacting propagators to handle track vector and covariance matrix propagation, as well as energy loss and multiple scattering.
  - Silicon pixel and microstrip wafers modeled as either xyplane or zplane.
  - TPC modeled as cylindrical layers (corresponding to pad rows).
  - Currently using thin multiple scattering approximations.
  - Using pure solenoidal field propagators
    - Runge-Kutta propagators available when needed.



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# Track Finding

- Using a conformal mapping technique
  - Maps curved trajectories onto straight lines
  - Simple link-and-tree type of following approach associates hits.
  - Once enough hits are linked, do a simple helix fit
    - circle in r-phi
    - straight line in s-z
    - simple iteration to make commensurate
  - Use these track parameters to predict track into regions with only 1-D measurements & pick up hits.
  - Outside-in, inside-out, cross-detector: completely flexible as long as concept of *layer* exists.
    - Runtime control of finding details.
  - Simple fit serves as input to final Kalman fitter.

# Application to $t\bar{t} \rightarrow$ six jets events

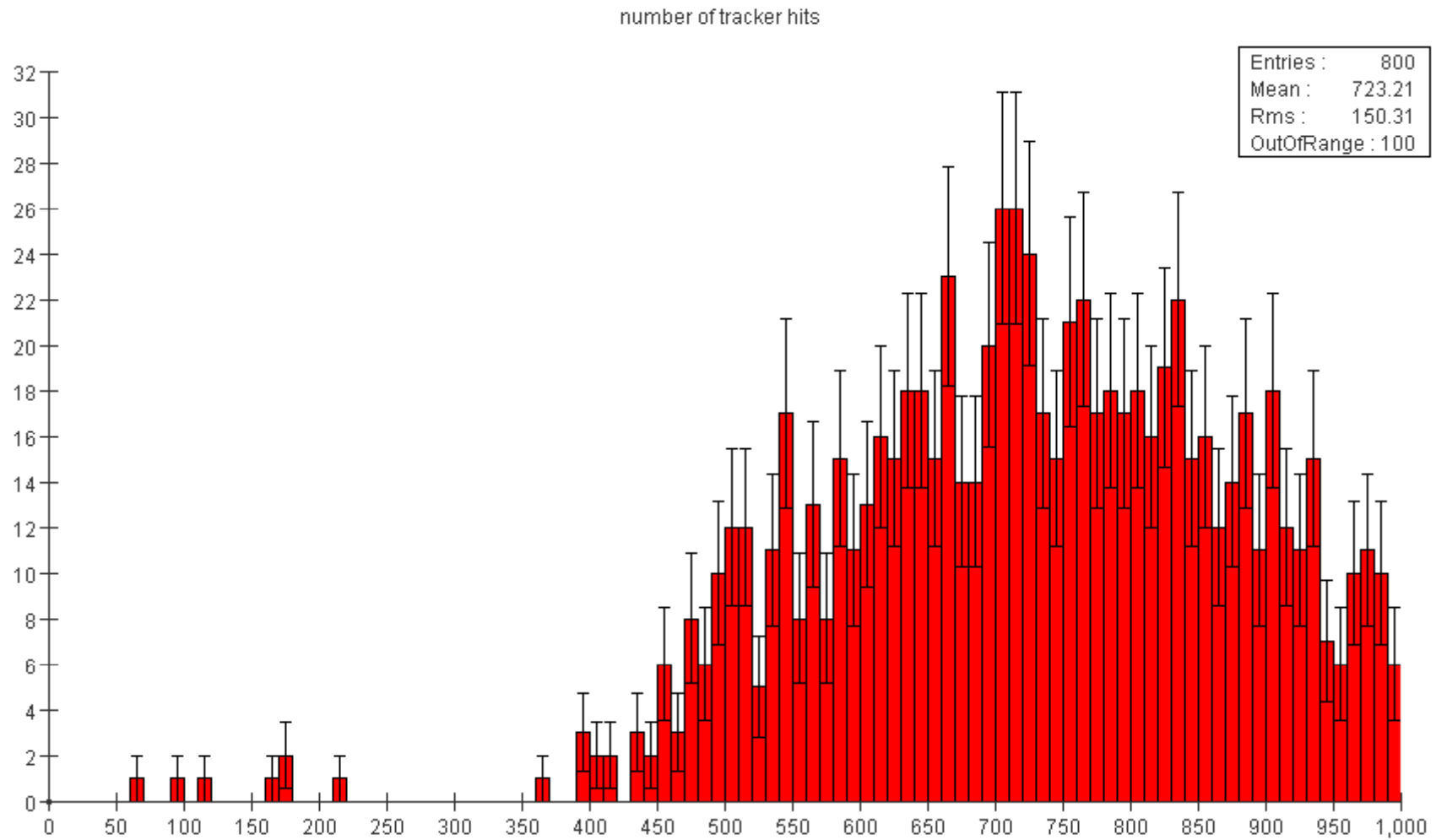
- Generate  $e^+ e^- \rightarrow t\bar{t}, t\bar{t} \rightarrow$  six jets.
- Simulate response of silicon detector using full GEANT simulation (slic).
- Convert SimTrackerHits in event into:
  - 1-D phi measurements in Central Tracker Barrel
  - 2-D phi-z measurements in Vertex Barrel (pixel)
  - 2-D x-y measurements in forward disks (assume stereo strips)
  - 2-D phi-z measurements in TPC (place hits on cylinders in middle of readout pads)
  - Simple smearing being used
    - NO digitization  $\therefore$  NO ghosts, NO merging, NO fakes ... yet.

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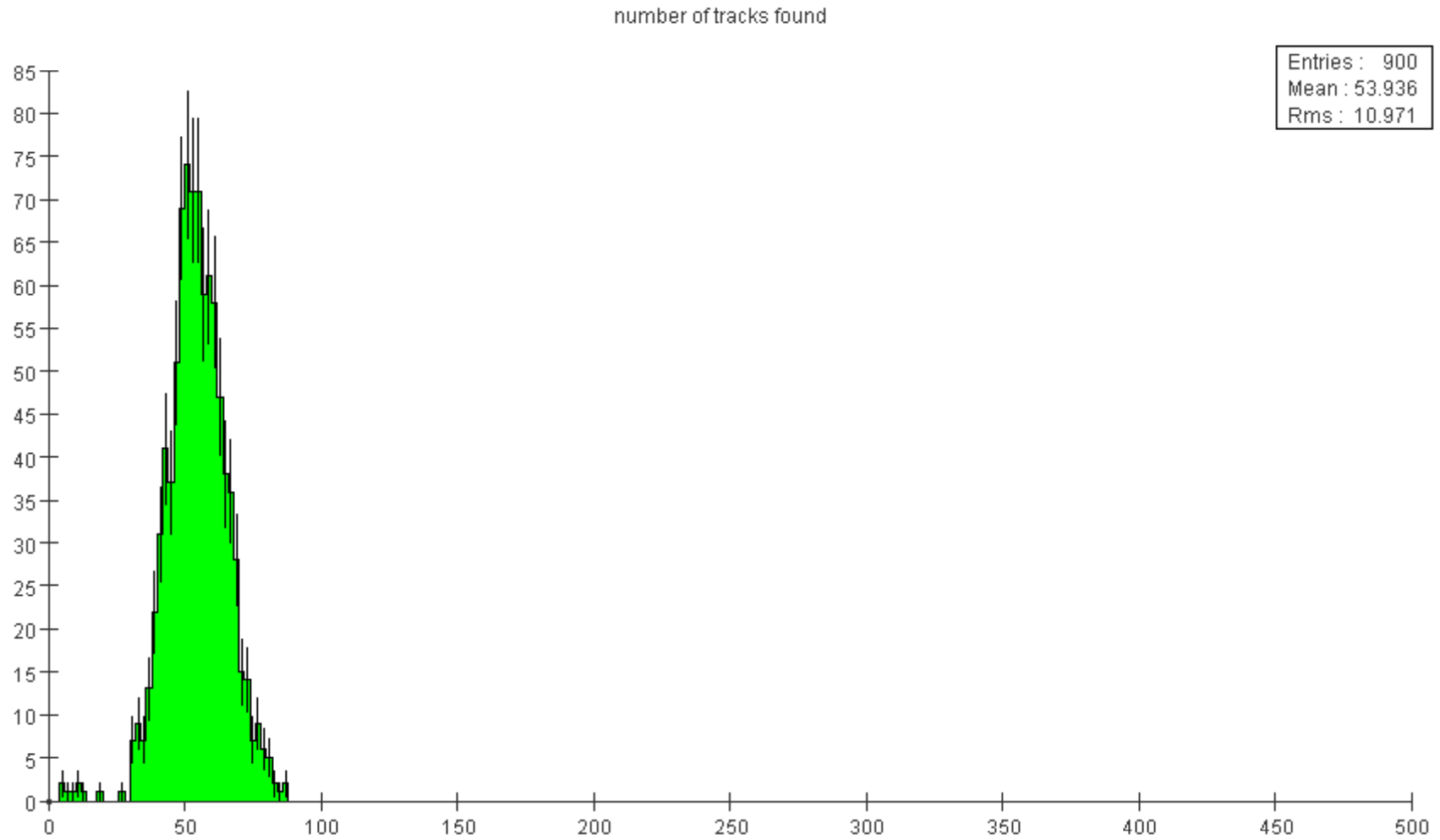
# Application to $t\bar{t} \rightarrow$ six jets events

- Open event, read in data.
  - Create tracker hits.
  - Find tracks & fit with simple helix.
  - Fit tracks with Kalman filter, MCS, dEdx.
  - Analyze tracks.
  - Write out histograms.
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- Takes 3min to fully analyze 900 events on 1.7GHz laptop.

# $t\bar{t} \rightarrow \text{six jets}$ # of Hits



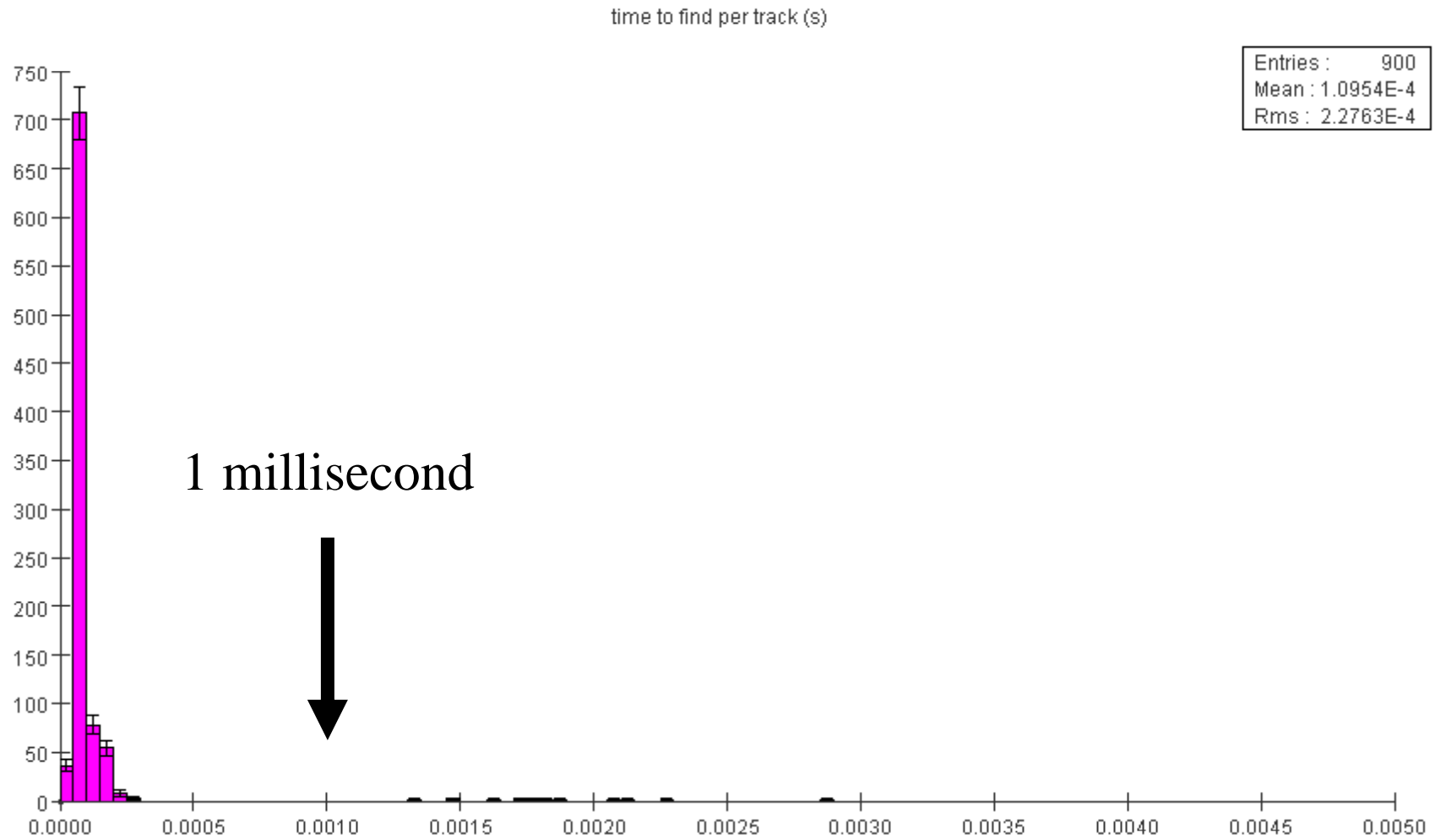
# # of tracks found



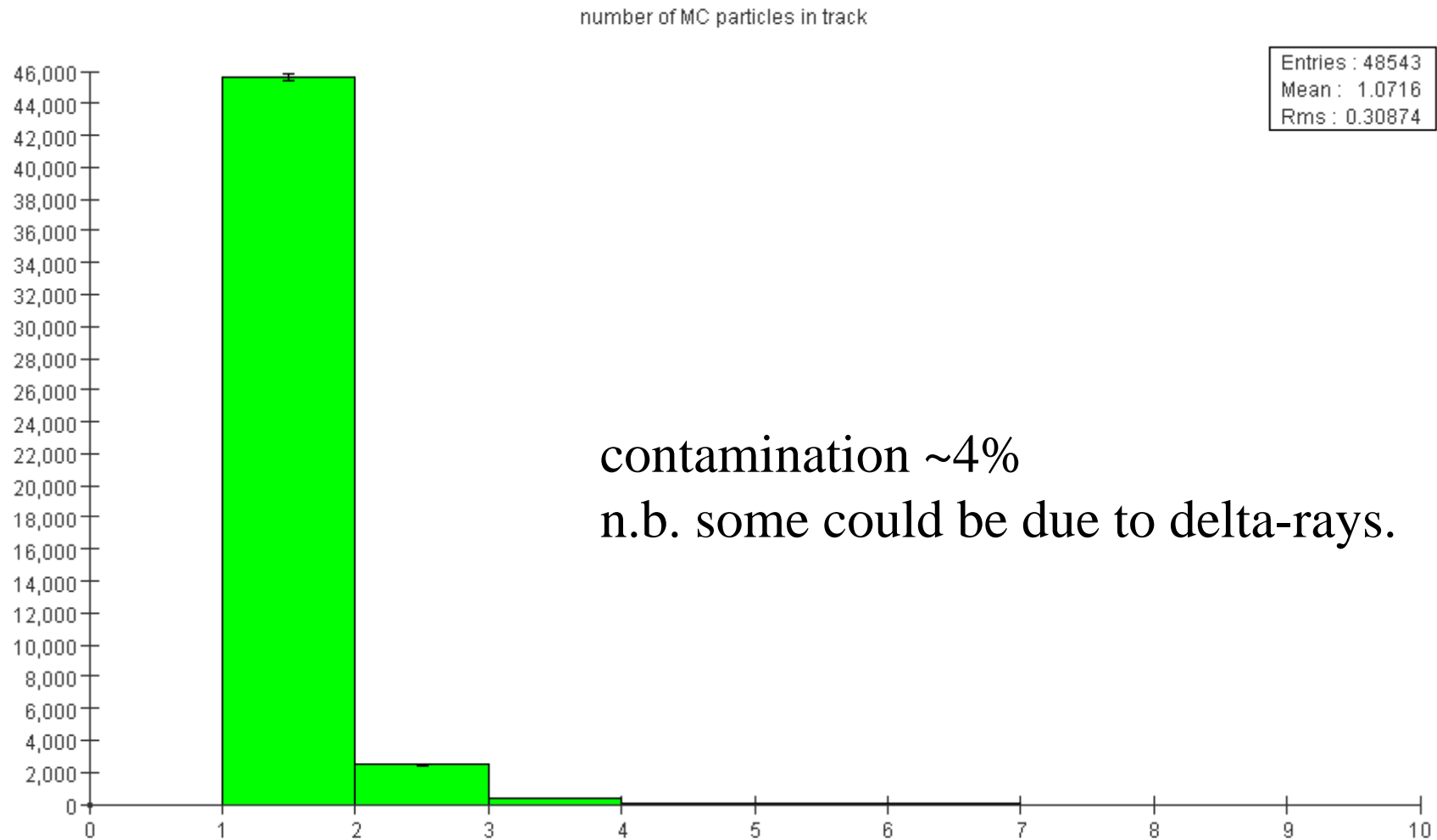
# time (s) vs # tracks (1.7GHz)



# time(s) per track (1.7GHz)

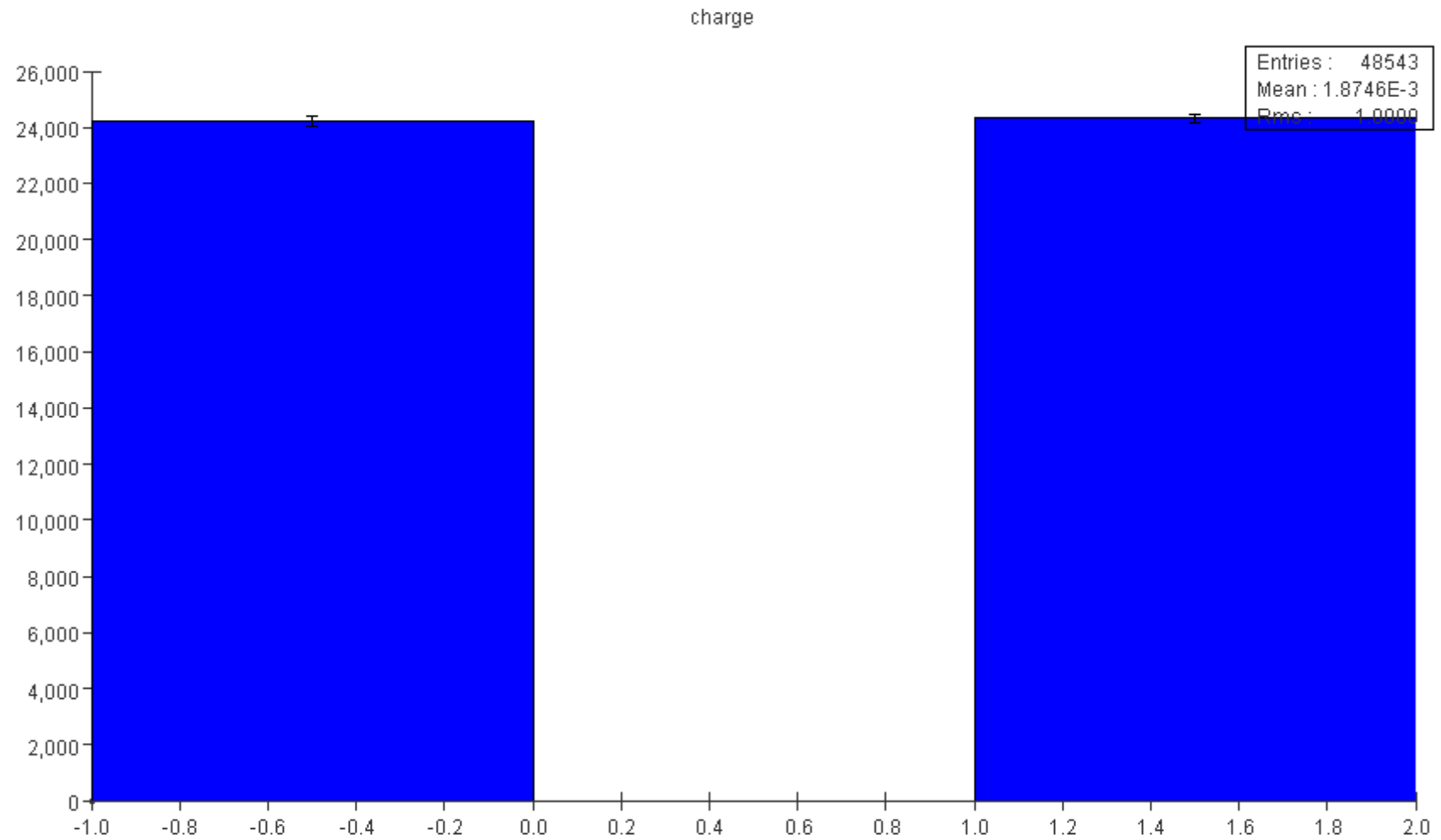


# # of MCParticles / track

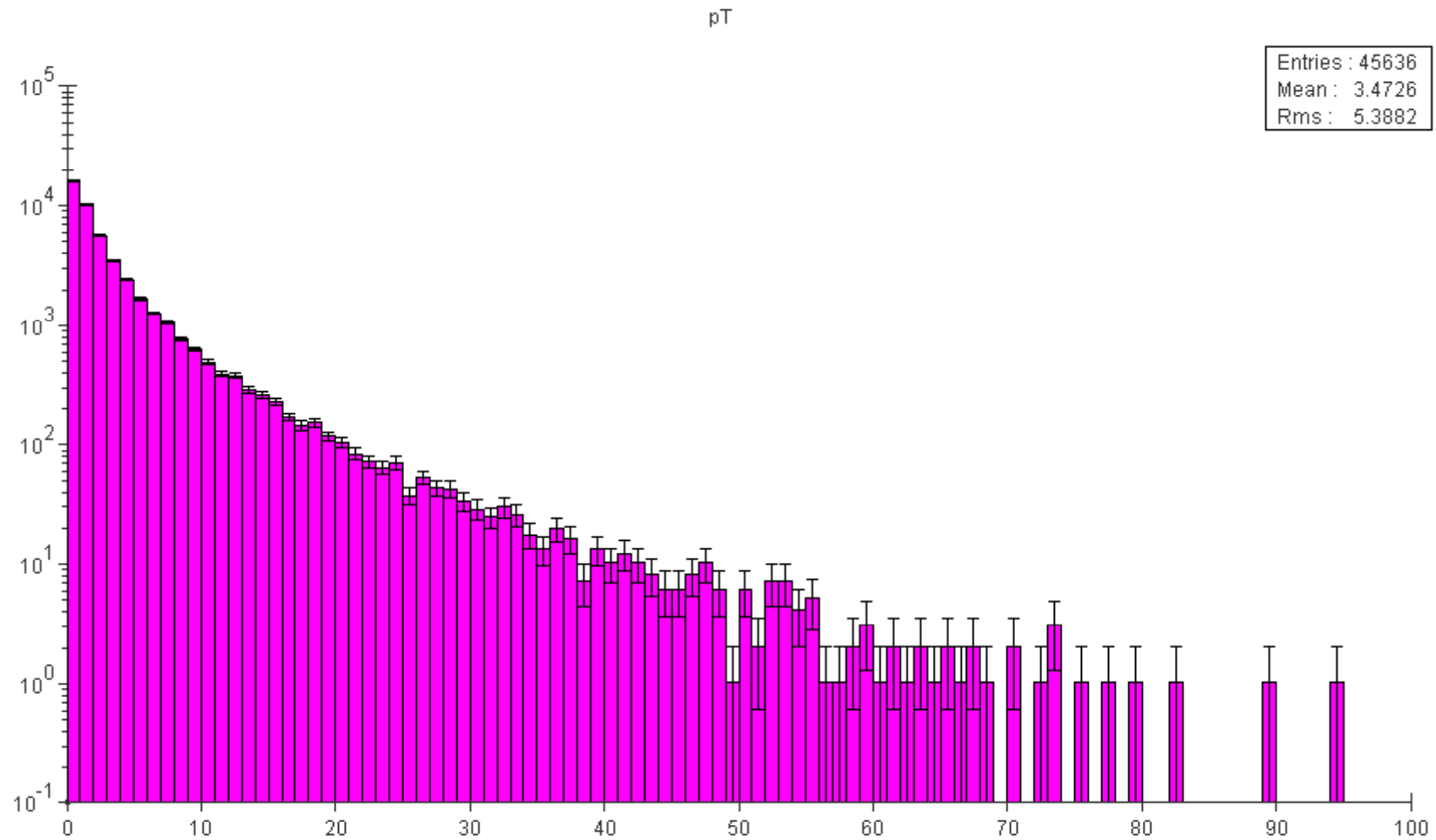




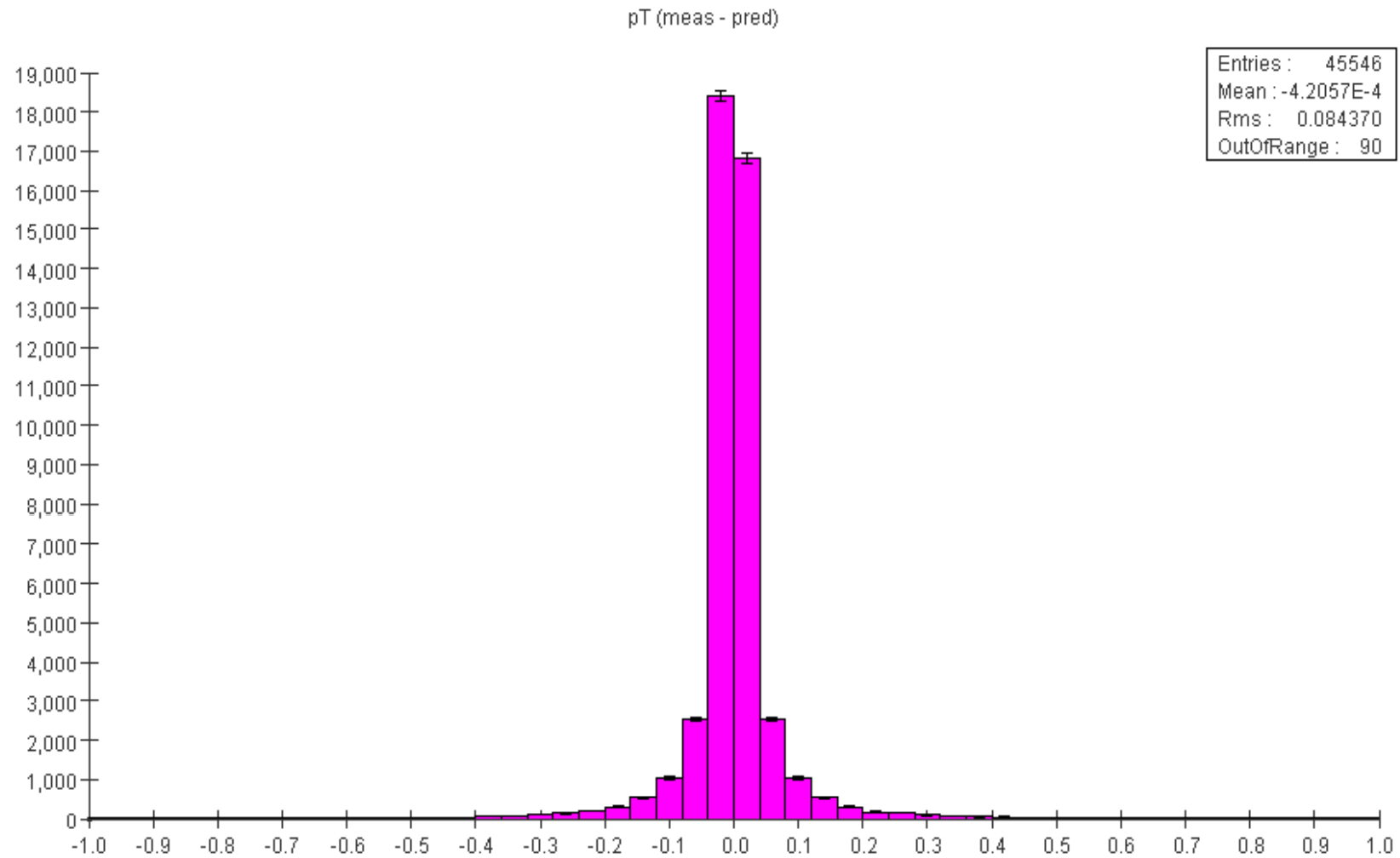
# charge



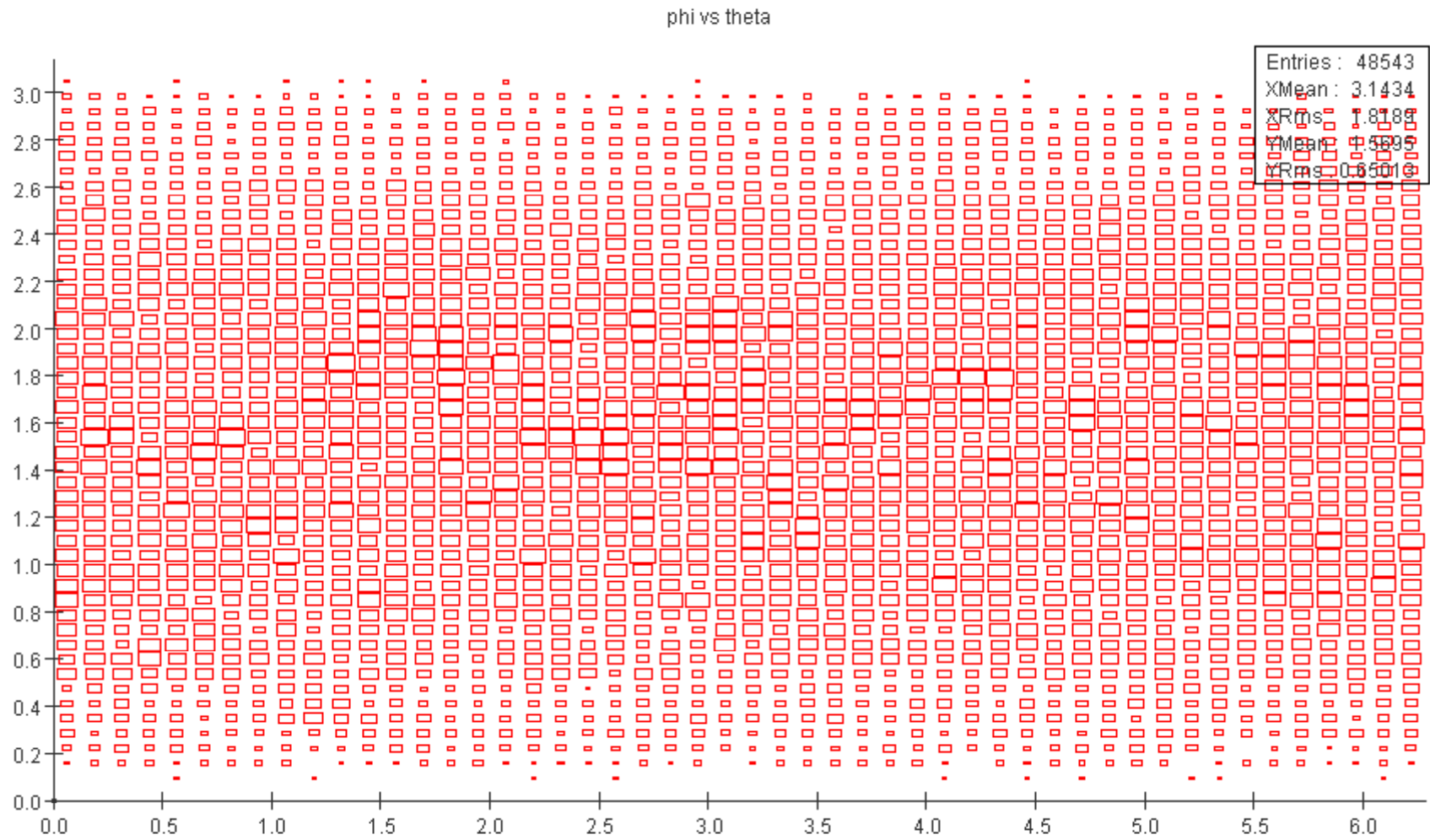
# $t\bar{t} \rightarrow \text{six jets } p_T$



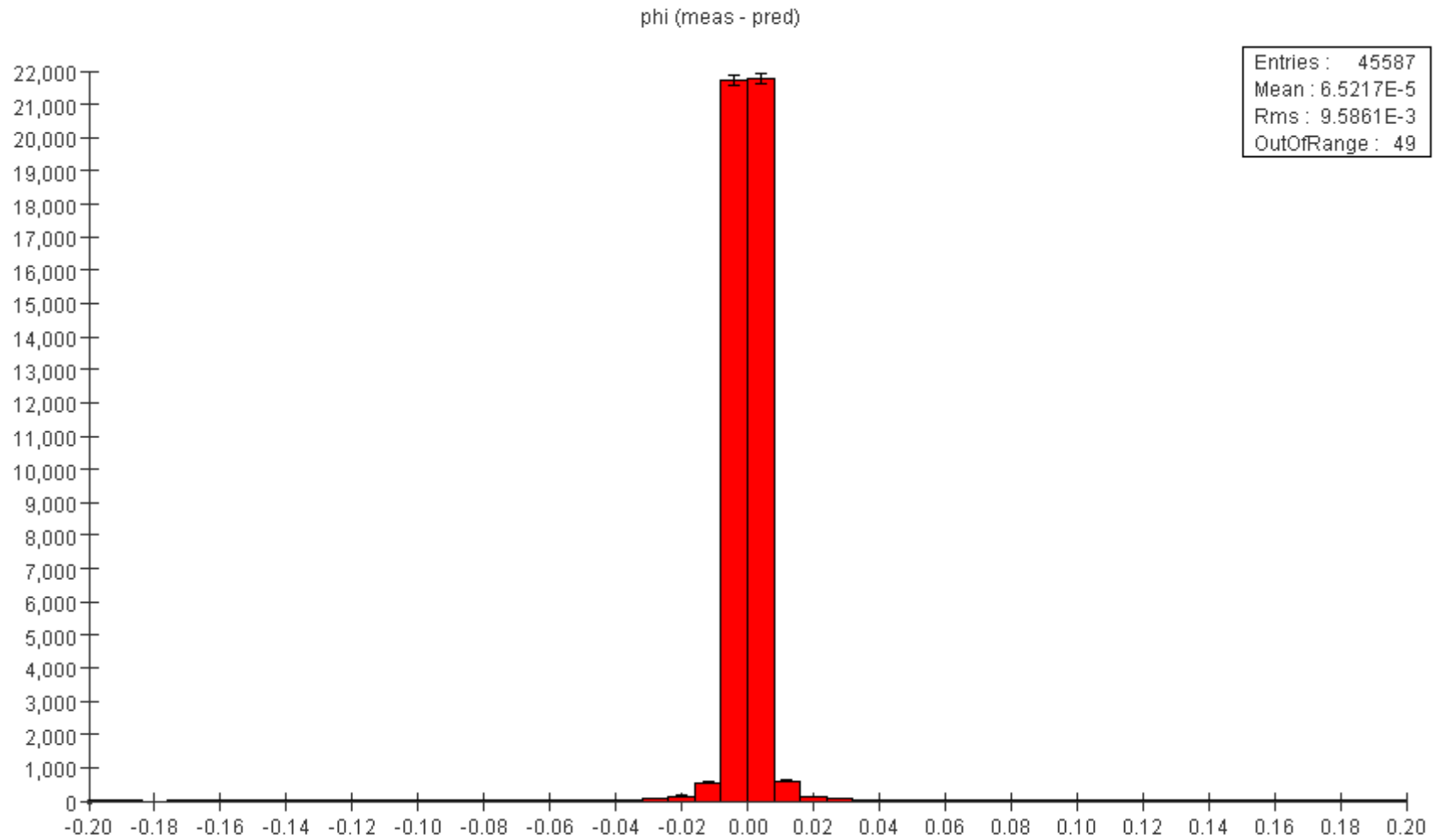
# pT (meas-pred)



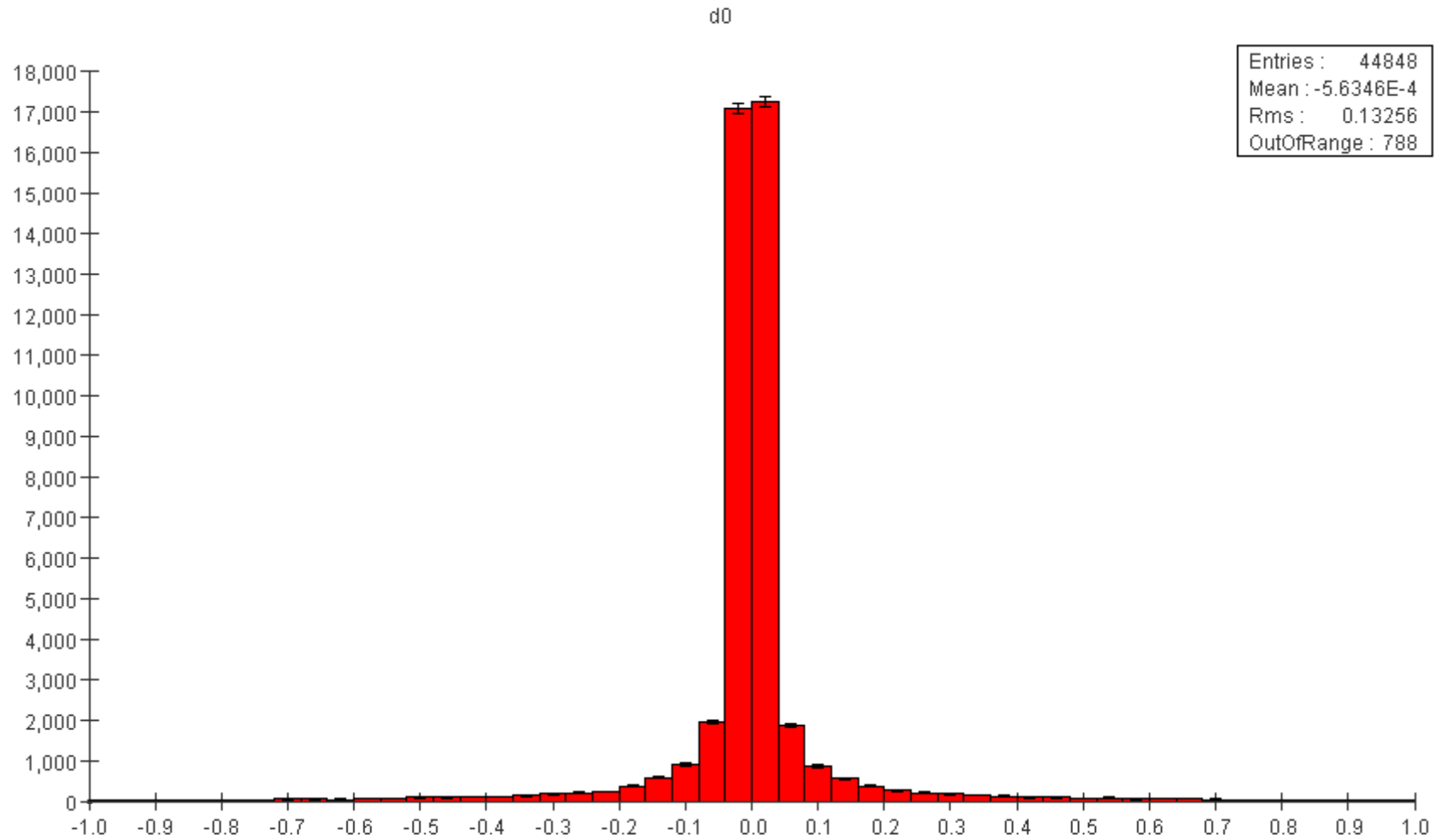
# $\varphi$ vs $\theta$



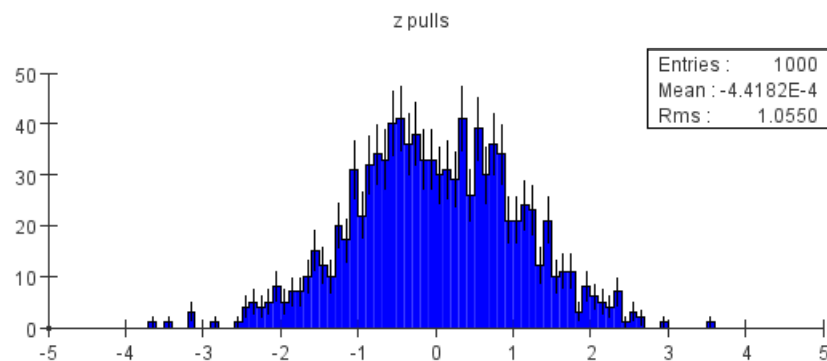
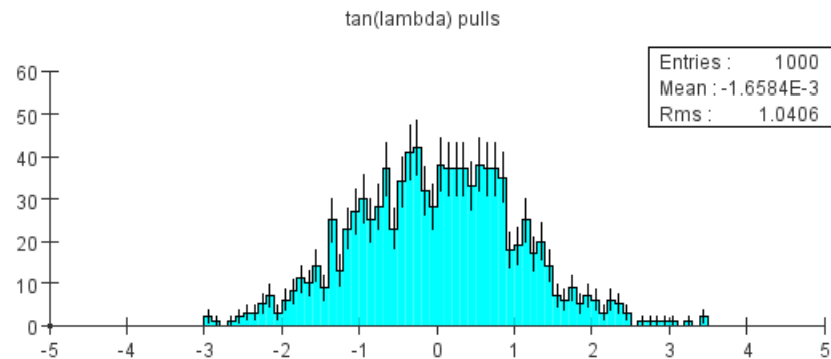
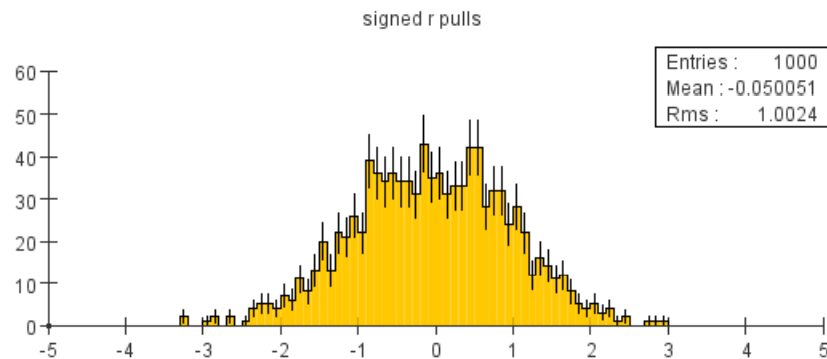
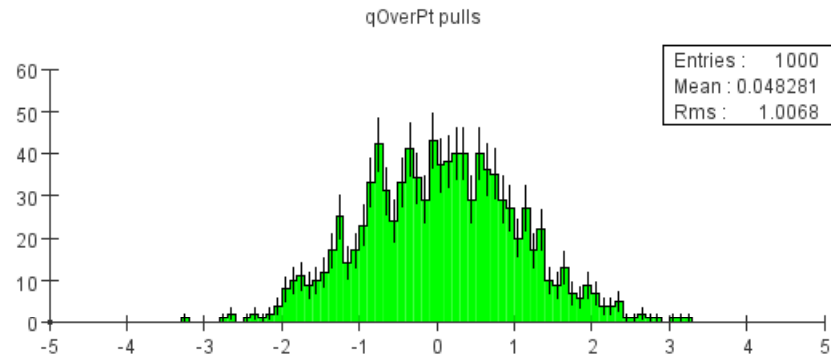
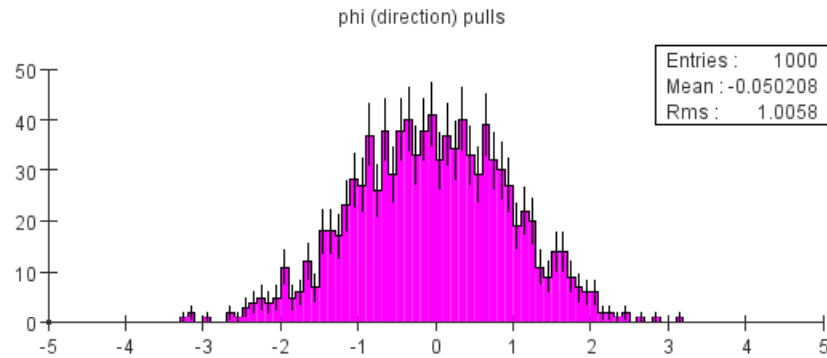
# phi (meas - pred)



# impact parameter



# Full Kalman Fit pulls



Single 10GeV muons in central region (5 2D + 5 1D pts).

Test Detector w/ELoss and MCS

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# Summary

- Trf toolkit provides full infrastructure for defining detectors, hits, tracks as well as propagators, interactors and fitters.
  - Currently working on generic interface between compact detector description and tracking Detector.
  - Lot of effort being devoted to “smart” propagator.
- Available in Java (org.lcsim) as well as C++ (standalone).
- Pattern recognition based on 2-D measurements on surfaces is implemented for collider-type detectors.
- Fast, with high efficiency.
- Extrapolation into 1-D tracker and fitting with full Kalman filter for linear collider detectors.
- Lots of work ahead to characterize and improve.