

# MOKKA/ MARLIN

Ties Behnke, DESY

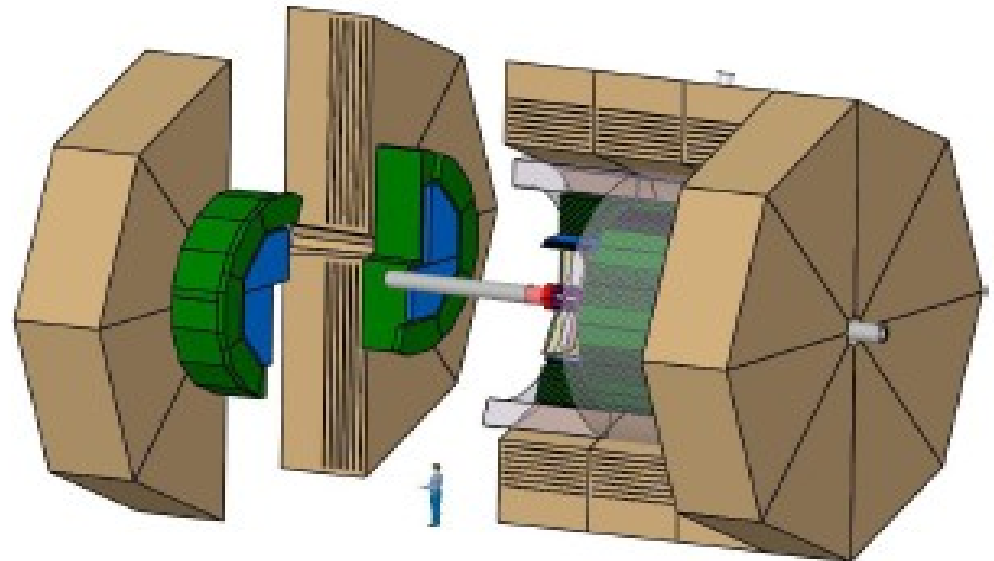
C++ based software system

for reconstruction and  
analysis of ILC events

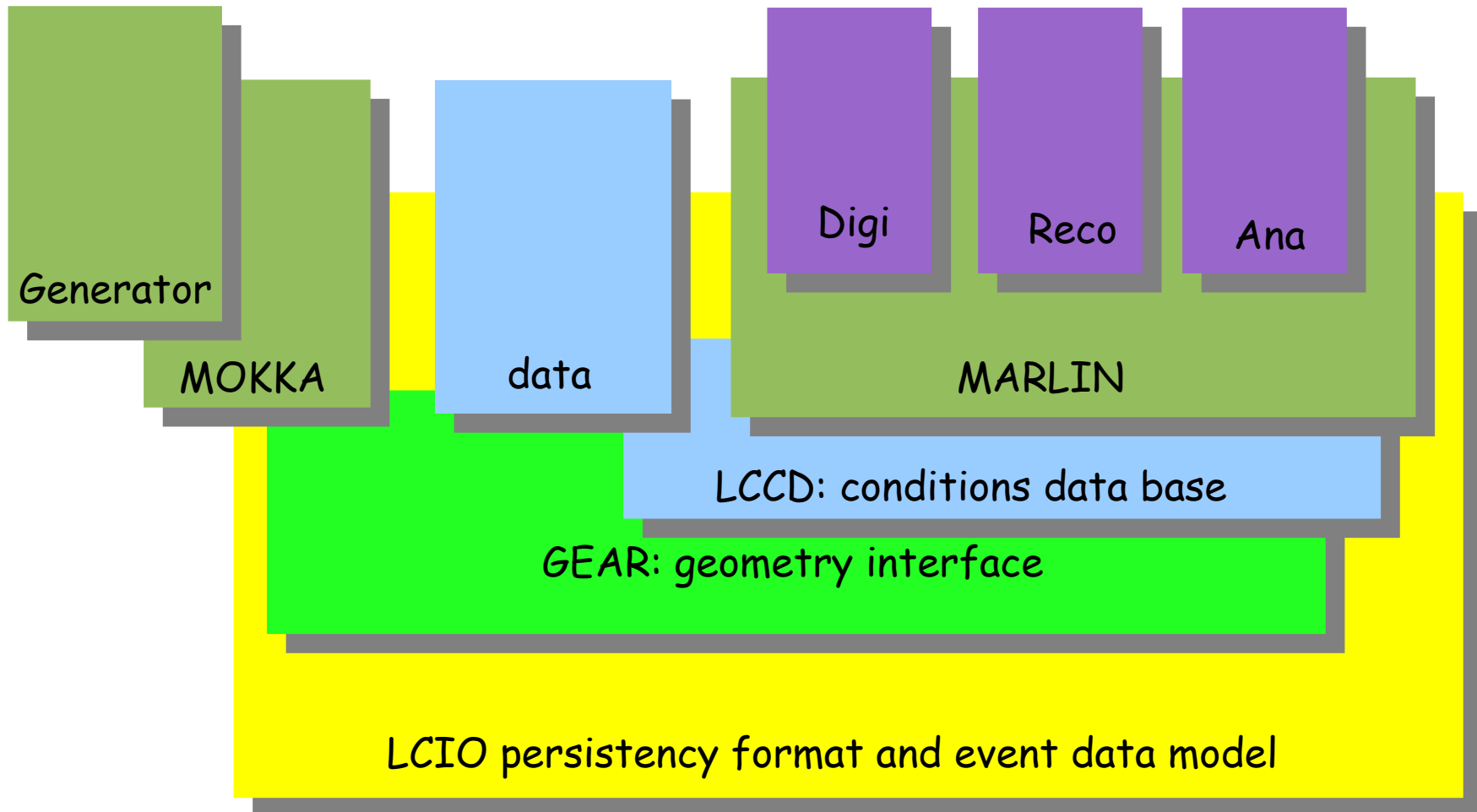
both simulated and real

prime focus so far: LDC concept

evolve towards ILD in the near future



# Concept and Architecture



# MOKKA

Geant4 based full simulation program

- Wide range of detailed models available (LDC, SiD, several test beam installations)
- writes LCIO and GEAR geometries (recently significantly improved)
- detailed subdetectors are available
- recently new model LDC-V5 released
  - Much improved LDC description
  - Improved interface to GEAR
  - New detailed calorimeter drivers
- First ILD model under development as starting point for common optimization study
- "stable" and ready for mass production (recently done 300k test events without problems (fully hadronic))

Getting ready for large scale GRID based central production

# MARLIN

**M**odular **A**nalysis & **R**econstruction for the **LIN**ear Collider

C++ based application framework  
based on LCIO as data model  
configurable  
extensible  
main author Frank Gaede

Recent improvements:

build system based on cmake  
graphical user frontend to create and control program flow

MARLIN is designed to work with:

- ➔ GEAR: geometry interface package
- ➔ LCCD: conditions data tool set

MARLIN is used by  
LDC  
CALICE  
LC-TPC  
EUDET VTX  
EUDET FCAL

# GEAR

Geometry interface package

slowly evolving to include most major sub-detectors

Gear: gear.VXDParameters class Reference - Mozilla Firefox

virtual const **VXDLayerLayout** & **getVXDLayerLayout** () const=0  
The layer layout in the Vertex.

virtual int **getVXDType** () const=0  
The type of Vertex detector: VXDParameters.CCD, VXDParameters.CMOS or VXDParameters...

virtual double **getShellHalfLength** () const=0  
The half length (z) of the support shell in mm (w/o gap).

virtual double **getShellGap** () const=0  
The length of the gap in mm (gap position at z=0).

virtual double **getShellInnerRadius** () const=0  
The inner radius of the support shell in mm.

virtual double **getShellOuterRadius** () const=0  
The outer radius of the support shell in mm.

virtual double **getShellRadLength** () const=0  
The radiation length in the support shell.

virtual bool **isPointInLadder** (Point3D p) const=0  
returns whether a point is inside a ladder

virtual bool **isPointInSensitive** (Point3D p) const=0  
returns wheter a point is inside a sensitive volume

virtual Vector3D **distanceToNearestLadder** (Point3D p) const=0  
returns vector from point to nearest ladder

virtual Vector3D **distanceToNearestSensitive** (Point3D p) const=0  
returns vector from point to nearest sensitive volume

virtual Vector3D **intersectionLadder** (Point3D p, Vector3D v) const=0  
returns the first point where a given straight line (parameters p and v) intersects the ladder volume (0,0,0) is returned if no intersection can be found.

virtual Vector3D **intersectionSensitive** (Point3D p, Vector3D v) const=0  
returns the first point where a given straight line (parameters p and v) intersects the sensitive volume (0,0,0) is returned if no intersection can be found.

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Plans to upgrade to LC-GEO as the next generation are on hold due to technical and manpower problems

# The Test...

CALICE has developed a MARLIN based reconstruction system for the recent test beam experiment at CERN:

- complete data chain established from DAQ to end - user
- heavy usage of GRID infrastructure for data transfer, catalogue, reconstruction
- time critical application of conditions data base

CALICE recorded successfully many millions of events

- no conceptual problems found
- many technical improvements and suggestions received

Learn from CALICE for the second generation test beam experiments:  
MARLIN-TPC, EUDET VTX reconstruction framework

# MARLIN modules: availability

First complete reconstruction version exists:

full tracking: full solid angle, all sub-detectors, individual and combined

vertexing: sophisticated secondary vertex reconstruction code

jet finding, cluster finding, photon finding, etc

three particle flow implementations:

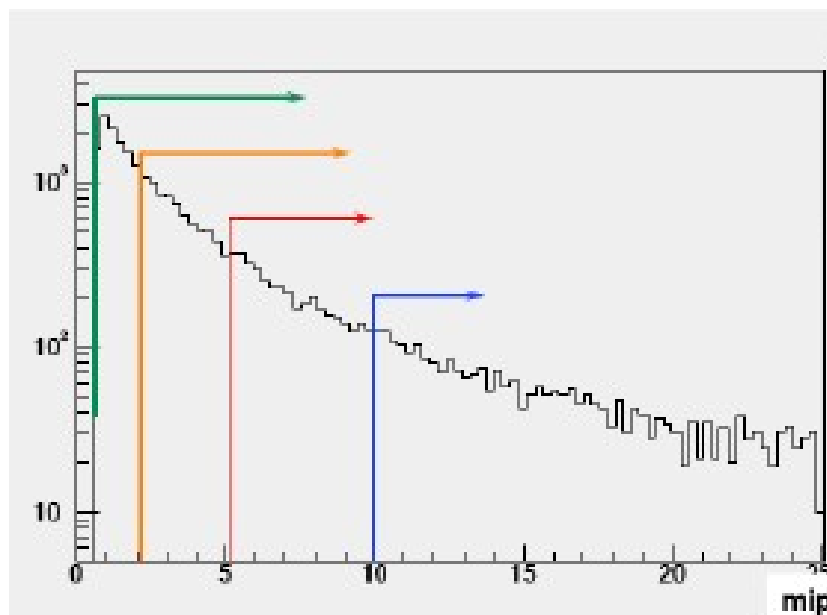
WOLF

trackwise PFA

PandoraPFA (currently by far the best)

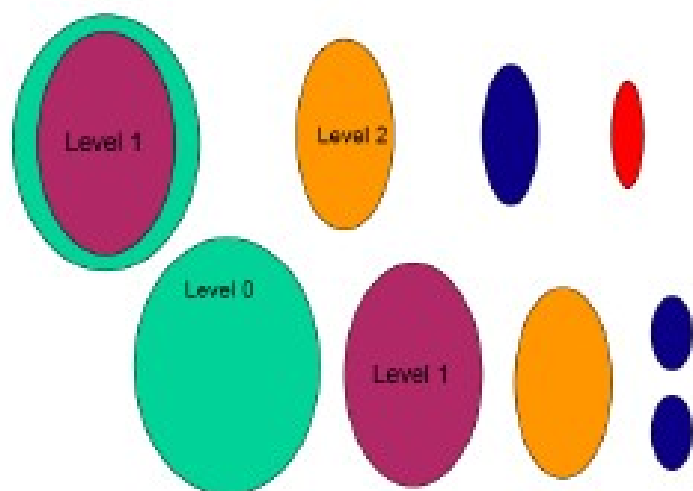
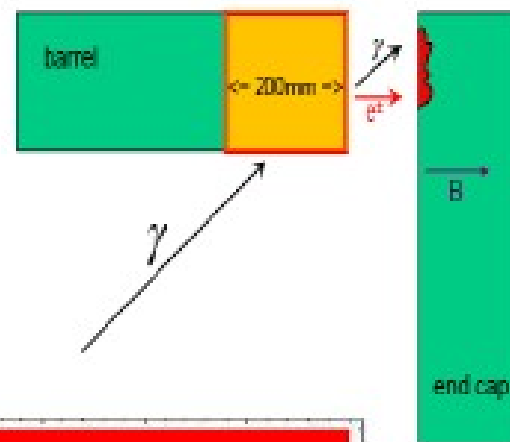
# Example: Photon Finder

P. Krstonic

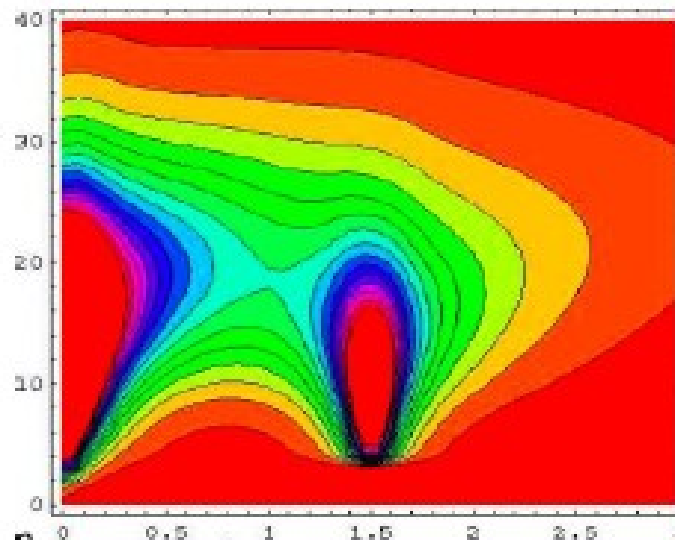


Choose  
N threshold levels  
(N=10 at the moment)  
and get N sets of hits

For each set do a  
NN clustering  
Only in particular  
set!!



Single photon



?!

- sophisticated photon ID
- not yet incl. in PFA algorithms



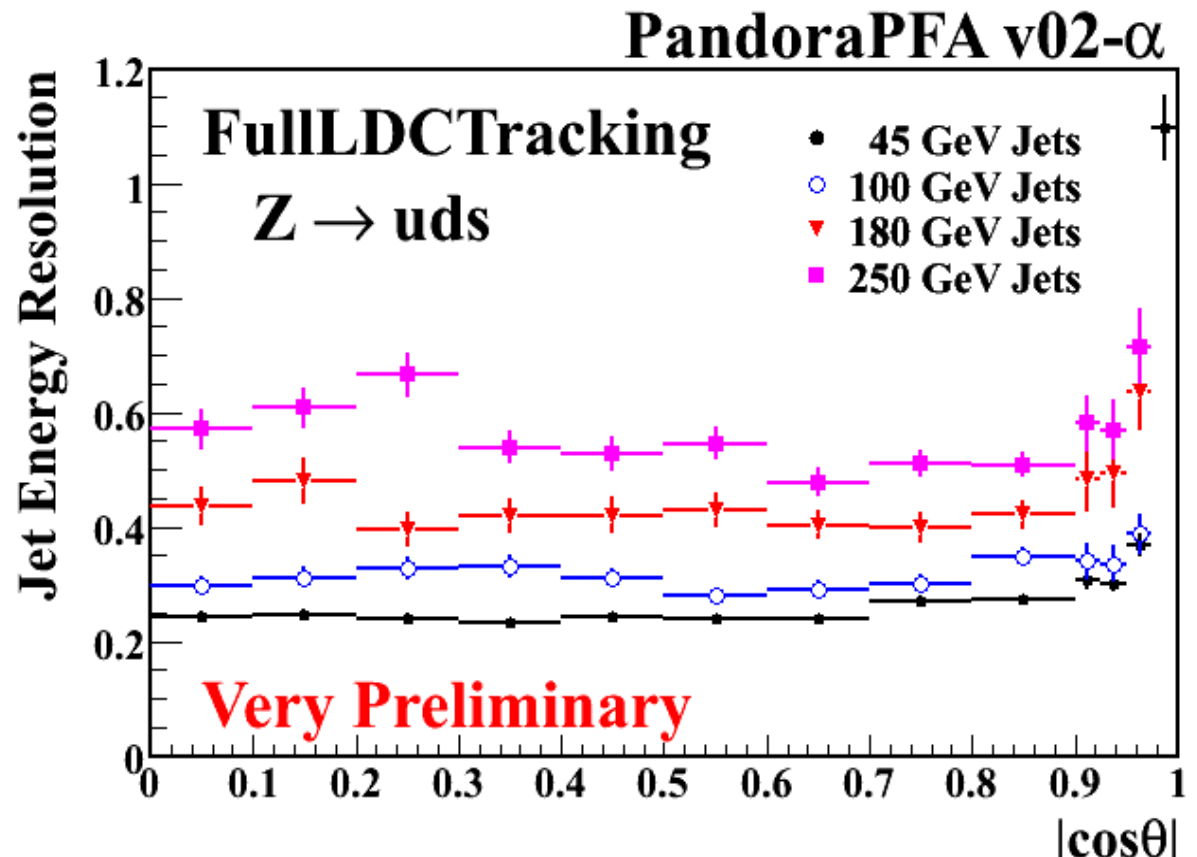
# Particle Flow: Performance

Particle flow (PandoraPFA)  
including full realistic tracking

Mark Thomson, Cambridge

There is still room  
for significant improvement

but performance is  
good enough to  
start real physics analyses



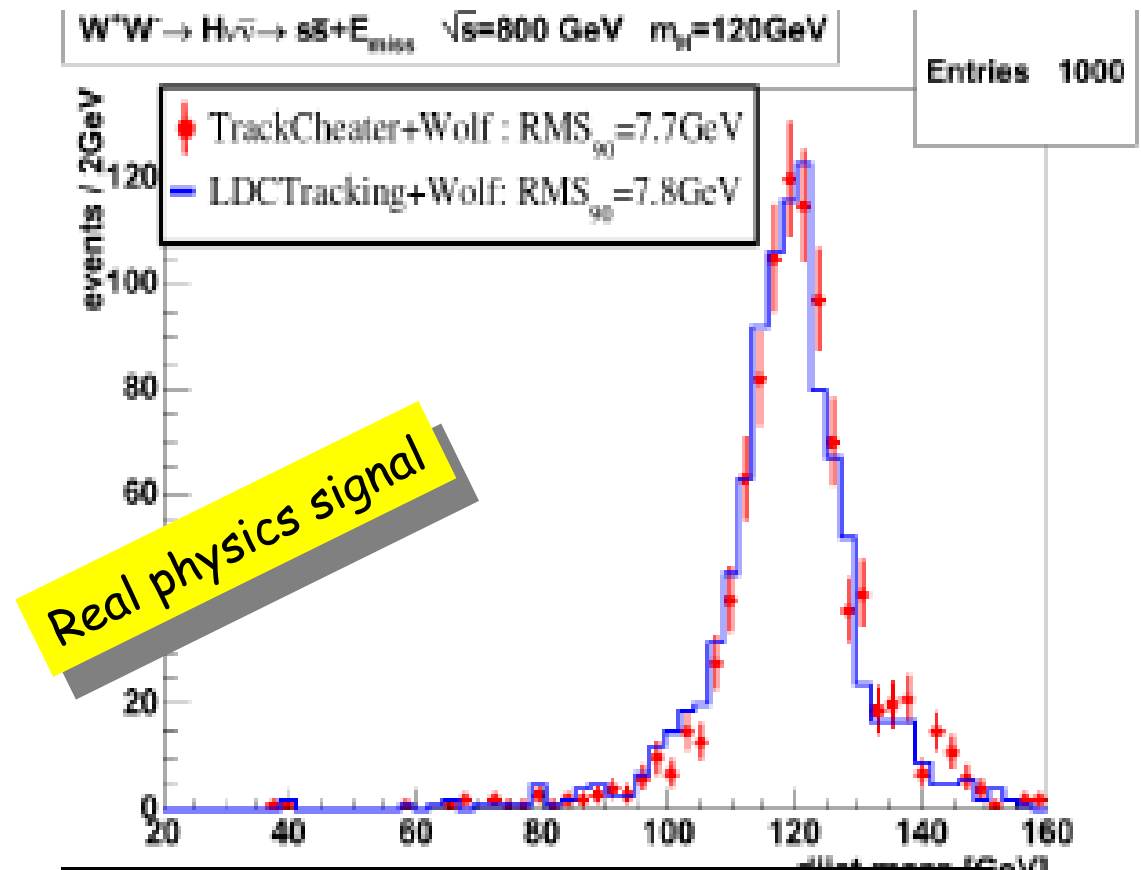
# Particle Flow: Performance

Wolf Particle flow  
including full realistic tracking

Alexei Rasperieza, Munich

There is still room  
for significant improvement

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good enough to  
start real physics analyses



# Plans

Finalize a complete reconstruction chain:

need to improve some digitization routines

Start a large scale simulation and reconstruction run

several 100k events, optimized for detector optimization

This is done within ILD to understand the new ILD concept

# Plans: Software

Continue to improve the software framework:

- Improve LCIO data model

- develop "online" LCIO

- Develop level-2 LCIO (more user friendly data model, transient, not persistent  
(example trajectory class, example extended cluster class))

- improve conditions data base

Performance issue (LCIO)

Persistency layer: stay with SIO? Move to something else (maybe root IO?)

Improve interface for user analysis: n-tuple, root tree support, etc

We think we are in reasonable shape for a LOI focussed simulation and reconstruction effort

and to support the ongoing test beam effort