

# Track Segment Analysis update

**L. Weuste**

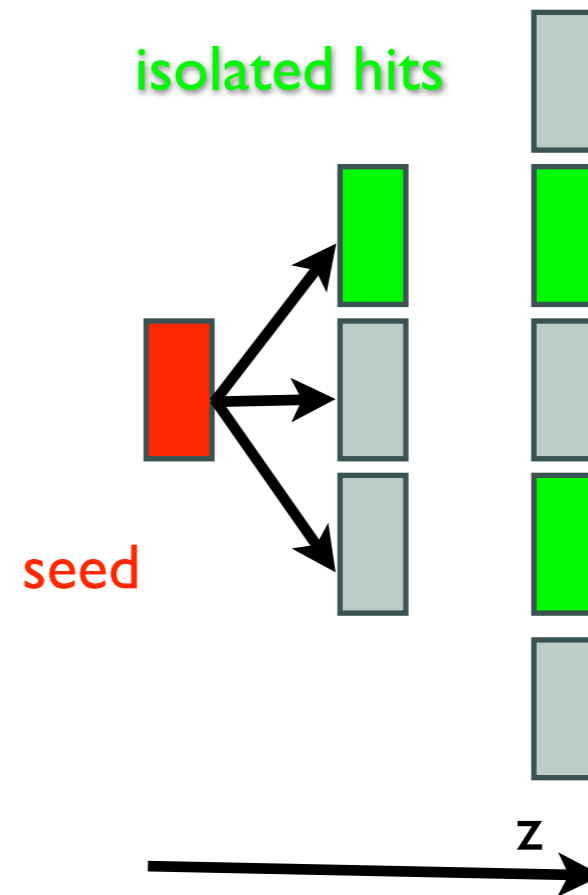
**Max Planck Institut für Physik  
Excellence Cluster „Universe“  
München**

**CALICE Collaboration Meeting  
Shinshu University - March 2012**



# Tracking in the AHCAL

- [ Already presented in CAN-022
  - Nearest Neighbour algorithm
  - Needs 1 hit per layer
  - Based on layer isolated hits, i.e. hits with no adjacent hits in the same layer
- [ Plan: Publication (JINST?)
- [ Rewrite of code
  - No fundamental changes
  - Usage of official geometry classes
  - Made algorithm more general
    - Completely recursive implementation
    - With simplification: No need for special treatment of certain geometric cases
    - Improving identification of inclined tracks with gaps



# Tracking in the AHCAL

— Already presented in CAN-022

— Nearest Neighbour algorithm

— Needs 1 hit per layer

— Based on layer isolated hits,  
i.e. hits with no adjacent hits in the same layer

— Plan: Publication (JINST?)

— Rewrite of code

— No fundamental changes

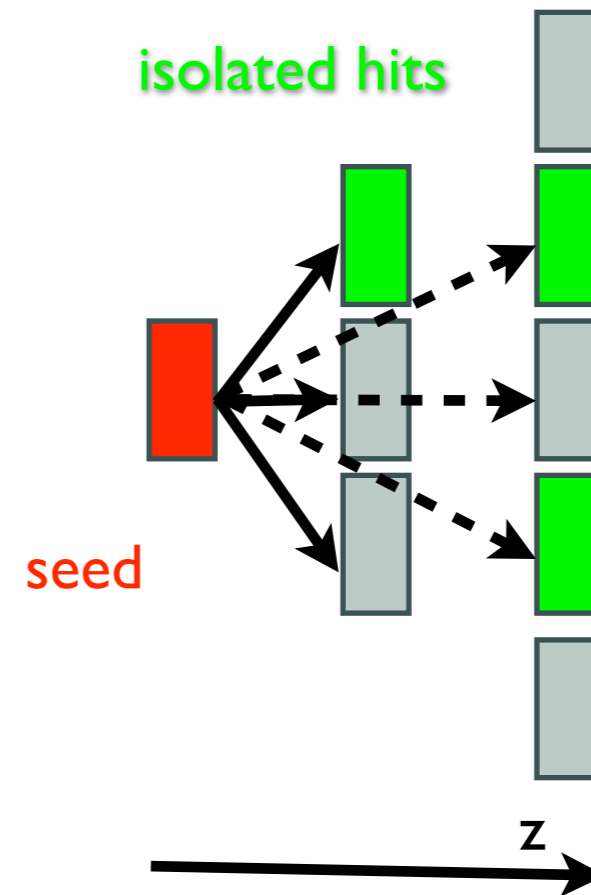
— Usage of official geometry classes

— Made algorithm more general

— Completely recursive implementation

— With simplification: No need for special treatment of certain geometric cases

— Improving identification of inclined tracks with gaps



# Tracking in the AHCAL

— Already presented in CAN-022

— Nearest Neighbour algorithm

— Needs 1 hit per layer

— Based on layer isolated hits,  
i.e. hits with no adjacent hits in the same layer

— Plan: Publication (JINST?)

— Rewrite of code

— No fundamental changes

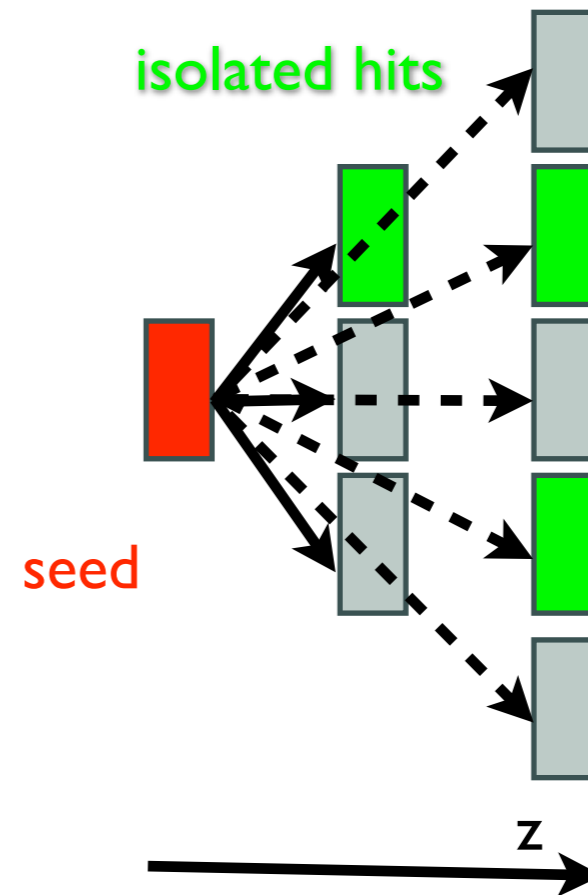
— Usage of official geometry classes

— Made algorithm more general

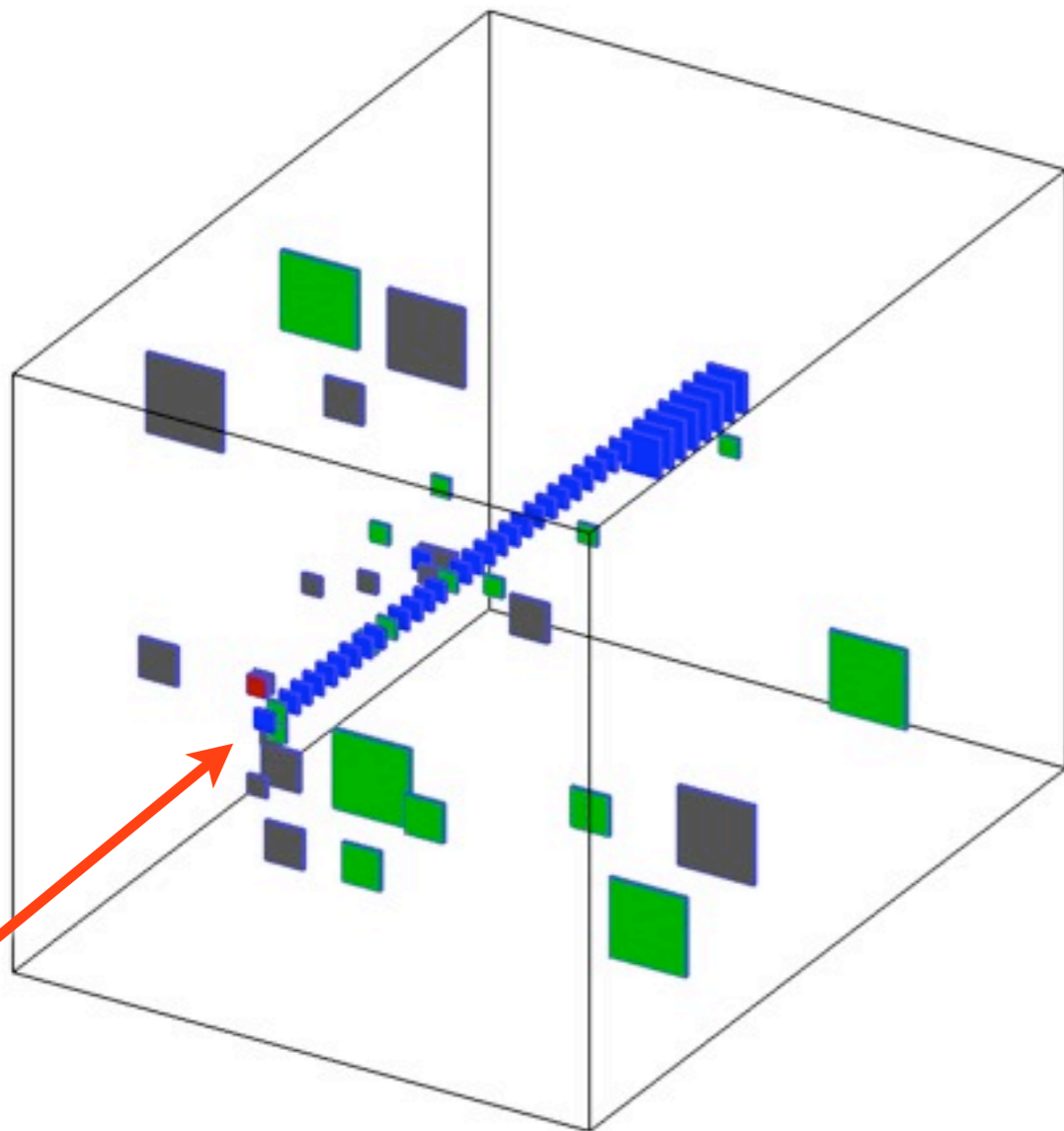
— Completely recursive implementation

— With simplification: No need for special treatment of certain geometric cases

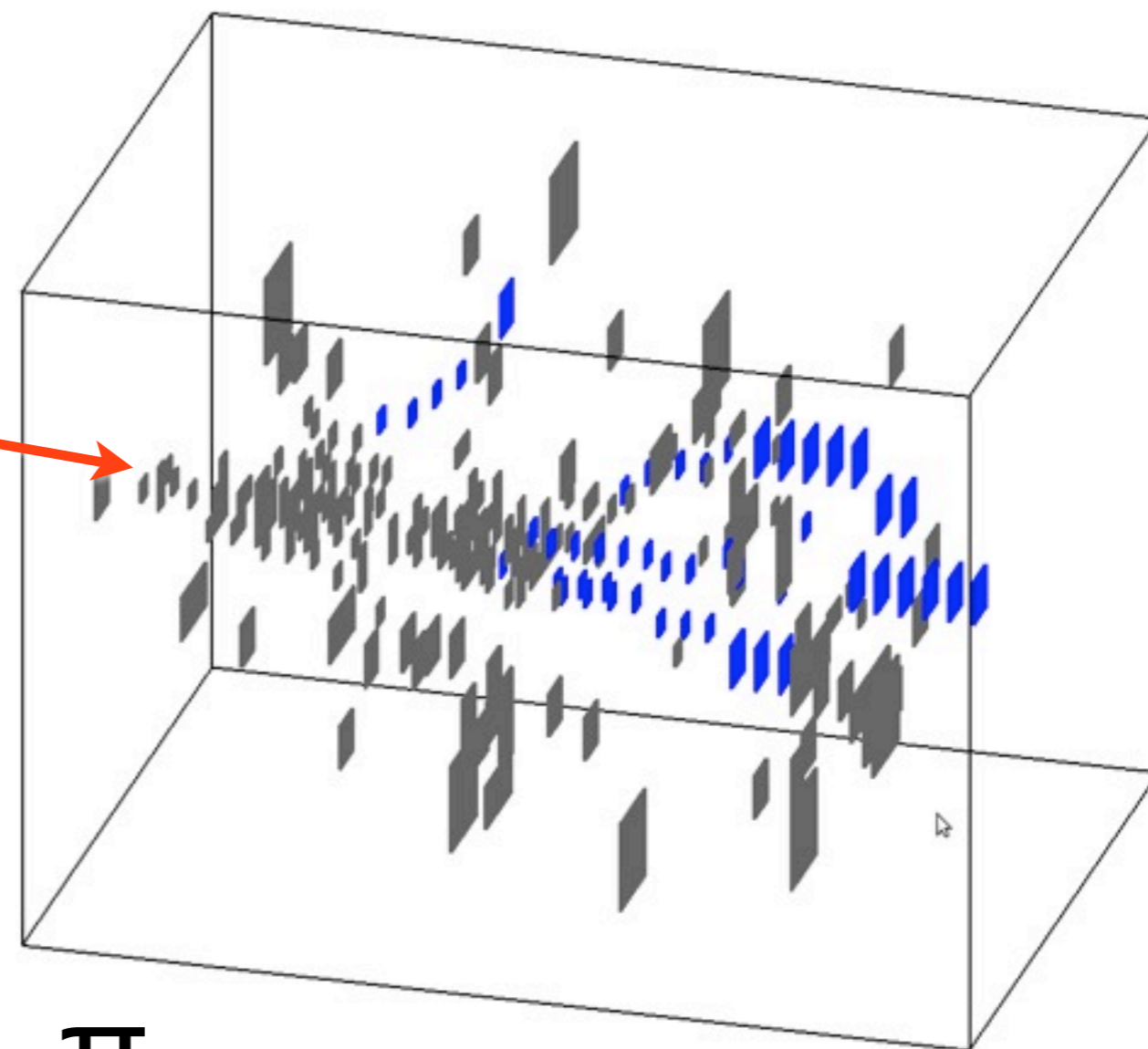
— Improving identification of inclined tracks with gaps



# Example events

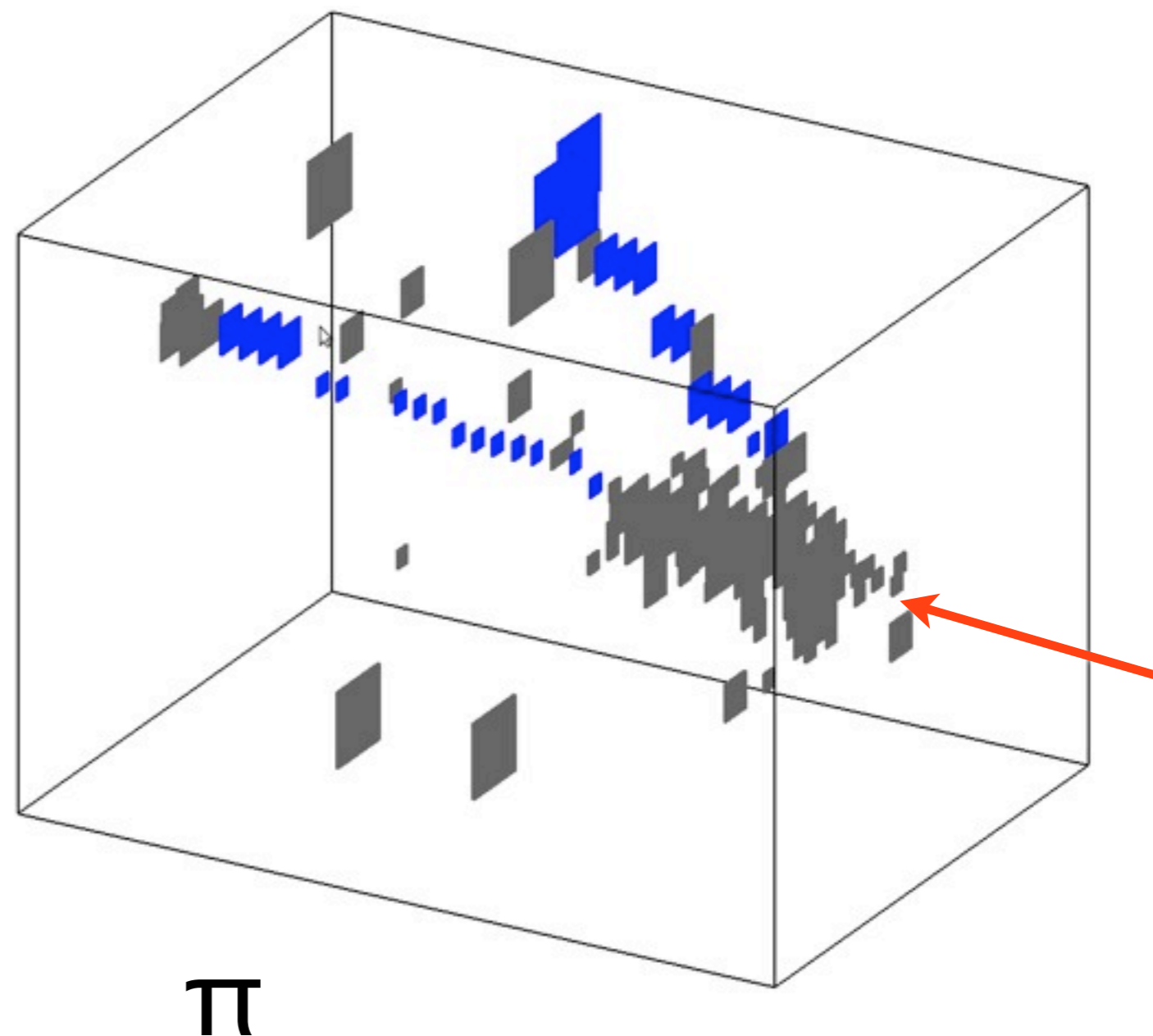
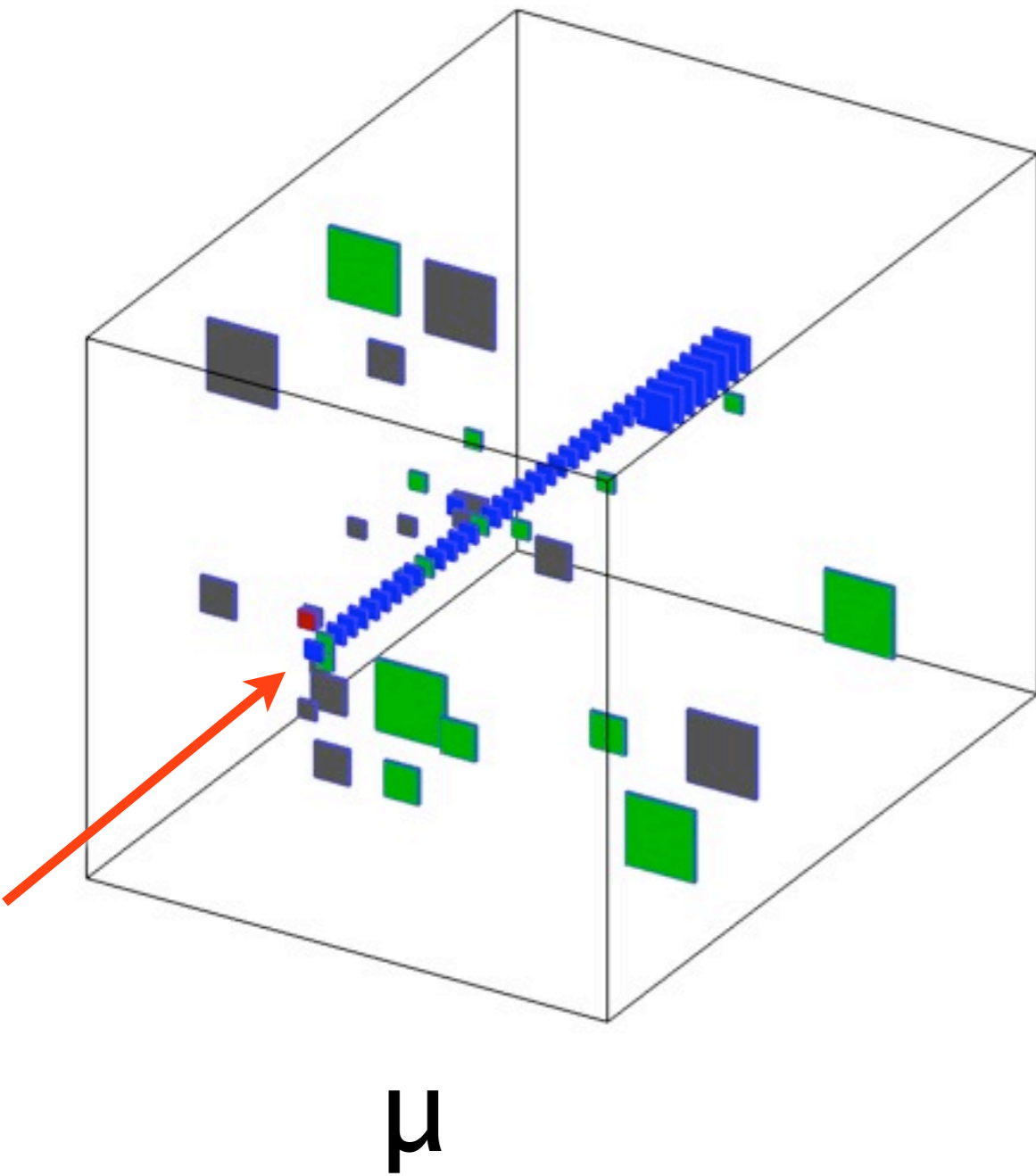


$\mu$



$\pi$

# Example events



# Example usage: track length

Track length 1

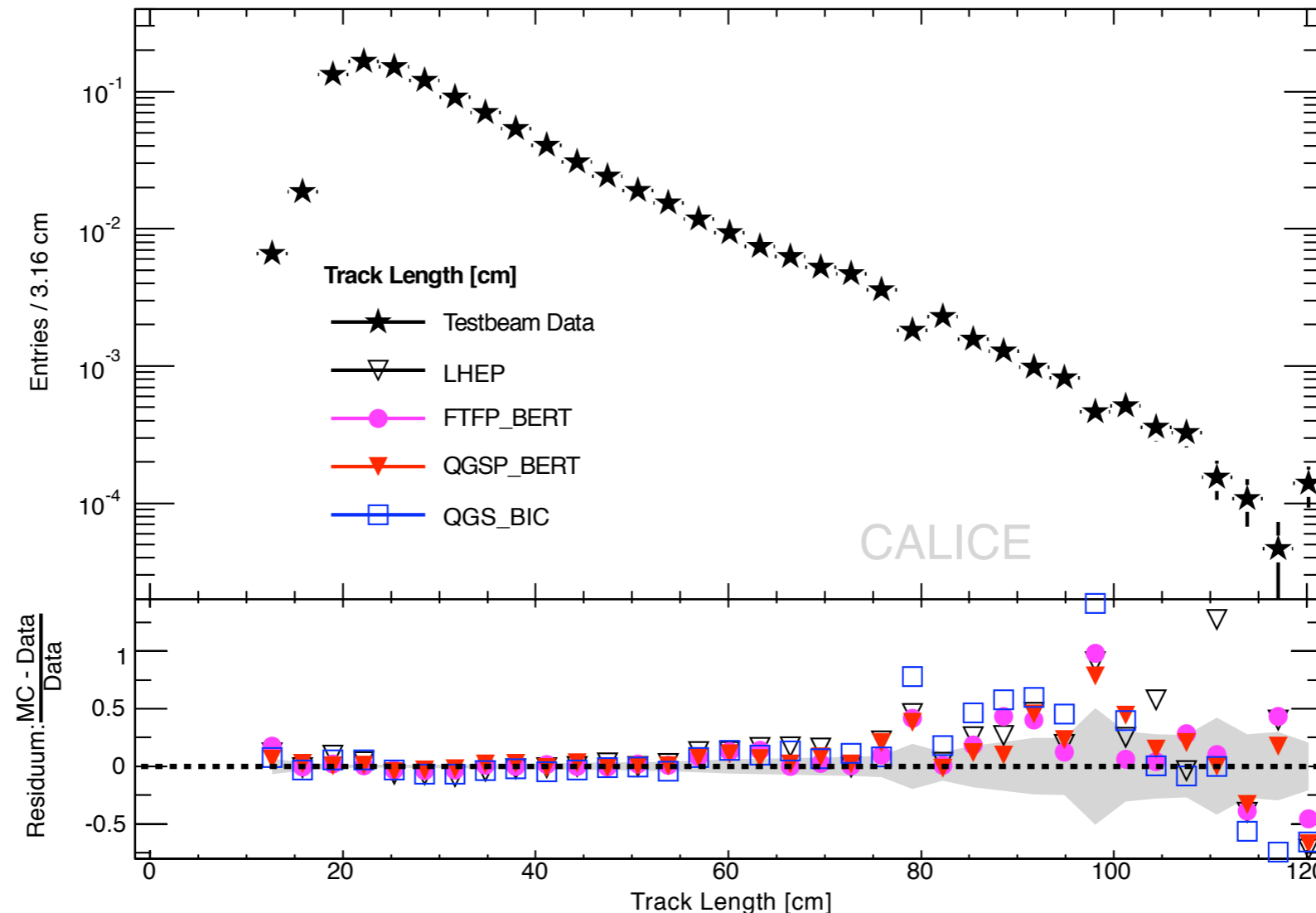
$\lambda_{\text{track}} \equiv$  slope of exponential fit („typical track length“)

$$l(x) = l_0 \cdot \exp\left(-\frac{x}{\lambda_{\text{track}}}\right)$$

Efficiency of track finder  $\neq 100\% \implies \lambda_{\text{track}} \neq \lambda$

Efficiency = abort prob / layer

Toy MC to show effect



# Example usage: track length

Track length 1

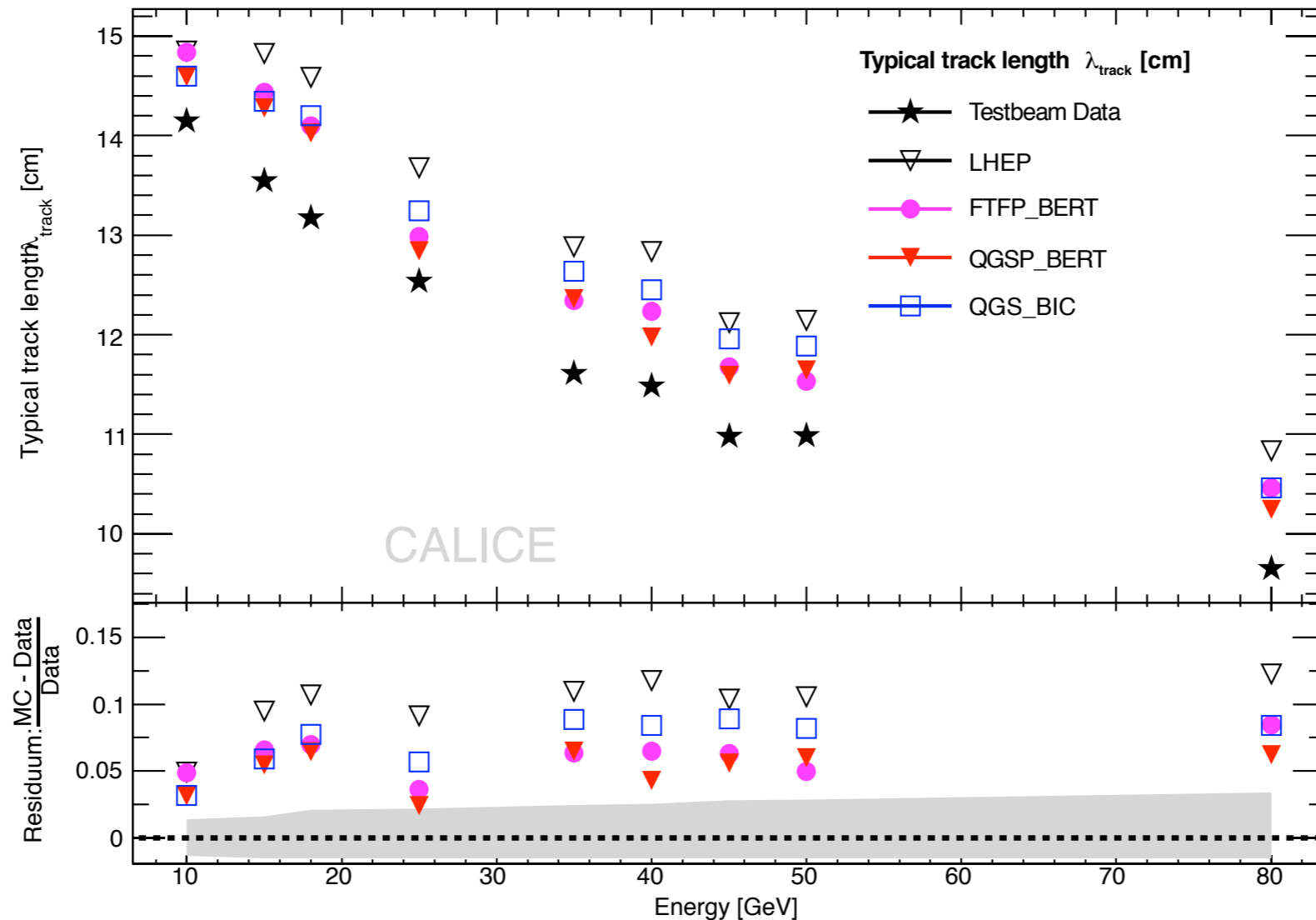
$\lambda_{\text{track}} \equiv$  slope of exponential fit („typical track length“)

$$l(x) = l_0 \cdot \exp\left(-\frac{x}{\lambda_{\text{track}}}\right)$$

Efficiency of track finder  $\neq 100\% \implies \lambda_{\text{track}} \neq \lambda$

Efficiency = abort prob / layer

Toy MC to show effect





# Example usage: track length

— Track length  $\lambda$

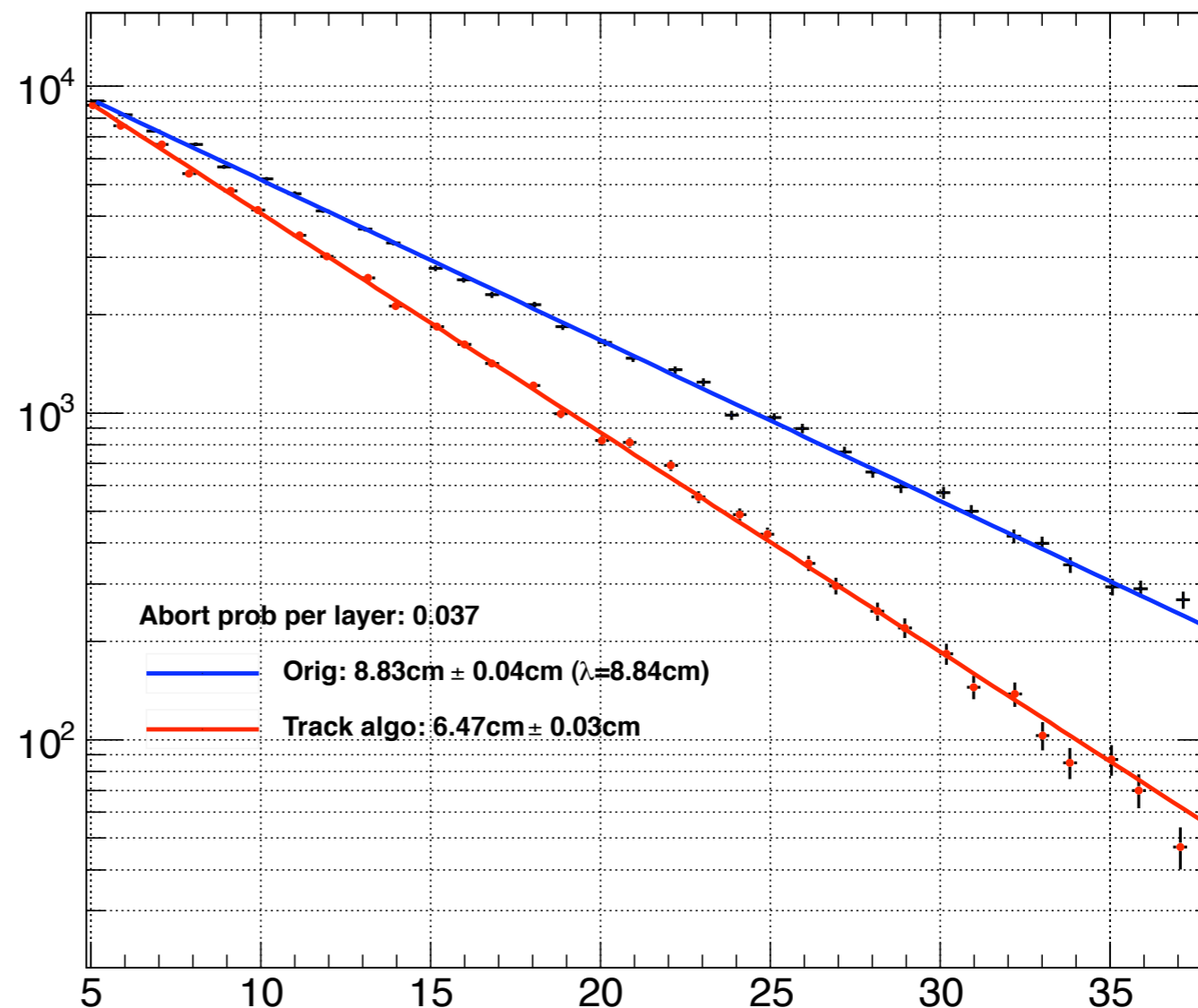
—  $\lambda_{\text{track}} \equiv$  slope of exponential fit („typical track length“)

$$l(x) = l_0 \cdot \exp\left(-\frac{x}{\lambda_{\text{track}}}\right)$$

— Efficiency of track finder  $\neq 100\% \implies \lambda_{\text{track}} \neq \lambda$

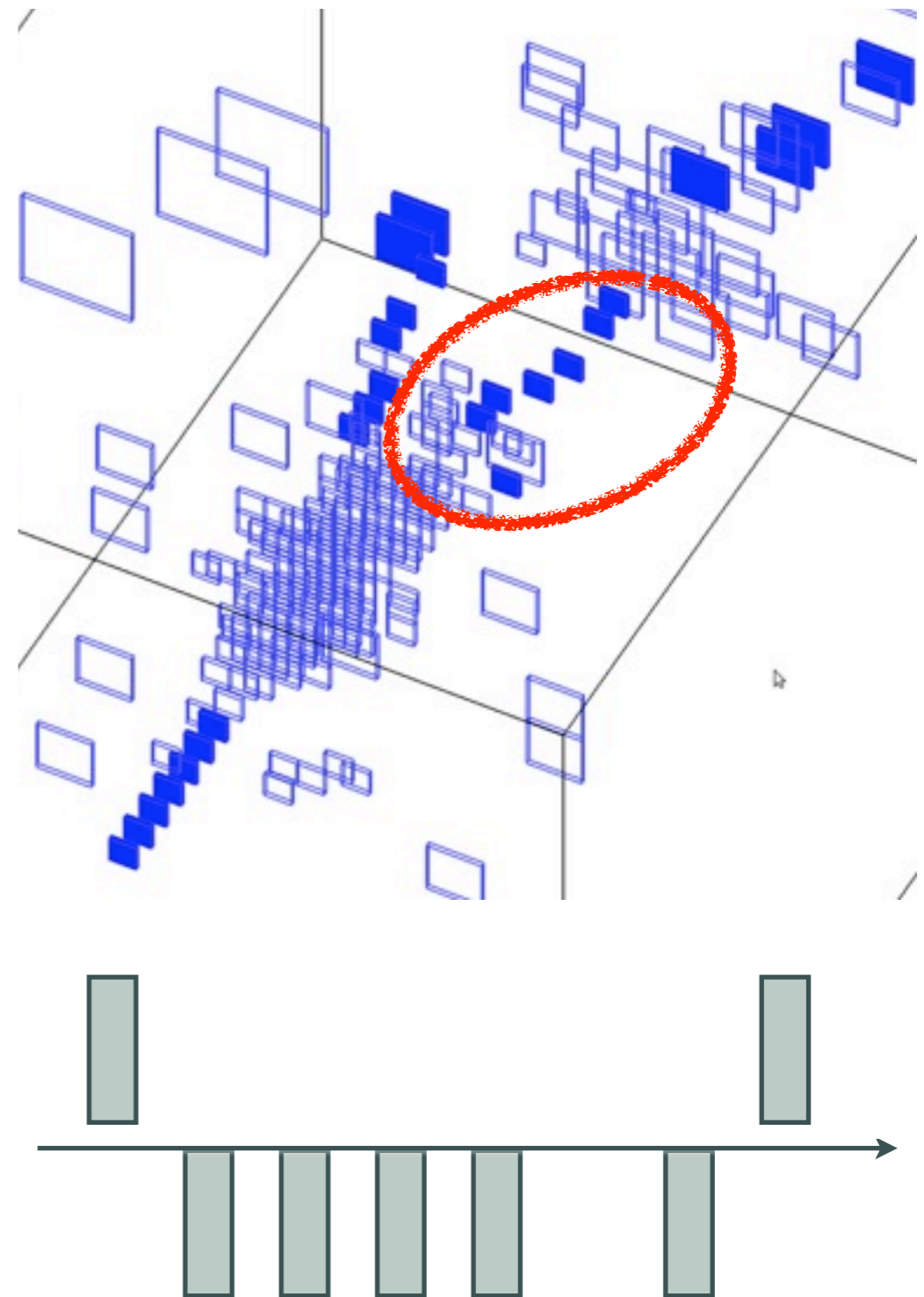
Efficiency = abort prob / layer

— Toy MC to show effect



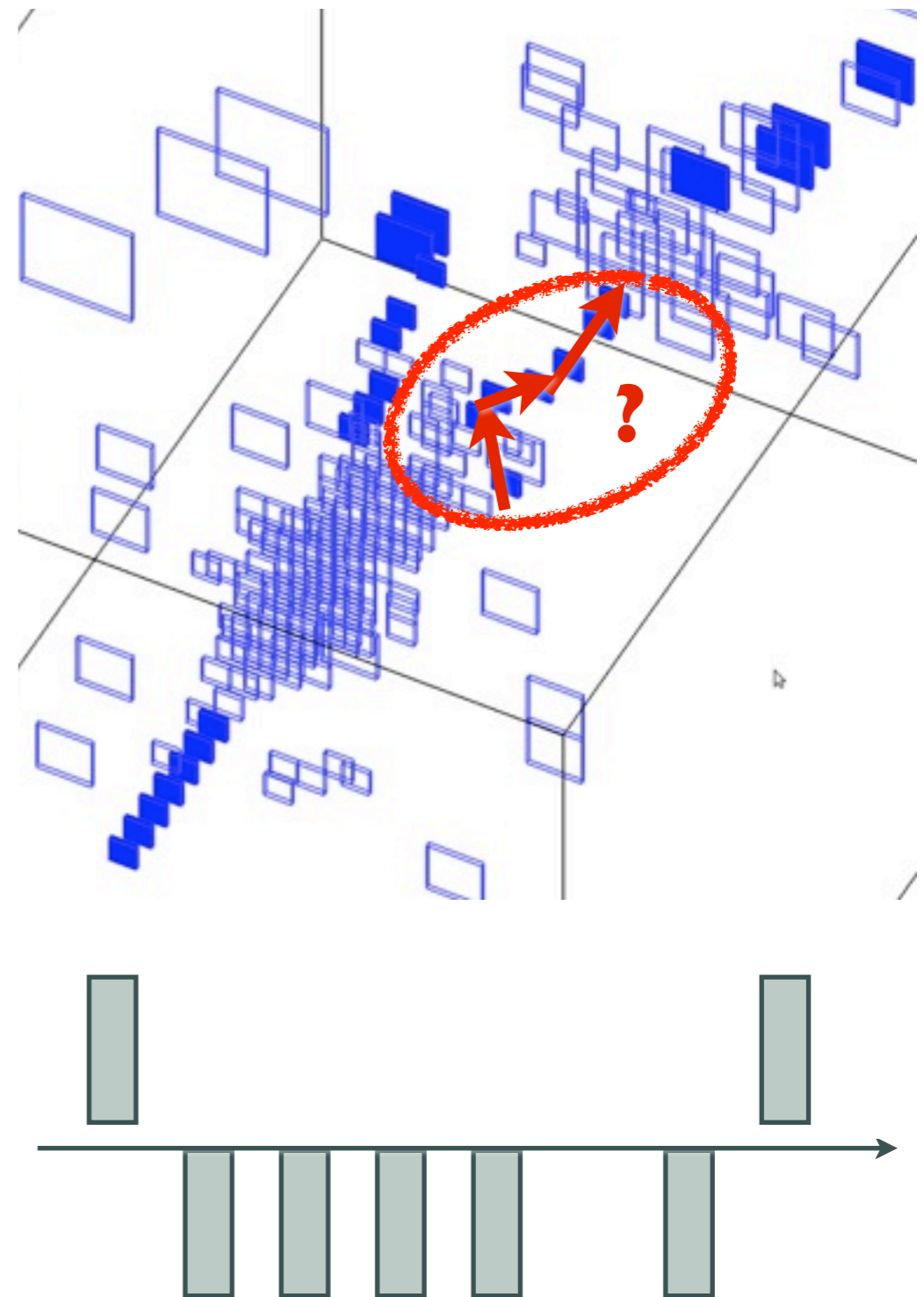
# Track finding: Imperfections

- Nearest Neighbour Algorithm
  - No usage of physical flight trajectory
  - Noise hits influence track direction
- No/Small influence on MC  $\Leftrightarrow$  Data comparison
- Possible solutions:
  - Track Fitting
    - not easy (e.g.: tile size is not „error“)
    - cannot fix all track errors
  - Hough Transform based filtering
    - Using Fast Hough Trafo with variable binsize

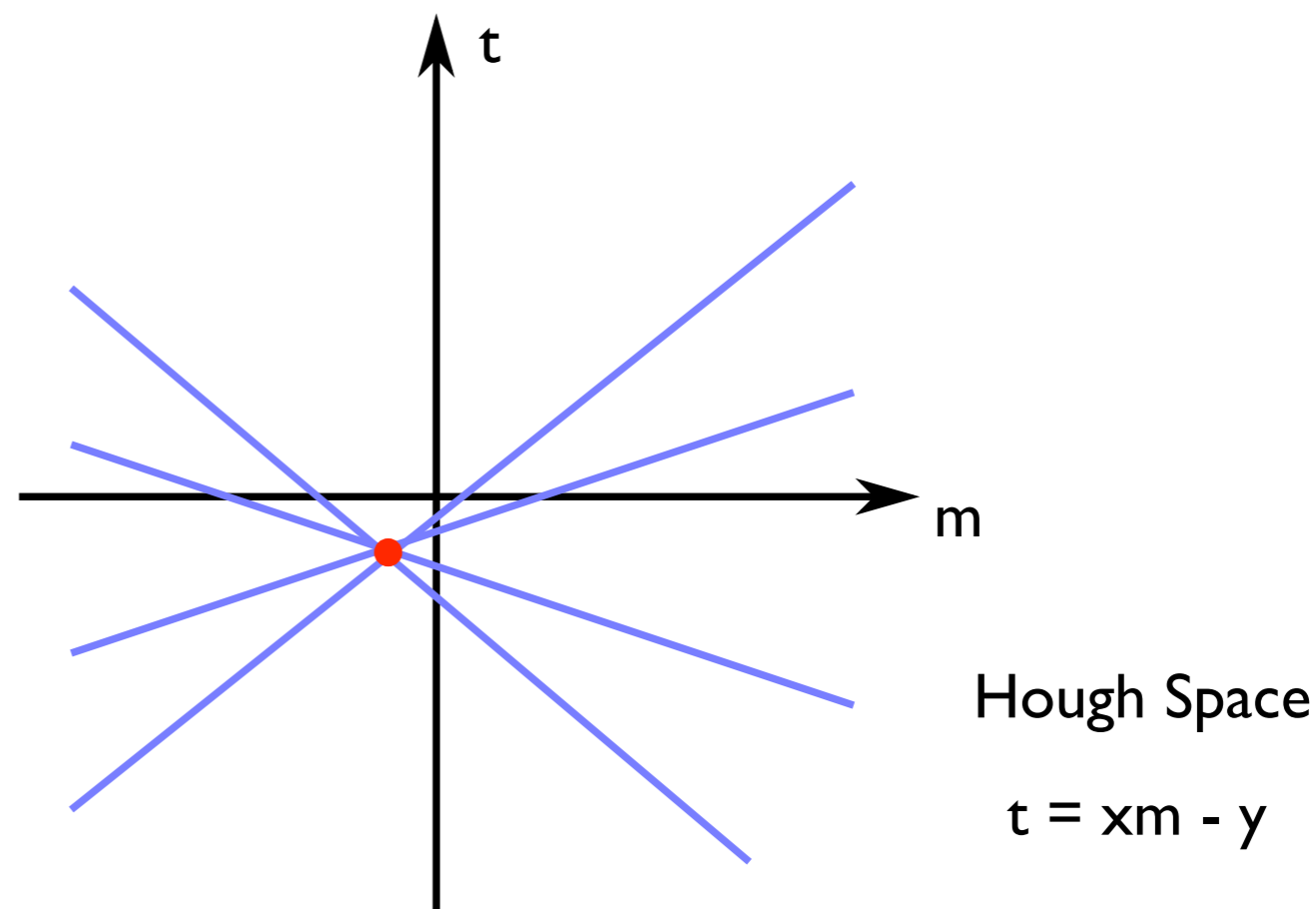
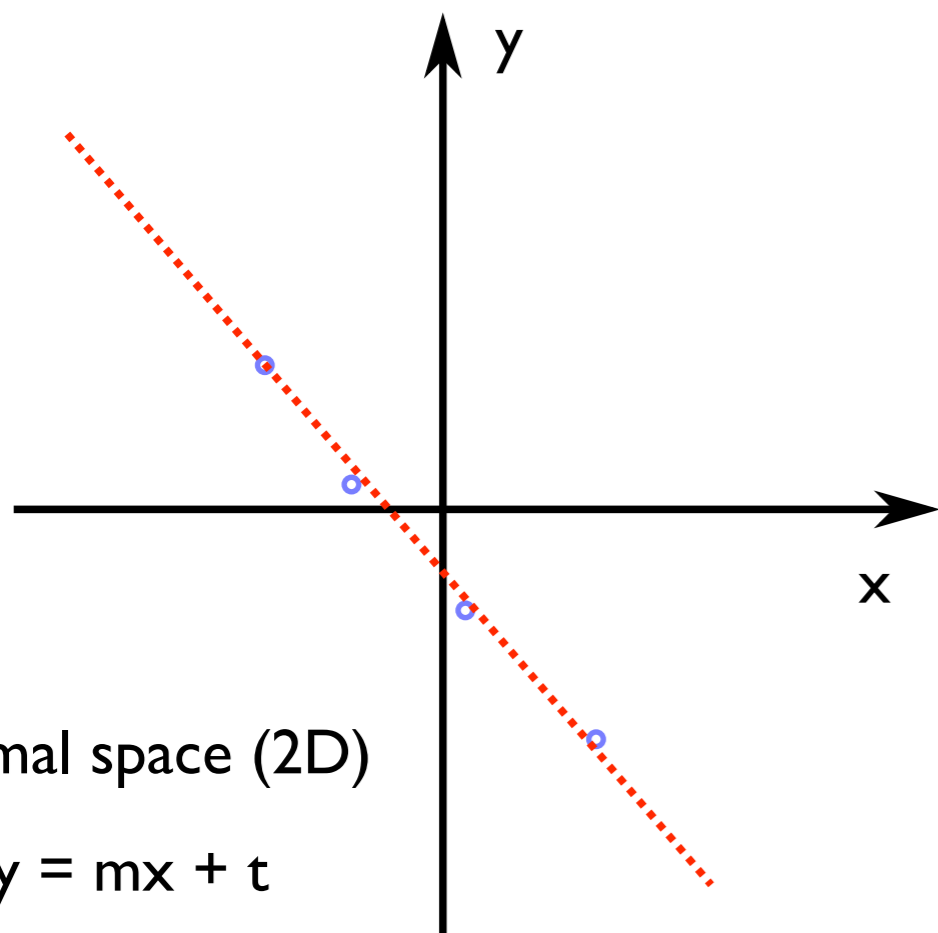


# Track finding: Imperfections

- Nearest Neighbour Algorithm
  - No usage of physical flight trajectory
  - Noise hits influence track direction
- No/Small influence on MC  $\Leftrightarrow$  Data comparison
- Possible solutions:
  - Track Fitting
    - not easy (e.g.: tile size is not „error“)
    - cannot fix all track errors
  - Hough Transform based filtering
    - Using Fast Hough Trafo with variable binsize



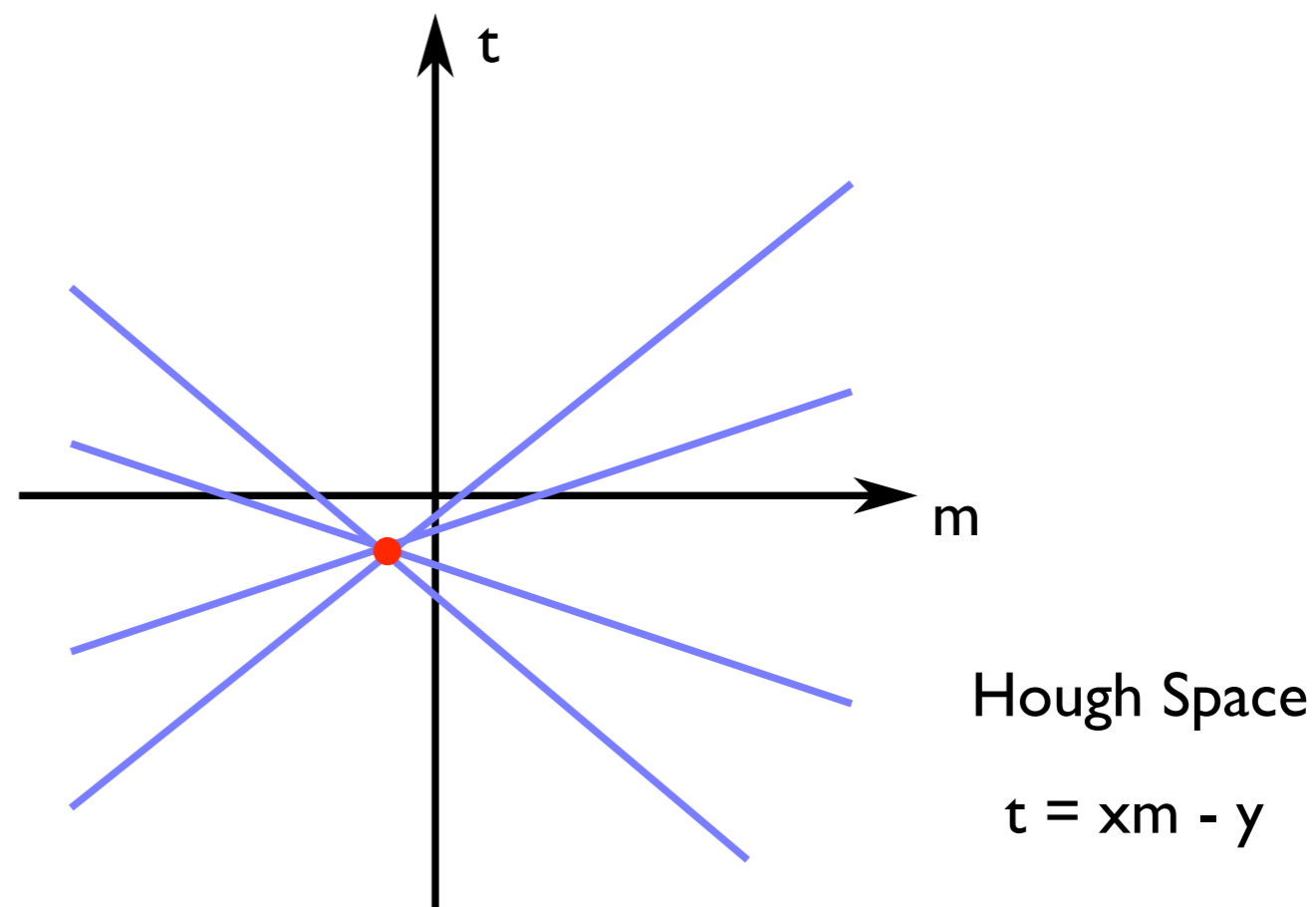
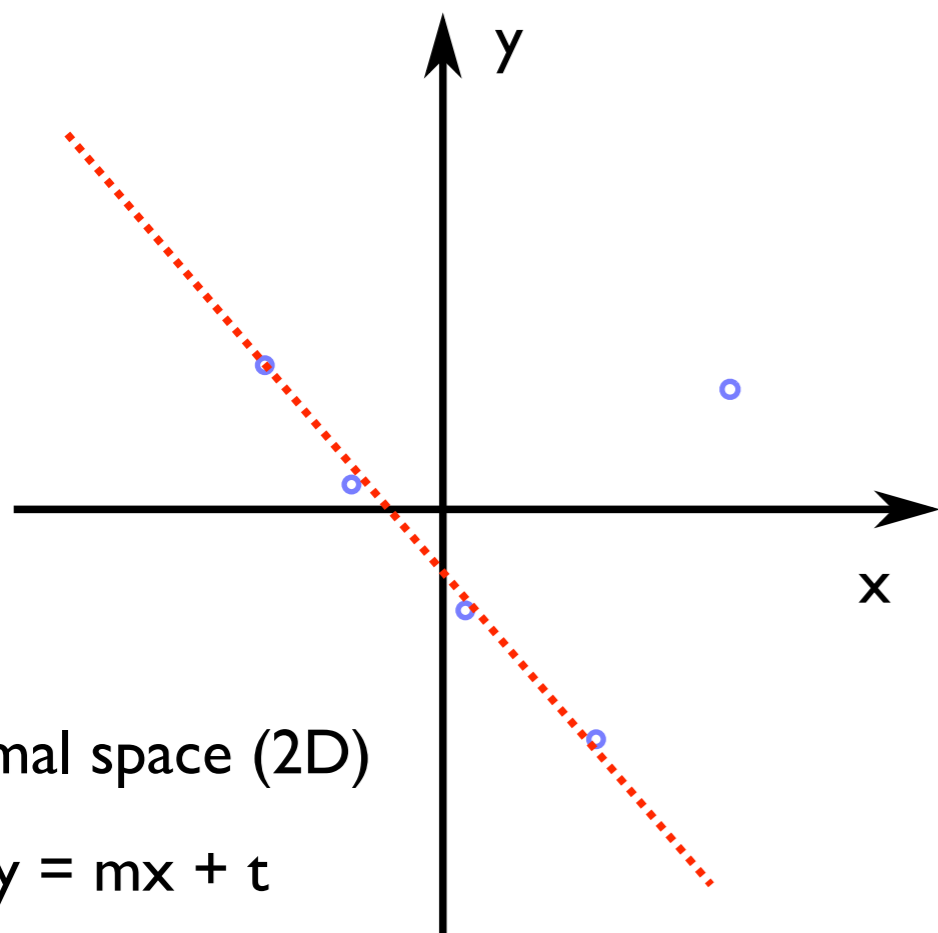
# Hough transformation: Variable binsize



- [ Standard procedure
- [ Here: Use in 2D (x/z and y/z)
- [ Hough Space needs to be binned
  - RAM/CPU Usage
  - Binsize?

- [ Variable binsize
  - Calculate all intersections @ Hough Space
  - Take points in between two intersections as bin borders
  - Divide each bin further by 3

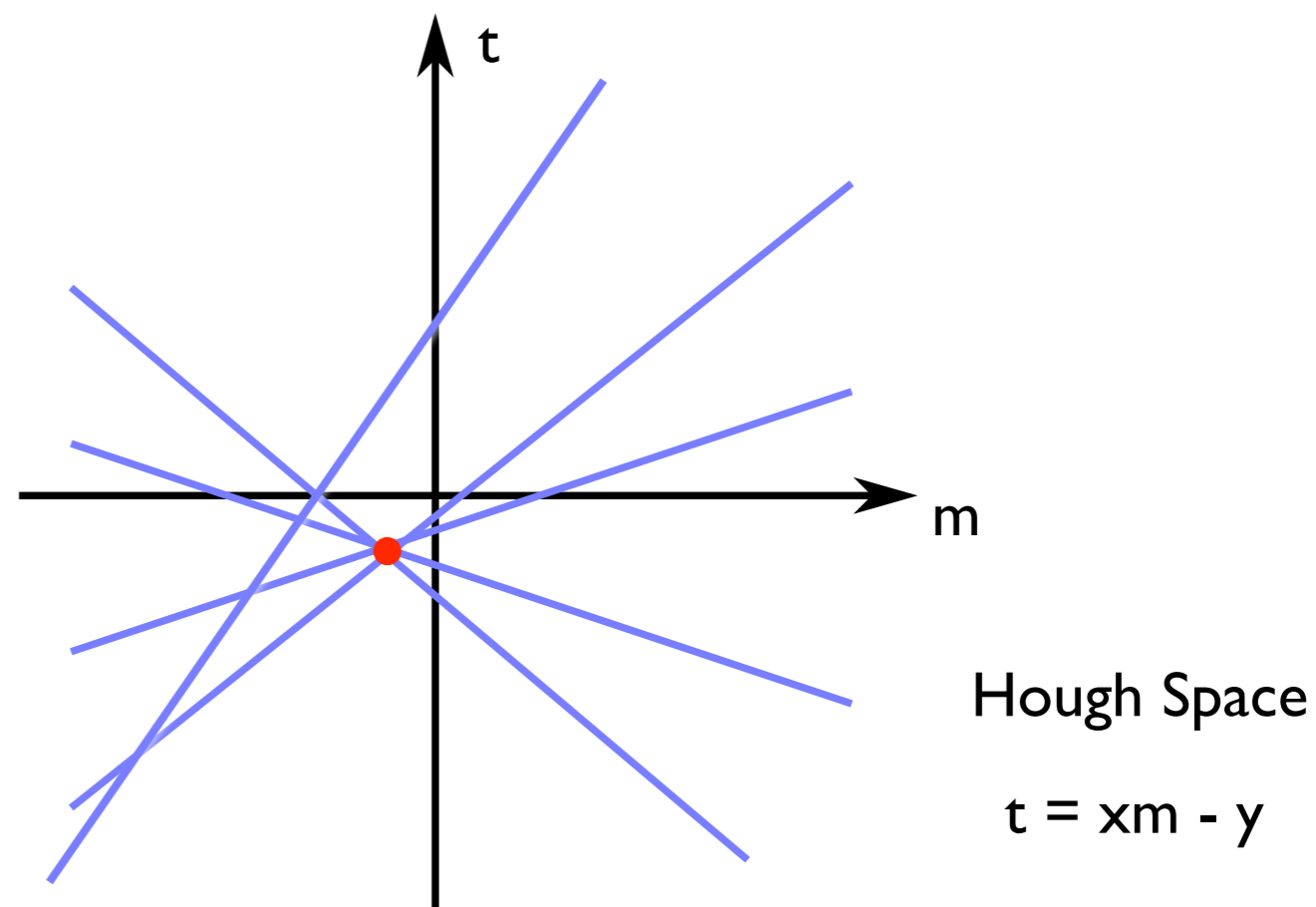
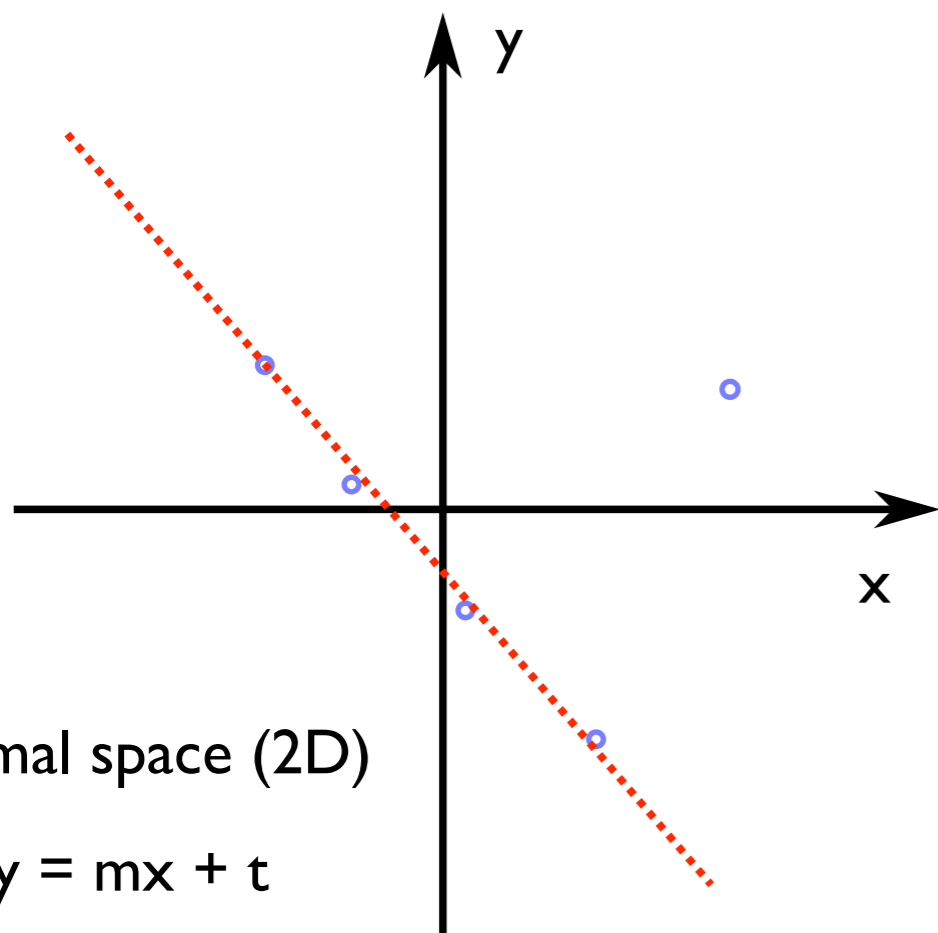
# Hough transformation: Variable binsize



- [ Standard procedure
- [ Here: Use in 2D (x/z and y/z)
- [ Hough Space needs to be binned
  - RAM/CPU Usage
  - Binsize?

- [ Variable binsize
  - Calculate all intersections @ Hough Space
  - Take points in between two intersections as bin borders
  - Divide each bin further by 3

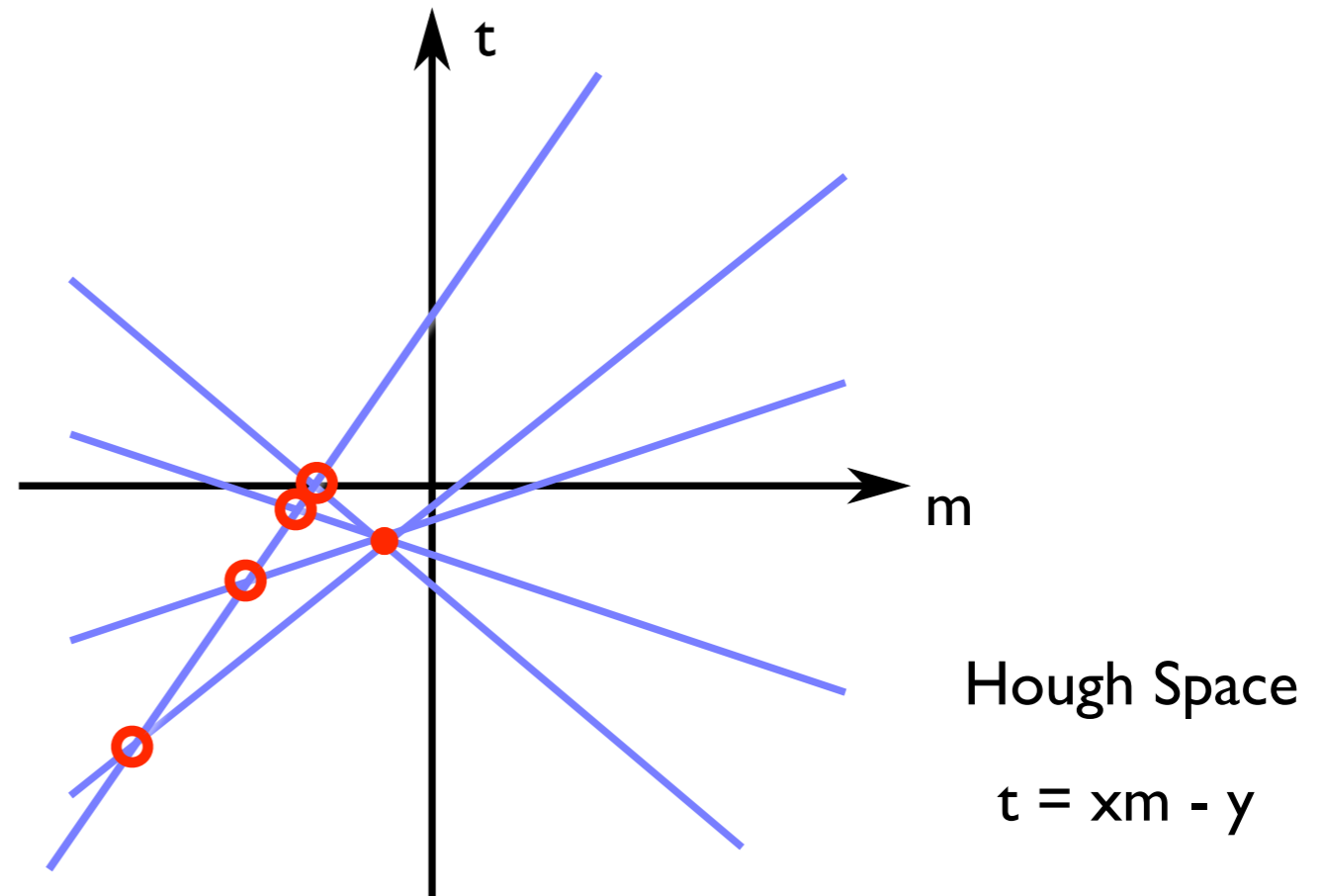
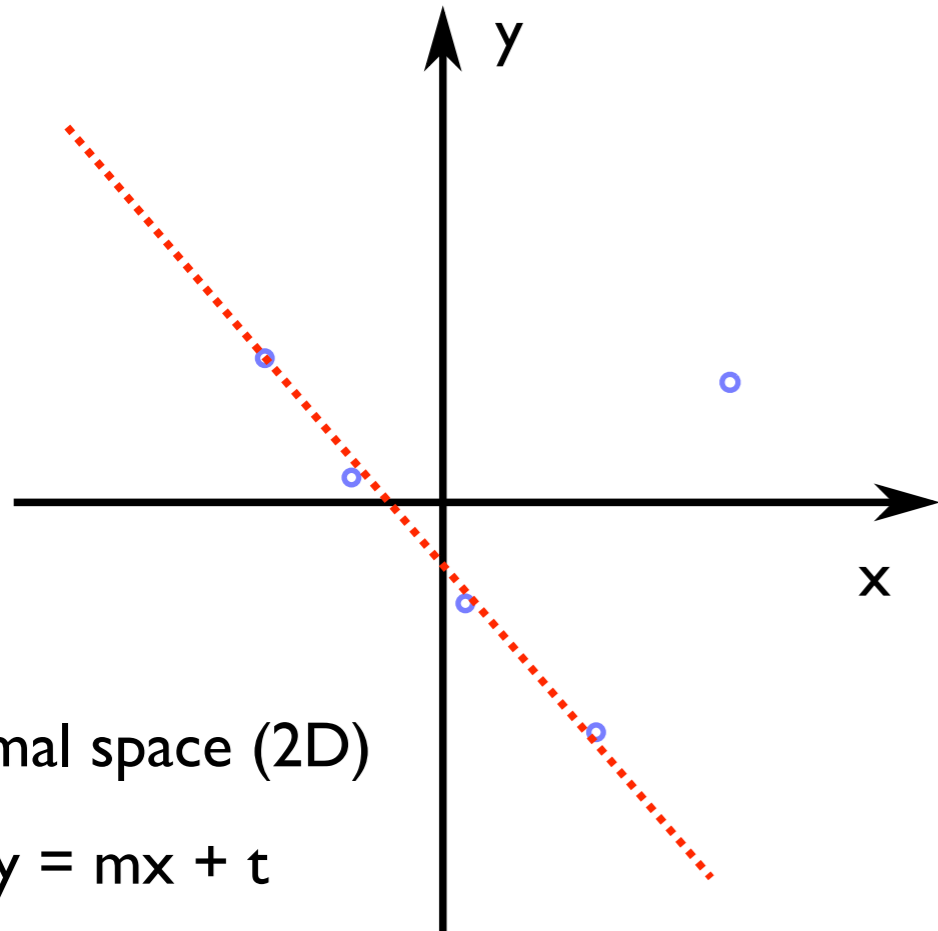
# Hough transformation: Variable binsize



- [ Standard procedure
- [ Here: Use in 2D (x/z and y/z)
- [ Hough Space needs to be binned
  - RAM/CPU Usage
  - Binsize?

- [ Variable binsize
  - Calculate all intersections @ Hough Space
  - Take points in between two intersections as bin borders
  - Divide each bin further by 3

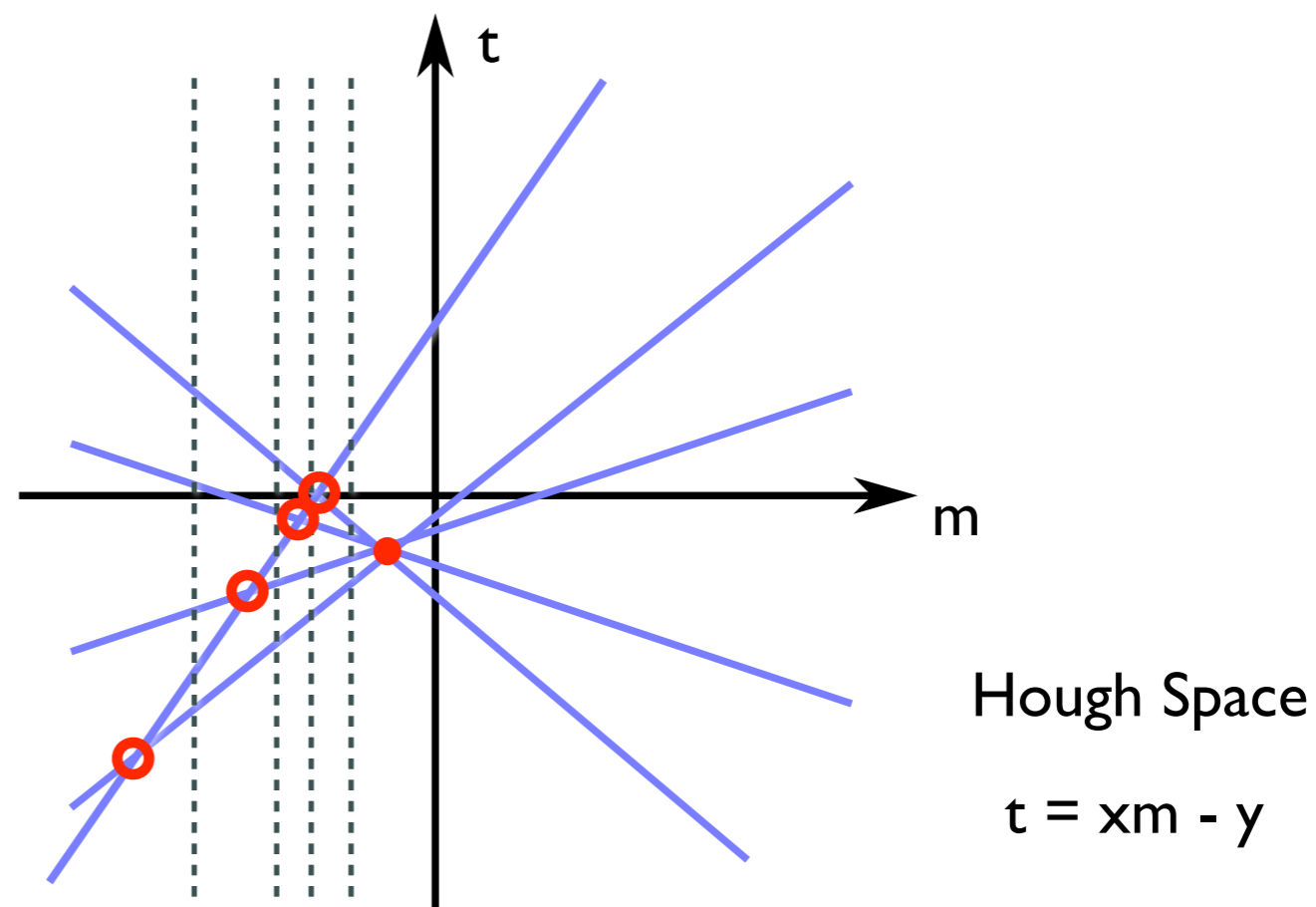
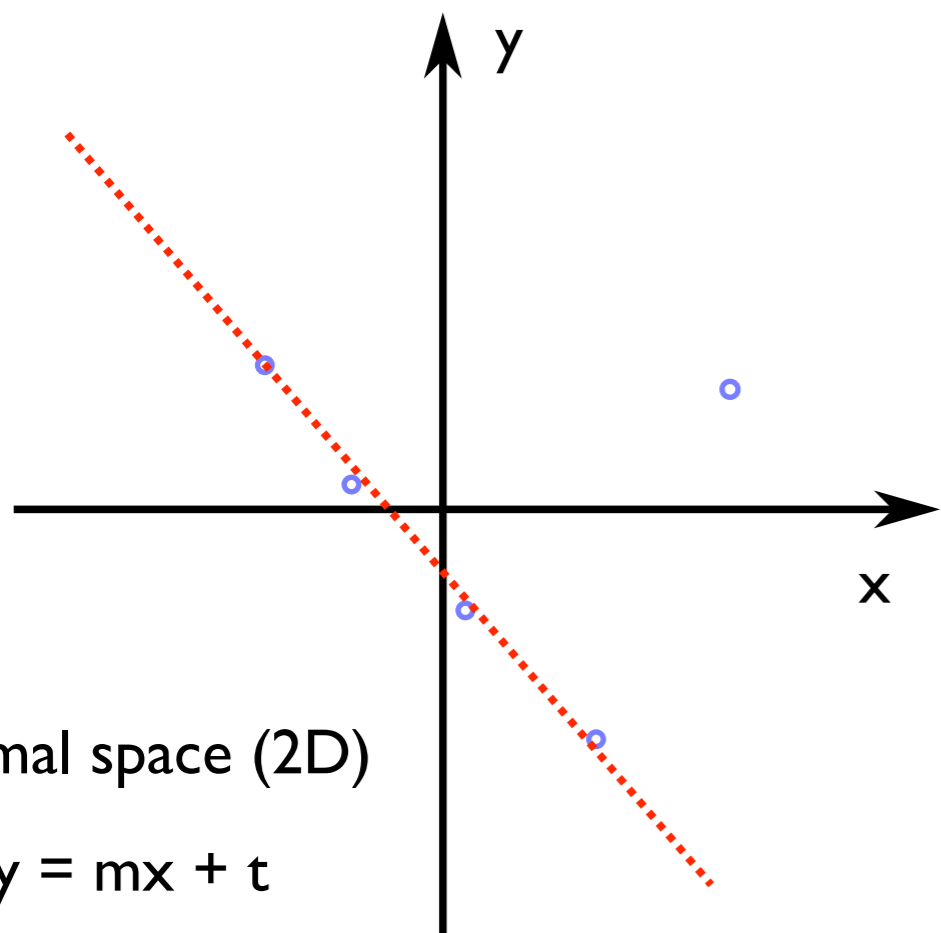
# Hough transformation: Variable binsize



- [ Standard procedure
- [ Here: Use in 2D (x/z and y/z)
- [ Hough Space needs to be binned
  - RAM/CPU Usage
  - Binsize?

- [ Variable binsize
  - Calculate all intersections @ Hough Space
  - Take points in between two intersections as bin borders
  - Divide each bin further by 3

# Hough transformation: Variable binsize

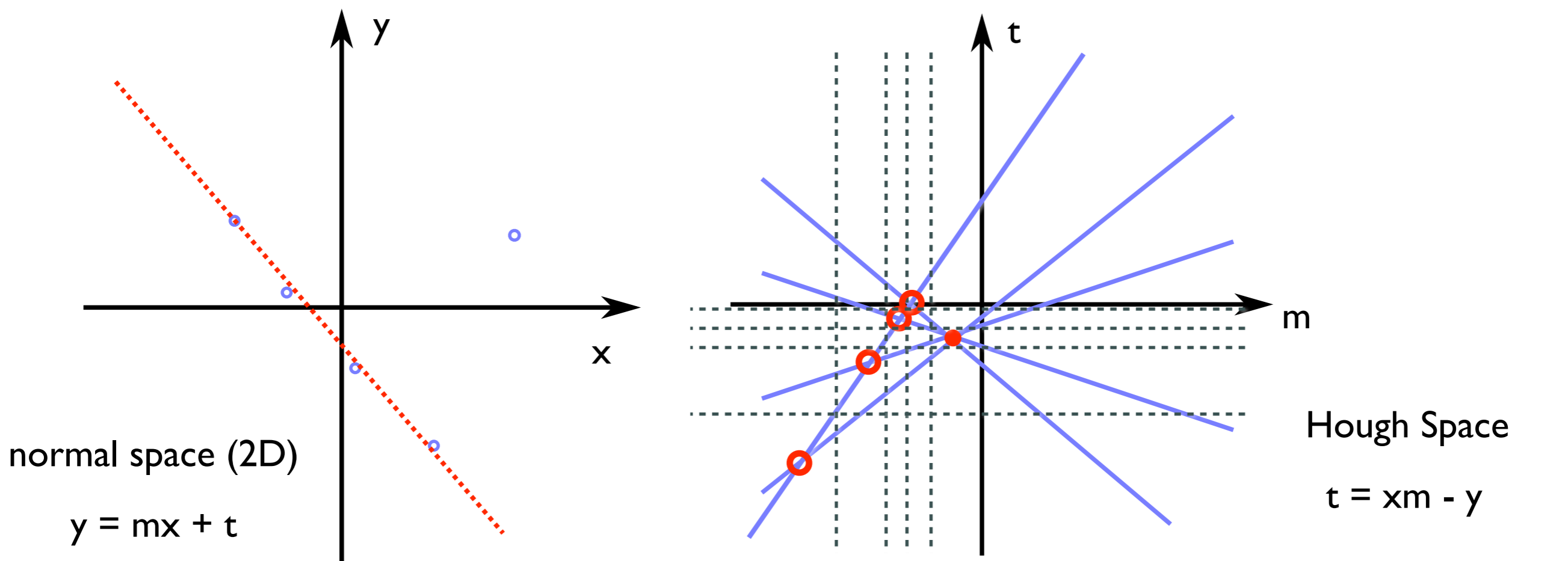


- [ Standard procedure
- [ Here: Use in 2D (x/z and y/z)
- [ Hough Space needs to be binned
  - RAM/CPU Usage
  - Binsize?

- [ Variable binsize
  - Calculate all intersections @ Hough Space
  - Take points in between two intersections as bin borders
  - Divide each bin further by 3



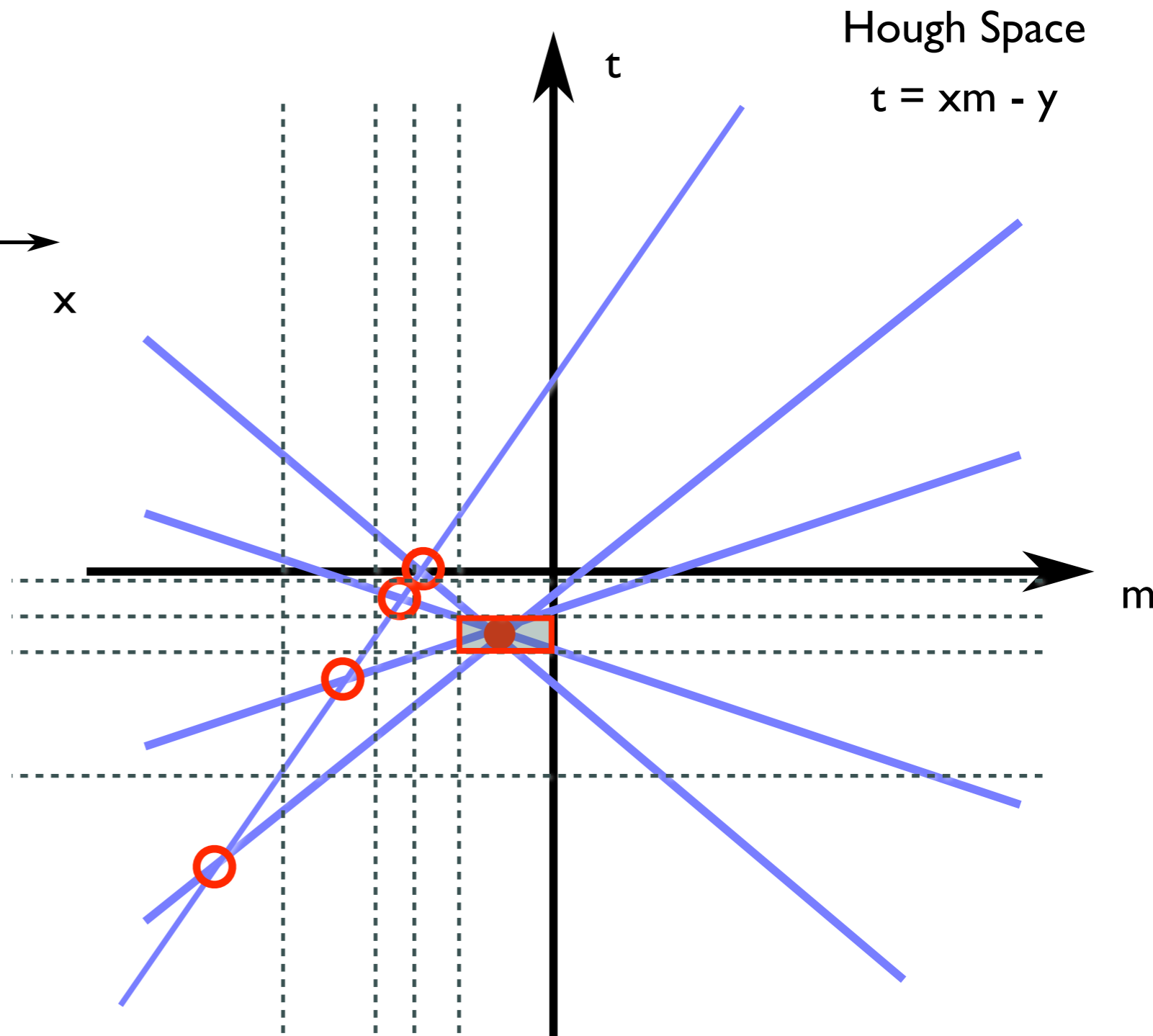
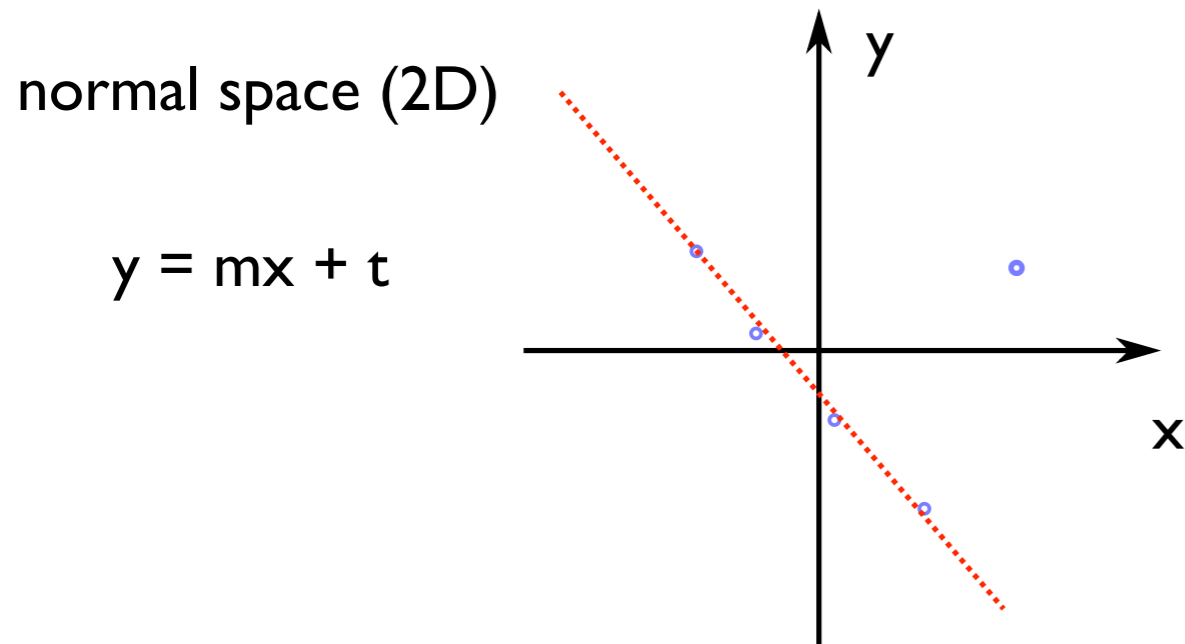
# Hough transformation: Variable binsize



- [ Standard procedure
- [ Here: Use in 2D (x/z and y/z)
- [ Hough Space needs to be binned
  - RAM/CPU Usage
  - Binsize?

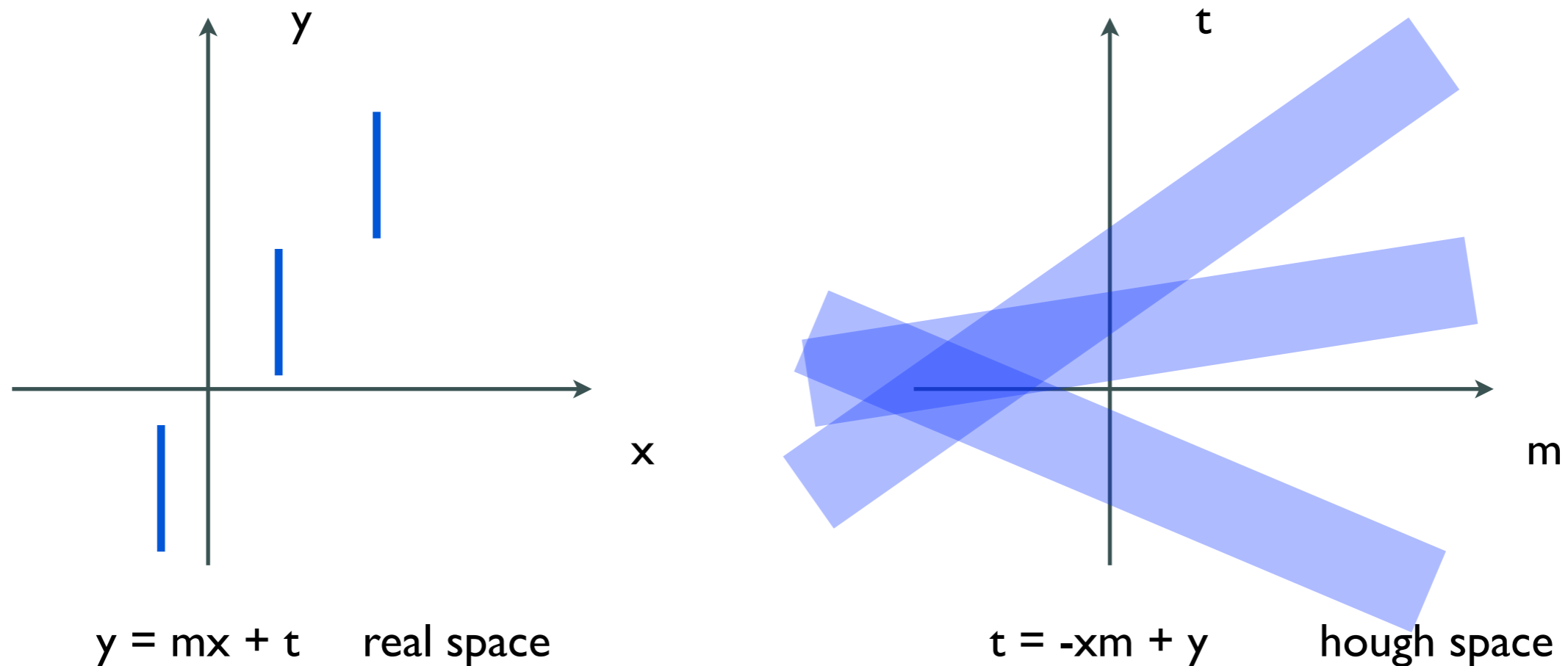
- [ Variable binsize
  - Calculate all intersections @ Hough Space
  - Take points in between two intersections as bin borders
  - Divide each bin further by 3

# Hough transformation: Filtering



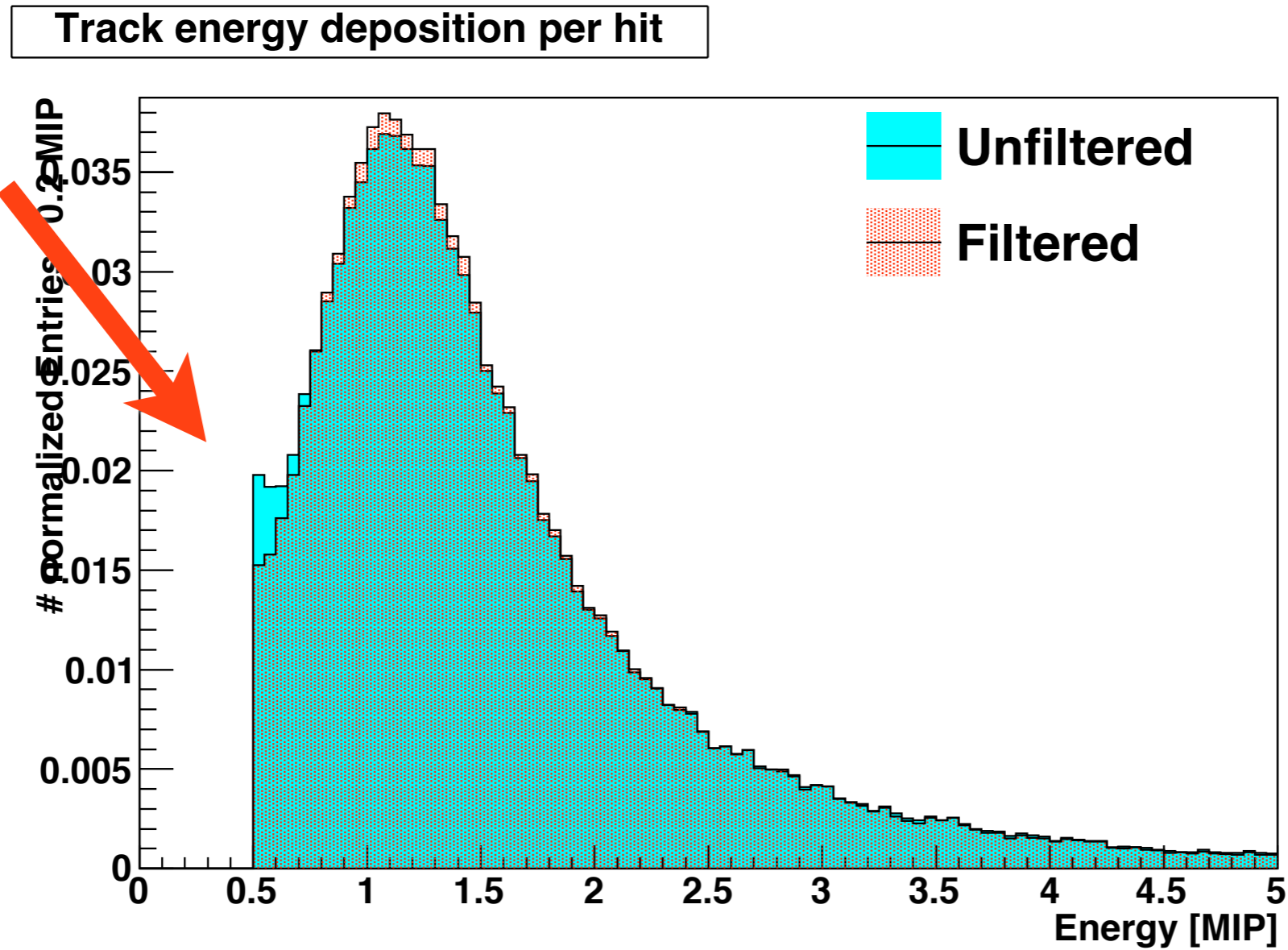
- Search through the Hough Space (w/ „Divide & Conquer“)
- Identify that bin with most entries
  - All lines (hits in real space) not part of this bin  $\equiv$  noise
- HCal: cell size  $\neq$  point like
  - use bands instead of lines in Hough Space

# Hough Transformation: AHCAL Hits



- Hit: cell size  $3 \times 3 \times 0.5 \text{ cm}^3$
- Band in hough space (neglecting thickness of 0.5cm)
- Intersection „point“ (area) difficult to calculate analytically ==> binned hough space

# Hough Transformation: Filter results



Filterung reduces noise hits (which are main reason for unphysical tracks)

Here: Barely visible (low noise runs)

# Track Multiplicity

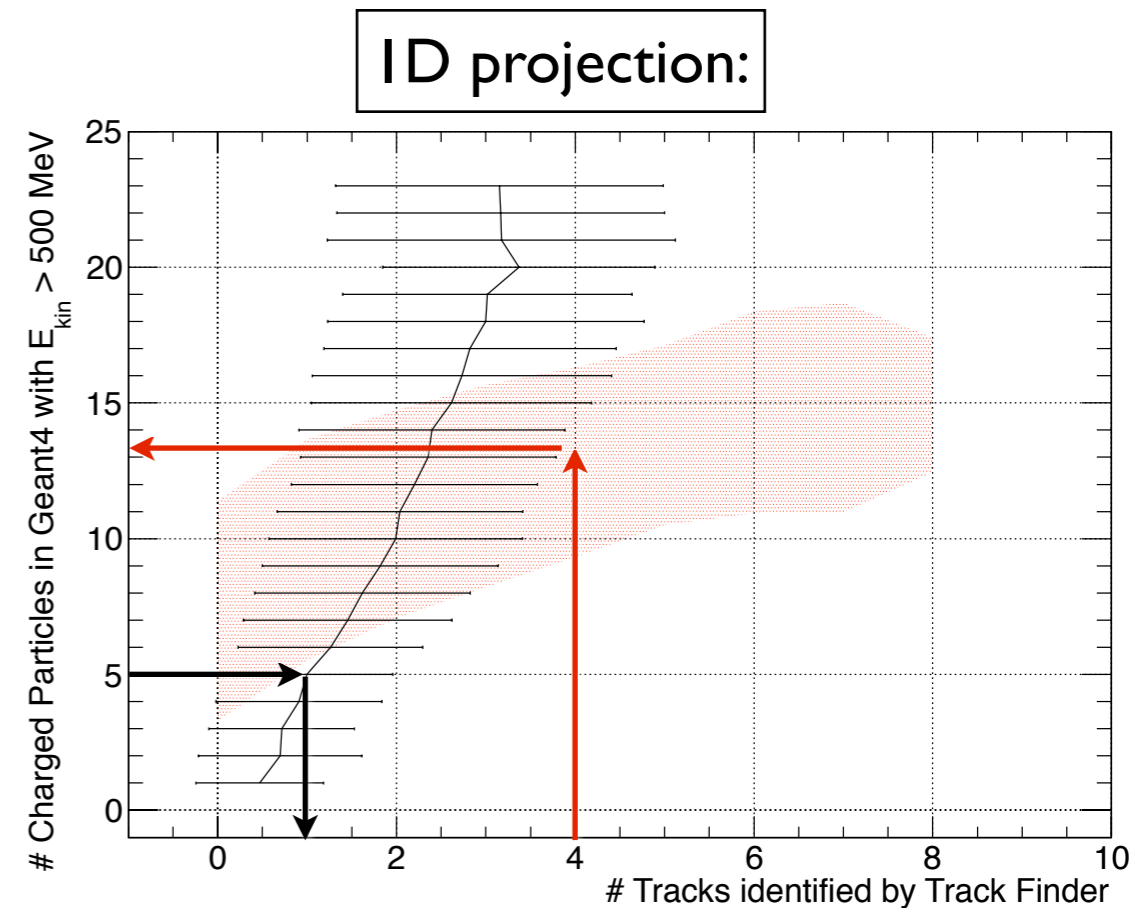
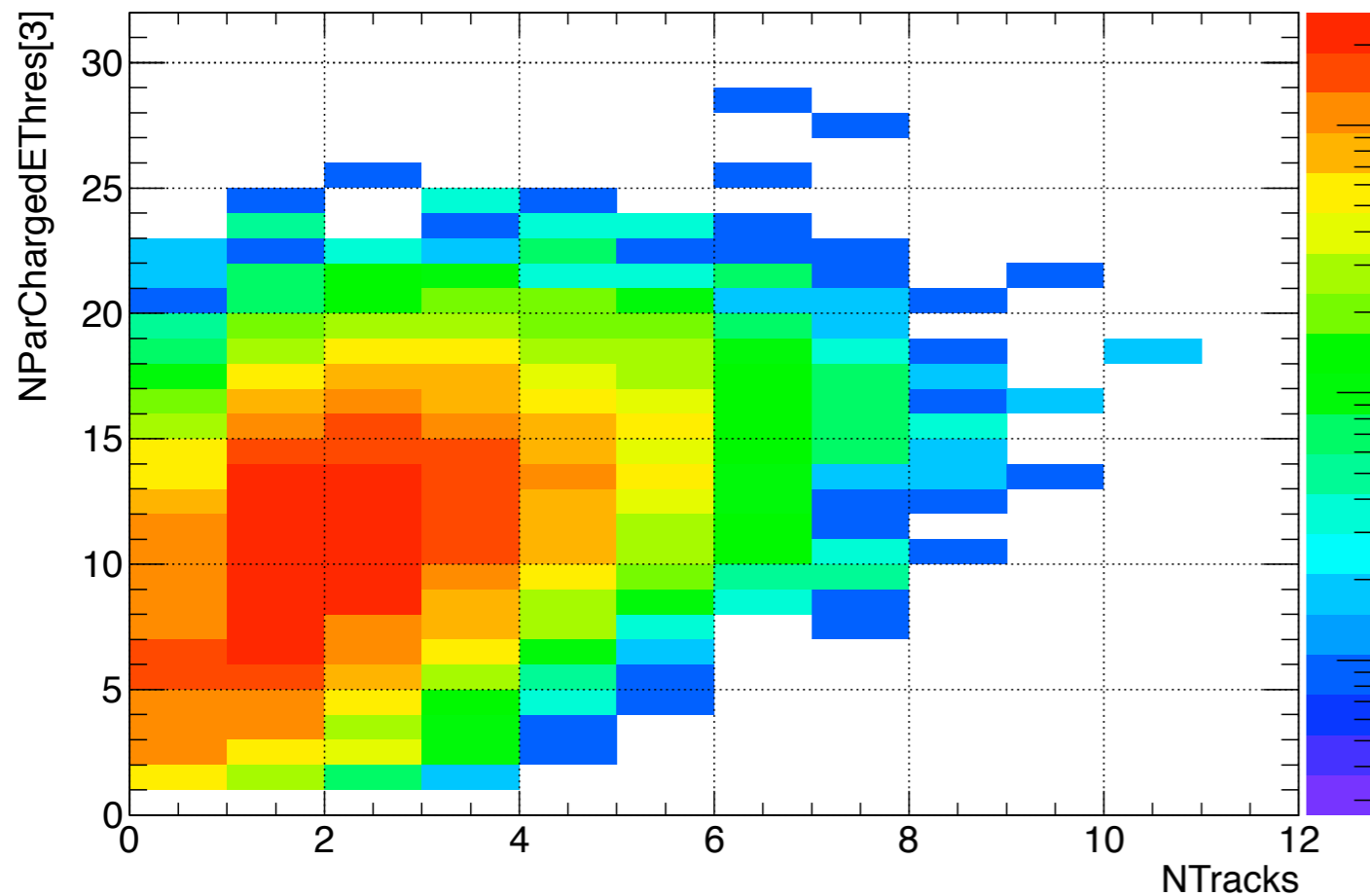
Track multiplicity  $\Leftrightarrow$  # Particles in hadronic shower: Correlation?

Mokka Hack: Convert each particle in StackingAction into MCParticle

Here: # Tracks VS # Charged Particles with  $E_{\text{kin}} > 500\text{MeV}$  (w/o  $e^\pm$ )

Correlation:  $\sim 0.4$  for QGSP\_BERT and FTFP\_BERT (LHEP:  $\sim 0.3$ )

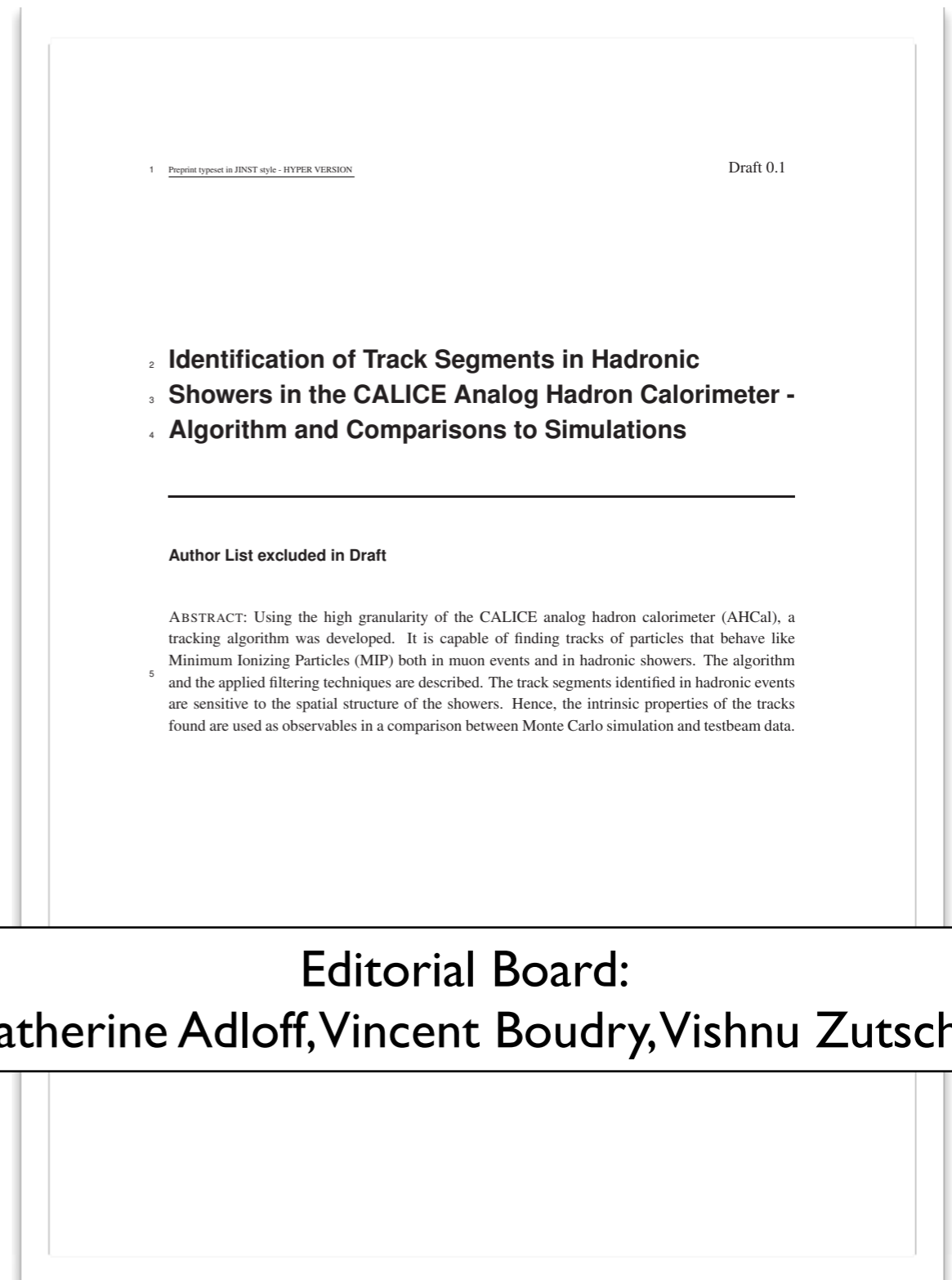
Low multiplicity limits correlation



FTFP\_BERT

# Publication Plan

- [ Description of Algorithm + Track Filtering
- [ Track algorithm systematics
  - MIP Cut
  - Noise
- [ Data - MC comparison
  - physics lists (as requested by Geant4 team):
    - QGSP\_BERT (old LHC production)
    - FTFP\_BERT (new LHC production)
    - LHEP (to show how physics list evolved)
    - QGS\_BIC (for systematic uncertainties)
  - Observables
    - track multiplicity
    - (typical) track length
    - track inclination

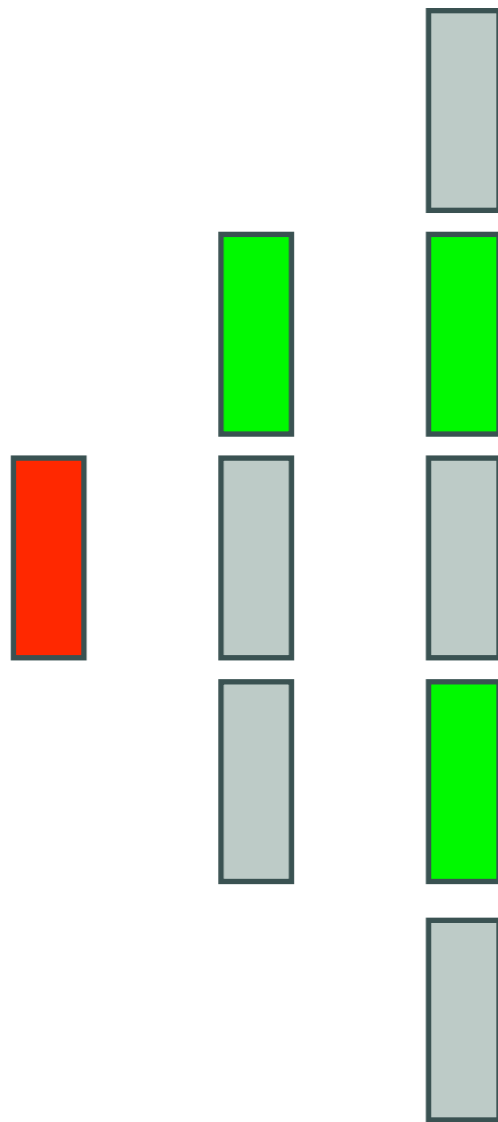


**Editorial Board:**  
Catherine Adloff, Vincent Boudry, Vishnu Zutschi

# Summary

- [ Tracking algorithm is working
- [ New Hough Transformation based filter to reject outliers
- [ Correlation: track multiplicity  $\Leftrightarrow$  # charged particles
- [ First draft almost complete

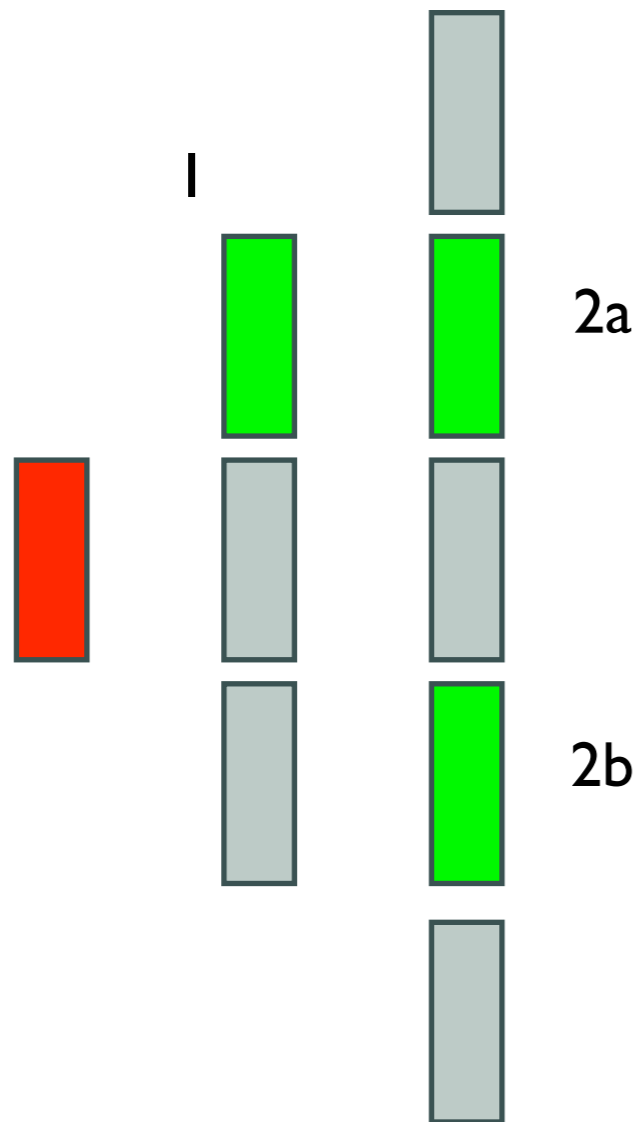
# Backup: Tracking Algorithm



- For each **isolated hit as track start**:
  - Collect **isolated hits** in the consecutive 2 layers
  - Sort them by distance to **track start**
  - Search for tracks with each of these as new track start point
    - Avoid double counting of hits
    - (Here: Hit 1 will use Hit 2a in its track, hence there is no possibility to start an independent track from Hit 2a)
  - Merge with longest track

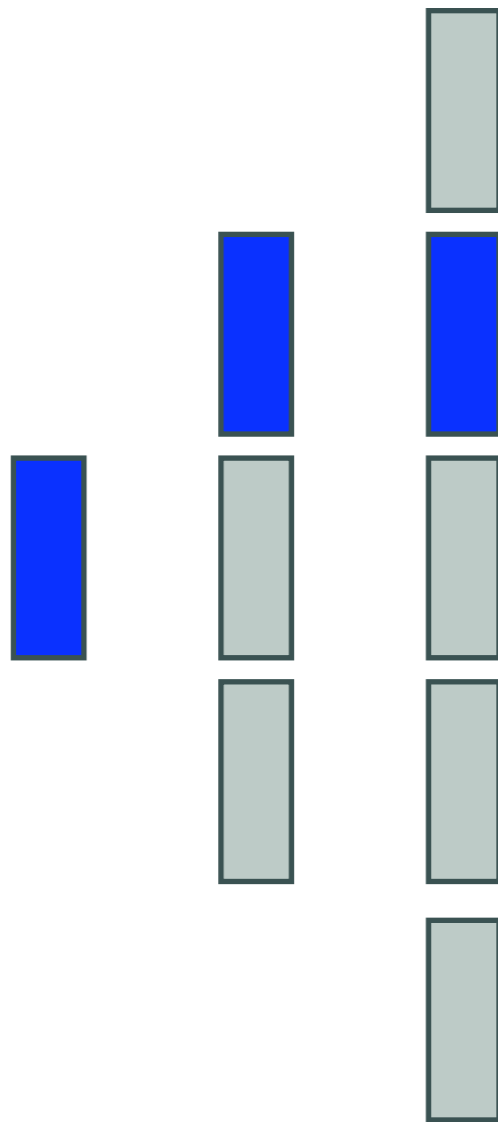


# Backup: Tracking Algorithm



- For each **isolated hit as track start**:
  - Collect **isolated hits** in the consecutive 2 layers
  - Sort them by distance to **track start**
  - Search for tracks with each of these as new track start point
    - Avoid double counting of hits
    - (Here: Hit 1 will use Hit 2a in its track, hence there is no possibility to start an independent track from Hit 2a)
  - Merge with longest track

# Backup: Tracking Algorithm



- For each **isolated hit as track start**:
  - Collect **isolated hits** in the consecutive 2 layers
  - Sort them by distance to **track start**
  - Search for tracks with each of these as new track start point
    - Avoid double counting of hits
    - (Here: Hit 1 will use Hit 2a in its track, hence there is no possibility to start an independent track from Hit 2a)
  - Merge with longest track

# Track multiplicity / Track length

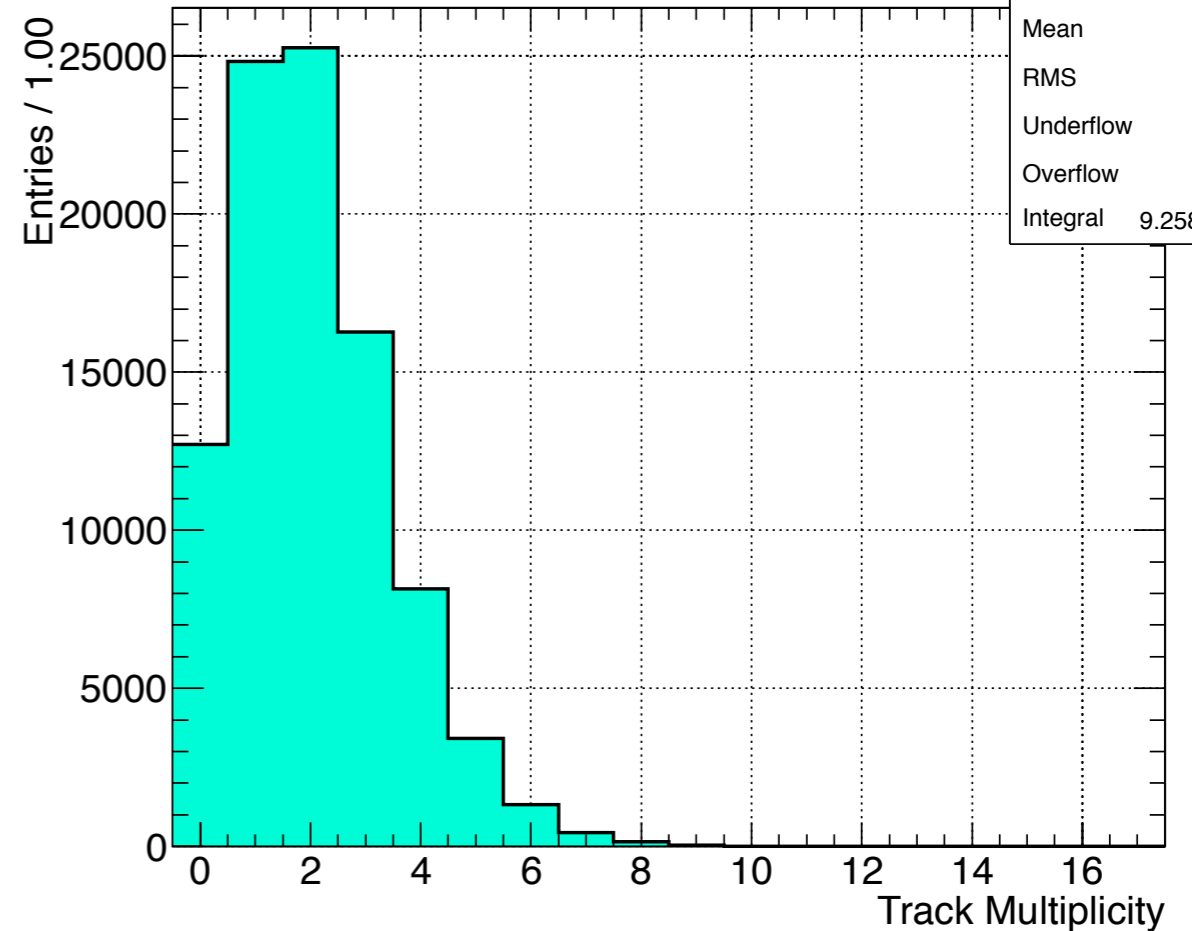
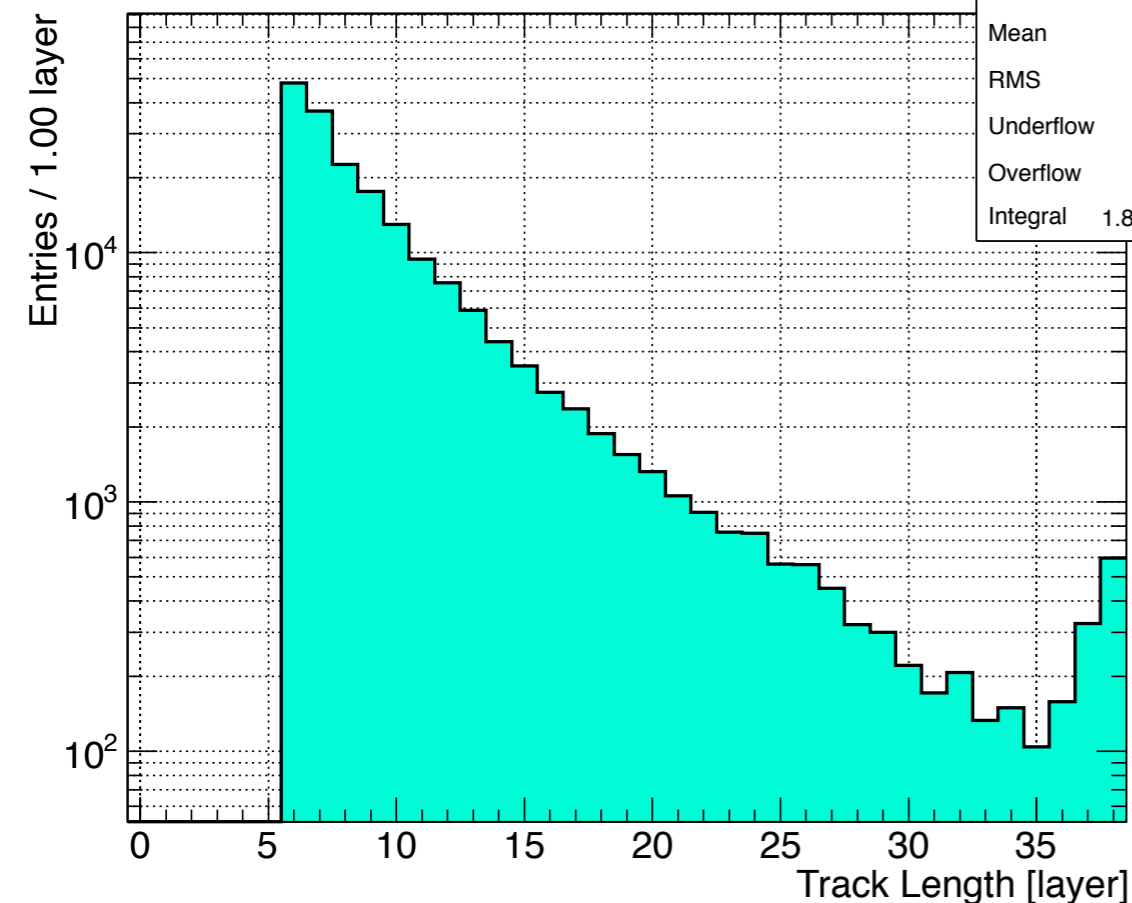
For Run 330325

25 GeV pi-

On average: 2.01 tracks / evt

Old tracker (different 25 GeV run):  
1.6 tracks / evt

hTrackLength	
Entries	186453
Mean	9.56
RMS	4.889
Underflow	0
Overflow	0
Integral	1.865e+05



hTrackMultiplicity	
Entries	92585
Mean	2.014
RMS	1.452
Underflow	0
Overflow	0
Integral	9.258e+04

Exponentially decreasing tracklength

→ hadronic interaction length  $\lambda_0$

Quick estimation of  $\lambda_0$  (straight, primary tracks):

$$\lambda_0 = 8.1 \text{ layers}$$

$$\lambda_{0,PDG} = 8.88 \text{ layers}$$

# Track segments by MIPs: Langau

Energy deposition of MIPs:

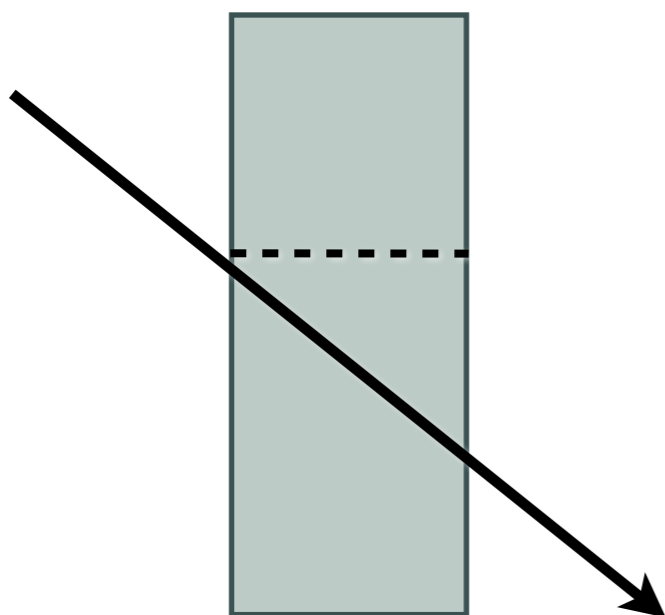
Landau  $\otimes$  Gauss: „Langau“

Similar Fit like in FitMip package:

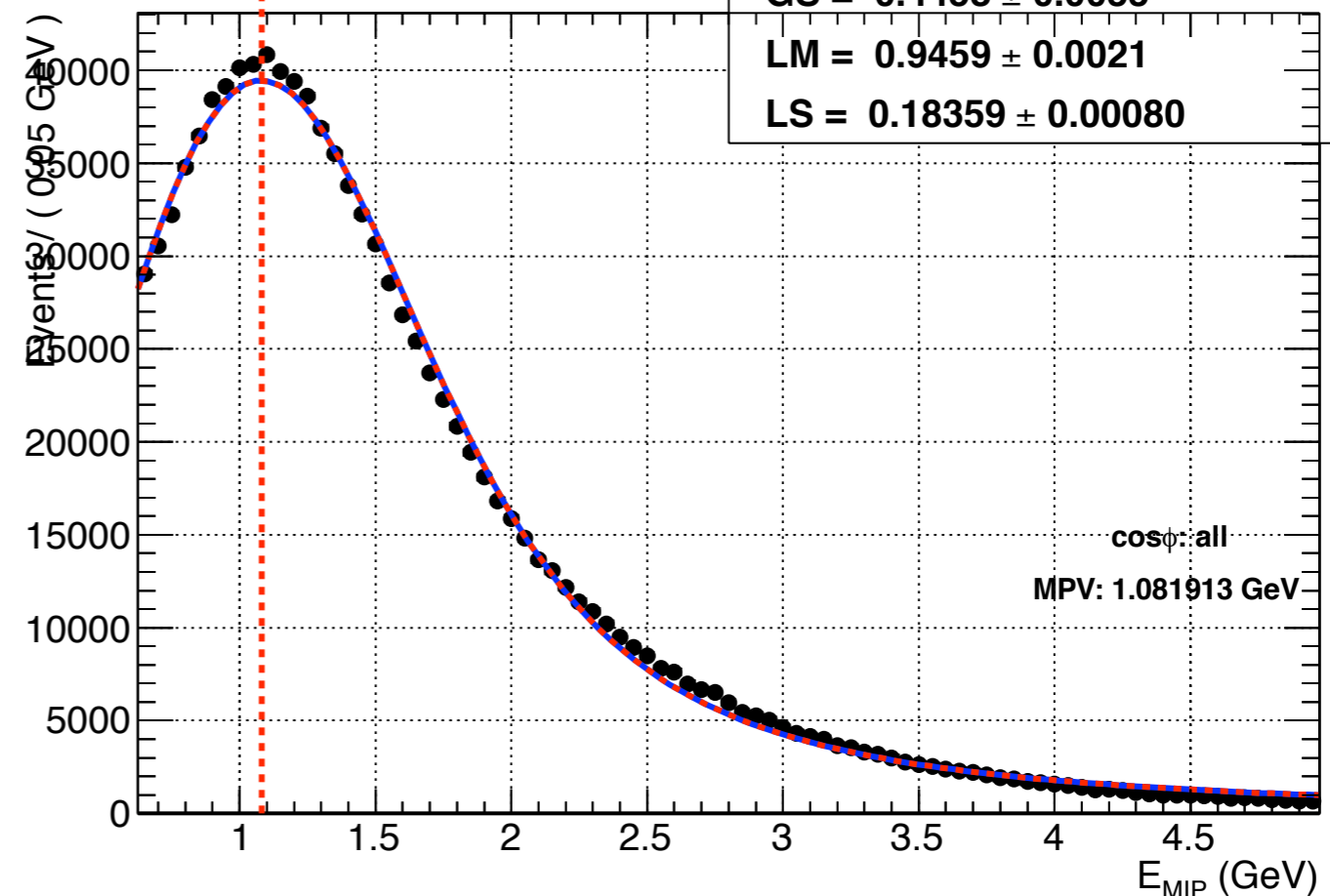
MPV = 1.08 GeV (all tracks)

Energy deposition higher for inclined tracks

MPV = 0.99 GeV (straight tracks)



A RooPlot of "E<sub>MIP</sub>"



Run 331333: 60 GeV Pion

# Track segments by MIPs: Langau

Energy deposition of MIPs:

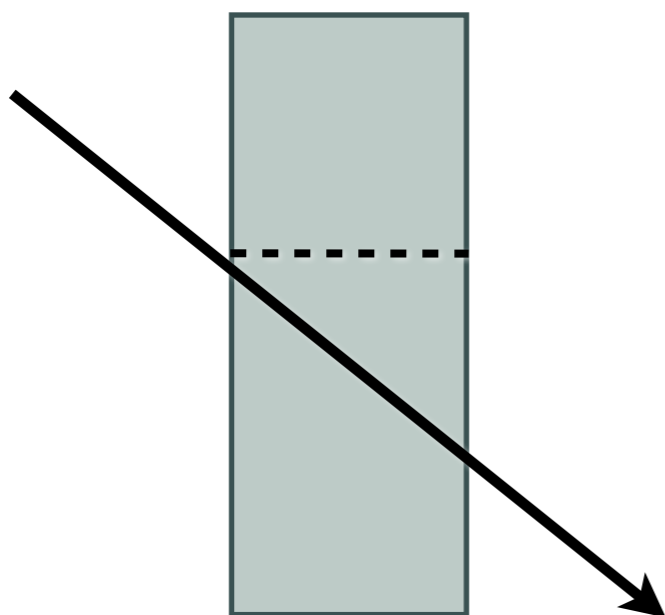
Landau  $\otimes$  Gauss: „Langau“

Similar Fit like in FitMip package:

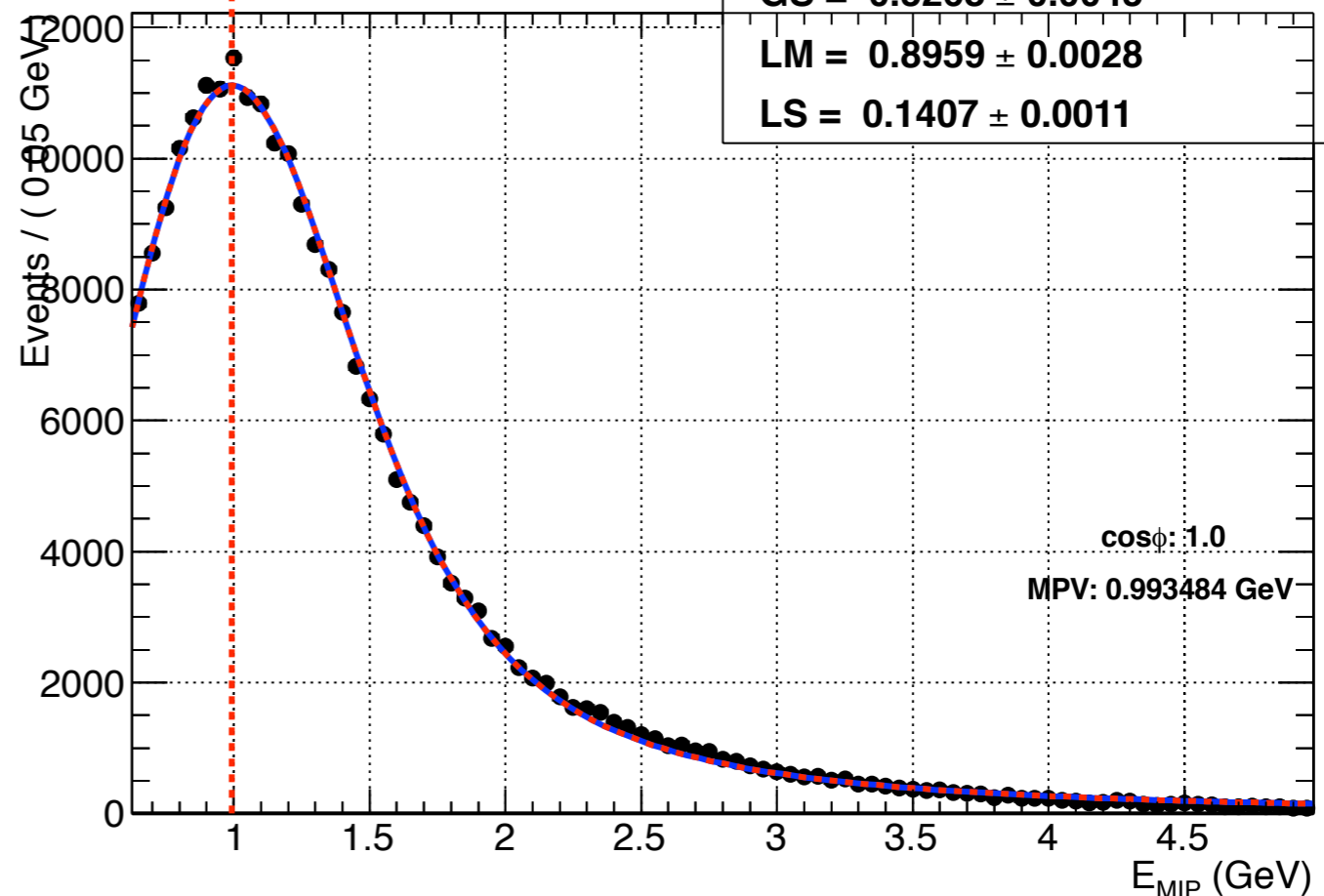
MPV = 1.08 GeV (all tracks)

Energy deposition higher for inclined tracks

MPV = 0.99 GeV (straight tracks)

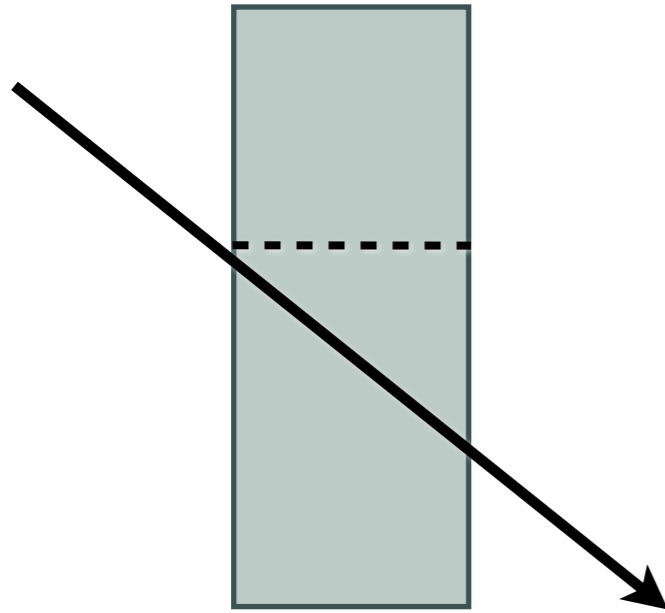


A RooPlot of "E<sub>MIP</sub>"



Run 331333: 60 GeV Pion

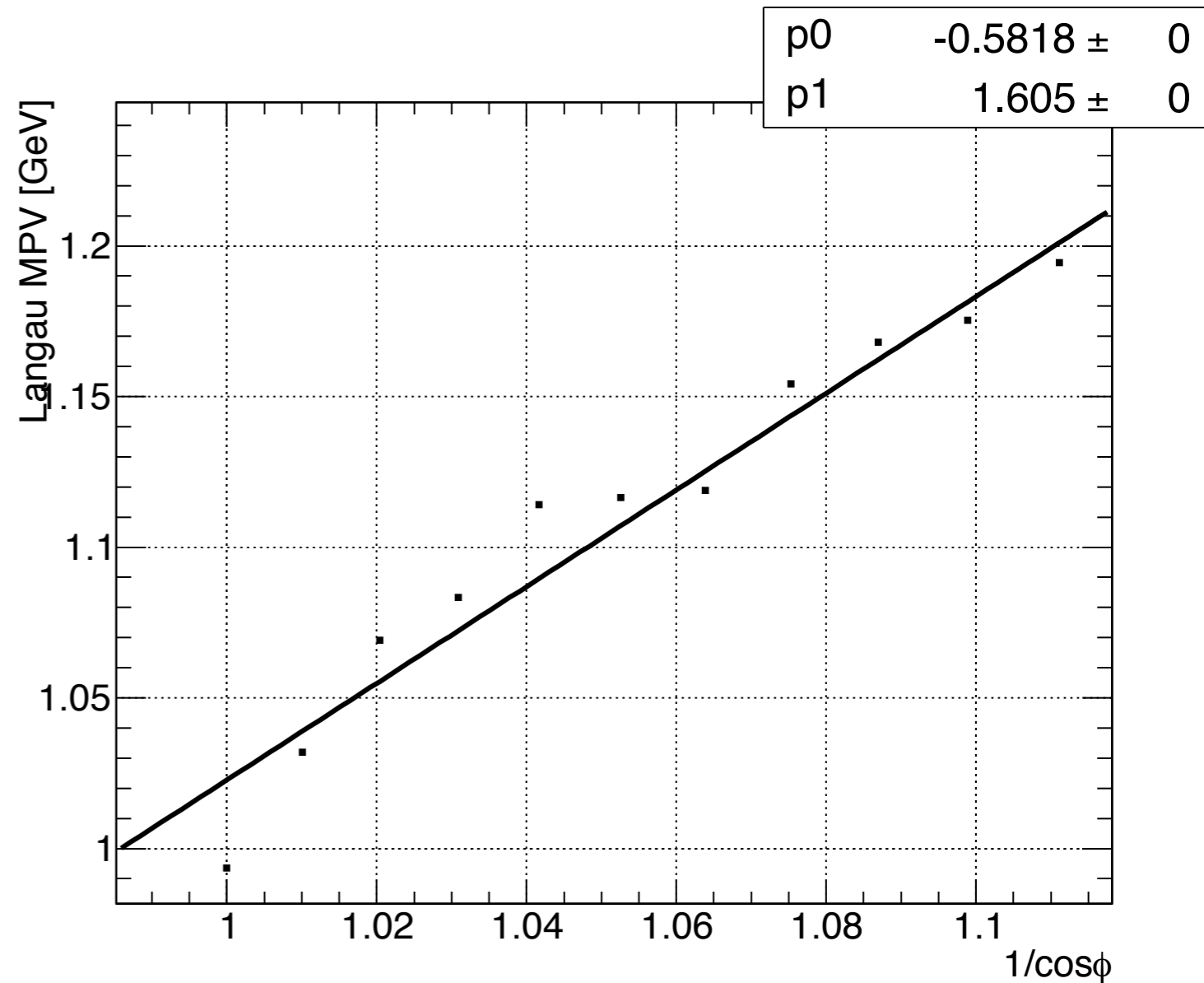
# Langau MPV: Track angle dependence



— Longer distance @ inclined tracks

— higher  $E_{\text{dep}}$

— expected:  $E_{\text{dep}} \propto l / \cos \varphi$



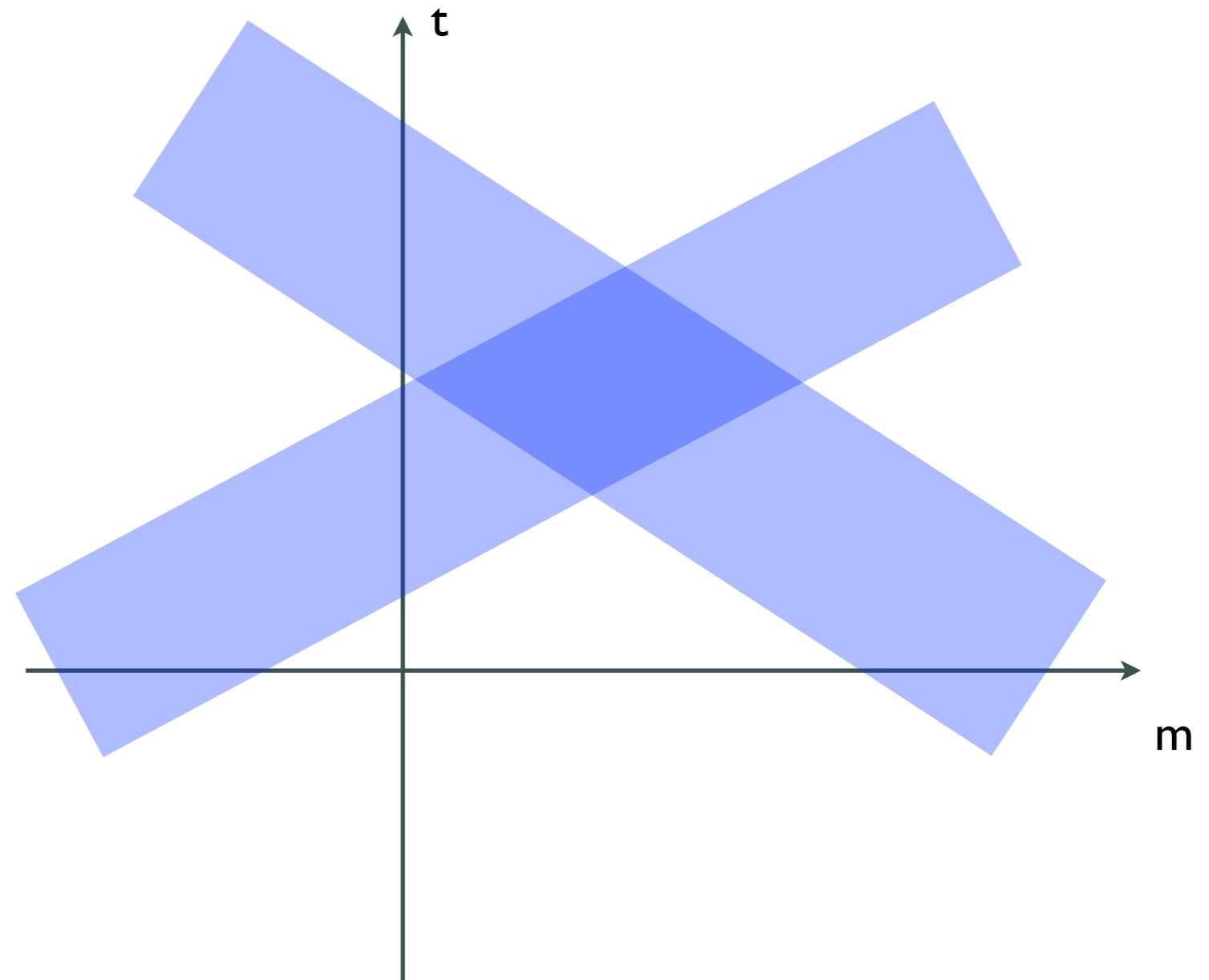
# Hough Transformation: Variable binsize

- [ Use lines limiting the bands

- [ Calculate intersections between all limiting lines

- [ Bin border = mid between 2 intersections in  $m$  ( $t$ )

- [ Fill bin if band traverses bin



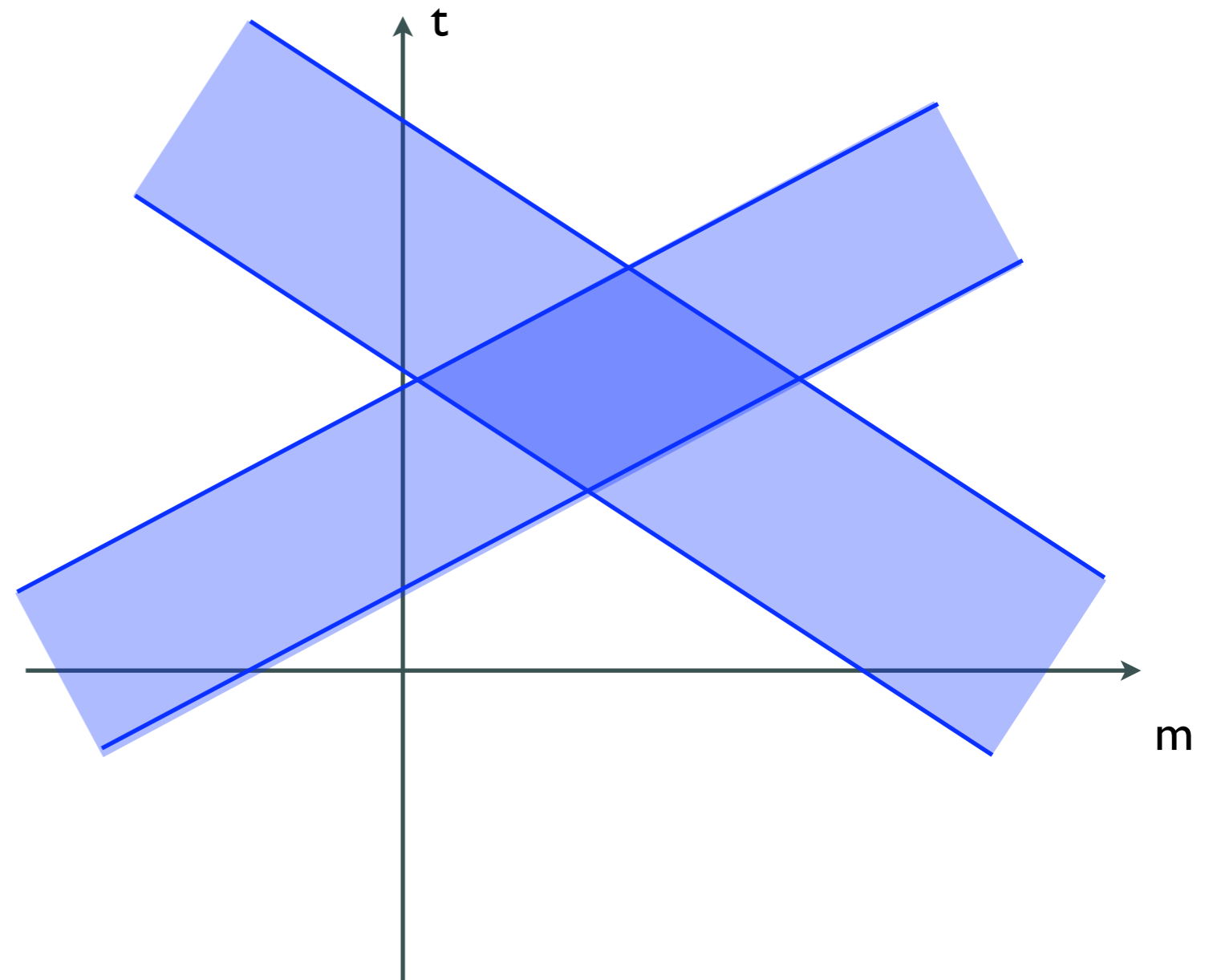
# Hough Transformation: Variable binsize

- [ Use lines limiting the bands

- [ Calculate intersections between all limiting lines

- [ Bin border = mid between 2 intersections in  $m$  ( $t$ )

- [ Fill bin if band traverses bin





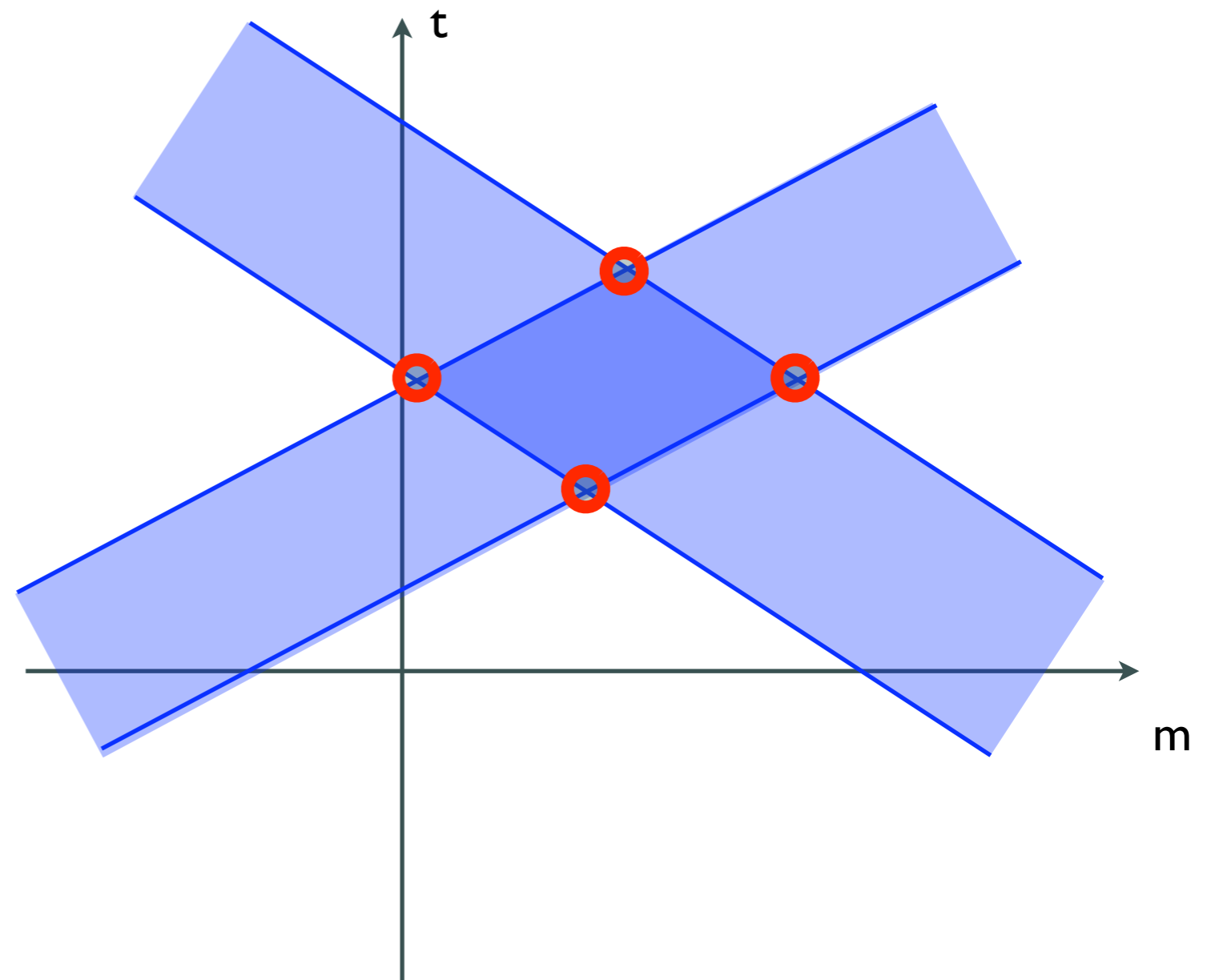
# Hough Transformation: Variable binsize

— [ Use lines limiting the bands

— [ Calculate intersections between all limiting lines

— [ Bin border = mid between 2 intersections in  $m$  ( $t$ )

— [ Fill bin if band traverses bin



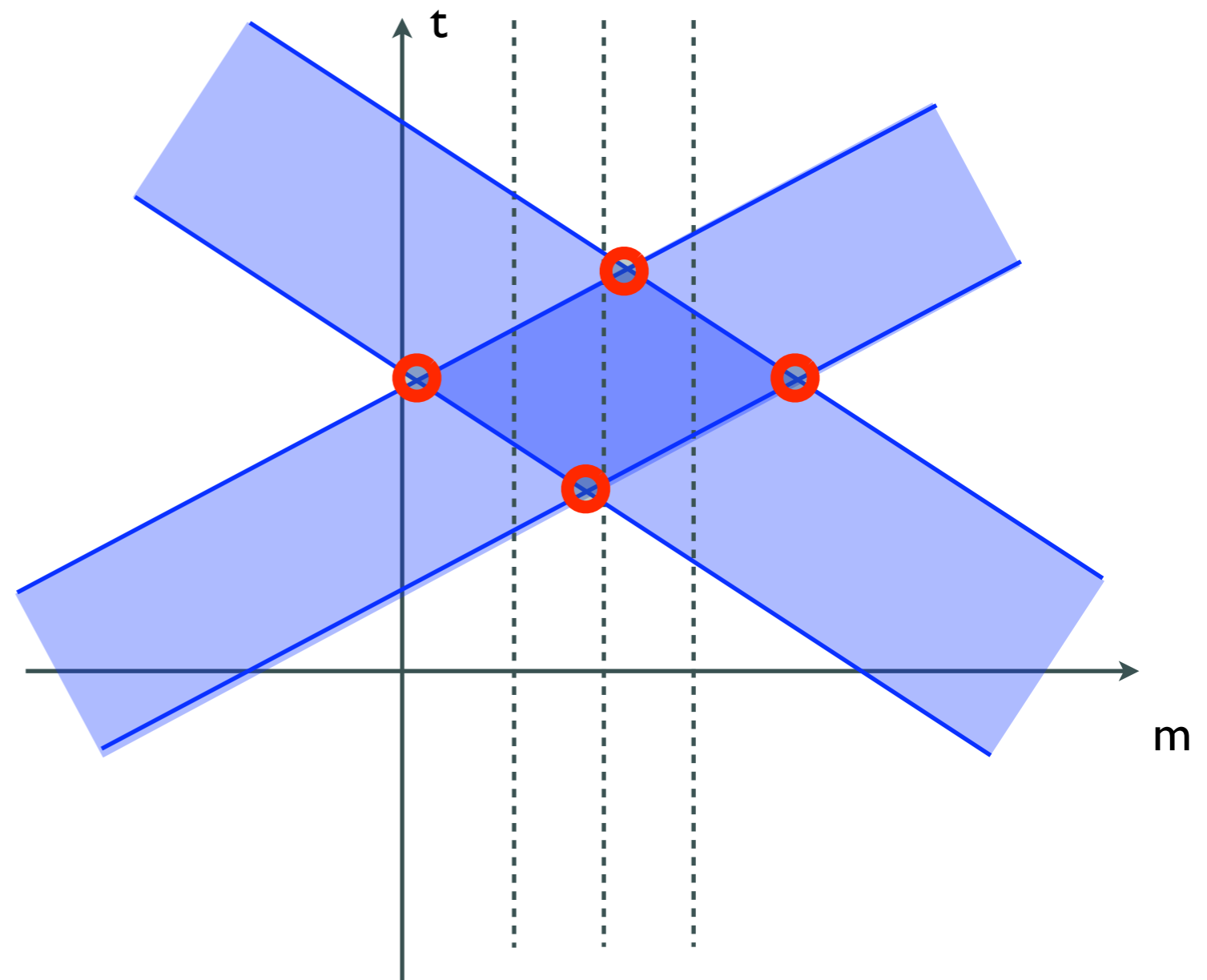
# Hough Transformation: Variable binsize

— [ Use lines limiting the bands

— [ Calculate intersections between all limiting lines

— [ Bin border = mid between 2 intersections in  $m$  ( $t$ )

— [ Fill bin if band traverses bin



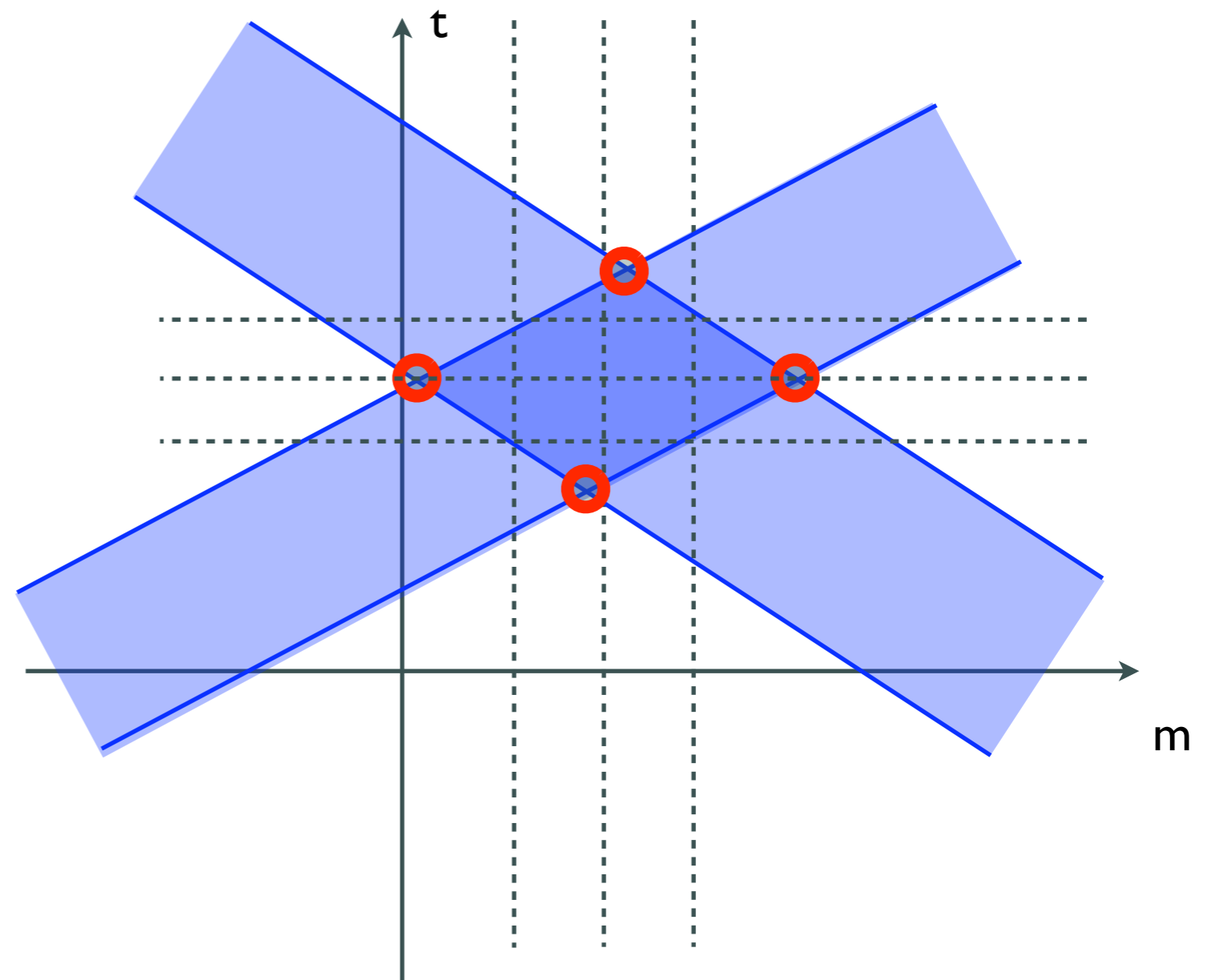
# Hough Transformation: Variable binsize

— [ Use lines limiting the bands

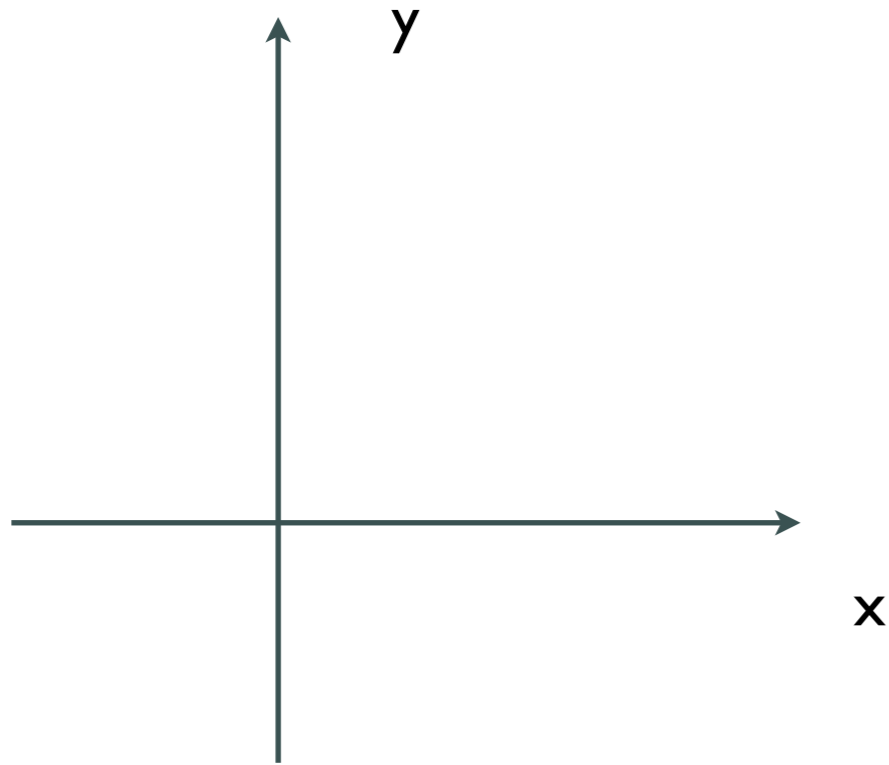
— [ Calculate intersections between all limiting lines

— [ Bin border = mid between 2 intersections in  $m$  ( $t$ )

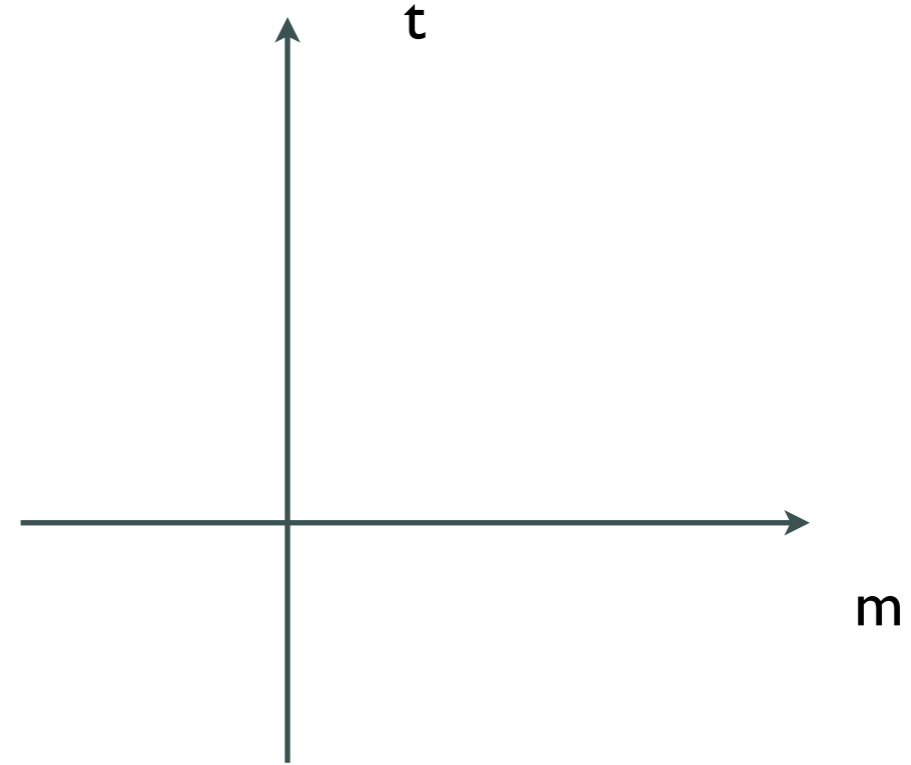
— [ Fill bin if band traverses bin



# Hough Transformation: Principle



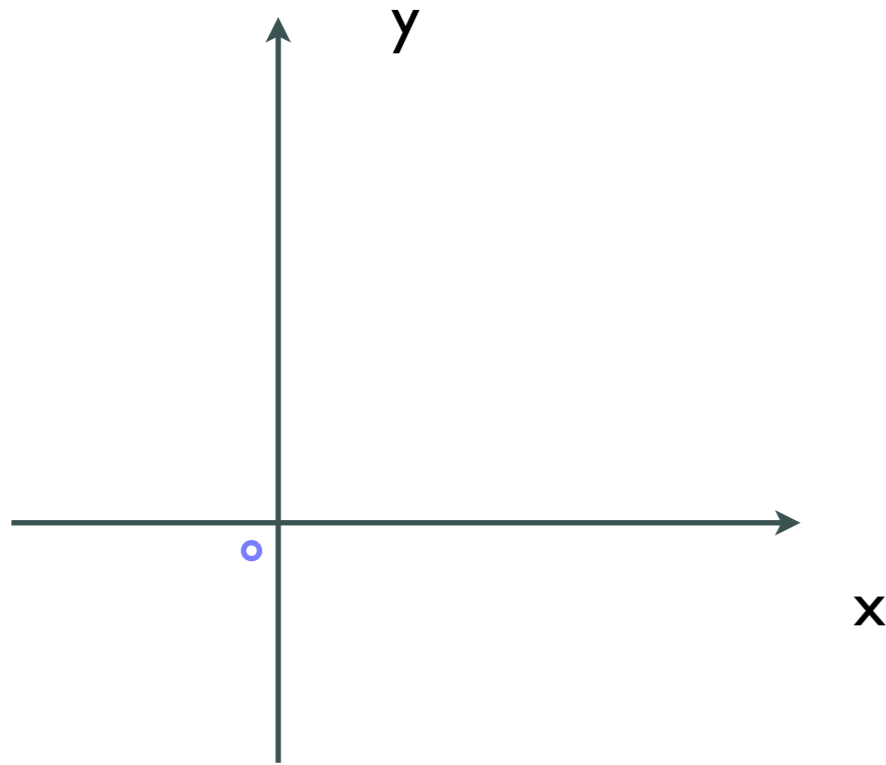
$$y = mx + t \quad \text{real space}$$



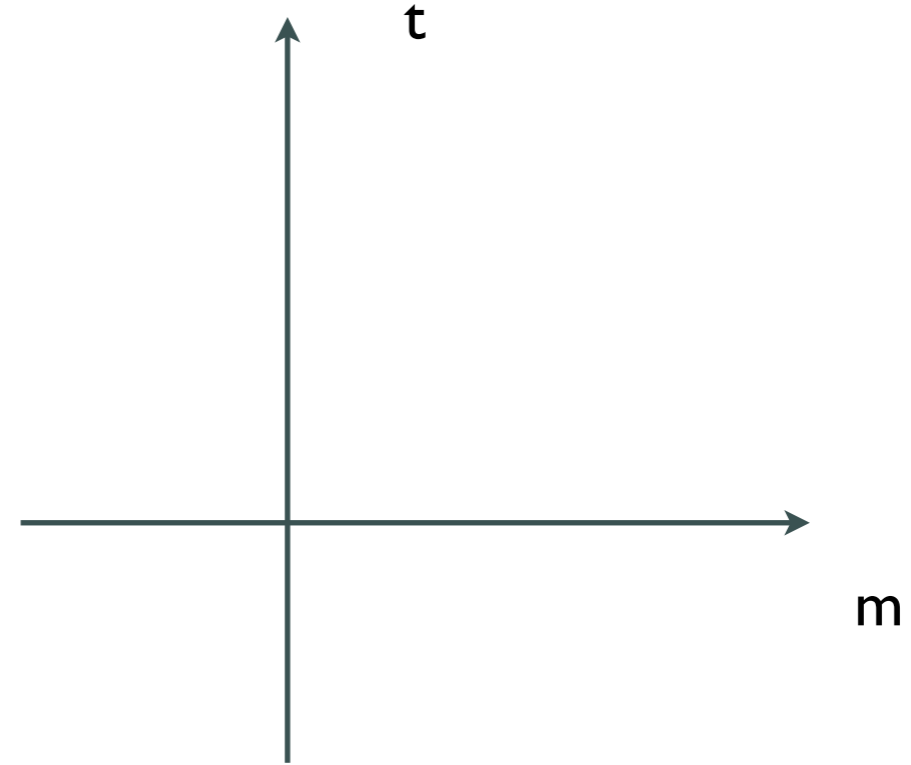
$$t = -xm + y \quad \text{hough space}$$

- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space

# Hough Transformation: Principle



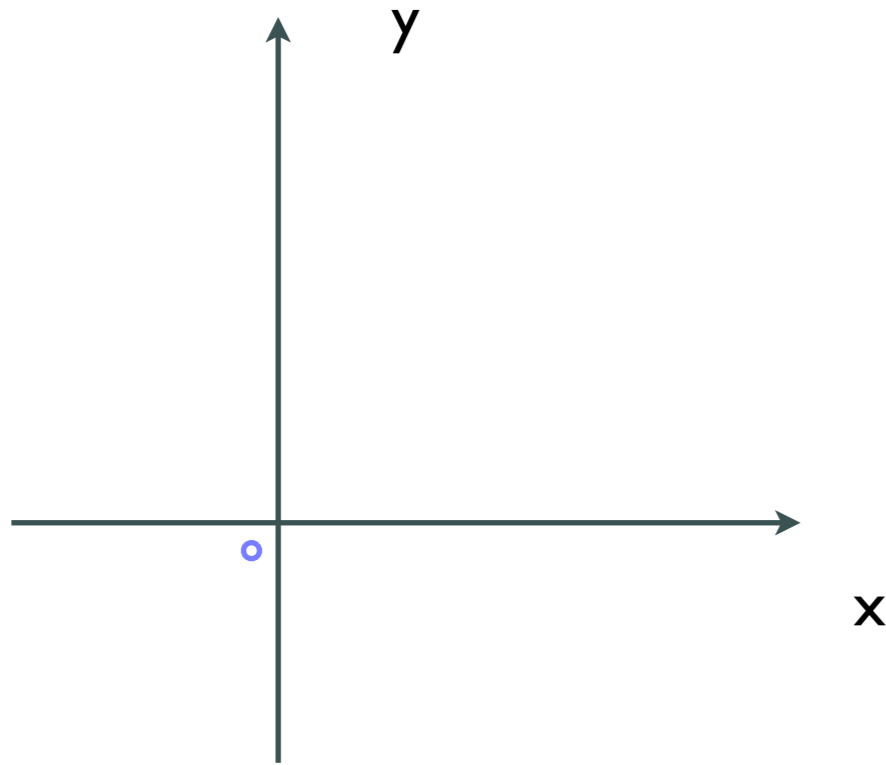
$$y = mx + t \quad \text{real space}$$



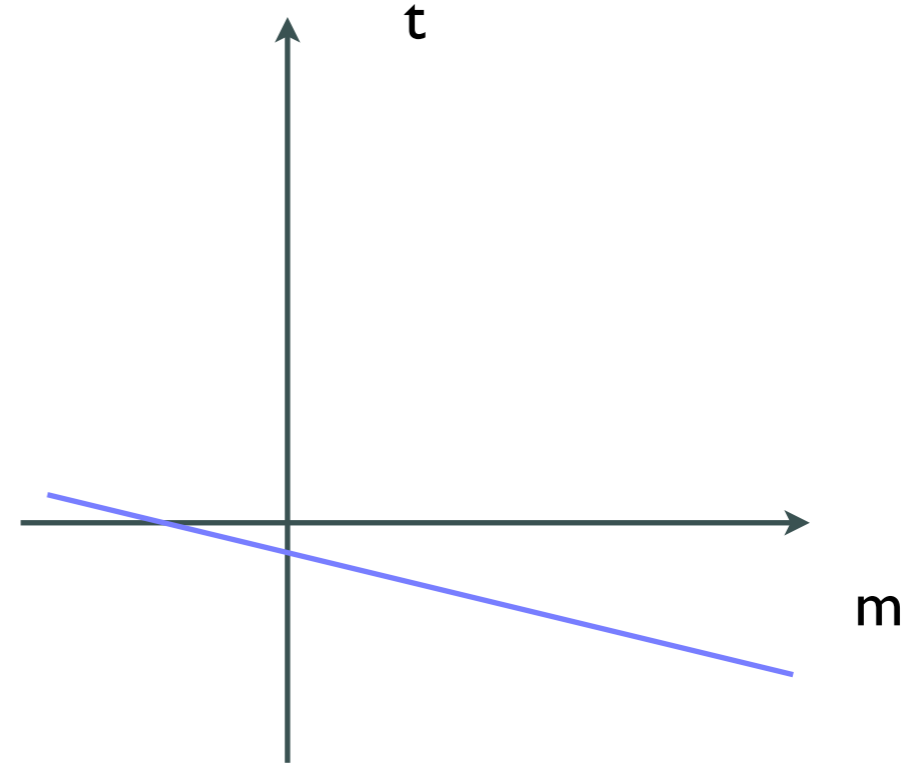
$$t = -xm + y \quad \text{hough space}$$

- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space

# Hough Transformation: Principle



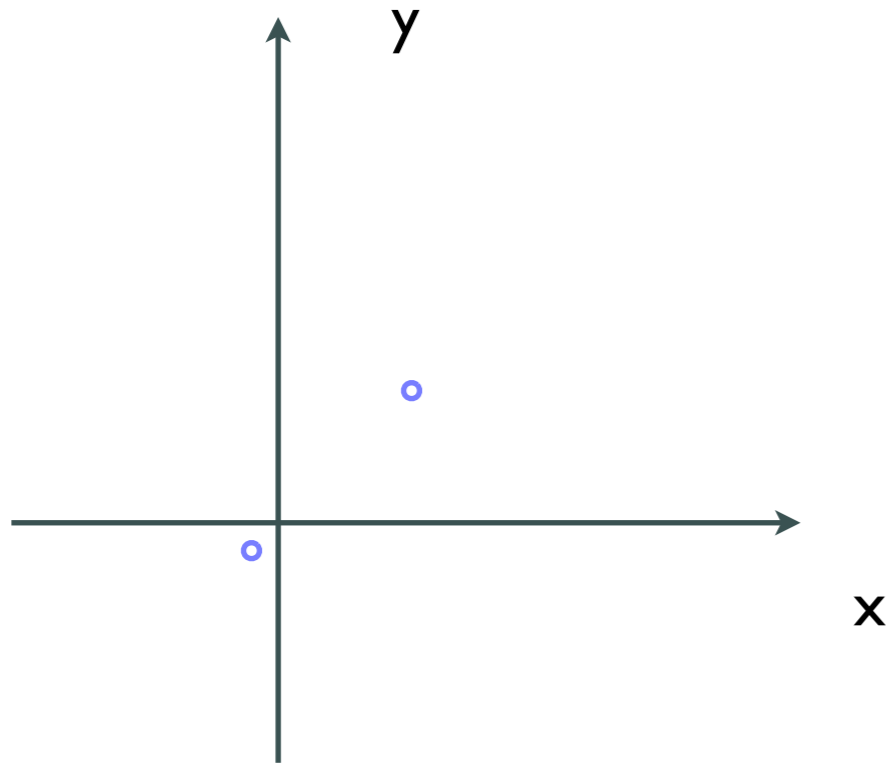
$y = mx + t$  real space



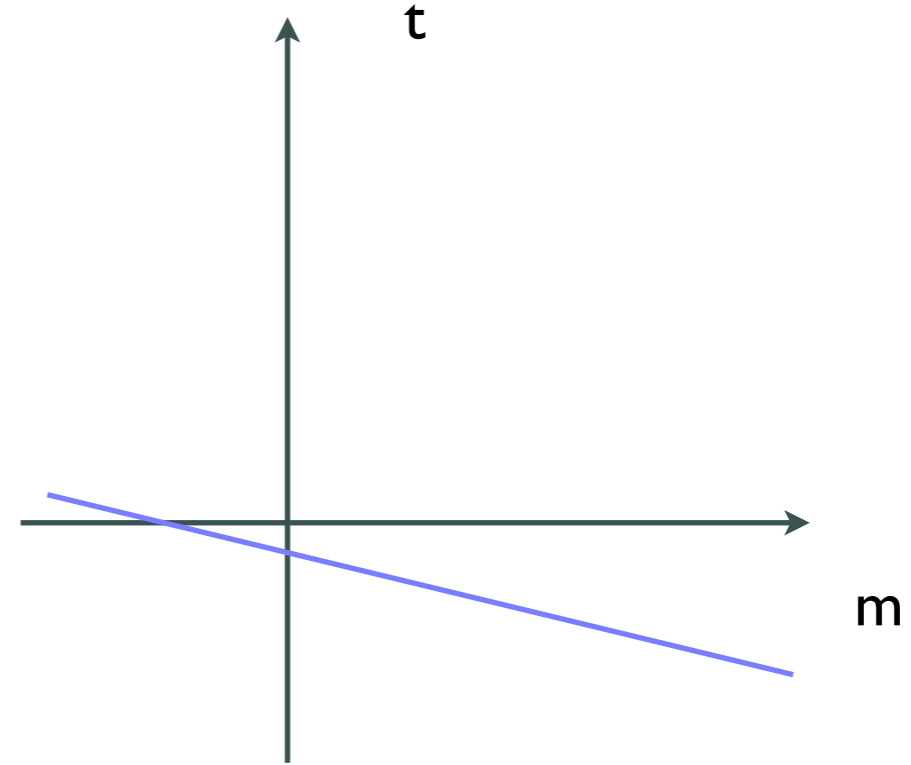
$t = -xm + y$  hough space

- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space

# Hough Transformation: Principle



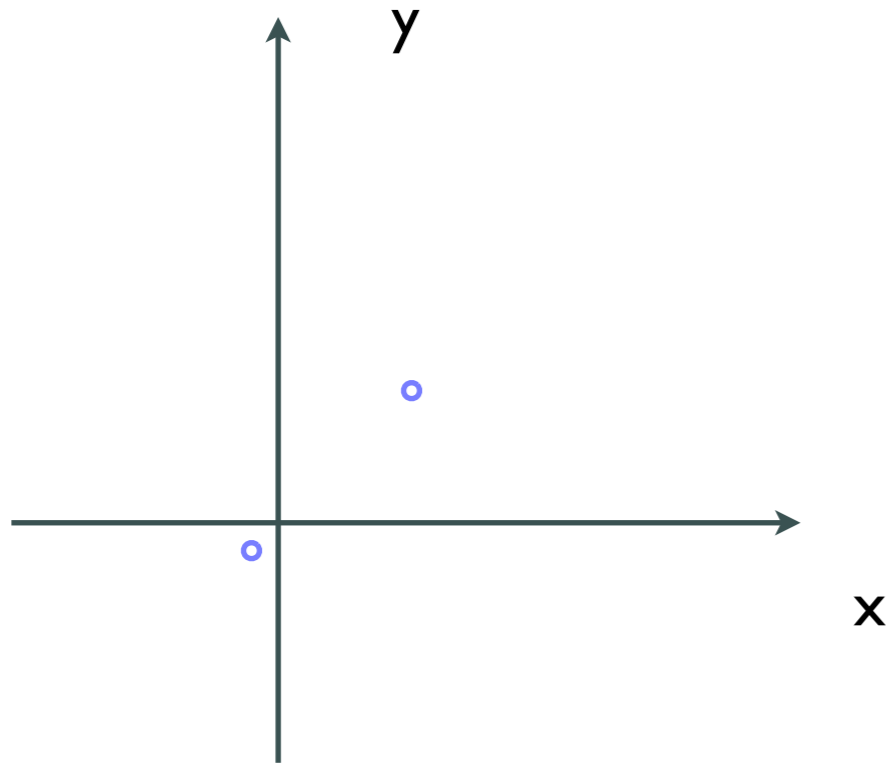
$y = mx + t$  real space



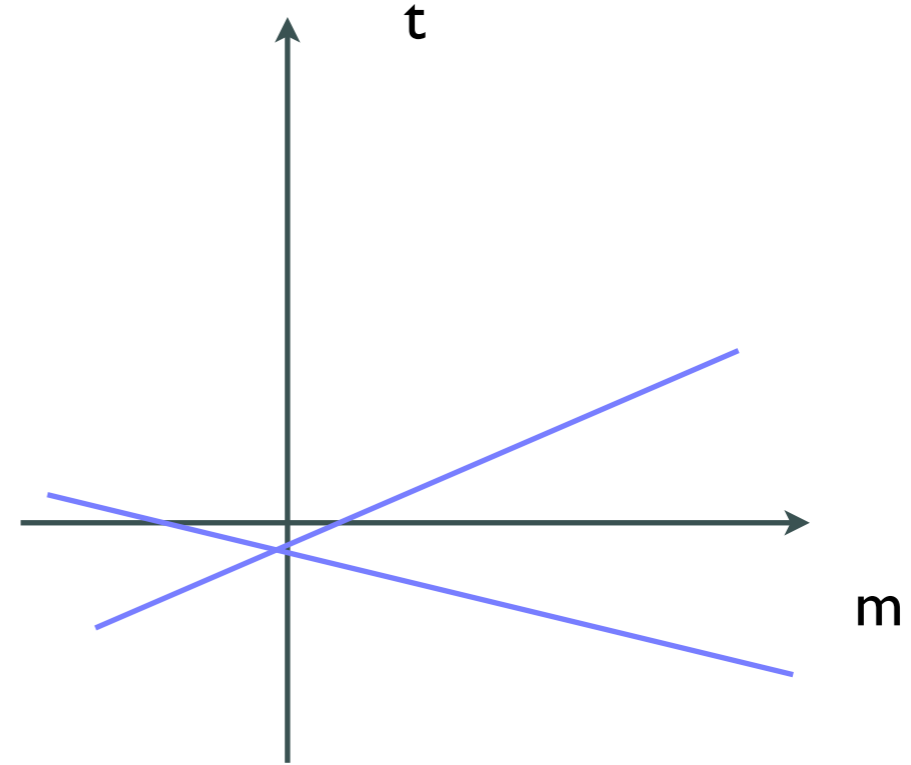
$t = -xm + y$  hough space

- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space

# Hough Transformation: Principle



$y = mx + t$  real space

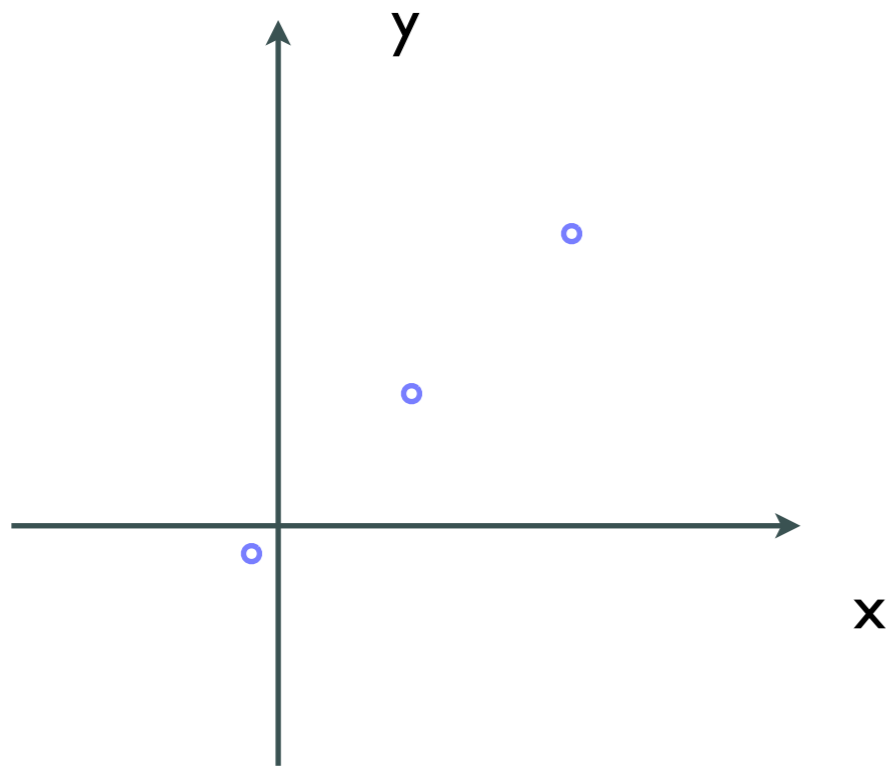


$t = -xm + y$  hough space

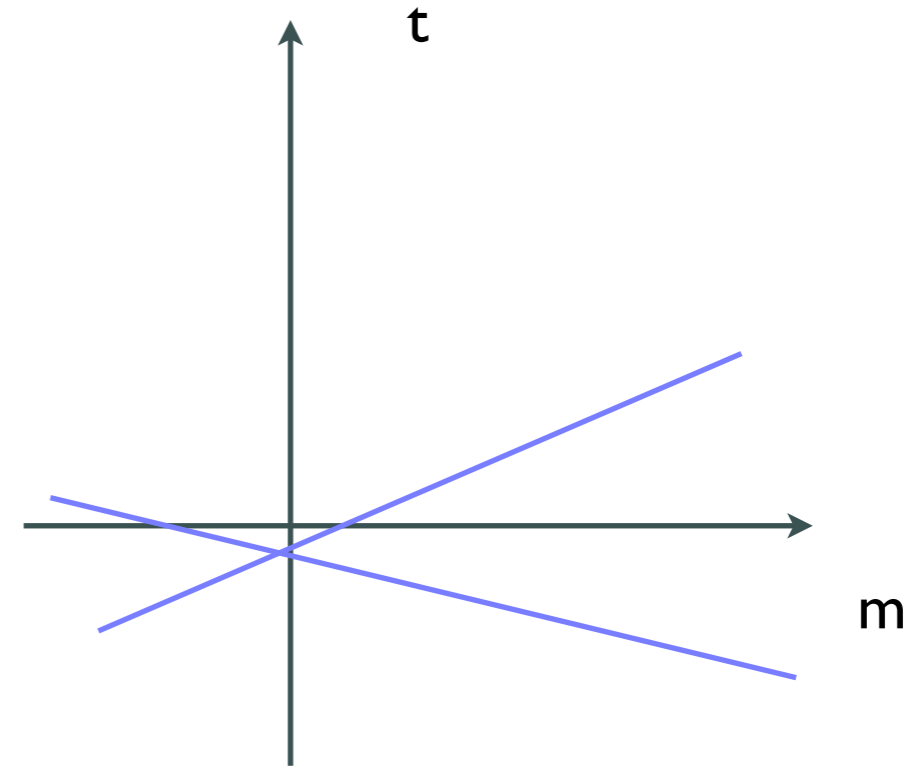
- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space



# Hough Transformation: Principle



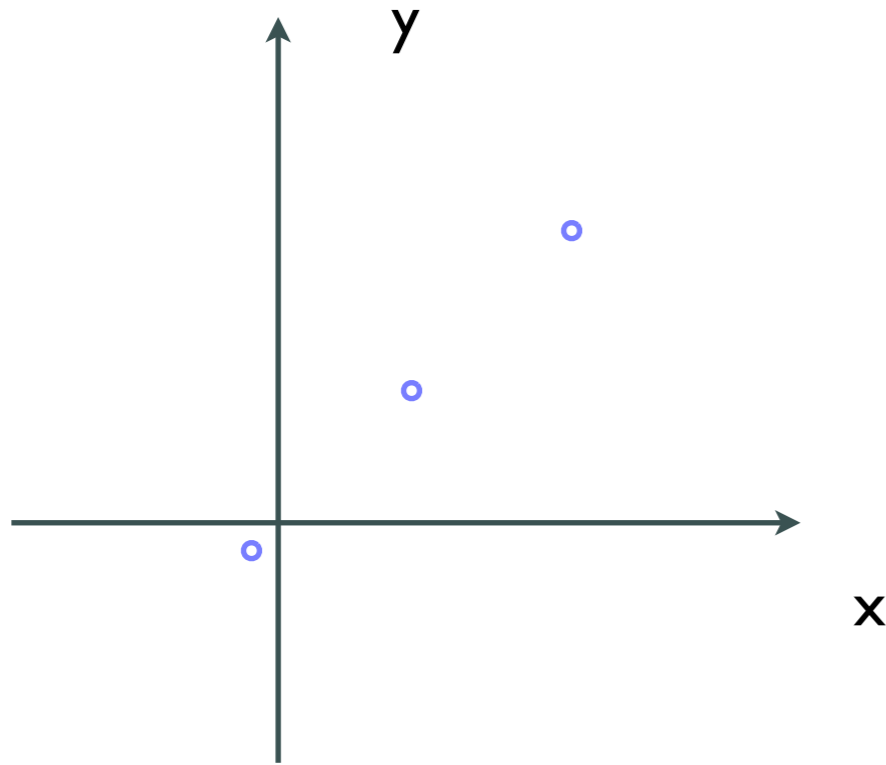
$y = mx + t$  real space



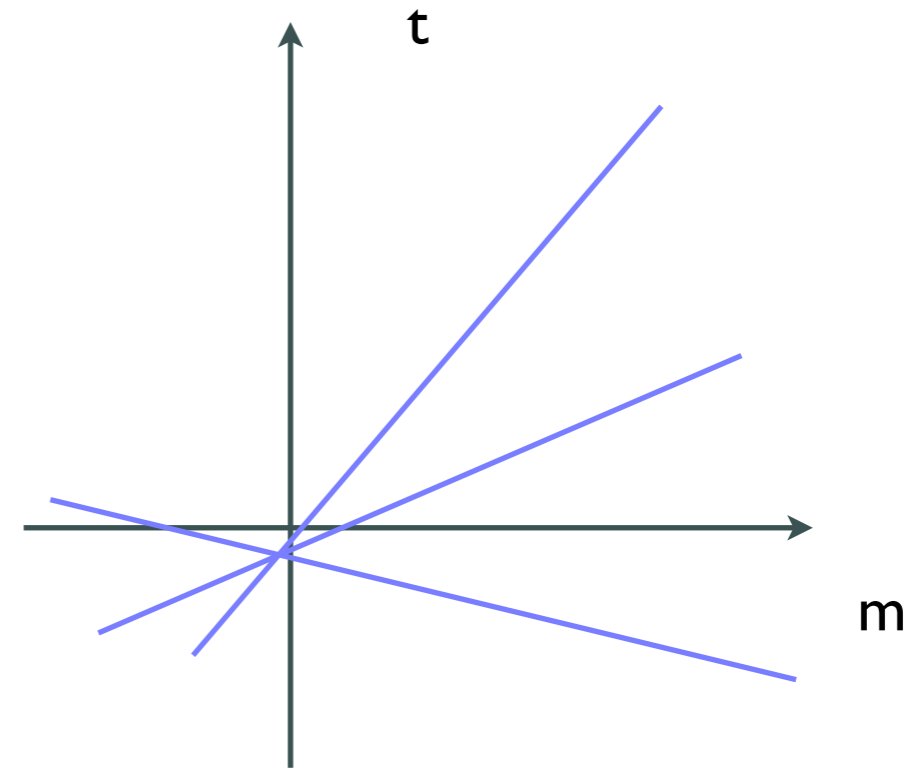
$t = -xm + y$  hough space

- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space

# Hough Transformation: Principle



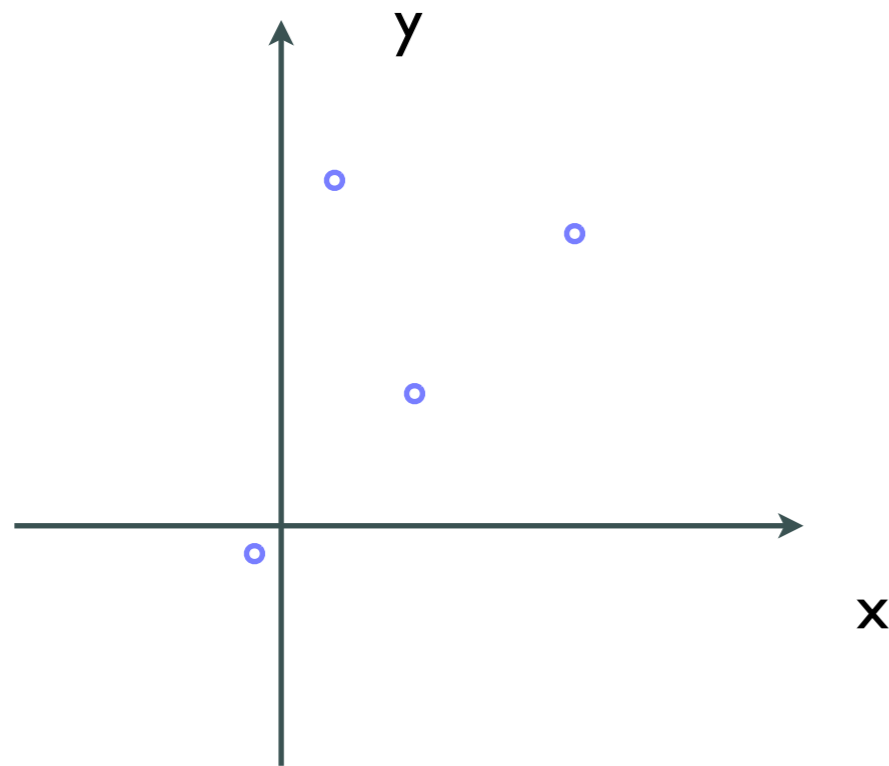
$y = mx + t$  real space



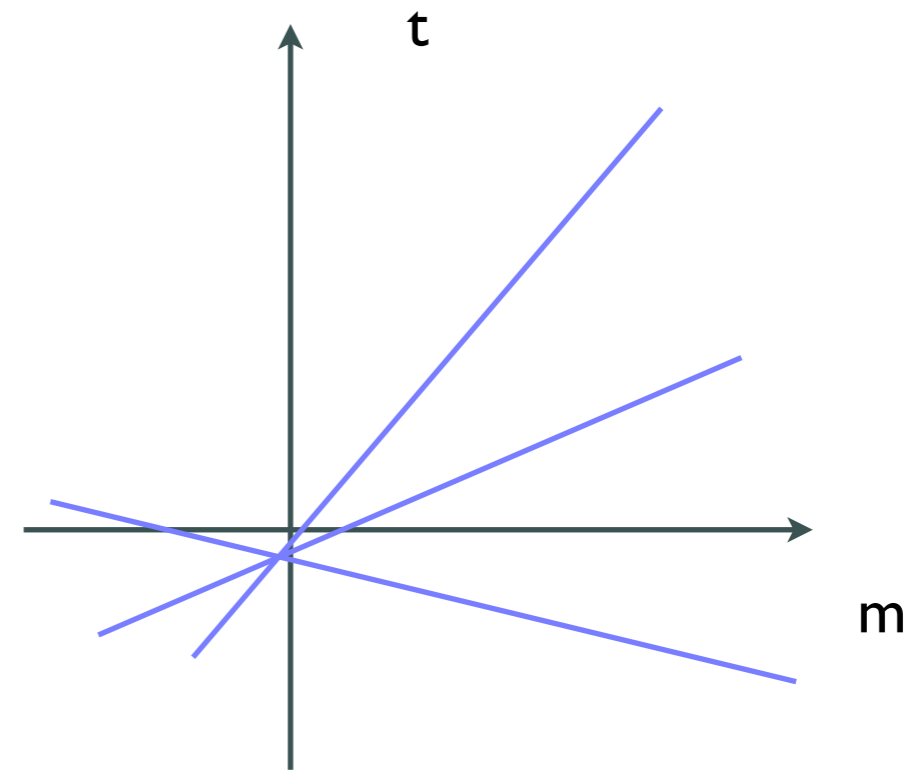
$t = -xm + y$  hough space

- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space

# Hough Transformation: Principle



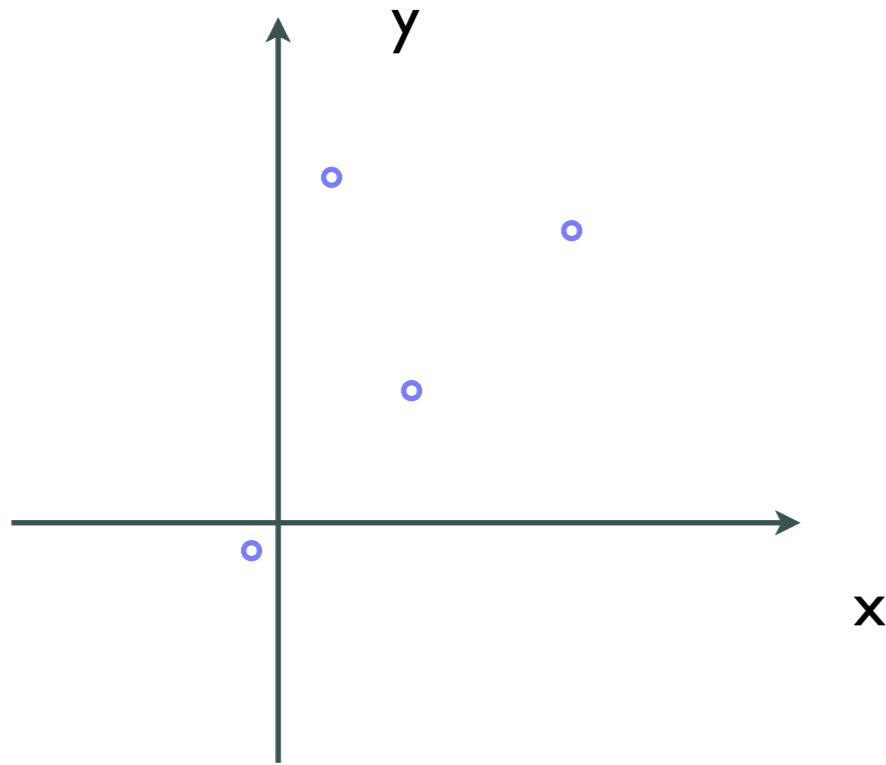
$y = mx + t$  real space



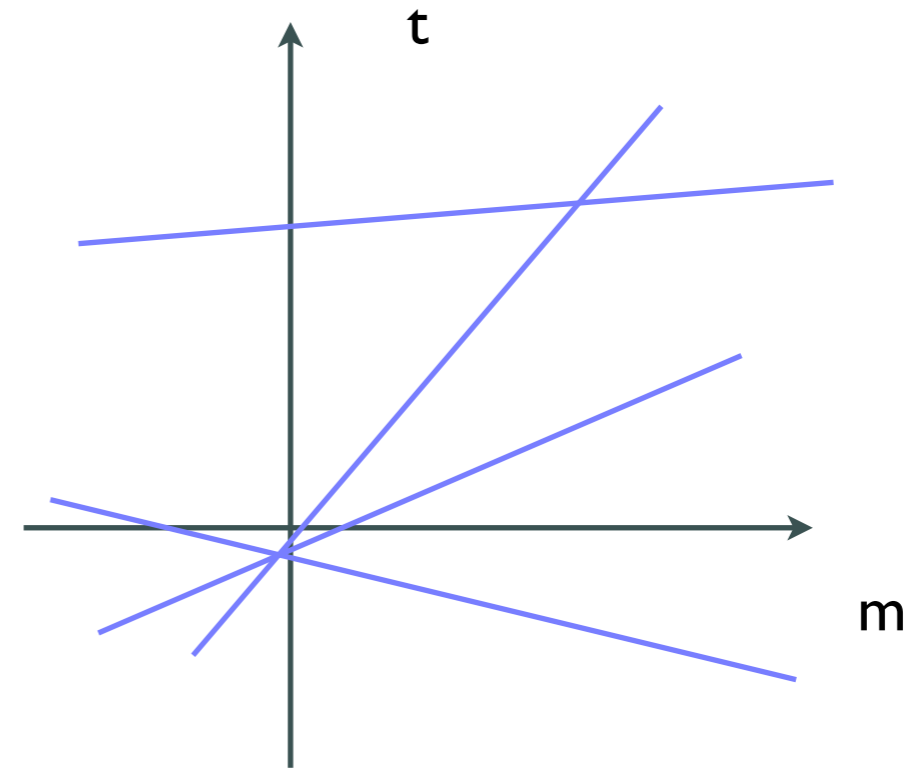
$t = -xm + y$  hough space

- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space

# Hough Transformation: Principle



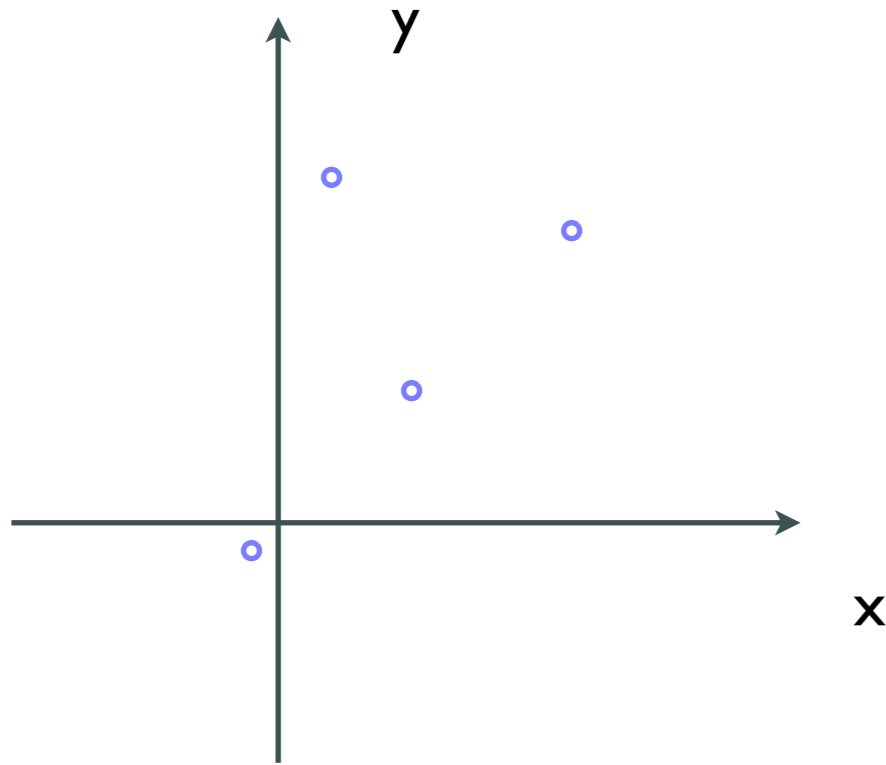
$y = mx + t$  real space



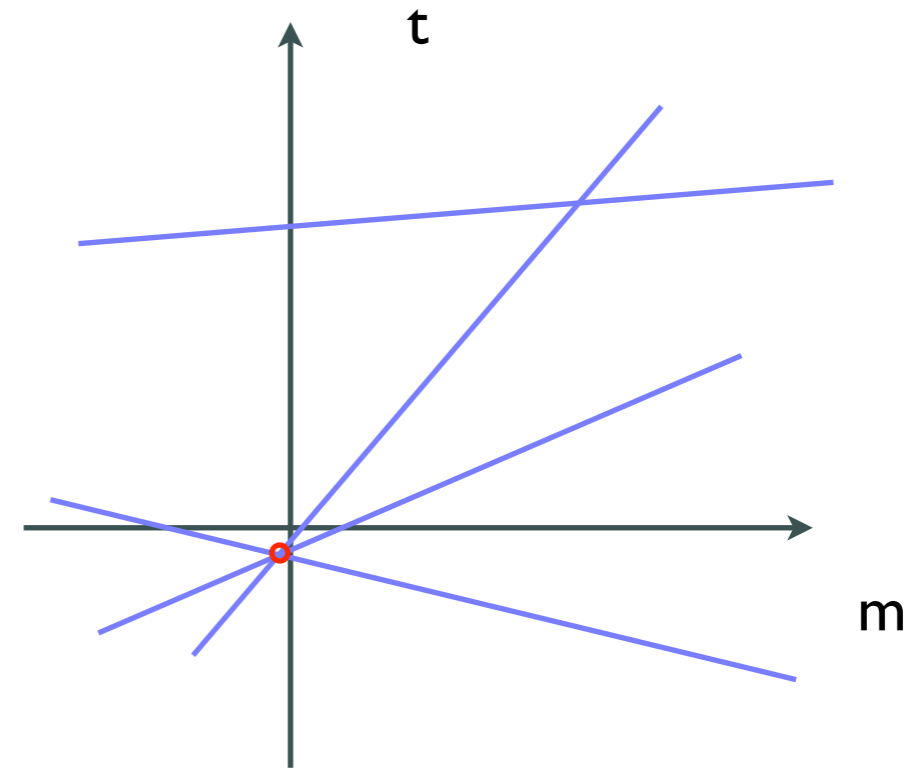
$t = -xm + y$  hough space

- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space

# Hough Transformation: Principle



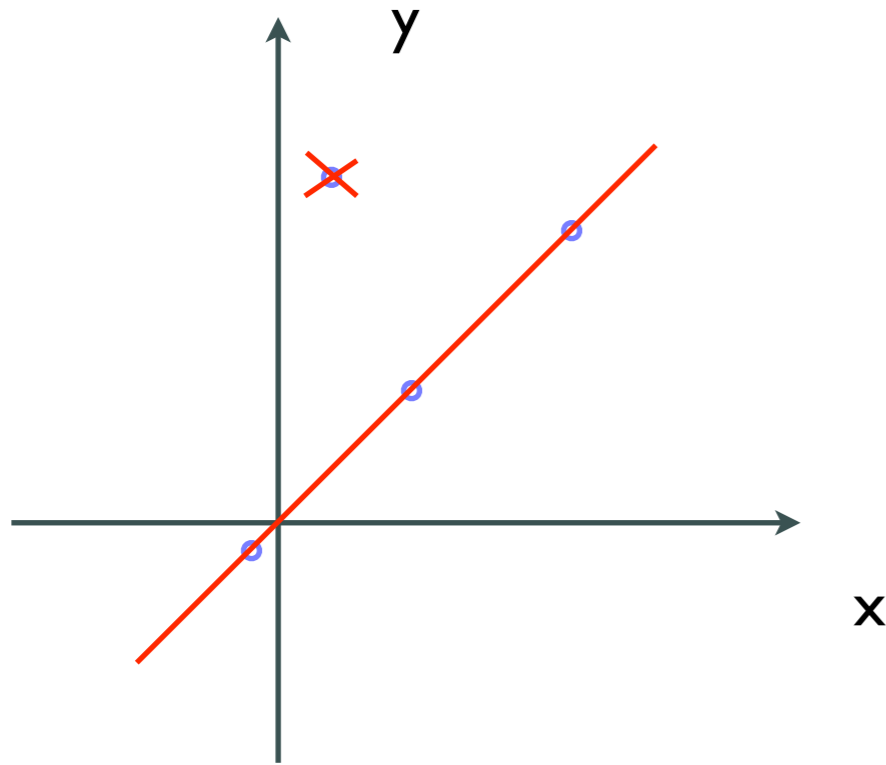
$y = mx + t$  real space



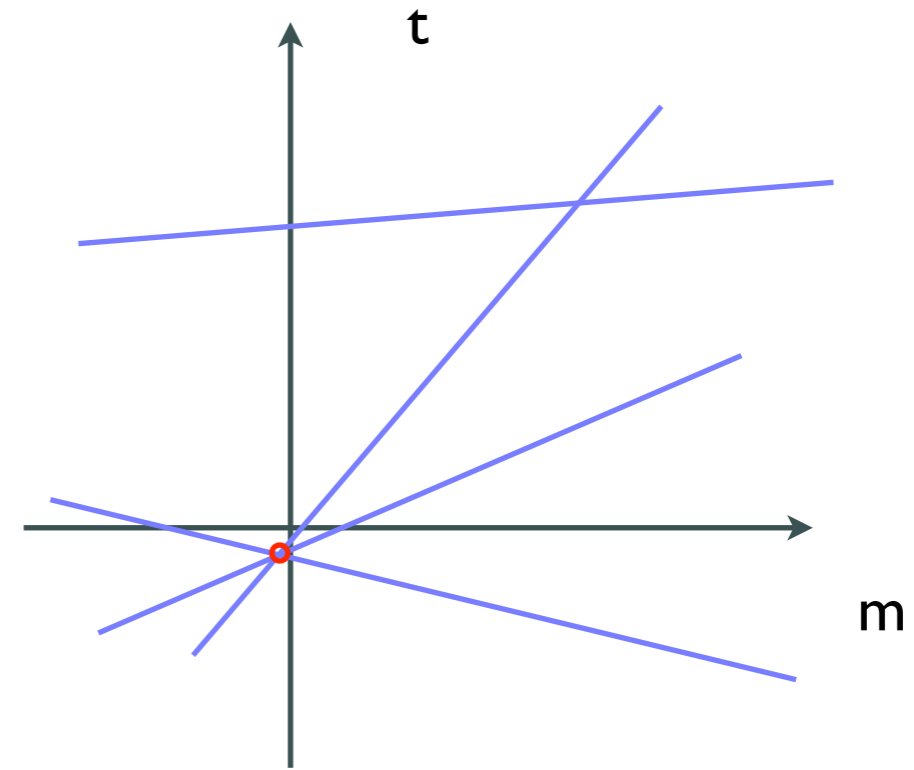
$t = -xm + y$  hough space

- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space

# Hough Transformation: Principle



$y = mx + t$  real space



$t = -xm + y$  hough space

- [ Point in normal space = line in Hough Space (and vice versa)
- [ Get point with most intersections
- Reject non corresponding points in real space