

Jet Reconstruction Task Force Intro

ePIC Jet/HF Meeting
February 2nd, 2022
Derek Anderson (ISU)



Contents:

- 1) Intro to Jet Reconstruction Task Force
- 2) Ideas about Jet Reconstruction in EICRecon
- 3) General Discussion



Task Force Intro | General

Next Simulation Campaign and Related Task Forces

- **Next simulation campaign:**

- **Target date:** End of March. **tbd**
- **Goal:** Improved software stack for the reconstruction, including benchmarks.

- **Task forces** to reach our goal:

- **Calorimeter Clustering**
- **Jet Reconstruction**
- **PID**
- **Tracking**
- **EICrecon** for urgent fixes to the reconstruction software stack
- **Modular Reconstruction** for substantial improvements of the reconstruction software stack
- **Simulation Production**

Important note: Task forces != subgroups

- Task forces solve specific issues.
- Subgroups based around interest in a general area, e.g., reconstruction, will form later.

- Each task force will be responsible for leading the effort for a particular topic with the following goals:
 - The development is accessible to the whole collaboration in our main repository.
 - We can evaluate the reconstruction quality using a set of well-defined plots that we can easily reproduce.
 - Kickoff meeting with task force leaders on January 27.

EPIC Computing & Software Weekly Meeting, February 1, 2023.

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Markus Diefenthaler, Feb 1st Comp/Soft Meeting

Task Force Intro | General

Reconstruction Task Forces

| | | |
|------------------------|--|---|
| Calorimeter Clustering | Chao Peng cpeng@anl.gov | Dmitry Kalinkin dmitry.kalinkin@gmail.com |
| Jet Reconstruction | Derek Anderson dmawxc@iastate.edu | |
| PID | Christopher Dilks dilks@jlab.org | |
| Tracking | Shujie Li shujieli@lbl.gov | |
| EICrecon | Dmitry Romanov romanov@jlab.org | |
| Modular Reconstruction | David Lawrence davidl@jlab.org | Sylvester Joosten sjoosten@anl.gov |
| Simulation Production | Wouter Deconinck wouter.deconinck@umanitoba.ca | |

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Markus Diefenthaler, Feb 1st Comp/Soft Meeting

Task Force Intro | Jet Reconstruction

Task Force Lead: Derek Anderson (ISU)

- dmawxc@iastate.edu
- derek.murphy.anderson@protonmail.com
- Mattermost

Meetings: planning on weekly meetings

- Poll for initial time:
 - › <https://www.when2meet.com/?18588885-DkOuM>
- Poll is also to help determine available workforce

Task Force Charge: incorporate jet reconstruction into EICRecon

⇒ 2 main thrusts:

- 1) Developing a “**jet factory**” for EICRecon (+ any additional code)
- 2) Determining **key jet benchmarks** and implementing them

Key Tasks:

- Developing EICRecon jet factory
- Writing example macros/standalone code to work with jet output
- Developing jet benchmark code

Jet Reco in ELCRecon | the jet factory

User specifies following at runtime:

- Input collection (e.g. tracks)
- Kinematic cuts on constituents
- Jet parameters

Jet_Factory.cc

For each member in input_collection, do
if member is in kinematic_cuts, then
add member to constituent_list

Create fastjet objects & do clustering
Write fastjet output to PODIO collection

User then interacts with jet PODIO collection

Jet Reco in EICRecon | jet parameters

Possible jet parameters to specify:

- Input collection
- Jet algorithm
 - › Generalized kT parameters?
 - › Inclusive/exclusive options?
- Recombination scheme
- Rjet
- Jet eta/pT ranges
- Area definition
 - › Max ghost eta
 - › Num. repeat

Jet Reco in EICRecon | PODIO jet strawman

Members

| | | |
|-------------------|------|------------------------|
| uint64_t | nCst | // no. of constituents |
| float | aJet | // jet area |
| edm4eic::Vector4f | pJet | // jet 4-momentum |

Vector Members

| | | |
|-------------------|------|---------------------------|
| edm4eic::Vector4f | pCst | // constituent 4-momentum |
|-------------------|------|---------------------------|

General Discussion

Some questions to discuss:

- What do we need/want in our jets?
- What benchmarks should we consider?
 - › Inclusive spectra (e.g. jet p_T)?
 - › More specific observables?
- How do we accommodate multiple jet definitions?
 - › Multiple collections?
 - › Multifactories?
- How do we incorporate backgrounds?
- In addition to the jet factory, what additional infrastructure do we need?
 - › An example “jet reader” macro?
 - › A standalone way of reconstructing jets?

Thank you!

