

# Status and plans for realistic tracking

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(for the Track Reconstruction working group)

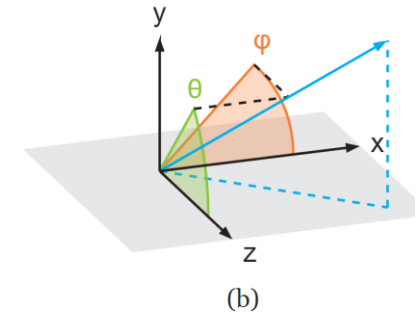
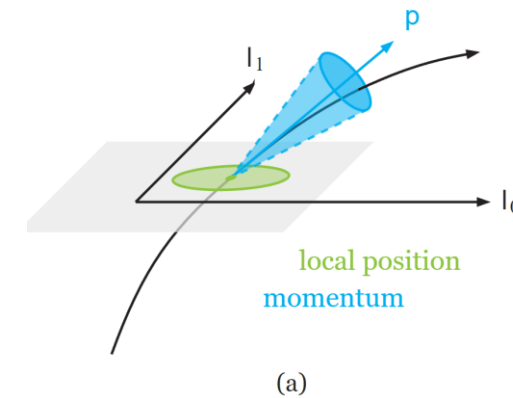
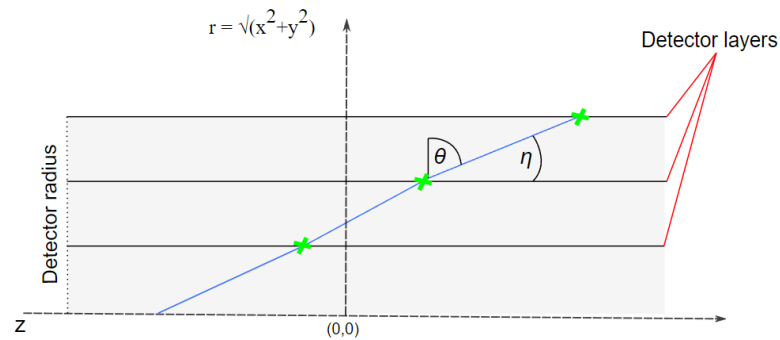
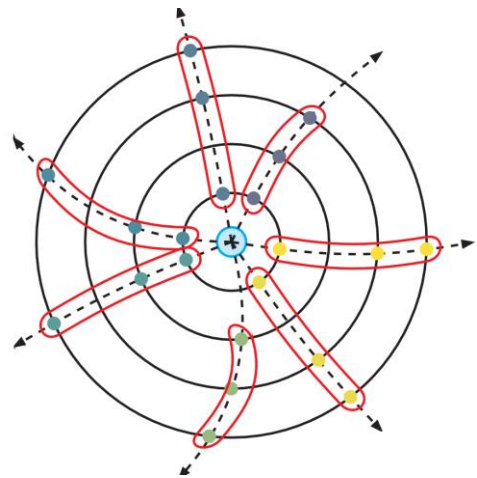
## Recent updates by the track reconstruction WG

1. Optimization of ACTS orthogonal seed finder parameters:  
<https://github.com/eic/ElCrecon/pull/641>
2. Fixes to the reconstruction of the seeds' kinematic parameters:  
<https://github.com/eic/ElCrecon/pull/544>  
<https://github.com/eic/ElCrecon/pull/641>
3. Implementation of ACTS iterative vertex finder:  
<https://github.com/eic/ElCrecon/pull/662>
4. Update to pixel size for silicon detectors:  
<https://github.com/eic/epic/pull/438>
5. Parallel data flow for CKF tracking with realistic seeds:  
<https://github.com/eic/ElCrecon/pull/711> (in progress)

# ACTS Orthogonal seeder

The seeder outputs a set of seeds, with each seed consisting of 3 space points. The seeds need to fulfill certain expectations for a particle moving in a uniform magnetic field. The seed finder and seed filter settings configure the allowed search region and tolerances.

For a given seed, the space points are then fit to determine initial track position and direction which is passed to the Combinatorial Kalman Filter (CKF) tracking algorithm.



<https://acts.readthedocs.io/en/latest/tracking.html>

<https://acts.readthedocs.io/en/latest/core/seeding.html#seeding-core>

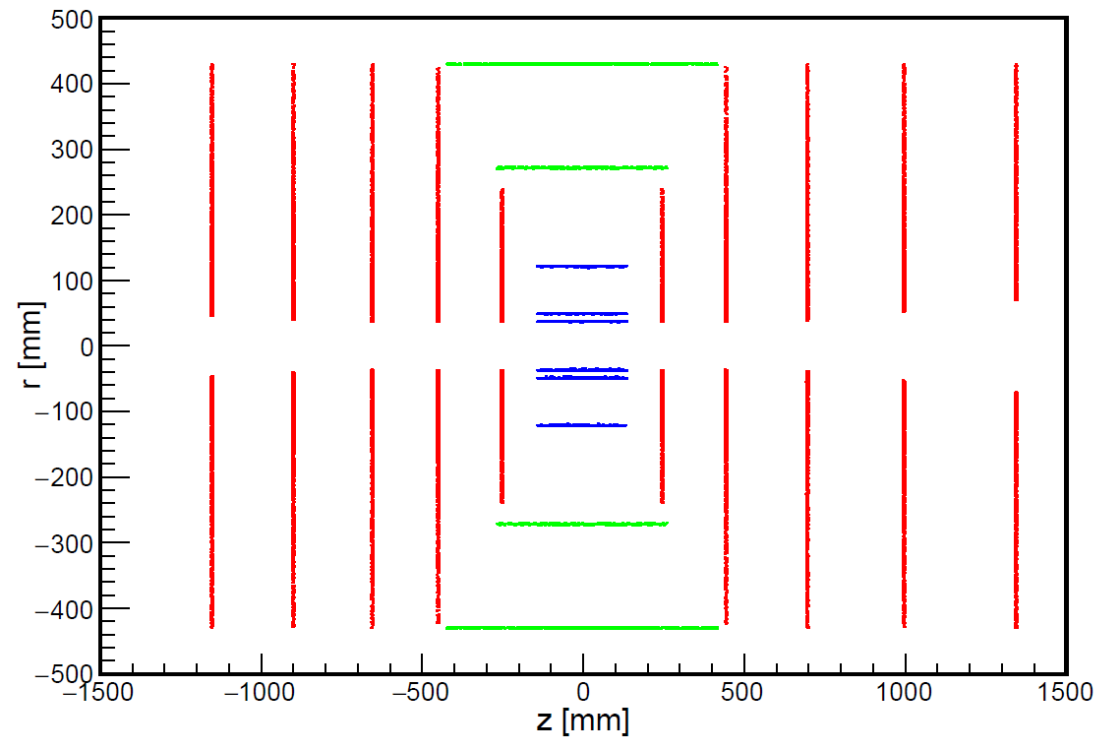
## Updated seed finder parameters

Parameter	Description	ElCrecon default	Y.S. Lai's default	My New Default
<b>bFieldInZ</b>	z component of magnetic field	1.7 T	1.7 T	1.7 T
<b>rMax</b>	Maximum r value to look for seeds	500 mm	440 mm	440 mm
<b>rMin</b>	Minimum r value to look for seeds	33 mm	33 mm	33 mm
<b>zMin</b>	Minimum z value to look for seeds	-800 mm	-1500 mm	-1500 mm
<b>zMax</b>	Maximum z value to look for seeds	800 mm	1700 mm	1700 mm
<b>beamPosX</b>	Beam offset in x	0	0	0
<b>beamPosY</b>	Beam offset in y	0	0	0
<b>deltaRMinTopSP</b>	Min distance in r between middle and top SP in one seed	1 mm	50 mm	<b>10 mm</b>
<b>deltaRMinBottomSP</b>	Min distance in r between middle and bottom SP in one seed	1 mm	50 mm	<b>10 mm</b>
<b>deltaRMaxTopSP</b>	Max distance in r between middle and top SP in one seed	400 mm	220 mm	<b>200 mm</b>
<b>deltaRMaxBottomSP</b>	Max distance in r between middle and top SP in one seed	400 mm	220 mm	<b>200 mm</b>
<b>collisionRegionMin</b>	Min z for primary vertex	-300 mm	-250 mm	-250 mm
<b>collisionRegionMax</b>	Max z for primary vertex	300 mm	250 mm	250 mm
<b>cotThetaMax</b>	Cotangent of max theta angle	16	16.54	<b>27.29</b>
<b>minPt</b>	Min transverse momentum	100	100 MeV/cotThetaMax	100 MeV/cotThetaMax
<b>maxSeedsPerSpM</b>	Max number of seeds a single middle space point can belong to - 1	1	0	0
<b>sigmaScattering</b>	How many standard devs of scattering angles to consider	5	5	5
<b>radLengthPerSeed</b>	Average radiation lengths of material on the length of a seed	0.1	0.1	0.1
<b>impactMax</b>	Max transverse PCA allowed	20 mm	3 mm	3 mm
<b>rMinMiddle</b>	Min R for middle space point	20 mm	—	20 mm
<b>rMaxMiddle</b>	Max R for middle space point	400 mm	—	400 mm
<b>bFieldMin</b>	min B field	—	0.1 T	0.1

# Seed efficiency

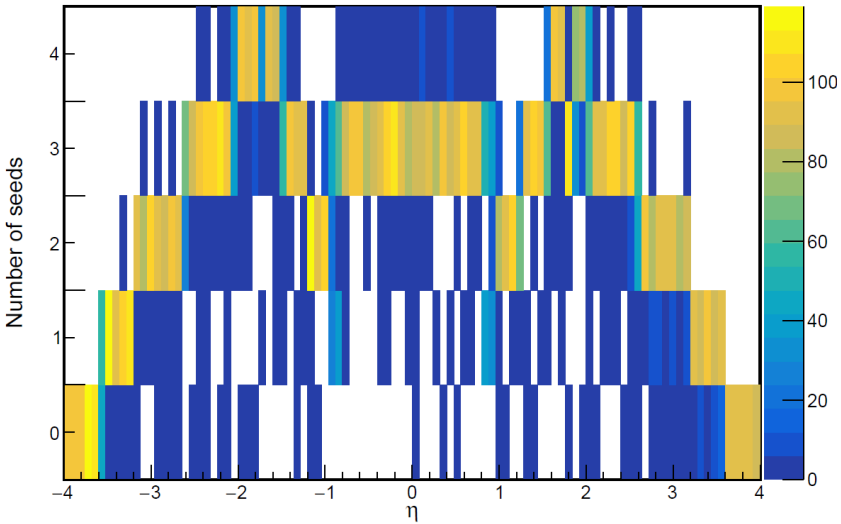
We search for seeds in the  
silicon tracker volume.

Digitized tracker hits

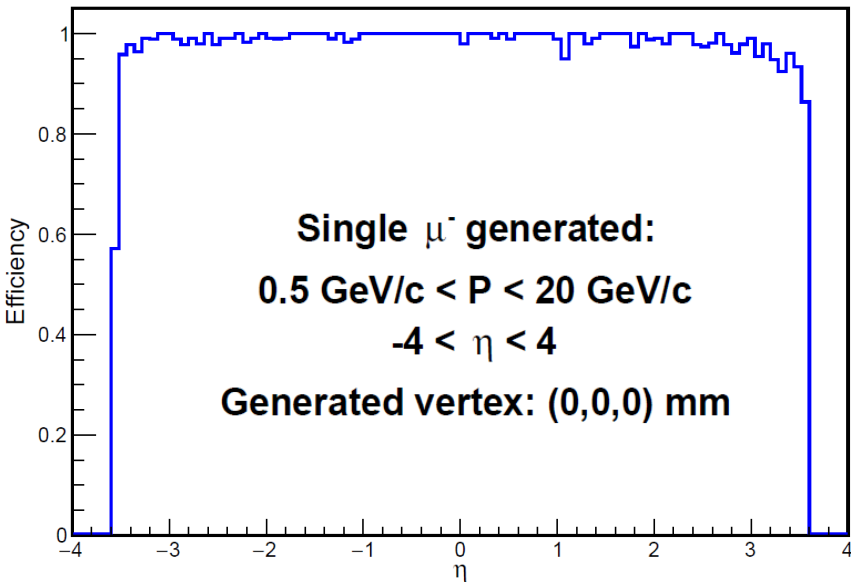


An efficient event is  
defined as one where at  
least one seed is found. We  
see high efficiency with a  
single particle simulation  
for  $-3.5 < \eta < 3.5$ .

Number of seeds vs. generated particle  $\eta$

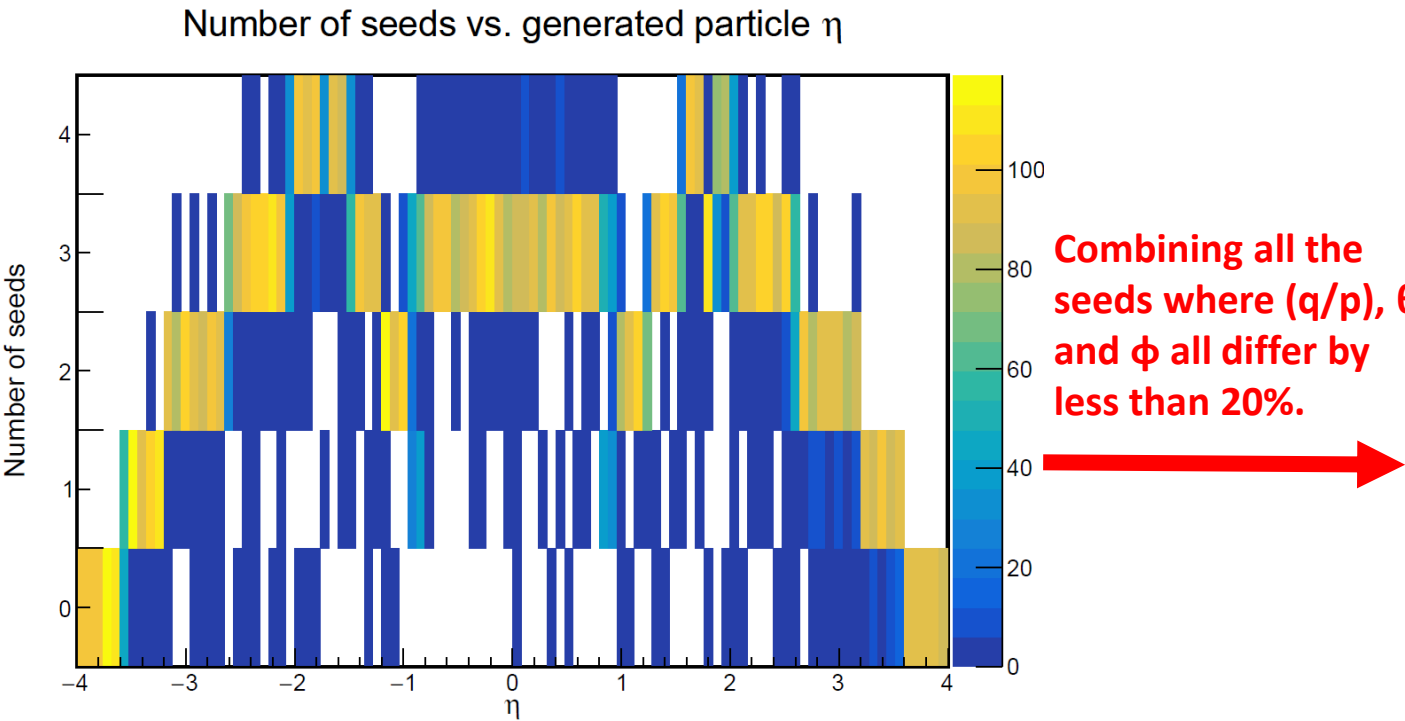


Seeder Efficiency vs. generated particle  $\eta$

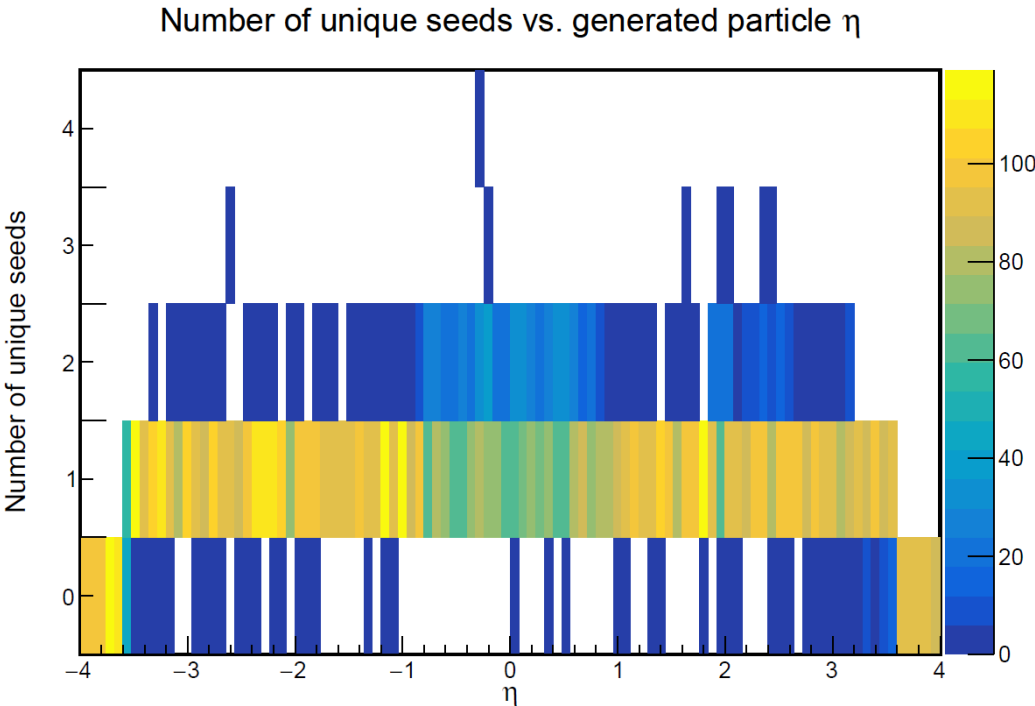


# Duplicate seeds

For a single particle simulation, we see multiple seeds over much of our acceptance...

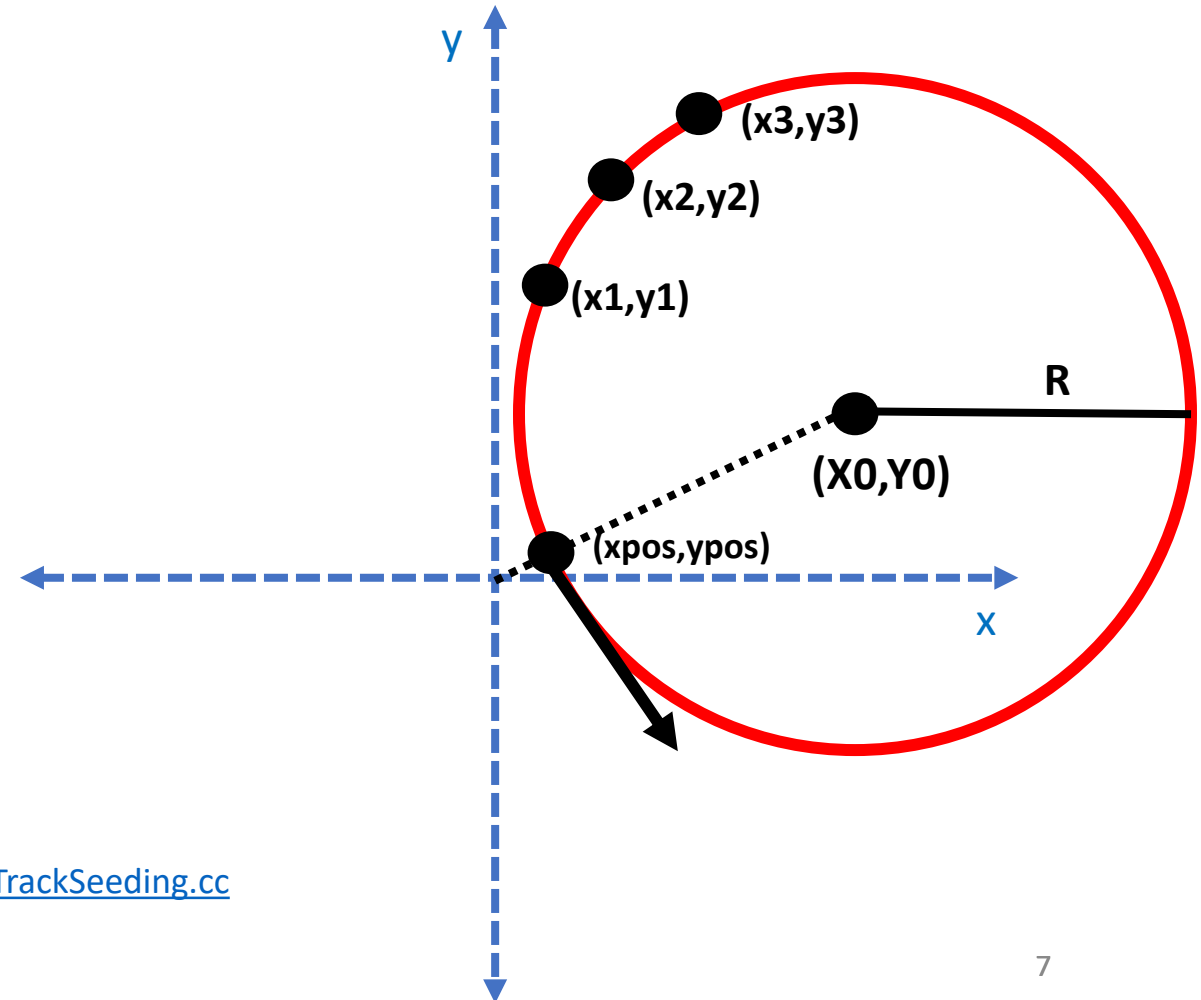
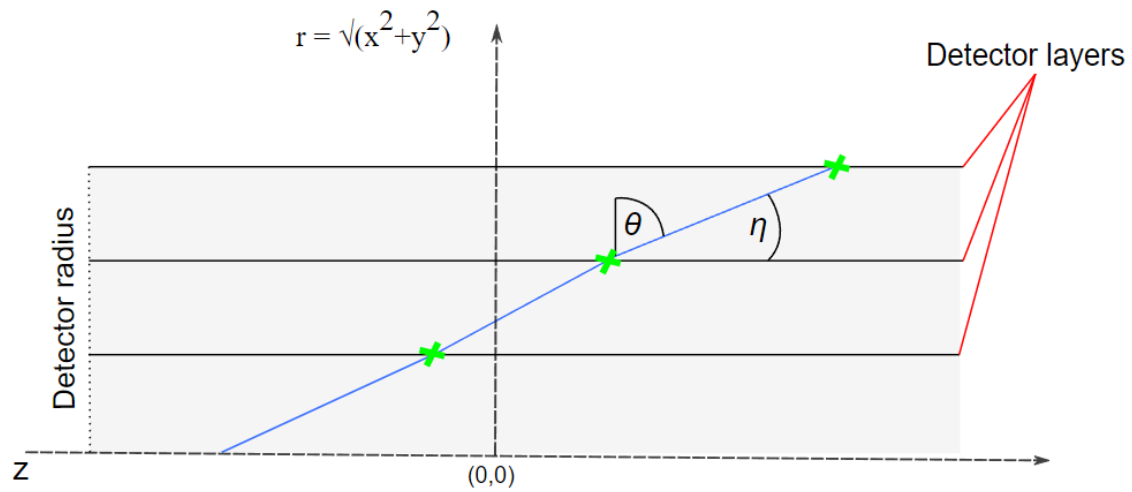


...but many of the seeds belong to the same (primary) particle.



Single  $\mu^-$  generated:  
 $0.5 \text{ GeV}/c < P < 20 \text{ GeV}/c$   
 $-4 < \eta < 4$   
Generated vertex: (0,0,0) mm

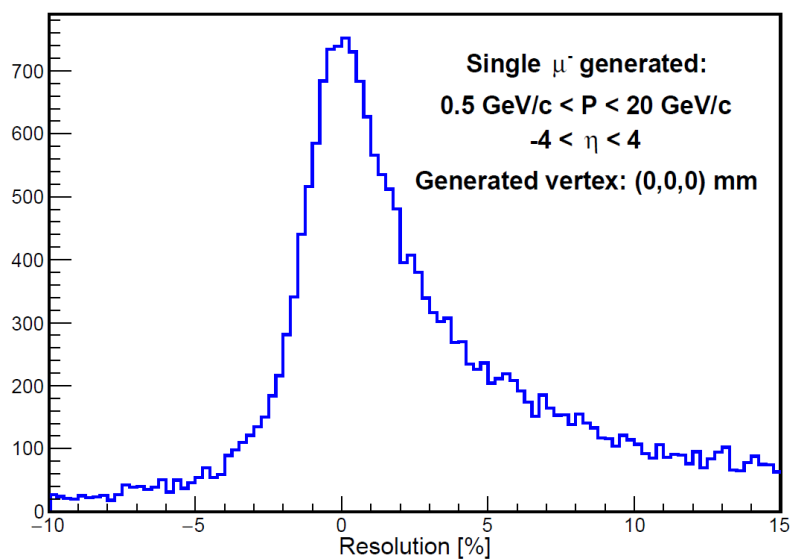
# Seed reconstruction



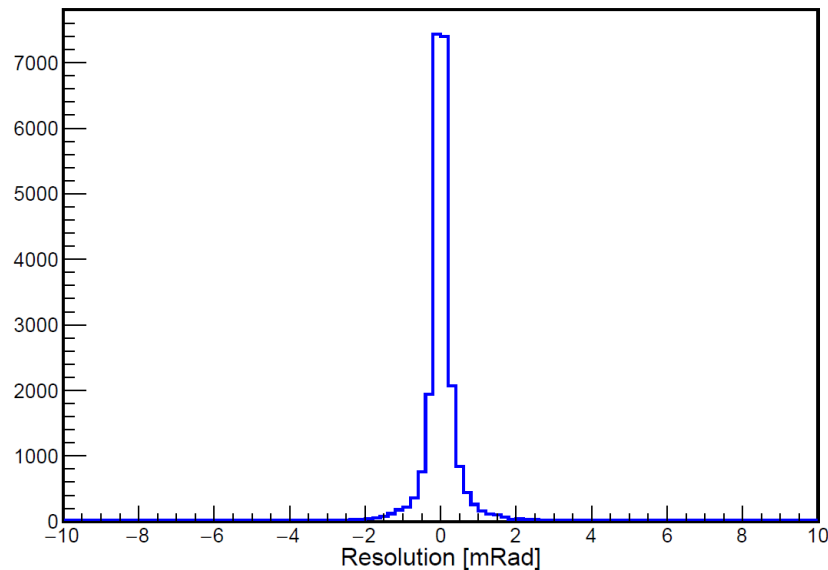
<https://github.com/eic/ElCrecon/blob/main/src/algorithms/tracking/TrackSeeding.cc>

# Seed angle and momentum reconstruction

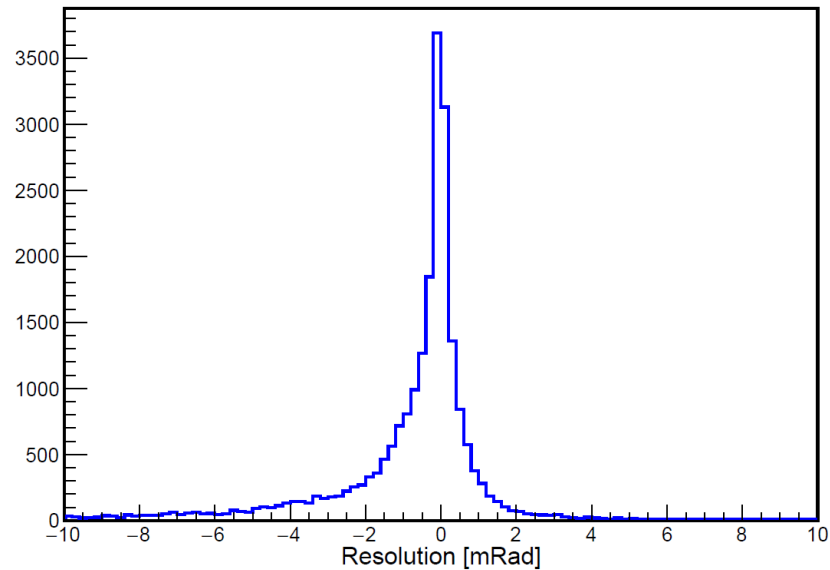
Seed Momentum Resolution: (seed - true)/true



Seed Theta Resolution: (seed - true)

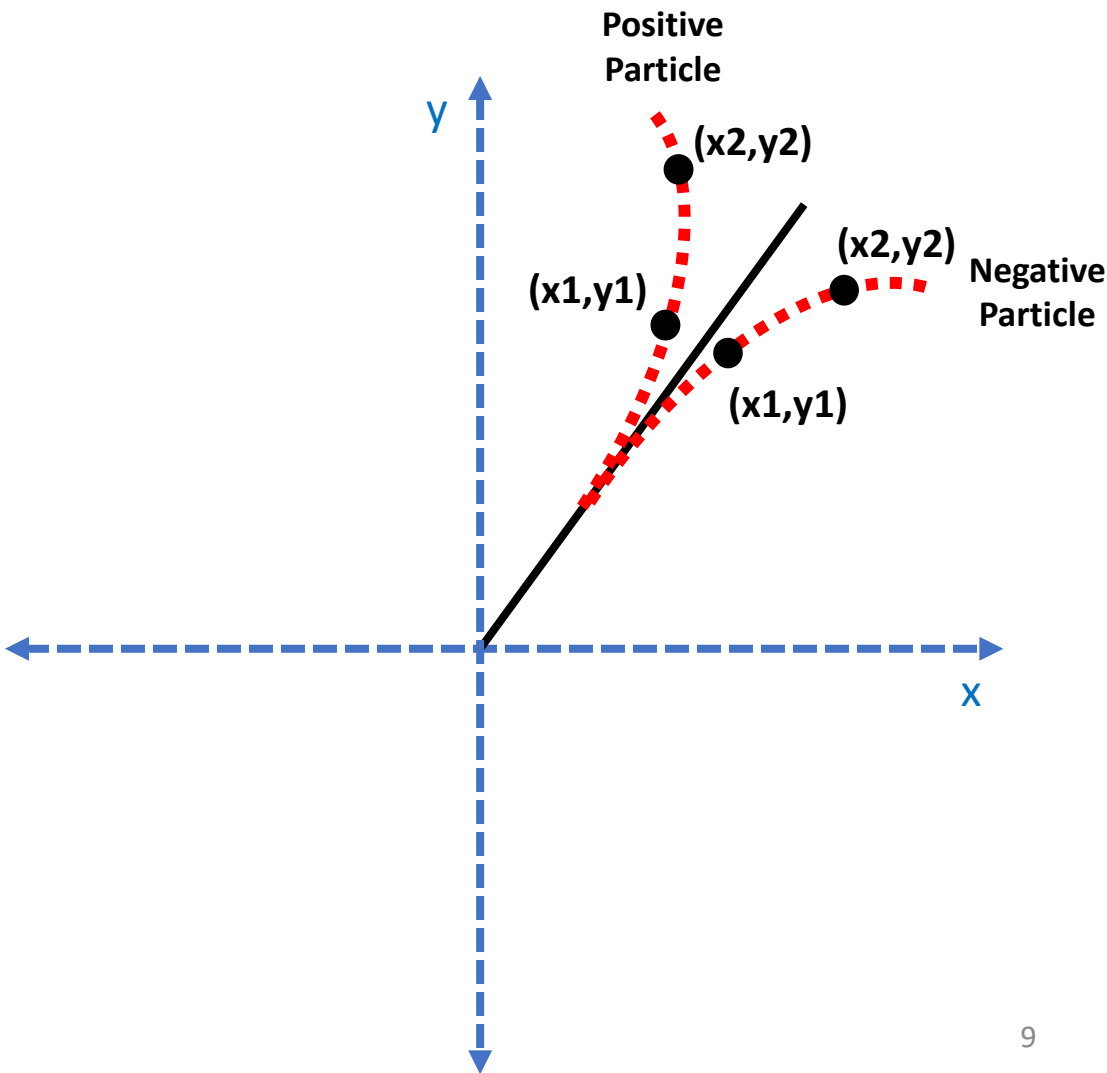
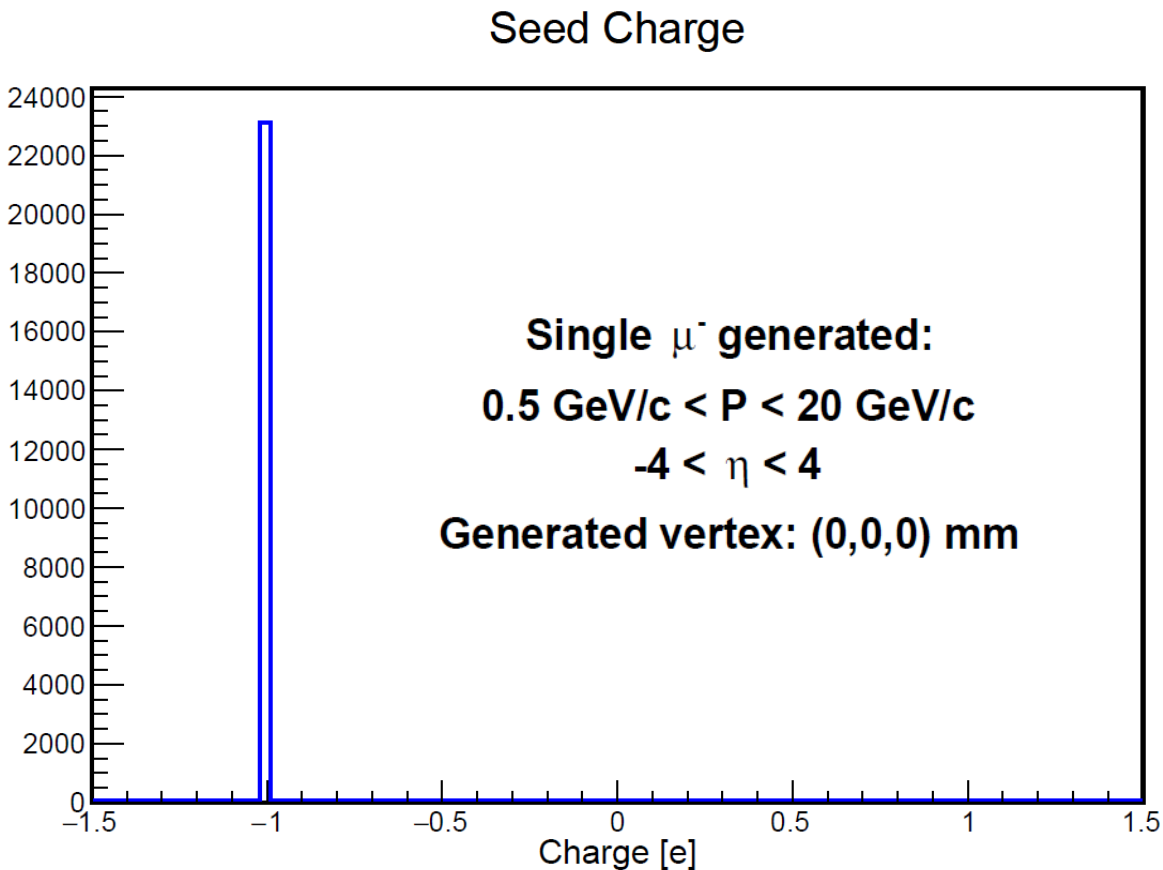


Seed Phi Resolution: (seed - true)





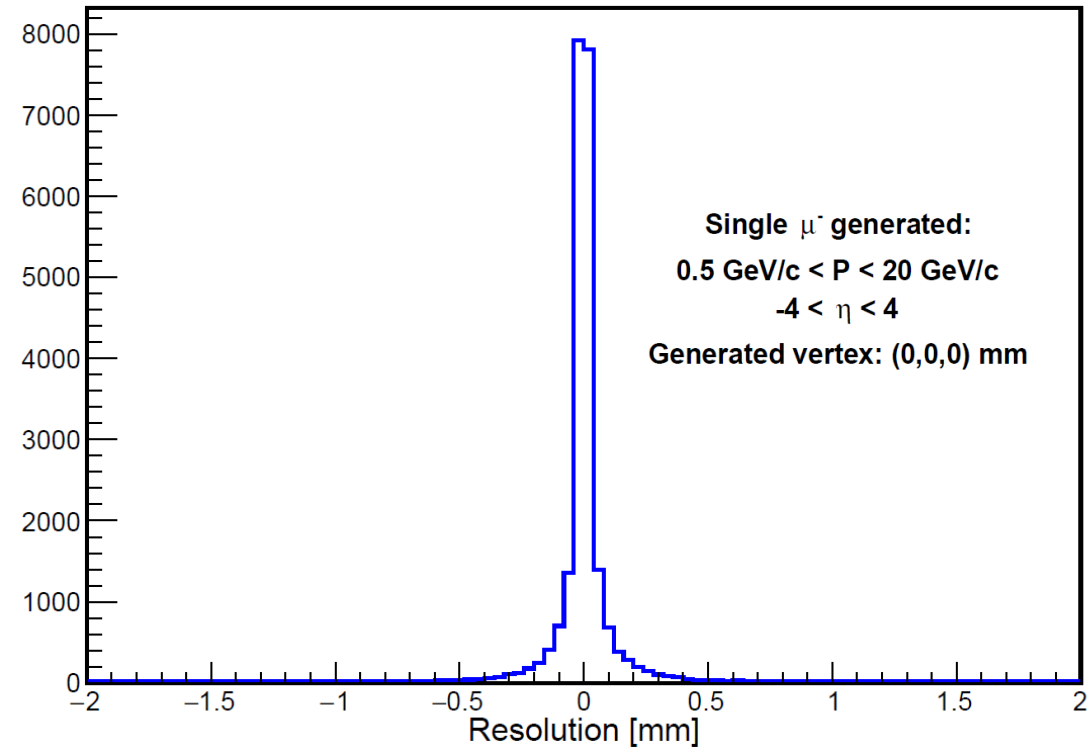
# Seed charge reconstruction



# Seed position reconstruction

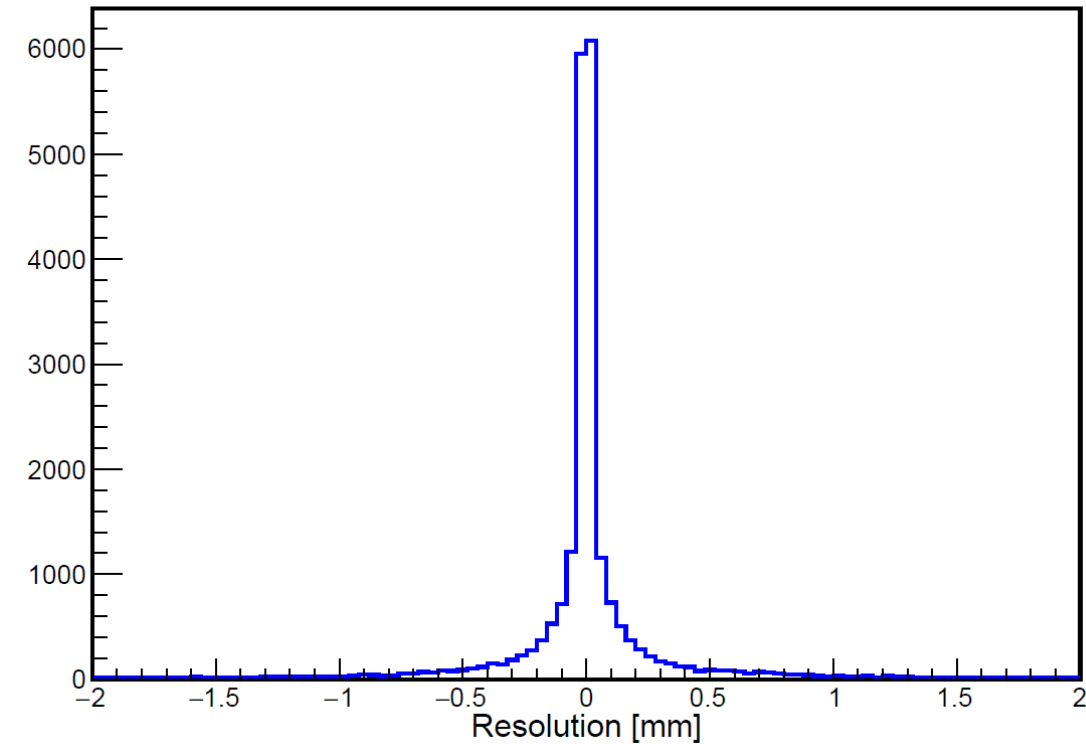
*ACTS loc-a* is the point of closest approach to the origin in the x-y plane.

Seed ACTS loc-a Resolution: (seed - true)



*ACTS loc-b* is the z intercept (i.e. at  $r = 0$ ) of linear fit in the r-z plane.

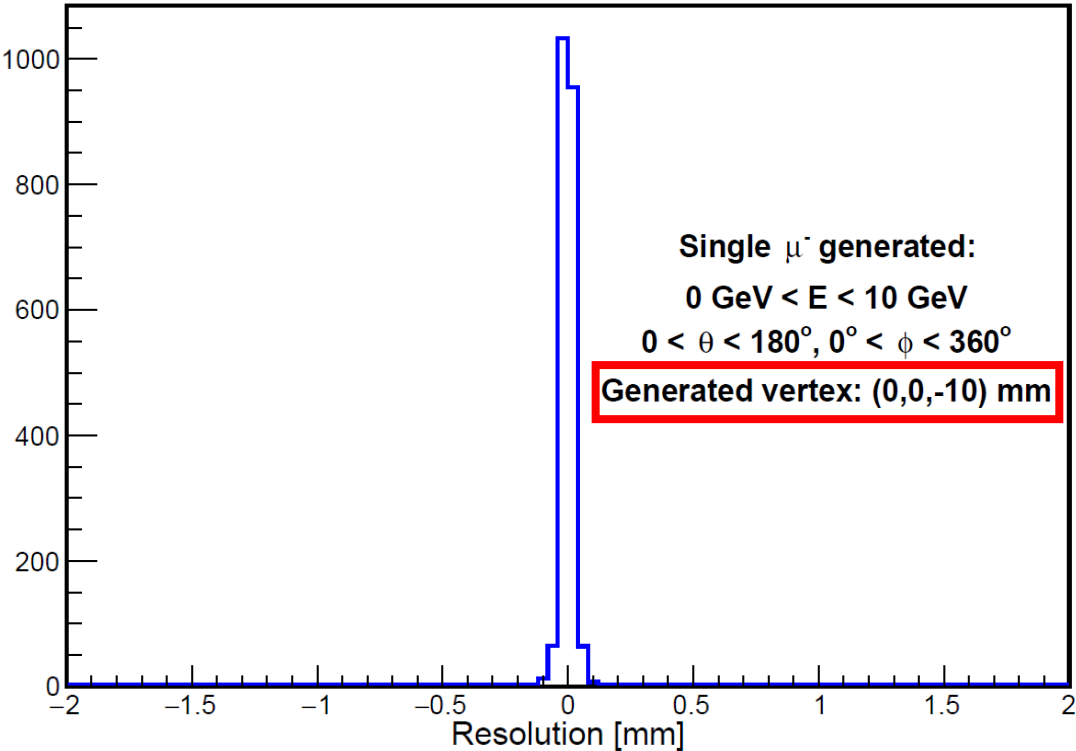
Seed ACTS loc-b Resolution: (seed - true)



# Seed position reconstruction

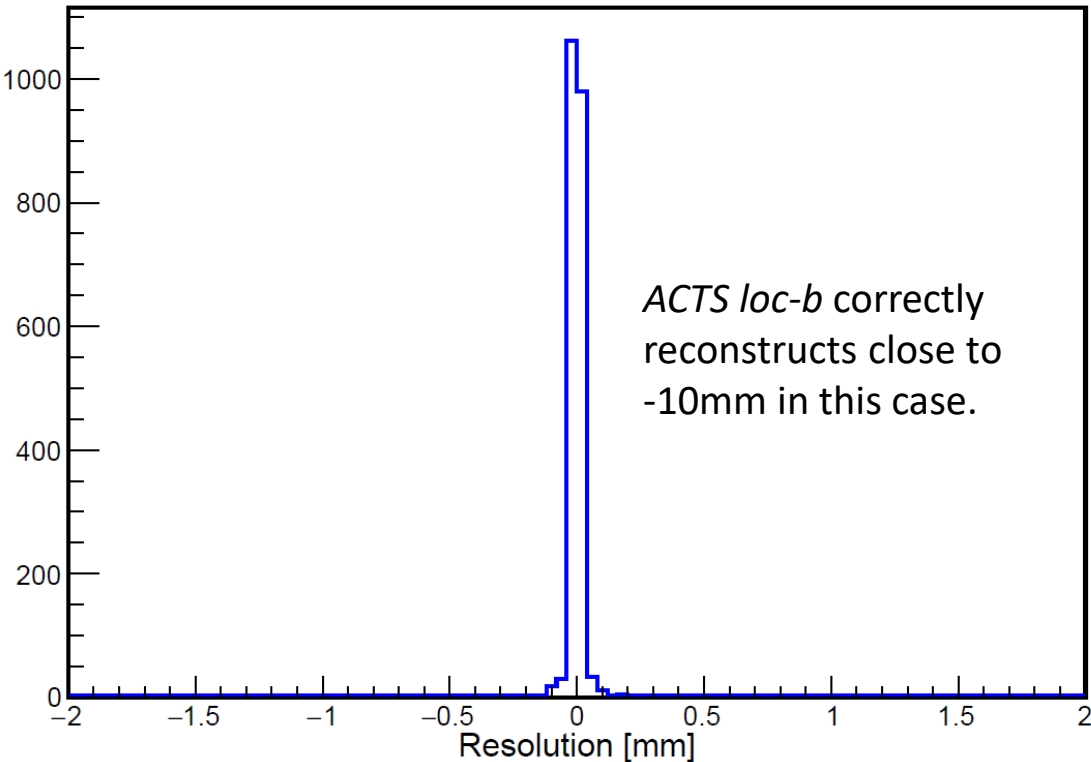
*ACTS loc-a* is the point of closest approach to the origin in the x-y plane.

Seed ACTS loc-a Resolution: (seed - true)



*ACTS loc-b* is the z intercept (i.e. at  $r = 0$ ) of linear fit in the r-z plane.

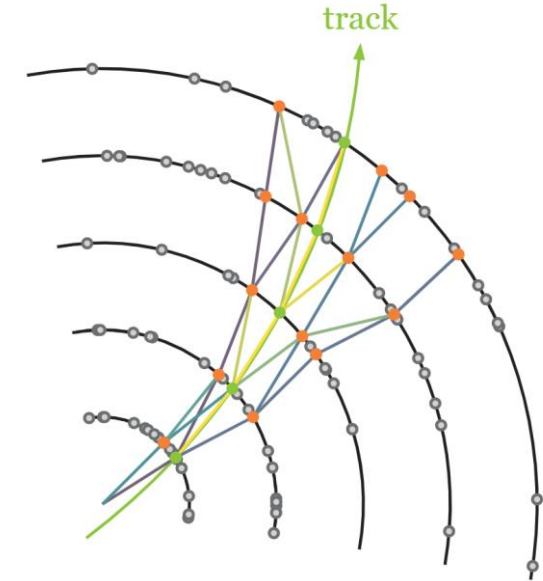
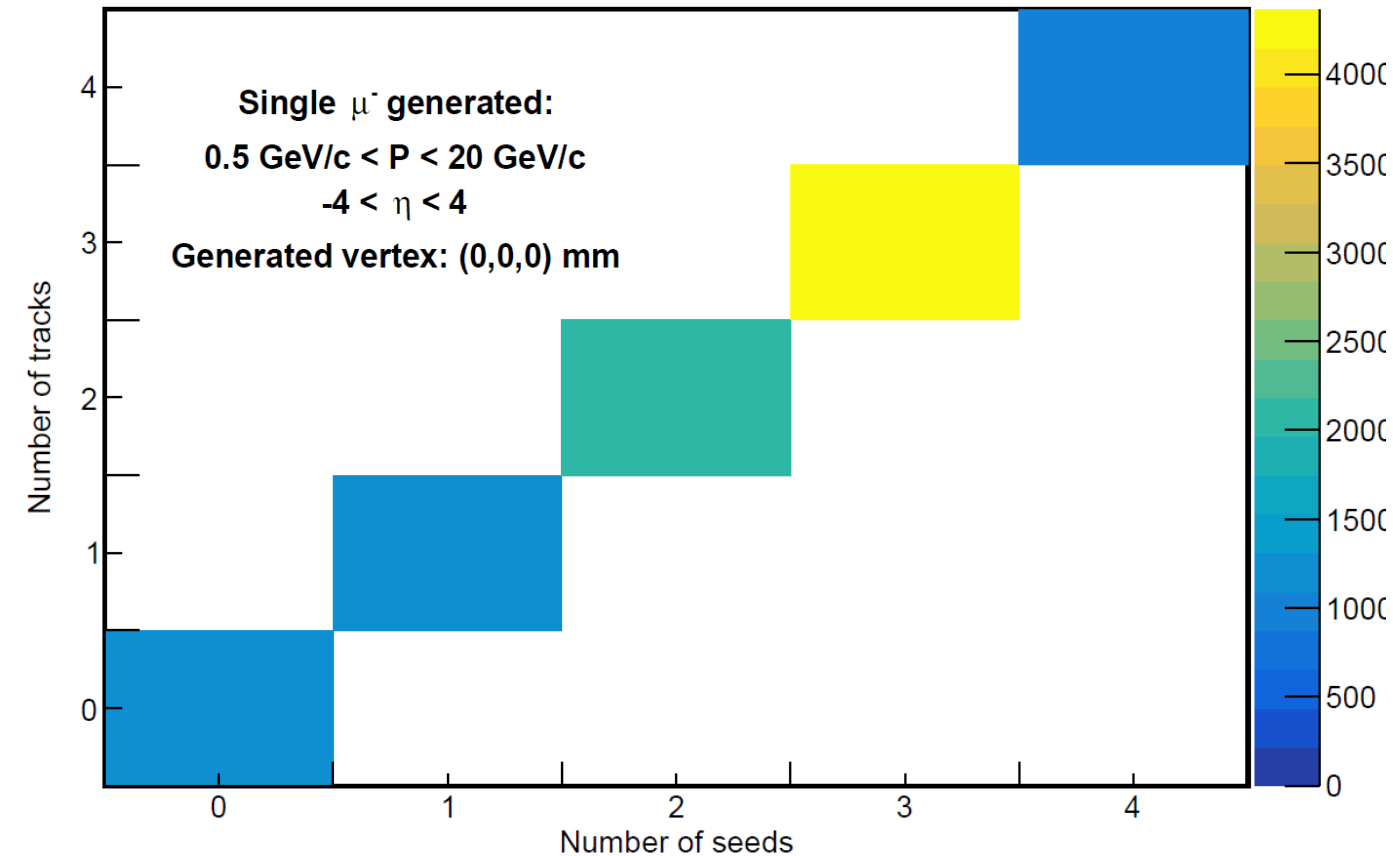
Seed ACTS loc-b Resolution: (seed - true)



# ACTS CKF tracking with real seeds

<https://acts.readthedocs.io/en/latest/tracking.html#combinatorial-kalman-filter>

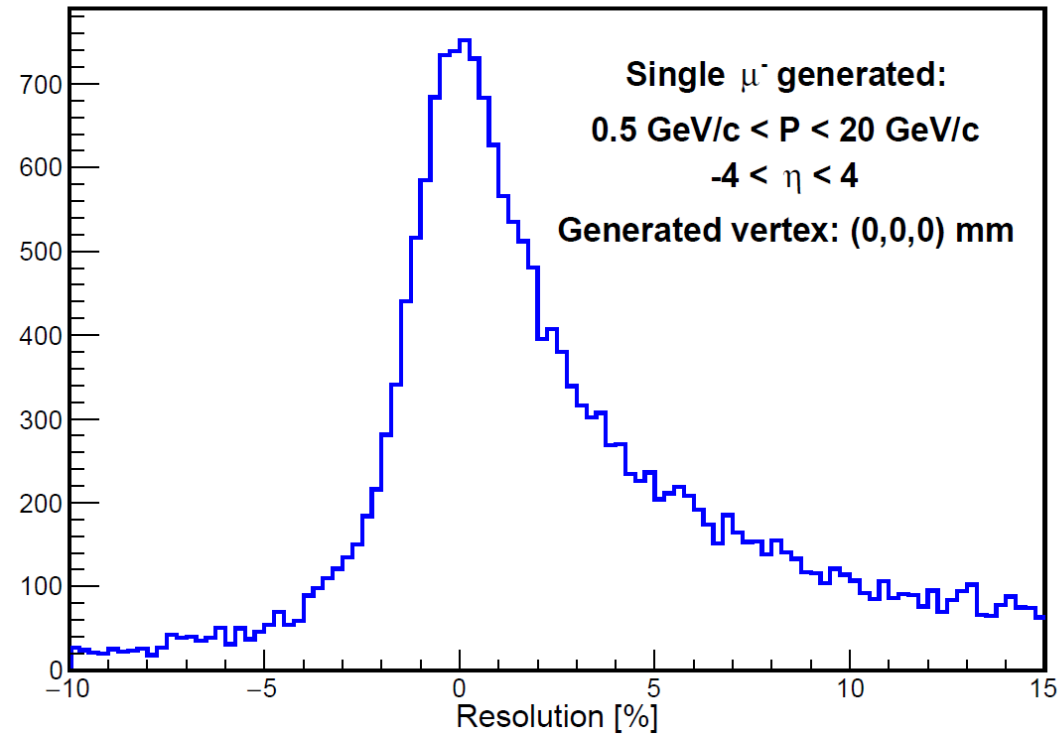
Number of tracks vs. seeds



We see a single track reconstructed for each seed. It is possible for the ACTS CKF to return multiple tracks per seed. In our reconstruction, however, we run the command `trackTips.front()`, which saves the trajectory with the longest branch. This may be fine, but it is something which should be studied in more detail.

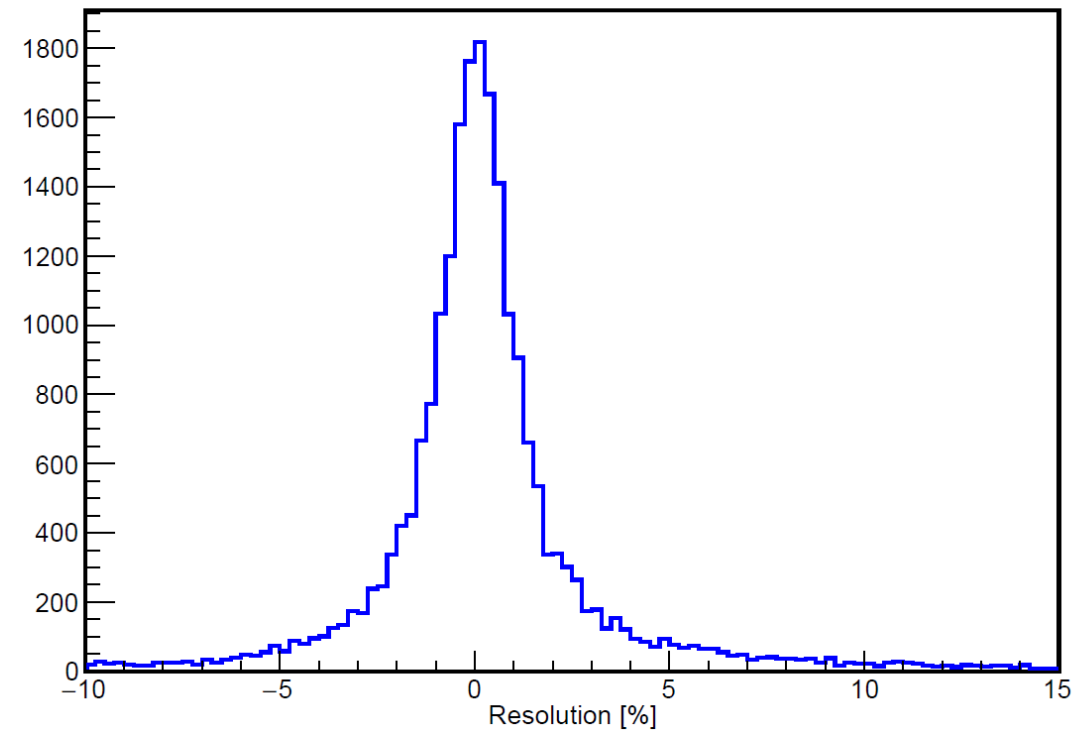
# First look at momentum resolution with CKF with real seeds

Seed Momentum Resolution:  $(\text{seed} - \text{true})/\text{true}$



CKF

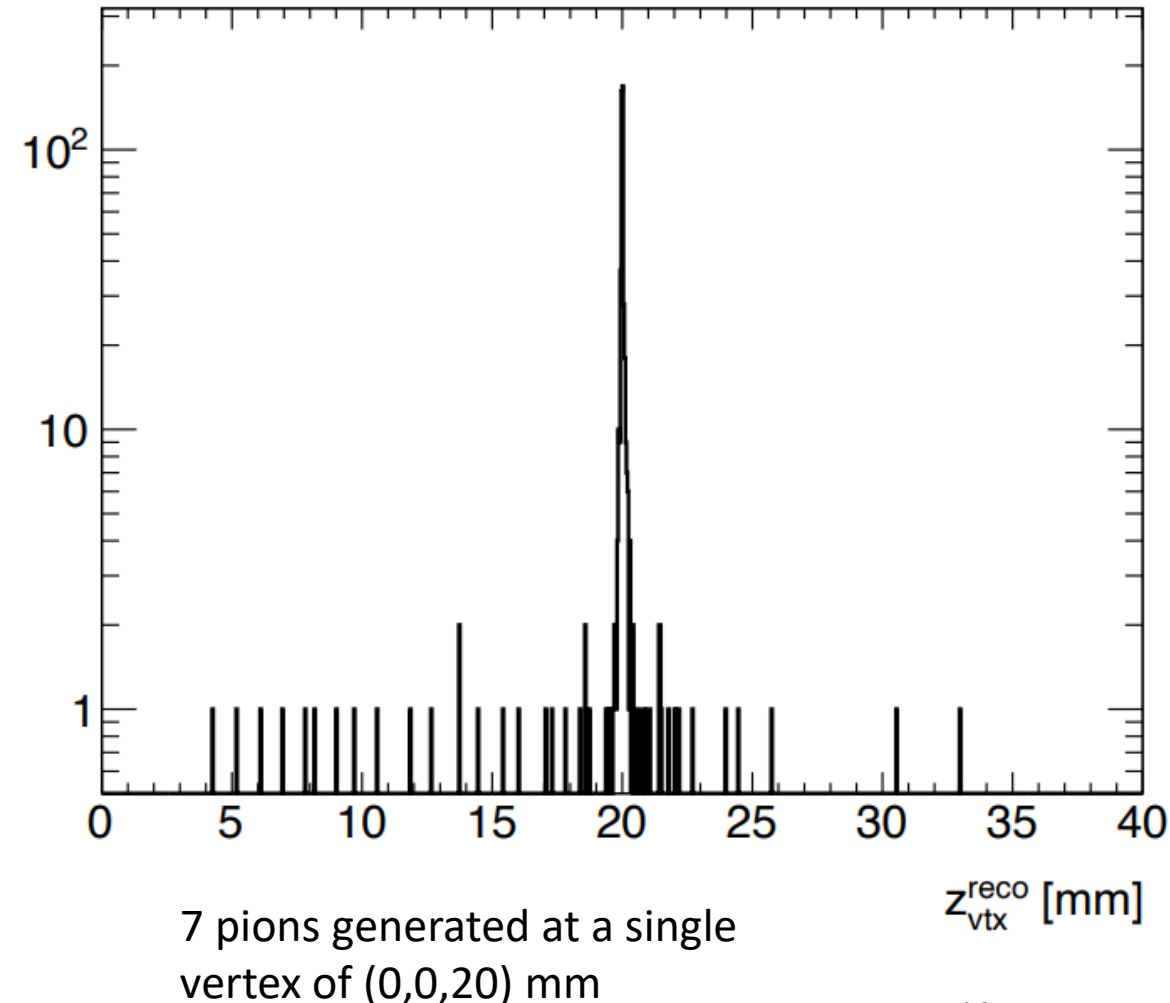
Track Momentum Resolution:  $(\text{track} - \text{true})/\text{true}$



The CKF improves the seed momentum resolution, as expected.

# Iterative vertex finder

- The [ACTS Iterative Vertex Finder](#) has been implemented in EICRecon.
- Output is written to the [edm4eic::Vertex](#) data type. Efforts are ongoing to include additional information into this data container.
- How does the algorithm work? It takes the output fitted tracks as input and:
  1. Finds a z vertex position seed
  2. Tracks compatible with this seed are used in fitting
  3. Other vertices found are iterated through and checked to confirm that tracks belonging to that vertex are not more compatible with the current vertex
  4. Vertex and tracks are added to vertex collection. Repeat until no tracks are left or max number of vertices are found



## Ongoing efforts

- Systematic studies of real-seeded track resolution as a function of momentum and angle for single particle simulations: **Stephen Maple**
- Studies of seed efficiency, reconstruction, and purity with embedded backgrounds and for DIS events. Do the current seed finder parameters work well in the presence of background?: **Benjamin Sterwerf**
- Finalizing EICRecon pull request to allow both truth-seeded and real-seeded tracks in the output: **Barak Schmookler**
- Optimization of vertex finder: **Joe Osborn and Xin Dong**
- Updating the vertex data model: **Joe Osborn**

## Other topics we can use help with

- Completion of trajectory factory in EICRecon.
- For single particle simulations, studies of duplicate seeds/tracks and effects of secondary particles produced in tracking volume (see [here](#), for example).
- Study ability of ACTS vertex finder to reconstruct secondary vertices. Do the seed finder parameters need to be changed to reconstruct these tracks?
- Implementation of associations between tracking-related data containers.
- Development of tracker validation plots. See [here](#) for some proposed plots.



# Thanks!

Track Reconstruction WG meetings are Thursday at 10am  
Eastern US Time

Indico: <https://indico.bnl.gov/category/463/>

Mailing list: <https://lists.bnl.gov/mailman/listinfo/eic-projdet-trk-recon-l>