

Matching with Truth Vertex and Update on Tracking Performances (Realistic Seeding)

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MC Vertex (Single Particle)

epic_craterlake_tracking_only.xml

Single pi+ generated in each event

Generated status 1 for primary particles

Particle gun

```
*****
EventNo  TrackId  Vx      Vy      Vz      generatorStatus  PDG *
*****
```

EventNo	TrackId	Vx	Vy	Vz	generatorStatus	PDG *
0	0	0	0	0	1	211 *
1	0	0	0	0	1	211 *
2	0	0	0	0	1	211 *
3	0	0	0	0	1	211 *
4	0	0	0	0	1	211 *
4	1	30.309367	8.3227010	-10.04410	0	11 *
4	2	21.218572	-22.60151	-557.7210	0	22 *
5	0	0	0	0	1	211 *
6	0	0	0	0	1	211 *
7	0	0	0	0	1	211 *
8	0	0	0	0	1	211 *
9	0	0	0	0	1	211 *
10	0	0	0	0	1	211 *
10	1	33.243014	-7.367120	-235.2024	0	11 *

Pythia Simulation File (December Campaign)

pythia8NCDIS_18x275_minQ2=1000_beamEffects_xAngle=-0.025_hiDiv_1.0000.eicrecon.tree.edm4eic.root

```
*****
Event No   TracksId   Vx           Vy           Vz   generatorStatus   PDG *
*****
```

Event No	TracksId	Vx	Vy	Vz	generatorStatus	PDG *
0	0	0	0	0	4	2212 *
0	1	-0.004803	-0.021076	-37.79402	61	2 *
0	2	-0.004803	-0.021076	-37.79402	63	2101 *
0	3	0	0	0	4	11 *
0	4	-0.004803	-0.021076	-37.79402	21	11 *
0	5	-0.004803	-0.021076	-37.79402	21	2 *
0	6	-0.004803	-0.021076	-37.79402	23	2 *
0	7	-0.004803	-0.021076	-37.79402	62	2 *
0	8	-0.004803	-0.021076	-37.79402	1	211 *
0	9	-0.004803	-0.021076	-37.79402	1	-211 *
0	10	-0.004803	-0.021076	-37.79402	2	213 *
0	11	-0.004803	-0.021076	-37.79402	2	111 *
0	12	-0.004803	-0.021076	-37.79402	1	-211 *
0	13	-0.004803	-0.021076	-37.79402	2	3222 *
0	14	-0.004803	-0.021076	-37.79402	2	-3222 *
0	15	-0.004803	-0.021076	-37.79402	2	221 *
0	16	-0.004803	-0.021076	-37.79402	1	2212 *
0	17	-0.004803	-0.021076	-37.79402	1	11 *
0	18	-0.004803	-0.021076	-37.79402	1	211 *
0	19	-0.004803	-0.021076	-37.79402	2	111 *
0	20	-0.004908	-0.021123	-37.79359	1	22 *
0	21	-0.004908	-0.021123	-37.79359	1	22 *
0	22	-10.55645	4.3327749	112.02846	1	2112 *
0	23	-10.55645	4.3327749	112.02846	1	211 *
0	24	-11.30032	-7.610446	192.86719	1	-2212 *
0	25	-11.30032	-7.610446	192.86719	2	111 *
0	26	-0.004803	-0.021076	-37.79401	1	211 *
0	27	-0.004803	-0.021076	-37.79401	1	-211 *
0	28	-0.004803	-0.021076	-37.79401	2	111 *
0	29	-0.004996	-0.021092	-37.79354	1	22 *
0	30	-0.004996	-0.021092	-37.79354	1	22 *
0	31	-11.30054	-7.610637	192.87125	1	22 *
0	32	-11.30054	-7.610637	192.87125	1	22 *
0	33	-0.004857	-0.021074	-37.79165	1	22 *
0	34	-0.004857	-0.021074	-37.79165	1	22 *
1	0	0	0	0	4	2212 *

PYTHIA sim+Particle gun

Event No 0

We can loop over all particles and find the V_x , V_y , V_z common to few particles: It will increase extra computing power (better way to fill in the status code from Pythia)

Pythia Simulation File (December Campaign)

```

2 *      0 *      0 *      0 *      0 *      4 *      2212 *
2 *      1 * 0.0597330 * -0.014292 * 10.548336 *      61 *      2 *
2 *      2 * 0.0597330 * -0.014292 * 10.548336 *      63 *      2101 *
2 *      3 *      0 *      0 *      0 *      4 *      11 *
2 *      4 * 0.0597330 * -0.014292 * 10.548336 *      42 *      11 *
2 *      5 * 0.0597330 * -0.014292 * 10.548336 *      41 *      2 *
2 *      6 * 0.0597330 * -0.014292 * 10.548336 *      71 *      2101 *
2 *      7 * 0.0597330 * -0.014292 * 10.548336 *      42 *      11 *
2 *      8 * 0.0597330 * -0.014292 * 10.548336 *      41 *      2 *
2 *      9 * 0.0597330 * -0.014292 * 10.548336 *      43 *      21 *
2 *     10 * 0.0597330 * -0.014292 * 10.548336 *      51 *      21 *
2 *     11 * 0.0597330 * -0.014292 * 10.548336 *      52 *      21 *
2 *     12 * 0.0597330 * -0.014292 * 10.548336 *      62 *      21 *
2 *     13 * 0.0597330 * -0.014292 * 10.548336 *      71 *      21 *
2 *     14 * 0.0597330 * -0.014292 * 10.548336 *      51 *      21 *
2 *     15 * 0.0597330 * -0.014292 * 10.548336 *      51 *      21 *
2 *     16 * 0.0597330 * -0.014292 * 10.548336 *      51 *      21 *
2 *     17 * 0.0597330 * -0.014292 * 10.548336 *      62 *      21 *
2 *     18 * 0.0597330 * -0.014292 * 10.548336 *      71 *      21 *
2 *     19 * 0.0597330 * -0.014292 * 10.548336 *      51 *      21 *
2 *     20 * 0.0597330 * -0.014292 * 10.548336 *      62 *      21 *
2 *     21 * 0.0597330 * -0.014292 * 10.548336 *      71 *      21 *
2 *     22 * 0.0597330 * -0.014292 * 10.548336 *      51 *      21 *
2 *     23 * 0.0597330 * -0.014292 * 10.548336 *      62 *      21 *
2 *     24 * 0.0597330 * -0.014292 * 10.548336 *      71 *      21 *
2 *     25 * 0.0597330 * -0.014292 * 10.548336 *      43 *      21 *
2 *     26 * 0.0597330 * -0.014292 * 10.548336 *      44 *      21 *
2 *     27 * 0.0597330 * -0.014292 * 10.548336 *      52 *      21 *
2 *     28 * 0.0597330 * -0.014292 * 10.548336 *      52 *      21 *
2 *     29 * 0.0597330 * -0.014292 * 10.548336 *      62 *      21 *
2 *     30 * 0.0597330 * -0.014292 * 10.548336 *      71 *      21 *
2 *     31 * 0.0597330 * -0.014292 * 10.548336 *      21 *      2 *
2 *     32 * 0.0597330 * -0.014292 * 10.548336 *      21 *      11 *
2 *     33 * 0.0597330 * -0.014292 * 10.548336 *      23 *      2 *
2 *     34 * 0.0597330 * -0.014292 * 10.548336 *      23 *      11 *
2 *     35 * 0.0597330 * -0.014292 * 10.548336 *      44 *      2 *
2 *     36 * 0.0597330 * -0.014292 * 10.548336 *      44 *      2 *
2 *     37 * 0.0597330 * -0.014292 * 10.548336 *      62 *      2 *
2 *     38 * 0.0597330 * -0.014292 * 10.548336 *      71 *      2 *
2 *     39 * 0.0597330 * -0.014292 * 10.548336 *      1 *      211 *
2 *     40 * 0.0597330 * -0.014292 * 10.548336 *      2 *      221 *
2 *     41 * 0.0597330 * -0.014292 * 10.548336 *      1 *     -211 *
2 *     42 * 0.0597330 * -0.014292 * 10.548336 *      2 *      111 *

```

Event 2

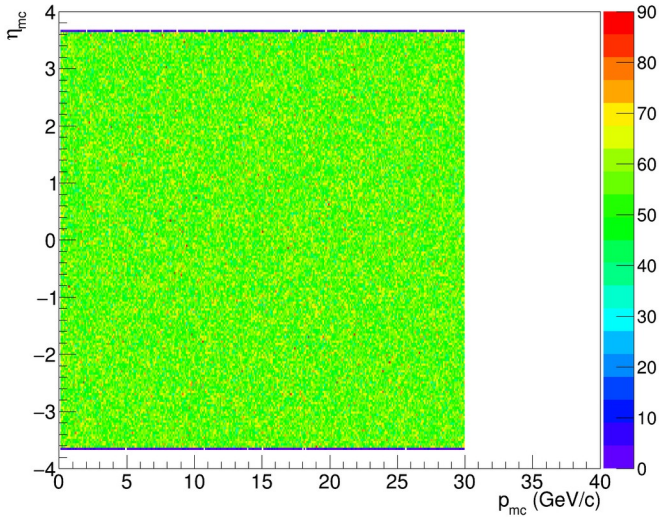
```

2 *      43 * 0.0597330 * -0.014292 * 10.548336 *      2 *      213 *
2 *      44 * 0.0597330 * -0.014292 * 10.548336 *      1 *     -211 *
2 *      45 * 0.0597330 * -0.014292 * 10.548336 *      2 *      111 *
2 *      46 * 0.0597330 * -0.014292 * 10.548336 *      1 *      211 *
2 *      47 * 0.0597330 * -0.014292 * 10.548336 *      1 *     -211 *
2 *      48 * 0.0597330 * -0.014292 * 10.548336 *      2 *      113 *
2 *      49 * 0.0597330 * -0.014292 * 10.548336 *      2 *      223 *
2 *      50 * 0.0597330 * -0.014292 * 10.548336 *      2 *      113 *
2 *      51 * 0.0597330 * -0.014292 * 10.548336 *      2 *      223 *
2 *      52 * 0.0597330 * -0.014292 * 10.548336 *      1 *      211 *
2 *      53 * 0.0597330 * -0.014292 * 10.548336 *      1 *     2112 *
2 *      54 * 0.0597330 * -0.014292 * 10.548336 *      2 *      223 *
2 *      55 * 0.0597330 * -0.014292 * 10.548336 *      44 *      11 *
2 *      56 * 0.0597341 * -0.014291 * 10.548337 *      2 *      111 *
2 *      57 * 0.0597341 * -0.014291 * 10.548337 *      2 *      111 *
2 *      58 * 0.0597341 * -0.014291 * 10.548337 *      2 *      111 *
2 *      59 * 0.0601034 * -0.014057 * 10.548618 *      1 *      22 *
2 *      60 * 0.0601034 * -0.014057 * 10.548618 *      1 *      22 *
2 *      61 * 0.0597330 * -0.014292 * 10.548336 *      1 *      211 *
2 *      62 * 0.0597330 * -0.014292 * 10.548336 *      2 *      111 *
2 *      63 * 0.0599230 * -0.014132 * 10.548549 *      1 *      22 *
2 *      64 * 0.0599230 * -0.014132 * 10.548549 *      1 *      22 *
2 *      65 * 0.0597330 * -0.014292 * 10.548336 *      1 *      211 *
2 *      66 * 0.0597330 * -0.014292 * 10.548336 *      1 *     -211 *
2 *      67 * 0.0597330 * -0.014292 * 10.548336 *      1 *      211 *
2 *      68 * 0.0597330 * -0.014292 * 10.548336 *      1 *     -211 *
2 *      69 * 0.0597330 * -0.014292 * 10.548336 *      2 *      111 *
2 *      70 * 0.0597330 * -0.014292 * 10.548336 *      1 *      211 *
2 *      71 * 0.0597330 * -0.014292 * 10.548336 *      1 *     -211 *
2 *      72 * 0.0597330 * -0.014292 * 10.548336 *      1 *      211 *
2 *      73 * 0.0597330 * -0.014292 * 10.548336 *      1 *     -211 *
2 *      74 * 0.0597330 * -0.014292 * 10.548336 *      2 *      111 *
2 *      75 * 0.0597330 * -0.014292 * 10.548336 *      2 *      111 *
2 *      76 * 0.0597330 * -0.014292 * 10.548336 *      1 *      22 *
2 *      77 * 0.0597330 * -0.014292 * 10.548336 *      1 *      11 *
2 *      78 * 0.0599422 * -0.013997 * 10.548572 *      1 *      22 *
2 *      79 * 0.0599422 * -0.013997 * 10.548572 *      1 *      22 *
2 *      80 * 0.0597915 * -0.014220 * 10.548390 *      1 *      22 *
2 *      81 * 0.0597915 * -0.014220 * 10.548390 *      1 *      22 *
2 *      82 * 0.0597949 * -0.014212 * 10.548403 *      1 *      22 *
2 *      83 * 0.0597949 * -0.014212 * 10.548403 *      1 *      22 *
2 *      84 * 0.0616474 * -0.011814 * 10.550267 *      1 *      22 *
2 *      85 * 0.0616474 * -0.011814 * 10.550267 *      1 *      22 *
2 *      86 * 0.0597496 * -0.014287 * 10.548355 *      1 *      22 *
2 *      87 * 0.0597496 * -0.014287 * 10.548355 *      1 *      22 *
2 *      88 * 0.0597209 * -0.014275 * 10.548851 *      1 *      22 *
2 *      89 * 0.0597209 * -0.014275 * 10.548851 *      1 *      22 *
2 *      90 * 0.0592819 * -0.014040 * 10.563678 *      1 *      22 *
2 *      91 * 0.0592819 * -0.014040 * 10.563678 *      1 *      22 *

```

Update on Tracking Performances (Realistic Seeding)

➤ Simulation of π^+ completed for momentum [0.1,30.] GeV/c and η [-3.5,3.5]

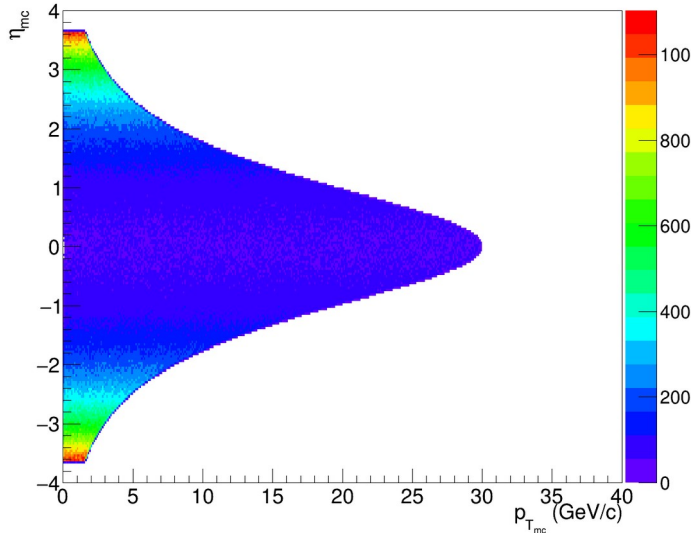
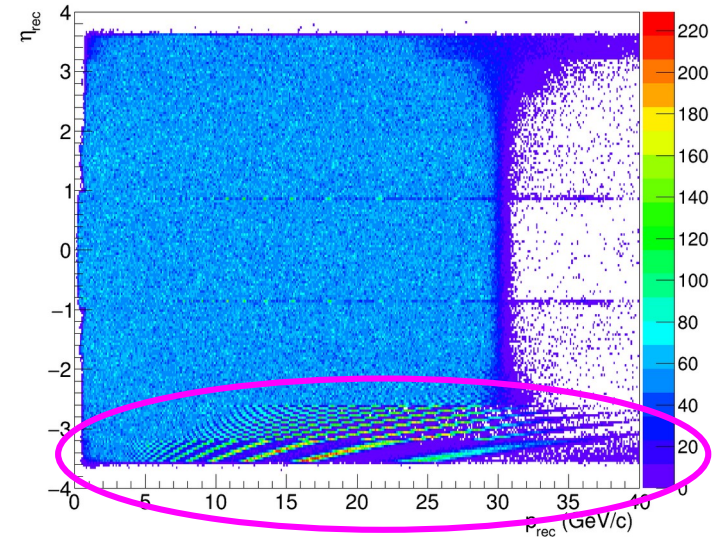


Structures reported previously

$$\eta = -\ln[\tan(\theta/2)]$$

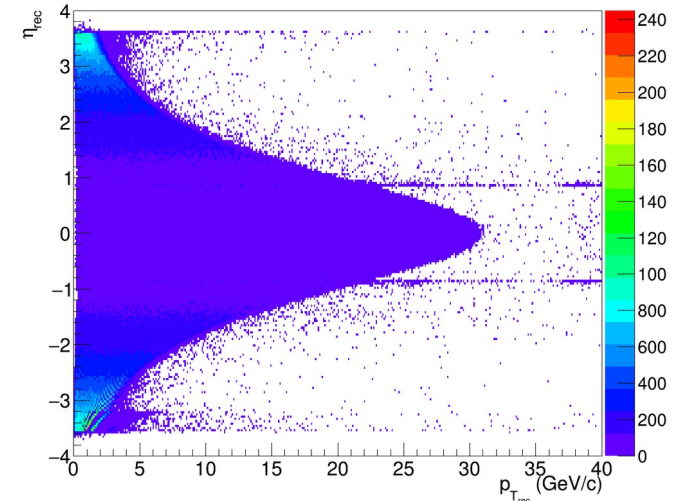
$$pz = p \cos(\theta)$$

etamc = -
`1.0*TMath::Log(TMath::Tan((TMath::ACos(pz_mc[
iParticle]/pmc))/2));`



etarec = -
`1.0*TMath::Log(TMath::Tan((TMath::ACos(pz_rec[
iParticle]/prec))/2));`

I am debugging it



Matching Flag for Realistic Seeding

Momentum Resolution

```
root [1] events->Scan("ReconstructedSeededChargedParticles.type")
```

```
*****  
*   Event No   * Track * Type *  
*****  
*     0 *     0 *     0 *  
*     0 *     1 *    -1 *  
*     0 *     2 *    -1 *  
*     0 *     3 *    -1 *  
*     1 *     0 *     0 *  
*     1 *     1 *    -1 *  
*     2 *     0 *     0 *  
*     2 *     1 *    -1 *  
*     2 *     2 *    -1 *  
*     2 *     3 *    -1 *  
*     2 *     4 *    -1 *  
*     3 *     0 *     0 *  
*     3 *     1 *    -1 *  
*     4 *     0 *     0 *  
*     4 *     1 *    -1 *  
*     4 *     2 *    -1 *  
*     5 *     0 *     0 *  
*     5 *     1 *    -1 *  
*     5 *     2 *    -1 *  
*     5 *     3 *    -1 *  
*     6 *     0 *     0 *  
*     6 *     1 *    -1 *  
*     6 *     2 *    -1 *  
*     6 *     3 *    -1 *  
*     6 *     4 *    -1 *  
*     7 *     0 *     0 *  
*     7 *     1 *    -1 *  
*     7 *     2 *    -1 *  
*     8 *     0 *     0 *  
*     8 *     1 *    -1 *  
*     9 *     0 *     0 *  
*     9 *     1 *    -1 *  
*     9 *     2 *    -1 *  
*    10 *     0 *     0 *  
*    10 *     1 *    -1 *  
*    10 *     2 *    -1 *  
*    11 *     0 *     0 *  
*    11 *     1 *    -1 *  
*    11 *     2 *    -1 *  
*    12 *     0 *     0 *  
*    12 *     1 *    -1 *  
*    12 *     2 *    -1 *  
*    13 *     0 *     0 *  
*    13 *     1 *    -1 *  
*    13 *     2 *    -1 *  
*    13 *     3 *    -1 *  
*    14 *     0 *     0 *  
*    14 *     1 *    -1 *  
*    14 *     2 *    -1 *
```

Matched track
flagged with 0

Are we storing only matched
track here ? Will confirm it



Matching Flag for realistic seeding: ReconstructedSeededChargedParticles.type

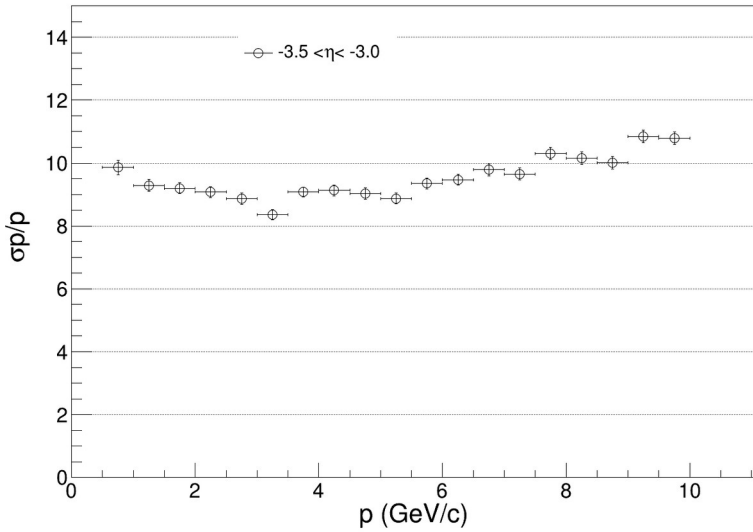
Transverse and Longitudinal pointing resolution

```
root [3] events->Scan("CentralCKFTrackParameters.type")
```

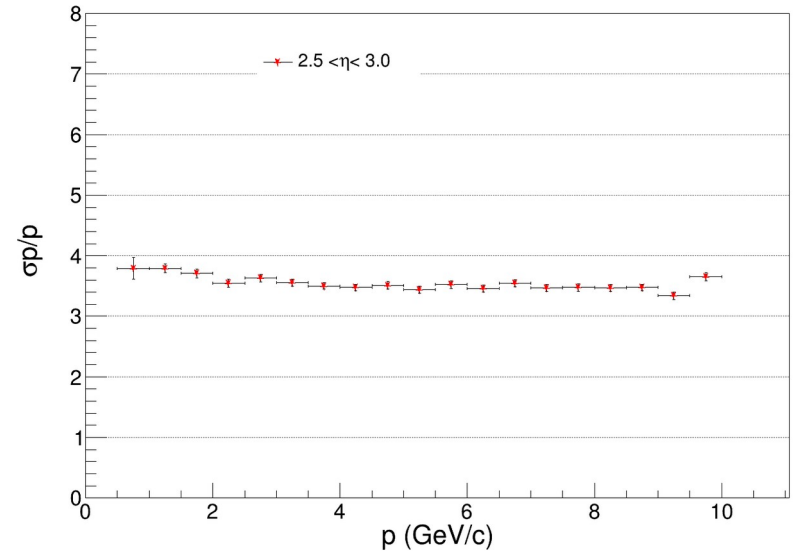
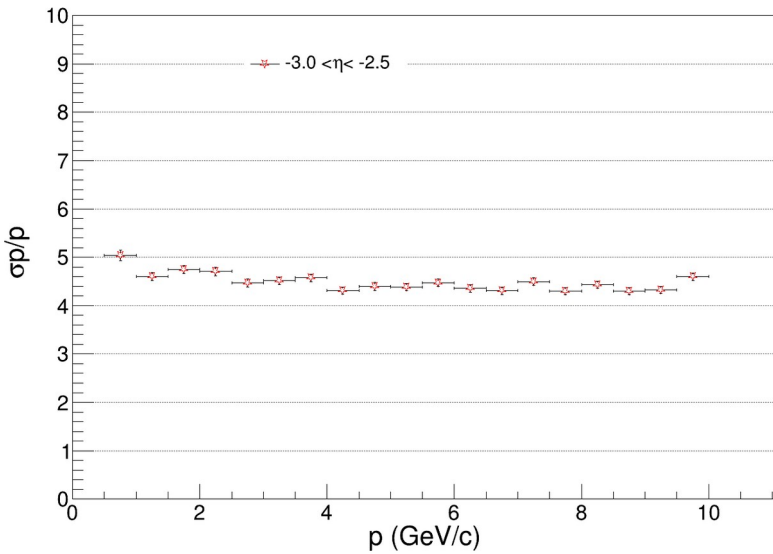
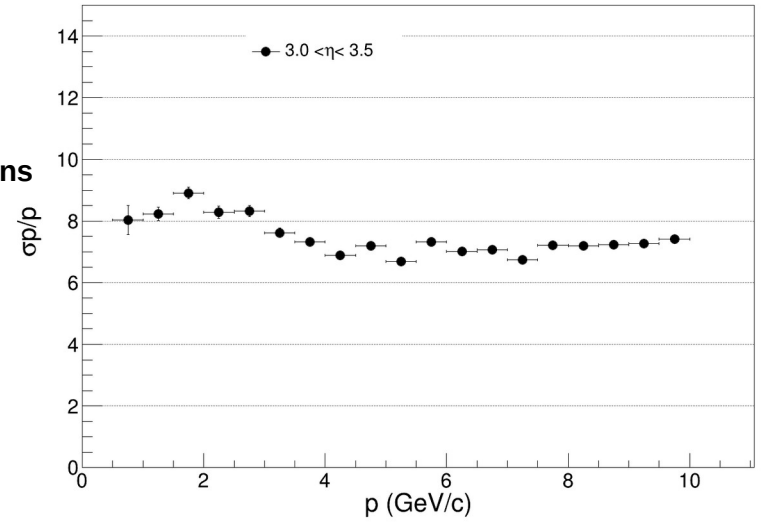
```
*****  
*   Event No   * Track * Type *  
*****  
*     0 *     0 *     0 *  
*     1 *     0 *     0 *  
*     2 *     0 *     0 *  
*     3 *     0 *     0 *  
*     4 *     0 *     0 *  
*     5 *     0 *     0 *  
*     6 *     0 *     0 *  
*     7 *     0 *     0 *  
*     8 *     0 *     0 *  
*     9 *     0 *     0 *  
*    10 *     0 *     0 *  
*    11 *     0 *     0 *  
*    12 *     0 *     0 *  
*    13 *     0 *     0 *  
*    14 *     0 *     0 *  
*    15 *     0 *     0 *  
*    16 *     0 *     0 *  
*    17 *     0 *     0 *  
*    18 *     0 *     0 *  
*    19 *     0 *     0 *  
*    20 *     0 *     0 *  
*    21 *     0 *     0 *  
*    22 *     0 *     0 *  
*    23 *     0 *     0 *  
*    24 *     0 *     0 *
```

I will also extract it

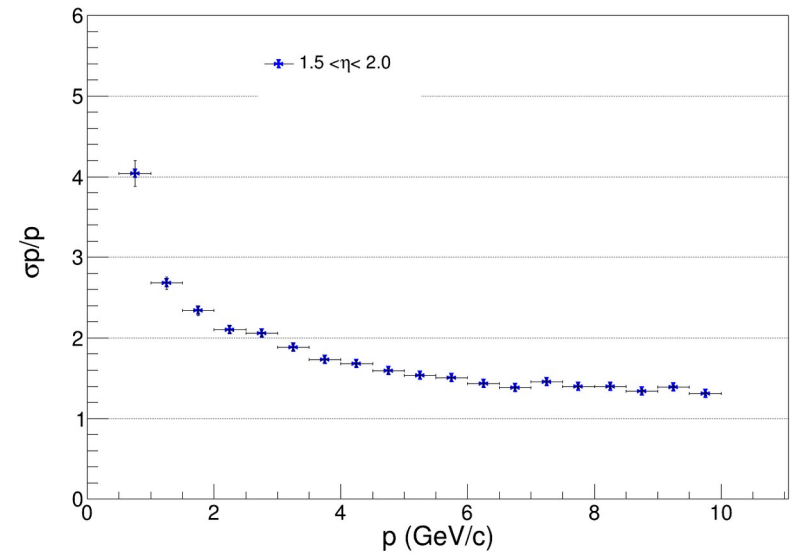
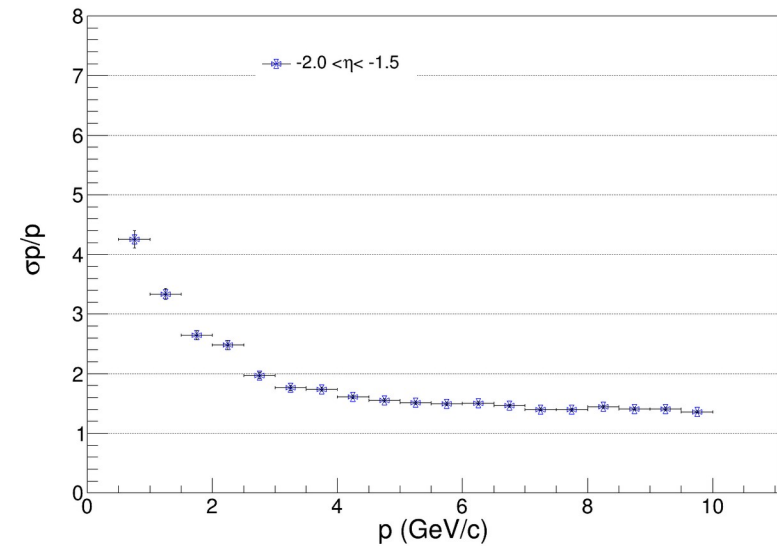
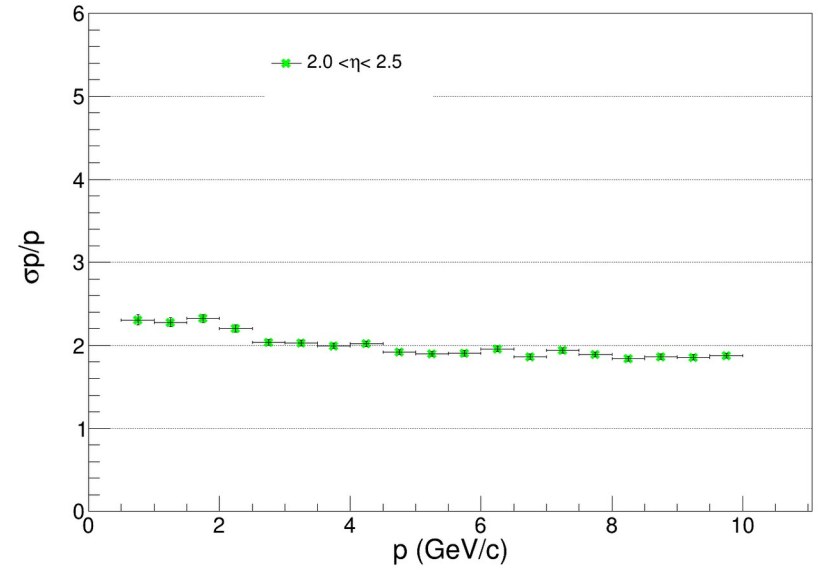
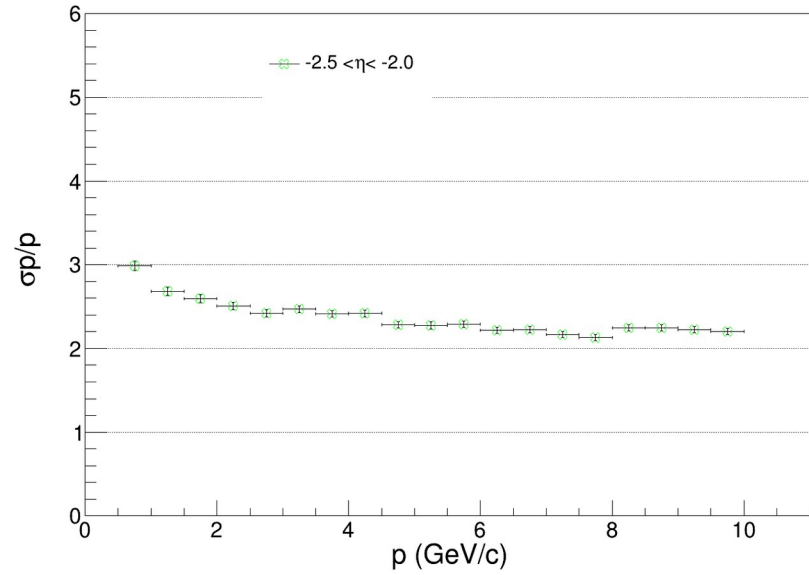
Momentum Resolutions



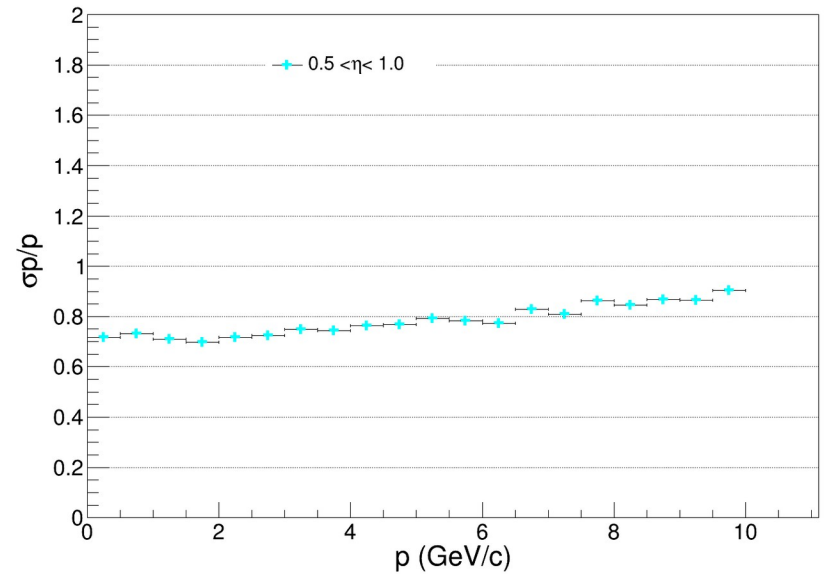
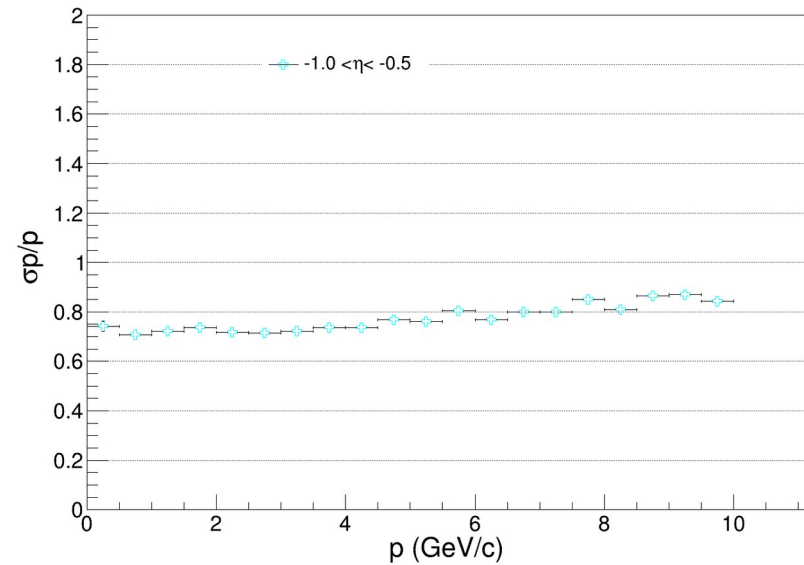
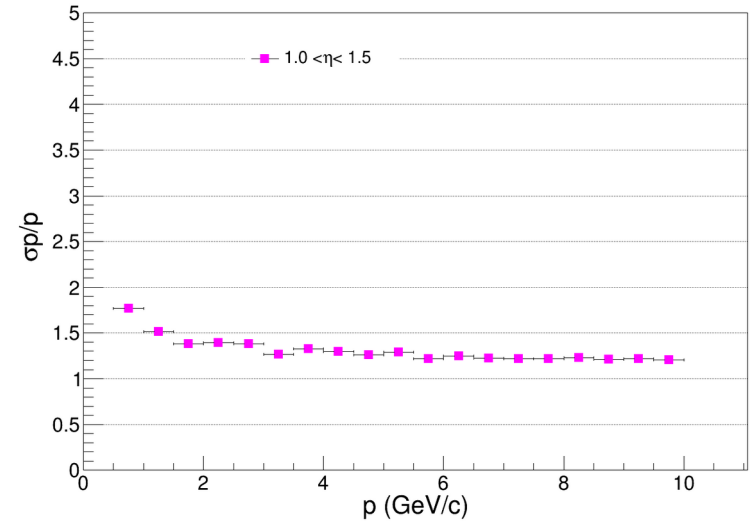
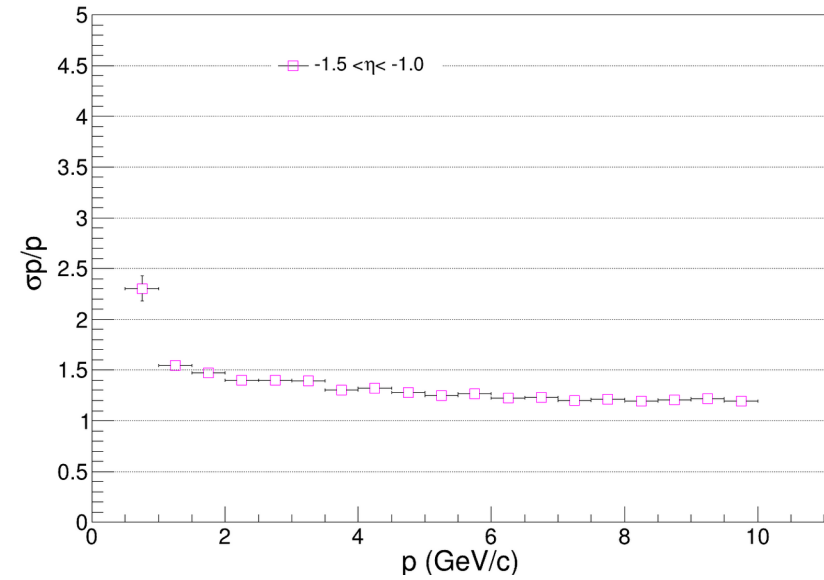
Looking individual distributions



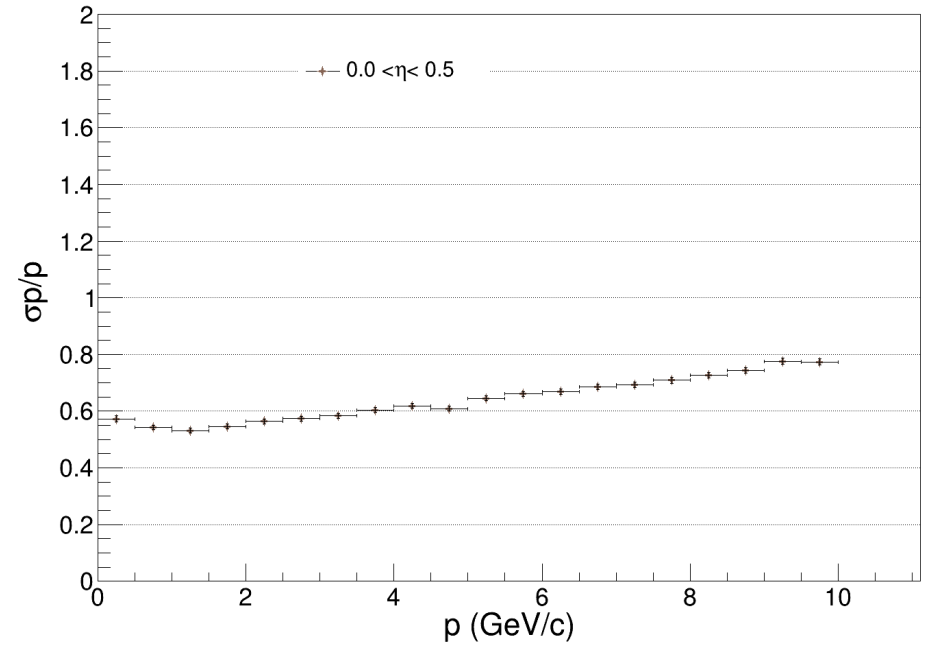
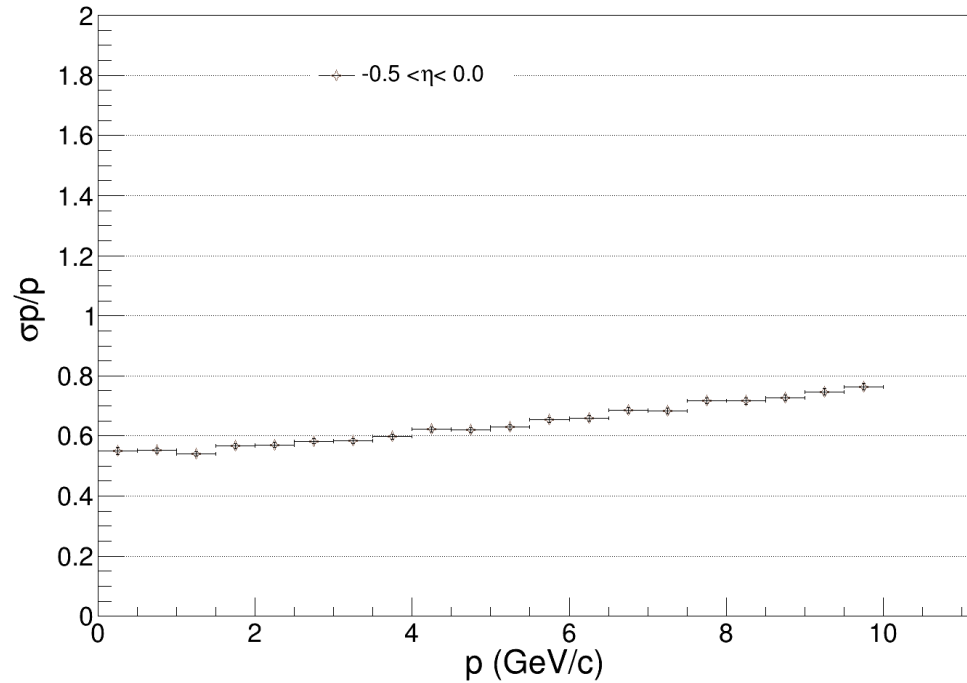
Momentum Resolutions



Momentum Resolutions



Momentum Resolutions



Summary

- Implement the true vertex information and develop matching algorithm
- Next I will understand the structure in reconstructed eta vs momentum (**Further increase stats at low momentum**)
- I will also extract Transverse and Longitudinal pointing resolution (Also make sure that Inward fitting is used)