Update on Vertexing

Xin Dong

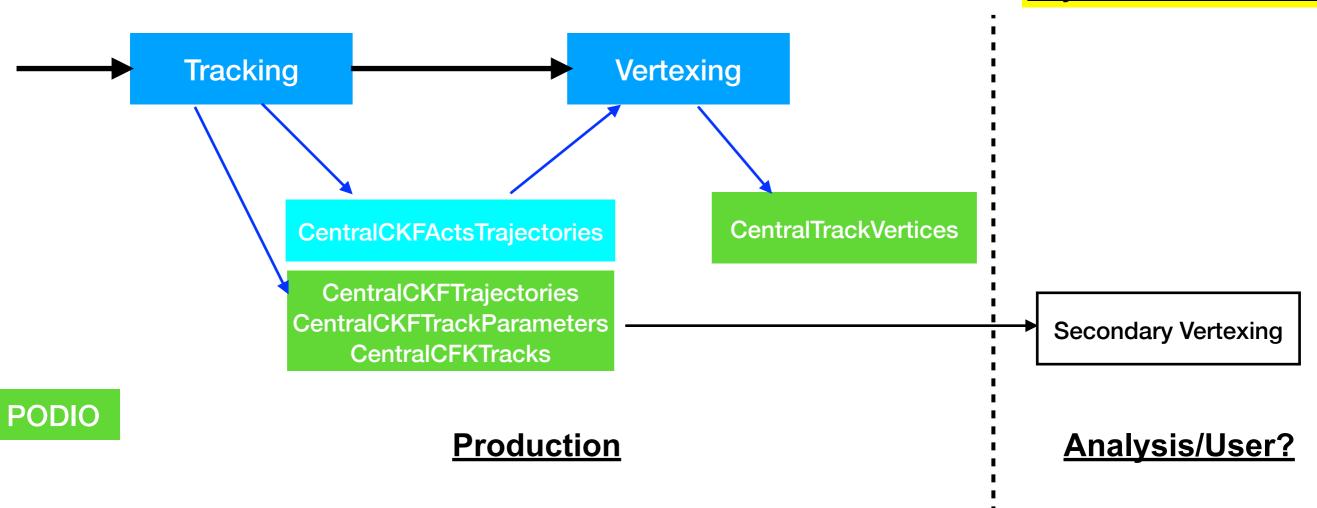
Khushi Singla (Panjab Univ.), Rongrong Ma (BNL)

- 1) Track-vertex association added (PR #1576 merged)
- 2) PrimaryVertices (subsetCollection) (PR #1609 submitted)
- 3) On-going activities
 - a) vertex benchmark preparation
 - b) secondary vertex study



Tracking/Vertexing Workflow

July Collaboration Meeting



Overall Status:

- Basic workflow in place
- What's in place?
 - > All basic components
- What's missing?
 - > edm4eic::Vertex associatedParticles not filled

Workflow Inputs/Outputs

- Inputs: CentralCKF(Seeded)ActsTrajectories
- Outputs: CentralTrackVertices (edm4eic::Vertex)

Near Term Goals:

- primary-vertexing benchmark for TDR
- fill in missing associatedParticles in output

Long Term Goals:

- algorithm/parameter tuning for different classes of events
- MC/generated vertices and associations
- secondary vertexing

Green: done

Blue: ongoing activities



Vertex-Track Association (PR# 1576)

https://github.com/eic/EICrecon/blob/main/src/global/tracking/tracking.cc

} // end for t

} // end for vtx

```
210
             app->Add(new J0mniFactoryGeneratorT<IterativeVertexFinder_factory>(
                     "CentralTrackVertices",
211
                                                                                               app->Add(new J0mniFactoryGeneratorT<IterativeVertexFinder_factory>(
                     {"CentralCKFActsTrajectories"},
                                                                                                        "CentralTrackVertices",
                     {"CentralTrackVertices"},
213
                                                                                                        {"CentralCKFActsTrajectories", "ReconstructedChargedParticles"},
214
                     {},
                                                                                                        {"CentralTrackVertices"},
215
                     app
                                                                                                        {},
216
                     ));
                                                                                                        app
                                                                                                        ));
      IterativeVertexFinder.cc
                           for (const auto& t : vtx.tracks()) {
                      #if Acts_VERSION_MAJOR >= 33
                            const auto& trk = &t.originalParams;
                            const auto& par = finderCfg.extractParameters(trk);
                      #else
                             const auto& par = *t.originalParams;
                      #endif
                            m_log->trace("Track local position from vertex = {} mm, {} mm", par.localPosition().x() / Acts::UnitConstants::mm, par.localPosition
                            float loc_a = par.localPosition().x();
                            float loc_b = par.localPosition().y();
                             for (const auto& part : *reconParticles)
                               const auto& tracks = part.getTracks();
                              for (const auto trk : tracks) {
                                const auto& traj = trk.getTrajectory();
                                const auto& trkPars = traj.getTrackParameters();
                                 for (const auto par : trkPars) {
                                  const double EPSILON = 1.0e-4; // mm
                                  if (fabs((par.getLoc().a / edm4eic::unit::mm) - (loc_a / Acts::UnitConstants::mm)) < EPSILON</pre>
                                    && fabs((par.getLoc().b / edm4eic::unit::mm) - (loc_b / Acts::UnitConstants::mm)) < EPSILON) {
                                    m_log->trace("From ReconParticles, track local position [Loc a, Loc b] = {} mm, {} mm", par.getLoc().a / edm4eic::unit::1
                                    eicvertex.addToAssociatedParticles(part);
                                  } // endif
                                } // end for par
                              } // end for trk
                            } // end for part
```

 $m_log->debug("One vertex found at (x,y,z) = ({}, {}, {}) mm.", vtx.position().x() / Acts::UnitConstants::mm, vtx.position().y() / ...$



PR#1605 (using Seeded tracks as default) merged

PrimaryVertices (PR# 1609)

SubsetCollection of VertexCollection (index map to sort the vertices)

- very loose primary vertex requirements
- vertices sorted according number of associatedReconstructed particles
- for users, goal: the first vertex would be the default best selected event vertex
 - algorithm/cuts may be adjusted in the future

New commit pushed in following Dmitry's suggestion to use algorithms interface

added PrimaryVertices factory (subCollection of CentralTrackVertices) #1609

```
starsdong wants to merge 5 commits into main from pr/primaryvertices
                                           Checks 76
                                                              ±) Files changed 6
-O- Commits 5
 Changes from all commits ▼ File filter ▼ Conversations ▼ ② ▼
Q Filter changed files

y 91 ■■■■ src/algorithms/reco/PrimaryVertices.cc [

□
                                               @@ -0,0 +1,91 @@
                                                                                                                              + // SPDX-License
   algorithms/reco
                                                                                                                             + // Copyright (
     PrimaryVertices.cc
                                  +
                                                                                                                              + #include <edm40
     PrimaryVertices.h
                                  +
                                                                                                                               + #include <edm4</p>
     PrimaryVerticesConfig.h
                                  +
                                                                                                                              + #include <fmt/
   global/reco
                                                                                                                               + #include <podio
                                                                                                                              + #include <itera
     PrimaryVertices_factory.h
                                  \pm
                                                                                                                              + #include <map>
     reco.cc
                                  •
                                                                                                                          11 + #include <util:</pre>
     services/io/podio
                                                                                                                          13 + #include "algo
                                                                                                                          14 + #include "algo

☐ JEventProcessorPODIO.cc

                                  •
                                                                                                                          15
```

```
// For now these are wide open
// In the future the cut should depend
// on the generator settings
float maxVr = 50.0; // mm
float maxVz = 500.0; // mm
float maxChi2 = 10000.0; //
int minNtrk = 1; // >=
int maxNtrk = 1000000; // <=
};</pre>
```

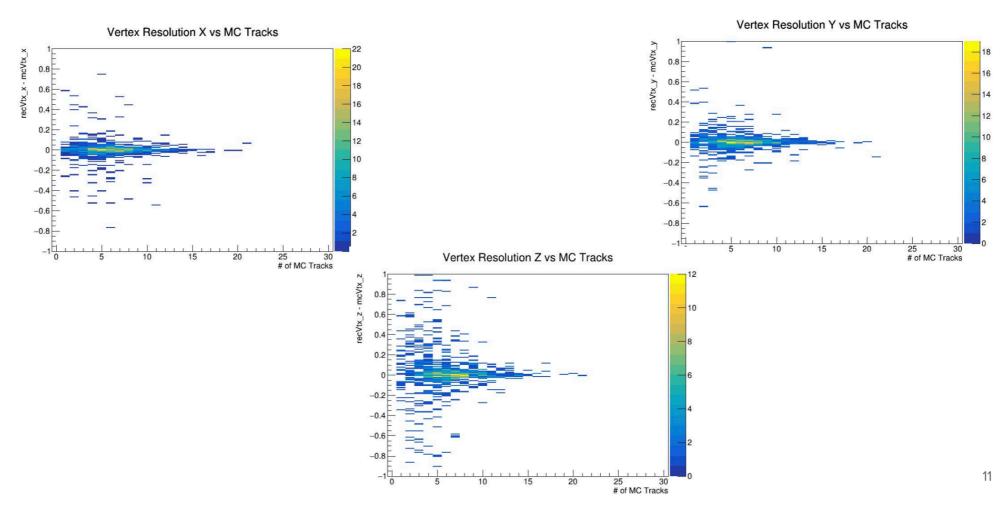


Vertex Benchmark

Khushi (Panjan Univ.) is following Barak's instruction working under physics_benchmarks/benchmarks/dis/analysis

Following similar structure as other benchmark code

- 1. Loop all MCParticles, find MC vertex and fill MC tracks (MC vertex to be filled into a separate collection)
- 2. Loop reconstructed vertices, fill in histograms for efficiency/ resolution etc.
- 3. Fitting, plotting and saving output histograms





Secondary Vertexing Study

IterativeVertexFinder can reconstruct secondary vertices other than primary ones, however, efficiency seems to be quite low.

```
[i] Vertex 1: (x, y, z) = (-0.05, 0.02, -1.30), Ntrk = 4, chi2/ndf = 0.20, (dx, dy, dz) to MC vtx = (-0.04, 0.01, 0.11)

[i] MC Partile 28 with mass 0.13957, pdg = 211, status = 1, (vx, vy, vz) = (-0.007, 0.001, -1.407)

[i] MC Partile 9 with mass 0.00051, pdg = 11, status = 1, (vx, vy, vz) = (-0.007, 0.001, -1.407)

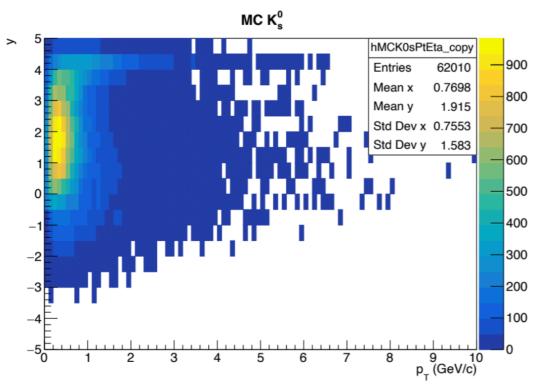
[i] MC Partile 19 with mass 0.13957, pdg = -211, status = 1, (vx, vy, vz) = (-0.007, 0.001, -1.407)

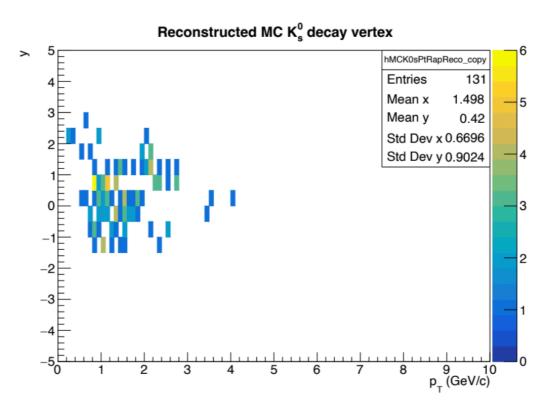
[i] MC Partile 23 with mass 0.13957, pdg = -211, status = 1, (vx, vy, vz) = (-0.007, 0.001, -1.407)

[i] Vertex 2: (x, y, z) = (7.90, -12.41, -2.11), Ntrk = 2, chi2/ndf = 69.22, (dx, dy, dz) to MC vtx = (7.91, -12.41, -0.71)

[i] MC Partile 34 with mass 0.13957, pdg = -211, status = 1, (vx, vy, vz) = (-9.935, 8.964, -2.178)

[i] MC Partile 35 with mass 0.13957, pdg = 211, status = 1, (vx, vy, vz) = (-7.997, 13.938, 3.018)
```







Secondary Vertexing Study

Currently, seeded tracking efficiency for off-beam tracks is also low - under study. Besides, IVF prefers to attach tracks to primary vertices.

Current plan:

- 1) Short term, to establish DCA resolution performances w.r.t. MC/RC vertices
- 2) User-side development first, taking reconstructed tracks for secondary vertex reconstruction (helix swimming or KFParticle etc.)
 - helpers are very welcome!

