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Track Reconstruction Updates

Shujie Li @ ePIC Reconstruction meeting

Feb 09, 2026

News

material map:

- Fixed material map (and script to generate it) in eic-shell 26.02.0-stable:
 - Improved (recovered) tracking resolution, especially the dp/p at low momentum.
 - Correct covariance estimation at each detector surfaces.
- The detector xml file provided to EICrecon should have the exact tracking volume (tracking surfaces and any materials in between) as in the material map.
- **To do:**
 - Enforce consistency check in EICrecon (e.g. volume ID)
 - Longer term: adapt the ACTS gen3 geometry model

From the recent SVT review:

Recommend to “*establish in simulation the tolerable level of dead channels for sensor acceptance.*”

- **To do:**
 - Work with physics WG to implement this in EICrecon

Priority: tracking with background

Tracking performance is [validated](#) for the [18x275](#) beam configuration:

- Use decent vertex cuts, as well as ≥ 4 hits per track for good purity/efficiency.

Ongoing development for 10x275 beam:

- Too many [seeds](#) per event, slow and low purity
 - improve seed quality check ([framework](#) ready)
 - longer term: better seed finder and filter
- Too many [fake tracks](#) from random combination of background hits:
 - Tune CKF (chi2 cuts etc)
 - identify necessary analysis cuts

Priority: tracking with background

10x275 beam:

- Two beam pipe configurations:
 - Default (5um gold coating), or 10um gold coating
 - available in simulation (v26.02 should be ready soon)
`/volatile/eic/EPIC/RECO/25.12.0/epic_craterlake/Bkg_Exactly1SignalPer2usFrame/GoldCoating/`

To physics analysis:

- Sim file with individual background source will be available
- What reconstruction algorithms still need to be developed to study:
 - signal/background separation,
 - source (mis)identification,
 - kinematic (mis)reconstruction... ?