



Double Majority Rule

Benchmark development for tracking with backgrounds

Jeetendra Gupta (University of Illinois Chicago)
Barak Schmookler (University of Houston)
Austin Baty (University of Illinois Chicago)

Joint ePIC/EICUG Meeting, GlasGow
July 16, 2026

UIC group's work is supported by US DOE Office of Science



Analysis Flow

Set 1 : Reconstructable Particle

(every final-state, charged MC particle that left at least 4 pristine hits in the tracker)

- CentralTrackingRawHitAssociations → getSimHit() → getParticle()
- Keep status==1 and charge $\neq 0$ particle
- getRawHit() → hit key (joins to TrackerHitCollection hits; only computed for particles that passed the cut above)
- Apply quality==0 for pristine hits
- Keep particle with ≥ 4 pristine hits

Set 2 : CKF Track

(every reconstructed CKF track that has at least 4 (or 5) measurements)

- CentralCKFTracks/CentralCKFTruthSeededTracks
- Keep tracks with ≥ 4 (or ≥ 5) measurements
- getMeasurements() → getHits()
- hit.getObjectID() → matching key (same key type as getRawHit() in Set 1)

Double Majority Rule

Do one-to-one matching by applying double majority rule (hit efficiency > 50%, hit purity > 50%)

Note: Using March campaign files →

`root://dtn-eic.jlab.org//volatile/eic/EPIC/RECO/26.03.0/epic_craterlake/Bkg_Exact1S_2us/GoldCt/10um/DIS/NC/10x100/minQ2=1/pythia8NCDIS_10x100_minQ2=1_beamEffects_xAngle=-0.025_hiDiv_1.0000.eicrecon.edm4eic.root`

Set 1 Reconstructable particles

For example, I take one event and see how many particles are there, how many of them have at least 4 quality==0 hits (pristine hits)

Rec hits on Tracker

Event 9955 | Collection: SiEndcapTrackerRecHits | rechits: 2157
 Event 9955 | Collection: SiBarrelVertexRecHits | rechits: 1469
 Event 9955 | Collection: SiBarrelTrackerRecHits | rechits: 591
 Event 9955 | Collection: MPGDBarrelRecHits | rechits: 97
 Event 9955 | Collection: OuterMPGDBarrelRecHits | rechits: 28

Final State Particles

Event 9955 has 5 **status==1** charged particles with tracker hits
 --> **Reco-hit reconstructable** = 5
 --> **Pristine-hit reconstructable** = 4

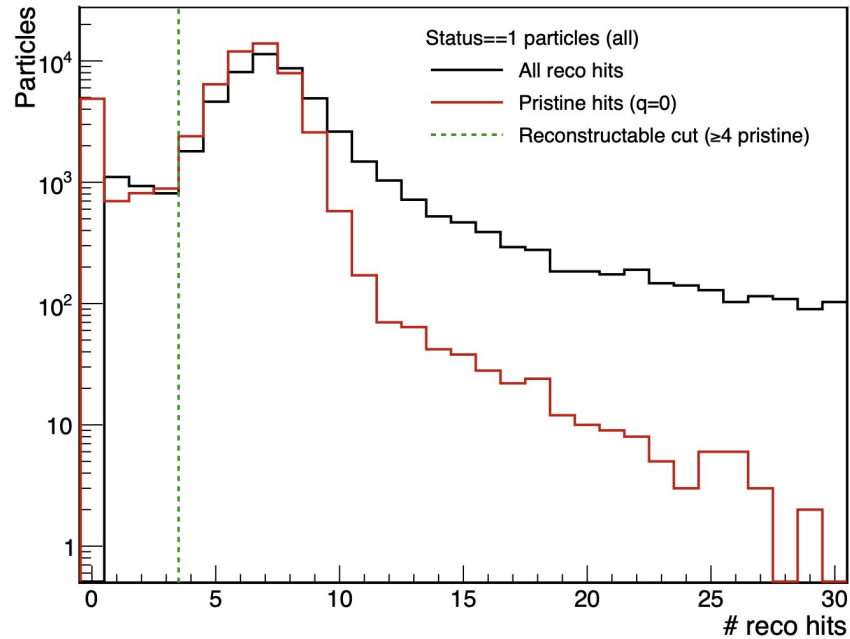
For example:

Particle #14 has 13 reco hits and 6 pristine hits (quality==0)
 Particle #16 has 24 reco hits and 3 pristine hits (quality==0)

A lot of background hits but only a few final state charged particles

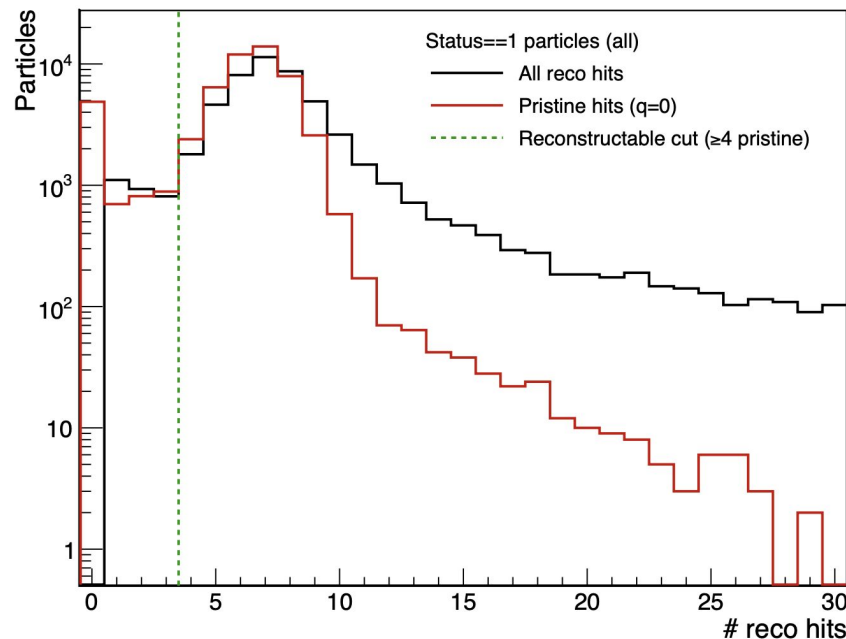
Set 1 Reconstructable particles

Hit Counts Per status == 1 Charged Particle

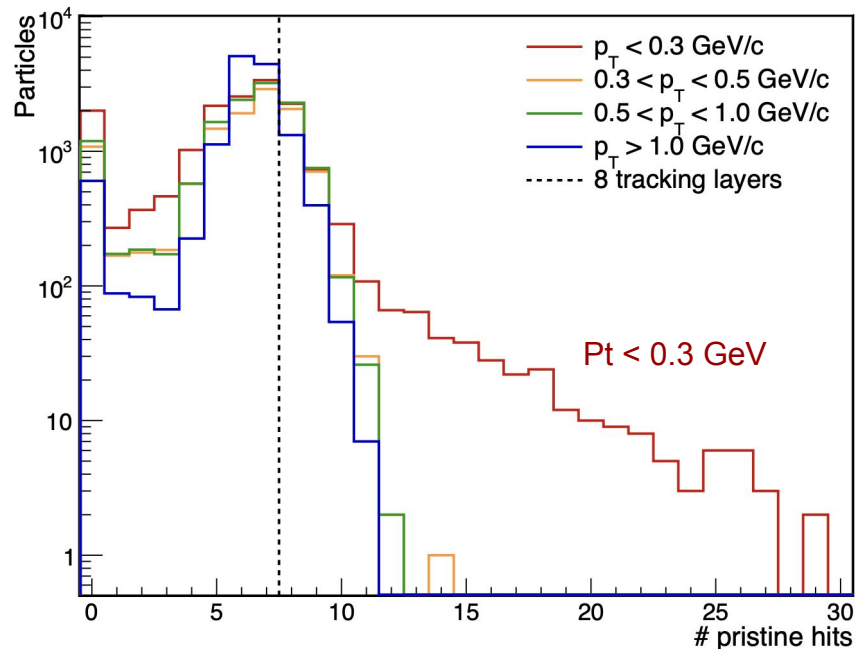


Set 1 Reconstructable particles

Hit Counts Per status == 1 Charged Particle



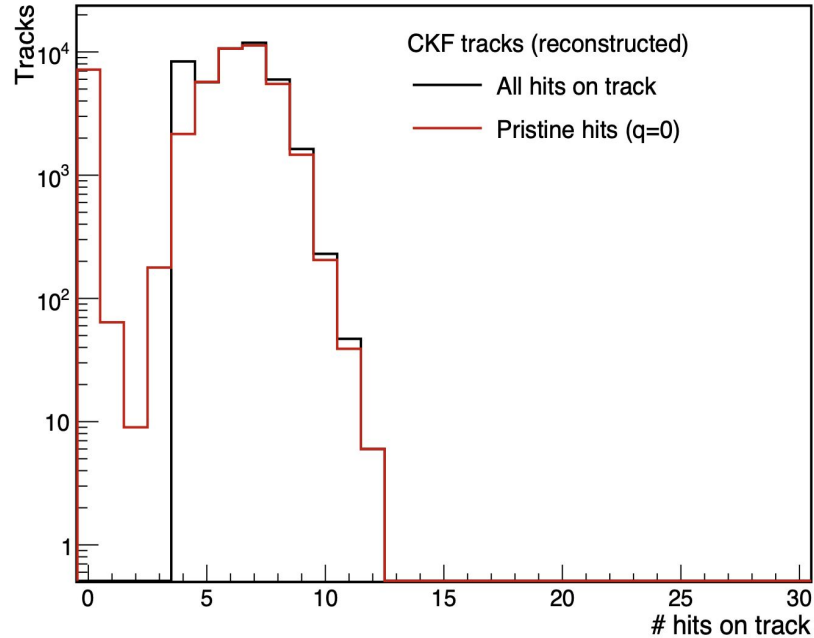
Pristine Hits per particle, by p_T range



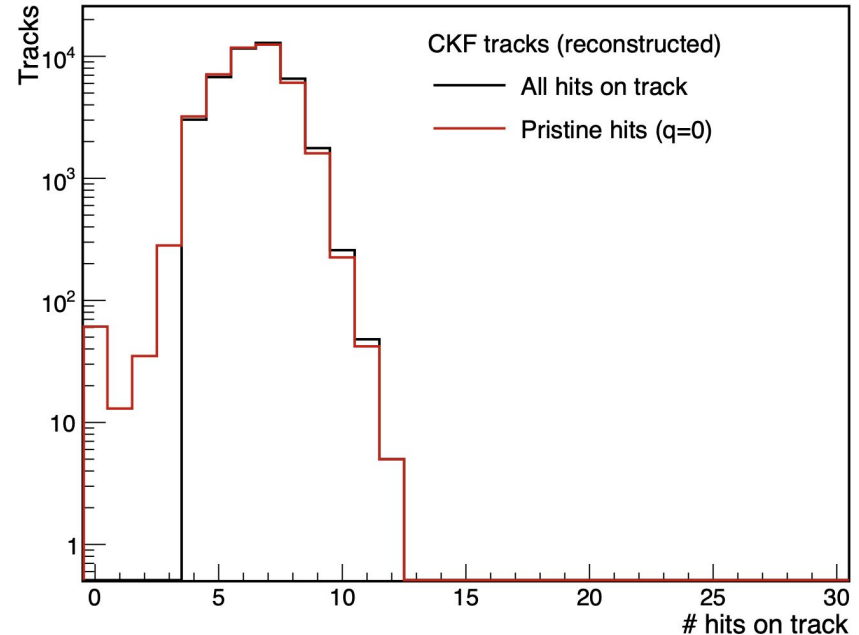
Pristine hits > 14 are coming from low pt loopers

Set 2 CKF Track

Real Seeded 4 hit: Hit counts per CKF track



Truth Seeded 4 hit: Hit counts per CKF track



No Loopers in CKF Tracks in both Real Seeded and Truth Seeded tracks
 CKF Tracks' hits are almost all pristine hits

Double Majority Rule

Defintions:

$c(t,p)$ = number of (pristine) hits shared between track 't' and particle 'p'

$c(:,p)$ = total (pristine) hits (quality==0) belonging to particle 'p'

$c(t,:)$ = total (pristine) hits on the track (signal + background + noise)

(We are using pristine hits for calculations)

Hit efficiency = $c(t,p) / c(:,p)$

Hit purity = $c(t,p) / c(t,:)$

Track Efficiency = $N_{\text{Matched Particle,Track}} / N_{\text{Reconstructable Particle}}$

(Set 1)

Track Purity = $N_{\text{Matched Particle,Track}} / N_{\text{all Set 2 Tracks}}$

Double Majority Rule: Hit Efficiency > 50% , Hit Purity > 50%

Double Majority Rule

Config: CKF tracks require ≥ 4 hits

10k Events:

Real Seeded ≥ 4 hit

Set 1 (reconstructable): 46352

Set 2 (track candidates): 44480

Double-majority matches: 36927

Track Efficiency: 79.6665%

Track Purity: 83.0193% (Fake Rate: 16.9807%)

Pure tracks: 36926 Mixed tracks: 1 Pure fraction: 99.9973%

Truth Seeded ≥ 4 hit

Set 1 (reconstructable): 46352

Set 2 (track candidates): 42894

Double-majority matches: 41948

Track Efficiency: 90.4988%

Track Purity: 97.7946% (Fake Rate: 2.20544%)

Pure tracks: 41947 Mixed tracks: 1 Pure fraction: 99.9976%

Pure tracks $\rightarrow$ hit purity > 0.99 , Mixed tracks $\rightarrow$ hit purity ≤ 0.99 for matched tracks

Truth seeded track for ≥ 4 hit have 10% higher **track efficiency** and **track purity**

Double Majority Rule

Config: CKF tracks require ≥ 4 hits

Real Seeded ≥ 4 hit

Set 1 (reconstructable): 46352

Set 2 (track candidates): 44480

Double-majority matches: 36927

Track Efficiency: 79.6665%

Track Purity: 83.0193% (Fake Rate: 16.9807%)

Pure tracks: 36926 Mixed tracks: 1 Pure fraction: 99.9973%

Truth Seeded ≥ 4 hit

Set 1 (reconstructable): 46352

Set 2 (track candidates): 42894

Double-majority matches: 41948

Track Efficiency: 90.4988%

Track Purity: 97.7946% (Fake Rate: 2.20544%)

Pure tracks: 41947 Mixed tracks: 1 Pure fraction: 99.9976%

Pure tracks $\rightarrow$ hit purity > 0.99 , Mixed tracks $\rightarrow$ hit purity ≤ 0.99 for matched tracks

Config: CKF tracks require ≥ 5 hits

Real Seeded ≥ 5 hit

Set 1 (reconstructable): 46352

Set 2 (track candidates): 36106

Double-majority matches: 35242

Track Efficiency: 76.0312%

Track Purity: 97.607% (Fake Rate: 2.39295%)

Pure tracks: 35241 Mixed tracks: 1 Pure fraction: 99.9972%

Truth Seeded ≥ 5 hit

Set 1 (reconstructable): 46352

Set 2 (track candidates): 39865

Double-majority matches: 39487

Track Efficiency: 85.1894%

Track Purity: 99.0518% (Fake Rate: 0.9482%)

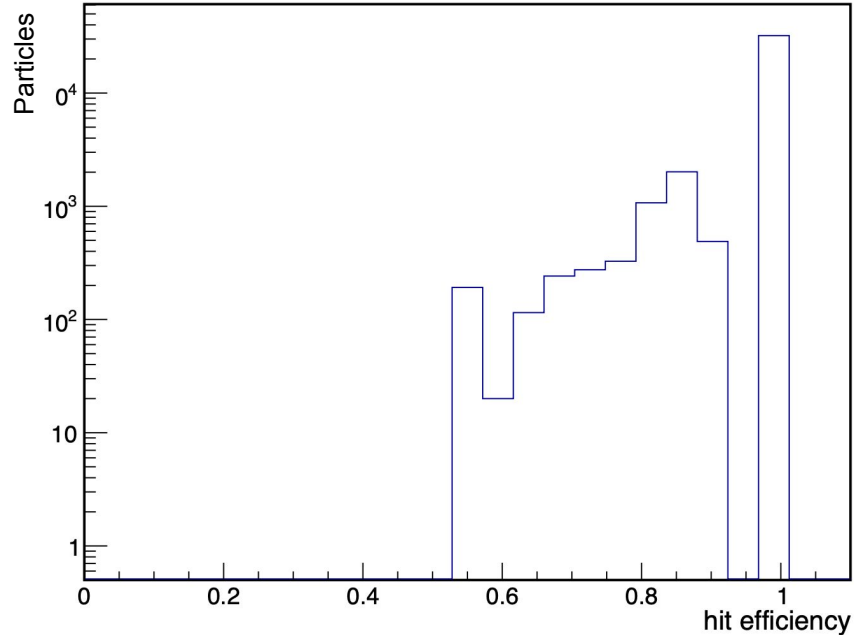
Pure tracks: 39486 Mixed tracks: 1 Pure fraction: 99.9975%

Truth seeded track for ≥ 4 hit have 10% higher track efficiency and track purity

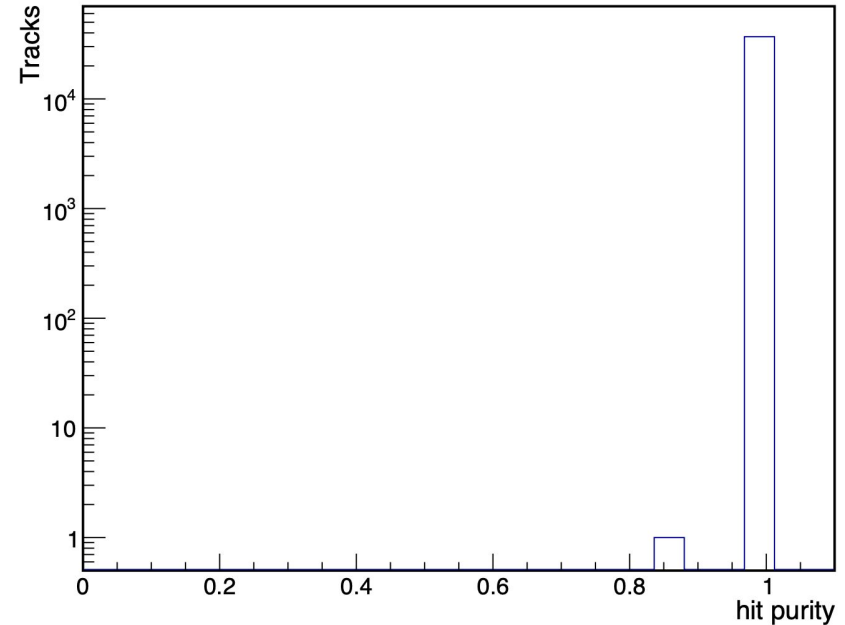
Track purity increases by $\sim 15\%$ for ≥ 5 hit track

Hit Efficiency, Hit Purity for matched ≥ 4 hit track

Real Seeded 4 hit: Hit Efficiency $c(t,p)/c(:,p)$



Real Seeded 4 hit: Hit Purity $c(t,p)/c(t,:)$



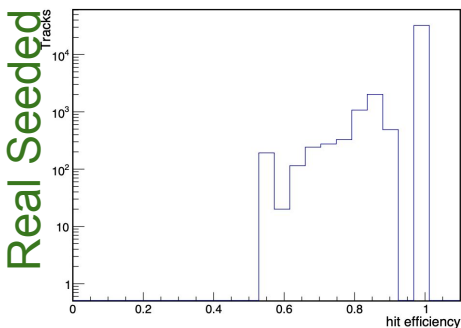
Hit Efficiency ~ 1 , Hit Purity = 1

≥ 4 hit track

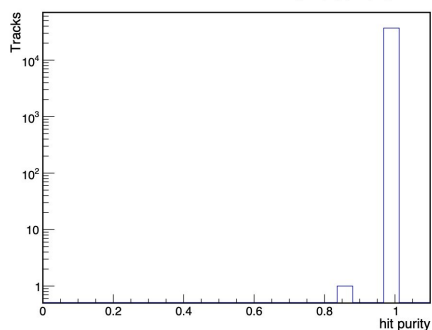
Efficiency

Purity

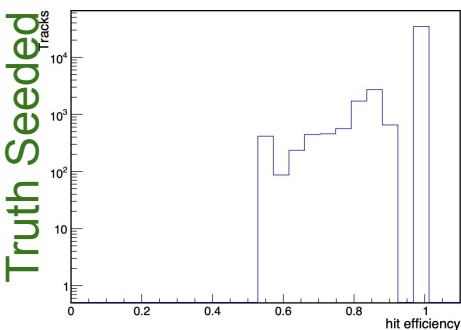
Real Seeded 4 hit: Hit Efficiency $c(t,p)/c(:,p)$



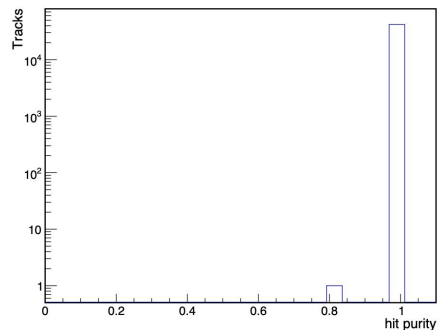
Real Seeded 4 hit: Hit Purity $c(t,p)/c(t,:)$



Truth Seeded 4 hit: Hit Efficiency $c(t,p)/c(:,p)$



Truth Seeded 4 hit: Hit Purity $c(t,p)/c(t,:)$

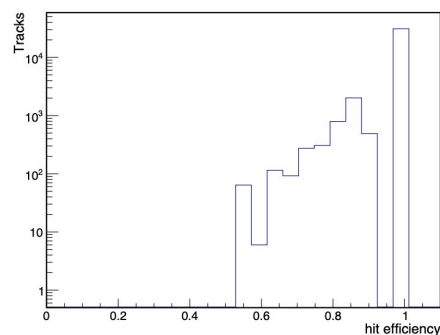


≥ 5 hit track

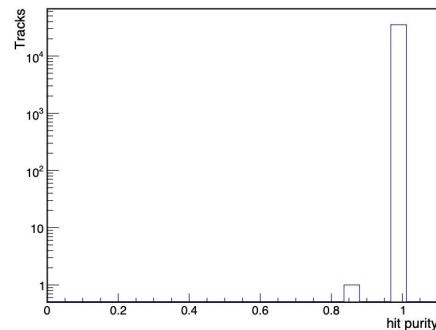
Efficiency

Purity

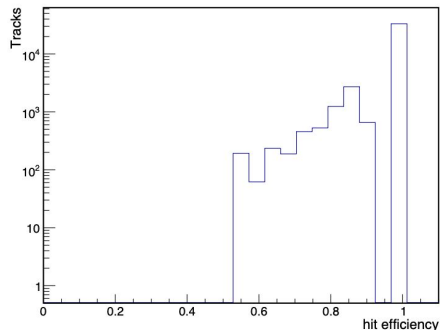
Real Seeded 5 hit: Hit Efficiency $c(t,p)/c(:,p)$



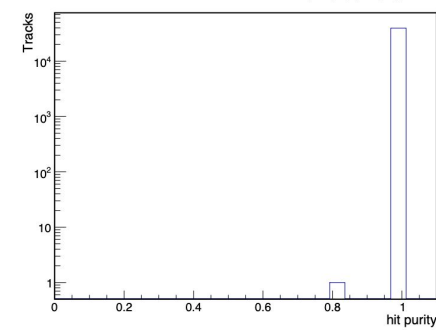
Real Seeded 5 hit: Hit Purity $c(t,p)/c(t,:)$



Truth Seeded 5 hit: Hit Efficiency $c(t,p)/c(:,p)$



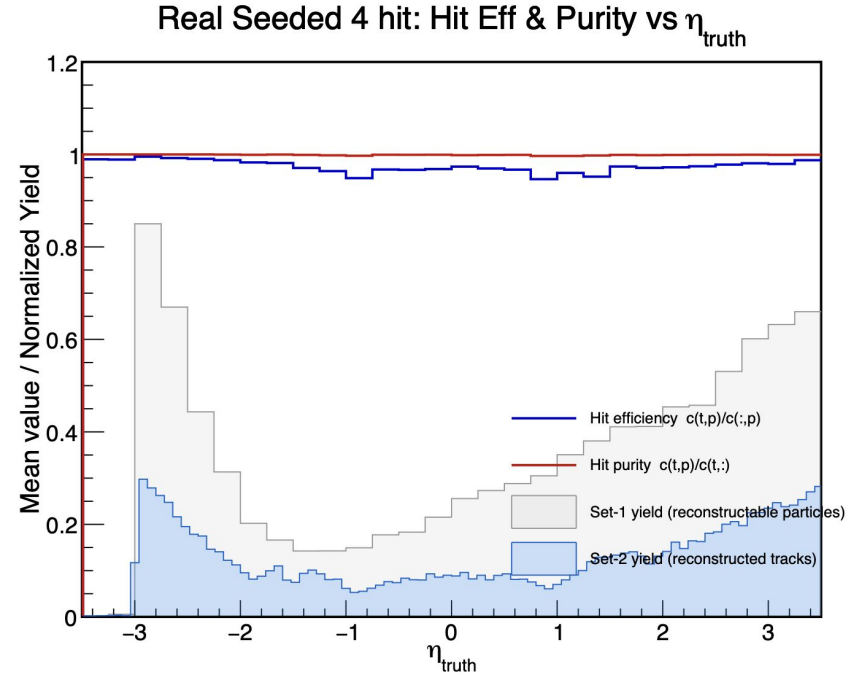
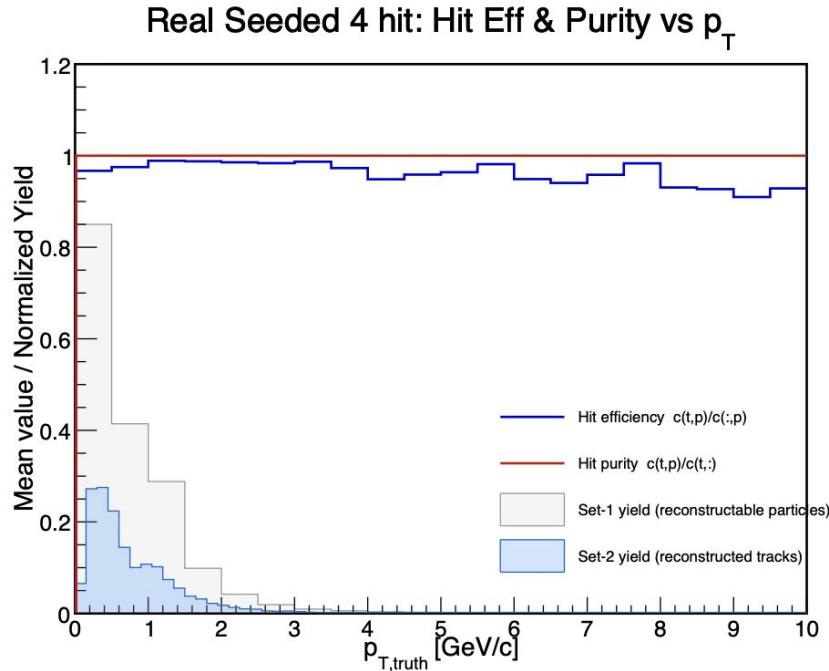
Truth Seeded 5 hit: Hit Purity $c(t,p)/c(t,:)$



Real seeded and Truth Seeded have similar distribution

≥ 5 hit track: Hit Efficiency is mostly ~ 1 , Hit Purity is also mostly ~ 1

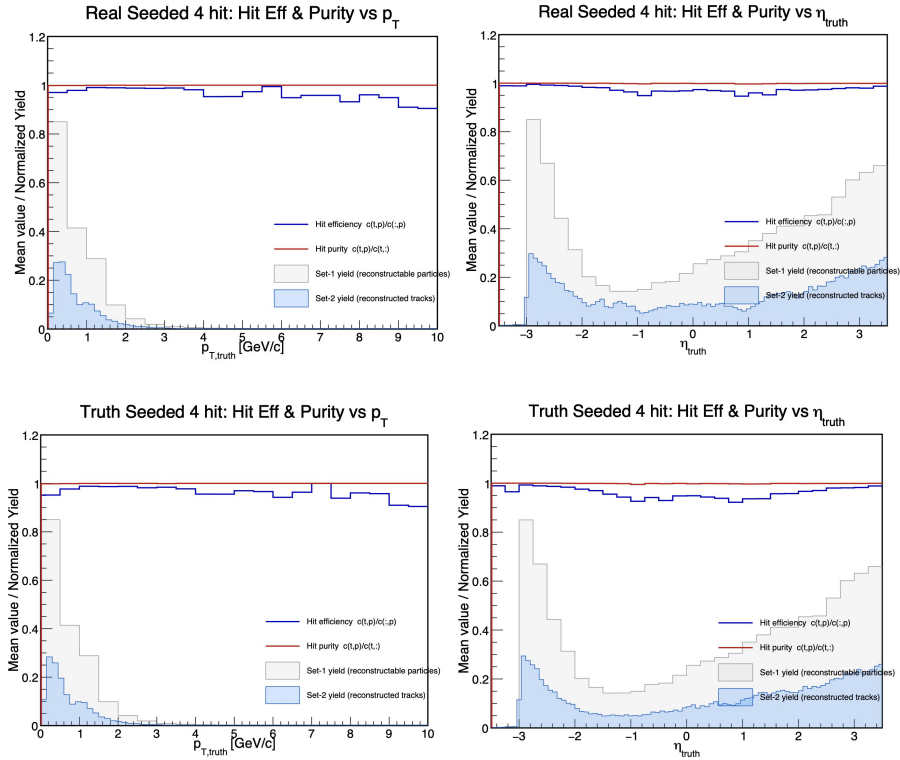
Hit Efficiency, Hit Purity vs p_T , η for matched ≥ 4 hit track



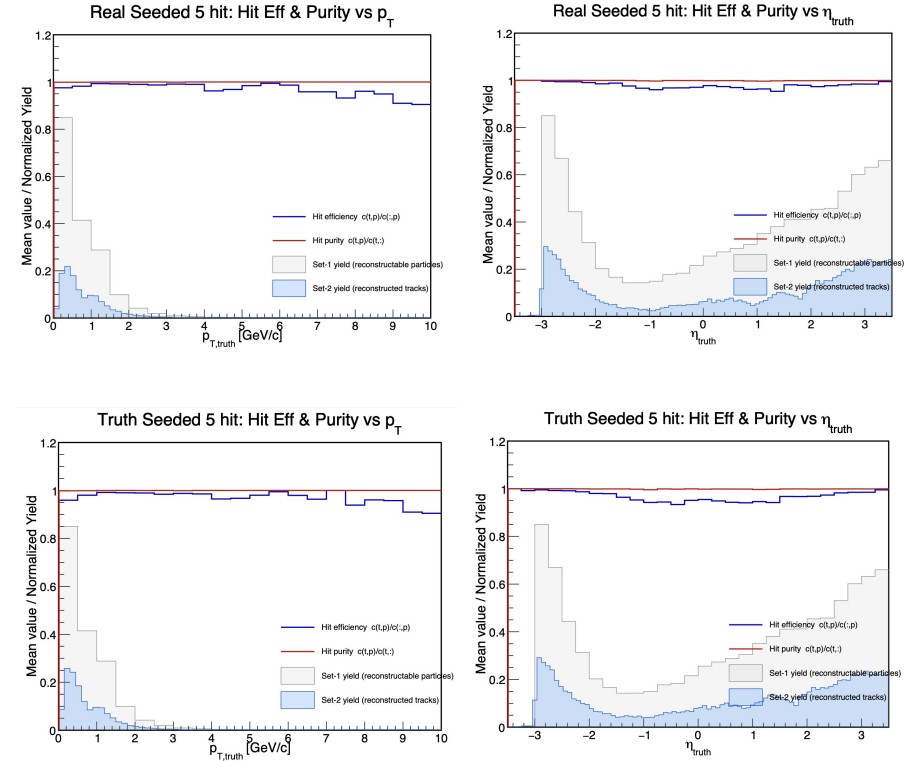
Track purity is ~ 1 for every p_T and η

Hit efficiency decreases for higher p_T , and for mid rapidity region

≥ 4 hit track



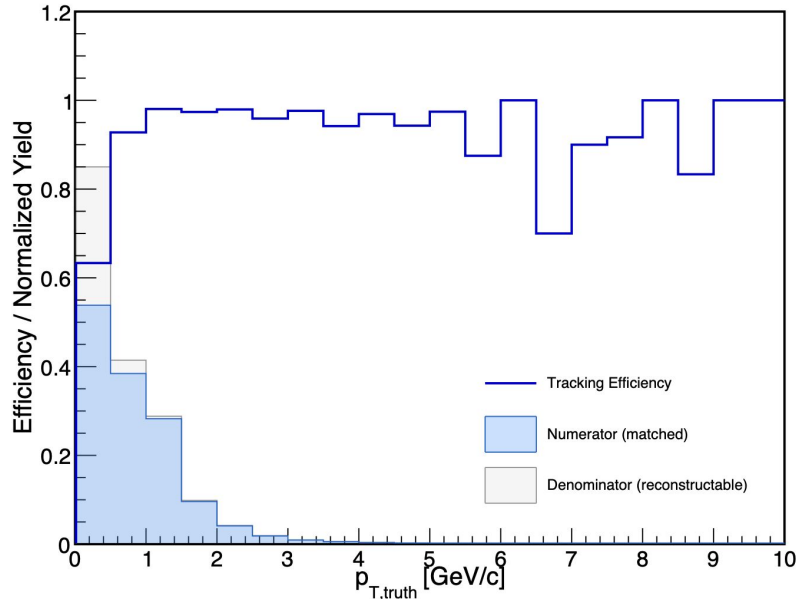
≥ 5 hit track



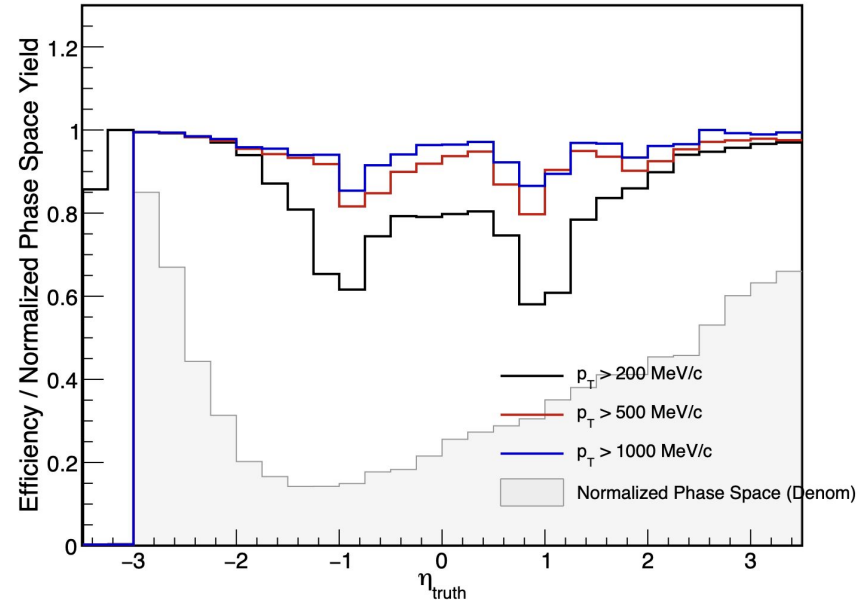
Similar observation for ≥ 5 hit track as well as for truth seeded tracks

Track Efficiency vs p_T and η for matched ≥ 4 hit track

Real Seeded 4 hit: Track Efficiency vs p_T



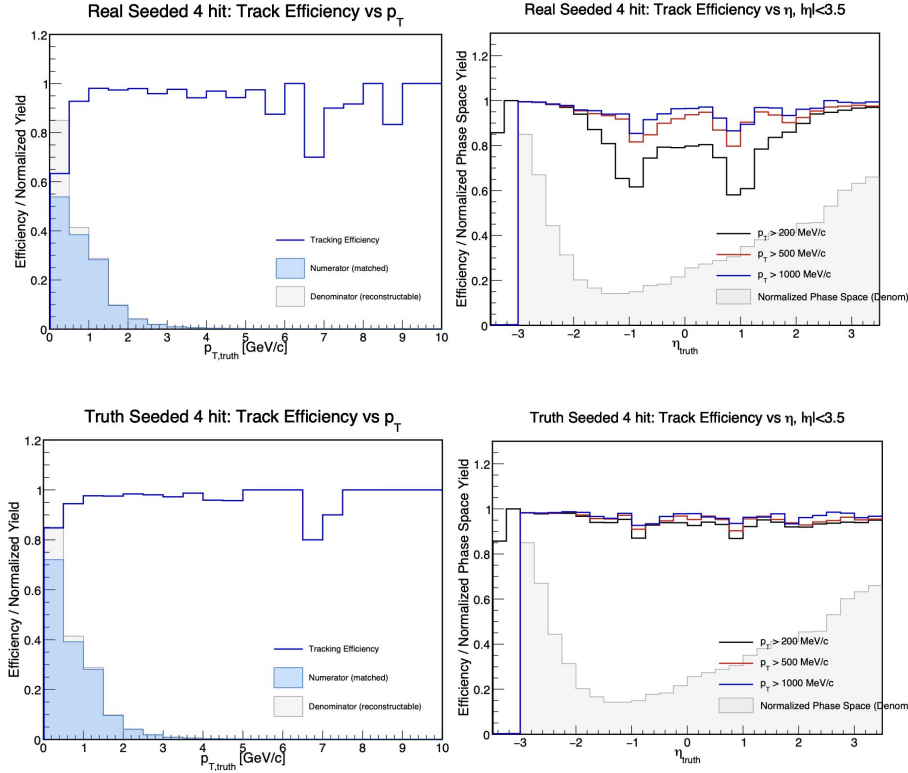
Real Seeded 4 hit: Track Efficiency vs η , $|\eta| < 3.5$



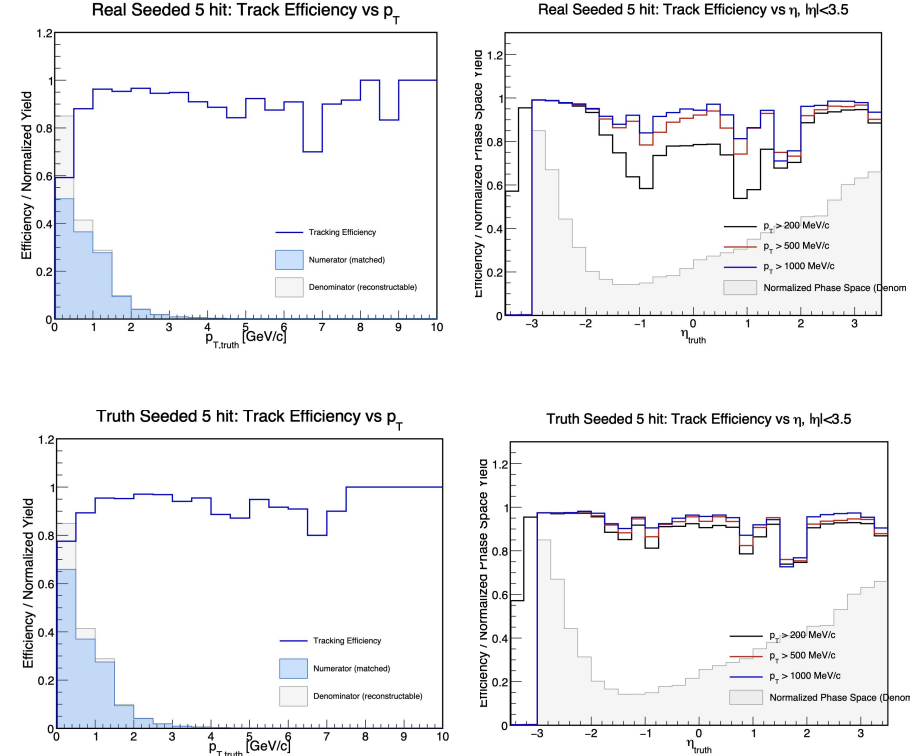
Track Efficiency fluctuates for high p_T region (maybe bc of less statistics)

Track Efficiency drops at $\eta = \pm 1$ for all p_T

≥ 4 hit track



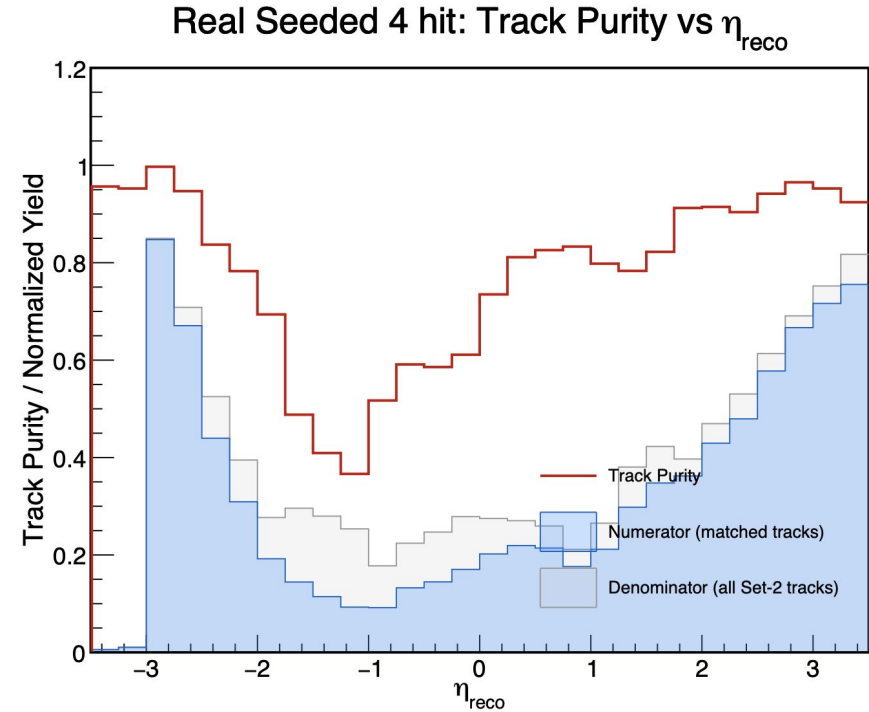
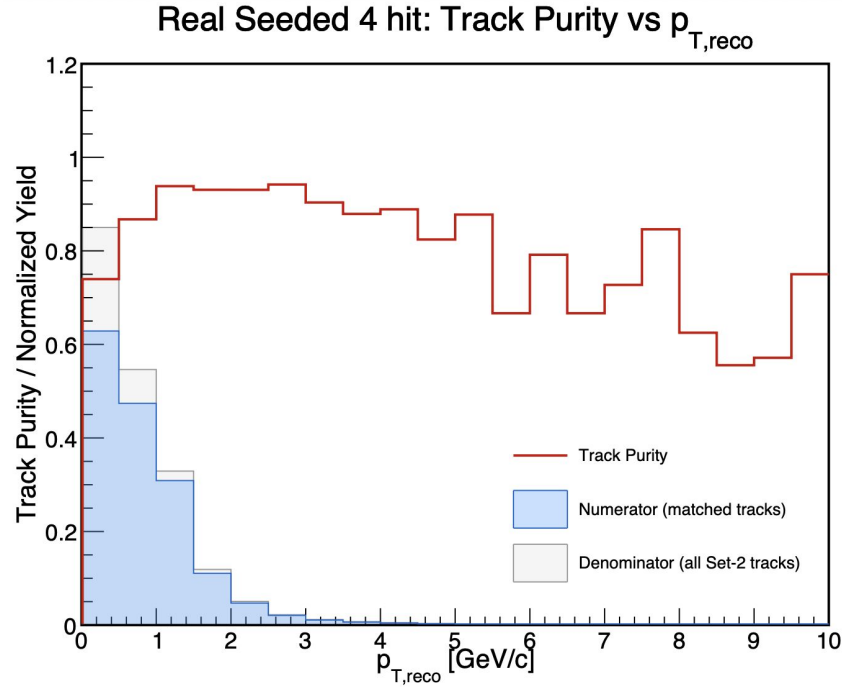
≥ 5 hit track



≥ 5 hit track shows similar effects

Truth seeded tracks also shows some fluctuations for all p_T and η

Track purity vs p_t and η for matched ≥ 4 hit track

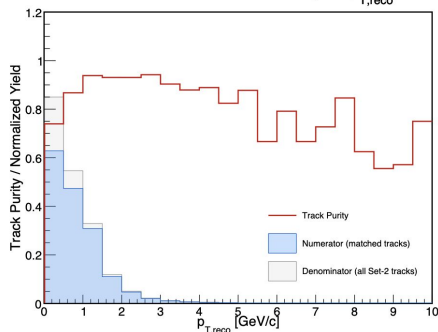


Track purity is below 1 for all p_t and decreases at p_t increases

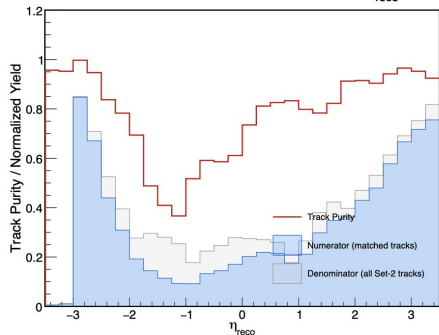
Track purity drops in negative eta region

≥ 4 hit track

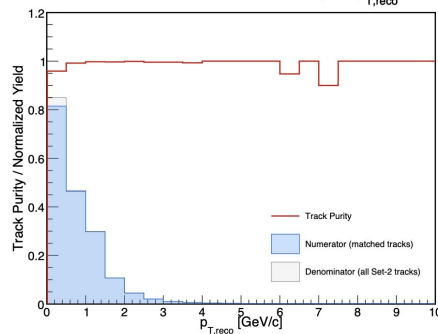
Real Seeded 4 hit: Track Purity vs $p_{T, \text{reco}}$



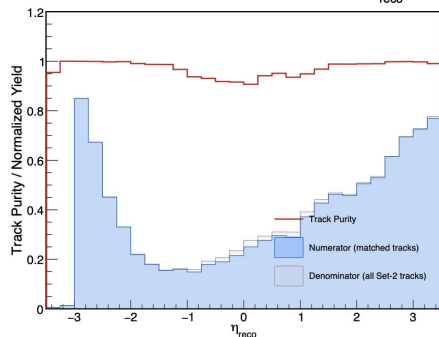
Real Seeded 4 hit: Track Purity vs η_{reco}



Truth Seeded 4 hit: Track Purity vs $p_{T, \text{reco}}$

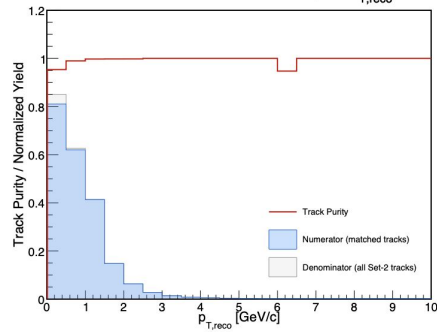


Truth Seeded 4 hit: Track Purity vs η_{reco}

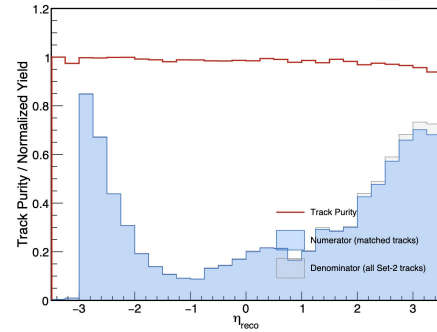


≥ 5 hit track

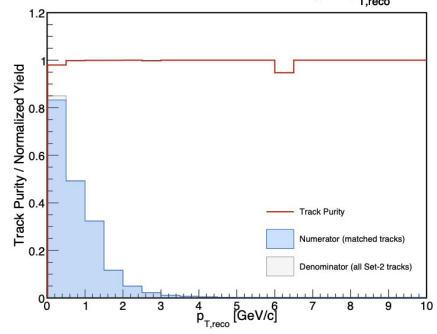
Real Seeded 5 hit: Track Purity vs $p_{T, \text{reco}}$



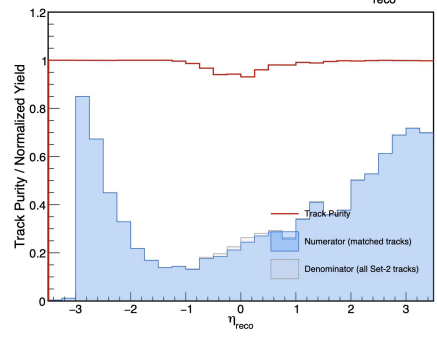
Real Seeded 5 hit: Track Purity vs η_{reco}



Truth Seeded 5 hit: Track Purity vs $p_{T, \text{reco}}$



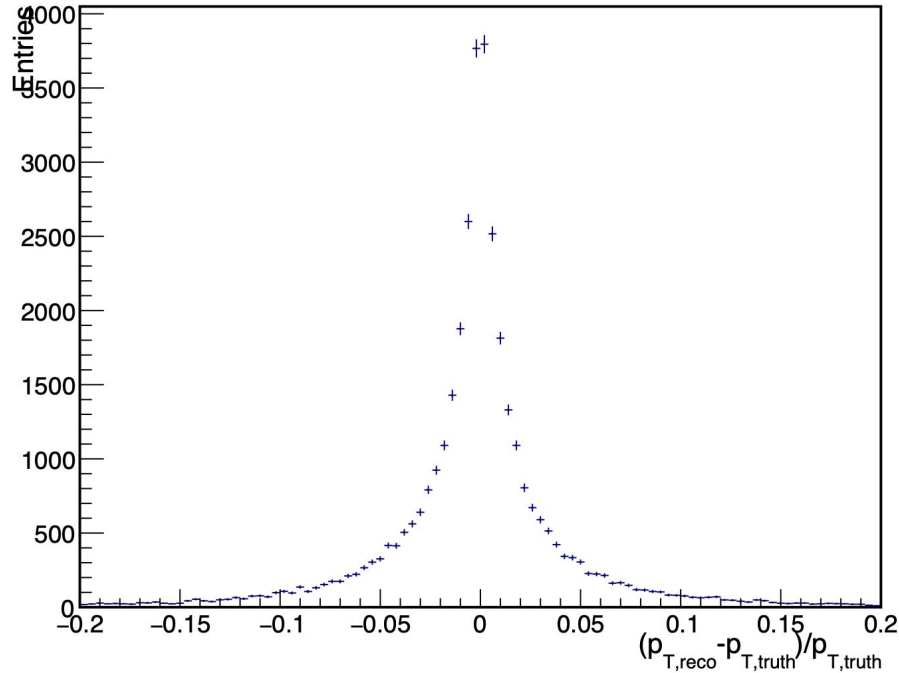
Truth Seeded 5 hit: Track Purity vs η_{reco}



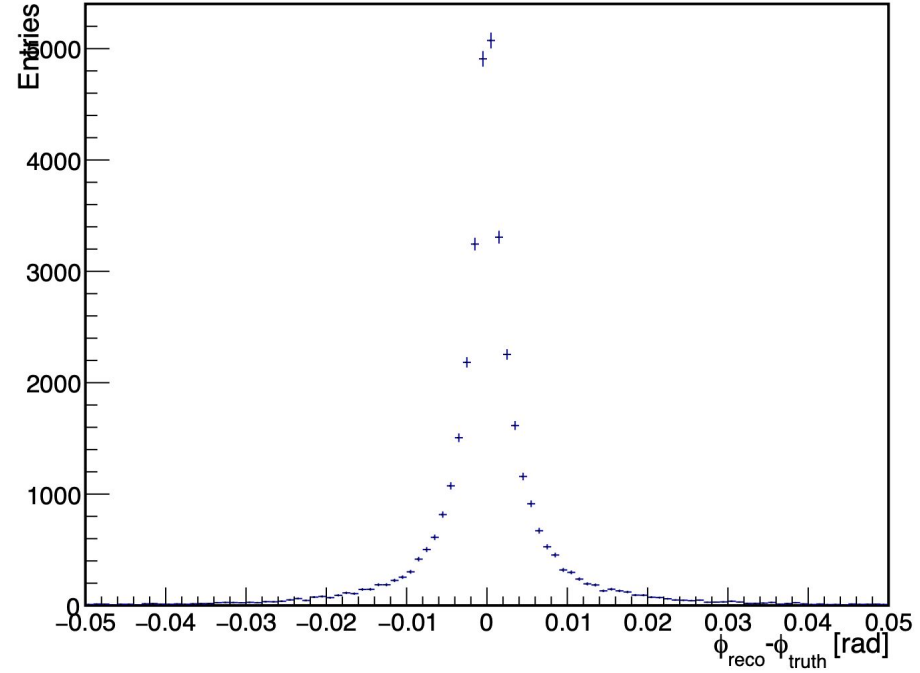
Track purity is ~ 1 for ≥ 5 hit track

Relative pt resolution and $\Delta\phi$ for matched ≥ 4 hit track

Real Seeded 4 hit: Relative p_T resolution



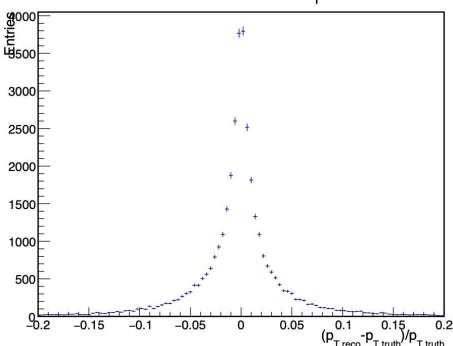
Real Seeded 4 hit: $\Delta\phi$



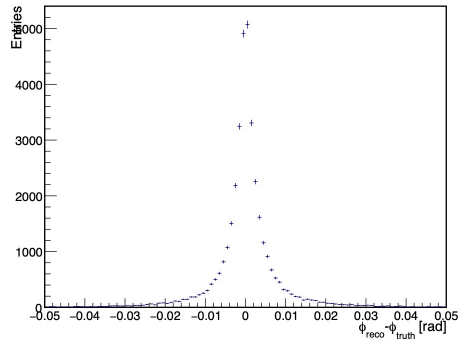
Both relative p_T resolution and $\Delta\phi$ is centered at 0

≥ 4 hit track

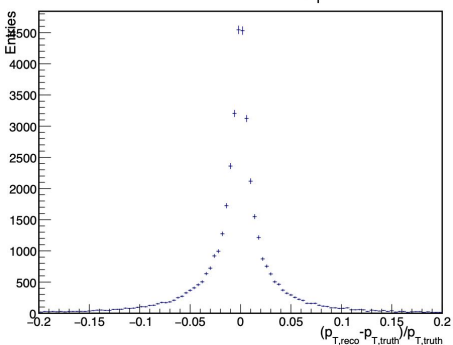
Real Seeded 4 hit: Relative p_T resolution



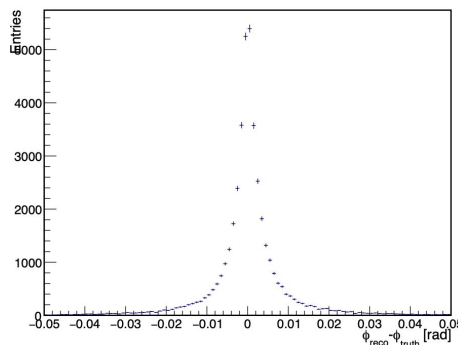
Real Seeded 4 hit: $\Delta\phi$



Truth Seeded 4 hit: Relative p_T resolution

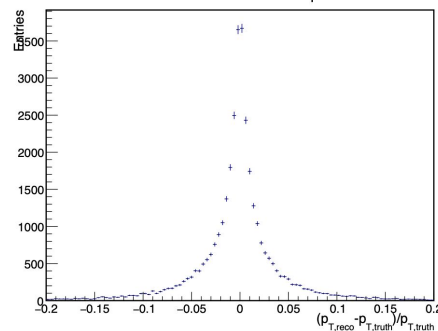


Truth Seeded 4 hit: $\Delta\phi$

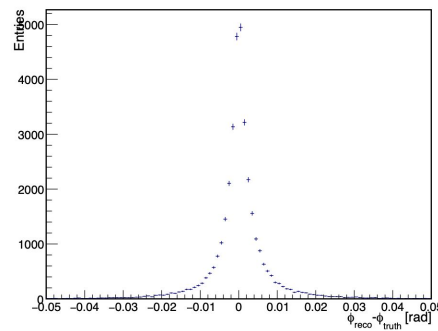


≥ 5 hit track

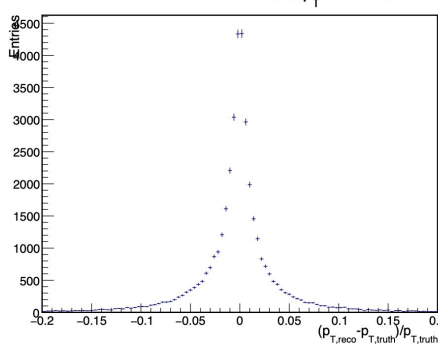
Real Seeded 5 hit: Relative p_T resolution



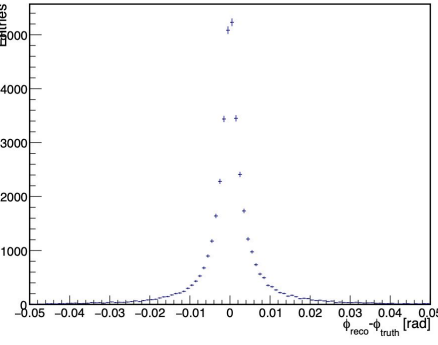
Real Seeded 5 hit: $\Delta\phi$



Truth Seeded 5 hit: Relative p_T resolution



Truth Seeded 5 hit: $\Delta\phi$



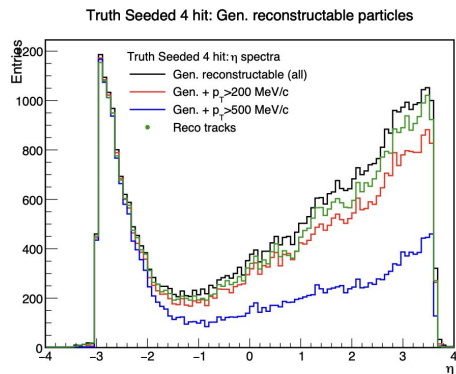
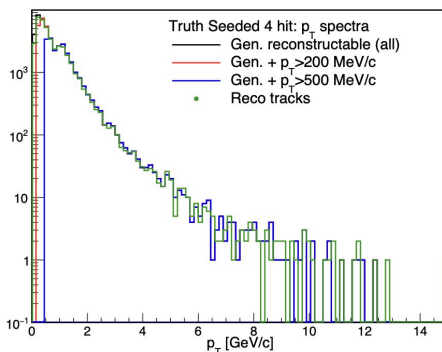
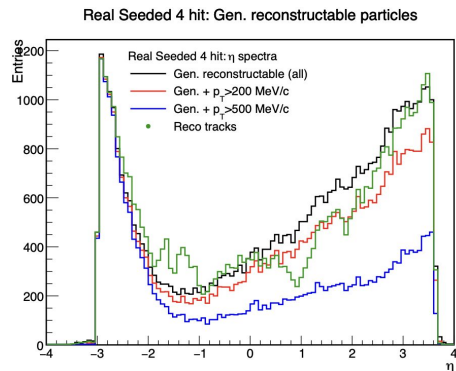
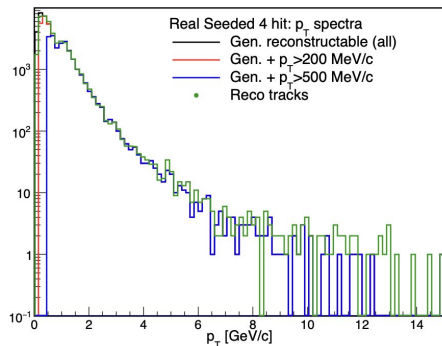
Similar observation for ≥ 5 hit track, as well as truth seeded tracks

Summary & Plans Ahead

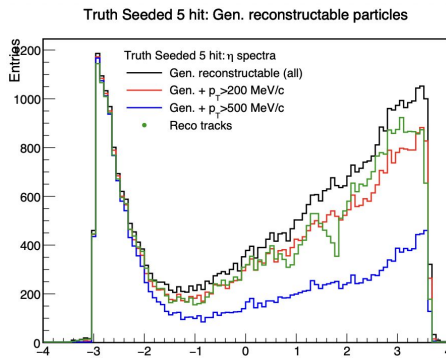
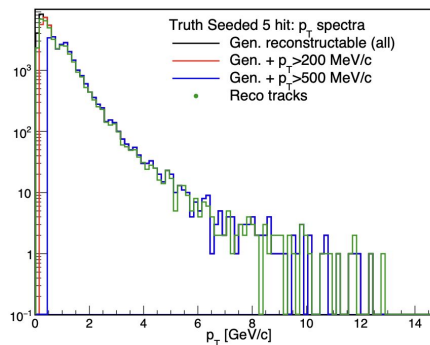
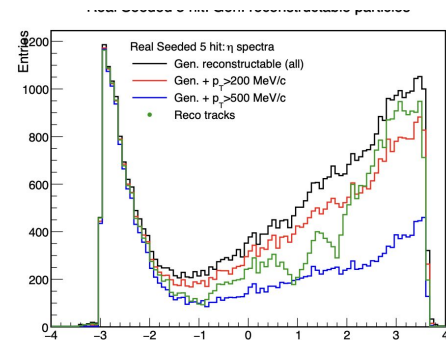
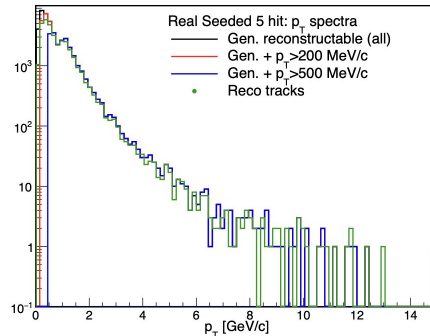
- Study of Double Majority Rule:
 - Hit efficiency, hit purity mostly ~ 1
 - Track efficiency drops at $\eta = \pm 1$ for all pt for ≥ 4 hit tracks
 - Track purity drops in negative η region for ≥ 4 hit tracks
 - Good resolution and observed
- Implementation of Double Majority Rule as a tracking benchmark that can be used for single-particle, DIS, and DIS+Background simulations

Thank you!

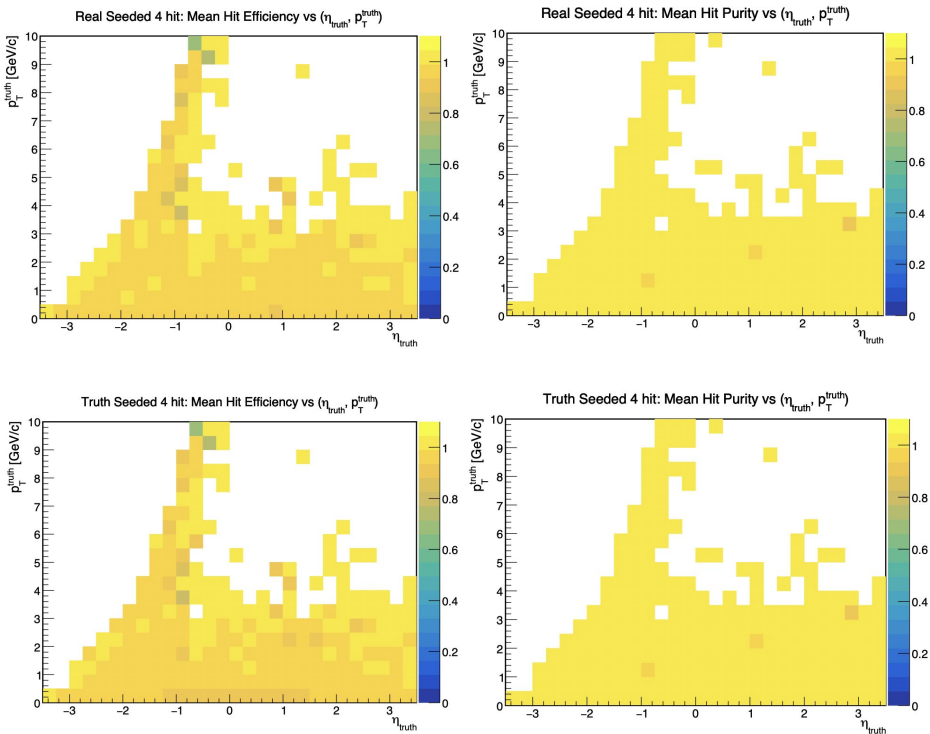
pt, η for ≥ 4 hit track



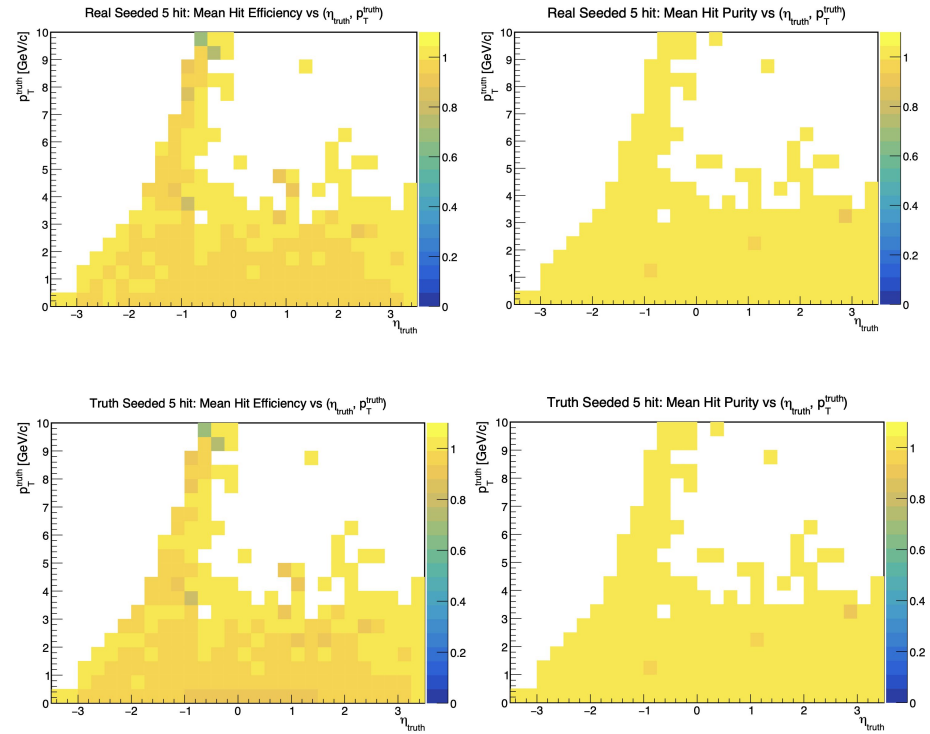
pt, η for ≥ 5 hit track



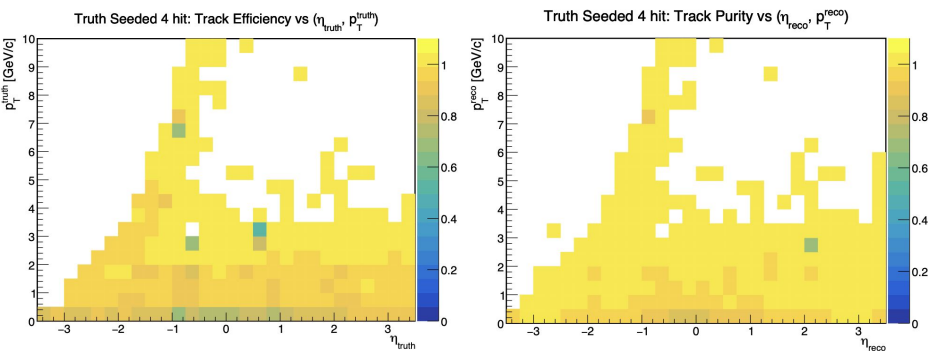
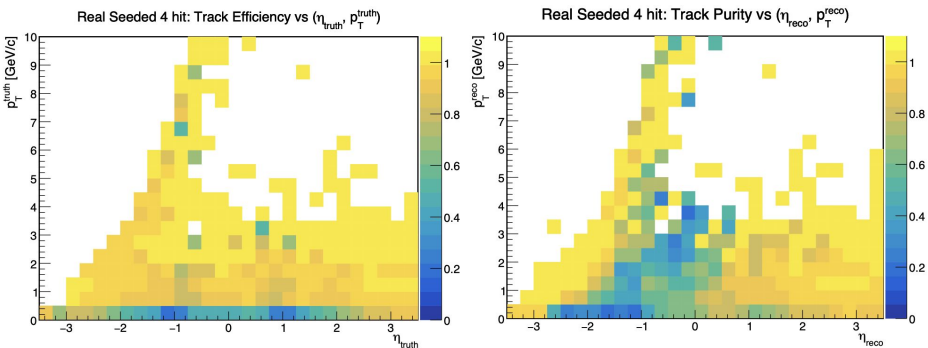
Hit efficiency, purity vs pt, η for matched ≥ 4 hit track



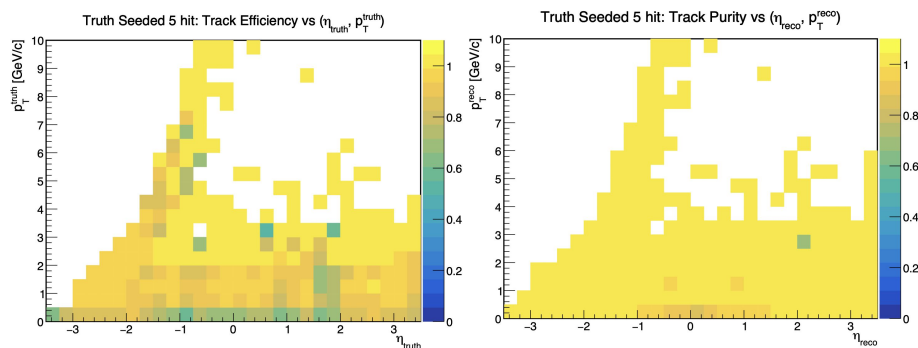
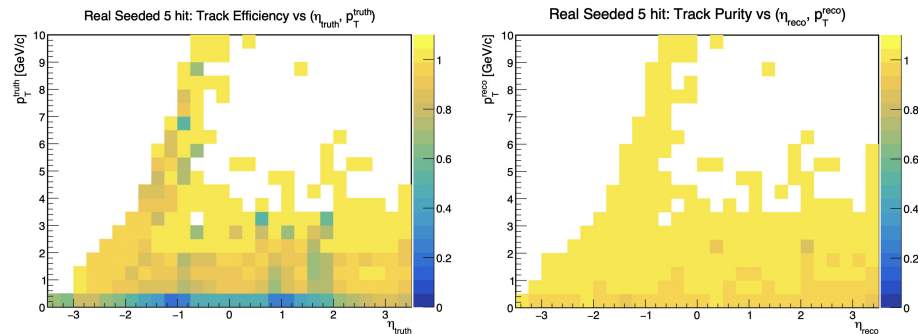
Hit efficiency, purity vs pt, η for matched ≥ 5 hit track



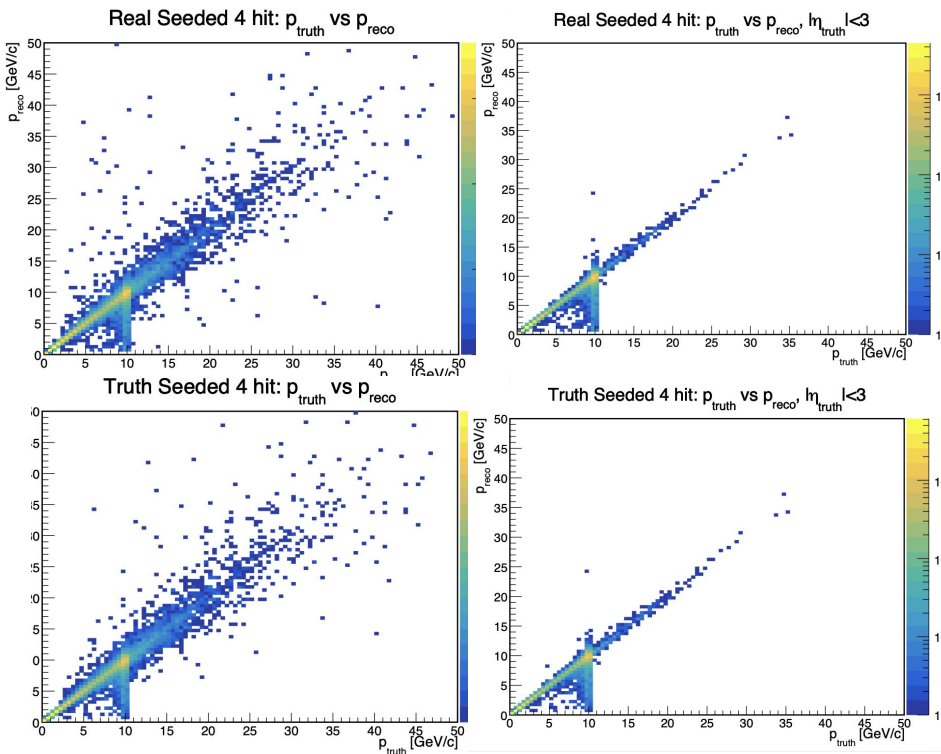
Track efficiency, purity vs pt, η for matched ≥ 4 hit track



Track efficiency, purity vs pt, η for matched ≥ 5 hit track



Pt (reco) vs pt (truth) for matched pairs ≥ 4 hit track



Pt (reco) vs pt (truth) for matched pairs for ≥ 5 hit track

