



# Global Track Reconstruction

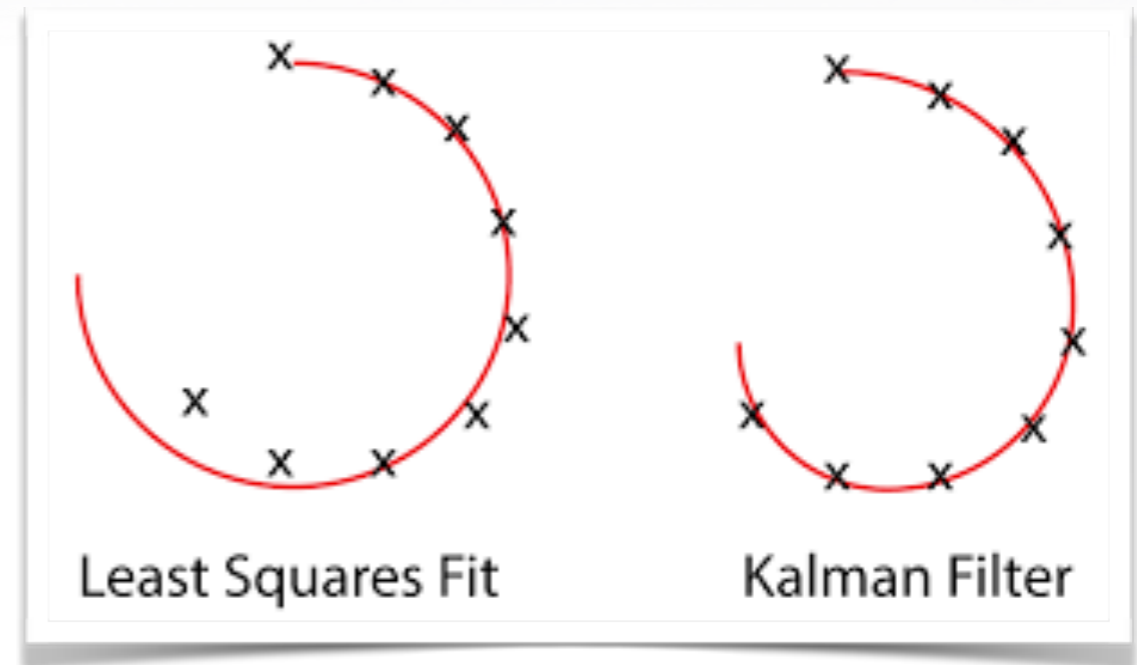


Matteo Franchini

on behalf of Bologna group

# Why global reco

- Track reconstruction combining info from all the 3 tracking detectors;
- Using Kalman Filter to have a momentum resolution of  $\sim 5\%$  or smaller;
- Need to help reconstructing atomic mass  $A$  of the fragments;
- Identify calorimeter deposits.



**TOF ( $\beta$ ) – TRACKER ( $p$ )**

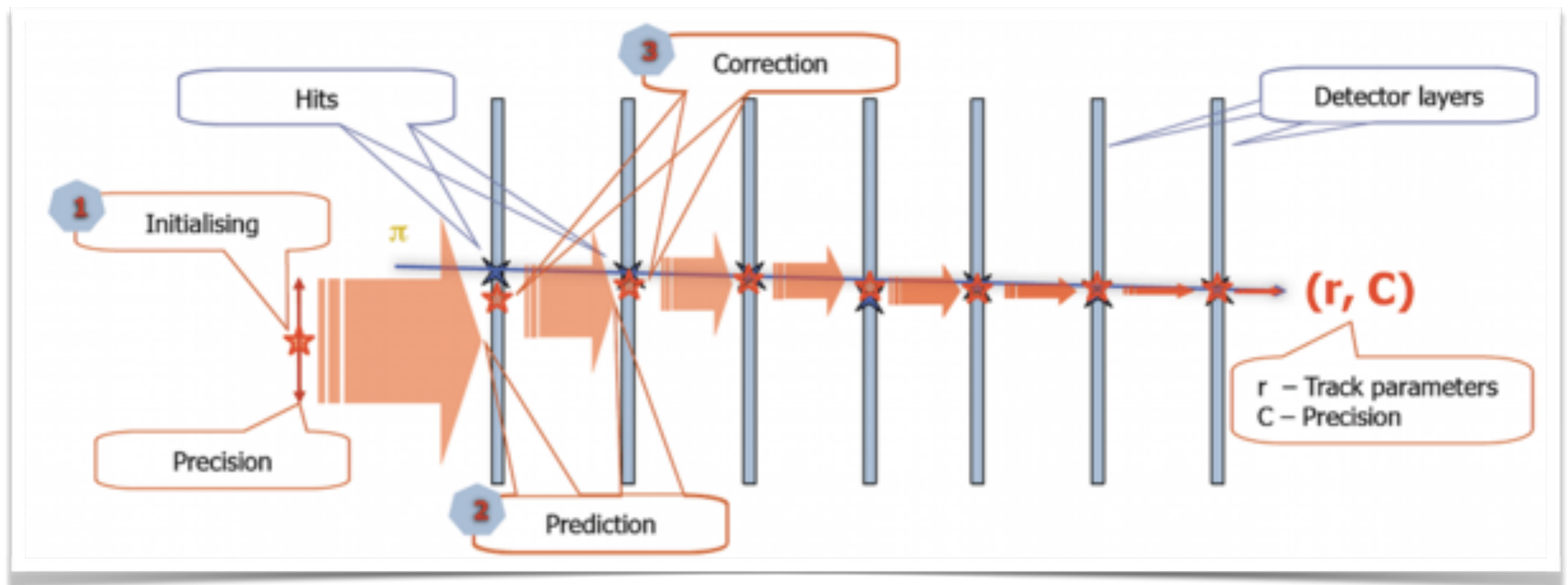
$$A_1 = \frac{p}{U \beta \gamma}$$

**TRACKER ( $p$ ) – CALO ( $T$ )**

$$A_3 = \frac{p^2 - T^2}{2 U T}$$

# What's KF

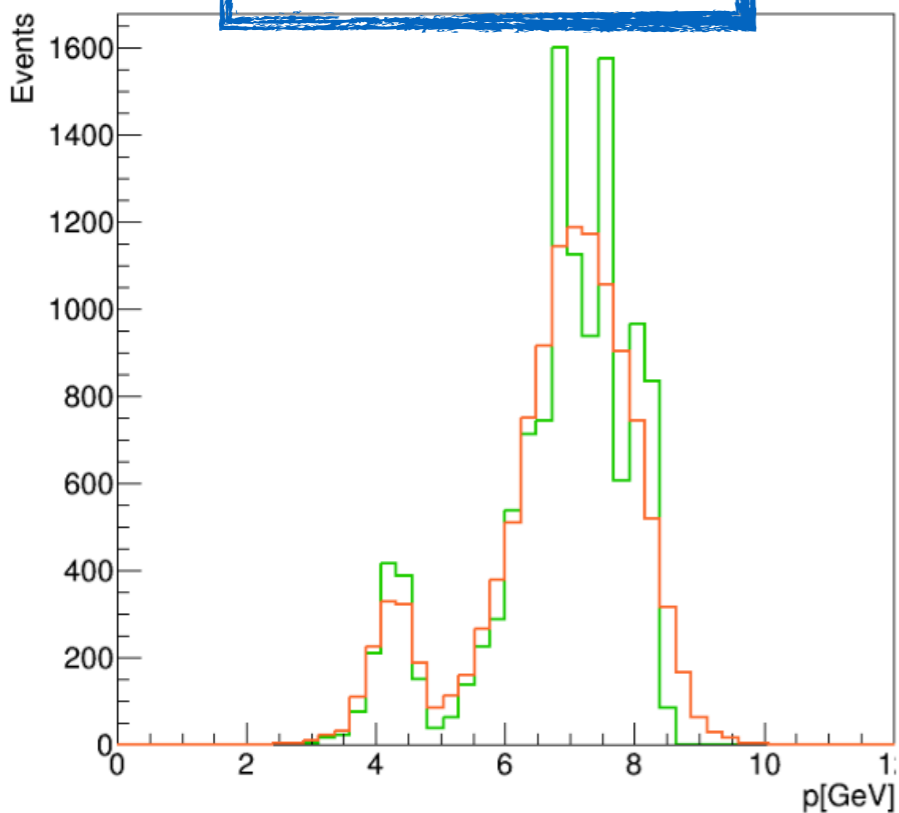
- Recursive algorithm that predicts the trajectory from detector layer to layer, also considering multiple scattering;
- Each layer **prediction** is corrected using the **observed hit**;
- **Track uncertainty** decreases layer by layer.



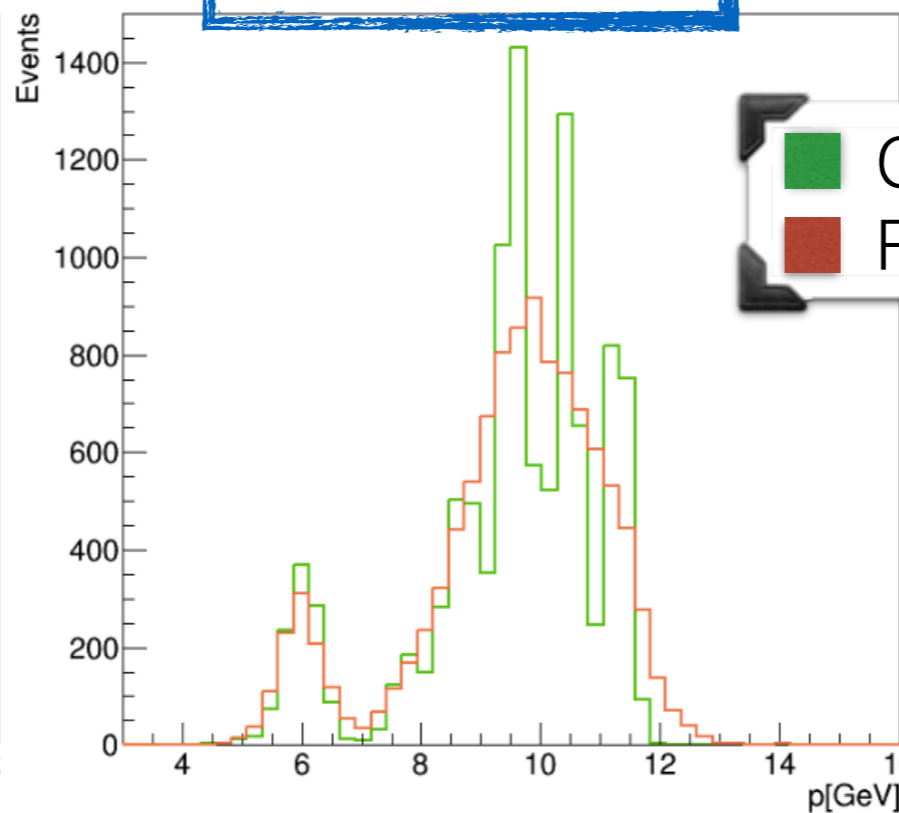
# CDR status

- Global track fitting with simulation **version 12.4**
- Hits from VTX, IT, and Microstrip, simulating an x-y smearing
- $^{16}\text{O}$  projectile at different energies, all fragments;

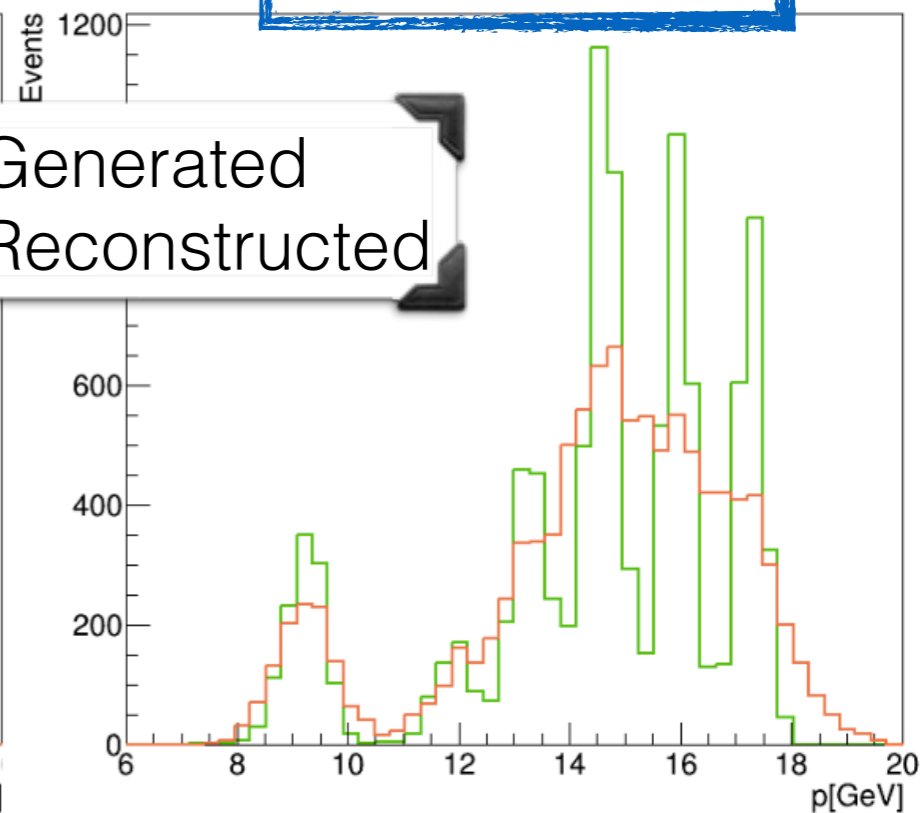
200 MeV/u



350 MeV/u



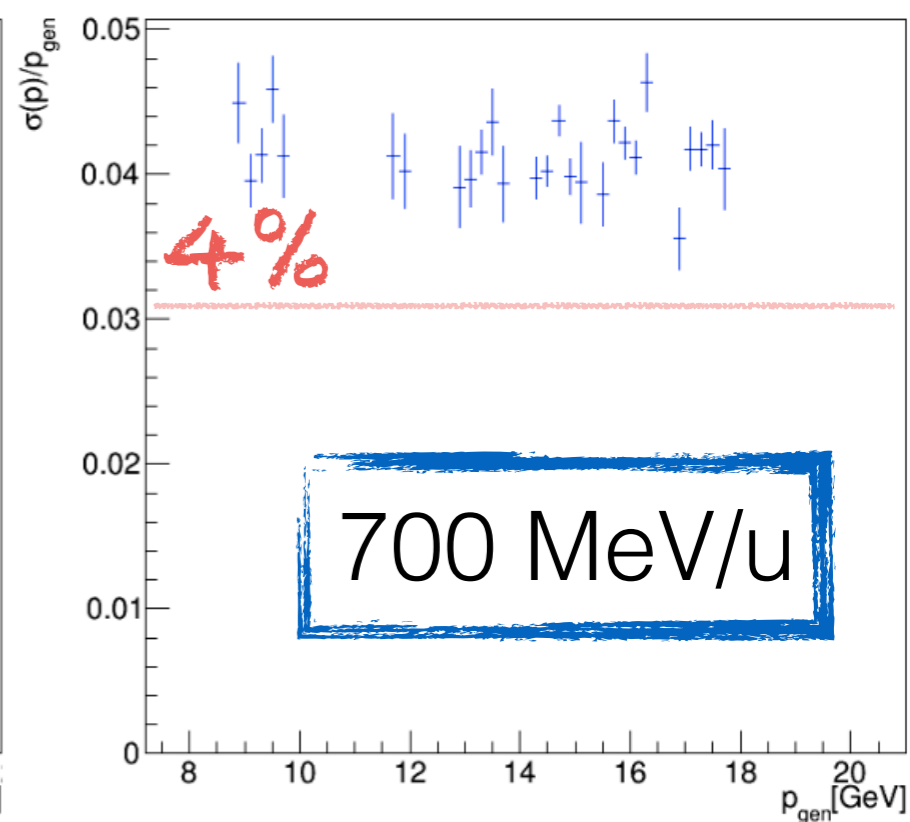
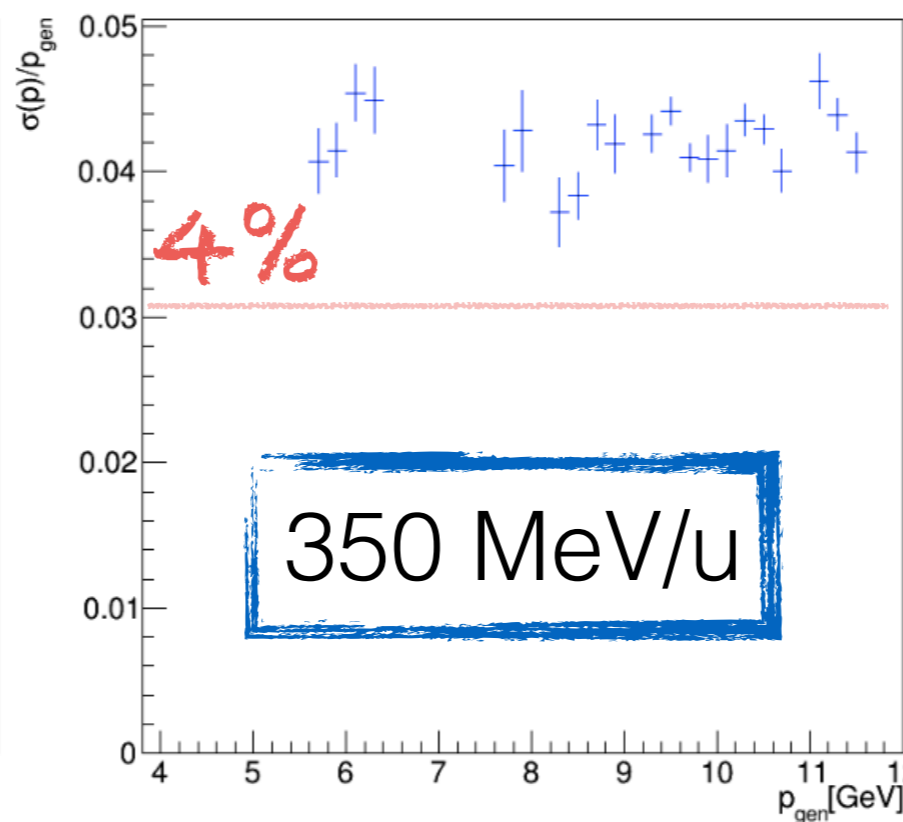
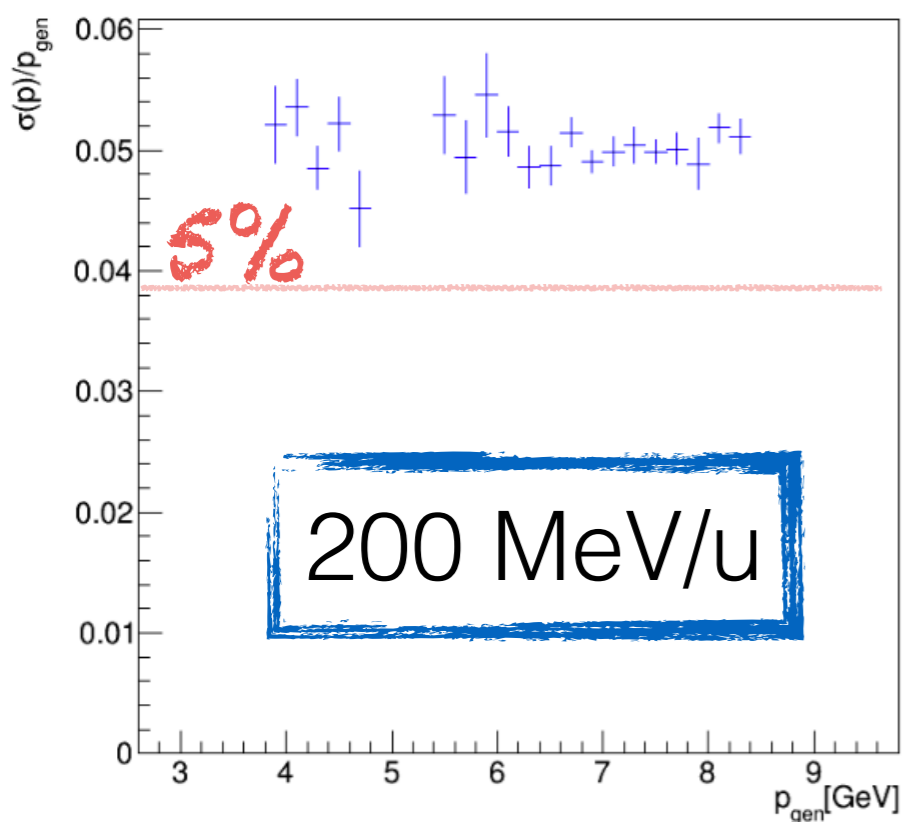
700 MeV/u



Generated  
Reconstructed

# CDR status

- Measured a **momentum resolution** as a function of the generated momentum;
- Resolution ranges from  $\sim 5.5\%$  to  $4\%$
- All fragments considered.



# Overview

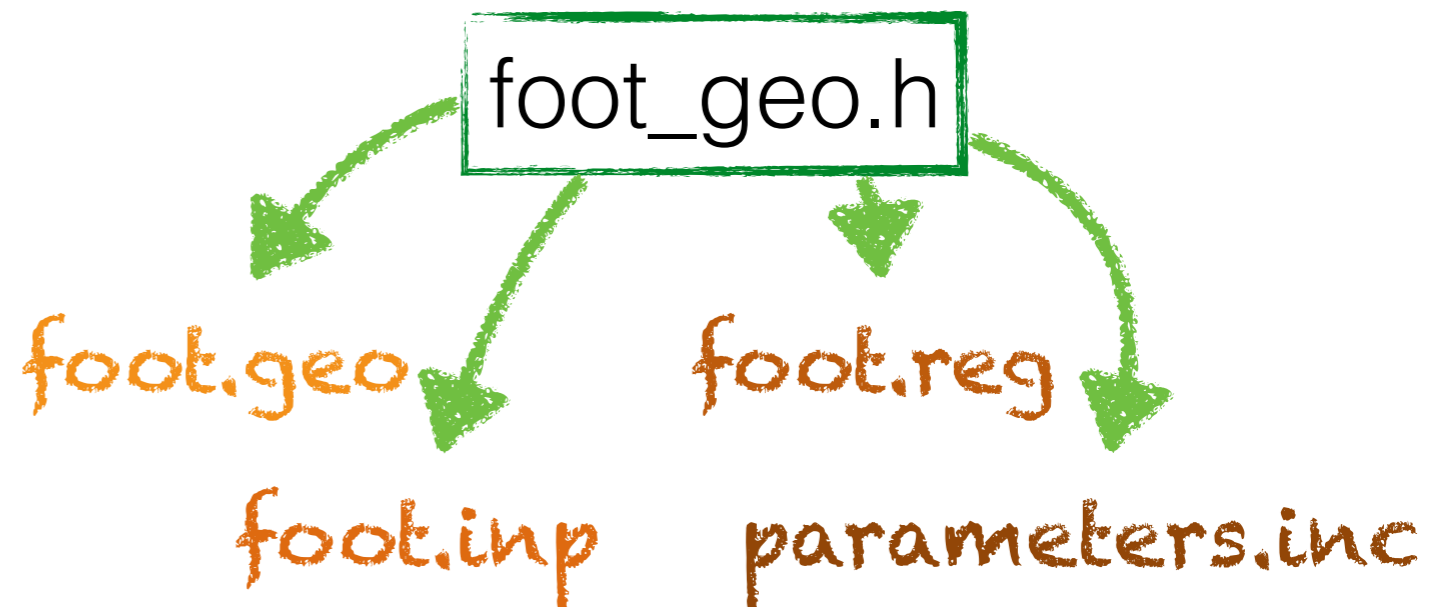
- Building a common **geometry** and **materials** definition between FLUKA and SHOE;
- Studying the introduction of hit preselection, i.e. using **Deterministic Annealing Filter (DAF)**, to fight the noise and bkg hits;
- **Checking** the correct implementation of GENFIT, *“the most reasonable way is not always the right on”*, especially with codes;
- Is it possible to **improve the momentum resolution** found?
- Abrupt stop due to the flood, restarting last week...



# Geometry and Materials

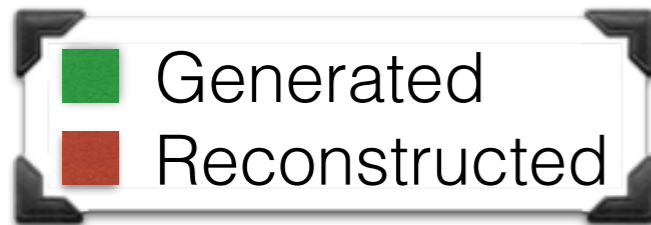
- FOOT geometry implemented in SHOE, in the geo classes for each detector/structure;
- SHOE produce the input files to generate FLUKA simulation  
→ same geometry, same materials!
- FLUKA input produced in *dedicated runs* → fast!
- **Ready and tested for tracker detectors!**

- ▶ TABMbase
- ▶ TACAbase
- ▶ TADCbase
- ▶ TAGbase
- ▶ TAGfoot
- ▶ TAGmclib
- ▶ TAIRbase
- ▶ TAITbase
- ▶ TAMSDbase
- ▶ TATWbase
- ▶ TAVTbase

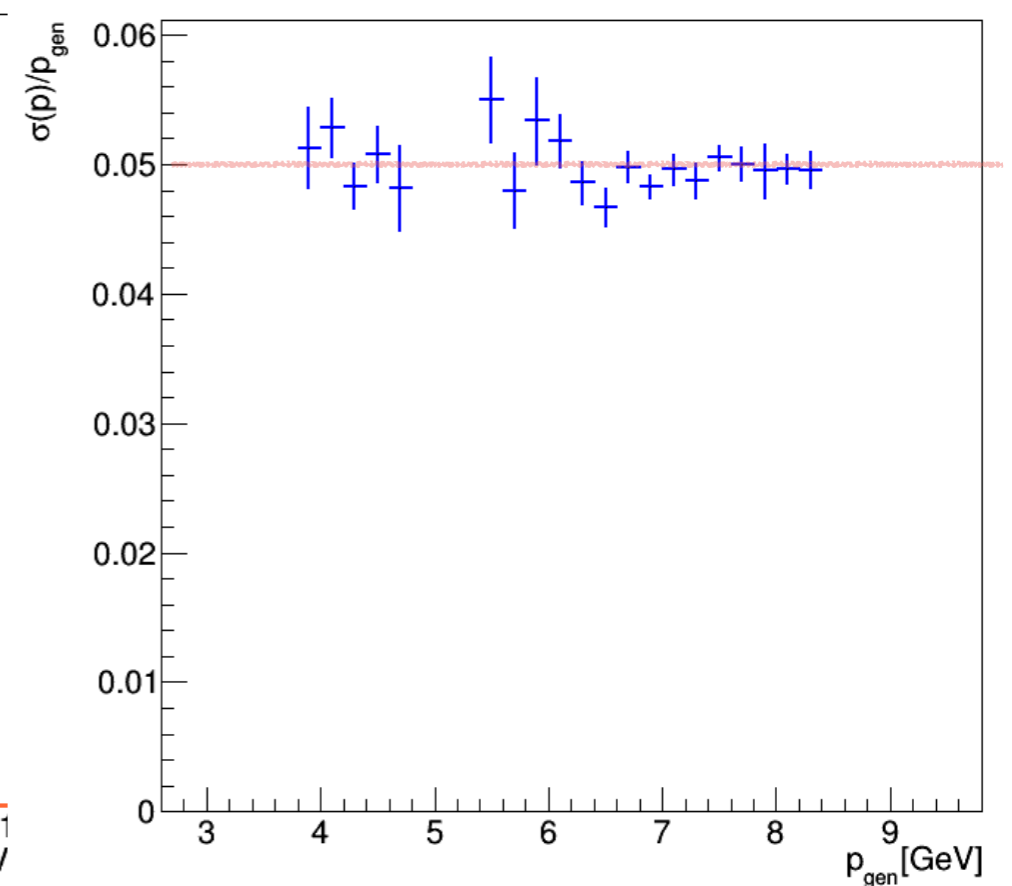
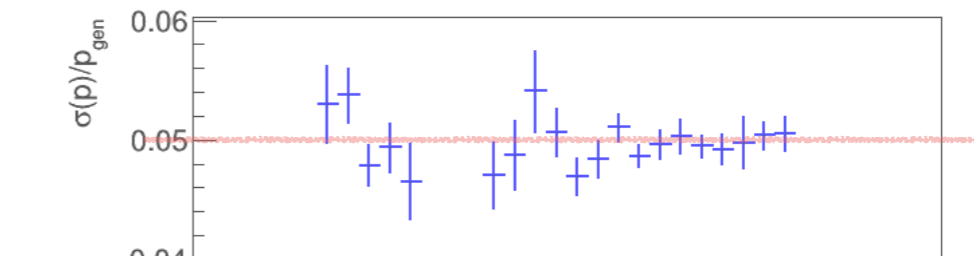
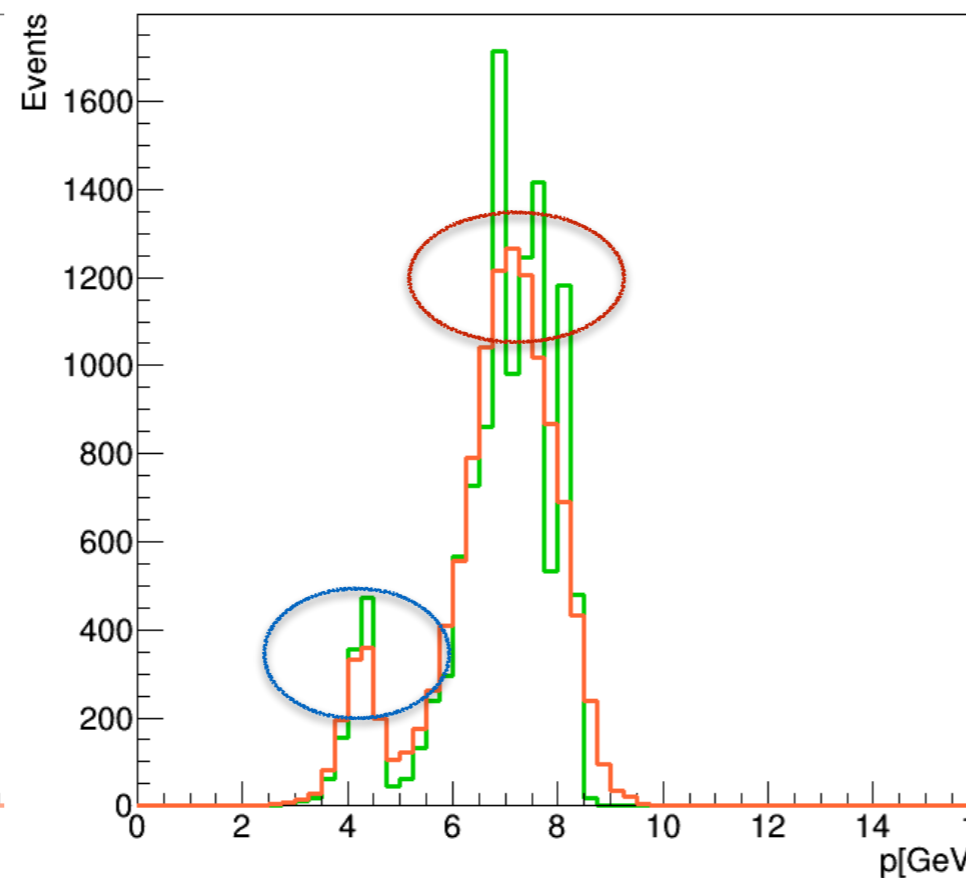
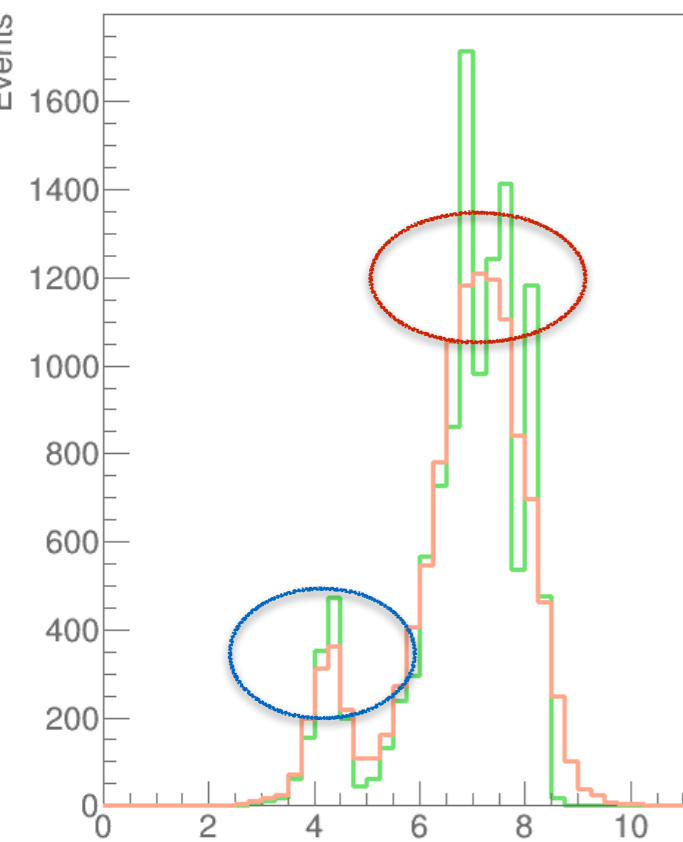


# Geometry and Materials

- Corrected some bugs (**material composition**) -> result changed;
- Changed not so much -> it was a **good approximation**.



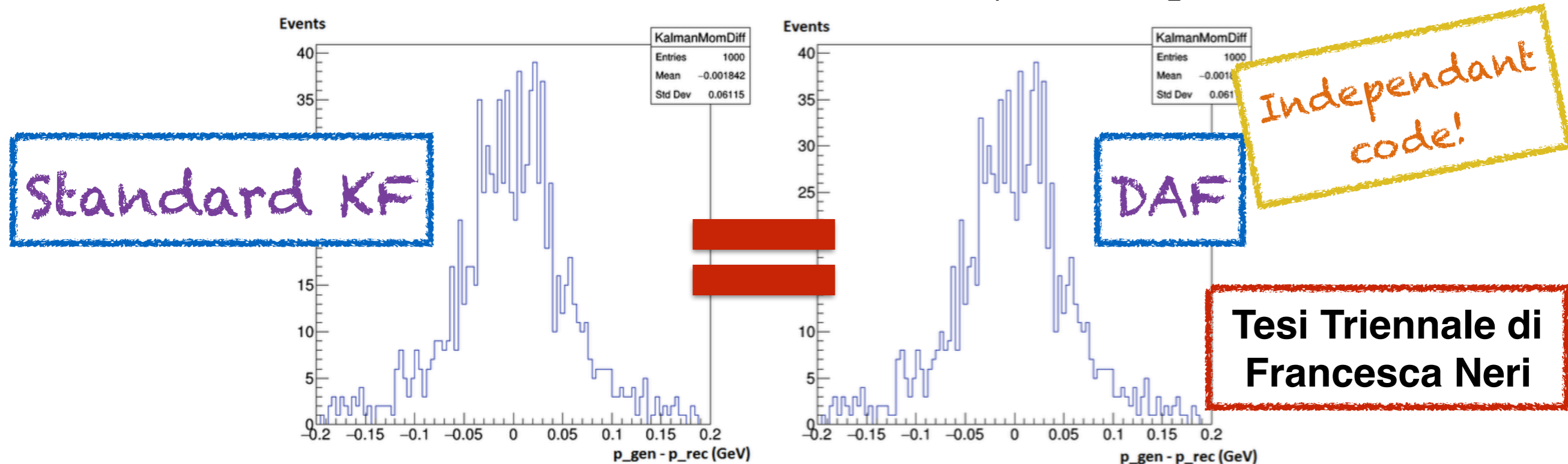
200 MeV/u





# DAF

- In parallel we started **preliminary test** to study the response of the Deterministic Annealing Filter;
- Should help discriminating **signal to noise hits**;
- Tested outside SHOE, starting from a GENFIT testing code. Compare wrt standard KF in a minimal environment. Results in perfect agreement.



- Not so straight forward in SHOE, where a bias in momentum appeared in the first (and only) very preliminary test;

# Momentum Reso Study

- **Next Goal:** improve momentum resolution;
- What is our **lower limit**?

$$\sigma\left(\frac{\Delta p}{p}\right) = \frac{p \cdot \Delta x}{0,3 \cdot B \cdot L^2} \cdot \sqrt{\frac{720}{N+4}} \sim 4,8\%$$

Close to our result!

$$\begin{aligned} p &= 7 \text{ GeV} \\ \Delta x &= 20 \mu\text{m} \\ N &= 9 \\ L &= 30 \text{ cm} \\ B &= 0,8 \text{ T} \end{aligned}$$

What if decrease spatial resolution?

$$\Delta x = 10 \mu\text{m} \rightarrow \sim 2,4\%$$



...but we have ms... 😬

$$\left(\frac{\sigma_p}{p}\right)^2 = \left(\frac{\sigma_{p_t}}{p_t}\right)^2 + \left(\frac{\sigma_\theta}{\sin\theta}\right)^2$$

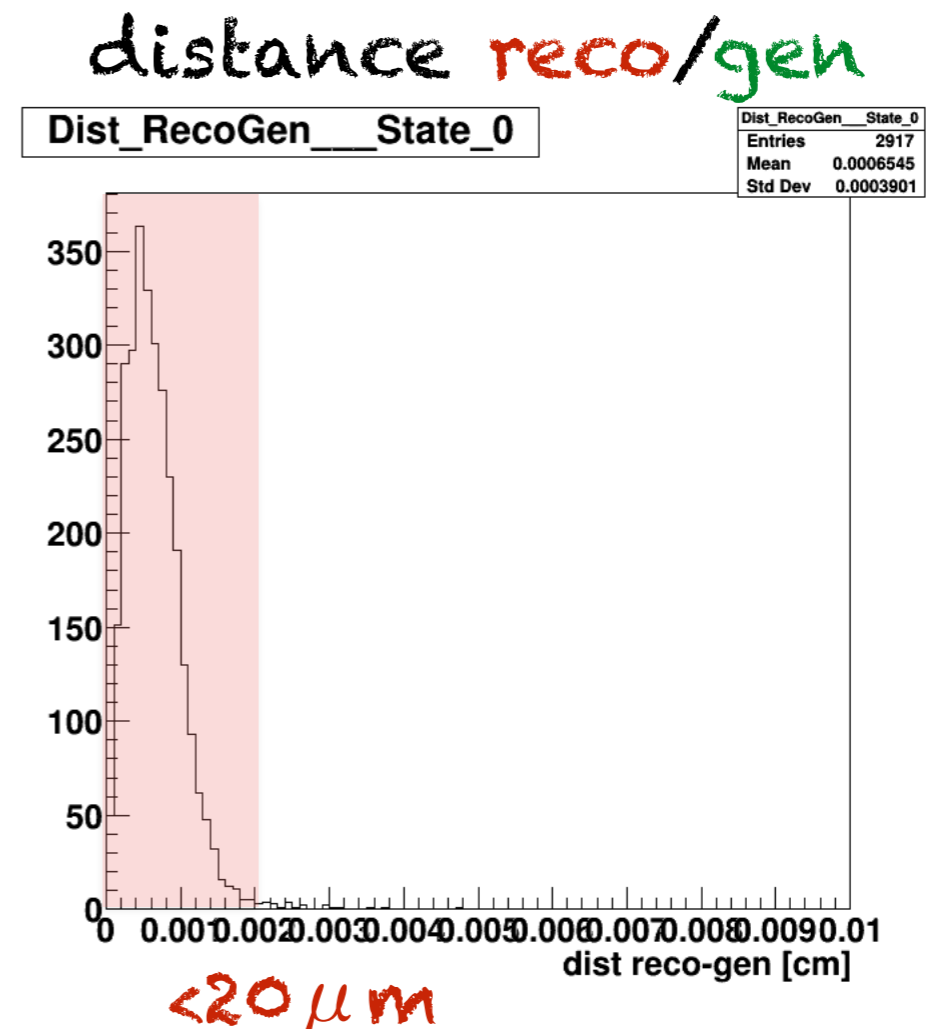
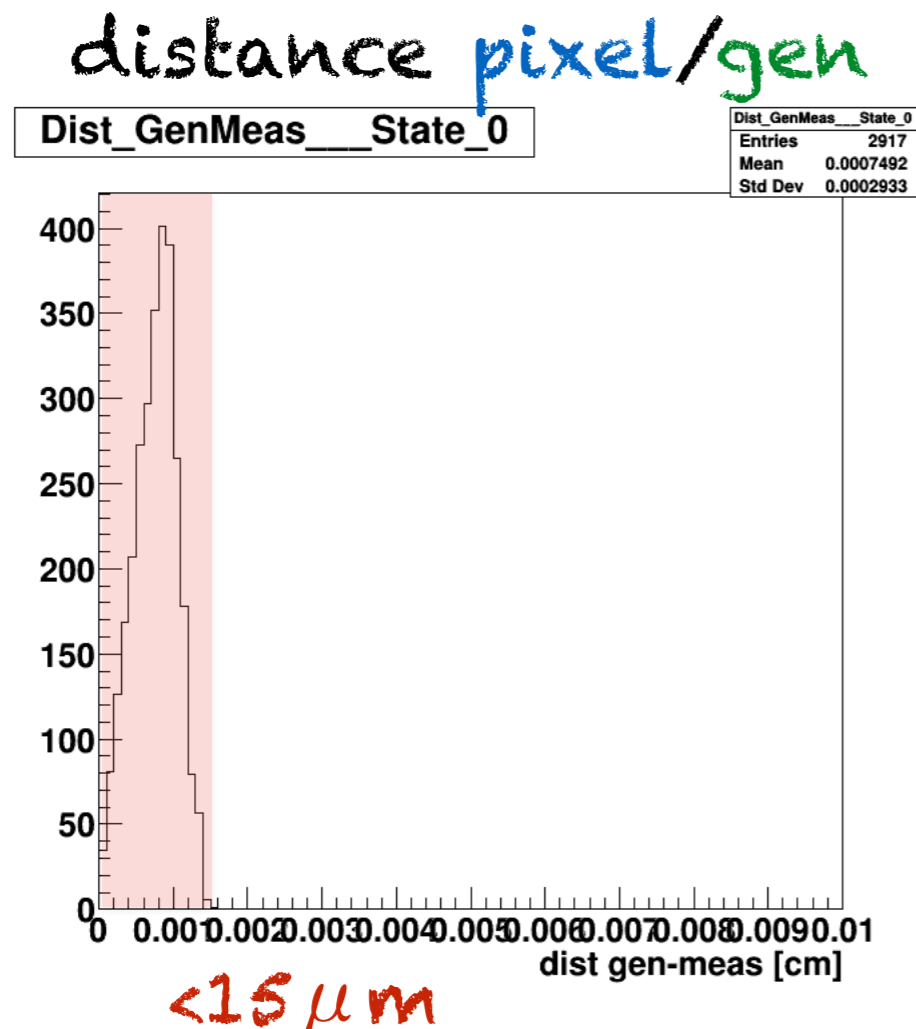
$$\left.\frac{\sigma(p_T)}{p_T}\right|_{MS} = \frac{0.2}{\beta B \sqrt{L X_0} \sin\theta}$$

Difficult to be calculated  
so try it out...

# Momentum Reso Study

- Feeds Kalman Filter with **generated-track coordinates** instead of **pixel positions**;
- Check the distance wrt **reconstructed point**;
- Change pixel detector uncertainty...

C11  
VTX first layer

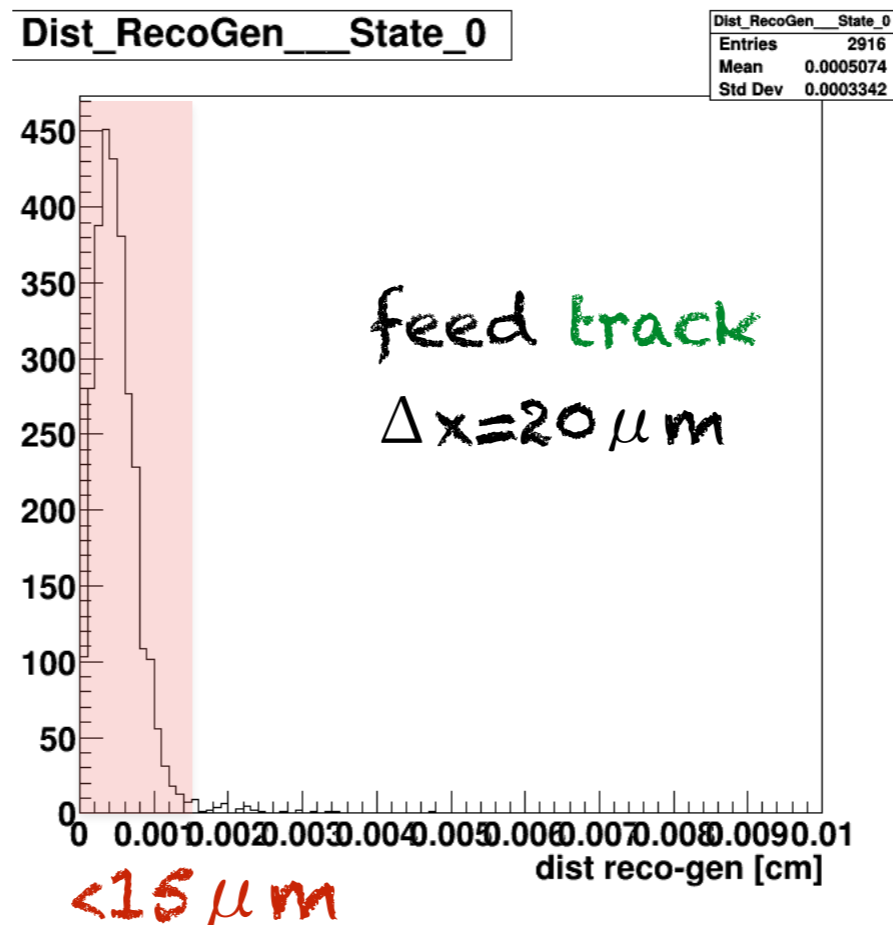
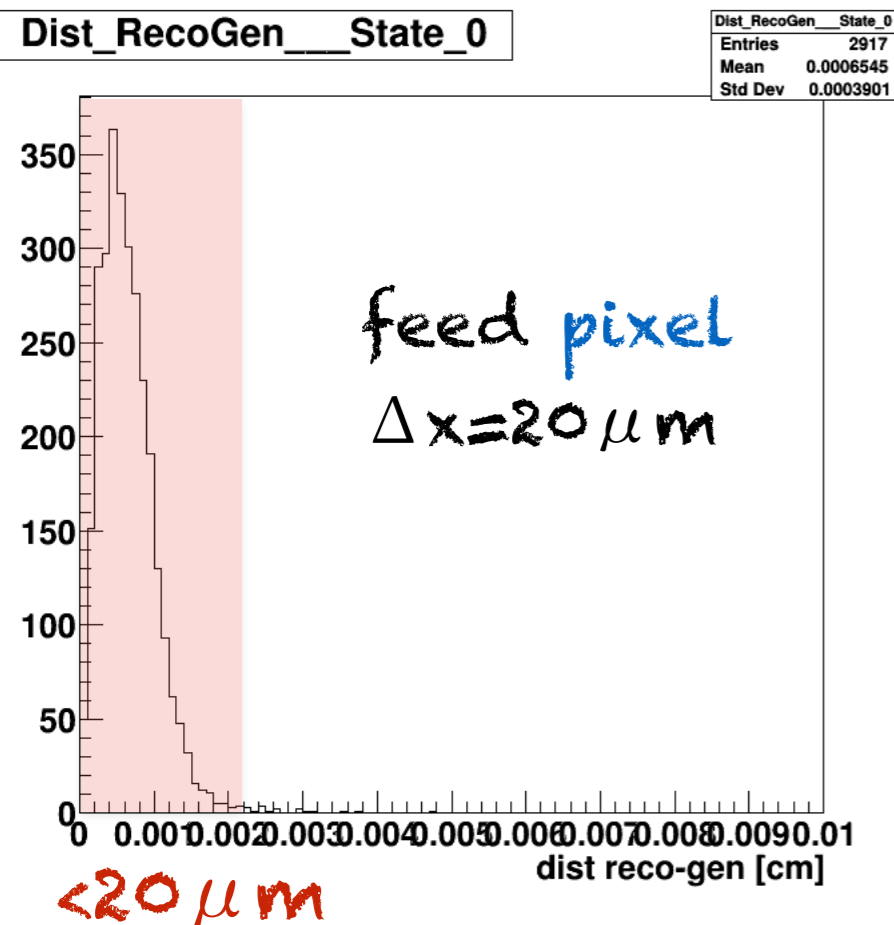


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distance reco/gen



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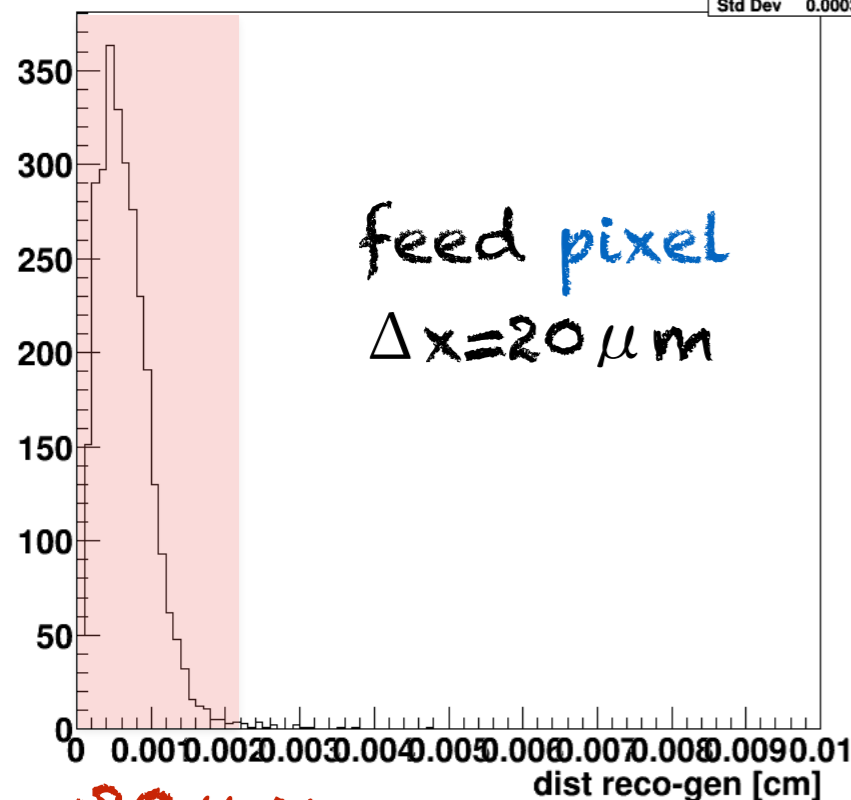
C11  
VTX first layer

distance reco/gen

$m=0,2\mu m$   
 $\sigma=0,17\mu m$

Dist\_RecoGen\_\_State\_0

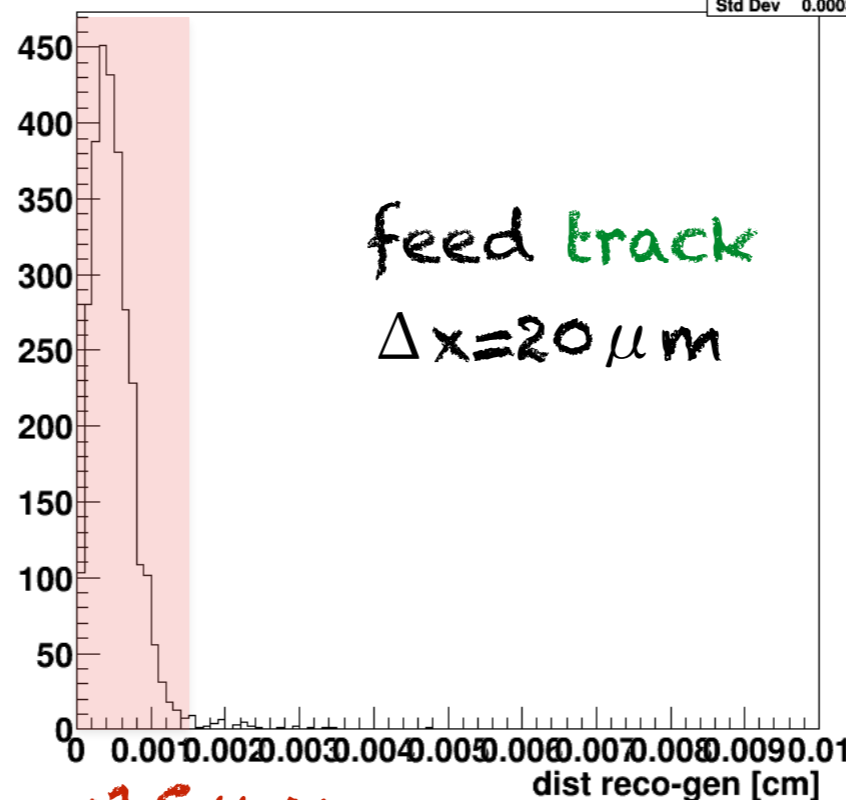
Dist_RecoGen__State_0
Entries 2917
Mean 0.0006545
Std Dev 0.0003901



$<20\mu m$

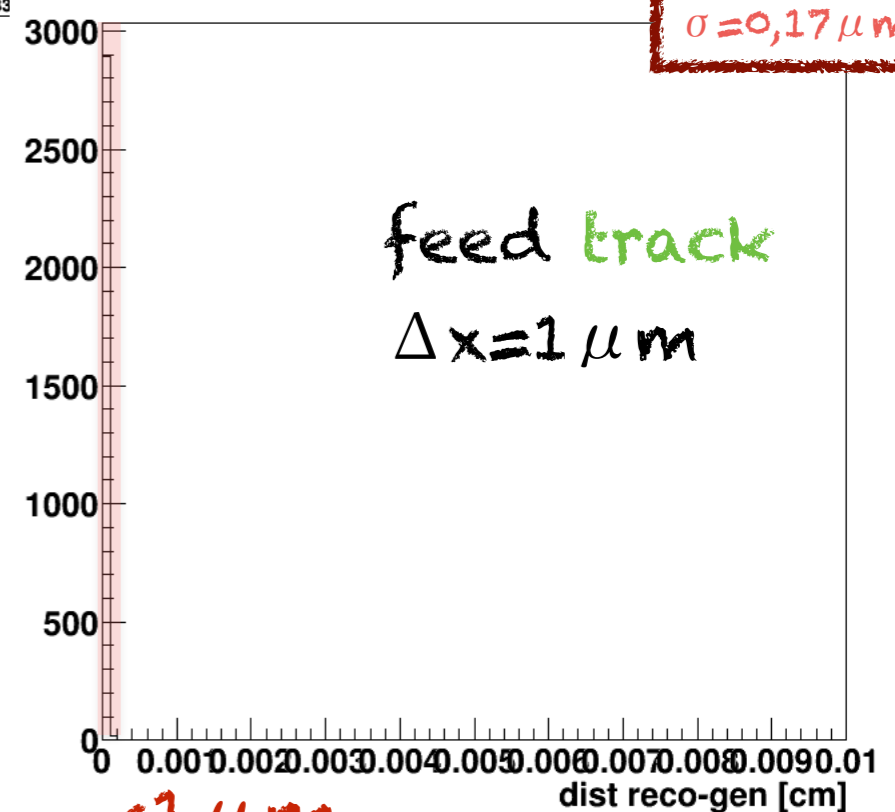
Dist\_RecoGen\_\_State\_0

Dist_RecoGen__Stat
Entries 29
Mean 0.00050
Std Dev 0.00033



$<15\mu m$

Dist\_RecoGen\_\_State\_0



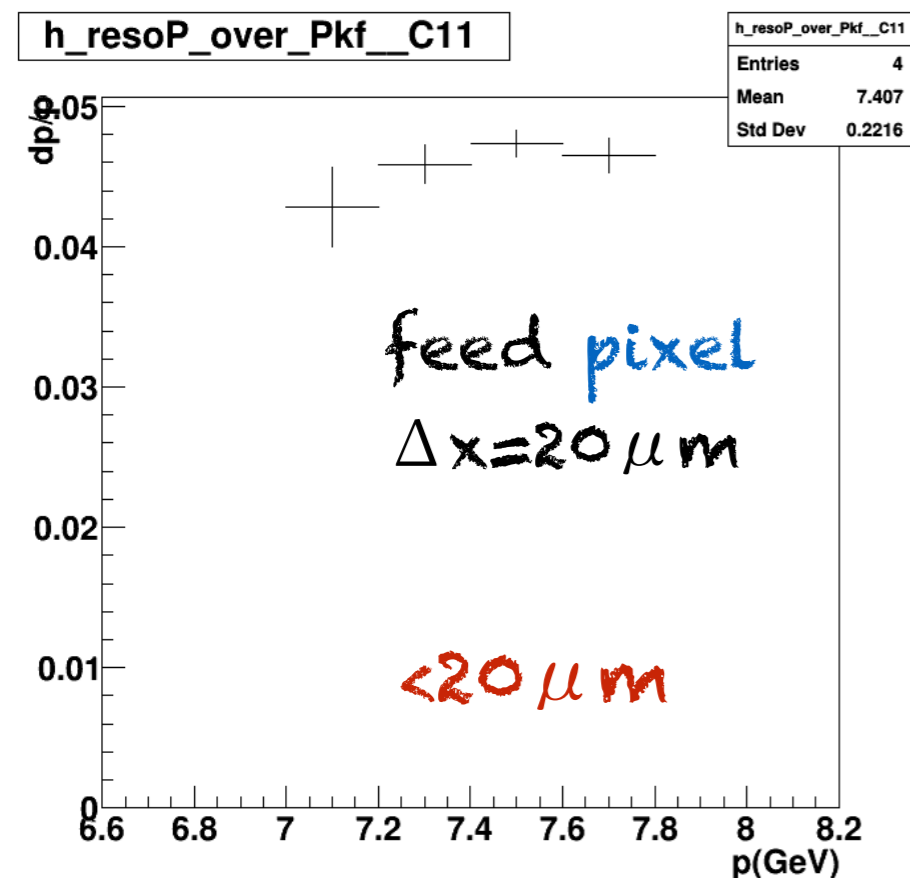
$<1\mu m$

# Momentum Reso Study

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C11  
VTX first layer

$$\Delta p/p \text{ (reco/gen)}$$

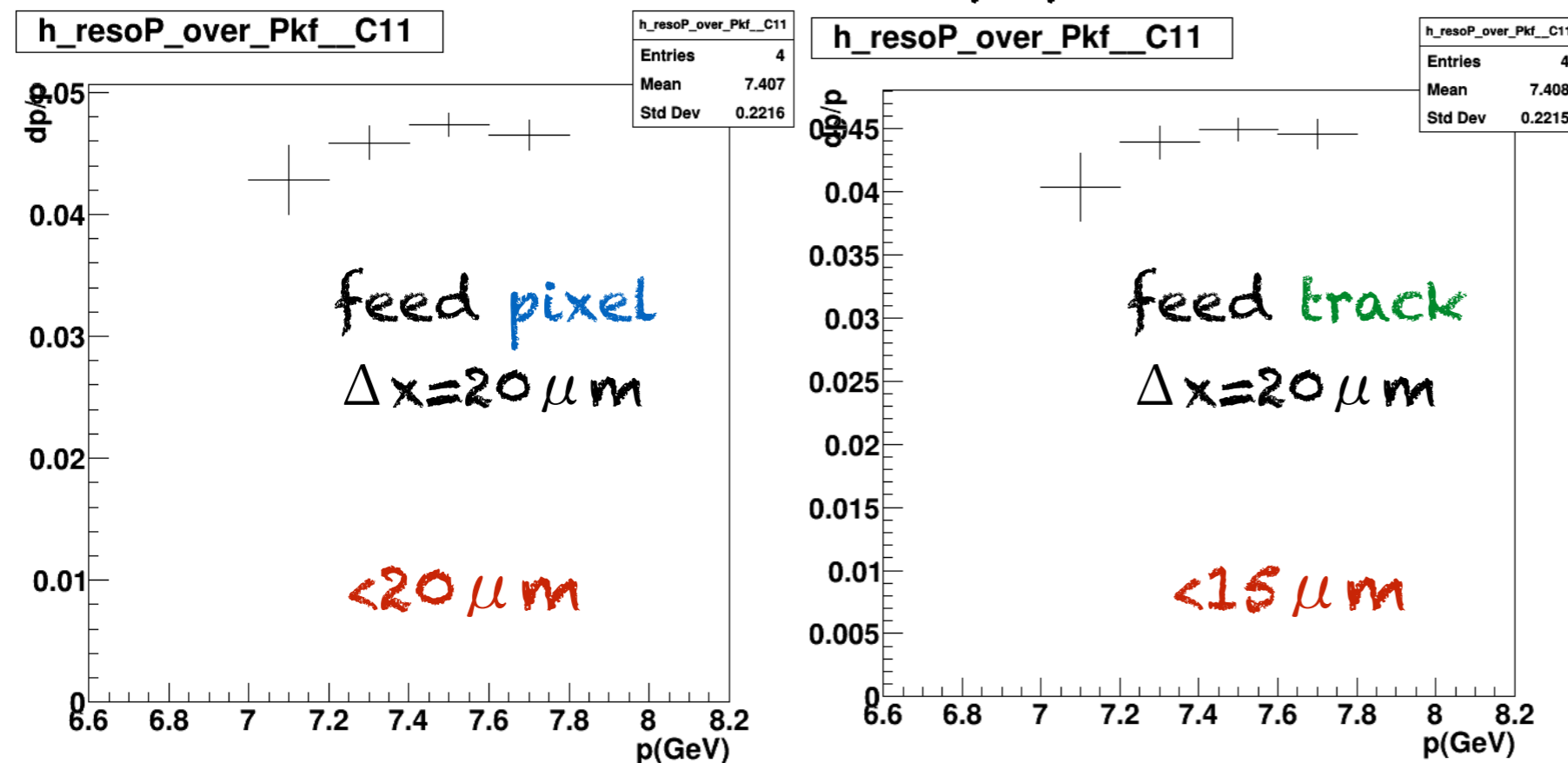


# Momentum Reso Study

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C11  
VTX first layer

$\Delta p/p$  (reco/gen)



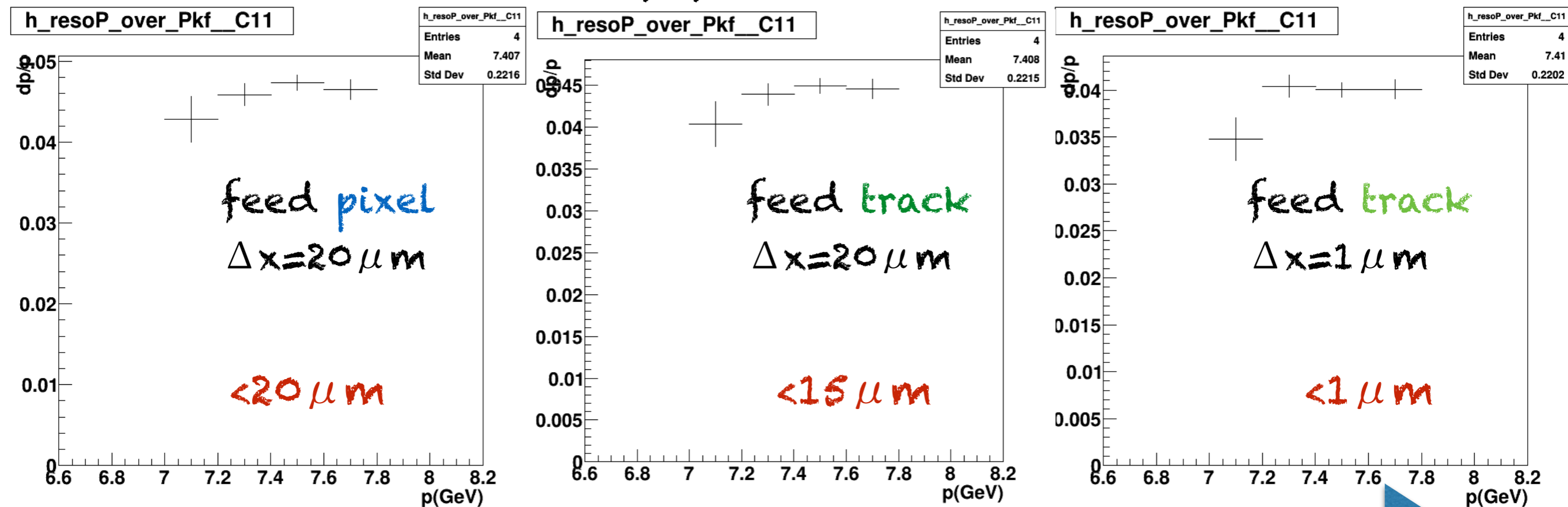
$\Delta p/p$  Decreasing .... but ....

# Momentum Reso Study

- Feeds Kalman Filter with **generated-track coordinates** instead of **pixel positions**;
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C11  
VTX first layer

$\Delta p/p$  (reco/gen)

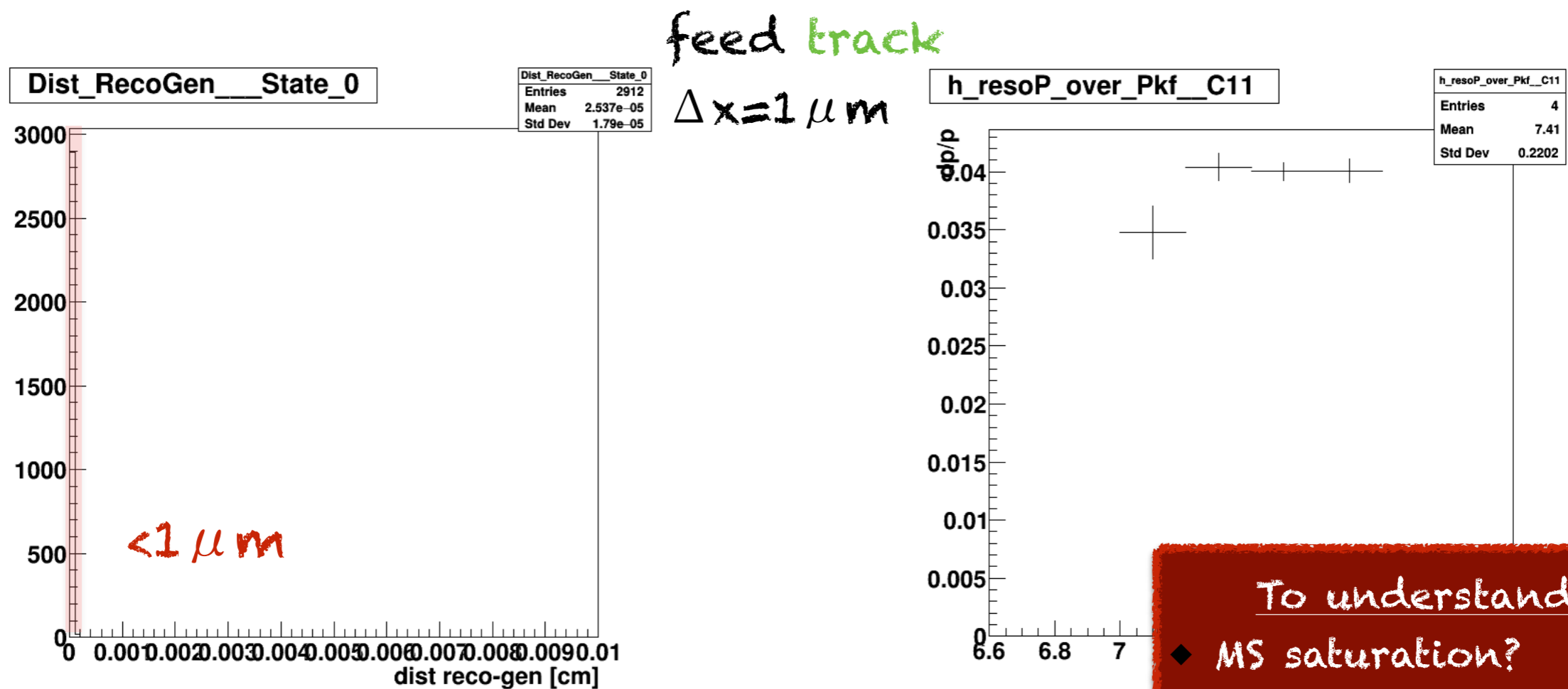


$\Delta p/p$  Decreasing .... but ....



# Momentum Reso Study

- Very good determination of the position
- Not corresponding good momentum resolution



expected from theory

$$\sigma \left( \frac{\Delta p}{p} \right) = \frac{p \cdot \Delta x}{0,3 \cdot B \cdot L^2} \cdot \sqrt{\frac{720}{N + 4}} < 1\%$$

To understand!!!

- ◆ MS saturation?
- ◆ Sort of mismodelling?

# Conclusion

- Confident to well simulate geometry & materials (but don't lower the guard).

## How to improve than?



- Enough basics know-how to start interacting with **GENFI people**.
- Of course, we must keep a **low detector uncertainty**;
- Search for **discriminating variables**;
- Take advantage of the reconstructed **interaction vertex** and of **hits on the Calorimeter/Scintillator**?  
This would increase the lever arm.

# Next Steps

## Global Track Reconstruction

- Contact GENFIT people; check we're doing the right implementation;
- Built-up a strong and clear monitoring system for the future; need to modify GENFIT to extract more info?
- Double check with Serena that will join GTR effort.
- **Goal:** "finish" this by August, including preliminary noise study + clustering (depending on Chris).
- Update the simulation 13 quicker

## Software Tutorial



- Collect information on who is interest to join and what he needs, useful to calibrate the tutorial; (call by mail in these days)
- When? Beginning 2018, send around a doodle before Xmas.
- Where? depending on the participants.

A dark grey, textured background featuring several water droplets of varying sizes. Two sets of droplets are arranged to resemble footprints, one on the left and one on the right. A large, elongated droplet is positioned in the center, partially overlapping the word 'Thanks'. The word 'Thanks' is written in a clean, white, sans-serif font, centered horizontally and slightly above the middle vertically. The overall composition is minimalist and evocative, suggesting a path or journey.

Thanks

- The dinner will be held in “Trattoria Osteria Buca Manzoni” Via Manzoni, 6/G, at 20:00

