

Interfacing IDEEA with Key4hep/Edm4hep

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for the working group

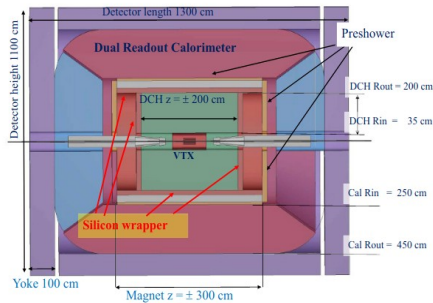
University of Torino



RD_FCC Collaboration Meeting, 15-16/12/2021

IDEA detector simulation

standalone
simulation + reconstruction



The IDEA the detector
the code has been implemented
as a standalone software

Key4Hep
full integration



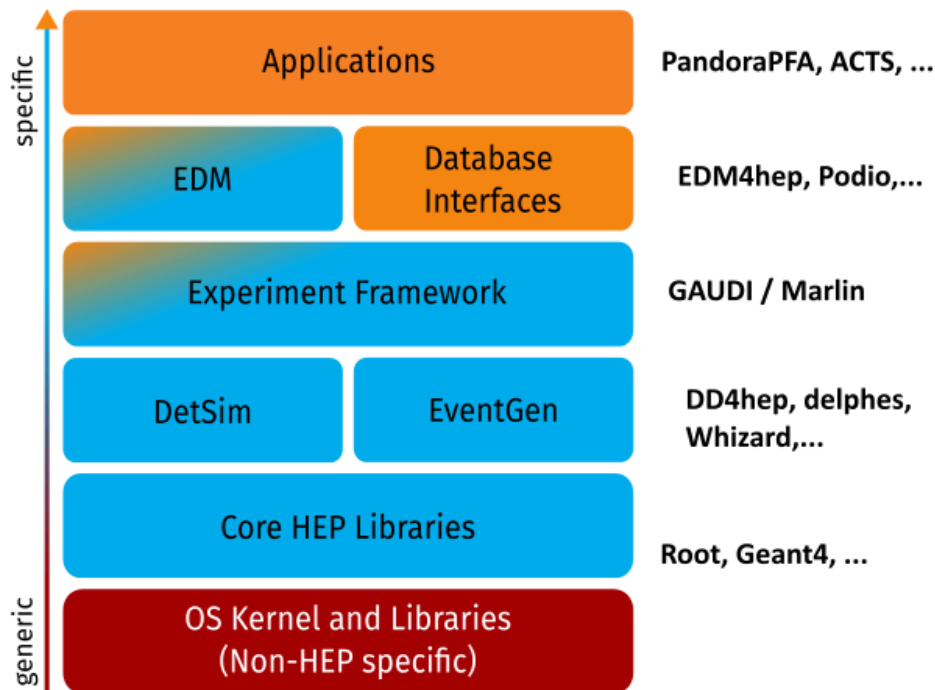
Key4hep the software framework
the bigger FA projects decided to
share the efforts to have a platform,
customizable & w/ common tools



IDEA needs to move into Key4hep

Key4hep

A turnkey software for Future Colliders from the necessity of **many projects**, ILC, CLIC, FCC, CEPC, to have a complete software stack for **physics studies**, support all the cases (hh,ee,eh) and **detector studies**, support all the detector concepts.



Requirements from users

- Easy to install
- Easy to use
- Documented

Requirements from developers

- Portable to different architectures
- GPU, FPGA, cloud
- Parallel computing, multi-threading

Requirements from experiments

- Modular / Expandable / Adaptable
- Detector agnostic reconstruction tools

Key4hep

Language - C++ / python

EDM4hep - Event Data Model

GAUDI - framework

- from LHCb, also used elsewhere, *e.g.* BESIII
- Marlin wrapper

DD4hep - Detector Description

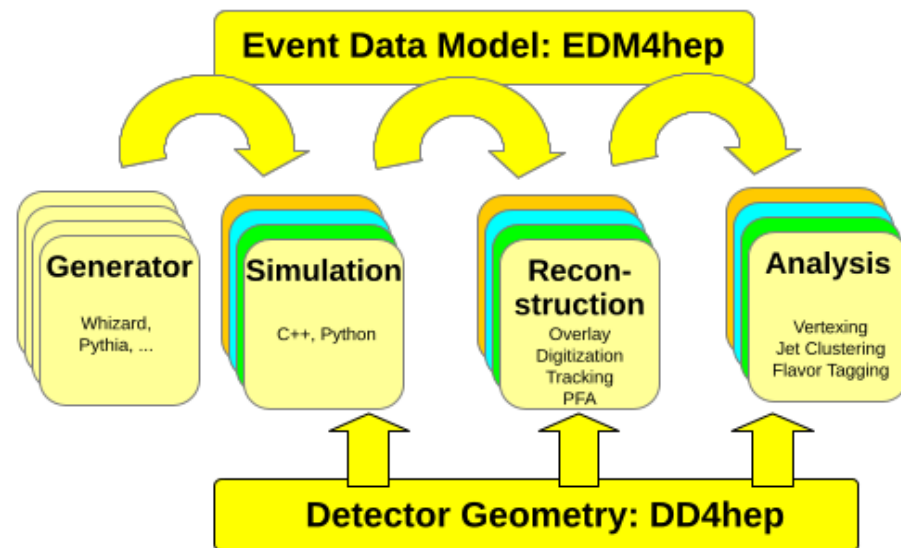
- geometry for simulation & reconstruction

Spack - package manager

- build, compilation, installation
- CernVM-FS, from LHC, w/ dedicated repository:
[/cvmfs/sw.hsf.org/key4hep](https://cvmfs/sw.hsf.org/key4hep)

Common reconstruction tools

- ACTS (from ATLAS), PandoraPFA (from CMS), *etc.*



Key4hep GitHub Project
<https://github.com/key4hep>
Main documentation page
<https://key4hep.github.io/key4hep-doc/>

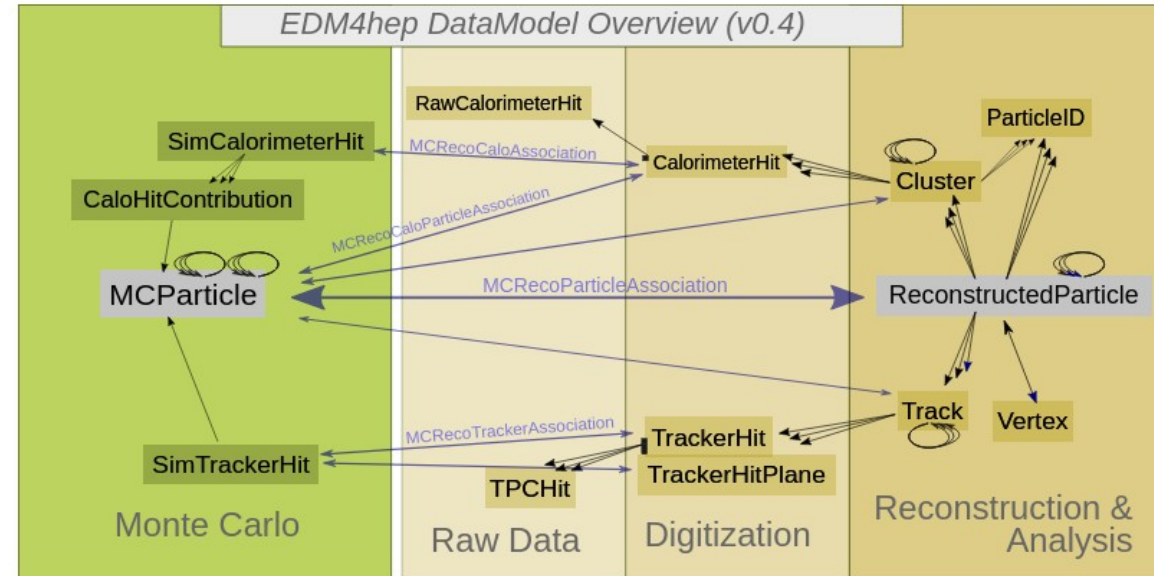
EDM4hep

- Different components of HEP experiment software have to talk to each other
- The event data model defines the language for this communication
- Users express their ideas in the same language

vCHEP 2021

T.Madlener | EDM4hep and podio

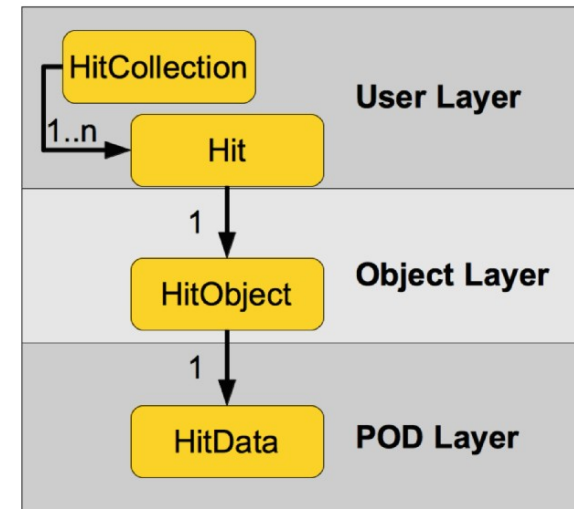
- based on LCIO & FCC - edm
- different objects and their interactions
- both for leptonic & hadronic collisions
- support multi-threading
- the user is freed of any resource management duties or worries
- leverages the available computing power as efficiently as possible



PODIO

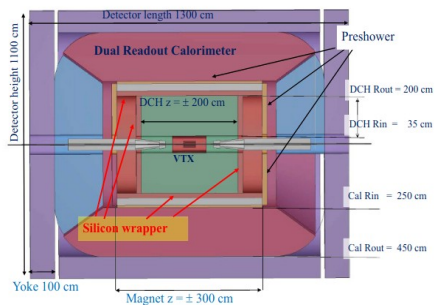
A generic EDM toolkit

- automatic code generator - all code is automatically generated from a high level description in YAML format
→ free the users from the implementation details
- efficient I/O & simple memory layout
- three layers:
 - (lower) POD - Plain Old Data. Holds arrays of the actual data structures
 - (middle) transient objects. Handles the relations among EDM objects and manages POD objects.
 - (top) comprises lightweight handles to the objects & collections.
- adaptable to backend, *e.g.* ROOT



IDEA detector simulation

standalone
simulation + reconstruction



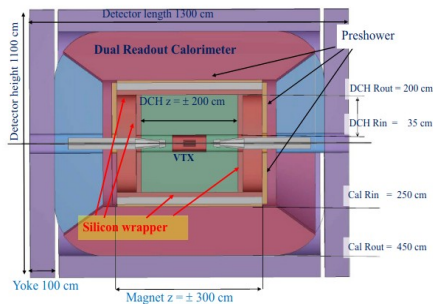
port the geometry
port the algorithms
port the the data format

Key4Hep
full integration



IDEA detector simulation

standalone
simulation + reconstruction



port the geometry
port the algorithms
port the the data format

Key4Hep
full integration



**First step is to translate to
EDM4Hep format**

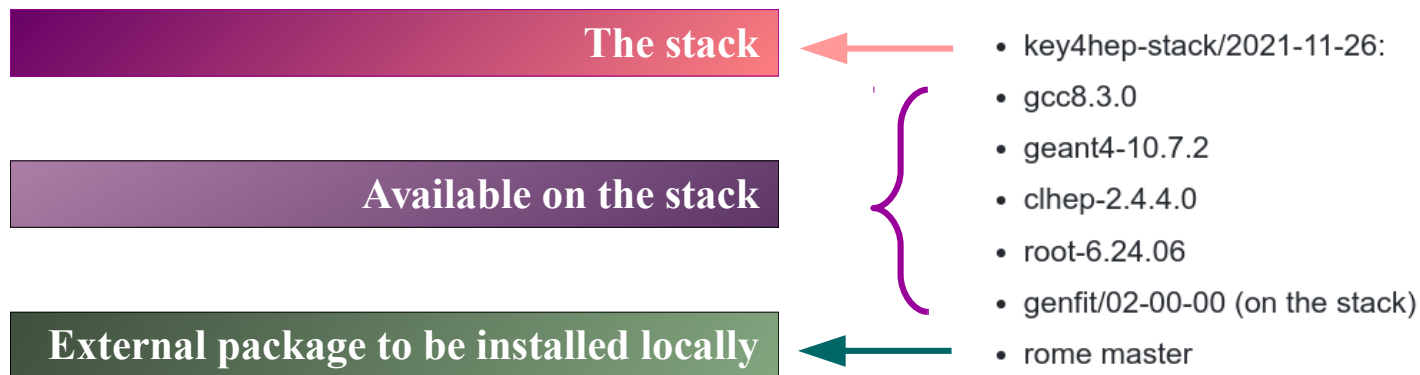
- GEANT4 Monte Carlo hits
- Standalone reconstructed tracks



Standalone code on the stack

- The standalone code was adapted for compilation on Key4hep stack (thanks to G. Tassielli)
- It works with the latest key4hep stack on CERN **lxplus** machines
[source /cvmfs/sw.hsf.org/key4hep/setup.sh](https://cvmfs/sw.hsf.org/key4hep/setup.sh)

Everything is working with these versions



- Contacted Key4hep developers to plan how to distribute the code

How to install

<https://github.com/lialavezzi/DriftChamberPLUSVertex/tree/uptodate>

standalone previous structure

+

converter/ dir

+


install_standalone.sh

INSTALLATION via installer

Instructions:

- Download the file [install_standalone.sh](#)
- Edit it and set STANDALONE_INSTALL_DIR to the directory where you want to install everything
- Make it executable with: `chmod u+x install_standalone.sh`
- Execute it with: `./install_standalone.sh`

In order to run the code, go directly [here](#)

	lialavezzi Update README.md	b149f75 7 hours ago	🕒 52 commits
📁	DCHDAQ	initial commit	13 months ago
📁	DCHDataReade	initial commit	13 months ago
📁	analyzer	fix on zlib path to use latest key4hep stack, switch rome to ma...	7 days ago
📁	converter	moved convertHits to the converter directory	7 hours ago
📁	simulation	moved convertHits to the converter directory	7 hours ago
📄	README.md	Update README.md	7 hours ago
📄	install_standalone.sh	fix on zlib path to use latest key4hep stack, switch rome to ma...	7 days ago
📄	key4hep_setup.sh	fix to use key4hep stack 2021-09-01	11 days ago

NEW

MC hit conversion

GMCG4TrackerHit *original GEANT4 hit*

```
G4int      fTrackID;
G4int      fChamberNb;
G4int      fChannelNb;
G4double    fEdep;
G4double    fNoIEdep;
G4double    fGlobalTime;
G4double    fProperTime;
G4ThreeVector fPos;
G4ThreeVector fPosEnding;
G4ThreeVector fMomentum;
G4double    fStepLength;
G4String    fProcessCode;
```

SimTrackerHit *EDM4Hep tracker hit*

```
#----- SimTrackerHit
edm4hep::SimTrackerHit:
  Description: "Simulated tracker hit"
  Author : "F.Gaede, DESY"
  Members:
    - unsigned long long cellID      //ID of the sensor that created this hit
    - float EDep                     //energy deposited in the hit [GeV].
    - float time                     //proper time of the hit in the lab frame in [ns].
    - float pathLength               //path length of the particle in the sensitive material that result
    - int quality                    //quality bit flag.
    - edm4hep::Vector3d position     //the hit position in [mm].
    - edm4hep::Vector3f momentum     //the 3-momentum of the particle at the hits position in [GeV]
  OneToOneRelations:
    - edm4hep::MCParticle MCParticle //MCParticle that caused the hit.
  ExtraCode :
```

- The class **convertHits** translates GEANT4 hits to EDM4hep tracker hits
- **The EDM4hep hit is at the moment the SimTrackerHit** defined in:
<https://github.com/key4hep/EDM4hep/blob/master/edm4hep.yaml>
- Discussed with EDM4hep people:
if needed more information can be accommodated, but for now it should be fine

MC hit conversion

Here I will present only the tracker hits: **silicon vertex tracker**, **drift chamber**, **pre-shower**

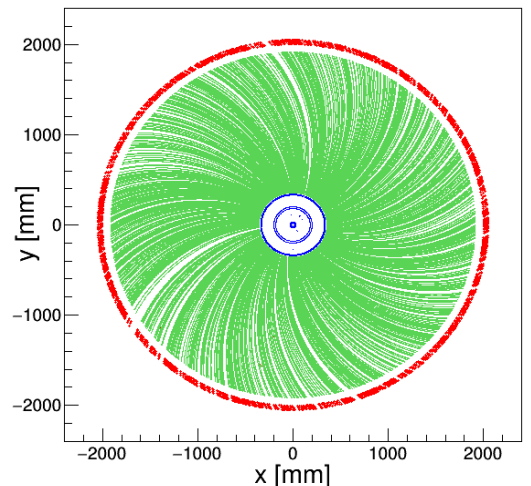
Example of simulation

particle

- 1090 events
- 1 muon/event
- theta in [88.5, 90.5] deg
- energy = 1 GeV

geometry

- Beam pipe
- SVX
- DCH
- PSHW
- magnetic field = 2.0 T



- **ℓ. Vivarelli / ℓ. Pezzotti** ported **DR calo hits** to EDM format
- **W. Elmetenawee** is adding them to the standalone code
→ we will need to merge all the pieces of code
- **ℓ. Garzia** is adding the geometry of the **muon chambers**

Hits are not enough for inserting IDEA in the analysis.

Also reconstruction is standalone **for now** → need reconstructed tracks in EDM4hep!

Reconstructed track conversion

The class **convertTracks** translates standalone reconstructed tracks to EDM4Hep model

Track from standalone reconstruction

Int_t	TrkID	Track ID
Double_t	x0,y0,z0	Track Vertex x,y,z coord
Double_t	err_x0, err_y0,err_z0	Error On the Track Vertex x,y,z coord
Double_t	theta	polar angle
Double_t	err_theta	Error on theta
Double_t	phi	azimuthal angle
Double_t	err_phi	Error on phi
Double_t	Momentum	Track Momentum
Double_t	Err_Momentum	Error on Momentum
TVector3	mom	Fitted Momentum
TMatrixDSym	cov	Covariance matrix
Int_t	hitindex	Index of first hit
Int_t	detid	Index of detector
Bool_t	Skipped	Flag for skipped track
TVector3	StateVector	State vector
Int_t	nhits	number of hits
Int_t	ngoodhits	number of good hits
Int_t	nhitsdch	number of hits in dch
Int_t	ngoodhitsdch	number of good hits in dch
Int_t	nhitssvx	number of hits in svx
Int_t	ngoodhitssvx	number of good hits in svx
Int_t	nhitsspshw	number of hits in spshw
Int_t	ngoodhitsspshw	number of good hits in spshw
Double_t	chi2	chi2 of the track fit
Int_t	dof	Degrees of freedom
Bool_t	IsFitted	Flag indicating if track is fitted

EDM4Hep reconstructed track

```
#----- Track
edm4hep::Track:
  Description: "Reconstructed track"
  Author : "F.Gaede, DESY"
  Members:
    - int type //flagword that defines the type of track.Bits 16-31 are used internally
    - float chi2 //Chi^2 of the track fit
    - int ndf //number of degrees of freedom of the track fit
    - float dEdx //dEdx of the track.
    - float dEdxError //error of dEdx.
    - float radiusOfInnermostHit //radius of the innermost hit that has been used in the track fit
  VectorMembers:
    - int subDetectorHitNumbers //number of hits in particular subdetectors.Check/set collection variable
    - edm4hep::TrackState trackStates //track states
  OneToManyRelations:
    - edm4hep::TrackerHit trackerHits //hits that have been used to create this track
    - edm4hep::Track tracks //tracks (segments) that have been combined to create this track
```

Will need a place to accommodate the cluster counting variable dN/dx

Reconstructed track conversion

Track from standalone reconstruction

- track parameters @ poca to the beamline
- (x, y, z, p_x, p_y, p_z) state vector @ poca
- relative covariance matrix

EDM4hep reconstructed track

- track parameters @ poca to the beamline
- $(k, \varphi, \rho, \cot g(\theta), z_0)$ state vector @ poca
- relative covariance matrix

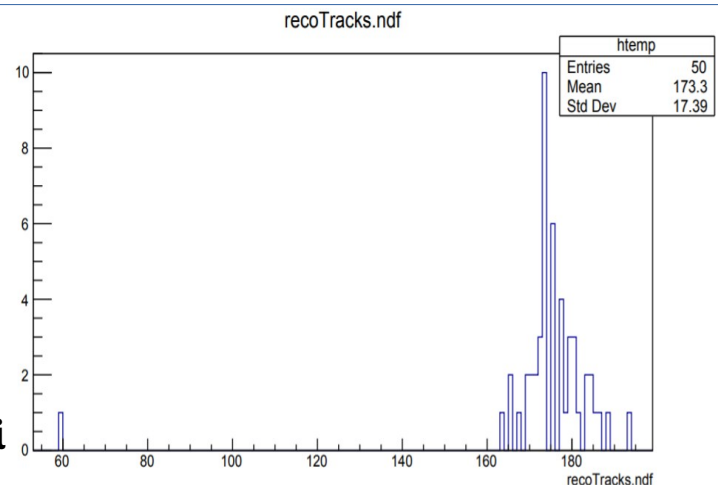
$$J = \frac{\partial(k, \varphi, \rho, \cot g(\theta), z_0)}{\partial(x, y, z, p_x, p_y, p_z)}$$

Jacobian for the conversion

Example of simulation → reconstruction

particle

- 50 events
- 1 particle/event
- energy = 1 GeV



from P. Azzi

Conclusions

- The code is available on <https://github.com/lialavezzi/DriftChamberPLUSVertex/tree/uptodate> and it is installable on **lxplus** machines with a **script**
- It does the following, with IDEA detector:
 - standalone simulation, with SVX, DCH, PSHW (DRCALO and MUC *in progress*)
 - standalone track reconstruction
 - hit / track conversion to EDM4hep

Usable as interface between IDEA detector and FCC analysis tools for now
→ *later the geometry and reconstruction will be implemented in the framework*

Ongoing

- Under test in order to be used soon
- Soon (I hope) will be made available to everyone
- Soon (I hope) merged with the latest developments from DRCALO & MUC0

thank you for the attention