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# Using Orion to tune the material mapping

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# Link

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[https://acts.readthedocs.io/en/latest/howto/run\\_material\\_mapping.html](https://acts.readthedocs.io/en/latest/howto/run_material_mapping.html)

[https://acts.readthedocs.io/en/latest/howto/run\\_material\\_mapping\\_auto\\_tuning.html#material-validation](https://acts.readthedocs.io/en/latest/howto/run_material_mapping_auto_tuning.html#material-validation)

# Setup

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```
pip install orion==0.2.2
```

```
source ../ACTS-PR/acts/build/python/setup.sh
```

```
export DD4HEP_LIBRARY_PATH+=:/Users/allaire/Desktop/ACTS-PR/acts/  
build/thirdparty/OpenDataDetector/factory
```

```
export DYLD_LIBRARY_PATH+=:/Users/allaire/Desktop/ACTS-PR/acts/  
build/thirdparty/OpenDataDetector/factory
```

# Get the json geometry

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```
../ACTS-PR/acts/build/bin/ActsExampleGeometryDD4hep -n1 -j1 --mat-output-  
file geometry-map --dd4hep-input ../ACTS-PR/acts/thirdparty/  
OpenDataDetector/xml/OpenDataDetector.xml --output-json --mat-output-  
allmaterial true --mat-output-sensitives false
```

- Return a json file than can be edited to select the surface the material will be mapped on
- In the ODD case this is define at the DD4Hep level so we don't need to do it
- Favour approach 1 surface close to your sensor layer and boundary surfaces

# Record the Geantino

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```
../ACTS-PR/acts/build/bin/ActsExampleMaterialRecordingDD4hep -n100 -j1 --  
dd4hep-input ../ACTS-PR/acts/thirdparty/OpenDataDetector/xml/  
OpenDataDetector.xml --output-root --gen-nparticles 10
```

- Return a root file with all the material interaction used in the mapping
- Increasing the nparticles above 100 will speed up the file reading
- For a good quality map  $n = 10000$ ;  $\text{gen-nparticles} = 1000$

# Auto tuning with Orion

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```
python3 ../ACTS-PR/acts/Examples/Scripts/Python/  
material_mapping_optimisation.py --numberOfJobs 10 --topNumberOfEvents 100  
--inputPath "." --outputPath "." --doPloting
```

```
python3 ../ACTS-PR/acts/Examples/Scripts/Python/  
material_mapping_optimisation.py --numberOfJobs 10 --topNumberOfEvents 100  
--inputPath "." --outputPath "." --readCachedSurfaceInformation
```

- **numberOfJobs** the number of simultaneous jobs executed (this can be as high as you want, but if you have enough Core 40 works quite well).
- **topNumberOfEvents** the number of events from the input material track file used in the mapping can be changed (by default : 10000) it needs to be the same in all the calls to `material_mapping_optimisation`.
- **inputPath** the path to the input directory
- **outputPath** the path to the output directory
- **doPloting** if added at the end of the optimisation script, the optimal material will be computed and result plots will be created. (Should be used at the end of the optimisation).
- **readCachedSurfaceInformation** if added the material-surface association will be taken from the input material track file (doesn't work with geantino file, you need to use the material track file obtained from running the material mapping).

# Validation

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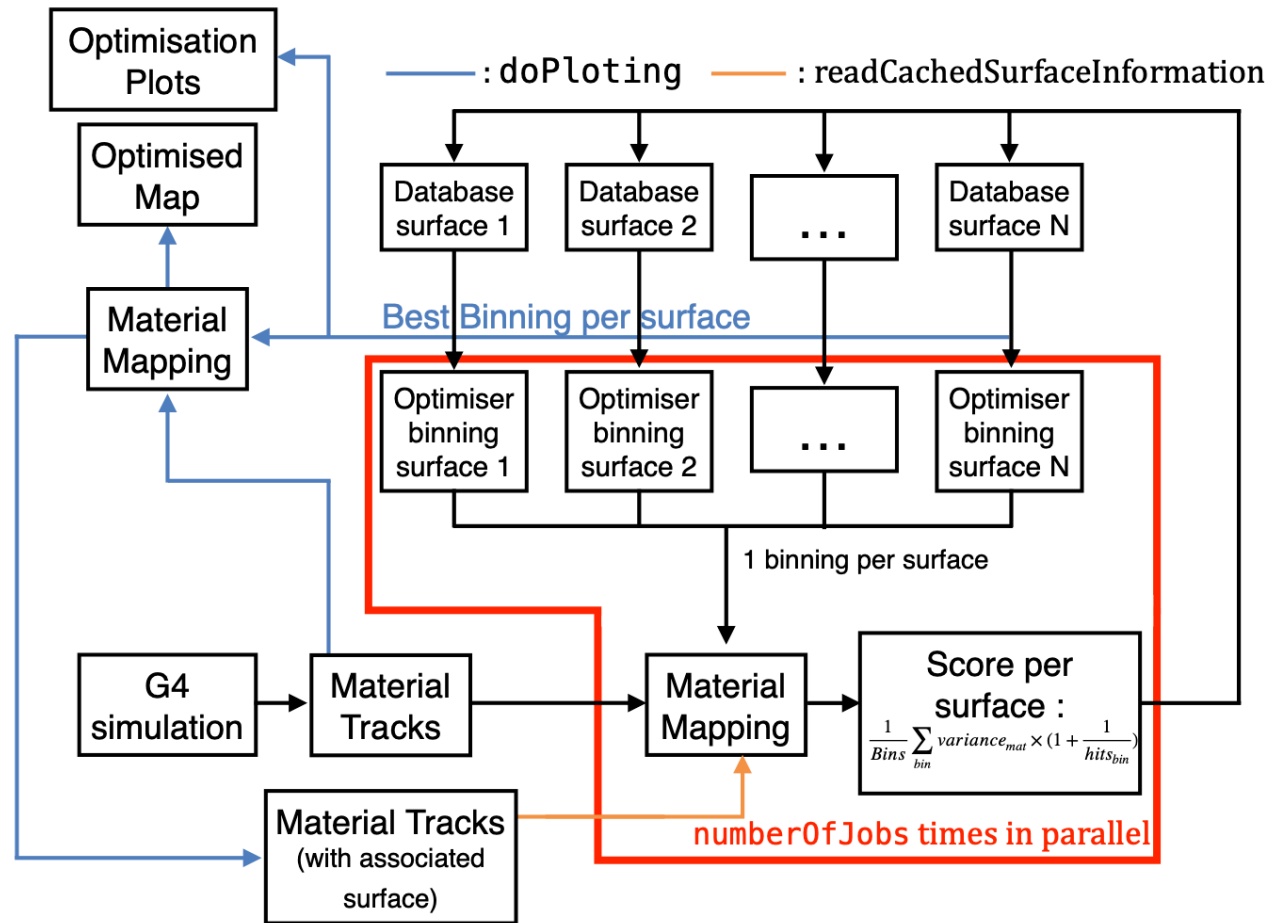
```
../ACTS-PR/acts/build/bin/ActsExampleMaterialValidationDD4hep -n1000 --  
mat-input-type file --mat-input-file optimised-material-map.json --output-  
root --mat-output-file propagation-material --dd4hep-input ../ACTS-PR/  
acts/thirdparty/OpenDataDetector/xml/OpenDataDetector.xml --prop-z0-sigma  
0.0 --prop-d0-sigma 0.0
```

```
mkdir Validation  
root -l -b ../ACTS-PR/acts/Examples/Scripts/MaterialMapping/  
Mat_map.C('propagation-material.root',"optimised-material-  
map_tracks.root","Validation")'  
.q
```

- The Validation propagate through the detector with the map and collect the material
- Don't forget to set z0-sigma and d0-sigma to 0
- Many root macro available to evaluate the map quality (see the read the doc)

# Auto-tuning of the material mapping

- One optimiser instance per surface we want to map onto
- Combined together to parametrise one mapping job
- N mapping running in parallel
- After the N finishes update the optimiser : score for each binning (variance in each bin)
- After enough iteration : get the best binning per surface -> run one last mapping





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# BACKUP