



Tracking 2/3

Lecture outline

1. Basic concepts

first lecture

2. Finding algorithms

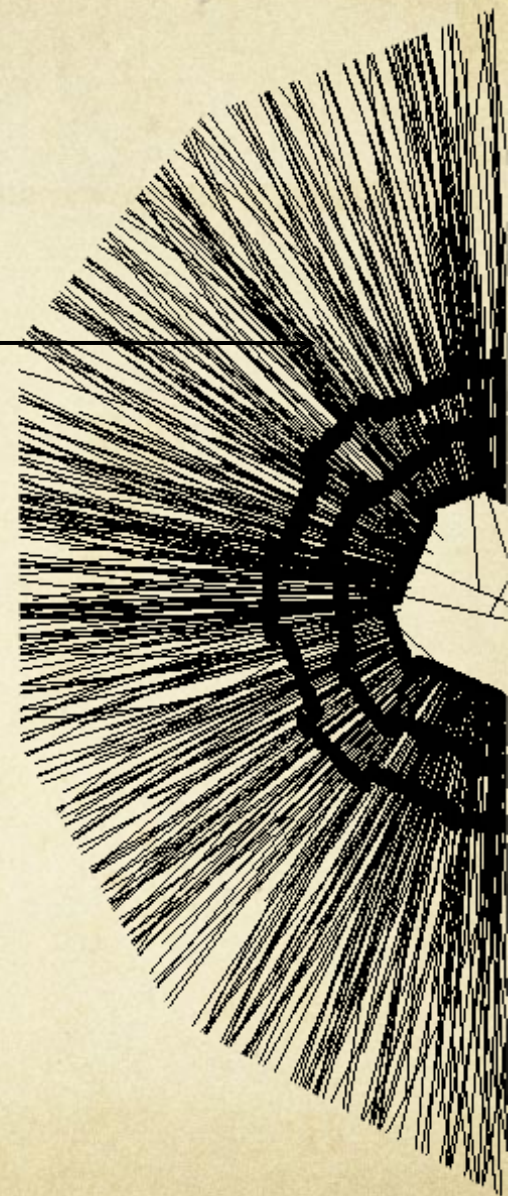
second lecture

3. Fitting algorithms

third lecture

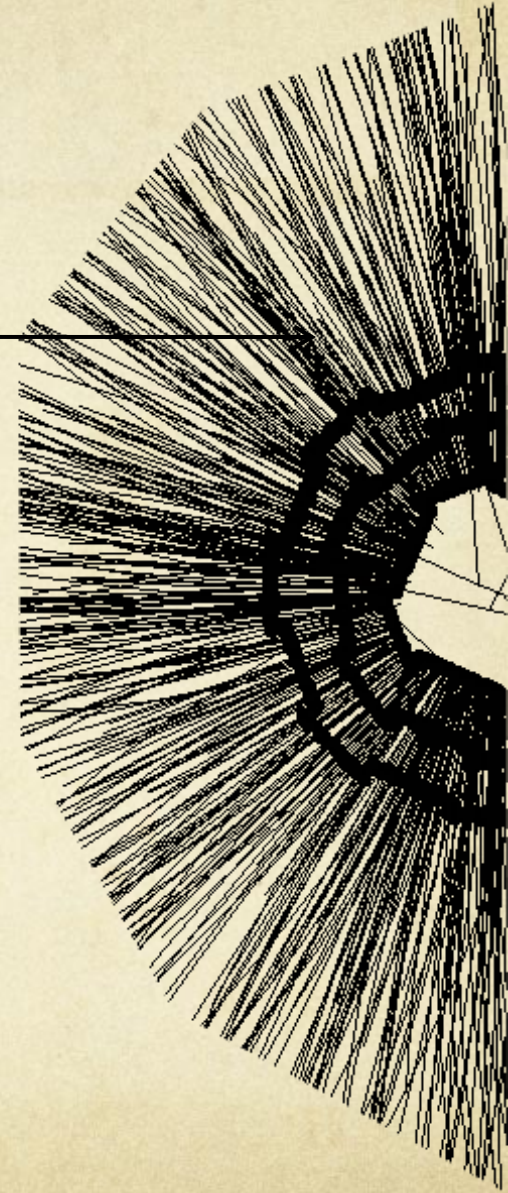
4. Existing tracking systems

References



2. Finding algorithms

- Local method
- Global method
- Methods based on machine learning



○ Global methods

- Transform the coordinate space into **pattern space**
 - “pattern” = parameters used in track model
- Identify the “best” solutions in the new phase space
- Use all points at a time
 - No history effect
- Well adapted to evenly distributed points with same accuracy

○ Local methods

- Start with a **track seed** = restricted set of points
 - Could require good accuracy from the beginning
- Then extrapolate to next layer-point
 - And so on...**iterative procedure**
- “Wrong” solutions discarded at each iteration
- Possibly sensitive to “starting point”
- Well adapted to redundant information

**FINDING drives
tracking efficiency
fake track rate**

○ A simple example

- Straight line in 2D: model is $x = a \cdot z + b$
- Track parameters (a,b); N measurements x_i at z_i ($i=1..N$)

○ A more complex example

- Helix in 3D with magnetic field
- Track parameters ($\gamma_0, z_0, D, \tan\lambda, C=R$)
- Measurements/point (r, φ, z)

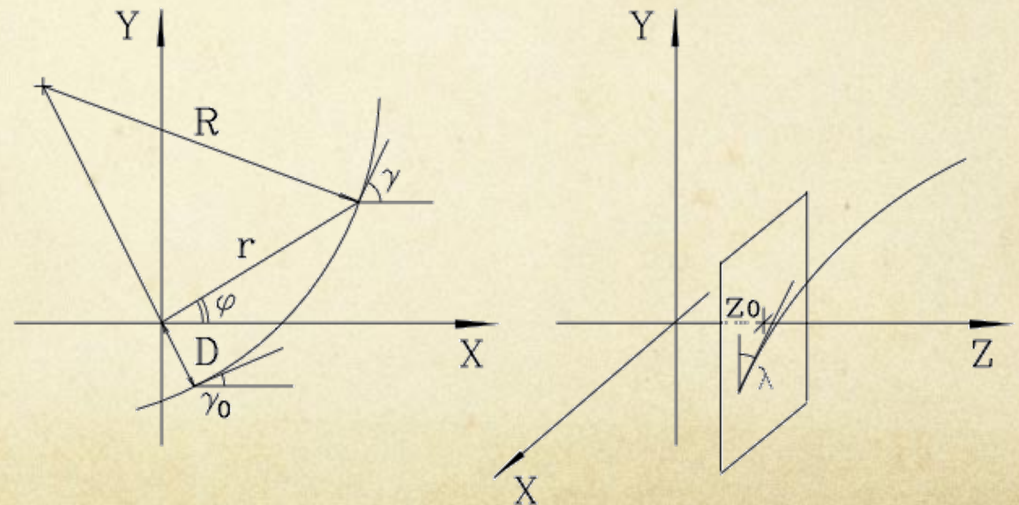
$$\varphi(r) = \gamma_0 + a \sin \frac{C r (1 + CD) D / r}{1 + 2CD}$$

$$z(r) = z_0 + \frac{\tan\lambda}{C} a \sin \left(C \sqrt{\frac{r^2 - D^2}{1 + 2CD}} \right)$$

○ Generalization

- Parameters: P-vector \mathbf{p}
- Measurements: N-vector \mathbf{c}
- Model: function $f(\mathcal{R}^P \rightarrow \mathcal{R}^N)$

$$f(\mathbf{p}) = \mathbf{c} \leftrightarrow \text{propagation}$$





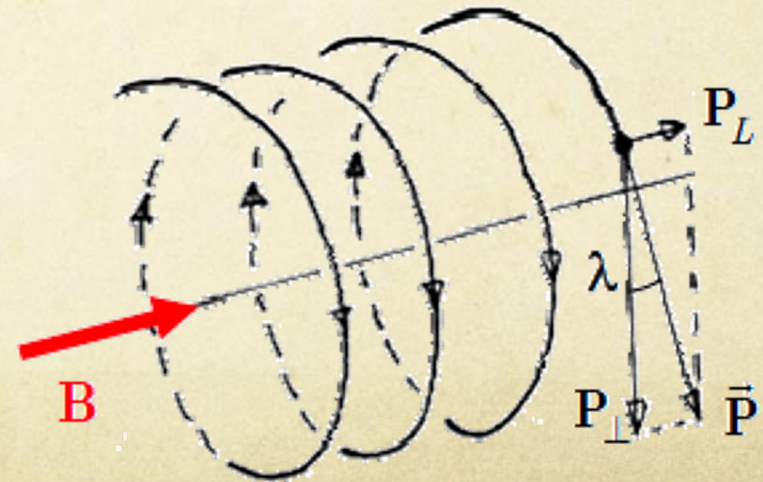
○ Another view of the helix

- s = track length
- h = rotation direction
- λ = dip angle
- Pivot point ($s=0$):
 - position (x_0, y_0, z_0)
 - orientation φ_0

$$x(s) = x_0 + R \left[\cos \left(\Phi_0 + \frac{hs \cos \lambda}{R} \right) - \cos \Phi_0 \right]$$

$$y(s) = y_0 + R \left[\sin \left(\Phi_0 + \frac{hs \cos \lambda}{R} \right) - \sin \Phi_0 \right]$$

$$z(s) = z_0 + s \sin \lambda$$



2. Finding algorithms:

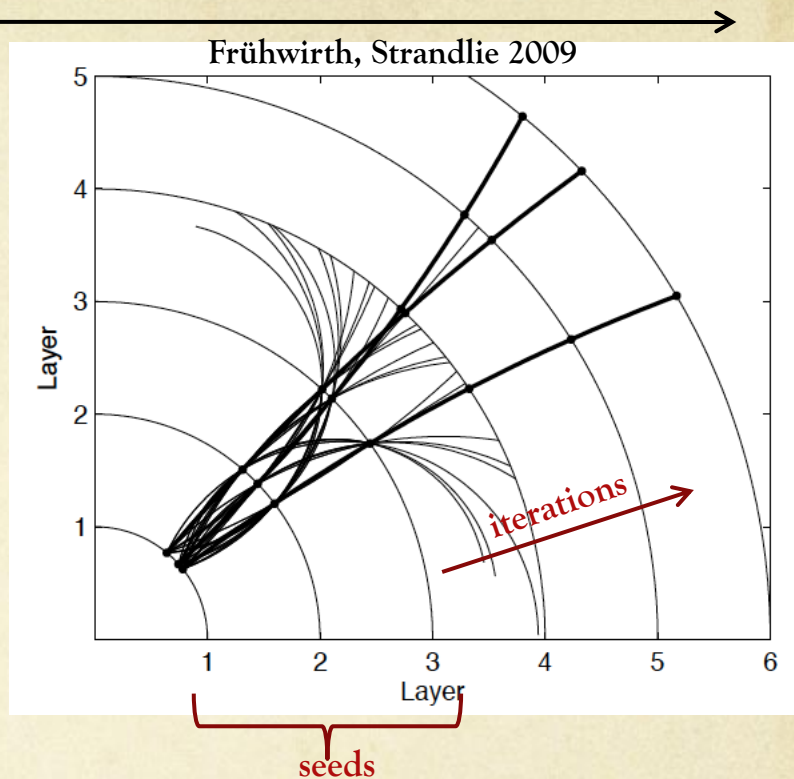
Local method 1/3

○ Track seed = initial segment

- Made of few (2 to 4) points
 - One point could be the expected primary vtx
- Allows to initialize parameter for track model
- Choose most precise layers first
 - usually inner layers
- But if high hit density
 - Start farther from primary interaction @ lowest density
 - Limit mixing points from different tracks

○ Extrapolation step

- Out or inward (=toward primary vtx) onto the next layer
- Not necessarily very precise, especially **only local model** needed
 - Extrapolation uncertainty \lesssim layer point uncertainty
 - Computation speed important
- Match (associate) nearest point on the new layer
 - Might skip the layer if point missing
 - Might reject a point: if worst track-fit or if fits better with another track



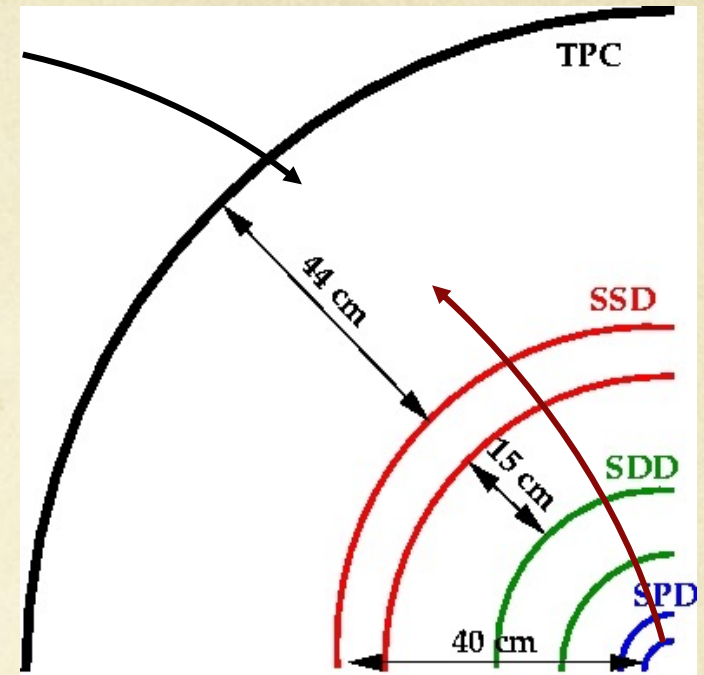
2. Finding algorithms:

Local method 2/3

○ Variant with track segments

- First build “tracklets” on natural segments
 - Sub-detectors, or subparts with same resolution
- Then match segments together
- Typical application:
 - Segments large tracker (TPC) with vertex detector (Si)
 - layers dedicated to matching

○ (Variant with Kalman filter → See later)



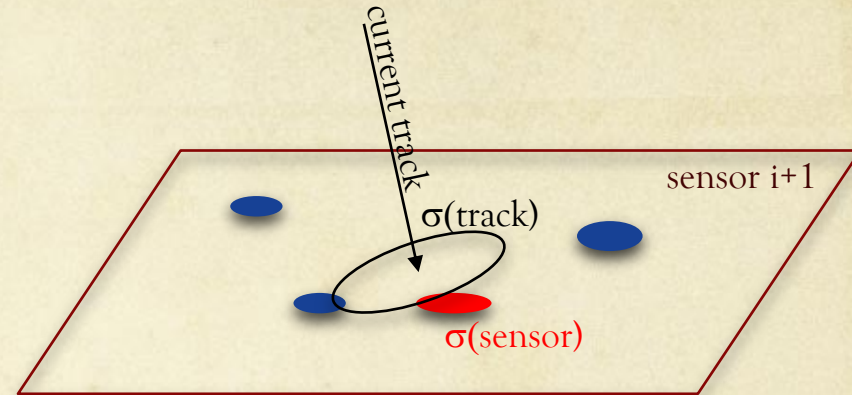
○ Figure of merit

→ $\sigma_{\text{eff}} = \sigma(\text{sensor}) \oplus \sigma(\text{track extrapolation})$
 = effective spatial resolution

→ ρ = background hit density

→ Probability to match correct hit

=> decided on distance hit to track-extrapolation (χ^2 test)



$$\text{Proba} = \frac{1}{1 + 2\pi \sigma_{\text{eff},z} \times \sigma_{\text{eff},\phi} \times \rho_{\text{bkg}}}$$

$$\sigma_{\text{eff},\phi} \times \sigma_{\text{eff},z} \times \rho_{\text{bckgrnd}}$$

○ Best suited to

→ Accommodate diverse extrapolation precision at each layer

- Multi-layer system with non-equidistant & non-equivalent resolution layers

→ Easy to include timing information (just sum position & time χ^2)

○ Occupancy

= segmentation area (pitch²) × $\rho_{bckgrnd}$

→ Knowing that $\sigma_{det} = \frac{\text{pitch}}{k}$ with $\sqrt{12} = 3.46$

$$\text{we got } \sigma_r \times \sigma_\varphi \times \rho_{bckgrnd} = \frac{\text{pitch}}{k_r} \times \frac{\text{pitch}}{k_\varphi} \times \rho_{bckgrnd} = \frac{\text{occupancy}}{k_r \times k_\varphi} < \frac{\text{occupancy}}{10}$$

○ Back to probability to match correct hit

$$\text{Proba} = \frac{1}{1 + 2\pi \sigma_{eff,z} \times \sigma_{eff,\varphi} \times \rho_{bkg}} > \frac{1}{1 + 2\pi \text{occupancy}}$$

occupancy	$\frac{1}{1+2\pi \text{occupancy}}$
0.1 %	99.4%
1 %	94.1%
5%	76.1%

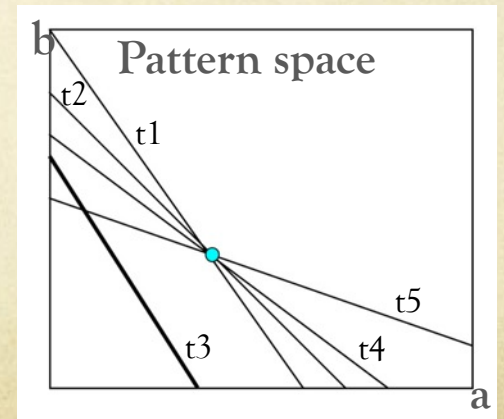
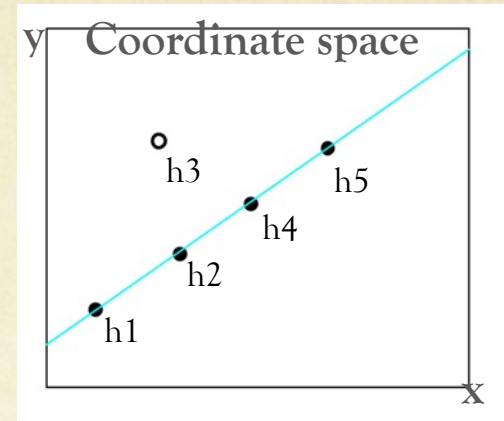
○ Brute force = combinatorial way

- Consider all possible combination of points to make a track
- Keep only those compatible with model
- Usually too time consuming...

○ Hough transform

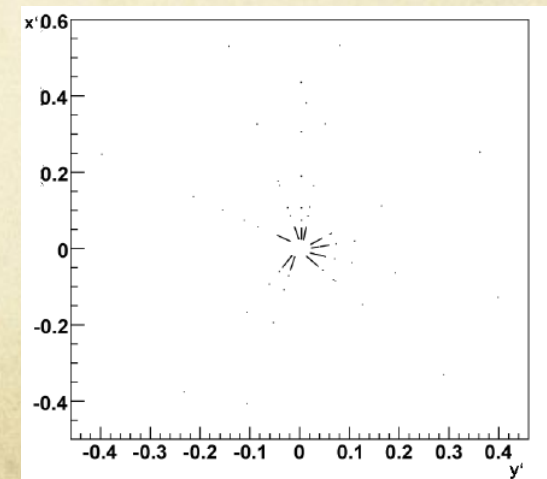
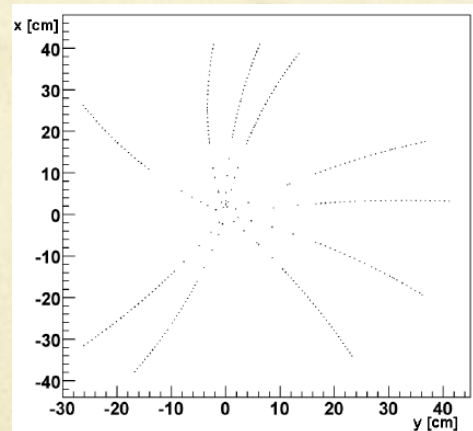
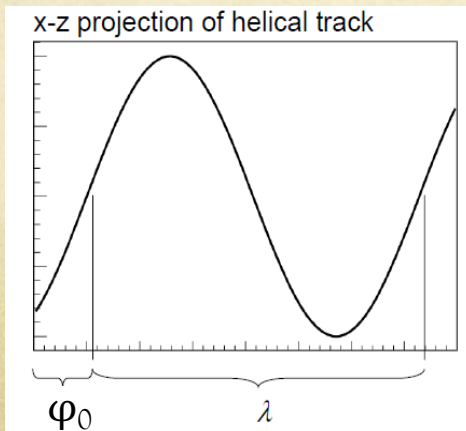
➤ Example straight track:

- Coord. space $y = a \cdot x + b \Leftrightarrow$ pattern space $b = y - x \cdot a$
- Each point (y,x) defines a line in pattern space
- All lines, from points belonging to same straight-track, cross at same point (a,b)
- In practice:
 - discretize pattern space and search for maximum
- Applicable to circle finder
 - needs two parameters as well (r, φ) of center
 - if track is assumed to originate from $(0,0)$
- More difficult for more than 2 parameters...



○ Conformal mapping for helix

- (x_0, y_0, z_0) a (pivot) point on the helix with (a, b) the center of the projected circle of radius r
 - $(x-a)^2 + (y-b)^2 = r^2$
- Transforming to $x' = \frac{x-x_0}{r^2}, y' = \frac{y-y_0}{r^2}$ leads to $y' = -\frac{a}{b}x' + \frac{1}{2b}$ i.e. a line!
 - So all measured points (x, y) in circles are aligned in (x', y') plane
- Use Hough transform $(x', y') \rightarrow (r, \theta)$ so that $r = x' \cos \theta + y' \sin \theta$
 - To find the lines corresponding to true circles with $a = r \cos \theta$ and $b = r \sin \theta$
- Repeat for different z_0
 - New Hough transforms
 - $\lambda = \text{dip angle}$
 - $\varphi_0 = \text{orientation of pivot point}$



Illustrations from PANDA track finding



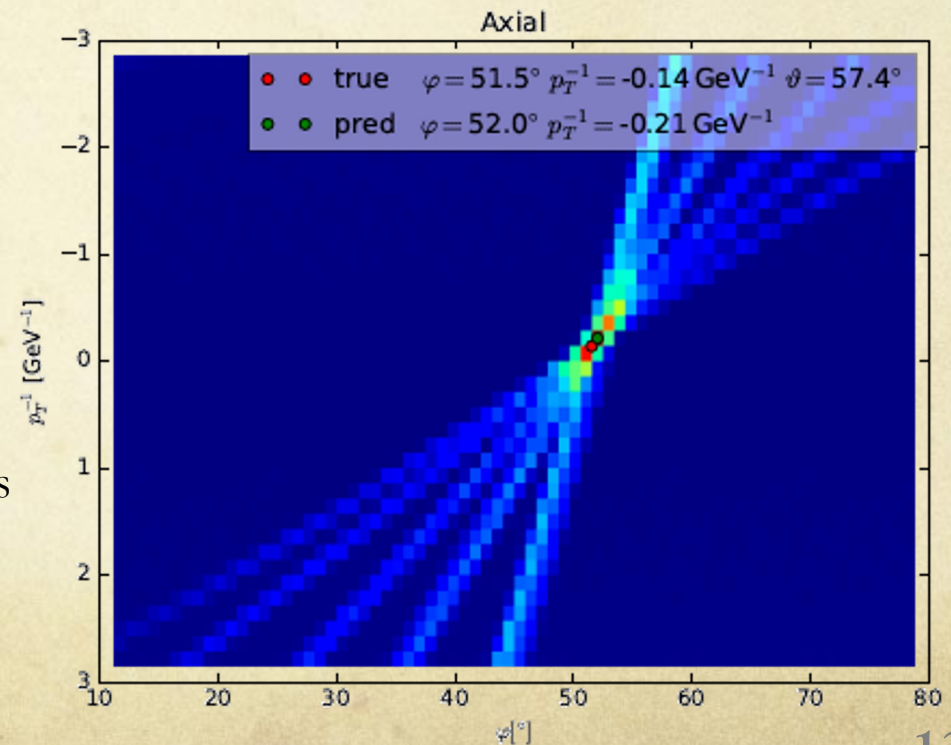
○ Figure of merit

- Search precision in pattern space depends on bin-size in the pattern space
- Such bin-size \sim uncertainty on the measurements = $\sigma(\text{sensor}) \oplus \sigma(\text{multiple scatt.})$

$$\sigma_{eff,\phi} \times \sigma_{eff,z} \times \rho_{bckgrnd}$$

○ Best suited for

- Homogenous set of measurements
- Typically large gas volume
or multi equidistant equivalent layers



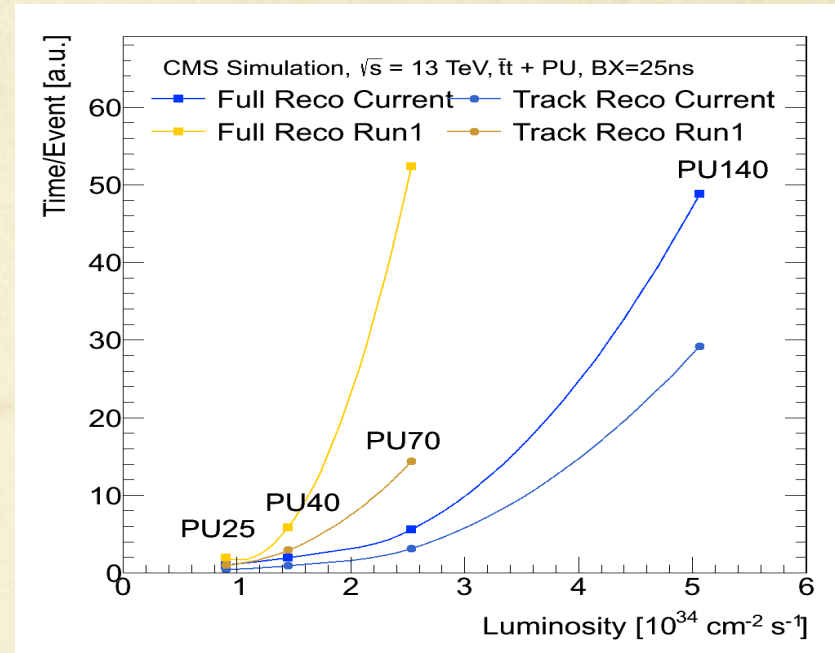


○ Shall we do better?

- Higher track/vertex density => lower efficient for classical methods + Processing intensive
- Allows for many options and best choice

○ Adaptive features

- **Dynamic change** of track parameters during finding/fitting
- Measurements are weighted / uncertainties
 - Allows to take into account many info
- **Many hypothesis are handled simultaneously**
 - But their number decrease with iterations (annealing like behavior)
- Non-linearity
- Effective with respect to processing time



○ Examples

- Neural network (NN), Elastic nets, Gaussian-sum filters, Deterministic annealing, Cellular automaton, convolutional NN, graph NN

○ Concepts

➤ Initialization

- Build all 'possible' cell (= segment of 2 points)
- With rule(s) like:
2 points belonging to same detector 'sector'

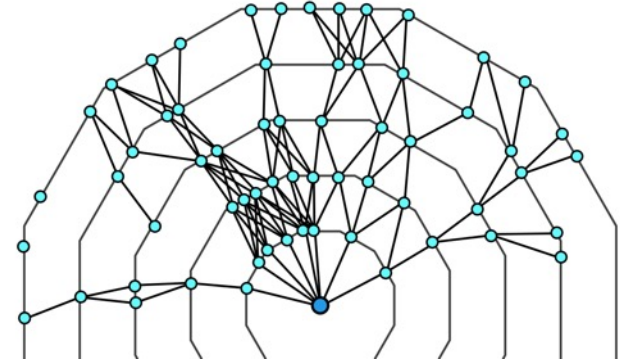
➤ Iterative step

- Associate neighbour cells (inner-wise here =>)
 - following rule(s) like:
the two cells math the track model
- Rise "state" with associated cells
- Kill lowest state cells
 - need a cut on the minimal accepted state

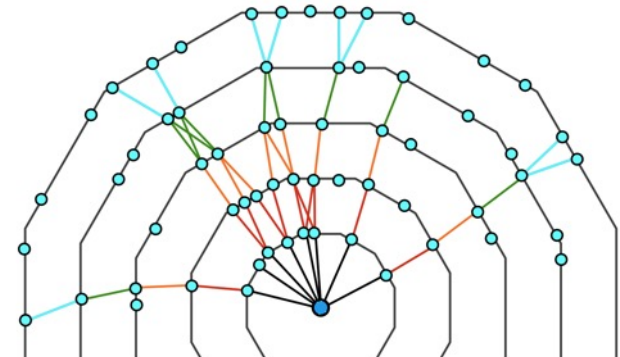
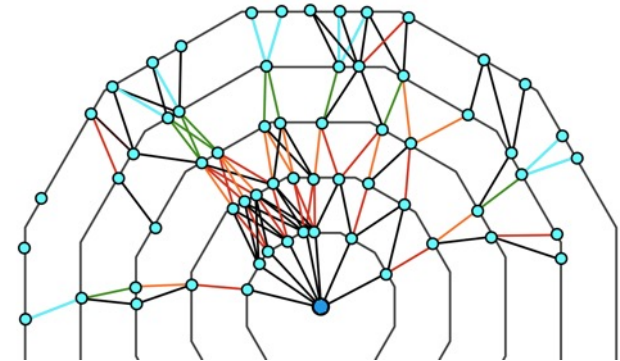
○ Usage

- For full tracking or seeding

J. Lettenbichler *et al.*, 2013



0 (black), 1 (red), 2 (orange), 3 (green), 4 (cyan)



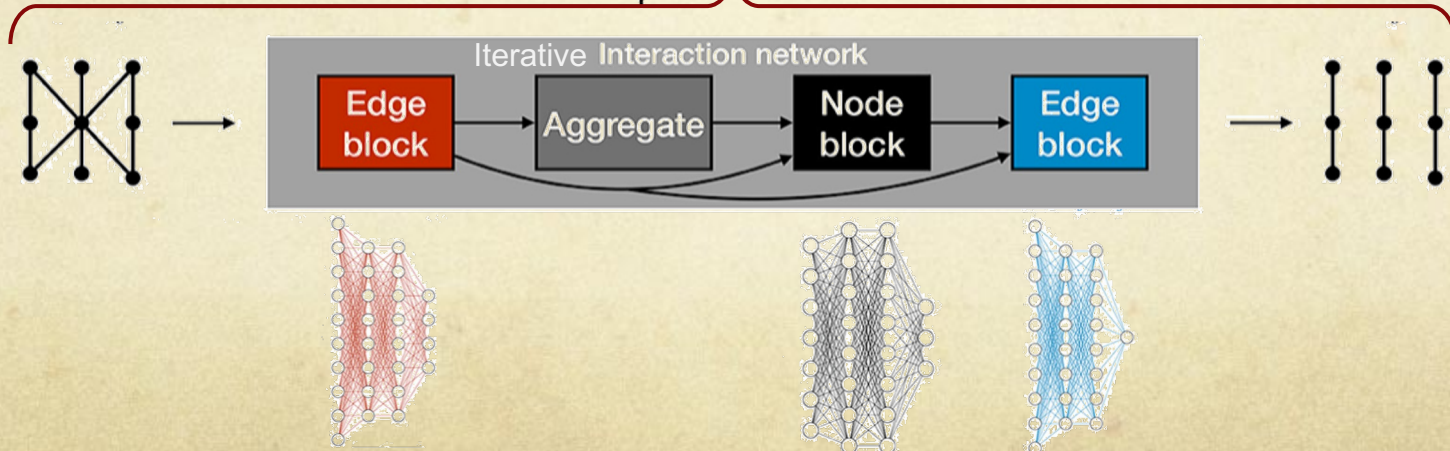
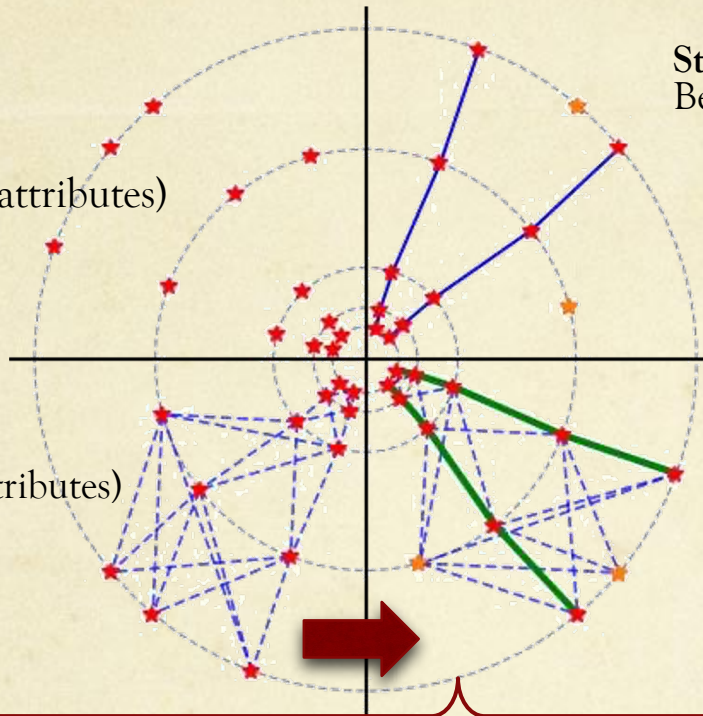
○ Concepts

Step 1:
One hit =
one node (with attributes)

Step 2:
Two nodes =
one edge (with attributes)

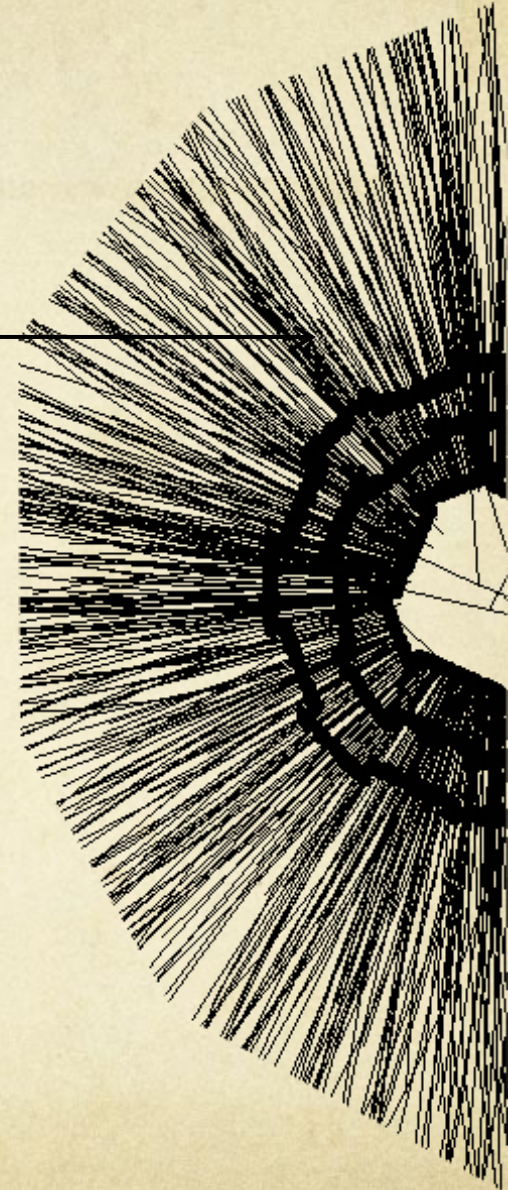
Step 4:
Best edges = tracks

Step 3:
GNN updates extended edges



3. Fitting algorithms

- Least square method (global)
- Kalman filter (local)
- Alignment



○ Why do we need to fit?

- Measurement error
- Multiple scattering error

○ Global fit

- Assume knowledge of:
 - all track points
 - full correlation matrix
 - difficult if $\sigma_{\text{mult. scatt.}} \gtrsim \sigma_{\text{meas.}}$
- Least square method

○ Iterative (local) fit

- Iterative process:
 - points included in the fit one by one
 - could be merged with finder step
- Kalman filter

**FITTING drives
track extrapolation
& momentum res.**

○ The rule

- For the fit: nb of constraints $>$ nb of free parameters in the track model

○ Measurements

- 1 point in 2D = 1 constraint ($x \leftrightarrow y$) or ($r \leftrightarrow \phi$)
- 1 point in 3D = 2 constraints ($x \leftrightarrow z$ & $y \leftrightarrow z$)

○ Models

- Straight track in 2D = 2 parameters
 - 1 coordinate @ origin ($z=0$), 1 slope
- Straight track in 3D = 4 parameters
 - 2 coordinates @ origin, 2 slopes
- Circle in 2D = 3 parameters
 - 2 coordinates for center, 1 radius
- Helix in 3D = 5 parameters
 - 3 coordinates for center, 1 radius, 1 dip angle

○ Minimal #points needed

← 2 points in 2D

← 2 points in 3D

← 3 points in 2D

← 3 points in 3D

○ Linear model hypothesis

- P track parameters \mathbf{p} , with N measurements \mathbf{c}

$$\vec{c} = \vec{c}_s + A(\vec{p} - \vec{p}_s) + \vec{\varepsilon}$$

- \mathbf{p}_s = known starting point (pivot), **A = track model** NxP matrix, $\boldsymbol{\varepsilon}$ = error vector corresponding to \mathbf{V} = covariance NxN matrix

“N measurements” means:

- K points (or layers)
- D coordinates at each point
- N = KxD

○ Sum of squares:

$$\sum \frac{(\text{model} - \text{measure})^2}{\text{uncertainty}^2} \quad \longrightarrow \quad S(\vec{p}) = (\vec{c}_s + A(\vec{p} - \vec{p}_s) - \vec{c})^T V^{-1} (\vec{c}_s + A(\vec{p} - \vec{p}_s) - \vec{c})$$

○ Best estimator (minimizing variance)

$$\frac{dS}{d\vec{p}}(\vec{p}) = 0 \quad \longrightarrow \quad \vec{p} = \vec{p}_s + (A^T V^{-1} A)^{-1} A^T V^{-1} (\vec{c} - \vec{c}_s)$$

- Variance (= uncertainty) of the estimator:

$$\underline{V}_{\vec{p}} = (A^T V^{-1} A)^{-1}$$

- Estimator p follows a χ^2 law with N-P degrees of freedom

○ Problem \Leftrightarrow inversion of a PxP matrix ($A^T V^{-1} A$)

- **But real difficulty could be computing V (NxN matrix)**

<= layer correlations if multiple scattering non-negligible if $\sigma_{\text{mult. scatt.}} \gtrsim \sigma_{\text{meas}}$

Generic tool for fitting:
<https://genfit.sourceforge.net>

3. Fitting algorithms:

LSM on straight tracks

○ Straight line model

- 2D case → D=2 coordinates (z,x)
- 2 parameters: a = slope, b = intercept at z=0

○ General case

- K+1 detection planes (i=0...k)
 - located at z_i
 - Spatial resolution σ_i

→ Useful definitions

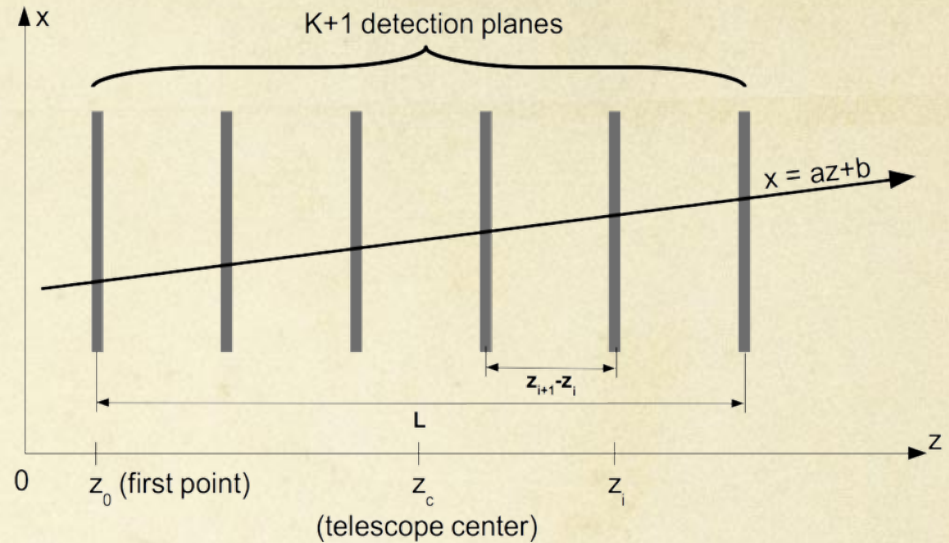
$$S_1 = \sum_{i=0}^K \frac{1}{\sigma_i^2}, \quad S_z = \sum_{i=0}^K \frac{z_i}{\sigma_i^2}, \quad S_{xz} = \sum_{i=0}^K \frac{x_i z_i}{\sigma_i^2}, \quad S_{z^2} = \sum_{i=0}^K \frac{z_i^2}{\sigma_i^2}$$

→ Solutions
$$a = \frac{S_1 S_{xz} - S_x S_z}{S_1 S_{z^2} - (S_z)^2}, \quad b = \frac{S_x S_{z^2} - S_z S_{xz}}{S_1 S_{z^2} - (S_z)^2}$$

→ Uncertainties

$$\sigma_a^2 = \frac{S_1}{S_1 S_{z^2} - (S_z)^2}, \quad \sigma_b^2 = \frac{S_{z^2}}{S_1 S_{z^2} - (S_z)^2}$$

! correlation
$$\text{cov}_{a,b} = \frac{-S_z}{S_1 S_{z^2} - (S_z)^2}$$



○ Case of uniformly distributed (K+1) planes

→ $z_{i+1} - z_i = L/K$ et $\sigma_i = \sigma \quad \forall i$

→ $S_z = 0$ → a, b uncorrelated

$$\sigma_a^2 = \frac{12K}{(K+2)L^2} \frac{\sigma^2}{K+1}, \quad \sigma_b^2 = \left(1 + 12 \frac{K}{K+2} \frac{z_c^2}{L^2} \right) \frac{\sigma^2}{K+1}$$

→ Uncertainties :

- σ_a and σ_b improve with $1/\sqrt{K+1}$
- σ_a and σ_b improve with $1/L$
- σ_b improve with z_c

3. Fitting algorithms:

LSM on fixed target geometry

○ Hypothesis

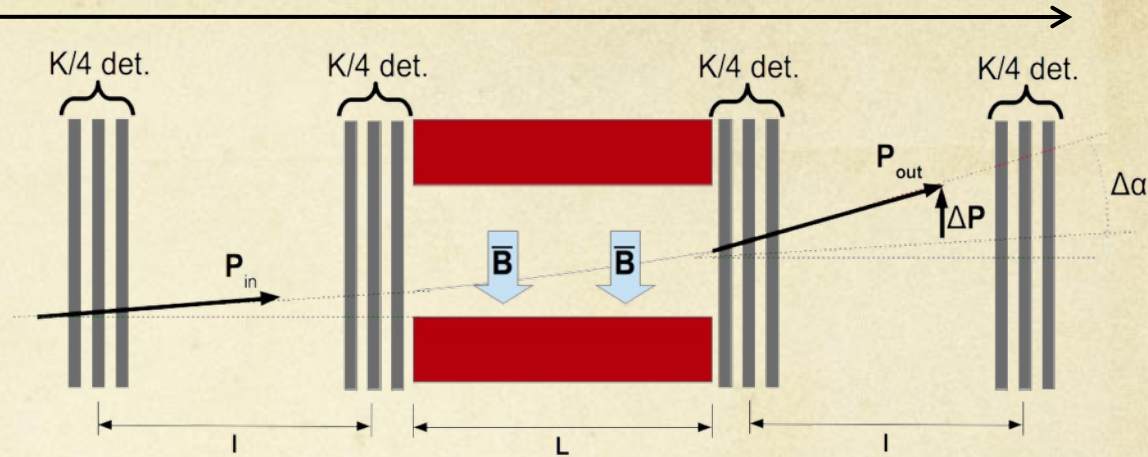
- K detectors, each with σ single point accuracy
- Uniform field over L from dipole

- Trajectory: $\Delta\alpha = \left| \frac{0.3qBL}{p} \right|$

- Bending: $\Delta p = p \Delta\alpha$

- Geometrical arrangement optimized for resolution

- Angular determination on input and output angle: $\sigma_\alpha^2 = \frac{16 \sigma^2}{K l^2}$



○ Without multiple scattering

- Uncertainty on momentum

- Note proportionality to p and to $\frac{1}{BL}$



$$\frac{\sigma_p}{p} = \frac{8}{0.3q} \frac{1}{BL} \frac{\sigma}{l\sqrt{K}} p$$

○ Multiple scattering contribution

- Bring **additive** term proportional to K

$$\text{and } \sigma_\theta = \frac{13.6 \text{ (MeV/c)}}{\beta p} \sqrt{\frac{\text{thickness}}{X_0}}$$



$$\frac{\sigma_p}{p} (ms) = A_K \frac{13.6 \text{ (MeV/c)}}{\beta} \sqrt{\frac{\text{total thickness}}{X_0}}$$

=> Constant with p !

A_K = factor depending on geometrical arrangement

3. Fitting algorithms:

LSM on collider geometry

○ Hypothesis

- K detectors uniformly distributed each with σ single point accuracy
- Uniform field over path length L

○ Without multiple scattering

- Uncertainty on transverse momentum (Glückstern formula)

$$\frac{\sigma_{p_T}}{p_T} = \frac{\sqrt{720}}{0.3q} \frac{1}{BL^2} \frac{\sigma}{\sqrt{K+6}} p_T$$

- Works well with large $K > 20$

=> Proportional to p and to $\frac{1}{BL^2}$!

○ Multiple scattering contribution

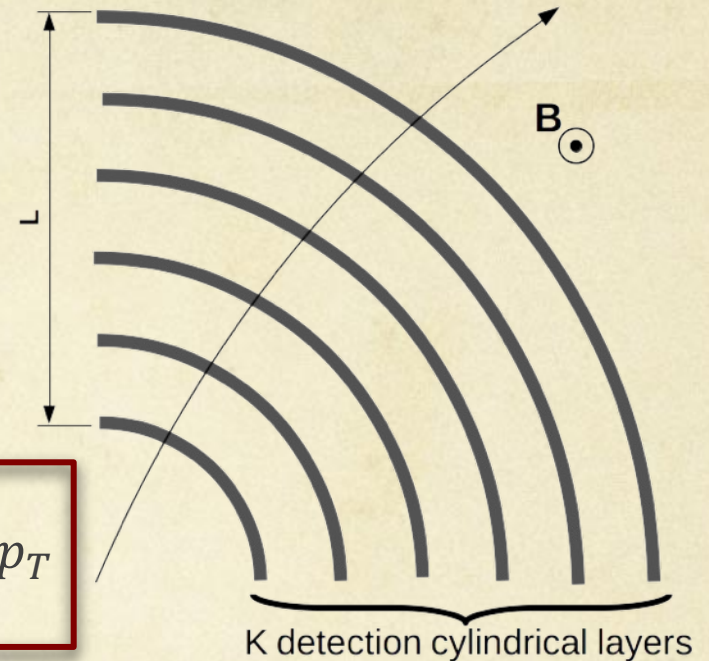
- Brings additive contribution

$$\frac{\sigma_{p_T}}{p_T} = \frac{1.43}{0.3q} \frac{1}{BL} \sqrt{\frac{13.6 \text{ (MeV/c) total thickness}}{\beta X_0}}$$

*Numerical factors $\sqrt{\frac{720}{K+6}}$ and 1.43 can be refined
→ see <https://arxiv.org/abs/1805.12014>

=> Constant with p!

=> Depends on K through total thickness!



3. Fitting algorithms:

LSM for impact parameter ($d_{r\varphi}$)

→ see <https://arxiv.org/abs/1805.12014>

○ Hypothesis

- K detectors uniformly distributed over L
- each with σ single point accuracy
- First layer is close to PV / L => $r = R_{\text{int}}/L < 1$

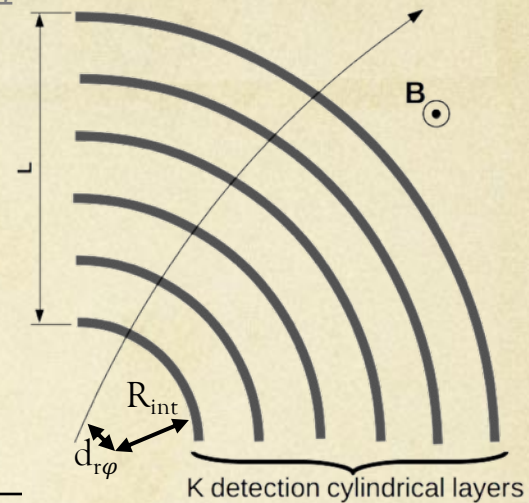
○ Without multiple scattering

$$\sigma_{d_{r\varphi}} = \frac{\sqrt{3}\sigma}{\sqrt{K+4}} \sqrt{1 + 8r + 28r^2}$$

○ Multiple scattering contribution

- Brings additive contribution proportional to $\sigma_\theta = \frac{13.6 \text{ (MeV/c)}}{\beta p_T} \sqrt{\frac{\text{thickness}}{X_0}}$

$$\sigma_{d_{r\varphi}}(ms) = r\sigma_\theta \sqrt{1 + \frac{1}{2}r + \frac{K-1}{4}r^2} \Rightarrow \text{Proportional to } r \text{ and } K!$$



○ Key points

- Minimising $R_{\text{int}}/L \leftrightarrow$ getting close & keeping lever arm
- Multiple scattering destroys statistical gain of $K > 2$

3. Fitting algorithms:

Kalman filter 1/2

○ Dimensions

- P parameters for track model
- D “coordinates” measured at each point (usually $D < P$)
- K measurement points (# total measures: $N = K \times D$)

○ Starting point

- Initial set of parameters: first measurements
- With large uncertainties if unknowns

○ Iterative method

- Propagate to next layer = prediction

- Using the **system equation** $\vec{p}_k = G \vec{p}_{k-1} + \vec{\omega}_k$
- G = P x P matrix, ω = perturbation associated with covariance P x P matrix V_ω

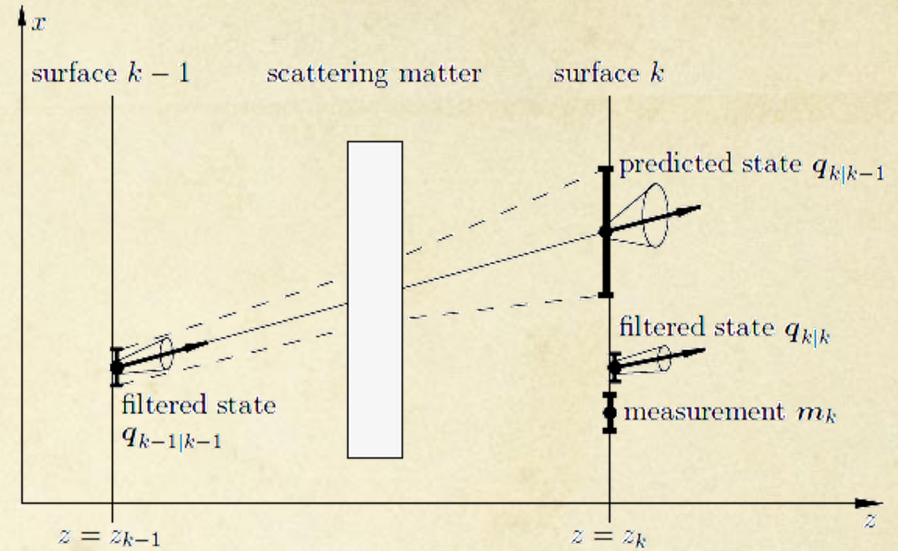
- Update the covariance matrix with additional uncertainties $V_{k|k-1} = V_{k-1} + V_{\omega_k}$
(ex: material budget between layers)

- Add new point to update parameters and covariance, using the **measure equation** $\vec{m}_k = H \vec{p}_k + \vec{\epsilon}_k$

- H = D x P matrix, ϵ = measure error associated with **diagonal** covariance D x D matrix V_m
- Weighted means of prediction and measurement using variance $\Leftrightarrow \chi^2$ fit

- Iterate...

$$\vec{p}_k = \left(V_{k|k-1}^{-1} \vec{p}_{k|k-1} + H^T V_{m_k}^{-1} \vec{m}_k \right) \cdot \left(V_{k|k-1}^{-1} + H^T V_{m_k}^{-1} H \right)^{-1}$$





○ Forward and backward filters

- Forward estimate of \vec{p}_k : from 1 → k-1 measurements
- Backward estimate of \vec{p}_k : from k+1 → K measurements
- Independent estimates → combination with weighted mean = smoother step

○ Computation complexity

- only PxP, DxP or DxD matrices computation ($\ll N \times N$)

○ Mixing with finder

- After propagation step: local finder
- Some points can be discarded if considered as outliers in the fit (use χ^2 value)

○ Include exogenous measurements

- Like dE/dx, correlated to momentum
- Additional measurement equation

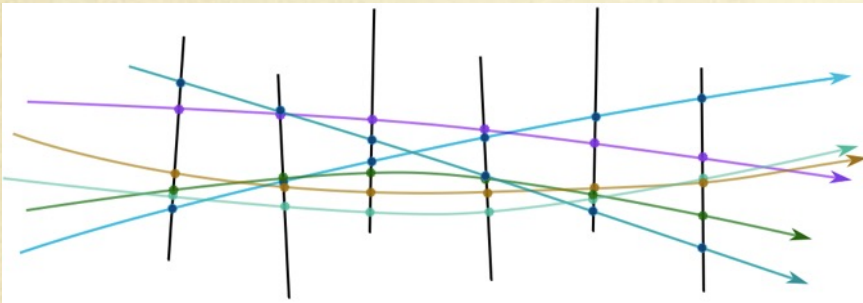
$$\vec{m}'_k = H' \vec{p}_k + \vec{\epsilon}'_k$$

$$\vec{p}_k = \left(V_{k|k-1}^{-1} \vec{p}_{k|k-1} + H^T V_{m_k}^{-1} \vec{m}_k + H'^T V_{m'_k}^{-1} \vec{m}'_k \right) \cdot \left(V_{k|k-1}^{-1} + H^T V_{m_k}^{-1} H + H'^T V_{m'_k}^{-1} H' \right)^{-1}$$

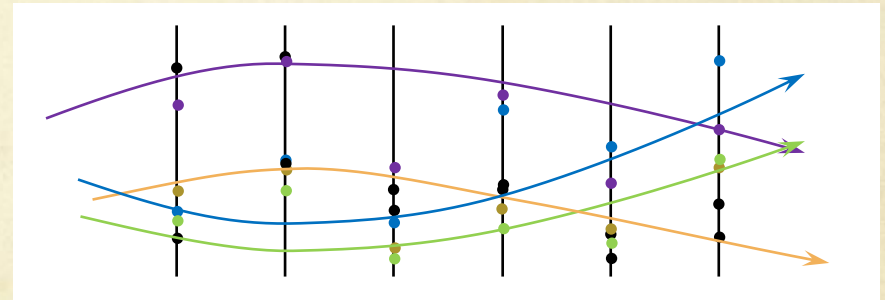
○ Let's come back to one initial & implicit hypothesis

- “We know where the points are located.”
- True to the extent we know where the detector is!
- BUT, mechanical instability (magnetic field, temperature, air flow...) and also drift speed variation (temperature, pressure, field inhomogeneity...) limit our knowledge
- Periodic determination of positions and deformations needed = alignment

True tracks & True detector positions



Initial assumption for detector positions & tracks built from these assumptions



Note hit position relative to detector are the same
tracks reconstructed are not even close to reality...
and this assuming hits can be properly associated
together!

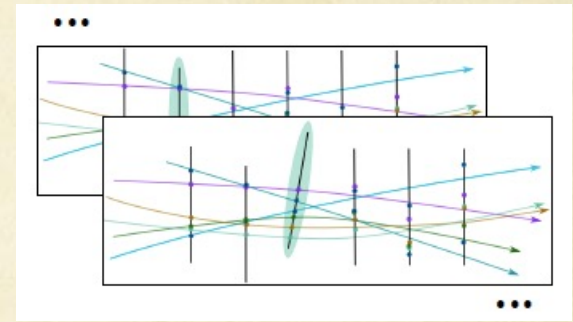
○ Alignment parameters

- Track model depends on additional “free” parameters, i.e. the sensor positions

○ Methods to find the relative position of individual sensors

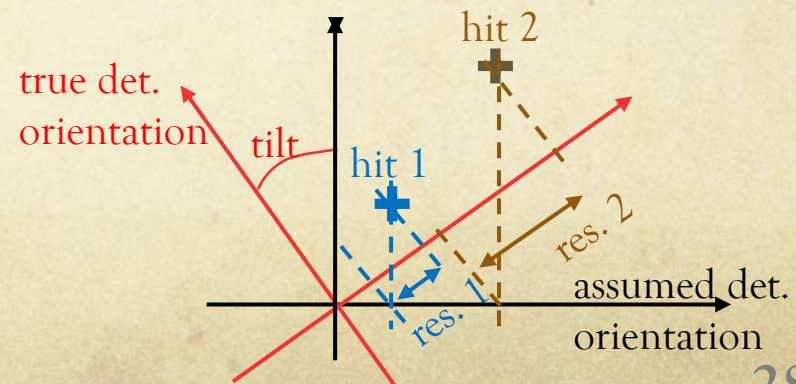
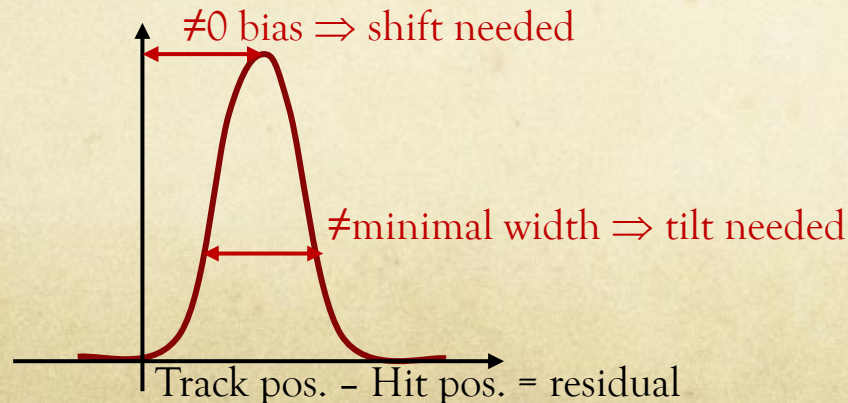
→ Global alignment:

- Fit the new params. to minimize the overall χ^2 of a set of tracks
- Beware: many parameters could be involved (few 10^3 can easily be reached) → Millepede algo.



→ Local alignment:

- Use tracks reconstructed with reference detectors
- Align other detectors by minimizing the “residual” (track-hit distance) width



○ In both methods (global or local alignment)

- Use a set of well know tracks and tracking-”friendly” environment to avoid bias
 - Muons (very traversing) and no magnetic field
 - Low multiplicity events

○ Global deformations also possible

- Invisible through single track χ^2 investigation
- affect overall positions & momentum
- Corrected through observing
 - Mass peak positions
 - Systematic differences at various track angles or detector positions

