



FOOT reconstruction & Global Tracking

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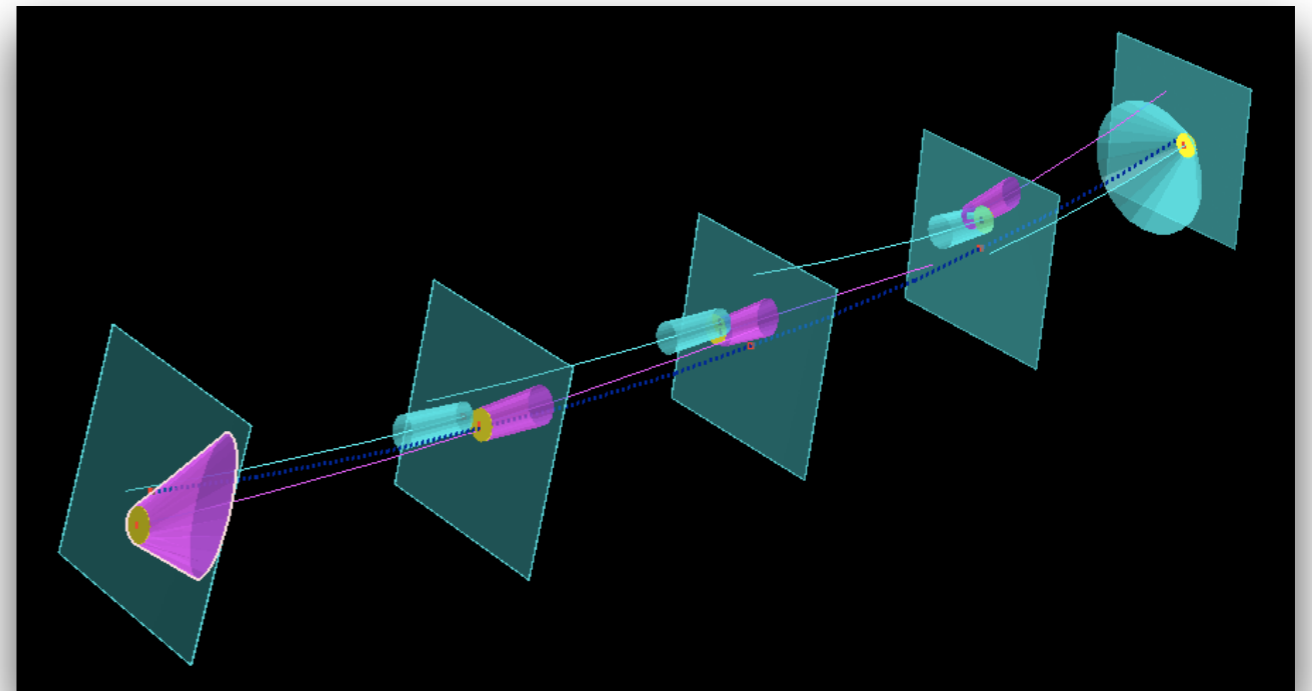
INFN & University of Bologna

Foot general meeting

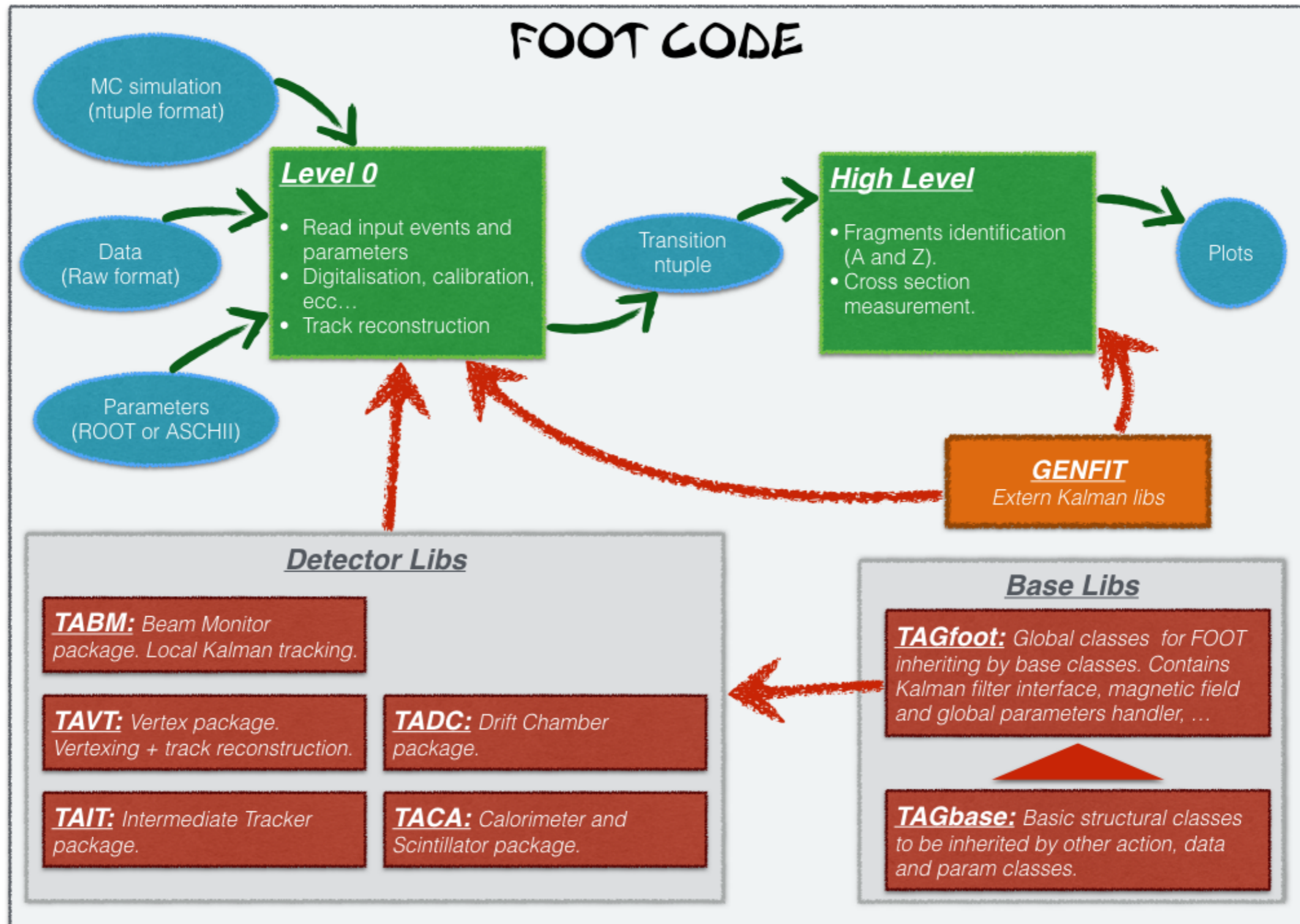
Napoli - May 2017

Code Intro

- **ROOT-based Software** from the FIRST experiment.
 - ✱ Code **stability** and **know-how** granted from past expertise;
 - ✱ **Already used by many FOOT collaboration members** to produce the first Mc based results for different part of the detector (Beam Monitor, Tracking Systems, Calorimeter and Scintillator).
- Tracking reconstruction based on **Kalman Filter** implemented in the **GenFit** software (already used by other collaborations like Panda, Belle-II, ...).
 - ✱ Different tracking mode available;
 - ✱ Possible **event-display** integrated.

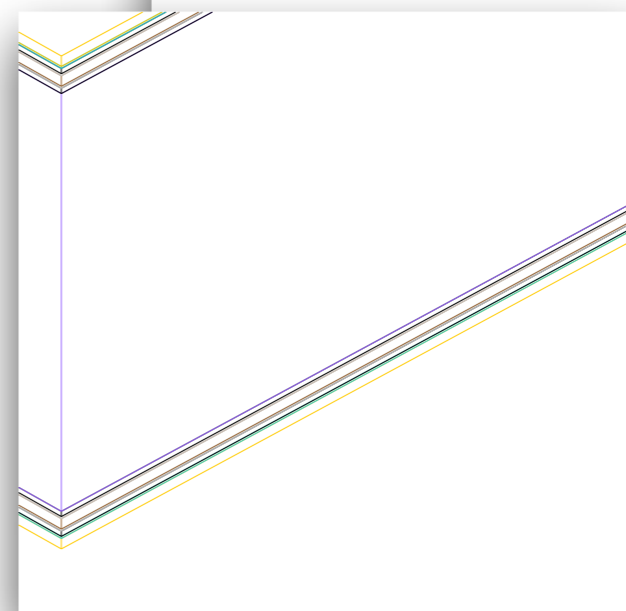
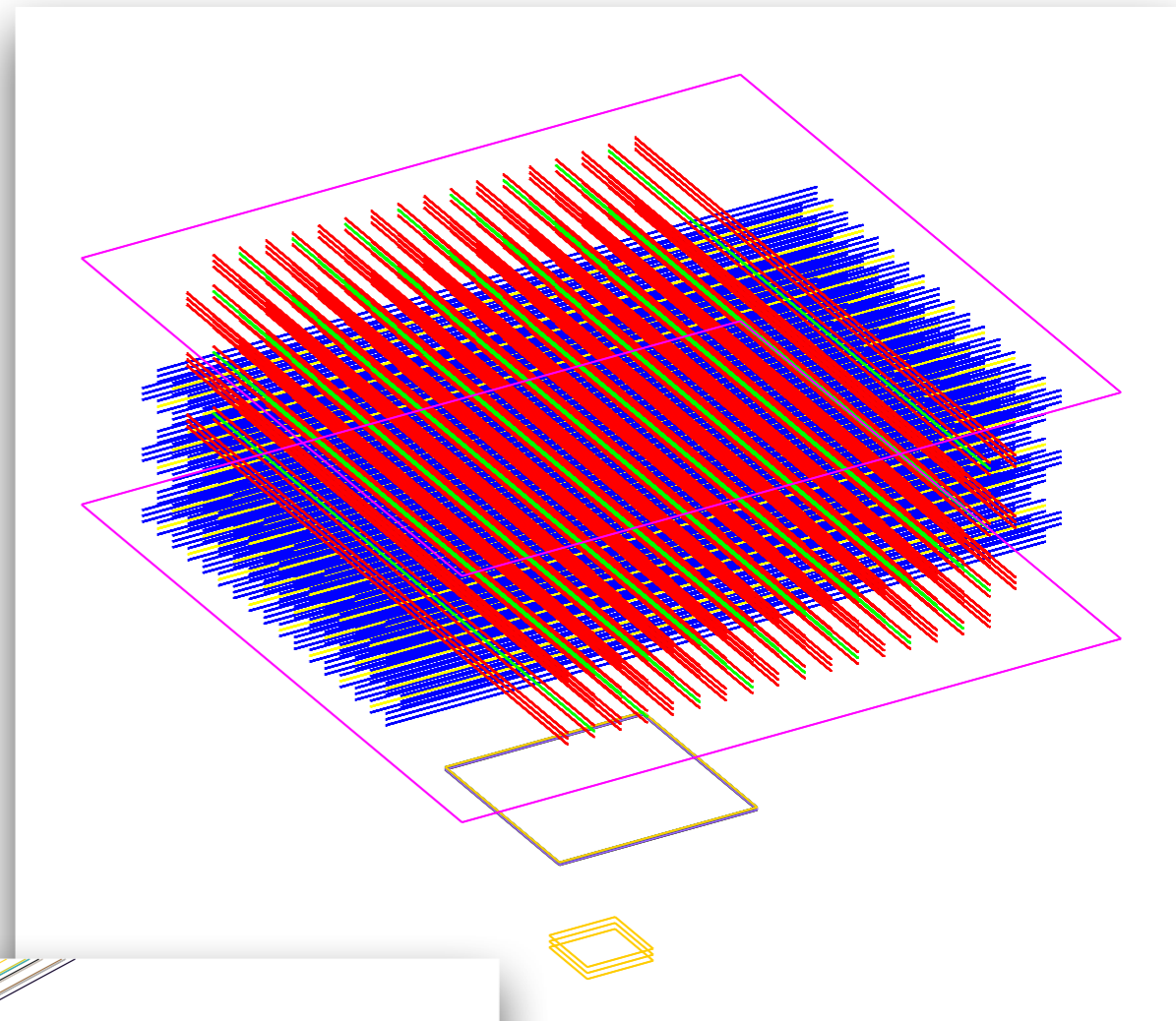


Code schema



Code status

- Already implemented and **working**:
 - * MC event reading,
 - * Beam Monitor dedicated Kalman tracking,
 - * Global Kalman tracking with multi-detector info.
- Geometry of 4 tracking sub-detectors implemented (Beam Monitor, Vertex, Intermediate Tracker, Outer Drift Chamber),
- Close to real material simulation for a pixel Intermediate tracker.
- Global Kalman filter tracking.



pixel IT material in section

Code future

- Everything serious must have a name!

proposal

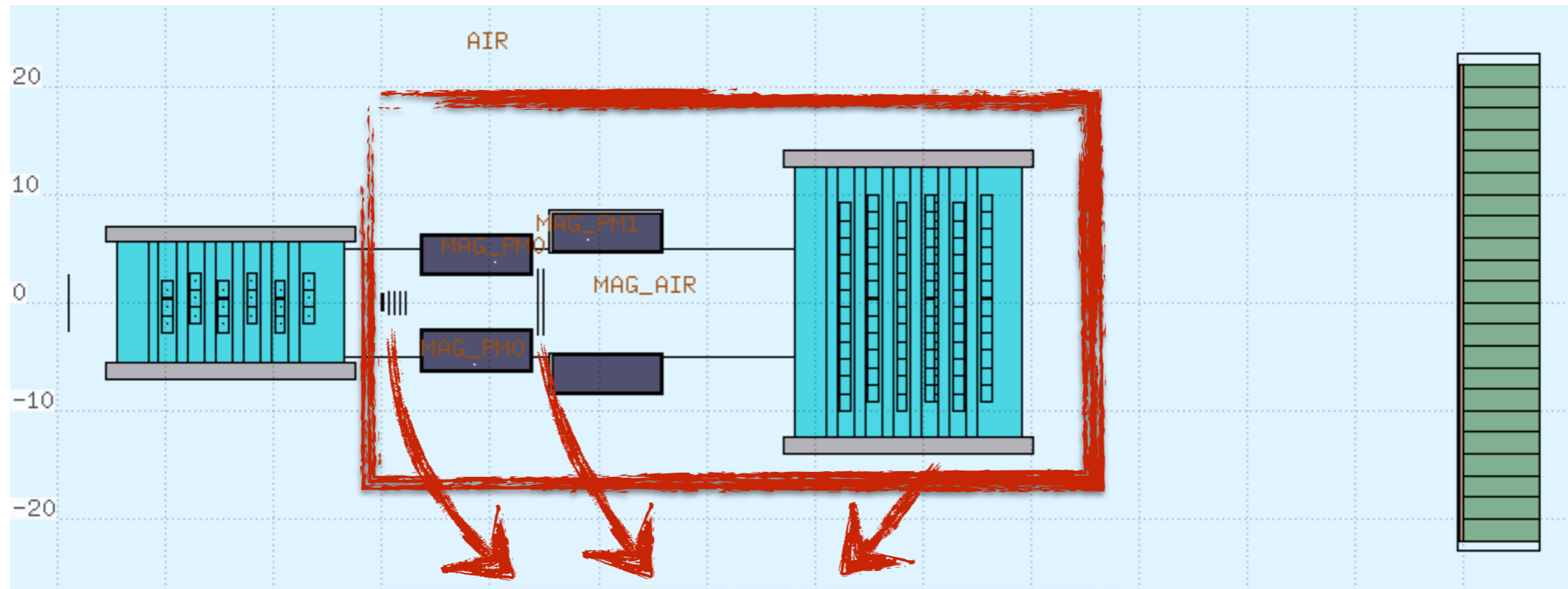
Software for
Hadrontherapy
Optimisation
Experiment

- After the CDR rush we should start filling each detector parts;
- put together the independent analysis codes;
- built up the second level (reco level);
- **Mandatory to be modular with crystal-clear coding.**
- **Use Git branches!**



Global Tracking

Global Tracking intro



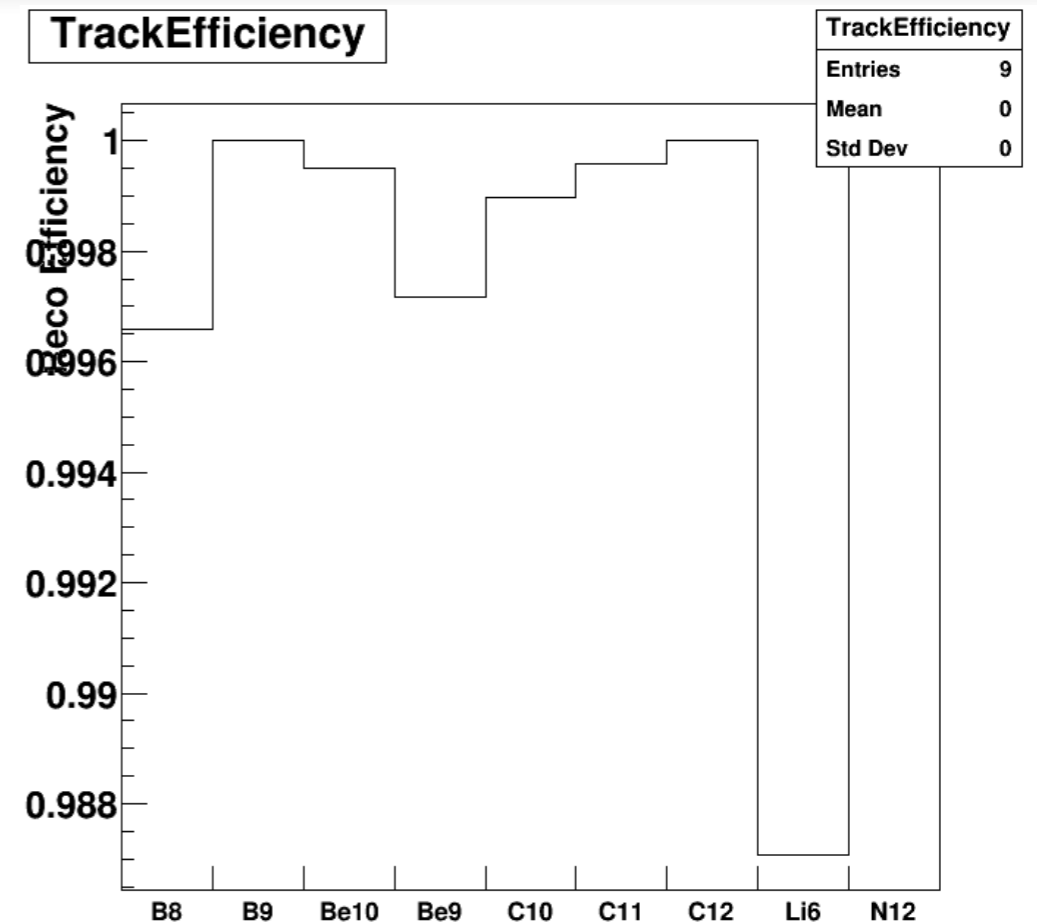
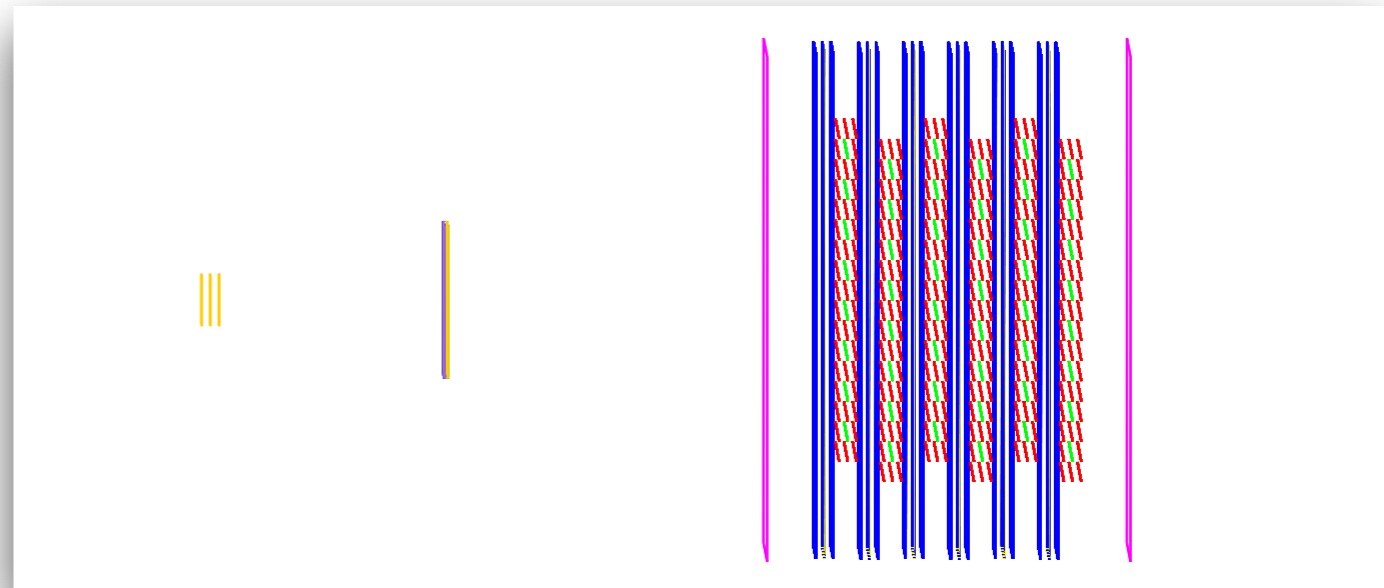
SHOE+GenFit



- **Goal:** track momentum resolution of 4% or less
- Test with the current simulation, with increasing level of complexity
- **Goal:** Full method and tracking apparatus comprehension!

First setup

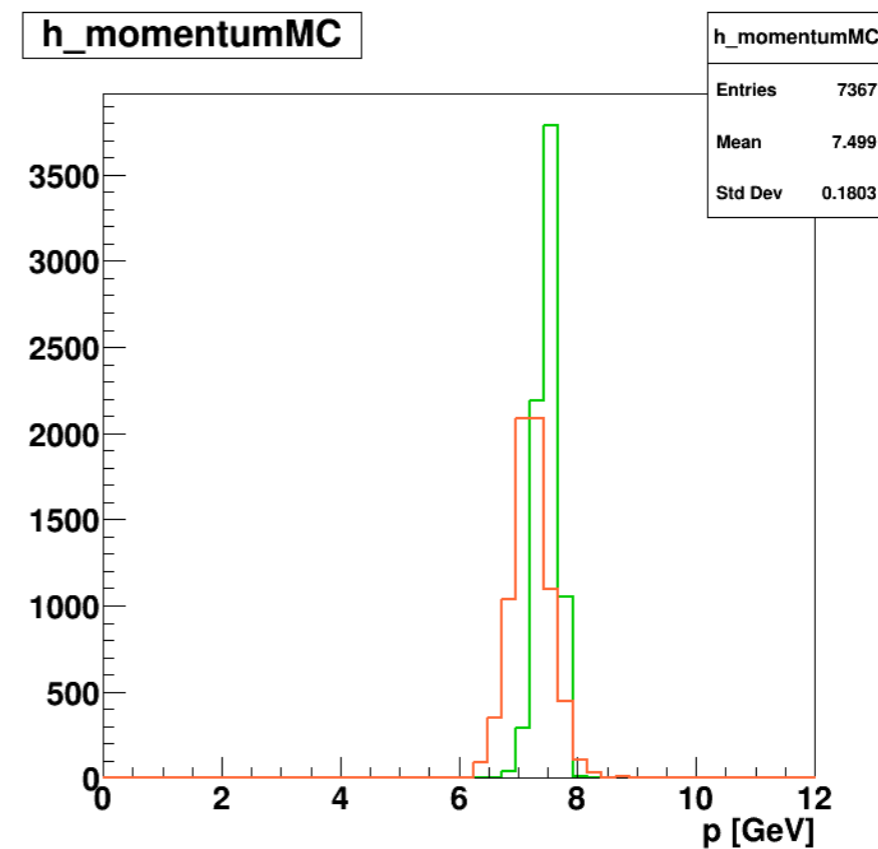
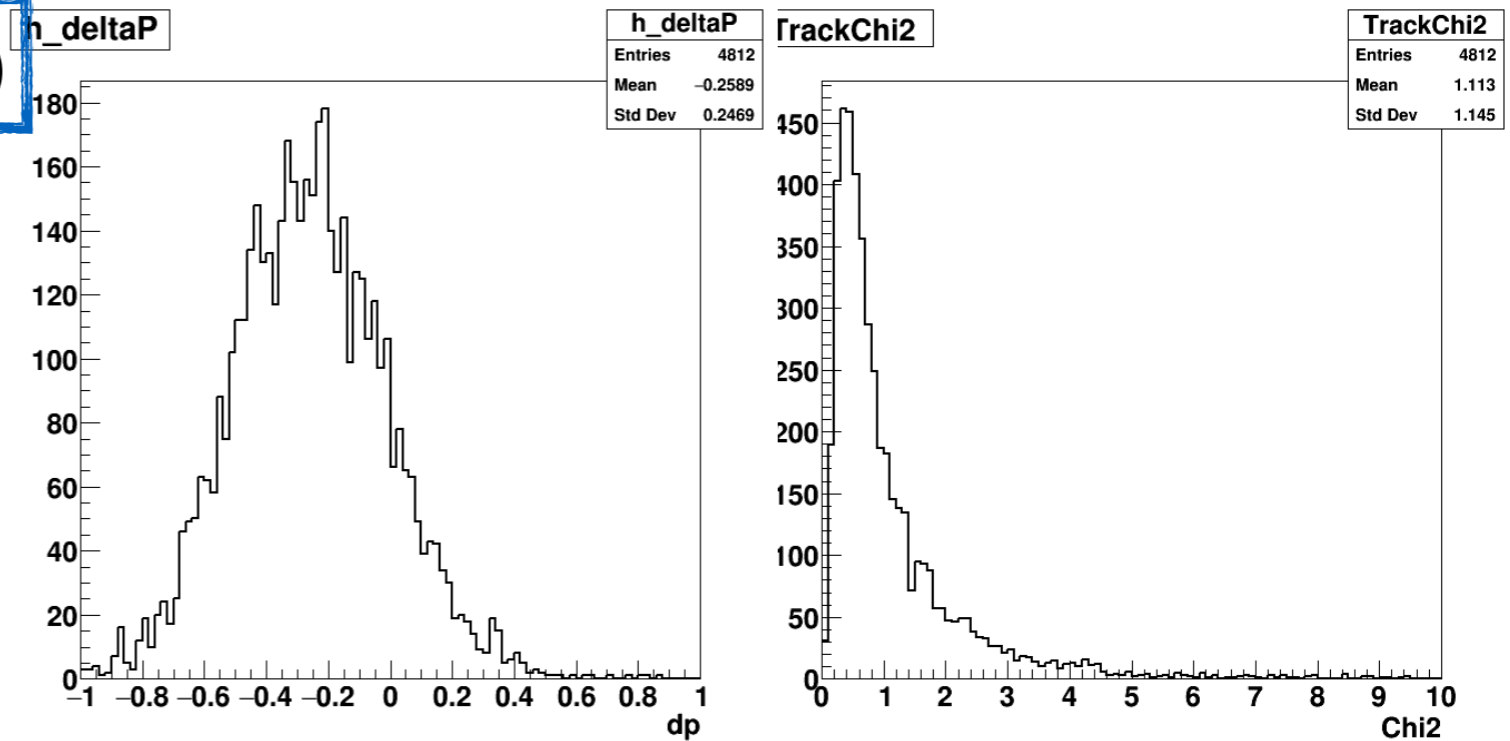
- **DC:** 6 layers, 8 cells x layer
- **IT:** pixel like, with supporting materials
- **VT:** 3 layers (only Silicon)
- Constant magnetic field (0.7 T)
- O16 bullet against C2H4 target
 - Tracking using hits from a **single fragment at a time.**
 - High Kalman reconstruction **efficiency** (when the fit converges over all processed)



C11

$$dp = p(\text{reco}) - p(\text{true})$$

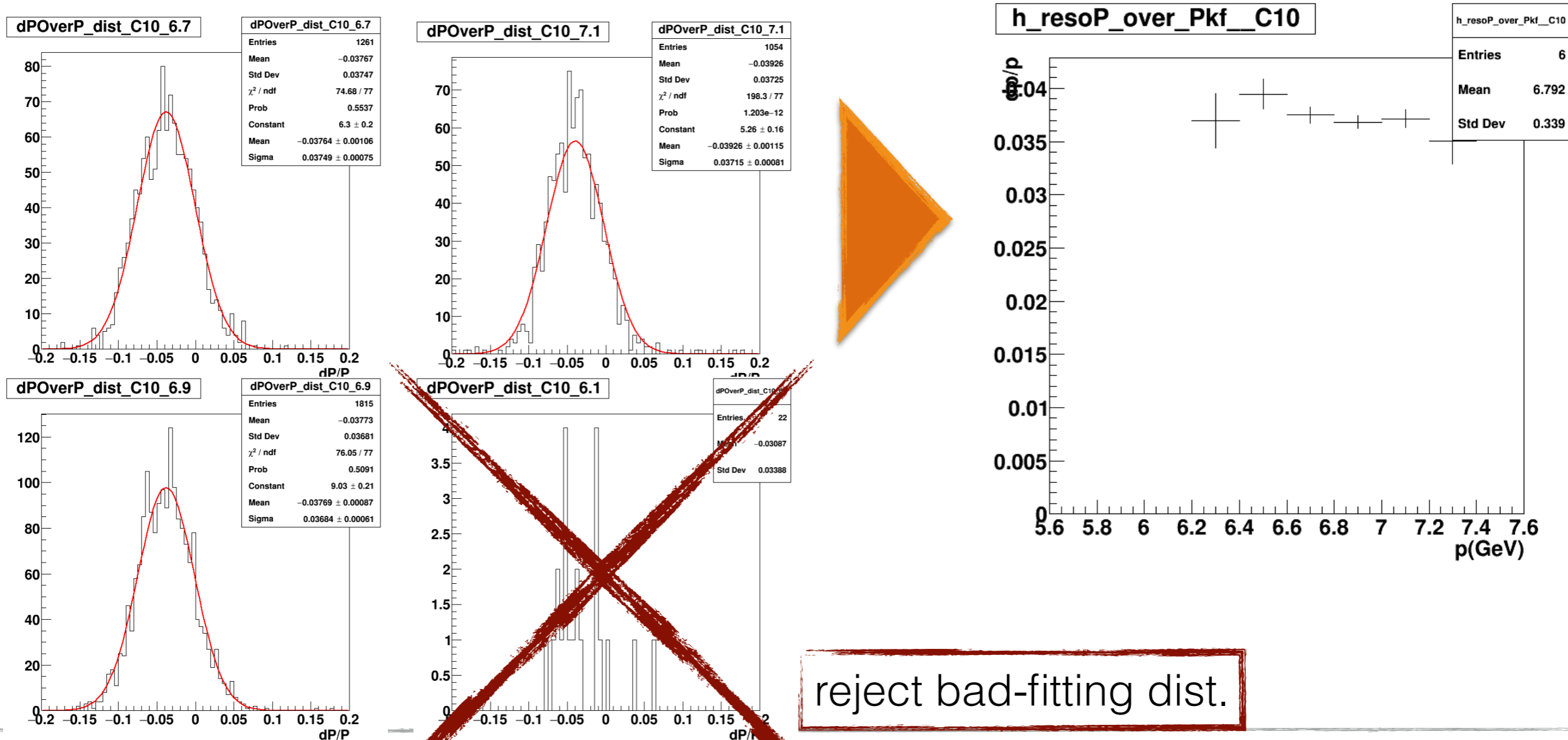
- momentum bias, reconstruct softer tracks.
- Improving with chi2 cuts? worth the statistic leaking?
- Try surviving with that for a moment..



C11 - p resolution

- Divide the true momentum spectrum in bins (100-200 MeV each)
- Gaussian fit of the quantity $dp/p(\text{true})$ for each bin
- Take the gaussian sigma and mean (for bias check)

$$dp = p(\text{reco}) - p(\text{true})$$

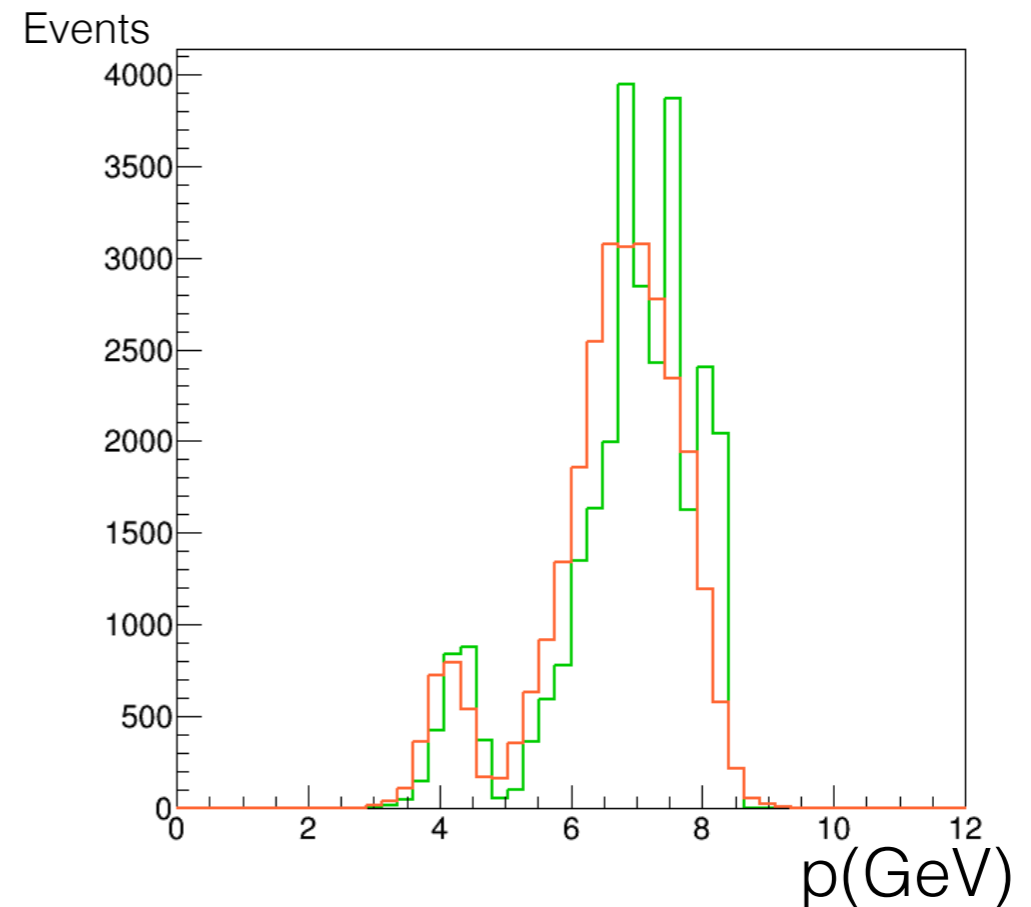
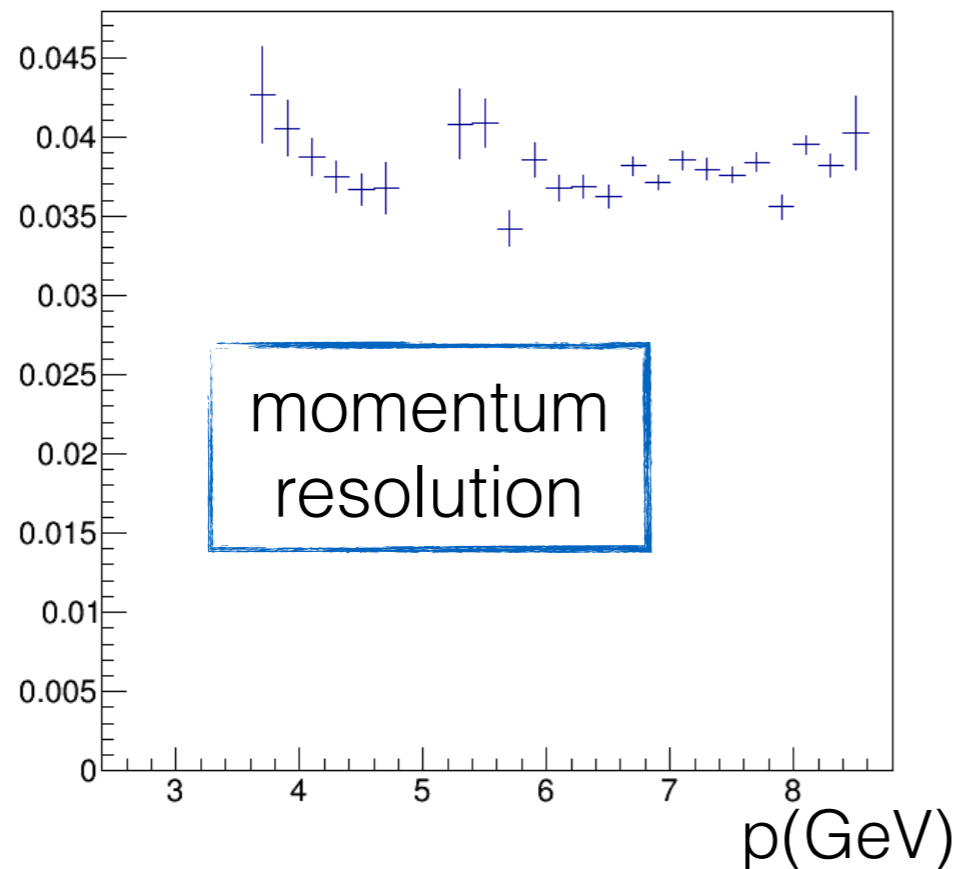
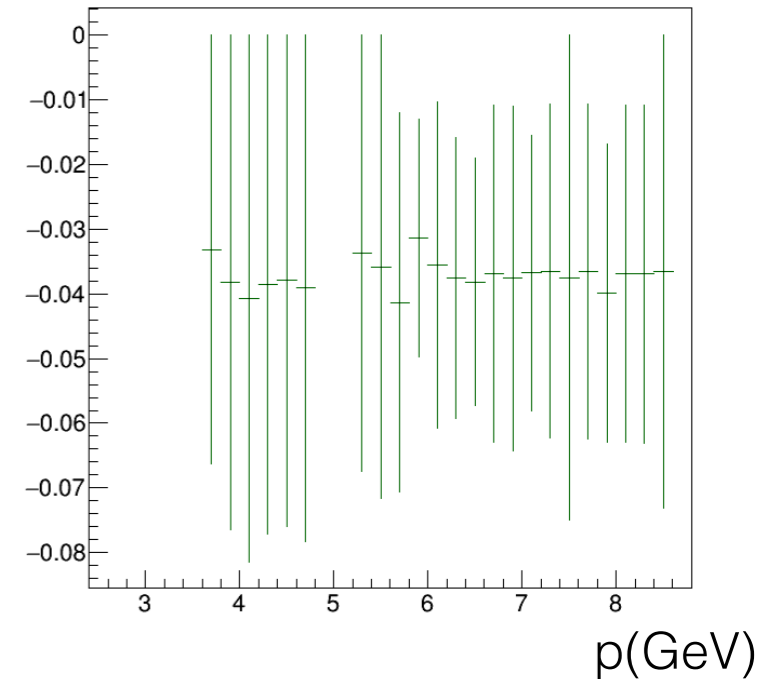


reject bad-fitting dist.

Combine all fragments

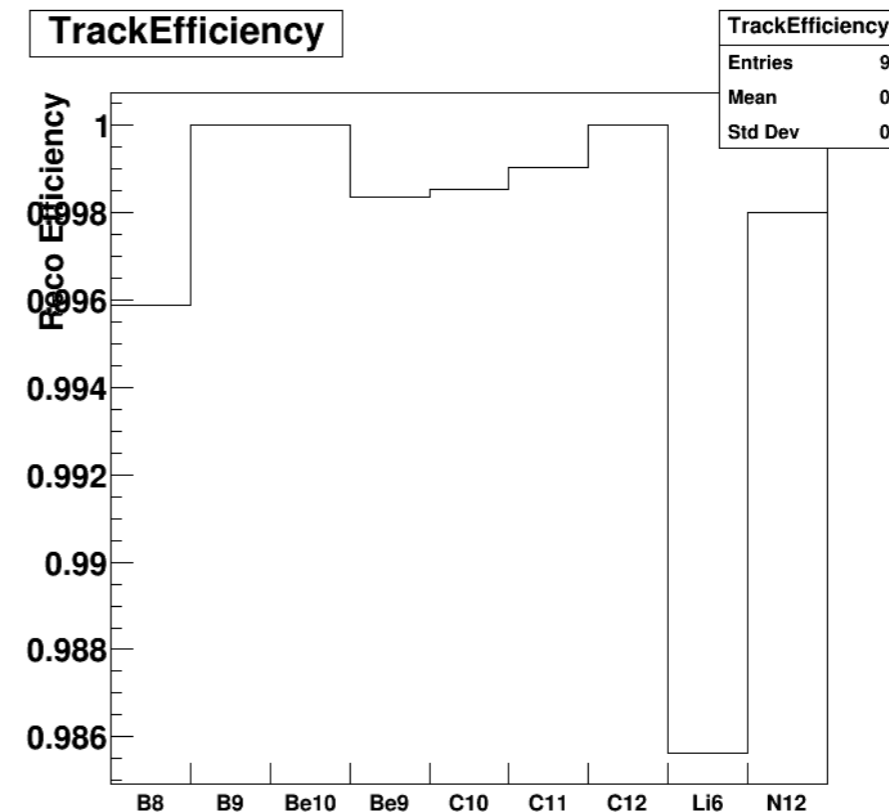
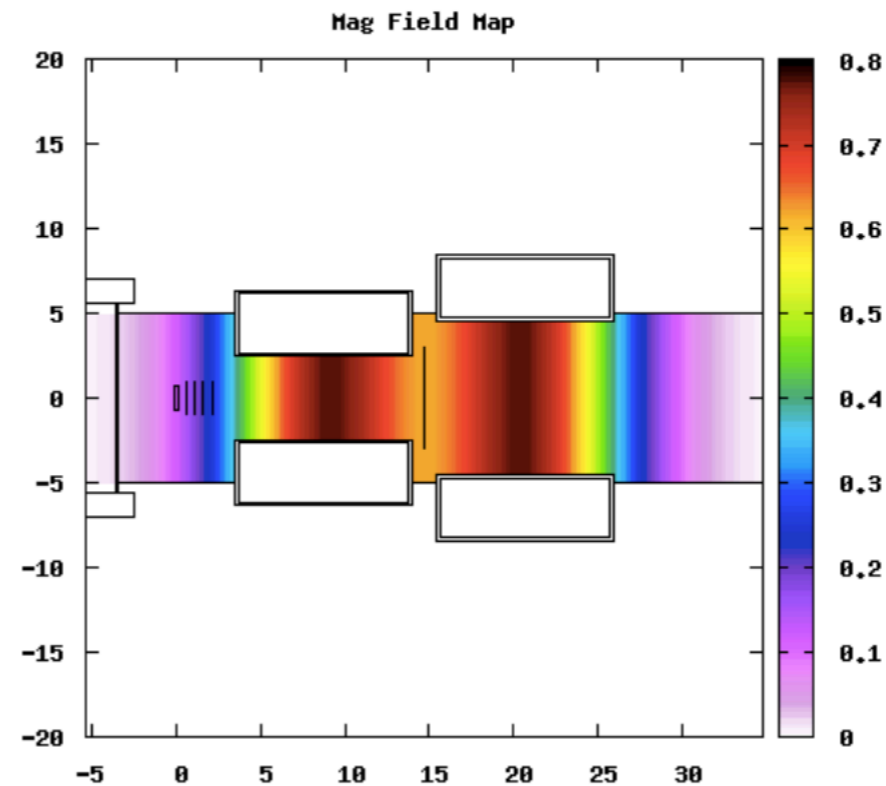
- All fragments together!
- Summing the momentum dist. , weighed average of mom. resolution if bins overlap.
- Constant bias, **average 4% resolution anyway!**

Bias



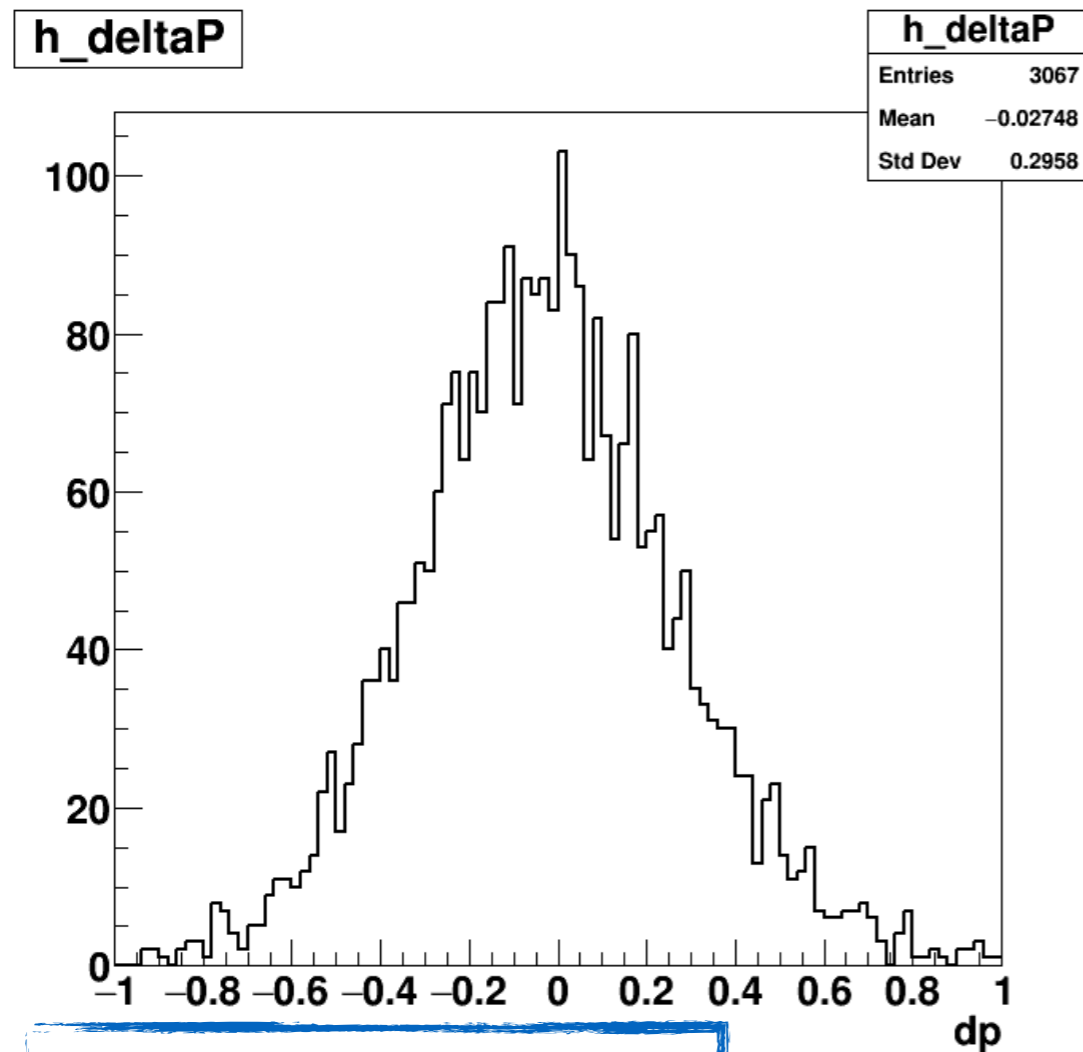
New setup - v10.2

- **DC:** 6 layers, 8 cells x layer
- **IT:** pixel like, with supporting materials
- **VT:** 3 layers (only Silicon)
- **Variable magnetic field**
- O16 bullet against C2H4 target
- Tracking using hits from a **single fragment at a time.**
- High Kalman reconstruction efficiency (when the fit converges over all processed)

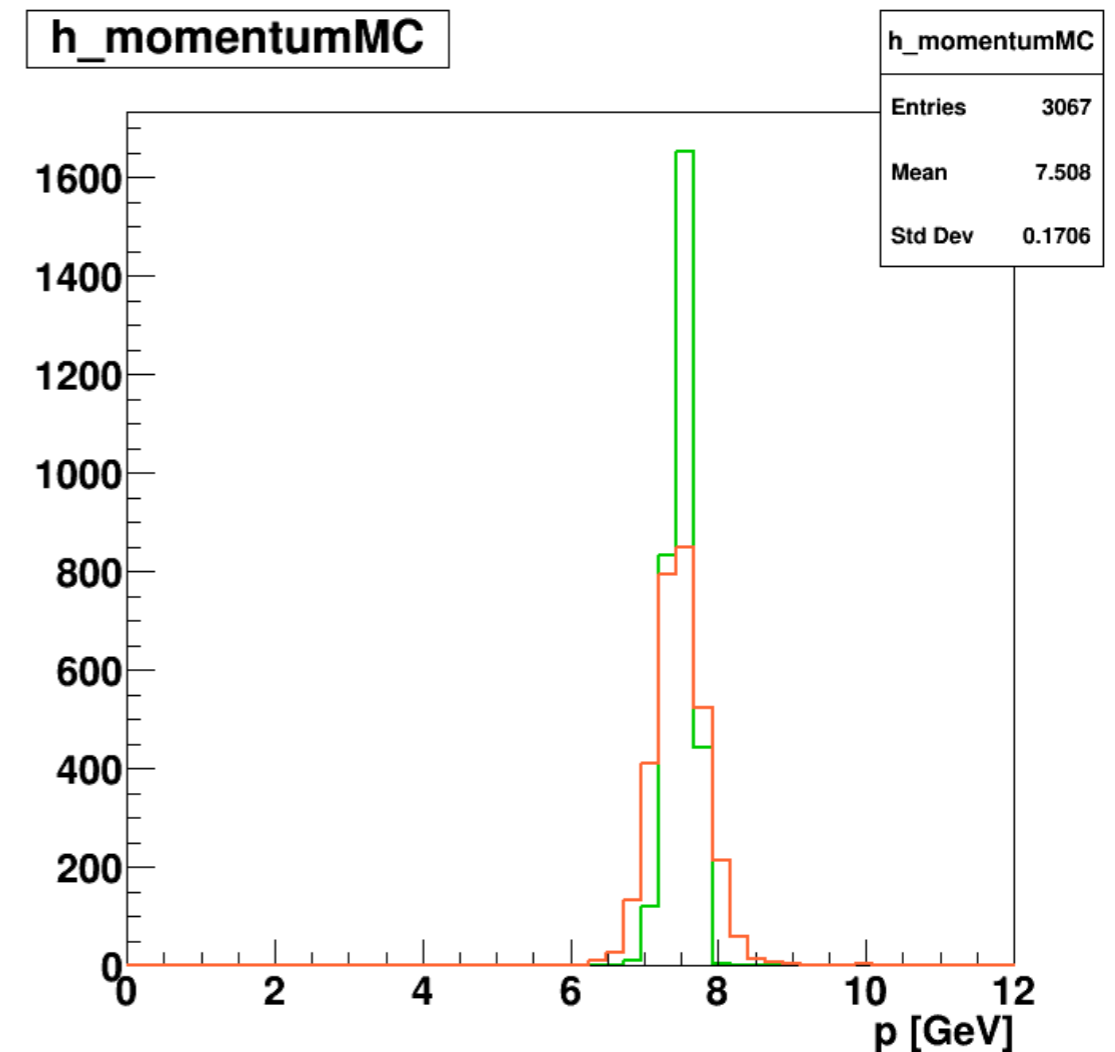


C11

- Bias recovered.
- Still too migrations between reco/true bins



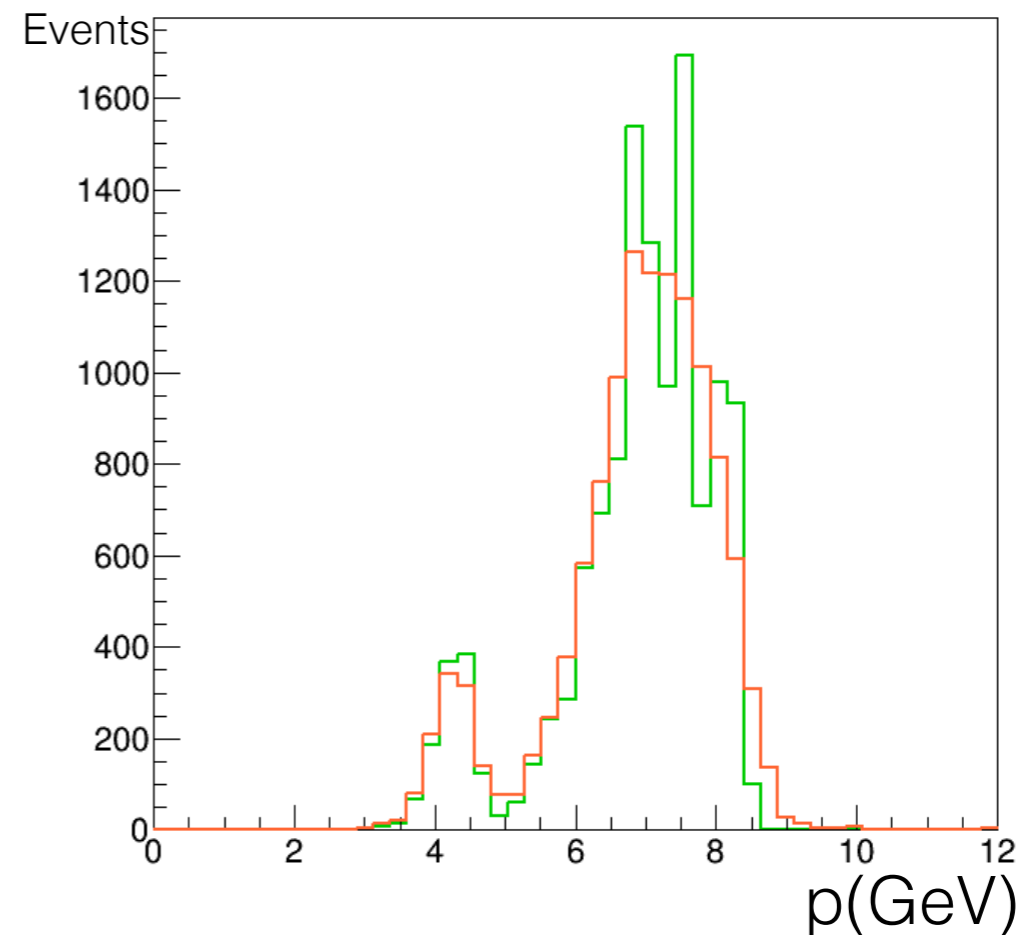
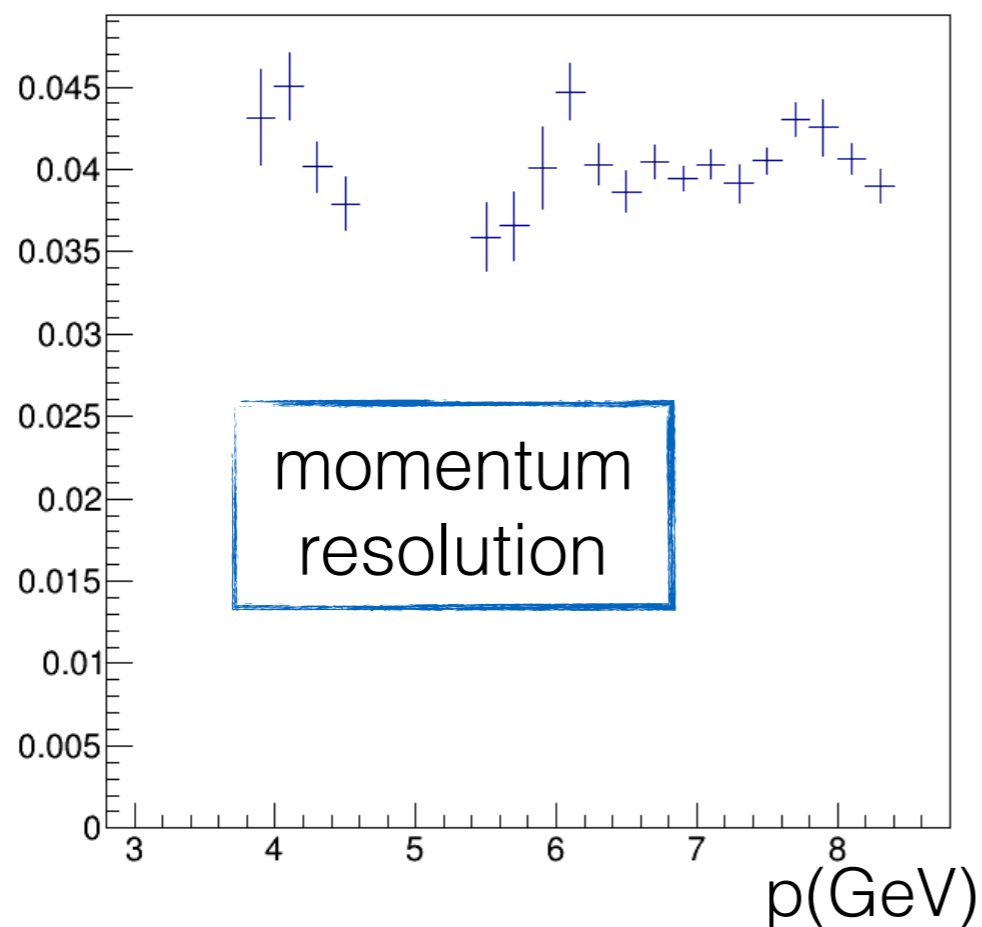
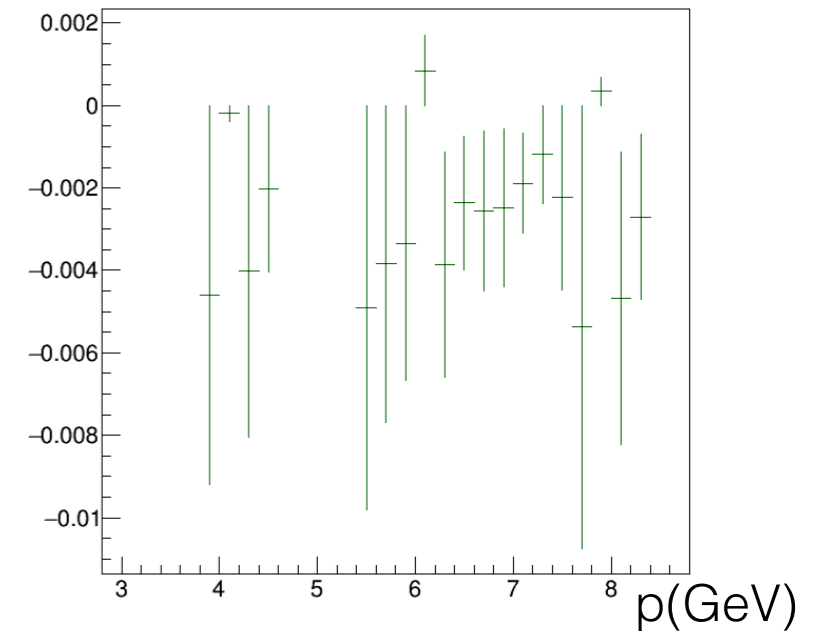
$$dp = p(\text{reco}) - p(\text{true})$$



Combination

- No bias big in the combined plots, tendency to reconstruct softer p ;
- Momentum resolution is slightly higher but $\sim 4\%$ on average (0.5% higher).
- Now we'll try to improve resolution!!!

Bias



Next

- Now that we have a stable and quite reasonable results, it's time for finer tuning!!
Deep understanding and optimisation starts now!
- Main Goal: improve the momentum resolution estimation. Optimise binning? Fit dp distribution first? Search for bugs?
- Fully understanding of the tracking propagation, especially material behaviour.
- Introduce strategies for “background” hits rejection. Cone rejection?
Deterministic Annealing Filter (DAF) that should be more robust for high hit multiplicity?
- Try different:
 - geometries: Moving forward the DC, adding a vertex layer, ...
 - and materials: more realistic material, understand if and where we can

Thanks!!!





Back-up

