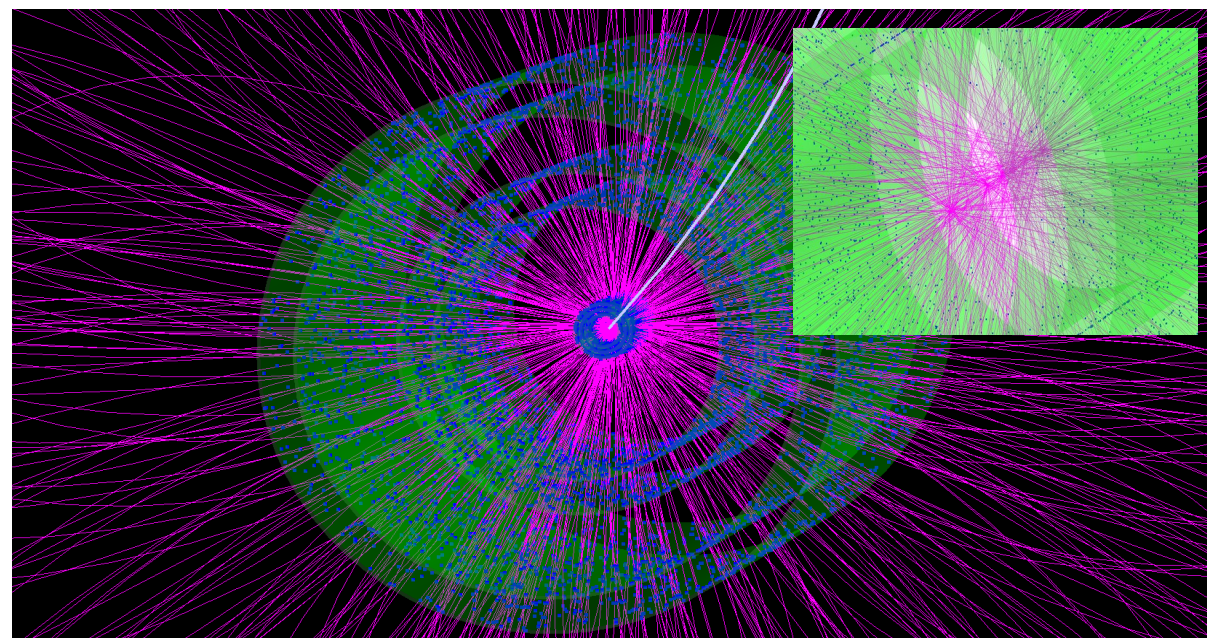




ALICE

ITS O2 status

- **Detector geometry**
 - classical geometry
 - geometry with sagging
- **Simulations:**
 - ALPIDE response
 - digitization
- **Reconstruction:**
 - cluster finding
 - cluster-topology handling
 - Cellular Automaton track finding
- **Overall status & plans**

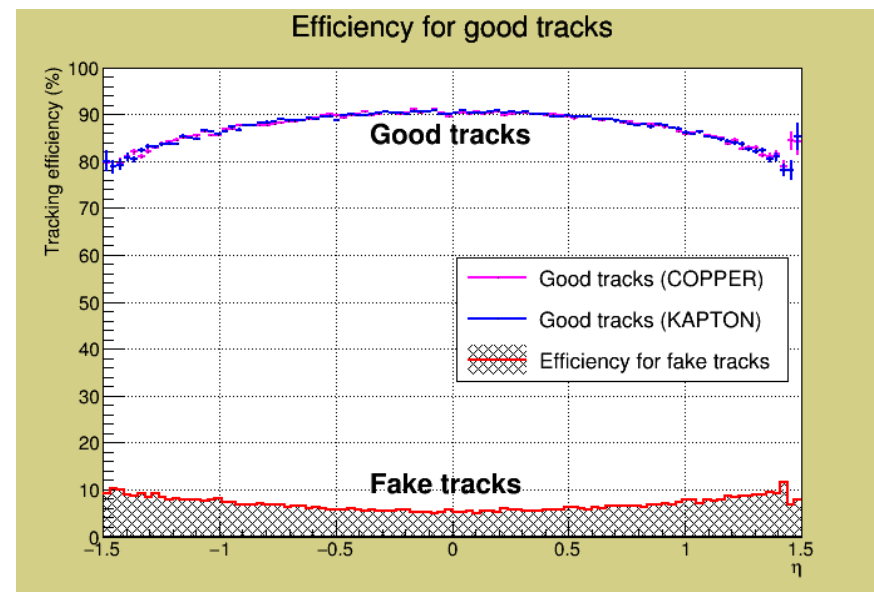
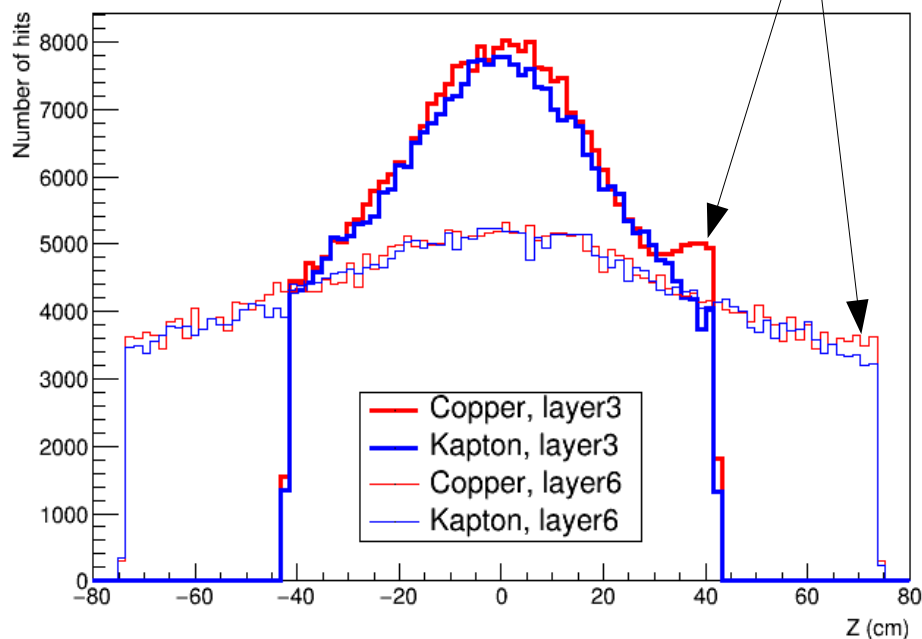


“Classical” geometry

- Fully operational, down to FPC details in the acceptance
- Services (support wheels → patch panels) to be implemented

Checked with old (DCDC) services in AliRoot:
 very little impact on the reconstruction

~5% hits more, if “all is copper”

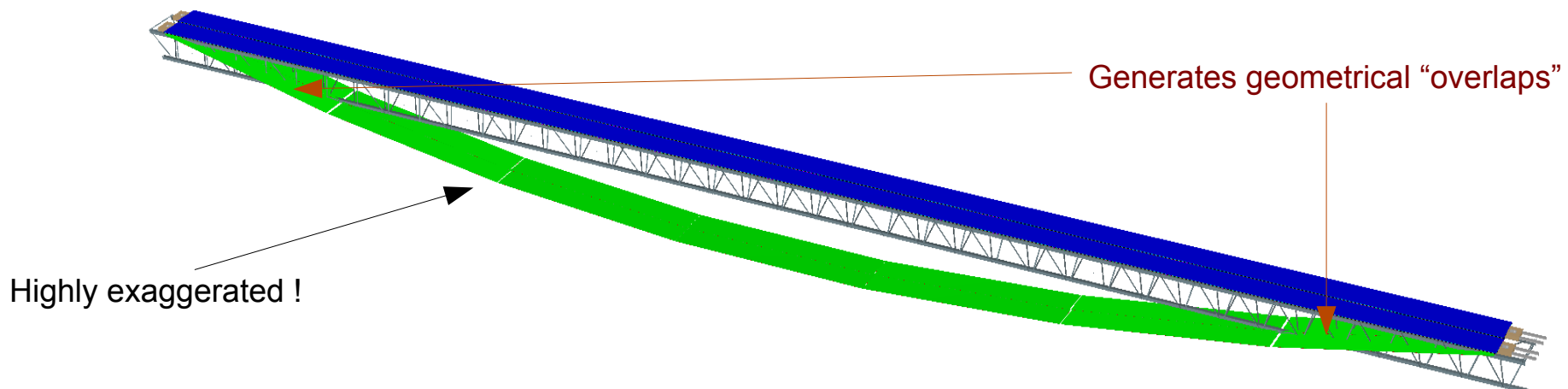


Geometry with sagging

- To be implemented in 2019
- However, we may already say:
 - ◆ Angular and impact parameter resolutions at the primary vertex do not change
 - ◆ Marginal deterioration of the momentum resolution
 - ◆ The angular track parameters at the outermost layer are slightly affected
 - ◆ The positional track parameters change according to the magnitude of sagging ($\sim 80 \mu\text{m}$ at $z=0$)
 - ◆ The ITS standalone tracking efficiency does not change
 - ◆ The TPC-ITS track-matching efficiency should not be dominated by sagging (to be demonstrated)

The results obtained with a modified version of the “classical” geometry:

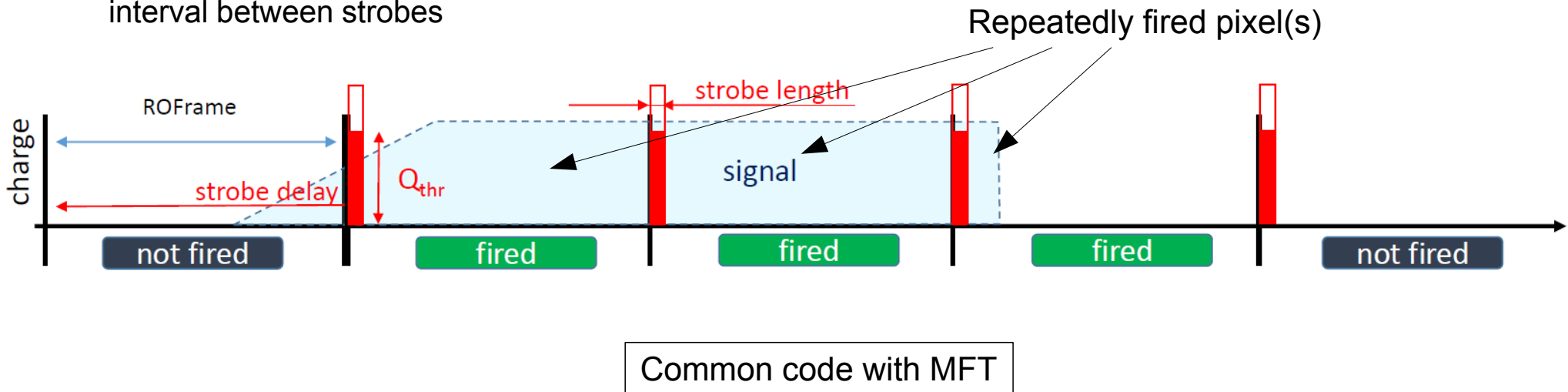
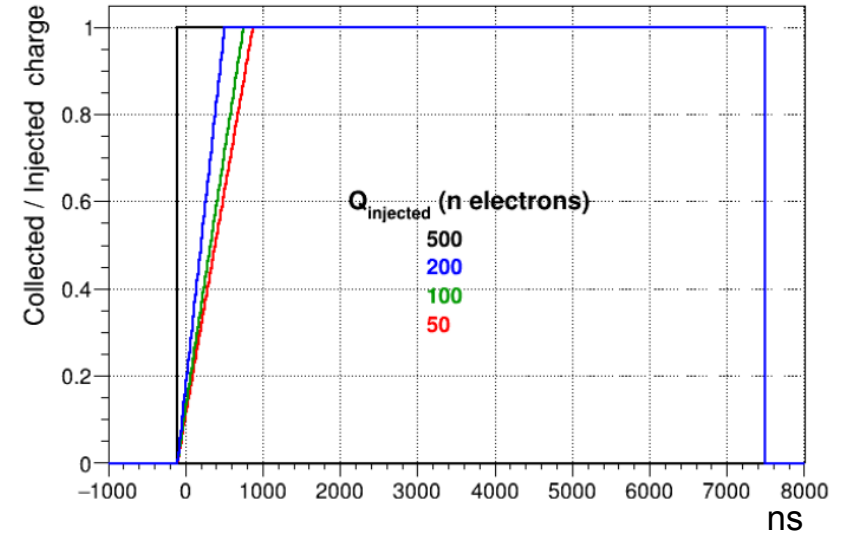
- ◆ OB modules shifted and rotated according to expected sag deformations (z and ϕ dependent)
- ◆ Good for a quick look at produced effects, but **cannot be the final solution**



Digitization

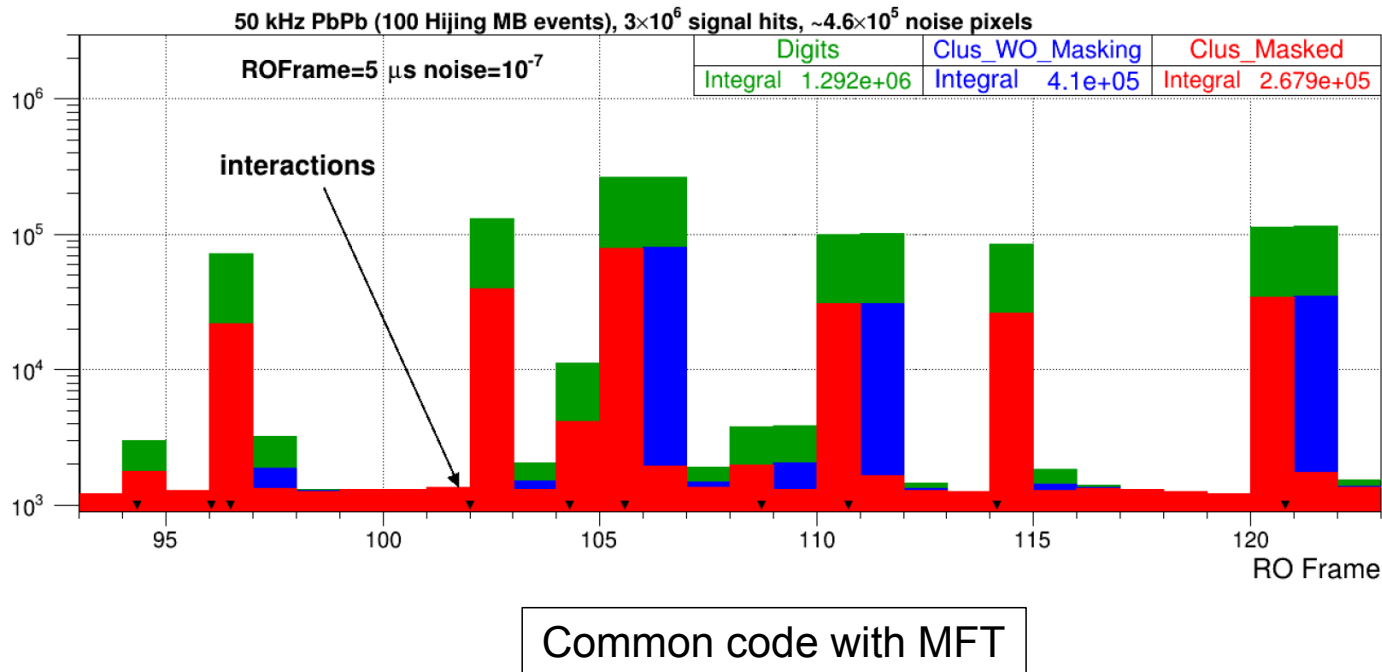
- An effective time response applied as a function of the number collected electrons
 - ◆ Extracted from actual measurements

- The output of the time response compared with a threshold and a strobe
 - ◆ The threshold, strobe delay and length are parameters
 - ◆ Additional parameter for continuous readout: time interval between strobes



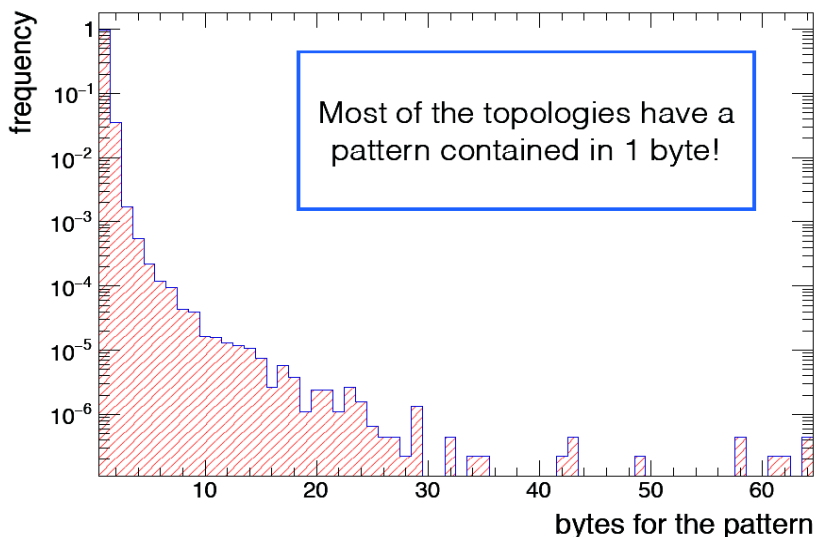
Cluster finding

- Described in IB's talk at the 11th Workshop in Hiroshima
- **New : Treatment of repeatedly fired pixels**
 - ◆ Two buffers: “previous” and “current” readout frames
 - ◆ “Previous” used to mask the repeated pixels propagated to “current”
 - ◆ Virtually instant switching between the buffers (std::vector::swap)



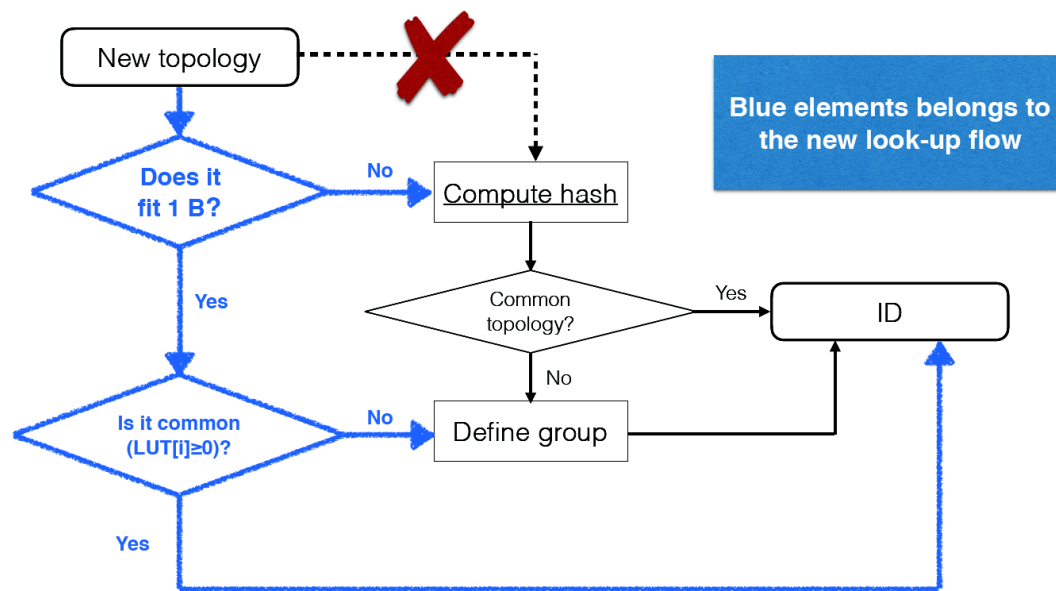
Cluster-topology handling

- Cluster objects (many): {row,col} of ref. pixel + cluster ID
- LUT (fixed size): offsets with respect to the ref. pixel + σ 's



Fraction of topologies with the bit pattern contained in N bytes

Up to 1 B : 0.961552
 Up to 2 B : 0.997095
 Up to 3 B : 0.998826
 Up to 4 B : 0.999379



The new algorithm is more than 3x faster !
 The time needed to identify the topologies is totally negligible compared with the CF time

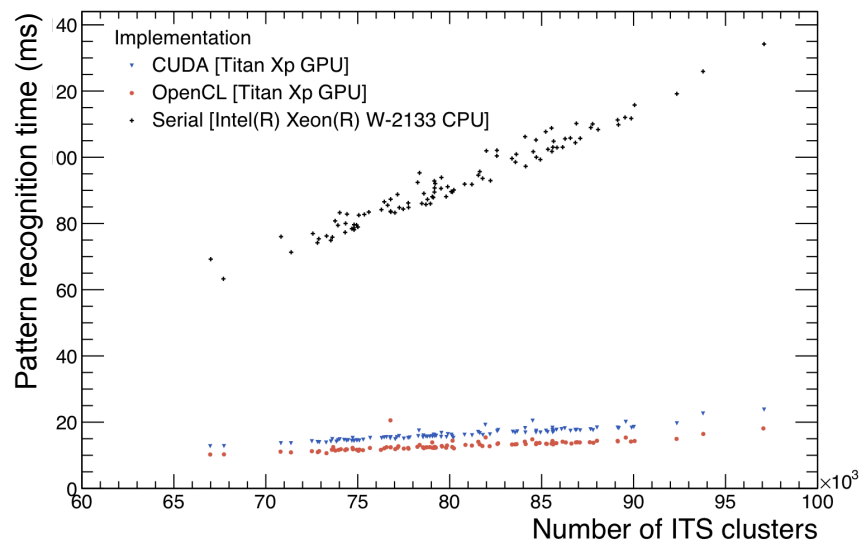
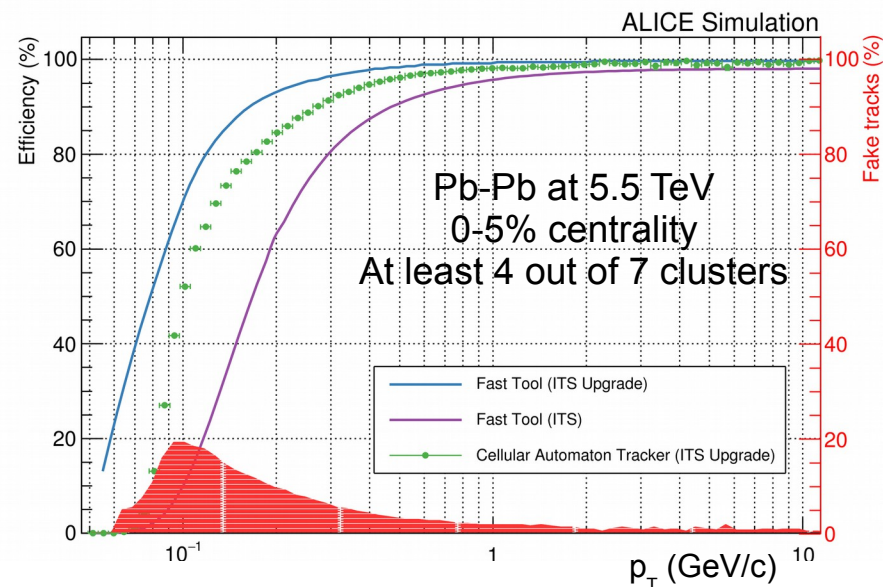
Common code with MFT

Cellular Automaton track finding

- Work-in-progress development
 - ◆ Pattern recognition with **Cellular Automaton (CPU & GPU)**
 - ◆ Track fitting with **Kalman Filter (CPU, soon on GPU)**

- Challenge: wrong cluster-to-track association at low p_T
 - ◆ Multiple scattering, fluctuations of energy losses...

- The **GPU** version is **2.5x – 5x** faster
 - ◆ The gain factor increases with the number of pileup events
- Can already be used for the on-line TPC calibration
 - ◆ Parameters tuned for high- p_T tracks



ITS O² overall status & plans

1	Task	Contact	People	When	Comments
2	General ITS geometry	Mario Sitta		Done	No services yet
3	Sagging geometry	Mario Sitta	Cristina Bedda	Q4 2019	
4					
5	ALPIDE response simulation	Artem Isakov	Miljenko Suljic	Q1 2019	Vbb=0 missing
6					
7	Time dependent digitiser	Ruben Shahoyan		Done	
8	Digitisation in DPL			Done	
9					
10	Raw data decoder	Ruben Shahoyan		Q4 2018	Ongoing discussions with WP10
11	Cluster finder (CPU)	Iouri Belikov	Ruben Shahoyan	Done	
12	Time effects in clusterisation	Ruben Shahoyan		Done	
13	Clusterisation in DPL			Q1 2019	
14	Cluster finder (FPGA)	Anisa Qazi ?		Done ?	Repetitive signal handling in FPGA ?
15	Cluster-topology handling	Luca Barioglio		Done	To be integrated with the Cluster Finder
16					
17	Primary vertex finder (CPU)	Matteo Concas	Ruben Shahoyan	Done	May need a new approach
18	Primary vertex finder (GPU)	Matteo Concas	David Rohr	Q2 2019	May take longer
19					
20	CA tracker (CPU)	Maximiliano Puccio		Done	
21	CA tracker (GPU)	Maximiliano Puccio	Matteo Concas, David Rohr	Q2 2019	
22	Tracking in DPL			Q2 2019	Connected with the primary vertexer in DPL
23					
24	Comparison with Monte Carlo	Arthur Gal	Iouri Belikov	Q4 2019	Service task (~30% of time)
25					
26	Event display			2019	Needed: Simplified geometry, data convertor
27					
28	Calibration (noise, dead)				
29					
30	Quality Control				

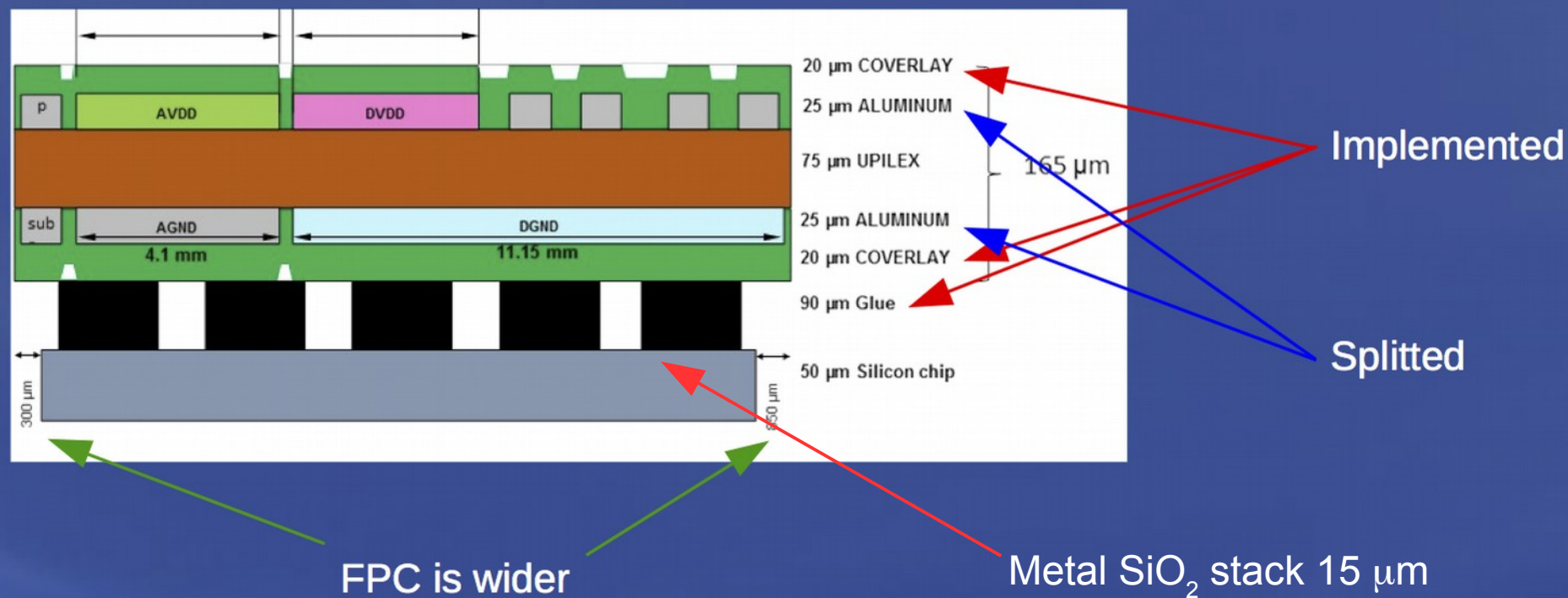


Backup slides

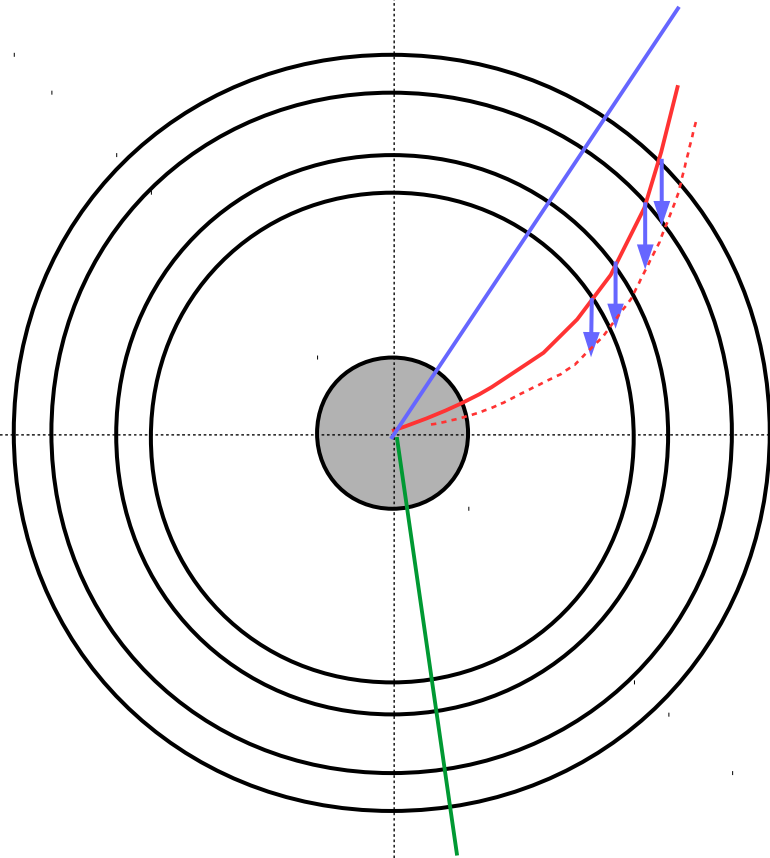
ITS geometry : details


New IB Cross Section

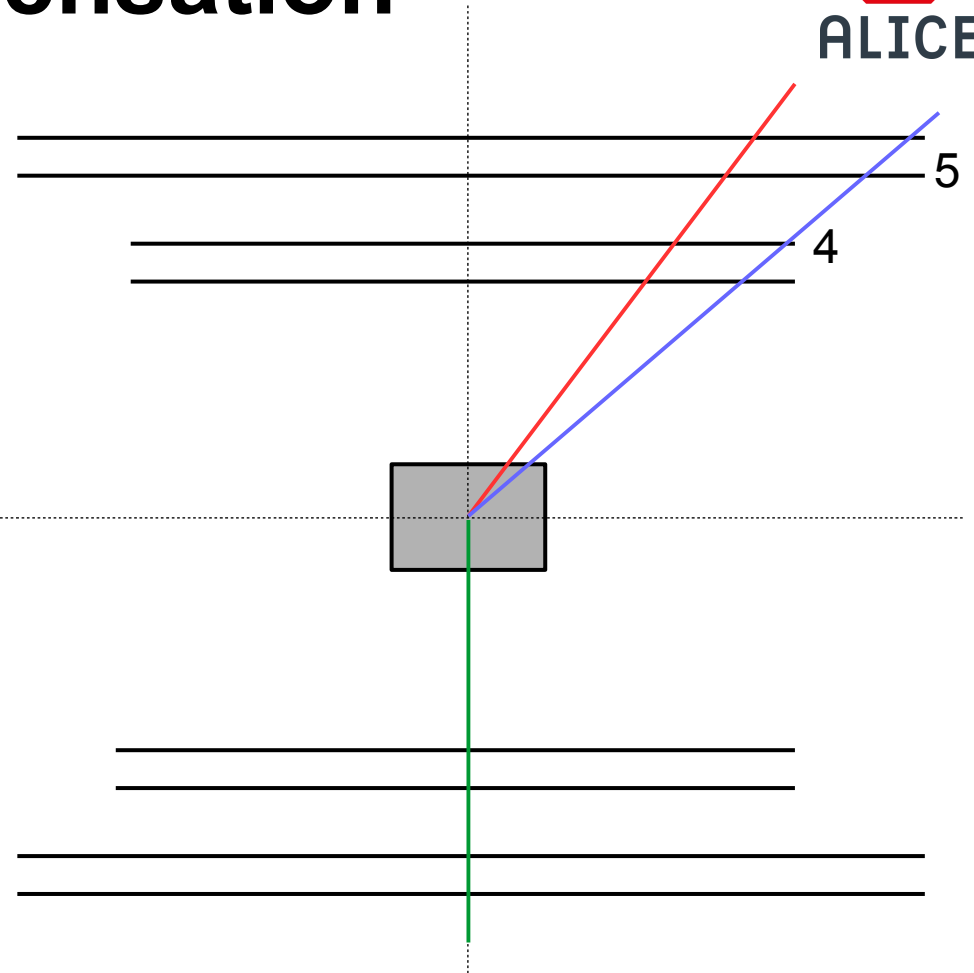
Antonello, 5 Oct 17



Sagging : “Self-compensation”

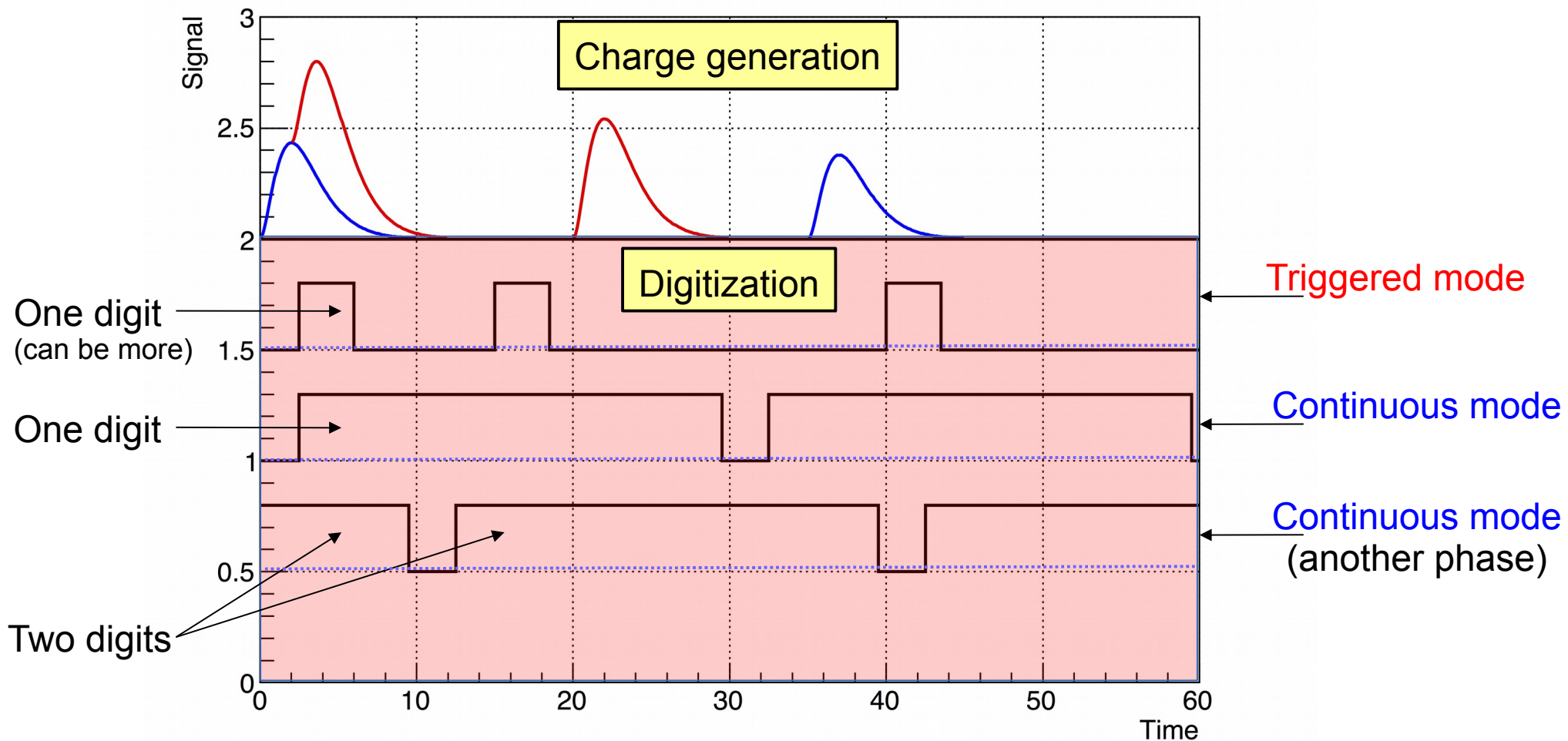


The **maximal sag** is $f(\phi)$.
 Each track has its own maximal sag.
 But this max sag is the same ($\phi \sim \text{const}$)
 within this track. 
 The track directions at the outer layer do not
 change (almost).



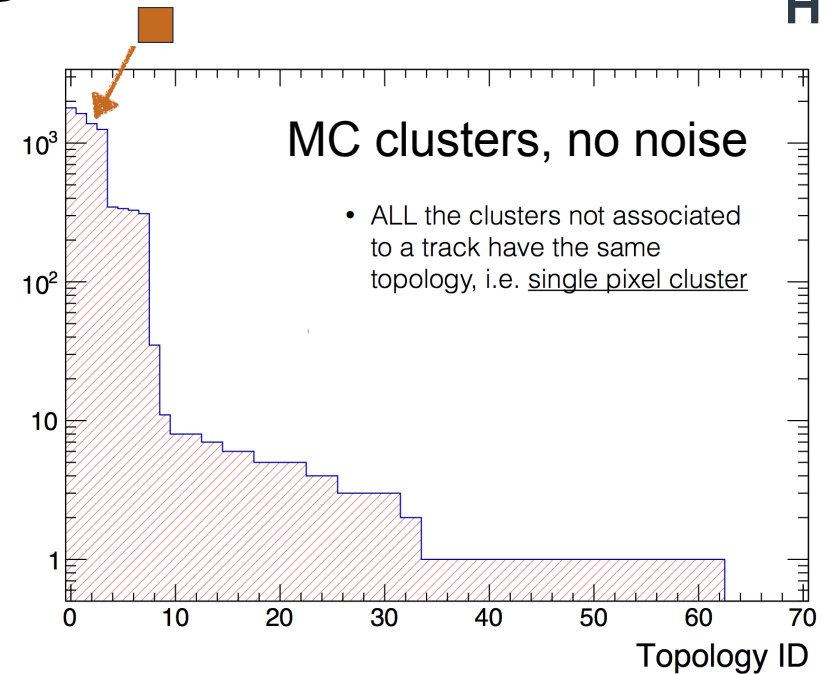
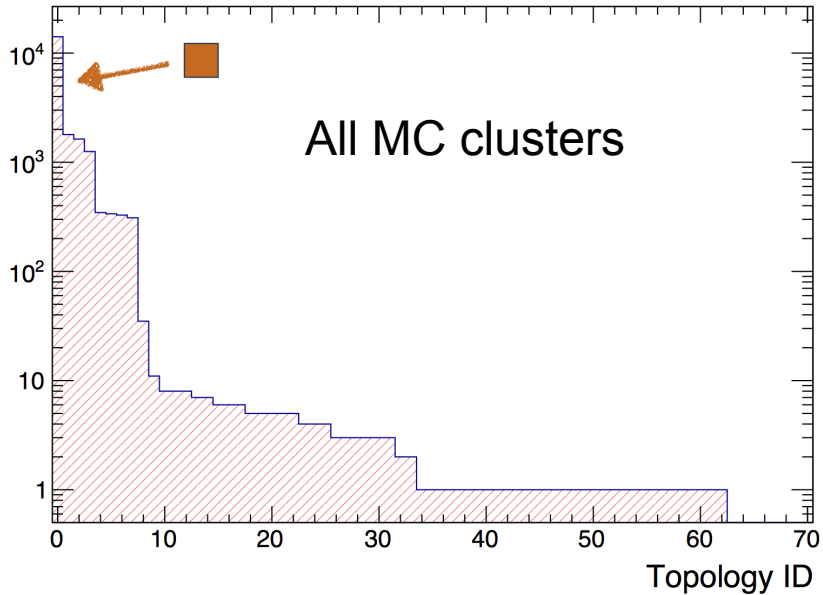
The **local sag** is $f(\phi, z)$.
 The directions of the **green track** are not affected.
 The directions of the **blue track** do get distorted.
 But this distortion is not large, because the local
 sags are small.
 The **red track** is the most affected.

ITS digitization

































At the end, we want to be able to generate the data in TimeFrame format































Cluster-topologies



Number of clusters: 20295

Topology	counts	Topology	counts	Topology	counts
	14106		35		6
	1793		11		6
	1631		8		5
	1254		7		5
	346		7		5
	337		7		5
	328		6		5
	310		6		5
	310		6		5
	310		6		5

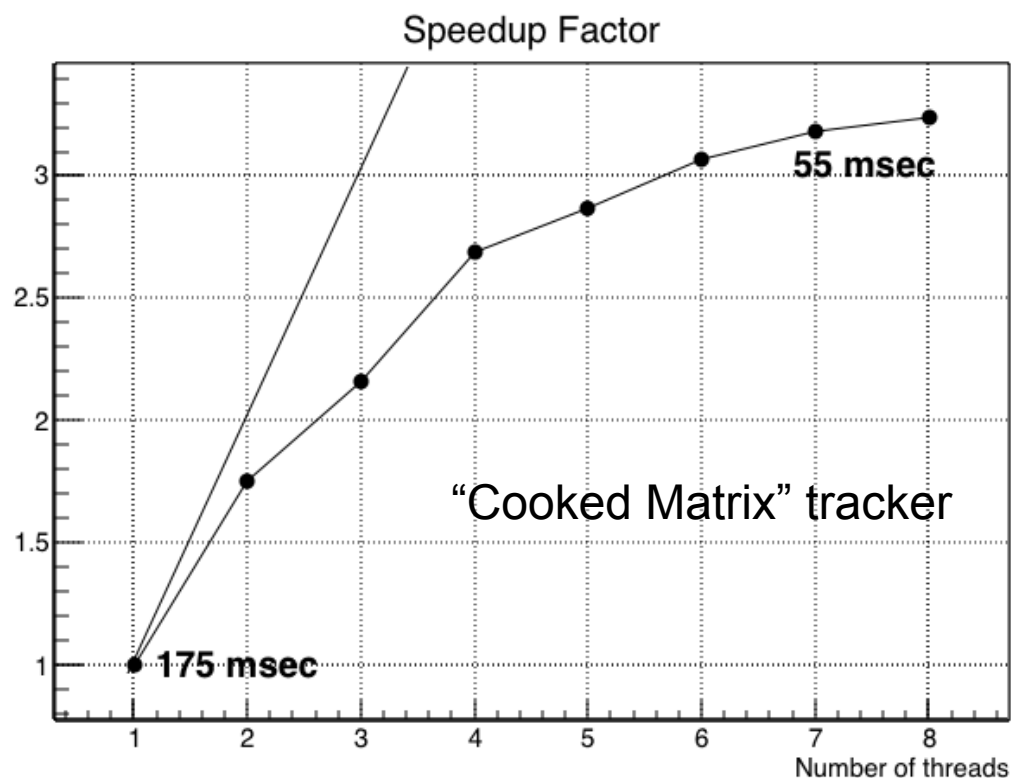
Number of clusters: 7659 (noise: 12726)

Topology	counts	Topology	counts	Topology	counts
	1793		35		6
	1631		11		6
	1380		8		5
	1254		7		5
	346		7		5
	337		7		5
	328		6		5
	310		6		5
	310		6		5
	310		6		5



Tracking time vs number of threads

- 2011 mac, 2 GHz Intel Core i7
 - ◆ 4 cores, 8 threads
- 4000 pions in $|\eta| < 0.9$
 - ◆ $0.2 < p_T < 2.0$ GeV/c, flat
 - ◆ No noise
 - ◆ Constant 0.5 T mag. field



Native C++11 multi-threading

Linux/gcc and macOS/clang

(bottle neck of the moment – cluster sorting)