Towards a C++ based ZVTOP

Ben Jeffery (Oxford) LCFI Collaboration



ZVTOP - Introduction

ZVTOP Vertex Finder - initially developed for SLD by Dave Jackson contains two separate algorithms for different jet topologies:

ZVRES



Topological - Multi track vertices

Detailed in:

D. Jackson, NIM A 388 (1997) pp247

In existing FORTRAN based simulation tools, including SGV in use by LCFI.





ZVRES

Kinematic 'Ghost Track'- includes one track vertices Used at SLD but not in SGV version

In early development - not detailed in this talk

ZVRES - Introduction

Basic Idea: Tracks represented by Gaussian error 'tubes' Tubes combined to give vertex function:





Vertex function peaks resolved into distinct vertices by cut on peak-valley ratio.

Remaining ambiguities in track assignment resolved by magnitude of vertex function.



ZVTOP - Motivation

Verified reference implementation needed in the ILC software framework

Object oriented C++

Existing FORTRAN code used at SLD exists, and has been used, in fast simulation SGV. (Having come with some modifications via OPAL)

Was a possibility just to wrap this with C++, BUT:

•ZVKIN not included - needed for vertex charge tagging.

•Minimal documentation.

•Difficulty of additions or changes:

•ILC boundary conditions - all scale dependant parts needed updating.

Approach

Design and code from the original ZVTOP paper.

•Complete understanding and documentation.

•Direct rewrite would not be object oriented.

•Identifies undocumented parts of the FORTRAN by comparison.

ZVTOP - Changes

Some approximations in FORTRAN removed for C++:

Tubes: FORTRAN has parabolic approximation with only diagonal error matrix terms.

$$\mathsf{Tube} = f_i(\mathbf{r}) = \exp\left\{-rac{1}{2}\left[\left(rac{x'-(x_0'+\kappa {y'}^2)}{\sigma_T}
ight)^2+\left(rac{z-(z_0+ an(\lambda)y')}{\sigma_L}
ight)^2
ight]
ight\}$$

C++ uses helix and full error:

Tube =
$$f_i(\underline{r}) = e^{(-\frac{1}{2}\underline{p}\underline{V}^{-1}\underline{p}^{T})}$$
 p = Residual to track
V = Covariance Matrix

Track-Interaction Point and two track fitting changed from analytic approximation to full fit.

Algorithm structure changed for object orientation:

Based around idea of candidate vertices – Merging, track removal etc. Gives flexibility and can be reused for ZVKIN.



Modular – should allow for change of vertex fitters etc Current fitter thanks to Mark Grimes at Bristol

Initial aim: replace FORTRAN ZVRES in SGV for testing

- allows comparison of intermediate algorithm states when working on identical tracks
- new version can be verified to be at least as good as FORTRAN



ZVRES Code complete Detailed comparison testing in progress

Technical details of algorithm in FORTRAN but not in original paper found:

Interaction Point handling
Vertex Resolution distance cut important for increased ILC resolution
Vertex function magnitude cut

4000 3500 MC С 3000 F Number of Jets 2500 2000 1500 1000 500 0 2 3 5 Number of found vertices Sample run on B Jets 35000 30000 С 25000 F Num Vertices 20000 15000 10000 5000 0 2 3 5 4 6 Number of Tracks

Good agreement between codes, but some differences still to be found



First vertex decay length shows good overall qualitative similarity, and a good number of exact coincidences.

Ben Jeffery



Ben Jeffery

ZVTOP - Future

•Finish ZVRES convergence

•Write ZVKIN ghost track code based on Dave Jackson's notes

•Test ZVKIN – direct comparison not available, but SLD plots exist.

•Polish both ZVRES and ZVKIN

•LCIO Interface

•Documentation, Documentation, Documentation!

•Hoping for release as part of LCFI Vertex Package in June.



