

# Reconstruction methods for the PANDA TPC

Quirin Weitzel

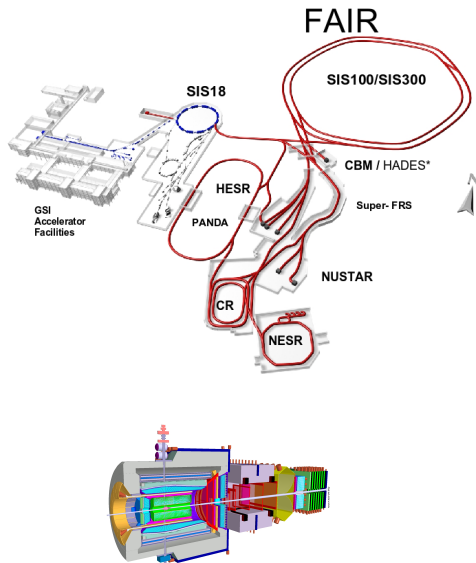
Physics Department E18  
Technische Universität München

ILC TPC Analysis Jamboree, February 2006

- 1 The  $\bar{\text{P}}\text{ANDA}$  experiment
  - Physics objectives
  - Detector layout
  - Continuous sampling DAQ concept
- 2 The  $\bar{\text{P}}\text{ANDA}$  TPC
- 3 TPC online reconstruction
  - Event mixing
  - Software tools
  - Event deconvolution
  - Integration of the TPC into the DAQ

# The $\bar{P}$ ANDA experiment

# $\bar{P}$ ANDA: Antiproton Annihilations at Darmstadt



- Facility for Antiproton and Ion Research (FAIR), GSI, Darmstadt, Germany
- High Energy Storage Ring (HESR)
- Antiproton beam in the range 1 GeV to 15 GeV
- Debunched beam - high duty cycle
- Internal proton target (pellet / cluster gas jet) or nuclear targets
- $2 \cdot 10^7$   $\bar{p}p$  annihilations per second
- TDR in preparation for 2008
- First physics data expected in 2013

# Physics objectives

Strong interaction studies with antiprotons

The goal of  $\bar{P}$ ANDA is to perform **precision** measurements on the following topics:

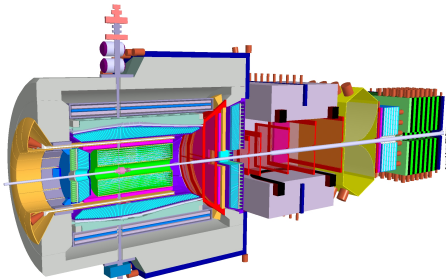
- Charmonium spectroscopy
- Search for gluonic excitations
- Charm in nuclei
- Hypernuclear physics
- Open charm physics

Prerequisites for precision:

- Low systematic errors
  - ▶ Good beam quality
  - ▶ Powerful detector system
- High statistics
  - ▶ **High interaction rates**
  - ▶ Study different channels simultaneously

# The PANDA detector

PANDA is designed as a multipurpose detector, capable of **exclusive measurements**



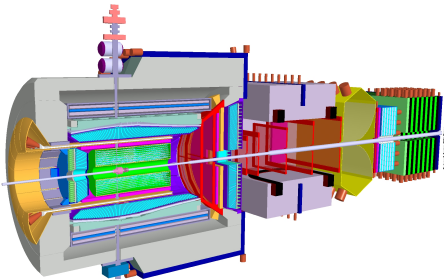
## Requirements on central tracker

- Almost  $4\pi$  coverage,  $\sim 1\%$   $X_0$
- $\sigma_{r,\phi} \sim 150 \mu\text{m}$ ,  $\sigma_z < 1 \text{ cm}$
- Momentum resolution of  $\sim 1\%$
- TPC offers PID below 1 GeV

- Fixed target geometry
- Large acceptance (nearly  $4\pi$ )
- Target spectrometer (2 T superconducting solenoid)
- Forward spectrometer (2 Tm dipole magnet)
- Tracking system: silicon vertex detector, central tracking chamber (STT or TPC), forward tracking chambers
- Particle ID: Cherenkov detectors (DIRC, RICH)
- High precision, high granularity electromagnetic calorimetry

# The PANDA detector

PANDA is designed as a multipurpose detector, capable of **exclusive measurements**



## Requirements on central tracker

- Almost  $4\pi$  coverage,  $\sim 1\%$   $X_0$
- $\sigma_{r,\phi} \sim 150 \mu\text{m}$ ,  $\sigma_z < 1 \text{ cm}$
- Momentum resolution of  $\sim 1\%$
- **TPC offers PID below 1 GeV**

- Fixed target geometry
- Large acceptance (nearly  $4\pi$ )
- Target spectrometer (2 T superconducting solenoid)
- Forward spectrometer (2 Tm dipole magnet)
- Tracking system: silicon vertex detector, central tracking chamber (STT or TPC), forward tracking chambers
- Particle ID: Cherenkov detectors (DIRC, RICH)
- High precision, high granularity electromagnetic calorimetry

# Continuous sampling DAQ - foundations

- High annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$
- Study several physics channels in parallel
- Complex event signatures
- Many different contributing subdetectors
- No hardware trigger
- Self triggering frontend electronics
- Synchronized by global time distribution system
- $\Rightarrow$  very high raw data rate (up to  $\sim 1 \text{ TB/s}$ , zero suppressed)
- Preprocessing on the frontend level
  - ▶ Feature extraction
  - ▶ Data compression
- Staged computing farms
  - ▶ Event building
  - ▶ Pattern recognition
  - ▶ Flexible event selection
- Design values:
  - ▶ Input data rate after preprocessing  $\sim 40 \text{ GB/s}$
  - ▶ Rate to disk  $200 \text{ MB/s}$



# Continuous sampling DAQ - foundations

- High annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$
- Study several physics channels in parallel
- Complex event signatures
- Many different contributing subdetectors
- No hardware trigger
- Self triggering frontend electronics
- Synchronized by global time distribution system
- $\Rightarrow$  very high raw data rate (up to  $\sim 1 \text{ TB/s}$ , zero suppressed)
- Preprocessing on the frontend level
  - ▶ Feature extraction
  - ▶ Data compression
- Staged computing farms
  - ▶ Event building
  - ▶ Pattern recognition
  - ▶ Flexible event selection
- Design values:
  - ▶ Input data rate after preprocessing  $\sim 40 \text{ GB/s}$
  - ▶ Rate to disk  $200 \text{ MB/s}$

# Continuous sampling DAQ - foundations

- High annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$
- Study several physics channels in parallel
- Complex event signatures
- Many different contributing subdetectors
- **No hardware trigger**
- Self triggering frontend electronics
- Synchronized by global time distribution system
- $\Rightarrow$  very high raw data rate (up to  $\sim 1 \text{ TB/s}$ , zero suppressed)
- Preprocessing on the frontend level
  - ▶ Feature extraction
  - ▶ Data compression
- Staged computing farms
  - ▶ Event building
  - ▶ Pattern recognition
  - ▶ Flexible event selection
- Design values:
  - ▶ Input data rate after preprocessing  $\sim 40 \text{ GB/s}$
  - ▶ Rate to disk  $200 \text{ MB/s}$

# Continuous sampling DAQ - foundations

- High annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$
- Study several physics channels in parallel
- Complex event signatures
- Many different contributing subdetectors
- **No hardware trigger**
- Self triggering frontend electronics
- Synchronized by global time distribution system
- $\Rightarrow$  very high raw data rate (up to  $\sim 1 \text{ TB/s}$ , zero suppressed)
- Preprocessing on the frontend level
  - ▶ Feature extraction
  - ▶ Data compression
- Staged computing farms
  - ▶ Event building
  - ▶ Pattern recognition
  - ▶ Flexible event selection
- Design values:
  - ▶ Input data rate after preprocessing  $\sim 40 \text{ GB/s}$
  - ▶ Rate to disk  $200 \text{ MB/s}$

# Continuous sampling DAQ - foundations

- High annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$
- Study several physics channels in parallel
- Complex event signatures
- Many different contributing subdetectors
- **No hardware trigger**
- Self triggering frontend electronics
- Synchronized by global time distribution system
- $\Rightarrow$  very high raw data rate (up to  $\sim 1 \text{ TB/s}$ , zero suppressed)
- Preprocessing on the frontend level
  - ▶ Feature extraction
  - ▶ Data compression
- Staged computing farms
  - ▶ Event building
  - ▶ Pattern recognition
  - ▶ Flexible event selection
- Design values:
  - ▶ Input data rate after preprocessing  $\sim 40 \text{ GB/s}$
  - ▶ Rate to disk  $200 \text{ MB/s}$

# Continuous sampling DAQ - foundations

- High annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$
- Study several physics channels in parallel
- Complex event signatures
- Many different contributing subdetectors
- No hardware trigger
- Self triggering frontend electronics
- Synchronized by global time distribution system
- $\Rightarrow$  very high raw data rate (up to  $\sim 1 \text{ TB/s}$ , zero suppressed)
- Preprocessing on the frontend level
  - ▶ Feature extraction
  - ▶ Data compression
- Staged computing farms
  - ▶ Event building
  - ▶ Pattern recognition
  - ▶ Flexible event selection
- Design values:
  - ▶ Input data rate after preprocessing  $\sim 40 \text{ GB/s}$
  - ▶ Rate to disk  $200 \text{ MB/s}$

# Continuous sampling DAQ - foundations

- High annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$
- Study several physics channels in parallel
- Complex event signatures
- Many different contributing subdetectors
- **No hardware trigger**
- Self triggering frontend electronics
- Synchronized by global time distribution system
- $\Rightarrow$  very high raw data rate (up to  $\sim 1 \text{ TB/s}$ , zero suppressed)
- Preprocessing on the frontend level
  - ▶ Feature extraction
  - ▶ Data compression
- Staged computing farms
  - ▶ Event building
  - ▶ Pattern recognition
  - ▶ Flexible event selection
- Design values:
  - ▶ Input data rate after preprocessing  $\sim 40 \text{ GB/s}$
  - ▶ Rate to disk  $200 \text{ MB/s}$

# Continuous sampling DAQ - foundations

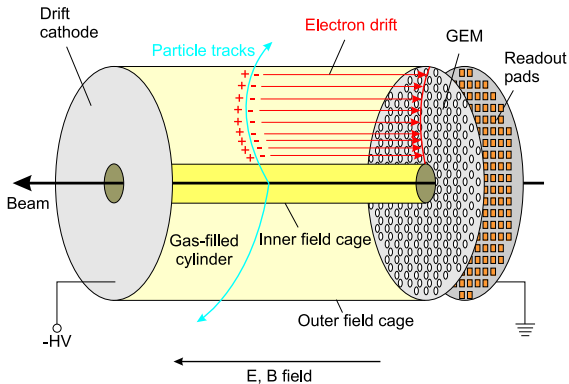
- High annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$
- Study several physics channels in parallel
- Complex event signatures
- Many different contributing subdetectors
- **No hardware trigger**
- Self triggering frontend electronics
- Synchronized by global time distribution system
- $\Rightarrow$  very high raw data rate (up to  $\sim 1 \text{ TB/s}$ , zero suppressed)
- Preprocessing on the frontend level
  - ▶ Feature extraction
  - ▶ Data compression
- Staged computing farms
  - ▶ Event building
  - ▶ Pattern recognition
  - ▶ Flexible event selection
- Design values:
  - ▶ Input data rate after preprocessing  $\sim 40 \text{ GB/s}$
  - ▶ Rate to disk  $200 \text{ MB/s}$

# The $\bar{P}$ ANDA TPC



# Continuously running time projection chamber

with GEM readout



Continuous mode:

- No external trigger
- No gating possible

Coordinates:

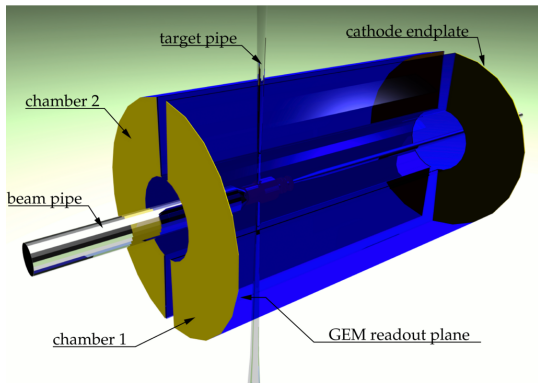
- $(x, y)$  from pads
- drift time  $t \Rightarrow z$
- $z = t \cdot v_{\text{drift}}$

## Parameters of the $\bar{\text{P}}\text{ANDA}$ TPC (reference design)

- Radius: 15 cm to 42 cm
- Position: -40 to +110 cm from IP
- Driftlength: 1.5 m  $\hat{=} 55 \mu\text{s}$
- $E$ -field: 400 V/cm
- Gas: Ne/CO<sub>2</sub> (90/10)
- Pads:  $2 \times 2 \text{ mm}^2 \rightarrow 100\,000 \text{ ch.}$

# Continuously running time projection chamber

with GEM readout



Continuous mode:

- No external trigger
- No gating possible

Coordinates:

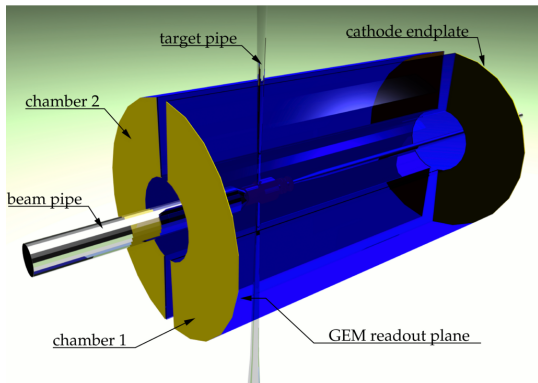
- $(x, y)$  from pads
- drift time  $t \Rightarrow z$
- $z = t \cdot v_{\text{drift}}$

## Parameters of the $\bar{\text{P}}\text{ANDA}$ TPC (reference design)

- Radius: 15 cm to 42 cm
- Position: -40 to +110 cm from IP
- Driftlength: 1.5 m  $\hat{=} 55 \mu\text{s}$
- $E$ -field: 400 V/cm
- Gas: Ne/CO<sub>2</sub> (90/10)
- Pads:  $2 \times 2 \text{ mm}^2 \rightarrow 100\,000 \text{ ch.}$

# Continuously running time projection chamber

with GEM readout



Continuous mode:

- No external trigger
- No gating possible

Coordinates:

- $(x, y)$  from pads
- drift time  $t \Rightarrow z$
- $z = t \cdot v_{\text{drift}}$

## Key challenges

- Continuous operation  $\rightarrow$  built-up of space charge inside drift volume
- Raw data rates up to 1 TB/s  $\rightarrow$  online data compression (e.g. hit trains)
- **Event mixing**  $\rightarrow$  online reconstruction necessary

# TPC online reconstruction

# Event mixing in the TPC - breaking the event paradigm

Why do we have to reconstruct the TPC online?

## The problem

- Annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$  - average time between events: 50 ns
- $\sim 5$  charged tracks per event ( $\bar{p}p$  - annihilations)
- Drift length:  $1.5 \text{ m} \hat{=} 55 \mu\text{s}$
- Arrival times of electrons from one event: inside  $55 \mu\text{s}$  time-window
- Inside one drift time: up to  $\sim 1000$  events
- Continuous beam - continuous data stream from TPC
- Signals from several events arriving at the same time
- Events cannot be predefined by a hardware trigger

## Necessary steps:

- Work with a data stream
- Recognize individual tracks
- Define events

# Event mixing in the TPC - breaking the event paradigm

Why do we have to reconstruct the TPC online?

## The problem

- Annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$  - average time between events: 50 ns
- $\sim 5$  charged tracks per event ( $\bar{p}p$  - annihilations)
- Drift length:  $1.5 \text{ m} \hat{=} 55 \mu\text{s}$
- Arrival times of electrons from one event: inside  $55 \mu\text{s}$  time-window
- Inside one drift time: up to  $\sim 1000$  events
- Continuous beam - continuous data stream from TPC
- Signals from several events arriving at the same time
- Events cannot be predefined by a hardware trigger

## Necessary steps:

- Work with a data stream
- Recognize individual tracks
- Define events

# Event mixing in the TPC - breaking the event paradigm

Why do we have to reconstruct the TPC online?

## The problem

- Annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$  - average time between events: 50 ns
- $\sim 5$  charged tracks per event ( $\bar{p}p$  - annihilations)
- Drift length:  $1.5 \text{ m} \hat{=} 55 \mu\text{s}$
- Arrival times of electrons from one event: inside  $55 \mu\text{s}$  time-window
- Inside one drift time: up to  $\sim 1000$  events
- Continuous beam - continuous data stream from TPC
- Signals from several events arriving at the same time
- Events cannot be predefined by a hardware trigger

## Necessary steps:

- Work with a data stream
- Recognize individual tracks
- Define events

# Event mixing in the TPC - breaking the event paradigm

Why do we have to reconstruct the TPC online?

## The problem

- Annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$  - average time between events: 50 ns
- $\sim 5$  charged tracks per event ( $\bar{p}p$  - annihilations)
- Drift length:  $1.5 \text{ m} \hat{=} 55 \mu\text{s}$
- Arrival times of electrons from one event: inside  $55 \mu\text{s}$  time-window
- Inside one drift time: up to  $\sim 1000$  events
- Continuous beam - continuous data stream from TPC
- Signals from several events arriving at the same time
- Events cannot be predefined by a hardware trigger

## Necessary steps:

- Work with a data stream
- Recognize individual tracks
- Define events



# Event mixing in the TPC - breaking the event paradigm

Why do we have to reconstruct the TPC online?

## The problem

- Annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$  - average time between events: 50 ns
- $\sim 5$  charged tracks per event ( $\bar{p}p$  - annihilations)
- Drift length:  $1.5 \text{ m} \hat{=} 55 \mu\text{s}$
- Arrival times of electrons from one event: inside  $55 \mu\text{s}$  time-window
- Inside one drift time: up to  $\sim 1000$  events
- Continuous beam - continuous data stream from TPC
- Signals from several events arriving at the same time
- Events cannot be predefined by a hardware trigger

## Necessary steps:

- Work with a data stream
- Recognize individual tracks
- Define events

# Event mixing in the TPC - breaking the event paradigm

Why do we have to reconstruct the TPC online?

## The problem

- Annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$  - average time between events: 50 ns
- $\sim 5$  charged tracks per event ( $\bar{p}p$  - annihilations)
- Drift length:  $1.5 \text{ m} \hat{=} 55 \mu\text{s}$
- Arrival times of electrons from one event: inside  $55 \mu\text{s}$  time-window
- Inside one drift time: up to  $\sim 1000$  events
- Continuous beam - continuous data stream from TPC
- Signals from several events arriving at the same time
- Events cannot be predefined by a hardware trigger

## Necessary steps:

- Work with a data stream
- Recognize individual tracks
- Define events

# Event mixing in the TPC - breaking the event paradigm

Why do we have to reconstruct the TPC online?

## The problem

- Annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$  - average time between events: 50 ns
- $\sim 5$  charged tracks per event ( $\bar{p}p$  - annihilations)
- Drift length:  $1.5 \text{ m} \hat{=} 55 \mu\text{s}$
- Arrival times of electrons from one event: inside  $55 \mu\text{s}$  time-window
- Inside one drift time: up to  $\sim 1000$  events
- Continuous beam - continuous data stream from TPC
- Signals from several events arriving at the same time
- Events cannot be predefined by a hardware trigger

## Necessary steps:

- 1 Work with a data stream
- 2 Recognize individual tracks
- 3 Define events

# Event mixing in the TPC - breaking the event paradigm

Why do we have to reconstruct the TPC online?

## The problem

- Annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$  - average time between events: 50 ns
- $\sim 5$  charged tracks per event ( $\bar{p}p$  - annihilations)
- Drift length:  $1.5 \text{ m} \hat{=} 55 \mu\text{s}$
- Arrival times of electrons from one event: inside  $55 \mu\text{s}$  time-window
- Inside one drift time: up to  $\sim 1000$  events
- Continuous beam - continuous data stream from TPC
- Signals from several events arriving at the same time
- Events cannot be predefined by a hardware trigger

## Necessary steps:

- 1 Work with a data stream
- 2 Recognize individual tracks
- 3 Define events

# Event mixing in the TPC - breaking the event paradigm

Why do we have to reconstruct the TPC online?

## The problem

- Annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$  - average time between events: 50 ns
- $\sim 5$  charged tracks per event ( $\bar{p}p$  - annihilations)
- Drift length: 1.5 m  $\hat{=} 55 \mu\text{s}$
- Arrival times of electrons from one event: inside  $55 \mu\text{s}$  time-window
- Inside one drift time: up to  $\sim 1000$  events
- Continuous beam - continuous data stream from TPC
- Signals from several events arriving at the same time
- Events cannot be predefined by a hardware trigger

## Necessary steps:

- 1 Work with a data stream
- 2 Recognize individual tracks
- 3 Define events

# Event mixing in the TPC - breaking the event paradigm

Why do we have to reconstruct the TPC online?

## The problem

- Annihilation rate:  $2 \cdot 10^7 \text{ s}^{-1}$  - average time between events: 50 ns
- $\sim 5$  charged tracks per event ( $\bar{p}p$  - annihilations)
- Drift length:  $1.5 \text{ m} \hat{=} 55 \mu\text{s}$
- Arrival times of electrons from one event: inside  $55 \mu\text{s}$  time-window
- Inside one drift time: up to  $\sim 1000$  events
- Continuous beam - continuous data stream from TPC
- Signals from several events arriving at the same time
- Events cannot be predefined by a hardware trigger

## Necessary steps:

- 1 Work with a data stream
- 2 Recognize individual tracks
- 3 Define events

# Software: simulation & reconstruction

- Event mixing is one key challenge
- Heavy software development ongoing to show feasibility
- TPC simulations with GEANT4
- BaBar framework (event based)
- Event mixing → new processing structures: data streams
- Reco working on data stream:

## z-reconstruction

→ event based simulation

→ event based reco

→ event based reco

→ event based reco

→ event based reco

→ event based reco

→ event based reco

# Software: simulation & reconstruction

- Event mixing is one key challenge
- Heavy software development ongoing to show feasibility
- TPC simulations with GEANT4
- BaBar framework (event based)
- Event mixing → new processing structures: data streams
- Reco working on data stream:

## z-reconstruction

→ event based simulation

→ event based reconstruction

→ event based simulation

→ event based reconstruction

→ event based simulation

→ event based reconstruction

→ event based simulation



# Software: simulation & reconstruction

- Event mixing is one key challenge
- Heavy software development ongoing to show feasibility
- TPC simulations with GEANT4
- BaBar framework (event based)
- Event mixing → new processing structures: data streams
- Reco working on data stream:

## z-reconstruction

→ [BaBar z-reconstruction](#)

→ [PANDA z-reconstruction](#)

→ [PANDA z-reconstruction](#)

→ [PANDA z-reconstruction](#)

→ [PANDA z-reconstruction](#)

→ [PANDA z-reconstruction](#)

→ [PANDA z-reconstruction](#)

# Software: simulation & reconstruction

- Event mixing is one key challenge
- Heavy software development ongoing to show feasibility
- TPC simulations with GEANT4
- BaBar framework (event based)
- Event mixing → new processing structures: data streams
- Reco working on data stream:

## z-reconstruction

# Software: simulation & reconstruction

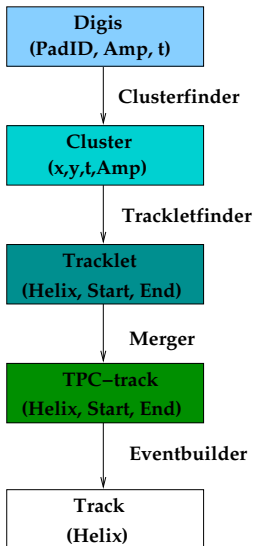
- Event mixing is one key challenge
- Heavy software development ongoing to show feasibility
- TPC simulations with GEANT4
- BaBar framework (event based)
- Event mixing → new processing structures: data streams
- Reco working on data stream:

z-reconstruction

# Software: simulation & reconstruction

- Event mixing is one key challenge
- Heavy software development ongoing to show feasibility
- TPC simulations with GEANT4
- BaBar framework (event based)
- Event mixing → new processing structures: data streams
- Reco working on data stream:

z-reconstruction



# Software: simulation & reconstruction

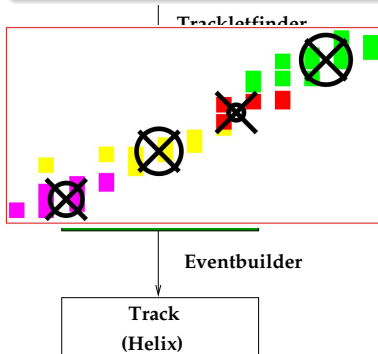
- Event mixing is one key challenge
- Heavy software development ongoing to show feasibility
- TPC simulations with GEANT4
- BaBar framework (event based)
- Event mixing → new processing structures: data streams
- Reco working on data stream:

## z-reconstruction

- Measure: layer  $n$  level
- $Z = \sum_{i=1}^n \text{Weight}_i$
- layer  $n$   $Z = \sum_{i=1}^n \text{Weight}_i$
- Reconstruct:  $Z = \sum_{i=1}^n \text{Weight}_i$  with  $Z_n = \text{Weight}_n$
- $Z_1, Z_2$  from other detectors

## Clusterfinder (also in time!)

- Has to be simple (e.g. no fit possible)
- Center of gravity algorithm



# Software: simulation & reconstruction

- Event mixing is one key challenge
- Heavy software development ongoing to show feasibility
- TPC simulations with GEANT4
- BaBar framework (event based)
- Event mixing → new processing structures: data streams
- Reco working on data stream:

## z-reconstruction

- Measure:  $t_{\text{signal}} = t_{\text{travel}}$
- $z = t_{\text{drift}} \cdot v_{\text{drift}}$
- $t_{\text{signal}} = t_0 + t_{\text{drift}}$
- Reconstruct:  
 $\hat{z} = t_{\text{signal}} \cdot v_{\text{drift}} = z + z_0$   
with  $z_0 = t_0 \cdot v_{\text{drift}}$
- $t_0$  or  $z_0$  from other detectors

## Clusterfinder (also in time!)

- Has to be simple (e.g. no fit possible)
- Center of gravity algorithm

## Trackletfinder

Kalman filter (helix track model)

- Non iterative, local
- Estimates track parameters
- Tricky to start
- ALICE Internal Note 97-24

Track  
(Helix)

# Software: simulation & reconstruction

- Event mixing is one key challenge
- Heavy software development ongoing to show feasibility
- TPC simulations with GEANT4
- BaBar framework (event based)
- Event mixing → new processing structures: data streams
- Reco working on data stream:

## z-reconstruction

- Measure:  $t_{\text{signal}} = t_{\text{arrival}}$
- $z = t_{\text{drift}} \cdot v_{\text{drift}}$
- $t_{\text{signal}} = t_0 + t_{\text{drift}}$
- Reconstruct:  
 $\hat{z} = t_{\text{signal}} \cdot v_{\text{drift}} = z + z_0$   
with  $z_0 = t_0 \cdot v_{\text{drift}}$
- $t_0$  or  $z_0$  from other detectors

## Clusterfinder (also in time!)

- Has to be simple (e.g. no fit possible)
- Center of gravity algorithm

## Trackletfinder

Kalman filter (helix track model)

- Non iterative, local
- Estimates track parameters
- Tricky to start
- ALICE Internal Note 97-24

Track  
(Helix)

## Definition: event deconvolution

- Goal: find a set of tracks that belongs to one primary interaction
- Each such set is called an *event*

## General procedure

- Reconstruct pieces of tracks
- Fast detectors: define event time
- TPC: assign  $z$  to the primary vertex
- $z$  vs  $z_{\text{track}}$
- Endcap:  $z$  vs  $z_{\text{track}}$

## Use topology

- Target pointing
- Endcap penetration



## Definition: event deconvolution

- Goal: find a set of tracks that belongs to one primary interaction
- Each such set is called an *event*

## General procedure

- Reconstruct pieces of tracks
- Fast detectors: define event time
- TPC-tracks  $\overset{\text{connect to}}{\longleftrightarrow}$  hits in fast detectors
- Problem: combinatorics!

## Use topology

- Target pointing
- Endcap penetration

## Definition: event deconvolution

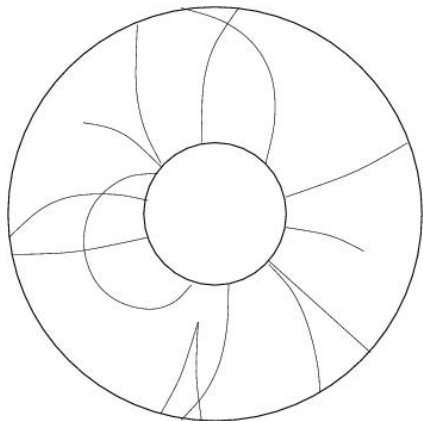
- Goal: find a set of tracks that belongs to one primary interaction
- Each such set is called an *event*

## General procedure

- Reconstruct pieces of tracks
- Fast detectors: define event time
- TPC-tracks  $\longleftrightarrow$  hits in fast detectors
- Problem: combinatorics!

## Use topology

- Target pointing
- Endcap penetration



# Event deconvolution strategies - overview

## Definition: event deconvolution

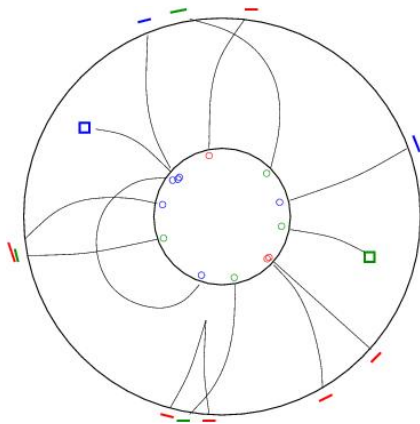
- Goal: find a set of tracks that belongs to one primary interaction
- Each such set is called an *event*

## General procedure

- Reconstruct pieces of tracks
- Fast detectors: define event time
- TPC-tracks  $\overset{\text{connect to}}{\longleftrightarrow}$  hits in fast detectors
- Problem: combinatorics!

## Use topology

- Target pointing
- Endcap penetration



# Event deconvolution strategies - overview

## Definition: event deconvolution

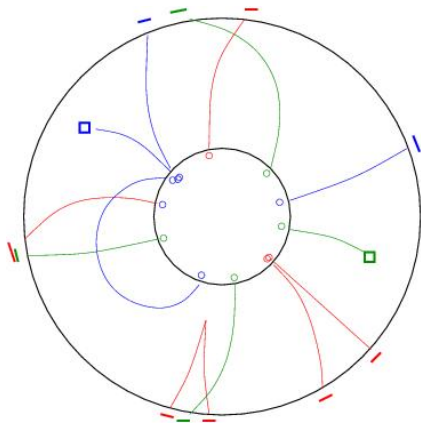
- Goal: find a set of tracks that belongs to one primary interaction
- Each such set is called an *event*

## General procedure

- Reconstruct pieces of tracks
- Fast detectors: define event time
- TPC-tracks  $\overset{\text{connect to}}{\longleftrightarrow}$  hits in fast detectors
- Problem: combinatorics!

## Use topology

- Target pointing
- Endcap penetration



# Event deconvolution strategies - overview

## Definition: event deconvolution

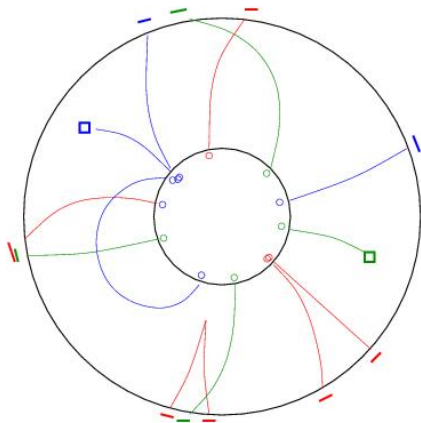
- Goal: find a set of tracks that belongs to one primary interaction
- Each such set is called an *event*

## General procedure

- Reconstruct pieces of tracks
- Fast detectors: define event time
- TPC-tracks  $\overset{\text{connect to}}{\longleftrightarrow}$  hits in fast detectors
- Problem: combinatorics!

## Use topology

- Target pointing
- Endcap penetration



# Event deconvolution strategies - overview

## Definition: event deconvolution

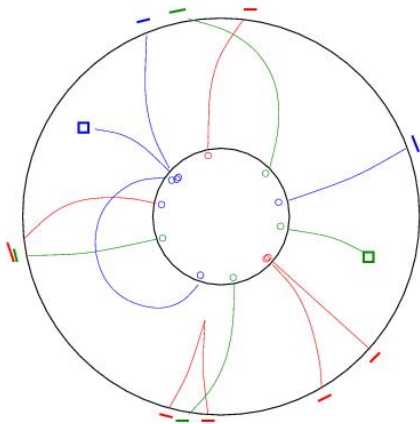
- Goal: find a set of tracks that belongs to one primary interaction
- Each such set is called an *event*

## General procedure

- Reconstruct pieces of tracks
- Fast detectors: define event time
- TPC-tracks  $\overset{\text{connect to}}{\longleftrightarrow}$  hits in fast detectors
- Problem: combinatorics!

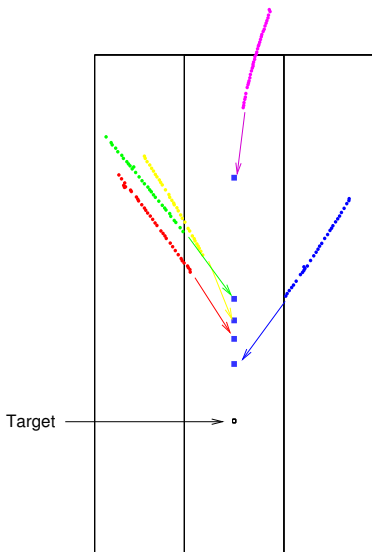
## Use topology

- Target pointing
- Endcap penetration



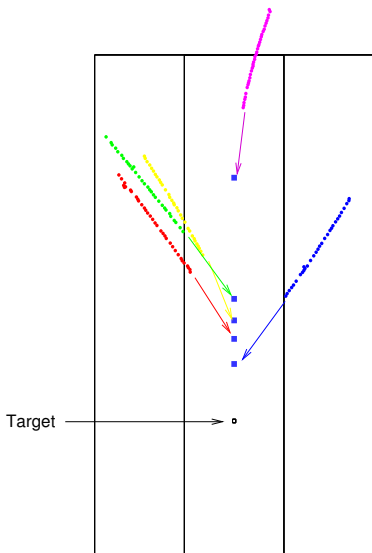
# Target pointing

- Hypothesis: track coming from IP ( $z = 0$ )
- Extrapolate the helix to the  $z$ -axis
- $\Rightarrow$  offset  $z_0 \Rightarrow$  event time  $t_0$
- Simulations show:
  - ▶ resolution of  $\sim 120$  ns is feasible
  - ▶ reduction of combinatorics by a factor of 200 at full rate



# Target pointing

- Hypothesis: track coming from IP ( $z = 0$ )
- Extrapolate the helix to the  $z$ -axis
- $\Rightarrow$  offset  $z_0 \Rightarrow$  event time  $t_0$
- Simulations show:
  - ▶ resolution of  $\sim 120$  ns is feasible
  - ▶ reduction of combinatorics by a factor of 200 at full rate

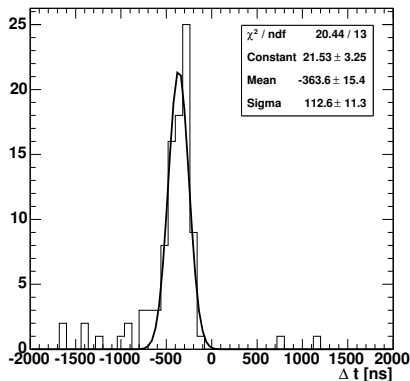




# Target pointing

- Hypothesis: track coming from IP ( $z = 0$ )
- Extrapolate the helix to the z-axis
- $\Rightarrow$  offset  $z_0 \Rightarrow$  event time  $t_0$
- Simulations show:
  - ▶ resolution of  $\sim 120$  ns is feasible
  - ▶ reduction of combinatorics by a factor of 200 at full rate

Event Time Residual from target pointing

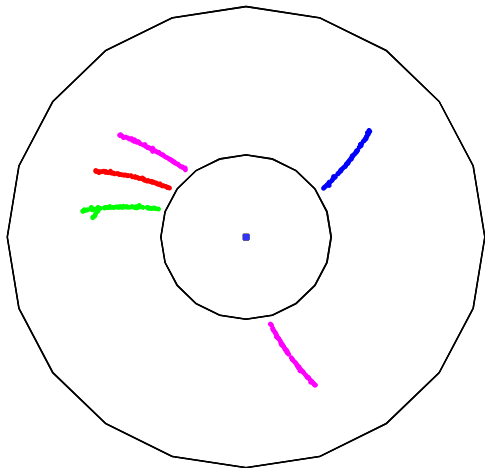


200 events of 1 GeV pions at  $\theta = 40^\circ$

- A lot of tracks go in forward direction (boost)
- Suppose a track is going through the forward endcap ( $\theta < 20^\circ$ )
- Recognize track endpoint position
- Idea: fix the  $z$  of the last hit to the position of the endcap
- Achieved resolution:  
 $\sim 280$  ns

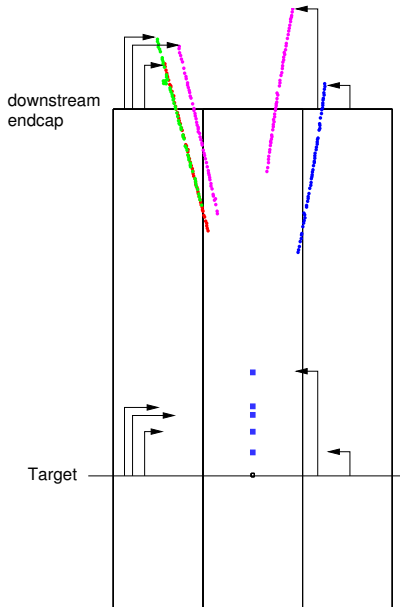
# Endcap penetration

- A lot of tracks go in forward direction (boost)
- Suppose a track is going through the forward endcap ( $\theta < 20^\circ$ )
- Recognize track endpoint position
- Idea: fix the  $z$  of the last hit to the position of the endcap
- Achieved resolution:  
 $\sim 280$  ns



# Endcap penetration

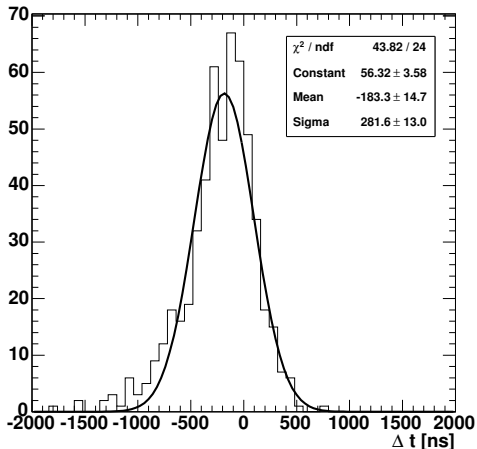
- A lot of tracks go in forward direction (boost)
- Suppose a track is going through the forward endcap ( $\theta < 20^\circ$ )
- Recognize track endpoint position
- Idea: fix the  $z$  of the last hit to the position of the endcap
- Achieved resolution:  $\sim 280$  ns



# Endcap penetration

- A lot of tracks go in forward direction (boost)
- Suppose a track is going through the forward endcap ( $\theta < 20^\circ$ )
- Recognize track endpoint position
- Idea: fix the  $z$  of the last hit to the position of the endcap
- Achieved resolution:  
 $\sim 280$  ns

Event Time Residual from endcap penetration



500 events of 1 GeV pions at  $\theta = 15^\circ$

# Integration of the TPC into the DAQ

- For the event deconvolution tracks have to be found online in the TPC
- Preprocessing on dedicated computing nodes close to frontends
- Data reduction by:
  - ▶ Clustering of hit pads  $\Rightarrow$  data reduction by factor 10
  - ▶ Huffman coding of hit data on a track (hit trains)
  - ▶ Parameterization of track pieces in the TPC (tracklet reconstruction)
- Parallel processing of subvolumes of the TPC
- Full track information available (at least) at later levels of data filter
- TPC information can be used for event selection in the software trigger
  - ▶ Multiplicities
  - ▶ Momentum
  - ▶ Decay vertices of neutral particles (e.g.  $\Lambda$ ,  $K_S$ )

# Integration of the TPC into the DAQ

- For the event deconvolution tracks have to be found online in the TPC
- Preprocessing on dedicated computing nodes close to frontends
- Data reduction by:
  - ▶ Clustering of hit pads  $\Rightarrow$  data reduction by factor 10
  - ▶ Huffman coding of hit data on a track (hit trains)
  - ▶ Parameterization of track pieces in the TPC (tracklet reconstruction)
- Parallel processing of subvolumes of the TPC
- Full track information available (at least) at later levels of data filter
- TPC information can be used for event selection in the software trigger
  - ▶ Multiplicities
  - ▶ Momentum
  - ▶ Decay vertices of neutral particles (e.g.  $\Lambda$ ,  $K_S$ )

# Integration of the TPC into the DAQ

- For the event deconvolution tracks have to be found online in the TPC
- Preprocessing on dedicated computing nodes close to frontends
- Data reduction by:
  - ▶ Clustering of hit pads  $\Rightarrow$  data reduction by factor 10
  - ▶ Huffman coding of hit data on a track (hit trains)
  - ▶ Parameterization of track pieces in the TPC (tracklet reconstruction)
- Parallel processing of subvolumes of the TPC
- Full track information available (at least) at later levels of data filter
- TPC information can be used for event selection in the software trigger
  - ▶ Multiplicities
  - ▶ Momentum
  - ▶ Decay vertices of neutral particles (e.g.  $\Lambda$ ,  $K_S$ )



# Integration of the TPC into the DAQ

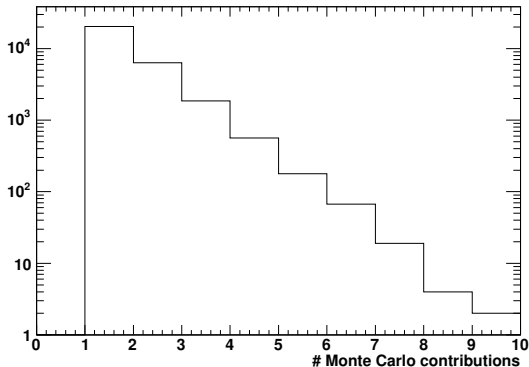
- For the event deconvolution tracks have to be found online in the TPC
- Preprocessing on dedicated computing nodes close to frontends
- Data reduction by:
  - ▶ Clustering of hit pads  $\Rightarrow$  data reduction by factor 10
  - ▶ Huffman coding of hit data on a track (hit trains)
  - ▶ Parameterization of track pieces in the TPC (tracklet reconstruction)
- Parallel processing of subvolumes of the TPC
- Full track information available (at least) at later levels of data filter
- TPC information can be used for event selection in the software trigger
  - ▶ Multiplicities
  - ▶ Momentum
  - ▶ Decay vertices of neutral particles (e.g.  $\Lambda$ ,  $K_S$ )

# Integration of the TPC into the DAQ

- For the event deconvolution tracks have to be found online in the TPC
- Preprocessing on dedicated computing nodes close to frontends
- Data reduction by:
  - ▶ Clustering of hit pads  $\Rightarrow$  data reduction by factor 10
  - ▶ Huffman coding of hit data on a track (hit trains)
  - ▶ Parameterization of track pieces in the TPC (tracklet reconstruction)
- Parallel processing of subvolumes of the TPC
- Full track information available (at least) at later levels of data filter
- TPC information can be used for event selection in the software trigger
  - ▶ Multiplicities
  - ▶ Momentum
  - ▶ Decay vertices of neutral particles (e.g.  $\Lambda$ ,  $K_S$ )

# Further problems and outlook

- How to deal with  $B$ -field and  $E$ -field inhomogeneities during the online reconstruction? What is the interplay with the space charge?
- How to keep accurately the  $dE/dx$  information for PID?
- How to deal with track crossings?



200 background events at full rate

Thank you!