Seeding in the Tracker Subsystem: Part 2 LUXE Simulation and Analysis Meeting

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Signal and Background samples **Recipe to merge signal and background**

- Taking background tracks from the electron beam only setup.
 - At present, we have ~4 BX of electron beam only background.
 - Applied the factor 0.826 so that only those electrons not interacting with laser are taken.
 - 1 BX is 1.5e9*0.826 electrons produced at the simulation.
 - Make bunches of electron beam only simulated files such that each bunch now has 1.5e9*0.826 electrons.
- Signal tracks are from the e+laser JETI40 setup.
 - Used w0 3000 nm files (Old, low number of signal tracks, ~1/BX)
 - Used w0 5000 nm files(Updated, high number of signal tracks, ~500/BX)
- Mixing the signal and background per BX

• For each BX of background, add 1 BX of signal (take signal BXs having highest number of signal tracks)

The seeding algorithm (Old)

- Keep unique set of tracks from first layer and last layer of tracker.
 - Overlap region is removed (by cutting on x value of the tracks) from the outer stave of first layer (innermost) and from the inner stave of the last layer (outermost).
- Loop over all pairs in layers 4 and 1, now only positron side (x>0).
- Reject pair of clusters if
 - |x1| > |x4| or they have different sign
 - |z1| == |z4|
 - |y_exit| > 20/2 mm
 - $|x_exit| < 5 \text{ mm and } |x_exit| > xDipoleWidth (330 mm) / 2$
 - If not one cluster in the road of 200 um connecting vector r1 and r4 in both layer 2 and layer 3.
 - The seed energy is less than 1 GeV or 16.5 GeV.
 - The seed energy is calculated from the track.







Seed energy plots

- 4 BXs are used to improve the statistics, seeding was done per BX
- Grey fill is the true energy from Geant4
- Red line is the energy from seed tracks, both signal and background combined.

keep layer 1 hit even if one seed was created from it.

Particles/4.0BX

Ratio

Particles/4.0BX

- Blue is the energy from seed tracks, only signal tracks
 - Matching of signals cannot be done track per track wise, as all signal tracks have the same track id (==1).
- High signal tracks create many more ghost tracks.
 - We can reduce the ghosts if we remove layer 1 "hit" which is already in a seed.
- At this point, not too worried about having too many seeds. Rather we need to see if we have enough seeds not to have inefficiency.
- We need to improve the scenario.

remove layer 1 hit if one seed was created from it.





Track fitting: SVD algorithm

- Another way to reduce the ghost is to make some track fit.
 - We use Singular Value Decomposition (SVD) algorithm to fit, and then take the best track.



- The smallest singular value corresponds to the solution of linear least square fitting problem.
- We take fit quality [1] < 0.1 and fit quality [2] < 0.05 as the optimum cuts



The seeding algorithm (Updated, with loose cuts)

- Keep unique set of tracks from first layer and last layer of tracker.
 - Overlap region is removed (by cutting on x value of the tracks) from the outer stave of first layer (innermost) and from the inner stave of the last layer (outermost).
- Loop over all pairs in layers 4 and 1, now only positron side (x>0).
- Reject pair of clusters if
 - |x1| > |x4| or they have different sign
 - |z1| == |z4|
 - |y_exit| > 10 mm
 - |x_exit| < 5 mm and |x_exit| > 200 mm
 - If not one cluster in the road of 130 um connecting vector r1 and r4 in both layer 2 and layer 3.
 - The seed energy is greater than 20.0 GeV.
 - The seed energy is calculated from the track.
 - Apply the SVD fit parameter cut

Changes are in red





Seed energy plots (Updated)

Old seeding algorithm (same as slide 4)

- Improvement over slide 4 previous algorithm for high signal track scenario.
- Two more histograms added (dashed lines):
 - After applying the SVD fit cut
- While loosening of the seed selection window increases the seed tracks, application of SVD fit makes things better.
- There are much room to improve the algorithm, one thing is to apply the Kalman filter in place of SVD fit.

New seeding algorithm + SVD fit





Summary and to do:

		Actual signal tracks	Require hits in 3 layers	Ratio over actual signal tracks, 3 layer hits	sig+bkg tracks, Old algorithm, 4 layer hits	Ratio over actual signal tracks, 4 layer hits	sig+bkg tracks, new algorithm, 4 layer hits	Ratio over actual signal tracks, 4 layer hits	sig+bkg tracks, new algorithm +SVD fit, 4 layer hits	Ratio actu sigr track layer
	Low signal multiplicity	127	352	277.17%	136	107.09%	124	97.64%	117	92.1
Present scenario	High signal multiplicity	1108	12109	1092.87%	3885	350.63%	2074	187.18% %	1243	112.1

- Looked at the signal and background mixture per BX for the first time.
- Played with the seeding algorithm: Added an SVD track fit to improve the scenario.
- For high signal track multiplicity, the algorithm+fit efficiency is good.
- This will be repeated for other spot sizes once the fixed signal samples arrive.
- Clustering from hits will be added for the seeding, which will reduce the background.
- Lots of room for improvement
 - Kalman filter.
 - Remove ambiguity from the signal tracks.



Bonus slides

SVD track fitting

- A common application of the singular value decomposition (SVD) is in fitting solutions to linear equations.
- Suppose we collect (x_i, y_i) data, which can be fit to some linear homogeneous equation $ax_i + by_i - c = 0$. If we have our data in a matrix A, and the coefficients in some vector v, we can write this problem as Av = 0, where we'd like to figure out what v is given A
- We usually have more data than coefficients, in which case we can't solve this • However, we can fit v to A in order to minimise the value of Av via SVD • Suppose we take the singular value decomposition of $A \rightarrow A = U \Sigma V^{T}$ • If one of the singular values is 0 then we have an exact solution • If none of the singular values are zero, we have no exact solution • However, it can be shown that the smallest singular value corresponds to the solution of the linear least squares fitting problem

- Namely, if we want to find the least squares fit to the data, we need to look at the smallest (usually the last) singular value and read the respective column of V to get the best fit coefficients (a, b, c)

Electron in a *B*-field of a dipole



 $qBv = \frac{mv^2}{R} \longrightarrow p = qBR \longrightarrow p[\text{GeV}] = 0.3 \cdot B[\text{T}] \cdot R[m]$

To get *R*, need to extrapolate the track backwards to • the dipole exit plane and obtain the x_{exit} coordinate • then intercept with the x = 0 line to find $z_{mid} \rightarrow h$ Extrapolation is done using 2 points at layer 4 and 1

$$\tan \theta = \frac{x_{\text{exit}}}{h} = \frac{L_B + b}{R} \longrightarrow R = h \frac{L_B + b}{x_{\text{exit}}}$$
$$\tan \theta = \frac{b}{x_{\text{exit}}} \longrightarrow R = h \frac{L_B + x_{\text{exit}} \tan \theta}{x_{\text{exit}}}$$
$$R = h \frac{L_B + x_{\text{exit}}^2 / h}{x_{\text{exit}}} = \frac{h L_B}{x_{\text{exit}}} + x_{\text{exit}}$$
$$p_{\text{seed}} = 0.3B \cdot \left(\frac{h L_B}{x_{\text{exit}}} + x_{\text{exit}}\right)$$
$$\overrightarrow{p}_{\text{seed}} = \left(\sim 0, \ p_{\text{seed}} \frac{y_{\text{trk}}}{r_{\text{trk}}}, \ p_{\text{seed}} \frac{z_{\text{trk}}}{r_{\text{trk}}} \right)$$

4 4

Random number drawn from the truth p_r distribution at the vertex

From Noam

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The subsystems near the IP



Plots from Sasha

