

# Track Finding with Hough Transformation for TPC Data

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# Outline

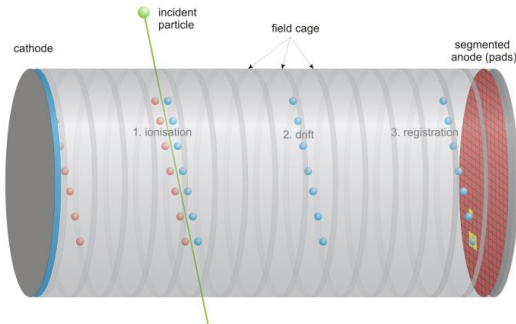
- 1 Time Projection Chambers
- 2 Track Reconstruction
- 3 Efficiency Studies
- 4 Conclusion and Outlook

# Working Principle of Time Projection Chambers

A time projection chamber (TPC) consists of a volume filled with gas with an electrical field applied to it.

## Working Principle

- A charged Particle traverses the volume and ionizes the gas inside the TPC.
- Due to the electric field the electrons drift towards the anode.
- Readout of the electrons at the anode.



# Time Projection Chambers

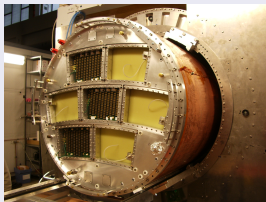
## MediTPC

- $\varnothing$ : 27 cm; length 80 cm
- Maximum drift length: 66 cm
- Pad plane:  $60 \times 80 \text{ mm}^2$



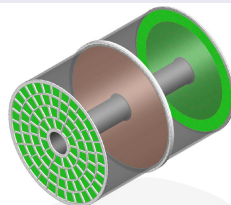
## Large Prototype

- $\varnothing$ : 77 cm; length: 61 cm
- room for up to seven modules

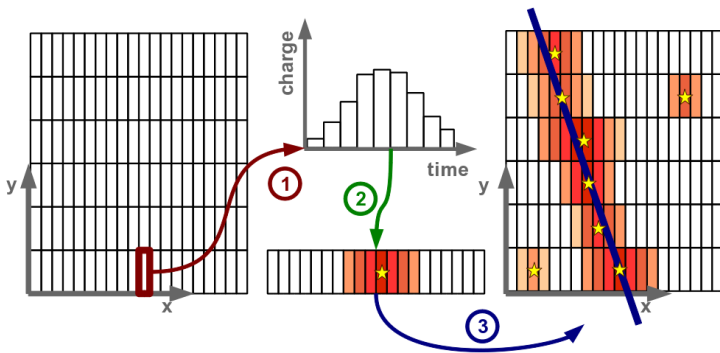


## ILD TPC

- $\varnothing$ : 3.8 m; length 4.3 m
- Tracking system in the future ILD detector



# Track Reconstruction



- 1 For each pad a charge spectrum is recorded; search for pulses in the charge spectrum.
- 2 Pulses on adjacent pads in the same row are combined to hits (3D space points).
- 3 Hits are combined to tracks; tracks are fitted.

# Pattern Recognition with Hough Transformation

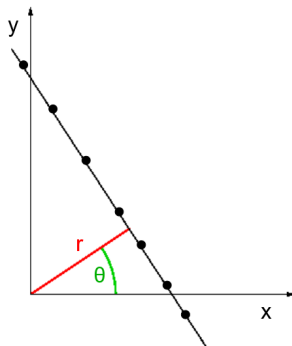
- Global method: all hits enter into the algorithm at the same time and in the same way.
- Works for any track shape which can be described by one set of parameters.
- here: either straight line (without magnetic field) or helix (with magnetic field).

# Hough Transformation: Straight Lines

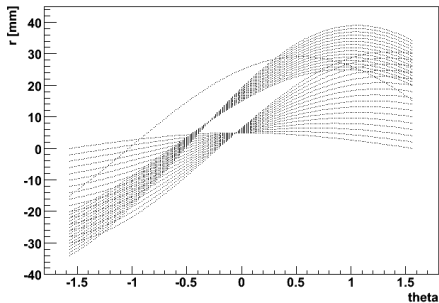
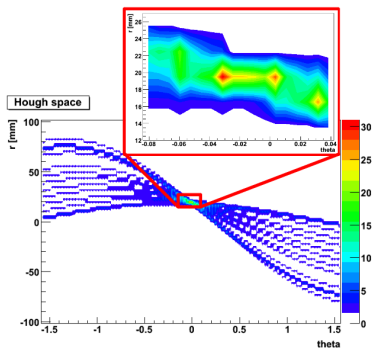
- Track Model: straight line
- Two parameters needed to describe straight line. Here:  $r$ ,  $\theta$

$$y(x) = -\frac{\cos \theta}{\sin \theta} \cdot x + \frac{r}{\sin \theta}$$
$$\Rightarrow r(\theta) = \cos \theta \cdot x + \sin \theta \cdot y$$

- Hit positions are inserted in the function  $r(\theta)$ .
- If the hits are on a straight line the functions belonging to these hits intersect in one point in 2D Hough Space.
- The point of intersection delivers the parameters of the straight line.



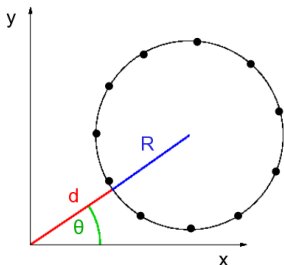
# Hough Transformation: Straight Lines





# Hough Transformation: Circles

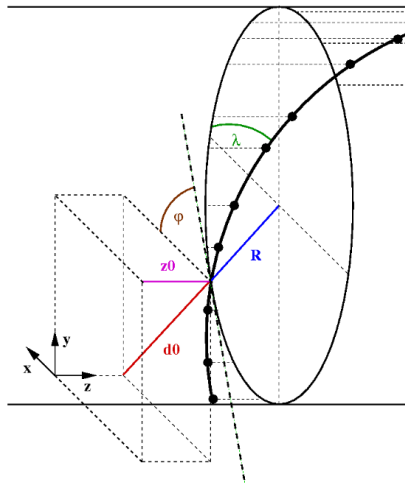
- Track model: circle
- Three parameters needed to describe circle. Here:  $d$ ,  $\theta$ ,  $R$
- Same procedure as for straight lines
- Intersection of functions  $R(d, \theta)$  in 3D Hough Space



$$\begin{aligned} R^2 &= (x - x_M)^2 + (y - y_M)^2 \\ x_M &= (R + d) \cdot \cos \theta \\ y_M &= (R + d) \cdot \sin \theta \\ \Rightarrow R(d, \theta) &= \frac{x^2 + y^2 + d^2 - 2d \cdot (x \cdot \cos \theta + y \cdot \sin \theta)}{2 \cdot (x \cdot \cos \theta + y \cdot \sin \theta - d)} \\ \Rightarrow & \text{3D Hough Space} \end{aligned}$$

# Hough Transformation: Helix

- Track model: helix
- Five parameters needed to describe a helix
- LCIO parameter:  $\varphi$ ,  $\Omega = 1/R$ ,  $d_0$ ,  $z_0$ ,  $\tan \lambda$
- Functions would intersect in 5D Hough Space
- Search is done in two projections
  - xy projection (straight line or circle)
  - sz projection (straight line), where  $s$  is the arc length in the xy projection

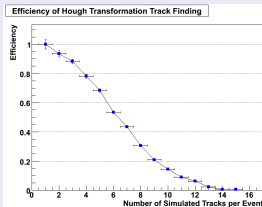


# Simulation for track finding in multi track events

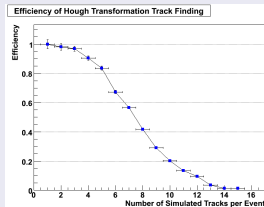
- Volume of MediTPC:  $60 \times 80 \times 666 \text{ mm}^3$
- Straight lines
- Track parameters are created randomly in the volume.
- Tracks are simulated such that they are vertical ( $\pm 30^\circ$ ).
- Y positions are the center of the pads.
- X and z positions are calculated accordingly with the track parameters.
- 12 hits per track (MediTPC like)

# Track Finding Efficiencies

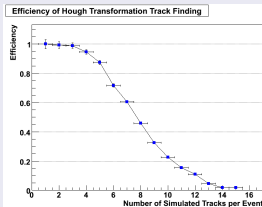
## a: 0 wrong hits allowed



## b: 1 wrong hits allowed



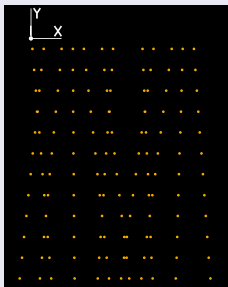
## c: 2 wrong hits allowed



- 1000 simulated events with  $n$  tracks
- Volume: MediTPC
- Track was found correctly if all hits (a), all but one hit (b), all but two hits (c) were found correctly.

# Example: Straight Line

## Simulated tracks in xy projection

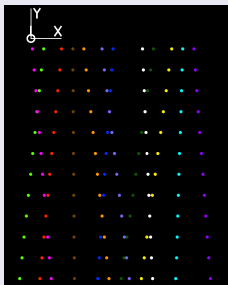


## Simulated tracks in zy projection

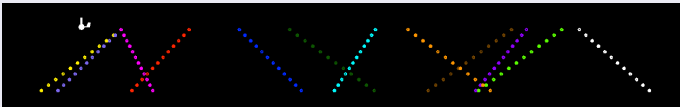


# Example: Straight Line

## Reconstructed tracks in xy projection



## Reconstructed Tracks in zy projection

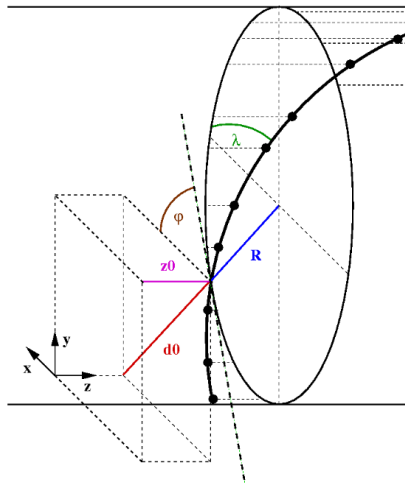


# Track Finding Efficiencies

- Hits might not be assigned to the right track if
  - two tracks cross each other.
  - two tracks are very close to each other.
- With very few hits per track the points of intersection in the Hough space might not be defined well.
- Especially in events with many tracks fake tracks might be found.

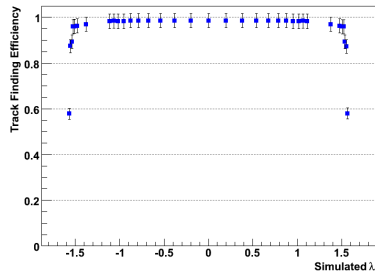
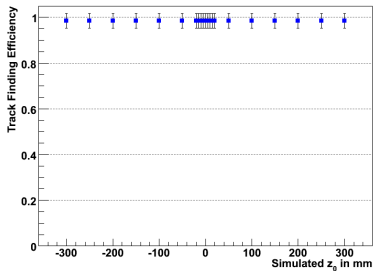
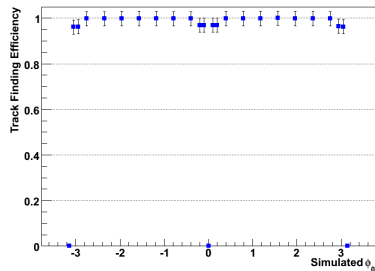
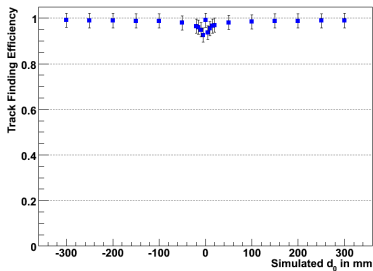
# Simulation for Parameter Scans

- 1000 events
- 1 track per event
- 200 hits per track (ILD TPC like)
- Y-Positions of hit in the center of pads rows.
- Straight lines ( $\Omega = 0$ )
- One track parameter fixed, others randomly chosen.
- A track is defined to be found correctly when all hits belonging to that track were found correctly.





# Track Finding Efficiencies



# Track Finding Efficiencies

- For one track per event the track finding efficiencies is almost one for nearly all parameter regions.
- Tracks can not be found if they are nearly parallel to the pad rows ( $\varphi \approx 0$ ,  $\varphi \approx -\pi$  or  $\varphi \approx \pi$ ) or the drift direction ( $\lambda \approx -\frac{\pi}{2}$  or  $\lambda \approx \frac{\pi}{2}$ ).
- The Hough transformation delivers two track candidates for each track. For  $d_0$  close to 0 these two candidates are very close to each other which leads to a lower track finding efficiency in this region.
- Excluding tracks with parameters in the critical regions leads to an even better track finding efficiency.

# Conclusion and Outlook

## Conclusion

- A Hough transformation for track finding was implemented.
  - It works for straight lines, helix segments and curler.
  - More than one track per event can be found.
  - Noise hits are rejected.
  - Hits do not need to be exctly on the track.
- Implemented as a library, which is currently used in MarlinTPC, but it can in principle be used in any other software framework.

## Outlook

- Efficiency studies ongoing (Multi Track Events with 200 hits per track, helices, track separation, fake tracks).
- Improve the track finding algorithm.
  - Speed needs to be increased, ideas how to improve this exist.
  - Optimize algorithm to find tracks with higher efficiency.