



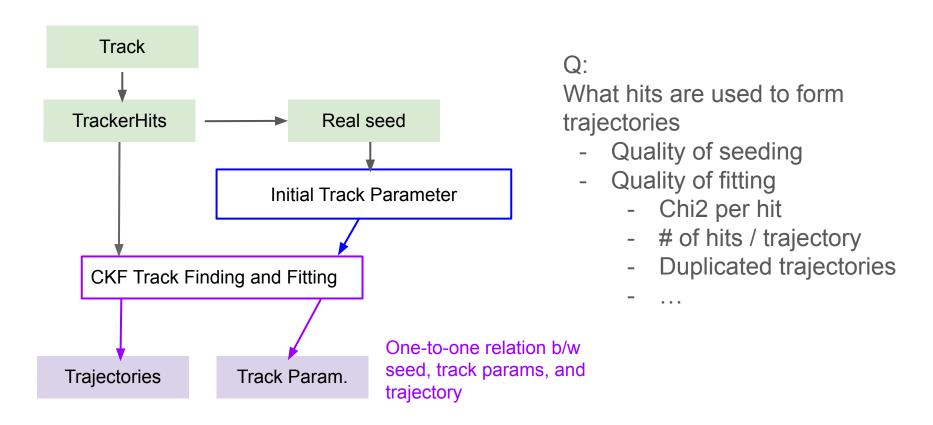
# **Trajectory Hits Study**

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# Tracking in ElCrecon



#### **ACTS Hits Selection**

acts/Core/include/Acts/TrackFinding/MeasurementSelector.hpp

```
(CKF)
if no hits on surface→ nHoles++
for (track state : track state candidates):
      Track state → hits on surface
      Calculate chi2 of all hits and rank, find chi2min
                    >chi2CutOff (default = 15) → save chi2min as outlier
      if chi2min
                    <chi2CutOff → save as Measurements up to numMeasurementsCutOff (=10)</p>
      candidates
                         namespace eicrecon {
                            struct CKFTrackingConfig {
                      10
                                std::vector<double> m_etaBins = {}; // {this, "etaE
                      11
                                std::vector<double> m_chi2CutOff = {15.}; //{this, "
                      12
                                std::vector<size_t> m_numMeasurementsCutOff = {10};
                            };
                      15 }
```

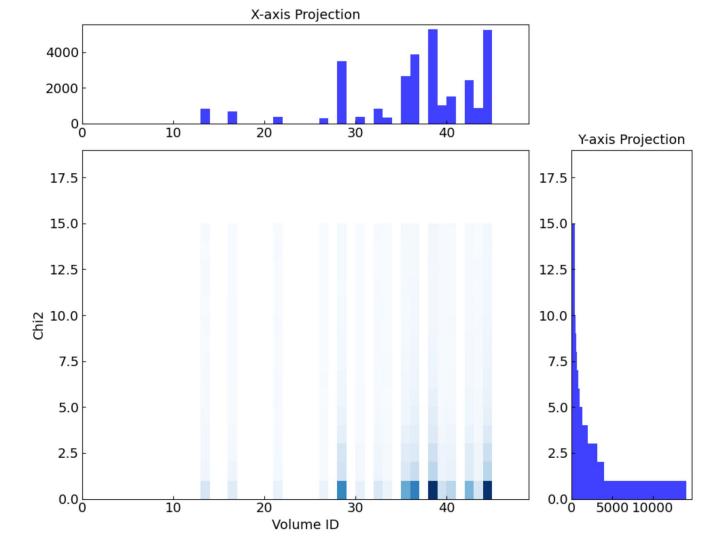
# of sensitive surfaces = nHoles + nMeasurements + nOutliers

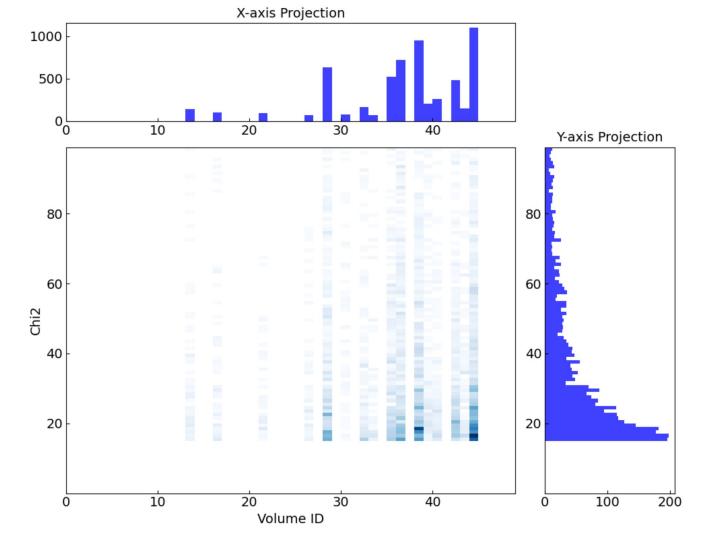
# **Analysis Script**

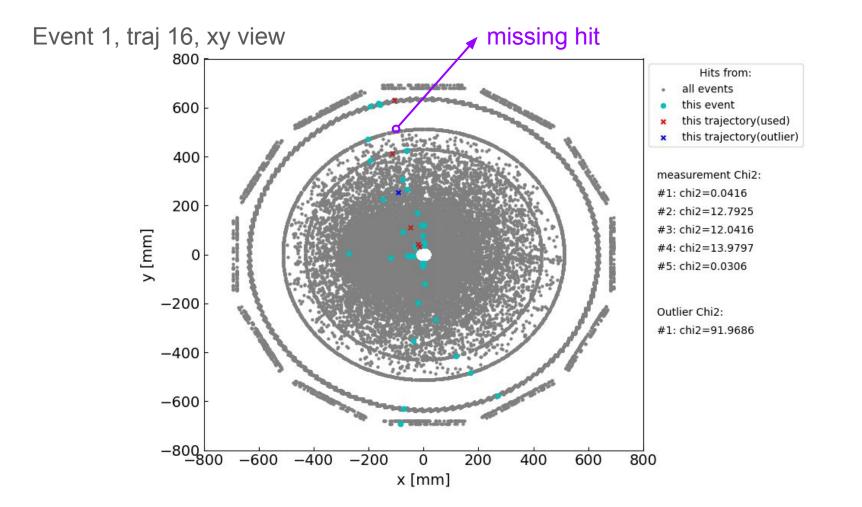
- Jupyter notebook with uproot4 to extract info from root trees (metadata, events ...), checked with Nov. simulation campaign data.
- Functions:
  - Podio CollectionID to branches
  - Convert ACTS geometry ID of each hits to volume and surface ID
  - For each trajectory, extract associated hits from the pointer member, and chi2 from vector member

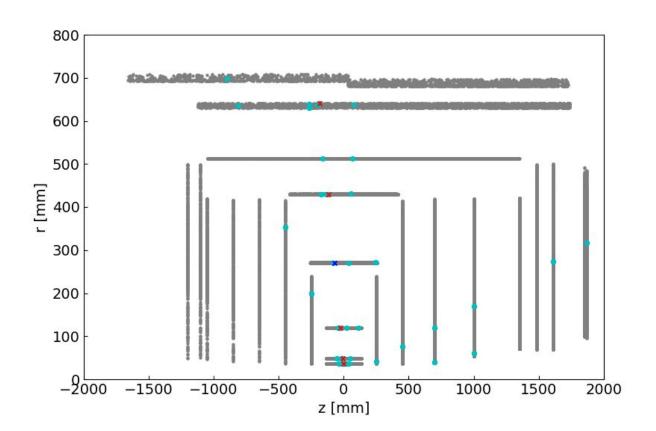
#### **Event sample:**

root://dtn-eic.jlab.org//work/eic2/EPIC/RECO/23.11.0/epic\_craterlake/DIS/NC/18x275/minQ2=1 0/pythia8NCDIS\_18x275\_minQ2=10\_beamEffects\_xAngle=-0.025\_hiDiv\_1.0000.eicrecon.tree.edm4eic.root

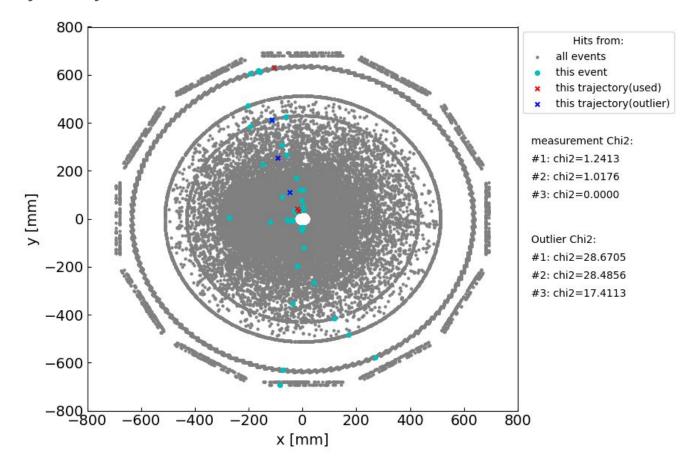




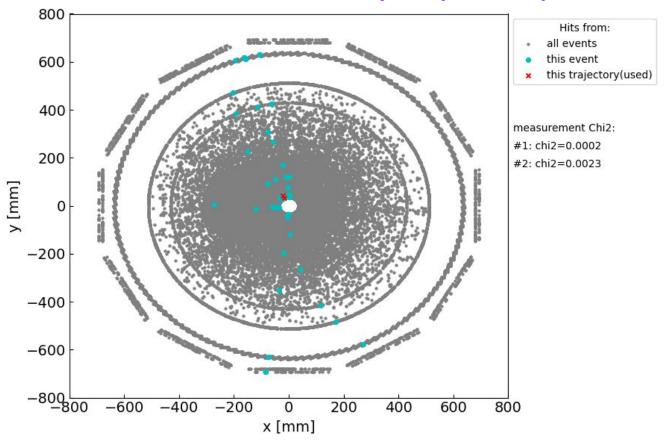


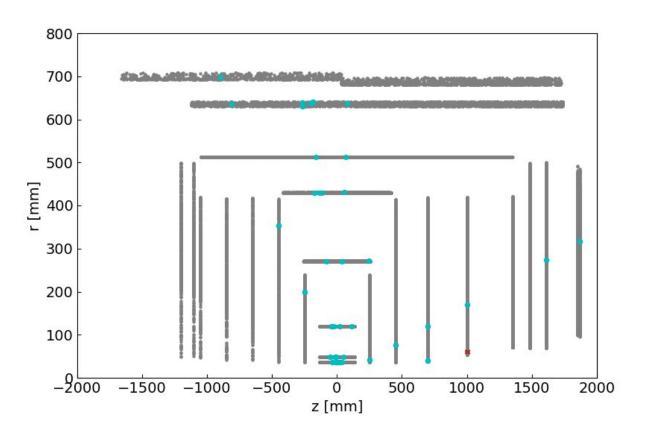


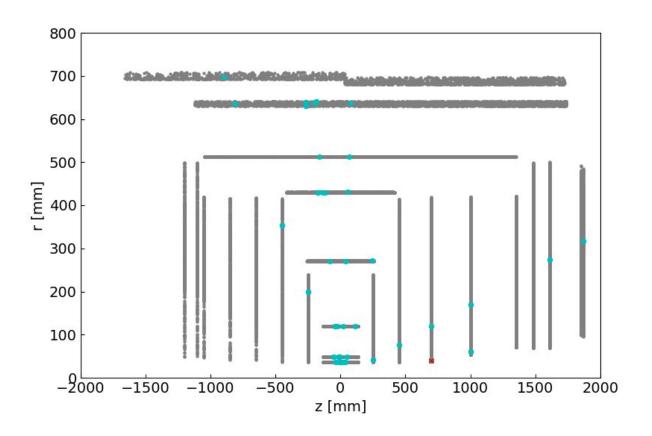
Event 1, traj 14, xy view



### Trajectory with only 2 measurements







## To do

- Optimize Chi2 cut
  - Chi2 distribution at each tracking surface
  - Chi2 calculation for outer silicon barrels
- Understand missing hits
- Understand trajectory with less than 3 hits
  - Seeding quality?
- Use trajectory-hit info to remove duplicates etc