Vertexing @ ePIC

Current Working Force:

Lokesh Kumar (Panjab U.)
Harsimran Singh (Panjab U.) - master student started ~ 3 months ago
Khushi Singla (Panjab U.) - master student just getting started

Sooraj Radhakrishnan (KSU/LBNL) Joe Osborn (BNL) Xin Dong (LBNL)



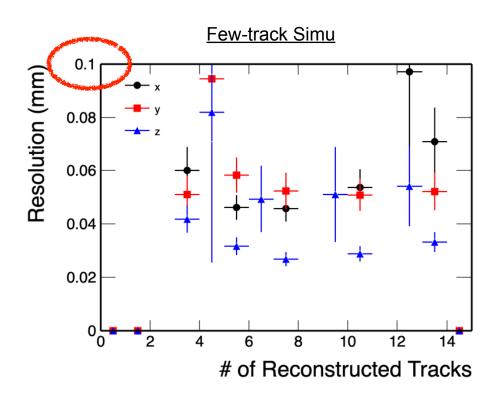
Recap - Vertexing Performance Issue

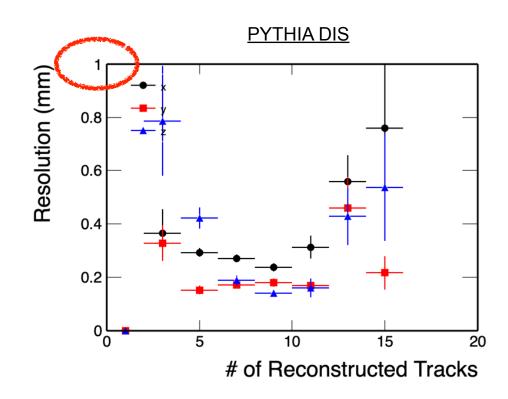
<u>Few-track simulation:</u> starting vertex at (0,0,z0)

- Show decent vertexing position resolution

<u>PYTHIA DIS event:</u> simulation campaign events with crossing angles and random vertex positions - vertex resolution worsen by ~ a factor of 5 or more

- Sooraj tested when limiting kinematic acceptance, resolution better by ~ 2, but not enough





Strategies:

- 1) Few-track simulation, check single track performances (resolution, efficiency, DCA), then moving away from (0,0) in (x,y) Harsimran S.
- 2) PYTHIA DIS simulation, starting from (0,0,0)
- Khushi S. just getting started



Progresses and Findings

Harsimran

10 muons per event, flat theta, pT

Simulation was run for 4 different Gun Positions i.e. vertices (1000 events each):

- 1. Gun Position: $(0.0 \ 0.0 \ 0.0) // r = 0 \ mm, z = 0 \ mm \ (default)$
- 2. Gun Position: $(0.0 \ 0.0 \ 5.0) //r = 0 \ mm, z = 5 \ mm$
- 3. Gun Position: $(5.0 \ 0.0 \ 0.0) //r = 5 \ mm, z = 0 \ mm$
- 4. Gun Position: $(3.0 \ 4.0 \ 5.0) //r = 5 \ \text{mm}, z = 5 \ \text{mm}$

 r_{rec} : Reconstructed vertex position r (accessed as CentralCKFTrackParameters.getLoc().a)

r_{mc}: Truth(MC) vertex position r

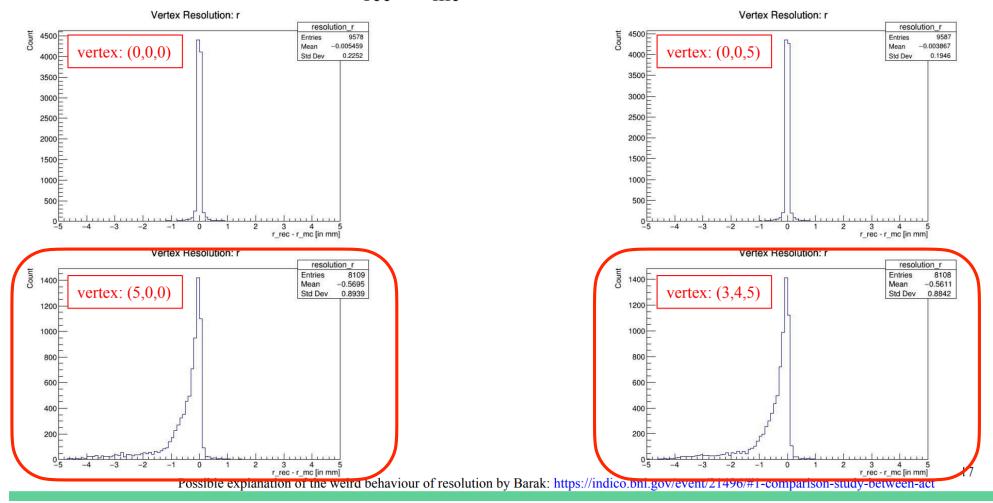
 z_{rec} : Reconstructed vertex position z (accessed as CentralCKFTrackParameters.getLoc().b)

 z_{mc} : Truth(MC) vertex position z



Plots: Comparison of r_{rec} - r_{mc} for all the vertices

Harsimran



 Δr distributions are distorted for collisions originated 5mm away from (0,0) - more fine step checks ongoing

Possible causes: 1) DCA calculation issue in ACTS (Barak's presentation from last week)

2) Limitation in only using the *r* variable in TrackParameters (next slide)

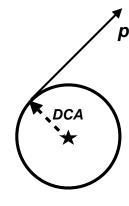


Full DCA Vector in Current TrackParameters Object

```
edm4eic::TrackParameters:
 Description: "ACTS Bound Track parameters"
 Author: "W. Armstrong, S. Joosten, J. Osborn"
 Members:
                                             // Type of track parameters (-1/seed, 0/head, ...)
   - int32 t
                           type
                                             // Surface for bound parameters (geometryID)
    - edm4hep::Vector2f
                           loc
                                             // 2D location on surface
                                             // Track polar angle [rad]
    float
                           theta
    float
                           phi
                                             // Track azimuthal angle [rad]
    float
                           q0verP
                                             // [e/GeV]
                                             // Track time [ns]
    float
                           time
                                             // pdg pid for these parameters
   - int32 t
                           pdq
                                             // Full covariance in basis [l0,l1,theta,phi,q/p,t]
                           covariance
    - edm4eic::Cov6f
```

Vector2f:

a - projection to (0,0) (2D signed dca to (0,0) line)
 b - z component of the projection
 direct information of the position phi information hidden



Input from Barak:

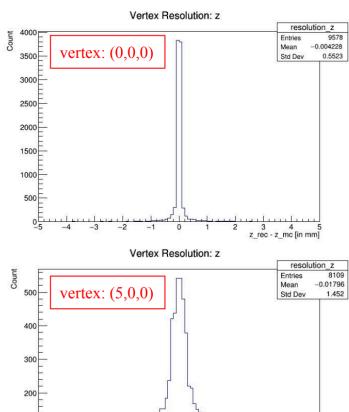
one can derive the position phi based on the momentum direction $\overrightarrow{DCA} \perp \overrightarrow{p}$

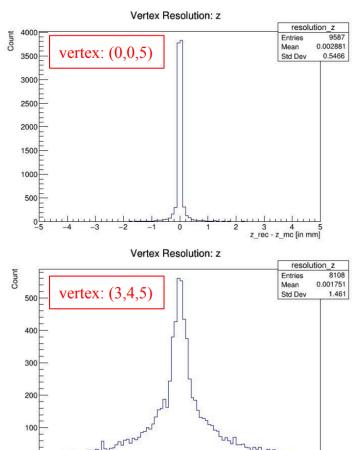
Next:

Reconstruct full track helices and re-calculate the DCA to off-axis vertices Follow up with Barak to help check the tracking issue for off-axis collisions



Plots: Comparison of z_{rec} - z_{mc} for all the vertices







3 4 5 z_rec - z_mc [in mm]

18

Infrastructure Updates - edm4eic::Vertex

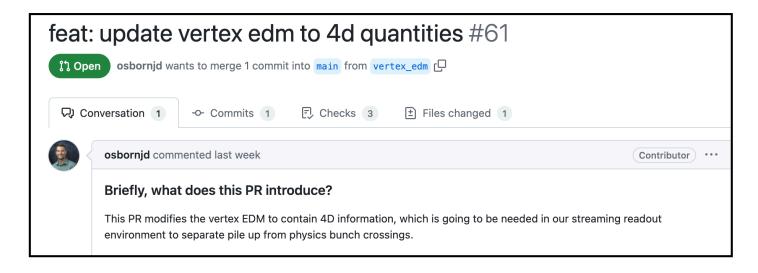
- 1) Current edm4eic::Vertex definition several information missing
- 2) Discussed in the Track Recon group and then the S&C group
- discussions regarding a generic vertex structure for both Rec. and MC or Generated vertices
- 3) Joe and I discussed further on this, we prefer to separated structure for Rec and MC vertices. Proposal on changes for Rec Vertex in PR #61.

Reconstructed Vertex Simulated Vertex:

- Generator level vertices (HepMC data)
- GEANT Vertices

Current edm4eic::Vertex

```
## Vertexing
edm4eic::Vertex:
 Description: "EIC vertex"
 Author: "W. Armstrong, S. Joosten, based off EDM4hep"
 Members:
   - int32_t
                                       // Boolean flag, if vertex is the primary vertex of the event
   float
                         chi2
                                       // Chi-squared of the vertex fit
   - float
                         probability // Probability of the vertex fit
   - edm4hep::Vector3f position
                                       // [mm] position of the vertex.
   ## this is named "covMatrix" in EDM4hep, renamed for consistency with the rest of edm4eic
   - edm4eic::Cov3f
                         positionError // Covariance matrix of the position
   - int32_t
                         algorithmType // Type code for the algorithm that has been used to create the
   ## Additional parameter not in EDM4hep: vertex time
   - float
                                       // Vertex time
 VectorMembers:
   - float
                                      // Additional parameters related to this vertex - check/set the
 OneToOneRelations:
   ## @TODO: why one and not multiple particles?
   - edm4eic::ReconstructedParticle associatedParticle // reconstructed particle associated to this ver
```





Jan. Collaboration Meeting

Joint Tracking/Jets&HF/SVT Session, Wed. (1/10), 8:00-10:00am

