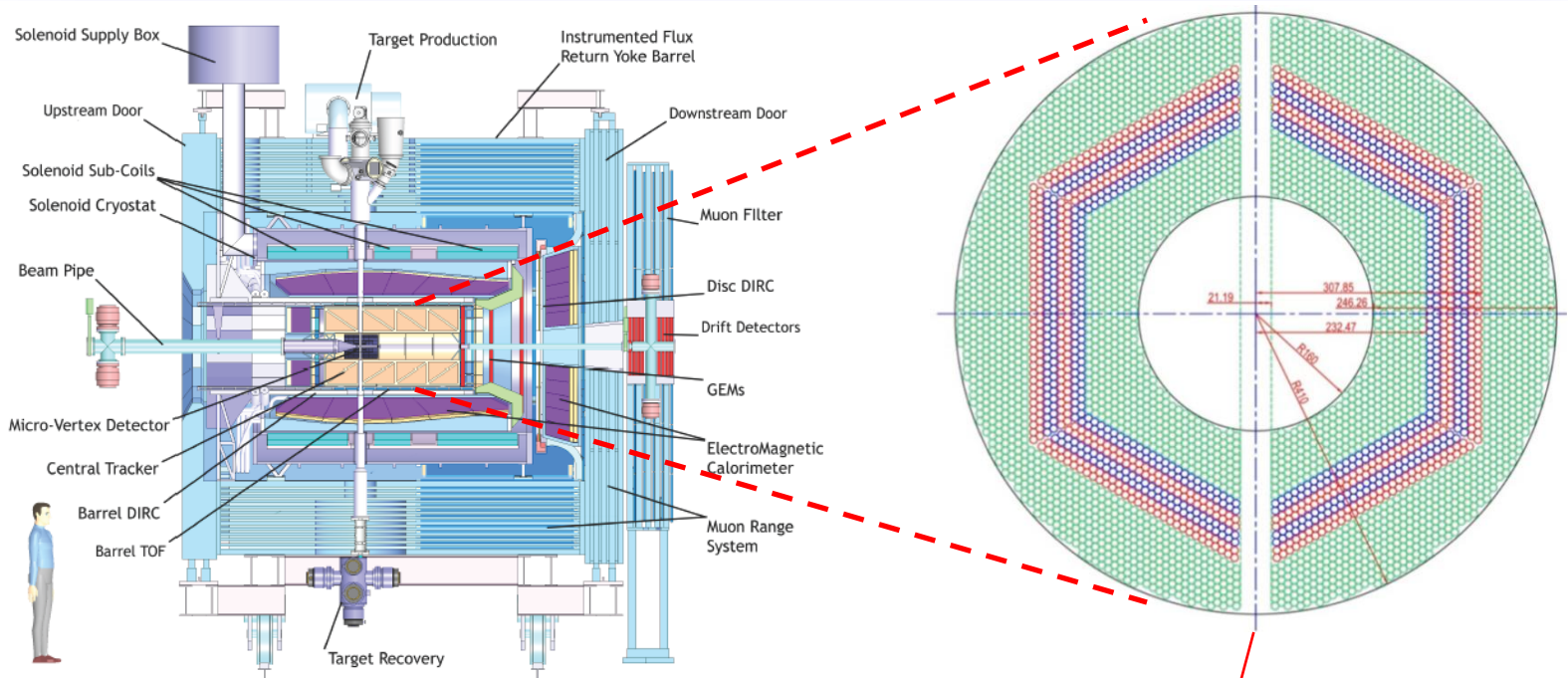
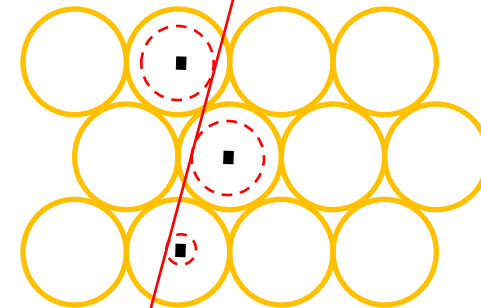


Straw Tube Tracker(STT)

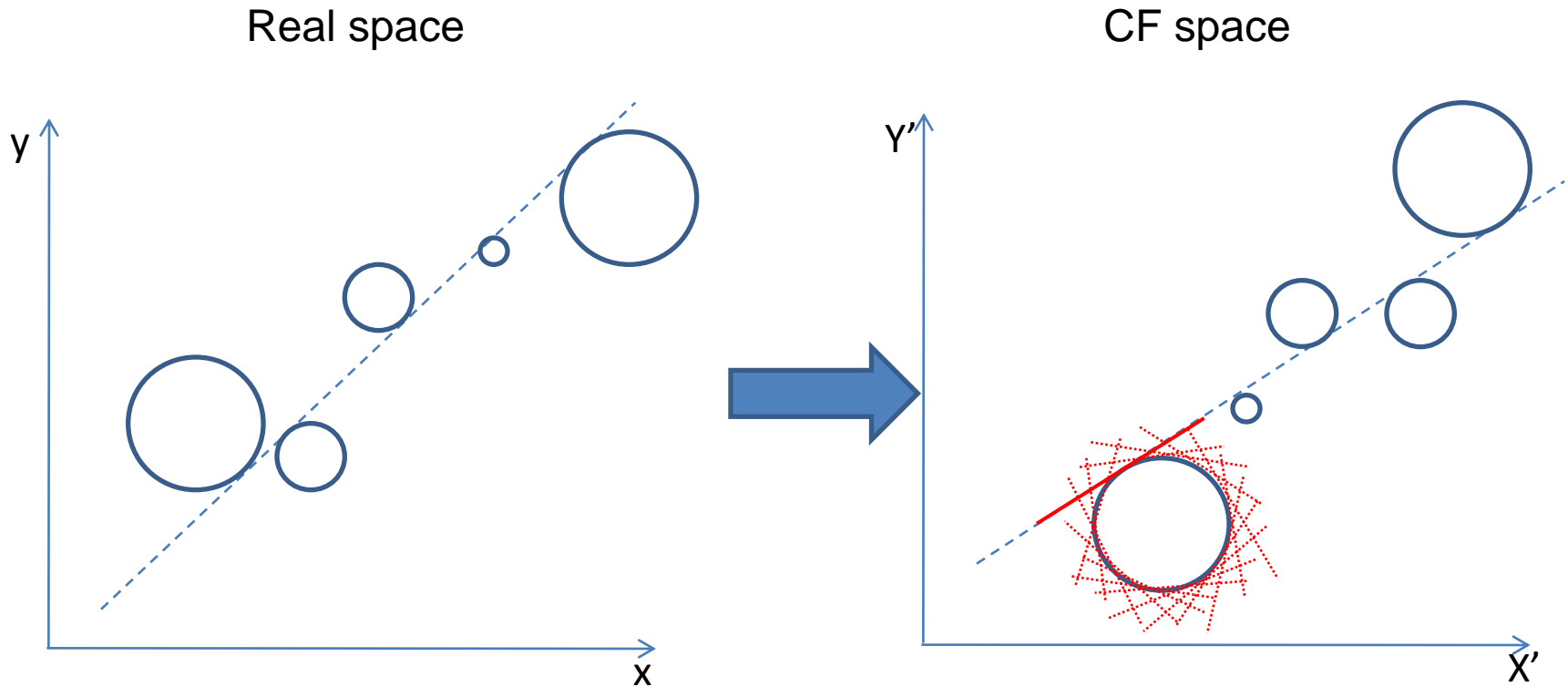


- 4636 Straw tubes
- 23-27 planar layers
 - 15-19 axial layers(**green**) in beam direction
 - 4 stereo double-layers for 3D reconstruction, with ± 2.89 skew angle(**blue/red**)



From STT : Wire position + drift time

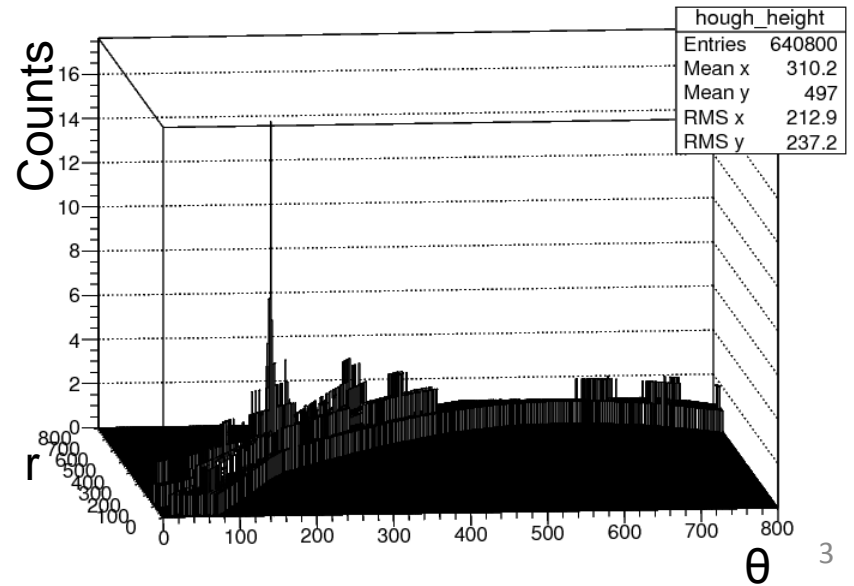
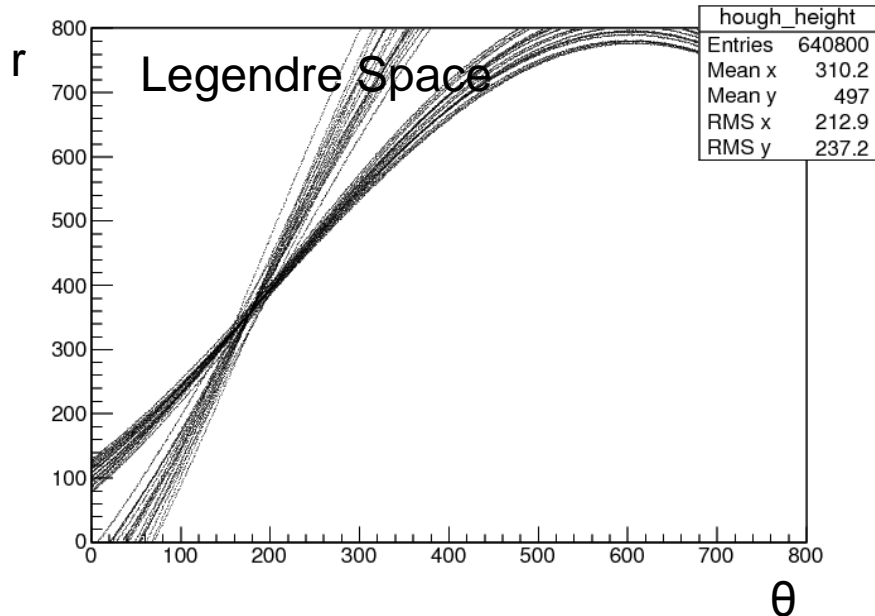
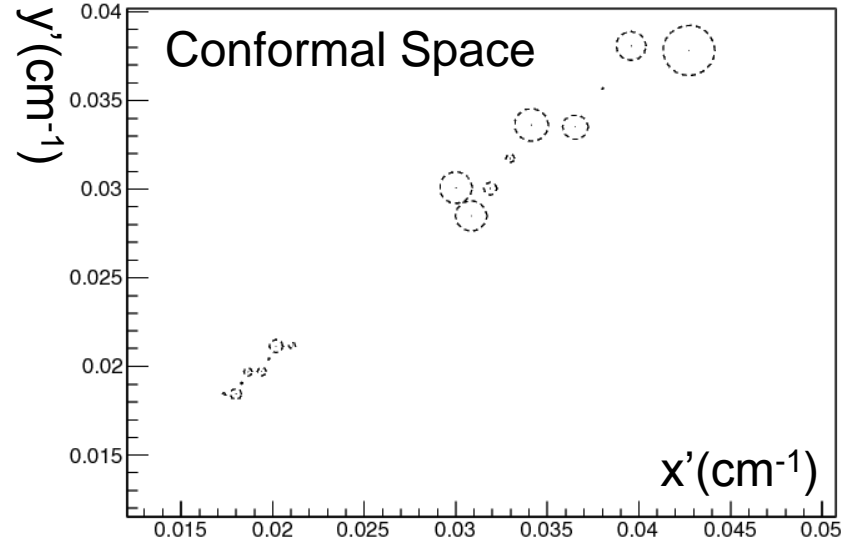
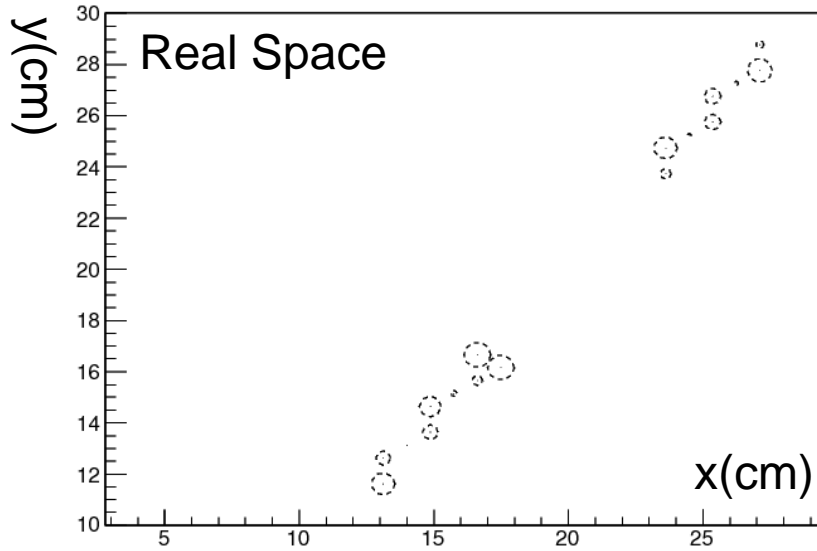
How to include the drift circle of STT in transform?



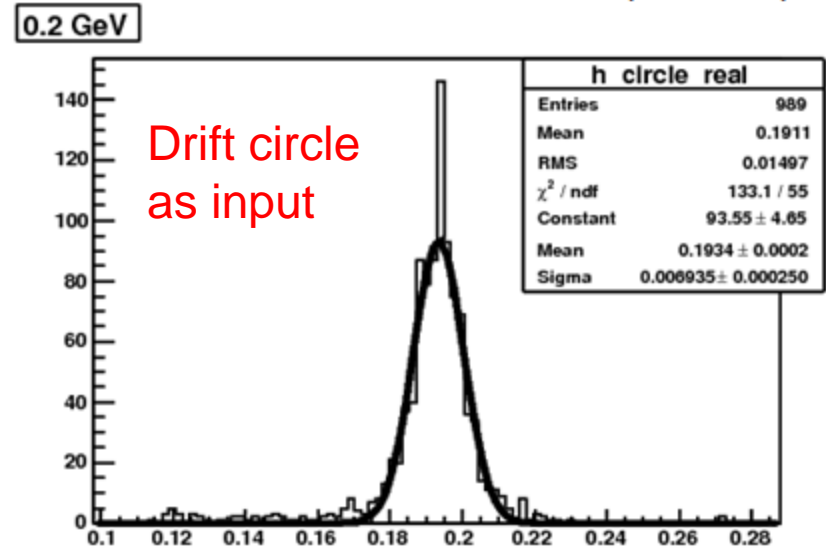
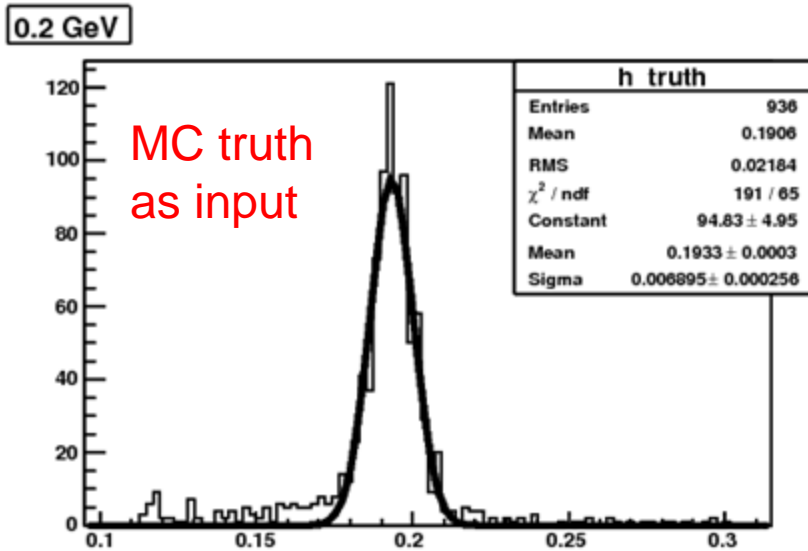
- Transform the drift circle to CF space.
- Draw lines around the “circle” in CF space.
- Fill the line parameter into the Hough space.

Legendre transformation

A look at one example event

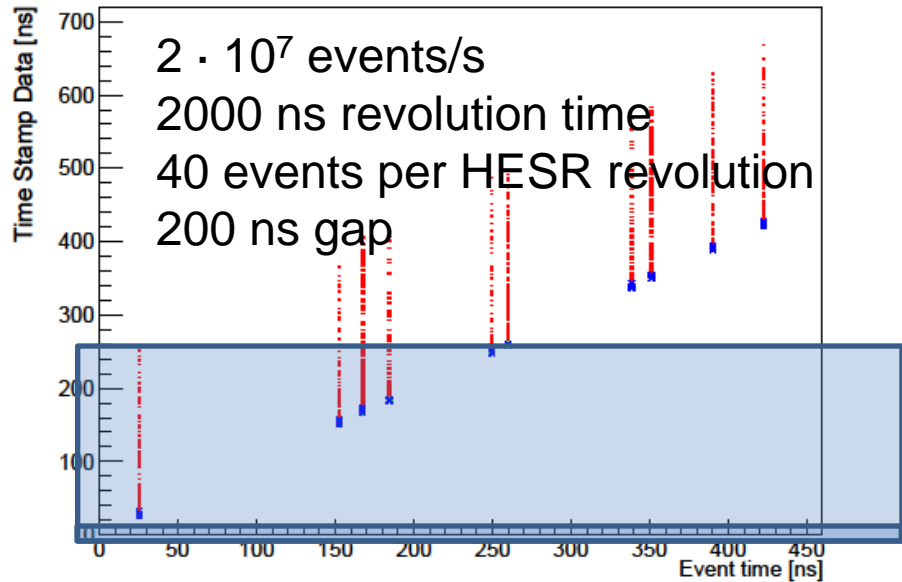


Momentum resolution



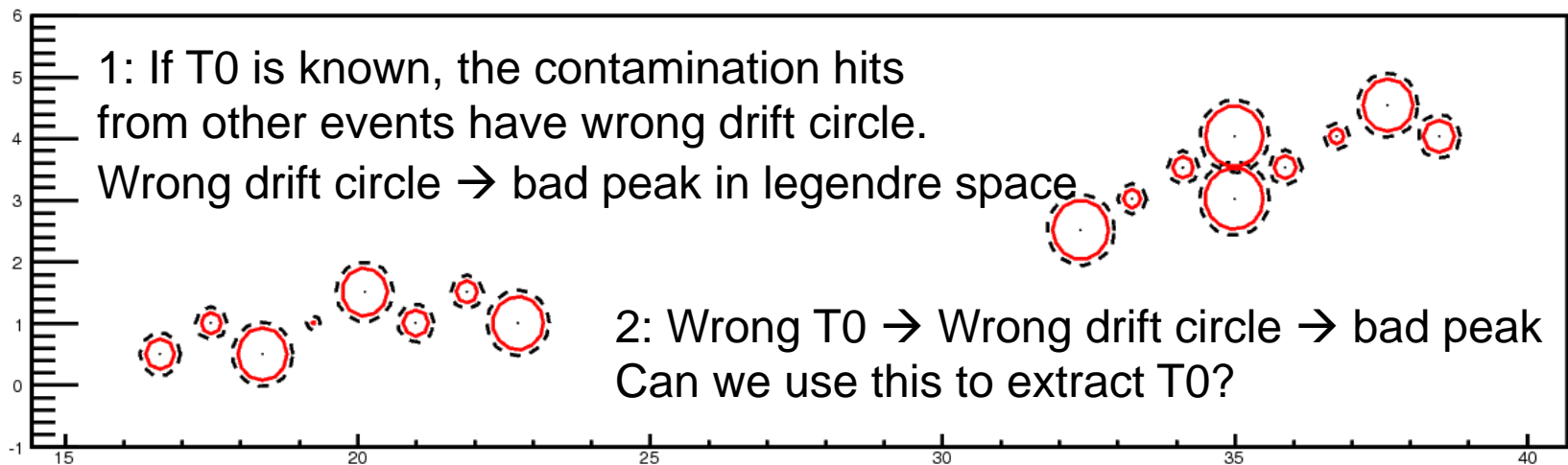
σ :	0.2 GeV/c	1 GeV/c	2 GeV/c
Truth:	3.45%	3.685%	5.0%
Realistic:	3.47%	3.694%	5.3%

Can we extract the event start time?



- Need fast detector to provide T₀.
- With T₀, are the overlapped hits problem?

T₀ + 220ns window size



T0 extraction

Time based simulation:

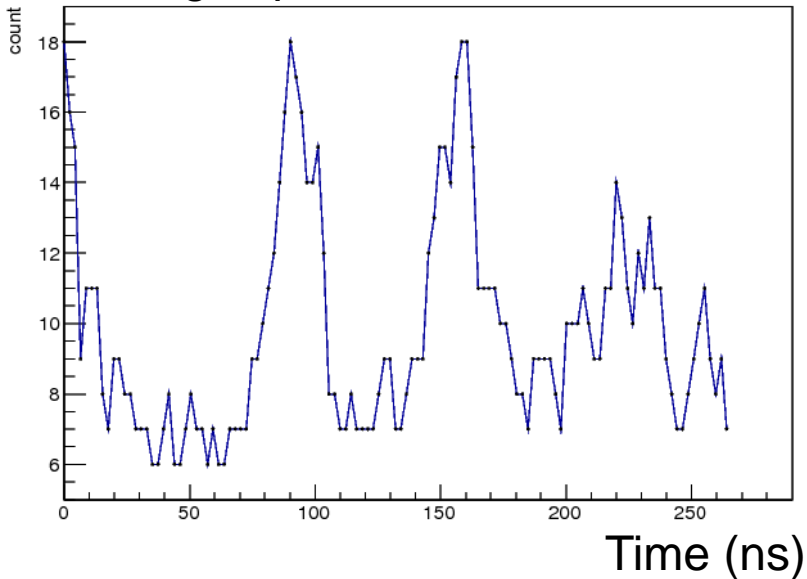
- 1) 4 events (single track) in one burst.
- 2) T0 (0, 90, 160, 220) ns

T0 scan with tracking algorithm:

Step size: 2ns

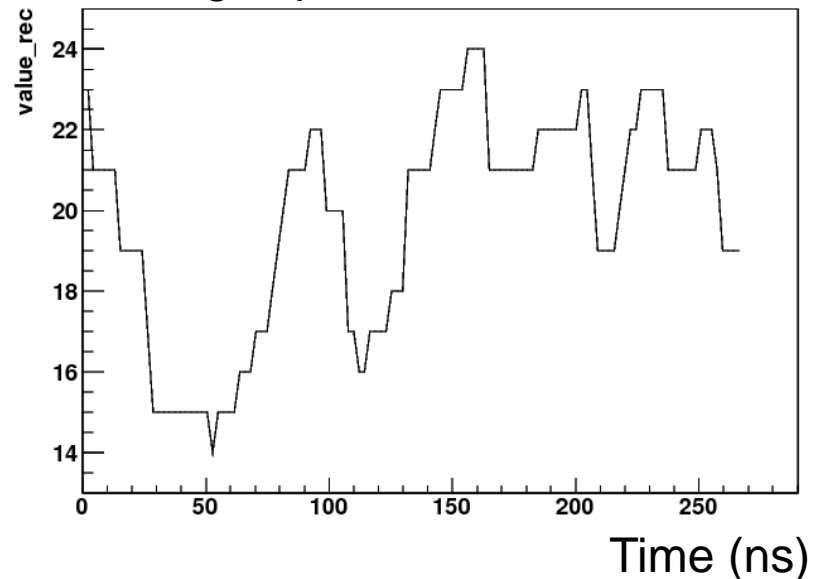
C++

Hough space: 800 X 800



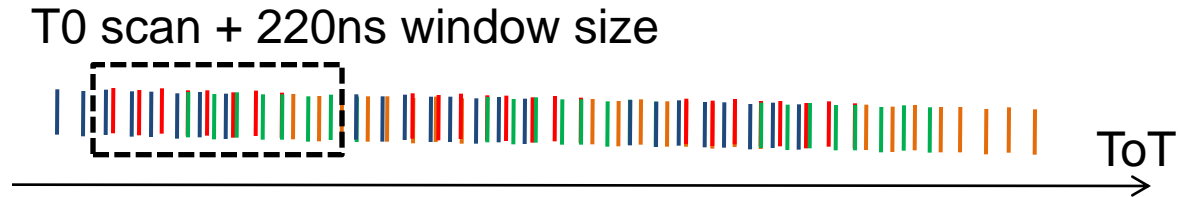
VHDL with ISim

Hough space: 128 X 128

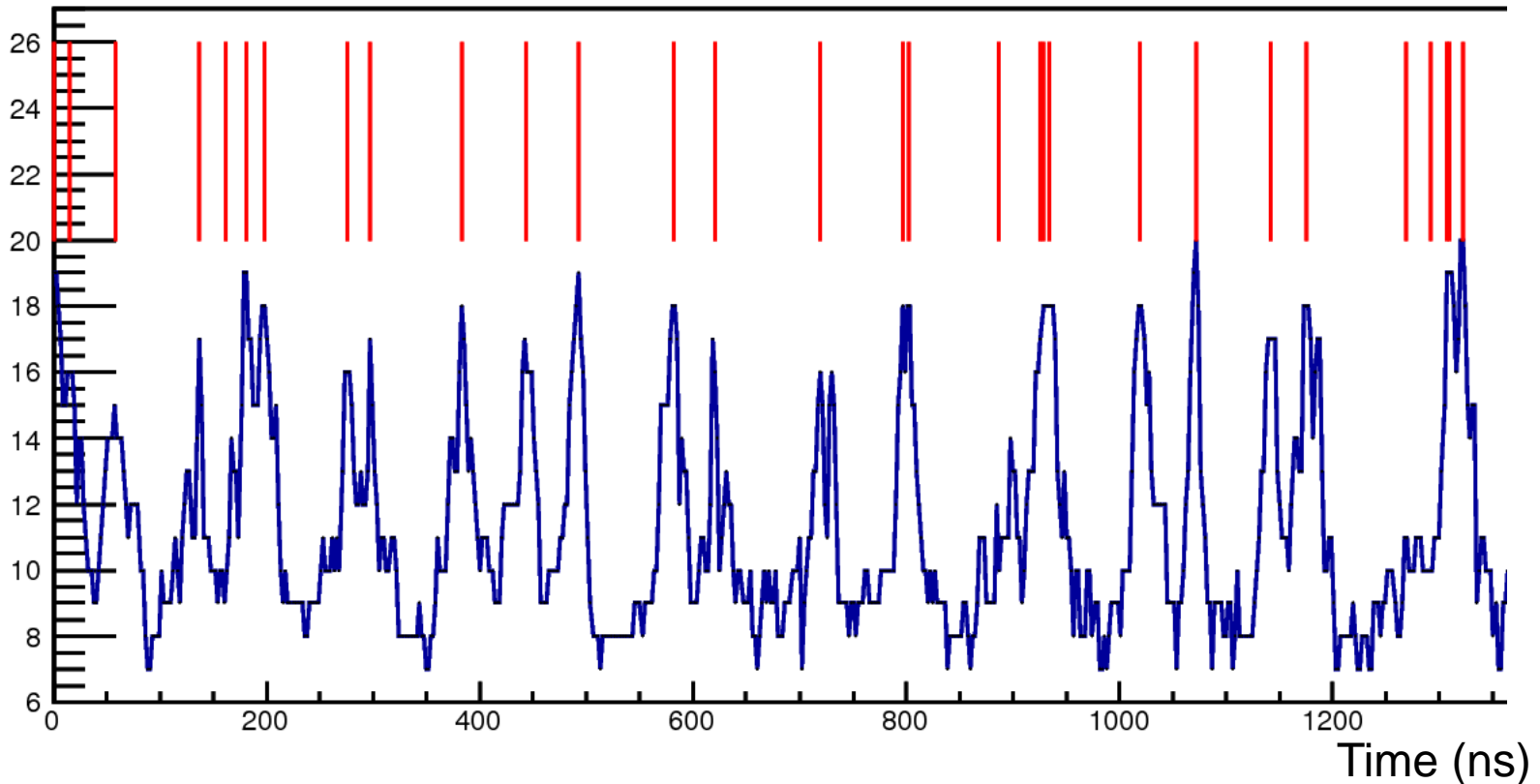


T0 extraction — for large burst

If large burst:



Time based simulation of one burst with 50 events

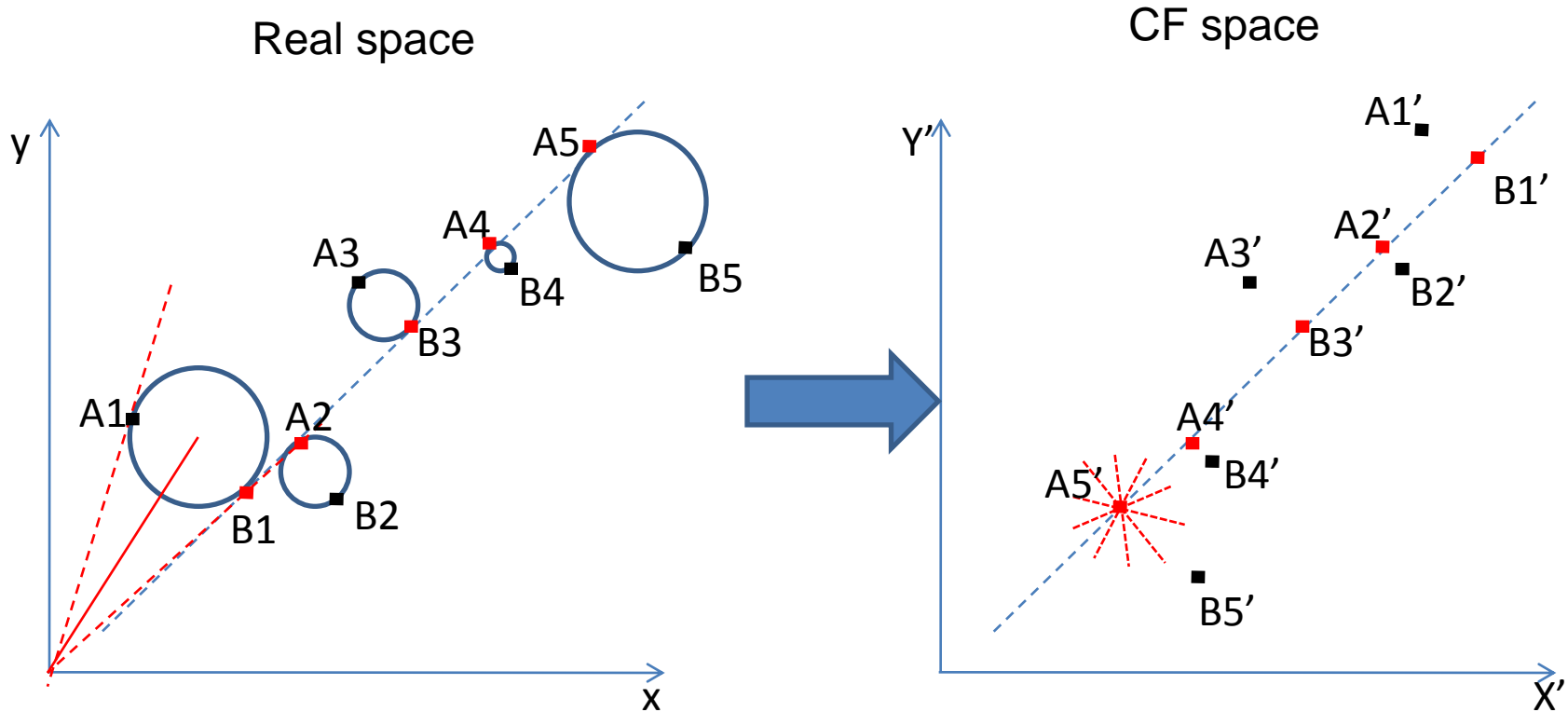


Summary and Outlook

- Legendre transformation is used to handle the drift circles of STT. The performance is optimistic. More studies are needed.
- If T0 is provided, the contamination hits from the overlapped events have wrong radius and are not problem.
- T0 extraction using tracking algorithm is studied. “T0 scan” is feasible to extract T0. The problem is the dramatically increased computing time.

Thank you

Previous method of Pt reconstruction with STT



- Pick up two points around the drift circle.
- Transform these two points to CF space.
- Draw lines around each point in CF space.
- Fill the line parameter into the Hough space.

Problem:
Bad for low momentum.

If T0 is known:

For each T0, all hits within the 220ns window size need to be considered.
Assume, we have 100 hits in this window, 2 clock-cycle per hit.

$$100 \text{ hits} * 2 = 200 \text{ clock-cycle per event}$$

If T0 is unknown:

We need a T0 scan.

Assume a step size of 2ns, average time between two events of 50ns.

$$(200 \text{ clock-cycle per event}) * 50\text{ns}/2\text{ns} = 5000 \text{ clock-cycle per event}$$