

APOLLONIUS TRIPLET TRACK FINDER

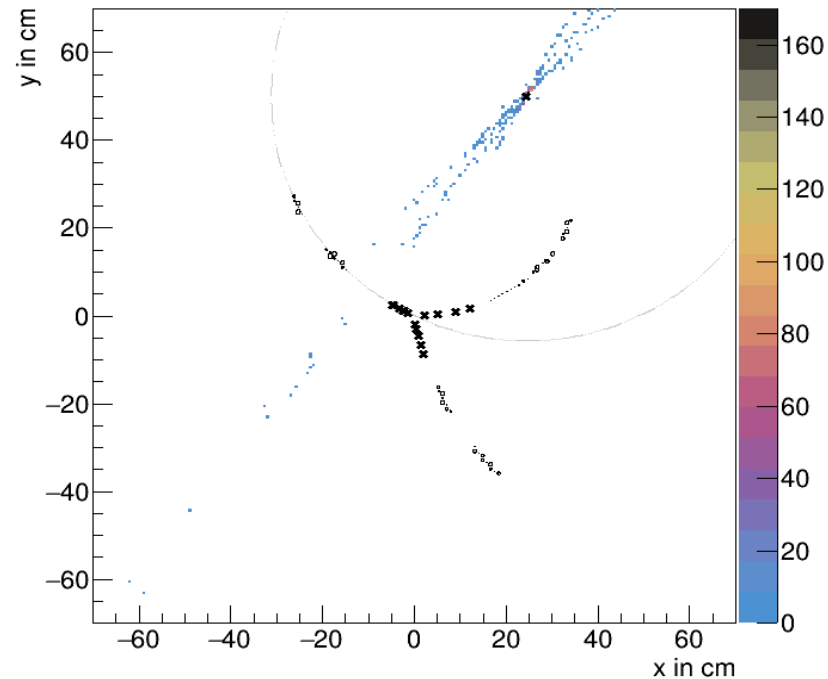
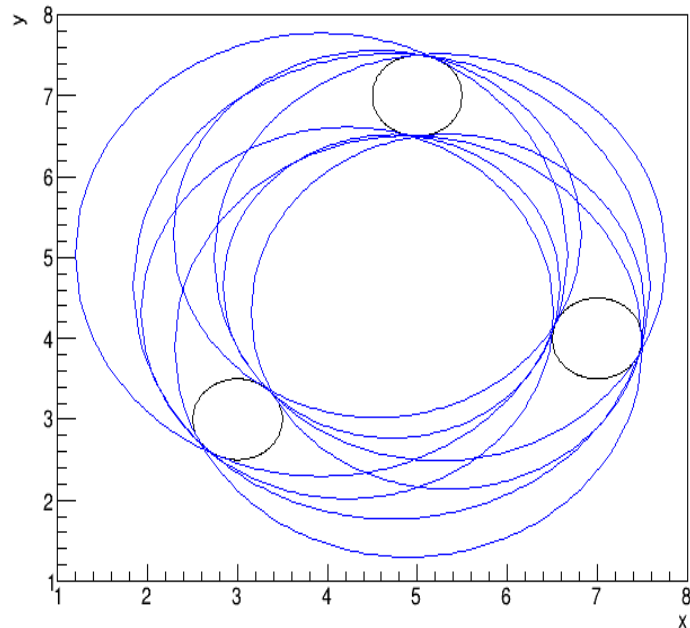
A TRACK FINDER FOR SECONDARIES

26.10.2021 | ANNA ALICKE | PANDA COLLABORATION MEETING

MOTIVATION

- Interesting hyperon decays often lead to secondary particles (e.g. Λ -decays)
- HoughTrackFinder could be extended to secondaries

Apollonius is not restricted to IP



MOTIVATION



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- Huge combinatorics: increase from $\binom{n}{2}$ to $\binom{n}{3}$
- 3D-Hough space is needed for circle parameters (x, y, r)

→ Slow due to high combinatorics

→ Slow because of 3D-Maximum finding

→ High memory consumption due to sufficient high resolution in 3D-Hough space

Solvable by GPU

Strong bottleneck to use the GPU efficiently

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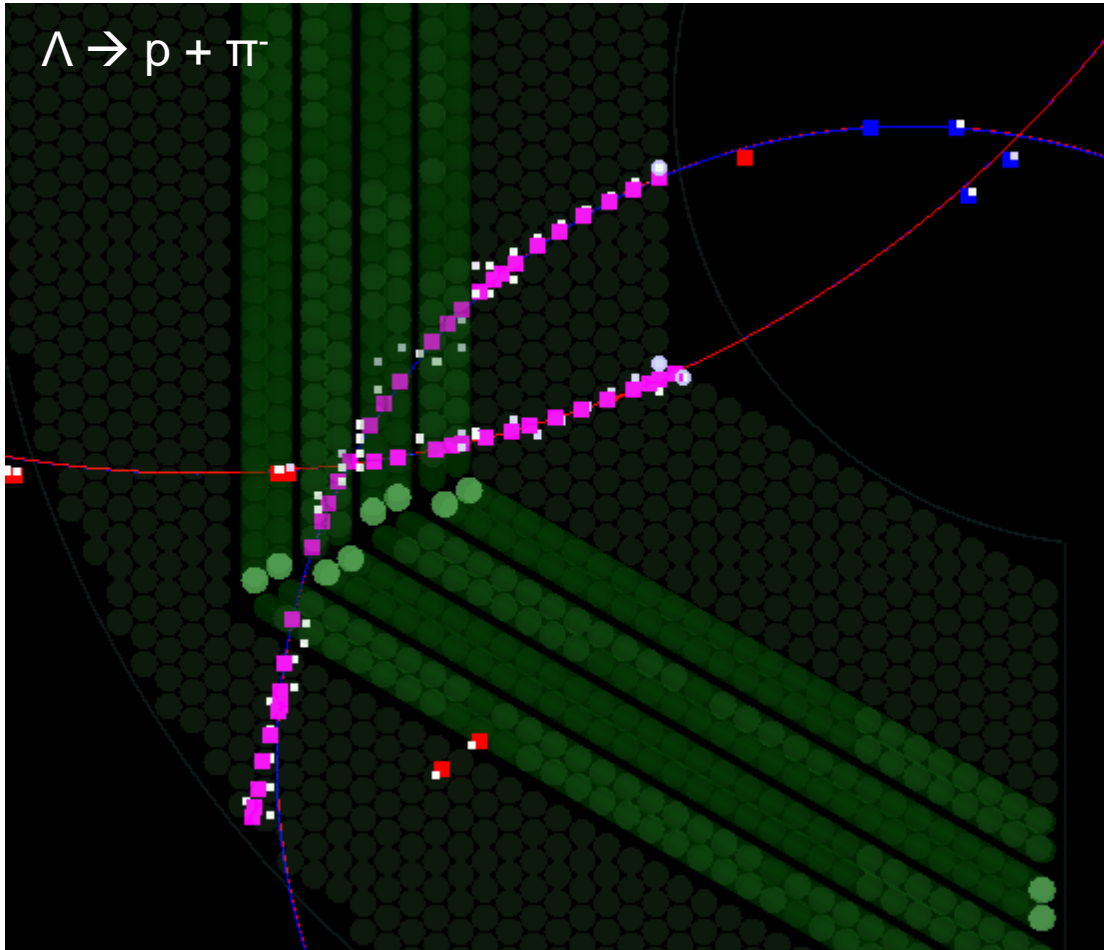
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Solvable by GPU

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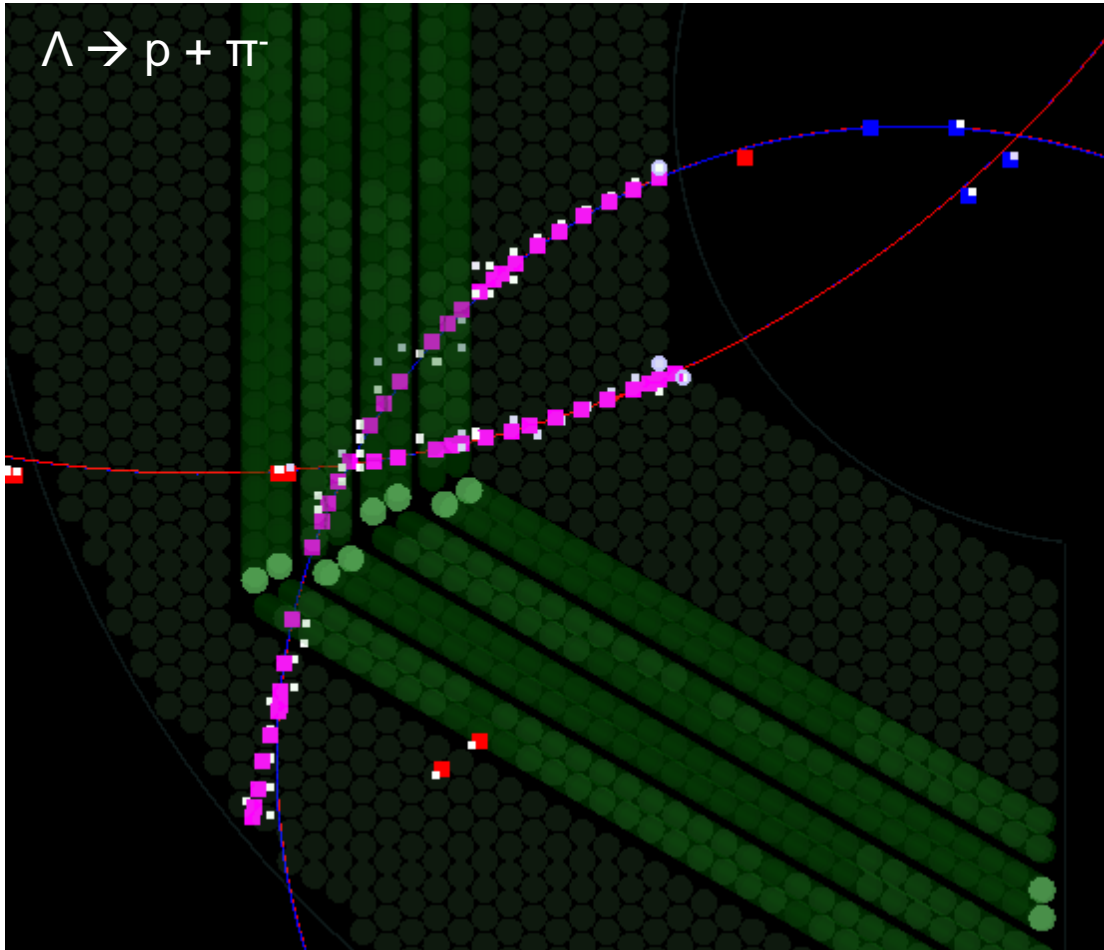
→ Can we find another idea to use the Apollonius calculation more efficiently?

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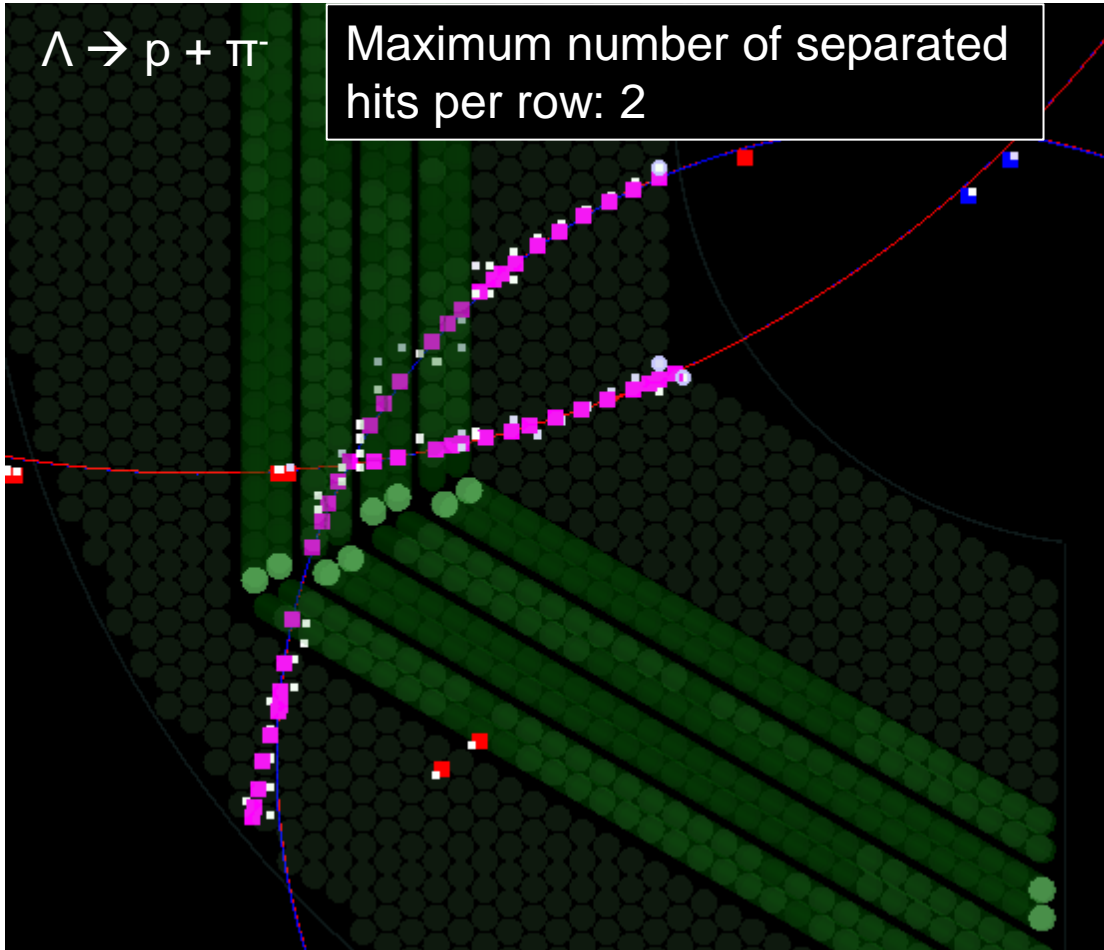
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 - Calculate Apollonius circles
 - Add other STT hits which are close to circles
 - Select best solution(s)

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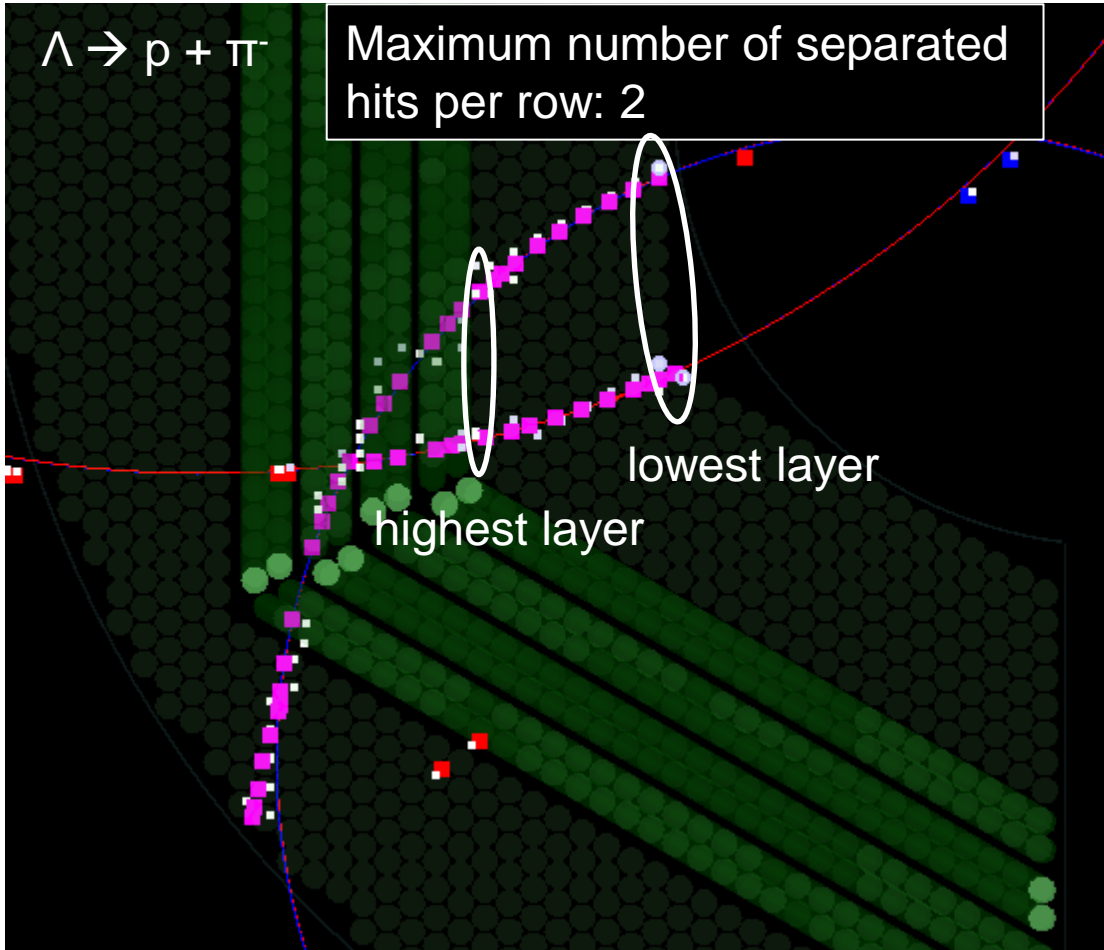
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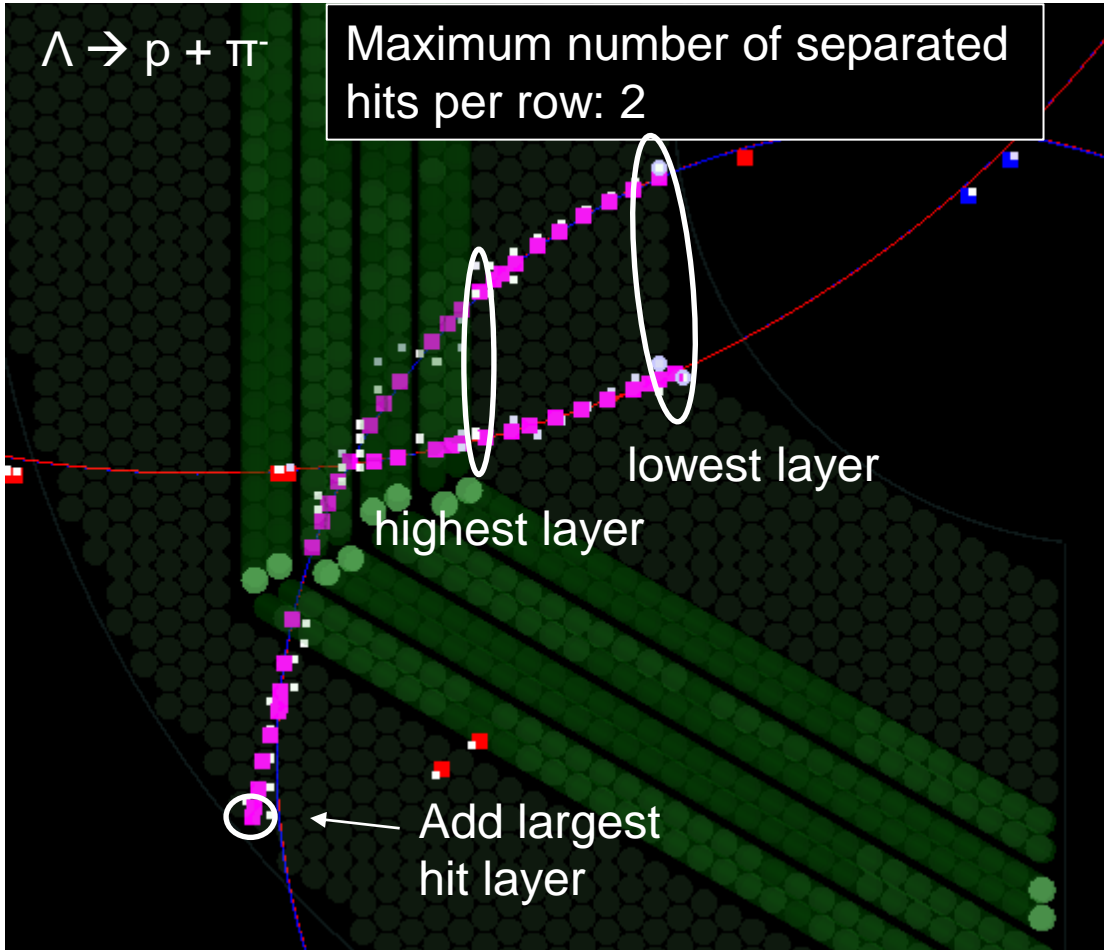
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- Cellular Automaton / Phi Selector to find ranges of connected STT hits
 - Analyse STT hits by separated hits per row

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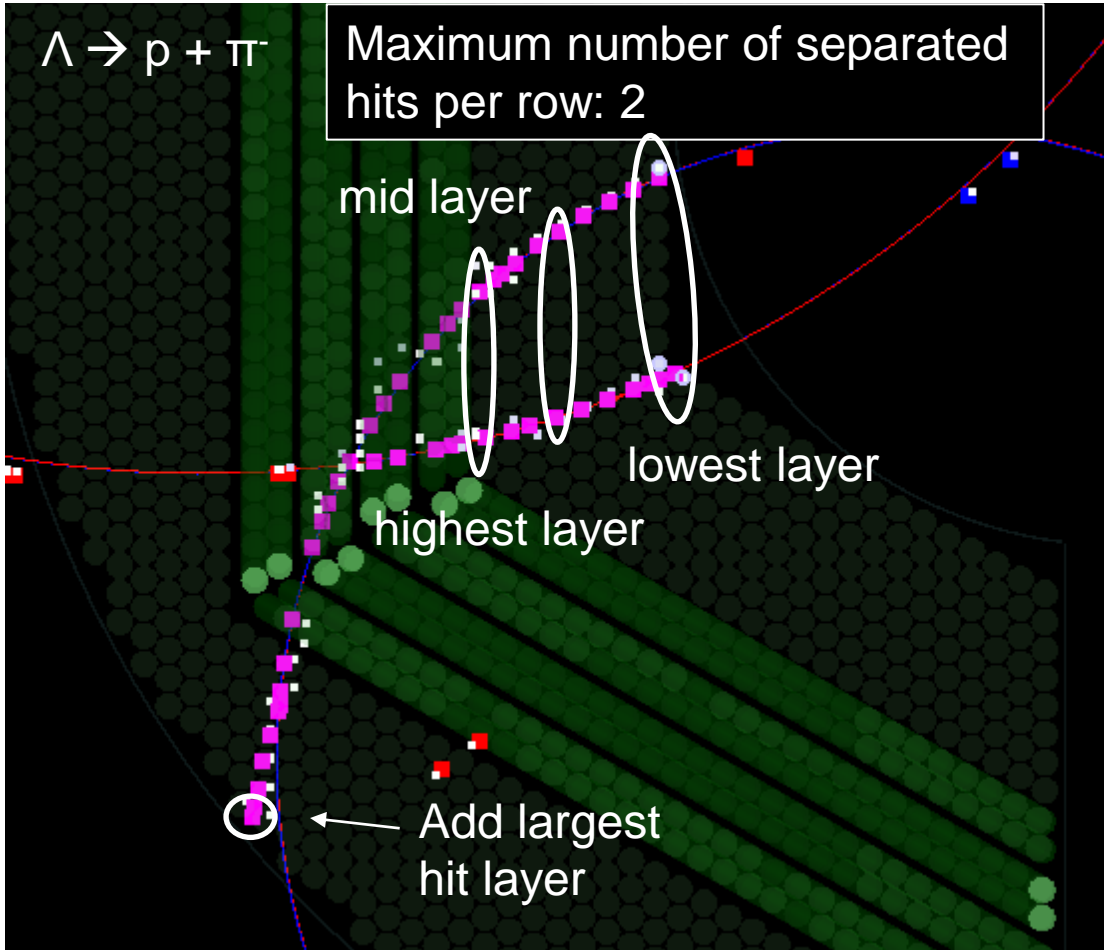
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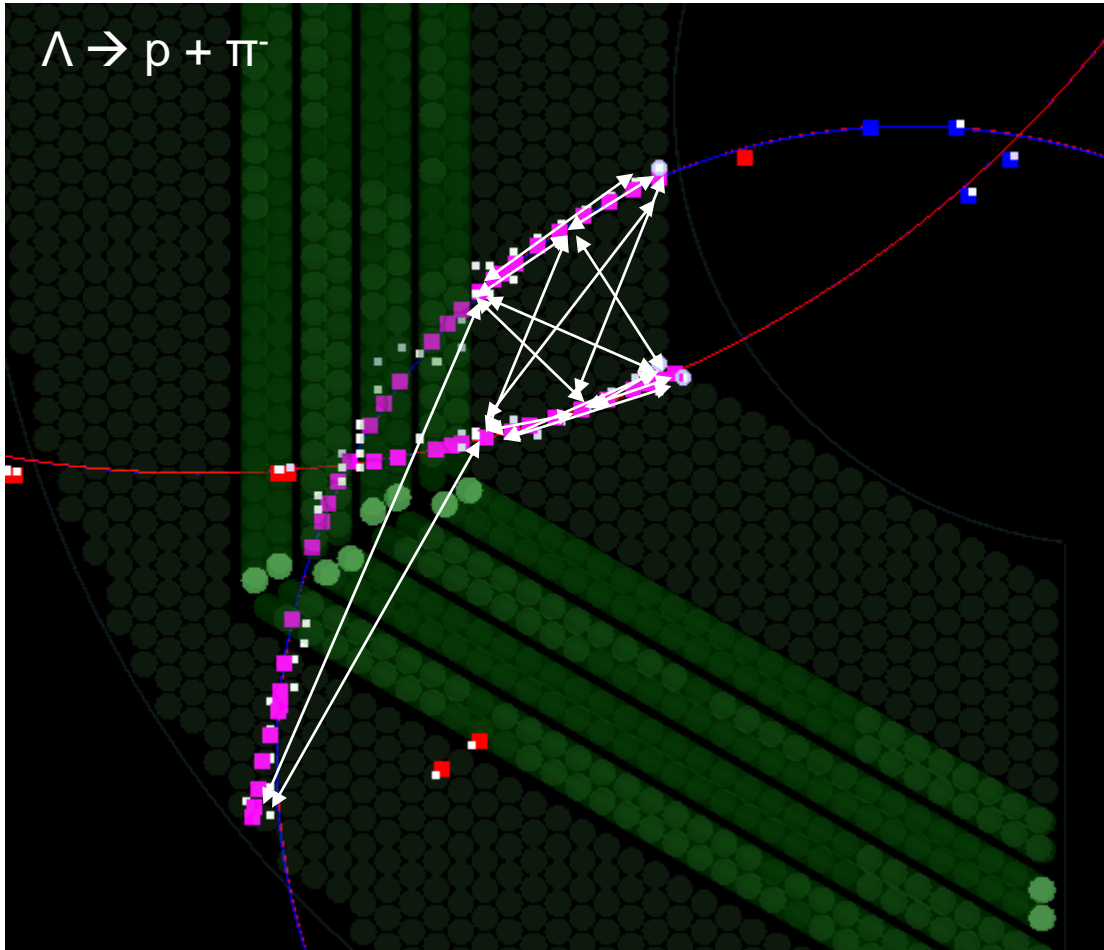
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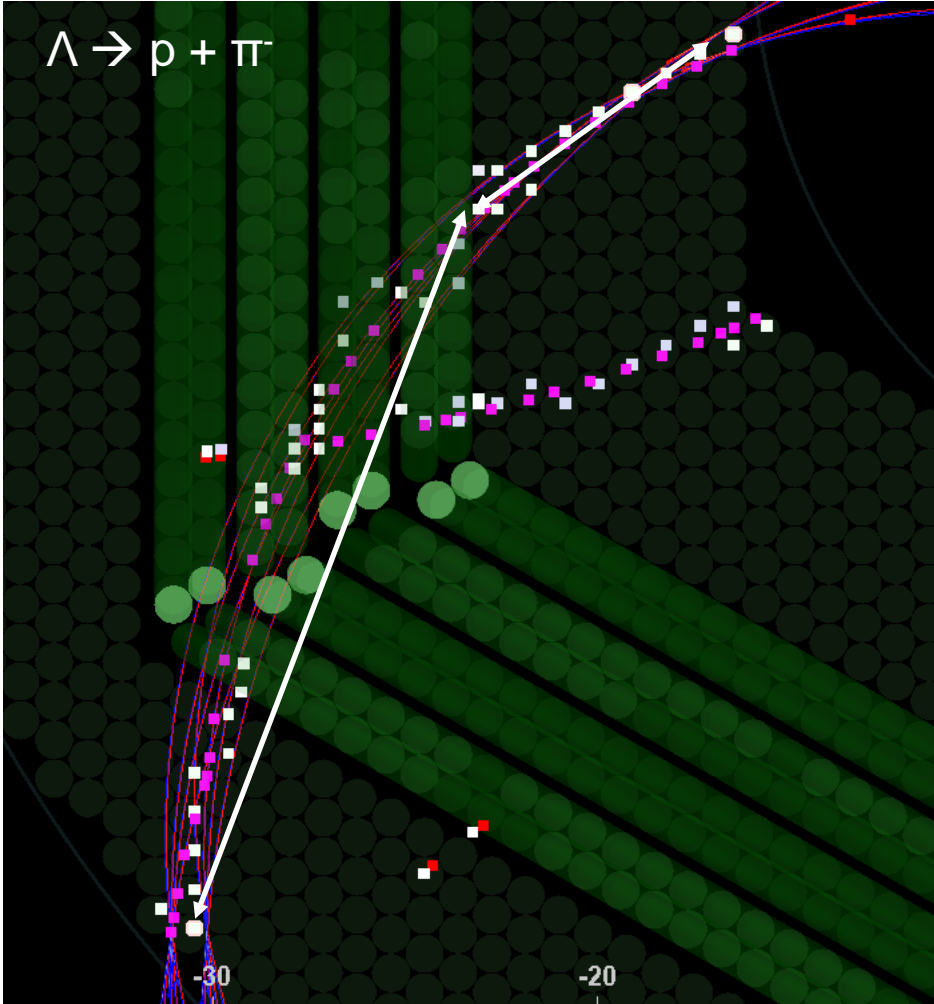
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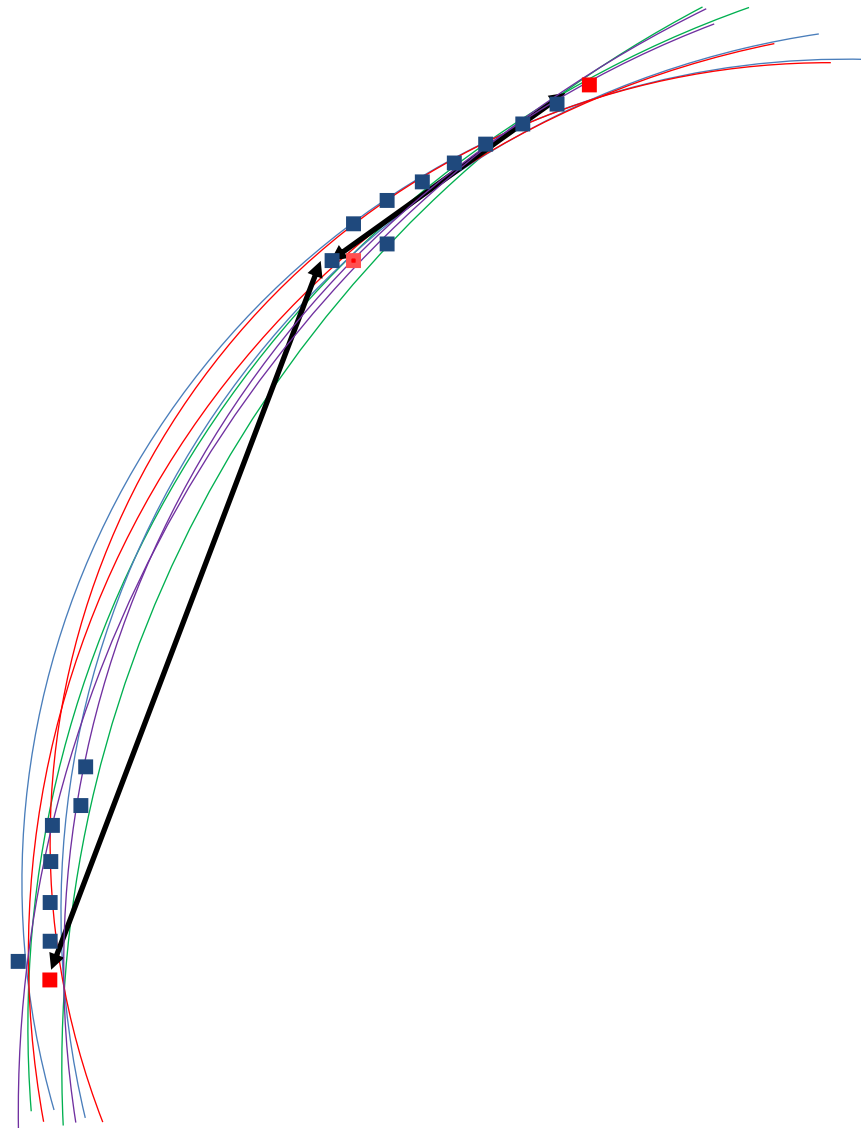
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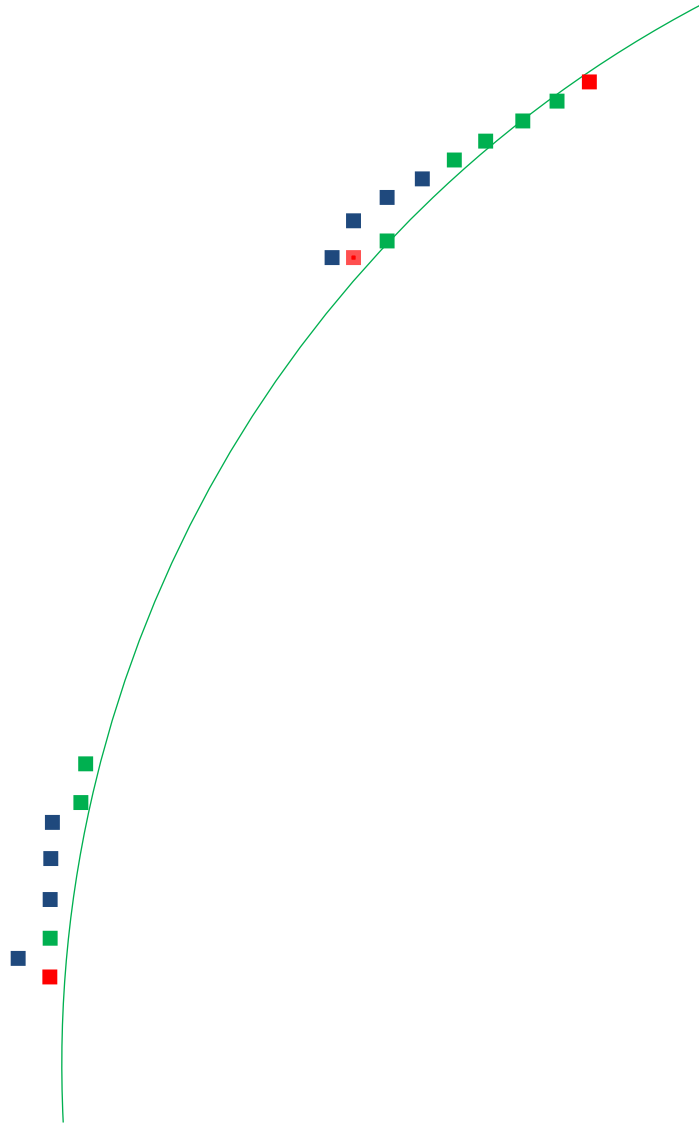
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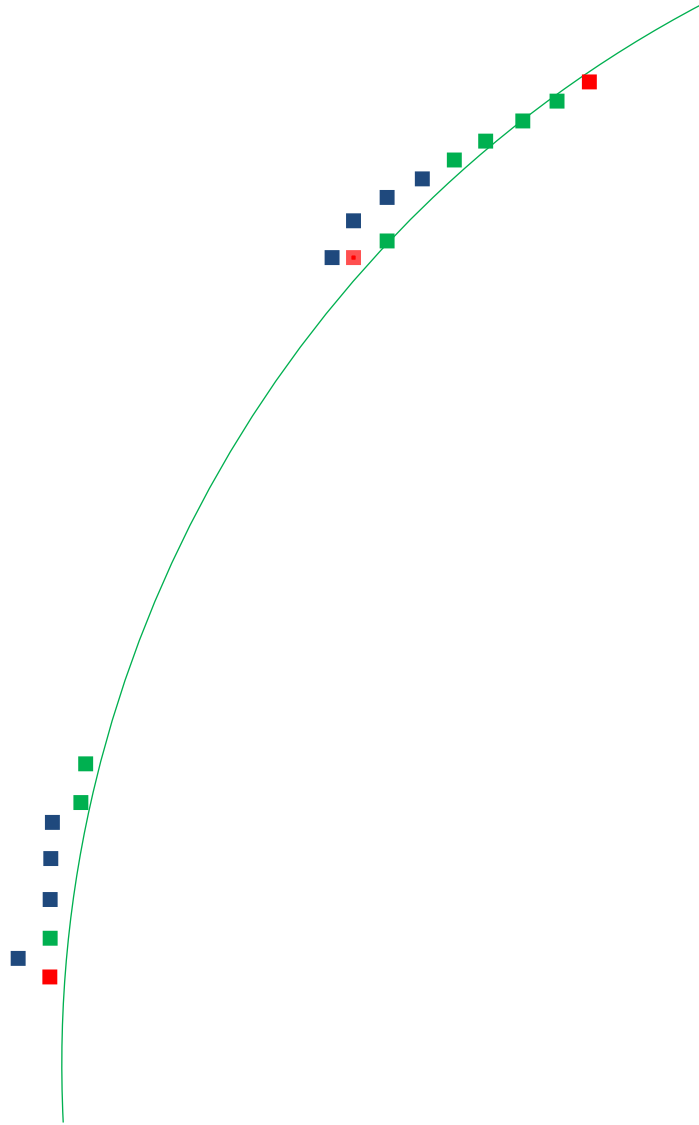
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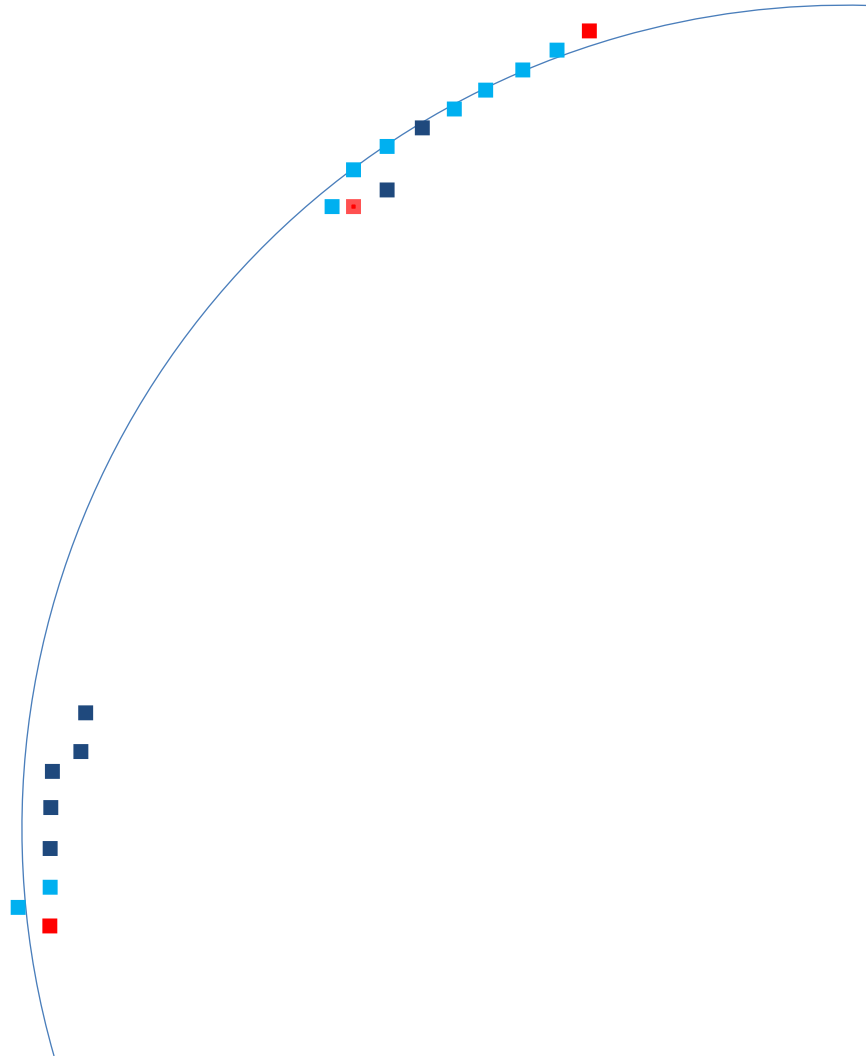
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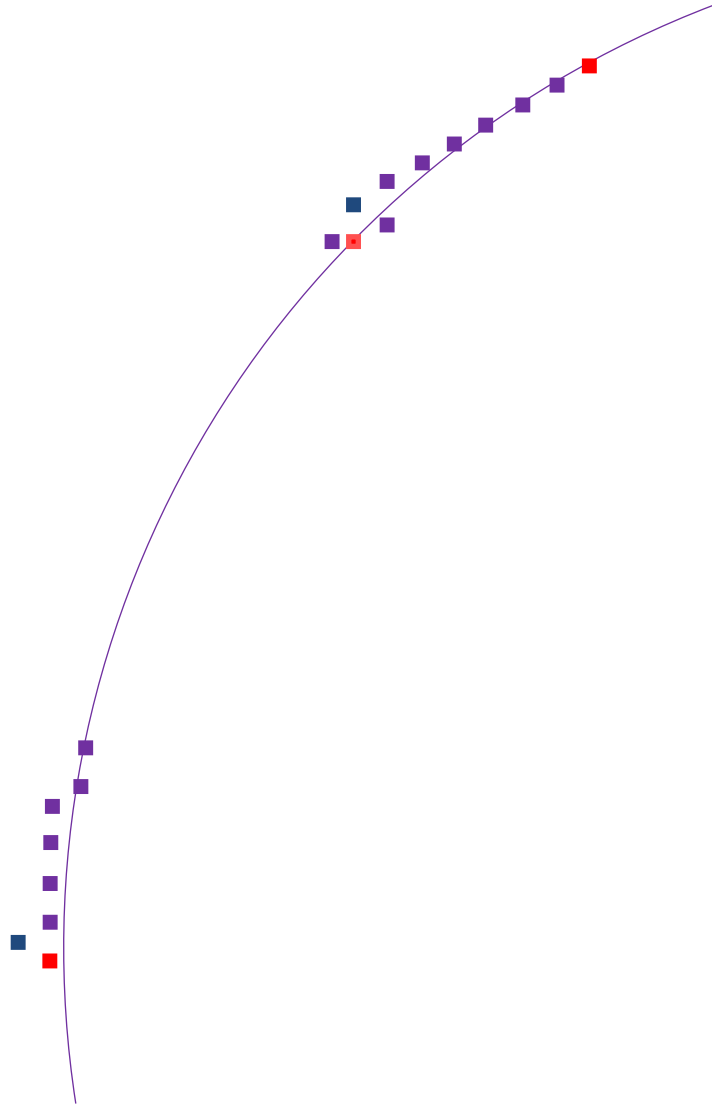
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- Continuity check

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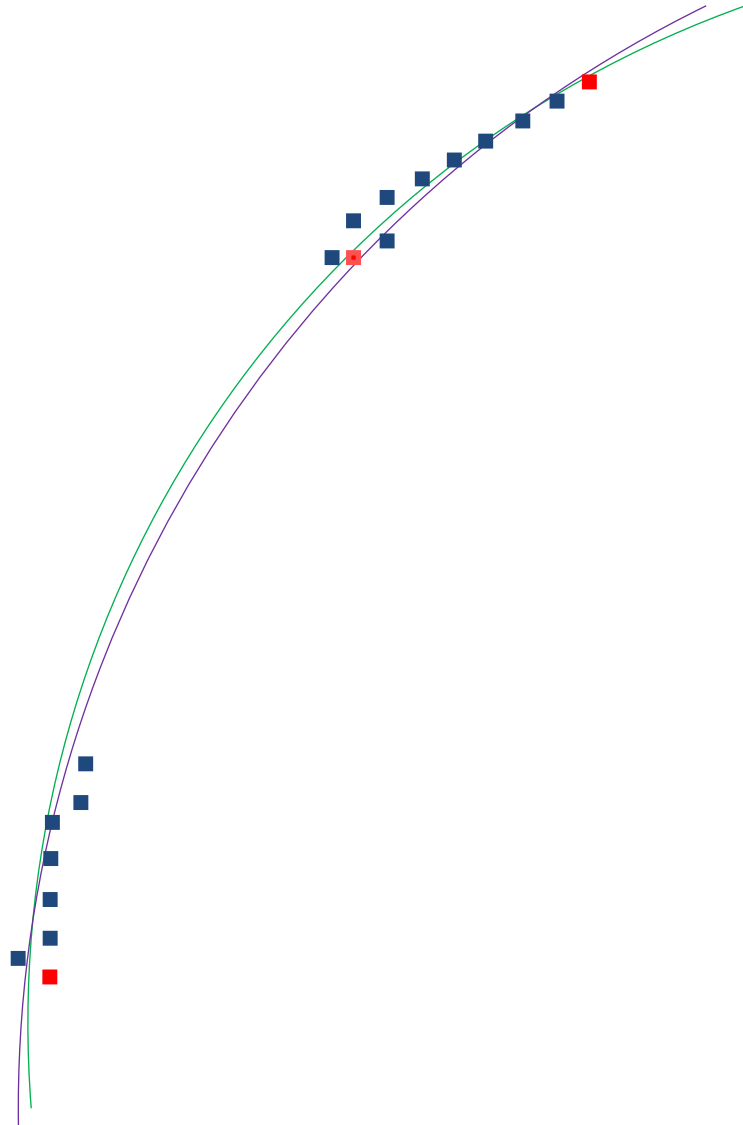
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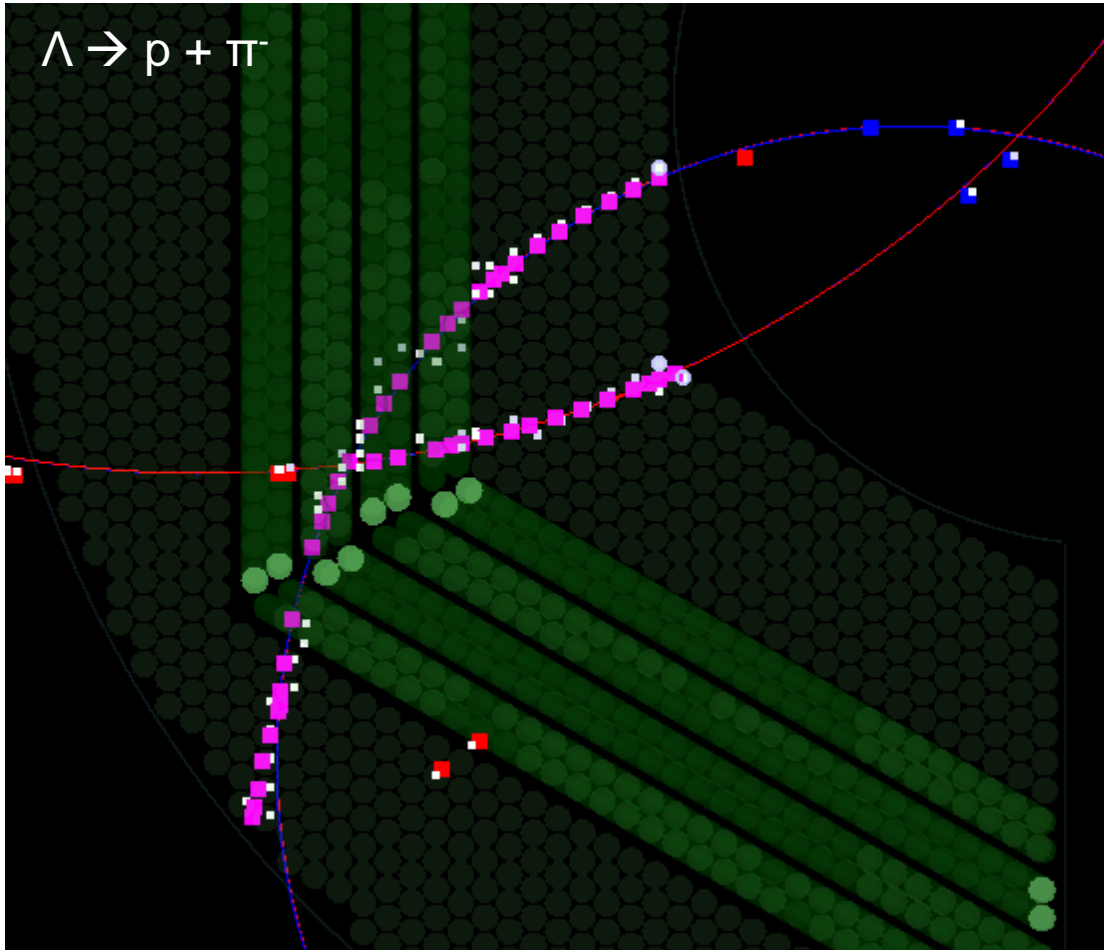
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→ Find good cut criterion is challenging

FIRST RESULTS



1000 $\Lambda\bar{\Lambda}$ - events at 3 GeV/c

	Efficiency				Runtime	Ghosts	Clones
	Λ	P	π^-	$\bar{\Lambda}$			
Triplet Track Finder	83.7 % (108 / 129)	95.6 % (326 / 341)	85.3 % (466 / 546)	100 % (15 / 15)	581.5 s	43.1 %	161.9 %

FIRST RESULTS



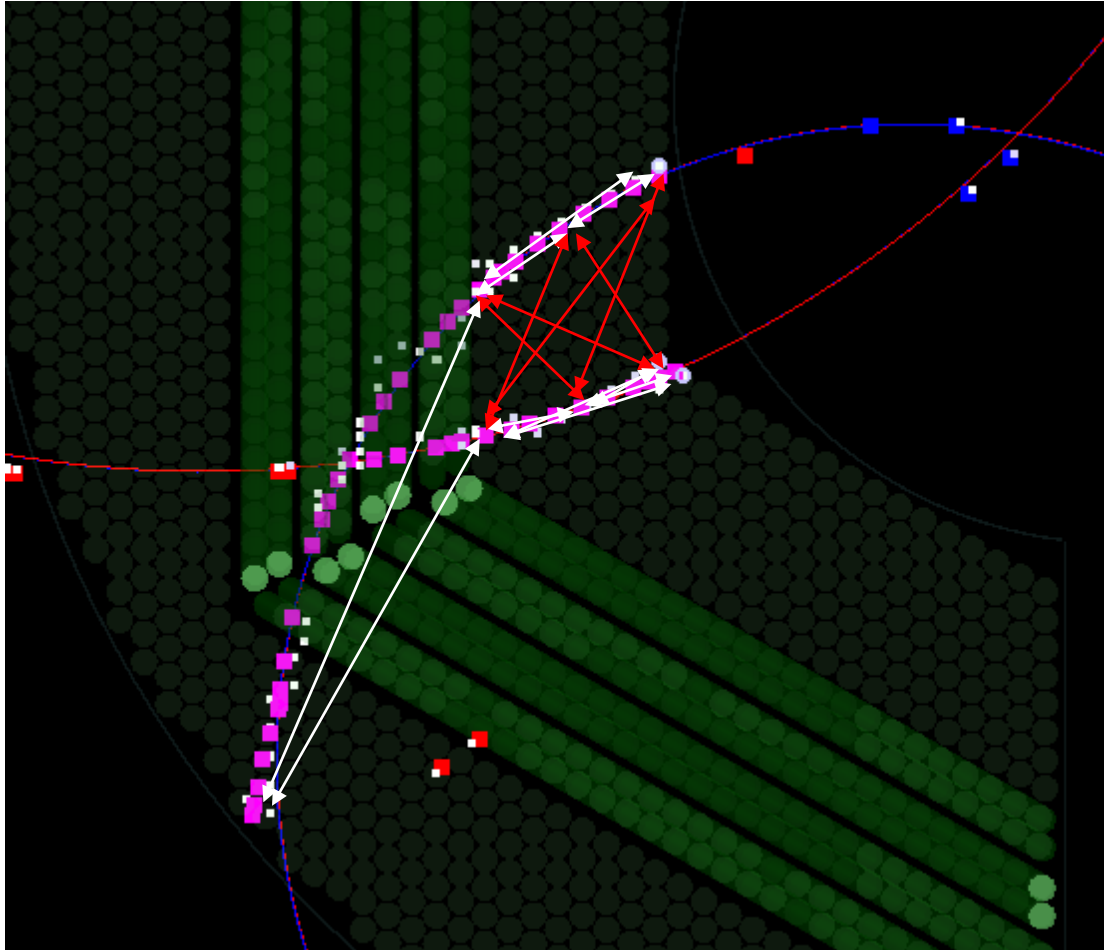
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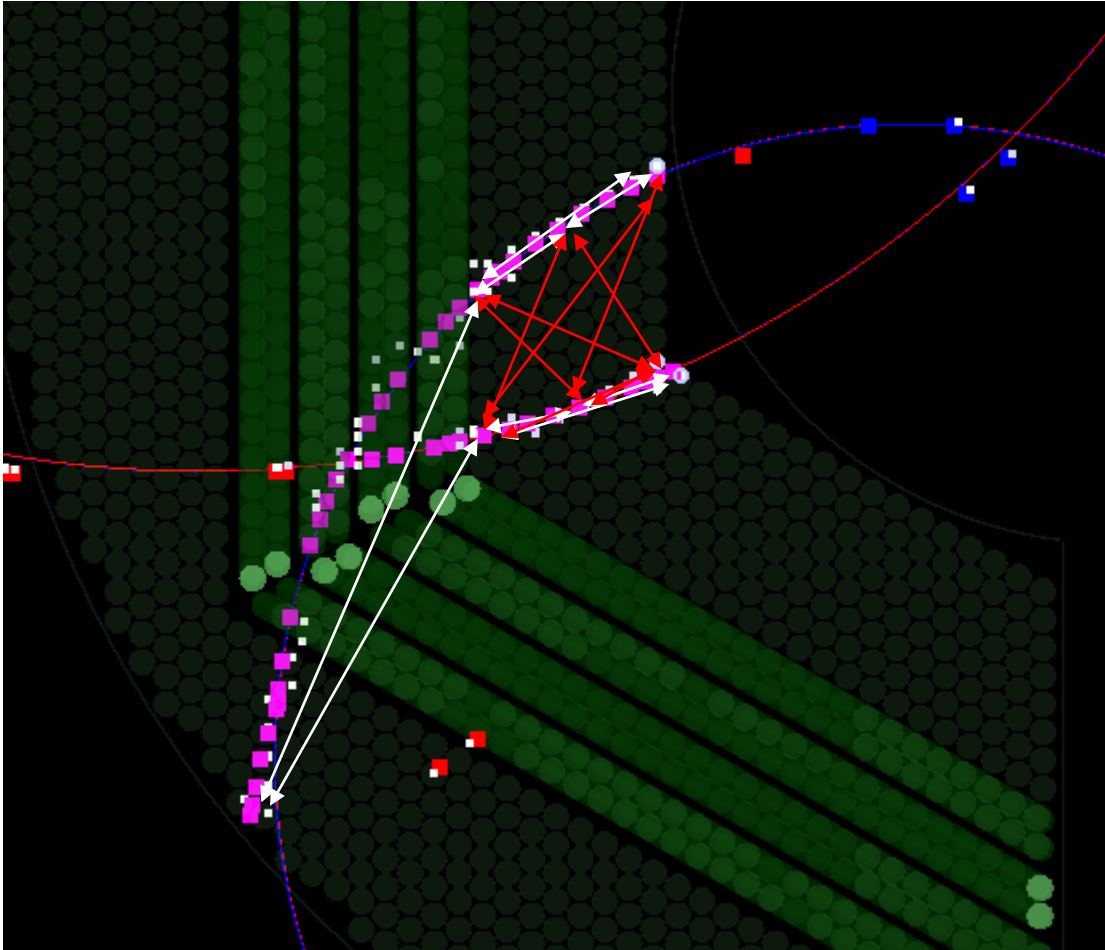
Reduce possible combinations

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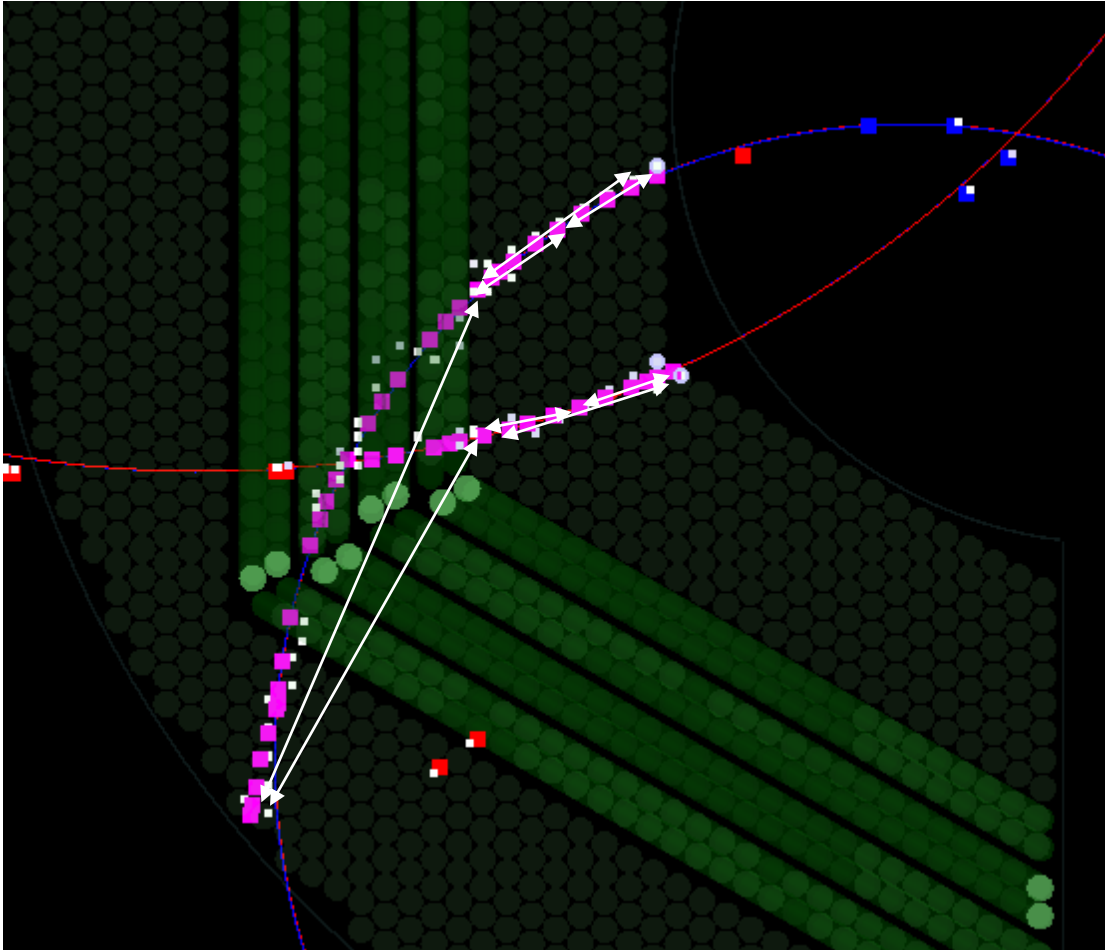
- Use CA Tracklet information
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 - Example:
 - Reduction from 18 to 4 combinations

FINAL RESULTS



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Caused by curling tracks

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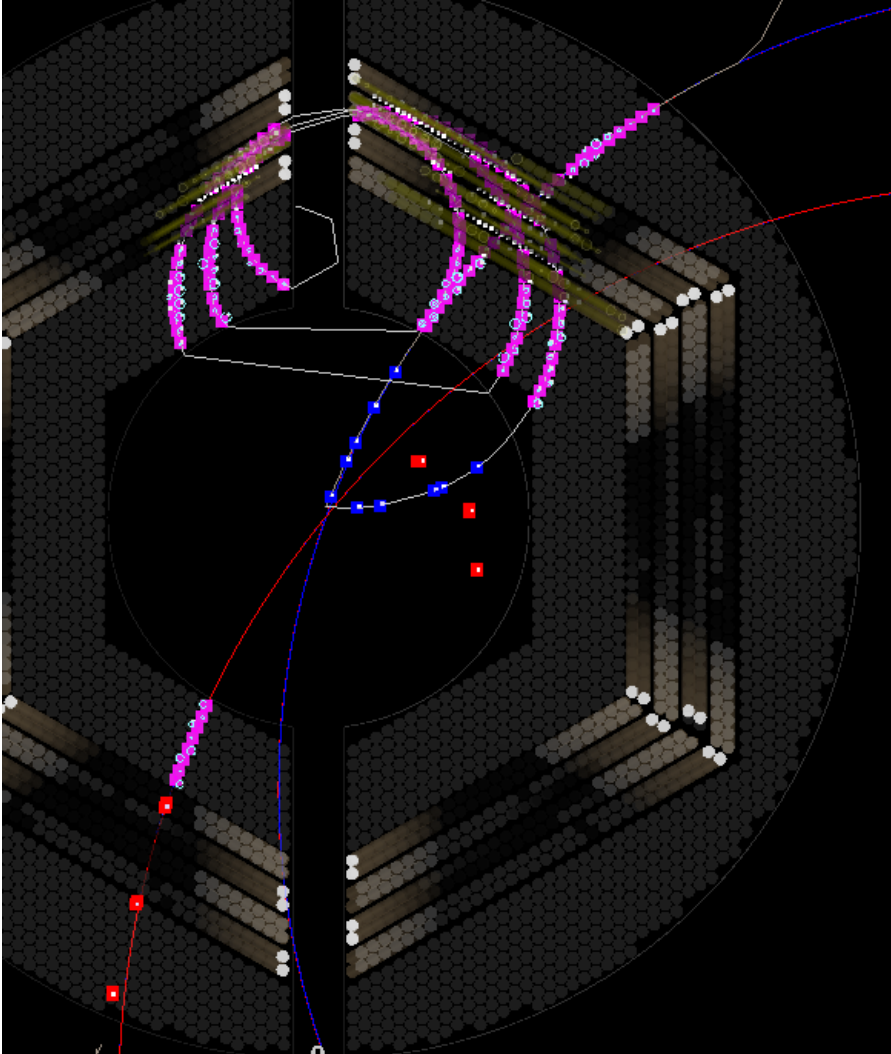


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Without curling tracks	95.7 % (22 / 23)	96.9 % (249 / 257)	89.1 % (33 / 37)	100 % (9 / 9)	55.4 s	3.2 %	7.2 %

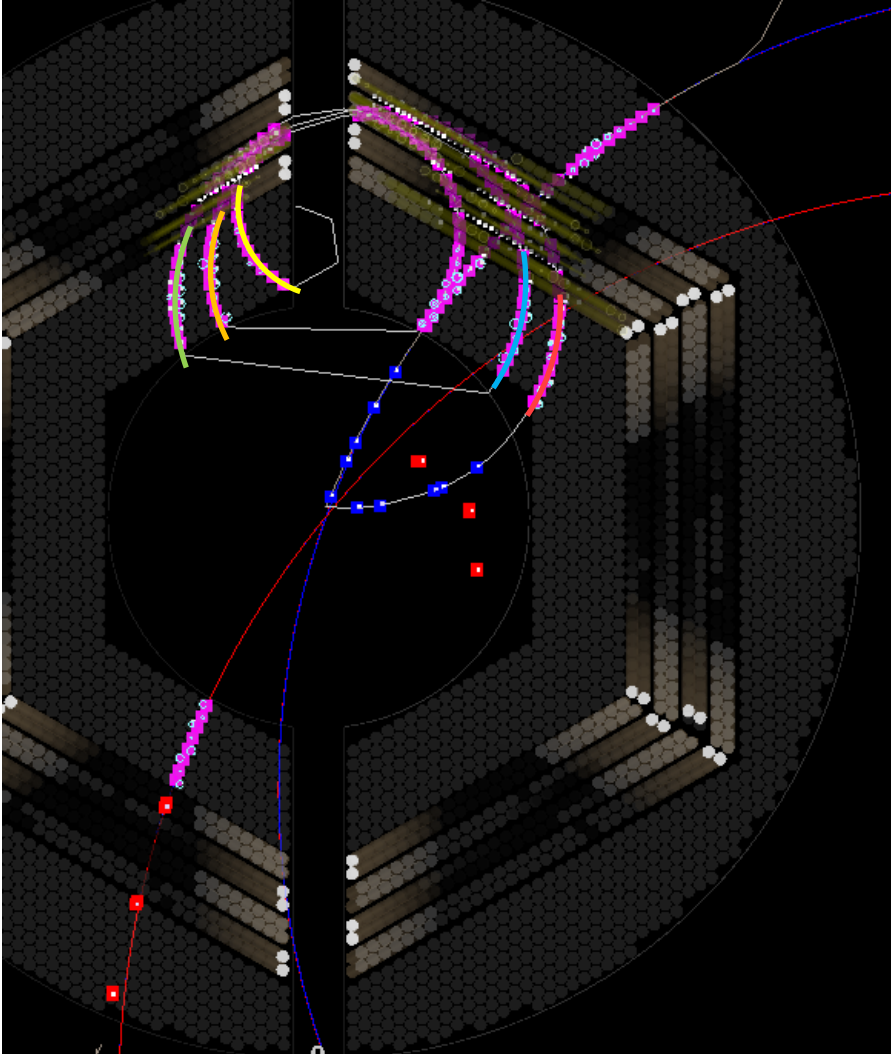
- ➔ Curling tracks essential for high Lambda efficiency
- ➔ Modification of algorithm necessary to deal with curling tracks

POSSIBLE IMPROVEMENTS: CURLING TRACKS



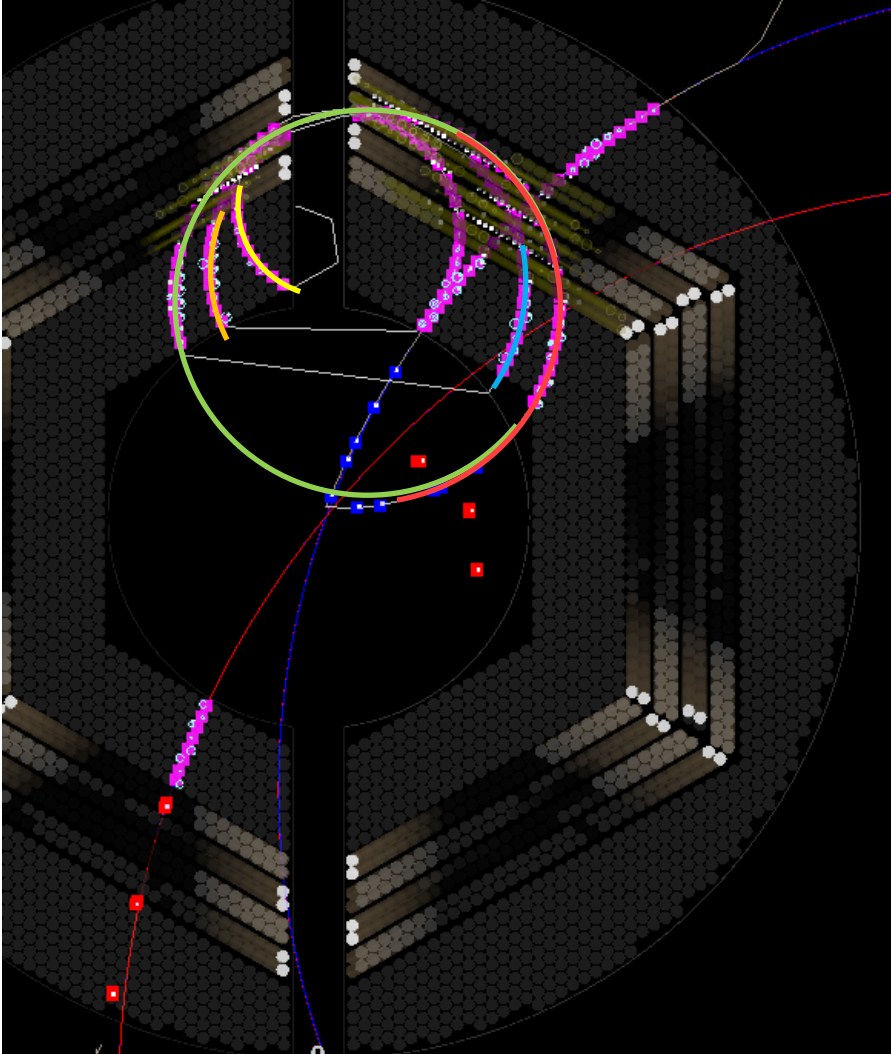
- Curling tracks are found too often or create too many possible combinations
→ high ghost and clone rate

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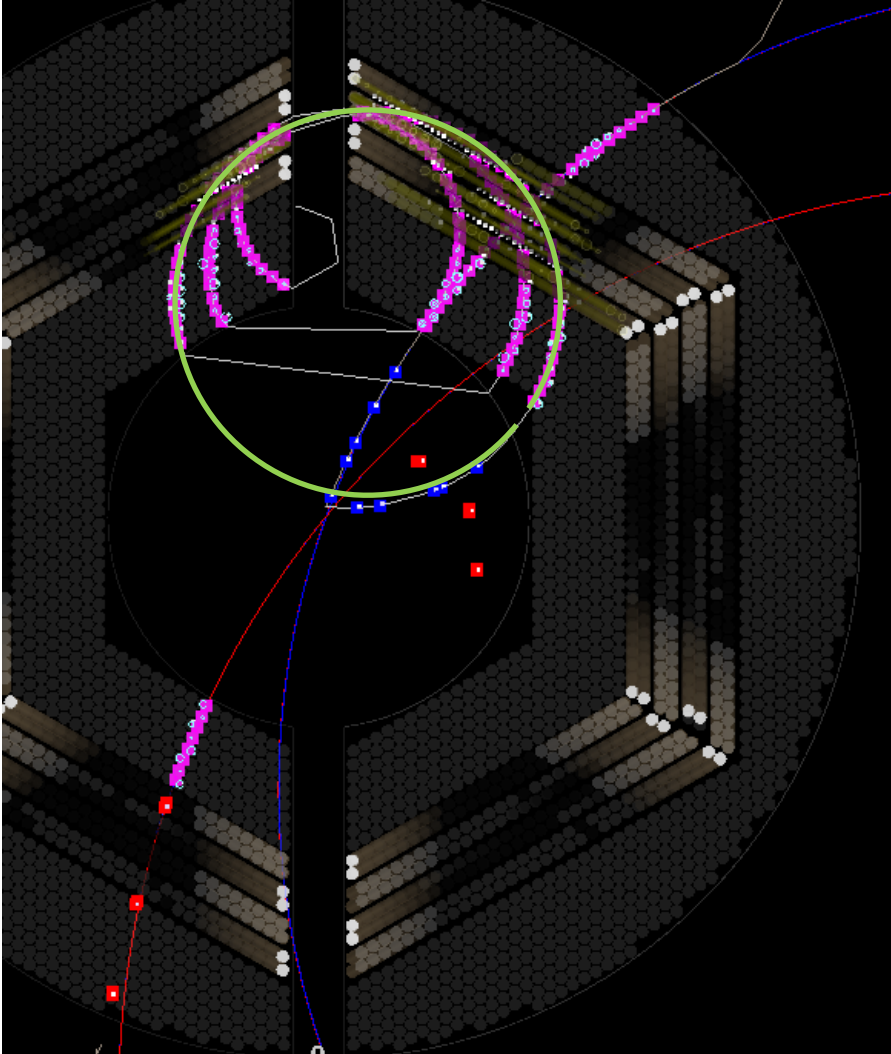
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- Merge if possible: green and red are nearly identical

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- Curling tracks are found too often or create too many possible combinations
→ high ghost and clone rate
- Divide all created subtracks (e.g. Apollonius Triplet Finder without skewed or CA)
- Merge if possible: green and red are nearly identical
- Remove all circles which are inside the found circle

SUMMARY



- New track finder for secondary particles:
 - Finds 80.6% of all reconstructible Λ – particles (1000 $\Lambda\bar{\Lambda}$ - events at 3 GeV/c)
 - Ghost and Clone ratio high due to curling tracks
 - Curling track reconstruction is under development
- ApolloniusTripletFinder could also be used for primaries?

COMPARISON TO BARREL TRACK FINDER



1000 FTF - events at 7 GeV/c

	Efficiency		Runtime	Ghosts	Clones
	primaries	secondaries			
Triplet Track Finder	81.6 %	60.3 %	581.5 s	40.3 %	90.4 %
With reduction	80.6 %	57.8 %	166.7 s	28.4 %	64.2 %
Barrel Track Finder	83.7 %	31.2 %	17.5 s	20.7 %	20.7 %

↓
a bit worse

↓
significantly
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Further development for
curling tracks

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 - Ghost and Clone ratio high due to curling tracks
 - Curling track reconstruction is under development
- ApolloniusTripletFinder could also be used for primaries
 - Efficiency for primaries is similar
 - For secondaries is much better
 - Runtime, ghosts and clones under development

**THANK YOU VERY MUCH
FOR YOUR ATTENTION!**