

Application of Cellular Automaton track finder in TPC detectors

G.Kozlov^{1,2}, Y.Fisyak³, I.Kisel^{1,4}, M.Zyzak⁴

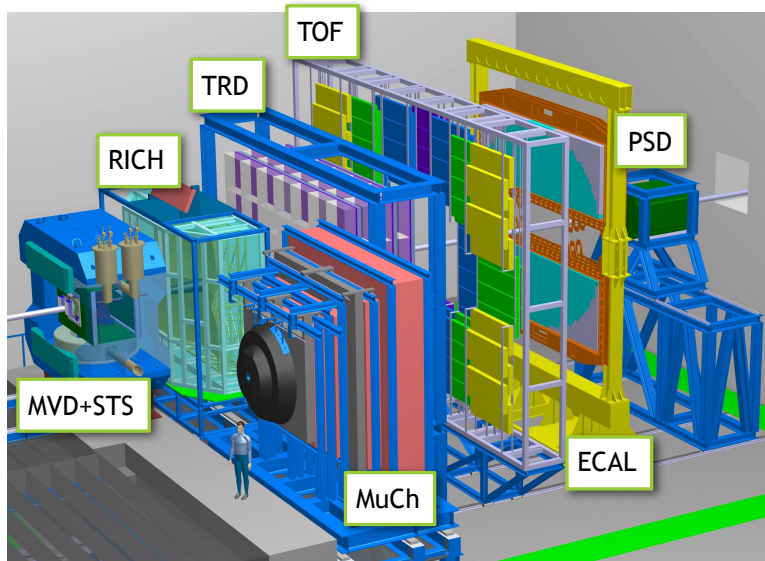
¹FIAS, Frankfurt, Germany

²JINR LIT, Dubna, Russia

³BNL, Upton, USA

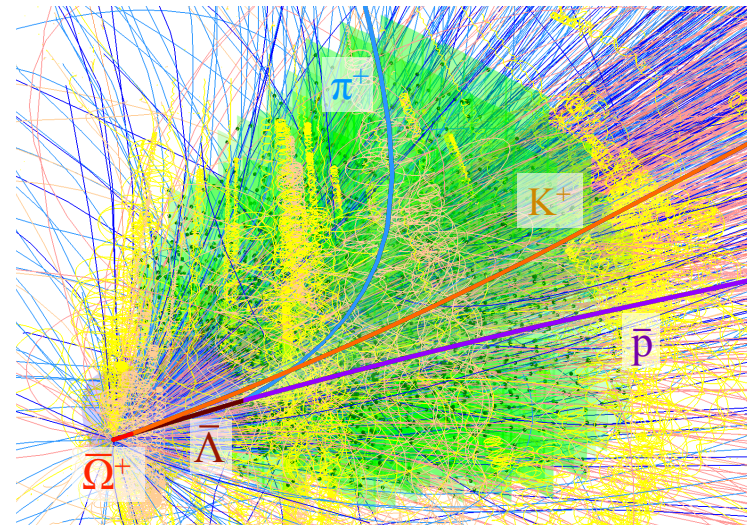
⁴GSI, Darmstadt, Germany

Challenges in CBM

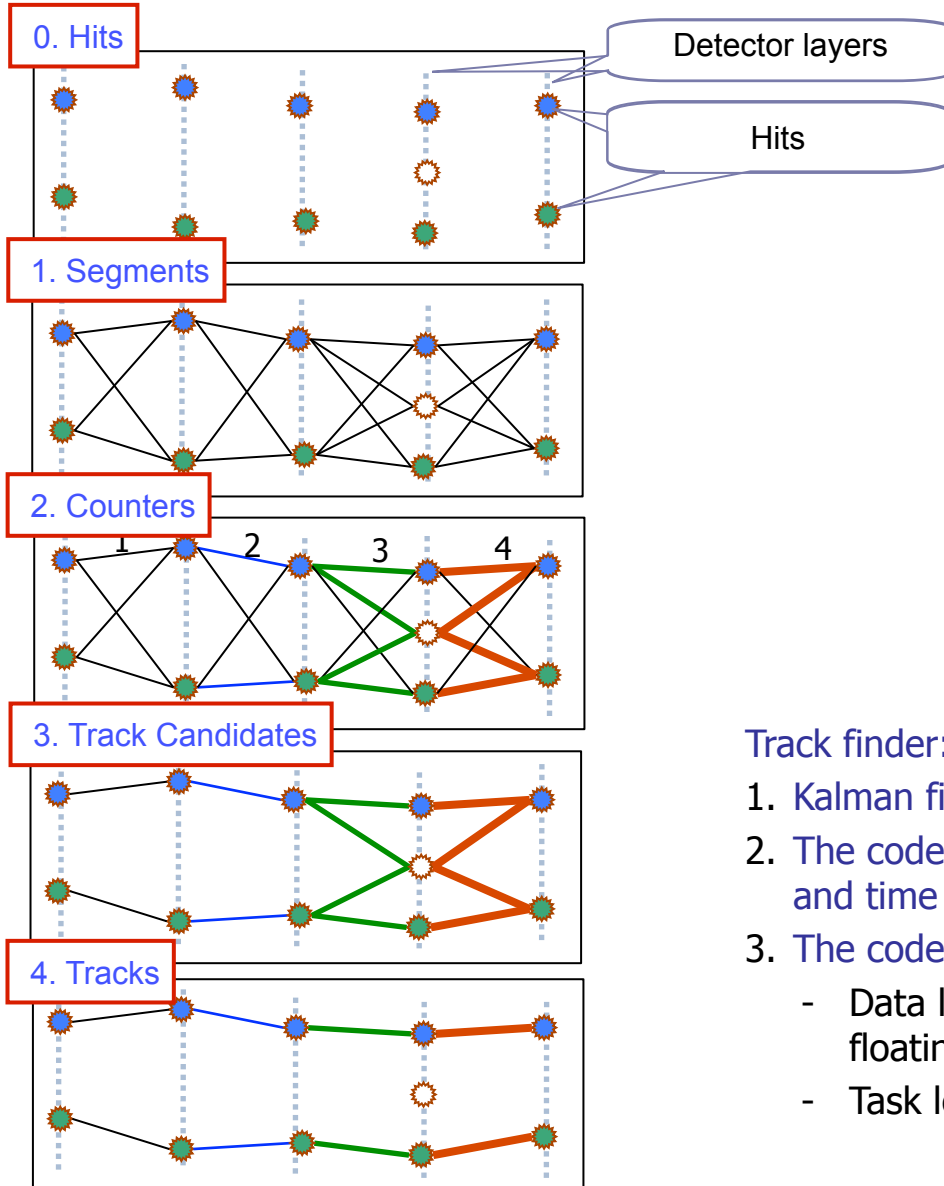


- On-line reconstruction at the on-line farm with 60000 CPU equivalent cores.
- High speed and efficiency of the reconstruction algorithms are required.
- The algorithms have to be highly parallelised and scalable.
- CBM event reconstruction: Kalman Filter and Cellular Automaton.

- CBM — future fixed-target heavy-ion experiment at FAIR, Darmstadt, Germany.
- Interaction rate: 10^5 - 10^7 collisions per second.
- Up to 1000 charged particles/collision.
- Free streaming data.
- No hardware triggers.
- On-line time-based event reconstruction and selection is required in the first trigger level.



Cellular Automaton Track Finder



Cellular Automaton:

1. Build short track segments.
2. Connect according to the track model, estimate a possible position on a track.
3. Tree structures appear, collect segments into track candidates.
4. Select the best track candidates.

Cellular Automaton:

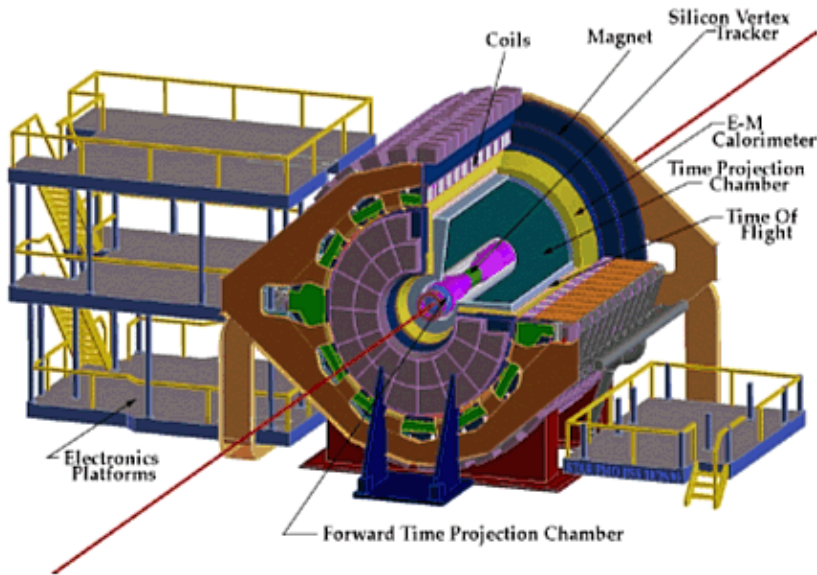
- local w.r.t. data
- intrinsically parallel
- extremely simple
- very fast

Perfect for many-core CPU/GPU !

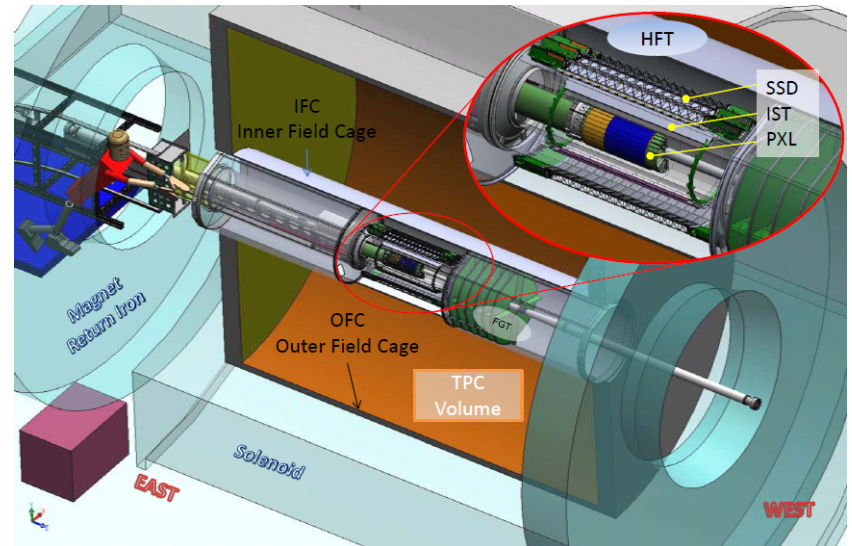
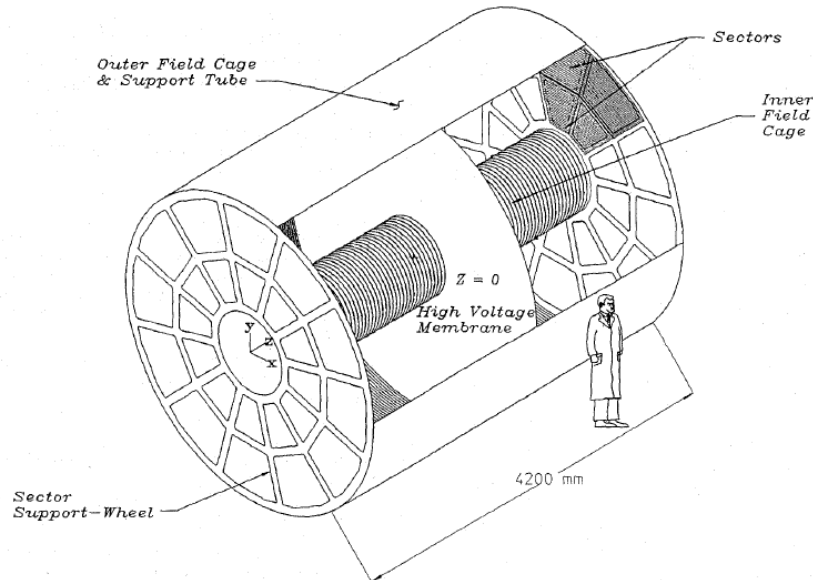
Track finder:

1. Kalman filter for track segments fit
2. The code is optimised with respect to both efficiency and time
3. The code is parallelised
 - Data level (SIMD instructions, 4 single-precision floating point calculations in parallel)
 - Task level (ITBB, parallelisation between cores)

STAR at BNL

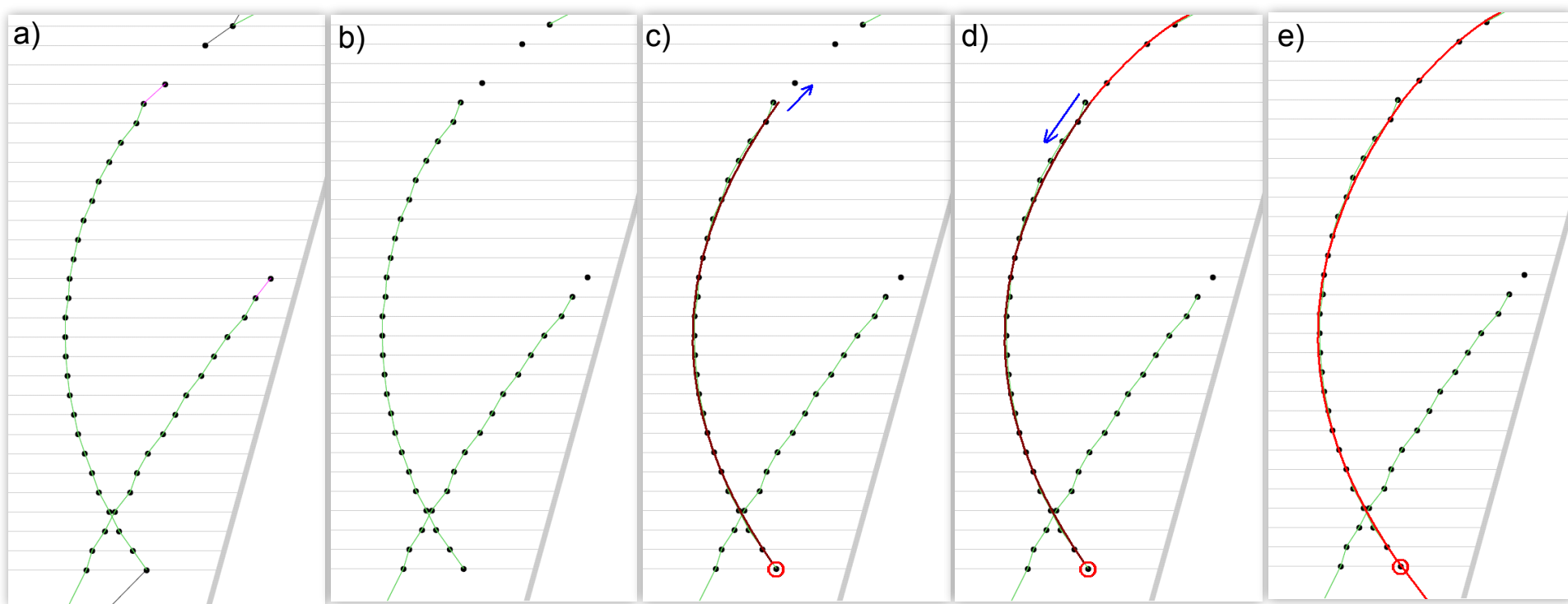


- Collider experiment at RHIC, BNL
- Up to 200 AGeV Au-Au collisions
- Main detector – TPC
- Standard Stt track reconstruction is based on track following
- Increased RIHC luminosity
- Upgrade the reconstruction algorithms for:
 - vectorization
 - multi-threading
 - many-core systems
- Study of the CA tracking algorithm within FAIR Phase 0



CA track reconstruction in STAR TPC

1. Reconstruction of track **segments** in each TPC sector:
 - a) Find and link **neighbours hits**;
 - b) Clean links;
 - c) Create **segments** by fitting **chains** and adding outer **hits**;
 - d) Refit **tracks** and add inner **hits**;
 - e) Selection of **tracks**;
2. Merge **sector tracks** into TPC **global tracks**.

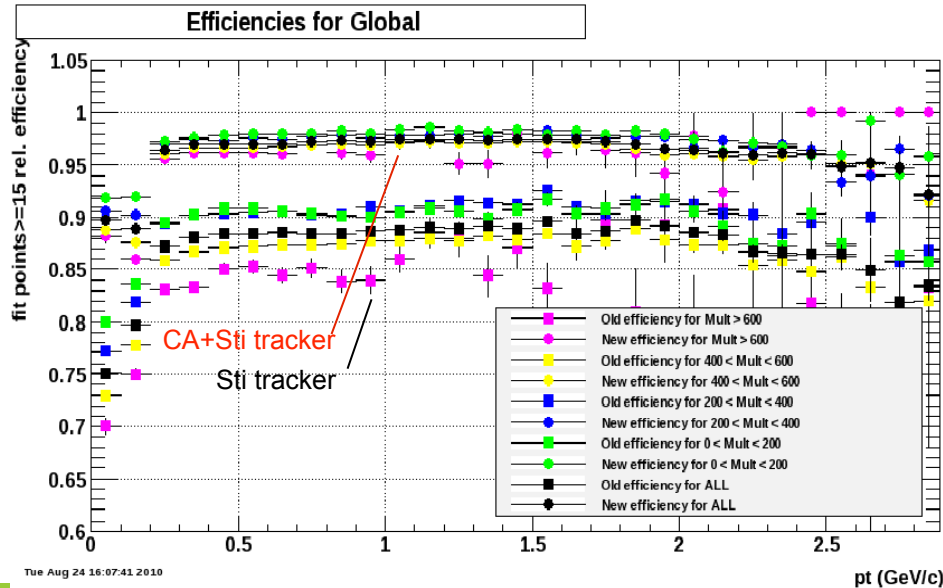
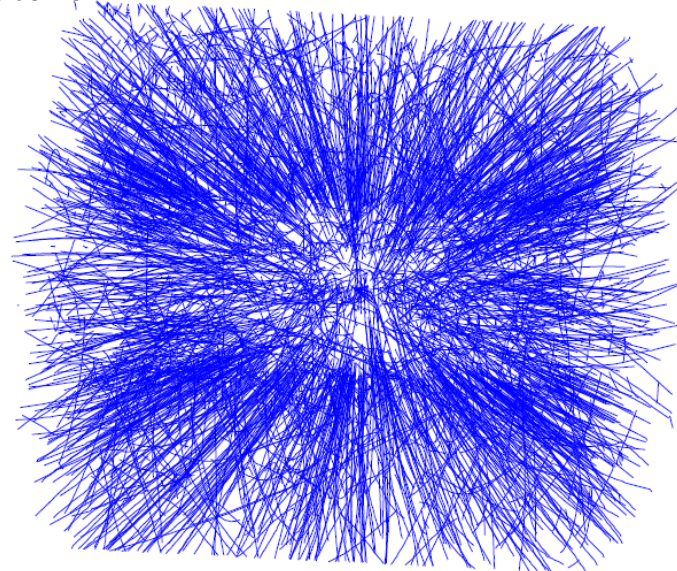
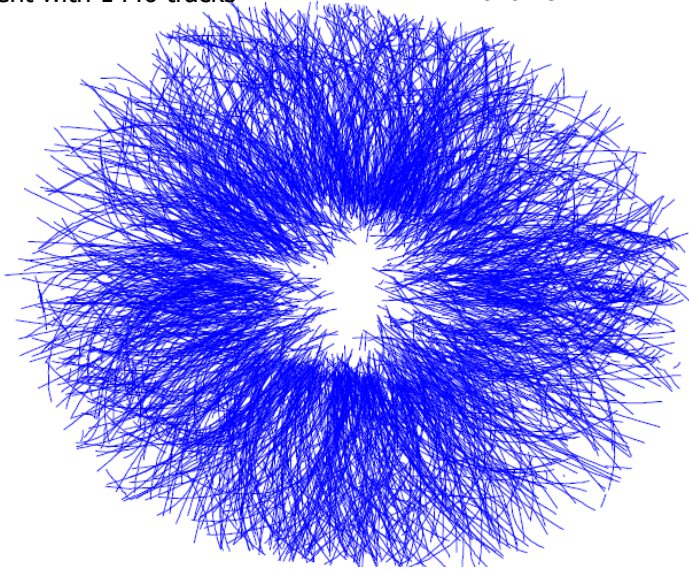


STAR TPC CA Track Finder

Au-Au event with 1446 tracks

Front view

Side view

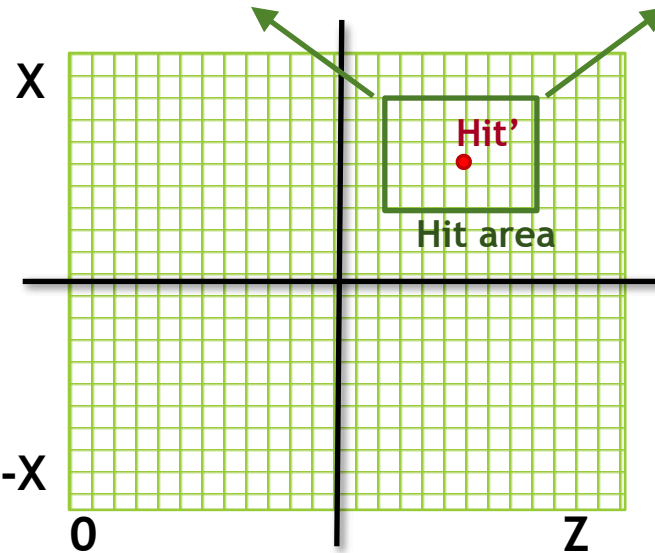
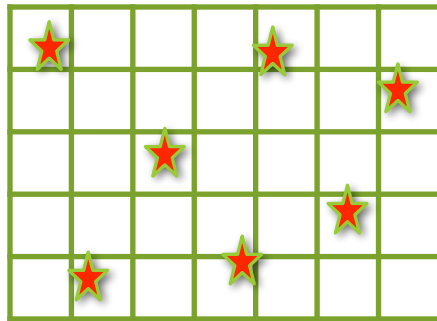


- More **stable** at high track multiplicity;
- **Higher** tracking efficiency;
- About 10 time **faster** than track following based Sti track finder.

Tue Aug 24 16:07:41 2010

Grid structure in TPC

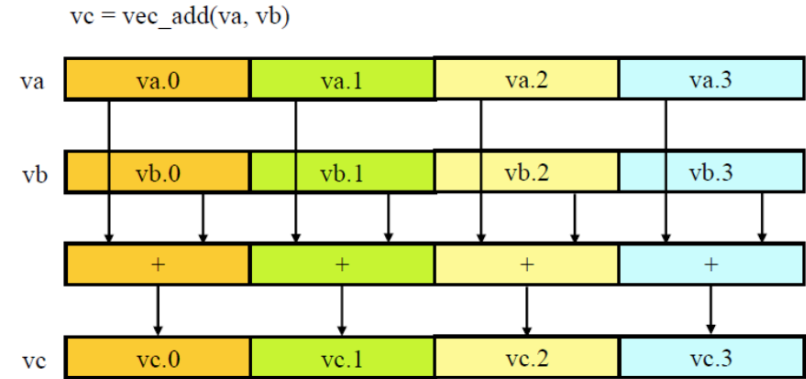
Grid structure allows to establish compliance between hit coordinates and bins of this structure.



- Algorithm:
 - Calculate approximate **hit'** coordinates on the row;
 - Create Hit area around the **hit'**;
 - Take hits only from the Hit area.
- Separate grid for each row in every slice;
- Based on **X** and **Z** coordinates;
- Able to work without information about primary vertex.

Vectorisation

- **SIMD** intrinsics with **Vc** headers are used.
- **Faster** calculations with the same hardware.
- Optimal for **streaming** calculations.

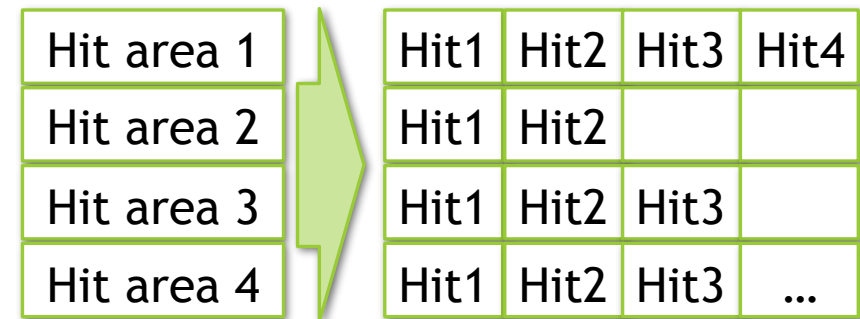


- Vectorisation of the grid structure: reduces the number of calls to the grid structure and creates data streams.
- Vectorisation of the track segment fitting and extrapolation.
- Vectorisation of the final fit in merger.

Scalar grid

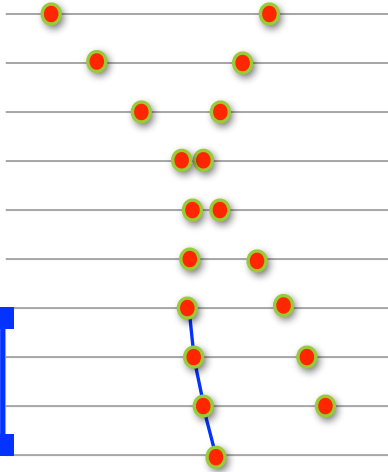


Vector grid

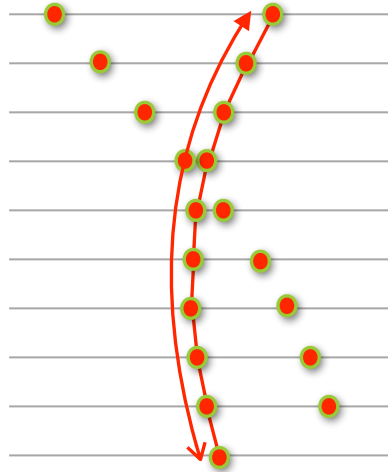


Algorithm optimisation

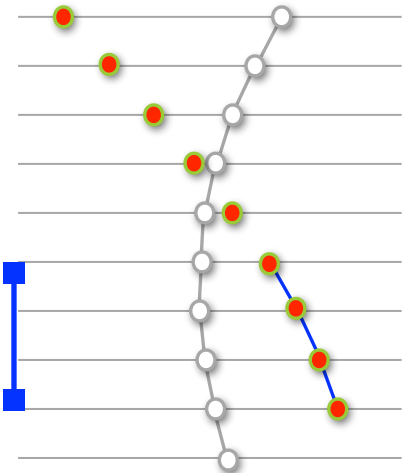
1.a)



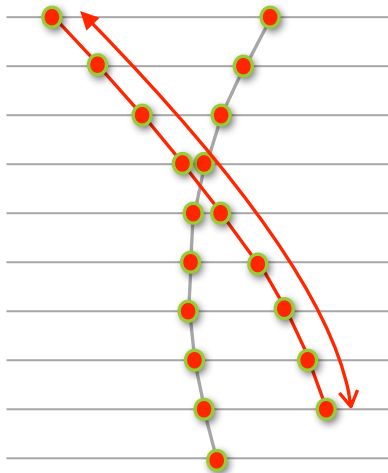
1.b)



2.a)



2.b)



1. a) Create 4-hit **segments** starting from the **first row**.

1. b) Fit and extend **seeds** to the outer row and back to inner row to get additional hits.

2. a) Create **segments** starting from the **next row**. Used hits are **skipped**.

2. b) Fit and extend new **seeds**.

3. Move to the next row...

-
- 4-hit seed is **enough** for track seeding.
 - **Less** hits for seed finding.
 - Hit area is much **smaller**.
 - Allows to reduce the detector inefficiency.

Results

Calculation time (ms)

	Scalar	Vectorized	Optimized
Sector tracking	24.7	18.4	15.0
- Chains	15.7	12.2	11.5
- Tracklets	7.0	3.8	
Merging	18.4	12.0	11.2
Total	43.1	30.4	26.2

Intel Xeon X5550 at 2.7GHz

Efficiency (%)

	Vectorized	Optimized
Ref Set	97.5	97.6
AllSet	93.3	94.2
Clone	10.6	12.4
Ghost	13.7	18.6
Reco tracks/ev	650	656
Hits per track	22.4	23.0

All set: $p \geq 0.05$ GeV/c
Reference set: $p \geq 1$ GeV/c
Ghost: purity < 90%

Summary

- Cellular Automaton based track finder in STAR TPC detector is fast and efficient even in case of high track multiplicity.
- Vectorisation of basic steps of the algorithm allows to increase the calculation speed.
- Optimisation of the code gives additional speed up without losing of the efficiency.

Plans

- Optimise data structures and algorithm to reduce the overhead and vectorisation inefficiency.
- Create 3D grid.