### Some thoughts on fast event reconstruction

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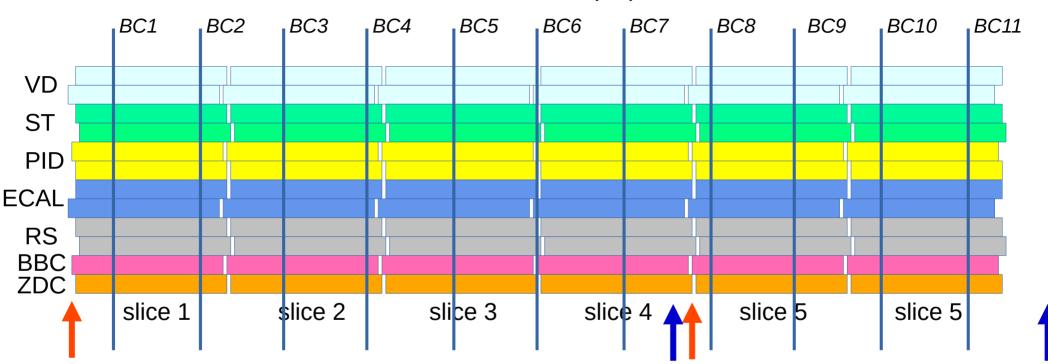
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# Input data

- Vertex detector: pixel\_id = x,y,z (or fired strips at first stage)
- Straw tracker: straw\_id, TDC counts (STOP of drift time), ADC counts
- ECAL: cell\_id, TDC counts, ADC counts
- RS: tube\_id, TDC counts (STOP of drift time)
- Bunch crossing time or BCID (precision of about 1 ns we hope!)
- Other detectors (PID, ZDC, BBC...) are not used

#### Data structure

in each chunk (file)



Data blocks of 5-15 us (depending on track multiplicity and reconstruction efficiency) are suggested as an information unit for data processing

## Data block reconstruction workflow

- Tracking in the vertex detector
  - Vertices
  - Track seeds
- Tracking in the straw tracker
  - T0s (crude, ~10 ns)  $\rightarrow$  BCID
  - Tracks
  - Unassociated straw hits

• ECAL

- Clusters
- Pi0 candidates

- RS reconstruction
  - Clusters
  - Muon
    candidates
    (?)

- Association of tracks, RS and ECAL clusters to vertices (event building)
  - Copy raw data from PID, BBC, ZDC to events according to BCID

## Vertex detector

- Pixel\_id → pixel xyz (lookup table?)
- Need to extract:
  - Vertices (x,y,z)
  - Track seeds associated with vertices
- LOOT network? Need a prototype
- At the first stage (w/o MAPS):
  - Space point reconstruction (with fake hits)
  - TrackNet\_v3 (prototype exists for BESIII-CGEM, needs to be adapted for SPD)
  - Vertices??

#### Straw tracker

- Straw\_id  $\rightarrow$  R,  $\phi$ , stereoangle (lookup table? Or neural network can be trained to work directly with straw\_ids?)
- Find straw hits (fired wires) compatible with tracks, starting from track seeds in VD. Only wire position is used.
- Modified TrackNet\_v3? Need a prototype
- For each track candidate find most appropriate BCID, using measured drift time (STOP) and generic RT dependence
- Track fit (something faster than Kalman filter??)
- Collect unassociated hits in a time window of ~200 ns and attach it to the events from the given data block, for offline processing

ECAL

- Hitmap should be translated to a set of clusters
- Each cluster should be identified as a pi0 candidate or not
- CNN looks a good start. Dimitrije and Andrey are working on a prototype
- The performance measurement would be extremely interesting to see

#### RS

- Hitmap should be translated to a set of clusters
- Each cluster should be identified as a muon candidate or not
- Prototype is being developed by Georgy and Igor
- The performance measurement would be extremely interesting to see

# **Event building**

- For each data block
  - Take a list of vertices
  - Associate tracks with each vertex
  - Determine BCID for each vertex
  - Associate ECAL and RS hits with each vertex (by BCID)
  - Attach unassociated straw hits in a selected time window according to BCID
  - Attach raw data from other subdetectors accoring to BCID
  - Call the block of information associated with each vertex an event
  - Store reconstructed events