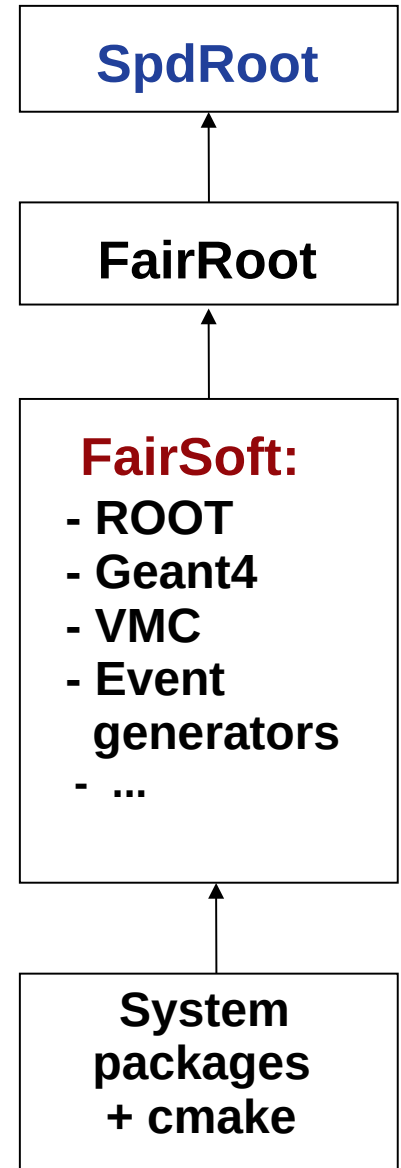
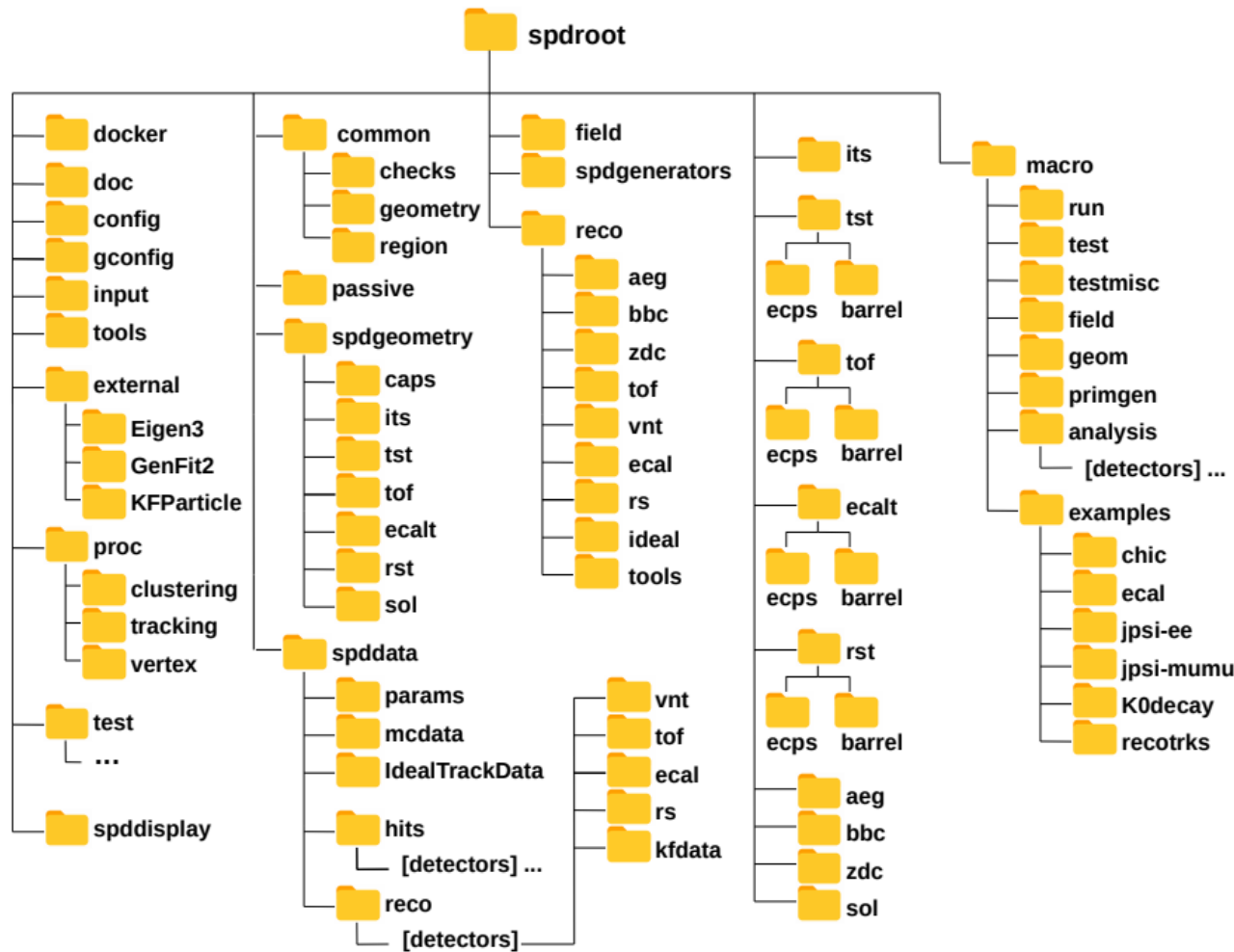


Status of offline software (SpdRoot)

Artur Tkachenko
(avt@jinr.ru)

SPD Collaboration Meeting
December 13, 2021

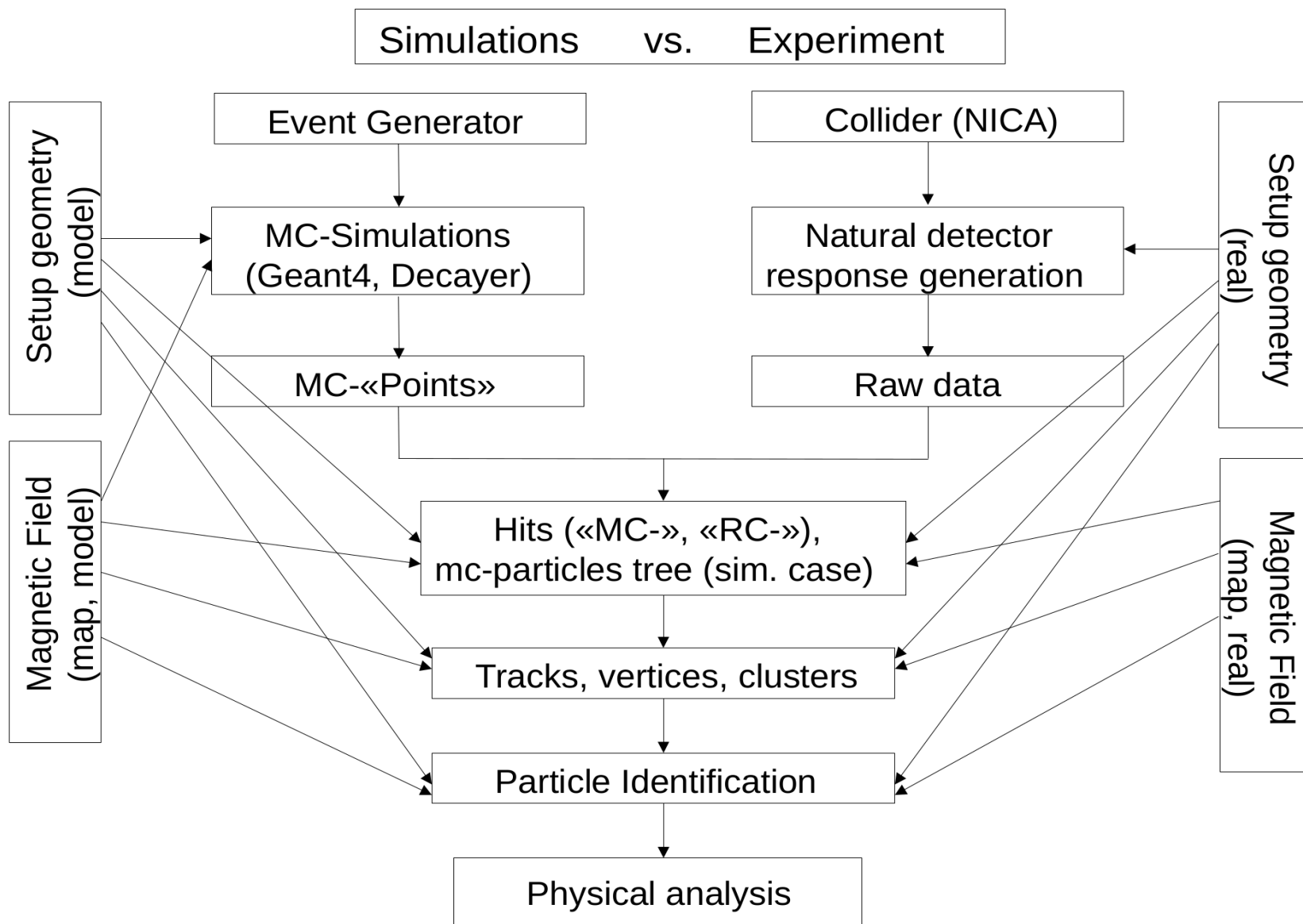
SpdRoot (general notes)



Git repository: <http://git.jinr.ru/nica/spdroot>

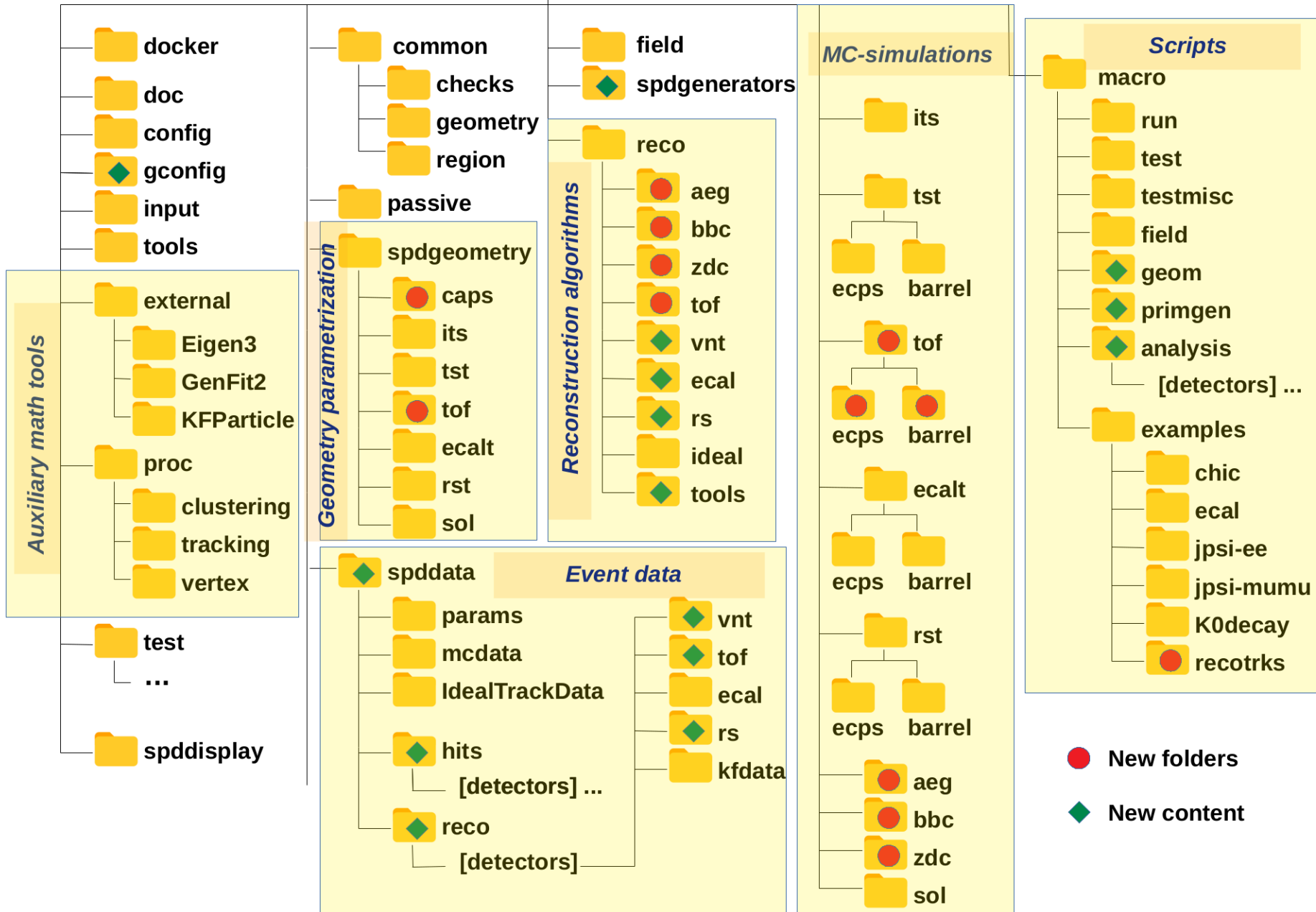
Last release: v4.1.2, December 6, 2021

Simulations & reconstruction (scheme)



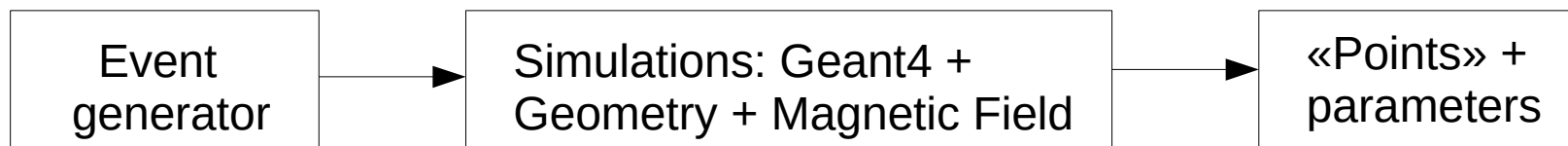
Spdroot 4.1.2 (dec 2021)

spdroot



Simulations

Detectors: **Its, Ts, Ecal, Rs + TOF, ZDC, BBC, AEG**



- ◆ **Event generator:** SpdPythia8(new), SpdPythia8Generator(updated) (*spdgenerators/*)

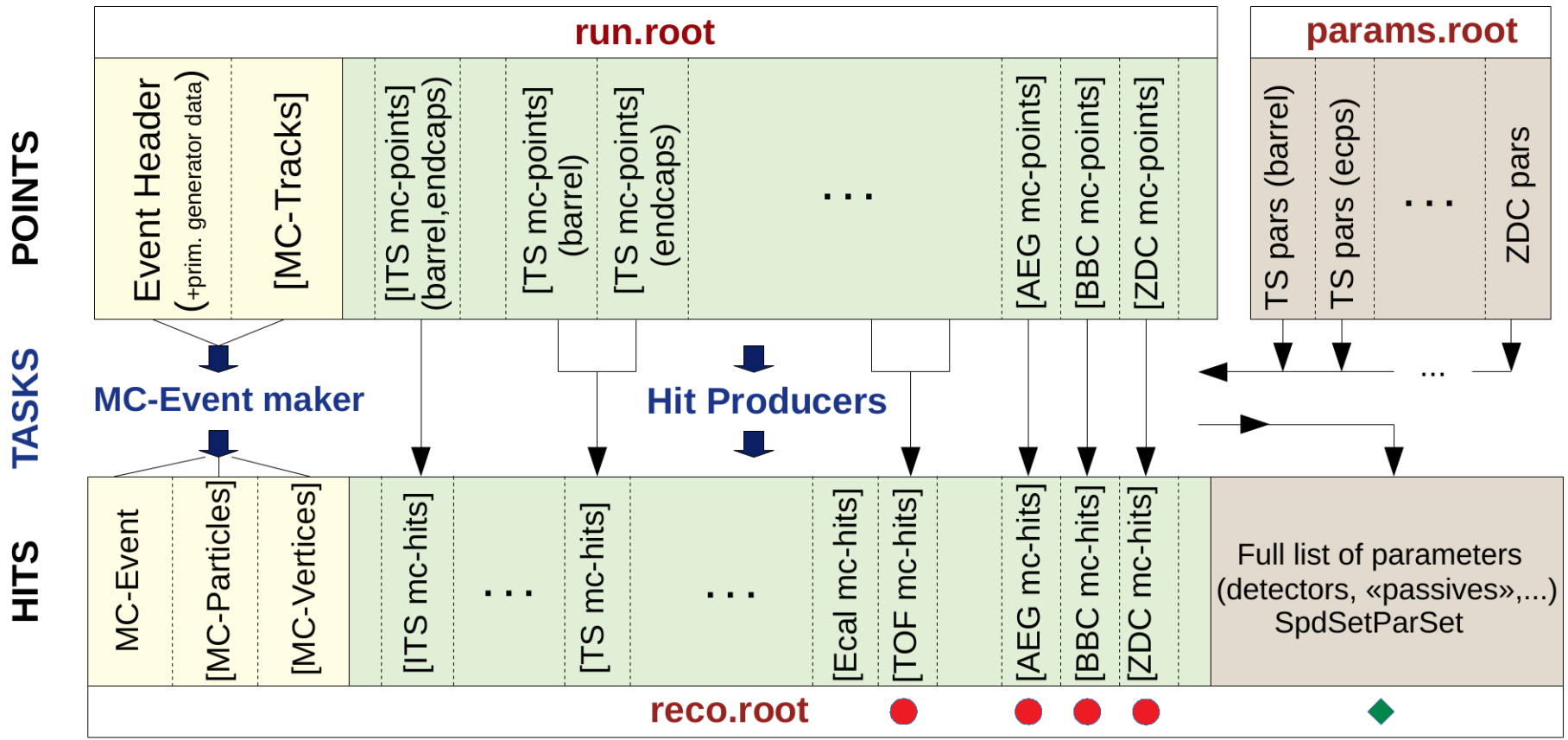
Simulations:

- ◆ External decayer: SpdPythia8Decayer (*/spdgenerators, /gconfig/DecayConfigPythia8.C*);
- TOF geometry: detailed description, barrel + endcaps (*/tof/barrel, /tof/ecps*);
- ZDC, BBC, AEG: simple geometry for «fast simulations» (*zdc/, bbc/, aeg/*);
- MC-points and run parameters for TOF, ZDC, BBC and AEG (*tof/, zdc/, bbc/, aeg/*);

Update to standard macros:

- ◆ geometry tests for every module (*macro/geom*);
- ◆ testing macro for Pythia8 decayer & generator (*macro/primgen*);
- ◆ simu-macros (*spdroot/macro*): SimuQslPy6.C & SimuQslPy8.C (SpdPythia8Decayer now is used);
- ◆ macros to check output: data & parameters (*macro/analysis*);
- + *macro/examples* (now we use SpdPythia8Decayer for SpdPythia8Generator anywhere).

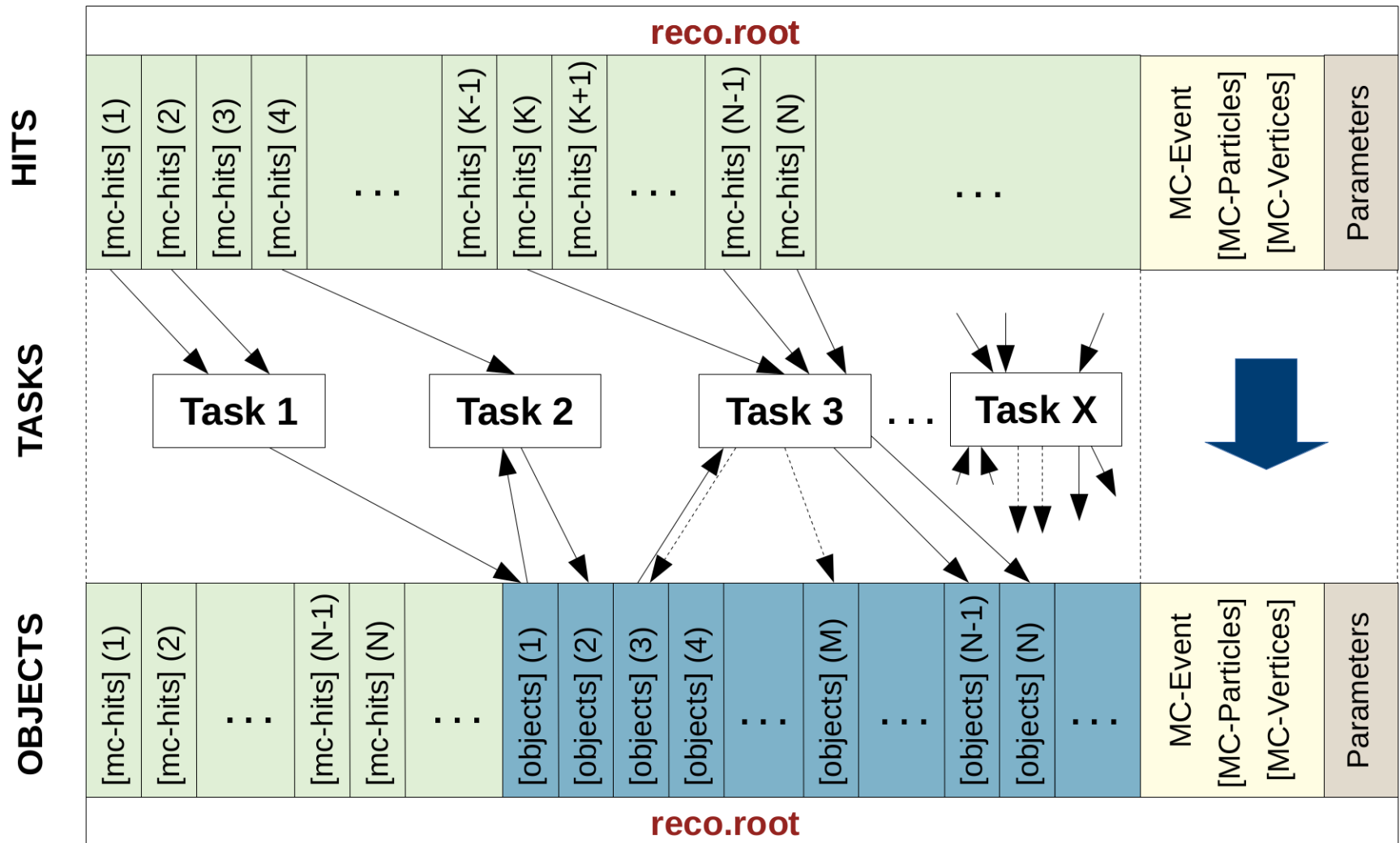
Reconstruction (MC-Event making & hits production)



Order of the tasks (hit producers) is arbitrary.

- New hit producers for TOF and AEG, BBC, ZDC modules.
- New hits (spddata/hits) and parameters in the output file.
- ◆ Update to standard macros:
(macro/analysis/ ReadEventBase.C, ReadEventFull.C, ReadDataSimple.C).

Event reconstruction & analysis (common view)



Task 1. Gets: mc-hits(1,2); creates: objects(1).

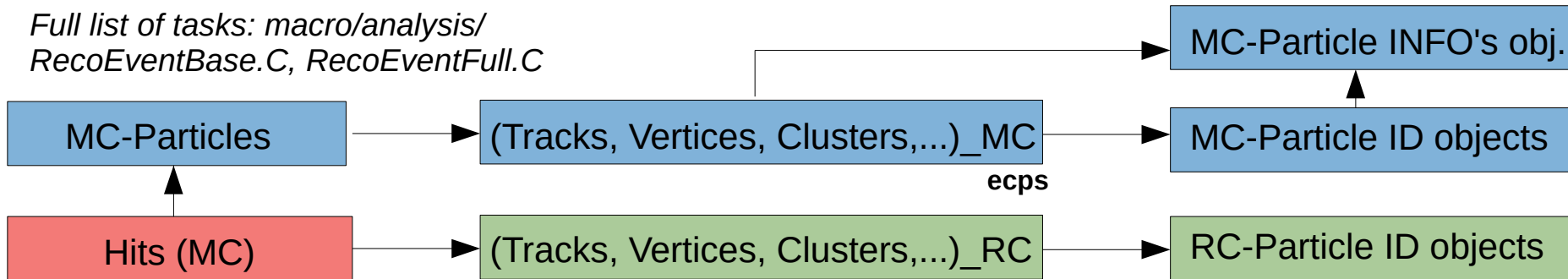
Task 2. Gets: mc-hits(4), objects(1); creates: objects(2).

Task 3. Gets: mc-hits(K,N-1,N), objects(3); creates: objects(M,N-1,N); modifies: objects(3,M).

Order of the tasks matters!

Reconstruction (Objects production & Particle identification)

Full list of tasks: macro/analysis/
RecoEventBase.C, RecoEventFull.C



MC-Particle INFO (SpdMCParticleInfo):

MCTrackId, MCProductionVertexId, MCDecayVertexId, PIDs.

● Pseudo-reconstruction (MC) algorithms.

- **Ecal.** Task: SpdEcalClusterMCInfoMaker (reco/ecal);

Output: [SpdMCEcalClustersInfo], [SpdEcalMCParticle] (spddata/reco/ecal)

- **RS.** Task: SpdRsMCClusterMaker (reco/rs);

Output: [SpdRsMCClusters], [SpdEcalMCParticle] (spddata/reco/rs).

Update to standard macros: RecoEventFull.C, RecoEventObjects.C,
ReadRecoData.C, ReadRecoData2.C, ReadDataSimple.C.

● Track finding algorithm (RC) (Vladimir Andreev report, wednesday 15).

Tasks: SpdRCTrackSeedsFinder, SpdRCTracksFinder (reco/vnt)

Output: [SpdTrackRCSeed], [SpdTrackRC] (spddata/reco/vnt).

How to run: new example — macro/examples/recotrks.

● **RS.** Update to hit producer (the possibility to produce 2D-hits).

● **Prototypes** for some future tasks and output data objects.

Summary I: What has been done

- Update to event generator tools: SpdPythia8, SpdPythia8Generator.
- The new particle decayer (SpdPythia8Decayer) compatible with Pythia8 generator has been tested and added to SpdRoot.
- New modules with simplest edcap-like geometry: BBC, AEG, ZDC for fast simulations.
- Detailed geometry description for TOF detector (for barrel and endcaps parts) .
- Pseudo-reconstruction algorithms for ECAL and RS.
- Update to Range System hit producer.
- A set of classes and realistic (RC-) algorithms for track finding.
- A lot of fixes, tests and minor improvements.

Summary II: What's planned to be done

- Detailing the geometry of setup subsystems and updating of SPD geometry as a whole.
- Spd-geometry and simulations for alternative version of the vertex detector (Micromegas Vertex Tracker).
- Tracking and pattern recognition algorithms improvement.
- Pattern recognition algorithms for RS.
- Realistic hit production models.
- Further development and implementation of algorithms on particle identification (first of all, for straw tracking system и TOF).
- Start working on multithreaded reconstruction.
- Testings, bug fixes and various improvements.

Thank you for attention!