



中国科学院高能物理研究所  
*Institute of High Energy Physics*  
*Chinese Academy of Sciences*

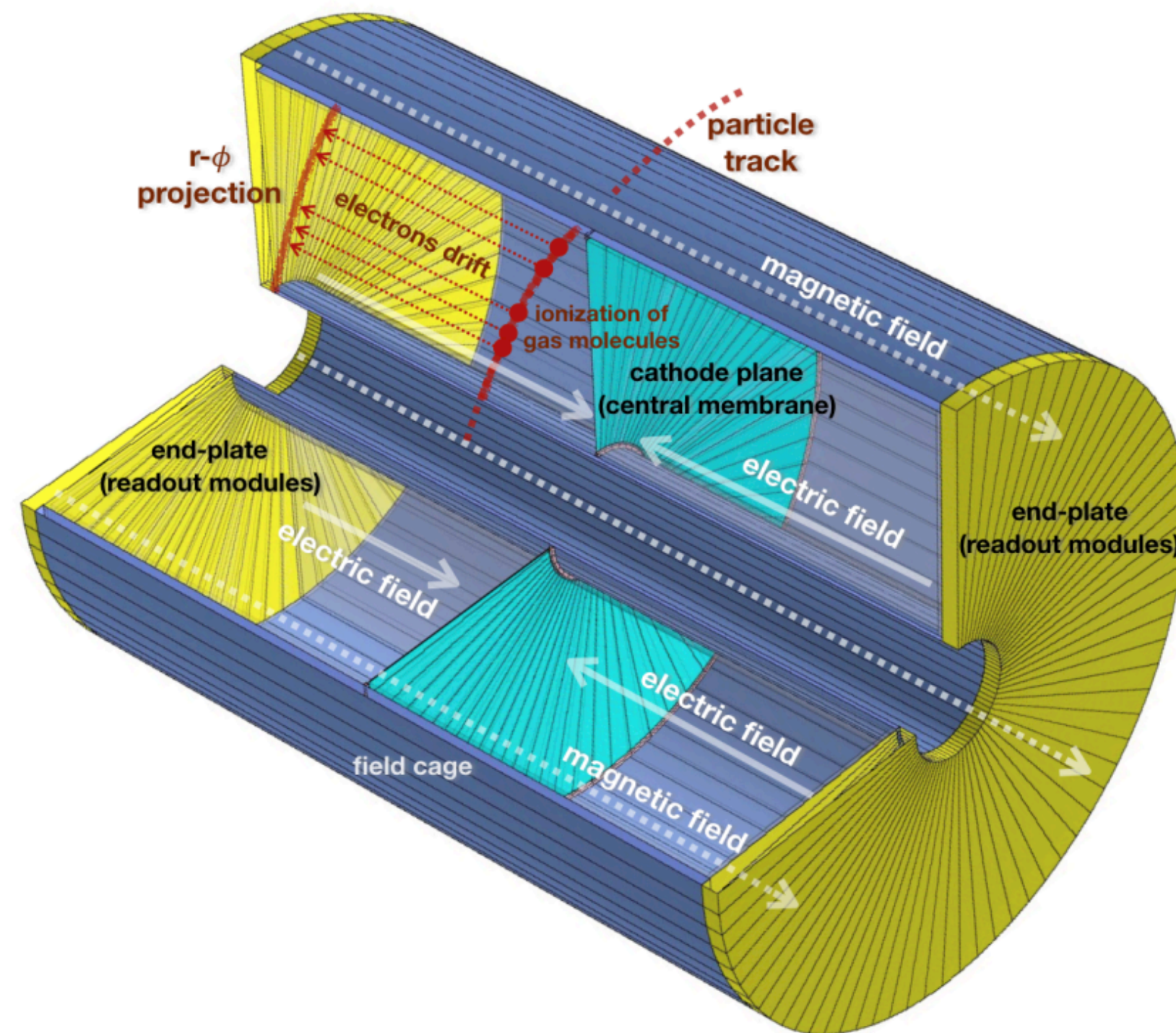


# TPC Track Reconstruction in CEPCSW

Chu Wang, On behalf of CEPC TPC Software group

- \* Time projection chamber in CEPC
- \* Pixelated TPC Updates
- \* TPC Simulation, Digitization and Reconstruction
- \* Machine learning based TPC hits merging
- \* Pixelated TPC Performance
- \* Summary

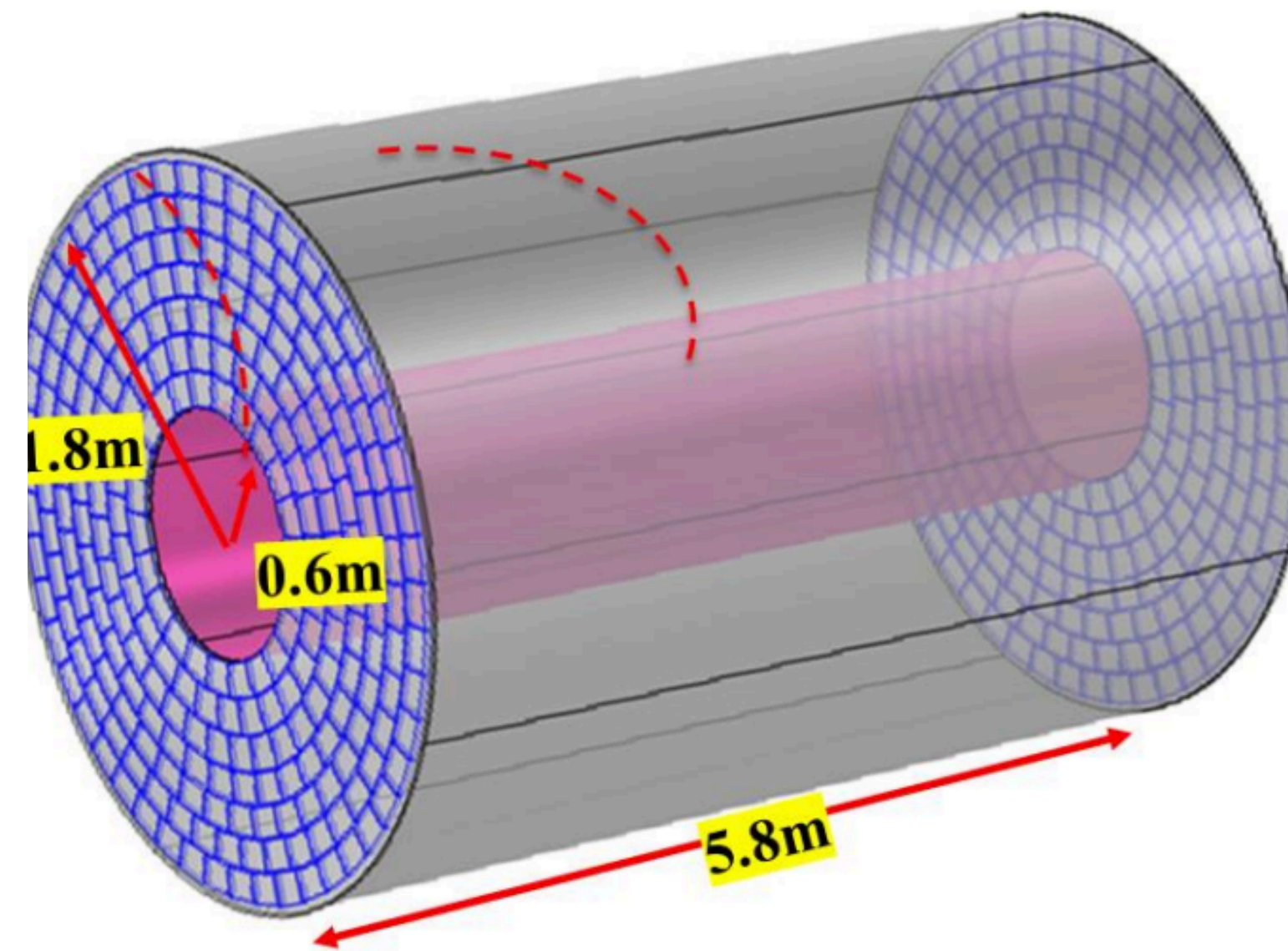
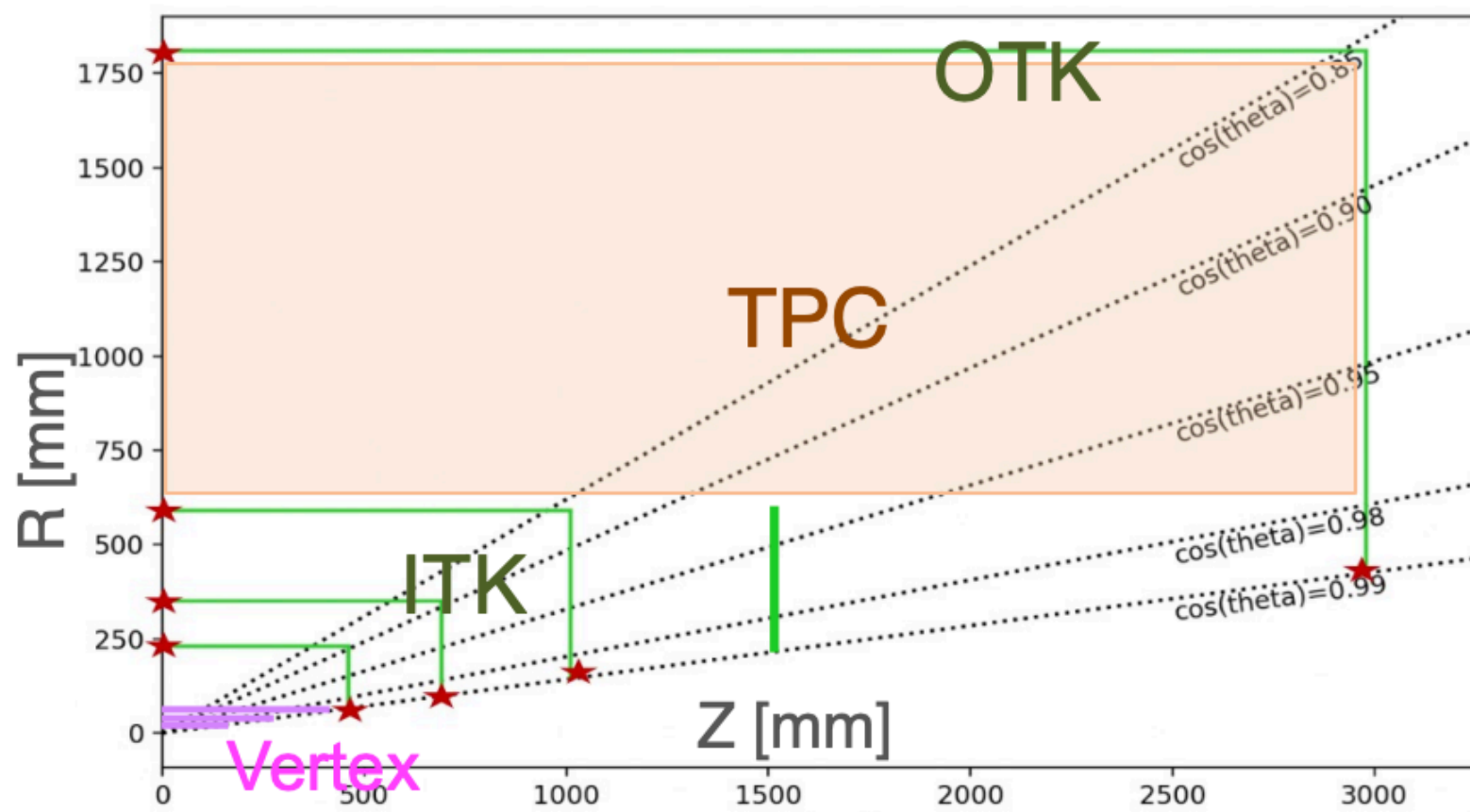
- ▶ The TPC is the gas detector of CEPC for PID and tracking, especially improve track performance at low momentum
  - TPC can provide large-volume high-precision 3D track measurement with stringent material budget



- Working principle
  - As the particles pass through the gas in the TPC, ionization will occur.
  - The ionized electrons will drift to the readout system in the presence of an electric field.
- TPC has many advantages:
  - Provided many hits in readout (can extrapolate the 3D positions of TPC hits)
  - Can reconstruct long tracks in TPC
  - High position and momentum resolutions
  - Can be used to identify different particles based on the density of the ionized electrons in readout
  - Good balance of physics performance and budget

► To improve performance and reduce the difficulty at high luminosity Z pole run. A pixelated TPC has been designed.

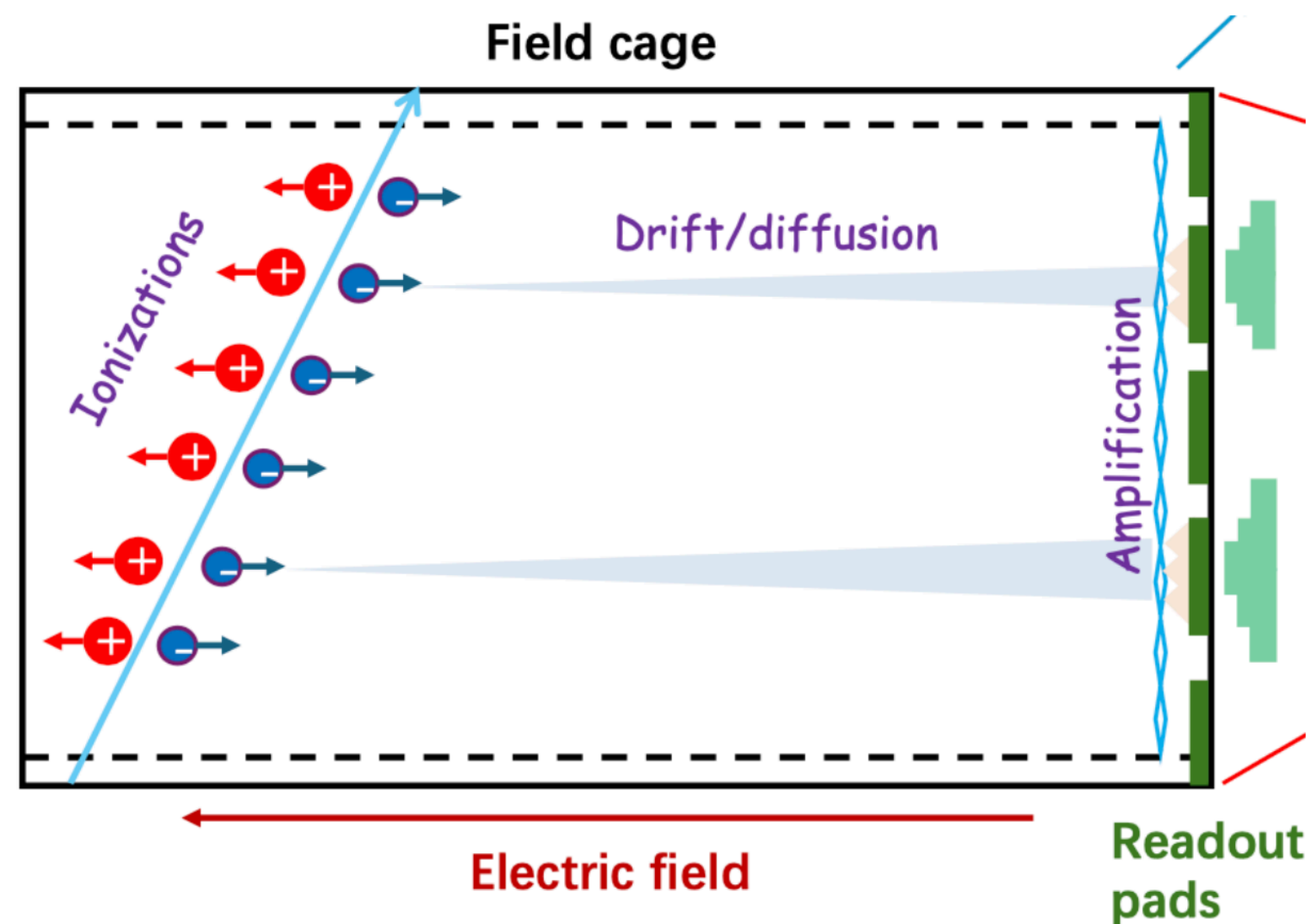
- Granularity has improved in readout
  - TDR: pad (1mm x 6mm) → pixel (0.5mm x 0.5mm).
  - $2 \times 3 \times 10^7$  channels in readout endplate.
  - Divided into 248 modules/endplate in 21x17cm.
- Updated TPC will have:
  - More hits (~200 hits in TDR pad readout → ~2000 hits in pixel)
  - High density readout make particle ID possible in ID algorithm.
  - 5 ns drift time resolution



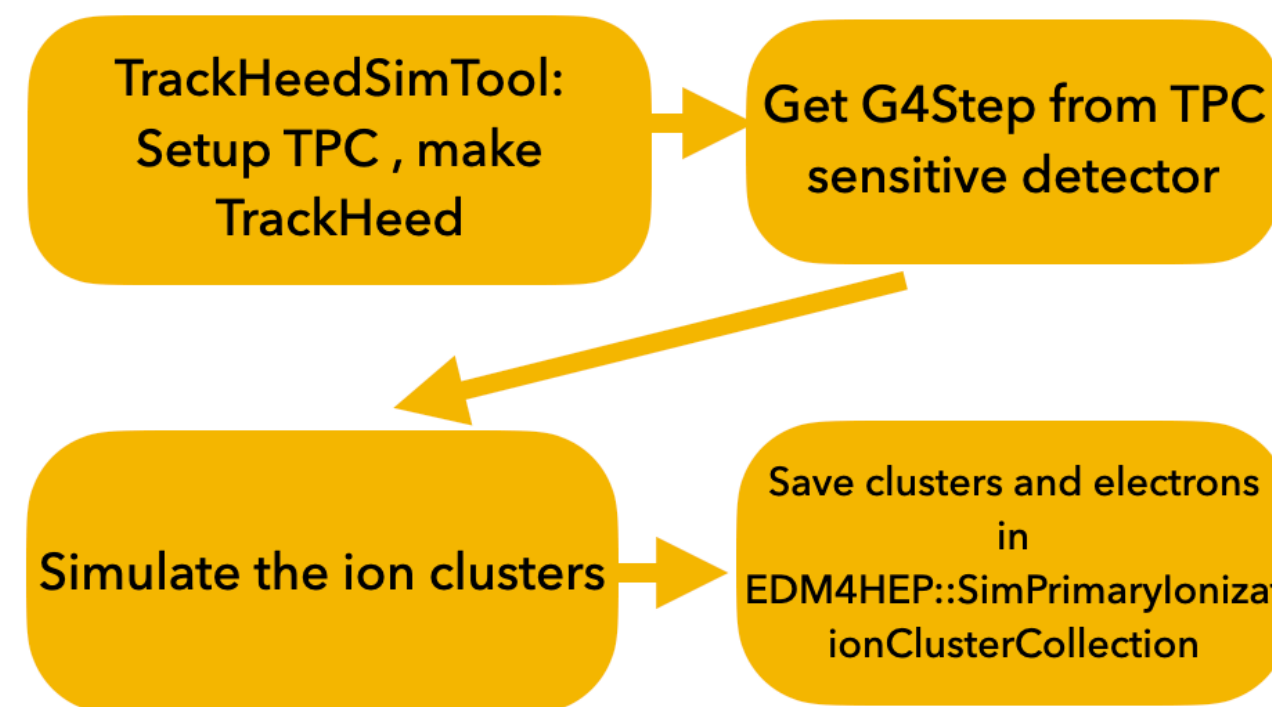
Updated Geometry of TPC in TDR

## ► Simulation algorithm:

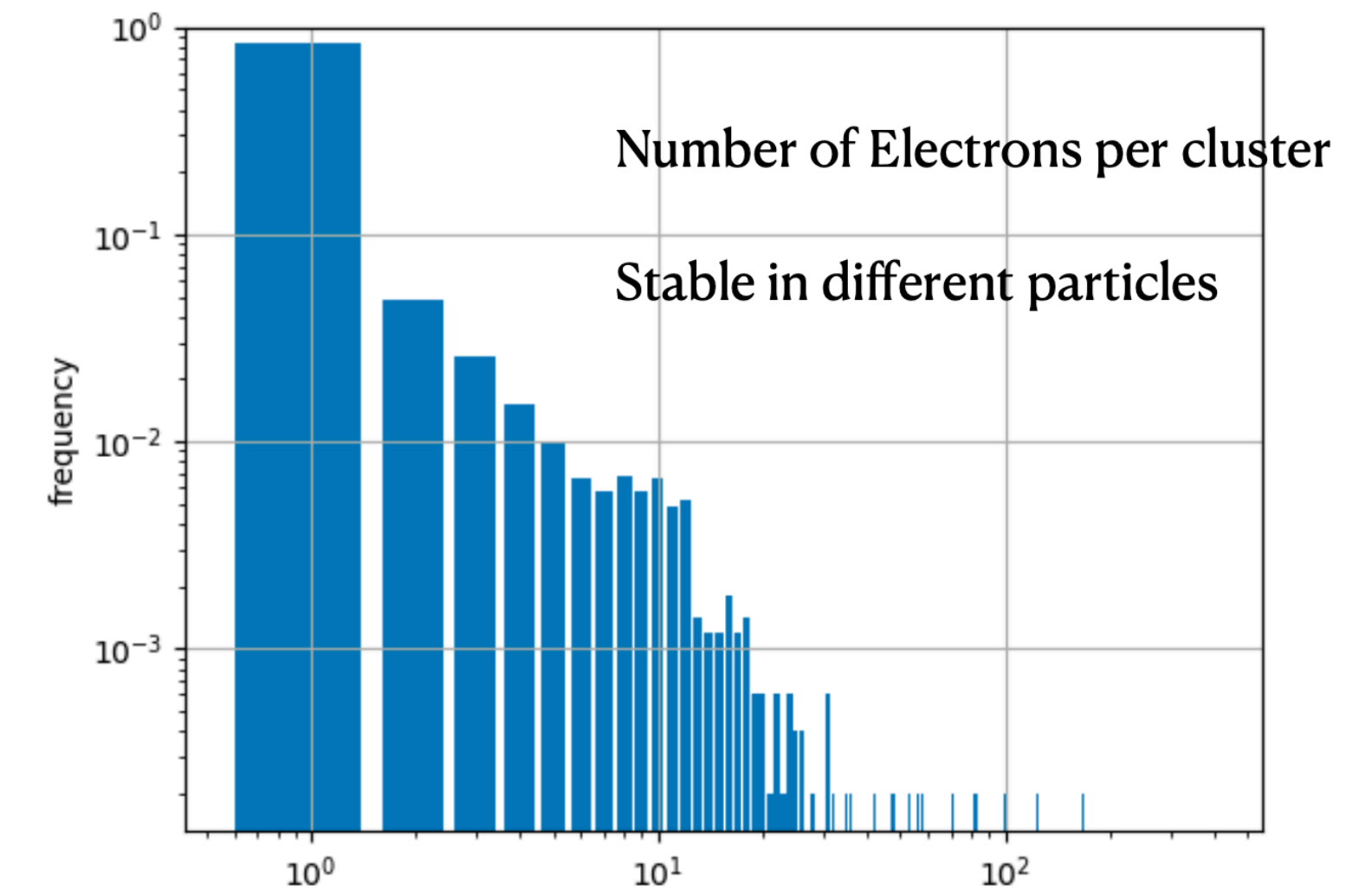
- A new simulating process is implemented to simulate it by Garfield/Heed in sensitive detector stage
  - A `SimPrimaryIonizationClusterCollection` is created to save the ionized electrons.



Schema of TPC ionization



Workflow of TPC simulation



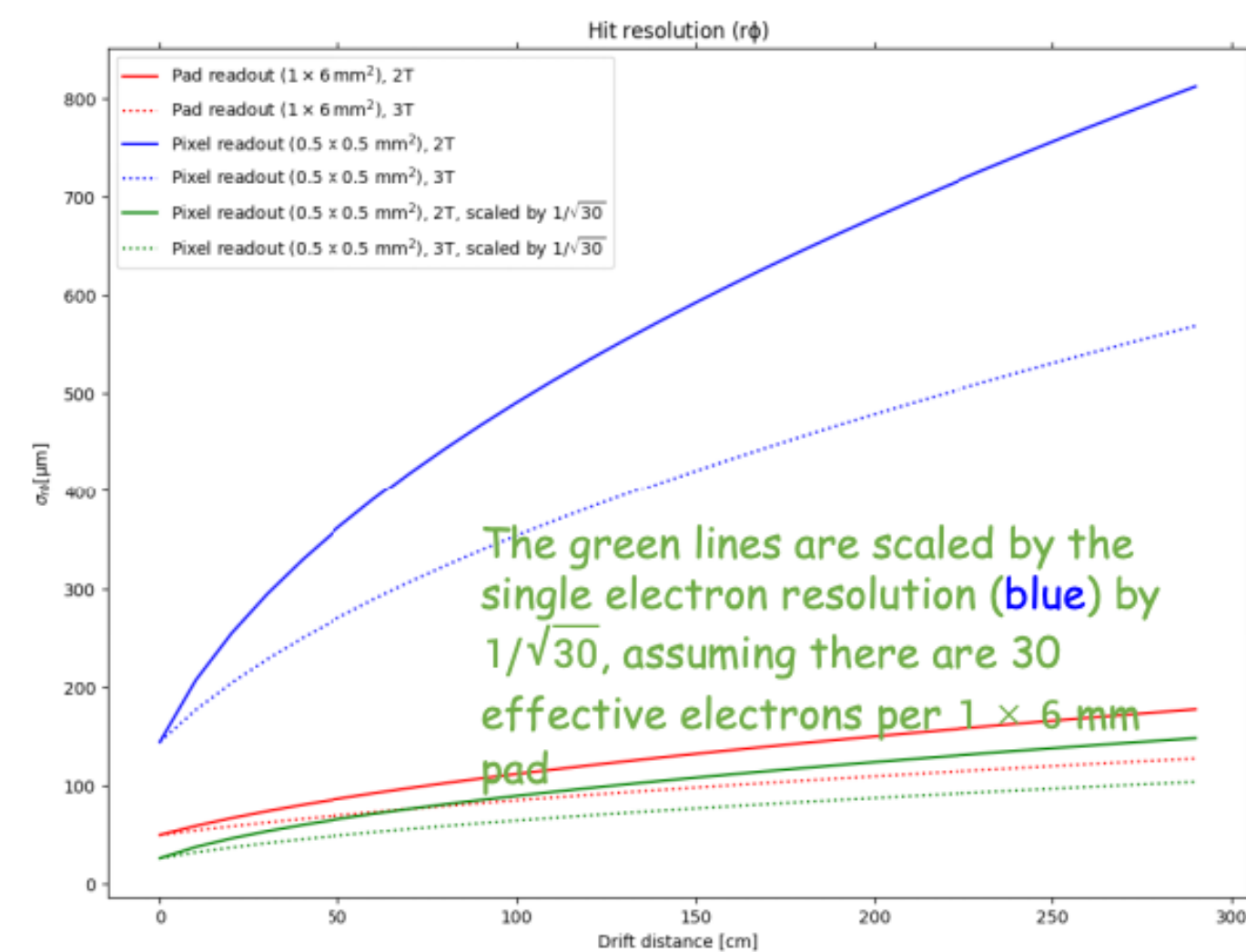
The number of Electrons per cluster is expected

## Simple digitization in CDR (pad)

- Parameterized pad spatial resolution
- Smearing resolution on MC truth

## Simple digitization in current TDR (pixel) → pad-like

- Parameterized single electron resolution according to Garfield simulation
- Change resolution according average electrons number in multi pixel layer
  - 12 layers of 0.5mm pixels → same size with 6mm pad
- Smearing resolution on MC truth
- Equivalent to ideal (find out the exact center of cluster) pixel readout



### Pad readout:

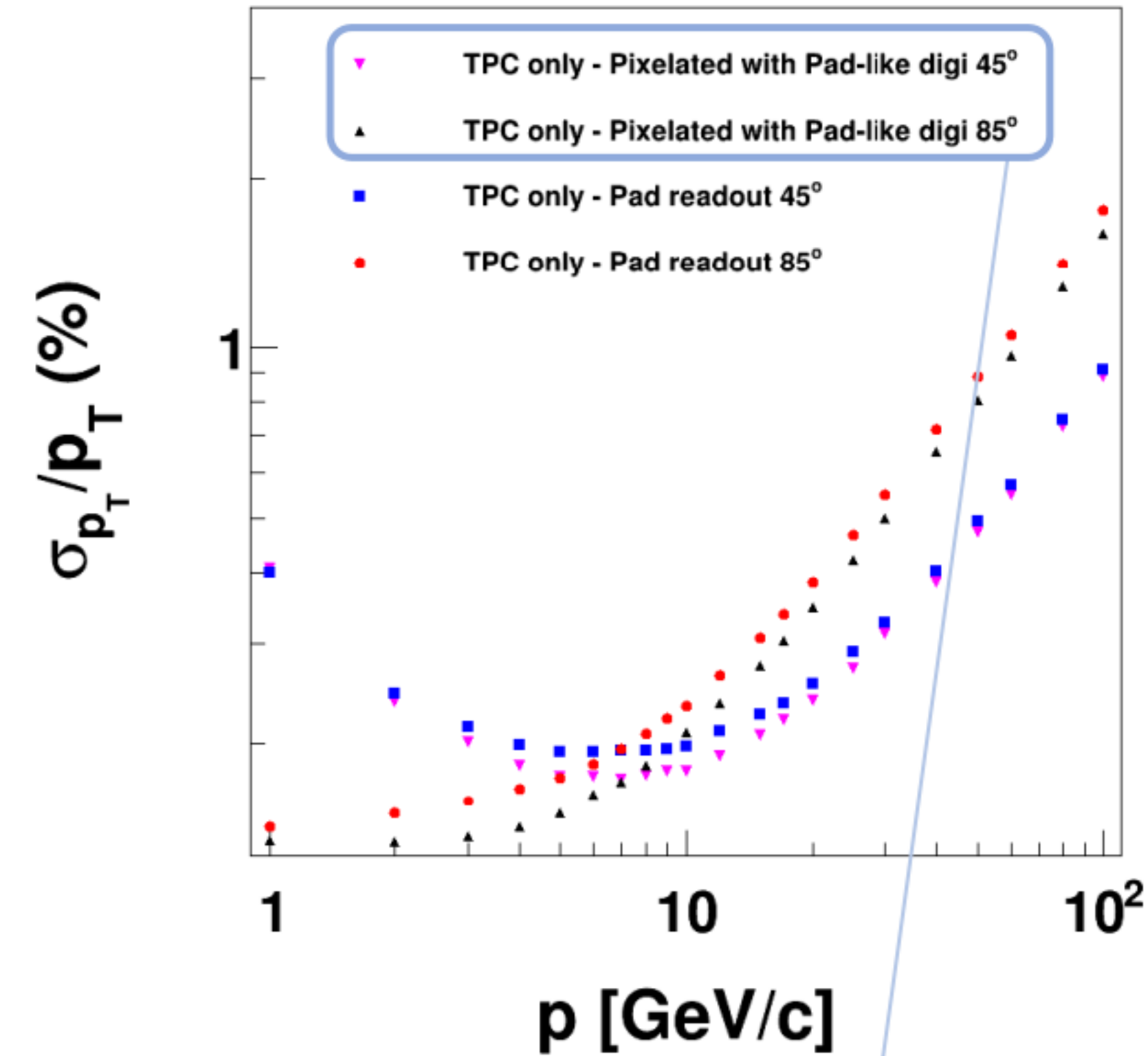
$$\sigma_{r\phi}^{\text{pad}} = \sqrt{(\sigma_{r\phi 0}^{\text{pad}})^2 + \sigma_{\phi 0}^2 \sin^2(\phi_{\text{track}}) + L \frac{D_{r\phi}^2}{N_{\text{eff}}} \sin(\theta_{\text{trk}}) \left(\frac{6\text{mm}}{h_{\text{pad}}}\right)}$$

- $\sigma_{r\phi 0} = 50 \mu\text{m}$
- $N_{\text{eff}} = 22$
- $D_{r\phi} = 46.9 \mu\text{m}/\sqrt{\text{cm}} (2\text{T}), 32.3 \mu\text{m}/\sqrt{\text{cm}} (3\text{T})$

### Pixel readout:

$$\sigma_r^{\text{pixel}} = \sigma_{r\phi}^{\text{pixel}} = \sqrt{(\sigma_{r\phi 0}^{\text{pixel}})^2 + LD_{r\phi}^2}$$

- $\sigma_{r\phi 0} = \frac{500}{\sqrt{12}} = 144 \mu\text{m}$
- $D_{r\phi} = 46.9 \mu\text{m}/\sqrt{\text{cm}} (2\text{T}), 32.3 \mu\text{m}/\sqrt{\text{cm}} (3\text{T})$

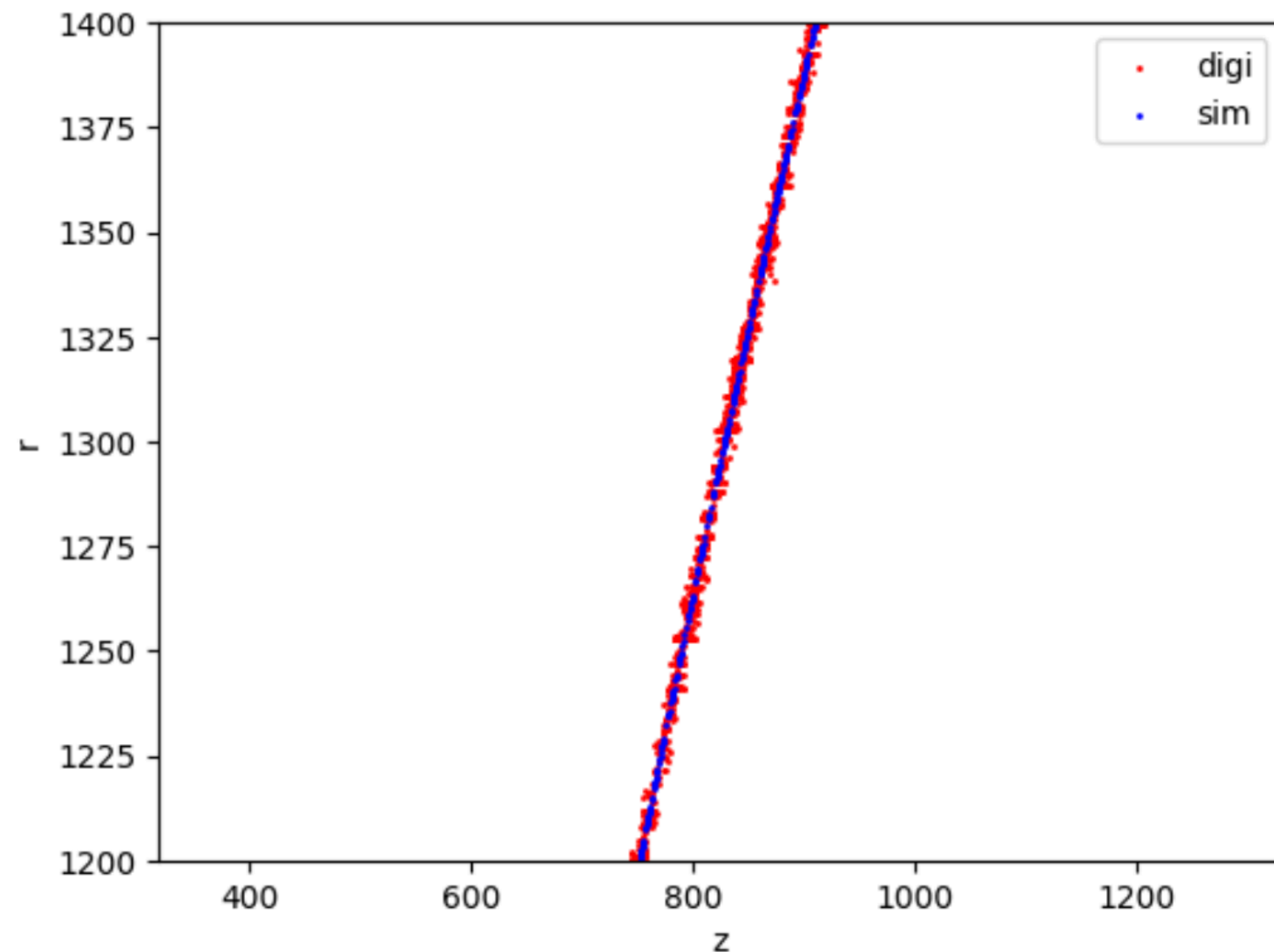




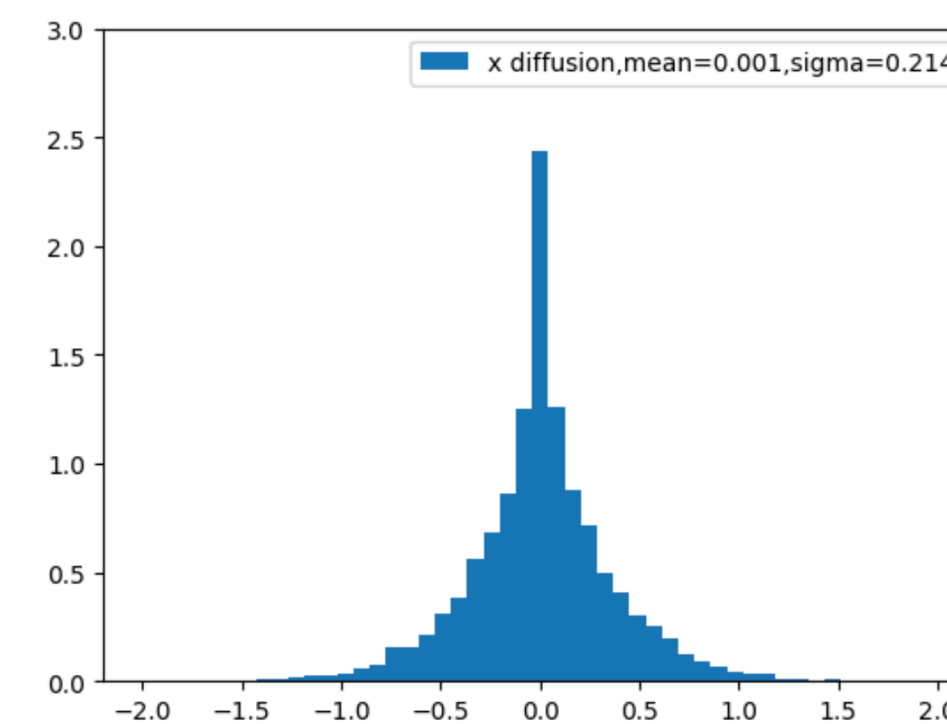
## ► Digitization Algorithm :

- Read the electron clusters in `SimPrimaryIonizationClusterCollection`
- Loop all electrons in each cluster, gaussian smear the electrons from initial positions.
  - Based on  $R-\phi$  and Z direction resolutions from standalone Garfield simulation
  - Create the output hits based on the smeared position (More than 2200 hits will be created)
  - If multiple hits hit the same pixel, it now will be treated as only one hit (Will update in future)
- Match the sim tracker hits and output digitized hit for performance study.
- Save the digitized hits in `TPCTrackerHit` collection

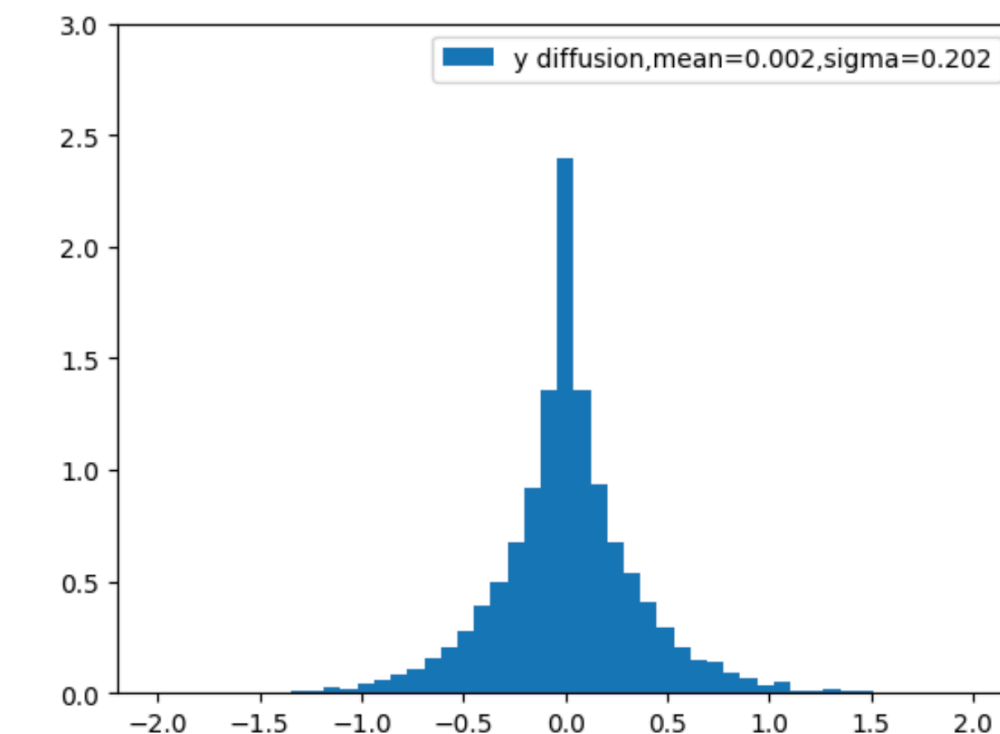
## ► Digitization output:



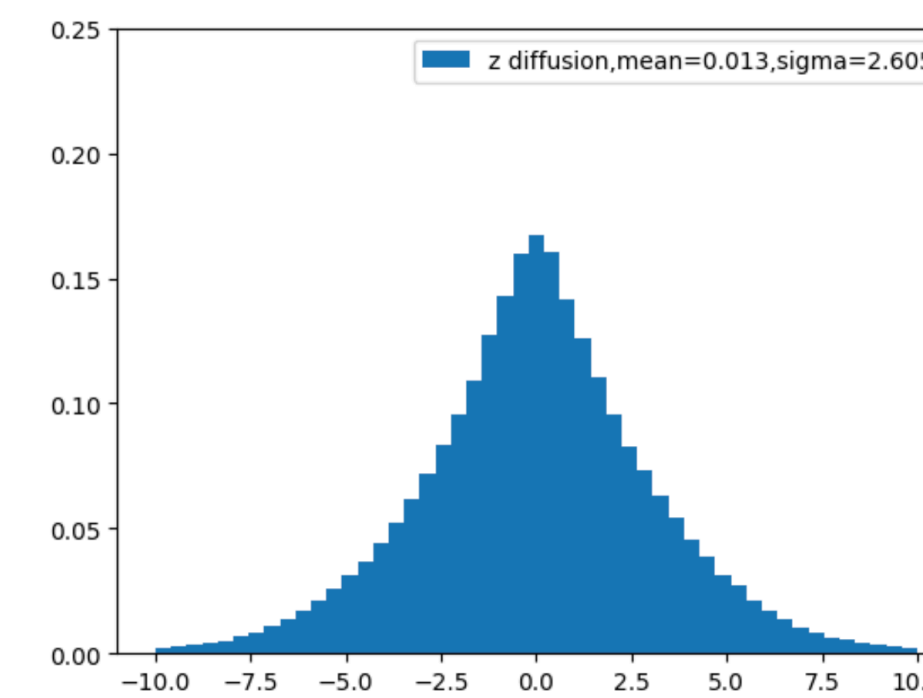
The digitized hits and sim tracker hits, large diffusion observed,  $\theta=60$ ,  $p_t=1\text{ GeV}$ , drift length: 1480~2380.



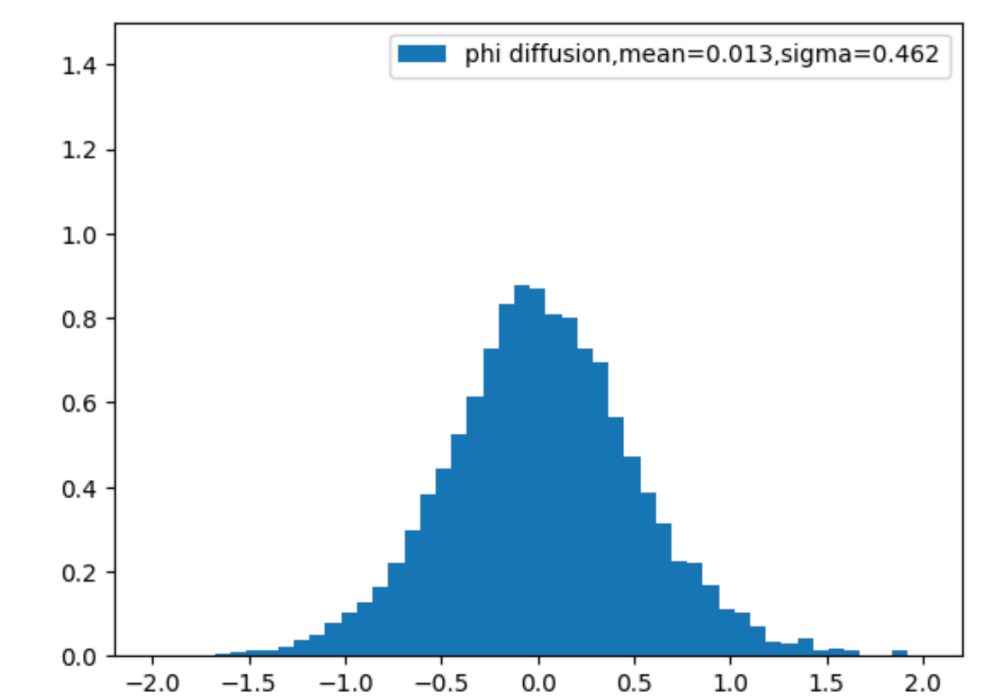
x diffusion w.r.t sim tracker hits in same layer



y diffusion w.r.t sim tracker hits in same layer



z diffusion w.r.t sim tracker hits in same layer



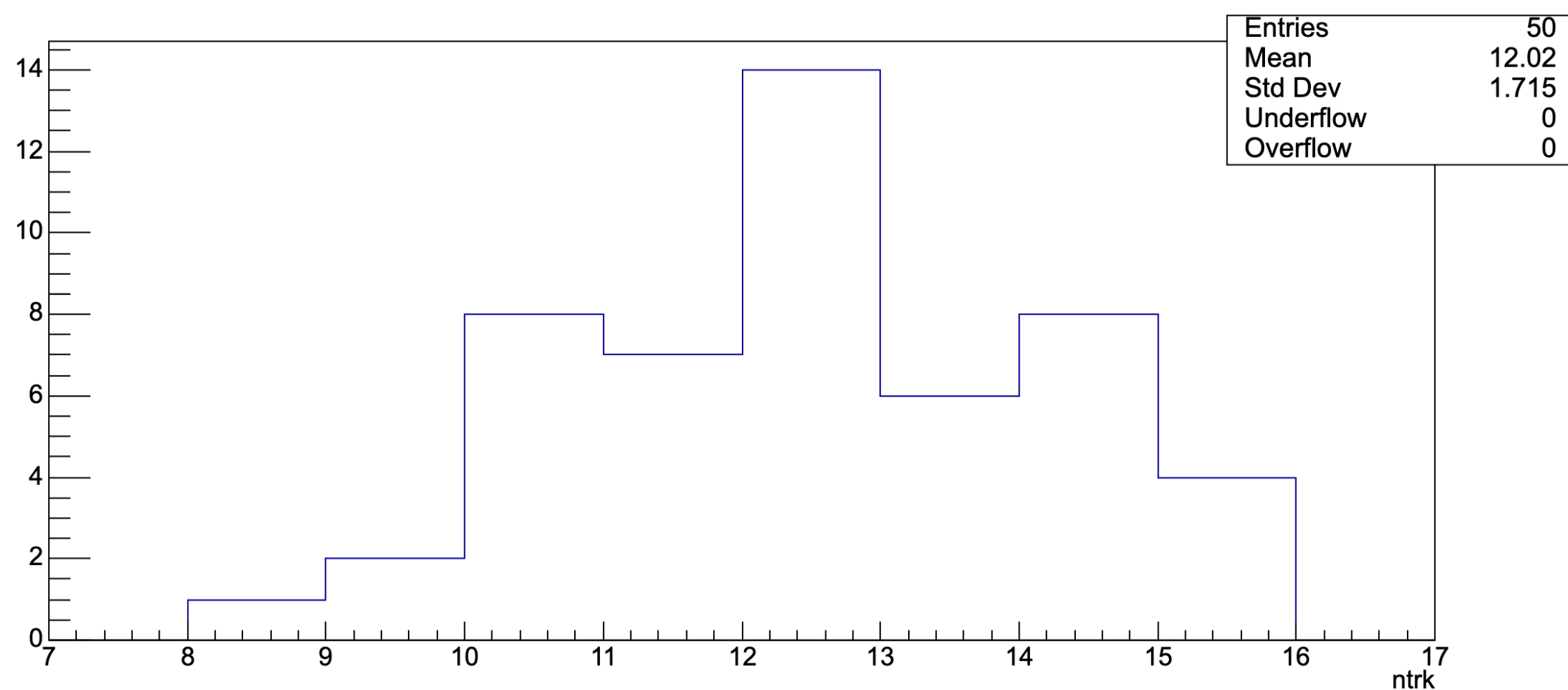
phi diffusion w.r.t sim tracker hits in same layer



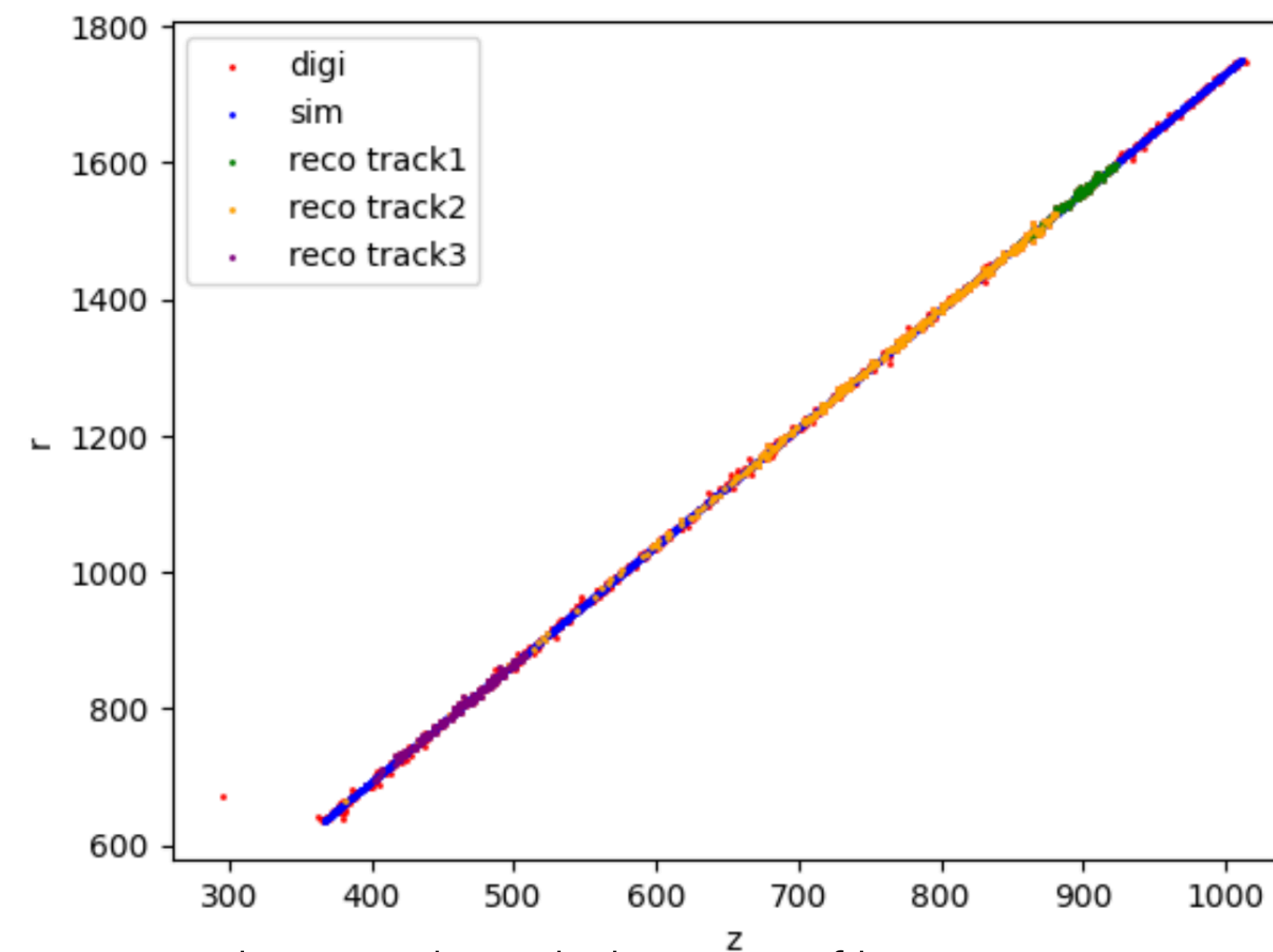
## ► Reconstruction Algorithm (clupatra):

- Clupatra is an algorithm developed by ILC, it works as follows:
  - Initial Clustering by Near-Neighbor-Clustering:
    - It will loop all hits, and merge the hits into one cluster with distance less than some criteria (eg. distance and angle)
  - Extend the cluster forward and backward using Kalman-fitter
    - Create track segments
  - Merge track segments based on criterion for  $R$ ,  $\tan(\lambda)$
- In high granularity and high diffusion hits, the algo may:
  - Find multiple tracks, because of the diffusion.
  - Need to merge hits before clustering.

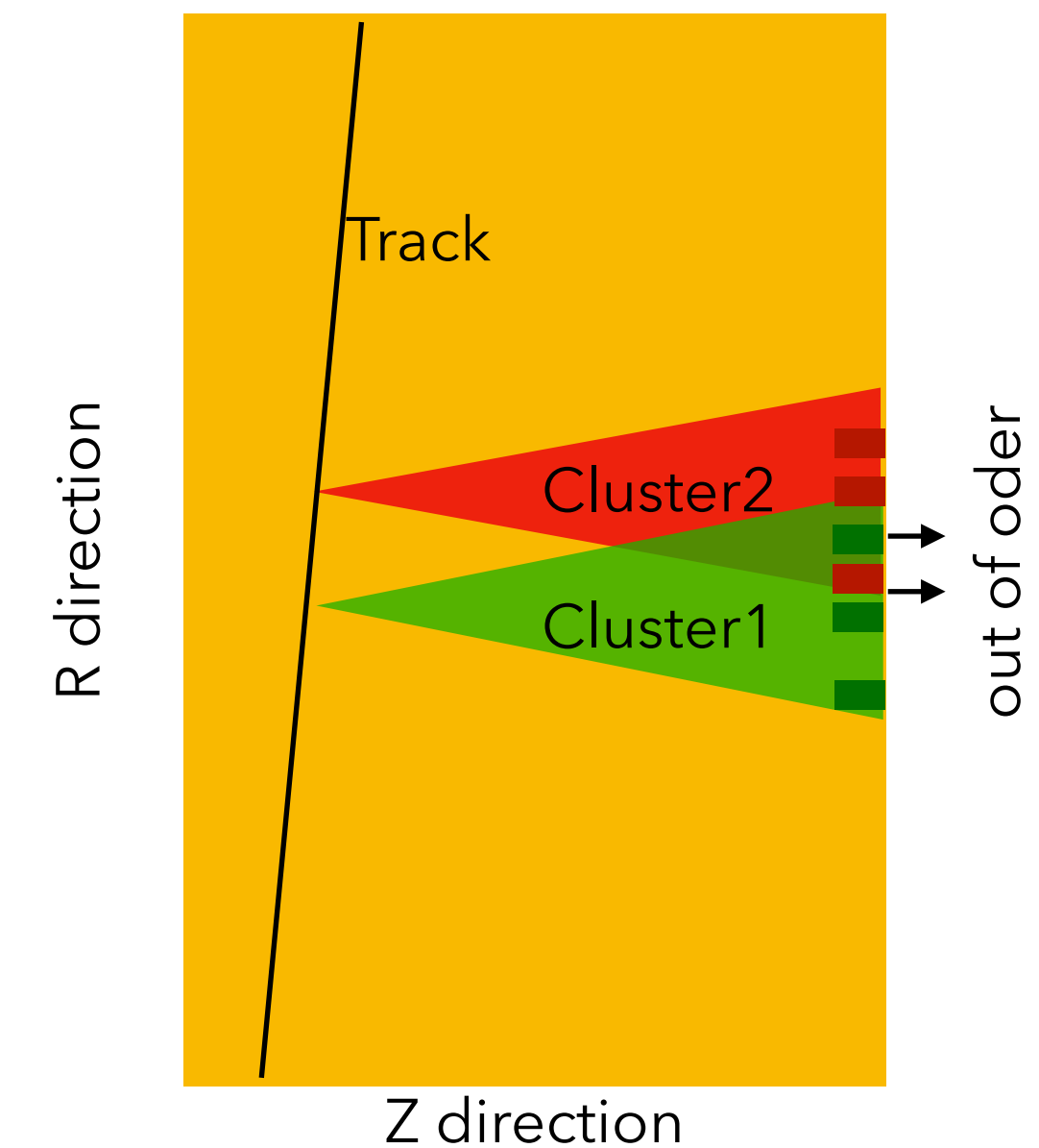
- ▶ To avoid the splitting of the tracks in TPC, Hits merging are needed.
  - If no merging, there will be multiple tracks reconstructed by clupatra algo.
  - Possible to cause hits out of order because of diffusion



An example of the number of tracks in  $pt=50\text{GeV}$ , and  $\theta=60^\circ$



Three tracks with the most of hits in one event



A schema of the hits out of order

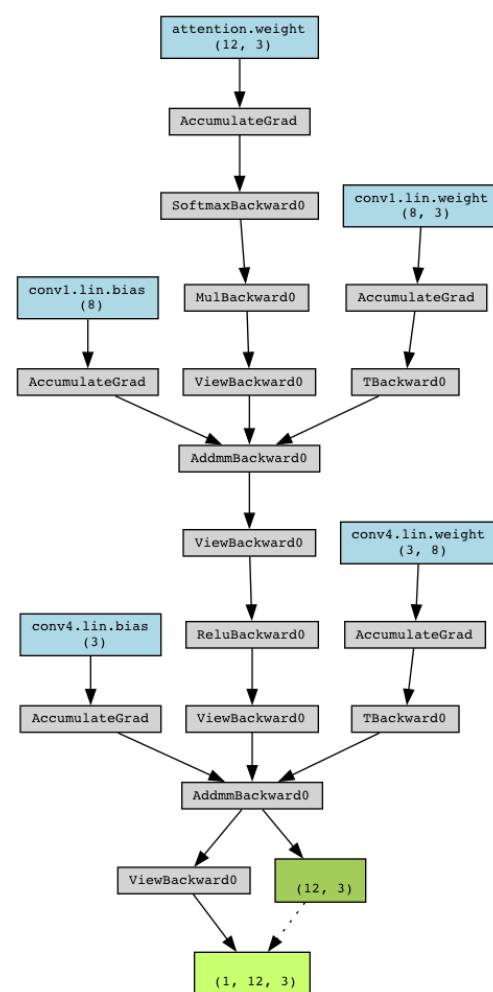
- ▶ **As the Pixelated TPC will have more than 2200 hits in all "layers"**
  - Large diffusions are observed in x-y plane.
  - To reduce the inefficiencies of track hits and improve the resolution of single hits. Need to merge hits, there are two possible ways to do so:
    - Calculate the mean value of the hits in multiple layers, where layers are defined as the ring with height=0.5mm in readout. If the curvature is large, the mean value will be biased.
    - Develop a Machine-learning based method to merge hits.
  - For the ML merging, we chosen a simple GCN model to collect informations from hits in multiple layers
    - To match the position of sim tracker hits

## ► Architecture of GCN model

- The graph was created by connect 11 nodes (hits) to one output node (hit).
- Each hit(node) has 3 features (r, phi, z)

## ► Training

- Trained with simulated samples in different:
  - pt: 1,3,15,100GeV
  - Theta: 60,85
  - Phi: randomized
- Loss: the distance between "output-node" and SimTrackerHit.

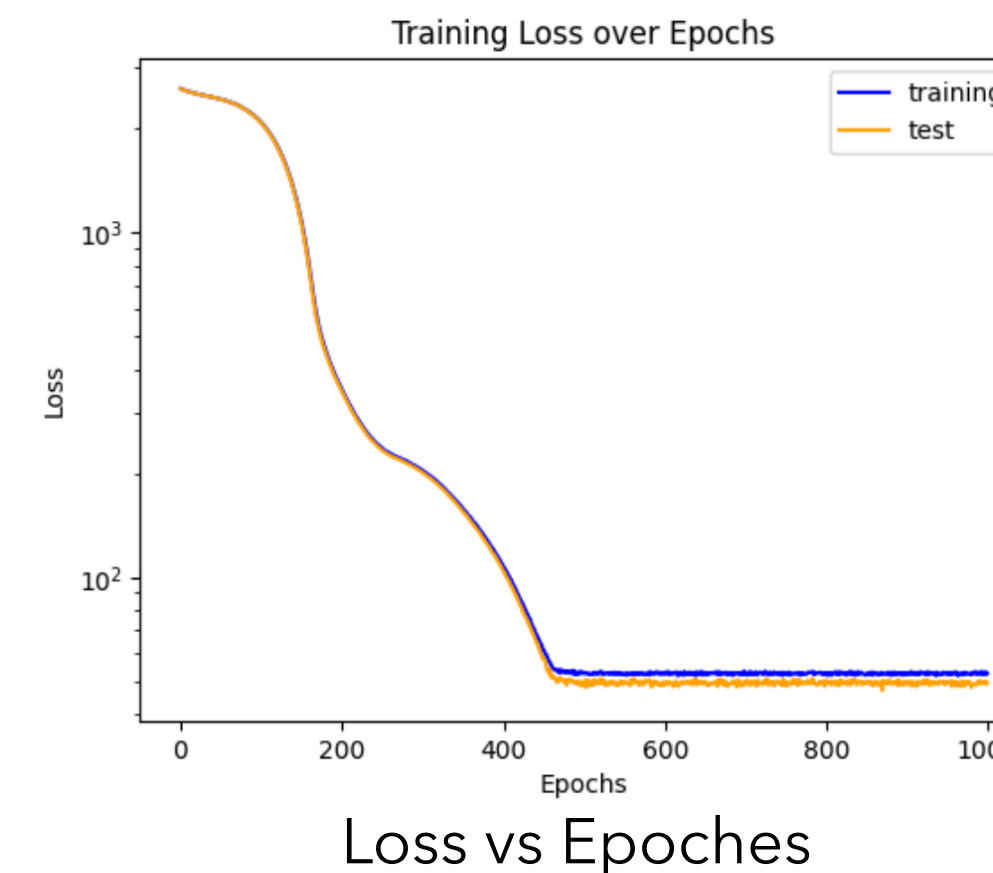


Layer (type)	Output Shape	Param #
Linear-1	[-1, 1, 12, 8]	32
GCNConv-2	[-1, 1, 12, 8]	0
Linear-3	[-1, 1, 12, 3]	27
GCNConv-4	[-1, 1, 12, 3]	0

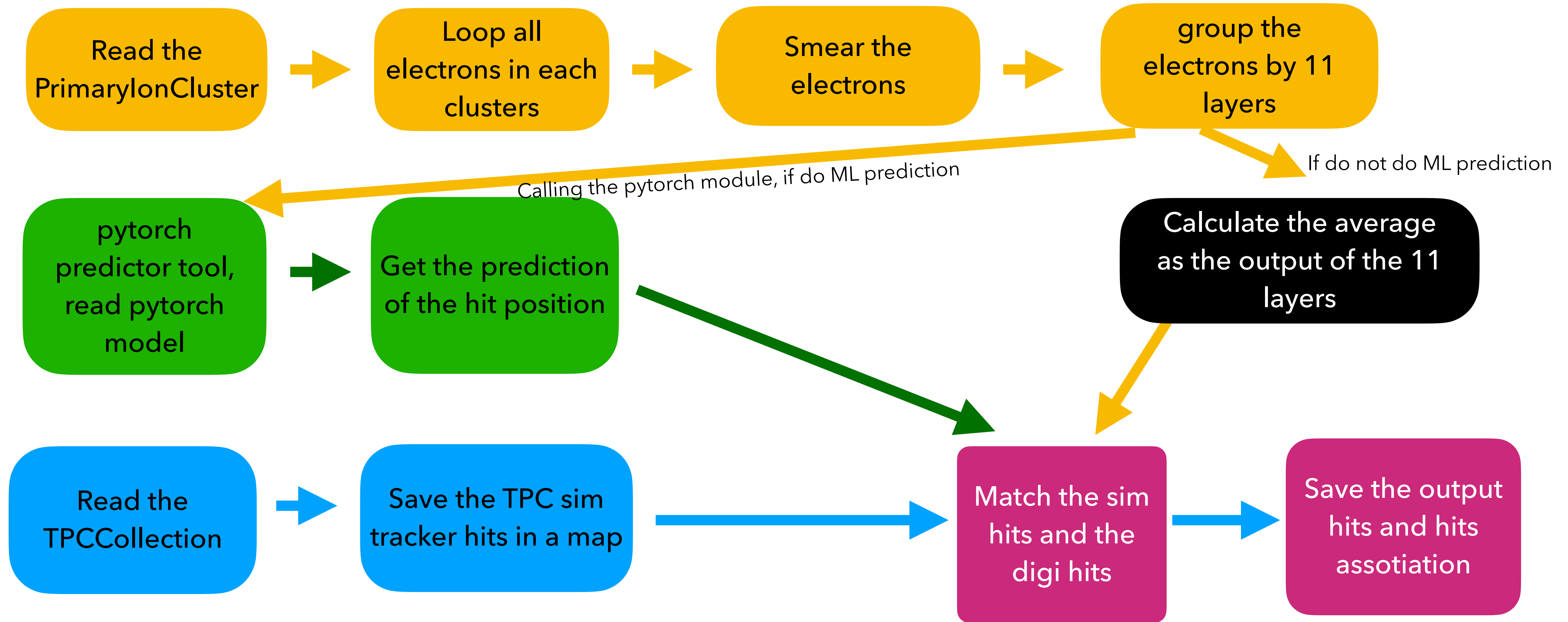
Total params: 59  
 Trainable params: 59  
 Non-trainable params: 0

Input size (MB): 0.00  
 Forward/backward pass size (MB): 0.00  
 Params size (MB): 0.00  
 Estimated Total Size (MB): 0.00

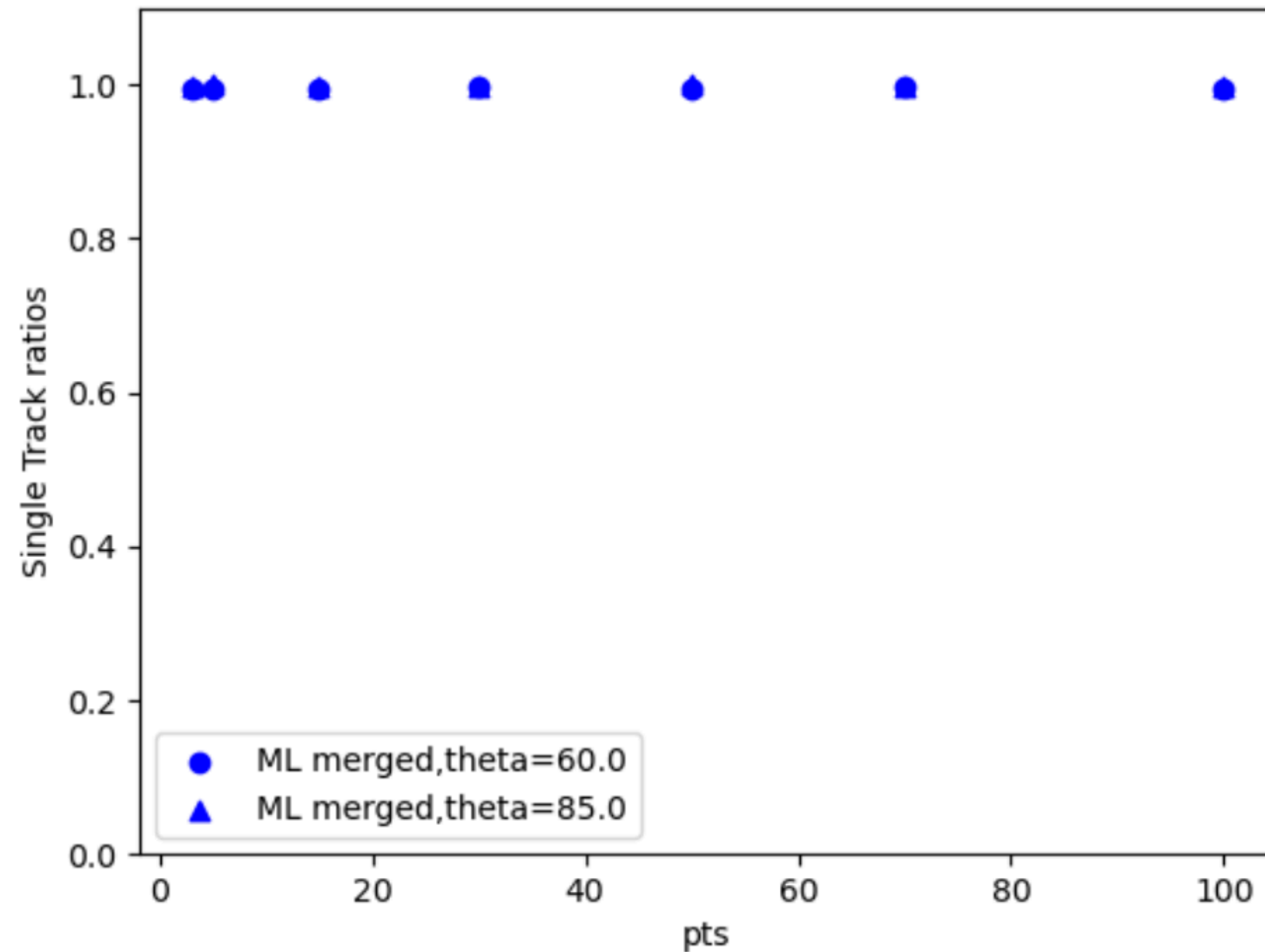
Structure of the Model



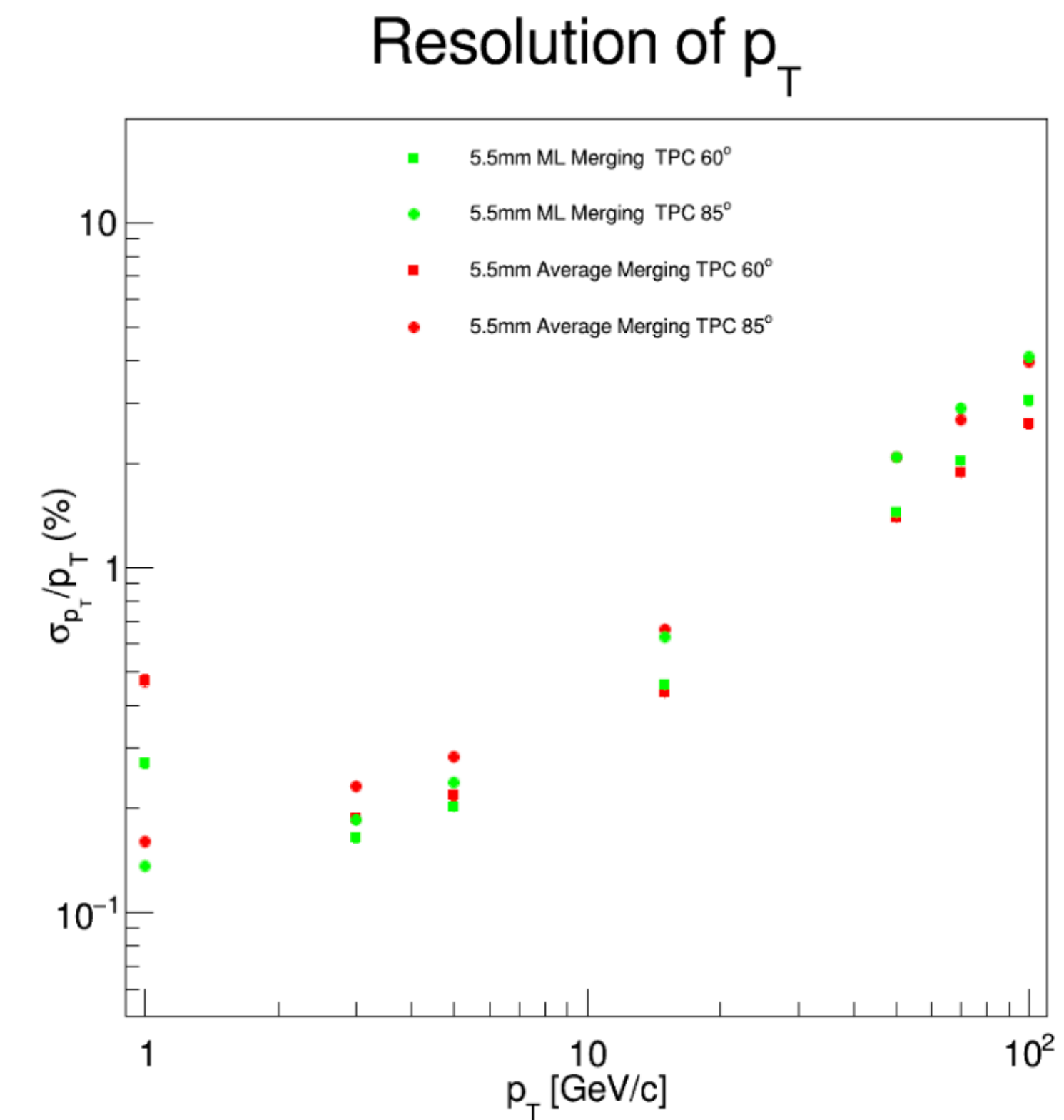
# Workflow of the Digitization



- ▶ After deployed ML model, the track splitting has been fixed, and the  $p_T$  resolution has improved in low  $p_T$  region



Single track ratios



$p_T$  resolution has improved in low  $p_T$  region

- ▶ **The upgrade of the pixelated TPC need new algorithms for the simulation, digitization**
  - We implemented the new algorithms for the pixelated TPC.
- ▶ **New issues raised from the higher density of the TPC pixels**
  - More pixels may misleading the reconstruction algorithm. Result in track splitting.
  - We proposed to merge the hits before reconstruction.
  - A ML based merging has been implemented, it has better performance than the simple average of the hits at low  $p_T$  region.
  - There will be a further improve the performance by optimizing the algorithm.
- ▶ **The new digitization can provide an input for future's particle ID study.**