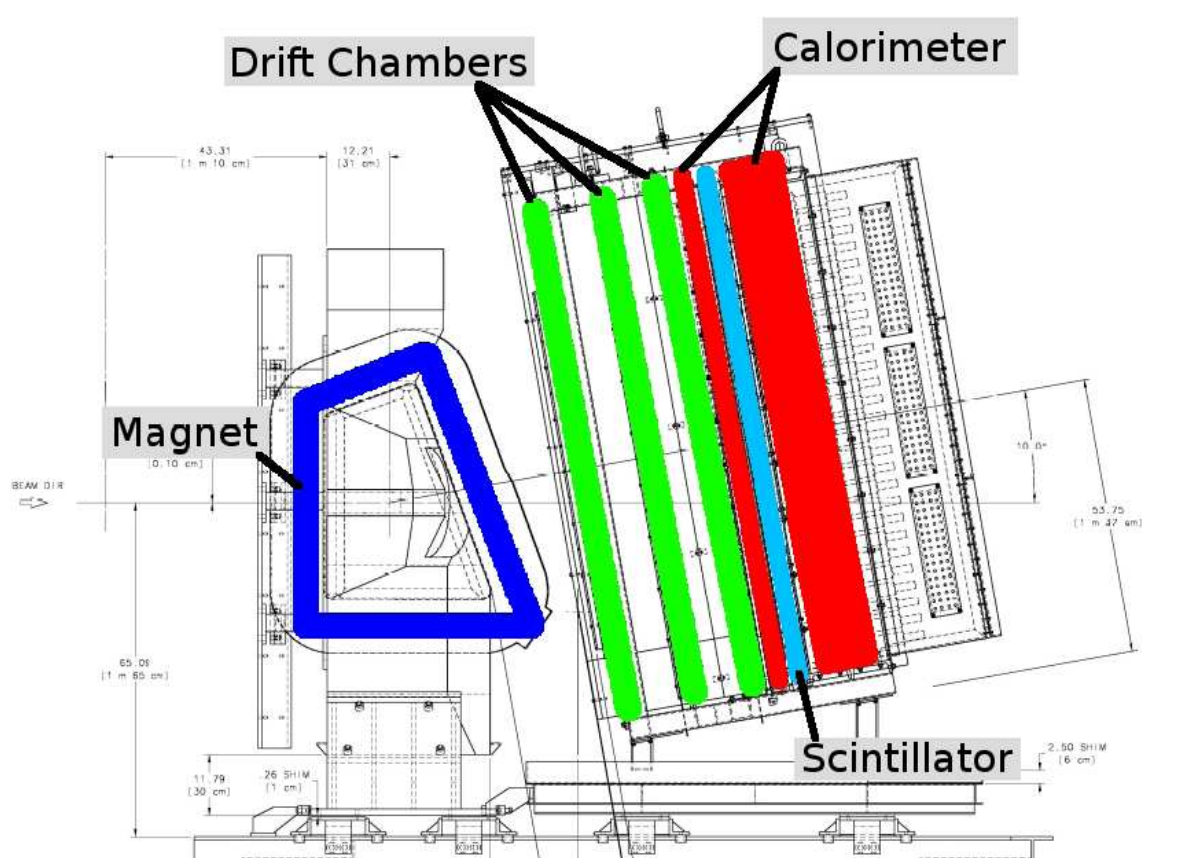


# **BigBite Tracking Software Progress**

Transversity Collaboration Meeting  
09 July 2007

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Jefferson Lab

# BigBite Spectrometer



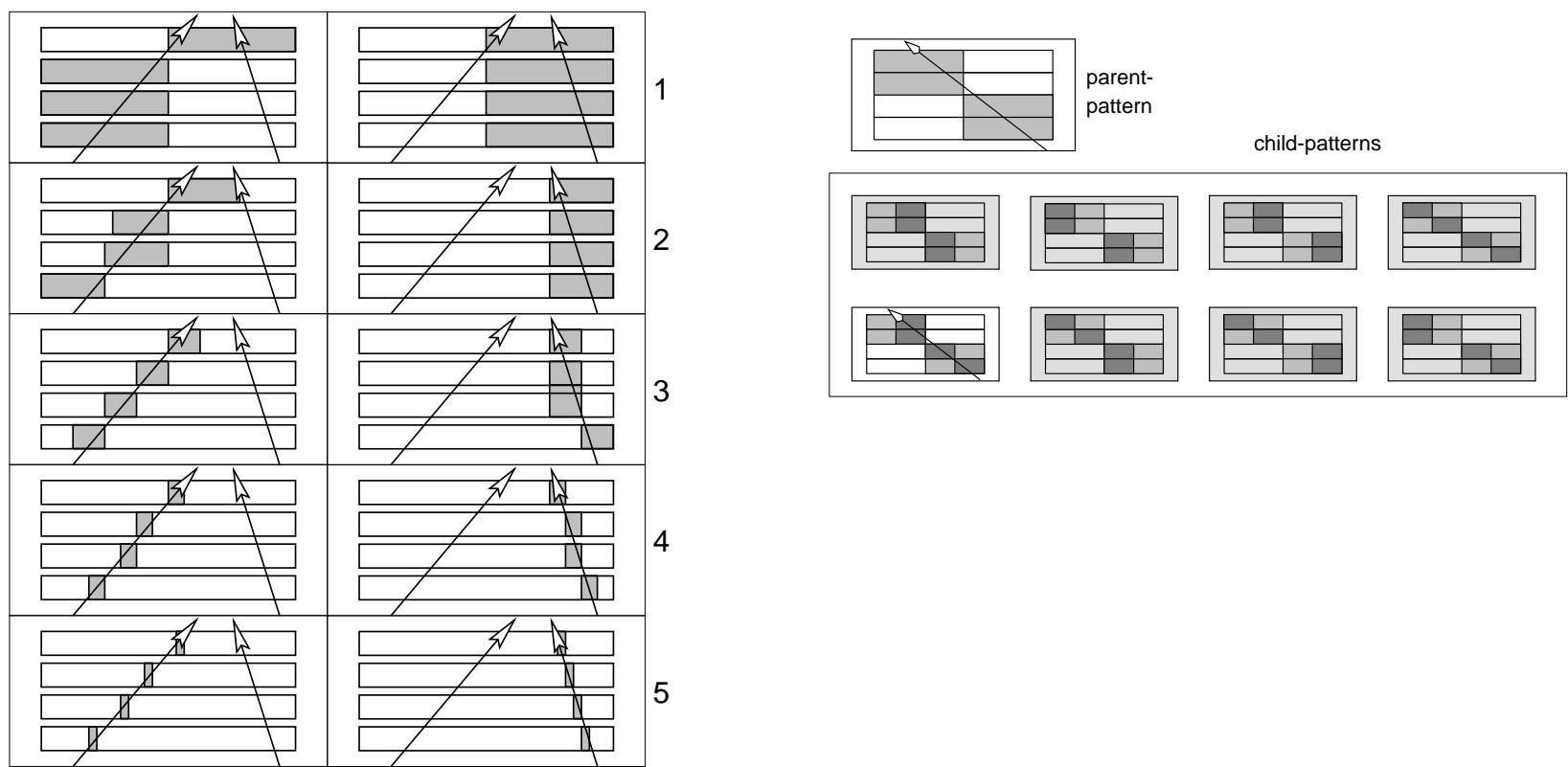
## BigBite Tracking System Properties

	Front	Center	Back
$z$ position (mm)	0	50–350	710
Active height (mm)	1400	2000	2000
Active width (mm)	350	500	500
Wire spacing (mm)	10	10	10
# of Planes	6	3 or 6	6
Plane order	UU'XX'VV'	UXV or UU'XX'VV'	UU'XX'VV'
# of Wires (X)	142	202	202
# of Wires (U/V)	141	200	200

- U/V axes at  $\mp 30^\circ$ , X axis at  $0^\circ$  w.r.t. vertical
- Primed planes have staggered wires (offset by 1/2 wire spacing)
- 3256 channels total when fully instrumented

# Tree Search Algorithm

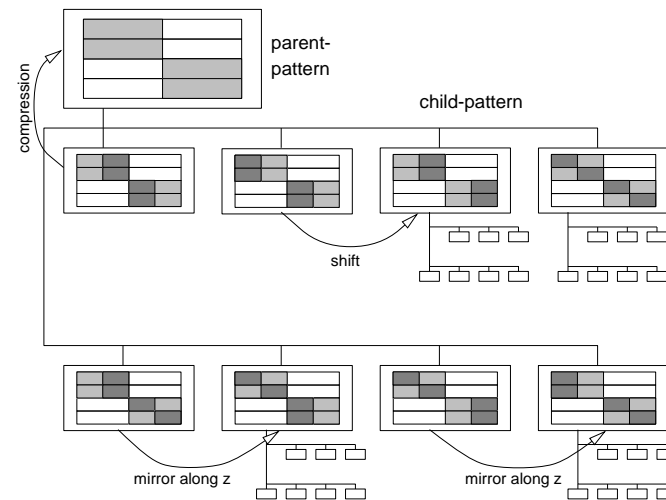
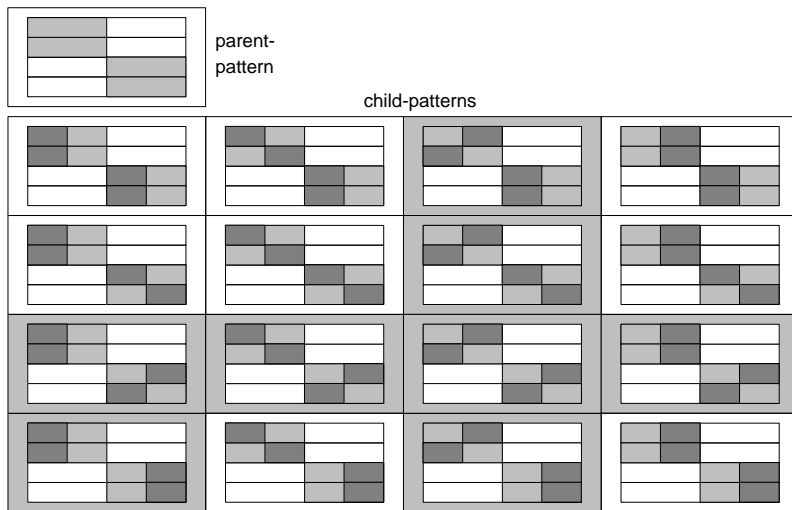
Recursive method for finding straight lines in a hit pattern



## Pattern Database (PDB)

- Stores **precomputed hit patterns** for physically allowed tracks at all levels of bin resolution
- Coarse **acceptance cuts** (positions, apertures, angles) may be applied at generation time by omitting outlying patterns
- **Compression** important for managable size (memory!). Eliminates redundant entries by exploiting symmetry (translational, rotational, mirror)
- **Challenge:** Accomodate different chamber arrangements called for by experiments (different symmetries)

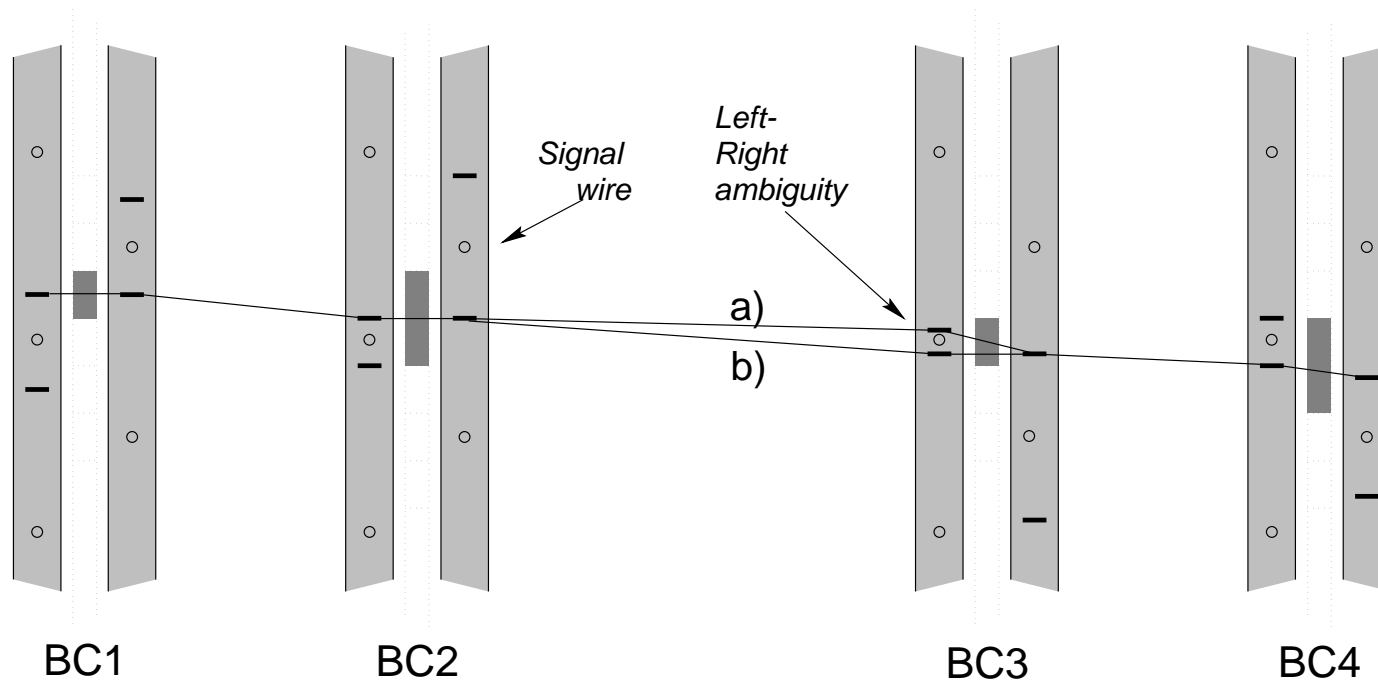
# Pattern Database Generation



## Tree Search Algorithm Detail

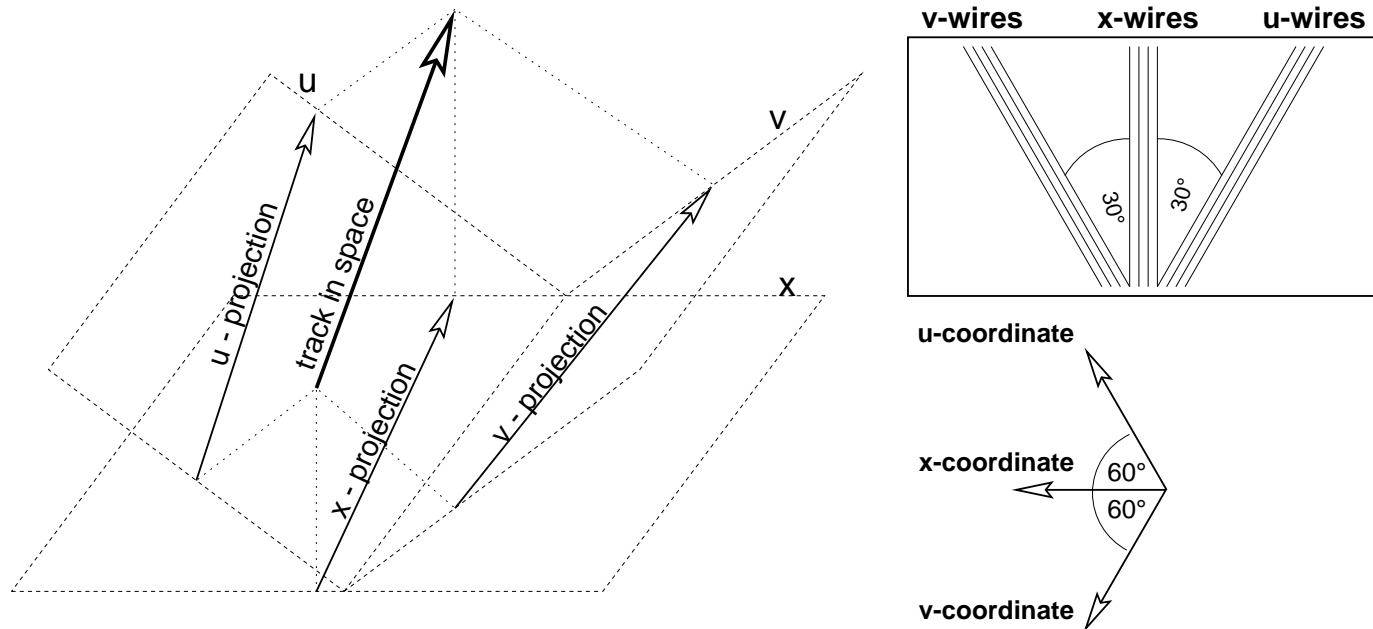
- For  $u$ -,  $v$ -,  $x$ -coordinates separately:
  - Convert drift times to distances
  - Make hit pattern
    - \* Use staggered planes to resolve most LR-uncertainties
    - \* Set adjacent bins if necessary to account for detector resolution
    - \* Allow for missing hits
  - Match hits to precomputed patterns recursively → “roads”
  - Do linear fit of hits within each road → “projected tracks”  
(resolves remaining LR-uncertainties)
- Combine fitted  $u/v/x$  track projections in 3D → “tracks”
- (optional) match tracks to other detector hits (e.g. shower clusters)
- Reconstruct tracks to target

## Track Fitting Within A Road





## Combination of Projected Tracks in 3D



NB: BigBite coordinates rotated by  $90^\circ$  counter-clockwise w.r.t. above

## Status

### Working:

- PDB generator. (Compression partly implemented)
- Pattern matching (PM) code
- Simple Monte Carlo for 2D hit patterns (still buggy)
- C++ analyzer interface, database reader, CVS repository

### Progressing:

- Decoder
- Generation of hit patterns from data

# Quick & Dirty Results

(from Brandon Belew, RPI, SULI summer student)

```
Enter rows, bins, tracks: 3 64 3
ev has 7 levels, 64 bins
```

```
.....X.....X.....X.....
.....X.X.....X.....
...X.....X.....X.....
```

```
Pattern DB initialized for 3 rows and max of 64 bins
thaDB contains 13399 nodes and 10112 leaves
3 matches found
```

match 0:

```
.....X.....
.....X.....
.....X.....
```

match 1:

```
.....X.....
.....X.....
...X.....
```

match 2:

```
.....X.....
.....X.....
.....X.....
```

# Results II

Enter rows, bins, tracks: 3 64 3  
ev has 7 levels, 64 bins

```
.....X.....X.....X.....X X.....  
.....X.....X.....X.....X.....  
.....X.....X X.....
```

Pattern DB initialized for 3 rows and max of 64 bins  
thaDB contains 13399 nodes and 10112 leaves  
7 matches found

match 0:

```
.....X.....  
.....X.....  
.....X.....
```

match 1:

```
.....X.....  
.....X.....  
.....X.....
```

match 2:

```
.....X.....  
.....X.....  
.....X.....
```

match 3:

```
.....X.....  
.....X.....  
.....X.....
```

# Results II (cont.)

match 4:

```
.....X.....  
.....X.....  
.....X.....
```

match 5:

```
.....X.....  
.....X.....  
.....X.....
```

match 6:

```
.....X.....  
.....X.....  
.....X.....
```

## To Do

- Careful testing of pattern matching code using simple MC (this month)
- Integration of prototype code into class framework
- Track fitting within roads
- Combination of projected tracks in 3D
- Re-testing using advanced MC input
- Target reconstruction
- (optional) Event Display

**ETA  $\approx$  4 months**