

# TPC Reconstruction

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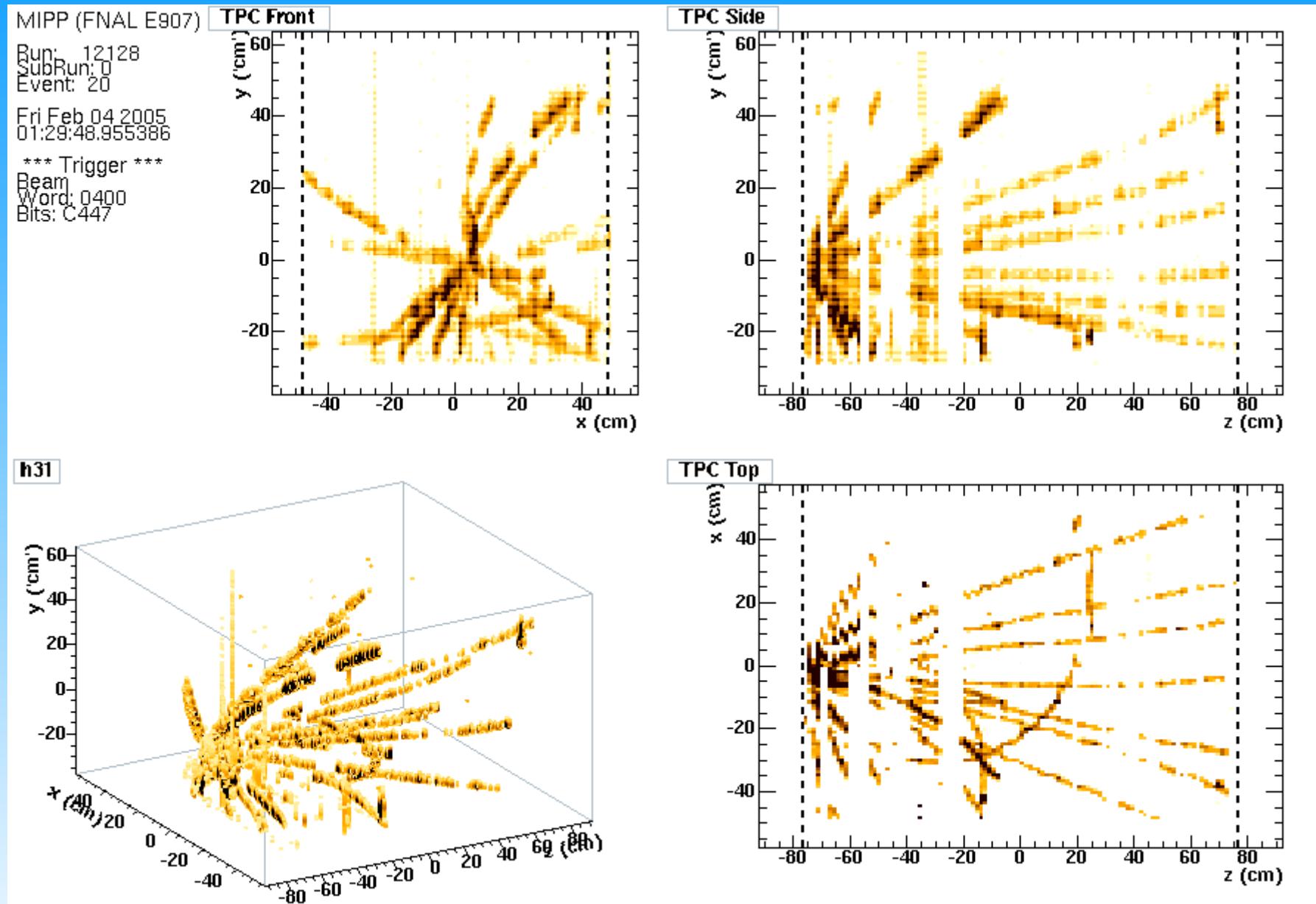
## TPC Reconstruction Task List:

1. Hit finding, fitting (David)
2. **Track and vertex finding, fitting (Jon)**
3. Distortion corrections (Ron, Mike)
4. Gain (Jenn, Mike)
5. **Drift velocity calibration (Jon)**
6. Geometry (Peter)

## General Scheme for TPC Track Reconstruction:

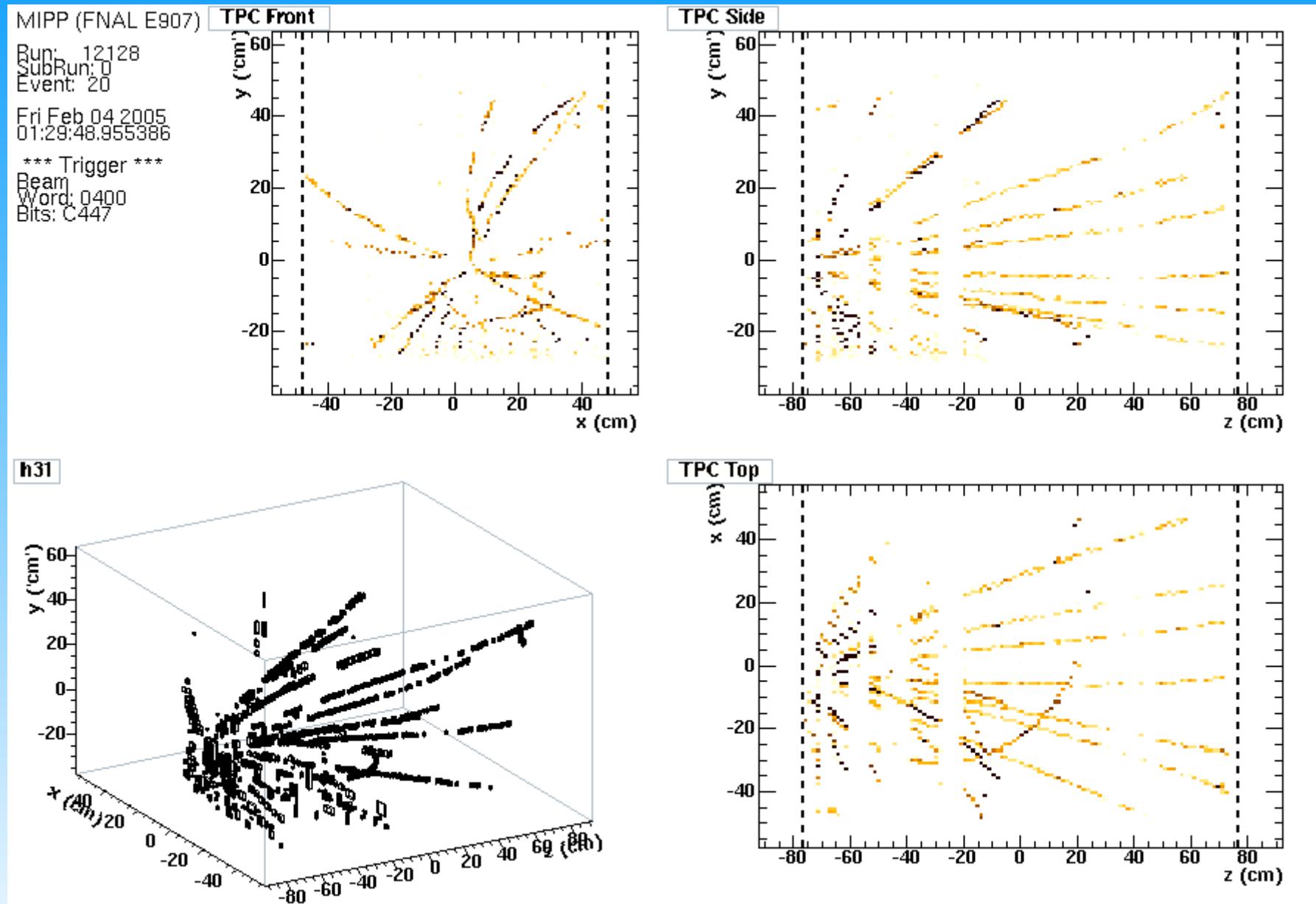
(Raw Digits)->(2DClusters)->(Hits)->(Tracks)->(Vertices)

# TPC Track/Vertex Reconstruction



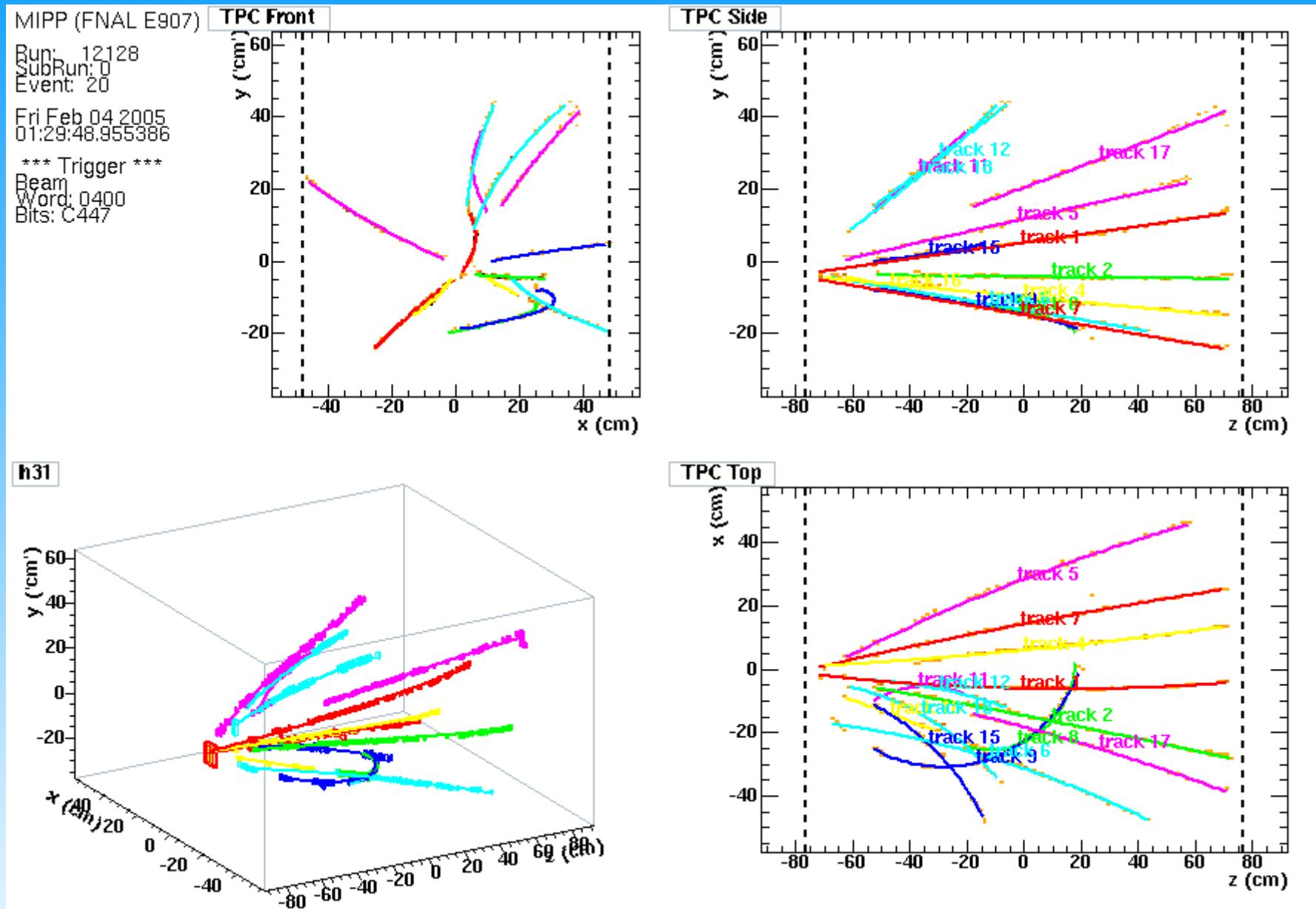
Start with raw digits...

# TPC Track/Vertex Reconstruction



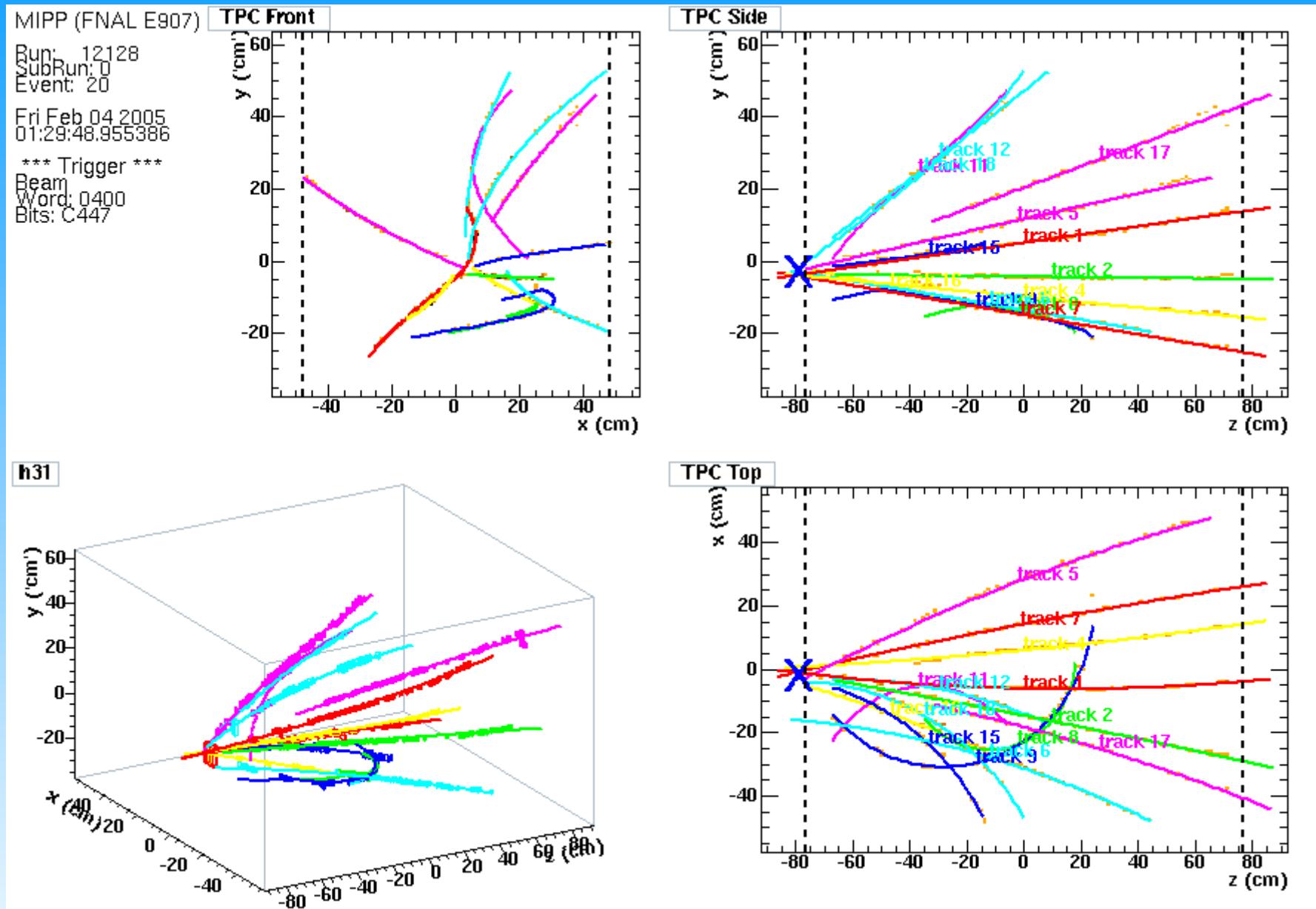
Next, reconstruct clusters and hits...

# TPC Track/Vertex Reconstruction



Then track finding and helix fitting...

# TPC Track/Vertex Reconstruction



And end with vertex finding and fitting.

# TPC Track/Vertex Reconstruction

Track fitting is in excellent shape.

Areas that need work:

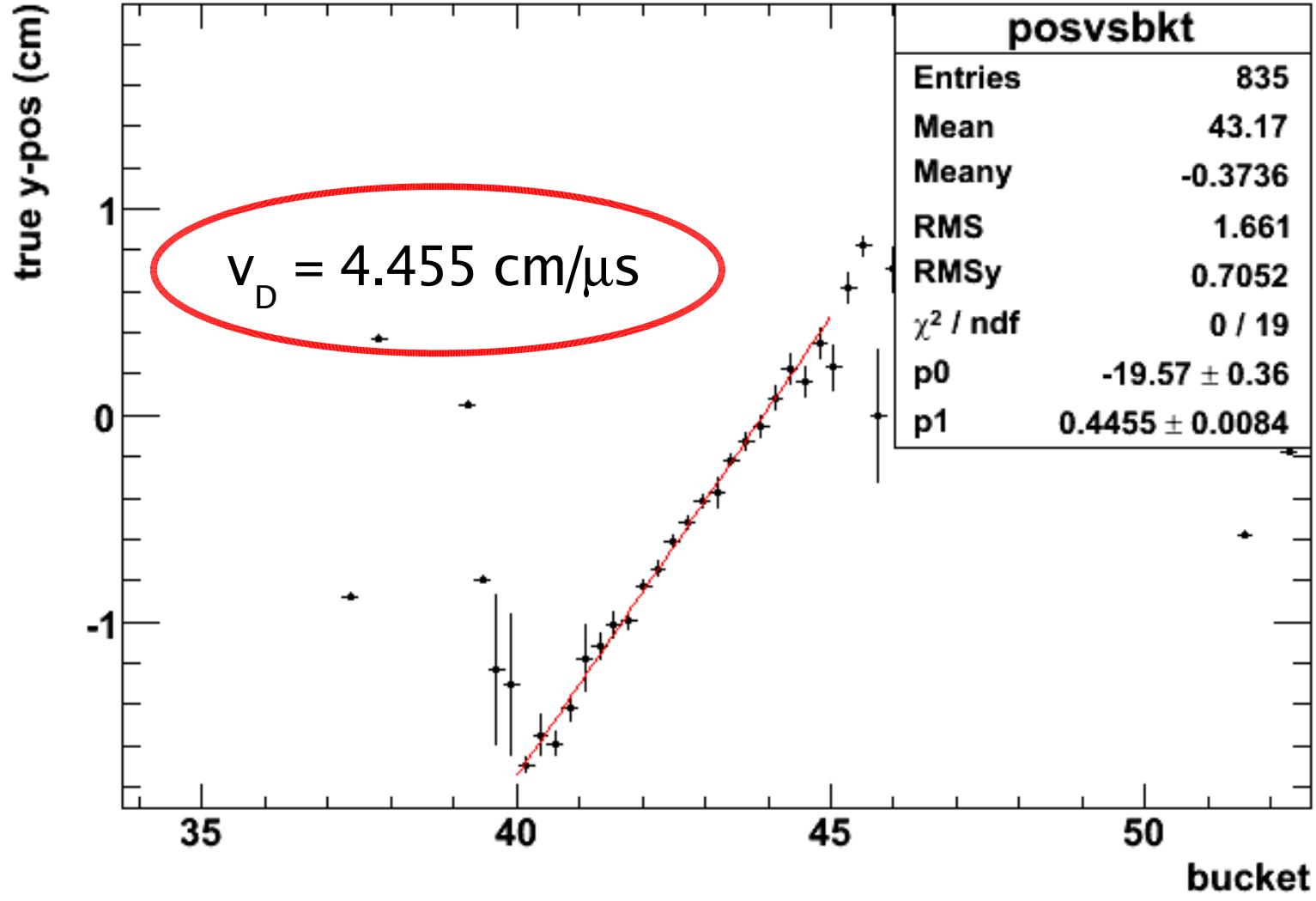
- **Distortion corrections** - our highly non-uniform B-field creates very large distortions that make global tracking extremely difficult.
- Track finding - the current algorithm is not designed to pick up high  $p_T$  tracks.
- Hit finding/fitting – the current algorithm can not separate overlapping hits, has poor resolution in both position and  $dE$

# TPC Drift Velocity Calibration

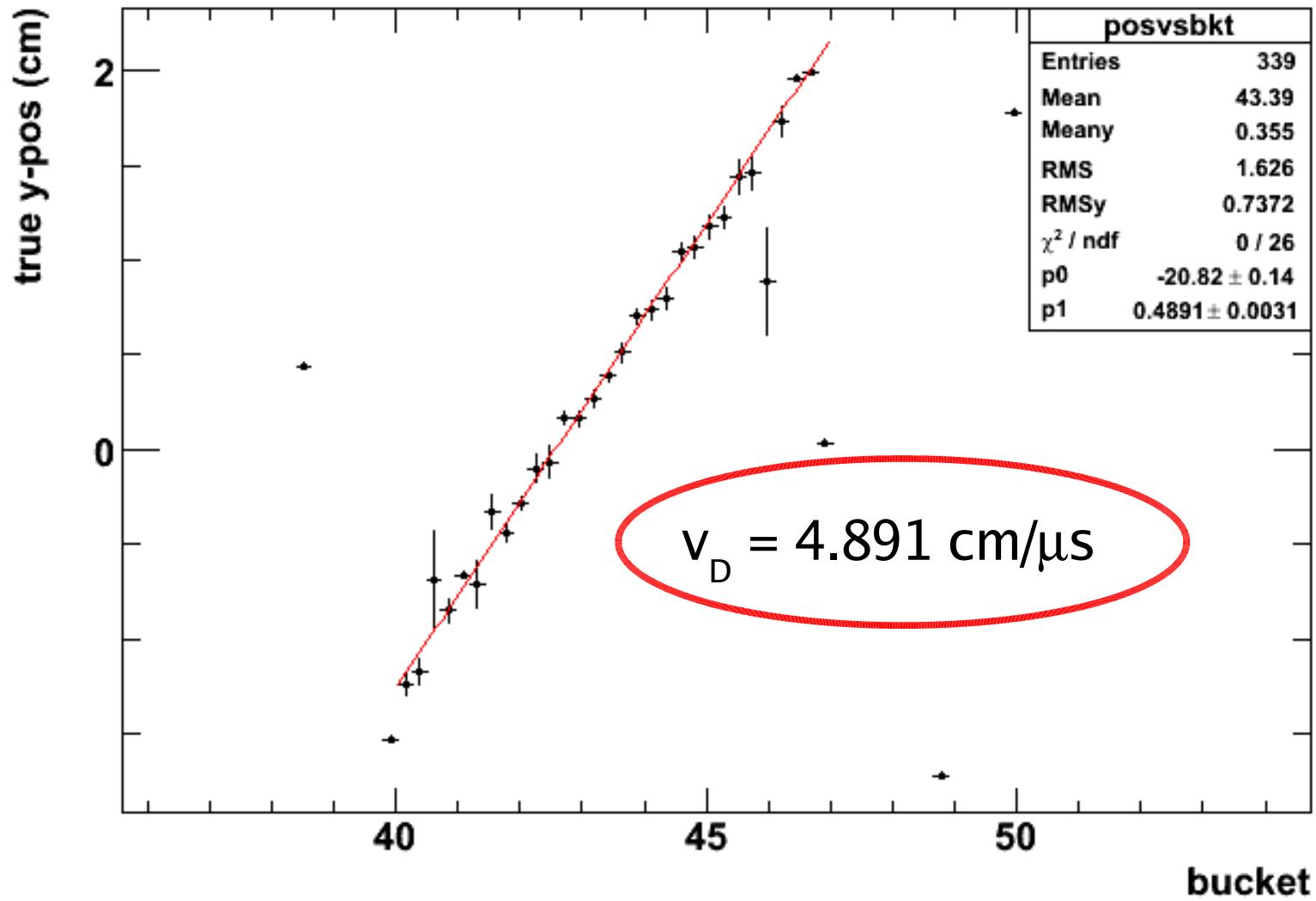
Algorithm:

- Use y-position of reconstructed BCLines to center of TPC as the “true” y-position.
- Use beam tracks in the TPC to compare time bucket to true y-position.

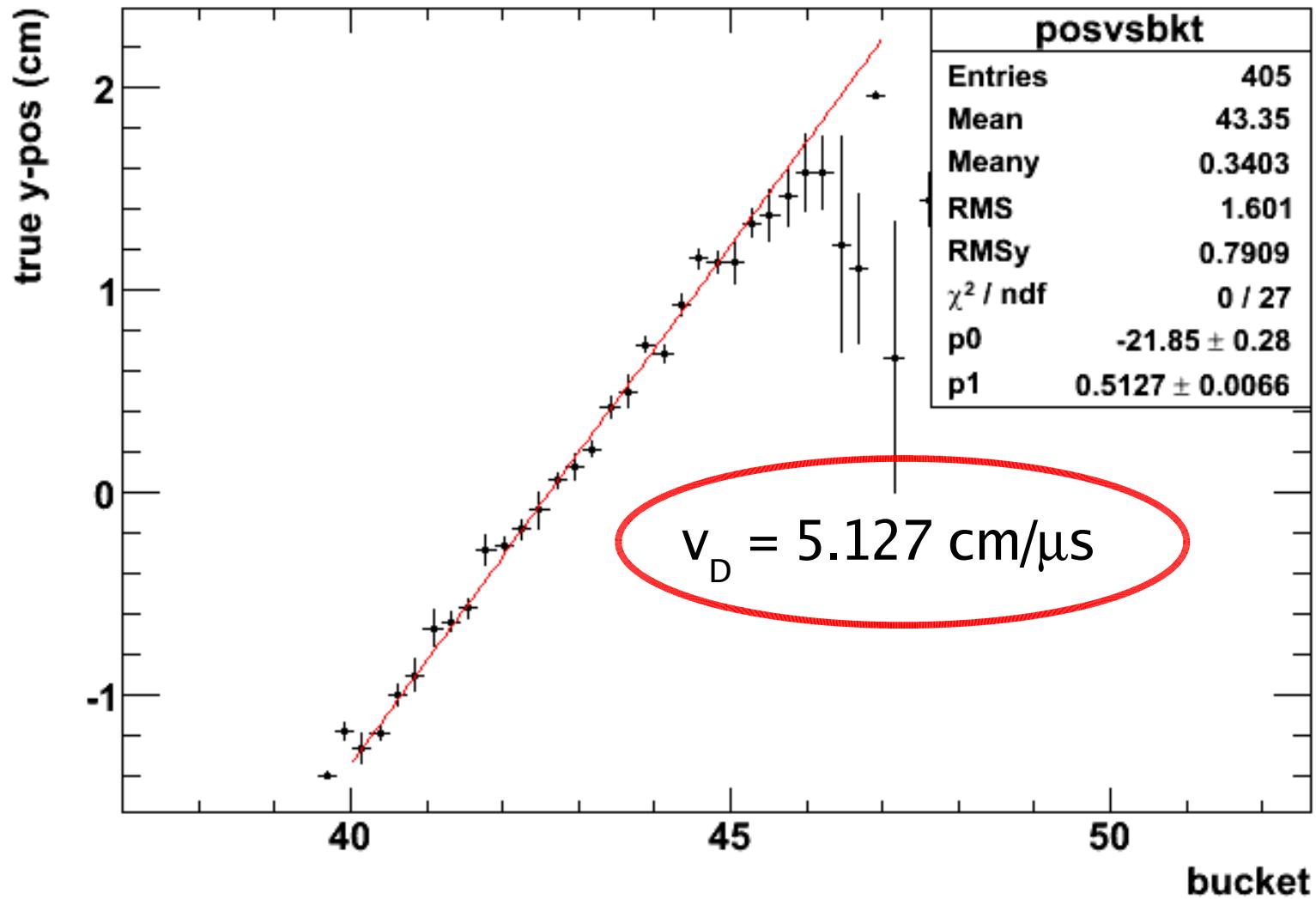
### y-Pos vs. Bucket Number, Run 13550.0



### y-Pos vs. Bucket Number, Run 12419.0



### y-Pos vs. Bucket Number, Run 12419.1



# Summary

- Track helix-fits are well under-control.
- Calibration needs work...
- Tasks have been assigned to try to tackle all the issues, *however we need help with Monte Carlo!*