

MOKKA/ MARLIN

Ties Behnke, DESY

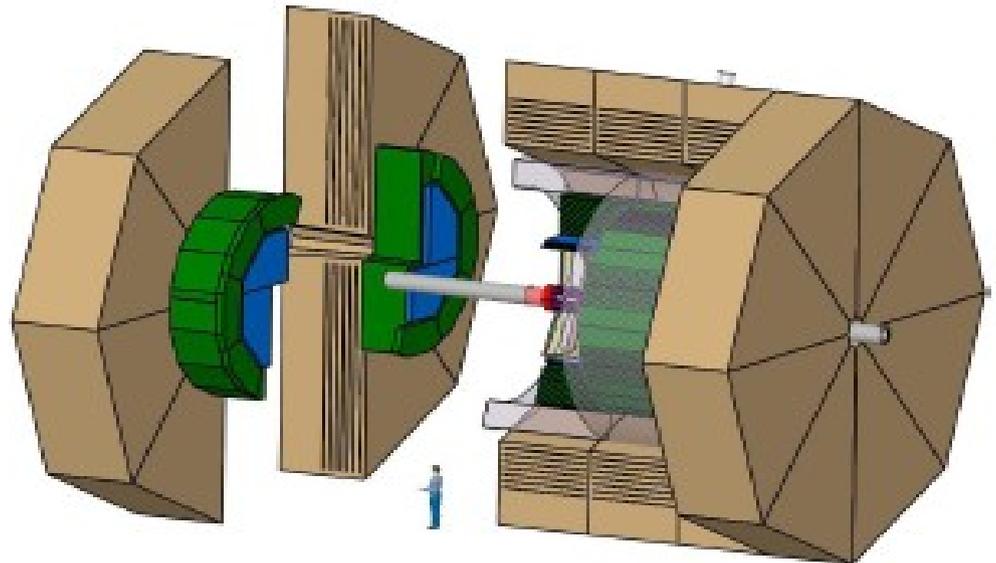
C++ based software system

for reconstruction and
analysis of ILC events

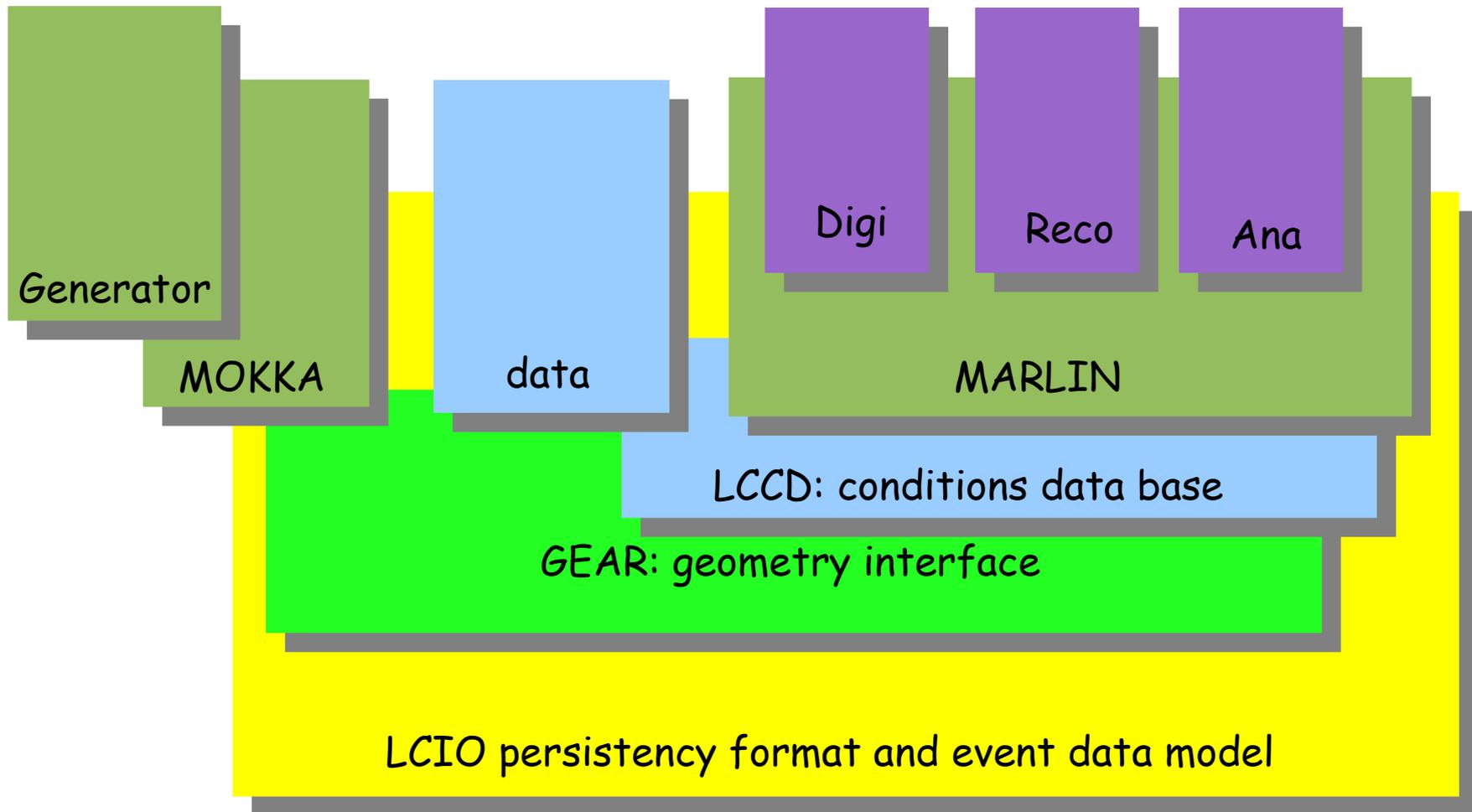
both simulated and real

prime focus so far: LDC concept

evolve towards ILD in the near future



Concept and Architecture



MOKKA

Geant4 based full simulation program

- Wide range of detailed models available (LDC, SiD, several test beam installations)
- writes LCIO and GEAR geometries (recently significantly improved)
- detailed subdetectors are available
- recently new model LDC-V5 released
 - Much improved LDC description
 - Improved interface to GEAR
 - New detailed calorimeter drivers
- First ILD model under development as starting point for common optimization study
- "stable" and ready for mass production (recently done 300k test events without problems (fully hadronic))

Getting ready for large scale GRID based central production

MARLIN

Modular **A**nalysis & **R**econstruction for the **LIN**ear Collider

C++ based application framework
based on LCIO as data model
configurable
extensible
main author Frank Gaede

Recent improvements:

build system based on cmake
graphical user frontend to create and control program flow

MARLIN is designed to work with:

- ➔ GEAR: geometry interface package
- ➔ LCCD: conditions data tool set

MARLIN is used by
LDC
CALICE
LC-TPC
EUDET VTX
EUDET FCAL

GEAR

virtual const `VXDLayerLayout` & `getVXDLayerLayout` () const=0
The layer layout in the Vertex.

virtual int `getVXDType` () const=0
The type of Vertex detector: `VXDParameters.CCD`, `VXDParameters.CMOS` or `VXDParameters...`

virtual double `getShellHalfLength` () const=0
The half length (z) of the support shell in mm (w/o gap).

virtual double `getShellGap` () const=0
The length of the gap in mm (gap position at z=0).

virtual double `getShellInnerRadius` () const=0
The inner radius of the support shell in mm.

virtual double `getShellOuterRadius` () const=0
The outer radius of the support shell in mm.

virtual double `getShellRadLength` () const=0
The radiation length in the support shell.

virtual bool `isPointInLadder` (`Point3D` p) const=0
returns whether a point is inside a ladder

virtual bool `isPointInSensitive` (`Point3D` p) const=0
returns wheter a point is inside a sensitive volume

virtual `Vector3D` `distanceToNearestLadder` (`Point3D` p) const=0
returns vector from point to nearest ladder

virtual `Vector3D` `distanceToNearestSensitive` (`Point3D` p) const=0
returns vector from point to nearest sensitive volume

virtual `Vector3D` `intersectionLadder` (`Point3D` p, `Vector3D` v) const=0
returns the first point where a given straight line (parameters p and v) intersects the ladder volume (0,0,0) is returned if no intersection can be found.

virtual `Vector3D` `intersectionSensitive` (`Point3D` p, `Vector3D` v) const=0
returns the first point where a given straight line (parameters p and v) intersects the sensitive volume (0,0,0) is returned if no intersection can be found.

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Geometry interface package

slowly evolving to include most major sub-detectors

Plans to upgrade to LC-GEO as the next generation are on hold due to technical and manpower problems

The Test...

CALICE has developed a MARLIN based reconstruction system for the recent test beam experiment at CERN:

- complete data chain established from DAQ to end - user
- heavy usage of GRID infrastructure for data transfer, catalogue, reconstruction
- time critical application of conditions data base

CALICE recorded successfully many millions of events

- no conceptual problems found
- many technical improvements and suggestions received

Learn from CALICE for the second generation test beam experiments:
MARLIN-TPC, EUDET VTX reconstruction framework

MARLIN modules: availability

First complete reconstruction version exists:

full tracking: full solid angle, all sub-detectors, individual and combined

vertexing: sophisticated secondary vertex reconstruction code

jet finding, cluster finding, photon finding, etc

three particle flow implementations:

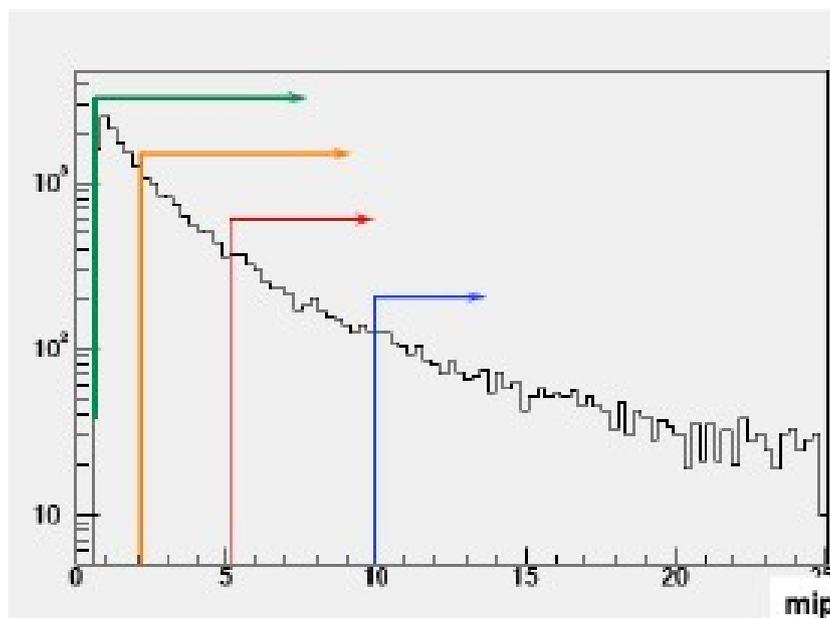
WOLF

trackwise PFA

PandoraPFA (currently by far the best)

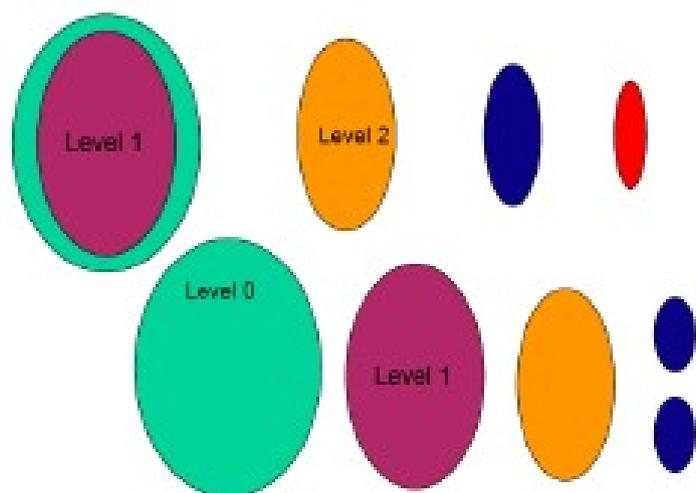
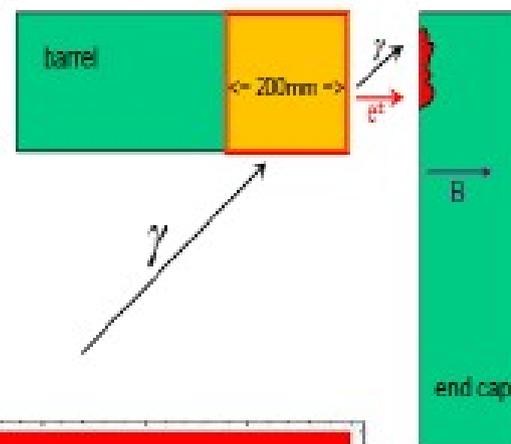
Example: Photon Finder

P.Krstonosic

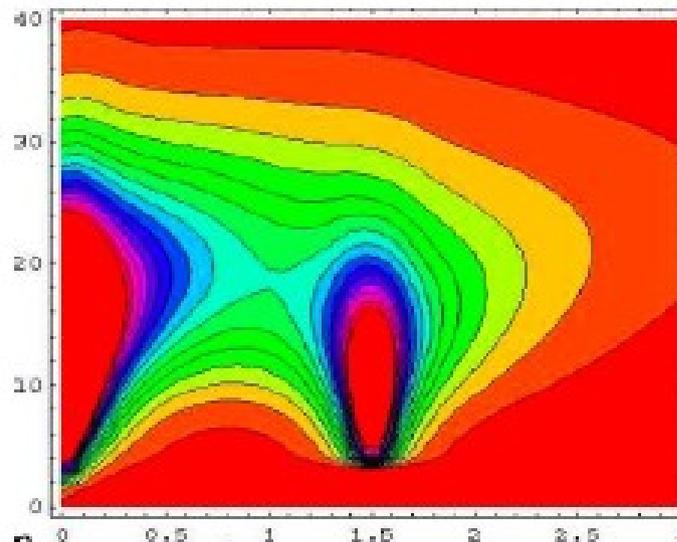


Choose
N threshold levels
(N=10 at the moment)
and get N sets of hits

For each set do a
NN clustering
Only in particular
set!!



Single photon



?!

- sophisticated photon ID
- not yet incl. in PFA algorithms

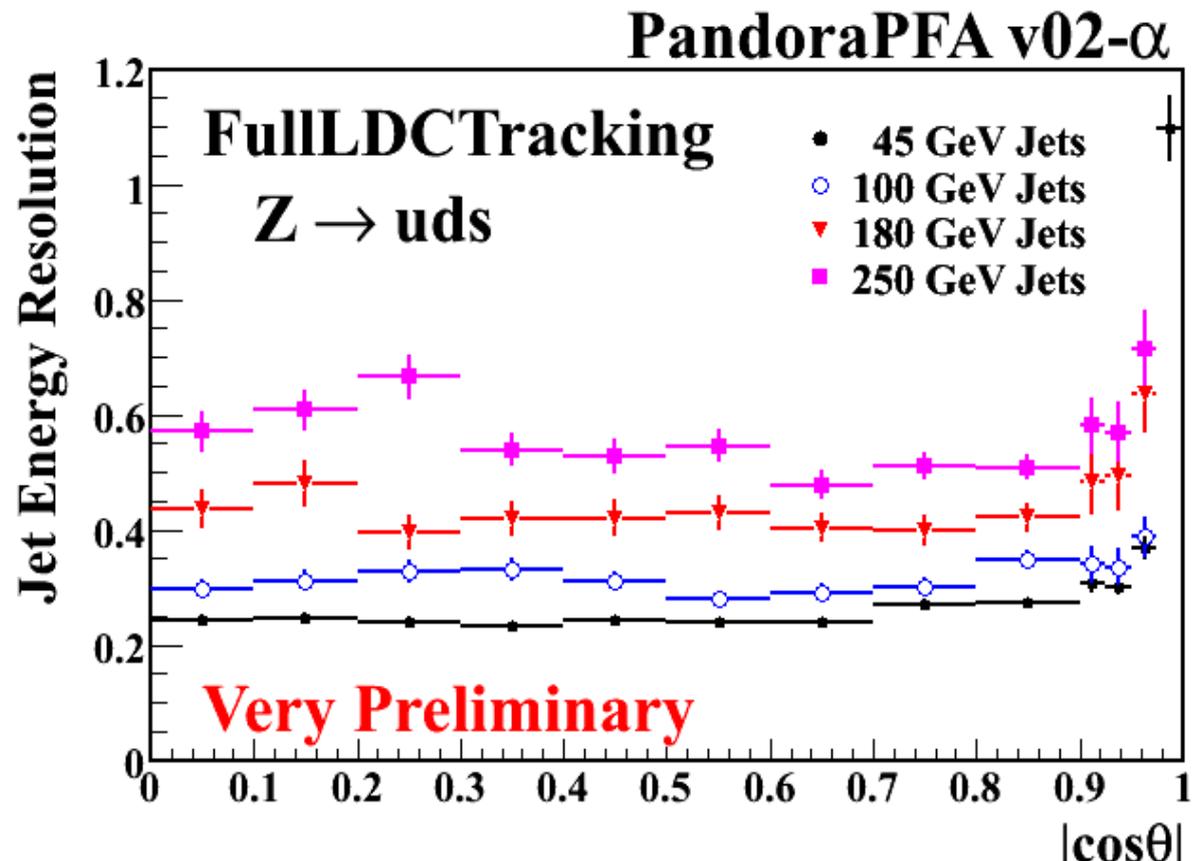
Particle Flow: Performance

Particle flow (PandoraPFA)
including full realistic tracking

Mark Thomson, Cambridge

There is still room
for significant improvement

but performance is
good enough to
start real physics analyses



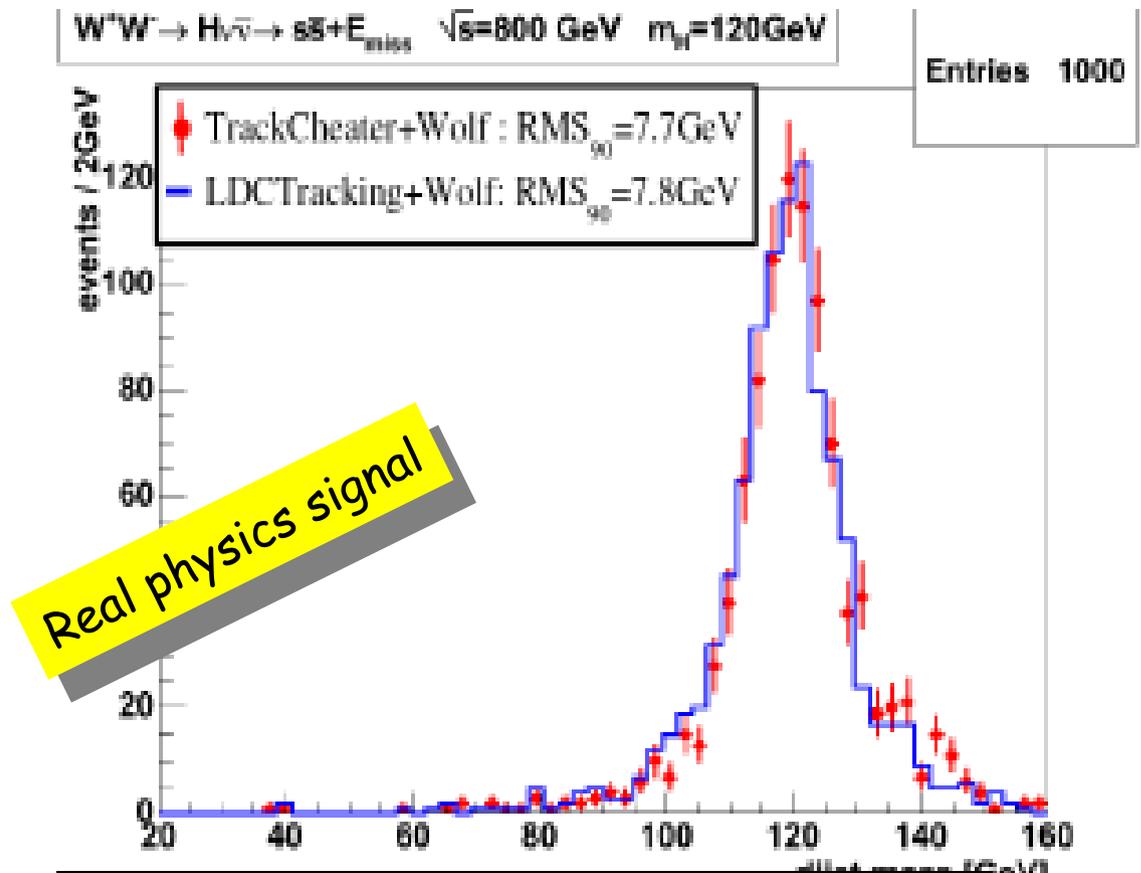
Particle Flow: Performance

Wolf Particle flow
including full realistic tracking

Alexei Rasperieza, Munich

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Plans

Finalize a complete reconstruction chain:

need to improve some digitization routines

Start a large scale simulation and reconstruction run

several 100k events, optimized for detector optimization

This is done within ILD to understand the new ILD concept

Plans: Software

Continue to improve the software framework:

- Improve LCIO data model

- develop "online" LCIO

- Develop level-2 LCIO (more user friendly data model, transient, not persistent
(example trajectory class, example extended cluster class))

- improve conditions data base

Performance issue (LCIO)

Persistency layer: stay with SIO? Move to something else (maybe root IO?)

Improve interface for user analysis: n-tuple, root tree support, etc

We think we are in reasonable shape for a LOI focussed simulation and reconstruction effort

and to support the ongoing test beam effort