## MarlinTPC Activities at DESY MarlinTPC phone meeting

Ch. Rosemann

DESY FLC

25 February 2010

Ch. Rosemann (DESY FLC)

## 1 Basic pad based reconstruction chain





Conditions objects and database

- Start with known data and reconstruction chain:
  - Cosmics data from MediTPC
  - Compare to established dedicated reconstruction
- Quickly realised that basically nothing worked
- Started to develop and implement basic reconstruction
  - Pedestal calculation & storage
  - (Extensively) Pulse Finding
  - Recent addition: Hit Finding
- Now finally/already at higher level reconstruction (track finding)

## PulseFinderProcessor

- The recommended processor for pulse reconstruction
- Rather complicated processor
- Very similar structure to MultiFit
- Heavily tested, further testing always
- Several options implemented
- Maybe break into several processors
- Still uses many processor parameters that are deprecated (until the conditions objects become available)

- RowBasedHitFinderProcessor
  - Recent addition
  - Some testing already done
  - Further testing definitely needed
  - Not complete yet, some parts missing
  - Open issues:

Choice of coordinate calculation also influences the error determination

## Comparison plots: RowBasedHitFinder



Started to look at Track finding algorithms

- Reasonable choice for test beam and cosmics: Hough transformation
- Existing Processor too limited
- Currently development on making it more robust
- Track model so far: straight line in  $r\phi$
- Next steps
  - Extend track model
    - (circle segment in  $r\phi$ , straight line in sz)
  - Iterate on stability

Maybe next: look at basic track fitting algorithms ( $\chi^2$ , straight line)

- Database layout and computer hardware is currently under review
- Basic list of objects is loosely defined, needs usage (take a look at the forum)
- Takes longer than anticipated (due to lack of manpower)
- Next steps
  - Implement and test the conditions objects
  - 2 Test them with processor code
  - Set up a database system (plus testing)