

Multiple showers with the Threshold Accepting method

- TA for multiple showers: algorithm and cost function
- 1st test: Cheat scoring, greedy algorithm with 100 GeV qq
- Algorithm refinements: Single d-quark events at 50 GeV
- Algorithm tests: qq 100 GeV
- Next steps

Simulated annealing

Physically motivated method to quickly approximate the global minimum of a function (“cost”) of a discrete system.

Variant: Threshold Accepting (TA).

choose **initial configuration**;

for (**threshold $T = T_0 \geq T_1 \geq T_2 \geq \dots \geq T_n = 0$**) {

 choose **new configuration** which is small perturbation of the old configuration;

 if ($\text{cost}(\text{new configuration}) < \text{cost}(\text{old configuration}) + T$)

 old configuration = new configuration;

}

(journal of computational physics 90, 161 1990)

Threshold accepting: implementation in the hadronic clustering

initial configuration:

assign the seeds to every shower

NEW!

new configuration:

randomly associate some unassociated cluster to
some track, or un-associate

thresholds T = chosen adapted to cost differences
and running time resource

Cost function

1. Energy\momentum costs:

- After seed setting: Probability that track with momentum p is correctly assigned to cluster with energy E :

$$P_{E \setminus p} = 1/\sqrt{(2\pi\sigma^2)} \text{Exp}\{-1/2(E-p)^2/\sigma^2\}$$

- with estimated cluster energy uncertainty
 $\sigma = 0.7 \sqrt{p}$ [GeV] (as in standard algorithm)

Cost function

2. Geometrical costs:

- Joining (**breaking**) one good link with score s , the probability of reconstruction correctness increases (**decreases**),

$$\begin{aligned} P &\rightarrow P \cdot f(s) \\ &\rightarrow P/f(s) \end{aligned}$$

- Function $f(s)$ to be determined ...

Cost function

Put together:

for every joined (broken) link

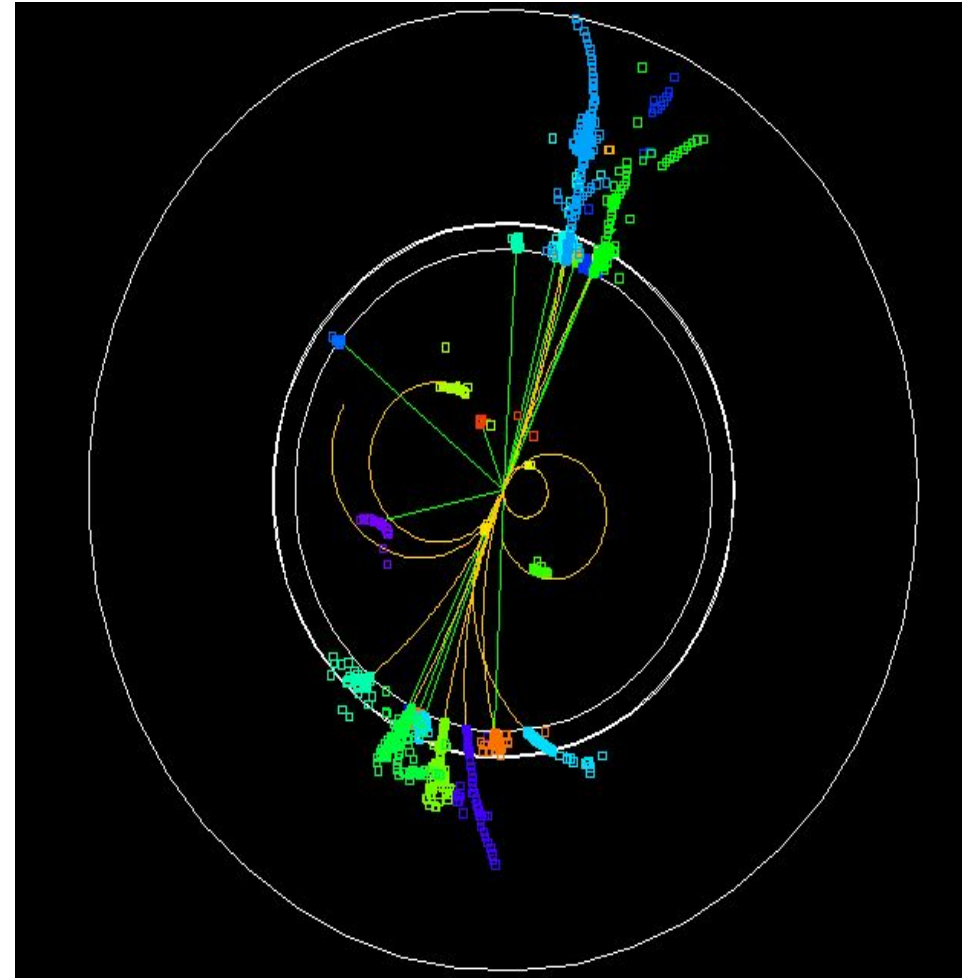
- $P = (1/\sqrt{(2\pi)\sigma} \text{Exp}\{-1/2(E-p)^2/\sigma^2\})^\alpha \cdot (/) f(s)$,
 α expresses relative reliability of $E \setminus p$ - vs. geometrical costs

- To be maximized! Or minimize the negative logarithm:

$$\text{cost function} = \alpha \cdot (c + \sigma + 1/2(E-p)^2/\sigma^2) - (+) \ln f(s)$$

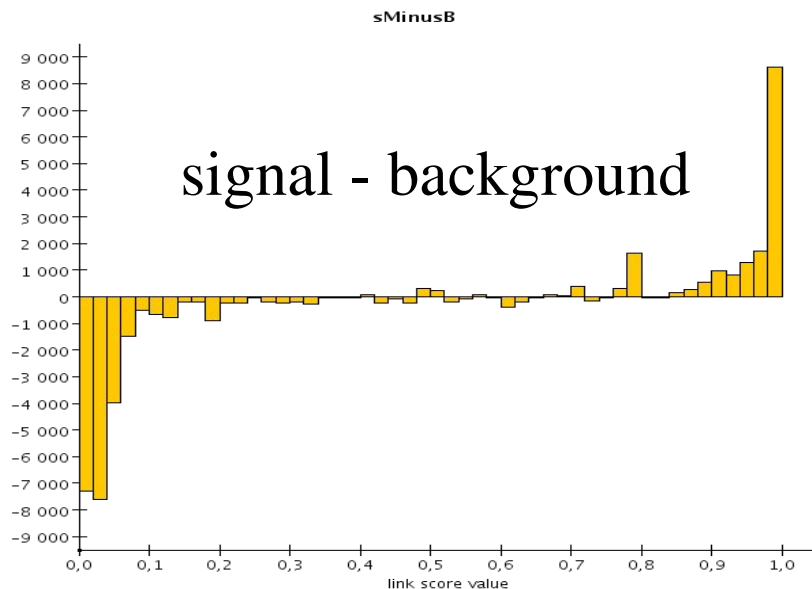
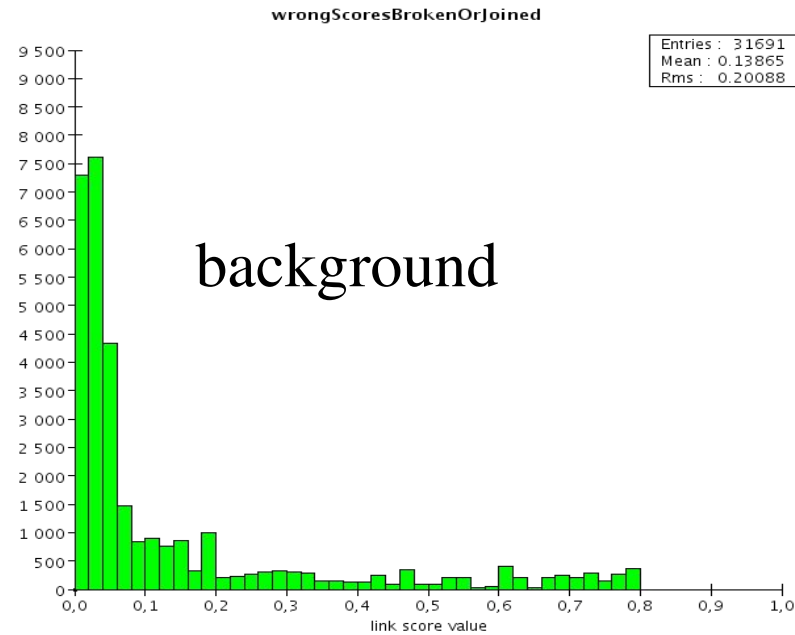
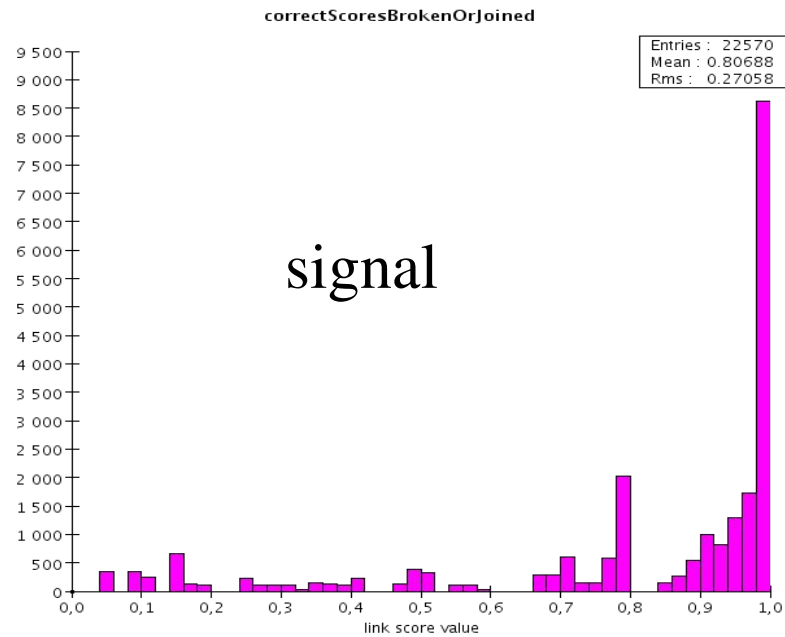
1st test: Cheat scoring, greedy algorithm with 100 GeV qq

- Cheat scoring: link score = 1 for correct link (= 0 for incorrect link)
- Therefore: every cluster linked to at most one seed, no annealing necessary, $T=\{0\}$ (10000 times) with no $E \setminus p$ costs and simply subtract(add) 1 when joining correct (incorrect) link



qq 100 GeV event 0

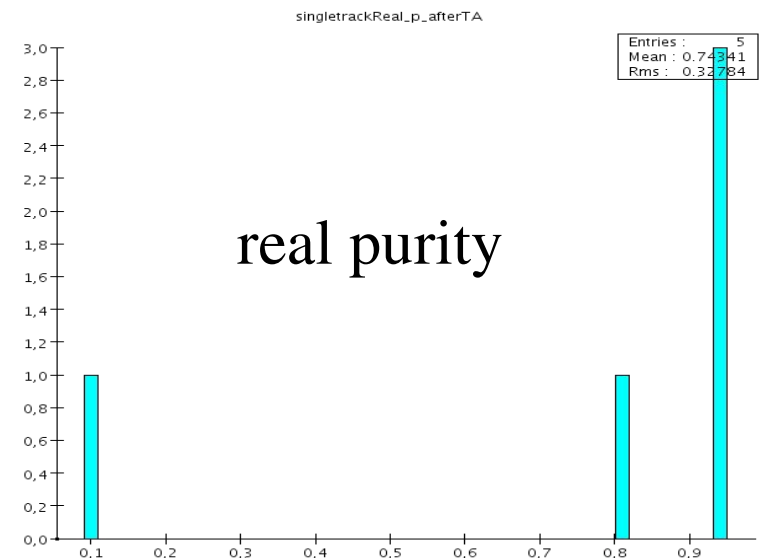
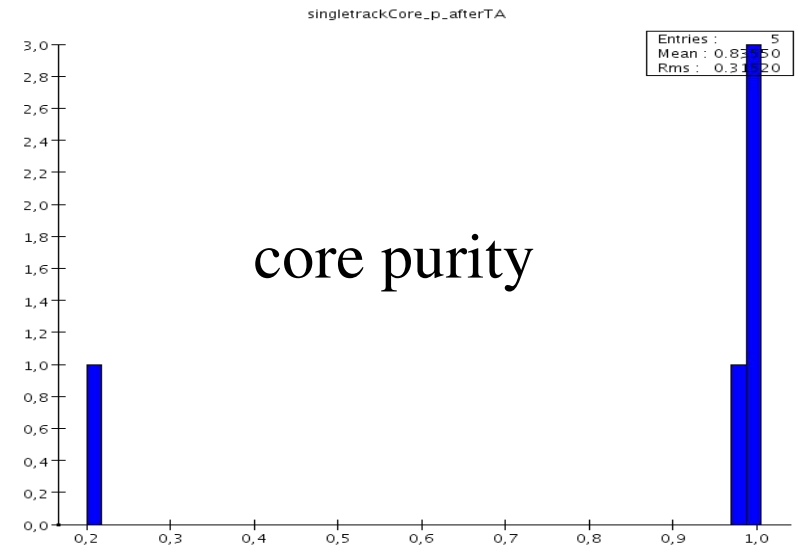
Real scoring: looking for $f(s)$



- tried to exploit scoring quantitatively by adding (signal-background) in given score bin when breaking link
- however: simple recipe gave better results: add 1 (subtract 2) when breaking link above 0.7 (below 0.4)

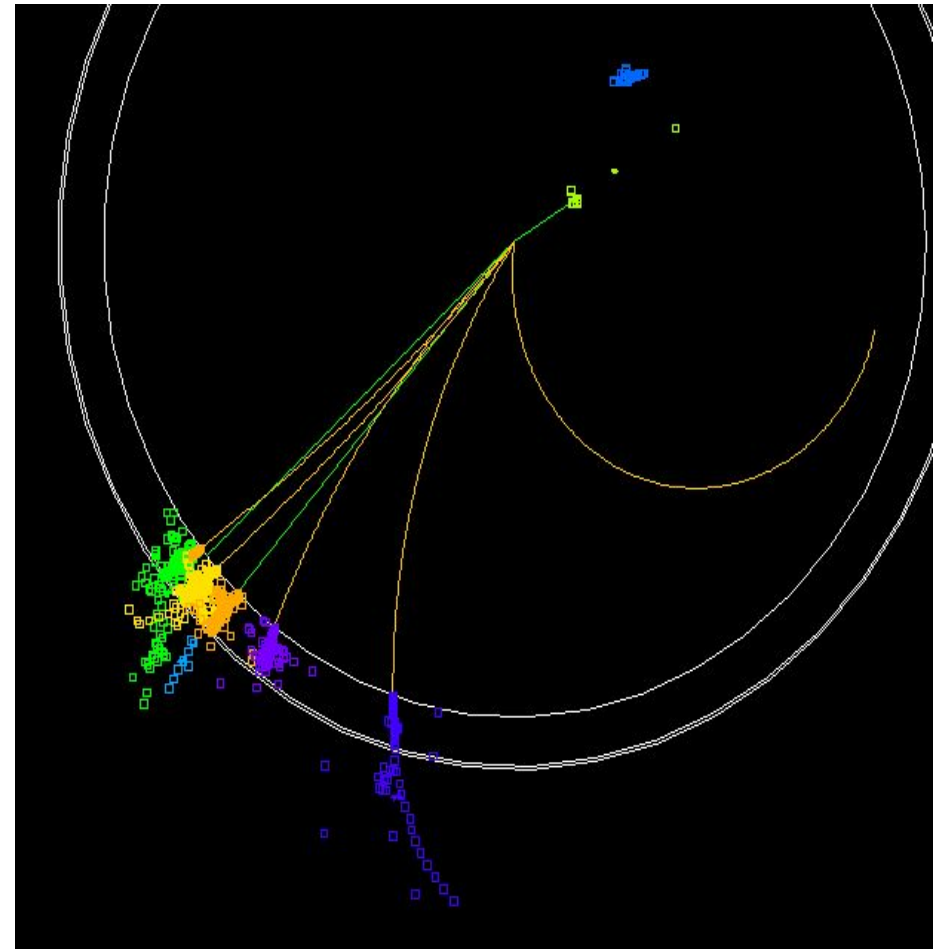
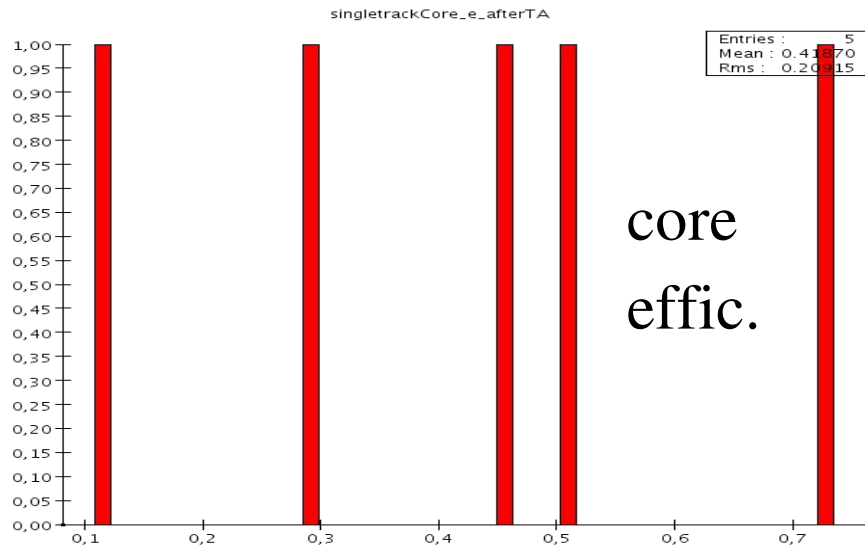
single d-quark at 50 GeV, single events

- Shown: file 0, event 0; best $\alpha=0$!
- differences to Mat's shower building:
 - follow not only the maximum link
 - no “full propagation”
 - work on all tracks simultaneously
- purities: seem ok



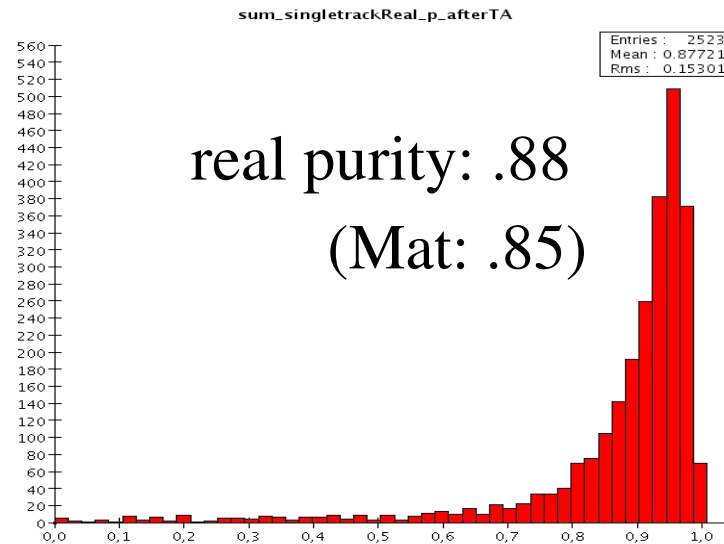
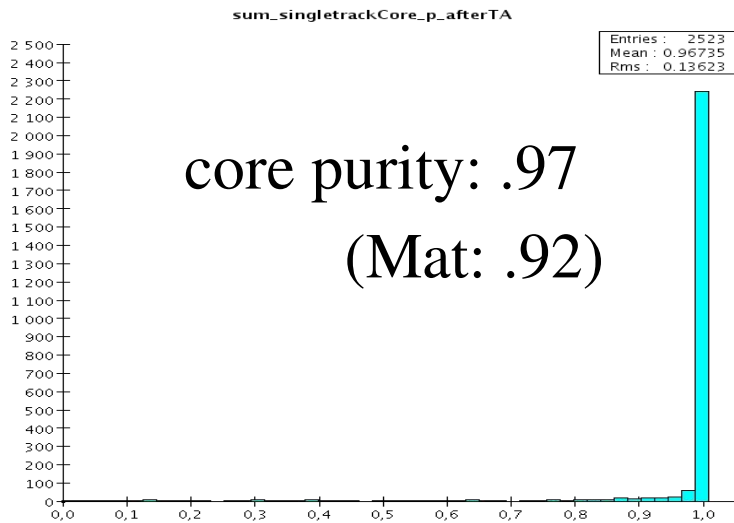
single d-quark at 50 GeV, single events

- efficiencies: to be improved

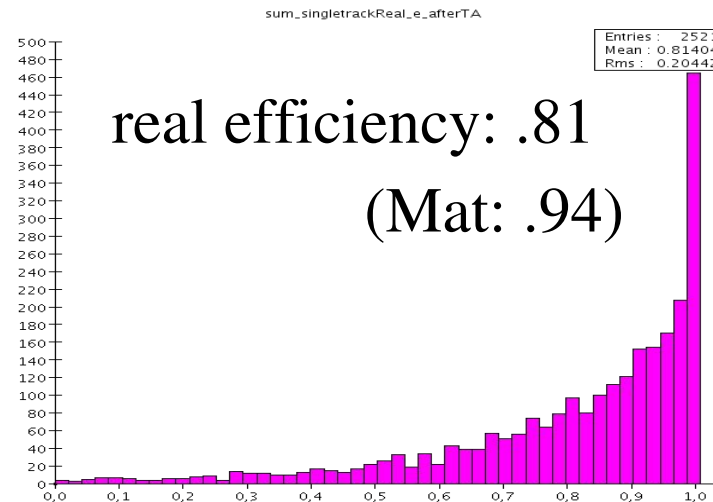
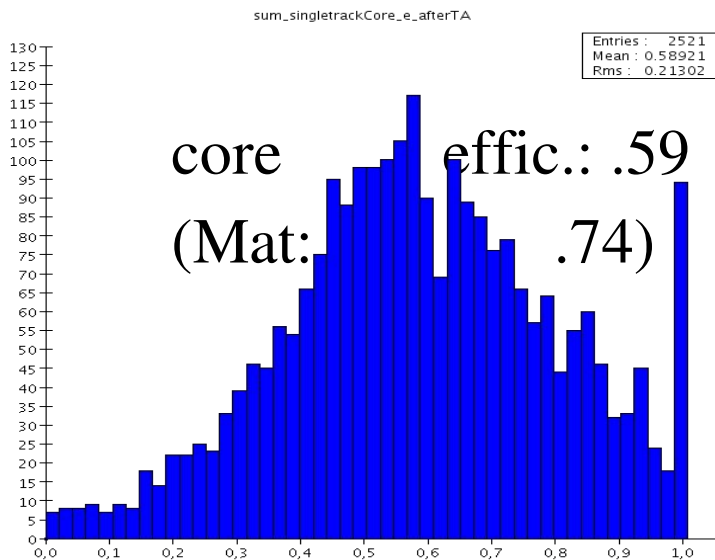


qq 100 GeV, $\alpha=0$, 500 events

count non-existing link with score 0!

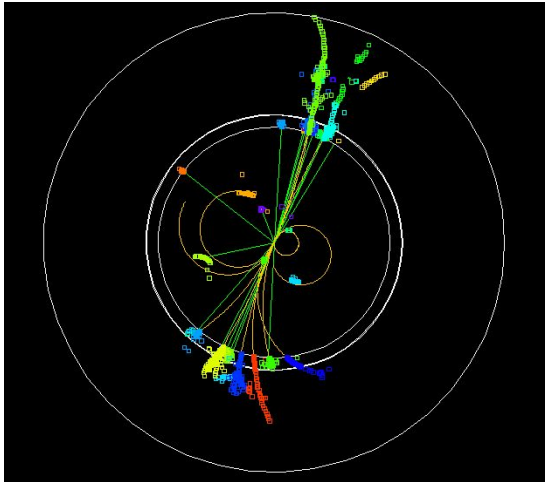


- good purity



- efficiency to be improved

Next steps

- Quantitative studies
 - Reduce running time
 - only useful “small variations”
 - cheaper data structures
 - local data structures
 - charged had. energy calculation:
simpler ... incrementally
 - better random numbers ...
deterministic version?
 - Improve efficiency:
more local calculation
 - Resolution calculation
qq 100 GeV
- 
- qq 500 GeV