

Track-based alignment with cosmic muons



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Track based alignment

- Have to find the **positions, orientations, timing offsets and deformations** of
 - ~ 3000 pixel sensors
 - ~ 3000 fibres
 - ~ 6000 tiles
- Best done using reconstructed particle tracks and the **Millepede II algorithm** (V. Blobel & C. Kleinwort)
- Studied extensively for the Mu3e pixels by Uli Hartenstein **“Track Based Alignment for the Mu3e Pixel Detector”**, Ph.D. thesis, Mainz 2019
- Software for misalignment simulation studies and pixel alignment available
- Studies for fibres started at UCL - difficult because of fibre-SiPM mapping



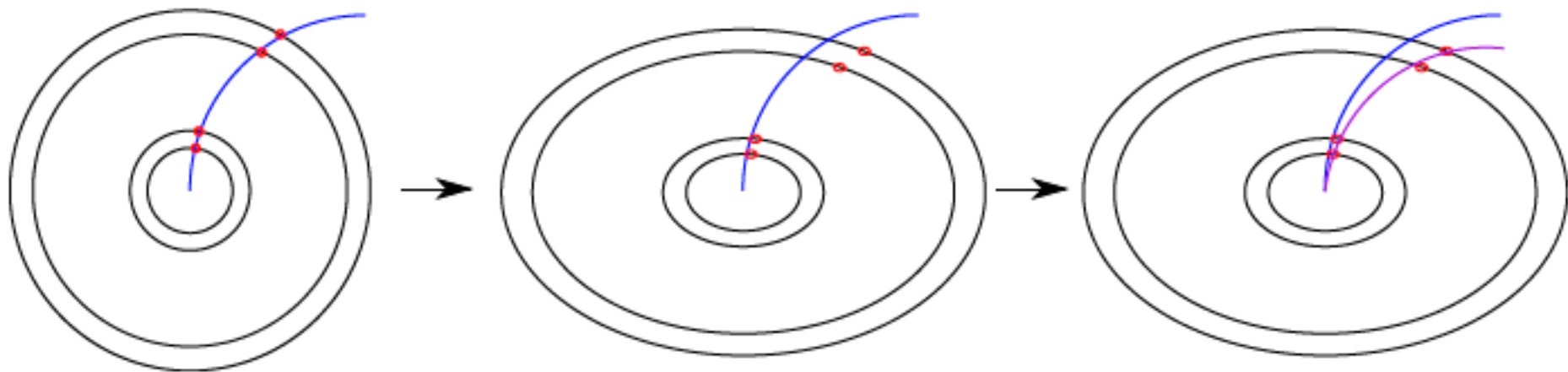
Millepede in a nutshell

- Select a pure sample of particle tracks and fit them (ideally using the general broken lines model)
- Determine the residuals of the fitted track relative to the measurement points
- Define a global χ^2 ($\sum (\text{residuals}/\text{uncertainty})^2$) as a function of both the track parameters and the alignment parameters
- Linearize the problem, determine all relevant Jacobians
- Perform a gigantic matrix inversion (helped by the peculiar matrix structure)
- Repeat if needed
(needed fairly often in *Mu3e* as things are not very linear)



Weak modes

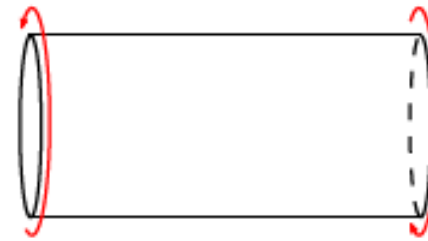
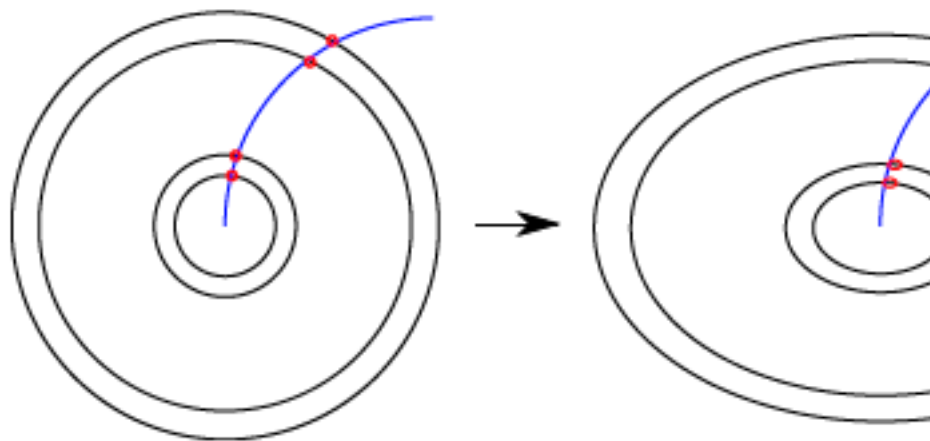
- Detector deformations that lead to tracks of equal quality (but with different parameters) are known as weak modes
- They cannot be aligned for using tracks only



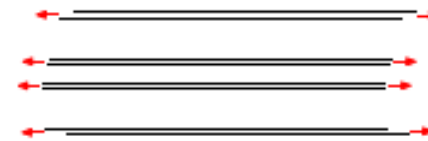


Weak modes

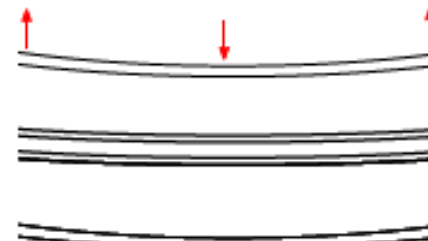
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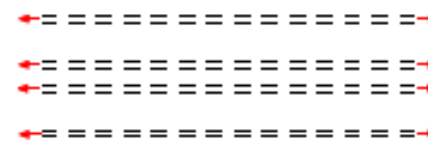
(A) Torsion



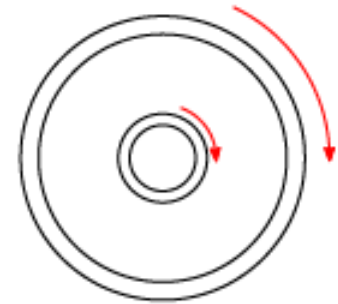
(C) Shearing



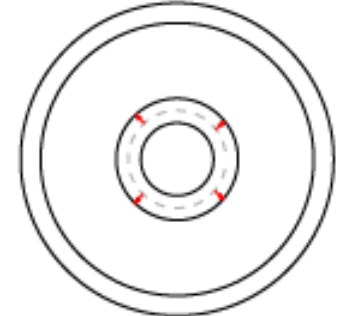
(E) Bowing



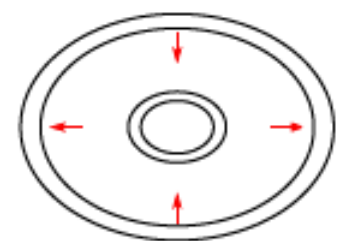
(G) Stretching



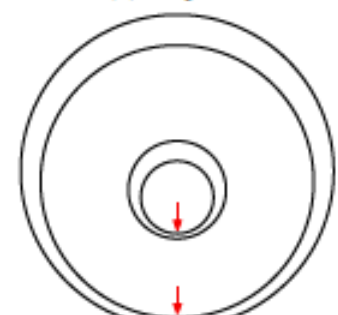
(B) Curling



(D) Radial



(F) Elliptical



(H) Sagitta



Fighting weak modes

- Use many different track types: Michel decays and cosmics and ...
- Use additional constraints (the position of the Michel edge does not depend on ϕ - or does it?)
- Use external measurements: Camera alignment system

Cosmic ray muons

Ideal for alignment:

- High momentum - ~ 3 GeV, so almost straight
- Little scattering or energy loss
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Somewhat unpleasant:

- Low rate: A few Hz for the size of Mu3e
- Strong directional dependence: Mostly from above
- Almost straight - can cause numerical problems in track reconstruction if one is not careful
(should be ok in Mu3e software after Uli's thesis)

The logo features a stylized muon symbol (μ) with a subscript '3e' in red, overlaid on a red circular path. A black line representing a trajectory enters from the top left and curves around the circle.

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Cosmic data taking

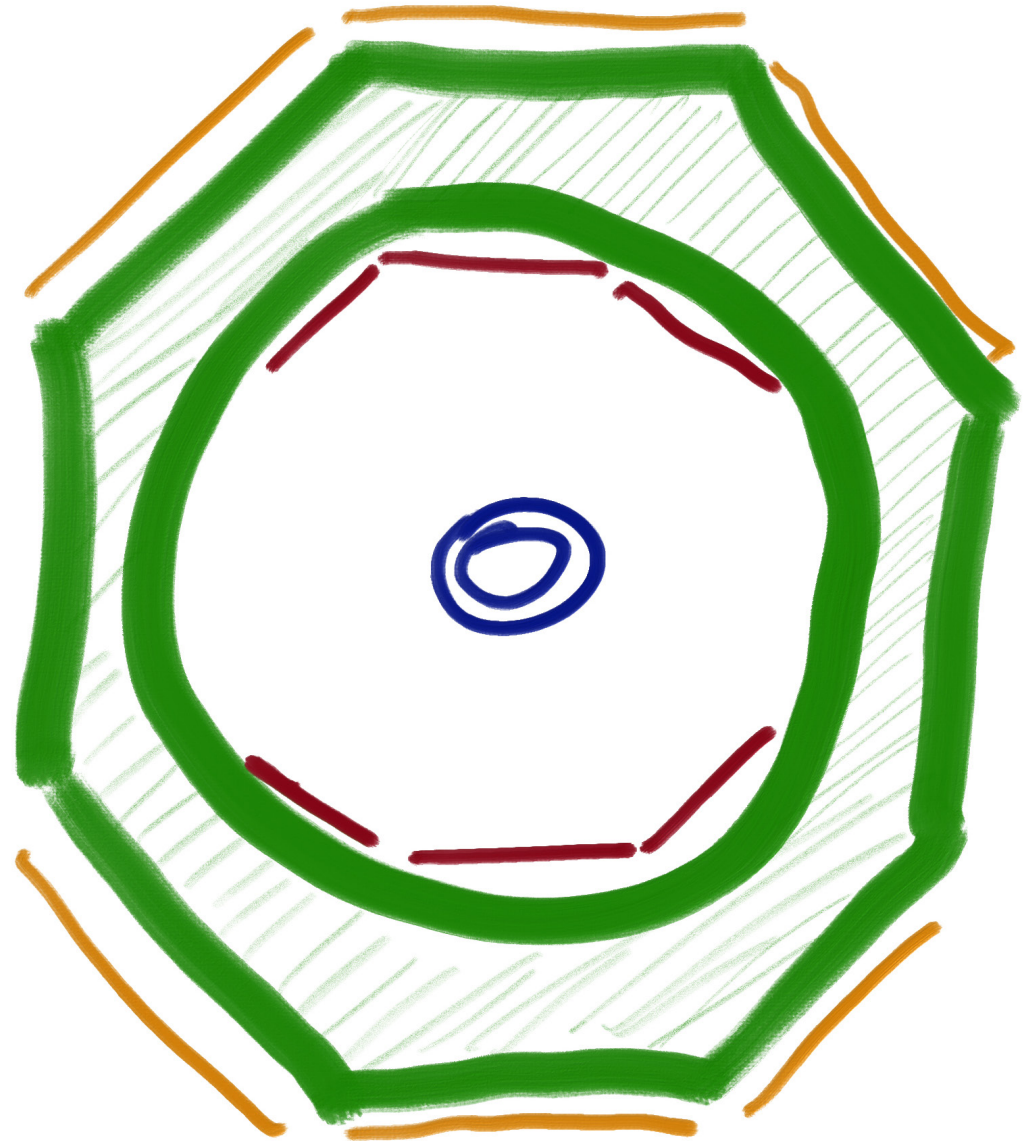
- If no beam: easy, pixel noise could be low enough to allow for a simple multiplicity based online selection (tracking not much harder)
- With beam (and we would like to have this to see movement or better the absence thereof) this is harder

Two options:

- Online cosmic finder
- External trigger

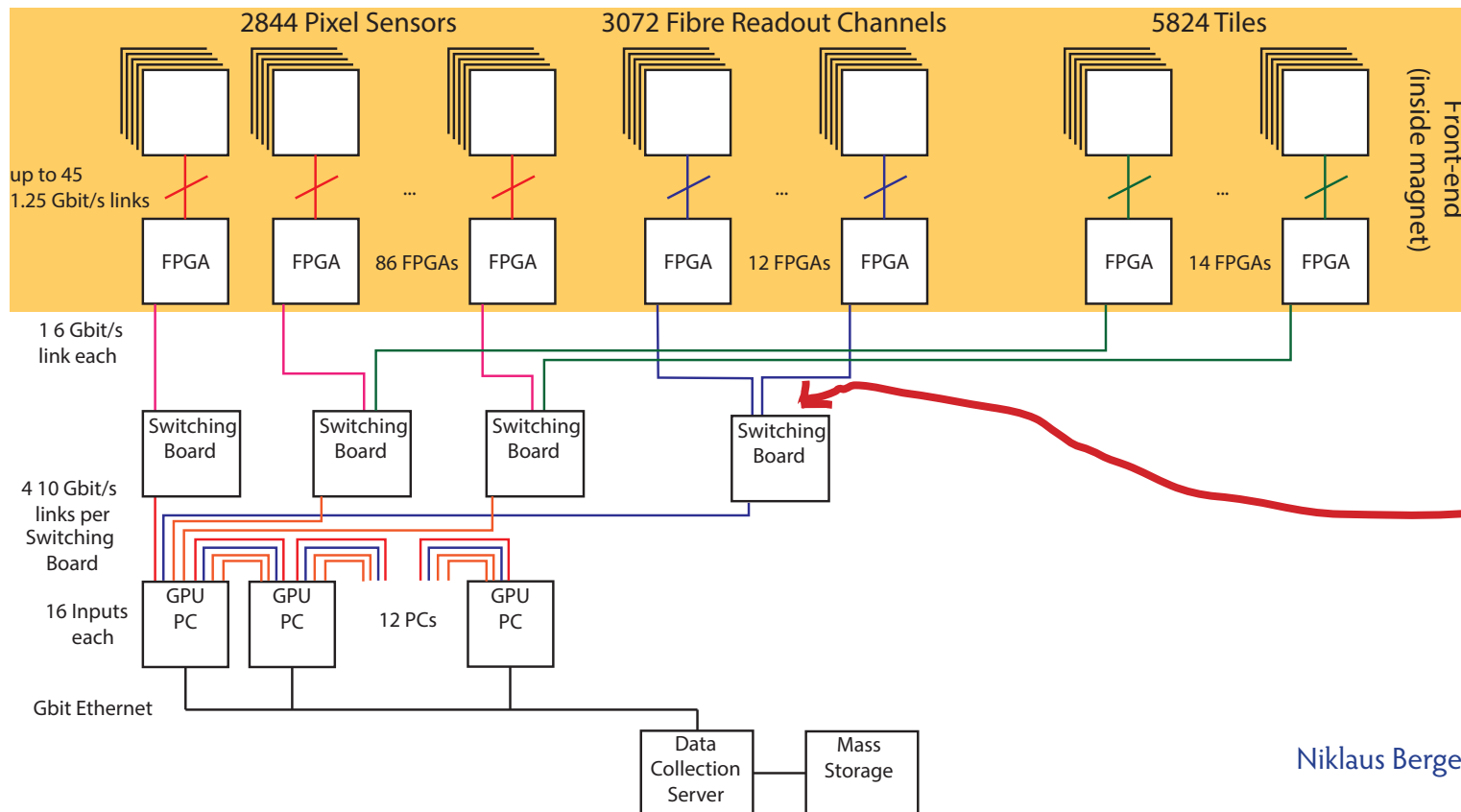
Cosmic trigger

- Scintillator coincidences above/below the detector
- Inside or outside the magnet?
- The usual questions: Mechanics, Cabling, Power etc...
- Version inside magnet was simulated, rates to high



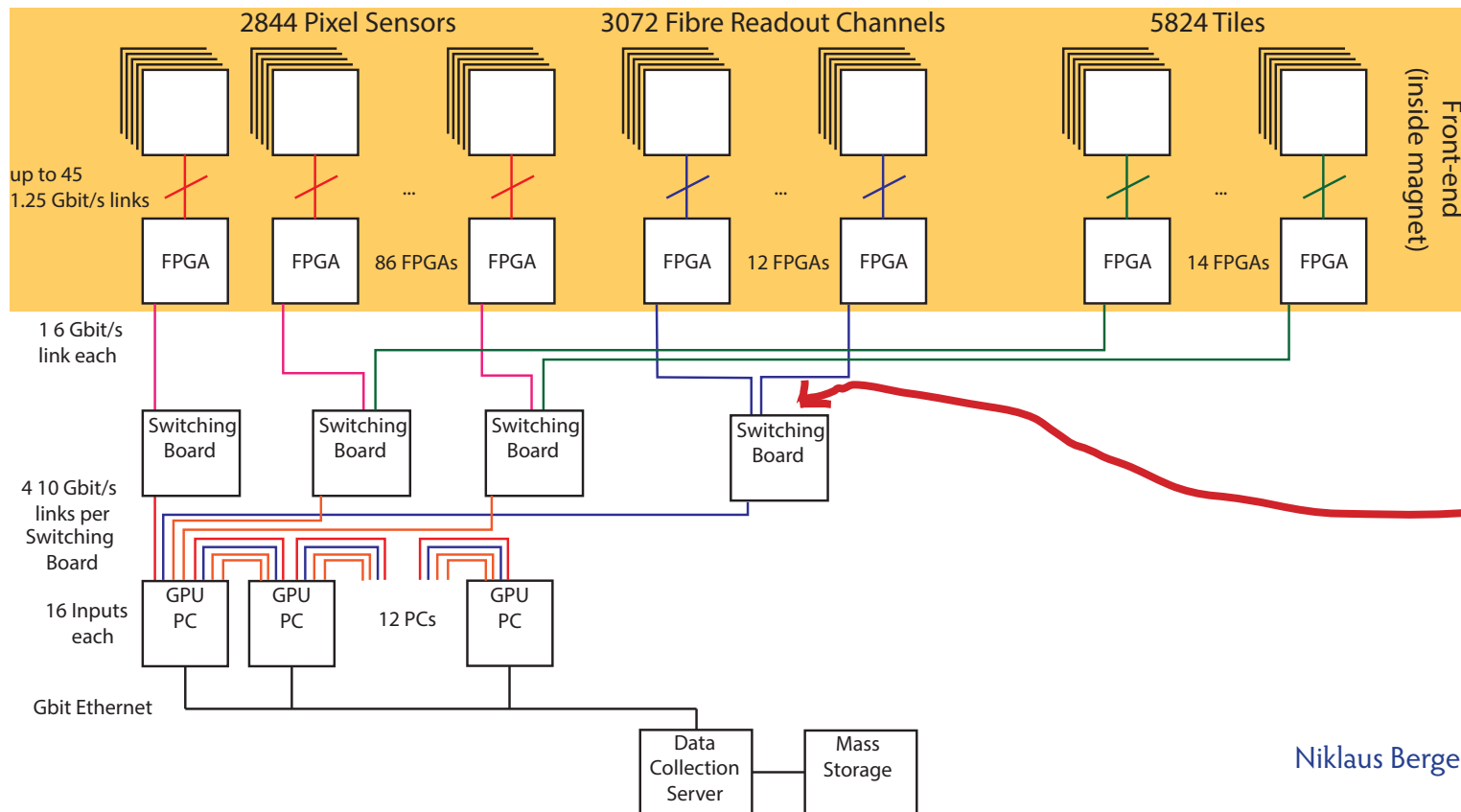
Cosmic trigger

- Not a big issue for the DAQ: Feed discriminated signals from scintillators into an FPGA (connected to clock and reset)
- Determine timestamps of coincidences
- Feed those into the GPU farm either via switching boards or ethernet
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Might also come in handy for other calibrations?



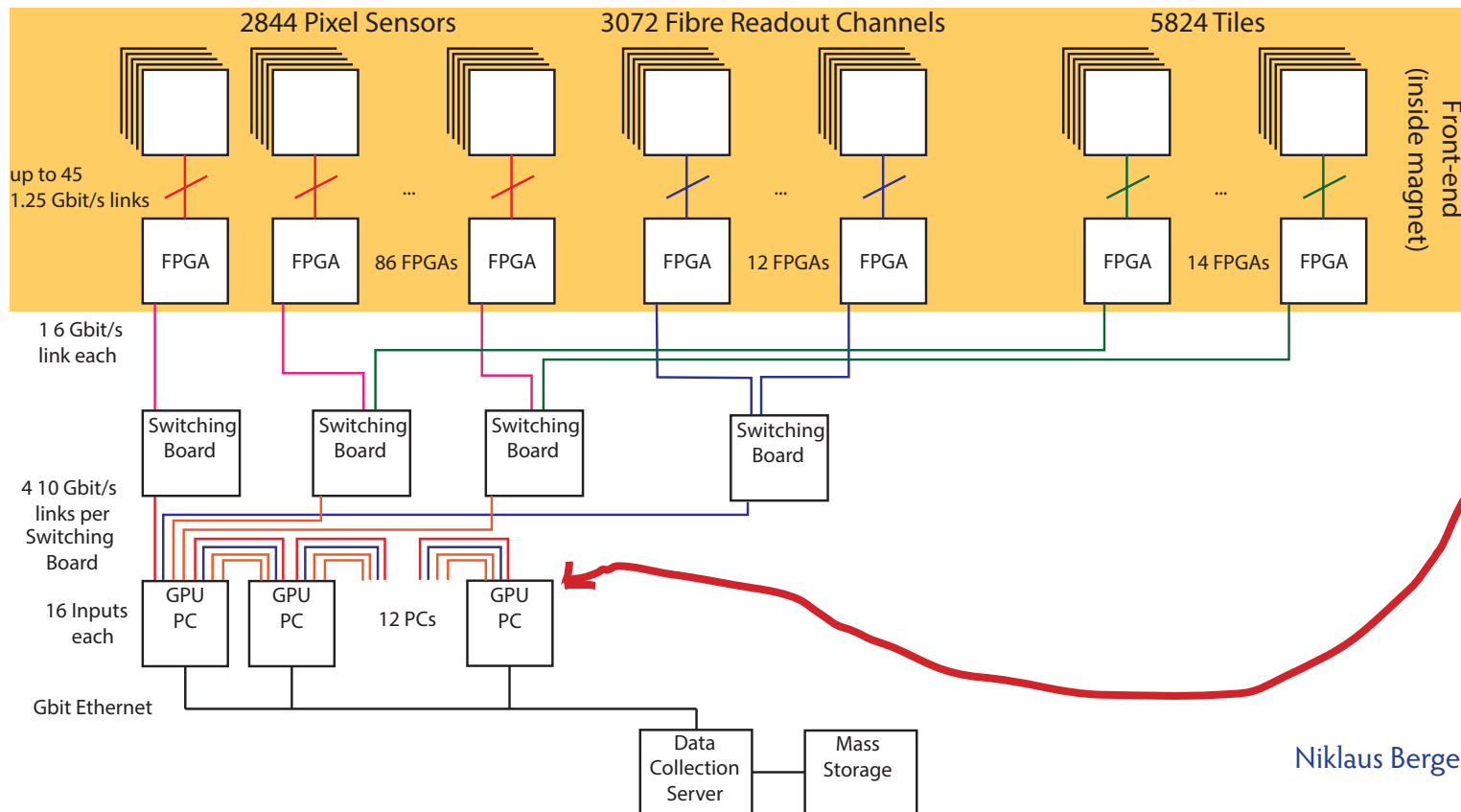
Online cosmic finder

Again two options:

- FPGA based: Maybe this can be done based on pixel chip patterns only
(Martin)
- Or we have to extend the GPU algorithm:
How does that fit in our compute budget?
(Needs preselection)
- Using associative memories either for pre-selection or selection
(Today)

Online cosmic finder

- Not a big issue for integration to the DAQ: Add additional box(es) at the end of the farm daisy chain
- 16 10 Gbit/s links (4 of which only fibres)
- Maybe some GPU reconstruction, save events via ethernet



Connect here...