

Legendre Segment Finder Status

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Muon Week 11/6/07

Outline

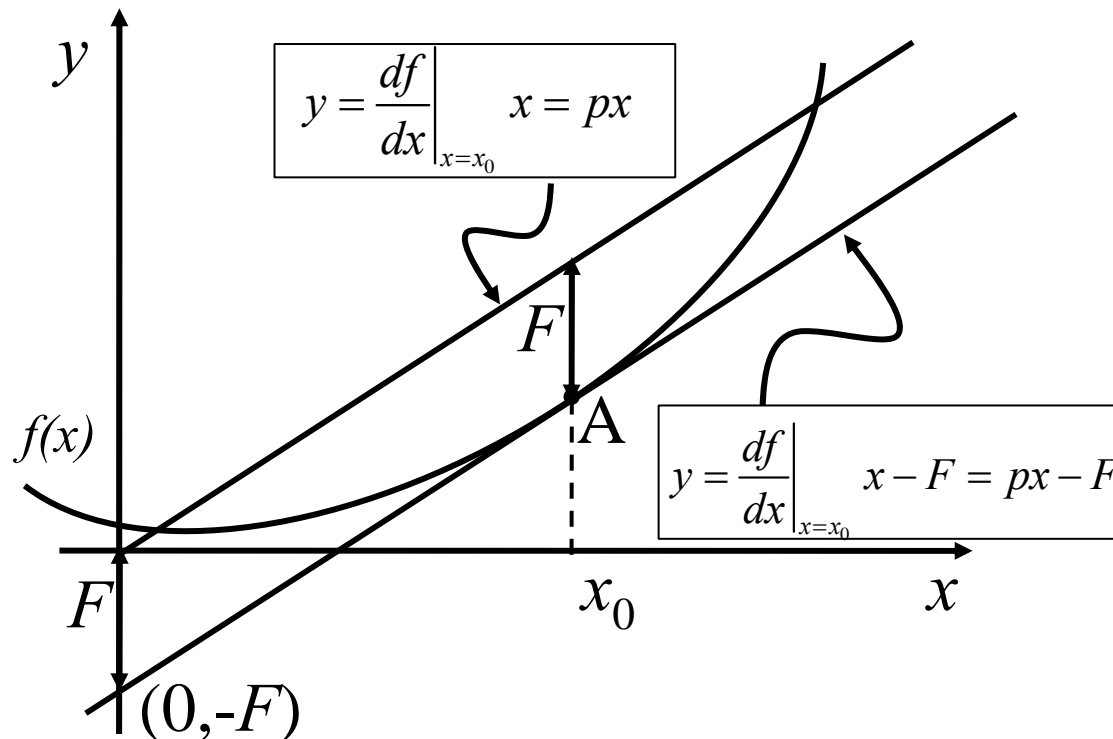
- Legendre Transform
- Legendre Segment Finder in Athena
(very preliminary...)

Legendre Transform (LT) of Convex Functions

$$\frac{d^2 f}{d^2 x} > 0 \quad \text{convex function}$$

$f(x) \xleftrightarrow{LT} F(p)$ Legendre transform pairs

$$F(p) = \sup_x [px - f(x)] = -\inf_x [f(x) - px]$$

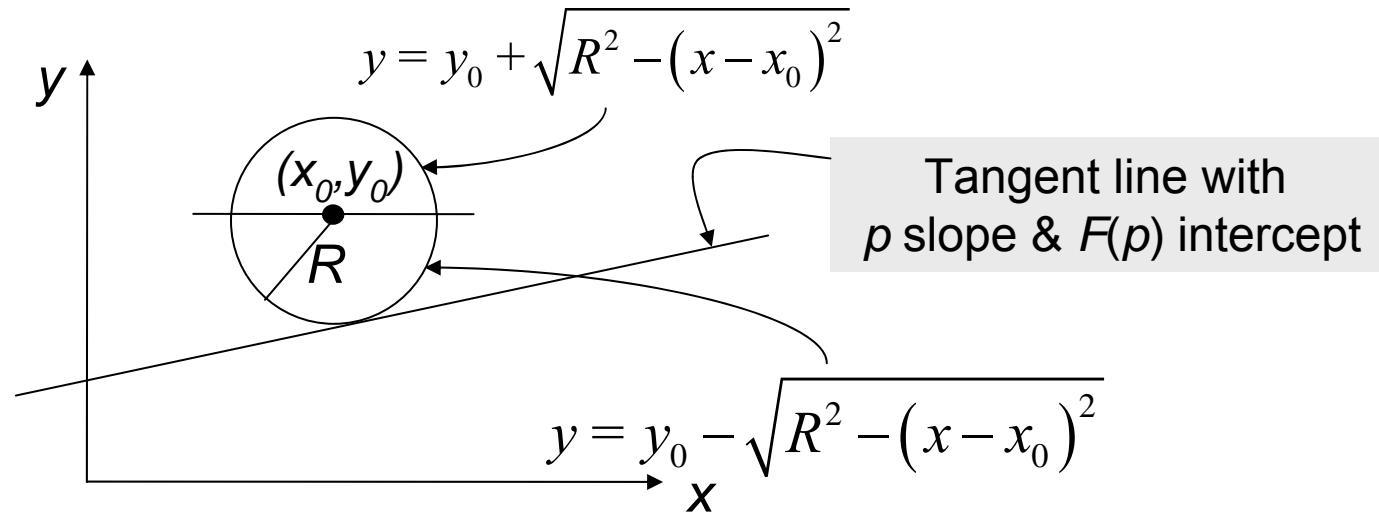


Calculate LT at a point x_0 :

$$p = \left. \frac{df}{dx} \right|_{x=x_0} \Rightarrow x_0 = X(p)$$

$$\begin{aligned} F(p) &= px_0 - f(x_0) \\ &= pX(p) - f(X(p)) \end{aligned}$$

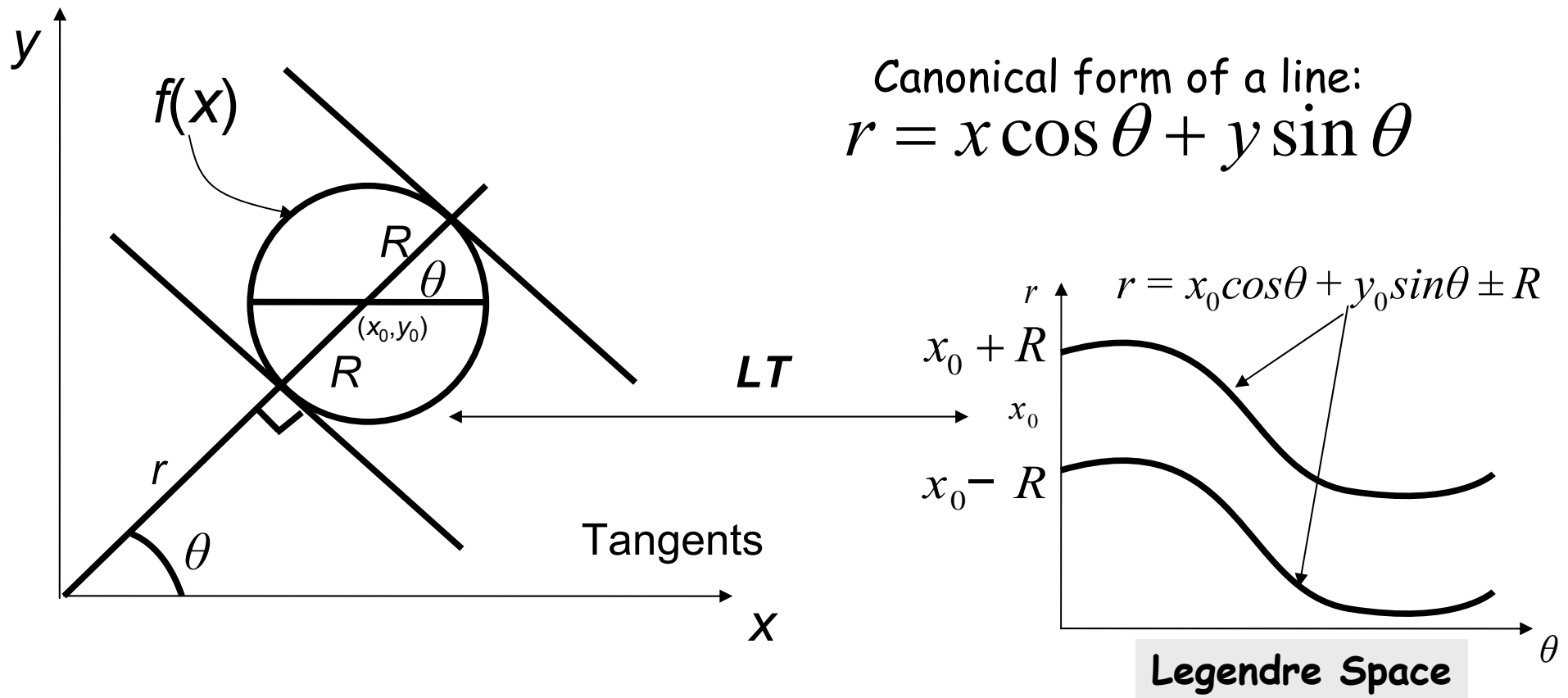
Legendre Transform (LT) of a Circle (1)



$$f(x) = \begin{cases} y_0 + \sqrt{R^2 - (x - x_0)^2} & \text{concave part} \\ y_0 - \sqrt{R^2 - (x - x_0)^2} & \text{convex part} \end{cases}$$

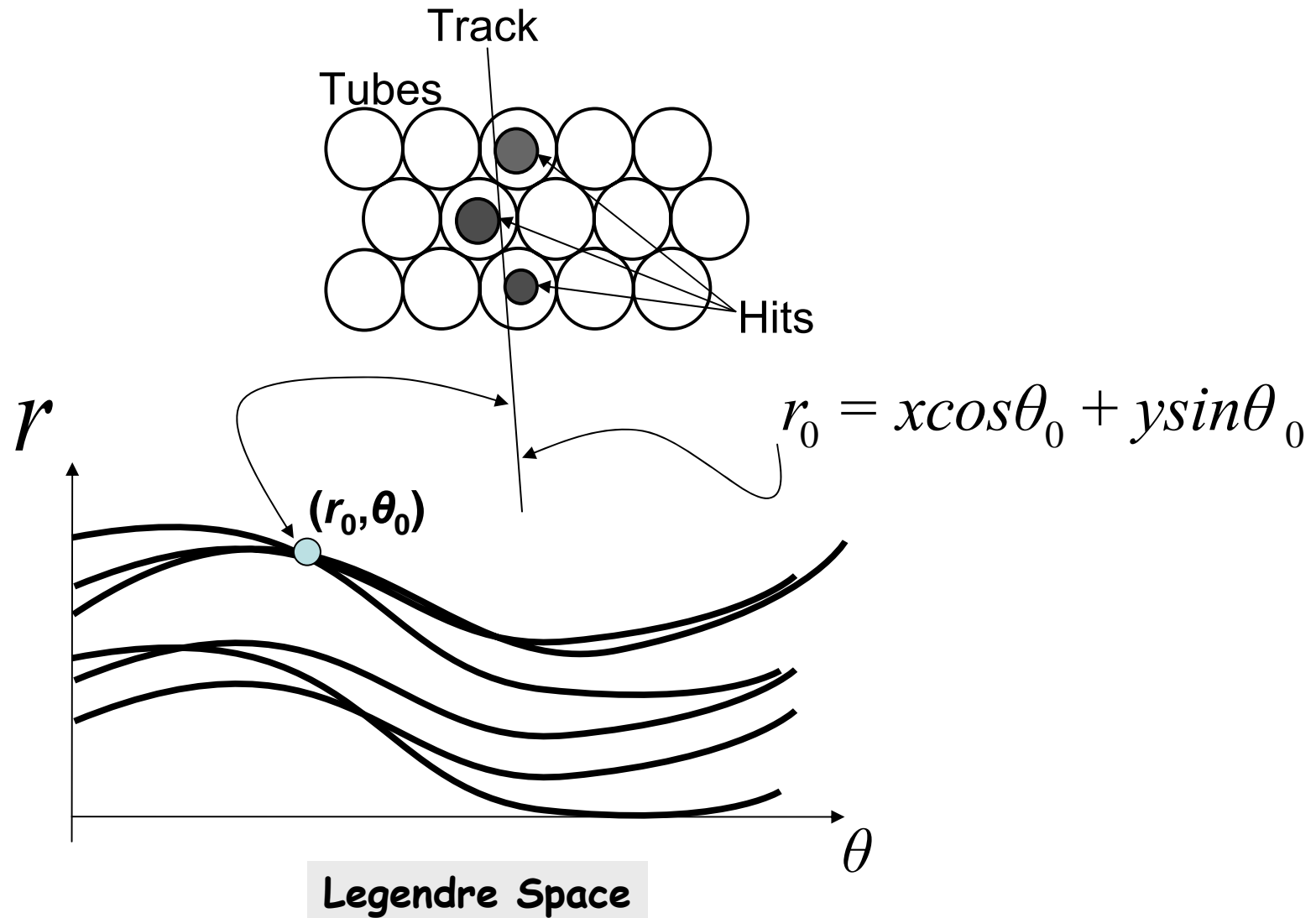
intercept ↓ $F(p)$	$= \begin{cases} +y_0 - x_0 \overset{\text{slope}}{p} + R\sqrt{p^2 + 1} & \text{concave part} \\ -y_0 + x_0 p + R\sqrt{p^2 + 1} & \text{convex part} \end{cases}$
	a circle becomes a hyperbola!

Legendre Transform (LT) of a Circle (2)



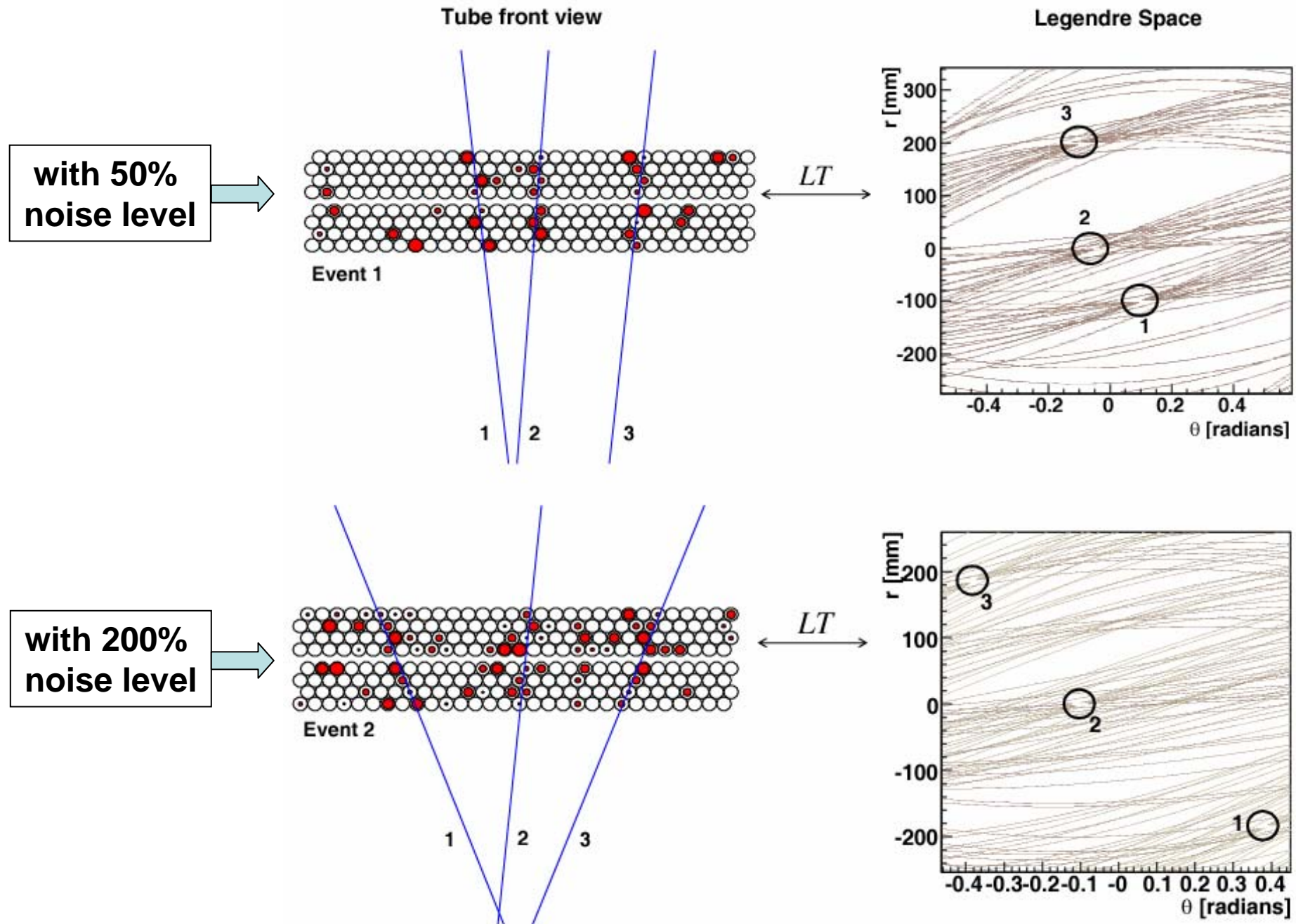
$$f(x) \xleftrightarrow{LT} F(p) = \begin{cases} r = x_0 \cos \theta + y_0 \sin \theta + R \\ r = x_0 \cos \theta + y_0 \sin \theta - R \end{cases}$$

Legendre Transform for Tracking



- To each circle corresponds a couple of sinograms in the Legendre Space.
- The point with the maximum intensity defines the common tangent of all circles.

Performance of Legendre Algorithm - Multi Track Events



Study the Legendre method in the Athena framework (Thanks Niels!)

NTULegendreSegments

DCMathSegmentMaker

MoMu

NTULegendre::SegmentFinder

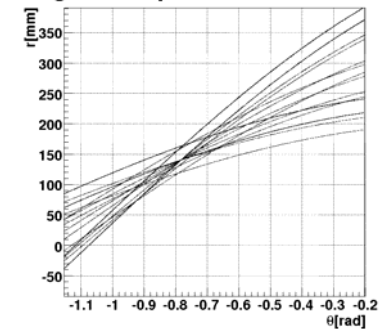
TrkDriftCircleMath::SegmentFinder

transform

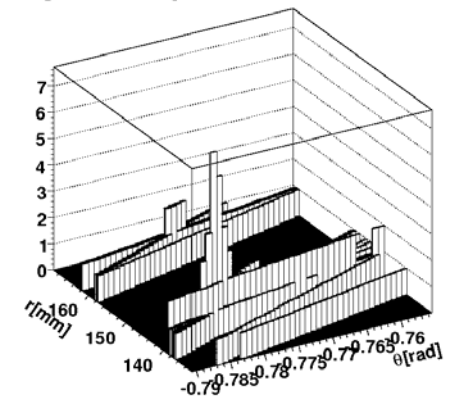
**Clustering-
Extraction of lines**

**Segment Cleaning
(as in TrkDriftCircle::SegmentFinder)**

Legendre space



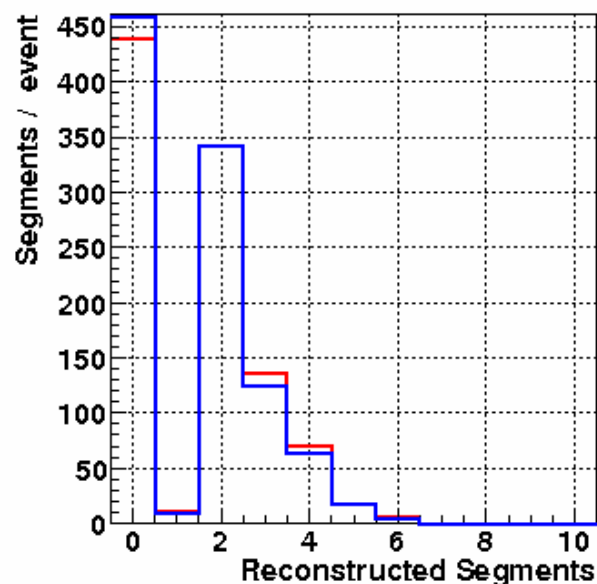
Legendre space



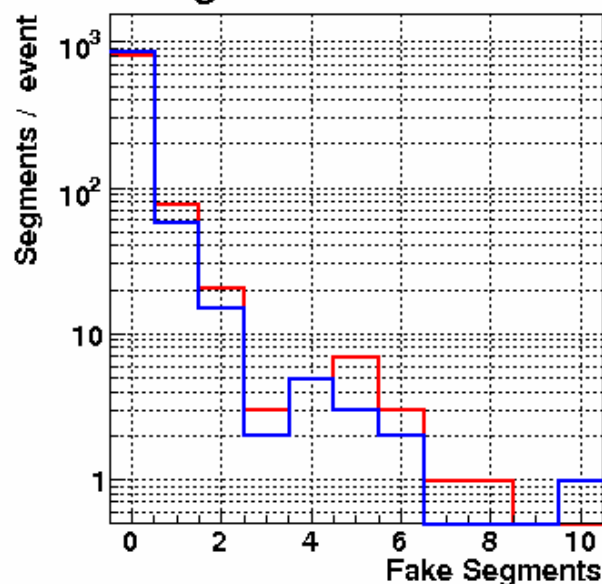
Legendre-MoMu Comparison

2 GeV

Reconstructed Segments



Fake Segments

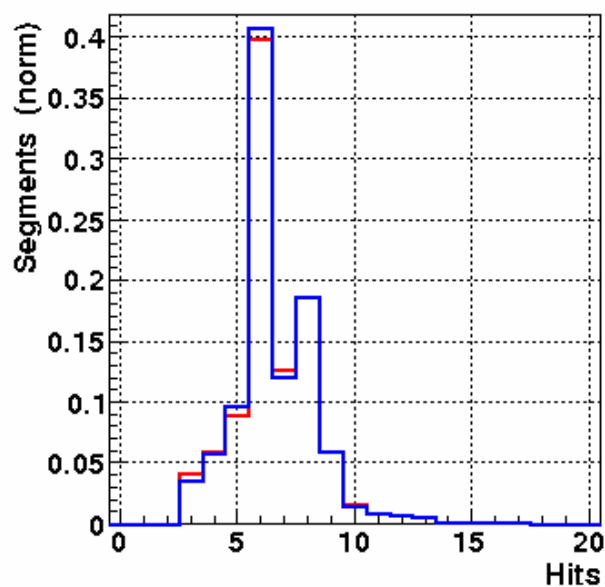


— MoMu
— Legendre

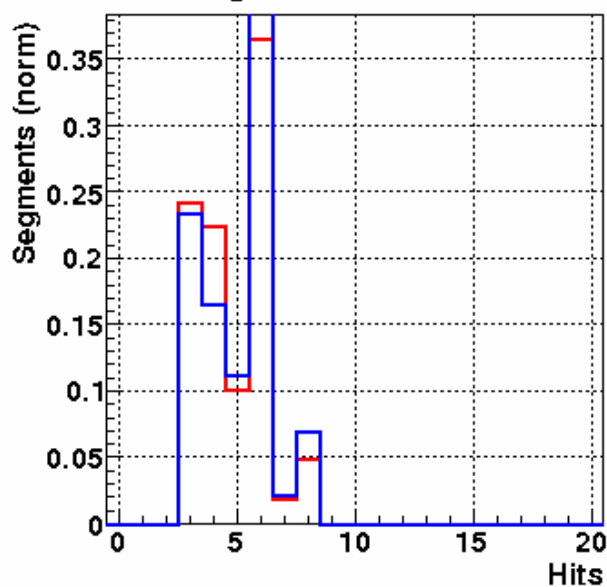
eff: 72.1% / 69.3%

fake: 11.1% / 8.2%

Hits On Segment(matched)



Hits On Segment(fakes)

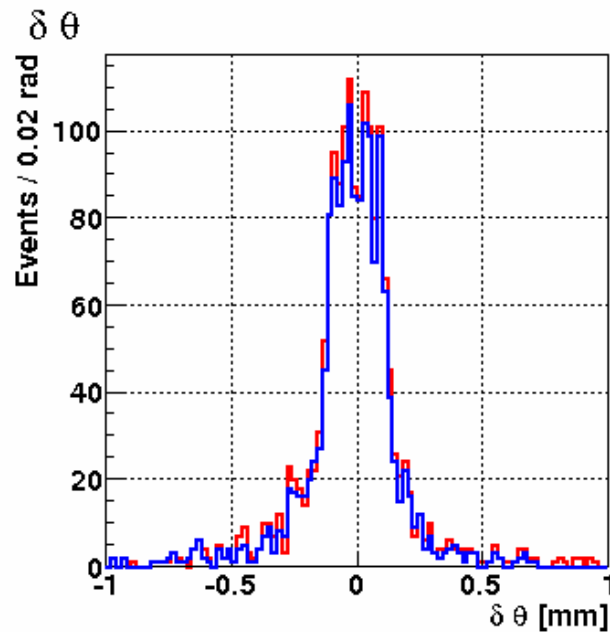
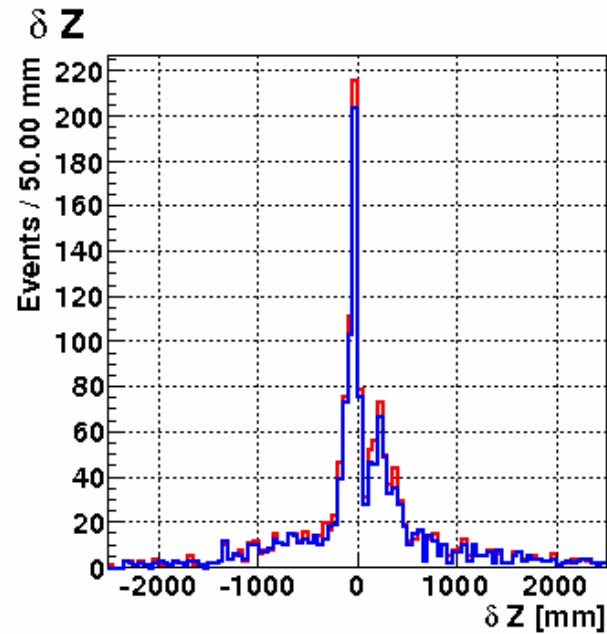
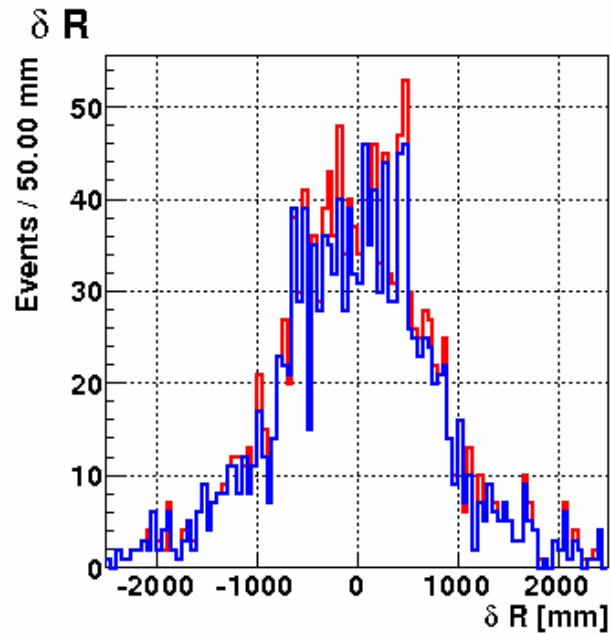


$$\text{eff} = \frac{\text{rec. segm.}}{\text{sim. segm.}}$$

$$\text{fake} = \frac{\text{fake segm.}}{\text{rec. segm.}}$$

Legendre-MoMu Comparison

2 GeV



— MoMu

— Legendre

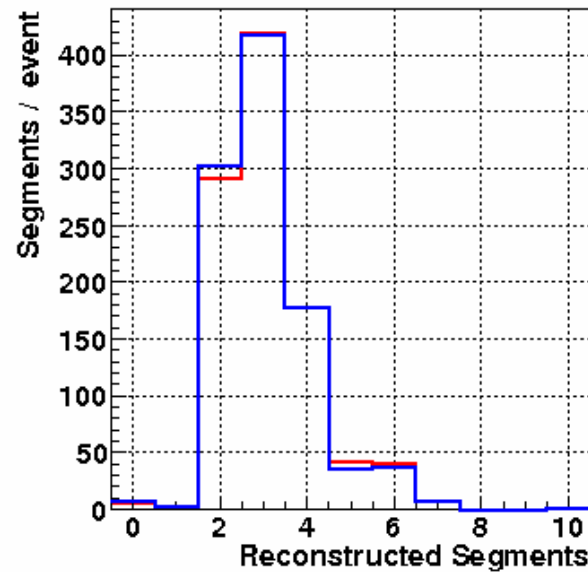
Eff: 72.1% / 69.3%

Fake: 11.1% / 8.2%

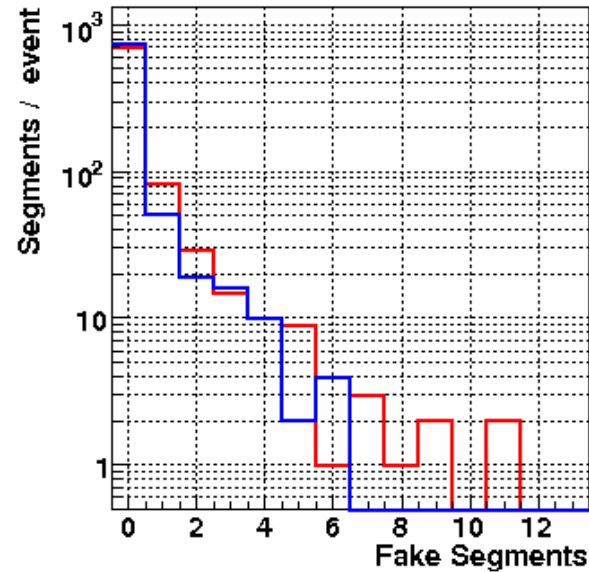
Legendre-MoMu Comparison

20 GeV

Reconstructed Segments



Fake Segments

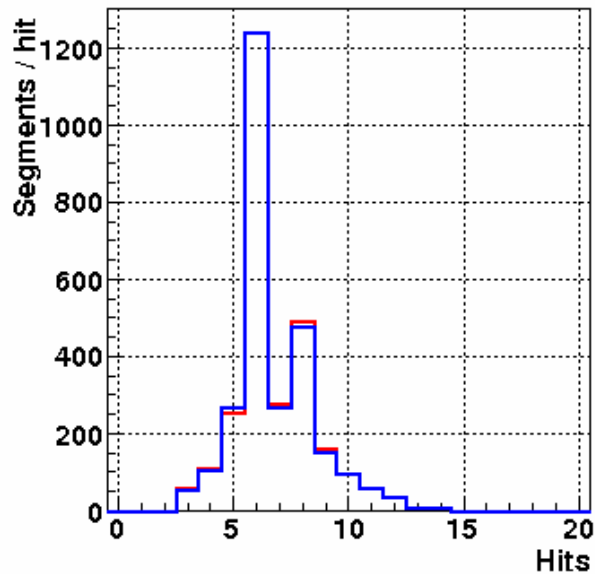


— MoMu
— Legendre

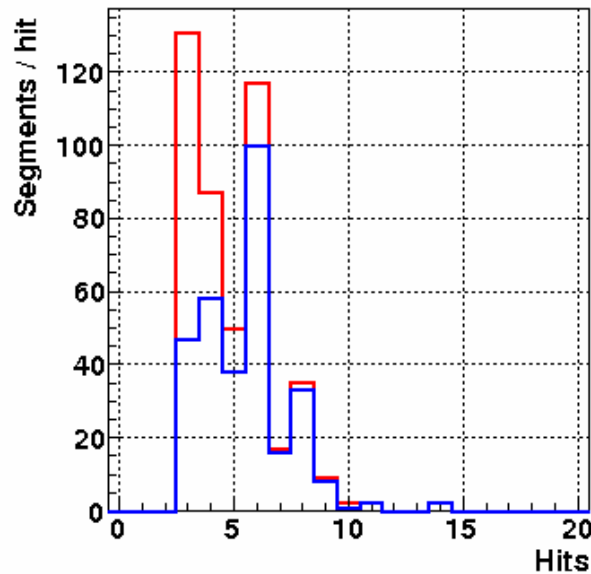
Eff: 97.6% / 96.3%

Fake: 12.7% / 7.8%

Hits On Segment(matched)

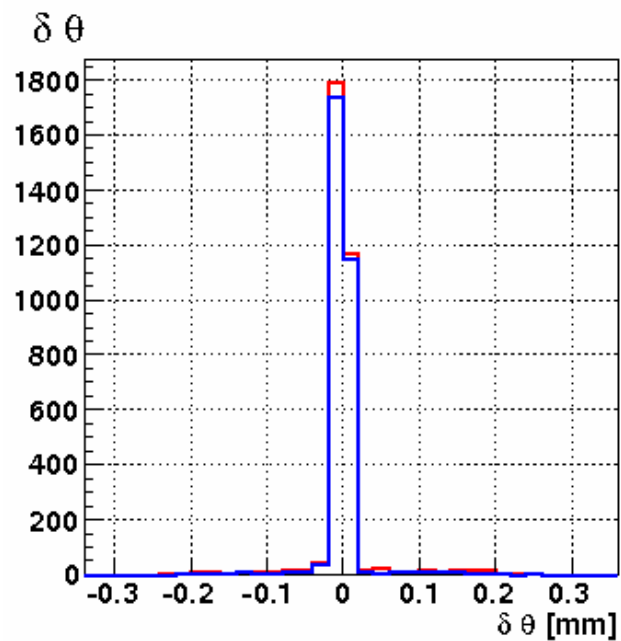
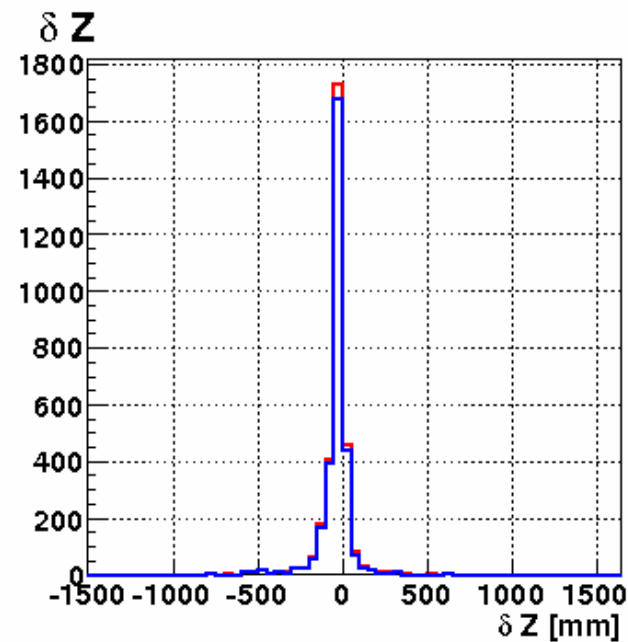
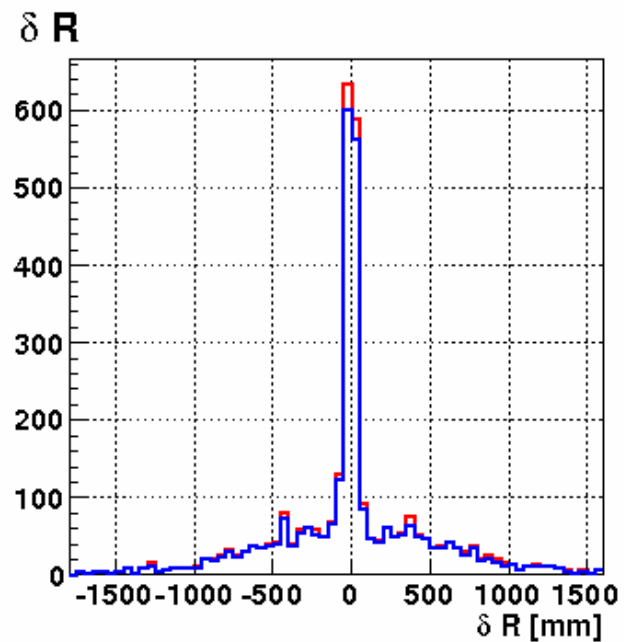


Hits On Segment(fakes)



Legendre-MoMu Comparison

20 GeV



— MoMu
— Legendre

Eff: 97.6% / 96.3%

Fake: 12.7% / 7.8%

Legendre-MoMu Comparison

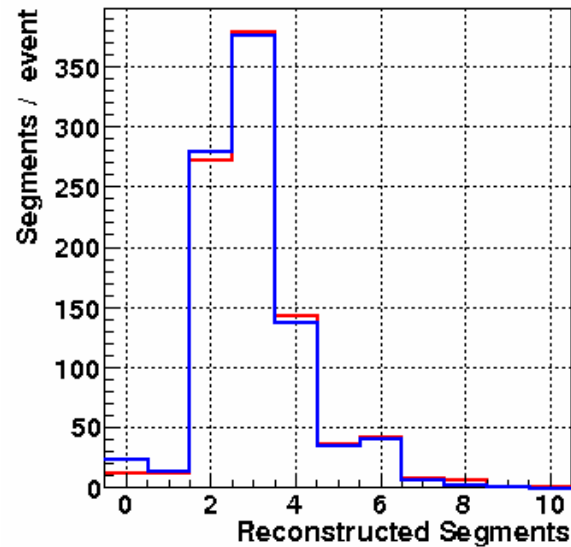
100 GeV

— MoMu
— Legendre

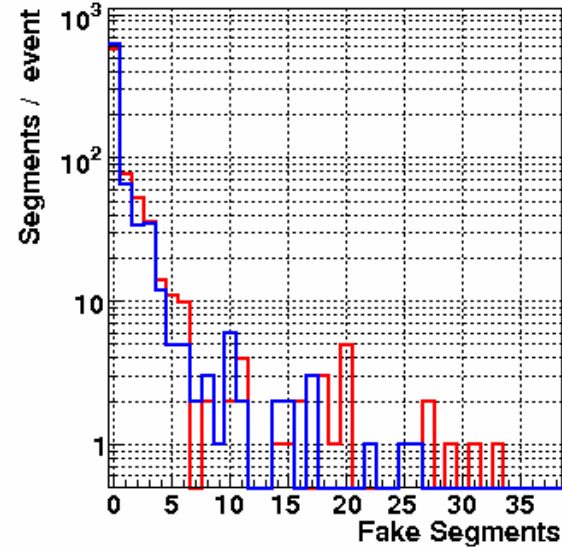
Eff: 97.3% / 94.5%

Fake: 52.3% / 37.1%

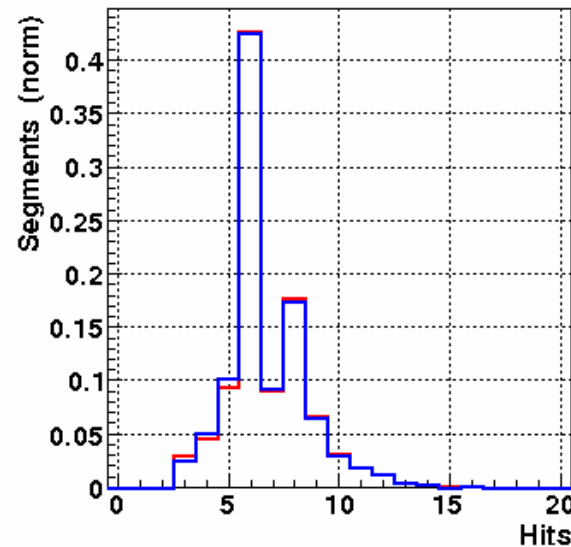
Reconstructed Segments



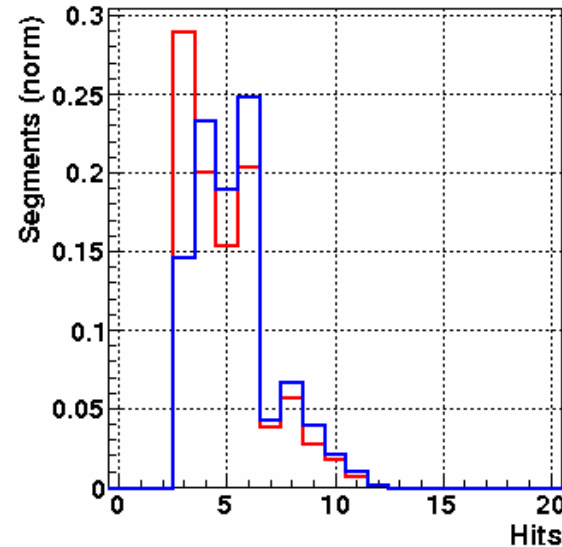
Fake Segments



Hits On Segment(matched)

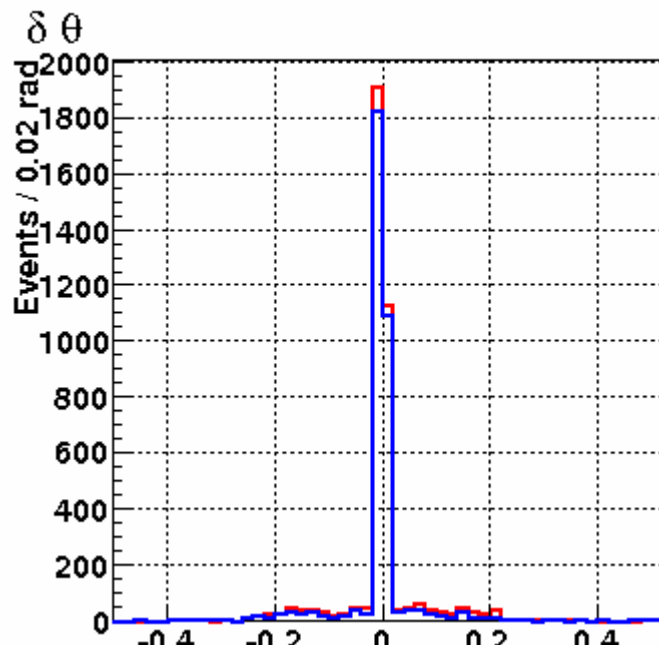
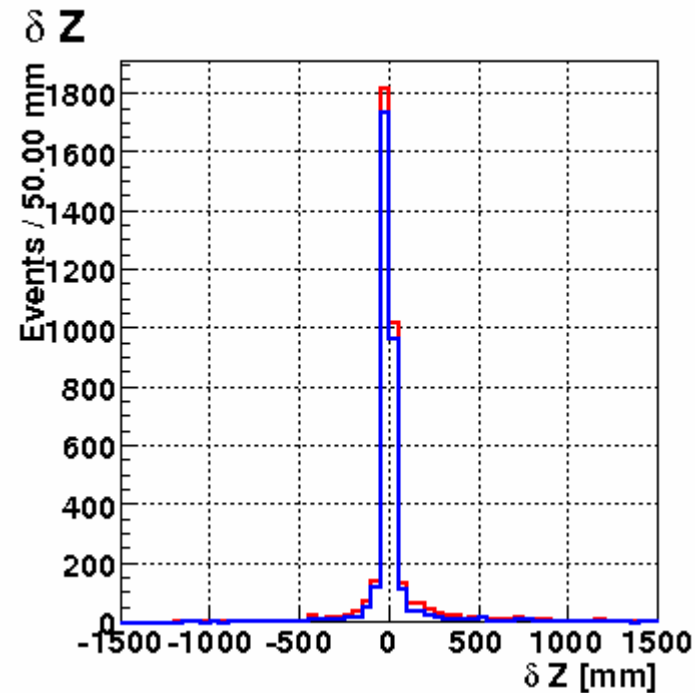
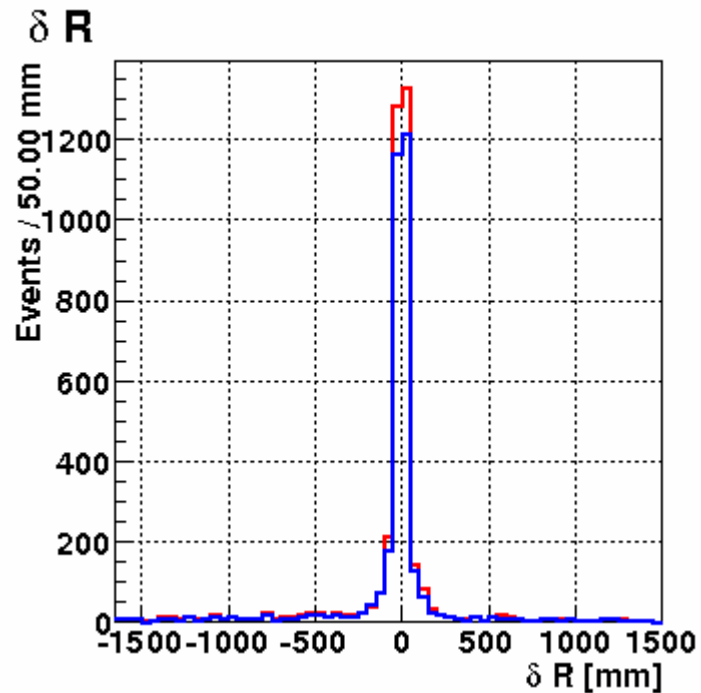


Hits On Segment(fakes)



Legendre-MoMu Comparison

100 GeV



— MoMu

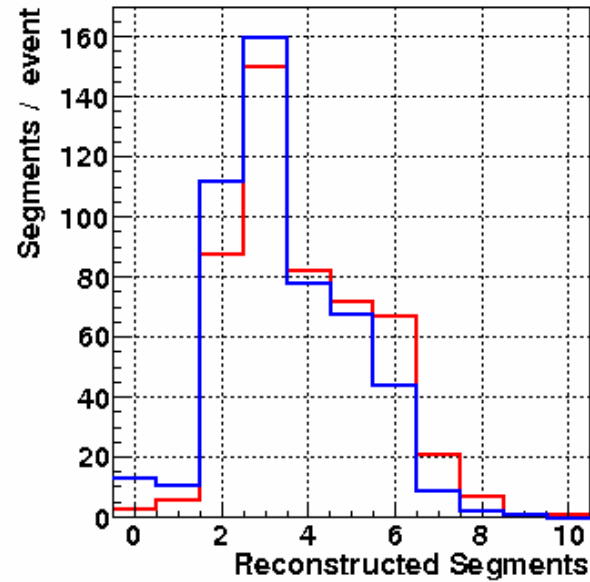
— Legendre

Eff: 97.3% / 94.5%

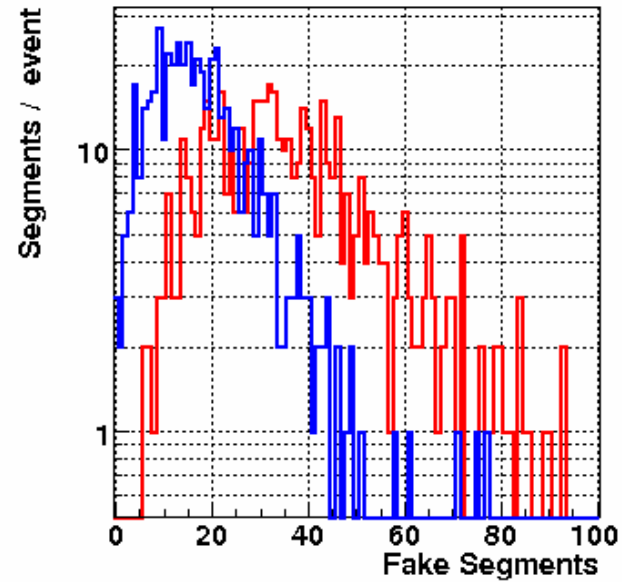
Fake: 52.3% / 37.1%

Legendre-MoMu Comparison

Reconstructed Segments

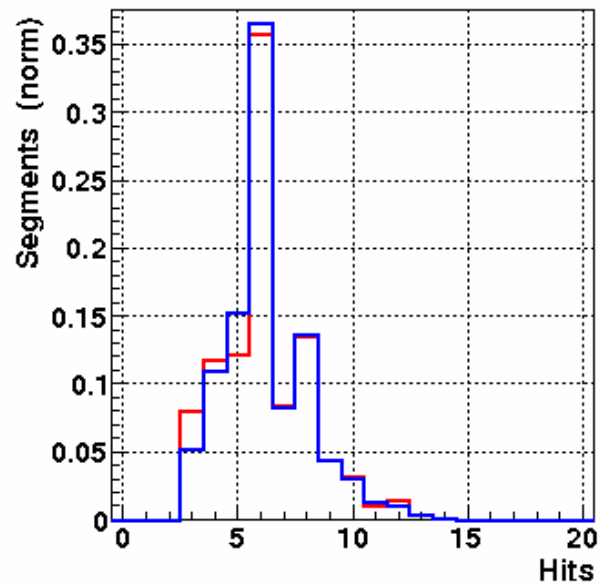


Fake Segments

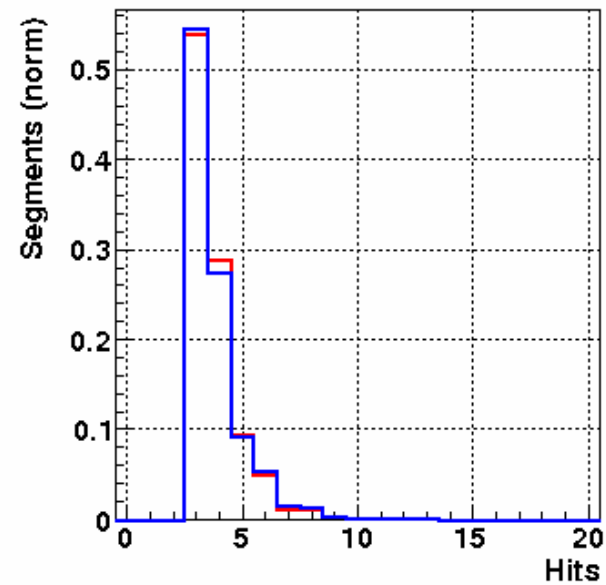


100 GeV
w/ bkg
Safetyfactor=5

Hits On Segment(matched)



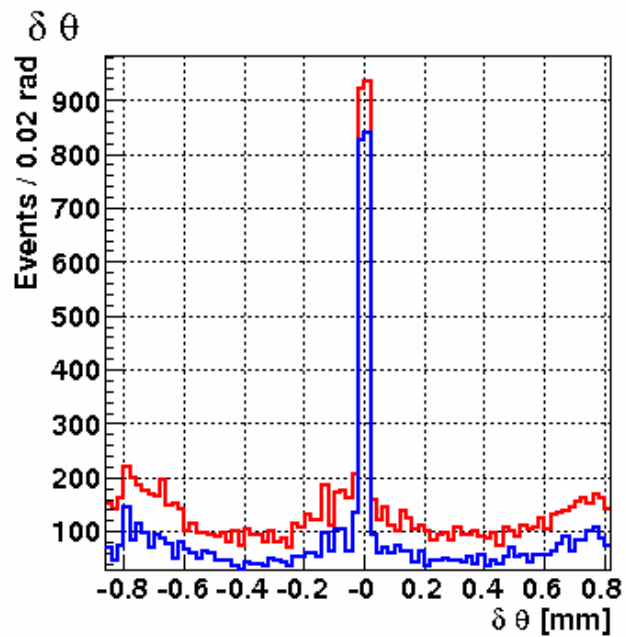
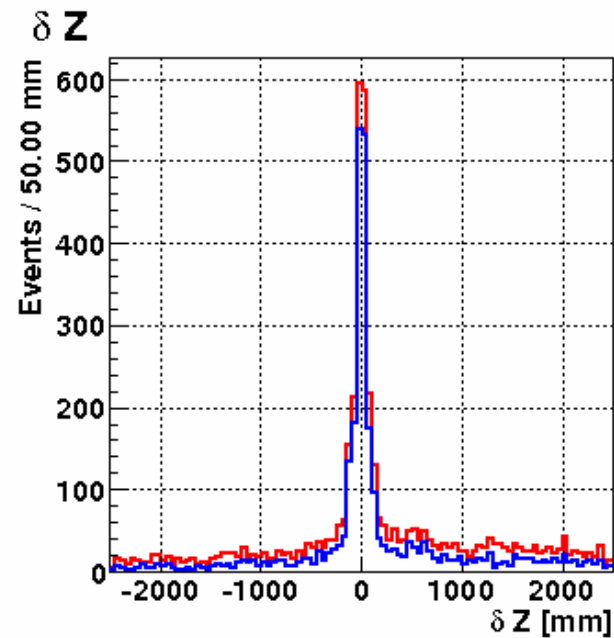
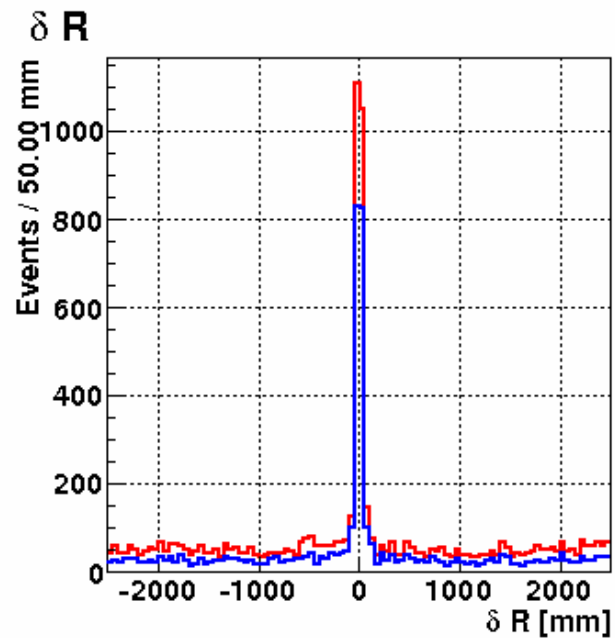
Hits On Segment(fakes)



— MoMu
— Legendre

Fake: 941% / 525%

Legendre-MoMu Comparison

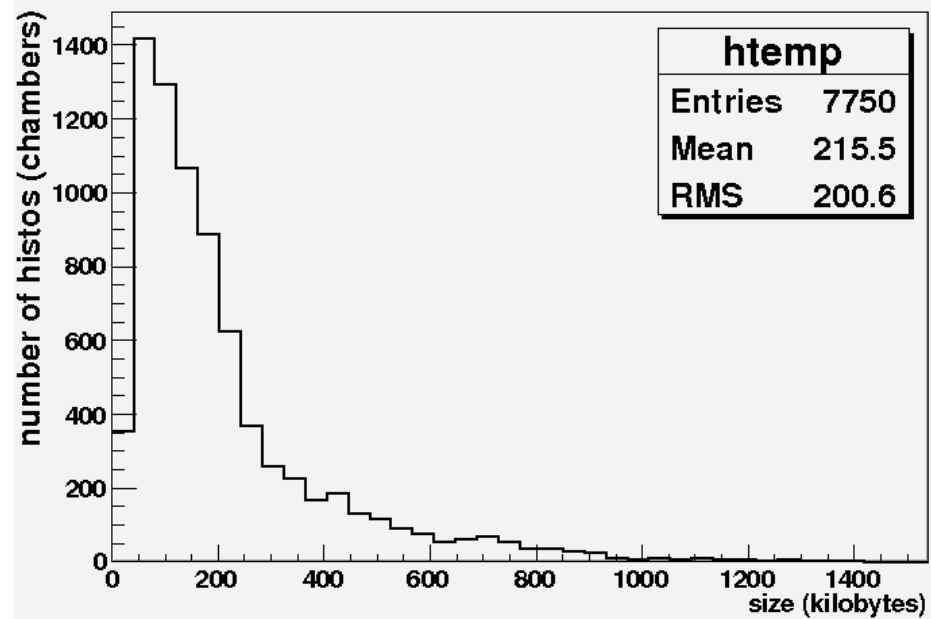


100 GeV
w/ bkg
Safetyfactor=5

Fake: 941% / 525%

Timing & Memory studies

Histogram size in kbs (high background sample)



Processing Time

