

Track reconstruction at BESIII & HL-LHC

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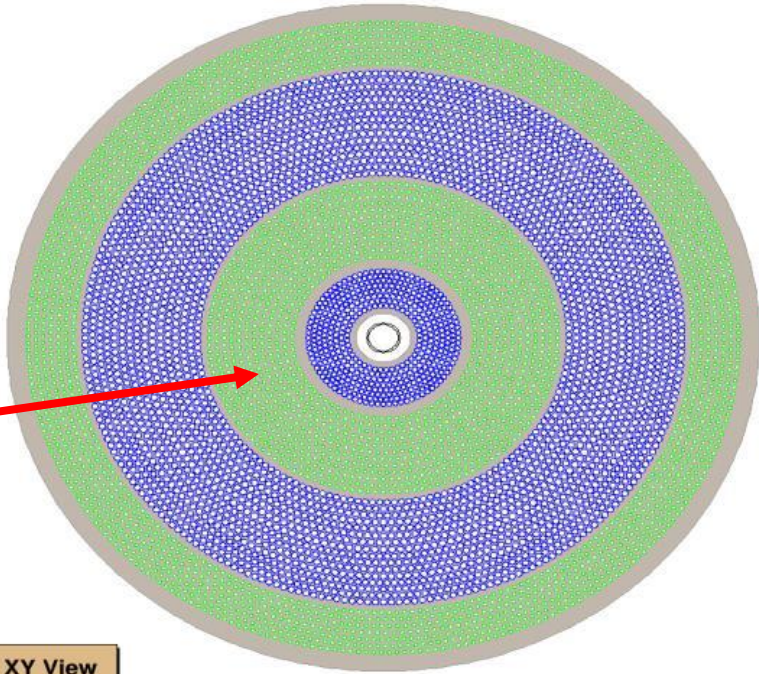
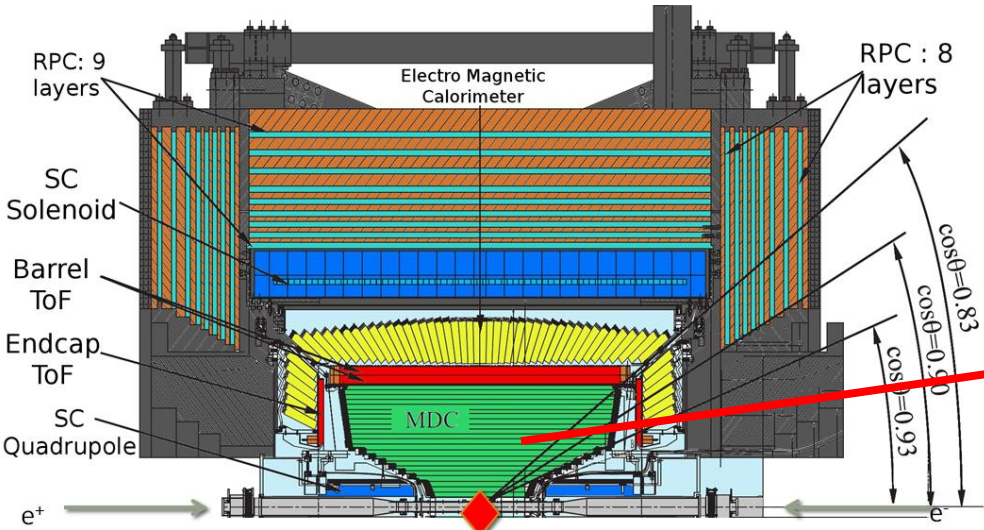
2026/5/28





- Track reconstruction at BESIII
 - BESIII introduction
 - Local track finding: PAT & TSF algorithms
 - Global track finding: Hough algorithm
 - Track fitting: Kalman filter
 - Noise filtering, clustering, separation: GNN
 - Tracking efficiency
- Track reconstruction at HL-LHC
 - HL-LHC introduction
 - Transformer based noise filter
 - MaskFormer based track reconstruction
 - Tracking & time performance

BESIII introduction

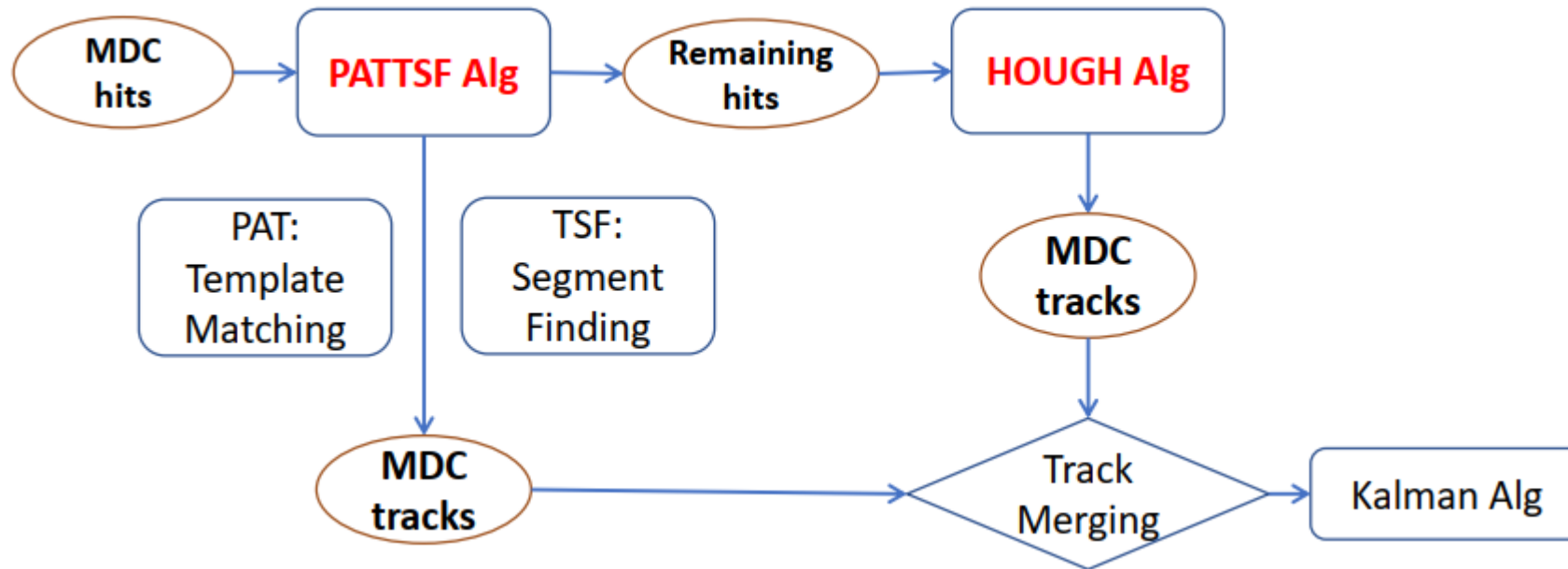


MDC, TOF, EMC, SC, MUC

Green: Axial layers (19)

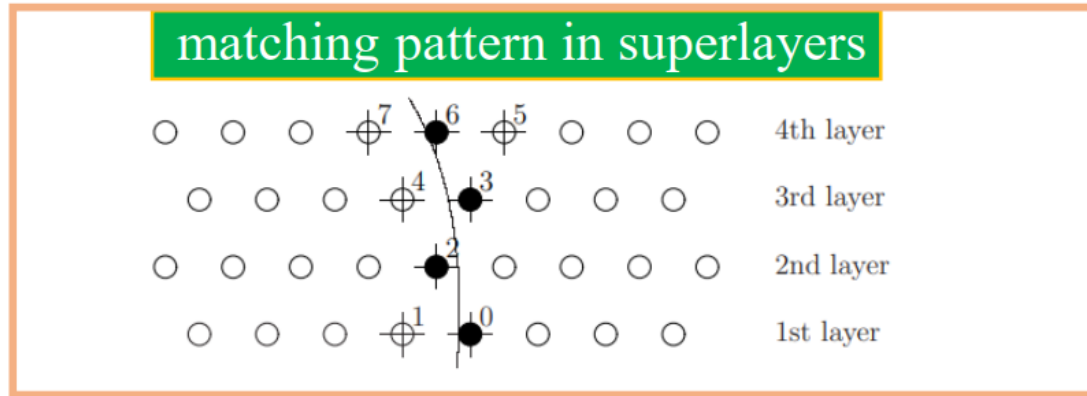
Blue: Stereo layers (24)

Offline track reconstruction

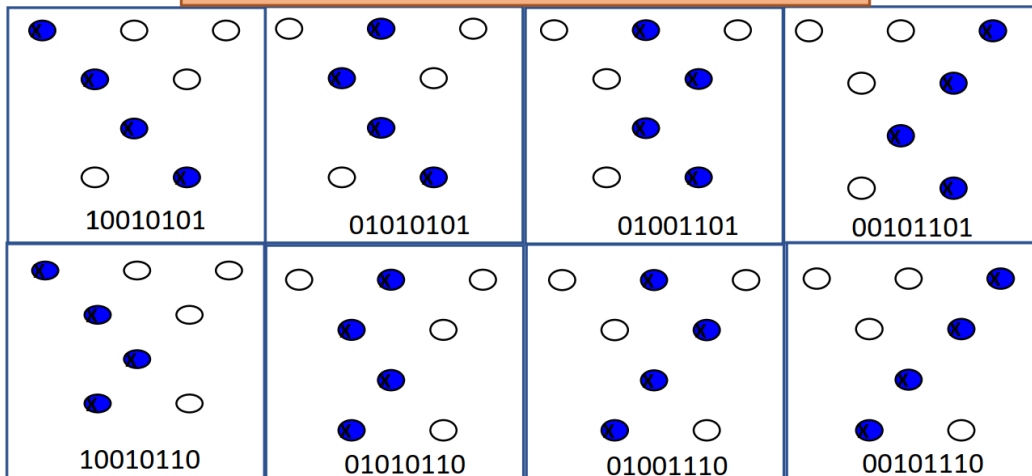


- Local: PAT & TSF
- Global / low p_t : Hough Alg

Local: Pattern matching finding (PAT)

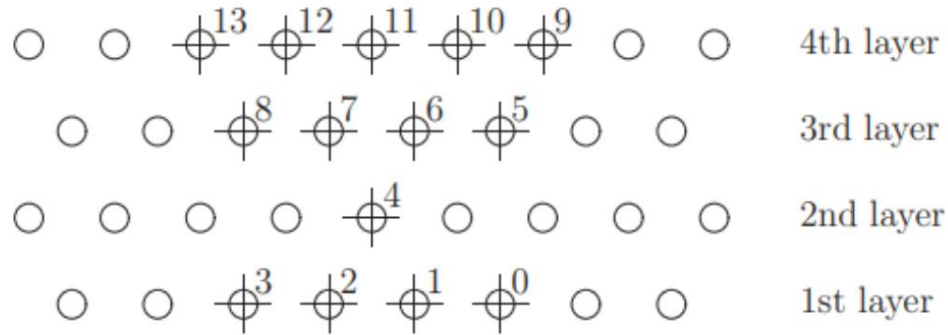


4-hit pattern, 8 wire group dictionary

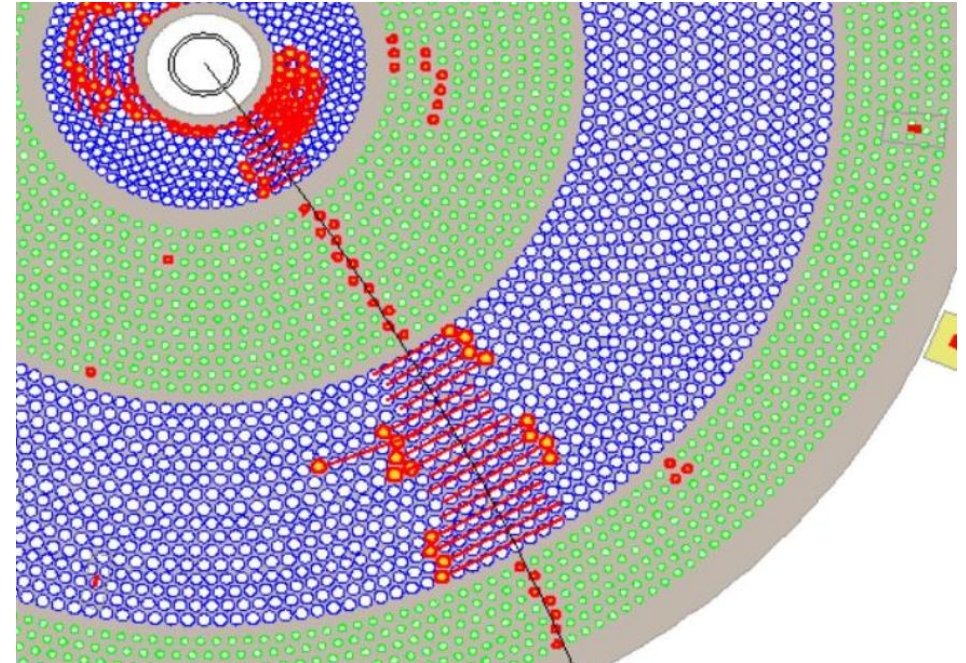


- Particularly suitable for cell-based MDC geometry:
 - Superlayer structure
 - Symmetrical along ϕ

Local: Pattern matching finding (PAT)



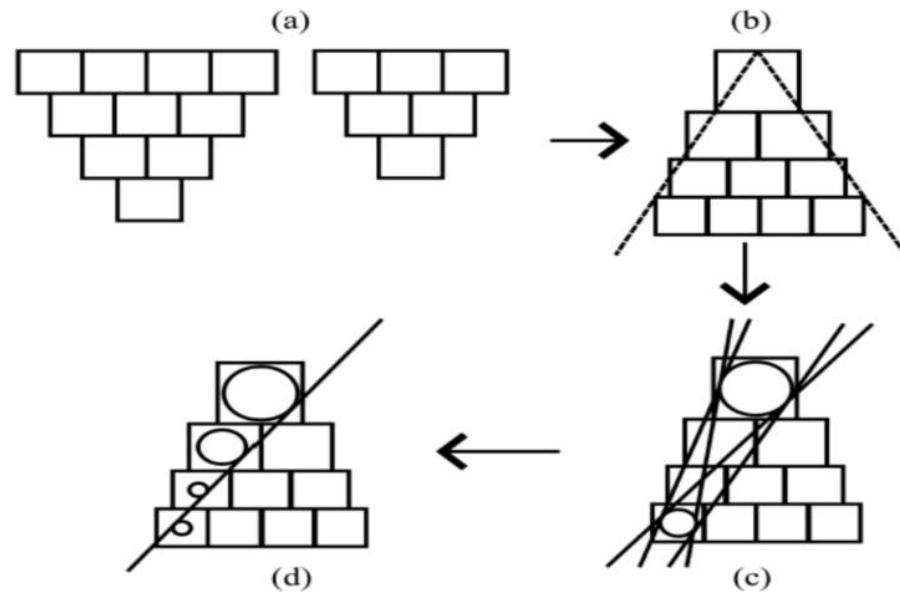
➤ It's actually 14-wire patterns at BESIII



- A solid example with **large p_t**

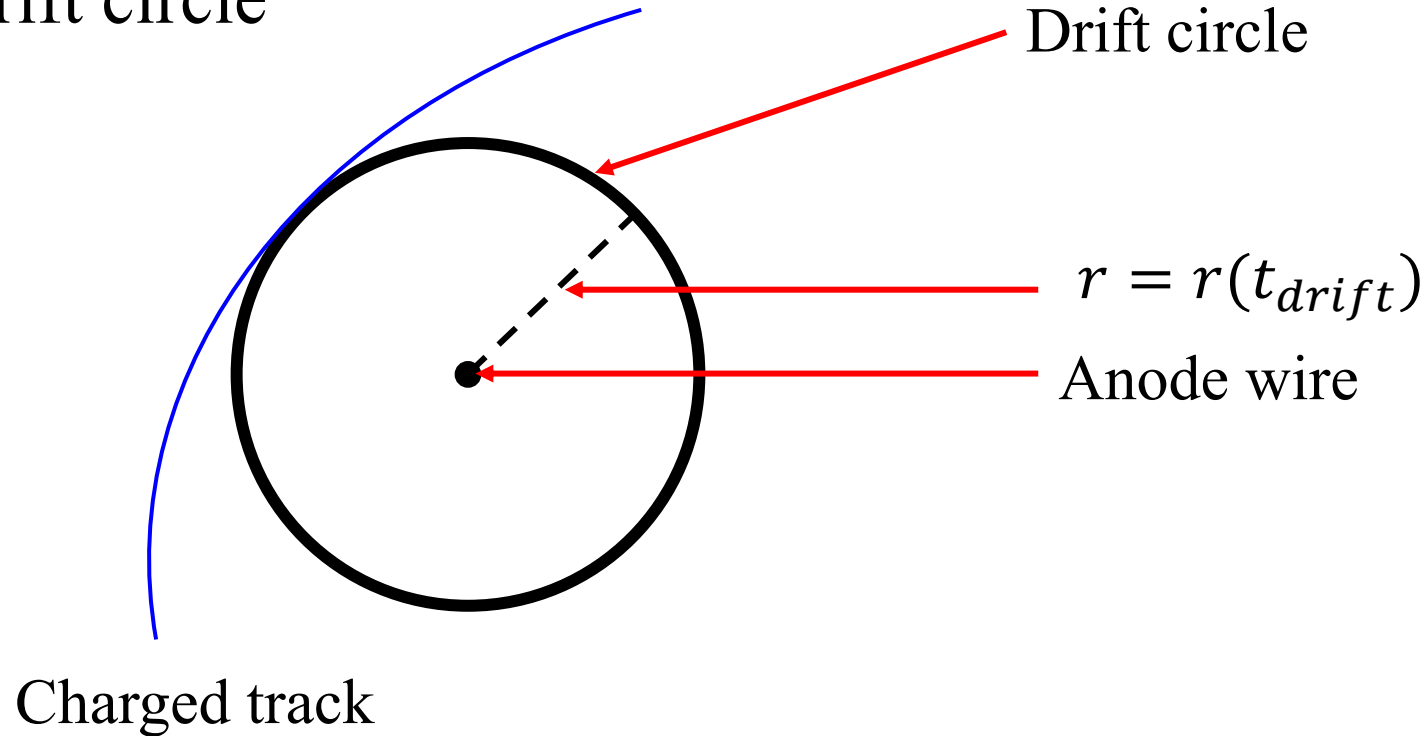
Local: Track segment finder (TSF)

- Lower $p_t \Rightarrow$ larger curvature, PAT struggles
 - Use drift circles
 - Fit with conformal transformation



Local: Track segment finder (TSF)

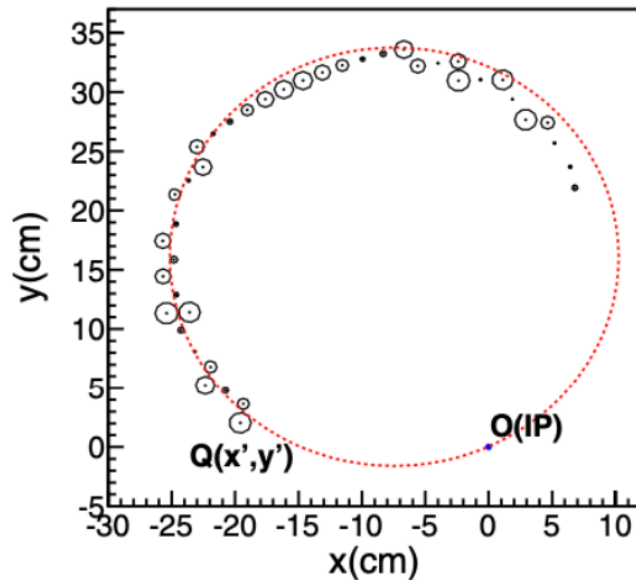
➤ Drift circle



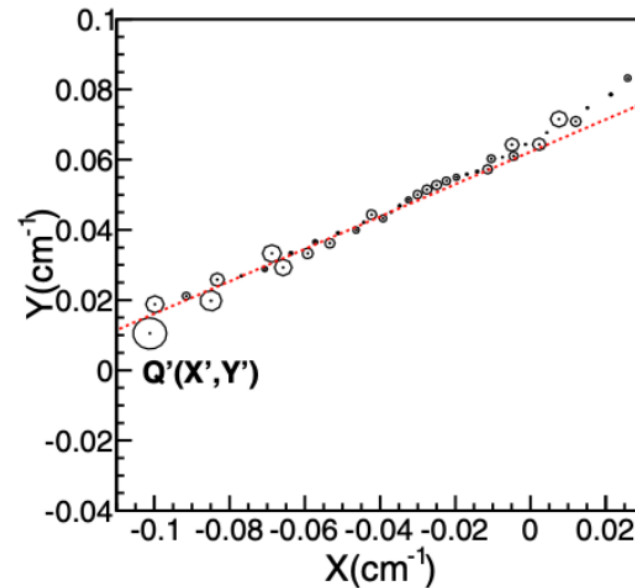
Local: Track segment finder (TSF)

➤ Conformal transformation

$$\begin{cases} X = \frac{x}{x^2+y^2} \\ Y = \frac{y}{x^2+y^2} \end{cases}$$



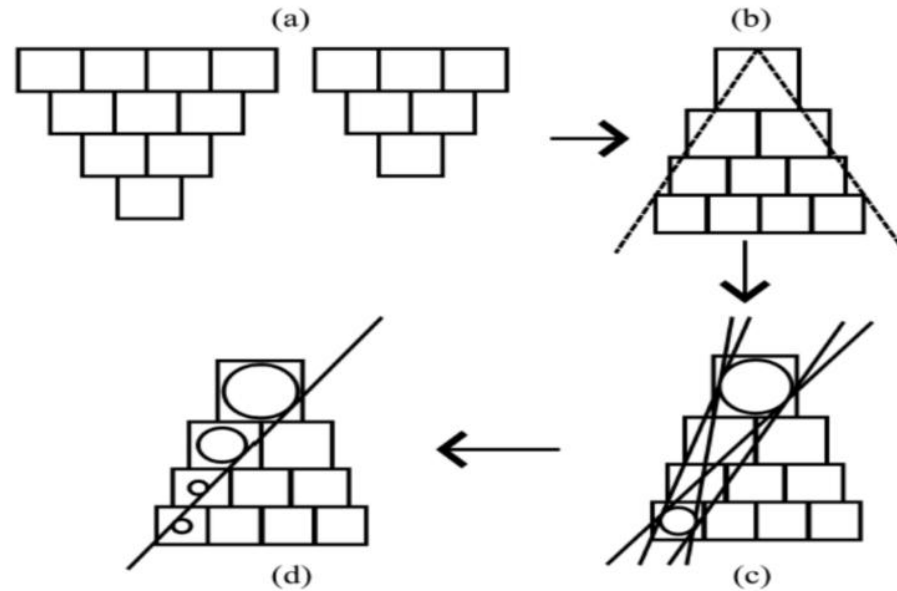
(a) x-y plane



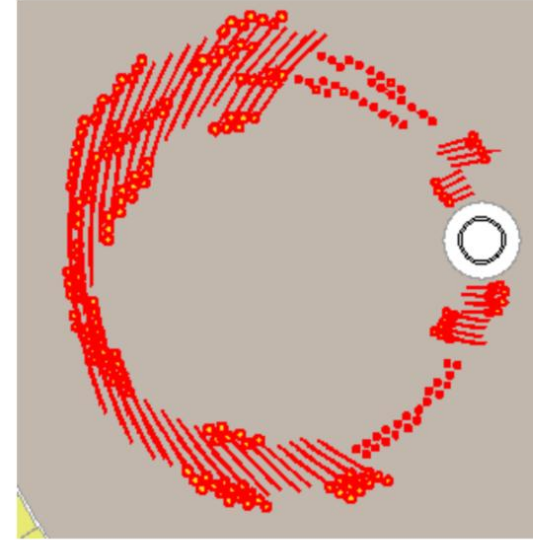
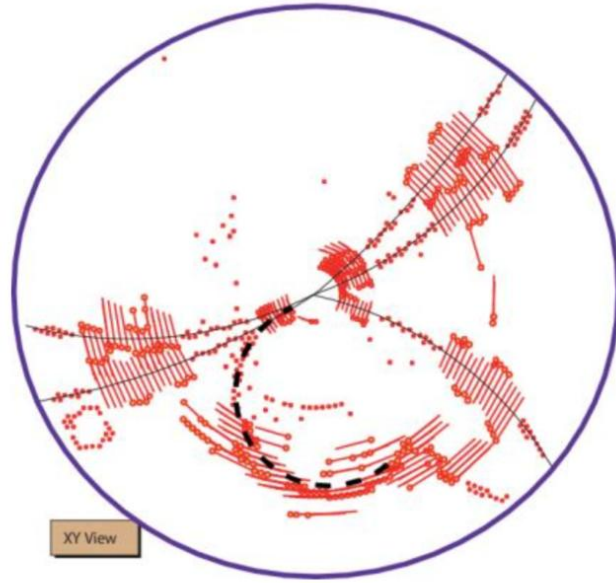
(b) comformal plane

Local: Track segment finder (TSF)

- Lower $p_t \Rightarrow$ larger curvature, PAT struggles
 - Use drift circles
 - Fit with conformal transformation



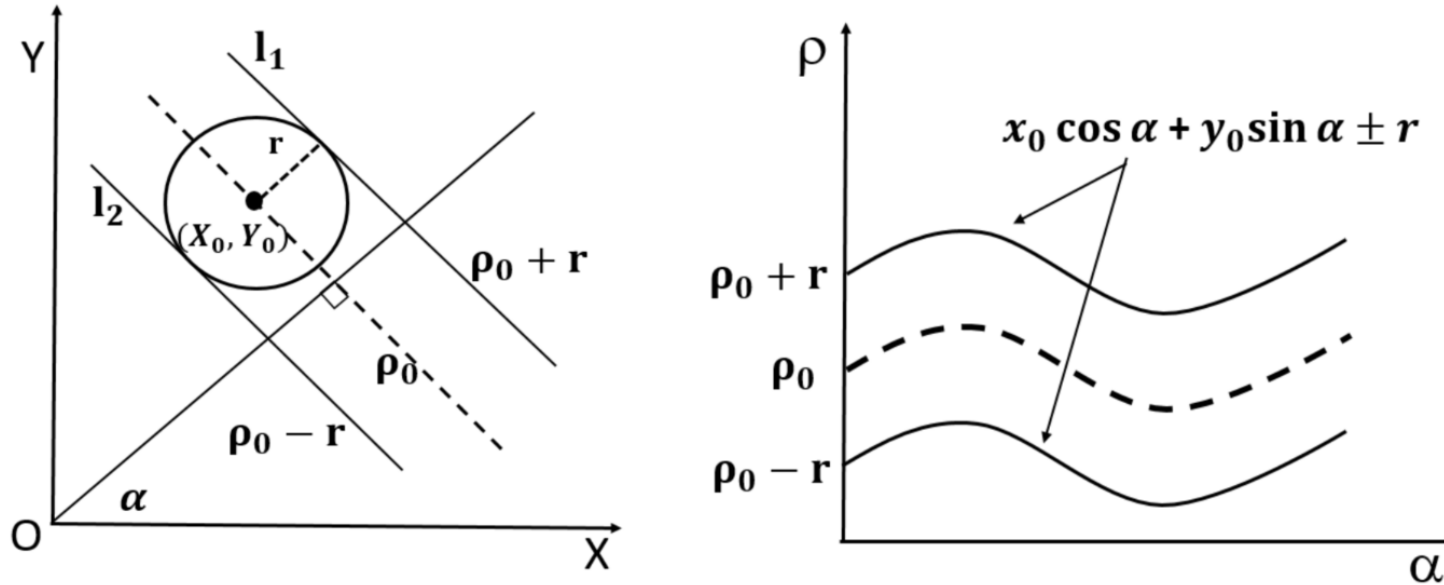
Global: Hough algorithm



- $p_t < 120 \text{ MeV}/c$
 - With large $p_z \Rightarrow$ short tracks
 - With small $p_z \Rightarrow$ multiturn tracks

Global: Hough algorithm

- Hough transform for drift circles

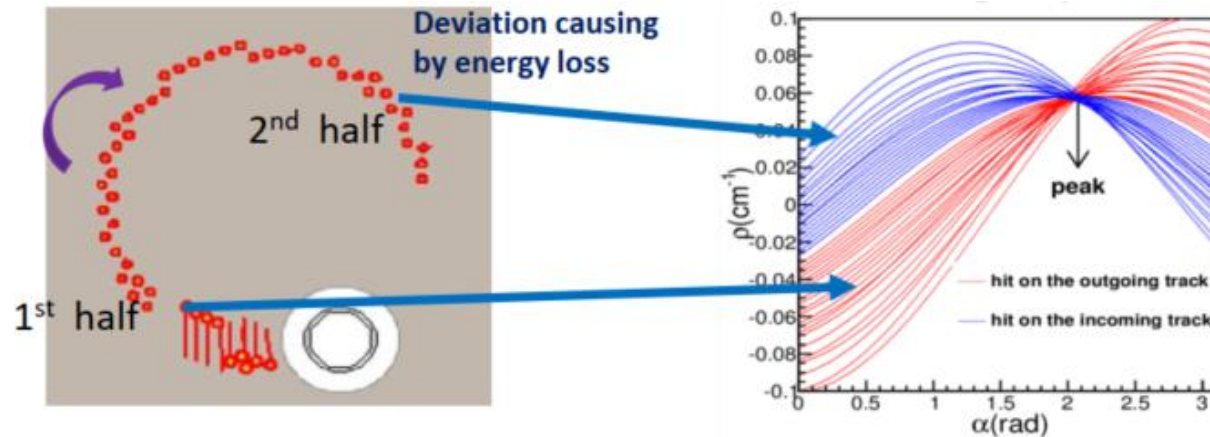
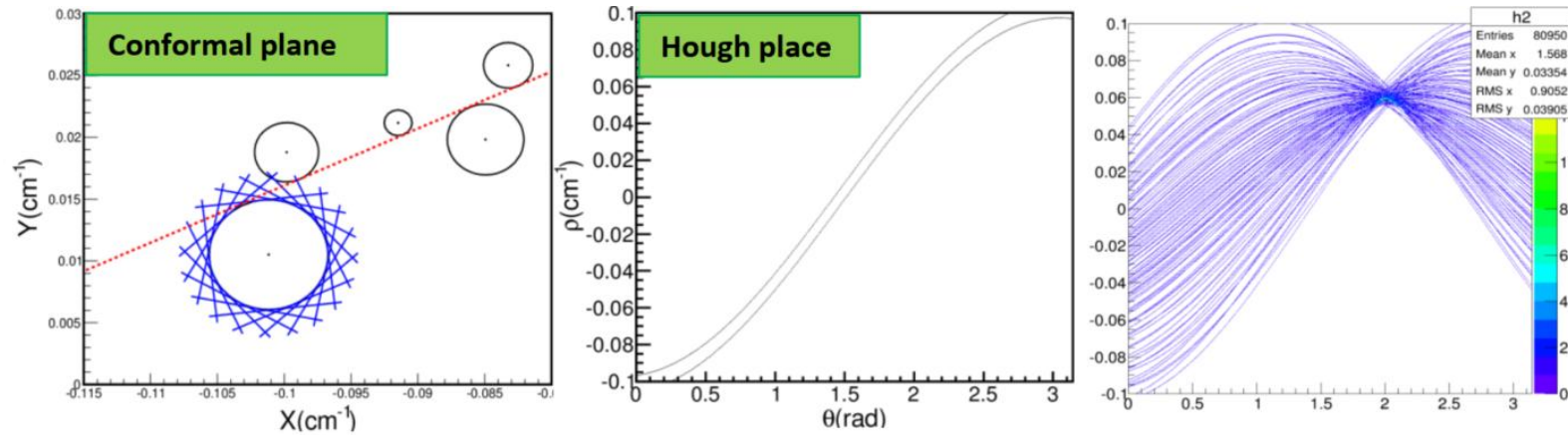


$$\rho = X \cos \alpha + Y \sin \alpha + r \text{ (upper half circle)}$$

$$\rho = X \cos \alpha + Y \sin \alpha - r \text{ (lower half circle)}$$

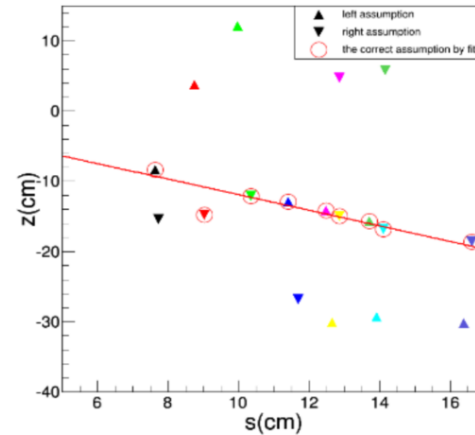
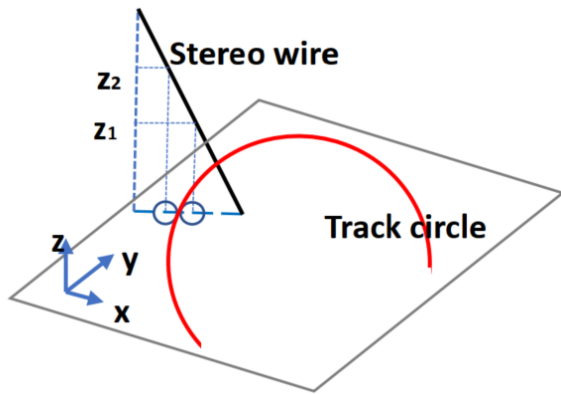
Global: Hough algorithm

➤ Hough transform for drift circles



Kalman filter

- Z-coordinate info: Left/right ambiguity



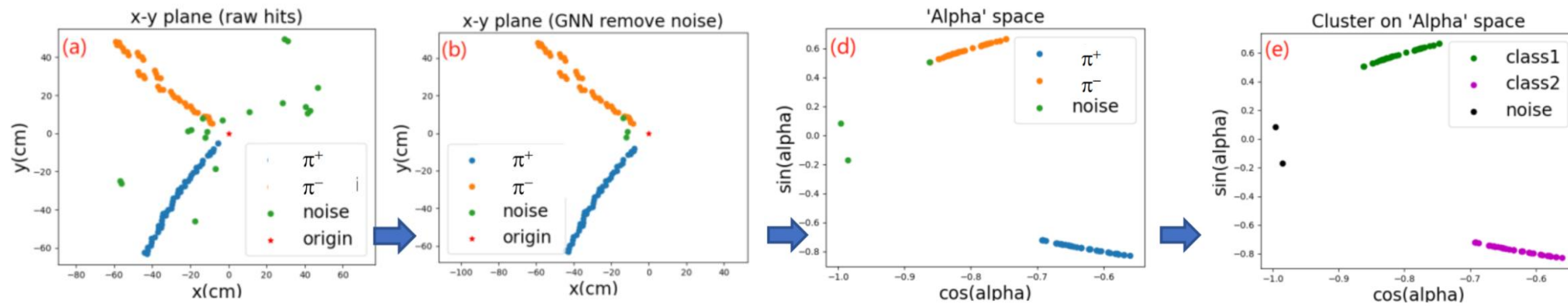
- Helix parameters: $(r_x, r_y, r_z, \kappa_p, \cot \lambda)$

$$\mathbf{q}_{k|k} = \mathbf{q}_{k|k-1} + K_k (\mathbf{m}_k - H_k \mathbf{q}_{k|k-1})$$

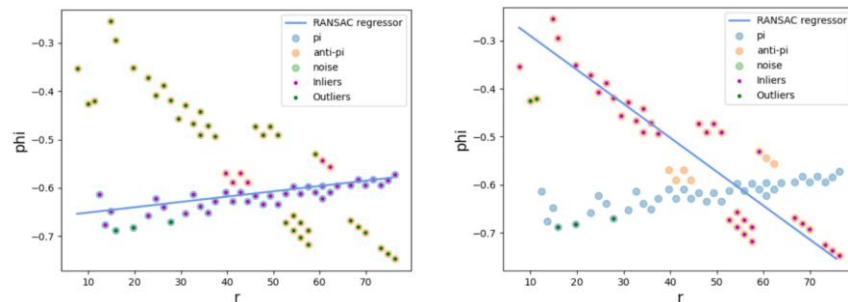
Considering inhomogeneous magnetic field, energy loss and multiple scattering with e, μ, π, K, p hypothesis.

Graph neural network

- Noise cancelling: Edge classification
- Clustering: Density-Based Spatial Clustering of Applications with Noise



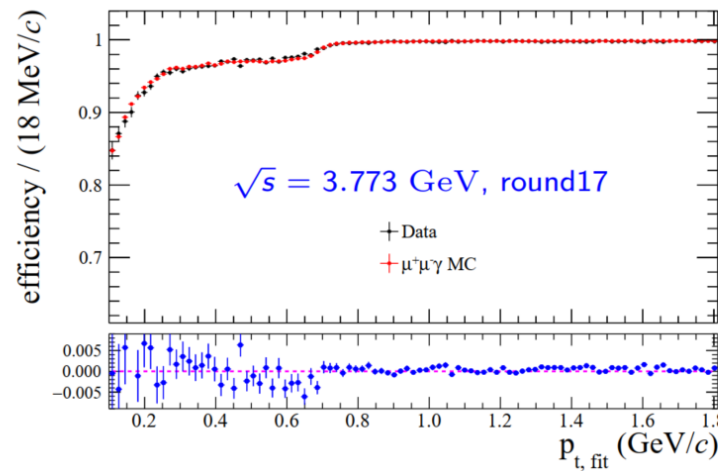
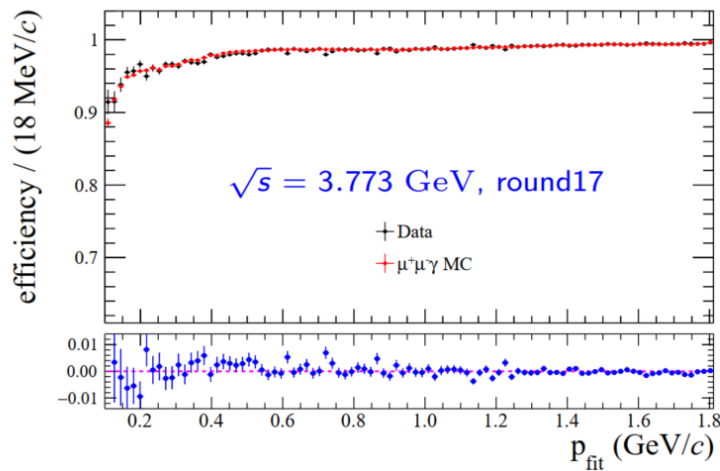
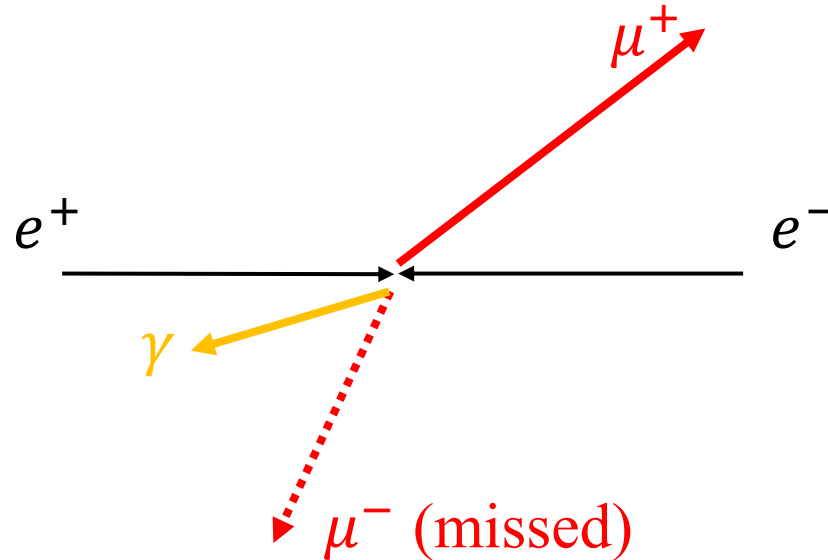
- Separation: Random Sample Consensus



<https://indico.cern.ch/event/1128328/>

Tracking efficiency

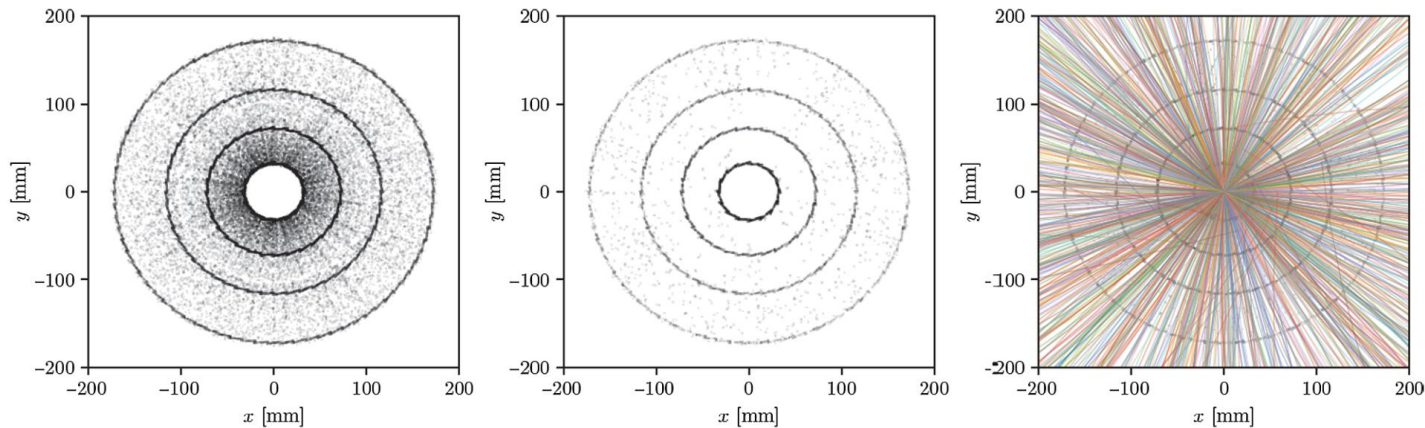
- Control sample
 - E.g. $e^+e^- \rightarrow \gamma\mu^+\mu^-$
- $\varepsilon = \frac{N_{found}}{N_{total}}$



<https://indico.ihep.ac.cn/event/24834/>

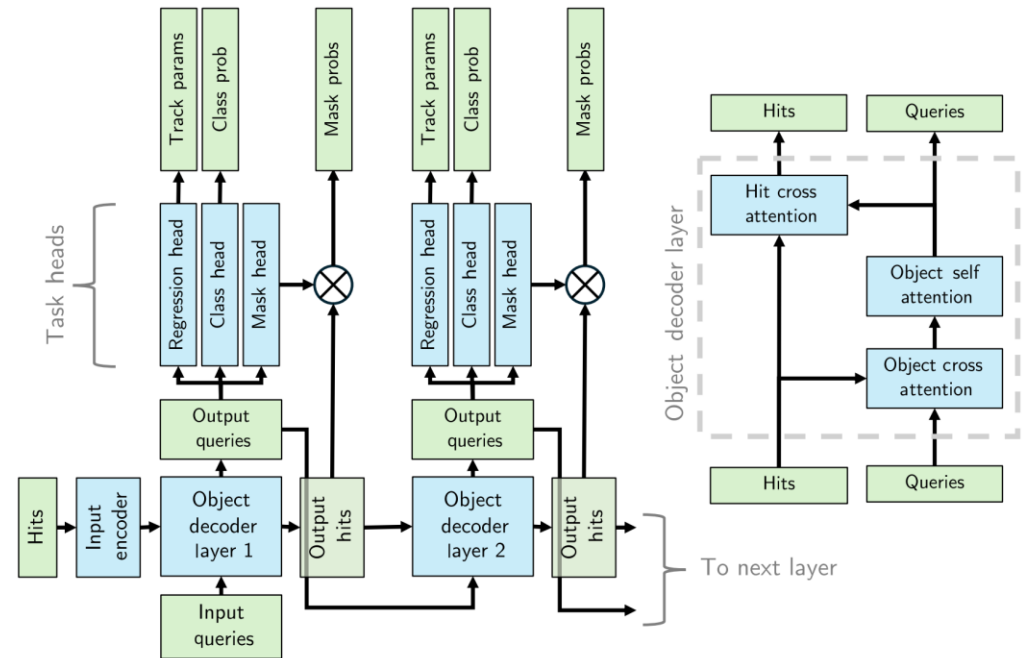
HiLumi LHC

- $\mathcal{L} \sim 5 \times 10^{34} \text{ cm}^{-2} \text{ s}^{-1}$
 - Event rate $\sim 40 \text{ MHz}$
 - $\sim \mathcal{O}(10^5)$ hits per event
- ⇒ Calls for algorithms with low complexity



Track reconstruction model

- Noise filter: Transformer classifier
 - Avoids graph construction as in GNN
- Track Rec.: MaskFormer
 - An encoder-decoder architecture
 - Sliding window attention in $\phi \Rightarrow \mathcal{O}(M \times w)$
 - End-to-end reconstruction



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Performance

➤ Tracking efficiency

Model	Initial purity ($ \eta < \eta ^{\max}$)	Filter efficiency	Filter purity	Reconstructible
600 MeV	15.6% (34.0%)	99.5%	72.7%	99.7%
750 MeV	11.2% (24.3%)	99.5%	67.2%	99.6%
1 GeV	13.1% (14.8%)	99.4%	64.5%	98.8%

➤ Time complexity (on **a single NVIDIA A100 GPU**)

	Tracking time (ms)	Filter + tracking time (ms)
600 MeV	100 ± 12	123 ± 14
750 MeV	74 ± 9	97 ± 11
1 GeV	76 ± 9	99 ± 11

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Summary



- PAT, TSF, Hough Alg., Kalman filter
- GNN, Tansformer/MaskFormer



Thank you!