# JNA support for GBL Package

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- Our current track reconstruction software is separated in two parts:
  - Track Finding and Fitting using seedTracker from LCSIM package
  - Track Refitting using General Broken Lines (GBL) using a java translation of (part) of the GBL cpp library

**GBL Repository** 

- Historically ported by Per and others.
- The GBL java port (GBLJava) is only a partial implementation of the GBLCpp library and, historically led to several questions whether if it was fully correct or not
- I've been maintaining the package since I joined HPS. Among other things I've:
  - Implemented a test example to validate the port
  - Fixed a bug in measurement without scatters GBLPoints
  - Ported unbiased residuals computation, treatment of holes-on-tracks as scatters

- ...

- Lot of things missing:
  - Refitting of trajectories from common vertex
  - Refitting with external constraints and measurement
  - Outlier removal procedures

- ...

### Introduction



- Clearly, the current way to use GBL is not efficient when it comes to include new features in our reconstruction code.
- For every addition, it takes lot of time for translating the code and testing and validating it against the original library.
- Additionally, GBL library evolves (last svn push is Dec 2019 and I reported one bug in the CPP version to Claus)

• In our opinion, the current approach is **not sustainable** in the long run.

- We should realise that, while moving forward, porting by hand every single feature of the GBL external library is not sustainable.
  - GBL moves forward (last release Dec '19), we need to update manually everytime
  - Error prone, requires validation and only partial functionalities are available.
- I've decided to stop maintaing GBLJava and, together with Omar, we ported the GBL library using <u>Java Native Access (JNA)</u>
- JNA permits us to load an external C library and use it within hps-java
- It is supported by maven repository so it's easy to add it to the pom.xml file

<dependency>
 <groupId>net.java.dev.jna</groupId>
 <artifactId>jna</artifactId>
 <version>5.5.0</version>

</dependency>

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### Full Port of GBL using JNA

- Since GBL is a C++ library, it's necessary to wrap the classes under C functions
- Together we wrote wrappers, around the latest GBL repository (see <u>https://github.com/pbutti/</u> <u>GeneralBrokenLines</u>) to call GBL from java using native language. We have validated the port against hps-java GBL and the GBLC++ code, see <u>hps-java jna-dev branch</u>
- In hps-java one interface per class need to be made to call the C++ instance: for the moment support for GBLPoint and GBLTrajectory
- The port fully support current hps-java calls to GBL. Few adjustments need to be done to interface them to current refitting interfaces

usual

#### extern "C" {

GblTrajectory\* GblTrajectoryCtor(int flagCurv, int flagU1dir, int flagU2dir) { return new GblTrajectory(flagCurv, flagU1dir, flagU2dir); } //Simple trajectory constructor wrapper GblTrajectory\* GblTrajectoryCtorPtrArray(GblPoint\* points[], int npoints, int flagCurv, int flagU1dir, int flagU2dir) { std::vector<GblPoint> aPointList; for (int i=0; i<npoints; i++) {</pre> //get the point pointer GblPoint\* gblpoint = points[i]; //add it to the vector aPointList.push\_back(\*(gblpoint)); } return new GblTrajectory(aPointList, flagCurv, flagU1dir, flagU2dir); } //Simple trajectory constructor with seed wrapper GblTrajectory\* GblTrajectoryCtorPtrArraySeed(GblPoint\* points[], int npoints, int aLabel, double seedArray[],

int flagCurv, int flagU1dir, int flagU2dir) {

The jan-dev branch have been tested on SLAC machines \*without\* a C++ installation of the GBL library and runs just fine as it is: - JNA is used at run-time: if the JNA classes aren't called, no external library is needed - We can rely on the \*old\* port of GBLJava for reconstruction, and things work as

#### **Pros and Cons**



#### PROS:

- Full Real GBL C++ library port

- No need for validation of every development

- Full and complete GBL functionality including outlier removals, external constraints,

proper computation of derivatives and support for additional local derivatives CONS:

- Native Access comes with intrinsic overhead and our interface is not optimised: so it's slower (15-20%) on 100k tracks

• Bottom line:

- JNA includes a validated, maintained and largely used library with minimal work (took us couple of days to implement)

- It's slower than translating into Java, but remember that **GBL refitting \*is not\* where most the reconstruction time is lost** (that's the current seedTracker based track finding).

## - If we pass to Kalman Filter, GBL is only needed for computing alignment derivatives: in that case we care mostly about correctness and all the useful features.

More modern alternatives to JNA exist:
 <a href="https://github.com/bytedeco/javacpp">https://github.com/bytedeco/javacpp</a>

#### Summary



- Ported the \*full\* GBL C++ library to hps-java via JNA.
- I will stop supporting and maintain GBLJava
- JNA GBL C++ port is bit slower than the Java implementation. This is due to :
  - Intrinsic overhead by JNA
  - We didn't write a fully optimised interface
- HOWEVER:
  - GBL only take small amount of time in the event reconstruction
  - If we pass to KF tracks we don't need to refit them with GBL
  - We only need it for computing the local/global derivatives for MPII. Pede takes care of the fitting

- The advantage in having a validated, complete and supported library I think overcomes speed.

- Nonetheless there are alternatives to JNA: <u>https://github.com/</u> <u>bytedeco/javacpp</u> that claim to be overhead free.

- Learning how to do a JNA/JAVACPP implementation in hps-java can be used to call other libraries that we might need in the future.





## A real example - Track Parameters constrained alignment

- MPII refits tracks solving for df/dq at each p->p+Dp iteration
- If the local derivatives are "small" then Dq can be large to find the Chi2 minimum
- A track parameter un-constrained fit likely to result in a geometry which leads to biases.
- GBL Java port, doesn't have a support for a refit with track parameters constraints, GBL C++ does.
- A seed-constrained fit is obtained adding a seed precision matrix to the X2.
- Easy to show that when computing dX2/dq that terms is added to the derivatives
- In the case of the momentum, df/d(q/p) is inflated, which means that D(q/p) is smaller-> Dp is computed accordingly -> Momentum constrained aligment.

track parameter derivatives

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$$z_i = y_i - f(x_i, \boldsymbol{q}, \boldsymbol{p}) = \sum_{j=1}^{\nu} \left(\frac{\partial f}{\partial q_j}\right) \Delta q_j + \sum_{\ell \in \Omega} \left(\frac{\partial f}{\partial p_\ell}\right) \Delta p_\ell \ .$$

The dimension of the label set is arbitrary

$$\begin{split} n_{lc} &= \text{ number of local parameters} & \text{ array : } \left(\frac{\partial f}{\partial q_j}\right) \\ n_{gl} &= \text{ number of global parameters} & \text{ array : } \left(\frac{\partial f}{\partial p_\ell}\right); \text{ label-array } \ell \\ z &= \text{ residual } \left(= y_i - f(x_i, q, p)\right) & \sigma = \text{ standard deviation of the measurement} \end{split}$$

These need to get recomputed for each point and a new trajectory formed

$$\chi^{2}(\mathbf{x}) = \sum_{i=1}^{n_{\text{meas}}} (\mathbf{H}_{m,i}\mathbf{x} - \mathbf{m}_{i})^{T} \mathbf{V}_{m,i}^{-1} (\mathbf{H}_{m,i}\mathbf{x} - \mathbf{m}_{i}) \text{ (from measurements)} \\ + \sum_{i=2}^{n_{\text{scat}}-1} (\mathbf{H}_{k,i}\mathbf{x} + \mathbf{k}_{0,i})^{T} \mathbf{V}_{k,i}^{-1} (\mathbf{H}_{k,i}\mathbf{x} + \mathbf{k}_{0,i}) \text{ (from kinks)} \\ + (\mathbf{H}_{s}\mathbf{x})^{T} \mathbf{V}_{s}^{-1} (\mathbf{H}_{s}\mathbf{x}) \text{ (from external sector)}$$



## Implementation of Momentum constrain in GBL Java

- I translated the code from GBL C++ to GBLJava for momentum constraint, tested it and seems like it's working in the right way (some checks on the derivatives should be done)
- Tested on MC-FEEs (thx Jeremy)
- Procedure:
  - Take the initial helix
  - q/pT -> q/pT + d(q/pT) ==>
    - w -> w + dw (curvature)
  - Refit with GBL nominally, with bias w/o contraint, with bias with constraint.
- Tested very large precision matrix [strong constraint]

#### Implementation of Momentum constrain in GBL Java



## Why global structures first?



- Illustration of possible misalignment in a telescope.
- b is (a possible) solution if sub-telescopes are preferred
- c is (a possible) solution if single sensors are preferred
- In reality it depends of various factors including:
  - Constraints (what moves what not)

- **Initial sensor position uncertainty** (we don't use any information on initial uncertainty in MPII solution)

#### **Composite structure alignment**

- What I would like to propose is to implement an hierarchical alignment procedure where we have alienable structures by MPII that aren't only sensors, but also sides, modules, UChannels and SvtBox.
- This won't solve all of our problems outlined before, but should provide:
  - Same way to solve global and local misalignments: just accumulate all information and decide which structure we want to align.
  - Sensor positions and orientations will be relative to composite structures and there is a natural way to include constraints to the solution.
  - Composite structures will be aligned minimising the global  $\chi^2$  and correlations between DoF should be taken care of.
- This procedure is a standard in solving the alignment problem and has been used successfully by other experiments.





ATLAS sketch

#### Math behind composite structures alignment

 Residuals are computed in the local coordinates (q) of a sensor and transformed to global frame (r) by

$$\mathbf{r} = \mathbf{R}_{\mathbf{s}}^{T}\mathbf{q} + \mathbf{T}_{\mathbf{s}}$$

• For individual sensors, alignment corrections are incremental rotations  $\Delta R$  and translations  $\Delta q$  which lead to

 $\mathbf{r} = \mathbf{R}_s^T \Delta \mathbf{R}_s (\mathbf{q} + \Delta \mathbf{q}_s) + \mathbf{T}_s$ 

 Rotations can be reduced with respect to 3 angles. The alignment parameters become

$$a = (\Delta u \ \Delta v \ \Delta w \ \alpha \ \beta \ \gamma)$$



u: most sensitive directionv: least sensitive directionw: normal to the sensor plane

$$\zeta = \left(\begin{array}{c} u_r \\ v_r \end{array}\right) = \left(\begin{array}{c} u_m \\ v_m \end{array}\right) - \left(\begin{array}{c} u_p \\ v_p \end{array}\right)$$

$$\frac{\partial \zeta}{\partial \mathbf{a}} \Big|_{\mathbf{a}=0} = \mathbf{P} \left( \begin{array}{ccc} -1 & 0 & \frac{du_p}{dw} & -v_r \frac{du_p}{dw} & u_r \frac{du_p}{dw} & -v_r \\ 0 & -1 & \frac{dv_p}{dw} & -v_r \frac{dv_p}{dw} & u_r \frac{dv_p}{dw} & u_r \end{array} \right)$$

<u>Stoye '07</u>

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#### Math behind composite structures alignment

- Each composite structure has an assigned local coordinate system defined by the orientation matrix
  - $\mathbf{R_c}$  and origin  $\mathbf{T_c}$
- The definitions of the composite structure alignment parameters a<sub>c</sub> is the same of the sensor alignment parameters.
- The alignment relations between sub-component to composite structure is given by:
- $\mathbf{a}_i = \mathbf{C}_i \mathbf{a}_c$

 $\frac{\partial \mathbf{r}}{\partial \mathbf{a}_{c}} = \frac{\partial \mathbf{r}}{\partial \mathbf{a}_{i}} \frac{\partial \mathbf{a}_{i}}{\partial \mathbf{a}_{c}} = \frac{\partial \mathbf{r}}{\partial \mathbf{a}_{i}} \mathbf{C}_{i}$ 

 We need to compute the Cmatrices



$$\mathbf{a}_c = \sum_{i=0}^{i=n} \mathbf{C}_i^{-1} \mathbf{a}_i$$

relation between position/orientation corrections

relation between derivatives

#### Math behind composite structures alignment



$$R_{22}^{\alpha} = R_s (R_c^T \frac{\partial \Delta R}{\partial \alpha} R_c) R_s^T \tag{4}$$

The linear approximation euler angles of  $R_{22}^{\alpha}$  gives the same column of the  $C_{22}$  matrix:

$$c_{\alpha} = M_{\alpha\beta}R_{22}^{\alpha}V_{\alpha\beta} + M_{\gamma}R_{22}^{\alpha}V_{\gamma} \tag{5}$$

 $M_{\alpha\beta} = \begin{pmatrix} 0 & 1 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} \quad V_{\alpha\beta} = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$   $M_{\gamma} = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 0 & 0 \end{pmatrix} \quad V_{\gamma} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$   $\frac{\text{Stoye's thesis}}{\text{cmssw derivatives}}$ 

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An equality constraint is required to allow only linear combinations of the subcomponent alignment parameters, which leave the composite object alignment parameters invariant:

$$0 = \sum_{i=0}^{i=n} \mathbf{C}_i^{-1} \mathbf{a}_i \tag{5.17}$$

These constraints also change the interpretation of the subcomponent's alignment parameters. They do not represent anymore the absolute corrections, which are needed to be applied to a subcomponent. These parameters correct only the misplacement of the subcomponents on the composite structure. Composite structures can also be defined recursively. The corrections needed due to the misplacement of a composite structure can be calculated with the corresponding matrices  $\mathbf{C}$ . The total corrections applied to sensor *i* are then:

$$\mathbf{a} = \mathbf{a}_i + \mathbf{C}_{ij}\mathbf{a}_{cj} + \mathbf{C}_{jk}\mathbf{a}_{ck} + \dots$$

where  $j,k, \ldots$  are the composite structures indices.

### A possible scenario of HPS Alignable structures

 Here is reported the set of orientations R and origins T (\*) for possible alignable structures as it is implemented in the current HPS geometry code

#### • Notice:

- The 30.5mrad at module level in our geometry structure
- The modules are located far from the sensors and from the support rings (large rot-to-trans cross terms in the Cmatrices)
- An alignable structure is just a container of a Rotation and a translation
- C matrices can be computed in a recursive way.
- Tracking volume can be made alienable with identity rotation and null translation (\*) local to global is  $R^T q + T$

Alignable Support Ring Top (aka SVT-front)

$$R = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix} \quad T = \begin{bmatrix} -117.33, 56.857, 417.79 \end{bmatrix}$$

UChannel46 top (aka SVT-back) - check this

0.9995 0.0 -0.0305 $R = \begin{bmatrix} 0.0305 & 0 & 0.9995 \\ 0 & -1 & 0.0 \end{bmatrix} \quad T = \begin{bmatrix} 14.995, 8.4230, 491.84 \end{bmatrix}$ 

Alignable Module Top L1

$$R = \begin{bmatrix} 0 & 1 & 0 \\ 0.9995 & 0 & -0.0304 \\ -0.0304 & 0 & -0.9995 \end{bmatrix} \quad T = \begin{bmatrix} -122.61, 59.820, 36.284 \end{bmatrix}$$

Alignable Sensor Axial L1

$$R = \begin{bmatrix} 0 & 1 & 0 \\ 0.9995 & 0 & -0.0304 \\ -0.0304 & 0 & -0.9995 \end{bmatrix} \quad T = \begin{bmatrix} 1.1566, 7.8106, 38.366 \end{bmatrix}$$

#### Alignable Sensor Stereo L1

$$R = \begin{bmatrix} 0.0998 & 0.995 & -0.0031 \\ -0.995 & 0.0998 & 0.0303 \\ 0.0304 & 0 & 0.9995 \end{bmatrix} \begin{bmatrix} T = \begin{bmatrix} 2.1622, 7.7995, 45.934 \end{bmatrix}$$
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	1	0	0	0	-5.8	-123.6							SLAC
$C_{L1}^{M \to A} =$	0	1	0	5.8	0	-52.0	module to axial side						
	0	0	1	123.6	52.0	0							
	0	0	0	1	0	0							
	0	0	0	0	1	0							
	0	0	0	0	0	1							
								0.995	0.0998	0	1.34	-13.4	-129.0]
module to stereo side $C_{L1}^{M}$							0.0998	-0.995	0	-13.4	-1.34	39.3	
						$\rightarrow S$ _	0	0	-1	-124.4	-52.0	0	
						T =	0	0	0	0.995	0.998	0	
							0	0	0	0.0998	-0.995	0	
								0	0	0	0	0	-1

- As example, the matrix for the L1 top between the module (as composition of Axial and Stereo sides) and the Axial side
- Notice for axial:
  - Module translations are the same of axial side translations (they have the same orientation)
  - Module rotations imply the same side rotation (same reason)
  - Module rotations imply large sensors translations (due to the offset in constructing the geometry discussed in previous slide)
- Notice for stereo the different orientation of the sensor local axes and the stereo angle.

# How I implemented this, why I sucked in doing that and how I interfaced it to MPII

- First implementation in: <u>cAli\_dev</u>
- Created AlignableDetectorElement class:

   Way to pass the SurveyVolume transforms down to the Driver level, but mother-daughter is lost (can be re-implemented by there must be a better way without duplicating information)
- I compute the C-Matrices for each hit-on-track in the GBLRefitterDriver (sucks because it's useless matrix multiplications for every hit. Transforms are known after geometry building )
- The interface to MPII is very simple: just add the derivatives to the GBLPoint, form a new trajectory and call milleOut. Each mille binary entry will have 6 + 6\*n derivatives where n is the number of the global structures depending on that hit.
- I still don't compute the constrains automatically but with pen and paper.

$$z_i = y_i - f(x_i, \boldsymbol{q}, \boldsymbol{p}) = \sum_{j=1}^{\nu} \left(\frac{\partial f}{\partial q_j}\right) \Delta q_j + \sum_{\ell \in \Omega} \left(\frac{\partial f}{\partial p_\ell}\right) \Delta p_\ell .$$

#### The dimension of the label set is arbitrary



## These need to get recomputed for each point and a new trajectory formed



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labels set