

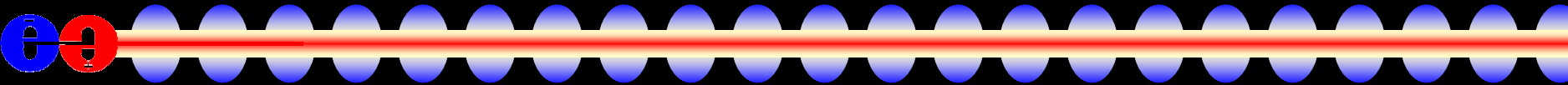
# *Individual Particle Reconstruction*

Norman Graf

SLAC

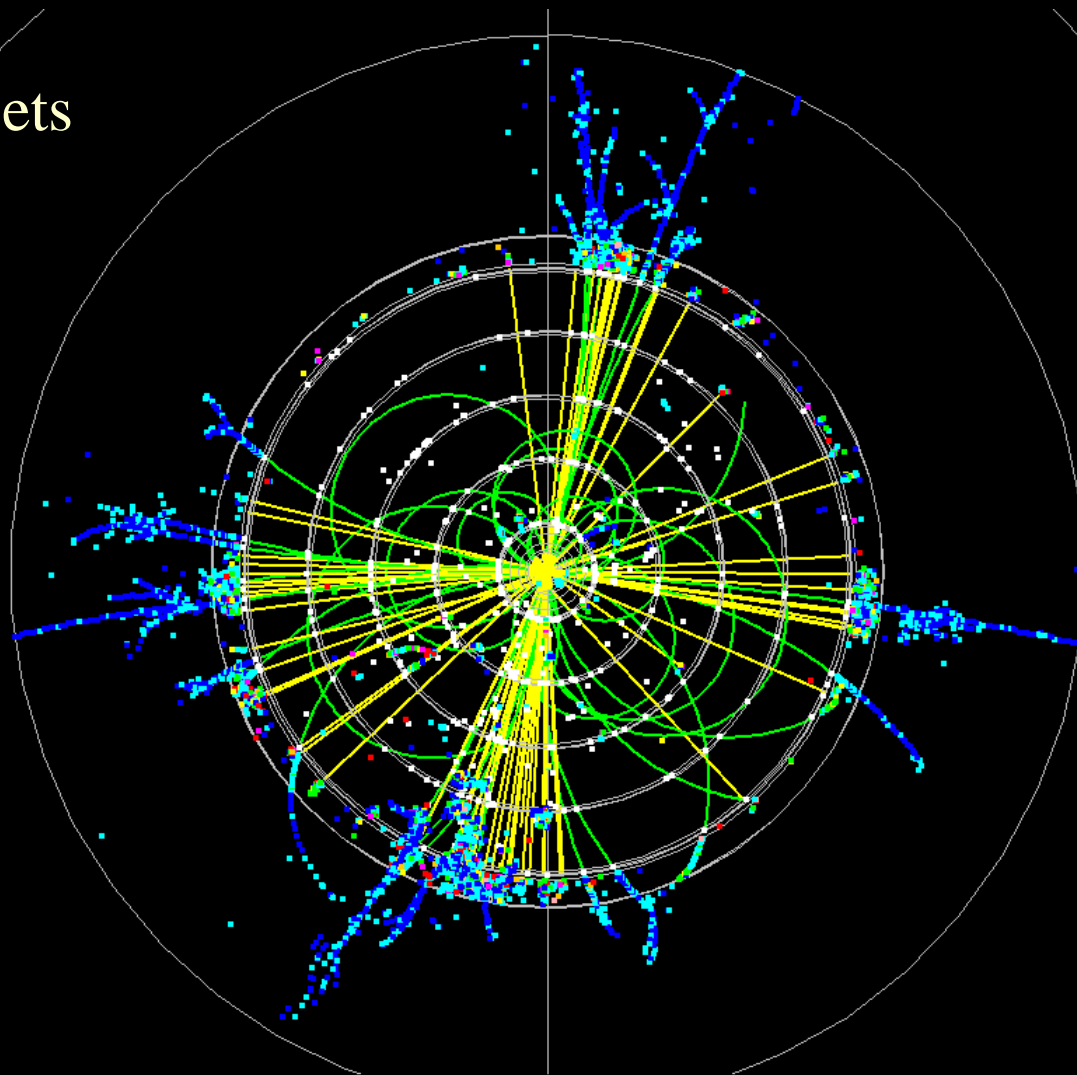
April 28, 2005

# *Individual Particle Reconstruction*

- 
- The aim is to reconstruct individual particles in the detector with high efficiency and purity.
  - Recognizing individual showers in the calorimeter is the key to achieving high di-jet mass resolution.
  - High segmentation is favored over compensation.
  - Loss of intrinsic calorimeter energy resolution is more than offset by the gain in measuring charged particle momenta.

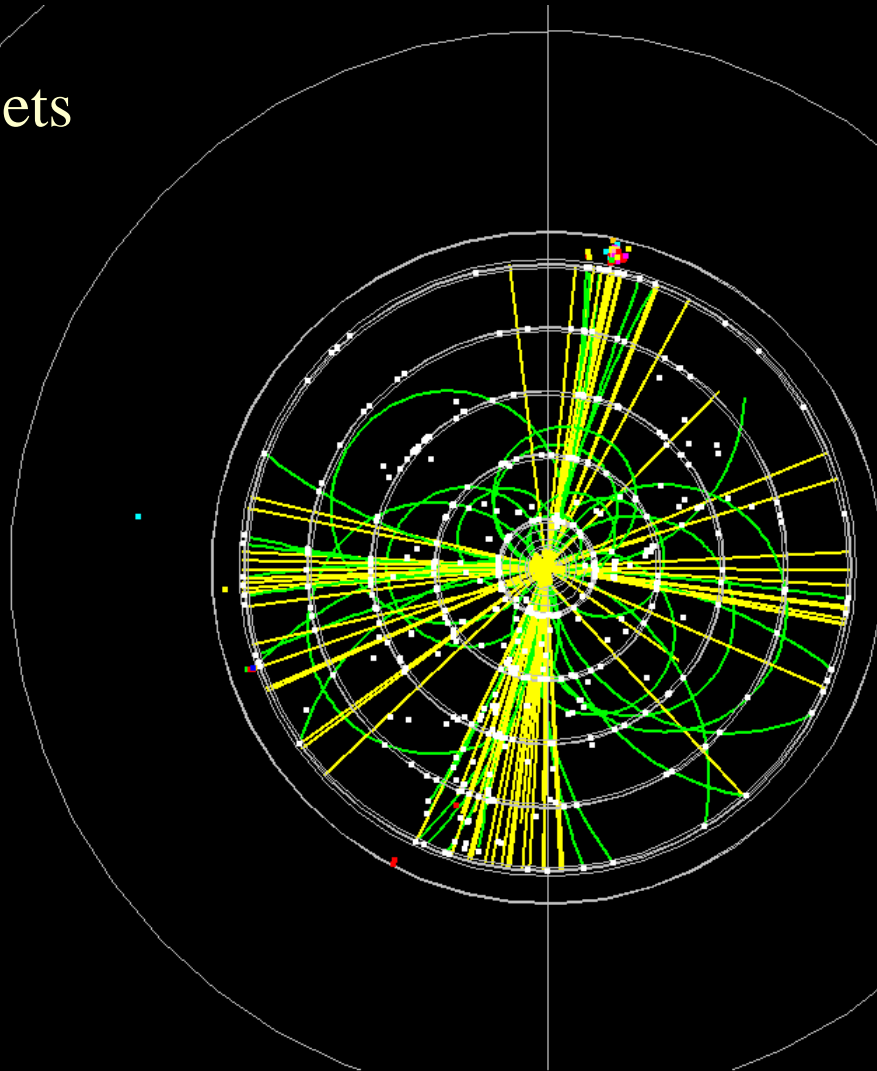
# Occupancy Event Display

$t\bar{t}$  → six jets



# Occupancy Event Display

$t\bar{t}$  → six jets

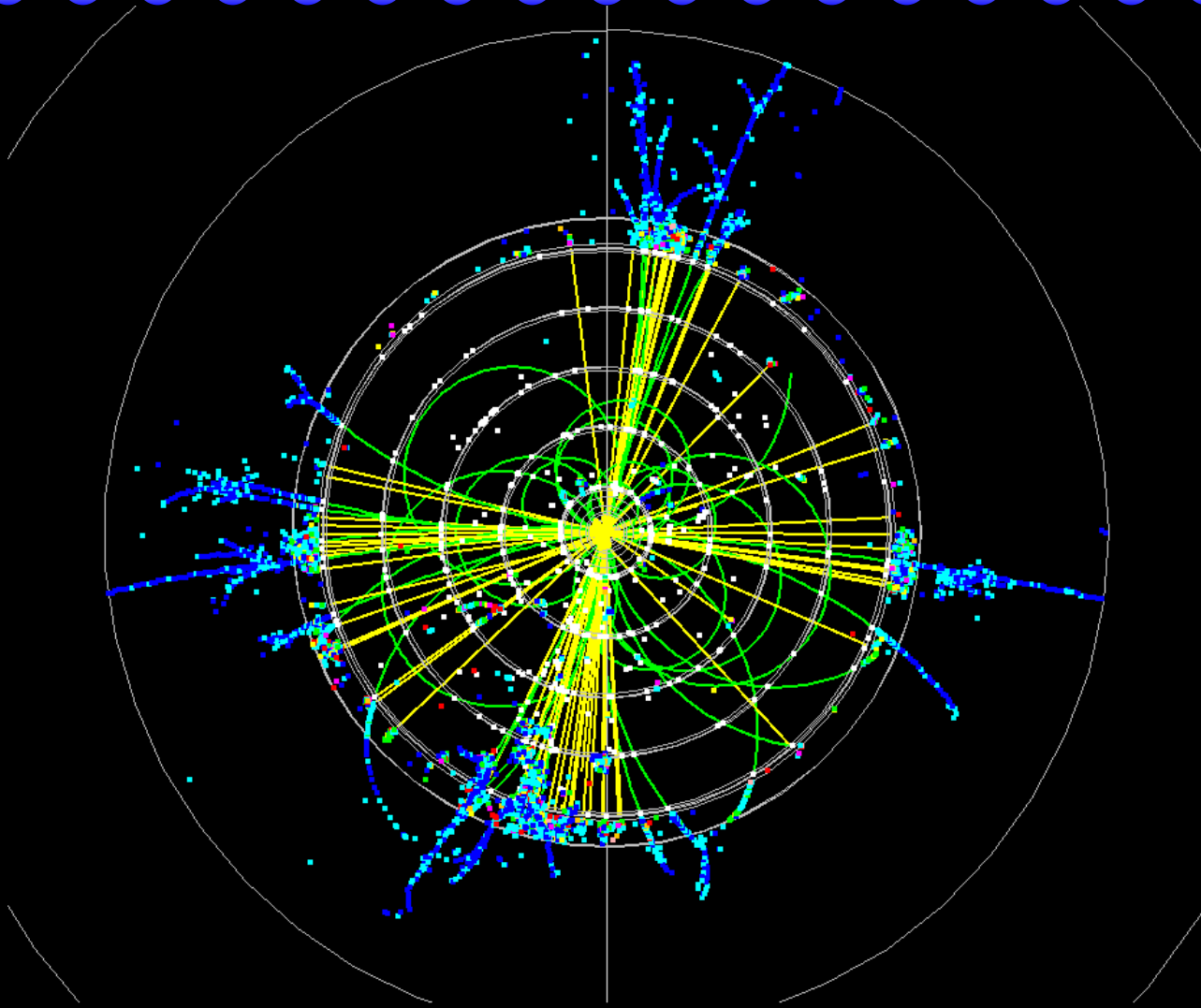


Display only  
cells with energy  
depositions from  
more than one  
MC Particle.

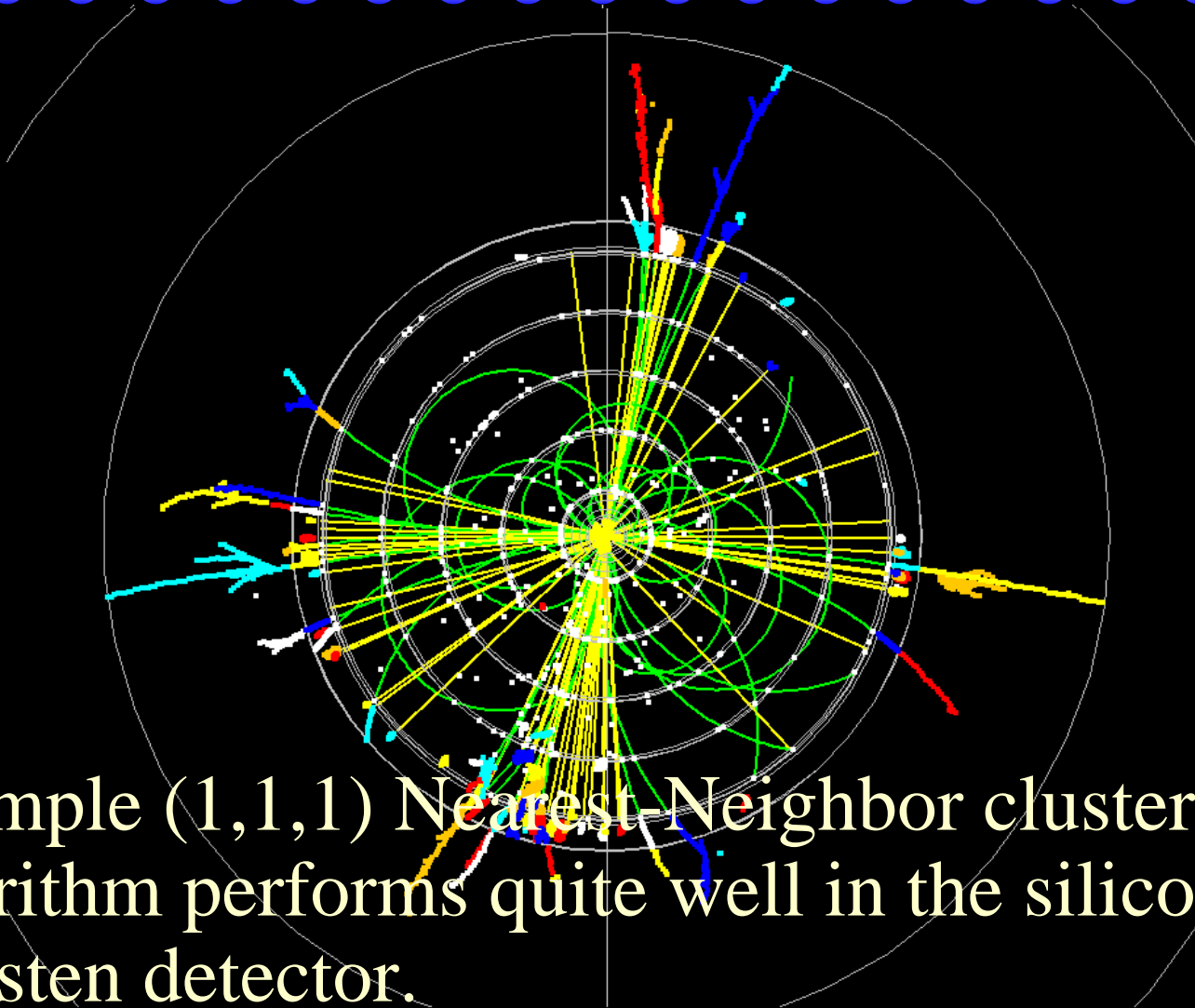
# Clustering

- Two clustering algorithms available in current code release
  - “Nearest”-Neighbor, with user-defined domains available in longitudinal and two transverse dimensions.
    - (1,0,0) is simplest MIP-cluster finder.
  - Fixed-Cone algorithm (  $\theta, \varphi$  )
    - fast, seed-based, but iterative centering
    - cluster splitting for overlapping cones.
- Cluster interface defined, so additional clustering algorithms are easily accommodated.

# *SimpleClusterBuilder*

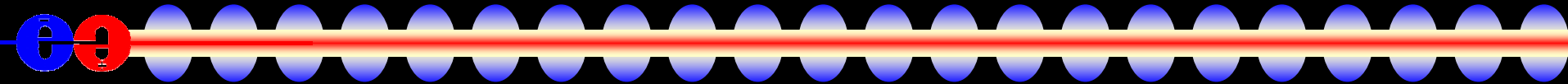


# *SimpleClusterBuilder*



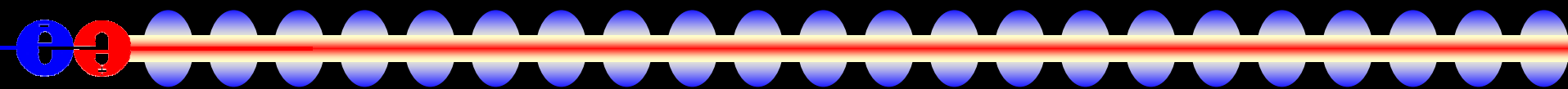
- A simple (1,1,1) Nearest Neighbor clustering algorithm performs quite well in the silicon-tungsten detector.

# *Track Finding and Fitting*

- 
- Nick Sinev has released standalone pattern recognition code for the 2D Barrel VXD hits.
    - High efficiency, even in presence of backgrounds.
    - Efficient at low momentum.
    - Propagates tracks into Central Tracker to pick up  $\varphi$  hits
  - Conformal-mapping pattern recognition also available. Fast, but not yet tuned (97% vs 99+%).
  - Work also ongoing to find MIP stubs in Cal and propagate inwards (Kansas State, Iowa).

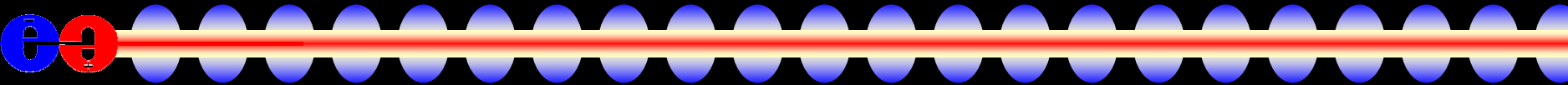


# Strategy I

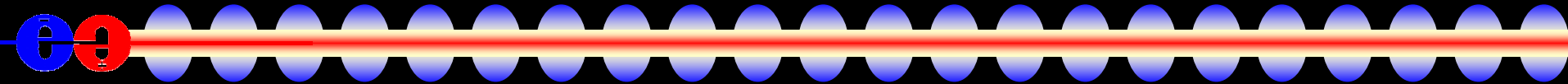


- Begin by finding and fitting tracks.
- (Optionally) Cluster the calorimeter cells in EM, HAD & MUON independently using SimpleClusterBuilder.
  - EM → photons & electrons + muon MIPs + others
  - HAD → hadrons + muon MIPS
  - MUON → muon MIPS (+ punchthrough)

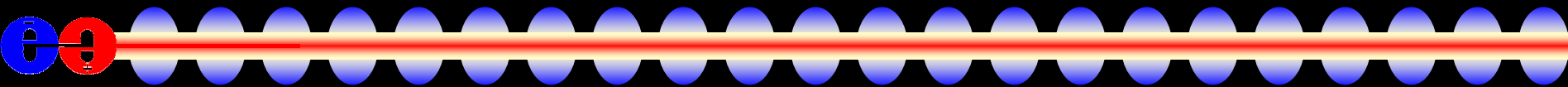
# Strategy II

- 
- Propagate tracks through the calorimeters and associate cells/clusters to the track if trajectory intersects calorimeter cell (or cell in cluster).
    - Tracks associated to EM cells/clusters and good match between cluster energy & track momentum become electron candidates.
    - Tracks associated with cells/clusters in EM, HAD and MUON become muon candidates.
    - Remainder become pion candidates.
  - Remove cells/clusters from the event list.

# Neutral Clusters

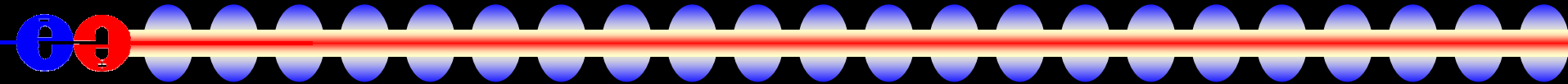
- 
- EM Clusters unassociated with a track are photon candidates.
    - Calculate chi-squared for longitudinal shower shape.
    - Calculate shower width.
    - Clusters passing cuts become photon candidates.
    - Remove photon candidate clusters.
  - Unassociated EM neutral clusters failing photon cut + HAD clusters are clustered using fixed cone algorithm.
  - These become neutron ( $K^0_L$ ) candidates.

# *ReconstructedParticles*

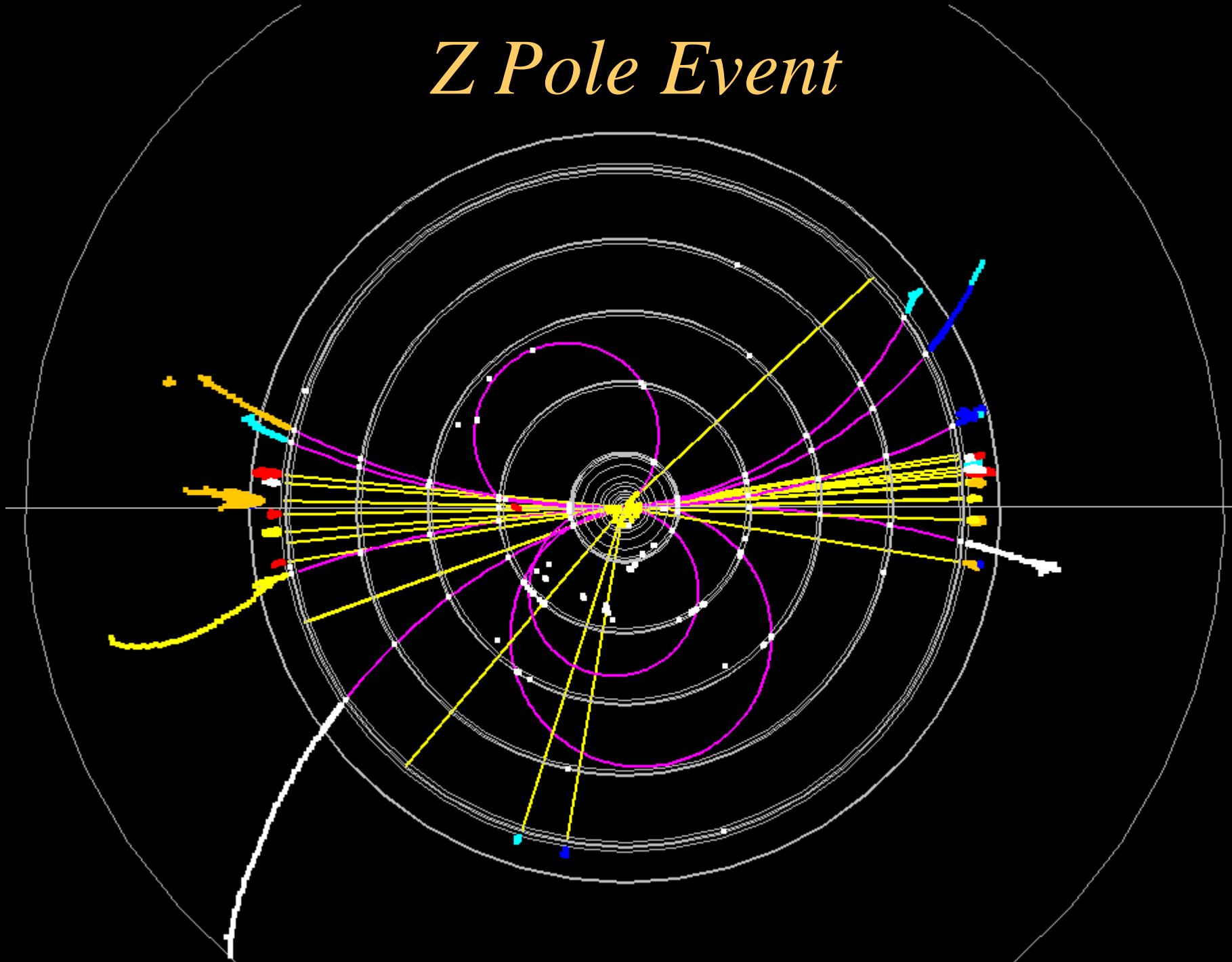


- These ReconstructedParticles (electron, photon, pion, muon, neutron) are added back to the event.
- Tracks and Clusters form ReconstructedParticles.
- Goal is 1:1 ReconstructedParticle  $\Leftrightarrow$  MCParticle

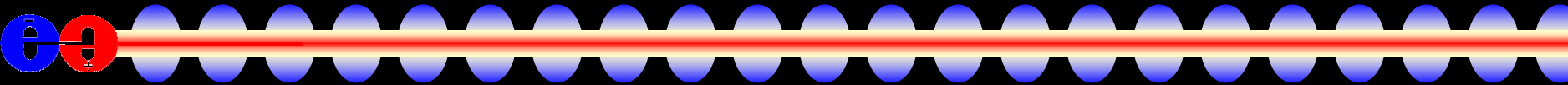
# *Z Pole Analysis*

- 
- Generate  $Z \rightarrow qq\bar{q}$  events at 91 GeV.
  - Simple events, easy to analyze.
  - Can easily sum up event energy in ZPole events.
    - Width of resulting distribution is direct measure of resolution, since events generated at 91 GeV.
  - Run jet-finder on RP four vectors, calculate dijet invariant mass.
  - Can compare analysis results with SLC/LEP.

# *Z Pole Event*



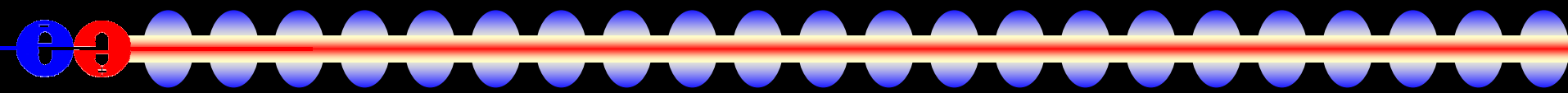
# Reconstruction Example



```
final public class ExampleReconstruction extends Driver
{
    add( new SmearDriver() );
    add( new VXDBasedReco() );
    add( new SimpleClusterBuilder(1,1,1) );
    add( new IndividualParticleReconstruction() );
    add( new EMClusterAnalyzer(task, eMin, chisqMax) );
    add( new NeutralHadronFinder(radius, seedNhitMin, nHitMin) );
    add( new ReconstructedParticleEventAnalyzer() );
}
```

fetch and return information from the event via the `process( EventHeader event )` method.

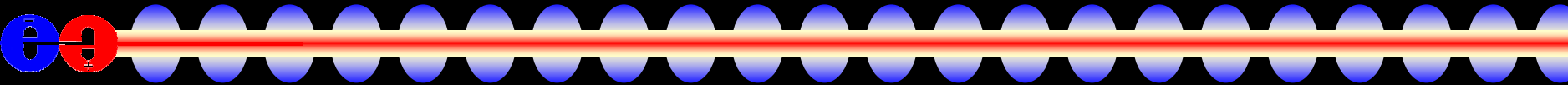
# *IPR Analysis Status*



- Simple example of individual particle reconstruction is available within hep.lcd framework, expect org.lcsim version soon.
- Few (if any) hardcoded values for either geometries, algorithms, or cuts. These are all determined from the event detector (geometry) or arguments to object constructors (algorithm and cut values).
- Many places along the analysis chain for improvement.

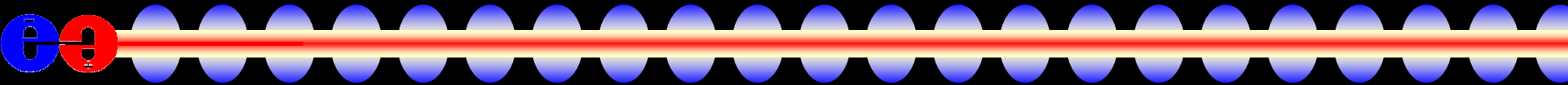


# *Data Samples*

- 
- Have generated canonical data samples and are processing them through full detector simulation.
  - Variants include HCal sampling material & readout, field strength, adding tracker layers, changing EMCal radius,...
  - single particles of various species
  - Z Pole events
  - WW, ZZ, ttbar, qqbar, tau pairs, mu pairs,  $Z\gamma$ , Zh

[www.lcsim.org/datasamples/](http://www.lcsim.org/datasamples/)

# Detector Variants

- 
- XML format allows variations in detector geometries to be easily set up and studied:
    - Stainless Steel vs. Tungsten HCal sampling material
    - RPC vs. Scintillator readout
    - Layering (radii, number, composition)
    - Readout segmentation
    - Tracking detector topologies
      - “Wedding Cake” Nested Tracker vs. Barrel + Cap
    - Field strength

# Hadronic Calorimeter

- W(SS)+RPC (Scint.)  
Sampling
- Barrel+Endcap Disks

```
<detector id="3" name="HADBarrel" type="CylindricalCalorimeter" readout="HealBarrHits">  
  <dimensions inner_r = "138.26*cm" outer_z = "261.85*cm" />  
  <layer repeat="55">  
    <slice material = "Tungsten" width = "0.7*cm" />  
    <slice material = "G10" width = "0.3*cm" />  
    <slice material = "PyrexGlass" width = "0.11*cm" />  
    <slice material = "RPCGas" width = "0.12*cm" sensitive = "yes" />  
    <slice material = "PyrexGlass" width = "0.11*cm" />  
    <slice material = "Air" width = "0.16*cm" />  
  </layer>  
</detector>
```