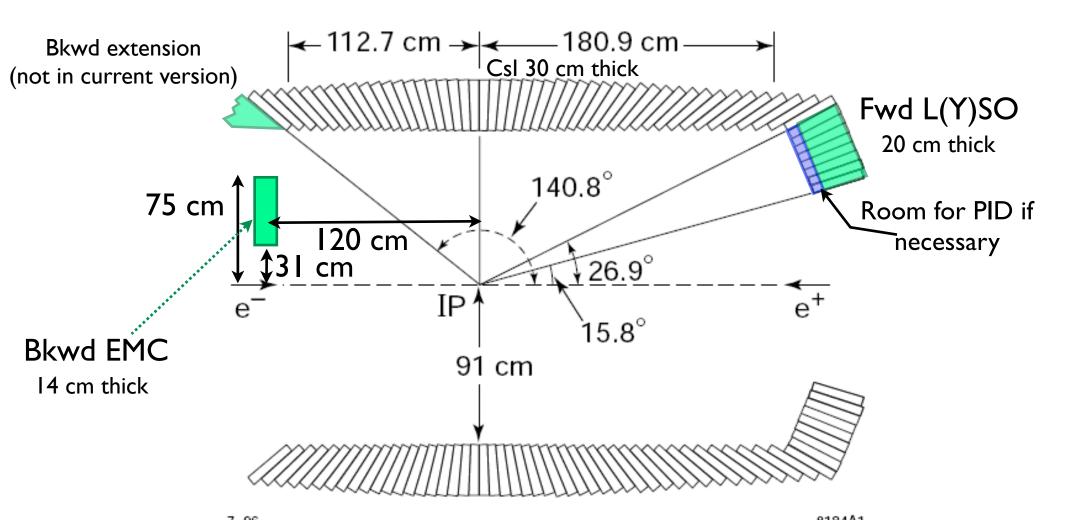
EMC FastSim Status

Chih-hsiang Cheng Caltech SuperB Meeting @ Perugia, 2009/06/16

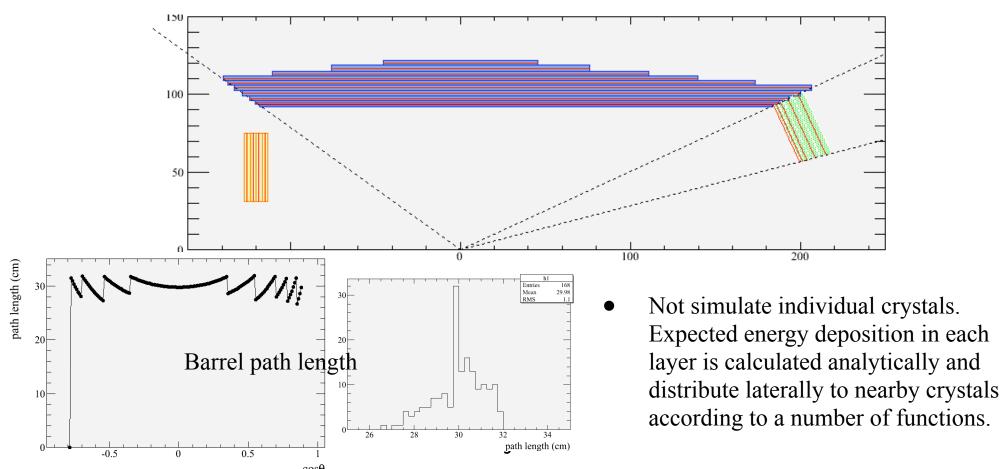
EMC geometry in the fastsim

• Barrel: cylinder; Forward endcap: cone; Backward: disk



FastSim geometry representation

- Geometry is represented with a 2D surface with certain thickness. Interaction is calculated only once at each 2D surface, rather than stepping through a volume.
- We use multilayers to approximate the thickness of EMC.

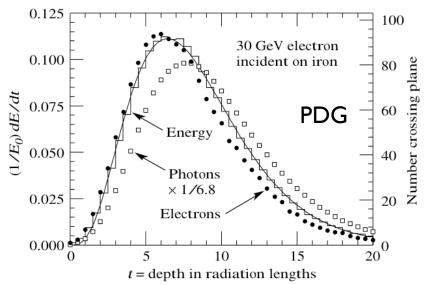


Configuration

- Geometry is specified in three config xml files (fwd, barrel, bwd)
 - material, dimension, measurement type
- EMC properties are specified in one config xml file.
 - segmentations (# rings, # crystals in each ring)
 - Moliere radii
 - Energy fluctuations
 - Shape parameters
 - Calibration parameters
 - ▶ etc...

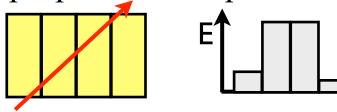
Interactions

- Allow bremsstrahlung, γ conversion, nuclear interaction, Compton scattering, EM and hadronic shower.
- If a particle interacts before showing, we simulate all particles it produces.
 - e.g., if $\gamma \rightarrow e^+e^- \rightarrow e^+e^-\gamma$, simulate all three showers and merge them if they are close to each other
- If a particle showers, it distributes its remaining energy along its direction to subsequent layers according to a approximate gamma distribution.
 - leak to the back is simulated.

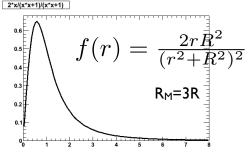


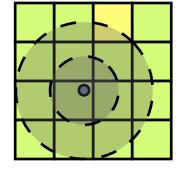
Cluster forming

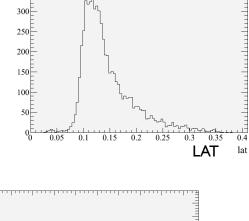
- Three types of clusters:
 - Minimal ionizing: assuming a straight line going through crystals; energy proportional to path length.



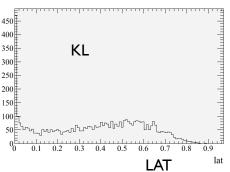
► EM shower





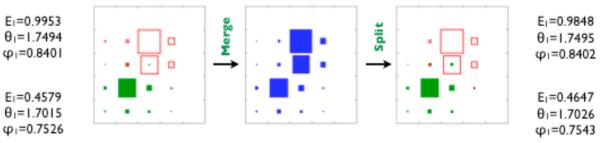


- Hadron shower
 - ✦ fraction of energy to form a EM-like cluster
 - remaining energy to form an irregular cluster using random walk.



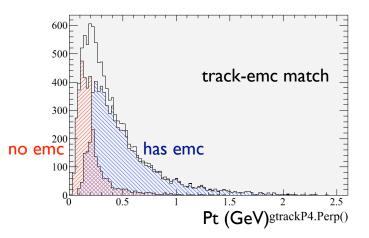
Some features

• Cluster split and merge. Final clusters all have single local maximum.



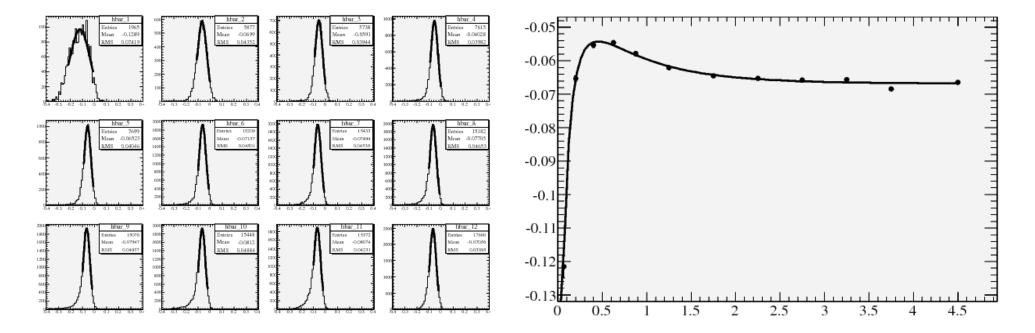
- Cluster-to-GTrack weight map for truth matching.
- Track-cluster matching using track poca w.r.t. cluster centroid.
- Each digi's energy is fluctuated by

$\frac{\sigma(E)}{E} = \frac{A}{E^n} \oplus B$				
		Fwd	Barrel	Bkwd
	А	0.023	0.023	0.14
	В	0.014	0.014	0.03
	n	0.25	0.25	0.50
				7

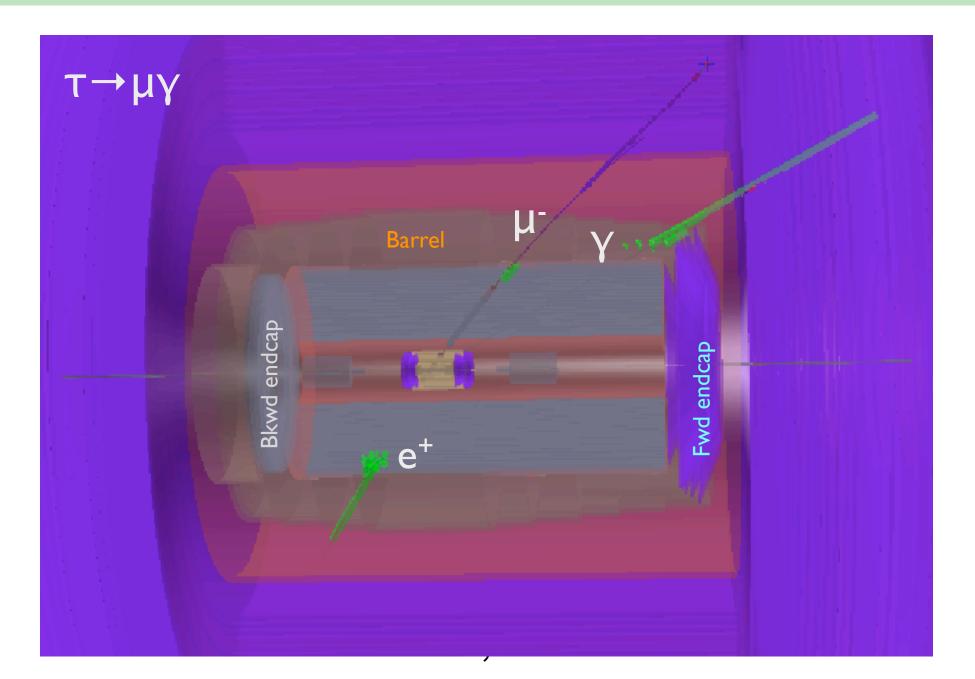


Energy calibration

• Fit energy pull to a Gaussian in bins of cluster energy to an empirical function $p_0 + p_1 log(p_2 E) e^{-(p_2 E)^{P_3}}$ and correct for it.

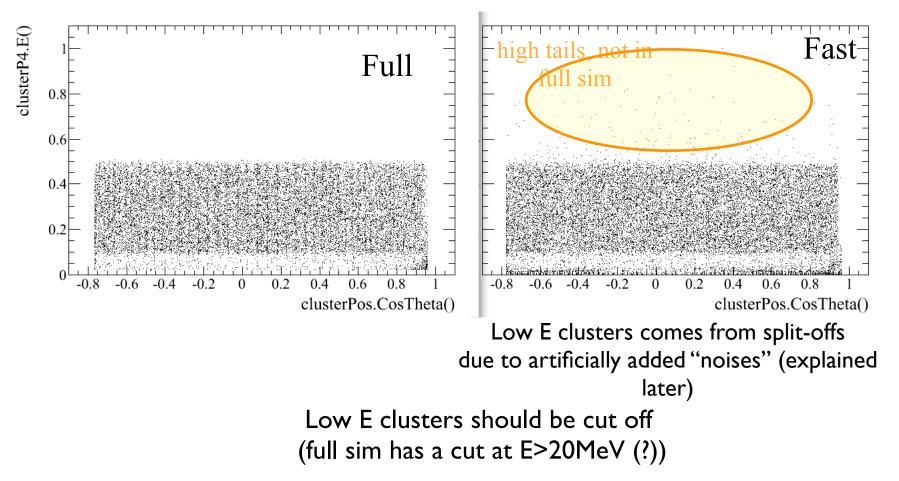


Event display

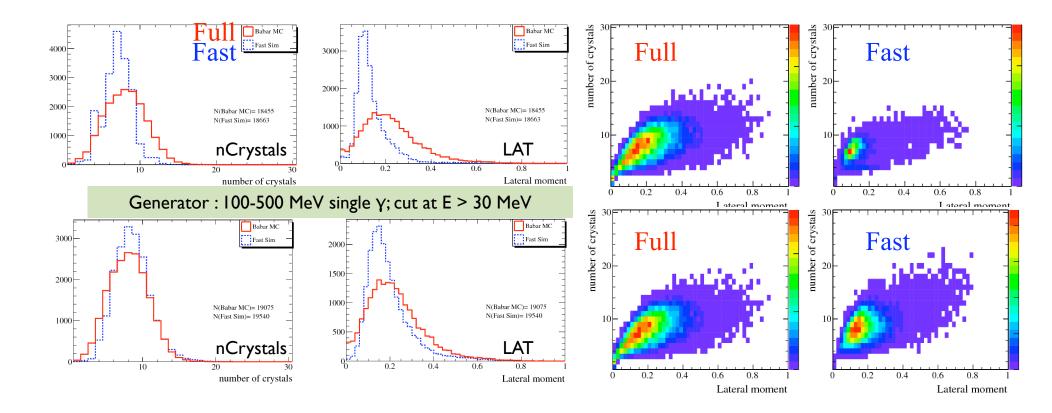


Comparisons using single γ

• Generate 100MeV<E γ <500MeV, flat in E γ ,cos θ , φ . No background mixing in full sim. Compare "CalorNeutral" list.

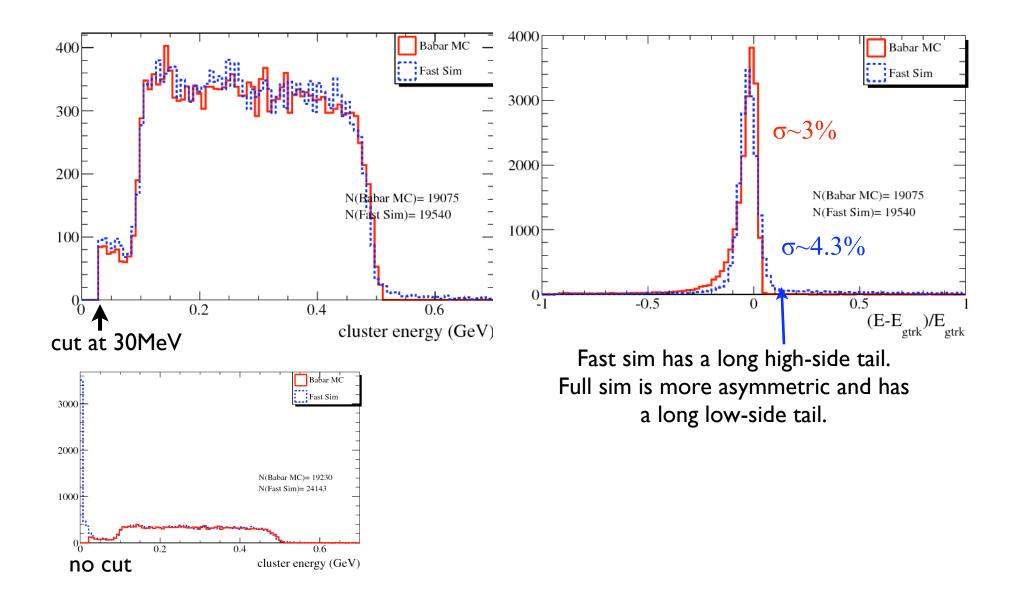


Cluster shape



- Upper: cluster generated from the smooth function (& digiE fluctuation)
- Lower: add energies to cluster's digis and its immediate neighboring digis, assuming 10% occupancy, energy distributed as f(E)~ exp(-(E-1MeV)/1MeV)

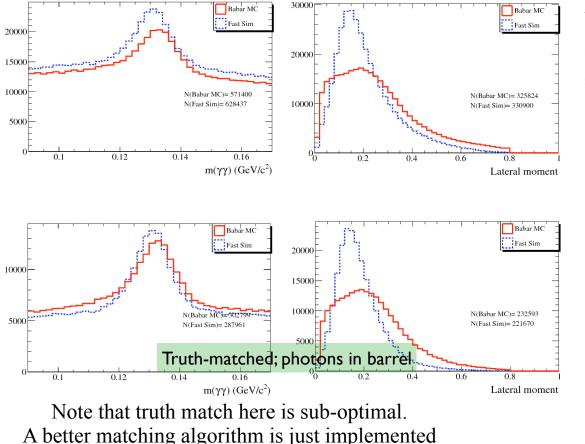
Energy resolution



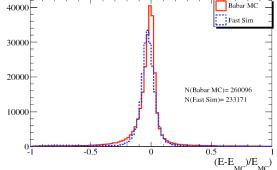
Comparison with BaBar generic B⁰

• Reconstruct $\pi^0 \rightarrow \gamma \gamma$ in generic B events

• GoodPhotonLoose, $0.001 \le LAT \le 0.8$, $E_{\gamma} \ge 30 MeV$



in the fastsim



- Energy resolution is shifted little.
- Too many neutrals?
- γ efficiency is smaller (after truth match)
- LAT distribution is too narrow.

Conclusions

- Basic features have been implemented.
 - Question: any other features are missing?
- A number of basic validations are performed.
 - Question: what validation/tuning has higher priority?
 - My next step is to tune energy resolution and efficiency, and then study material effect. What else?
- Other projects: hadron shower tuning; track-emc matching validation; speed optimization; gaps between crystals; tune LYSO parameters... ... (who?)