Drift Chamber Occupancy Studies Using Bhwide Bhabha Monte Carlo Generator

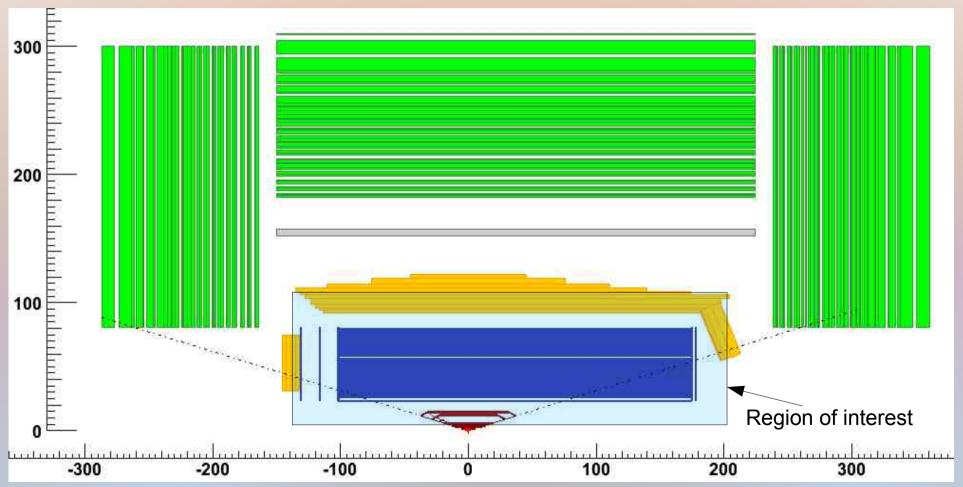
Darren Swersky, McGill University

Developments

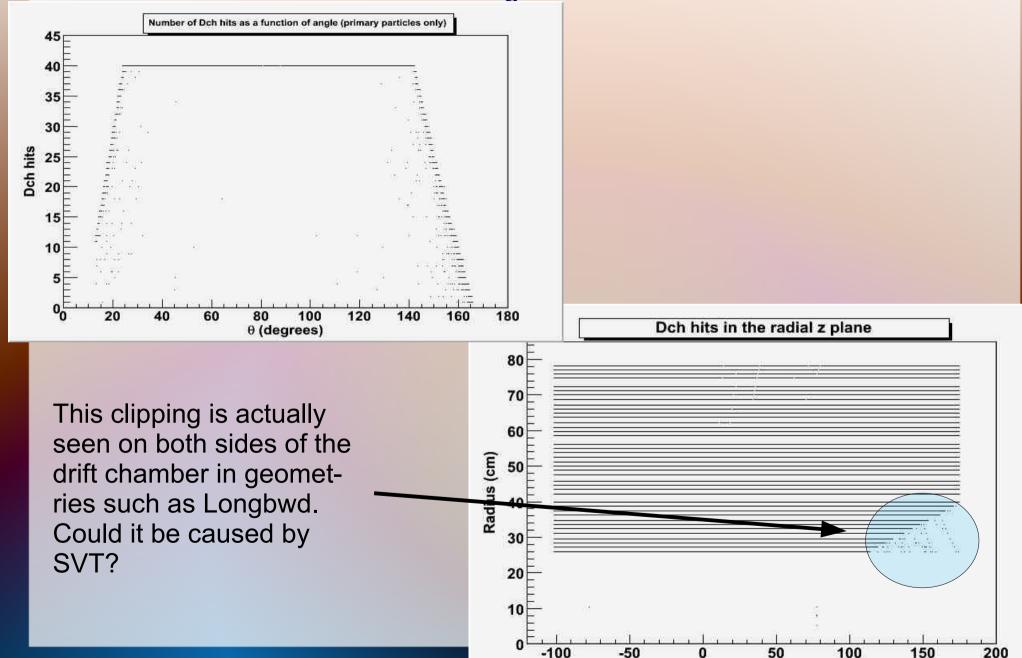
- Have updated to FastSim V0.2.0
- Switched from PacUser package to PacQA package for obtaining direct gHit info
- Performed PacQA analyses for all geometries included with FastSim installation (except baseline_11SL which I couldn't get to work)

Baseline Geometry

- Visualization Code Supplied by Matteo Rama
- Dch baseline: -101.5cm $\leq z \leq 174.9$ cm

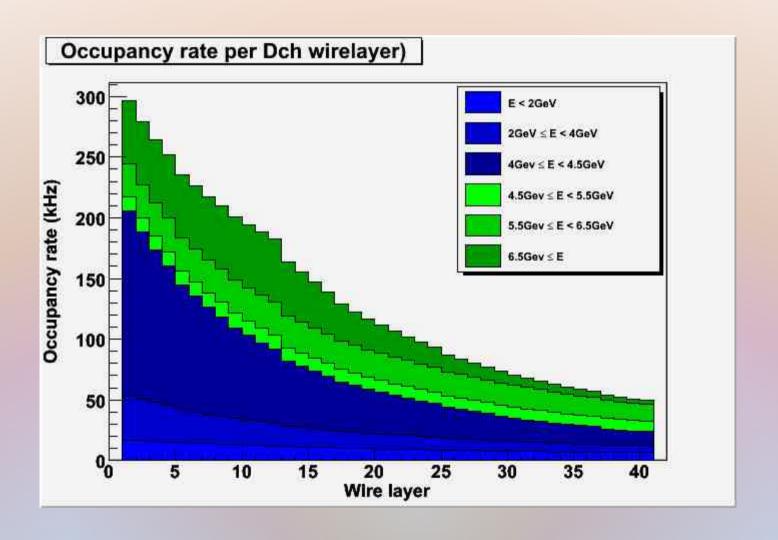


Baseline Geometry: Dch Performance

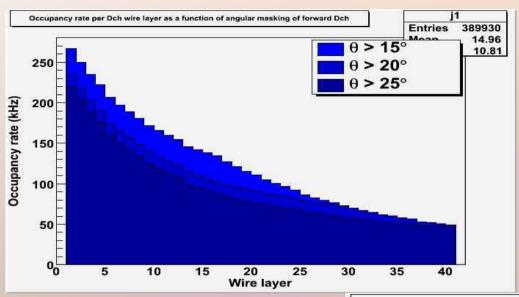


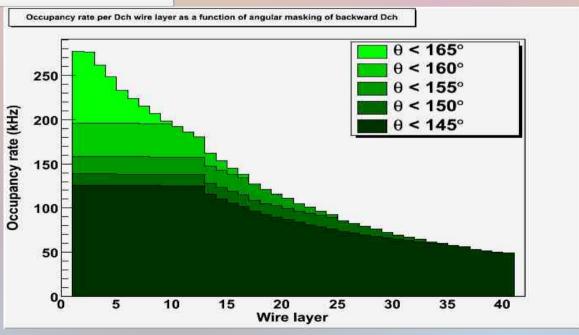
z (cm)

Baseline Geometry: Occupancy Rates

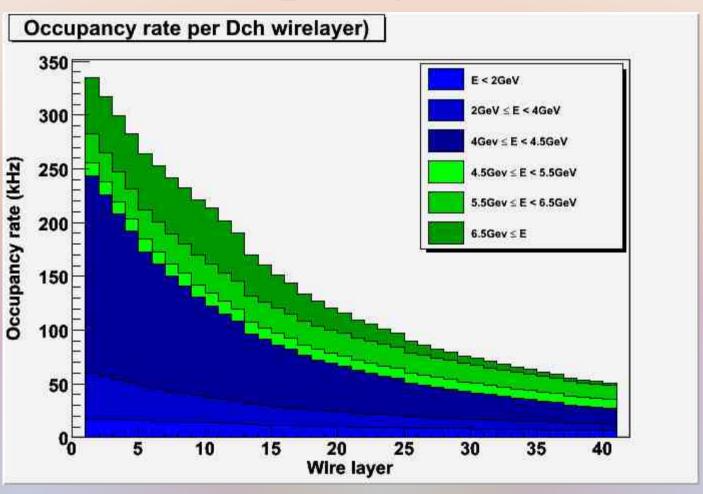


Baseline Geometry: Angular Cuts

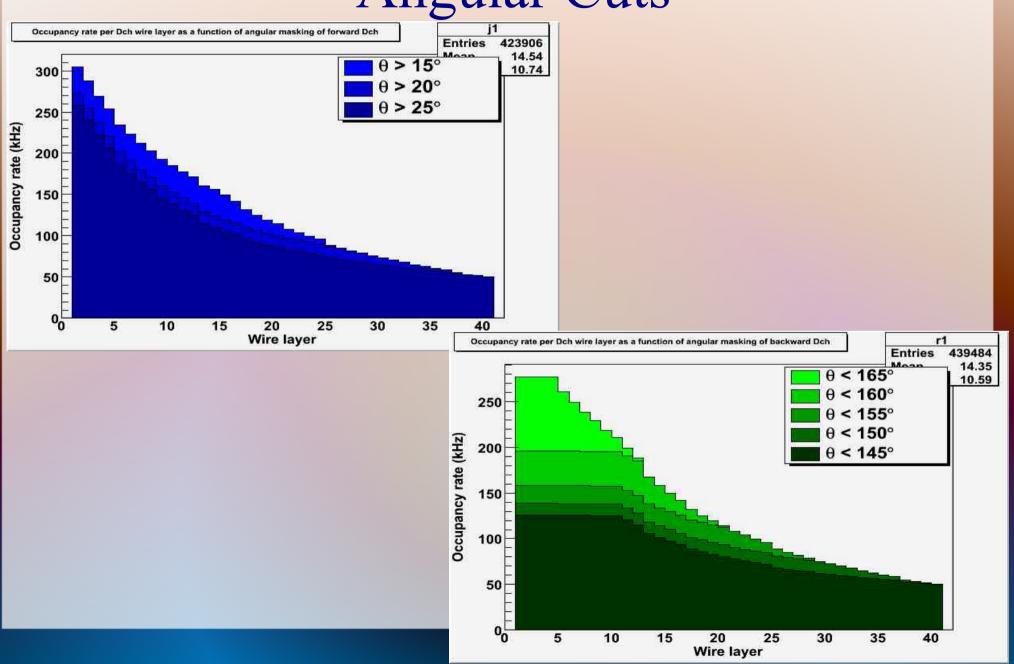




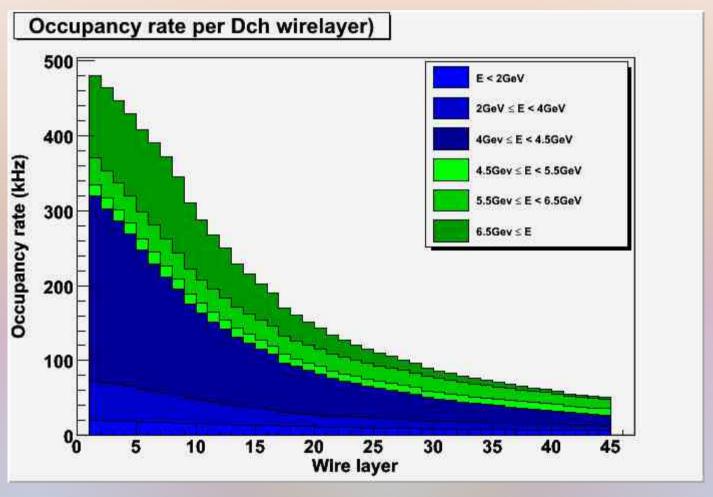
Baseline_+10IP Geometry: Occupancy Rates



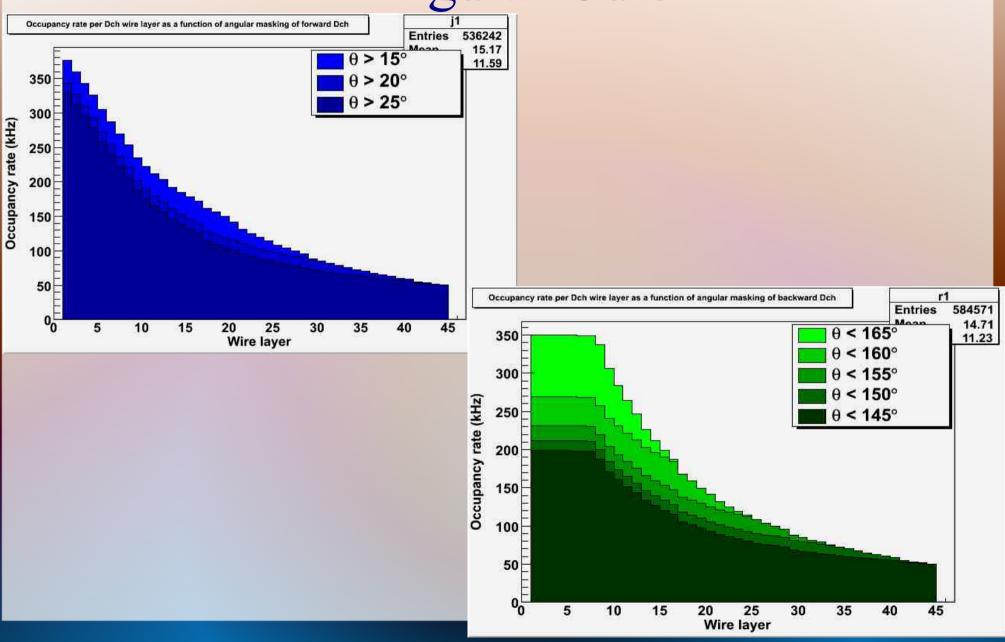
Baseline_+10IP Geometry:
Angular Cuts



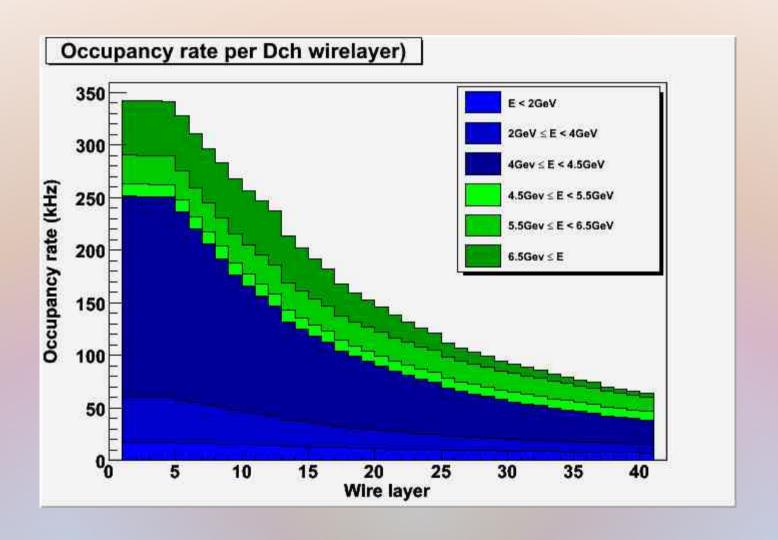
Baseline_+10IP_11SL Geometry: Occupancy Rates



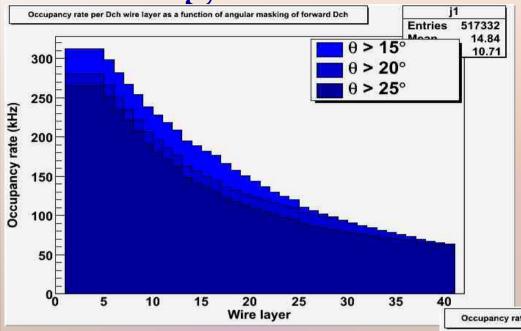
Baseline_+10IP_11SL Geometry: Angular Cuts



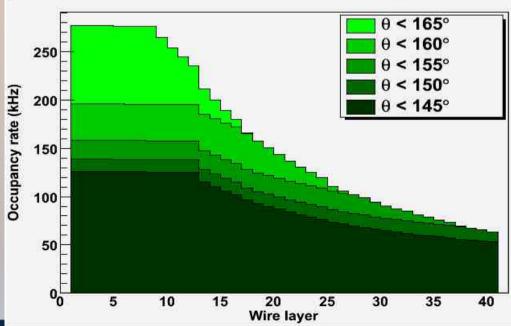
Longbwd Geometry: Occupancy Rates



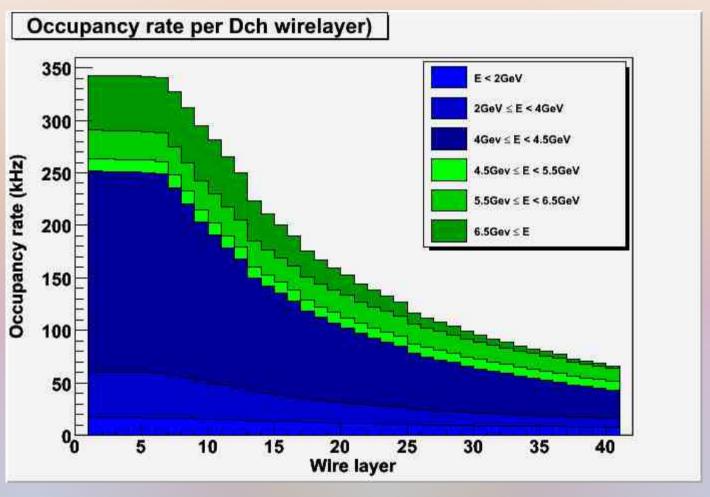
Longbwd Geometry: Angular Cuts



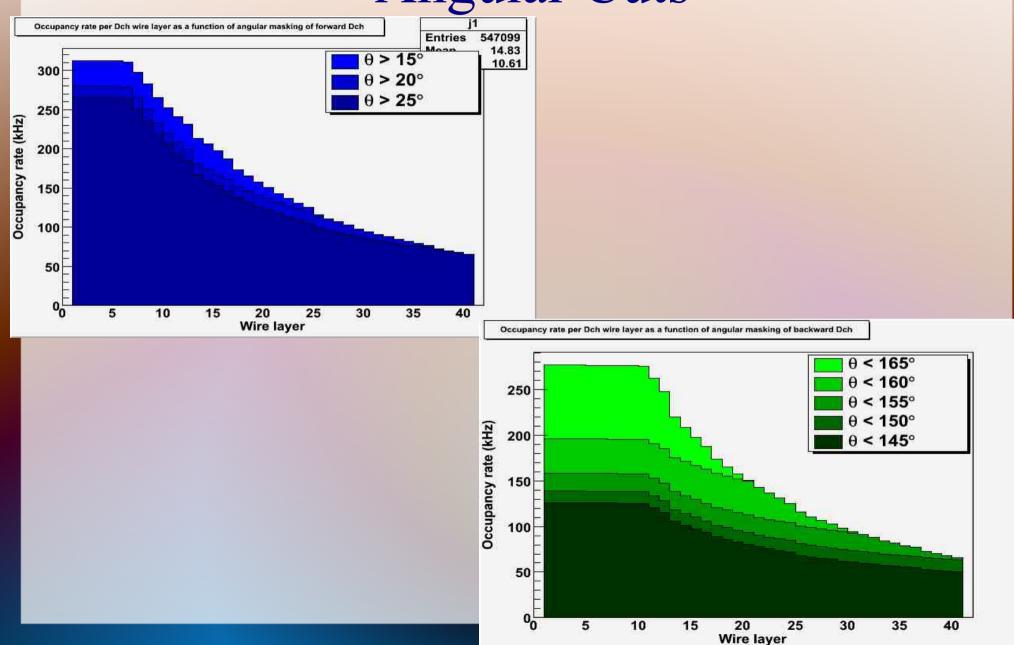
Occupancy rate per Dch wire layer as a function of angular masking of backward Dch



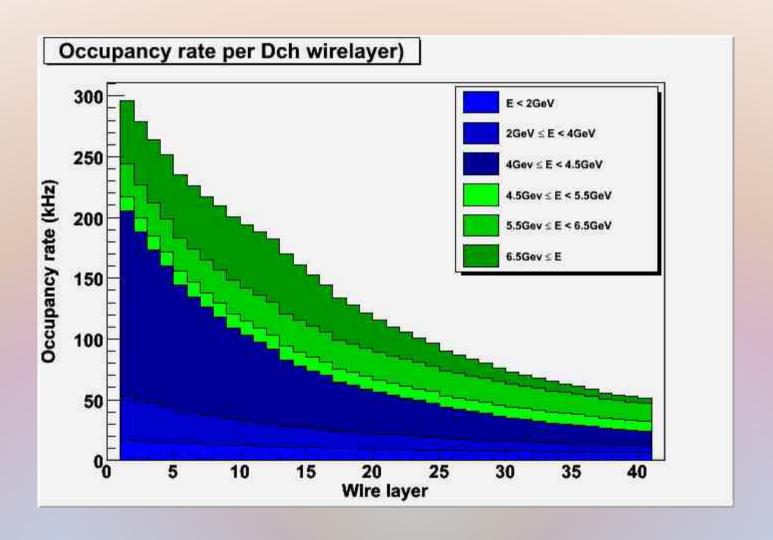
Longbwd_+10IP Geometry: Occupancy Rates



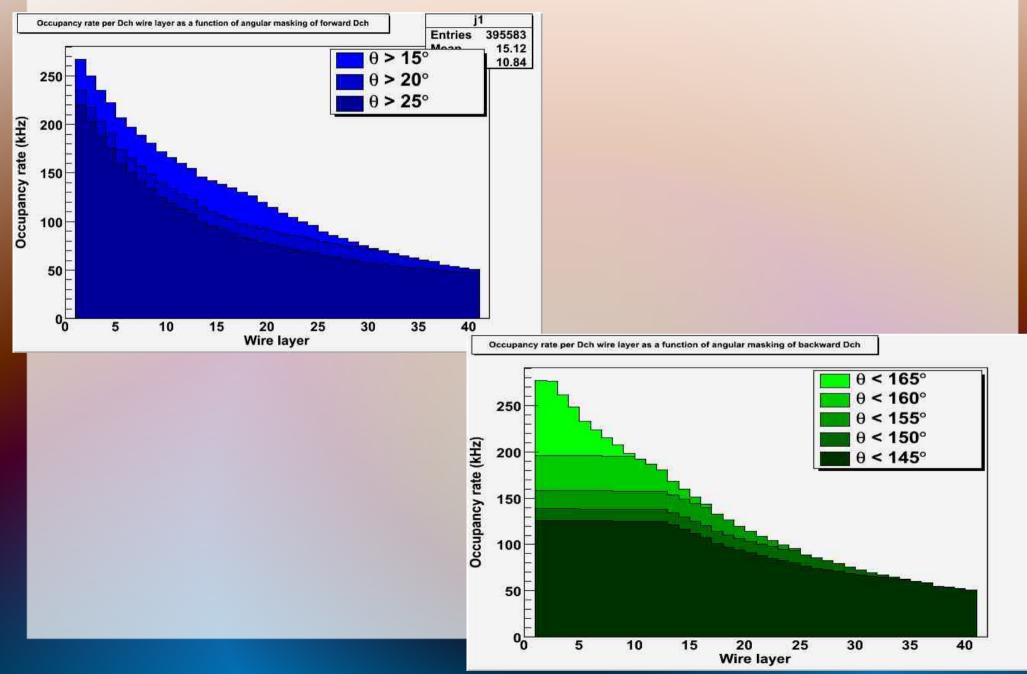
Longbwd_+10IP Geometry: Angular Cuts



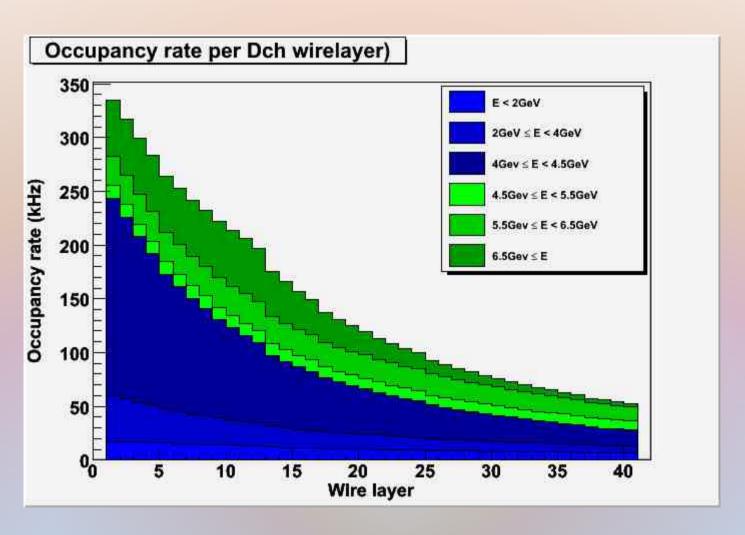
Longfwd Geometry: Occupancy Rates



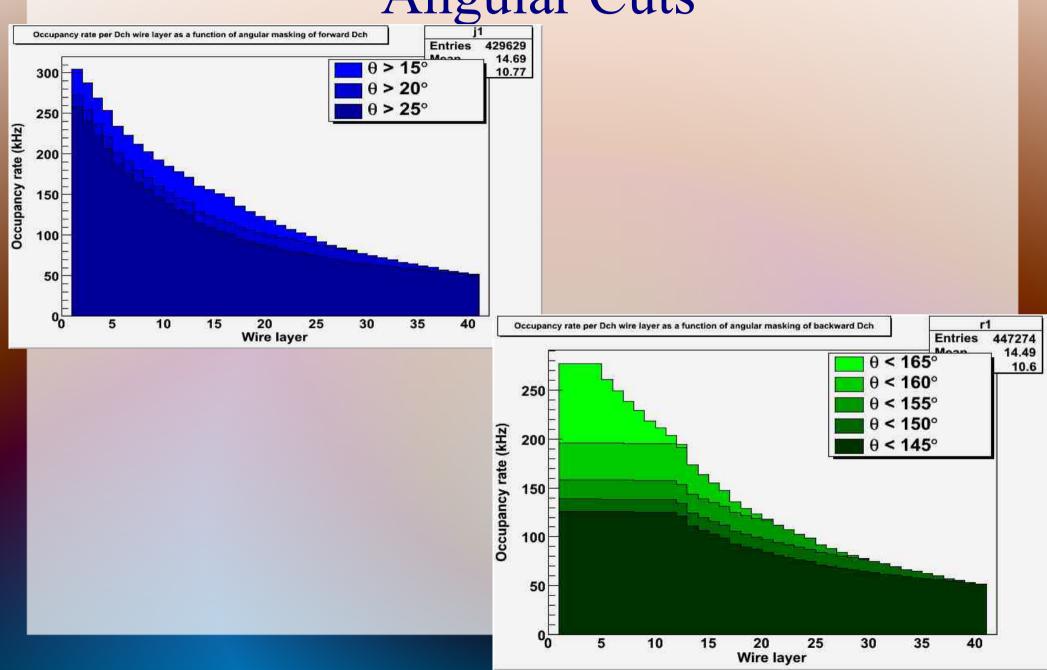
Longfwd Geometry: Angular Cuts



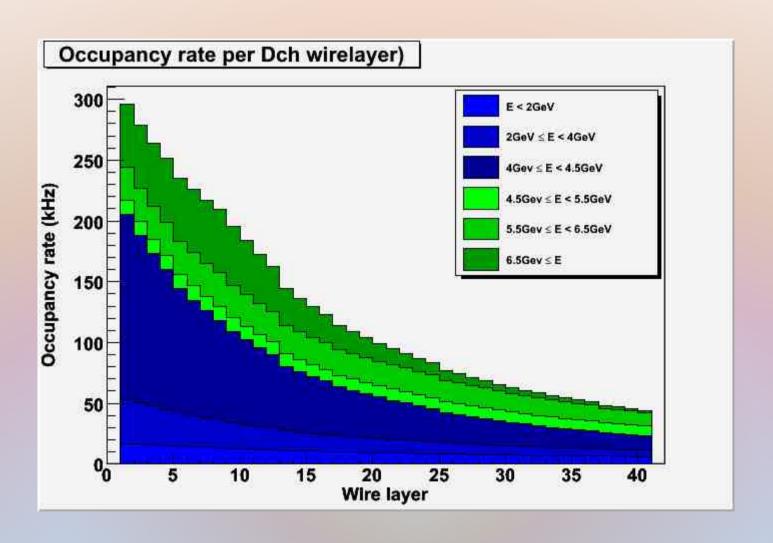
Longfwd_+10IP Geometry: Occupancy Rates



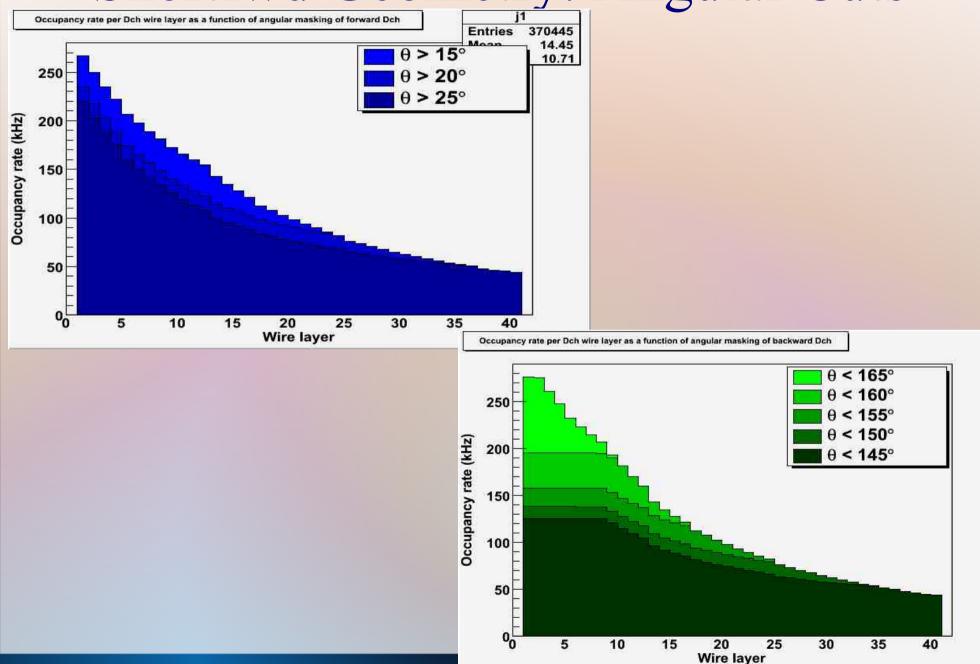
Longfwd_+10IP Geometry:
Angular Cuts



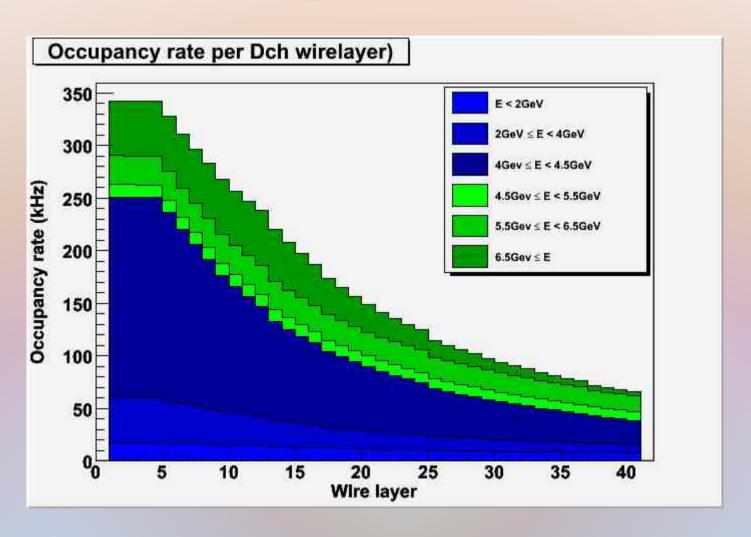
Shortfwd Geometry: Occupancy Rates



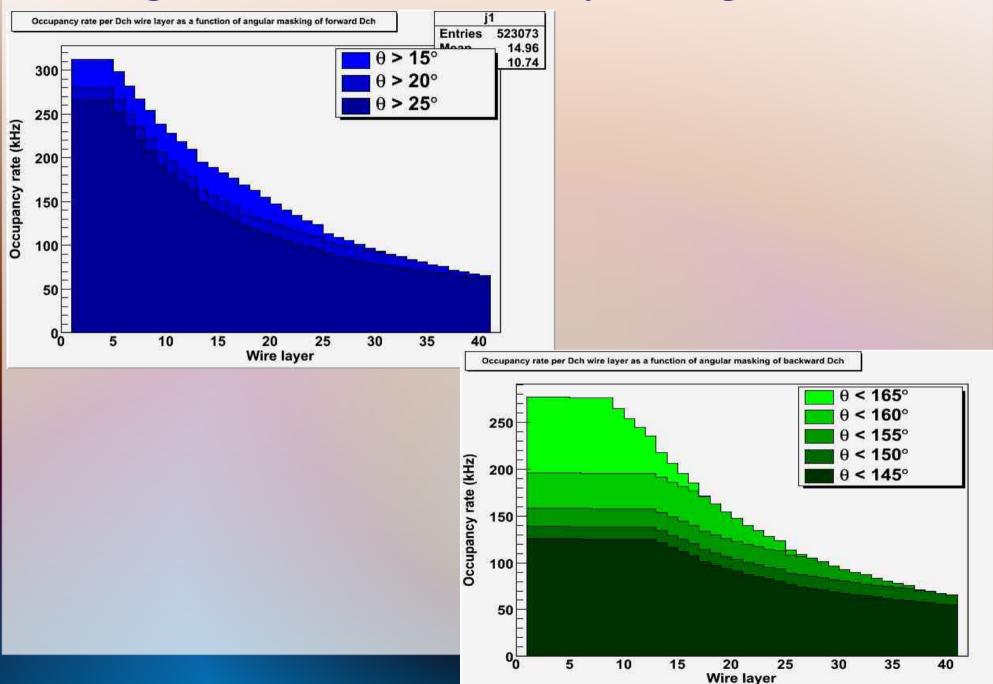
Shortfwd Geometry: Angular Cuts



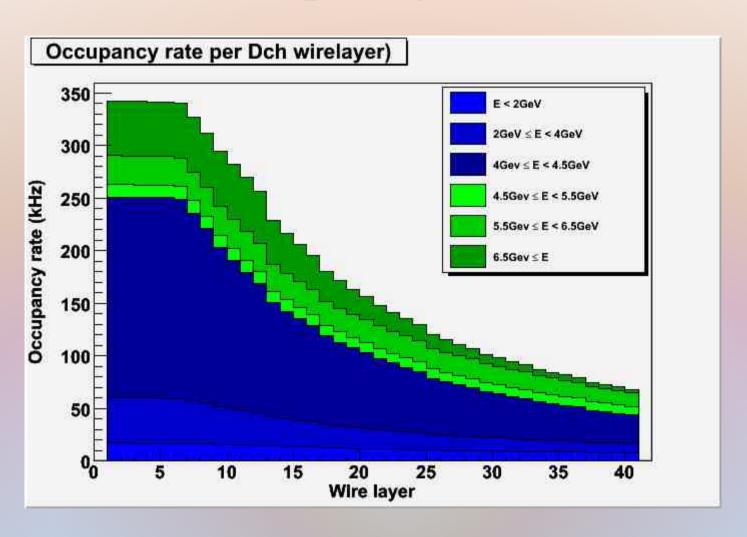
Longbwdfwd Geometry: Occupancy Rates



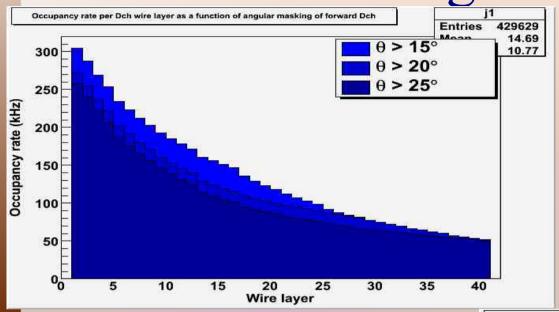
Longbwdfwd Geometry: Angular Cuts

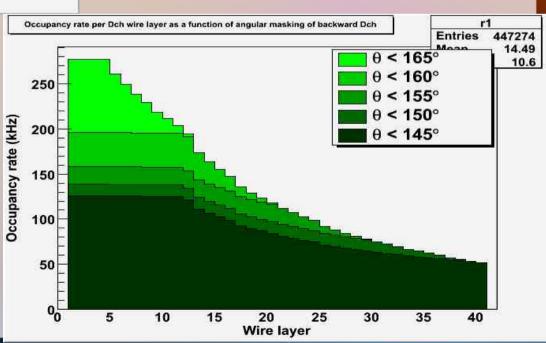


Longbwdfwd_+10IP Geometry: Occupancy Rates



Longbwdfwd_+10IP Geometry:
Angular Cuts





Conclusions

- I have much more data available from the ntuples I've generated, depending on what everyone wants to see
- Intend to use geometrical approach I described at February 16 meeting in order to check consistency of my results
- Need more time to resolve discrepancies with Dana's results
- Am now comfortable playing with the geometry xml files and hope to help write new ones for FastSim