

Muon system's studies

C. Aimè, C. Riccardi, P. Salvini, I. Vai

Fixed muon parameters in recomuon.xml

```
cessor name="MyDDSimpleMuonDigi" type='DDSimpleMuonDigi">
     <!--Performs simple digitization of sim calo hits...-->
Not r
     <parameter name="Histograms" type="int">1 </parameter>
USed cparameter name="RootFile" type="string">Test_Muon_File.root/parameter>
     <!--Calibration coefficients for MUON-->
     <parameter name="CalibrMUON" type="FloatVec">70.1
     <!-- maximum hit energy for a MUON hit -->
     <parameter name="MaxHitEnergyMUON" type="float">200000.0/parameter>
     <!--MUON Collection Names-->
     <parameter name="MUONCollections" type="StringVec">
       YokeBarrelCollection YokeEndcapCollection
     <!--MUON Collection of real Hits-->
     <parameter name="MUONOutputCollection" type="string">MUON </parameter>
     <!--Threshold for MUON Hits in GeV-->
     <parameter name="MuonThreshold" type="float">1e-06 </parameter>
     <!--MuonHit Relation Collection-->
     <parameter name="RelationOutputCollection" type="string">RelationMuonHit /parameter>
   cessor>
```

```
cprocessor name="MyDDMarlinPandora" type='DDPandoraPFANewProcessor'>
<parameter name="PandoraSettingsXmlFile" type="String"> PandoraSettings/PandoraSettingsDefault.xml </parameter>
<!-- CLIC specifict software compensation weights derived from KOL and neutrons -->
<parameter name="TrackCollections" type="StringVec"> SiTracks </parameter>
<parameter name="MCParticleCollections" type="StringVec">MCParticle</parameter>
<parameter name="RelCaloHitCollections" type="StringVec"> RelationMuonHit
/parameter> ← LC Relation *
<parameter name="RelTrackCollections" type="StringVec"> SiTrackRelations /parameter>
<parameter name="ClusterCollectionName" type="String">PandoraClusters/parameter>
<parameter name="PFOCollectionName" type="String">PandoraPFOs</parameter>
<!-- Calibration constants -->
                                                                           Conversion factor: it allows
<parameter name="MuonToMipCalibration" type="float">19607.8</parameter> 
<parameter name="DigitalMuonHits" type="int">0</parameter>
                                                                           to obtain the muon energy
                                                                           from the energy released
               If =0 the real hit energy is associated to the hit
               If >0 a chosen energy (parameter: MuonHitEnergy)
                is associated to all hits
```

<parameter name="SimCalorimeterHitRelationNames" type="StringVec" lcioInType="LCRelation">
 RelationCaloHit RelationMuonHit

^{*} This relation is also pass as a parameter of the RecoMCTruthLinker processor

Work in progress: PandoraSettingsDefault.xml

```
<!-- Standalone muon clustering -->
 <algorithm type = "MuonReconstruction">
     <algorithm type = "ConeClustering" description = "MuonClusterFormation">
    added <FirstLayer>1</FirstLayer>
    added <ClusterSeedStrategy>0</ClusterSeedStrategy>
         <TanConeAngleCoarse>0.3</TanConeAngleCoarse>
         <ConeApproachMaxSeparation>2000</ConeApproachMaxSeparation>
         <MaxClusterDirProjection>2000</maxClusterDirProjection>
         <ShouldUseIsolatedHits>true</ShouldUseIsolatedHits>
         <LayersToStepBackCoarse>30</LayersToStepBackCoarse>
         <AdditionalPadWidthsCoarse>1</AdditionalPadWidthsCoarse>
         <SameLayerPadWidthsCoarse>1.8</SameLayerPadWidthsCoarse>
         <ShouldUseTrackSeed>false</ShouldUseTrackSeed>
         <MaxTrackSeedSeparation>0</MaxTrackSeedSeparation>
         <MaxLayersToTrackSeed>0</MaxLayersToTrackSeed>
         <MaxLayersToTrackLikeHit>0</MaxLayersToTrackLikeHit>
         <TrackPathWidth>0</TrackPathWidth>
     </algorithm>
     <!--NExpectedTracksPerCluster>0</NExpectedTracksPerCluster-->
                                                                     Default is 7
added <MinTrackCandidateEnergy>0.1</MinTrackCandidateEnergy>
modified MinClusterOccupiedLayers>2</MinClusterOccupiedLayers>
                                                               They were both 5
     <MinClusterLayerSpan>0</MinClusterLayerSpan>
     <NClusterLayersToFit>2</NClusterLayersToFit>
     <MaxClusterCaloHits>30</maxClusterCaloHits>
```