

dRICH Update

Christopher Dilks
ATHENA PID Meeting
21 June 2021

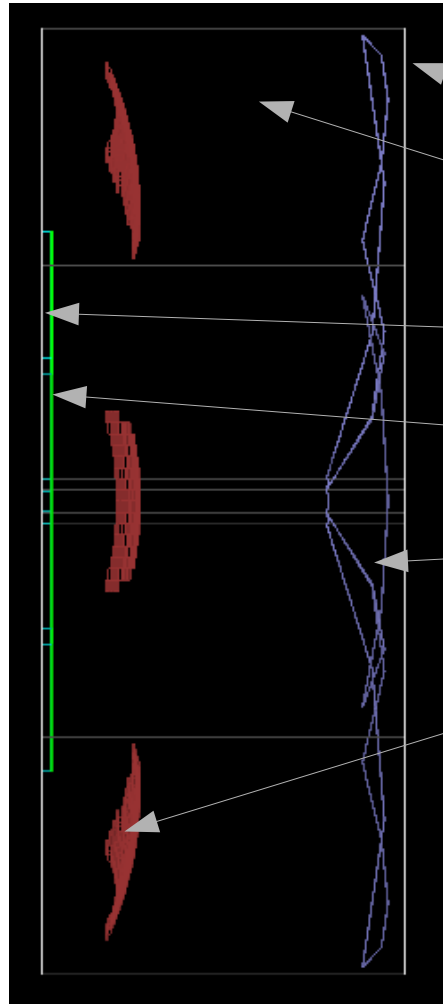
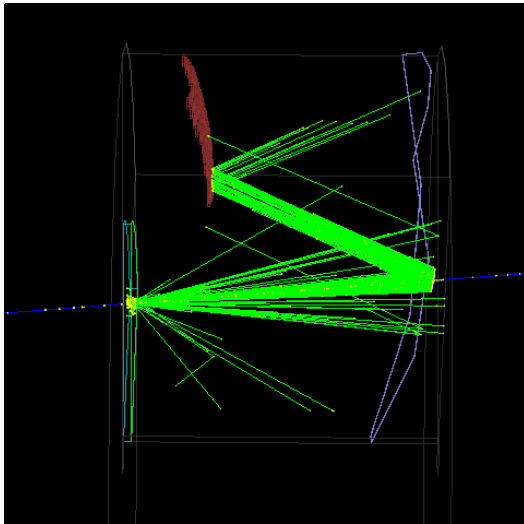
Current Status

- Standalone GEMC implementation → AI Optimization studies
 - G4E and Fun4All Ports in progress
 - Substantial progress in Fun4all port → support ECCE and CORE
 - Geant4 Text File geometry
 - Optics and material properties class
 - Hits readout and classification
 - Migration to DD4hep
 - ATHENA Software group contacted for help/guidance
- } attempt to be framework agnostic

dRICH Geometry

Volume Hierarchy

Incident pion



Vessel (white) – Aluminum volume

Petal (grey) [x6] – Gas volume

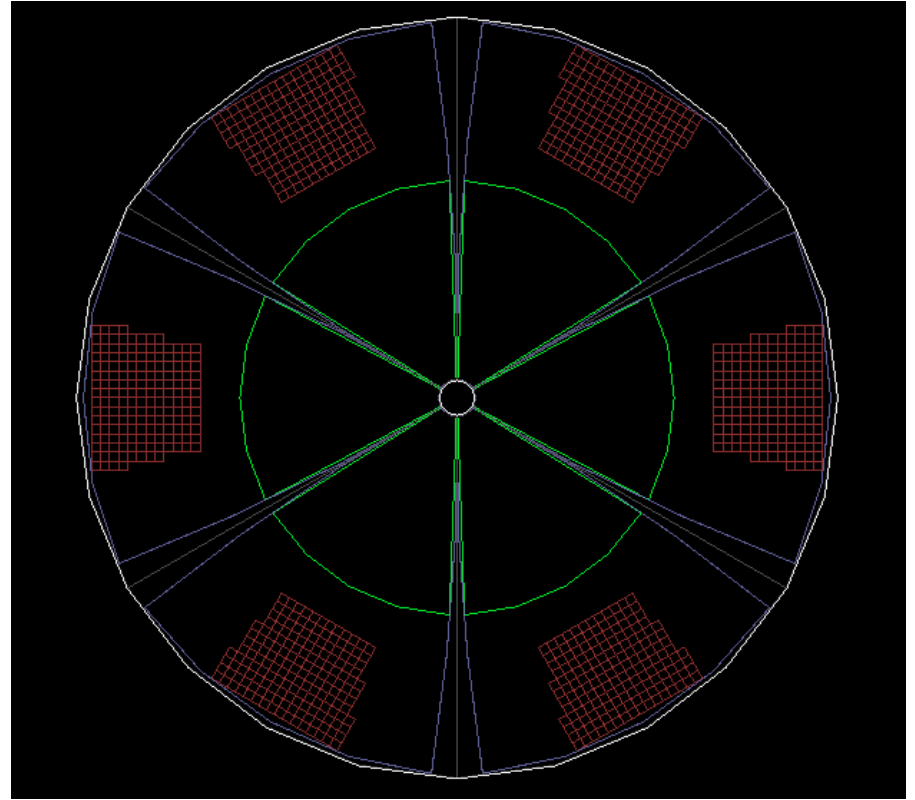
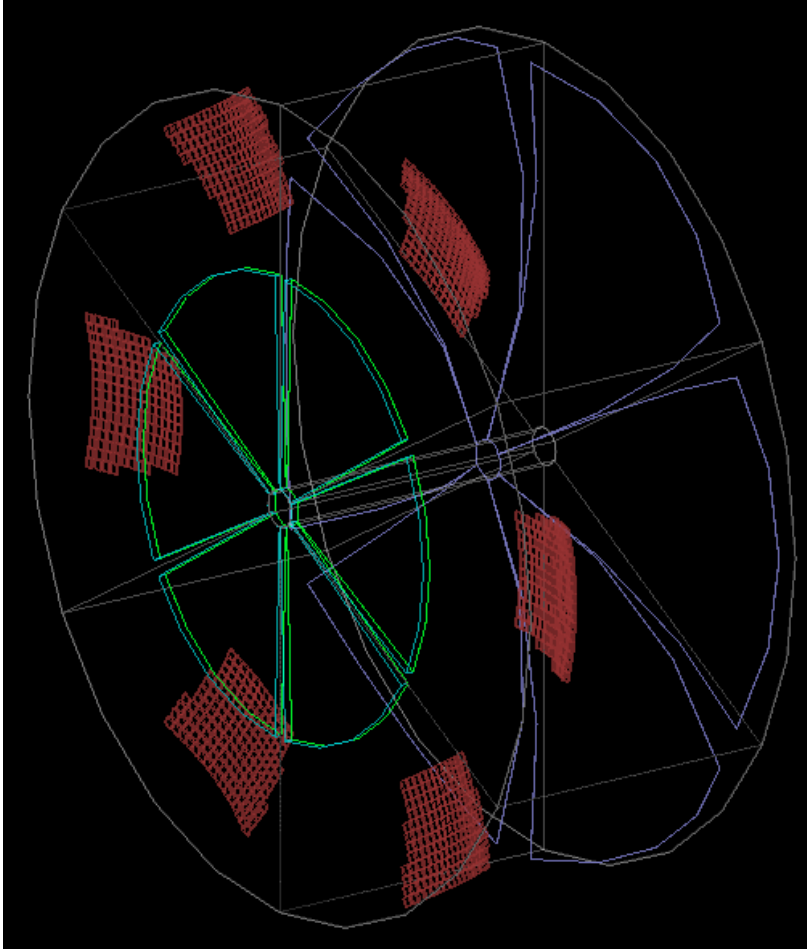
Aerogel (blue)

Filter (green)

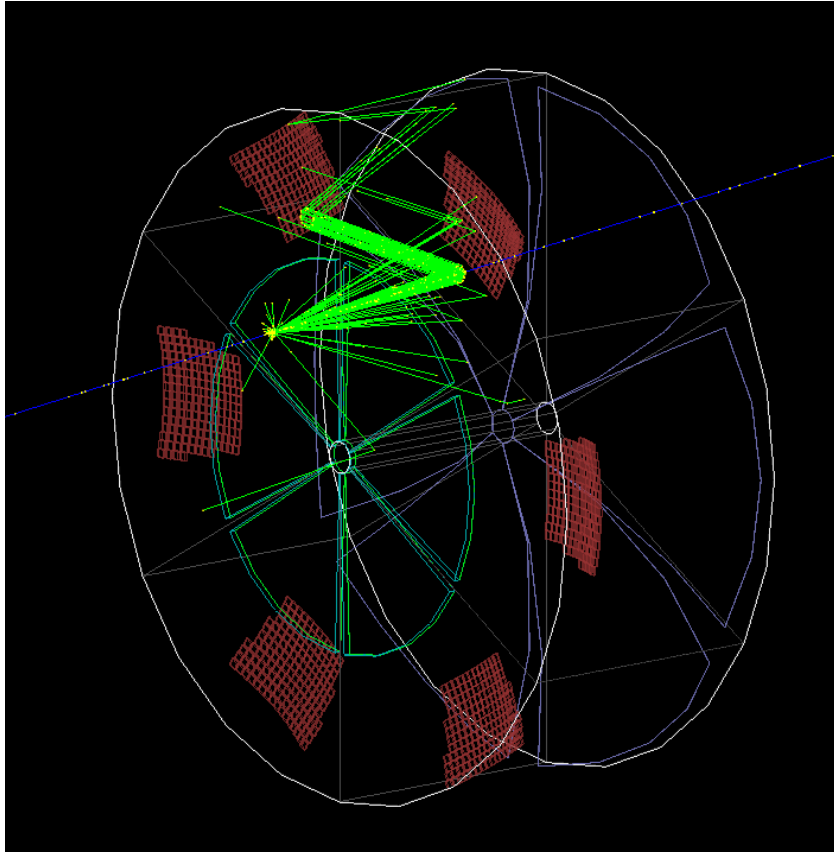
Spherical Mirror (purple)

Photosensors (PSST) (red)

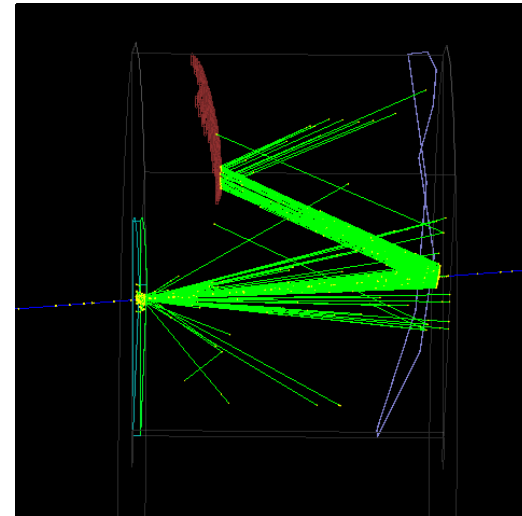
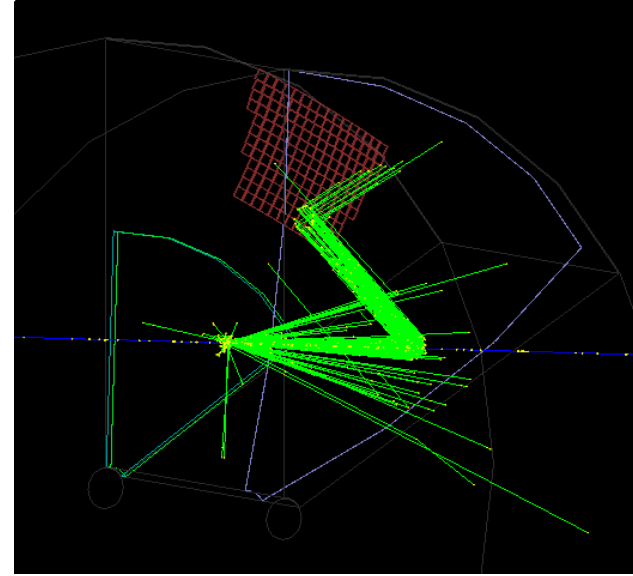
Geometry Pictures (Fun4all)



Single Event (π^+)

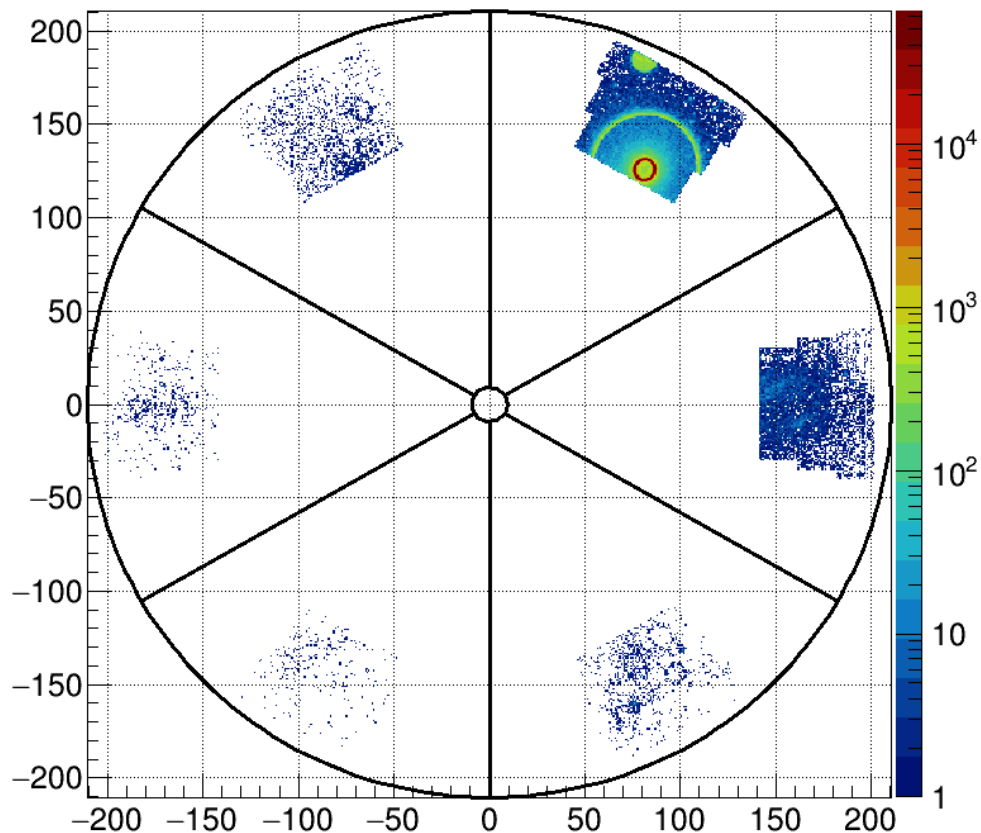


front view



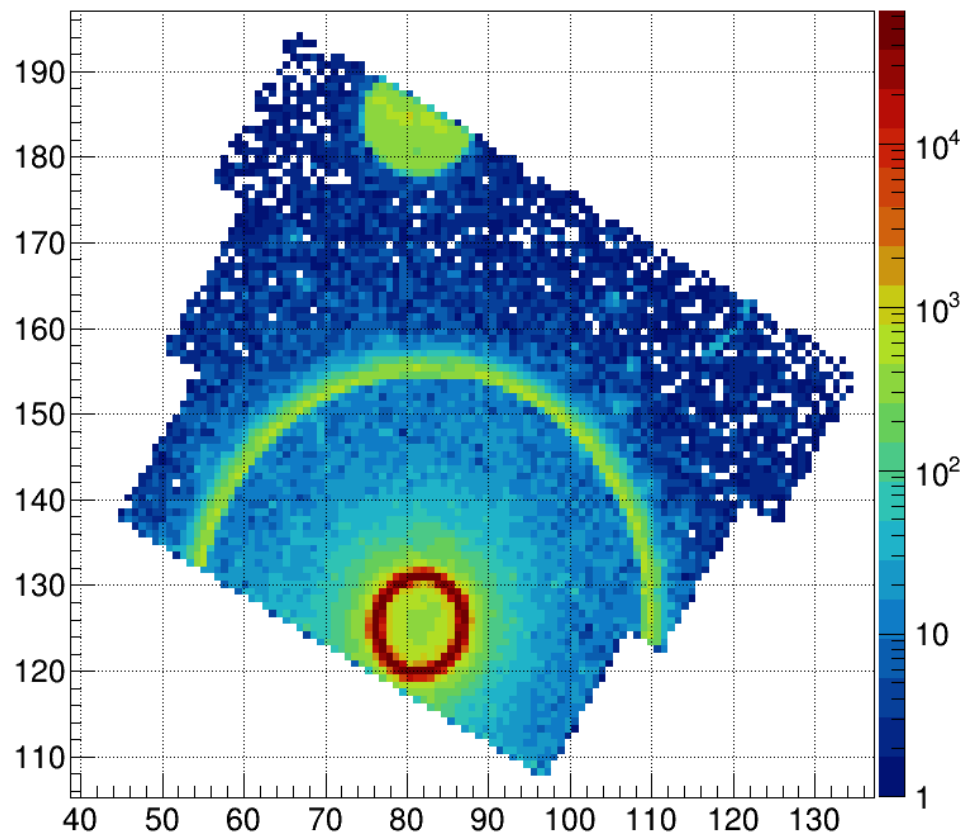
Photosensor opticalphoton hit positions

hitPos[1]:hitPos[0] {hitType=="psst" && hitSubtype=="optical"}



shown with vessel geometry outline

hitPos[1]:hitPos[0] {hitType=="psst" && hitSubtype=="optical"}



zoom in of primary petal

Fun4all Hits Readout

Custom hit class → streamable to DST
Also streaming to TTree, with the following branches:

- indices**
 - **evnum** – event number
 - **trackID** – unique ID for the track
 - **parentID** – trackID of the parent particle
- hit classification**
 - **hitType** – string classifying the hit type
 - **hitSubtype** – further hit type classification
- unique ID for photosensor**
 - **petal** – which petal the hit is in
 - **psst** – which photosensor (from copy number)
- particle type and production process**
 - **pdg** – PDG encoding
 - **particleName** – string for particle name
 - **process** – physics process that produced the particle
- kinematics**
 - **hitPos[3]** – hit position [x,y,z] (cm)
 - **hitP[3]** – hit momentum [px,py,pz] (GeV)
 - **hitPdir[3]** – hit momentum direction [x,y,z]
 - **hitVtxPos[3]** – vertex position [x,y,z] (cm)
 - **hitVtxPdir[3]** – vertex momentum direction [x,y,z]
- integrated values**
 - **deltaT** – global time difference (ns)
 - **edep** – energy deposition (GeV)

Outlook and Plans

■ Much development in the hits readout

- 3 hit types, further classified into subtypes

■ Short term tasks for fun4all:

- Analysis code is in progress
- Cross checks with GEMC implementation (geometry has been kept the same)
- Other tasks:
 - Very slow memory leak – need to fix
 - Mirror geometry → would mirror hits be useful?
 - Consider splitting PSST optical hits to “opticalGas” and “opticalAerogel”

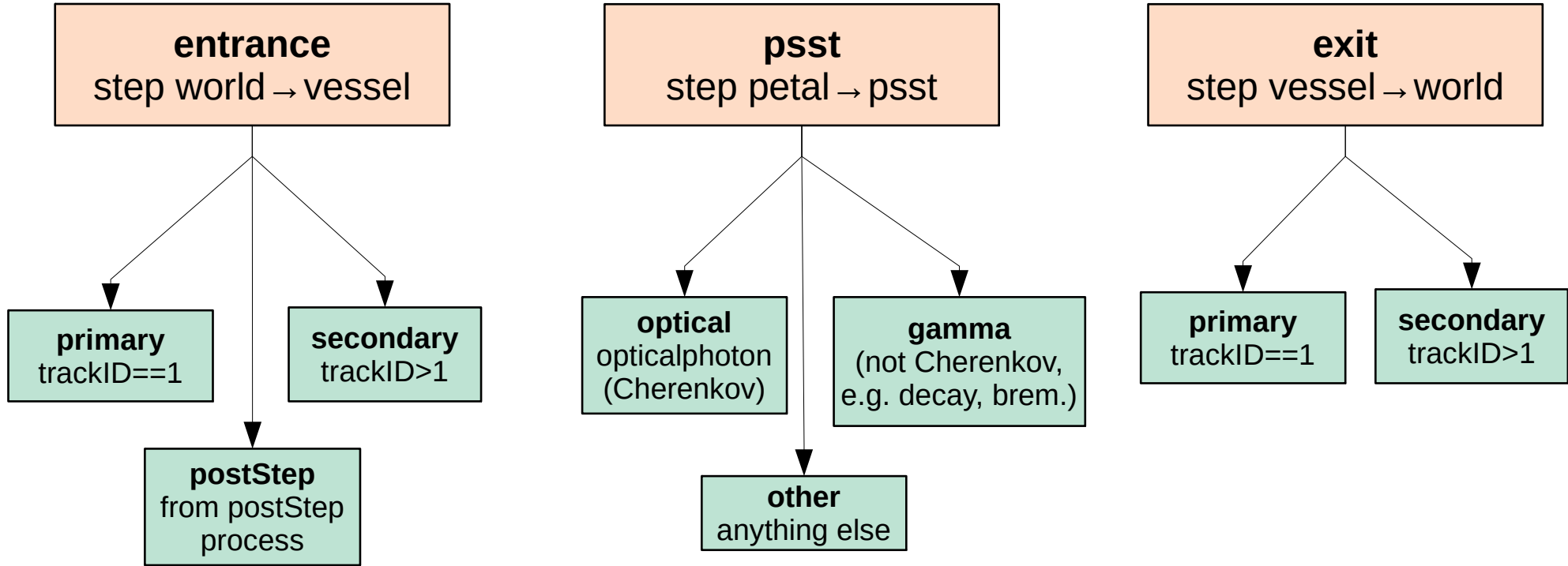
■ Integration with Full Simulations

- **ATHENA**
 - Need to port to dd4hep → ATHENA Software Group contacted
 - Better to do this sooner rather than later...
- CORE and ECCE
 - We have the f4a implementation in a prototype state, but to continue development, it would be more efficient to have help from someone in CORE / ECCE

b
a
c
k
u
p

Hits Classification

hitType



hitSubtype

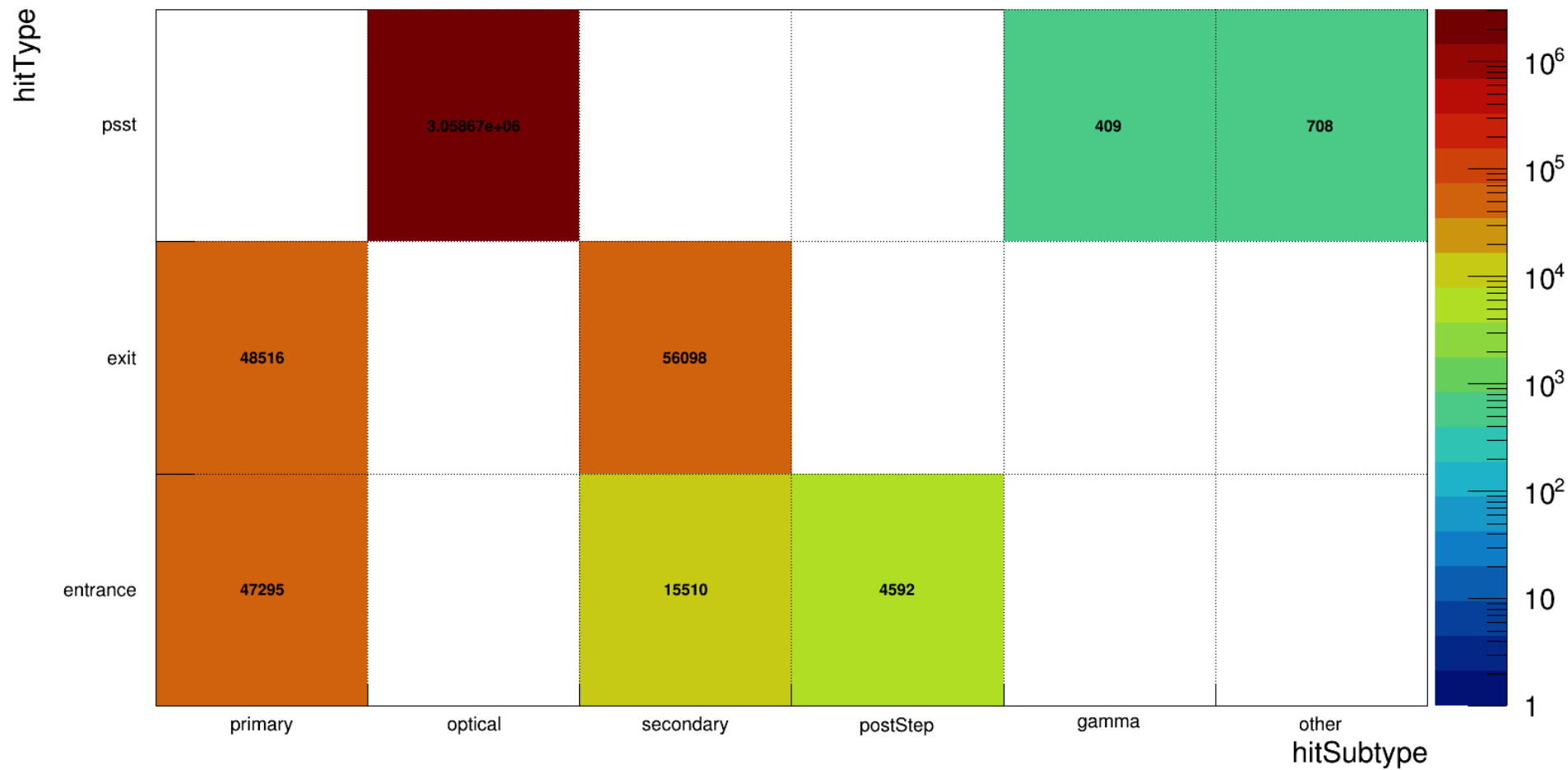
Simulation for Hits Readout Testing

Simulation test: throw 50k π^+ s at the dRICH

- each pion thrown with the same momentum and direction, to accumulate statistics for a single type of event
- different things happen in each event, but in general we get 2 rings of Cherenkov photons on the photosensors
- some pions interact with the world volume prior to hitting the dRICH, causing secondary hits

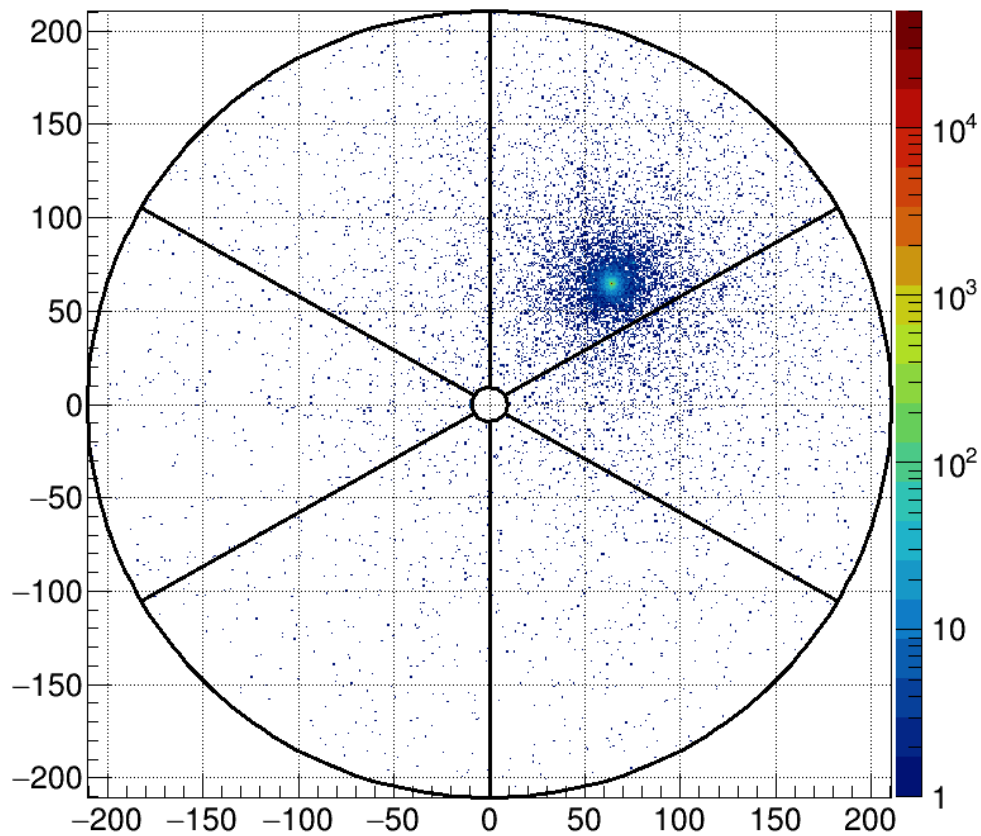
```
// particle gun: shoot particle in specified direction
PHG4ParticleGun *gun = new PHG4ParticleGun();
gun->set_name("pi+");
gun->set_vtx(0, 0, -1*m);
gun->set_mom(0.07*GeV, 0.07*GeV, 1*GeV);
f4a->registerSubsystem(gun);
```

hitType:hitSubtype

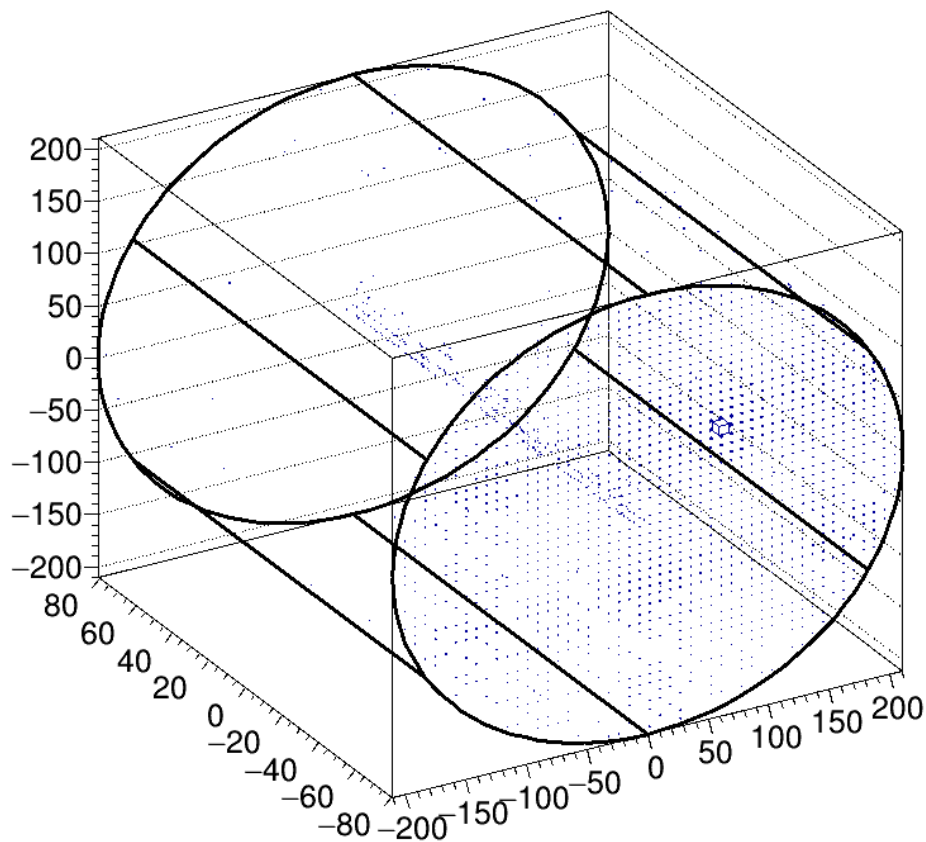


Entrance hit positions

hitPos[1]:hitPos[0] {hitType=="entrance"}



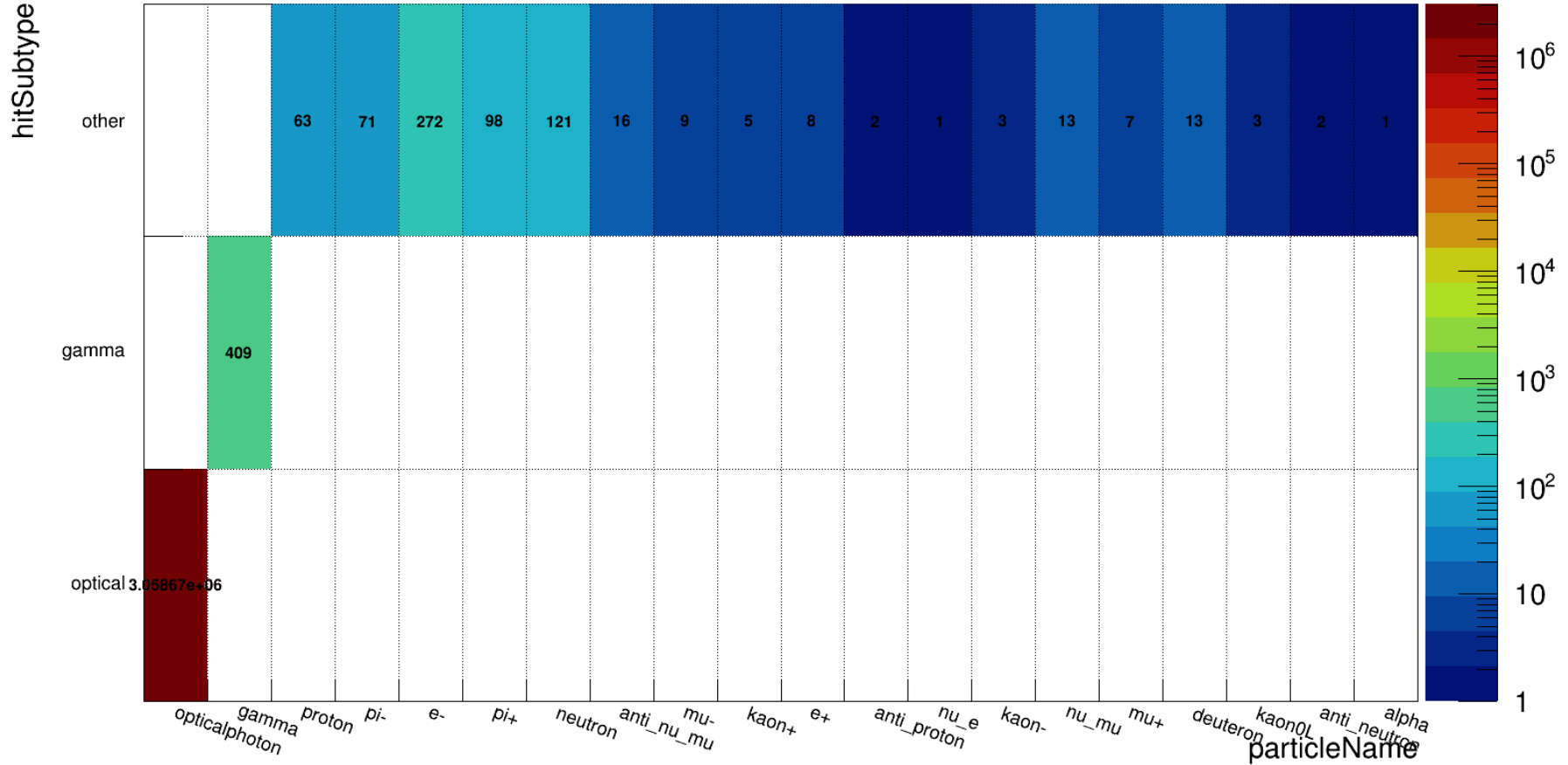
hitPos[0]:hitPos[2]:hitPos[1] {hitType=="entrance"}



shown with vessel geometry outline

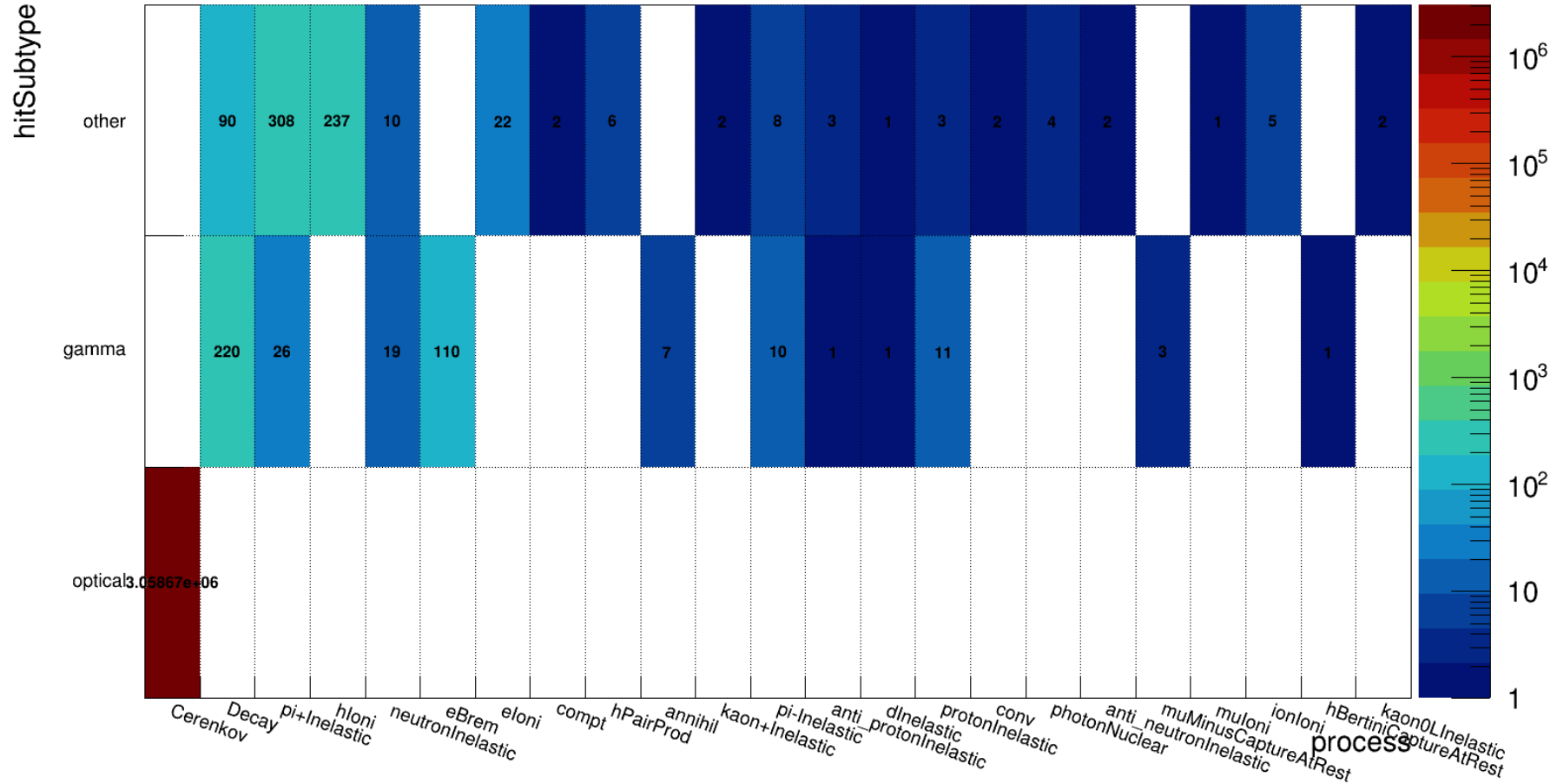
Photosensor hits: sub-type vs. particle

hitSubtype:particleName {hitType=="psst"}



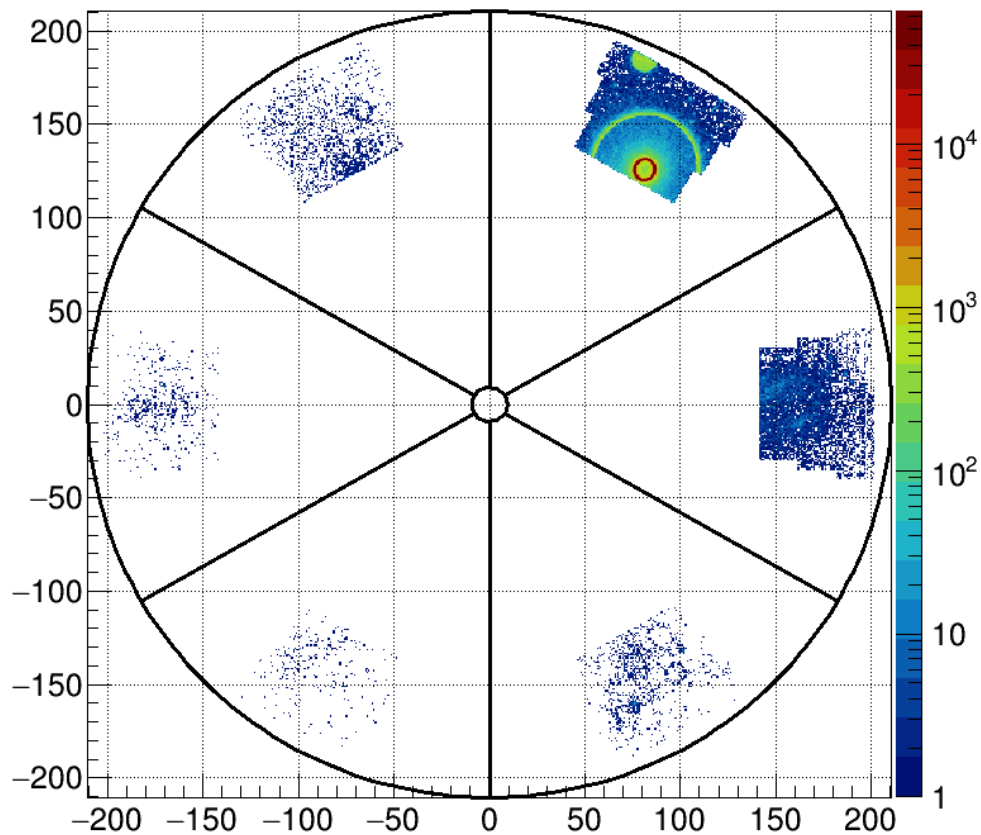
Photosensor hits: sub-type vs. process

hitSubtype:process {hitType=="psst"}



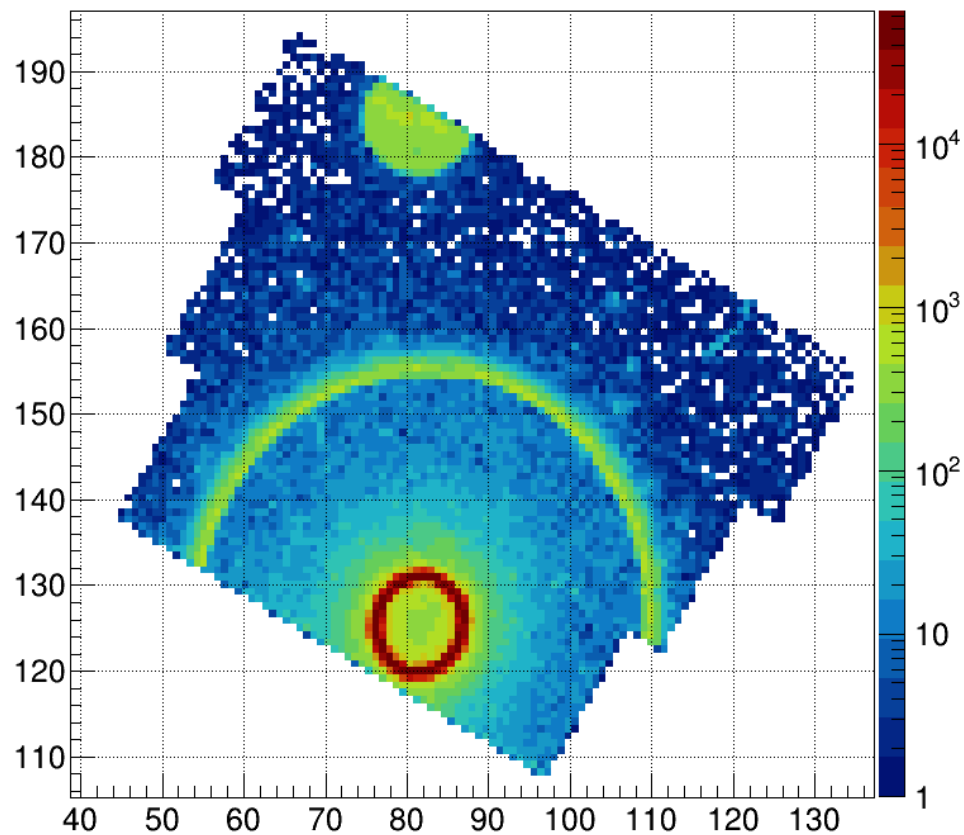
Photosensor opticalphoton hit positions

hitPos[1]:hitPos[0] {hitType=="psst" && hitSubtype=="optical"}



shown with vessel geometry outline

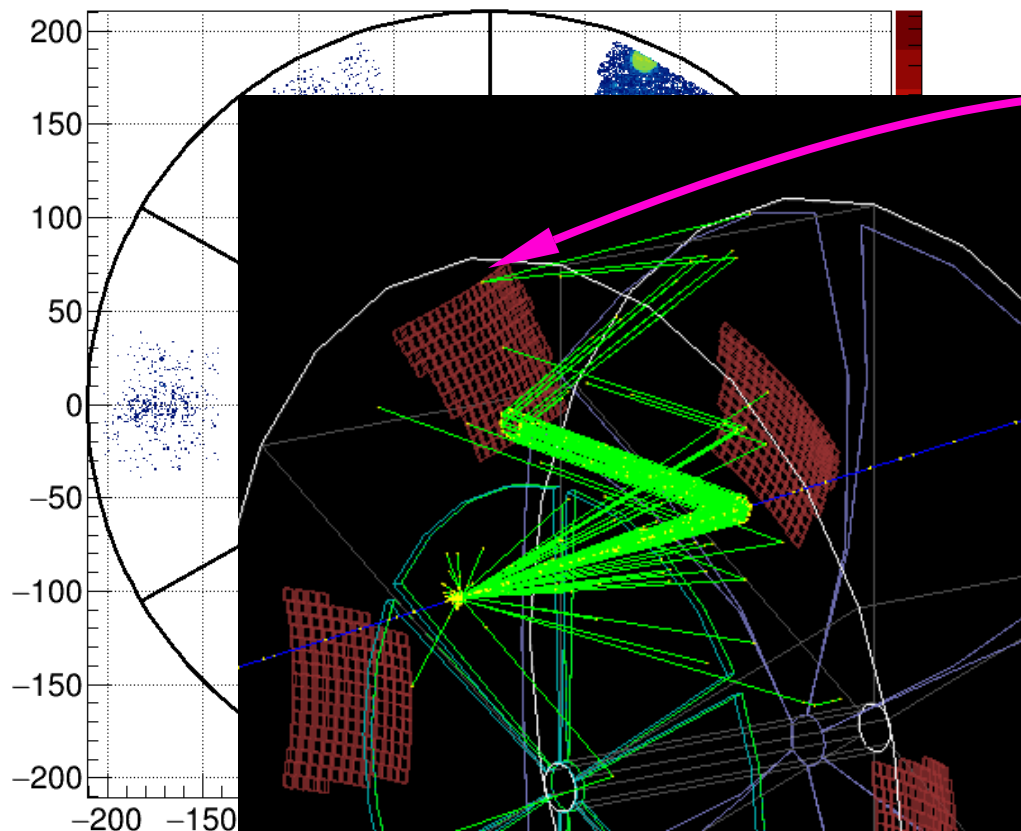
hitPos[1]:hitPos[0] {hitType=="psst" && hitSubtype=="optical"}



zoom in of primary petal

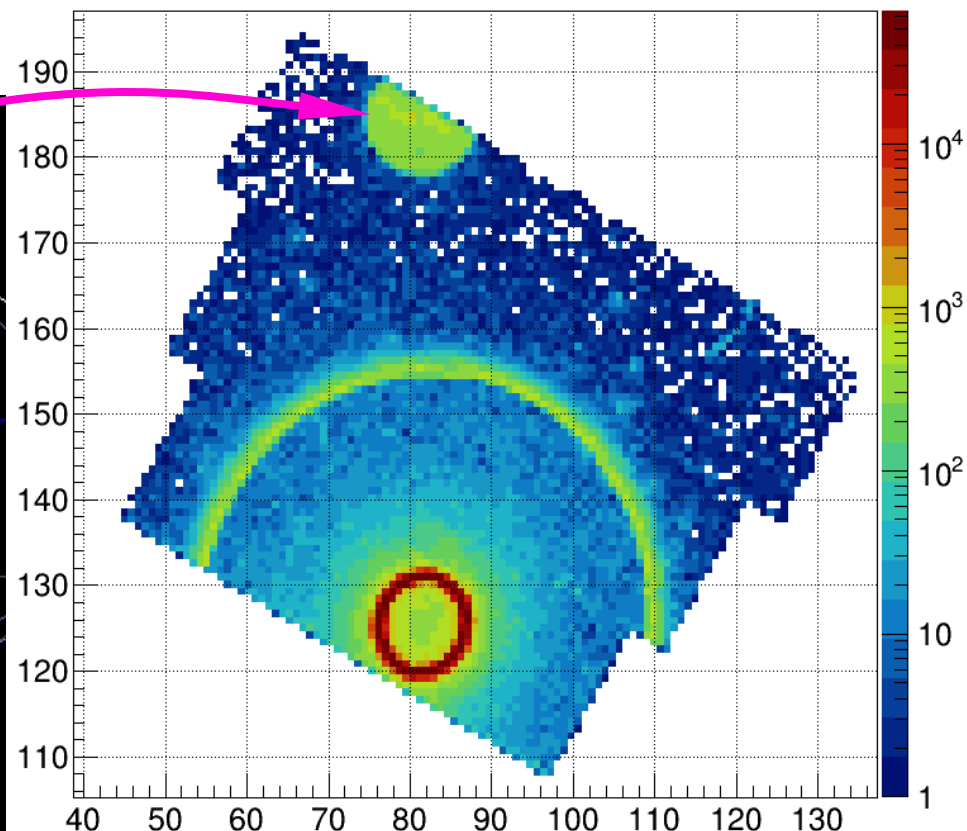
Photosensor opticalphoton hit positions

hitPos[1]:hitPos[0] {hitType=="psst" && hitSubtype=="optical"}



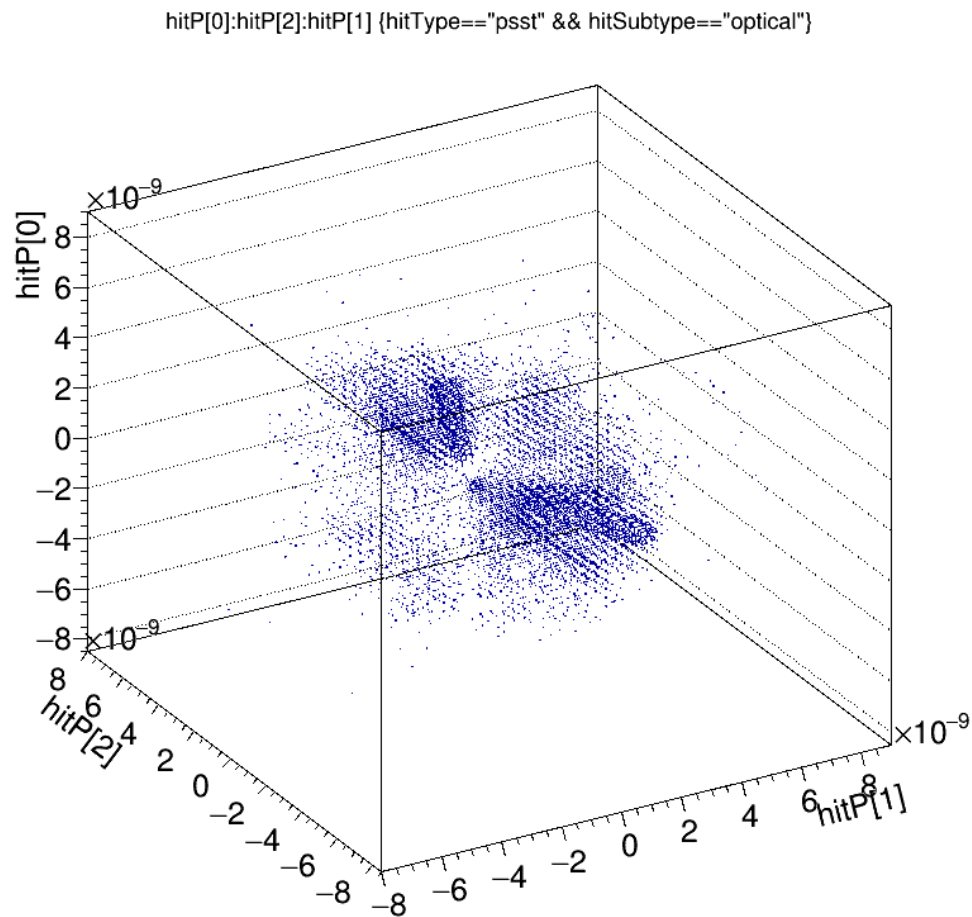
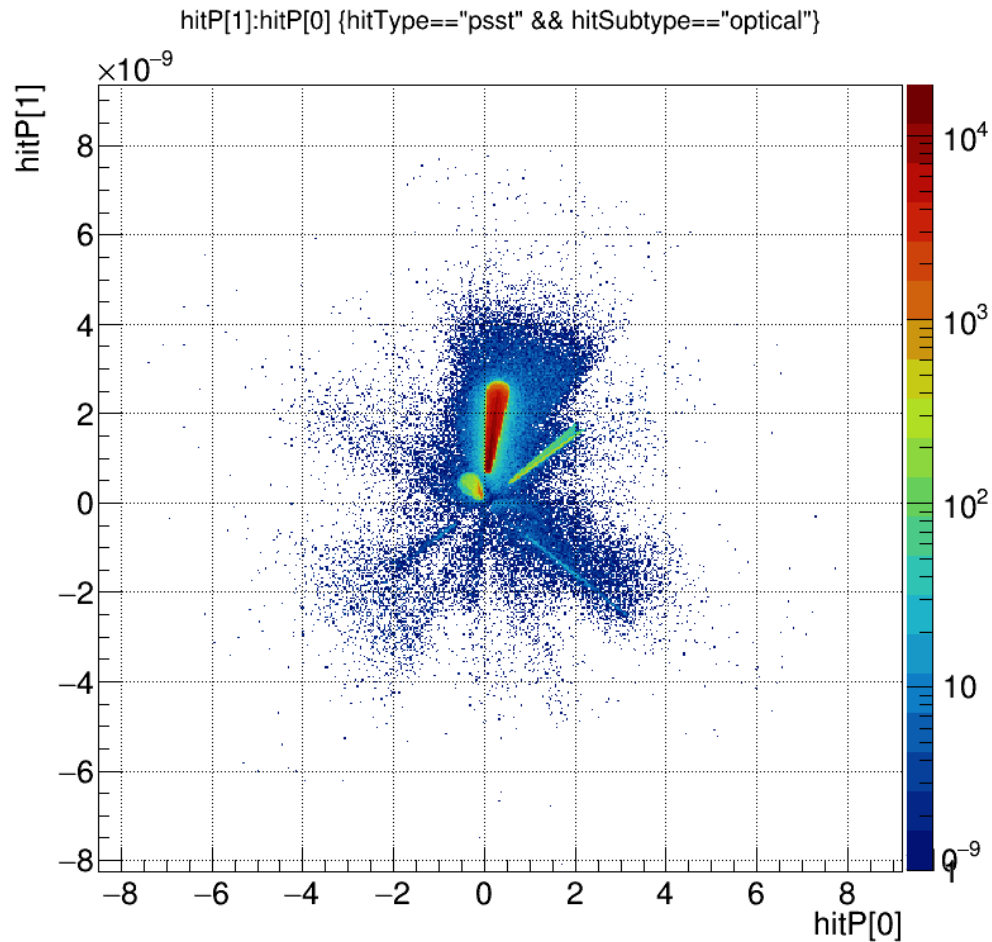
shown with vessel geometry outline

hitPos[1]:hitPos[0] {hitType=="psst" && hitSubtype=="optical"}



zoom in of primary petal

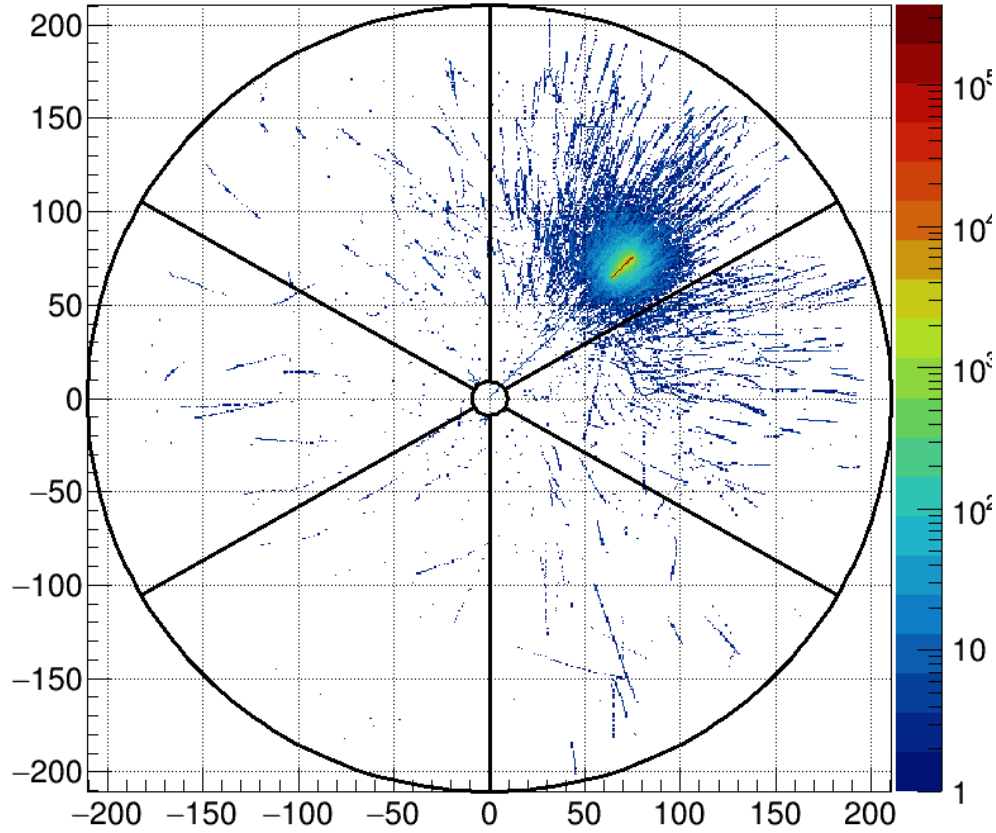
Photosensor opticalphoton hit momentum



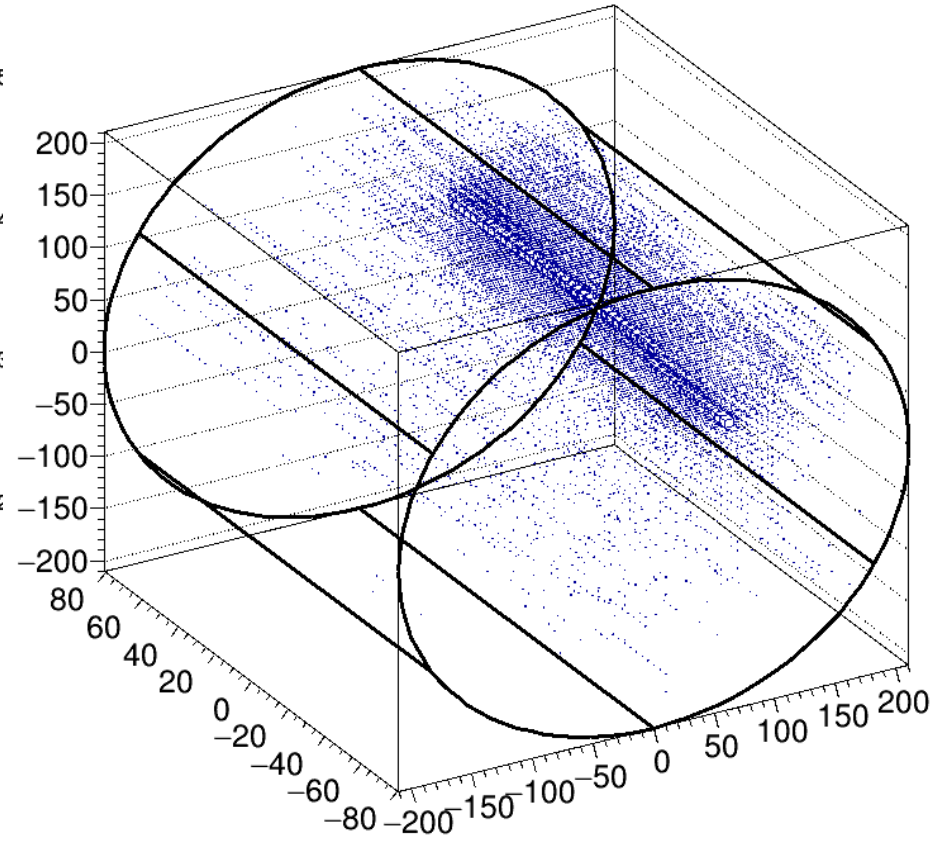
some PSST hits are from the “wrong” side – need some sort of shielding / electronics base in the geometry

Photosensor hit track vertices

hitVtxPos[1]:hitVtxPos[0] {hitType=="psst"}

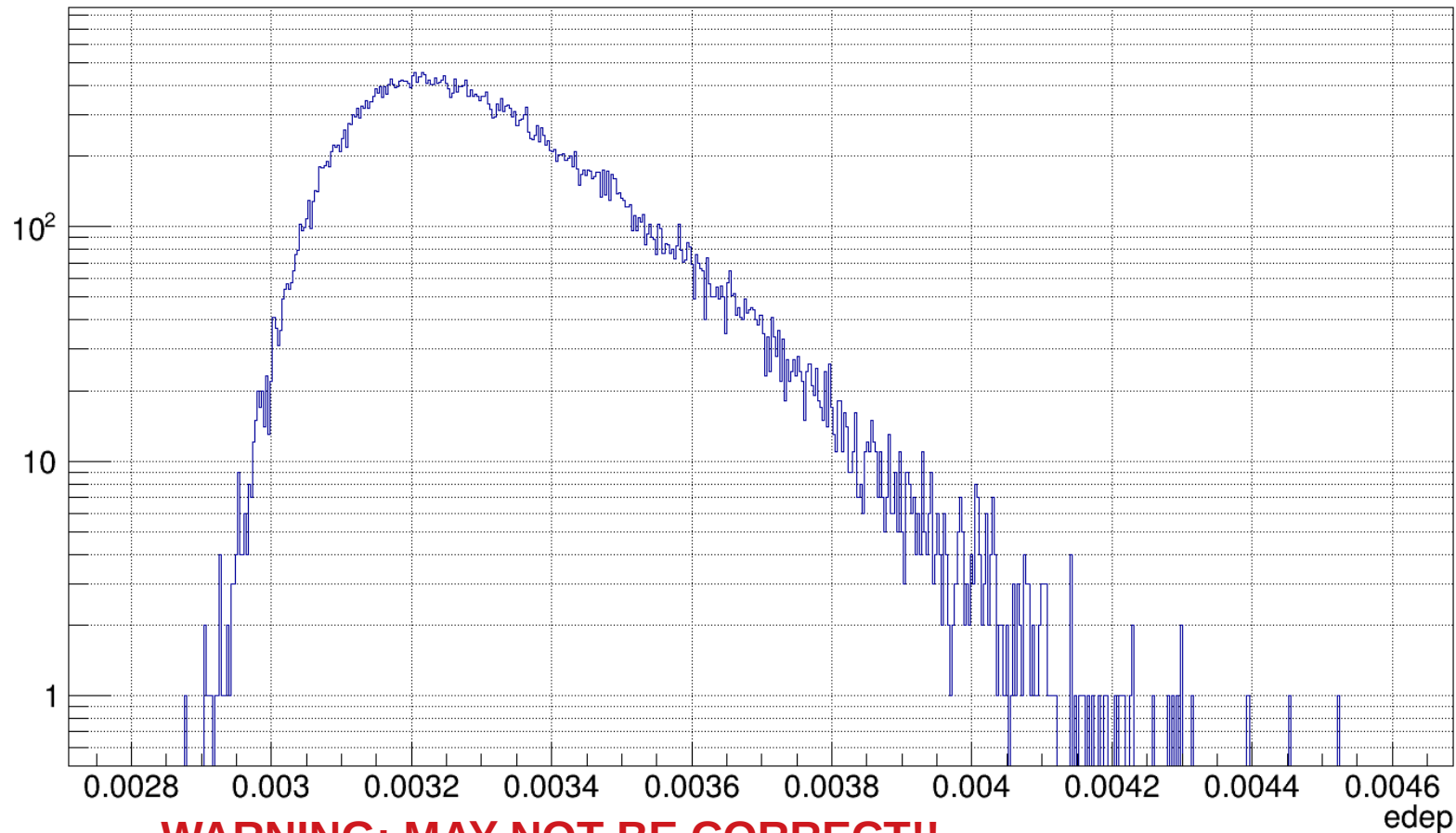


hitVtxPos[0]:hitVtxPos[2]:hitVtxPos[1] {hitType=="psst"}



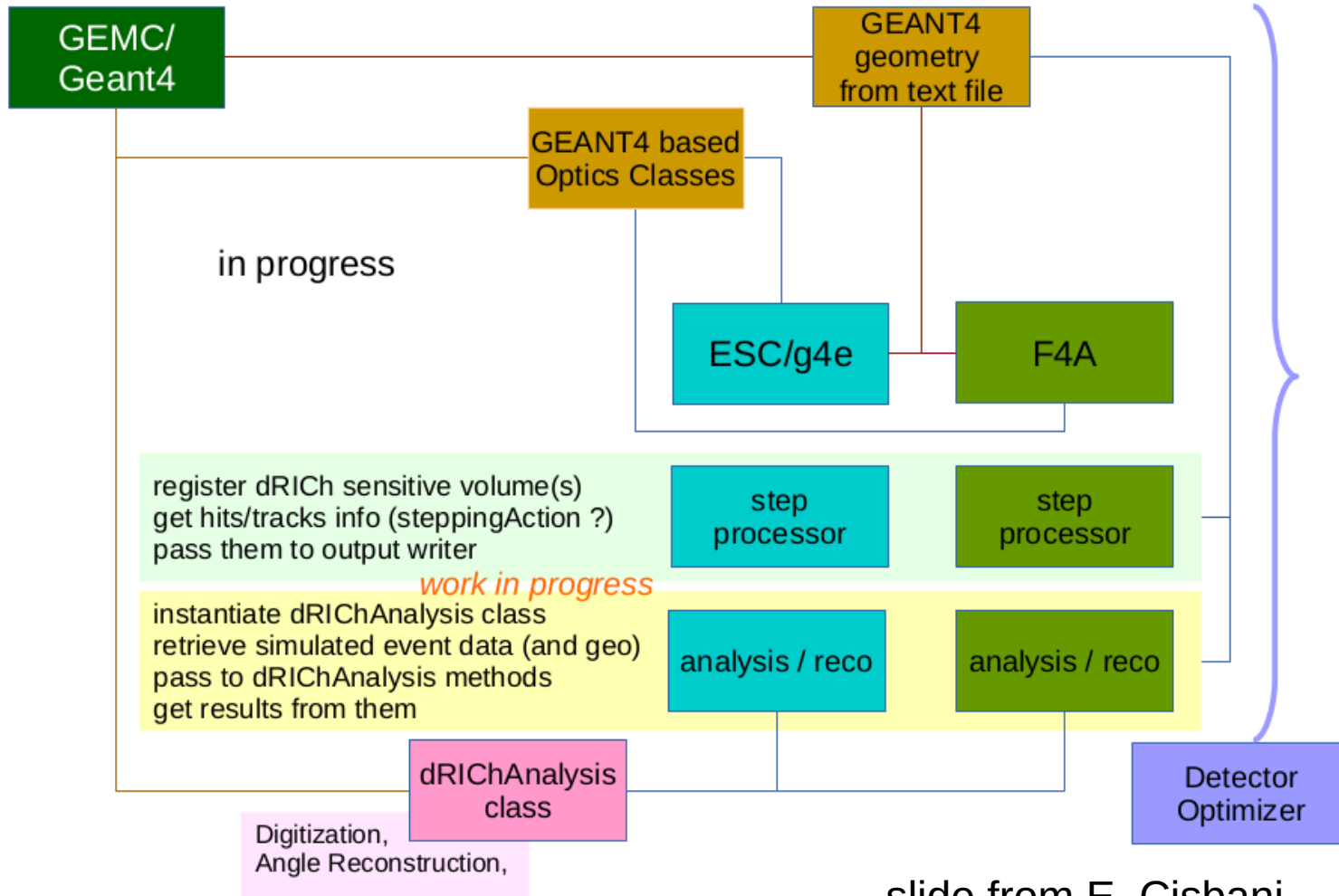
Exit hit Edep, from primary pions (units=GeV)

`edep {hitType=="exit" && hitSubtype=="primary"}`

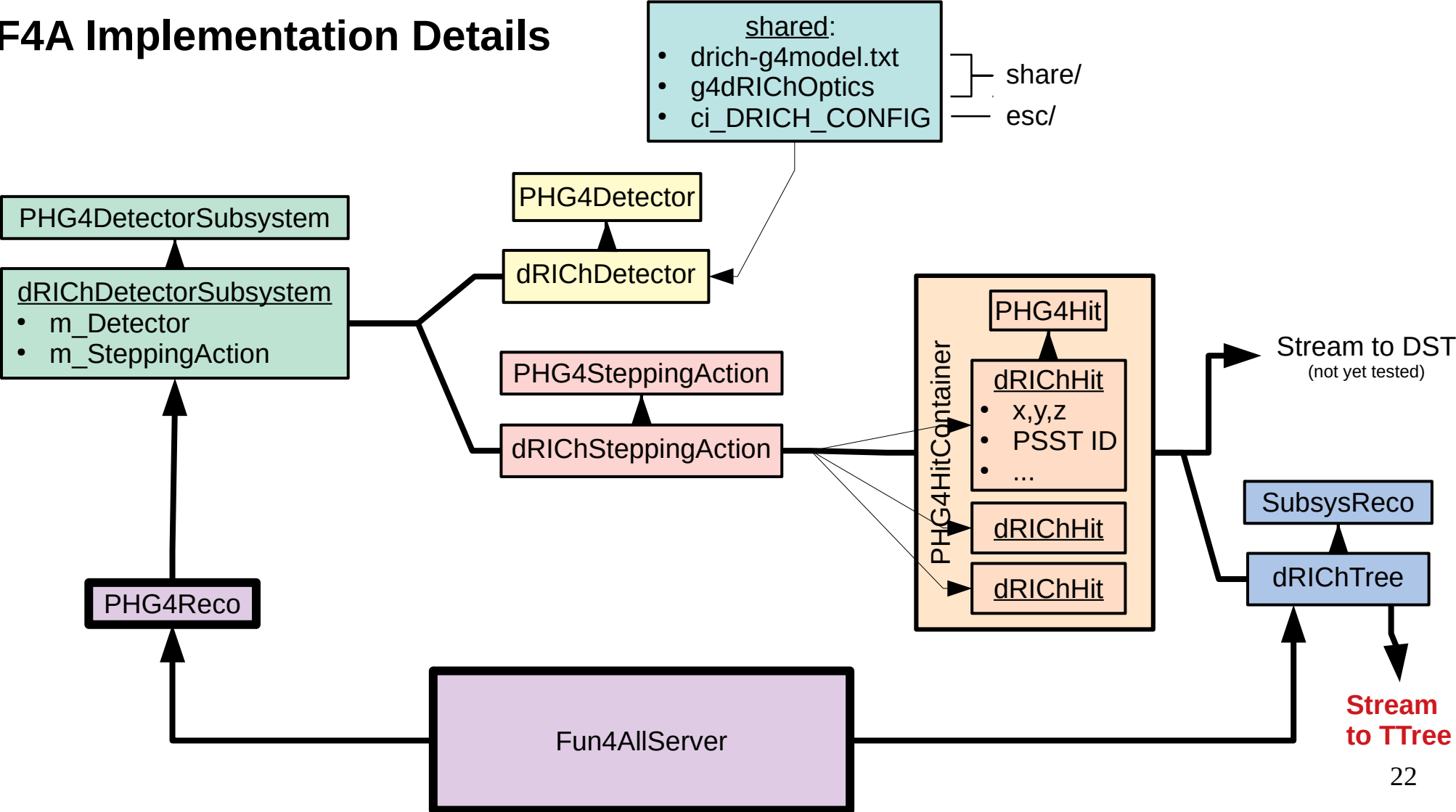


Software Status

Overall

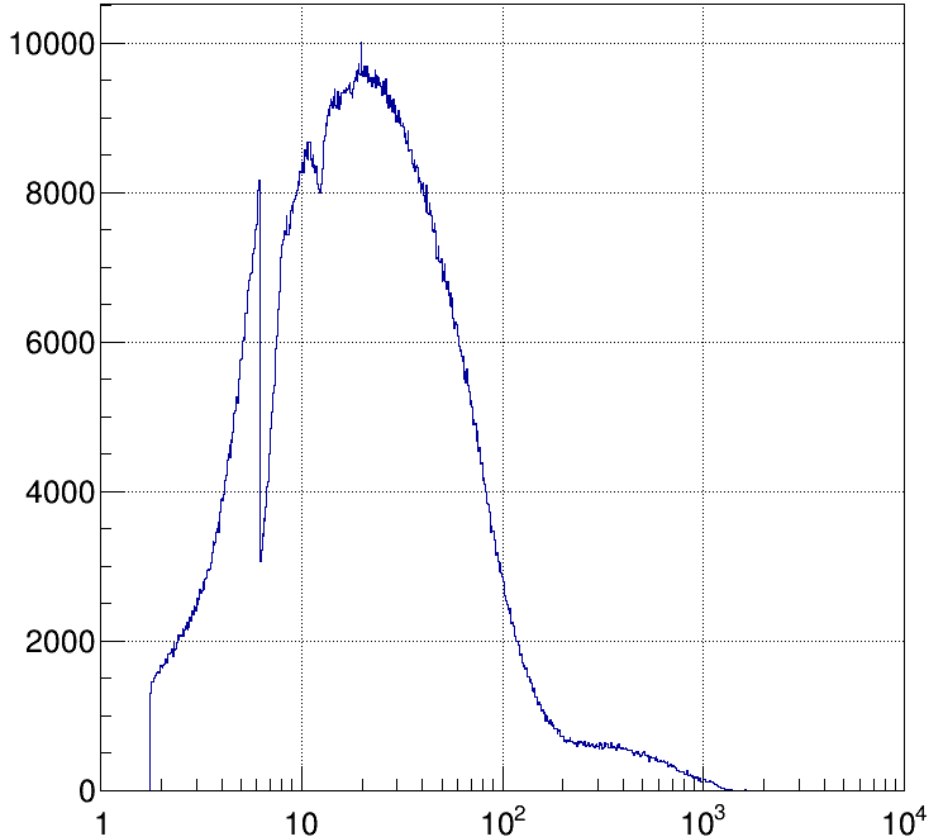


F4A Implementation Details



Edep from opticalphoton PSST hits

Edep for optical PSST hits (units=eV)

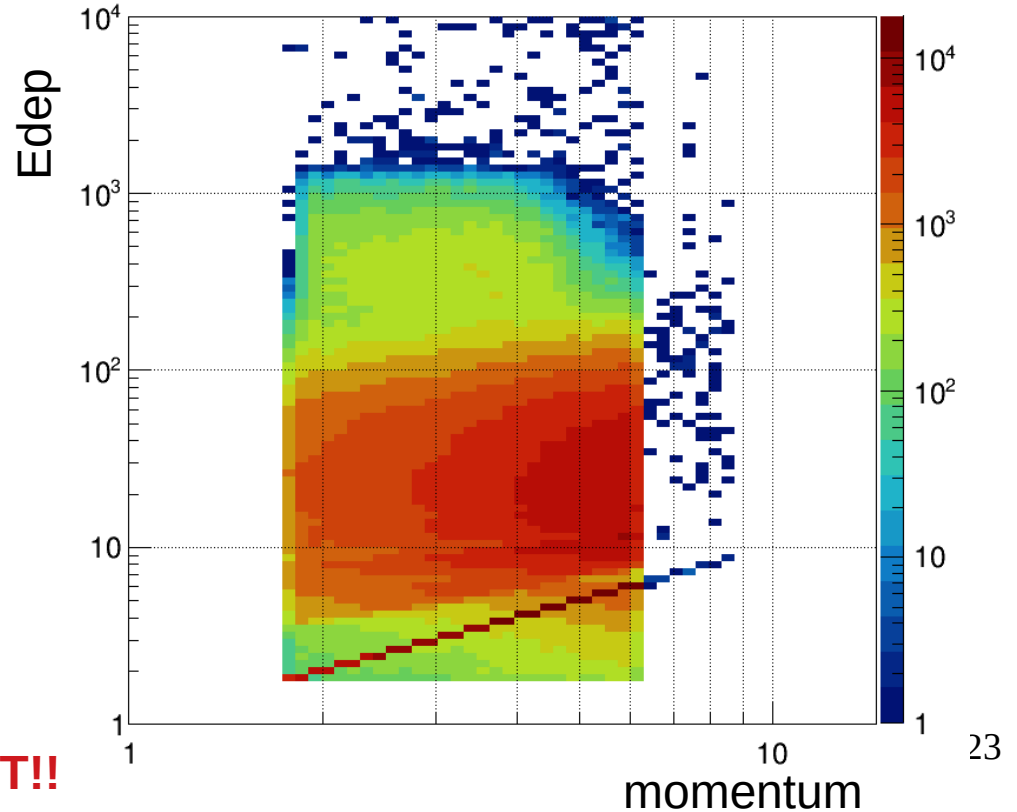


WARNING: MAY NOT BE CORRECT!!

Consider splitting “optical” subtype to:

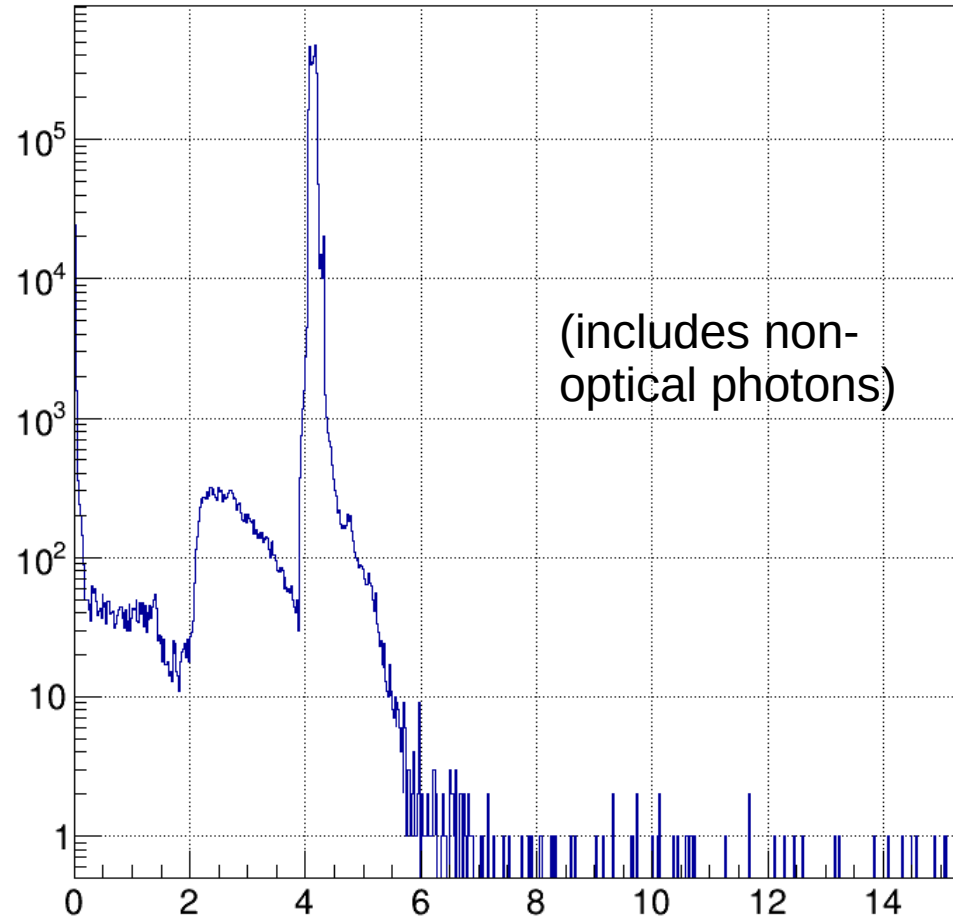
- opticalGas
- opticalAerogel

Edep vs. P for optical PSST hits (units=eV)



Δ time from PSST hits

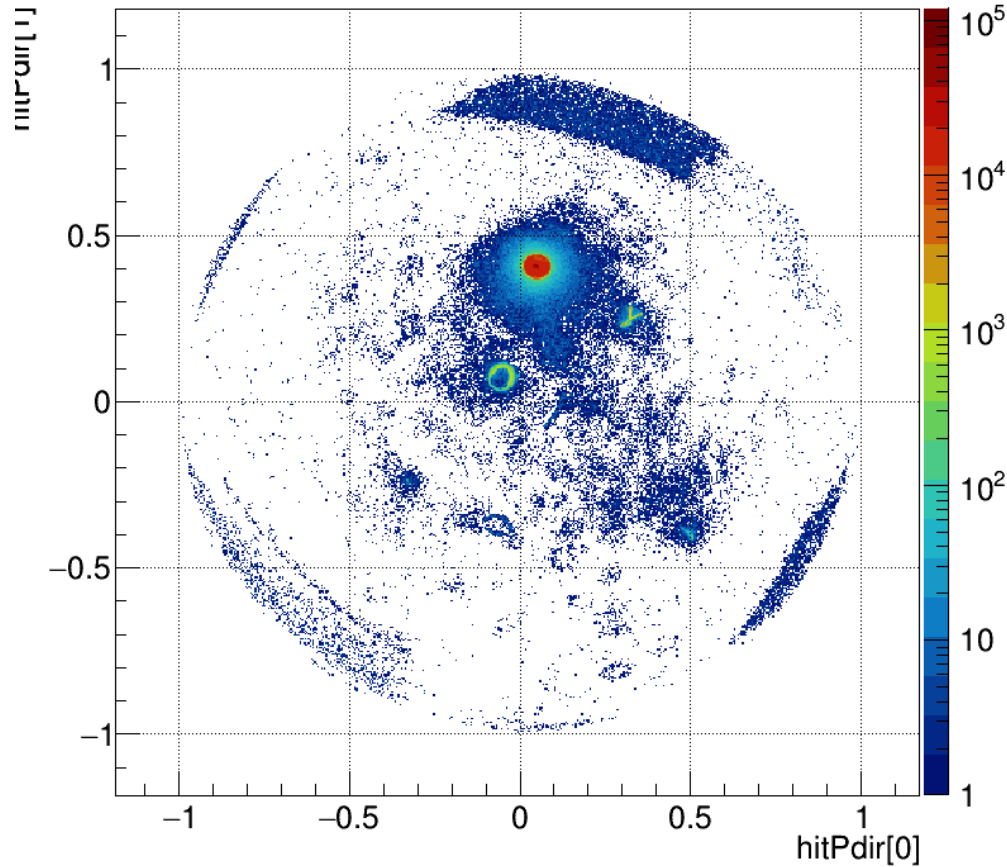
deltaT {hitType=="psst"} units=ns



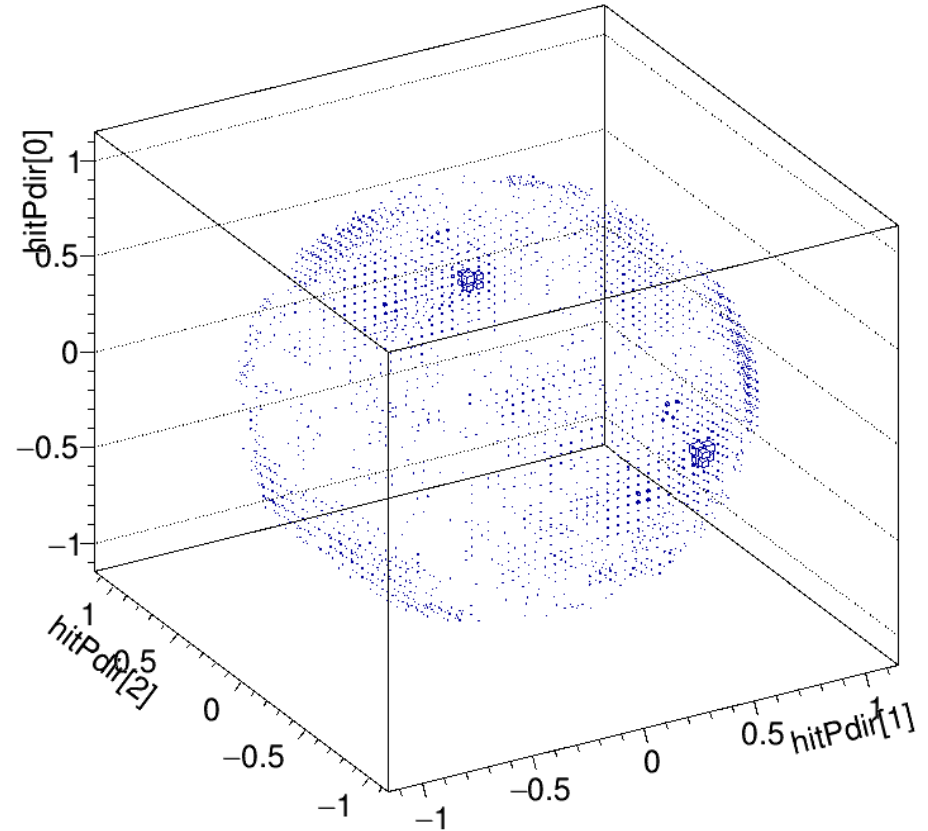
WARNING: MAY NOT BE CORRECT!!

Photosensor opticalphoton hit momentum direction

hitPdir[1]:hitPdir[0] {hitType=="psst" && hitSubtype=="optical"}



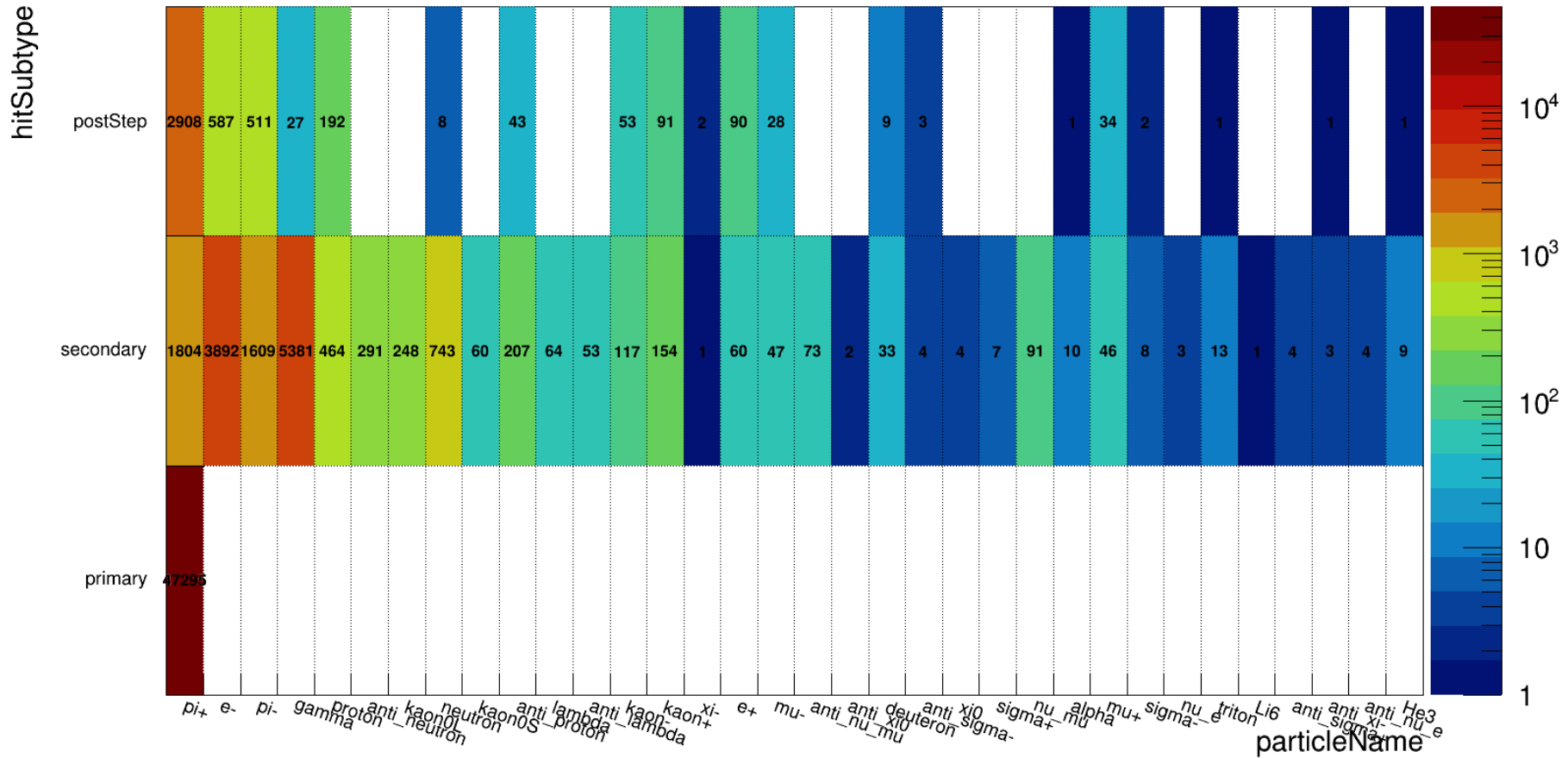
hitPdir[0]:hitPdir[2]:hitPdir[1] {hitType=="psst" && hitSubtype=="optical"}



some PSST hits are from the “wrong” side – need some sort of shielding / electronics base in the geometry

Entrance hits: sub-type vs. particle

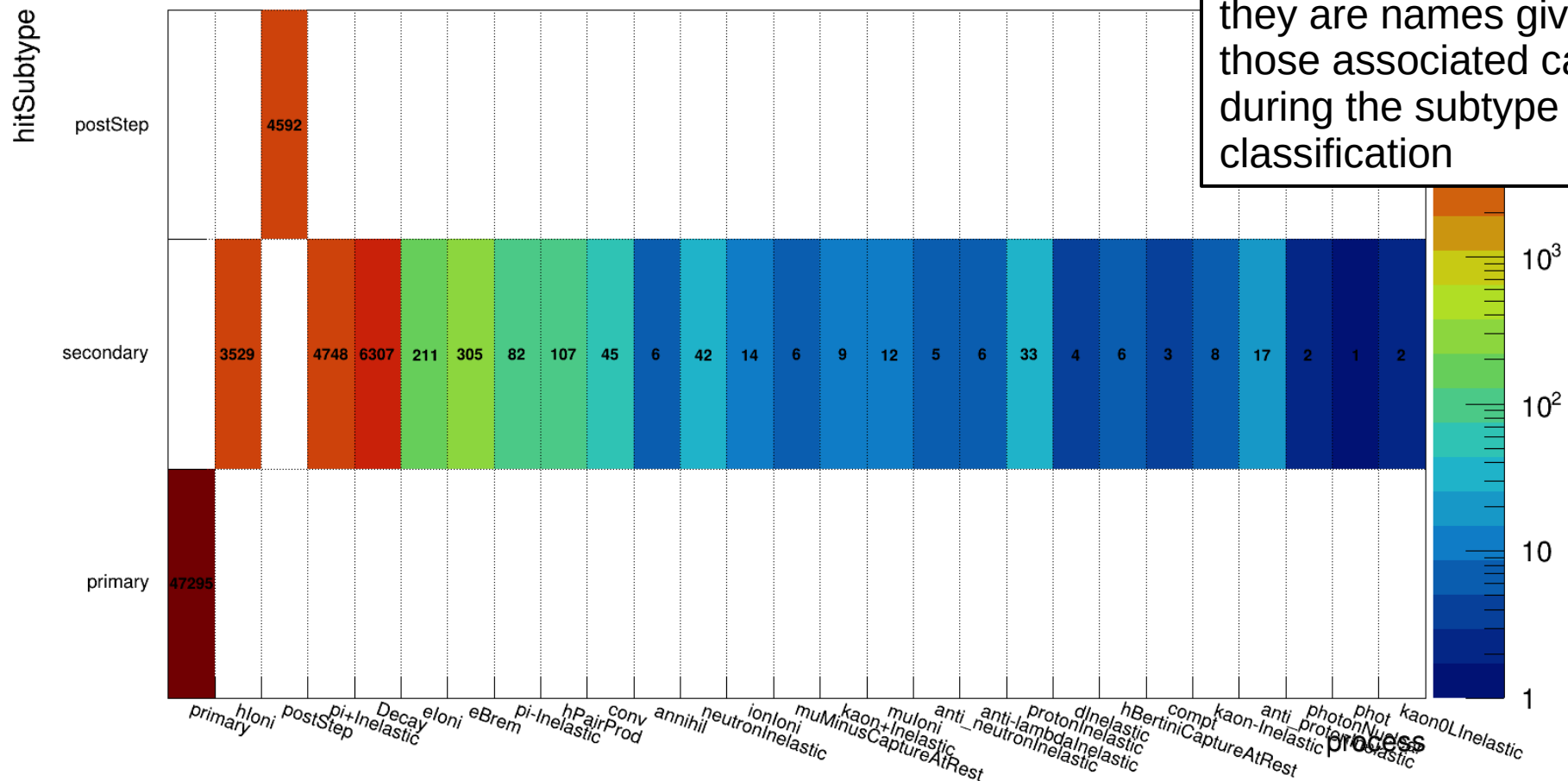
hitSubtype:particleName {hitType=="entrance"}



Entrance hits: sub-type vs. process

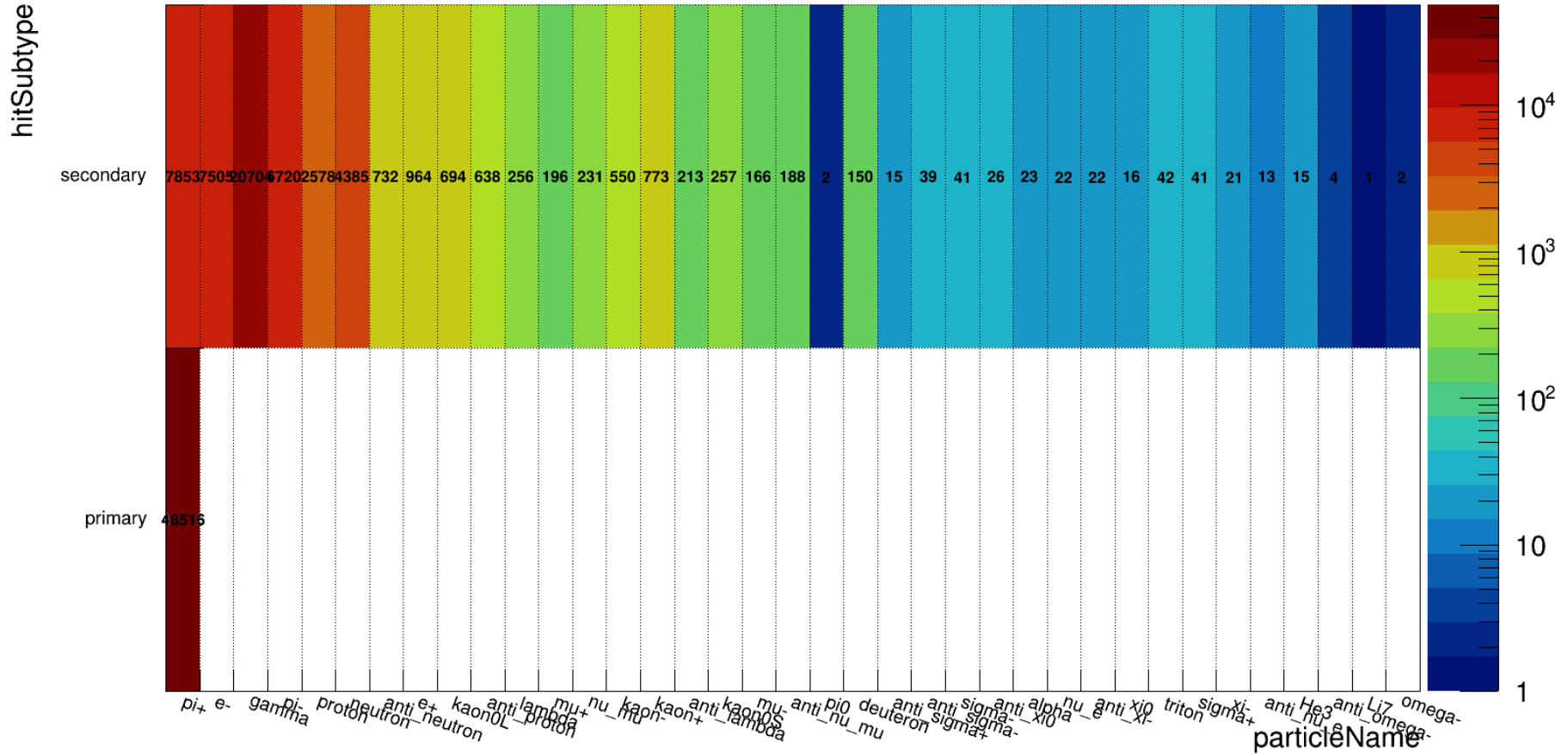
hitSubtype:process {hitType=="entrance"}

Note: "primary" and "postStep" process are not official processes; they are names given to those associated cases during the subtype classification



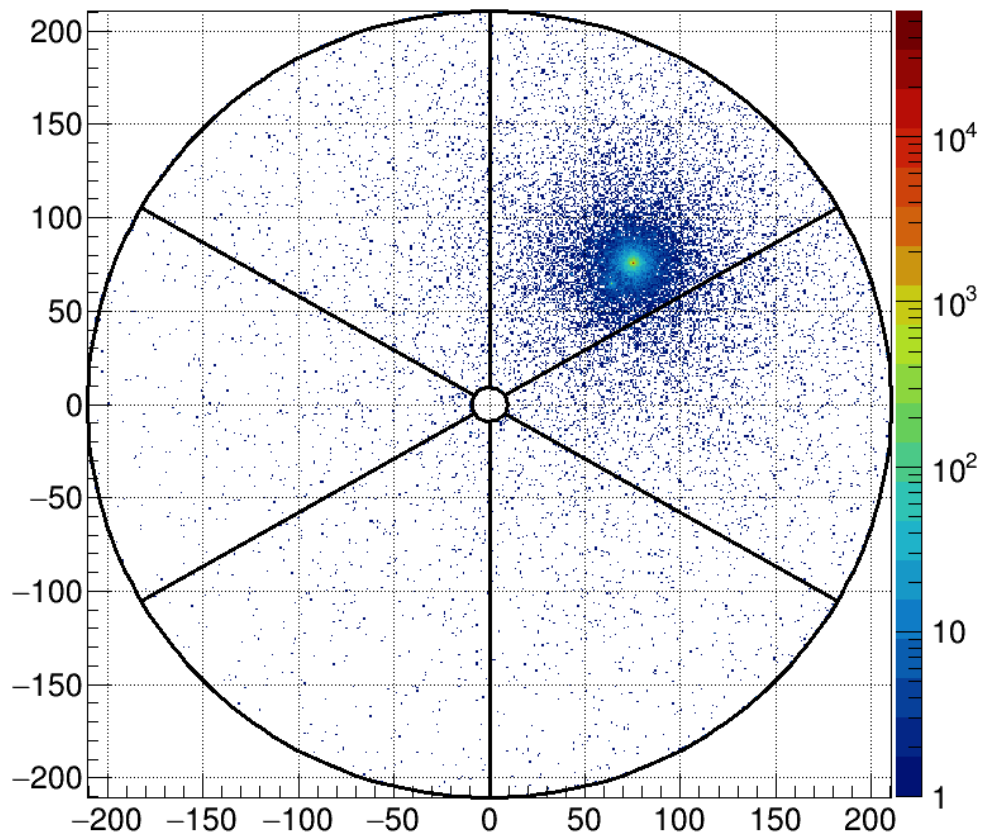
Exit hits: sub-type vs. particle

hitSubtype:particleName {hitType=="exit"}

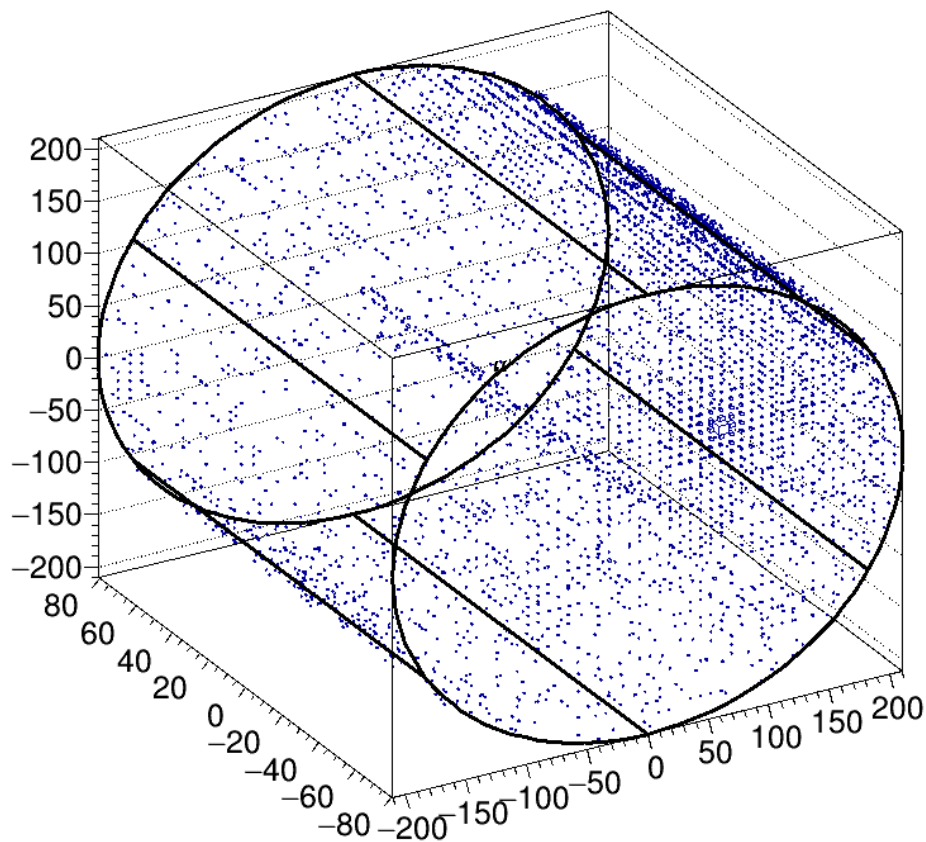


Exit hit positions

hitPos[1]:hitPos[0] {hitType=="exit"}



hitPos[0]:hitPos[2]:hitPos[1] {hitType=="exit"}



shown with vessel geometry outline