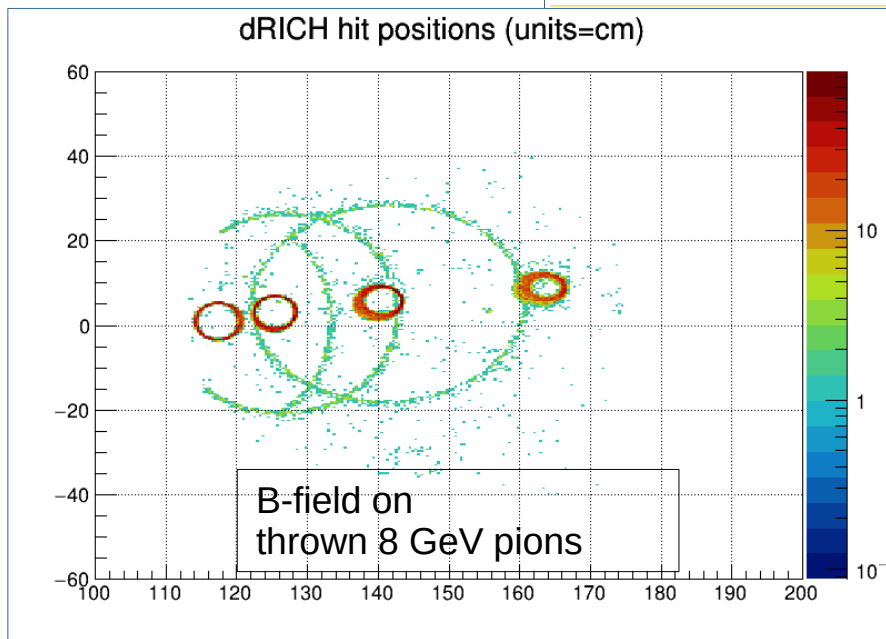
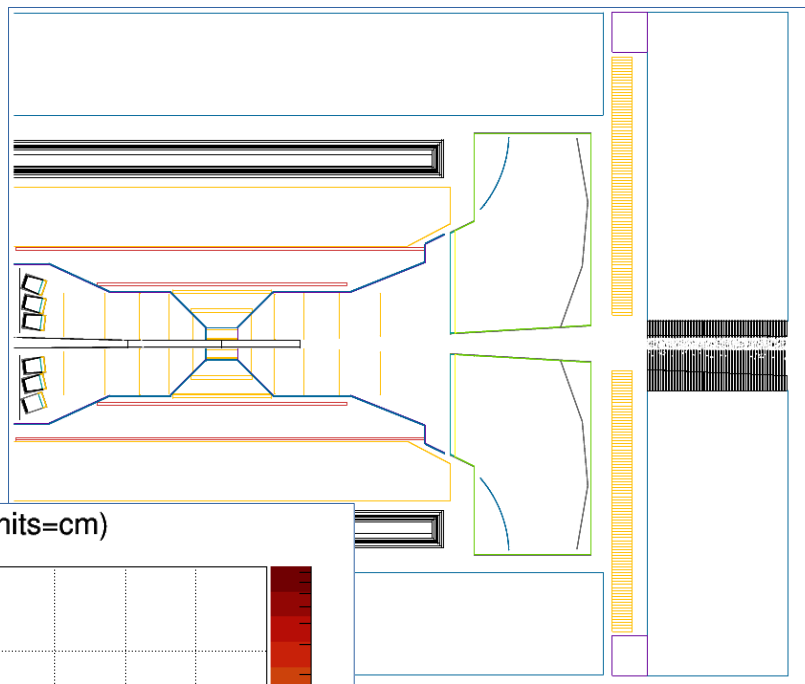
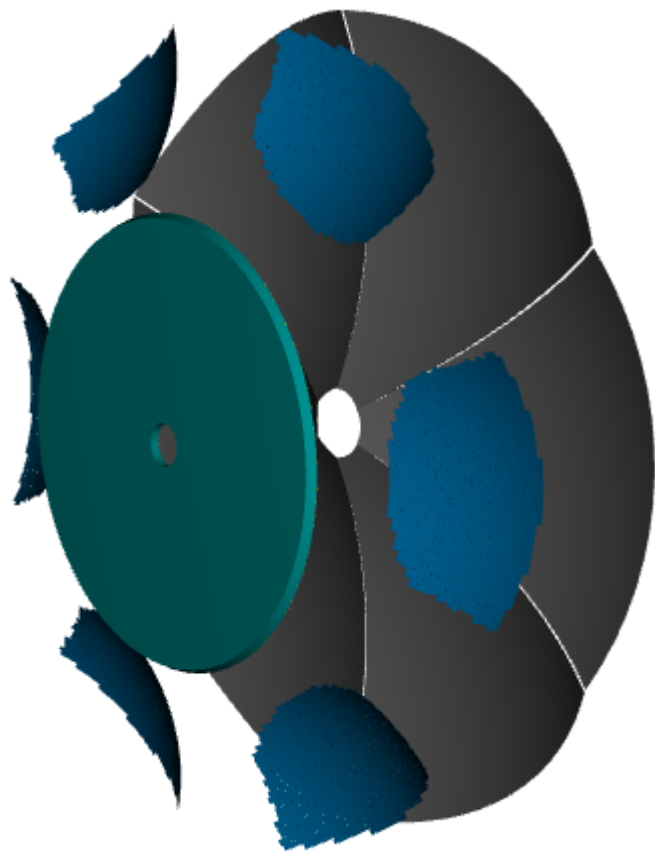


dRICH Readiness: Simulation

Ready!



dRICH Readiness: Reconstruction

Two “modules” for reconstruction:

- ◆ Standalone Indirect Ray Tracing (IRT) library – **Ready!**
- ◆ Bindings of IRT to Reconstruction Framework
 - 🌟 Working well, but with “**scaffolding**”:
 - Reliance on true photons → **very large output files**
 - Need to use reconstructed tracks, rather than MC truth
 - 🌟 In Juggler, but is portable to EICRecon (Gaudi → JANA)

■ **Reconstruction Readiness Readiness:**

- In good shape for small-statistics studies and benchmarks
- For a full campaign, we need to take down the scaffolding, and bind to EICRecon

■ **Digitization and Readout**

- Readout “SimTrackerHit” and pixel encoding: finalized
- Adopt common digitization algorithm (?)
- Adopt common noise injection
 - Interest in integrating G4SiPM for the long term?



pfRICH

◆ To do (beyond common IRT reconstruction)

- Rescale Geometry
- Check all material properties
- Update readout
- Connect geometry and IRT code
- Generalize our development helper scripts

◆ Need to balance priority with dRICH development

- But, the pfRICH is helpful for debugging issues in the dRICH reconstruction
- Need more people power for the future

