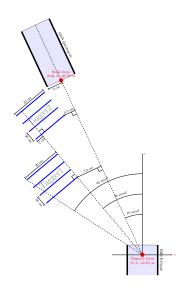
Reconstruction Method, Resolutions and Efficiencies

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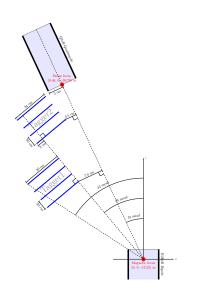
Simulation Layout

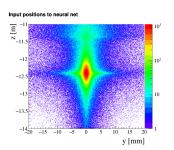


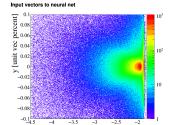
4 dimensions used to reconstruct initial parameters, common between 2 taggers:

- x component of unit vector
- y component of unit vector
- z pos, at x=0 plane
- ▶ y pos, at x=0 plane

Simulation Layout







x [unit vec percent]

Neural Network

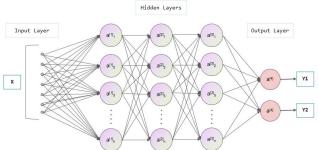
Learns the correlations between the 4 input variables and 3 output parameters.

Inputs

- x component of unit vector
- y component of unit vector
- ➤ z pos, at x=0 plane
- ▶ y pos, at x=0 plane

Outputs

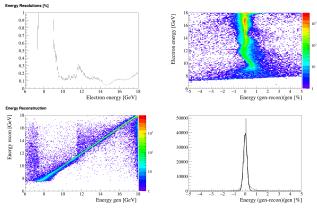
- Energy
- 0
- $ightharpoonup \phi$





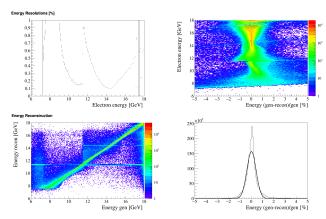
Energy Resolutions

Starting with just single variable reconstruction (energy)



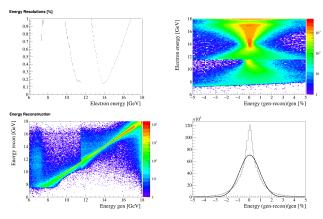
Based on perfect hit position of first recorded hit Resolution across full range of energy $\sim\!0.15\%$ Improved from results shown at collaboration meeting by playing around with network parameters. Particularly performing decorrelation transformation of input parameters.

Add 55um pixels



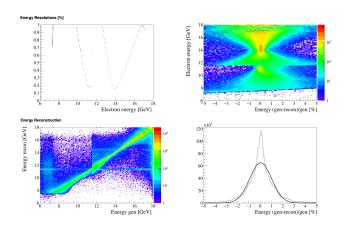
Disclaimer - Hit clustering and vector reconstruction very basic. Hit in 4 layers but only take pixel position of first 2 hits to construct vector.

Add 1mm copper vacuum window



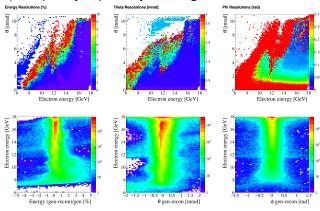
Disclaimer - I don't believe the wall along the edge of the tagger parallel to the beam is necessarily there. Hence full acceptance range.

Add vacuum window and pixels



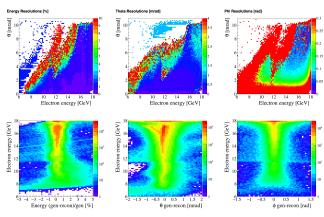
Other variables ideal

Older reconstruction technique, needs work to improve multiple variables/completely separately training.



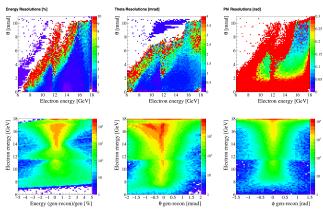
0.5 rad = 28 deg

Other variables 55um pixel



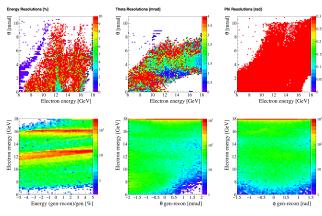
0.5 rad = 28 deg

Other variables 55um pixel and 1mm copper



0.5 rad = 28 deg

Just beampipe-no shaped vacuum



0.5 rad = 28 deg