## ePIC Calorimetry Meeting February 1<sup>st</sup>, 2022 Derek Anderson (ISU)



### Varying Energy Parameters | cluster energy

- Checking clustering in HCAL:
  - Varied energy thresholds:
    - a) minClusterHitEdep
    - b) minClusterCenterEdep
- $\circ$  Variations:
  - minClusterHitEdep
    - > 3 MeV\*, 50 MeV
  - minClusterCenterEdep
    - > 30 MeV\*, 50 MeV, 100 MeV
  - (\* = Default)
- Shown: reconstructed cluster energy
  - 10 GeV single  $\pi^+$
  - Parameters in backup
  - Additional energies in backup



### Varying Energy Parameters | no. of towers in cluster

- $\circ~$  Checking clustering in HCAL:
  - Varied energy thresholds:
    - a) minClusterHitEdep
    - b) minClusterCenterEdep
- $\circ$  Variations:
  - minClusterHitEdep
    - > 3 MeV\*, 50 MeV
  - minClusterCenterEdep
    - > 30 MeV\*, 50 MeV, 100 MeV
  - (\* = Default)
- Shown: no. of towers in a reconstructed cluster
  - 10 GeV single  $\pi^+$
  - Parameters in backup
  - Additional energies in backup



### Varying Energy Parameters | no. of clusters in event

- Checking clustering in HCAL:
  - Varied energy thresholds:
    - a) minClusterHitEdep
    - b) minClusterCenterEdep
- $\circ$  Variations:
  - minClusterHitEdep
    - > 3 MeV\*, 50 MeV
  - minClusterCenterEdep
    - > 30 MeV\*, 50 MeV, 100 MeV
  - ∽ (\* = Default)
- Shown: no. of reconstructed clusters in an event
  - 10 GeV single  $\pi^+$
  - Parameters in backup
  - Additional energies in backup



### Varying Distance Parameters | cluster energy

- Checking clustering in HCAL:
  - Varied distance scales:
    - a) localDistXY
    - b) dimScaledLocalDistXY
    - c) sectorDist
- Varying them doesn't change anything?
- **Shown:** reconstructed cluster energy
  - 10 GeV single  $\pi^+$
  - Parameters in backup



### Varying Distance Parameters | cluster energy vs. hits/sums

- $\circ$  Checking clustering in HCAL:
  - Varied distance scales:
    - a) localDistXY
    - b) dimScaledLocalDistXY
    - c) sectorDist
- Varying them doesn't change anything?
- Shown: cluster energy vs. sum of hit/cluster energies vs. hit energy
  - Using default clustering parameters
    - > localDistXY = 15 mm, 15 mm
    - > dimScaledLocalDistXY = 50 (mm), 50 (mm)
    - > sectorDist = 5 cm
  - Clusters get almost everything in BHCal despite small distance scales?



#### Next Steps

#### **Keep looking into clustering**

- Resolve what's going on w/ distance scales
- Look at displacement b/n clusters and inciting track

Study impact of Barrel EMCal design on HCal response

 Compare resolution of HCal clusters for both choices of Barrel EMCal



# Backup





#### **Backup** | simulation parameters

#### **Simulation Parameters**

- gun.energy = 2\*GeV, 5\*GeV, 10\*GeV
- gun.particle = "pi+"
- gun.distribution = "cos(theta)"
- gun.thetaMin = 70\*degree [ $\eta \sim 0.35$ ]
- gun.thetaMax = 80\*degree [ $\eta \sim 0.18$ ]
- 22.12.0 Geometry [Arches]

#### Reconstruction

– EICRecon

#### **Backup** | 5 GeV single $\pi^+$



### **Backup** | 2 GeV single $\pi^+$



# **Previous Slides**

NAMES AND A DESCRIPTION

### ePIC HCal Update | looking into the HCal response

- Working on better understanding response of current HCal implementation
- Noticed tiny number of events have more than 1 truth cluster per event
  - ∴ Following plots split events into 2 categories:
    - a) No. of truth clusters == 1
    - b) No. of truth cluster >= 2
  - Included distributions from Barrel ECal (SciGlass) as well



#### ePIC HCal Update | sum of hit energies

- Sum of reconstructed hit energies:
  - $\bigcirc$  Not unreasonable for 10 GeV  $\pi^+$ ...
- Solid Markers:
  - $\Rightarrow$  No. of truth HCal clusters == 1
- $\circ~$  Open Markers:
  - $\Rightarrow$  No. of truth HCal clusters >= 2
- Red Markers:
  - $\Rightarrow$  Barrel HCal
- **o** Blue Markers:
  - $\Rightarrow$  Barrel ECal (SciGlass)



### ePIC HCal Update | sum of cluster energies

- $\circ~$  Sum of reconstructed cluster energies:
  - Looks suspiciously close to the summed hit energies...
- Solid Markers:
  - $\Rightarrow$  No. of truth HCal clusters == 1
- Open Markers:
  - $\Rightarrow$  No. of truth HCal clusters >= 2
- Red Markers:
  - $\Rightarrow$  Barrel HCal
- Blue Markers:
  - $\Rightarrow$  Barrel ECal (SciGlass)



#### ePIC HCal Update | number of clusters per event

- Number of reconstructed clusters per event:
  - $\bigcirc$  Very high for a single  $\pi^+$ !
- Solid Markers:
  - $\Rightarrow$  No. of truth HCal clusters == 1
- Open Markers:
  - $\Rightarrow$  No. of truth HCal clusters >= 2
- Red Markers:
  - $\Rightarrow$  Barrel HCal
- **o** Blue Markers:
  - $\Rightarrow$  Barrel ECal (SciGlass)



#### ePIC HCal Update | take-aways/next steps

- Take-Aways:
  - At the very least, clustering needs to be tuned
- Next Steps:
  - Carry out more thorough study of clustering parameters
  - Begin looking at Simulation Campaign output...

#### **Backup** | simulation parameters

#### Simulation Parameters

- gun.energy = 10\*GeV
- gun.particle = "pi+"
- gun.distribution = "cos(theta)"
- gun.thetaMin = 70\*degree [ $\eta \sim 0.35$ ]
- gun.thetaMax = 80\*degree [ $\eta \sim 0.18$ ]
- 22.11.2 Geometry

#### Backup | sum of truth cluster energies

- Solid Markers:
  - $\Rightarrow$  No. of truth HCal clusters == 1
- Open Markers:
  - $\Rightarrow$  No. of truth HCal clusters >= 2
- Red Markers:
  - $\Rightarrow$  Barrel HCal
- Blue Markers:
  - $\Rightarrow$  Barrel ECal (SciGlass)



#### ePIC HCal Update | energy spectra



#### ePIC HCal Update | sum of hit/cluster energy



### ePIC HCal Update | sum of hit/cluster energy vs. particle energy



### ePIC HCal Update | sum of hit/cluster energy vs. particle energy



#### ePIC HCal Update | lead cluster vs. particles



#### ePIC HCal Update | take-aways and next steps

#### • Take-aways:

- Hits look reasonable
- Sum of hit/cluster energies get close to particle energy
- ⇒ Current implementation will work for this simulation campaign

#### • Next steps:

- Implement calculation of energy resolution
- Analyze official single-particle files

#### Backup | particle momentum



### Backup | hit/cluster Y vs. X

