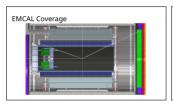
EEEMCal gap and background studies

Dmitry Kalinkin

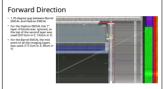
February 15, 2024

Gap

Problem?







Prior work by Pu-Kai

Maria pointed me to

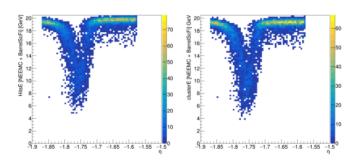
https://chat.epic-eic.org/main/pl/e176bffaeif4xn4pxbmtzw88aa

July 07, 2023

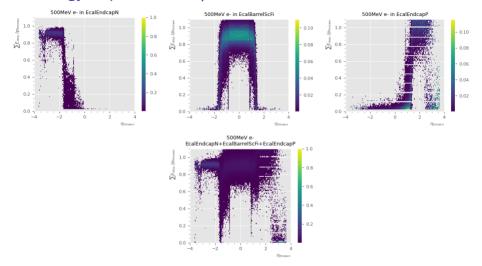


pwang 6:44 AM

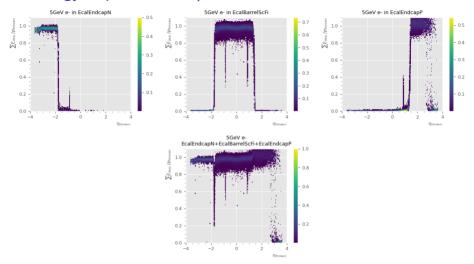
Hi all, I recently ran the standalone simulation (latest epic repo of epic_brycecanyon.xml) to look into the transition area between NEEMC and Barrel calorimeter. I distributed the 20 GeV photon between eta around -1.9 to -1.6 and reconstruct the photon's energy with summation the hits energy (EcalEndcapNRcHits.energy + EcalBarrelScFiRecHits.energy) or clusters energy (EcalEndcapNClusters.energy + EcalBarrelScFiClusters.energy). I found the energy reconstruction in both ways are poor from eta: -1.82 to -1.72. Any thoughts about this?



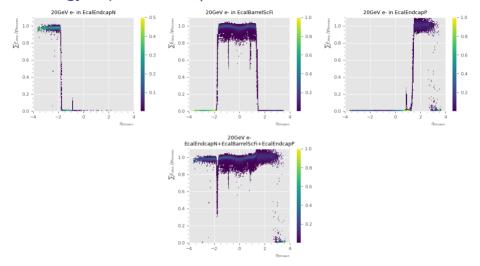
Total energy deposition vs φ



Total energy deposition vs φ



Total energy deposition vs φ



Conclusion

Looks like there is a significant gap in acceptance between negative and barrel ecals, vanishes at low $|\vec{p}|$. This might be partially "remedied" by introducing missing material into the simulation geometry.

Background embedding

HepMC embedding

This is a continuation of a study from September 2023 Slides 7 & 8 from here

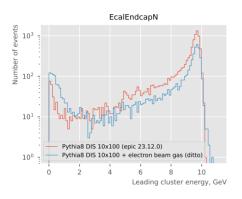
During my second attempt to perform embedding, I've reached out to Kolja, turns out their script takes inverse of frequencies for "Freq" parameters. New command:

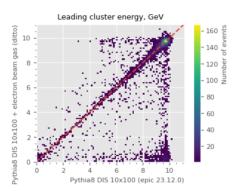
```
python signal_background_merger.py -i
"pythia8NCDIS_10x100_minQ2=1_beamEffects_xAngle=-
0.025_hiDiv_1.hepmc" -bg1 "100GeV.hepmc" -bg2
"../beam_gas_ep_10GeV_foam_emin10keV_10Mevt_vtx.hepmc" -bg3 ""
-sf 0 -bf1 31347.96238244514 -bf2 314.7375875363915
```

where bg1_freq=1e9 / 31900., # last number in Hz, 1e9 converts to ns bg2_freq=1e9 / 3177250., # last number in Hz, 1e9 converts to ns with frequencies taken from the Background Wiki page

2 picosecond integration window used, but TOF is not synced with beam_{0/11}

First results





Still work in progress...