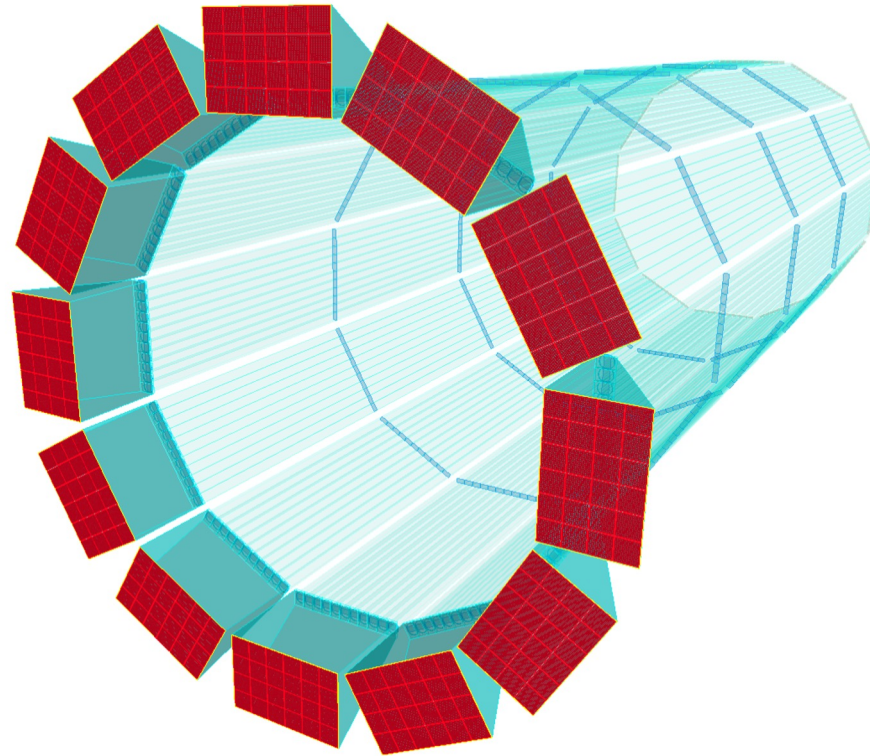


# hpDIRC Simulation Status in ePIC Software



Greg Kalicy



ePIC TIC Meeting

September 22<sup>nd</sup>, 2025



CUA



Jefferson Lab



Stony Brook  
University

UNIVERSITY OF  
South Carolina

WAYNE STATE  
UNIVERSITY

WILLIAM  
& MARY

UNIVERSITY  
of  
GLASGOW

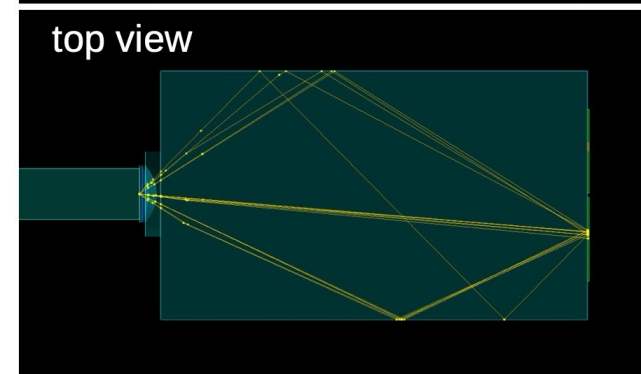
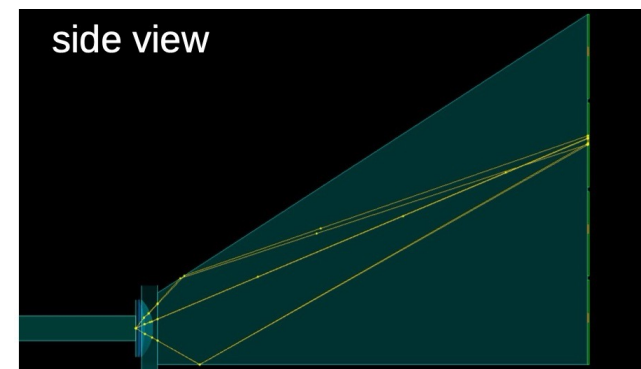
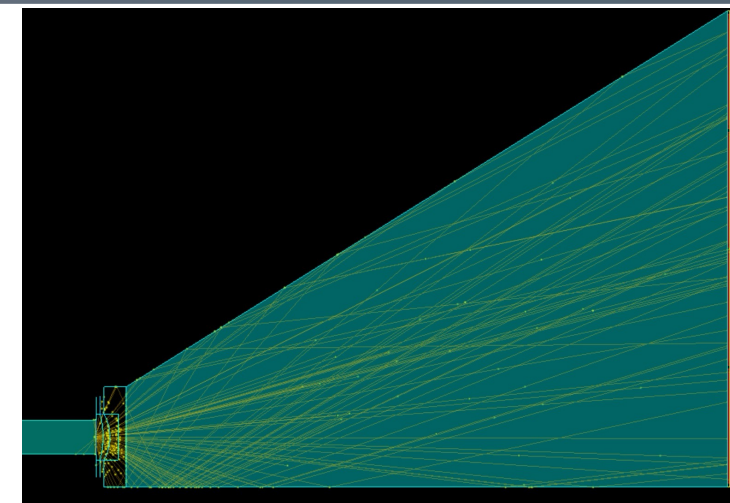
## hpDIRC PID methods:

- **Geometrical** (BABAR-like), **robust and fast method** based on Look-Up Tables, delivers Cherenkov angle per particle and Single Photon Resolution (useful for calibration and in prototype tests), does not depend on precise time measurement
- **Time Imaging** (Belle II TOP-like), uses **Probability Density Functions** (analytical or simulation-based), makes **optimum use of precision of position and time** information
- **Neural Network Reconstruction**, directly using binned time and channel id to provide PID (under development)

High-precision angular track resolution is crucial for reaching required hpDIRC performance for all reconstruction methods

# GEOMETRICAL RECONSTRUCTION

- Key features:
  - BaBar-like
  - uses Look-Up Tables
  - delivers Cherenkov angle per particle and Single Photon Resolution (useful for calibration)
  - does not depend on precise time measurement
- Pixel position + bar location define photon direction at bar end, stored in Look-Up Table (LUT), combined with particle track to calculate  $\Theta_c$ .
- Path pixel – bar not unique  
combinatorial background in  $\Theta_c$   
requires careful treatment.
- Arrival time information is used to resolve ambiguities
- Will be the first implemented reconstruction method in EICrecon



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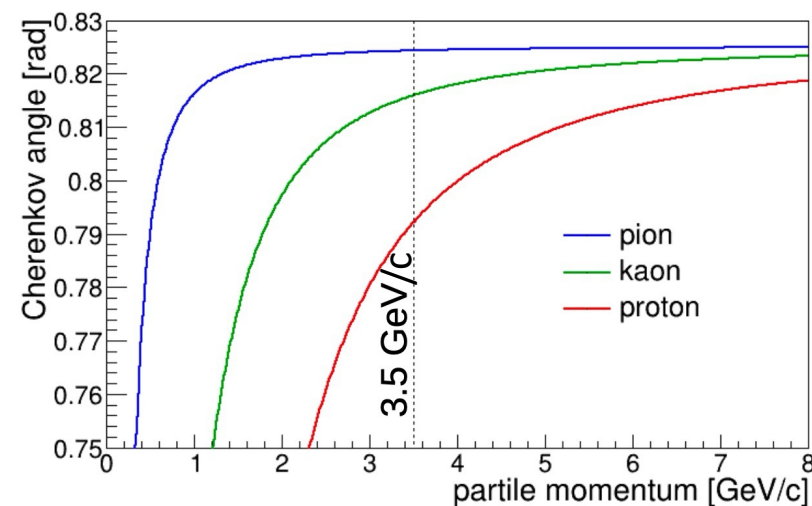
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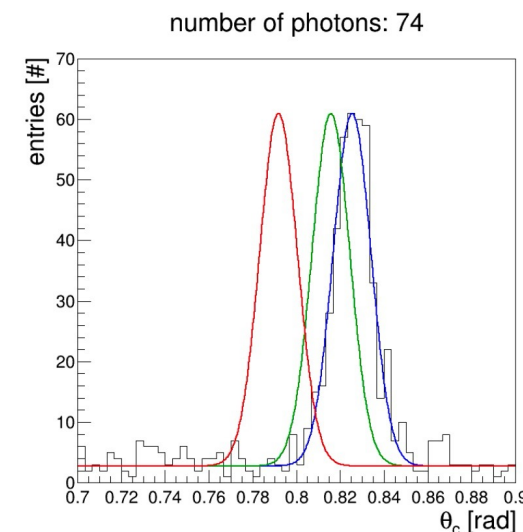
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$$\log \mathcal{L}_h = \sum_{i=1}^N \log(S_h(c_i) + B_h(c_i)) + \log P_h(N)$$

signal      combinatorial background



particle momentum [GeV/c]



# TIME-BASED RECONSTRUCTION

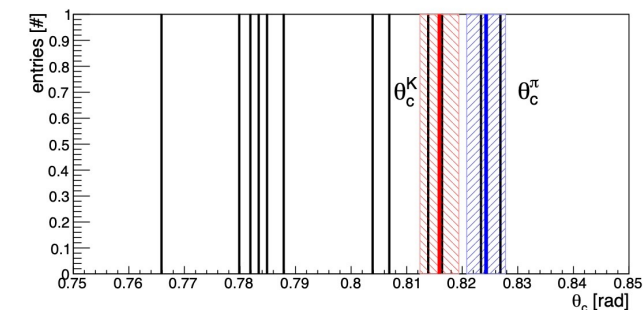
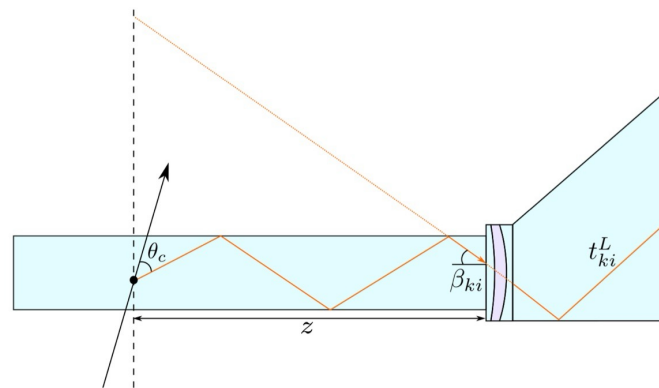
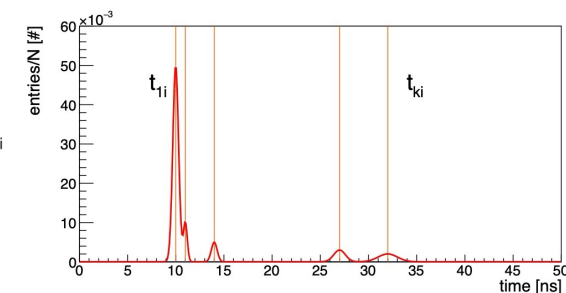
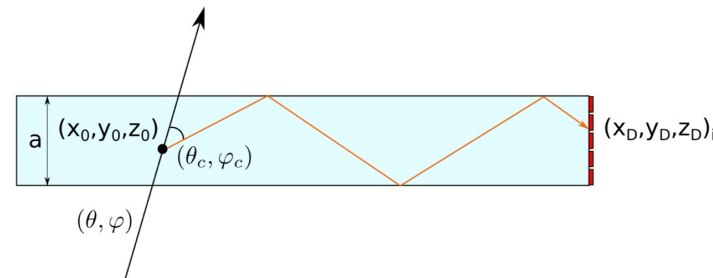
## ➤ Key Features:

- Belle II TOP-like
- uses **P**robability **D**ensity **F**unctions
- optimal use of position and time information

$$\log \mathcal{L}_h = \sum_{i=1}^N \log(S_h(c_i, t_i) + B_h(c_i, t_i)) + \log P_h(N)$$

## ➤ Probability density functions (PDFs):

- **From data:** best PID, requires a large amount of data in whole angular and momentum acceptance
- **Simulated:** full Geant4 simulation of every possible particle type direction and momentum
- **Analytical:** fast, low memory footprint initially developed for Belle II TOP, modified to account for spherical lens focusing (PDFs using LUT)





# HPDIRC IN ePIC SIMULATION

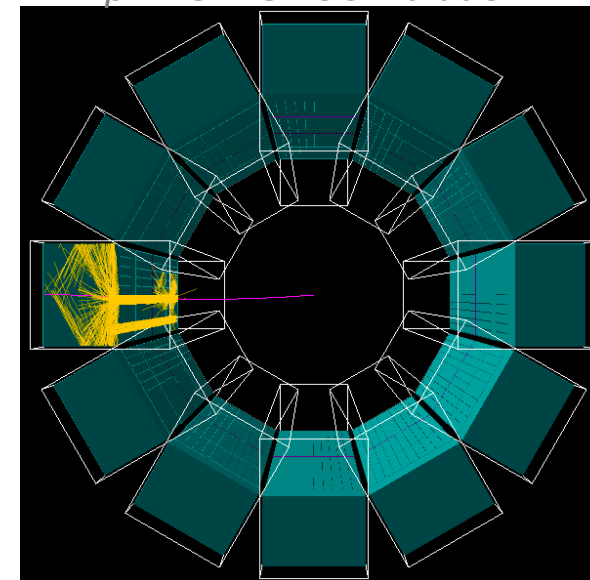
## ➤ Implemented:

- All optical components of the geometry are implemented (radiator, focusing system, EV, mirror)
- Wave-length dependent material properties
- Quantum and collection efficiencies of PMTs are implemented (stacking action class)
- Digitization: DIRCRawHit (RawTrackerHit) → celd Id → position → PMT Id, pixel Id → DIRC tree

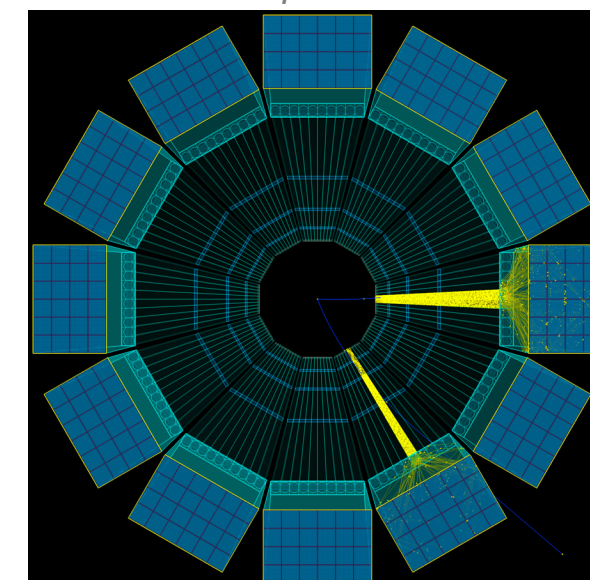
## ➤ Reconstruction:

- Initial approach using plug-in DIRC tree (see <https://github.com/eic/snippets/tree/main/PID/hpDIRC>) does not work anymore
- Geometrical reconstruction: LUT was created using standalone Geant4 simulation to be directly imported into ePIC's simulation.
- Time-imaging reconstruction: PDFs were created using standalone macros using simulated data.

*hpDIRC in ePIC simulation*



*Stand-alone hpDIRC simulation*

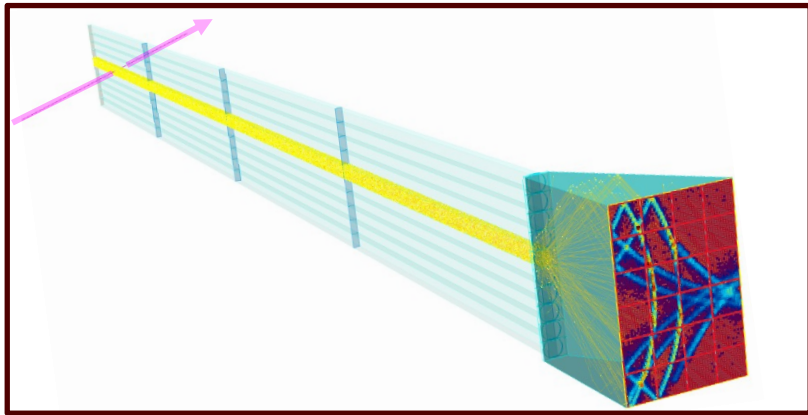


# HPDIRC SIMULATION IN EPIC STACK

Bill Llope (WSU)  
Shubham Dutta (SBU)  
Julio Barrantes (SBU)

- Integration of [hpDIRC Reconstruction](#) into Full ePIC Simulation restarted
- Collaborative work between [WSU](#) and [SBU](#) teams.
- Shubham will work with support from Roman and Bill to adopt stand alone code according to ePIC tutorials and dRICH examples. He will start with Geometric reconstruction.
- Coordination with the Reconstruction Working Group has started. Chandra's involvement will help strengthen collaboration and support the development and integration of the algorithms in ElCrecon.

*Single particle gun events to map hpDIRC performance*



*hpDIRC in ePIC and stand-alone simulation*

