

INTT meeting

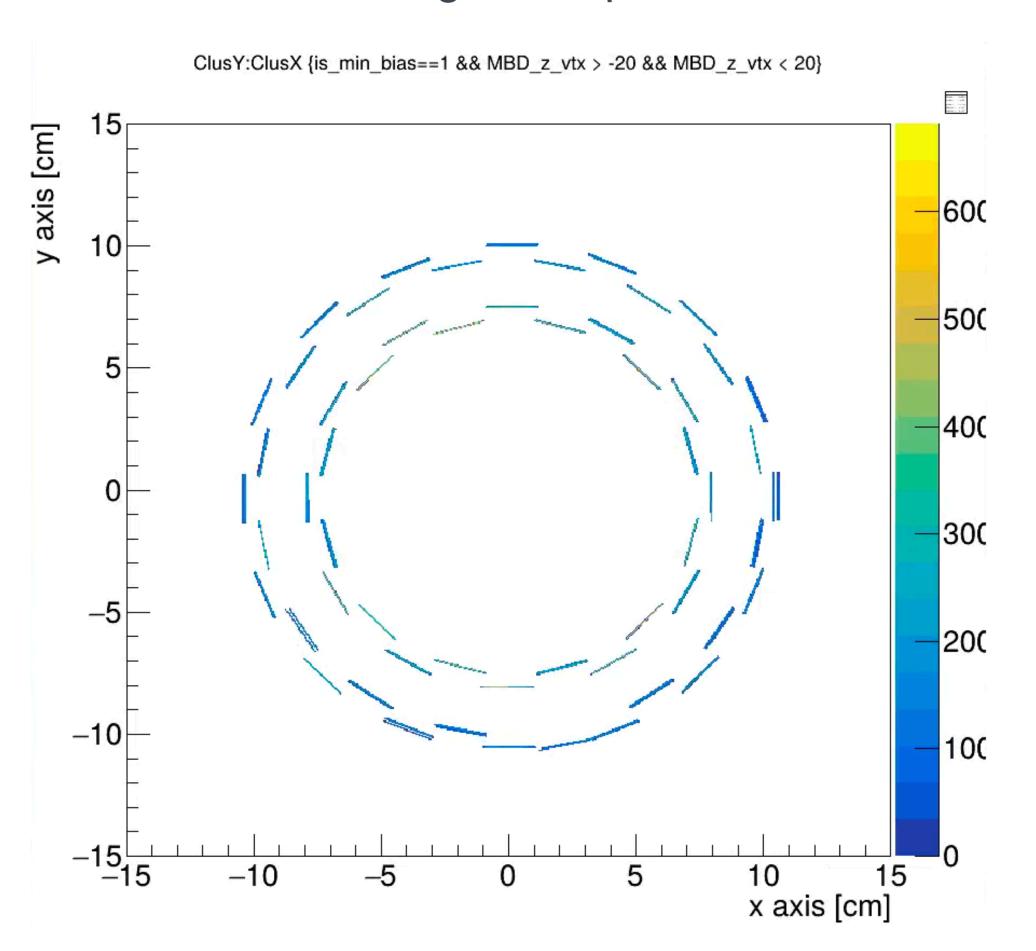


# Geometry comparison

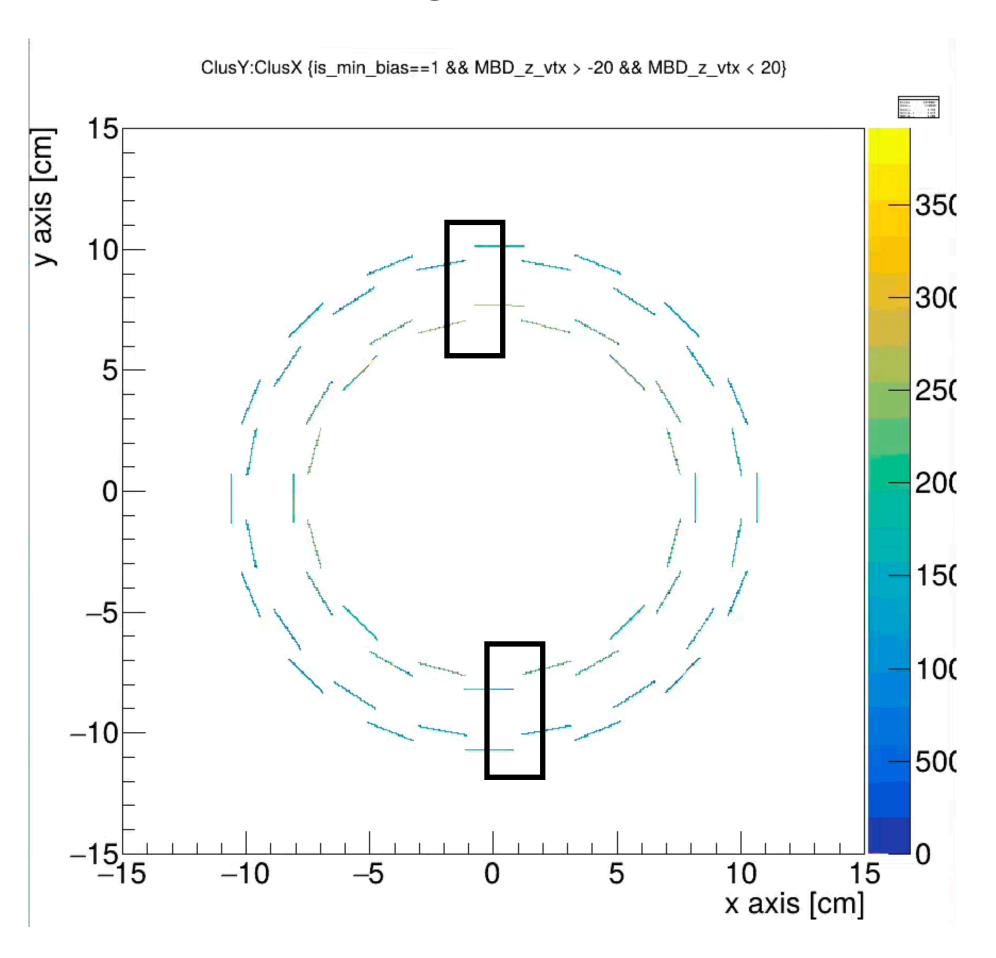


Run 54280 (zero field, Au+Au collisions, 56 x 56 bunches)

#### w/ the latest alignment parameter file



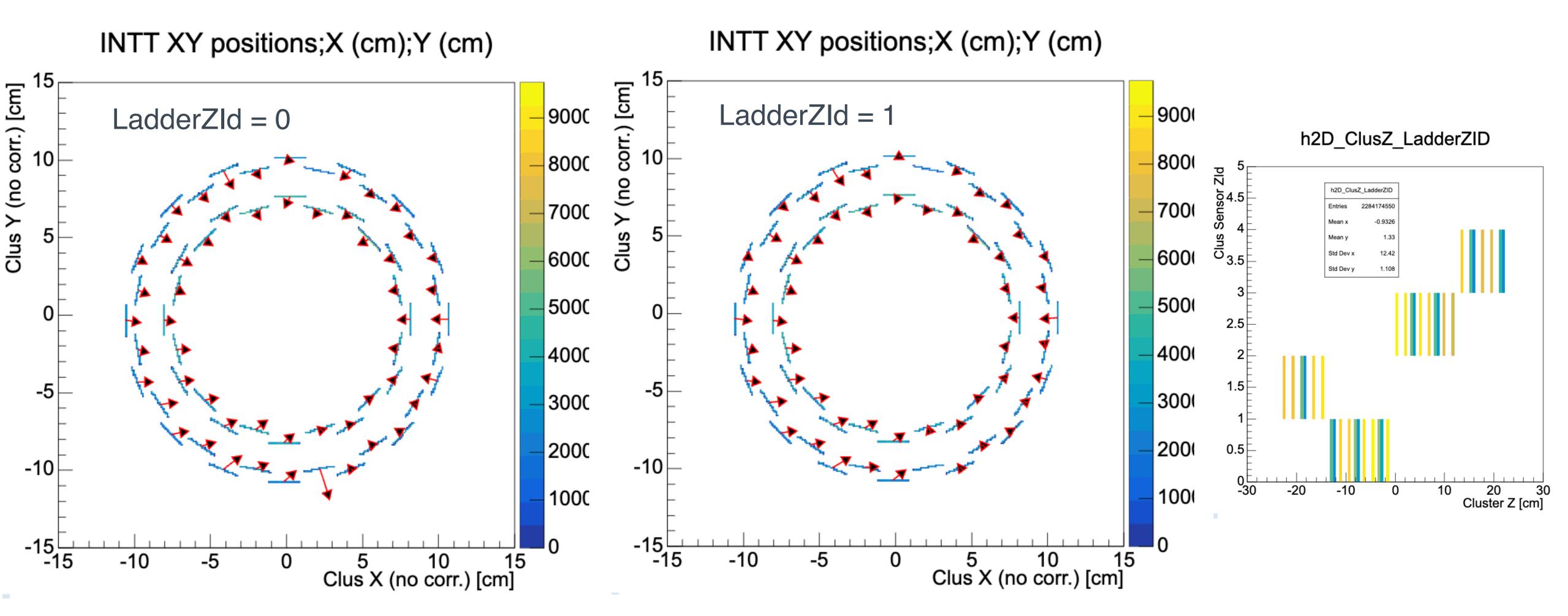
#### NO alignment correction



Current alignment correction has no radial constraints

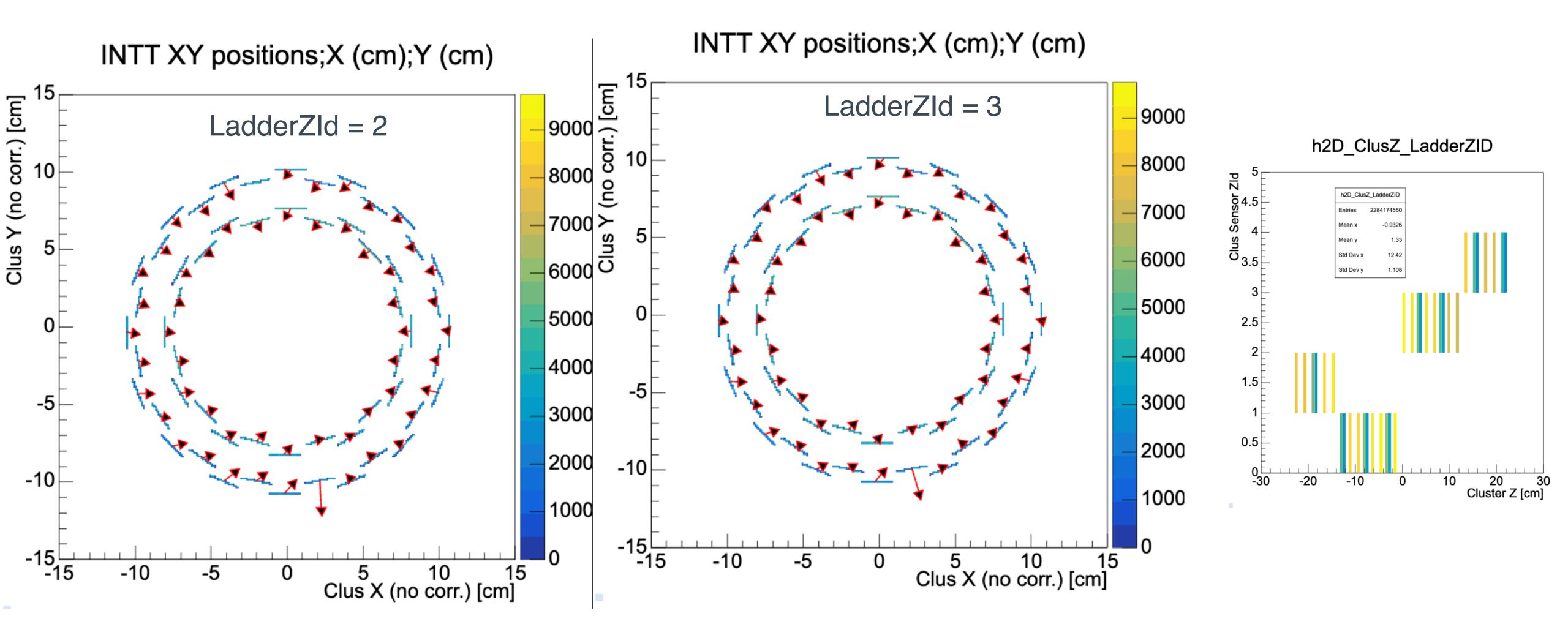






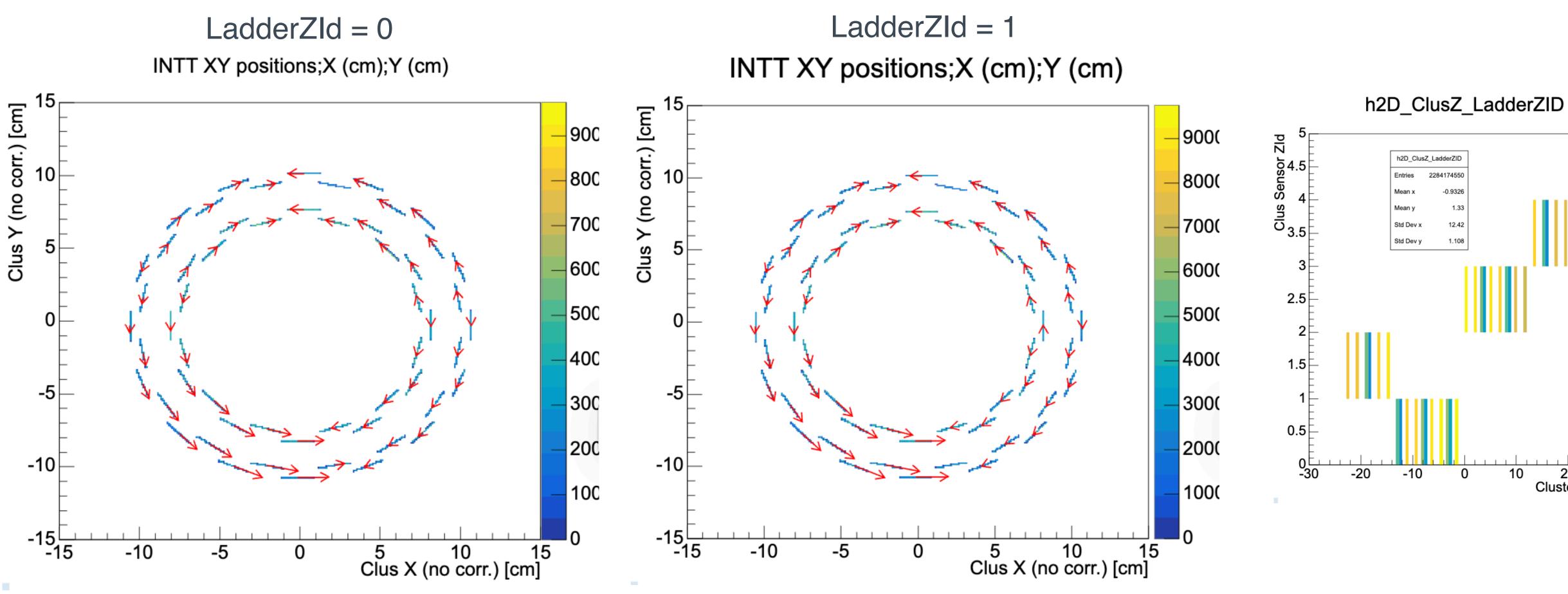


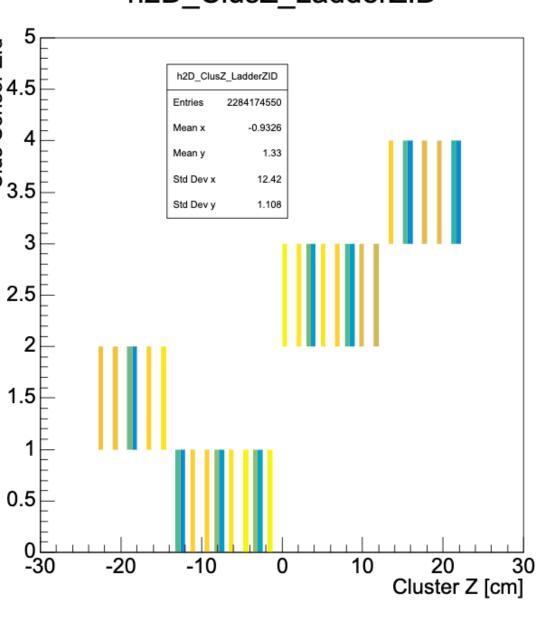






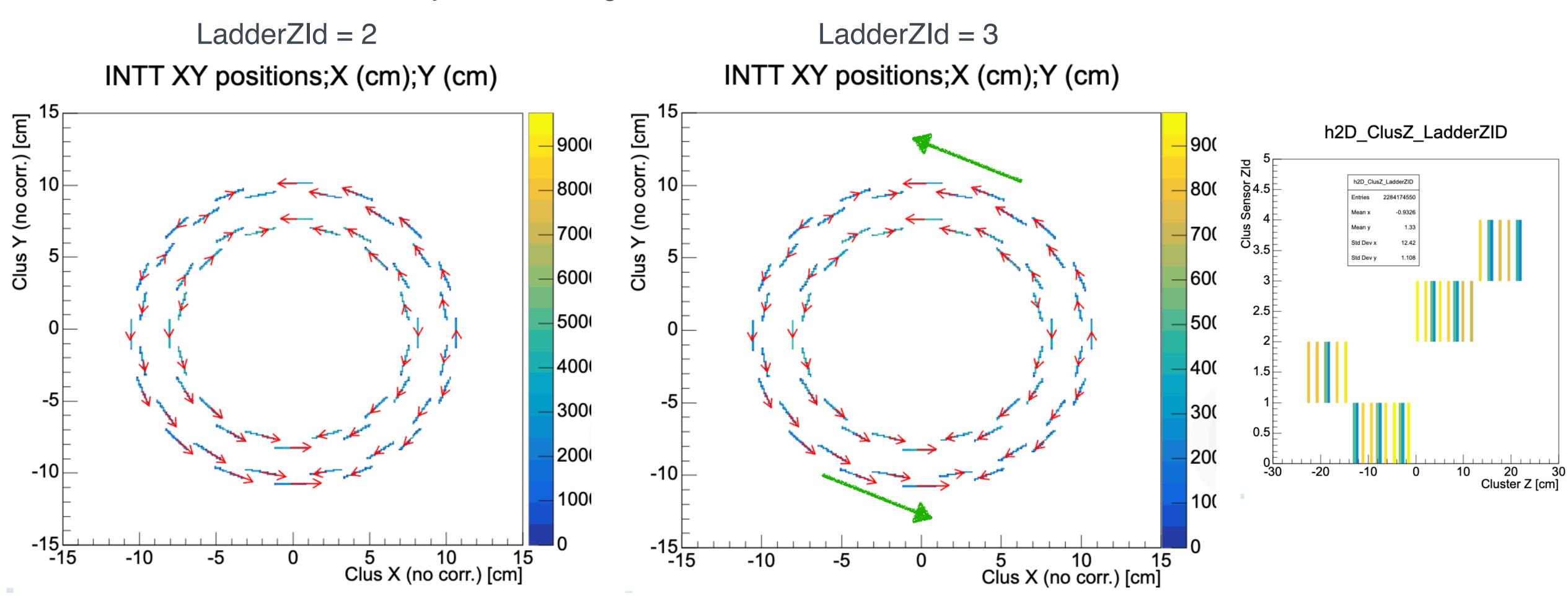
Scaled by 10 Projection the alignment shift direction onto the ladder direction



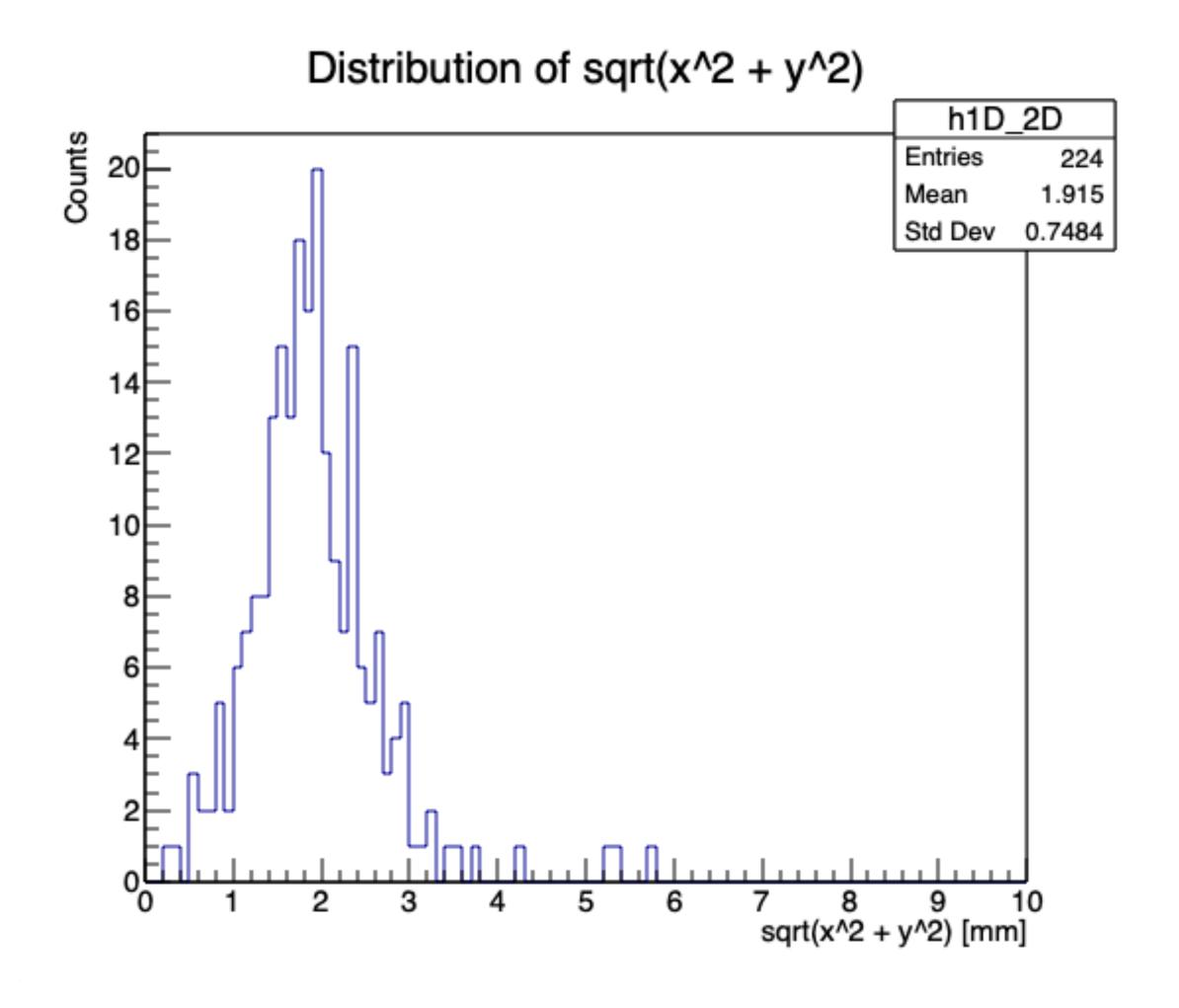


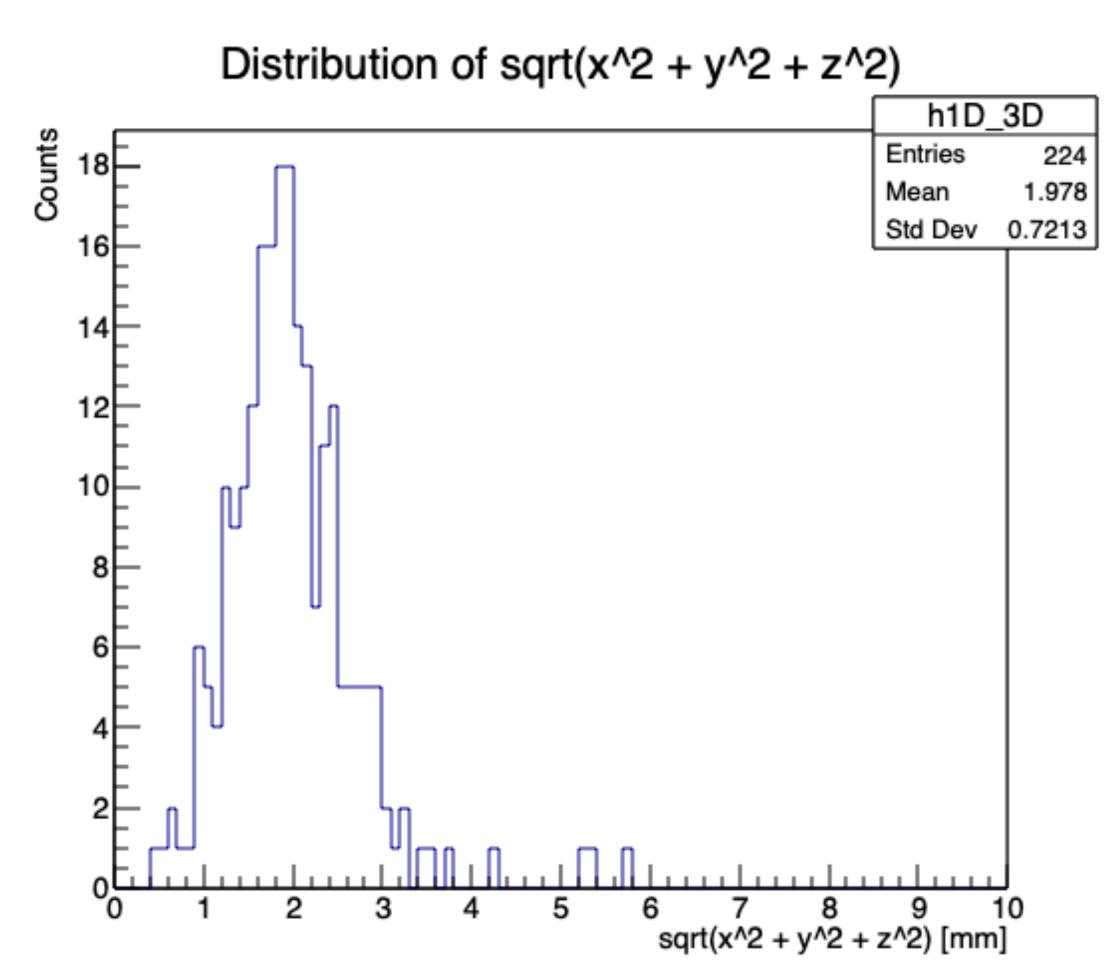


Scaled by 10 Projection the alignment shift direction onto the ladder direction





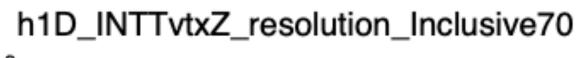


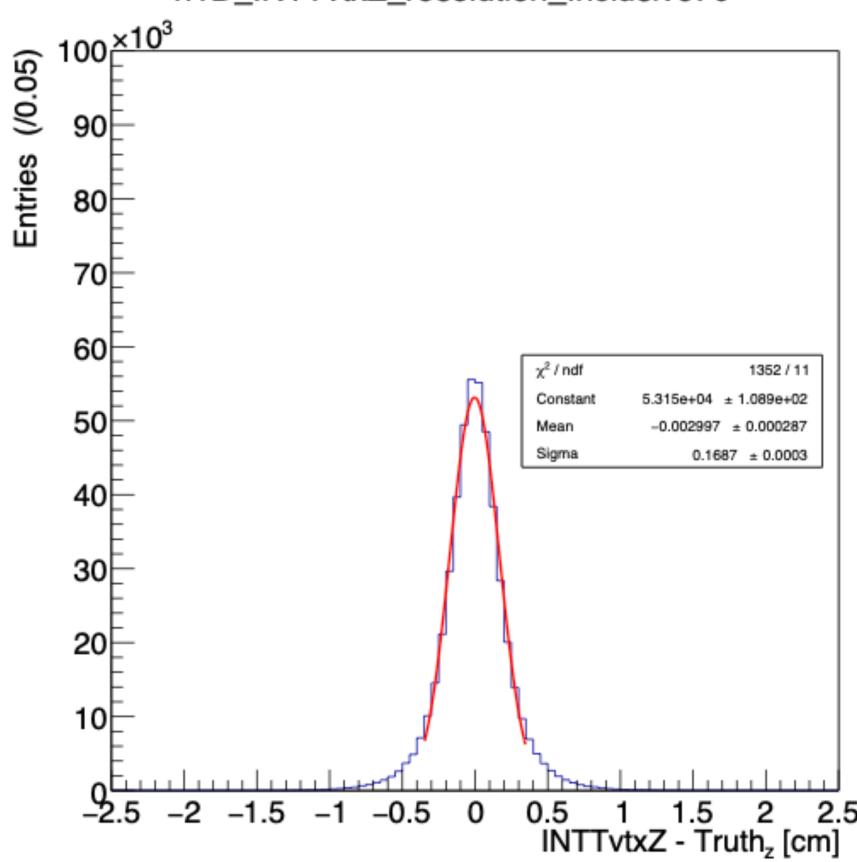


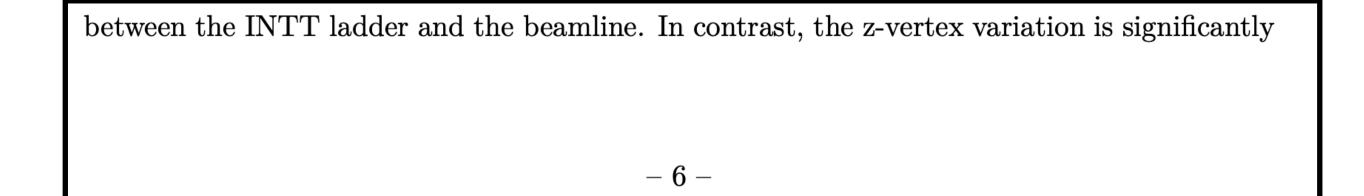
# z-vertex reconstruction, resolution



#### Evaluated using HIJING MC simulation







larger, approximately  $9.4\,\mathrm{cm}$ . Determining the z-vertex on an event-by-event basis is crucial for accurately establishing the tracklet kinematics. This is achieved with a reconstruction resolution of  $0.17\,\mathrm{cm}$  for the selected centrality interval as determined in simulation.

JHEP08(2025)075

This value of 0.17 cm is quoted in the paper (Au+Au collisions)

May be interesting to use the three-value method to obtain a data-driven value (doable)

# z-vertex reconstruction, resolution (data driven)



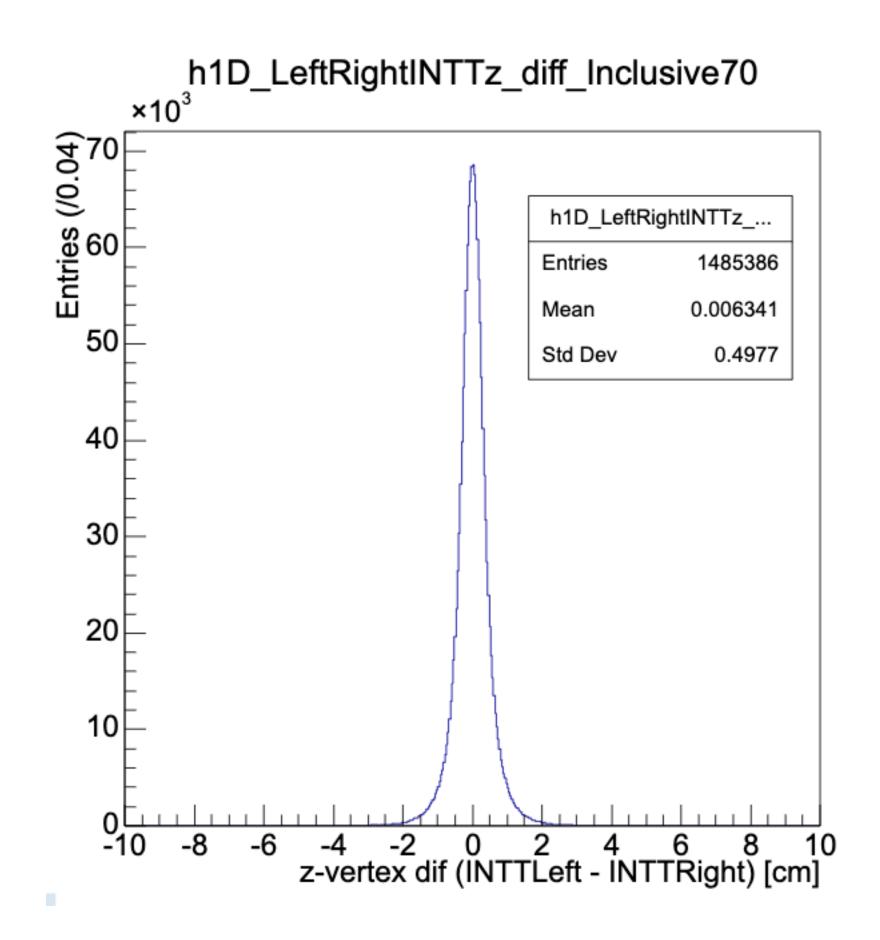
- One can try to determine the resolution in a data-driven way
- Ideal: three-detector method  $\sigma_0, \sigma_1, \sigma_2$ 
  - Assuming the resolution distributions are all following the Gaussian functions
  - Square of width of  $(Z_{\text{det.0}} Z_{\text{det.1}}) = \sigma_0^2 + \sigma_1^2$
  - If  $\sigma_0 \sim \sigma_1 \rightarrow$  We can obtain the  $\sigma_0$  and  $\sigma_1$
  - Obtain the resolution of  $\sigma_2$  by
    - Square of width of  $(Z_{\text{det.2}} (Z_{\text{det.0}} + Z_{\text{det.1}})/2.) = \sigma_2^2 + \frac{1}{2}\sigma_1^2$

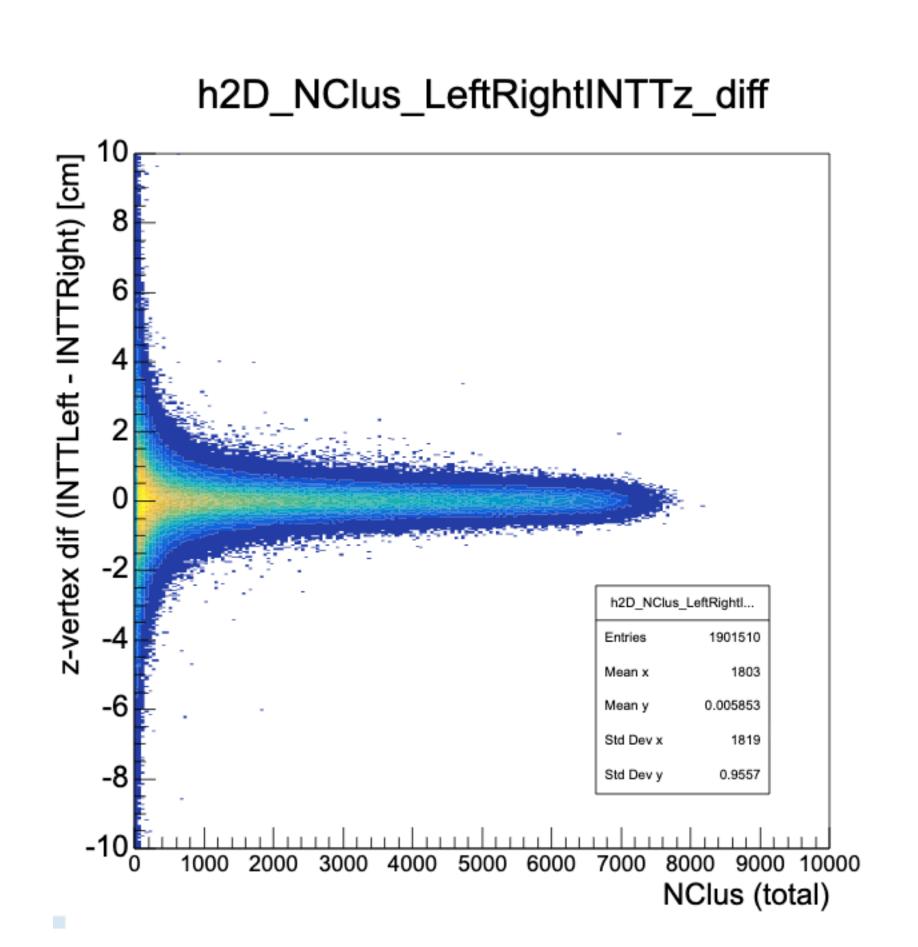
- Divide the INTT into east and west parts, and reconstruct the z-vertex, respectively  $(\sigma_0 \text{ and } \sigma_1)$
- Bin differences into a histogram

# z-vertex reconstruction, resolution (data driven) **SPHENCE**



Distribution of z-vertex difference between the reco. by INTTLeftOnly and INTTRightOnly

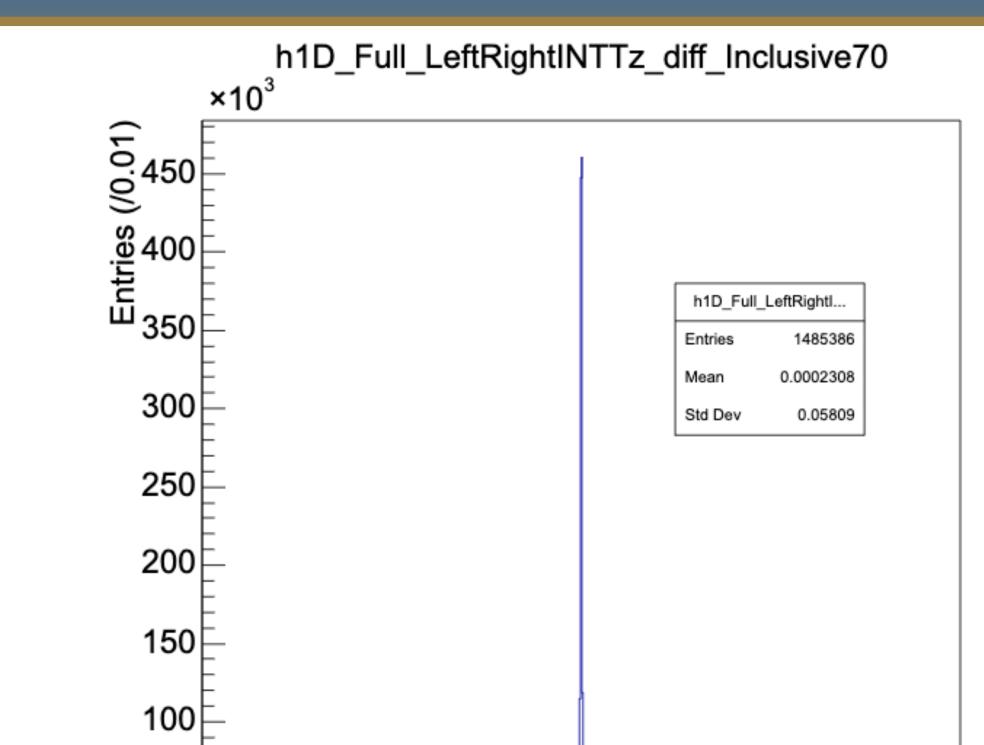




Width of 0.4977  $\rightarrow \sigma_0 \sim \sigma_1 = 0.352$  cm

# z-vertex reconstruction, resolution (data driven)





50

Full - (left+right)/2

The best approach would be using the silicon seeds, but removing the INTT-cluster component and reconstructing the z-vertex by MVTX clusters

Not so trivial

The proposed method doesn't work, as the full reco. z-vertex is highly correlated with the average half-reconstructed zvertices

z-vertex dif (Full - Avg\_INTTLeftINTTRight) [cm]

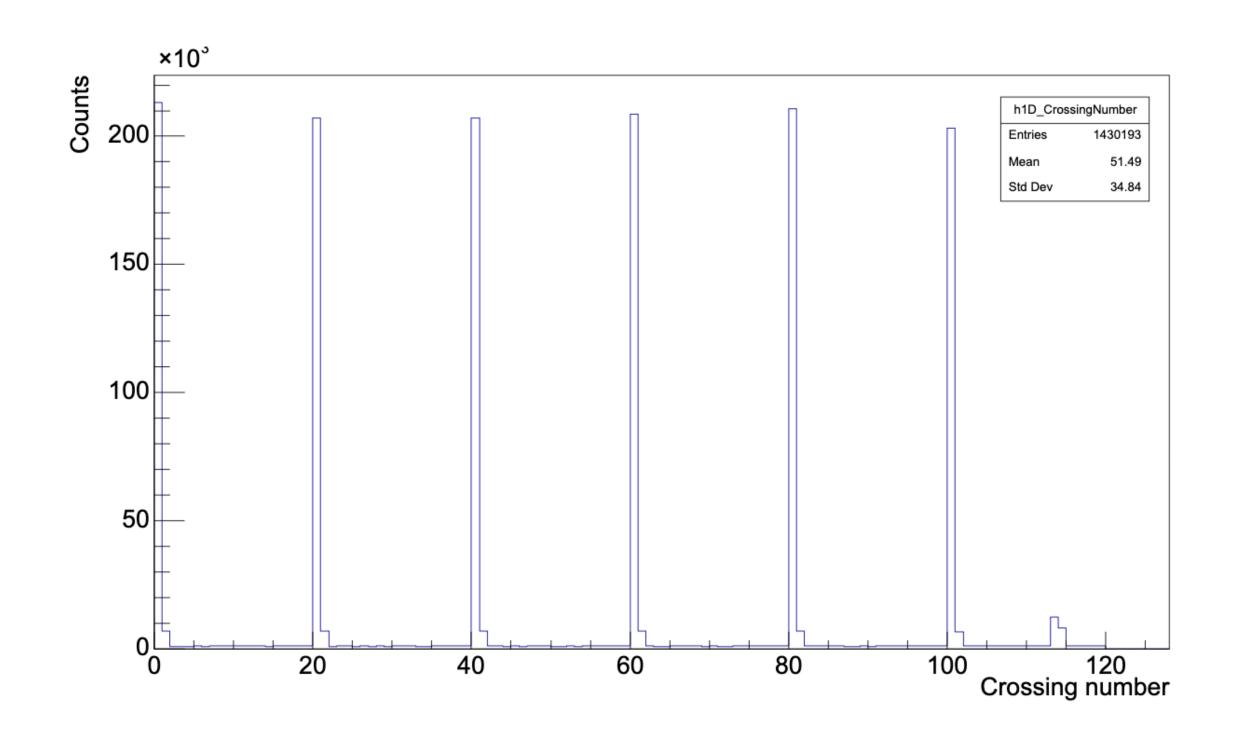
But since they are highly correlated, if we assume  $\sigma_{\text{full}}^2 = \frac{1}{2}\sigma_{\text{half}}^2 = 0.248$  cm

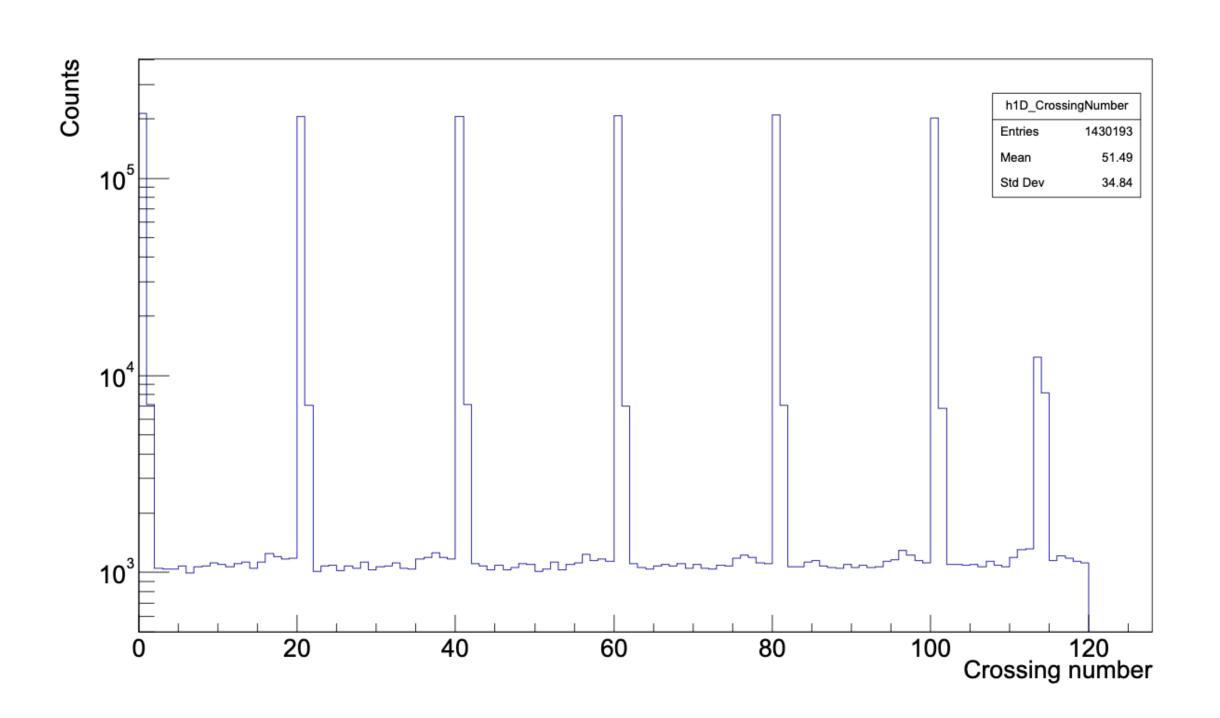
(seems reasonable considering the residual misalignment)

Cheng-Wei Shih (NCU, Taiwan) INTT meeting



- Run 75573: Run25 AuAu, Zero-field, 6x6 bunches
- INTTRawHit DST (GL1 included) from official production:
  - /sphenix/lustre01/sphnxpro/production/run3auau/calib/ana514\_nocdbtag\_v001

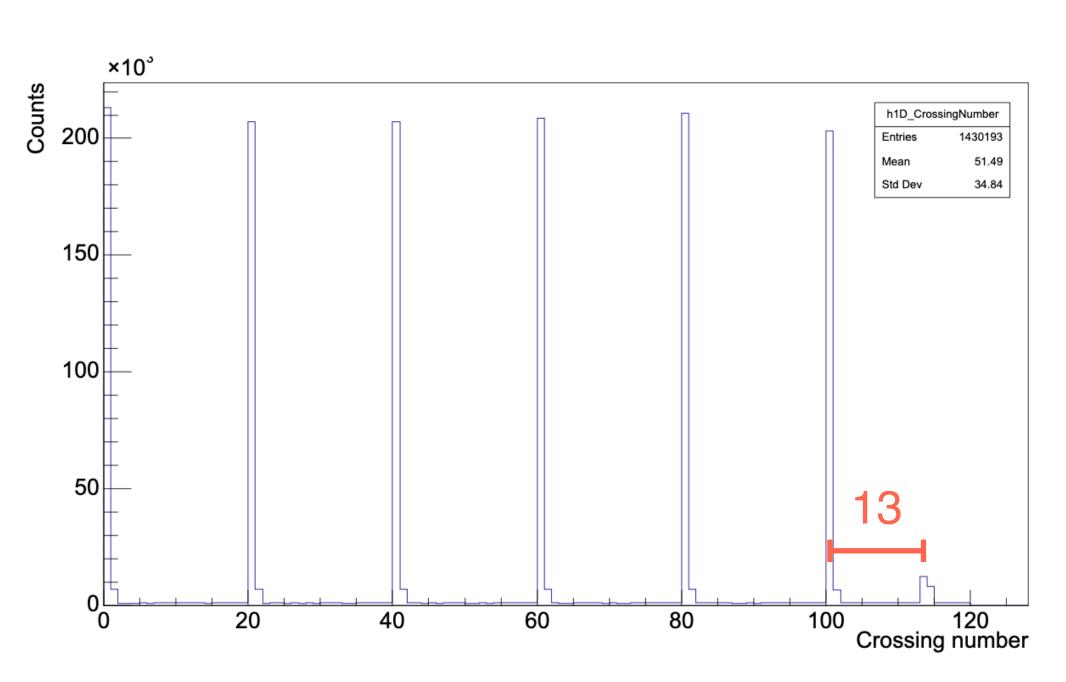


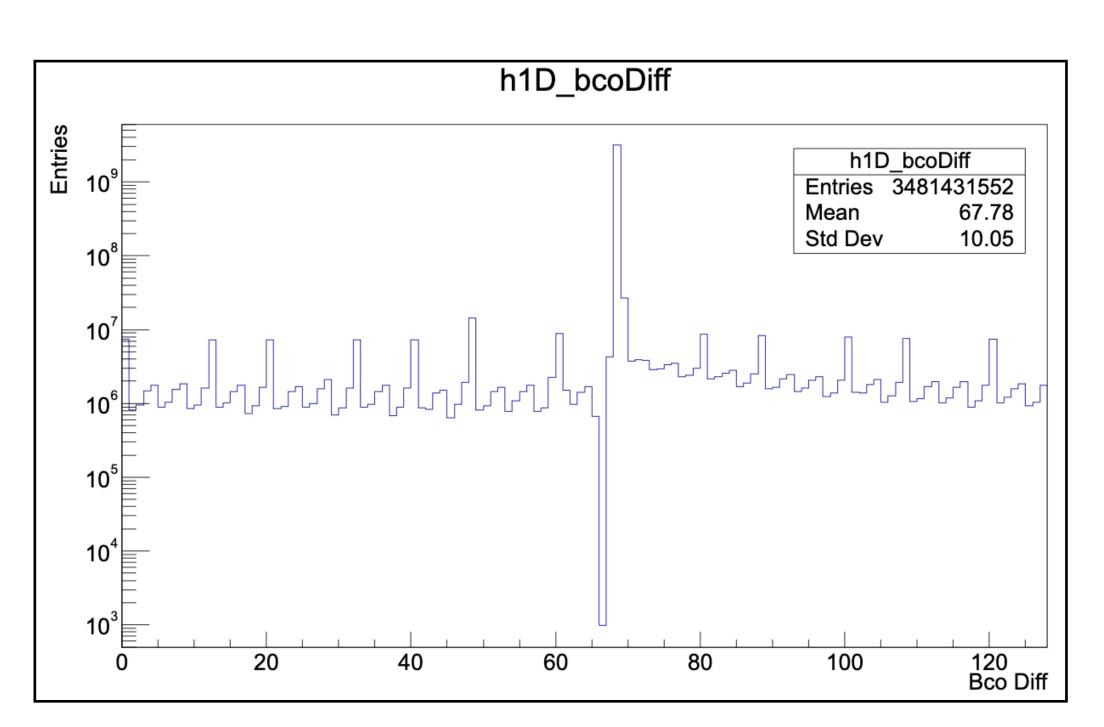


Very interestingly, there appears a shoulder right next to each peak I don't know whether this is expected



- Run 75573: Run25 AuAu, Zero-field, 6x6 bunches
- INTTRawHit DST (GL1 included) from official production:
  - /sphenix/lustre01/sphnxpro/production/run3auau/calib/ana514\_nocdbtag\_v001



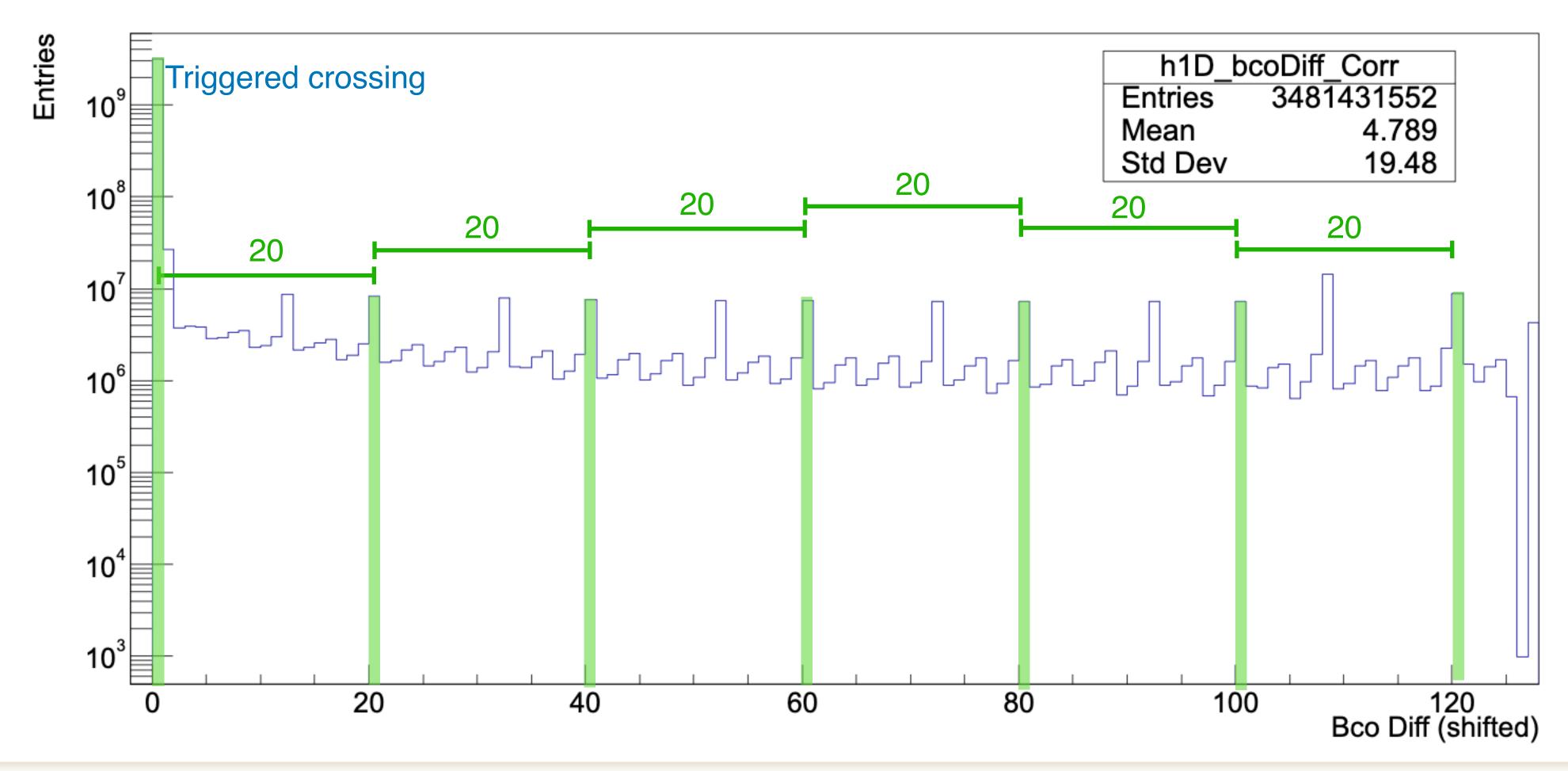


We have seen the shoulder structure in the INTT Bco\_diff distribution, which includes the effect from the beam condition and perhaps the triggered hits being carried over

Follow-up question: why do we see more than six spikes in INTT BCO\_Diff plot???????

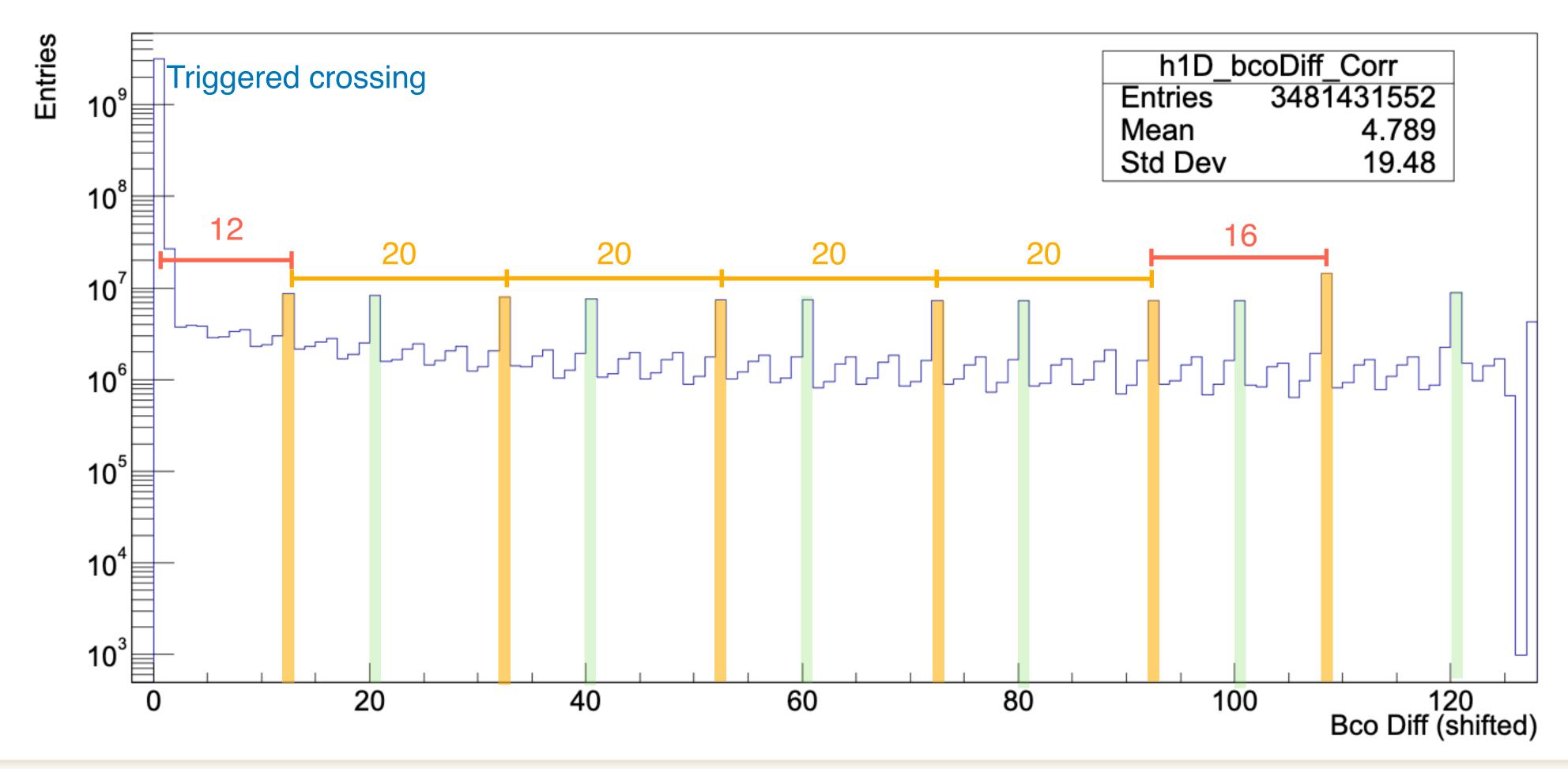


- Run 75573: Run25 AuAu, Zero-field, 6x6 bunches
- INTTRawHit DST (GL1 included) from official production:
  - /sphenix/lustre01/sphnxpro/production/run3auau/calib/ana514\_nocdbtag\_v001





- Run 75573: Run25 AuAu, Zero-field, 6x6 bunches
- INTTRawHit DST (GL1 included) from official production:
  - /sphenix/lustre01/sphnxpro/production/run3auau/calib/ana514\_nocdbtag\_v001

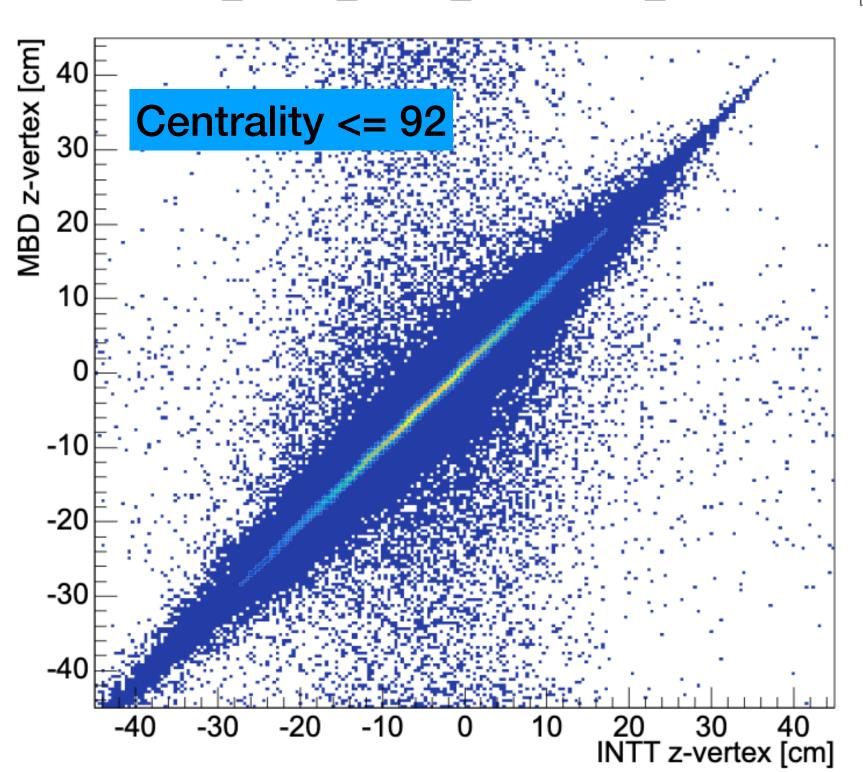


## z-vertex reconstruction



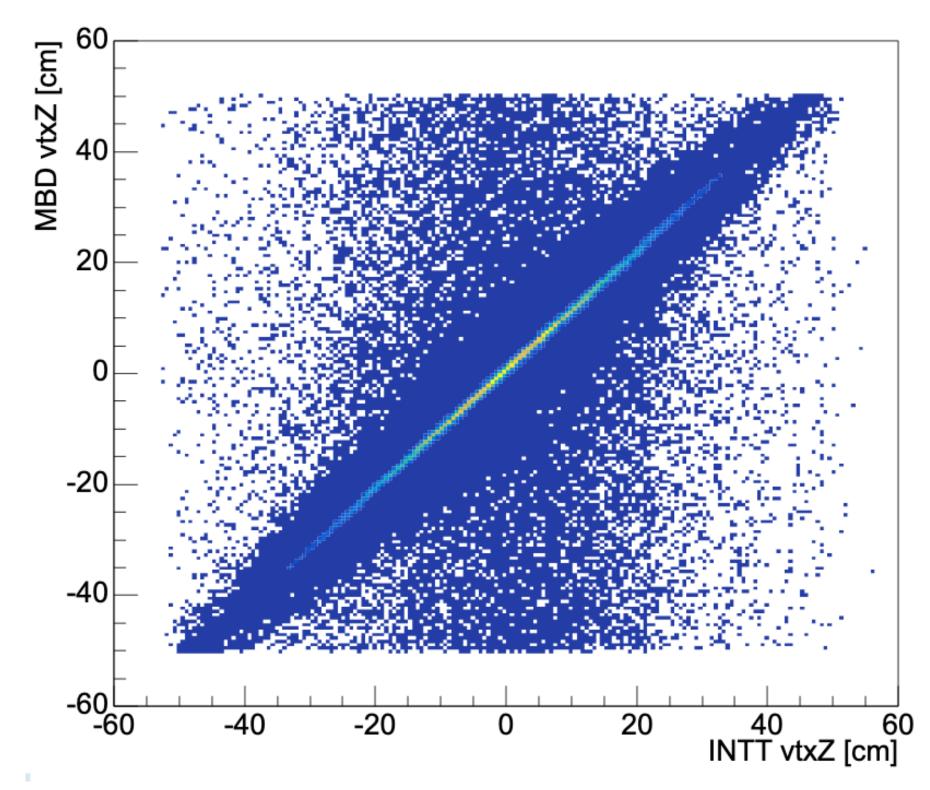
Run 54280 zero field, Au+Au collisions, 56 x 56 bunches ana.441

h2D\_INTTz\_MBDz\_Inclusive92\_narrow



Run 75573
Run25 zero field, Au+Au collisions
6 x 6 bunches
ana.520

h2D\_INTTz\_MBDz\_Inclusive100



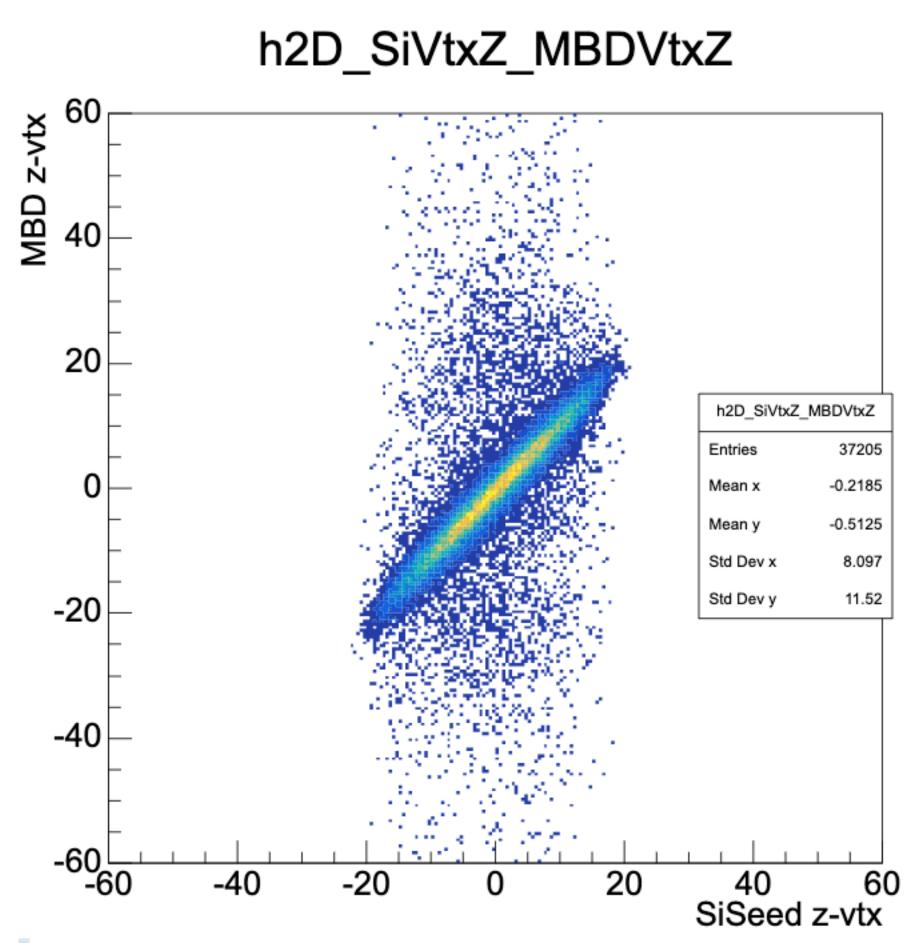
Very similar

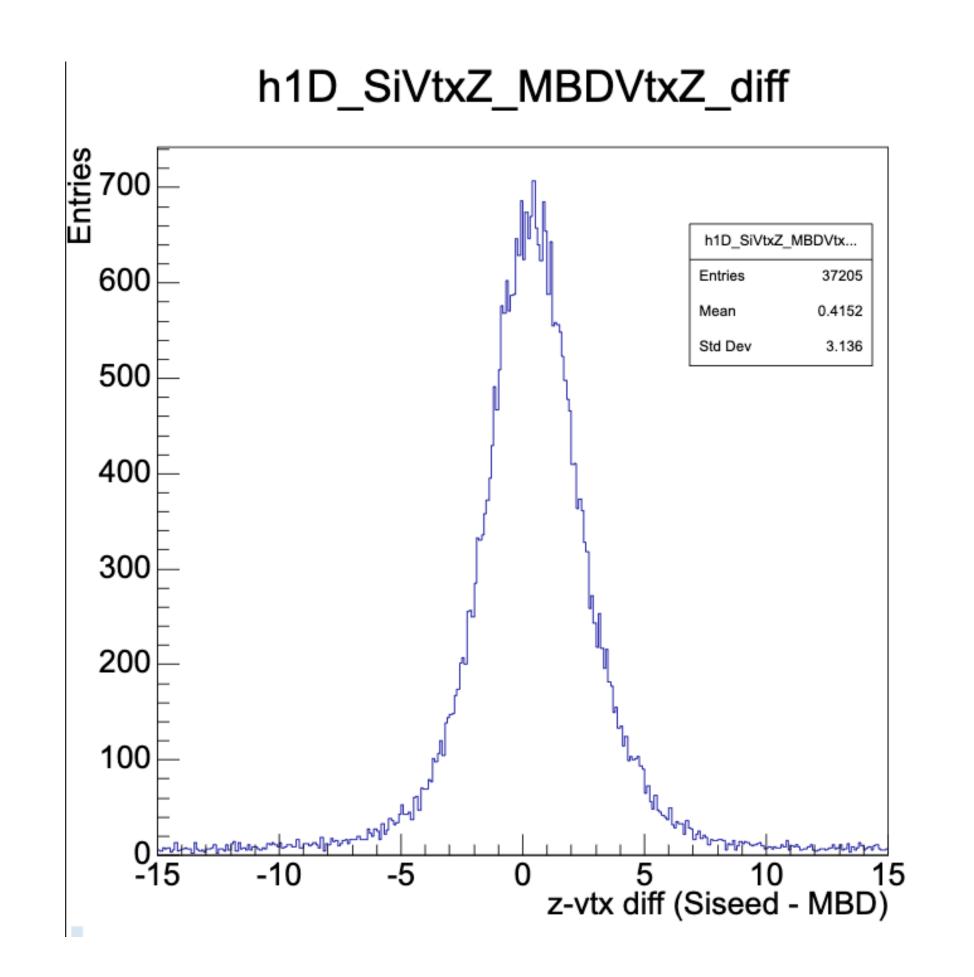
# z-vertex reconstruction (silicon seed)



p-p collisions

Just for a reference





Even with the recent analysis build and using the silicon-seed z-vertex, you can still see the spread

# Summary



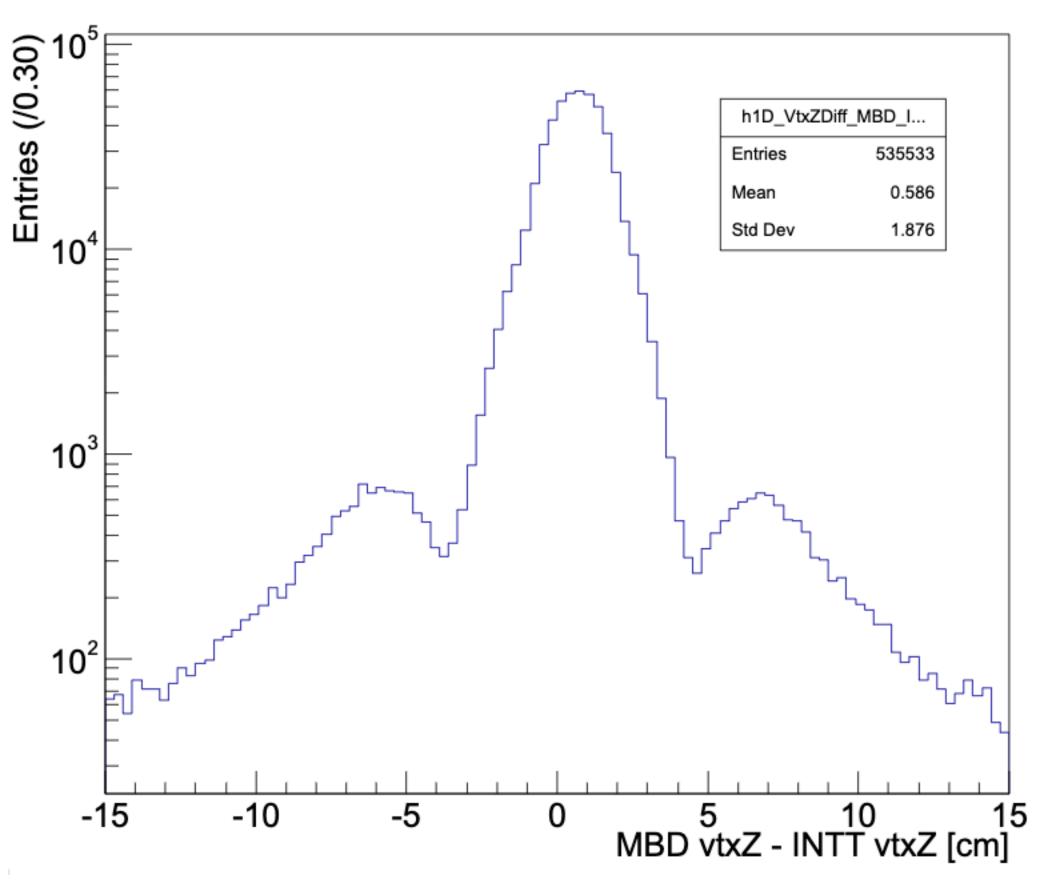
- The alignment parameters for INTT are visualized
  - (Interestingly) most of the ladders are more inward than what the survey suggests
  - Seems to be a systematic effect; one more survey can help
- INTT z-vertex reco. resolution
  - Note that one number, 0.17 cm, has been mentioned in a published paper
  - A simple data-driven approach has been tested with half-barrel resolution of 0.35 cm, leading to an "expected" full barrel resolution ~0.24 cm
- For the recently taken 6x6 run
  - Shoulder found in the bunch crossing distribution, which coincides with the INTT bco\_diff distribution
  - Somewhat we see unreasonablly more than six spikes in this run
- The new z-vertex correlation seems to be pretty much similar to the previous one
  - Similar spread also appears using silicon seeds

# Back up

# z-vertex difference between INTT and MBD



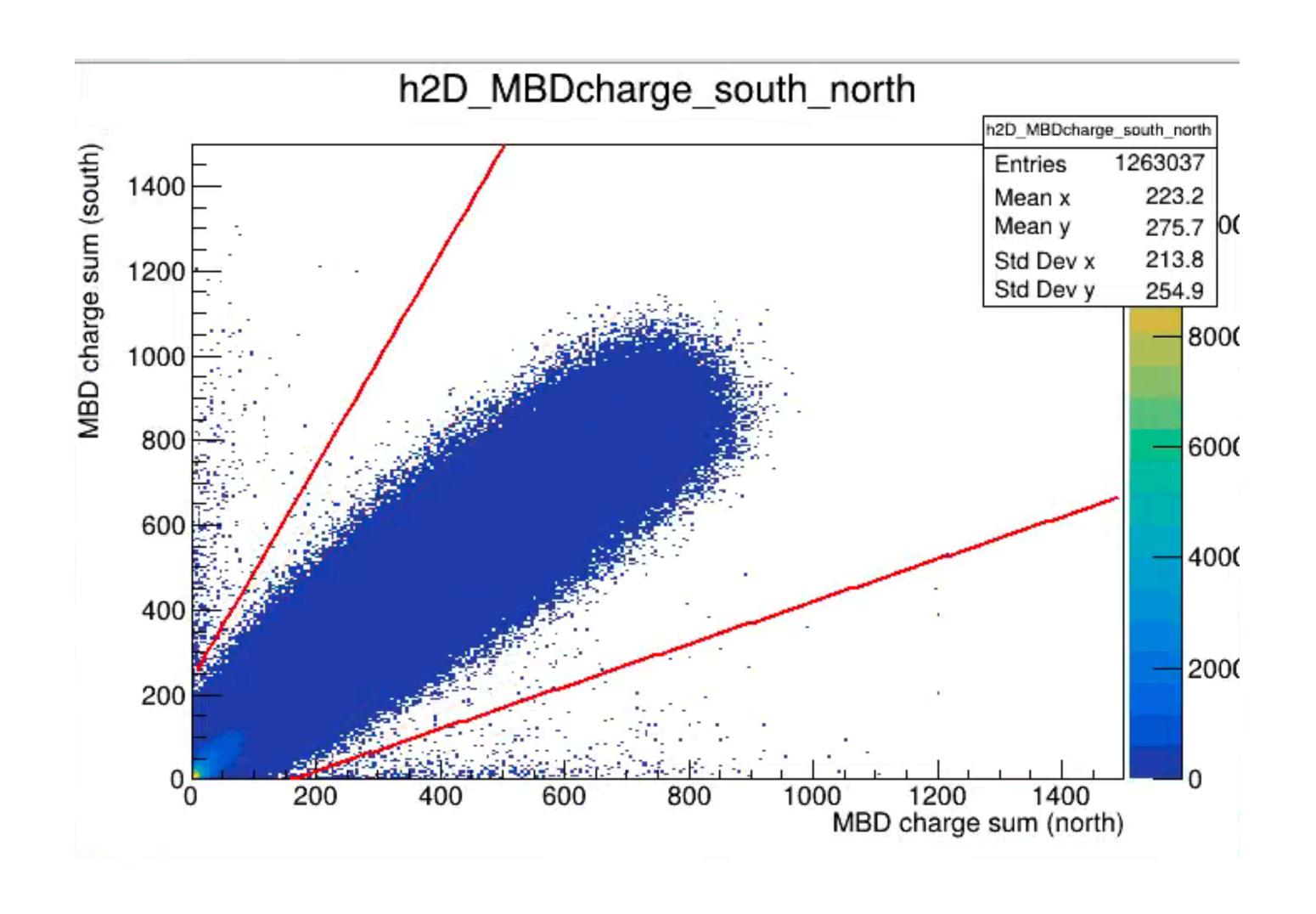
#### h1D\_VtxZDiff\_MBD\_INTT\_HighNClus



Still see the two satellite bumps
Already inforomed Mickey several months ago, no update from him

# The MBD asymmetry cut







• Run 54280, with run24\_ana517 alignment parameters

```
unit : [cm]
final average vertex XY should be used :
line filled X : -0.00610342 +/- 0.00122848
line filled Y : 0.189778 +/- 0.000993072
quadrant X : -0.00296484 +/- 0.00442758
quadrant Y : 0.191328 +/- 0.0026492
```

avg: {-0.00453413, 0.190553} [cm] Fit avg: {-0.0061016, 0.189775} [cm]