

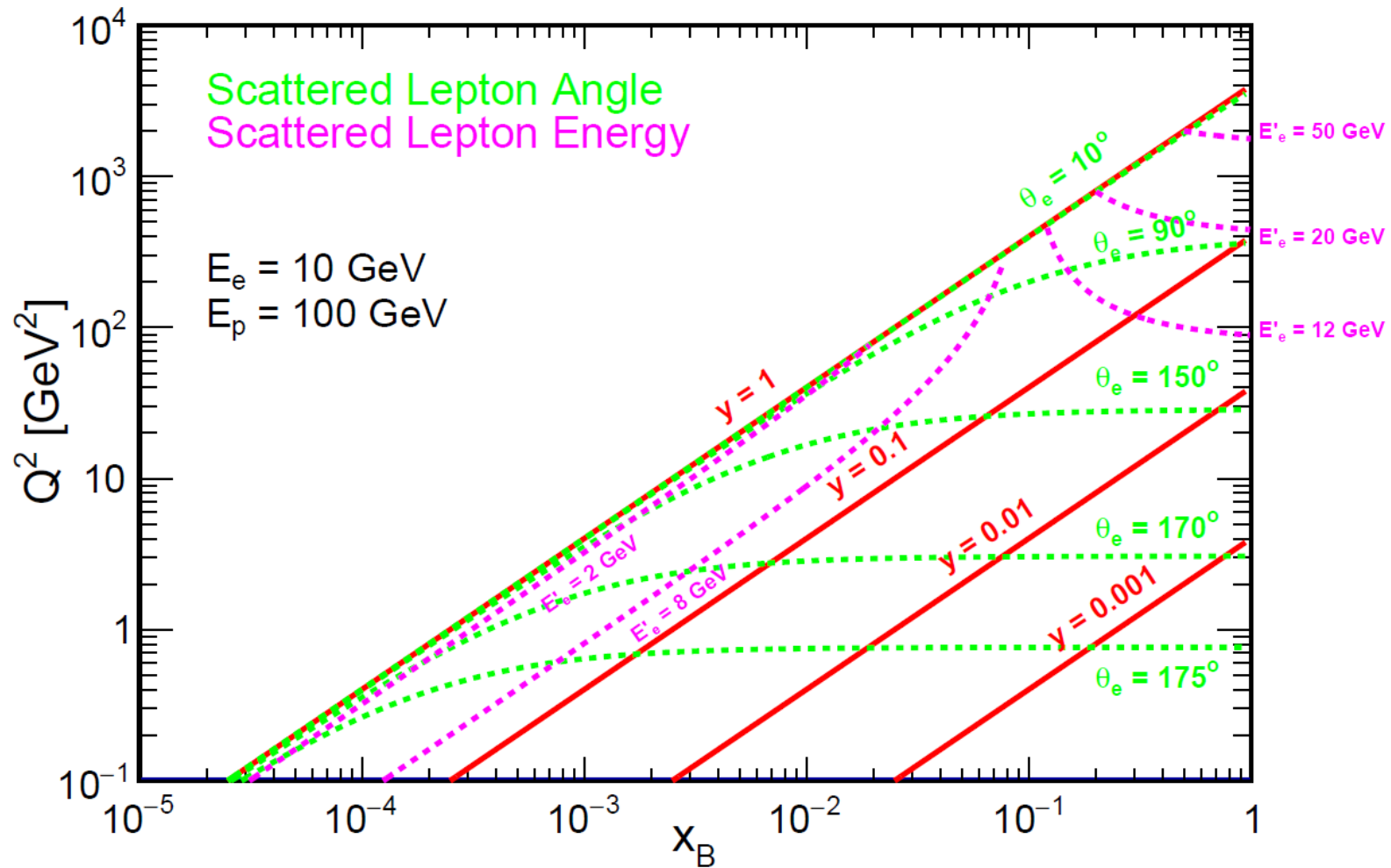
# Neutral Current Inclusive Hit Maps

Barak Schmookler

# Outline

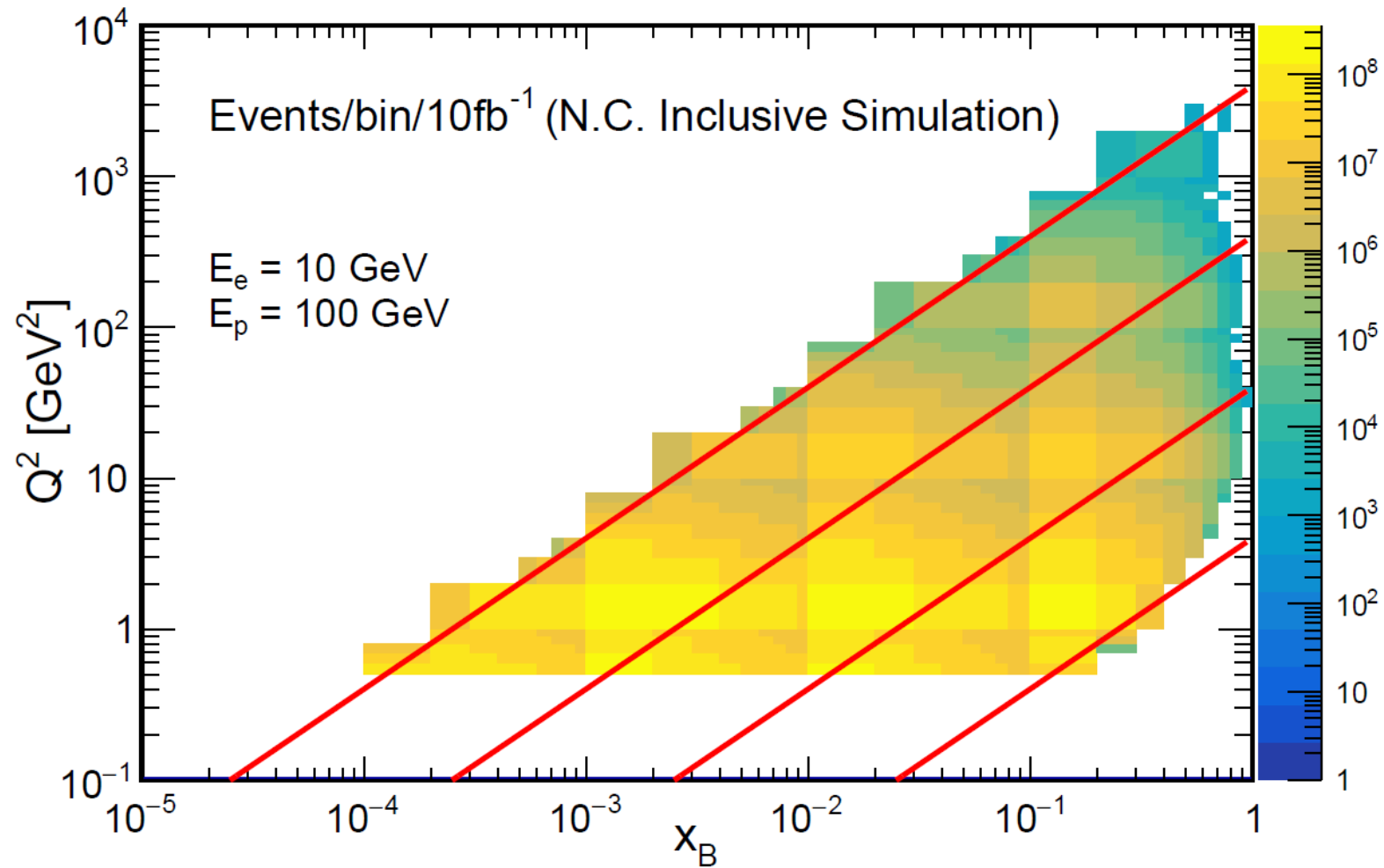
- One important item our group needs to provide to the detector group is the distribution of momentum and scattering angle for the final-state particles.
- We've created these hit maps using the *PYTHIA6* generator for electron-proton scattering for the 4 required beam energy combinations. (Thanks to Xiaoxuan for providing the plotting template.)
- We are now working to recreate these maps assuming a non-zero beam crossing angle (i.e. 25 mRad and 50 mRad). This will be completed this week.
- We also will use the *BeAGLE* event generator to create similar hit maps for eA scattering

# Kinematic Phase Space for 10 GeV x 100 GeV

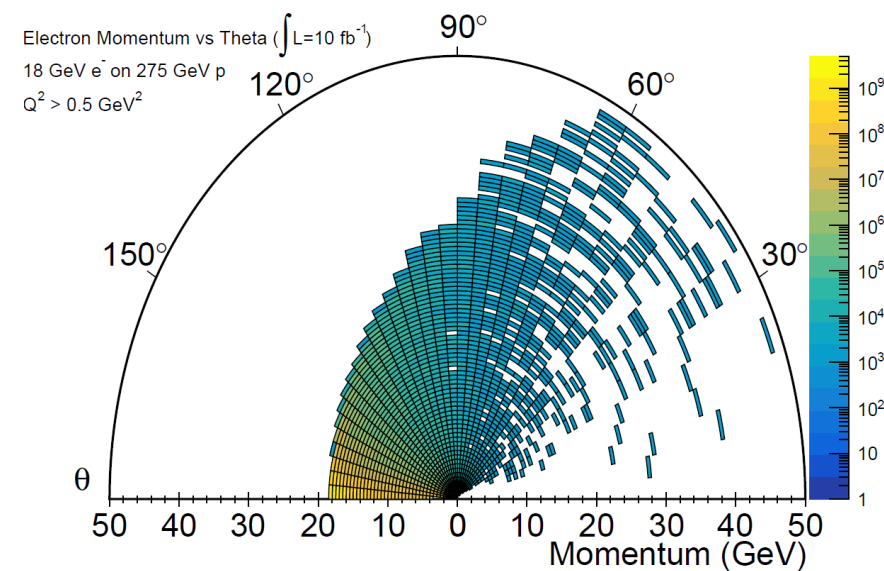
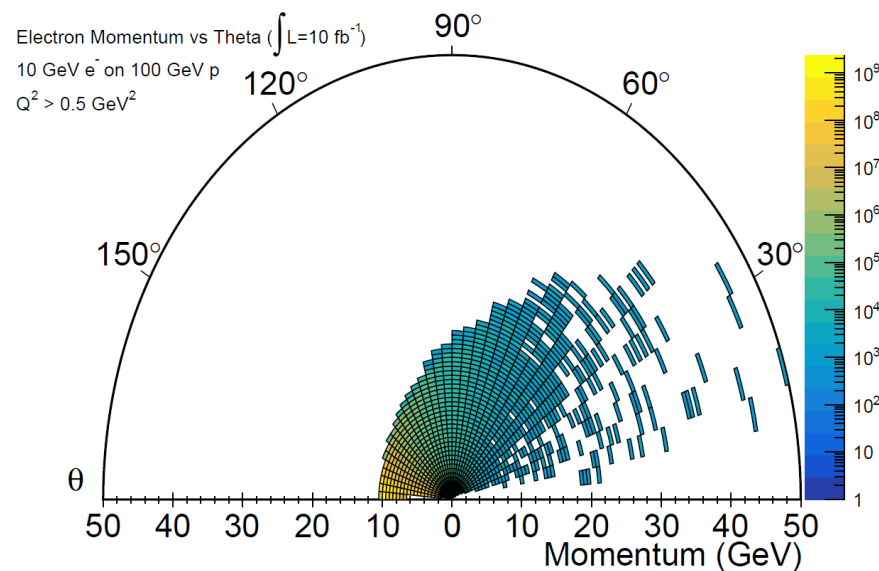
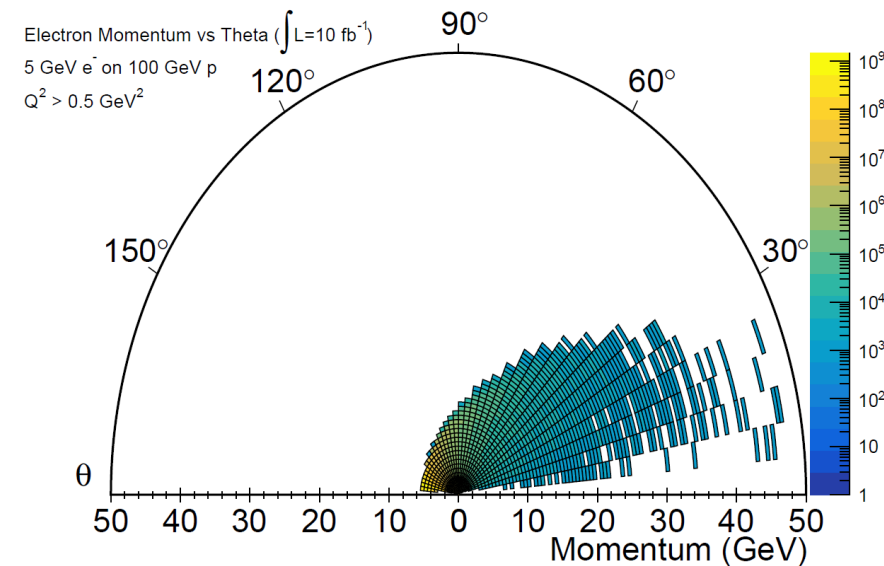
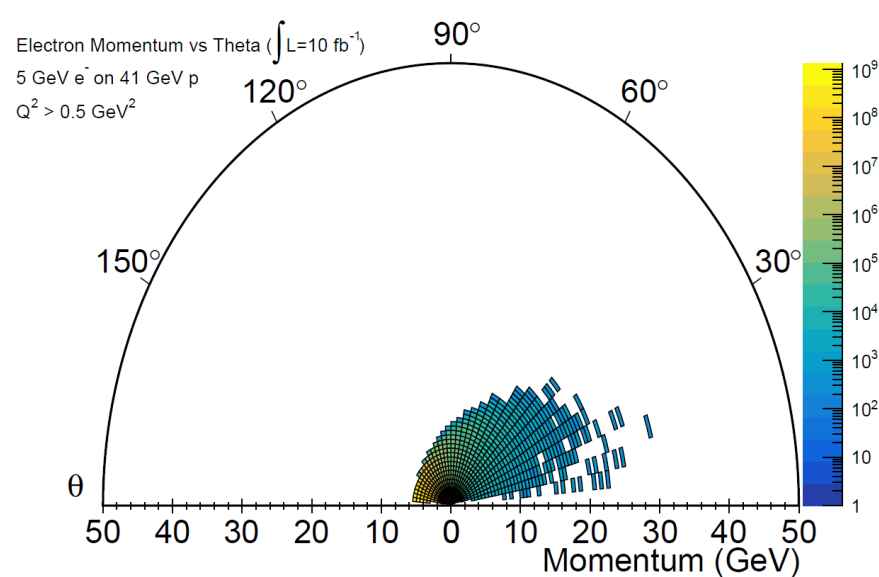


# Kinematic Phase Space for 10 GeV x 100 GeV

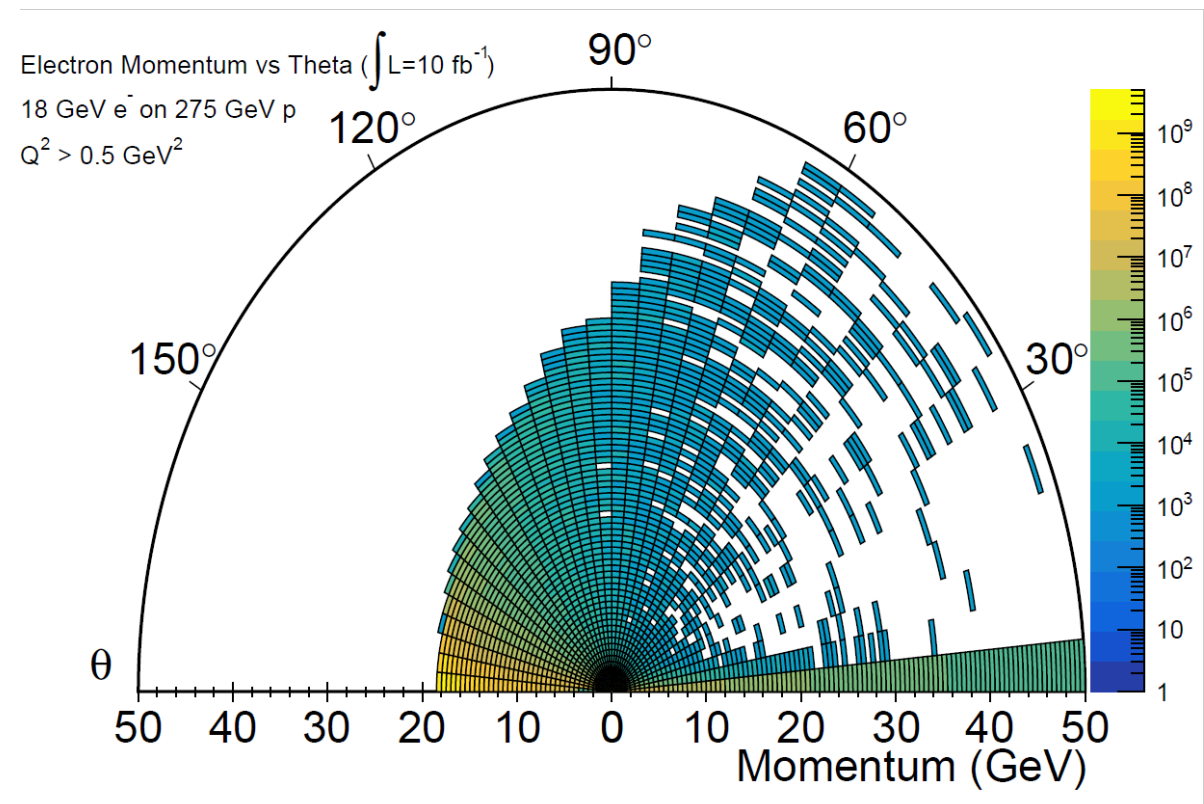
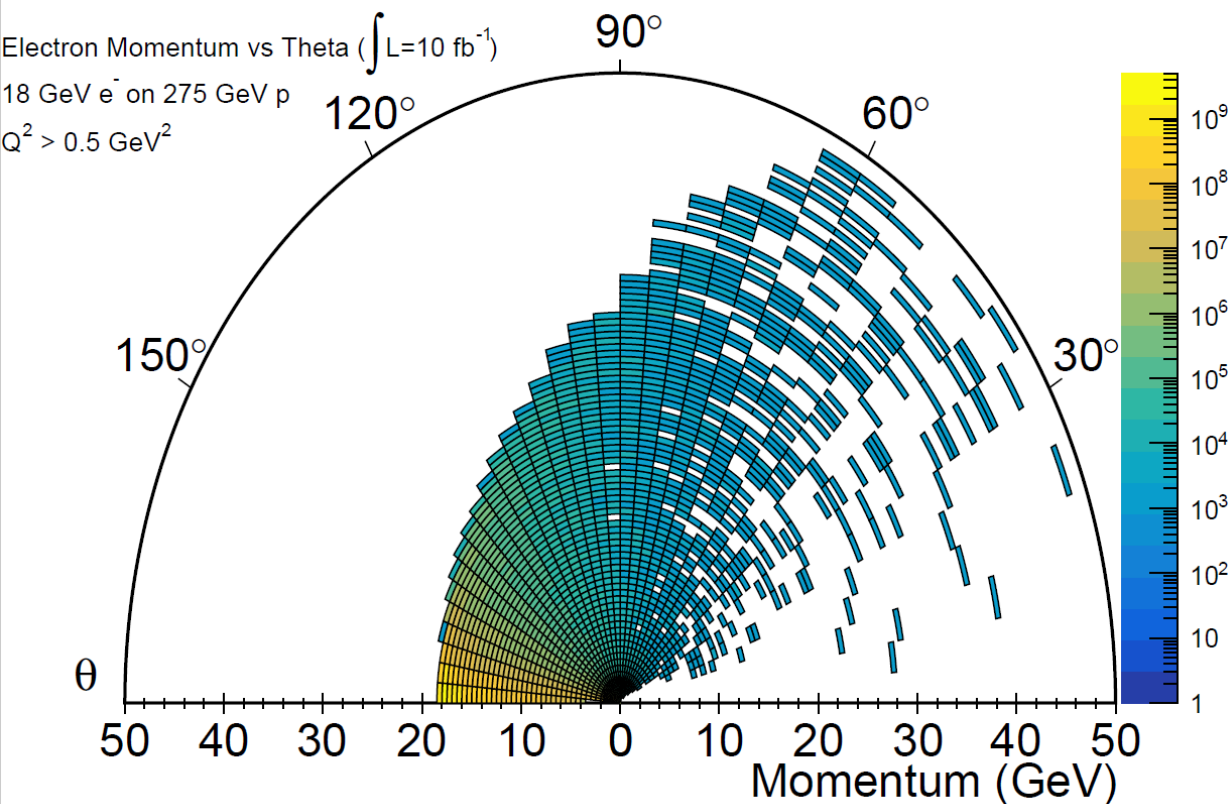
Yields calculated  
from *Pythia6*



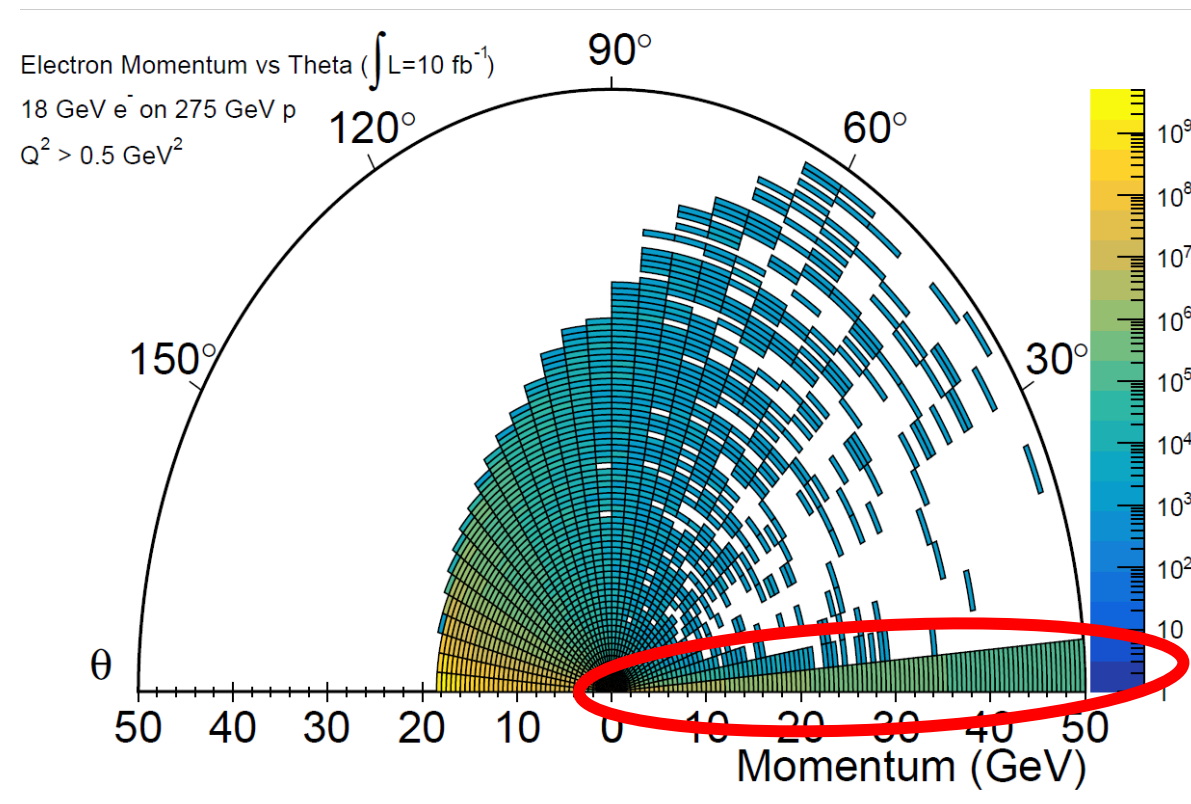
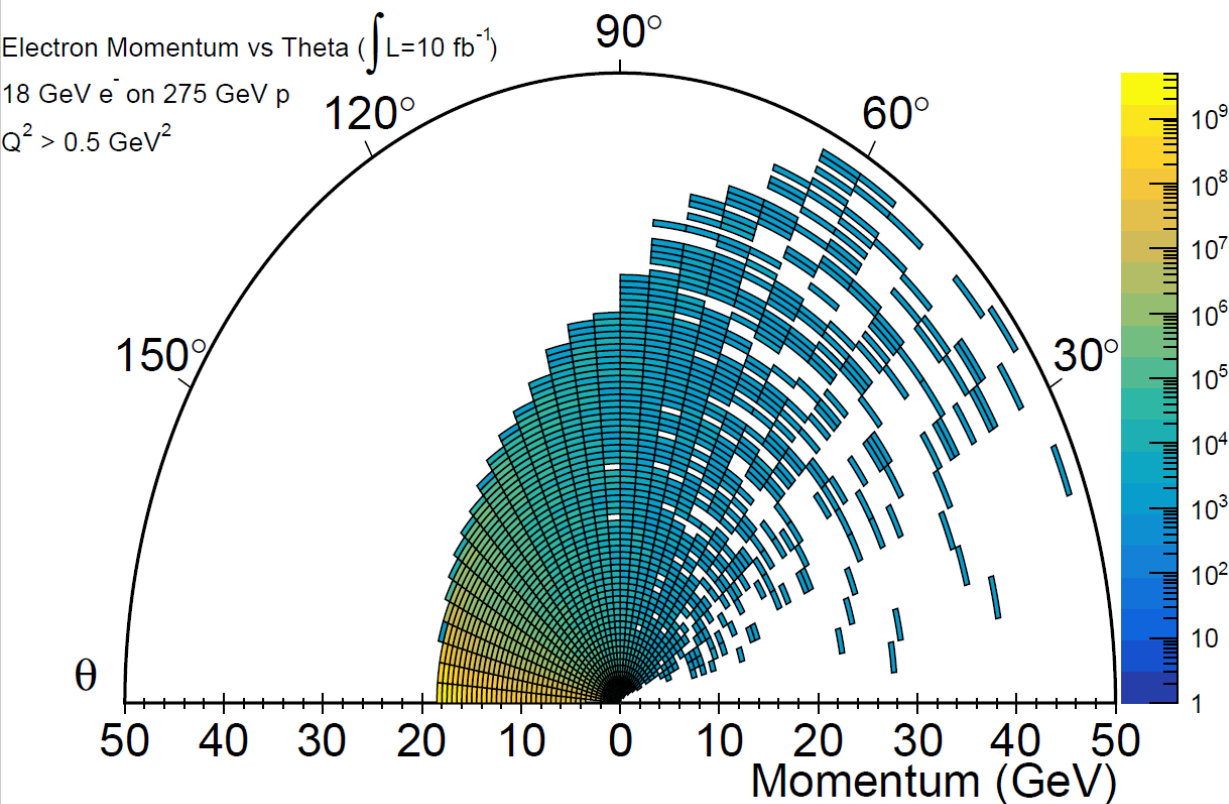
# Scattered Electron Hit Maps



# Scattered Electron vs. All Final-State Electrons

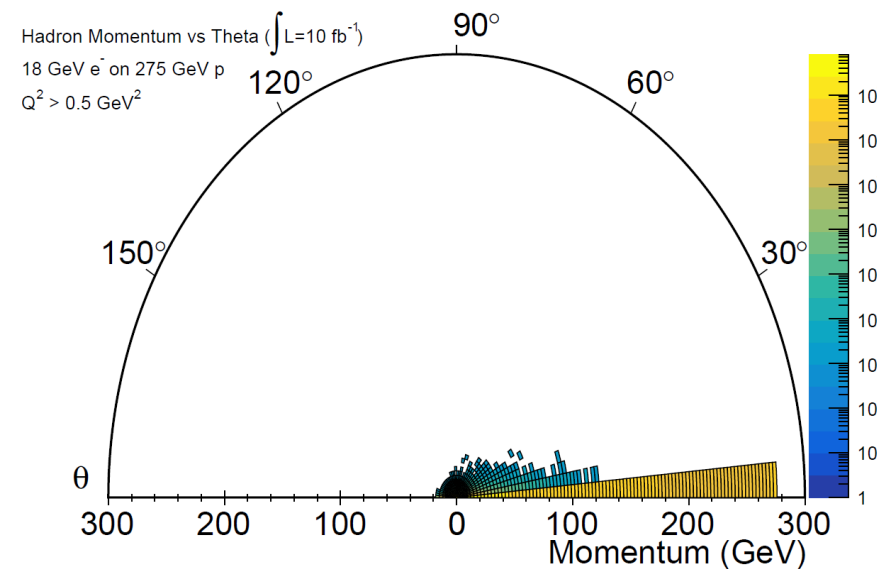
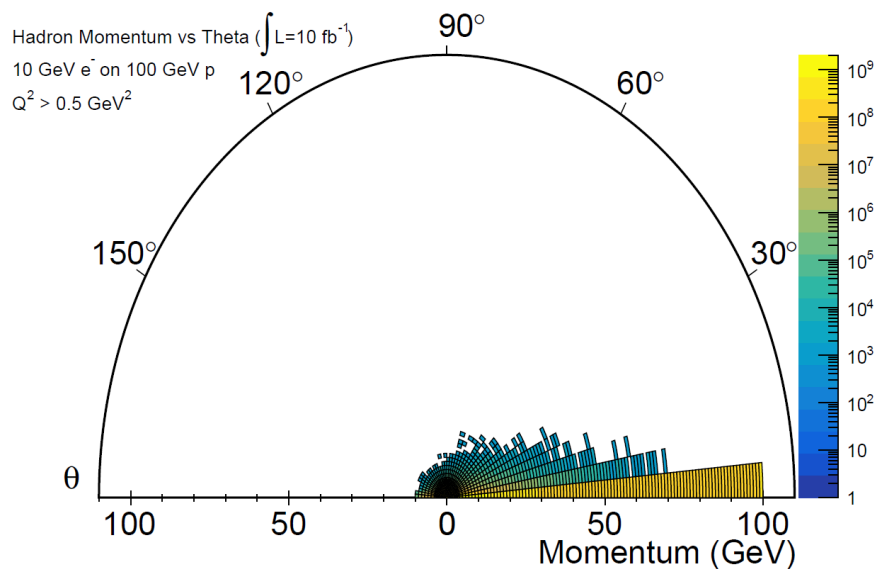
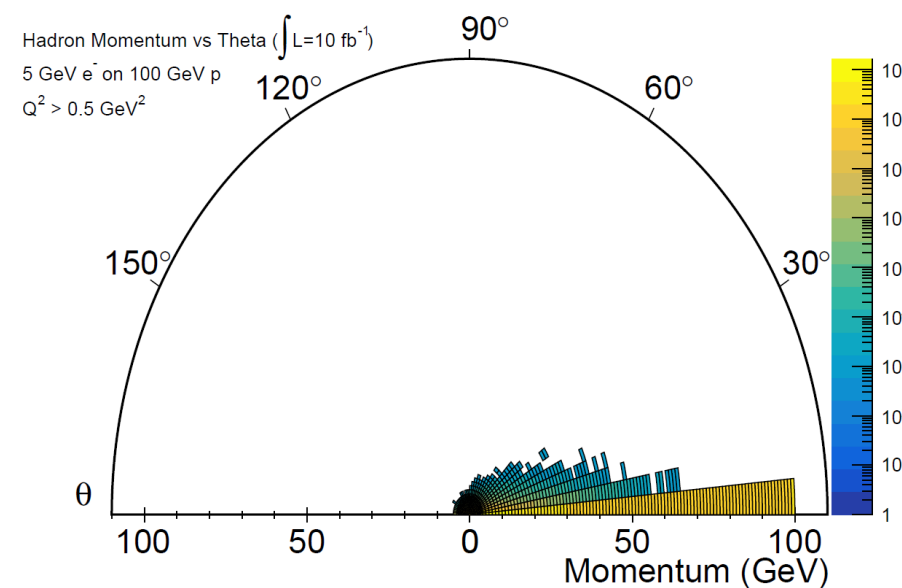
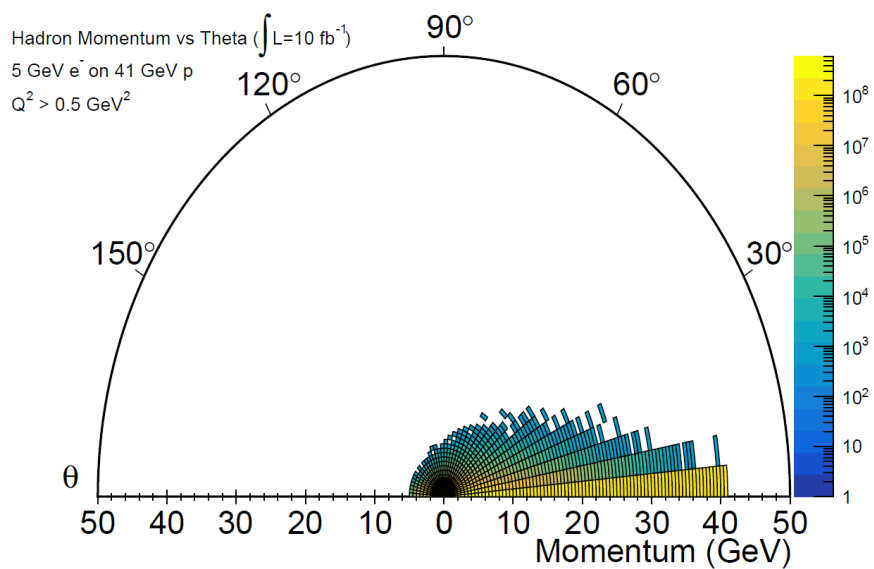


# Scattered Electron vs. All Final-State Electrons



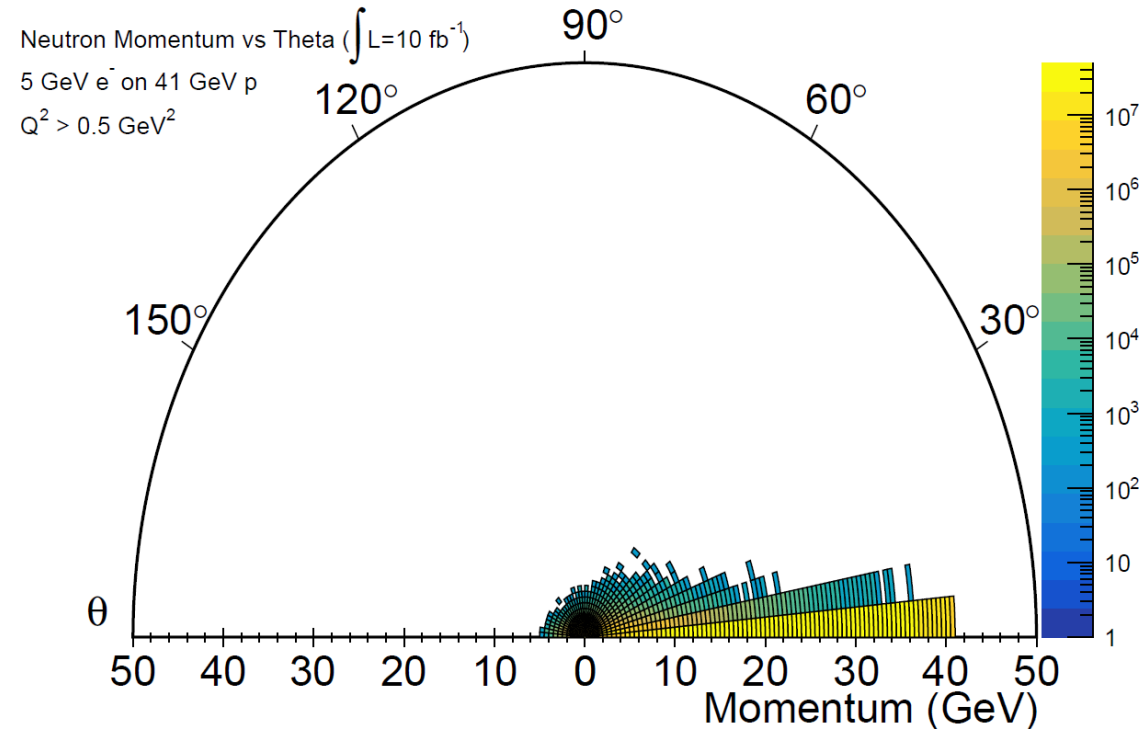
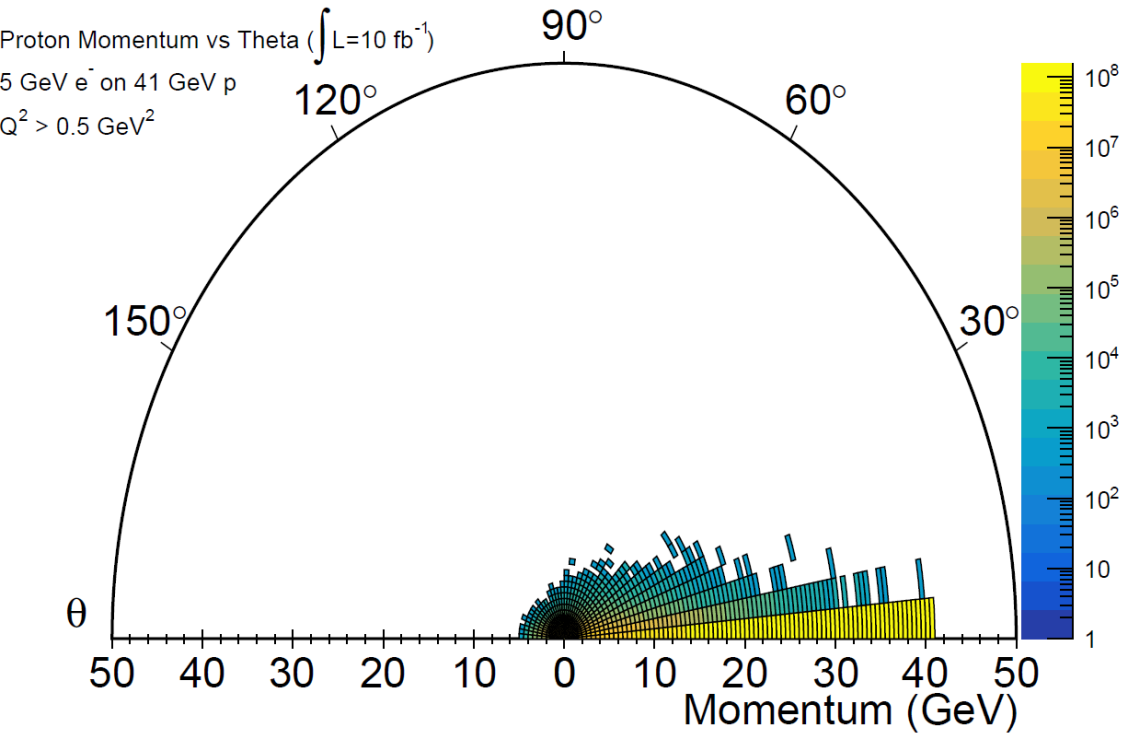
**Electrons coming  
from decays, etc...**

# Final-State Hadrons Hit Maps

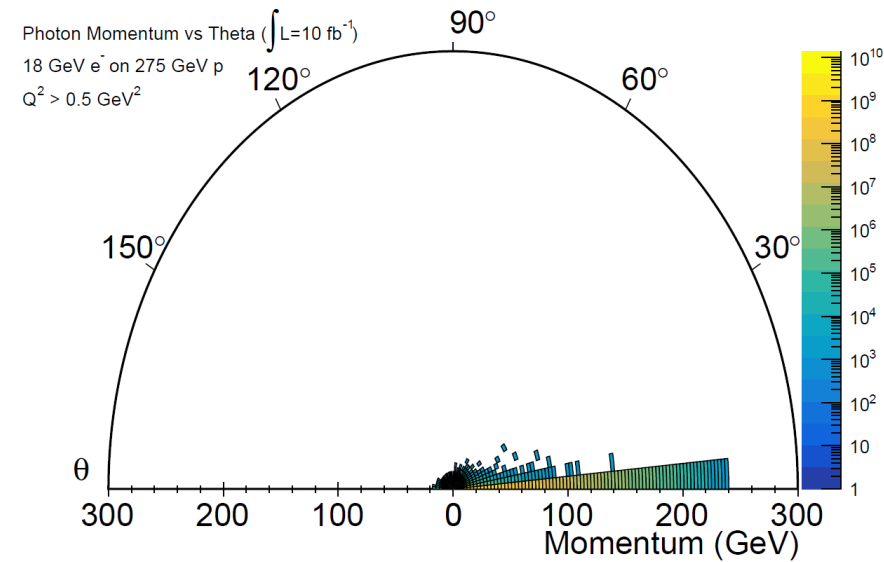
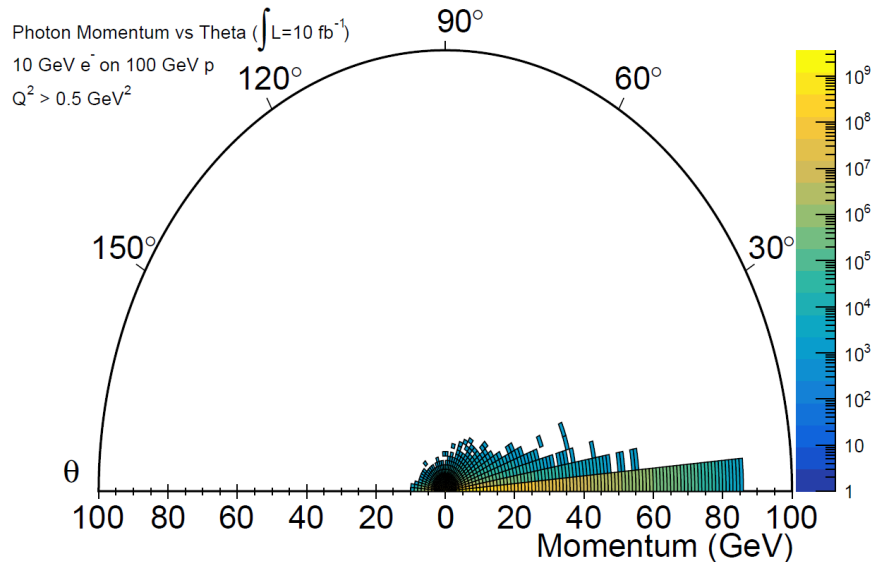
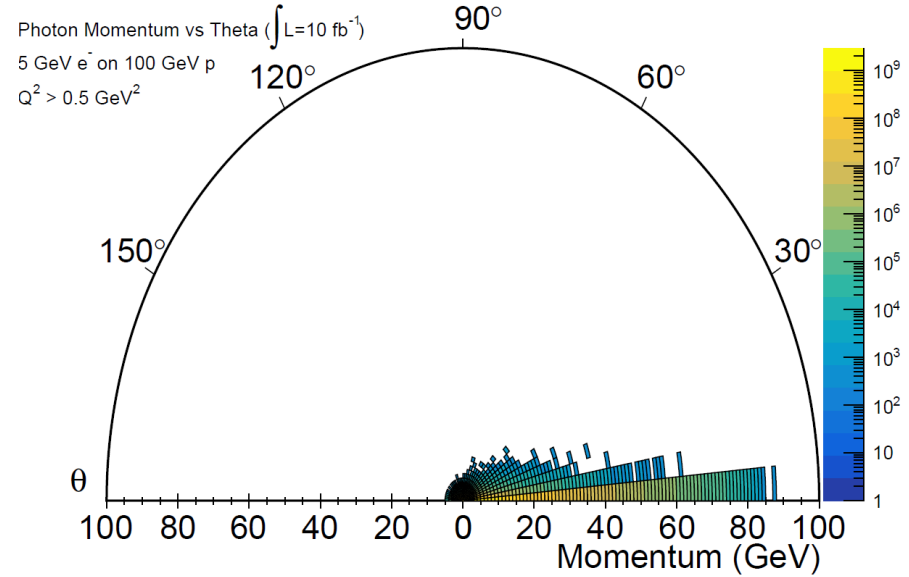
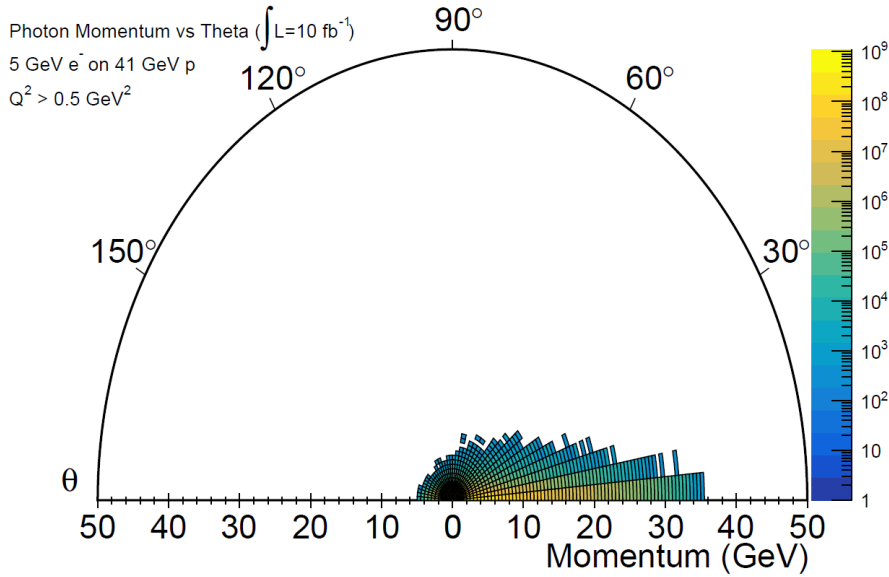




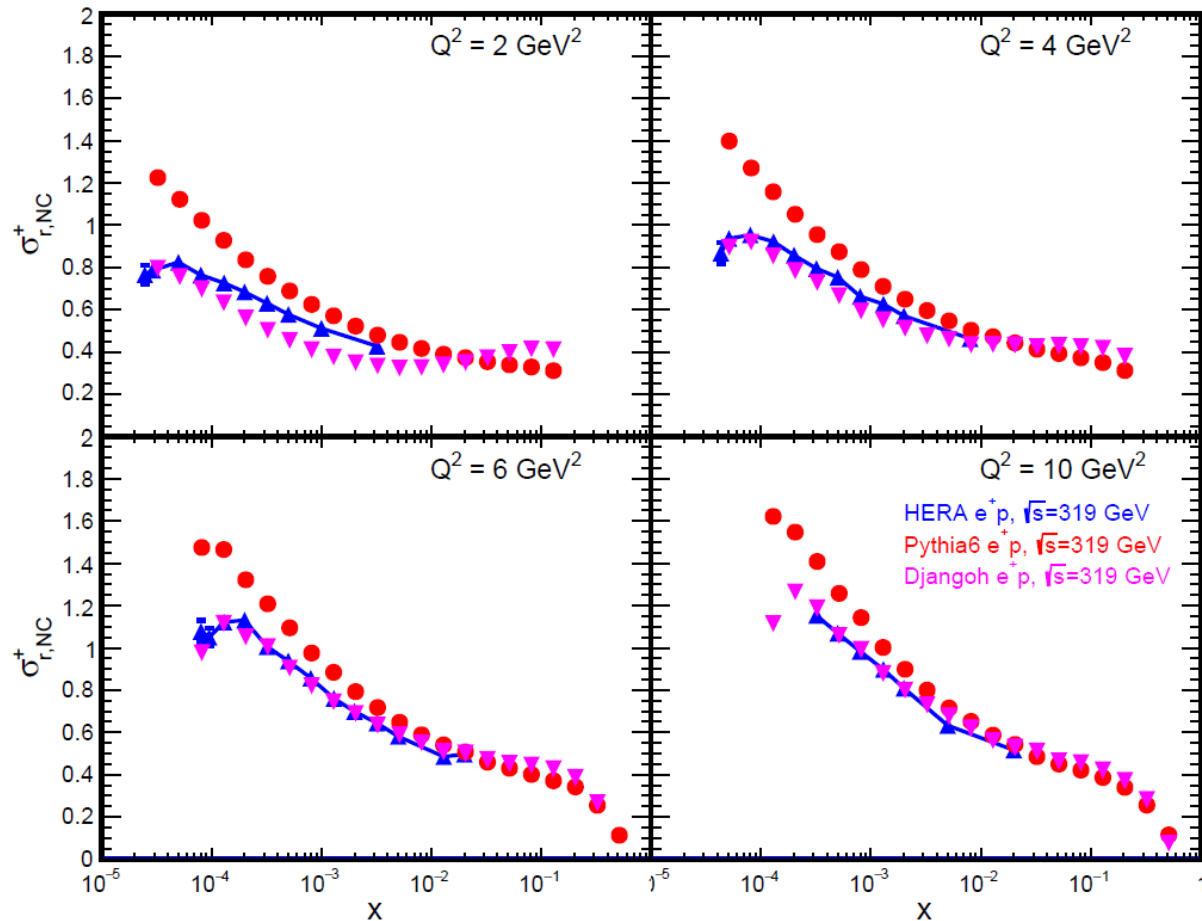
# We also display the Protons and Neutrons separately



# Photon Hit Maps



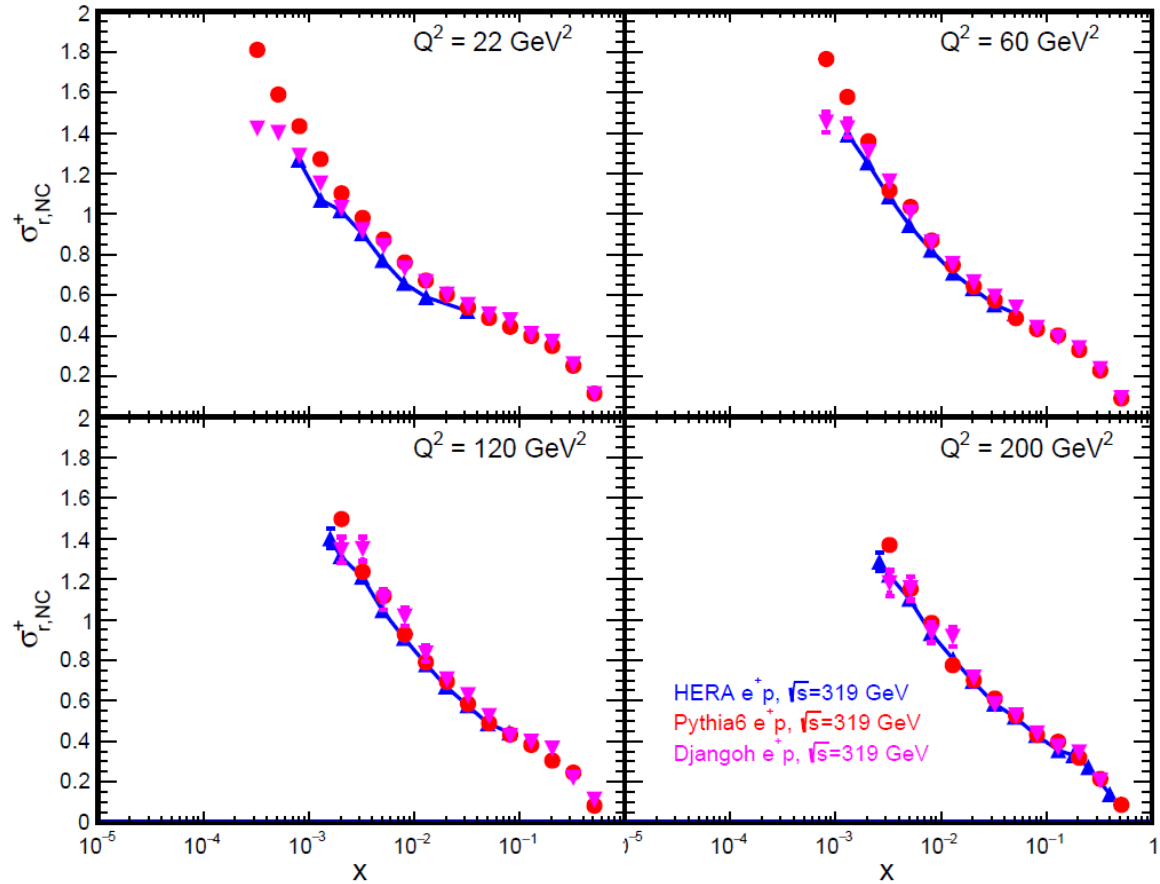
We may want to remake the Hit Maps using *DJANGO*



***DJANGO* agrees better with low  $Q^2$  (low  $x$ ) *HERA* data than the *PYTHIA6* tune we are using**

**Need to compare to theory predictions at *EIC* Energies**

We may want to remake the Hit Maps using *DJANGO*H



**Both simulation programs do well at higher  $Q^2$  (higher  $x$ )**

# Conclusions

- We've created NC hit maps using the *PYTHIA6* generator for electron-proton scattering for the 4 required beam energy combinations.
- We may want to remake the plots using the *DJANGO* generator
- We are now working to recreate these maps assuming a non-zero beam crossing angle (i.e. 25 mRad and 50 mRad). This will be completed this week.
- We also will use the *BeAGLE* event generator to create similar hit maps for eA scattering