

# Status of SiD-Iowa PFA

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# Status at Granada

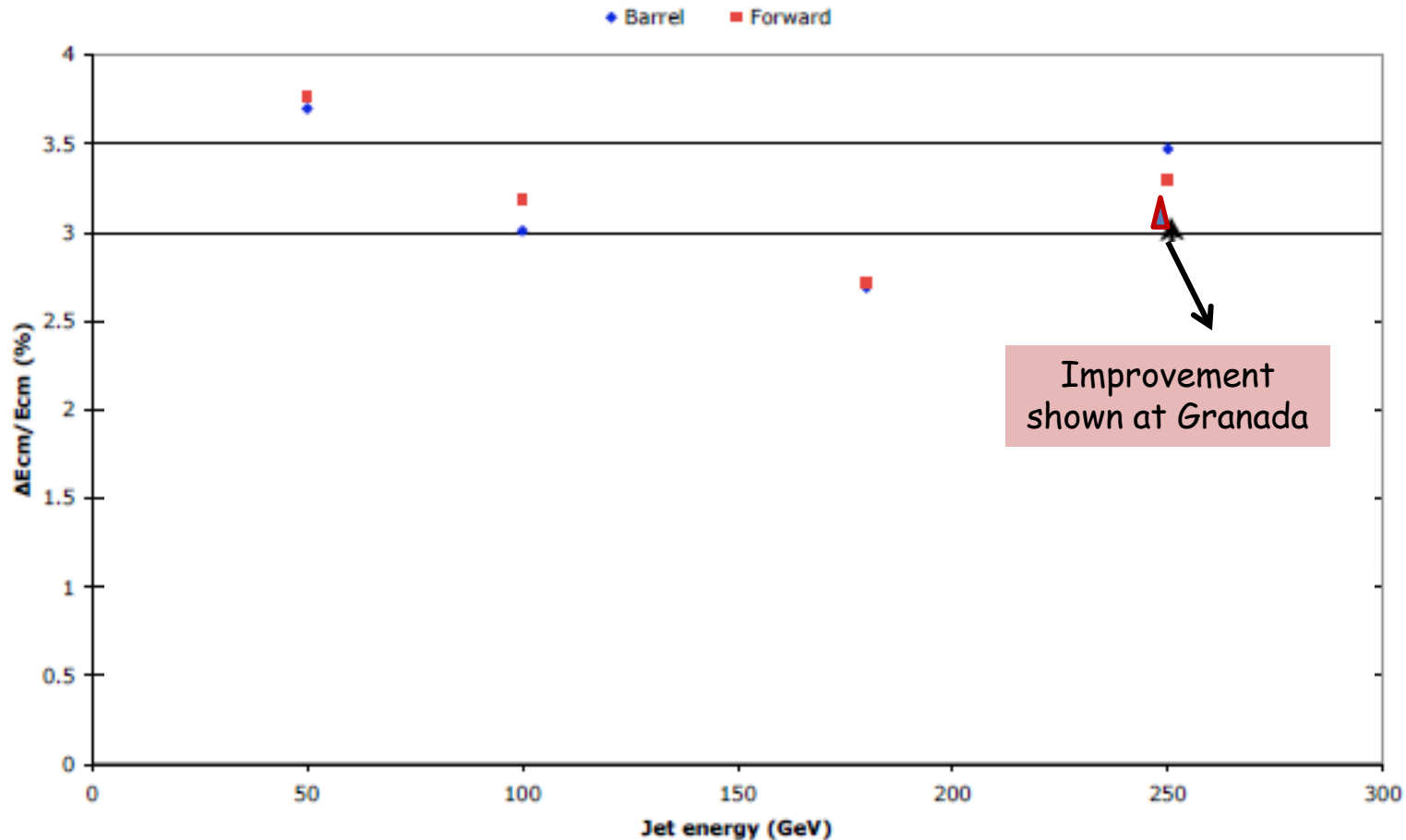
Several improvements prior to shower reconstruction

- Smaller clump formation → increased purity (90%)
  - K-mean algorithm
- Improved photon purity (90%)
  - By treating a reconstructed photon cluster as a hadronic clump if within 3 degrees of a track
  - Still 10% inefficiency and 10% contamination
- Improved track-seed matching
  - When a photon overlapped hadronic track and the photon was reconstructed (15% of tracks), the hits were removed
  - By helical extrapolation of the track to the closest sub-cluster, 80% of the problems fixed
- Improved linking of immediate neighbor sub-clusters with better likelihood

# Performance at LOI

SiD02 geometry

$$e^+e^- \rightarrow q\bar{q} (q = u, d, s) \text{ at } \sqrt{s} = 500 \text{ GeV}$$



Resolution improved from 3.5% to 3.1% using baseline shower reconstruction with improvements mentioned earlier

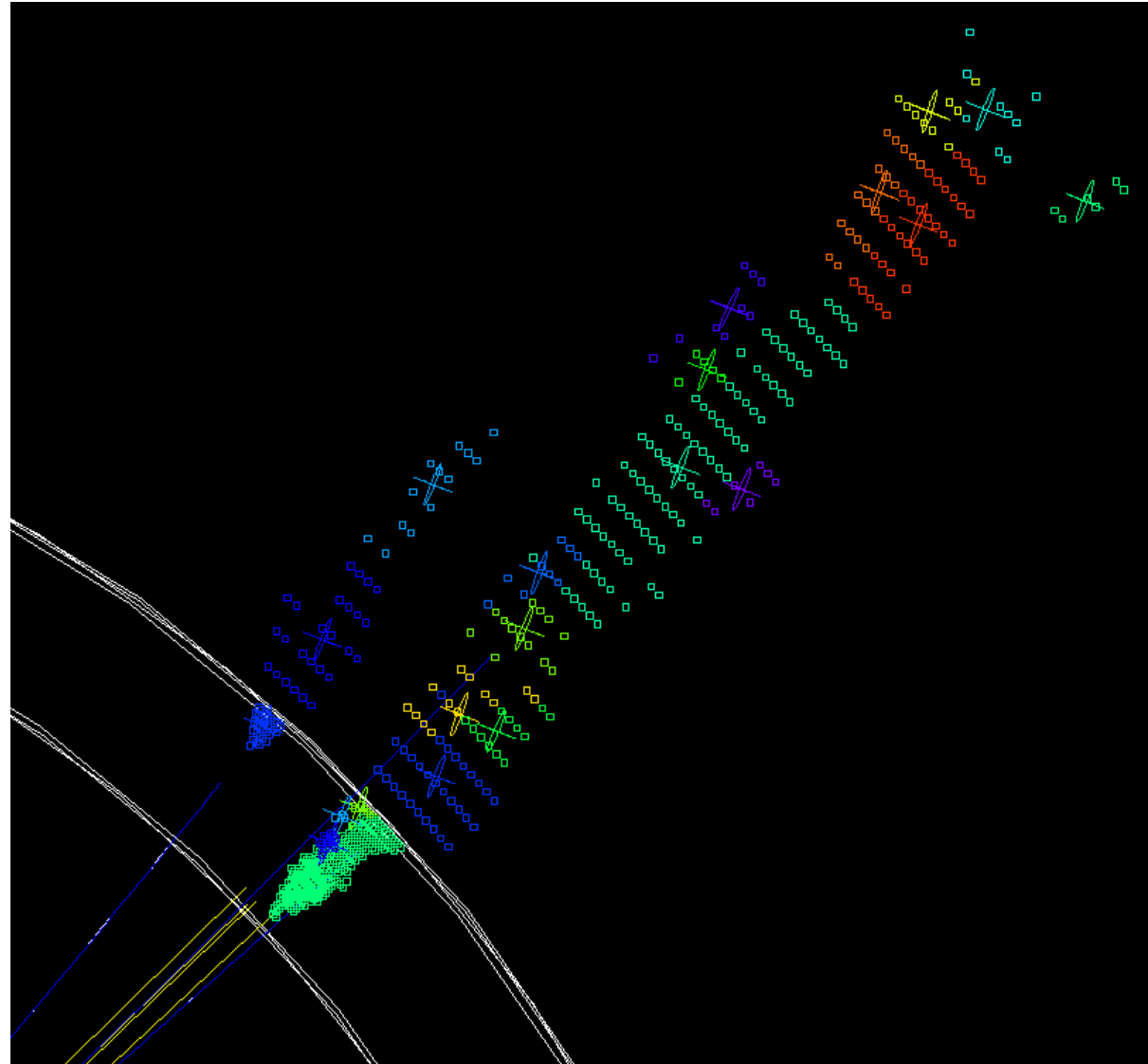
# Shower Reconstruction

- To be scalable at higher energies
- Iterative reconstruction with several passes
- First pass: High purity shower core reconstruction with charged hadron primary showers
- Second pass: Identify primary neutrals and add smaller pieces to the core
- Third pass: Divide up groups of closely bunched tracks and use  $E/p$  balance for each bunch/region

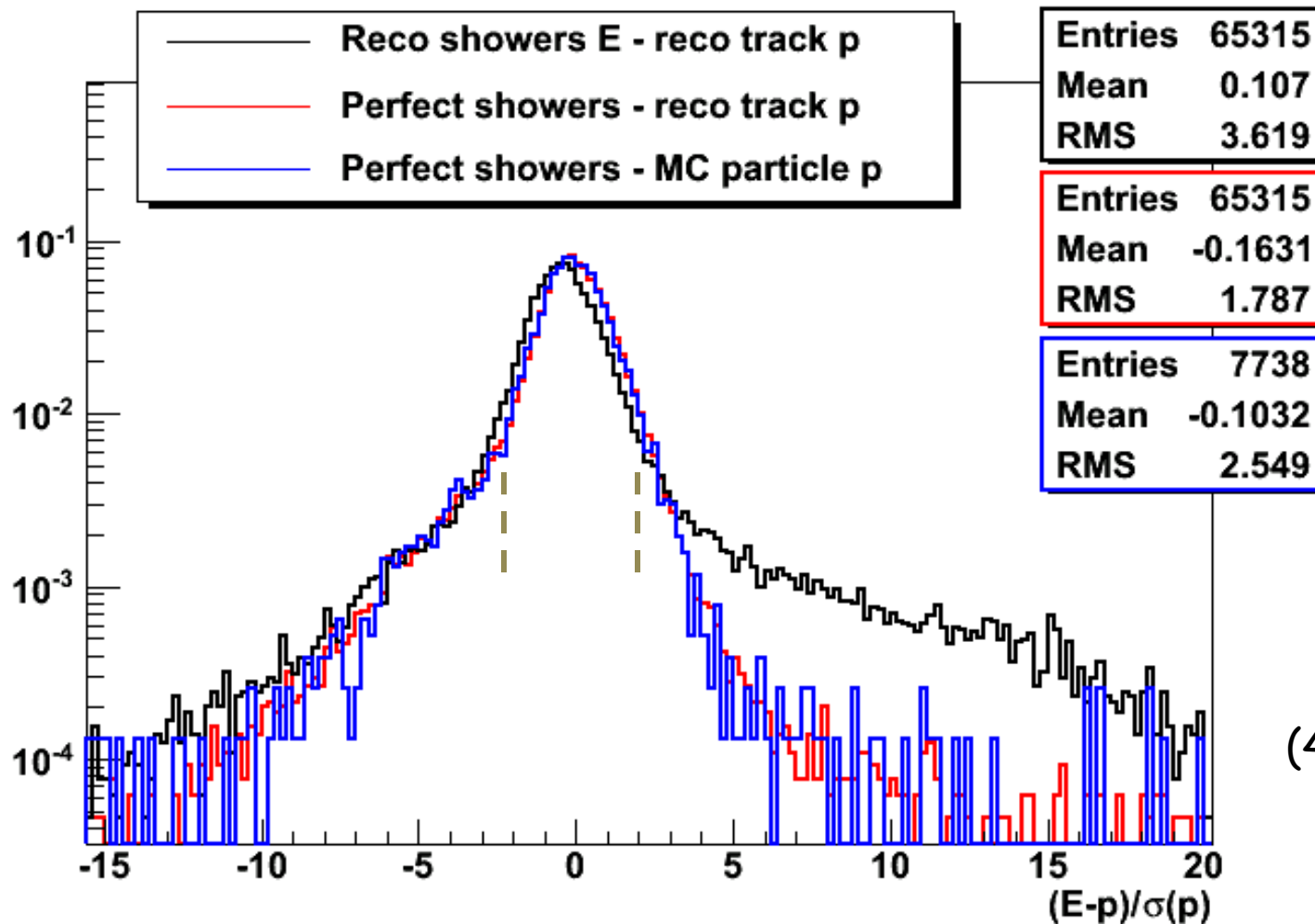
# Optimization of the cone size for track bunching

The optimal cone size for bunching turns out to be  $4^\circ$  or  $5^\circ$

For each cone size the energy deposited by a track inside the cone compared with the  $E$  deposited by the track altogether from MC was checked. For very small cone size the energy ratio is less than 100%, for very large cone size the ratio is always 100%, the cone size approaching 100% was used.



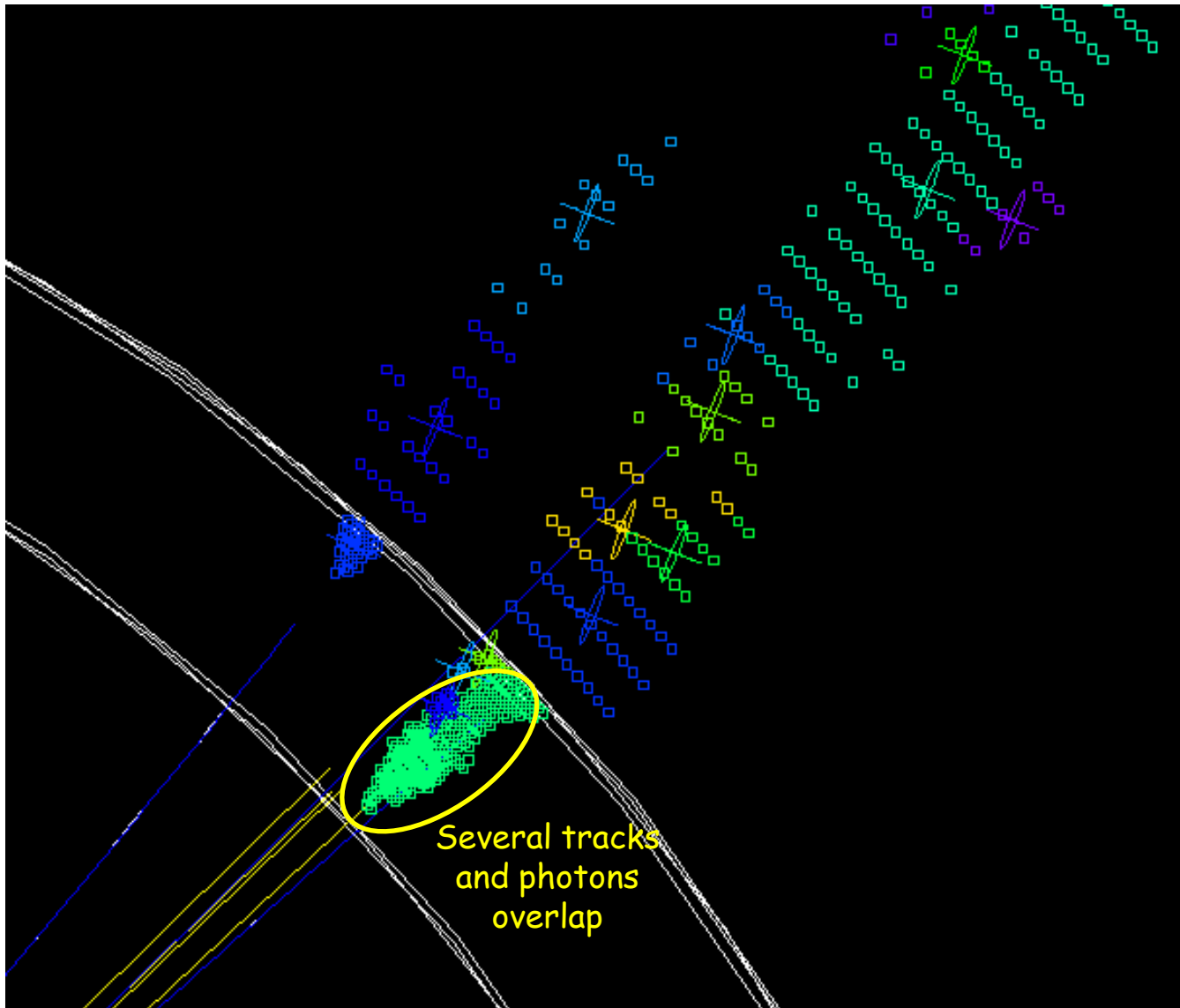
# The well measured and the poorly measured showers



5° cone  
(4° also works)

# Complications from overlaps

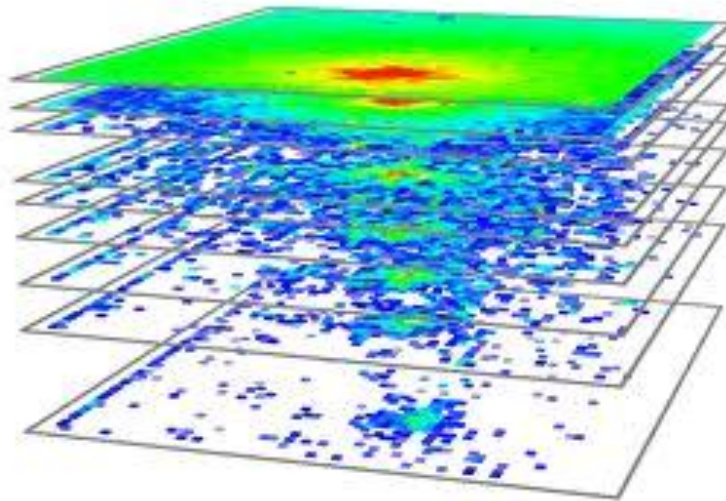
MIPs not  
shown



# Development of each shower in profile

- For each ECAL/HCAL layer form local 2D clusters
- Follow each local 2D hit/cluster of hits
- Reconstruct each one through successive layers by its geometric and energy profile

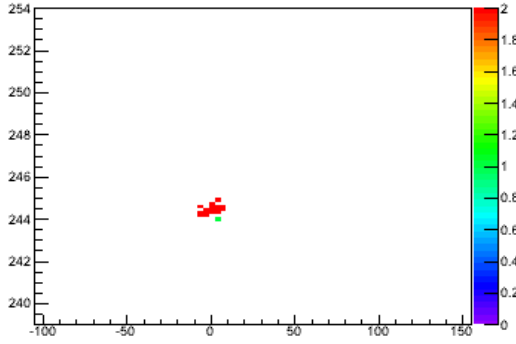
2D projections of the hits on each CAL layer as the shower develops (cylinder surfaces)



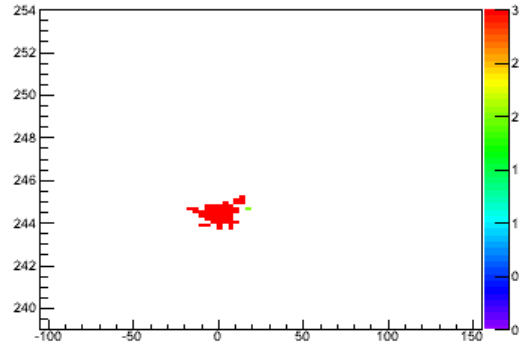


# Reconstructed 2D shower profile

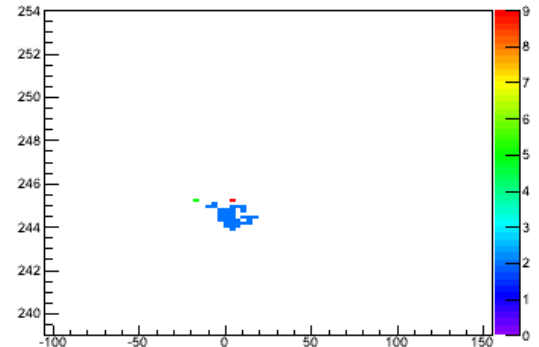
kMean\_Reco\_9



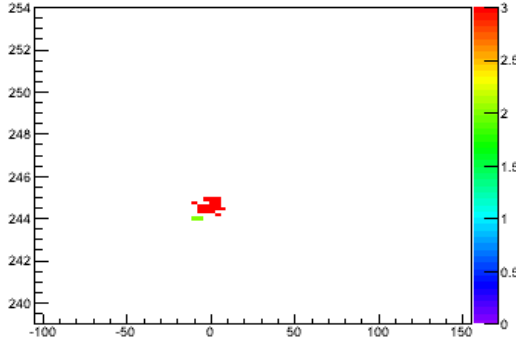
kMean\_Reco\_18



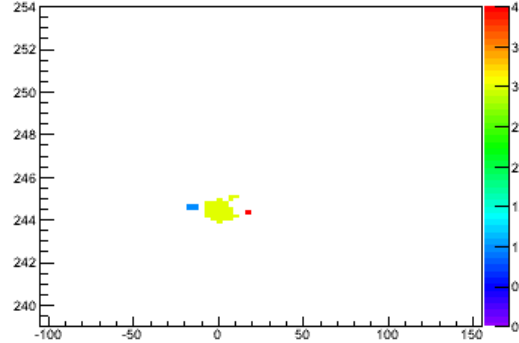
kMean\_Reco\_24



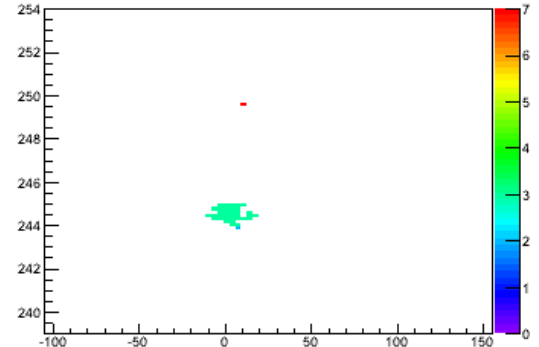
kMean\_Reco\_10



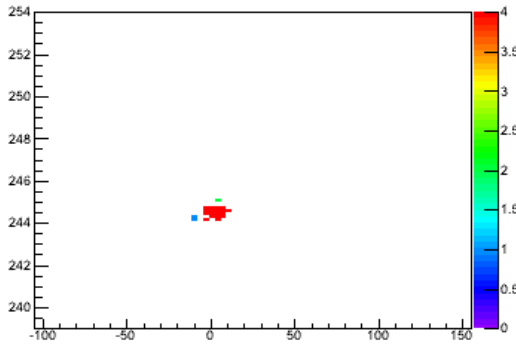
kMean\_Reco\_19



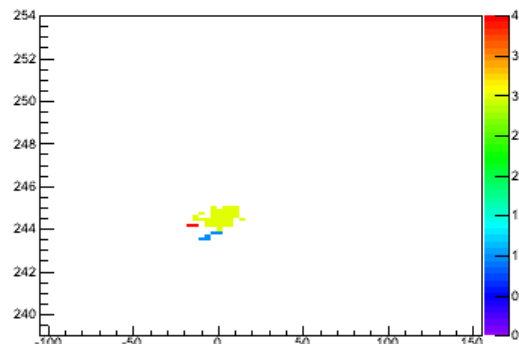
kMean\_Reco\_25



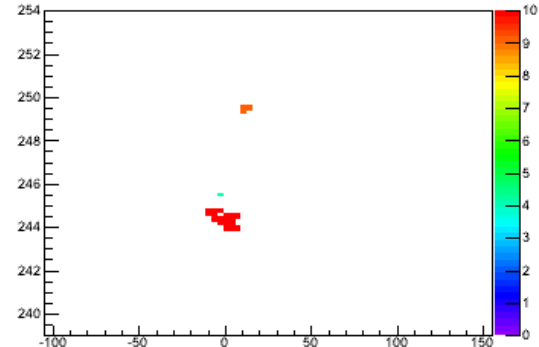
kMean\_Reco\_11

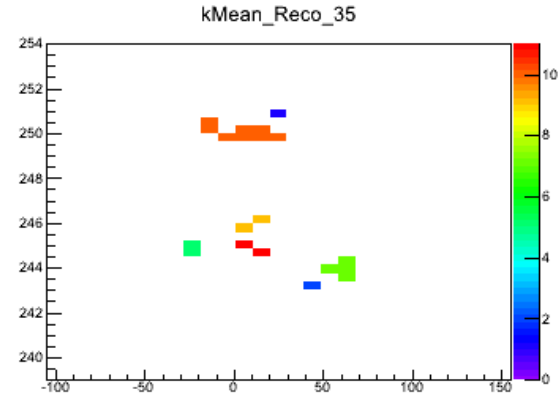
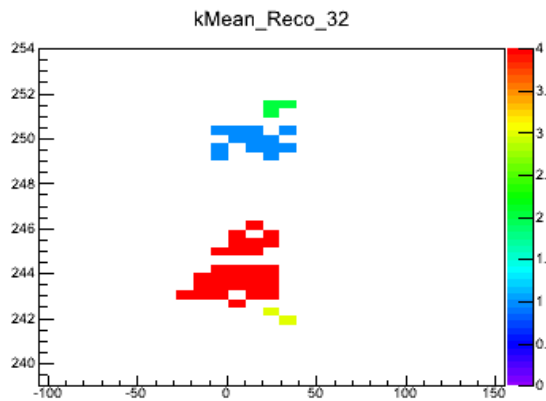
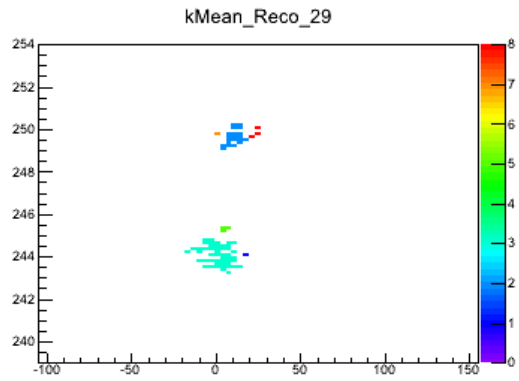
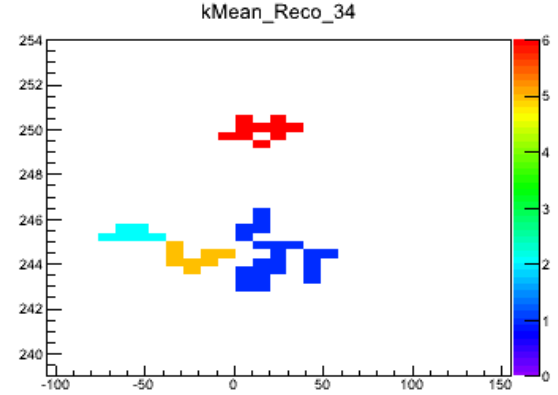
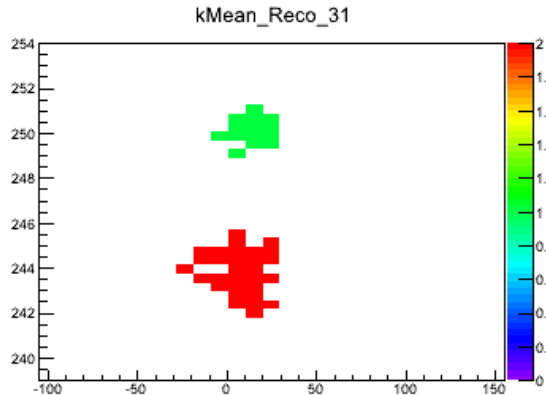
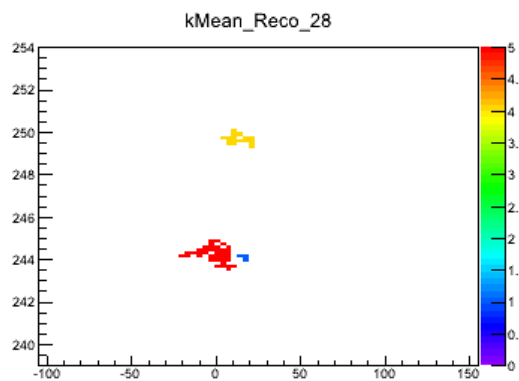
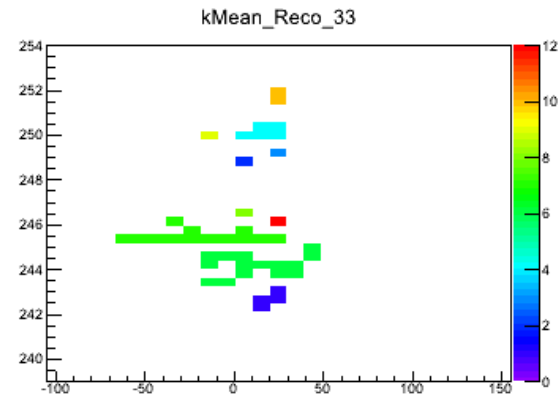
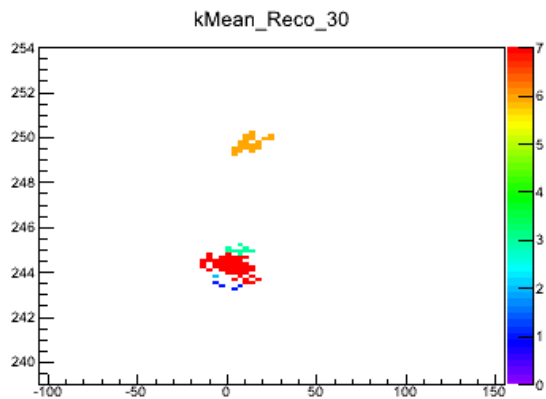
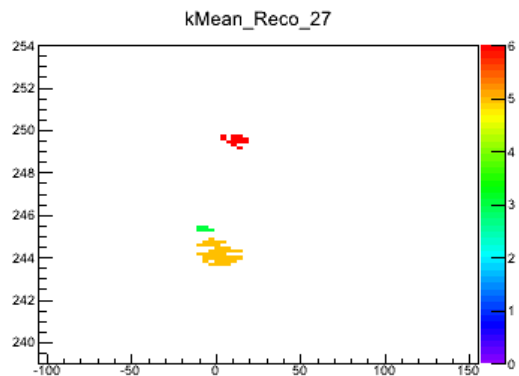


kMean\_Reco\_20

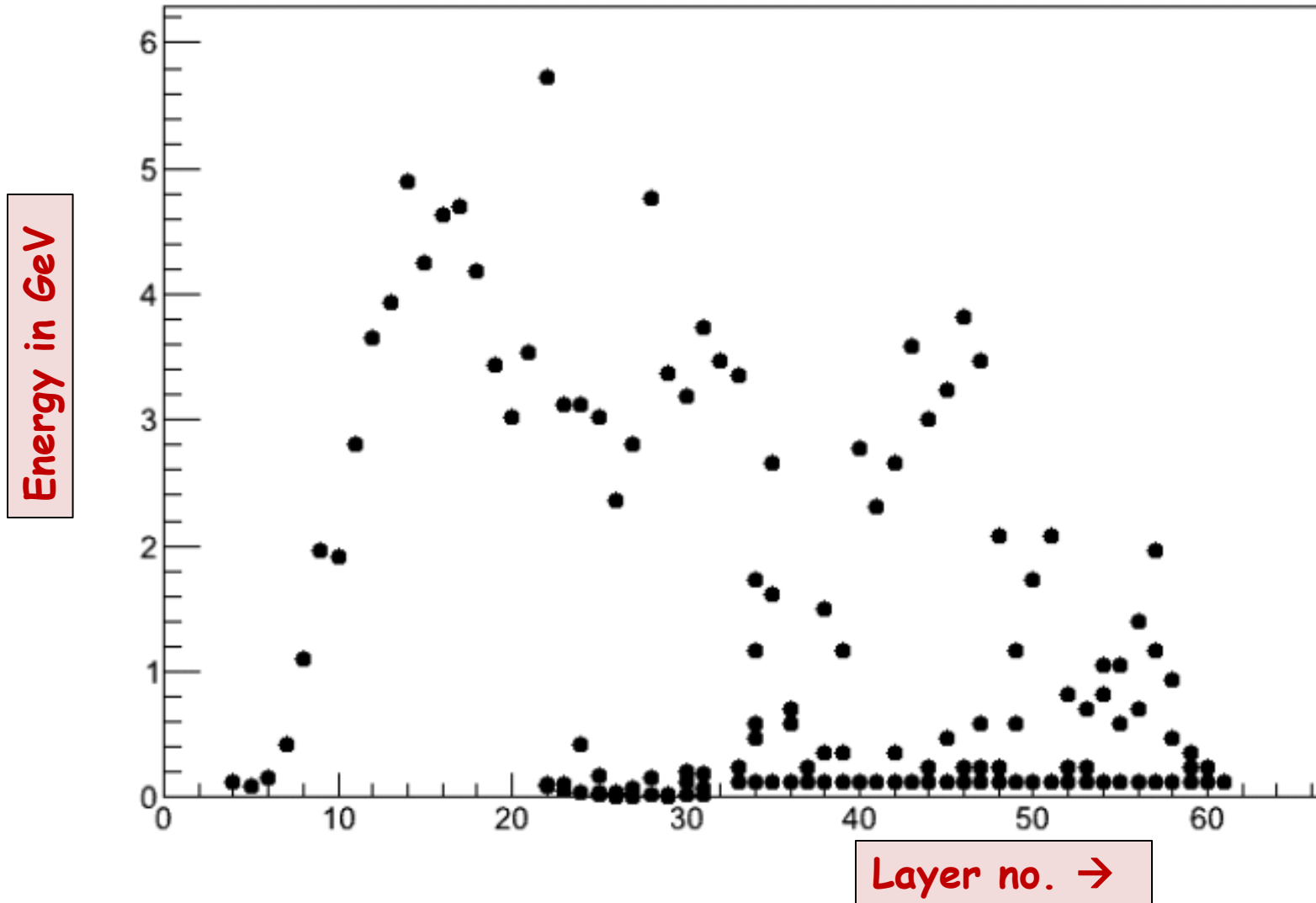


kMean\_Reco\_26





# An energy profile of a shower with a photon overlapping a charged particle



# Shower development

- Start from the innermost layer from the "seeds" attached to the track, follow through each subsequent layer (geometry and energy)
- After a few layers observe the beginning of a shower development for charged hadrons
- In case of overlap of an energetic photon, the energy profile shows a quick increase, drop off, and later development in addition to  $E \gg p$
- If a hadronic shower starts to develop unattached to a MIP, beginning of a neutral shower
- In case of two showers merging into one as they progress an arbitration is made checking the next layers whether one stops and the other progresses or they simply cross paths
- Identify and connect secondary showers (developing in later layers)
- Finally share the "leftover" hits as before

# Current Status

- Coding completed
- Debugging and testing started with single pion and qqbar events
- In parallel cross-checks put in place with bunched E/p balance for 500 GeV and 1 TeV qqbar events

$$\Delta E/E = 3.1\% \quad \text{at 500 GeV}$$

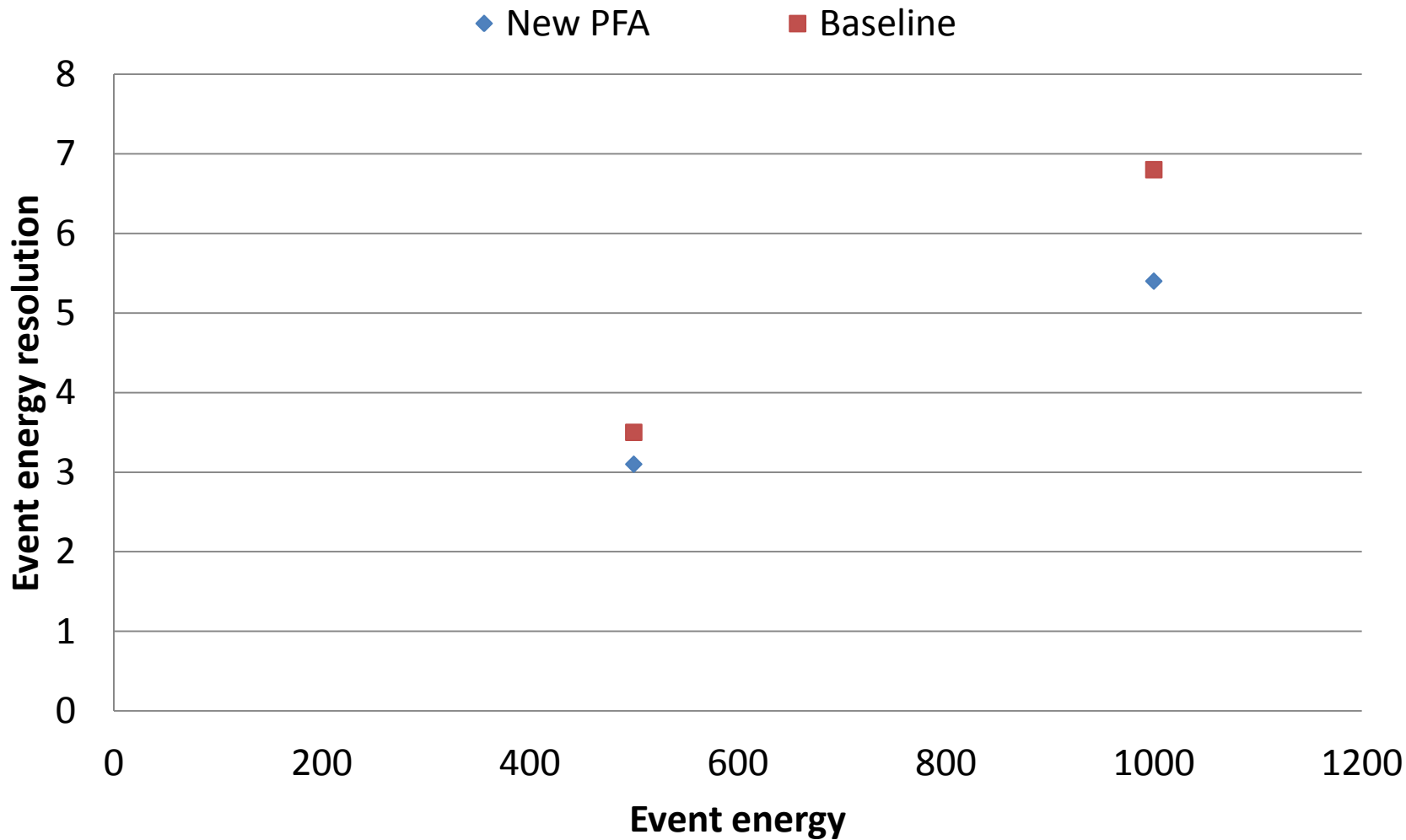
$$\Delta E/E = 5.4\% \quad \text{at 1 TeV}$$

cpu is not too different

*for*

$$e^+ e^- \rightarrow q\bar{q} (q = u, d, s)$$

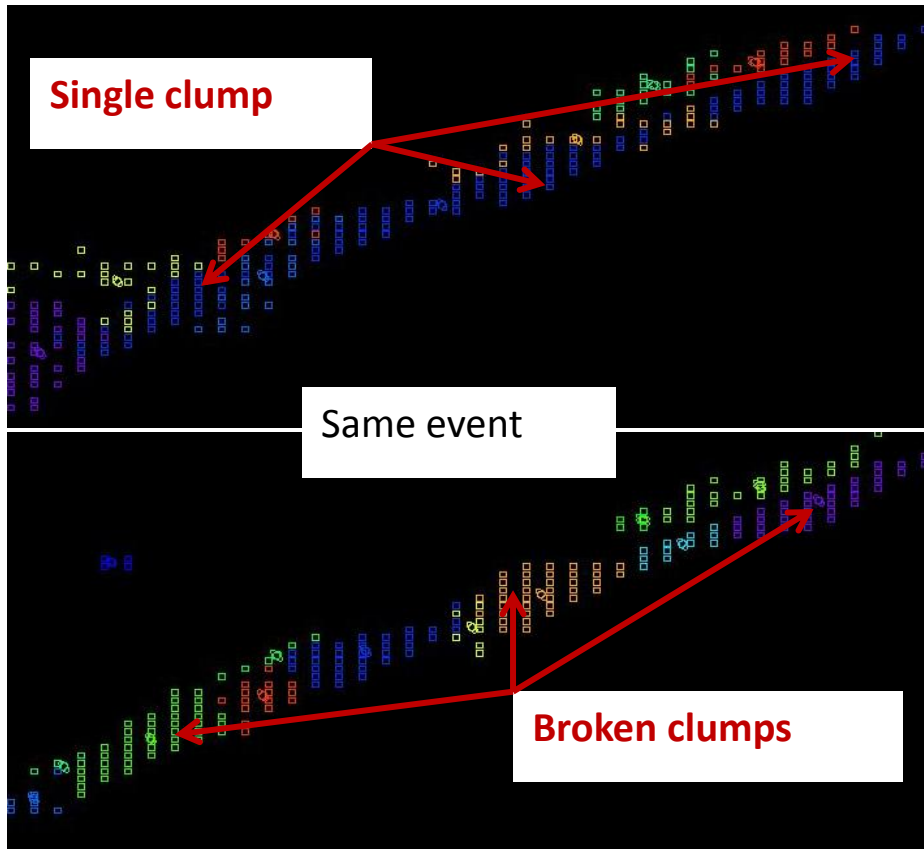
# Intermediate results with SiD02



Back-ups

# Subcluster improvements

Sub-cluster categories: Clumps, Blocks, leftovers, redefined



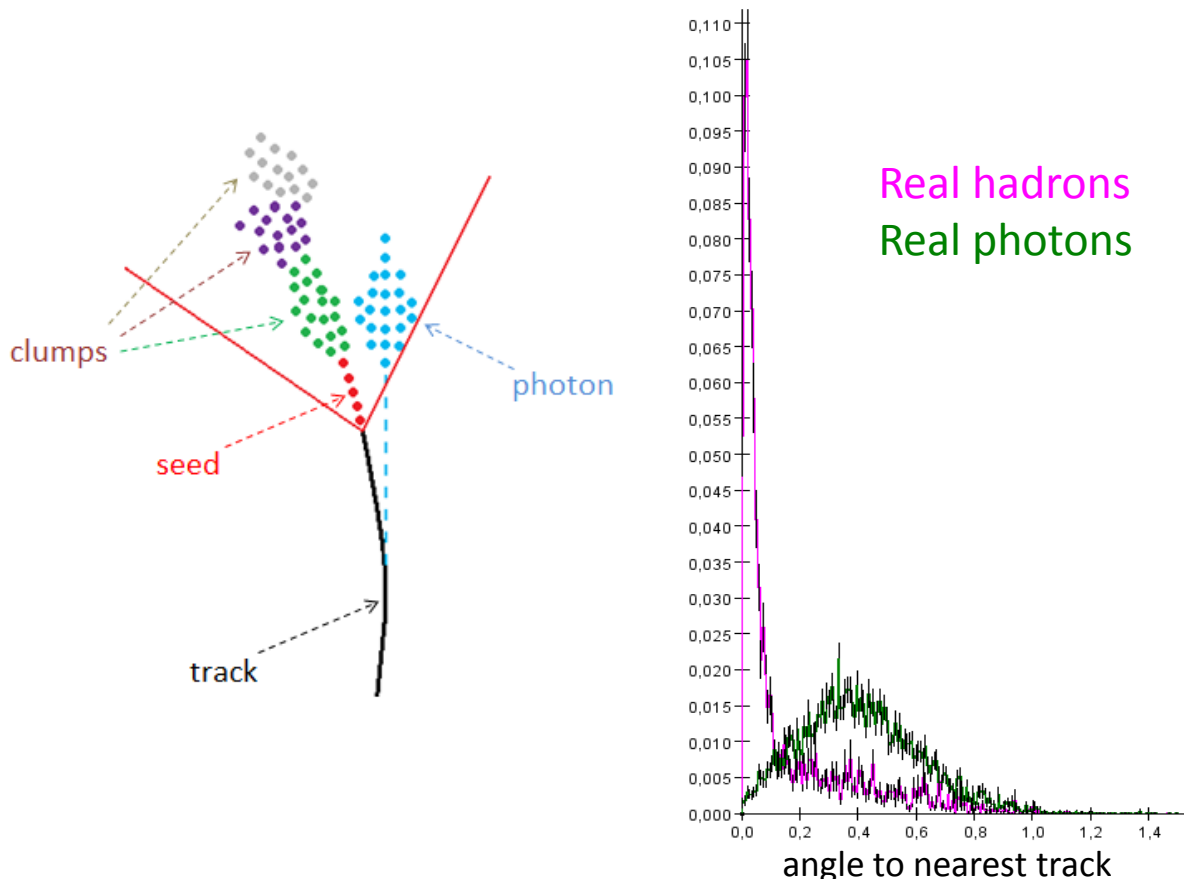
Energy weighted distribution:  
Clumps ~46%  
MIPs ~ 12%  
Left-overs~ 23%  
Photons~19%  
Blocks ~ <1%

Improved clump purity  
83% → 90%



# Photon veto

- Improved photon purity:
  - Try to treat a reconstructed photon cluster as a hadronic clump if within 3 degrees of a track
  - Still have a 10% inefficiency and 10% contamination .

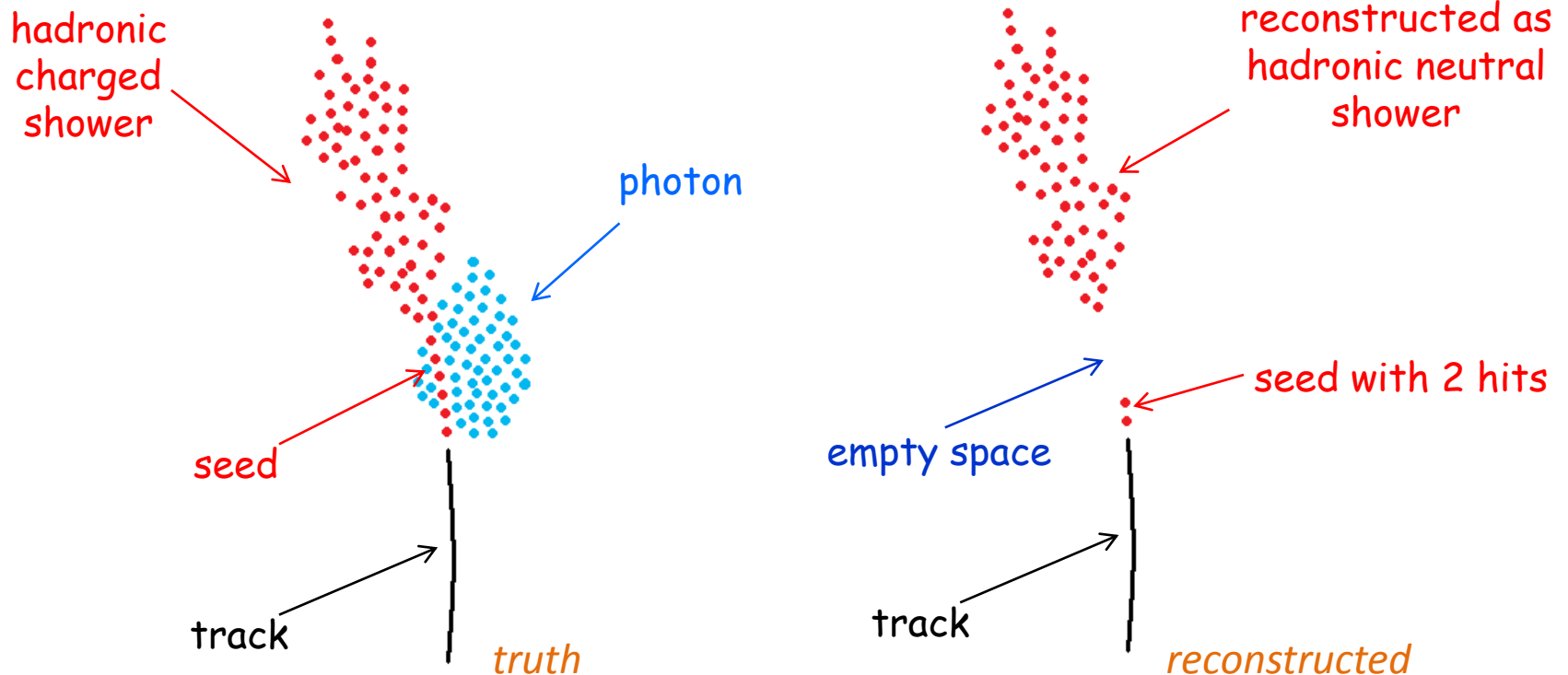


Real hadrons  
Real photons

Energy weighted  
Purity:  
**83% → 90%**  
Energy weighted  
Efficiency:  
**92% → 90%**

# Track-seed matching, problems

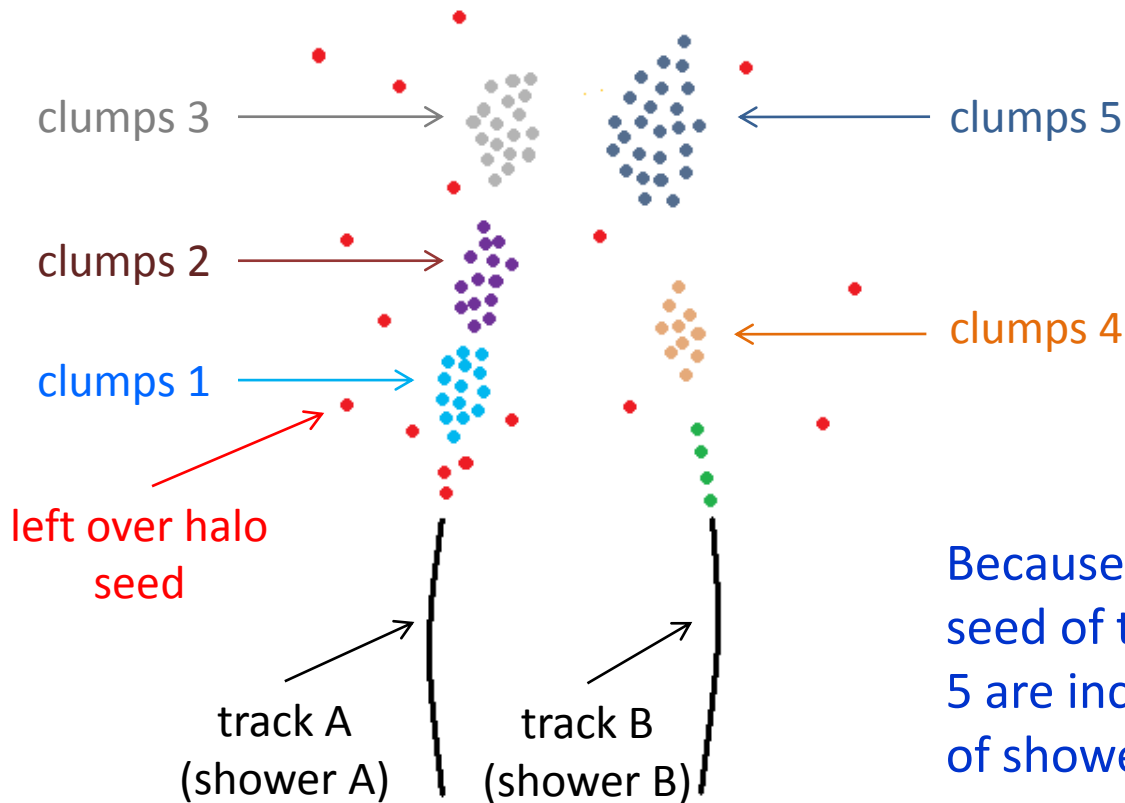
- Two problematic cases are identified:
  - Case 1: Photon close to a track



8% of tracks have this problem.

# Track-seed matching, problems

- Two problematic cases are identified:
  - Case 2: Track seed is made from left-over hits.



Because of the leftover halo (the seed of the track A), the clumps 4 & 5 are included in shower A instead of shower B

7% of tracks have this problem.

# Track-seed matching, solutions

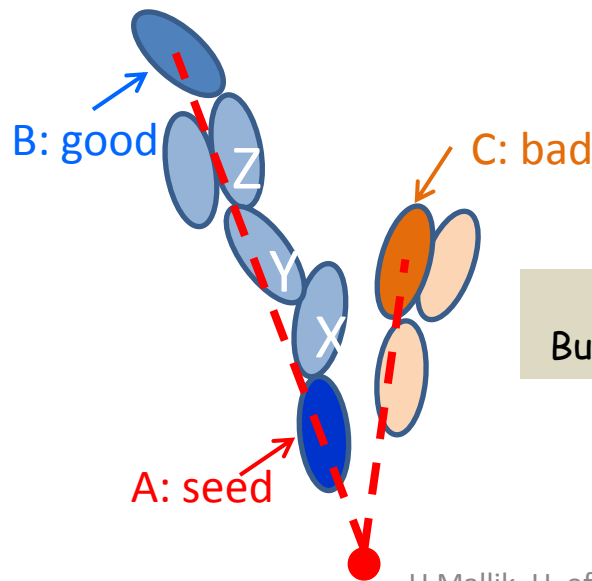
- Two problems shown on previous slides:
- 1) Photon steals most early hits, hard to extrapolate to main part of shower (8% of tracks)
  - Fix: helix extrapolation of the track to the closest sub-cluster
- 2) Seed is a sparse “leftover” cluster with poor geometrical information (7% of tracks)
  - Fix: helix extrapolation of the track to the closest sub-cluster

Performance : 80% of the 15% are fixed

# Linking with Maximum Likelihood

- New and effective discriminating variables
- Correlations taken into account
- Individual likelihood for each sub-detector like ECAL, HCAL (different precision)

- Train likelihood to link immediate neighbors



Link A to B via X,Y,Z  
But no direct link from A to C

