

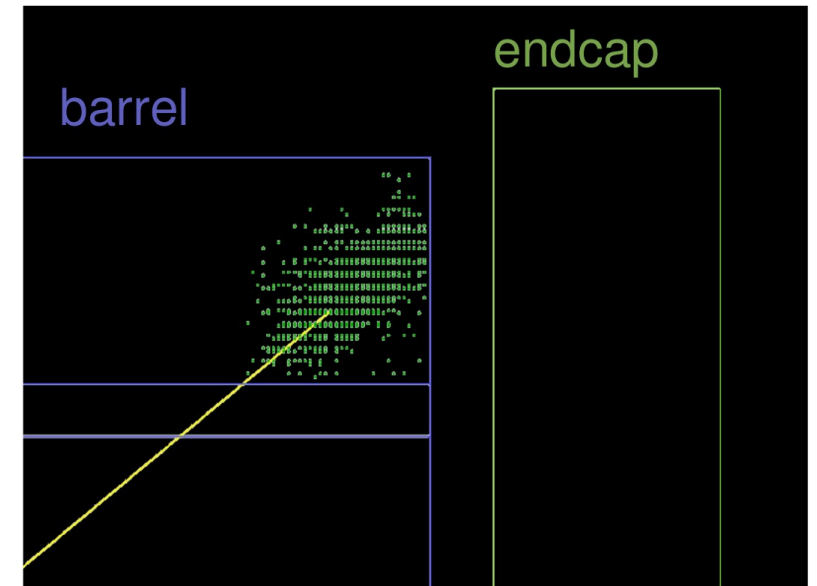
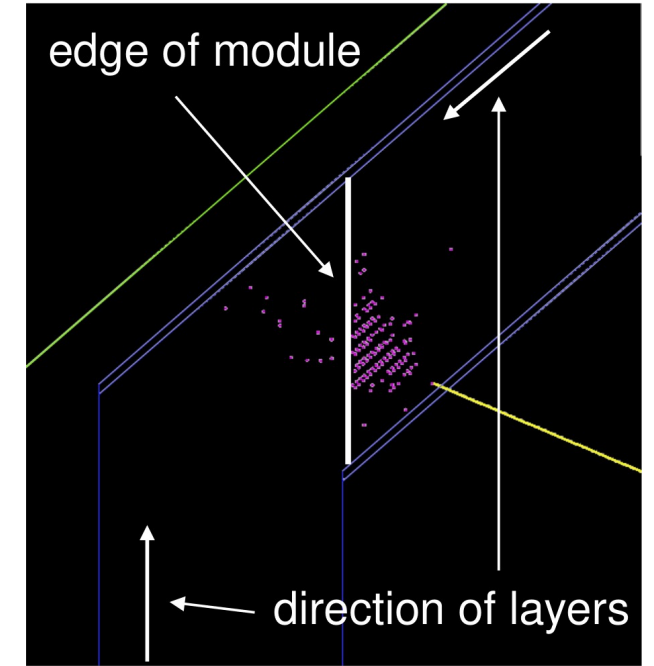
# A(nother) First Look: Geant4 vs BIBAE photons from $\text{Pi}^0$ s comparison

16.11.2023

# Slides from Monday

# Reminder on integration

- Fully conditioned BIBAE (2x angles and energy)
- Simulate down to 10 GeV photons, electrons and positrons
- Additionally exclude regions of detector where BIBAE can't be applied
  - Corners of octagonal barrel
  - Transition between barrel and endcap
- Model now fully interfaced through DD4HEP and Geant4- can run full reconstruction
- Some results fresh off the press...



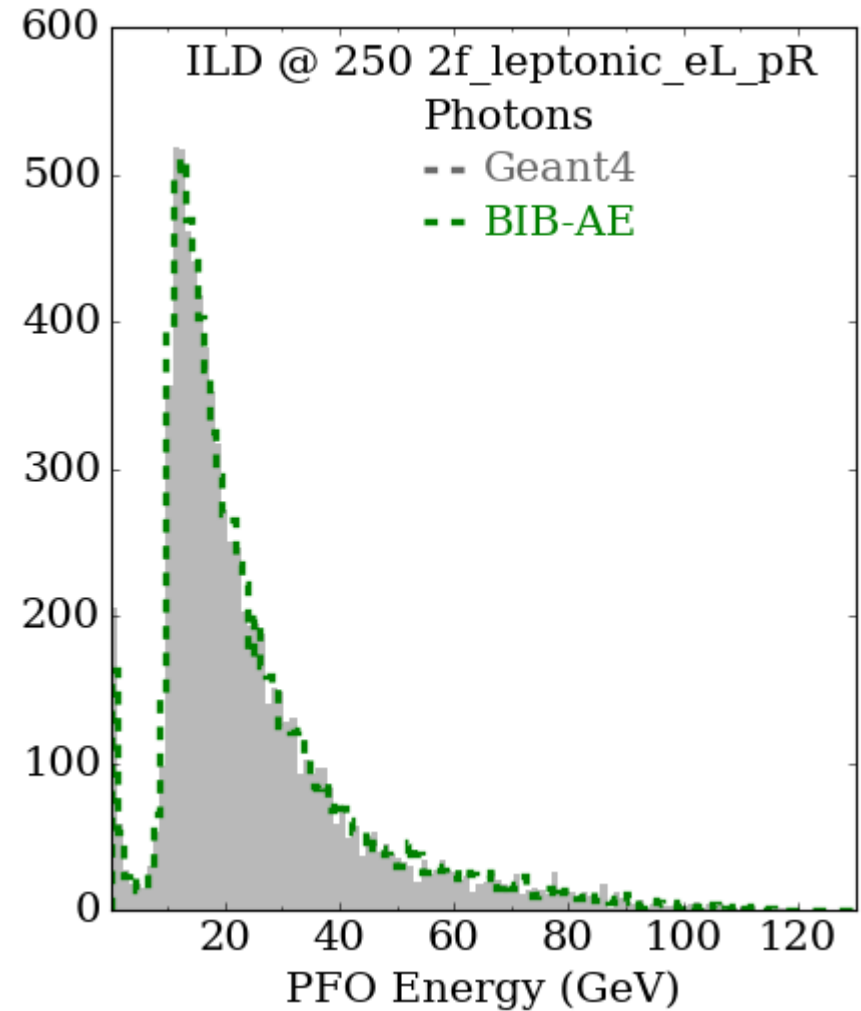
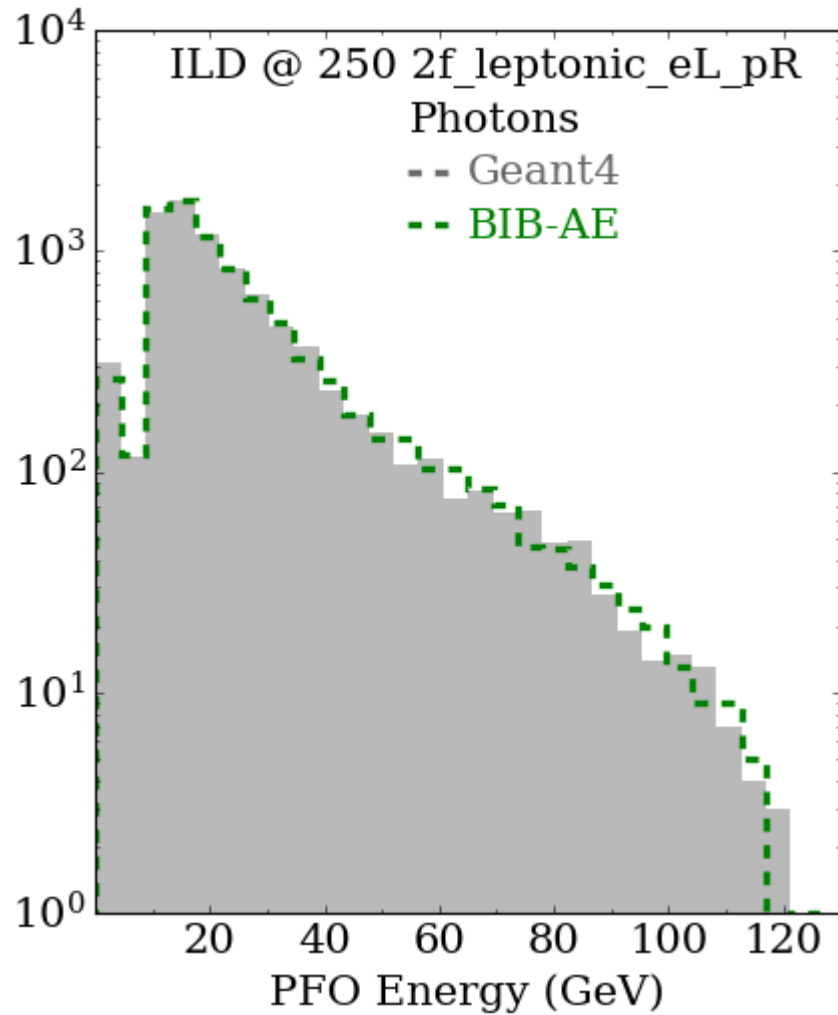
# Pi0 photons: simulation to reconstruction

- Simulated 9,000  $ee \rightarrow \tau\tau$  with the requirement that two photons produced by pi0 were above 10 GeV (trigger fast vs full sim)
- Same generator files used in both cases
- All photons and  $e^{\pm}$  with energy > 10 GeV (+ passing geometrical constraints from trigger) were simulated with BIB-AE in BIB-AE sample
- Apply full standard reconstruction to all samples
- First, focused on photons from pi0s:
  - Reco-MCTruth link to get all pfos linked to mc photon
  - Require that parent of the photon is a pi0 and that the pi0 was produced by tau (through intermediate decay )
  - Also have restriction of mc photon energy > 10GeV, with geometry constraints on mc photon (see next slide)

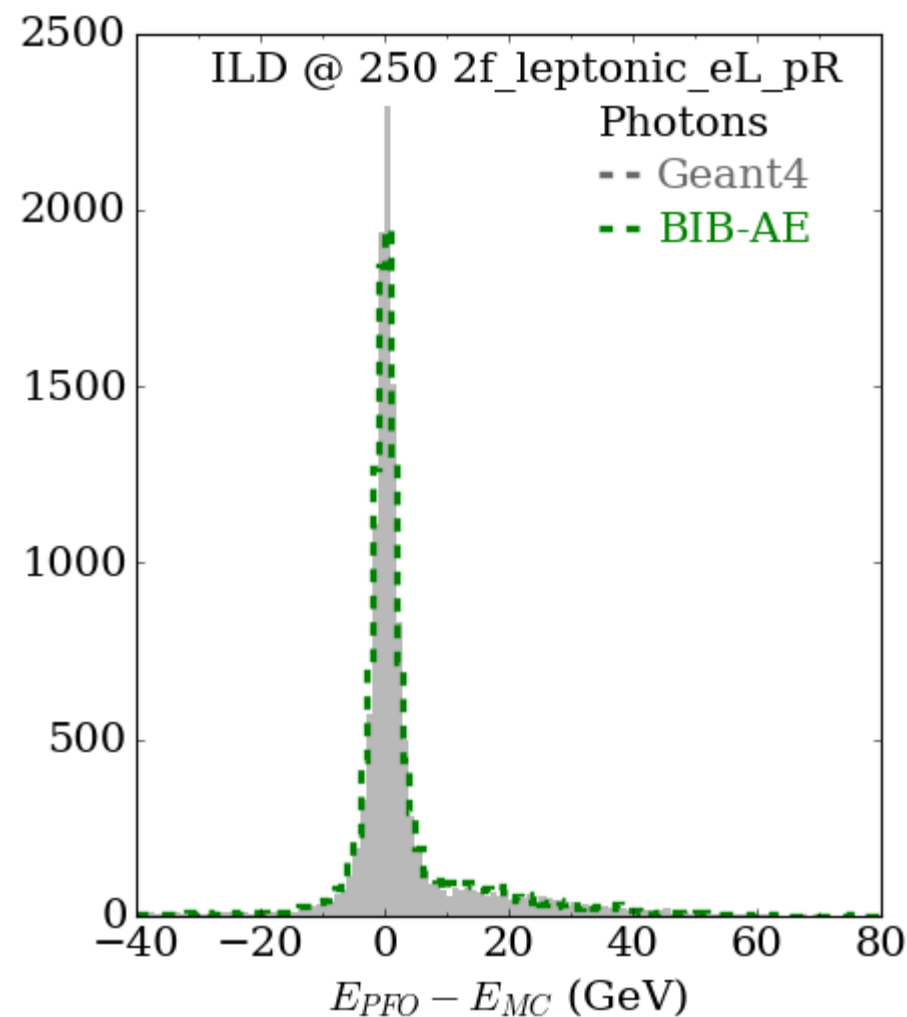
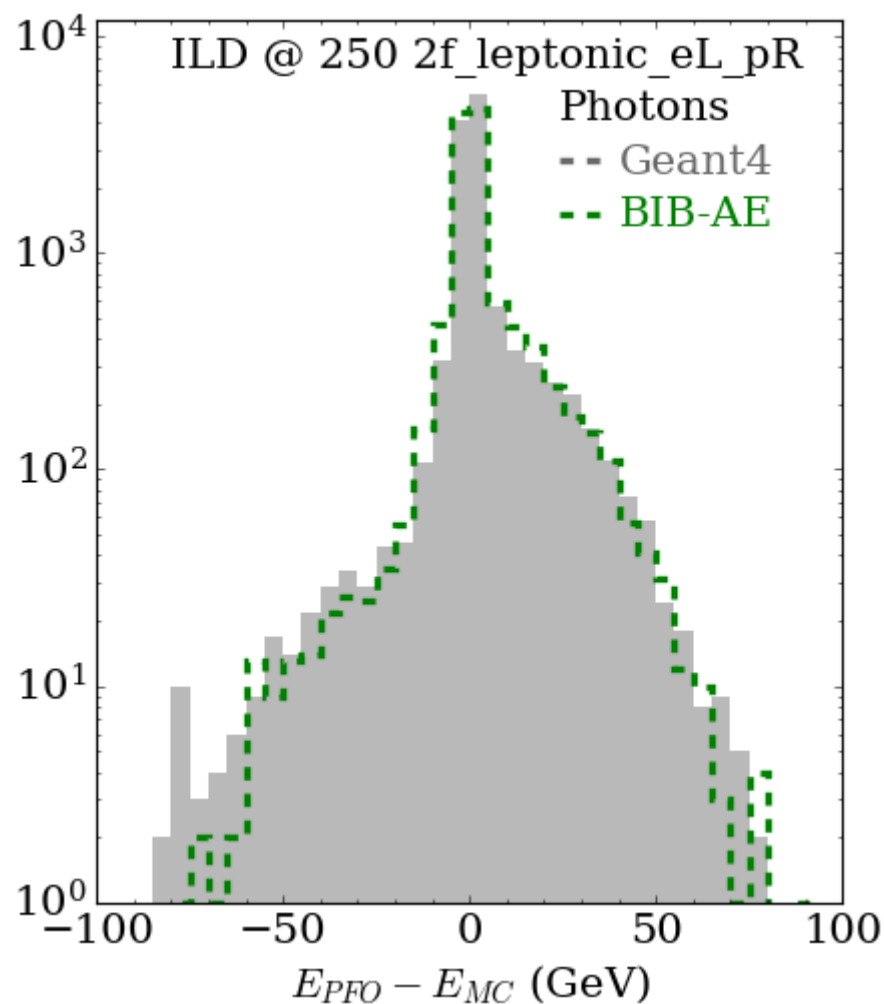
# Pi0 photons: simulation to reconstruction

- Have a total of 12684 G4 PFOs linked to MC photon
  - 12425 are reconstructed as a photon (the rest as neutrons)
- Have a total of 12459 BIBAE PFOs linked to MC photon
  - 12286 are reconstructed as a photon (the rest as neutrons)
- Will now show plots for PFOs reconstructed as a photon that are linked to an MC photon

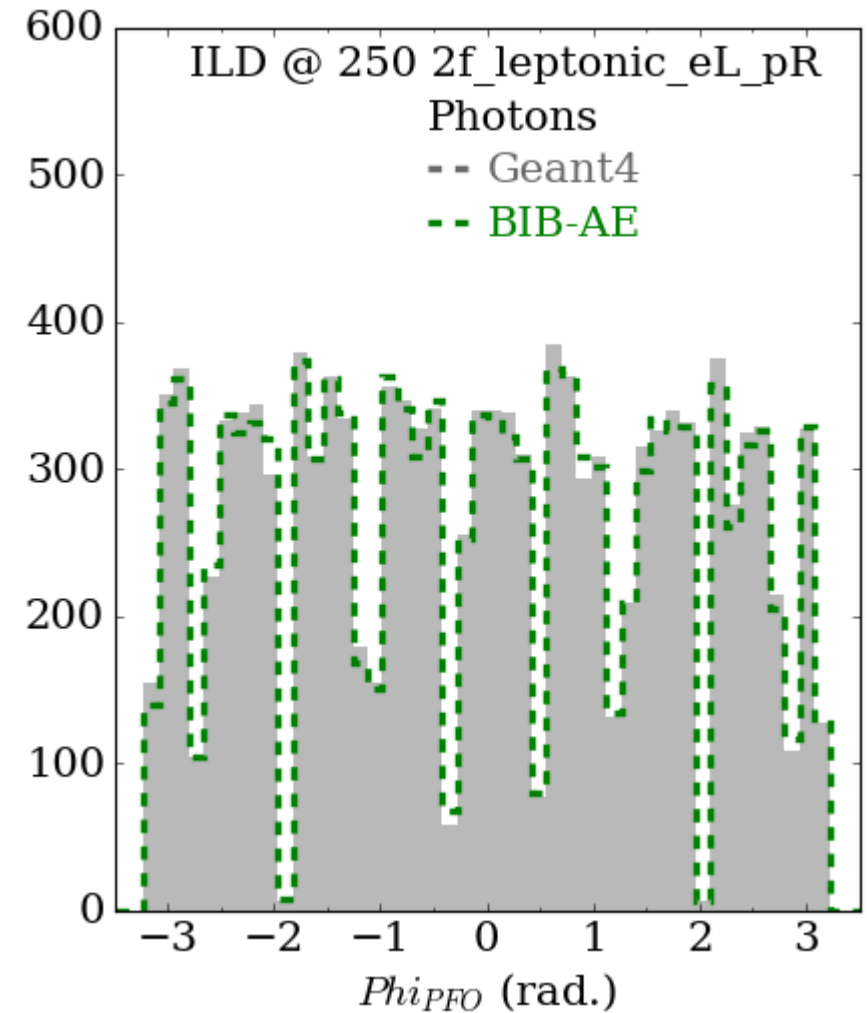
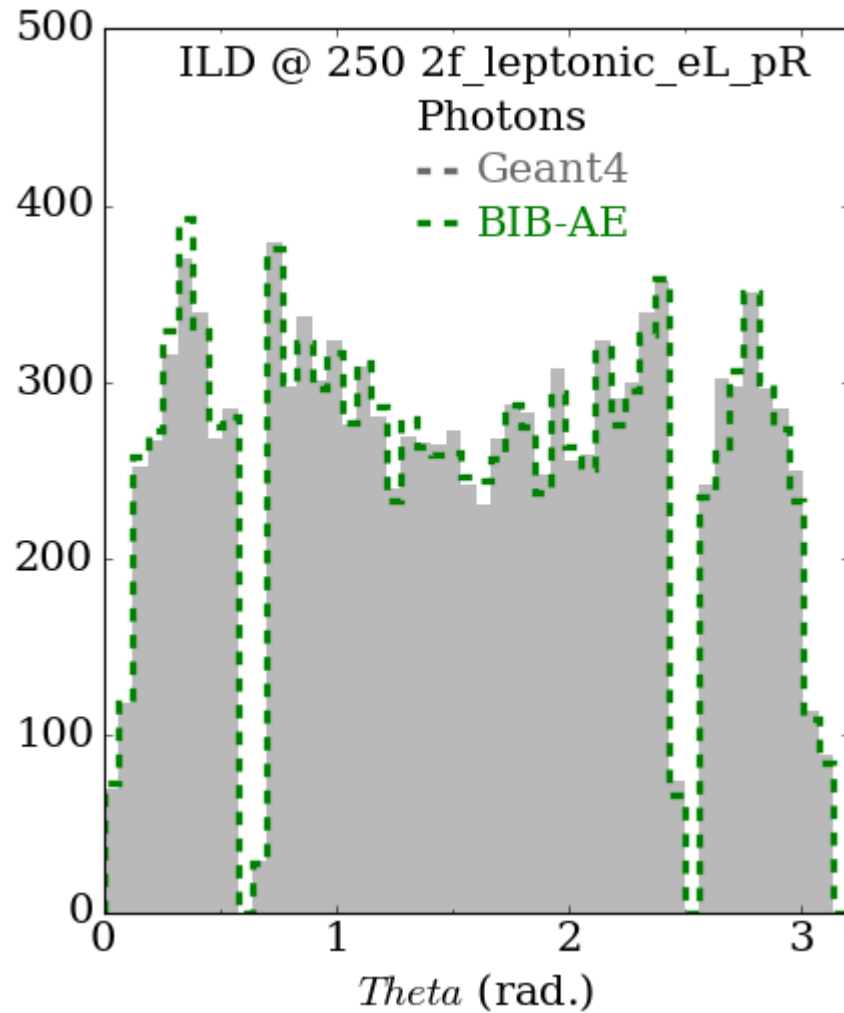
# Pi0 photons: Energy vs num. PFOs



# Pi0 photons: PFO Energy – MC energy vs num. PFOs

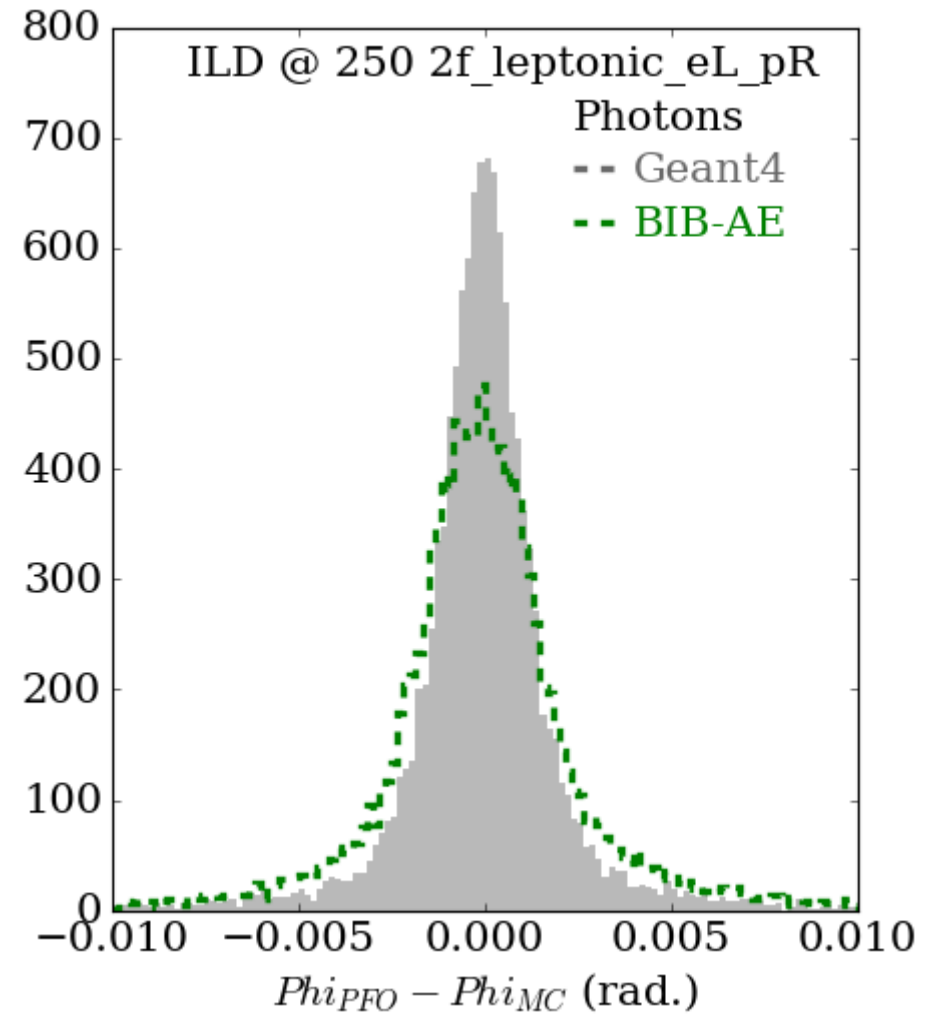
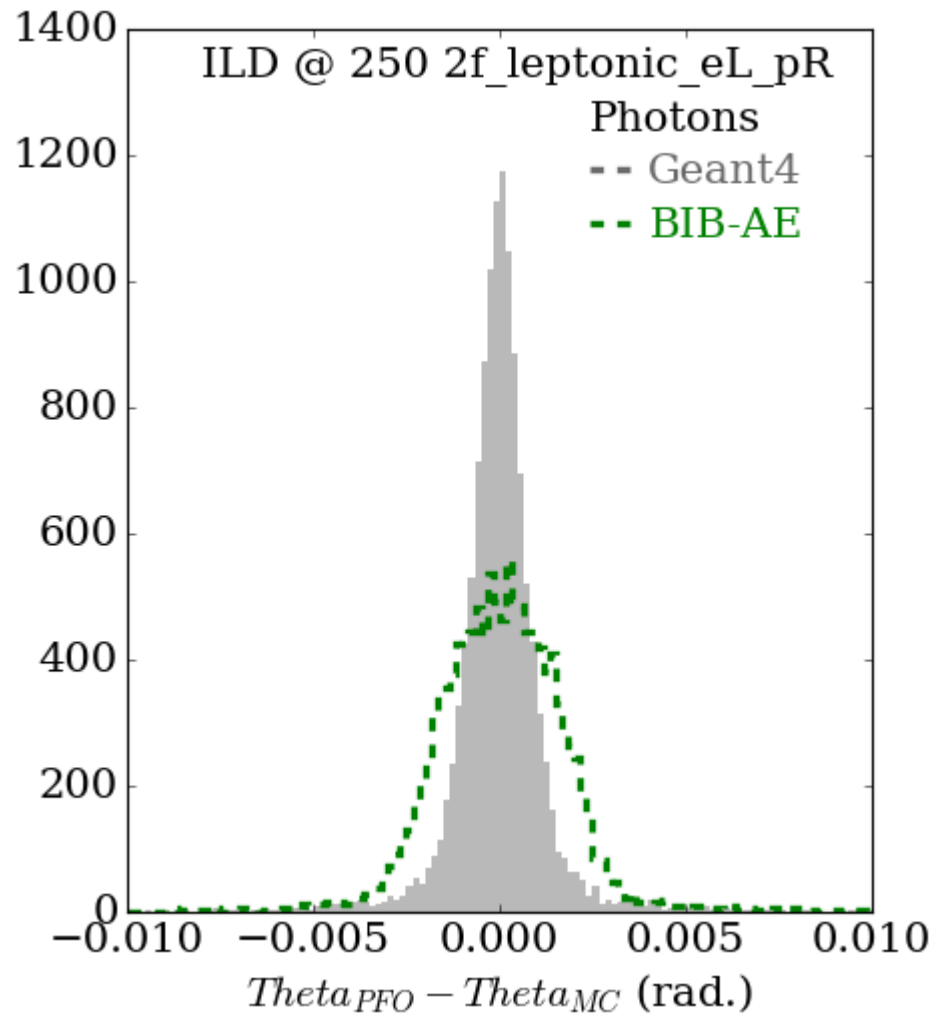


# Pi0 photons: Theta and Phi vs num. PFOs





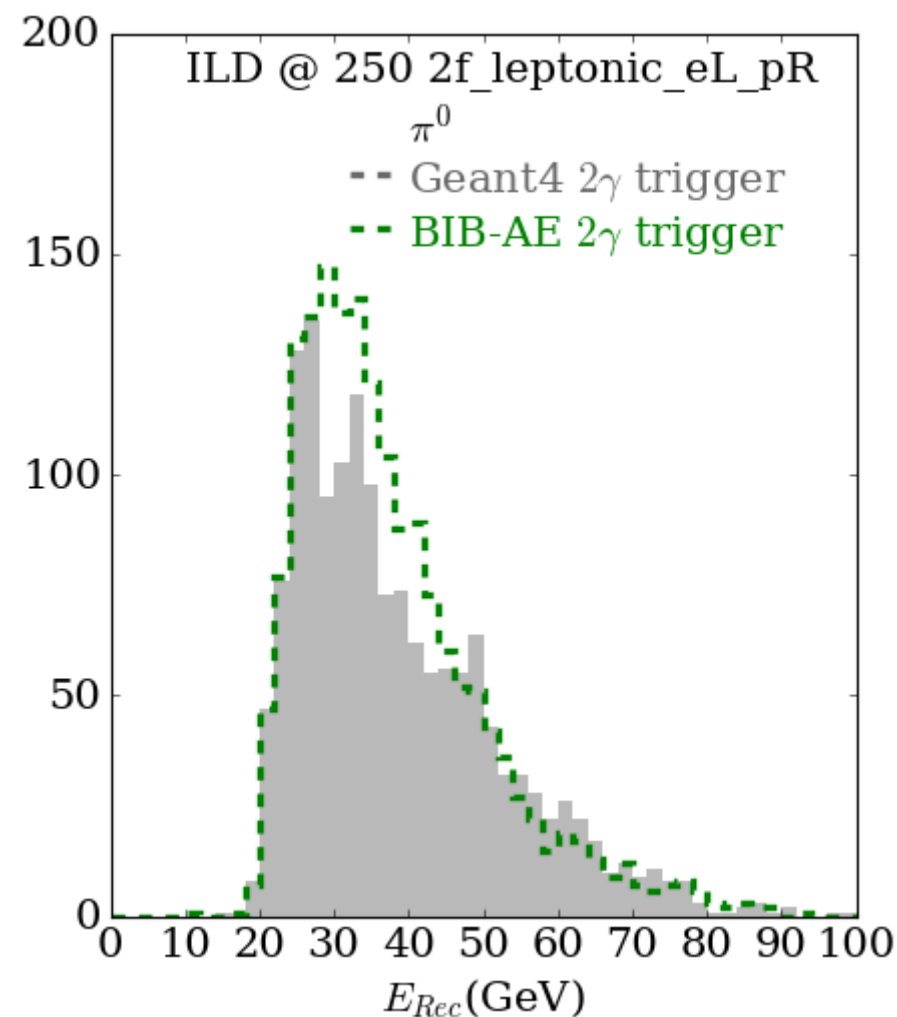
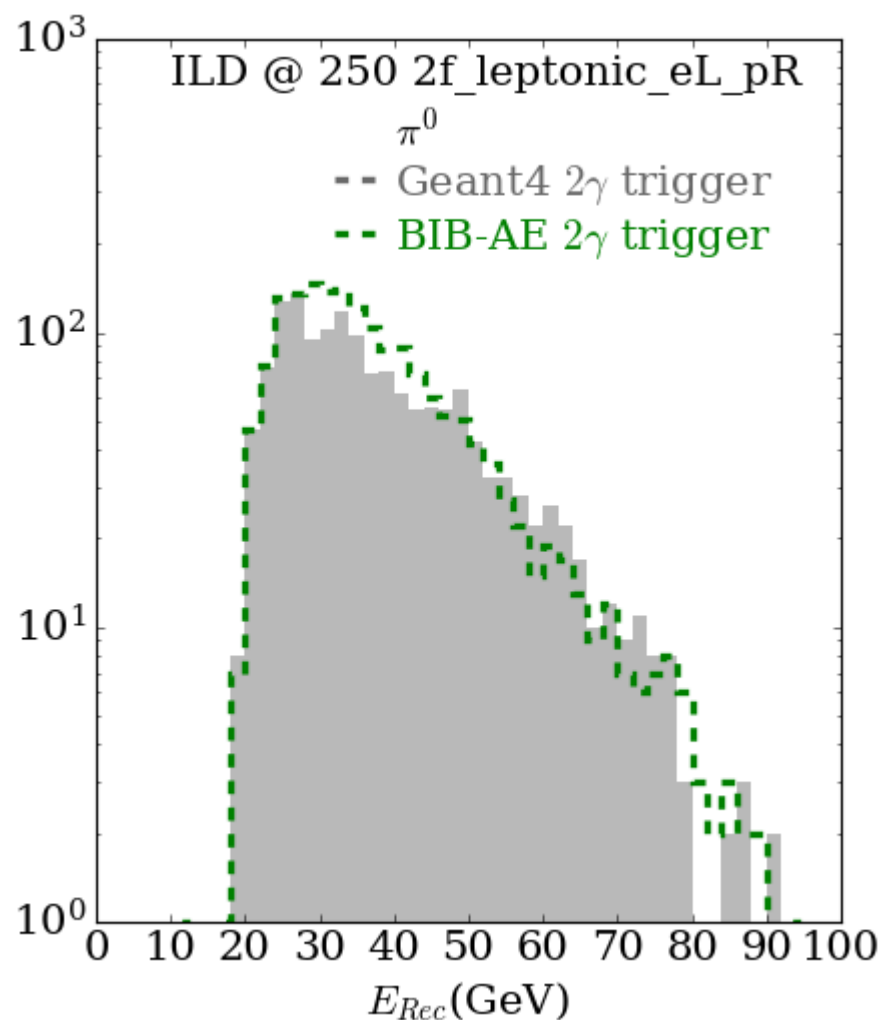
# Pi0 photons: PFO Theta/Phi – MC Theta/Phi vs num. PFOs



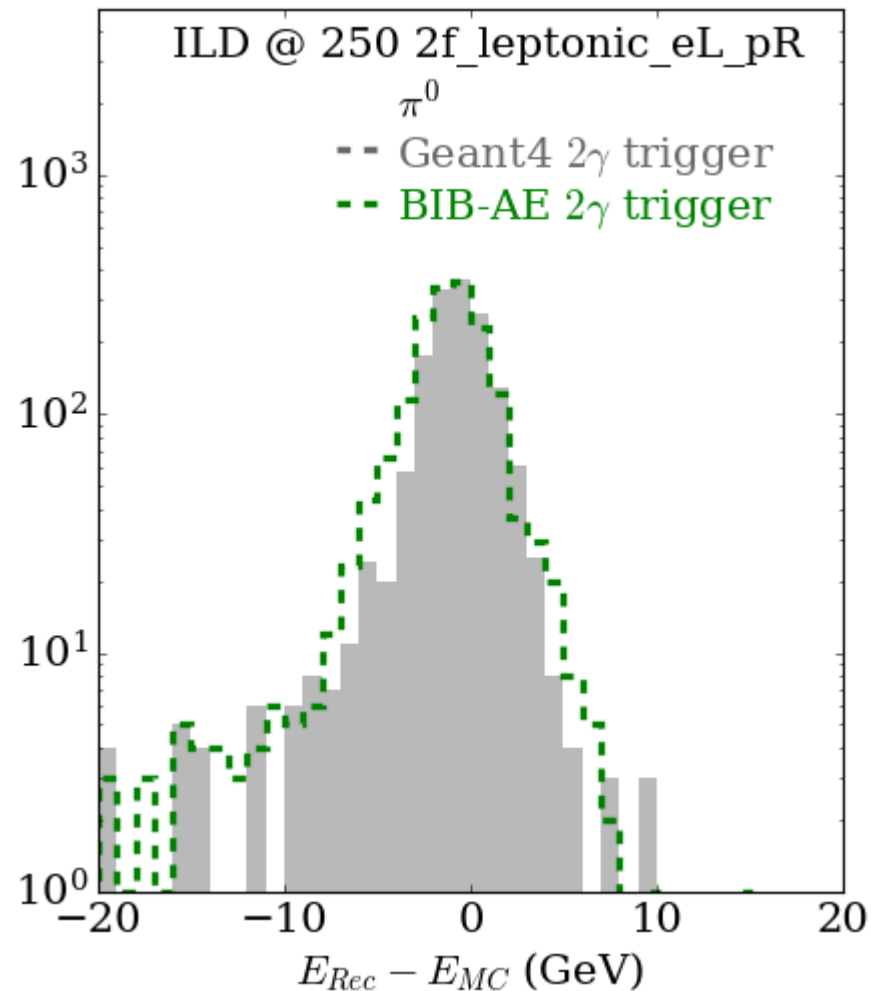
## Now Pi0s...

- Loop over Pi0 candidates – check they are linked to pi0 from a tau and both MC photons have  $E > 10$  GeV
- Also apply geometry cuts
- Have a total of 2561 Geant4 pi0 candidates
- Have a total of 2742 BIBAE pi0 candidates

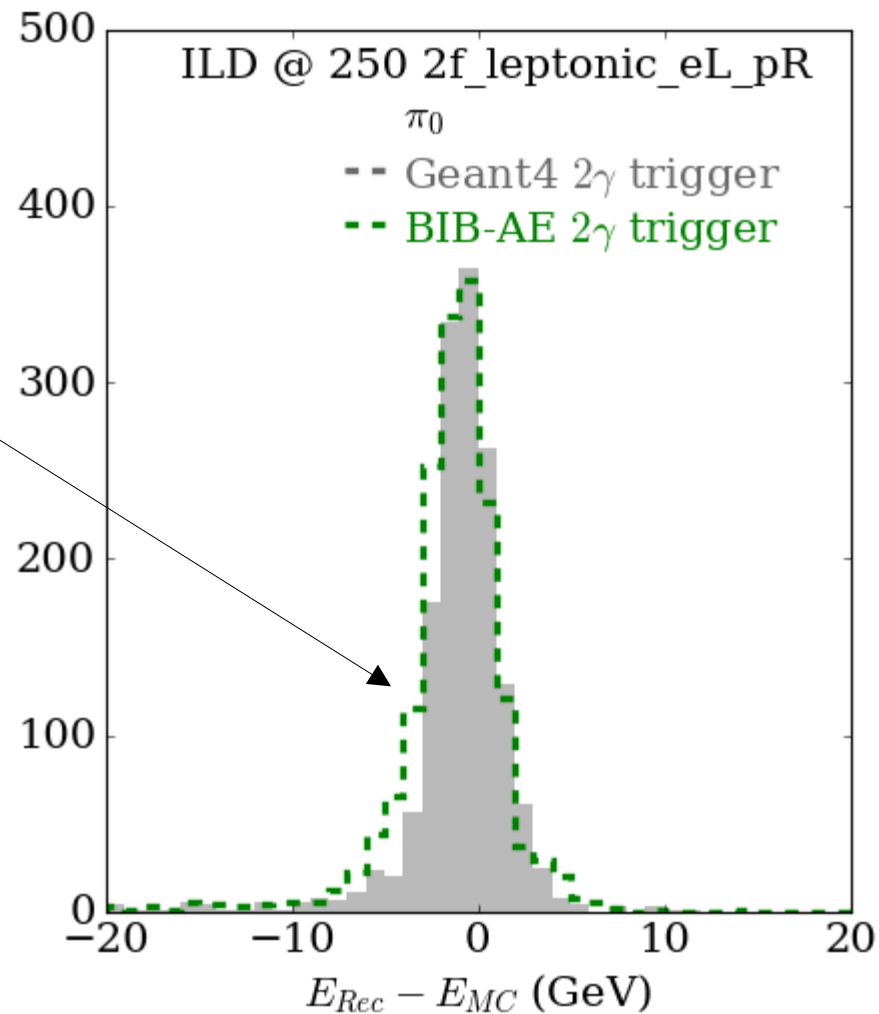
# Pi0 Energy vs num. Pi0 Rec



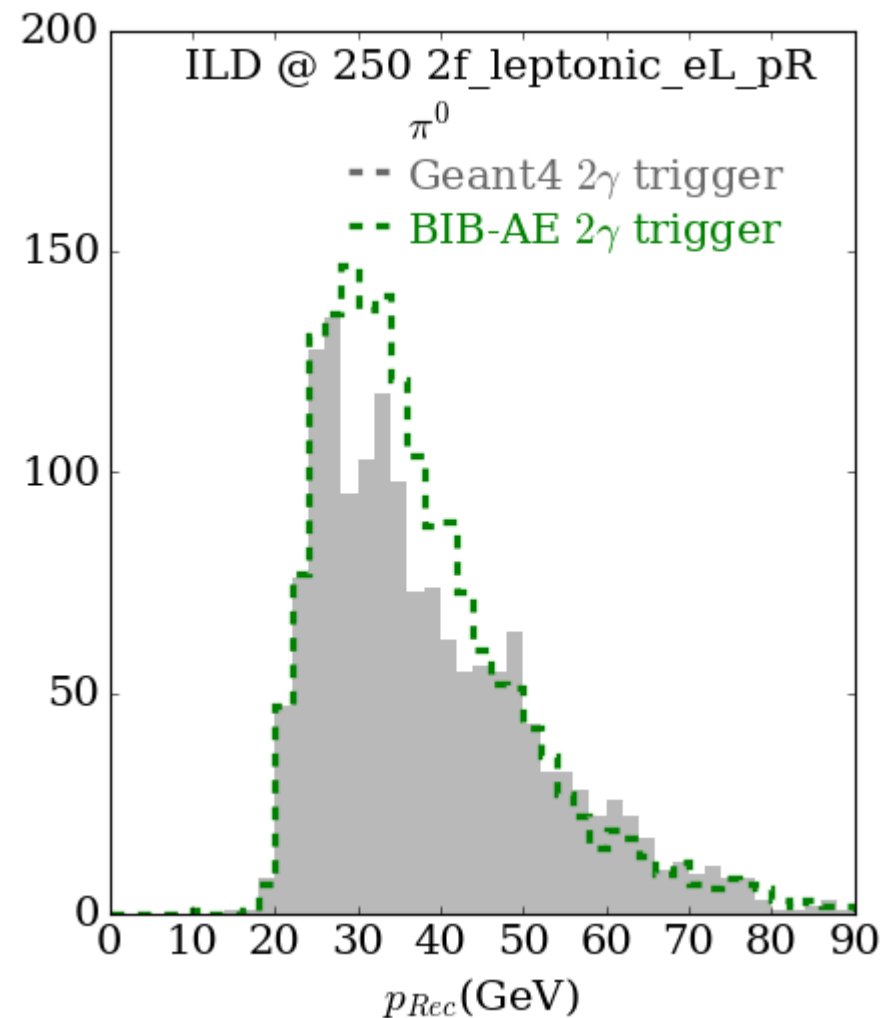
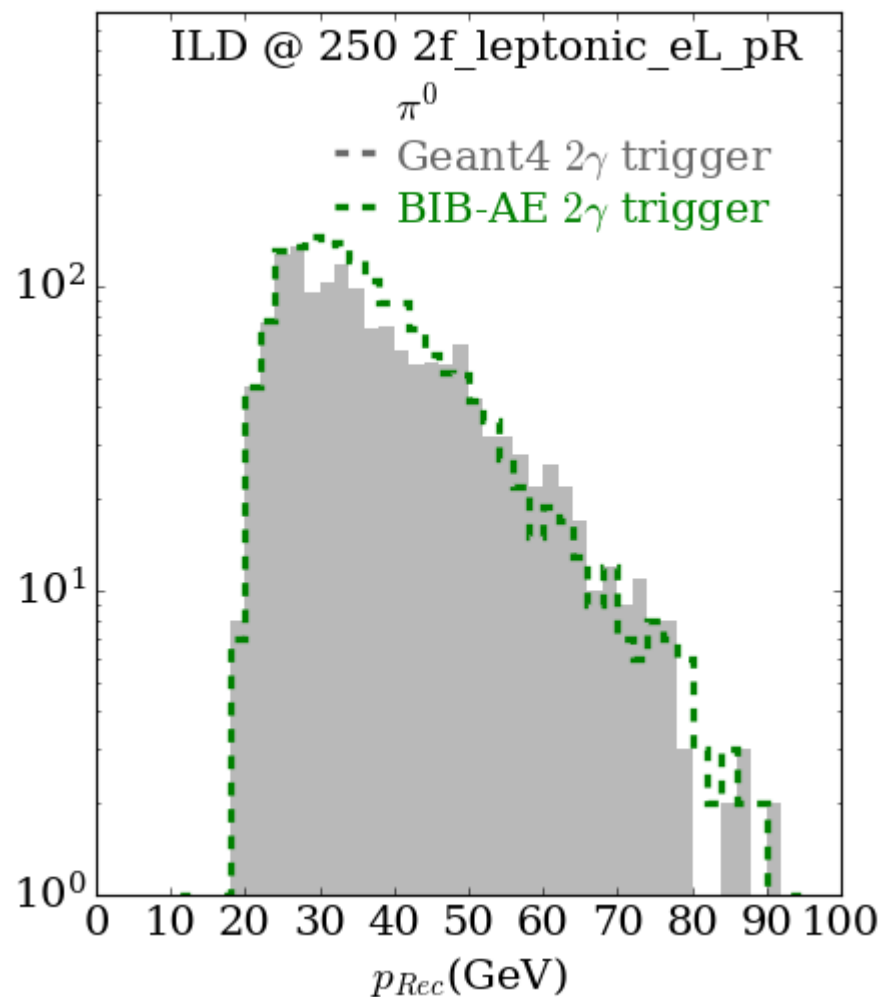
# Pi0 Energy Rec – Energy MC vs num. Pi0 Rec



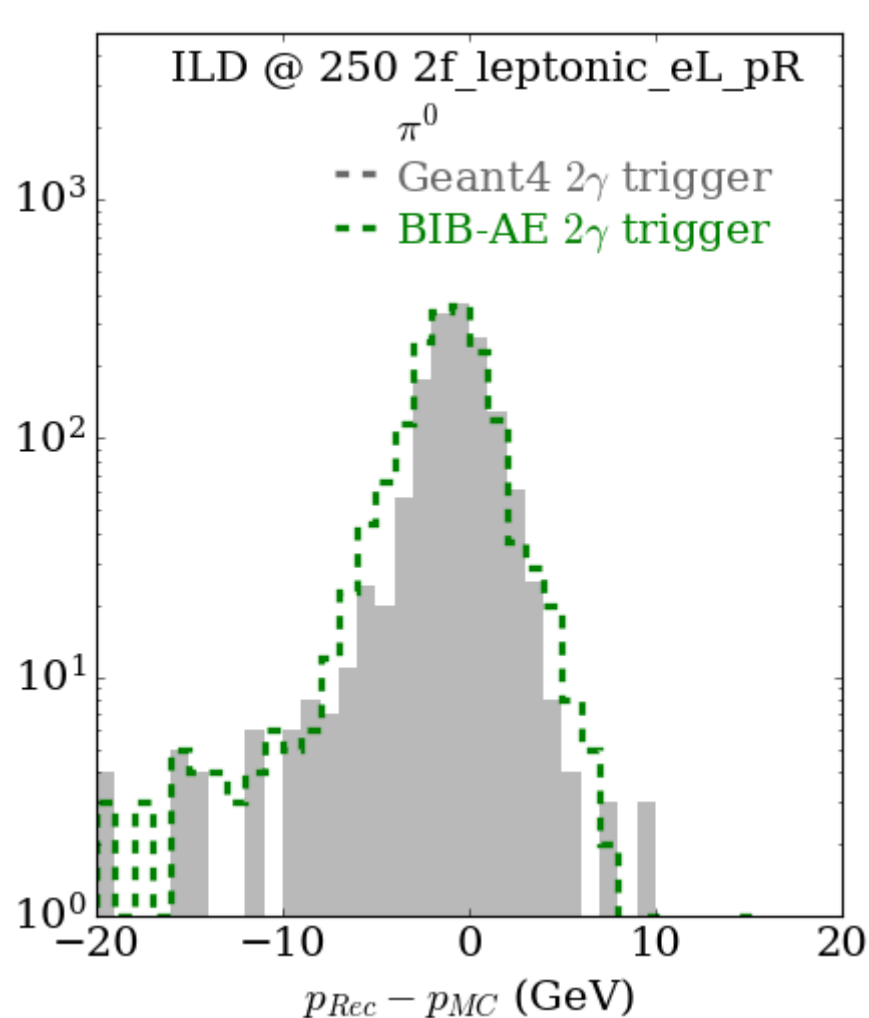
Bias to  
negative  
values larger  
for BIBAE



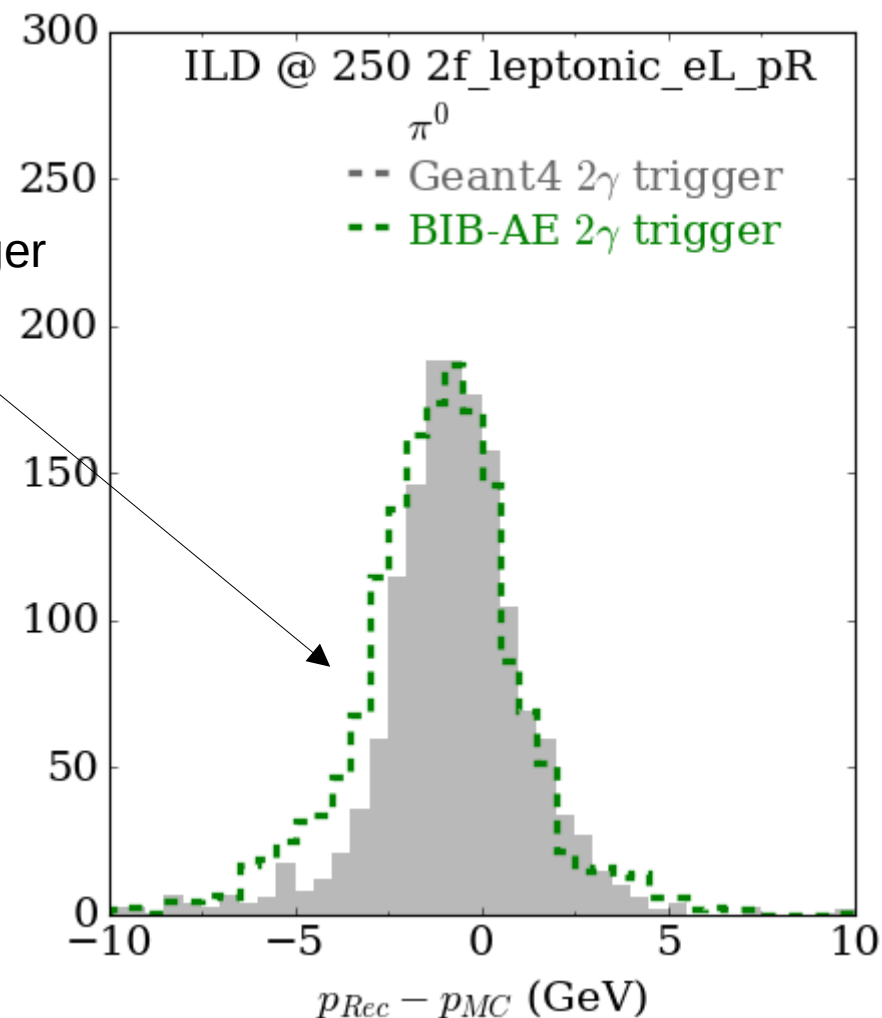
# Pi0 Momentum vs num. Pi0 Rec



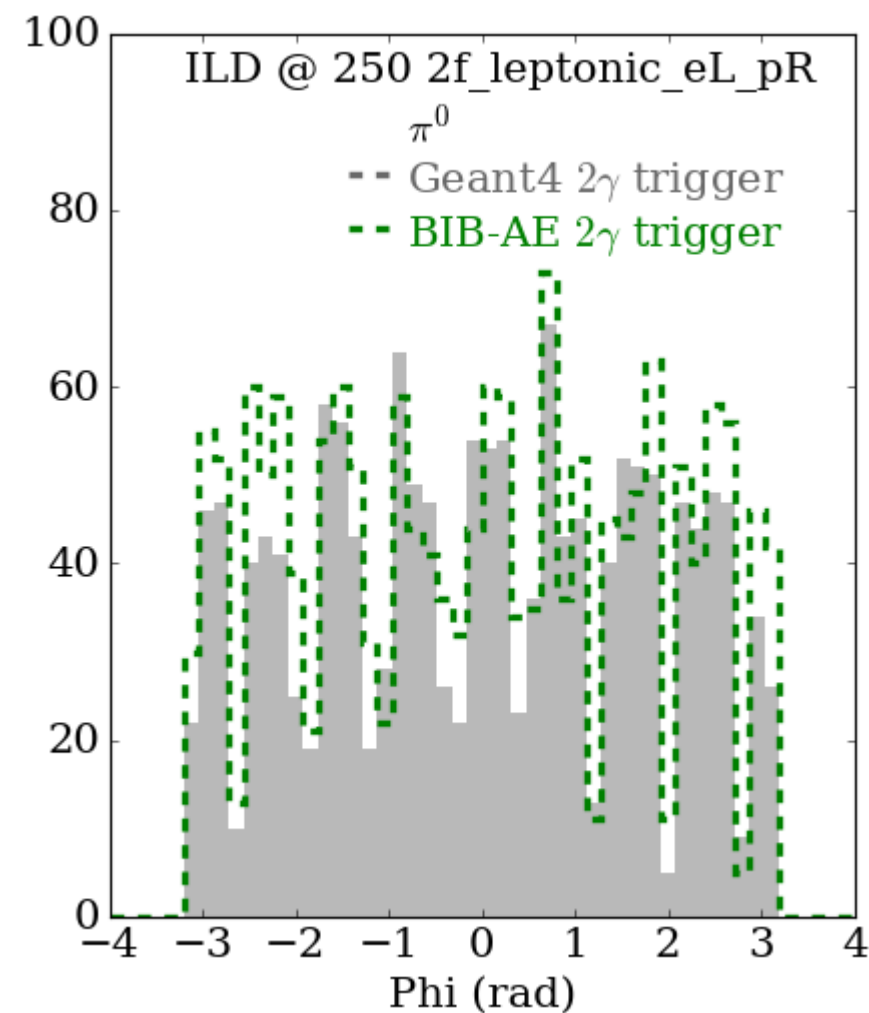
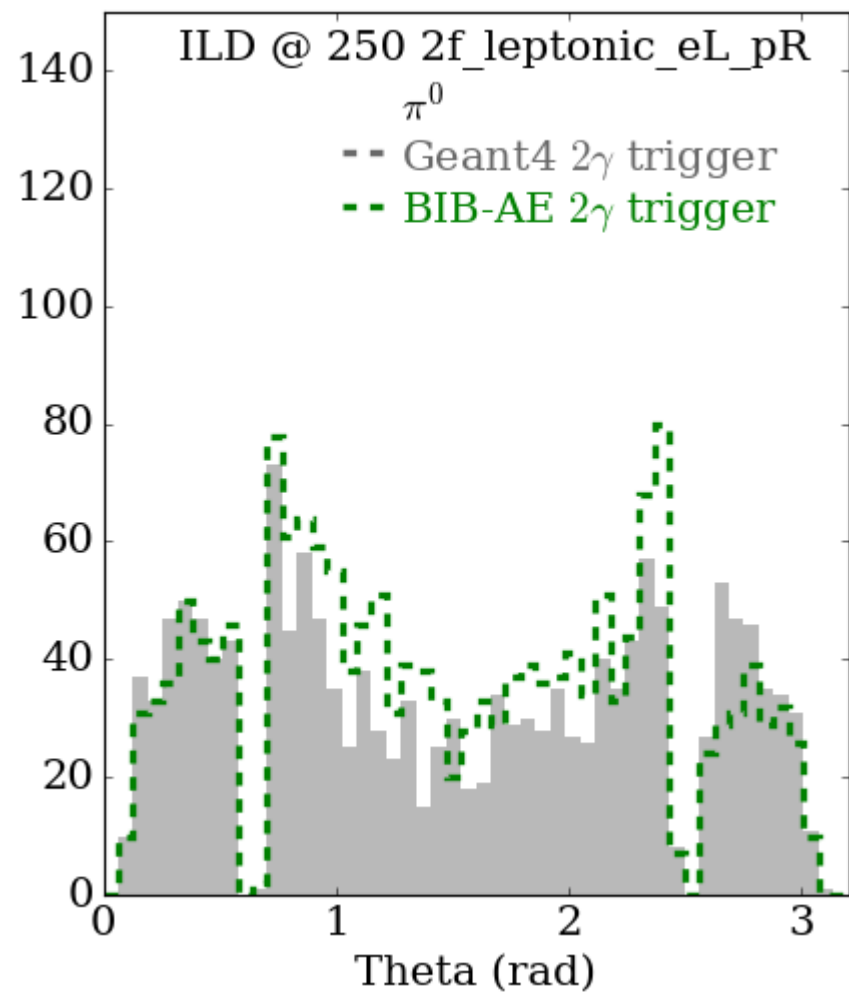
# Pi0 Momentum Rec – Momentum MC vs num. Pi0 Rec



Bias to  
negative  
values larger  
for BIBAE

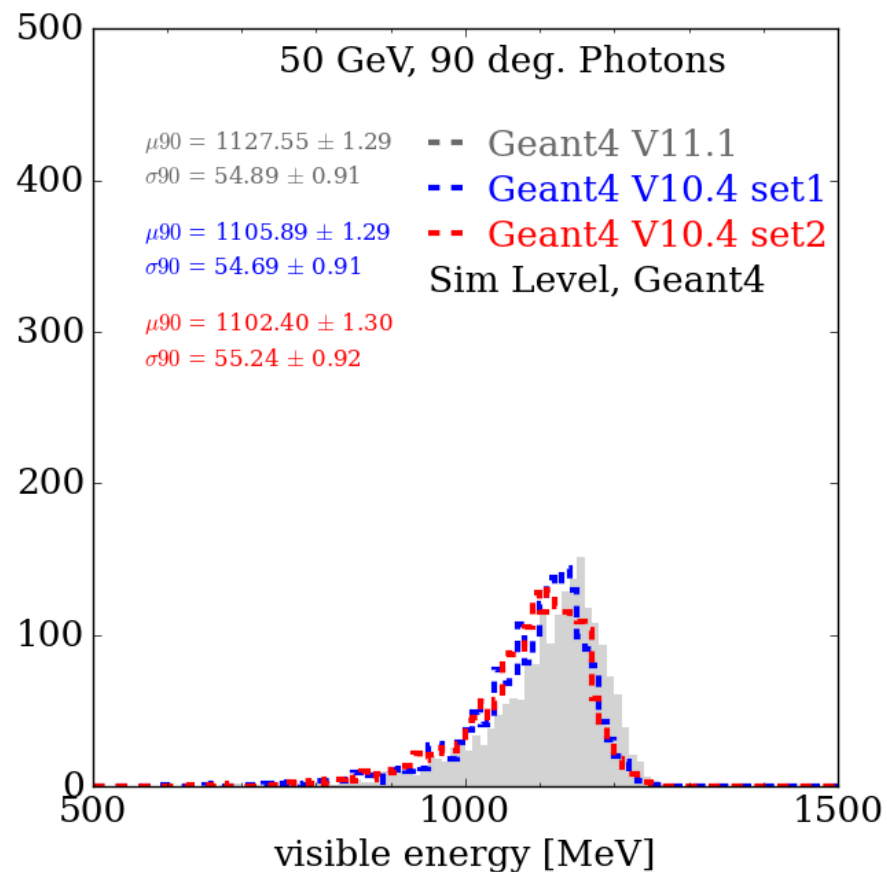


# Pi0 Theta/Phi vs num. Pi0 Rec



# Uncertainties

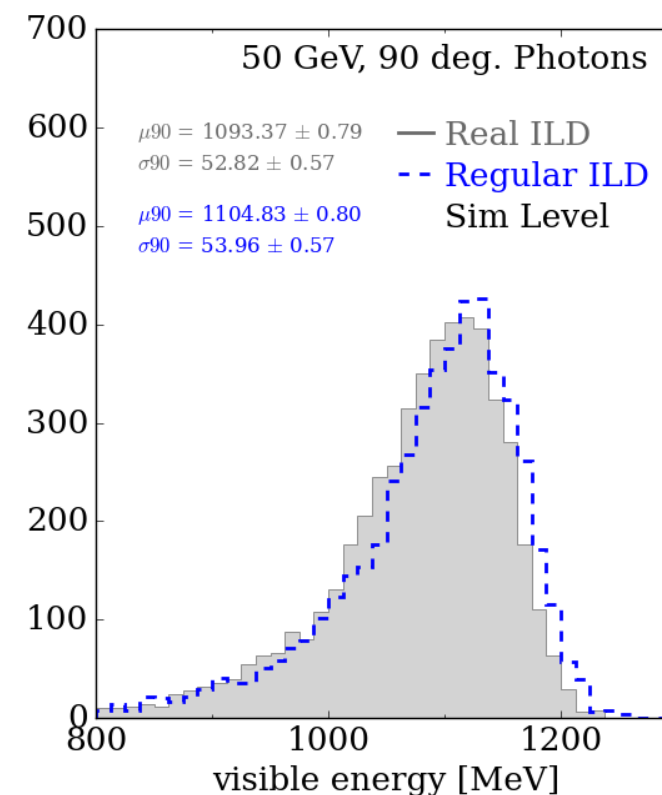
- Need to add statistical errors ✓
- Additional uncertainty from necessary change in G4 version due to addition of Fast Sim hooks in G4 V11
- Treat as uncertainty on MC





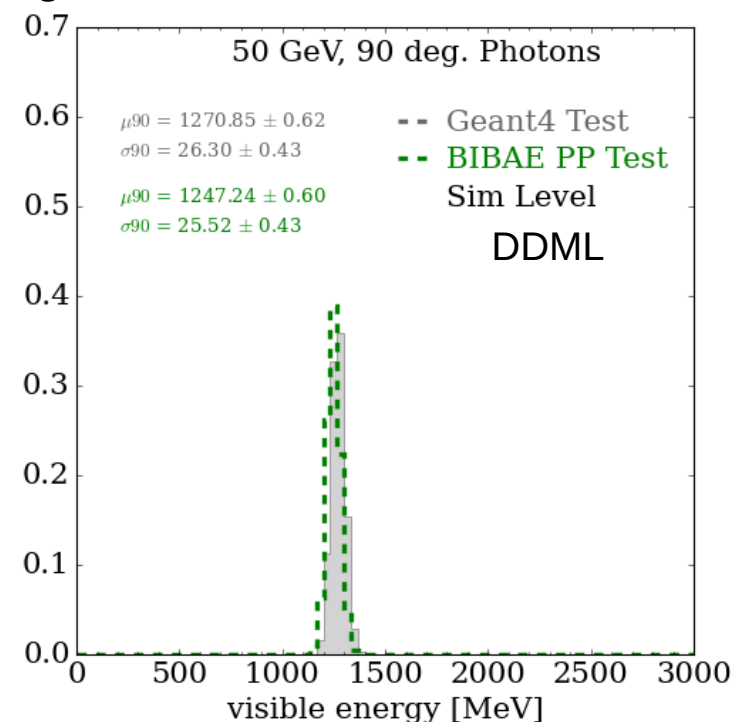
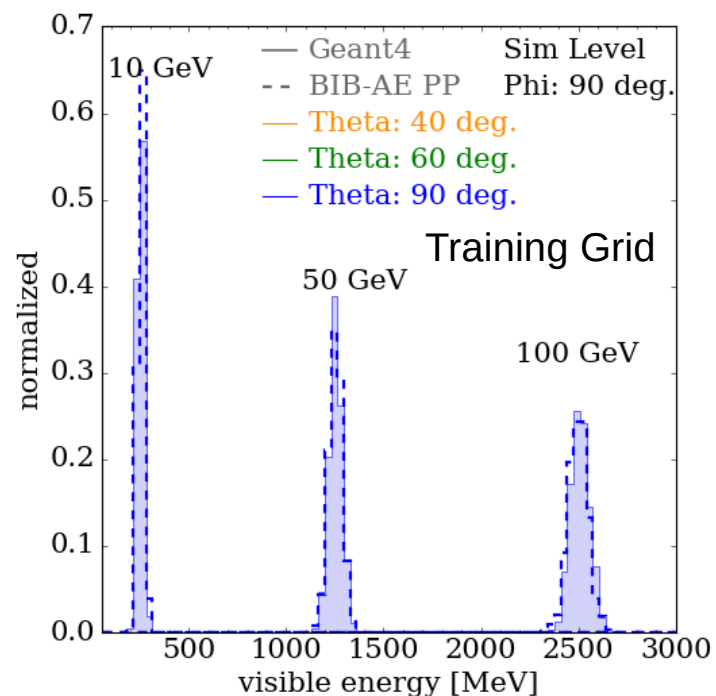
# Potential Issue: Dead Material?

- BIBAE is a regular grid model: when handing back to G4 treat as a coarse grained point cloud, with separation = cell size
- This means that if hit lands in dead material entire hit is thrown away by G4- saw this previously (and expected):
  - Somewhat compensated by purely regular ECAL used for training



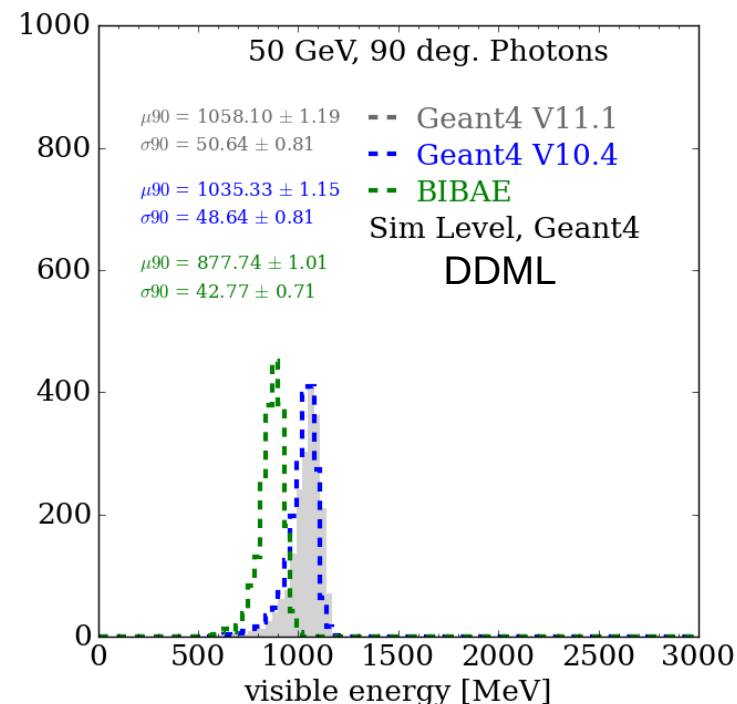
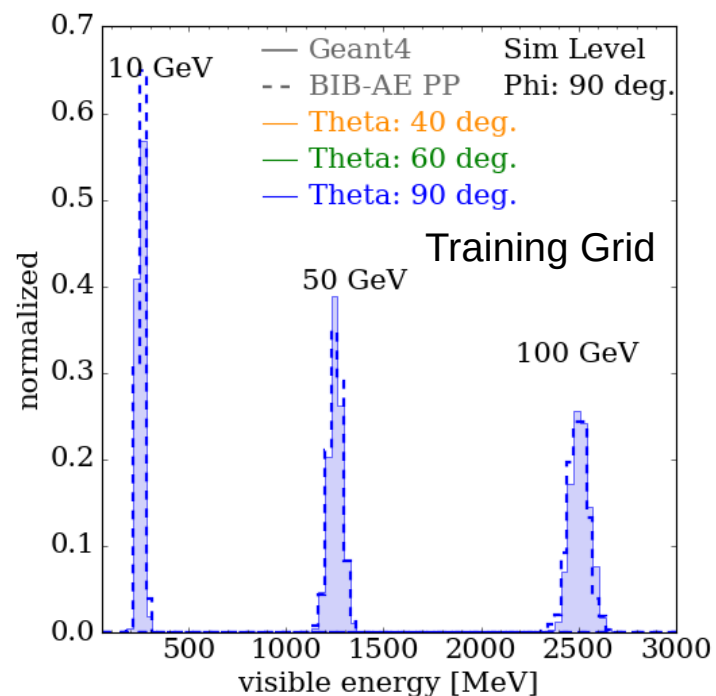
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- However: depending where in geometry you land, effects can range from this ...

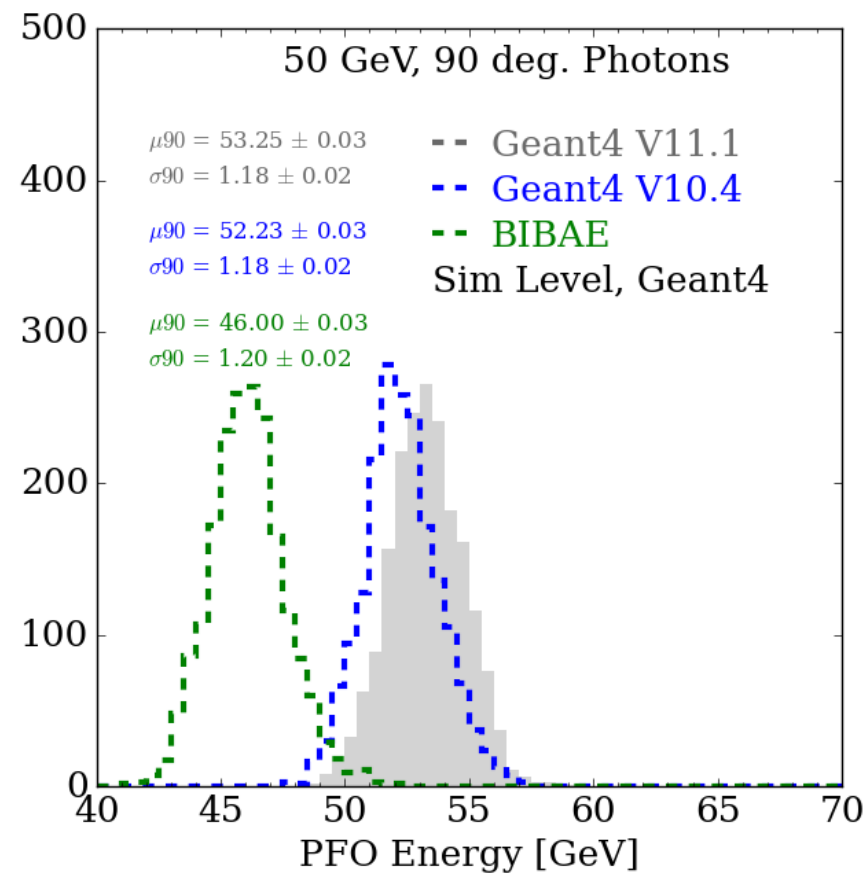
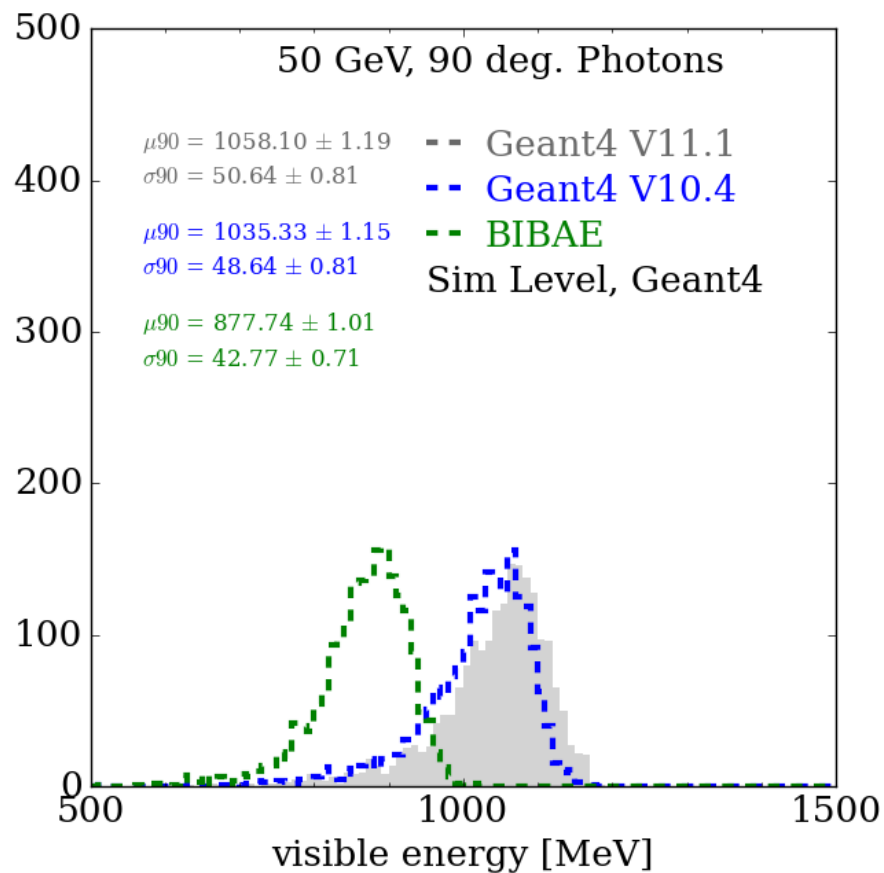


# Potential Issue: Dead Material?

- BIBAE is a regular grid model: when handing back to G4 treat as a coarse grained point cloud, with separation = cell size
- This means that if hit lands in dead material entire hit is thrown away by G4- saw this previously (and expected):
- To this ...



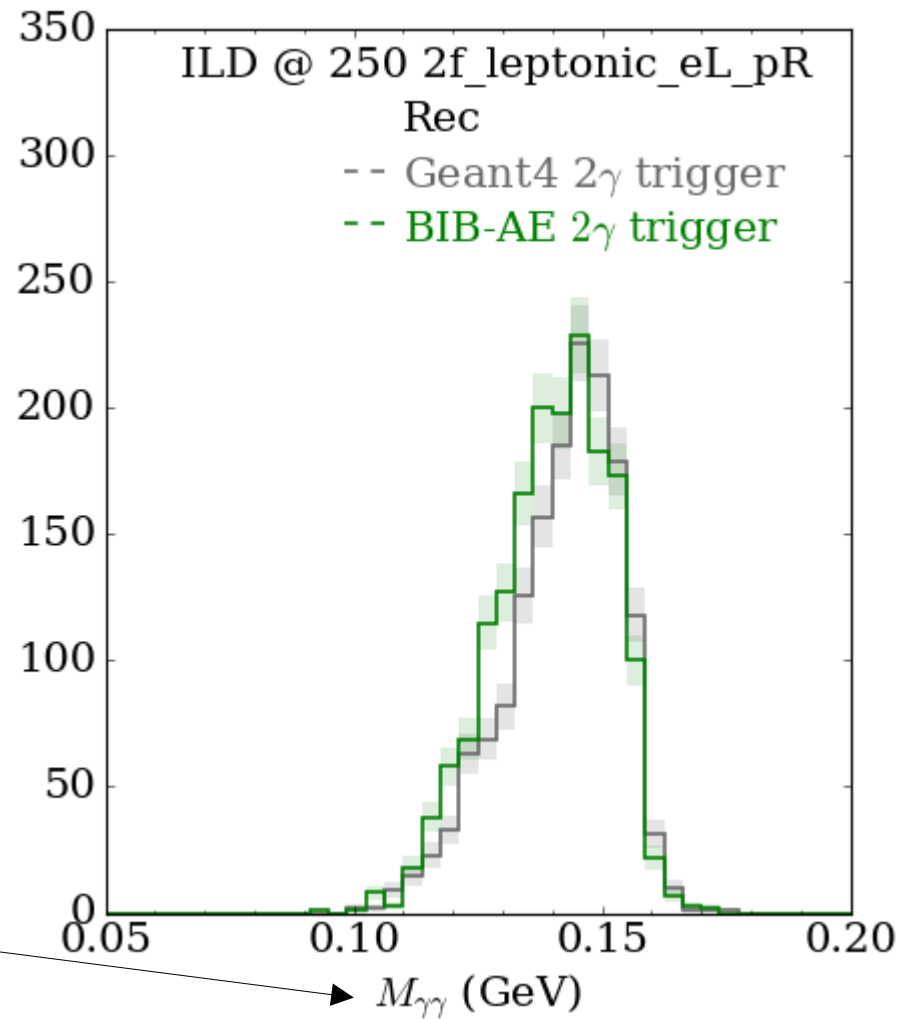
# Potential Issue: Dead Material Post Rec



# New Plots

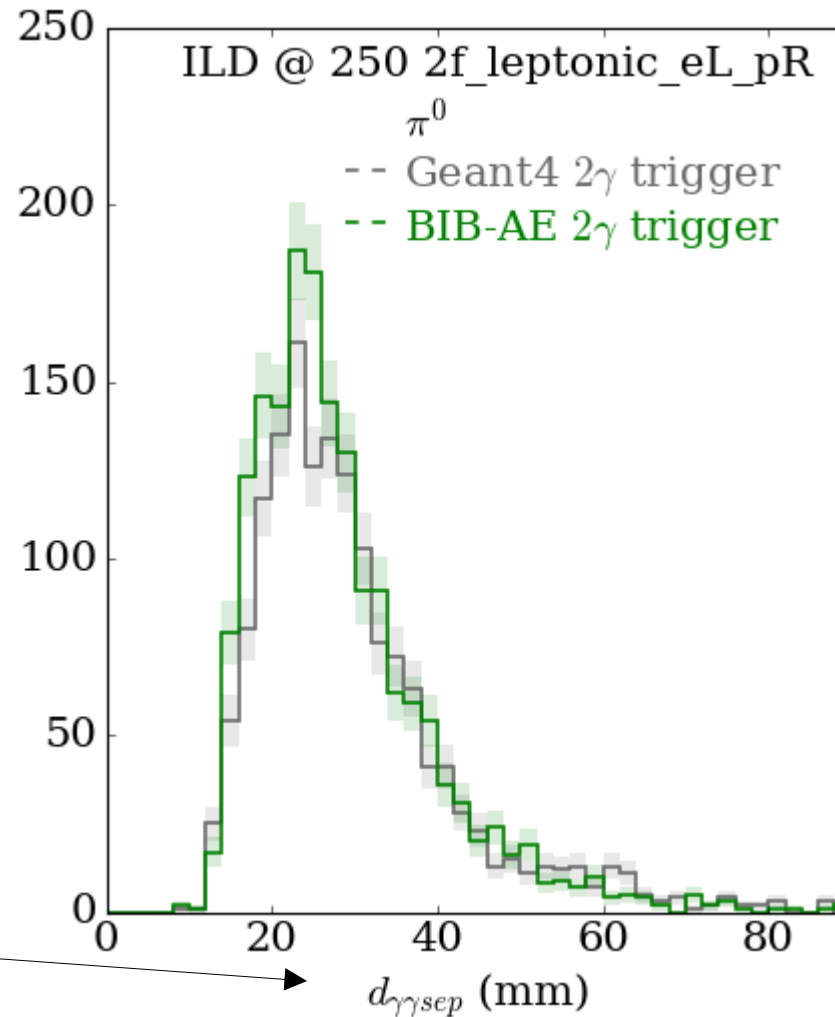
# Two photon-system Invariant Mass vs num. Pi0 Rec

Use energy and  
momentum of  
reconstructed photons  
(require one cluster)

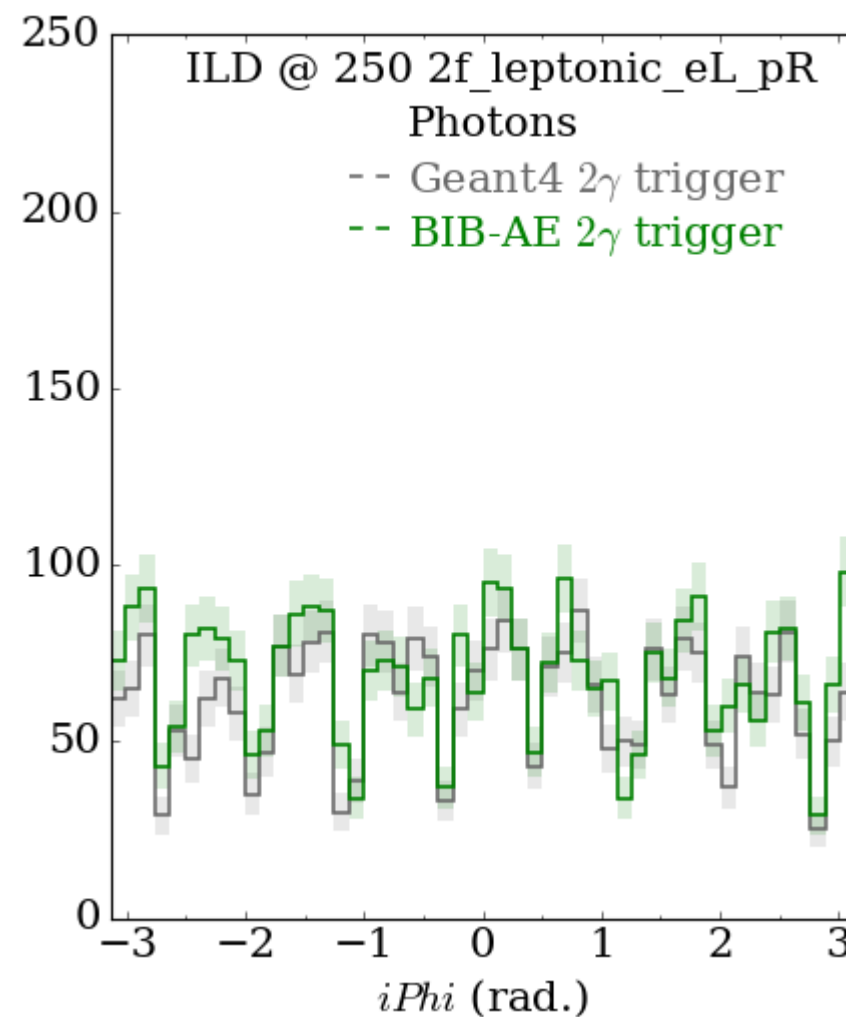
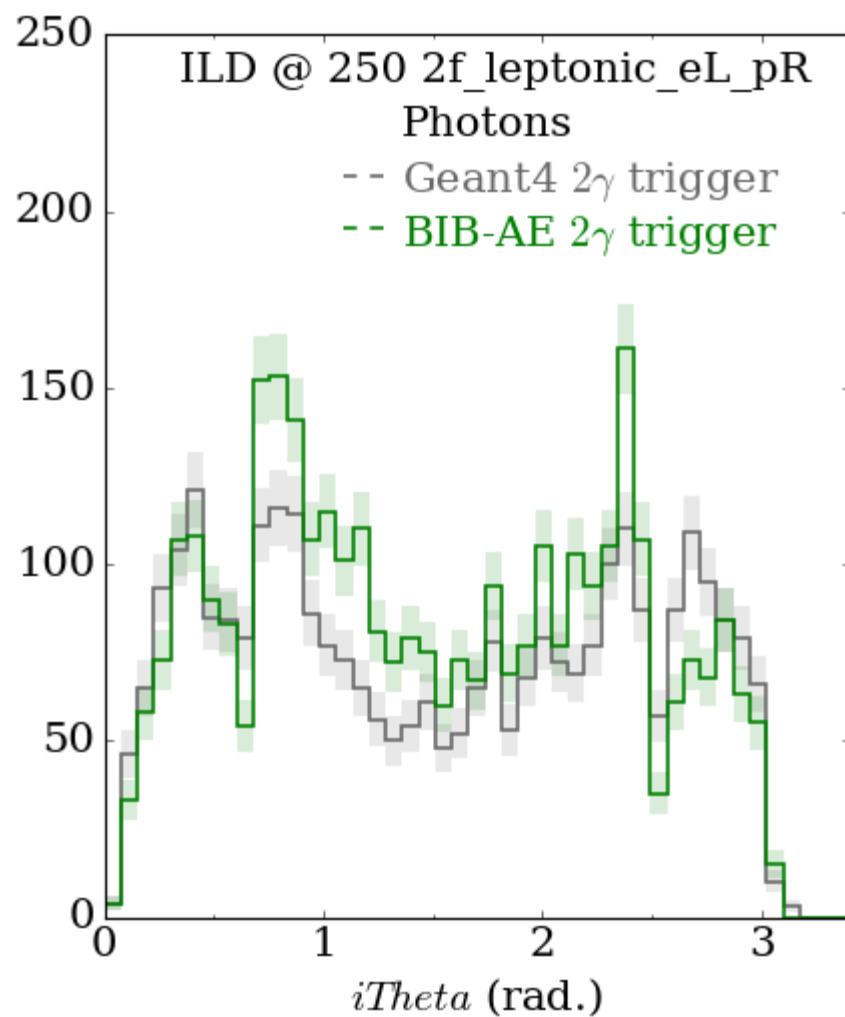


# Pi0 di-photon separation vs num. Pi0 Rec

Separation of PFO  
cluster positions  
(require one cluster)




# Cluster $i\theta$ / $i\phi$ vs num. $\pi^0$ Rec





# Next steps

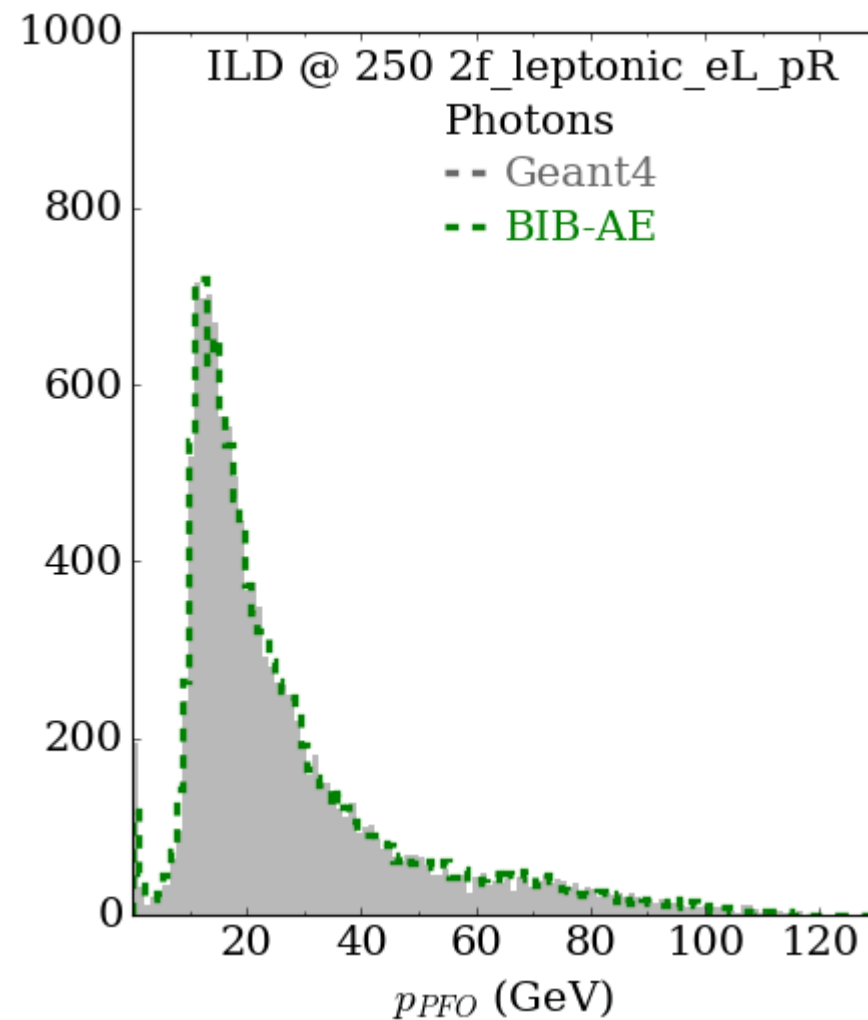
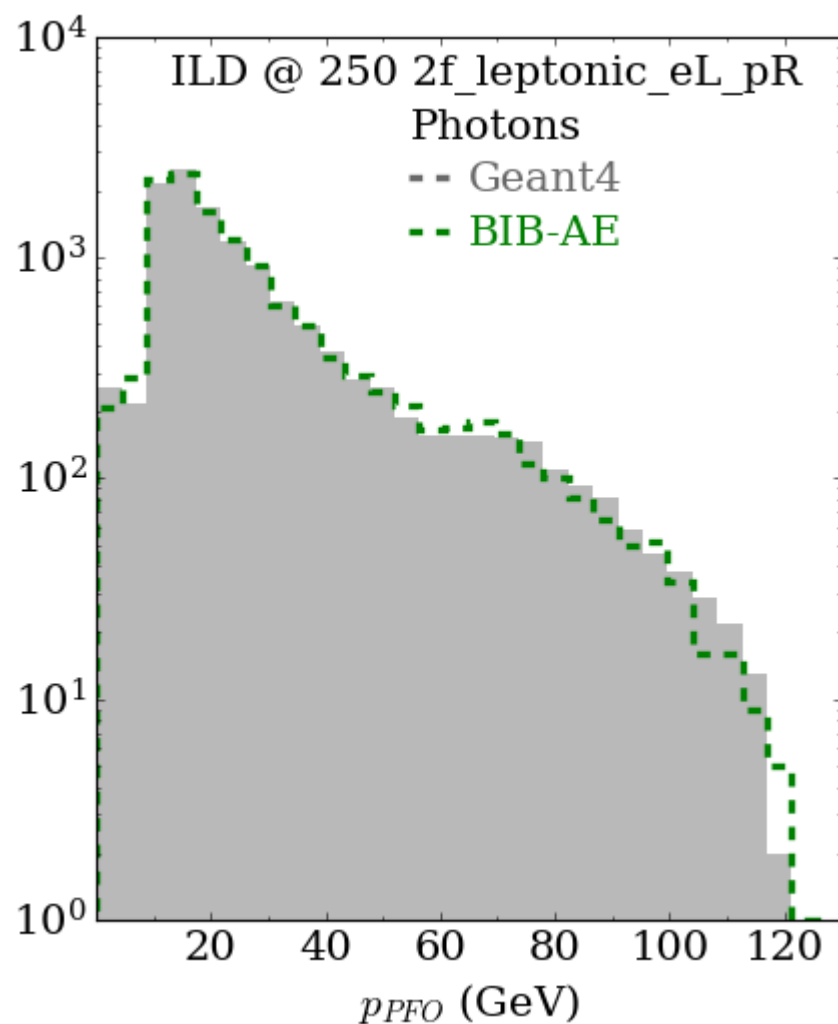
- Compare to previous version of Geant4 (simulate tau pairs)
  - Definitely suspect insensitive volumes are playing a large role
    - Try hit-splitting approach? 
  - Statistics? (compute+storage)
  - Proper compute speed benchmark (+ for Bhabhas)
- Coherent story for thesis  
(burn some distributions  
for physics)

Could also try:

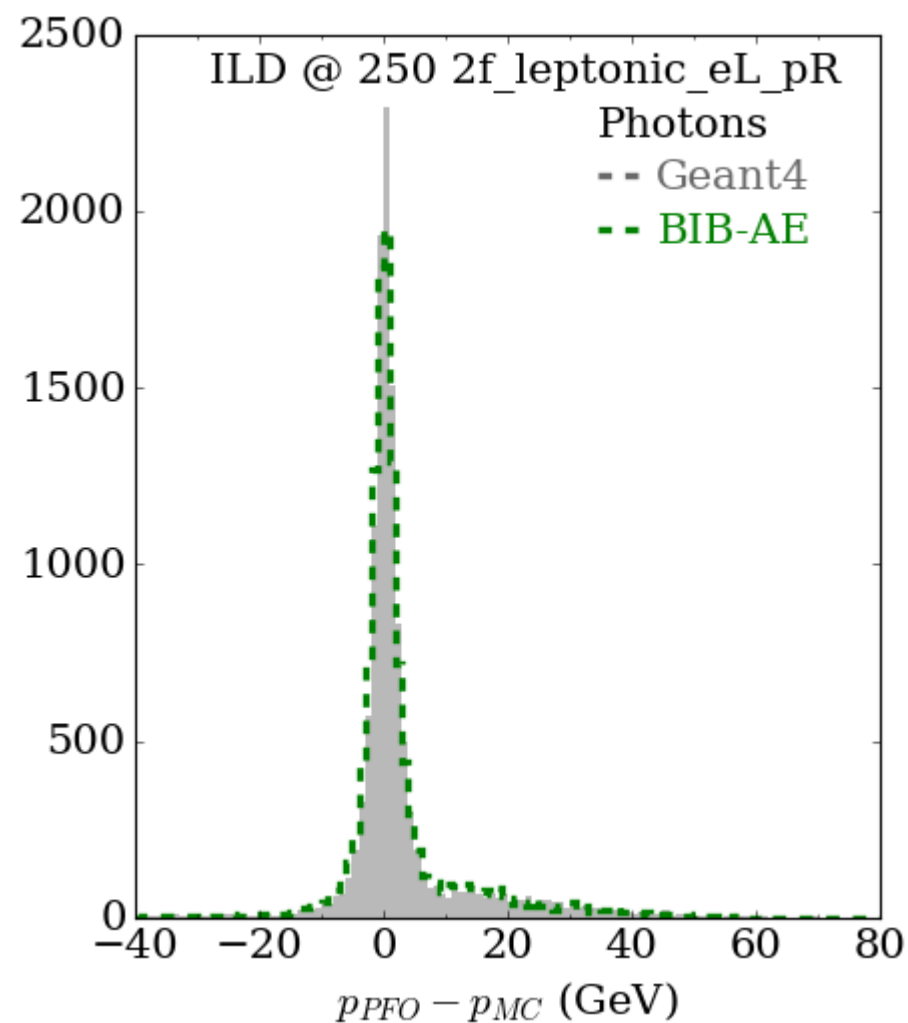
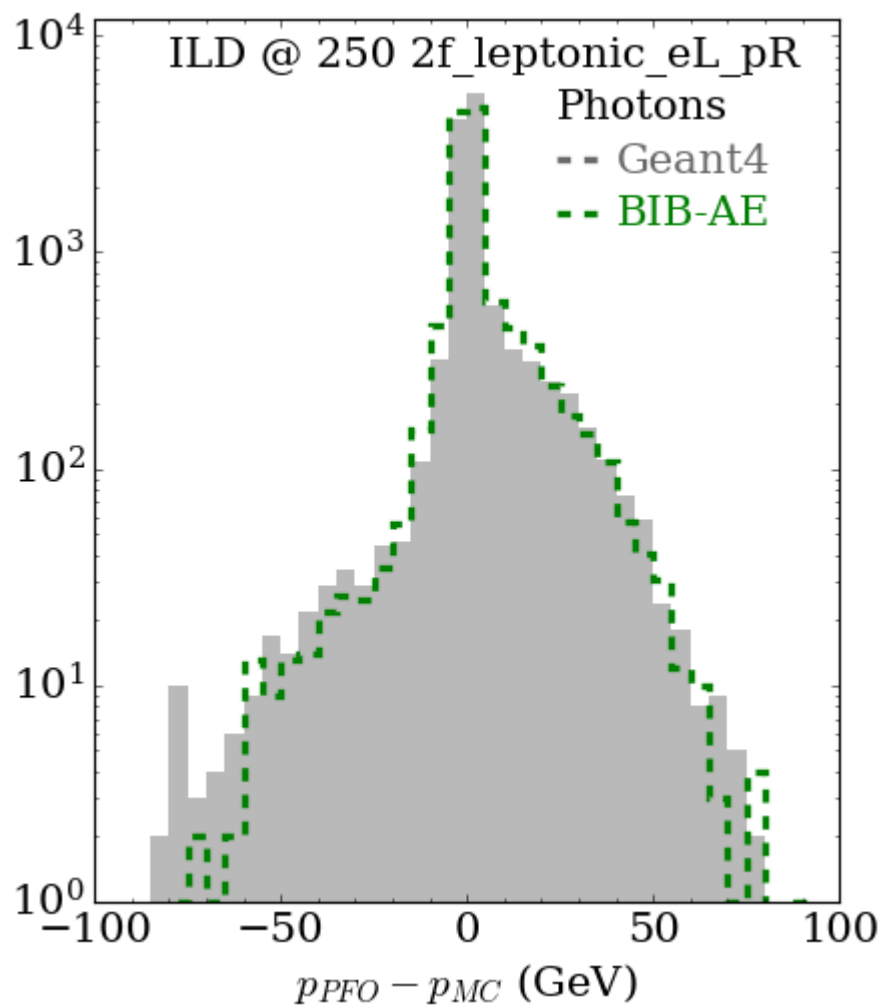
- Going up the MC chain (rather than down)- Would help find photons/pi0s that aren't recoed, but what would we learn?
- Dedicated di-photon samples- clean effect of overlapping showers (radial profile)
- Look at event displays to try to find cases of missed photons- might be difficult to figure out geometry effects
- I don't have time for everything --> be selective

# More Plots!

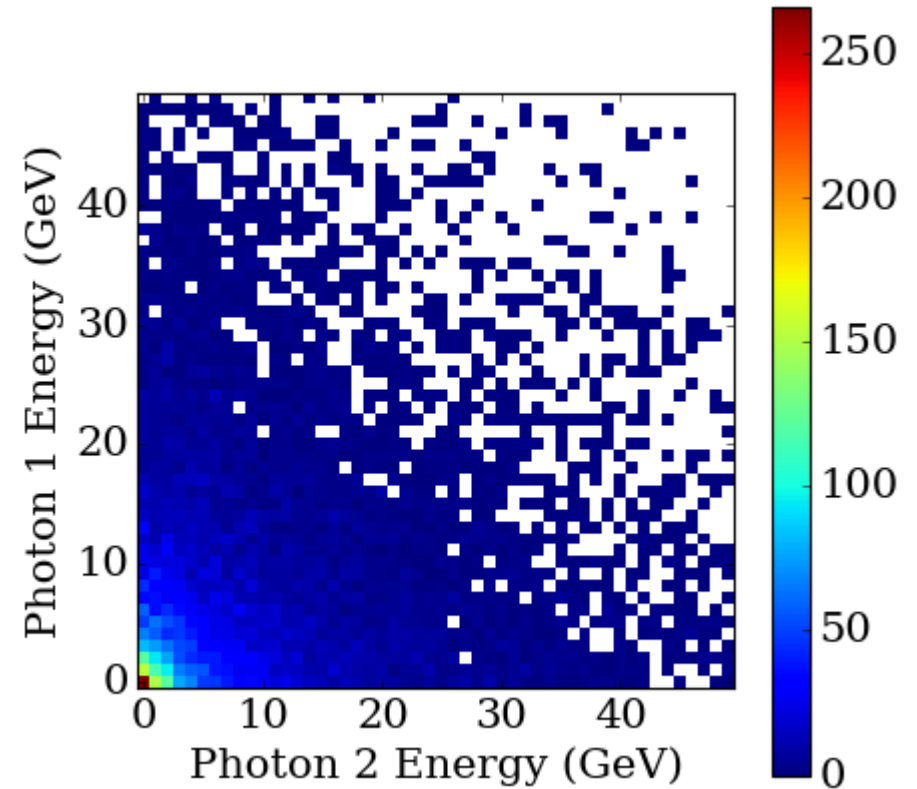
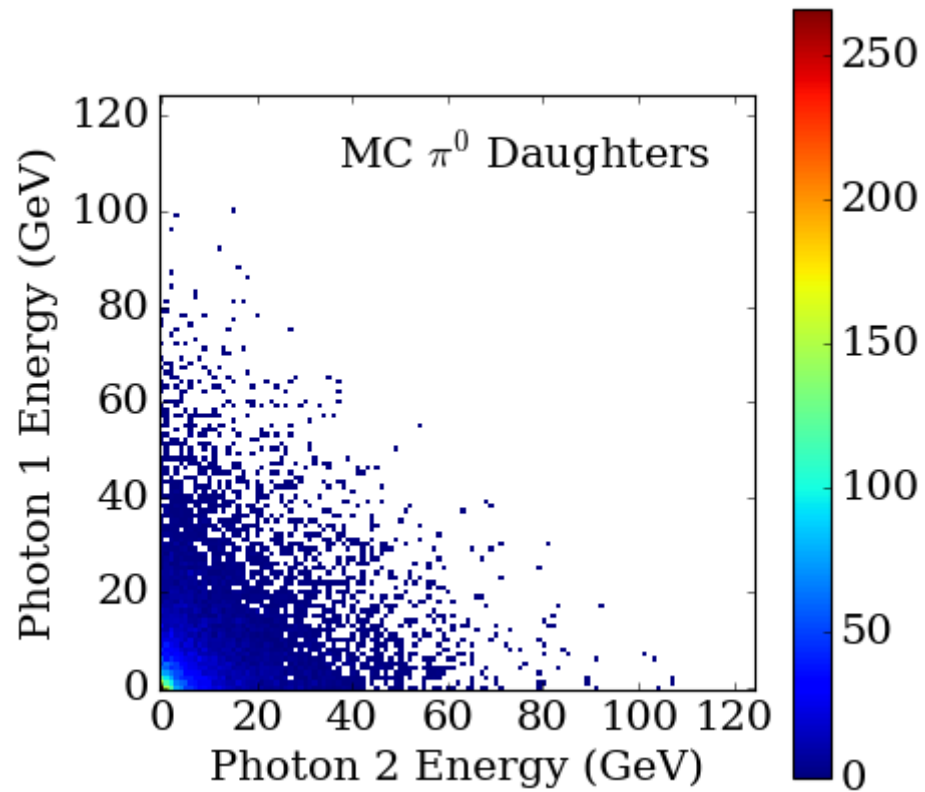
# Pi0 photons: Momentum



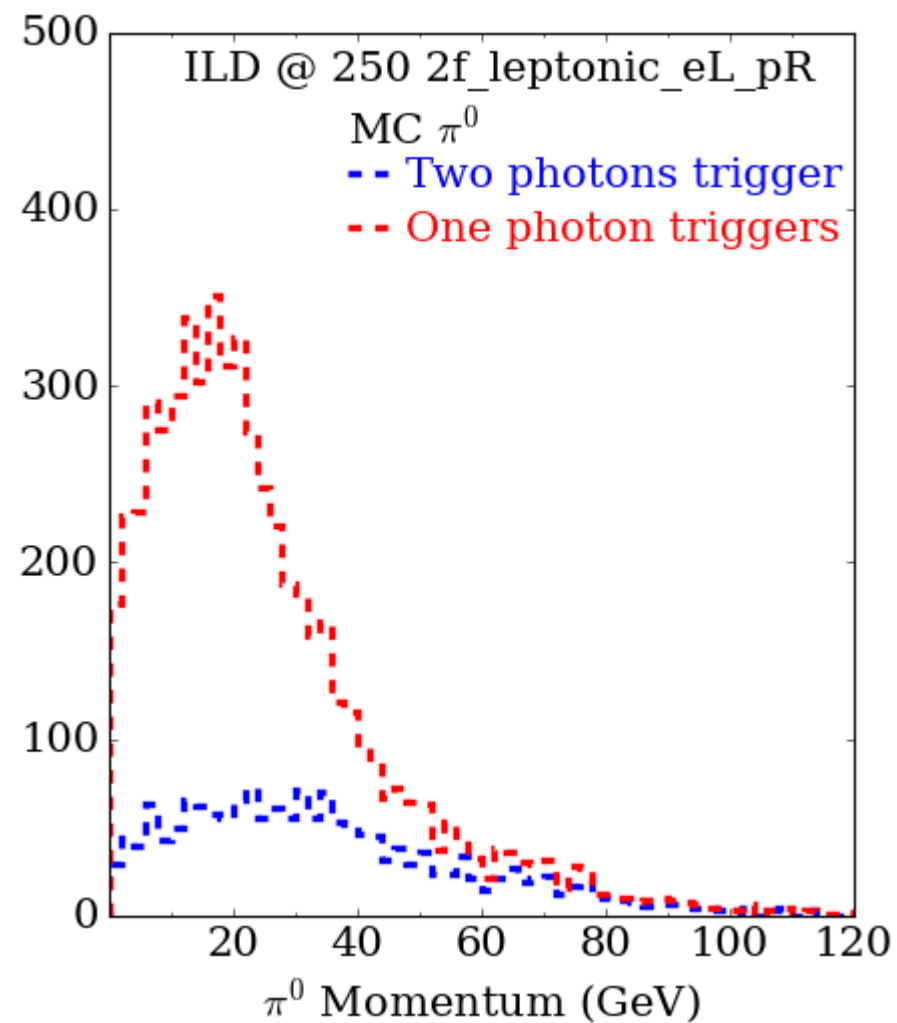
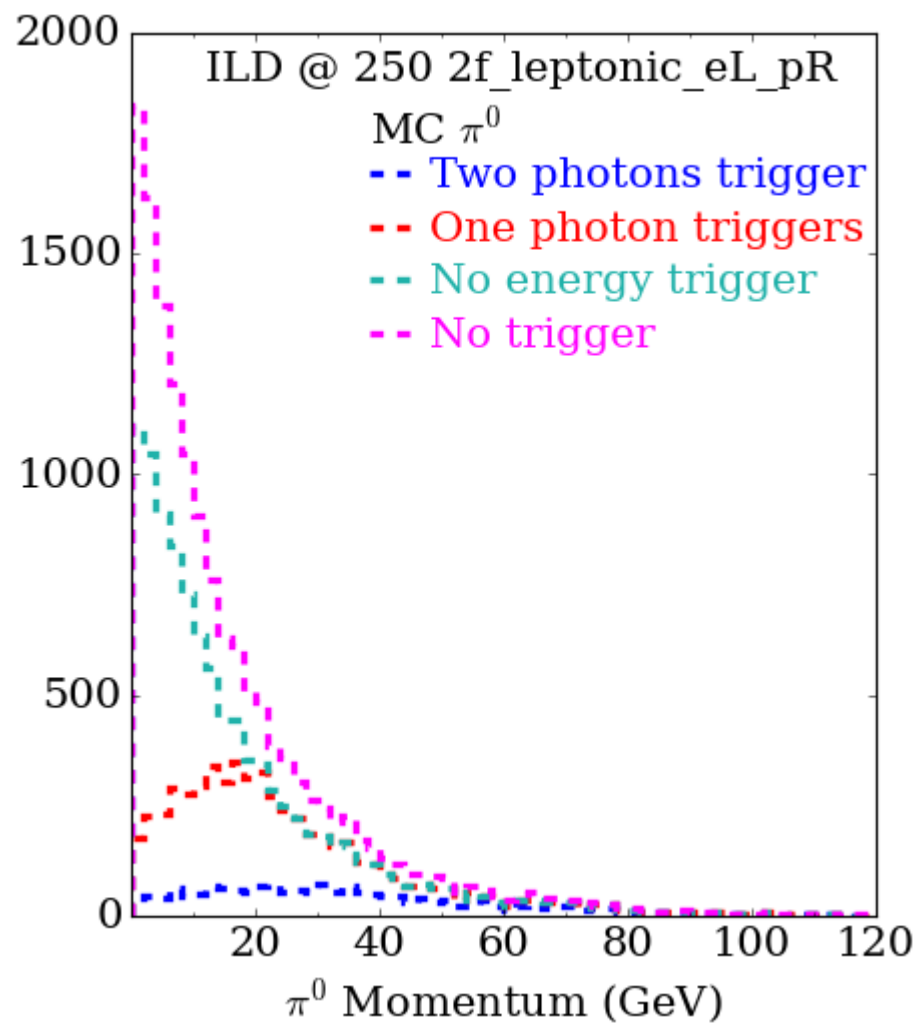
# Pi0 photons: PFO Momentum – MC Momentum



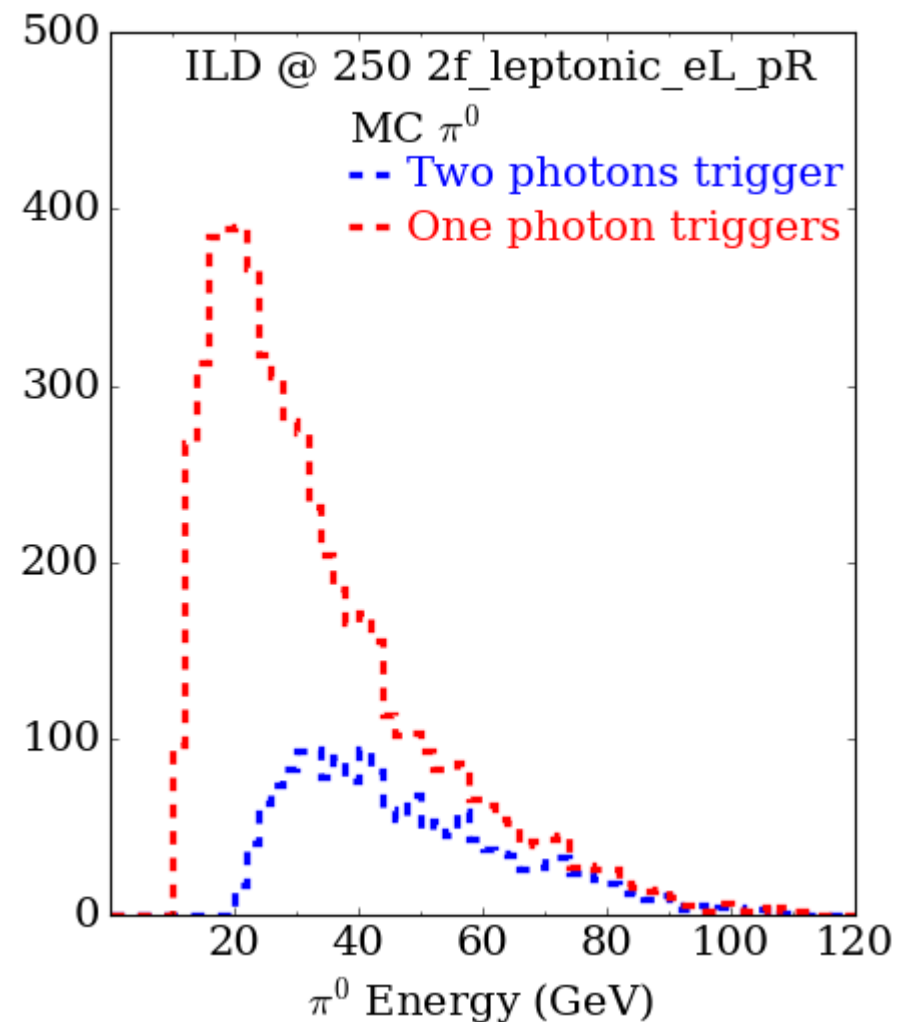
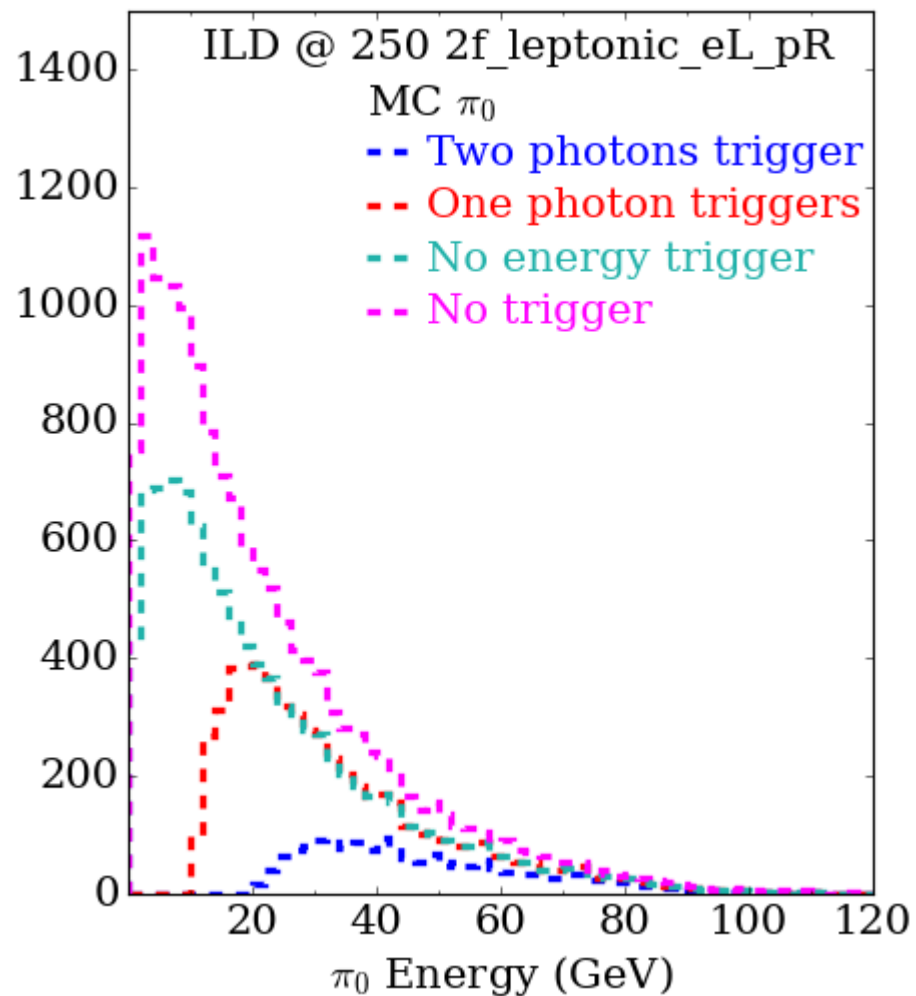
# MC $\pi^0$ – daughter correlations



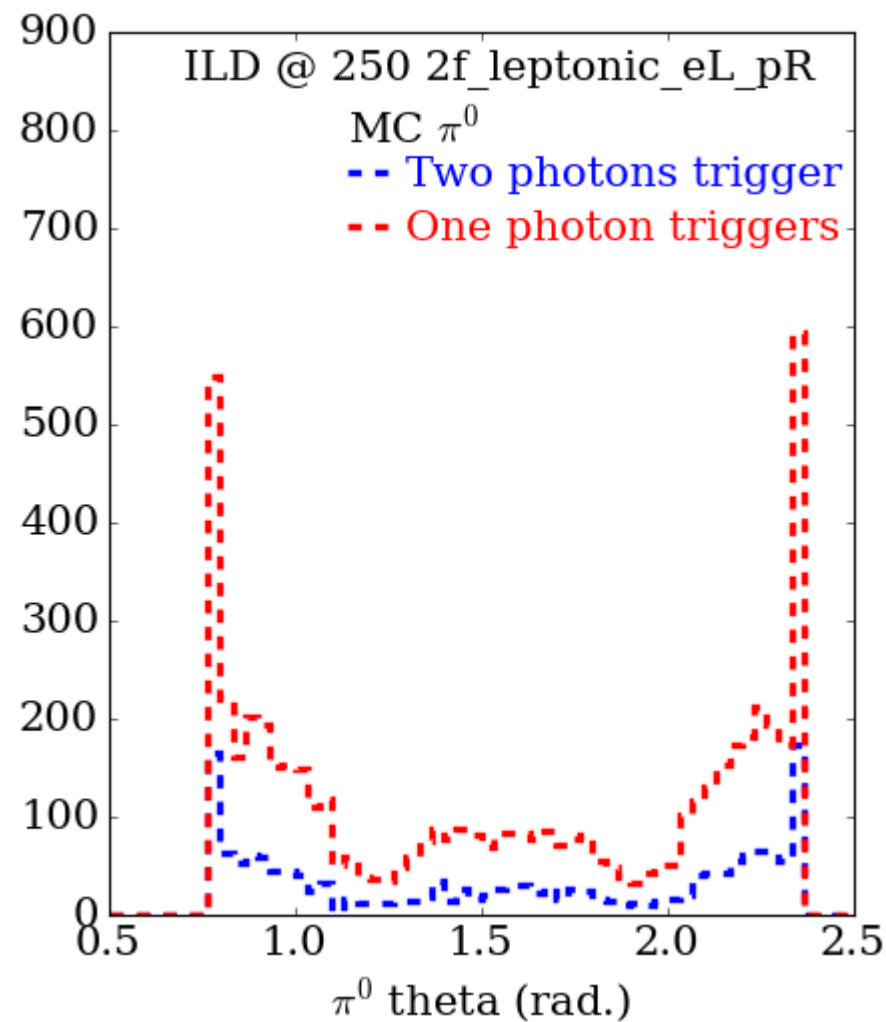
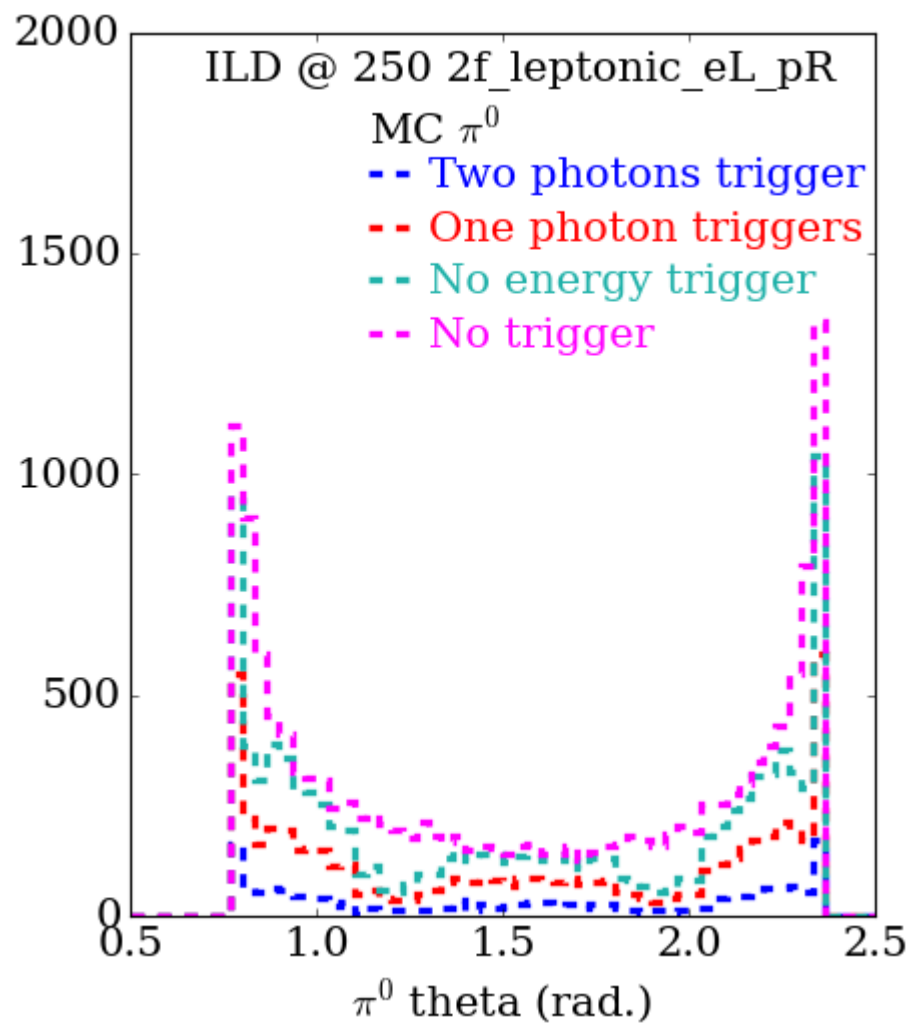
# MC $\pi^0$ – Momentum



# MC $\pi^0$ – Energy

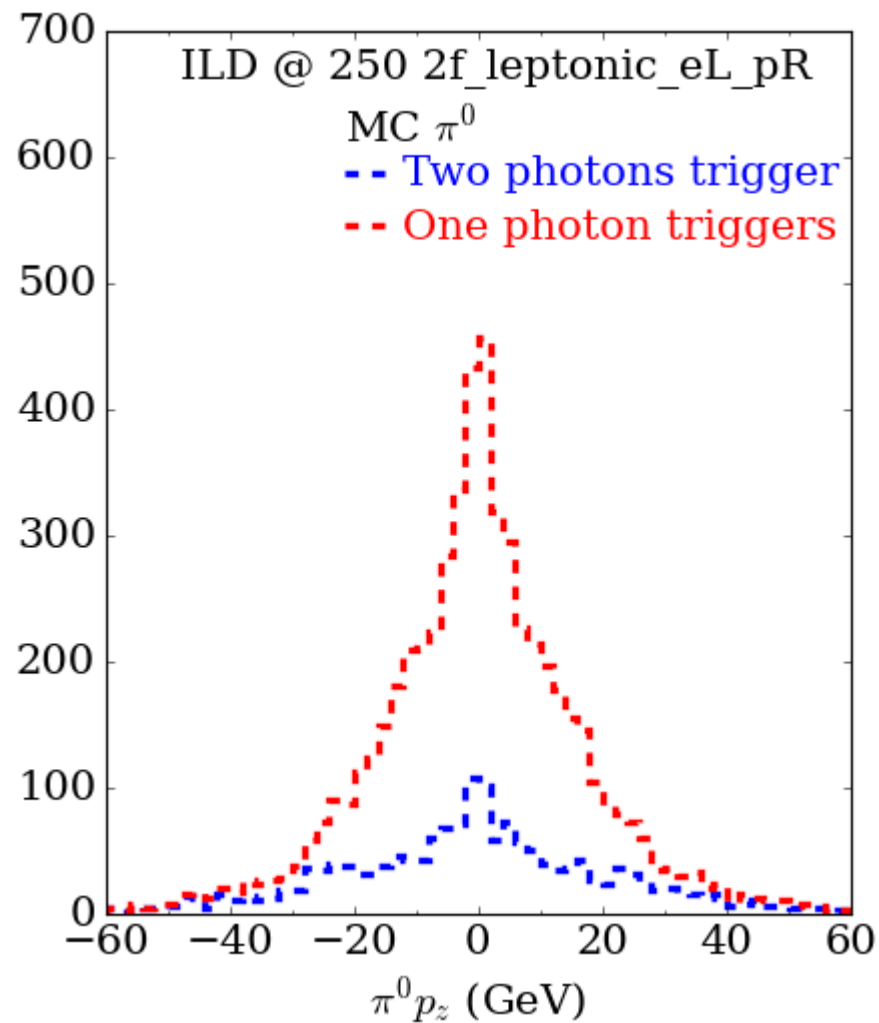
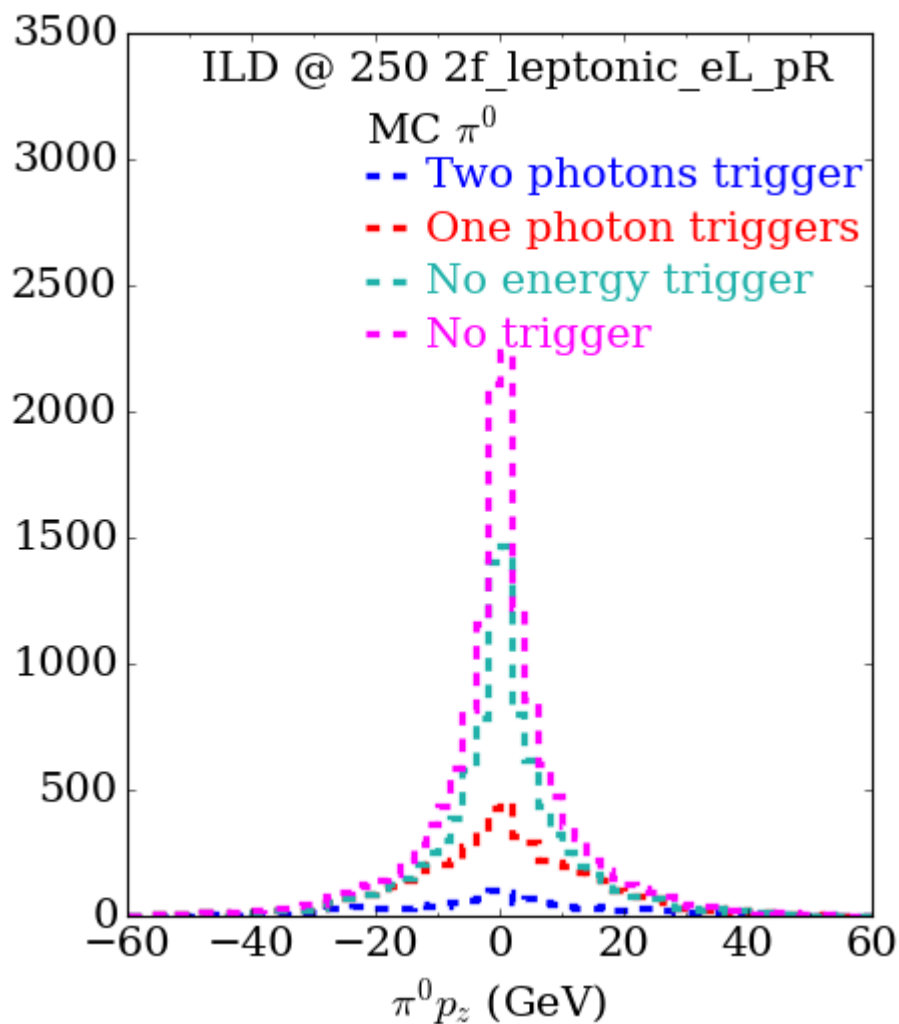


# MC $\pi^0$ – Theta

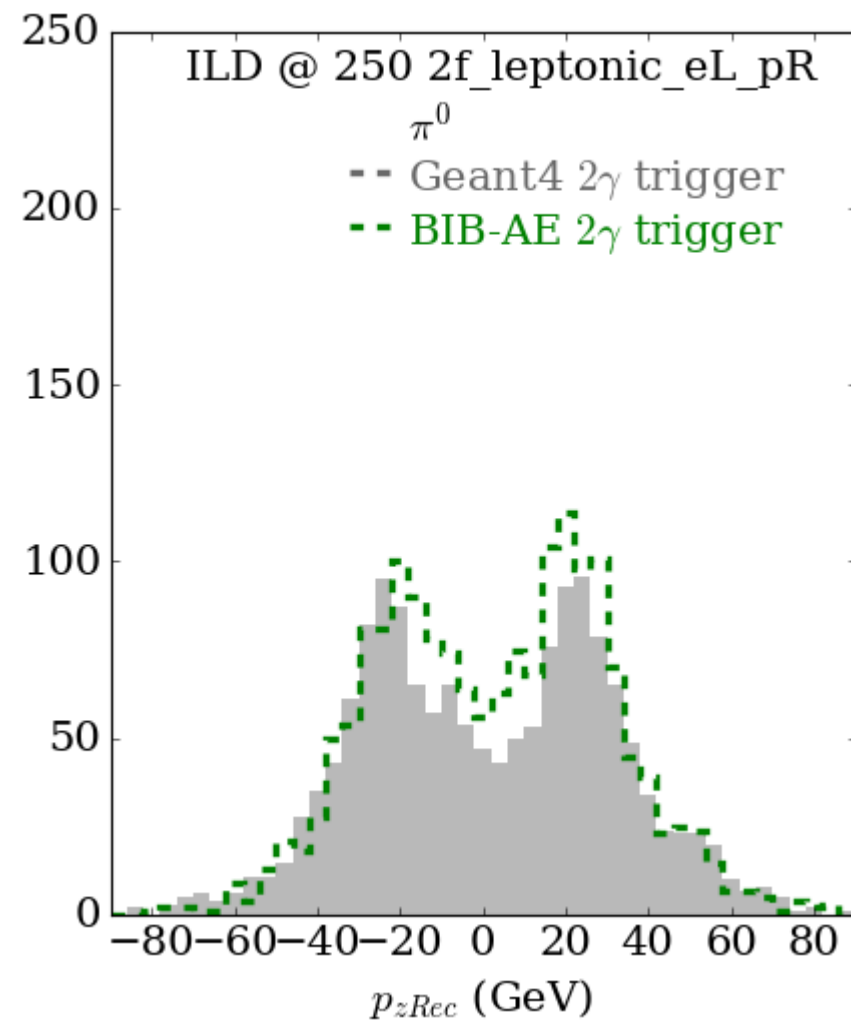
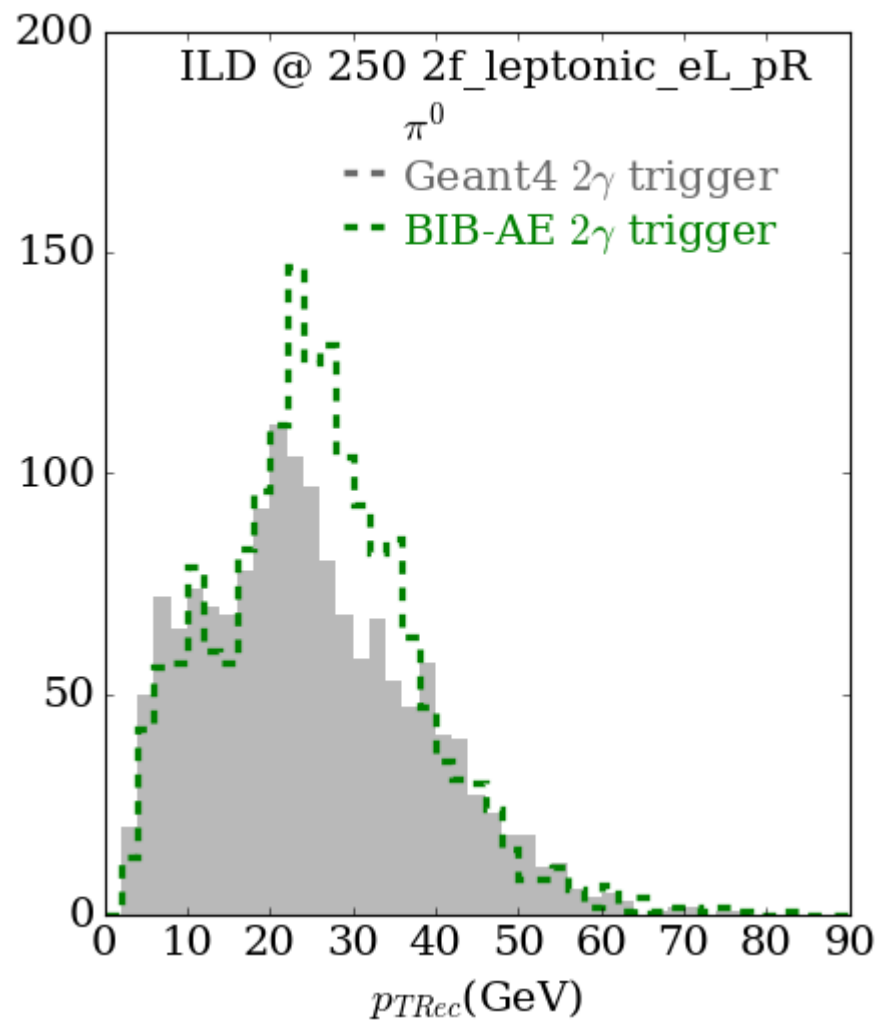




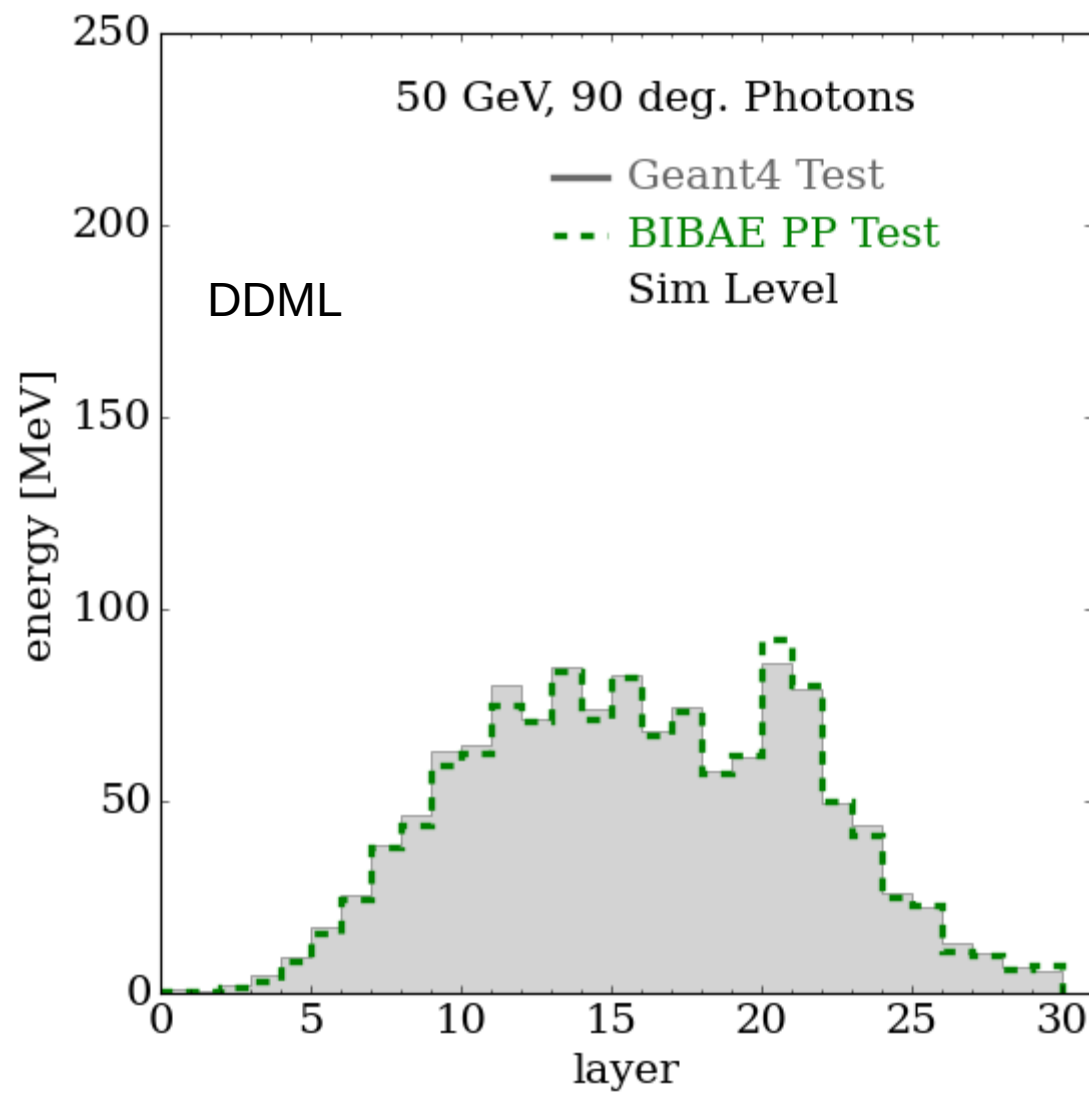
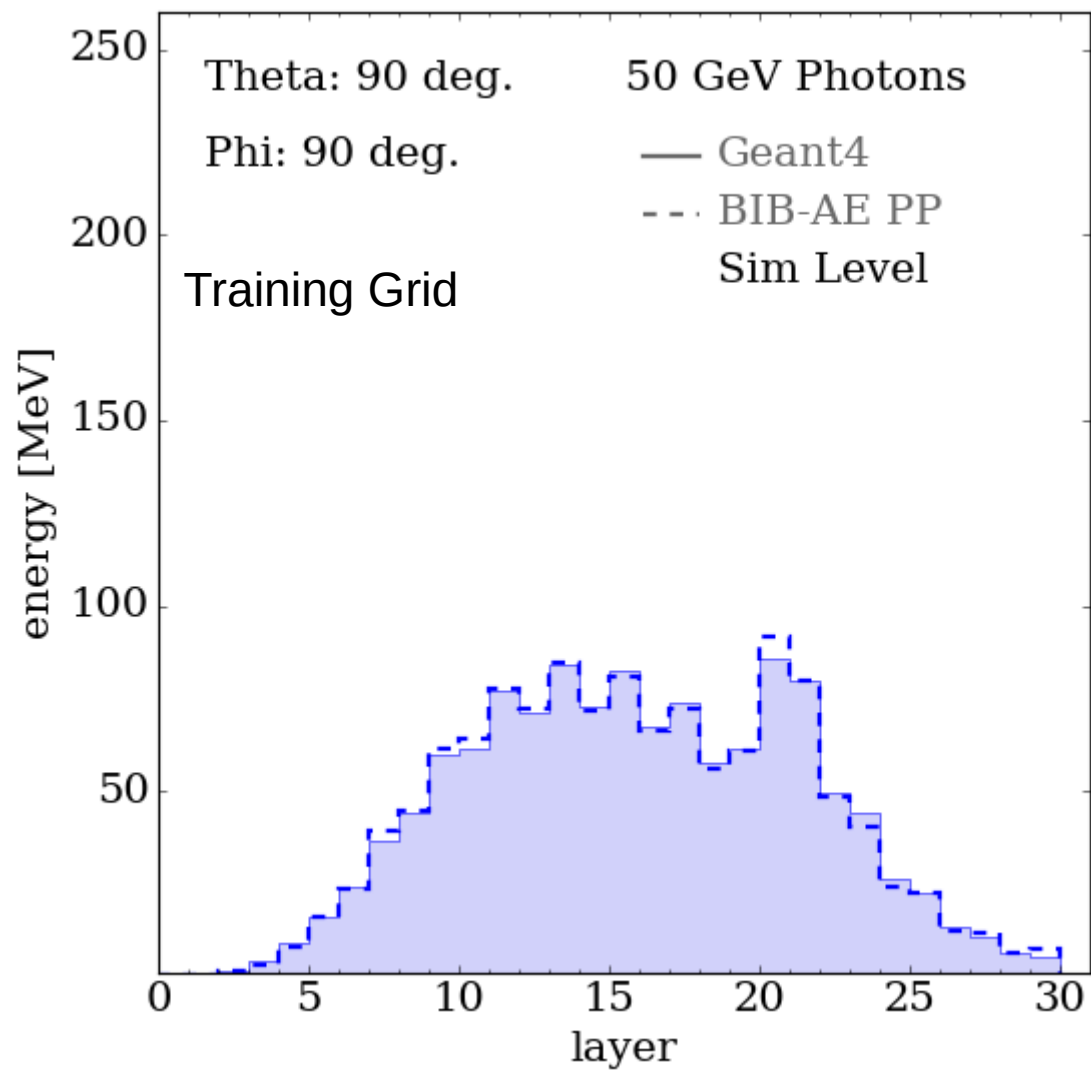
# MC $\pi^0$ – $p_z$



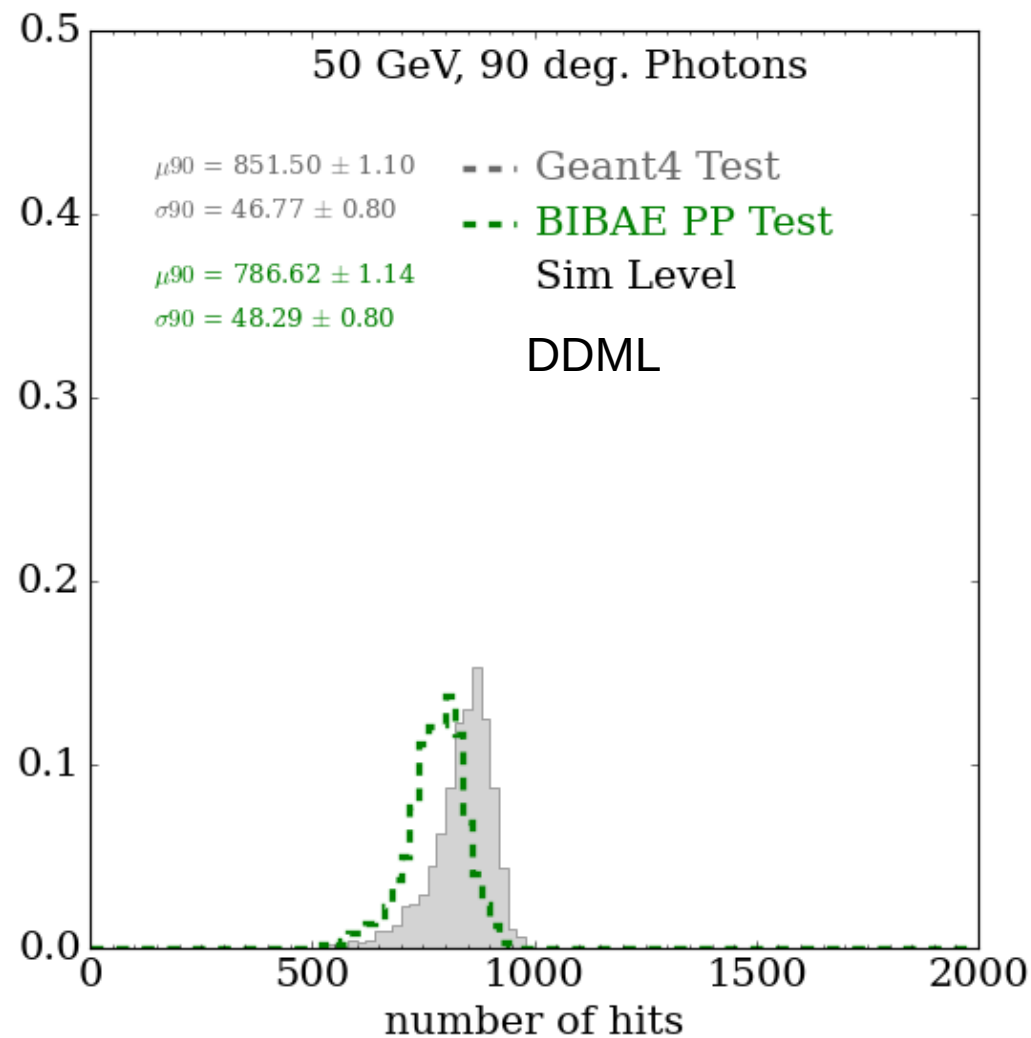
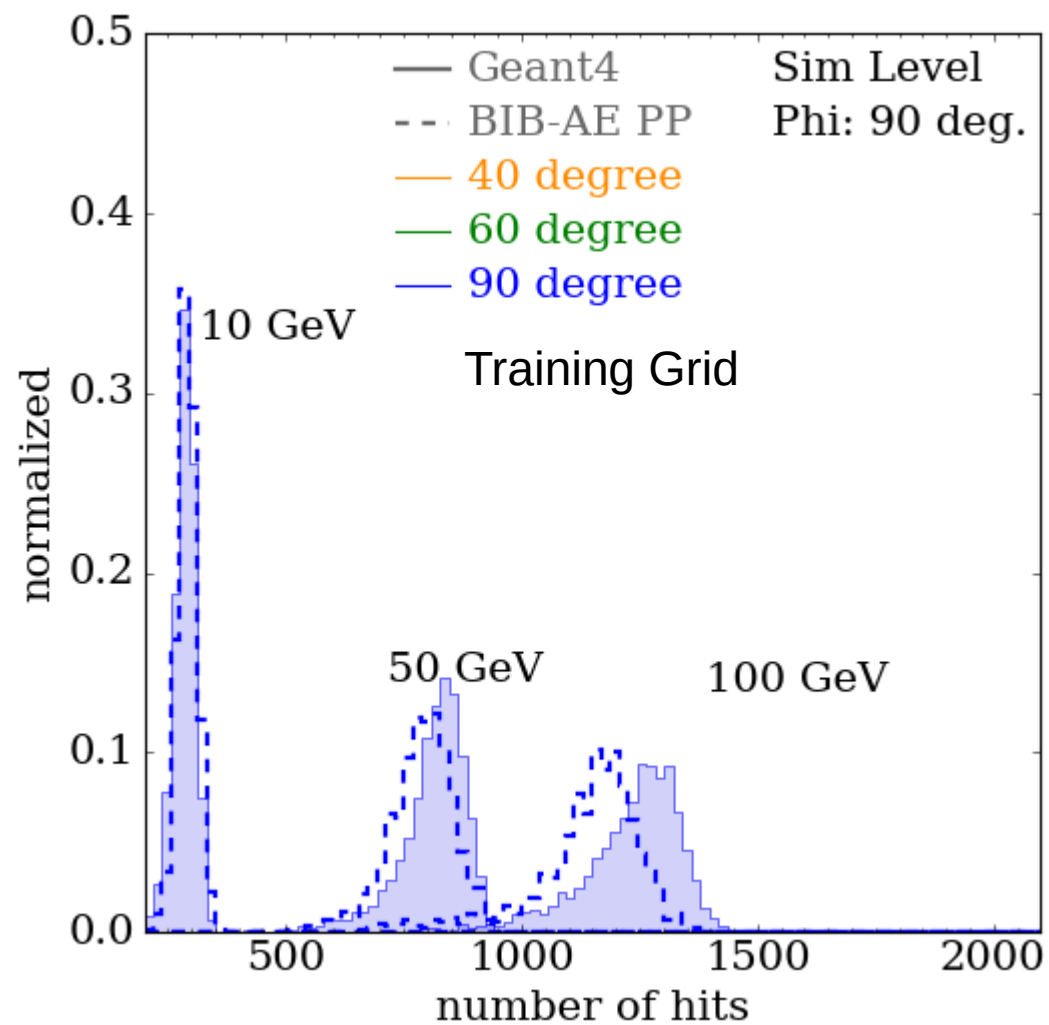
# Pi0 Pt and Pz



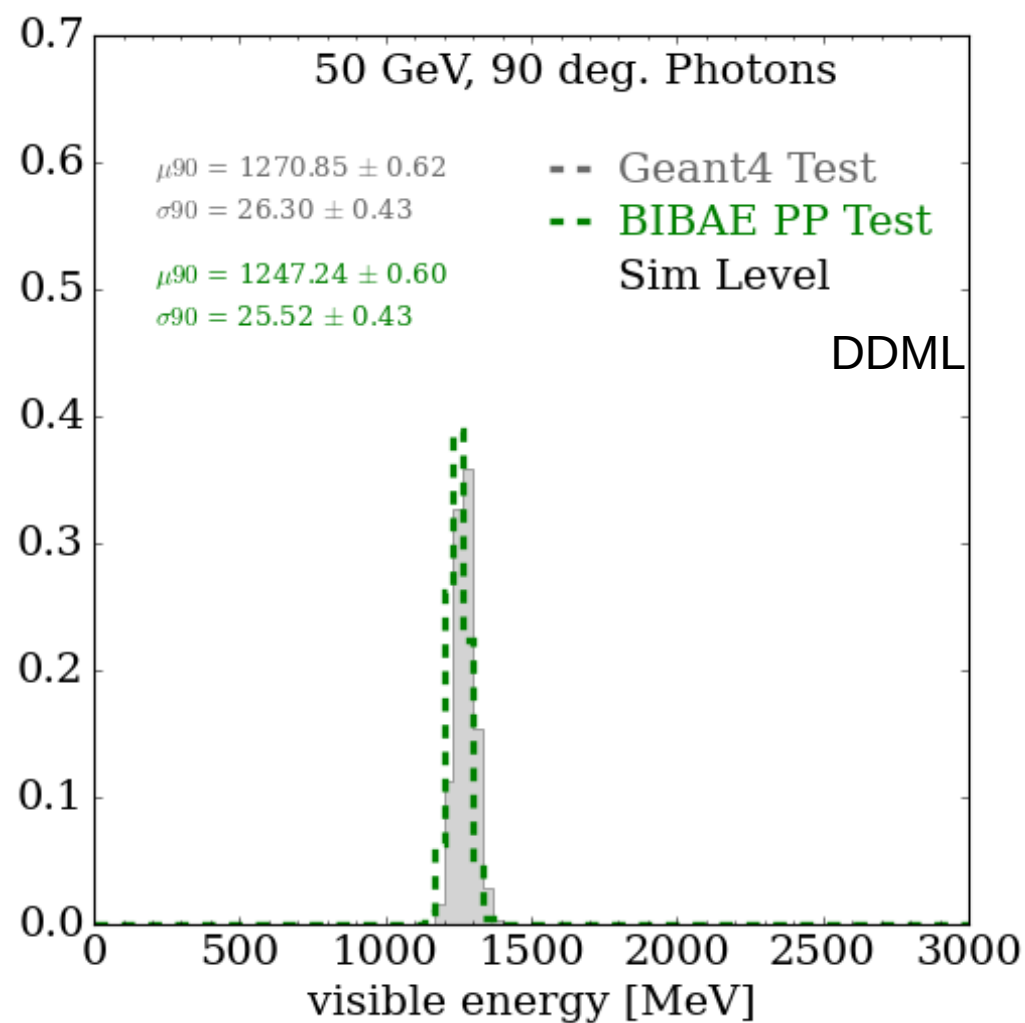
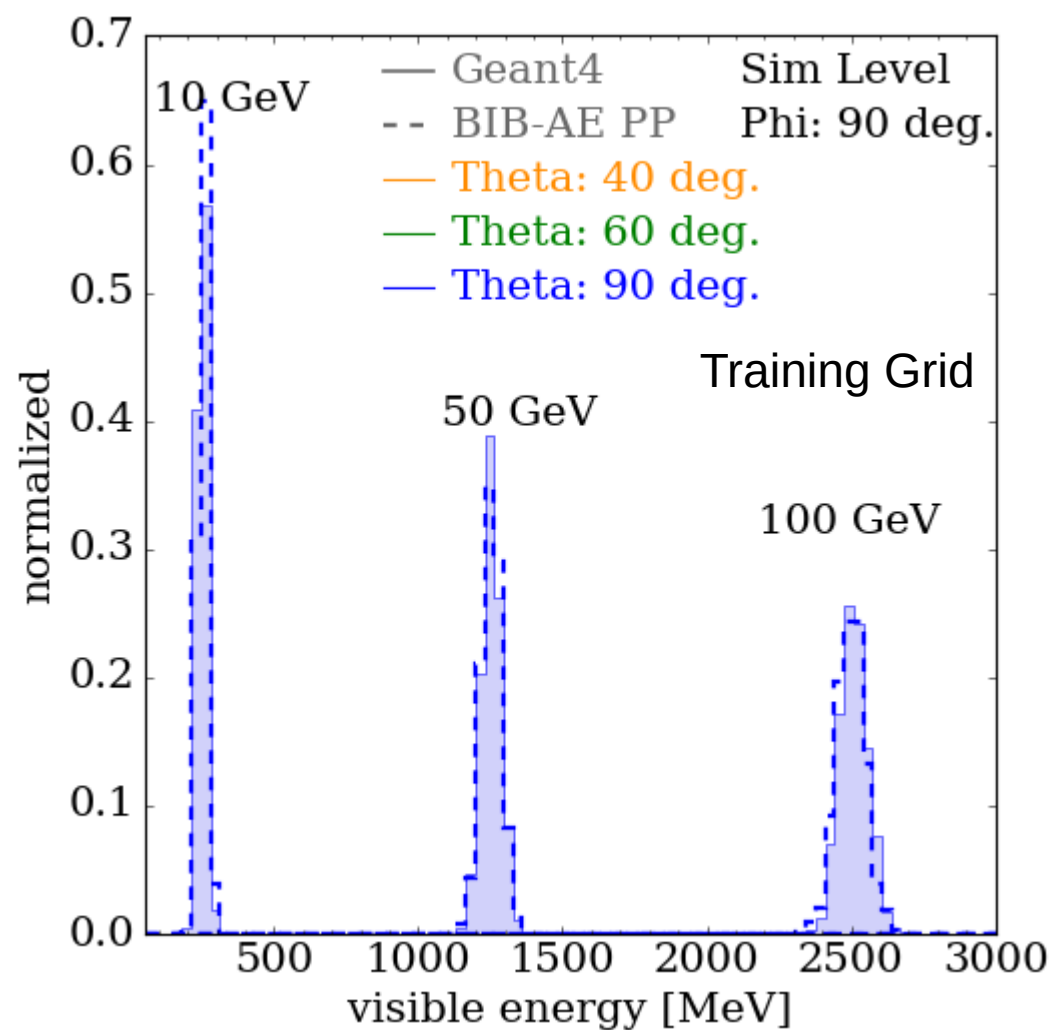
# Longitudinal



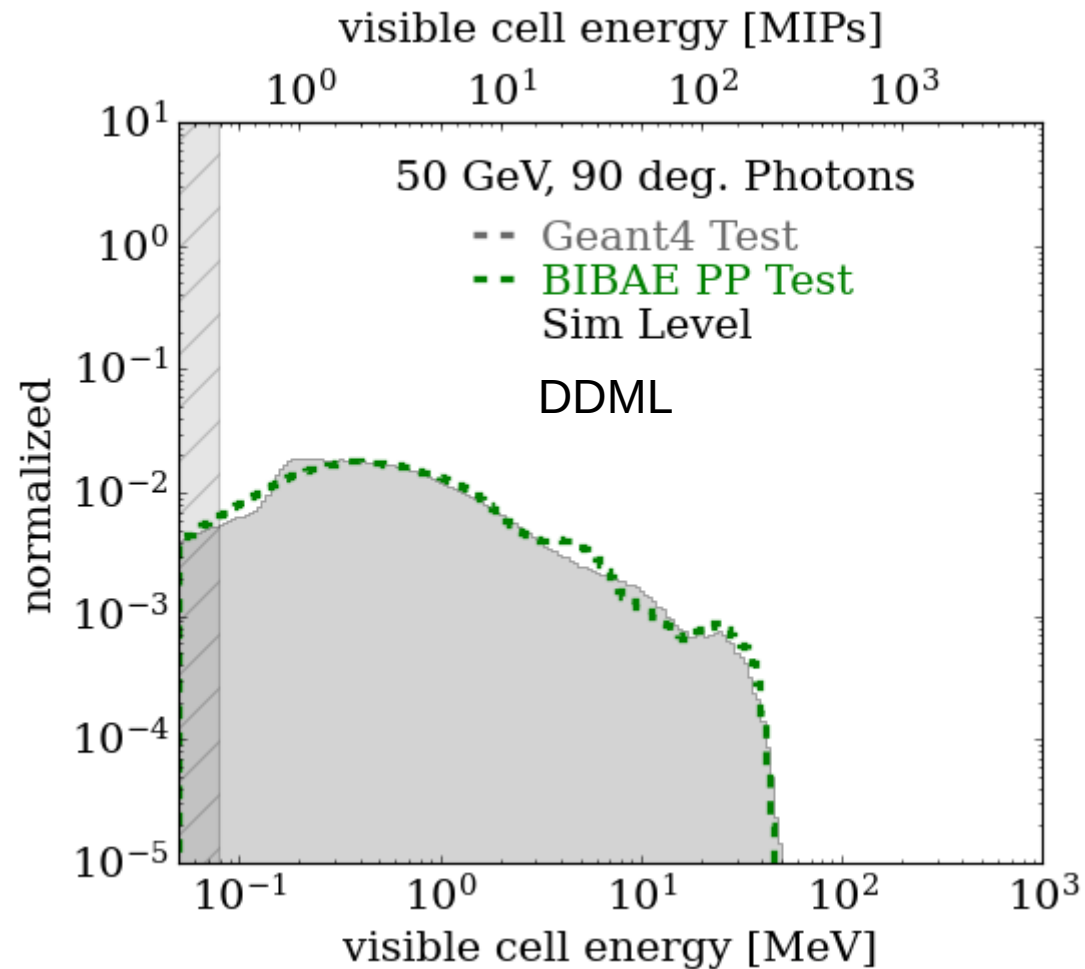
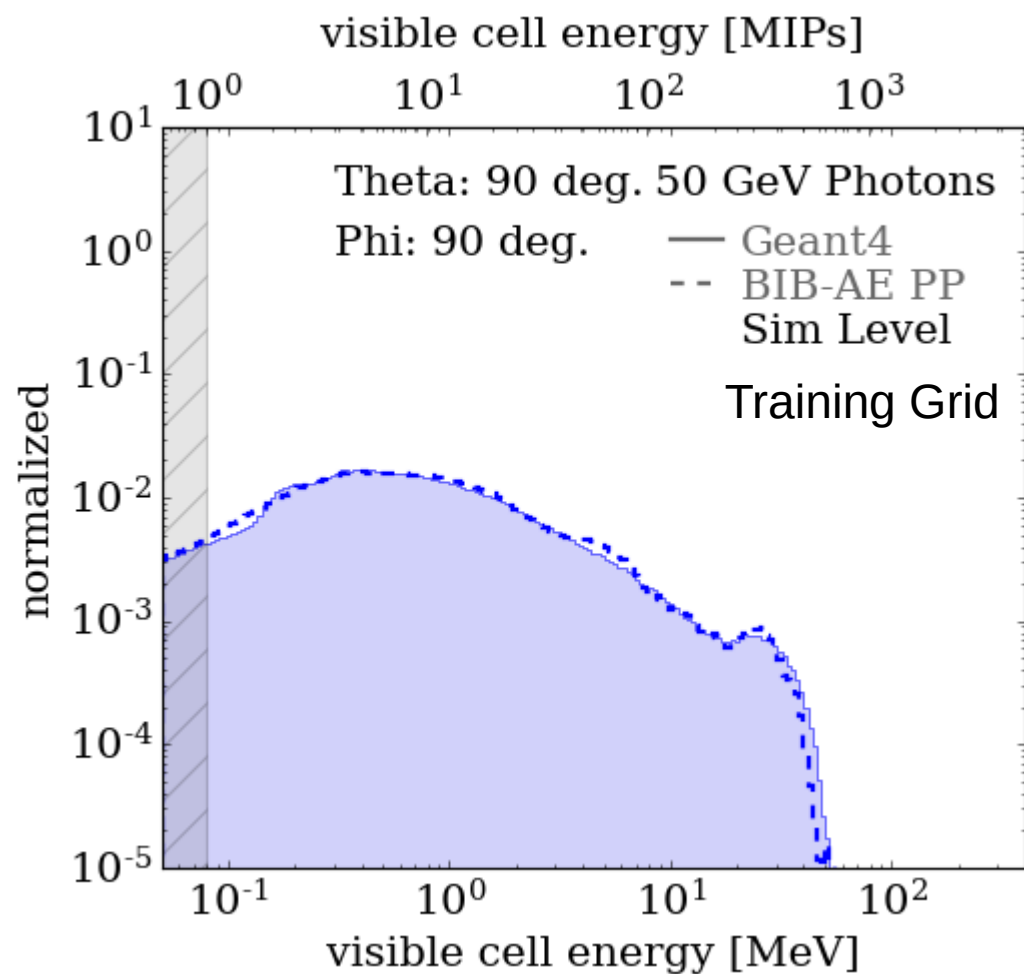
# Nhits



# Visible energy



# Cell Energy



# Radial Energy

