Towards background rejection (Particle Identification)

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MINISTERIO DE CIENCIA, INNOVAC Y UNIVERSIDADES



Financiado por la Unión Europea Plan de Recuperación, Transformación y Resiliencia





Goals

Particle identification for background rejection in NPOD's ECAL

Particles to study:

- Pions
- Neutrons
- Photons

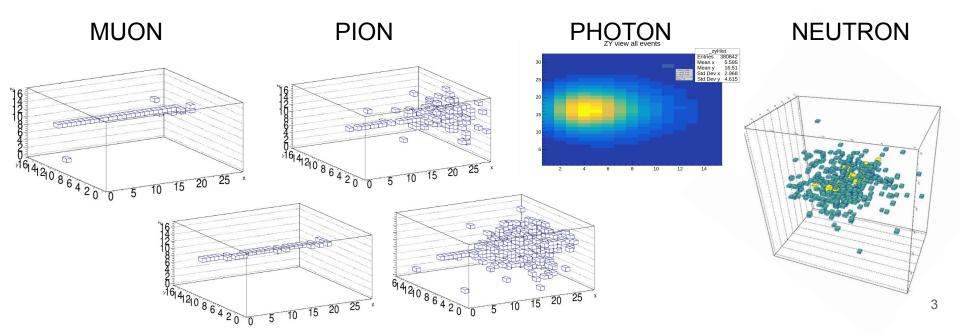
These neutral particles can mimic the expected signal photons in the ECAL, we have to be able to reject them.

The beam dump absorbs most background particles that could come from IP.



Basic principles of PID in High granularity CAL

- Different particles have different behaviors when interacting with the detector material
- EM vs Hadron showers in ECAL have different "shapes" and deposit energy differently



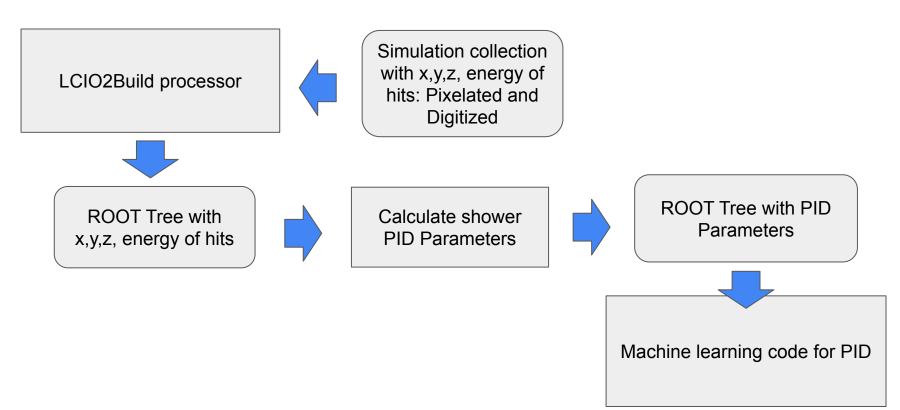


Examples of useful event parameters for PID Making use of the high granularity

- Total number of hits (fired cells)
- Total energy
- Hits per layer
- Energy per layer
- Moliere radius
- Shower start layer (if there is a shower)
- Shower end layer
- Shower length
- Max layer reached
- Transversal distribution per layer and total

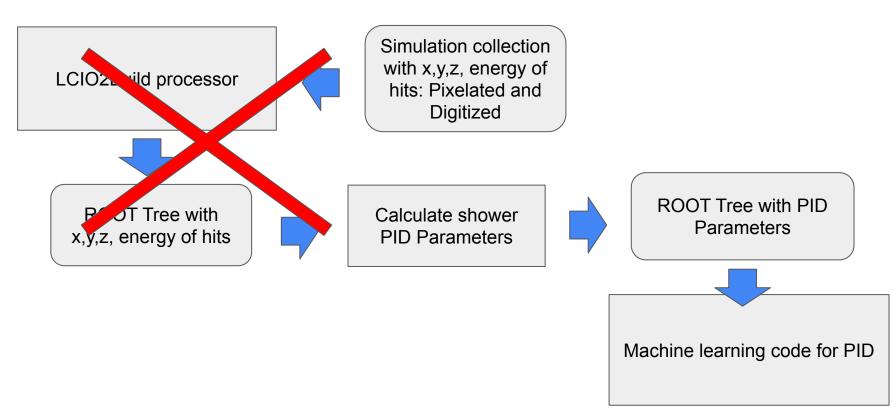


Previous work by J.P. Marquez



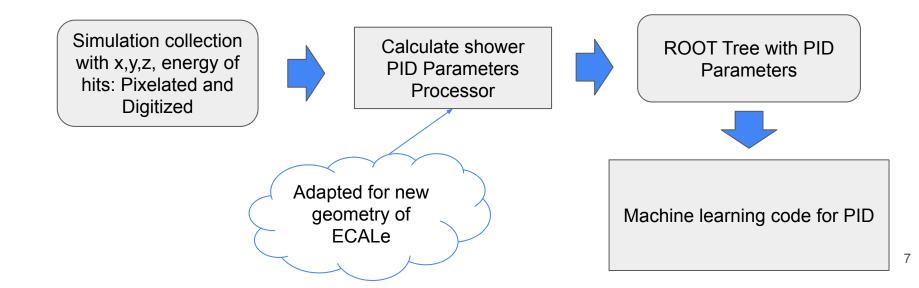


Previous work by Jesus + my work to use with CALORIMETERHIT



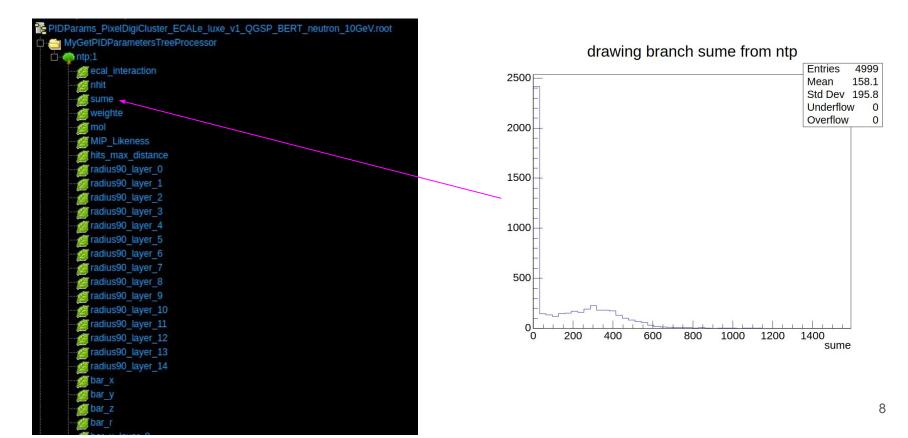


Previous work by Jesus + my work to use with CALORIMETERHIT



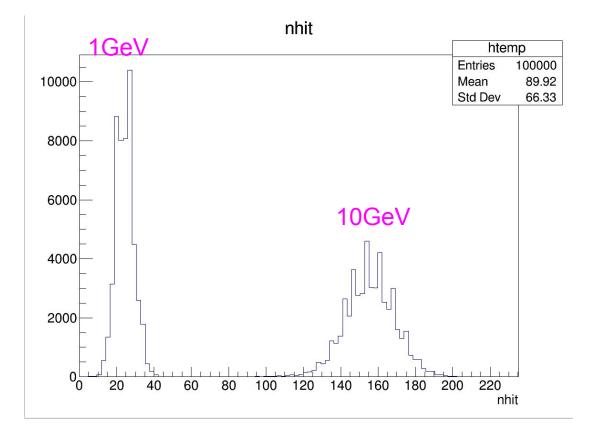


Output root file: neutron



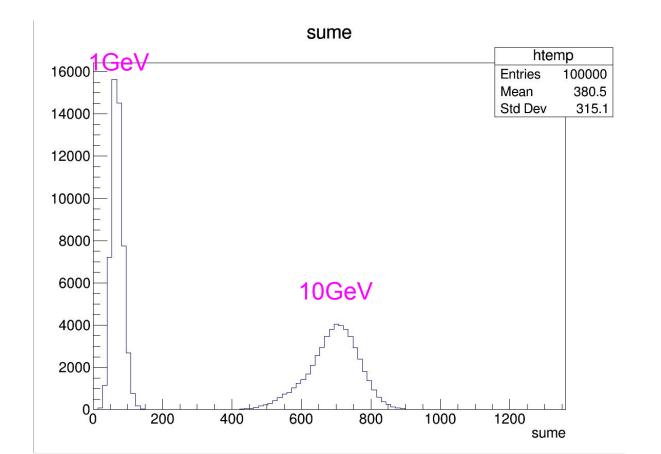


Calculation of parameters from simulation: Photon example



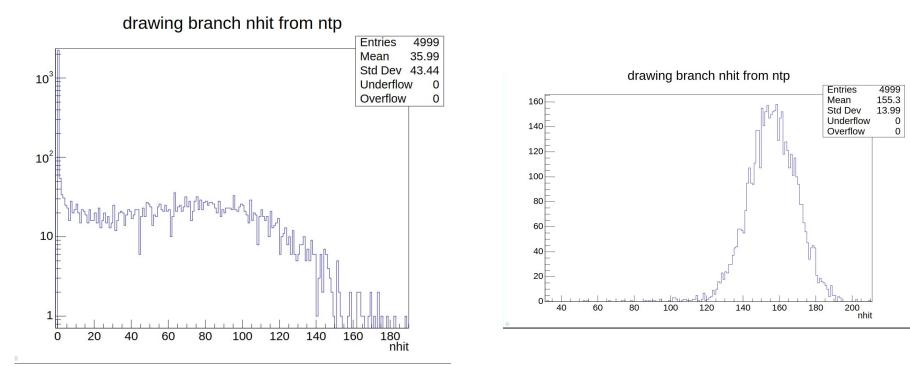
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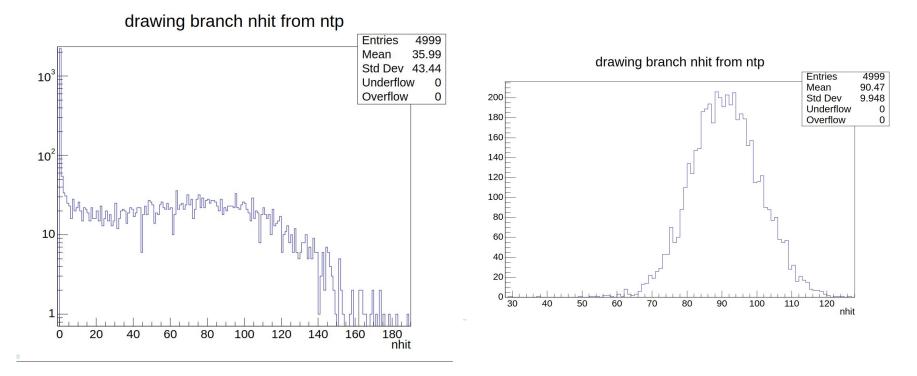


Neutron vs photon: 10 GeV



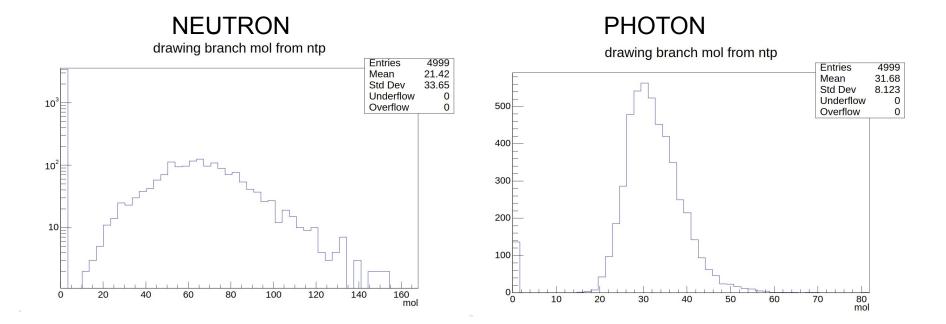


Neutron 10 GeV vs photon 5 GeV





Moliere radius: Neutron vs photon 10 GeV





Work to do

- Immediate
 - Produce samples for the three particle types for many energies to train ML algorithm
- Long run but not too long
 - Actually use J.P.'s machine learning program and get results/numbers for background rejection