



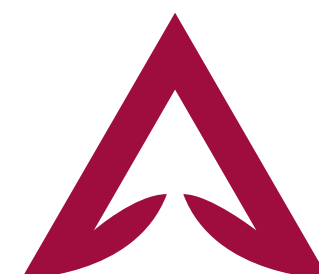
VNIVERSITAT  
ID VALÈNCIA

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INSTITUT DE FÍSICA  
CORPUSCULAR

# ECAL-NPOD

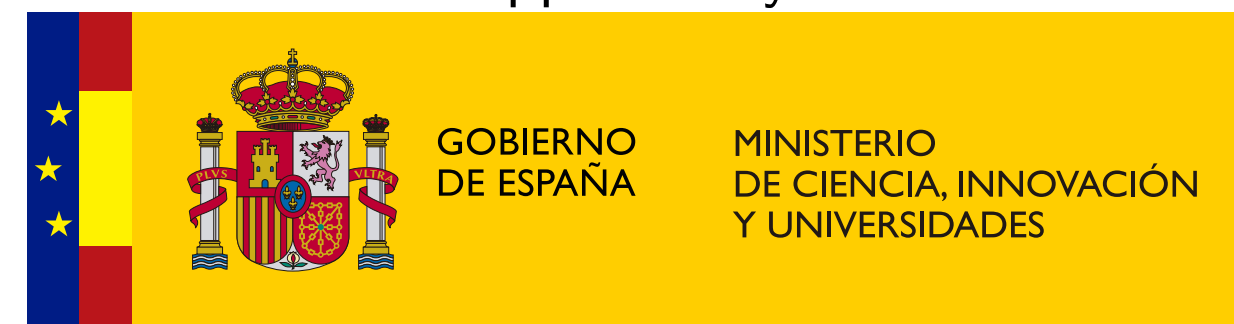
## Vertex reconstruction

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This research is supported by:



# Targets

## Assuming no background

- Separation power:
  - If the (two signal) showers overlap, until how close are they can we separate them?  
Quantified by clustering efficiency
  - What if there are background showers?
  - ... the photons have different energies?
- Reclustering
- Reconstruction  
Quality quantified by the residues of
  - vertex position
  - $p_T$
  - $\cos(\Delta\phi)$

## Particle identification

- Given a shower created by one particle, how good can we determine which kind of particle generate this shower?  
Quantified by likelihood (see MAS)

## Workflow

- Clustering (more than two clusters?)
- PID (two photons?)
- Reclustering (possible vertex?)
- Reconstruction

Codes at [this GitHub repository](#)

- Reminder: Reconstruction targets
- Reminder: dd4hep/Marlin
  - Optimization
- Results
  - Power of separation
  - Reconstruction



# Simulation

- Geometry description of ECAL-E in dd4hep
- Standalone ECAL-E simulated by ddsim
  - Vacuum outside
- Facile digitization:
  - Hit deposit smearing 10%
  - Hit deposit cut at 1/2 MIP
- Gun relocated to avoid stave gaps
- Gun position smearing removed

Simulations for analysis:

- Mono-energetic particle sims
  - 0.5, 1.5, 3.5 GeV
- Two-particle sims for clustering
  - Parallel with various distances in between
    - $z = -1.0$  m; scanning  $\Delta x$
  - From a fixed vertex with various angles
    - $z = -2.5$  m; scanning angles
- Flat-spectrum sims for PID (by MAS)
  - 0.5-3.0 GeV

dd4hep scripts at [this GitHub path](#)

# Reconstruction

- Separation power (parallel sim.)
  - Nearest-neighbour clustering
  - Optimised for different energies
  - The deposits of the two clusters should be close enough ( $0.5 < \text{ratio} < 2.0$ )
  - How close the neighbours are?
    - dCut:  $\sqrt{[15^2 + (5.5 \cdot d)^2]}$  mm;  $d = 1, 2, 3$
    - eCut: 1, 2, ..., 10 MIPs
- Use the optimised parameters to continue with vertex simulations
  - Reclustering
    - Along parallel cylinders
  - Reconstruction
    - $vX_{\{x, y, z\}}$  vertex position residues
    - $p_T$  transverse momentum
    - $\text{mass} = \sqrt{E^2 - p_z^2 - p_T^2}$
    - $\cos(\Delta\phi)$

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More neighbours

←

E = 0.5 GeV, Δx = 50 mm

|      | 1            | 2     | 3     | 4     | 5    | 6    | 7    | 8    | 9    | 10   |
|------|--------------|-------|-------|-------|------|------|------|------|------|------|
| 16.0 | 74.9%        | 64.2% | 43.8% | 19.9% | 6.6% | 1.9% | 0.5% | 0.2% | 0.1% | 0.0% |
| 18.6 | <u>75.3%</u> | 65.2% | 47.0% | 22.4% | 7.8% | 2.3% | 0.6% | 0.2% | 0.1% | 0.0% |
| 22.3 | 74.6%        | 65.4% | 48.2% | 23.7% | 8.3% | 2.4% | 0.6% | 0.2% | 0.1% | 0.0% |

More neighbours

↓

E = 1.5 GeV, Δx = 50 mm

|      | 1            | 2     | 3     | 4     | 5     | 6     | 7     | 8     | 9     | 10    |
|------|--------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 16.0 | <u>94.8%</u> | 89.4% | 83.3% | 77.3% | 71.9% | 63.0% | 49.8% | 35.5% | 22.3% | 12.5% |
| 18.6 | 89.4%        | 89.6% | 83.8% | 77.9% | 72.4% | 64.0% | 51.5% | 37.0% | 23.5% | 13.3% |
| 22.3 | 75.7%        | 85.8% | 82.8% | 77.8% | 72.3% | 64.3% | 52.3% | 37.7% | 24.3% | 13.8% |

More neighbours

↓

E = 3.5 GeV, Δx = 50 mm

|      | 1     | 2     | 3            | 4     | 5     | 6     | 7     | 8     | 9     | 10    |
|------|-------|-------|--------------|-------|-------|-------|-------|-------|-------|-------|
| 16.0 | 89.1% | 97.5% | <u>97.6%</u> | 96.3% | 94.3% | 92.2% | 90.0% | 87.4% | 85.2% | 81.9% |
| 18.6 | 61.5% | 89.2% | 95.3%        | 95.6% | 94.2% | 92.3% | 89.9% | 87.4% | 85.1% | 82.0% |
| 22.3 | 29.1% | 70.8% | 88.5%        | 93.3% | 93.5% | 91.9% | 89.9% | 87.4% | 85.1% | 82.0% |

More neighbours

←

E = 1.5 GeV, Δx = 30 mm

|      | 1     | 2     | 3            | 4     | 5     | 6     | 7     | 8     | 9     | 10    |
|------|-------|-------|--------------|-------|-------|-------|-------|-------|-------|-------|
| 16.0 | 46.6% | 72.9% | <u>77.3%</u> | 74.8% | 70.8% | 62.2% | 49.7% | 35.5% | 22.3% | 11.7% |
| 18.6 | 16.8% | 48.6% | 65.4%        | 69.2% | 68.2% | 61.7% | 50.3% | 36.7% | 23.5% | 12.6% |
| 22.3 | 4.2%  | 25.2% | 47.3%        | 58.0% | 62.6% | 58.5% | 49.3% | 36.5% | 23.6% | 12.8% |

More neighbours

↓

E = 1.5 GeV, Δx = 50 mm

|      | 1            | 2     | 3     | 4     | 5     | 6     | 7     | 8     | 9     | 10    |
|------|--------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 16.0 | <u>94.8%</u> | 89.4% | 83.3% | 77.3% | 71.9% | 63.0% | 49.8% | 35.5% | 22.3% | 12.5% |
| 18.6 | 89.4%        | 89.6% | 83.8% | 77.9% | 72.4% | 64.0% | 51.5% | 37.0% | 23.5% | 13.3% |
| 22.3 | 75.7%        | 85.8% | 82.8% | 77.8% | 72.3% | 64.3% | 52.3% | 37.7% | 24.3% | 13.8% |

More neighbours

↓

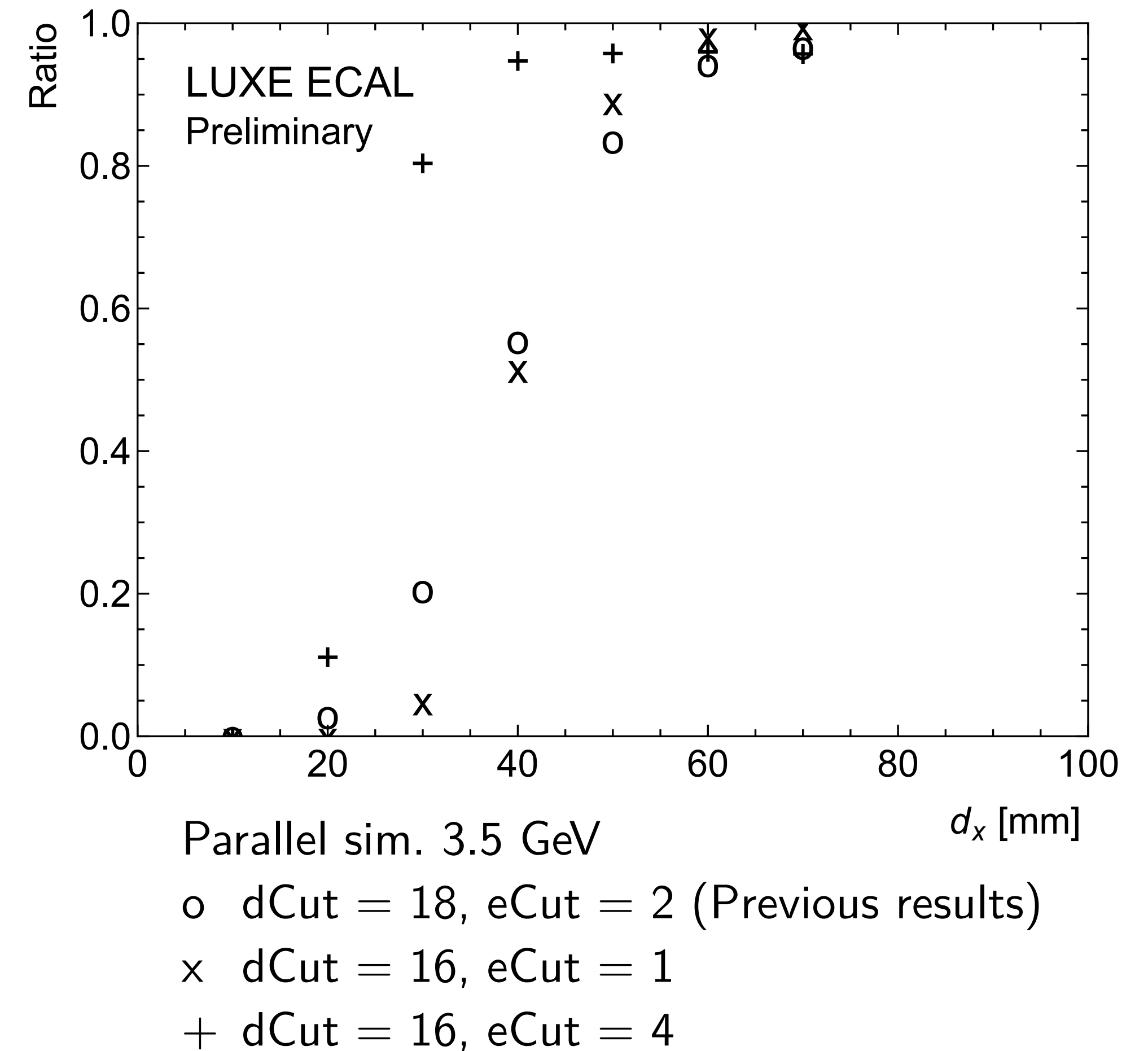
E = 1.5 GeV, Δx = 70 mm

|      | 1            | 2     | 3     | 4     | 5     | 6     | 7     | 8     | 9     | 10   |
|------|--------------|-------|-------|-------|-------|-------|-------|-------|-------|------|
| 16.0 | 95.8%        | 89.1% | 81.1% | 74.4% | 67.5% | 58.6% | 44.0% | 29.2% | 16.7% | 8.4% |
| 18.6 | <u>96.5%</u> | 90.5% | 82.7% | 75.4% | 68.4% | 59.9% | 45.5% | 30.6% | 17.9% | 9.3% |
| 22.3 | 95.7%        | 90.8% | 83.2% | 75.9% | 68.7% | 60.1% | 46.3% | 31.5% | 18.4% | 9.7% |

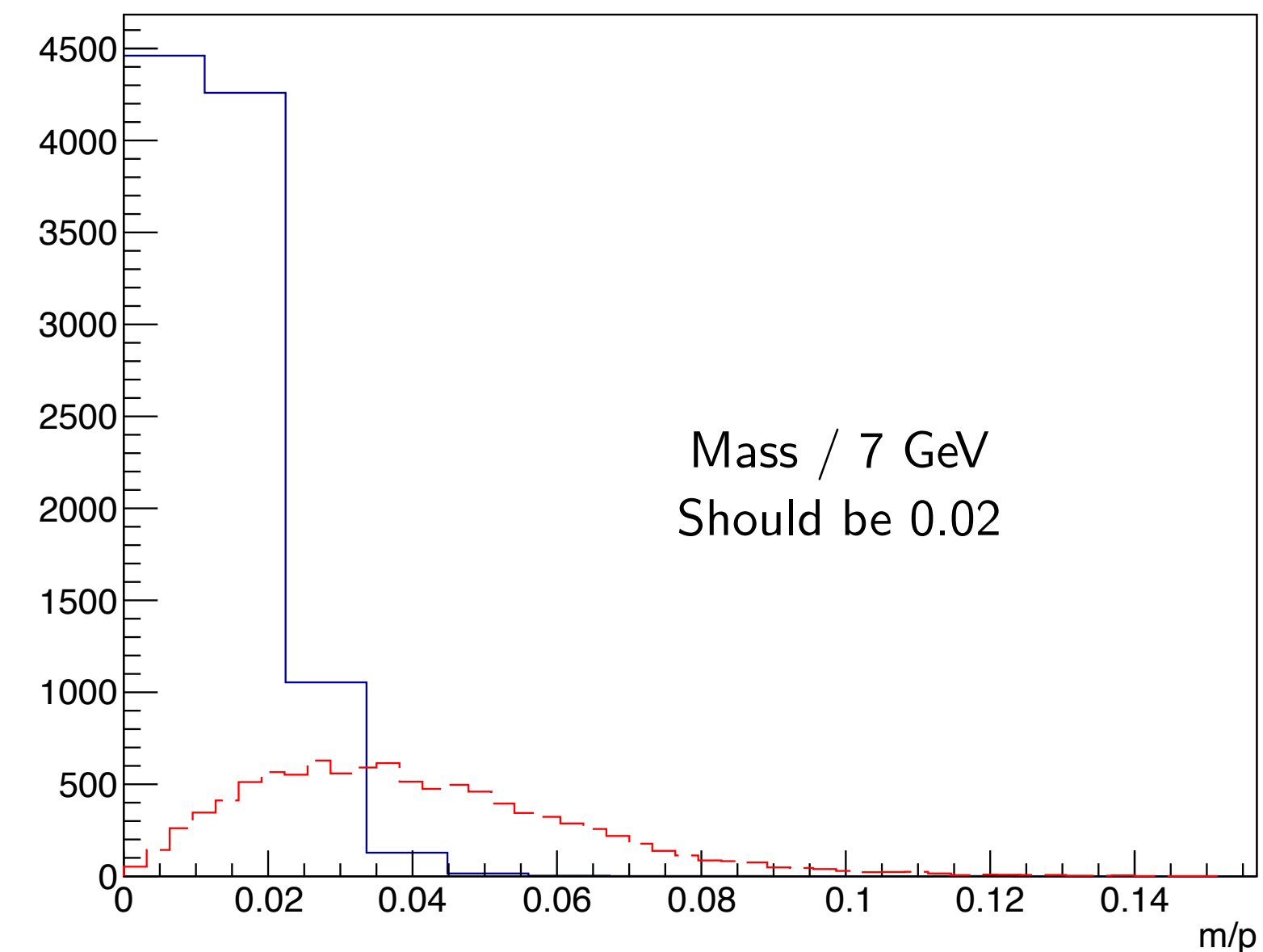
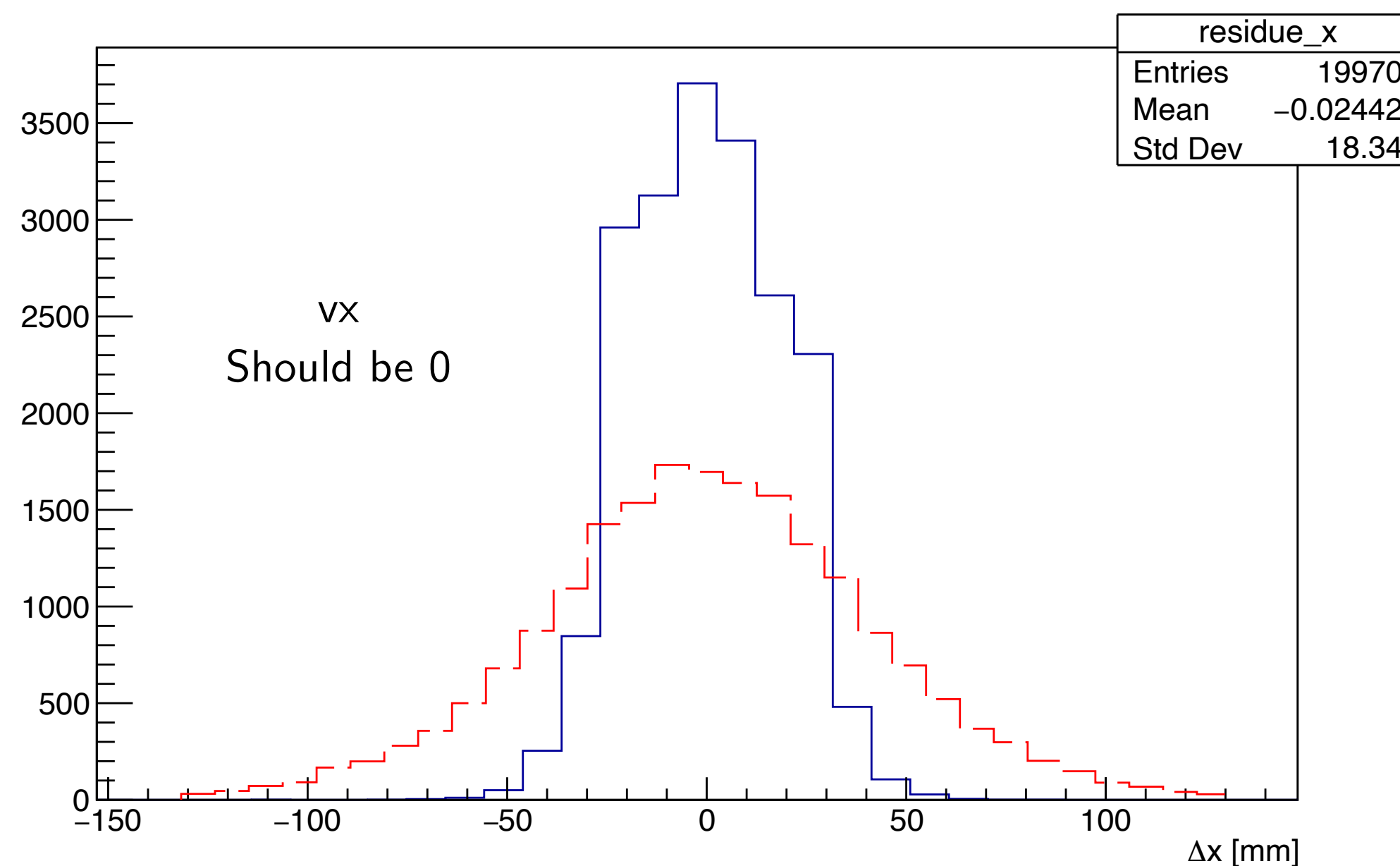
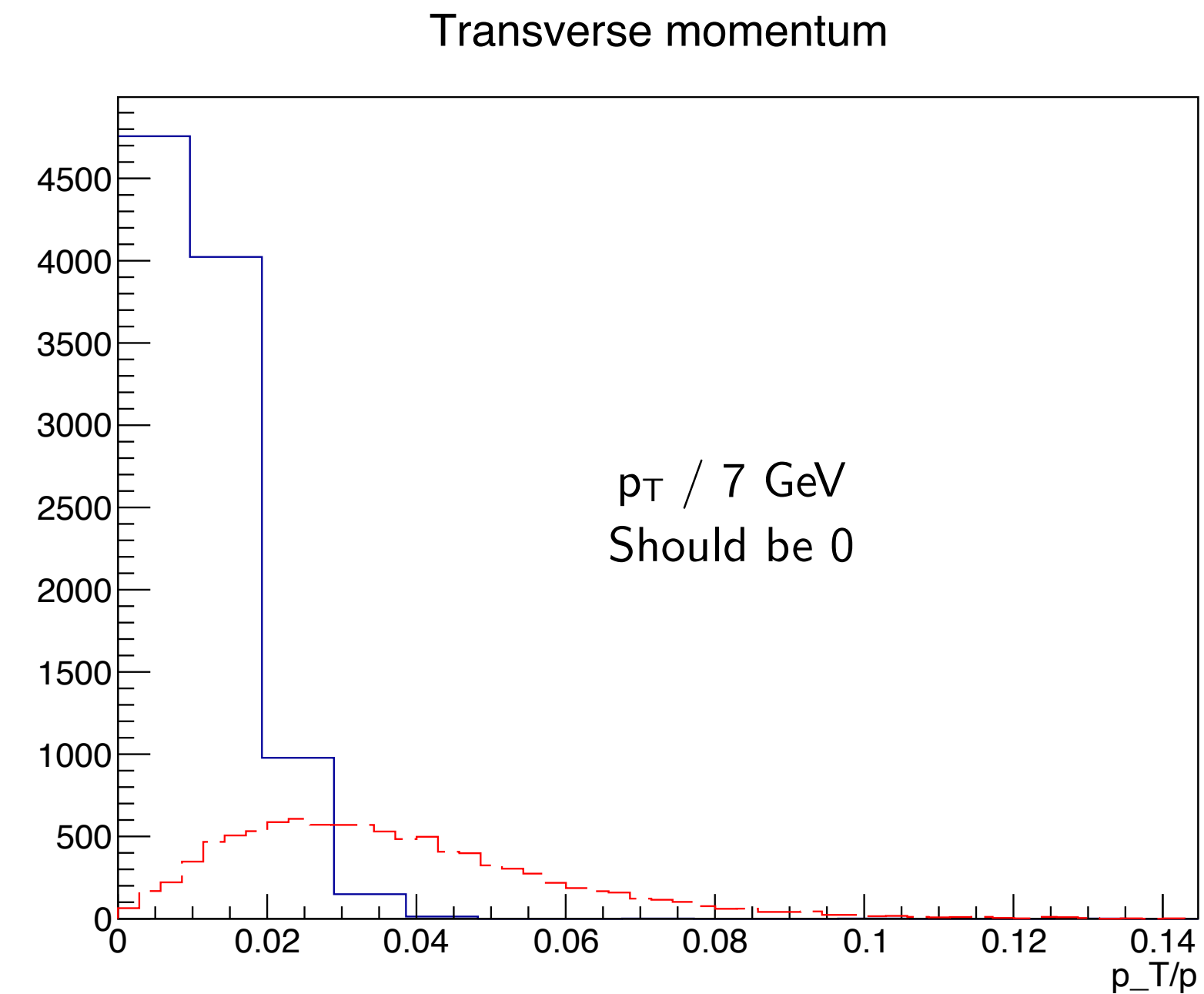
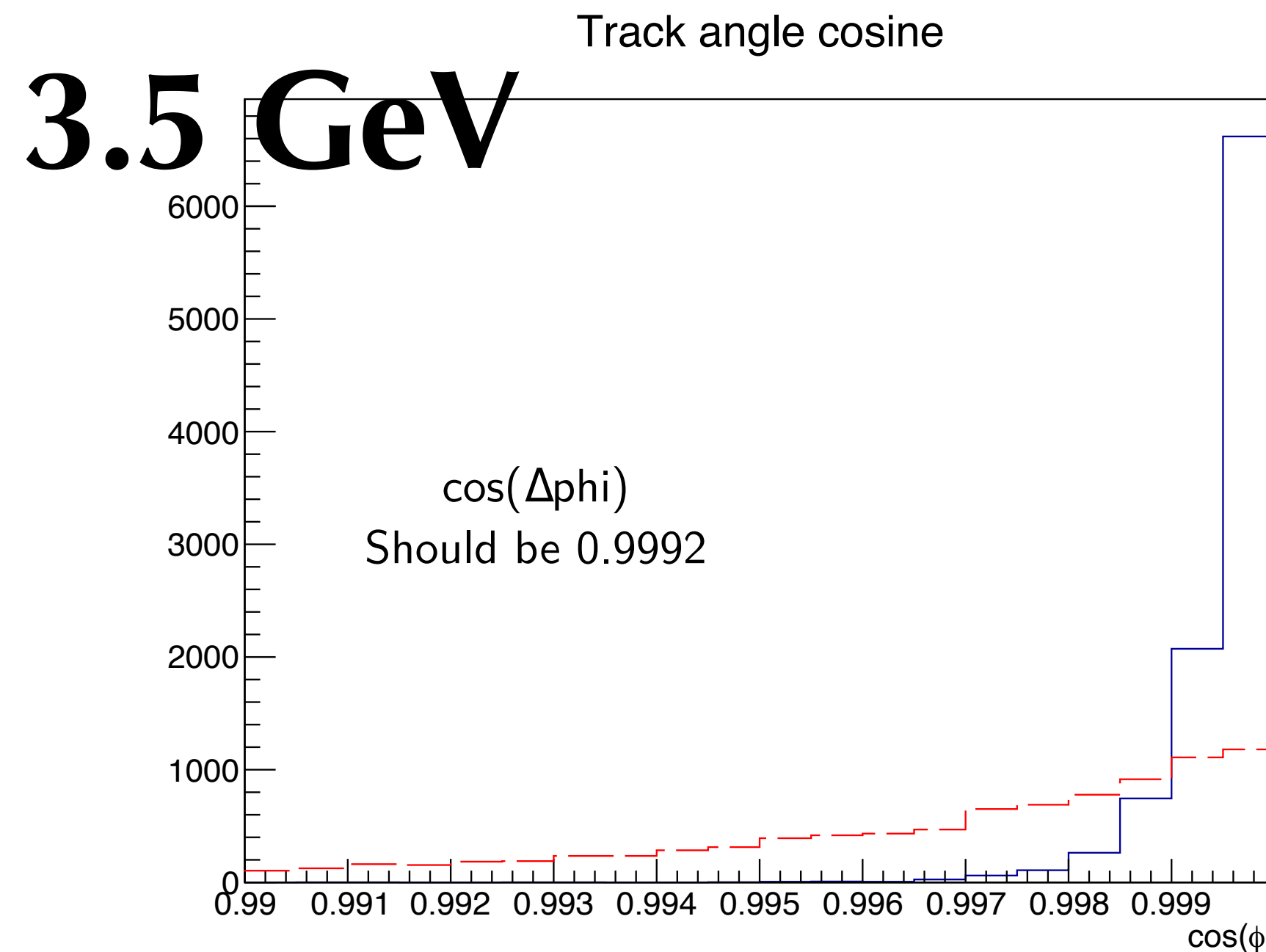


# Power of separation

- Tune the parameter to fit
  - the (estimated) signal energy
    - Lower energy requires more neighbours
  - the requirement of separation
    - Closer showers require stricter cut
- To test the best performance w/o taking the clustering error into account, wide separated samples are used for vertex recon.
- $\Delta\phi = 0.04 \text{ rad} = 2.3^\circ$
- NNClustering parameters:
  - $e\text{Cut} = 1 \text{ MIP}$
  - $d\text{Cut} = 22, 18, 16 \text{ mm}$  (for 0.5, 1.5, 3.5 GeV)

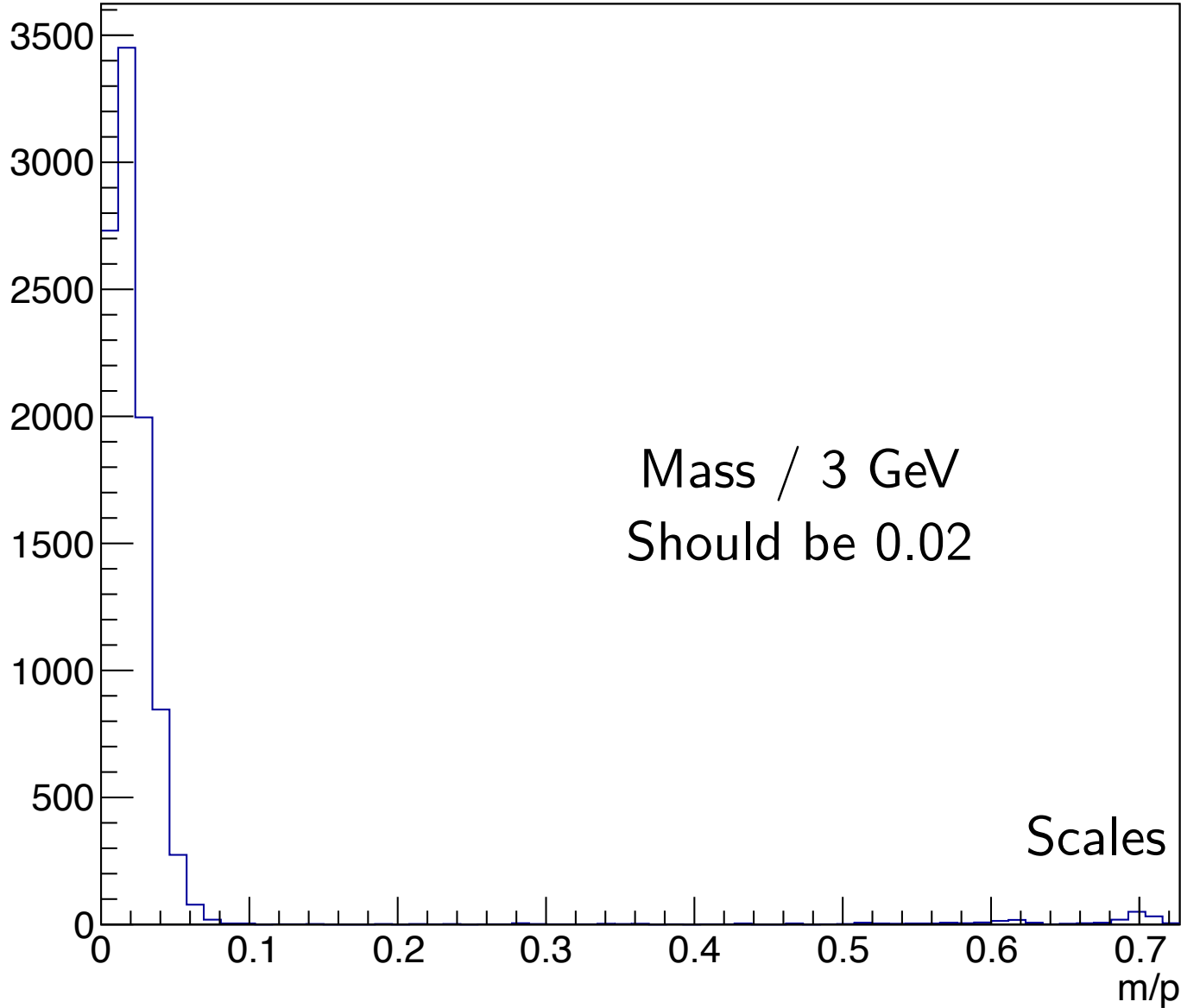
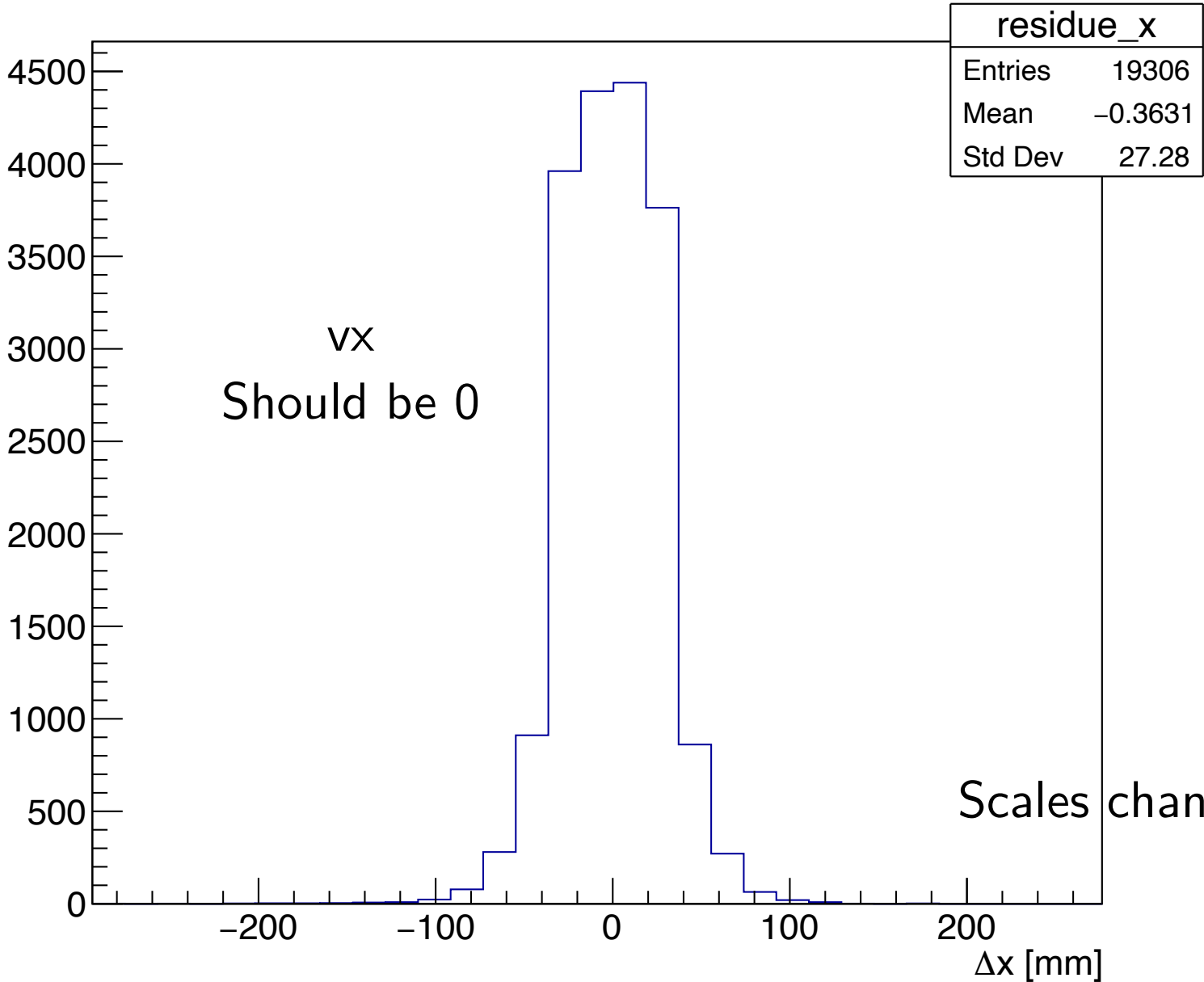
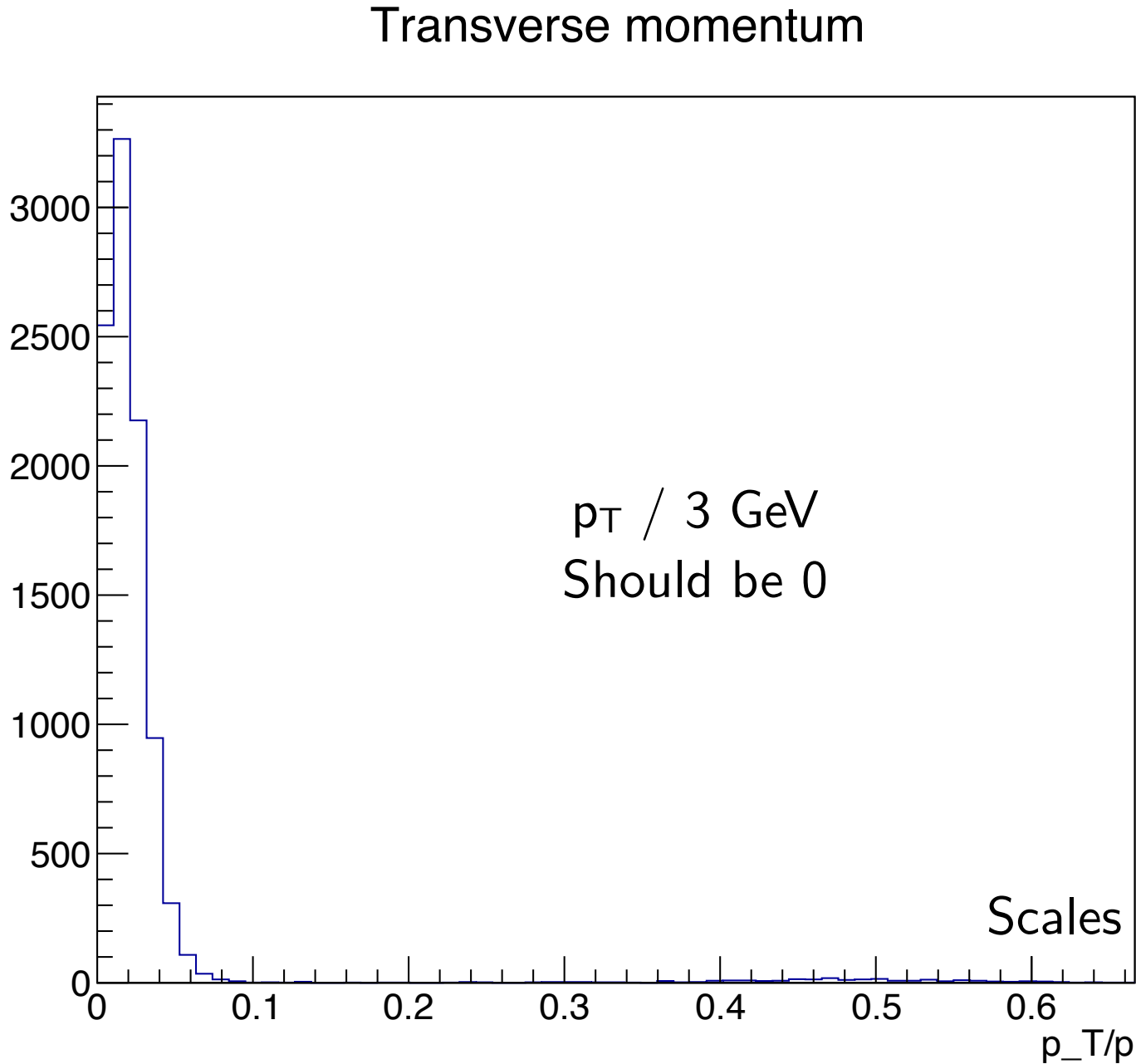
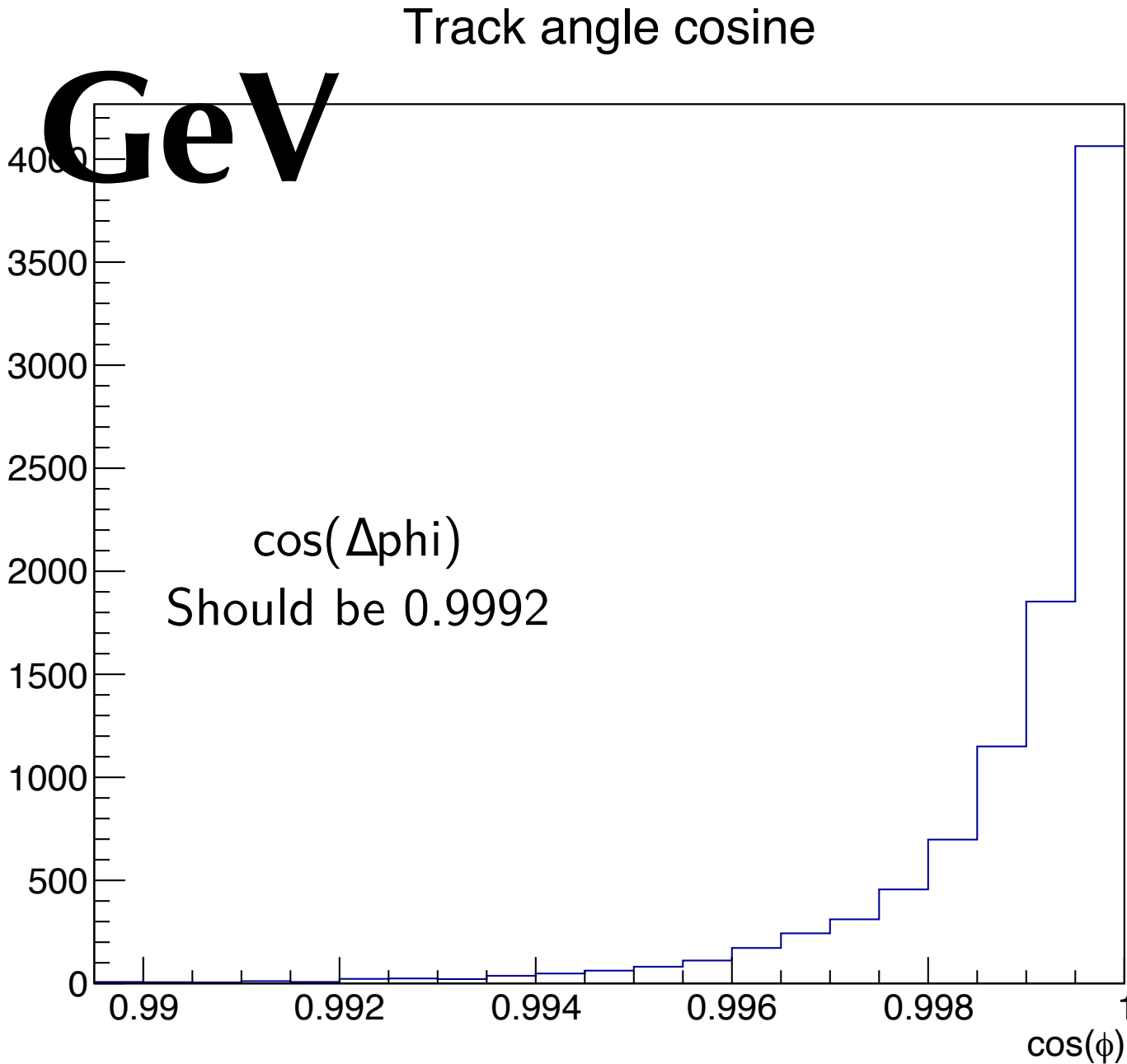


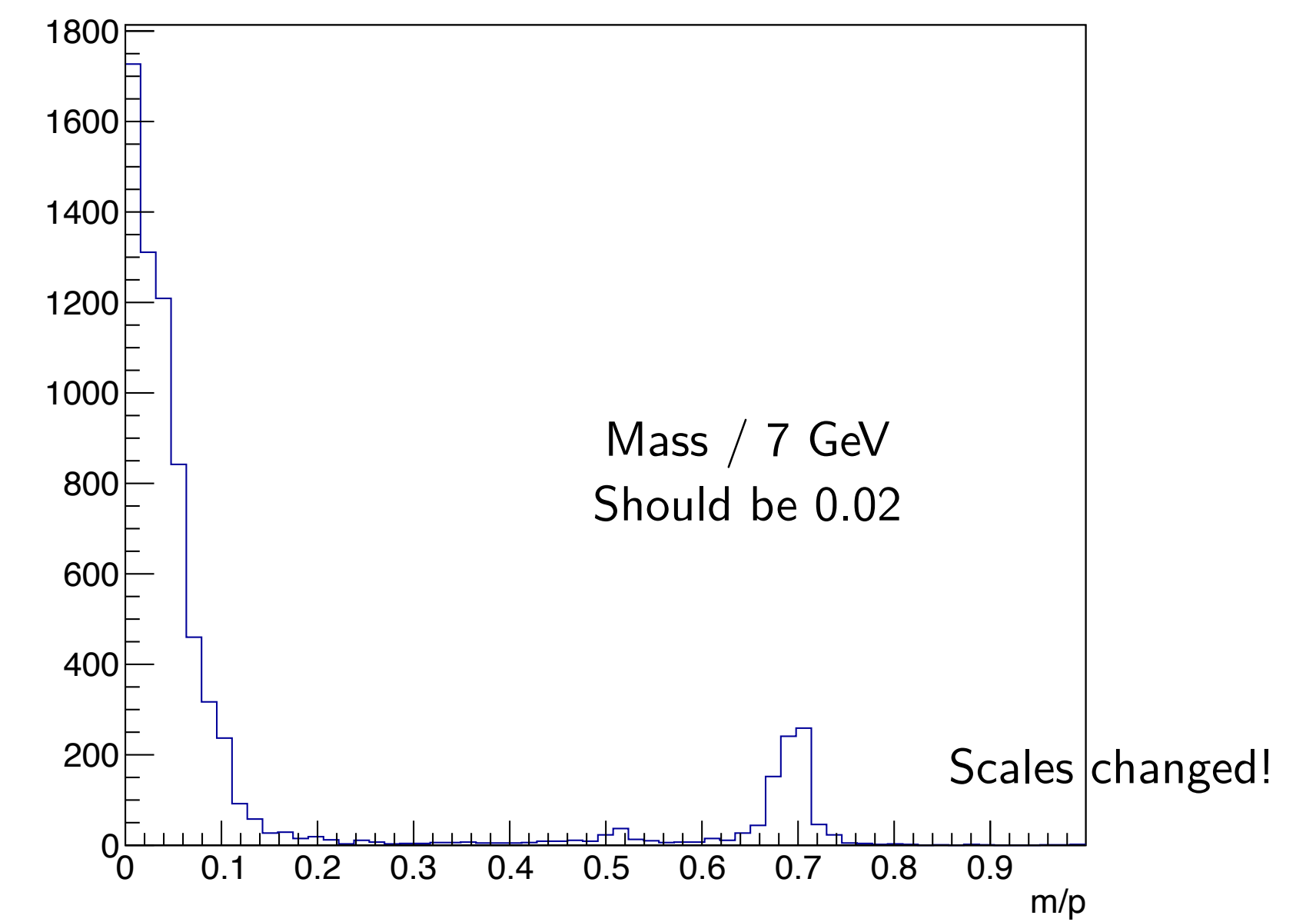
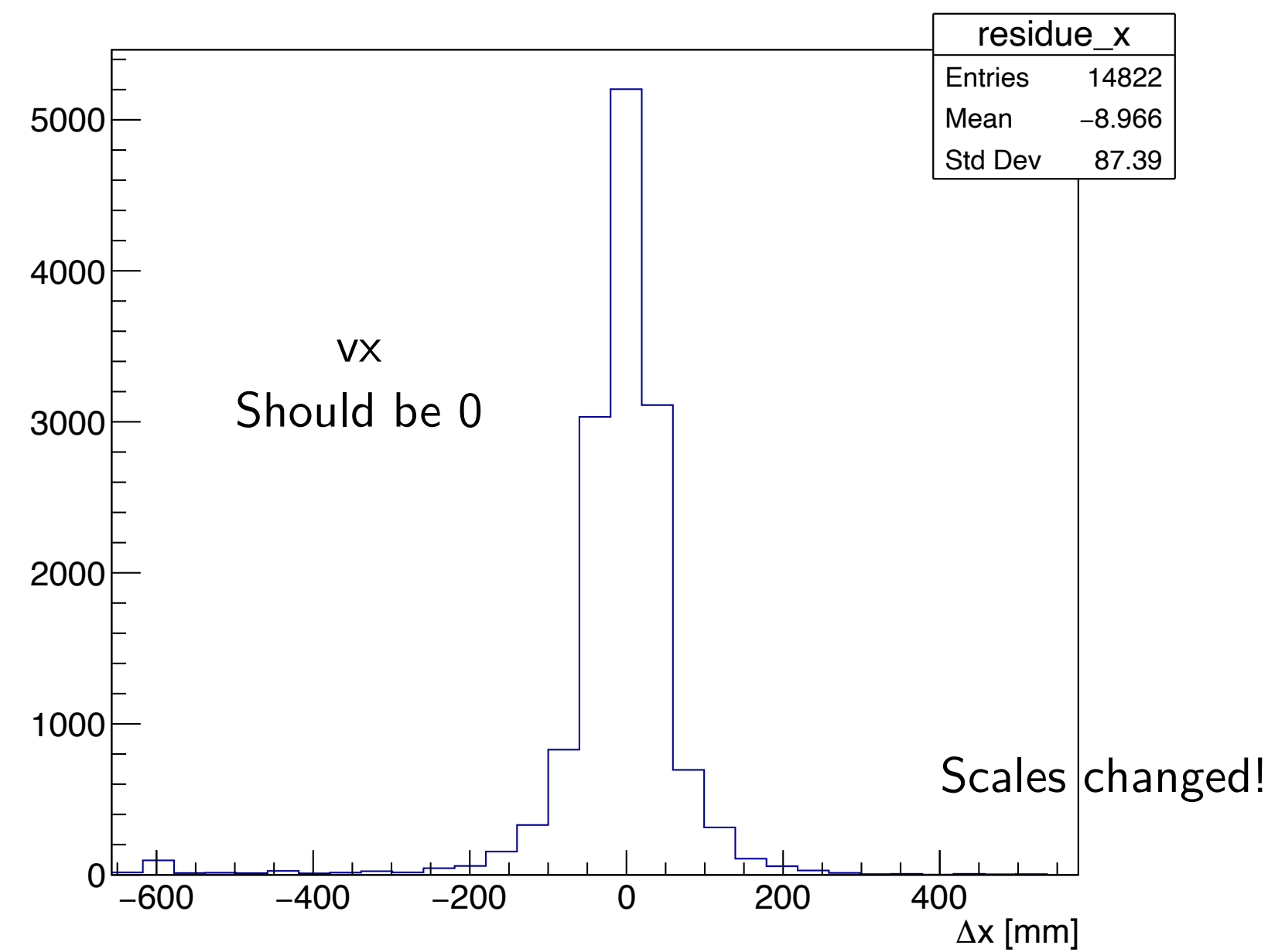
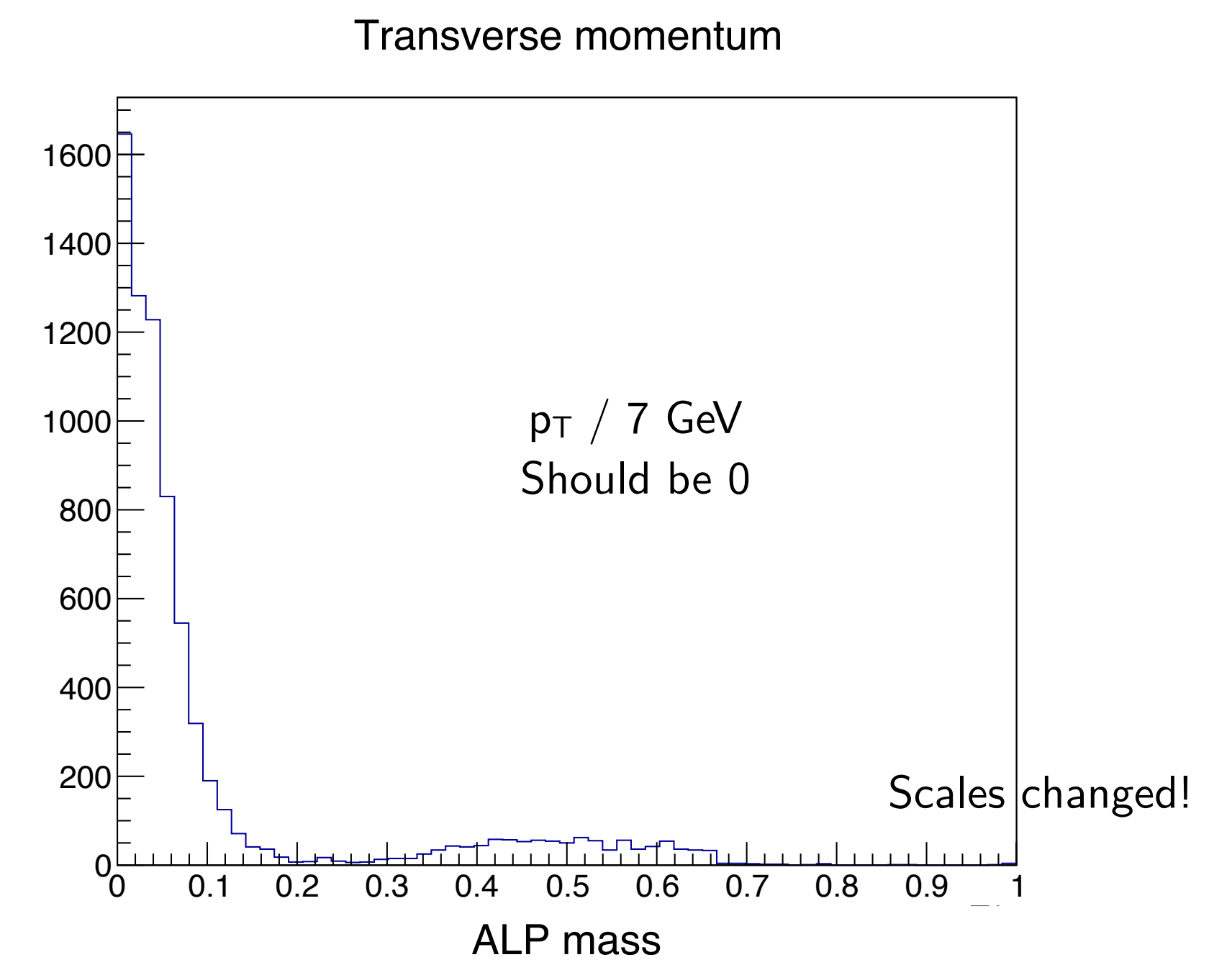
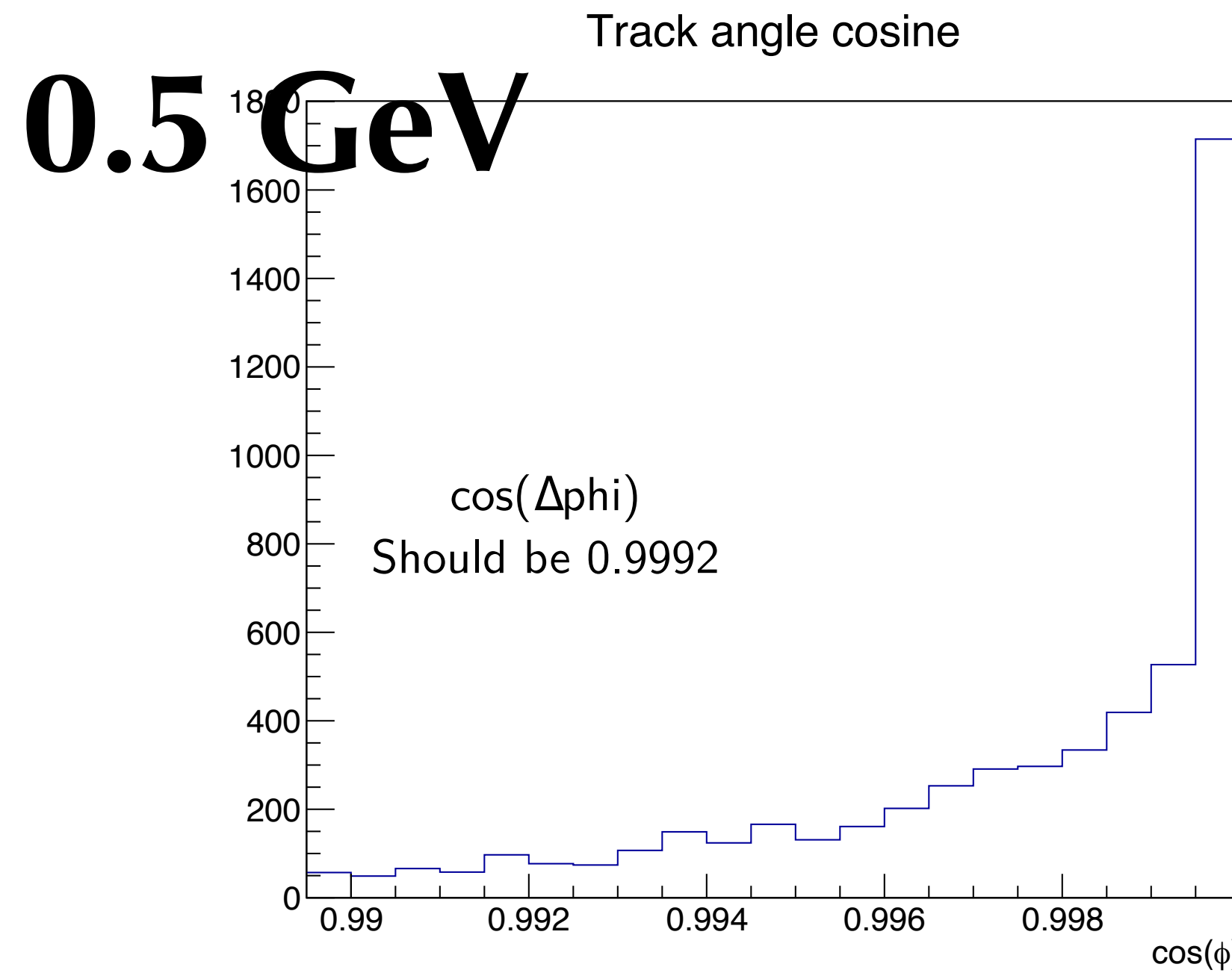
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1.5 GeV





# Reconstruction

- Still work in progress
  - Bin sizes...
  - Understanding the irregularities
  - Enlarge the search range to optimise the lower energetic ones?
- Backgrounds?

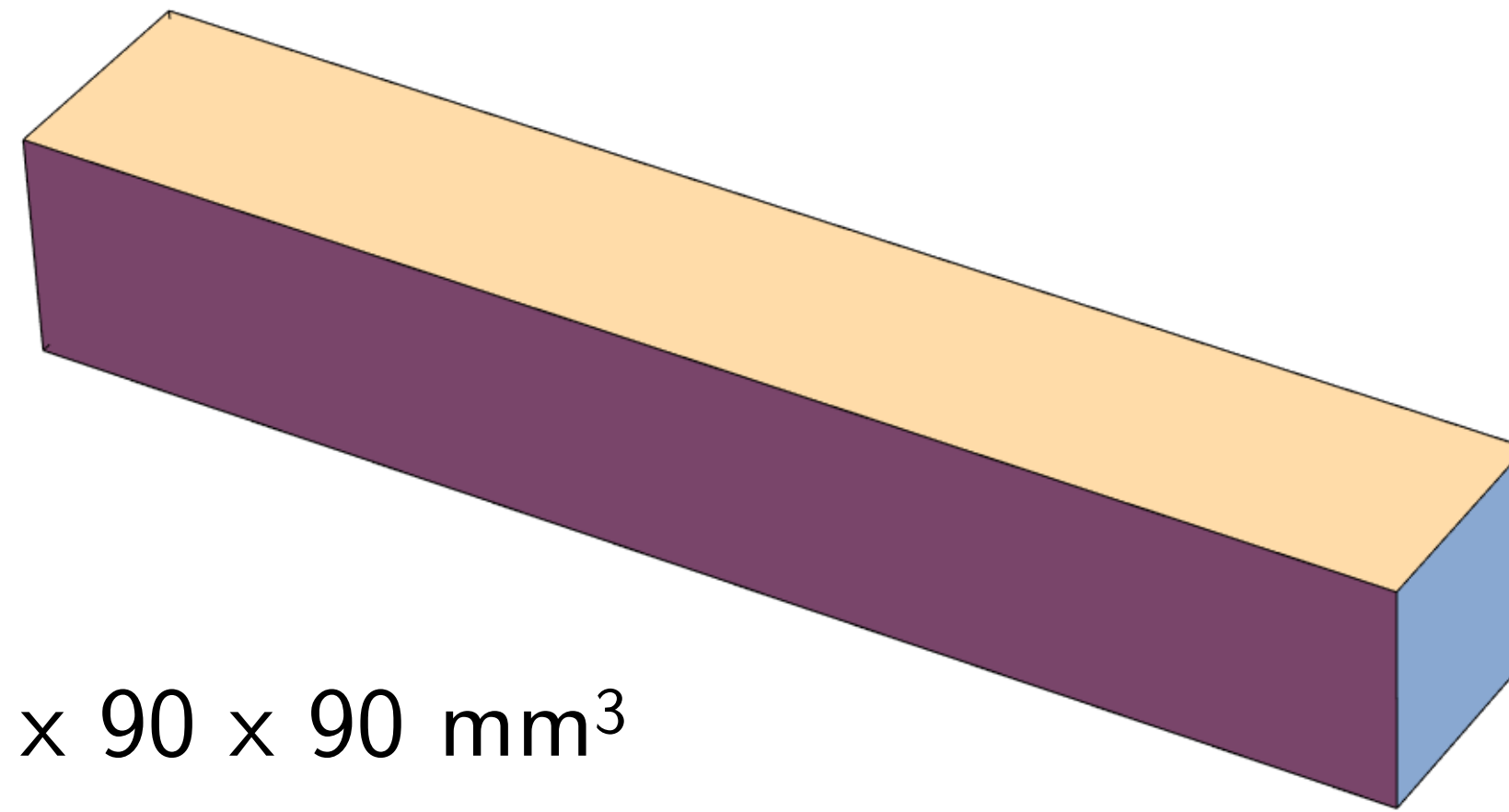


# Backup

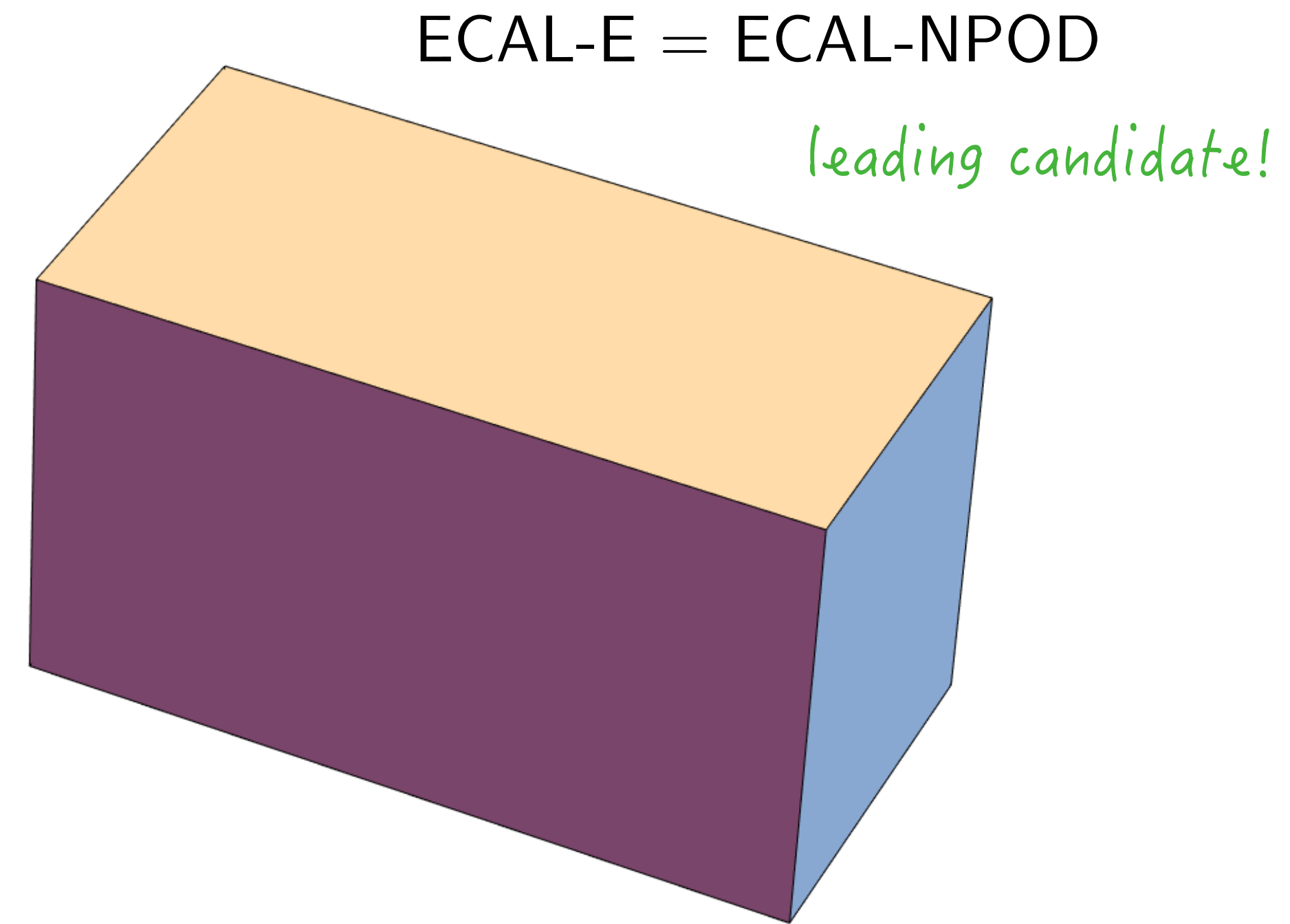




# ECAL-P/E



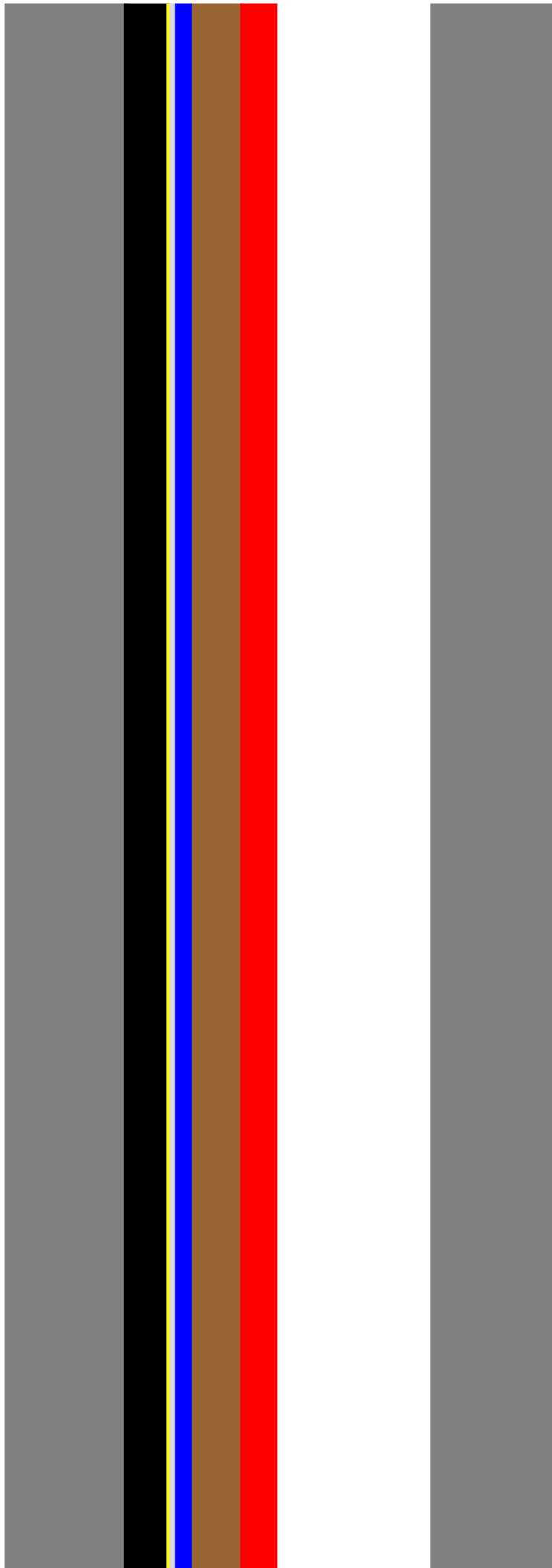
- ECAL-P:  $540 \times 90 \times 90 \text{ mm}^3$ 
  - $X = 96 \times 5.5 \text{ mm}$
  - $Y = 16 \times 5.5 \text{ mm}$
  - $Z = 20 \times 4.5 \text{ mm}$
  - $W = 3.5 \text{ mm} = 1.0 X_0$
  - $\text{Si} = 0.320 \text{ mm}$



- ECAL-E:  $360 \times 180 \times 210 \text{ mm}^3$ 
  - $X = 64 \times 5.5 \text{ mm}$
  - $Y = 32 \times 5.5 \text{ mm}$
  - $Z = 15 \times 15 \text{ mm}$  (10 mm possible)
  - $W = 4.2 \text{ mm} = 1.2 X_0$
  - $\text{Si} = 0.500 \text{ mm}$

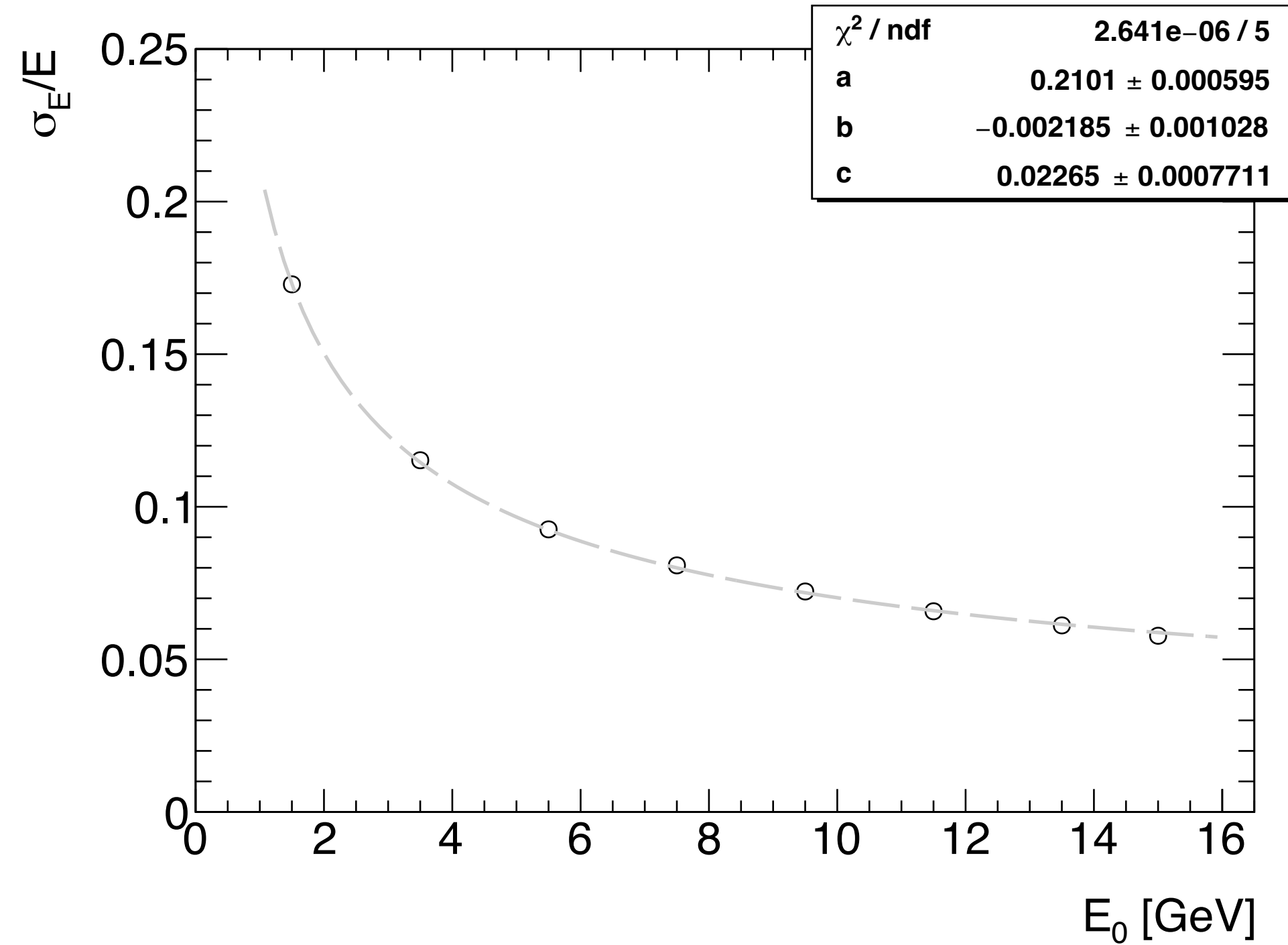


# ECAL-E layer (in sim.)



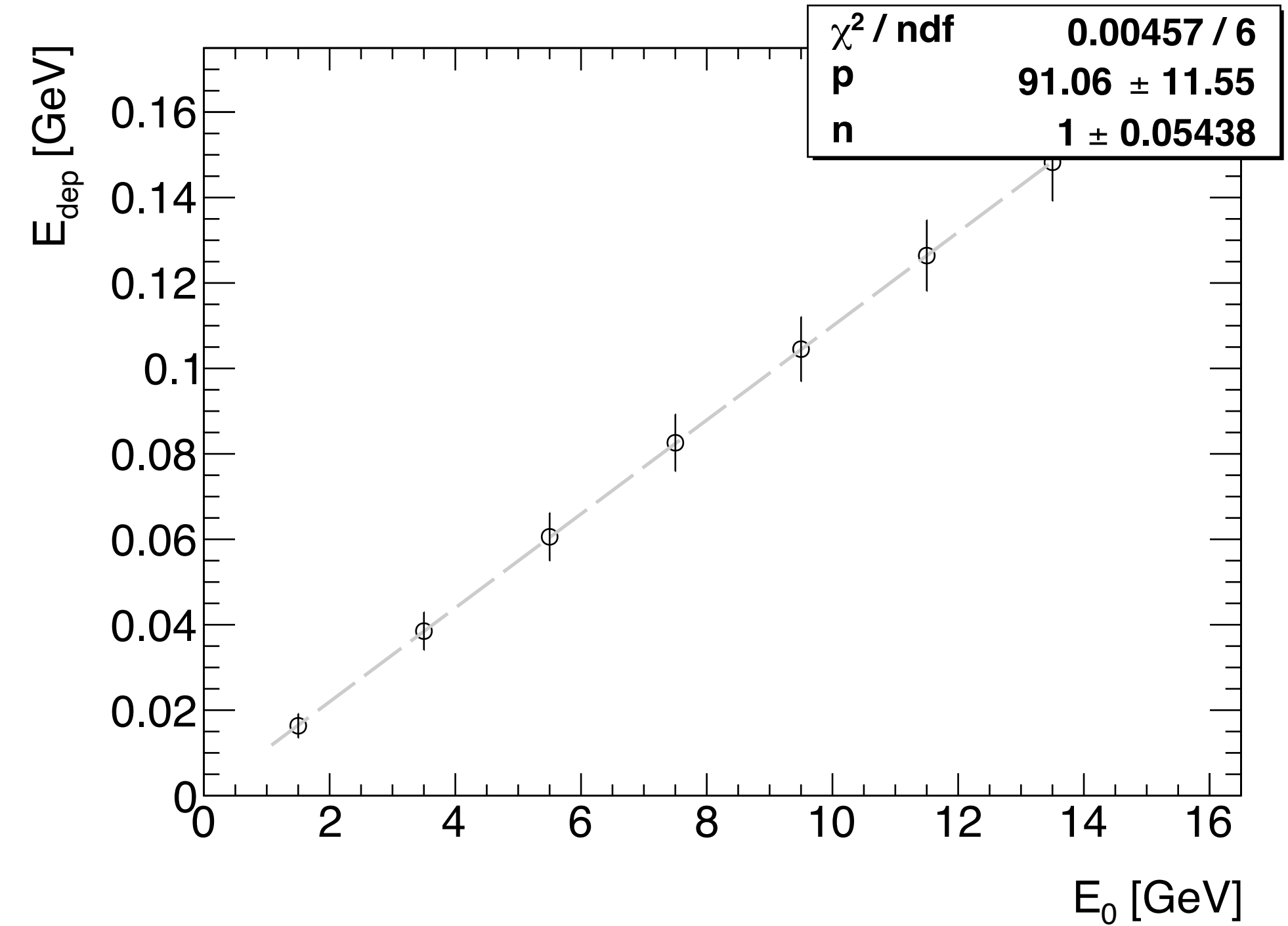
| Material | $d$ [mm]     |
|----------|--------------|
| W        | 4.2          |
| C fibre  | 1.5          |
| Kapton   | 0.1          |
| Glue     | 0.1          |
| Air      | 0.1          |
| Si       | 0.5          |
| Air      | 0.1          |
| PCB      | 1.7          |
| ASICs    | 1.2          |
| Air      | 5.5 (or 0.5) |
| Total    | 15           |

# ECAL-E perform. baseline



Intrinsic energy resolution

$$\frac{\sigma_E}{E_0} = \frac{a}{\sqrt{E_0/\text{GeV}}} \oplus \frac{b}{E_0/\text{GeV}} \oplus c$$



Intrinsic linearity

$$E_0 = p E_{\text{dep}}^n$$