





### CMS FastSim: Physics Object Validation

Lukas Vanelderen (Hamburg U.) Andrea Giammanco (UCL Louvain-la-Neuve & FNRS) On behalf of the CMS collaboration

### Outline

- Intro: what we validate and how
- Tracks
- Electrons
- Photons
- Muons
- Jets
- MET
- b-tagging
- tau-tagging

### Validation workflow

- For each CMSSW (pre)release, a set of release validation samples (*relvals*) is produced, for:
  - data re-reco and/or re-calibration
  - FullSim

usually recycling generation and simulation, unless changes are expected/possible

FastSim

produced from scratch and with x10 more statistics than FullSim

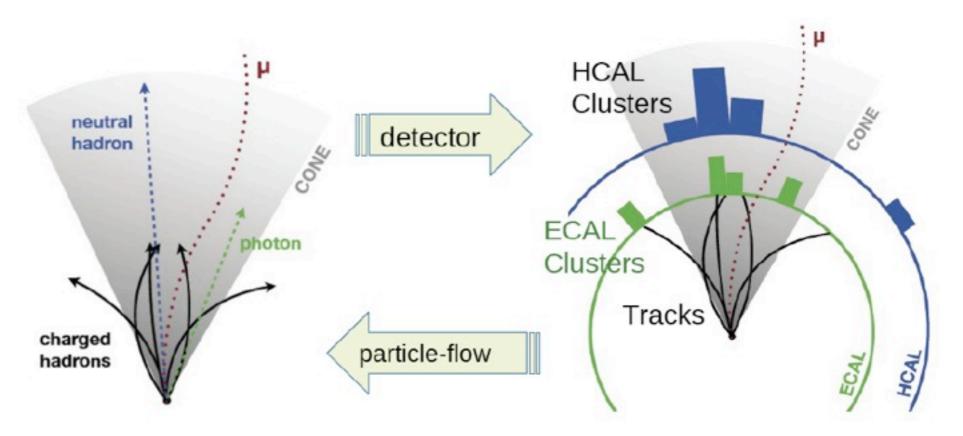
### Validation Workflow

- Data Quality Monitoring histograms are produced
- A group of validators looks at those histograms They specialize per detector, per physics object, or per physics analysis group
- Comparisons run wrt a previous reference release; in addition, FastSim-vs-FullSim comparisons are performed within the same release

### FastSim and Reconstruction/ Calibration

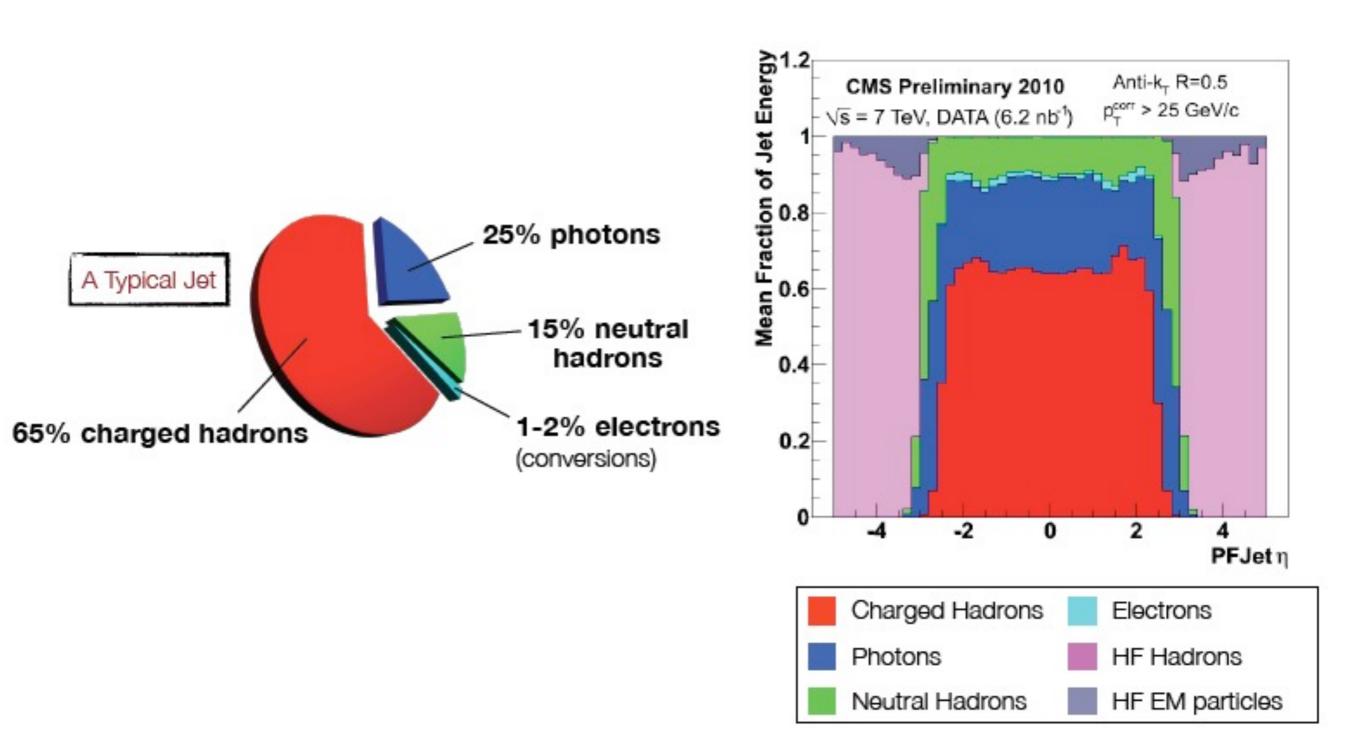
- The general aim of the CMS FastSim is to deliver low-level objects to be fed as input to high-level modules that are in common with FullSim (e.g., the digitizers) and in many cases also with data (e.g., reconstruction (\*), calibration)
  - (\*) most notable exception is tracking, which is emulated
- One implication is that very often, when the routine validation procedures spot an unexpected discrepancy in MC with respect to previous releases, we understand if it is related to simulation itself or to changes in reconstruction/calibration, because in the latter case both MC distributions move coherently
- Sometimes an unexpected change in reconstruction/calibration is unnoticed or unclear in the FullSim validation because of poor statistics of the validation samples; FastSim samples have 10x larger statistics and help spotting this kind of issues

#### Particle Flow

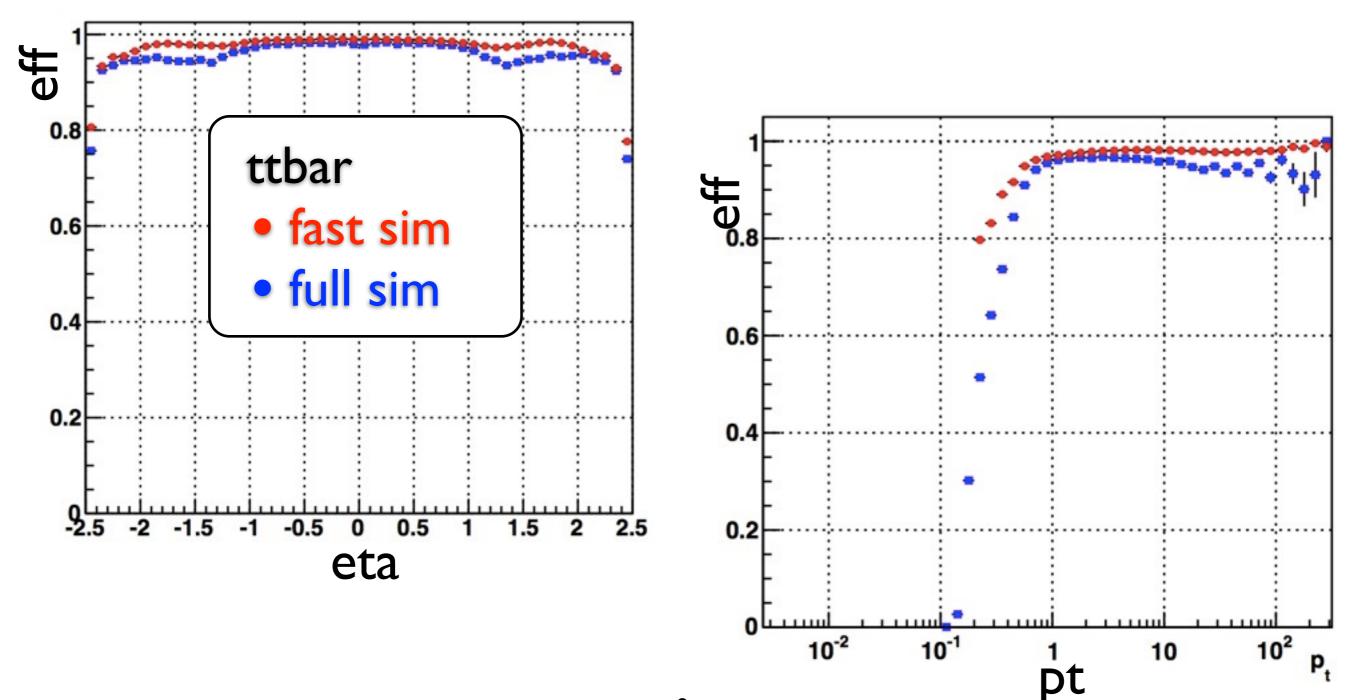


- Idea: first perform particle-ID (μ,e,γ,h<sup>±</sup>,h<sup>0</sup>, sequentially and mutually exclusive) and calibrate each candidate according to its identity, then build jets and taujets, calculate isolation, MET, etc., ignoring charged particles associated to pile-up
  - Compare with calorimetric approach: first cluster all calo deposits, then correct
- Because of the PF approach, the accuracy of the simulation of tracks (the only physics objects whose reconstruction takes shortcuts in FastSim) has an indirect impact on the accuracy of every object downstream!

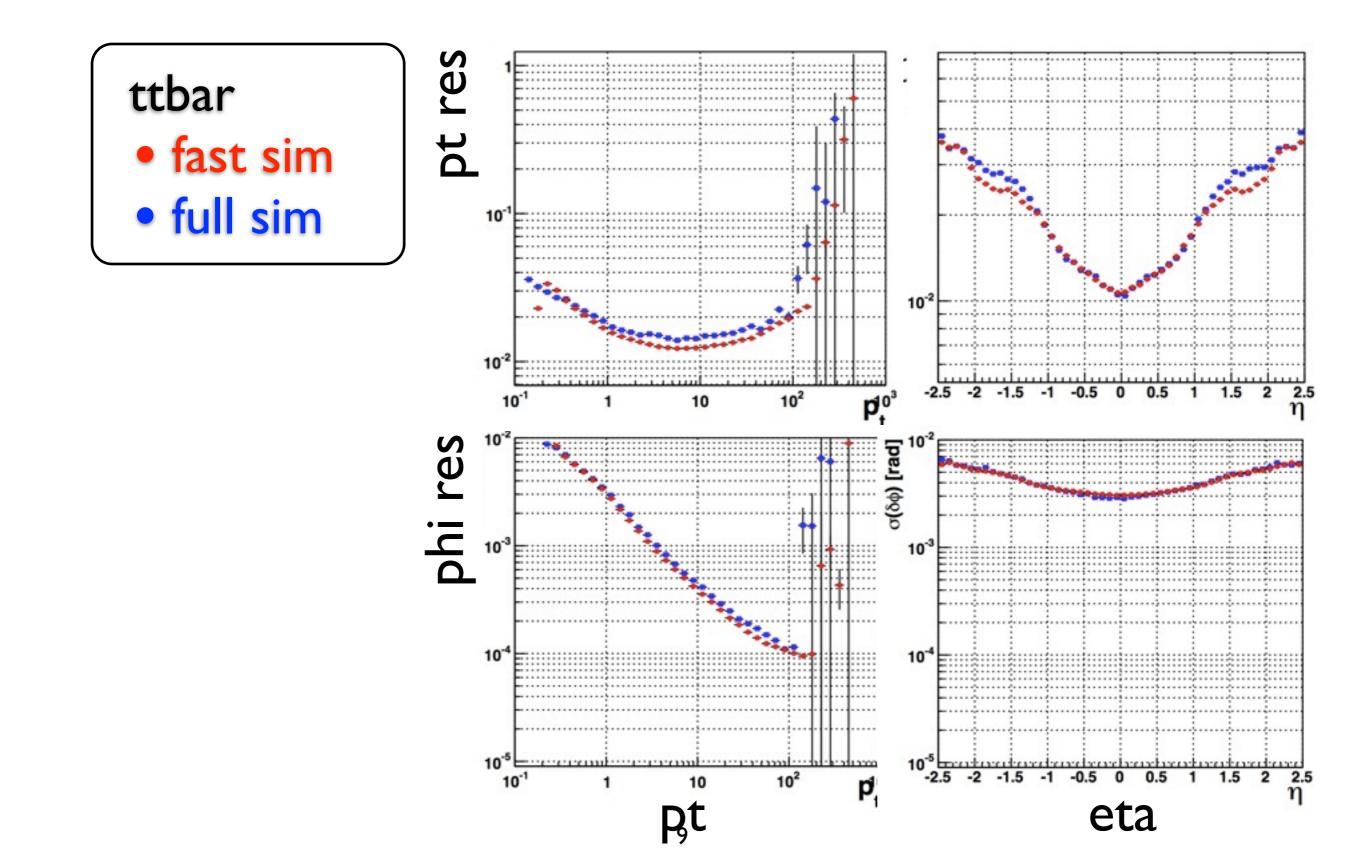
#### Particle Flow

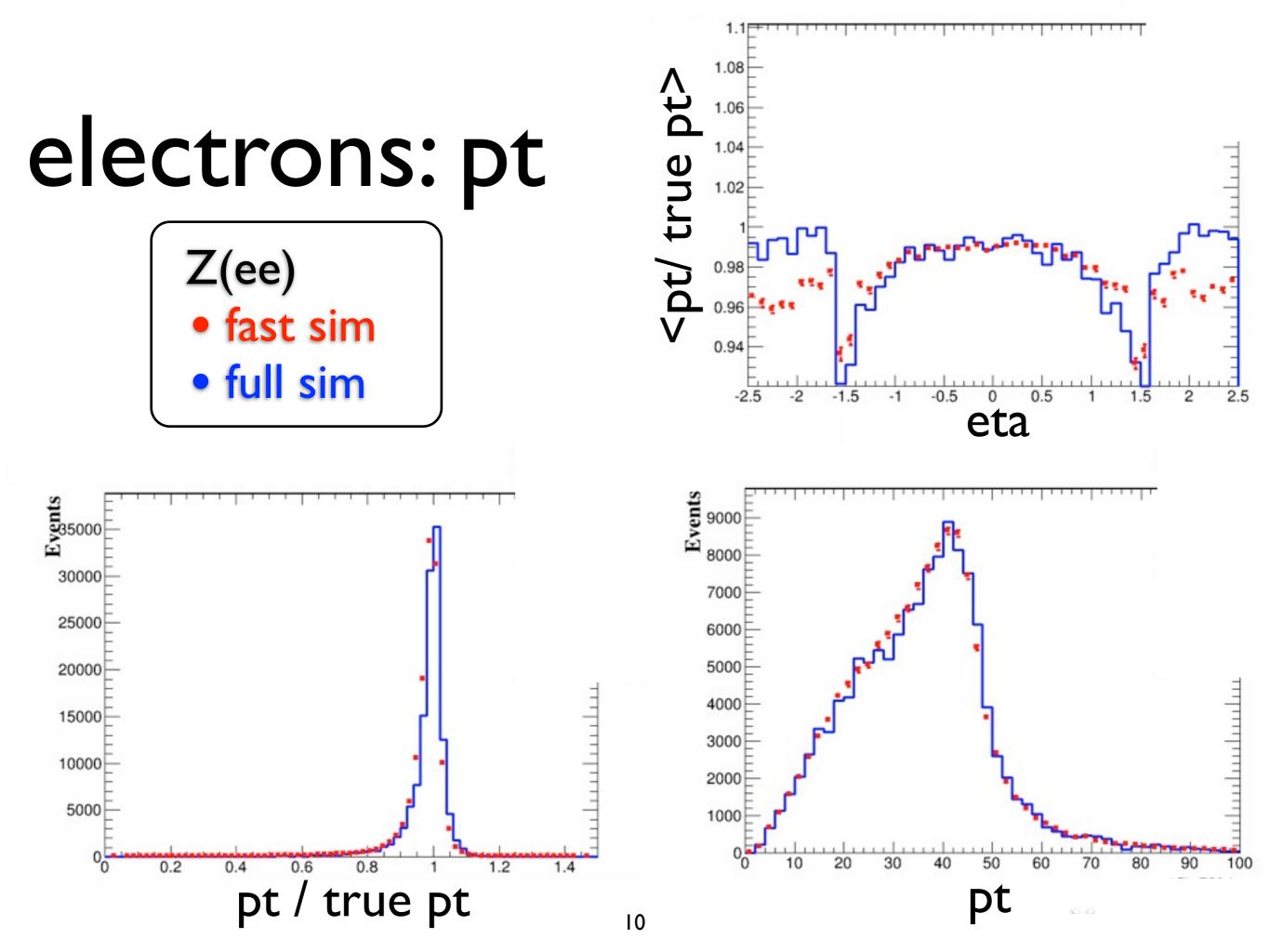


# tracks: efficiency

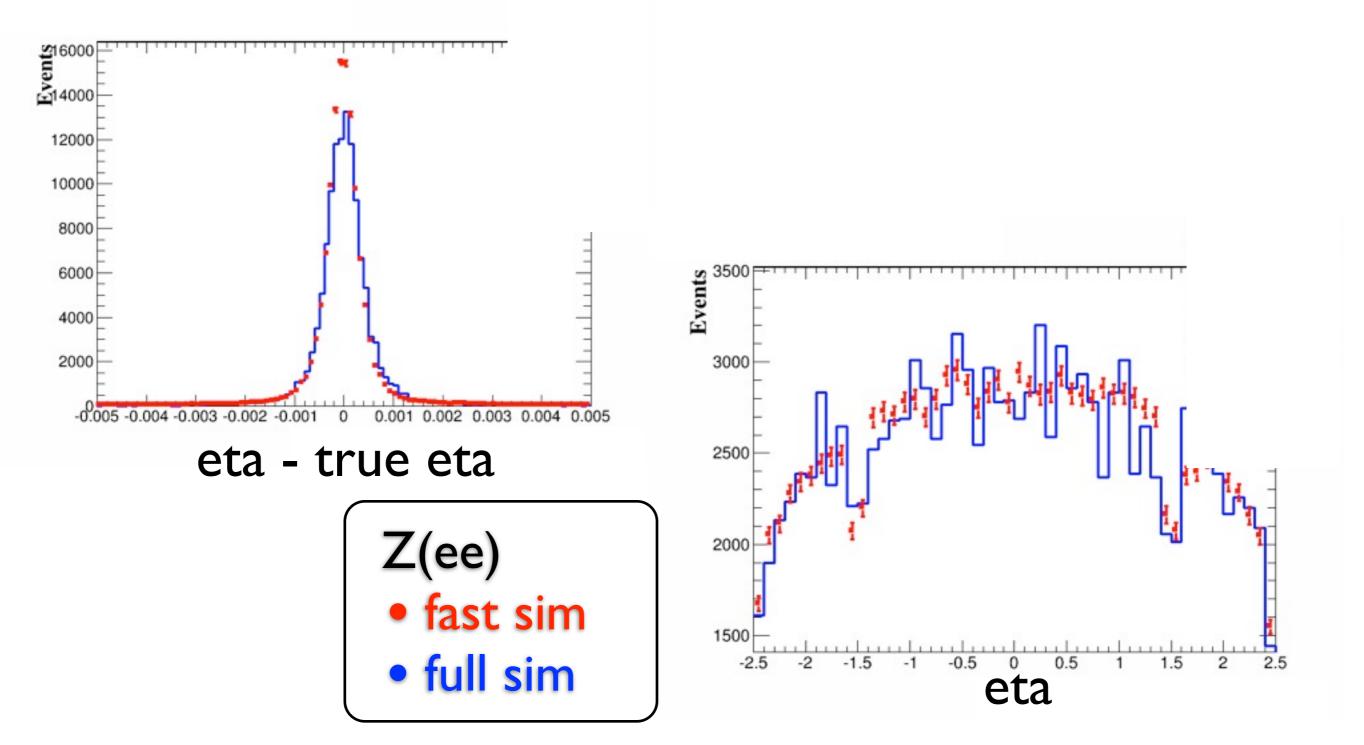


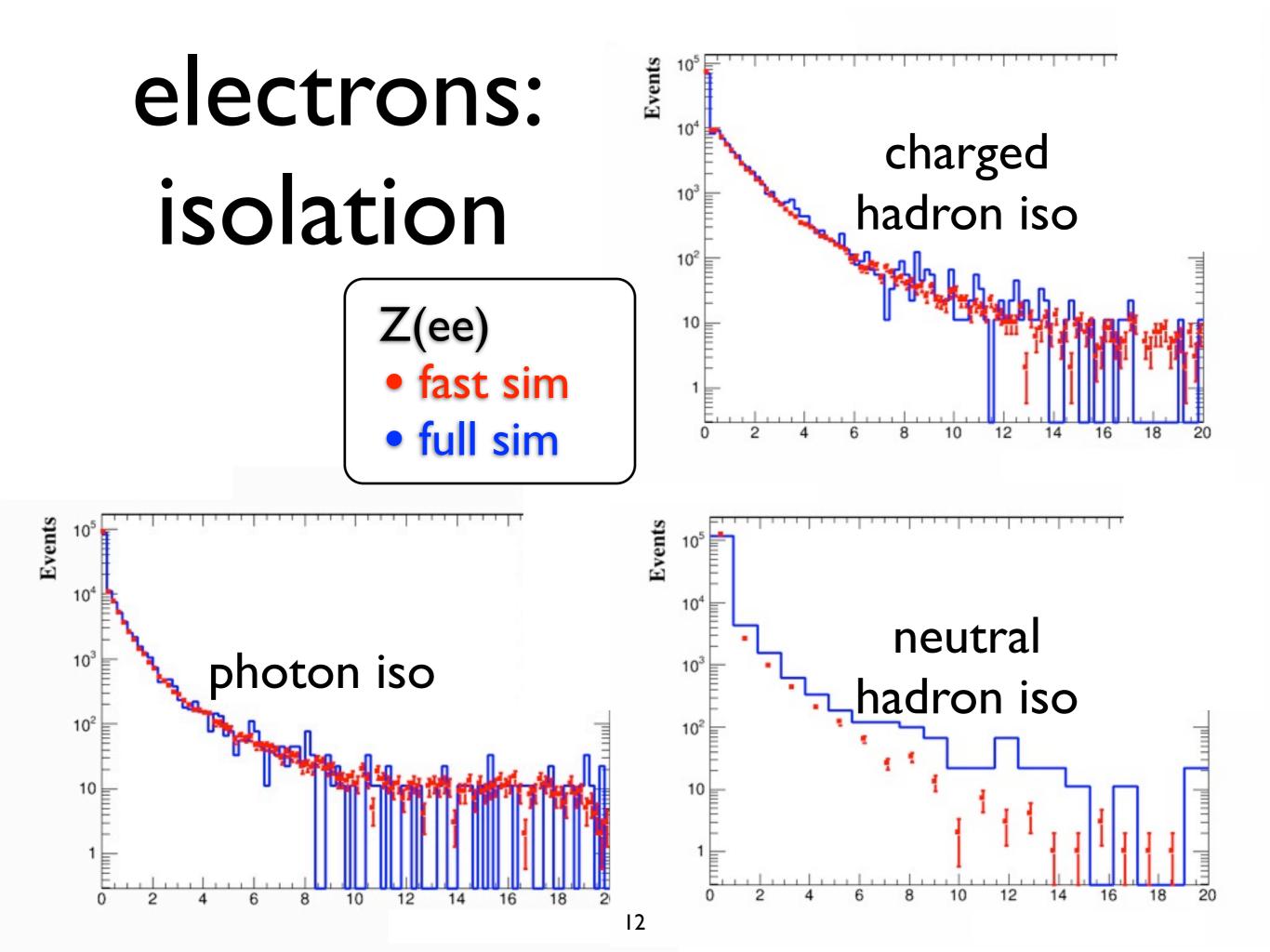
## tracks: resolution

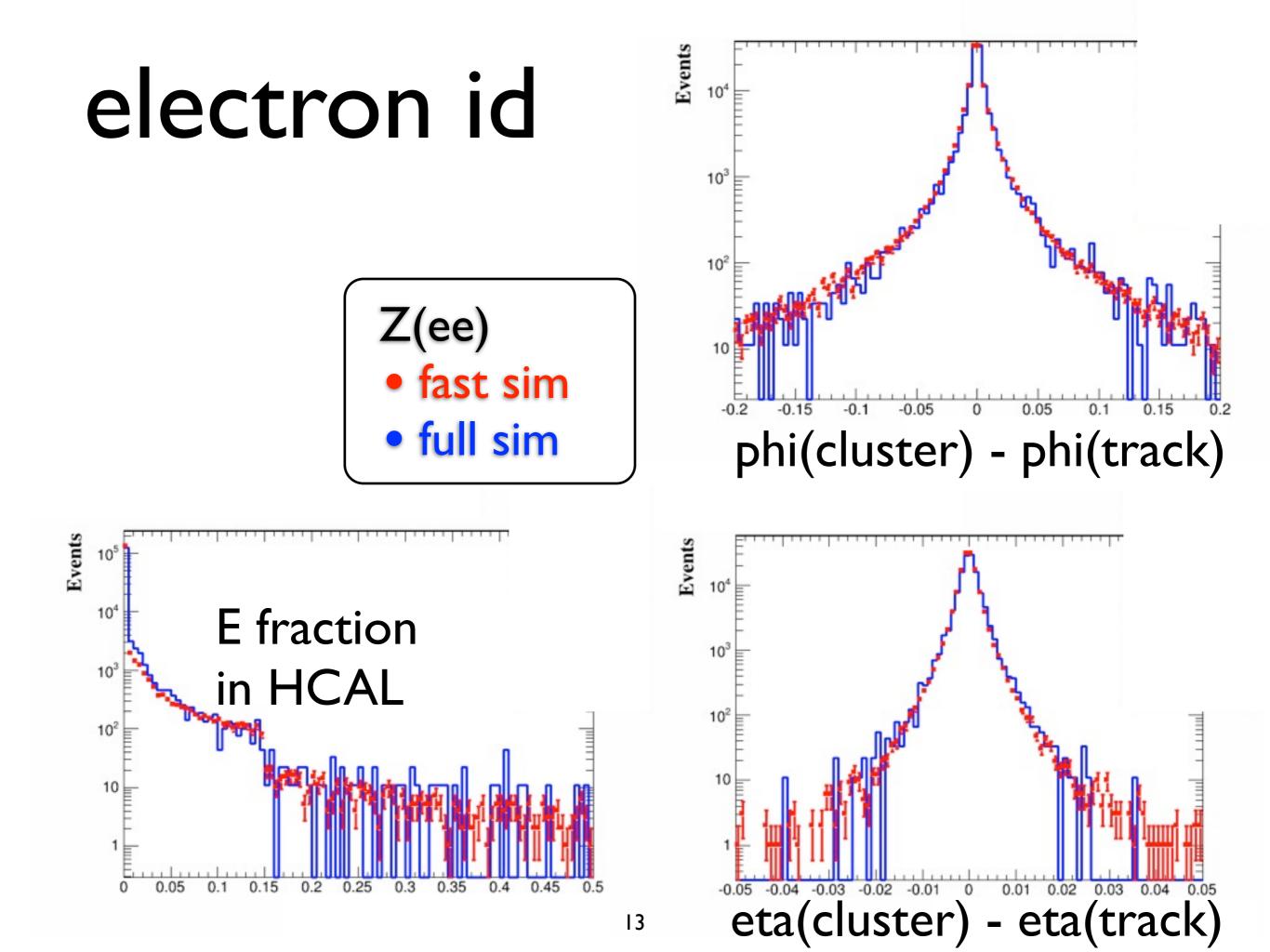




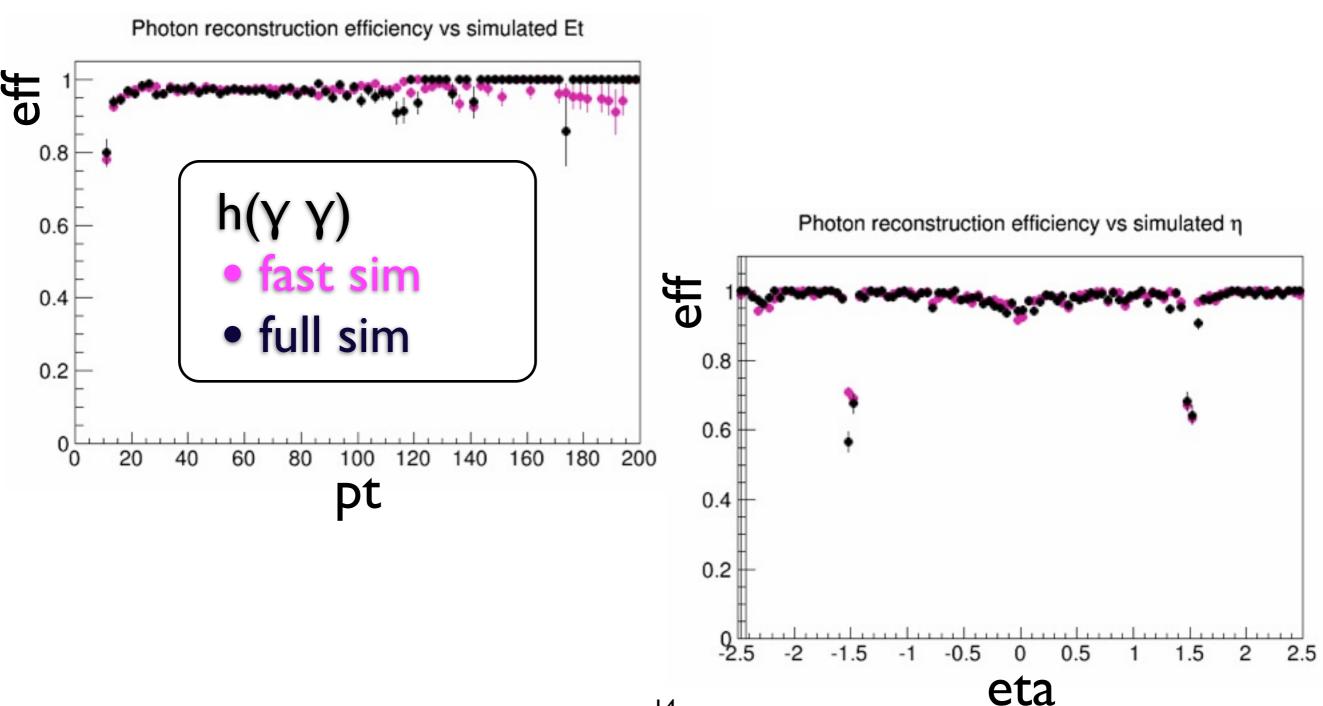
### electrons: eta



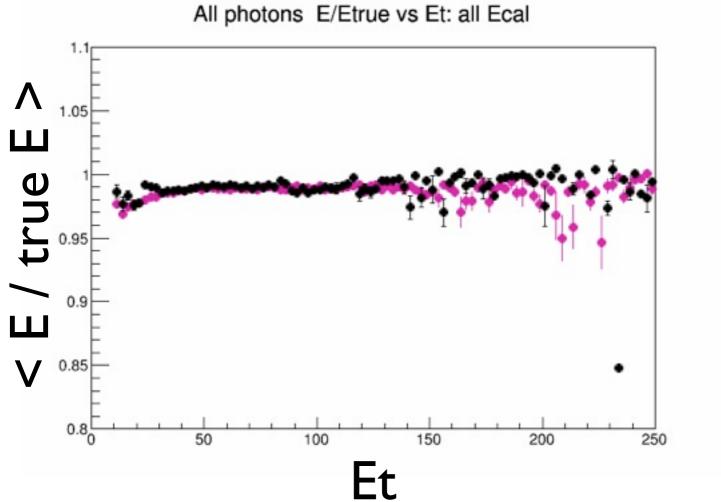


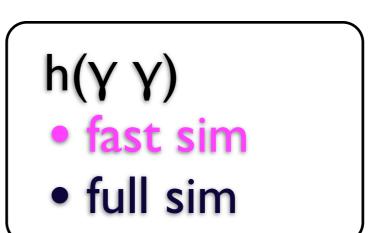


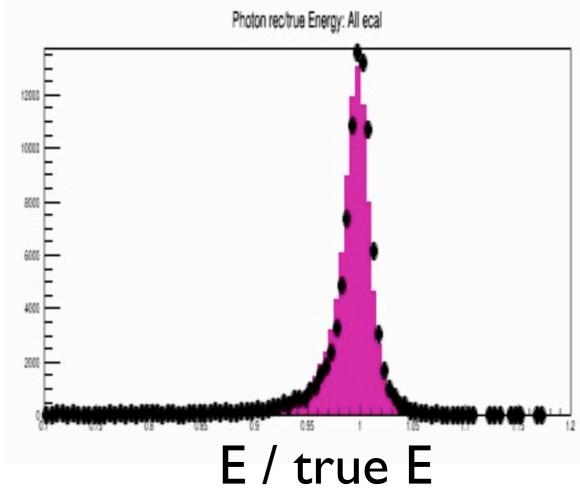
# photons: efficiency



### photons: energy

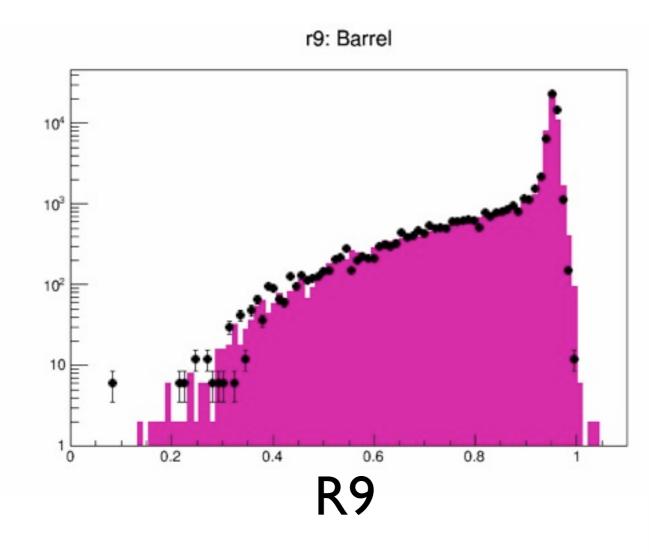


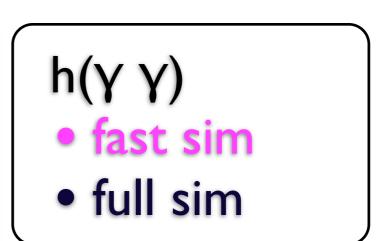




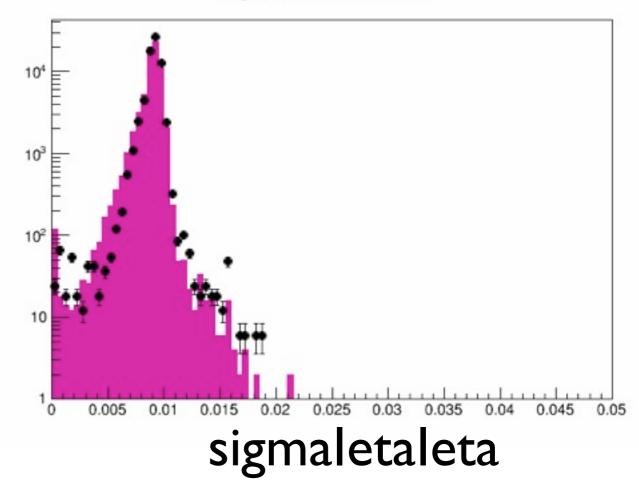
# photon ID

16

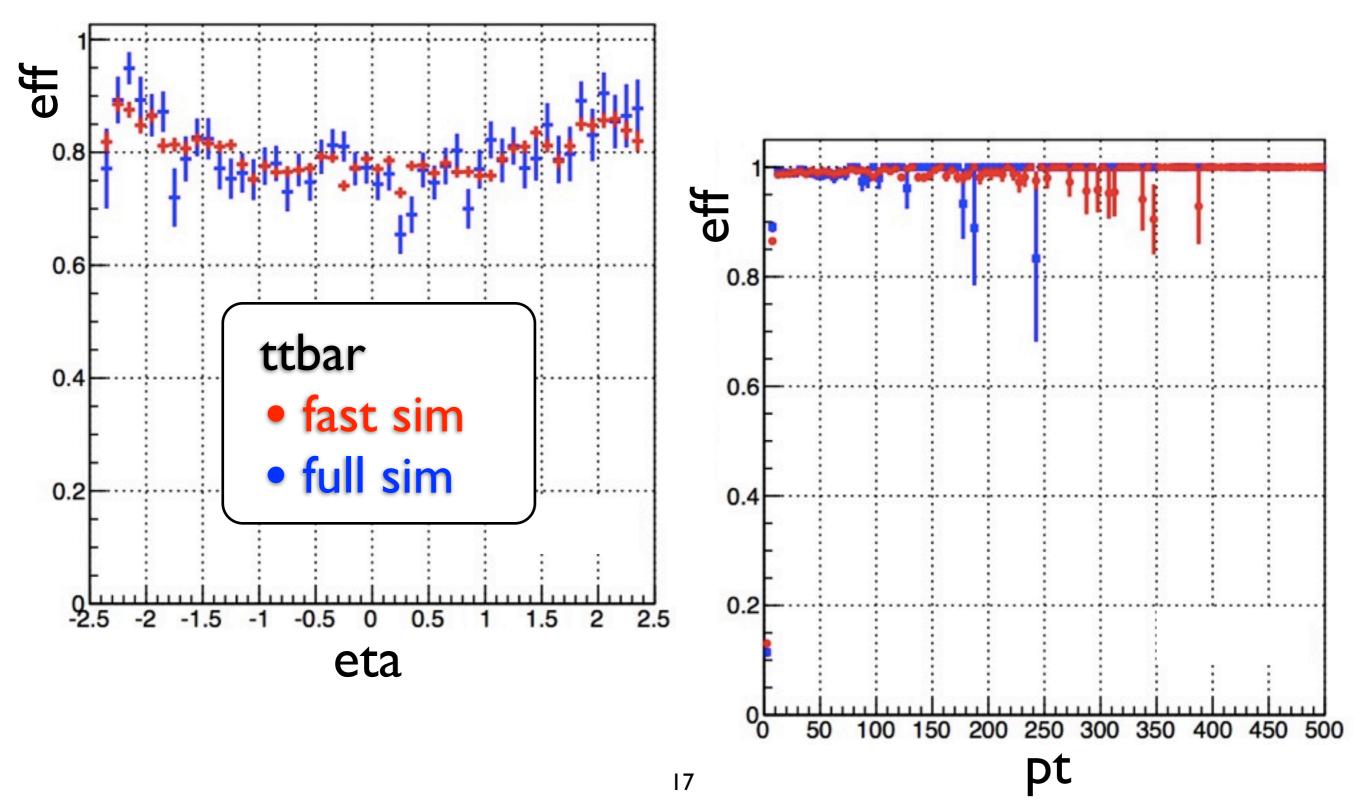




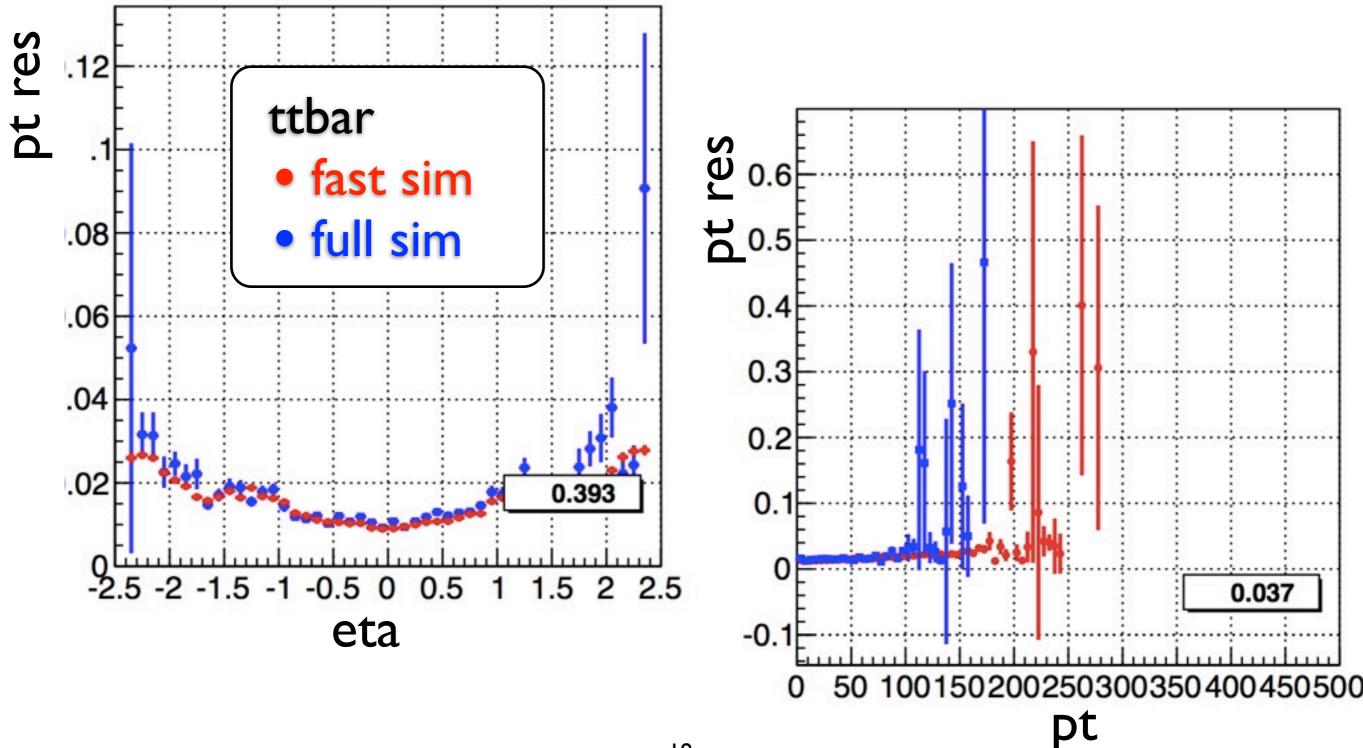
sigmaletaleta: Barrel

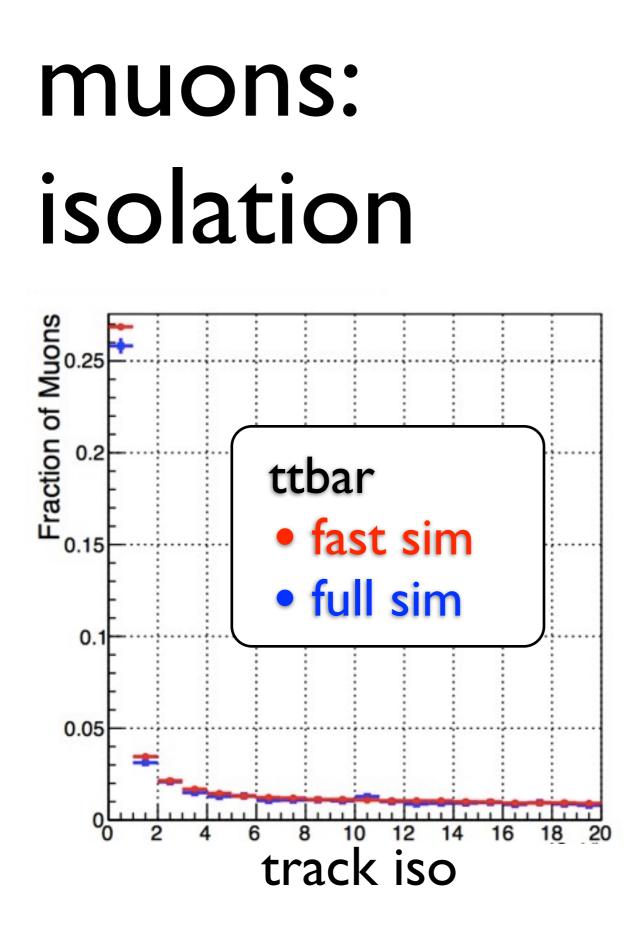


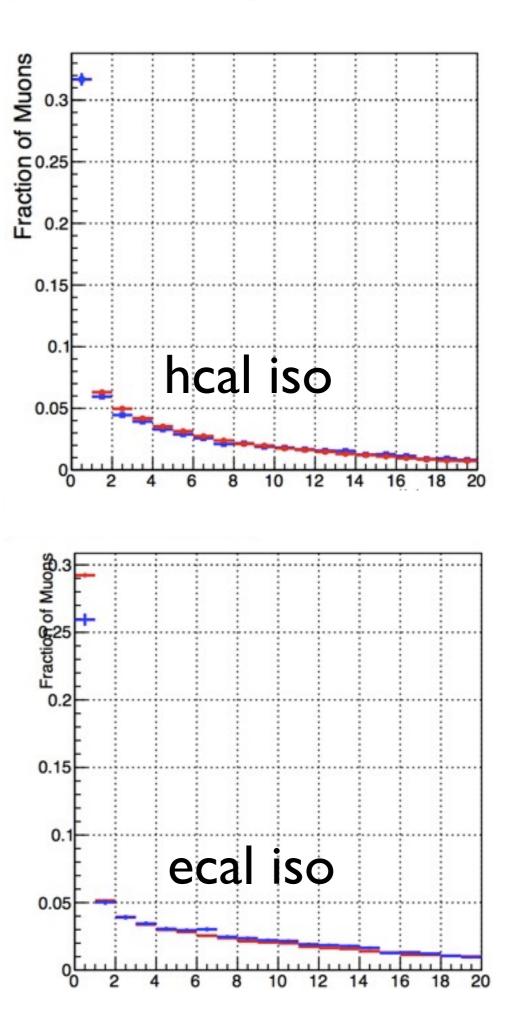
## muon eff



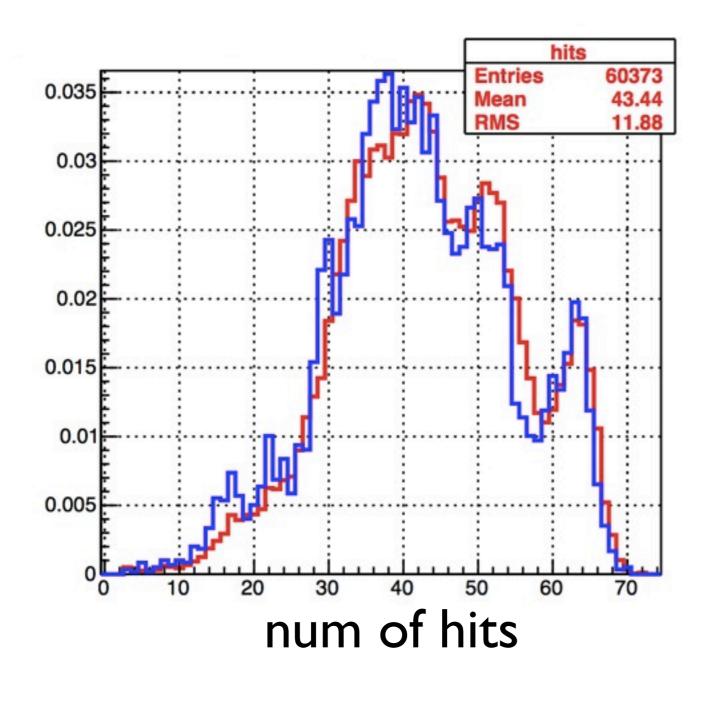
### muons resolution

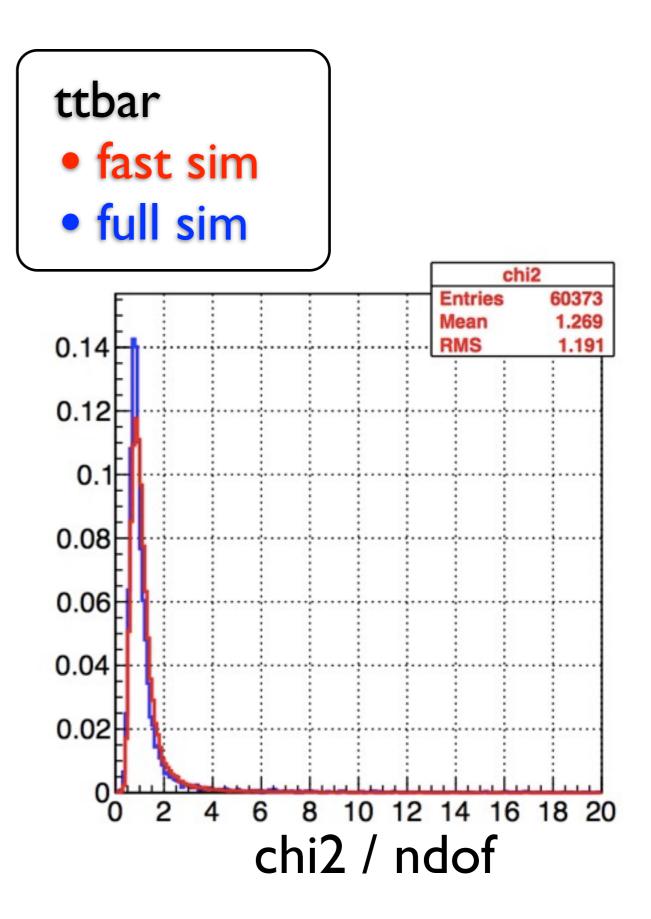


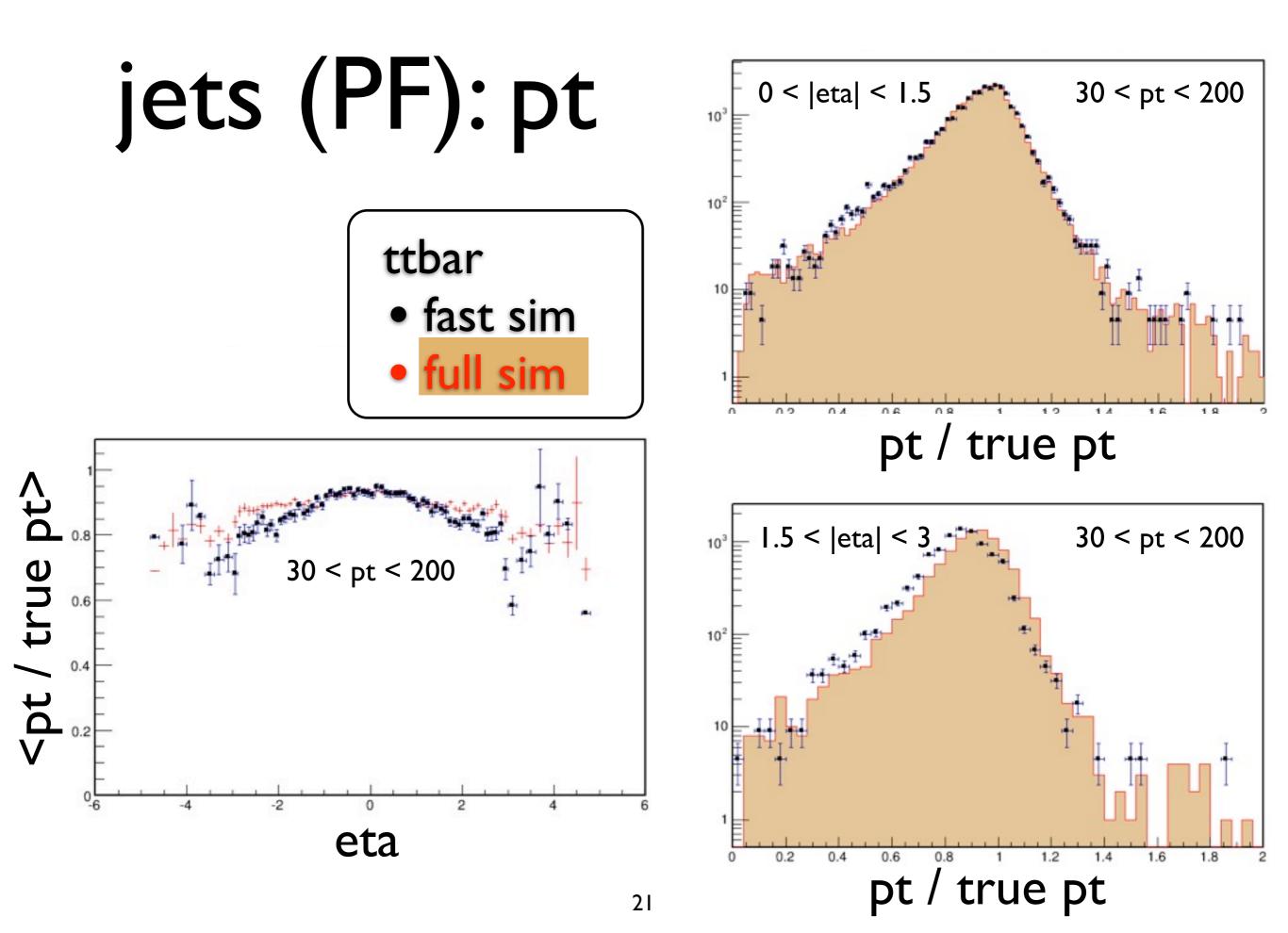


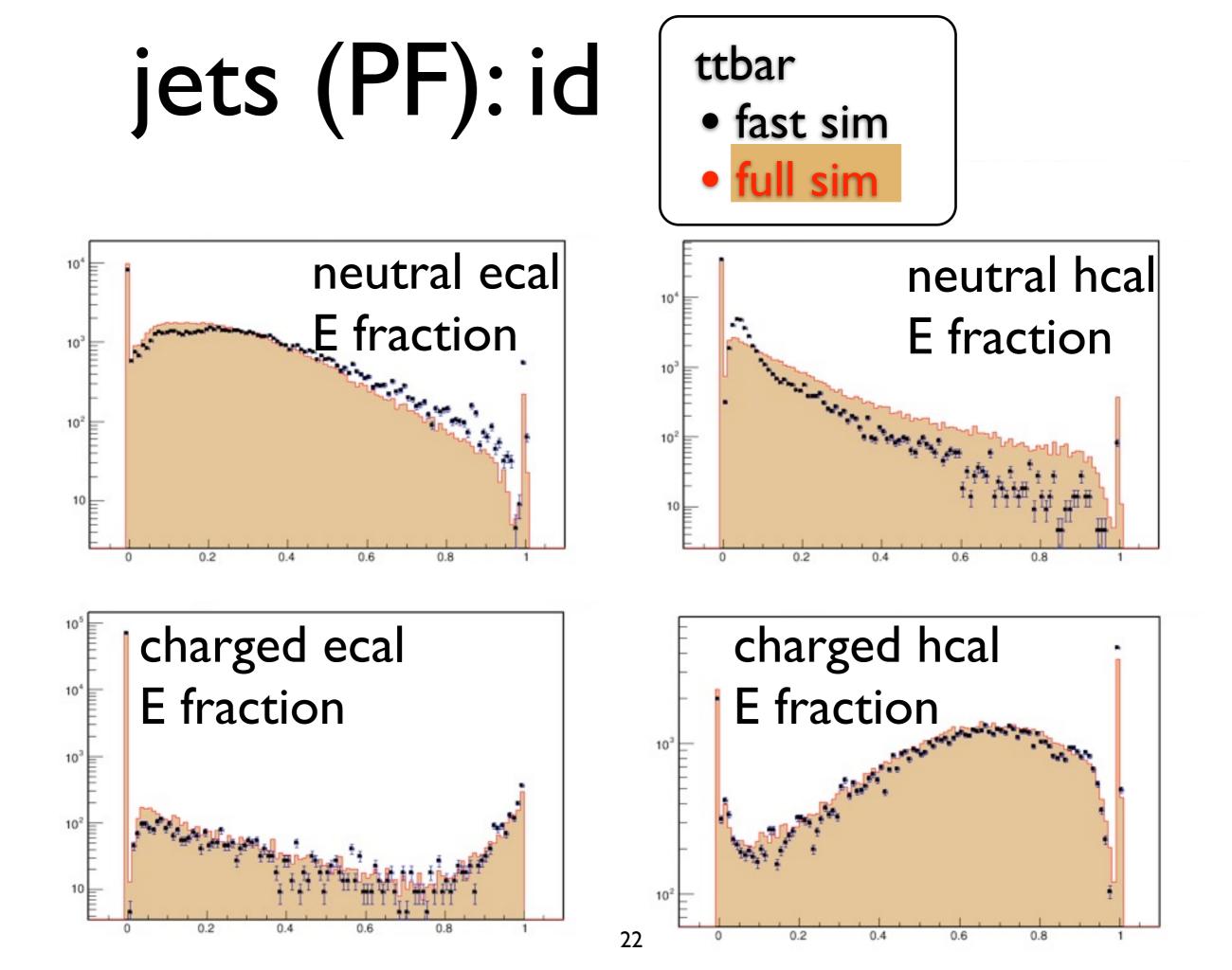


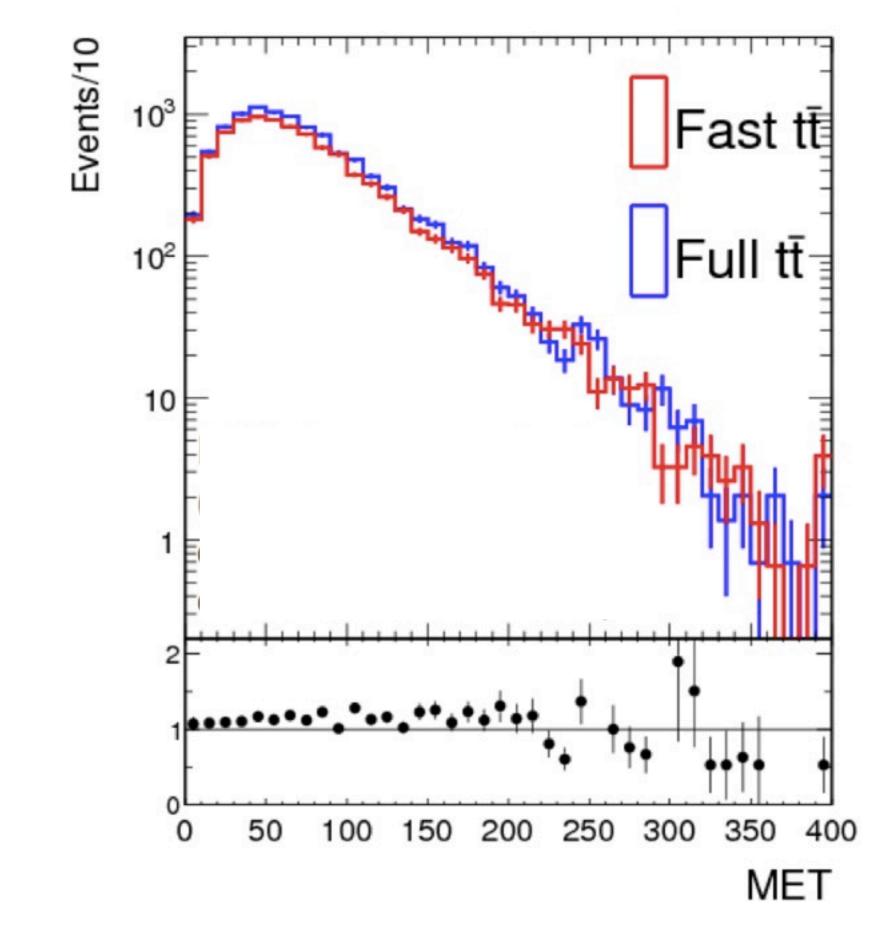
# muons: id



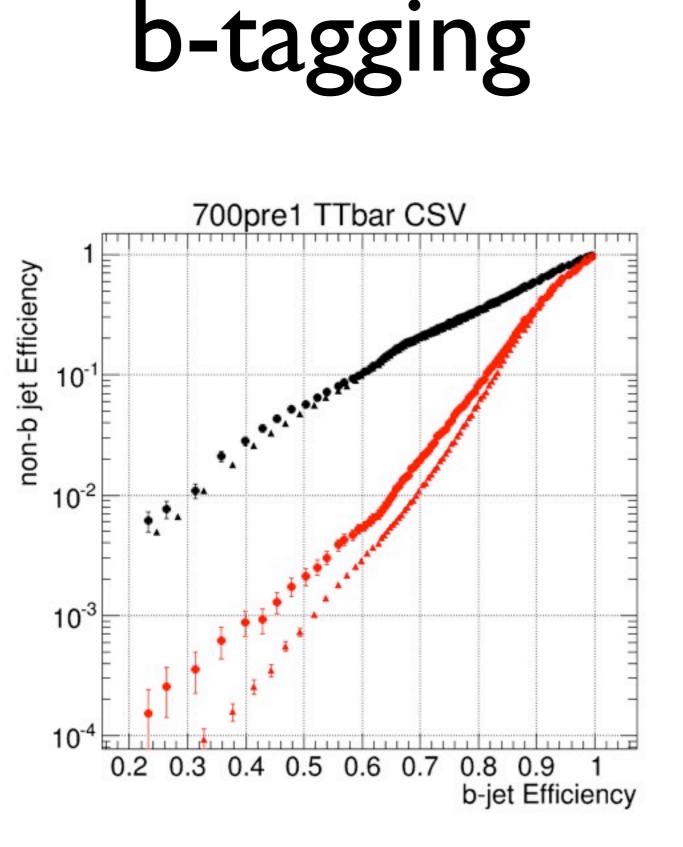






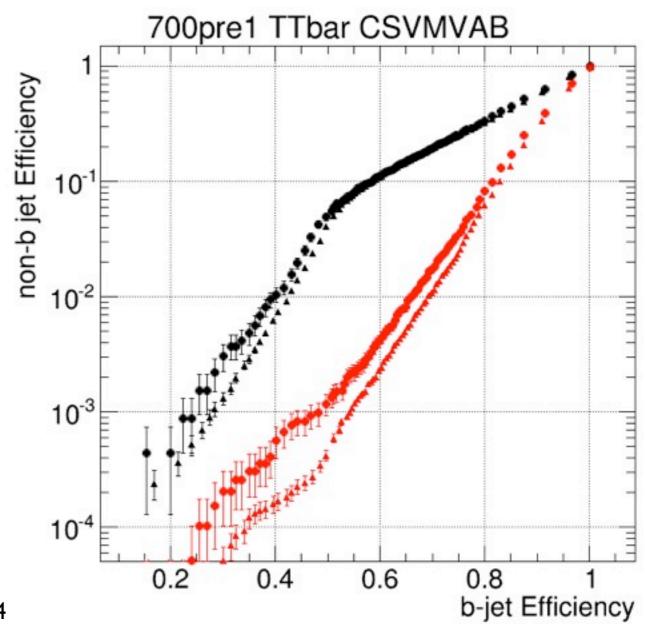


MET

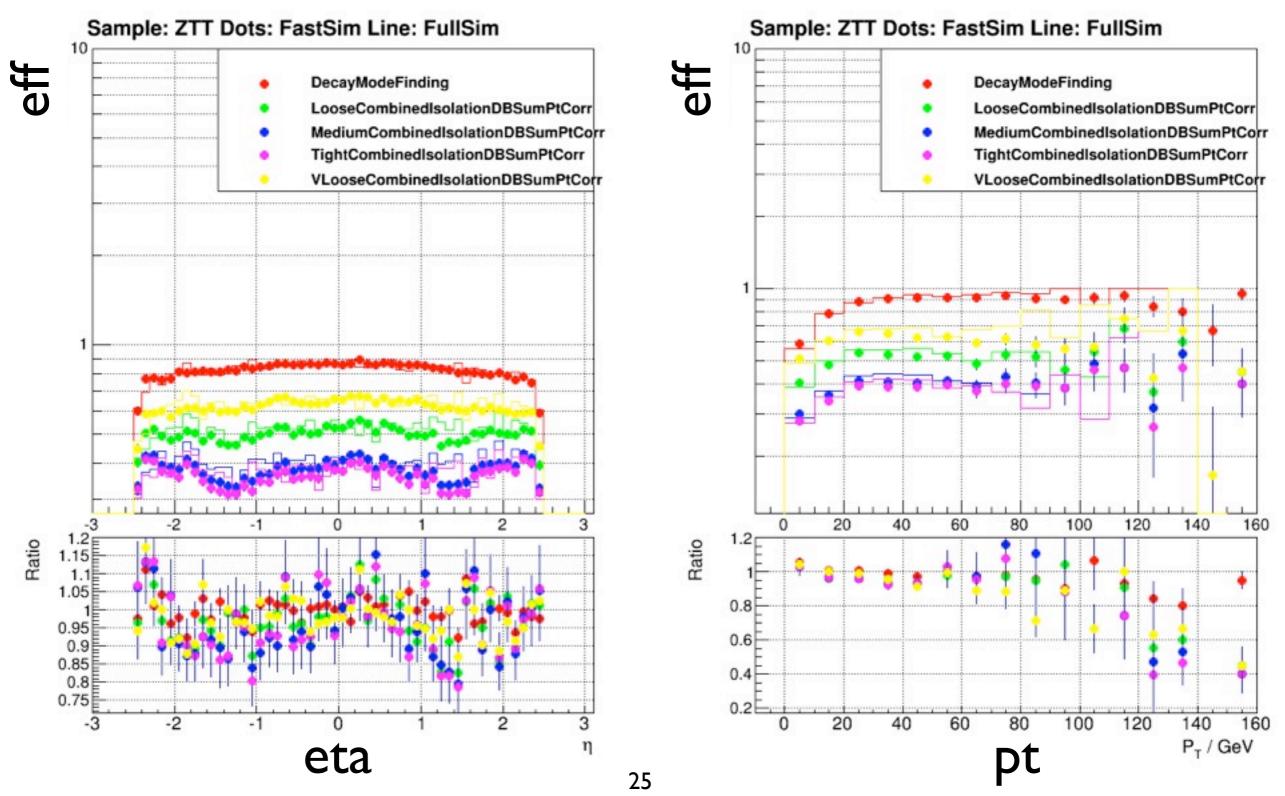


ttbar

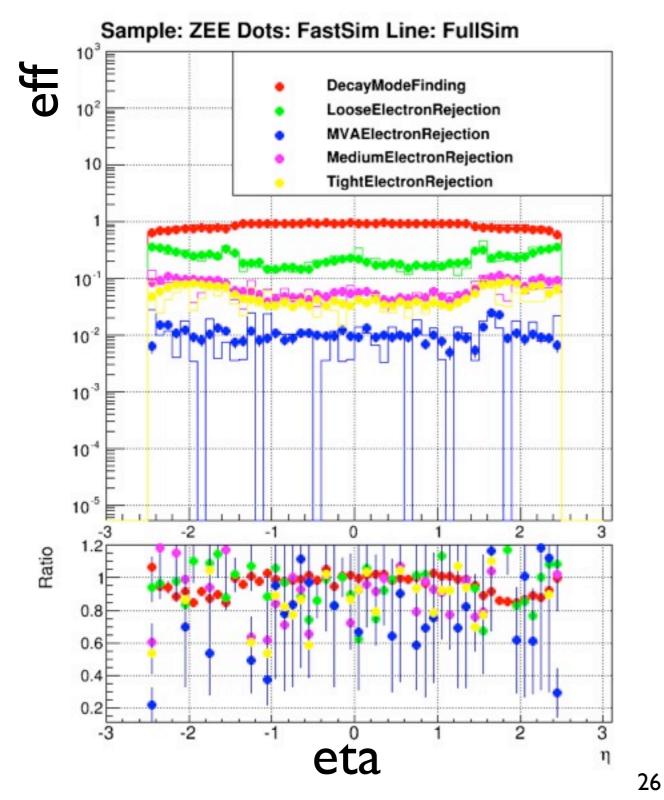
- ▲ fast c-jets vs b-jets
- full c-jets vs b-jets
- ▲ fast uds vs b-jets
- full uds-jets vs b-jets

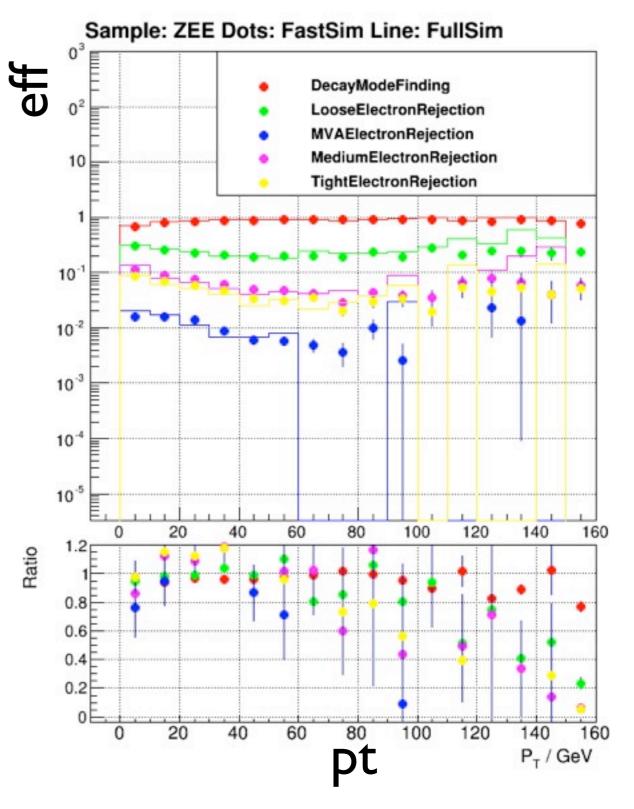


## tau eff



## tau fake rate





## Last minute note

- How do physics analysis groups deal with fastsim inaccuracies?
  - they don't use fastsim
  - they use fastsim and introduce fastsim/fullsim or fastsim/data scaling factors and/or introduce fastsim related systematic uncertainties
- a good awareness of this could help setting priorities for development towards improved fastsim accuracy

# Summary

- Validation of fastsim mostly based on fullsim
- fullsim vs fastsim comparison plots are produced and studied for most relevant variables for most relevant physics objects
- with some exceptions, fastsim performance ranges between very reasonable and excellent: for basic kinematic variables AND identification variables