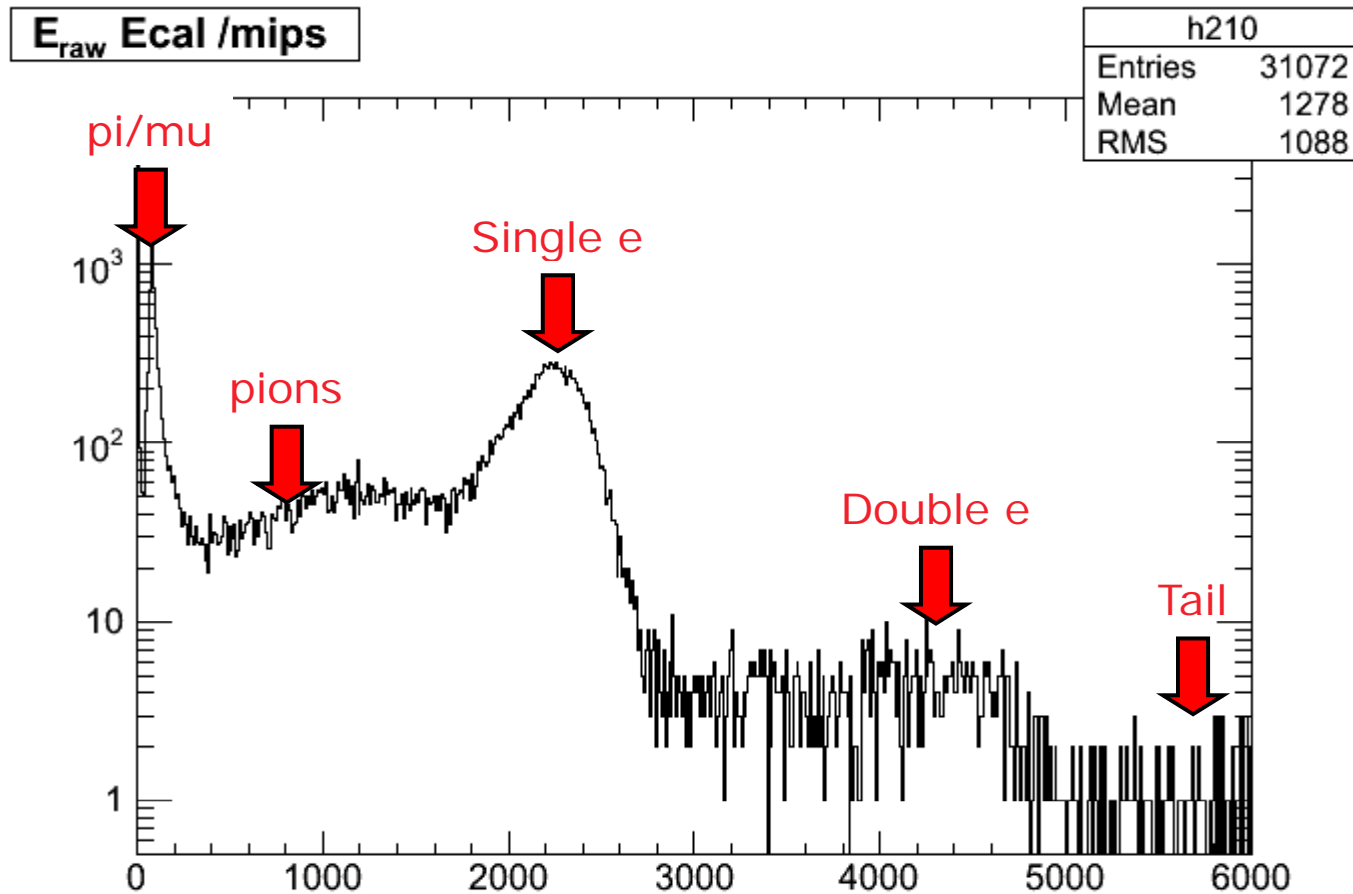
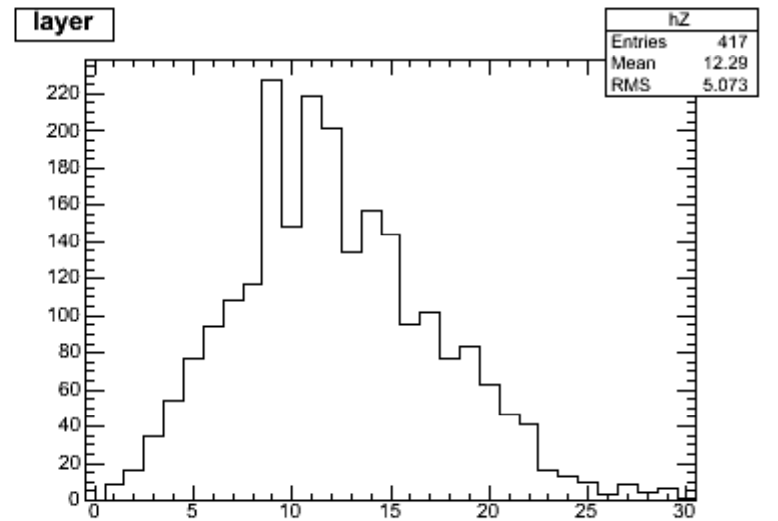
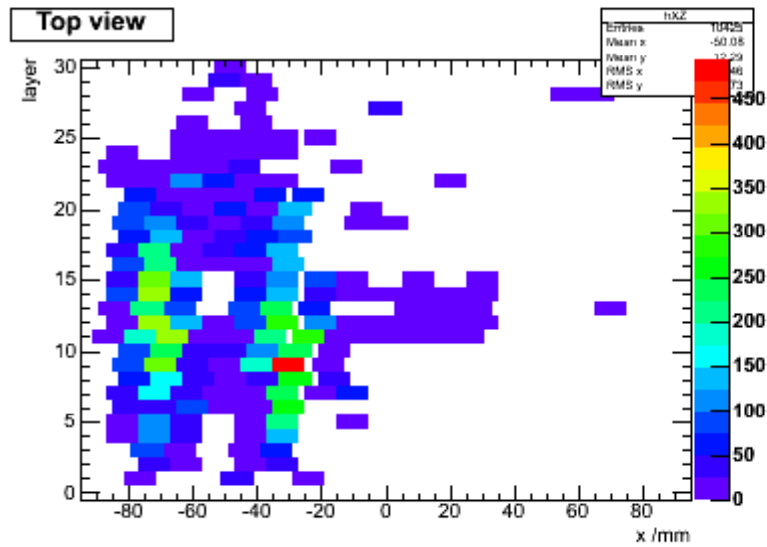
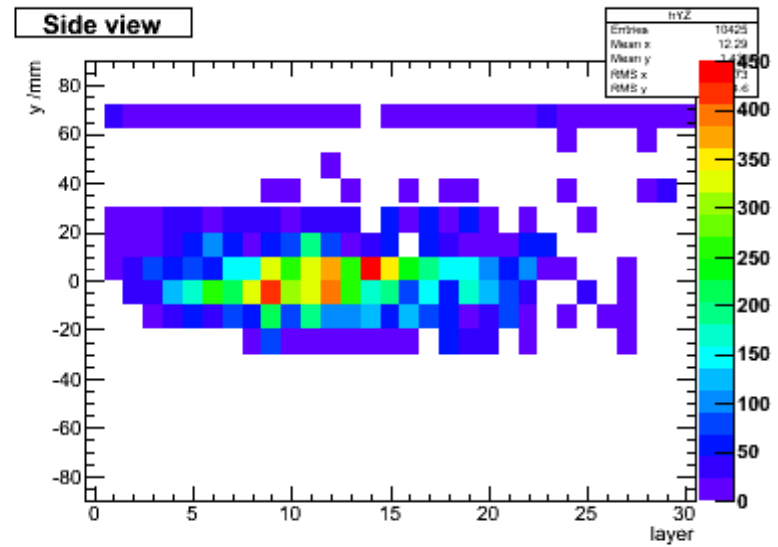
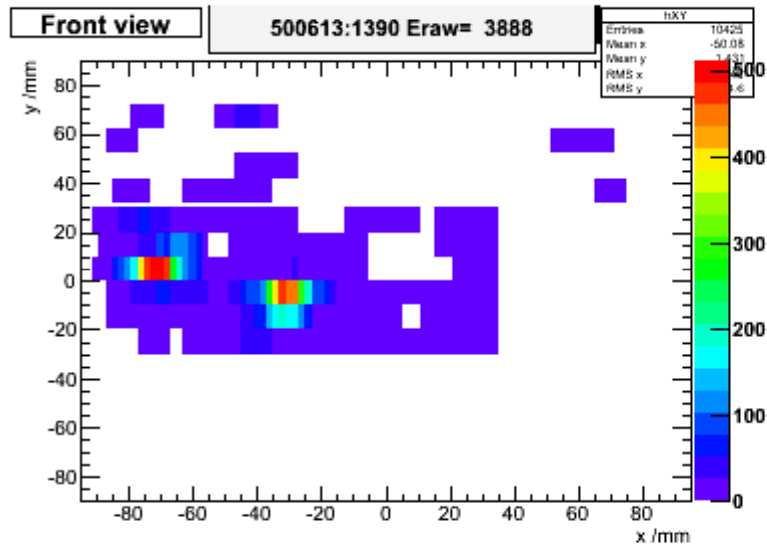


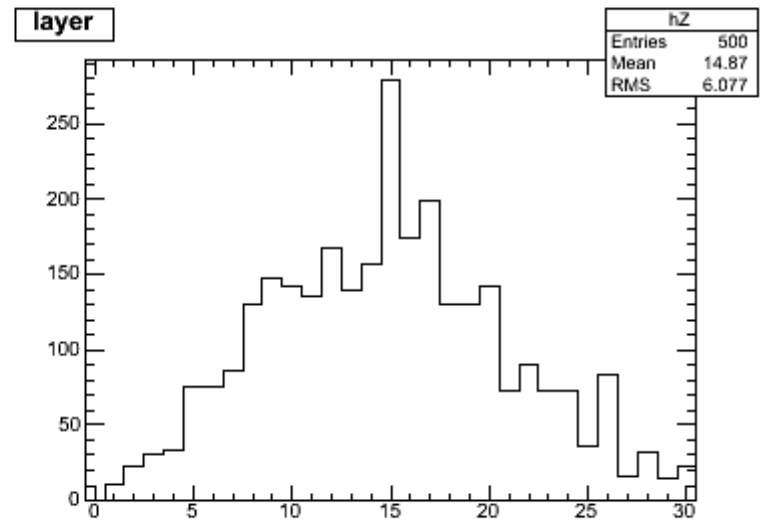
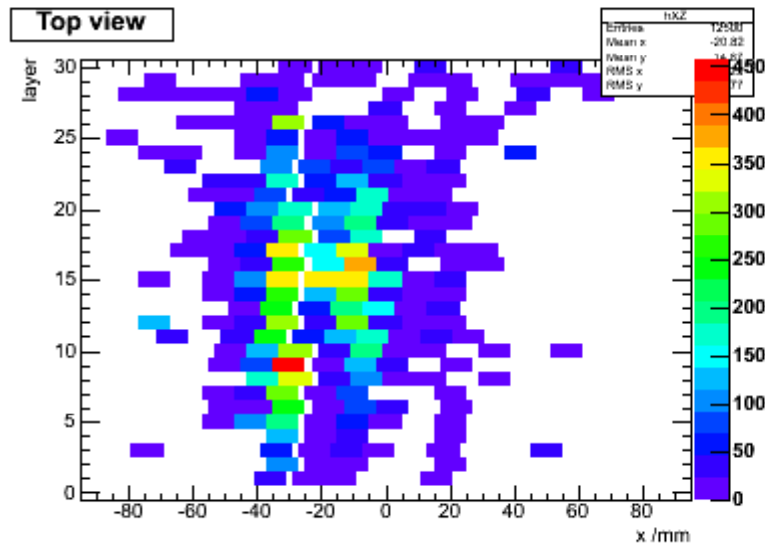
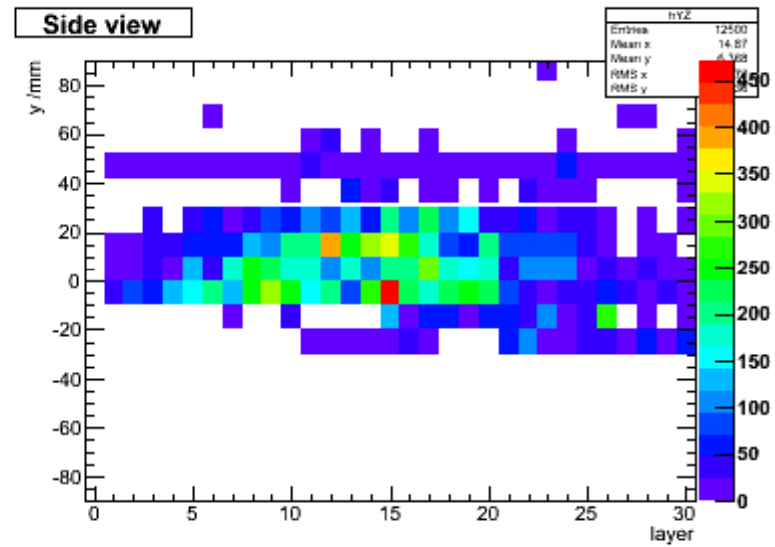
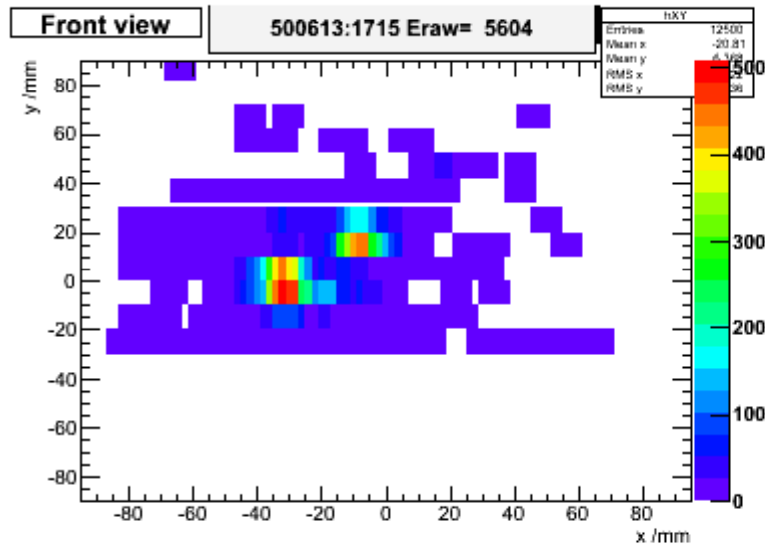
Quick look at 2008 e⁻ data; low energy hits in 2006

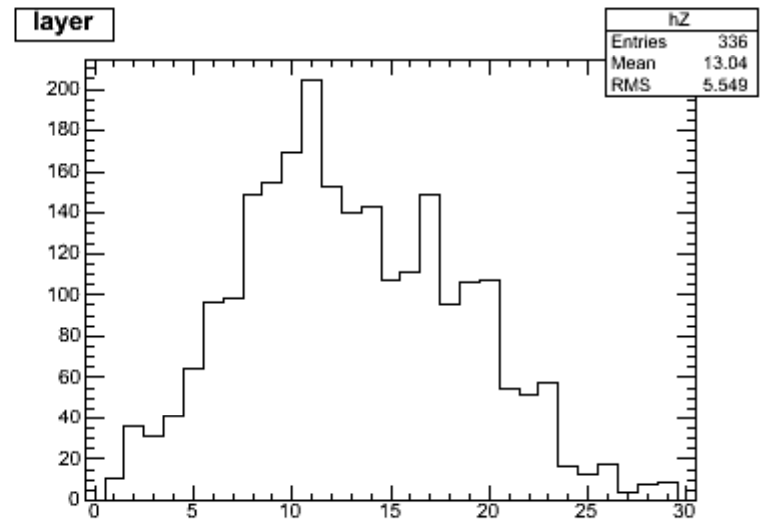
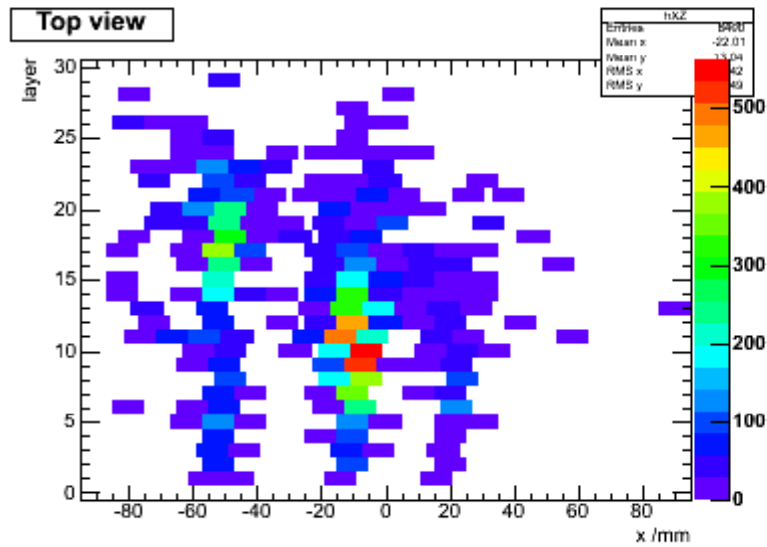
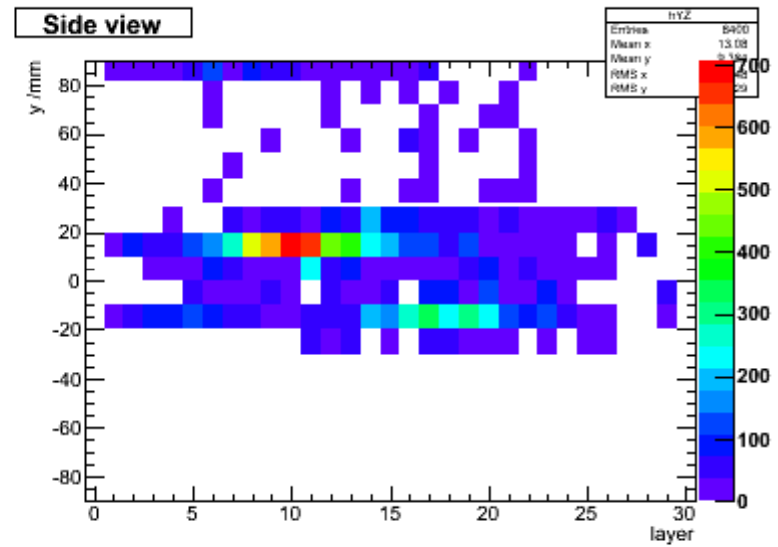
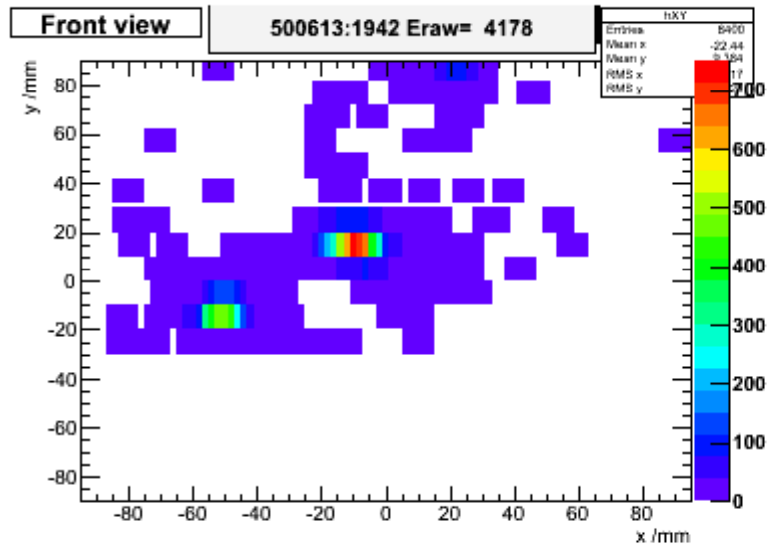
- ❖ 2008 e⁻ data from Fermilab; July'08
 - ❖ Looked at several runs processed by Hengne Li.
 - ❖ Today focus on a typical run (500613) at 10 GeV; compare with 2006 and 2007 data.
- ❖ Also a few further thoughts about the 2006 data.

E_{raw} – all events





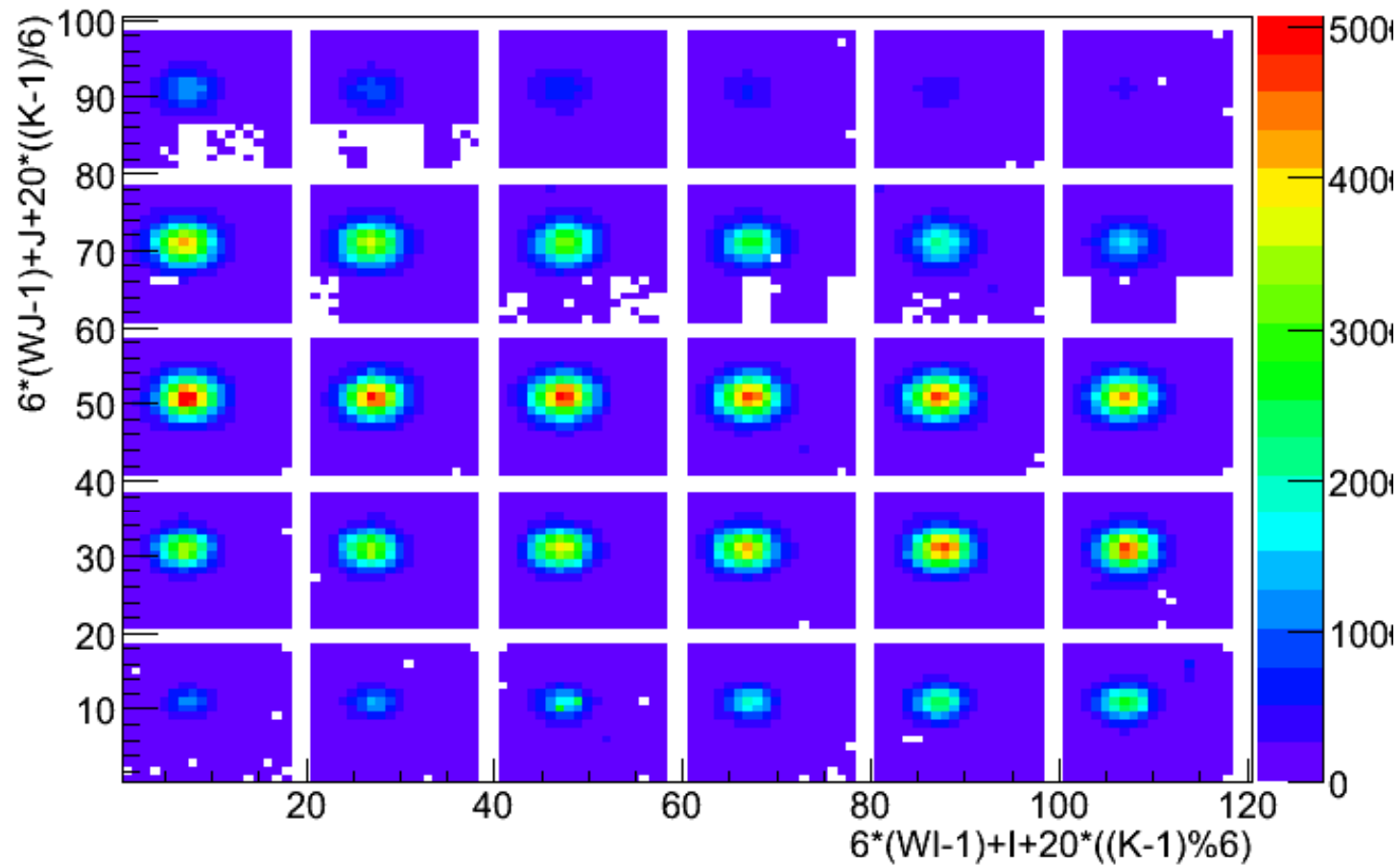




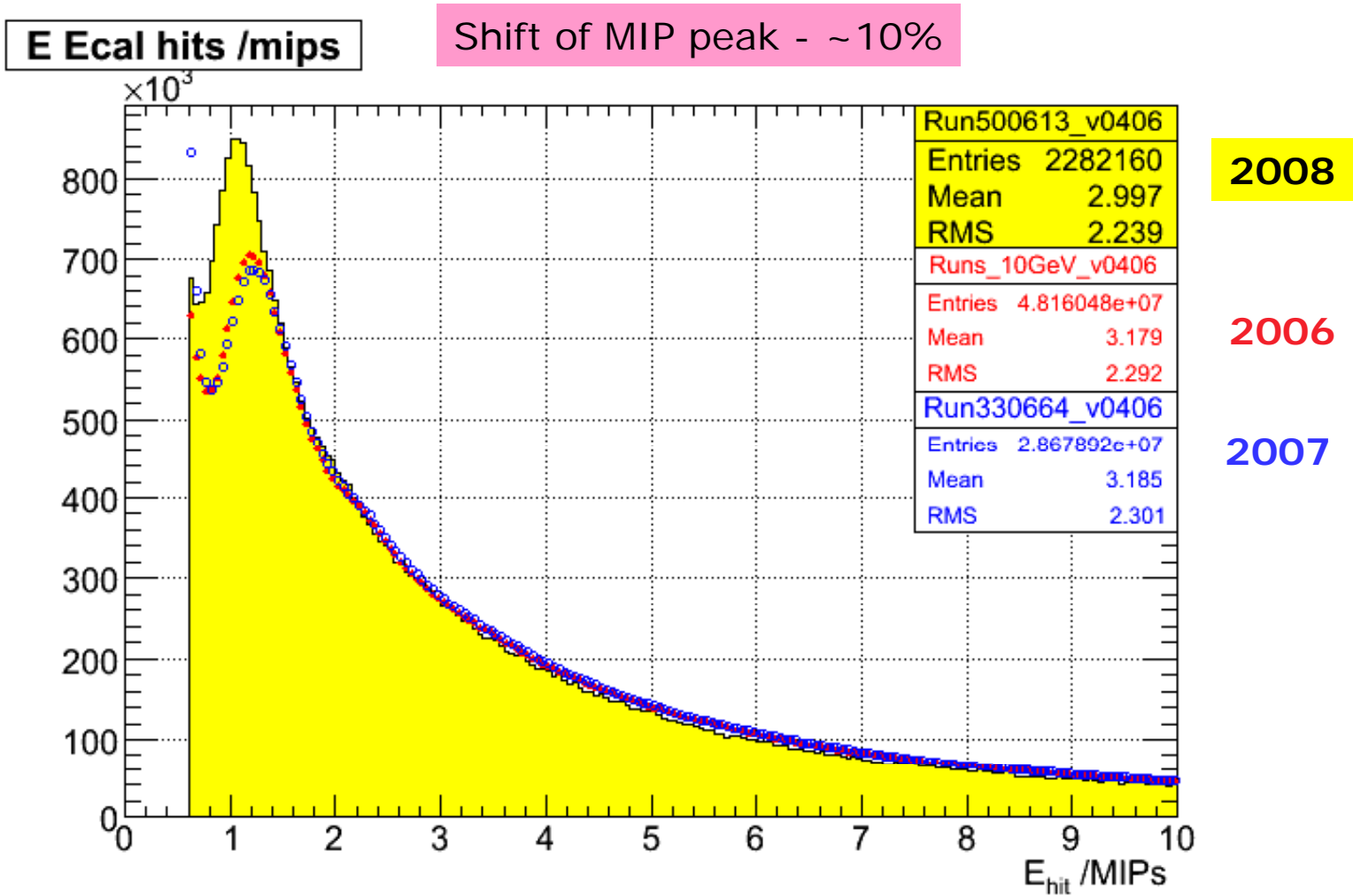
Hit Map

HitMap ECAL Nhits

Dead cells, but otherwise looks reasonable

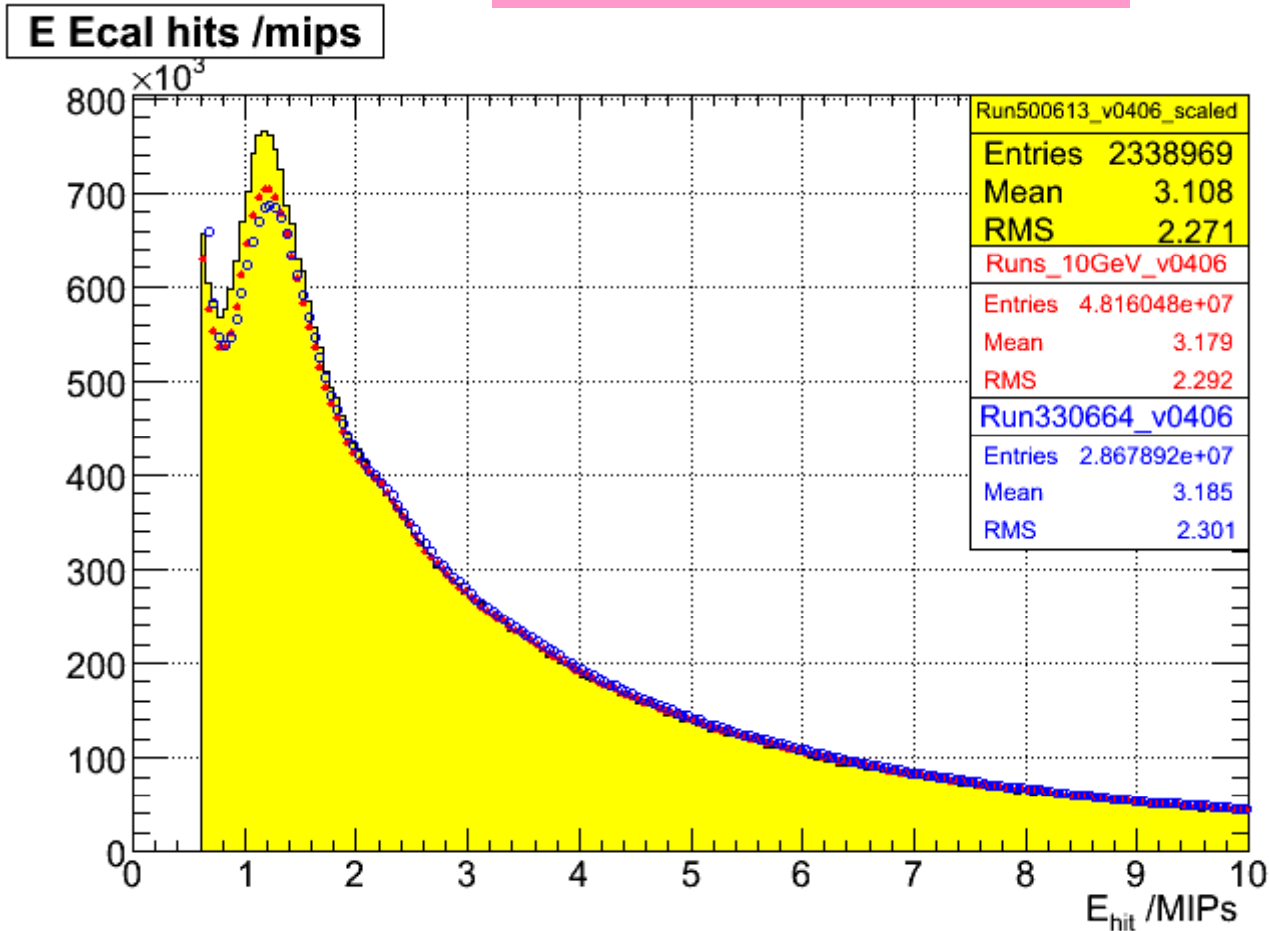


Hit energies



MIP peak (scaled)

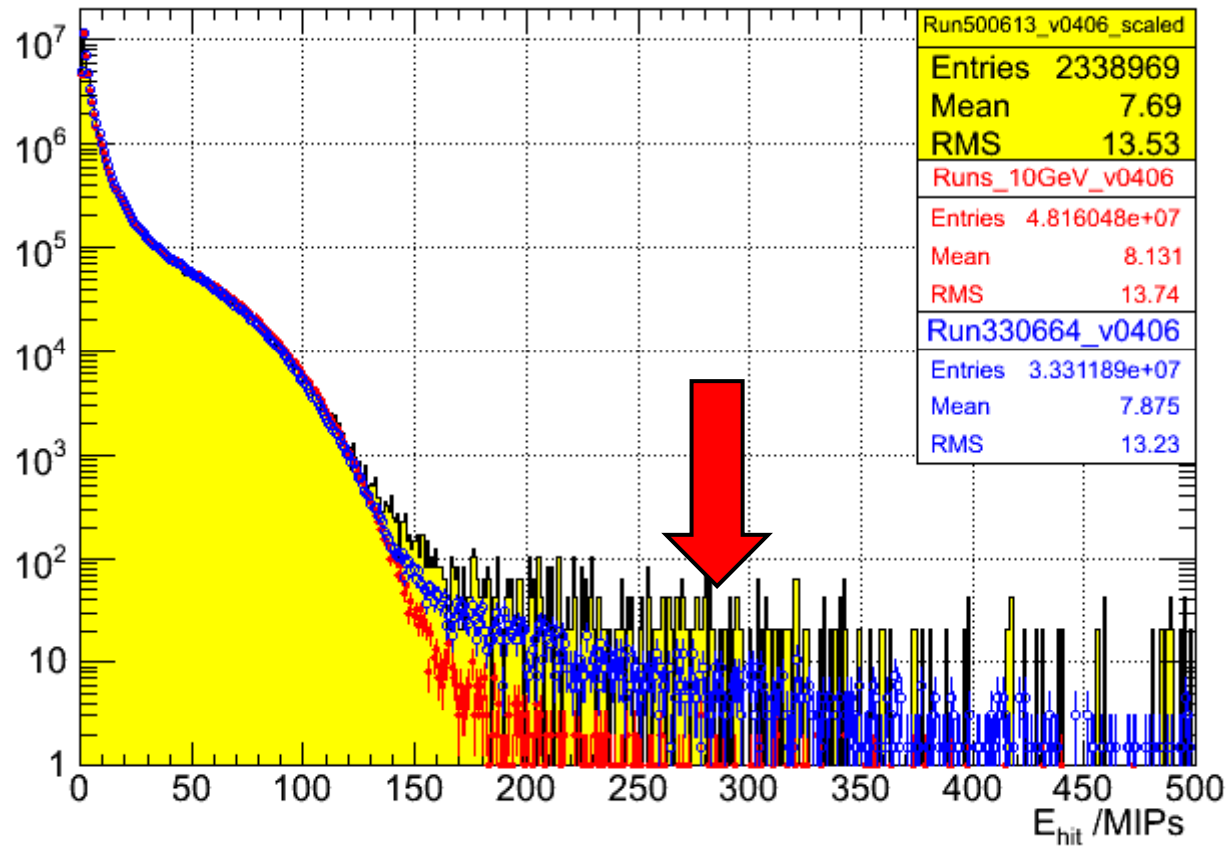
Scale hit energies by ~10%



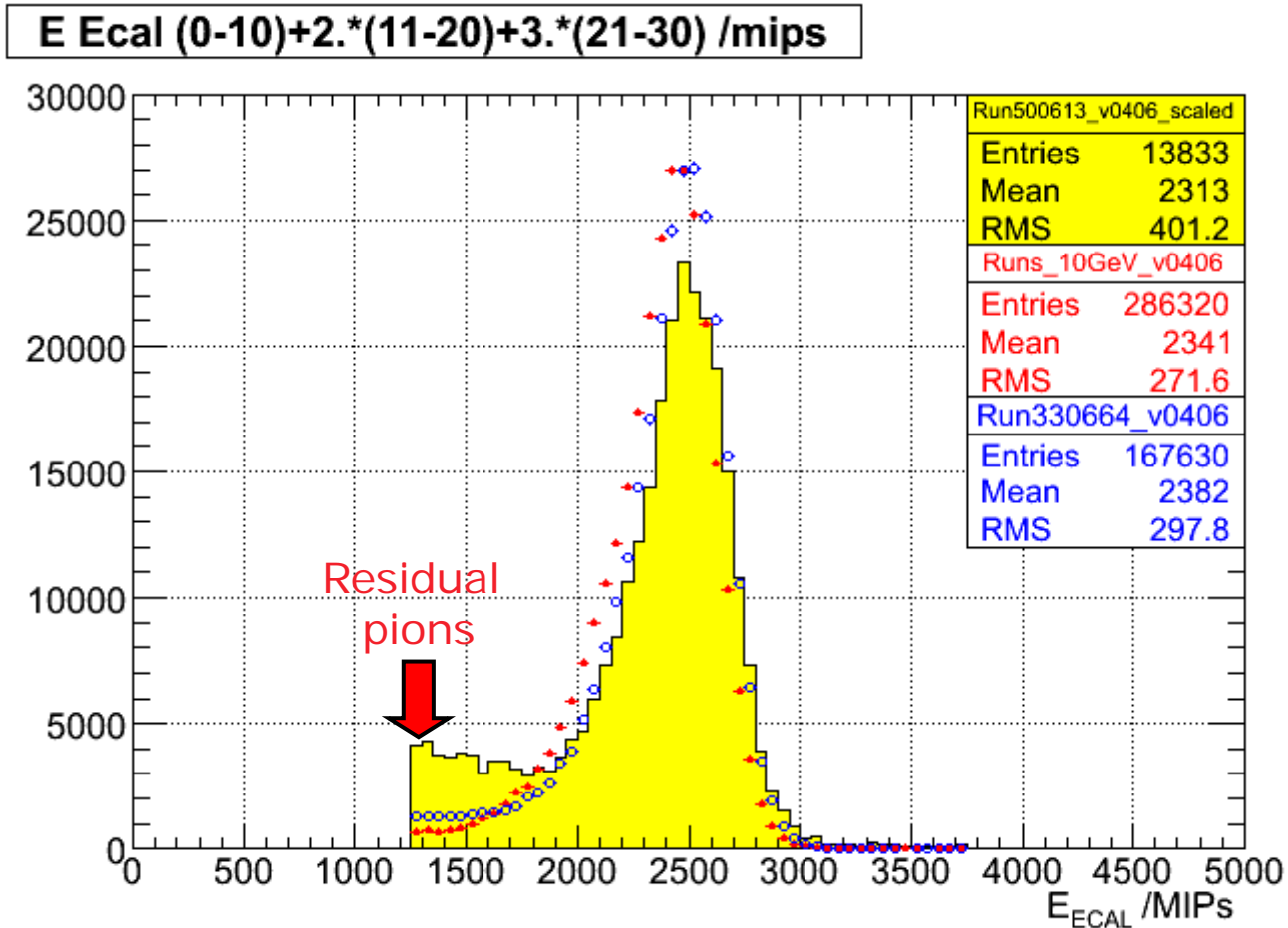
Ehit tail

Slightly greater tail in 2008?
Maybe also in 2007?

E Ecal hits /mips

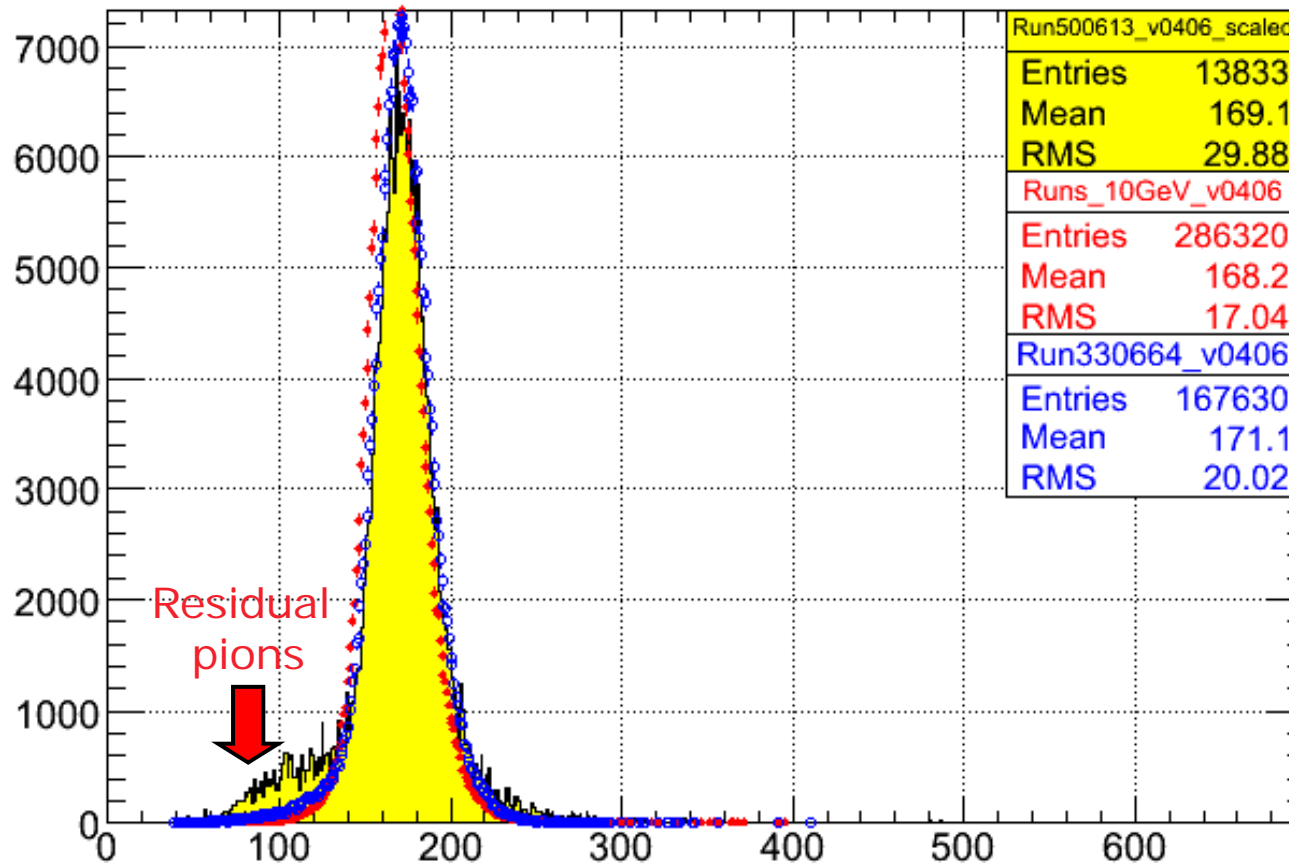


Total energy

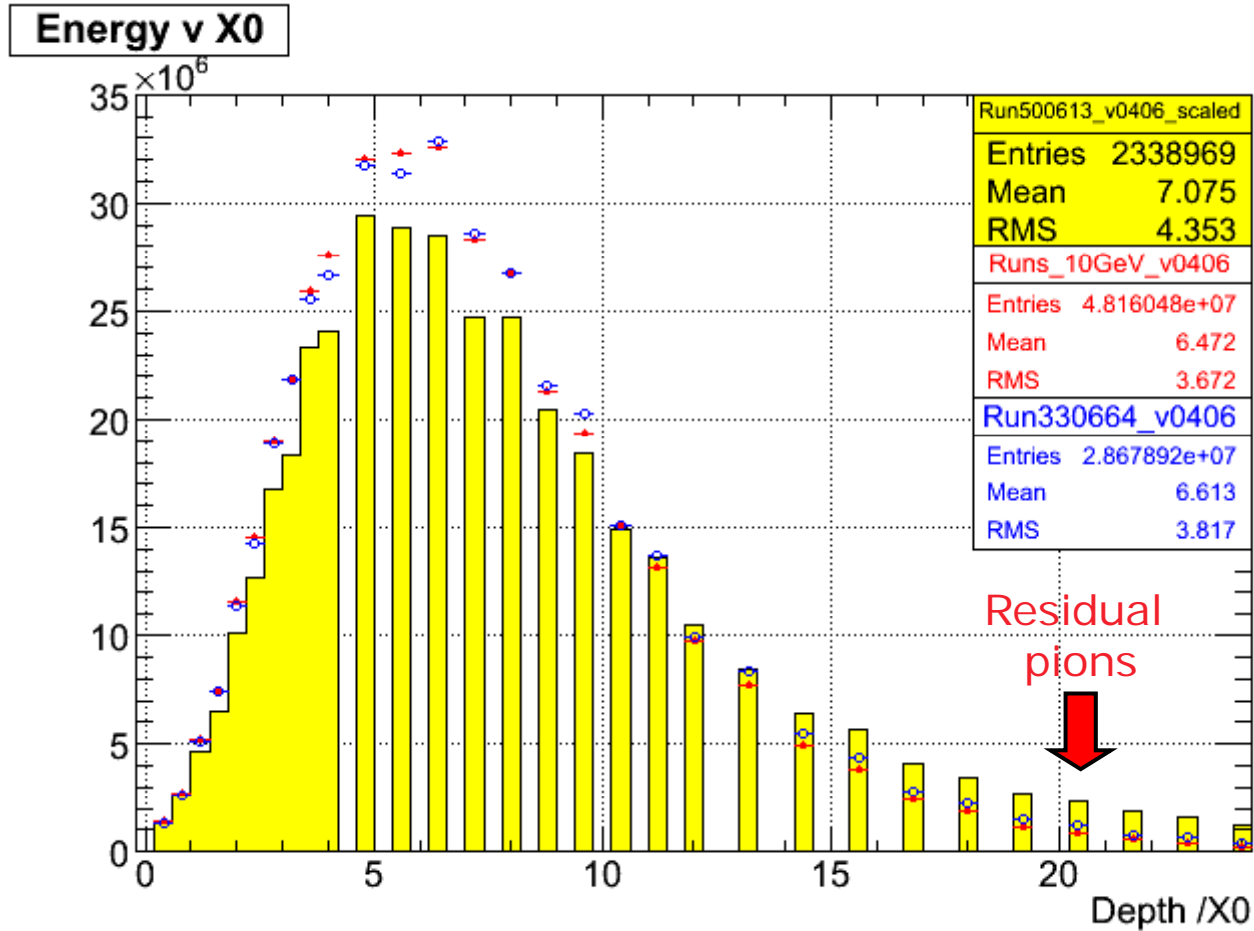


Number of hits

N Ecal hits > Thresh

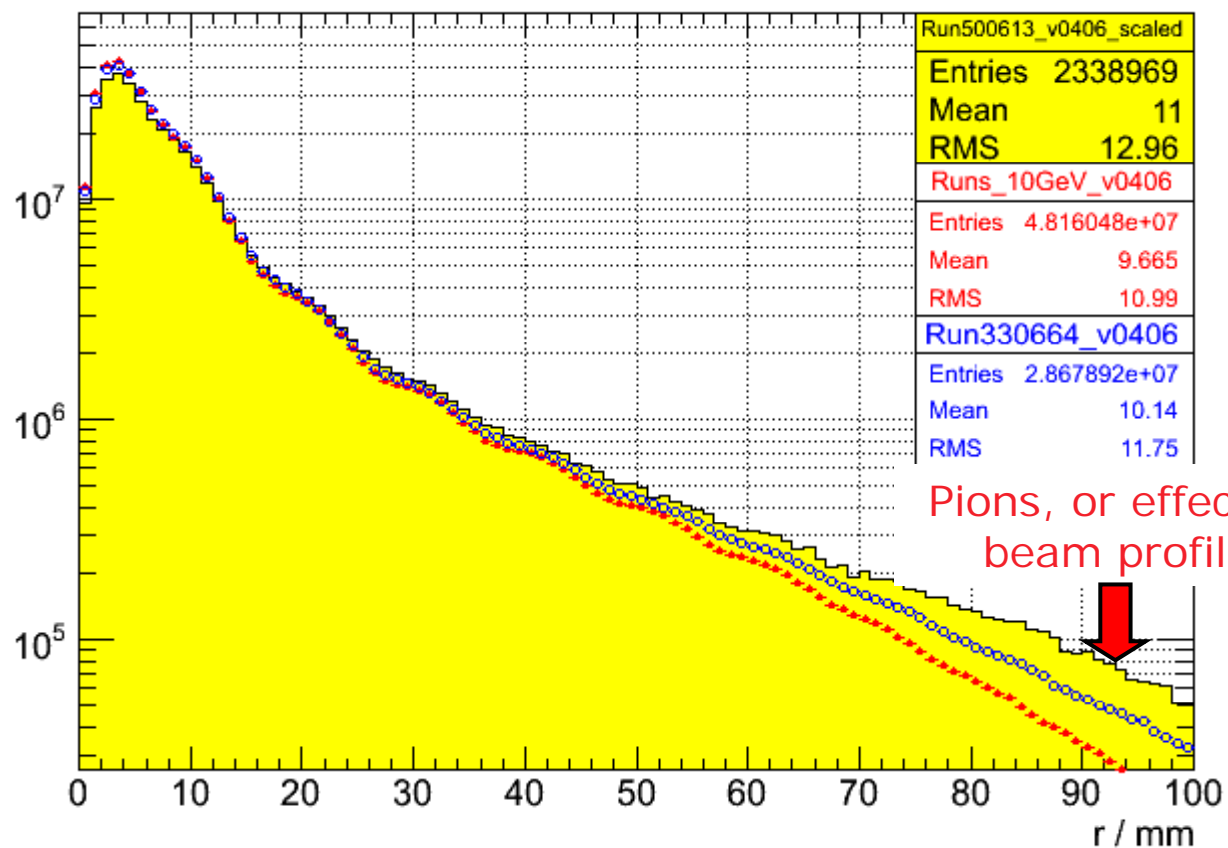


Longitudinal profile



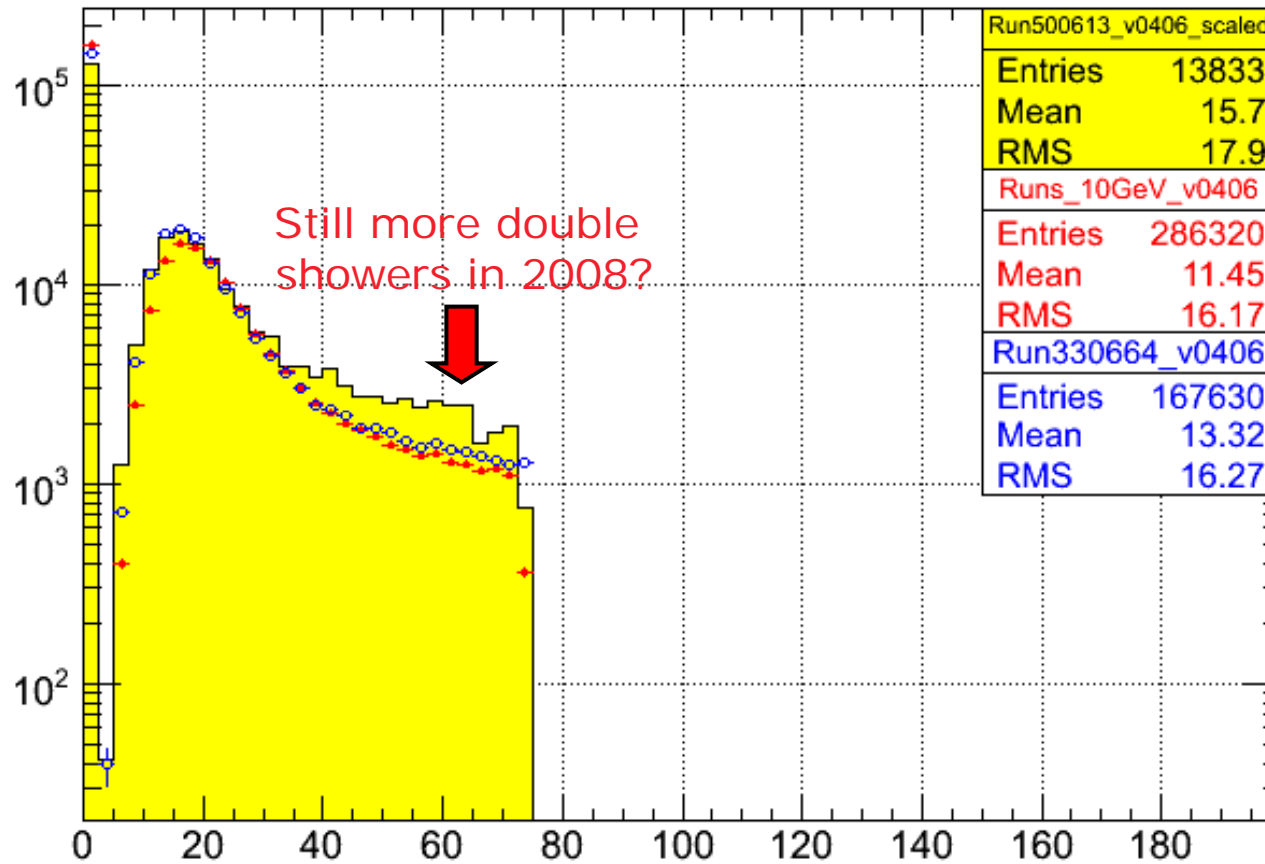
Radial distribution

E vs r_{hit}



Two cluster cut

Threshold for 2 clusters



Summary

- ❖ ECAL data processed by Hengne basically look OK.
- ❖ Seems to be a calibration shift – energies ~10% lower than in most recent 2006/7 processing (“v0406”).
- ❖ Impression is that then beam is a little dirtier than CERN (pi/mu content; double particles) ⇒ a little extra care needed to devise suitable cleanup cuts. But should be OK.
- ❖ Possible excess of high energy hits (>200MIPs)? Certainly compared to 2006. Needs investigation.

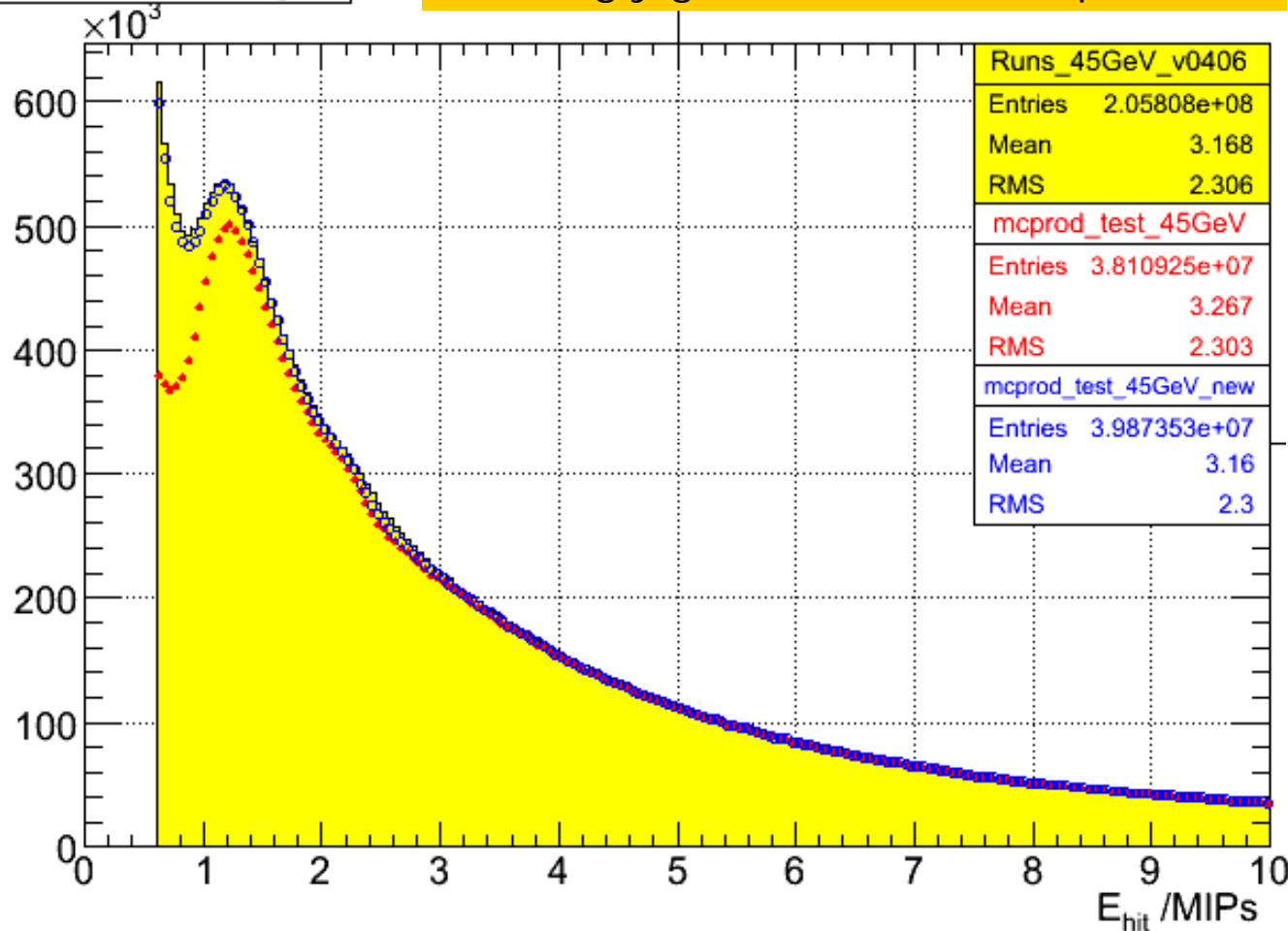
Low energy hits in 2006

- ❖ Still worrying about the excess of low energy hits seen in data compared to MC.
 - ❖ Statement in the ECAL technical paper that in square events “about 1% of the guard ring energy is propagated into each border pixel (double in corner cells)”
 - ❖ Does this provide a means to simulate the effect?
- ❖ Tried a very naïve implementation:
 - ❖ Sum (three) guard ring hit energies for each wafer
 - ❖ Allocate 1% of this energy to each peripheral cell; 2% in the case of corner cells.
- ❖ Test at 45 GeV, where square event rates are greatest.

Hit energies

E Ecal hits /mips

Amazingly good for first attempt. But...



Data

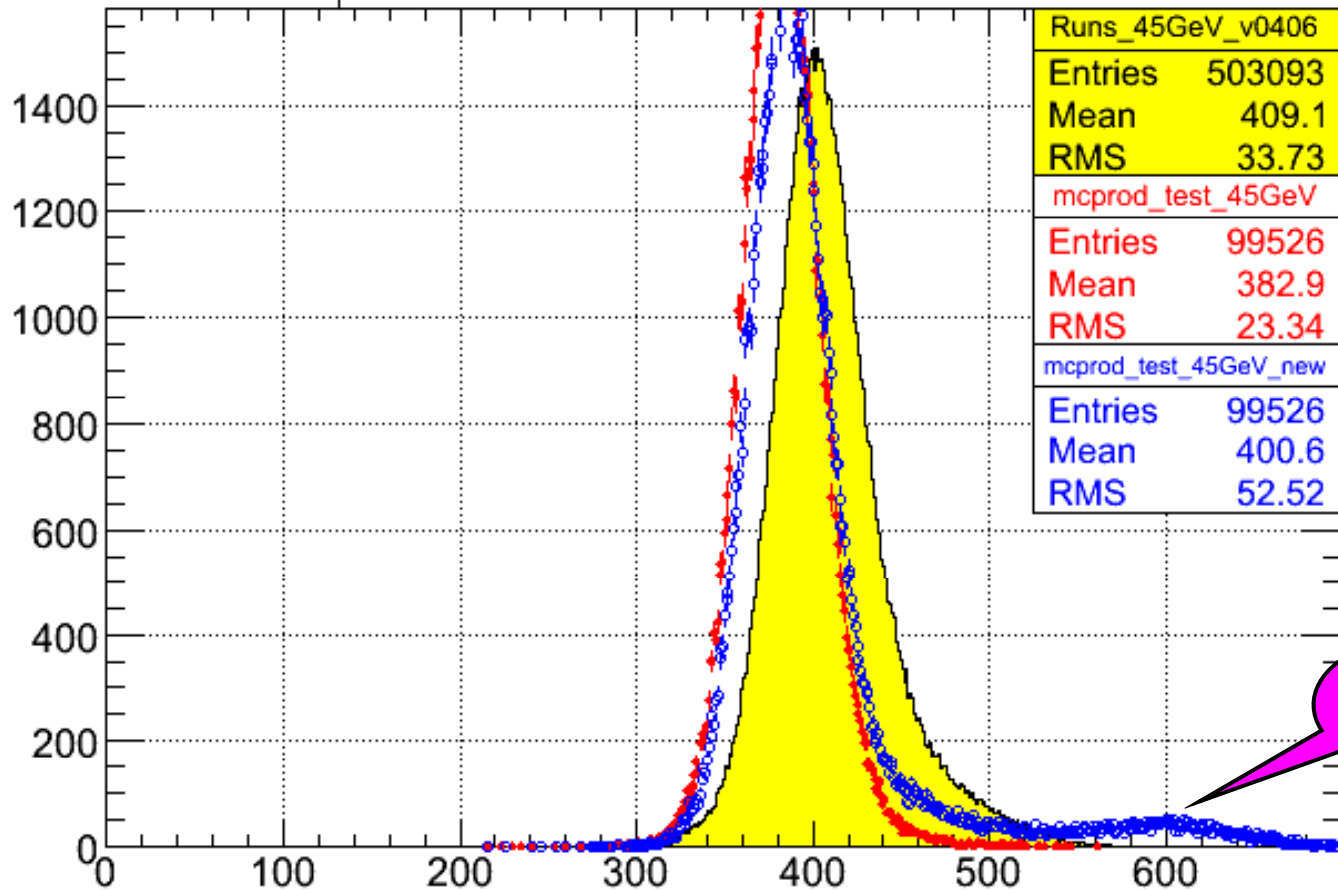
Standard MC

+ guard ring
crosstalk

Number of hits

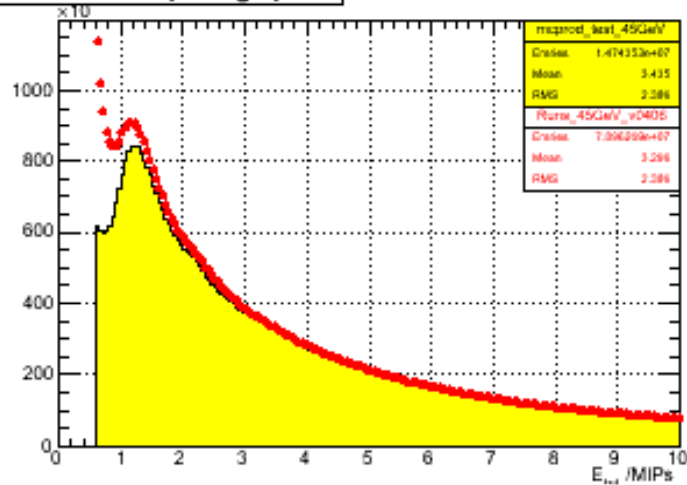
N Ecal hits > Thresh

details are all wrong. Much too naïve.

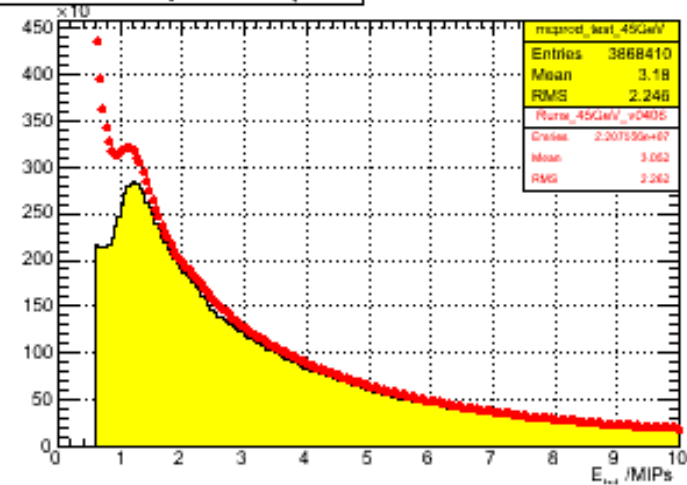


Different pad types

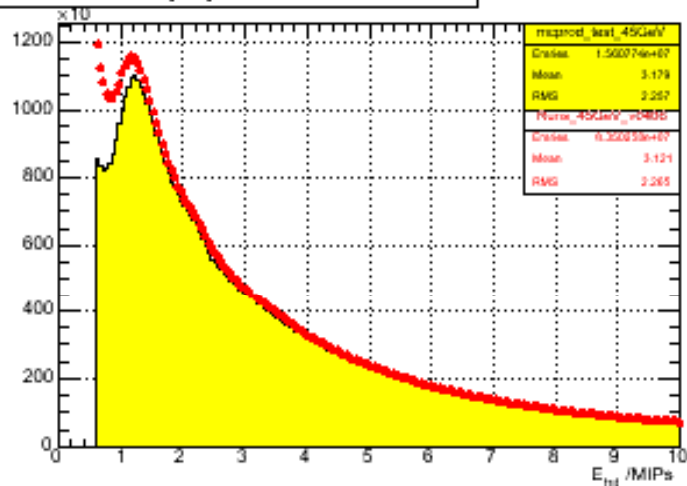
E Cal hits /mips edge pads



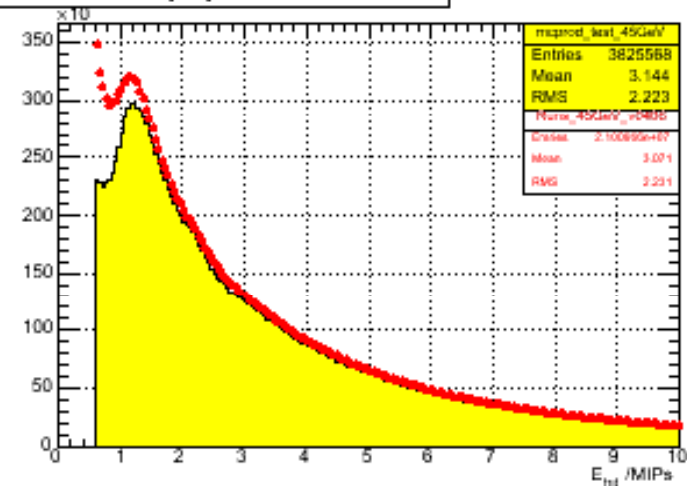
E Cal hits /mips corner pads



E Cal hits /mips pads in wafer interior



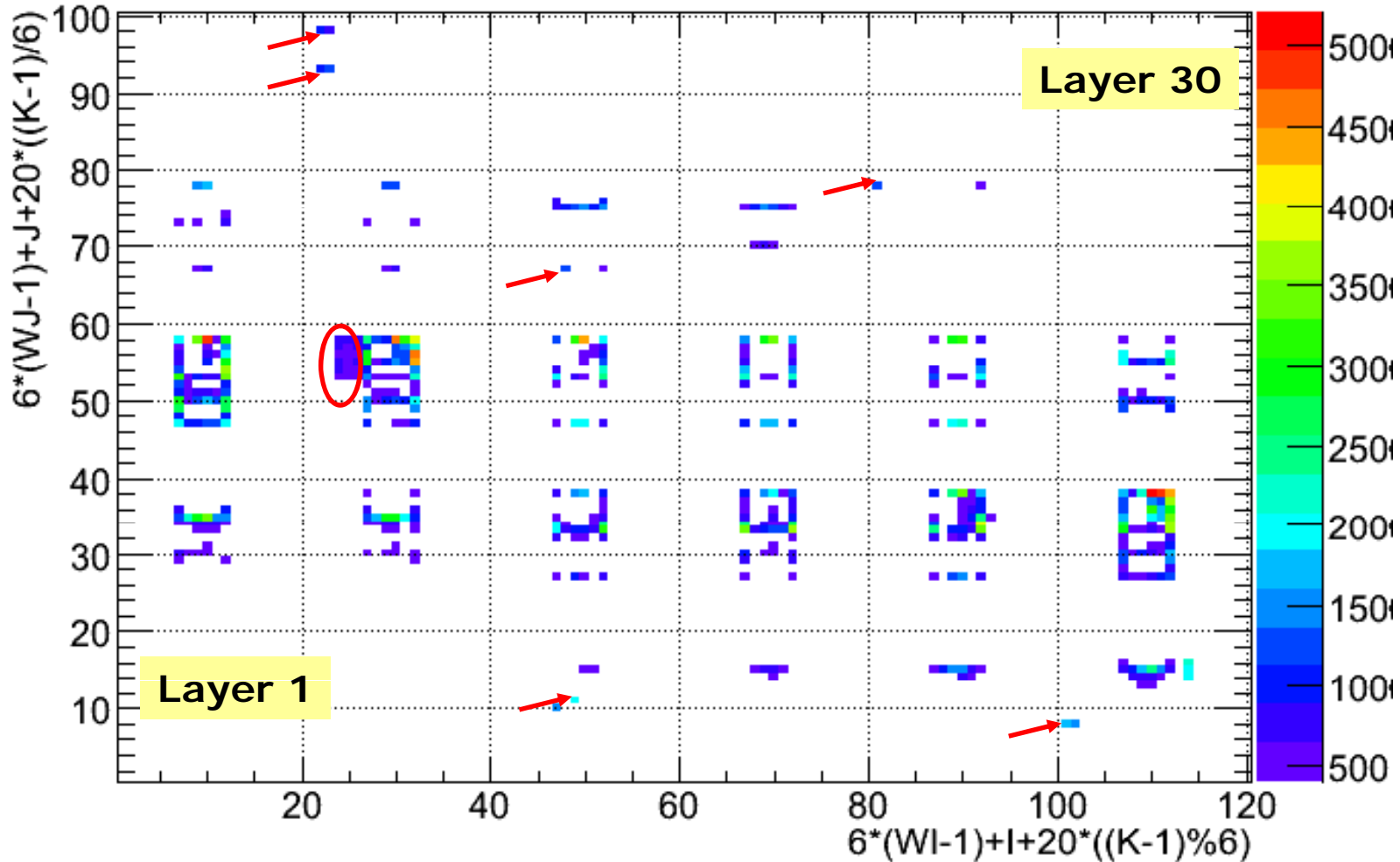
E Cal hits /mips pads in wafer heart



Data-MC Hitmap; 45 GeV; Ehit<0.8MIP

HitMap ECAL Ehit<0.8MIP

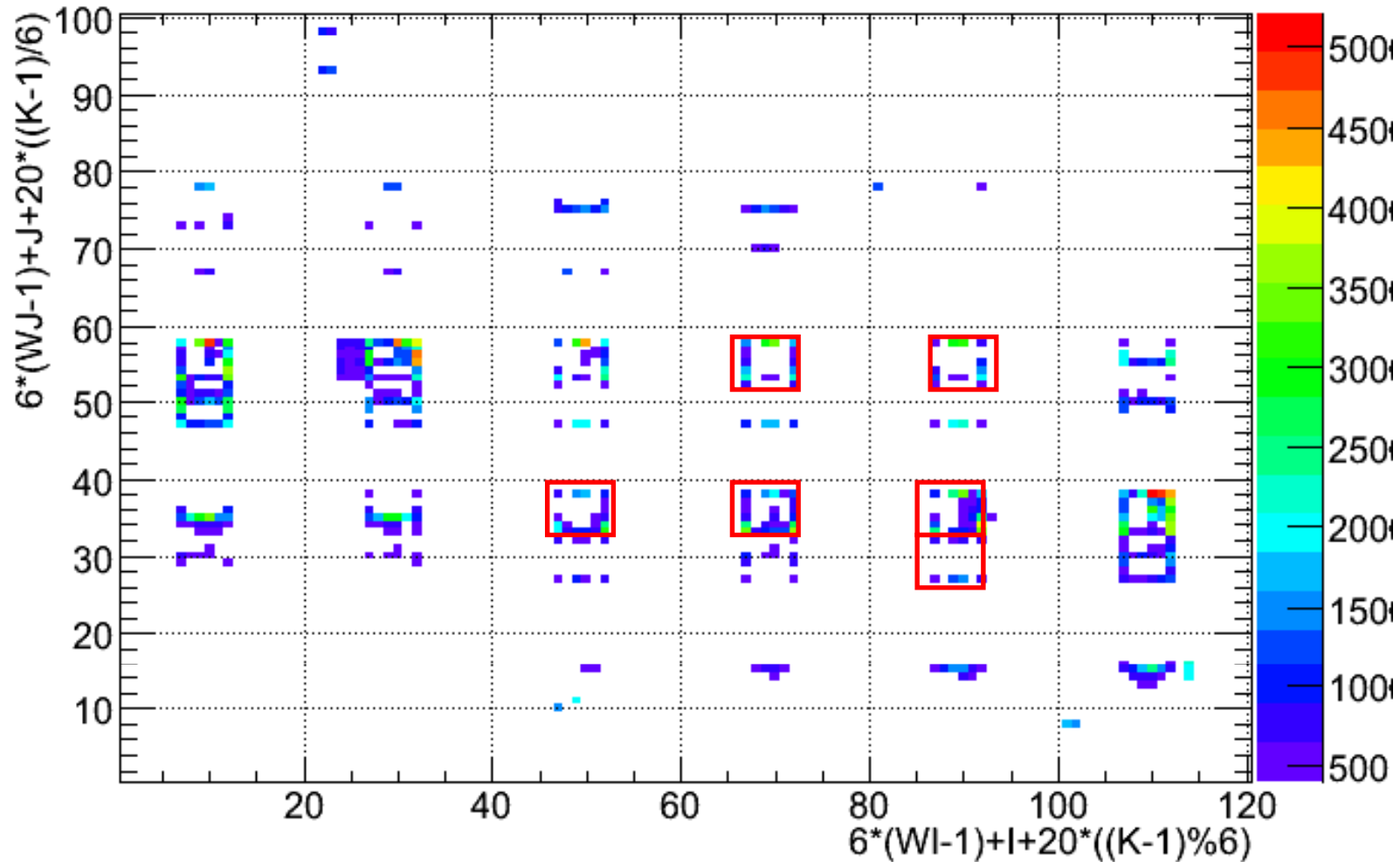
Noise. Simulated by Anne-Marie's code



Data-MC Hitmap; 45 GeV; Ehit<0.8MIP

HitMap ECAL Ehit<0.8MIP

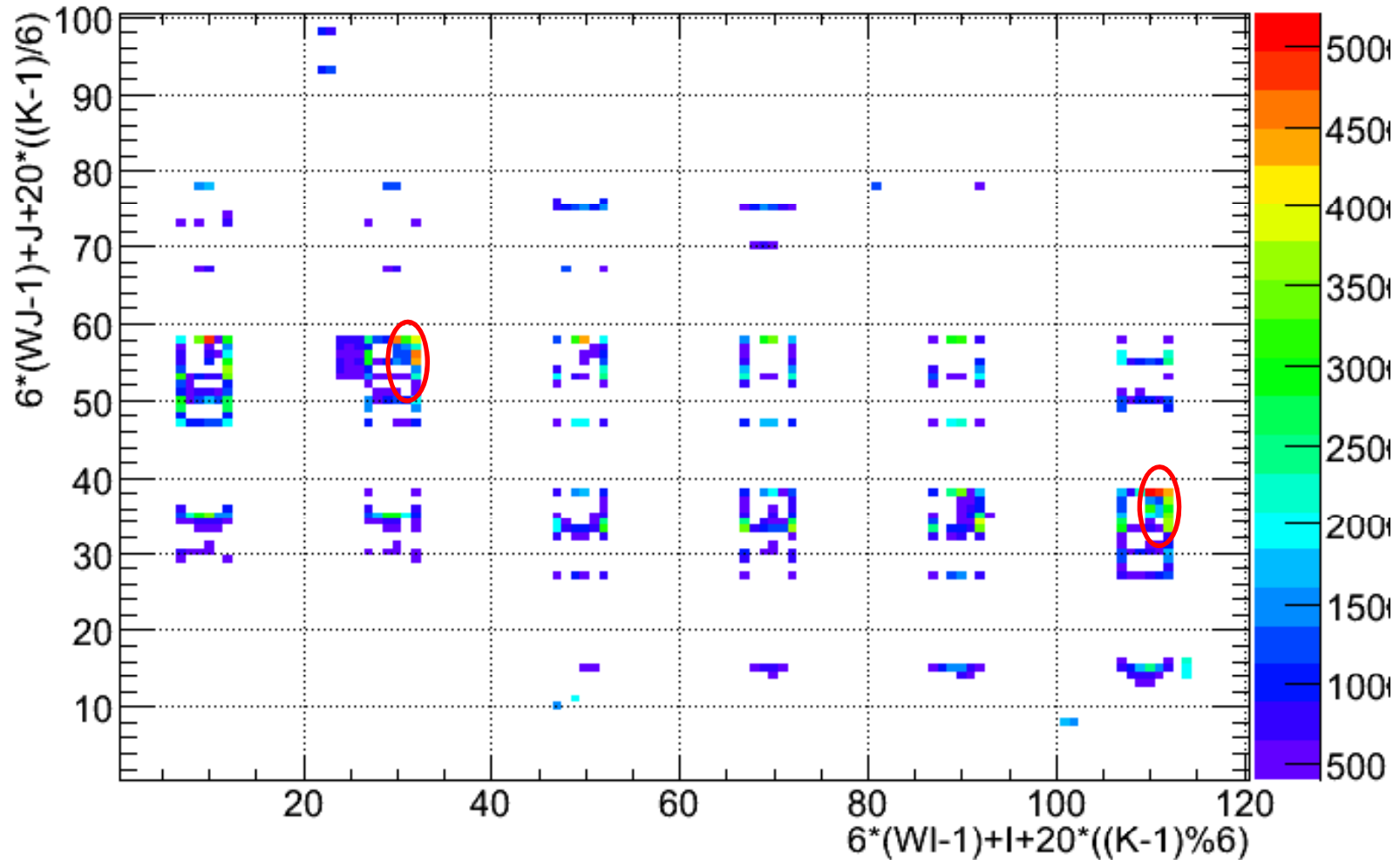
"Square" patterns



Data-MC Hitmap; 45 GeV; Ehit<0.8MIP

HitMap ECAL Ehit<0.8MIP

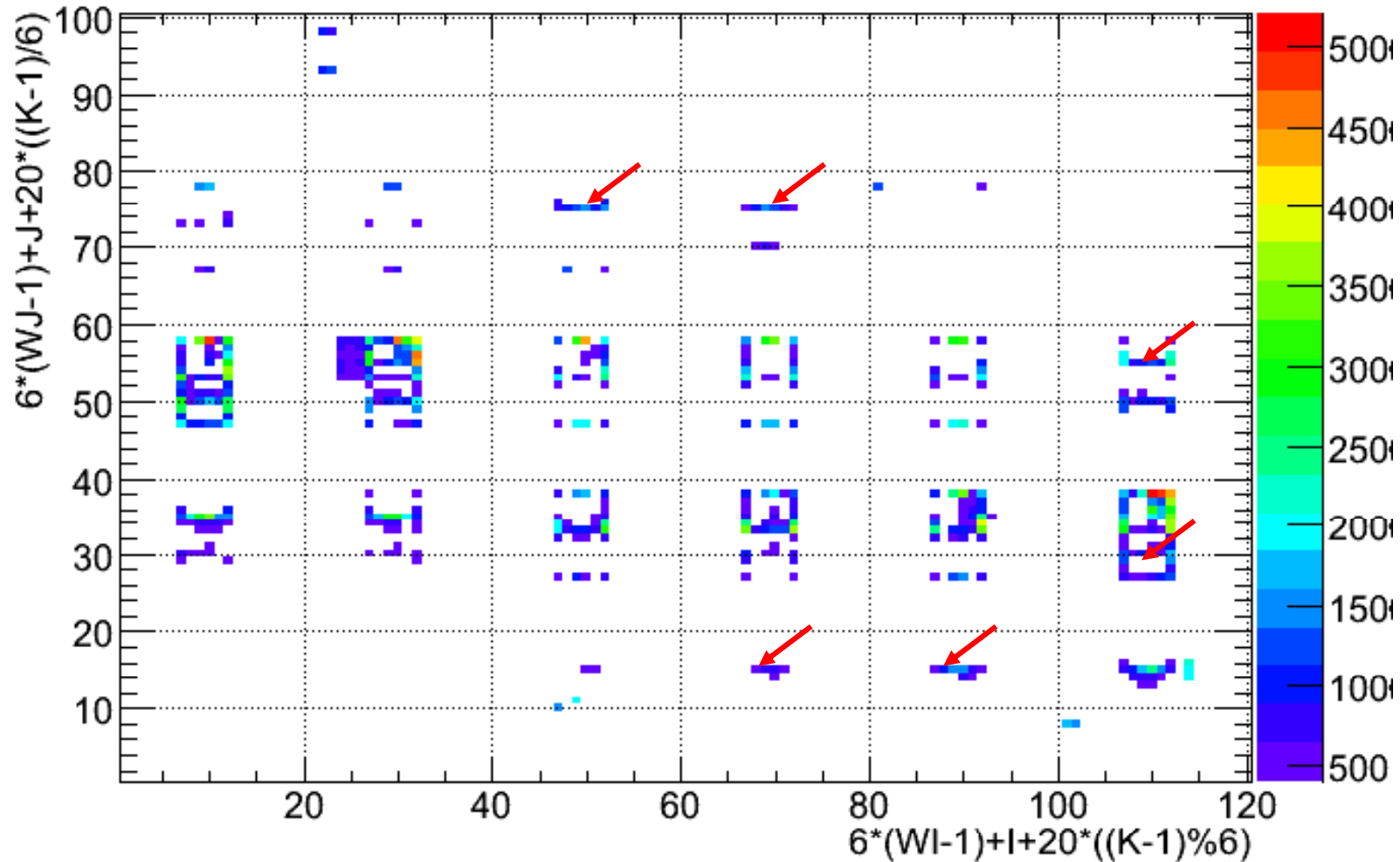
A couple of noisy quadrants of wafers



Data-MC Hitmap; 45 GeV; $E_{hit} < 0.8 \text{MIP}$

HitMap ECAL $E_{hit} < 0.8 \text{MIP}$

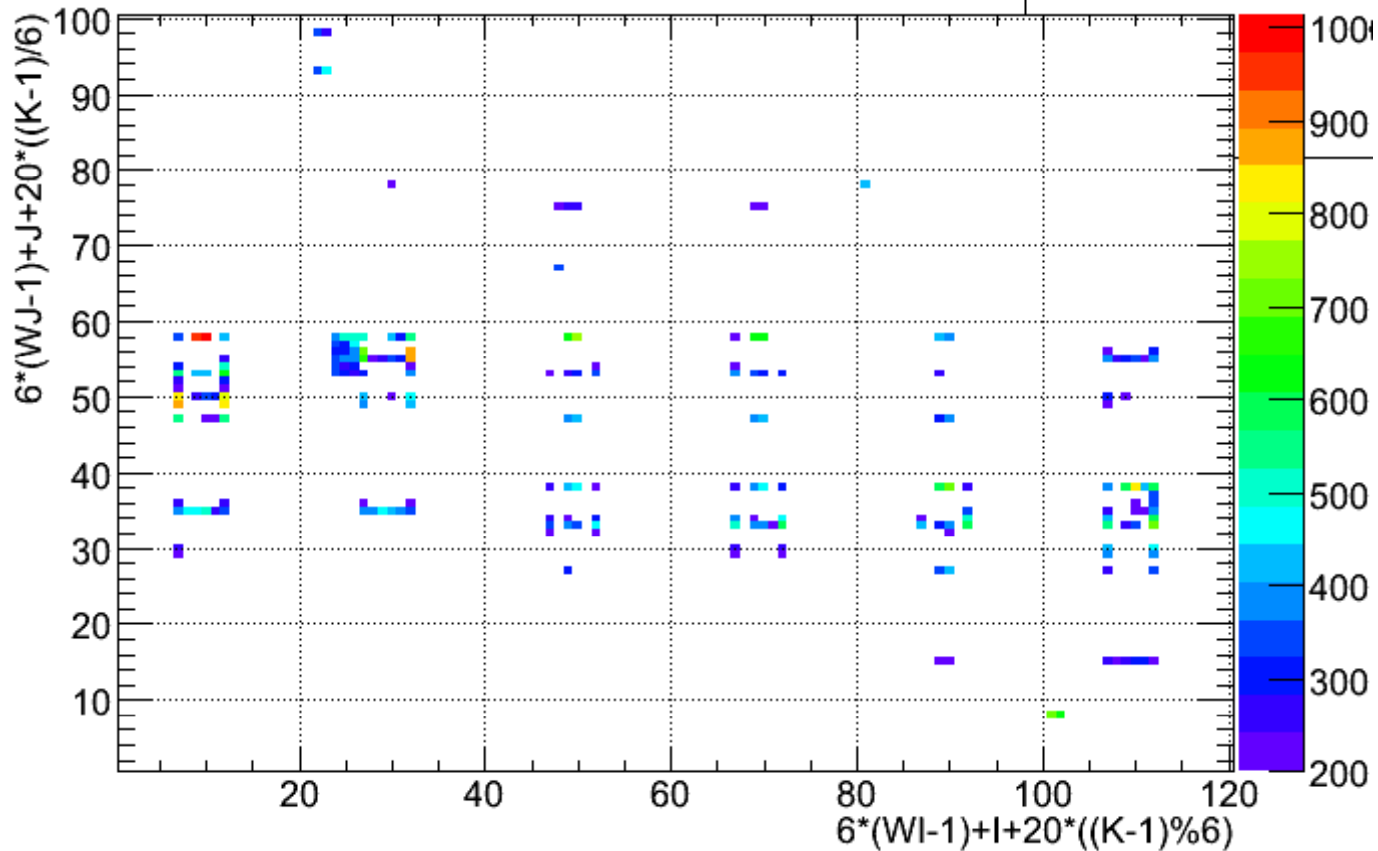
Horizontal Rows



Data-MC Hitmap; 30 GeV; Ehit<0.8MIP

HitMap ECAL Ehit<0.8MIP

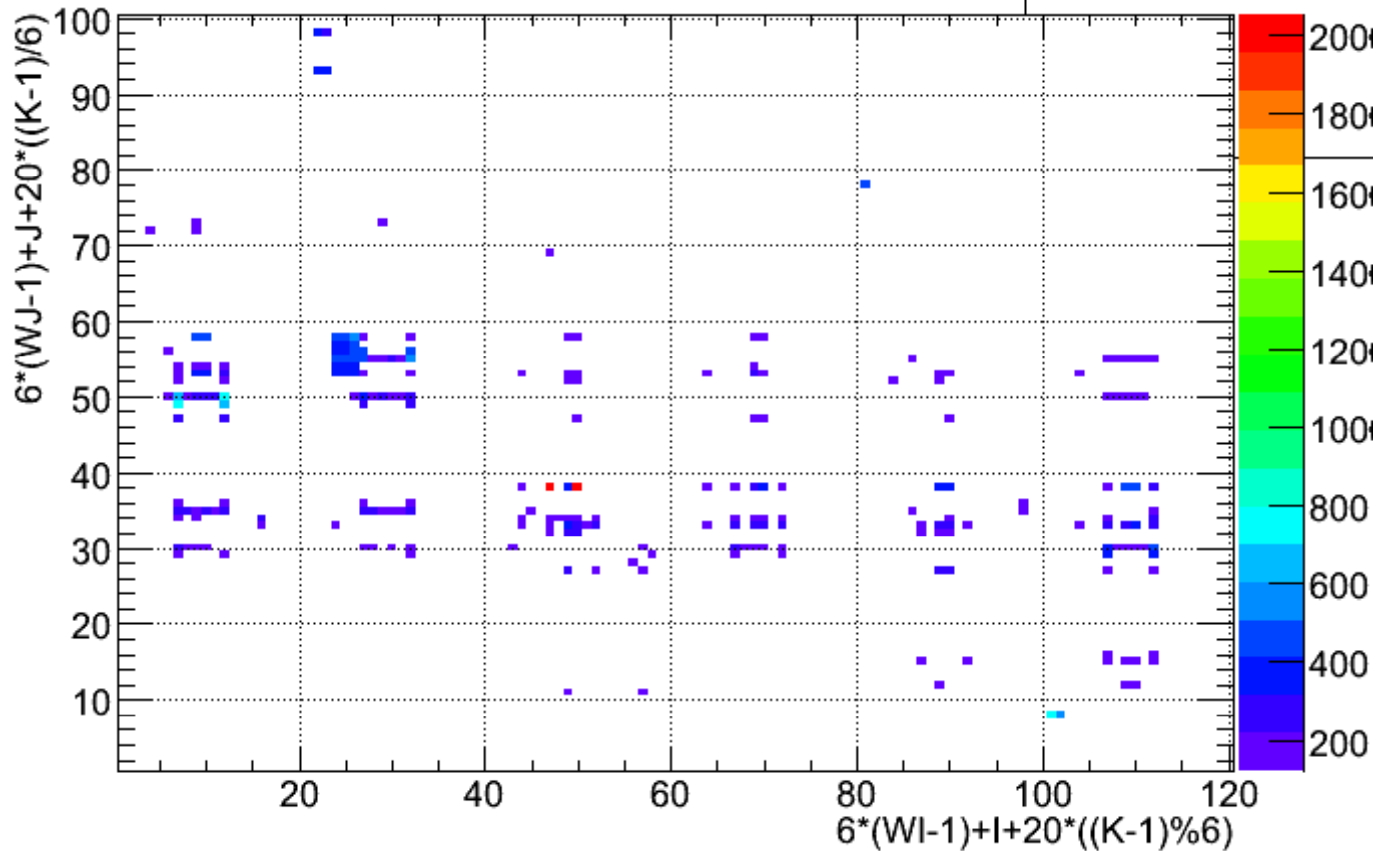
Similar structure as at 45 GeV



Data-MC Hitmap; 20 GeV; $E_{hit} < 0.8 \text{MIP}$

HitMap ECAL $E_{hit} < 0.8 \text{MIP}$

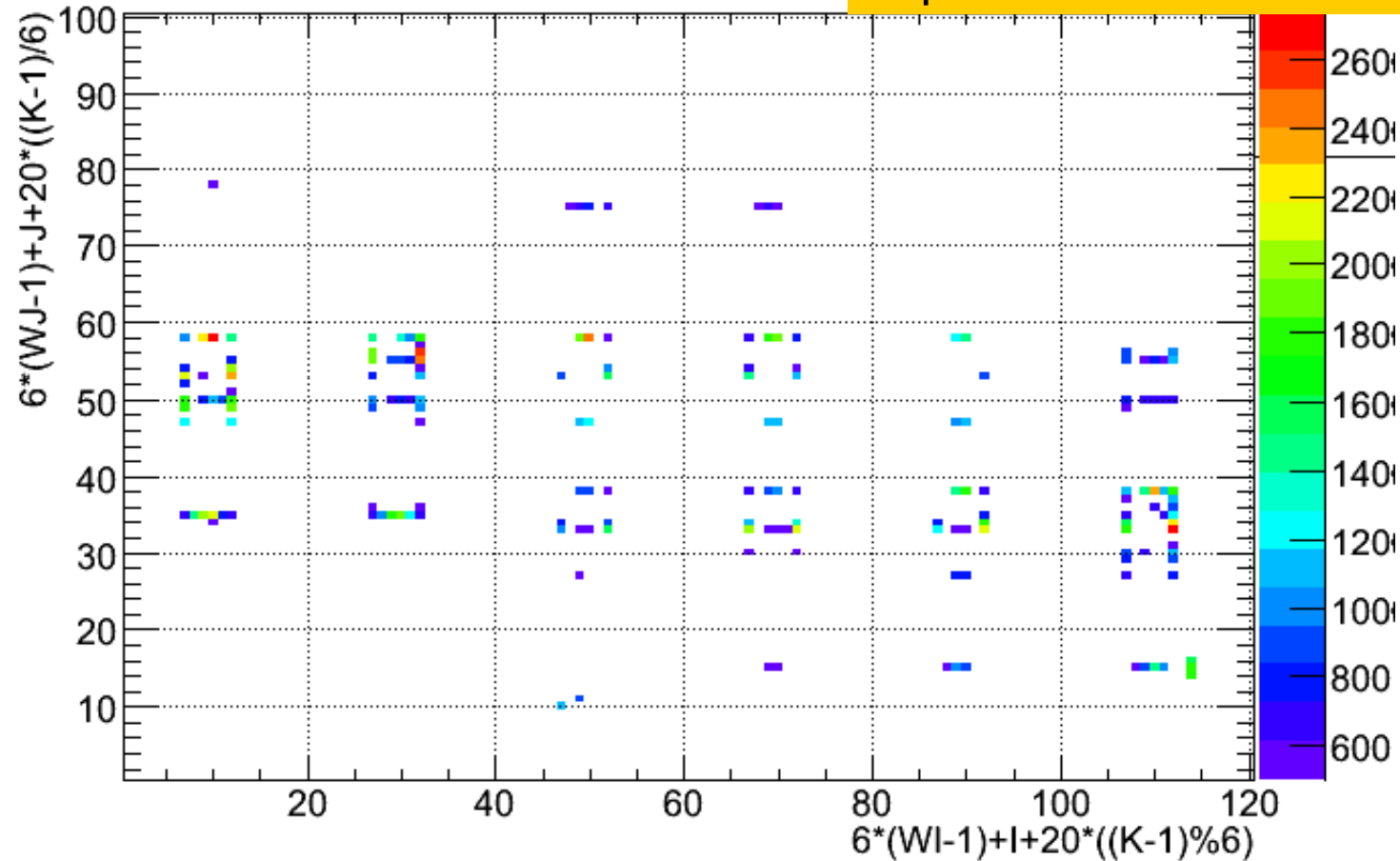
Similar structure as at 30, 45 GeV



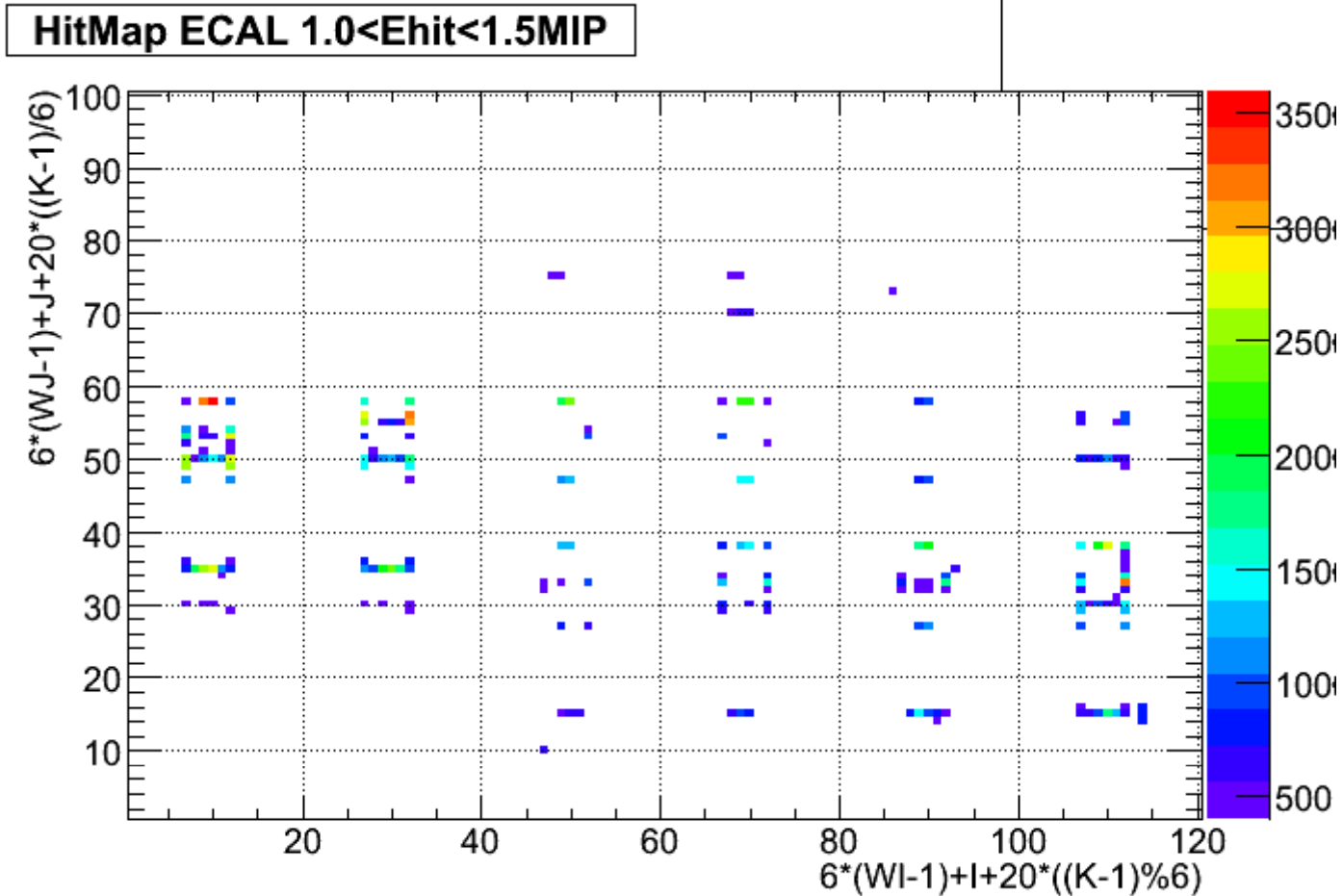
Data-MC Hitmap; 45 GeV; $0.8 < E_{hit} < 1.0 \text{ MIP}$

HitMap ECAL $0.8 < E_{hit} < 1.0 \text{ MIP}$

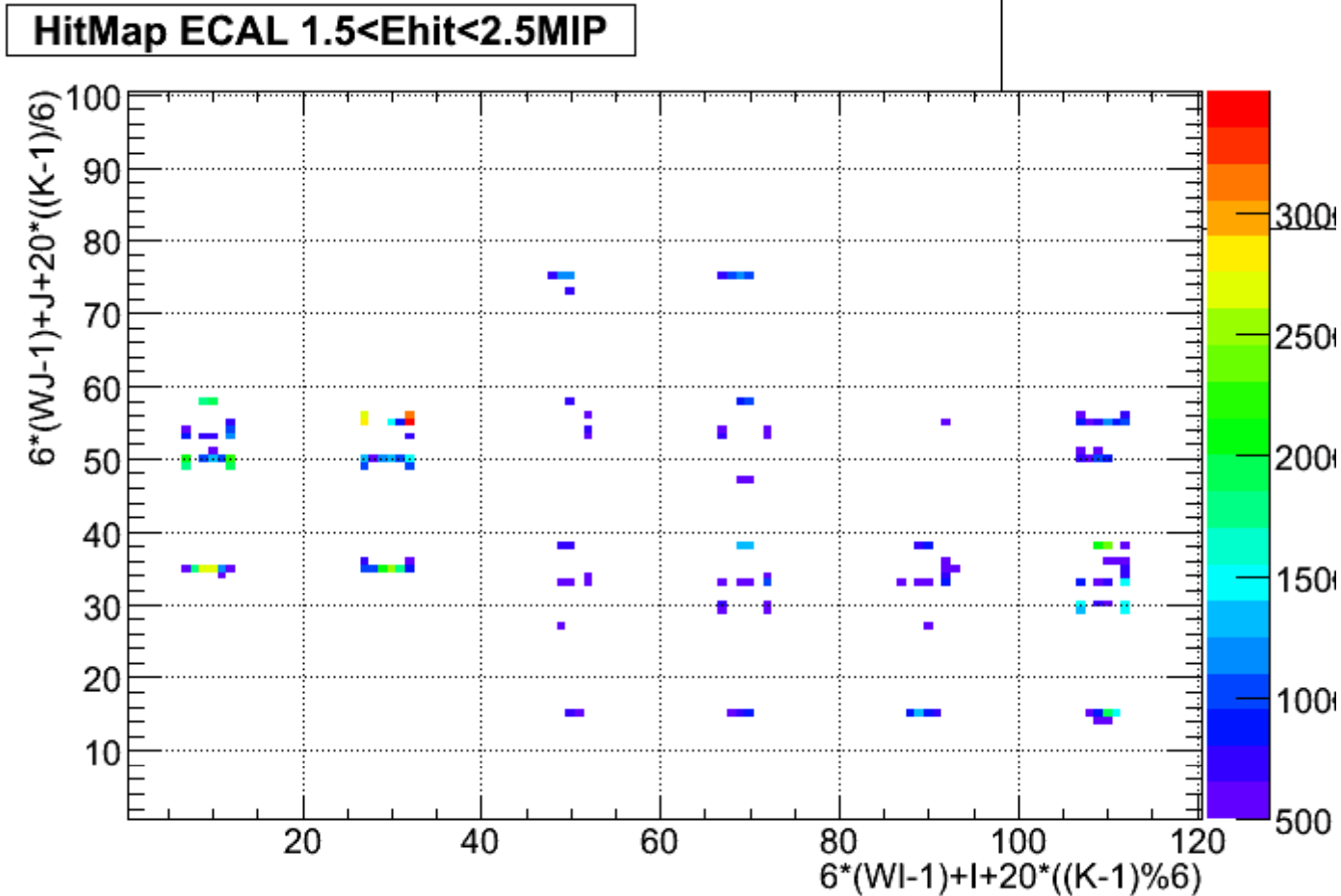
Noise is gone.
Squares, rows remain



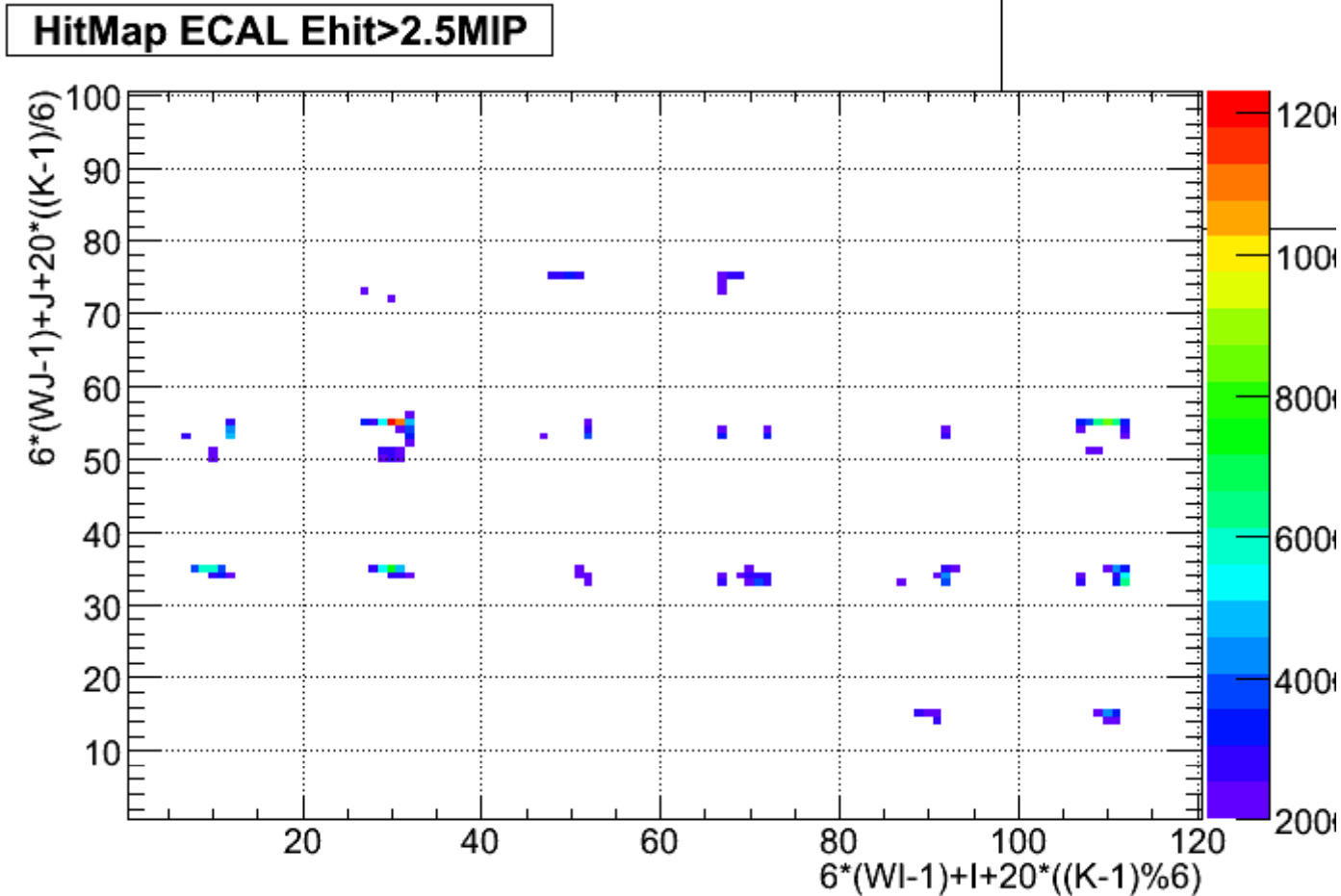
Data-MC Hitmap; 45 GeV; $1.0 < E_{hit} < 1.5 \text{ MIP}$



Data-MC Hitmap; 45 GeV; $1.5 < E_{hit} < 2.5 \text{ MIP}$



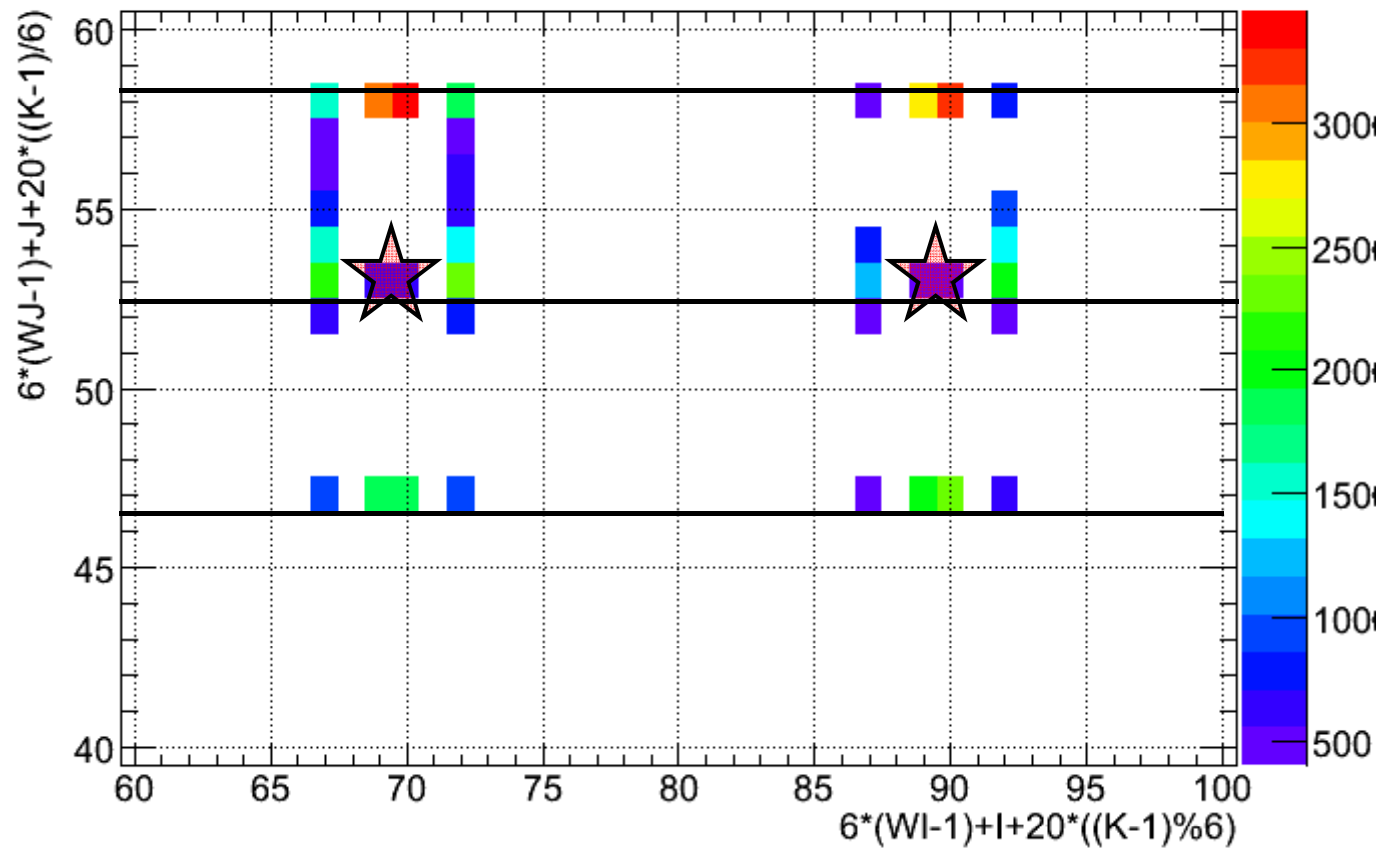
Data-MC Hitmap; 45 GeV; Ehit > 2.5MIP



Zoom of two layers

Excess hits not uniformly distributed around the edge. (Known from François Morriseau's work).

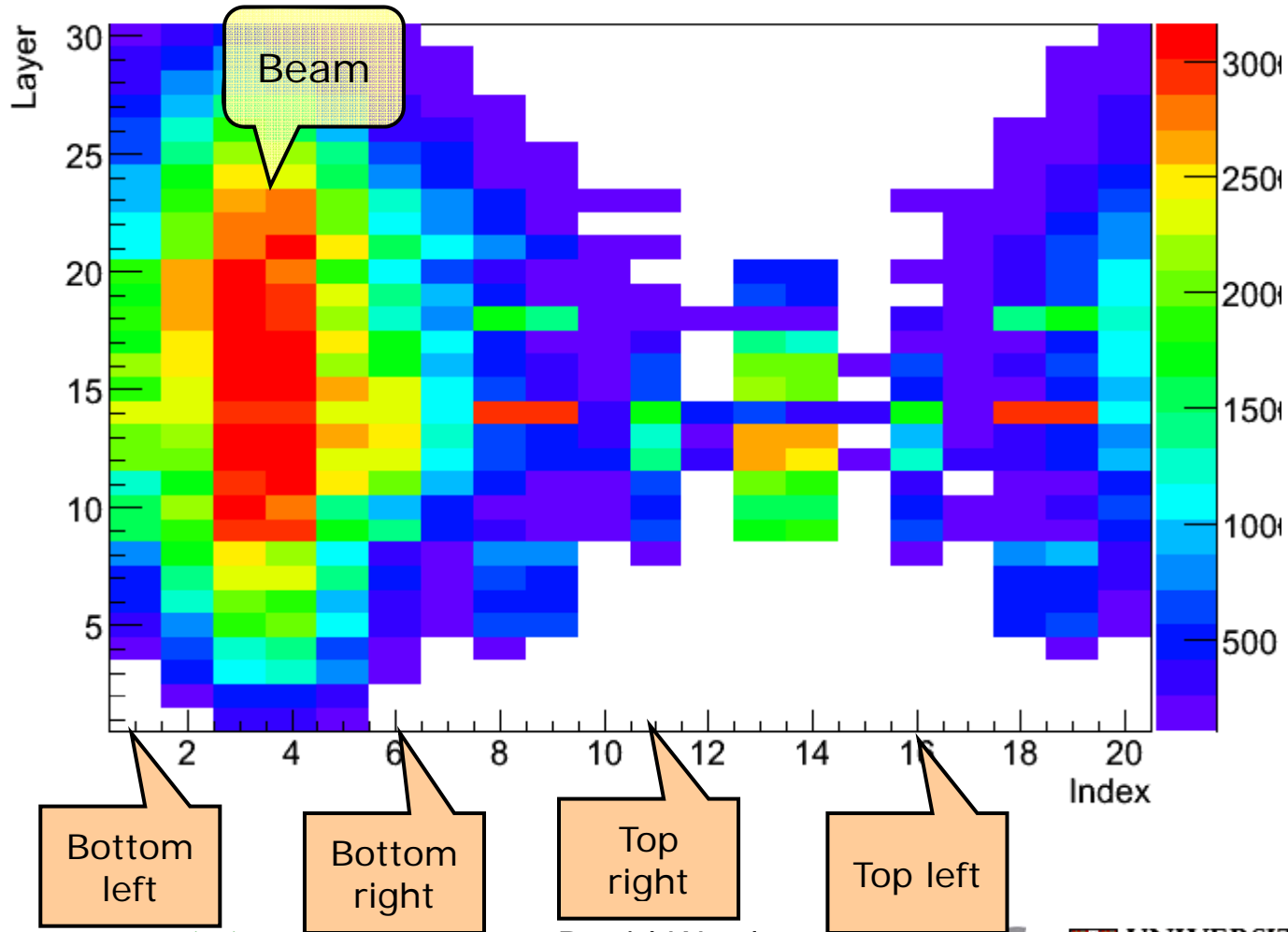
HitMap ECAL Ehit<0.8MIP



Hit rate around the edge pads, per layer

Select events close to inter-wafer gap.

N edge hits - wafer (2,3)



Low energy hits summary

- ❖ At least four contributions:
- ❖ Noisy cells (seen in pedestal events, muons, etc). These are more or less simulated by Anne-Marie's code.
- ❖ Correlated noise in edge cells (square events; cross-talk with guard rings).
 - ❖ Some possibility to make progress with simulating these. But the pattern of crosstalk is complicated.
- ❖ Rows in wafer interior exhibiting noise.
 - ❖ Seems reproducible run to run, but not sure how to characterise it, or what it depends on. Open question.
- ❖ A couple of noisy quarter pads.