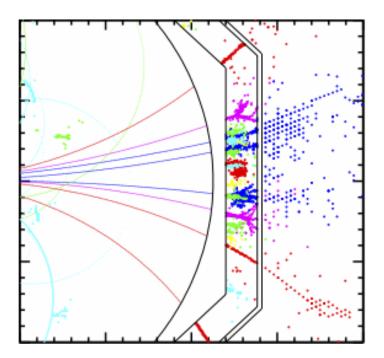
Software Compensation for AHCAL Optimisation



Huong Lan Tran

ILD Analysis/Software Meeting 16 December 2015







Outlines

- Efforts for AHCAL optimisation are converging
 - Fruitful collaboration with Munich and Cambridge group concerning software compensation and its implementation
 - Good results achieved

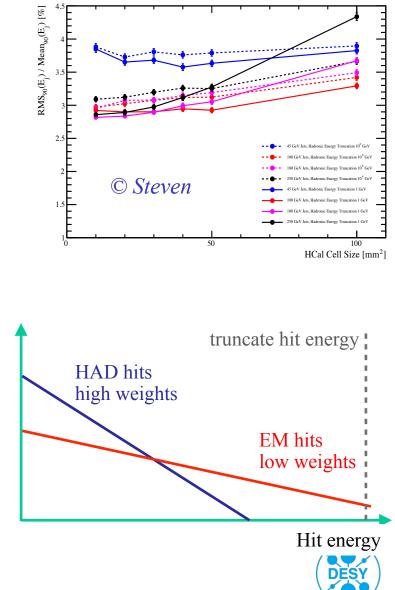
In this talk: Software compensation for AHCAL optimisation

- Brief on software compensation technique & results
- Implementation in Particle Flow Algorithm
- Bonus: Towards cost optimisation



Software compensation in AHCAL optimisation

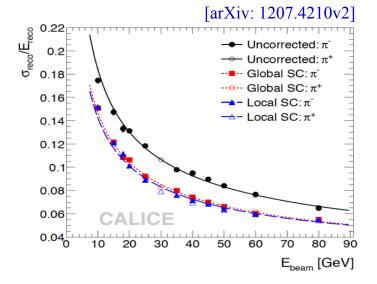
- Dependence of JER on HCAL cell size apparently reduced compared to results from LoI: for LoI results *HCAL cell energy truncation cut at 1GeV*
 - Improves JER for small cell sizes and at small energies
 - Degrades JER for large cell sizes at higher energies
- HCAL cell energy truncation mimics idea of *software compensation*: reduce response to electromagnetic sub-showers.
- Ways to recover JER at high energies for large cell sizes:
 - Using *optimised* HCAL cell energy truncation (see Steve's talk)
 - Software compensation



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Software compensation in AHCAL optimisation

- Software compensation applied to test beam data from CALICE-AHCAL physics prototype:
 - Improvement of hadronic energy resolution by 20% for single hadrons from 10 to 80 GeV



- *Idea*: Applying different weights for hits of different energy densities
- *Weight* defined as:

$$\omega(\rho) = p_1.exp(p_2.\rho) + p_3$$

where ρ is hit energy density, p_1, p_2, p_3 are beam energy dependent parameters

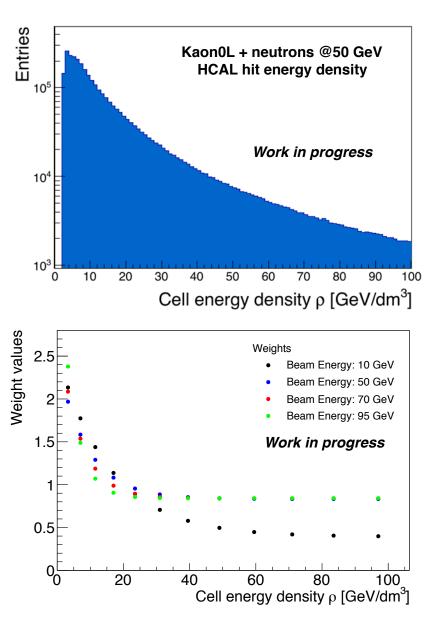
• Energy of cluster then computed in software compensation method as:

$$E_{SC} = \sum_{hits} E_{ECAL} + \sum_{hits} (E_{HCAL}.\omega(\rho))$$



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Hit energy density and Weights



Samples:

- Kaon0L and neutrons from 10 to 95 GeV generated from IP, targeted only to barrel part
- Select events with 1 cluster, no hit in muon chamber
 - Events where hadronic showers started already in EM calorimeter: only HCAL hits are weighted

Weight determination:

- Through χ^2 minimisation
- For each beam energy weights are defined with three parameters p_1, p_2, p_3

$$\omega(\rho) = p_1.exp(p_2.\rho) + p_3$$

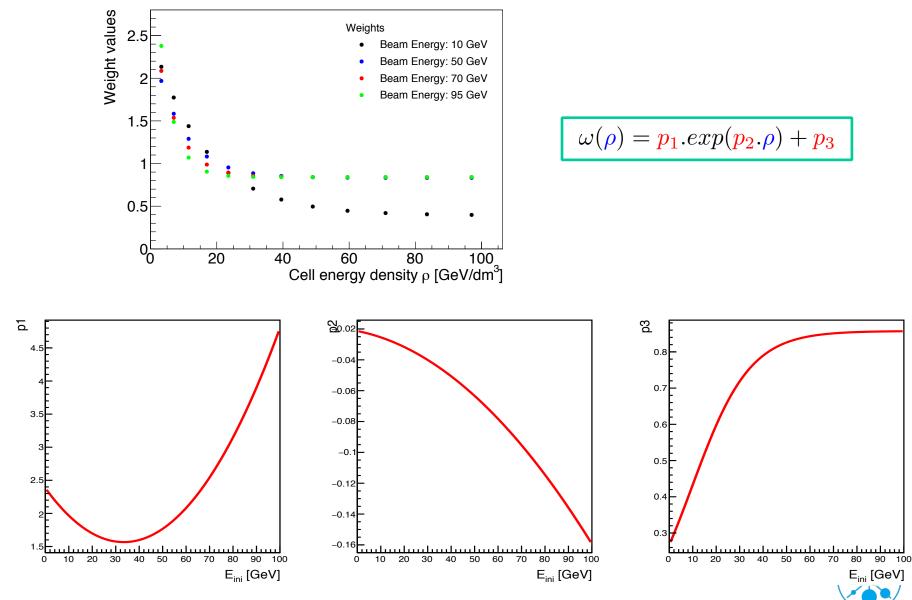
where

$$p_{1} = p_{10} + p_{11} \times E_{ini} + p_{12} \times E_{ini}^{2}$$
$$p_{2} = p_{20} + p_{21} \times E_{ini} + p_{22} \times E_{ini}^{2}$$
$$p_{3} = \frac{p_{30}}{p_{31} + e^{p_{32} \times E_{ini}}}$$



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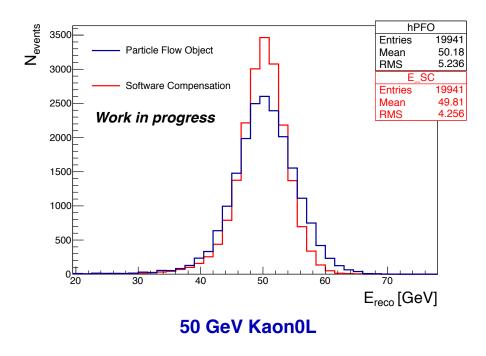
Weight parameters



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Single particle energy reconstruction

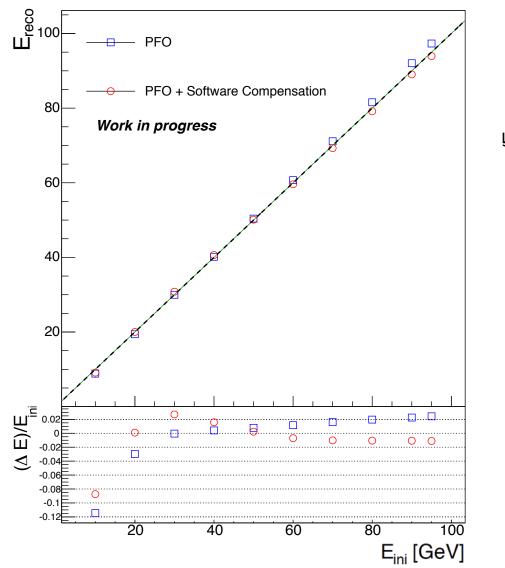
- Correction of neutral hadron PFOs energy
- Initial estimation of cluster's energy used for determination of weights
- Apply to set of Kaon0L and neutron samples from 10 to 95 GeV



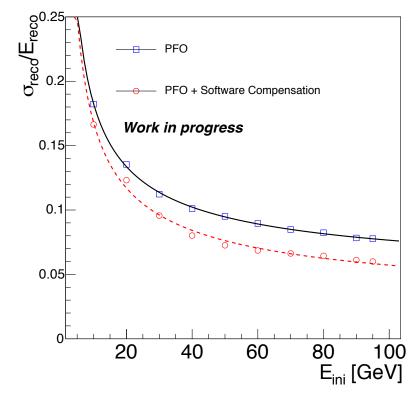
- Improvement of mean reconstructed energy
- RMS significantly reduced



Single particle energy reconstruction



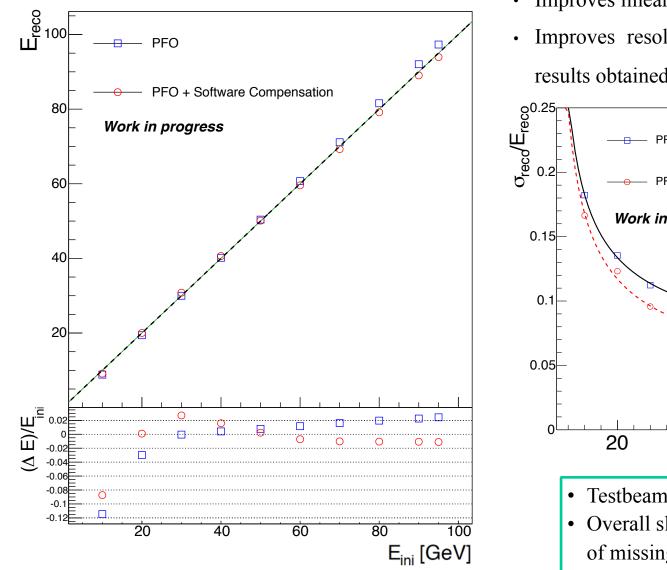
- Improves linearity in whole range
- Improves resolution by ~20% (similar to results obtained for physics prototype)



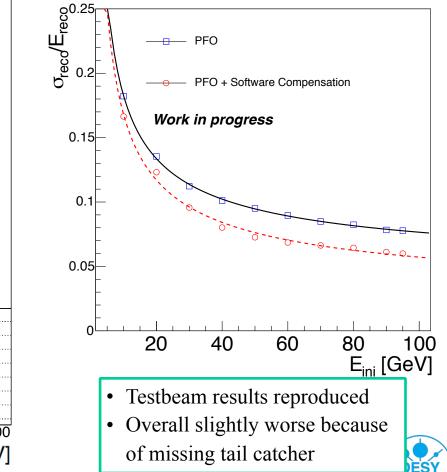


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Single particle energy reconstruction



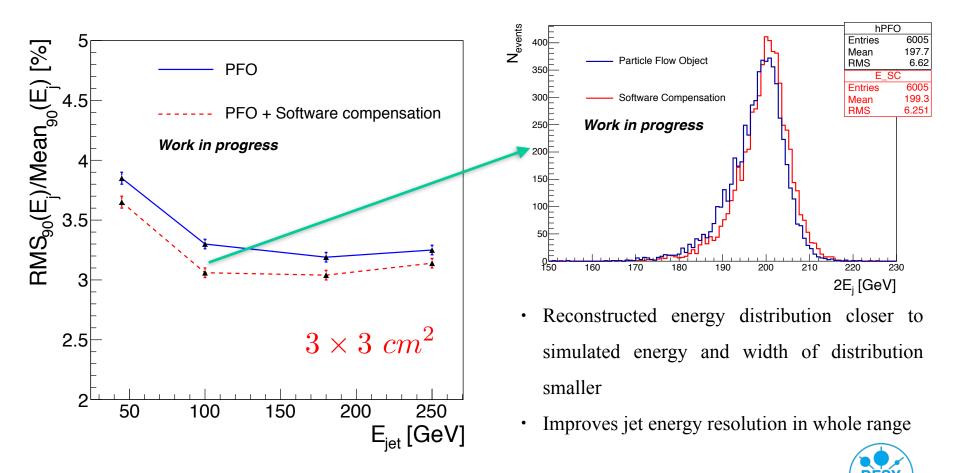
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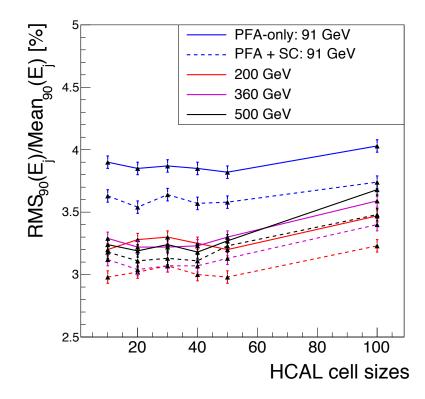
Jet energy resolution

- Software compensation applied for jets
 - Only for neutral hadrons, after clustering and re-clustering step
 - Only hits in HCAL are weighted as explained previously



JER vs cell size

- SC weights depend on hit energy density > Dependence on detector model (cell size, ...)
 - ➤ one SC weights set per each detector model
- JER improved overall with software compensation
- At high energy slightly worse compared to Steve's numbers using cell energy truncation cut
 - Direct comparison see Steve's talk
 - For higher energy jets (large confusion) this is expected (see next slide)

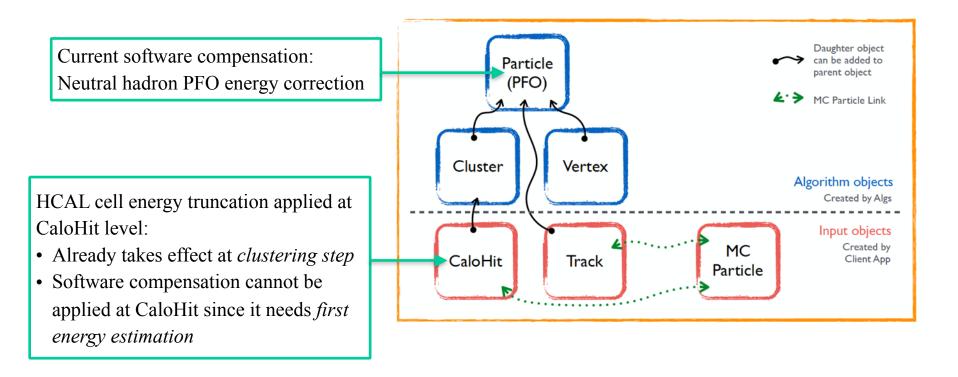




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JER vs cell size

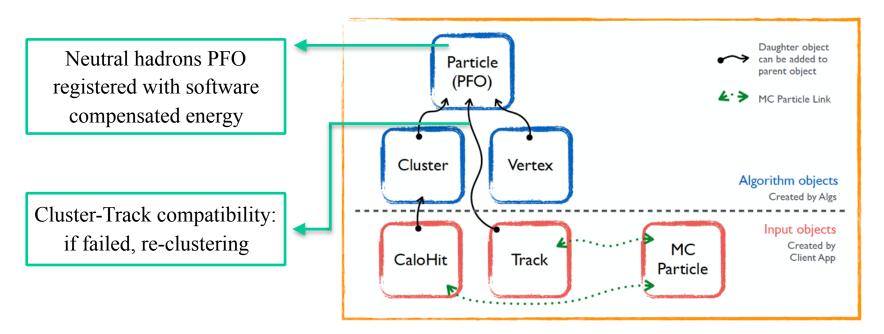
• HCAL cell energy truncation and software compensation are applied at different stages



➤ How to implement software compensation into Pandora in the most effective way?

Implementation into Pandora

- Software compensation can help at different stages of Particle Flow Algorithm:
 - Particle Flow Object creation: Correction of neutral hadrons energy (Current status)
 - Re-clustering: Cluster-Track compatibility

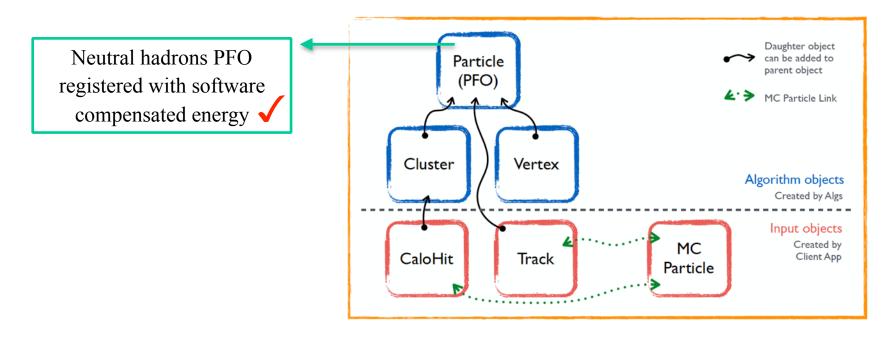




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Implementation into Pandora

- Software compensation can help at different stages of Particle Flow Algorithm:
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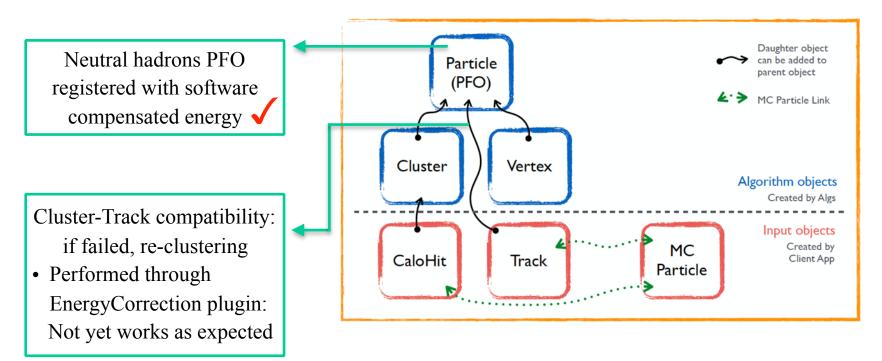
• Flag in MarlinPandora steering to apply software compensation:

```
<parameter name="ApplySoftwareCompensation" type="bool"> false </parameter>
<parameter name="SoftwareCompensationParameters" type="FloatVec"> 2.54231 -0.0470912 ...
</processor>
```



Implementation into Pandora

- Software compensation can help at different stages of Particle Flow Algorithm:
 - Particle Flow Object creation: Correction of neutral hadrons energy (Current status)
 - Re-clustering: Cluster-Track compatibility

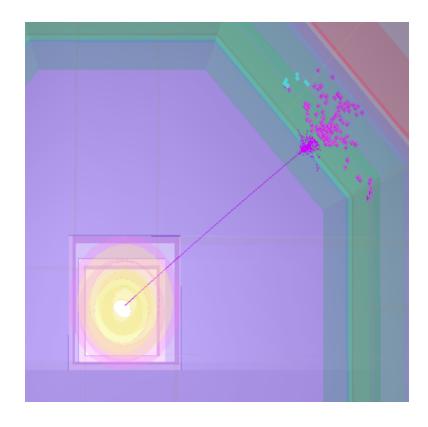




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Software compensation in re-clustering

- 50 GeV Pi-
 - Standard PFA: 12.32 ± 0.60 %
 - PFA + Software compensation : 12.48 ± 0.62 %



• Event 15:

• Charged object: EtrackPFO = 50.09 Ecluster = **48.80**

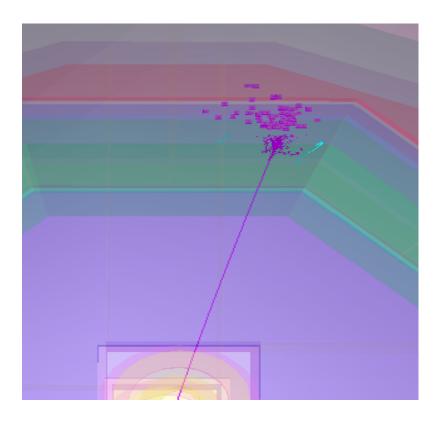
User cluster energy estimation for SC

- Neutral object: EneutralPFO = **0.46** Ecluster = 0.46
- Energy correction with SC:
 - Charged object: EtrackPFO = 50.09 Ecluster = **48.81**
 - Neutral object: EneutralPFO = 0.71Ecluster = 0.46
- After re-clustering : two objects are not merged



Software compensation in re-clustering

• 50 GeV Pi-



User cluster energy estimation for SC

- <u>Event 44:</u>
 - Charged object: EtrackPFO = 50.22

Ecluster = **51.09**

• Neutral object 1: EneutralPFO = **1.05**

Ecluster = 1.05

- Neutral object 2: EneutralPFO = 0.41Ecluster = 0.41
- Energy correction with SC:
 - Charged object: EtrackPFO = 50.22 Ecluster = **51.30**
 - Neutral object 1: EneutralPFO = 2.00 Ecluster = 1.05
 - Neutral object 2: EneutralPFO = 0.78Ecluster = 0.41
- After re-clustering : three objects are not merged



Towards cost optimisation

- Optimisation study has to achieve best balance between:
 - Physics performance
 - Detector cost
 - Reality: sometimes not always as expected/simulated

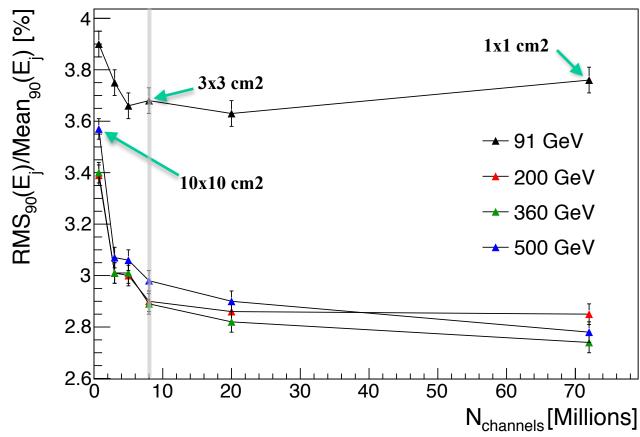




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Towards cost optimisation

- Look at jet energy resolution as a function of number of channels
- Plot shows that 3x3 cm2 cell size is still a very reasonable choice with latest Pandora
- · Software compensation to be applied



© Steven

Latest results from Steven To be updated with software compensation



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Summary & Outlook

- Software compensation and cell size optimisation:
 - Software compensation implemented in Pandora
 - *Improves* single particle and jet energy resolution
 - Re-clustering step to be done
- Common SC technique for different types of HCAL developed (not mentioned here)
- For a more complete view about software compensation and different approaches:
 - http://www.desy.de/~huonglan/FLCLongTalk_30Nov2015/Lan_FLCLongTalk.pdf
 - http://agenda.linearcollider.org/event/6931/session/4/contribution/22/material/slides/0.pdf
- Final goal: HCAL cell size and sampling optimisation (3D granularity) as a function of depth and for different detector radii
- First week of January in Cambridge

Back-up slides



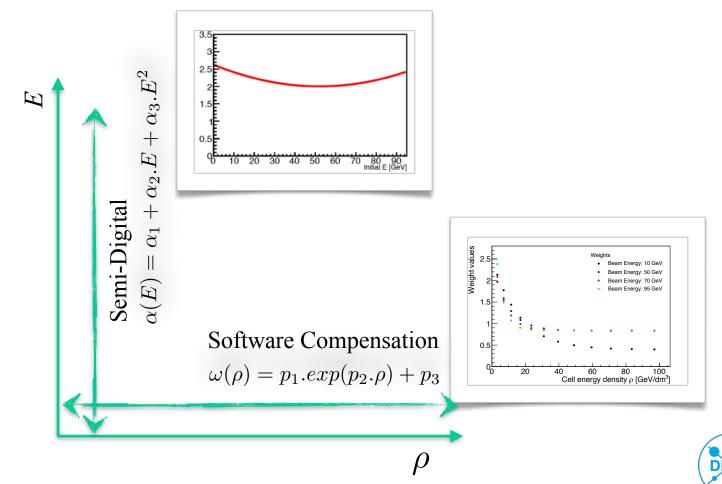
Towards a common SC technique for different types of HCAL





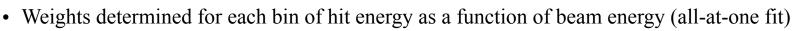
Semi-Digital and Software Compensation

- Software Compensation: weight optimised as a function of *hit energy density* ρ
- Semi-Digital: weight optimised as a function of *particle energy* E

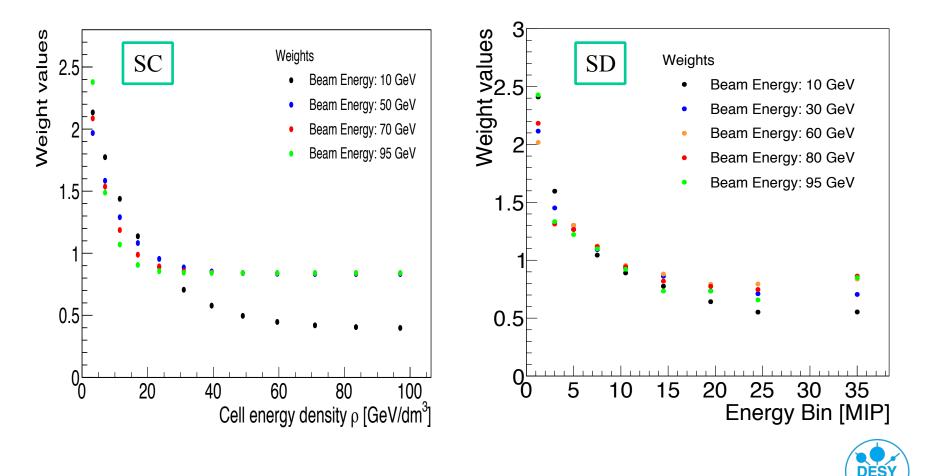


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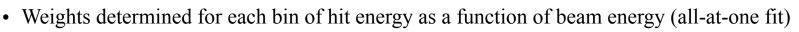
- New procedure defined:
 - No longer enforce weight to follow exponential behaviour



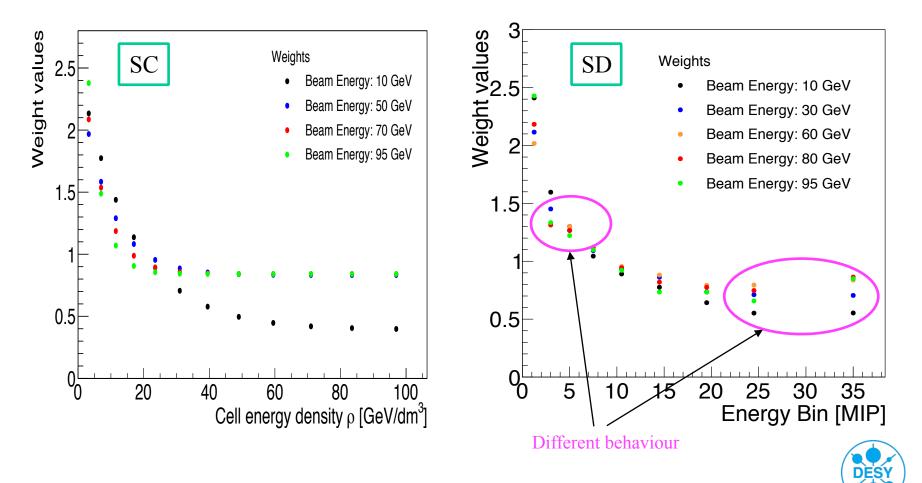
 $\omega(\rho) = p_1 \exp(p_2, \rho) + p_3$



- New procedure defined:
 - No longer enforce weight to follow exponential behaviour



 $\omega(\rho) = p_1 exp(p_2,\rho) + p_3$



- New procedure defined:
 - No longer enforce weight to follow exponential behaviour
 - Weights determined for each bin of hit energy as a function of beam energy (all-at-one fit) ٠

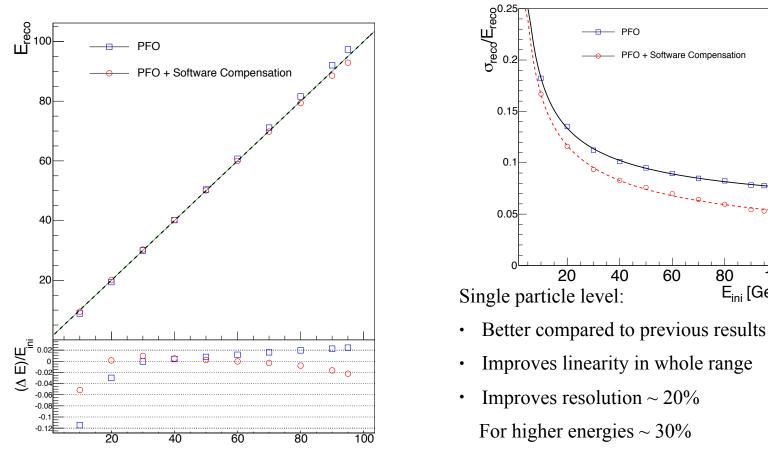
 $\omega(\rho) = p_1 \exp(p_2.\rho) + p_3$

80

100

E_{ini} [GeV]

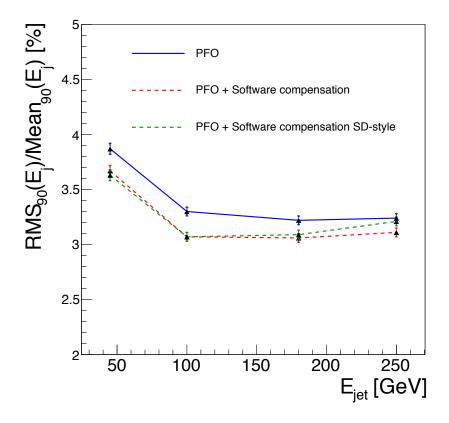
Correction for neutral hadrons energy, after clustering and re-clustering step ٠





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- New procedure defined:
 - No longer enforce weight to follow exponential behaviour
 - Weights determined for each bin of hit energy as a function of beam energy (all-at-one fit)
 - Correction for neutral hadrons energy, after clustering and re-clustering step



• At jet level gives more or less the same result as previously

 $\omega(\rho) = p_1 \exp(p_2,\rho) + p_3$

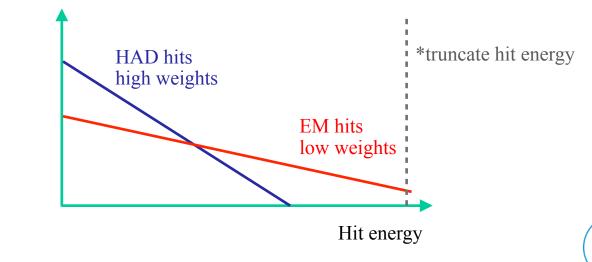


Methods to achieve Compensation

• Reducing electromagnetic response

Achievable with detector design

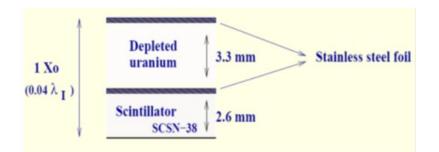
- Increasing hadronic response
- "Offline" compensation: Software Compensation
 - Electromagnetic showers denser than hadronic showers >> energy of hits inside electromagnetic sub-showers are typically higher compared to hits inside hadronic sub-showers.
 - > Cut out high energy hits to reduce EM response *
 - > Applying different weights for hits of different energy densities





Methods to achieve Compensation

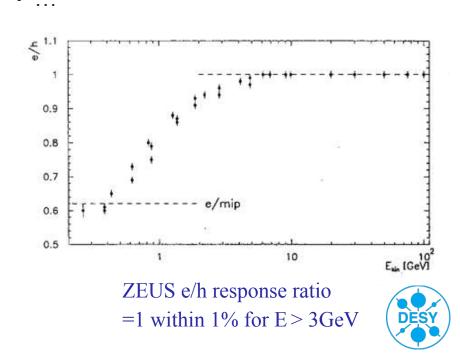
- Reducing electromagnetic response
- Increasing hadronic response



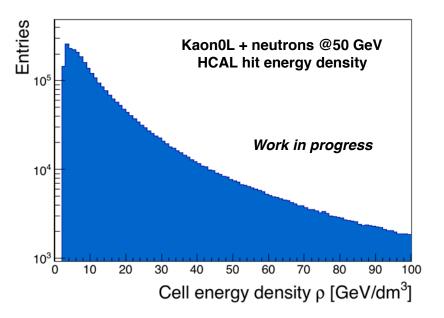
ZEUS Uranium-Scintillator calorimeter

Achievable with detector design

- Increase nuclear fission with absorber material
 - Example: ZEUS detector using 238U
- Manipulating response to (slow) neutrons
- Sampling fractions



Reminder: Hit Energy Density and Weights

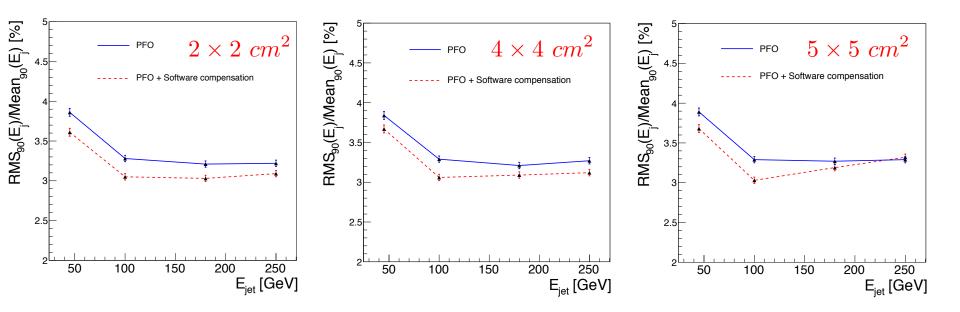


Samples:

- Kaon0L and neutrons from 10 to 95 GeV generated from IP, targeted only to barrel part
- Select only events with 1 cluster
 - Events where hadronic showers started already in EM calorimeter: only HCAL hits are weighted
 - Cluster with no hit in muon chamber

Jet Energy Resolution for Different Cell Sizes

• For similar cell sizes still expect improvement using weights defined with $3 \times 3 \ cm^2$



- Proper weights to be done, especially for very small or very large granularities
- SC could also help at re-clustering stage of Pandora
 - At the moment degrades JER, under investigation

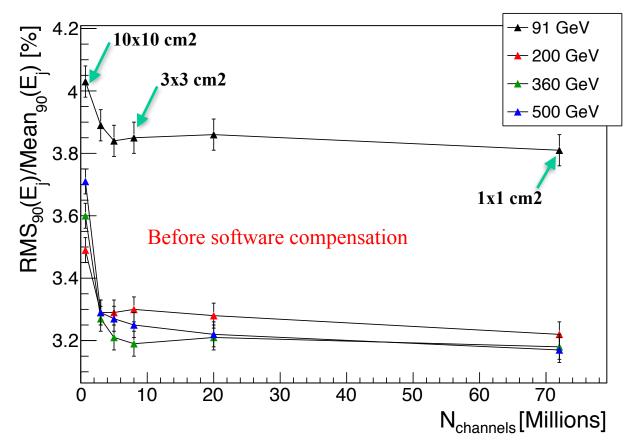


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Outlook - Using my numbers

Towards cost optimisation

- Look at jet energy resolution as a function of number of channels ٠
- Plot shows clear preference for 3x3 cm2 cell size ٠
- Software compensation to be applied ٠





Semi-digital reconstruction is ٠

Analogue

Semi-Digital

Digital

particularly successful at low energies

Counting hits at 3 thresholds N_1, N_2, N_3 •

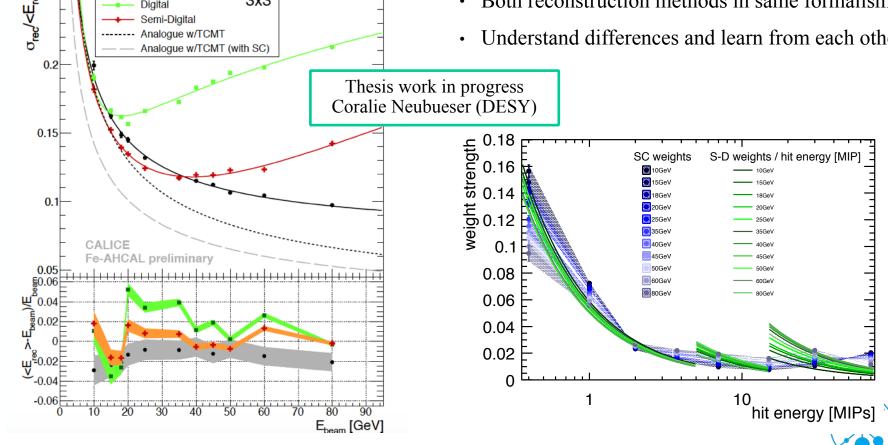
3x3

Reconstructed energy: $E_{SD} = \sum \alpha_i N_i$ • bins

or

$$E_{SD} = \sum_{hits} \alpha_j \cdot \frac{E_j}{E_j} = \sum_{hits} \omega_j \cdot E_j$$
 with $\omega_j = \frac{\alpha_j}{E_j}$

- Both reconstruction methods in same formalism ٠
- Understand differences and learn from each other ٠



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Semi-digital reconstruction is ٠

Analogue

Digital Semi-Digital Analogue w/TCMT

b.25

particularly successful at low energies

Counting hits at 3 thresholds N_1, N_2, N_3 ٠

3x3

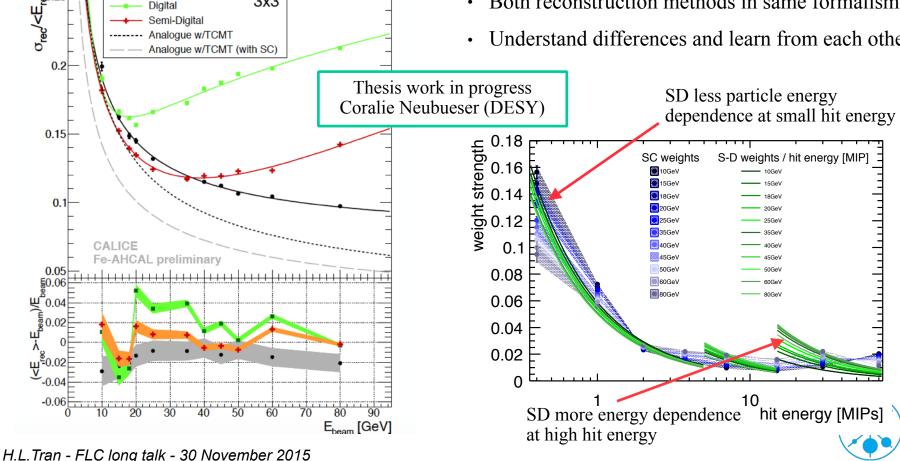
1111111

• Reconstructed energy:
$$E_{SD} = \sum_{bins} \alpha_i . N_i$$

or

$$E_{SD} = \sum_{hits} \alpha_j \cdot \frac{E_j}{E_j} = \sum_{hits} \omega_j \cdot E_j$$
 with $\omega_j = \frac{\alpha_j}{E_j}$

- Both reconstruction methods in same formalism ٠
- Understand differences and learn from each other ٠



- Semi-digital reconstruction:
 - Counting hits at 3 thresholds N1, N2, N3
 - Ntot = N1 + N2 + N3
 - EnergySD = alpha*N1 + beta*N2 + gamma*N3

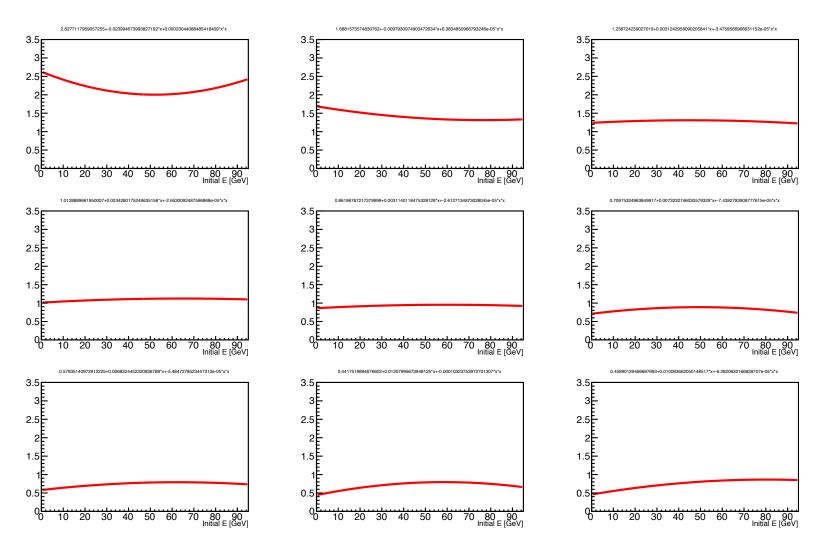
where:

alpha	= alpha1	+	alpha2*N	+ alpha3*N*N
beta	= beta1	+	beta2*N	+ beta3*N*N
gamma = gamma1 + gamma2*N + gamma3*N*N				

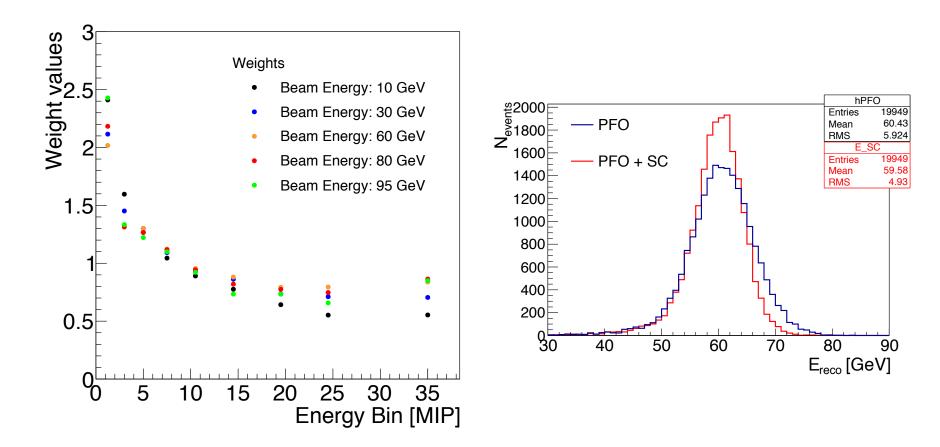
Software compensation mimics Semi-Digital:

- Define bin
- Energy total = Sum_bin (weight_bin * SumEnergy_bin)
- weight_bin = a + b*E + c*E*E

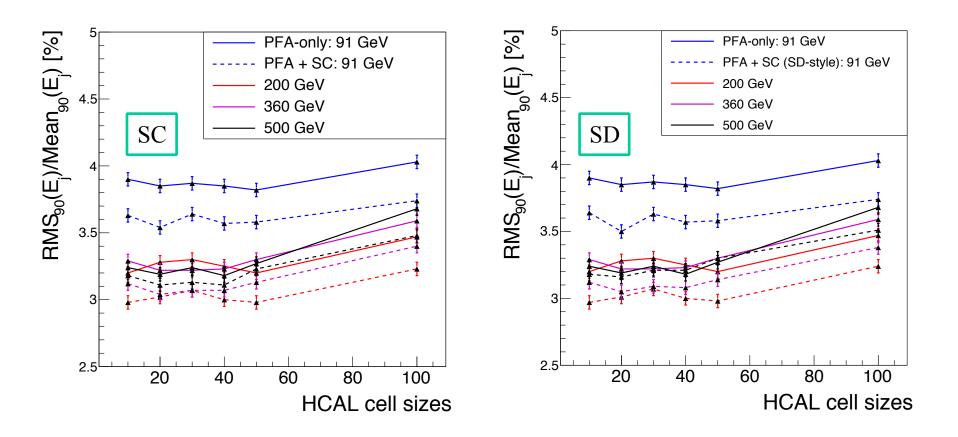














HLTran - AHCAL optimisation - CALICE AHCAL main meeting 10-11/12/2015