

# CAN-049a: Comparison of Energy Reconstruction Schemes and Different Granularities in the CALICE AHCAL

Changes since CALICE Meeting Kyushu



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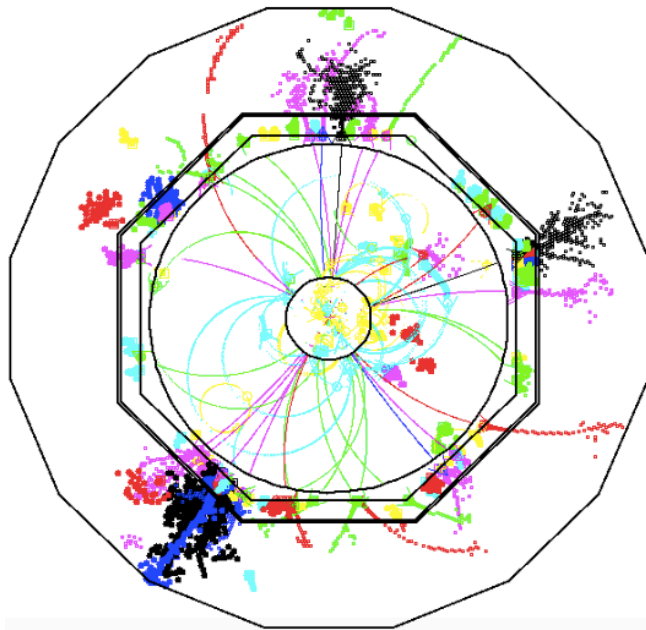
CALICE Day

Santander, 01.06.16

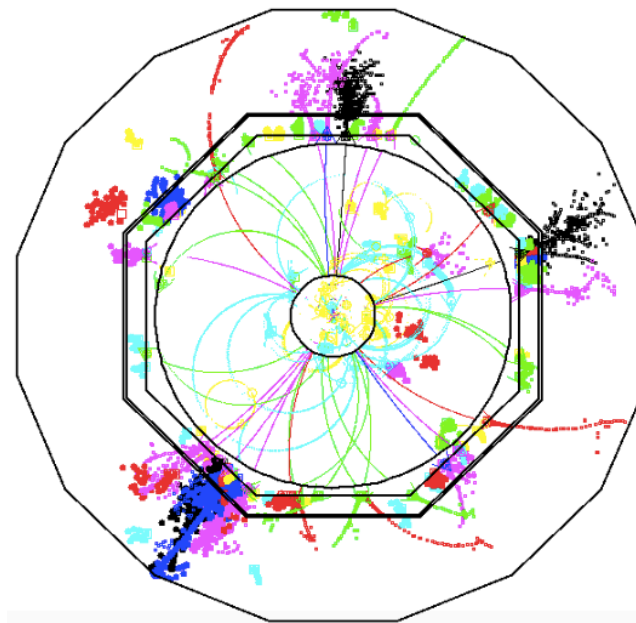


# Particle Flow Detectors for $e^+e^-$ Colliders

ILD Simulation with  $3 \times 3 \text{ cm}^2$  HCAL



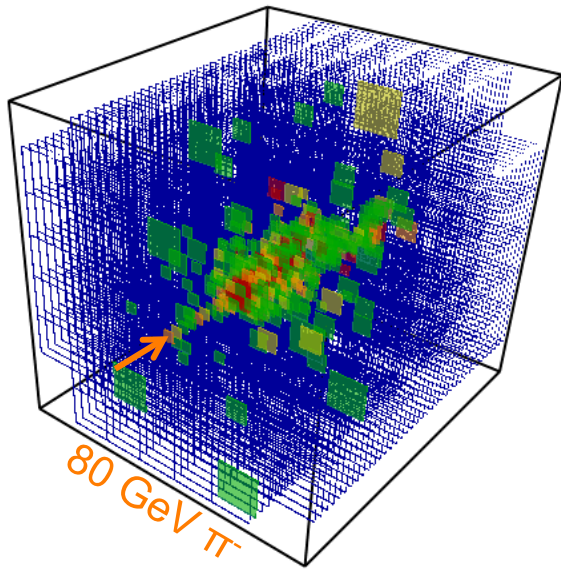
ILD Simulation with  $1 \times 1 \text{ cm}^2$  HCAL



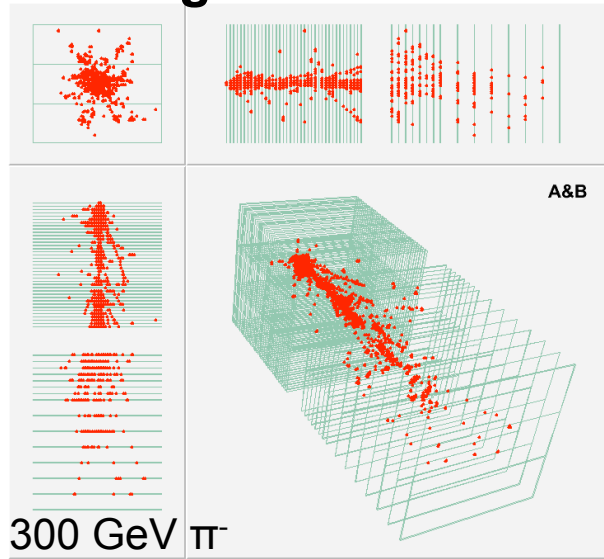
- Particle flow reconstruction (combination of track + Calorimeter measurements) depends on granularity for pattern recognition
- **Which granularity and energy information is needed?**

# CALICE AHCAL, DHCAL & SDHCAL

## Analogue HCAL

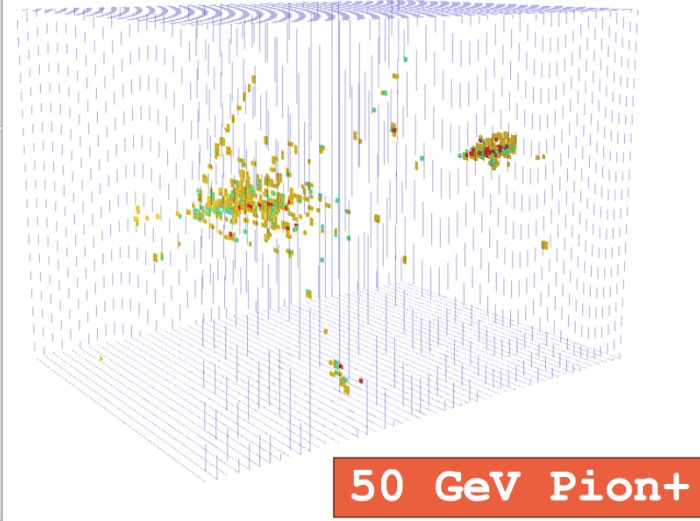


## Digital HCAL



Calice Analysis Note CAN-039

## Semi-Digital HCAL



GRPC SDHCAL Analysis Meeting 2012, "SDHCAL Software summary", Y. Haddad

## Fe-AHCAL

Scintillator

12bit readout

3x3cm<sup>2</sup>

## Fe-DHCAL

RPC, gaseous

1bit readout

1x1cm<sup>2</sup>

## Fe-SDHCAL

RPC, gaseous

2bit readout

1x1cm<sup>2</sup>

Readout/Energy reco:  
Granularity:

can be studied in AHCAL data  
can be studied in AHCAL MC



# Energy Reconstruction Schemes

## > Analogue

- Observable: energy sum  $E_{sum}$  [MIP]
- Mean linear response

$$E_{rec,analogue} = c \cdot E_{sum}$$

## > Analogue Software Compensation

- Resolution is degraded by difference in AHCAL response to em and hadronic parts of shower ( $e/\pi=1.19$ )
- Observable is individual hit energy  $e_i$

$$E_{rec,SC} = \sum_{j=1}^{N_{hits}} \omega(e_j, E_{sum}) \cdot e_j$$

## > Digital

- Observable: total number of hits  $N_{hits}$
- Mean response not linear, correction in reconstruction process

$$E_{rec,digital} = \left( \frac{N_{hits}}{a} \right)^{1/b}$$

## > Semi-Digital

- Observables: number of hits above 3 thresholds:

$$N_1: 0.5 \text{ MIP} < \text{hits} < 10.5 \text{ MIP}$$

$$N_2: 10.5 \text{ MIP} < \text{hits} < 57 \text{ MIP}$$

$$N_3: 57 \text{ MIP} < \text{hits}$$

$$N_{hits} = N_1 + N_2 + N_3$$

$$E_{rec,SD} = \sum_{i=1}^{3 \text{ thresholds}} \alpha_i(N_{hits}) \cdot N_i$$



- > Study of energy reconstruction schemes with Fe-AHCAL testbeam data
- > Study of impact of granularity on energy reconstruction going from  $3 \times 3 \text{cm}^2 \rightarrow 1 \times 1 \text{cm}^2$  tiles in Fe-AHCAL simulation
- > Improvements done since last CALICE Meeting:
  - Optimisation of thresholds set for semi-digital energy reconstruction
- > Approved, published on CALICE website and results shown at CALOR  
<https://twiki.cern.ch/twiki/pub/CALICE/CaliceAnalysisNotes/CAN-049a.pdf>



# Shown in Kyushu: Energy Resolution of 3x3 Fe-AHCAL

## > Digital

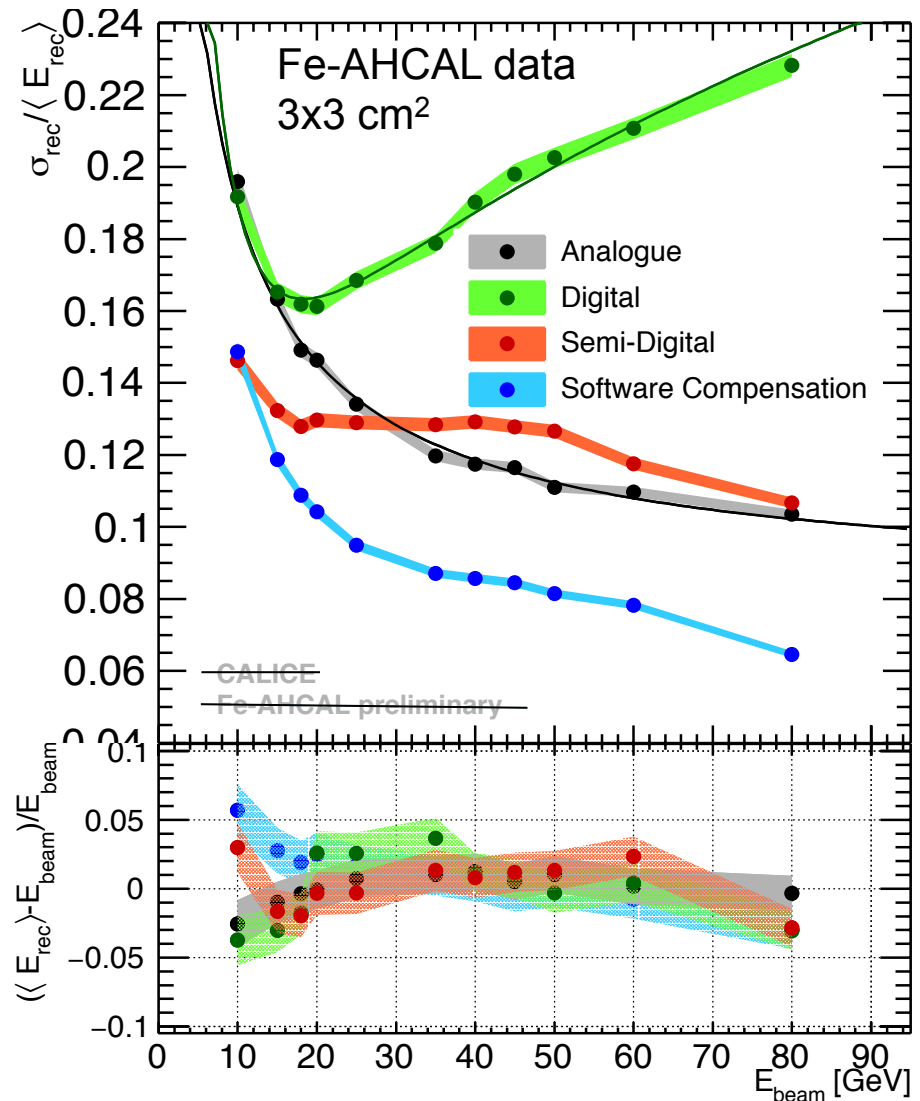
- Granularity of max. 3x3 cm<sup>2</sup> not sufficient

## > Semi-digital

- Better than Analogue for beam energies below 32GeV

## > Software Compensation

- Best results



# Shown at CALOR: Energy Resolution of 3x3 AHCAL

## > Digital

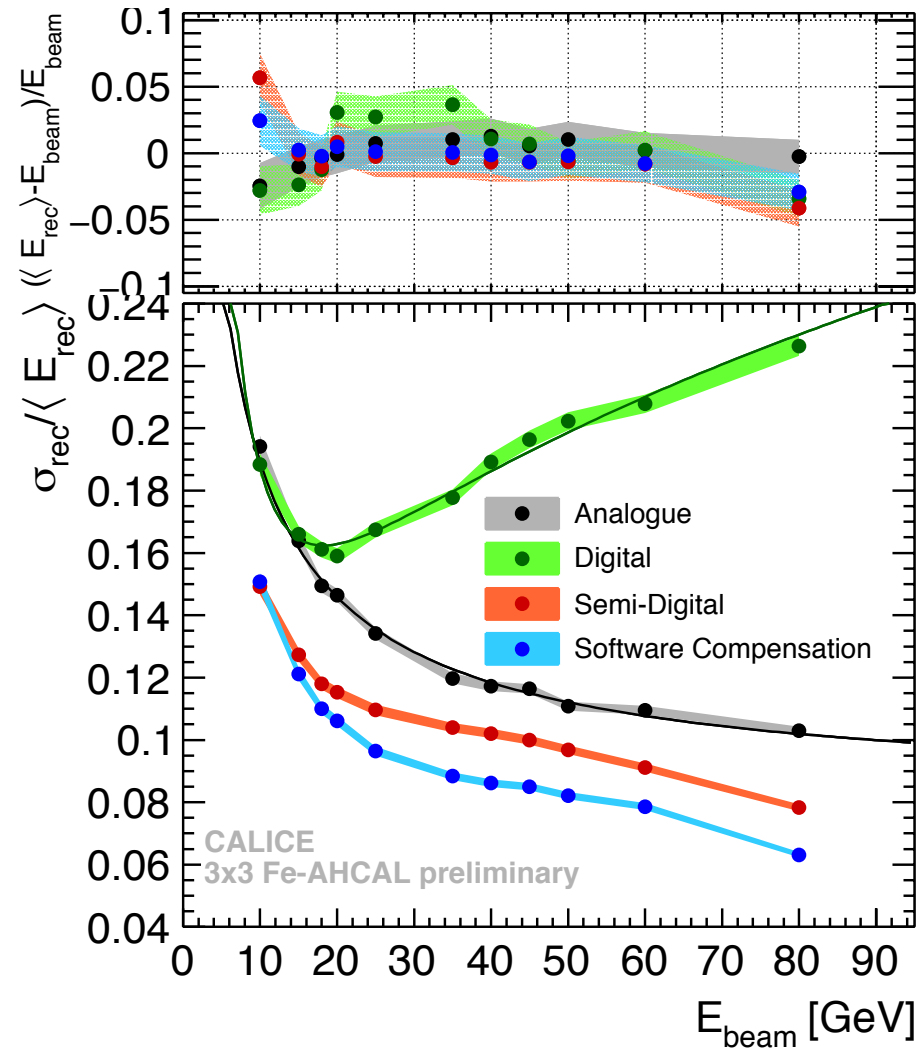
- Resolution degraded by saturation stepping in at low energies

## > Semi-Digital

- Better than Analogue over whole energy range, although less signal information
- Included weighted scheme, not used in analogue reconstruction yet

## > Software Compensation

- Best results



# Semi-Digital Energy Reconstruction

## > Threshold setting

- Observables number of hits above 3 thresholds  $t_1, t_2$  and  $t_3$ :

$$N_1: t_1 < \text{hits} < t_2$$

$$N_2: t_2 < \text{hits} < t_3$$

$$N_3: t_3 < \text{hits}$$

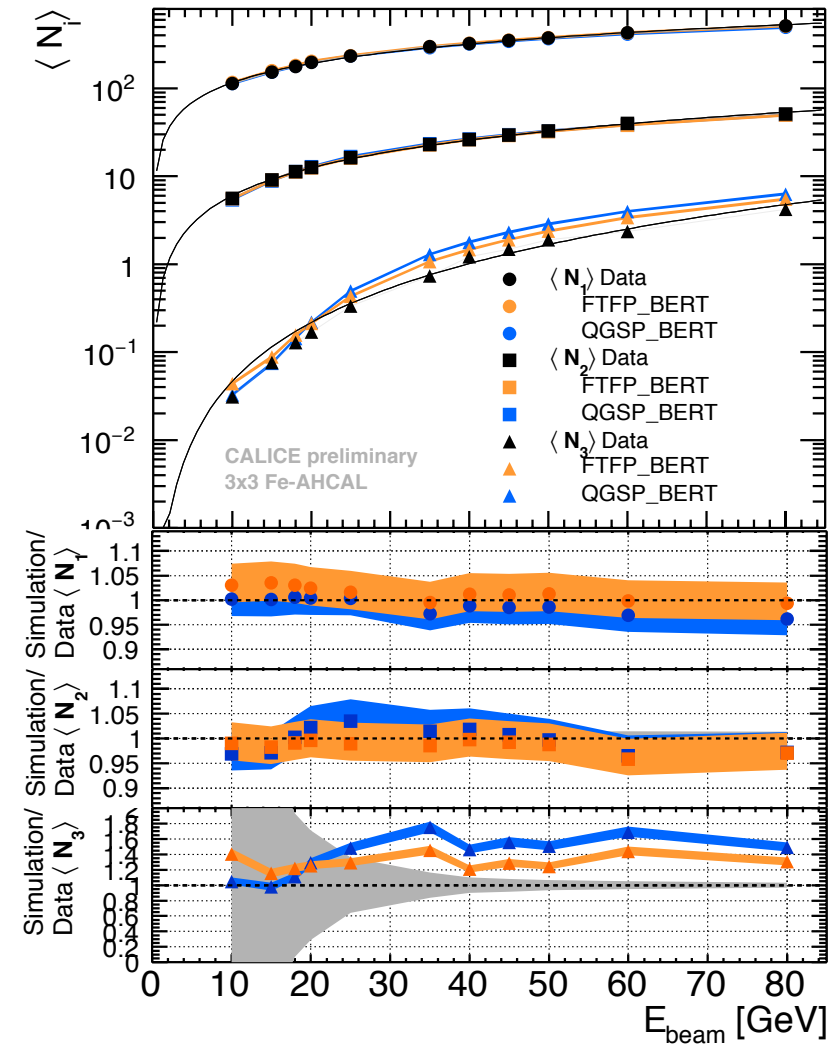
$$N_{hits} = N_1 + N_2 + N_3$$

→ Weights determined for 3 classes of hits

$$E_{rec,SD} = \sum_{j=1}^3 \alpha_j (N_{hits}) \cdot N_j$$

$$\chi^2 = \sum_{i=1}^N \frac{(E_{beam}^i - E_{rec,SD}^i)^2}{E_{beam}^i}$$

→ Idea for optimisation:  $\chi^2$  value gives estimate of reconstruction accuracy





# Optimisation of Semi-Digital Thresholds

## > For 3x3 AHCAL

- Optimisation procedure done with data
- Scan of threshold range:  $t_2$  in 0.5MIP and  $t_3$  in 1MIP steps, lowest threshold fixed to

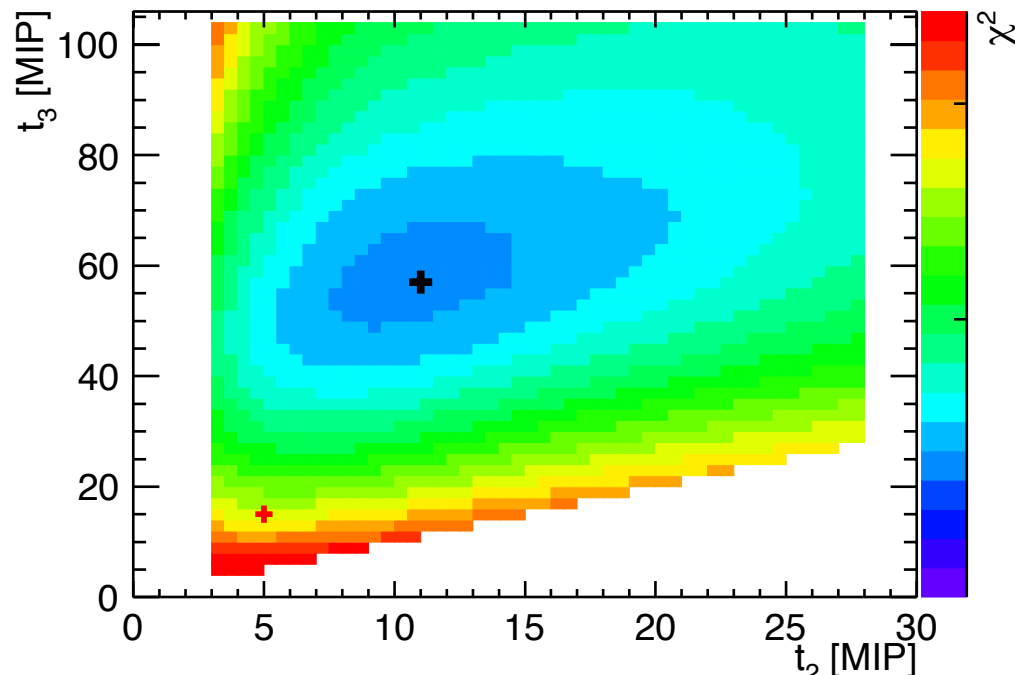
$$t_1 = 0.5 \text{ MIP}$$

## > Minimum chi2 value (black cross) found at

$$t_1 = 0.5 \text{ MIP}$$

$$t_2 = 10.5 \text{ MIP}$$

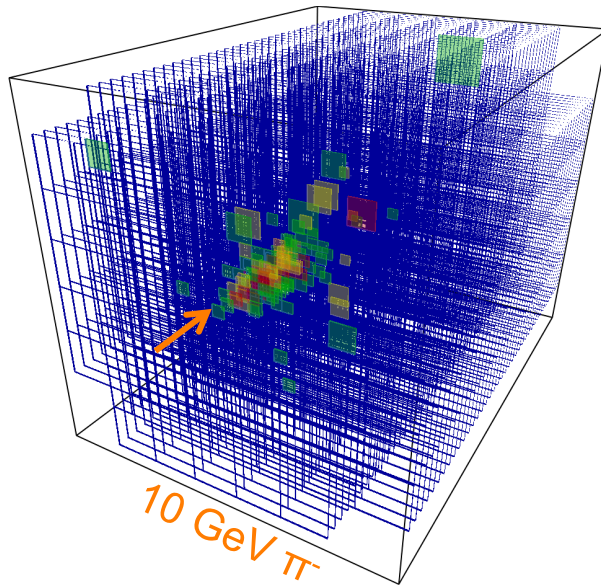
$$t_3 = 57 \text{ MIP}$$



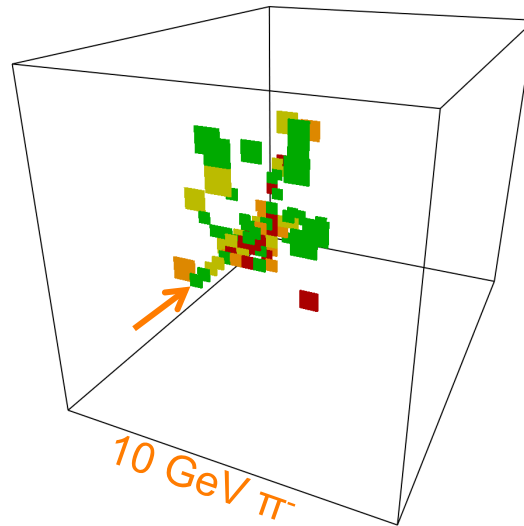
## > Red cross marks the values previously used, following the MICROMEAS SDHCAL thresholds

# Impact of Granularity

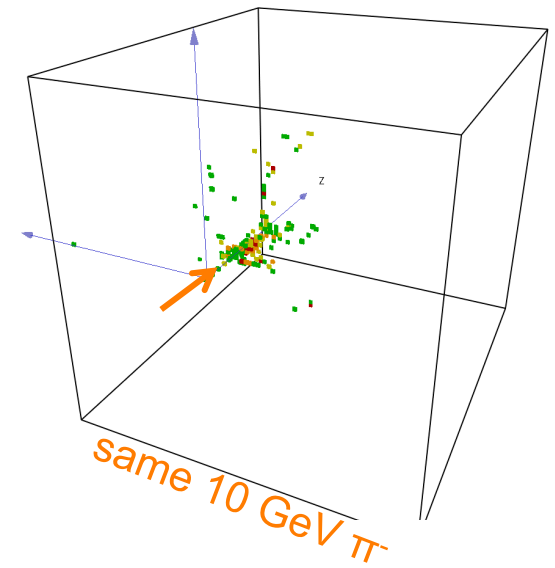
Data: min.  $3 \times 3 \text{cm}^2$  tiles



Simulation: min.  $3 \times 3 \text{cm}^2$  tiles



Simulation:  $1 \times 1 \text{cm}^2$  tiles



1m<sup>3</sup> Analogue Scintillator-Steel HCAL physics prototype,  
**simulation (Geant4 9.6 based) fits data**

> Granularity is altered in simulation to  $1 \times 1 \text{cm}^2$

# Shown at Kyushu: Energy Resolution of 1x1 AHCAL MC

## > Major change 3x3→1x1:

- Threshold lowered to 0.3MIP
- No noise (realistic nowadays!)

## > Analogue

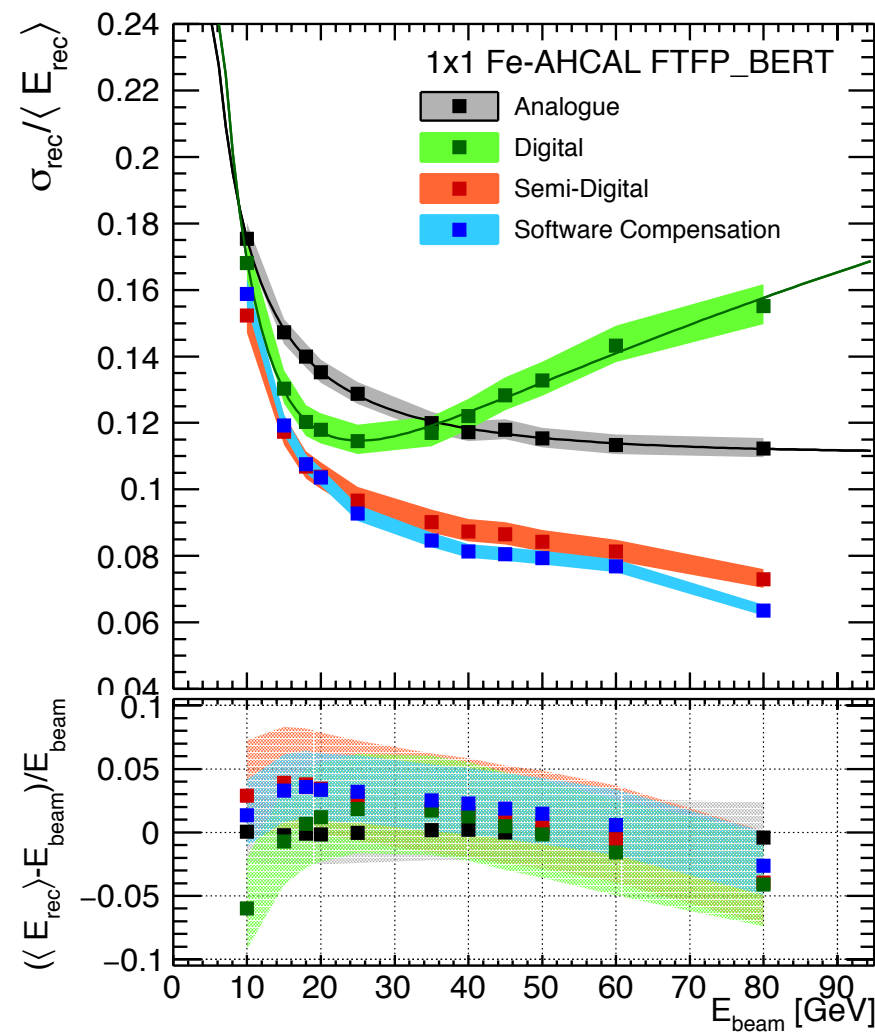
- 3x3→1x1 no change!

## > Digital

- Better resolution than Analogue reconstruction for energies below 30 GeV due to Landau fluctuations?

## > Semi-Digital

- No threshold optimisation!



# Shown at CALOR: Energy Resolution of 1x1 AHCAL MC

## > Major change 3x3→1x1:

- Threshold lowered to 0.3MIP
- No noise (realistic nowadays!)

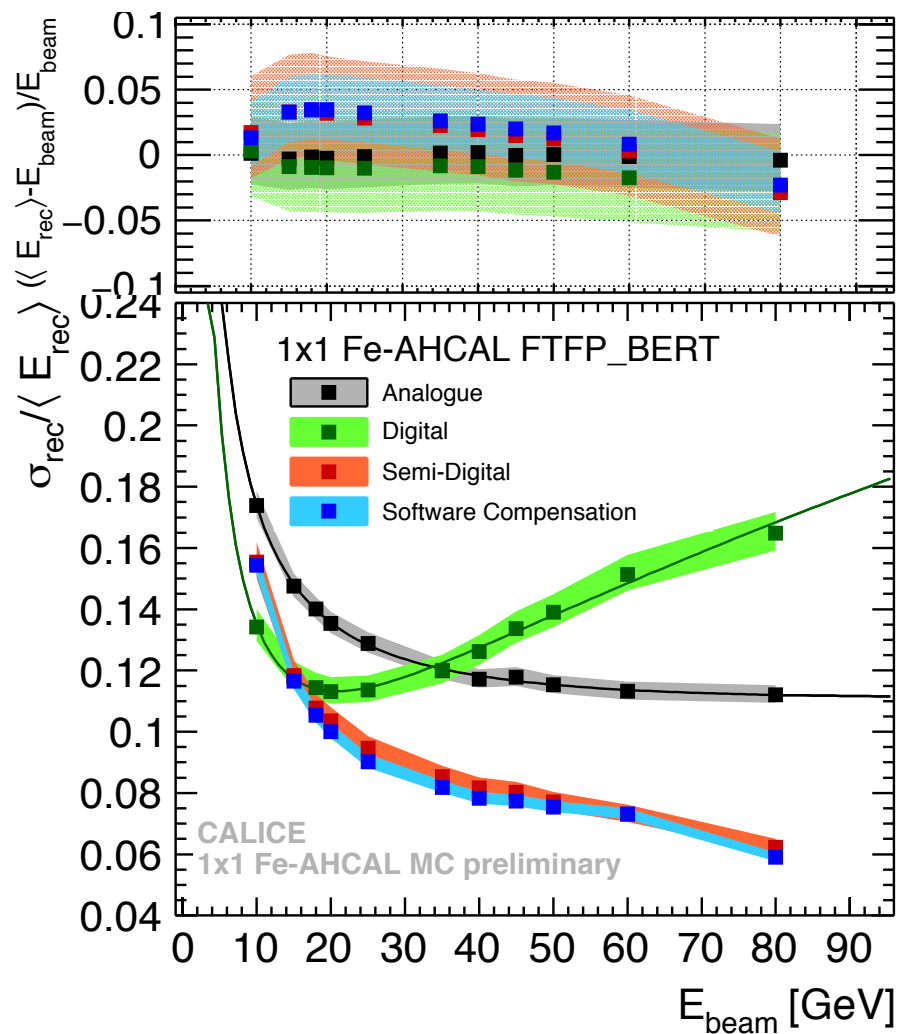
## > Analogue

- 3x3→1x1 no change!

## > Digital

- Better resolution than Analogue reconstruction for energies below 30 GeV due to suppression of Landau fluctuations?

## > Semi-Digital achieves Software Compensation resolution



# Optimisation of Semi-Digital Thresholds 1x1cm<sup>2</sup> AHCAL

## > For 1x1cm<sup>2</sup> AHCAL

- Optimisation procedure done with MC
- Scan of threshold range:  $t_2$  in 0.5MIP and  $t_3$  in 1MIP steps, lowest threshold fixed to

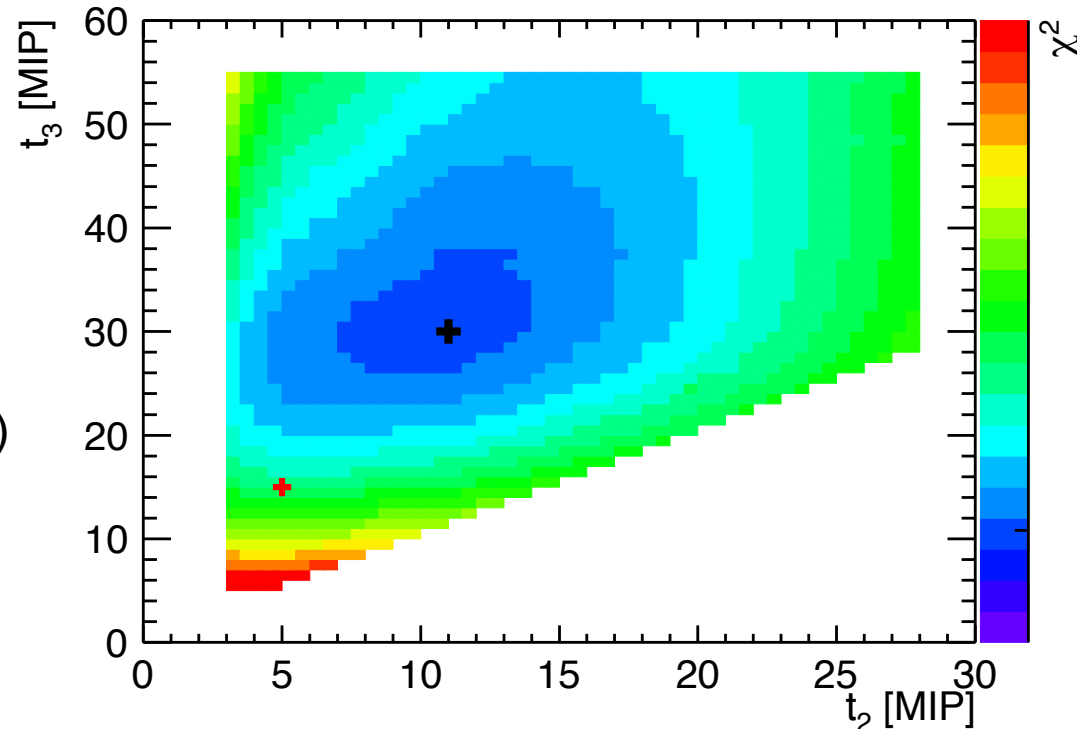
$$t_1 = 0.3 \text{ MIP}$$

## > Minimum chi2 value (black cross) found at

$$t_1 = 0.3 \text{ MIP}$$

$$t_2 = 10.5 \text{ MIP}$$

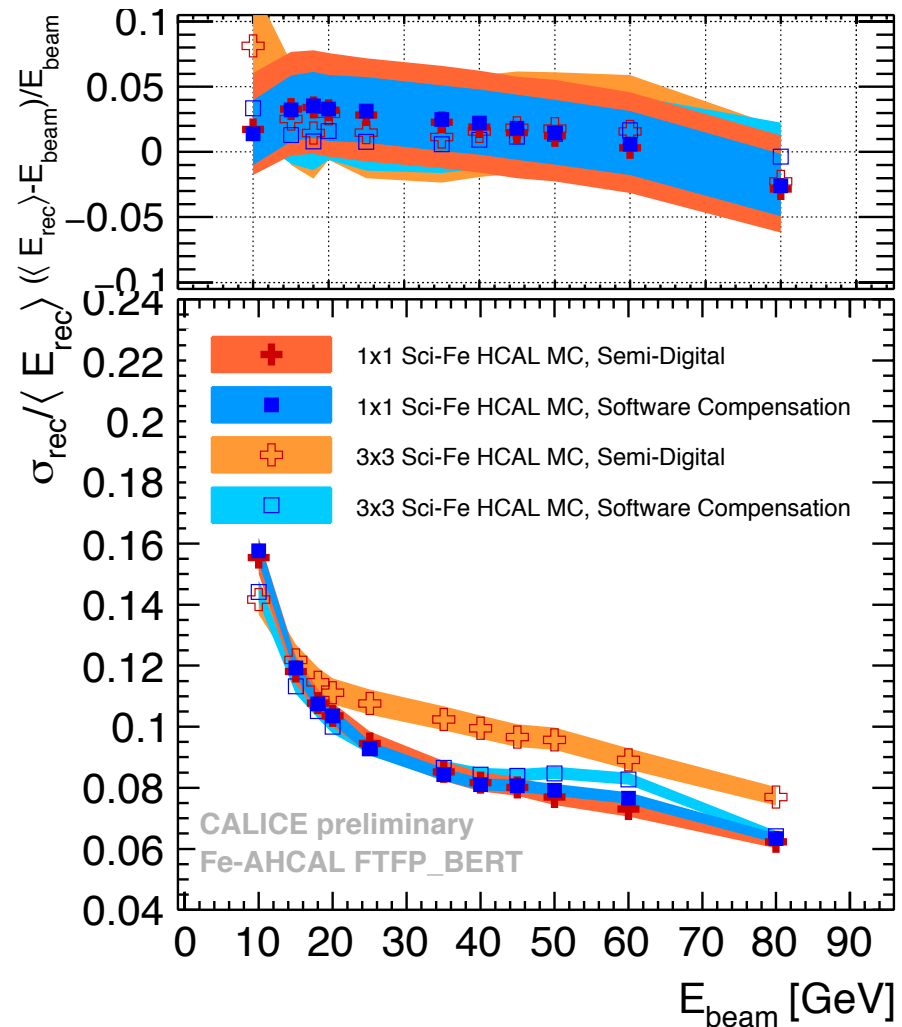
$$t_3 = 30 \text{ MIP}$$



## > Red cross marks the values previously used, following the MICROMEAS SDHCAL thresholds → closer to minimum than in 3x3cm<sup>2</sup>

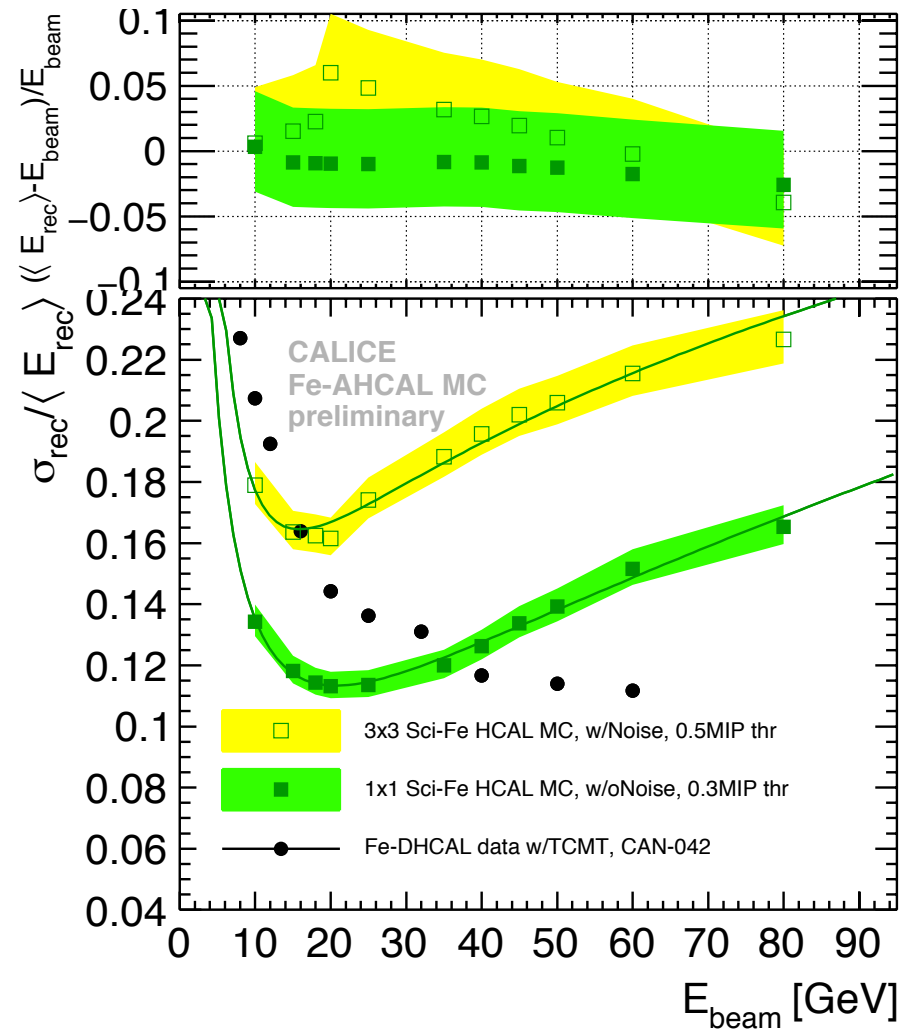
# Comparison of 1x1 & 3x3 AHCAL Simulation

- Same reconstruction method
- Semi-Digital energy reconstruction shows granularity dependence
- Software Compensation doesn't improve with higher granularity
- 1x1 Semi-Digital equivalent to 3x3 Software Compensation



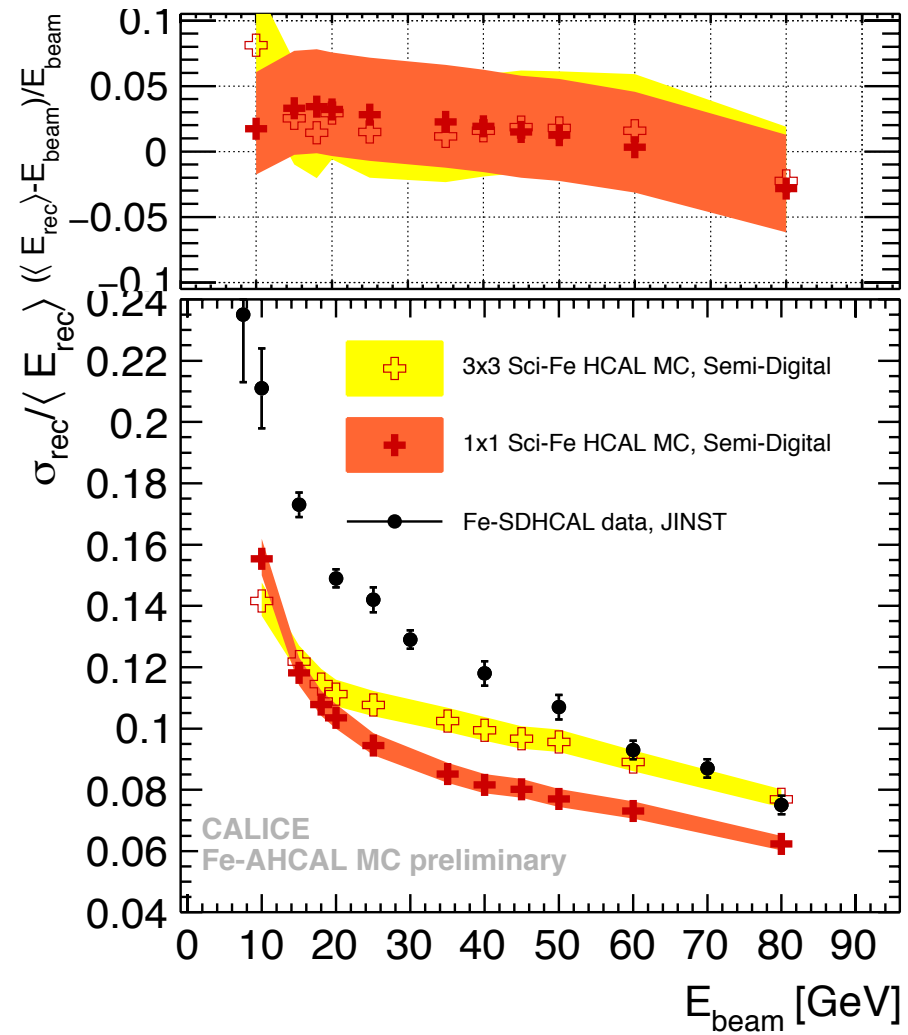
# Comparison of 1x1 AHCAL MC & DHCAL Data

- Same reconstruction method
- FTFP\_BERT Simulation for 3x3 and 1x1 AHCAL
- Saturation in DHCAL data reduced by fitting method and included TCMT
- Hint that higher efficiency of Scintillator tiles improves digital reconstruction for low energies



# Comparison of 1x1 AHCAL MC & SDHCAL Data

- Same reconstruction method
- FTFP\_BERT Simulation for 3x3 and 1x1 AHCAL
- SDHCAL data taken with 10 more active layers!
  - Nevertheless 1x1 AHCAL MC better
- Hint that higher efficiency of Scintillator tiles improves semi-digital reconstruction for low energies





# Conclusions

- > For analogue readout  $3 \times 3 \text{cm}^2$  cell size sufficient
- > For  $1 \times 1 \text{cm}^2$  AHCAL semi-digital readout sufficient
  
- Understood: Readout and Granularity
- Need to understand: Scintillator versus RPC gas
  
- > Impact on Particle Flow algorithm need to be verified

**Thank you!**



# BACKUP: Energy Reconstruction Schemes

- Compare SC and SD weights:

$$E_{rec,SC} = \sum_{j=1}^{N_{hits}} \omega(e_j, E_{sum}) \cdot e_j$$

$$E_{rec,SD} = \sum_{i=1}^{3thresholds} \alpha_i(N_{hits}) \cdot N_i$$

- $\omega$  and  $\alpha_i$  depend on  $E_{sum}$  and  $N_{hits}$
- $\omega$  weights energy of hits,  $\alpha_i$  weights the number

$$\sum_{i=1}^3 N_i = \sum_{j=1}^{N_{hits}} e_j / e_j$$

- Forced  $1/e_j$  dependence shows nice agreement with SC findings

