



**analysis with KFParticle Finder**

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## **experiment:**

time based, misalignment, calibration  
etc.



## **MC**

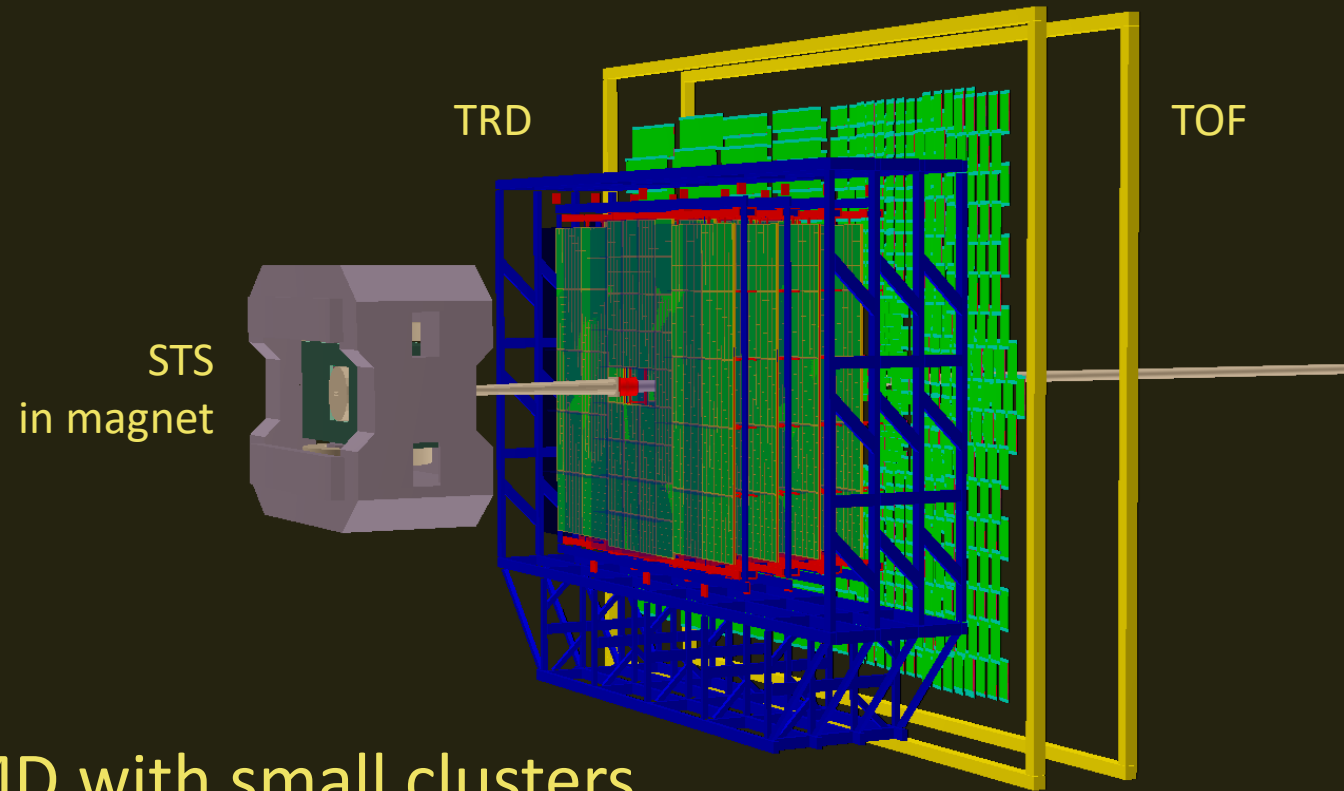
100% control

# Outline

- Simulation input
- Event selection based on raw data
- CA QA plots
- KFParticleFinder results
- Bonus: influence of the misalignment on reconstruction performance
- Next steps

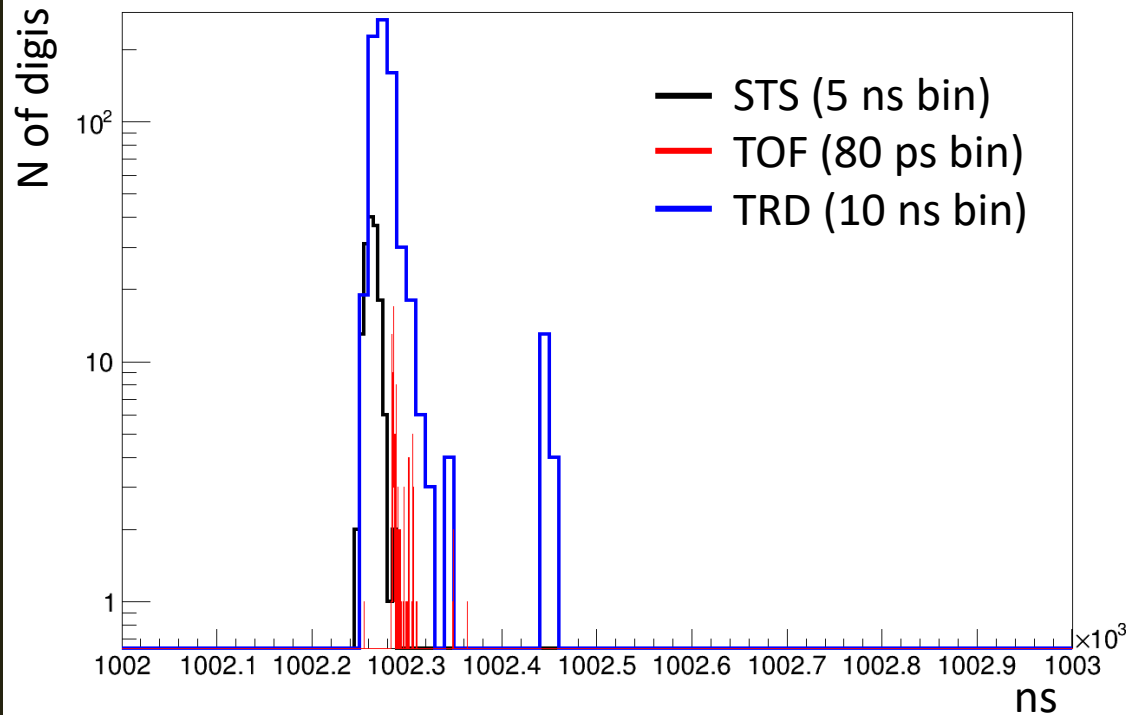
# Simulation input

- **setup SIS100\_hadron**
  - STS v22d
  - TRD v24c\_1h
  - TOF v21a\_1h
  - beam pipe v21d:v24i
  - magnetic field / magnet v22a
- **particles generated using PHQMD with small clusters**
  - `/lustre/cbm/prod/gen/phqmd52_winn/auau/pbeam12agev/mbias/small_clusters`
- **transport with GEANT4**
- **reconstruction in event-by-event and in time-based ( $10^5$  and  $10^7$ ) modes**
- **without detector noise and without beam**

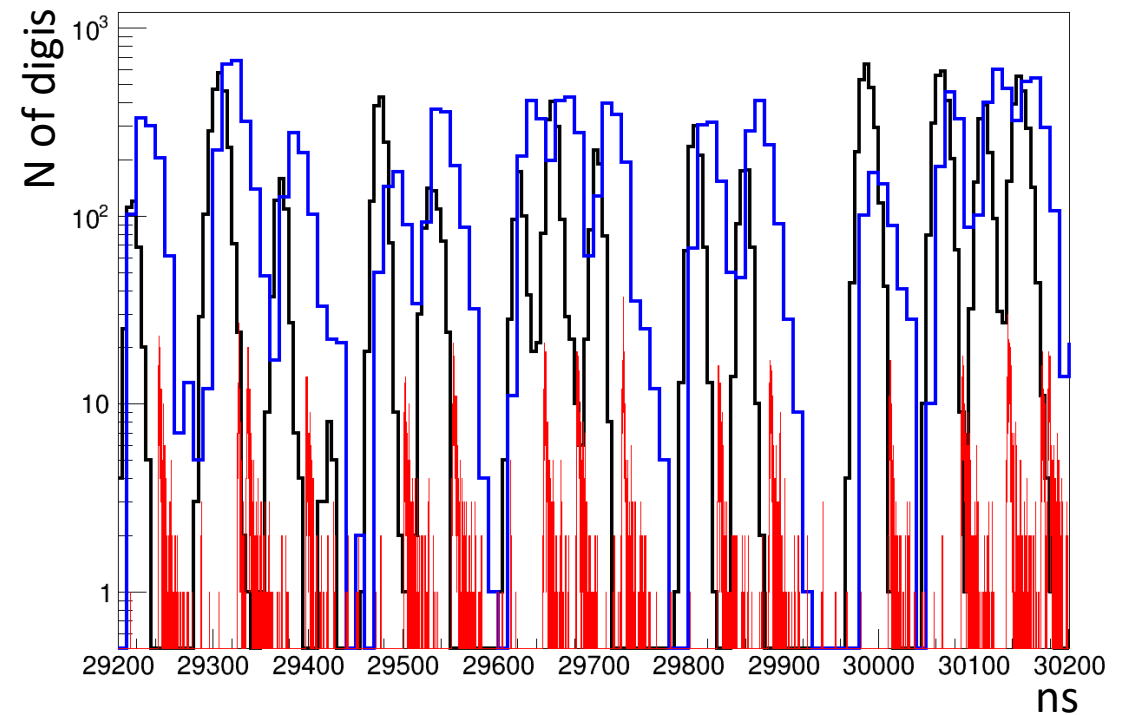


# Digis in time slice: 1 $\mu$ s

$10^5$  interaction / s

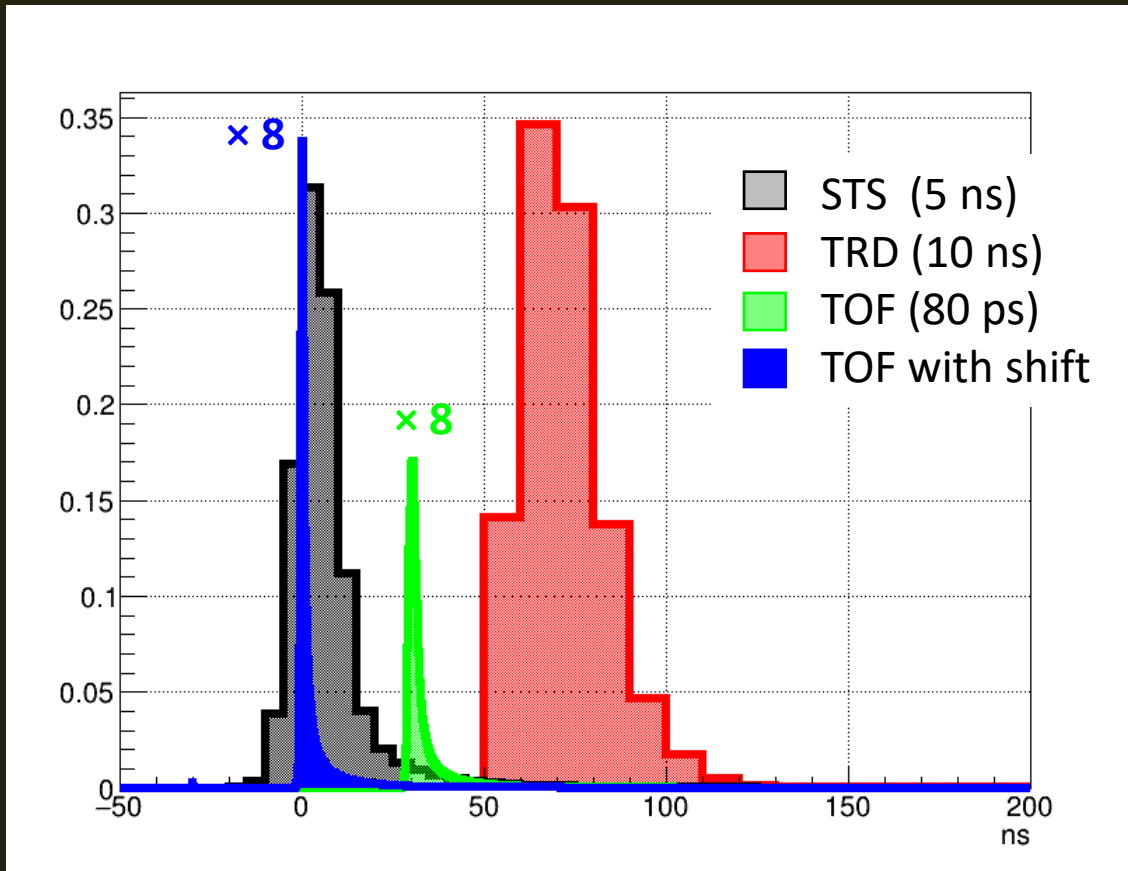


$10^7$  interaction / s



# Event selection: reference detector

Event-by-event reconstruction



Reference detector:

STS –  $\delta$ -electrons from the target and large time resolution 🙅

TRD – large time resolution 🙅

TOF – small time resolution, less background particles from target 👍

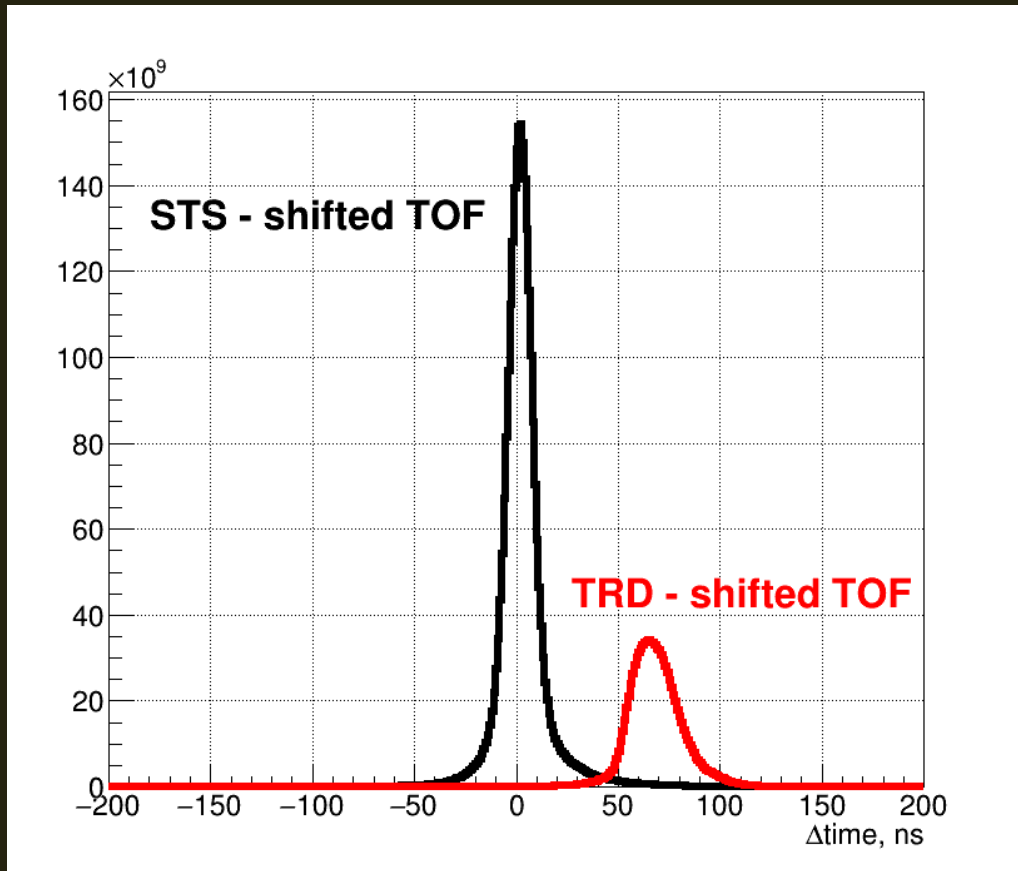
Update TOF digi time taking into account time of flight („TOF with shift“):  
event trigger window  $-2 \div 20$  ns

# Event selection: detector windows

Event-by-event reconstruction

STS:  $-50 \div 55$  ns

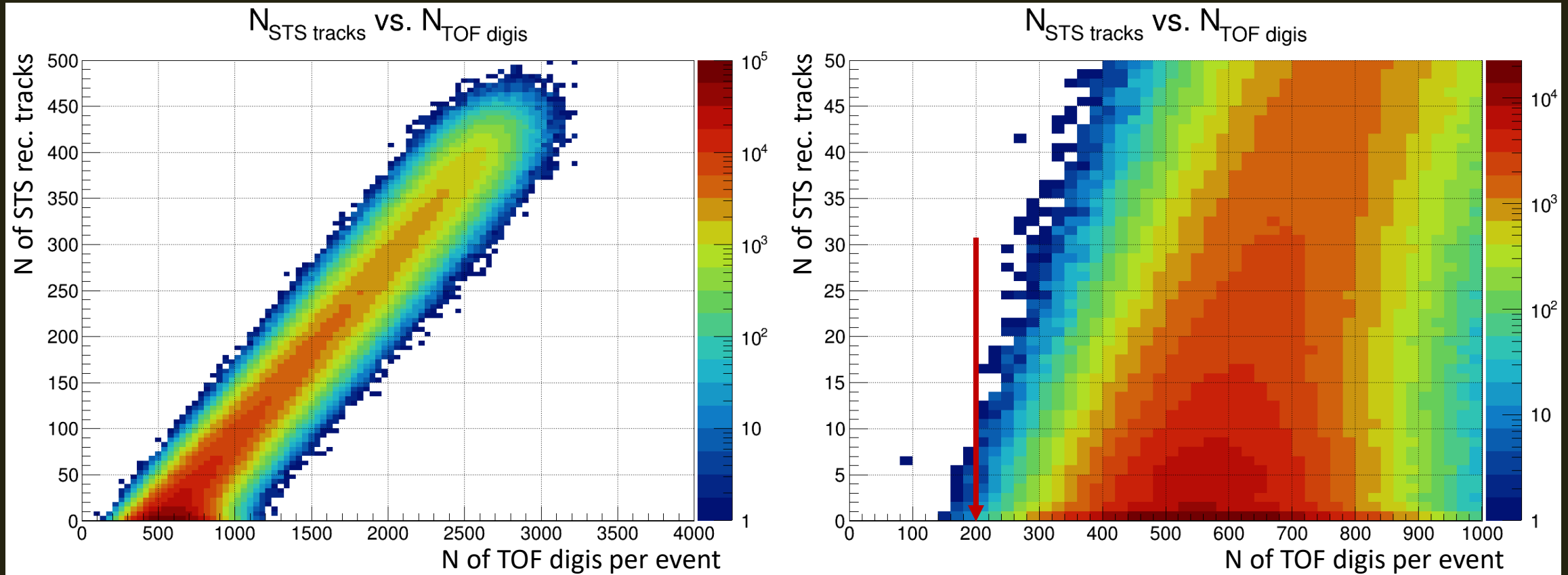
TRD:  $0 \div 150$  ns





# Event selection: minimum number of digis

Event-by-event reconstruction

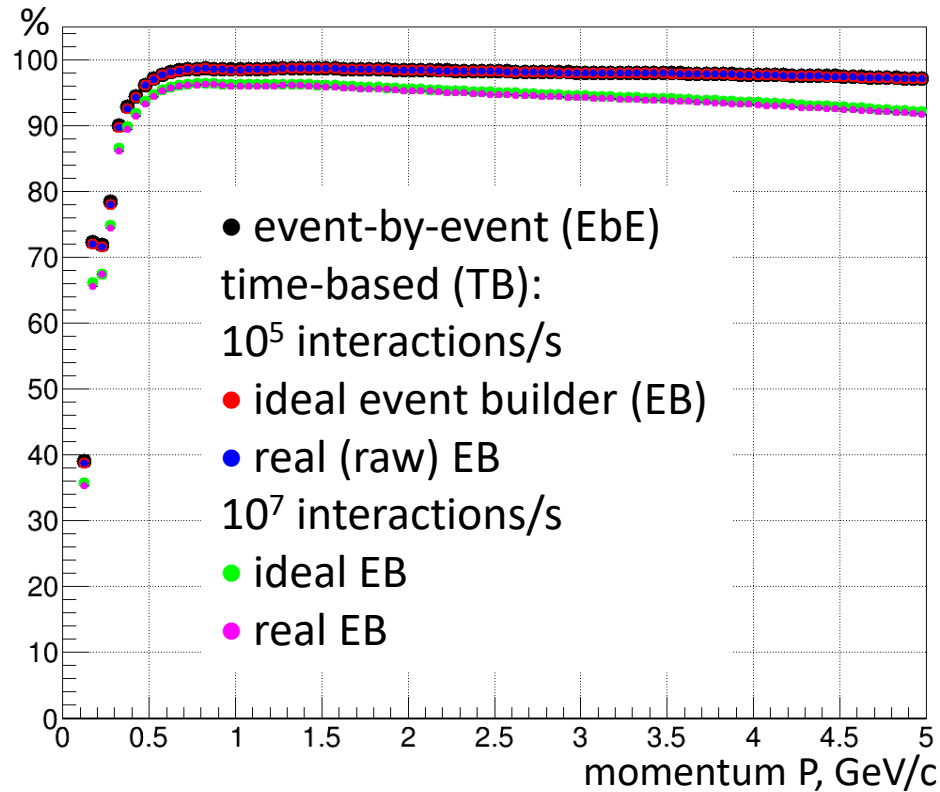




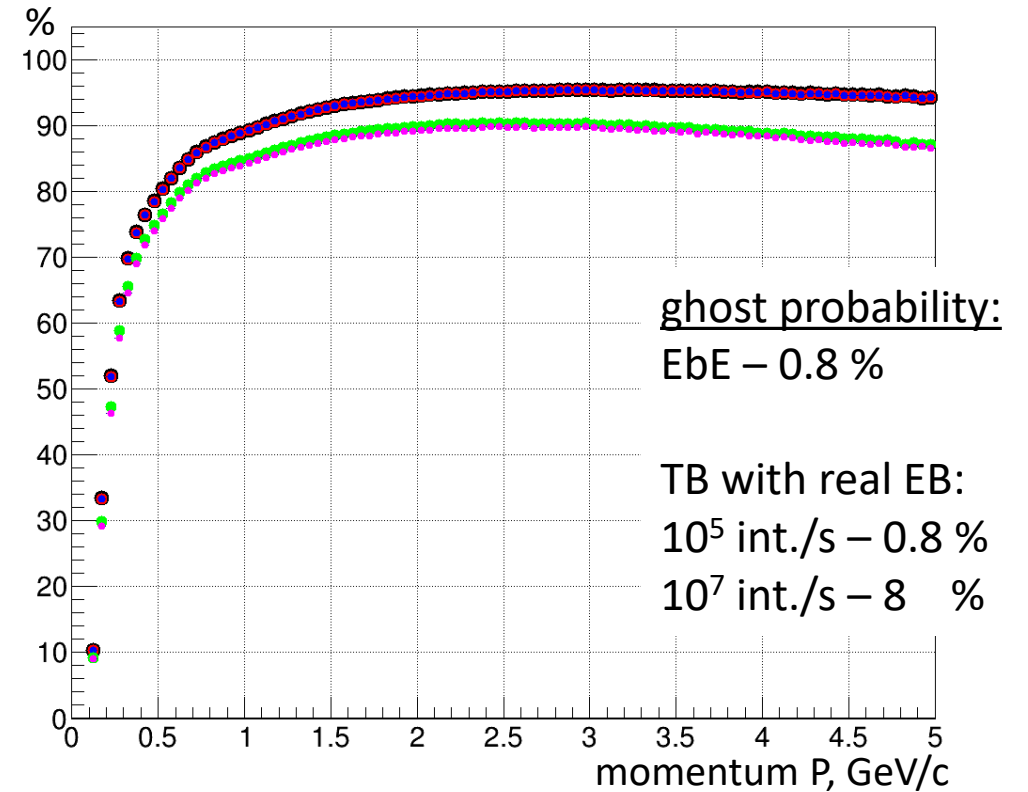
# CA QA: reconstruction efficiency

STS channel dead time 200 ns

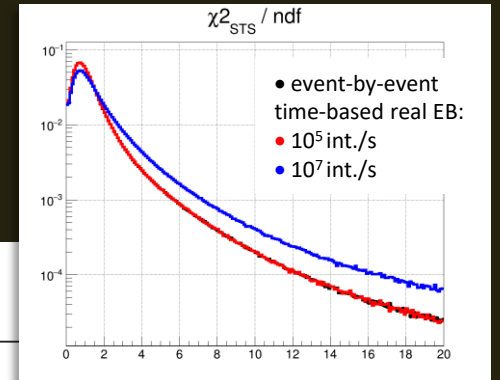
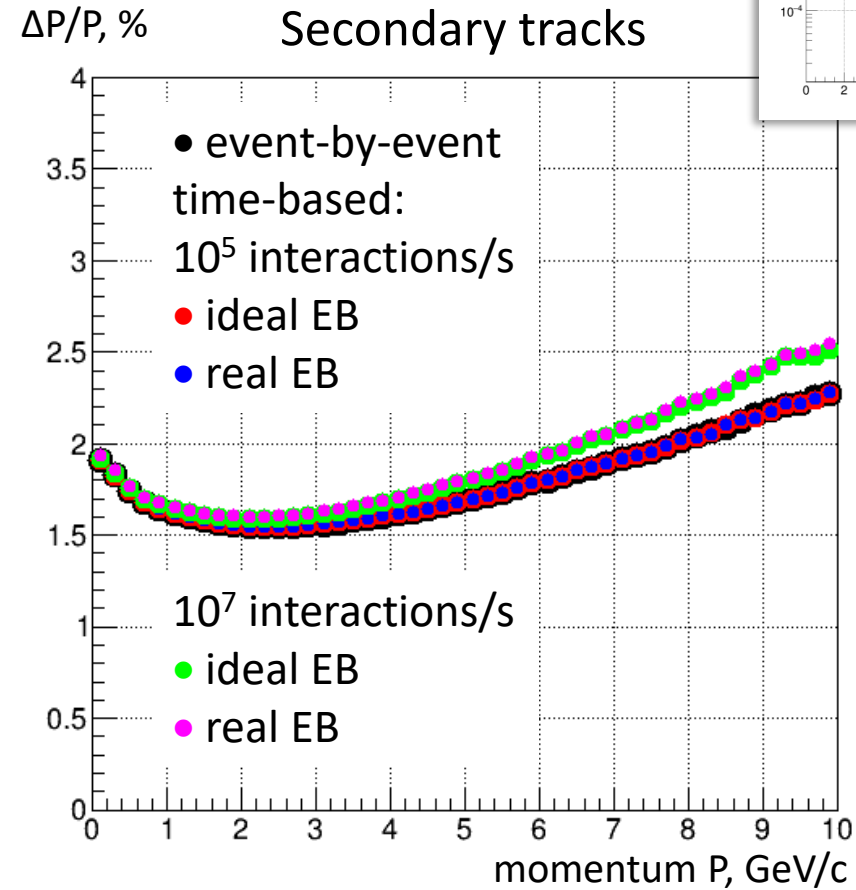
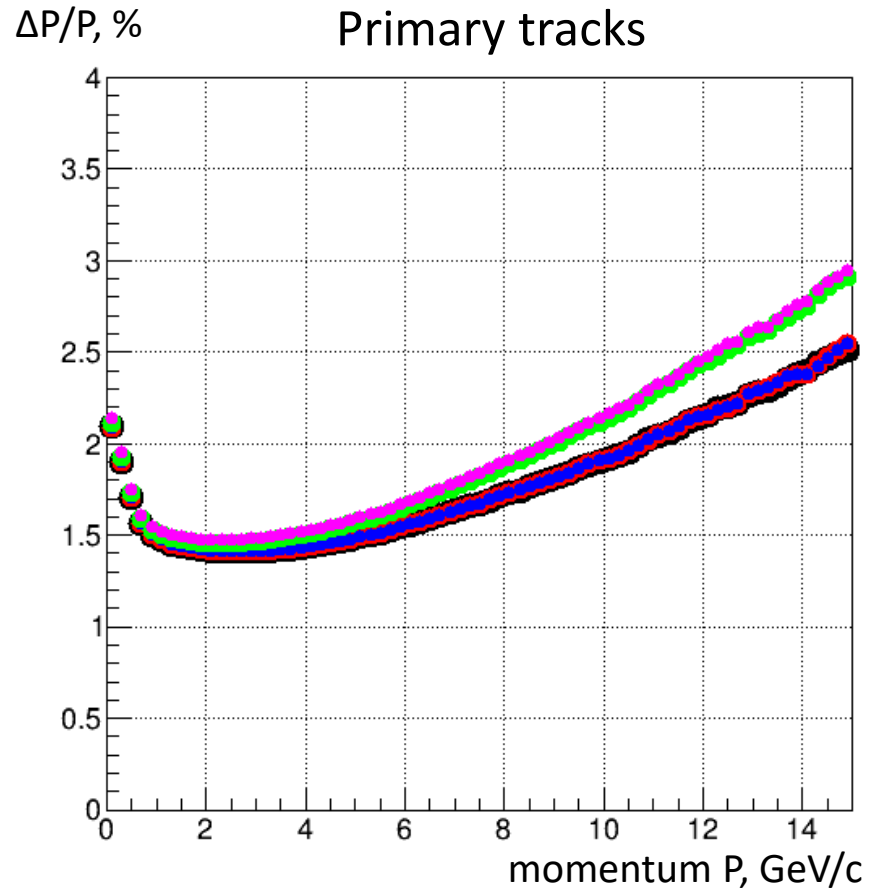
Primary Set Efficiency vs Momentum



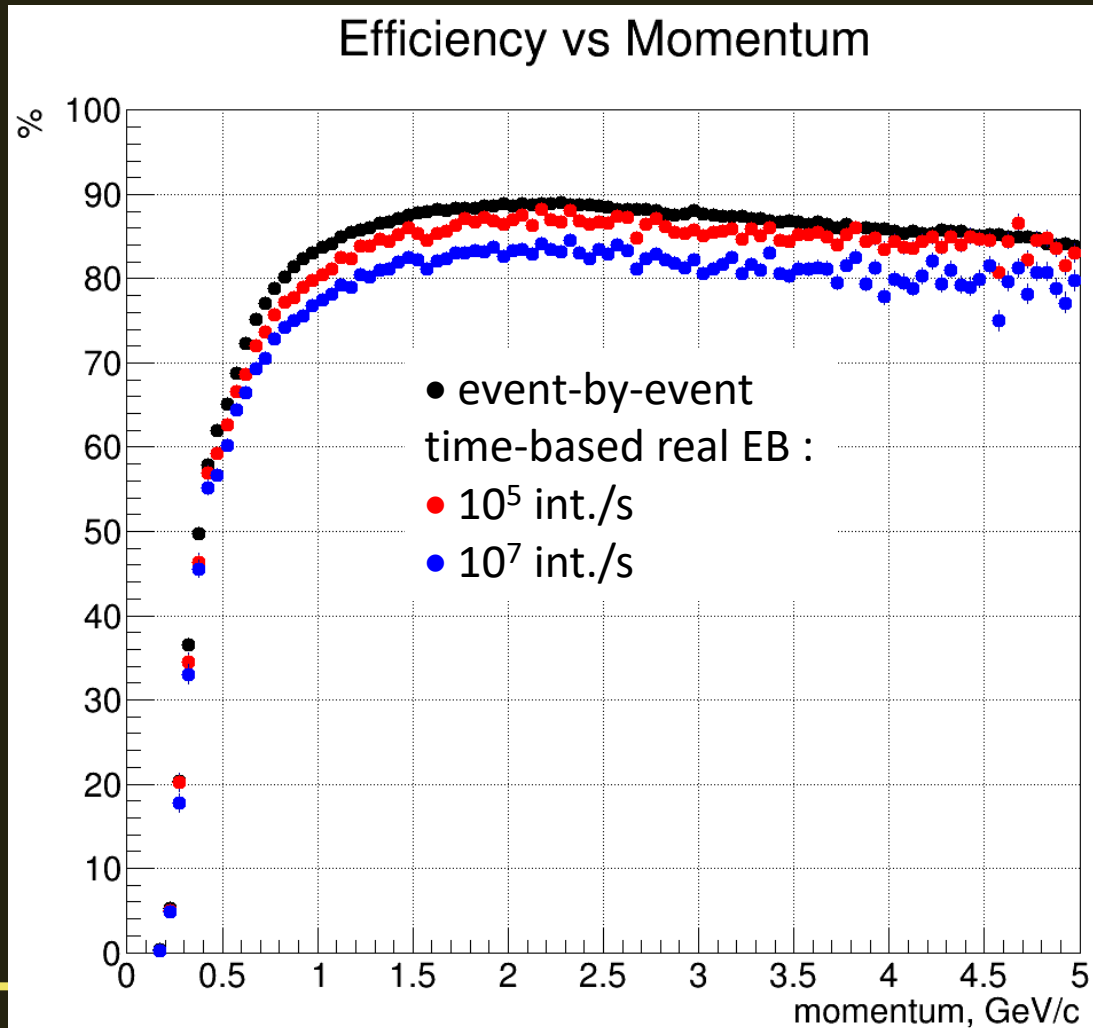
Secondary Set Efficiency vs Momentum



# CA QA: momentum resolution



# Global reconstruction efficiency STS+TRD+TOF



%

# Event builder QA: number of long tracks

STS+TRD+TOF

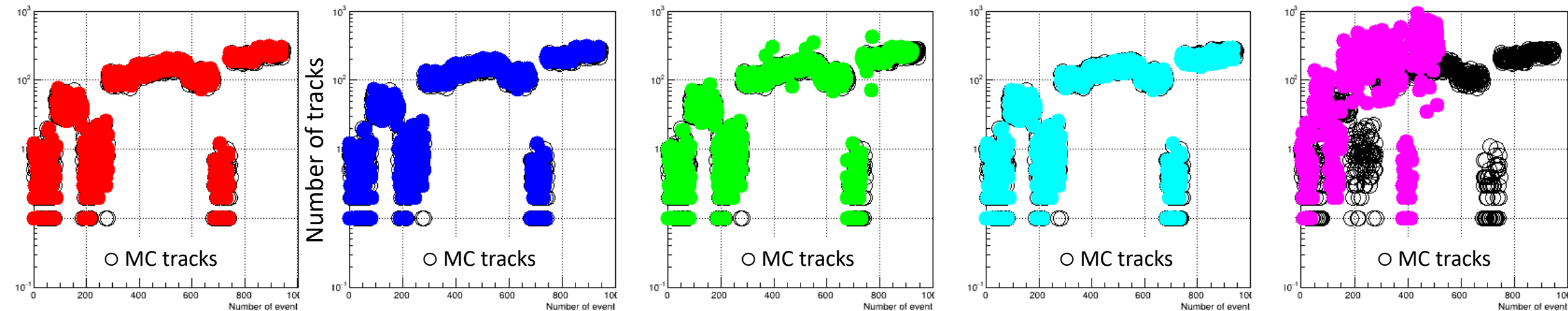
Event-by-event

$10^5$ , ideal EB

$10^5$ , real EB

$10^7$ , ideal EB

$10^7$ , real EB



splitting:  $\sim 1\%$

splitting: 1.5%  
merging: 30%

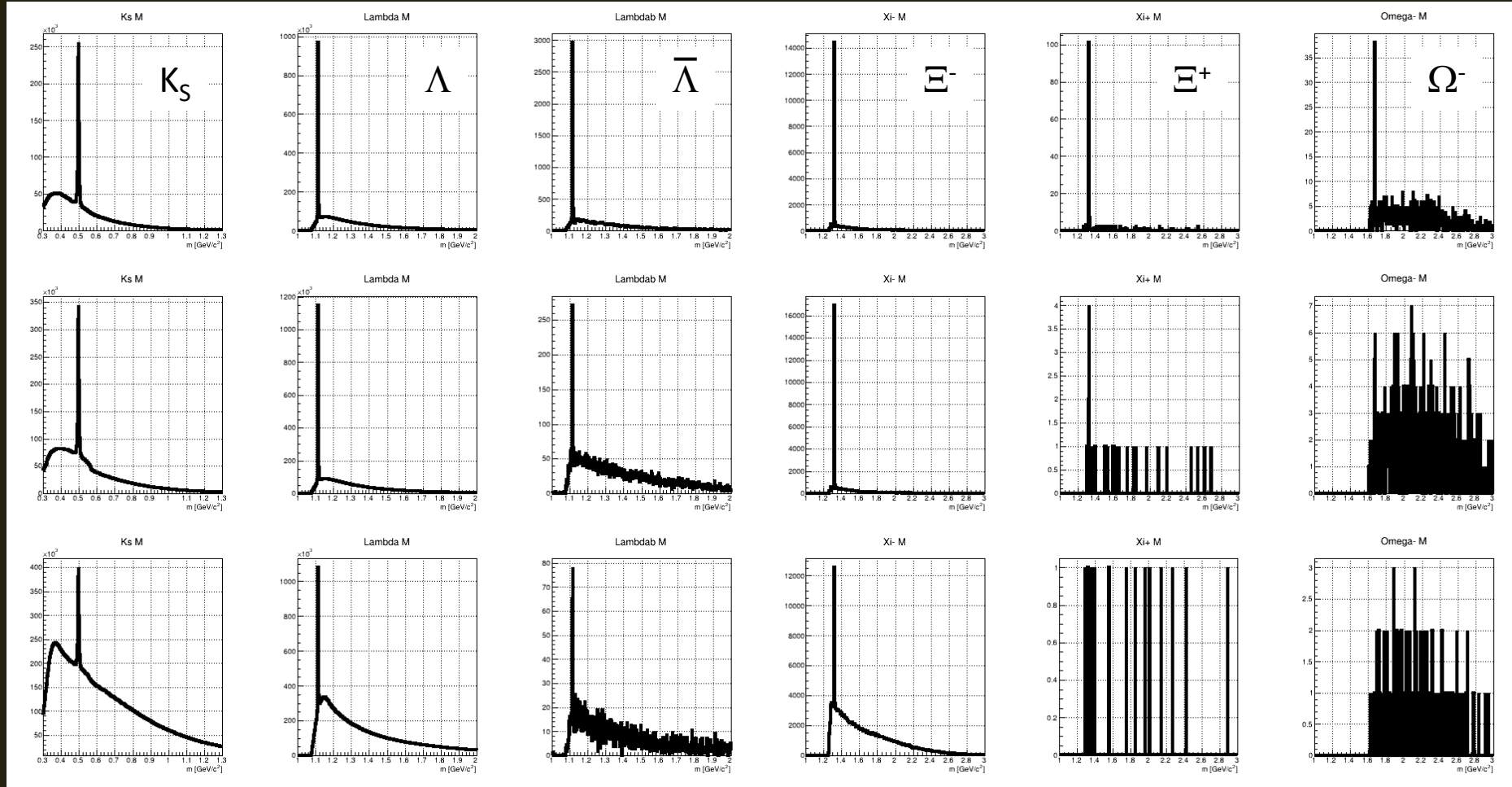
merging: reconstructed tracks from different MC events are put to one reconstructed event  
splitting: reconstructed tracks from one MC event are put to different reconstructed events

# Reconstructed particles: KFParticle Finder

event-by-event

$10^5$  int./s  
real EB

$10^7$  int./s  
real EB



3.879M  
mbias events

4.82M  
mbias events

4.775M  
mbias events

# Misalignment tolerance of the reconstruction performance

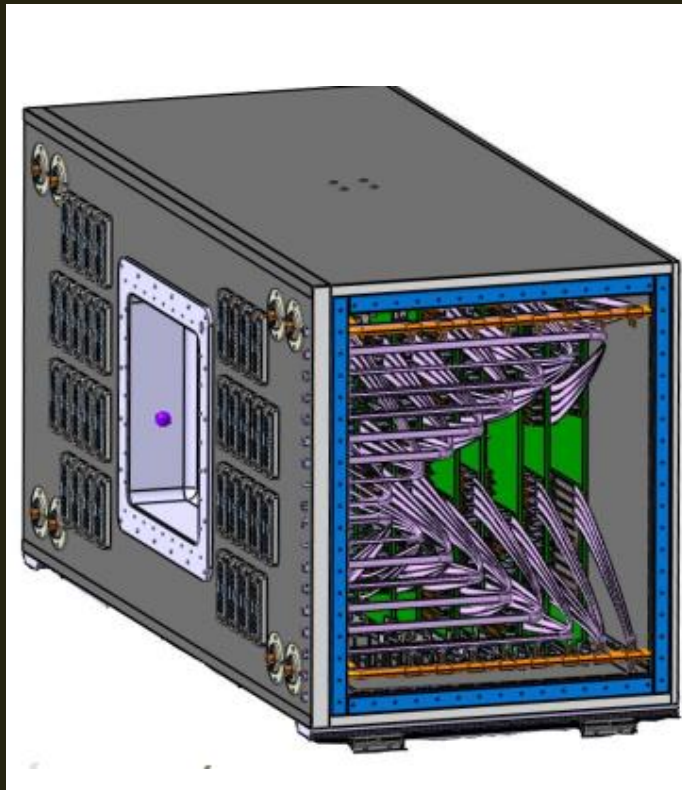
<https://indico.gsi.de/event/23010/>

<https://indico.gsi.de/event/23066/>

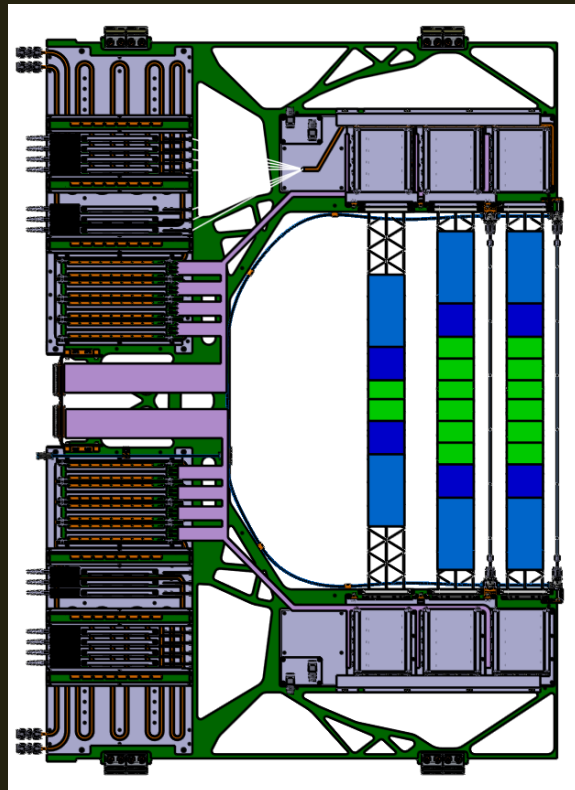
<https://indico.gsi.de/event/23163/>

# STS: $\sim 100\ \mu\text{m}$ misalignment for each detector element

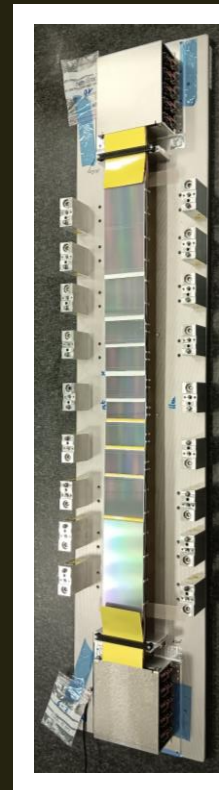
STS  
(1)



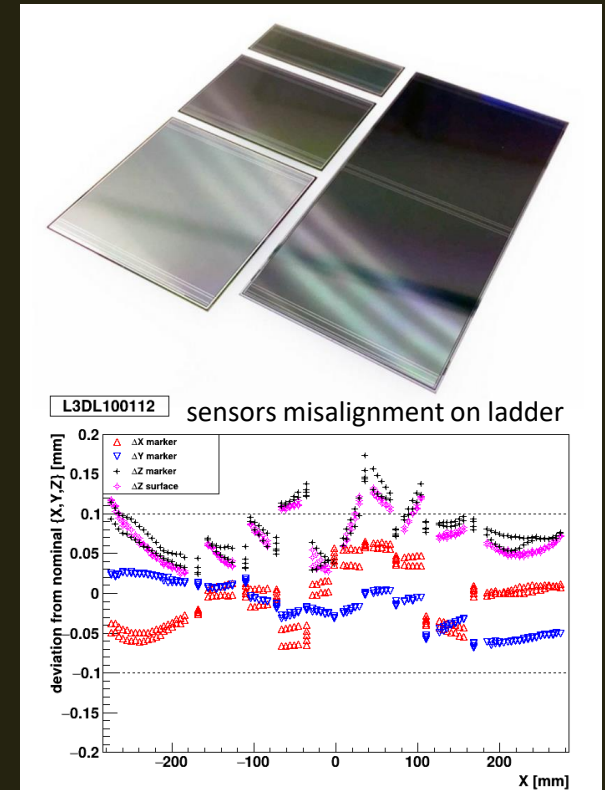
Units  
(20)



Ladders  
(106)



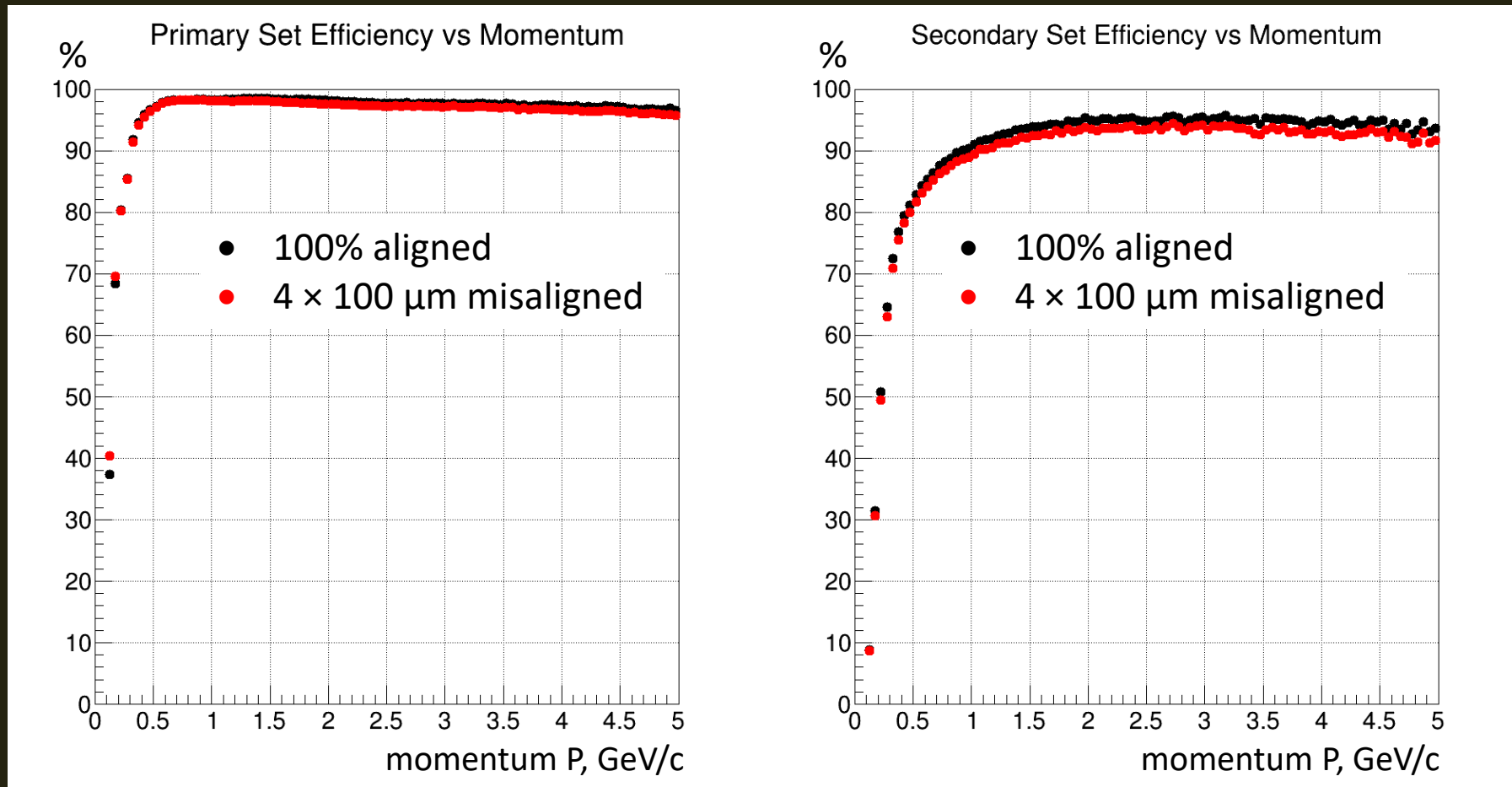
Sensors  
(876)





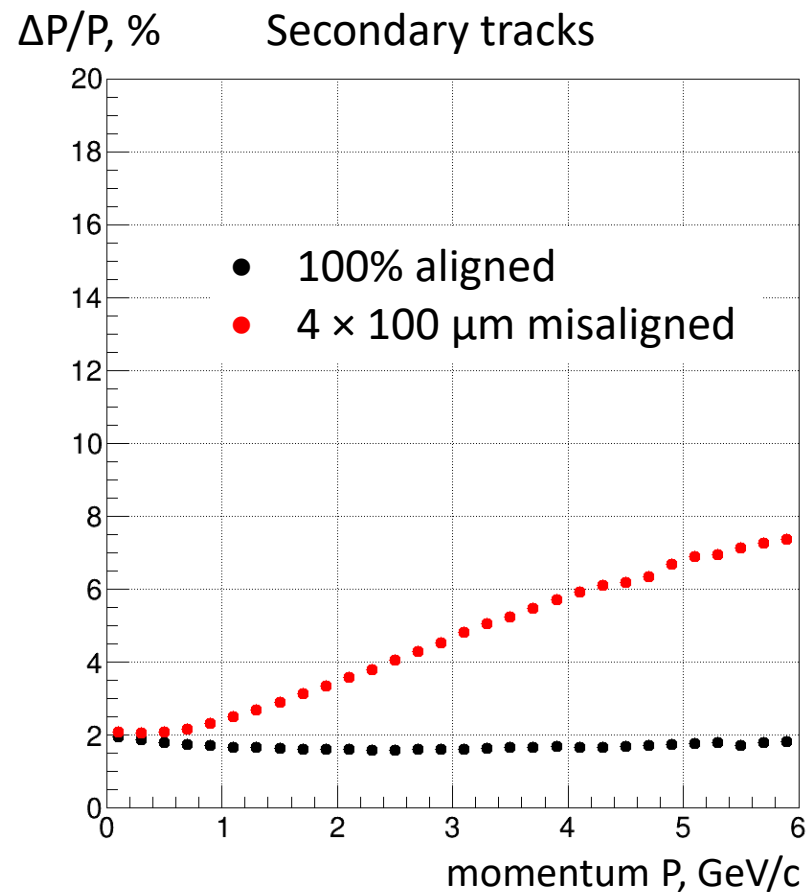
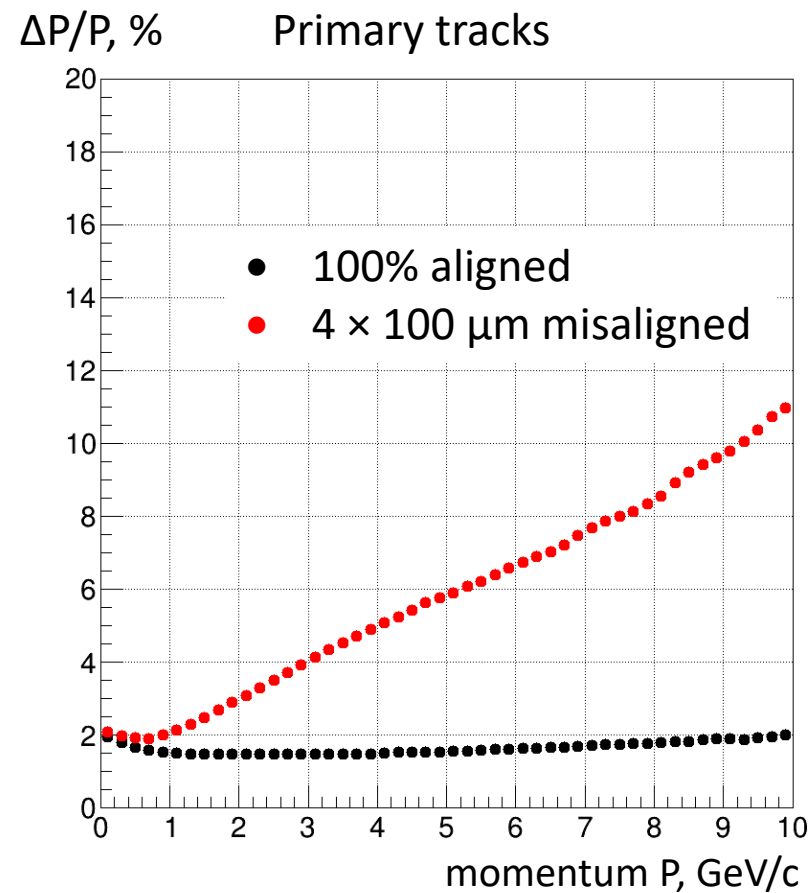
# L1 QA: efficiency

100  $\mu\text{m}$  misaligned sensors +  
100  $\mu\text{m}$  misaligned half ladders +  
100  $\mu\text{m}$  misaligned units +  
100  $\mu\text{m}$  misaligned STS  
`gRandom->Uniform(0.01*(-1.), 0.01);`



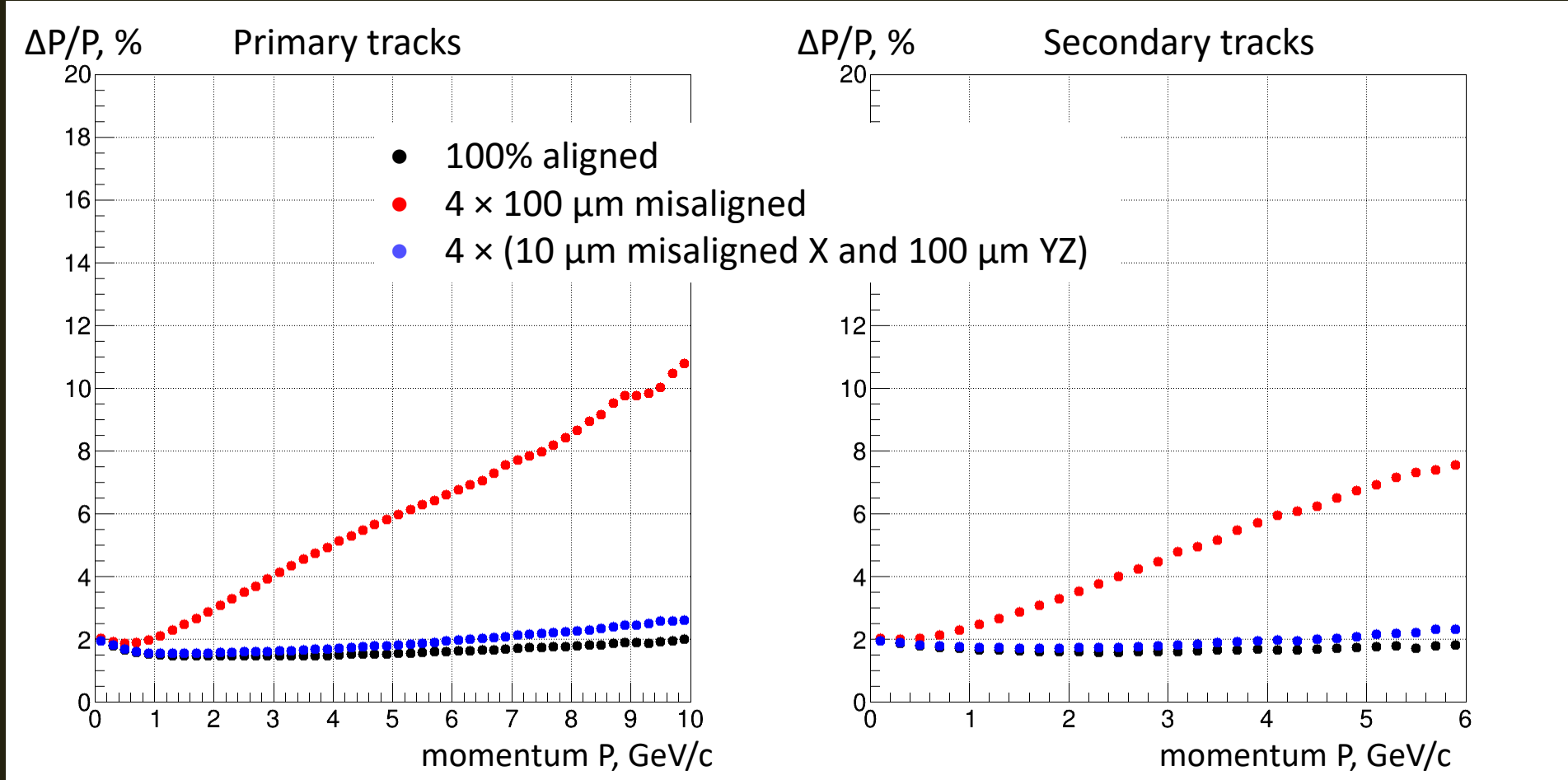
# L1 QA: momentum resolution

100  $\mu\text{m}$  misaligned sensors +  
100  $\mu\text{m}$  misaligned half ladders +  
100  $\mu\text{m}$  misaligned units +  
100  $\mu\text{m}$  misaligned STS  
`gRandom->Uniform(0.01*(-1.), 0.01);`



# L1 QA: momentum resolution

100  $\mu\text{m}$  misaligned sensors +  
100  $\mu\text{m}$  misaligned half ladders +  
100  $\mu\text{m}$  misaligned units +  
100  $\mu\text{m}$  misaligned STS  
`gRandom->Uniform(0.01*(-1.), 0.01);`



# Next steps

- Use tracks or multiple primary vertices for event selection / separation. Needed: new or updated global tracking for reconstruction in time slice; multiple primary vertices reconstruction.

Event builder based on global tracks

<https://indico.gsi.de/event/19534/contributions/82196/>

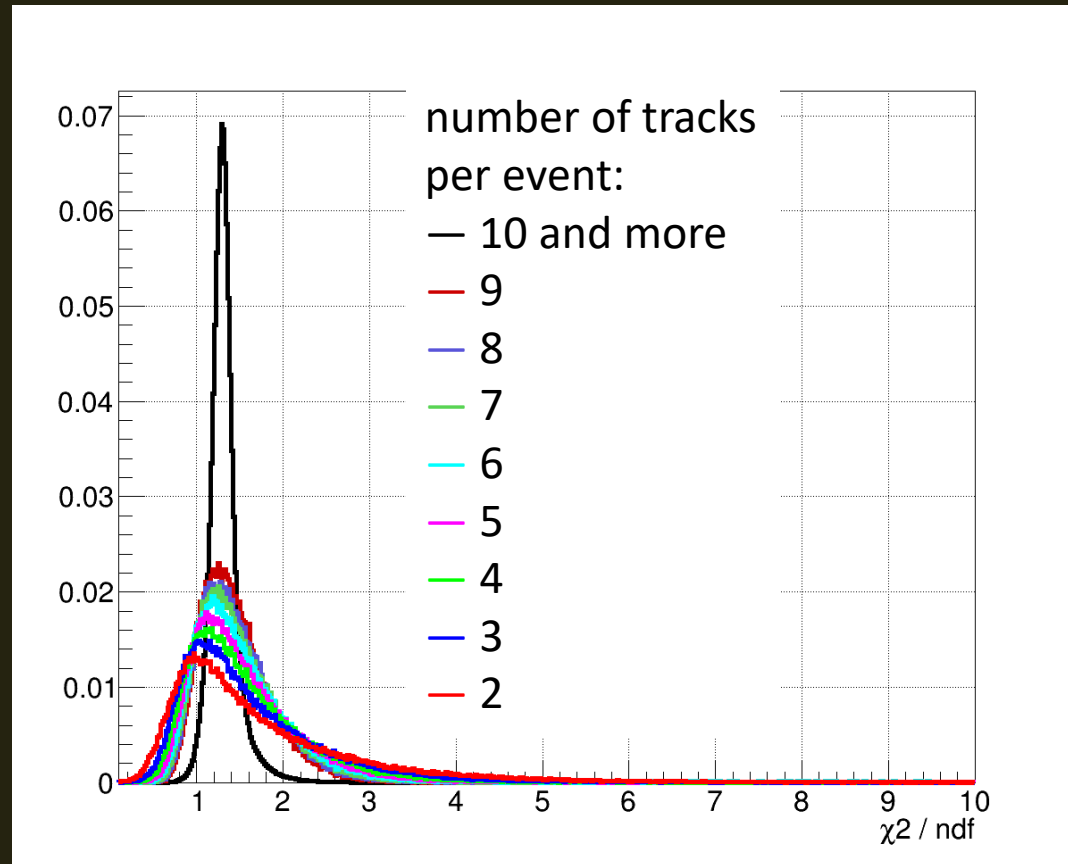
- Study influence of the misalignment on particle identification: misalignment tolerance level for online reconstruction and analysis (software particle trigger).

# Backup

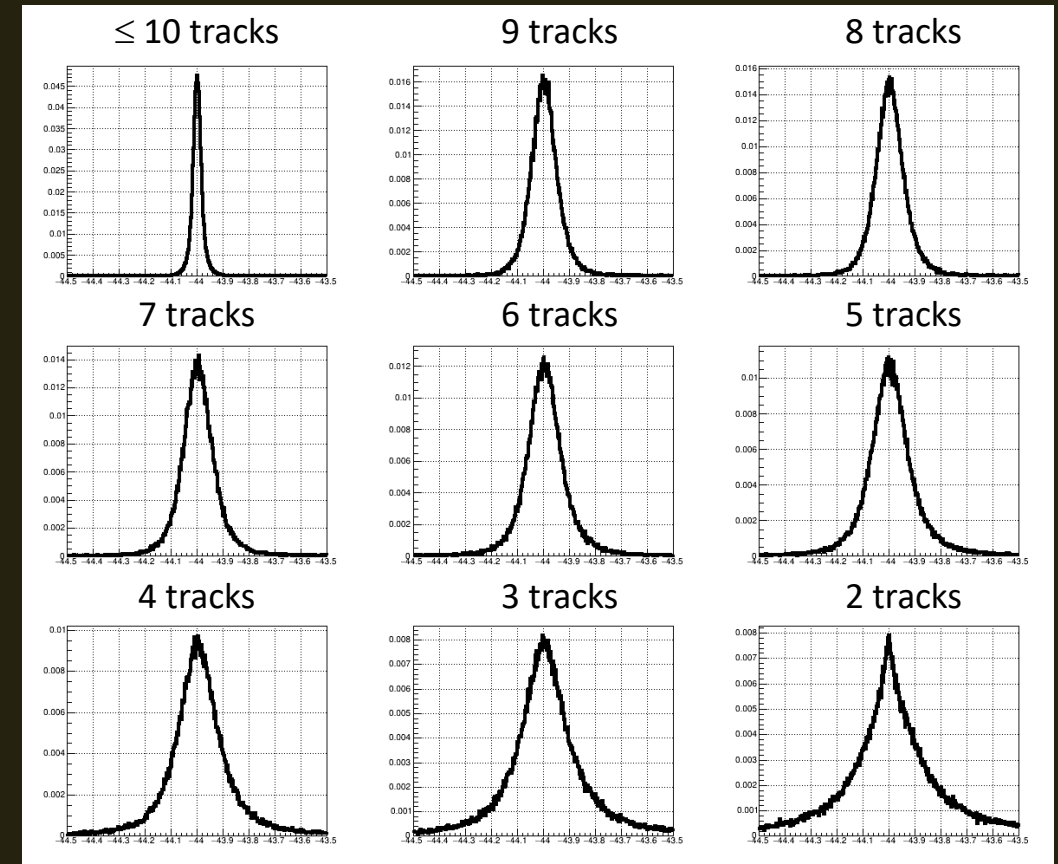
# What is a CBM physical event ?

Event-by-event reconstruction

Reconstructed primary vertex



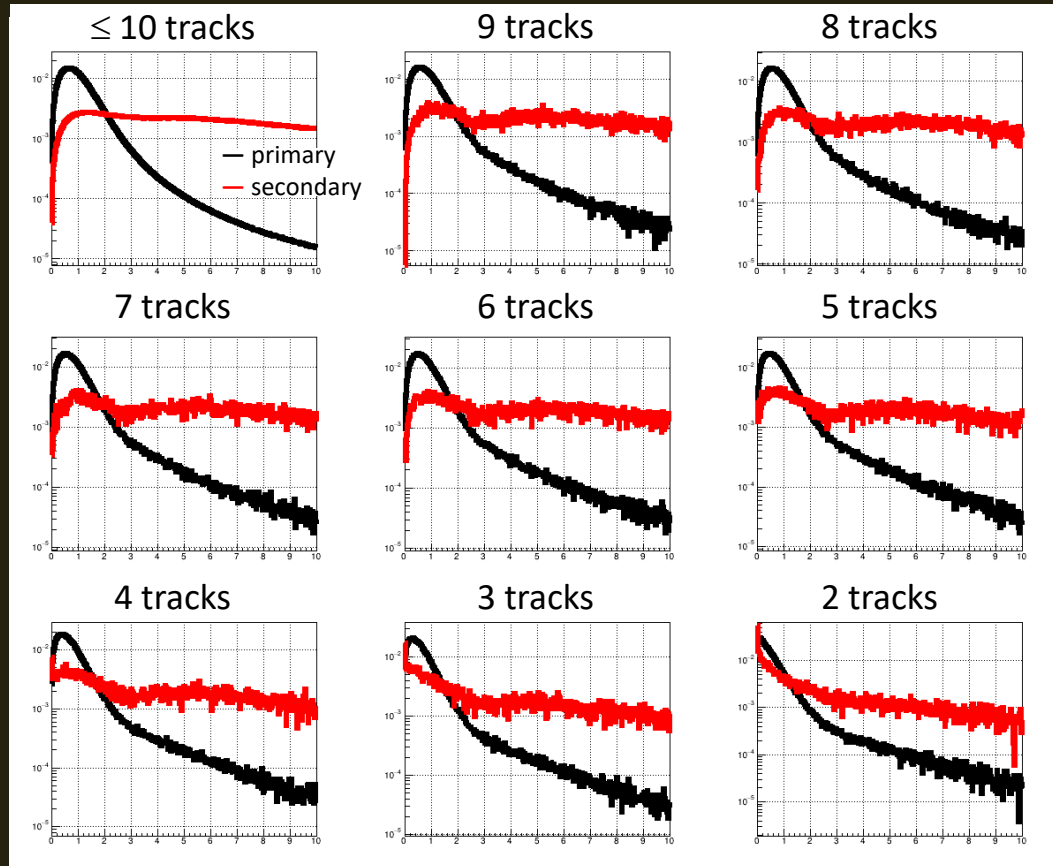
Reconstructed Z coordinate of primary vertex



# What is a CBM physical event ?

Event-by-event reconstruction

$\chi^2/\text{ndf}$  of tracks in primary vertex



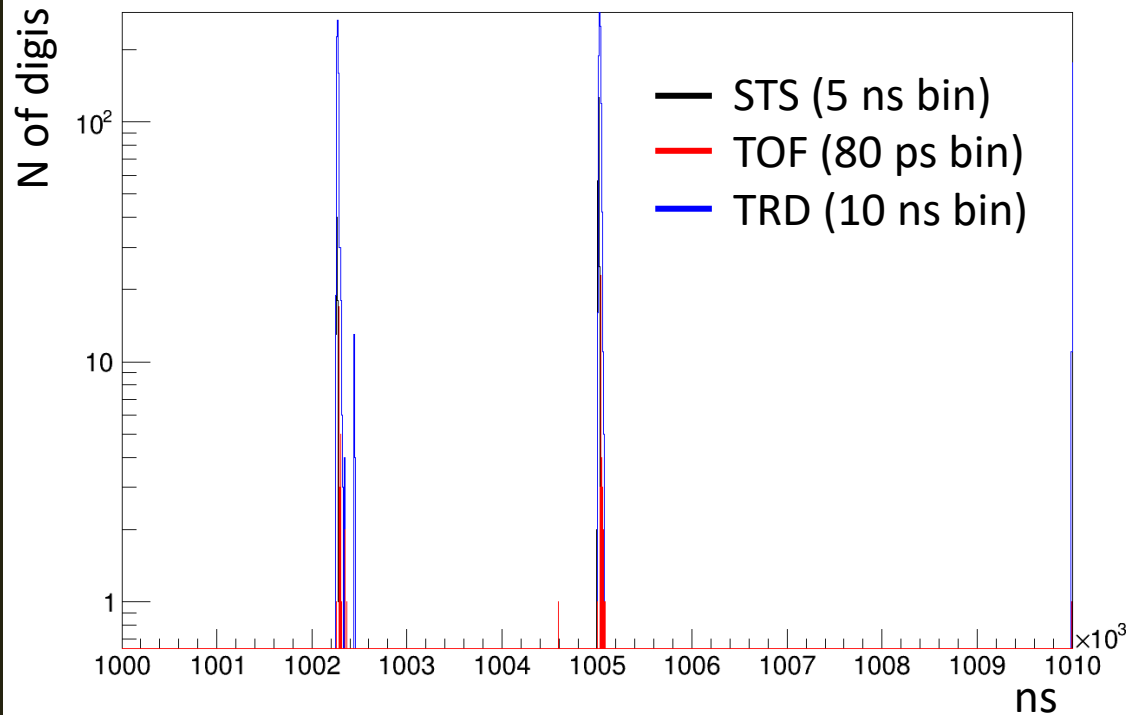
*It is enough to have tracks only in STS, or tracks must have TOF hit for pID.*

*For example: physical event is an event with at least 3 STS reconstructed tracks matched with TOF hit.*



# Digis in time slice: $10\ \mu\text{s}$

$10^5$  interaction / s



$10^7$  interaction / s

