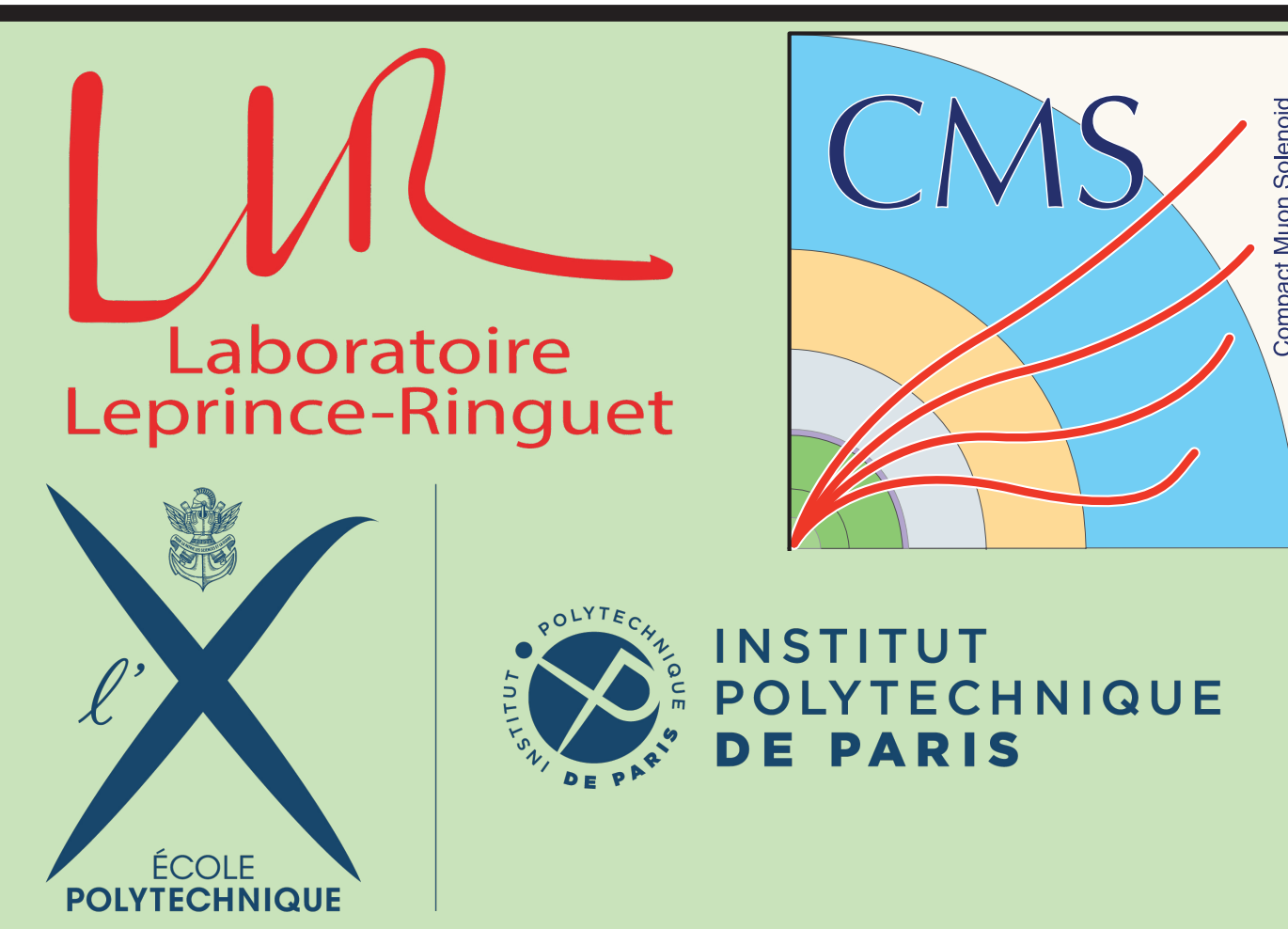
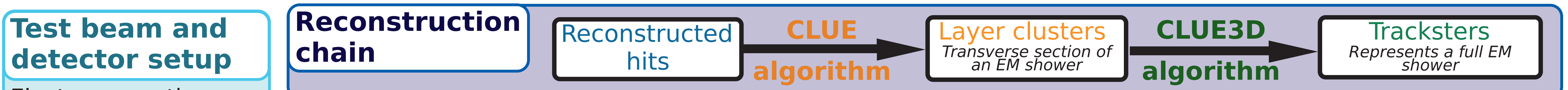


Performance study of CMS HGCAL's pattern recognition algorithm (CLUE3D) with test beam data

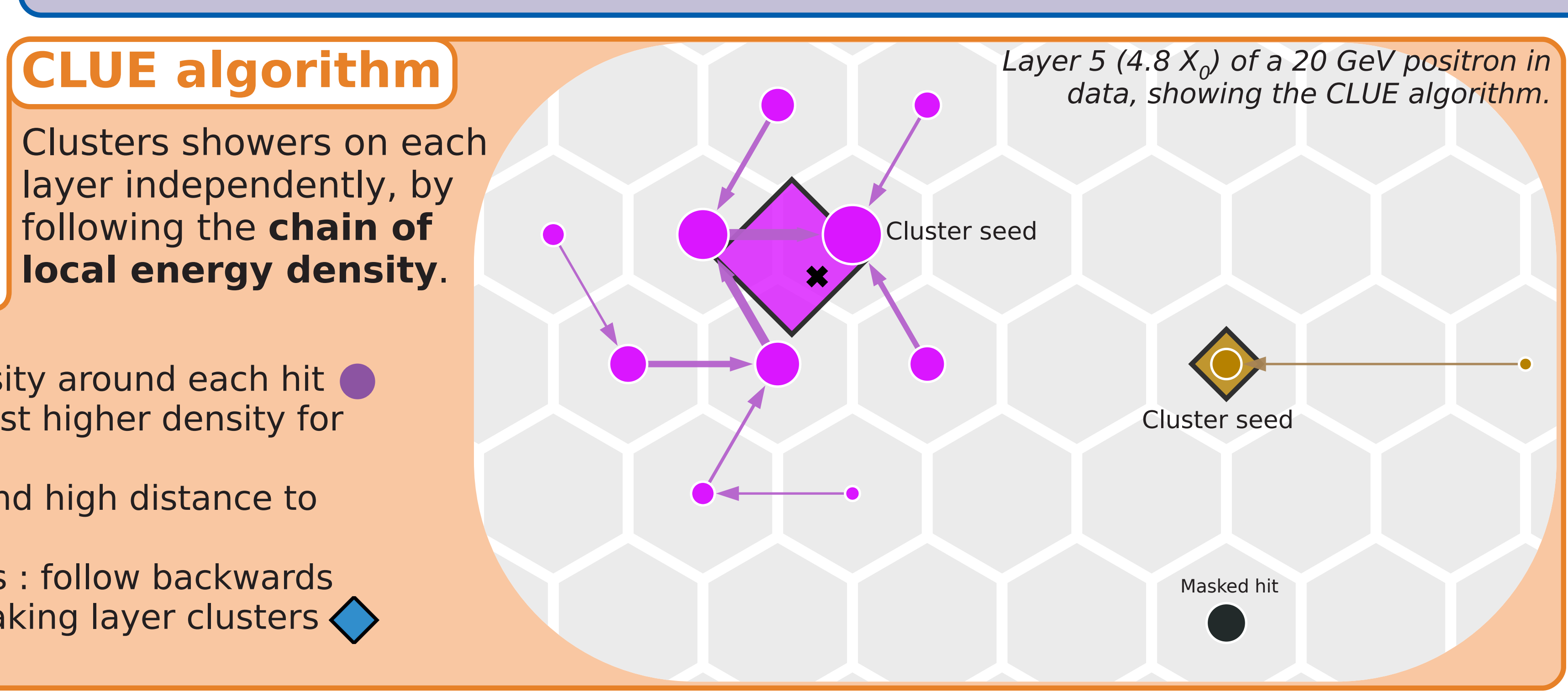
Théo Cuisset (LLR / École Polytechnique) on behalf of the CMS collaboration
 theo.cuisset@polytechnique.edu Reference : CMS DPS-23-



Context In view of **HL-LHC**, the CMS endcap calorimeters will be replaced with the **High Granularity CALorimeter**. The electromagnetic section will consist of 26 layers of silicon sensors interspersed with copper absorbers. **Novel reconstruction algorithms** such as **CLUE** and **CLUE3D** will allow superior performance despite high pileup. Their performance has been assessed on simulation, but it is necessary to ascertain that their performance can translate equally well on data.



Test beam and detector setup
 Electromagnetic calorimeter prototype with **28 layers**
 October 2018 test beam campaign
Positron beam 20 to 300 GeV

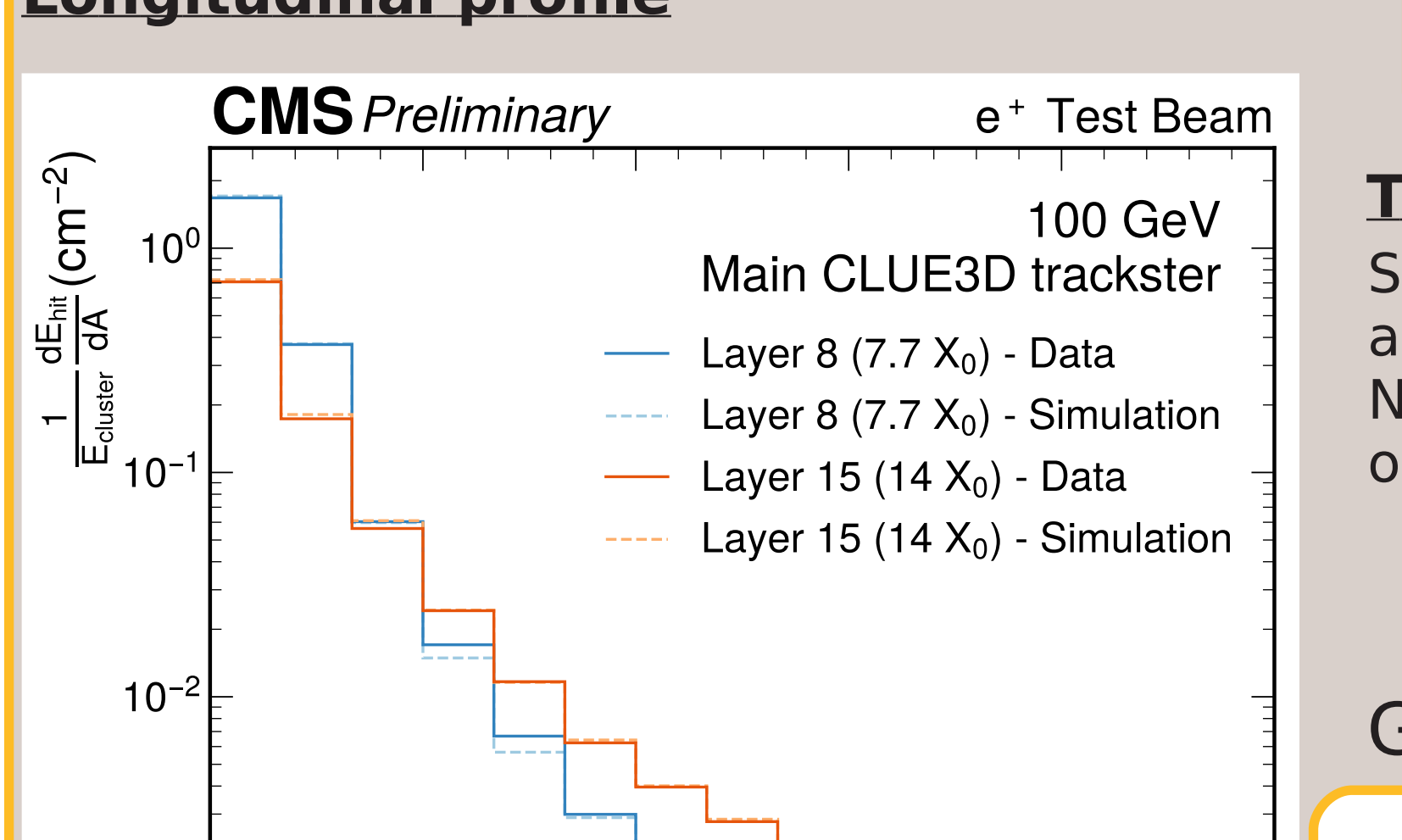
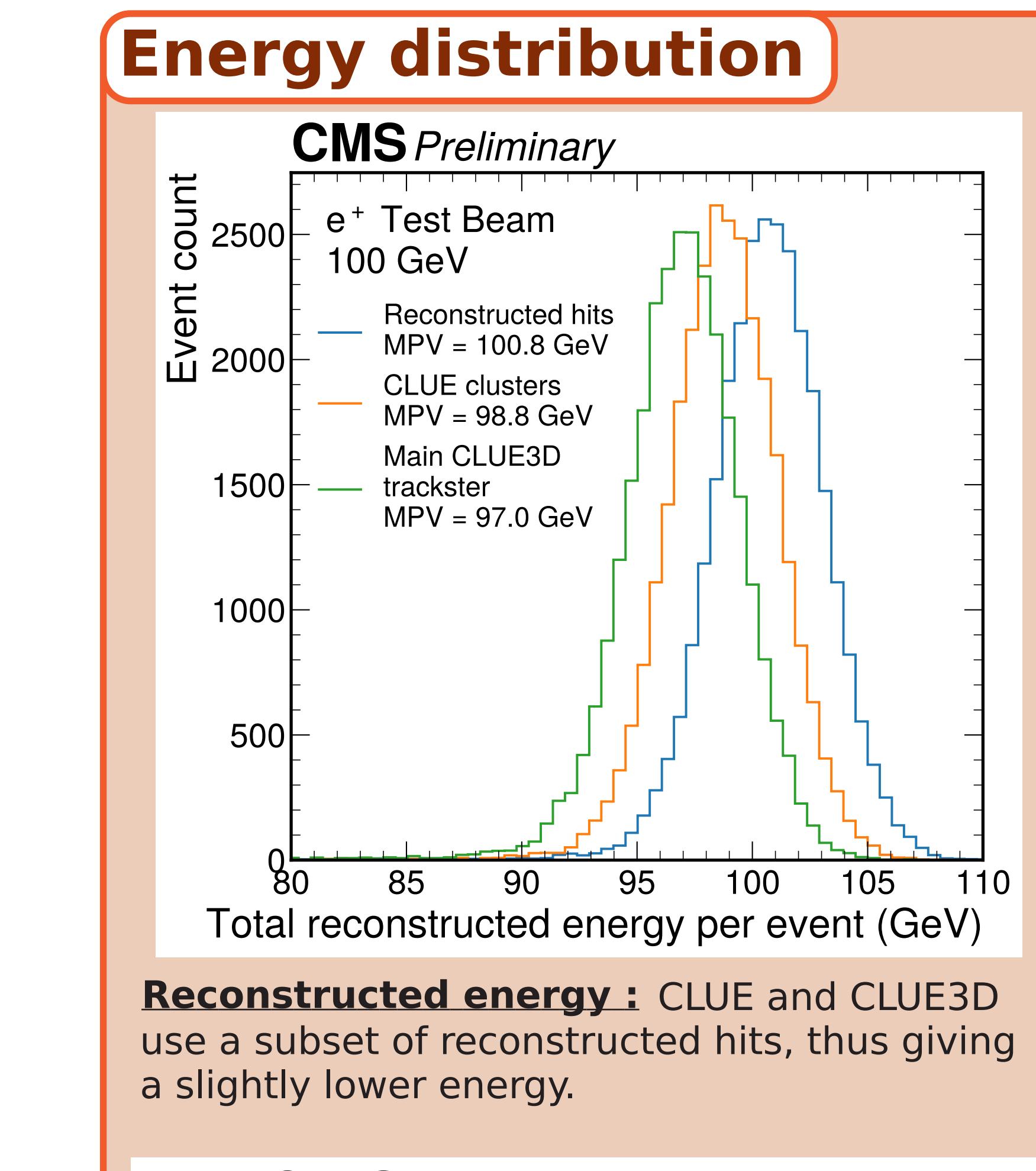
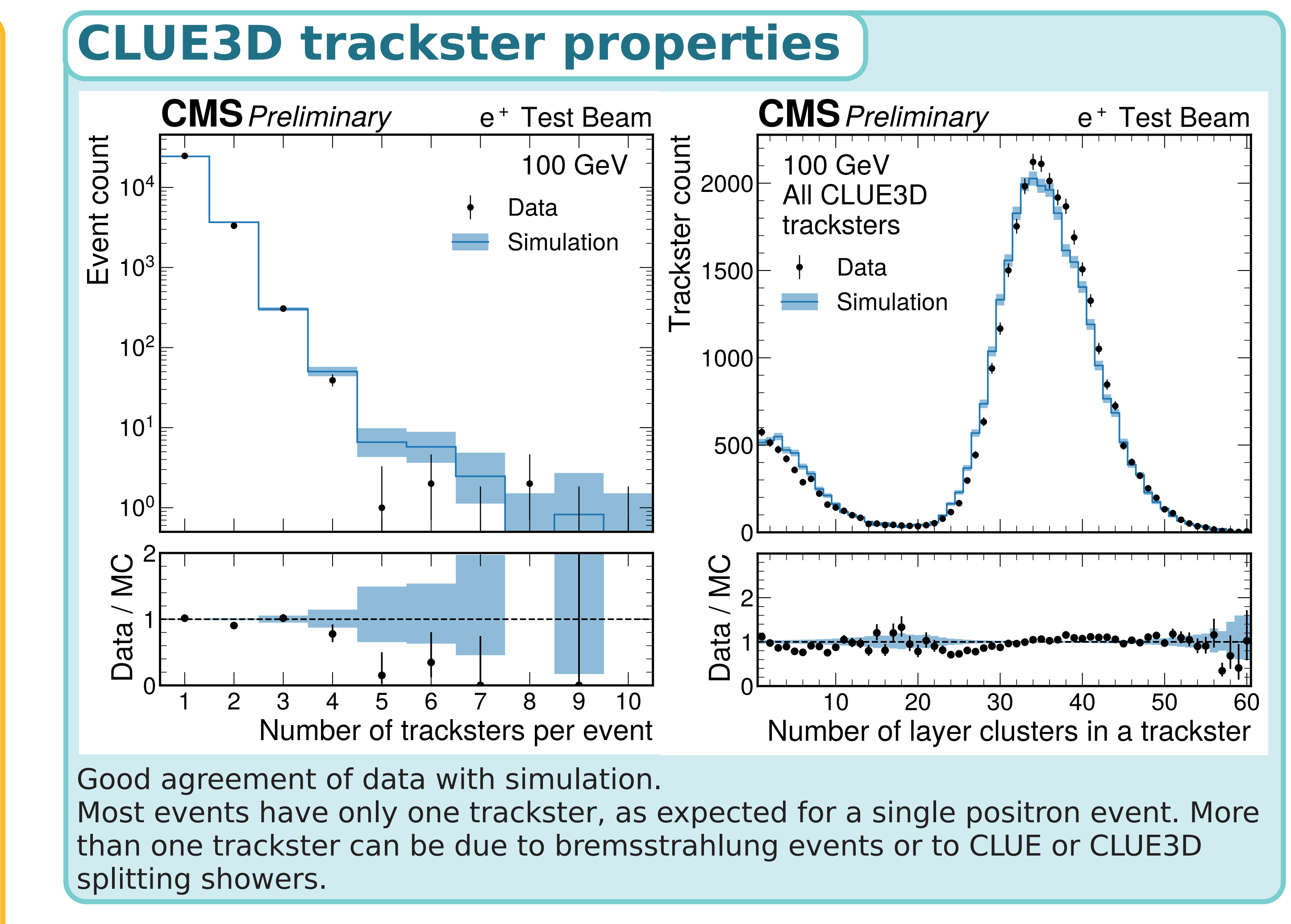
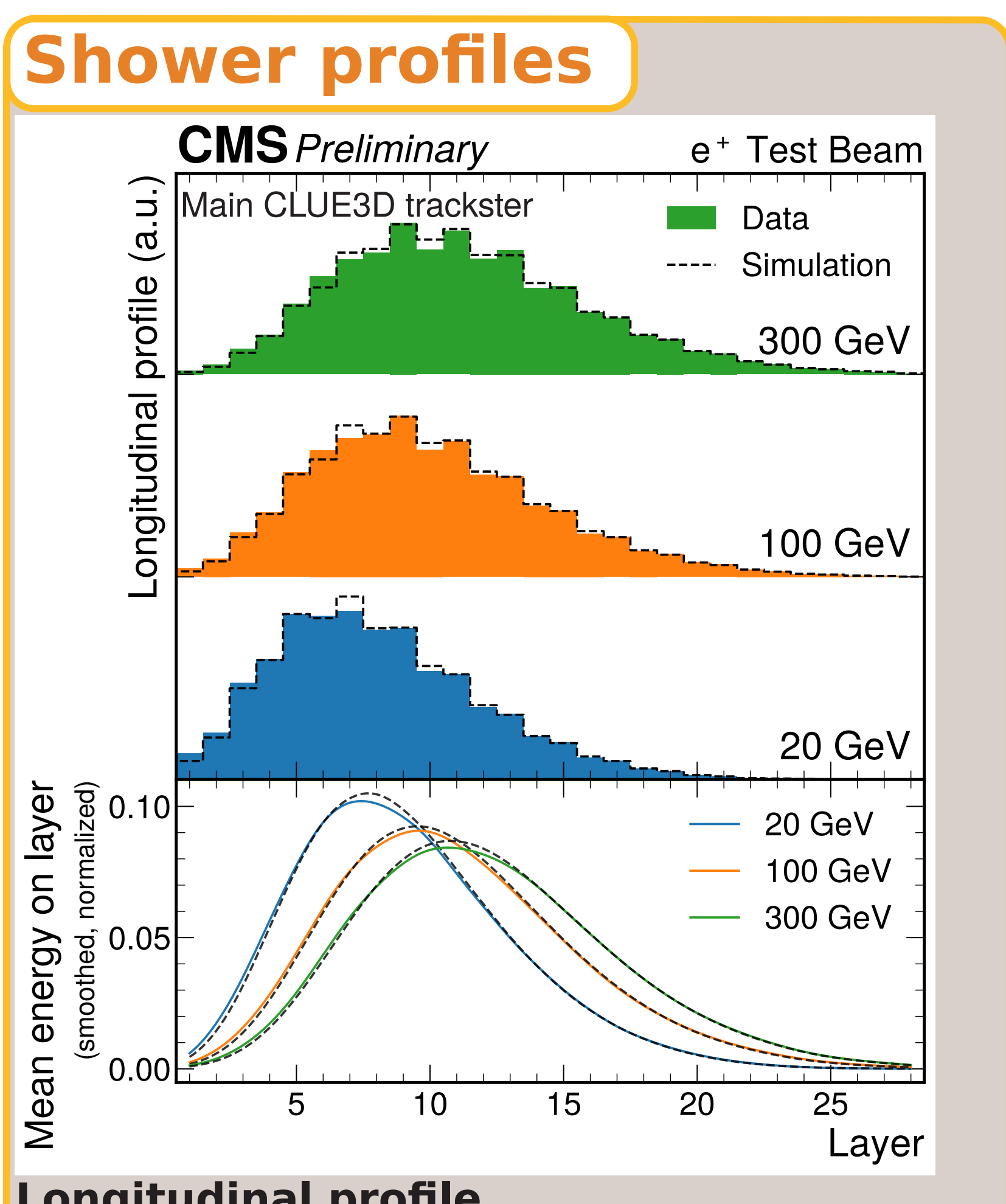
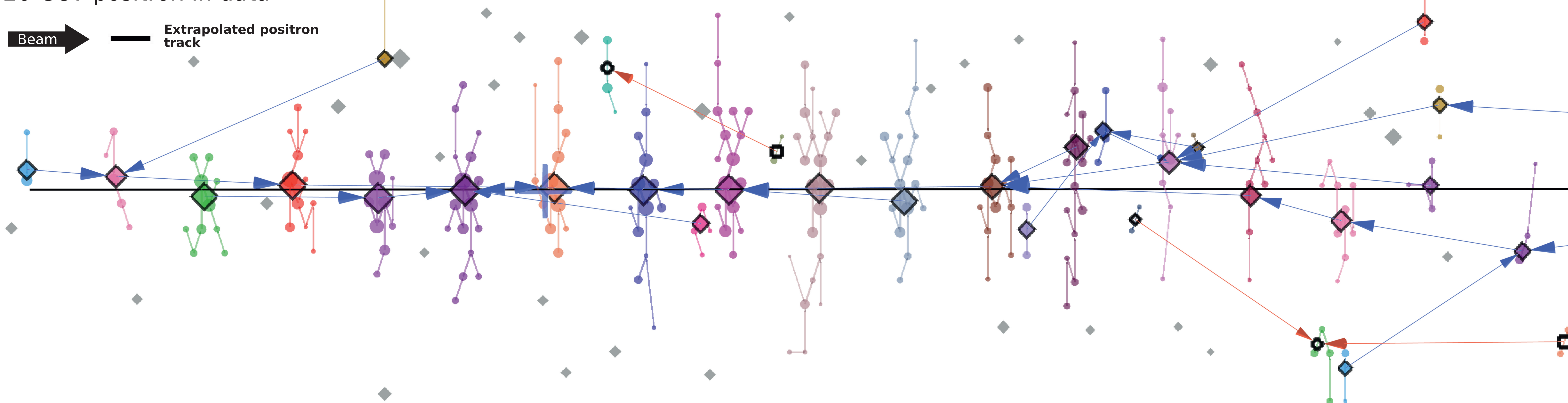


CLUE3D algorithm
 CLUE3D is similar to CLUE, but uses layer clusters as inputs. Parameters are tuned to prefer clustering in the longitudinal direction.

- Chain of nearest higher color corresponds to trackster
- Layer cluster outlier in CLUE3D
- Trackster

The term "Main CLUE3D trackster" will refer, for each event, to the trackster with the highest energy.

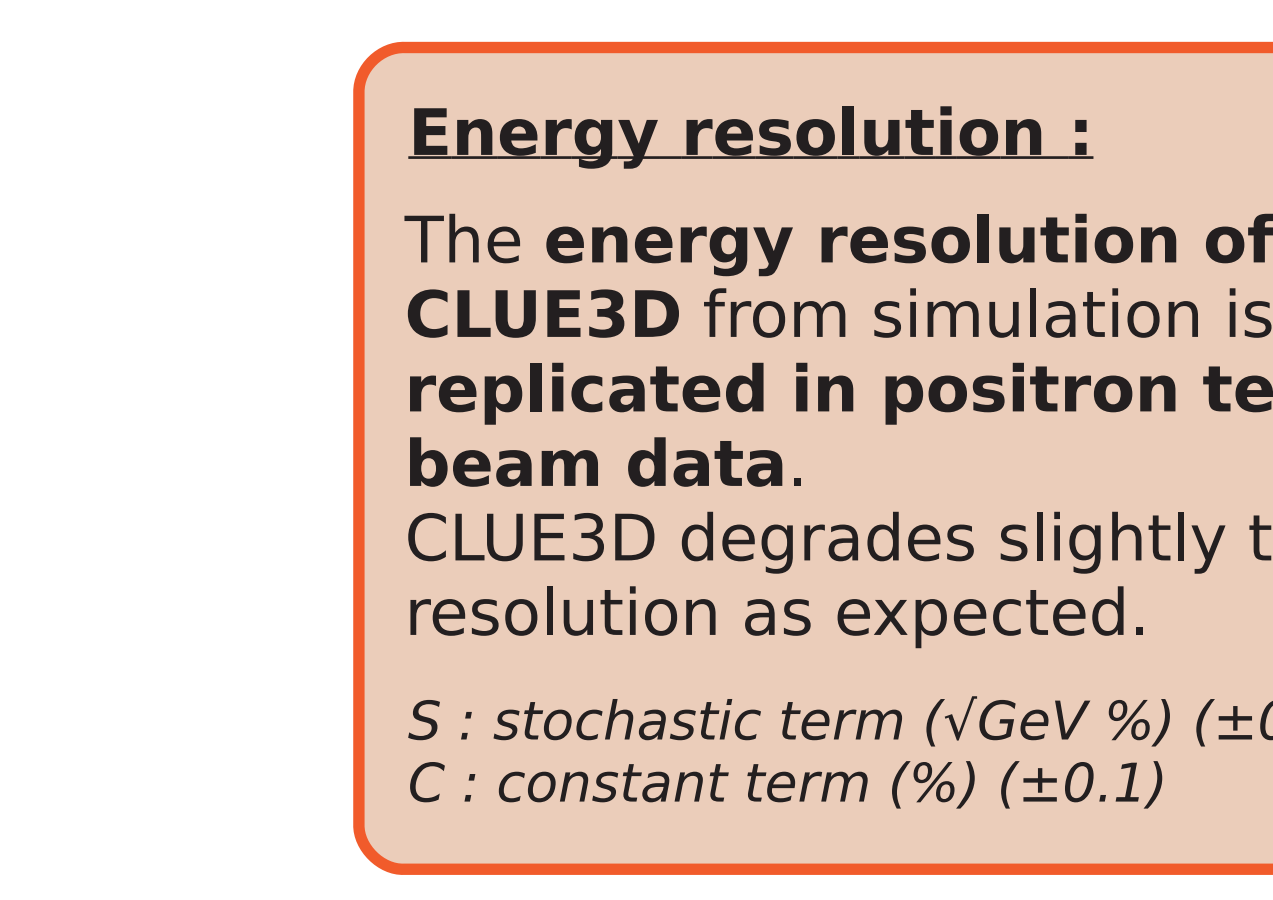
Event display
 20 GeV positron in data



Energy resolution :
 The **energy resolution of CLUE3D from simulation is well replicated in positron test beam data**. CLUE3D degrades slightly the resolution as expected.

S : stochastic term ($\sqrt{\text{GeV}} \%$) (± 0.1)
 C : constant term (%) (± 0.1)

Good agreement data/simulation.



Conclusion The performance of the CLUE3D algorithm in positron test beam data is well modelled by simulation, in terms of energy resolution, longitudinal and transverse profiles. Future developments of reconstruction algorithms in HGCAL can thus proceed with reinforced confidence that their performance will translate well into data.

