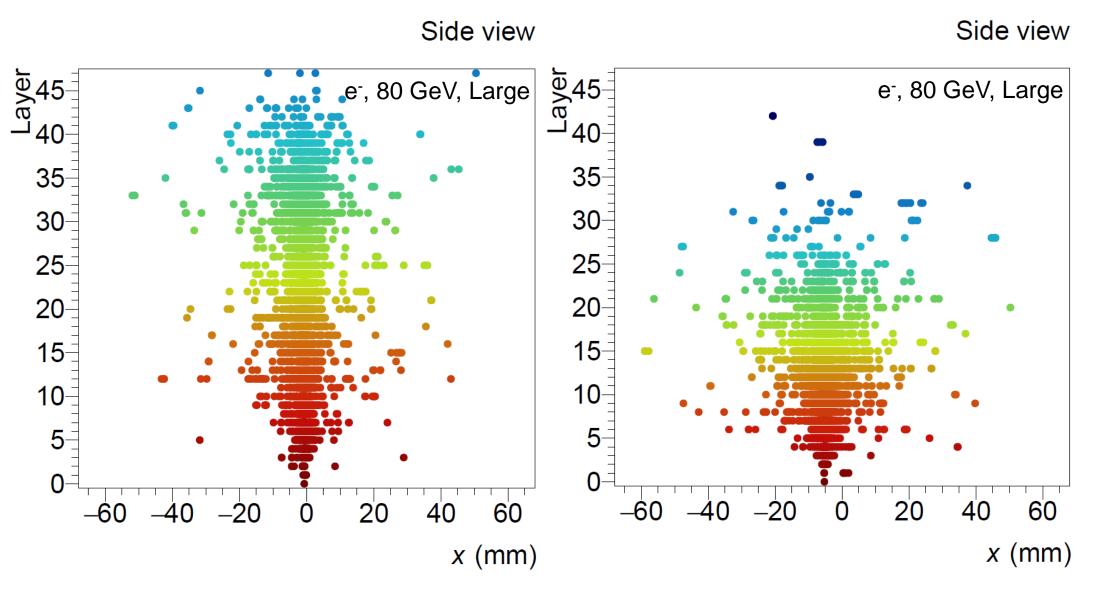
Elongated Events in Simulation

Johannes Keul

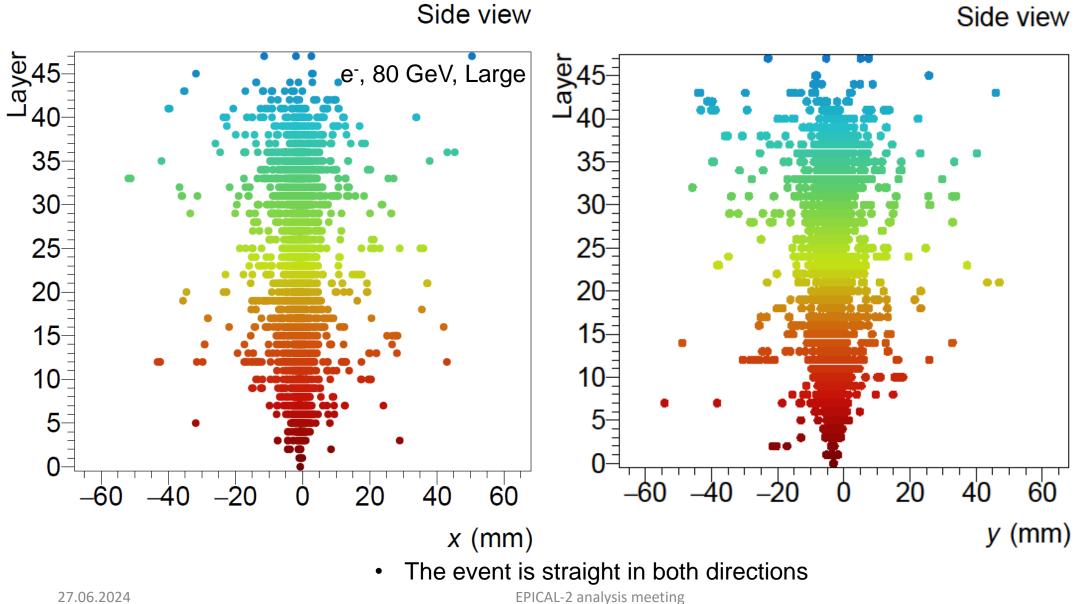




Reminder: Strange behaviour in simulation

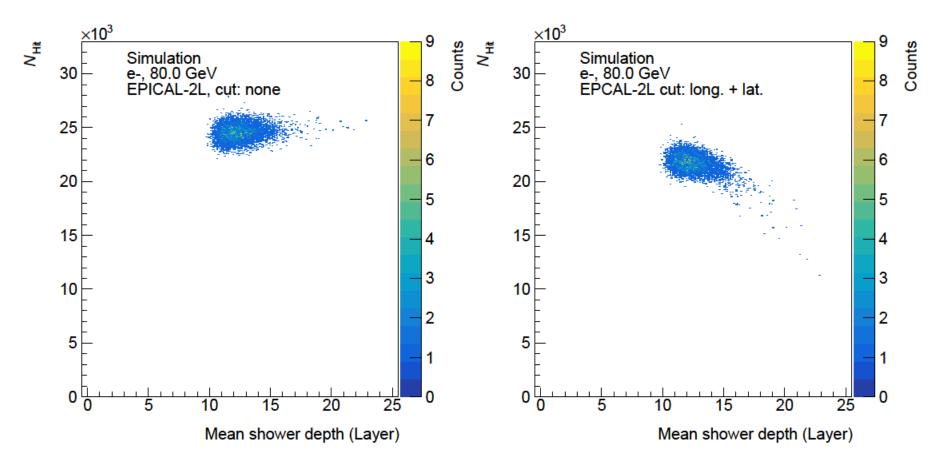


Strange behaviour in simulation: inclination



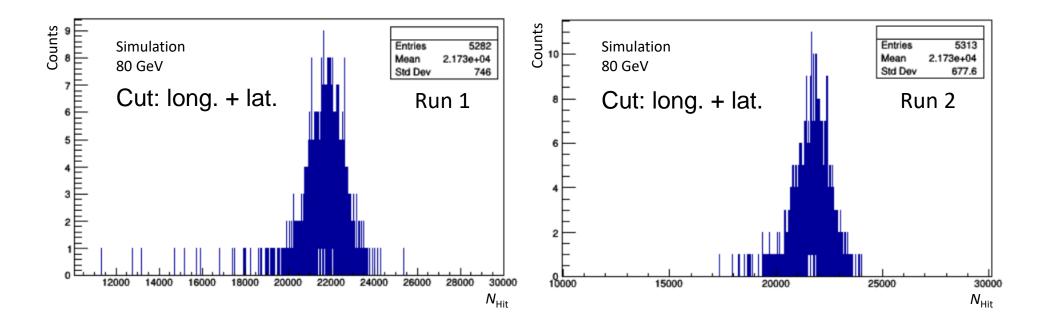
3

Correlation of $N_{\rm Hit}$ to shower depth



- Elongated events show less hits in short EPICAL-2 variants
- No correlation in long EPICAL-2 variants

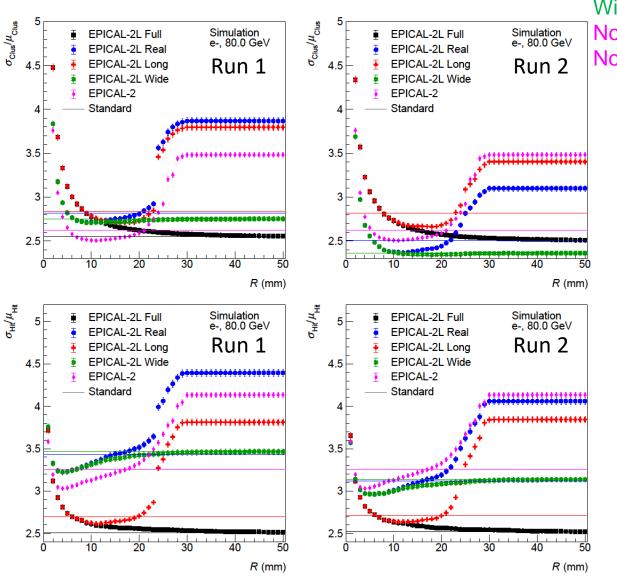
Rerunning the large simulation for 80 GeV



• In the new run the tail towards low $N_{\rm Hit}$ is less pronounced

Rerunning the large Simulation for 80 GeV

- Very different results for short EPICAL-2 versions
- Almost no difference for long EPICAL-2 versions

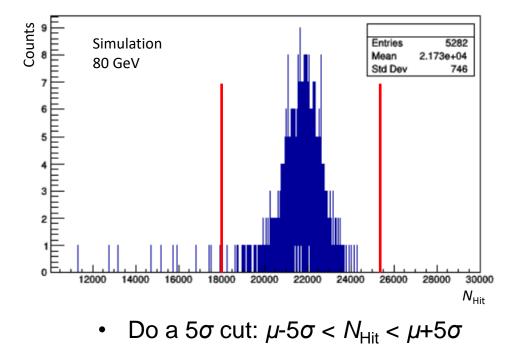


Full: 4096 x 4096 pixel, 96 layers Real: 1024 x 1024 pixel, 24 layers Long: 1024 x 1024 pixel, 96 layers Wide: 4096 x 4096 pixel, 24 layers Normal: 1024 x 1024 pixel, 24 layers Normal simulation Is not rerum

Why?

- Events in the tail of the distribution are rare but have a large impact on resolution
- With limited statistics in the simulation (10000 Evt) the effect of the tail is random

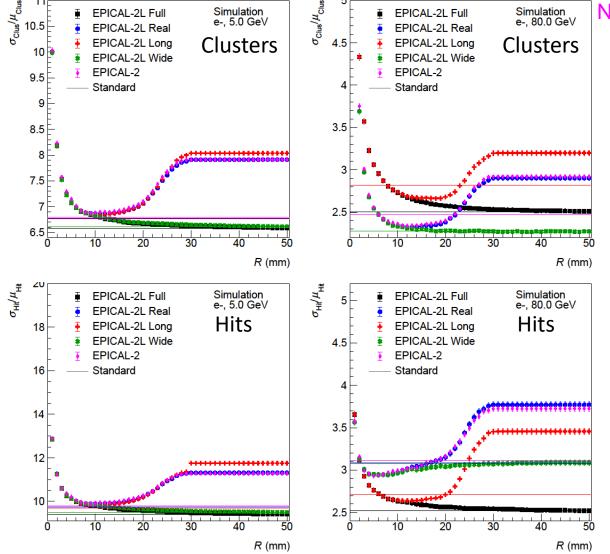
Using a cut to suppress the tail



• For test-beam data, this cut is done within the event selection

Results with 5σ cut

- Normal and real are similar
- Convergence of wide and non-wide variants for small *R*
- For Hits: better resolution for long variants
- For Clusters: better resolution for short variants?!?

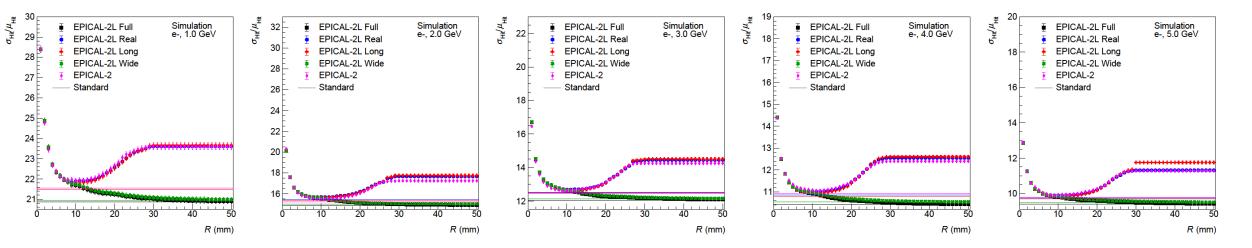


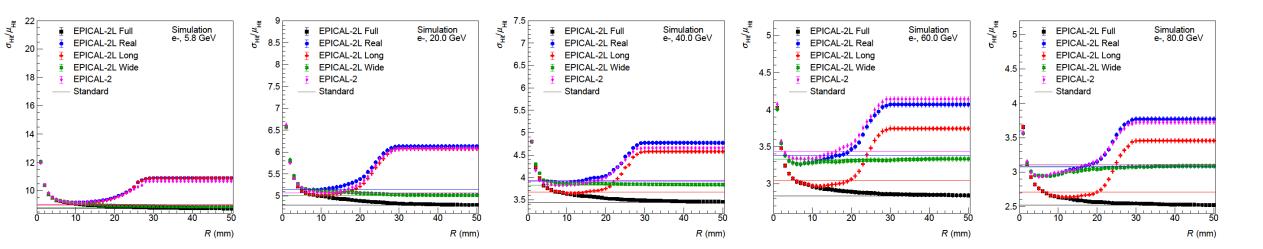
Full: 4096 x 4096 pixel, 96 layers Real: 1024 x 1024 pixel, 24 layers Long: 1024 x 1024 pixel, 96 layers Wide: 4096 x 4096 pixel, 24 layers Normal: 1024 x 1024 pixel, 24 layers

- I still don't understand why these elongated events occur in the simulation.
- If we exclude these events with a 5σ cut, most of the behavior of the resolution as a function of *R* makes sense.

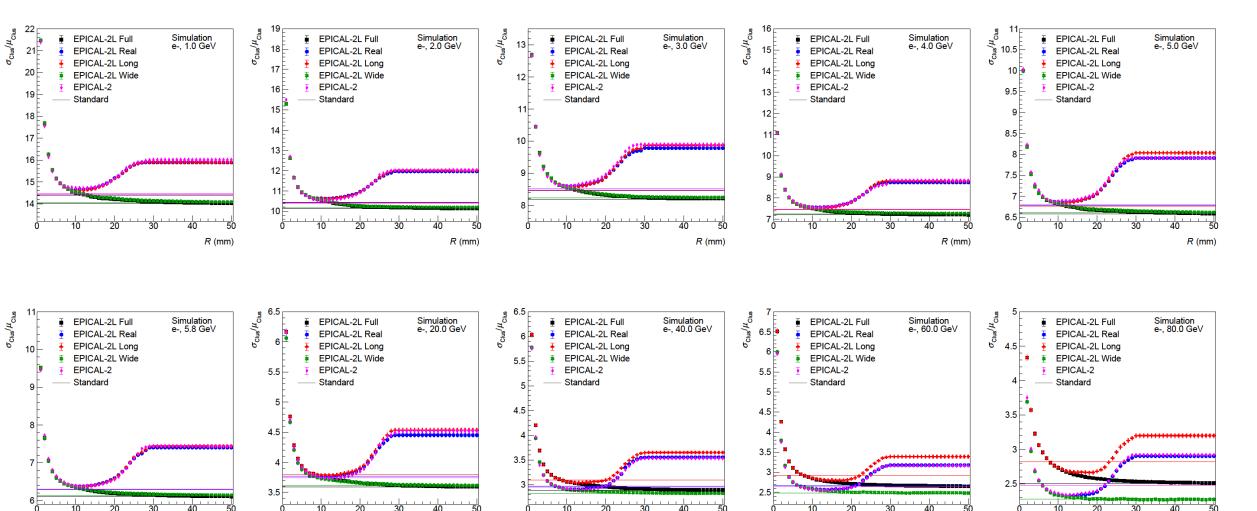
Backup

Resolution for hits with acceptance correction and 5σ cut





Resolution for clusters with acceptance correction and 5σ cut



R (mm)

R (mm)

R (mm)

R (mm)

R (mm)