Toward Particle ID in Granular Hadron Calorimeters Andrea De Vita, Tommaso Dorigo, Abhishek, Joseph Willmore INFŃ 1st November 2024

Why do we need granular calorimeters?

Physics reach will include SM & Higgs, with searches for BSM including reactions initiated by Vector Boson Fusion (VBF) and including highly-boosted objects.

High-precision timing of particles mitigate the effects of pileup.

Particle Flow approach relies on high-precision tracking and finely segmented calorimeters for effective reconstruction.

 $p_T^{\text{[GeV/c]}}$

Particle Identification Can they also be useful for other purposes?

Hadronic shower studies rely on high-purity data, but particle discrimination is difficult due to mixed test beams and limited calorimeter setups. Fine segmentation offers observables for **calorimeter**based particle identification. MTD layers enable particle identification by measuring time-of-flight differences, but their discrimination power decreases with 1/**β**, thus requiring additional methods for high-energy particle identification.

[A MIP Timing Detector for the CMS Ph](https://cds.cern.ch/record/2667167/files/CMS-TDR-020.pdf)ase-2 Upgrade (2019): CERN-LHCC-2019-003 2/17

Calorimetric Measurement of Multi-TeV Muons via Deep Regression Combination of granular calorimeters and ML

The use of granular calorimeters provides information not only on the intensity of the energy released in the calorimeter, but also on the pattern of energy deposits detected in the calorimeter cells.

It has been shown that combining momentum measurements from the tracker with signals from the calorimeter significantly enhances the relative resolution of Multi-TeV muon energy.

Jan Kieseler et al., Calorimetric Mea[surement of Multi-TeV Muons vi](https://arxiv.org/abs/2107.02119)a Deep Regression (2022) : arXiv:2107.02119 3 / 17

From the Simulation Highly Segmented Calorimeter

Calorimeter composed of **1M cells**, where each cell is defined by three parameters: position, total energy deposited, and a characteristic time.

The characteristic time of each cell is defined as the weighted average of the interaction times.

$$
\hat{t}_{cell} = \frac{\sum_{i} t_i \cdot E_i}{\sum E_i} = \frac{\sum_{i} t_i \cdot E_i}{E_{cell}}
$$

Observable and Latent Spaces From the simulation

The output of the simulation represents the **collection of all the steps** that deposited energy inside the calorimeter. For each of them, information belonging to the observable space is

saved, but also information that is unknown in a real experiment.

- · Tevent id
- Tinteractions_in_event: number of entries
- Tpdg: particle id (from particle data group)
- o Track: track id
- Tparent_id: parent track id
- Tmom: post Step momentum
- Tedep: Total Energy Deposit
- Tdeltae: post Step Kinetic energy pre Step Kinetic energy
- Tglob_t: post Step global time
- o Tcublet idx: cubelet index within the whole calorimeter (0 to 999)
- o Tcell idx: cell index within a specific cubelet (0 to 999)

Step selection rules: deltaE > 100 keV edep > 1 keV

From Simulation to Physical Information + ML

Project Setup

- the showers within the calorimeter.
- model (DNN or BDTs) to classify the primary particle.

From the simulation, it is possible to extract **a set of global and local variables** describing

For each event, 50 features are generated and used as input to a machine learning

High Level Features

7 / 17

Spatial distribution of energy deposits : radius, length, peak positions…

Characteristic shower times : vertex time, average event time…

Released energy magnitude : total energy, total energy close to the primary vertex…

Introduction Primary vertex identification

8 / 17

The primary vertex can be identified by an energy peak.

The primary vertex is defined as the point where track 1 stops (momentum = 0)

In a real experiment we do not have access to the momentum of the particle inside the calorimeter.

How can we locate it?

How the algorithm works 1/2 Primary vertex identification

The algorithm is based on a moving 3D filter with a tuneable size.

Assuming the beam impact position is known, I sum all the energy deposits of the cell around this point (within a certain user-defined window). The moving filter works on the z-axis, so I move the z cursor along the entire calorimeter and I collect a series of values that can be analysed.

Given the series of energies from the moving filter step, the z layer corresponding to the primary vertex is the first time when a certain threshold is crossed.

How the algorithm works 2/2 Primary vertex identification

Performance Primary vertex identification

80

100

Using a segmentation of 100x100x100, a perfect **accuracy of 85%** can be achieved, while if we consider a difference less than or equal to 1, we reach 94%.

Accuracy_n = number of events with Δ < *n* total number of events

The pion distribution shows a difference compared to the other two particles in the region where Z_{vertex} is close to 0.

Feature Distributions for Protons, Pions and Kaons. Primary vertex identification

Another Example from the Features Table Shower Radius

Timing Features Towards a reliable experimental approach

Propagation time of the particle through the 3 m long tracker before reaching the finite resolution ($\sigma_t^{TL} = 40$ ps).

calorimeter: It is measured by a timing layer located just before the calorimeter and it has a

limitations of the electronics.

VertexTime Timing Features

VertexTime is defined as the characteristic time of the cell which the primary vertex has been assigned to.

The pion distribution shows a difference with respect to protons and kaons.

Results for proton-pion classification XGBoost with 100x100x100

Without time-of-flight -> 61.1% accuracy

What's next?

Studies on how cell size affects particle identification performance (already in progress)

Combination of DNNs (or BDTs) with CNNs in order to exploit the 3D shower pattern

Exploit dual-readout technique in order to compare different hadrons depending on their electromagnetic fraction

Study the power of identification in the case of proton-kaons and pion-kaons