



# Update on tracker studies with MuSIC detector

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https://github.com/MuonColliderSoft/lcgeo/tree/dzuliani\_10TeV/MuColl/MuSIC\_v2

### **Good point by Federico**

- At least **3 layers** are needed in first ~ **5 cm of VXD barrel** to properly reconstruct disappearing tracks (fundamental for Higgsino searches)
- In MUSIC, removing DL, only 2 layers in first ~ 5 cm of VXD barrel
- Proposal: add a layer between 1st and 2nd layers  $\rightarrow$  MuSIC\_v2



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Today: focusing on MuSIC\_v1 geometry



## **Performance with pgun for MuSIC\_v1**

- Big sample of 600k muons simulated and reconstructed
- p = 1-100 GeV, theta = 10-170 degree
- Small change in ACTS configuration
  - Holes in reconstruction efficiency disappeared

CKFTracking = MarlinProcessorWrapper("CKFTracking") CKFTracking.OutputLevel = INFO CKFTracking.ProcessorType = "ACTSSeededCKFTrackingProc" CKFTracking.Parameters = { "CKF Chi2CutOff": ["10"]. "CKF NumMeasurementsCutOff": ["1"]. "MatFile": [the args.MatFile]. "PropagateBackward": ["False"], "RunCKF": ["True"], "SeedFinding CollisionRegion": ["3.5"], "SeedFinding DeltaRMax": ["80"] "SeedFinding DeltaRMin": ["2"], "SeedFinding DeltaRMaxBottom": ["80"] "SeedFinding DeltaRMaxTop": ["80"] -"SeedFinding DeltaRMinBottom": ["5"], "SeedFinding DeltaRMinTop": ["2"], "SeedFinding ImpactMax": ["3"], "SeedFinding MinPt": ["500"], "SeedFinding RMax": ["150"], "SeedFinding ZMax": ["500"], "SeedFinding RadLengthPerSeed": ["0.1"]. "SeedFinding zBottomBinLen": ["1"], "SeedFinding zTopBinLen": ["1"], "SeedFinding phiBottomBinLen": ["1"], "SeedFinding phiTopBinLen": ["1"], "SeedFinding SigmaScattering": ["3"], # "SeedingLavers": [ "13", "2", "13", "6", "13", "10", "13", "14", "14", "2", "14", "6", "14", "10", "14", "14", "15", "2", "15", "6", "15", "10", "15", "14", 1, "SeedingLayers": "13", "2", "13", "4", "13", "6", "13", "8", "14", "2", "14", "4", "14", "6", "14", "8", "15", "2", "15", "4", "15", "6", "15", "8", 1. "TGeoFile": [the args.TGeoFile], "TGeoDescFile": [the args.TGeoDescFile], "TrackCollectionName": ["AllTracks"], "TrackerHitCollectionNames": ["VXDBarrelHits", "ITBarrelHits", "OTBarrelHits", "VXDEndcapHits", "ITEndcapHits", "OTEndcapHits"], "CaloFace Radius": ["1500"], "CaloFace Z": ["2307"]

#### **Performance with pgun for MuSIC\_v1**

• Big sample of 600k muons simulated and reconstructed



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#### What about BIB?

- Performed simulation and reconstruction of 1 BIB event
  Incoherent pairs is WIP
- Before *Refit*, ~650k tracks are found
  - All 4 layers have been used for seeding
- See if we can separate BIB tracks from signal ones

#### What about **BIB**?

• Checking number of hits in sub-detectors, chi<sup>2</sup> and ndf



#### What about BIB?

• Quick implementation of BDTG using TMVA to perform track classification





### Next steps

- Since this approach seems valid, we are writing a processor to filter tracks based on this classifier
  - Doesn't help in reducing number of tracks "online", but might help in separation afterwards
- Redo everything for MuSIC\_v2 geometry
- Start reconstructing events with BIB