



ALLEGRO ECAL meeting

ECAL resolution studies with FCCSW

Juska Pekkanen

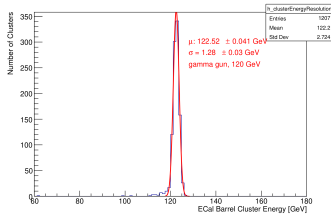
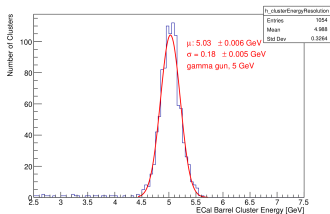
juska@cern.ch

CERN

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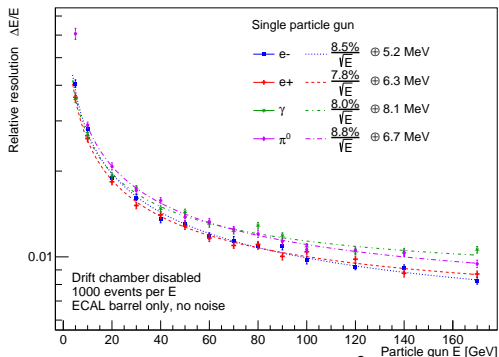
Intro to resolution studies

- ▶ Samples generated and reconstructed with 1000 events per E bin from 5 to 170 GeV
- ▶ Study cases with & without noise and drift chamber (DCH)
- ▶ Shooting particles to ECAL barrel, $55^\circ < \theta < 125^\circ$
- ▶ Using FCCSW "nightly build" from December 2024
- ▶ Resolution measured from Gaussian fit to response histo
 - Fit range = Mean $\pm 2 \times$ RMS
 - Relative resolution defined as $\frac{\sigma}{\mu}$
(i.e. dividing with E_{reco} , not E_{gen})
- ▶ Fitting the resolution points with a quadratic fit



All "relevant" particles

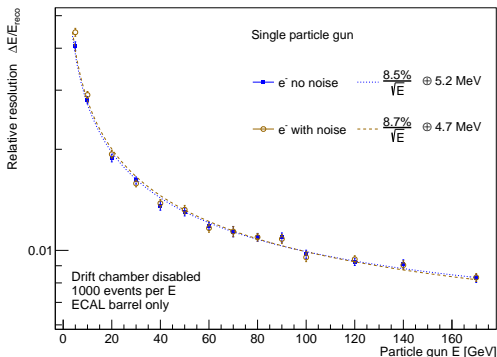
ALLEGRO full-sim ECAL cluster resolution



- ▶ Resolution studied for e^- , e^+ , γ and π^0
- ▶ Drift chamber disabled (very low impact, 5% of X_0)
- ▶ Sampling term 7.8% – 8.8%, constant term 5.2 – 6.7 MeV
- ▶ Better resolution for positrons than electrons - inclination?
- ▶ Photon resolution worsening at high-E; punch-throughs?
- ▶ A systematic bump at 80 GeV? (using same random seed)

Electrons with and without noise

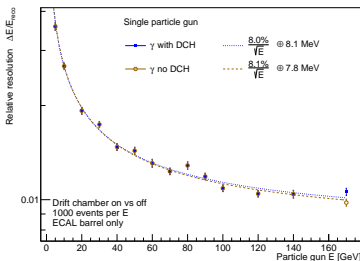
ALLEGRO full-sim ECAL cluster resolution



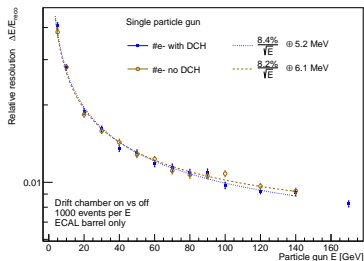
- ▶ e^- resolution with and without noise (no x-talk!)
- ▶ Noise seems to have very small impact
 - But has huge (10x) impact on reco time and disk usage!
- ▶ According to Brieuç, low impact of noise is expected – simulation assumes 200 ns shaping and thus low level of noise

Photons and electrons with and without DCH

ALLEGRO full-sim ECAL cluster resolution



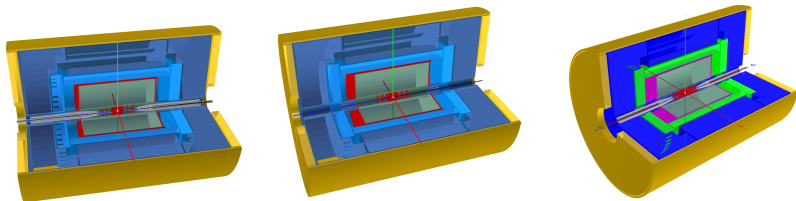
ALLEGRO full-sim ECAL cluster resolution



- ▶ γ and e^- resolution, drift chamber on and off
- ▶ No signs of the "DCH bug"
- ▶ Small impact, as expected; "DCH is 5% of X_0 "
- ▶ e^- resolution slightly better without DCH
 - For γ no difference
- ▶ Studies limited by modest statistics
- ▶ 170 GeV point missing for no-DCH e^- ; fit limited to 140

Conclusions

- ▶ My first look to ECAL resolution studies with FCCSW and ALLEGRO full-sim
- ▶ No warranty; still learning my ways with FCCSW
- ▶ Next step: study material and geometry choices
 - Active medium, absorber material, thickness of ECAL, ...
 - What else?



FullSim renders done with Giovanni's "calovision" tool:

<https://github.com/giovanmarchiori/calodisplay>