

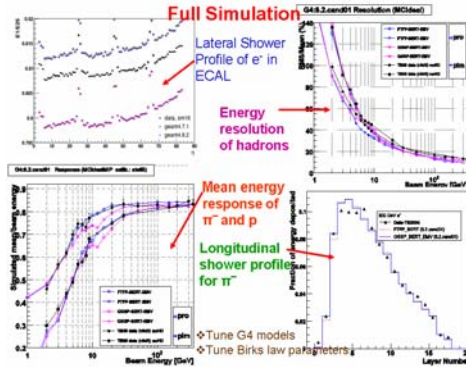
# Data Driven Approach to Calorimeter Simulation

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- CMS started simulation effort using GEANT3 more than a decade ago
- It has evolved to its current design through several generations
- Three complementary approaches are available
  - Start from first principles (Full Simulation)
  - Replace the calorimeter simulation inside FullSim by a set of parameterizations
  - Use a fast parameterization (Fast Simulation)
- In all these approaches, the quality of simulation is dictated by its agreement with data
- The current implementations are tuned to test beam data.
- Emphasis is given to response of electrons, photons as well as of hadrons.
- CMS is preparing to tune all these simulation codes to collision data from LHC.



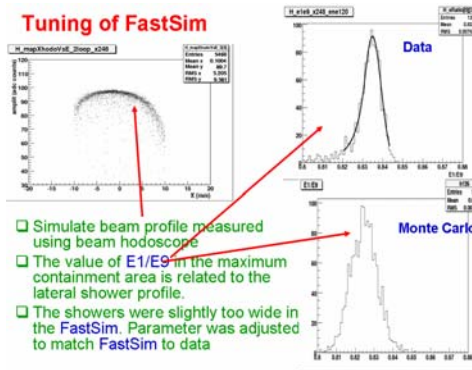
- Use electron beams at different energies in H4 test beam area to ECAL super-modules
  - Measure energy response, energy resolution, lateral shower profile, energy containment and leakage
- Use electron, muon and hadron beams at different energies in H2 test beam area to a combined calorimeter system
  - Measure energy response, energy resolution, shower shapes, energy sharing between ECAL and HCAL
- Both setups use modules on a motion table to mimic incidence at different angles
- Use sophisticated beam line detectors to monitor beam qualities, to carry out offline particle ID and to measure the beam profiles.
- For matching simulation to data, the test beam setup is described in detail and use the Standard Simulation code for all three applications.



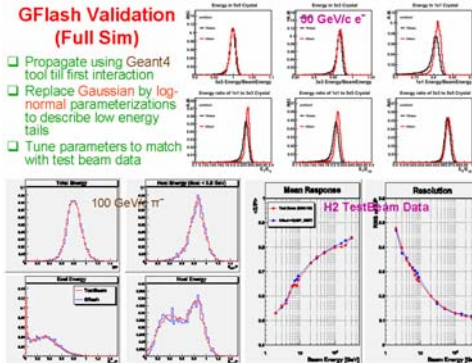
## Shower Parametrization

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- Showers of all particles reaching the calorimeter are simulated individually using a shower parameterization similar to GFlash approach
  - Each shower is made of a number (proportional to  $E$ ) of spots distributed by shower profiles
    - Generate a longitudinal slice taking care of fluctuations
    - Distribute spots using lateral profile (uniform in  $\phi$ )
  - Exact parameterization depends on type of initial particle (EM/Hadron)
  - Map the spots to the detailed geometry to take care of all geometric effects

## Tuning of FastSim



## GFlash Validation (Full Sim)



## Collision Data

