

# Development of new solutions for fast simulation<sup>1</sup>

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*Student Session  
10 August 2016*

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<sup>1</sup>Disclaimer: all plots shown here are unofficial LHCb results



# Motivation

- Simulated data used to determine the selective efficiency of a measurement.
- It is **quite desirable** to have more simulated data than experimental.
- Number of simulated events, which we can get is limited by the available computing power.
- Time of one simulation  $\propto$  number of particles in one event.

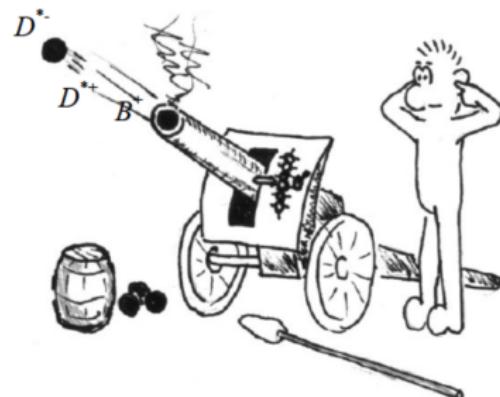
## Possible solutions:

- Increase computing power (**\$\$**)
- Implement faster MC simulations
- Decrease number of simulated particles (**??**)



# Particle Gun

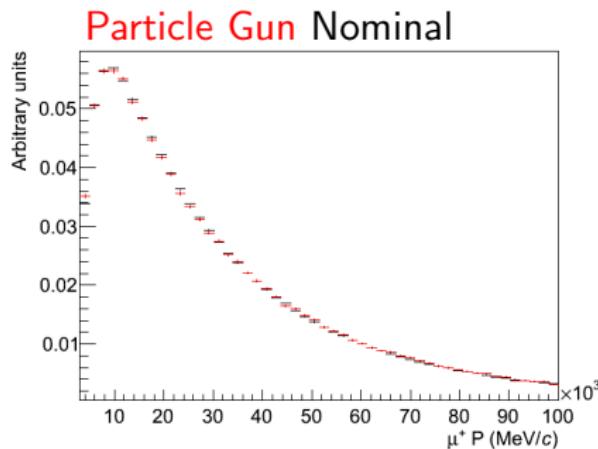
- Simulation of signal particles (only)
- This approach decrease computational time tremendously



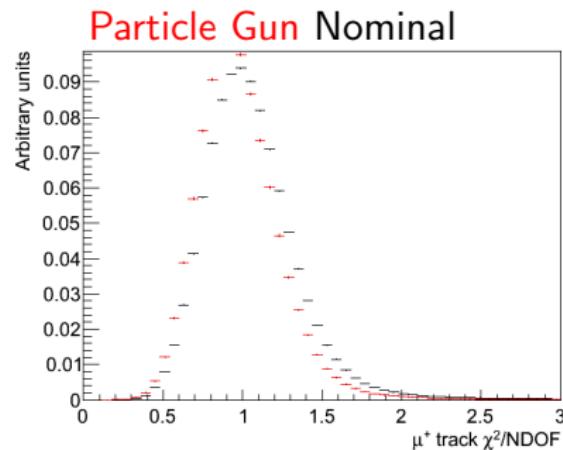
	Full Simulation	Particle Gun	
Generation	0.3s/event	0.015s/event	
Simulation	66s/event	2.7s/event	Factor of 20

# Particle Gun

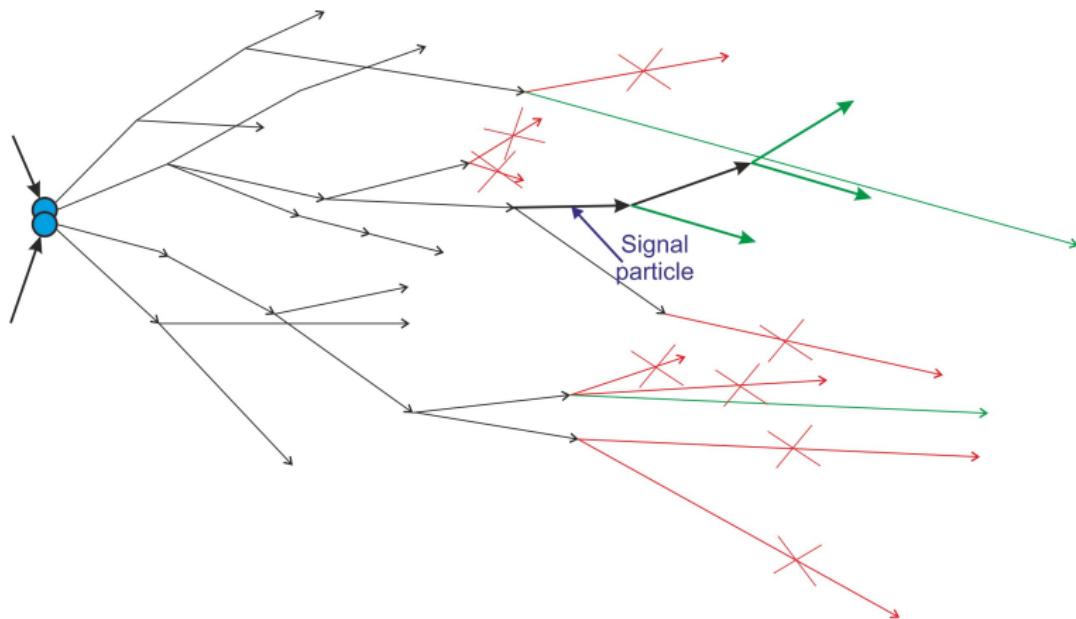
Good resemblance for kinematic variables



Track quality agreement is bad

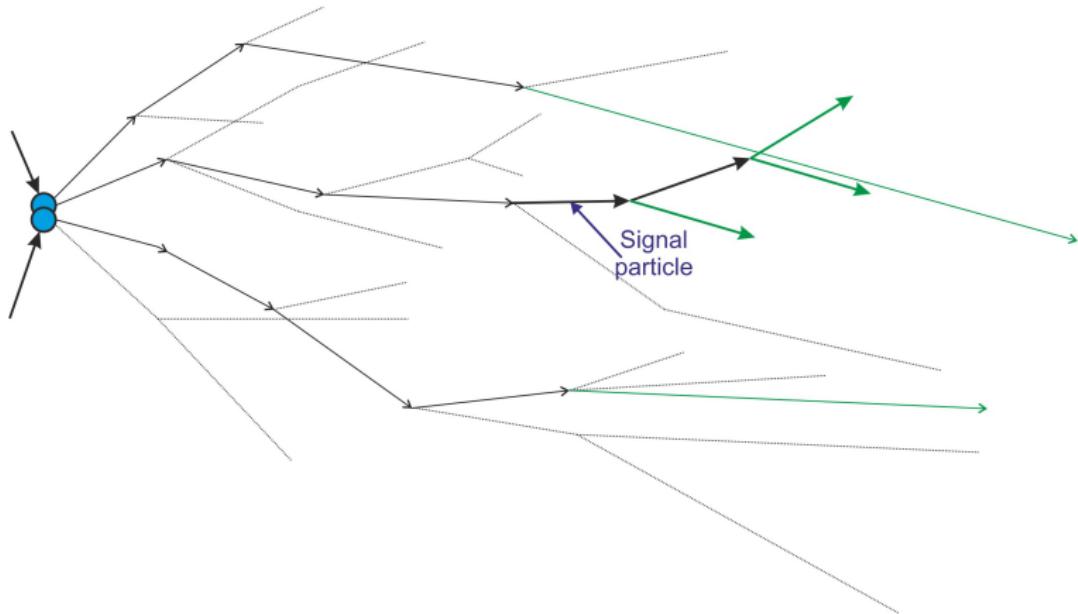


## Alternative method



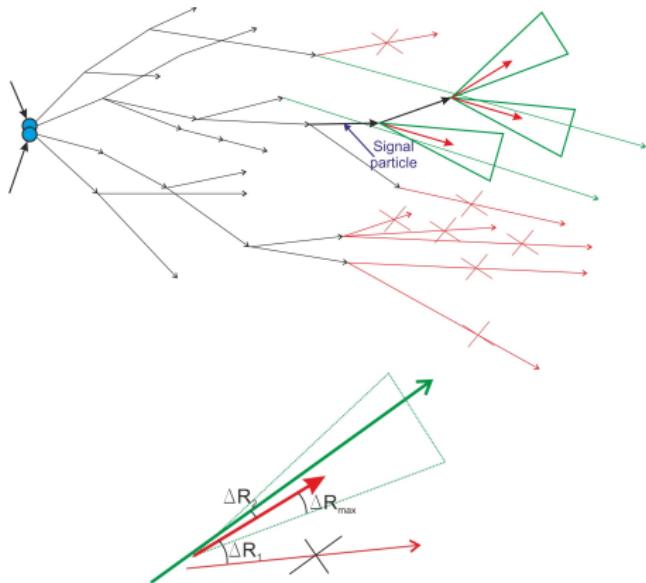
Let's add some more particles from the event.

## Alternative method



Let's add some more particles from the event.

# $\Delta R$ cuts



$$\Delta R = \sqrt{\Delta\varphi^2 + \Delta\eta^2}$$

$\varphi$  – azimuth angle,  
 $\eta$  – pseudorapidity

Typical values:

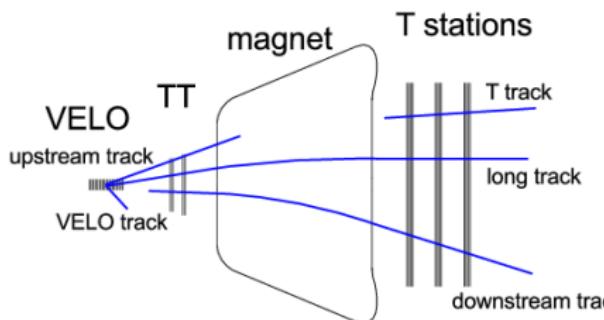
- $0 \leq \Delta R \leq 5$  over one event
- $\Delta R_{max} = 0.2 \dots 0.5$  for jet clustering

Extreme cases:

- $\Delta R_{max} = 0 \simeq$  Particle Gun
- $\Delta R_{max} = 42 \simeq$  Full Simulation

$$\Delta R_2 < \Delta R_{max} < \Delta R_1$$

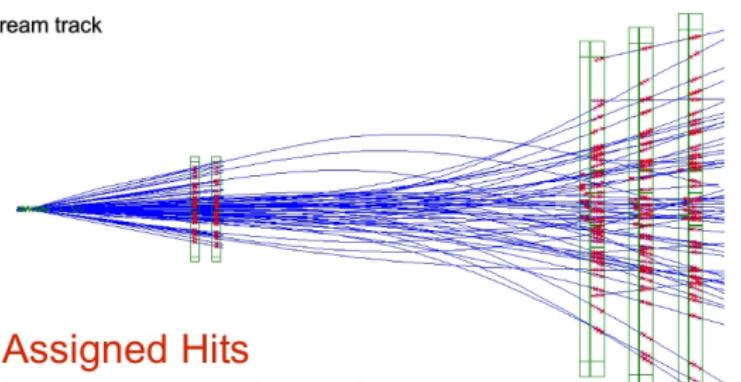
# Tracking at the LHCb



Less particles  $\Rightarrow$  Better tracking efficiency

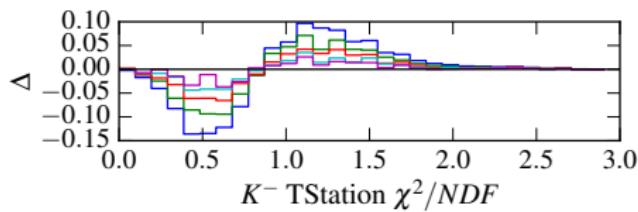
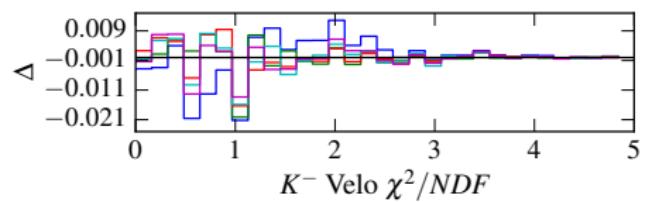
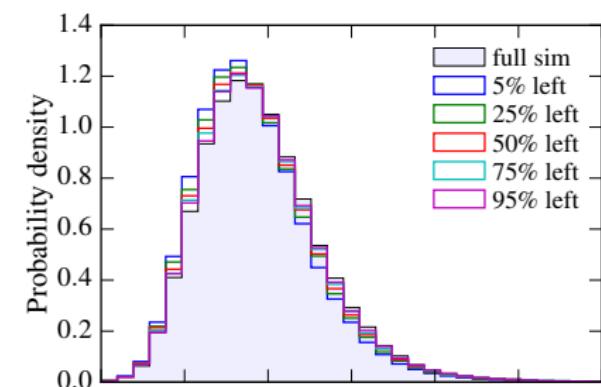
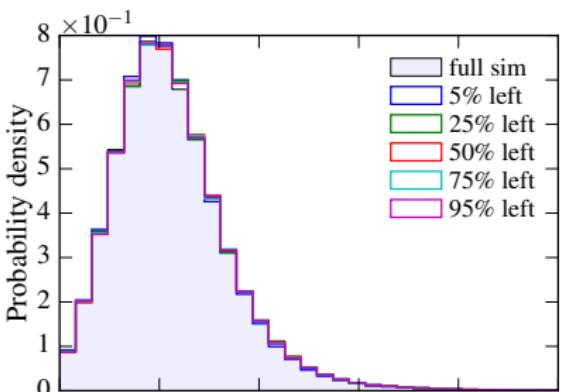
$\chi^2$  of tracks cost is of:

- $\chi^2$  of tracks inside VELO
- $\chi^2$  of tracks inside T Startions
- $\chi^2$  of track matching



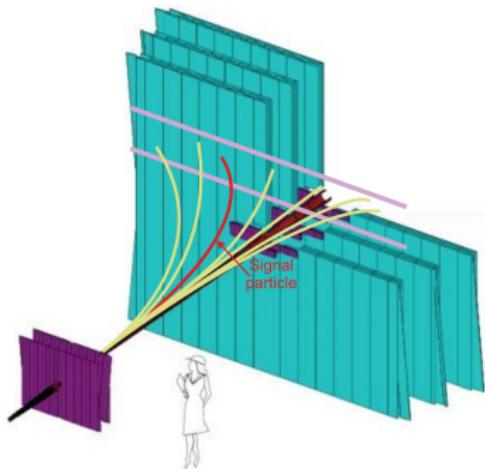
Assigned Hits  
Reconstructed Tracks

# Tracking quantities. $\Delta R$ cuts



Accuracy of tracking depends on number of retained particles

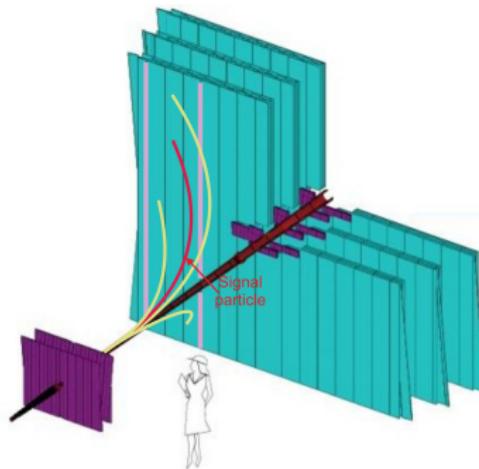
## T Station cuts



Selecting horizontal stripes

**Assumption:** track matching won't be so good

**Reason:** we would have more candidates for matching

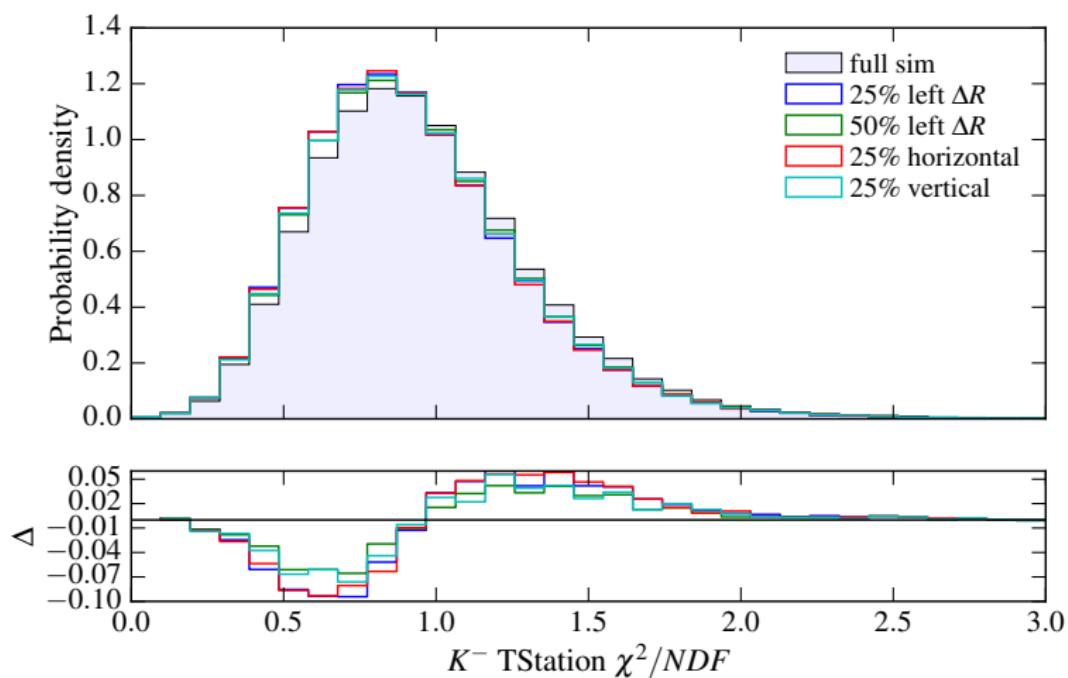


Selecting vertical stripes

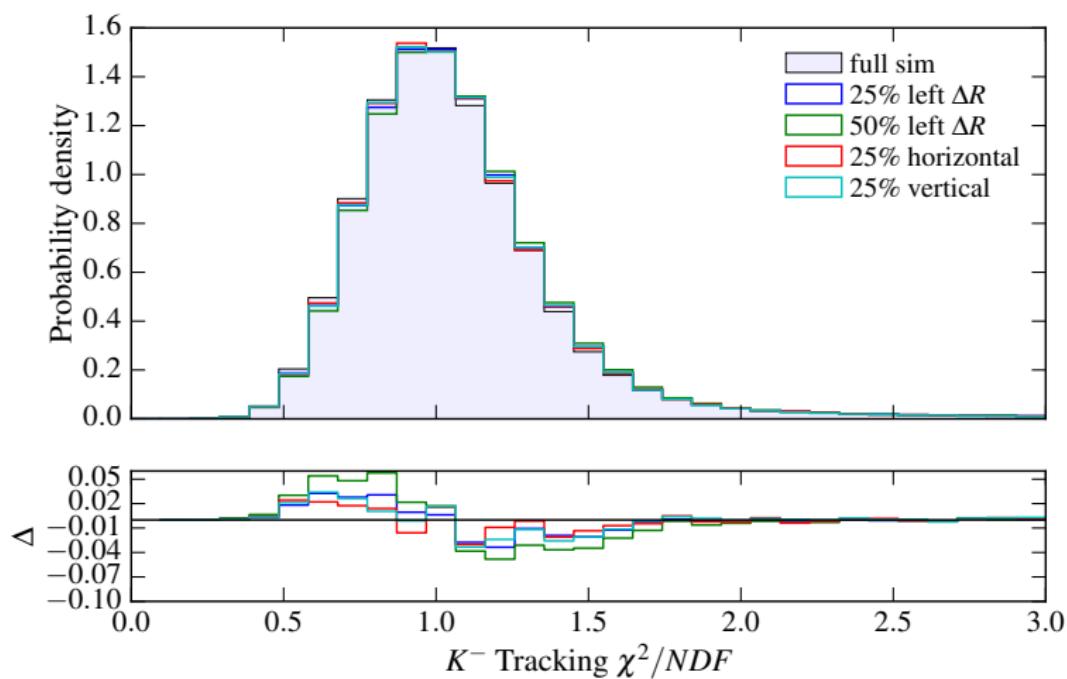
**Assumption:** T-Station  $\chi^2$  won't be so good

**Reason:** Large error in vertical direction

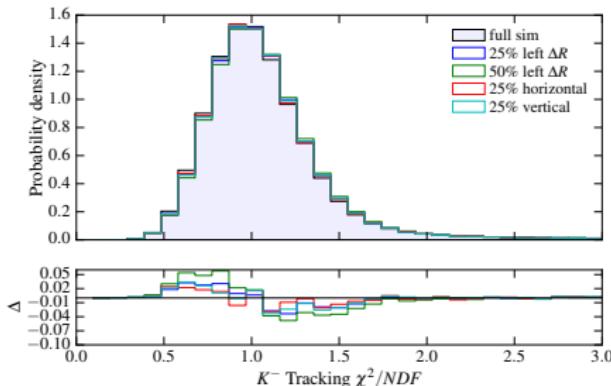
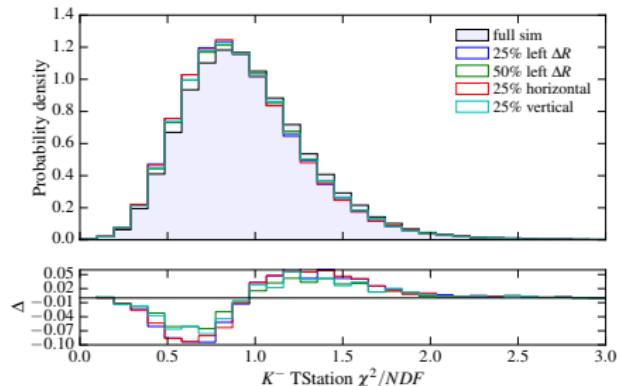
# Tracking quantities. T Station cuts



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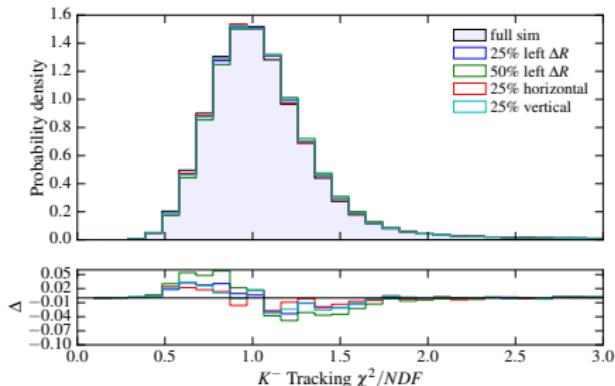
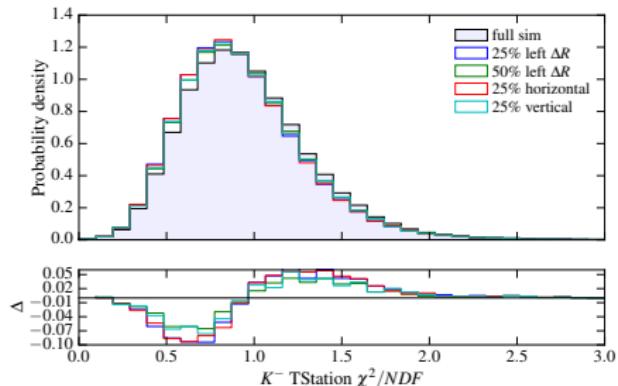


# T Station cuts conclusion



- Vertical cut gives improvement for TStation  $\chi^2$
- Vertical & Horizontal cuts has (almost) the same overall  $\chi^2$  distributions
- VELO  $\chi^2$  distributions are statistically the same for all cuts

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⇒ Horizontal cut gives improvement for Matching

# Summary

## Good news

- Improved agreement between reduced and full simulations was obtained.
- Easily vary between Full Simulation and Particle Gun-like.
- Digitalization and Reconstruction software are working with reduced events.
- Full compatibility with other speeding-up methods.

## Not so good news

- Simple  $\Delta R$  cut not good enough to achieve good accuracy and speed at the same time.

## Future Plans

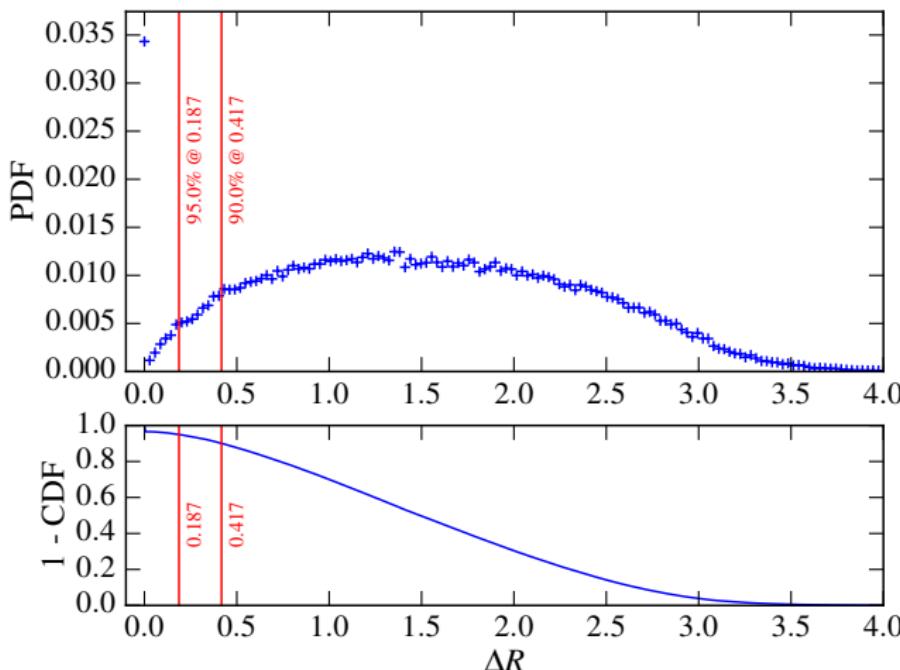
- Obtain more data.
- Implement cross-like cut.

Introduction  
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Selection methods  
oooooo

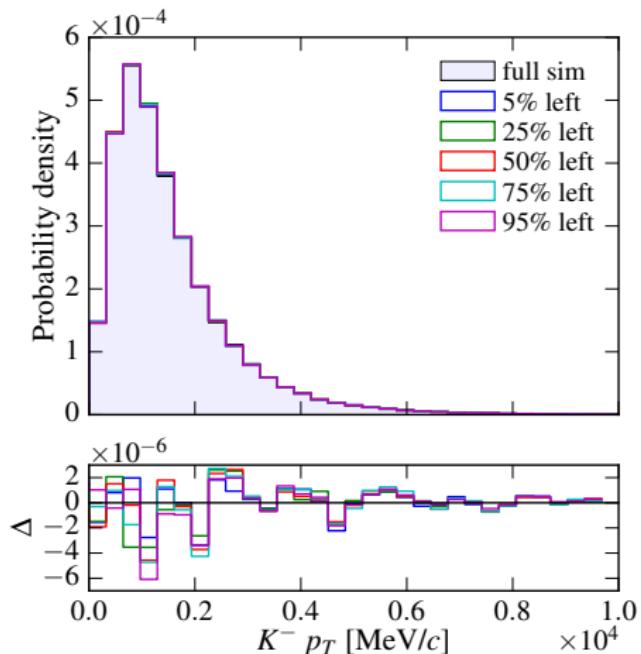
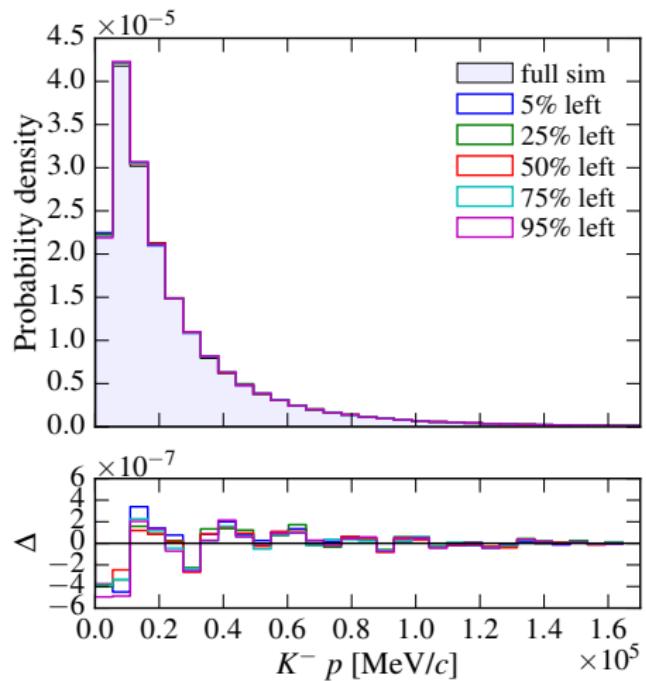
Summary  
oo

## Cut value



Distribution of minimal  $\Delta R$  values in event with signal  
 $D^{*+} \rightarrow D^0 (\rightarrow K^- \pi^+) \pi^+$

# Kinematic quantities. Particle Gun



Good description of kinematics.

# Tracking quantities. T Station cuts

