

$\mu^+\mu^-$ generator

Combines Coherent Bremstrahlung Photon generator with muon pair production (including photon polarization effect)

- *CobremGenerator* and *GlueXPrimaryGeneratorAction* from HDGeant4 (R.T. Jones)*
- *G4GammaConversionToMuons* from Geant 4.10.02
- Phi polarization added based on R. Miskimen document (https://halldweb1.jlab.org/wiki/images/a/aa/20130418_cpp_rory.pdf)

$$\gamma A \rightarrow \mu\mu A$$

$$\frac{d\sigma}{d\Omega_{\mu\mu}} \propto |(\vec{\epsilon} \times \vec{q}) \cdot \vec{q}|^2 \approx \cos^2 \phi_{\mu\mu} = 1 + \cos 2\phi_{\mu\mu}$$

In git sim-recon repository: <https://github.com/JeffersonLab/sim-recon>

`$HALLD_HOME/src/programs/Simulation/gen_2mu/`

```
>gen_2mu -h
```

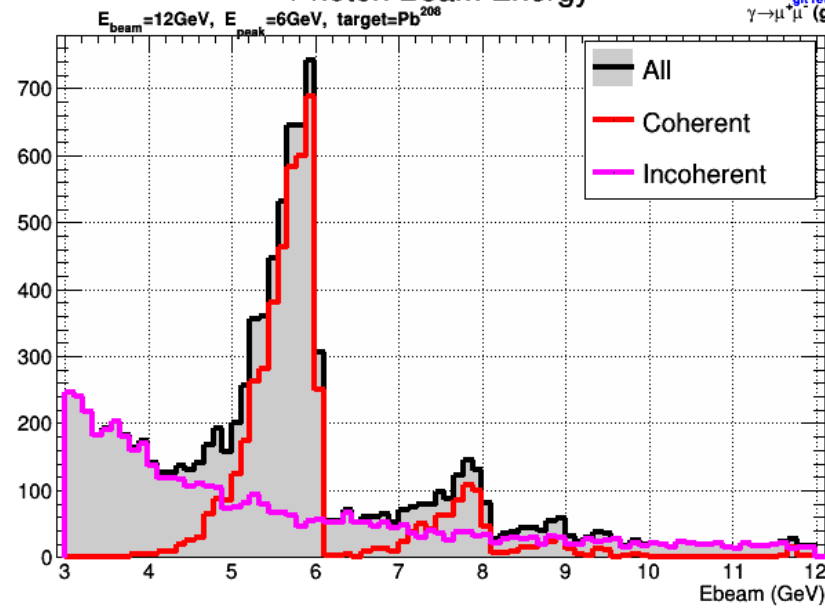
Usage:

```
gen_2mu [options]
```

```
-h          print this help message
-N events  number of events to generate
-o filename set output filename (def. is gen_2mu.hddm)
-p Epeak   coherent peak energy (def=6)
-b Ebeam   electron beam energy (def=12)
-min Emin  minimum photon energy to generate (def=1)
-c         only generate coherent photons
-i         only generate incoherent photons
-e         let electron direction define z (def.
           is for photon beam to define z)
-pol phi   set photon beam polarization direction
           relative to x-axis (def. is 0 degrees)
```

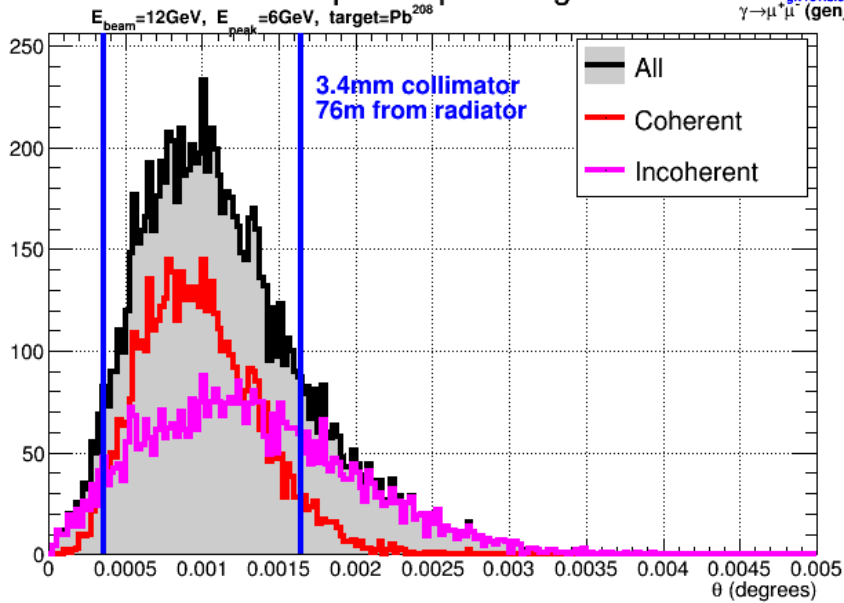
Photon Beam Energy

January 4, 2016 DL
git revision #ded4cd3
 $\gamma \rightarrow \mu^+ \mu^-$ (gen_2mu)



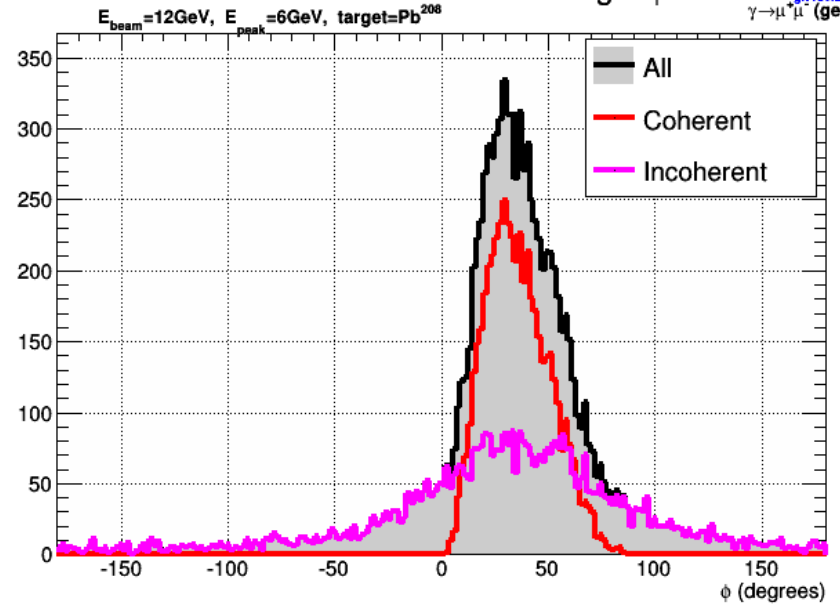
Beam photon polar angle θ

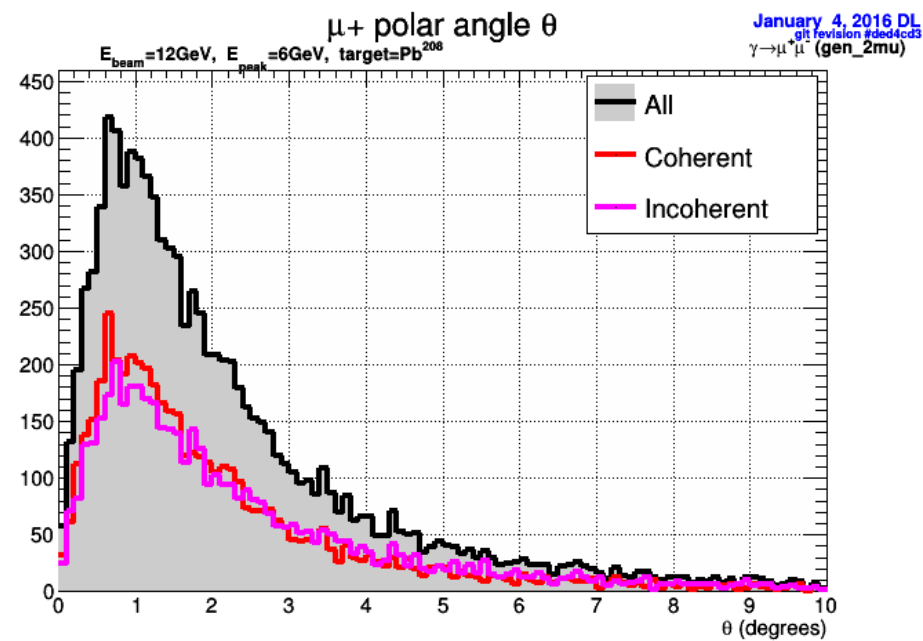
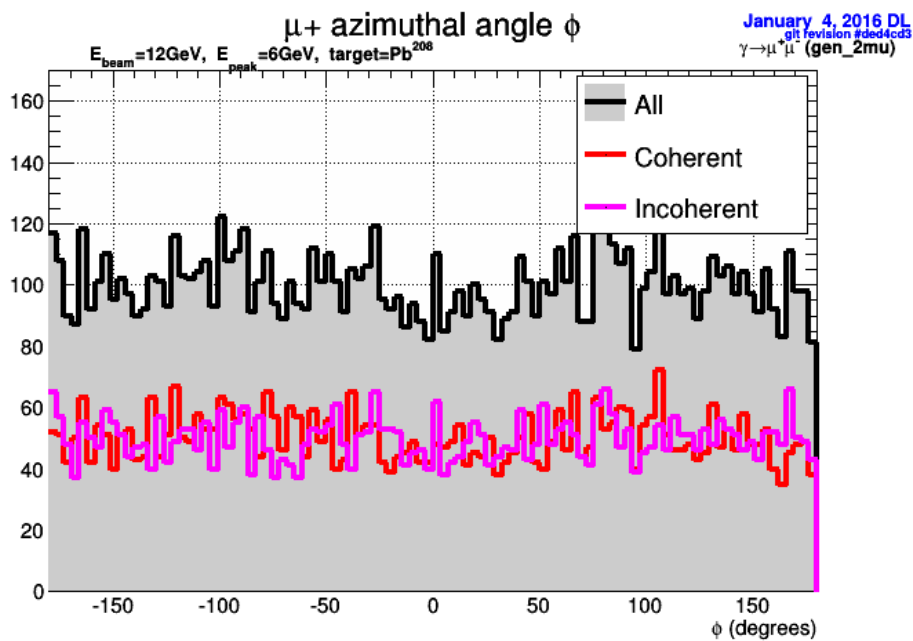
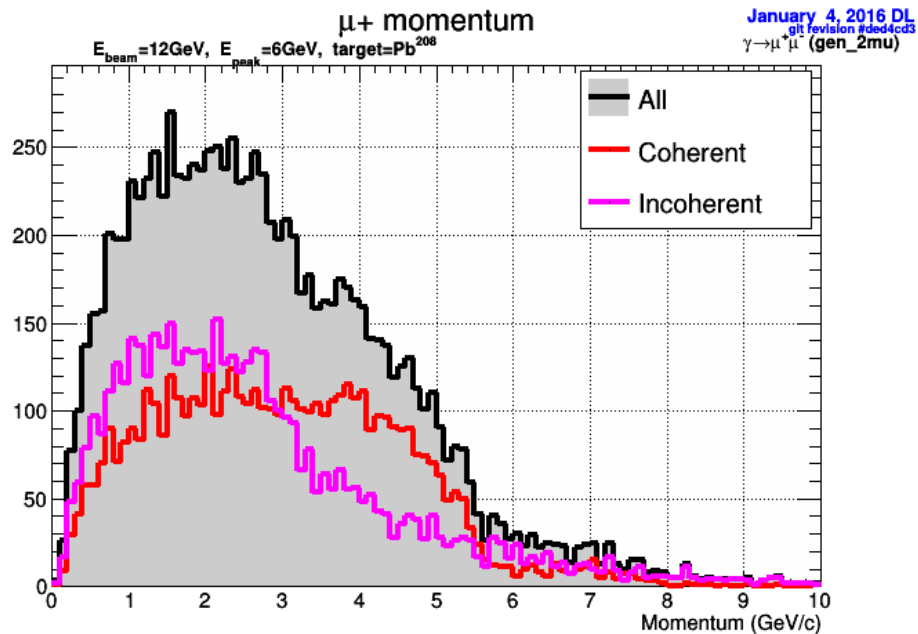
January 5, 2016 DL
git revision #5008734
 $\gamma \rightarrow \mu^+ \mu^-$ (gen_2mu)

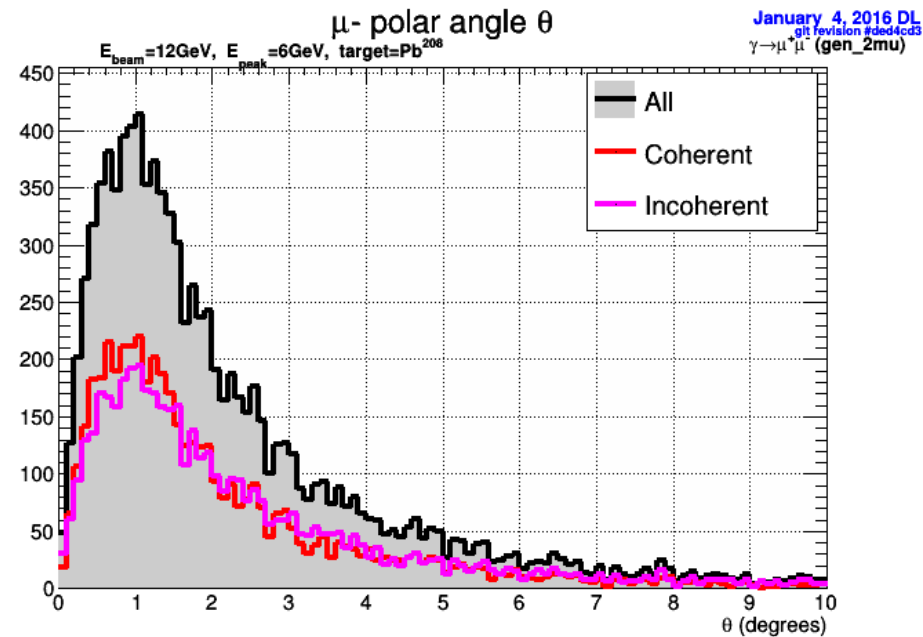
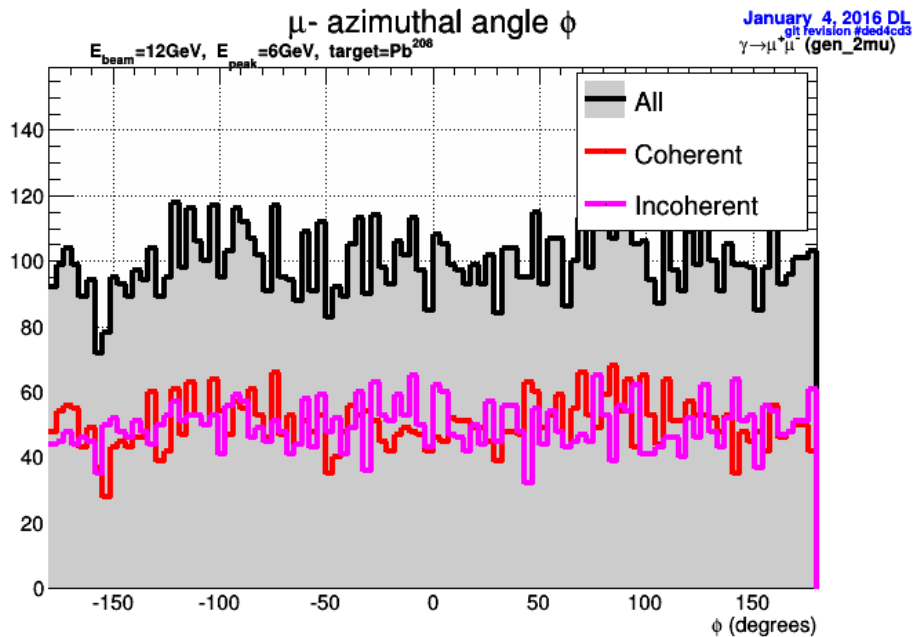
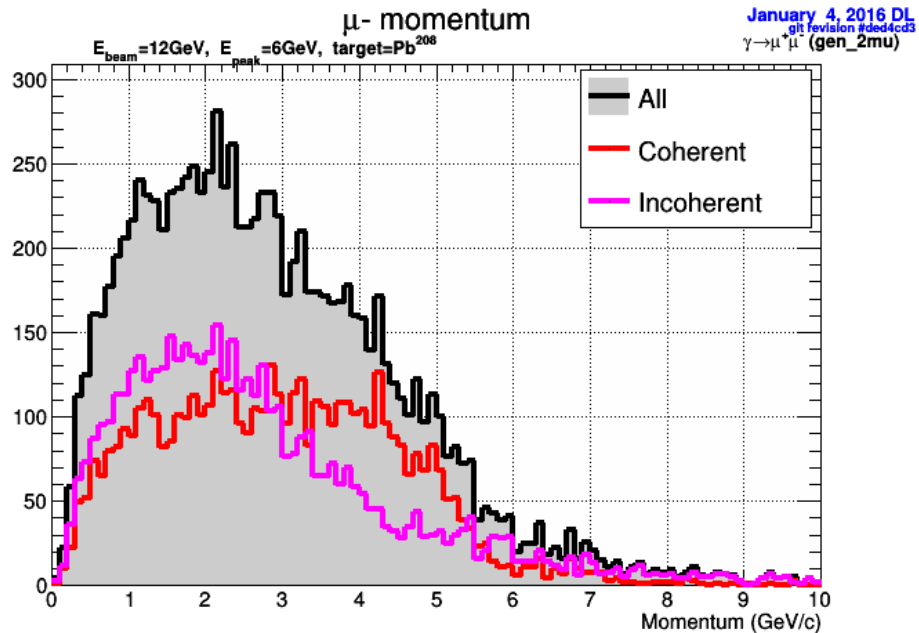


Photon beam azimuthal angle ϕ

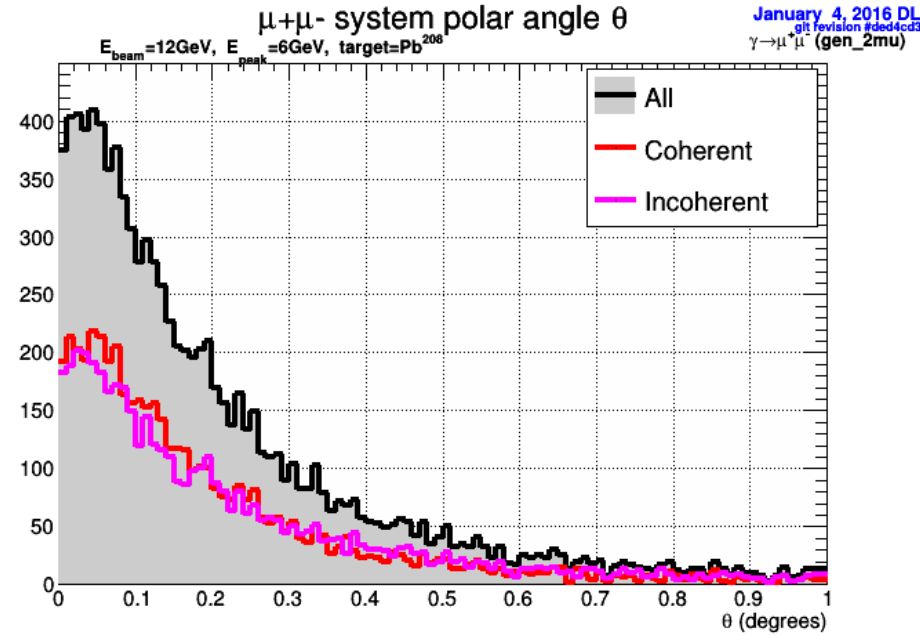
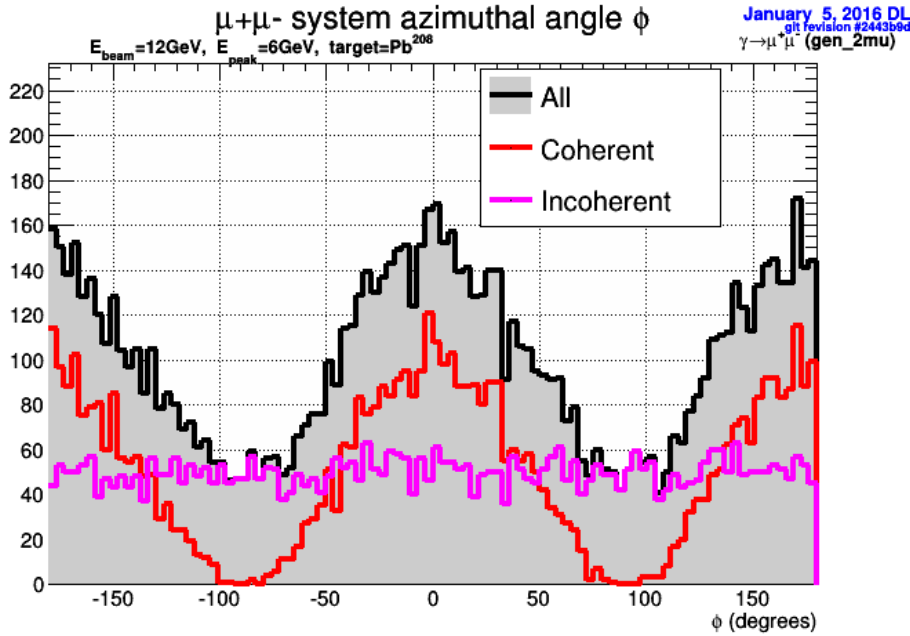
January 4, 2016 DL
git revision #ded4cd3
 $\gamma \rightarrow \mu^+ \mu^-$ (gen_2mu)







$\mu^+\mu^-$ system



$$\gamma A \rightarrow \mu\mu A$$

$$\frac{d\sigma}{d\Omega_{\mu\mu}} \propto |(\vec{\epsilon} \times \vec{q}) \cdot \vec{q}|^2 \approx \cos^2 \phi_{\mu\mu} = 1 + \cos 2\phi_{\mu\mu}$$

