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What's New?

- Calculate more photon gun efficiencies in MC

 (i.e. at DFCALShower/DBCALShower level)
- BCAL:
 - o Efficiency over θ
 - Efficiency over E
- FCAL:

o Efficiency with/without DIRC

- Geant3 vs geant4 comparisons
- Things generally look quite good

Outstanding BCAL Bug

- Don't use geant4 with more than 1 core
- Most recent everything on Jlab farm w/ MCWrapper
- Appears to be BCAL only; FCAL appears fine



Efficiency Definition (for gun)

- Efficiency defined as:
- $\epsilon = Gaussian Recon. Yield / #Generated$







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BCAL: Efficiency Over E_{γ} (Zoomed)

 $\theta = 30^{\circ}$

GLUE

Efficiency at 1 GeV



Worth revisiting default 100 MeV cut?

BCAL: Efficiency Over Lower heta

Photon Efficiency





Efficiency at 1 GeV





Photon Efficiency





Efficiency at 1 GeV



FCAL: With and Without DIRC

- Putting the DIRC in adds more material to convert in
- Does adding DIRC lead to any significant loss in efficiency?
 - TOF experience: conversions don't necessarily mean inefficient! (they do shift energy down, however)

Implementation

Geant4 with runs 30000 and 60000



Run 60000





Photon Efficiency



Virtually indistinguishable with/without DIRC

FCAL Average Energy

Thrown $E_{\gamma} = 1 \text{ GeV}$



Above about 7.5° overall energy shifted down 5-10 MeV



FCAL Shower Position

Doesn't looks like it's due to any block being turned off



Summary

- BCAL efficiency:
 - Over E: good down to 100 MeV or even below
 - o Over θ : beware a few wiggles $10 < \theta < 30^{\circ}$
 - Over θ : flat above 30°
- Excellent geant3 and geant4 agreement except at edge cases (that are not reconstructed by default anyways)
- FCAL efficiency unaffected with DIRC
- FCAL energy might be shifted few MeV down with DIRC

Discussion point

• Is 100 MeV minimum BCAL shower energy too strict? I worry we may be losing a lot of potentially interesting physics (e.g. neutrons, $\Sigma^0 \rightarrow \gamma \Lambda$, ...)

