

π^0 Reconstruction Efforts

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To reconstruct single photon:

```
Xt_Fitter the_Xt_Fitter(myGamCluster);
```

```
if(the_Xt_Fitter.valid_photon) {.....}
```

To reconstruct 2-bump cluster:

```
Xt_Fitter the_Xt_Fitter(theIndexedPi0Bumps);
```

```
if(the_Xt_Fitter.valid_Pi0) {
```

```
    E0 = the_Xt_Fitter.Photon_E[0]/1000.;
```

```
    E1 = the_Xt_Fitter.Photon_E[1]/1000.;
```

```
    position0 = the_Xt_Fitter.Photon_pos[0];
```

```
    position1 = the_Xt_Fitter.Photon_pos[1];
```

```
    double myCalibEnergy0 =
```

```
        myCalibrator->energyOf(E0,position0);
```

```
    double myCalibEnergy1 =
```

```
        myCalibrator->energyOf(E1,position1);
```

To split one bump:

```
theIndexedBump.insert(std::map<TwoCoordIndex*, EmcBump
BbrPtrLess>::value_type (theCurrMaximaTCI, currBump));
bool split_one_bump =true;
Xt_Fitter this_Xt_Fitter(theIndexedBump, split_one_bump);
if (this_Xt_Fitter.valid_Pi0) { double E0 = this_Xt_Fitter.Photon_E[0]/1000.;
    double E1 = this_Xt_Fitter.Photon_E[1]/1000.;
    HepPoint position0 =
        this_Xt_Fitter.Photon_pos[0];
    HepPoint position1 =
        this_Xt_Fitter.Photon_pos[1];

    double myCalibEnergy0 =
        myGamCalibrator->energyOf(E0,position0);
    double myCalibEnergy1 =
        myGamCalibrator->energyOf(E1,position1);

}
```

The GFLASH parameterization was used:

Shower parameterization:

Longitudinal:

$$\frac{dE}{dz} = \frac{E_0 (\beta z)^{\alpha-1} e^{-\beta z}}{\Gamma(\alpha)}$$

Transverse (Grindhammer* form):

$$f(r) = \frac{2rR_{50}^2}{(r^2 + R_{50}^2)^2}$$

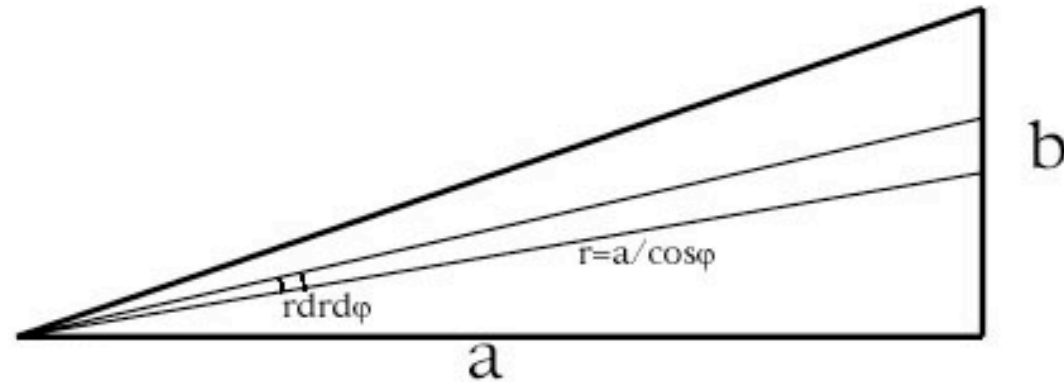
$$\langle R_{50} \rangle = [R_1 + (R_2 - R_3 \ln E)]^2$$

$$V_{R_{50}} = [(S_1 - S_2 \ln E)(S_3 + S_4 z) \langle R_{50} \rangle]$$

*SLAC-PUB-5072

WHY?:

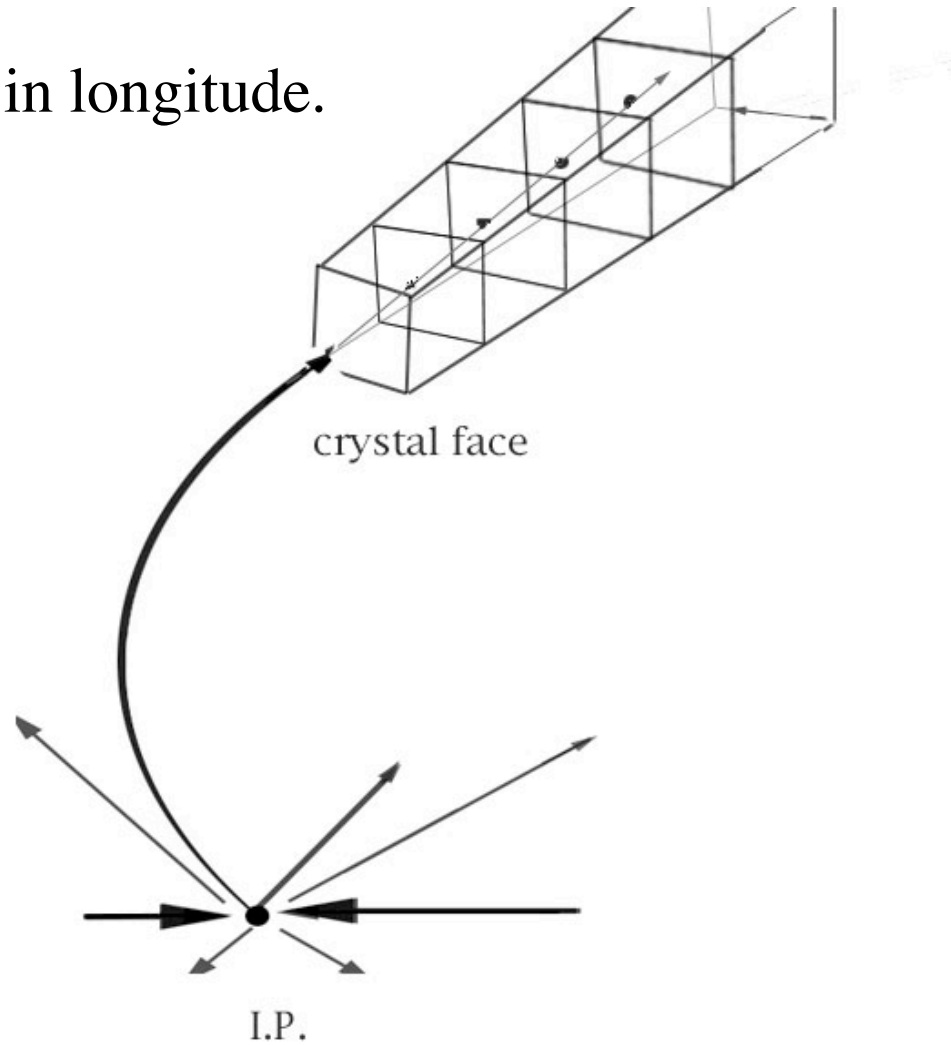
Transverse Grindhammer shower shape can be integrated analytically:



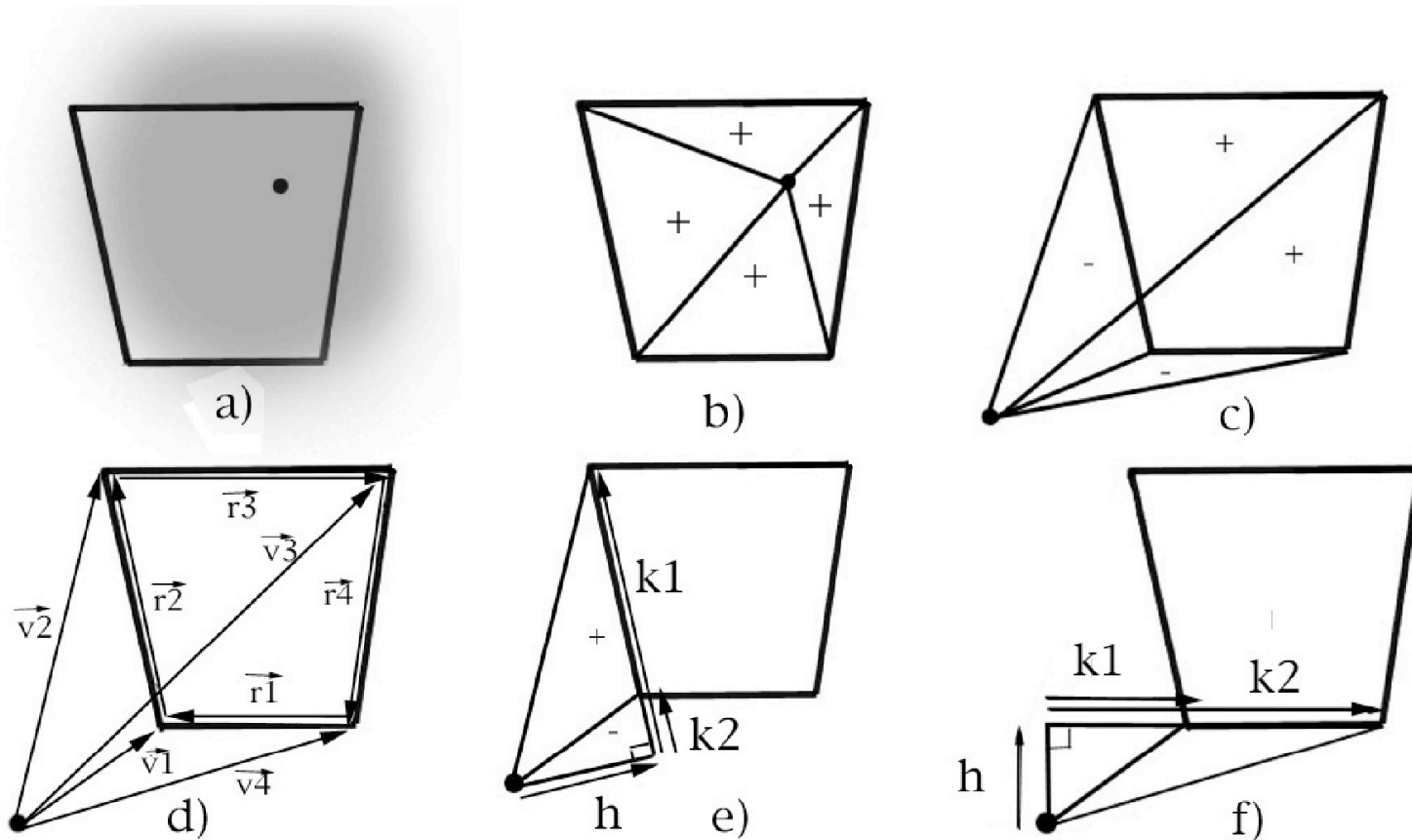
$$\begin{aligned} \frac{dE_{pad}}{dz} &= \frac{dE}{dz} \int_{\phi=0}^{\arctan(a/b)} \int_{r=0}^{a/\cos\phi} \frac{2rR_{50}^2}{(r^2 + R_{50}^2)^2} dr d\phi \\ &= \frac{dE}{dz} \frac{a}{2\pi(r^2 + R_{50}^2)^{1/2}} \arctan\left(\frac{b}{\sqrt{a^2 + R_{50}^2}}\right) \end{aligned}$$

χ^2 fit to Grindhammer form

Sum over slices in longitude.



Each trapazoidally shaped pad devided into eight right-triangles



$$Triag_{ij} = I(h_{ij}, k1_{ij}) - I(h_{ij}, k2_{ij})$$

Bogus Fast Shower Parameterization, D. Bernard BABAR Note 476

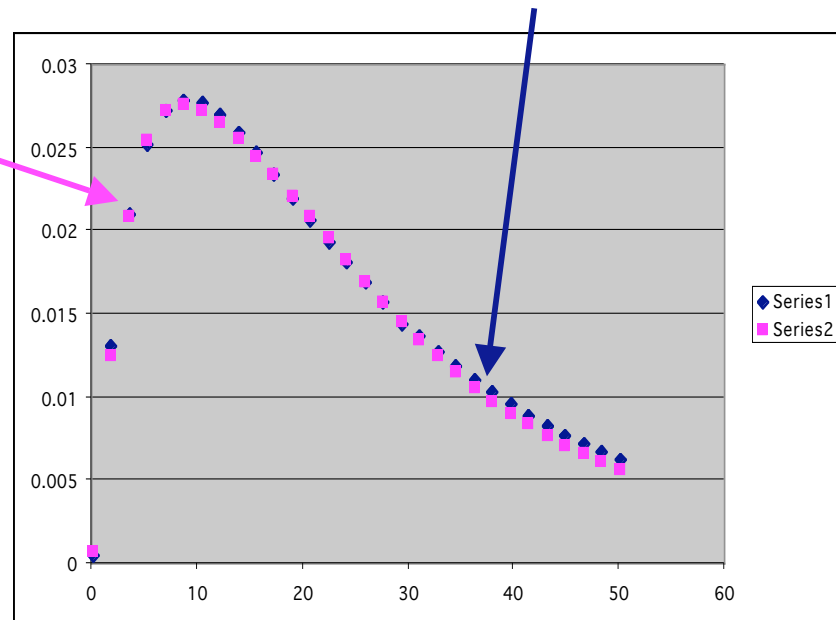
$$dE_{dep} = E_0 f_z(z) f_r(r, z) \frac{1}{2\pi} d\phi dz dr$$

$$f_z(z) = \frac{\beta(\beta z)^{\alpha-1} e^{-\beta z}}{\Gamma(\alpha)}$$

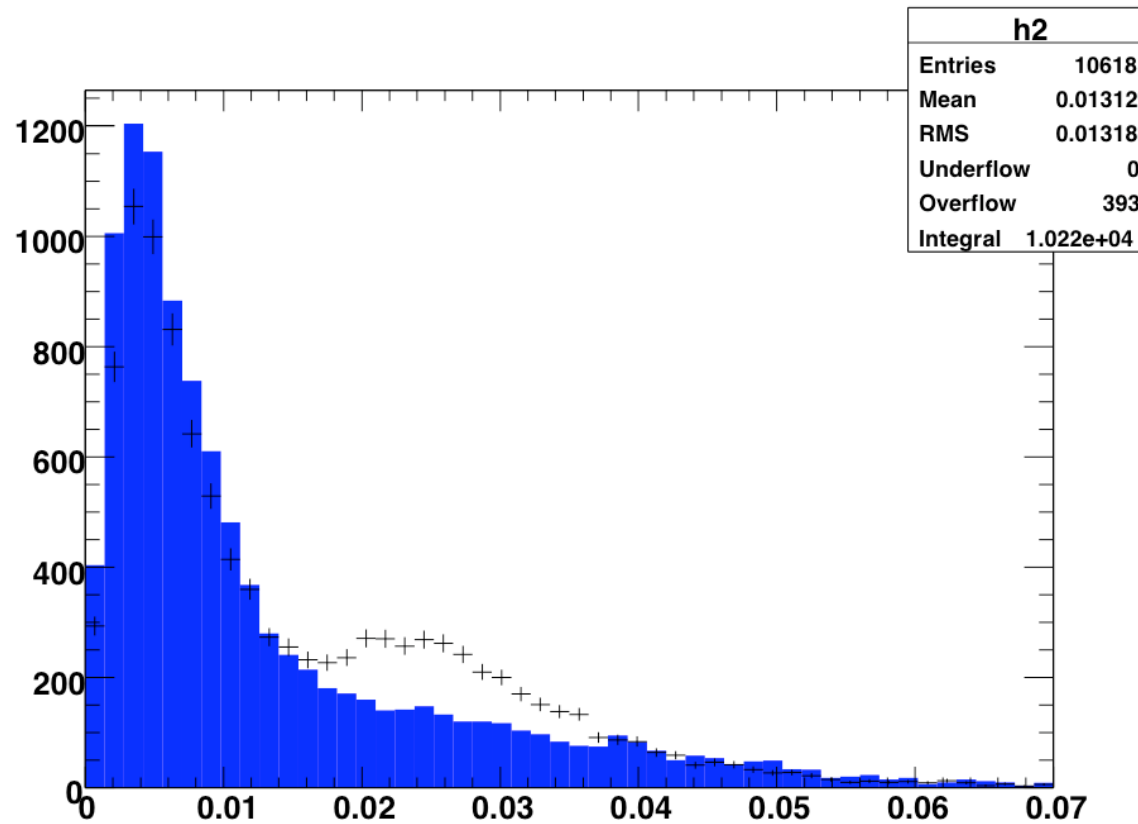
$$f_r(r, z) = \frac{\left(\sqrt{\frac{r}{\lambda_r}}\right)^{\alpha-2} e^{-\sqrt{\frac{r}{\lambda_r}}}}{2\lambda_r \Gamma(\alpha_r)}$$

Transverse distribution approximated by sum of Grindhammer terms:

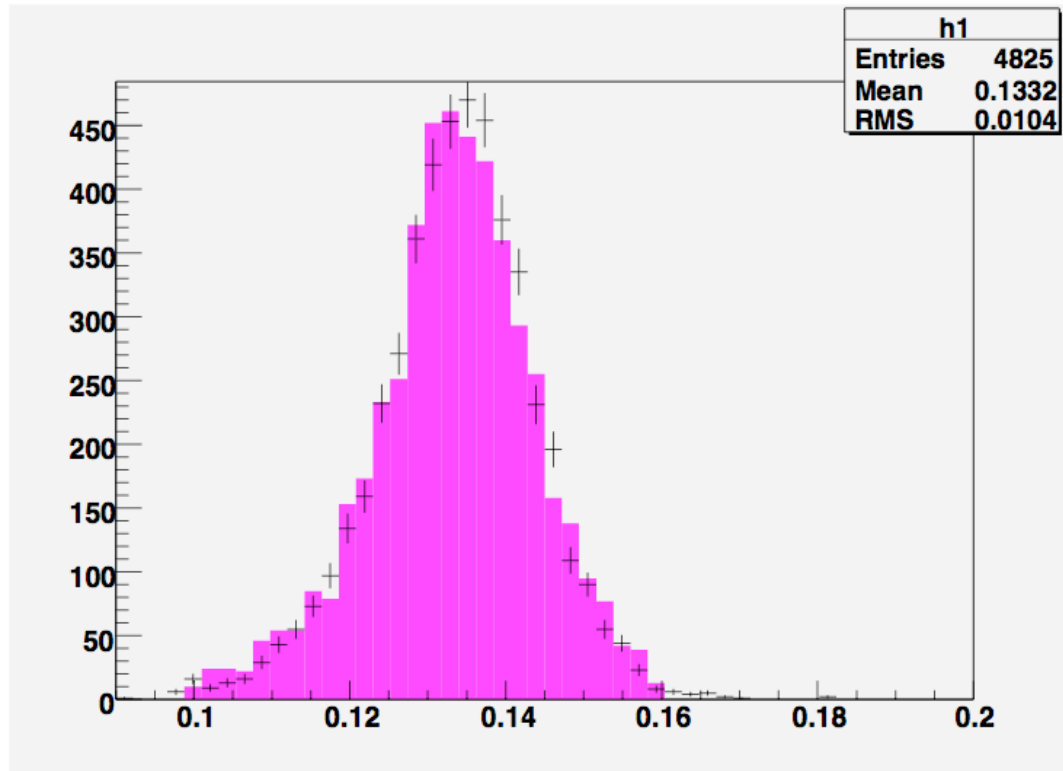
$$f_r(r) \approx \frac{\varepsilon_1 2rR_1^2}{(r^2 + R_1^2)^2} + \frac{\varepsilon_2 2rR_2^2}{(r^2 + R_2^2)^2} + \frac{(1-\varepsilon_1-\varepsilon_2) 2rR_3^2}{(r^2 + R_3^2)^2}$$



Photon Reconstruction

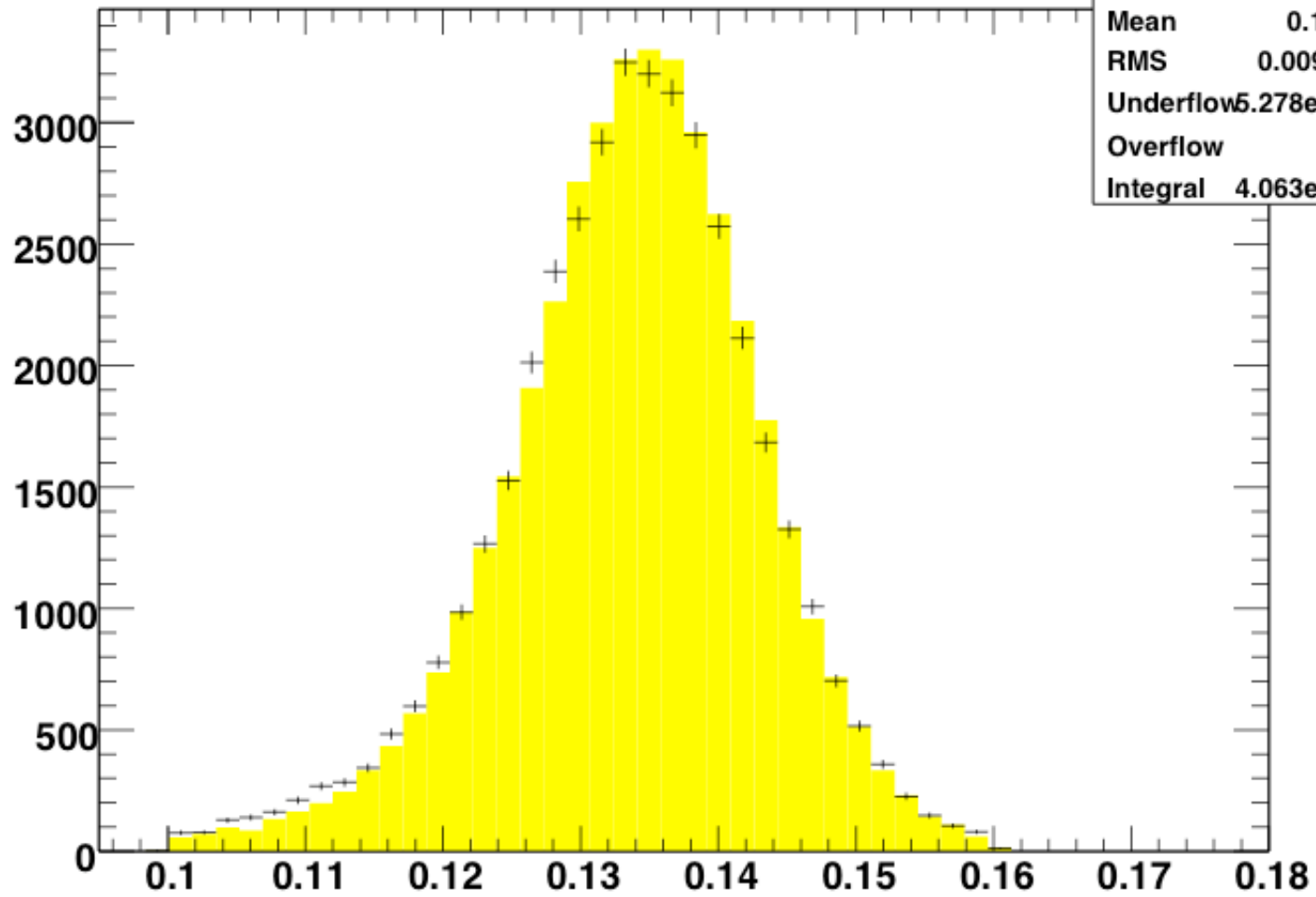


π^0 Reconstruction



Marginal improvement (?) for π^0

Mgg



- Attempt to estimate axis of decay:

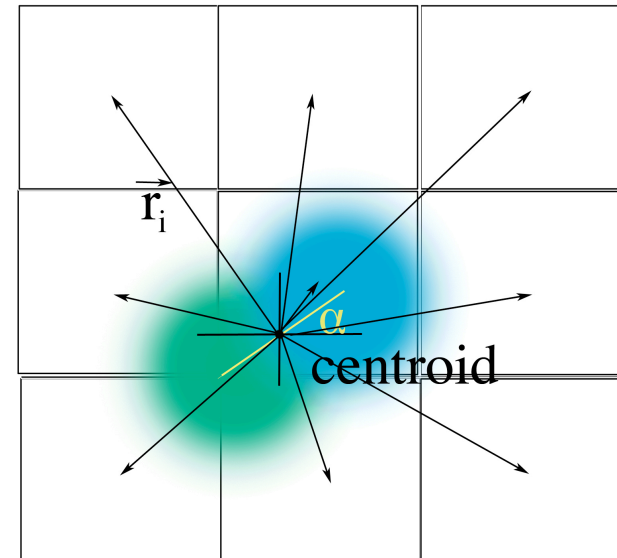
$$\frac{\partial}{\partial \alpha} \left[\sum_i (\vec{r}_i \cdot \vec{\alpha})^2 E_i^2 \right] = 0$$

$$\vec{r}_i = \vec{x}_i - \langle \vec{x} \rangle$$

$$\left[\sum_i 2(\vec{r}_i \cdot \vec{\alpha}) E_i^2 \frac{\partial (\vec{r}_i \cdot \vec{\alpha})}{\partial \alpha} \right] = 0$$

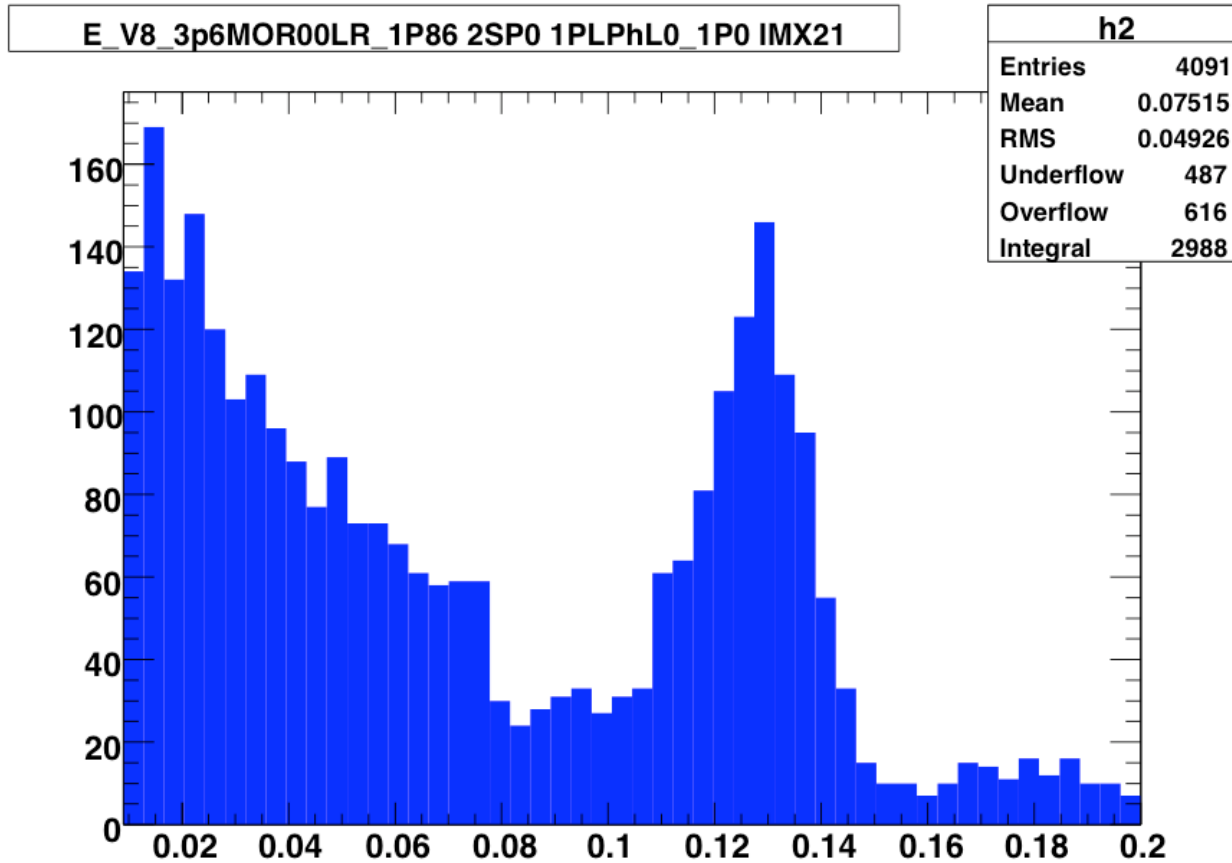
$$\sum_i 2E_i^2 (r_{ix} \cos \alpha + r_{iy} \sin \alpha) (-r_{ix} \sin \alpha + r_{iy} \cos \alpha) = 0$$

$$\alpha = \frac{1}{2} \arctan \left(\frac{2 \sum_i E_i^2 r_{ix} r_{iy}}{\sum_i E_i^2 (r_{iy}^2 - r_{ix}^2)} \right)$$



One Bump merged Pi0 candidates in

MergedPi0Tight $B^0 \rightarrow \pi^0 \pi^0$



Pi0 Reconstruction

One Bump merged Pi0 candidates in Single Pi0

