

# KINEMATICS FROM GEM HITS FOR PVDIS

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# WHAT CAN WE LEARN ABOUT RESOLUTION AND CALIBRATION FROM FOUR NUMBERS?

- Trajectory determined by vertex  $(x_v, y_v, z_v)$  and momentum  $(p, \theta, \phi)$ .  $x_v, y_v \approx 0$ .
- Hits in 2 GEM chambers give 4 quantities  $x_1, y_1, x_2, y_2$
- Can we invert the mapping? Yes, if we parameterize with the right combinations of  $x_1, y_1, x_2, y_2$ .

# PARAMETERS

In x-y plane:

$r_i$  = length of 2-vector  $r_i$  from vertex to hit  $i$

$D$  = distance between hits

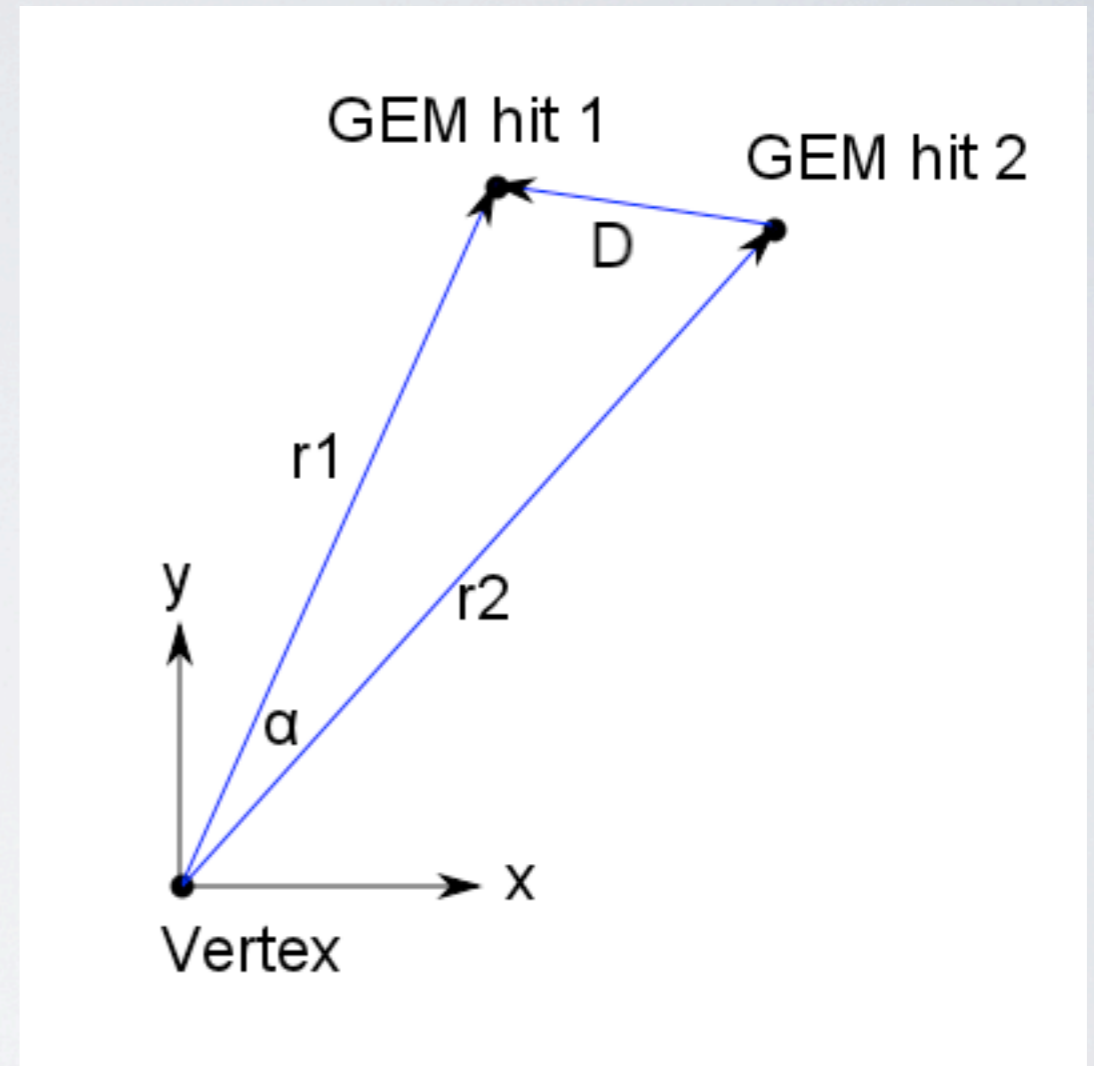
$\alpha$  = angle between vectors

Others (not illustrated)

$$\langle r \rangle = (r_1 + r_2) / 2$$

$$\Delta r = r_2 - r_1$$

(and so on)



# PARAMETERS

Uniform field:

Trajectory in x-y plane is a circular arc of radius  $\rho \approx p_T / \alpha$

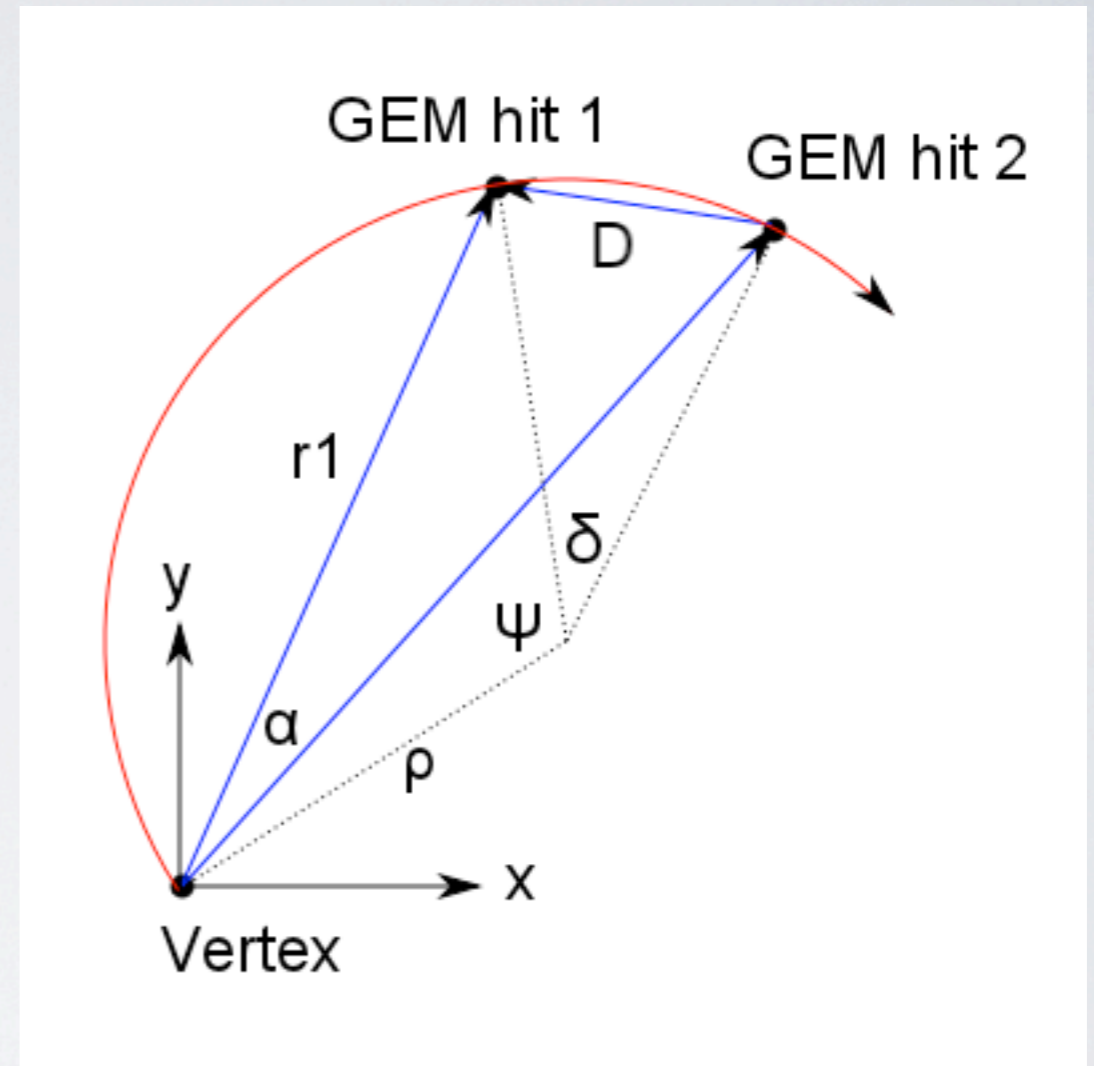
$$1/\rho \approx (\psi + \delta)/(r_1 + D) \approx 2\alpha/D$$

$$\tan \theta \approx D/\Delta z$$

( $\Delta z = z_2 - z_1$ , distance between GEM planes)

$$z_1 - z_v \approx \Delta z r_1/D$$

Approximations hold for small angles.



# PARAMETERS

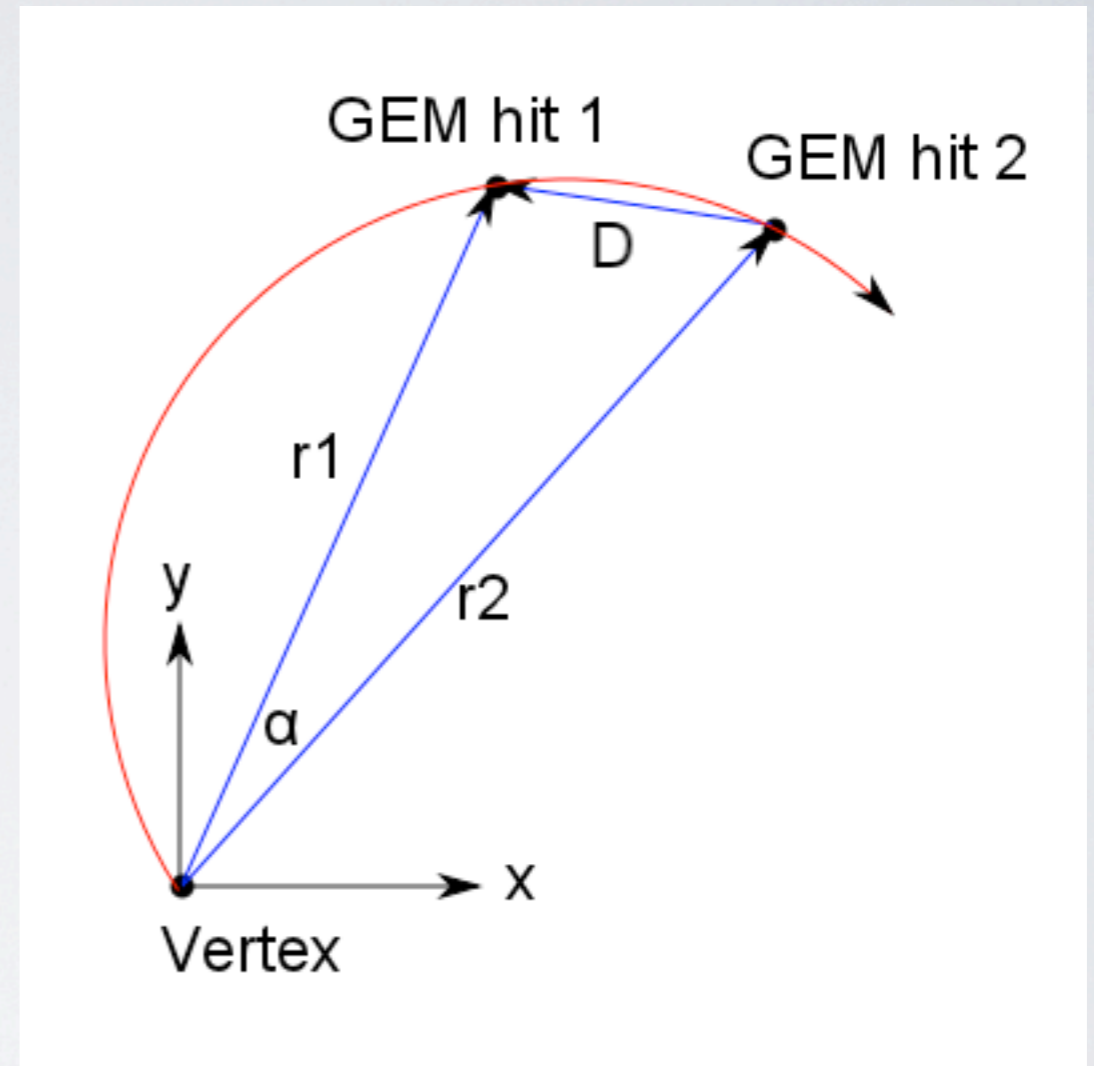
Realistic field:

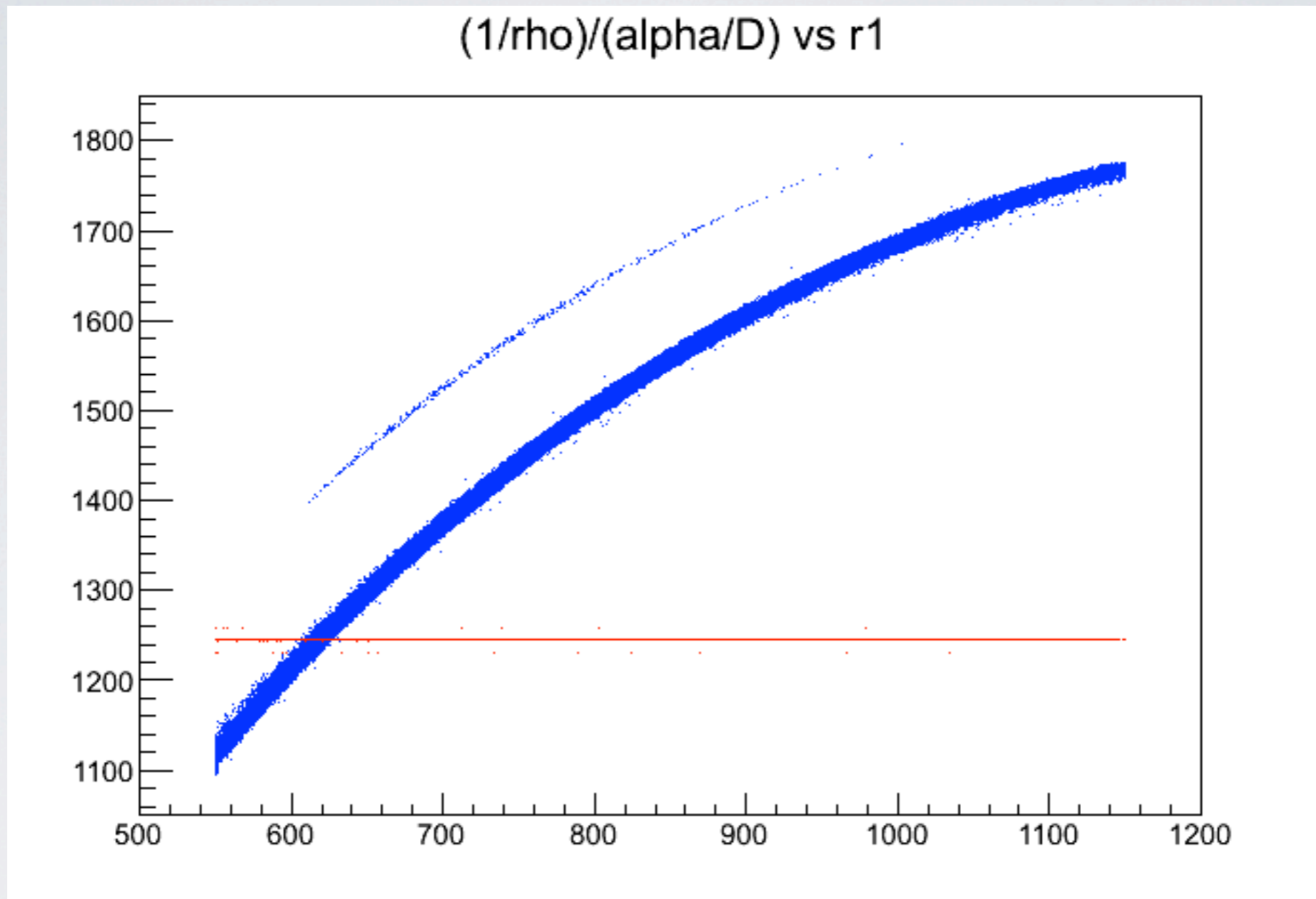
$$1/p_T = k\alpha/D(1 + F_\rho(\dots))$$

$$\tan \theta = D/\Delta z(1 + F_\theta(\dots))$$

( $\Delta z = z_2 - z_1$ , distance between GEM planes)

$$z_1 - z_v = \Delta z r_1/D(1 + F_z(\dots))$$



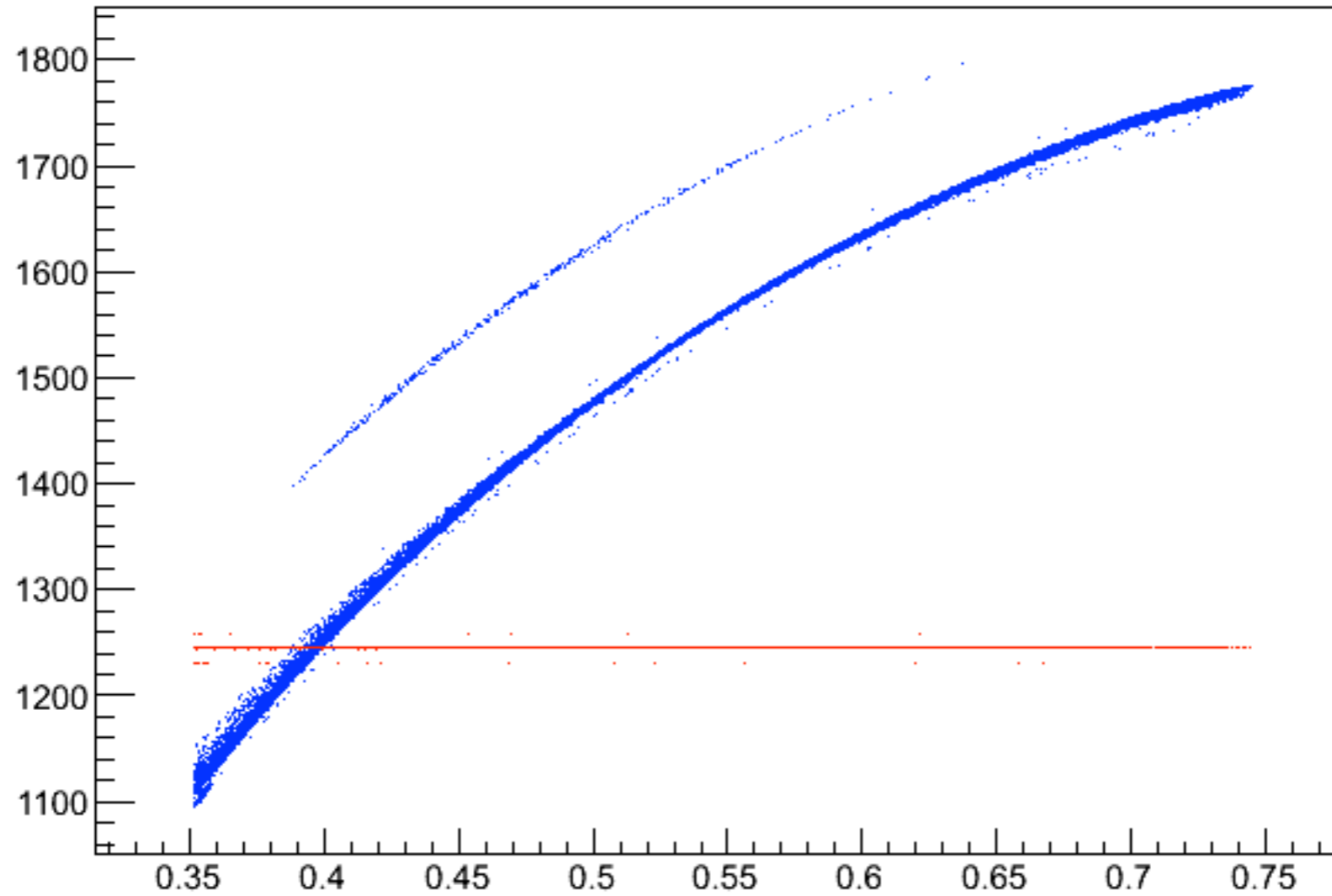


PVDIS geometry, 1st 2 GEMs (inside magnet)

Red points: Uniform field

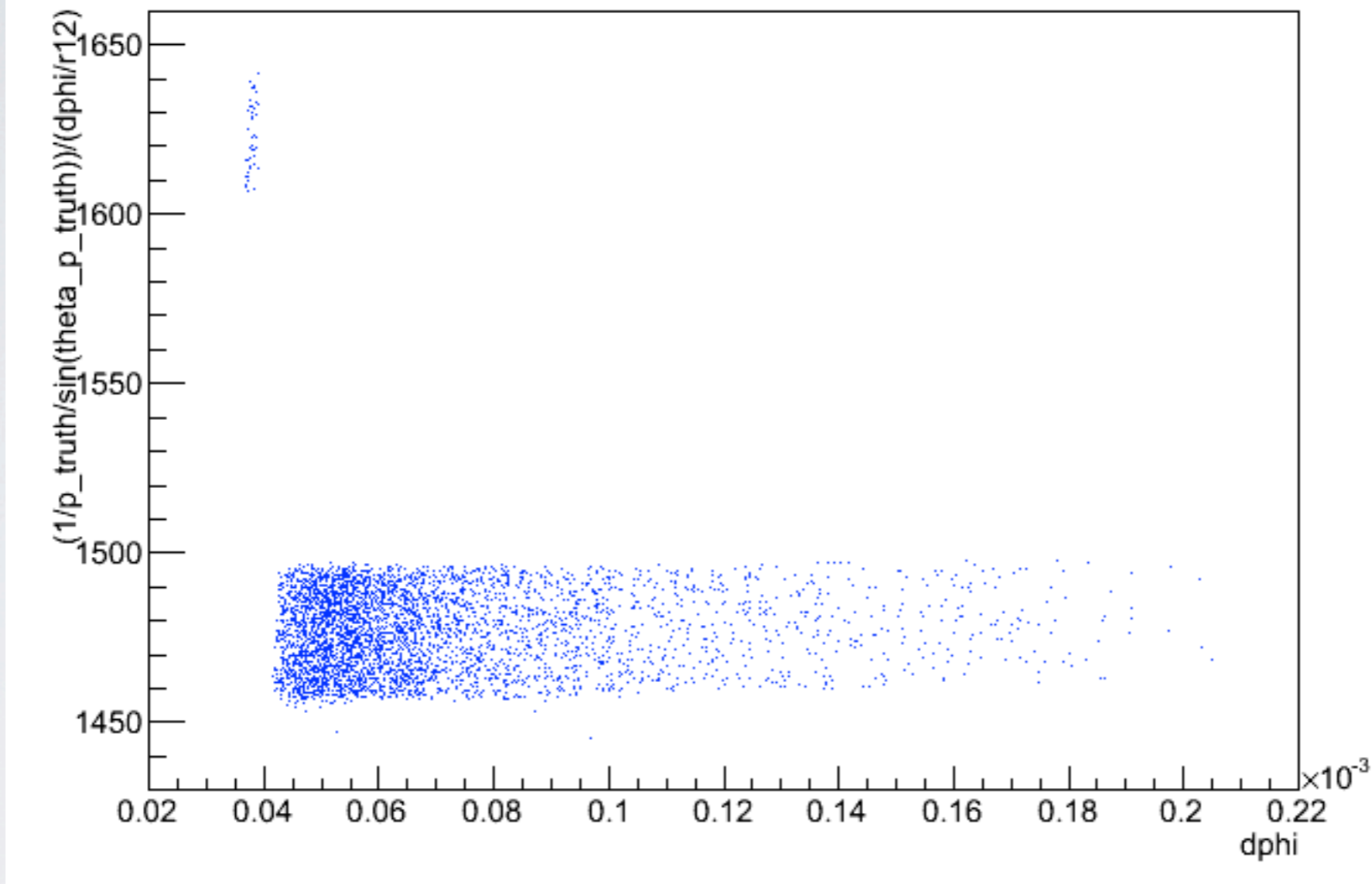
Blue points: Realistic field

$(1/\rho)/(\alpha/D)$  vs  $\langle r \rangle$



Red points: Uniform field  
Blue points: Realistic field

**(1/p)/(alpha/D) vs alpha (cut on <r>)**



Momentum correction  $F_p$  is **not** a function of  $\alpha$ .



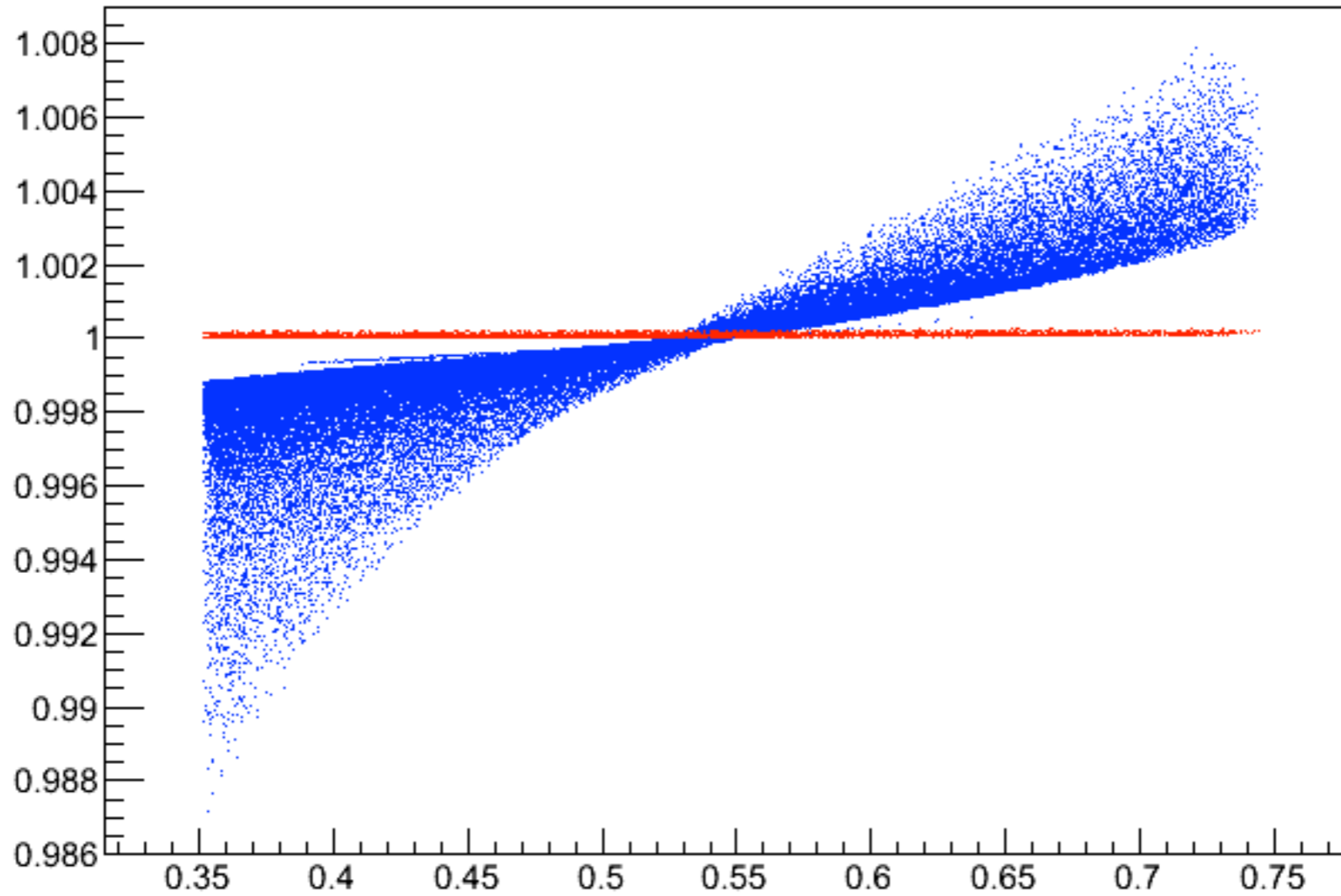
# RESOLUTION

- Calibrate by fitting against truth values to obtain  $F_p, F_\theta, F_z$
- Using these reconstruct  $p, \theta, z$  and compare to truth values
- Resolution (using MC with target, window, GEM materials):
  - $p$ : 0.86%
  - $Q^2$ : 1.23%
  - $\theta$ : 0.36%
  - $x$ : 0.71%
  - $z_v$ : 7.8 mm

# CALIBRATING REAL DATA

- For real data we have no truth values; how do we calibrate?
- Elastics:  $p$  is correlated with  $\theta$
- $\theta$  calibration is not very sensitive to details of B field

$(\tan \theta)/(D/\Delta z)$  vs  $\langle r \rangle$



Red points: Uniform field  
Blue points: Realistic field

# CALIBRATING REAL DATA

- Use MC (field map accurate to 1%) to get  $\theta$  calibration
- Use  $\theta$  calibration and elastic data to get p calibration
- This has been demonstrated using e.g. (90% CLEO + 10% uniform) field MC to stand in for real data

# SUMMARY

- Hits in 2 GEM chambers can be used to reconstruct scattering kinematics
- Resolution with multiple scattering and detector resolution is  $< 1\%$  for  $p$ ,  $< 0.5\%$  for  $\theta$
- $\theta$  can be adequately calibrated with MC;  $p$  can then be calibrated with elastic data