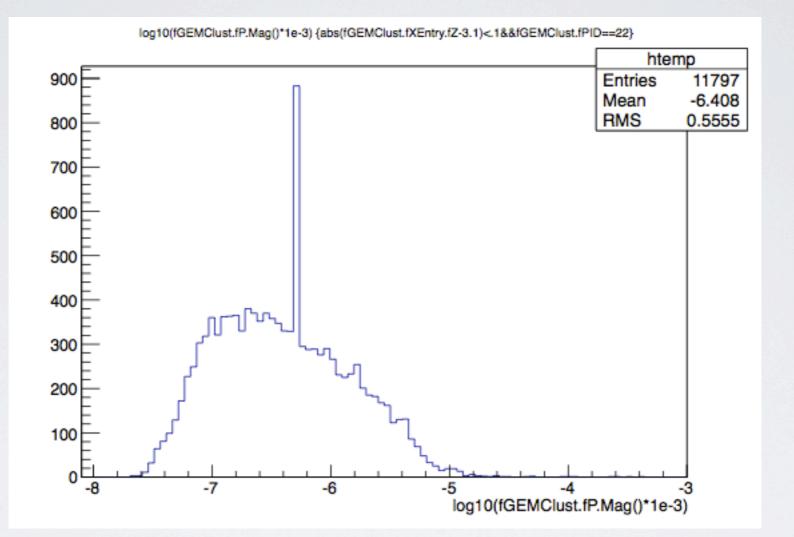
PVDIS PHOTON BACKGROUND

Rich Holmes May 2013 SoLID Collaboration Meeting

PHOTON BACKGROUND AT LAST GEM AND ECAL

- Beam on target and DIS simulations
- Included beam line, target, baffles, GEMs
- CLEO field, BaBar baffle design
- Look at tracks crossing 4th GEM ("hits")
- Plots are hit positions in GEM plane and ϕ (polar coordinate of hit) (relative to center of 12° segments)

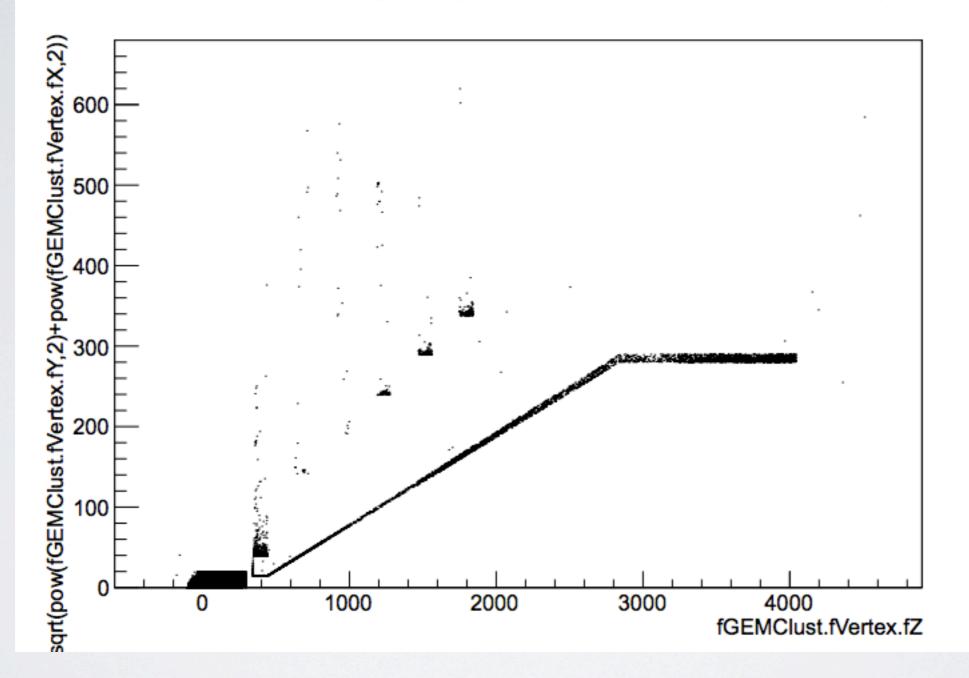
Photon energy spectrum

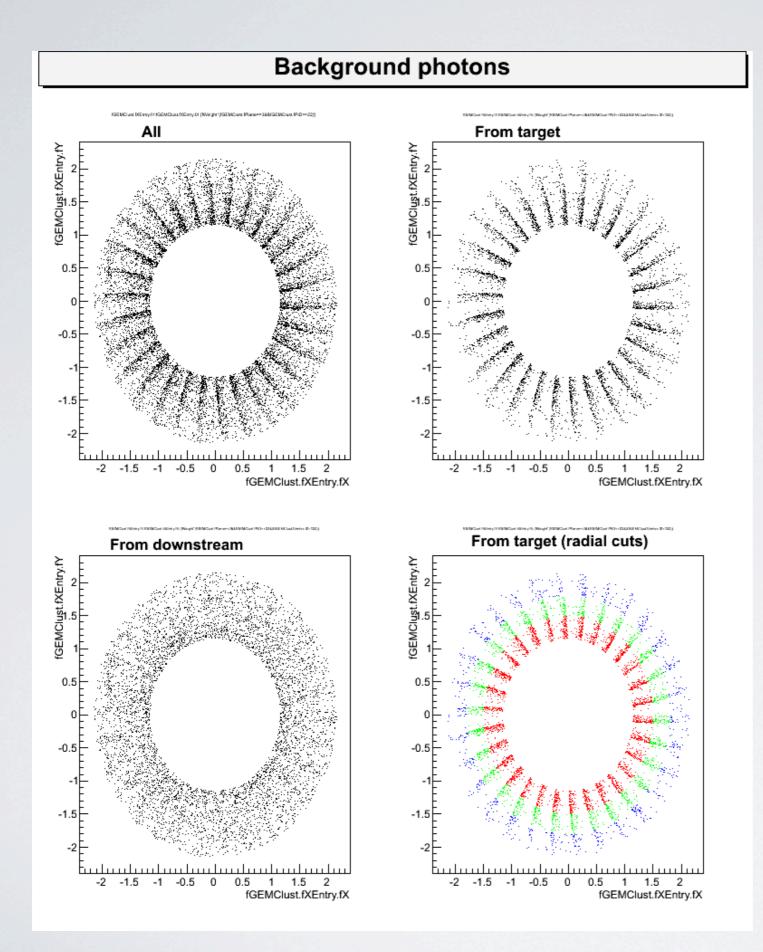


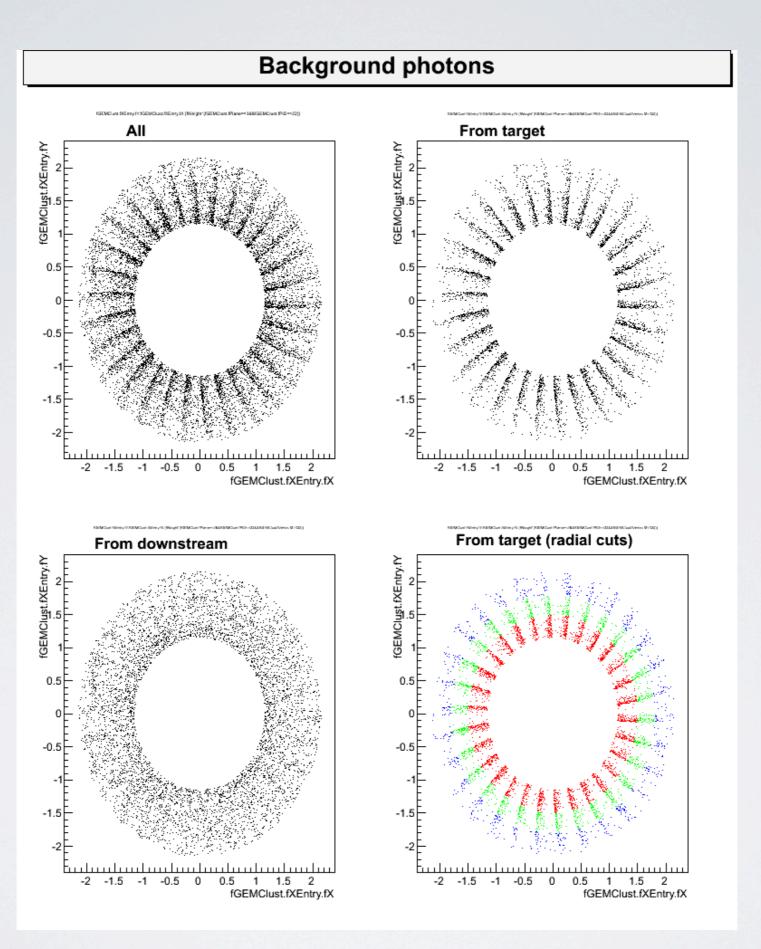
(Log plot, "-6" is I MeV)

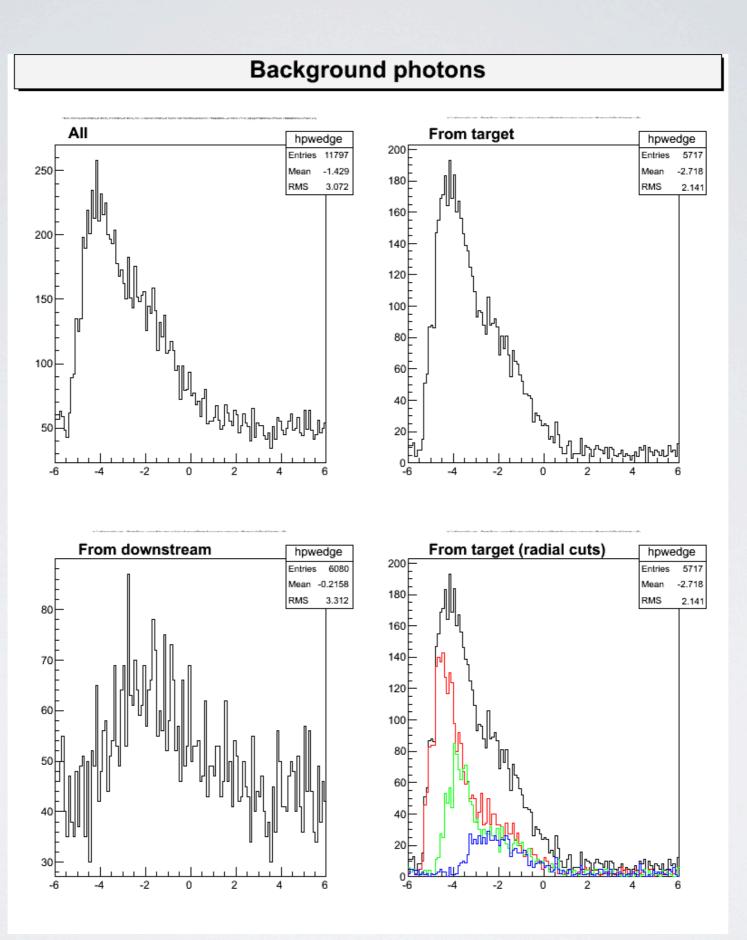
Vertex r vs z

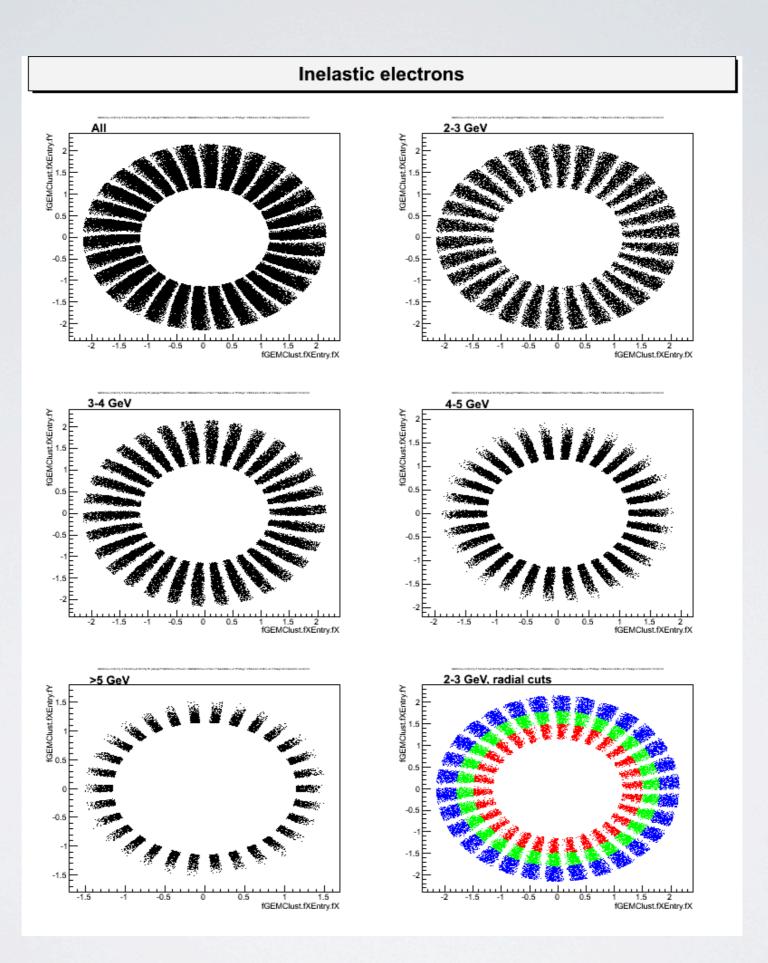
sqripow(IGEVClust/Vertex.P(2)+pow(IGEVClust/Vertex.P(2))+GEVClust/Vertex.F2 (abs(IGEVClust.DEntry.I2-3.1)+.1&#GEVClust.PPID=-22&&abs(IGEVClust.Nertex.P2)+S00&&abs(IGEVClust.P2)+S00&&abs(IGEVClust.P2)+S00&&abs(IGEVClust.P2)+S00&&abs(IGEVClust.P2)+S00&&abs(IGEVClust.P2)+S00&&ab

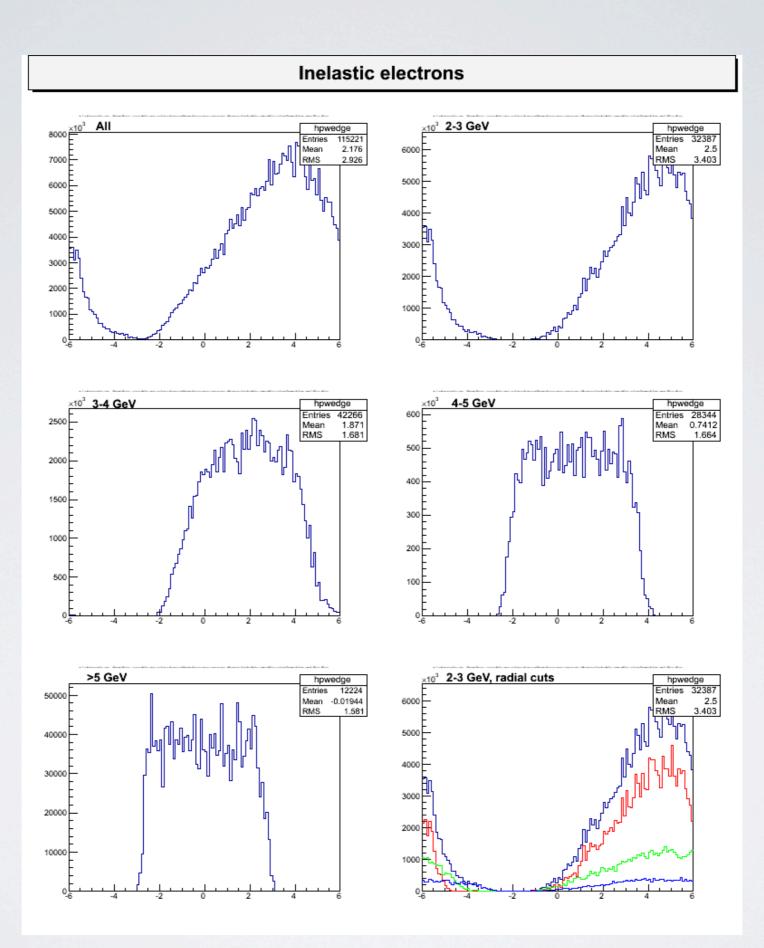




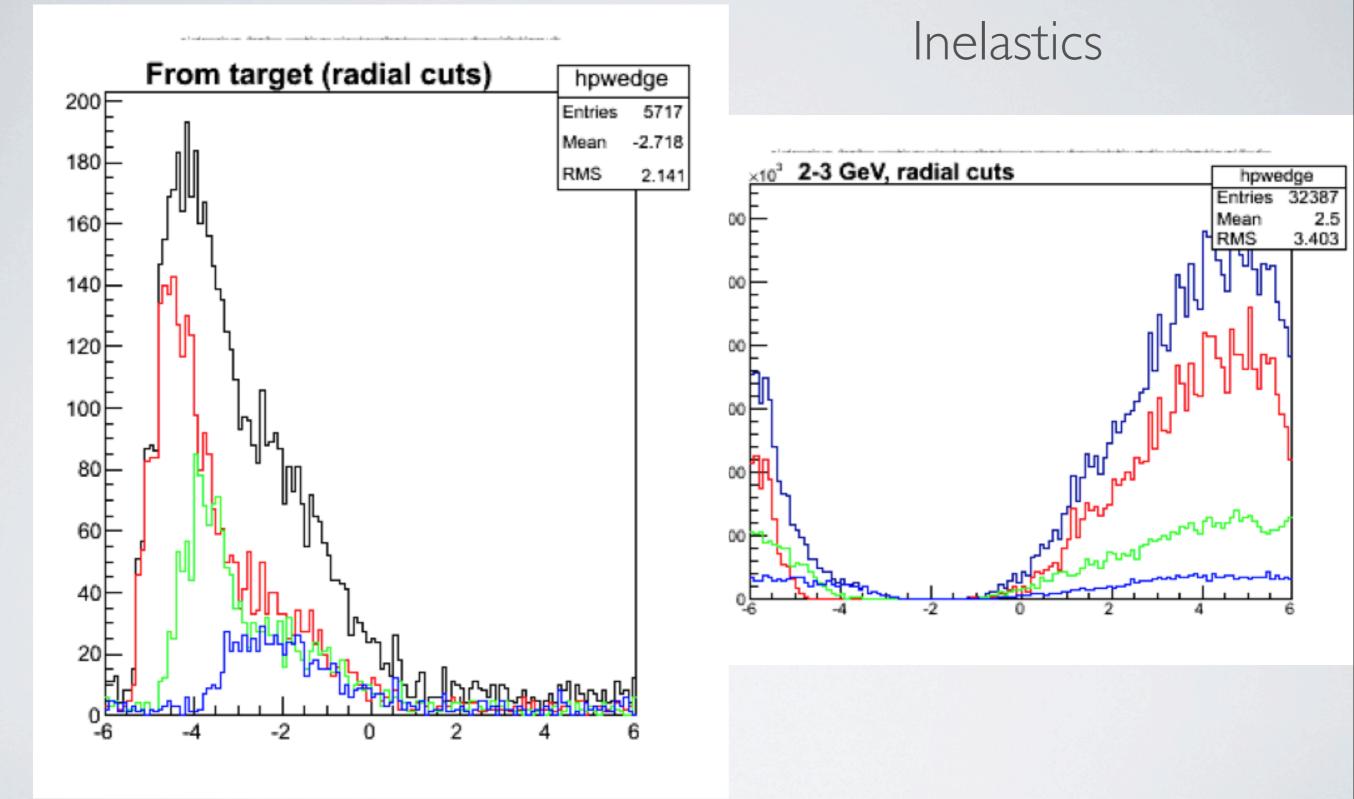








Photons



- Photons are localized at -5° to -1°
- Inelastics are localized at -1° to 6° and -6° to -5°
- More precisely, localization is function of radius
- Consider replacing preshower with lead in photon regions