

**Time-Based Vertexing** 



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Cedric Flamant





- One issue with time-based vertexing (tVertexing) is defining arrival time.
- The first detection location might be quite deep in the crystal, which would correspond to a longer flight time.
- If we could know the position and time of the first detection, we could potentially correct the time.



- We would also have to understand the structure of detection patterns and how it relates to detection time.
- Energy deposited in the first detection may be helpful in weighing the accuracy of the reported detection time.



## **Simple Time of Flight Correction**

- Take the hit location within the crystal.
- Find the distance to the nearest crystal face in the direction of the true vertex.
- Convert this distance to a time using the speed of light
- Subtract the time from the recorded detection time.











## Photon 100 GeV



### - Notice the cut (also shown in color) separates the true "first arrivals" from the first Hit in each crystal





## Photon 10 GeV



### - cTOF plot (right) looks similar to that of the 100 GeV photon





## Photon 1 GeV



#### - cTOF plot (right) looks similar to both that of 100, and 10 GeV photons





## Pi Minus 100 GeV



- cTOF plot is different; some particles arrive earlier than the 100 GeV photons (due to taking a shorter path).





## Pi Minus 10 GeV



### - Beam is deflected, but still quite collimated





## Pi Minus 1 GeV



#### - Highly deflected, detections spread over many crystals in phi, messy arrival time.





## **Electron 1 GeV**



#### - cTOF plot shows two arrival clumps



#### 0.01 GeV ≤ Hit Energy

- "boost" in eta (caution, effect highly amplified by x-scale) Time to First Detection in Each Crystal [ns]





## **Electron 100 GeV**



### - Has a similar cTOF to the 100 GeV Photon







#### - Interesting pattern due to the crystals



Time to First Detection in Each Crystal [ns]



## **From Here**



- Add Z-vertex smearing
- Profile more in the Hit energy dimension
- Produce an area scan (various distributions of targets) in Geant4
- Attempt to apply a "measuring stick" to patterns to be able to characterize them.