

# Background Rates on FAECal

backgrounds	FAECal rate (MHz)	$\Delta T$ (ns)	total time windows
$\pi^0$	5.08	196.99	$\sum_{i=0}^N \Delta T_1 / 30$
EM	13620.7	0.0734	$\sum_{i=0}^N \Delta T_2 / 30$

backgrounds	LAECal rate (MHz)	$\Delta T$ (ns)	total time windows
$\pi^0$	10.15	98.50	$\sum_{i=0}^N \Delta T_1' / 30$
EM	23585.0	0.0424	$\sum_{i=0}^N \Delta T_2' / 30$

# Background Data Structure

backgrounds	Root files TTrees	Merge TTrees branches followed by the time information (output file)
$\pi^0$	Skimmed root Files  (save events have hits on EC virtual plane )	Events time axis                          Time window(30ns) 1: 0.0734176 (EM)                          0 2: 0.1468353 (EM)                          0 3: 0.2202529 (EM)                          0 . .    . .    . 2669: 196.98611( $\pi^0$ )                          6 .    . .    .
EM		

# Background Rates on FAEcal

backgrounds	FAEcal rate (MHz)	$\Delta T$ (ns)	total time windows
AllnoeHallID	11.50	86.91	$\sum_{i=0}^N \Delta T_1 / 30$
Window AllnoeHallID	0.127	7838.3	$\sum_{i=0}^N \Delta T_2 / 30$
Winup AllnoeHallID	3.088	323.80	$\sum_{i=0}^N \Delta T_3 / 30$
EM	13620.7	0.0734	$\sum_{i=0}^N \Delta T_4 / 30$

# Background Rates on FAEcal

backgrounds	LAEc rate (MHz)	$\Delta T$ (ns)	total time windows
AllnoeHallD	23.88	41.874	$\sum_{i=0}^N \Delta T_1 / 30$
Window AllnoeHallD	0.238	4195.7	$\sum_{i=0}^N \Delta T_2 / 30$
Winup AllnoeHallD	7.398	135.17	$\sum_{i=0}^N \Delta T_3 / 30$
EM	23583.0	0.0424	$\sum_{i=0}^N \Delta T_4 / 30$

# Outputs from merged background file (FAEcal)

```
*****
*   Row   * Instance * ev.evttime * ev.evttime *      hitn *      pid *      px *      py * pz.pz. pz *      vx *
*****
*   0 *    0 * 0.0734176 *    0 *    1 *    1 *    0 *    0 *    11000 * -1.647238 *
*   1 *    0 * 0.1468353 *    0 *    1 *    1 *    0 *    0 *    11000 * 0.7338665 *
*   2 *    0 * 0.2202529 *    0 *    1 *    1 *    0 *    0 *    11000 * -0.369918 *
*   3 *    0 * 0.2936706 *    0 *    1 *    1 *    0 *    0 *    11000 * 0.1559579 *
*   4 *    0 * 0.3670883 *    0 *    1 *    1 *    0 *    0 *    11000 * 0.2794354 *
*   5 *    0 * 0.4405059 *    0 *    1 *    1 *    0 *    0 *    11000 * 0.6845967 *
*   6 *    0 * 0.5139236 *    0 *    1 *    1 *    0 *    0 *    11000 * 0.9392325 *

.
.
.
.

*   1164 *    0 * 85.531580 *    2 *    1 *    1 *    0 *    0 *    11000 * 0.8799813 *
*   1165 *    0 * 85.604998 *    2 *    1 *    1 *    0 *    0 *    11000 * 0.0436450 *
*   1166 *    0 * 85.678415 *    2 *    1 *    1 *    0 *    0 *    11000 * -0.096526 *
*   1167 *    0 * 85.751833 *    2 *    1 *    1 *    0 *    0 *    11000 * 1.4611018 *
*   1168 *    0 * 85.825251 *    2 *    1 *    1 *    0 *    0 *    11000 * -0.519626 *
*   1169 *    0 * 85.898668 *    2 *    1 *    1 *    0 *    0 *    11000 * -0.839934 *
*   1170 *    0 * 85.972086 *    2 *    1 *    1 *    0 *    0 *    11000 * 0.3612140 *
*   1171 *    0 * 86.907249 *    2 *    3 *    1 *    0 *    0 *    11000 * -0.448357 *
*   1171 *    1 * 86.907249 *    2 *    3 *    1 *    0 *    0 *    11000 * -0.448357 *
*   1171 *    2 * 86.907249 *    2 *    3 *    1 *    0 *    0 *    11000 * -0.448357 *
*   1172 *    0 * 86.045504 *    2 *    1 *    1 *    0 *    0 *    11000 * 2.0294166 *

Type <CR> to continue or q to quit ==>
*   1173 *    0 * 86.118921 *    2 *    1 *    1 *    0 *    0 *    11000 * 1.9984086 *
*   1174 *    0 * 86.192339 *    2 *    1 *    1 *    0 *    0 *    11000 * -1.232259 *
*   1175 *    0 * 86.265757 *    2 *    1 *    1 *    0 *    0 *    11000 * 2.0102627 *
*   1176 *    0 * 86.339174 *    2 *    1 *    1 *    0 *    0 *    11000 * -1.021463 *
*   1177 *    0 * 86.412592 *    2 *    1 *    1 *    0 *    0 *    11000 * 1.6907426 *
```

# Background EC shower map

## Backgrounds part

1. For each 30-ns time window (13400 time windows)  
Push\_back `EC_shower_map( EC_hitblock_ID, Etotdep )`
2. Clear the `EC_shower_map` after each 30-ns window

## Signal part

1. Loop evenly distributed  $e/\pi^-$  signal
2. Generate a random time window to get the background `EC_shower_map` information
3. Add `EC_shower_map` of backgrounds to the signal, then find 6 plus 1 cluster deposit energy to study the trigger efficiency.

# Summary and Outlook

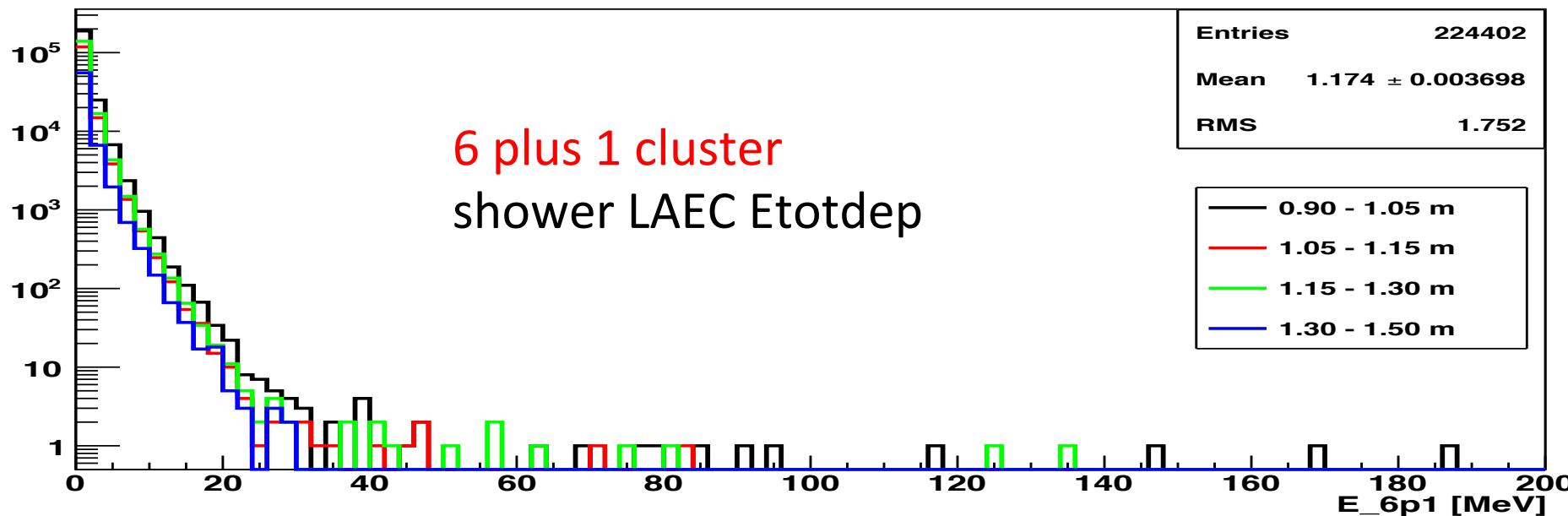
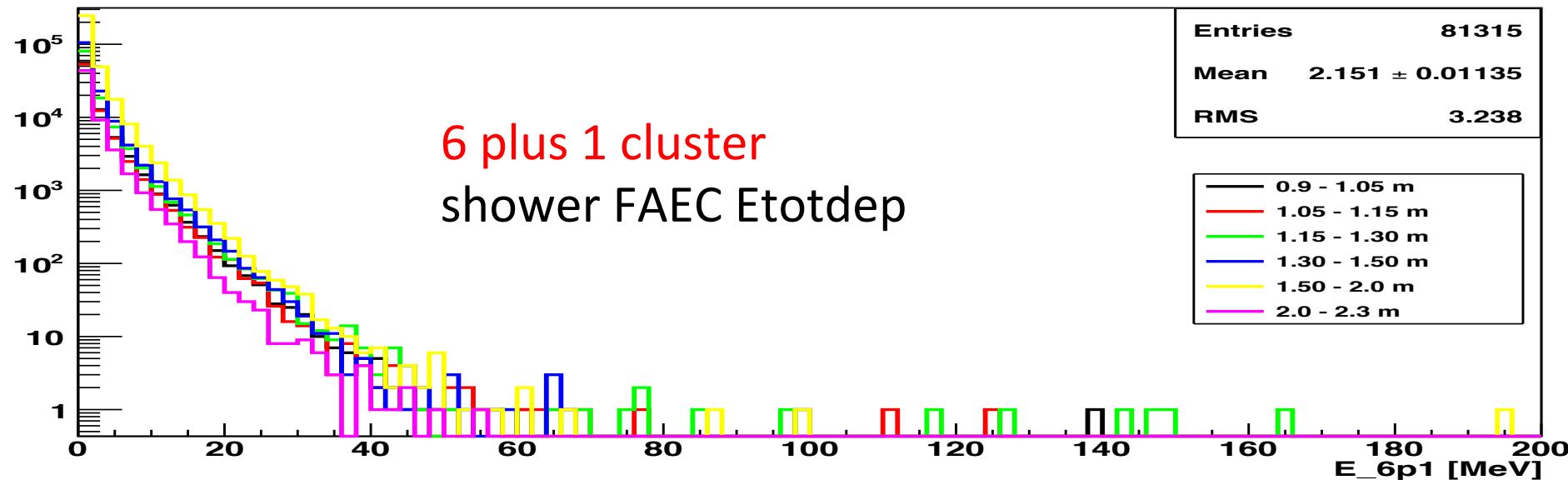
- Improve the trigger efficiency results by increasing the hadron samples and using more realistic model to merge background events.
- The plots and response functions of  $e/\pi^-$  trigger efficiency are stored in the svn:  
[https://jlabsvn.jlab.org/svnroot/solid/subsystem/ec/  
triggerfile\\_GEMCYe/](https://jlabsvn.jlab.org/svnroot/solid/subsystem/ec/triggerfile_GEMCYe/)
- Apply same method to the PVDIS and Jpsi configurations
- Working on create sub-function that can do initial electron identification event by event level (sample fraction cut)

Any comments and suggestions ?

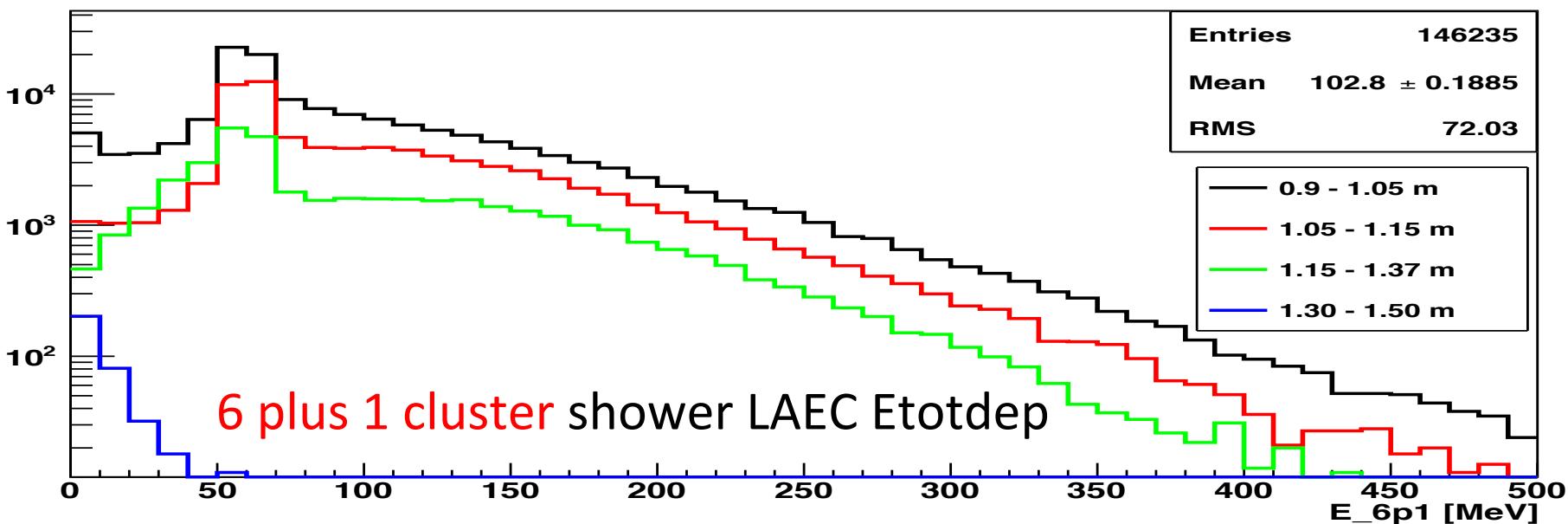
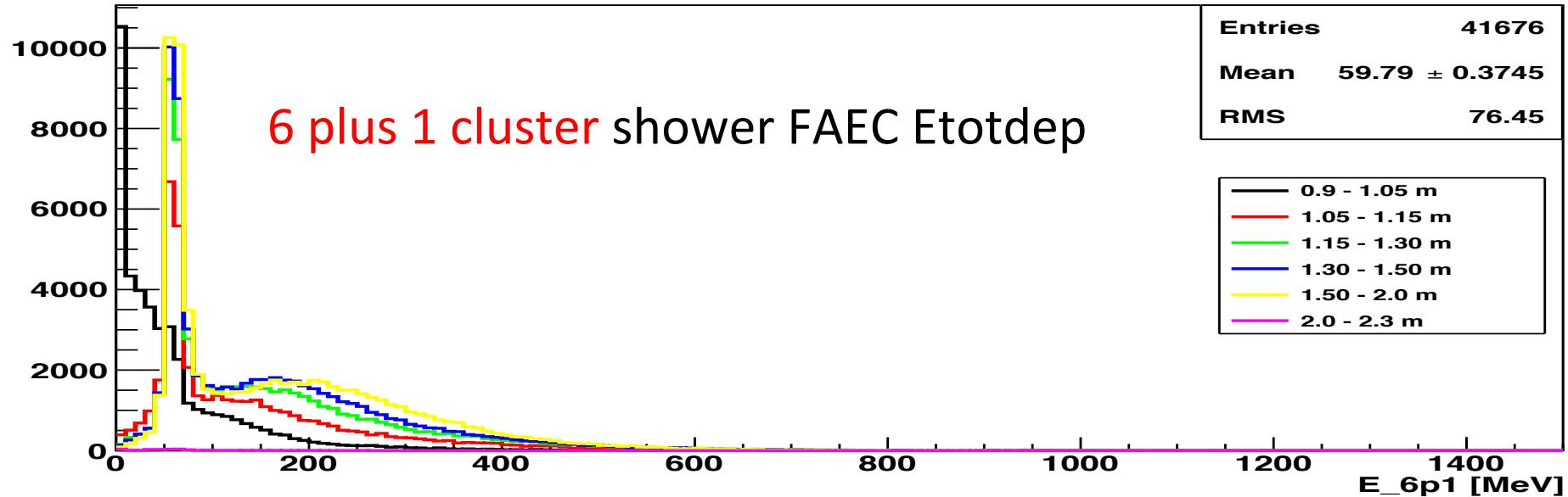
Back up

# EM Background Energy Spectrum at ECAL

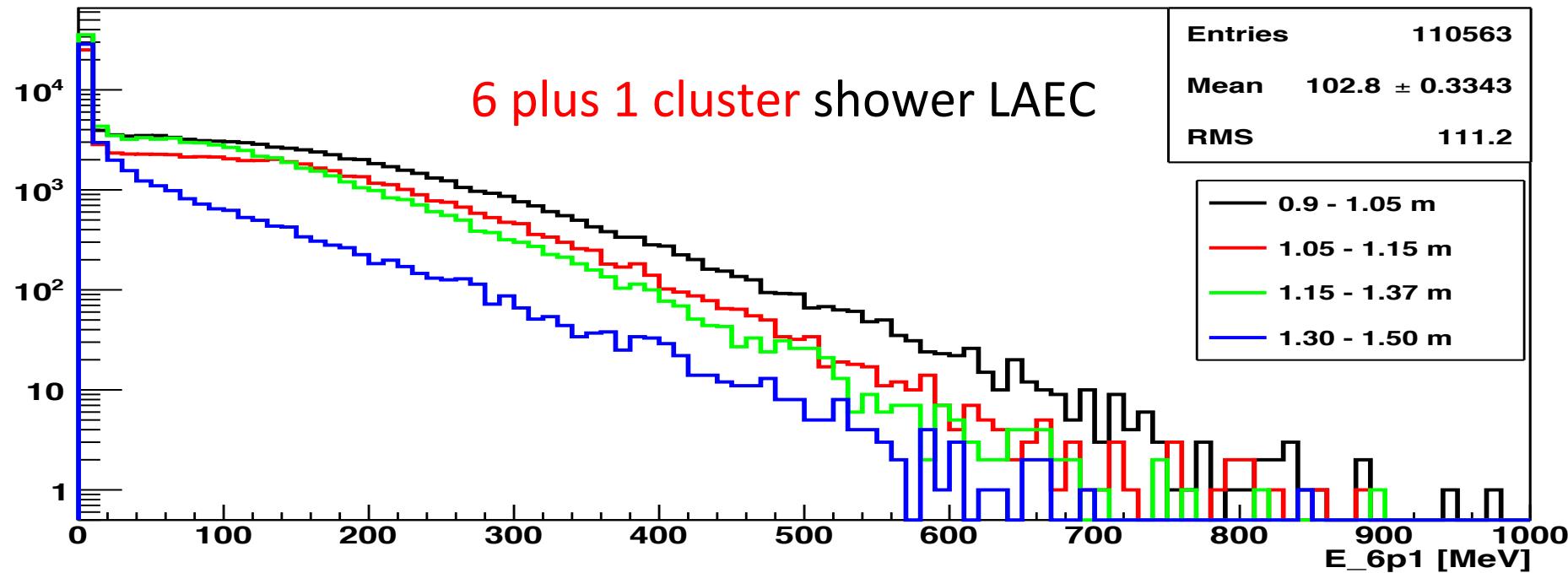
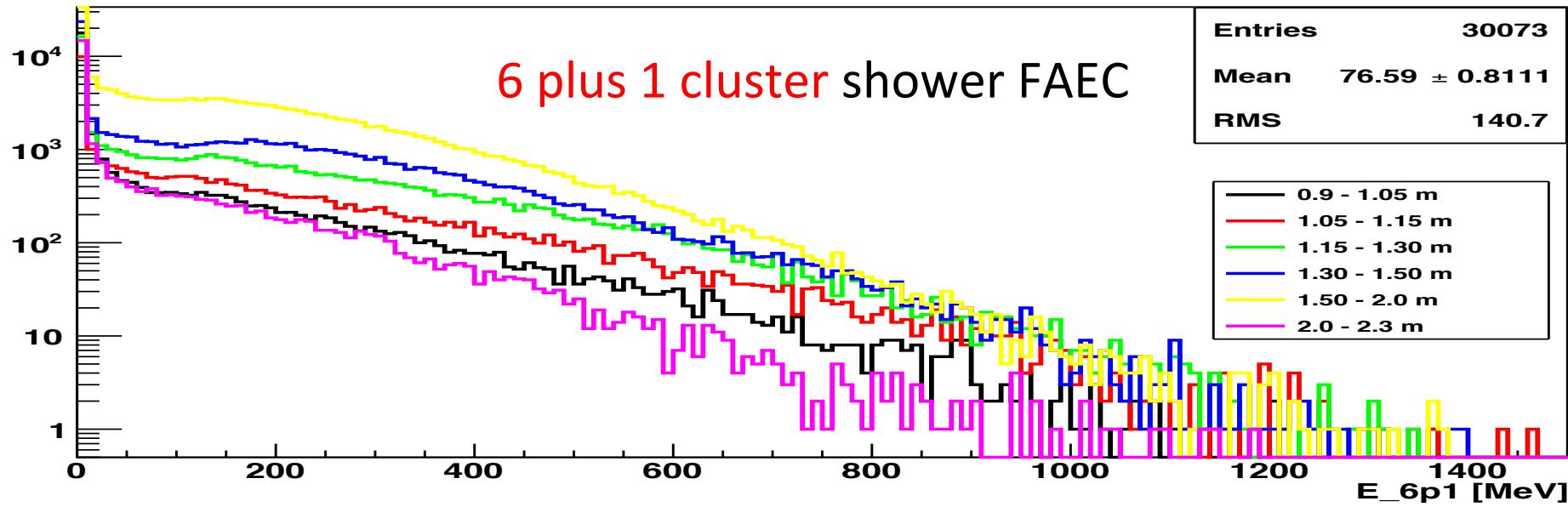
11 GeV e<sup>-</sup> beam SIDIS configuration



# $\pi^-$ Background Energy Spectrum at ECAL



# $\pi^0$ Background Energy Spectrum at ECAL



# $\pi^+$ Background Energy Spectrum at ECAL

