

Island algorithm update

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- Algorithm based on Lednev, IHEP 93-153
- Shower profile modeled by function:
 - Lead tungstate: $b=0.31$ cm, $d=2.05$ cm
 - Lead glass: $b=0.72$ cm, $d=4.0$ cm
- Energy within a single block:

$$f(r) = \frac{ab}{2\pi} (r^2 + b^2)^{-3/2}$$

$$F(x, y) = \frac{a}{2\pi} \arctan \left(\frac{xy}{b\sqrt{b^2 + x^2 + y^2}} \right)$$

$$G(x, y) = F \left(x + \frac{d}{2}, y + \frac{d}{2} \right) - F \left(x - \frac{d}{2}, y + \frac{d}{2} \right) - F \left(x + \frac{d}{2}, y - \frac{d}{2} \right) + F \left(x - \frac{d}{2}, y - \frac{d}{2} \right)$$

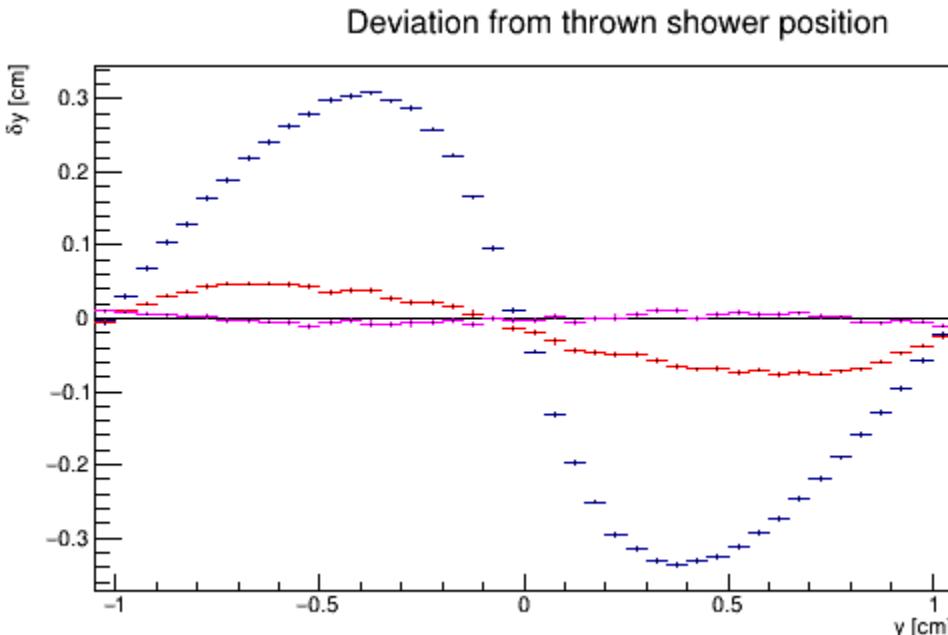
- Look for peaks within cluster of adjacent FCAL hits
- Fit with $G(x, y)$ to find (x_c, y_c) for each peak \Rightarrow photon shower
- Try to separate each peak into 2 photon candidates
 - Based on second moments of energy distribution in x and y
 - Split if χ^2/ndf improves by some margin (configurable parameter)
- Control merging with cut on mass squared for pairs of photons

Island update and Island/Default algorithm comparisons

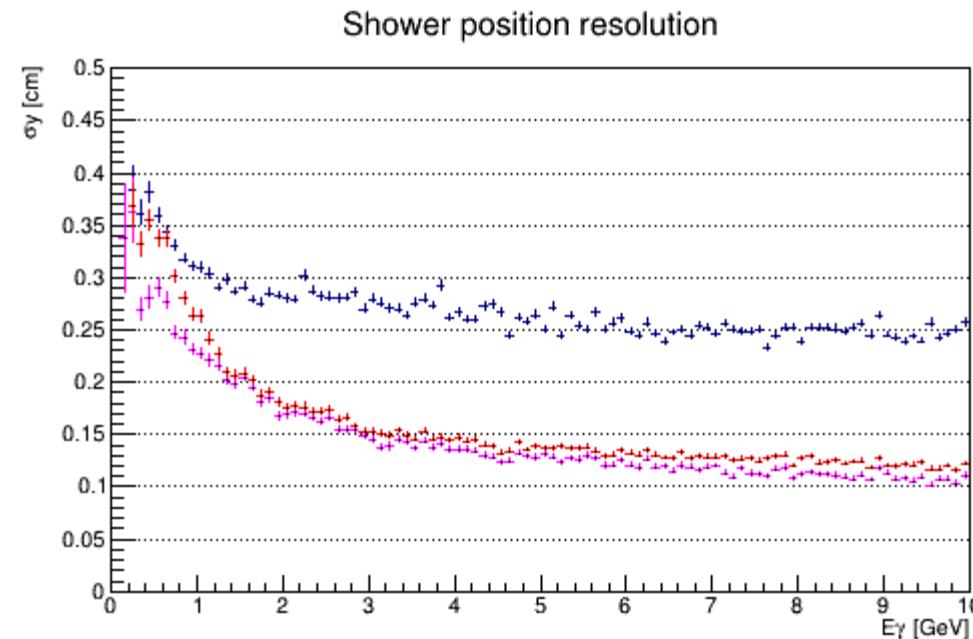
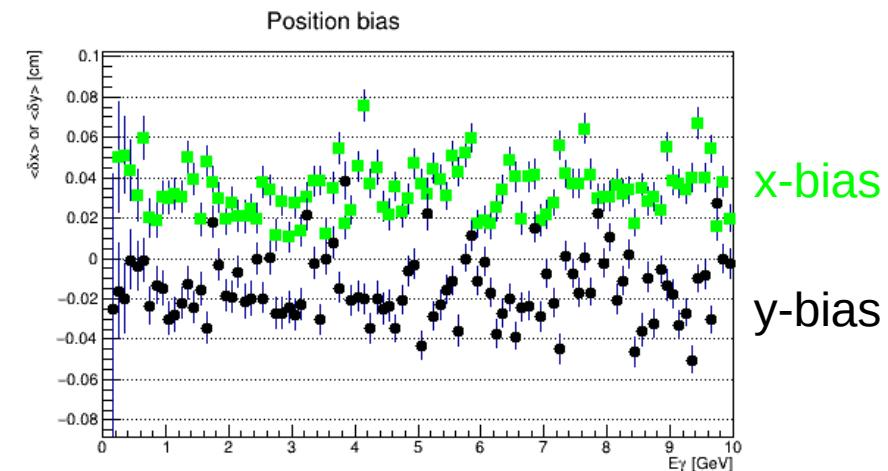
- Island algorithm updates

- Minimum number of iterations for χ^2 minimization = 10
- S-curve position correction: $\delta y_{corr} = p_1 \delta y (d^2/4 - \delta y^2) + p_2$
where $\delta y = y_{block} - y_c$

Single photon Insert study: $\theta=3^\circ$
 $(r=30\text{ cm})$



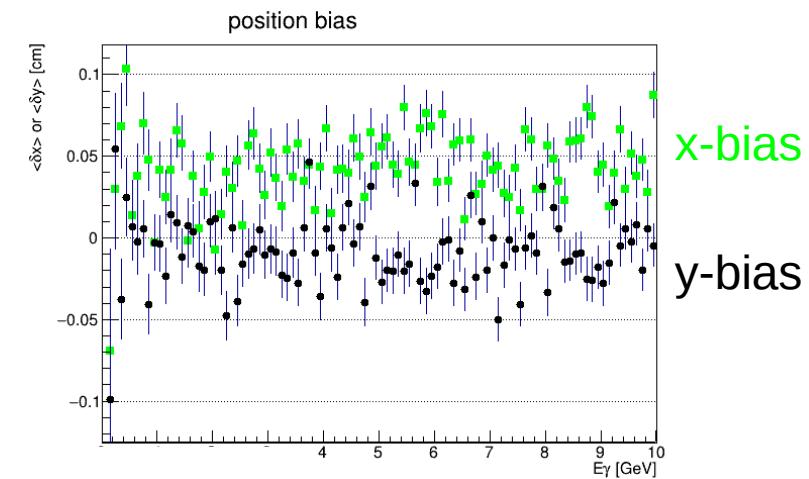
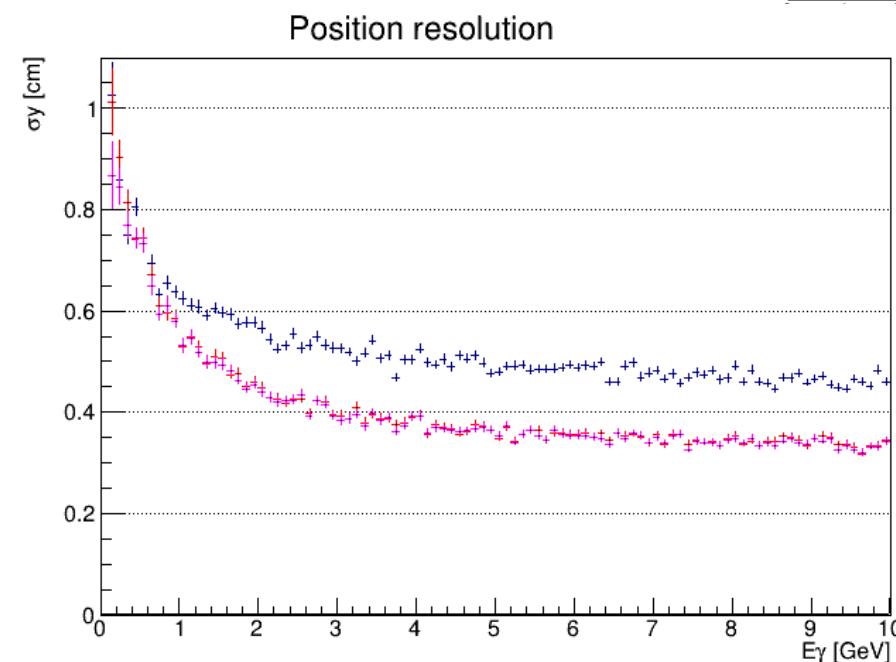
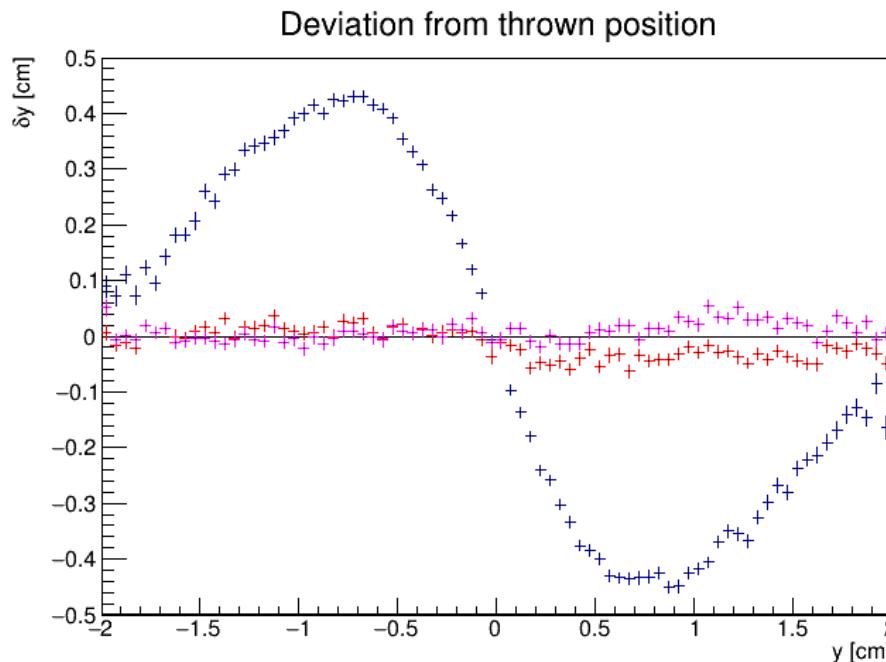
χ^2 margin=5
Mass cut= 5×10^{-5} GeV 2



Island/Default algorithm comparisons

Single photon Lead glass study:
 $\theta=6^\circ$ ($r=60$ cm)

χ^2 margin=5
Mass cut= 5×10^{-5} GeV 2



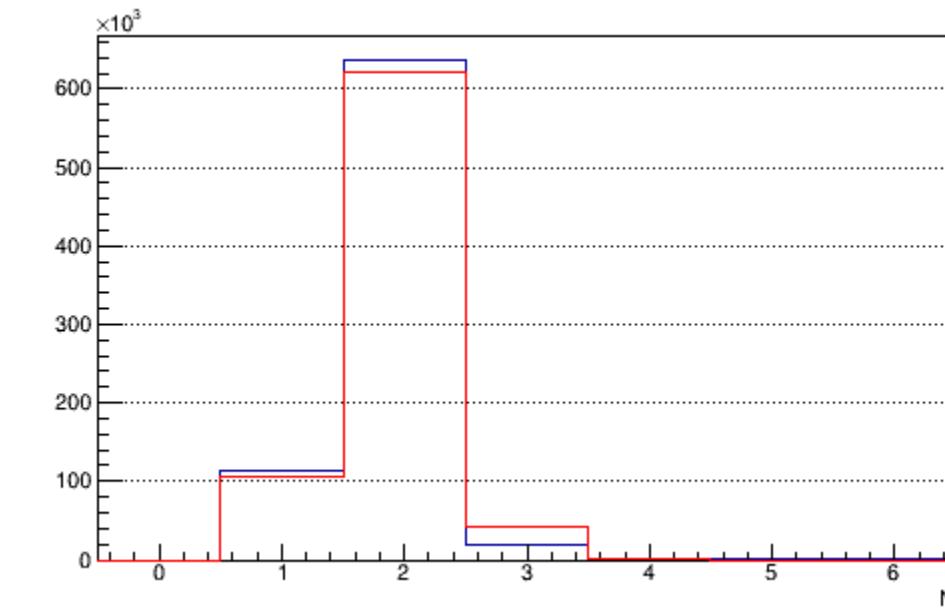
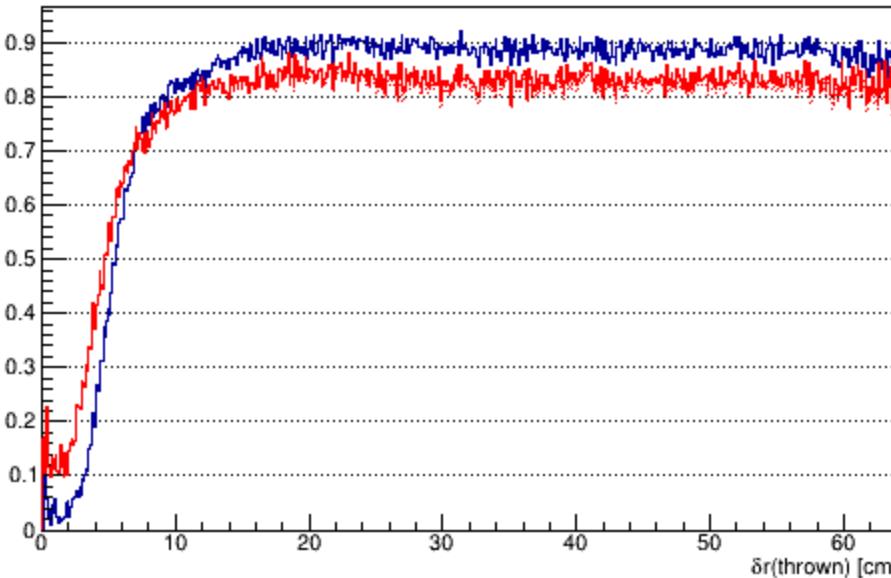
Default algorithm
Island algorithm
IA with S-curve correction

Two-cluster separation efficiency

- Throw 2 photons at $\sim 7^\circ$ with variable separations
- Require 2 reconstructed showers

DA

IA: (χ^2 margin=5, mass cut= 5×10^{-5} GeV 2)



Things to do

- Understand apparent (small) position bias
 - Study and improve S-curve correction
 - Try to understand 2-photon separation/split probability for LG region for IA
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- Implement realistic staggered geometry

