

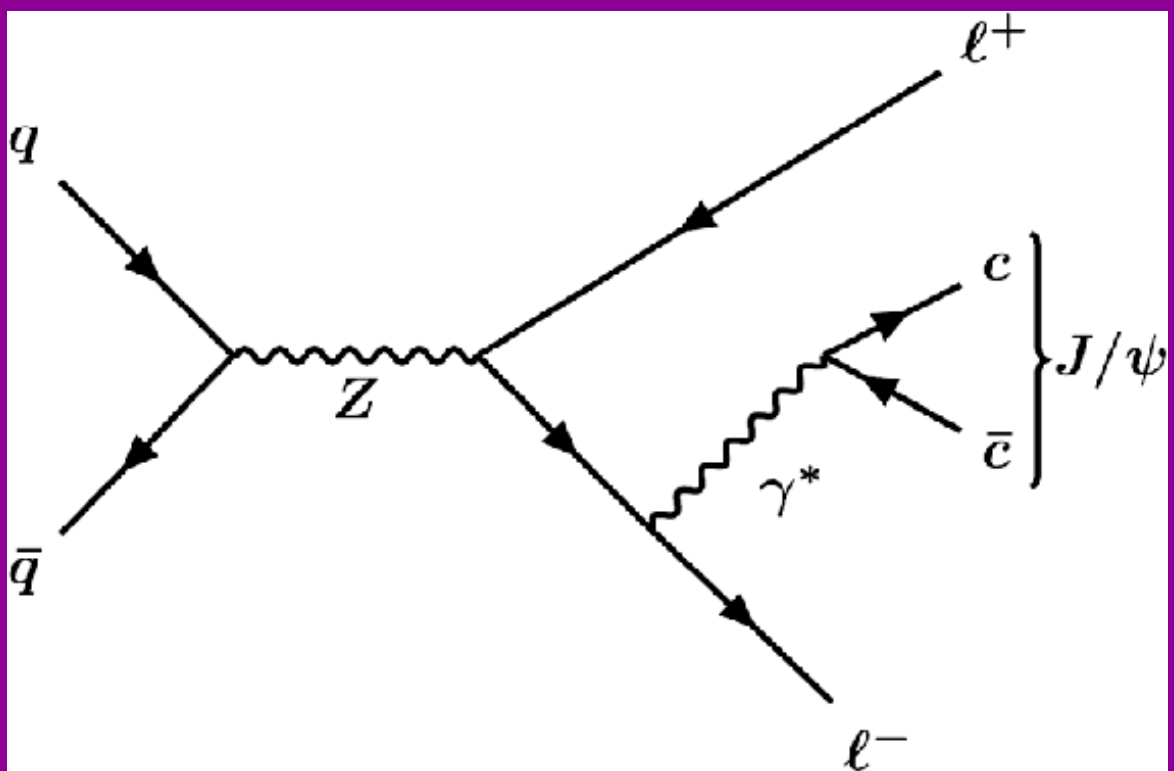
# Assess recons det

Joseph Touzet  
Supervised by

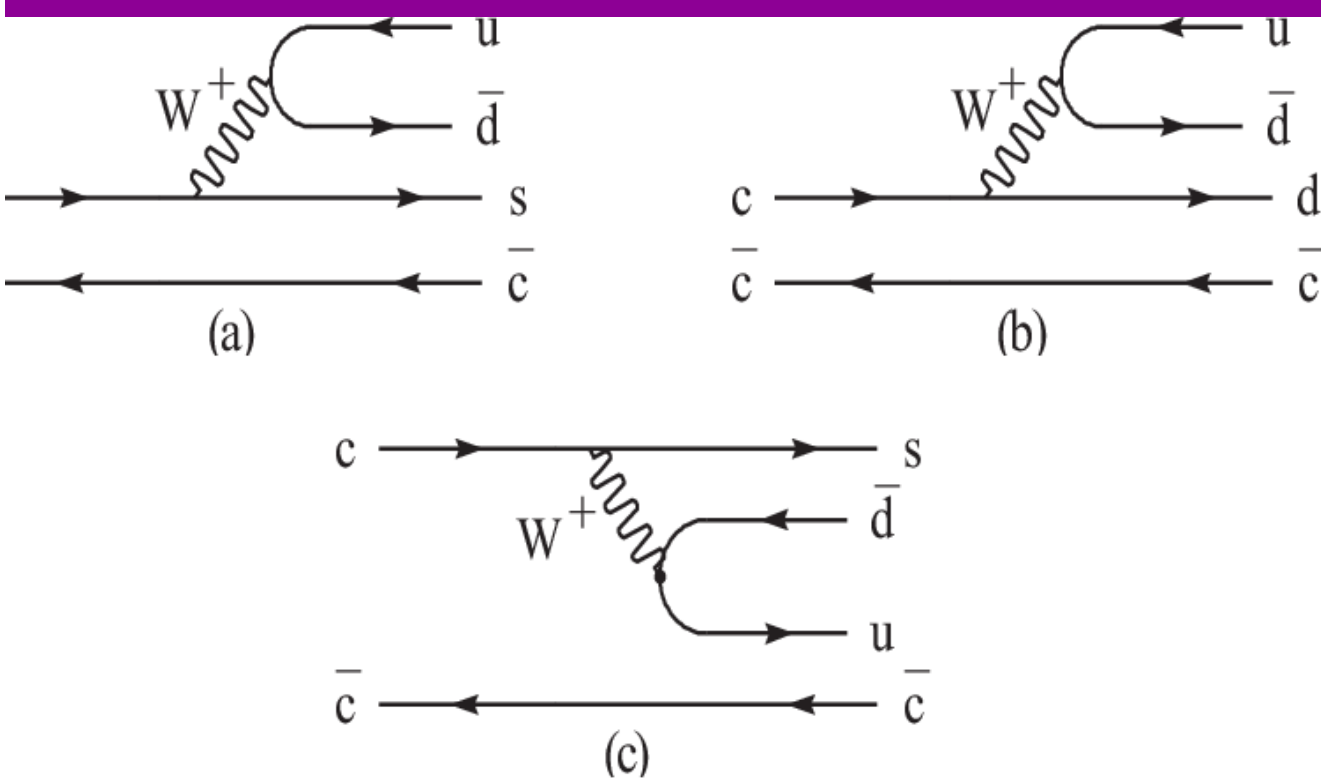
# Design and Construction of Detector Phase

master interns  
Florian Damas

# 1. Collisions



# 3. Phase 2 vs



# S Run 3

# Optimizing within LHC Phase 2 upgrade

hip

and Matthew N

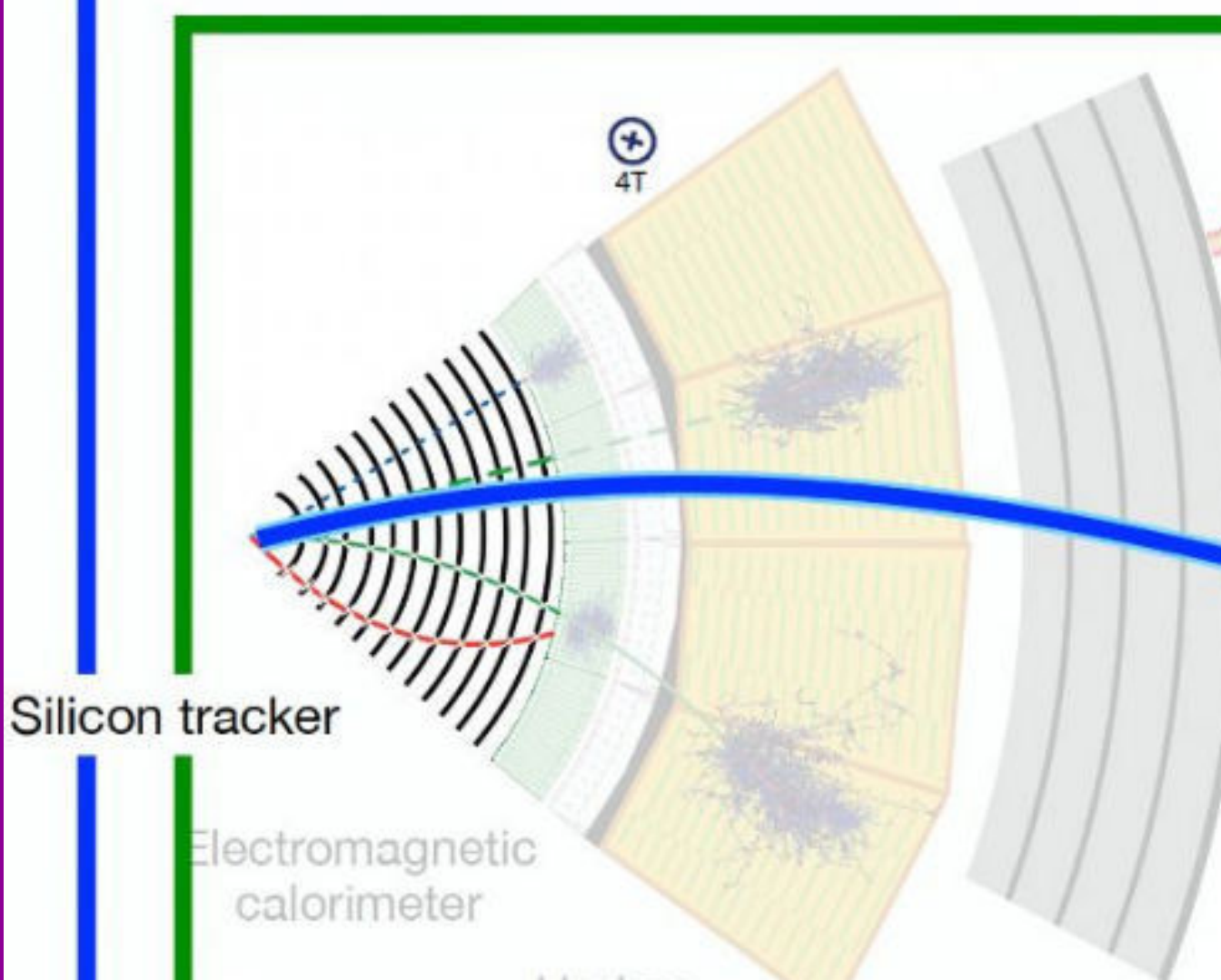
**muon  
's CMS  
ate**

**guyen**

# 2. Detecting

Global

## Tracker muon



# muons

## 1 muon

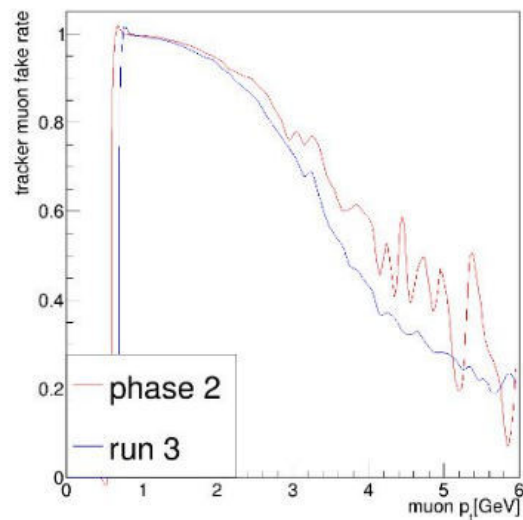
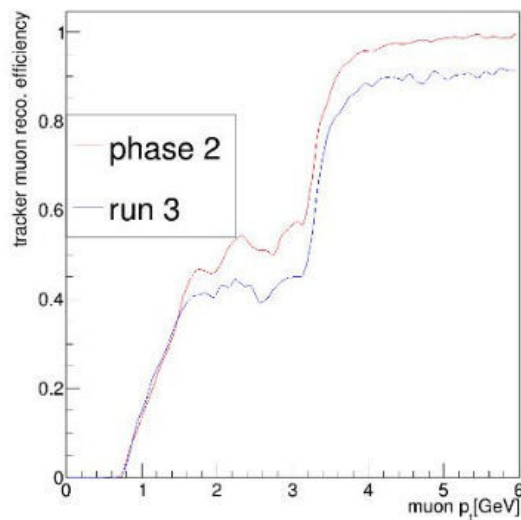
### Standalone muon





# Phase 2 Improvement

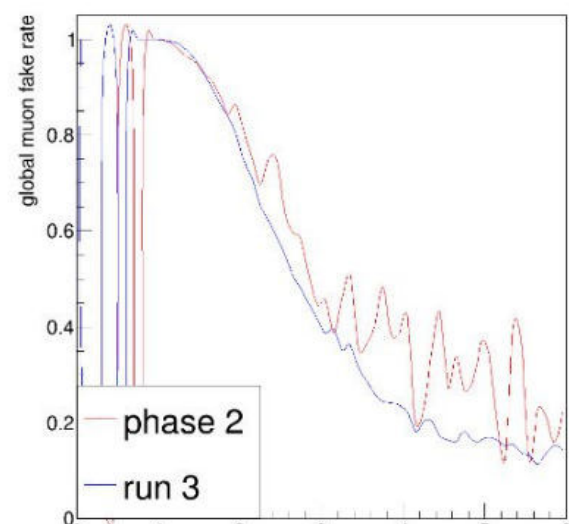
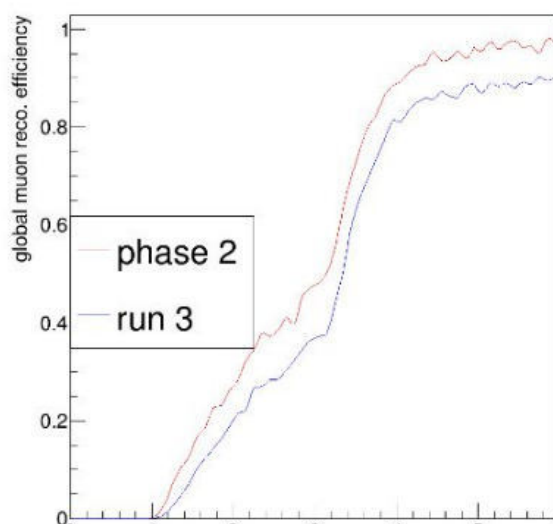
## Pb-Pb collision: t



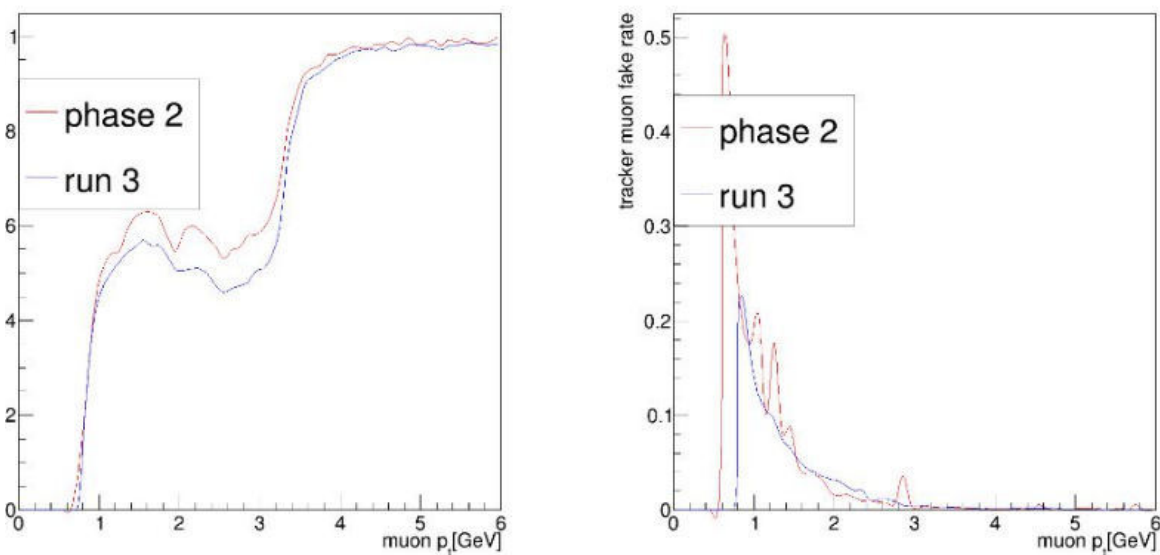
Phase 2 vs Run 3 embedded,  
10% highest track count

# Phase 2 improvement

## Pb-Pb collision:

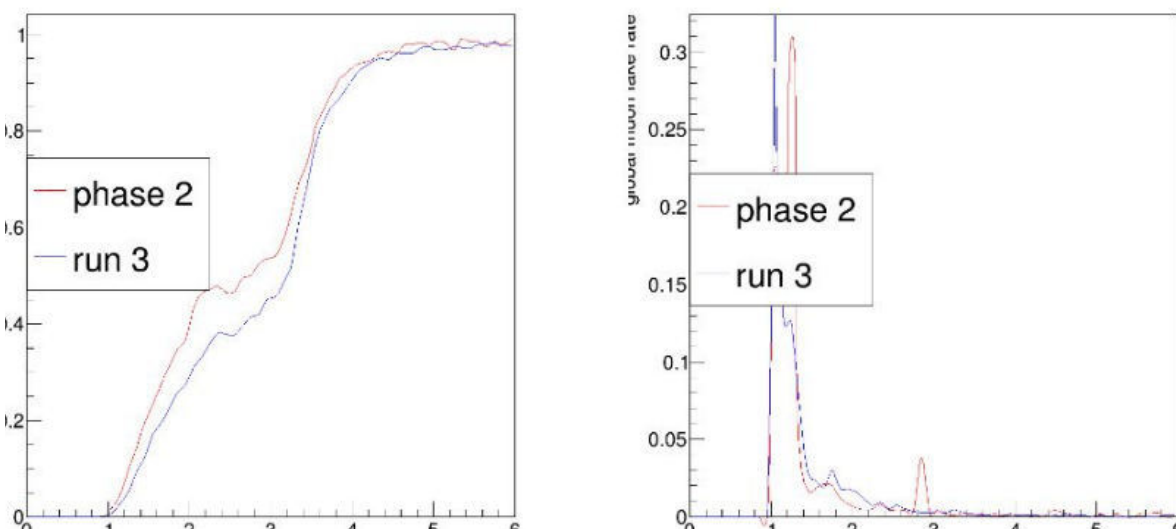


# ent over Run 3 for tracker muons



Phase 2 vs Run 3 embedded,  
10% lowest track count

# ent over Run 3 for global muons



Phase 2 vs Run 3 embedded,  
10% highest track count

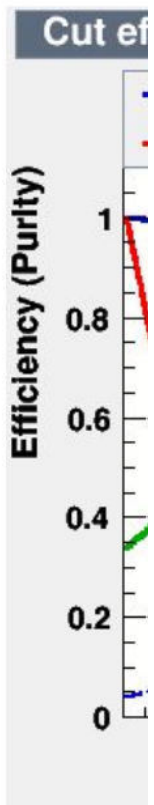
# 4. Optimizing

Improving the fake rate  
TMVA Re

Variables used for classification:

- Reco\_mu\_nMuValHits\*
- Reco\_mu\_nTrkHits
- Reco\_mu\_nPixValHits
- Reco\_mu\_localChi2
- Reco\_mu\_pt
- Reco\_mu\_eta
- Reco\_mu\_dxy
- Reco\_mu\_dz
- nPV
- Reco\_mu\_nMatches\*

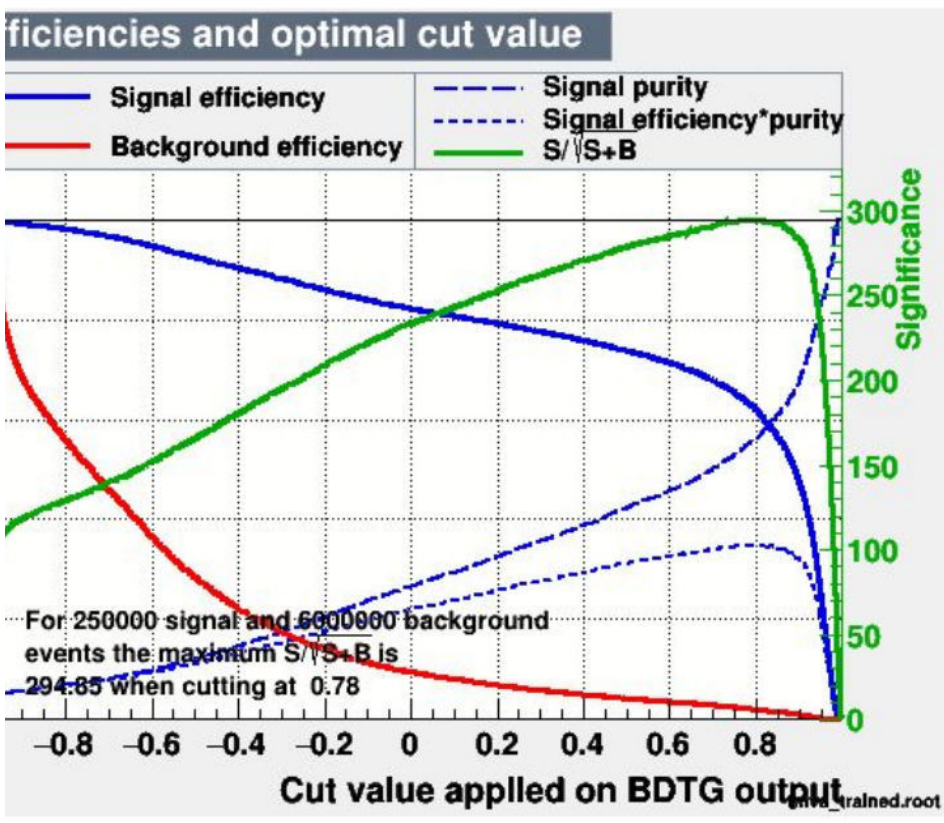
\*not well defined as they don't included data  
from GEM for now

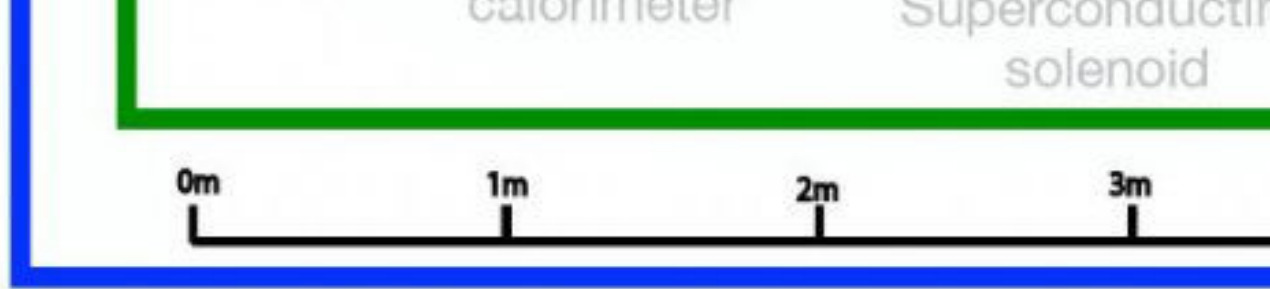


Phase 2 vs Run 3 embedded,  
10% lowest track count

# y selection

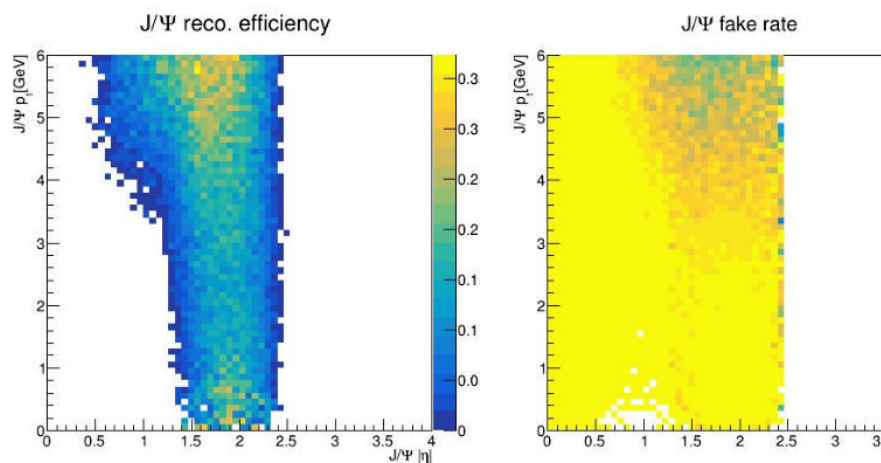
te of GEM muons:  
results





# 5. Improvment

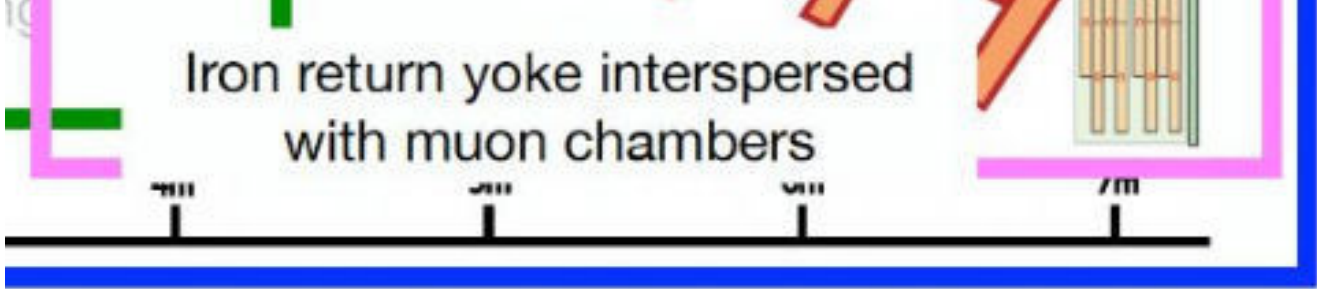
Improving the fake  
 $J/\Psi$  reconstruction



$J/\Psi$  reconstruction for phase 2  
 Without ID\*

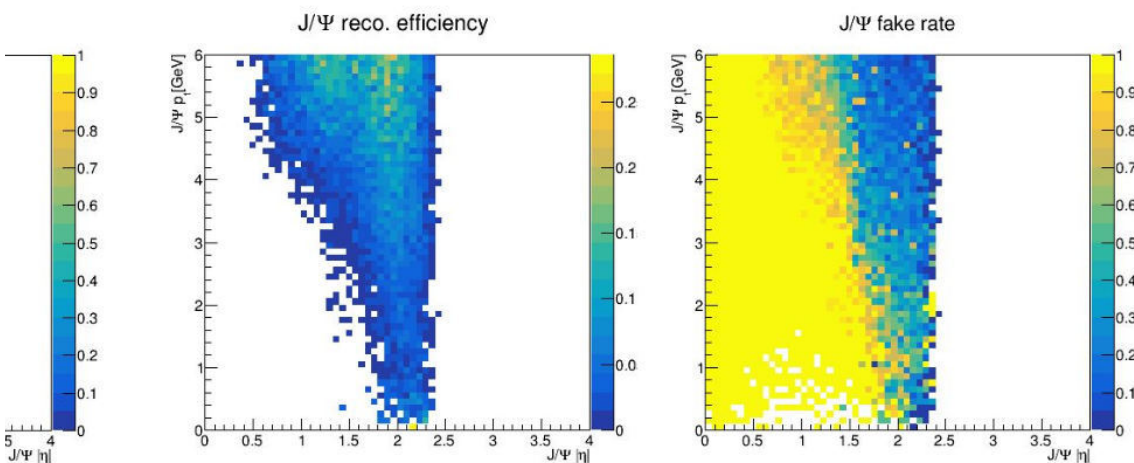


Iron return yoke interspersed  
with muon chambers



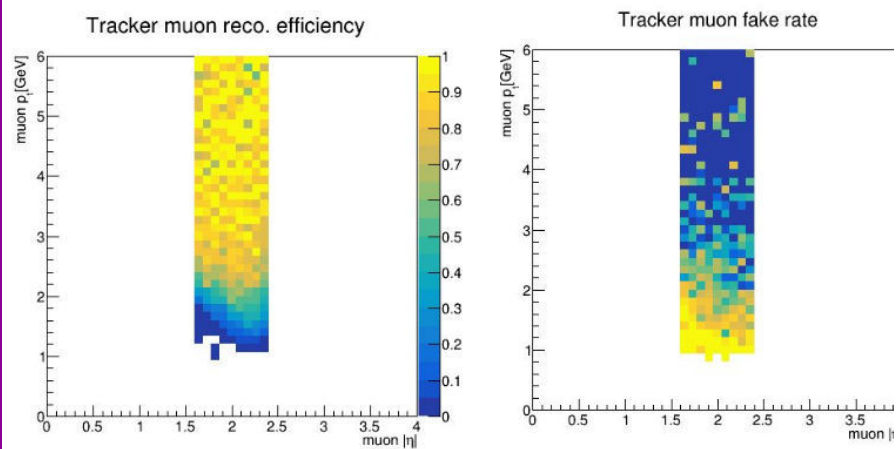
# ments

ke rate of GEM muons:  
ction improvements



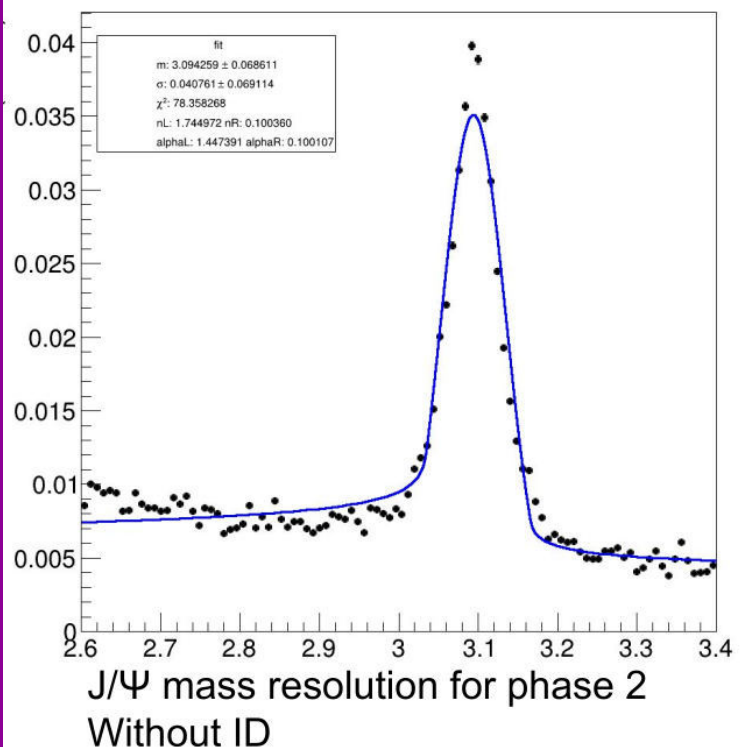
J/Ψ reconstruction for phase 2  
With ID\*

# Improving the fake Muon reconstruction

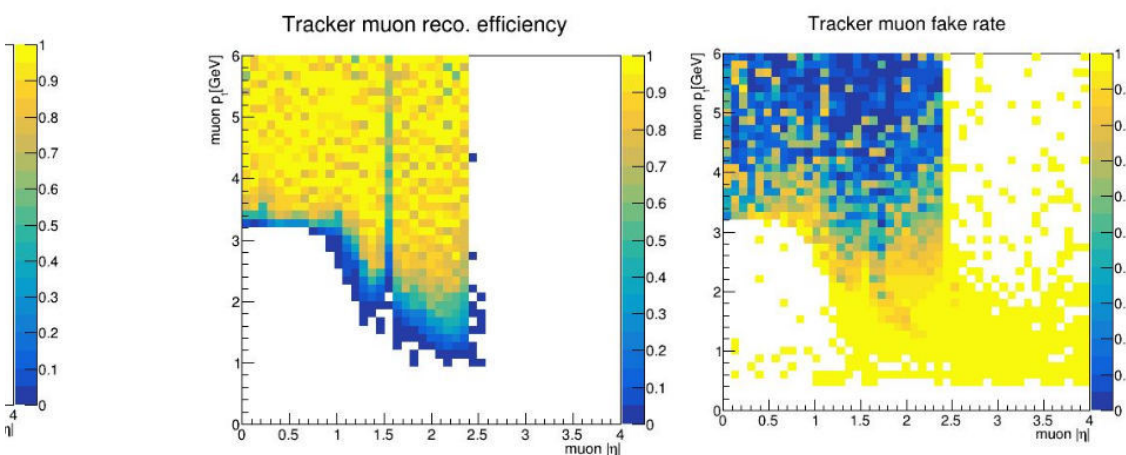


GEM reconstruction efficiency and fake rate after ID

# Improving the fake $J/\psi$ reconstruction



# fake rate of GEM muons: reconstruction improvements



Reconstruction efficiency and fake rate after ID for all muons

# fake rate of GEM muons: reconstruction improvements

