



Multiple Scattering in FastSim, for Muon Alignment

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Why are we interested?

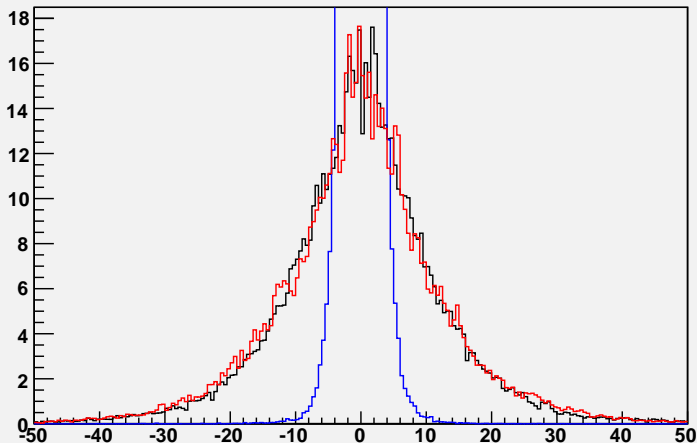
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- ▶ Want to study track-based alignment procedures for muon system (tracker alignment group is interested, too)
- ▶ CSA08 FullSim only allows us to test 1 and 10 pb^{-1} , but alignments from up to 100 pb^{-1} are interesting for physics studies
- ▶ In real life, we would align with all muons above a given p_T cut, not just W and Z muons: prohibitive for FullSim (without a $10\times$ CSA08!)
- ▶ All the simulation needs to get right for alignment: residuals distributions on each alignable
- ▶ Multiple scattering is essential!
(Factor of N in stdev of chamber residual distribution fakes a factor of $1/N^2$ in statistics)



MB station 1 x residual (mm)

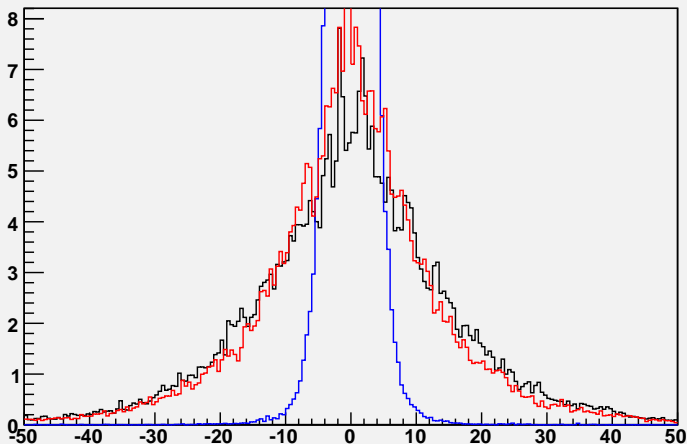


Black: FullSim, Red: new FastSim, Blue: FastSim without MS

Local x (global $r\phi$) residuals for tracks propagated from tracker to MB1



MB station 2 x residual (mm)

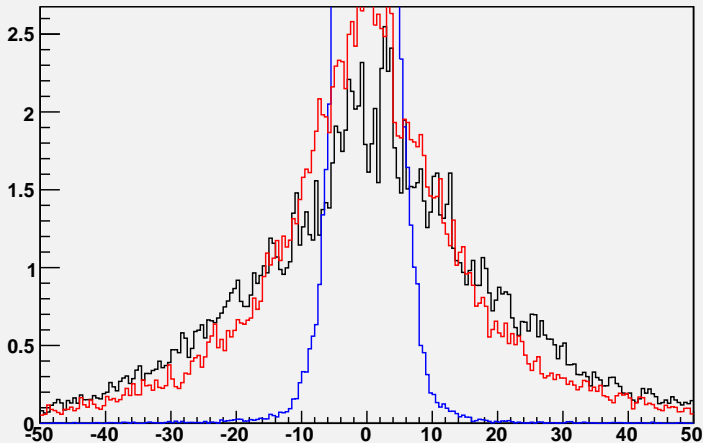


Black: FullSim, Red: new FastSim, Blue: FastSim without MS

Local x (global $r\phi$) residuals for tracks propagated from tracker to MB2



MB station 3 x residual (mm)

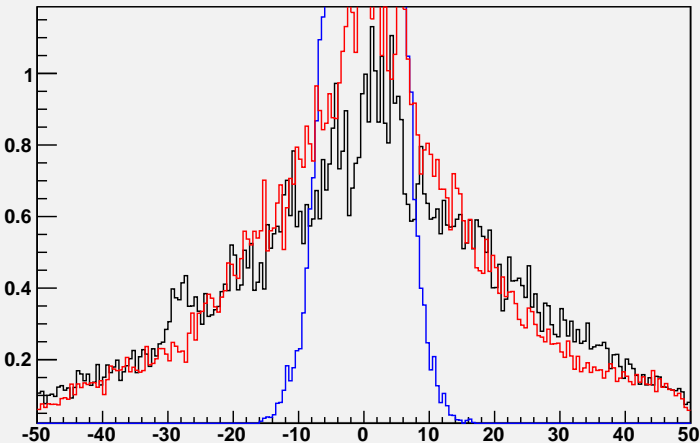


Black: FullSim, Red: new FastSim, Blue: FastSim without MS

Local x (global $r\phi$) residuals for tracks propagated from tracker to MB3



MB station 4 x residual (mm)



Black: FullSim, Red: new FastSim, Blue: FastSim without MS

Local x (global $r\phi$) residuals for tracks propagated from tracker to MB4

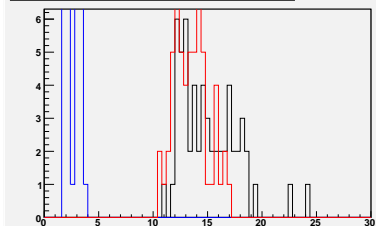
Chamber-by-chamber stdev

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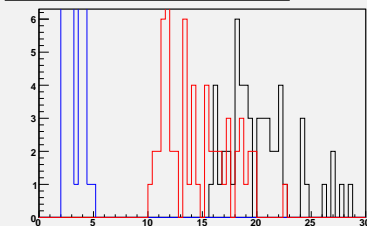


One histogram entry per chamber, one station per plot

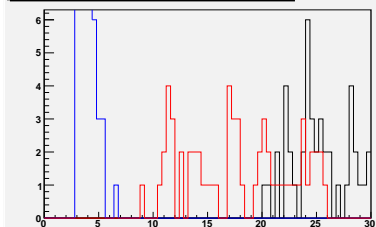
MB station 1 weighted stdev x residual per chamber (mm)



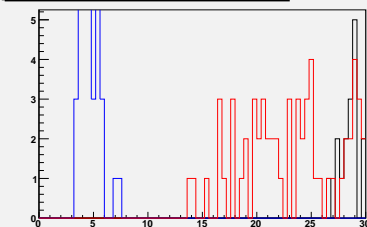
MB station 2 weighted stdev x residual per chamber (mm)



MB station 3 weighted stdev x residual per chamber (mm)



MB station 4 weighted stdev x residual per chamber (mm)

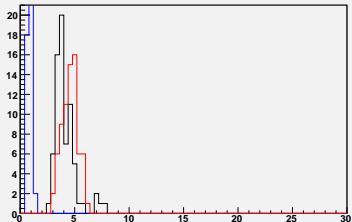


Black: FullSim, Red: new FastSim, Blue: FastSim without MS

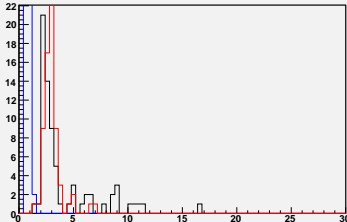


One histogram entry per chamber, one station per plot

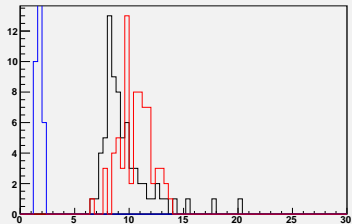
ME1/1 weighted stdev x residual per chamber (mm)



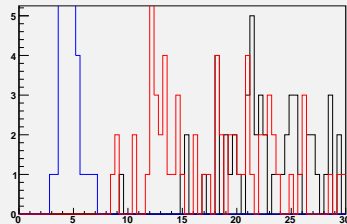
ME1/4 weighted stdev x residual per chamber (mm)



ME1/2 weighted stdev x residual per chamber (mm)



ME1/3 weighted stdev x residual per chamber (mm)



Black: FullSim, Red: new FastSim, Blue: FastSim without MS

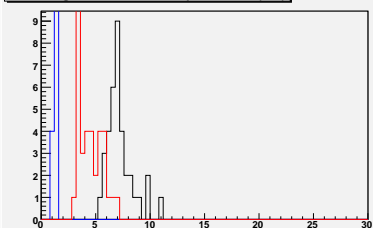
Endcap station 2 and 3

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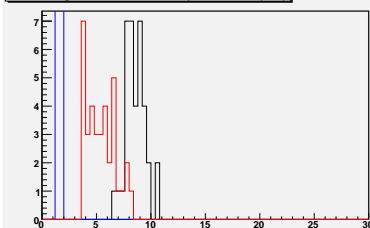


One histogram entry per chamber, one station per plot

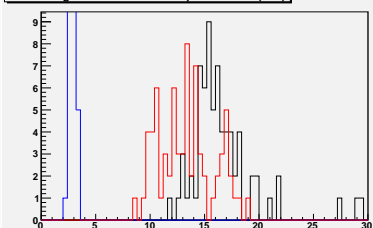
ME2/1 weighted stdev x residual per chamber (mm)



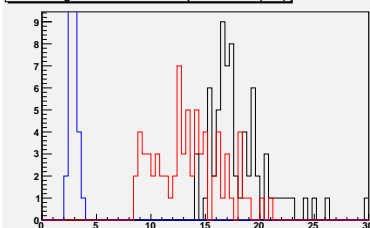
ME3/1 weighted stdev x residual per chamber (mm)



ME2/2 weighted stdev x residual per chamber (mm)



ME3/2 weighted stdev x residual per chamber (mm)



Black: FullSim, Red: new FastSim, Blue: FastSim without MS

- ▶ First implementation of multiple scattering in FastSim is a big improvement over 1_8_4!
- ▶ Still underestimated in outer barrel
- ▶ Slightly underestimated in ME1/1 and ME1/2, slightly overestimated in some other endcap stations

