Simulation for small angle background and compare with data







Red = without vacuum box, beam pipe, etc, ... Blue = with vacuum box, beam pipe, etc, ...

Difference relative to reference

Yield drop due to multiple scattering

Red = source at down stream 0.5 meter Blue = target at 0. (reference)





Red = source at down stream **1.5** meter Blue = target at 0. (reference)

Difference relative to reference



Red = source at down stream **3.5** meter Blue = target at 0. (reference)

Difference relative to reference



Red = source at up stream **0.5** meter Blue = target at 0. (reference)

Red = source at up stream **4.5** meter Blue = target at 0. (reference)



Red = source at up stream **5.0** meter Blue = target at 0. (reference)

Difference relative to reference



Compare with data



scatt. angle (deg)

- down stream source won't introduce bump to the e-p yield
- The bump should be due to source at upstream >= 5.0 meters away, after subtraction, bump should disappear.
- Larger angle bin has lower background,

Summary:

possible reason: higher angle has better Z resolution --> better noise rejection possibly can be confirmed by introduce GEM and HyCal resolution into simulation

Background: seems need more work.