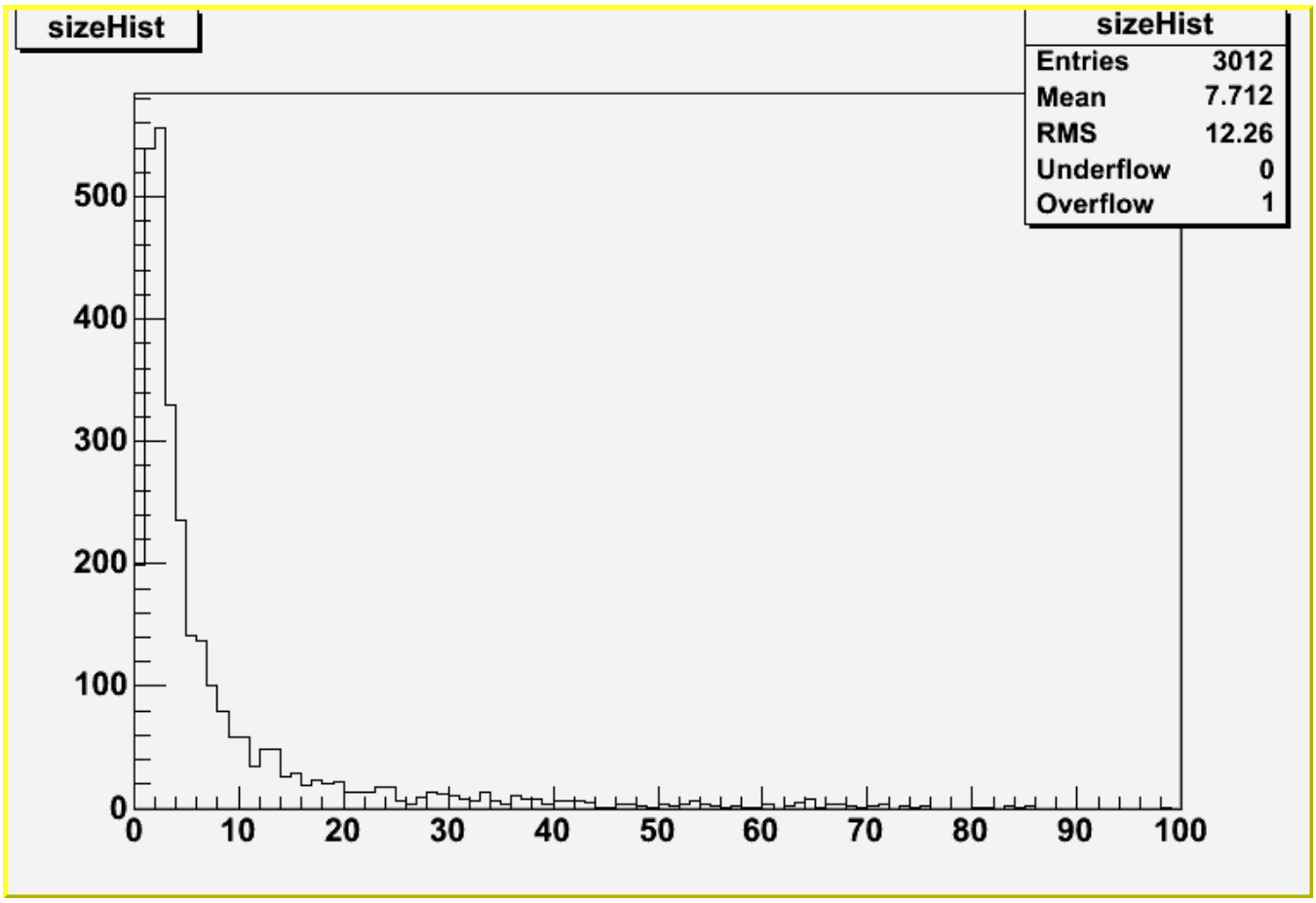
Leon_HI_TKR_digi



From: Rochester, Leon S. [lsrea@slac.stanford.edu]
Sent: Wednesday, March 08, 2006 11:48 AM
To: Mark Strickman
Subject: RE: digi size for heavy ion events

Hi Mark,

I did this in my own goofy way... I wrote out the size of each digi in my userAlg, and then stuffed them into a histogram externally.

So I would say there were no criteria. I ran CrHeavyIon out of the box and turned off the noise with:

ToolSvc.GeneralNoiseTool.occupancy = 0.0;
ToolSvc.GeneralNoiseTool.sigma = 0.0;

After that, I just plotted the size of all the digi objects (including those zeros, which I haven't gotten to work on yet.)

L.

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From: Mark Strickman [mailto:strickman@nrl.navy.mil]
Sent: Wednesday, March 08, 2006 4:19 AM
To: Rochester, Leon S.
Subject: Re: digi size for heavy ion events

Hi Leon,
Thanks! This will be a big help. I agree that "far and away" is not a good description here. I'll compare these to Andrey's results. What were the incident particles and trigger criteria (if any)?
Mark

Rochester, Leon S. wrote:
Hi Mark,

I had a spare half-hour, so I kludged up something to histogram the number of digis per layer.

First thing is to turn off the noise occupancy, since this generates ~50 single hits per event, whether or not the particle even hits the detector.

After doing that, I get the distribution above. I'm a bit surprised to see digis with zero hits. I'll need to look into that!

This is with the default settings for the RC and CC buffer limits.

So although 1 hit and 2 hit layers are most favored, I wouldn't say "far and away"...

L.

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