Beamspot Action Items

Current Action Items

Details below

- 1. Menu tests: setup additional chains and run them (David+Ignacio)
- 2. Detector configurations: check performance with individual Si layers off (David)
- 3. Pile-up validation: measure PV efficiency with multiple interactions (David+Ignacio's scripts)
- 4. Online vs. Offline beamspot comparison: compare both w.r.t. truth and w.r.t. offline (David)

Online Measurement

- Rainer+Philippe: Check out the track impact parameter algorithm and run it in athena. Look throught the histograms it produces and compare with the vertex algorithm.
- 2. David: Identify the set of histograms from the vertex algorithm that will be common with the impact-parameter algorithm. Encapsulate in a python class/method that can be executed from either algorithm.
- 3. David: Instantiate a second instance of the vertex algorithm with different parameters in the same job and make sure that the method produces two distinct sets. of histograms for both the algorithm-specific part as well as for the common part.
- 4. David+Rainer. Do a low-level check on how the gatherer handles statistics. Verify that the individual contributions add up correctly, including event weights and errors.
- 5. Rainer: Further discuss the pROS redistribution scheme with Benedetto, Per, Hans-Peter.
- 6. David: Measure performance with only the inner 1,2,3.. layers off in the SCT. Also, ask Andrea how to run SiTrack with requiring only 3 hits per track
- 7. David+Ignacio: Test different menu configurations
 - a. RND0_filled + FS_tracks: backup trigger for physics running
 - b. MBTX + FS_tracks: for van der Meer scans
 - c. Verify the actual configuration of the current unseeded FS_tracks menu (beamspot_vtx_fs_tracks)
- 8. David+Ignacio: Pile-up validation
 - a. Measure vertex finding efficiency in events with multiple interactions
 - i. 25ns, 450ns, no pile-up
 - b. Compare with offline vertices

Offline Validation

- 1. David: Compare online and offline measurements
 - a. Compare both online and offline with truth information
 - b. Compare online to offline event by event
 - c. Compare "beamspot": use full statistics for each
- 2. David+Rainer. Load our own online beamspot parameters for FDR2 and demonstrate how to access them from an offline job.

Completed or Closed Action Items

- David: Process the same (10?) ranges of FDR2 data that Juerg produced offline beamspot measurements for with the online algorithm and compare. Find/understand differences. Compare alignment and other conditions. Compare resolutions and see if they make sense.
 - a. This has now resorted to running the online and offline beamspot on the same data (not the FDR2 due to DB problems)
- David+Rainer. Identify a tool to retrieve+load beamspot parameters in the conditions database. Extract the offline numbers that Juerg had loaded previously.
 - a. One pair that works: Publishing with AtlCoolMerge and browsing with AtlCoolConsole
- 3. Philippe+David: Optimize track/cluster/vertex selection cuts, in particular for low luminosity phase.
- 4. David: Identify the location for adding xml so that beamspot histograms are displayed in online monitoring.
 - a. /moncfg/beamspot on the P1 central file server
- 5. Philippe+Rainer: Take the example of an existing xml file and tweak it to show some distributions from our vertex algorithm.
 - a. See: OhpNexus User Guide
- David+Rainer. Follow up with Tomasz on how the per lumi-block histograms are stored, in particular, on a path with the correct run number and under the /EXPRESS folder.
- 7. Alf: Play with the xml to see how much information can be extracted, e.g., mean, truncated mean, RMS, error on mean.
 - a. The "Configurator" that lets one create xml files
- 8. Philippe: Contact Davide Caforio about DIP interface. Find out what else is needed to transmit beamspot parameters.
 - a. Instructions for publishing data are here: Publishing via DIP
- 9. Rainer+Philippe: Greate a PVSS project for the beam spot and understand how to store and retrieve extracted parameters:## Some information here: Archiving in PVSS
 - a. No more need for this, as the PVSS interface and project will be handled by Central DCS