

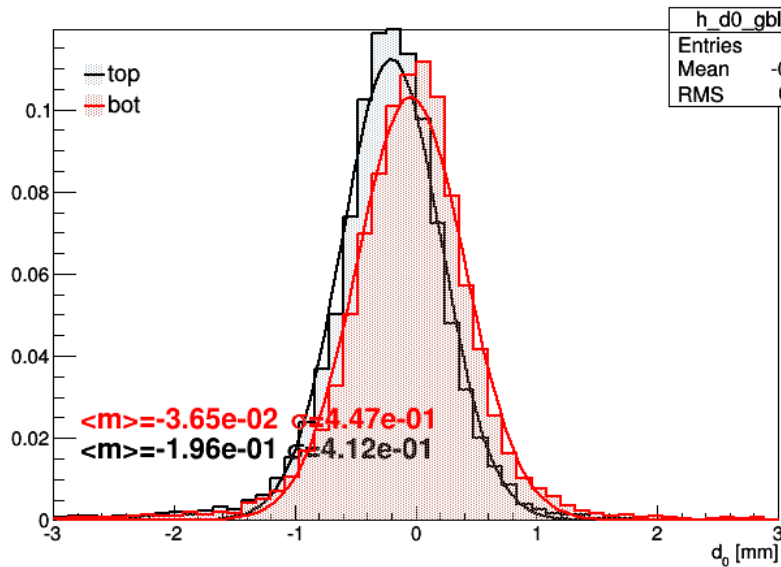
# Alignment: beamspot update

Per Hansson Adrian 10/20/2015

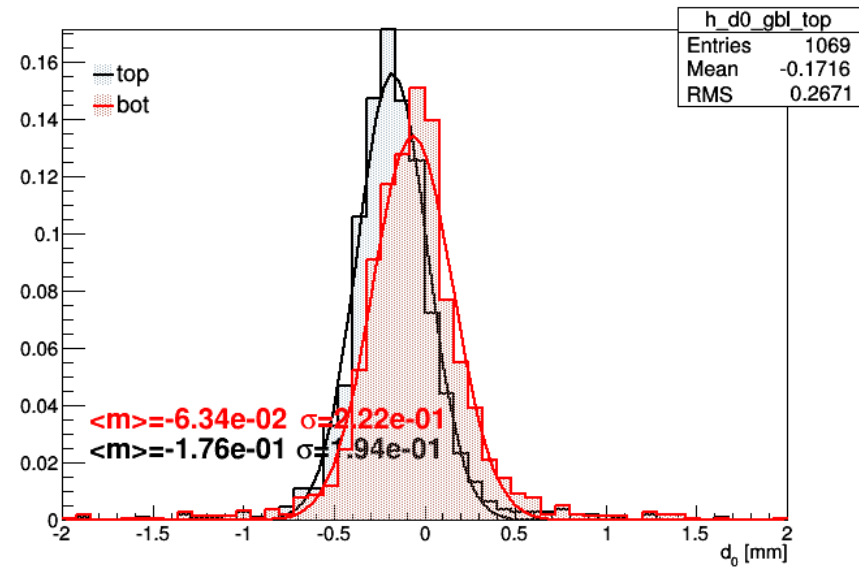
# Beamspot

Adjust beamspot sensors origin to average b/w top and bottom in z0 and d0

```
<beamspotScatAngle>0.005</beamspotScatAngle>  
<beamspotWidthZ>0.05</beamspotWidthZ>  
<beamspotWidthY>0.2</beamspotWidthY>  
<beamspotTiltZOverY>0.26</beamspotTiltZOverY>  
<beamspotPosition>0.0 -0.11 -0.05</beamspotPosition>
```



Diff= 159.5um

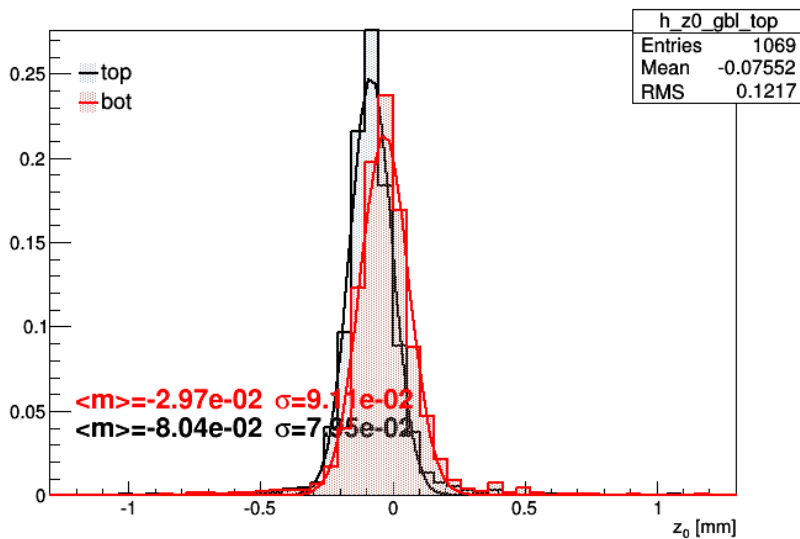


Diff= 112.6um

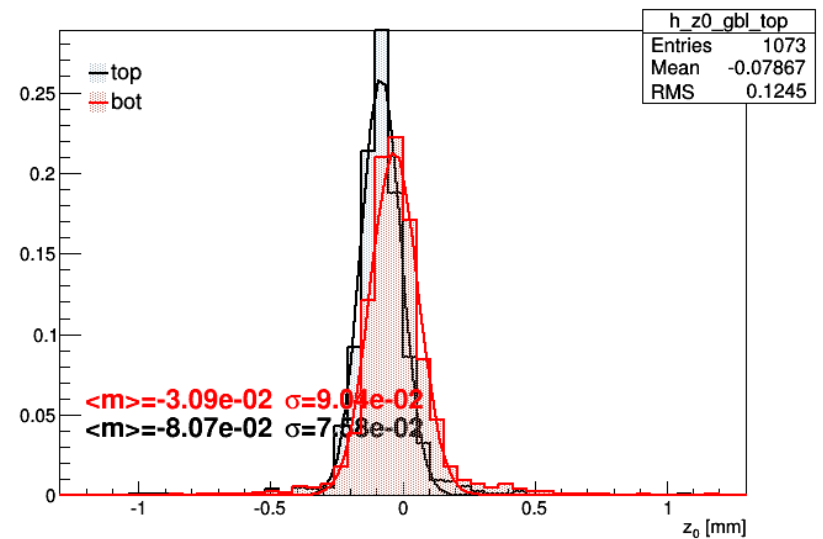
# Beamspot

Adjust beamspot sensors origin to average b/w top and bottom in z0 and d0

```
<beamspotScatAngle>0.005</beamspotScatAngle>  
<beamspotWidthZ>0.05</beamspotWidthZ>  
<beamspotWidthY>0.2</beamspotWidthY>  
<beamspotTiltZOverY>0.26</beamspotTiltZOverY>  
<beamspotPosition>0.0 -0.11 -0.05</beamspotPosition>
```



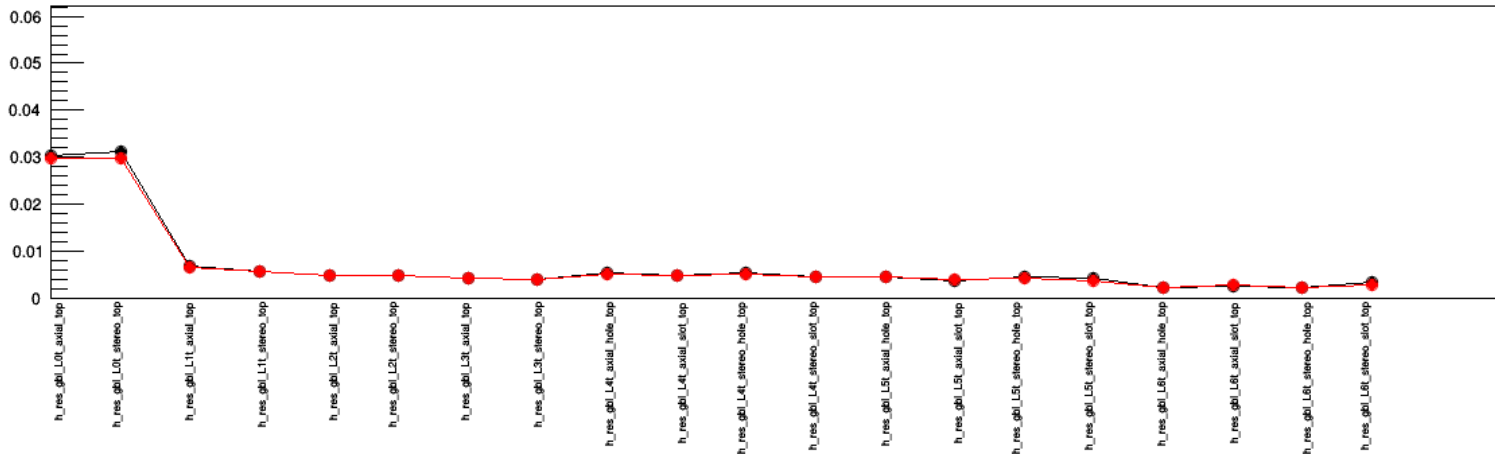
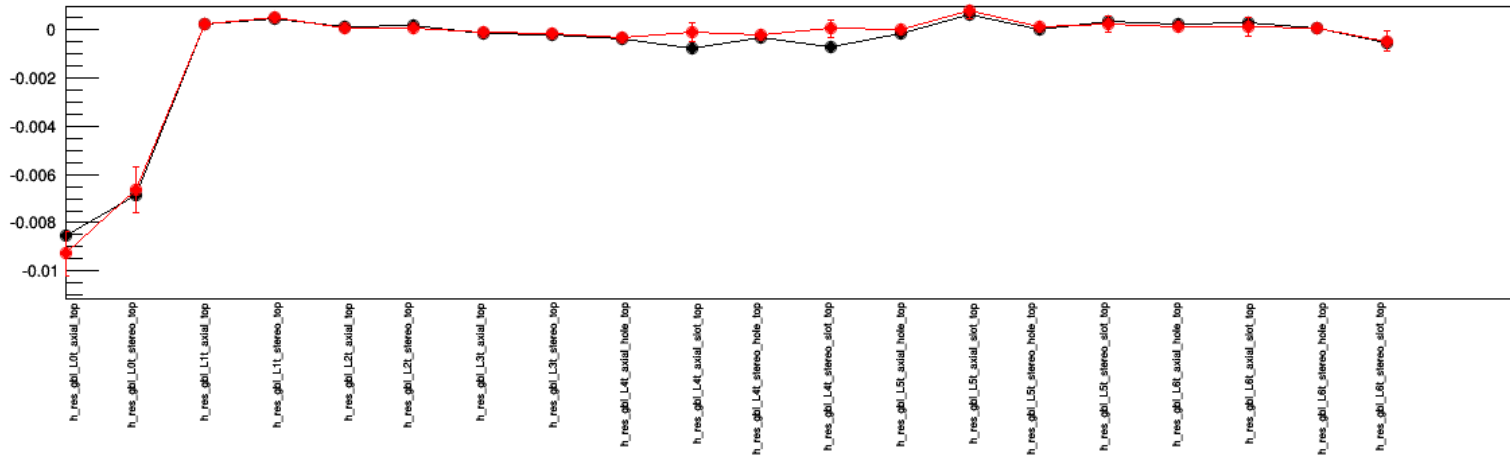
Diff= 50.7 $\mu$ m



Diff= 49.8 $\mu$ m

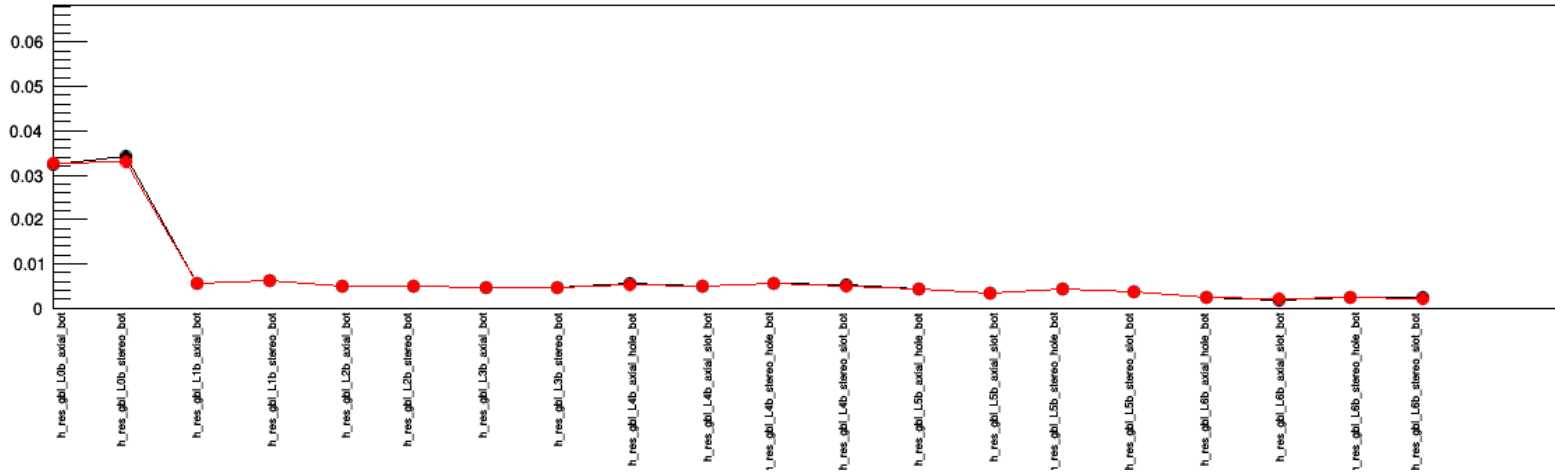
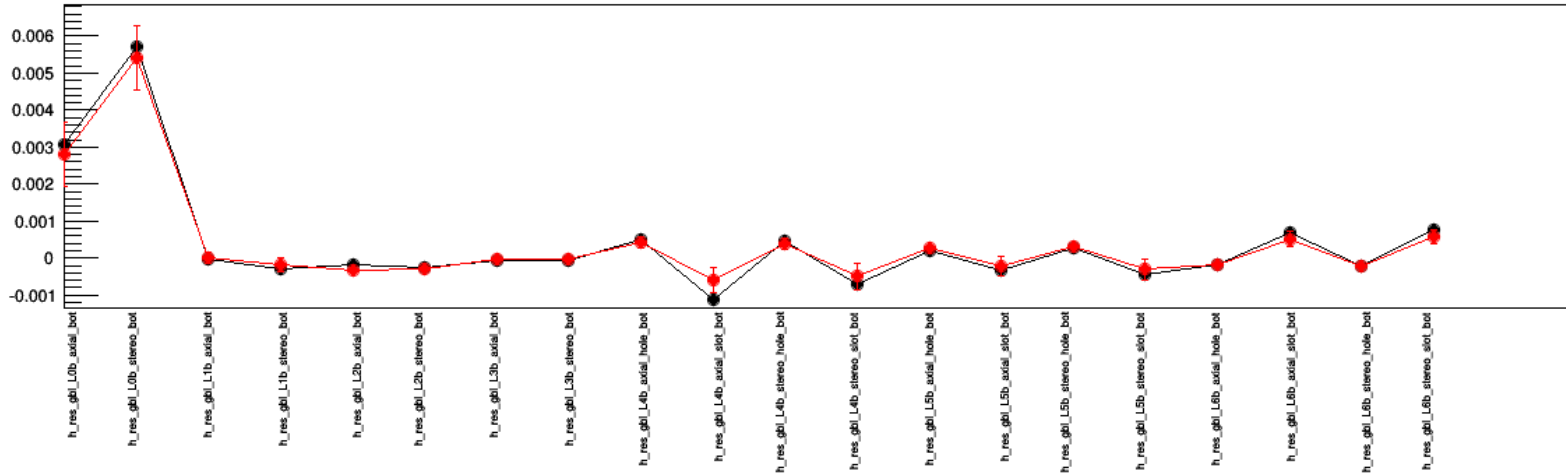
# Residuals GBL

top



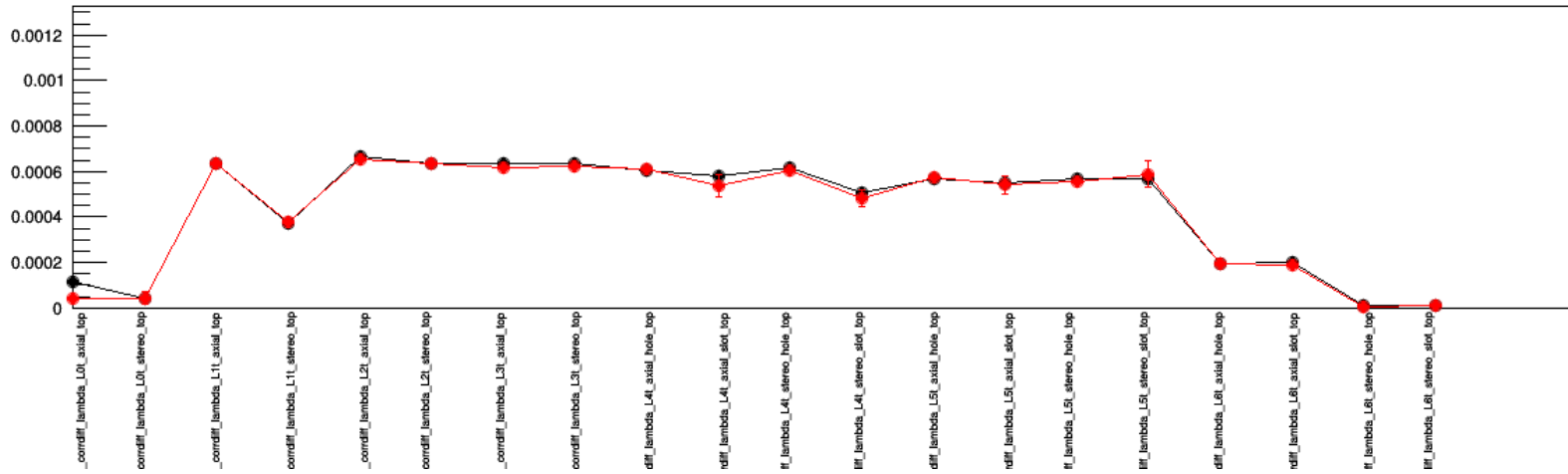
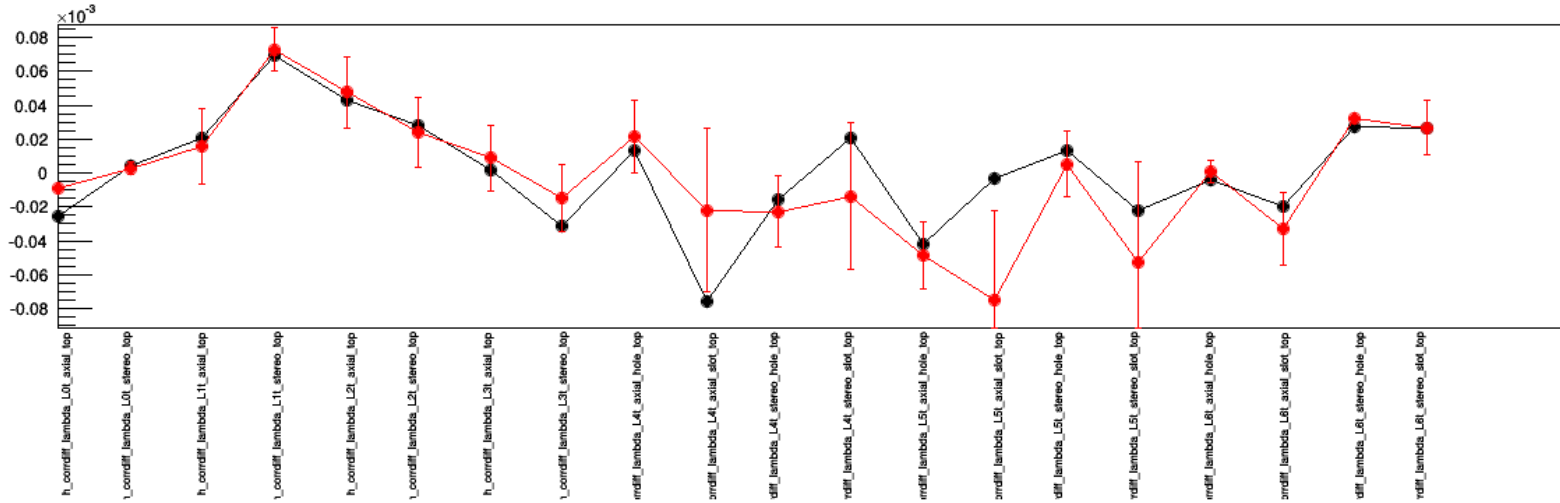
# Residuals GBL

bottom



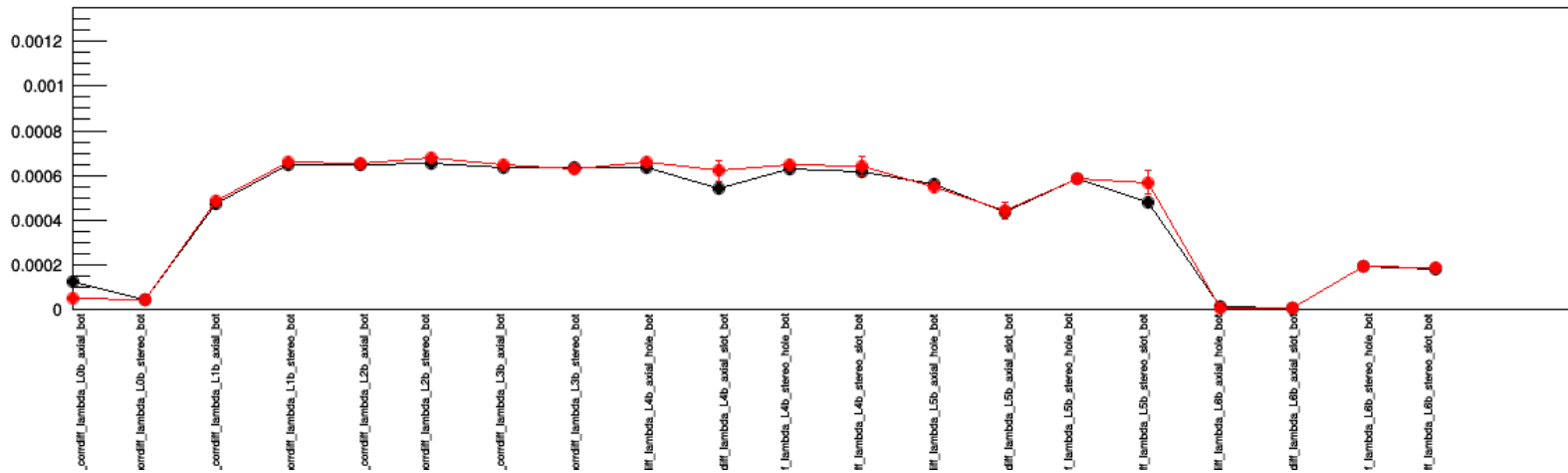
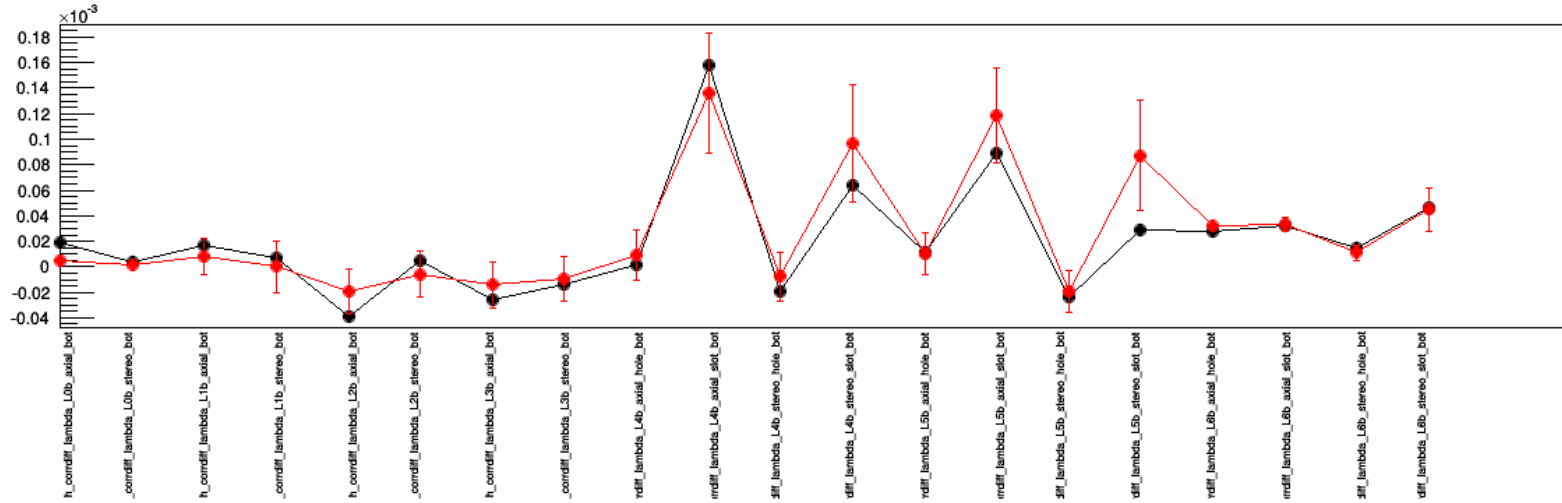
# Kinks GBL

## Top lambda



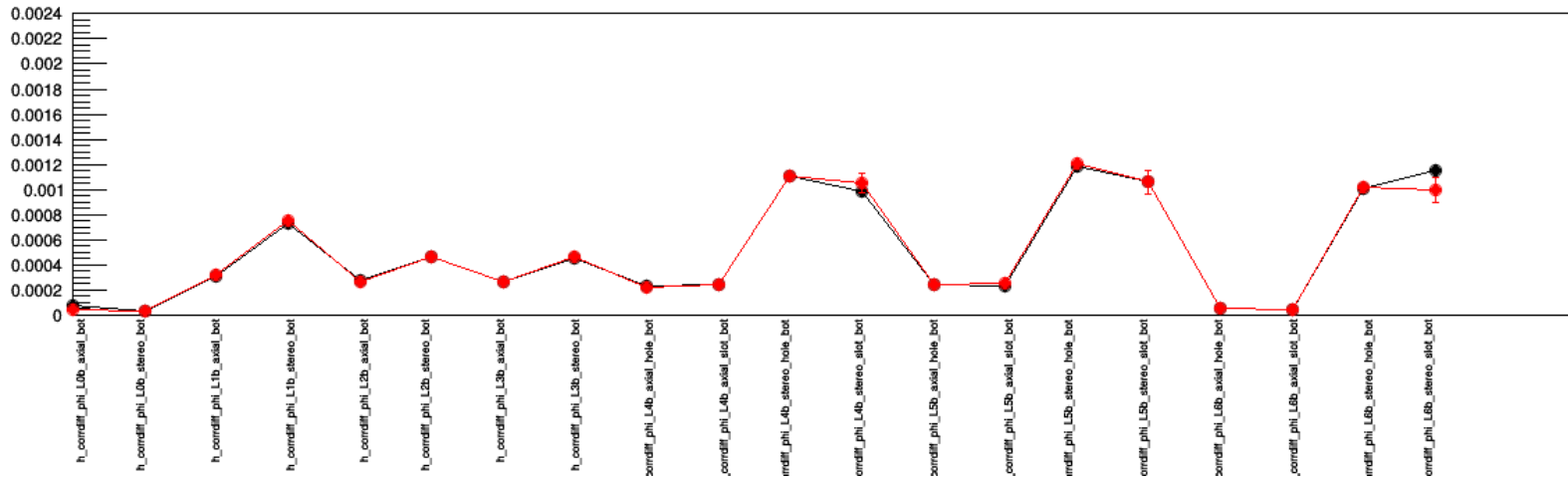
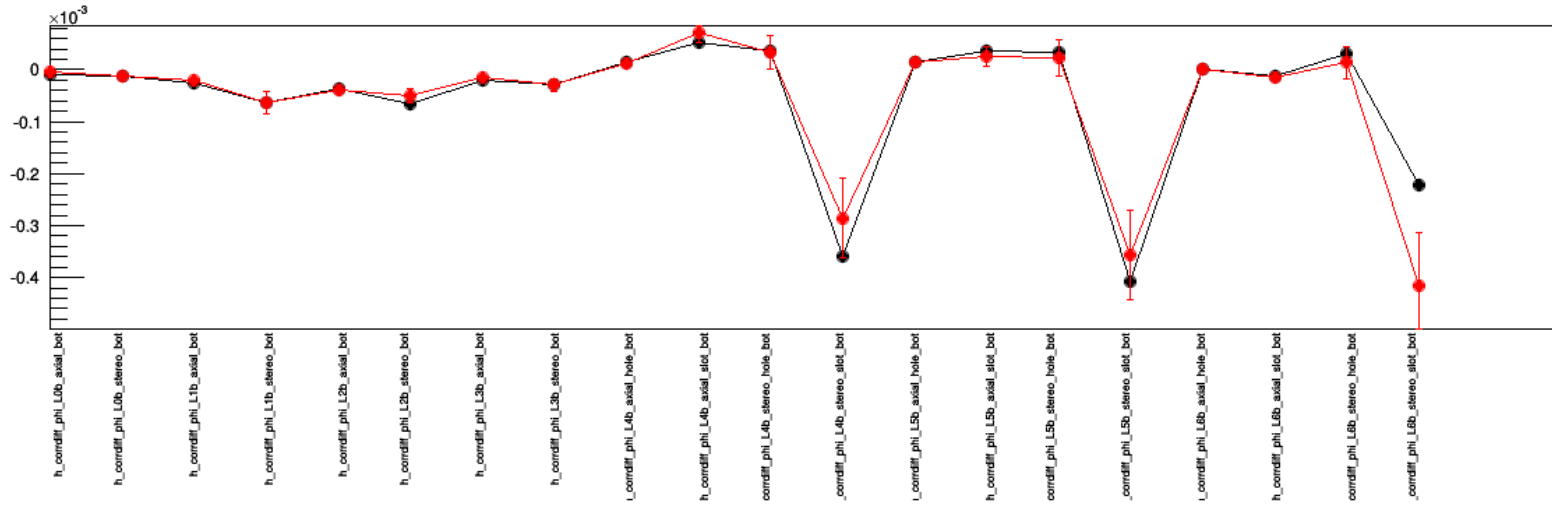
# Kinks GBL

## Bottom lambda



# Kinks GBL

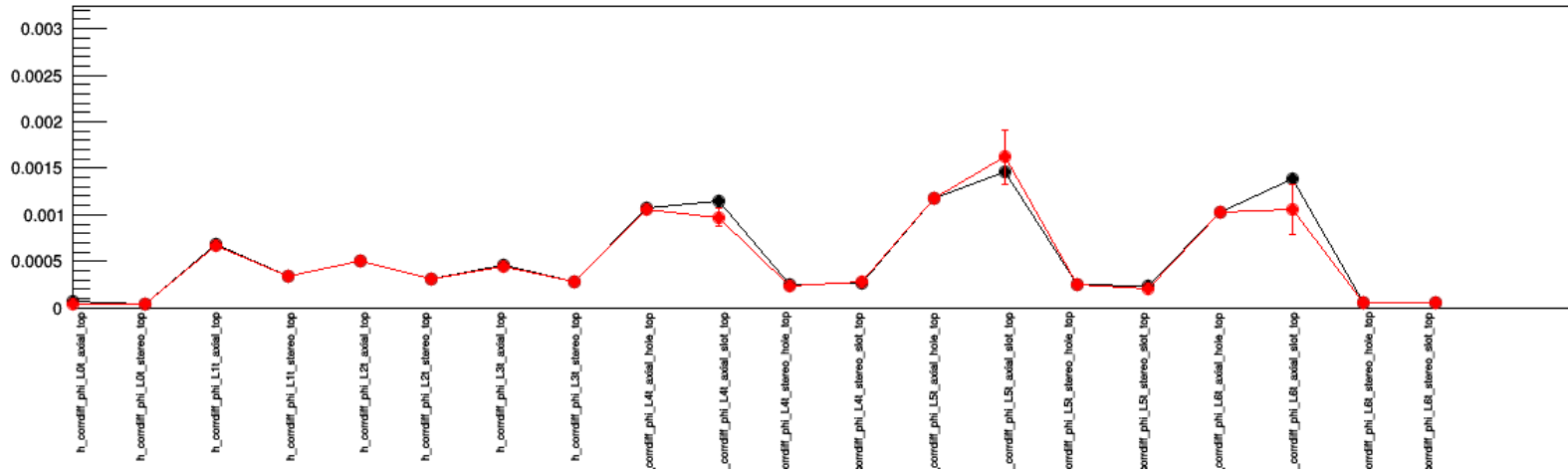
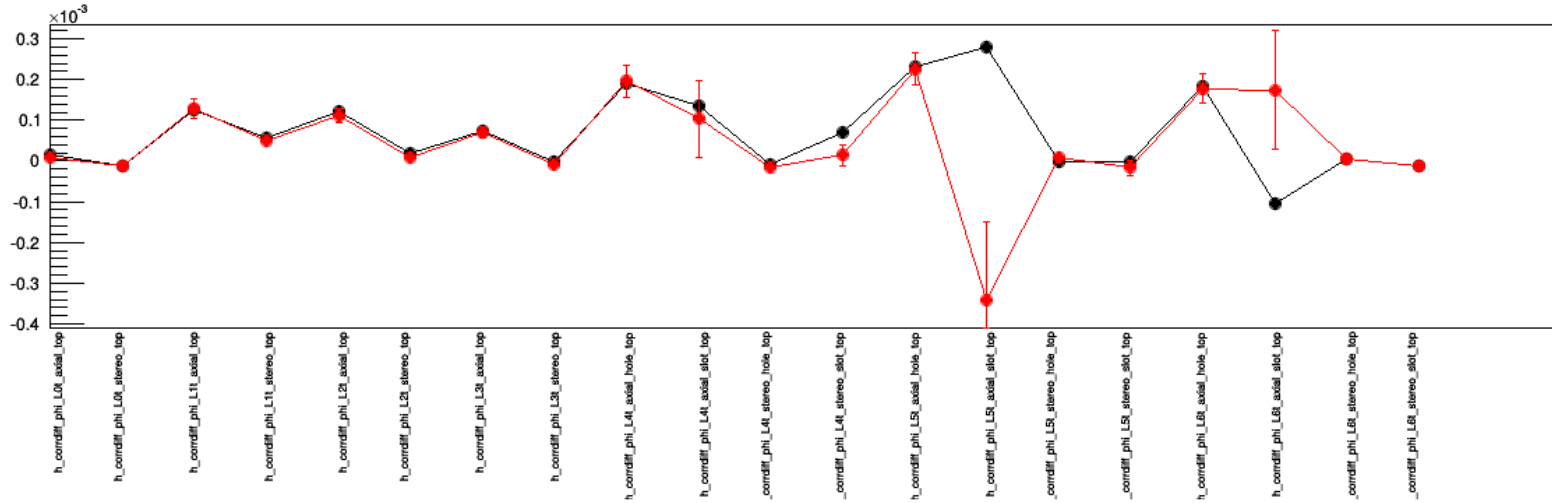
## Bottom phi

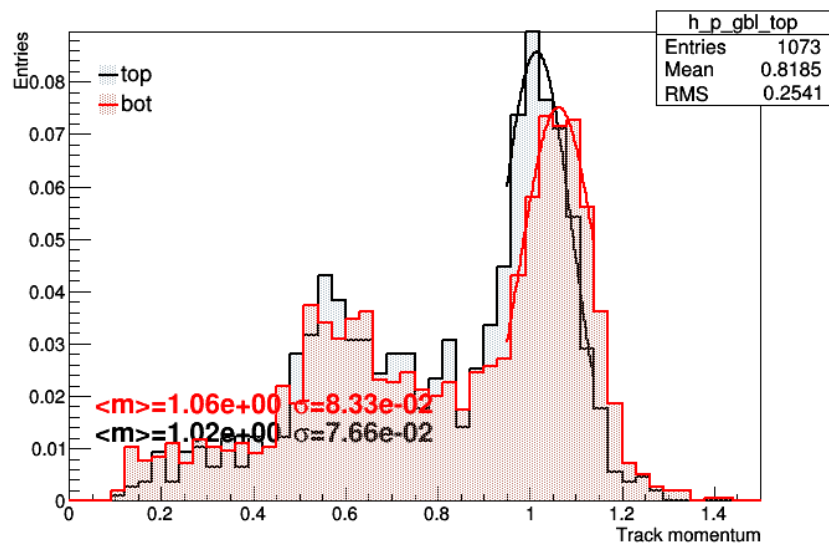




# Kinks GBL

## Top phi





# Beamspot alignment

## Millepede procedure

- Beamspot “constraint”: only one beamspot
  - I have one for top and bottom but constrain them to move identically
- Float beamspot and first few layers; u-translations only here
- Should cause tracks for top and bottom to want to point to the same beamspot

### Legend

L0: Release only beamspot

L01: release beamspot and L1

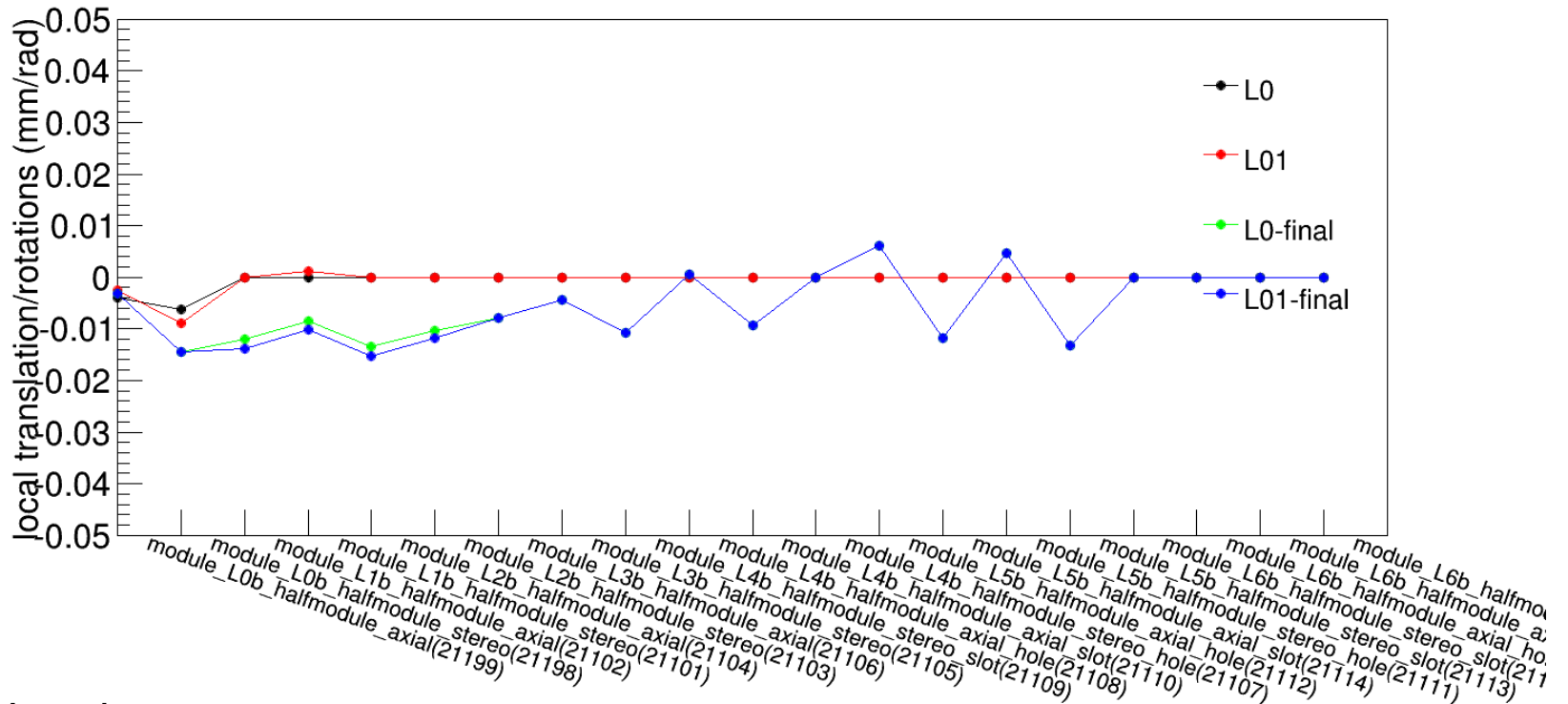
L0-final: L0\_L01\_L12\_L23\_L01\_L12\_L34\_L45\_L01

L-1-final: L01\_L12\_L23\_L01\_L12\_L34\_L45\_L01\_L12

where the last two has many iterations (each fed by the previous result).

**NOTE: I flip stereo-u corrections in the following plots  
(makes it easier to interpret the global, although approx.)**

## Millepede corrections per sensor



### Legend

L0: Release only beamspot

L01: release beamspot and L1

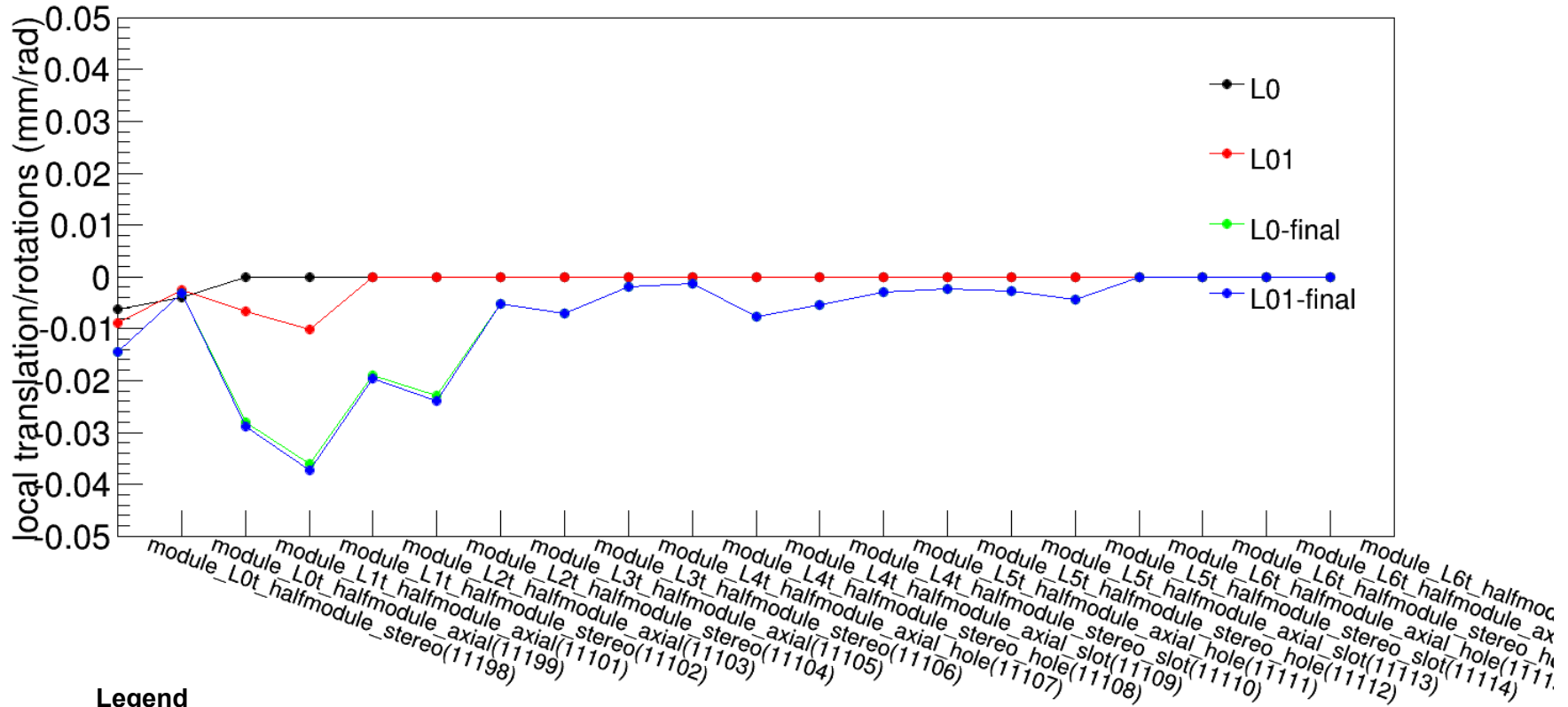
L0-final: L0\_L01\_L12\_L23\_L01\_L12\_L34\_L45\_L01

L-1-final: L01\_L12\_L23\_L01\_L12\_L34\_L45\_L01\_L12

where the last two has many iterations (each fed by the previous result).

# Beamspot alignment

## Millepede corrections per sensor

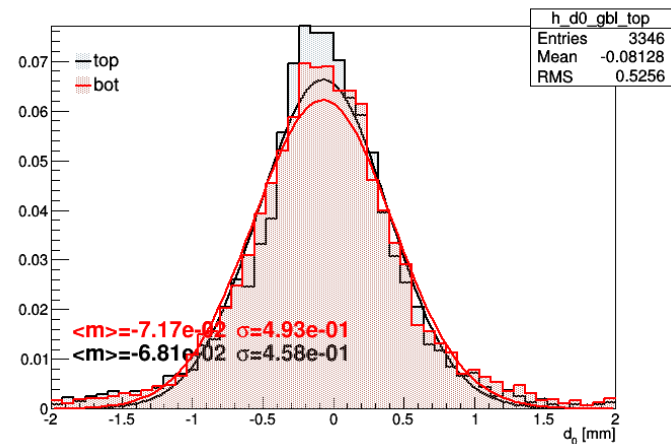
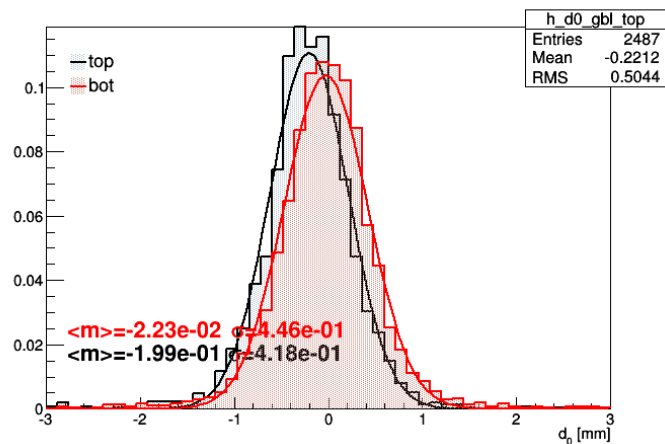
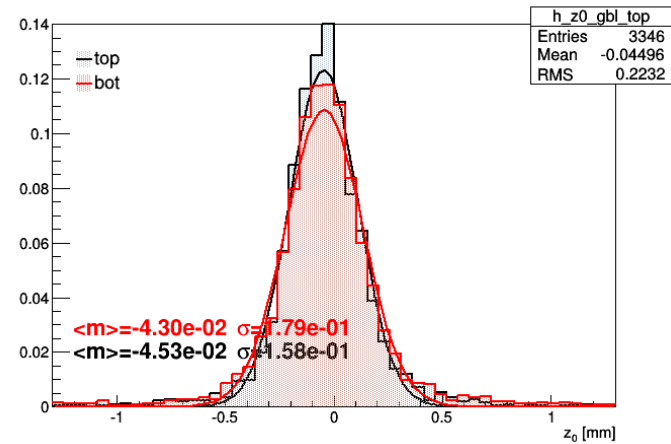
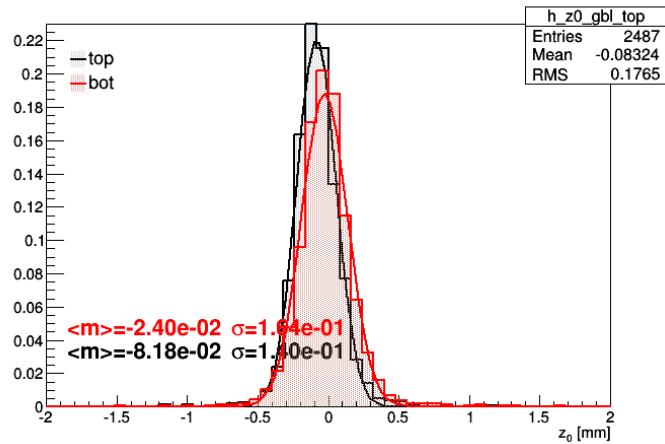


### Legend

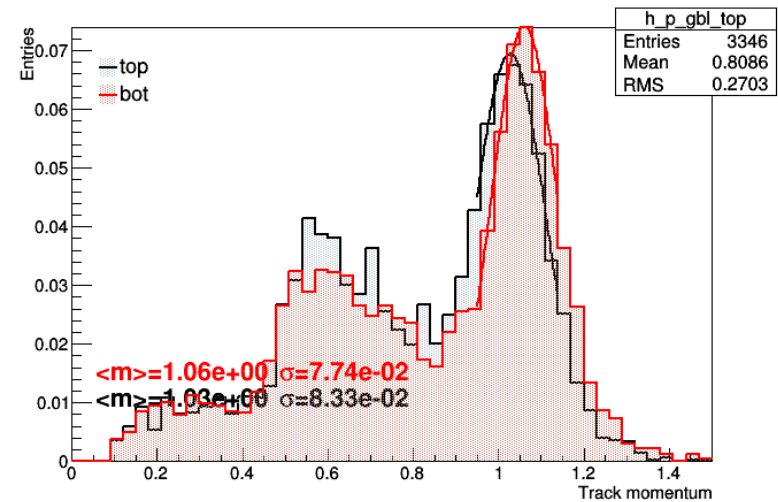
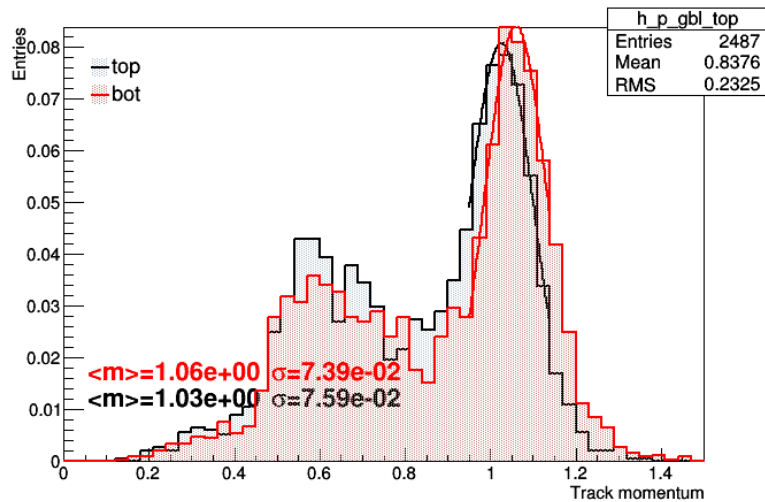
- L0: Release only beamspot
  - L01: relase beamspot and L1
  - L0-final: L0\_L01\_L12\_L23\_L01\_L12\_L34\_L45\_L01
  - L-1-final: L01\_L12\_L23\_L01\_L12\_L34\_L45\_L01\_L12
- where the last two has many iterations (each fed by the previous result).

# v3-4-fieldmap detector

## Impact parameters now agree

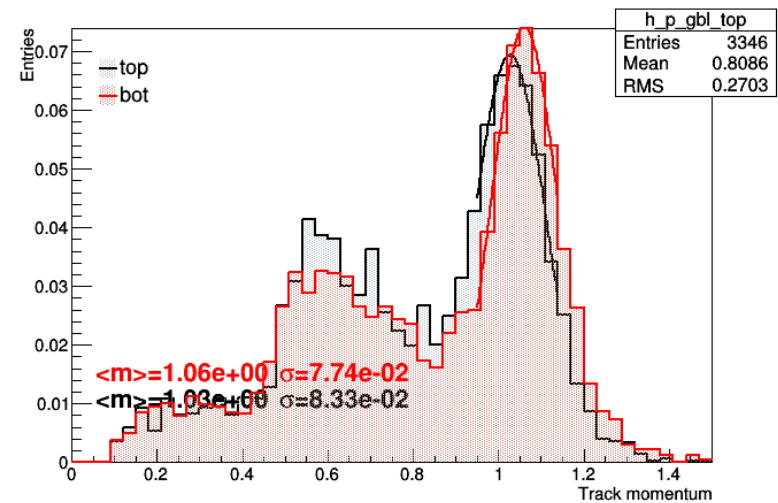
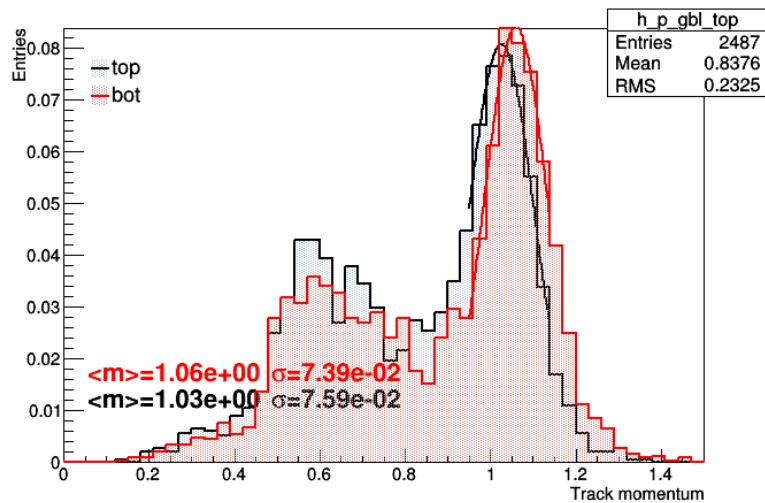


## Fitted momentum reasonable



# v3-4-fieldmap detector

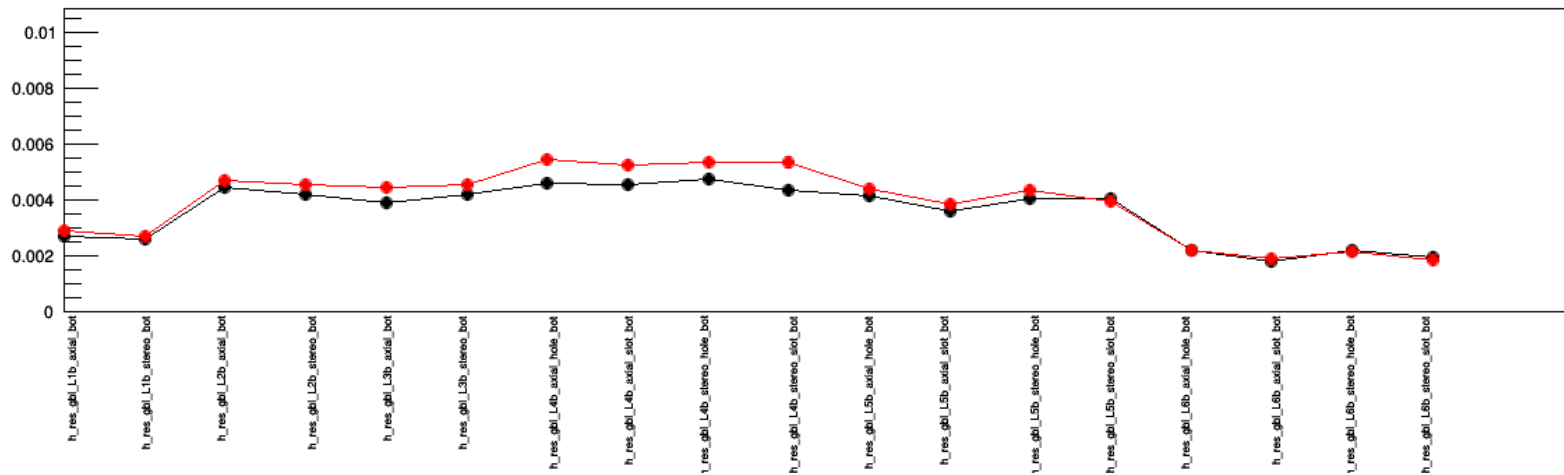
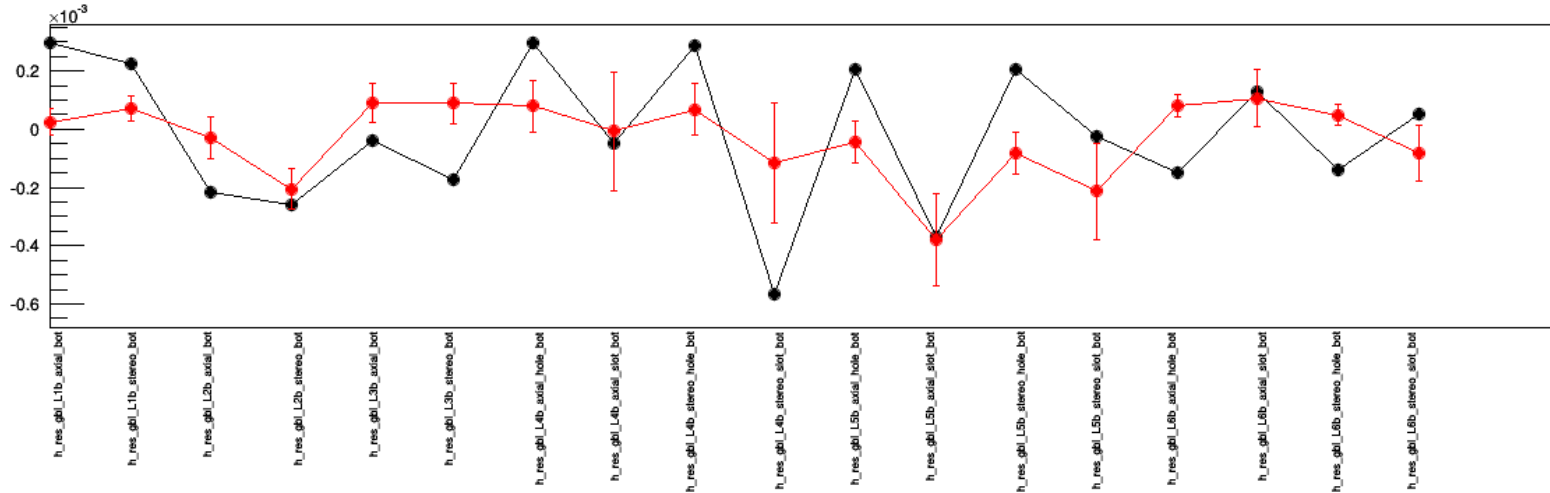
## Fitted momentum reasonable





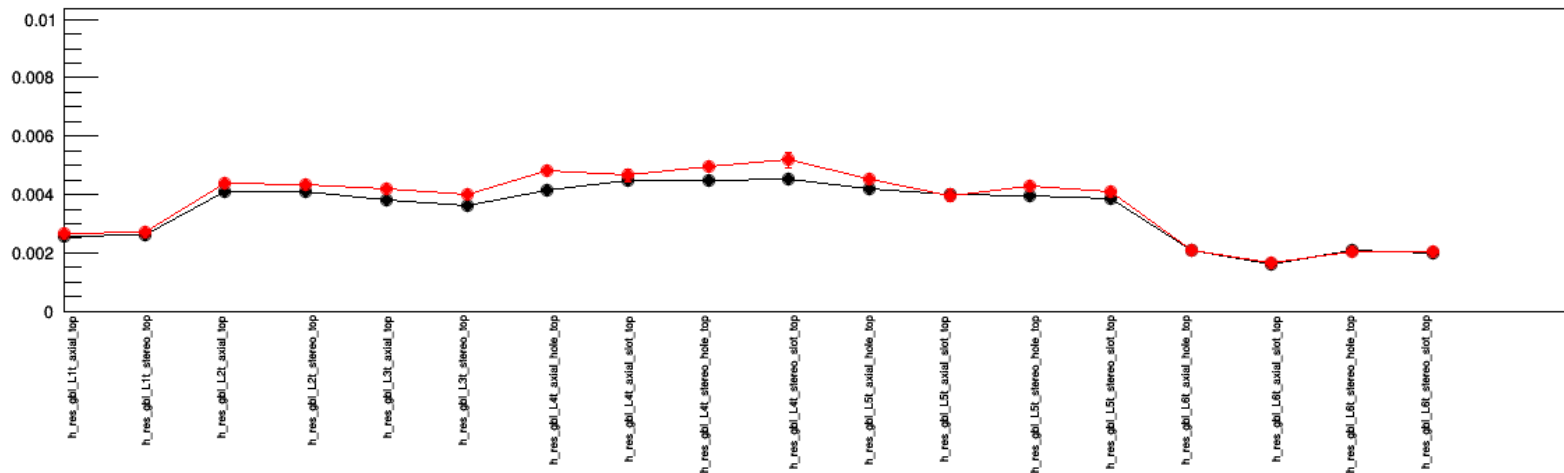
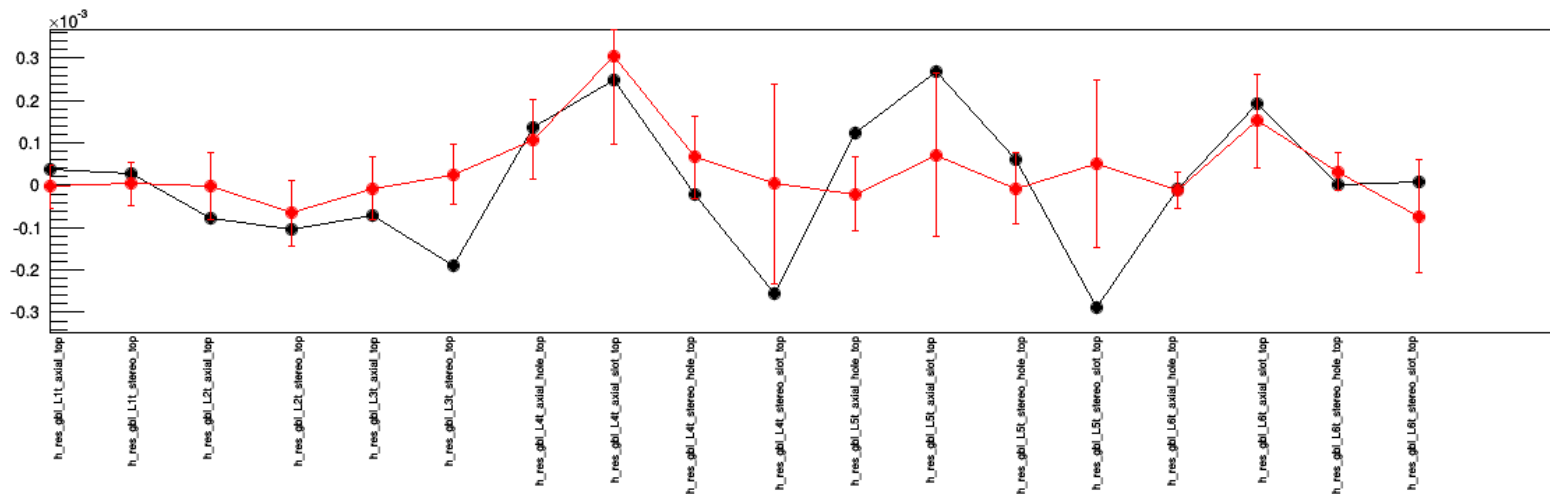
# v3-4-fieldmap detector

## Residuals bottom



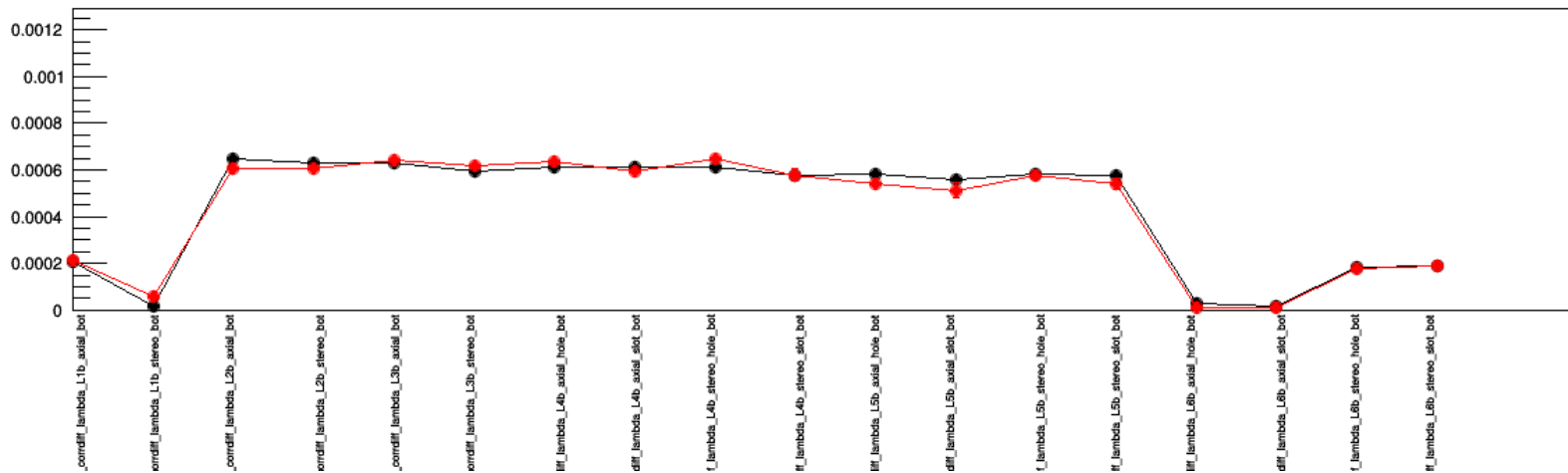
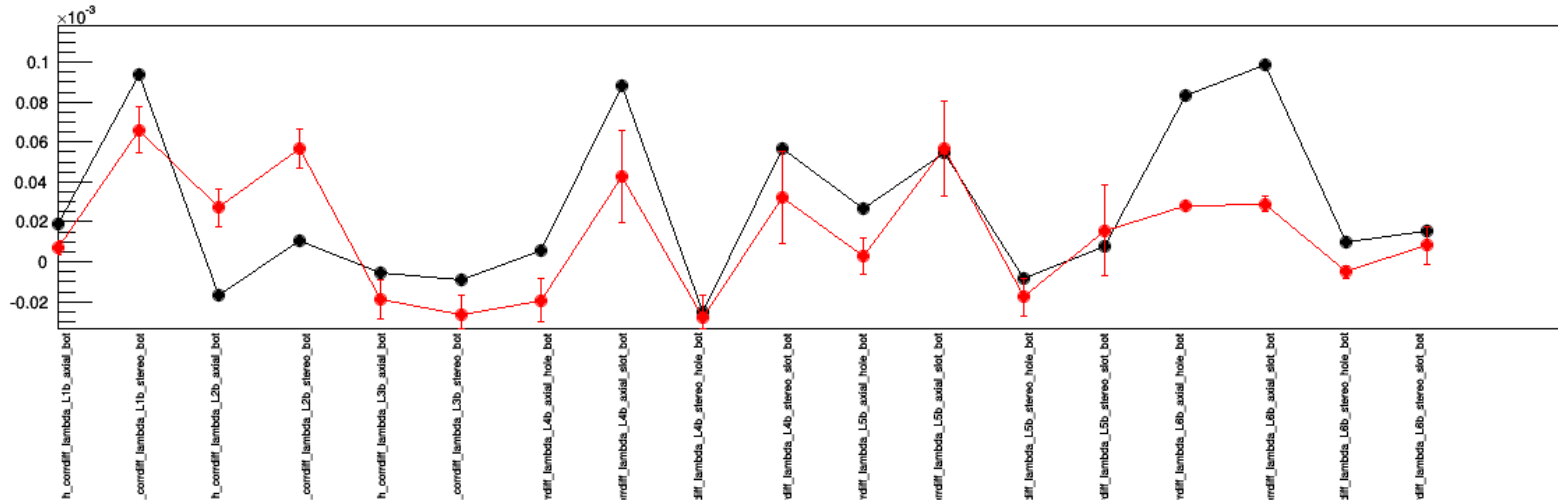
# v3-4-fieldmap detector

## Residuals top



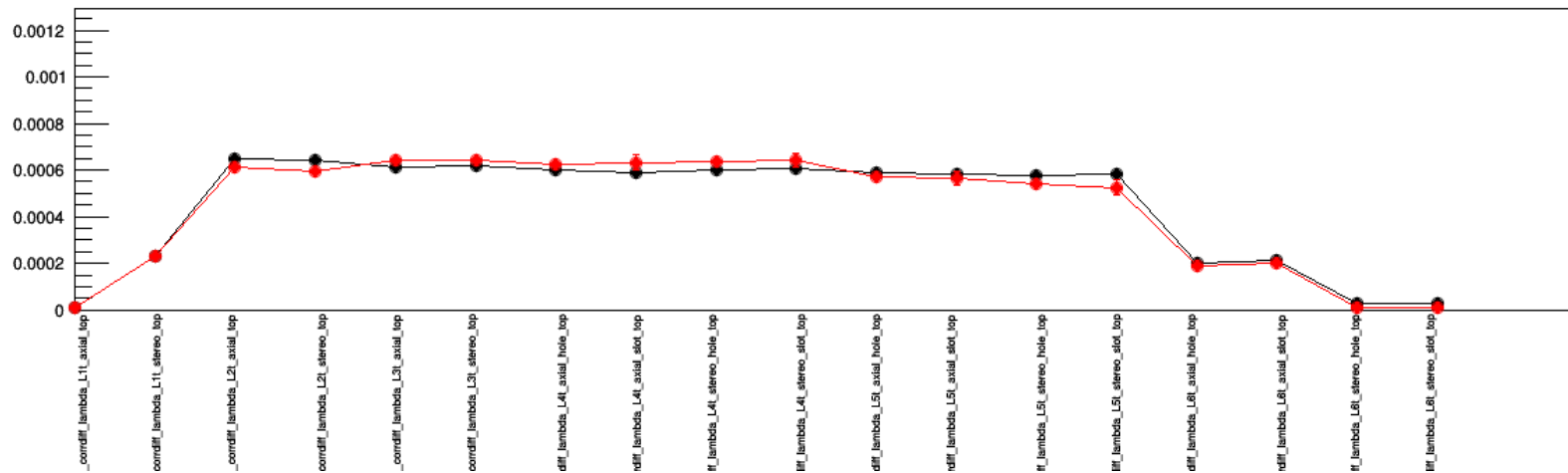
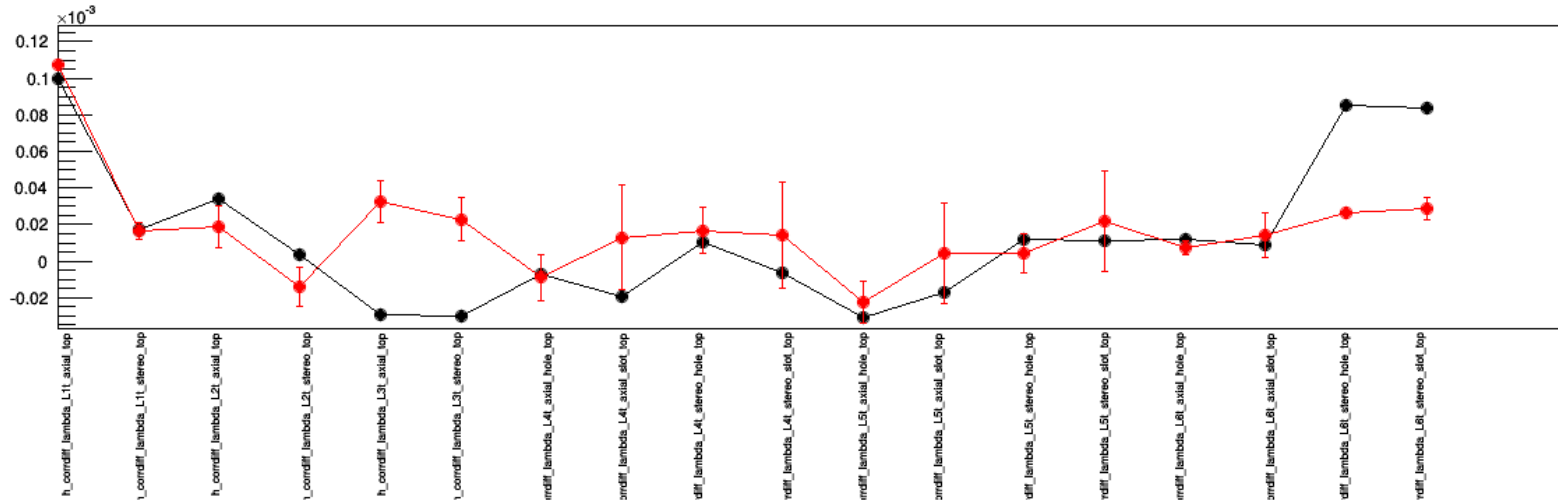
# v3-4-fieldmap detector

## Kinks lambda bottom



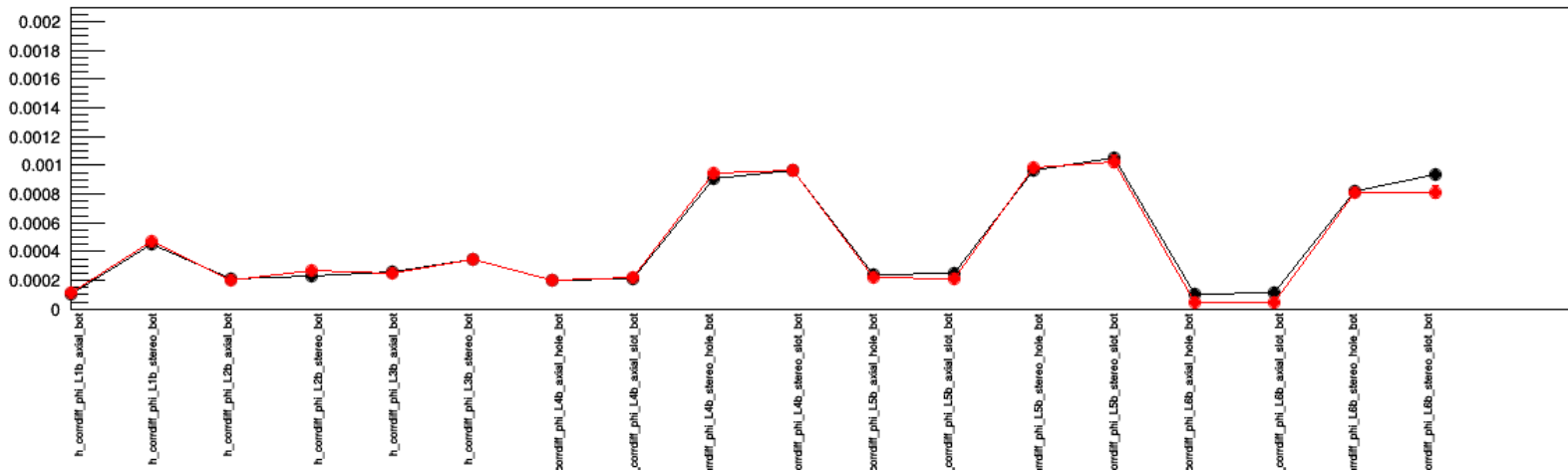
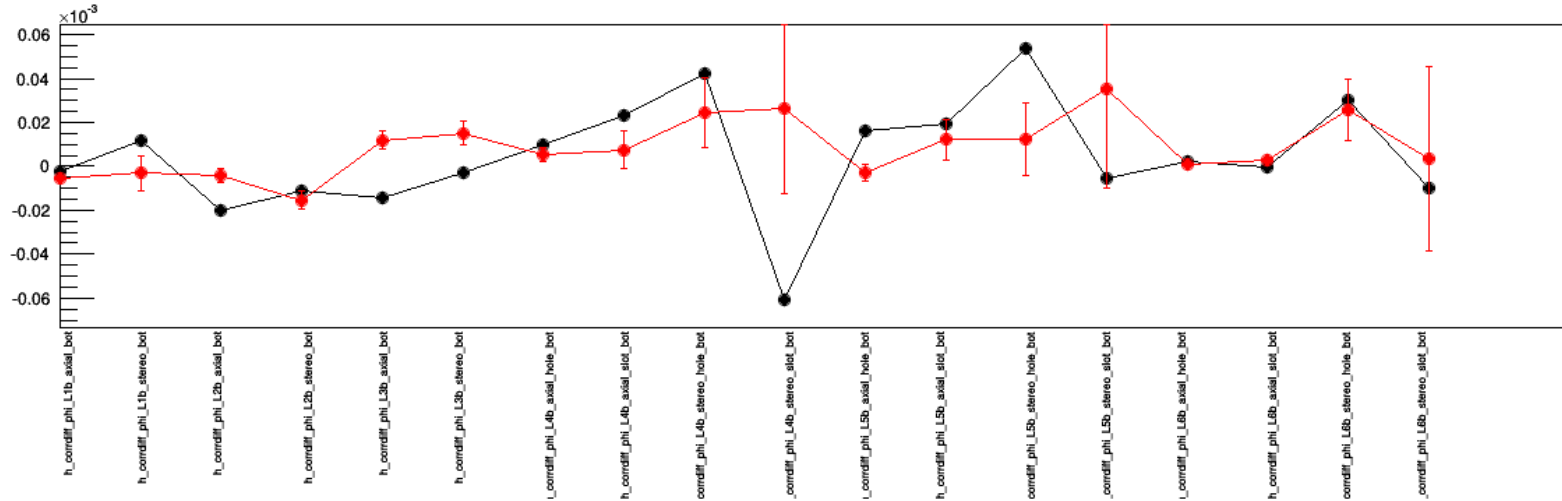
# v3-4-fieldmap detector

## Kinks lambda top



# v3-4-fieldmap detector

## Kinks phi bottom



# v3-4-fieldmap detector

## Kinks phi top

