Beamspot and Momentum

Pelle







Momentum beamspot dependence



Check how the momentum resolution depends on the beamspot size

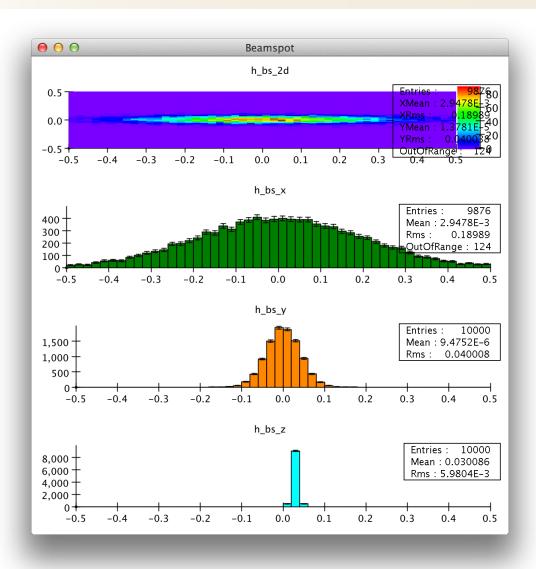
- Naively, if all hits have equal weight and equidistant
 - sigma/pT ~ 1/sqrt(L) for MS
 - sigma/pT ~ 1/L² for hit uncertainty
 - For 80cm->90cm -> 5% and 20% improvement resp.?
 - There is a theta contribution to get p from pT as well.

Procedure

- Use A' simulated with 200ux40u beamspot
- Add beamspot to the GBL fit using the artificial sensors placed at the origin
- Adjust measurement uncertainty (1D hit resolution) and stereo angle to match beamspot width in X and Y
- Use sampling rejection to produce events with smaller beamspots

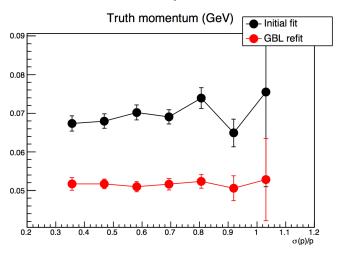
A' sample: 200ux40u beamspot

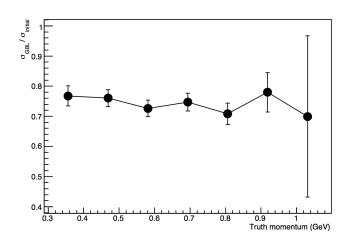


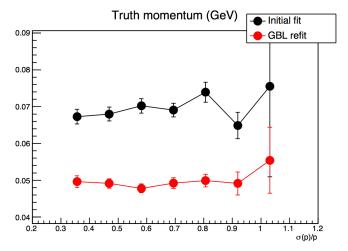


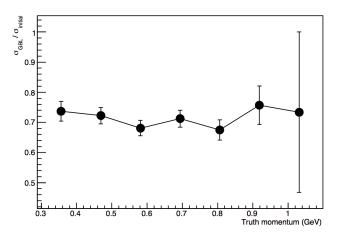
SLAC

6 hits in tracker, beamspot not included





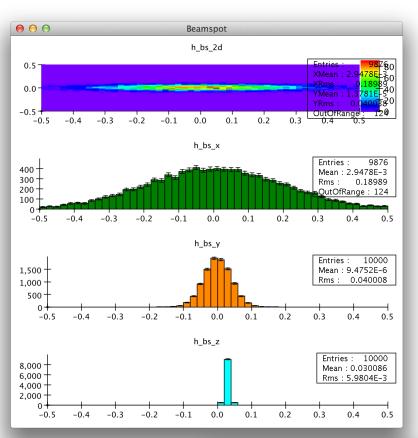


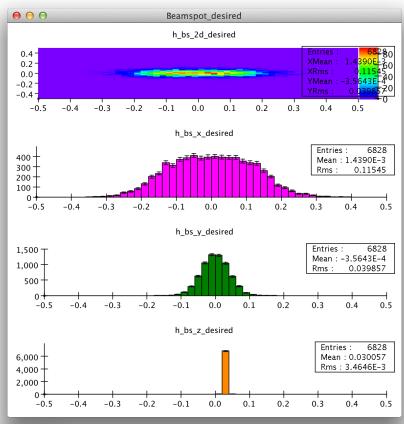


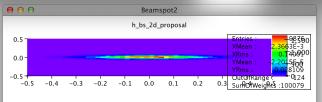
100ux40u



Accepted: 6828/9876

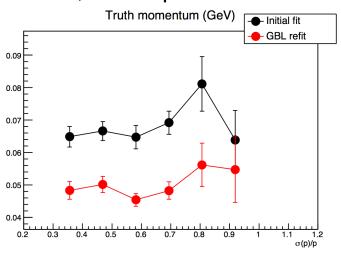


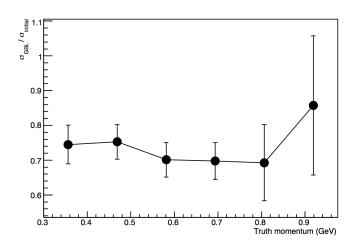


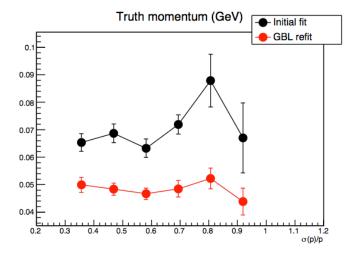


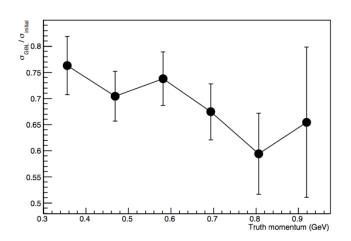
SLAC

6 hits in tracker, beamspot not included





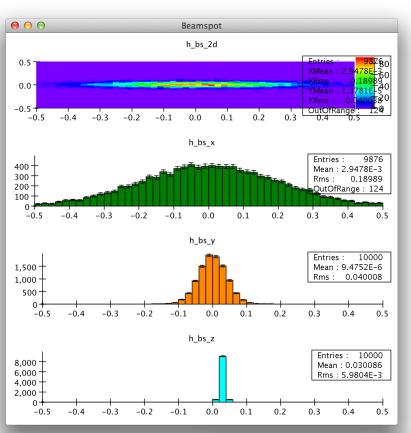


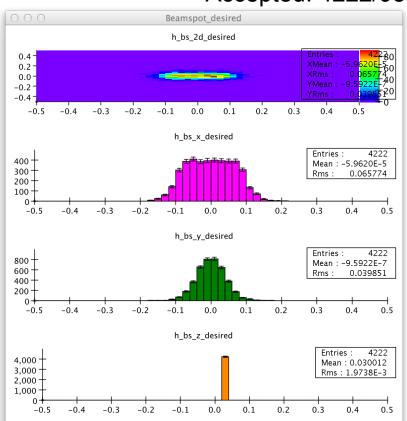


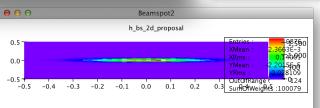
50ux40u



Accepted: 4222/9876

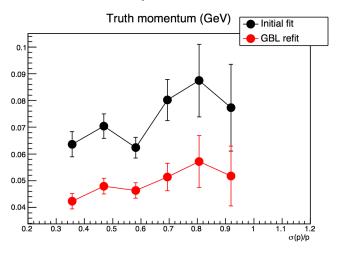


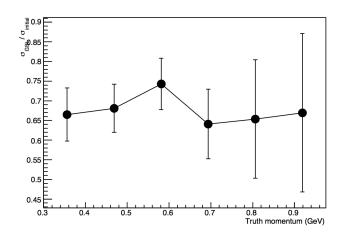


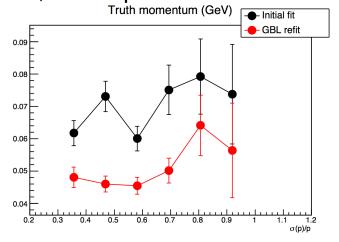


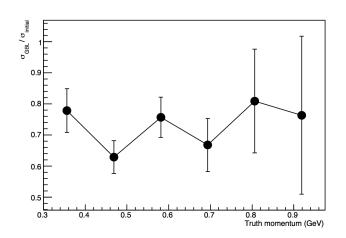
SLAC

6 hits in tracker, beamspot not included





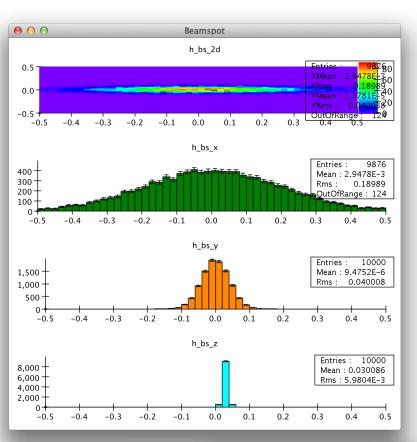


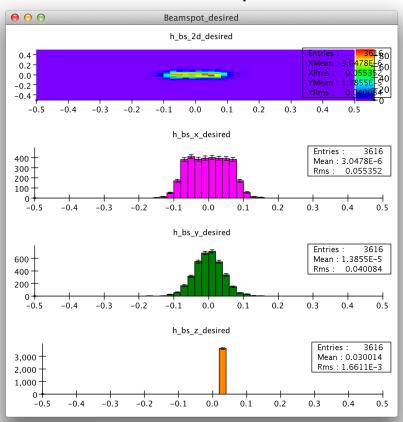


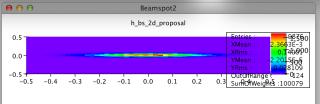
41ux40u



Accepted: 3616/9876

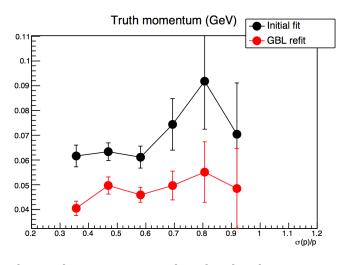


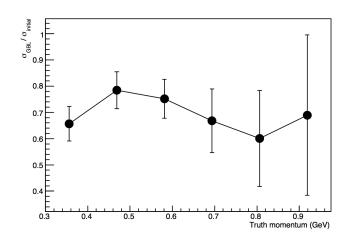


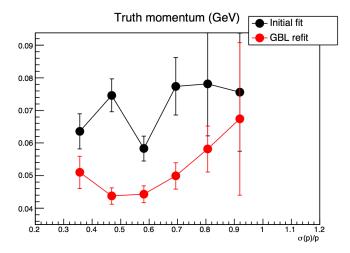


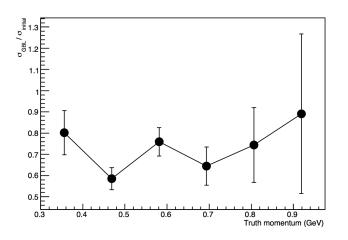
SLAC

6 hits in tracker, beamspot not included





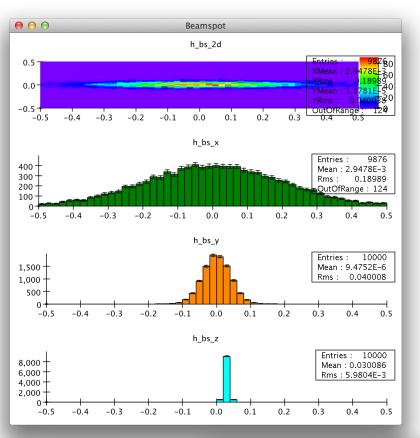


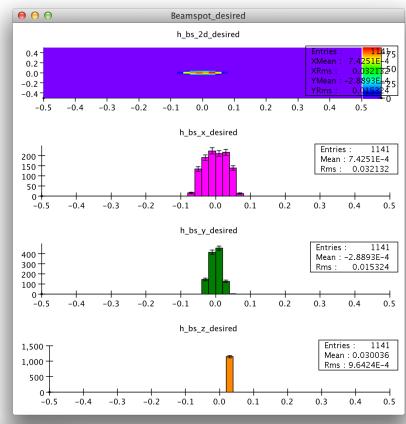


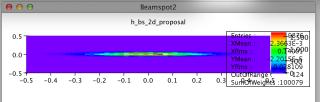
20ux10u



Accepted: 1141/9876

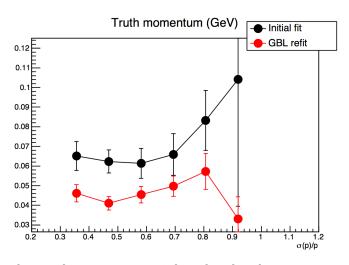


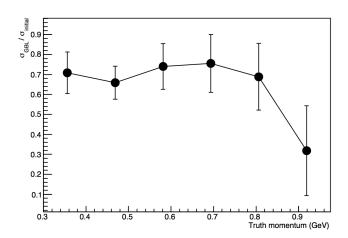


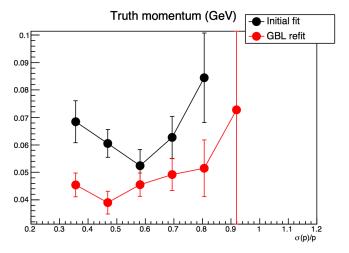


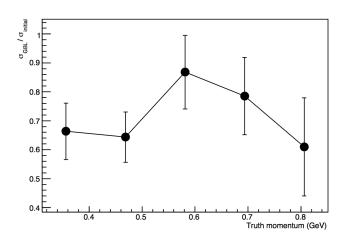
SLAC

6 hits in tracker, beamspot not included





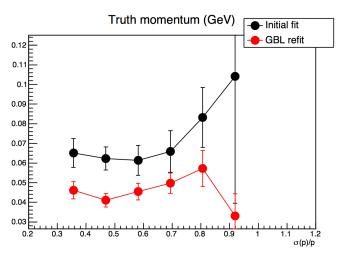


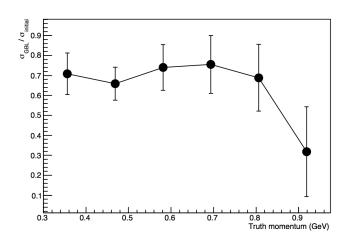


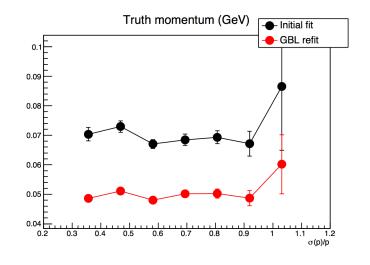
20ux10u beamspot (more stats)

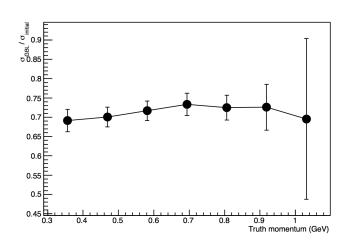
SLAC

6 hits in tracker, beamspot not included









Summary



See no obvious improvement, not even at 20ux10u beamspot; need to figure out what I expect.

Not sure I trust the beamspot completely in these tests; need a way to verify that it works correctly