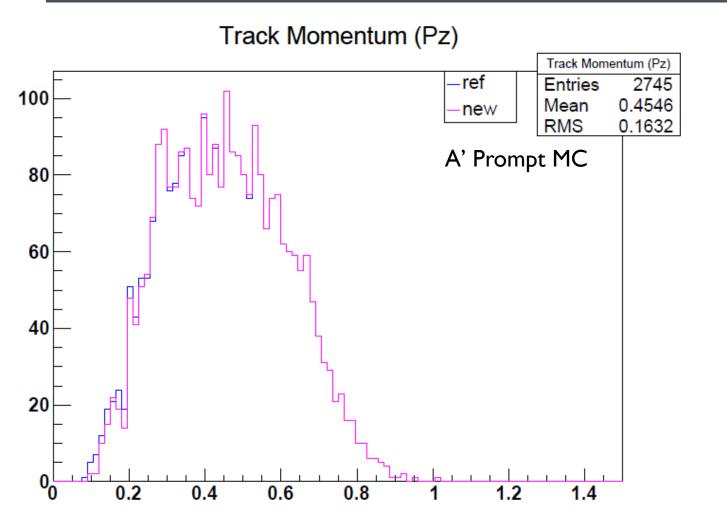
RECENT MERGES

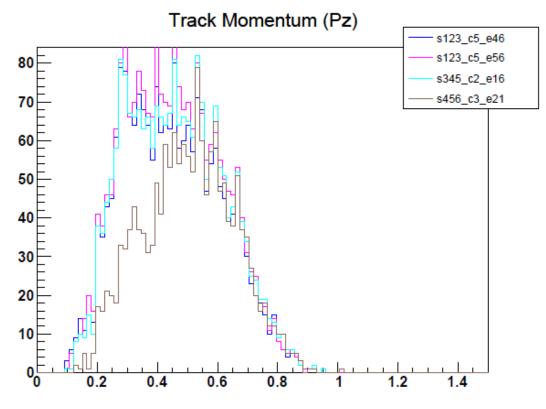
- Unit tests merged
 - Documentation coming to <u>https://confluence.slac.stanford.edu/display/hpsg/Installing+HPS+Java#InstallingHPSJava-Tests</u>
- Fixes for speed bottlenecks (without changing output) merged
- Approximate helix intersection calculations merged
- min p_T fix merged
 - Incorporates small change to Icsim, to avoid forking lots of classes into hps-java
 - Still a few tracks at higher p_T (up to 500 MeV) that are affected for no logical reason, but determining why will be a rabbit-hole ... meanwhile the bug needed fixing



MIN PT RABBIT-HOLE



Breakdown by strategy:



MULTIPLE SCATTERING ERROR

MIRIAM DIAMOND

JULY 24 2017

github issue 126

CURRENT CODE

- org.lcsim.recon.tracking.seedtracker.FastCheck ► ThreePointHelixCheck triplet-finding for track seeds
 - For each of the 3 hits, calculates contribution to z error

```
Icsim z
                                                                           (hps y)
dztot += nsig * Math.sqrt(hit.getCovMatrix()[5]);
```

- Then // Add multiple scattering error here - for now, just set it to 1 mm dztot += 1; dztot += nsig * MSerror;
- Compares total z error to (predicted actual) z position of middle hit

```
if (Math.abs(zpred - z[1]) > dztot) return false;
```

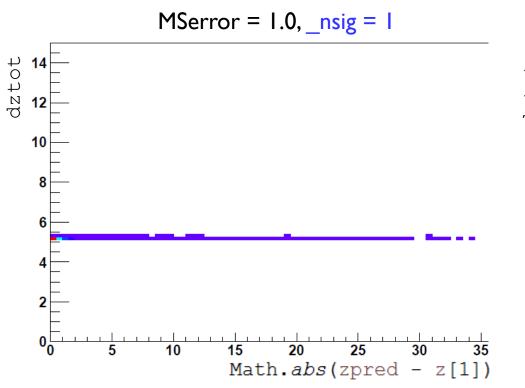
But if nsig is too big, dztot is so big (regardless of MSerror) that no seeds ever get thrown out here ... which is the default case

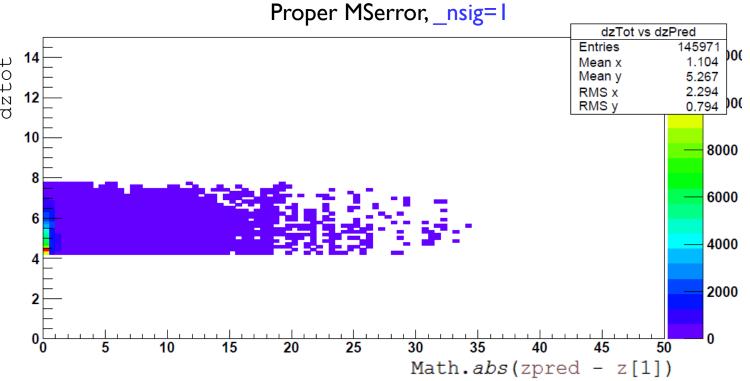
```
nsig = Math.sqrt(strategy.getMaxChisq());
```

MaxChisq = 100nsig = 10

FIXING THE CODE

- Decouple _nsig from Strategy.MaxChisq
- MSerror has greater effect at lower _nsig
- But still not as much effect as we had expected, because even at _nsig=1, dztot is big





NOT MUCH EFFECT ...

