HPS-Sim at JLab

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Hps-sim

- A new macro-based framework to replace SLIC (thanks to Jeremy)
 - It handles both lhe and stdhep events, so they don't need to be converted
 - The code can be more easily modified by HPS members
- Hps-sim has the ability to do all the BG mixing/rotations/sampling without relying on stdhep tools
 - Things like y-rotations, still need to be added
 - It can also generate wab conversions more efficiently (the main point of it!)
- Tritrig events have already been tested, found to be consistent with SLIC
- I'm now setting up JLab scripts and checking wab-beam-tri

Some things I've noticed

- Hps-sim appears much slower than SLIC for certain events
 - 500k wab-beam-tri events take days to generate, as opposed to hours
 - This is only for mixed events, simple lhe events are faster
- I am still debugging the job submission script, and some recon
 - SVTTrueHitRelations were not being filled for some reason (separate problem)
 - DSTs/tuples were unable to be made, looking into it
- I ran 500k WBT events interactively with both SLIC and hps-sim, and checked the trigger plots

Cluster hit count



Cluster hit count (singles1)



Seed Energy



Seed Energy (singles1)



Cluster Energy



Cluster Energy (singles1)



Seed Hits



Trigger Plots :: Cluster Seed Distribution

Seed Hits (singles1)

