

STUDIES WITH CORRECT FIELDMAPS

MIRIAM DIAMOND

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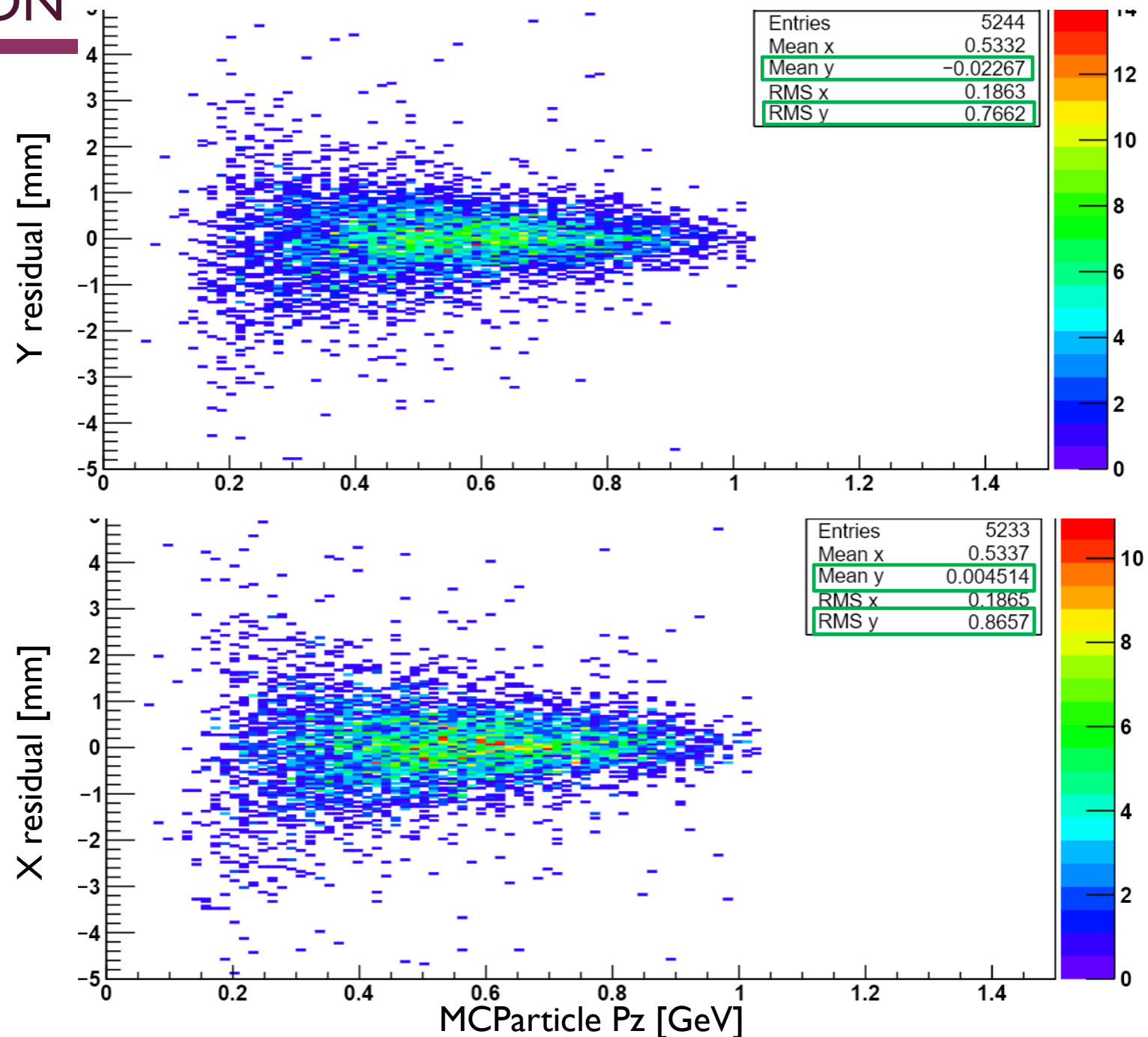
- EXTRAPOLATOR VALIDATION
- TRACK-CLUSTER MATCHING
- VERTEXING

EXTRAPOLATOR VALIDATION

- github iss327: uses all components of full field-map, handles tilted planes
 - Based on Robert's RK4 integrator
- Tested using MC truth info
 - Look at each MCParticle passing some basic selection requirements
 - Take position&momentum of its SimTrackerHit in last SVT layer, pass to `extrapolateTrackUsingFieldMapRK` to extrapolate to ECal
 - Compare extrapolation result to particle's SimTrackerHit in TrackerHitsECal collection (simulated hit on ECal scoring plane)
- Often have multiple TrackerHitECal entries assigned to same MCParticle
 - Usually backsplash from calo shower... so select TrackerHitECal entry with earliest time
- Residual = extrapolated position – TrackerHitECal position

EXTRAPOLATOR VALIDATION

- <https://confluence.slac.stanford.edu/download/attachments/236487741/track%20extrap.pdf?version=2&modificationDate=1528155770000&api=v2> showed strange residuals with old fieldmap and old (By only) extrapolator
 - Momentum dependence
 - Non-zero mean
 - Large RMS
- Now these anomalies are gone 😊



TRACK-CLUSTER MATCHING

- Extrapolation to ECal for GBL tracks done by TrackDataDriver
- Track-cluster matching (TrackClusterMatcher, called by ReconParticleDriver) uses TrackState@ECal created by TrackDataDriver
- Matching uses cluster-track residuals parameterization
- Results don't change with new extrapolator/fieldmap, because matching criterion is so loose
- But, could consider tightening criterion and re-doing parameterization (again)

hps-recon ▶ src/main/java ▶ org.hps.recon.utils ▶ TrackClusterMatcher ▶

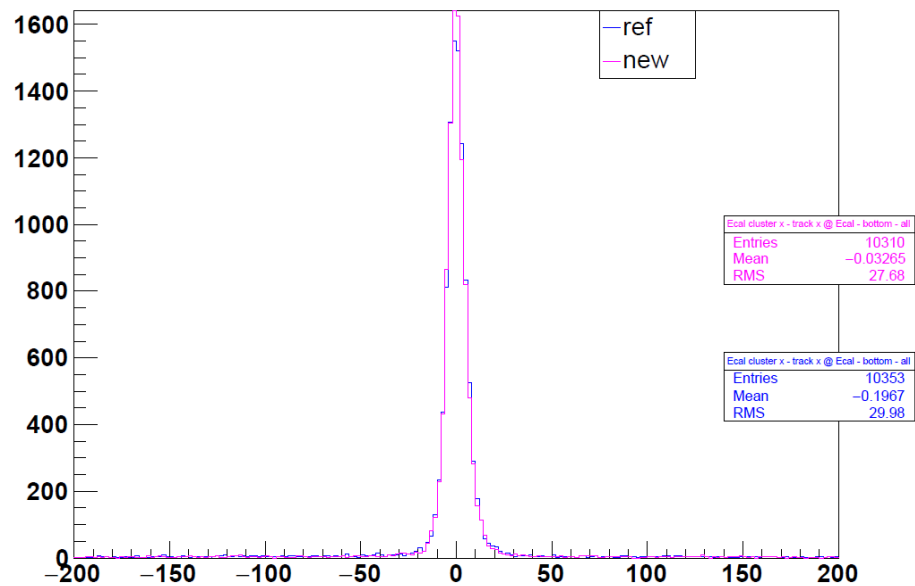
```
/**
 * These cuts are set at +/- 4 sigma extracted from Gaussian fits to the
 * track-cluster residual distributions. The data used to determine these
 * limits is a pass 2 test file (t2.6) using run 5772.
 */
private double topClusterTrackMatchDeltaXLow = -14.5; // mm
private double topClusterTrackMatchDeltaXHigh = 23.5; // mm
private double bottomClusterTrackMatchDeltaXLow = -19.5; // mm
private double bottomClusterTrackMatchDeltaXHigh = 16.5; // mm

private double topClusterTrackMatchDeltaYLow = -21.5; // mm
private double topClusterTrackMatchDeltaYHigh = 28; // mm
private double bottomClusterTrackMatchDeltaYLow = -28; // mm
private double bottomClusterTrackMatchDeltaYHigh = 24; // mm

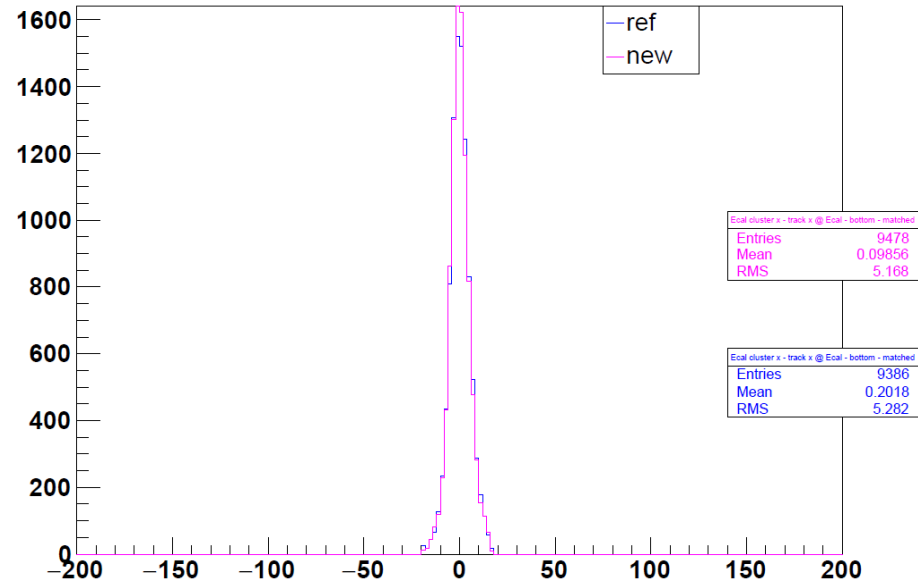
/**
 * Rafo's parameterization of cluster-seed x/y position residuals as function of energy.
 *
 * Derived using GBL/seed tracks, non-analytic extrapolation, uncorrected cluster positions,
 * and EngRun2015-Nominal-v4-4-fieldmap detector.
 *
 * f = p0+e*(p1+e*(p2+e*(p3+e*(p4+e*p5)))
 */
private static final double dxMeanTopPosiGBL[] = { 6.67414, -9.57296, 5.70647, 27.4523, -28.110,
private static final double dxSigmaTopPosiGBL[] = { 52.6437, -478.805, 1896.73, -3761.48, 3676.7,
private static final double dxMeanBotPosiGBL[] = { 4.13802, 15.8887, -74.2844, -9.78944, 308.54,
private static final double dxSigmaBotPosiGBL[] = { 37.6513, -294.851, 1002.15, -1639.08, 1228.0,
```

TRACK-CLUSTER MATCHING X

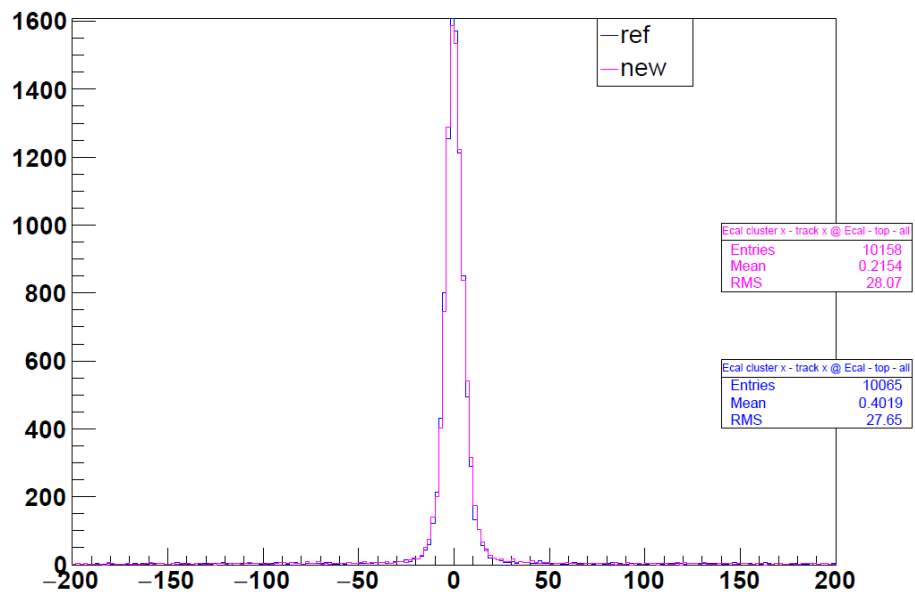
Ecal cluster x - track x @ Ecal - bottom - all



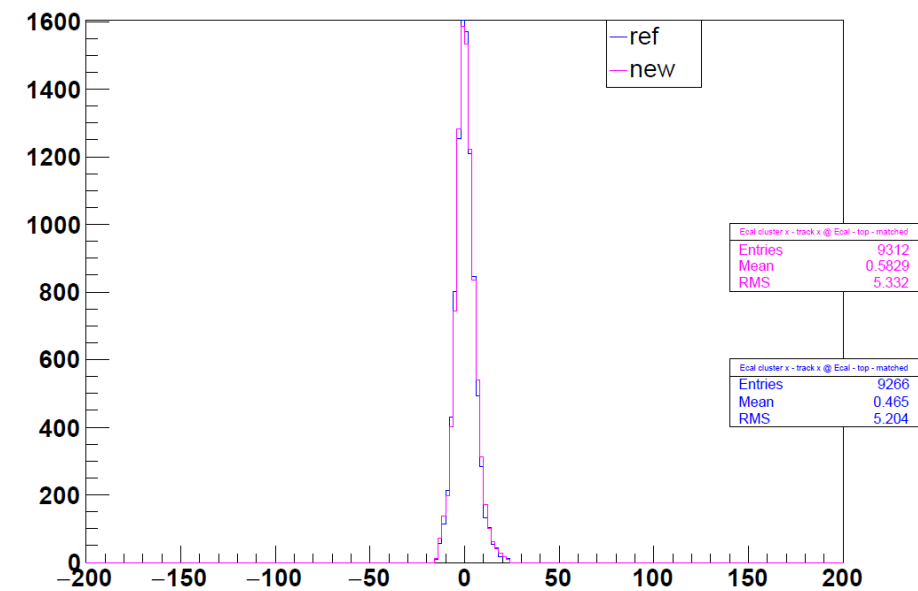
Ecal cluster x - track x @ Ecal - bottom - matched



Ecal cluster x - track x @ Ecal - top - all

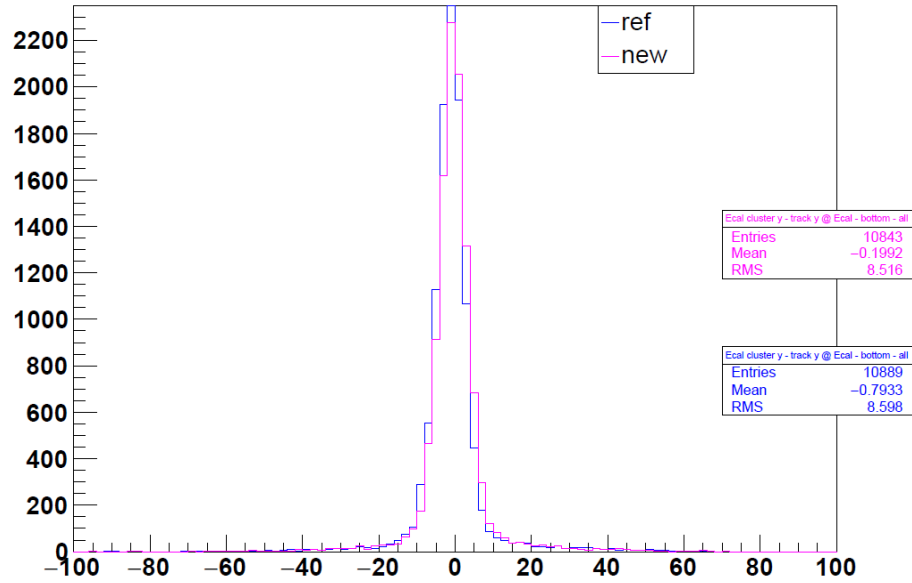


Ecal cluster x - track x @ Ecal - top - matched

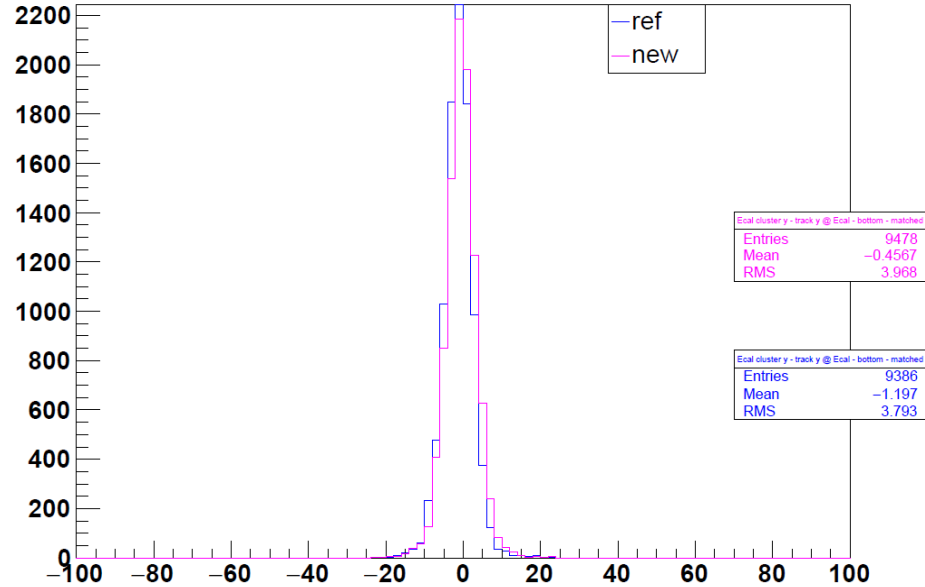


TRACK-CLUSTER MATCHING Y

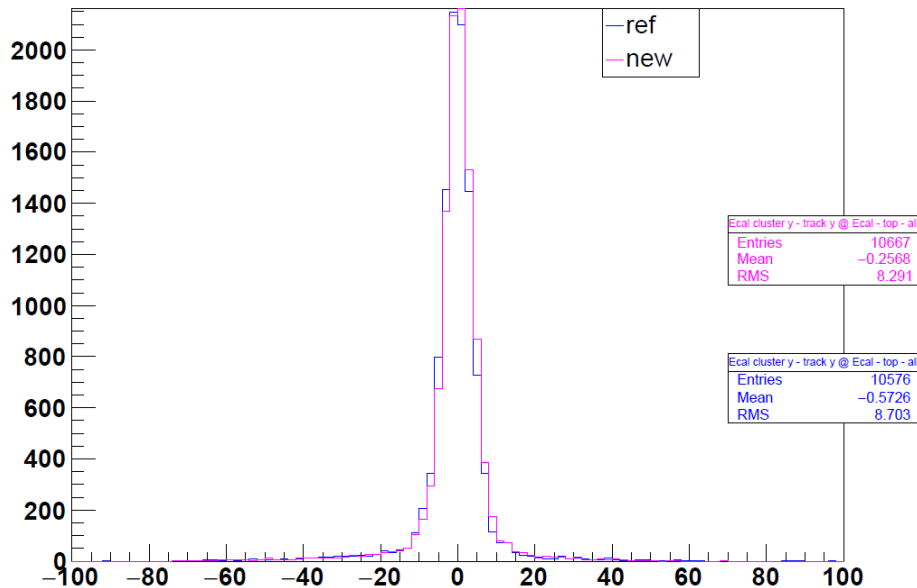
Ecal cluster y - track y @ Ecal - bottom - all



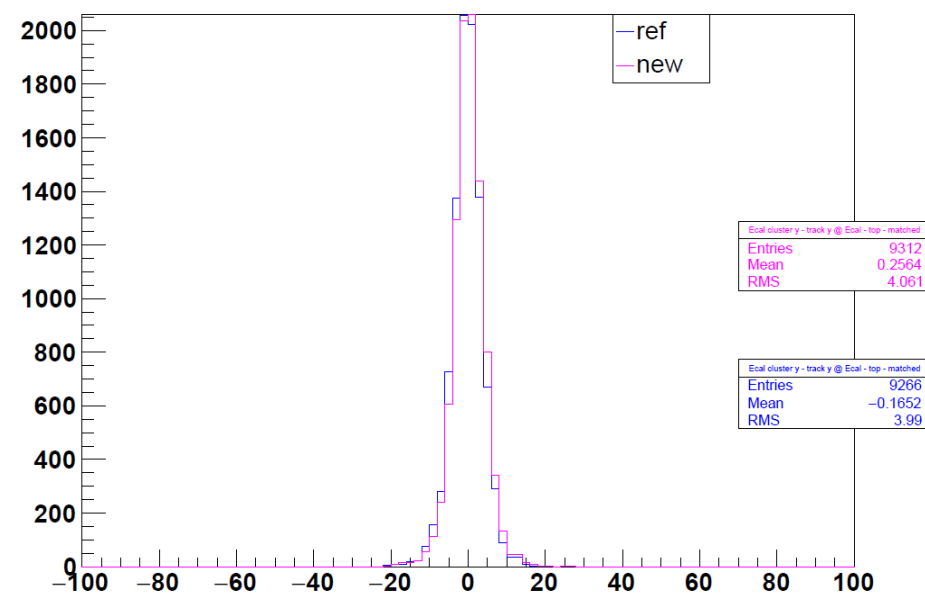
Ecal cluster y - track y @ Ecal - bottom - matched



Ecal cluster y - track y @ Ecal - top - all



Ecal cluster y - track y @ Ecal - top - matched

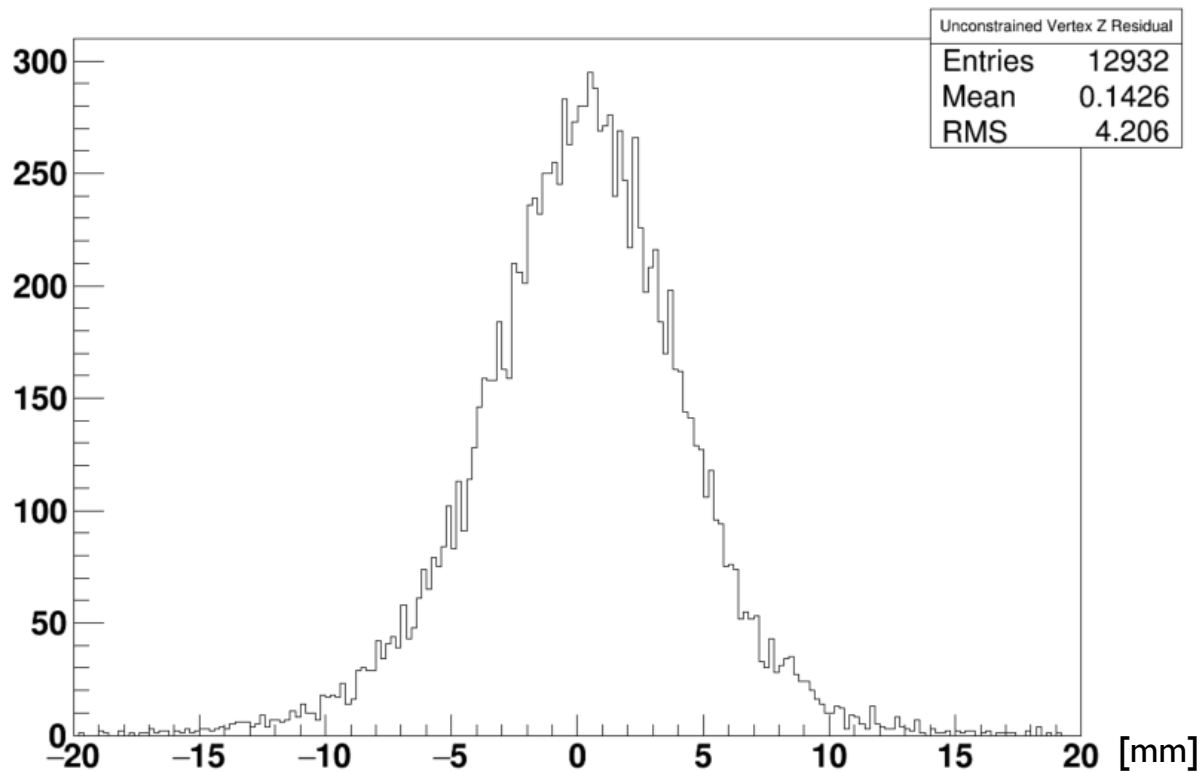


VERTEXING UPDATES?

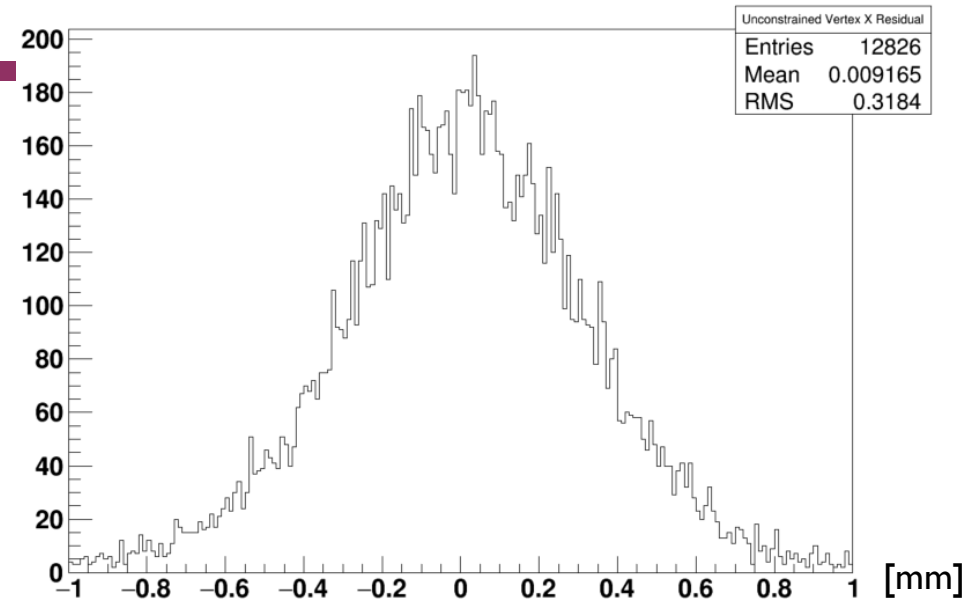
- Vertexing currently doesn't take into account changing B-field from target to LI
- Does this need fixing?
 - Applied MOUSE cuts to reconstructed V0s in new Prompt A' sample
 - target at $z=0.5\text{mm}$
 - Plotted residuals and pulls of Unconstrained, Beamspot-Constrained, and Target-Constrained V0 positions, reconstructed – MC
 - vs vertex P_z
 - What other plots/studies would be useful?

UNCONSTRAINED V0

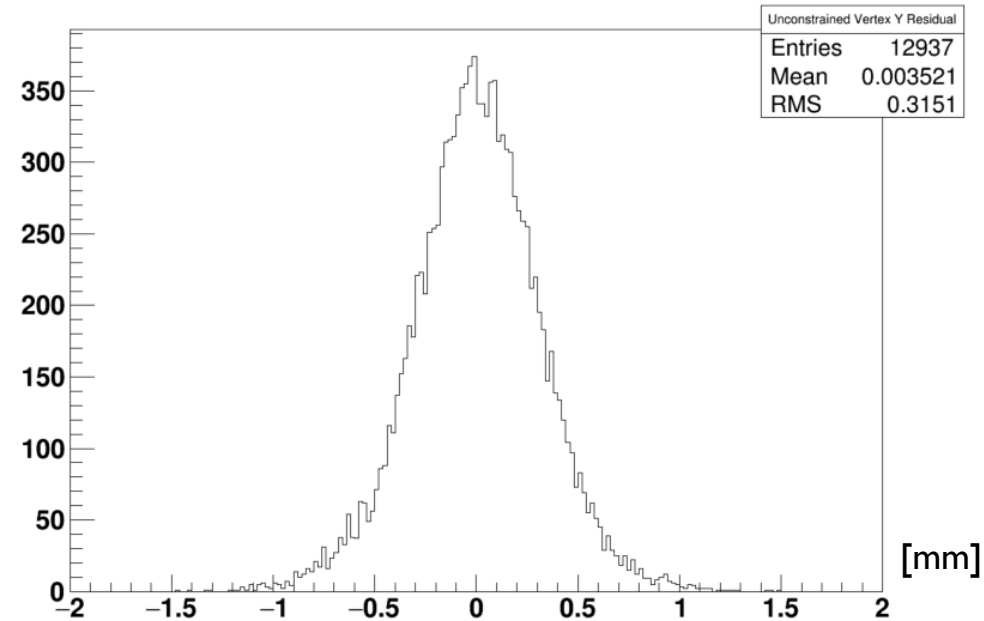
Unconstrained Vertex Z Residual



Unconstrained Vertex X Residual

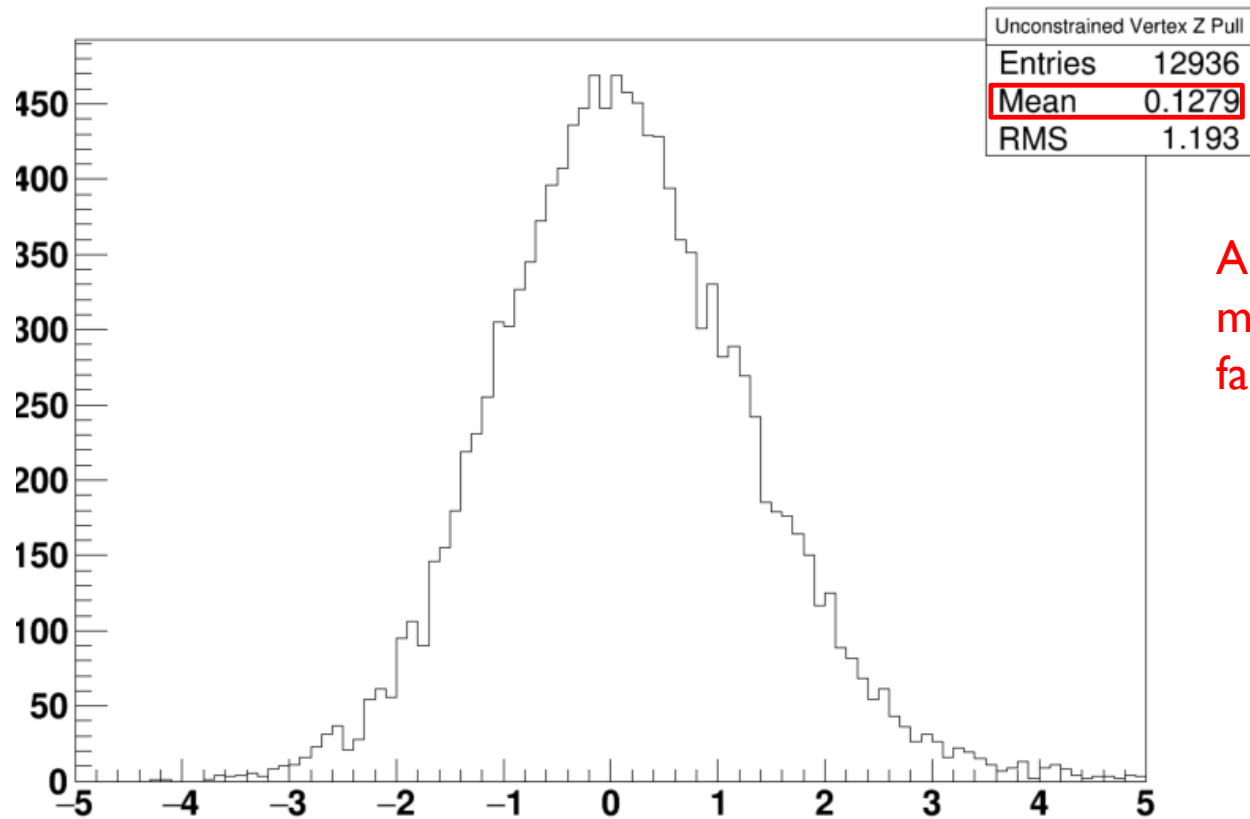


Unconstrained Vertex Y Residual



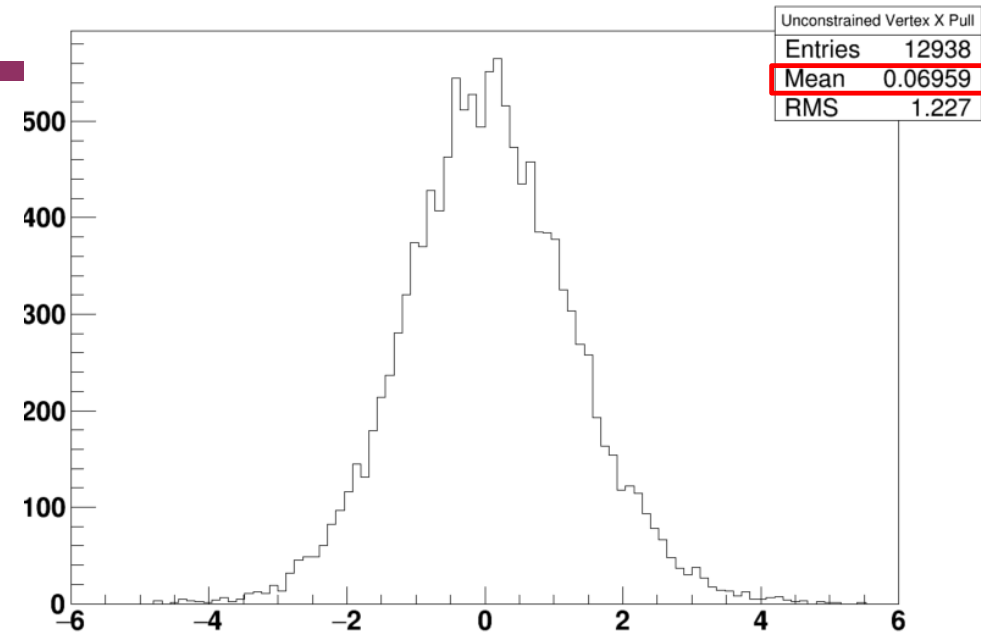
UNCONSTRAINED V0

Unconstrained Vertex Z Pull

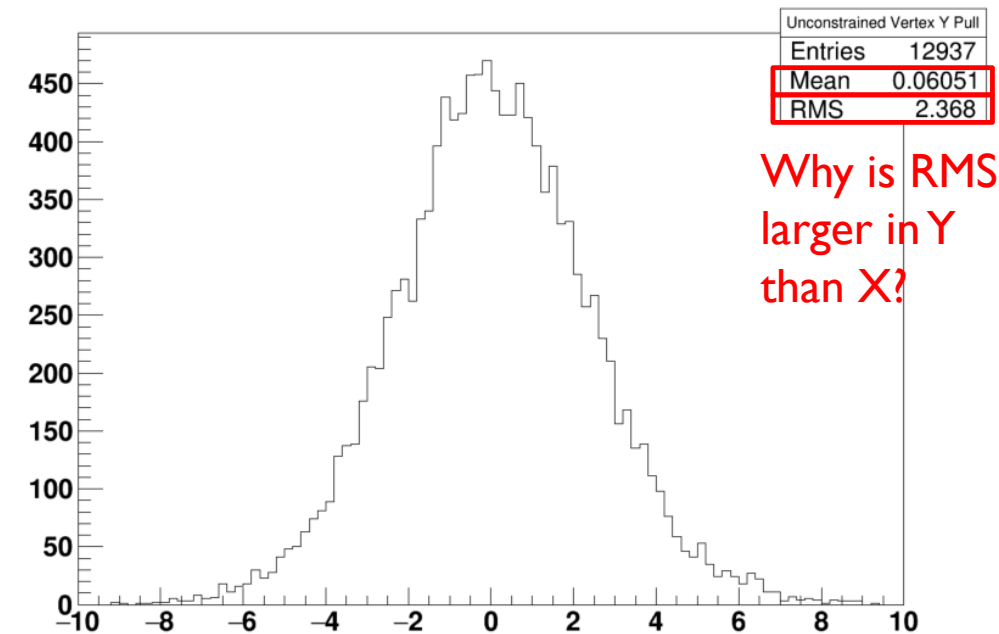


Are the means too far from 0?

Unconstrained Vertex X Pull

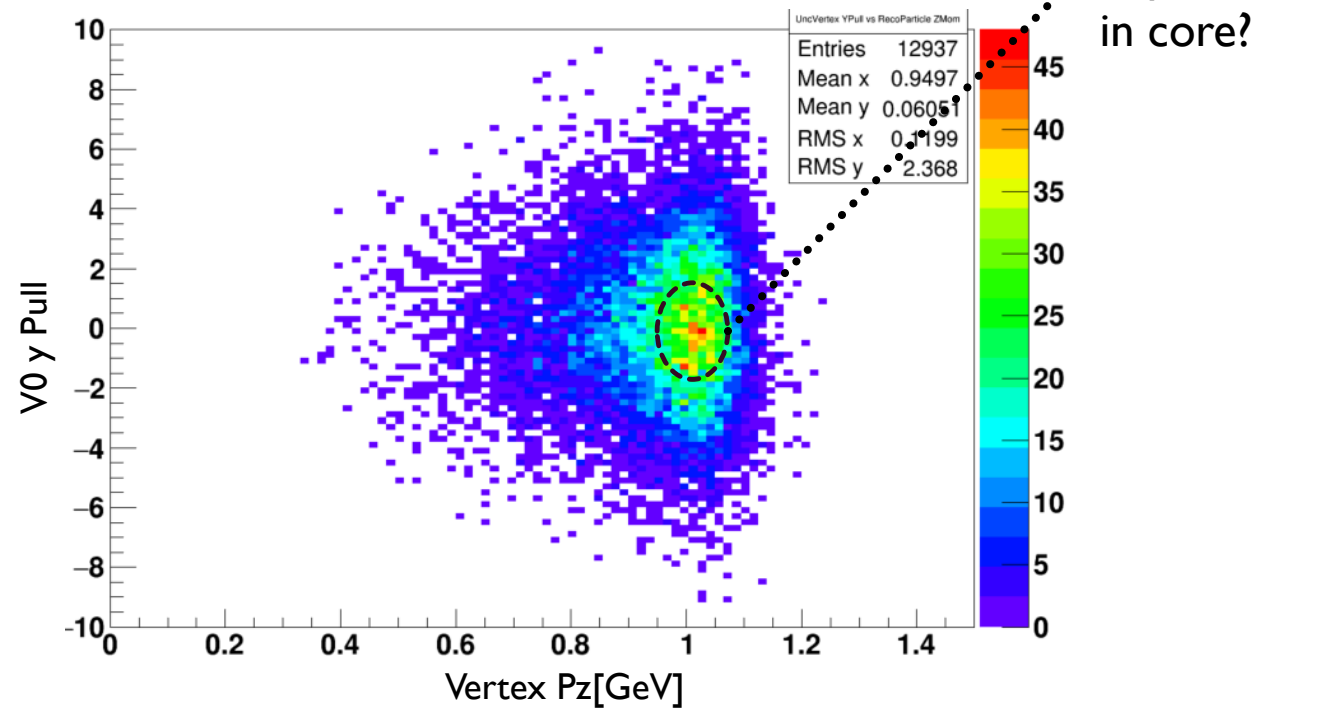
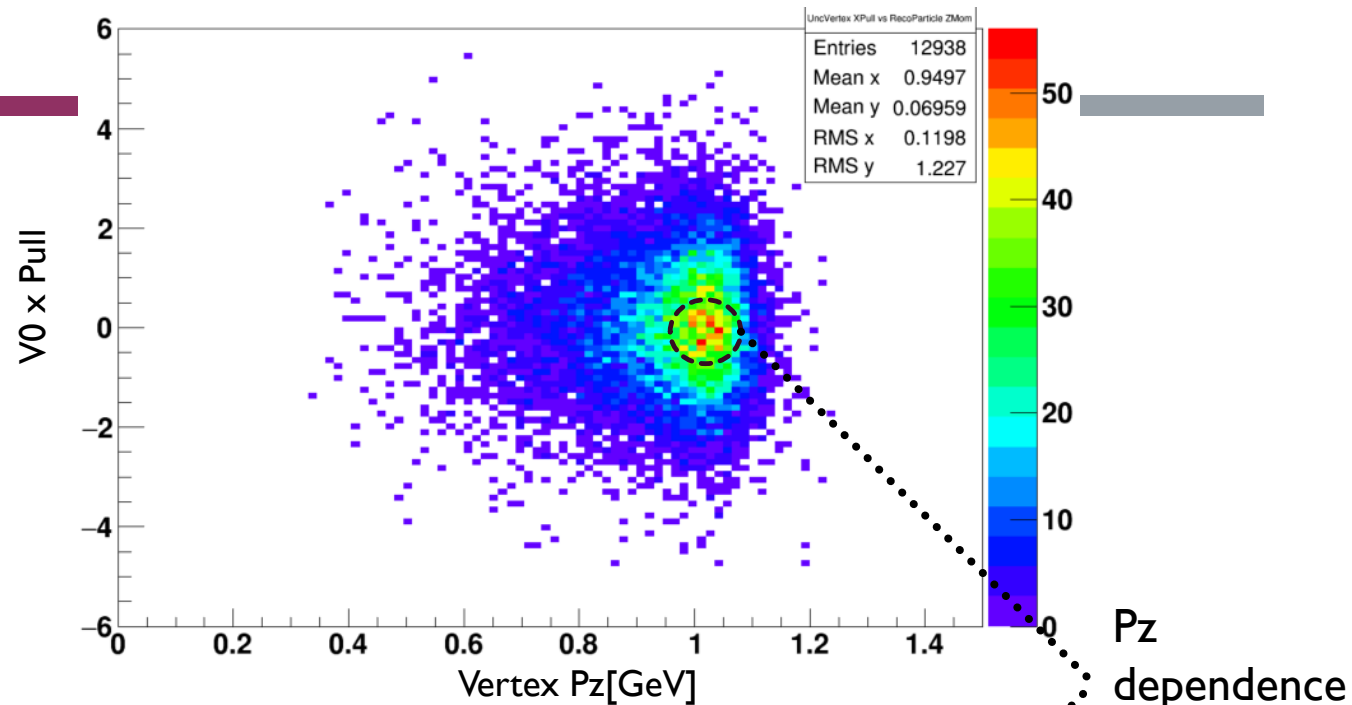
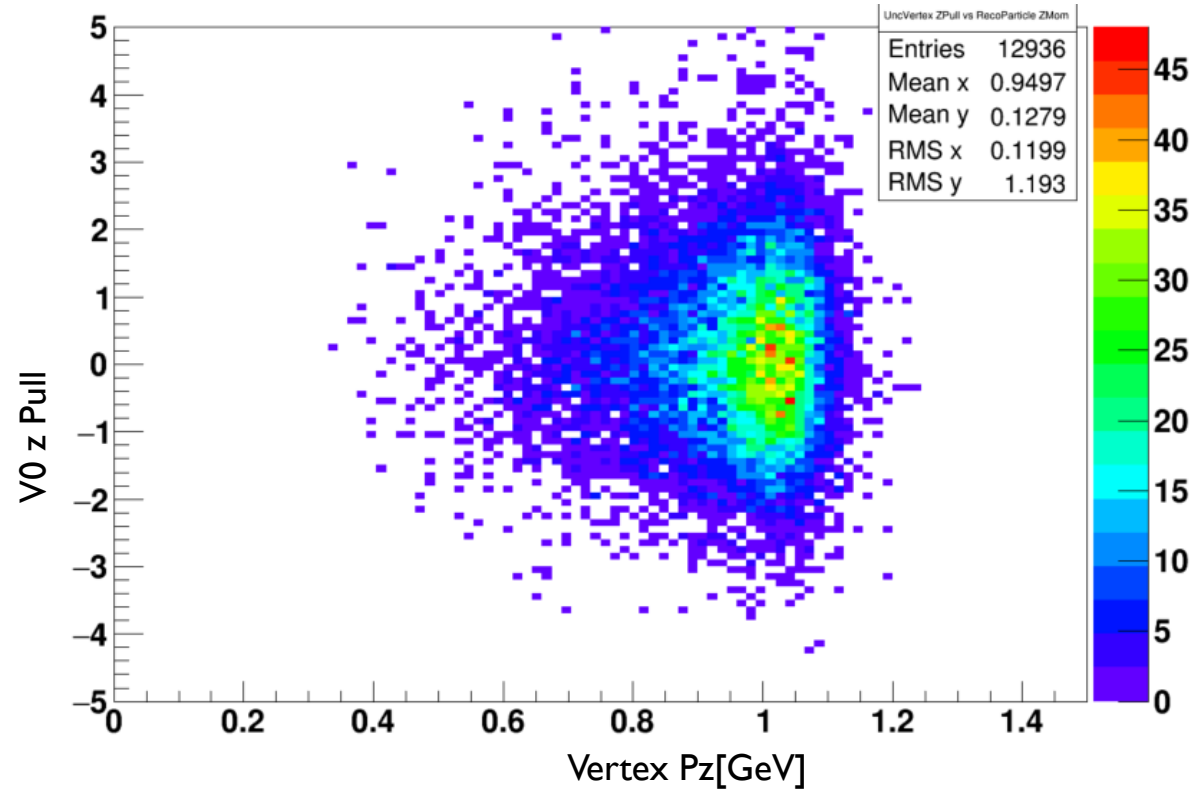


Unconstrained Vertex Y Pull



Why is RMS larger in Y than X?

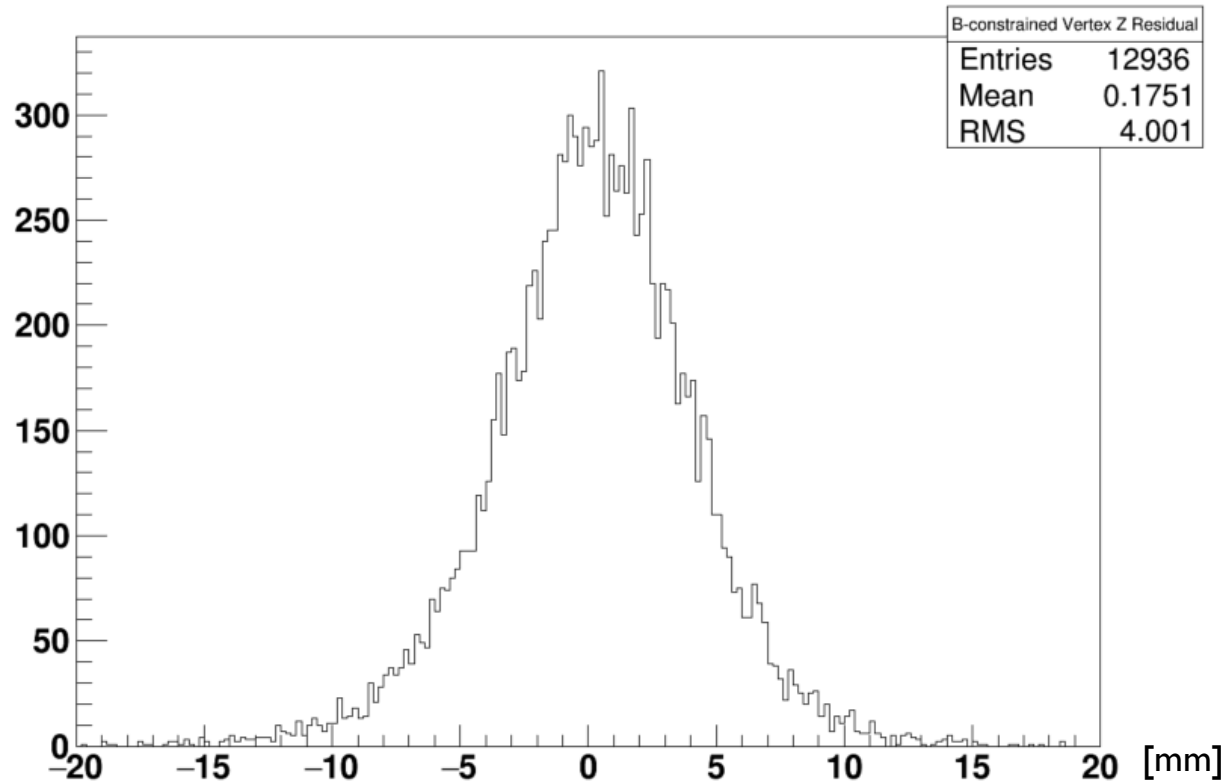
UNCONSTRAINED V0



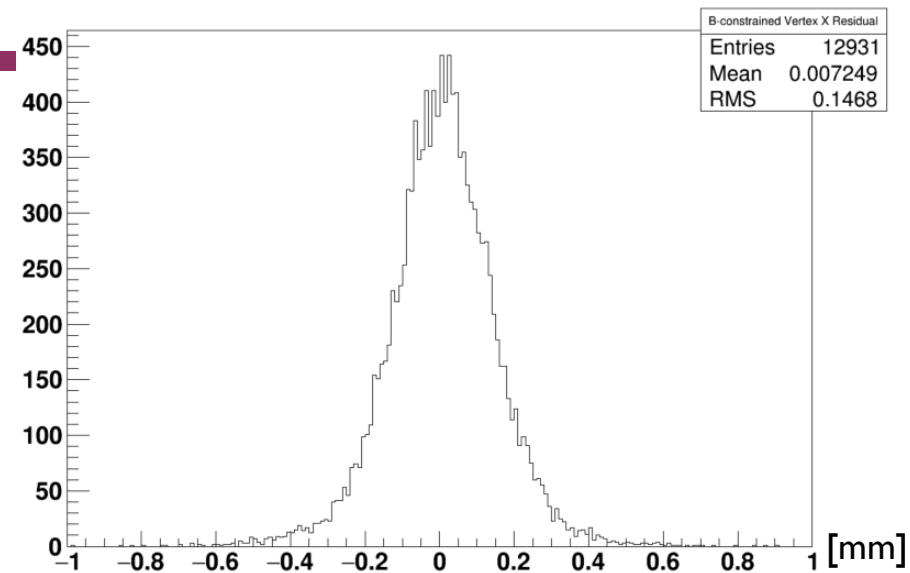
Pz dependence in core?

BEAMSPOT-CONSTRAINED V0

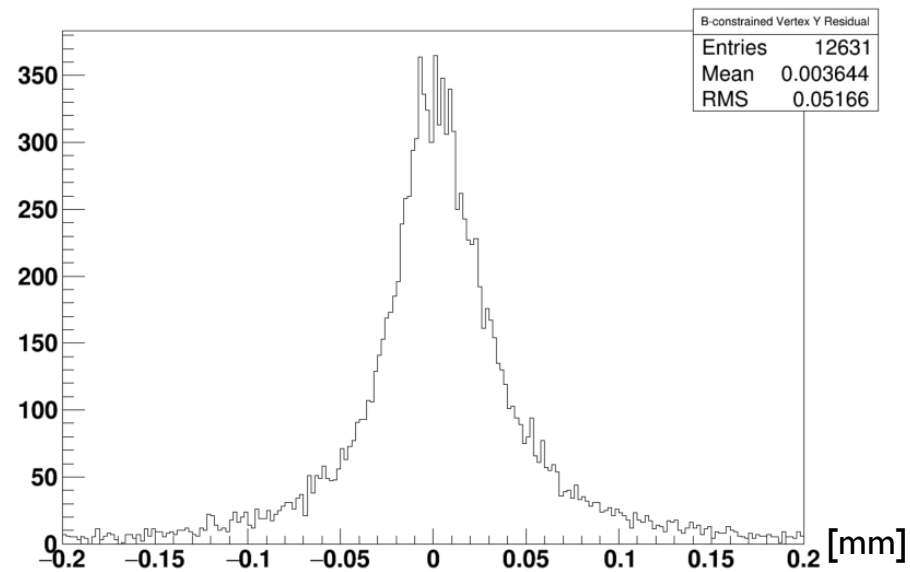
B-constrained Vertex Z Residual



B-constrained Vertex X Residual

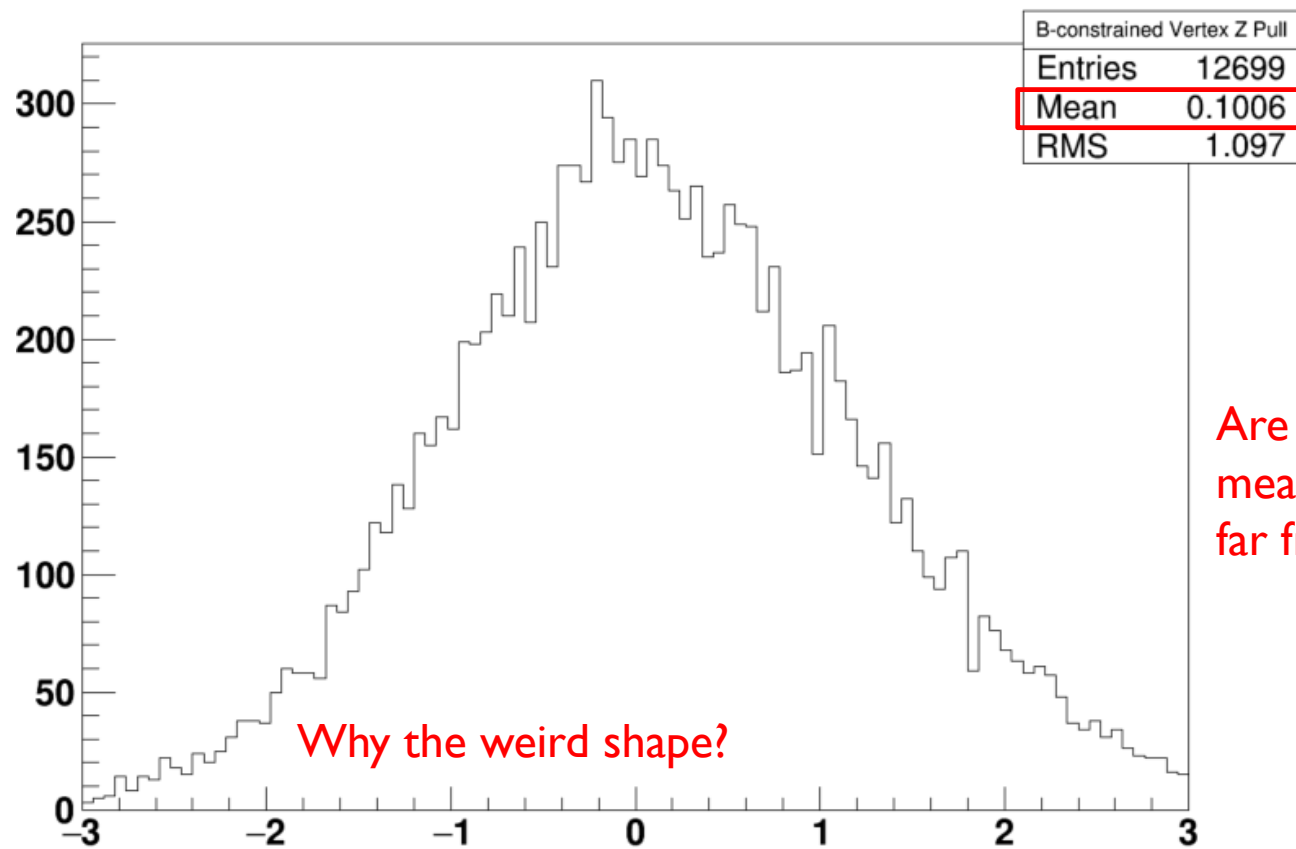


B-constrained Vertex Y Residual



BEAMSPOT-CONSTRAINED V0

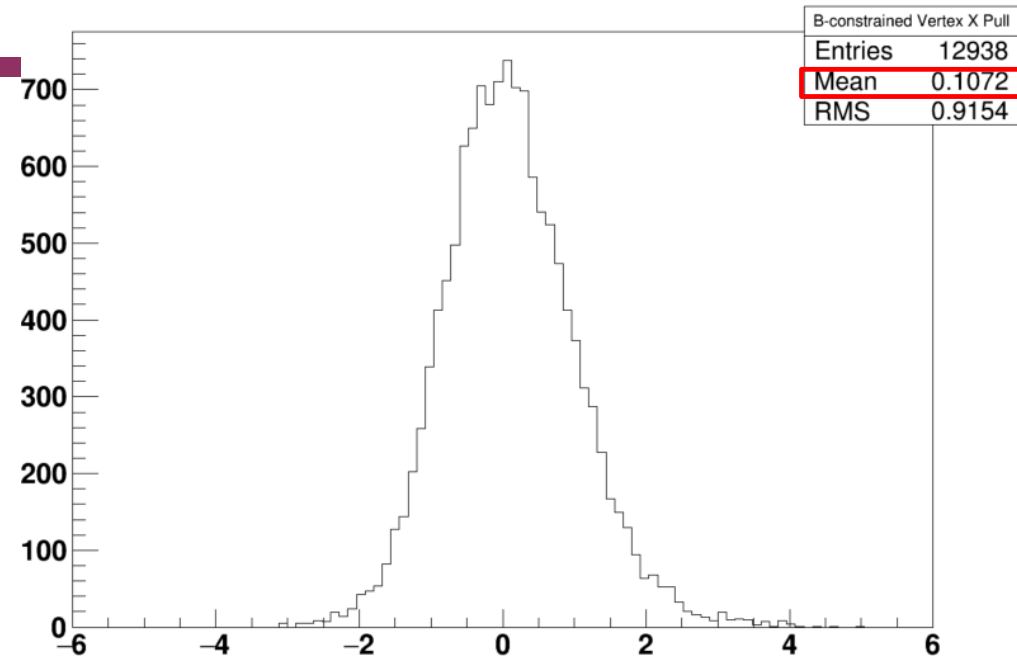
B-constrained Vertex Z Pull



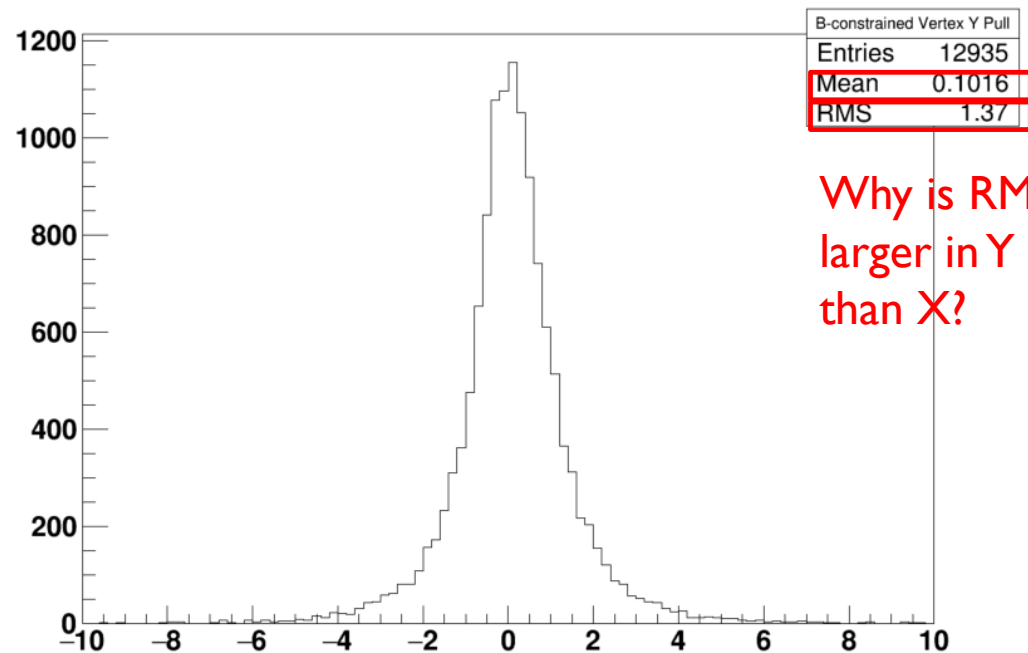
Why the weird shape?

Are the means too far from 0?

B-constrained Vertex X Pull

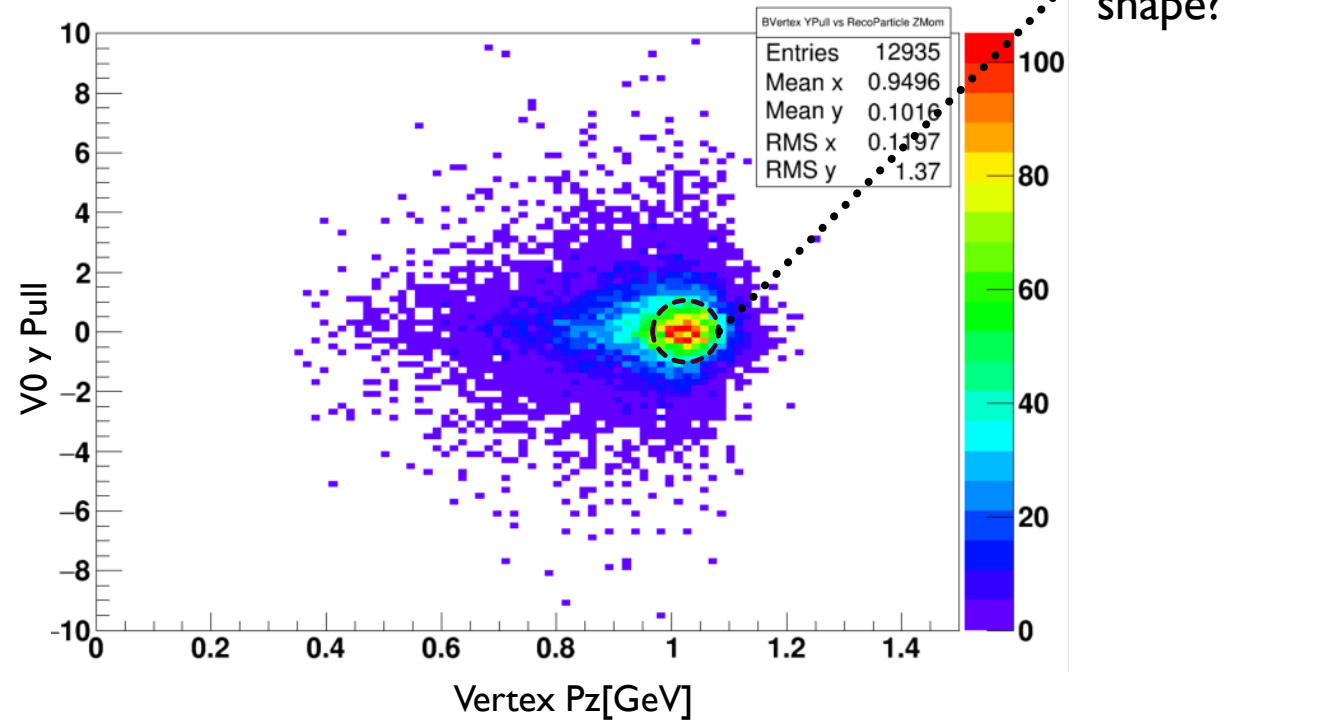
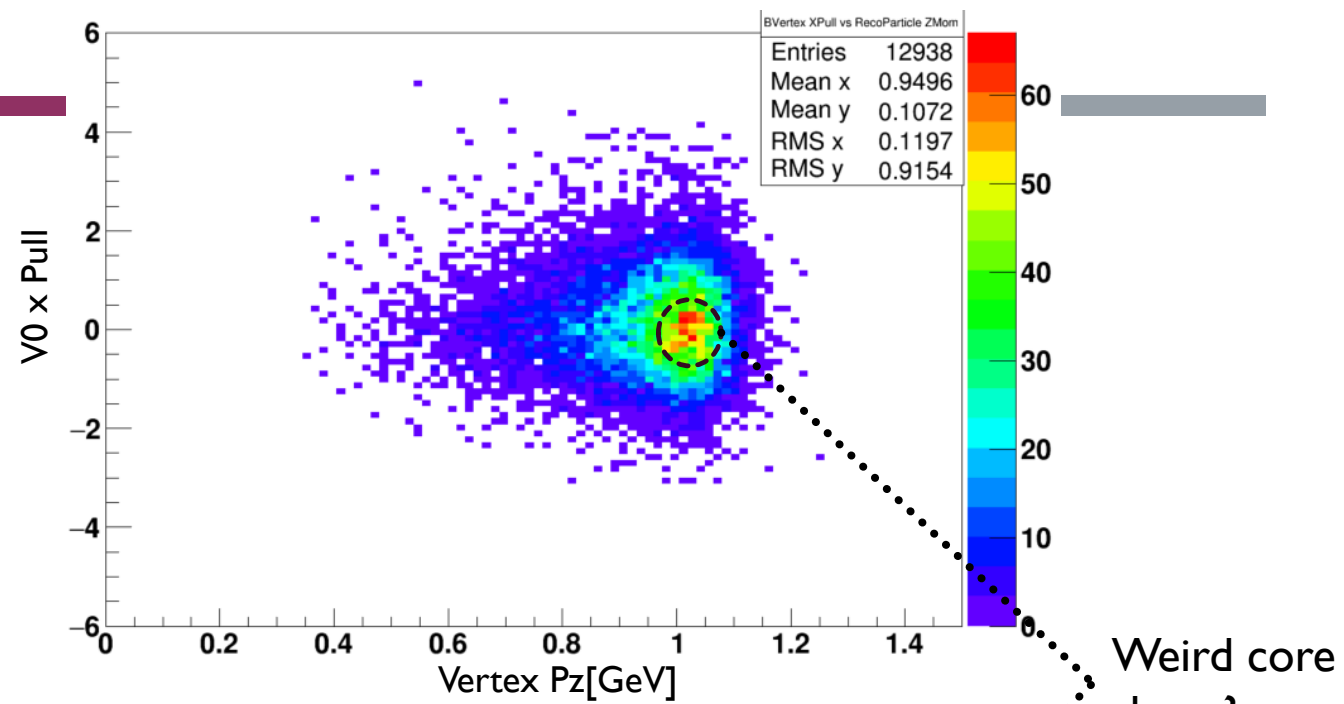
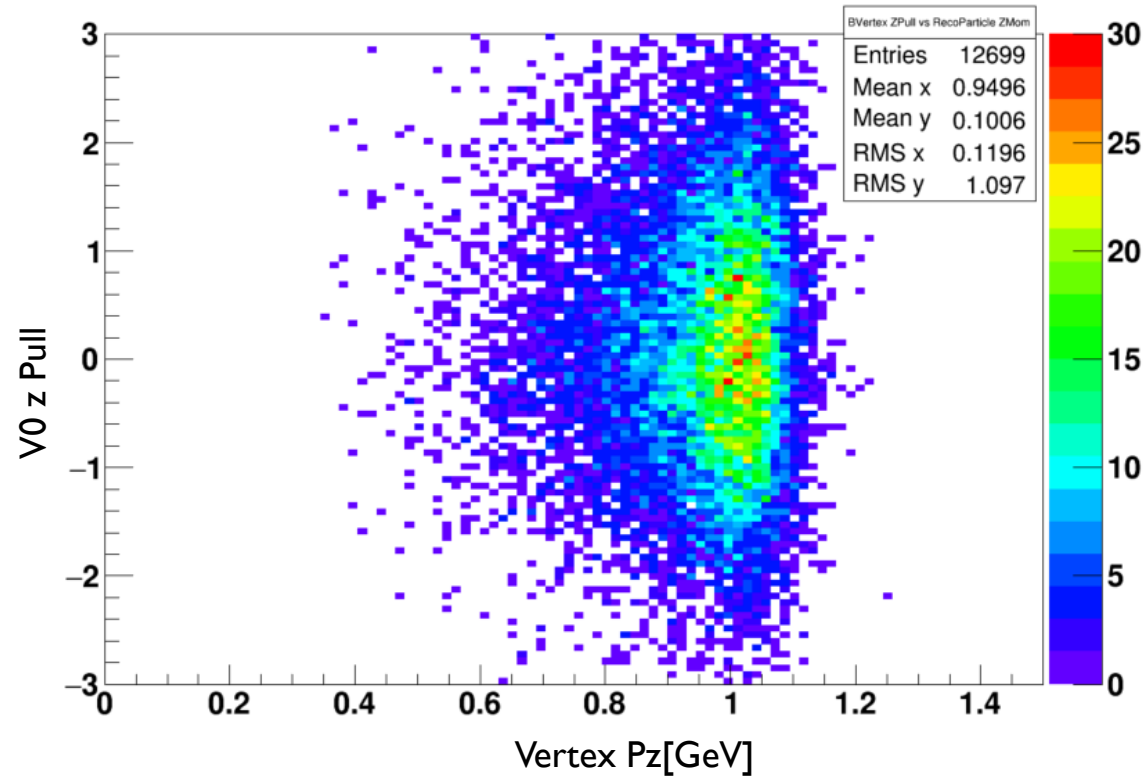


B-constrained Vertex Y Pull



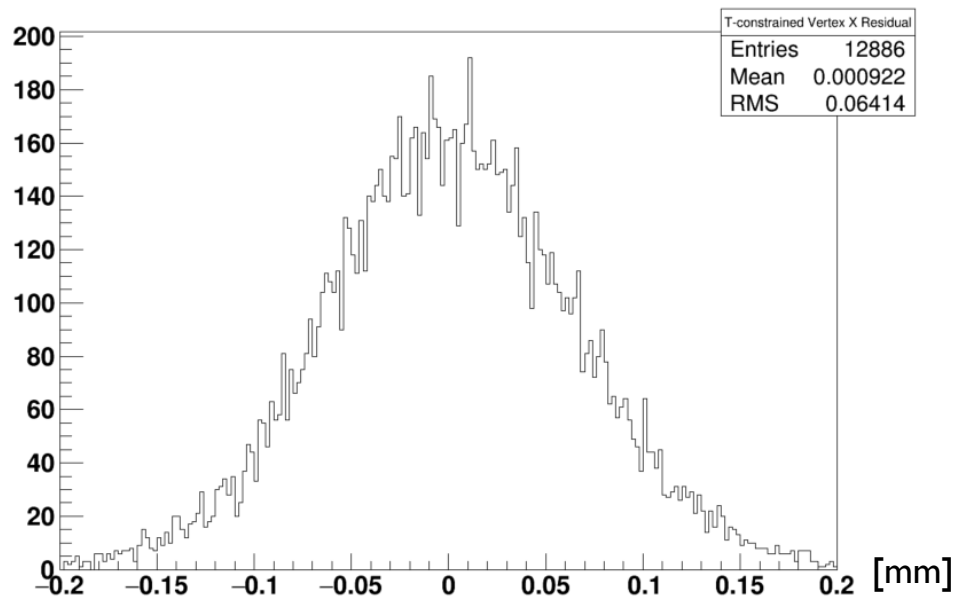
Why is RMS larger in Y than X?

BEAMSPOT-CONSTRAINED V0

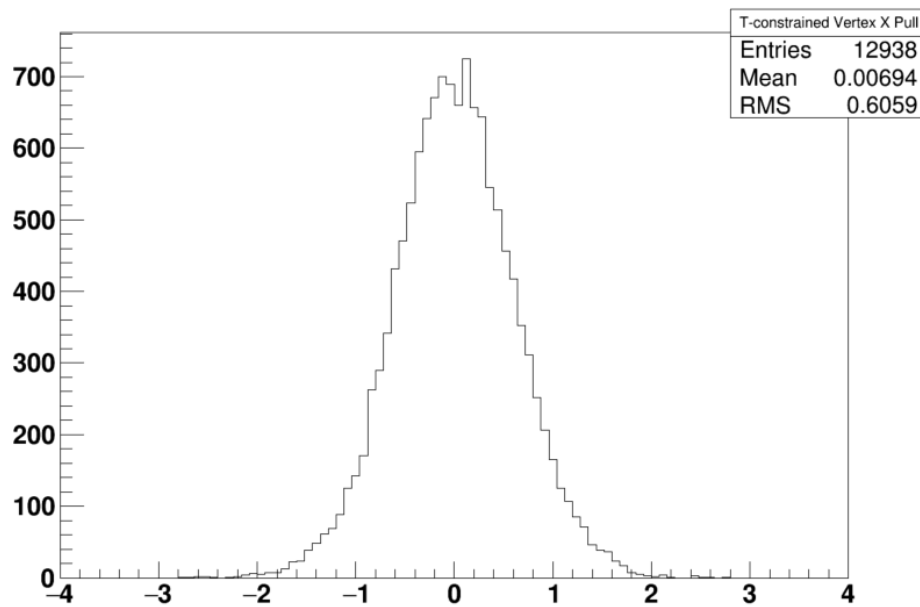


TARGET-CONSTRAINED V0

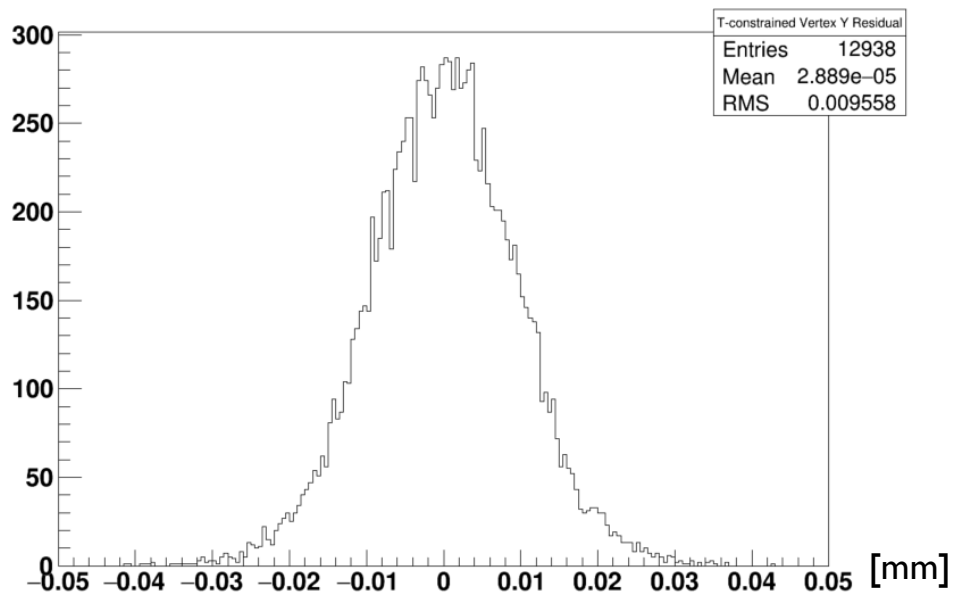
T-constrained Vertex X Residual



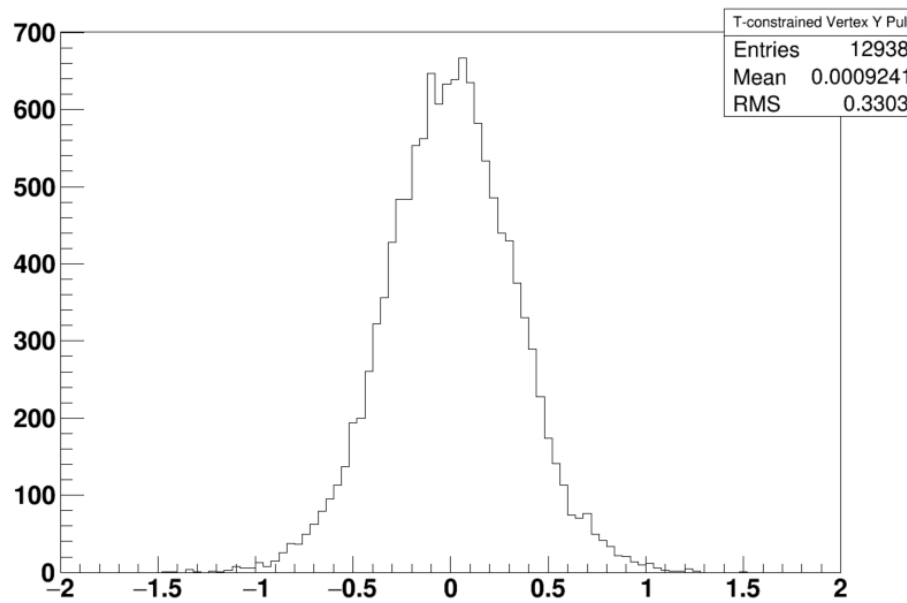
T-constrained Vertex X Pull



T-constrained Vertex Y Residual



T-constrained Vertex Y Pull



TARGET-CONSTRAINED V0

