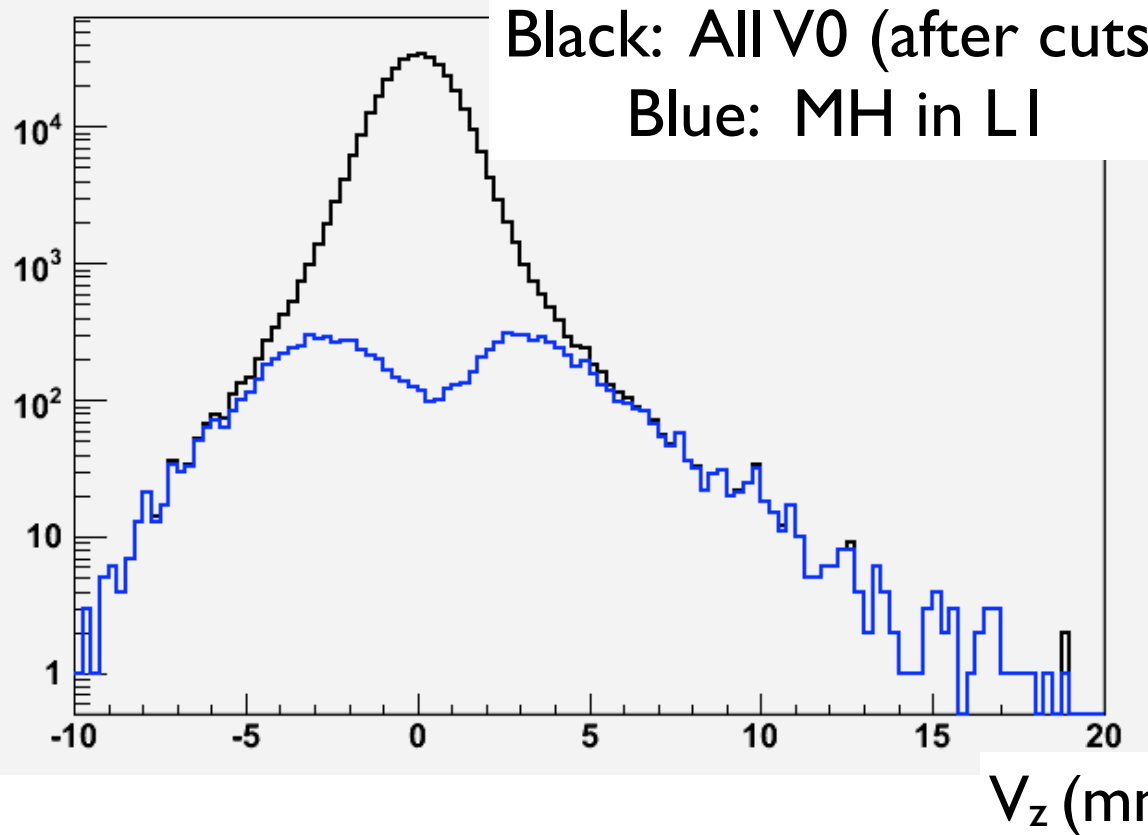


# The problem...

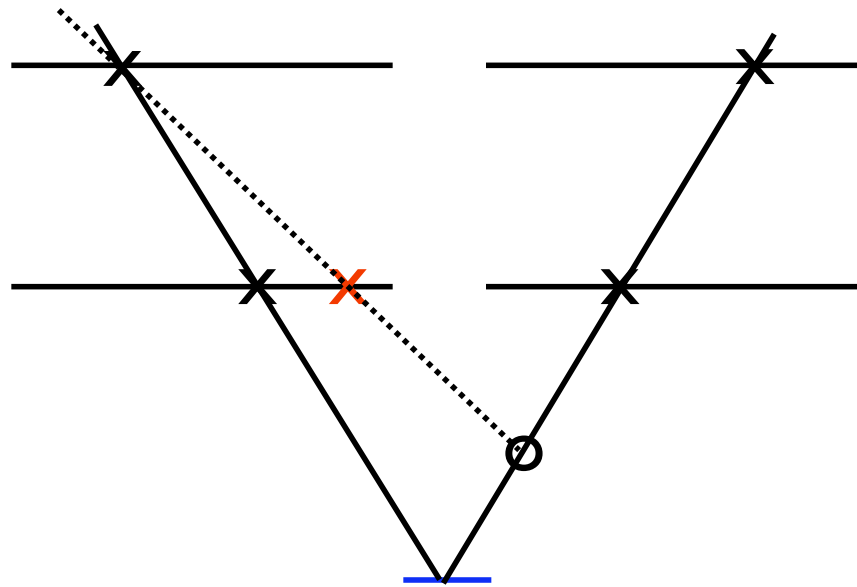


Base Cuts: Track  $\chi^2 < 20$   
 $190 < M(e^+e^-) < 210$  MeV  
V0 Momentum  $< 5.5$  GeV  
Vertex  $\chi^2 < 20$   
 $V_x < 0.4$  mm &  $V_y < 0.4$  mm

vertex resolution is  
not good  
enough...the reach  
is destroyed

- the bulk of the problem comes from mishits in first layer (non-bend measurement)
- V0 with mishits in the other layers also have worse resolution, but 1) most mishits are in LI and 2) the resolution isn't as bad

# $V_z - V_y$ correlation with mishits



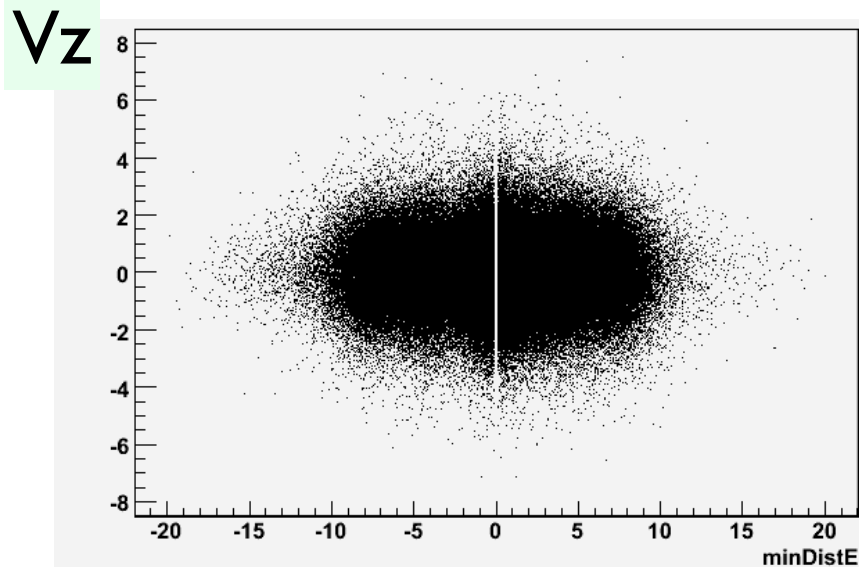
gross  
exaggeration

...taking a wrong hit from closer to the beam (where occupancy is high!) will pull vertex to higher Z.

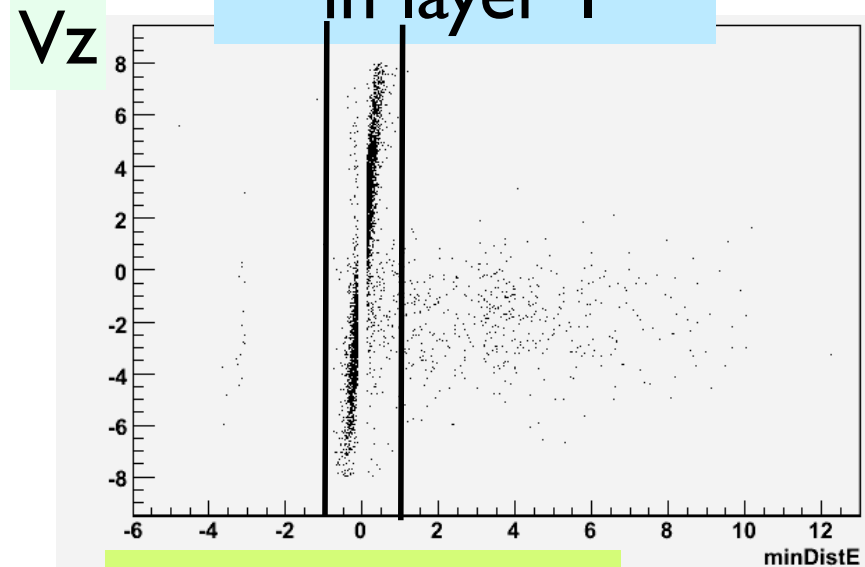
# Z-Vertex v L1 Cluster Isolation

minDist==the distance from the cluster on track to the closest other cluster in layer 1 (positive is towards the beam)

0 mishits

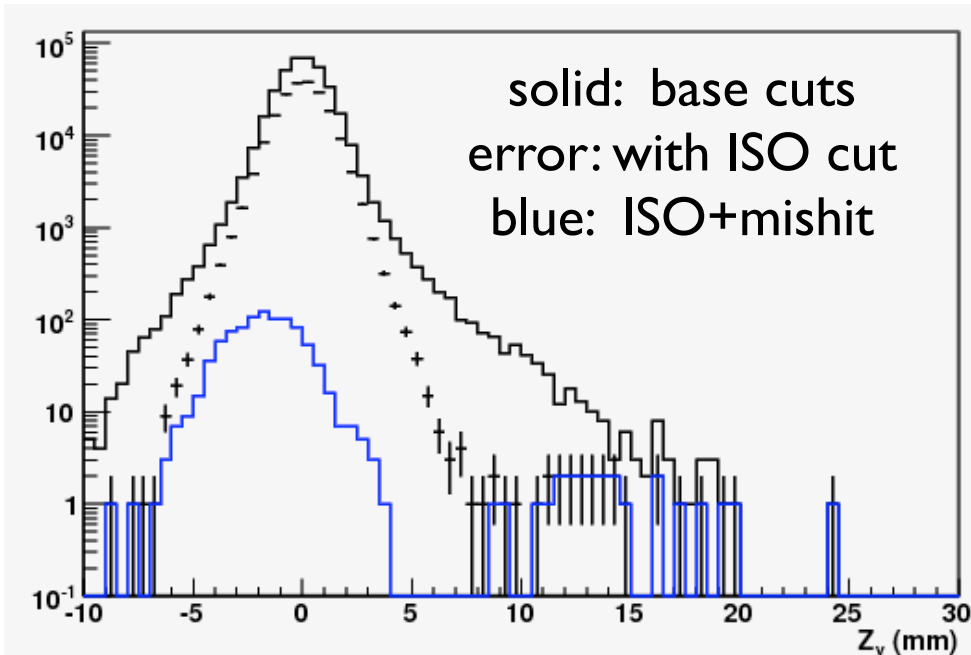


electron mishit  
in layer 1



cut at +/- 1mm?

# Resolution after ISO cut...

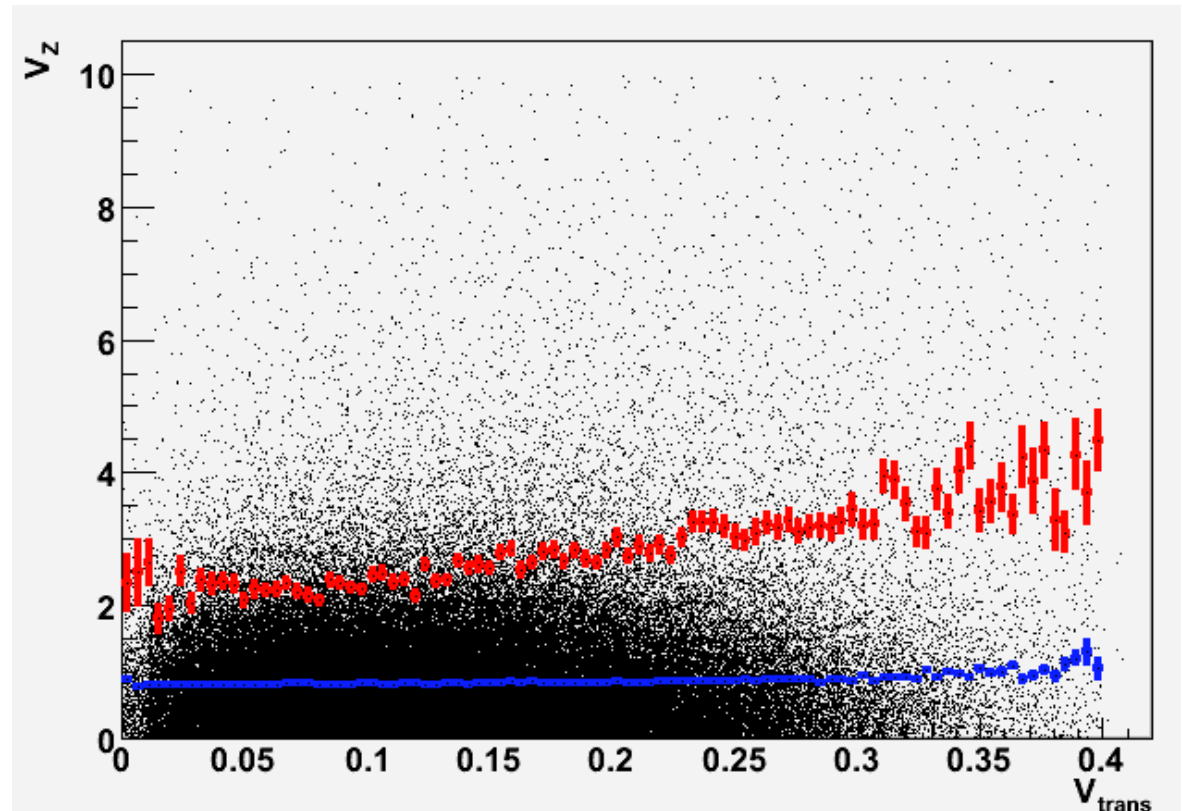


Cutting at  $\text{minDist} > 1 \text{ mm}$   
for both  $e^+$  and  $e^-$  cleans  
things up  
considerably...but at a  
cost of  $\sim 50\%$  efficiency

VzCut	f(loose)	f(tight)	f_MH(tight)
>5.00 mm	0.0082304	0.0004756	0.2526316
>7.50 mm	0.0026183	0.0001452	0.8275862
>10.00 mm	0.0009812	0.0001151	0.9565217
>12.50 mm	0.0003354	0.0000801	1.0000000
>15.00 mm	0.0001352	0.0000350	1.0000000
>17.50 mm	0.0000501	0.0000200	1.0000000
>20.00 mm	0.0000050	0.0000050	1.0000000

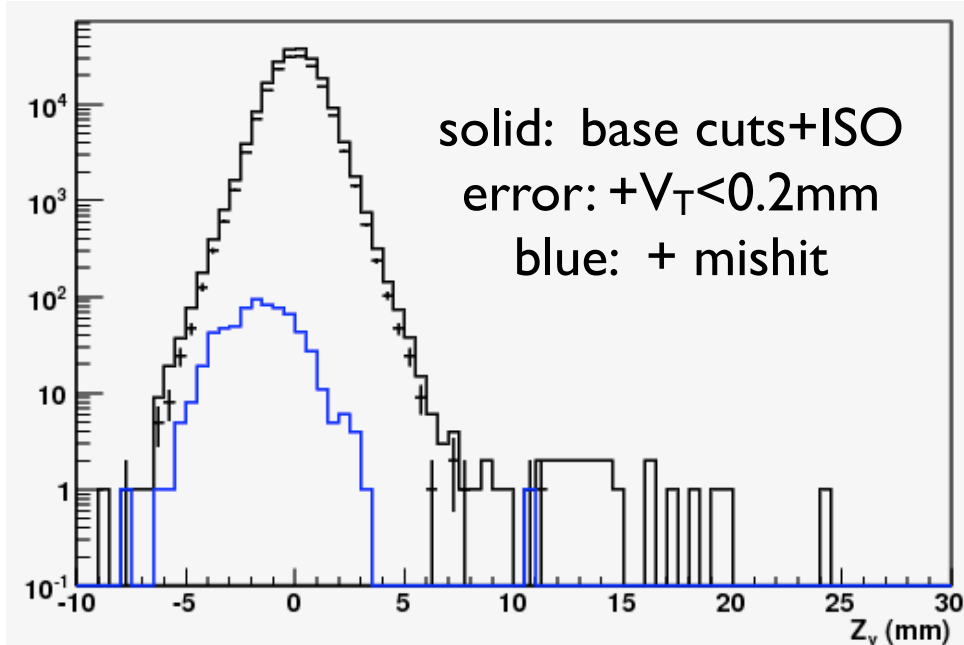
# One more thing...

Current cut is  $V_x, V_y < 0.4\text{mm}$ ...there is more to be gained though.



A brutal cut would be  $V_T < 0.2\text{mm}$ ...note that this near the expected  $V_T$  for a  $A'$  decaying at  $2\text{cm}$ !

# ...tighter cut on $V_T$



Tighter cut on  $V_T$  cleans it up even more, but is inelegant...rather have a V- and P-constrained fit

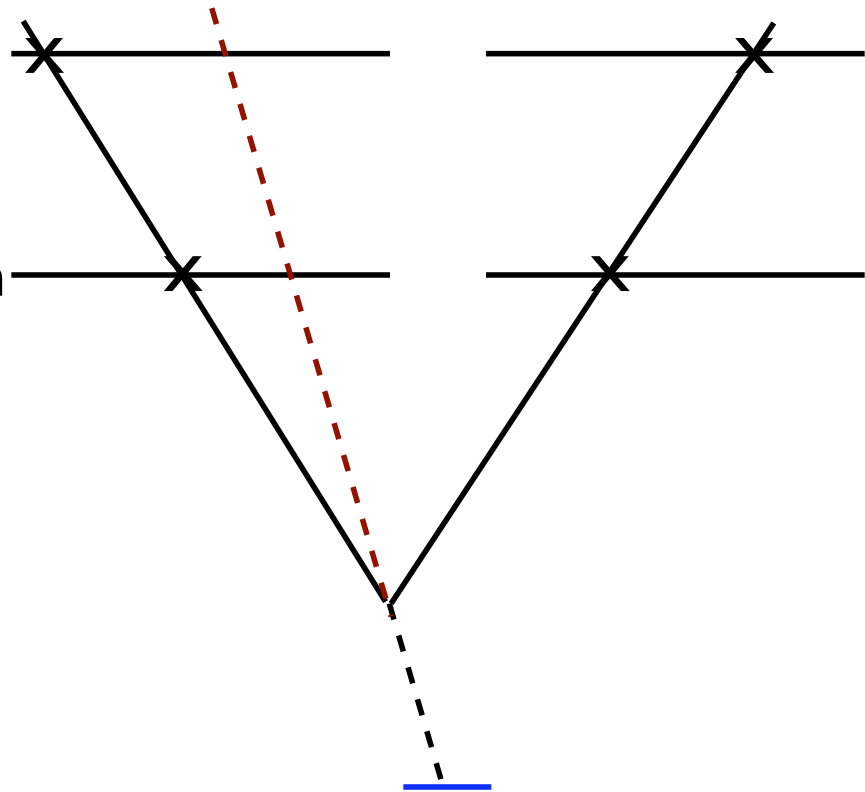
minVtxX	f(loose)	f(tight)	f_MH(tight)
>5.00 mm	0.0005707	0.0002343	0.0256410
>7.50 mm	0.0001742	0.0000180	0.3333333
>10.00 mm	0.0001382	0.0000120	0.5000000
>12.50 mm	0.0000961	0.0000000	0.0000000
>15.00 mm	0.0000420	0.0000000	0.0000000
>17.50 mm	0.0000240	0.0000000	0.0000000
>20.00 mm	0.0000060	0.0000000	0.0000000

nAp(Loose): 196153 nAp(Tight): 163548; Ap efficiency (relative): 0.833778

Note: total A' reco efficiency after all cuts is ~25% (does not include geometric acceptance)

# Beamspot constrained vertex

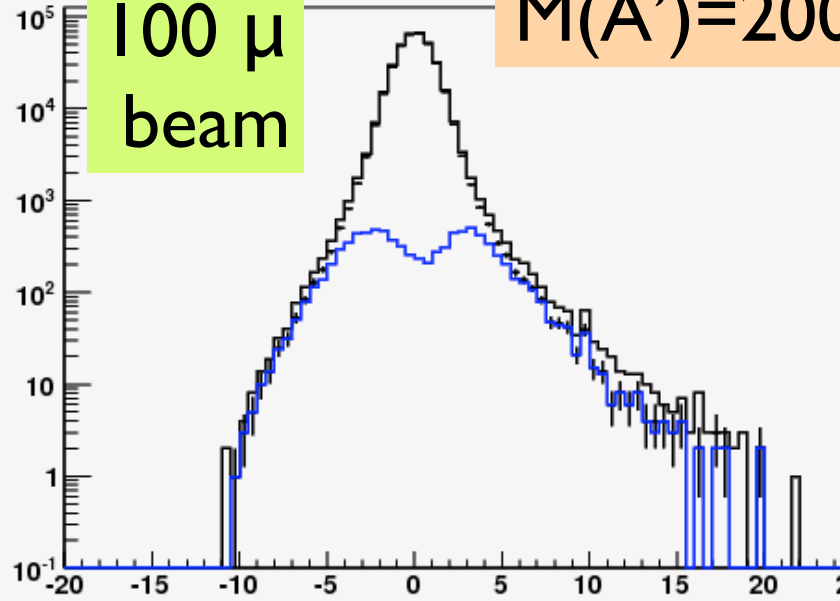
I fudged a constrained fit by feeding a third “track” with errors the size of the beam spot. The direction of the track is taken from the reconstructed  $V_0$  momentum and given 0 uncertainty....



100  $\mu$   
beam

$M(A')=200$  MeV

Base Cuts: Track  $\chi^2 < 20$   
 $190 < M(e^+e^-) < 210$  MeV  
 V0 Momentum  $< 5.5$  GeV  
 Unc Vertex  $\chi^2 < 20$   
 $V_x < 0.4$  mm &  $V_y < 0.4$  mm

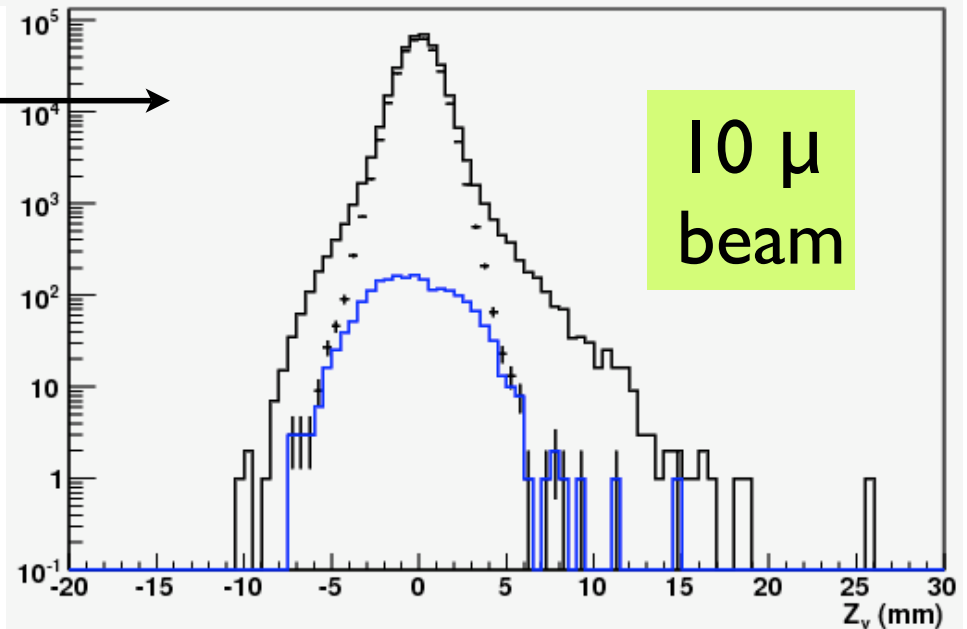


solid: base cuts  
 error: constrained  $\chi^2$  cut  
 blue: mishit LI

minVtxX	f(loose)	f(tight)	f_MH(tight)
>5.00 mm	0.0228950	0.0000931	0.8965517
>7.50 mm	0.0130060	0.0000193	1.0000000
>10.00 mm	0.0084052	0.0000064	1.0000000
>12.50 mm	0.0060125	0.0000032	1.0000000
>15.00 mm	0.0045358	0.0000000	0.0000000

Reco efficiency  $\sim 65\%$

10  $\mu$   
beam

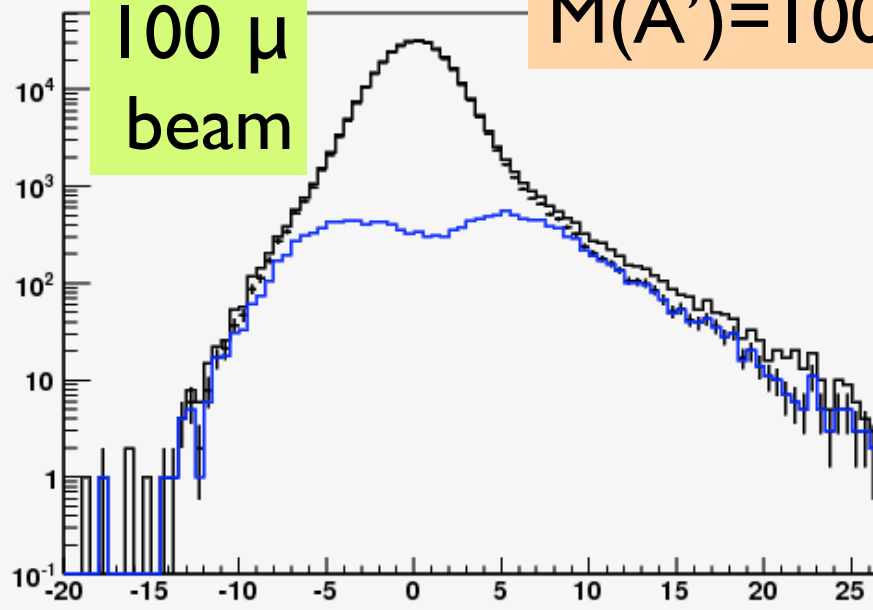




100  $\mu$   
beam

$M(A') = 100$  MeV

Base Cuts: Track  $\chi^2 < 20$   
 $190 < M(e^+e^-) < 210$  MeV  
 V0 Momentum  $< 5.5$  GeV  
 Unc Vertex  $\chi^2 < 20$   
 $V_x < 0.4$  mm &  $V_y < 0.4$  mm

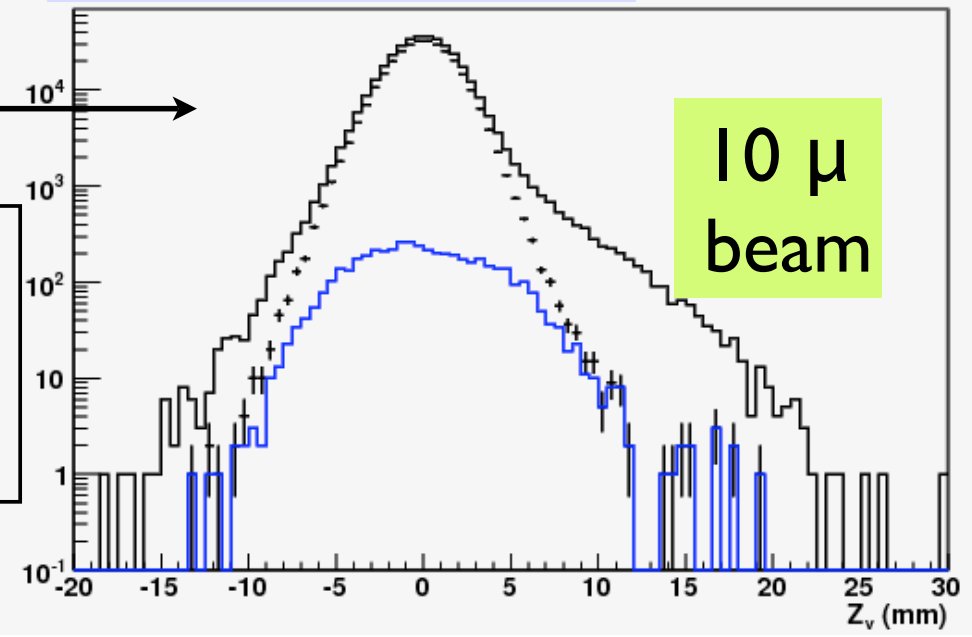


solid: base cuts  
 error: constrained  $\chi^2$  cut  
 blue: mishit LI

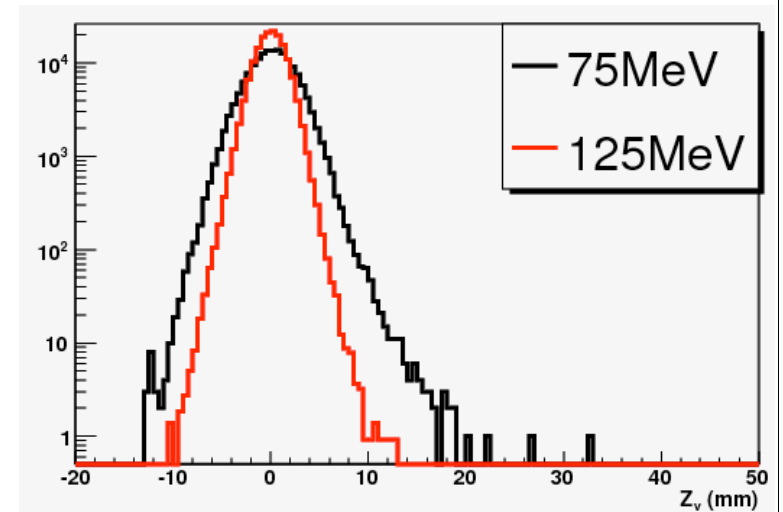
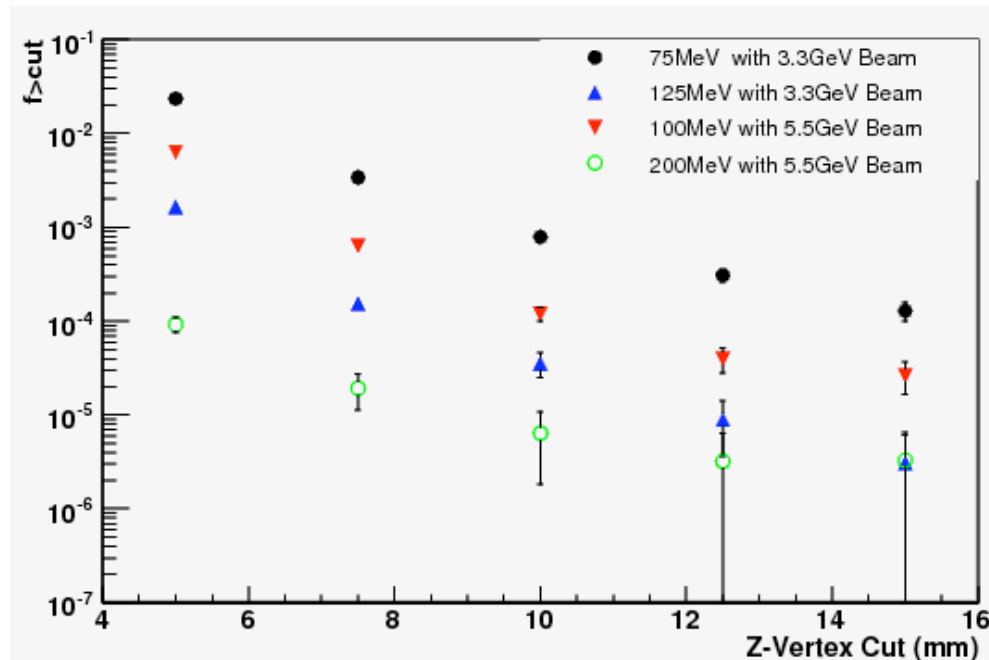
minVtxX	f(loose)	f(tight)	f_MH(tight)
>5.00 mm	0.0254551	0.0063594	0.2565582
>7.50 mm	0.0103269	0.0006306	0.6984127
>10.00 mm	0.0047069	0.0001201	0.9722222
>12.50 mm	0.0019927	0.0000400	1.0000000
>15.00 mm	0.0007854	0.0000267	1.0000000
>17.50 mm	0.0002553	0.0000100	1.0000000
>20.00 mm	0.0000722	0.0000000	0.0000000

Reco efficiency  $\sim 65\%$

10  $\mu$   
beam



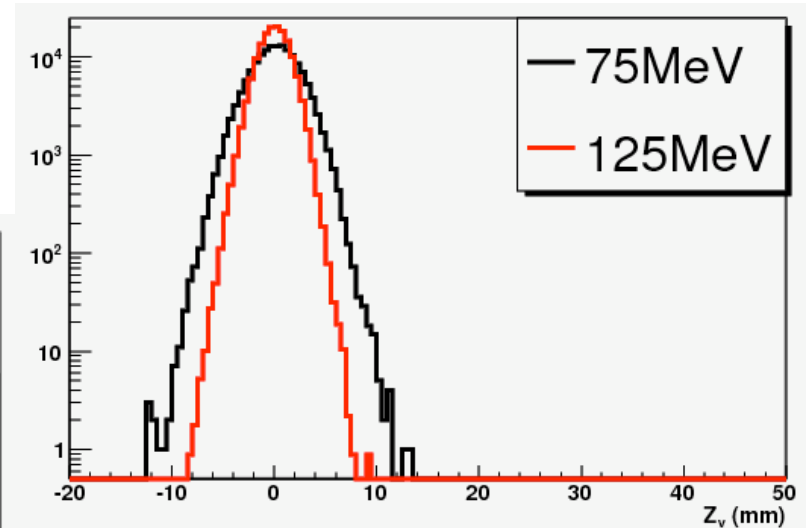
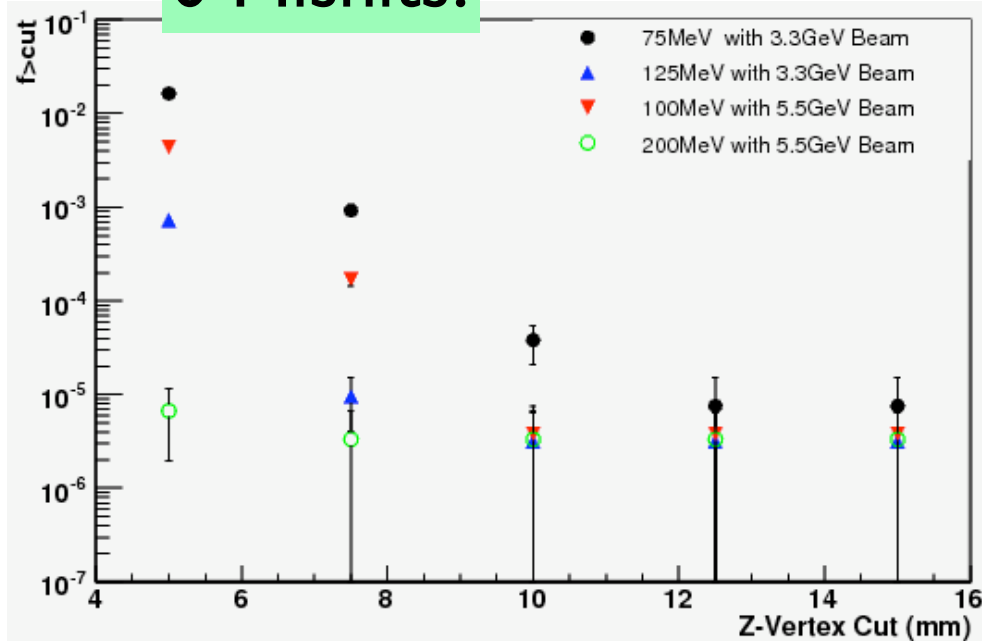
# Energy/Mass Dependence...



After cut on the constrained vertex, we still have some work to do...lower masses are still too dirty

# Energy/Mass Dependence...

0 Mishits!



There does look like there is room to do better, if we can clean up the mishits.

# Next steps...

- The biggest problem is from mishits in the first layer of Si...the pointing resolution from the subsequent layers is not good enough to resolve nearby hits. How do we solve this?
  - Adding an additional “hit” at the beamspot helps quite a bit...how small do we need the beam to be?
  - move planes 1 and 2 (x-y 90° stereo) closer
  - add an additional x-y plane in between 1 and 2
- I’m looking at these solutions now...hopefully by Friday I’ll have some answers