MC2020 2f samples

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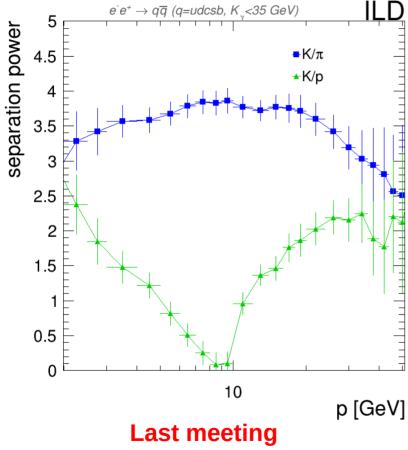






dEdx issue?





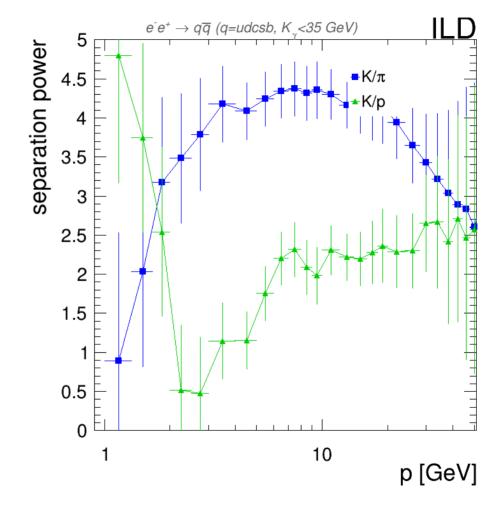
- ► Strange p/k separation
- ► I found an issue in relation between the reconstructed track and the most likely MC truth particle associated to it
 - We were treating some pions as if were protons (i.e. the dEdx of protons had the "proton" band + a soft "pion-like band"
- Seems to happen for pions starting early showers (maybe even in the TPC)
- ▶ It is solved if we use the relation between LCIO Tracks and MCParticle instead of ReconstructedParticle and MCParticle
 - A bit surprising but probably not a bug



After correcting the Mctruth extraction









Some DQ plots

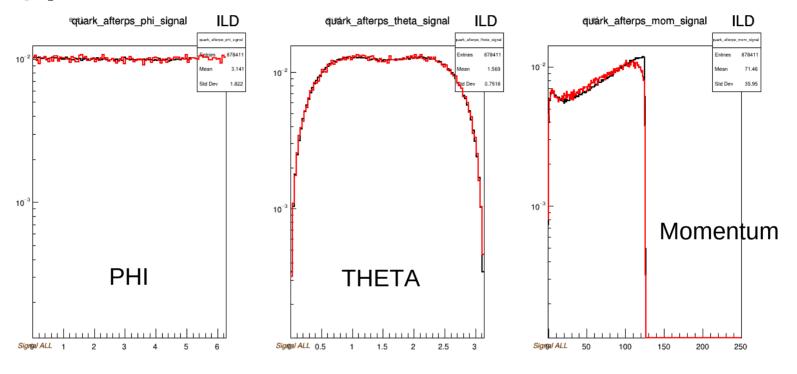


- ► Red= 2020 (no vertex track recovery)
- ► Black = DBD (no vertex track recovery)
- ► I show phi, theta and momentum
- ► All plots are normalized to the number of events analyzed



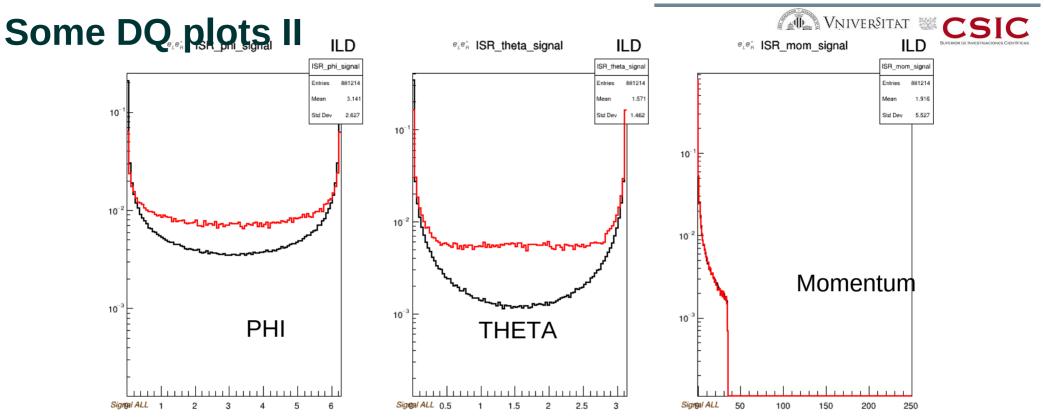
Some DQ plots I





- Quarks AFTER PS (all flavours, I do not include radiative return events in the plot)
- ► Red= 2020 (no vertex track recovery)
- ► Black = DBD (no vertex track recovery)



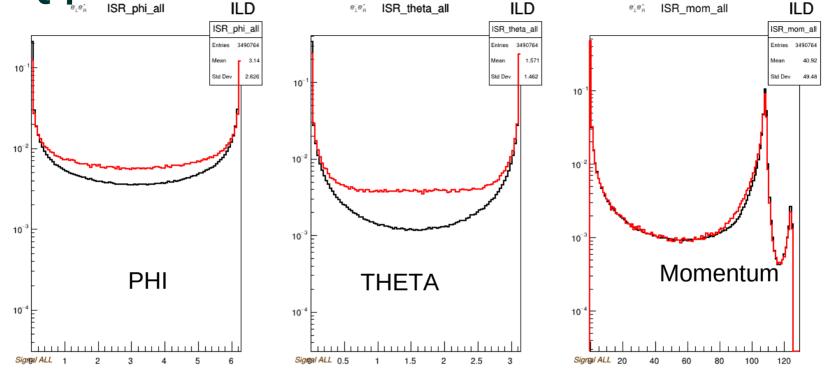


- ► ISR photons (all flavours, I do not include radiative return events in the plot)
- ► Red= 2020 (no vertex track recovery)
- ► Black = DBD (no vertex track recovery)



Some DQ plots III



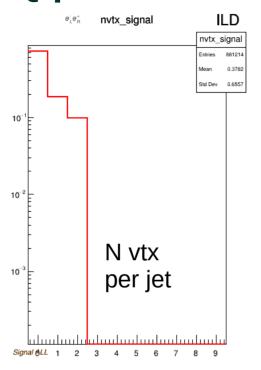


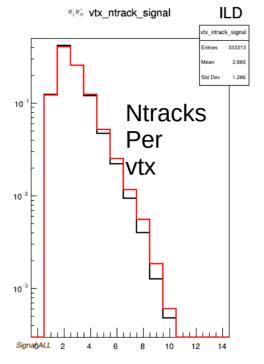
- ► ISR photons (all flavours, signal + radiative return)
- ► Red= 2020 (no vertex track recovery)
- ► Black = DBD (no vertex track recovery)

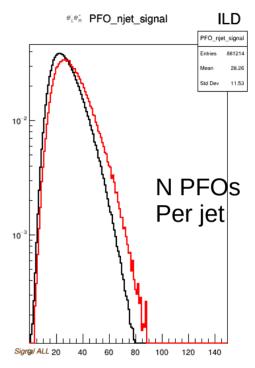


Some DQ plots IV







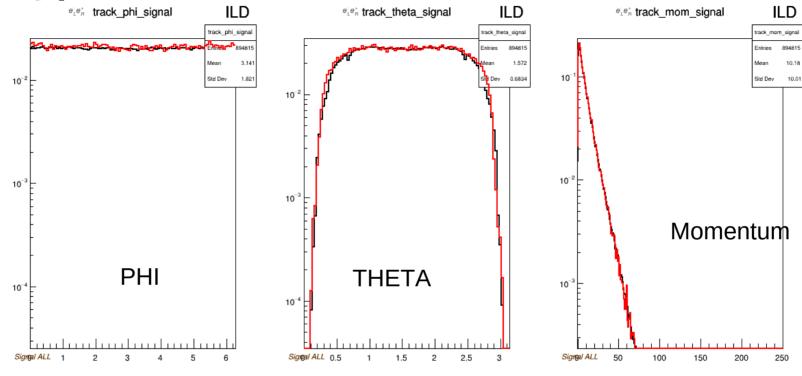


- ► Tracks, vtx, PFOs (all flavours, I do not include radiative return events in the plot)
- ► Red= 2020 (no vertex track recovery)
- ► Black = DBD (no vertex track recovery)



Some DQ plots V



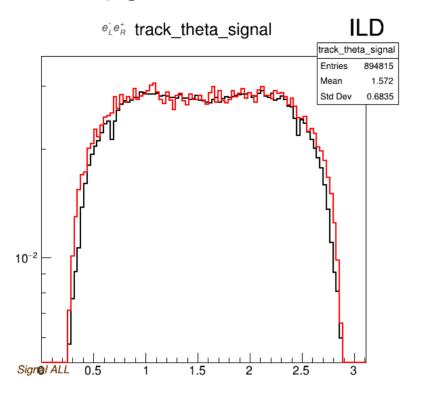


- ► Tracks (all flavours, I do not include radiative return events in the plot)
- ► Red= 2020 (no vertex track recovery)
- ► Black = DBD (no vertex track recovery)



Some DQ plots V bis





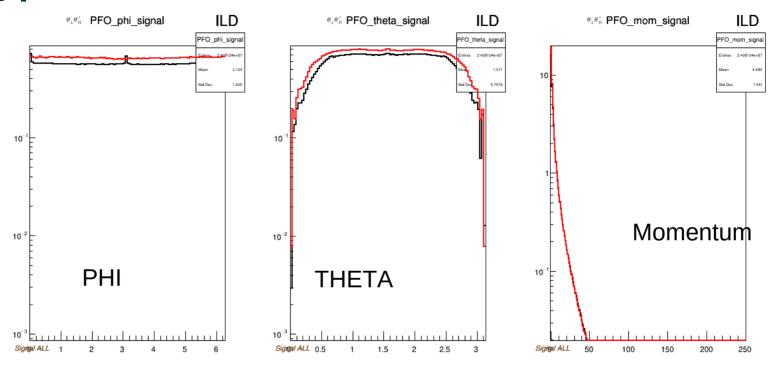
- ► The new software solves the "horns" issue and populates a bit more the forward regions.
- ► **NEXT:** Check what would be the impact of the vertex restoring processor...

- ► Tracks (all flavours, I do not include radiative return events in the plot)
- ► Red= 2020 (no vertex track recovery)
- ► Black = DBD (no vertex track recovery)



Some DQ plots VI





- ▶ PFOs (all flavours, I do not include radiative return events in the plot)
- ► Red= 2020 (no vertex track recovery)
- ► Black = DBD (no vertex track recovery)



Summary, next steps



- ▶ No big surprises observed
 - Except that the dEdx is now more realistic
- ► Still some debugging is needed
- Check the application of the vertex restorer

