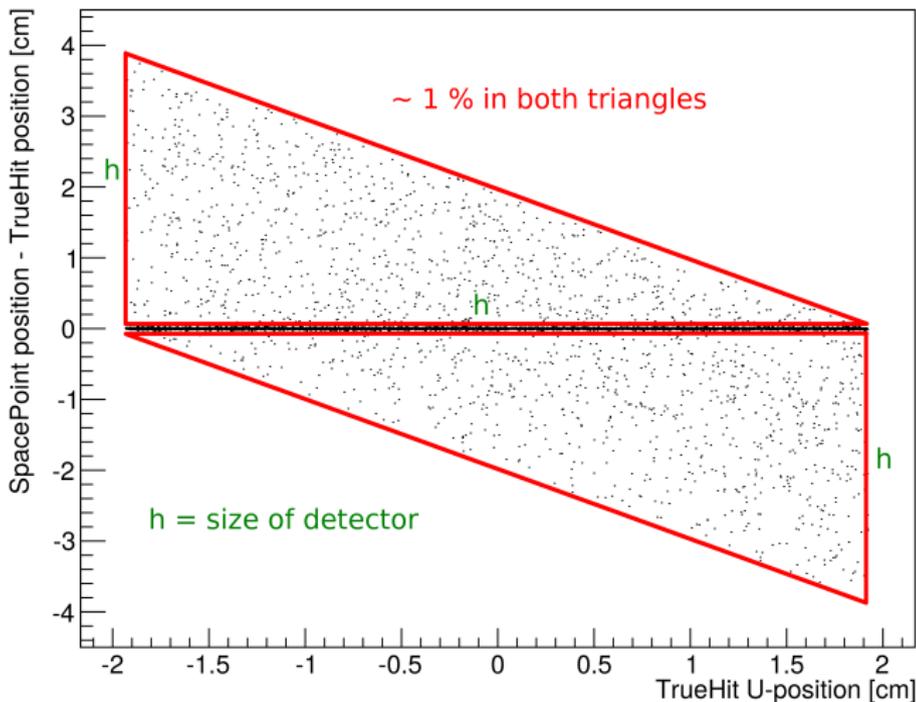


Update on the SpacePoint/TrueHit Issue and Planned Next Steps

Thomas Madlener

Position residuals vs. TrueHit position, with 'issue cases': position residuals vs TrueHit position U, layer 3



What happened since then (last 2 months)

- disentangling of modules (alongside some refactoring work) → relating TrueHits and SpacePoints now in **SpacePoint2TrueHitConnector**
- implementation of algorithm for finding the related TrueHits to a SpacePoint now with multimap (previously done with vectors)
- finding the 'right' TrueHit is **still not straight-forward!** (and there may be new issues!)
- However the **issue** presented in Prague could be tracked down to **stem from Ghosthits!**



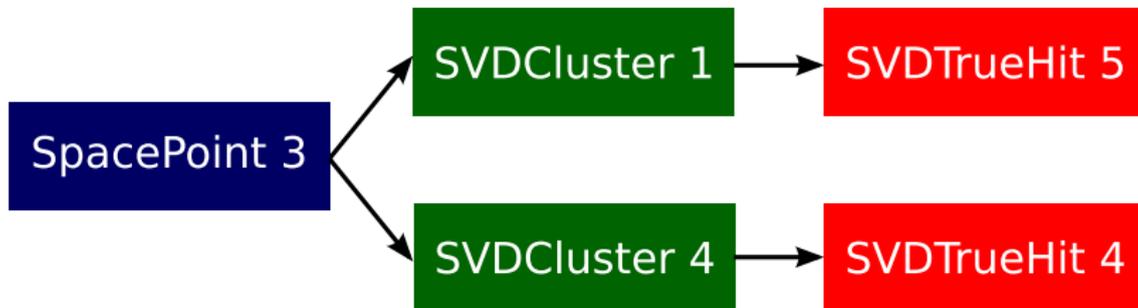
Relating TrueHits and SpacePoints

'Ideal' case: **clear hit** (→ relating is straight forward)



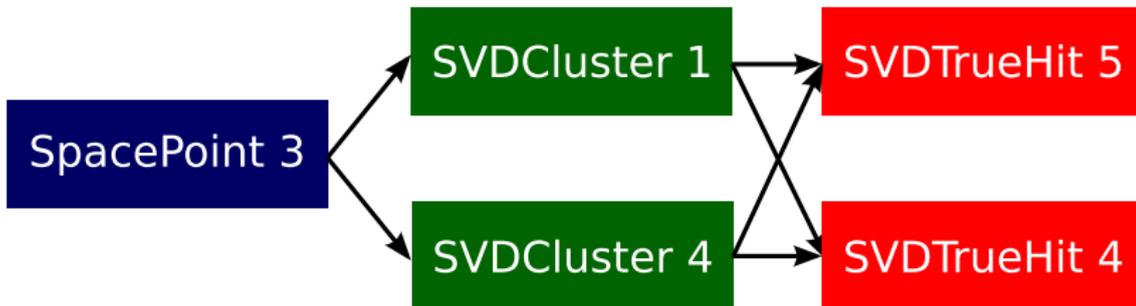
Relating TrueHits and SpacePoints

'Non-Ideal' case: **Ghosthit** (→ decision not to relate is straight forward)



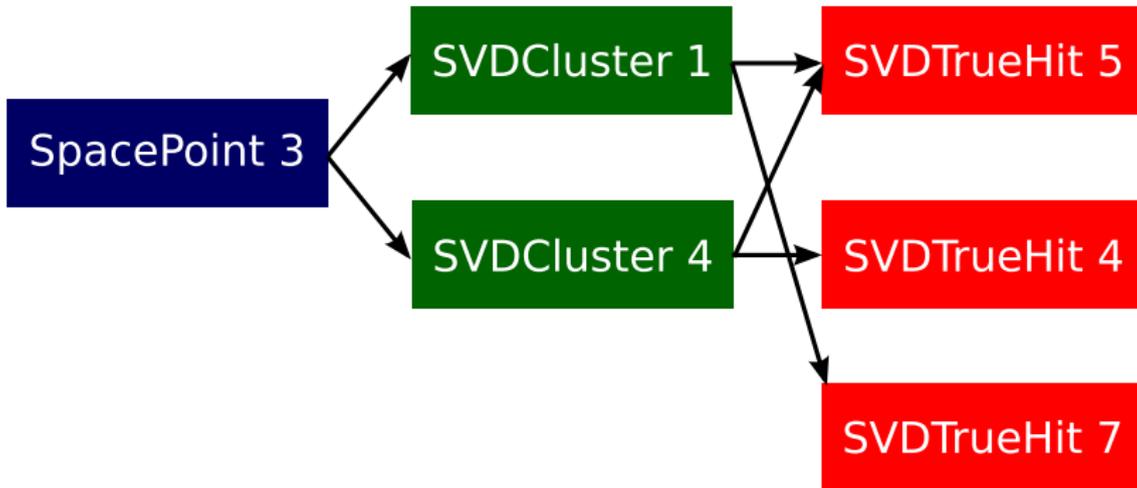
Relating TrueHits and SpacePoints

'Non-Ideal' case: **Shared TrueHit** (→ decision which one to choose is not straight forward!)



Relating TrueHits and SpacePoints

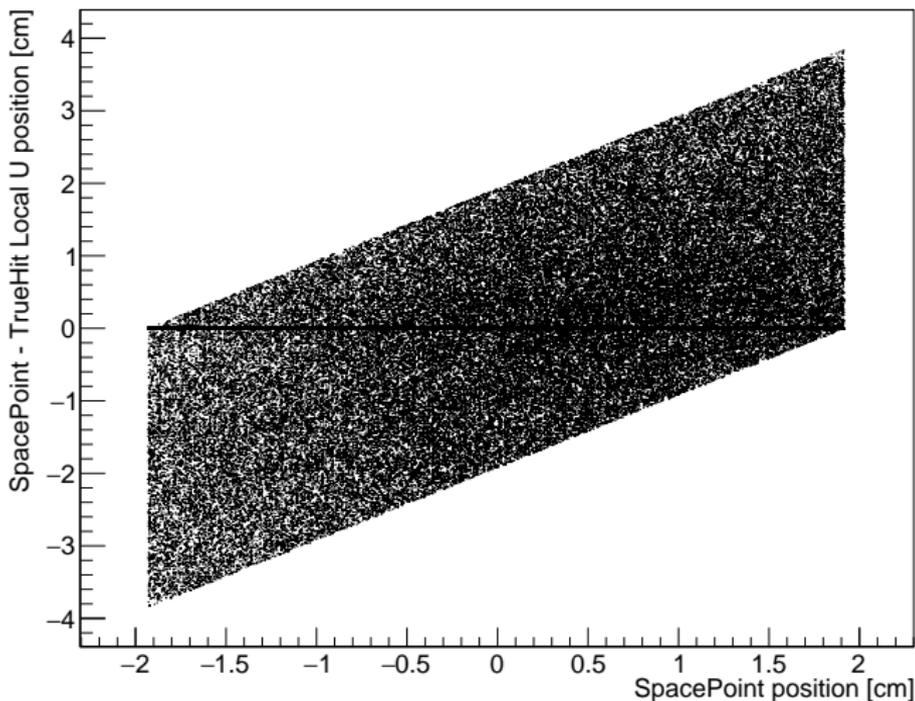
'Non-Ideal' case: **generic case** (→ decision which one to choose is not straight forward!)



Position residuals between SpacePoints and TrueHits (ghost hits only)

Scatter plot: position residuals vs. SpacePoint position

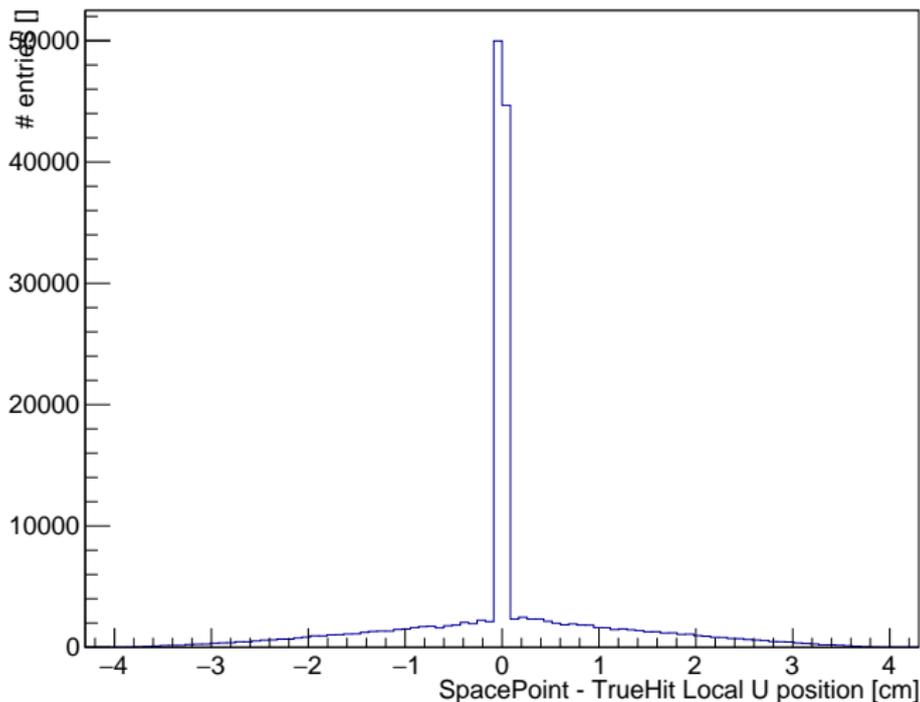
Position Residuals Local U on Layer 3, relation Status: 94



Position residuals between SpacePoints and TrueHits (ghost hits only)

Projection in Y-direction (histogram of position residuals)

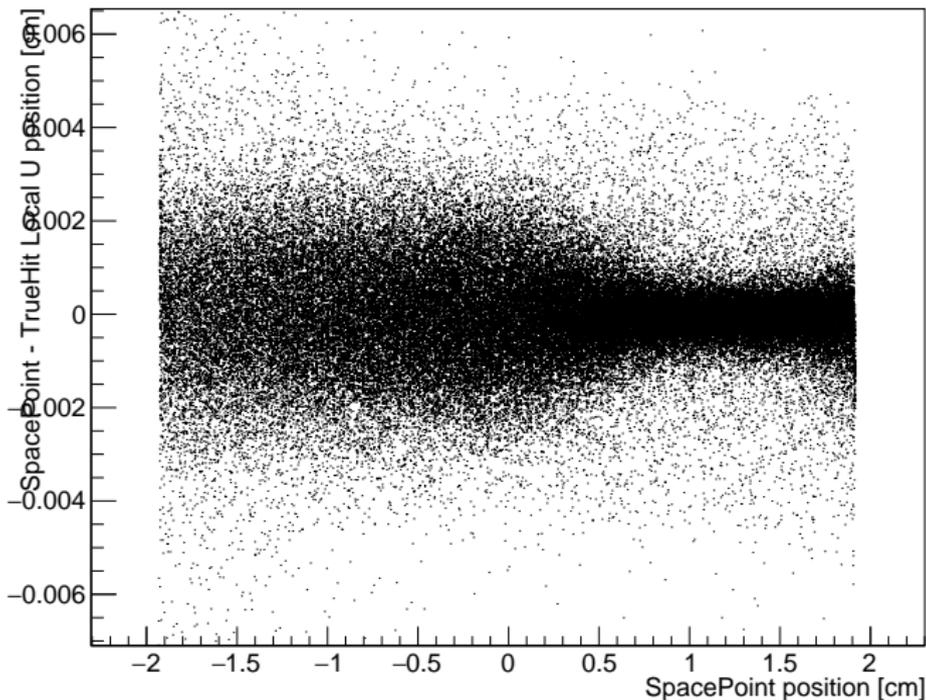
Position Residuals Local U on Layer 3, relation Status: 94



Position residuals between SpacePoints and TrueHits (clean hits only)

Scatter plot: position residuals vs. SpacePoint position

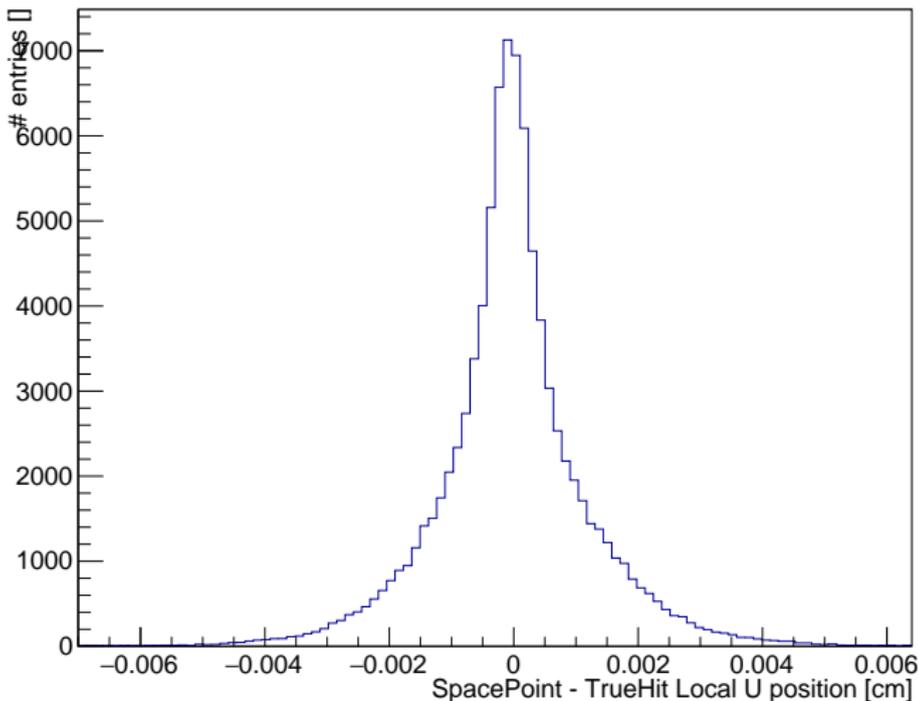
Position Residuals Local U on Layer 3, relation Status: 157



Position residuals between SpacePoints and TrueHits (clean hits only)

Projection in Y-direction (histogram of position residuals)

Position Residuals Local U on Layer 3, relation Status: 157



Summary and remaining questions

- Appearance of 'triangles' due to Ghosthits
- Filtering out Ghosthits and/or unclean hits yields reasonable results
- **Resolution** seems to be **dependent on position** for **U clusters**, Explanation?
- How to choose the 'right' TrueHit?



What is next?

- **Short-term:** Finishing a very basic phase-space analysis:
 - comparing information from **MCParticles** related to GFTCs from **MCTrackFinder** and SPTCs from **GFTC2SPTCConverter**
 - aim: ensure converter does not systematically exclude some part of the phase-space
- **Long(er)-term:** Testing different approaches on how to employ neural networks to generate information usable by a SectorMap