To compere MC result to real data with clustering

[Tomoya Kato] (Rikkyo Uni)

Check MC result and

Goal in this workshop: Check MC result and data with understanding PHoBOS

My To-Do List

- trying cut adc0 before clustering
- Compare the number of clusters in MC and real data (initially for 0-5%).
- Verify the correctness of MC.
 - Vary the collision points to observe the ratio of cluster numbers to tracking numbers for inner and outer regions.
 - Research what MC is
 - vary collision points with MC. (if possible)
- Confirm that the paper and MC match.
 - Read the paper's clustering method.

• I'd like to write document About Expert GUI (if possible)

To compere MC result to real data with clustering

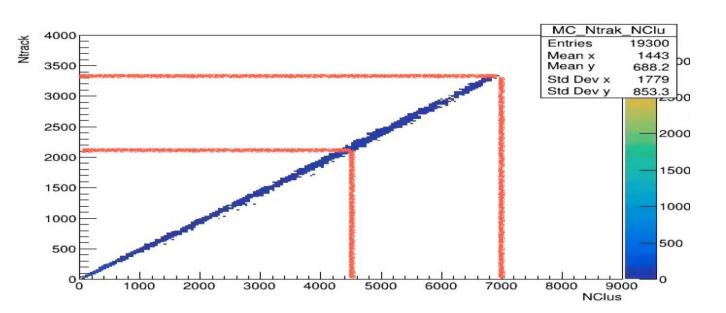
[Tomoya Kato] (Rikkyo Uni)





compare number of cluster
1st Remove adc0 before clustering

Verify the correctness of MC.



This figure was made by C.W

Vary the collision points to observe for inner and outer regions.

Read the paper's clustering method

Detection efficiency using cosmic ray data

Genki Nukazuka (RIKEN/RBRC)

Determination of detection efficiency of INTT using cosmic ray data as a function of half-ladder/chip/channel.

Goal in this workshop: Checking data, Migration to Fun4All framework, stability check of runs

My To-Do List

- Checking whether all cosmic ray data was transferred to the SDCC storage
- Processing all cosmic ray data with the latest decoder (DST production?)
- Running a sample Fun4All macro
- A very simple analysis within the Fun4All framework (with the input of the event-base TTree or DST?)
 - Giving INTT hits, clustering, converting clusters to hits (in the sPHENIX tracking framework?)
 - Applying a hot channel map
 - Applying the latest geometry correction from the survey data
 - Checking hit position distribution (x, y, z)
 - Checking ADC distribution
- Event selections for finding cosmic track
- A study using reconstructed cosmic tracks
 - Checking angle (both θ and φ) distributions
 - Checking cluster size distribution



A figure for an explanation if needed.