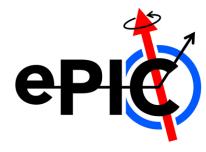
ePIC LFHCAL Meeting | Truth-Cluster Assoc.s



```
auto pclhits = pcl.getHits():
auto pclhit = std::max element(
  pclhits.begin(),
  pclhits.end().
  [](const auto& pclhit1, const auto& pclhit2) {
     eturn pclhit1.getEnergy() < pclhit2.getEnergy():
 // FIXME: in the low-level truth hits. It likely works for other detectors because
for ( : mchit != mchits->end(): ++mchit) {
   // break loop when CellID match found
 if ( mchit->getCellID() == pclhit->getCellID()) {
  // break if no matching hit found for this CellID
  warning("Proto-cluster has highest energy in CellID (), but no mc hit with that CellID was found.", pclhit->getCellID());
  trace("Proto-cluster hits: "):
  for (const auto& pclhit1: pclhits) {
   trace("{}: {}", pclhit1.getCellID(), pclhit1.getEnergy());
  trace("MC hits: ");
  for (const auto& mchit1: *mchits) {
    trace("{}: {}", mchit1.getCellID(), mchit1.getEnergy());
 const auto& mcp = mchit->getContributions(0).getParticle();
debug("cluster has largest energy in cellID: {}", pclhit->getCellID());
debug("pcl hit with highest energy {} at index {}", pclhit->getEnergy(), pclhit->getObjectID().index);
debug("corresponding mc hit energy {} at index {}", mchit->getEnergy(), mchit->getObjectID(),index);
 debug("from MCParticle index {}, PDG {}, {}", mcp.getObjectID().index, mcp.getPDG(), edm4hep::utils::magnitude(mcp.getMomentum())
 auto clusterassoc = associations->create()
```

- Current logic in ElCrecon:
 - 1) Identify highest energy hit (i.e. cell) in cluster
 - 2) Grab **1**st **contributing particle** of corresponding imulated hit, **regardless of energy, origin, status, species, etc.**
 - 3) Assign that contributor as the associated particle of the cluster
- Draft PR opened for updated algorithm
 - [eic/ElCrecon#1382]
 - A few to-do's:
 - Improve old method (e.g. use highest-energy contributor rather than just the 1st)
 - > Add old method as option for algorithm
 - Use TGeo volumes to check if vertex is in calorimeter (currently using named constant)
 - Aiming to be done with these by sometime next week