Linearity and resolution with and without weight

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Data I use: Augoust TB



Event selection and E computation

- The energy is computed:
 - $E^{N_{hits}}$ (digital)
 - E = a*Nhits1+b*Nhits2+c*Nhits3

Where a, b and c are computed by minimizing: dE = Ebeam – a*Nhits1+b*Nhits2+c*Nhits3 (TMinuit)

- Event selection:
 - standard pion selection
 - AND shower containment selection
 Nhits(planes 42 to 47)/Nhits(planes 0 to 30) < 0.1





Linearity - digital

Without any shower containment cut

Much better linearity BUT this is by construction...

Linearity - semidigital

Without any shower containment cut



Linearity - digital

With the shower containment cut

Much better linearity BUT this is by construction...

Linearity - semidigital

With the shower containment cut



Resolution - digital

Without any shower containment cut

Improvement of at least 1% in the whole range BUT

Again too easy:

- 1) same data to optimize the weights and to compute the performance
- 2) one set of weight for every energy cannot work in collision data taking

Resolution - semidigital

Without any shower containment cut



Resolution - digital

With the shower containment cut

Not the improvement is less obvious:

This can be due to the fact that the weights are optimized without the SC selection

Resolution - semidigital

With the shower containment cut



First attempt to parametrize the weights:

Run over all the energies in the same time and make a global fit with 5 parameters:

a = ct b = ct c = c0 + c1*Nhits + c2*Nhits²

For the moment this doesn't work...

Problem: this fit is extremely unstable, with values that depend very strongly on the initialization

Conclusions

- With a "perfect" use of the semidigital energy parametrization we can gain 1% on the energy resolution and have a much better linearity
- For this to work on real conditions we have to parametrize as a function of a value that we can measure: Nhits
- We could also use only a fraction of the events not to have 100% correlated samples
- For the moment all this is on going...