

Improvement in DT Segments reconstruction

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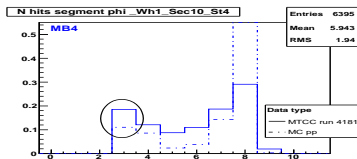
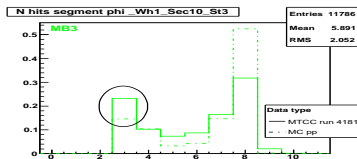
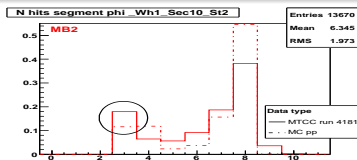
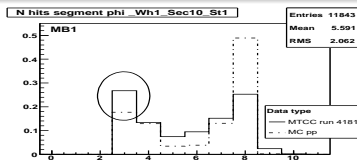
INFN LNL

DT Cosmic meeting
CERN, 11 january 2007



The problem

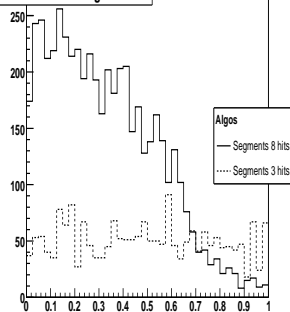
- Hits multiplicity in DT segments in MTCC events show an excess of **three hits segments**



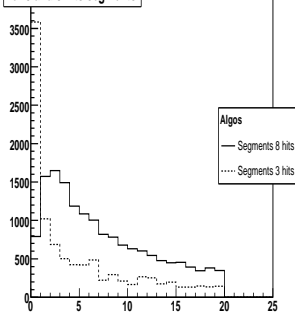
- Shown here compared with MC pp simulation
- Most of them are not real, but comes from uncorrect pattern recognition

- Angular distribution flat
- χ^2 peaked at low values
- typically other segments in chamber

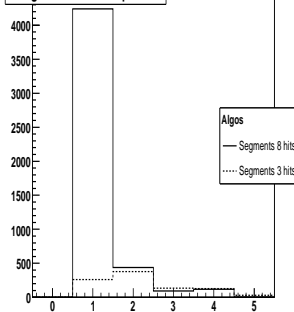
Segment angula distribution
for 3 and 8 hits segments



Segment χ^2 distribution
for 3 and 8 hits segments



Num segments in chamber
if segment with X hits present



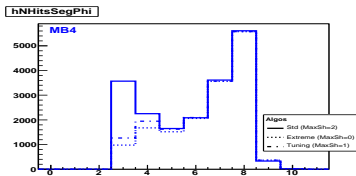
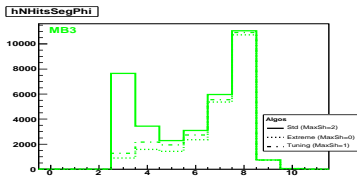
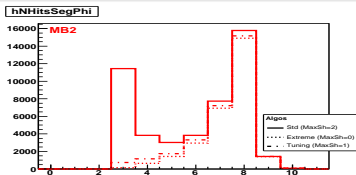
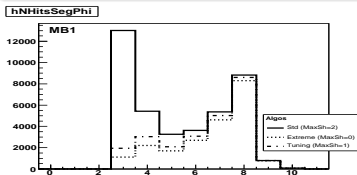
Current algo

- It's rather easy for three hits to be more or less aligned, especially if the intrinsic hit resolution used for pattern recognition is big (as is the case today)
- Pattern recognition which accept shared hits allows more of these short segments to be found
- Current algo allows for two shared hits between two segments
 - it is possible that a 3 hits segments has 2 hits shared with a longer segment **unlikely a true one.**

Improved algo

Possible tuning

Reducing to 1 or 0 the number of shared hits kills these fake segments, but also longer (higher multiplicity) ones.

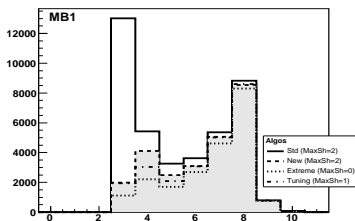


Better result if require that any segment must have at least 2 unshared hits

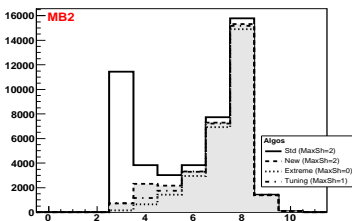
Results

MTCC Run 4181 (DT trigger with $B = 4$ T)

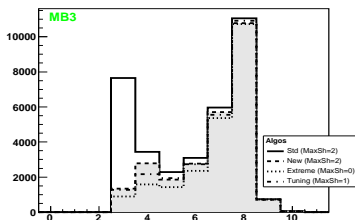
hNHitsSegPhi



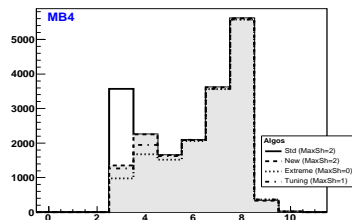
hNHitsSegPhi



hNHitsSegPhi



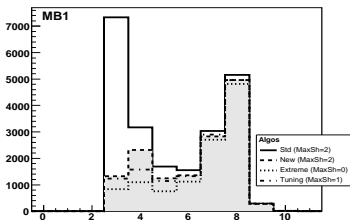
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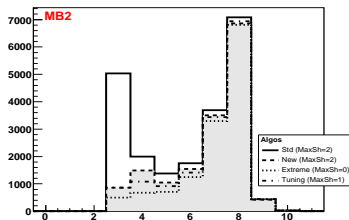
Results

MTCC Run 4333 (RPC trigger with $B = 0$ T)

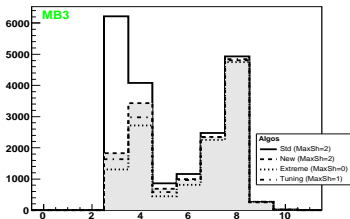
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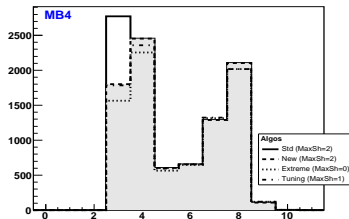
hNHitsSegPhi



hNHitsSegPhi



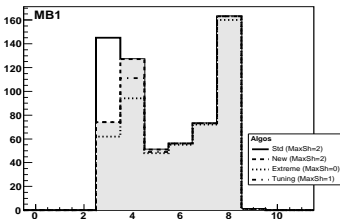
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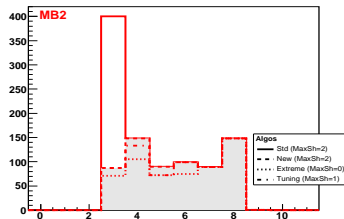
Results

MTCC MC (few events...)

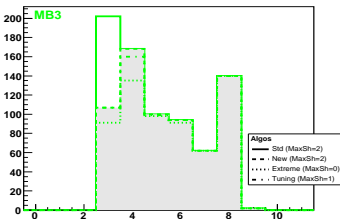
hNHitsSegPhi



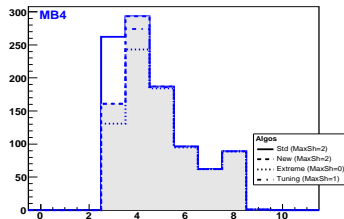
hNHitsSegPhi



hNHitsSegPhi



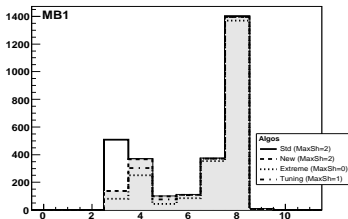
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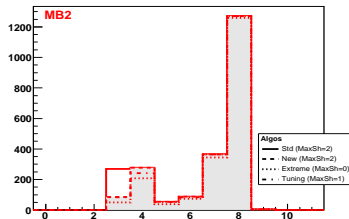
Results

MC Single Muons from IP

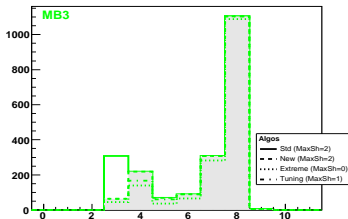
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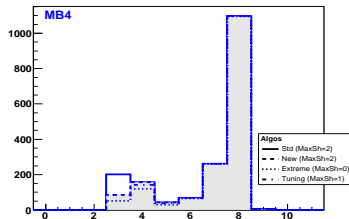
hNHitsSegPhi



hNHitsSegPhi



hNHitsSegPhi



Conclusion

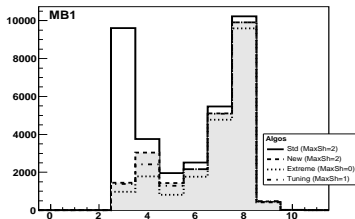
- Many short, fake segments present in DT chamber local reconstruction can be killed by applying a slightly improved algorithm
- Ghost suppression based on requirement that if two segments have shared hits, they must have at least 2 **unshared** hits gives best results
- Code ready to be committed and used by anyone.



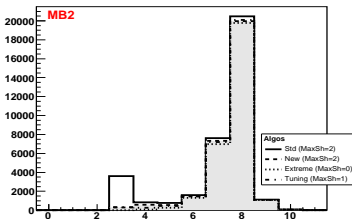
Results

MTCC Run 4446 (DT trigger with $B = 0$ T)

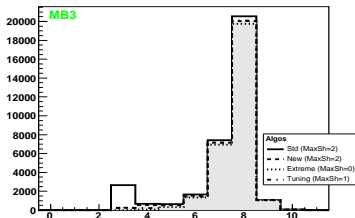
hNHitsSegPhi



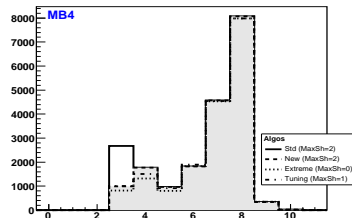
hNHitsSegPhi



hNHitsSegPhi



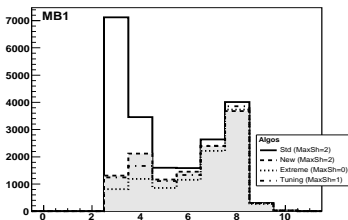
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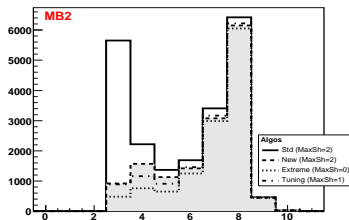
Results

MTCC Run 4398 (RPC trigger with $B = 0$ T)

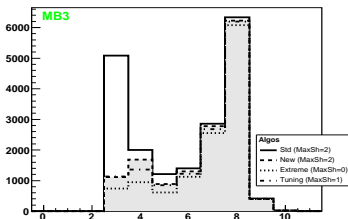
hNHitsSegPhi



hNHitsSegPhi



hNHitsSegPhi



hNHitsSegPhi

