

System Tests

GlastRelease systests run upto v4r3p1.

- TKRTRKENERGY for VerticalGamma1GeV.
- large increase in memory usage relative to v4r1. By swapping out packages one by one, it seems that either TkrDigi or the Root macros may be the culprits.

Engineering model systests have been run for v3r0402p9, v3r0402p17/18

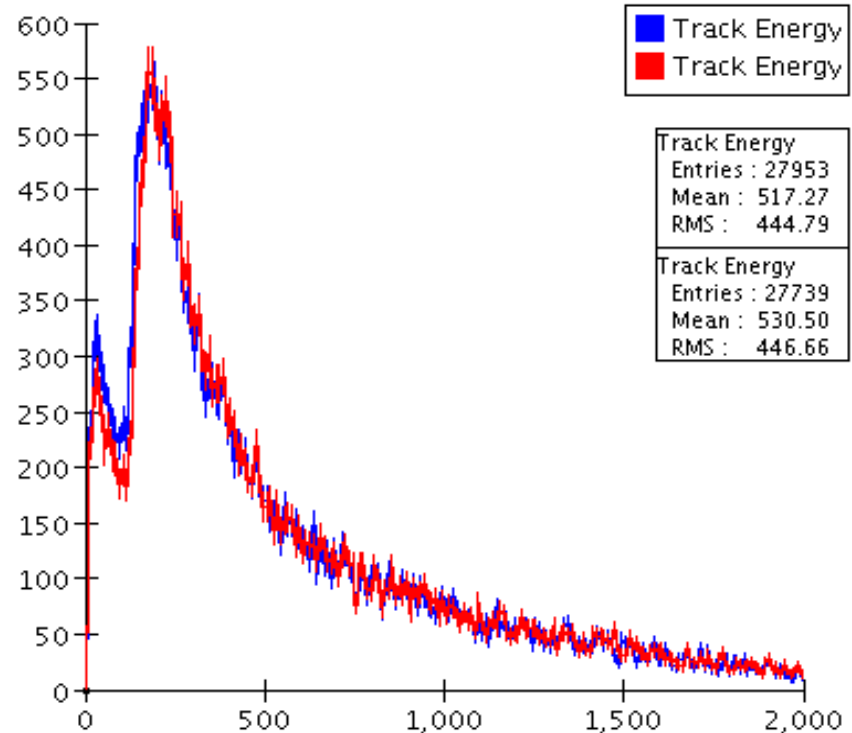
- Several differences in CalDigi distributions between v3r0402p9 and later versions
- These systests have fewer distributions than the GR ones. They were revamped a month or so ago (before the analysis workshop) and sent to I&T for comments.

Richard and Karen have been making the interface better.

TKRTRKENERGY

VerticalGamma 1GeV

Track Energy



There seem to be a more events in the low energy peak for v4r3p1 compared to v4r2. Several people have suggested that this is not a significant effect and can safely be ignored.

Some Tracker Distributions

TKRTRKNHITS – Track: number of hits

TKRTRKQUALITY – Track: quality

TKRTRKSTARTZ – Track: start z

TKRTRKSTARTX – Track: start x

TKRTRKSTARTY – Track: start y

TKRTRKSLOPEX – Track: slope x

TKRTRKSLOPEY – Track: slope y

TKRTRKENERGY – Track: Energy

TKRHITRADLEN – Track RadLen/plane

TKRHITACTDIS – Track: Active Distance

TKRHITPLANEZ – Track: Track Hit Plane Z

I think that some of these cause havoc in the system tests comparisons as the conversion from KS statistic to probability depends on the effective number of events. In this case the entries are strongly correlated with each other, so the effective number of events is not the actual number of events. We don't account for this, so the system often flags statistical fluctuations as significant differences.

Should we consider changing some of these to be just for the first track?

Do we want to change the names to something more standard?

More Tracker Distributions

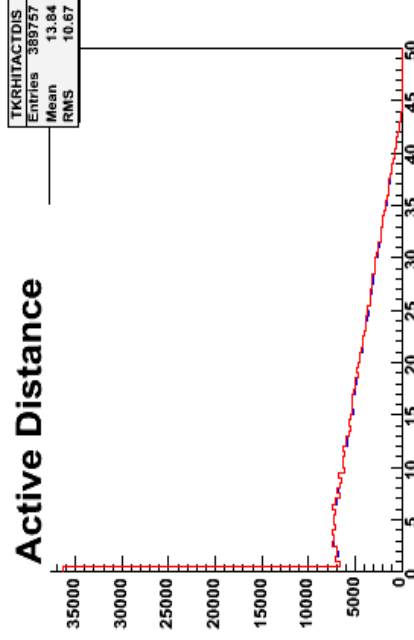
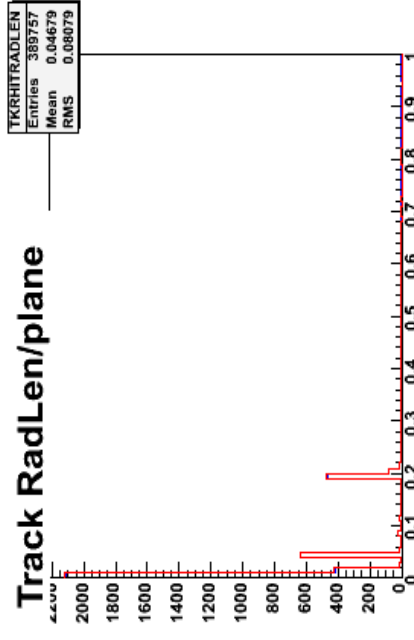
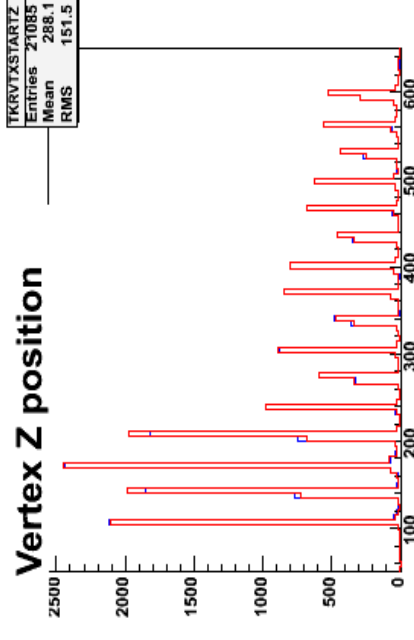
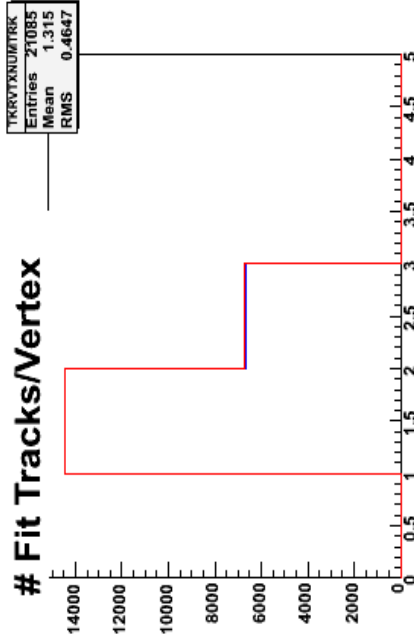
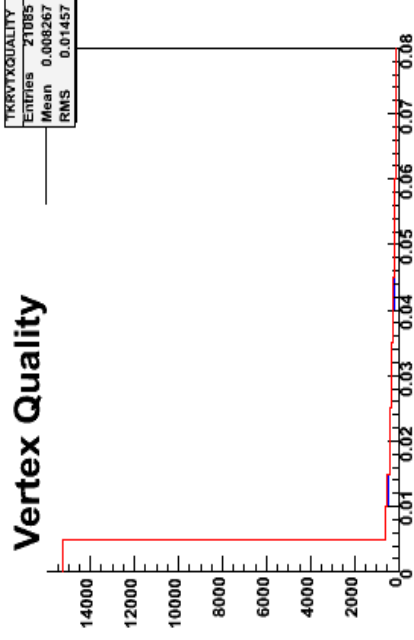
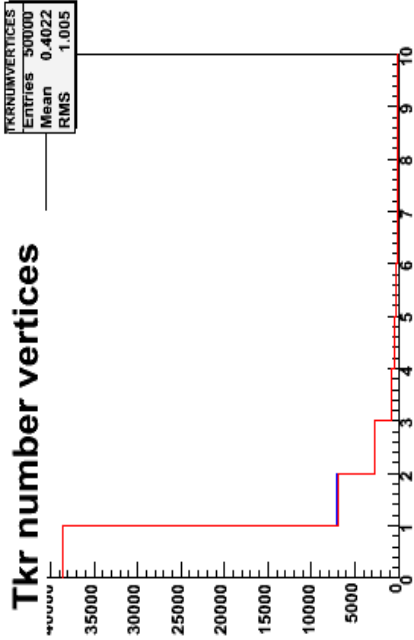
TKRVTXQUALITY - Vertex Quality

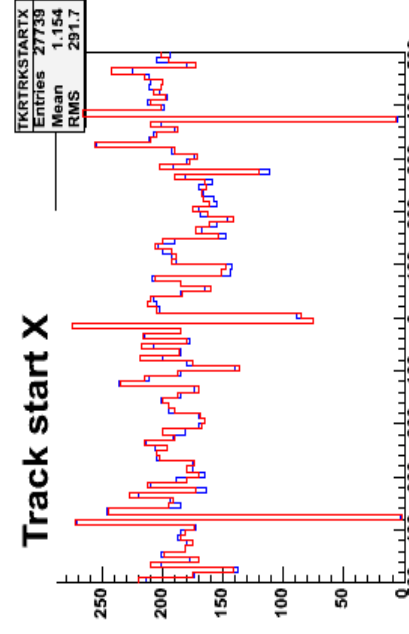
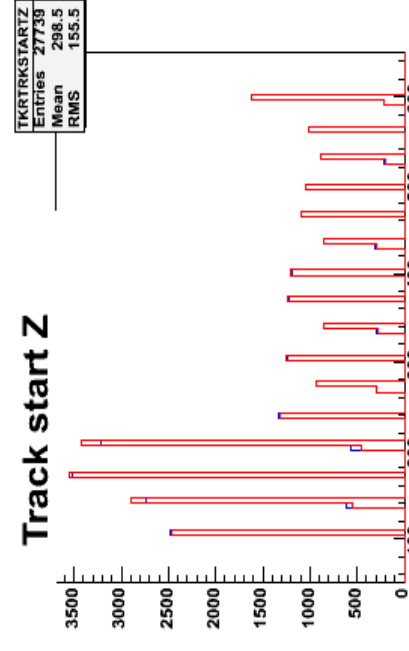
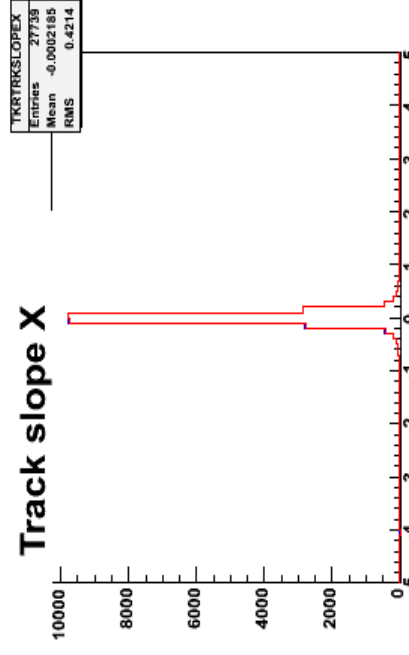
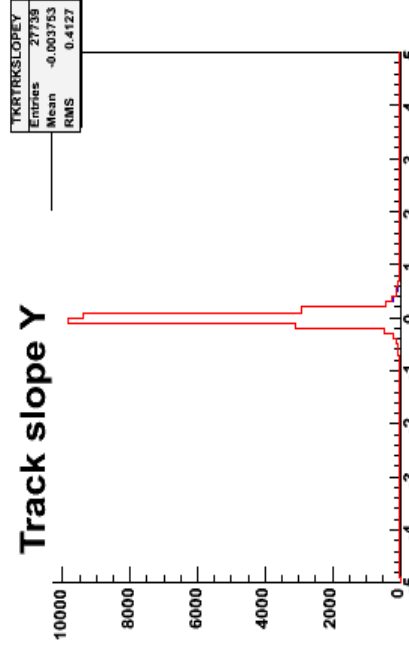
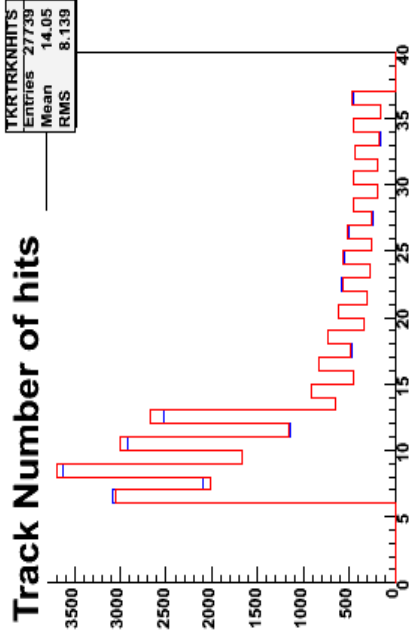
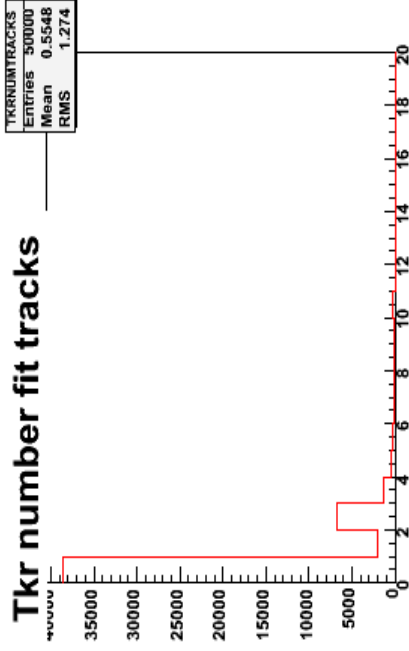
TKRVTXSTARTZ - Vertex Z position

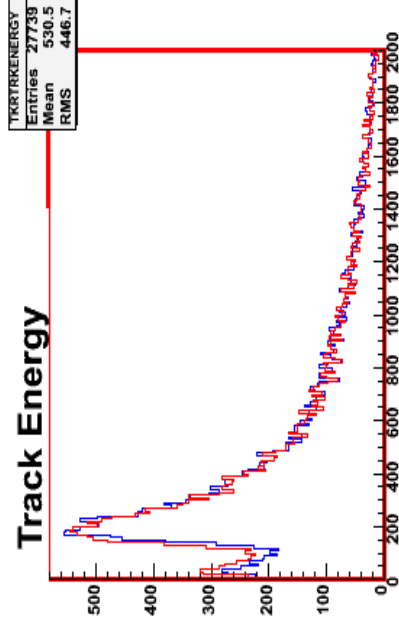
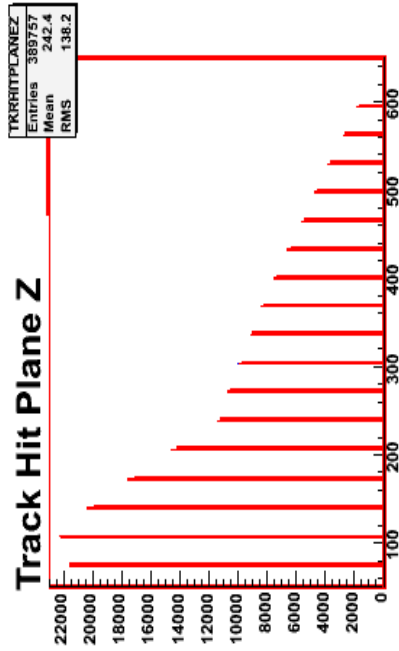
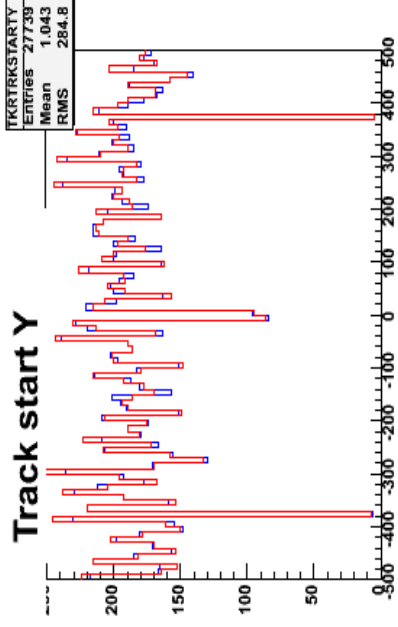
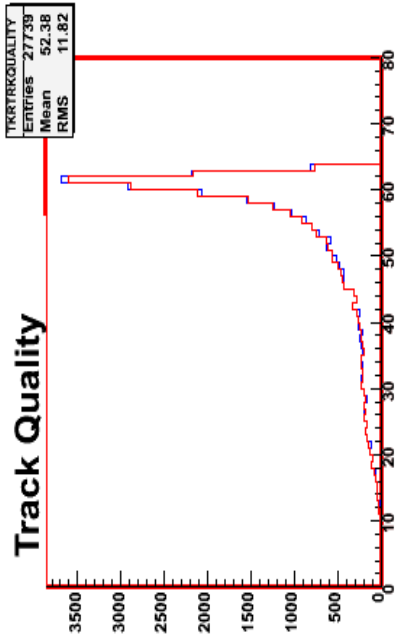
TKRVTXNUMTRK - # Fit Tracks/Vertex

We don't look at any tracker variables from the digi.root file.

Do we want to add something to look at TOT?







CalDigi Distributions

CALDIGICOUNT - CalDigi multiplicity

CALADC – Cal ADC both faces.

CALADCN – Cal ADC negative face

CALADCP – Cal ADC positive face

Do we really need all three of these distributions, should we subdivide these by readout range?

CALRANGE – Cal Hit range both faces

CALEAVE - CalDigi Energy - sum faces/2

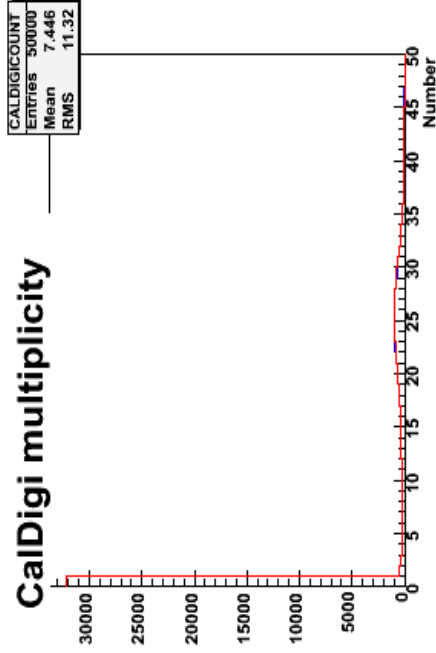
CALEAVETOTAL - Cal Digi Total Energy - faces/2 summed

These are labeled energy, but they are not. Eave is

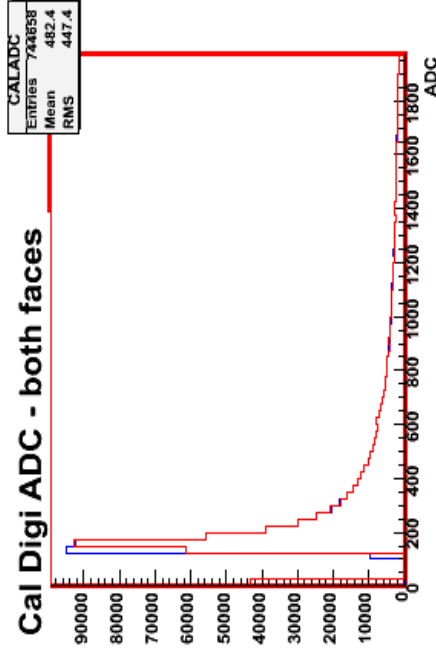
$(ADC_n + ADC_p)/2$ per crystal, Etotal is the sum of Eave.

I am not entirely sure what we hope to check with these distributions, it may be better to just look at the xtal energy dists from the recon tree.

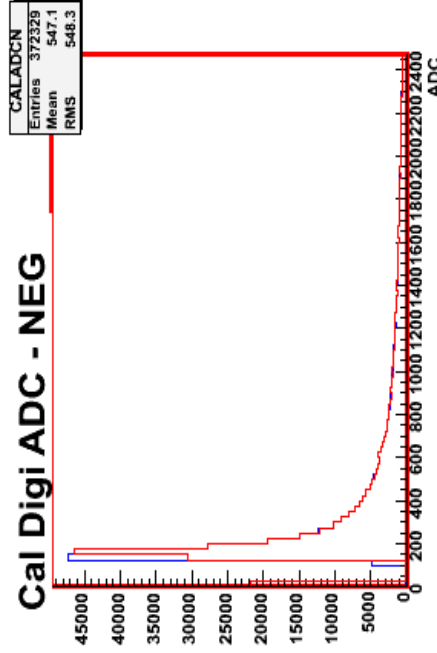
CalDigi multiplicity



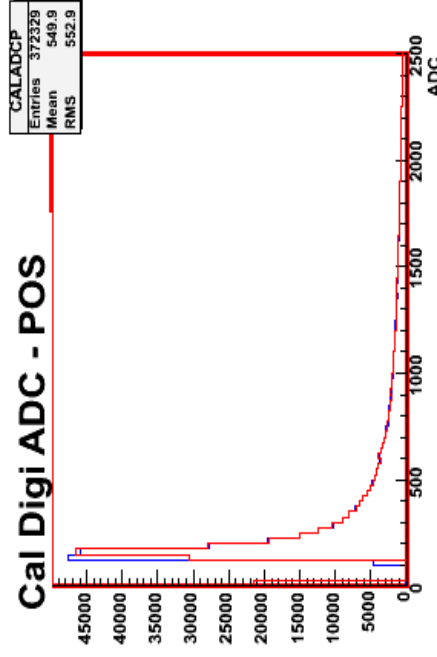
Cal Digi ADC - both faces



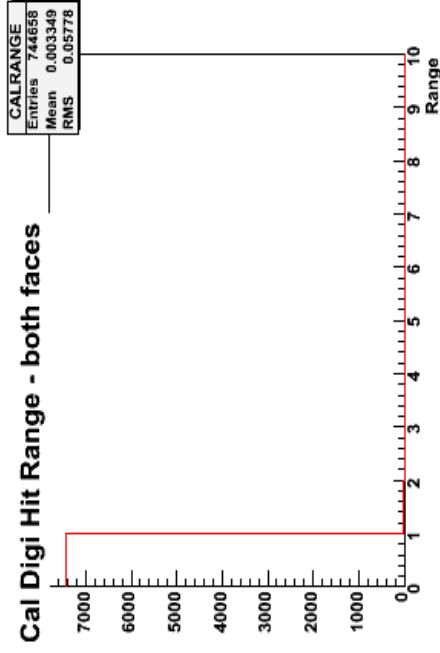
Cal Digi ADC - NEG

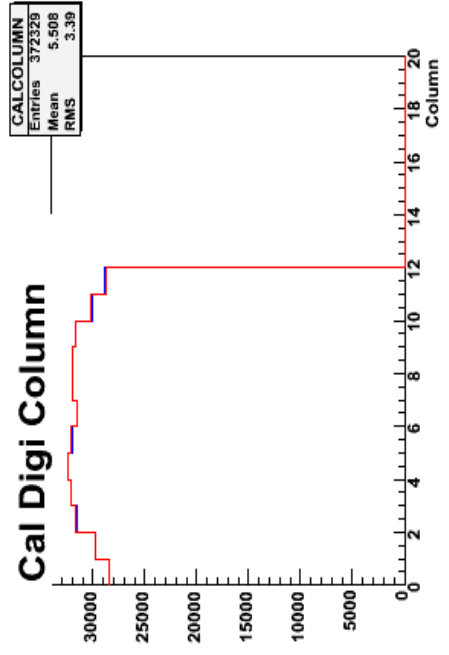
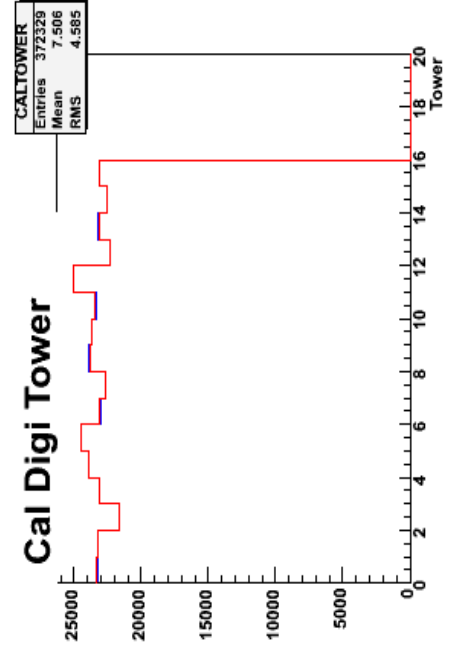
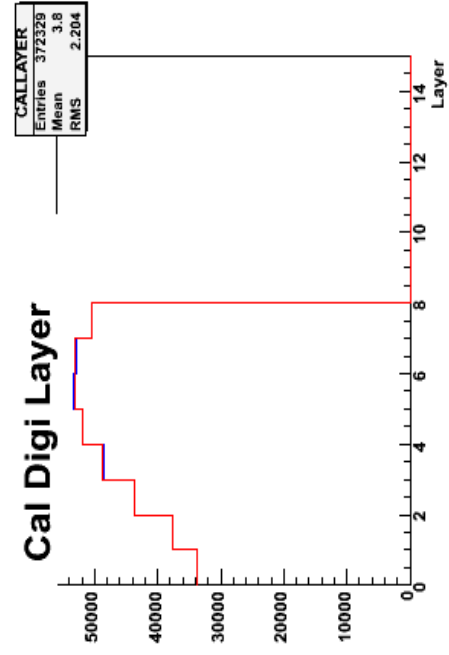
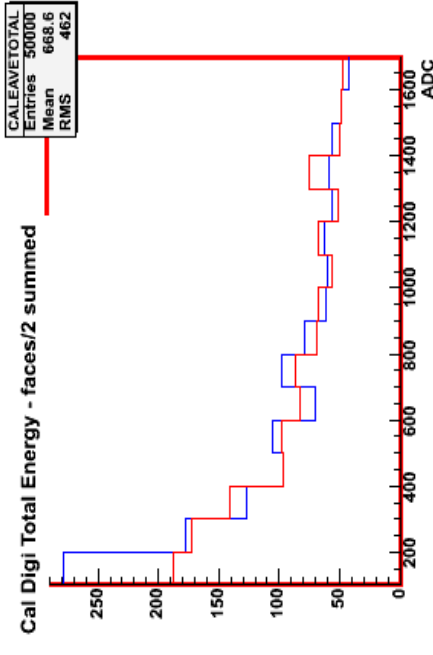
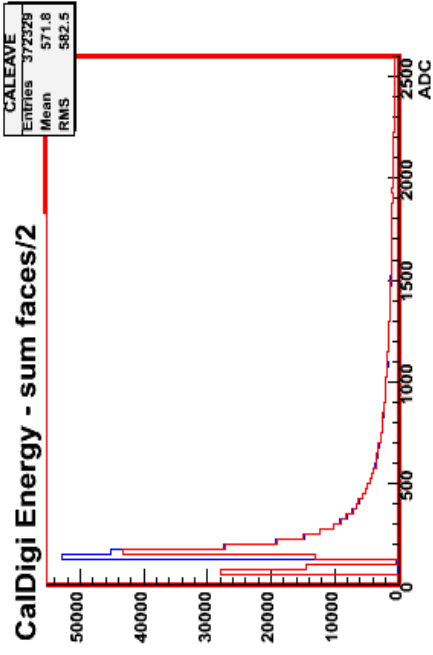


Cal Digi ADC - POS



Cal Digi Hit Range - both faces





More Cal Digi Distributions

CALLAYER - Cal Digi Layer

CALTOWER - Cal Digi Tower

CALCOLUMN - Cal Digi Column

CALNLAYERX - Cal Digi hits per layer X

CALELAYERX – Summed ADC counts per layer X

The set of distributions which check calorimeter digis seems fairly complete to me. We could remove CALEAVE, CALEAVETOTAL and CALELAYERX (and replace them with the recon equivalent). Separate out the ADC distributions by range?