# 2015 Vertex Analysis Update L1L1

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HPS Collaboration Meeting, JLab

### Outline:

- Key updates since last time
  - Pass 8
  - Large sample Monte Carlo (thanks Takashi!)
  - Detailed Monte Carlo and track state information (Matt S and Miriam)
  - Vertexer fixed for downstream vertices (Matt G)
- Vertex analysis outline
  - To do list: https://confluence.slac.stanford.edu/pages/viewpage.action?spaceKey=hpsg&title=Things-todo%3A++Vertexing
  - Goal is a preliminary result by ICHEP (July 4): handle backgrounds/cuts, background rejection/fitting, general estimate of systematics
  - Cut optimization and systematics, specifics, can be done after ICHEP
- Basic cuts
- Comparison of L1L1 with Monte Carlo

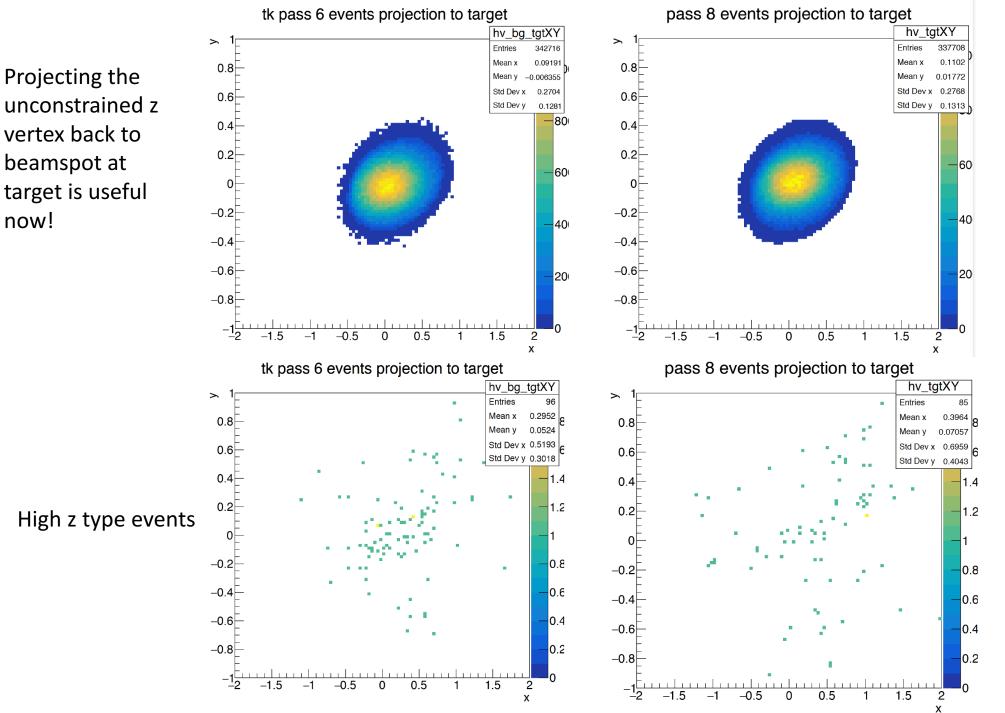


### Cuts selecting the L1L1 dataset:

Core: |zVtx| < 10 Tails: zVtx > 30

			% removed core		% removed tails	
Cut type	Cut	Value	data	МС	data	MC
Basic selection	Pairs1					
Radiative	P sum	> 80% Ebeam				
Quality	Track-cluster matching chi2	<10				
Layer	L1L1 and L2L2		23%	4%	90%	70%
Quality	Track chi2/dof	<12	0%	0%	2%	1%
Quality	e-, e+ cluster time difference	<2 ns	1%	1%	3%	2%
Quality	Isolation		0%	0%	13%	31%
Vertex	beamspot constrained chi2	<10	13%	5%	40%	34%
Vertex	beamspot - unconstrained chi2	<5	22%	11%	48%	52%
Physics	P asymmetry	<0.5	5%	4%	19%	11%
Physics	Projection to beamspot at target	3 sigma, tilted	22%	11%	91%	89%
Physics	Max P, single track	<0.8	2%	0%	8%	0%

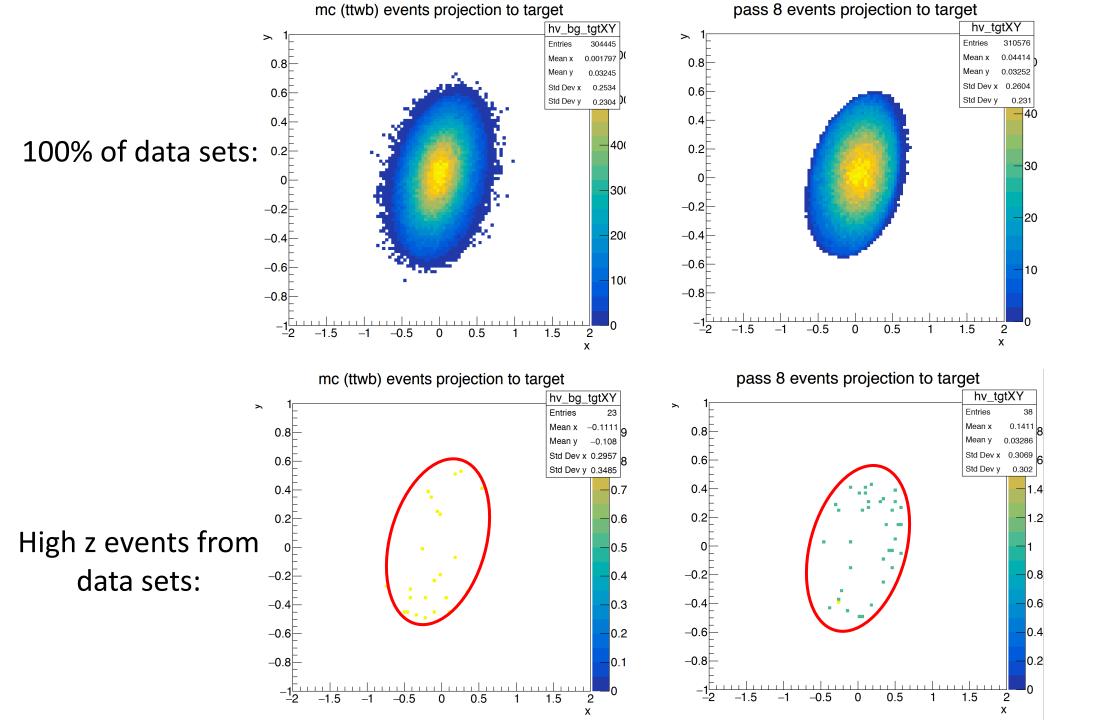
Debatable extra cuts: kink cuts, beam spot constrained vertex projection to target

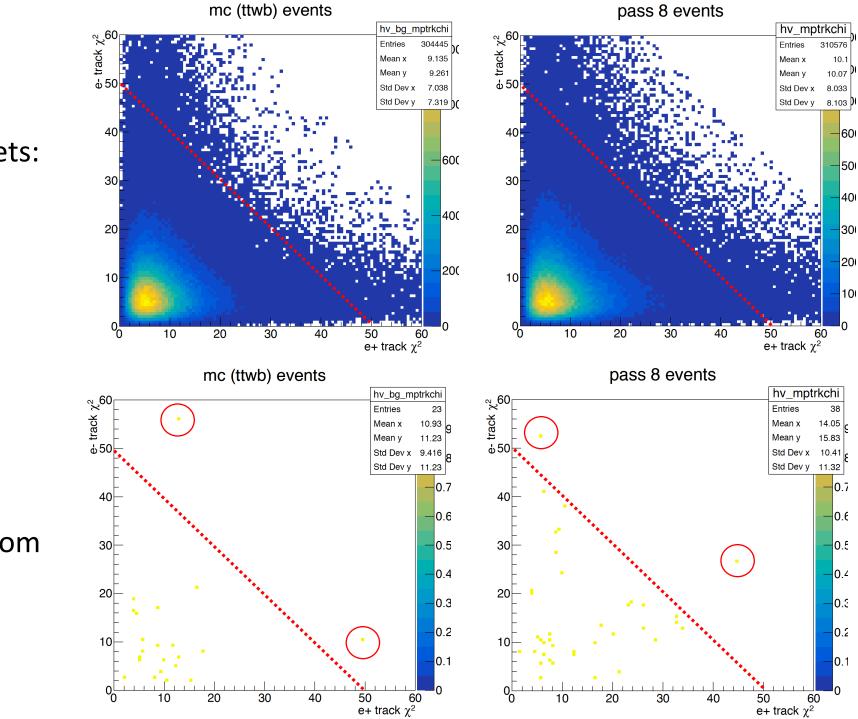


Ideally, we should use the errors, but Matt G is working on getting this information!!

100% Monte Carlo (TTWB) 100% L1L1 pass 8 data 60 60 unconstrained z vertex [mm] hc z vertex [mm] hc 1.155654e+07 Entries 1.558131e+07 Entries Mean x 0.03542 0.03448 Mean x 0.2758 Mean y 1.055 Mean y 40 0.01114 Std Dev x 40 0.01135 Std Dev x Std Dev y 4.904 Std Dev y 4.682 unconstrained 20 20 ilinitie and internet C -20 -20-40-400.01 0.02 0.03 0.04 0.05 0.06 0.07 0.08 0.09 0.1 . . . . . . . . . . . . . . . . . -60-600.02 0.03 0.04 0.05 0.06 0.07 0.08 0.09 0.1 0 0.01 unc mass [GeV] unc mass [GeV] MC: 12 high z, 1.1556540 events data: 16, 1.5581310 events

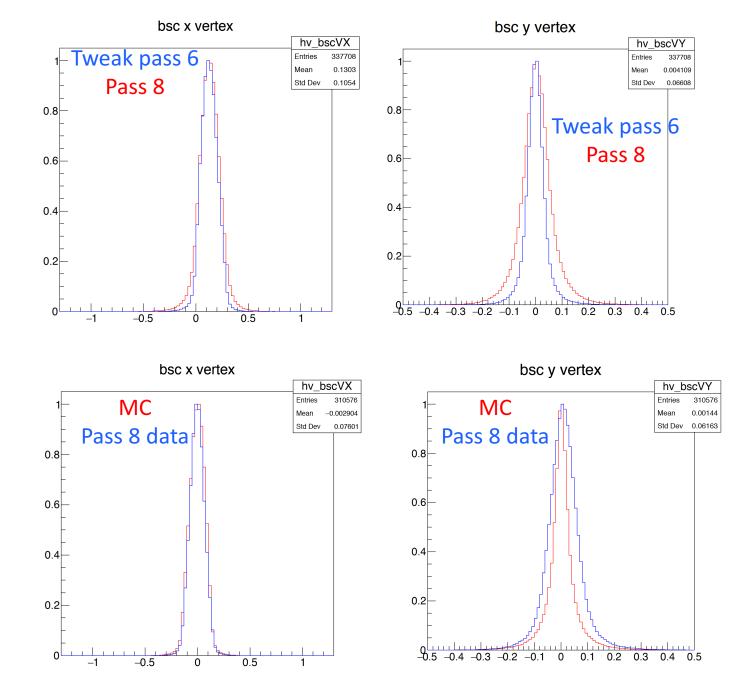
MC has overall 5% less statistics in L1L1 than data (had about 20% failed jobs)



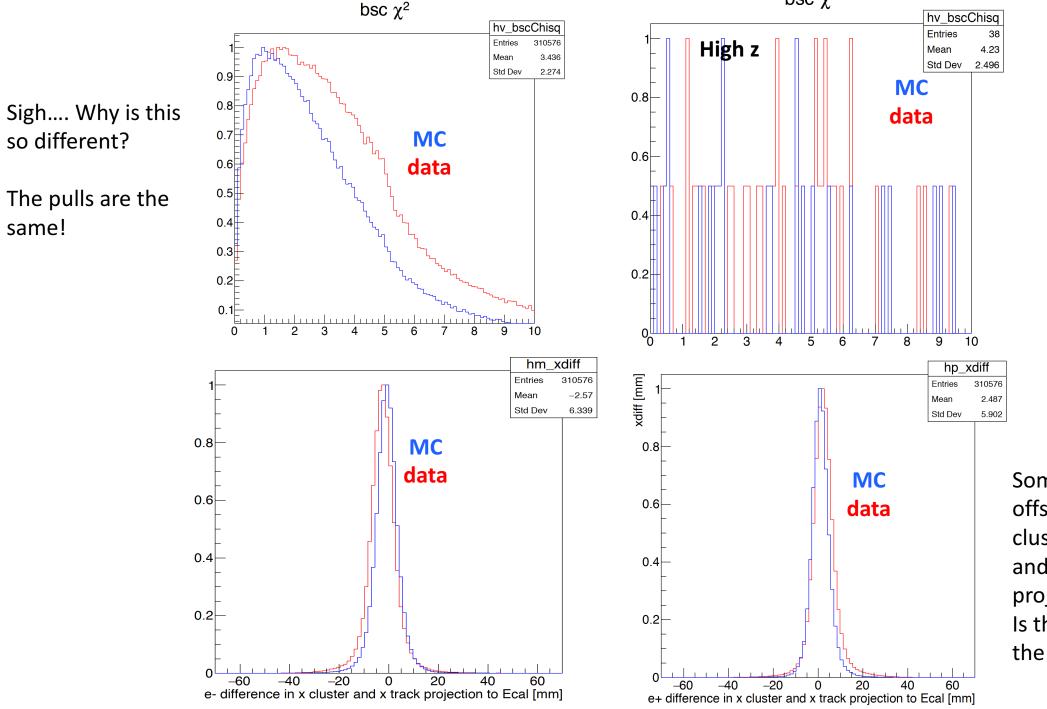


100% of data sets:

High z events from data sets:



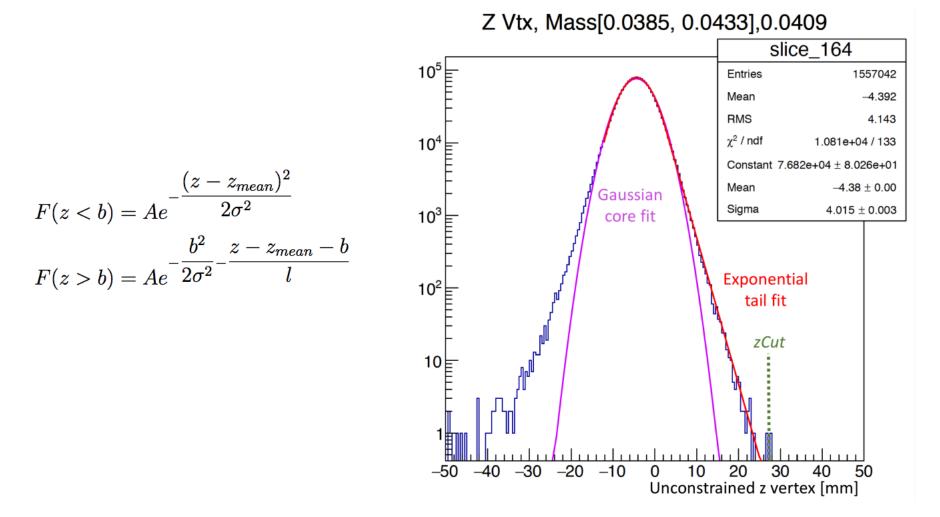
## Is there a cut here? On the projection? Do we trust it?



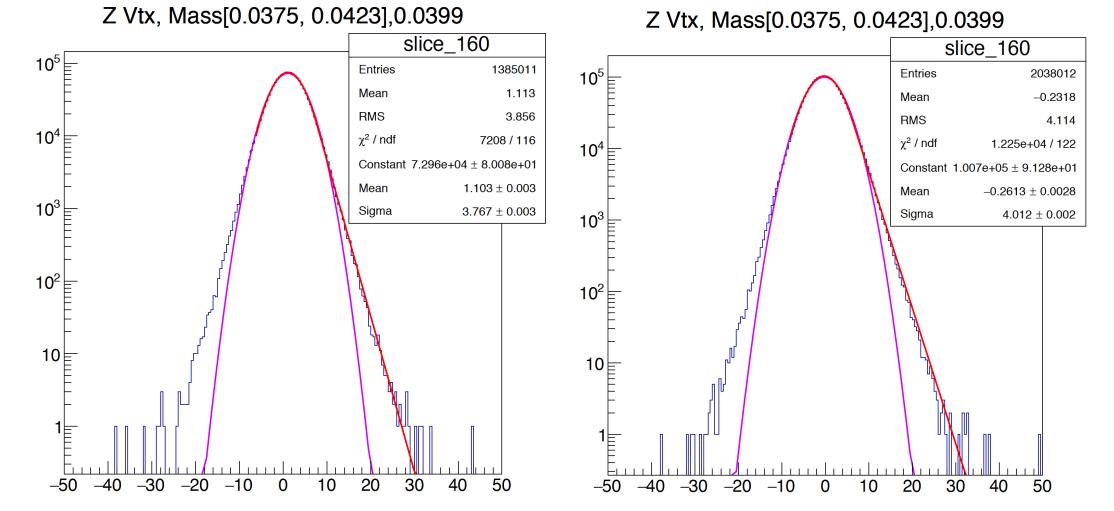
Some funny offsets between cluster position and track projection to Ecal. Is this related to the alignment?

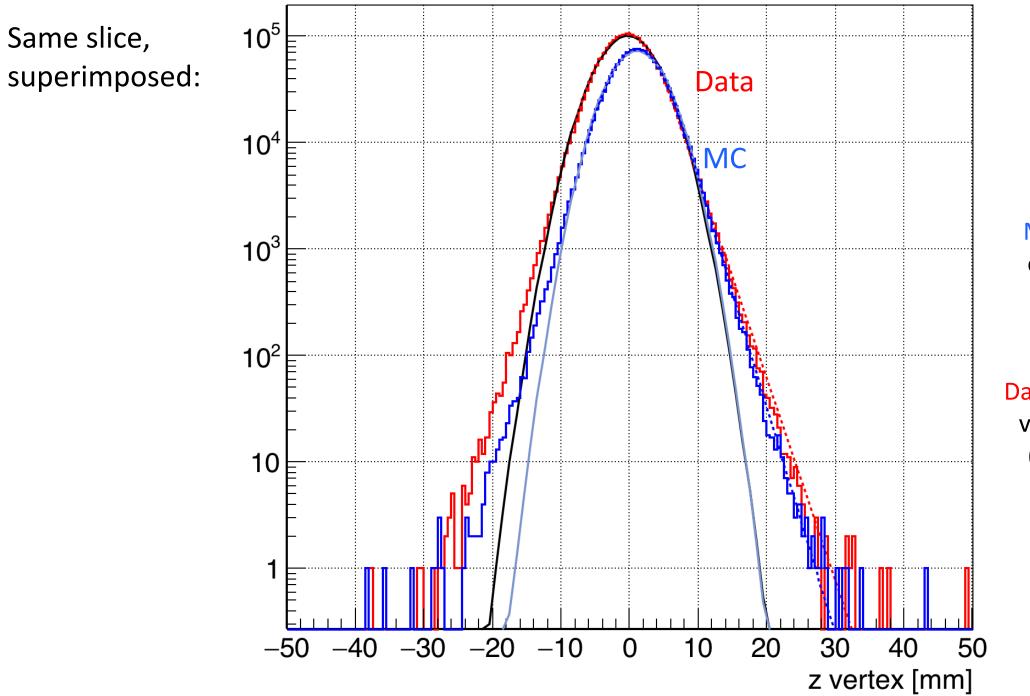
### Fitting the distributions

Do we trust the fit model?



#### 100% L1L1 pass 8 data

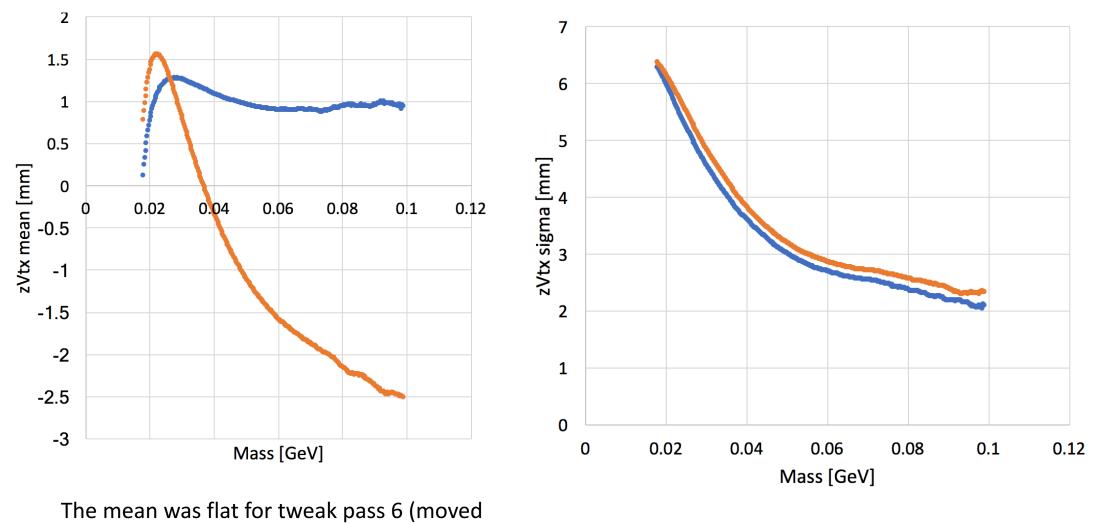




MC z vertex has constant offset

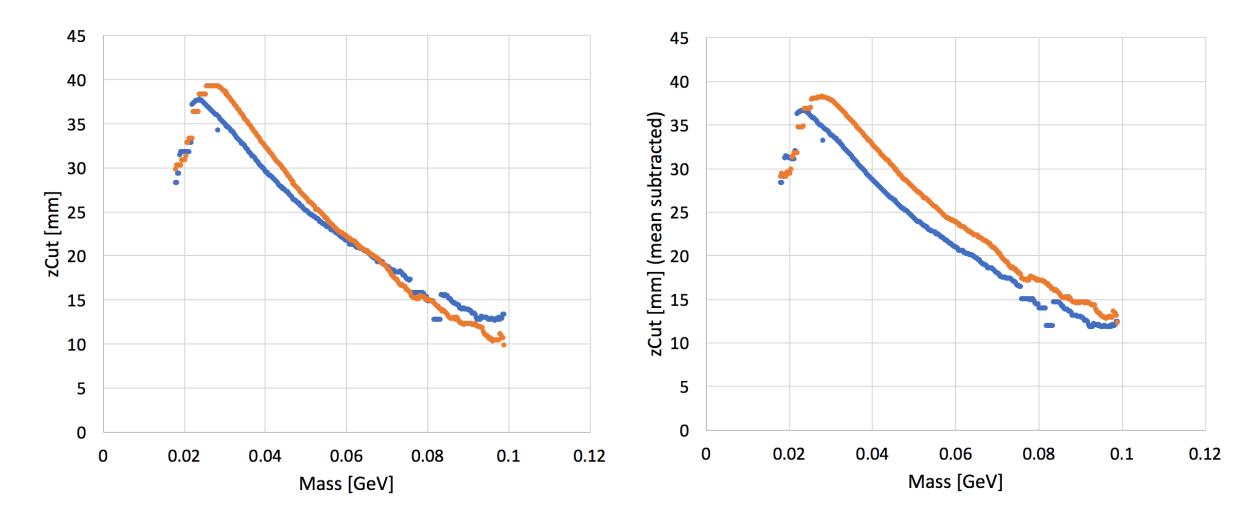
Data z vertex offset varies with mass (-> alignment!)

Data-pass 8, 100% L1L1 MC-TTWB, 100%

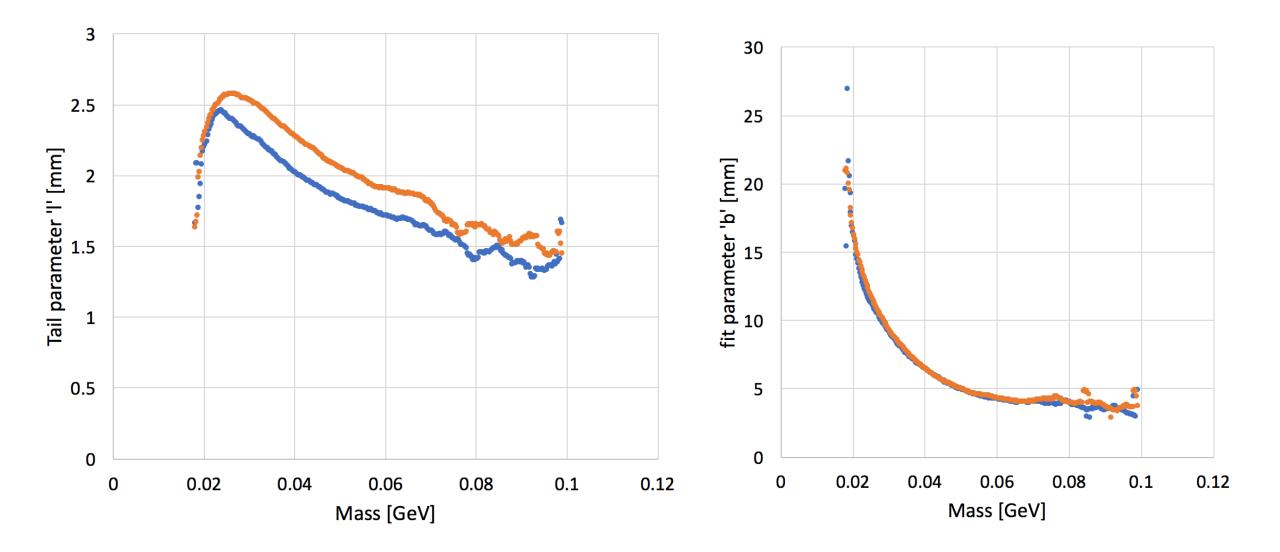


target to -5 mm to fix this effect)

Data-pass 8, 100% L1L1 MC-TTWB, 100%

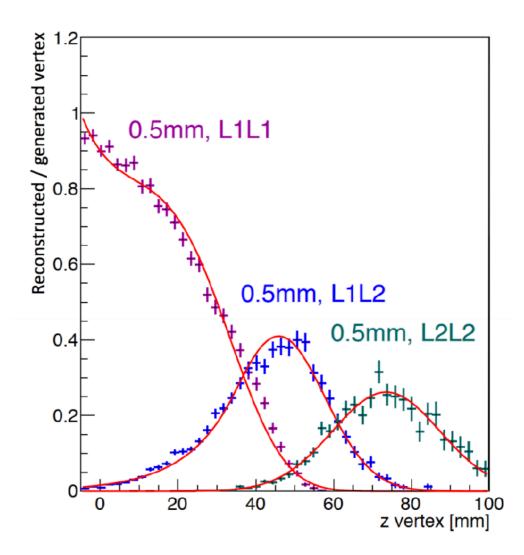


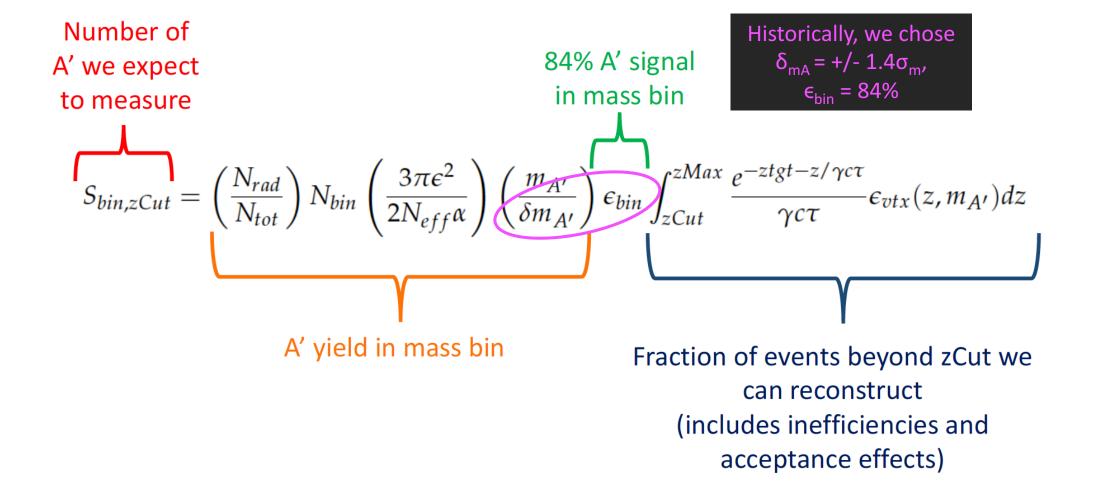
Data-pass 8, 100% L1L1 MC-TTWB, 100%



Systematics:

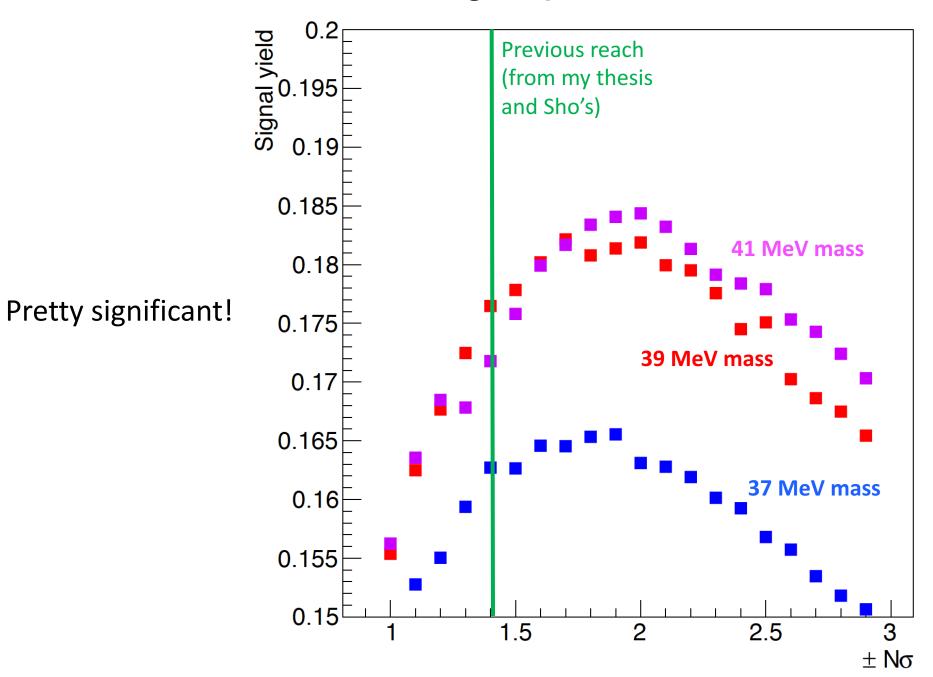
- Mass resolution/binning (Holly, Matt S, Matt G)
- Target position/alignment:
  - Rolls into mass resolution, mostly
  - Vertex zCuts are data-driven, relative to core
  - How does alignment shift high z events between bins?
- Radiative fraction (Brad)
- Fit model: (Matt G/Holly)
  - How does this affect zCut/backgrounds and reach?
- Vertex efficiency: (Matt S)
  - From MC
  - How to justify?





By choosing a coupling with high yield of A', and various masses, we can optimize signal yield

### Signal yield, $\in^2 = 3E-9$



Optimal bin width: +/-  $1.9\sigma_m$ 

Summary:

- Pass 8 alignment incorrect- vertex position?
- Large sample MC generally produces the high z backgrounds
- Errors on vertex projection may be key (check correlations)
- Does the mis-alignment hurt the mass resolution? Can we roll with it to get a result? Probably.
  - Tweak pass 8?
- Lots of tools in place to analyze the backgrounds and Monte Carlo
- If we want result for ICHEP: either remove final background events or incorporate them in S/sqrt(B), lots to talk about backgrounds and vertex technique for future analyses

Lots of work, thanks Norman, Takashi, Matt G, and Matt S!