

weekly meeting 2017

PXD CKF IN RELEASE-01-00

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NOTES

Event samples

All presented results are calculated with $\Upsilon(4S)$ events using Background Mixer samples of campaign 15. I used the current `release/01-00` branch.

No comparison

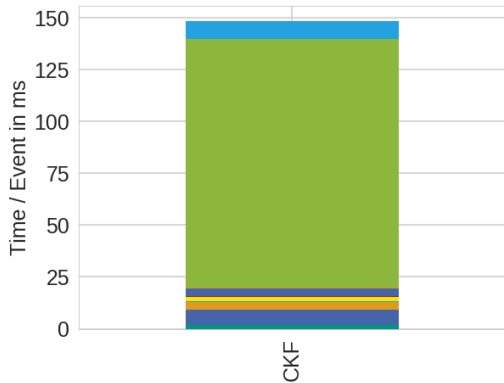
As the VXDTF2 is not able to find any meaningful PXD hits anymore, I can not give a comparison, but just the rough numbers

RESULTS

	CKF (MC)	CKF	no PXD
pxd hit efficiency (prim)	0.8818	0.8089	-
pxd hit efficiency (all)	0.8722	0.7960	-
pxd hit purity	1.0000	0.8647	-
finding efficiency (prim)	0.9525	0.9476	0.9527
fake rate	0.0508	0.0572	0.0514
clone rate	0.1101	0.1084	0.1189

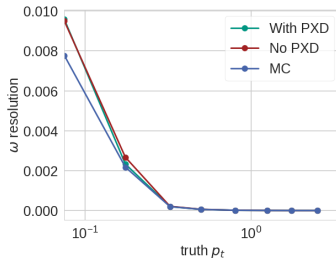
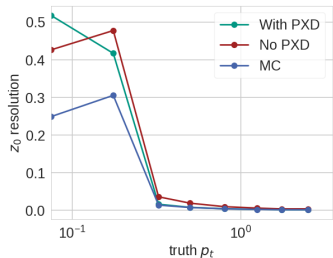
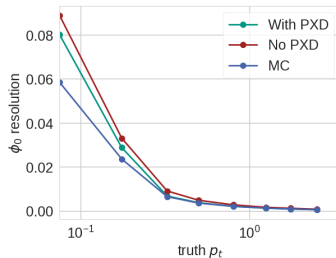
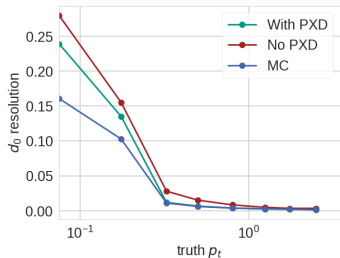
- Merge decay is set to false.
- The result is a compromise between hit efficiency and hit purity.
- In contrast to VXDTF2: PXD numbers are (nearly) independent from the other FOM.

RUNTIME

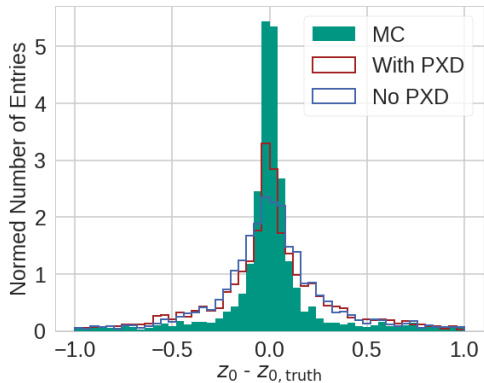


- SVDSpacePointCreator
- SectorMapBootstrap
- SegmentNetworkProducer
- TrackFinderVXDCellOMat
- AddVXDTrackCandidateSubSets
- QualityEstimatorVXD
- BestVXDTrackCandidatesSelector
- SPTCvirtualIPRemover
- SVDOverlapResolver
- SPTCmomentumSeedRetriever
- SPTC2RTConverter
- RelatedTracksCombiner
- PXDSpacePointCreator
- DAFRecoFitter
- ToPXDCKF

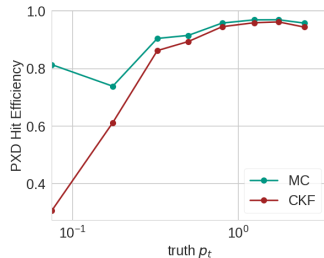
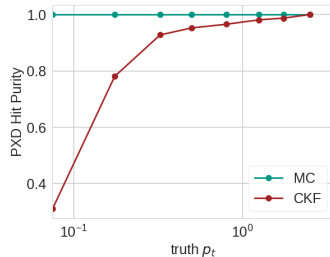
RESOLUTIONS



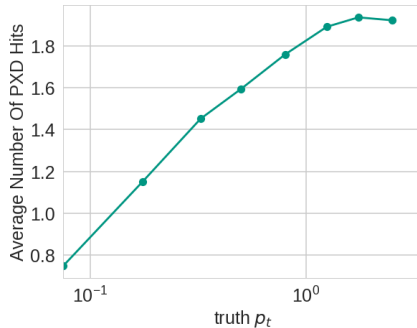
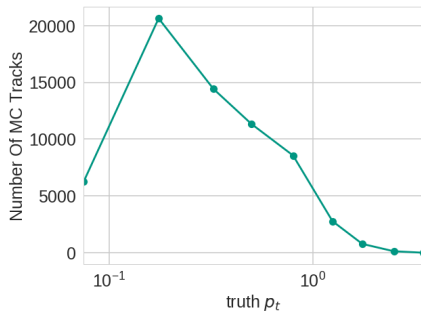
TRYING TO UNDERSTAND



truth p_t in $[0.05, 0.1]$ GeV



ALWAYS KEEP IN MIND



OUTLOOK

- I will show **revised** results on F2F in Pisa.
- Runtime of the module is fine (I fixed a bug on master and on release branch this week).
- Looking at MC, there is still more to be achieved...
- Results will get better, once a new **merger** is in use.
- Question: up to which point in time are optimization fixes for the release possible?