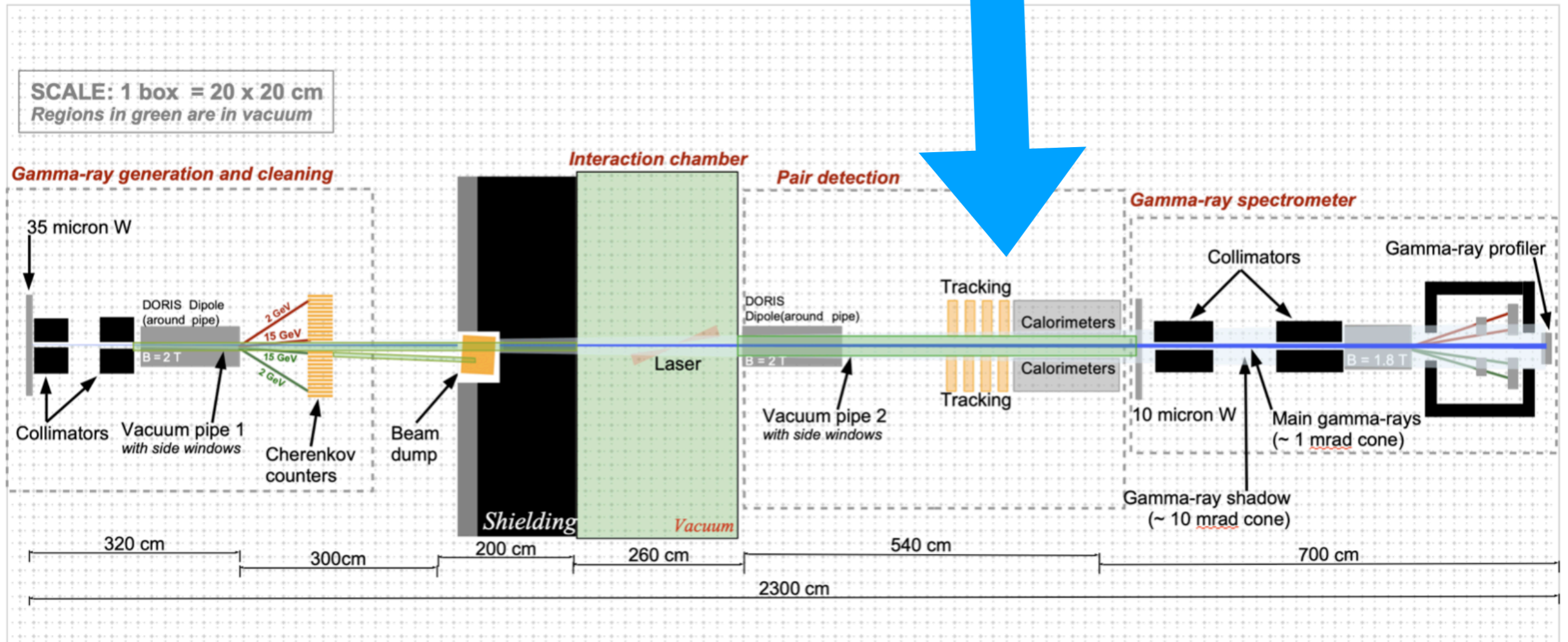


Tracking code Update

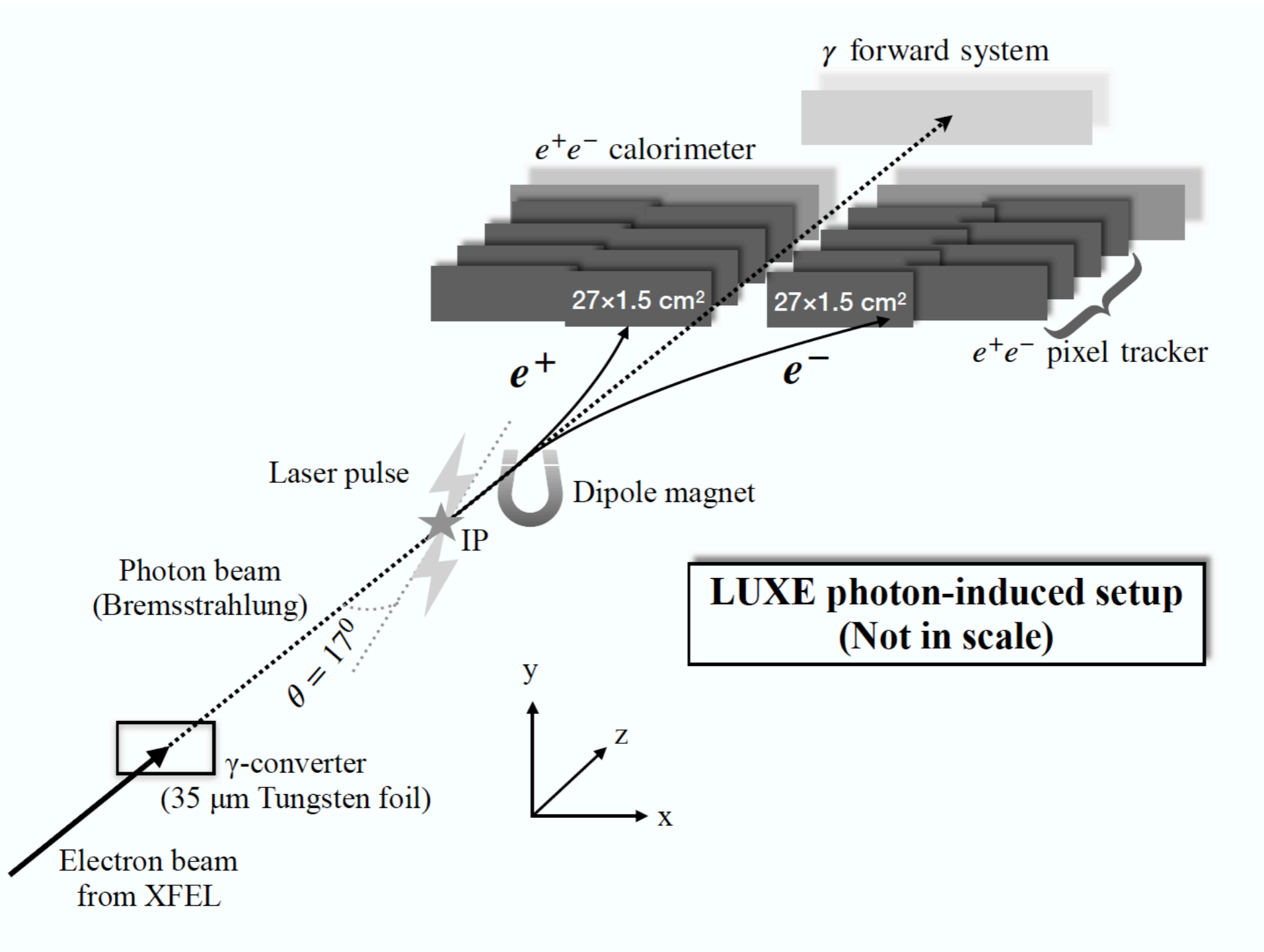
Luxe weekly technical meeting 05.12.

Marius Hoffmann

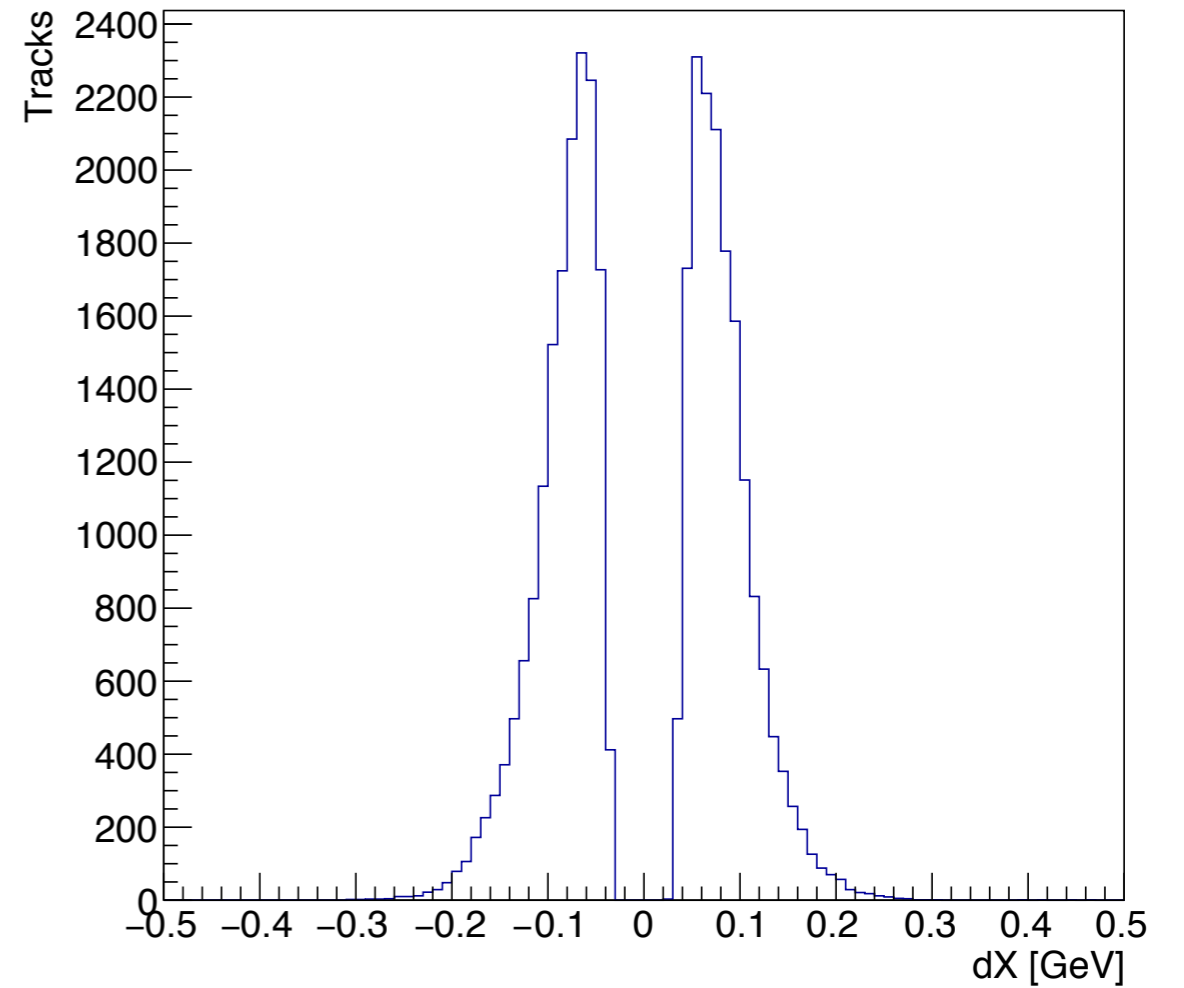
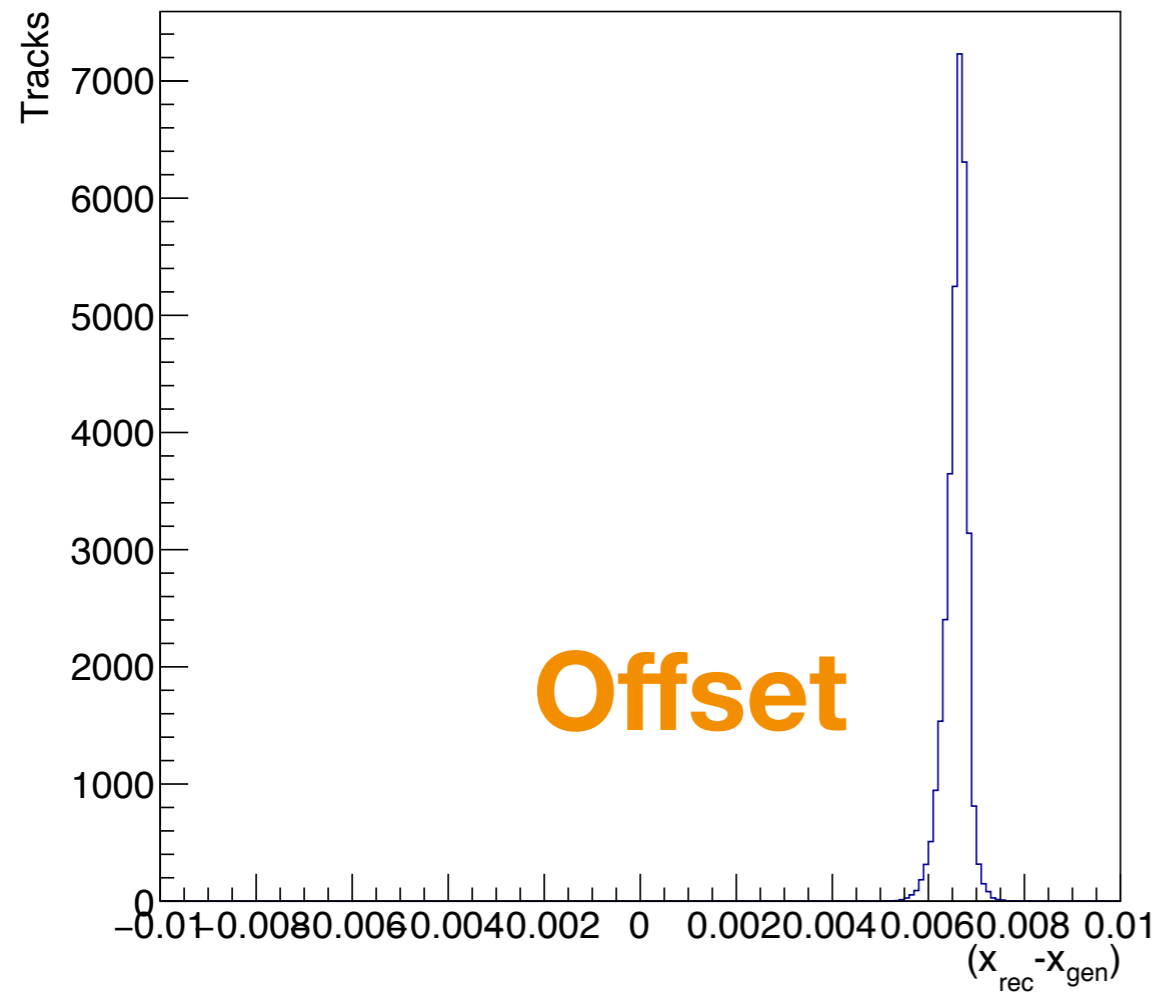
LUXE Setup



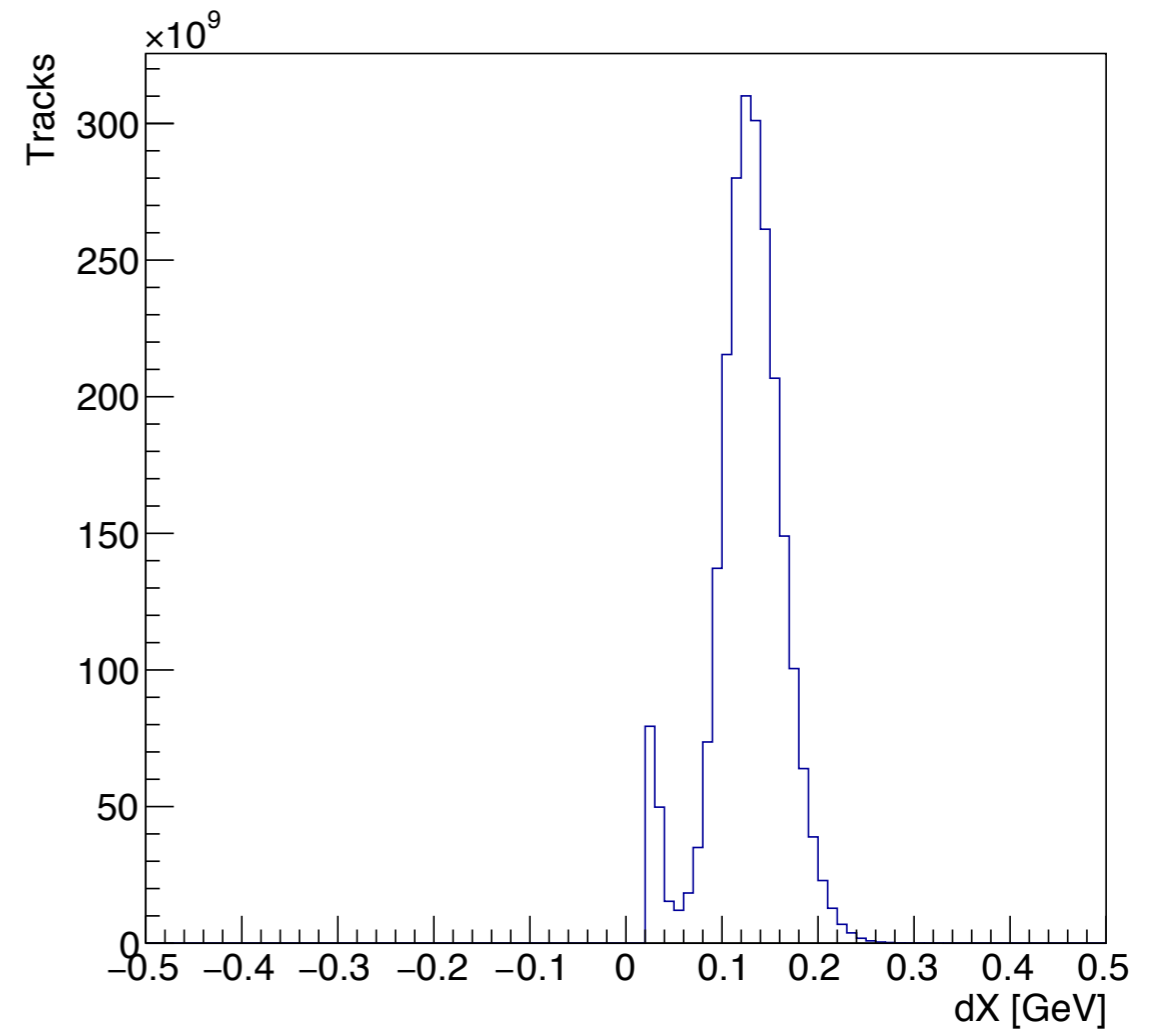
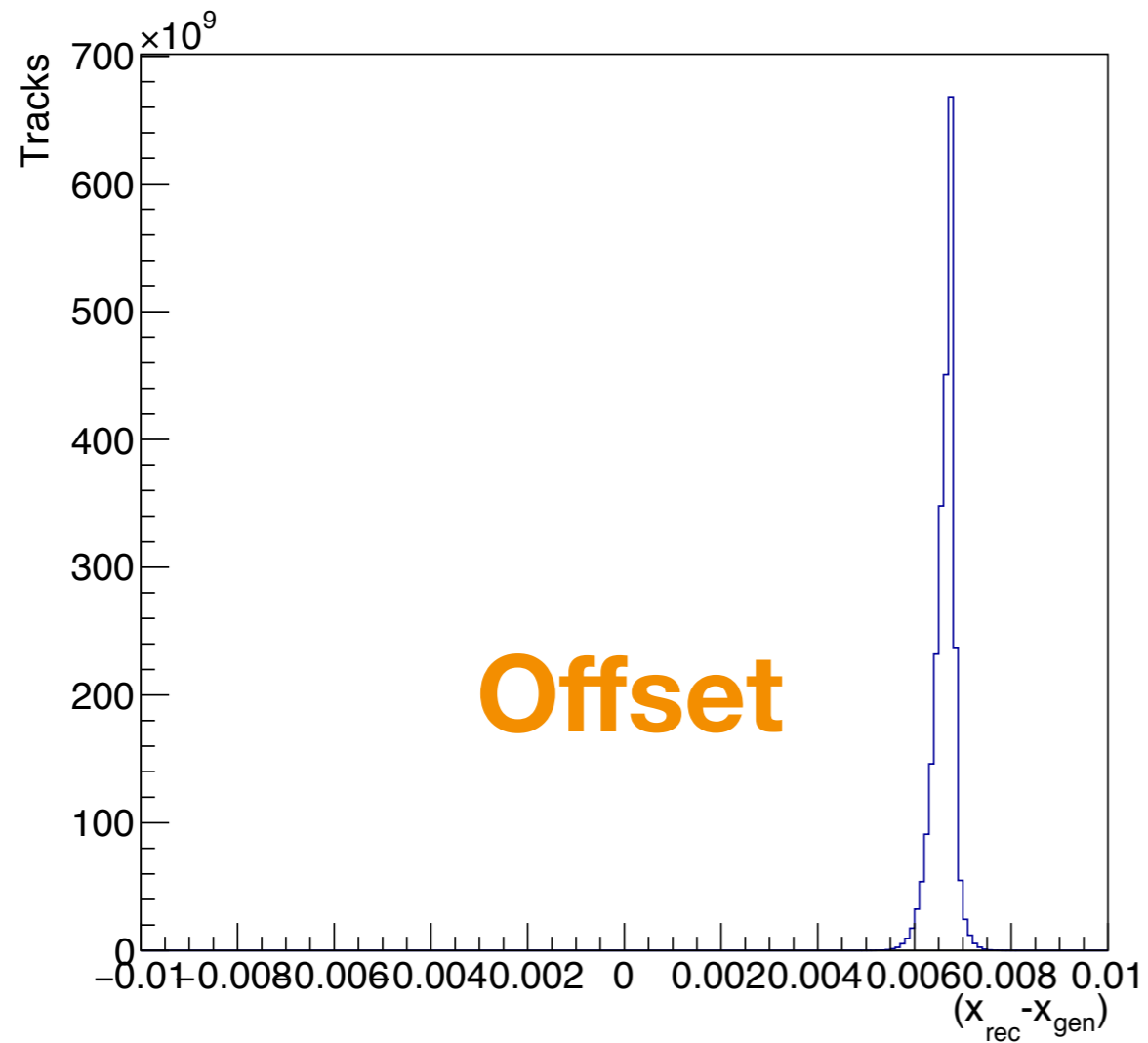
Tracker



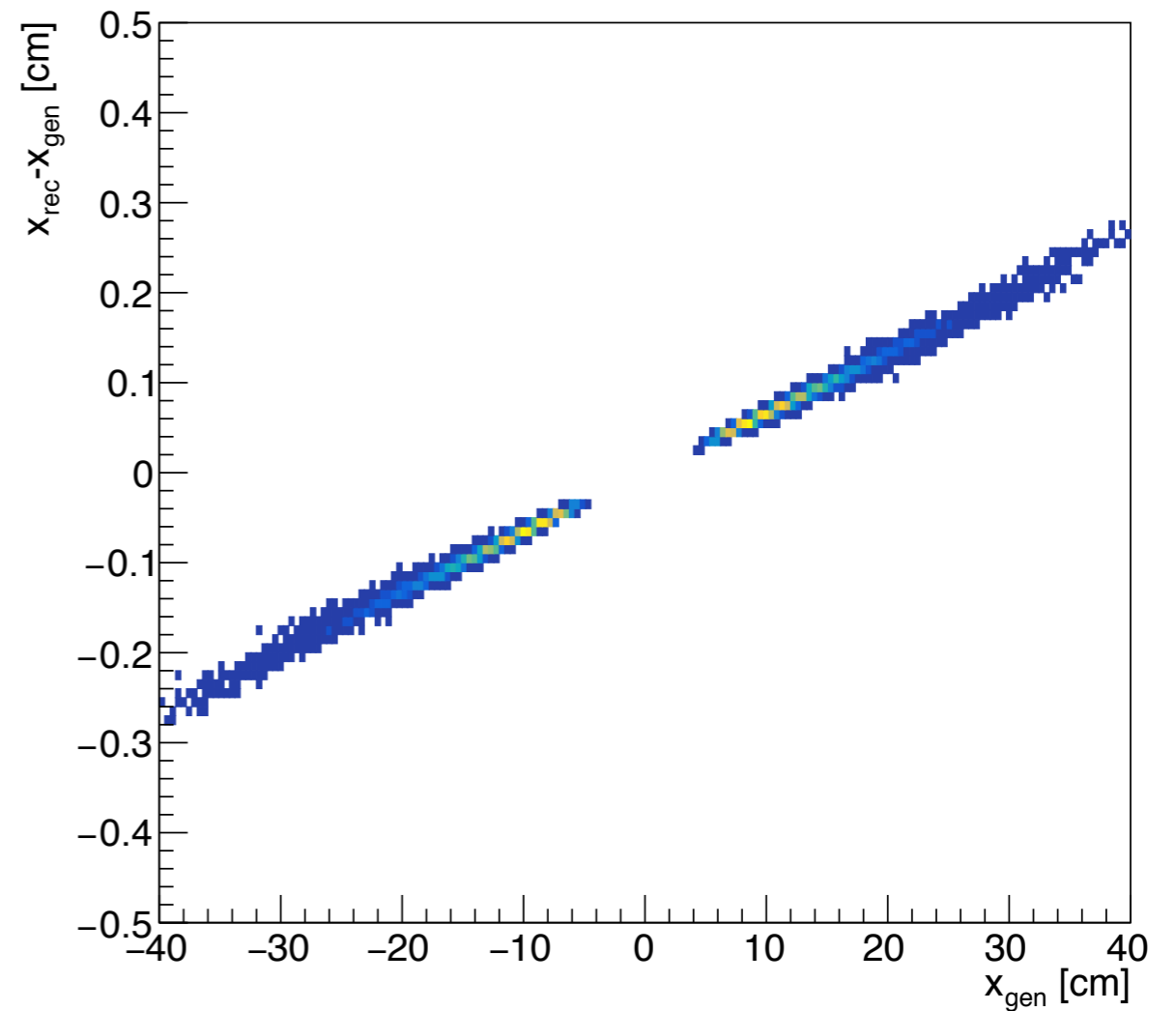
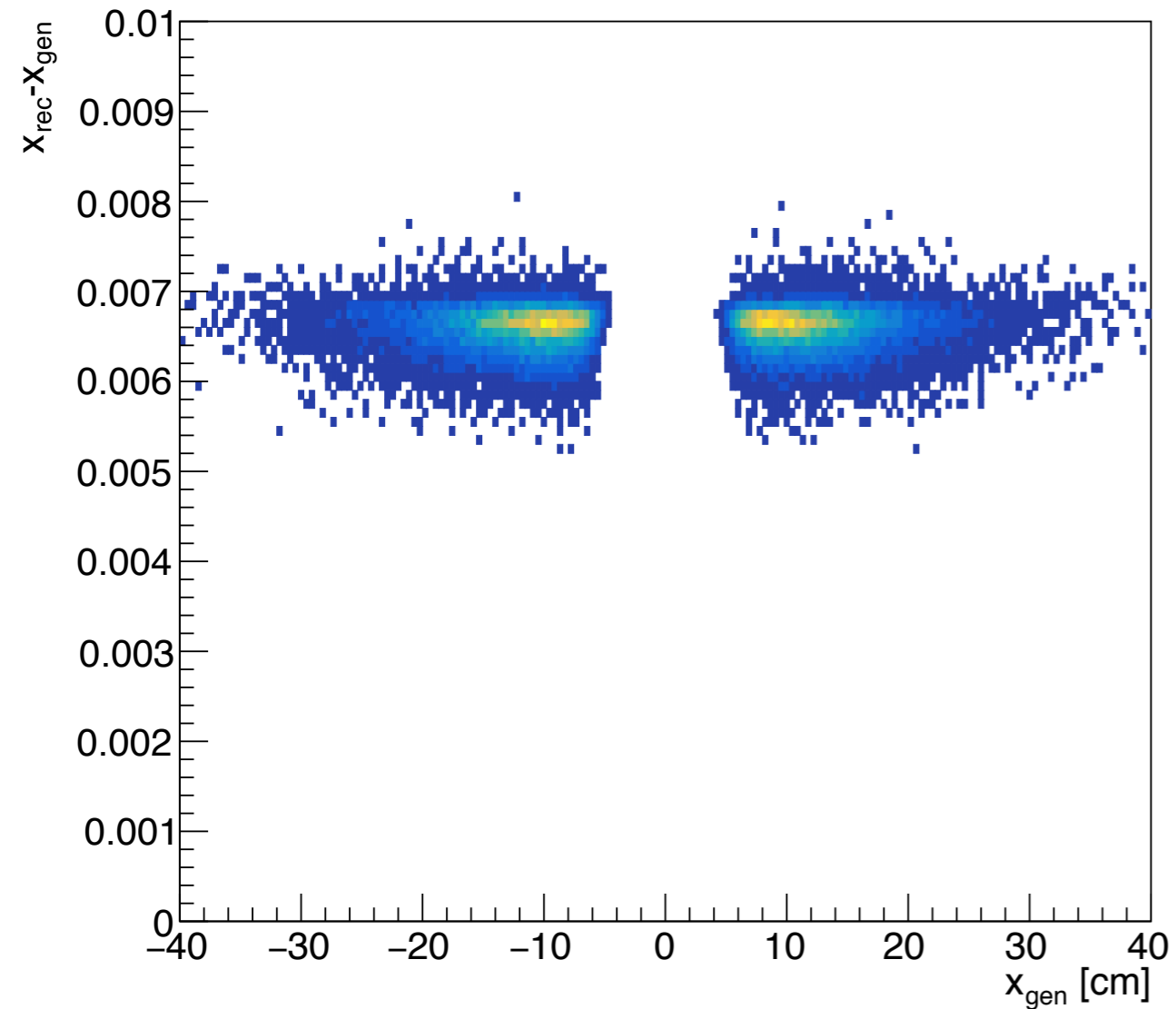
Position Resolution (bppp)



Same for Trident



Constant offset

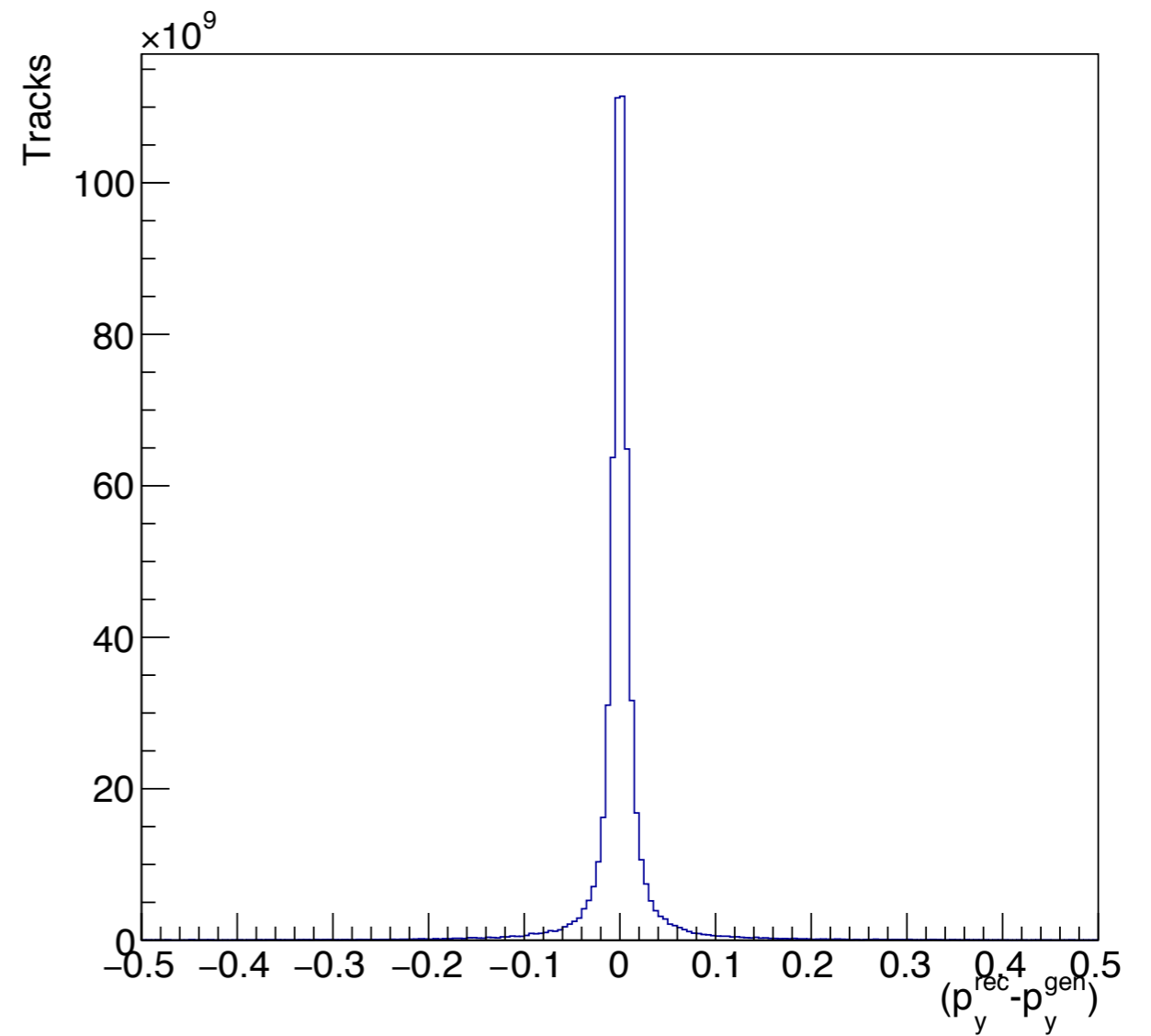
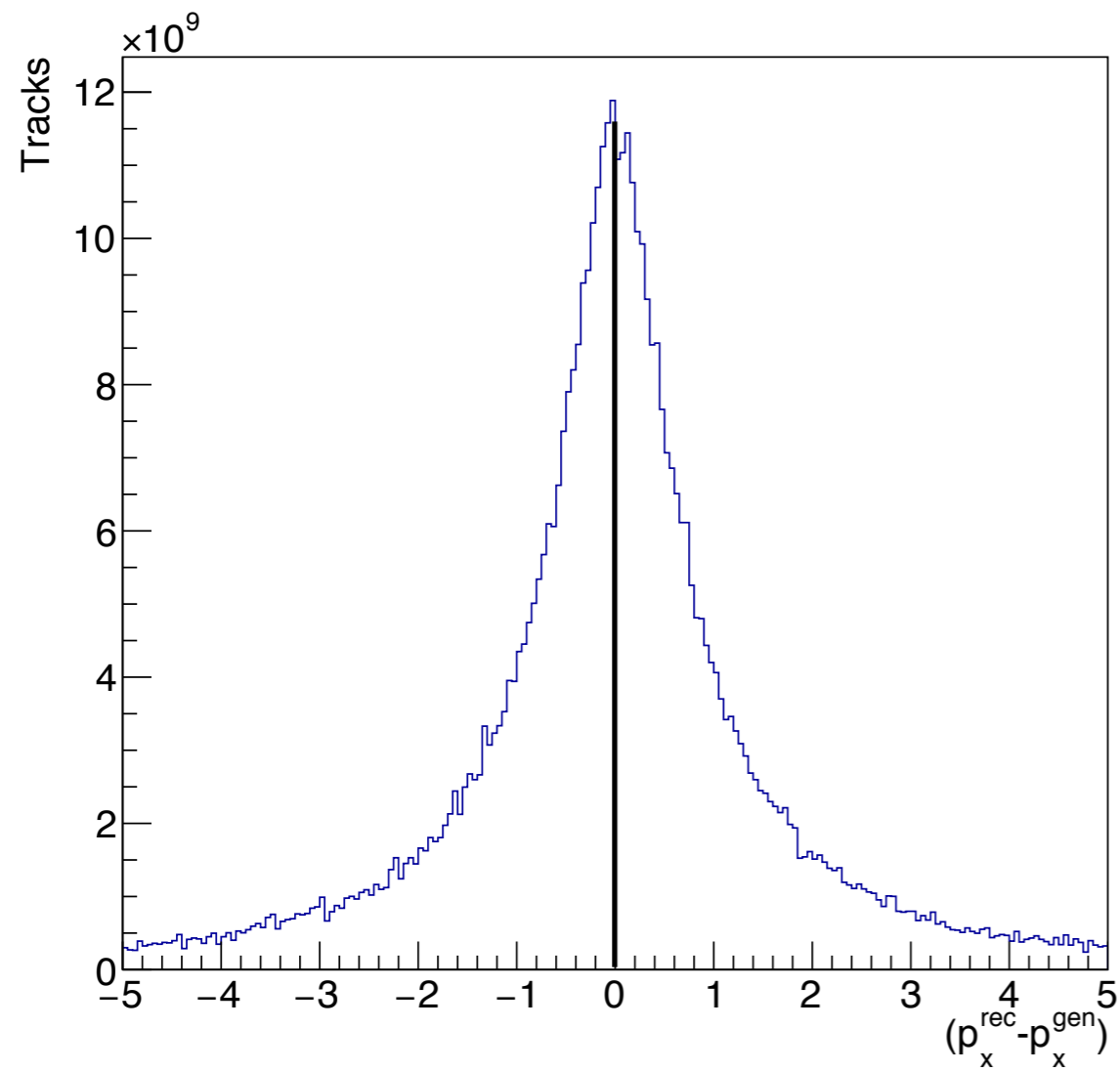


```
histos["h_res_x_vs_x"].Fill(xgen,dxrel,wgt)
```

```
dxrel = (xrec-xgen)/xgen if(xgen!=0)
```

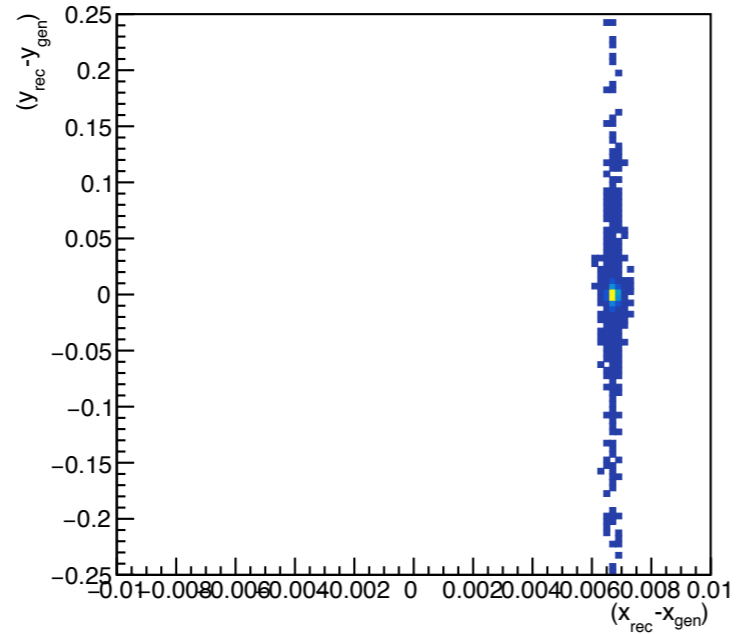
```
histos["h_dx_vs_x"].Fill(xgen,xrec-xgen,wgt)
```

No offset in p_x

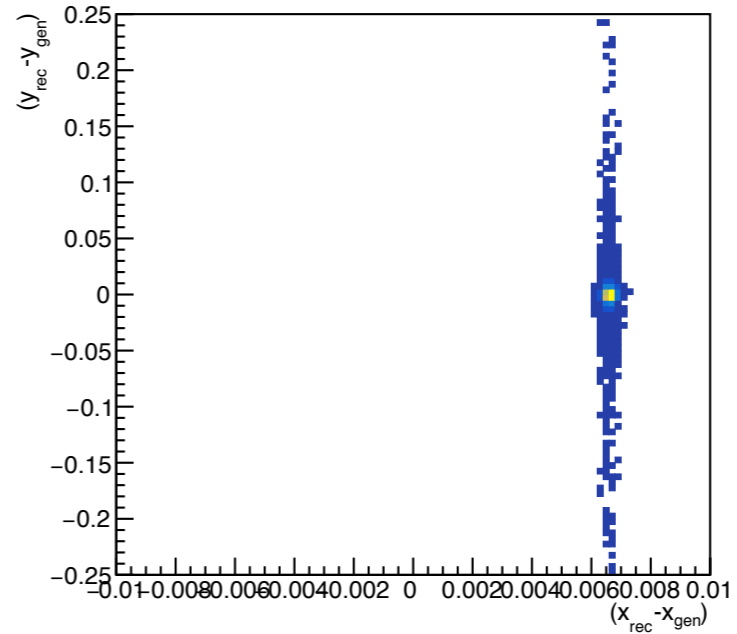


reldX vs dY

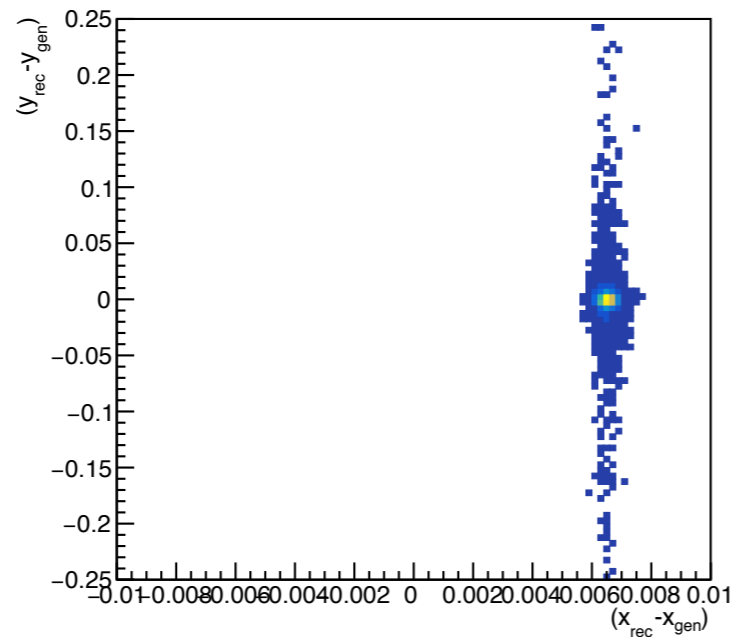
Layer1



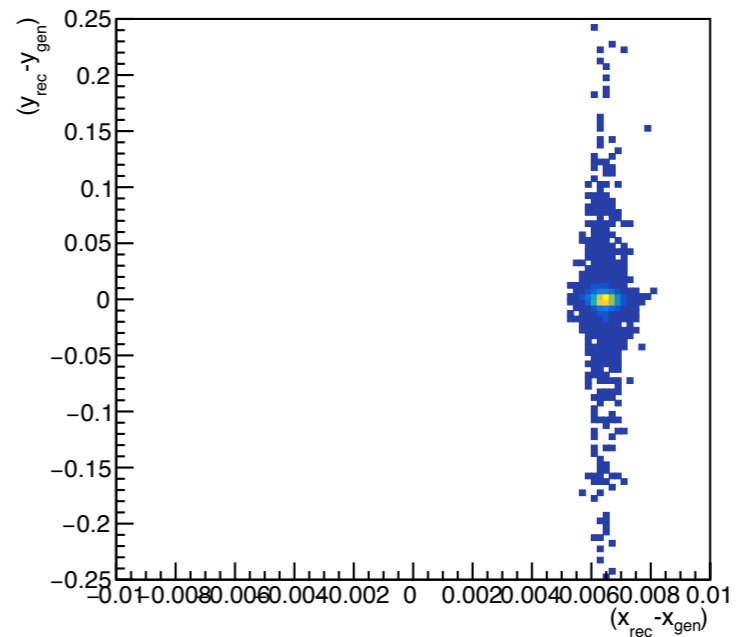
Layer2



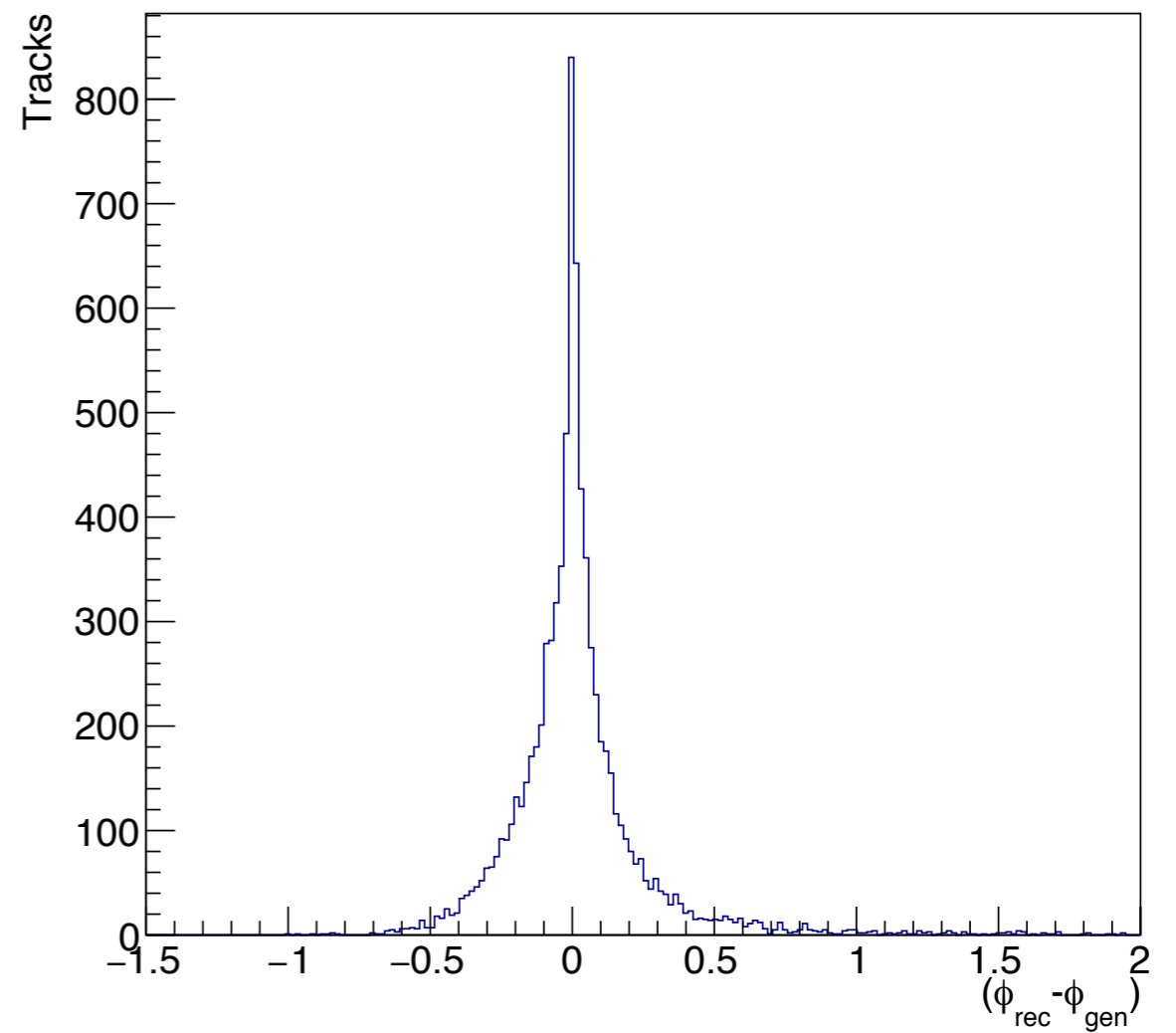
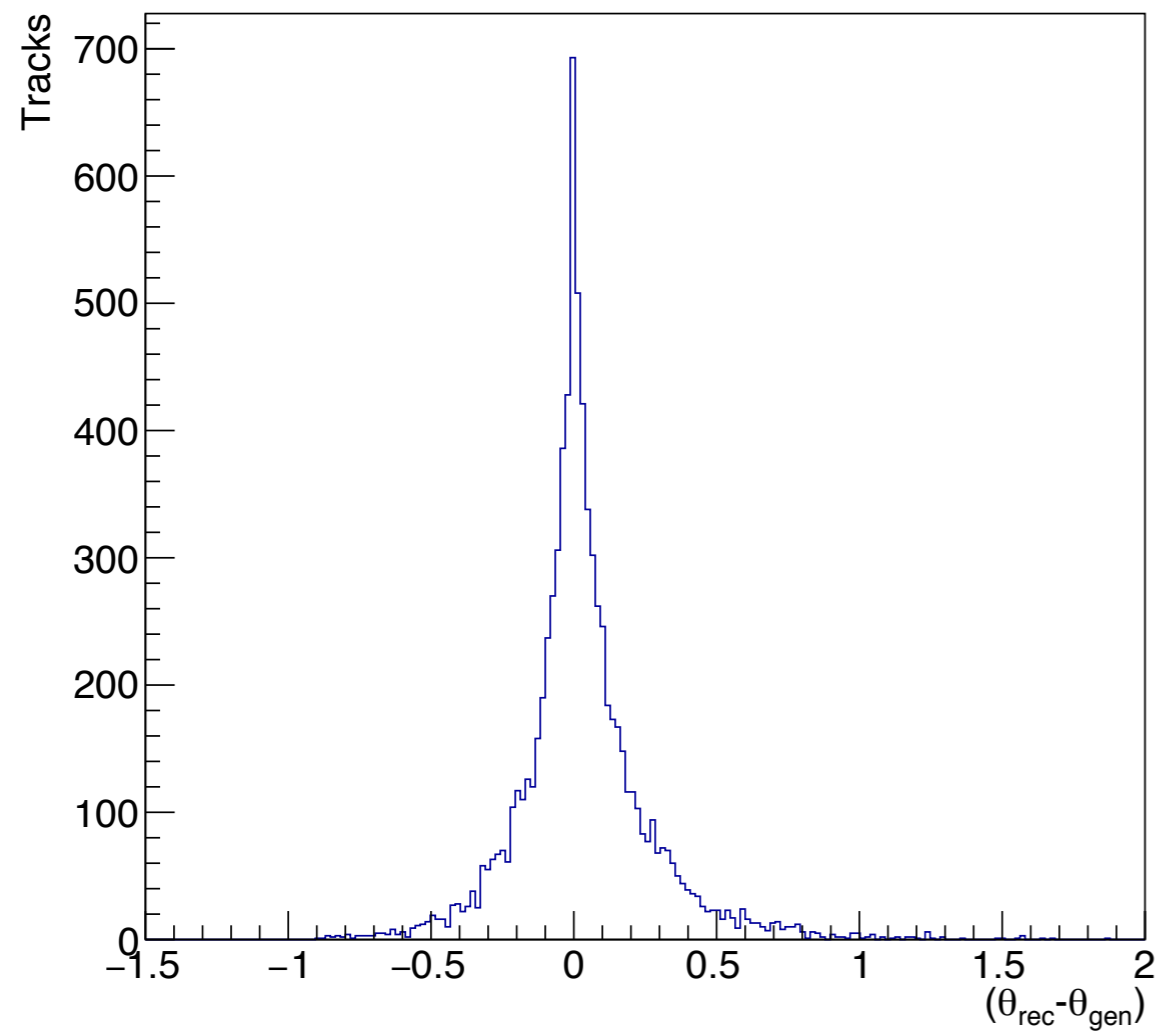
Layer3



Layer4



No offset in angles



Todo

- Find out where that offset originates from: code or physics?
- Go to Israel for Expert advice on the issue, and also to implement Background