

new Selection — Quick Update

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Updates

- Been busy since the CM with 35ton work and writing — want to get back to this selection though.
- Starting to focus on better characterising the selection;
 - Performance of the reconstruction;
 - Performance of the selection.
- Unfortunately, multiple issues have conspired against me and have led me to the conclusion that I don't have enough to talk about today to warrant everyone's time.
 - I will outline what I'm currently working on and my plans.
 - I promise a proper update and discussion at the next meeting.

Plans — Reconstruction

- Currently, I'm trying to better understand the reconstruction — from various different methods;
 - Pandora PFParticles —> EMShower (the standard right now);
 - TrackShowerSeparation —> BlurredCluster —> EMShower (what I was working on up until the CM);
 - Pandora PFParticle hits —> BlurredCluster —> EMShower (a new idea).
- I'm studying how each of these techniques fares and quantifying the performance.
- Would have given an update today with my new analysis code but I didn't realise all my old recon files had been cleaned up (they were in /pnfs/scratch) so I need to rerun them.

Plans — Selection

- Want to better characterise the selection as well — probably what I'm most interested in at the moment.
 - Look at as function of energy, etc.
- We also decided it would be instructive to see how well Pandora reconstruction works in the selection.
 - Given Pandora doesn't make recob::Showers, this is just a study using a very simple selection using PFParticles right now.