The Ineffable Plan – Pandora Perspective

- The Pandora team have made significant progress in developing our reco for the ND-LAr/2x2 project.

- **What I need:**

  - The drift direction "fuzziness" issue needs to be resolved.

  - Right now, this breaks our track reconstruction.
    - And I don't think we need to apologise for a track that is 2cm and 5 hits wide being reconstructed as a shower.

  - The "correct" thing here is that it gets calibrated out before the reco ever sees the hits.
    - If absolutely necessary for the 2x2 production timeline I can just write a pre-processing hack
      - Maybe just merges the hits into the last one?
      - Please don't make me do this.
      - There is nothing as permanent as a temporary solution.

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- **What I want:**

  - Enough events from a test sample that we can make distributions, before the actual "production completed" deadline.

  - We don't need weeks of spills, just more than 5 events.

    - Something where we can make a binned plot where it's obvious if something horrible is happening.

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- **What I promise we'll deliver.**
  - CAF files from the entire production.
  - Reconstructed using the "classic" fake 3x2D reco.
  - Reconstructed using the real pixel-readout reco.
- The 2D→3D reconstruction transition is still be under active development during this whole period.
  - On the timescales we're doing this, it's going to be exactly as good as we can make it in that time.
    - Which should be pretty good.

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