SoLID Tracking

Weizhi Xiong 03/14/2017

Triggered eDIS electron Position



Triggered eDIS electron Position



Background Hit Position



eDIS electron Position





Hit position of all eDIS electron coming from the target, not trigger and kinematic cut, seems the inner radii of the first two trackers are still too small

Turn off HV sector in Digitization

- Added a function in digitization (TSolGEMChamber class) to define areas that can be turned off
 - Currently only rectangles that are parallel to the symmetric axis of the chamber
 - Particles enter these areas will not produce ion pairs and thus no avalanche electrons and no signal on strip
 - Also removed hits landing on the frame of the chamber
 - Each readout plane will have ~56 strips less due to the two 11mm frames
 - # of strips for each readout plane: 578 | 687 | 687 | 1139 | 1175

Background Hit Position



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Raw Occupancy Comparison

Before turn off HV sectors

After turn off HV sectors



4 sigma cut of pedestal noise is applied in both cases



Raw Occupancy Comparison

4 sigma cut of pedestal noise is applied in both cases

Tracking Efficiency and Accuracy

After turn off certain HV sectors Kinematic cut: $Q^2 > 6 \text{ GeV}^2$, W > 2 GeV and x > 0.55



A 5% improvement on the tracking efficiency and 7% improvement on the accuracy can be achieved by turning off certain HV sectors

Multi-track Selection

Residual of all multi tracks on the front tracker



Multi-track Selection

After selecting 5 hits tracks and apply a chi2/NDF cut of < 8 on the multi tracks, if multiple tracks from the same event satisfy this, pick the one that has smaller chi2/NDF



Tracking Efficiency and Accuracy

After turn off certain HV sectors and multi track selection Kinematic cut: $Q^2 > 6 \text{ GeV}^2$, W > 2 GeV and x > 0.55





Efficiency contains tracks selected from multi-track events

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Conclusion

- Might be able to get a few more % improvement by turning off more HV sectors
- Including 3 hit tracks can improve the efficiency for a few %, but they don't have a good accuracy
- Accuracy can be improved by removing wrong hits (in progress)
- Other major improvement might come from segmenting strip and major improvement on tracking algorithm