Subject: Re: DPM theta cut off

Posted by Simone Bianco on Wed, 29 Aug 2012 09:28:31 GMT

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Dear Donghee,

the work of Thomas and the results of some discussions of one year ago about the theta_min parameter were included in the PndDpmDirect class.

Johan introduced the parametrization of theta_min in the implementation of the ctor PndDpmDirect::PndDpmDirect(Double t Mom, Int t Mode, Long t Seed):

```
PndDpmDirect::PndDpmDirect(Double t Mom, Int t Mode, Long t Seed) {
//
// Calculate ThtMin first. For this we make a cut-off on the value of -t of 1e-2 GeV^2 (~100
MeV/c momentum)
// This estimated from a parametrization found in thesis of Thomas Wuerschig (figure 6.4, page
121):
// Roughly: 0.4 deg at 15 GeV/c and 4 deg at 1.5 GeV/c, lineair interpolation in double
log-scale.
//
Double t logangle =
TMath::Log(0.4)+(TMath::Log(15.)-TMath::Log(Mom))*(TMath::Log(4)-TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/(TMath::Log(0.4))/
 ::Log(15)-TMath::Log(1.5)):
Double_t ThtMin = TMath::Exp(logangle);
  PndDpmDirect(Mom, Mode, Seed, ThtMin);
}
so if you use this ctor you don't need to calculate by hands a value for theta_min, since this is
automatically obtained as a function of the beam momentum.
I hope this helps.
Cheers,
Simone
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