Subject: Cleanup functions
Posted by Gianluigi Boca on Tue, 30 Sep 2014 18:03:48 GMT
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dear collaborators,
I put in svn a new version of
tracking/PndTrkTracking2.cxx end .h

containing a new feature which is the possibilty of activating the Cleanup code (code necessary to remove ghost tracks produced
in the Pattern Recognition by the 20 MHz pileup events).

BY DEFAULT THIS CLEANUP IS DEACTIVATED.

But if, in his reconstruction Macro, after :

PndTrkTracking2* tracking = new PndTrkTracking2(0,true,true,true);

the user put the following line :

tracking->CleanupMvd();

then it activates the Cleanup procedure based on the Mvd hits present in the tracks;
on the other hand if

tracking->CleanupStt();

then it activates the Cleanup procedure based on the Stt hits present in the tracks;
and finally if

tracking->Cleanup();

it activates both.

FOR THE TIME BEING IN THE ANALYSIS OF IDEAL EVENTS (no pileup due to 20 MHz interaction rate)
I suggest not to use any of this Cleanups.
On the contrary, when analysing the more realistic events with pileup the Cleanups are necessary.

For the time being the Cleanup procedures tend to overkill the problem and the reconstruction efficiency is in general lower than normal.

I AM WORKING RIGHT NOW IN THE REFINEMENT OF THE CLEANUP PROCEDURES and I hope to arrive soon at a good
situation.

Cheers

Gianluigi