Subject: Re: No back propagation to IP for V_0 reconstruction
Posted by donghee on Thu, 04 Dec 2014 11:43:36 GMT
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Hi Stefano,

First of all, I plotted meaningless distance in previous posting.
I simply forgot to replace truth object after accessing reconstructed K_s in order to have true information.
Now I found where is something wrong and fixed my code to plot correctly.
Plots show the distance between D_0 vertex and K_s vertex and normalized one.
I access true D_0 vertex and K_s vertex by K_s itself and its daughter. Accessor looks like this.

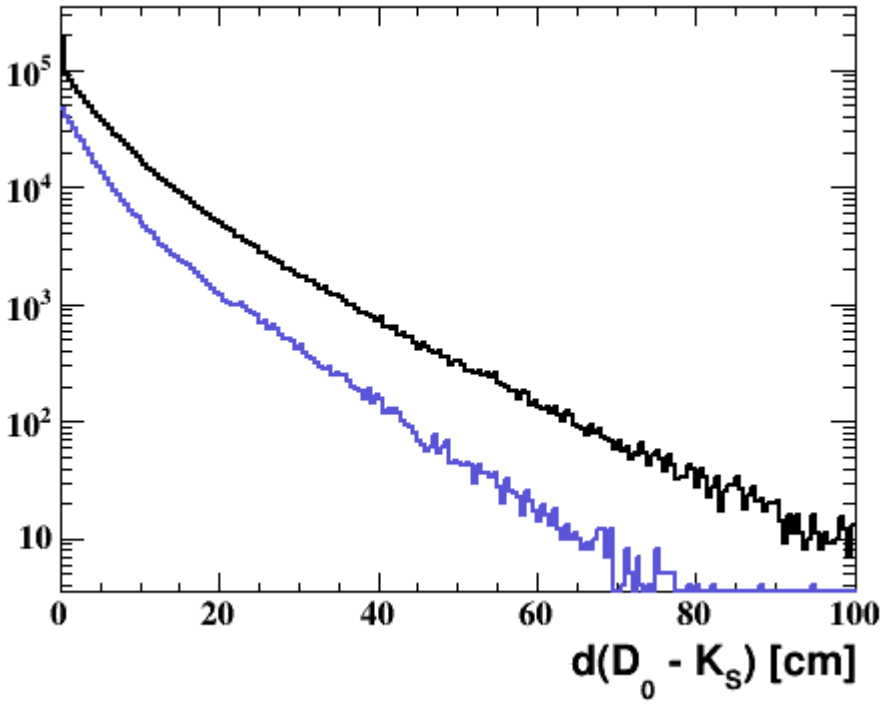
Quote:
```
RhoCandidate *truth = ks0[j]->GetMcTruth();
TVector3 vdist = truth->Pos() - truth->Daughter(0)->Pos();
Float_t dist = vdist.Mag();
Float_t ctau = dist * truth->M() / truth->P();
```

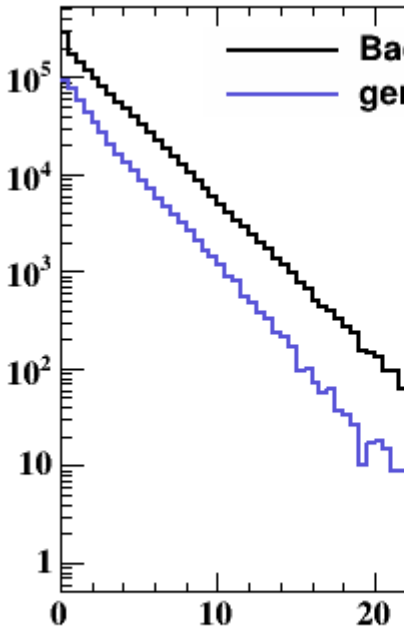
Every black line is a generated decay distance and normalized distribution by distance*(m/p).
And suvived(reconstruced correctly) decay distance are plotted to test the quality of efficiency in every decay region.
I do not see any improvement from no back propagation approach, still.

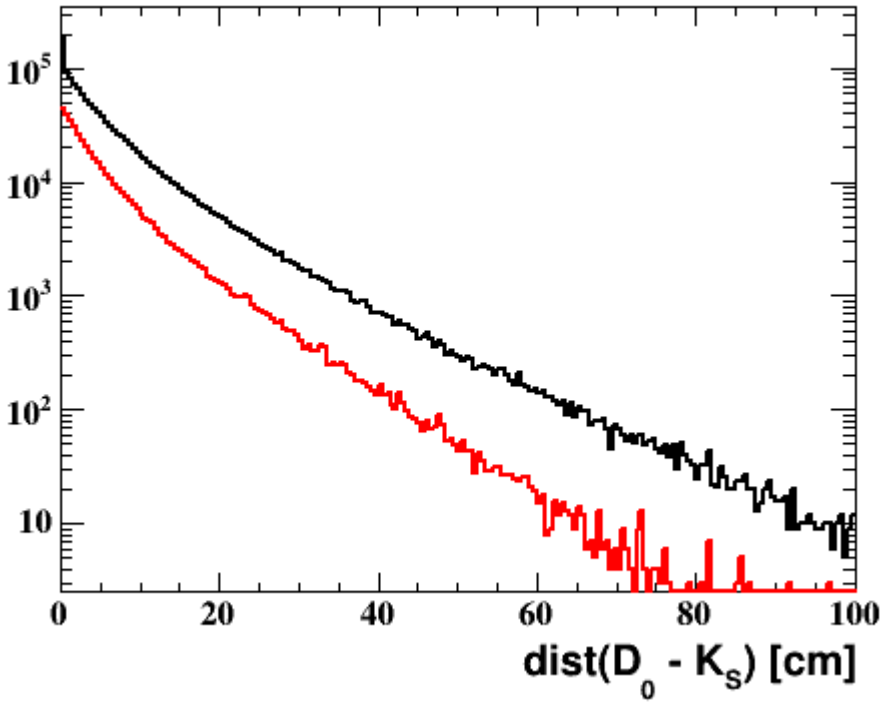
Best wishes,
Donghee

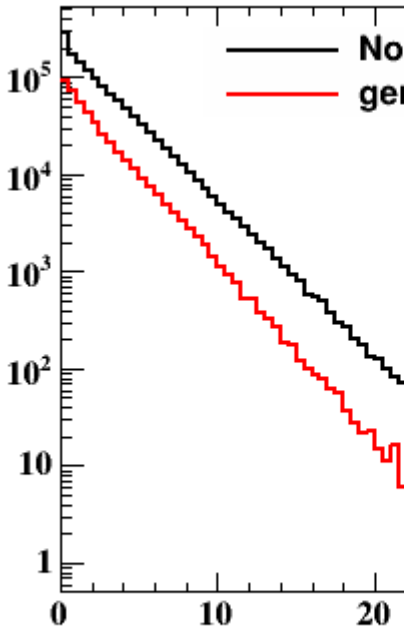
File Attachments

1) test_4_plots.png, downloaded 1555 times


10^5
10^4
10^3
10^2
10
0
20
40
60
80
100
d(D_0 - K_S) [cm]


Ba
ge
10^5
10^4
10^3
10^2
10
1
0
10
20


10^5
10^4
10^3
10^2
10
0
20
40
60
80
100
dist(D_0 - K_S) [cm]


No
ge
10^5
10^4
10^3
10^2
10
1
0
10
20