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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 survived(reconstructed 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

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## File Attachments

1) [test\\_4\\_plots.png](#), downloaded 1245 times

