
Subject: Invalid Events in Prespec Code
Posted by [a_boso](#) on Fri, 19 Aug 2016 09:37:23 GMT
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Hi everybody!

We noticed that in the 46Cr Coulex part of our analysis (which is the more exotic of the experiment) we have almost 90% of invalid events (events in which the "valid flag" is 0 in all the variables, especially in S4 scintillator). This is not the case in the 46Ti Coulex part where the invalid events were only ~30%.

This is somehow surprising since the beam rates in S4 were:

46Cr
~800 counts per spill (1.2 s)

46Ti
1e5 counts per spill (10s)

If we could recover a situation similar to that of 46Ti it would make a huge difference for the outcome of the analysis.

So I was wondering.. what does "invalid event" mean? How it is decided in the code if an event is valid or not? Is there a way to "relax" this condition and somehow recover some events?

Do you have any idea why we have such a great amount of invalid events?

Thanks!!
Alberto
