Subject: pandaroot meeting Tuesday 16 August, 14:00
Posted by Johan Messchendorp on Sat, 13 Aug 2011 21:55:48 GMT
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Dear all,

Our next panda root meeting will take place on Tuesday, the 16th of August at 14:00 (EVO).
Tentative topics:

0) General issues

1) Upcoming collaboration meeting:
- time-based tutorial
- physics+computing session
- plenary computing session

2) Computing facility at GSI: request for interface with experiments.

3) Tracking software:
- STT efficiency loss problem in trunk? How to proceed?
- event mixing: status and production planning for grid

4) A.O.B.

Are there any other wishes for the agenda? Please let me know asap.

Greets,

Johan.

Subject: coordinates...
Posted by Johan Messchendorp on Mon, 15 Aug 2011 20:18:25 GMT
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Title: pandaroot
Description: pandaroot
Community: Panda

Meeting Access Information:
- Meeting URL
http://evo.caltech.edu/evoNext/koala.jnlp?meeting=MMMeMn2v2IDIDl9v9nD29M

- Phone Bridge
ID: 387 2761

Central European Summer Time (+0200)
Start 2011-08-16 13:30
End 2011-08-16 17:00

Japan Standard Time (+0900)
 Start 2011-08-16 20:30
 End   2011-08-17 00:00

Eastern Daylight Time (-0400)
 Start 2011-08-16 07:30
 End   2011-08-16 11:00

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 Start 2011-08-16 04:30
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See: http://evo.caltech.edu/evoGate/Documentation/extclient/skype/skype.html

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Subject: Re: coordinates...
Posted by Mohammad Al-Turany on Tue, 16 Aug 2011 12:44:05 GMT
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my slides

File Attachments
1) sb_mixing.pdf, downloaded 479 times

Subject: Re: coordinates...
Posted by StefanoSpataro on Mon, 22 Aug 2011 14:06:03 GMT
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Dear Mohammad,
only now I have the time to check carefully your presentation.

If I have understood well, the BG events are taken in sequential order. I have not well understood what happens once you consumes all the BG events. Is the BG file rewinded, or it just stops?

I mean, let us assume we want to run 100 signals events, and an average of 20 bg events for each signal. In this case we would need 2000 bg events, but of course if one uses some TF1 time distribution the number could be also exceeded. What happens in this case? I think the answer is in your slide 14 -> the code limits the number of processed signals. I would like just to be sure.

Maybe a good way in order to have not so huge bg files would be to take bg events randomly, so that the same bg event could be used several times in different signal topologies... or maybe I have not understood well the philosophy of such mixing code

Could you please help me to clarify the concept?

Subject: Re: coordinates...
Posted by Mohammad Al-Turany on Thu, 25 Aug 2011 20:44:35 GMT
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Dear Stefano,
Quote:
I mean, let us assume we want to run 100 signals events, and an average of 20 bg events for each signal. In this case we would need 2000 bg events, but of course if one uses some TF1 time distribution the number could be also exceeded. What happens in this case? I think the answer is in your slide 14 -> the code limits the number of processed signals. I would like just to be sure.

Yes, you get it.

Quote:Maybe a good way in order to have not so huge bg files would be to take bg events randomly, so that the same bg event could be used several times in different signal topologies

This is an option which we can implement in the near future. In any case the larger your BG sample you will have better quality of statistics and having both options would be better.

regards,

Mohammad