

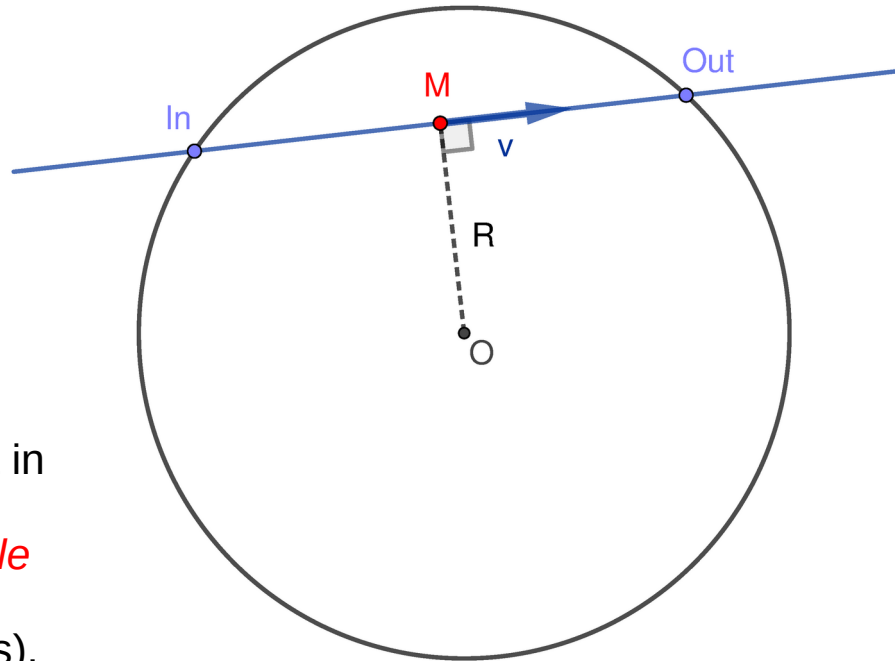
About drift radius calculation in SpdRoot

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Drift radius calculation in SpdRoot



Currently, drift radius for the hit in the straw tube is calculated as the distance between the *middle* of the track segment inside the tube and the wire (the tube axis).

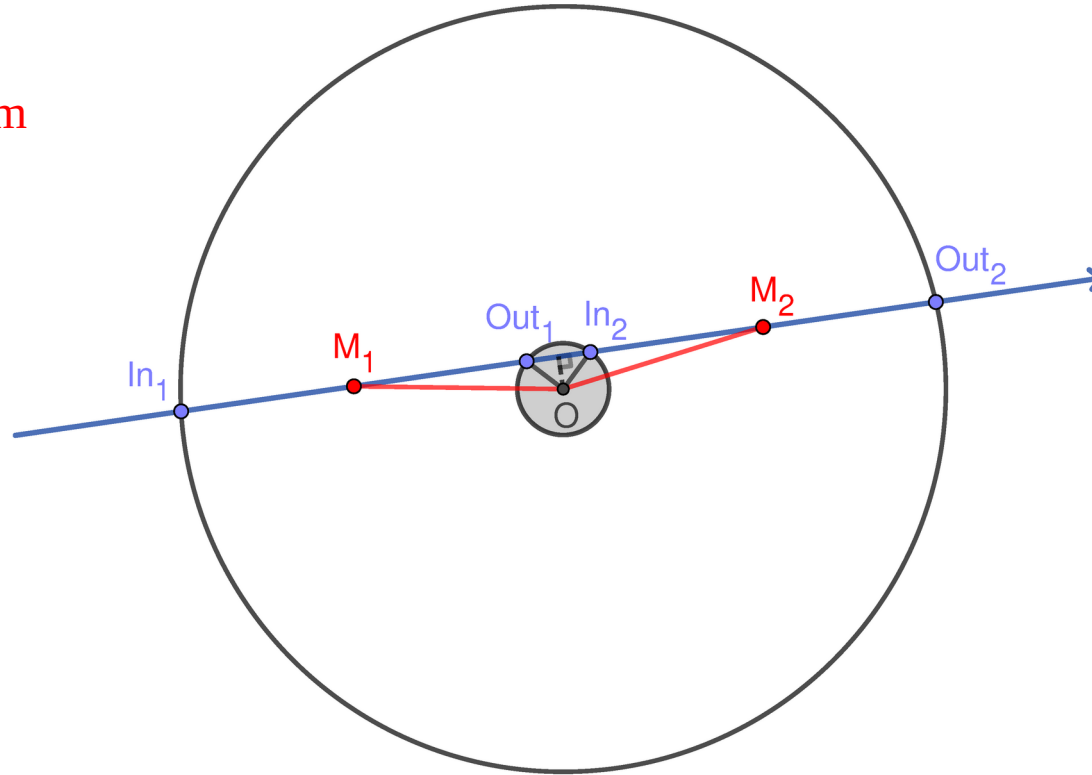
This works OK for the standard case, but not for more tricky cases ...

```
Double_t SpdMCStrawHit1D::GetPointRdrift() const
{
    TVector3 WireDirection = GetWireDirection();
    TVector3 r = (fMCPPoint-fWirePoint1).Cross(WireDirection);
    return r.Mag();
}
```

Particle passes through wire

$$\text{calculated } R \approx \frac{r_{\text{tube}}}{2} = 0.25 \text{ cm}$$

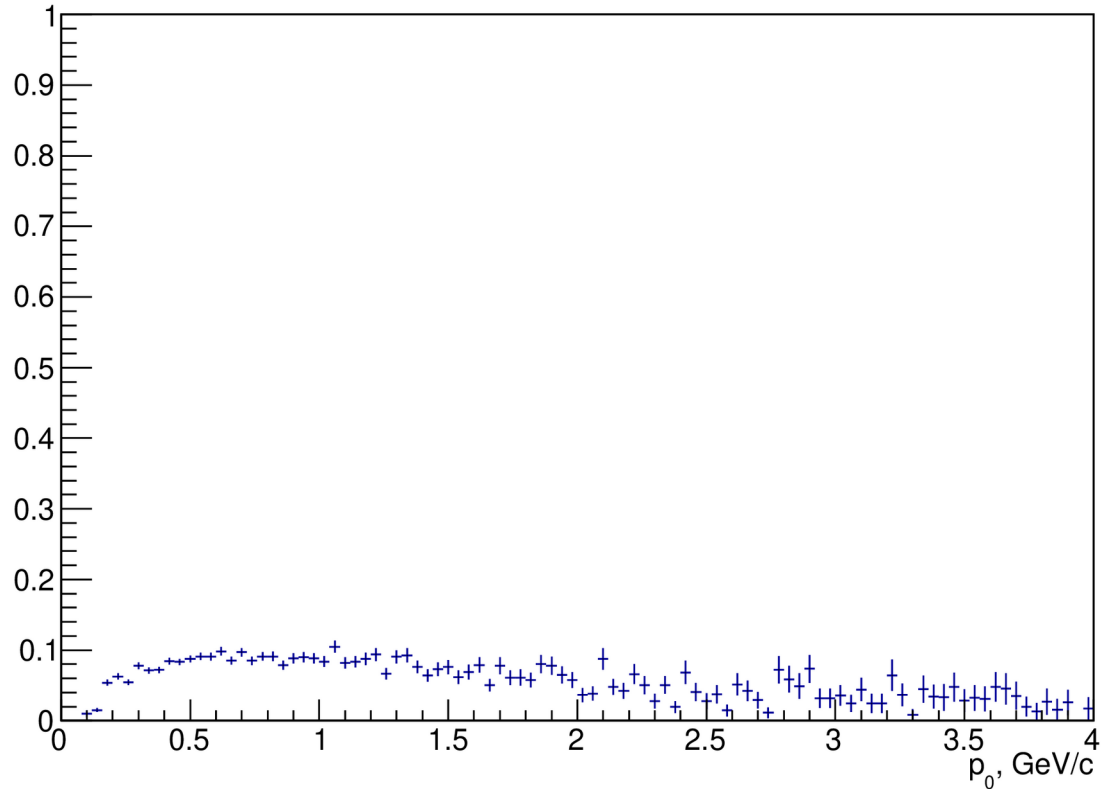
$$\text{real } R \approx r_{\text{wire}} = 15 \mu\text{m}$$



(the wire is shown much exaggerated)

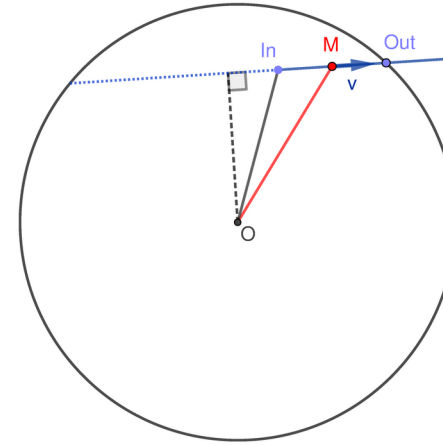
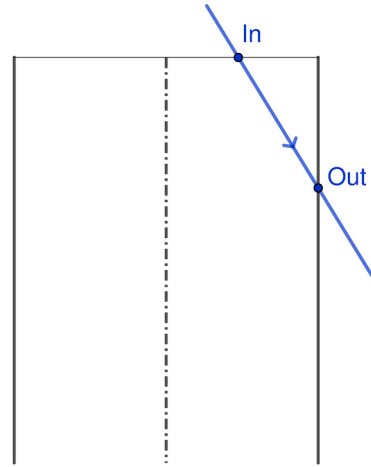
Particle passes through wire

Fraction of tracks with wire hit

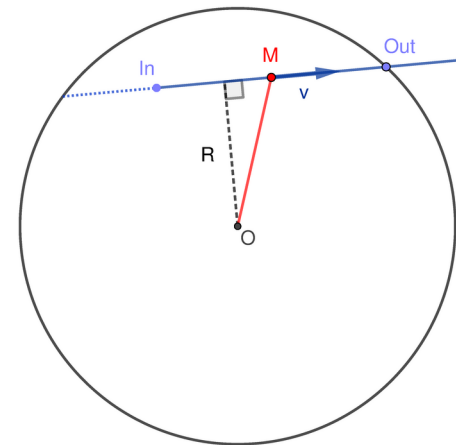
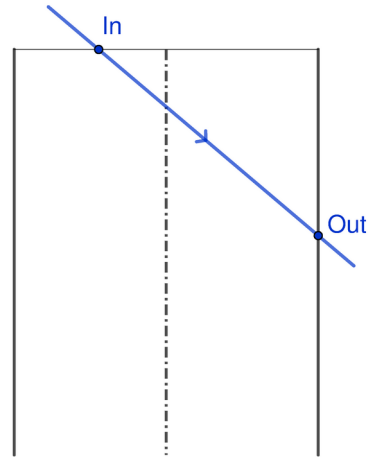


(minimum bias sample, 10k events)

Particles enters (or exits) through the end of the tube

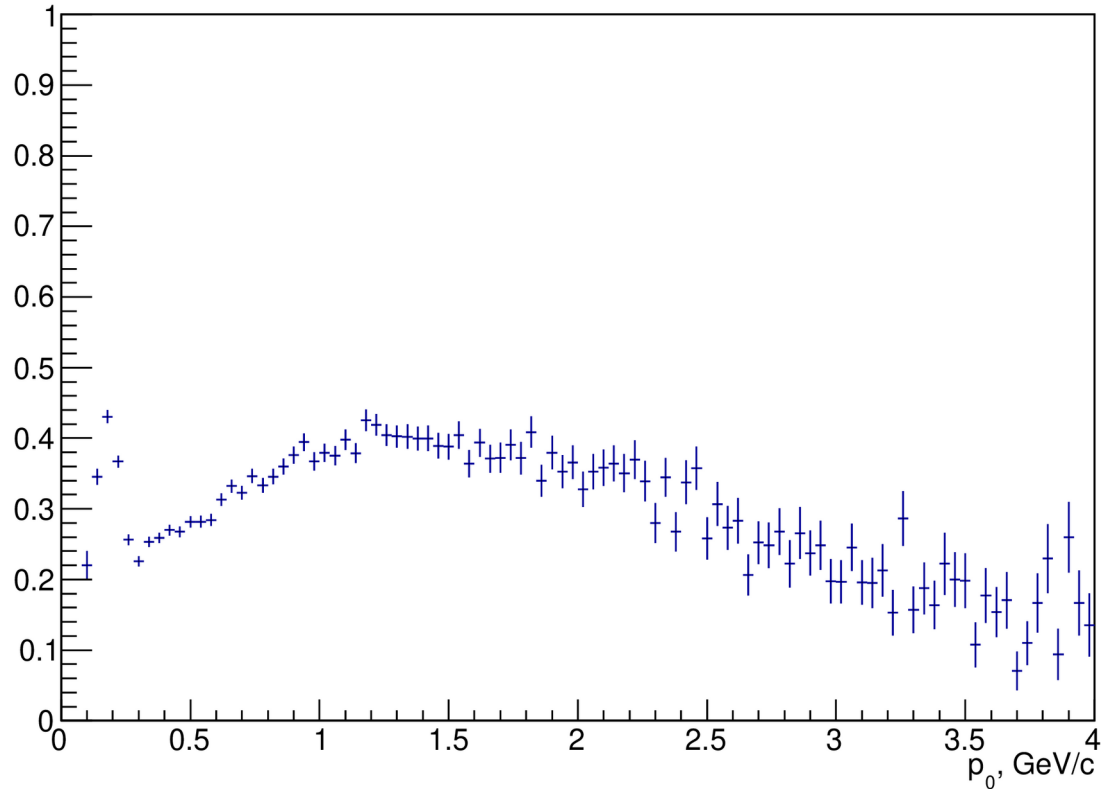


or



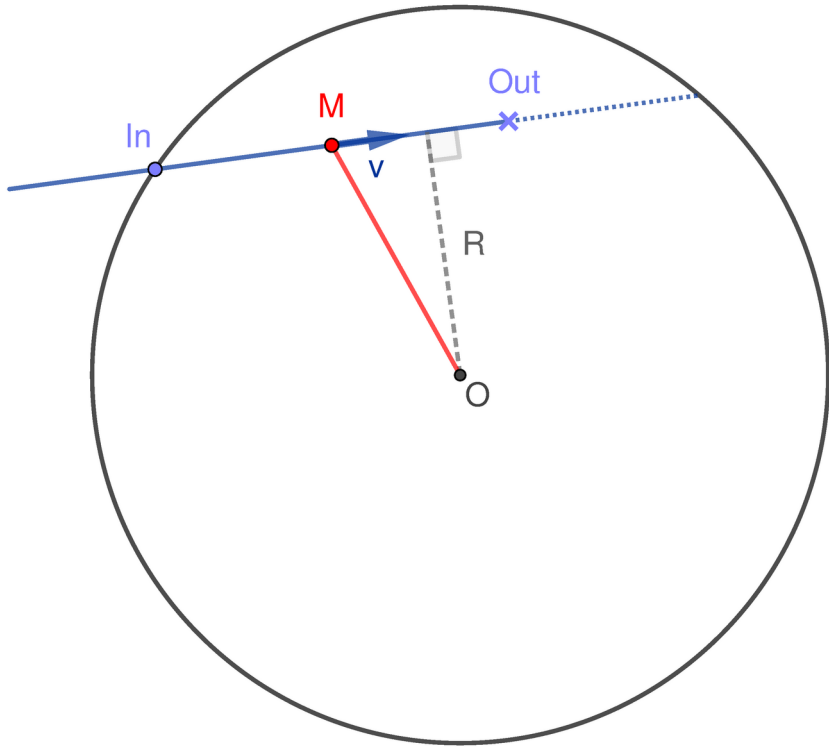
Particles enters (or exits) through the end of the tube

Fraction of tracks with tube end hit

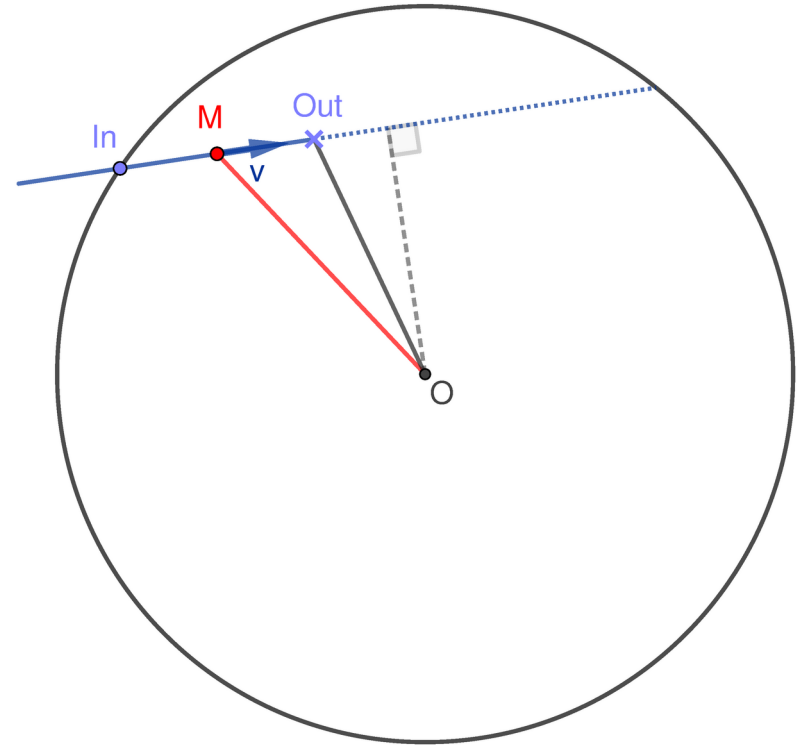


(minimum bias sample, 10k events)

Particles stops inside the tube



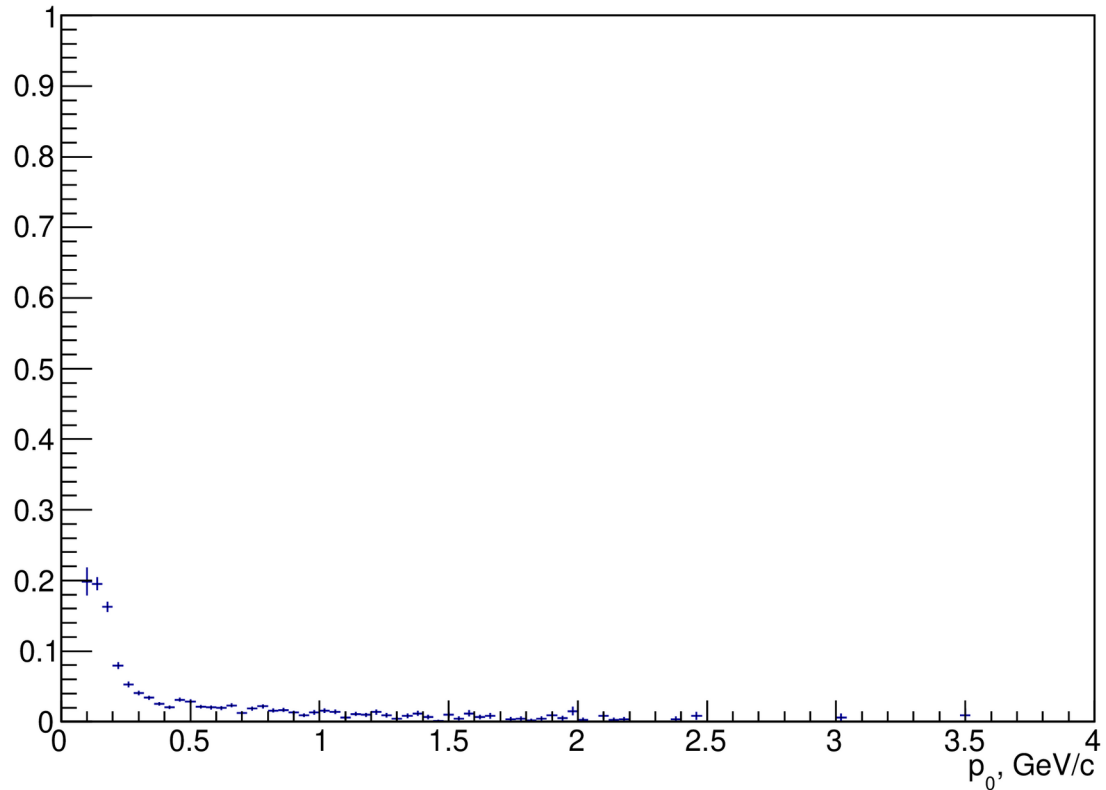
or



(this happens always in the **last** hit of the track; usually for small momenta ($p < 0.3 \text{ GeV}/c$))

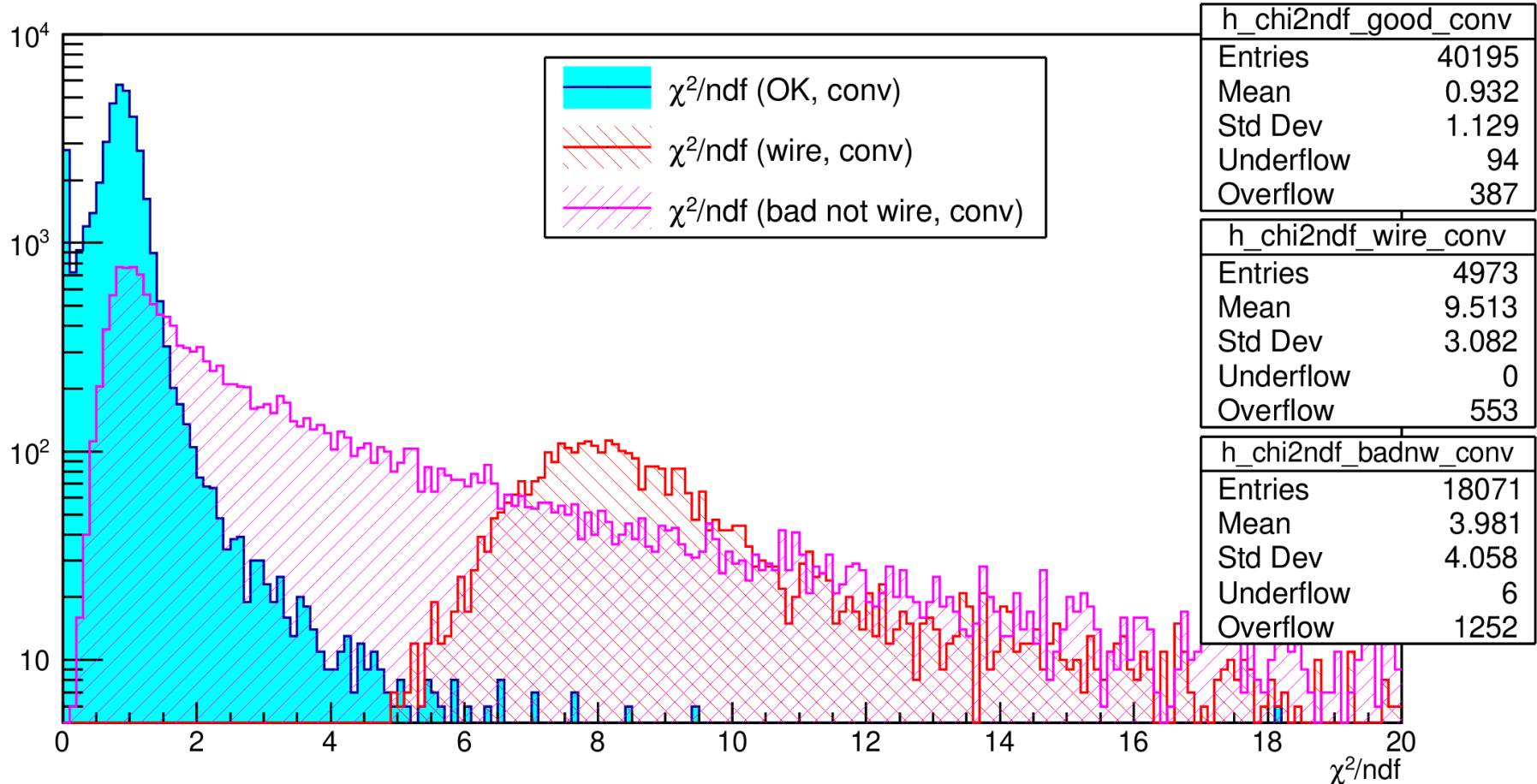
Particles stops inside the tube

Fraction of tracks with stopped particle



(minimum bias sample, 10k events)

χ^2/ndf for tracks

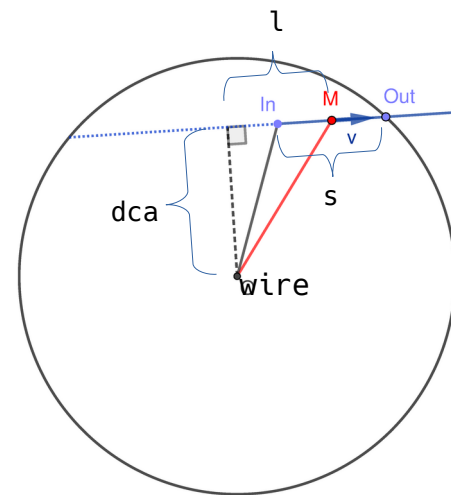


Proposed code for GetPointRdrift()

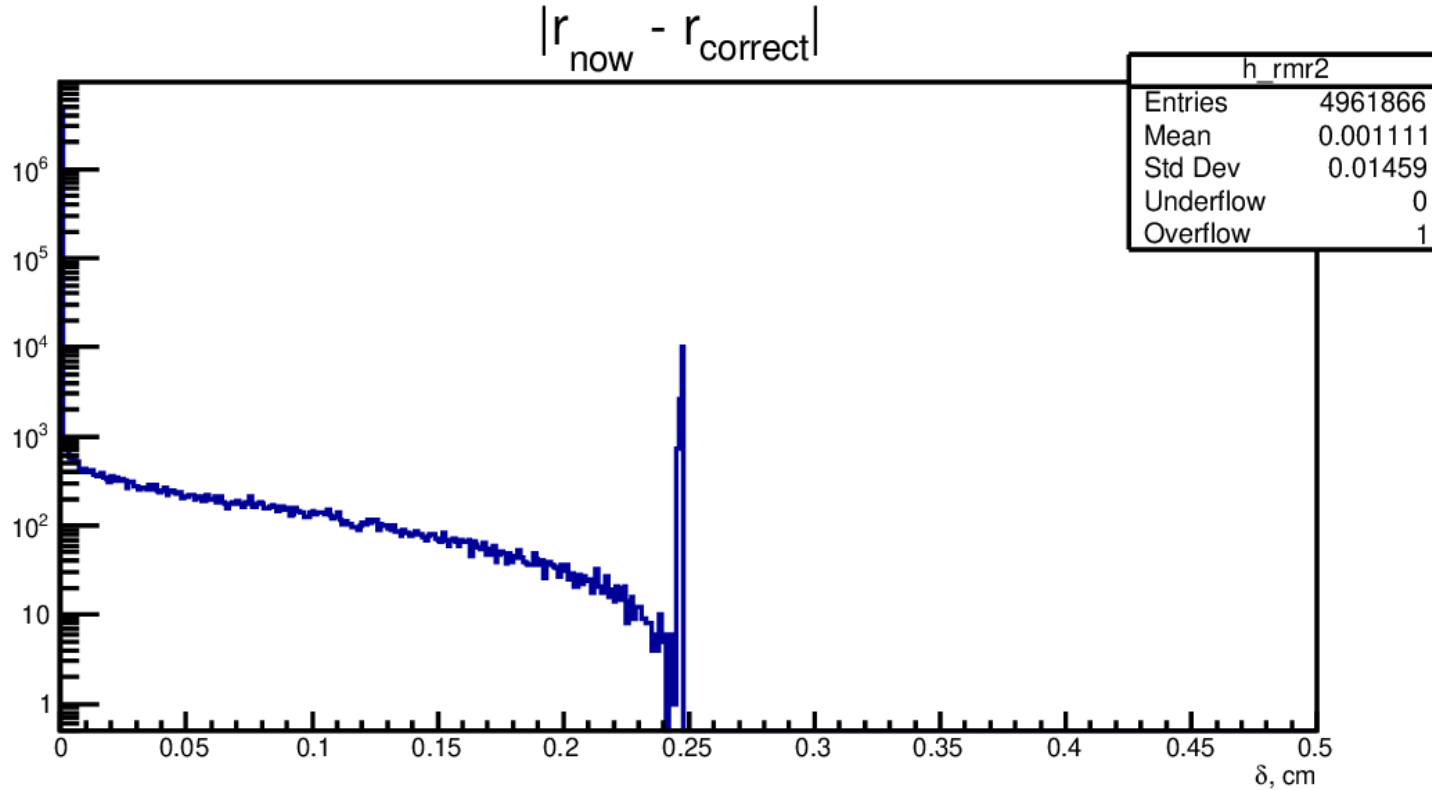
```
Double_t SpdMCStrawHit1D::GetPointRdrift() const
{
    TVector3 u = GetWireDirection();
    TVector3 v = fDirInPoint.Unit();
    TVector3 deltaPoint = fMCPPoint - fWirePoint1;

    // distance along the track line between fMCPPoint and the point of the closest approach
    // to the tube axis
    // in normal case lca == 0
    Double_t l = deltaPoint.Dot(u*u.Dot(v) - v) / (1. - pow(u.Dot(v),2));
    // segment length
    Double_t s = GetSegLen();

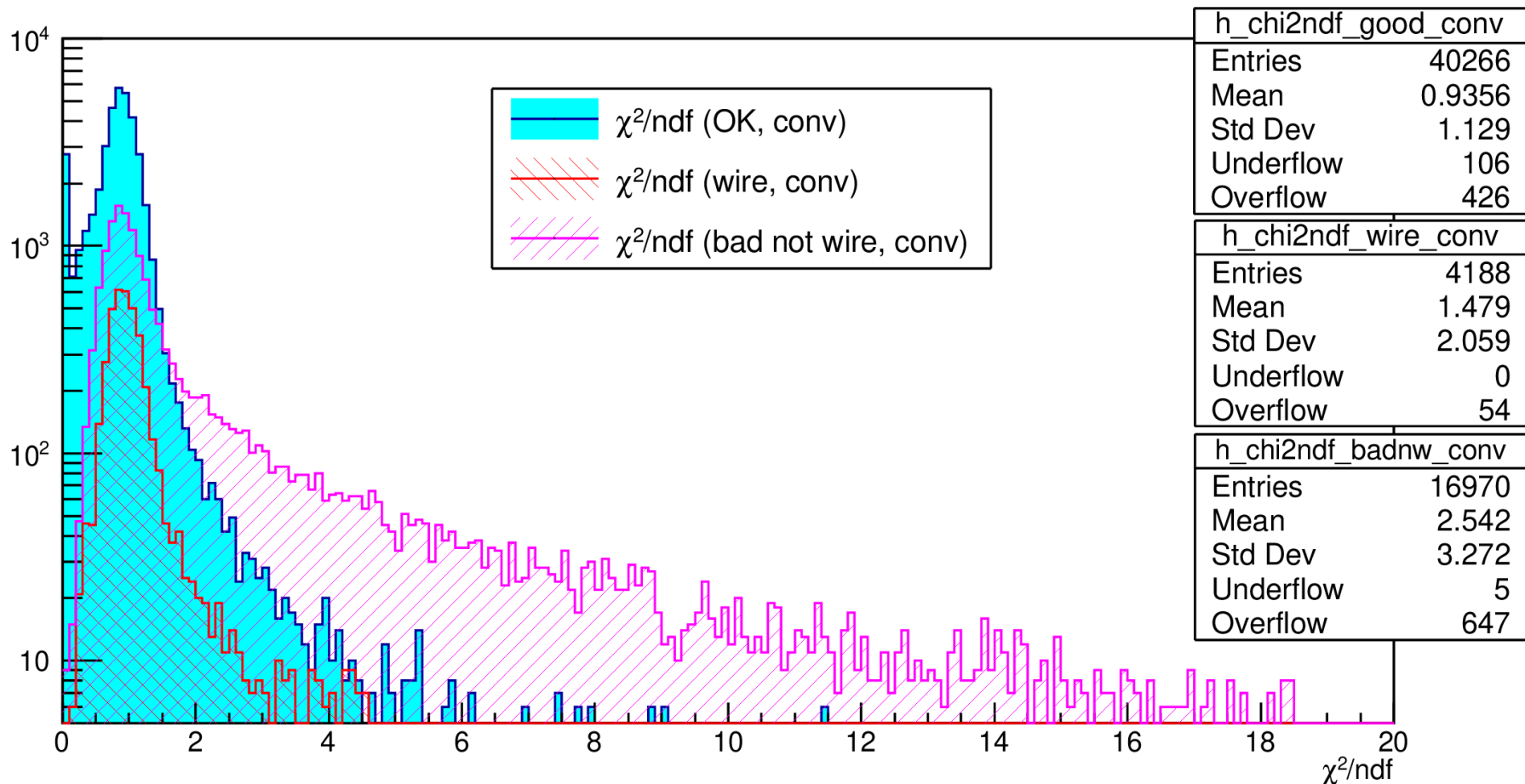
    if (fabs(l) <= s/2.) {
        // if the point of the closest approach lies inside the track segment,
        // return distance of the closest approach between track line and tube axis
        Double_t dca = fabs(deltaPoint.Dot(u.Cross(v).Unit()));
        return dca;
    }
    else {
        // can happen sometimes when the track enters or exits the tube through its end
        // or when the particle stops inside the tube
        // minimal distance to the tube axis is achieved at one of the track segment's ends
        TVector3 in = fMCPPoint - s/2.*v;
        TVector3 out = fMCPPoint + s/2.*v;
        Double_t r_in = (in - fWirePoint1).Cross(u).Mag();
        Double_t r_out = (out - fWirePoint1).Cross(u).Mag();
        return std::min(r_in, r_out);
    }
}
```



Difference between Rdrift values calculated with current and proposed code



χ^2/ndf for tracks, with corrected R drift calculation

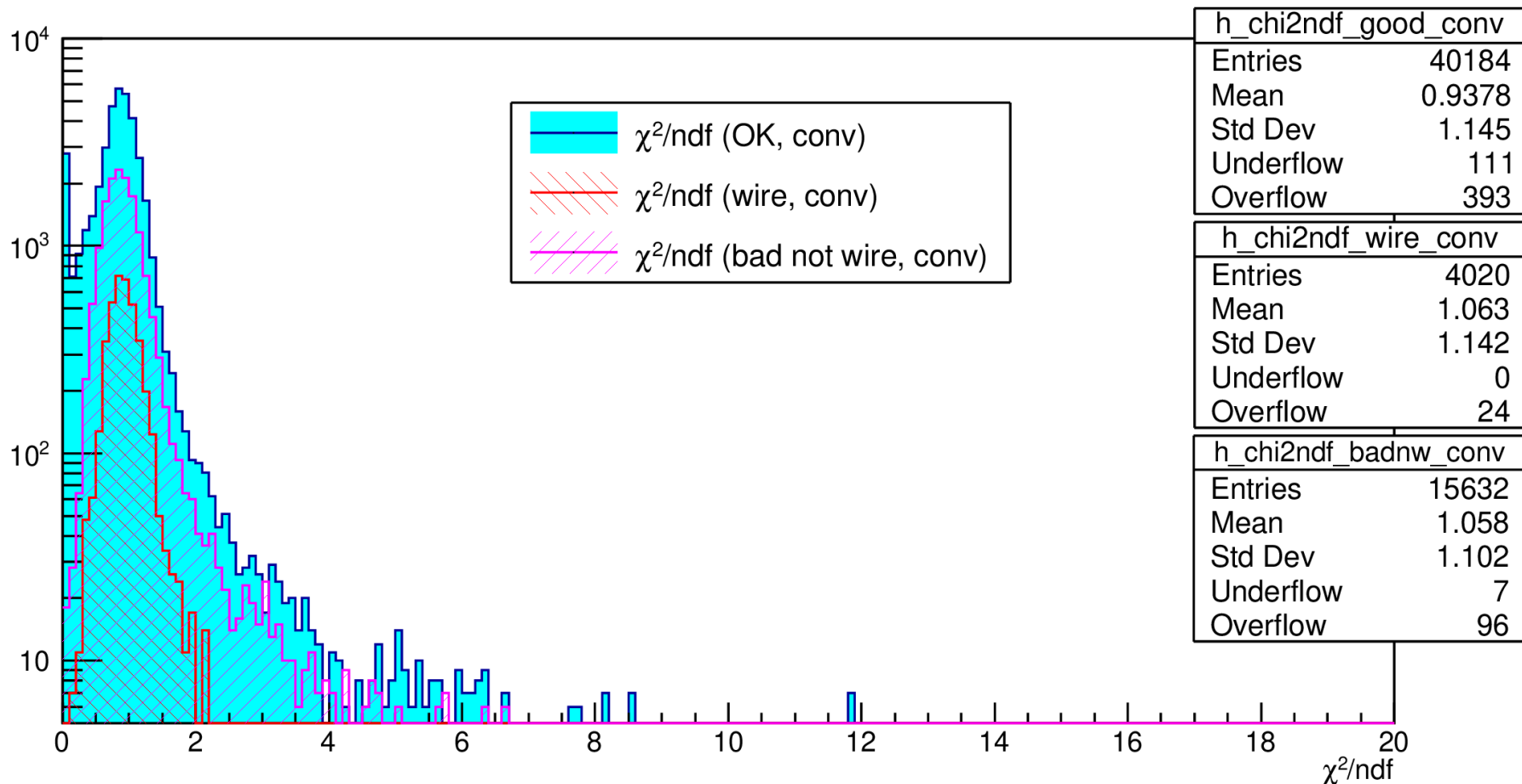


Conclusions

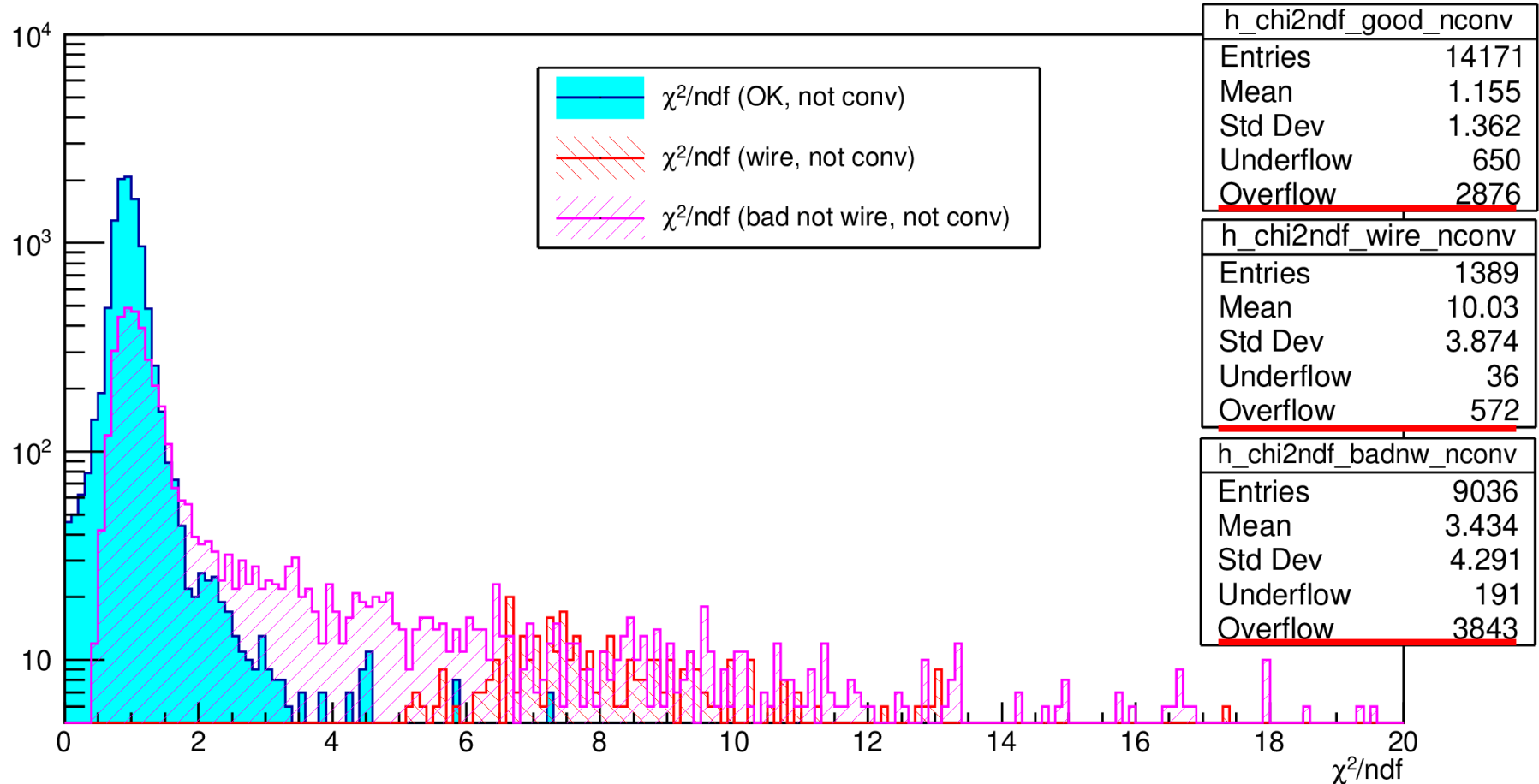
- I propose to change the code of the drift radius calculation in SpdRoot (see above).
- It gives the correct calculation of the drift radius in all cases.
- It eliminates the problem with large χ^2/ndf for tracks with hits in the wire.

backup slides

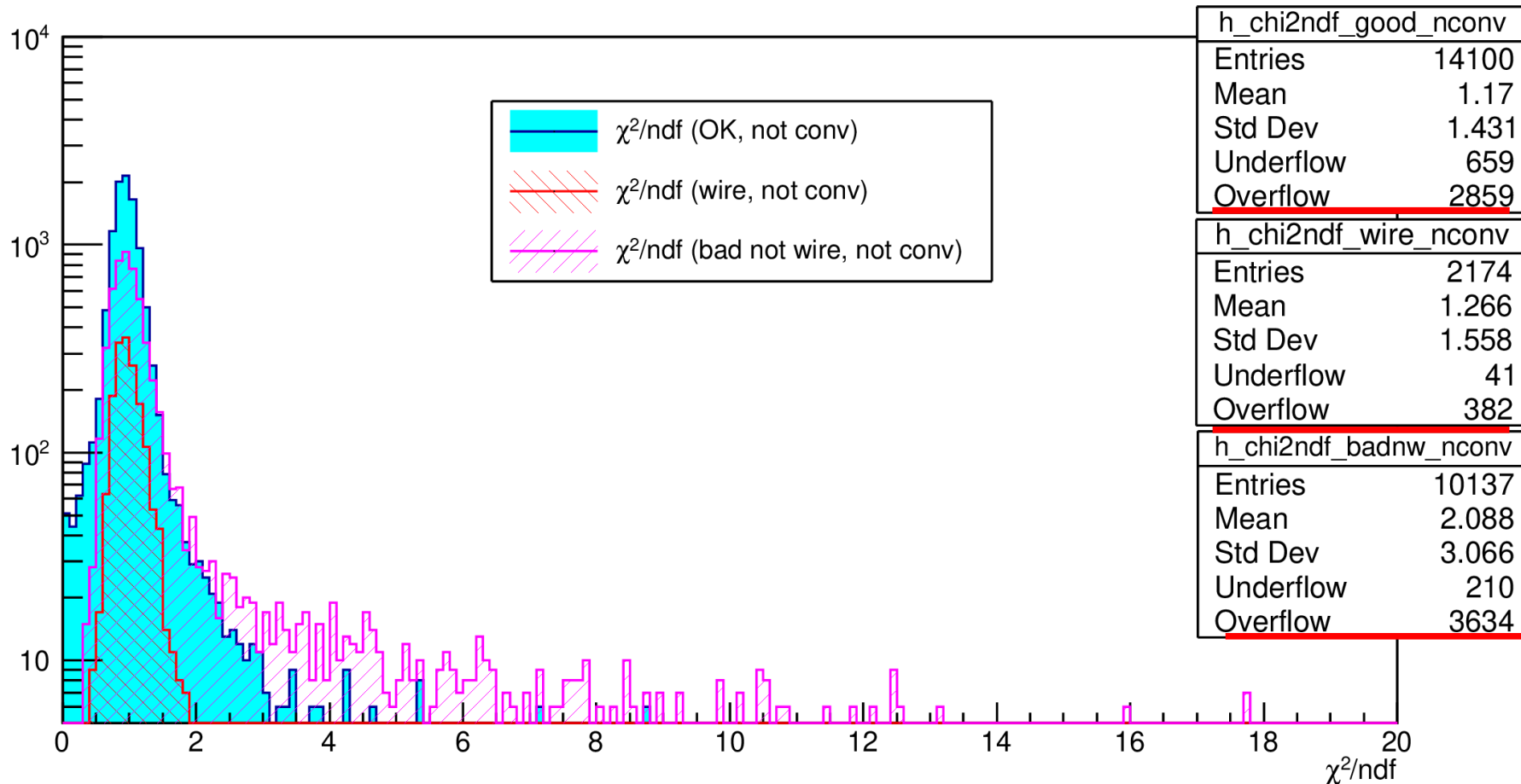
χ^2/ndf for tracks, with $R = \text{dca}$



χ^2/ndf for tracks (fit not converged)



χ^2/ndf for tracks (fit not converged), with corrected R drift calculation



χ^2/ndf for tracks (fit not converged), with $R = \text{dca}$

