

# Calibration updates

05/26/2015

[https://drupal.star.bnl.gov/STAR/system/files/userfiles/3475/05-12-15-updates-trigger-options\(2\).pdf](https://drupal.star.bnl.gov/STAR/system/files/userfiles/3475/05-12-15-updates-trigger-options(2).pdf)

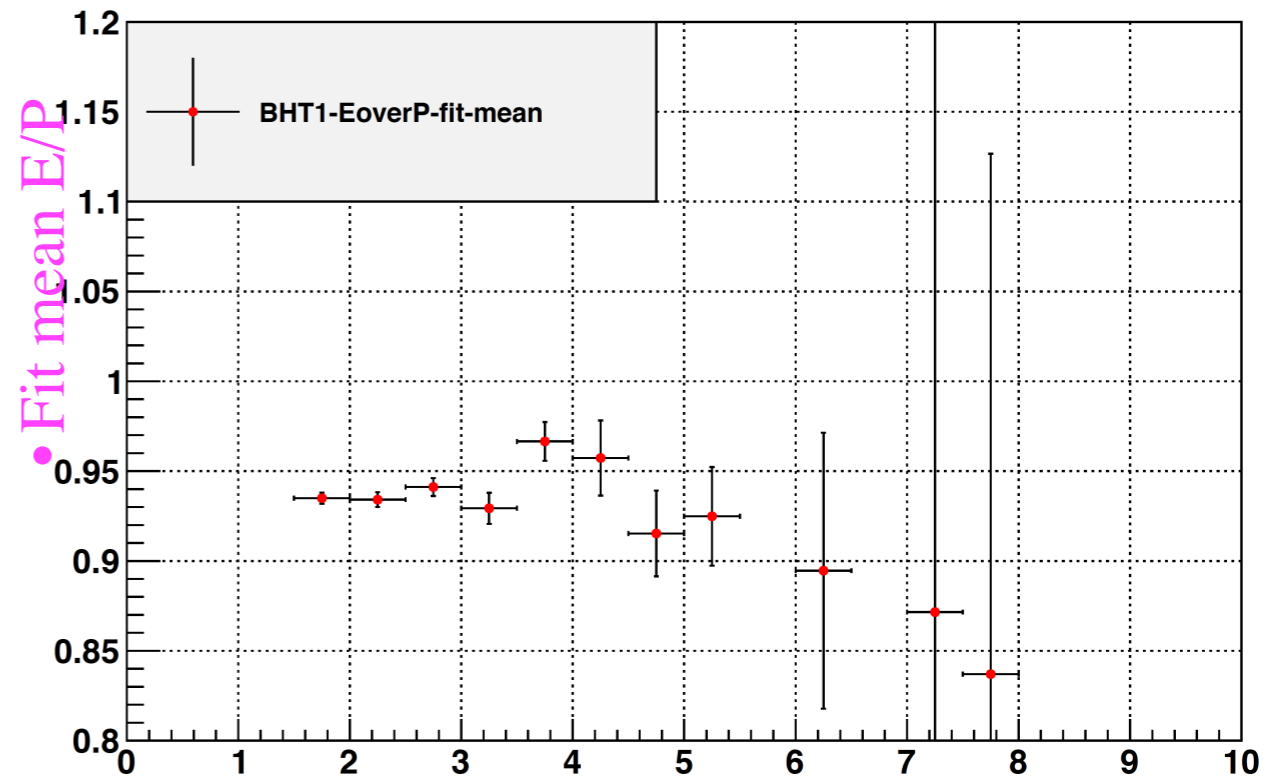
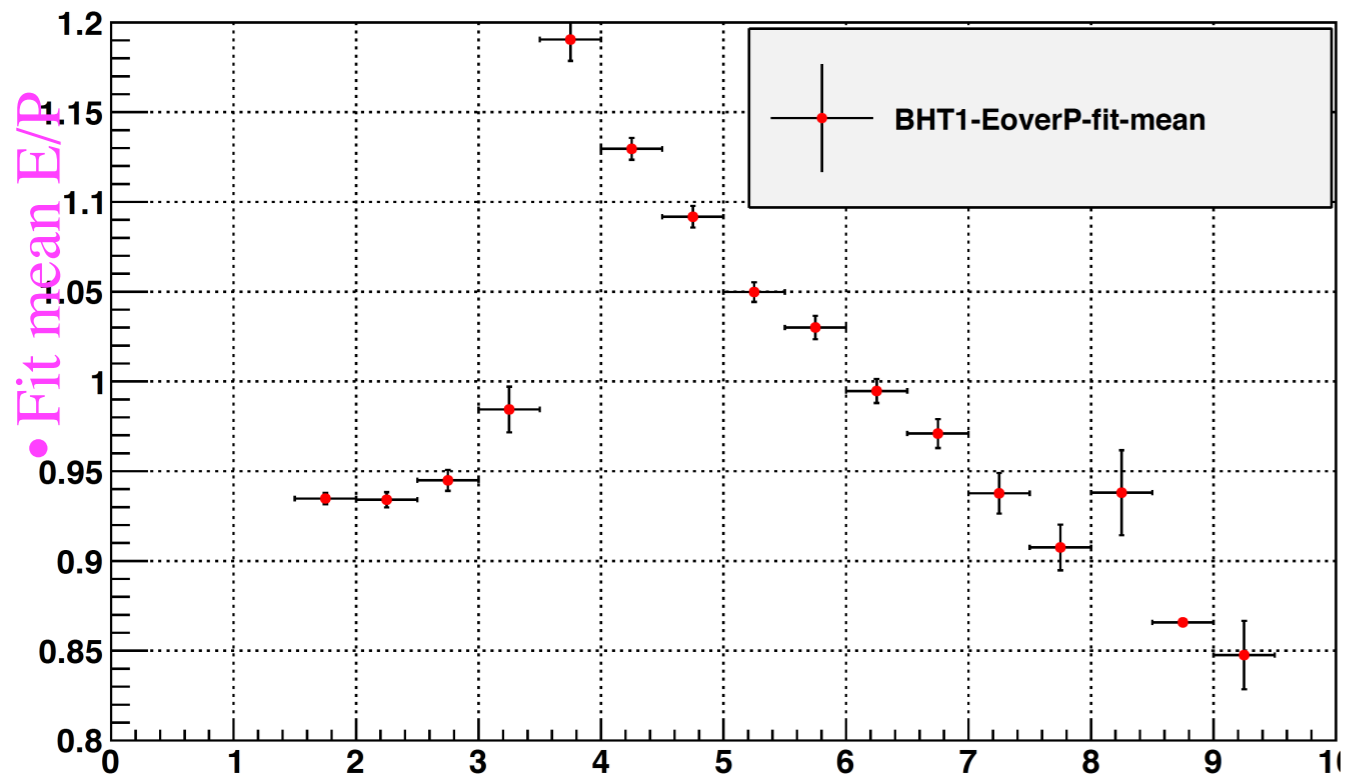
[https://drupal.star.bnl.gov/STAR/system/files/userfiles/3475/cuts-05-11-15\(6\).pdf](https://drupal.star.bnl.gov/STAR/system/files/userfiles/3475/cuts-05-11-15(6).pdf)

# BHT1 Trigger

•  $if(!triggerFire(BHT0) \&\& triggerFire(BHT1) \&\& !triggerFire(BHT2) \&\& !triggerFire(BHT3) \&\& !triggerFire(JP2))$

• **Trigger Threshold = 4.2**

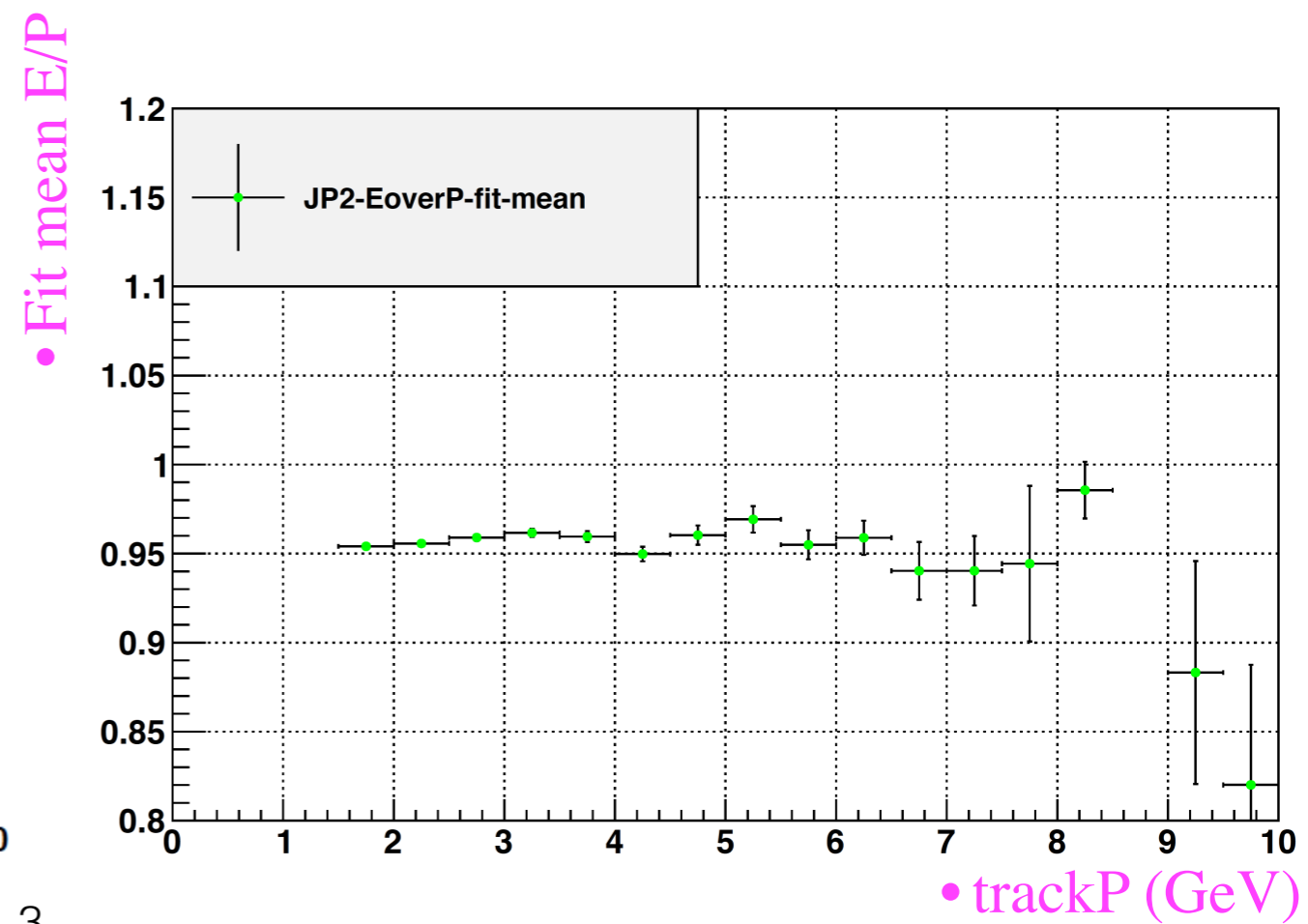
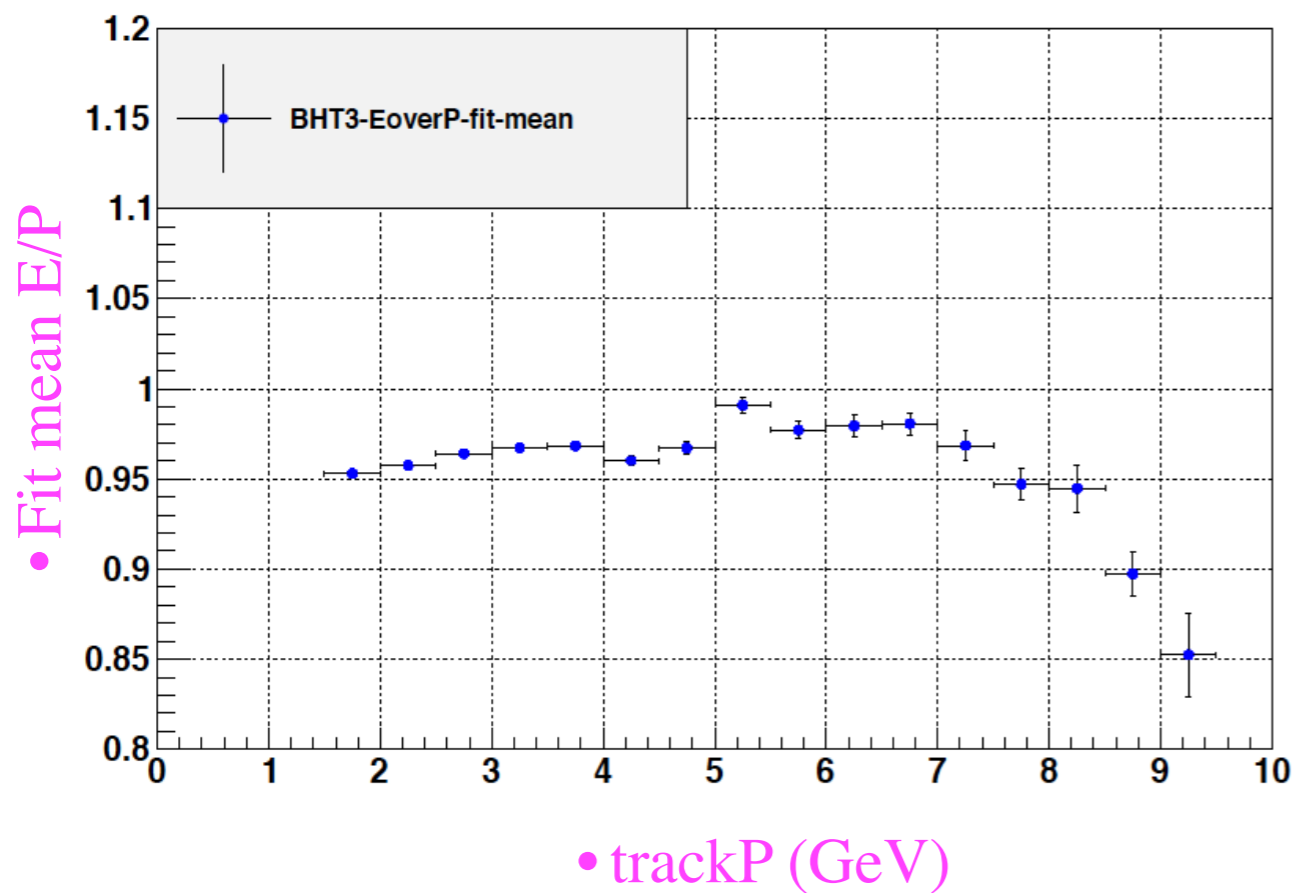
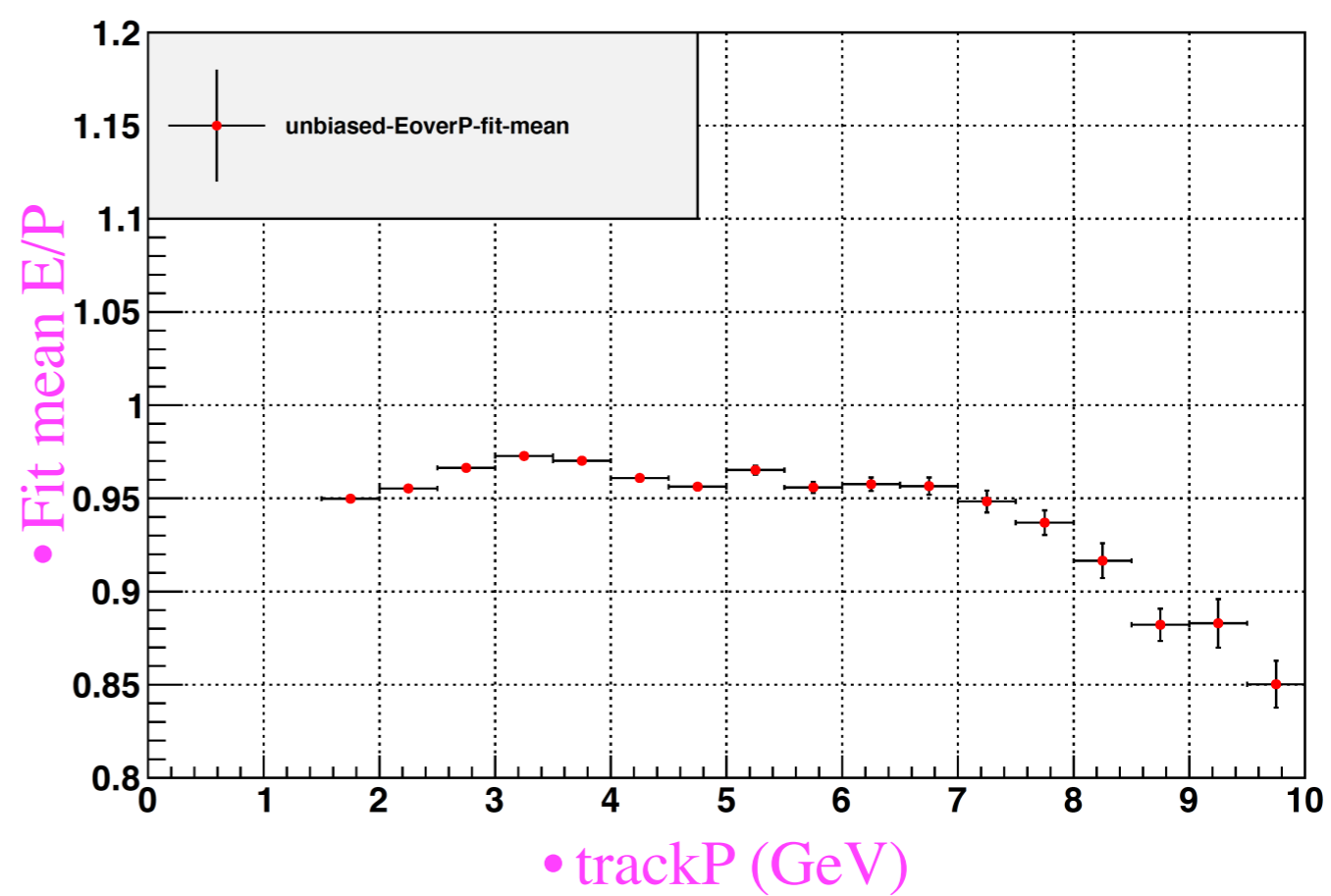
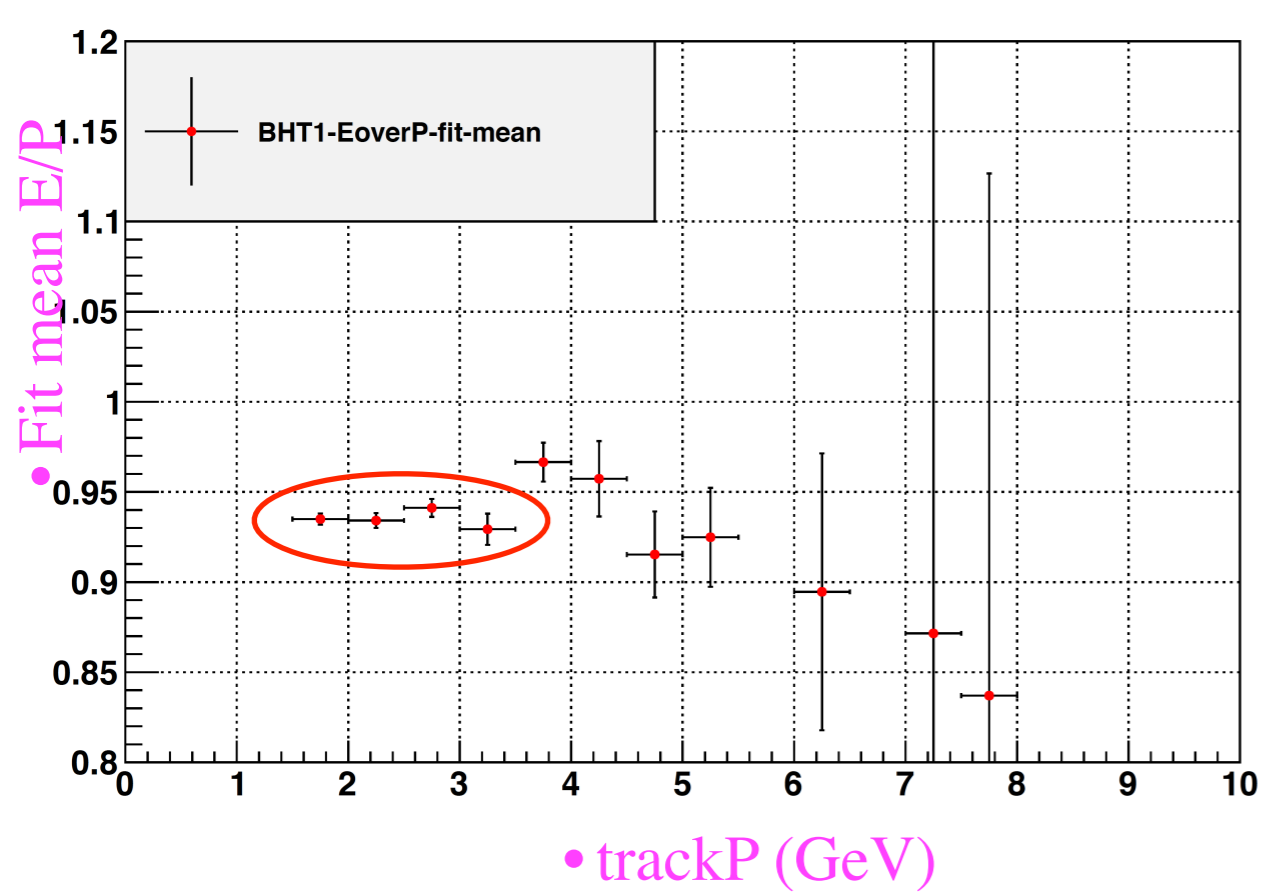
• **Matched tracks are Excluded !!**



• trackP (GeV)

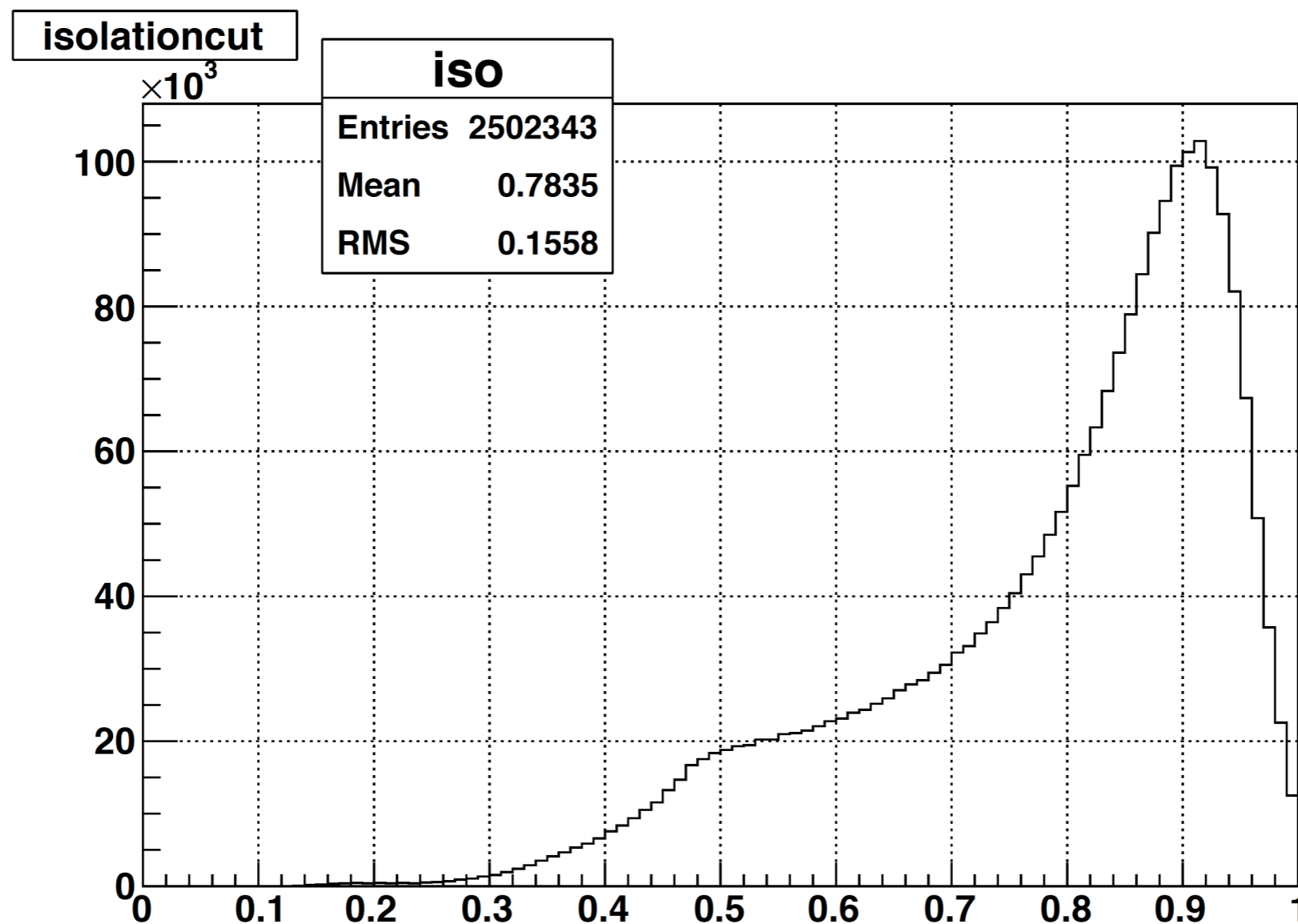
• trackP (GeV)

- When Matched tracks are **included** significant momentum dependence of E/P above the threshold value.
- Will not use since lower  $\langle E/P \rangle$  compared to other triggers.



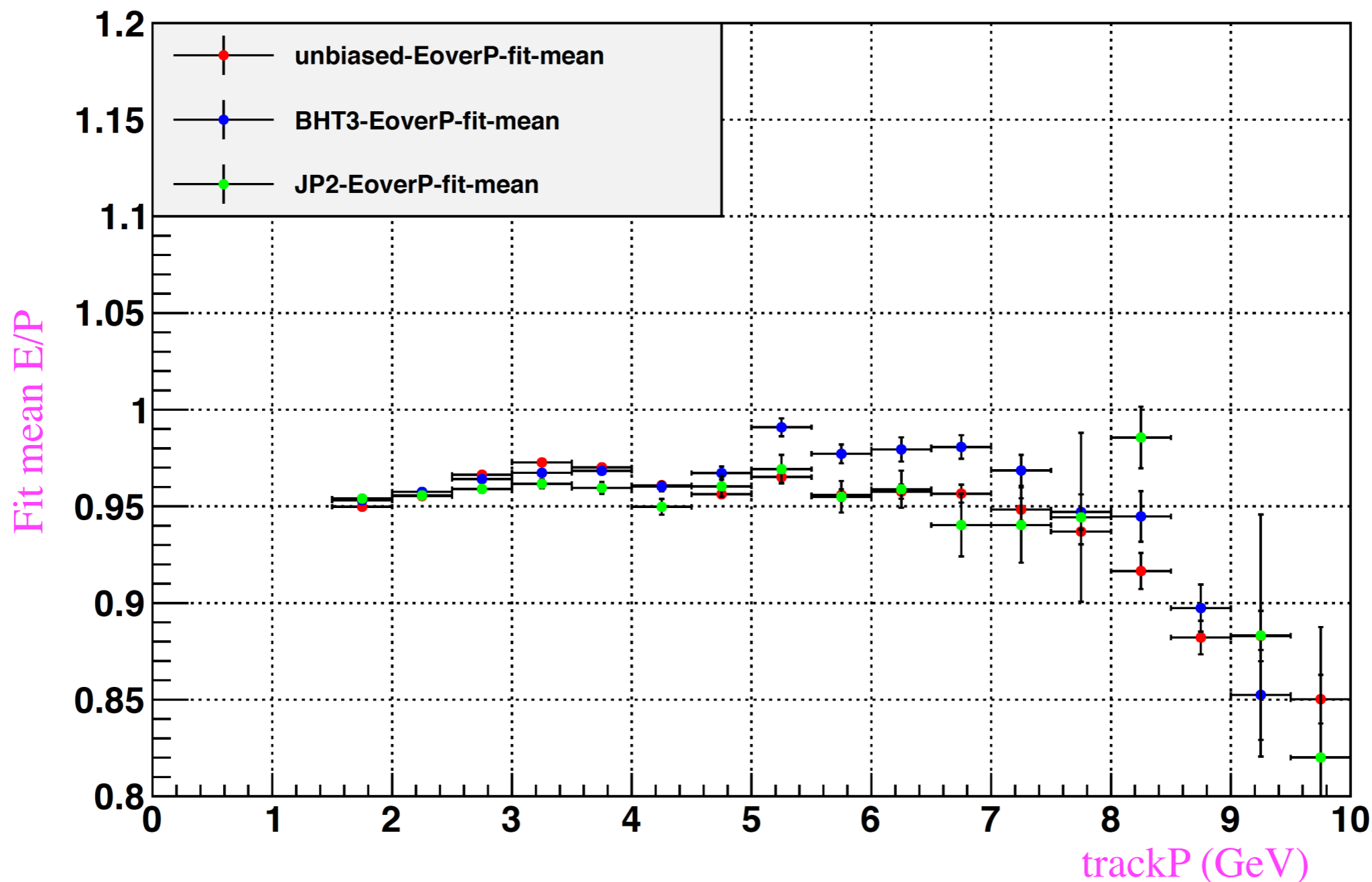
# Isolation cuts

Matched Tracks are NOT excluded here!!



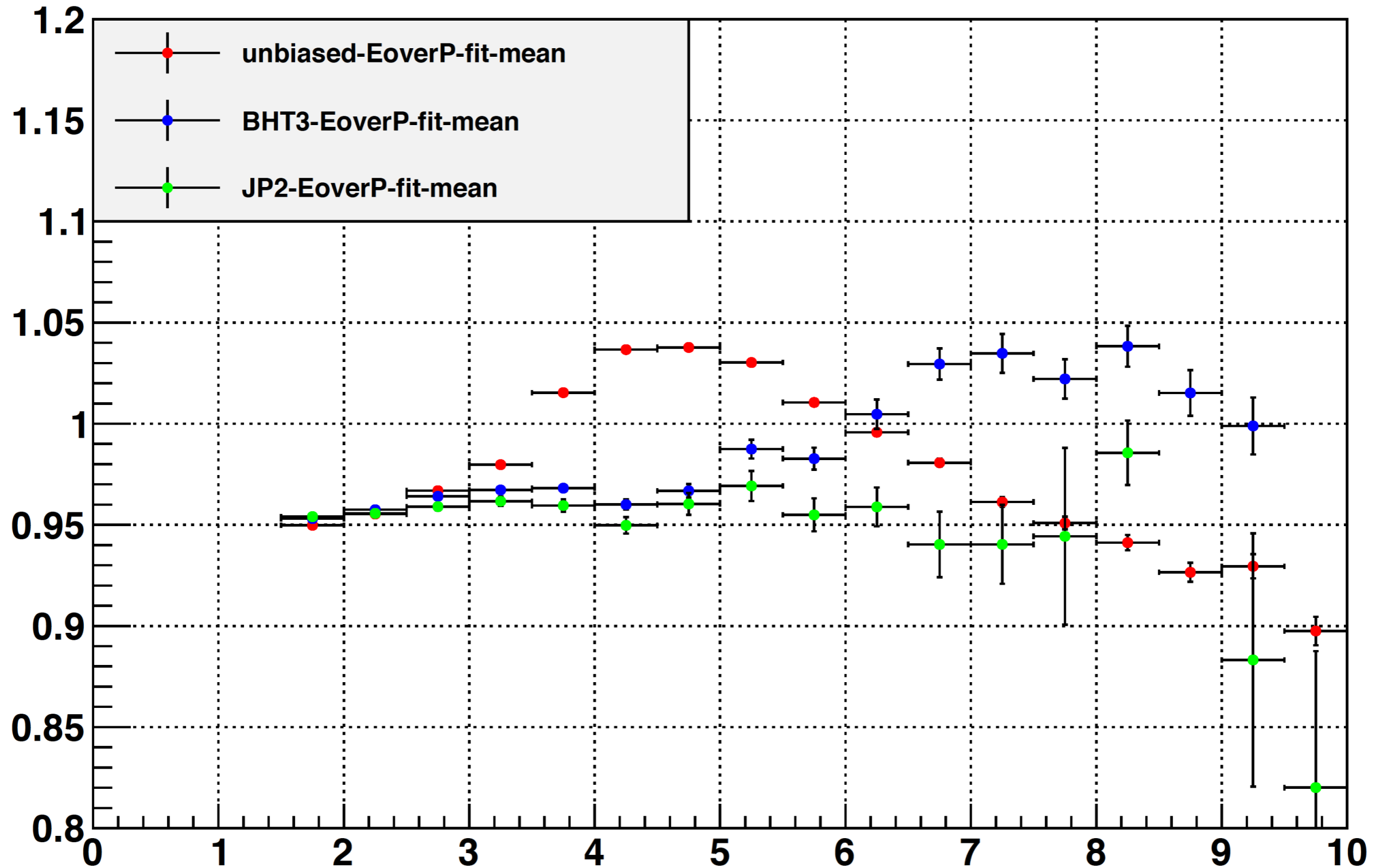
Tue May 12 09:12:45 2015

# Unbiased, JP2, BHT3 after Matched Tracks are Excluded!

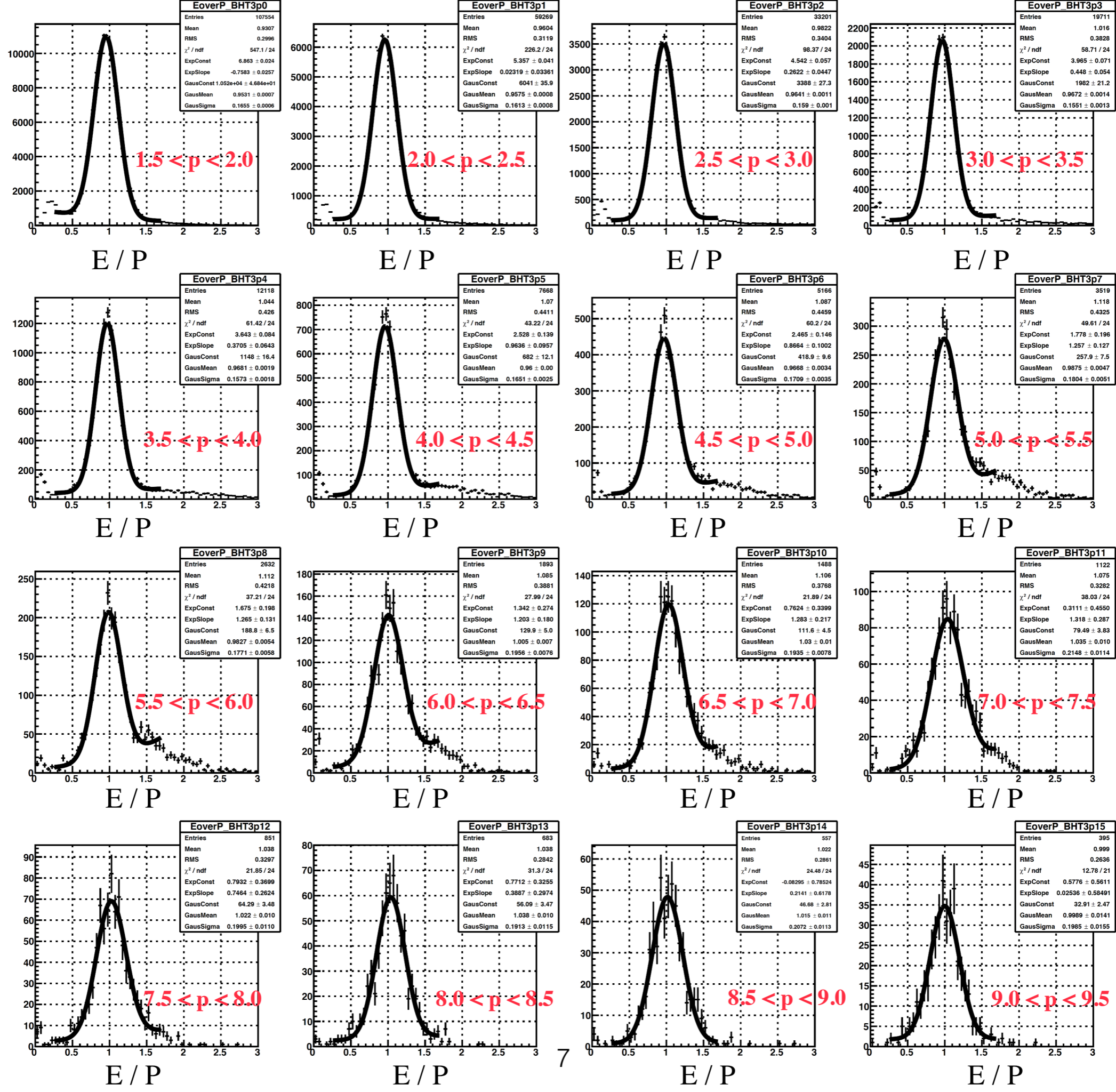


- It is obvious that Tower Matched Tracks should be excluded to avoid trigger biases and to have stable E/P
- We have enough statistics only from Unbiased, JP2, BHT3 triggers

- All Events (Matched+Unmatched Tracks)

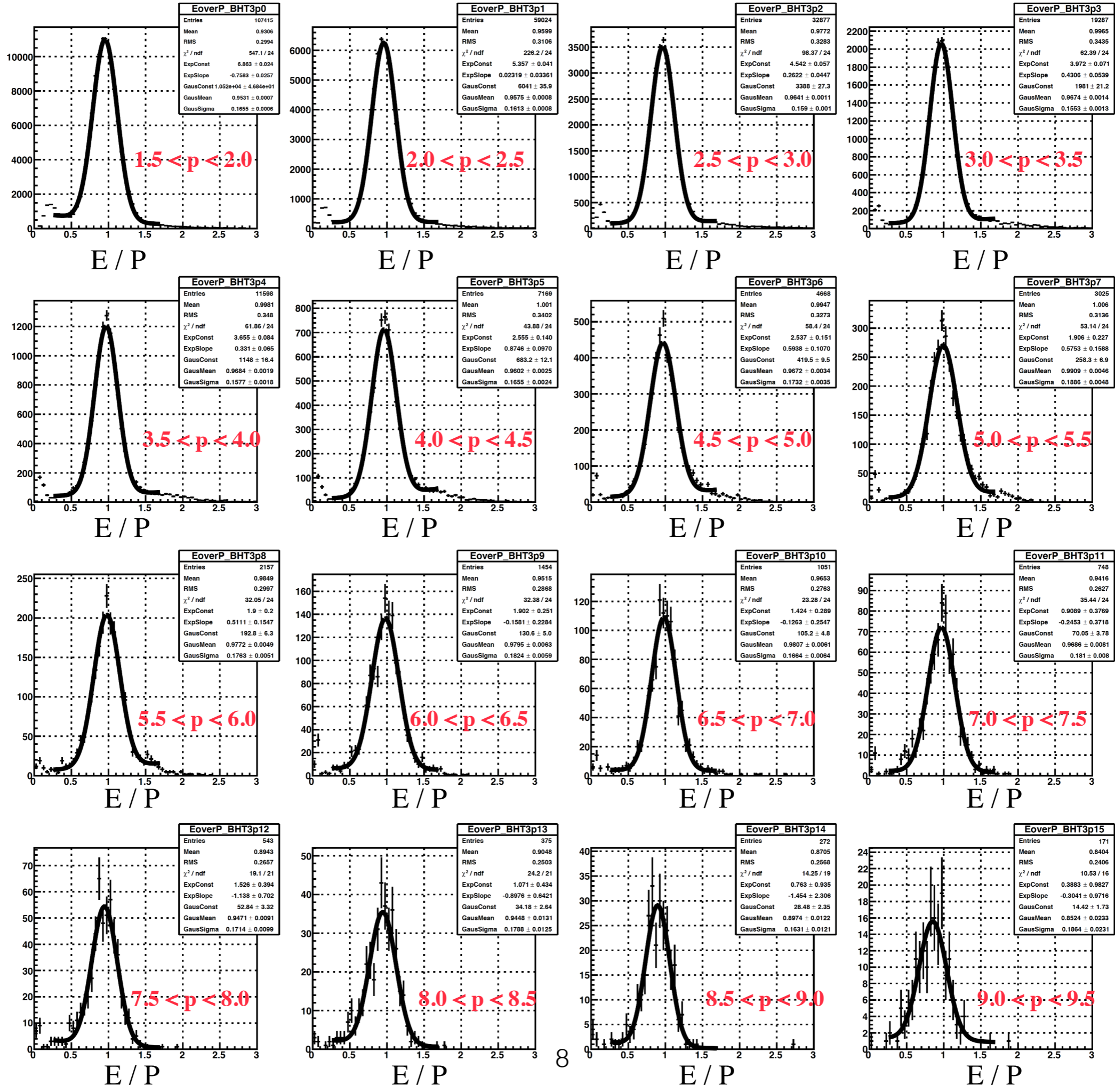


BHT3 E / P in various momentum regions



Matched Tracks are Included!!!

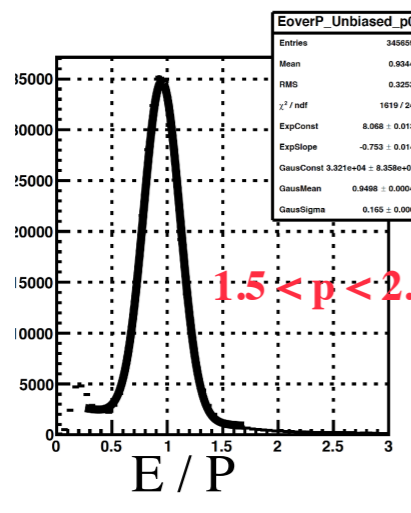
BHT3 E / P in various momentum regions



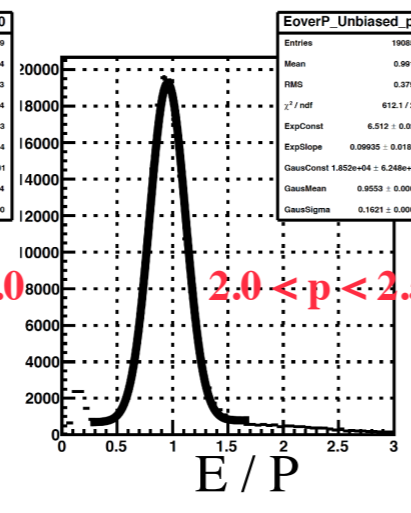
Matched Tracks are Removed!!!



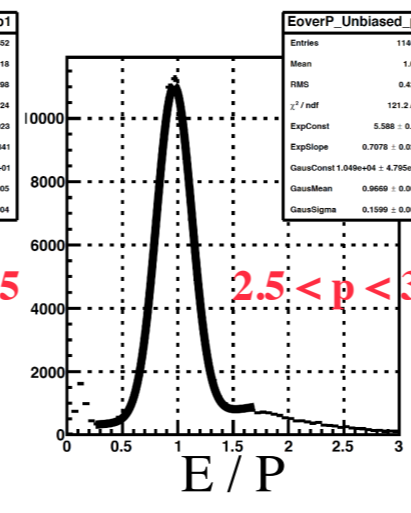
Unbiased  $E/P$  in various momentum regions



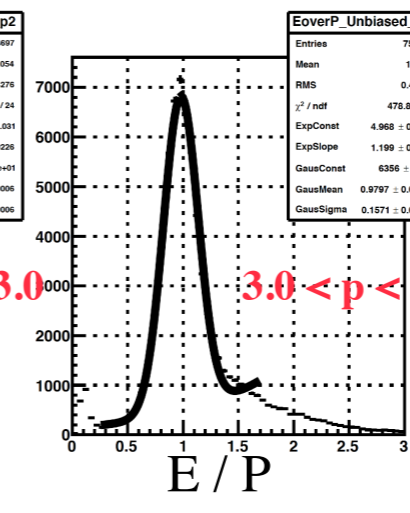
$1.5 < p < 2.0$



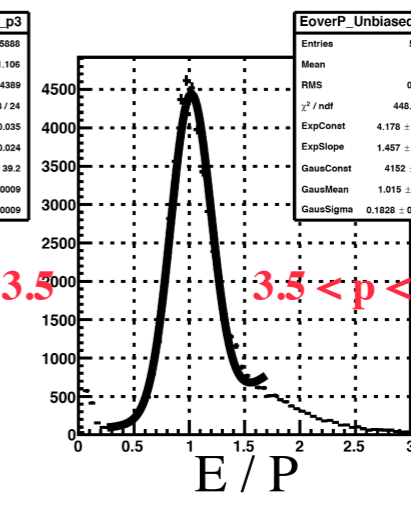
$2.0 < p < 2.5$



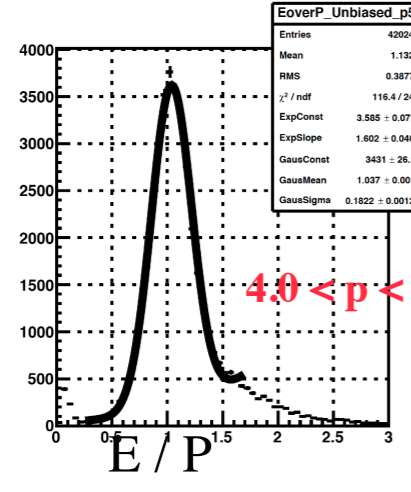
$2.5 < p < 3.0$



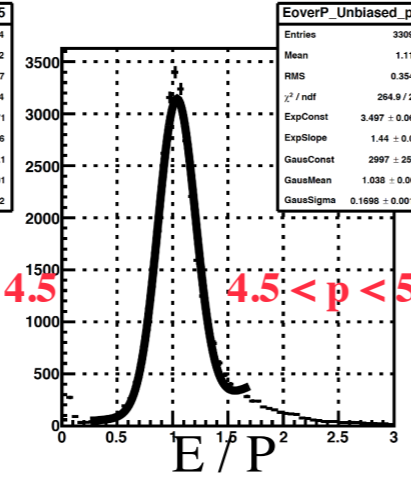
$3.0 < p < 3.5$



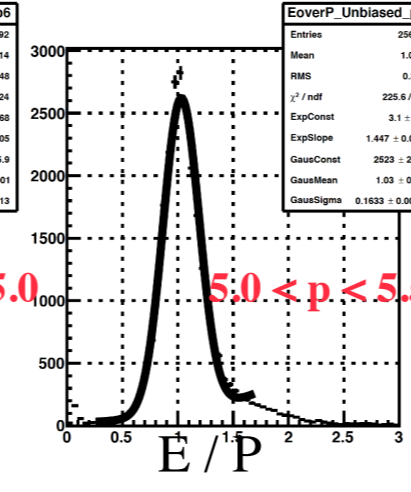
$3.5 < p < 4.0$



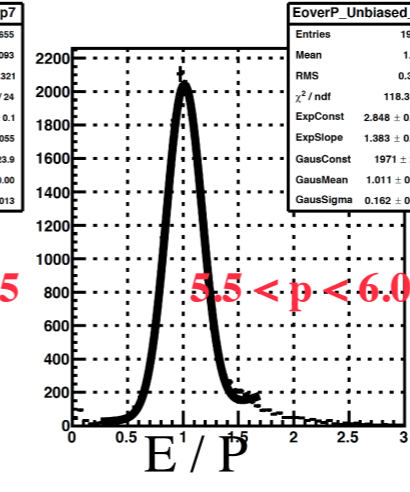
$4.0 < p < 4.5$



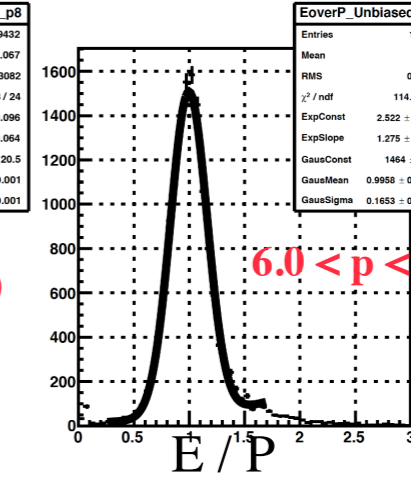
$4.5 < p < 5.0$



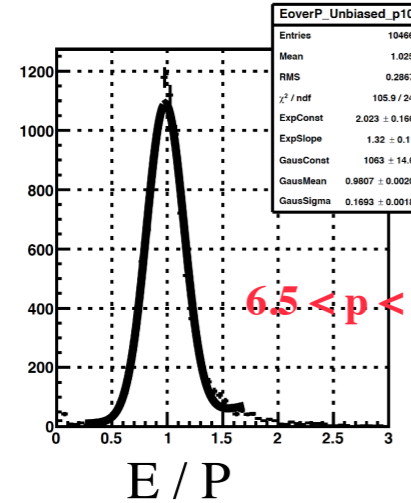
$5.0 < p < 5.5$



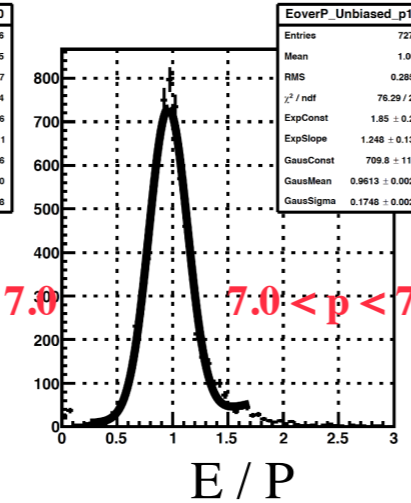
$5.5 < p < 6.0$



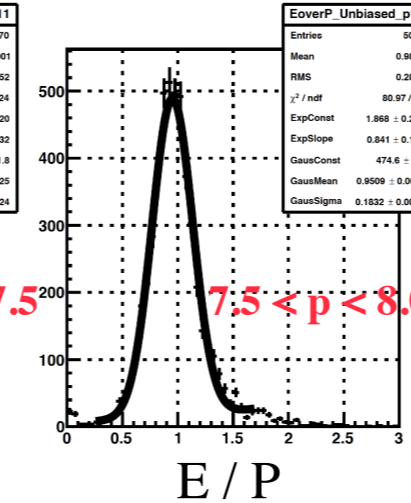
$6.0 < p < 6.5$



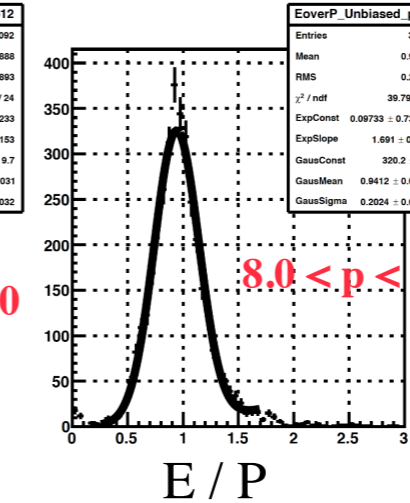
$6.5 < p < 7.0$



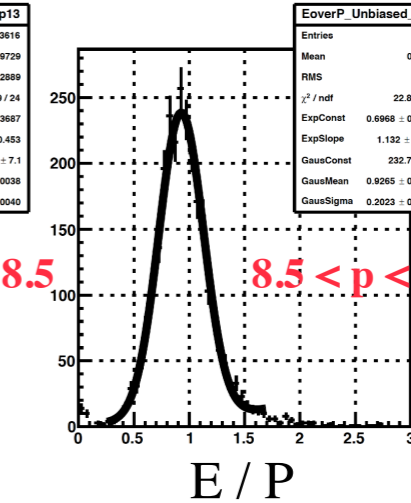
$7.0 < p < 7.5$



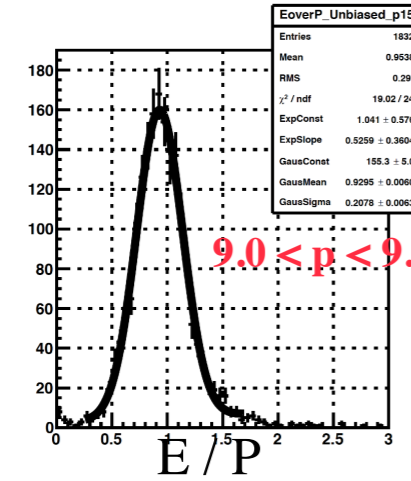
$7.5 < p < 8.0$



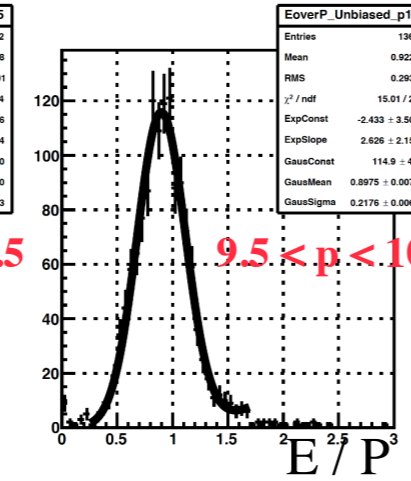
$8.0 < p < 8.5$



$8.5 < p < 9.0$



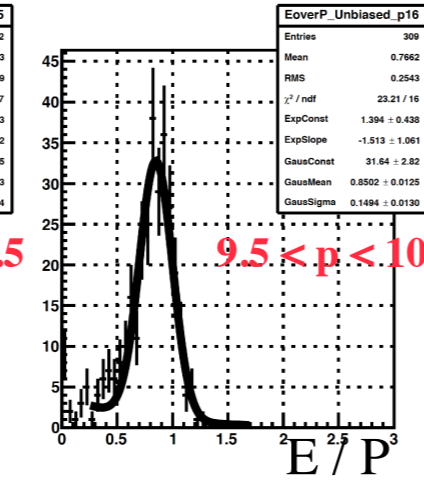
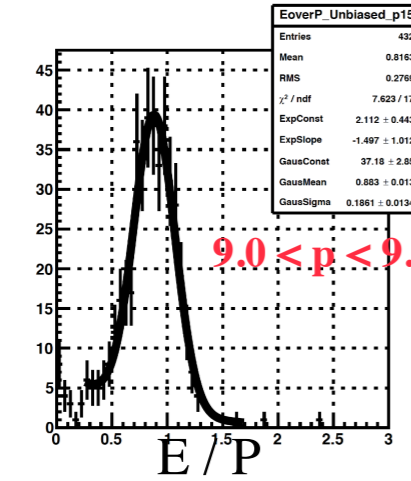
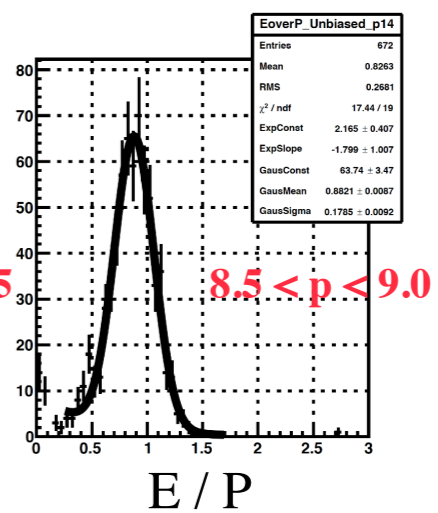
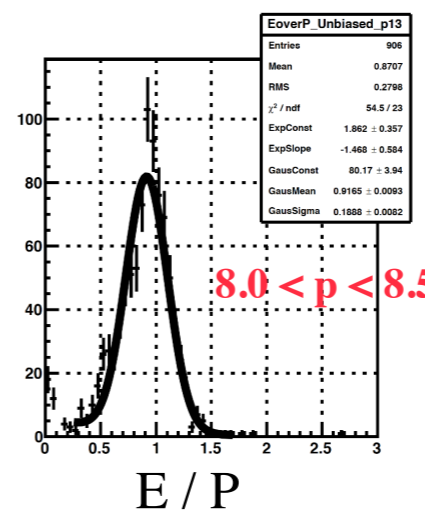
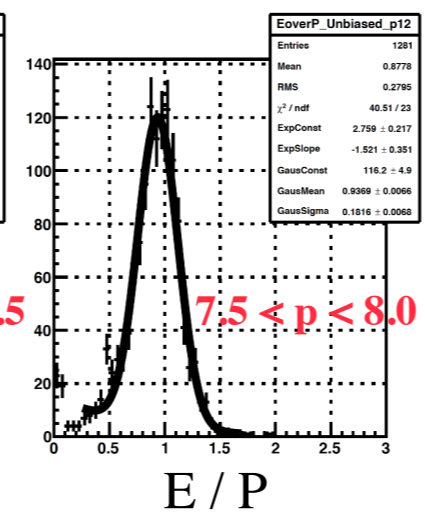
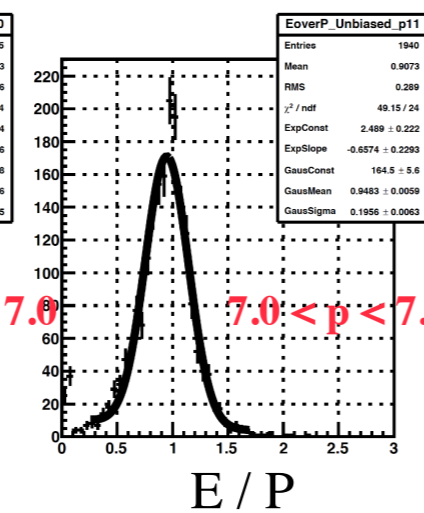
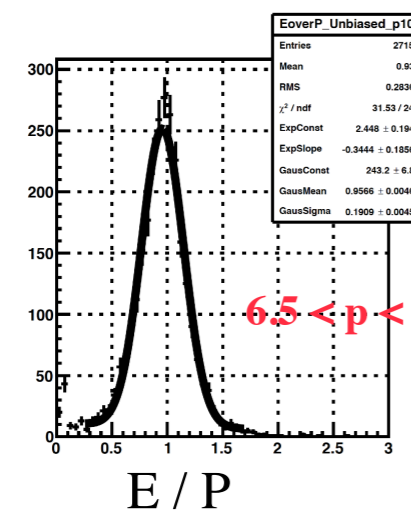
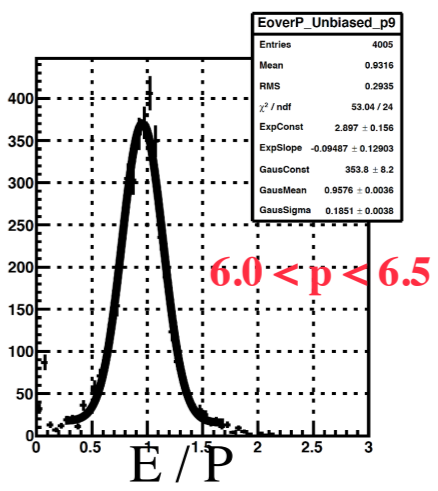
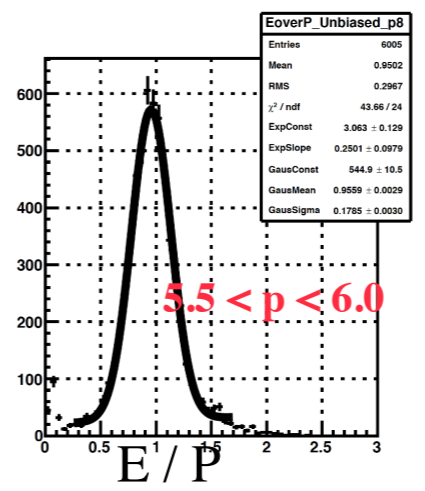
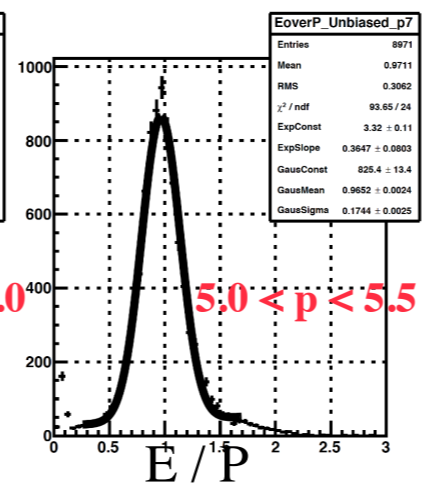
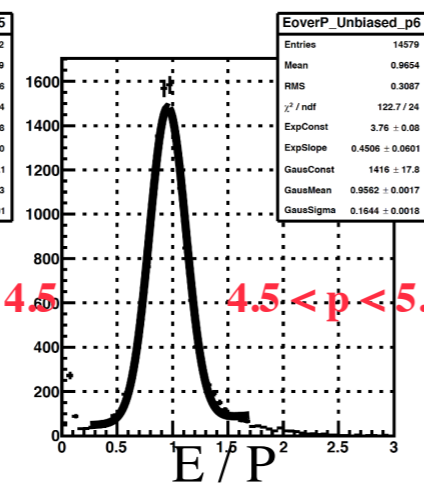
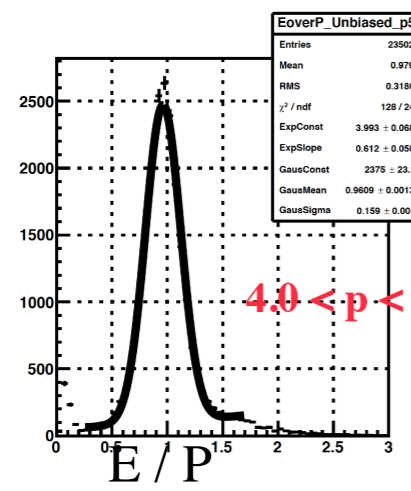
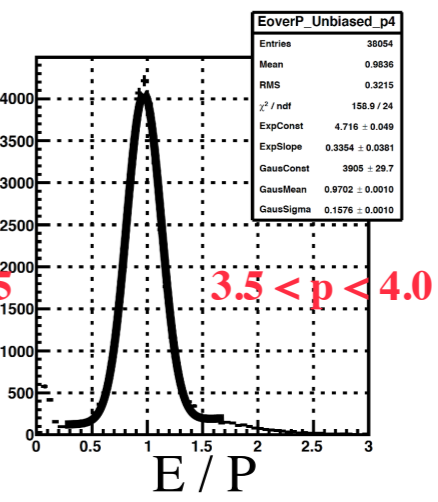
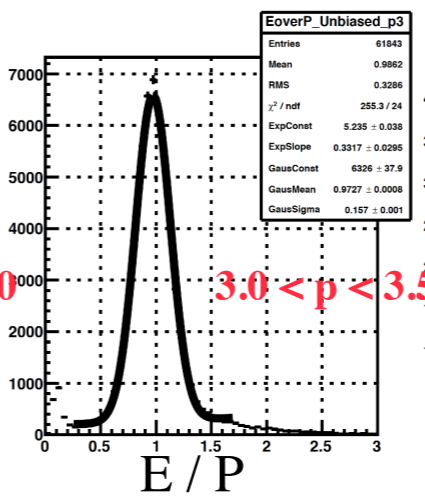
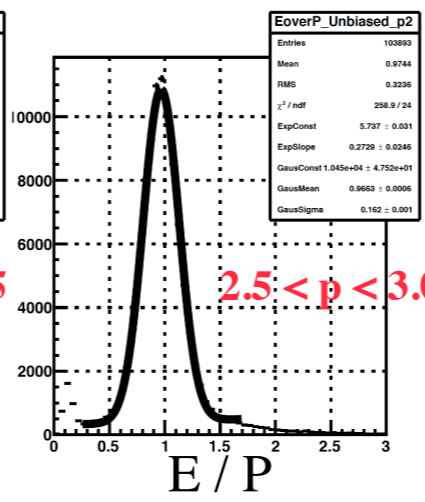
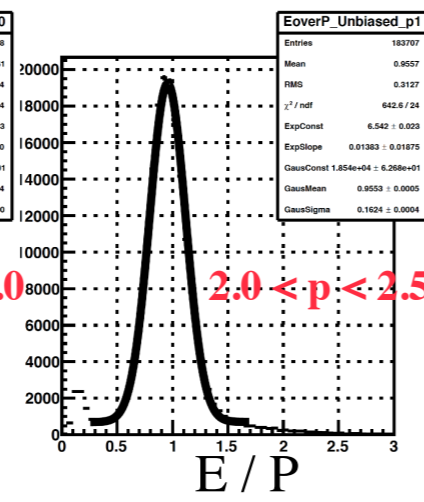
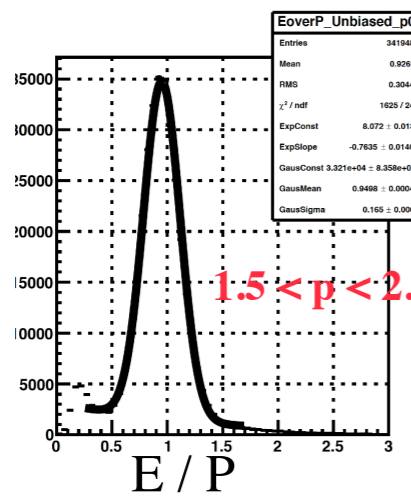
$9.0 < p < 9.5$



$9.5 < p < 10.0$

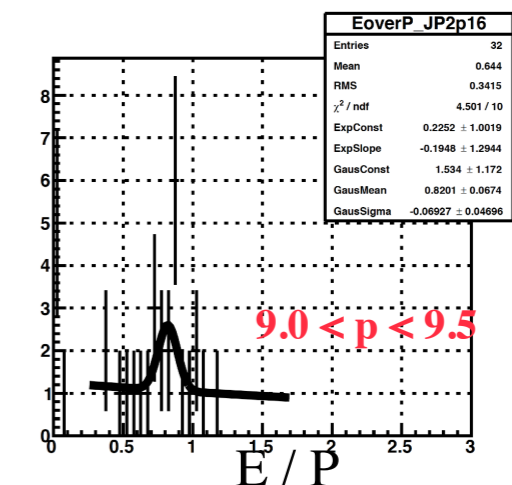
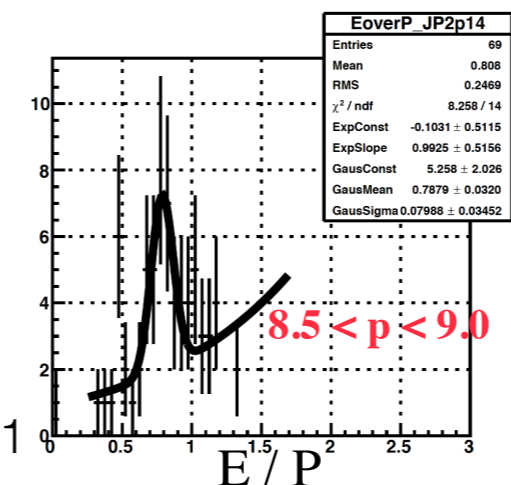
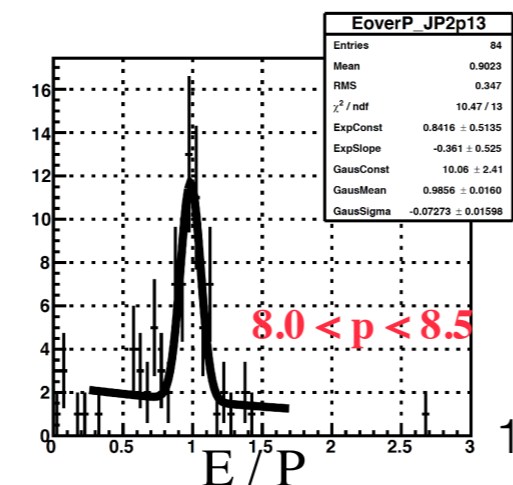
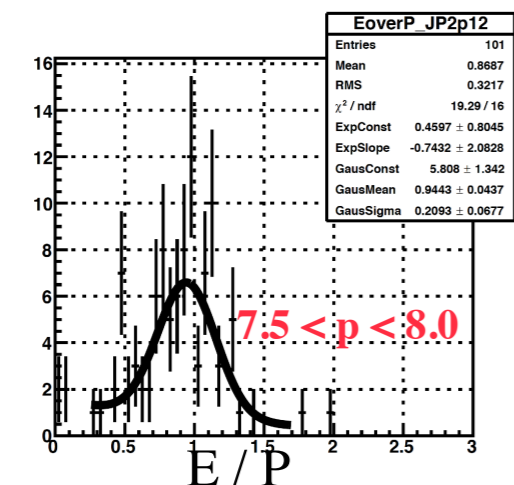
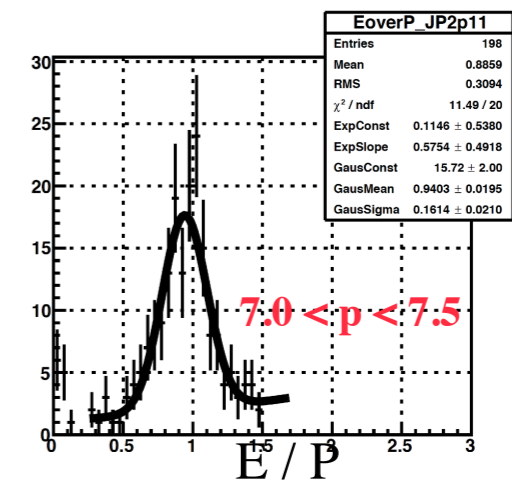
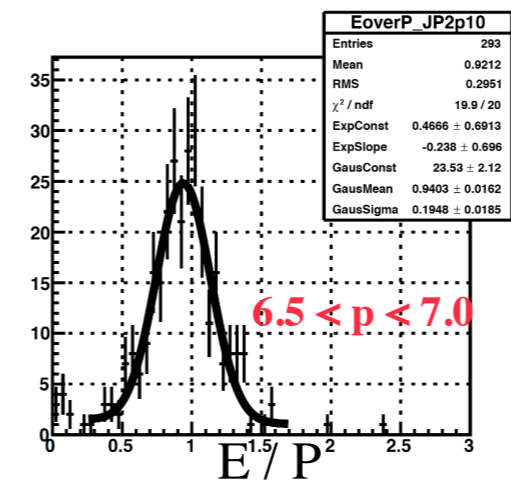
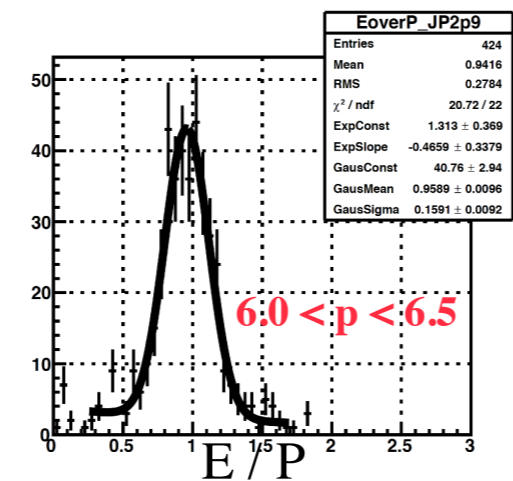
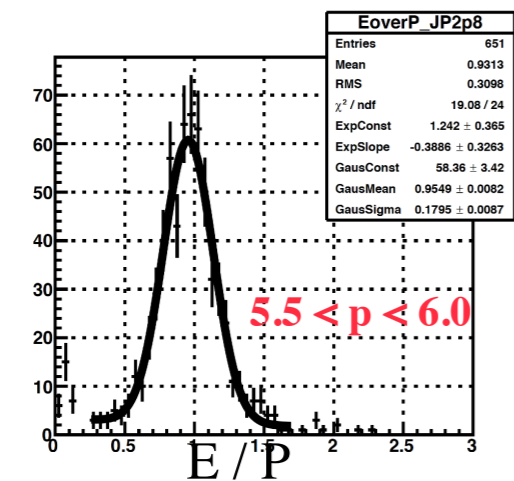
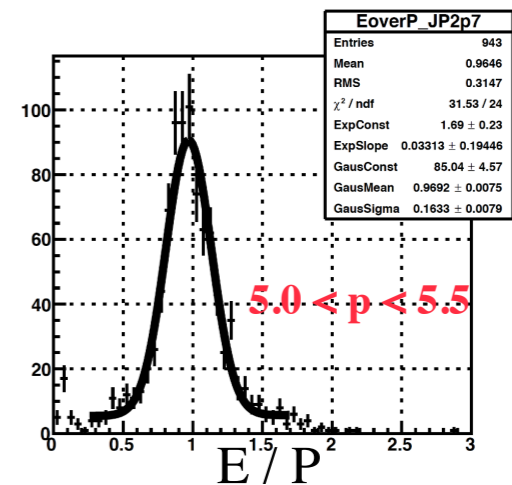
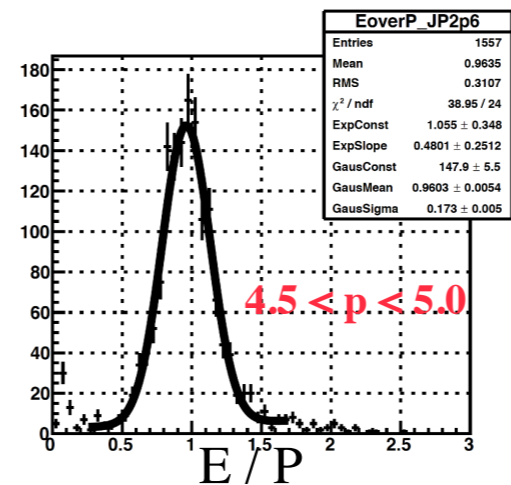
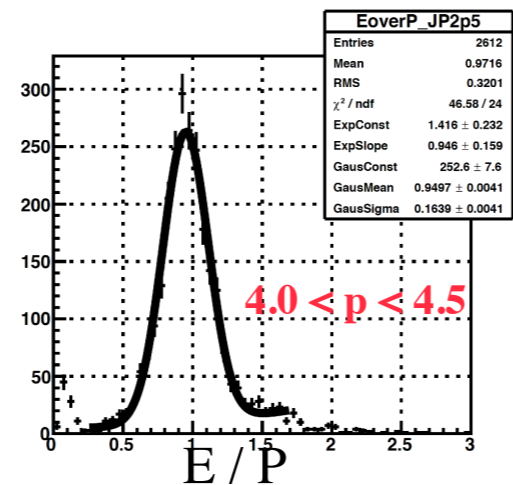
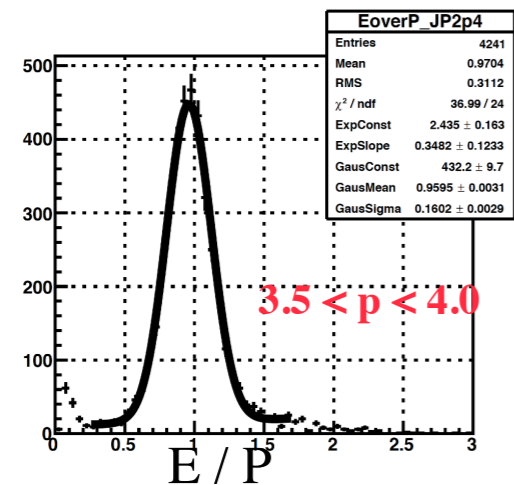
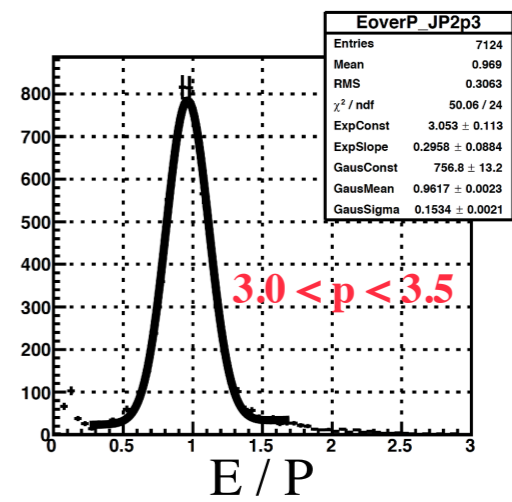
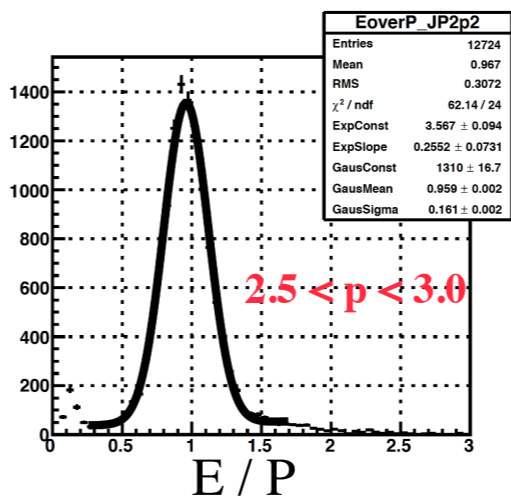
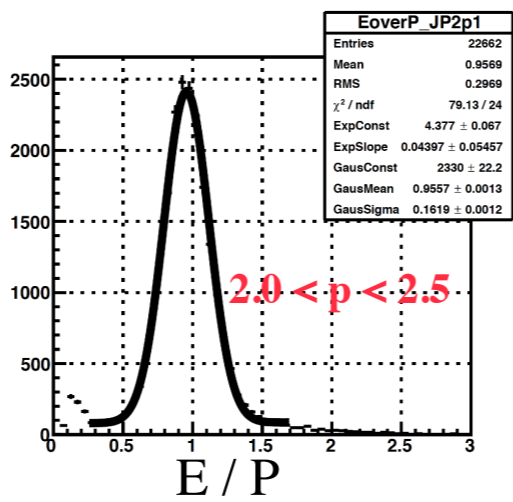
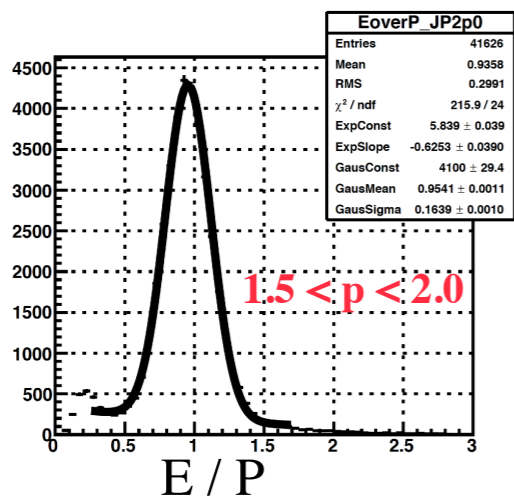
Matched Tracks are Included!!

Unbiased  $E/P$  in various momentum regions



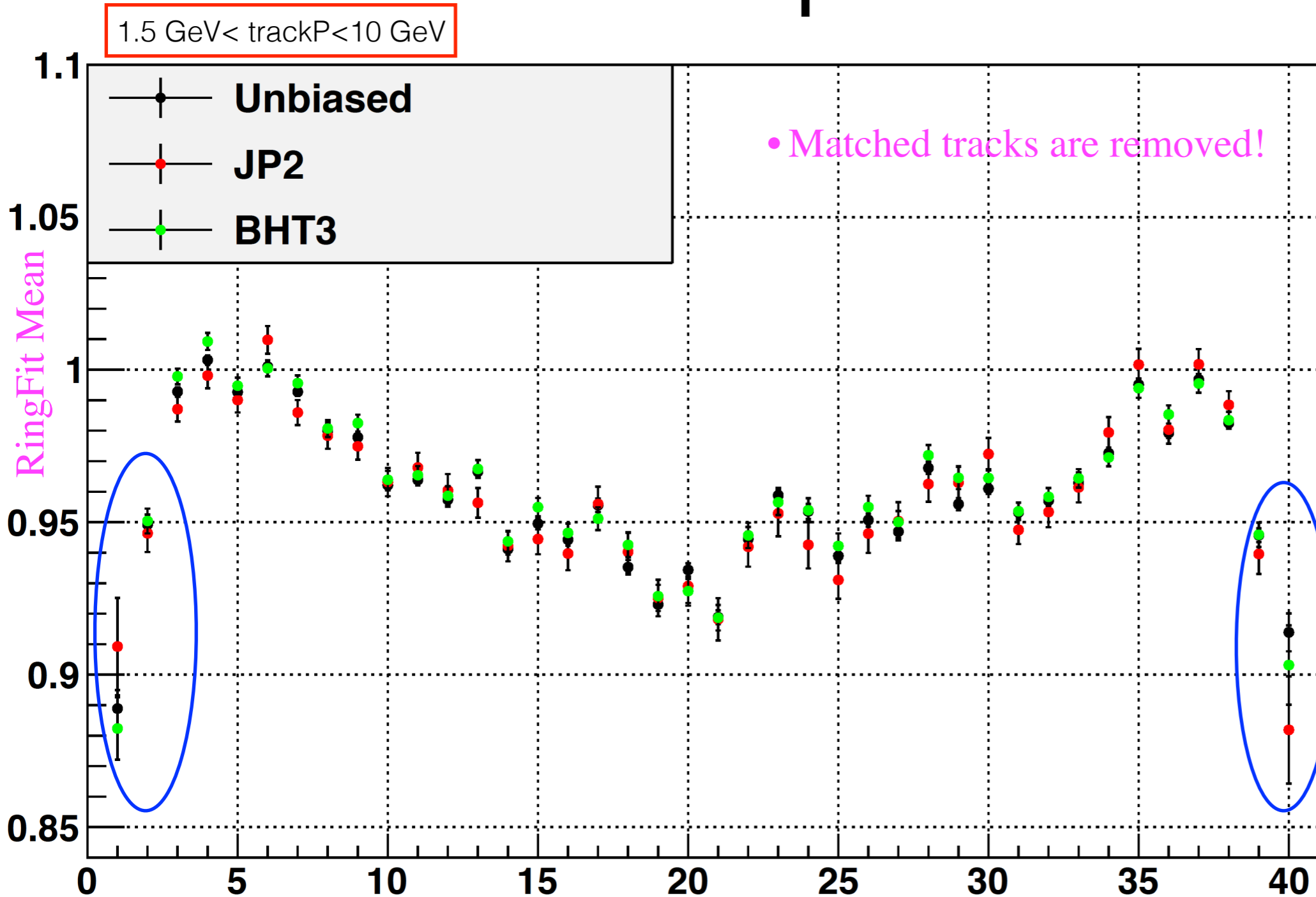
Matched Tracks are Removed!!!

# JP2 E / P in various momentum regions



# Eta Dependance

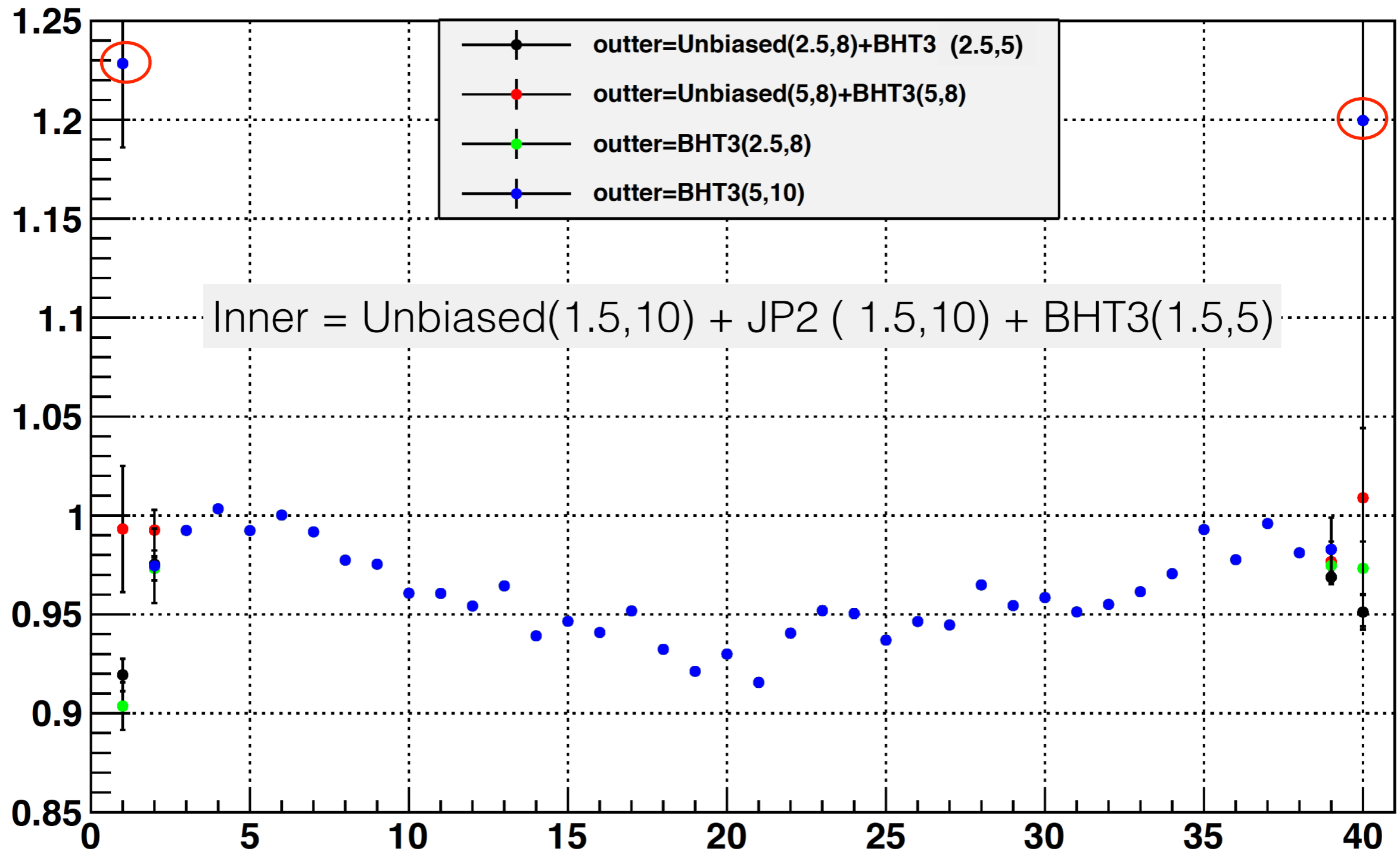
ringIndex	Eta
1	-0.975
2	-0.925
3	-0.875
4	-0.825
5	-0.775
6	-0.725
7	-0.675
8	-0.625
9	-0.575
10	-0.525
11	-0.475
12	-0.425
13	-0.375
14	-0.325
15	-0.275
16	-0.225
17	-0.175
18	-0.125
19	-0.075
20	-0.025
21	0.025
22	0.075
23	0.125
24	0.175
25	0.225
26	0.275
27	0.325
28	0.375
29	0.425
30	0.475
31	0.525
32	0.575
33	0.625
34	0.675
35	0.725
36	0.775
37	0.825
38	0.875
39	0.925
40	0.975

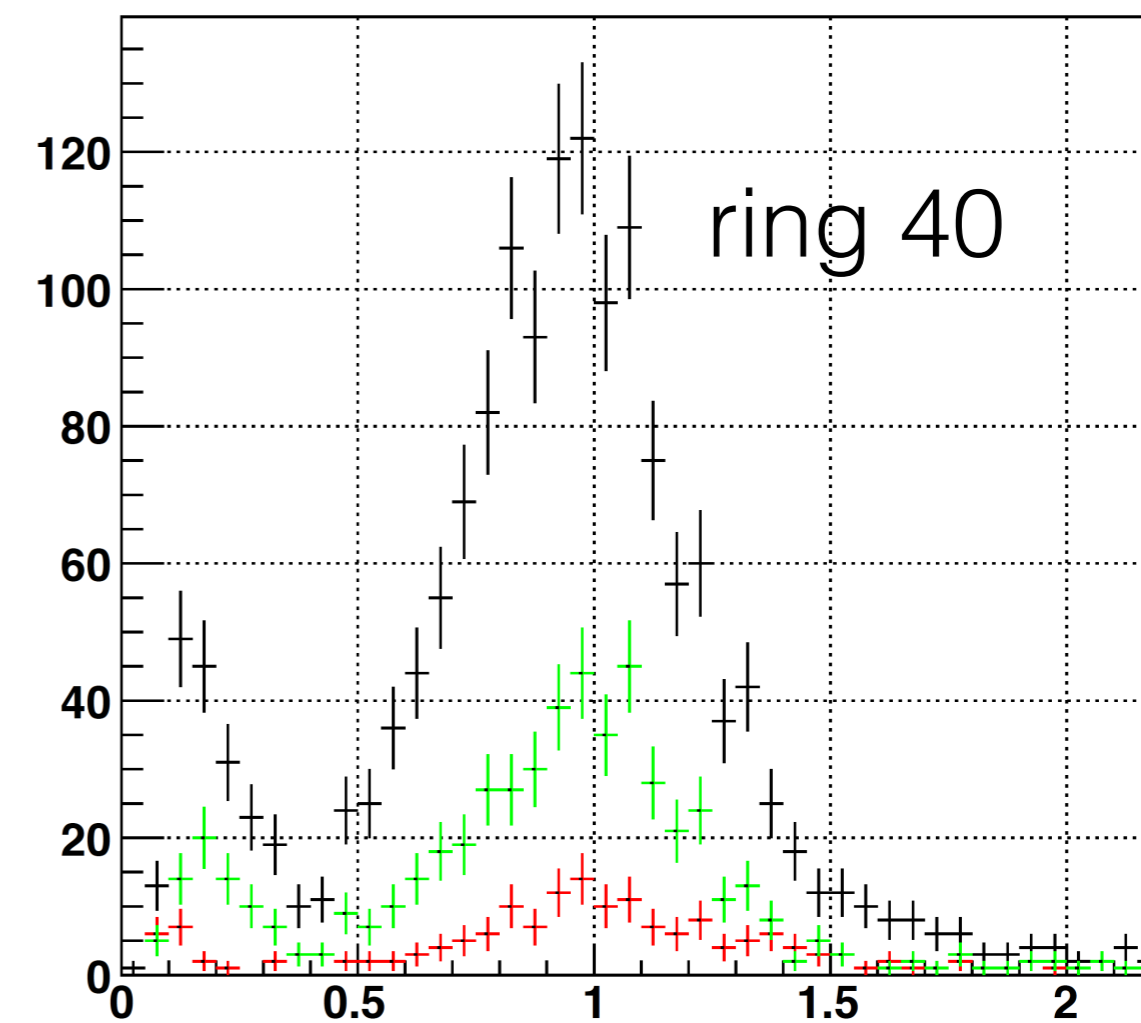
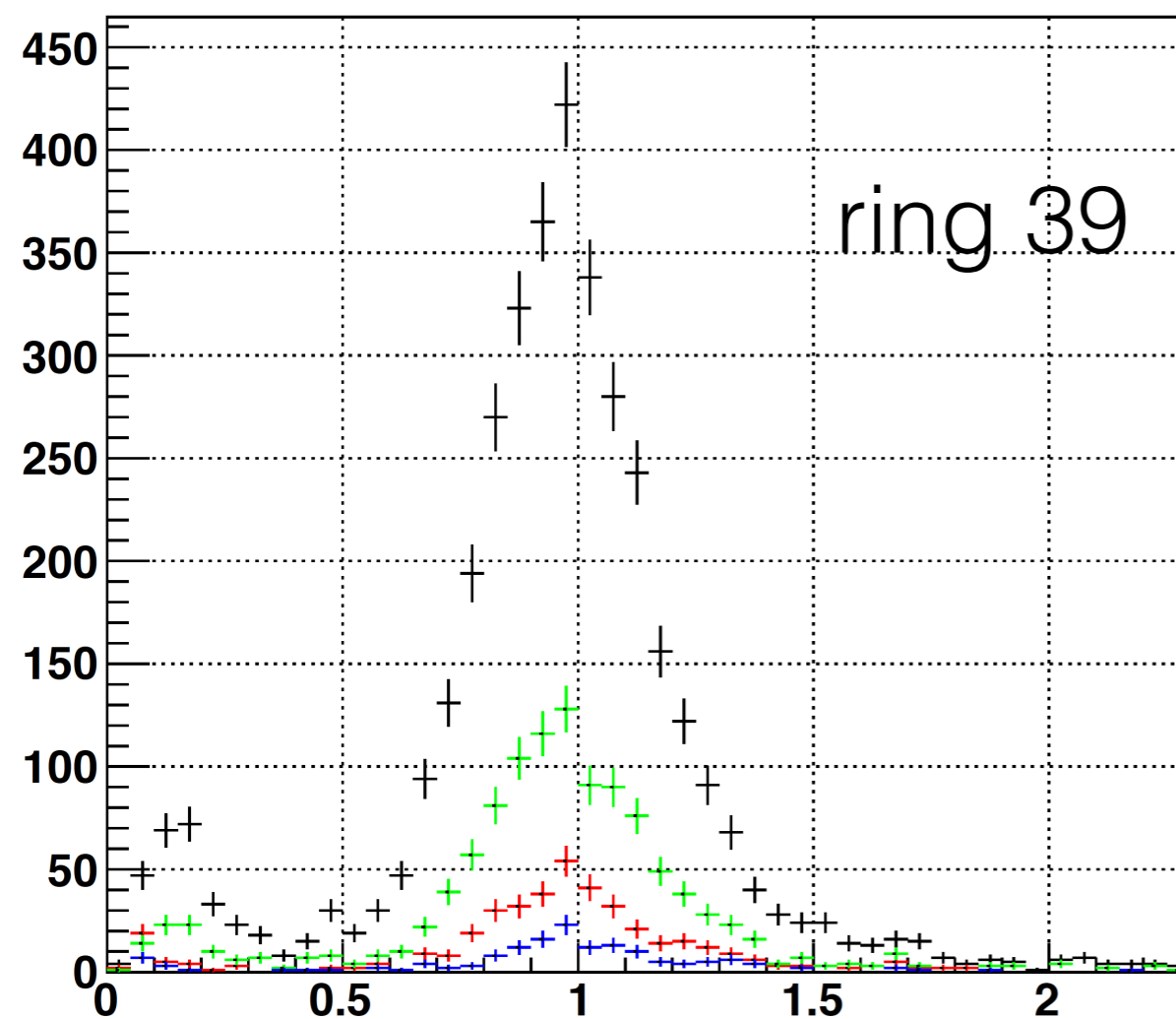
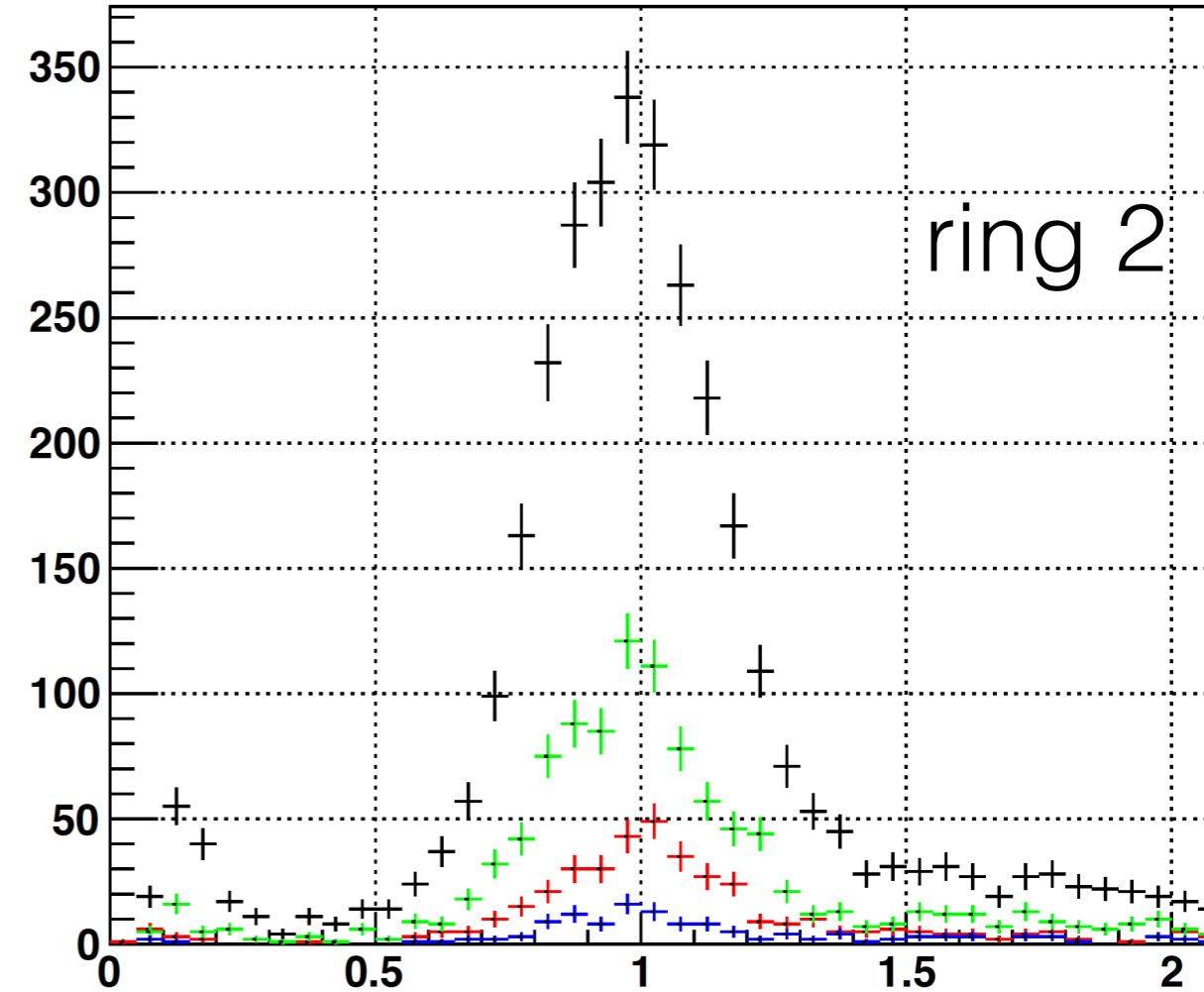
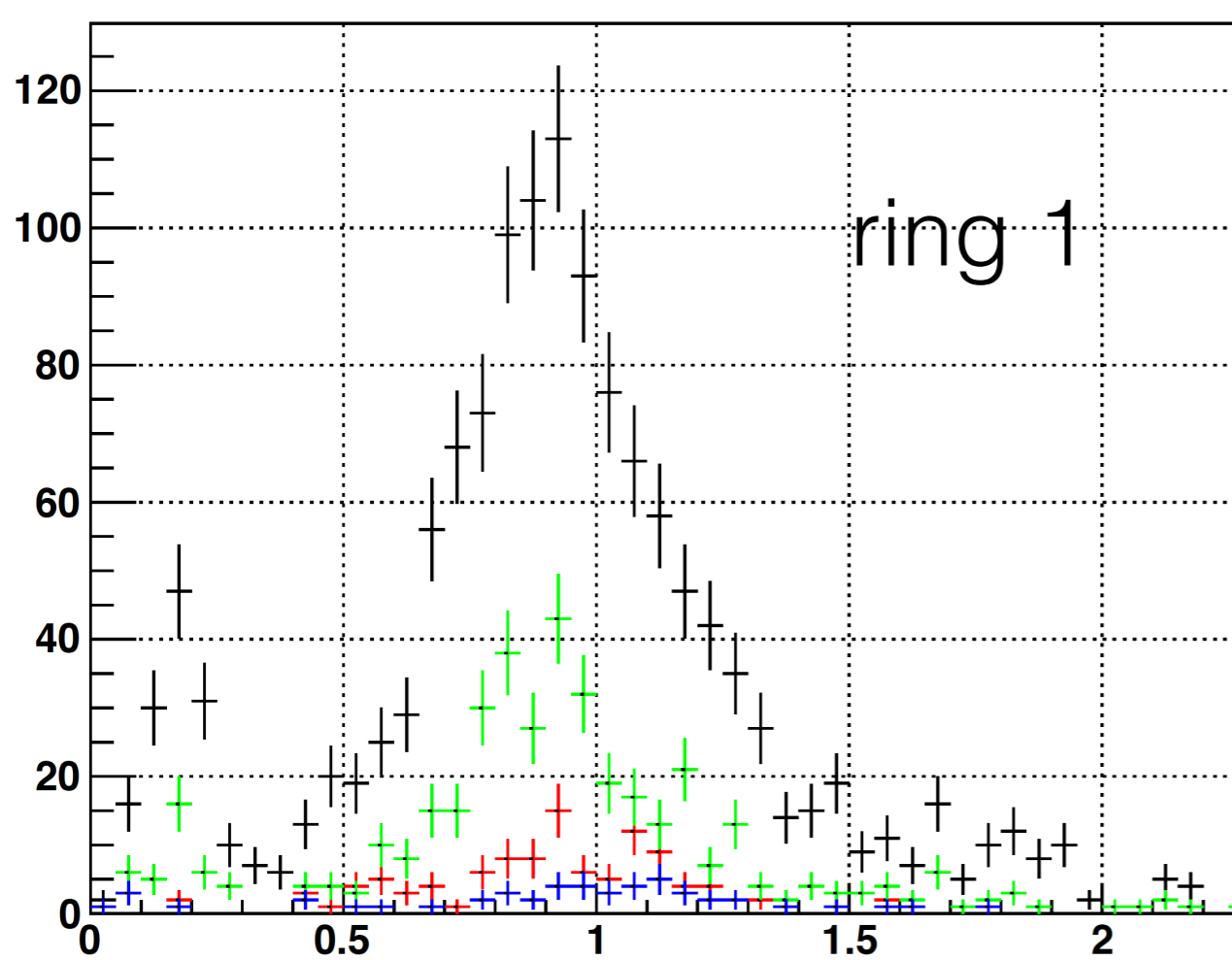


- All 3 triggers shows similar Eta dependance.
- Outermost 2 Eta rings (each side) shows systematically low  $\langle E/P \rangle$ .
- Some cuts shows significant impact in forward eta rings.

• ringIndex

# Trigger Options based on eta region

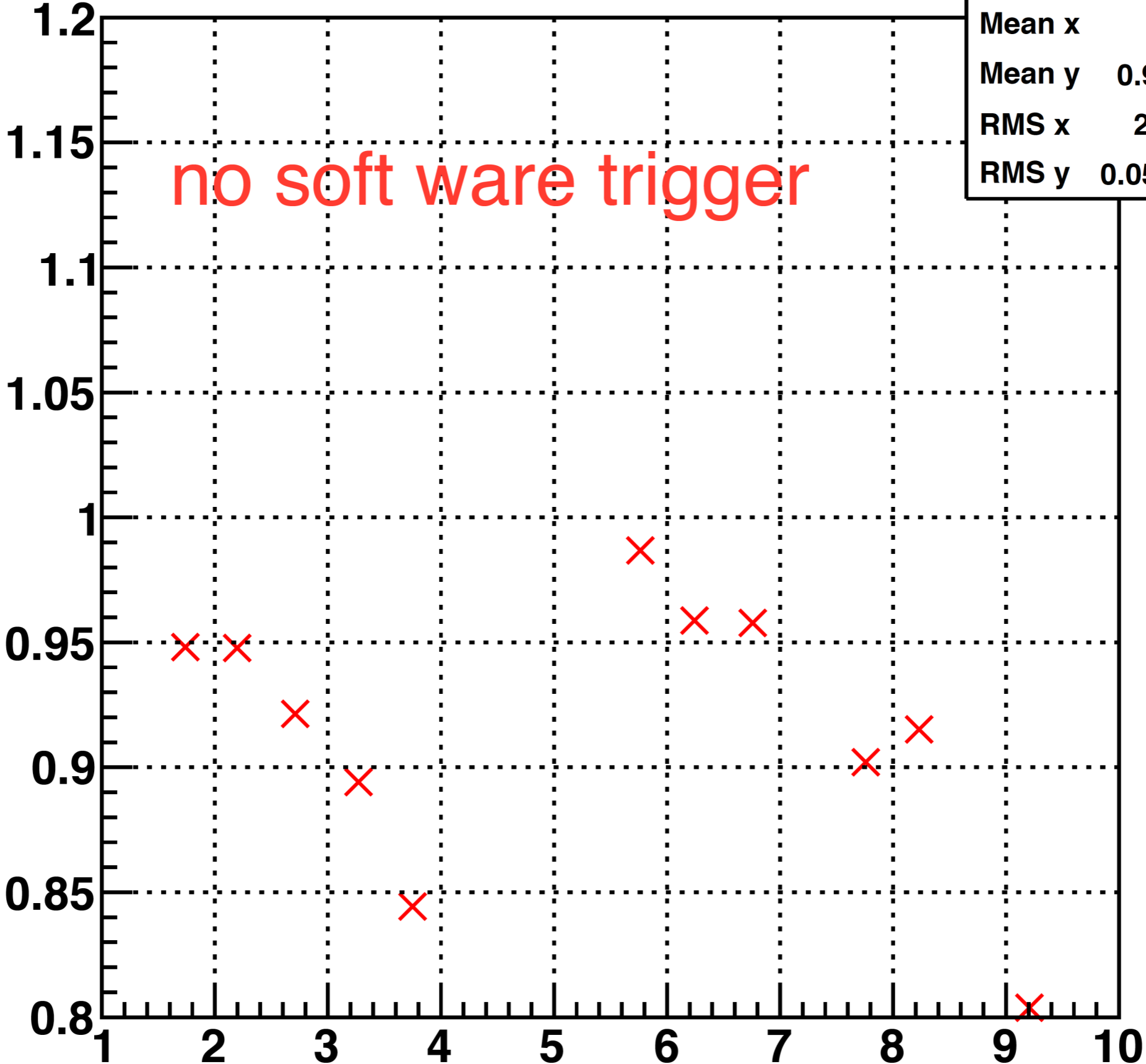




# Backup

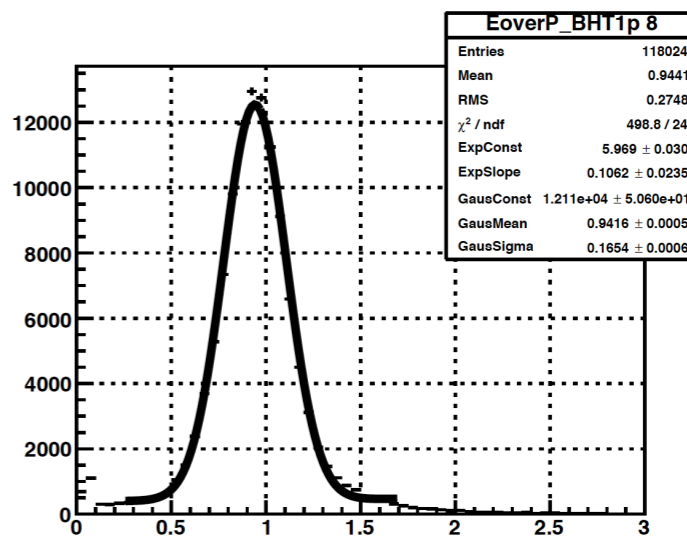
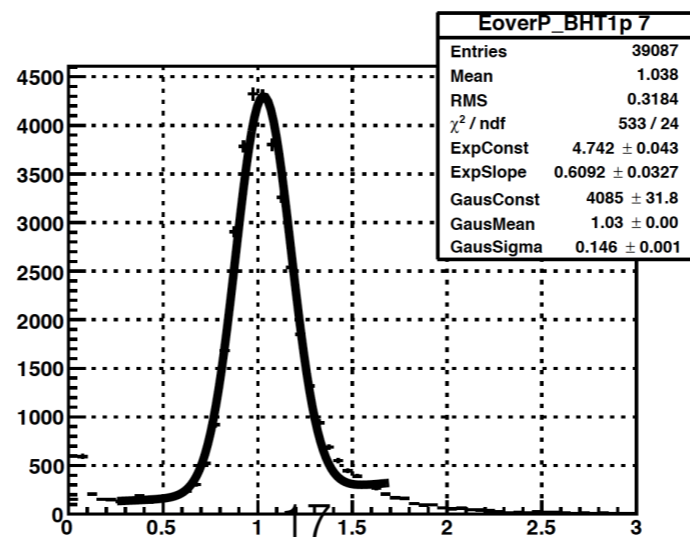
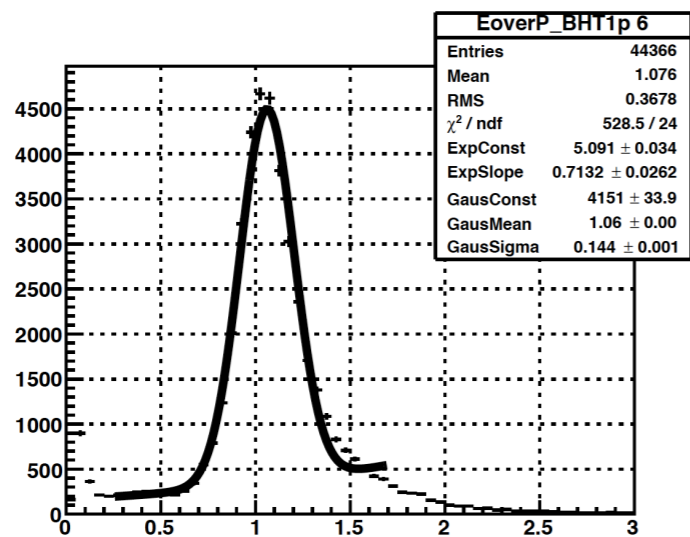
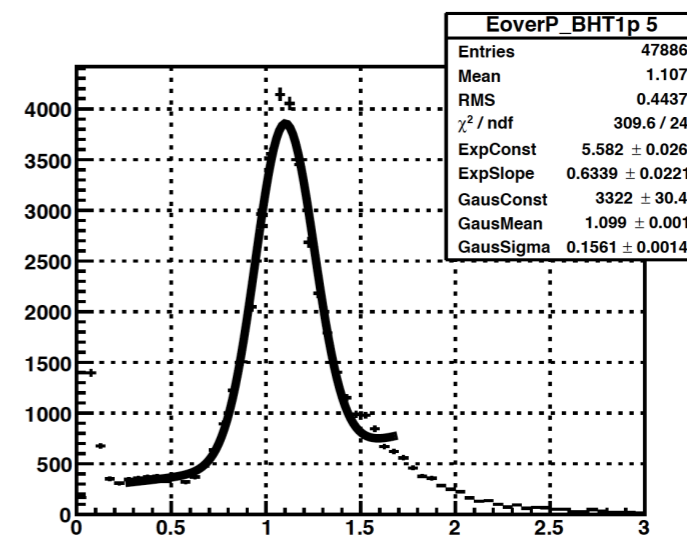
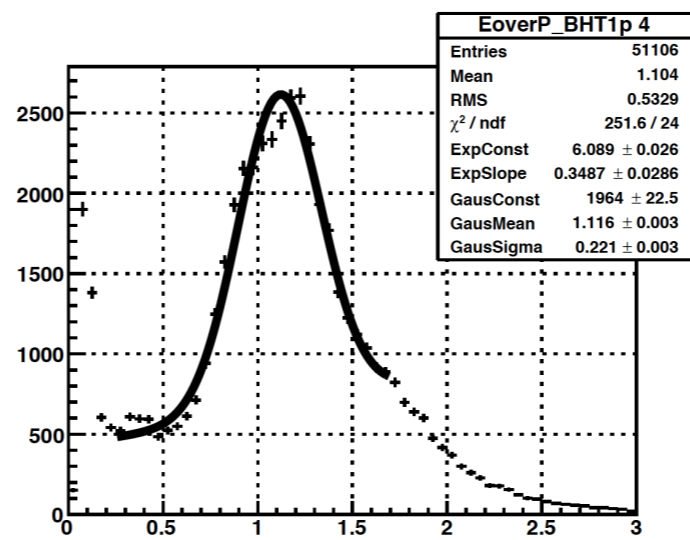
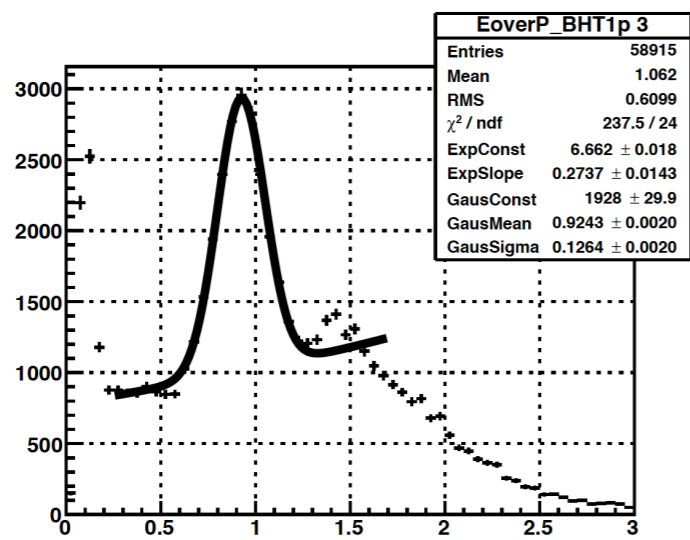
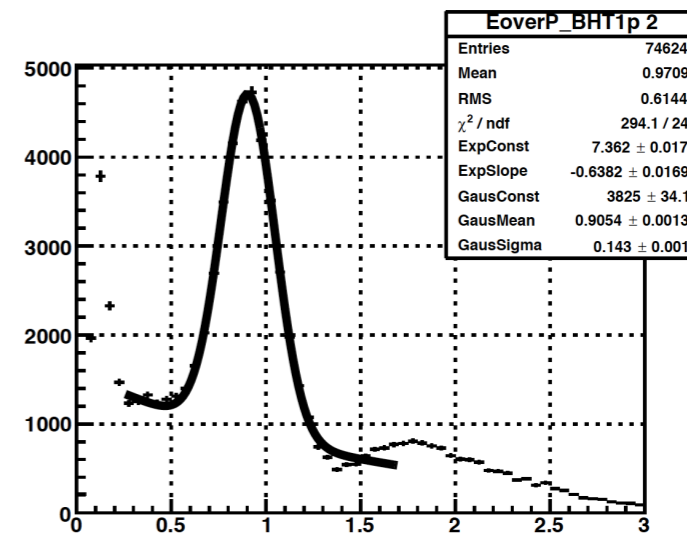
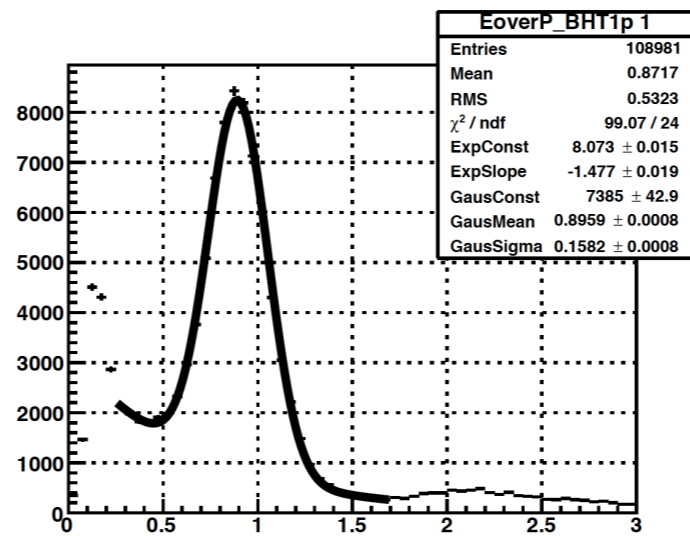
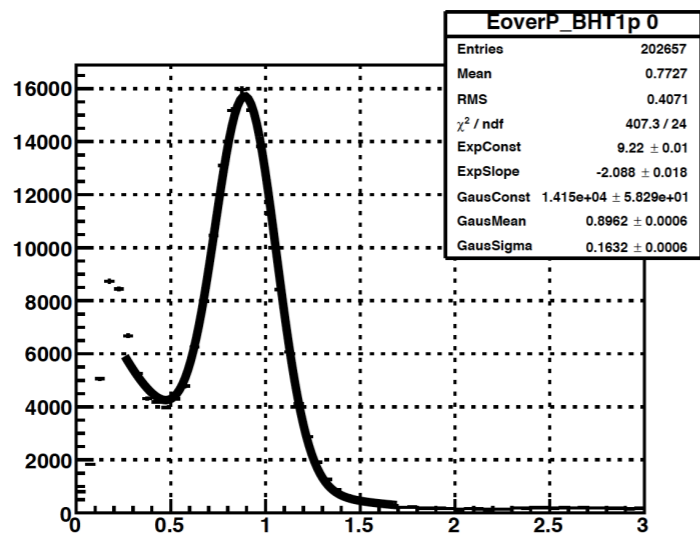
**meanfit-unbiased**

<b>hh</b>	
Entries	17
Mean x	5.25
Mean y	0.9165
RMS x	2.495
RMS y	0.05125

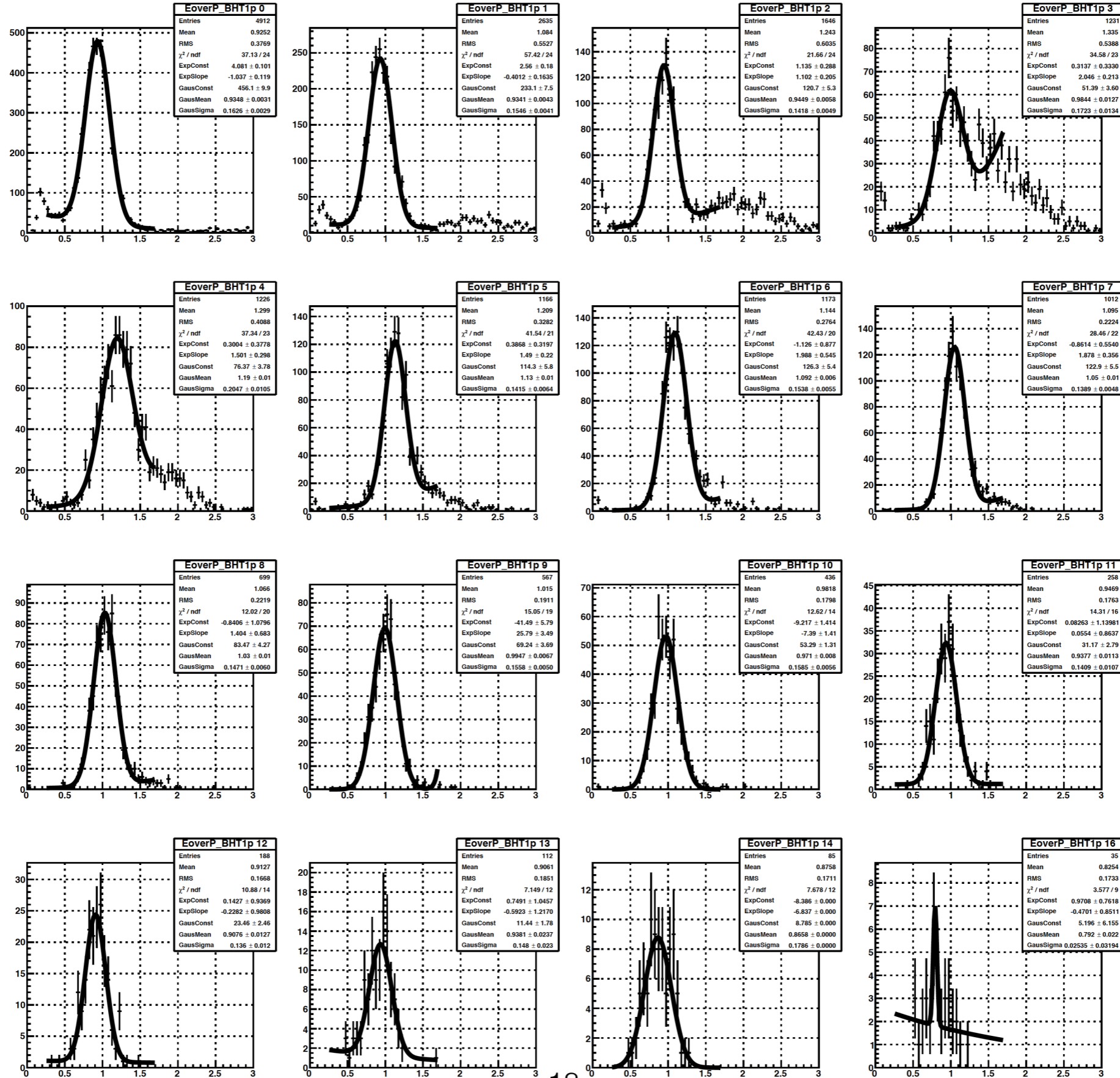


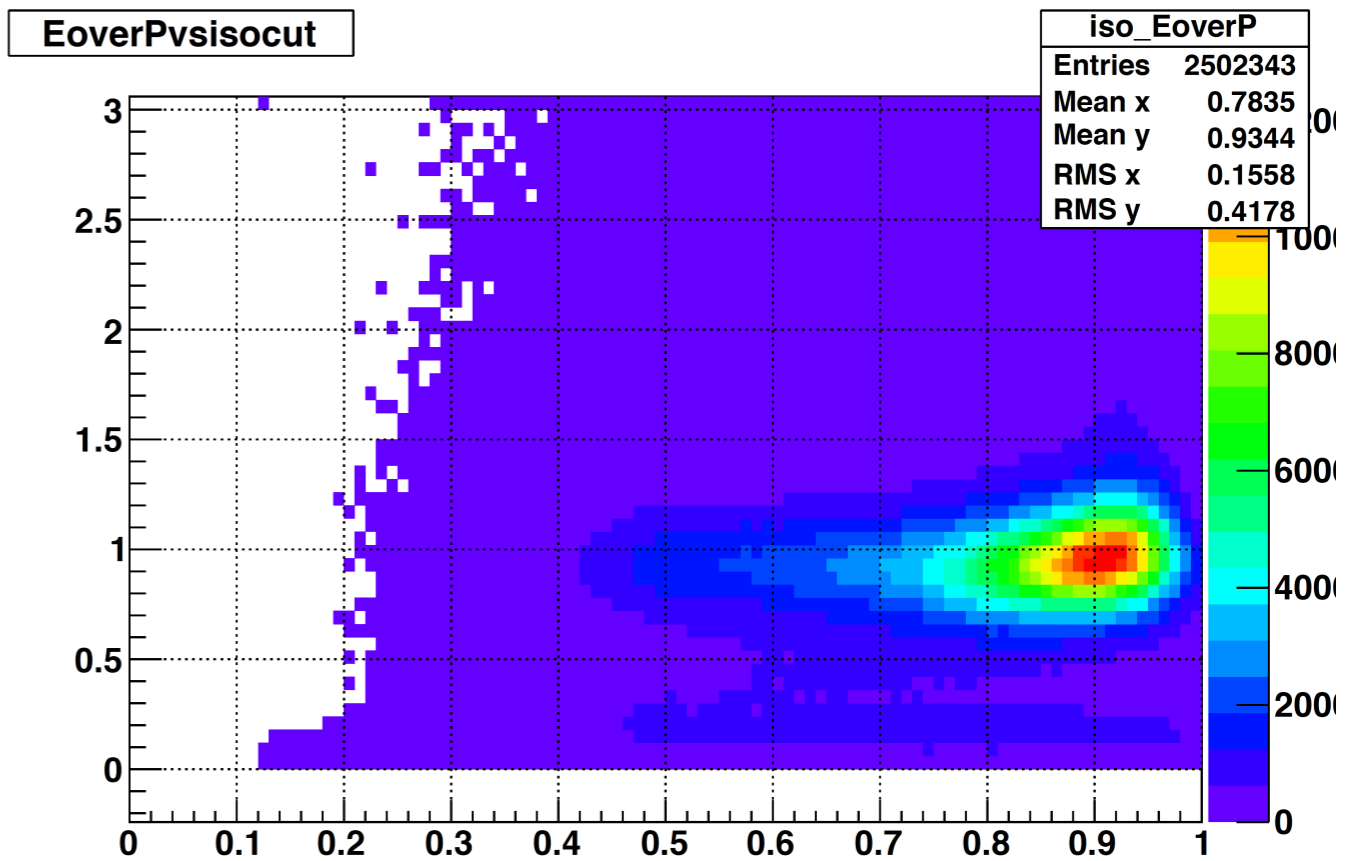
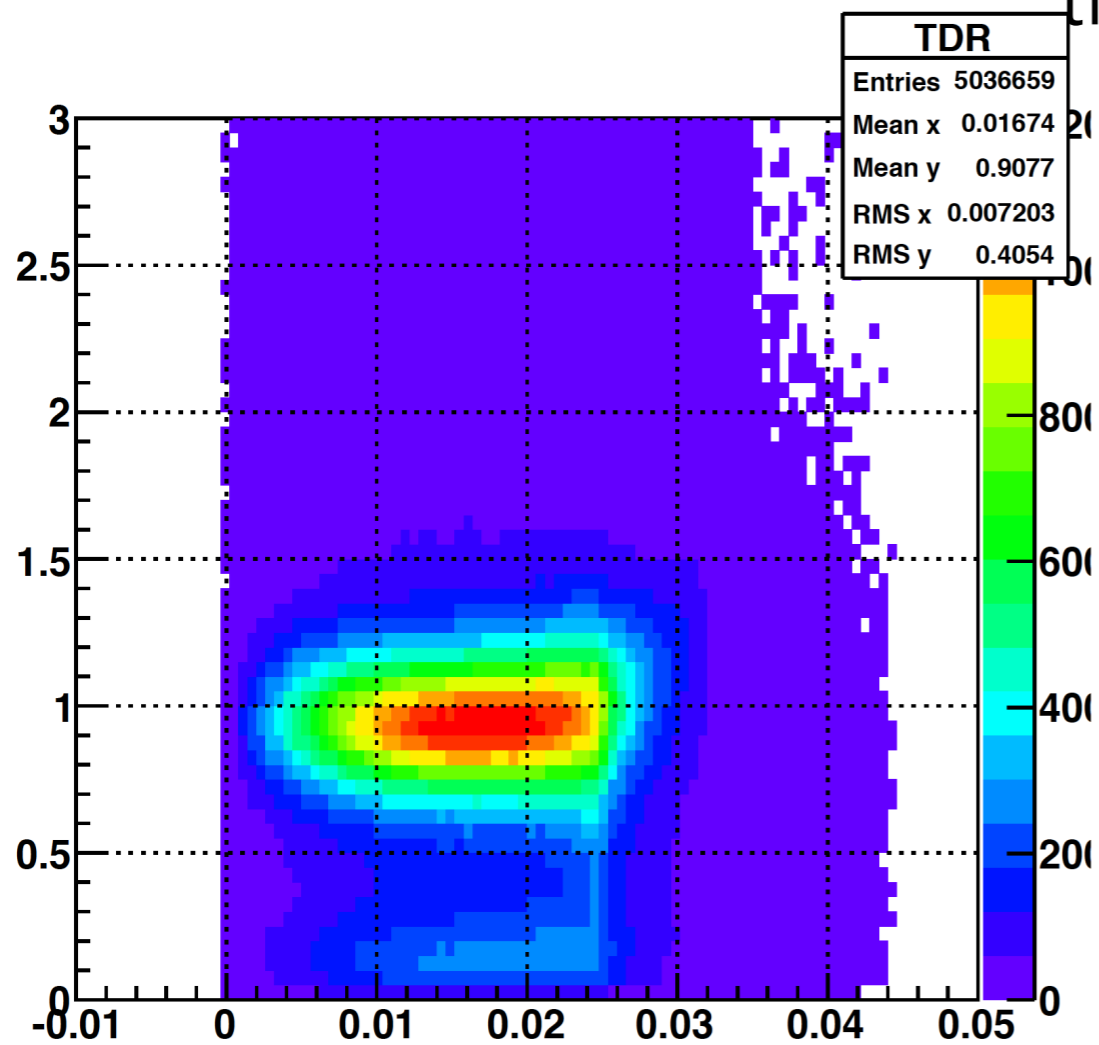
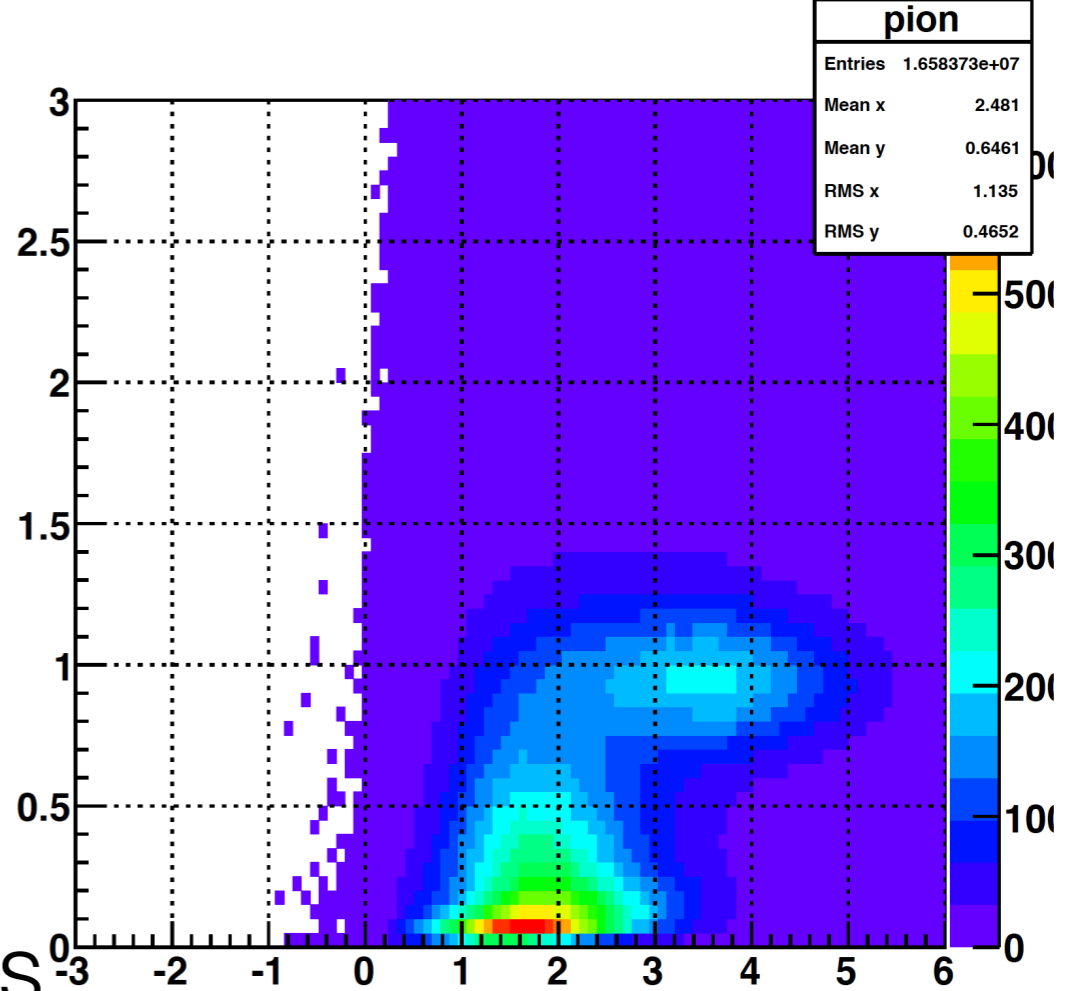
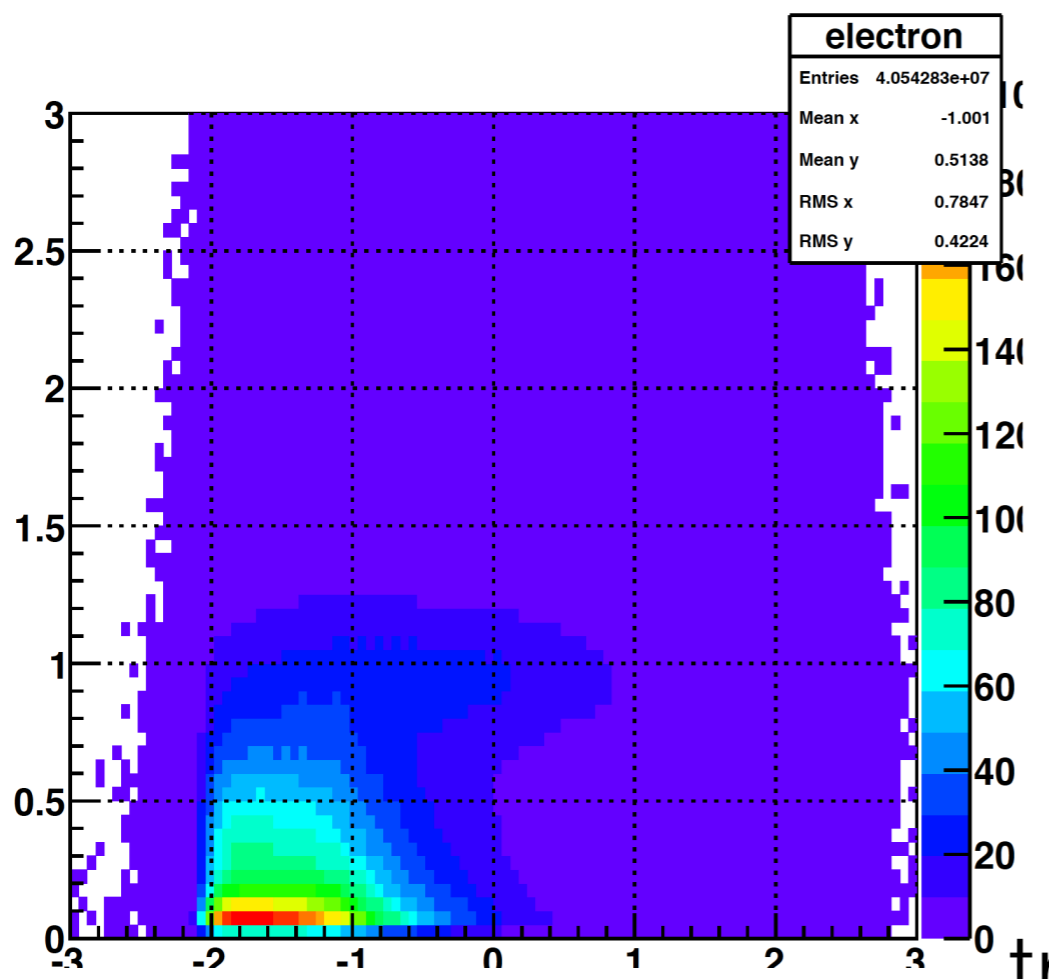


# if (triggerFire(BHT1)->Fill())



if (triggerFire(BHT1) && !triggerFire(BHT0) && !triggerFire(BHT2) && !  
 triggerFire(BHT3) && !triggerFire(JP2))->Fill()





track cuts