

Typical Analysis Workflow

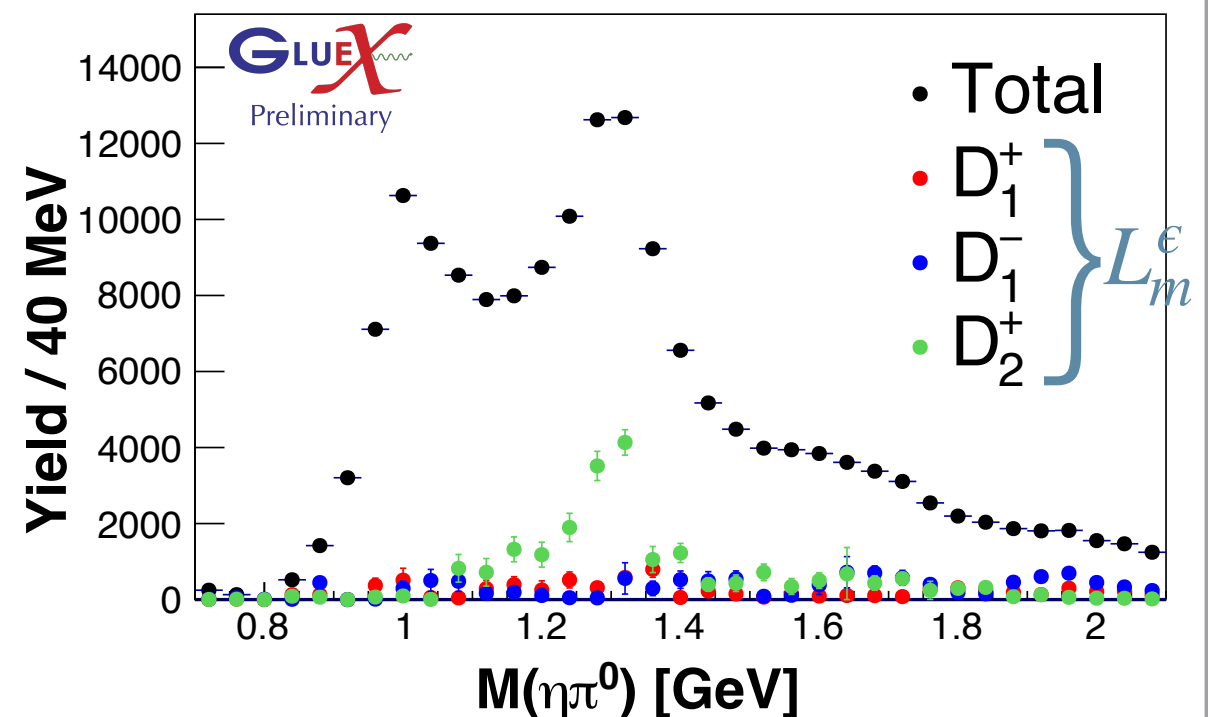
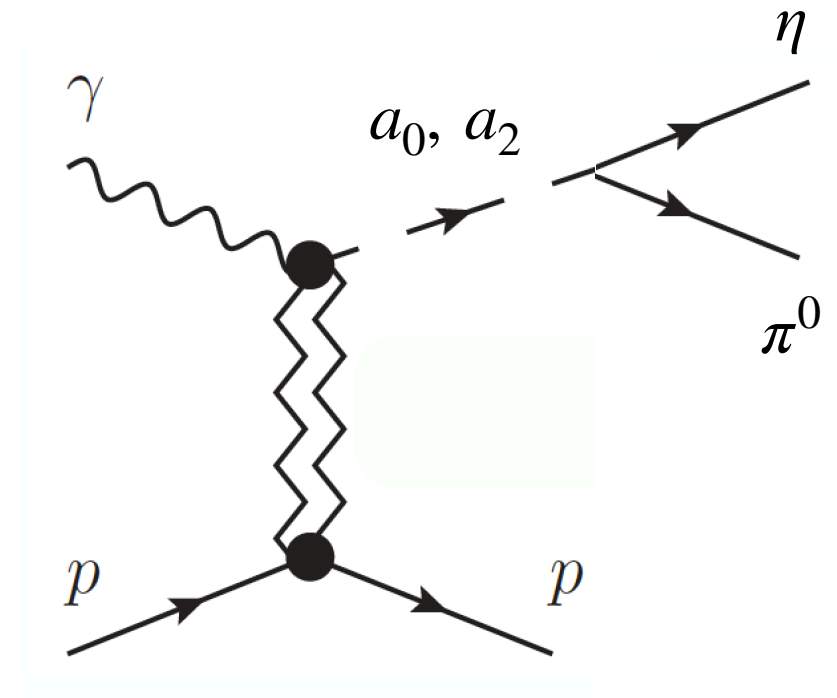
Justin Stevens



WILLIAM & MARY
CHARTERED 1693

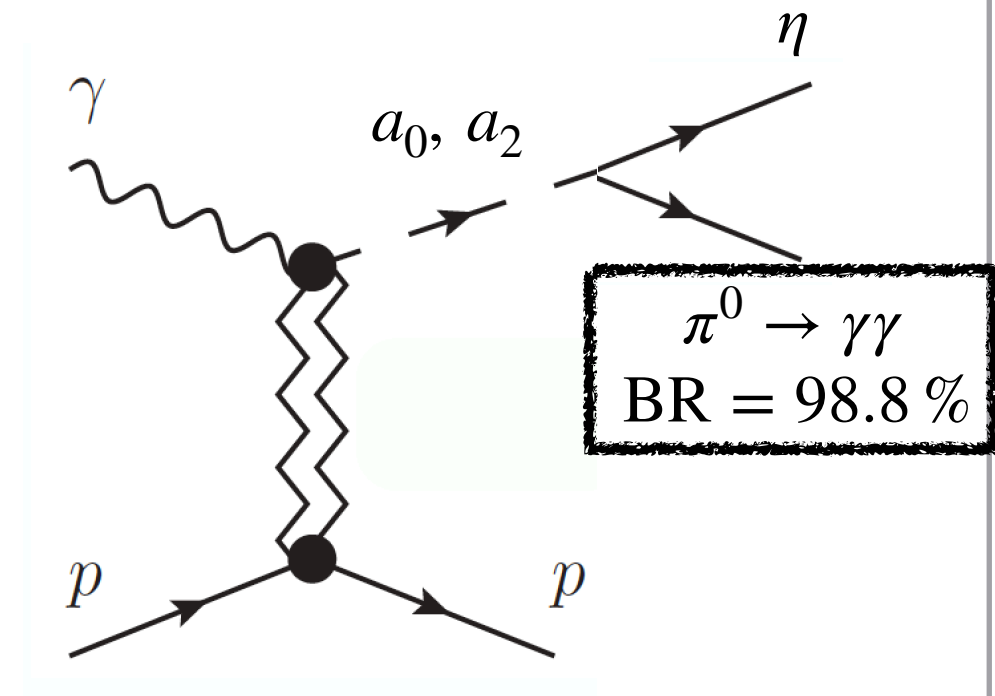
Big picture analysis strategy

- * **Goal:** obtain pure sample of $\gamma p \rightarrow \eta \pi^0 p$ to study contributing amplitudes
- * **Necessary steps:**
 - * Choose appropriate ReactionFilter and Kinematic Fit options
 - * Apply selection criteria (i.e. cuts) which efficiently reject background but keep signal of interest
 - * Statistically subtract remaining background, not removed by cuts
 - * Measure yield for cross section or fit angular distributions for beam asymmetry or amplitude analysis



How to reconstruct your final state?

	Mode	Fraction (Γ_i / Γ)
▼ Neutral modes		
Γ_1	neutral modes	$(72.12 \pm 0.34)\%$
Γ_2	2γ	$(39.41 \pm 0.20)\%$
Γ_3	$3 \pi^0$	$(32.68 \pm 0.23)\%$
▼ Charged modes		
Γ_8	charged modes	$(27.89 \pm 0.29)\%$
Γ_9	$\pi^+ \pi^- \pi^0$	$(22.92 \pm 0.28)\%$
Γ_{10}	$\pi^+ \pi^- \gamma$	$(4.22 \pm 0.08)\%$



- * Exclusive: if possible, reconstruct all final state particles!
- * Decay modes:
 - * Typically lower efficiency for each final state gamma, pi, K, proton
 - * Common question: should you mass constrain in the kinematic fit?
- * Comparison of multiple decay modes provides systematic cross check (major strength of GlueX)

ReactionFilter + Kinematic Fit

- * Reminder that KinFit will force mass peaks, even when they don't exist...
- * What other ways can you get 4 photons?
 - * Generate $g p \rightarrow \eta \pi^0 p$ and $g p \rightarrow \pi^0 \pi^0 p$ and look at mass spectra
- * General: leave at least one mass un-constrained, so you can fit or side-band subtract from the peak

Event selection 101

- * Reminder of cuts applied in ReactionFilter (Beni's talk)?
 - * Loose mass windows, loose timing cuts, KinFit convergence
- * What additional cuts are common and why are they needed?
 - * KinFit χ^2 /NDF, PID, beam energy, unused showers...
- * How do you know what cuts to use?
 - * Study in simulation! Efficiency vs Purity

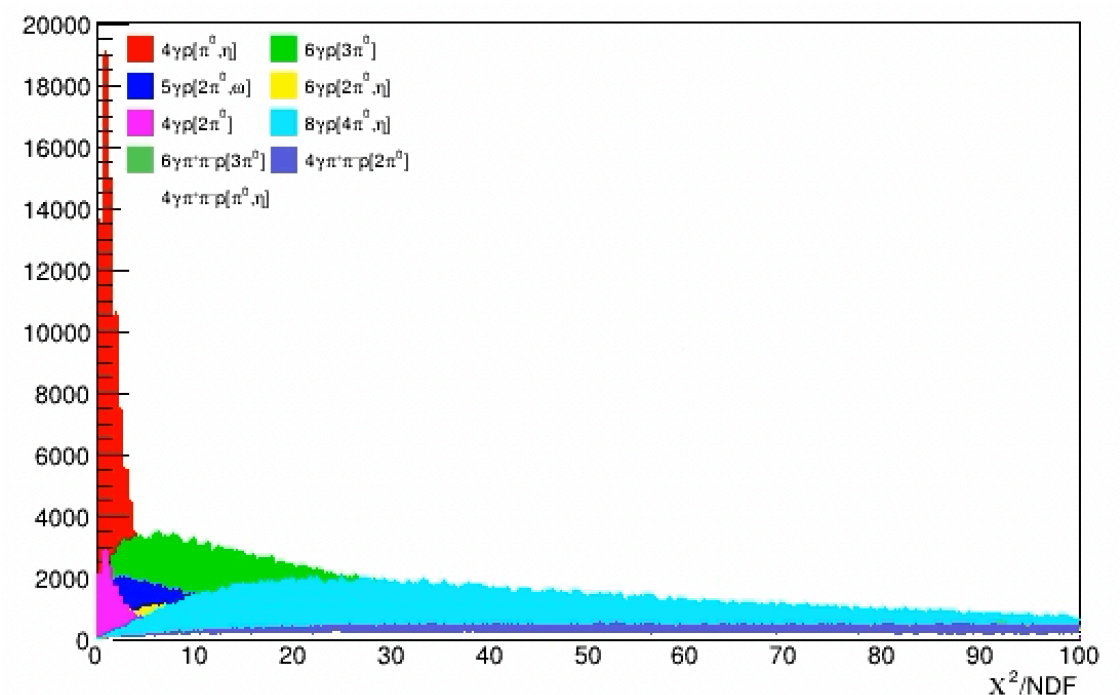
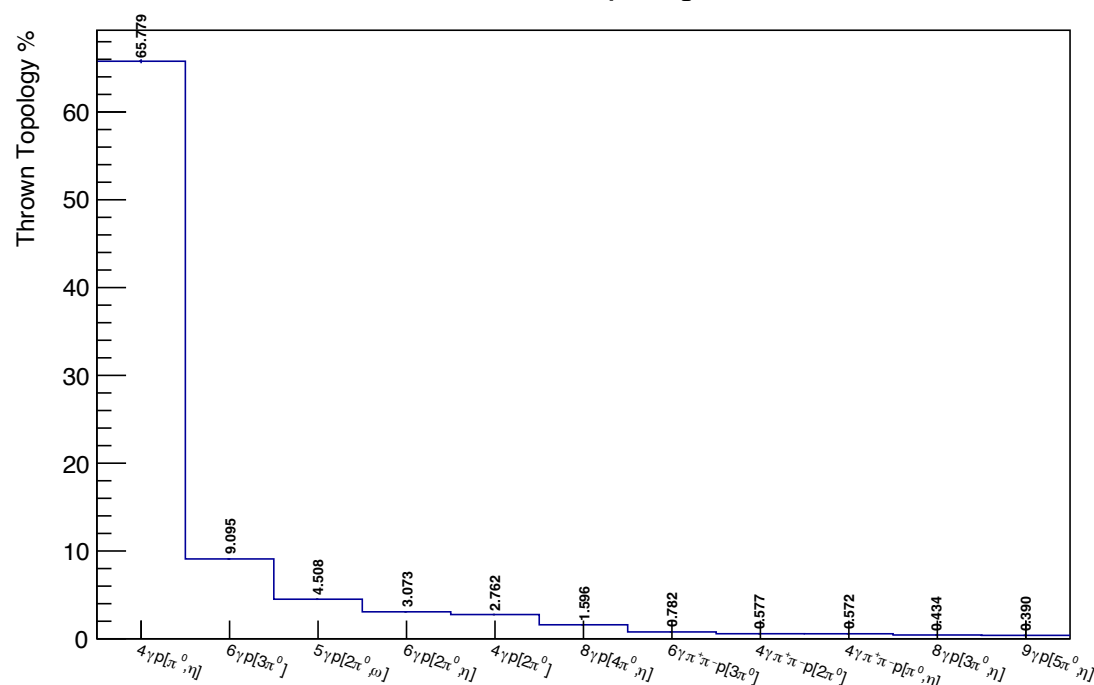
Studying backgrounds with bggen

- * What is bggen?
 - * Inclusive MC generator for “all” photoproduction processes...
- * In simulation we can cheat and sort events by topology
- * Some example plots to show topologies are different: 2g masses (shuffled g's), KinFit χ^2 , unused showers
 - With large bggen MC samples need to tag events by their “thrown topology” to identify background sources
 - Information already in Analysis TTree format:
 - DSelector library creates a unique TString: **NumFinalState**[Decaying]
 - e.g. $\gamma p \rightarrow \pi^0 \eta p$ with $\eta \rightarrow \gamma\gamma$ and $\pi^0 \rightarrow \gamma\gamma$ corresponds to the TString: **4 γ p**[π^0, η]

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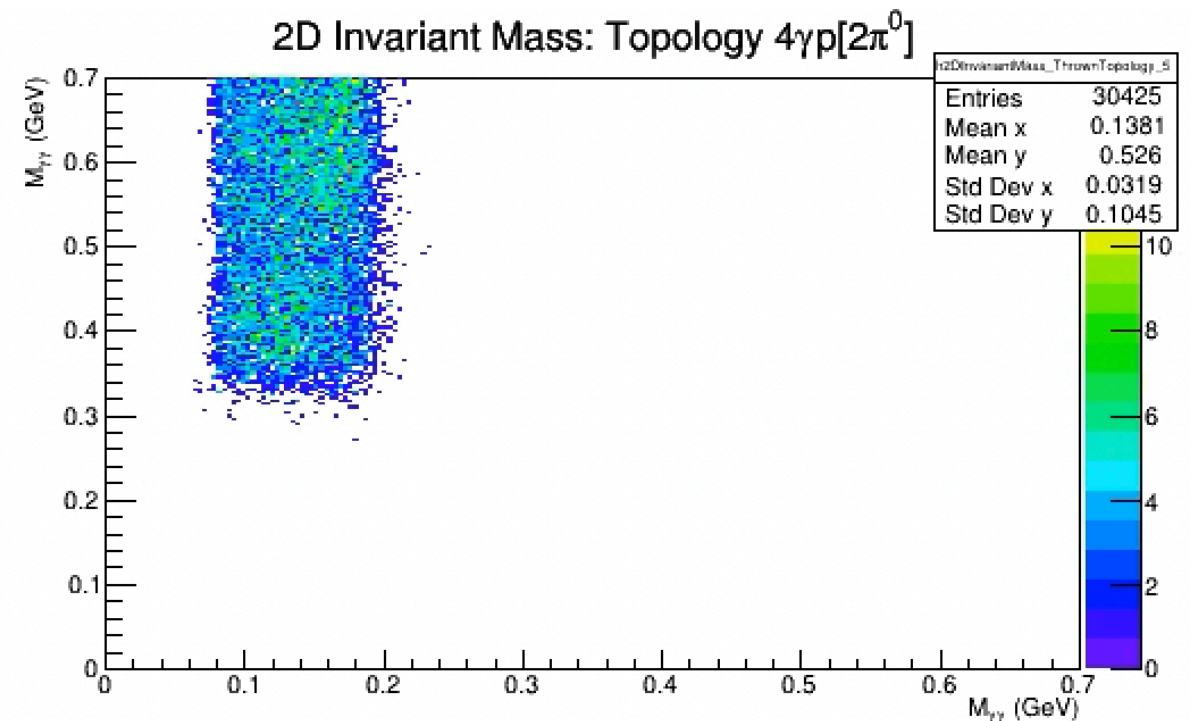
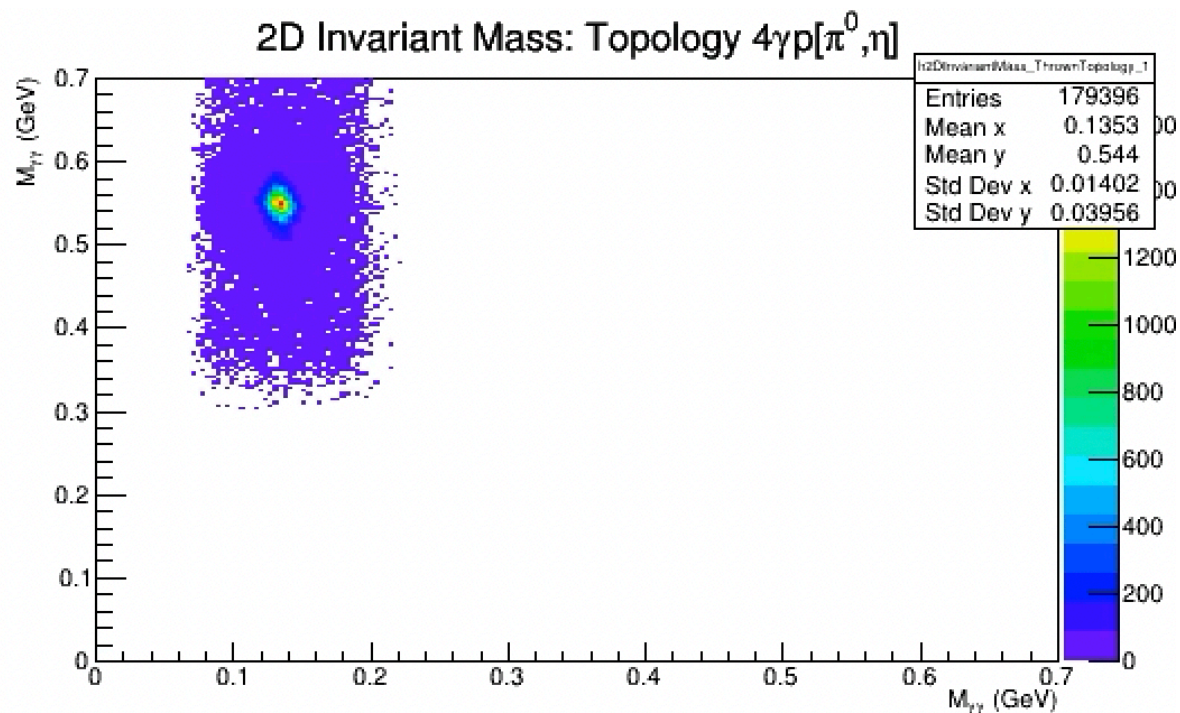
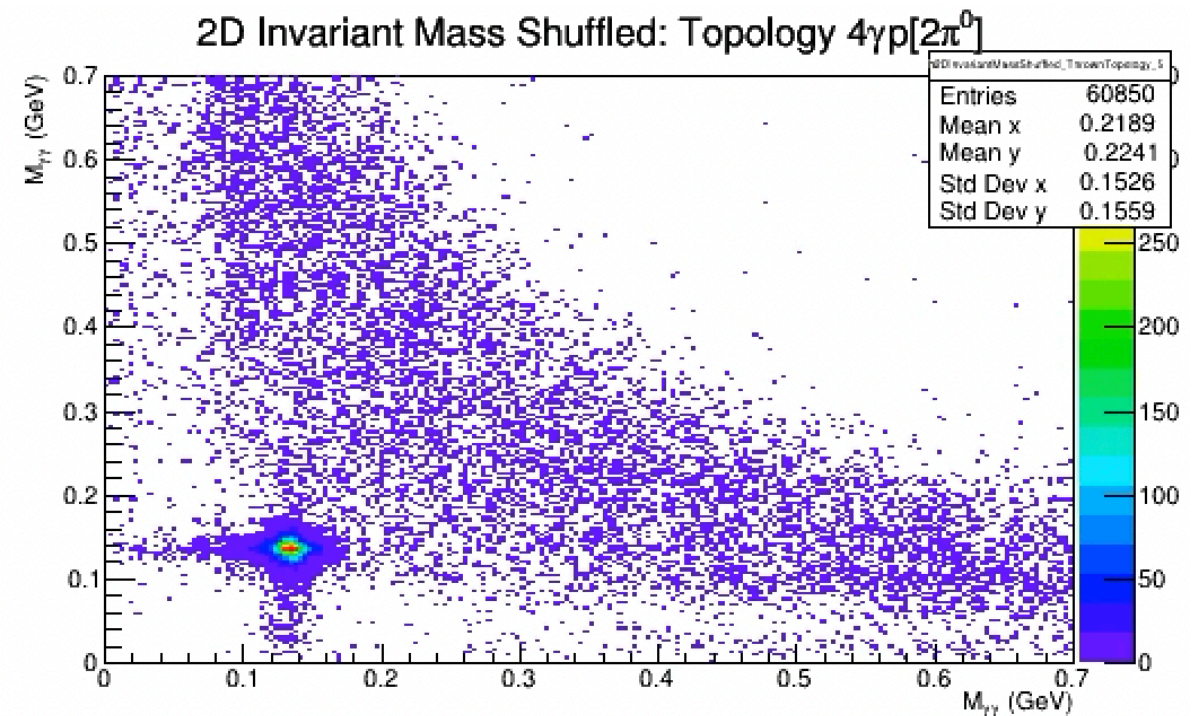
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hThrownTopologies



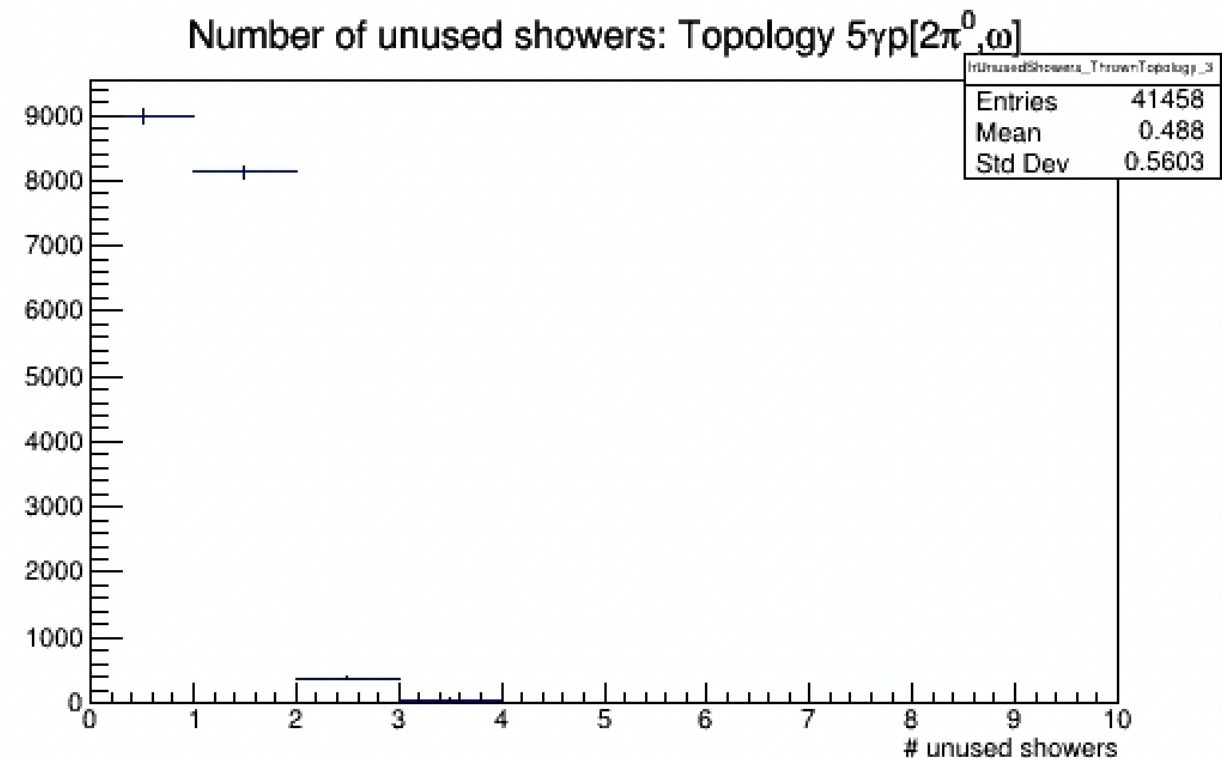
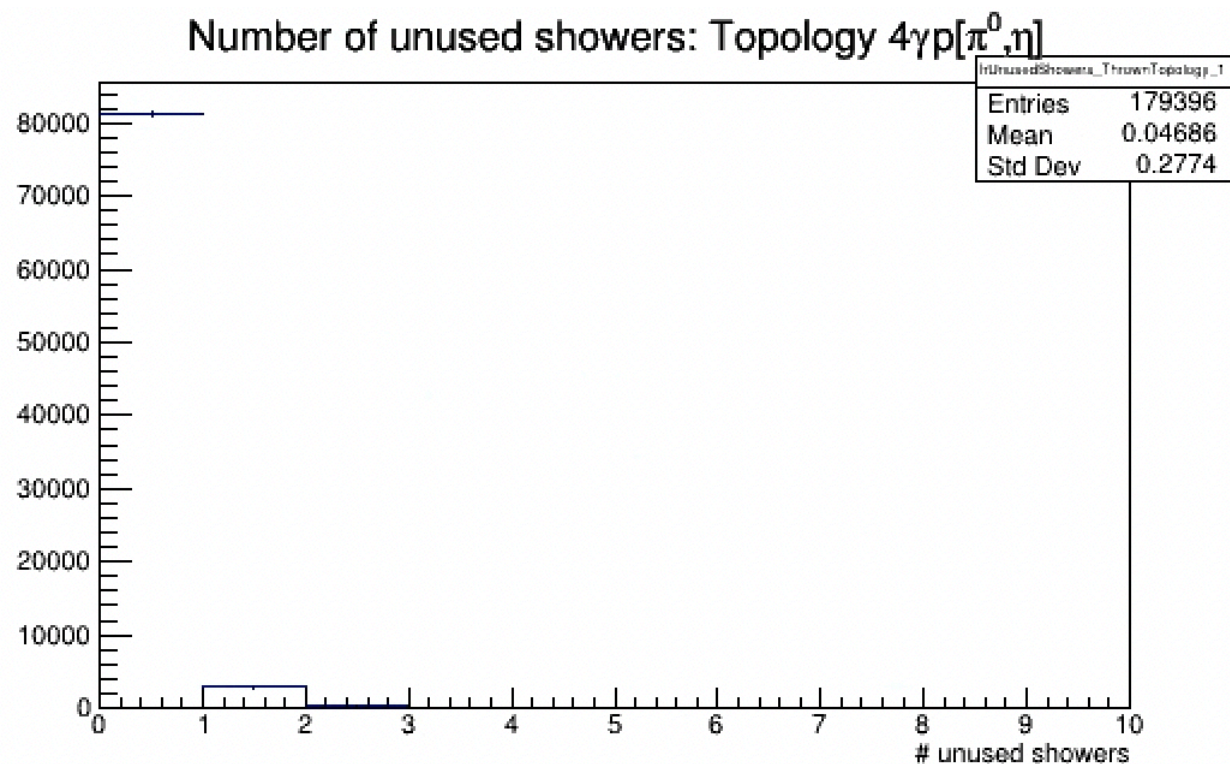
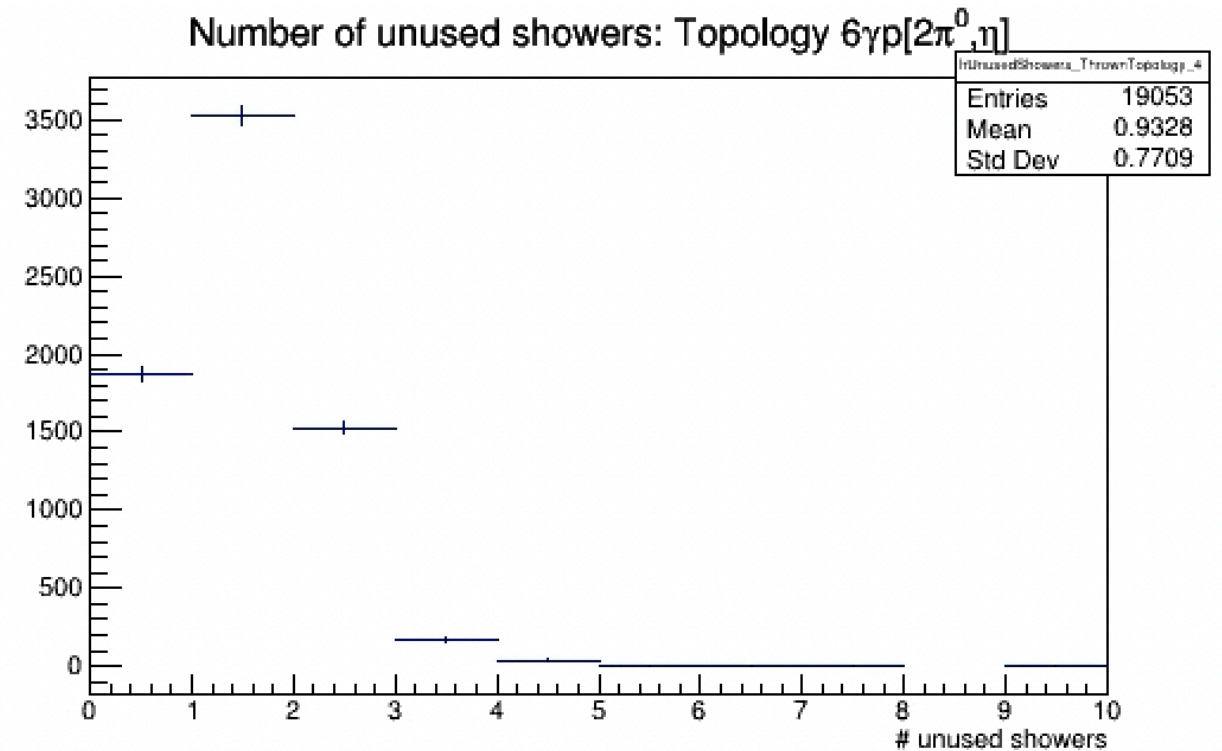
Common background topologies

- * **Shuffled photons** or charged particles
- * Non-exclusive:
 - * (Final state of interest) + γ or π^0
 - * (Final state of interest) + $\pi^+ \pi^-$
- * Mis-identified charged particle ($K \leftarrow \pi$)



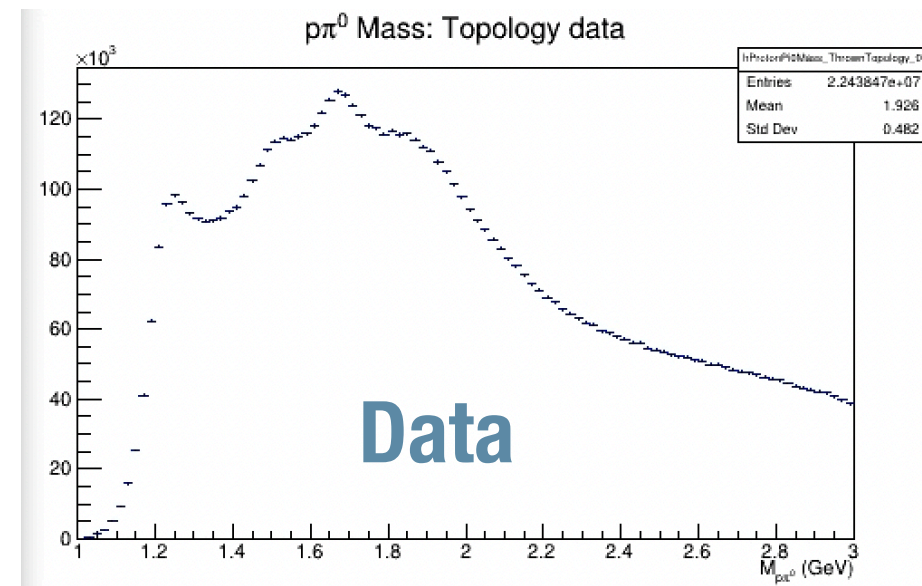
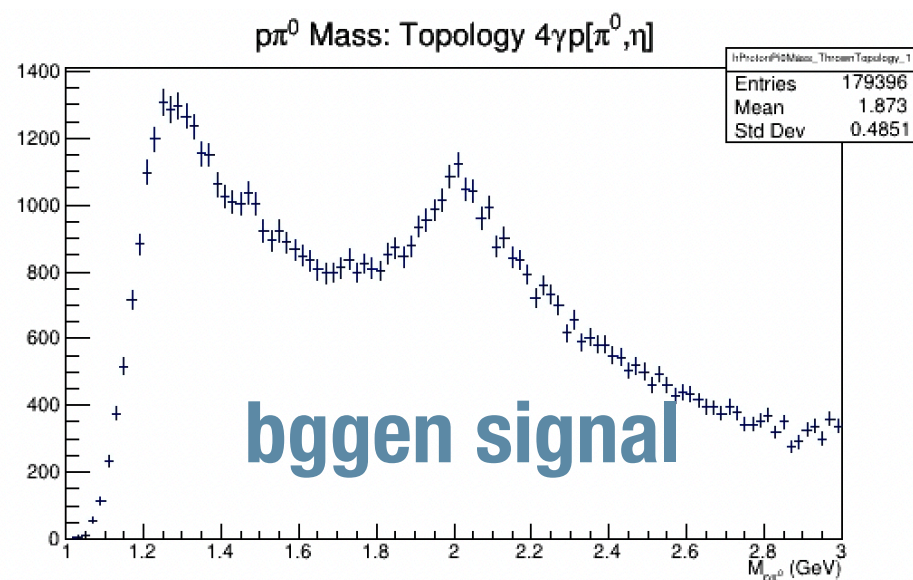
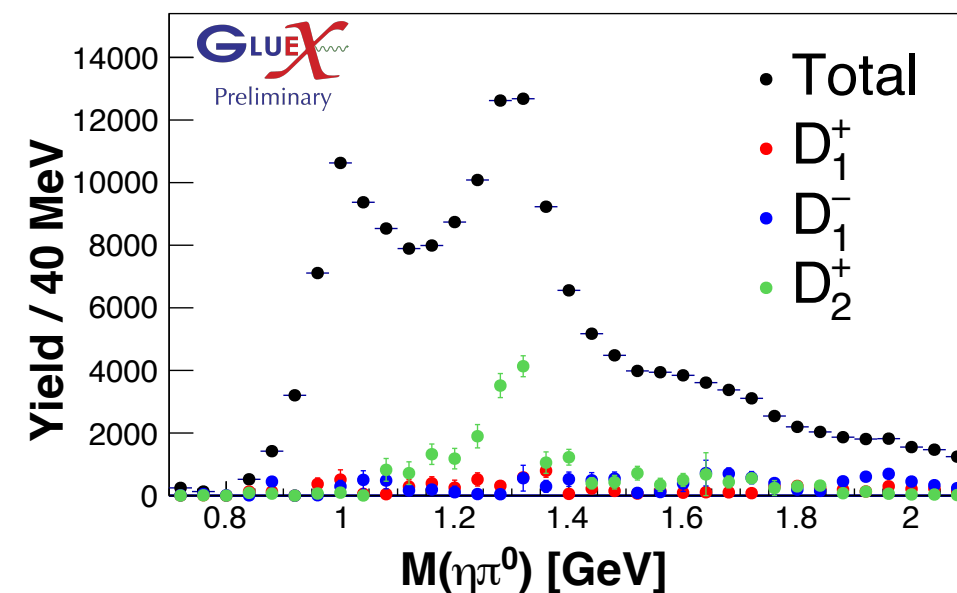
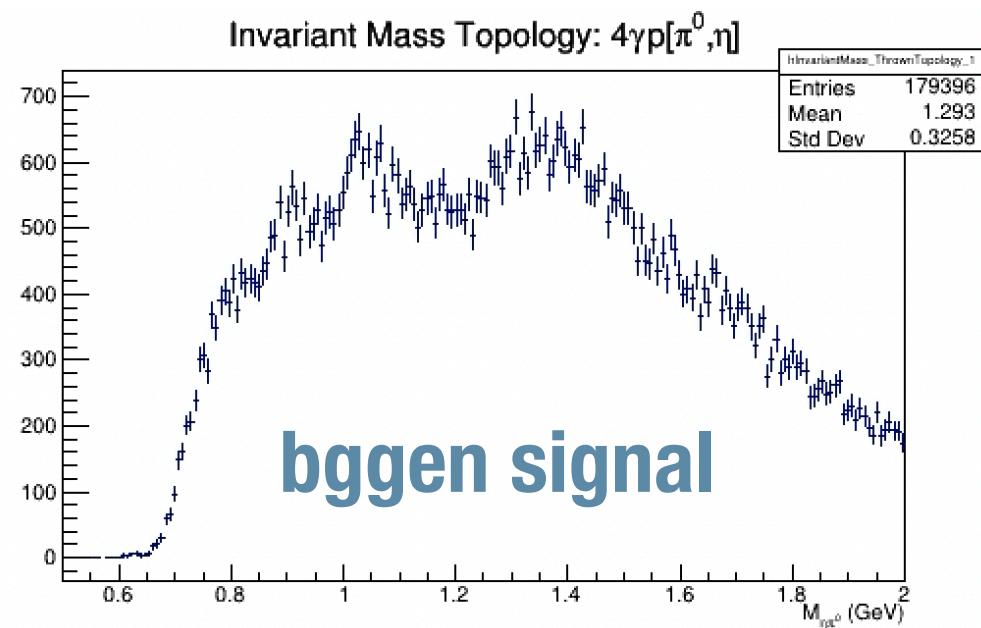
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What's might bggen be missing?

- * Meson resonances: a's, b's, f's, h's, etc.
- * Baryon excitations:



Simulating specific backgrounds

- * Assuming you know what relevant background topologies are, how can you more accurately simulate them?
- * Generate 10k events (interactively) and study distributions (gen_amp or genr8?)
 - * e.g. $g p \rightarrow b^1 p, b^1 \rightarrow \omega \pi^0 \rightarrow 5g$
 - * e.g. $q p \rightarrow \Delta^+ \eta$

Simulation of signal process

- * Generating specific signal MC instead of using what's in bggen
 - * better physics model t-slope, beam energy dependence, etc.
- * Efficiencies...
- * Mass resolutions...
- * Compare kinematic distributions (p vs theta) for each particle...

Subtracting remaining backgrounds

- * Basic premise, what are the assumptions...
 - * Accidental subtraction
 - * Sideband subtraction
 - * Etc.
-
- * After subtraction, compare signal MC and data

What type of trees should I use?

- * PART format tree (1 entry per event)
 - * Output of ReactionFilter, input to DSelector
- * Flat tree (1 entry per combo)
- * FSRoot (1 entry per combo): see Malte's talk

Some general suggestions

- * Reduce dataset footprint whenever possible
 - * Write subset of analysis trees with first pass event selection with DSelector or FlattenFSRoot
 - * Goal is to iterate and make plots quickly
- * Systematic variation: try two analysis options which you expect to give the same result and compare (e.g. 0/90 vs -45/45, different decay modes, etc.)
- * Others?

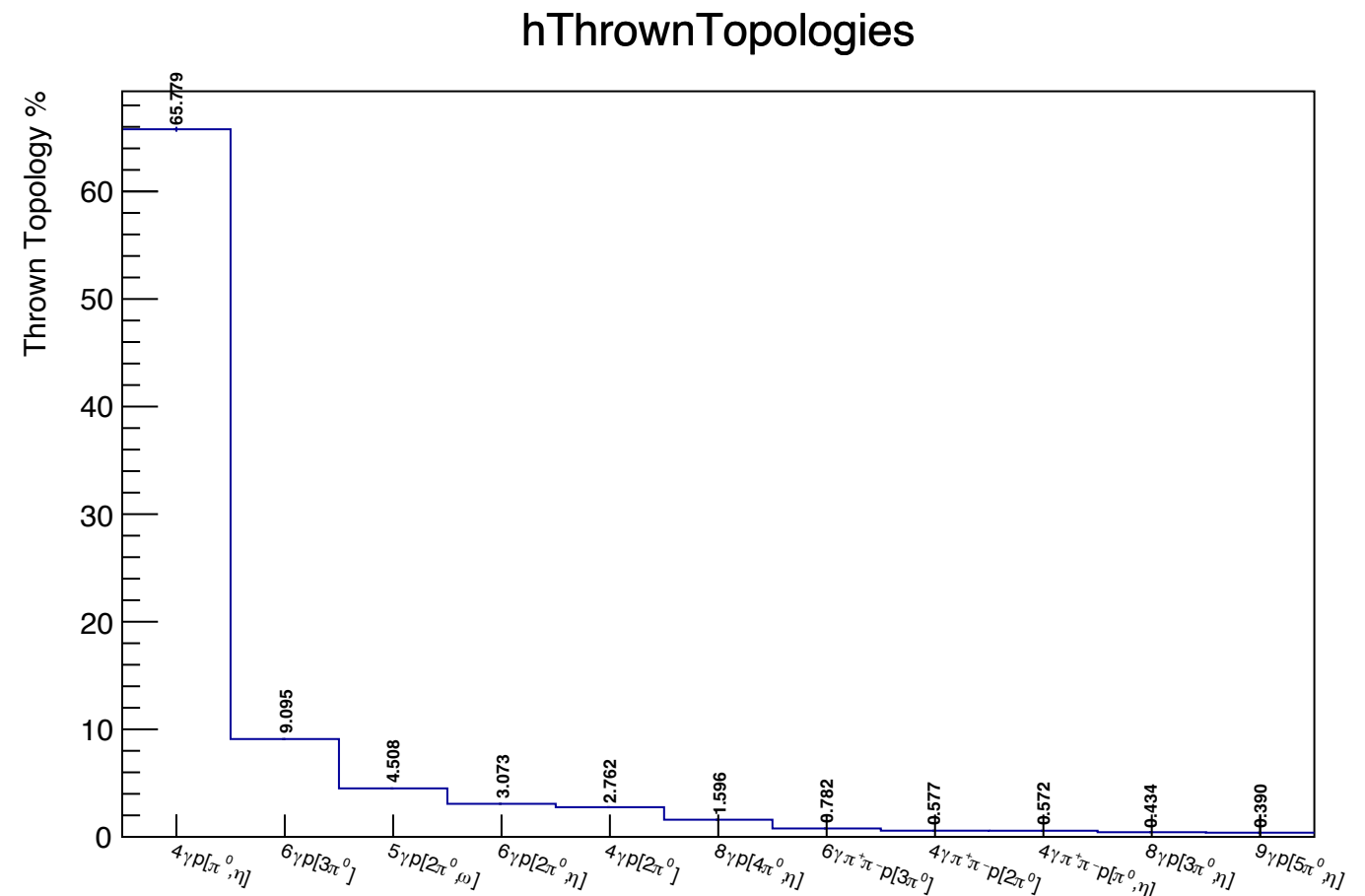
Backup

Thrown Topology in DSelector

- With large bggen MC samples need to tag events by their “thrown topology” to identify background sources
- Information already in Analysis TTree format:
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Fill histogram with events that pass DSelector cuts corresponding to different “ThrownTopology”

Identify dominant backgrounds topologies

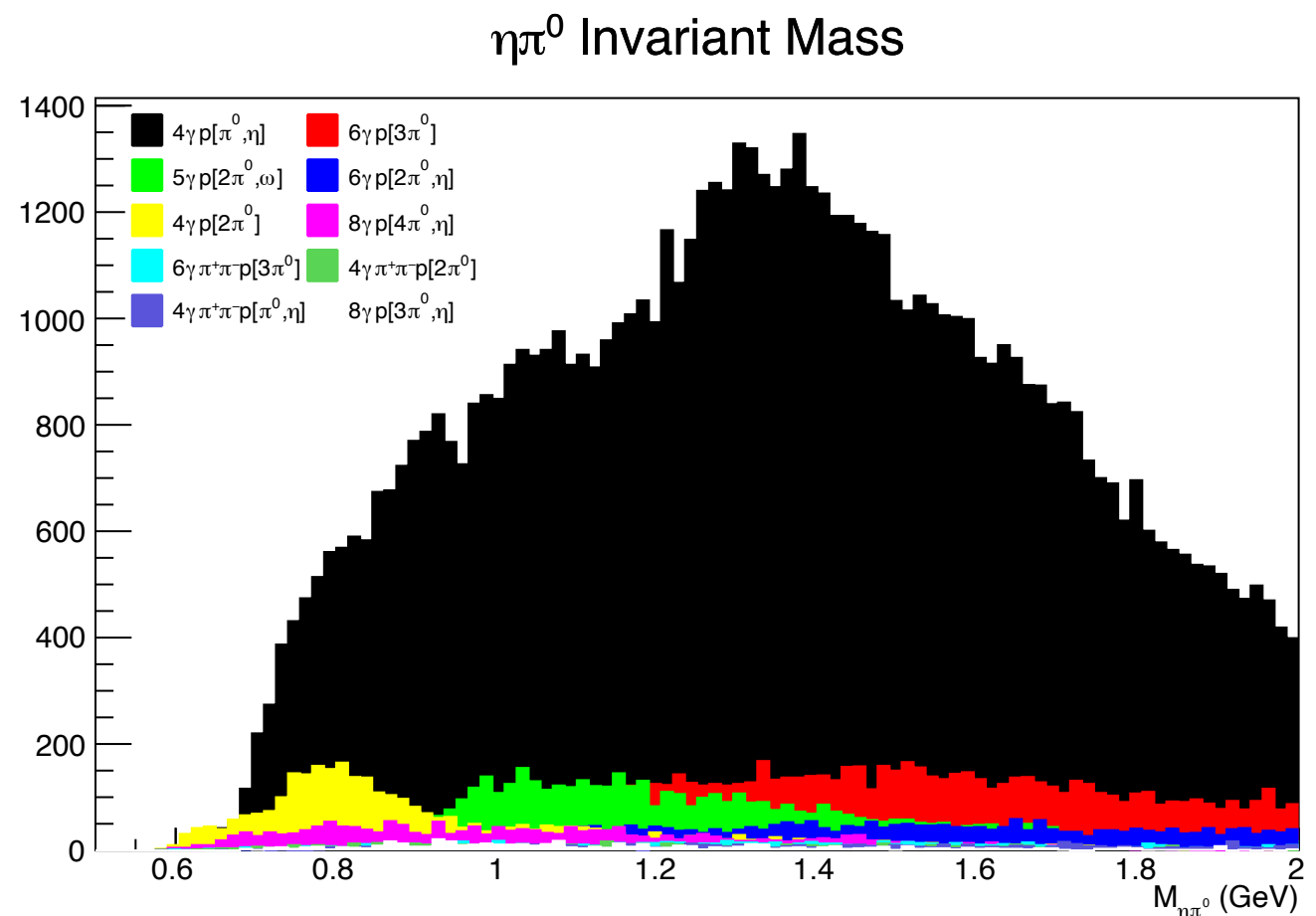


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Once Identified dominant backgrounds topologies, fill invariant mass histogram

Can study how modifying cuts changes topologies and mass dependence



Thrown Topology in DSelector

- **Note:** Currently for decaying particles only π^0 keeps how many decayed, for others only flag if ≥ 1 in topology (eg. η , η' , etc.)
- Please try out **Analysis How To** and provide feedback, next step will be to create DHistogramAction to simplify

