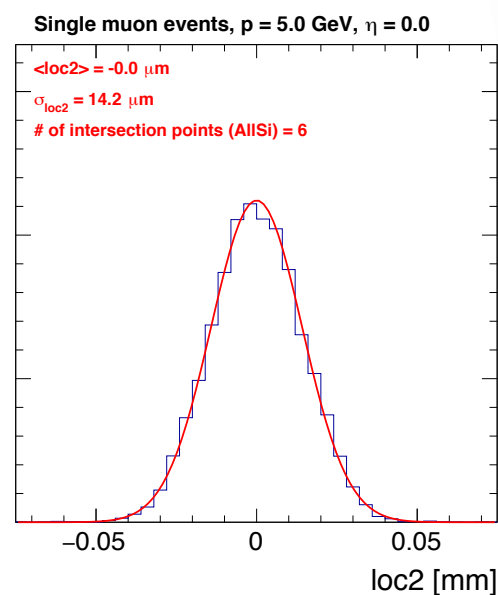
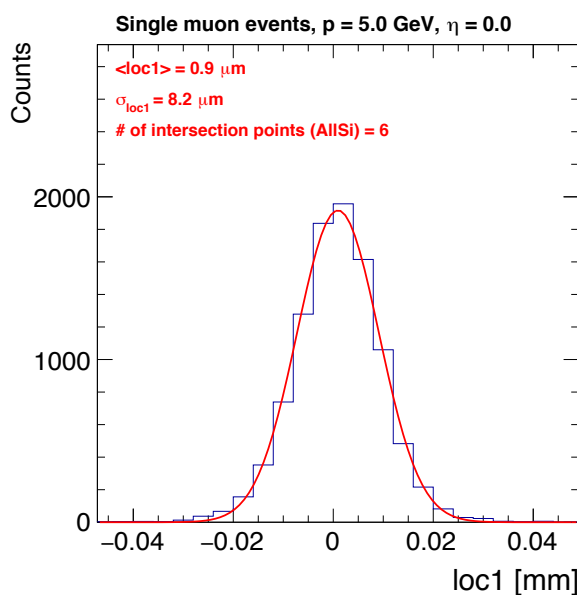
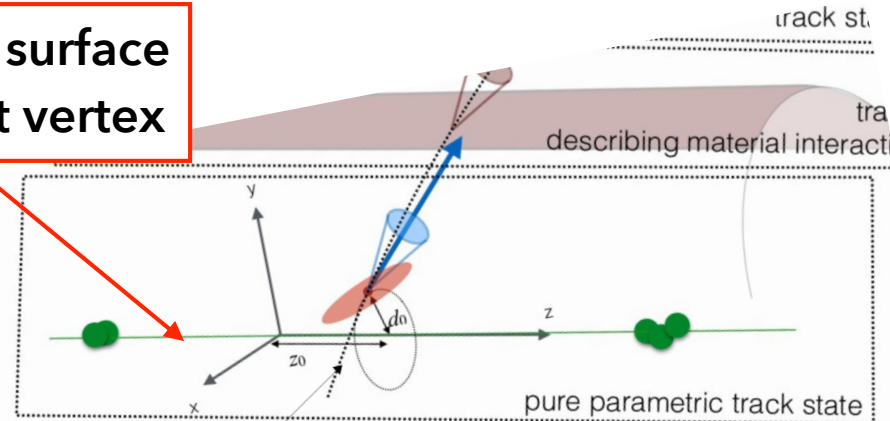


► DCA calculation

- ◆ Use track parameters (d_0, z_0) at Perigee surface



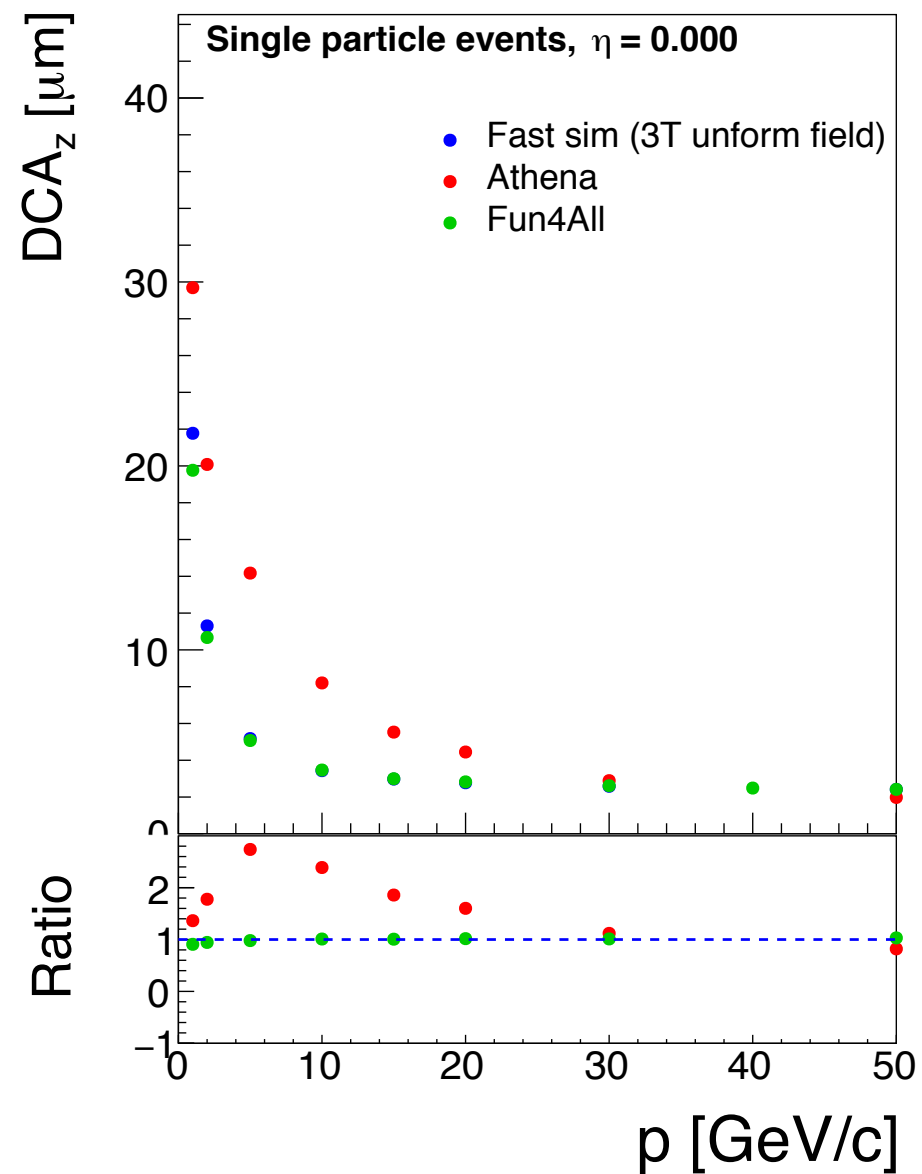
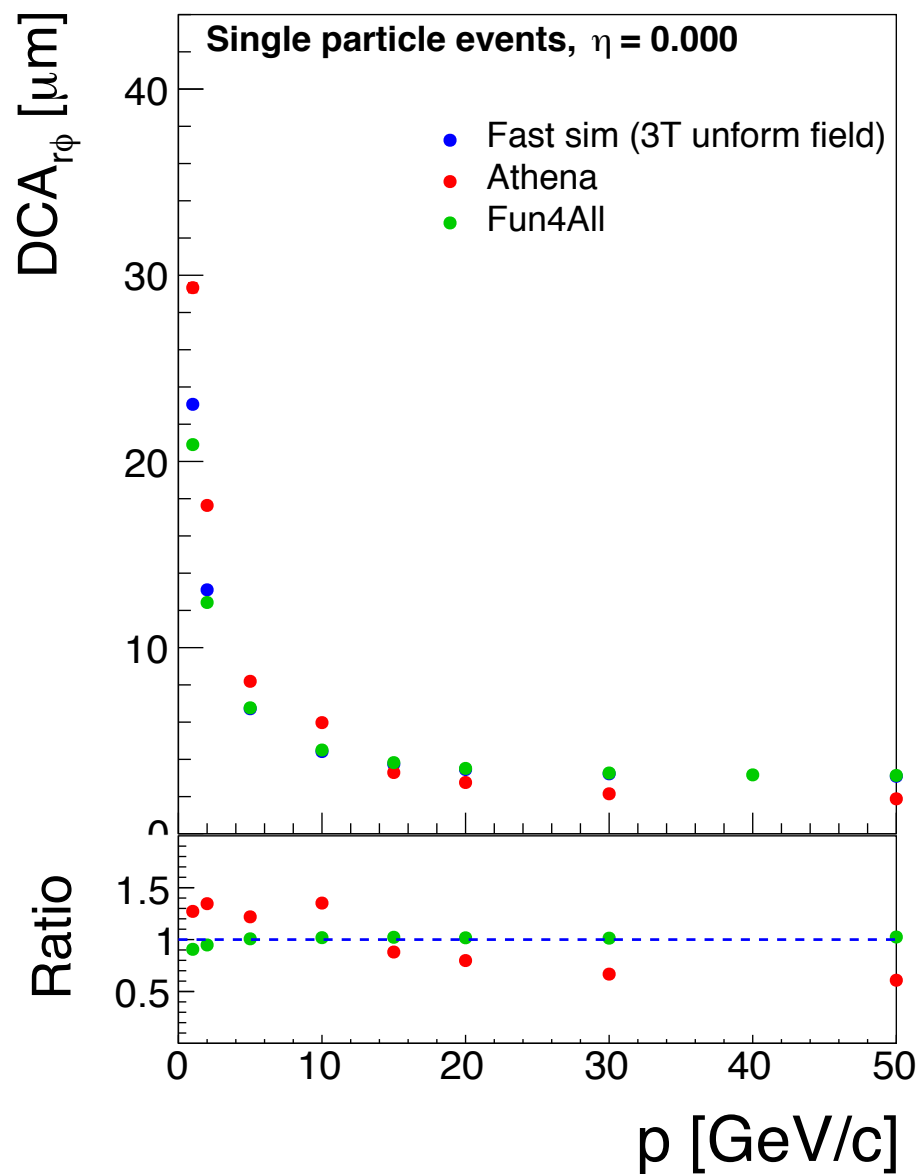
Perigee surface
at event vertex

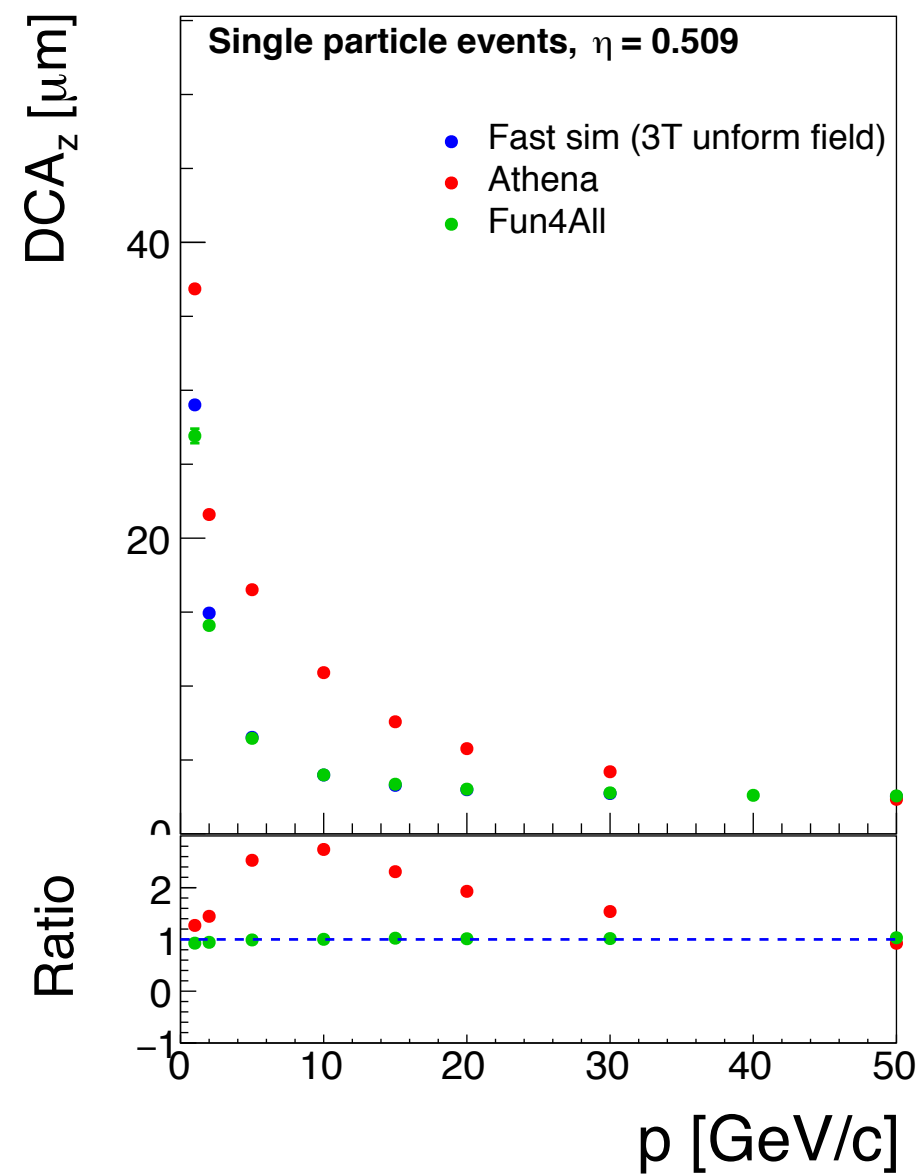
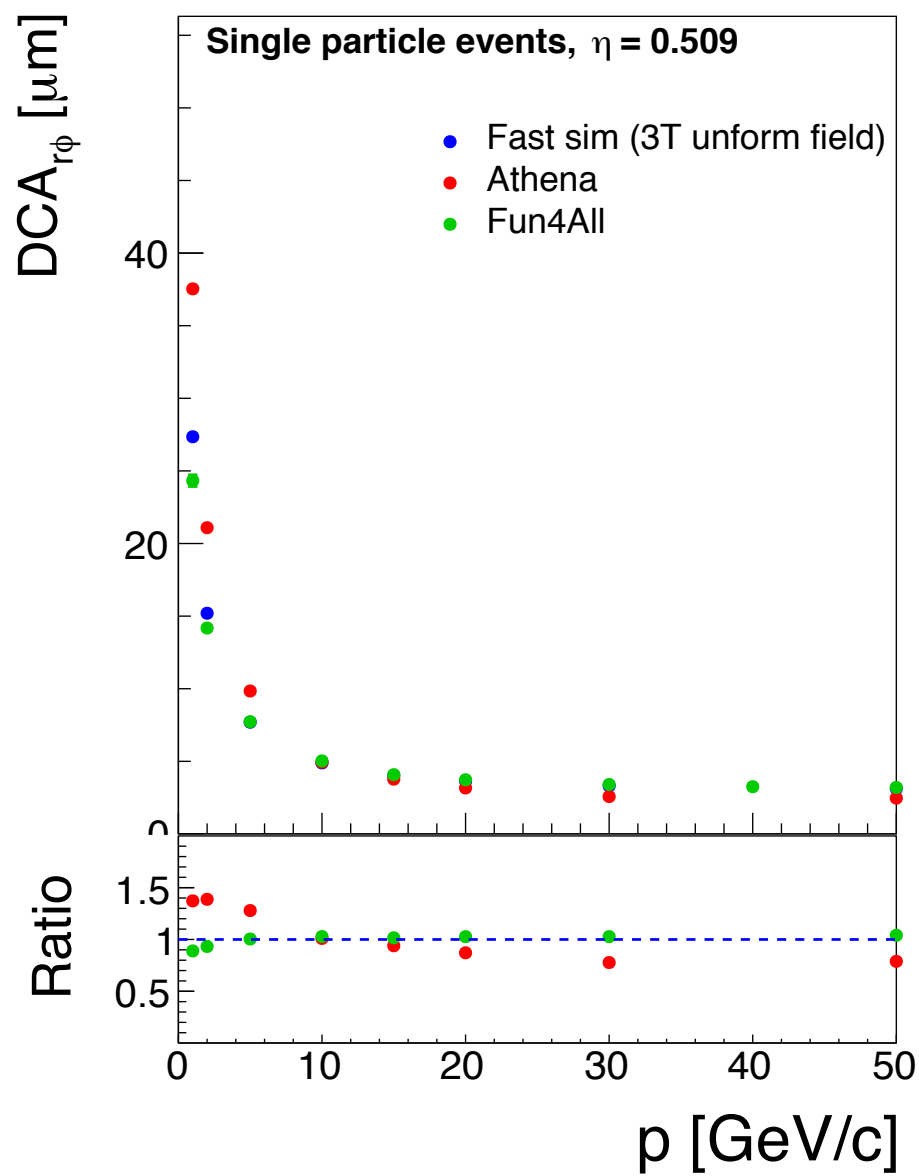


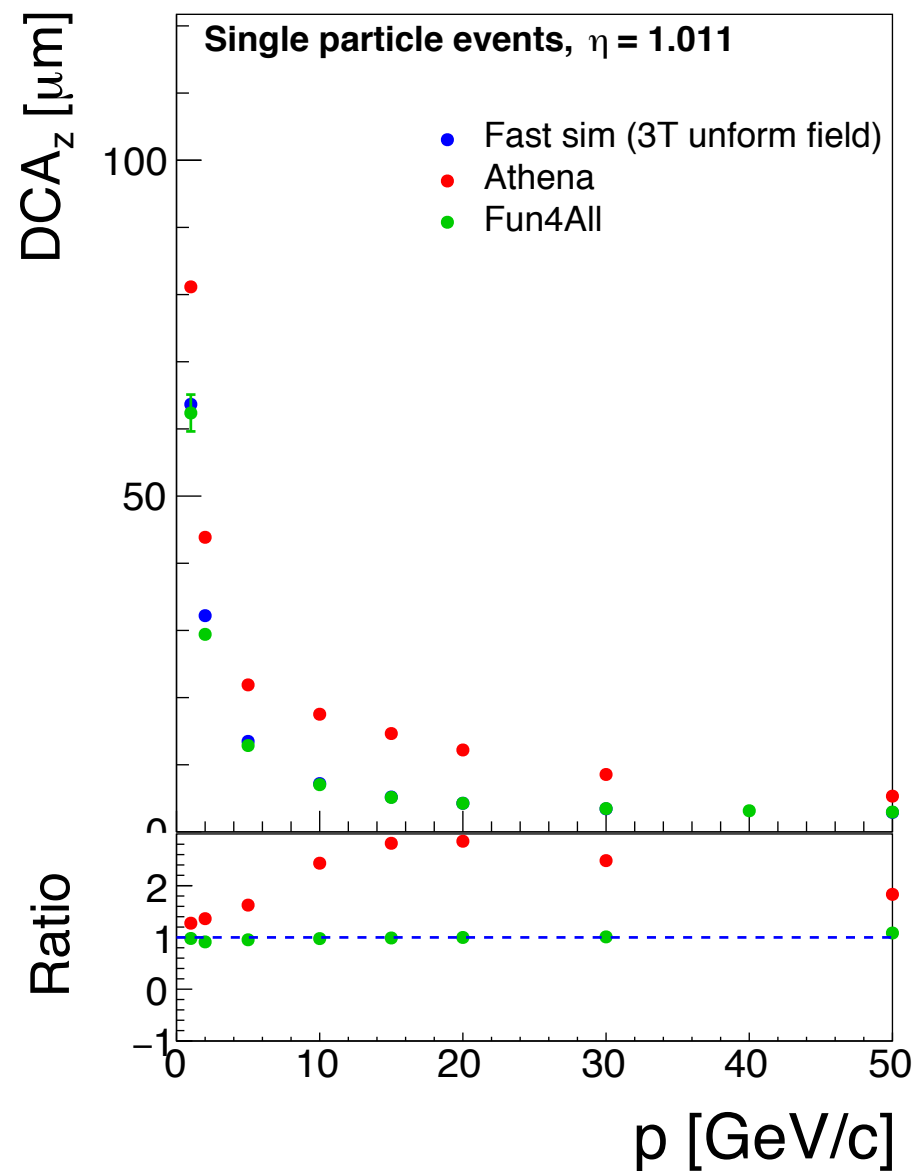
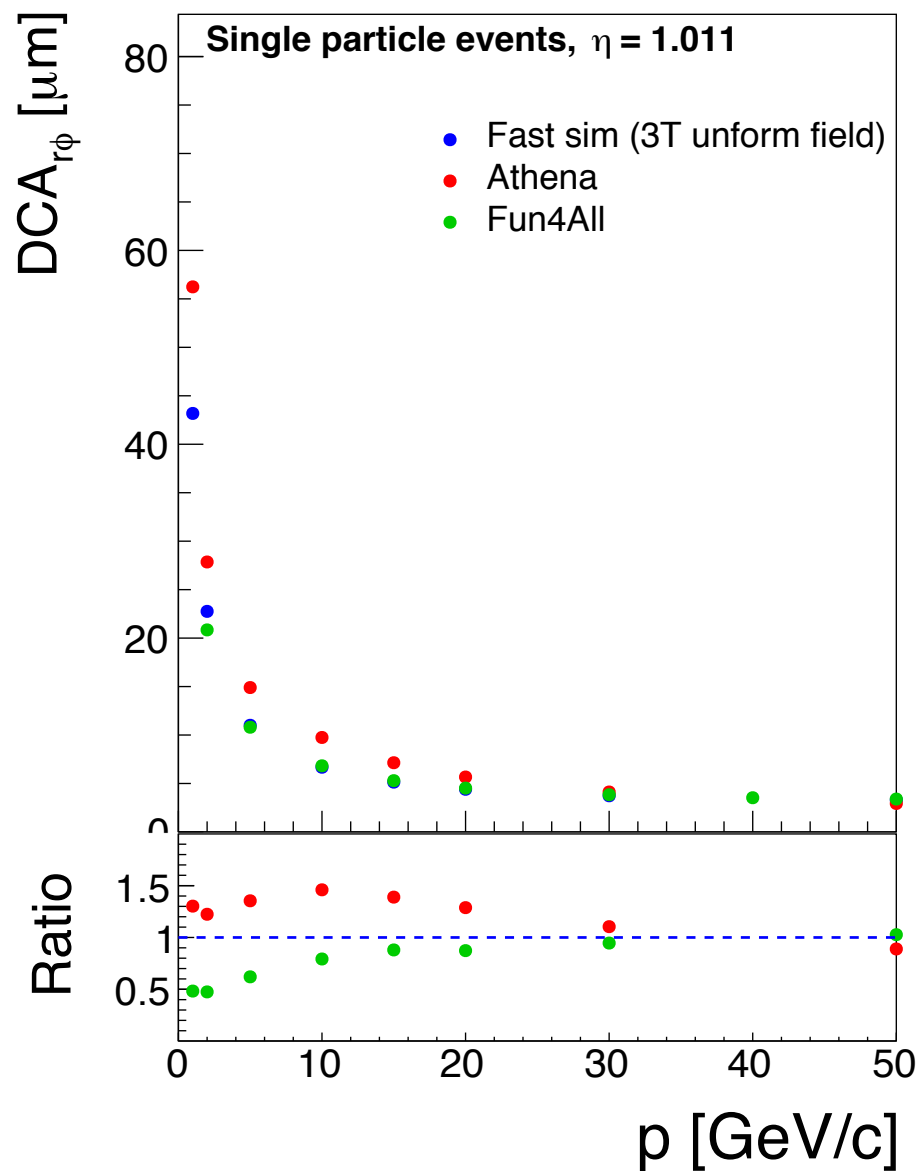
From extracted track
parameters at perigee
surface: $l_1 = d_0, l_2 = z_0$

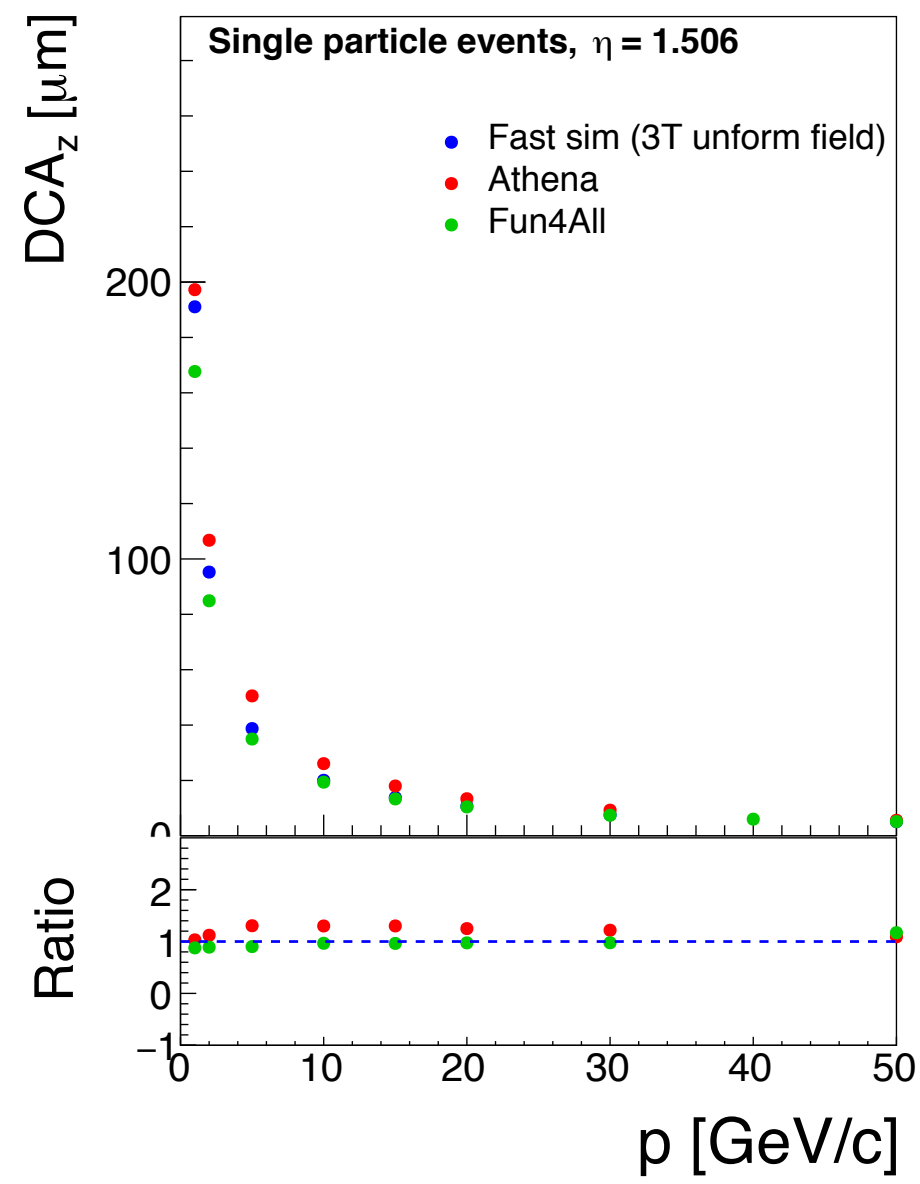
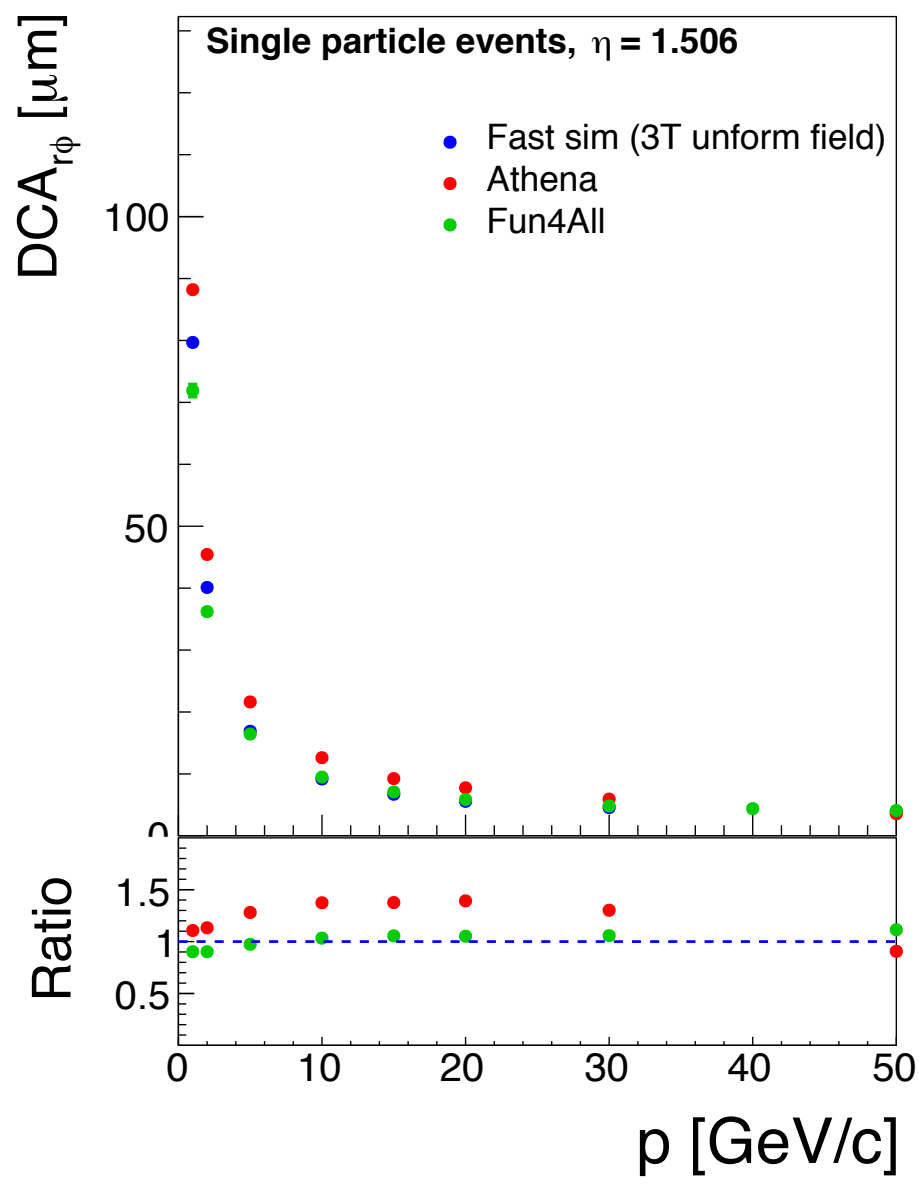
► Comparing to fast simulation from Ernst and Fun4All from Rey

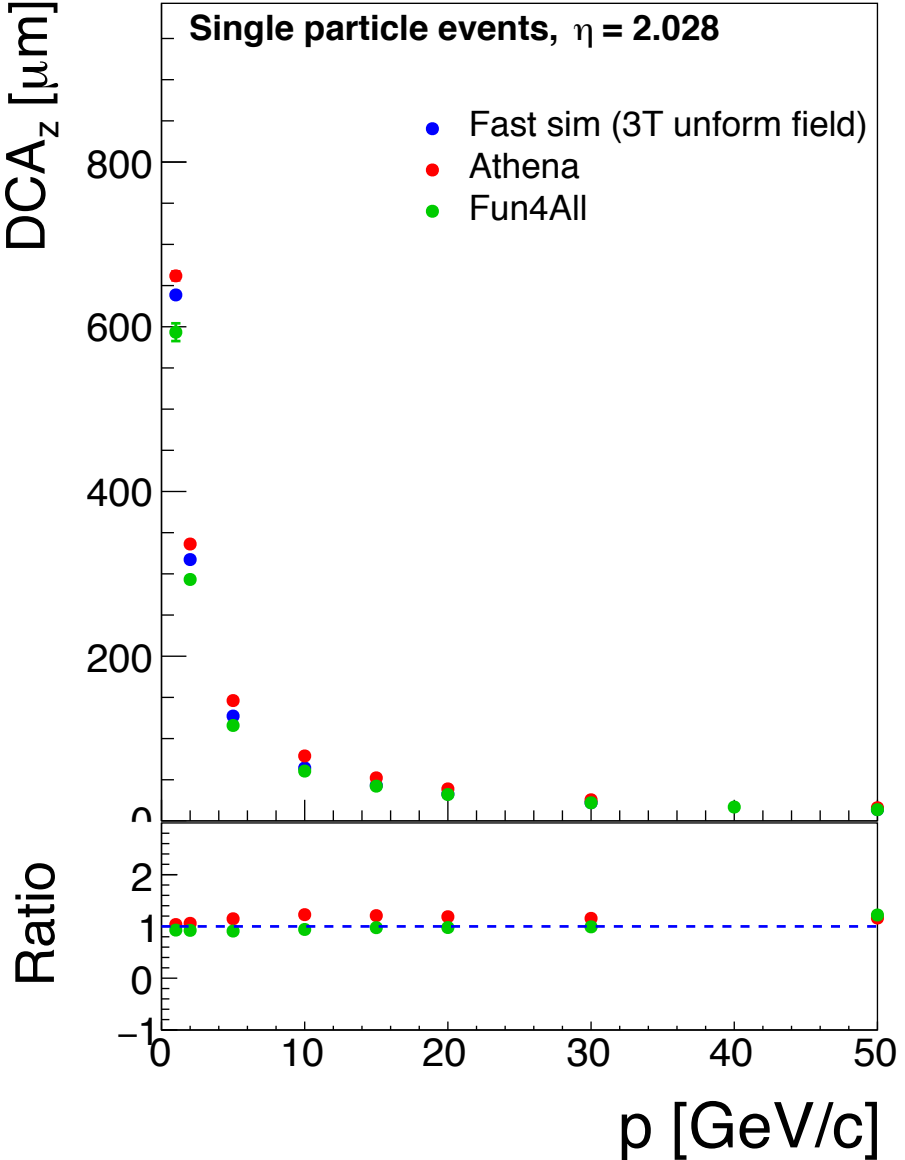
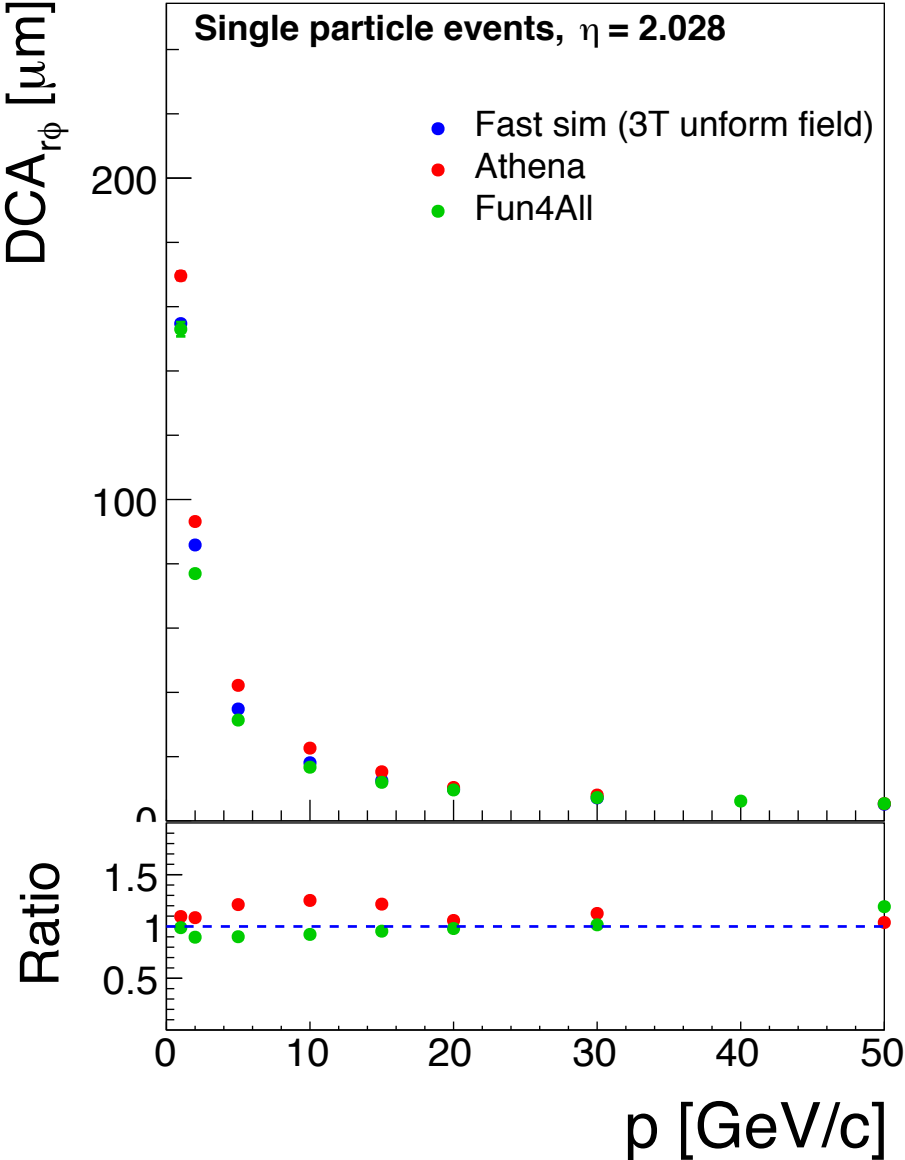
- ◆ Fast sim uses constant B field = 3T
- ◆ Full sim: magnetic field map (dated 05/07)
- ◆ With beam pipe

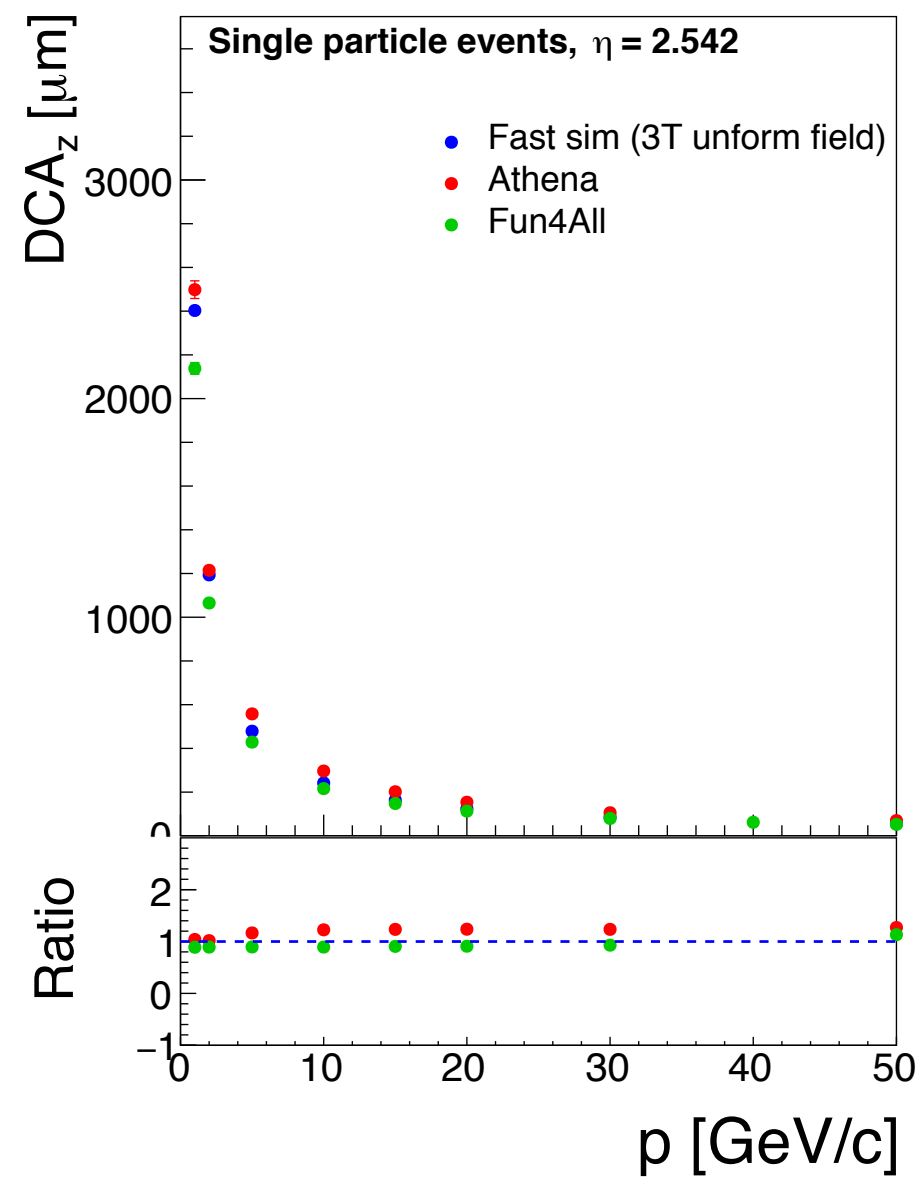
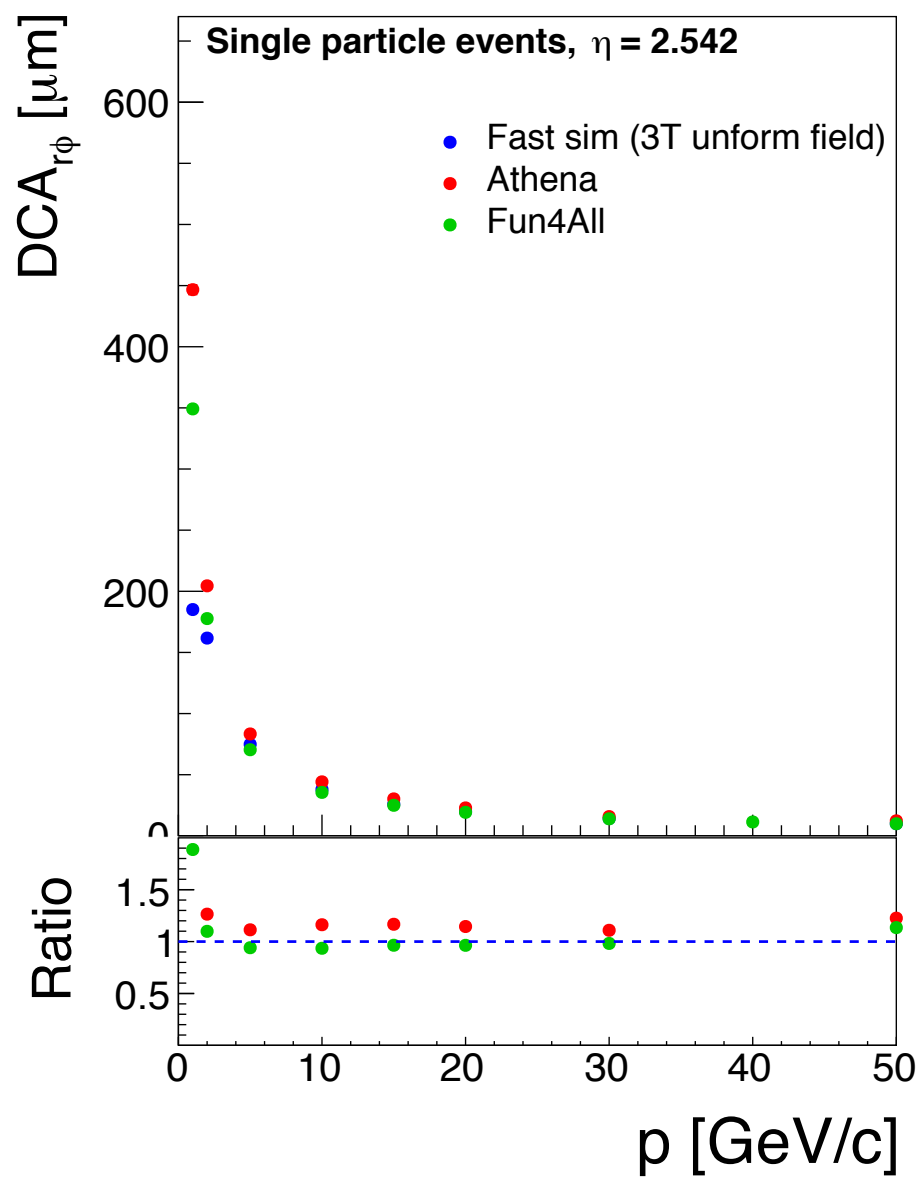


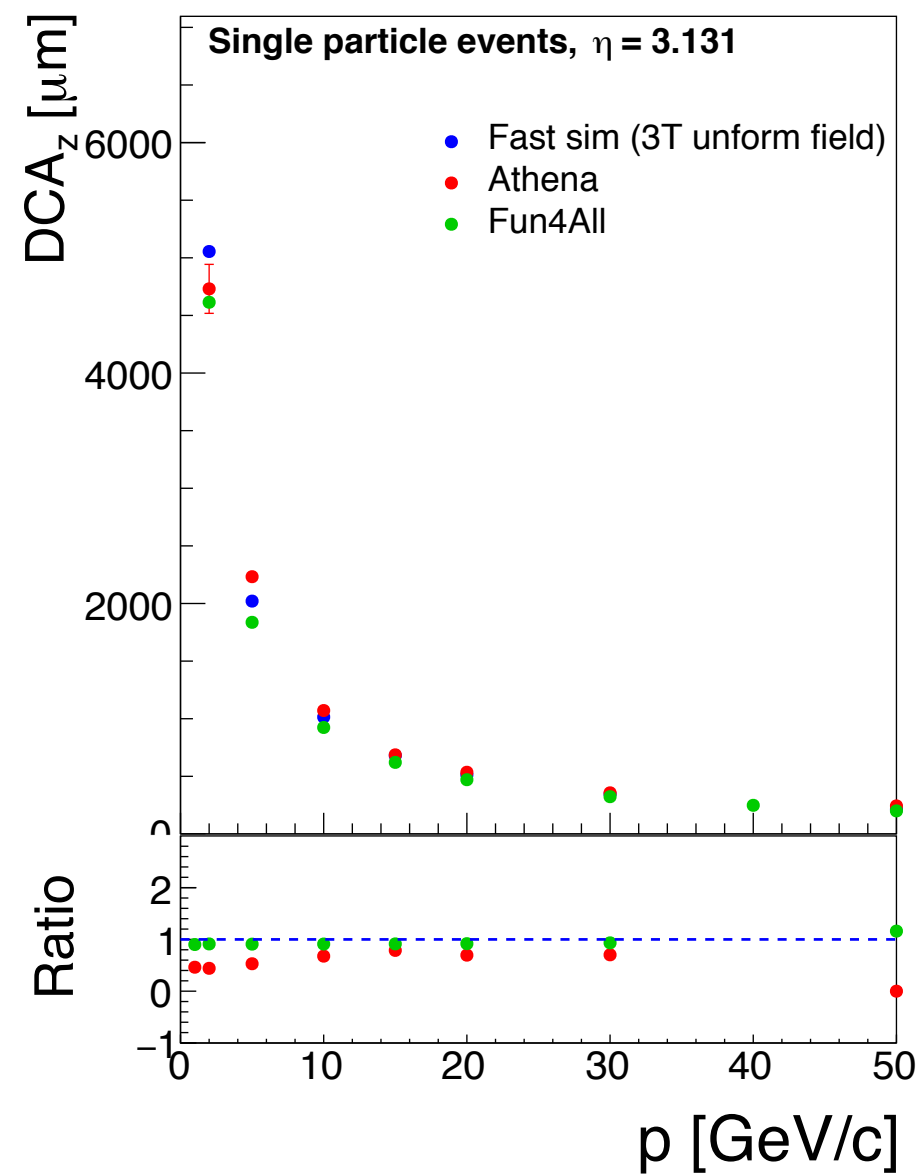
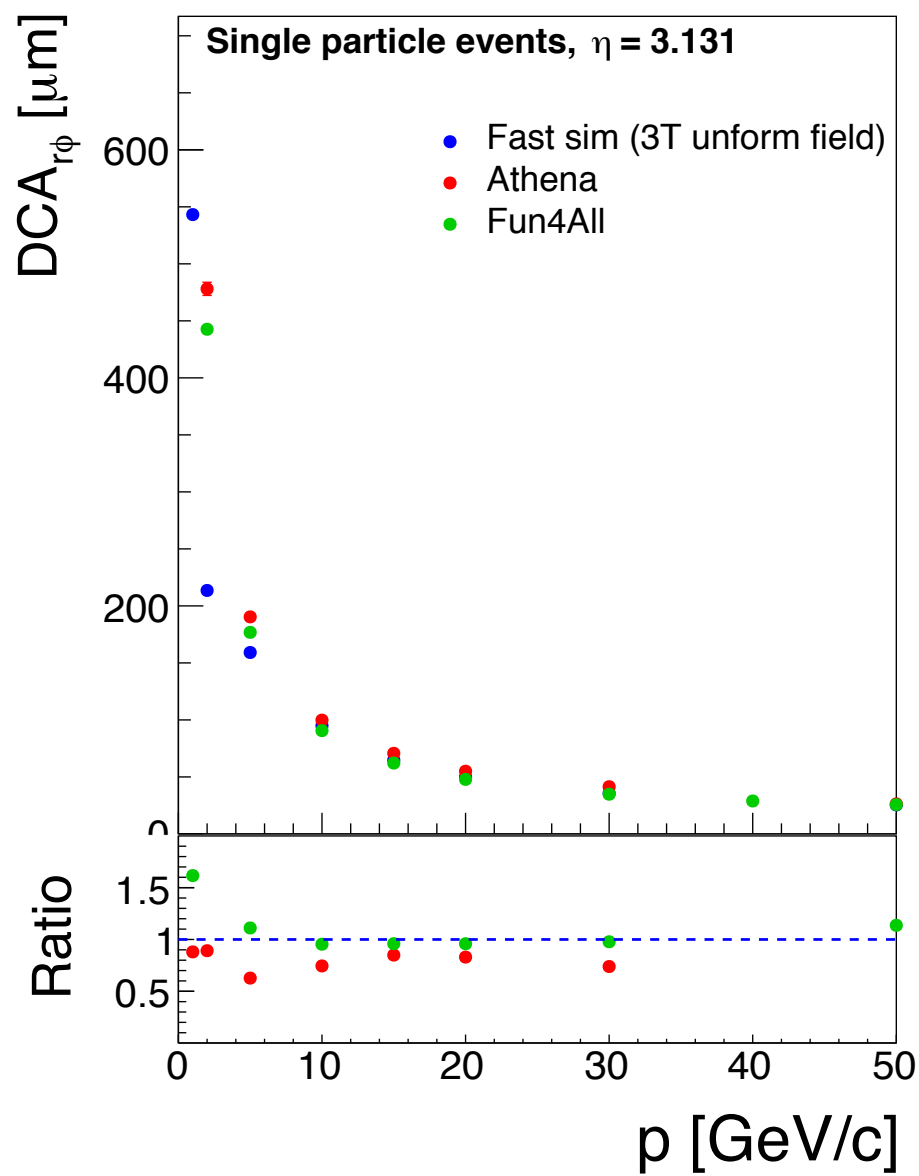












- ▶ Overall the difference is with factor of 2
 - ◆ Better agreement in $DCA_{r\phi}$ than DCA_z
 - ◆ Better agreement in forward rapidity
 - ◆ Better agreement in very low p ($\sim 1\text{GeV}$) and very high p ($\sim 50\text{GeV}$)
- ▶ Can be material effect?
- ▶ Currently hit smeared by pixel size rather than pixel size/sqrt(12)
- ▶ Different definition?

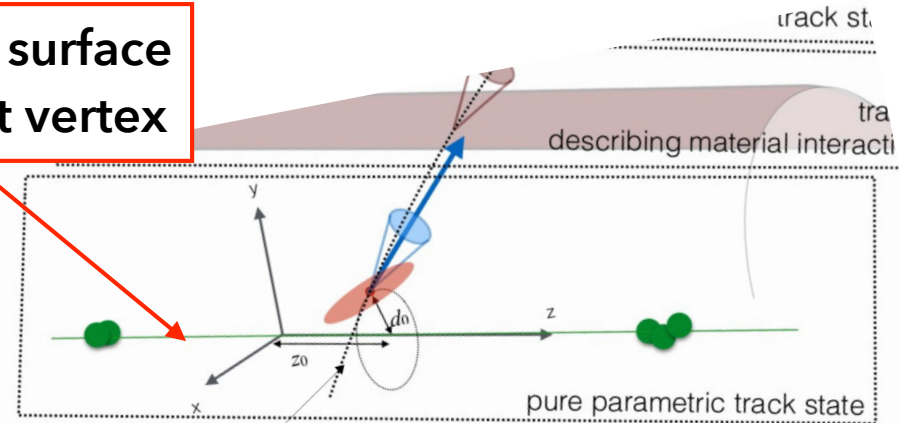
► Approach 1:

- ◆ Use track parameters (d_0, z_0) at Perigee surface
- ◆ Use z axis as reference

► Approach 2:

- ◆ Convert track parameters to global coordinate
- ◆ Use primary vertex point as reference

Perigee surface
at event vertex



From extracted track
parameters at perigee
surface: $l_1 = d_0, l_2 = z_0$

