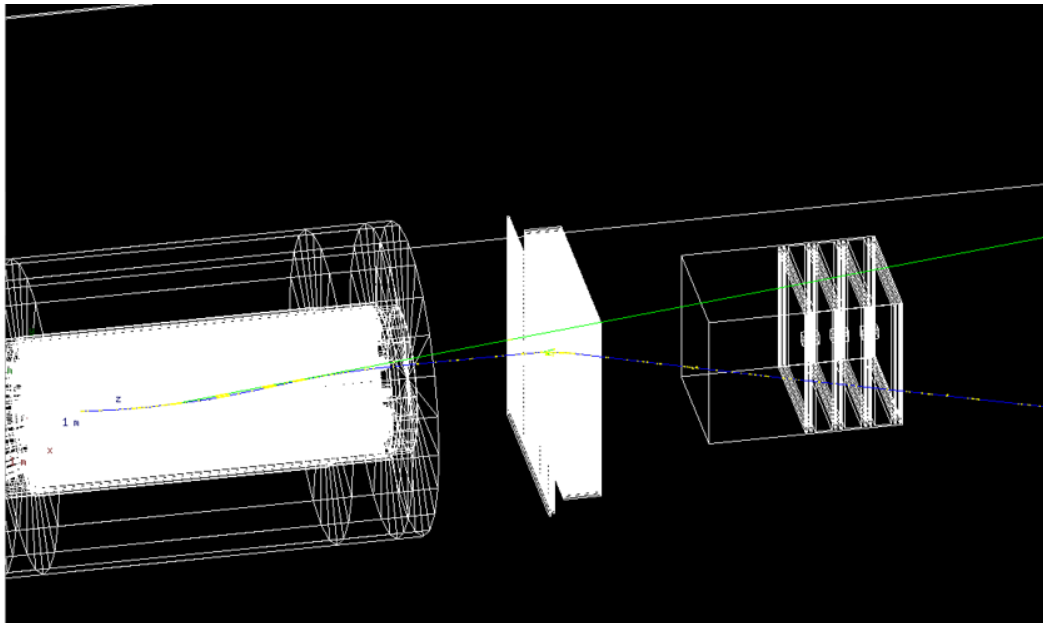
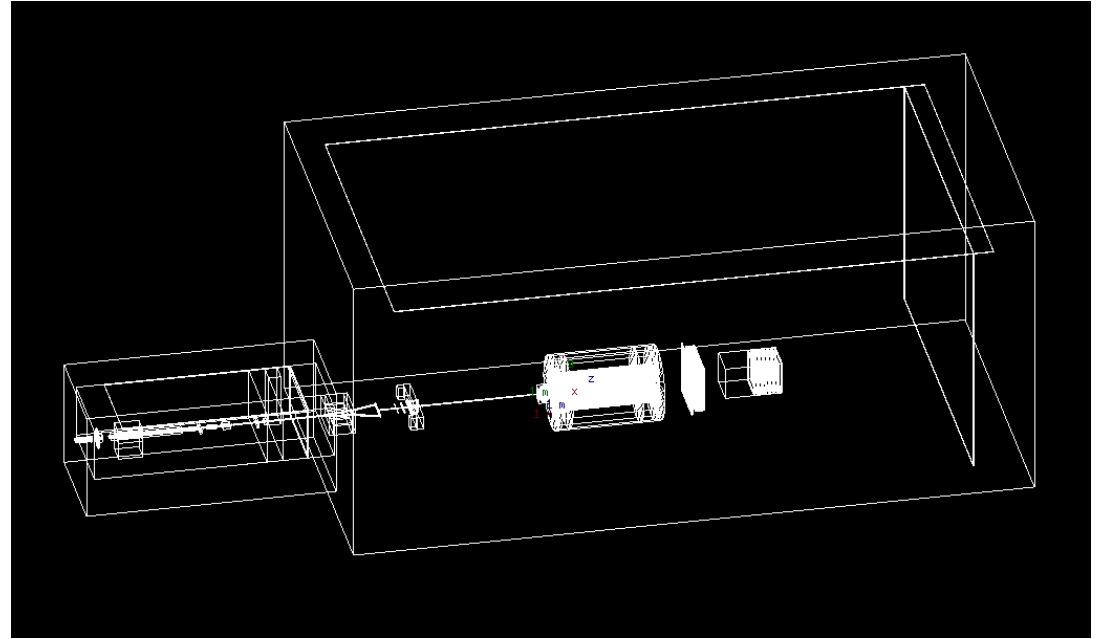
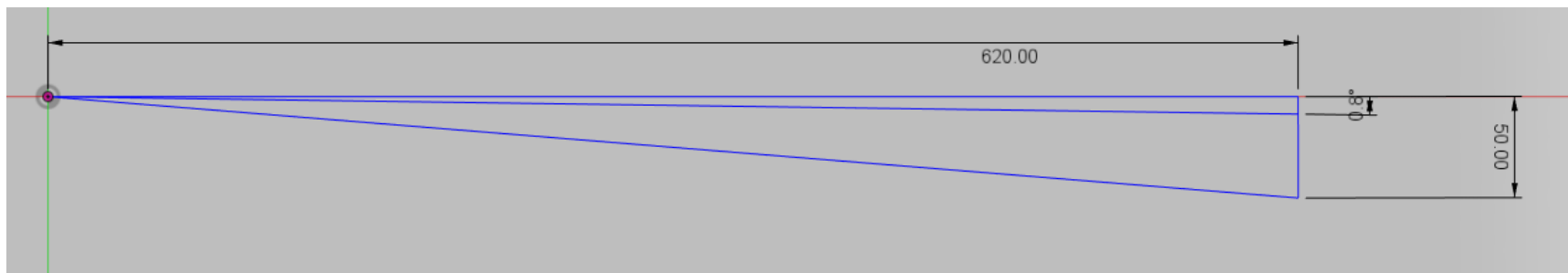
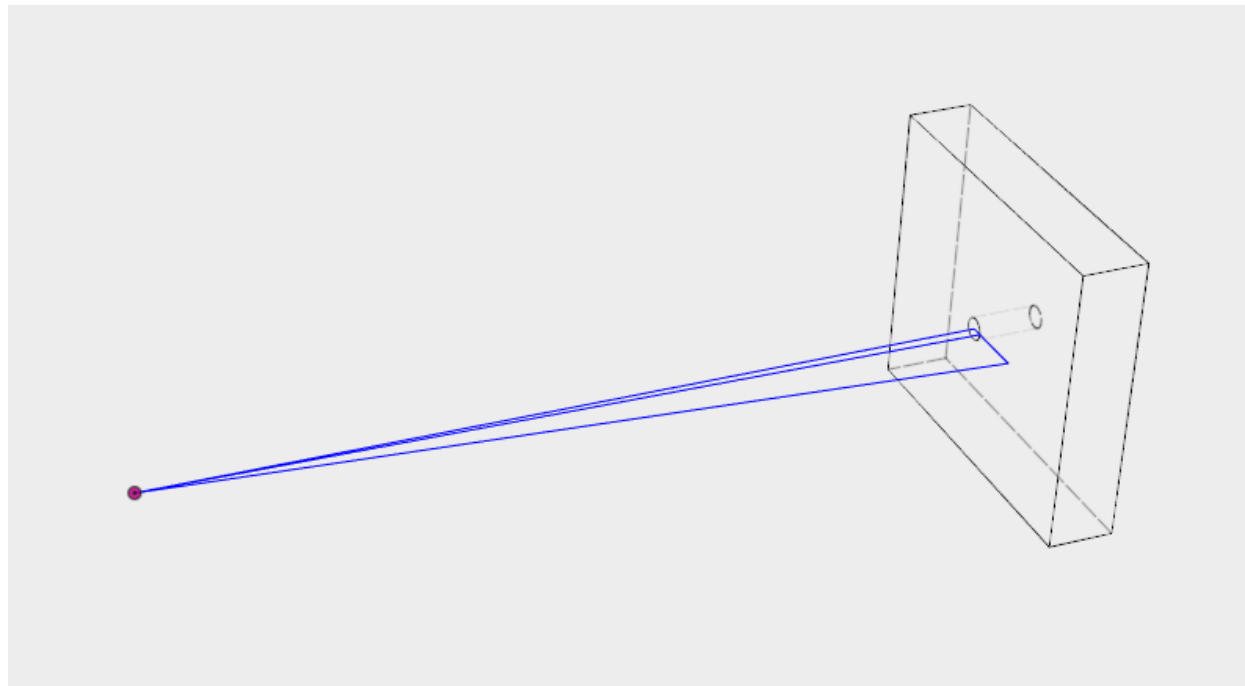


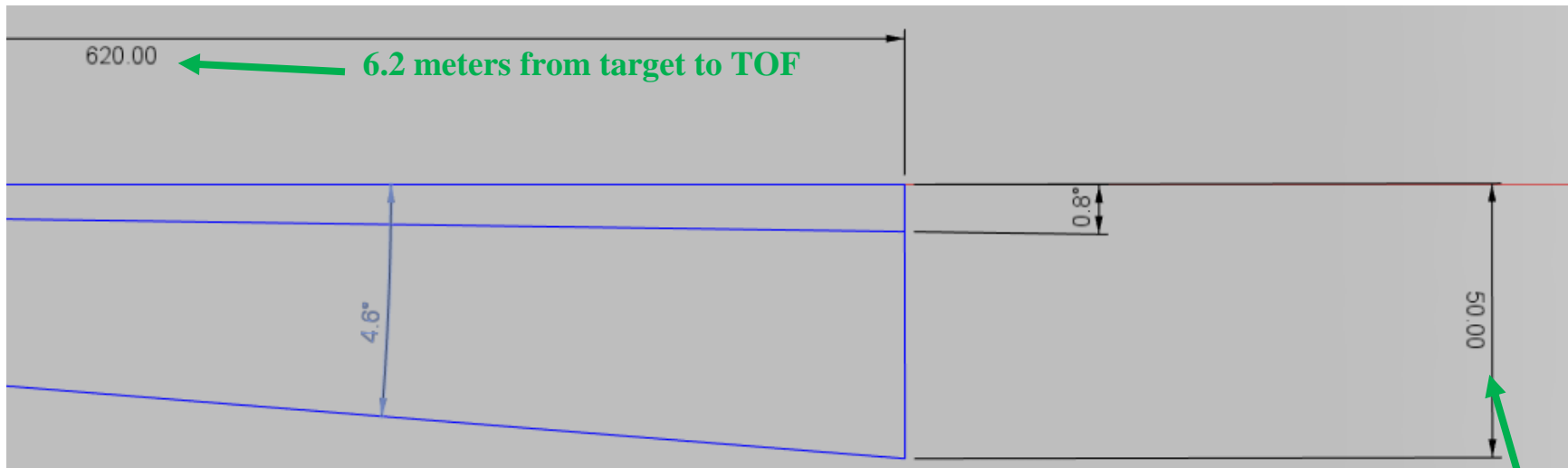
CPP Simulation Update

- General Simulation is running
- Implemented angular and energy cuts in event file
- Have not yet considerably altered detector geometry



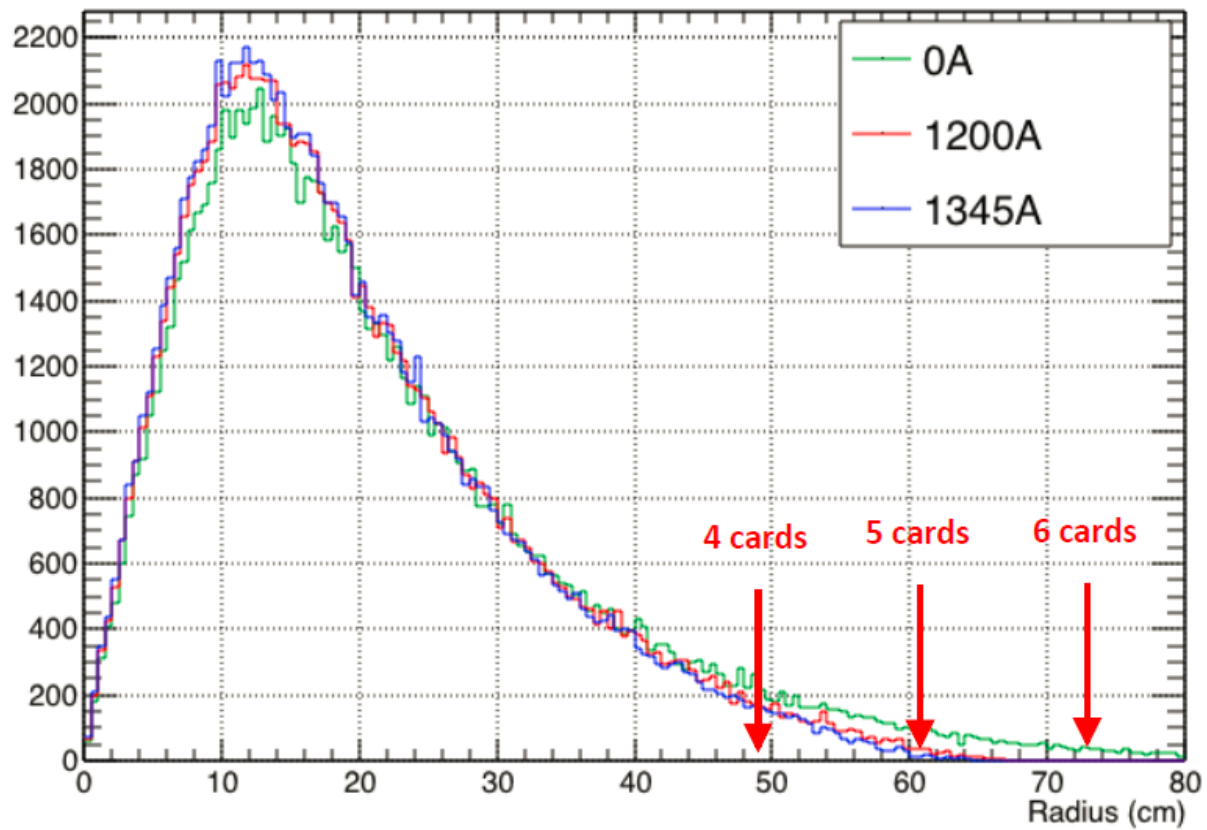
Angular cuts – remove low and high polar angle tracks:





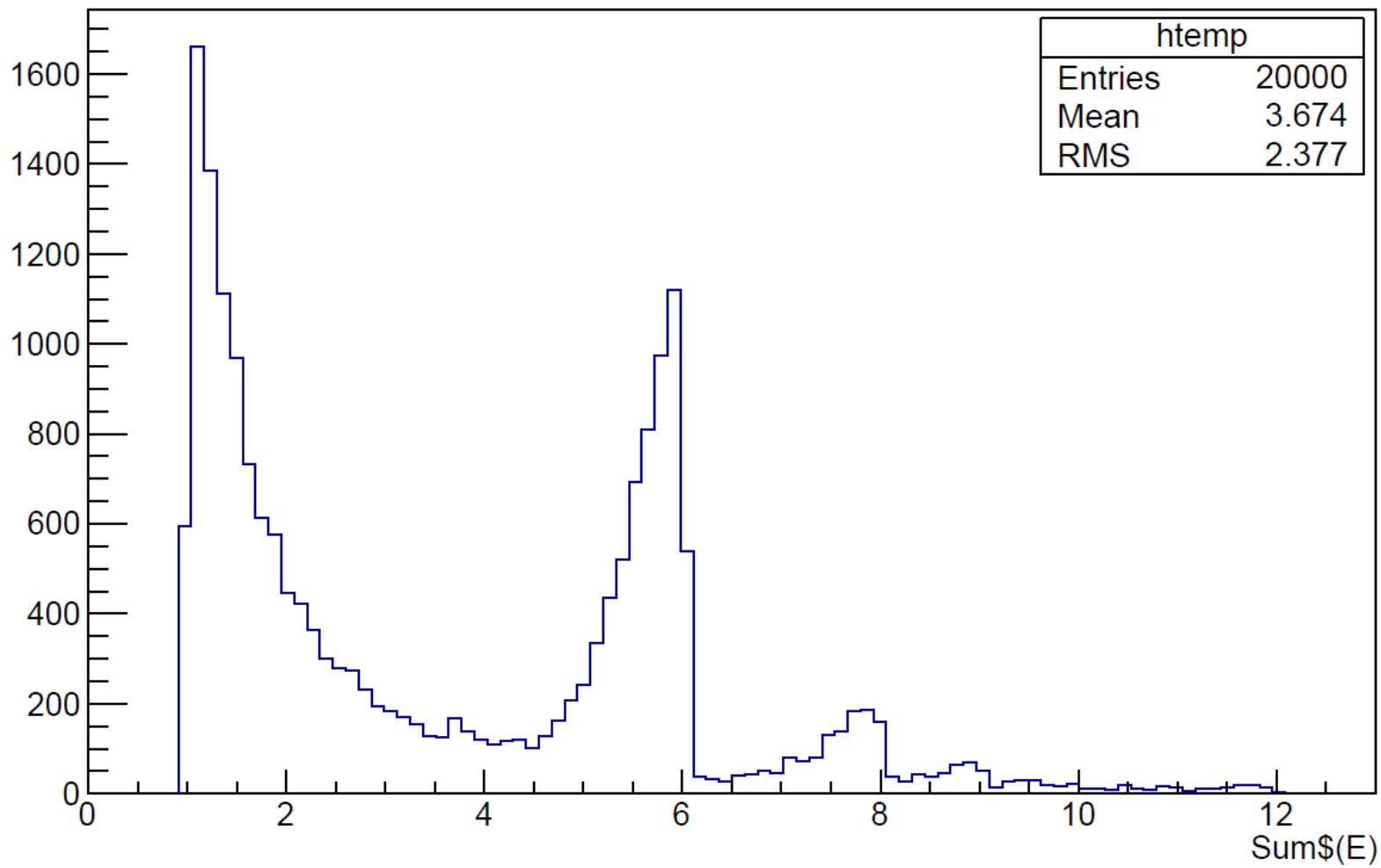
Radius of π^+ projected to TOF

June 28, 2016 DL
git revision #233ff9d



Energy Cuts

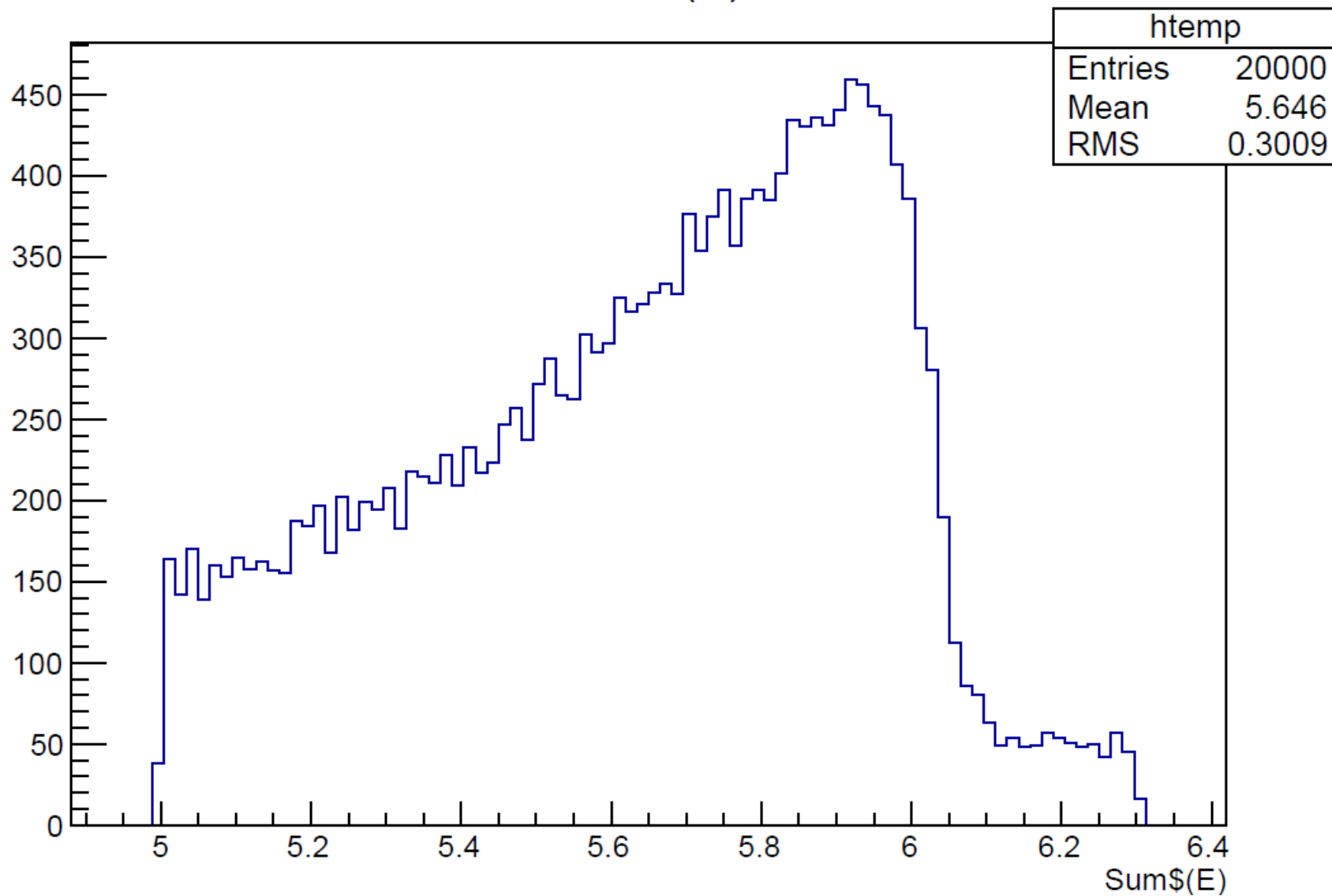
Sum\$(E)



Event input energy with no filtering

Able to apply cuts on input file for minimum and maximum energy

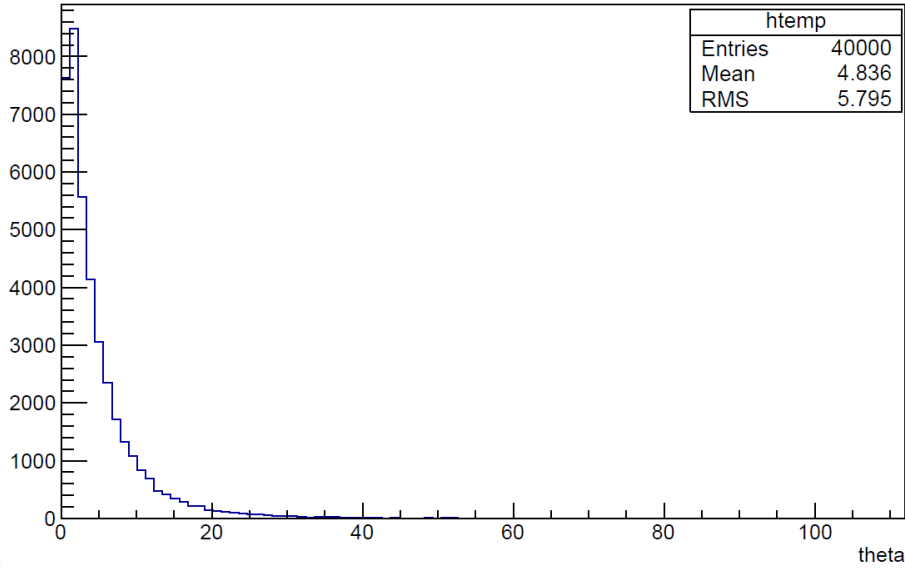
Sum\$(E)



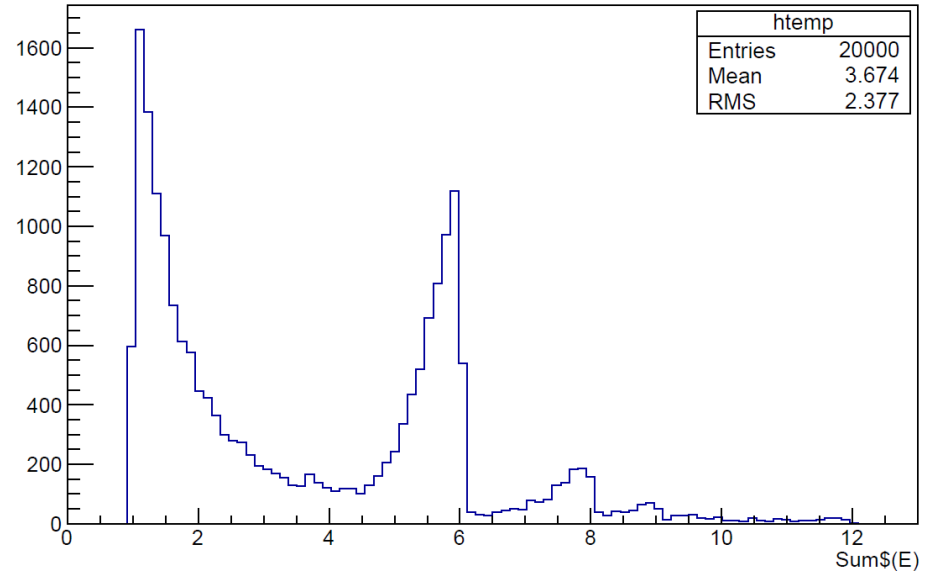
Event input energy with 5 GeV minimum and 6.3 GeV maximum

Results – no angular or energy cuts

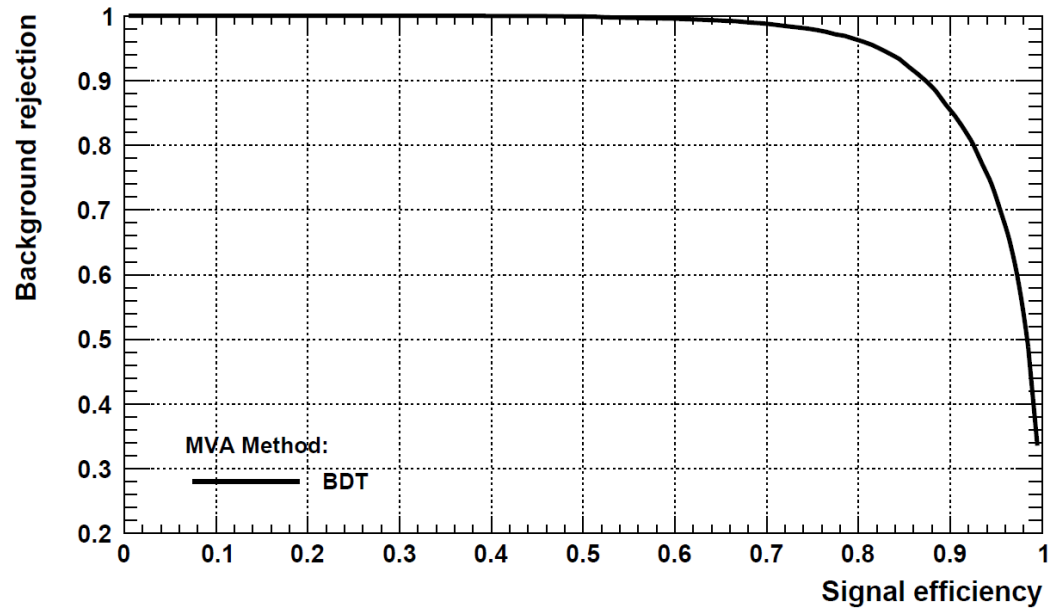
theta



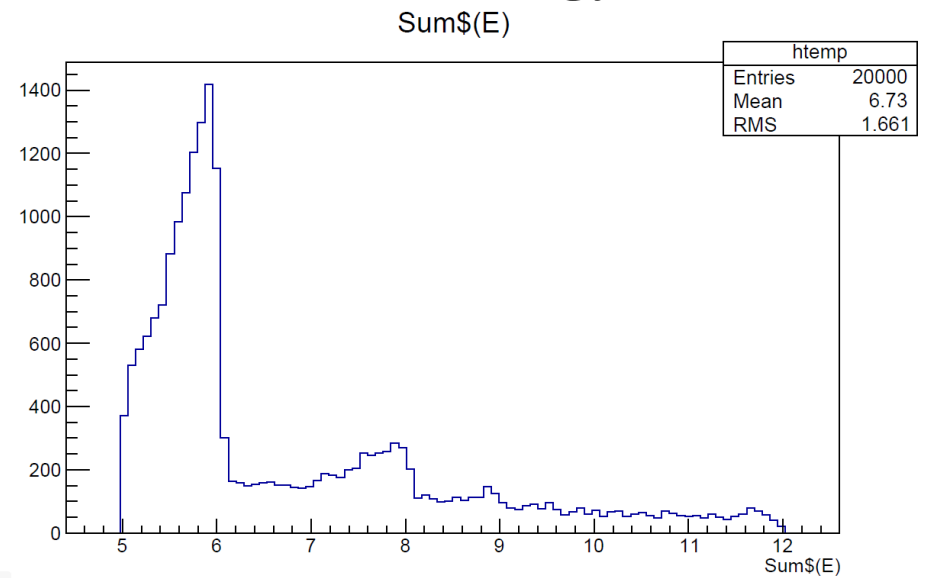
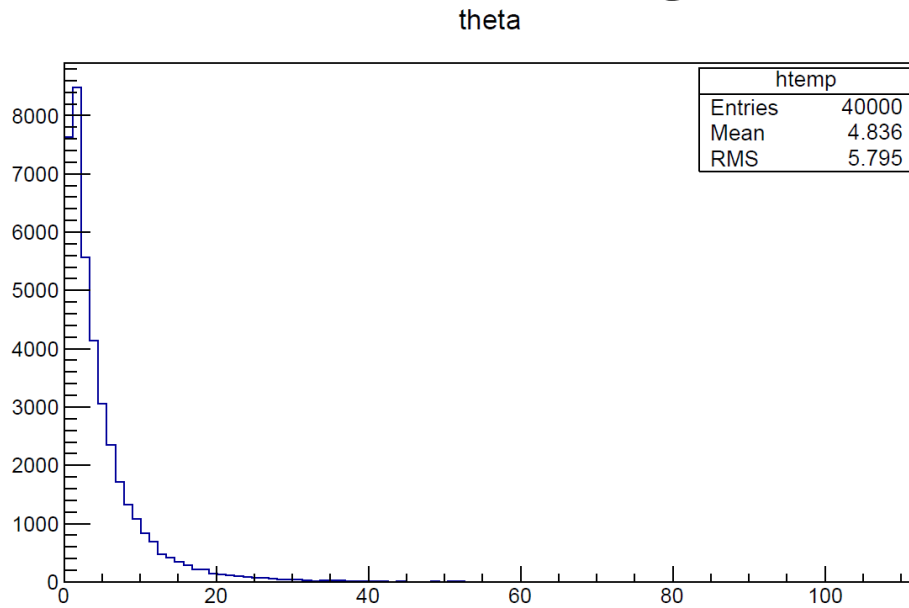
Sum\$(E)



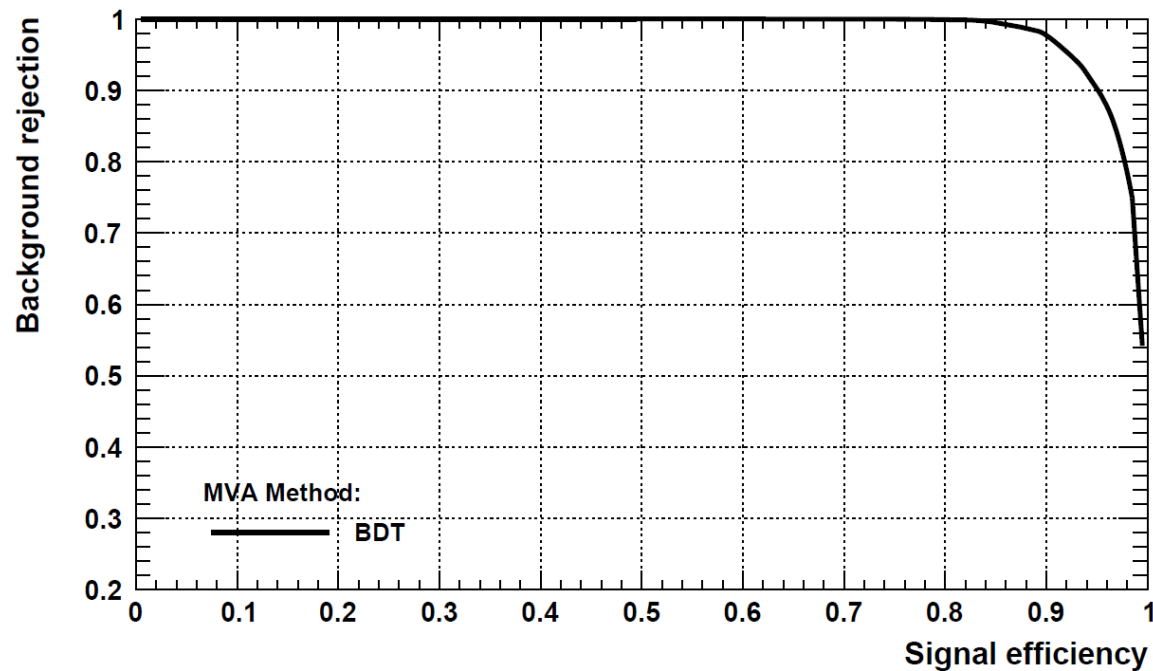
Background rejection versus Signal efficiency



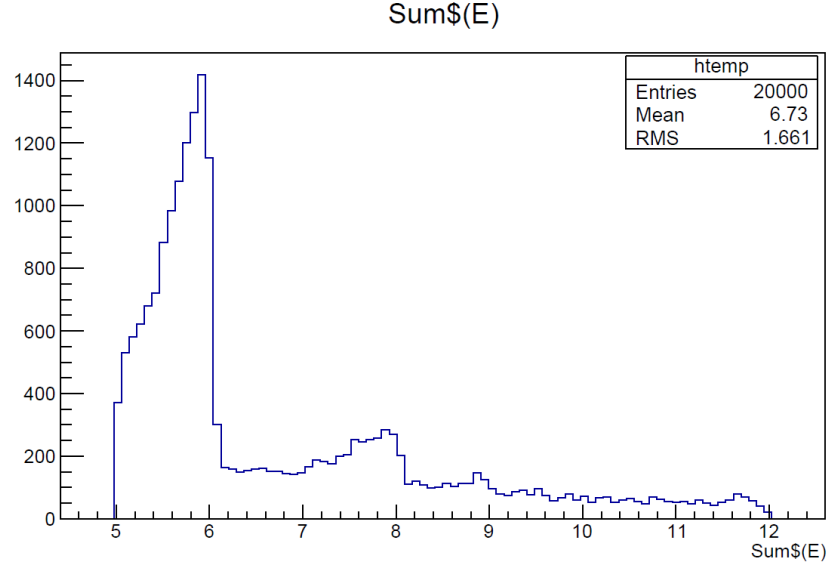
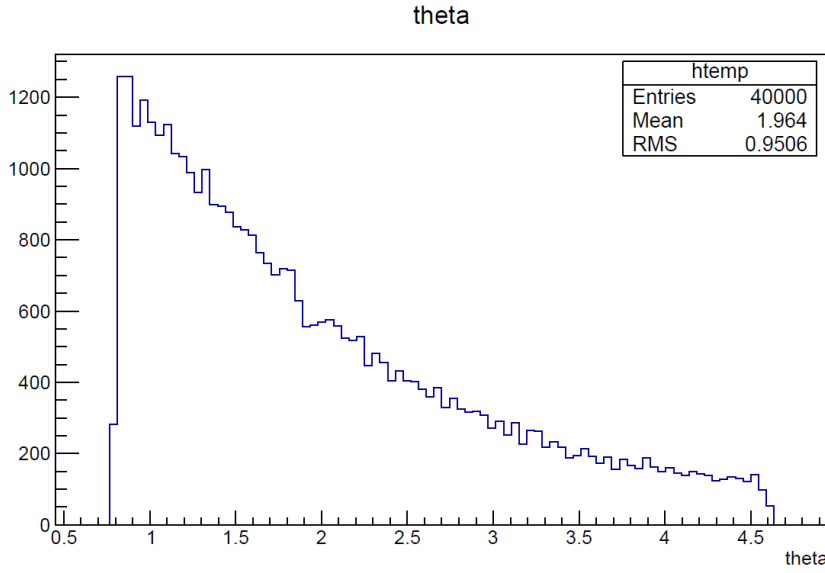
Results – no angular cuts, 5 GeV minimum energy



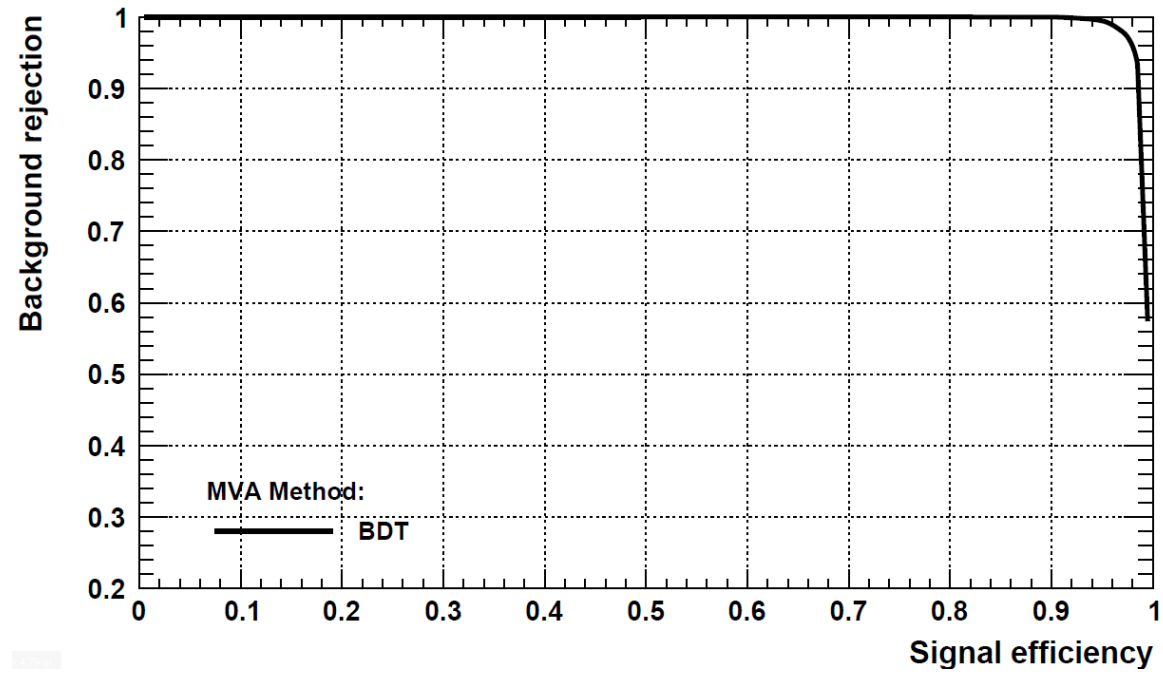
Background rejection versus Signal efficiency



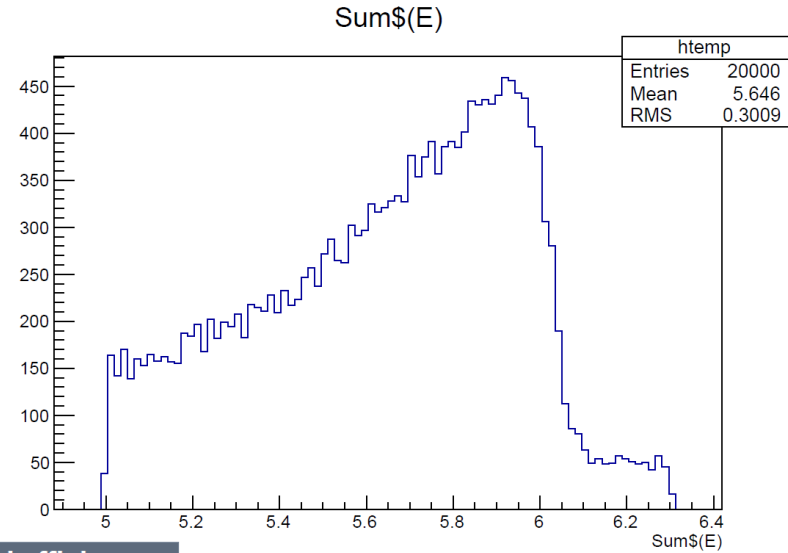
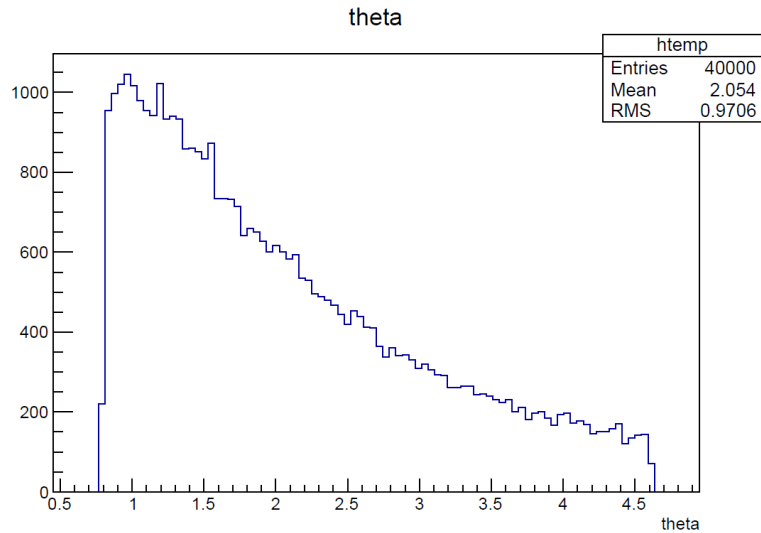
Results – 0.8° to 4.6° cut, 5 GeV minimum energy



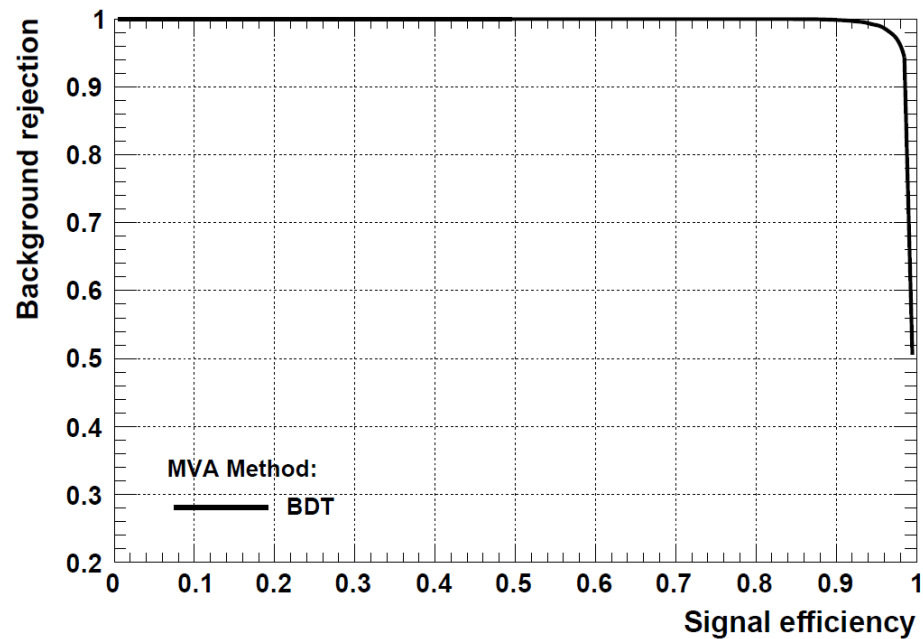
Background rejection versus Signal efficiency



Results – 0.8° to 4.6° cut, 5 GeV – 6.3 GeV range

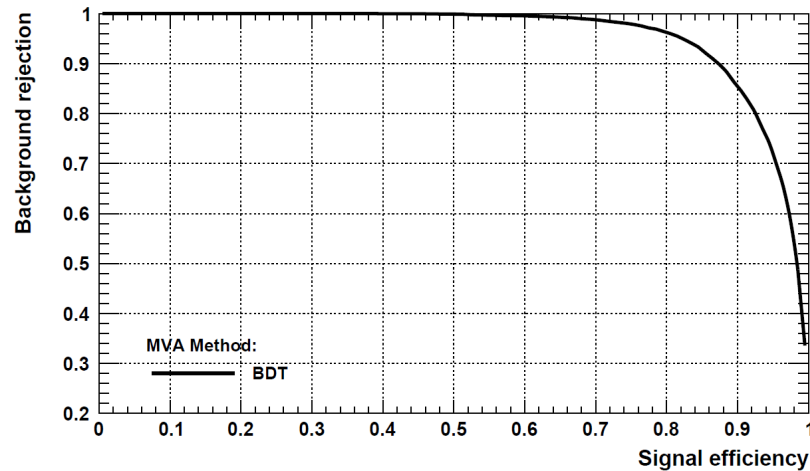


Background rejection versus Signal efficiency



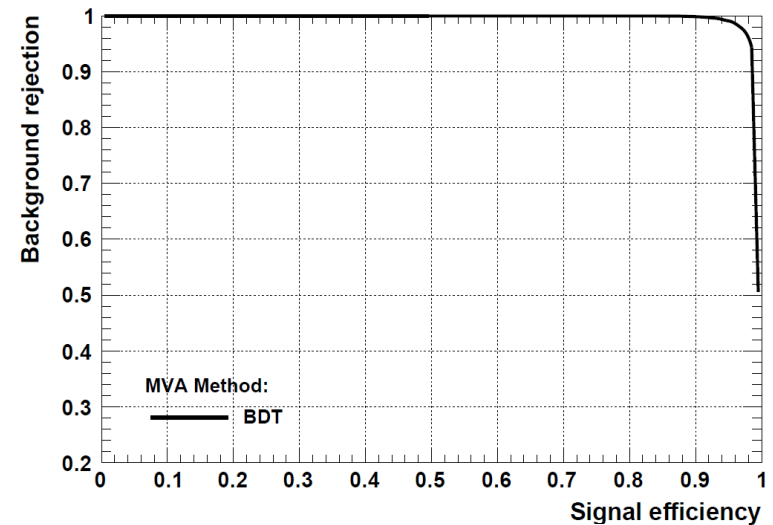
Summary of Background Rejection vs. Signal Efficiency Plots

Background rejection versus Signal efficiency



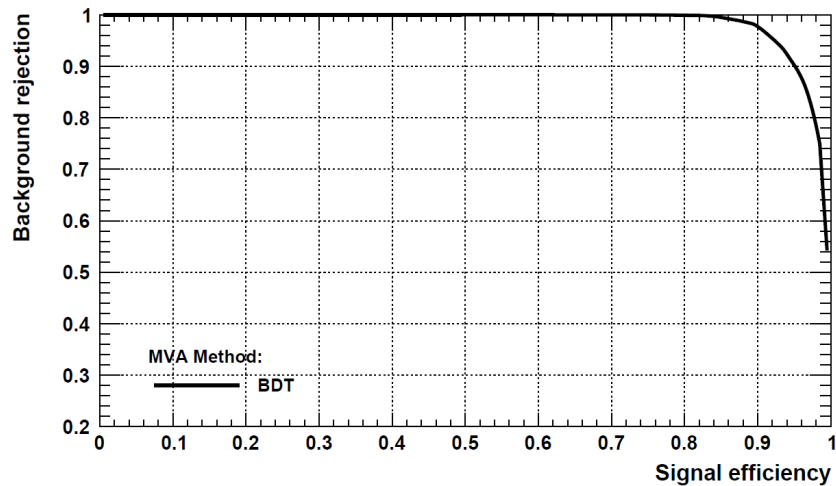
No angular or energy cutoffs

Background rejection versus Signal efficiency



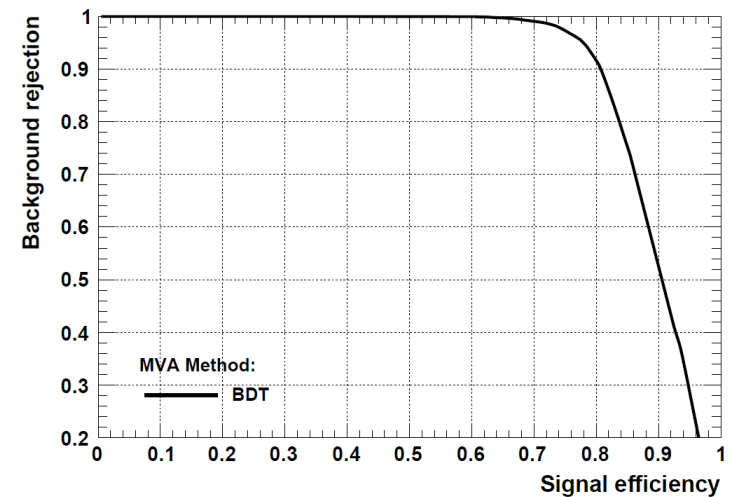
0.8° to 4.61° limits, 5-6.3 GeV limits

Background rejection versus Signal efficiency



No angular cuts, 5 GeV min

Background rejection versus Signal efficiency



0.8° to 4.61° limits, 5-6.3 GeV limits, **No MWPCs**

Future Work:

- Implement these cutoffs in the analysis, rather than in the input event files
- Start changing detector geometry to optimize efficiency