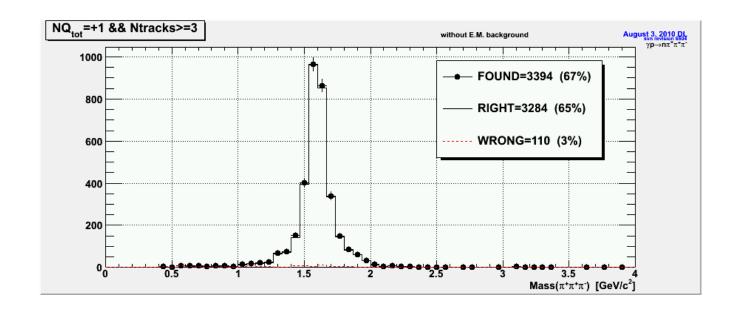
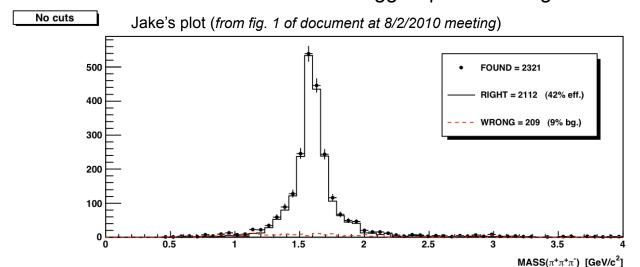
### $n \pi^+ \pi^+ \pi^-$

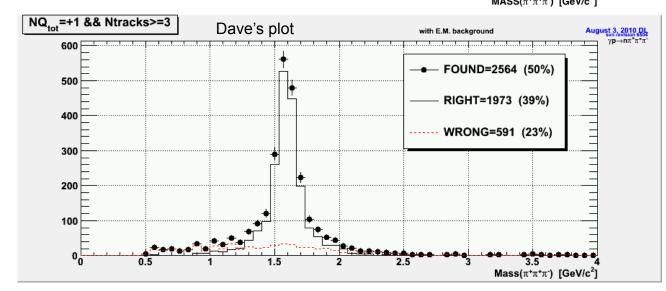
## David Lawrence, JLab Aug. 16, 2010



# $\gamma p \rightarrow n \pi^+ \pi^+ \pi^-$

with 10<sup>7</sup> tagged γ/s EM background





#### **FOUND:**

- >=3 charged tracks
- Total charge = +1

#### **RIGHT:**

- 2 π<sup>+</sup>
- 1 π<sup>-</sup>
- 0 proton

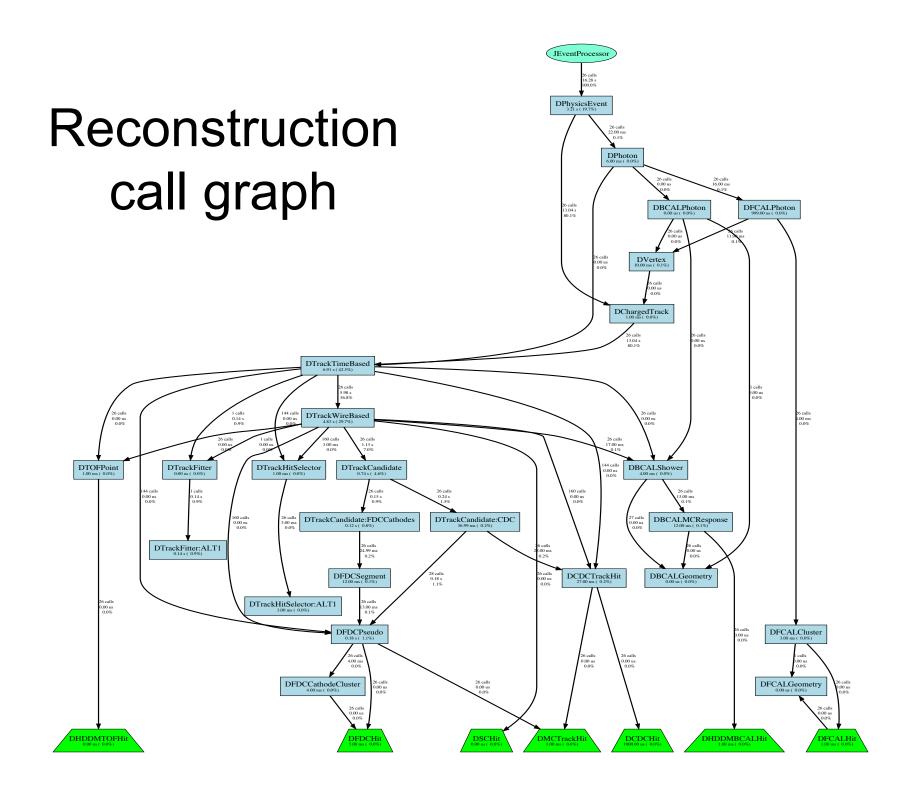
(ignore the "WRONG" values)

For events with no EM background, the percentage of "RIGHT" events is 65%

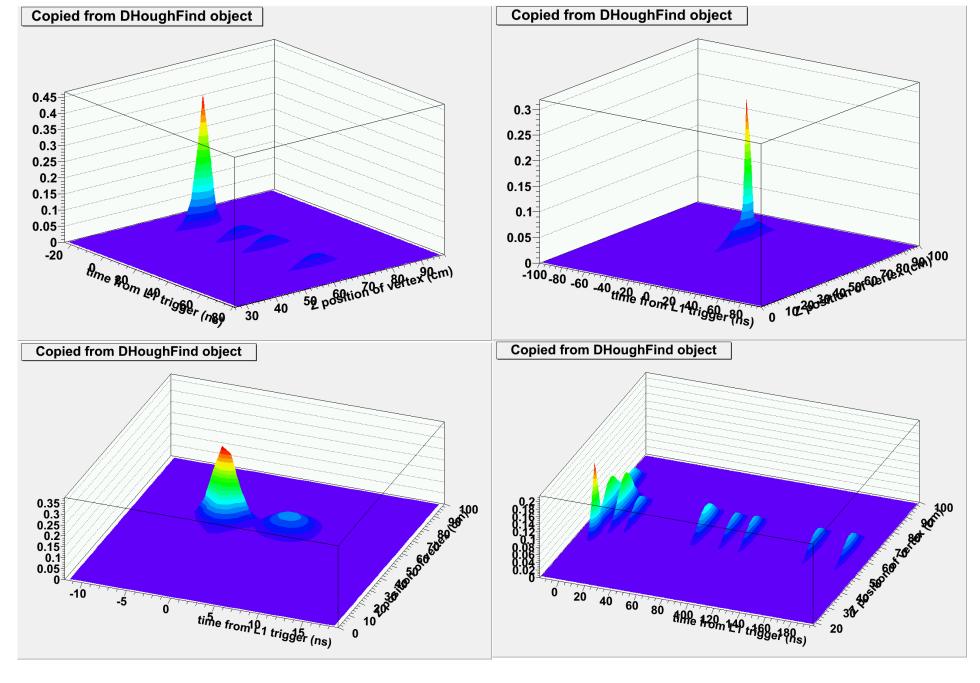
# DPhysicsEvent class

- The DPhysicsEvent objects hold the best-guess reconstructed particles that appear to have come from the same physics event
- Multiple physics events may be contained in a single DAQ event

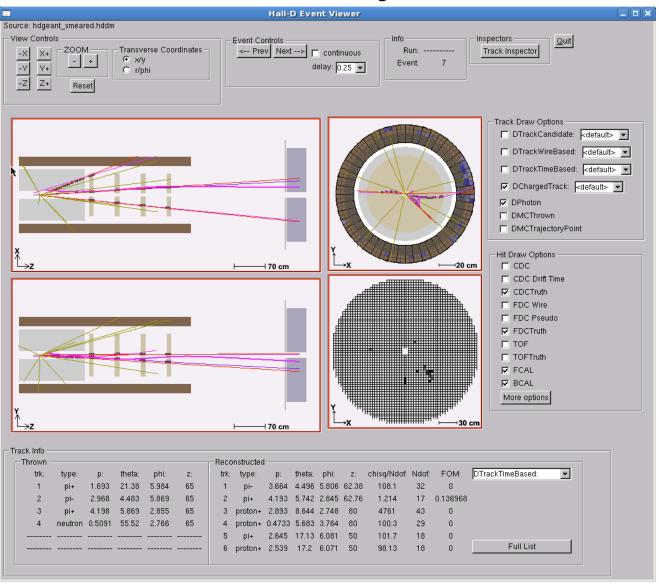
```
class DPhysicsEvent:public jana::JObject{
31
         public:
32
             JOBJECT_PUBLIC(DPhysicsEvent);
33
34
             const DVertex* vertex;
                                                      // vertex
35
             vector<const DPhoton*> photon;
                                                      // photons
36
             vector<const DTrackTimeBased*> pip;
                                                      // pi+
37
             vector<const DTrackTimeBased*> pim;
                                                      // pi-
38
             vector<const DTrackTimeBased*> proton; // proton
39
             vector<const DTrackTimeBased*> Kp;
                                                      // K+
40
                                                      // K-
             vector<const DTrackTimeBased*> Km;
41
             vector<const DTrackTimeBased*> otherp; // other positively charged tracks (positrons?)
42
             vector<const DTrackTimeBased*> otherm; // other positively charged tracks (anti-protons?)
43
44
             // There is too much info to fit on a single line here so
45
             // we limit toStrings to just saying how manyod each type
46
             // of particle is here. For anything else, the id values
47
             // for each particle should be kept at least.
48
             void toStrings(vector<pair<string,string> > &items)const{
49
50
                 //AddString(items, "x", "%3.2f", vertex->x.X());
                 //AddString(items, "y", "%3.2f", vertex->x.Y());
51
                 //AddString(items, "z", "%3.2f", vertex->x.Z());
52
53
                 AddString(items, "Nphoton",
                                                   "%d", photon.size());
                                                   "%d", pip size());
54
                 AddString(items, "Npi_plus",
55
                 AddString(items, "Npi_minus",
                                                   "%d", pim.size());
                                                   "%d", proton size());
56
                 AddString(items, "Nproton",
                                                   "%d", Kp.size());
57
                 AddString(items, "NK_plus",
                 AddString(items, "NK_minus",
58
                                                   "%d", Km.size());
                 AddString(items, "Nother_plus",
                                                   "%d", otherp.size());
59
                 AddString(items, "Nother_minus", "%d", otherm.size());
60
61
             }
62
     };
```



### Distributions in z vs. t at vertex



# Noisy event



# Noisy event

The DPhysicsEvent scheme seems to effectively cut out-of-time particles (at least sometimes!).

### from hd\_dump

DPhysicsE Nphoton:		Npi_minus:	Nproton:	NK_plus:	NK_minus:	Nother_plus:	Nother_minus:
Θ	2	1	0	0	0	Θ	0
2	Θ	Θ	Θ	Θ	Θ	Θ	Θ
2	Θ	Θ	Θ	Θ	Θ	Θ	Θ
Θ	Θ	Θ	1	Θ	Θ	Θ	Θ
1	Θ	Θ	Θ	Θ	Θ	Θ	Θ
1	Θ	Θ	Θ	Θ	Θ	Θ	Θ
Υ 1	Θ	Θ	Θ	Θ	Θ	Θ	Θ
1	Θ	Θ	Θ	Θ	Θ	Θ	Θ
1	Θ	Θ	Θ	Θ	Θ	Θ	Θ

# Next steps...

- The DPhysicsEvent method, while gaining back some events, still doesn't solve the discrepancy between the with-background (~40%) and without-background (~65%) data sets. More study is needed.
- The phys\_tree plugin has been updated to use DPhysicsEvent