

Subject: Re: He3 target window material Z and A

From: Zhiwen Zhao <zwzhao@jlab.org>

Date: 2/28/2017 1:52 PM

To: yuxiang zhao <yuxiang.zhao@stonybrook.edu>

CC: Rakitha Beminiwattha <rakithab@jlab.org>

To be clear, the FAEC trigger rate from downstream window is 398kHz from pipWiser and 13kHz from pipHalld
It is a factor 30 change and it should most from the normalization factor.

If the halld generator is written in a way to do any Z and A and it can get LD2 and He3 correctly, I wonder why the window is any different?

Zhiwen

On 2/23/2017 6:39 PM, Zhiwen Zhao wrote:

for eicrate using wiser to produce pip
the rate factor 24200 for He3 gas, 13387 for one window
the ratio is 1.81, very close to lumi ratio 1.6

These are generator result, there is no acceptance coming into play yet.
so it has nothing to do with angle or vertex position.

by the way, I also notice this halld generator has same rate factor for all events in one file, but a slightly different number for another files. They all just differ slightly. I guess that's just how the generator works, no big deal.
For eicrate code, it's always a constant.

Zhiwen

On 2/23/2017 6:19 PM, yuxiang zhao wrote:

what's this number by using eicrate.

The angle will play a role here, since the upstream is push in -z direction by a lot!

2017-02-23 18:15 GMT-05:00 Zhiwen Zhao <zwzhao@jlab.org>
<<mailto:zwzhao@jlab.org>>:

refer to files Rakitha made at

/work/halla/solid/evgen/solid_bggen/lund_format/10k_lundfiles/SIDIS_He3

What I can see is that for He3 of "halld_pion_p_3He_10k_1.lund", the rate factor at the end of header line is 7704

For one window of "halld_pion_p_DST_Wind_10k_1.lund", the same factor is 230

As this rate factor is directly proportional to luminosity and crossection.

nucleon luminosity ratio between 3He and one window should 1.6,

refer to

https://hallaweb.jlab.org/wiki/index.php/Solid_Background#Luminosity_and_radiation_thickness

[<https://hallaweb.jlab.org/wiki/index.php/Solid_Background#Luminosity_and_radiation_thickness>](https://hallaweb.jlab.org/wiki/index.php/Solid_Background#Luminosity_and_radiation_thickness)

Z/A is a bit different for He3 gas and window, but shouldn't give too big difference

But now the ratio is $7704/230=33$ which is factor 20 difference. So I think something is wrong.

Zhiwen

On 2/23/2017 5:34 PM, yuxiang zhao wrote:

Hi Rakitha,

After thinking more, I think my previous two concerns are gone. I don't see any issue in the code currently. I don't know why you two think that the current rate on glass is wrong.

Thanks

Yuxiang

2017-02-23 17:23 GMT-05:00 yuxiang zhao
<yuxiang.zhao@stonybrook.edu <<mailto:yuxiang.zhao@stonybrook.edu>>
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BTW, why you two think that the current rate is wrong by using Hall D generator on glass?

2017-02-23 15:58 GMT-05:00 yuxiang zhao
<yuxiang.zhao@stonybrook.edu <<mailto:yuxiang.zhao@stonybrook.edu>>
<<mailto:yuxiang.zhao@stonybrook.edu>>
<<mailto:yuxiang.zhao@stonybrook.edu>>>>:

Hi Rakitha,

script Please check on the script HallD_gen_lund.cc in the

directory. Two things make me feel strange:

1.
the xlum definition seems to be for "nuclei" lumi, but

"hd_total_rate" is for the rate on single nucleon,
will this cause issue? Maybe small for deuteron and he3,
only a factor of 2 or 3, but will
have big effects for effective glass nuclei with A=35.

nuclei
2.
please double check the luminosity calculation, the
luminosity for glass window
effective nuclei (Z=17, A=35) is 0.054e36/cm2/s.

Thanks

Yuxiang

2017-02-23 15:46 GMT-05:00 Zhiwen Zhao <zwzhao@jlab.org
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<<mailto:zwzhao@jlab.org> <<mailto:zwzhao@jlab.org>>>>

aha

On 2/23/2017 3:32 PM, yuxiang zhao wrote:

Hi Rakitha and Zhiwen,

I might find the reason why the numbers for glass
windows are wrong.

See zhiwen's first link, in which he made the
assumption

that the glass
window with effective Z=17 and A=35 (what

Rakitha used

in his code
to generate hadrons). Then the luminosity

definition for

this effective
nuclei can't be calculated in the same way as

for a real

nuclei like He3,
but Rakitha still shares the same code for the
luminosity calculation for
all the nuclei. See function "compute4Target".

This will

cause a factor
of 3.74/0.054=69.

Thanks

Yuxiang

2017-02-23 15:22 GMT-05:00 Zhiwen Zhao
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see here

[https://hallaweb.jlab.org/wiki/index.php
/Solid_Background#Luminosity_and_radiation_thickness](https://hallaweb.jlab.org/wiki/index.php/Solid_Background#Luminosity_and_radiation_thickness)

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and here

[https://jlabsvn.jlab.org/svnroot/solid/evgen/eicRate_20101102/output
/input_solid_SIDIS_He3_window_upstream.dat](https://jlabsvn.jlab.org/svnroot/solid/evgen/eicRate_20101102/output/input_solid_SIDIS_He3_window_upstream.dat)

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/input_solid_SIDIS_He3_window_upstream.dat](https://jlabsvn.jlab.org/svnroot/solid/evgen/eicRate_20101102/output/input_solid_SIDIS_He3_window_upstream.dat)>

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On 2/23/2017 2:36 PM, yuxiang zhao wrote:

Where can I find the material definition
of he3
target window?
I need the information to generate new
files.