

Spin Analysis HOW TO: Relative Luminosity

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What is the “Relative luminosity”?

- Your observable is some asymmetry for different spin states a and b , and assuming that the efficiency doesn't have spin dependent:

$$A \equiv \frac{\sigma_a - \sigma_b}{\sigma_a + \sigma_b} = \frac{1}{P_1 P_2} \frac{N_a - R N_b}{N_a + R N_b}$$

- Relative luminosity is defined as: $R = \frac{L_a}{L_b}$
- Although we define different spin patterns and change after each fill to reduce the false asymmetry, relative luminosity still can be a dominant systematic uncertainty source for your analysis.

Luminosity monitors

- The good luminosity monitors require
 - Minimal to no background
 - Same acceptance as the process we're interested in
 - High statistics
 - No spin dependent
- Traditional PHENIX luminosity monitors are BBC and ZDC.

Getting started

- There are few ways for getting the bunch by bunch trigger counts.
- Here, we will discuss about two scalers that are commonly used for relative luminosity analysis:
 - GL1p scaler
 - STAR scaler

GL1p Scaler

- GL1p board counts the number of (live) triggers for each xing, and has 4 scaler inputs.
- The configuration differ Run by Run. For example, in Run13,

Trigger	GL1-1P Inputs
A	BBCLL1 (BBC with 30 cm vertex cut)
B	BBCLL1narrow (BBC with 15 cm vertex cut) [Clock on the second board]
C	ZDCLL1(narrow)
D	ZDCLL1(wide)

Check the configurations from:

[https://www.phenix.bnl.gov/WWW/offline/wikioff/index.php/GL1P Information](https://www.phenix.bnl.gov/WWW/offline/wikioff/index.php/GL1P%20Information)

Caution with configurations/naming

- Although the configuration may change Run by Run, the database holds the same names.
- One good way is to actually check the sum of the scalers.

```
spin=> \d spin
```

Column	Table "public.spin" Type	Modifiers
runnumber	integer	not null
fillnumber	integer	
badrunqa	integer	
crossingshift	integer	
polarblue	real[]	
polarblueerror	real[]	
polaryellow	real[]	
polaryellowerror	real[]	
spinpatternblue	integer[]	
spinpatternyellow	integer[]	
bbcvertexcut	bigint[]	
bbcwithoutcut	bigint[]	
zdcnarrow	bigint[]	
zdcwide	bigint[]	
badbunchqa	integer[]	
transversxblue	real	
transversxblueerr	real	
transversyblue	real	

Scaler counts for each xing (example for run 393888)

```
{82425678,0,82884722,85681547,86507334,89376946,87813418,90338568,90922613,90196526,91924876,91657435,87741485,90731192,91248
321,88936174,90935971,89155324,90857369,88374581,92231210,92778712,87882523,88885203,87759645,91010801,87339106,86543789,86140
848,87123269,85399131,86784372,86518268,86792994,84362420,85198792,87235382,85596474,86697220,84928680,88156268,87292972,86401
527,88869132,85282591,84523530,84109114,83595739,86839706,83388463,84546102,86000147,84872245,87475866,87343437,86652259,85344
415,85405856,84426527,83875965,84490180,84571902,84656762,83324213,83428233,85333189,85503647,84082713,86035183,86204244,84481
026,97165517,96144490,98013469,100652518,97311430,98248252,97506719,97999648,93355620,90680146,89715124,89981004,88327640,8912
5281,88693346,90807545,88240236,86905953,84810084,85671788,87134900,85692281,83605887,79545845,83469418,83147724,81059341,8135
7012,82701052,80556763,82611491,79249361,82597763,78956656,79315975,80961745,77679155,78764478,78144793,78080743,835,581,561,1
497,419,390,365,314,319}
```

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zdcwide	bigint[]	
badbunchqa	integer[]	
transversxblue	real	
transversxblueerr	real	
transversyblue	real	
transversyblueerr	real	
transversxyellow	real	
transversxyellowerr	real	

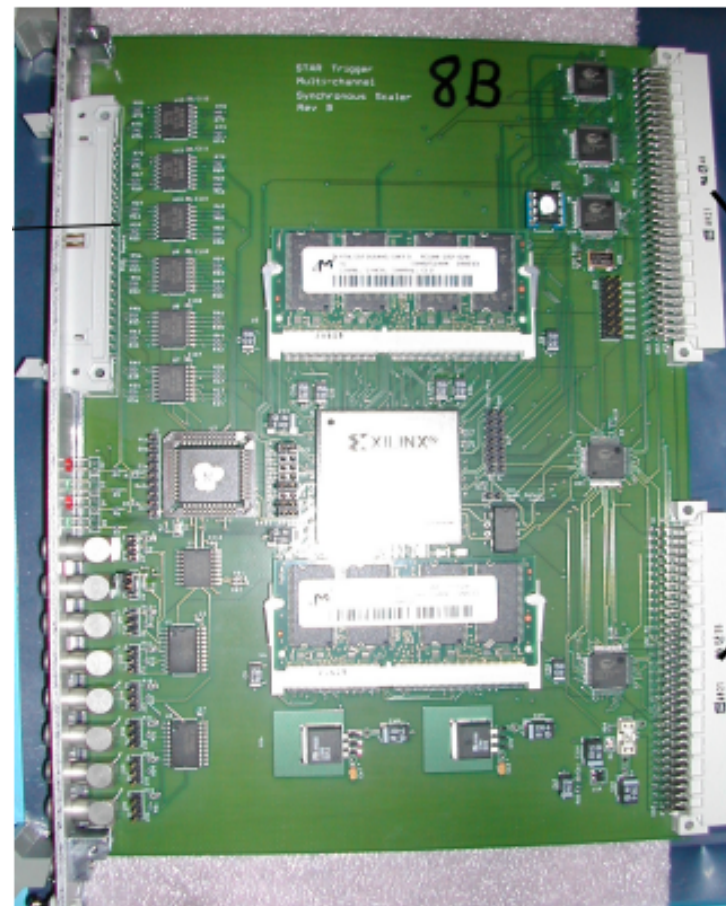
The name doesn't tell you what scaler truly it is.
Check the configuration for a given RUN and make sure you know what scaler you are looking at.

- One can use uspin to get the scalers from the DB

```
long long GetScalerBbcVertexCut(int bunch);
long long GetScalerBbcNoCut(int bunch);
long long GetScalerZdcWide(int bunch);
long long GetScalerZdcNarrow(int bunch);
long long GetScaler(int channel, int bunch);
```

STAR scaler

- PHENIX has another scaler boards, so called STAR scaler (and yes, it's just the name).
- 3 STAR scaler boards with 24+1 inputs for each board.
- Outputs are written in text file and scaler PRDF file for each run.
- Nice documentation including the configuration for each year and example codes by Andrew, Paul and Kieran:
https://www.phenix.bnl.gov/WWW/offline/wikioff/index.php/How_to_STAR_Scaler



STAR scaler

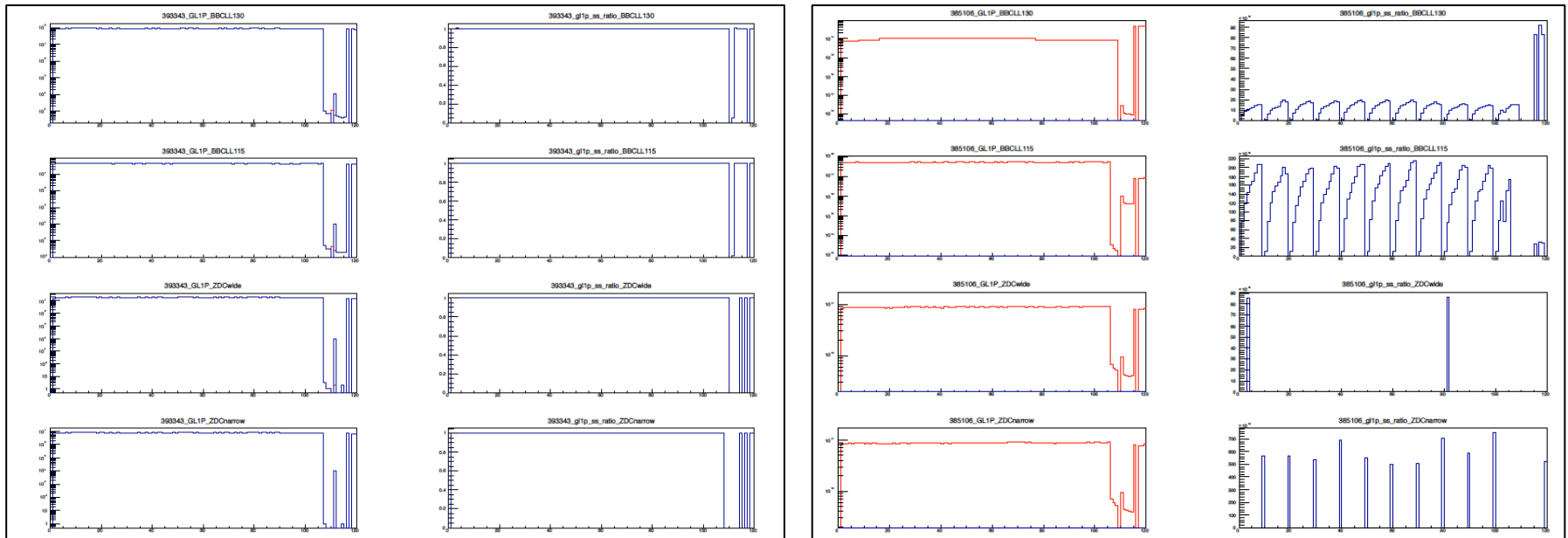
Run13:

Reserved for
xing counts

Scaler Pin	Ping Trigger	Pong Trigger	Pung Trigger
0	BeamX_0	BeamX_0	MPCN_C_5
1	BeamX_1	BeamX_1	MPCN_C_4
2	BeamX_2	BeamX_2	MPCN_C_3
3	BeamX_3	BeamX_3	MPCN_C_2
4	BeamX_4	BeamX_4	MPCN_C_1
5	BeamX_5	BeamX_5	MPCN_C_0
6	BeamX_6	BeamX_6	ZDC_Wide
7	PARTITION 1 BUSY	PARTITION 1 BUSY	MPCN_S_B
8	PARTITION 1 ACCEPT	SMD_S_L	BBCnovtx
9	ERT_2x2W	SMD_S_R	BeamX_0
10	ERT_2x2E	SMD_S_U	BeamX_1
11	ZDCNS	SMD_S_D	BeamX_2
12	MPC 4x4C South	SMD_S_H_OR_V	BeamX_3
13	MPC 4x4C North	SMD_N_L	BeamX_4
14	ZDCN	SMD_N_R	BeamX_5
15	ZDCS	SMD_N_U	BeamX_6
16	NHIT6 (BBCN>1)	SMD_N_D	PARTITION 1 BUSY
17	NHIT5 (BBCS>1)	SMD_N_H_OR_V	MPCN_S_A
18	NHIT4 (BBCN>0)	NHIT4	MPCS_C_5
19	NHIT3 (BBCS>0)	NHIT3	MPCS_C_4
20	ZDC_Narrow	ZDC_N	MPCS_C_3
21	ZDC_Wide	ZDC_S	MPCS_C_2
22	BBCLL1_1	ZDC_Wide (GL1)	MPCS_C_1
23	BBCLL1_0	A_INR (ZDC ytx cut A: ZDCwide via SMD signal path)	MPCS_C_0

Do QA

- Sometimes scalers misbehave, so it's always safe to do some xcheck.
- For example, one can compare the bunch by bunch counts between GL1p and STAR scalers.



Corrections

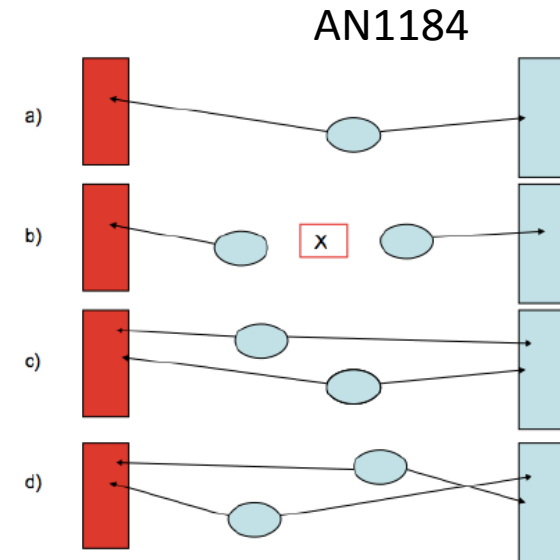
- A lot of effort has been made by many ΔG analyzers.
- A_{LL}^{BBC} is checked with ZDC luminosity counting:

$$A_{LL}^{ZDC/BBC} = \frac{1}{P_B P_Y} \frac{\frac{N_{ZDC}^{++}}{N_{BBC}^{++}} - \frac{N_{ZDC}^{+-}}{N_{BBC}^{+-}}}{\frac{N_{ZDC}^{++}}{N_{BBC}^{++}} + \frac{N_{ZDC}^{+-}}{N_{BBC}^{+-}}}$$

- Some corrections you need to consider:
 - Pileup correction: correction to scaler miscount
 - ~~With correction~~: traditionally used to correct ZDC due to its limited vertex reconstruction
 - Residual Rate Correction: introduced to correct residual rate correlation

Pileup correction

- Scaler over/under counts due to multiple collisions and random coincidence of single diffractive events.
- BBC can only count a single collision, therefore pileup effect needs to be considered in order to get the true counts.



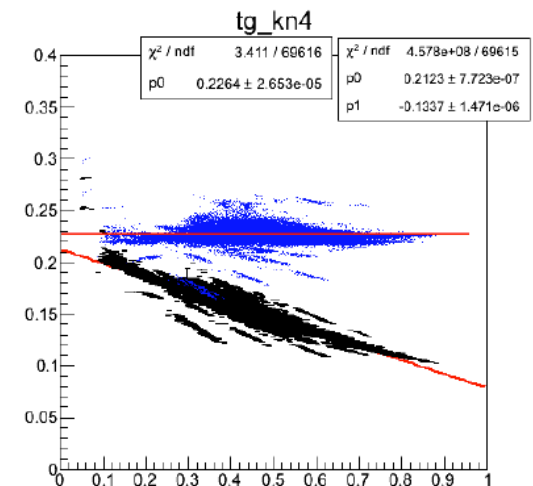
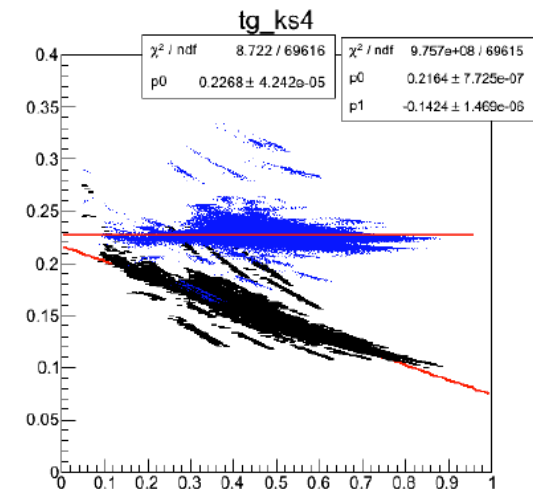
- Assuming the number of collisions follows a Poisson distribution, one can derive the relation between observed and true BBC rate as:

$$R_{BBC} = 1 + e^{-\mu\epsilon_{BBC}(1+k_S+k_N)} - e^{\mu\epsilon_{BBC}(1+k_S)} - e^{\mu\epsilon_{BBC}(1+\epsilon_N)}$$

$\mu\epsilon_{BBC}$: True BBC rate, $k_{S(N)} = \epsilon_{S(N)} / \epsilon_{BBC}$

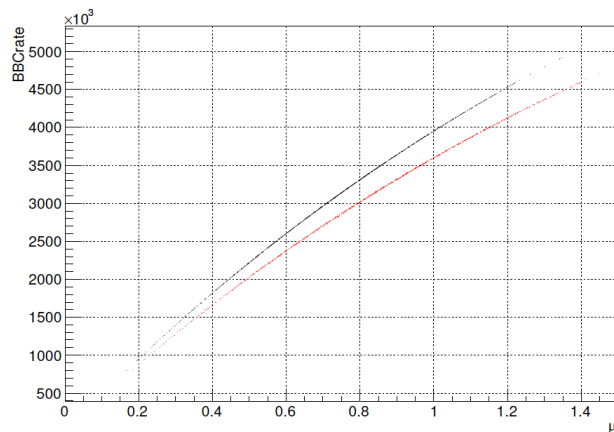
Getting k_S and k_N

- ϵ_{BBC} : probability that both side of the BBC observe hits.
- $\epsilon_{N(S)}$: probability that only a single side of the BBC observes a hit.
- ϵ_0 : probability that no hit is observed in any side of the BBC.
- $1 = \epsilon_{BB} + \epsilon_N + \epsilon_S + \epsilon_0$
(ϵ_N, ϵ_S : exclusive probability for single-sided hit)
- $\epsilon_{BB} + \epsilon_{N(S)}$: probability for Inclusive hit in single-side
- One can write down the true single-sided rate as:
 - $(\mu \epsilon_{N(S)}) = -\ln(1 - \text{inclusive single rate}) - \text{true coincidence rate}$
- Expected to be rate-independent.

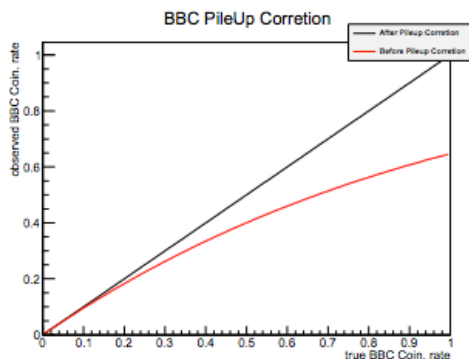


Pileup correction

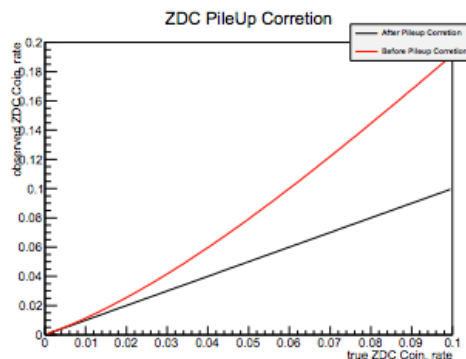
$$R_{BBC} = 1 + e^{-\mu\epsilon_{BBC}(1+k_S+k_N)} - e^{\mu\epsilon_{BBC}(1+k_S)} - e^{\mu\epsilon_{BBC}(1+\epsilon_N)}$$



- Used BBC efficiency as 53% (from Run9 Vernier Scan analysis)
- With k_S and k_N obtained, you can get μ for each run.
- True BBC rate = μ (observed BBC rate)



(a) BBC



(b) ZDC

- Example of Run13 result:
BBC under-counting,
ZDC over-counting as
the rate increases

Residual rate correction

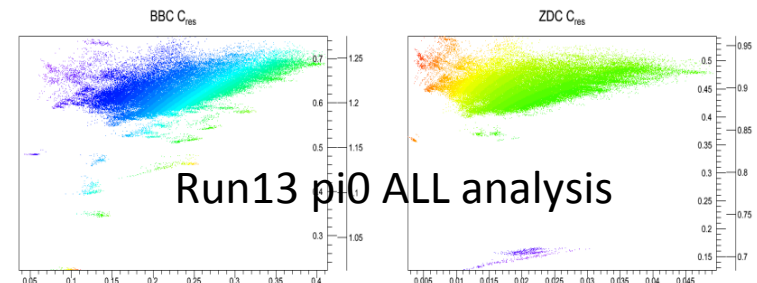
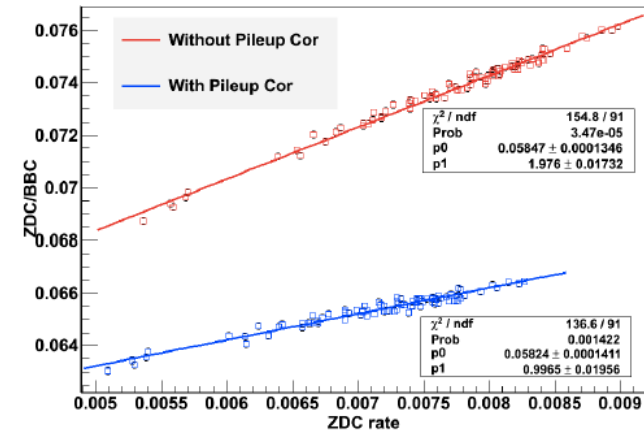
- The pileup correction formalism is analytic. It works well for no vertex cut, but not with a vertex cut.
- Even after the pileup correction, residual rate correlation observed
- Introduce a correction factor:

$$\text{where } f R_{\text{true}} = R_{\text{true+vtxcut}} \times C_{\text{res}}$$

$$f = \frac{\text{Observed 30cm vertex}_z \text{ scaler count}}{\text{Observed no vertex}_z \text{ scaler count}}$$

$$C_{\text{res}} \equiv \frac{1 - \frac{K}{f} R_{\text{obs,vtx}}}{(1 - K R_{\text{obs,vtx}})} \quad K \equiv k_S k_N - \frac{1}{2}$$

See AN1184 for details



Summary

- Relative luminosity analysis has been an important piece for the spin analysis.
- Basic information discussed for the PHENIX luminosity monitoring.
- Corrections for the relative luminosity are introduced, but there are much more details to be discussed.
- Many resources can be found from ANs and thesis (find some from backup slides).

Scaler information

- GL1p configuration:

https://www.phenix.bnl.gov/WWW/offline/wikioff/index.php/GL1P_Information

- STAR scaler information

[https://www.phenix.bnl.gov/WWW/offline/wikioff/index.php/How to STAR Scaler](https://www.phenix.bnl.gov/WWW/offline/wikioff/index.php/How_to_STAR_Scaler)

STAR scaler data

- Where to get the STAR scaler data (after the RUN):
Get it from HPSS (tar file):
`/home/phnxsink/run#/starscaler/starscaler.tar.gz`
The location could be different slightly for some years
- How to get data from HPSS:
https://www.phenix.bnl.gov/WWW/offline/wikioff/index.php/Data_Carousel
- For some years, you can also find it from local disk:
`/phenix/spin/phnxsp01/sanghwa/StarScalers/data`
- The output file should have text files for each board (ping, pong, pung) for each run.

Resources for systematic studies

- AN1184 (Details for the residual rate correction):
http://www.phenix.bnl.gov/WWW/p/forms/info/show_note.php?editkey=an1184
- AN1219 (Run13 relative luminosity for pi0 ALL):
http://www.phenix.bnl.gov/WWW/p/forms/info/show_note.php?editkey=an1219
- Mickey's presentation on pileup correction:
<https://www.phenix.bnl.gov/cdsagenda/askArchive.php?base=agenda&categ=a13407&id=a13407s1t0/moreinfo>
- AN1028 (Beam angle study):
http://www.phenix.bnl.gov/WWW/p/forms/info/show_note.php?editkey=an1028
- AN953:
http://www.phenix.bnl.gov/WWW/p/forms/info/show_note.php?editkey=an953
- Many more...