Update on tau status

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Tau MC status

4 weeks ago found bug in tau MC which did not offset the tau decay daughters by the tau travel time

 \hookrightarrow Reported to Clancy and resolved

■ 1 week ago found another bug: sometimes the tau does not decay (for tau.len \geq 50 m \approx 1/5) [although it is contianed in the active volume]

 \hookrightarrow Reported to Clany, reply: not understood and not easily solved

(Did not have a closer look at the events yet to try and characterize them)

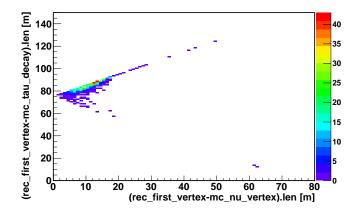
Tau toy MC

Method

- Find a innocent looking MC file (used Tau NC file) and remove everything except the neutrino
- Determine second vertex position by going 75 m in neutrino direction
- Put a ∧ at both vertices, direction is neutrino direction
- Add preferred energies (used: 200 TeV for first and 1 PeV for second vertex)
- Nomenclature: first vertex is neutrino vertex and second vertex is tau decay vertex

Seems to be the safest solution at the moment, can add different tau travel length and energies

Applying aashowerfit on the toy MC and looking at the reconstructed vertex I find:



\rightarrow The first (neutrino interaction) vertex is highly preferred

Default aashowerfit on toy

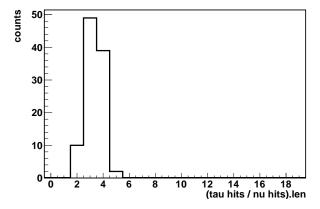


Figure : number of mc tau hits divided by number of mc nu hits

Hit Residuals

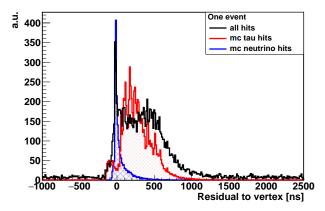


Figure : Hit residuals to first reconstructed vertex for shower hypothesis (one event)

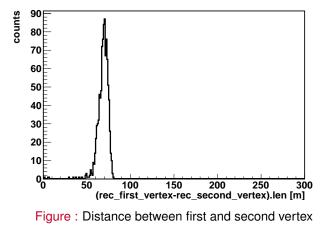
Method

Make a selection based on hit residuals $\pm 40\,\text{ns}$ and apply aashowerfit on these hits

apply aashowerfit:

- select DOM with highest coincidence in selection as start for m-estimator vertex fit
- use coincidence hits (20 ns) for m-estimator fit
- use all hits for energy and direction fit

Performance of second vertex



Performance of second vertex

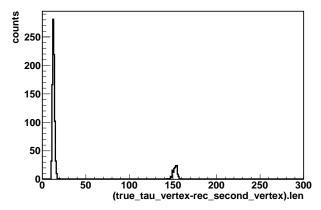


Figure : Distance between reconstructed second vertex and MC tau decay vertex