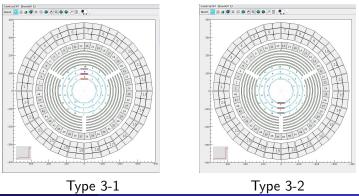
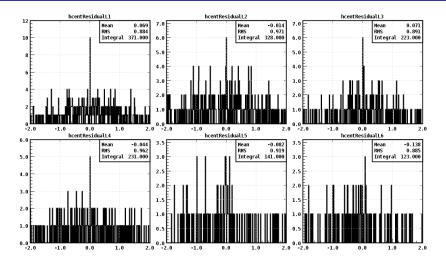
## SVT Geometry Validation - Applying Survey Shifts

- Use the alignment run (2467) to study straight tracks for a subset of sensors in the SVT.
- Use the horizontal sensors only called Type 1 for cosmics rays.
- For events coming from the target we needed a different classification so these are called Type 3.
- Select events with a track that contains the sensors shown below.



### Centroid Residuals - Run 2467

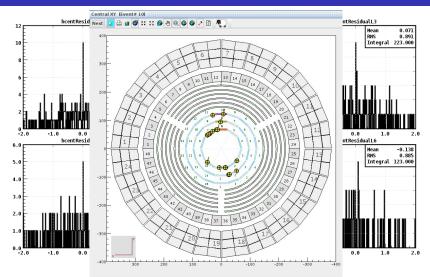


COATJAVA Development version March 15 with PD SVT geometry code. About half the data have been cooked by FX.

Jerry Gilfoyle

CLAS12 SVT Geometry

## Centroid Residuals - Run 2467

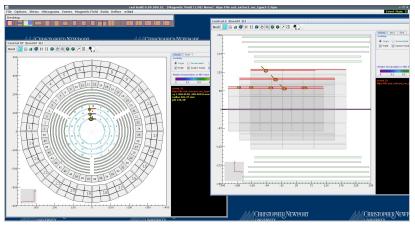


COATJAVA Development version March 15 with PD SVT geometry code. About half the data have been cooked by FX.

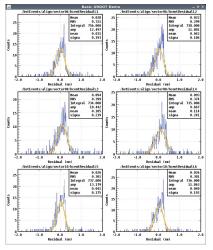
Jerry Gilfoyle

### Save only the data from Type 3-1 sensors

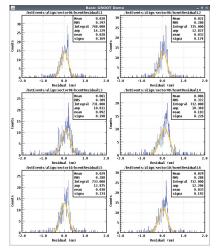
- Select events with a track and the type 3-1 sensors.
- Remove the reconstruction banks.
- Save only the BST::adc banks for the Type 3-1 sensors.
- Re-reconstruct.



#### Centroid Residuals for Type 3-1 Events - Run 2467

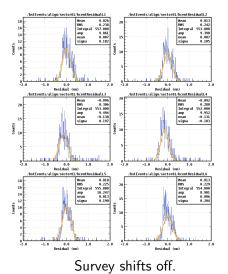


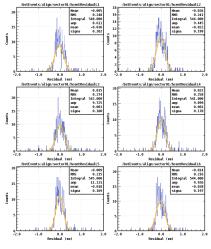
Survey shifts off.



Survey shifts on.

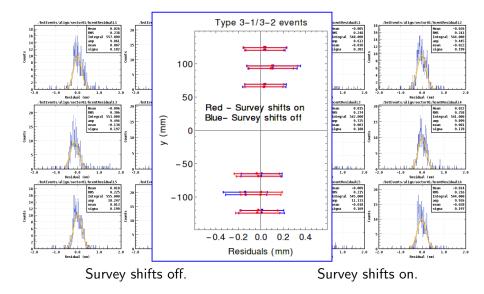
#### Centroid Residuals for Type 3-2 Events - Run 2467



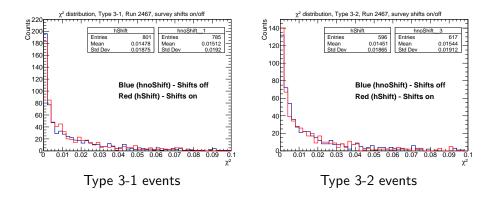


Survey shifts on.

#### Centroid Residuals for Type 3-2 Events - Run 2467



# $\chi^2$ Results for Type 3-2/3-1 Events - Run 2467



- SVT code was written with wide use of 'public static' keywords which make the geometry data accessible to all the other classes.
- For multi-threaded code different threads can attempt to access the same data simultaneously leading to 'collisions' between threads.
- Effect of thread contention on CLARA performance.

Threads	Average processing time (ms)	Average event time (ms)
1	5.79	4.80
8	4.05	8.62

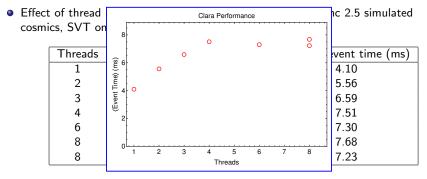
Cosmic-ray simulation of the SVT using gemc 2.5 and COATJAVA Development version (March 15) with PD SVT geometry code (0.5M events).

- Effect on reconstruction event-by-event comparison of a small sample of simulated cosmic-rays with different number of threads.
  - CLARA with 1 thread 43 type-1 events reconstructed.
  - CLARA with 8 threads 29 type-1 events reconstructed.
  - Only 11 overlaps among 1-thread and 8-thread reconstructed events.

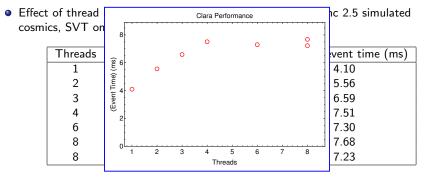
- Downloaded release 5a.1.3, built locally, moved jars to plugins area for Clara.
- Effect of thread number on CLARA performance 0.5M gemc 2.5 simulated cosmics, SVT only.

Threads	Average processing time (ms)	Average event time (ms)
1	5.08	4.10
2	3.60	5.56
3	3.86	6.59
4	4.01	7.51
6	3.81	7.30
8	3.74	7.68
8	3.72	7.23

• Downloaded release 5a.1.3, built locally, moved jars to plugins area for Clara.



• Downloaded release 5a.1.3, built locally, moved jars to plugins area for Clara.



- Effect on reconstruction event-by-event comparison of a small sample (150 events) of simulated cosmic-rays with different number of threads. Same running conditions as above.
  - CLARA with 1 thread 90 type-1 events reconstructed.
  - CLARA with 4 threads 89 type-1 events reconstructed.
  - CLARA with 8 threads 89 type-1 events reconstructed.
  - All events reconstructed with 4 or 8 threads are in the 1-thread sample.

