

Run List Status

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Outline

DEUS MEA LUX EST

- Overview
 - Current Status
 - Color Code
- ☐ Things to Remove
 - Non Standard Runs
 - Special Case Items
 - Most of these will be put into another separate list
- ☐ Criteria for selection
 - O What's good and bad?
 - Peter's list
- Next Steps
 - o asdf



Overview

- New spreadsheet
- Separated by Kinematic

https://docs.google.com/spreadsheets/d/1AD6YolCDqJKk9PPtwKmw4av6W1dG-mucDaB0na7HHA0/edit?usp=sharing

□ Color Coding

• White cells are LH2, yellow are LD2, green are dummy, blue are optics, pink are special runs such as LED, red are non-standard request/test runs, and magenta are the runs that were conducted during our kinematic sweeps at the end of the run.



Kinematic	day	run	Type	SHMS angle	lbeam (uA)	charge (mC)	# events	duration (min)	target	prescale
KinC_v50_2	10-03	1572		36.88	18	8.99	1564981	21	LH2	ps5=0
		1573	junk	36.88					LH2	ps5=0
		1574		36.88	28	49.79	7597462	30	LH2	ps5=0
		1575		36.88	19	24.45	4109623	21	LH2	ps5=0
		1576		36.88	20	31.59	3464807	28	LH2	ps5=0
		1577		36.88	20	30.82	1883667	29	LH2	ps5=0
		1578		36.88	19	66.37	4081085	59	LH2	ps5=0
		1579		36.88	19	29.46	1570531	29	dummy	ps5=0
		1580		36.88	17	18.1	7294678	17	LD2	ps5=0
		1581	junk	36.88					LD2	ps5=0
		1582		36.88	10	10.05	7342543	19	LD2	ps5=0
		1583		36.88	15		4333615	18	LD2	ps5=0
		1584		36.88	15		13591086	55	LD2	ps6=0
		1585	efficiency	36.88	20		4370909	34	LD2	ps3=5
		1586	junk	36.88					LD2	
		1587	junk	36.88					LD2	
		1588	efficiency	36.88	30		1536606	28	LH2	ps3=4
		1589		36.88	30		6931773	55	LH2	ps6=0
		1590		36.88	23	6.66	5156019	9	LH2	ps6=0
		1591		36.88	30			65	LH2	ps6=0
		1592	iunk	36.88					LH2	
			efficioency	36.88	19	18.44	1177009	23	LH2	ps3=4
			efficioency	36.88	19	19.78	1261737	19	LH2	ps3=4
		1595		36.88	26	51.66	4277011	33	dummy	ps6=0
	10-4	1596		36.88	14	19.68	6436948	33	LD2	ps6=0
		1597		36.88	13	36.23	12165745	58	LD2	ps6=0
		1598		36.88	14	45.8	15126845	63	LD2	ps6=0
		1599		36.88	15		3820866	60	LD2	ps6=0
		1600		36.88	15		0020000	60	LD2	ps6=0
		1601-1609	junk	36.88					LD2	ps6=0
			efficicency	36.88	14	19.9	6323301	29	LD2	ps3=5
		1611		36.88		10.0	0020001	20	LD2	ps6=0
		1612	junk	36.88	14	1.19	211210	2	LD2	ps6=0
		1613		36.88	14	40.79	5524224	68	LD2	ps6=0
		1614	iunk	36.88		40.78	0027227	- 00	LD2	ps6=0
		1615		36.88					LD2	ps6=0
		1616	junk	36.88	14	19.72	3254024	29	LD2	ps6=0 ps6=0
			efficiency	36.88	14	24.56	3151916	33	LD2 LD2	ps0=0 ps3=5
		1618	emciency	36.88	28	70.49	2533584	52	LH2	ps3=0 ps6=0
		1619		36.88	28	46.55	2095398		LH2 LH2	
								31		ps6=0
		1620	efficiency	36.88 36.88	28 27	91.5 41.5	3161728 1461707	58 32	LH2 LH2	ps6=0 ps3=4



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- ☐ Extraneous Runs
 - Optics,
 - o LED
 - Positron
 - o DIS
 - o Etc.
- Non Production Runs
 - Fan Speed Tests
 - Trigger Tests
- ☐ Moving them to another "kinematic" of their own
 - This will allow for further analysis with less cluttered lists.





☐ Basic Identifiers First

- Short runs, usually do to CODA glitching or wrong prescale factor etc.
- Run time or event count criteria for selection.
- Multiple triggers on one run.
- Significant known issues.

☐ Indeterminate category

- This is a catch all category for any runs that have uncertain status for now.
- As we go forward this category will expand and shrink as we learn more.

☐Peter's List

- Peters list of good runs (and runs he's excluded) are primarily determined by scaler event counts.
- Bob Michaels is working on this to see if some of them can be recovered.





- ☐ Updating the current list
 - Cleaning the unnecessary runs.
 - We will use a green, yellow, red labeling scheme to mark runs that are good, indeterminate, bad.
- ☐ Improve on the indeterminate category
 - o Iterating on the primary list adding and removing as necessary,
 - Mike Nycz is working on tabulating epic values that can be used to identify outlier cases or diagnostic items.
- ☐ "Source of Truth"
 - As we proceeded forward we recommend that critical items also include the source that they were determined from such as the camera angles etc.