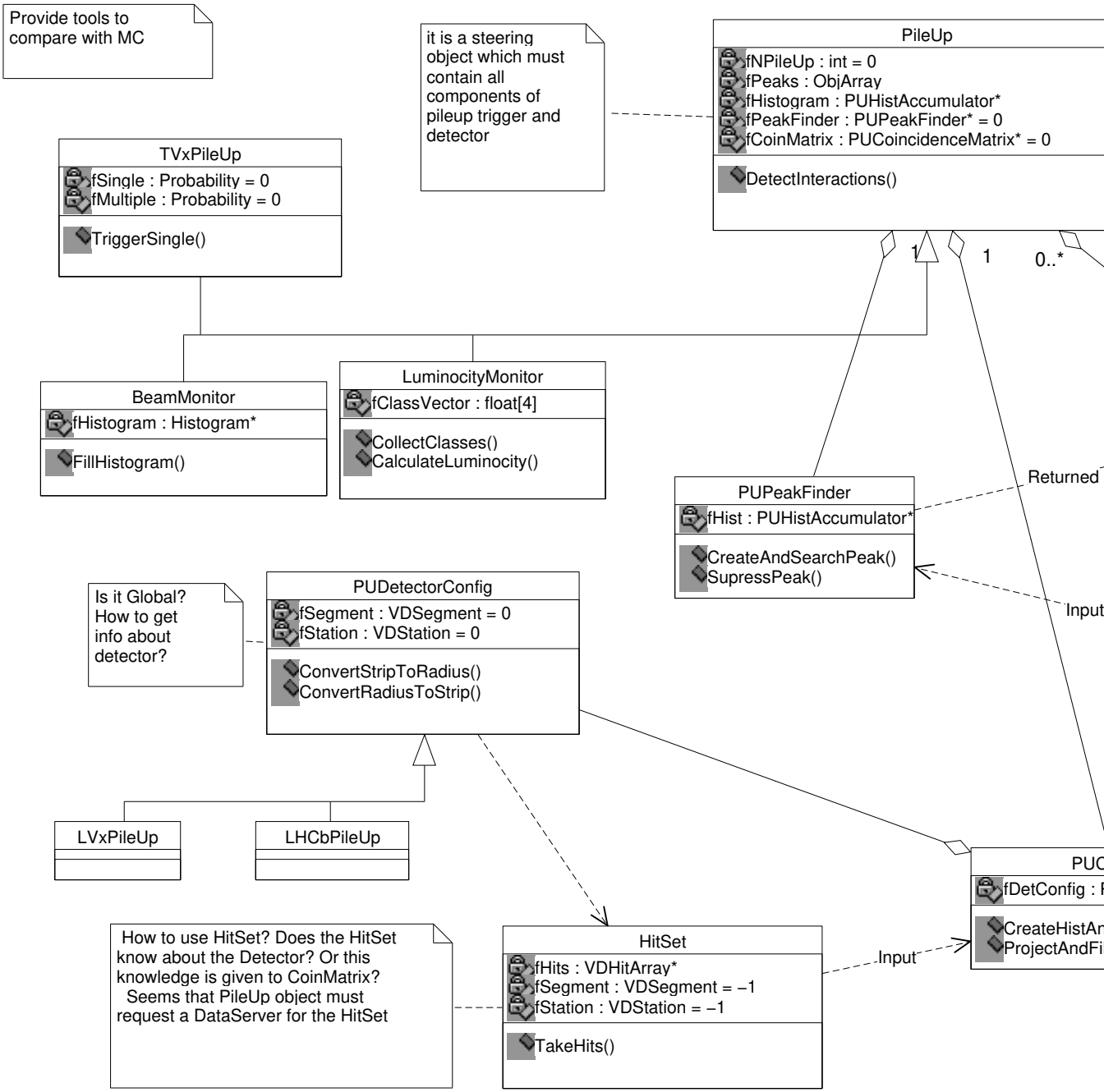
Provide tools to compare with MC
it is a steering object which must contain all components of pileup trigger and detector
PileUp
fNPileUp : int = 0
fPeaks : ObjArray
fHistogram : PUHistAccumulator*
fPeakFinder : PUPeakFinder* = 0
fCoinMatrix : PUCoincidenceMatrix* = 0
DetectInteractions()
TVxPileUp
fSingle : Probability = 0
fMultiple : Probability = 0
TriggerSingle()
1
1
0..*
BeamMonitor
fHistogram : Histogram*
FillHistogram()
LuminocityMonitor
fClassVector : float[4]
CollectClasses()
CalculateLuminocity()
PUPeakFinder
fHist : PUHistAccumulator*
CreateAndSearchPeak()
SupressPeak()
Returned
Input
Is it Global? How to get info about detector?
PUDetectorConfig
fSegment : VDSegment = 0
fStation : VDStation = 0
ConvertStripToRadius()
ConvertRadiusToStrip()
LVxPileUp
LHCbPileUp
PUC
fDetConfig : P
CreateHistAn
ProjectAndFi
How to use HitSet? Does the HitSet know about the Detector? Or this knowledge is given to CoinMatrix? Seems that PileUp object must request a DataServer for the HitSet
HitSet
fHits : VDHitArray*
fSegment : VDSegment = −1
fStation : VDStation = −1
TakeHits()
Input