Belle-II Event Display

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Whats an Event Display

- tool to display events
- takes as input root files in the Belle-II data format (real or simulated data)
- uses the Belle-II geometry to translate these data into a graphical representation of what is going on in one event (collision)
- comes (for free) with installation of the Belle-II software (basf2)
- shown is a much simplified representation of the Belle-II detector (full geometry is possible but currently bugged)

Setup

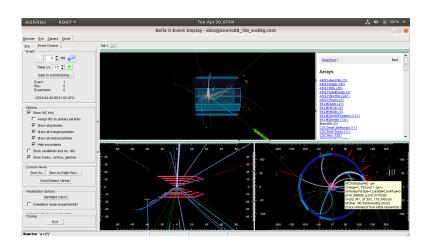
We need working Belle-II software, so log into working node with pre-installed software

- open a command shell (Ctrl+Alt+T)
- type: ssh bachelorIntro2019@kuhrios.universe-cluster.de -X
- password:

Setup the software and find some data, and start

- type: source setup_belle2.sh
- start the event display: b2display data/SomeRootFile.root

How does (should) it look



What can be seen

Monte Carlo Information (only for MC data)

- true information on all particles created by the generator
- true trajectory through detector
- true identity (particle type) and true mother

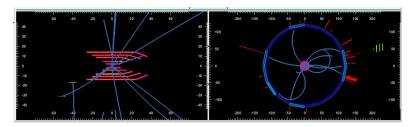
Detector level information (if written out)

- hits for most of the sub-detectors
- hit positions

Reconstructed quantities

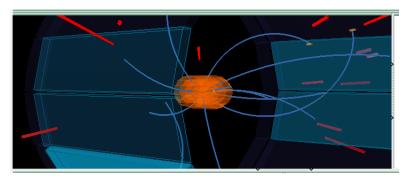
- reconstructed tracks (combination of hits in the tracking detectors)
- reconstructed clusters (combination of ECL crystals)
- KLM clusters
- ...

Different views: projections in x-y- and y-z-plane



- zoom: mouse scroll; or hold right mouse button + move mouse
- moving image: arrow keys

Different views: full 3D view



- zoom: mouse scroll; or hold right mouse button + move mouse
- moving image: arrow keys
- rotate image: hold left mouse button + move mouse



Event steering



- go one event back / forward
- play all events as a movie (can adjust time between events)
- activate or deactivate certain kinds of information
- save screen shots for events

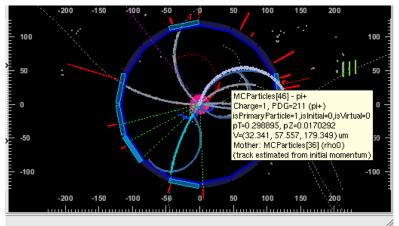
List of objects



- complete list of all objects or arrays of objects in the event (reconstructed and generated)
- click on specific objects to get more information

Final tip:

- hover mouse over certain objects to get more information on said object
- object will be highlighted in all views



Generated different types of events (100 per file)

- ullet $e^+e^- o Bar{B}$
 - B mesons decay generically: into all allowed/known final states
 - two versions: one with (w), one without (wo) beam induced background
 - activate "Show candidates and rec. hits" (if you dare) and see if you can spot the difference
 - files: genericBB_100_woBkg.root; genericBB_100_wBkg.root
- \bullet $e^+e^- \rightarrow c\bar{c}$
 - pair of c-quarks produced which hadronize into the final state
 - ullet more boosted compared to BB events
 - similar for lighter quarks: $e^+e^- \to s\bar{s};\ e^+e^- \to u\bar{u};$ $e^+e^- \to d\bar{d}$
 - file: ccbar.root
- radiative Bhabha events: $e^+e^- o e^+e^-\gamma$
 - very large cross section compared to BB events
 - easy to reject due to event topology (2 charged tracks)
 - mainly at low scattering angles
 - file: rad bhabha root



Generated different types of events (100 per file)

- $\bullet \ e^+e^- \rightarrow \mu^+\mu^-$
 - 2 charged tracks (back to back in CMS)
 - file: mumu.root
- \bullet $e^+e^- \rightarrow au^+ au^-$
 - also quite boosted event topology
 - more particles in the final state compared to $e^+e^-\to \mu^+\mu^ e^+e^-\to e^+e^-$
 - file: tautau.root

Summary

- you cannot break anything, so toy around
- If you have any question: Ask!
- Have fun!