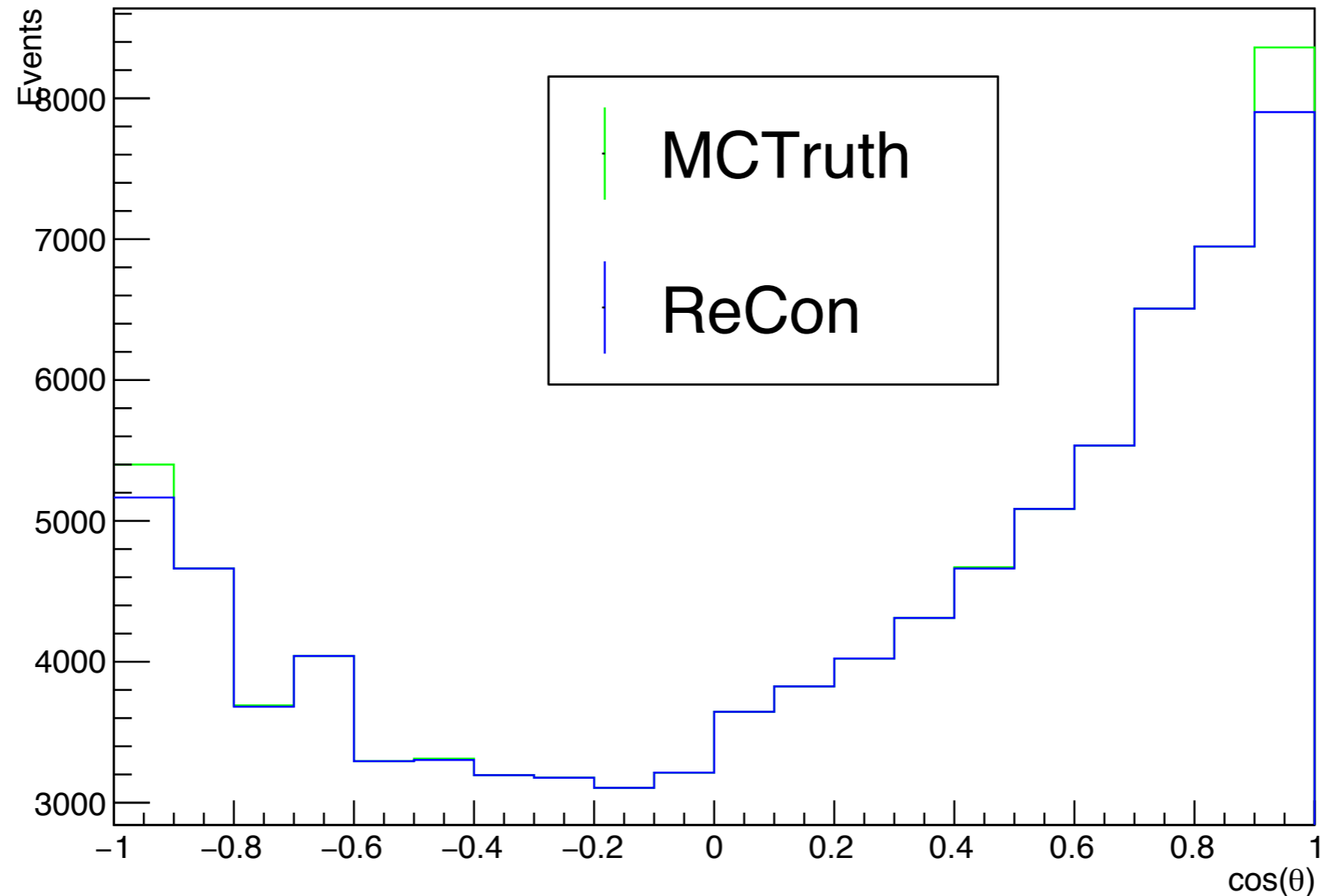
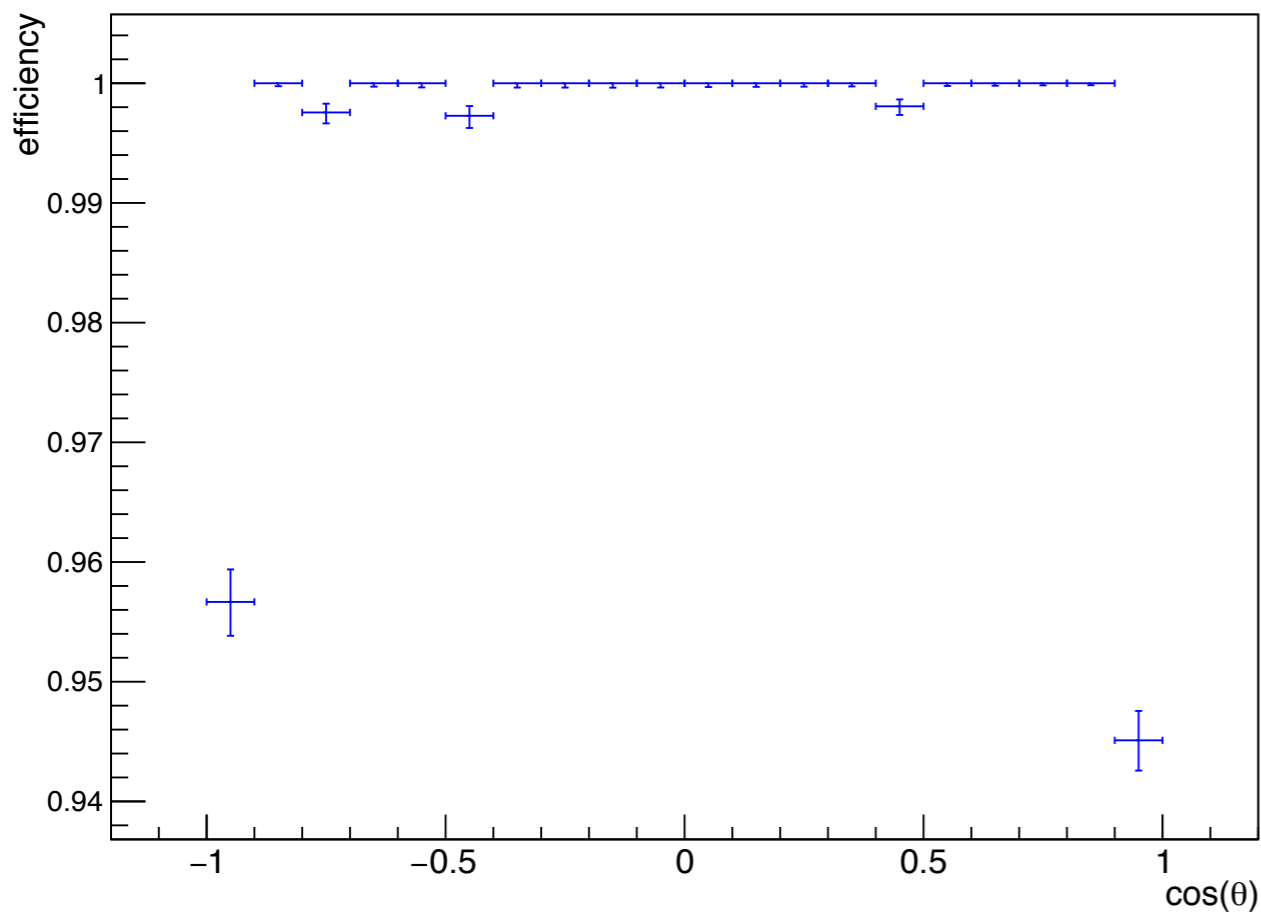


# Forward-Backward Asymmetry at 91.1876GeV

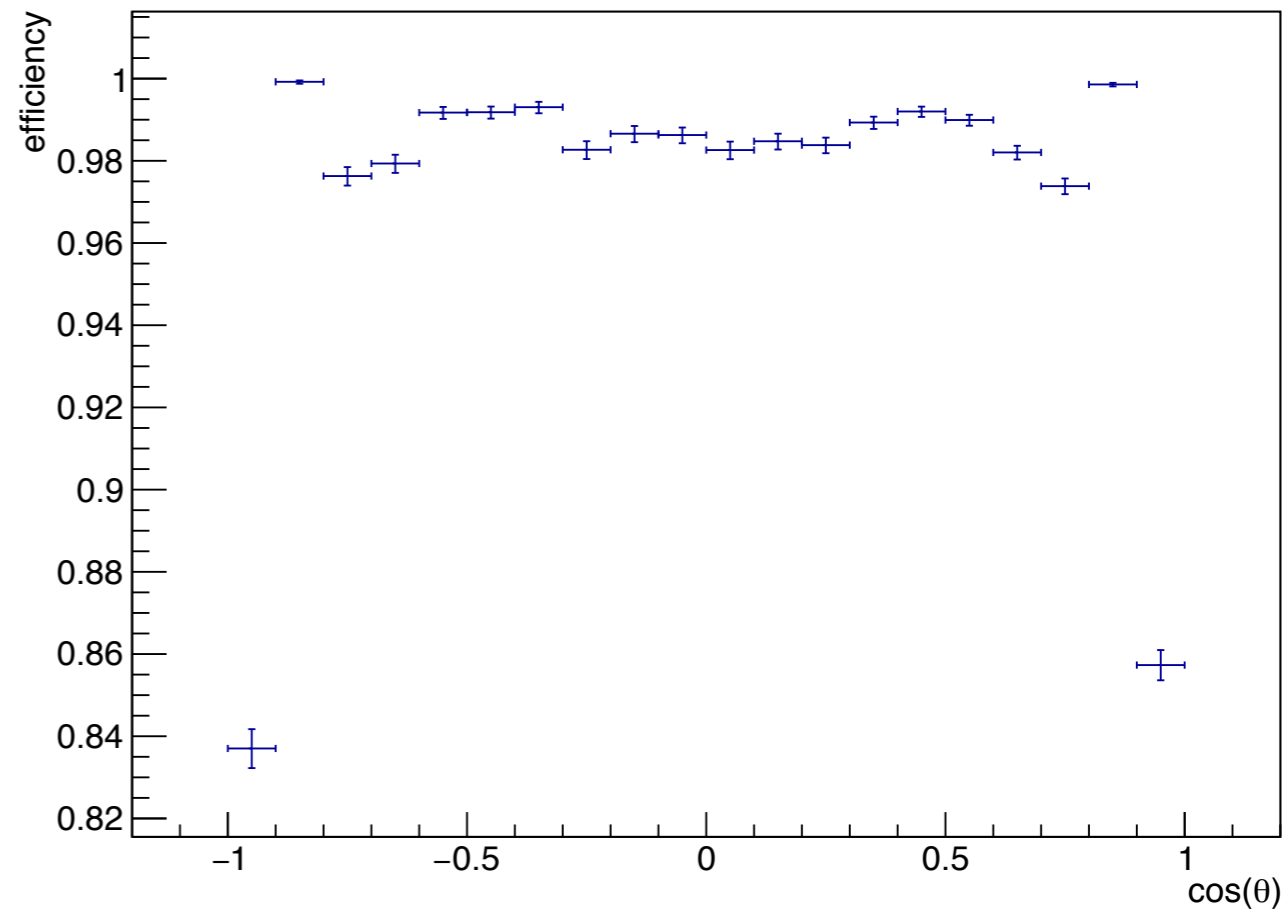
Menrgan  
July 3rd, 2017



Make the efficiency considering connection between MCTruth events and Reconstructed events.  
It means Recon histogram is filling with events in MC Truth level which have corresponding Reconstructed events



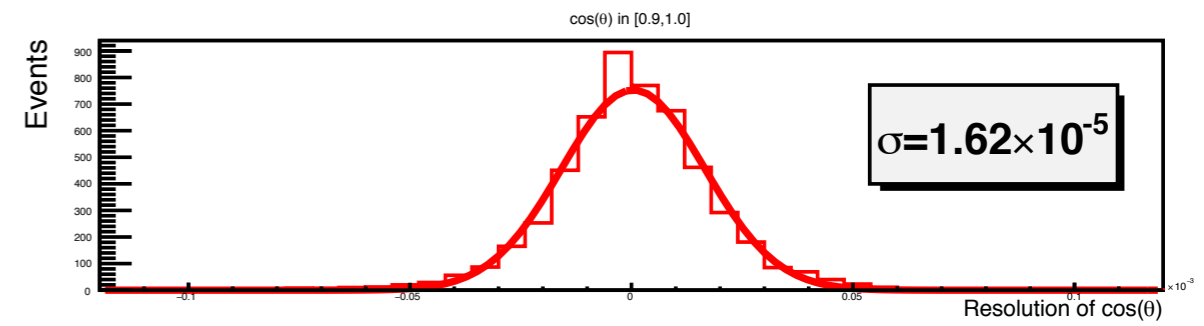
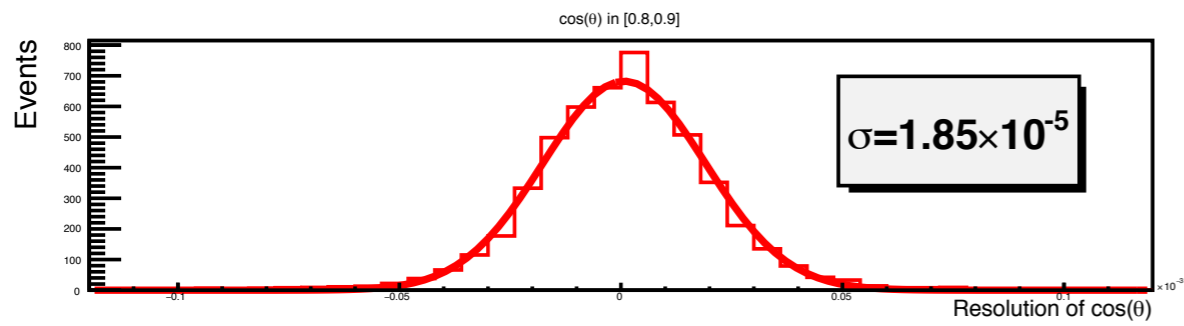
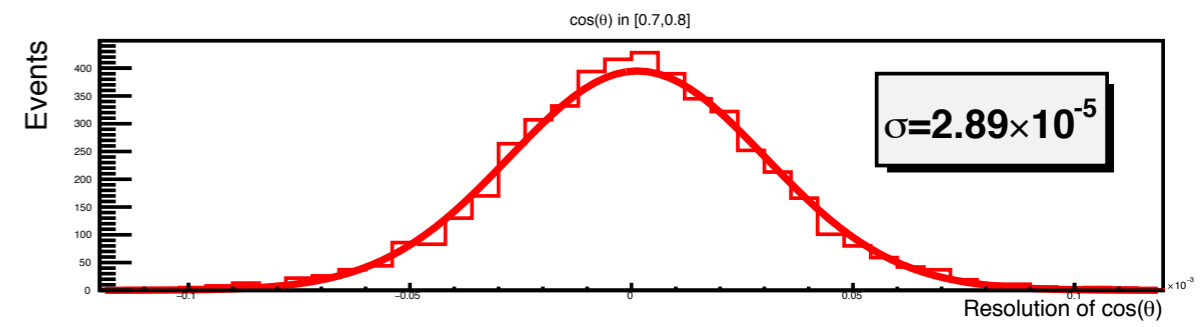
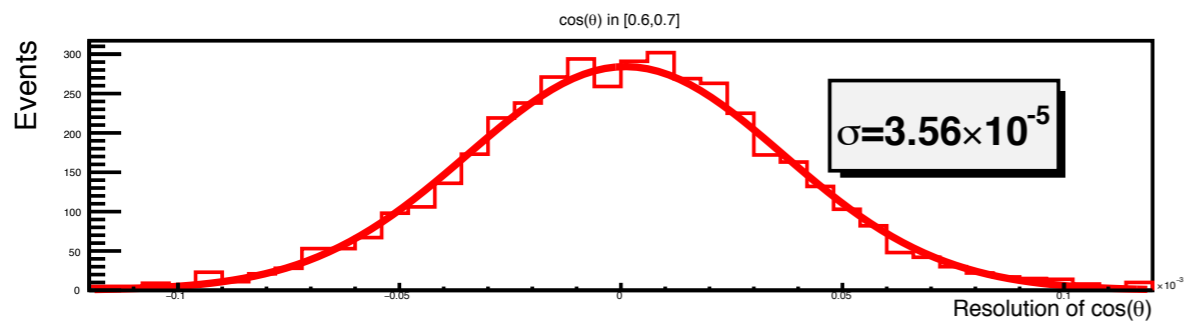
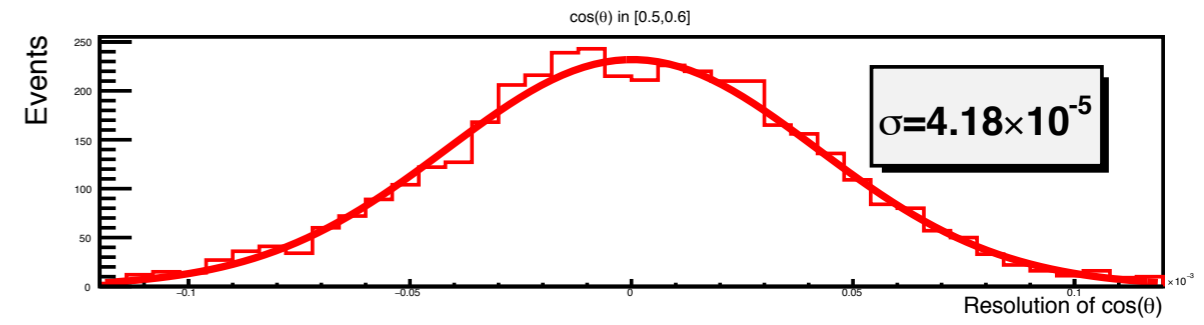
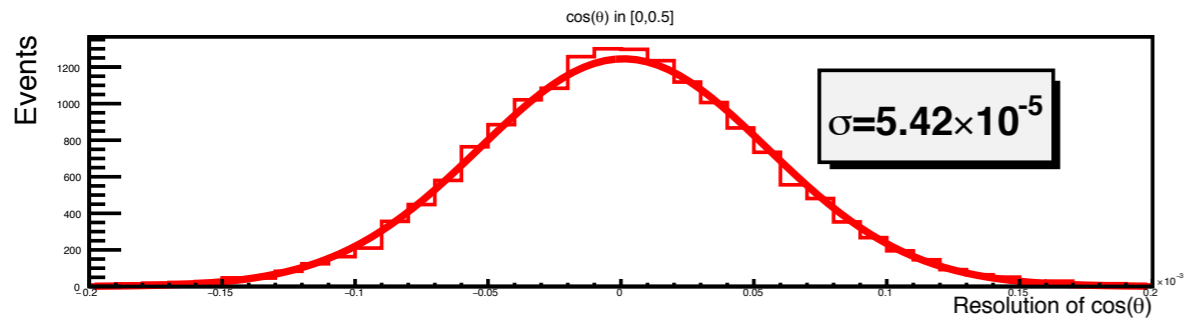
Reconstructed with only cut of two muons



Old one with a cut: has at least one possible combination of particles for this final state

This time, efficiency is high than I made before, when I used reconstruction code from Gang. In that code, there is a cut of back-to-back.

Since the error of  $\cos\theta$  is very small, it should not have a visible difference



The Old Cut.  
Efficiency of  
this step is  
96%

```
//*****  
//  
// PUT TOGETHER ALL COMBINATIONS OF PARTICLES FOR THIS FINAL STATE  
//  
//*****  
vector< vector< FSParticle* > > pCombos; pCombos.clear();  
for (unsigned int ifsp = 0; ifsp < particleNames.size(); ifsp++){  
  
    int status = particleStatus[ifsp];  
    vector< FSParticle* > pList ; pList.clear();  
    if( status == 1 ) pList = DictPList[particleNames[ifsp]];  
    else{  
        pList.push_back(new FSParticle(particleNames[ifsp], true));  
        ParticleTrash.push_back(pList[0]); // save address for memory freeing  
    }  
    vector< vector< FSParticle* > > pCombosTemp = pCombos; pCombos.clear();  
    if ( pList.size() == 0 ) break;  
  
    for ( unsigned int ipl = 0; ipl < pList.size(); ipl++ ){  
  
        if ( ifsp == 0 ) {  
  
            vector< FSParticle* > combo1; combo1.clear();  
            combo1.push_back(pList[ipl]);  
            if ( checkCombination( combo1, (combo1.size()==particleNames.size()), fsinfo->inclusive()||fsinfo->missingMassFit() ) )  
                pCombos.push_back(combo1);  
  
        } else {  
  
            for (unsigned int itc = 0; itc < pCombosTemp.size(); itc++){  
                vector< FSParticle* > combo2 = pCombosTemp[itc];  
                bool duplicate = false;  
                if ( !pList[ipl]->missed() ) {  
                    for (unsigned int ic = 0; ic < combo2.size(); ic++){  
                        if ( combo2[ic]->missed() ) continue;  
                        bool shared = pList[ipl]->duplicate(combo2[ic], m_full);  
                        if ( shared ) { duplicate = true; break; }  
                    }  
                    if(m_debug>4){  
                        printf("duplicated one ? %2d\n", duplicate );  
                    }  
                    if ( duplicate ) continue;  
                }  
                combo2.push_back(pList[ipl]);  
                if ( checkCombination( combo2, (combo2.size()==particleNames.size()), fsinfo->inclusive()||fsinfo->missingMassFit() ) )  
                    pCombos.push_back(combo2);  
  
                if ( pCombos.size()>100000 ) break;  
            }  
  
        }  
        if (pCombos.size() > 100000) break;  
    }  
  
    if (pCombos.size() > 100000) break;  
}  
m_cutpass[ifs][2]++;
```