

+ Used CBNTAA available at CERN

➤ /castor/cern.ch/grid/atlas/t0/perm/M5cosmics/

❖ Use Run 28940. Picked up from list of good calo runs

□ M5.0028940.Default.L1TT-b00000101.CBNT.v13003008.*

❖ Have looked into a bunch of other runs with Tile trigger and data behavior seems similar

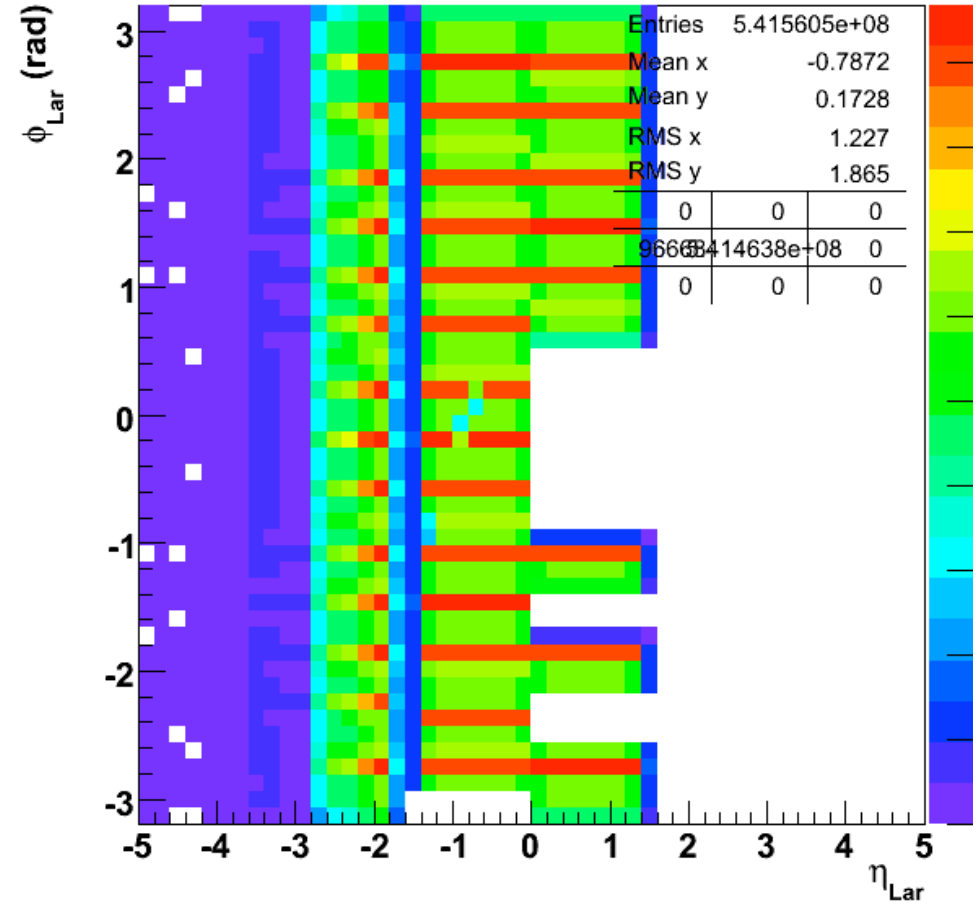
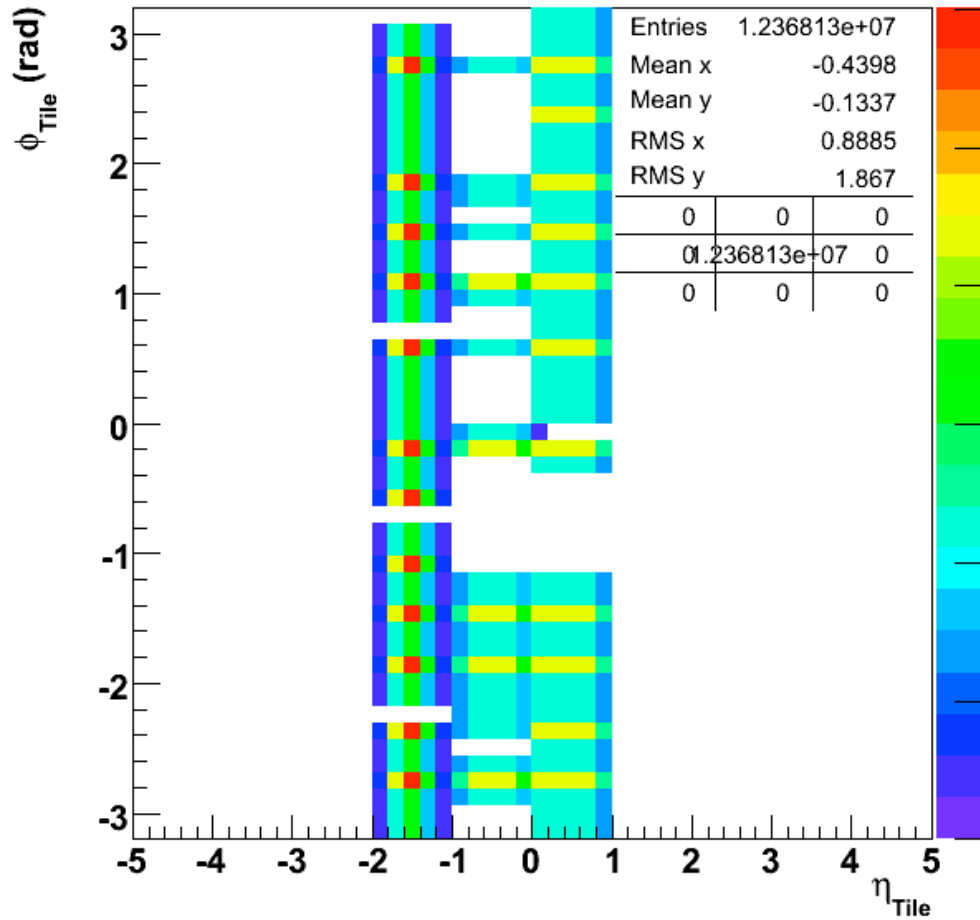
❖ Here we show a selection of plots. More at

□ http://www-wisconsin.cern.ch/~bmellado/M5_plots

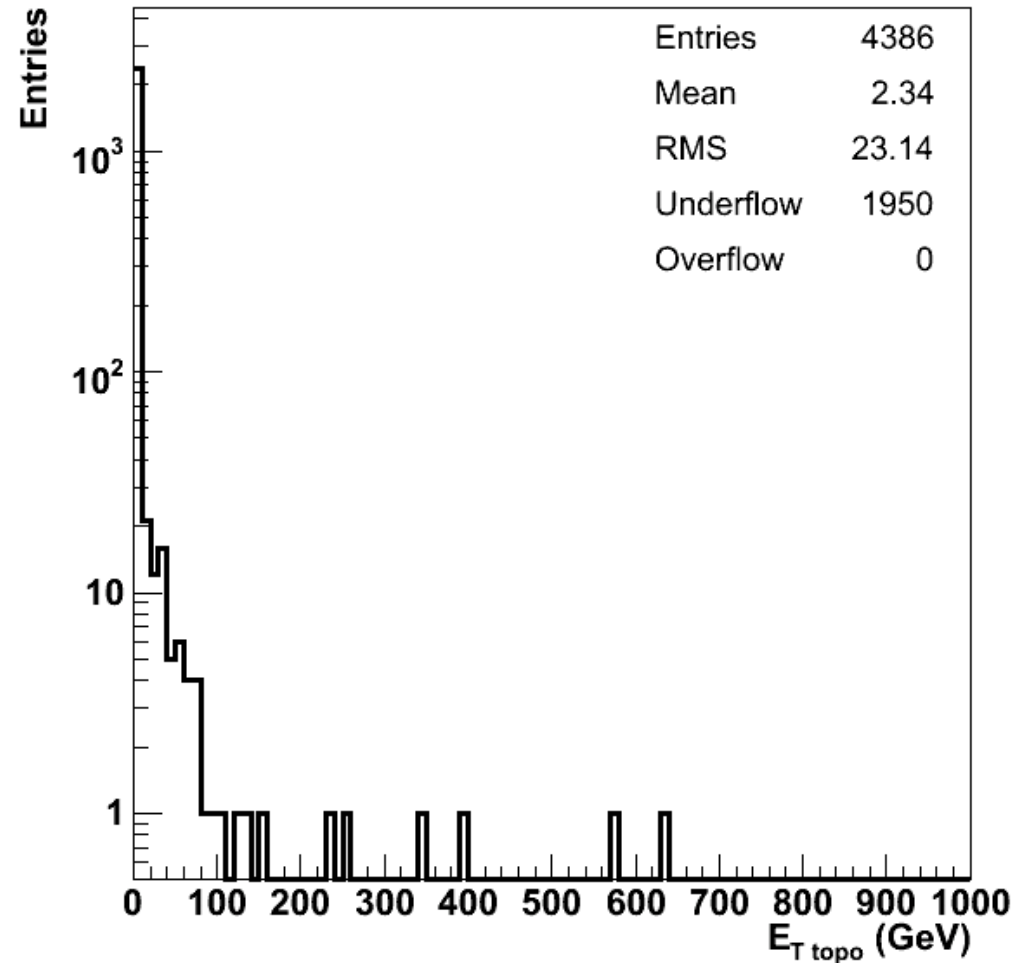
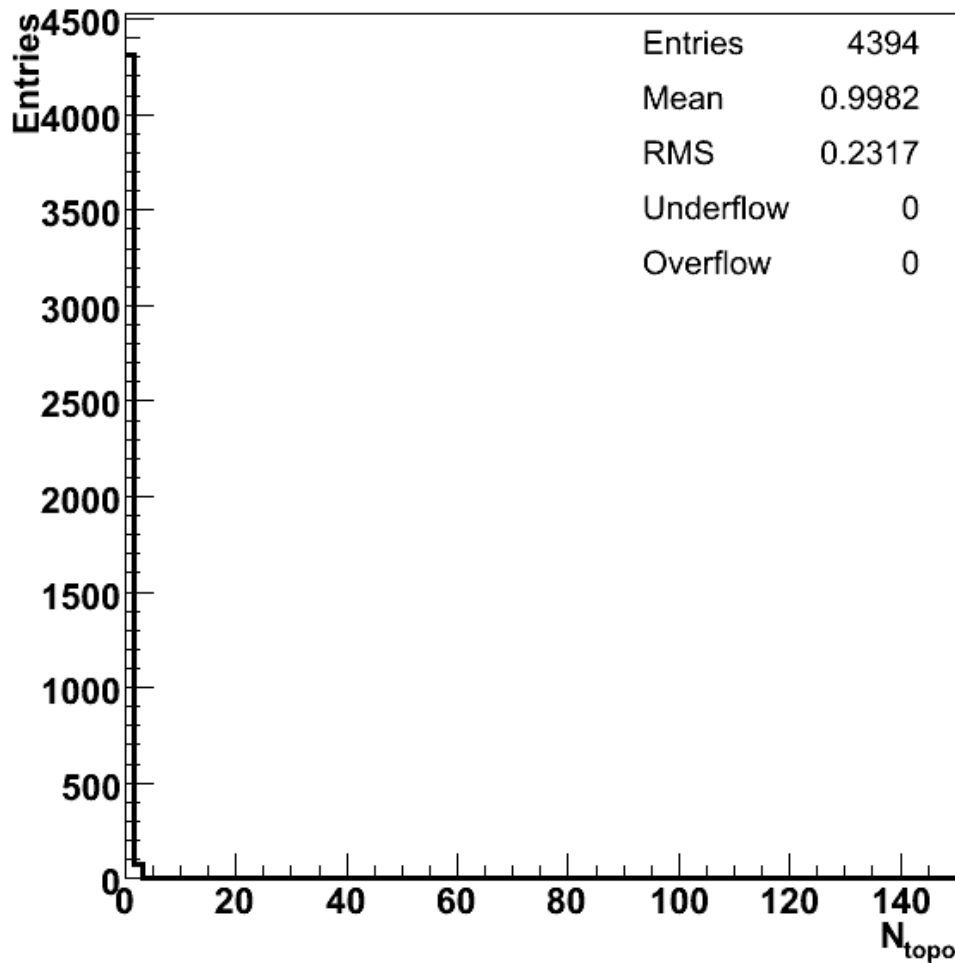
+ Have developed tools to do the analysis on GLOW based on data moved from BNL

➤ Have breakdown of hardware in one of crucial servers. At this point data replication is stalled

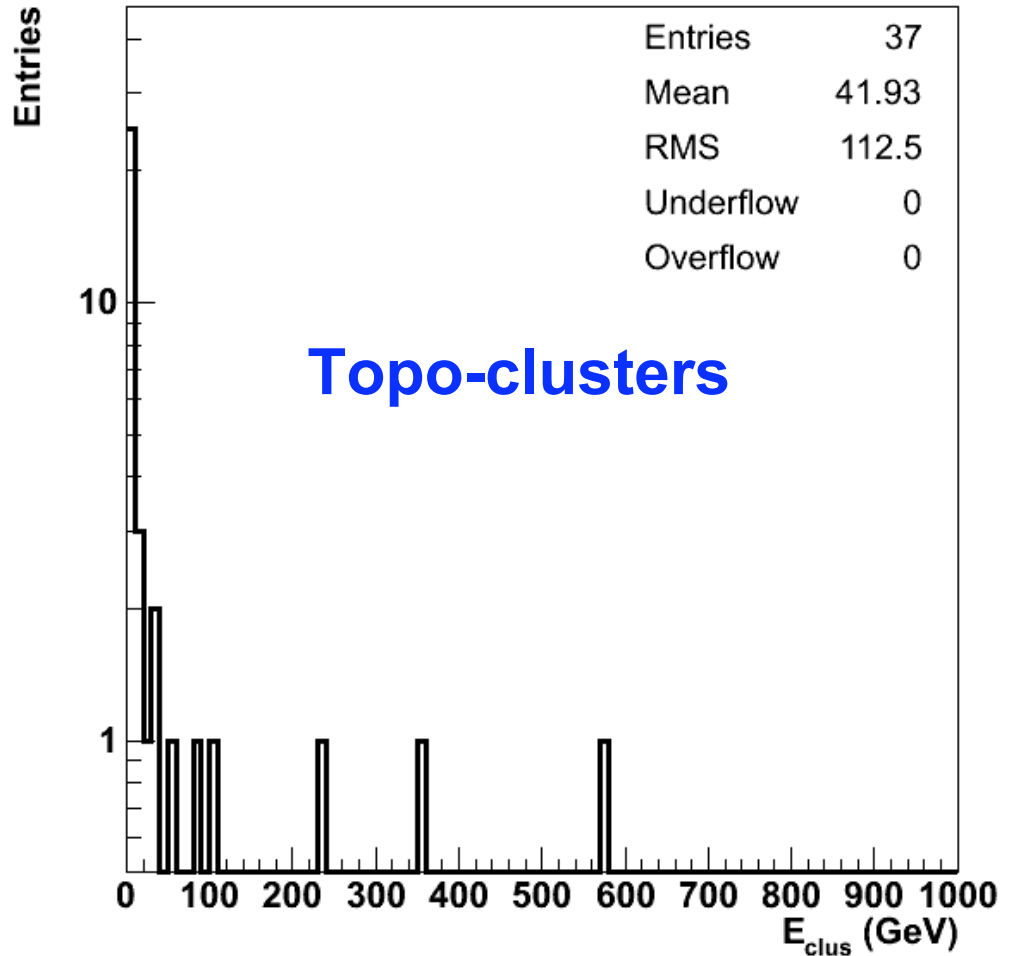
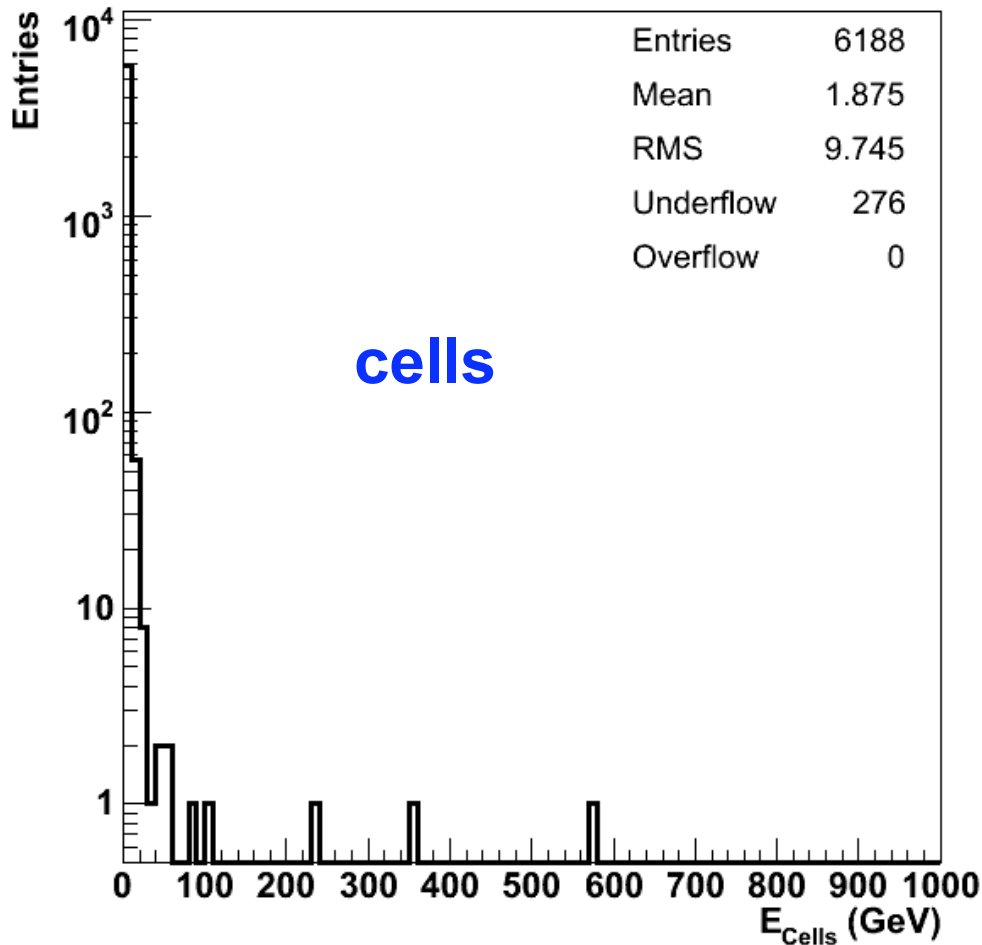
❖ Have understood a candidate reason for low data transfer throughput



✚ It looks like a very high threshold has been set on the topo-clusters running on the TileCal



Energy of cells and topo-clusters within a cone 0.3 of a NTileMuonTag candidate



- + Sasha explained how the two TileMuon algorithms work. This has helped understanding the low tilecal muon finding efficiency
 - Eric Fang has also been very helpful

Hello, Bruce

TileMuld works only for projective muons, so efficiency can be quite low
And for cosmic muons we have another algorithm - TileMuonFitter
developed by Jose Maneira.

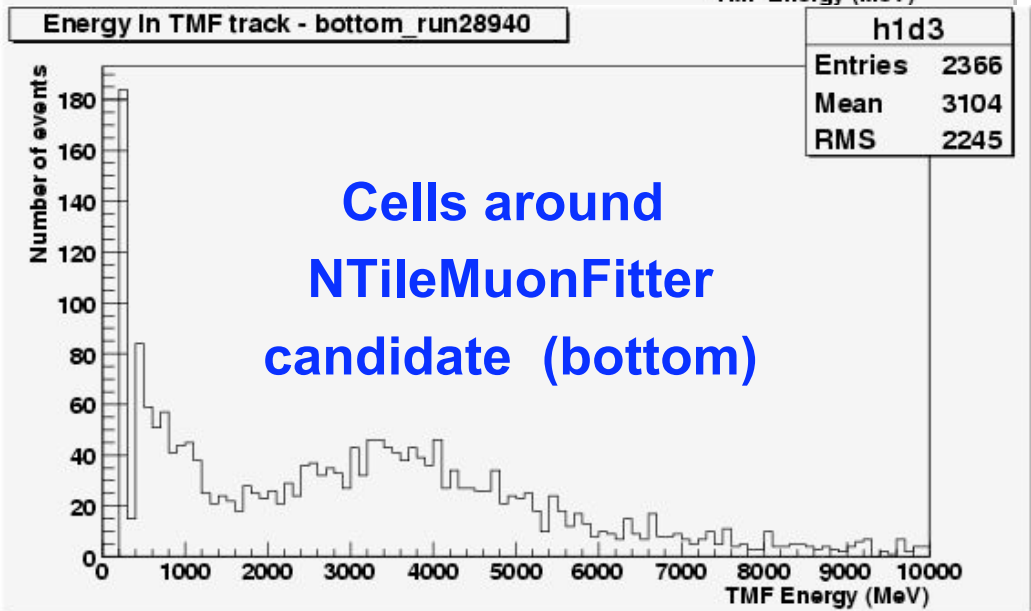
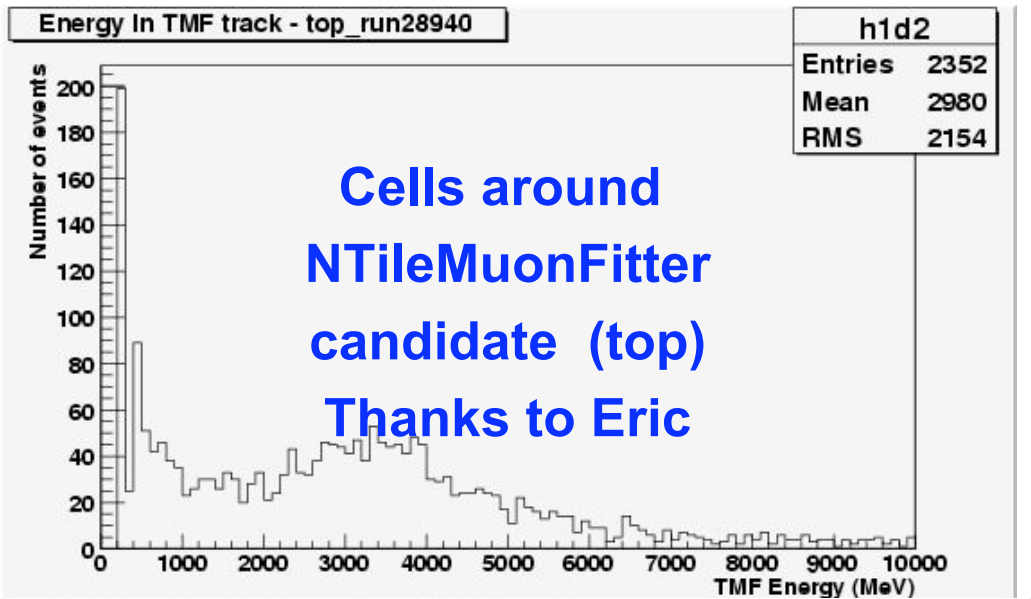
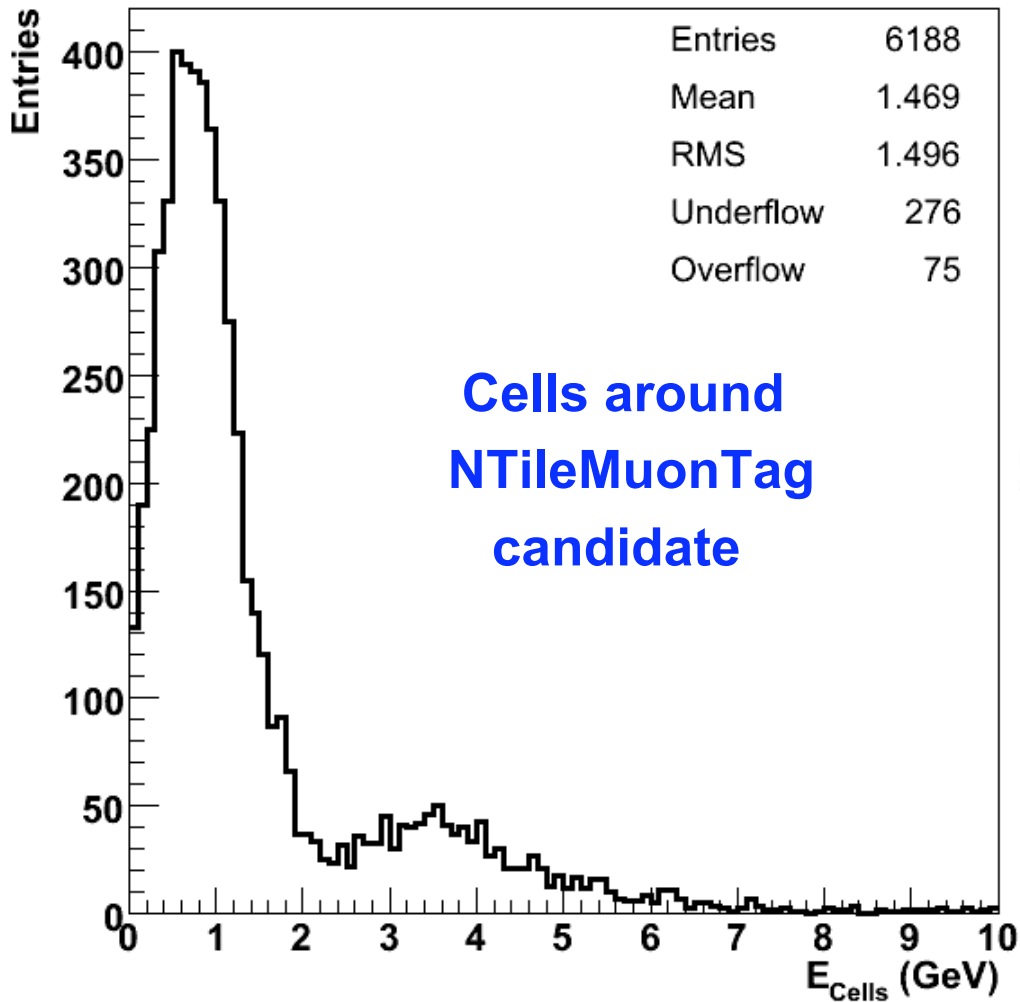
It provides real direction of possible muon candidate.

This info is available in CBNT as well, Jose or Joao can provide more details

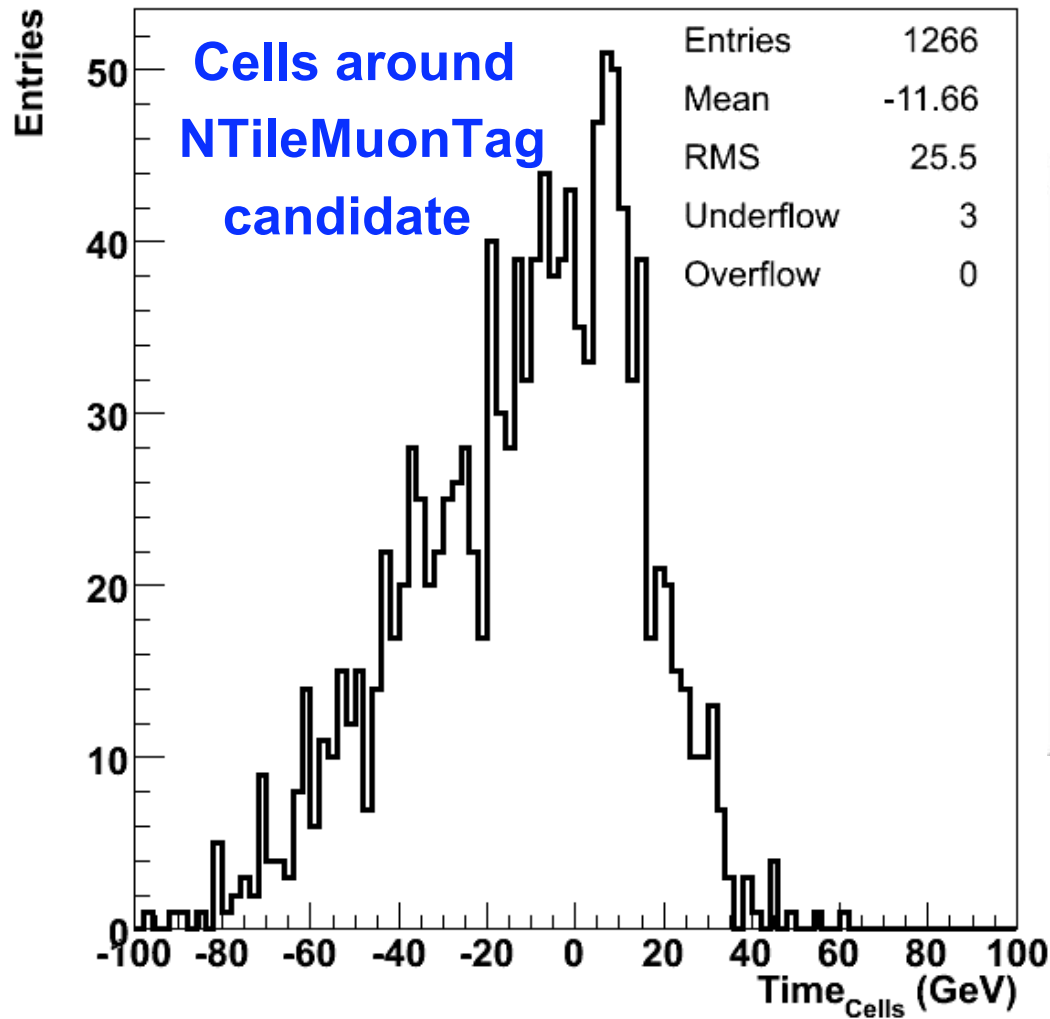
Both algorithms - TileMuld and TileMuonFitter can fail if we have bad/noisy
channels. We are trying to mask those bad channels when we see them and
the latest bad channel list was collected to AtlasPoint1 last night.

We masked two additional bad channels.

Cheers, Sasha



Started looking into timing



Cells around NTileMuonFitter candidate

