G S S I



Head-Tail and directionality: Slice sorting

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Asymmetry as Head-tail measurement

- Cut the track into two pieces with same number of Slices
- Compute the integrals A and B.
- Define the Asymmetry as (A-B)/(A+B)
- Asymmetry multiplied times I if A is on the left (Sc_xmin+Sc_xprof)





3 slices Asimm>0.9

5 slices -0.2<Asimm<0.2



Asymmetry method 2

- Fit the track profile with a line
- Slope of the track as head-tail measurement
- Multiplied times I if start to compute the profile from the left





Asymmetry method 3

Skewness of a distribution defined as:





Problem in slice sorting

- Slices are sorted from top to bottom
- Asymmetries and profiles wrong





Algorithm for slice sorting: starting point



Algorithm for slice sorting: follow the track



Algorithm for slice sorting: Final track sorted



Some optimization needed to skip delta-ray and follow the main track

Some results (and problems)



Some results (and problems)



On LEMON



Clearer tracks: here the algorithm follows the main track

Slices in MANGOVs LEMON

- Slices radius of 30 pixel for calibration purpose with ${}^{55}Fe$ with ${\sim}125 \ \mu m/px$ (defined in LEMON)
- In MANGO we have ~50 $\mu m/px$, iron spot should be 70 pixels?

Should we increase the radius of the slices?



Conclusions:

- The head tail identification needs ordered slices to work
- A first algorithm of slice sorting seems to give promising results
- The algorithm can be optimised to separate delta rays from the main track and two overlapping track

Future work:

- Future work on main track isolation and algorithm optimisation
- Solved this point the directionality can start