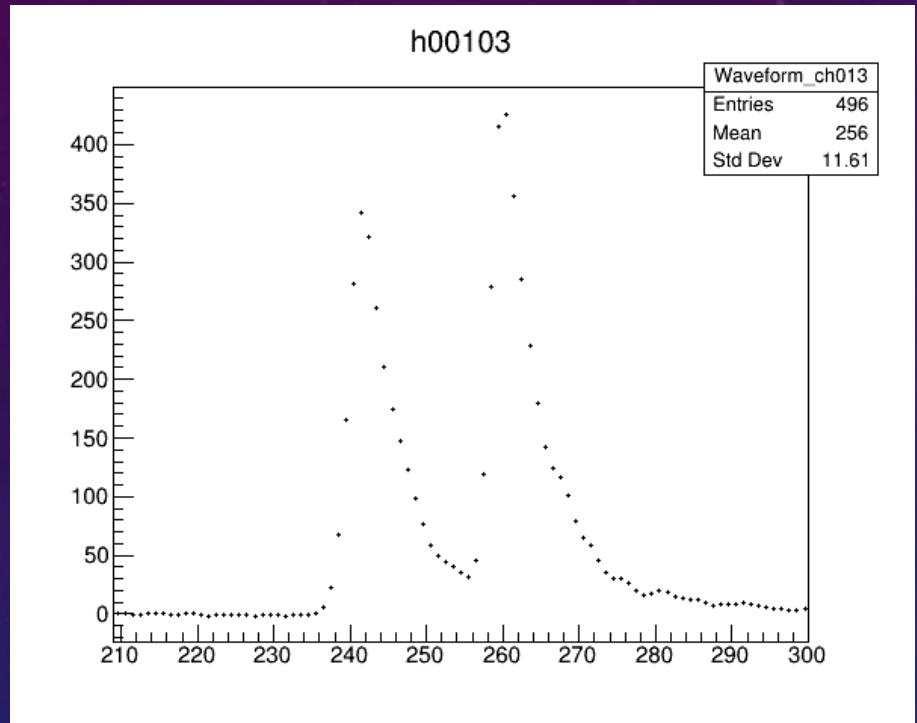


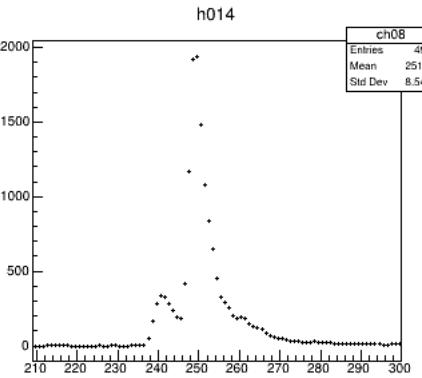
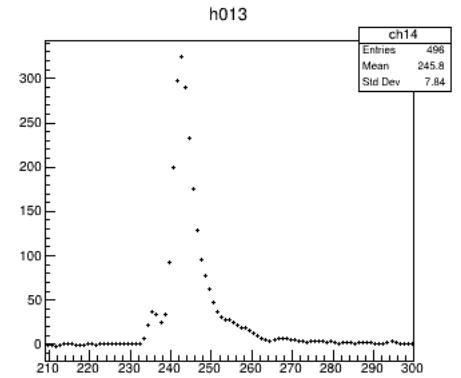
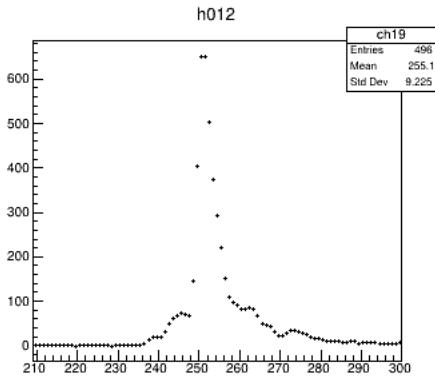
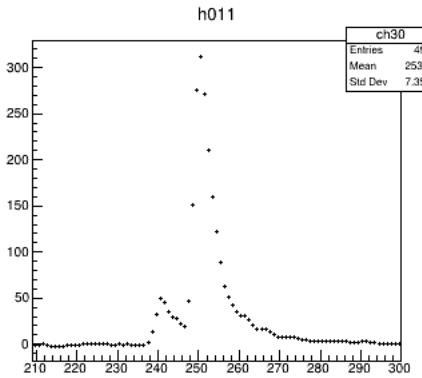
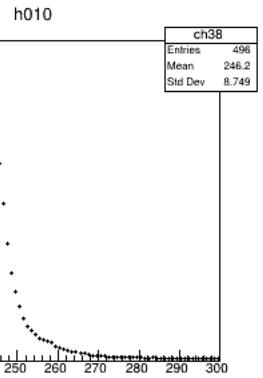
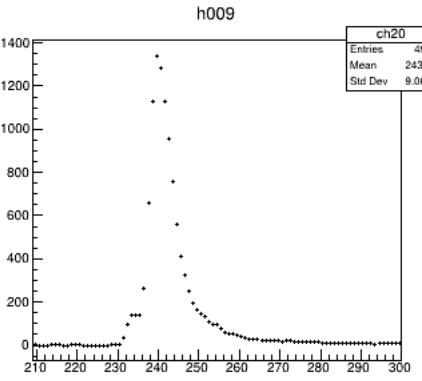
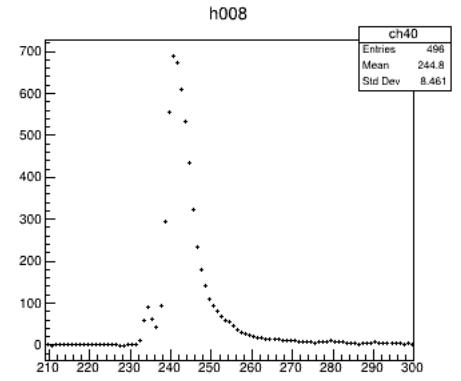
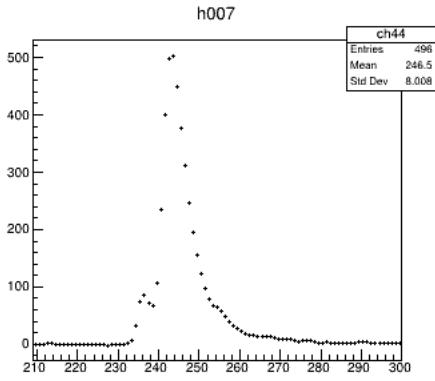
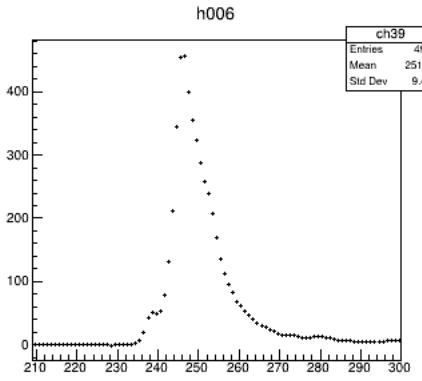
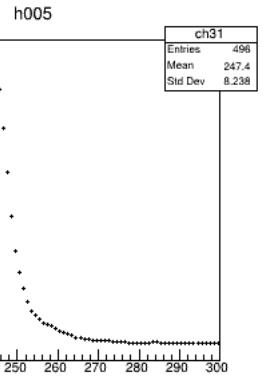
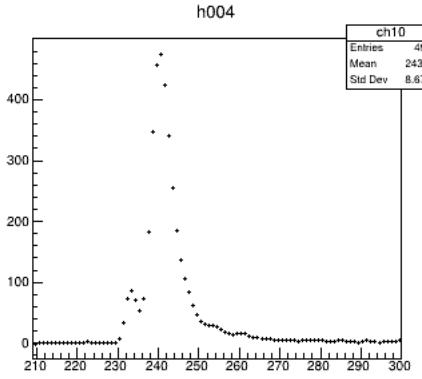
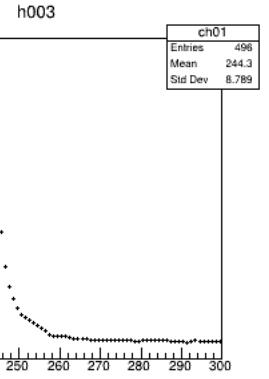
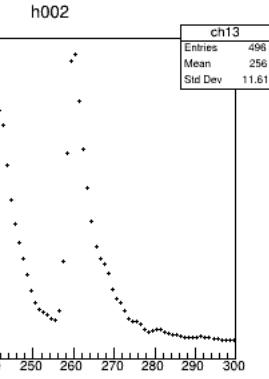
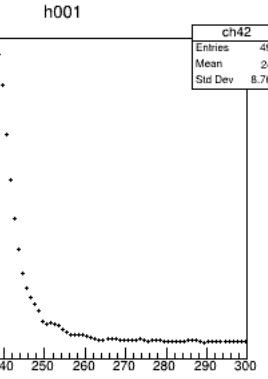
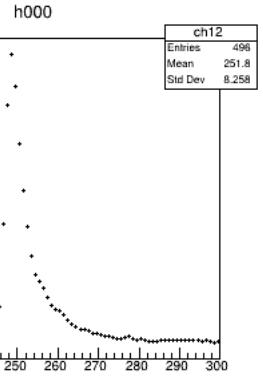
The background features a complex geometric pattern of concentric circles and arrows. Several large, thin-lined circles are arranged in a radial pattern, some with solid arcs and others with dashed arcs. Small, dark blue arrowheads point along the circumference of these circles, creating a sense of motion. The overall effect is abstract and technical.

190304

BYUNGCHAN LEE



- 10 cosmic ray muons per 1sec
- Coincidence width = 200ns
- Probability of simultaneous hit =  $10 \times 100\text{ns} / 1\text{s} = 10^{-6}$



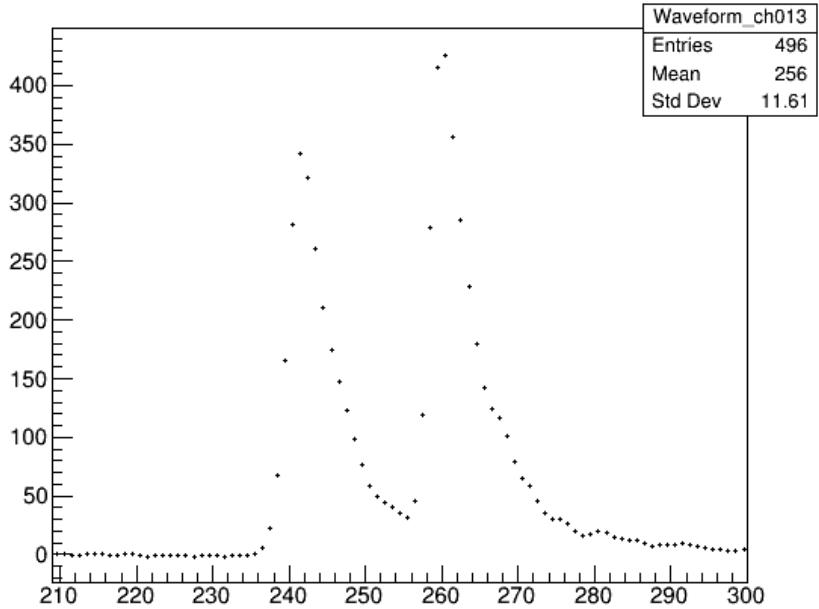
- DATA) FADCT\_000746
  - Event Number : 86,580
  - 24Bars, 48 Channels
- 
- Count the number of bars in each event, where the maximum pulse height > 100count at both PMT
  - Total Entry :  $2 \times 641,399$

	0	>20	101
Entries	106	61	37
Ratio (/total entry)	0.005%	0.008%	0.003%

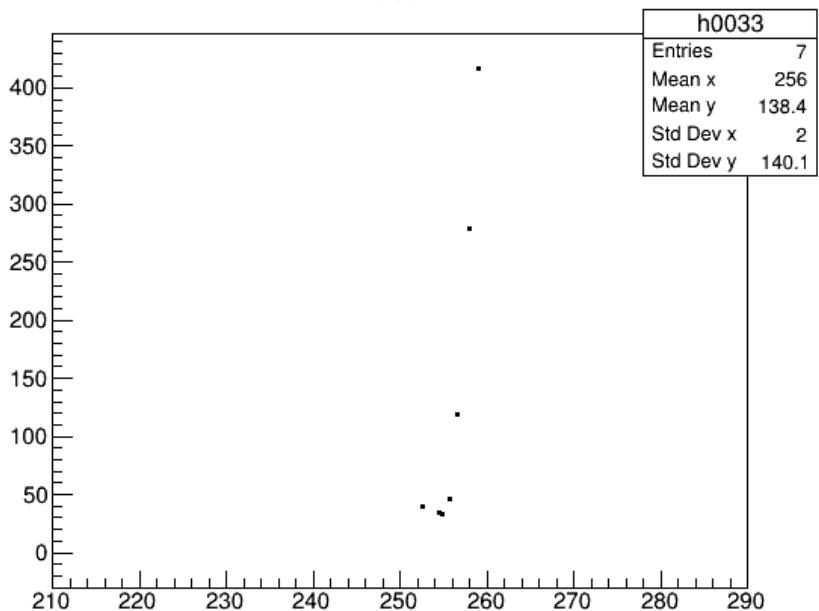
# HOW TO REVISE?

- 1. Modify few lines of code
  - Getting rid of data over 20 counter
  - Not using linear interpolation
- 2. Do nothing

h00103



h0033

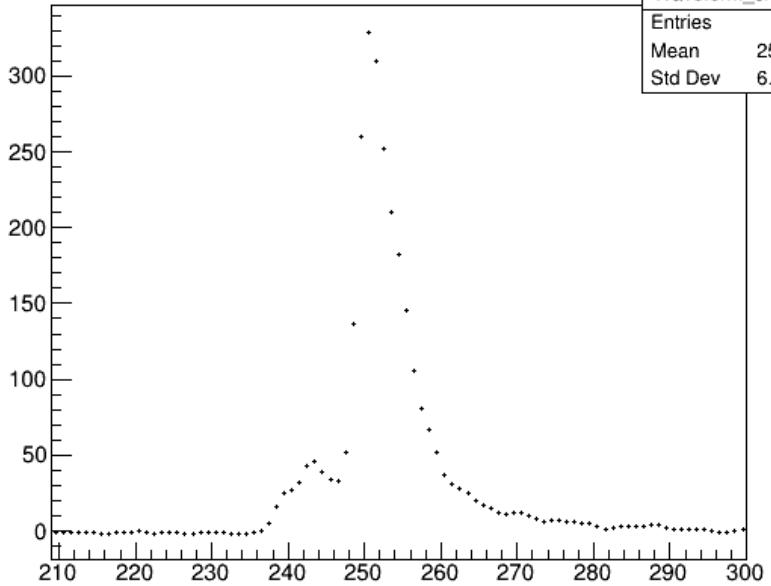


```
double h = xs[1] - xs[0];
double dif = abs(y- ys[0]);
int ns = 0;
for (int i = 0 ; i < n ; i++){
    if ( abs(y - ys[i]) < dif ) {
        ns = i; dif = abs(y - ys[i]); }

if (ns < 2 || n - ns <= 3)
    return 0;
```

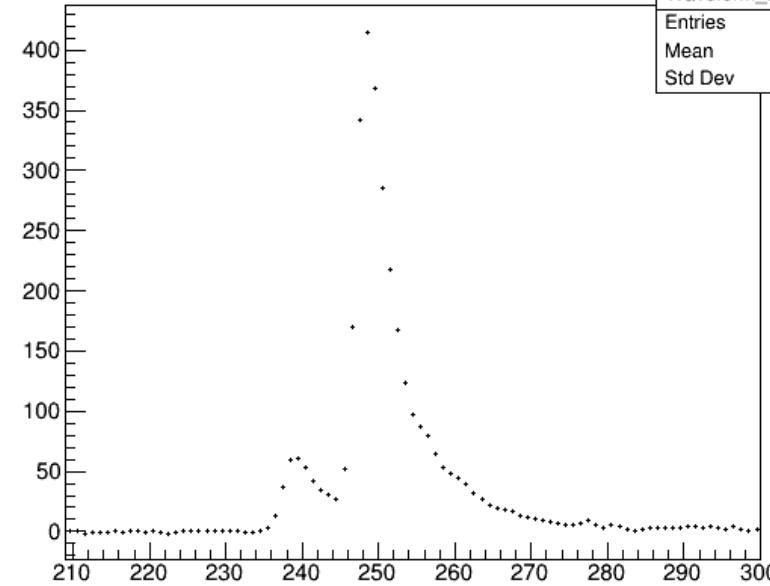
### h00102

Waveform_ch011
Entries 496
Mean 253.6
Std Dev 6.408



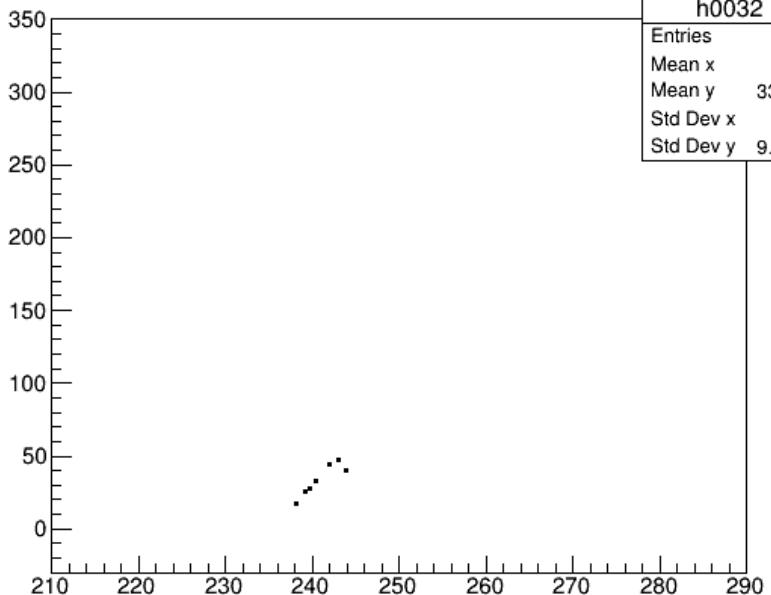
### h10102

Waveform_ch012
Entries 496
Mean 251.8
Std Dev 8.258



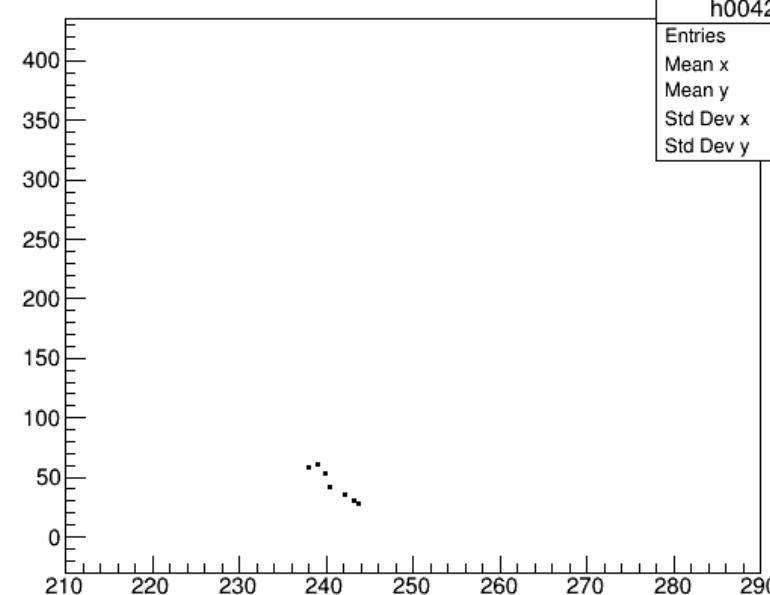
### h0032

h0032
Entries 7
Mean x 241
Mean y 33.65
Std Dev x 2
Std Dev y 9.955



### h0042

h0042
Entries 7
Mean x 241
Mean y 44.12
Std Dev x 2
Std Dev y 12.75



$$y = \frac{1}{2}(y_0 + y_1) + \left(u - \frac{1}{2}\right)\Delta y_0 + \frac{u(u-1)}{2!} \cdot \frac{1}{2} [\Delta^2 y_{-1} + \Delta^2 y_0] + \frac{(u-\frac{1}{2})u(u-1)}{3!} \Delta^3 y_{-1} \\ + \frac{(u+1)u(u-1)(u-2)}{4!} \cdot \frac{1}{2} [\Delta^4 y_{-1} + \Delta^4 y_{-2}] + \dots$$

```

double p_old = (y - f_0)/d_1;
double p_new = p_old;
do {
    counter++;
    p_old = p_new;
    p_new = (y - f_0 - d_2*p_old*(p_old - 1.0)/2.0
              - d_3*p_old*(p_old - 1.0)*(p_old - 0.5)/6.0
              - d_4*(p_old*p_old - 1.0)*p_old*(p_old - 2.0)/24.0)/d_1;
    *count = counter;
    if (counter > 100) return 0;
} while (abs(p_new - p_old) > eps);

return (xs[ns] + h*p_new);

```

It gives a useful estimate when  $0.25 < p < 0.75$

Optimal step size :  $H = (\frac{\varepsilon}{M})^{1/4}$

$H$  : step size

$\varepsilon$  : truncation error

$M$  : maximum value of  $d^4 y$

Fixed  $H$ , different  $M$  in each entry  
 -> Difficult to reduce error

```
0.0962023  
-0.444578  
0.094997  
-0.444967  
0.0960741  
-0.444619  
0.0951122  
-0.44493  
0.0959718  
-0.444653  
0.095204  
-0.444901  
0.09589  
-0.444679  
0.0952772  
-0.444877  
0.0958247  
-0.4447  
0.0953357  
-0.444858  
0.0957727  
-0.444717  
0.0953823  
-0.444843  
0.0957311  
-0.444731  
0.0954195  
-0.444831  
0.0956979  
counter : 101  
value : 464.191
```

# CONFIGURATION

```
[TCB
  PTRIG    100  # pedestal trigger [ms]
  CW       200  # coincidence width
  TRGON    1    # normal 1, pedestal 2, ext 8
  GATEWIDTH 10
  MTHRF     2  # multiplicity
#  DTF      1000 # deadtime[ns]
  PSCF     1 #prescale
#  GATEWIDTH 10
  GATEDLY 0
END
```