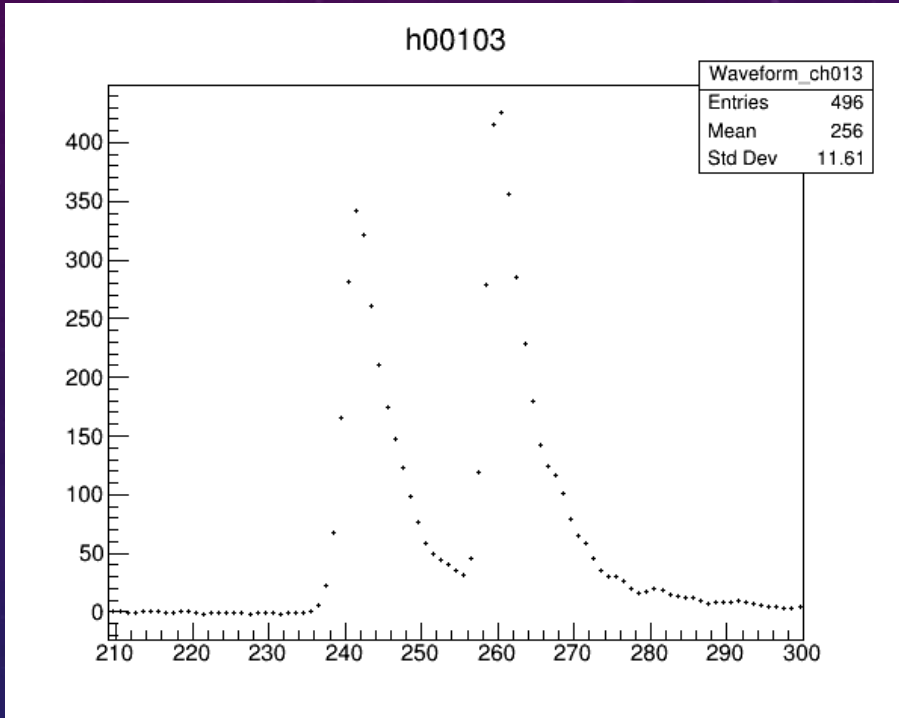


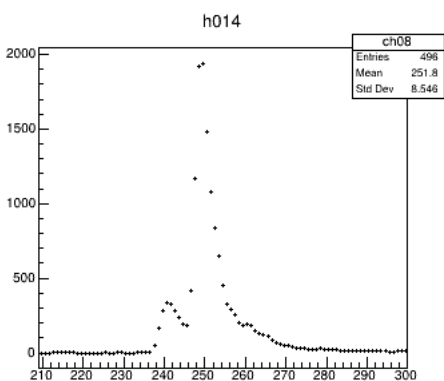
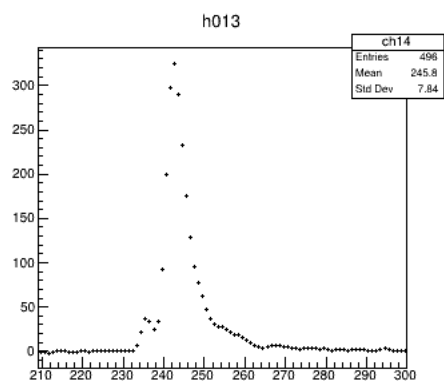
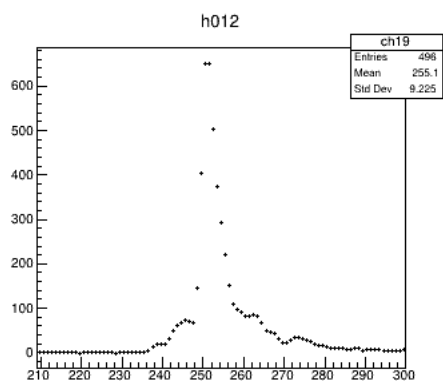
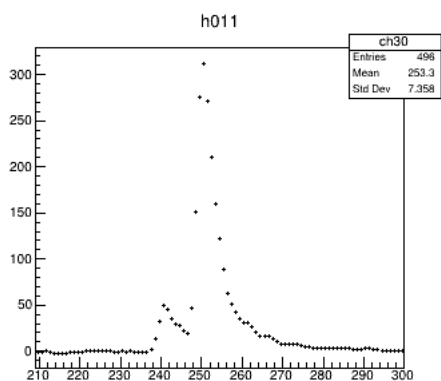
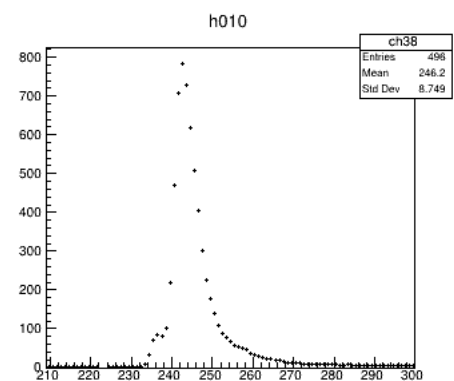
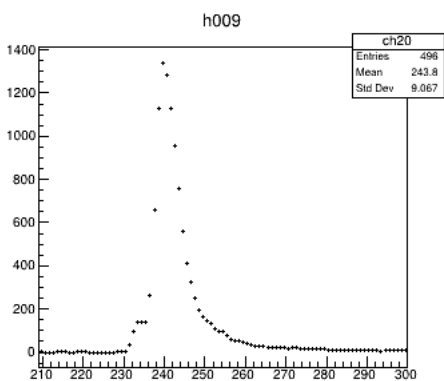
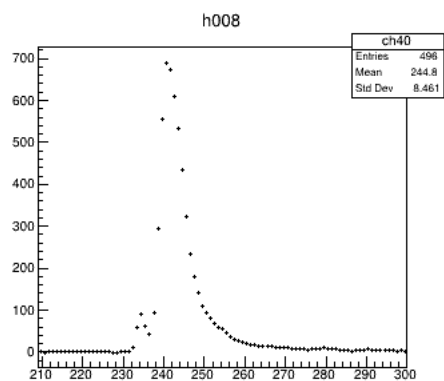
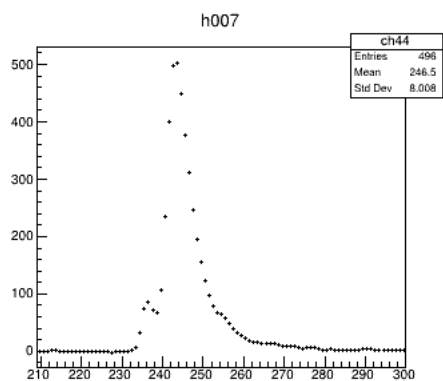
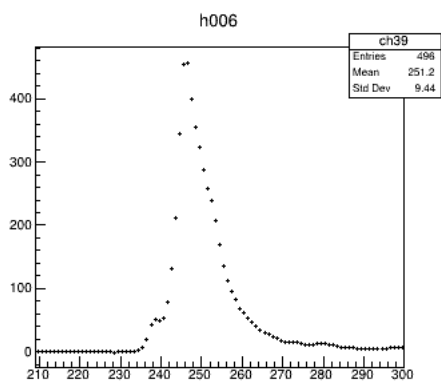
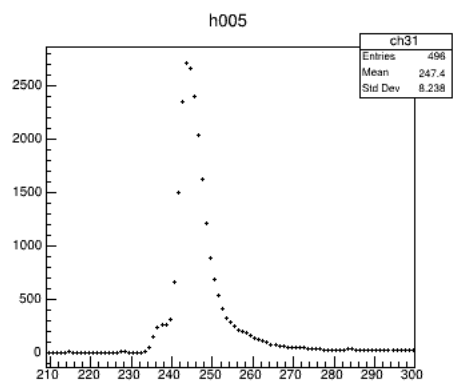
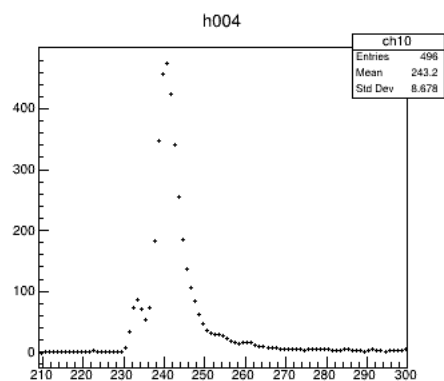
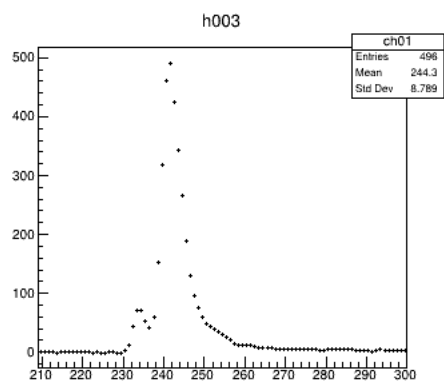
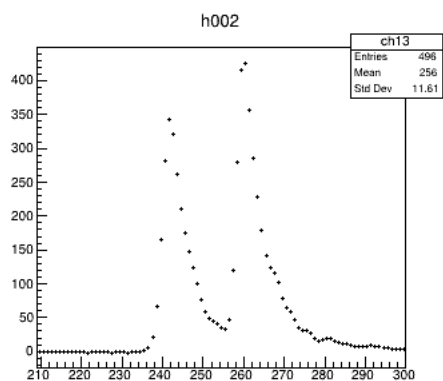
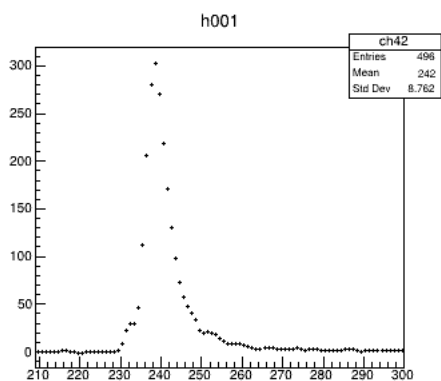
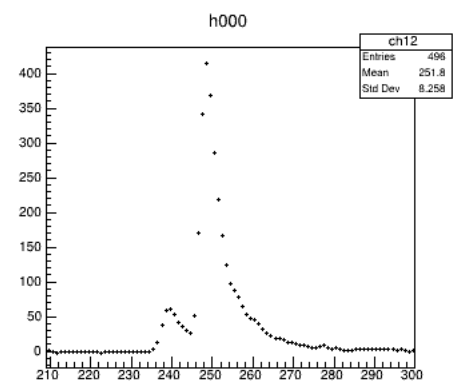
The background is a gradient of dark blue and purple, speckled with small white dots. On the left side, there are several concentric circles and a large circular scale with degree markings from 140 to 260. Some circles have arrows indicating a clockwise direction.

# 190304

BYUNGCHAN LEE



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



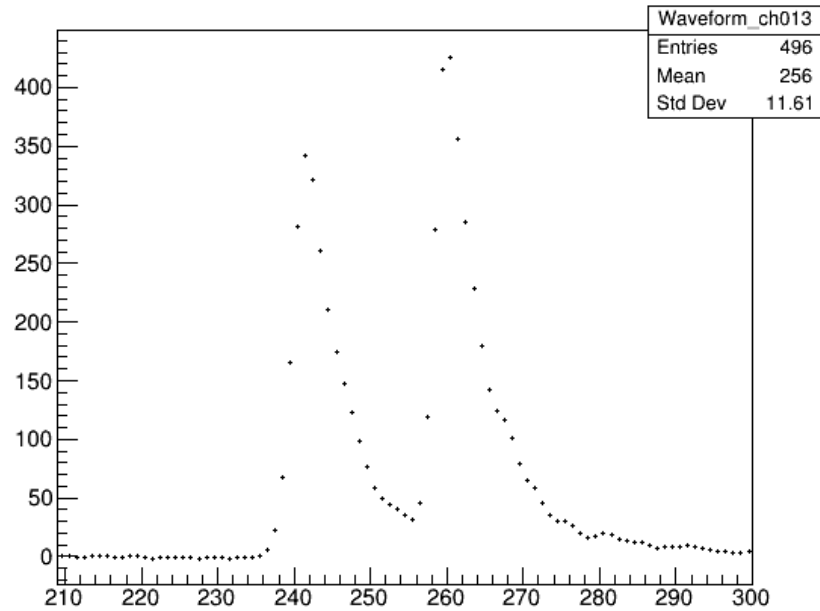
- DATA) FADCT\_000746
- Event Number : 86,580
- 24Bars, 48 Channels
- Count the number of bars in each event, where the maximum pulse height > 100count at both PMT
- Total Entry :  $2 \times 641,399$

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

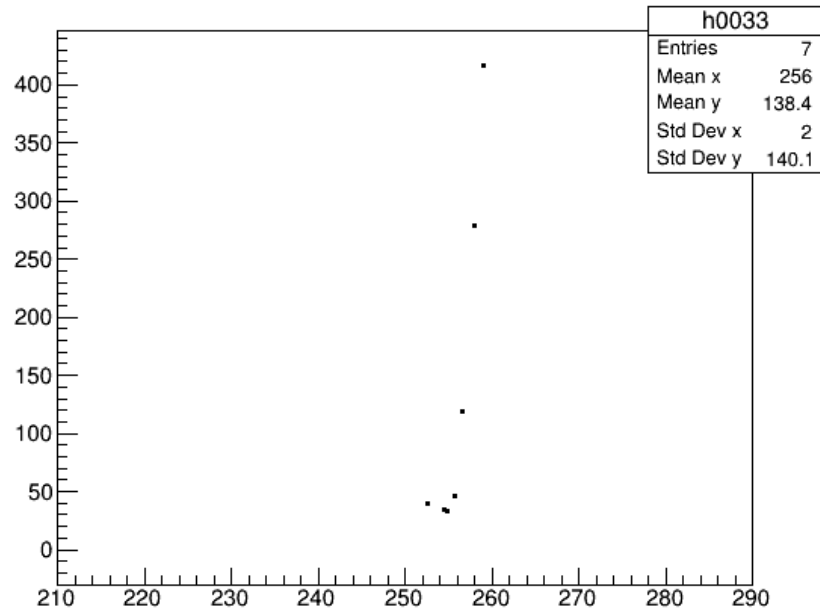
# HOW TO REVISE?

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

h00103

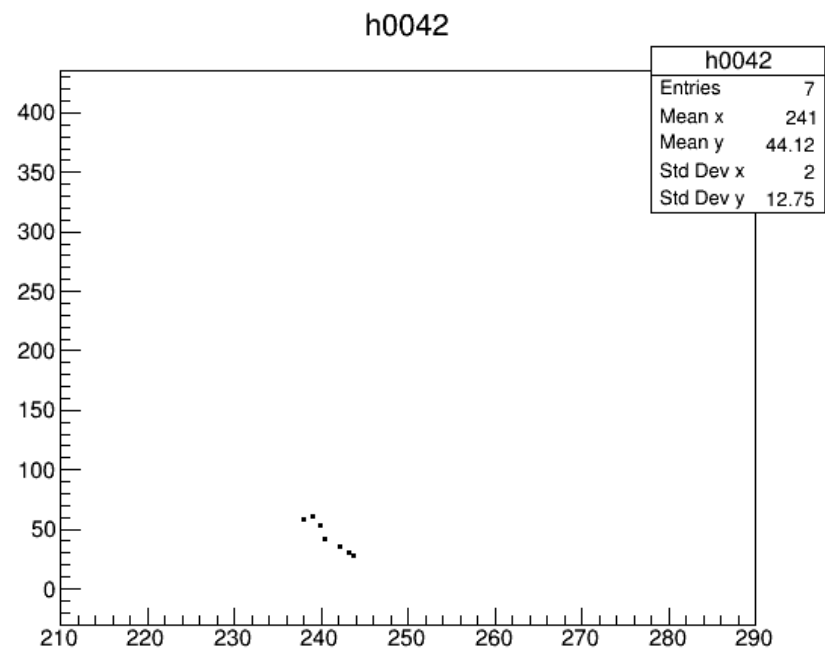
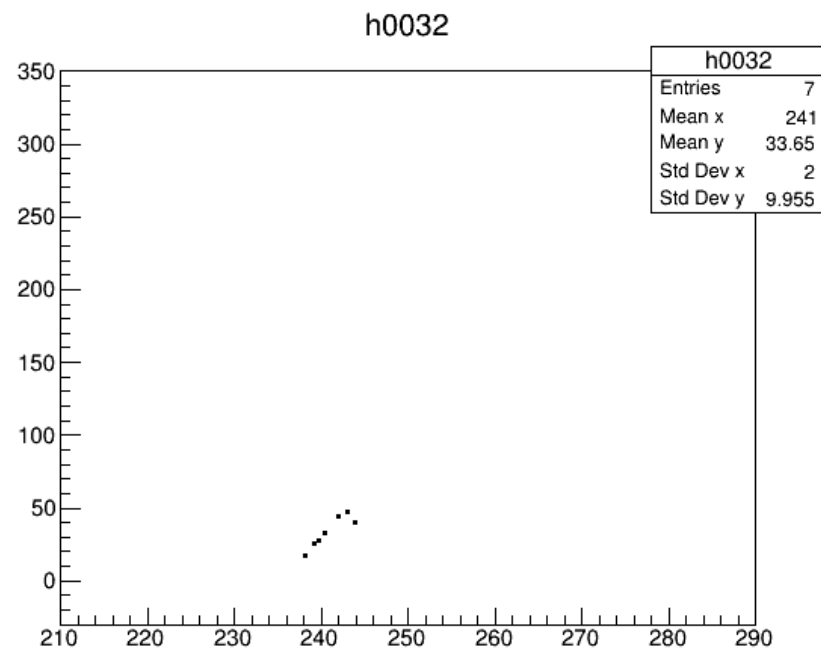
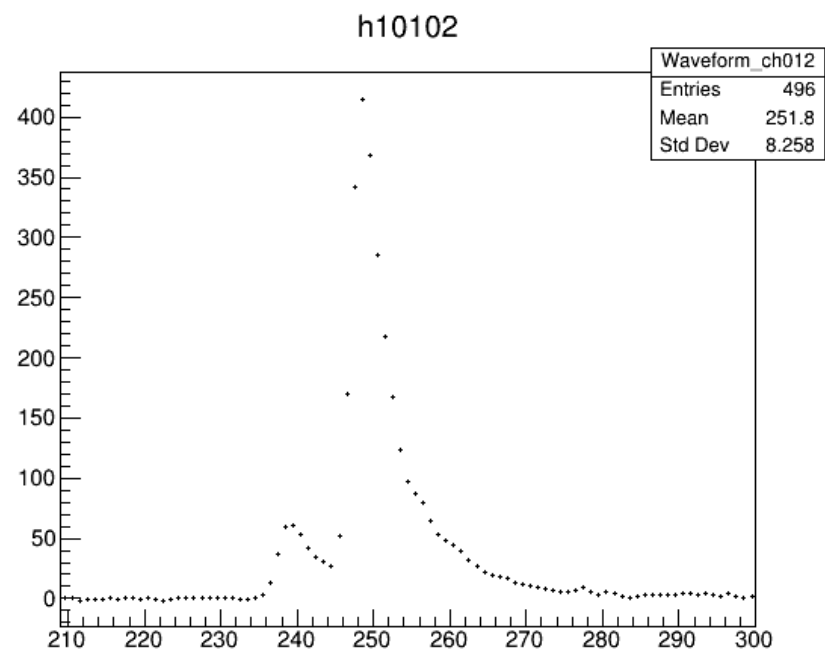
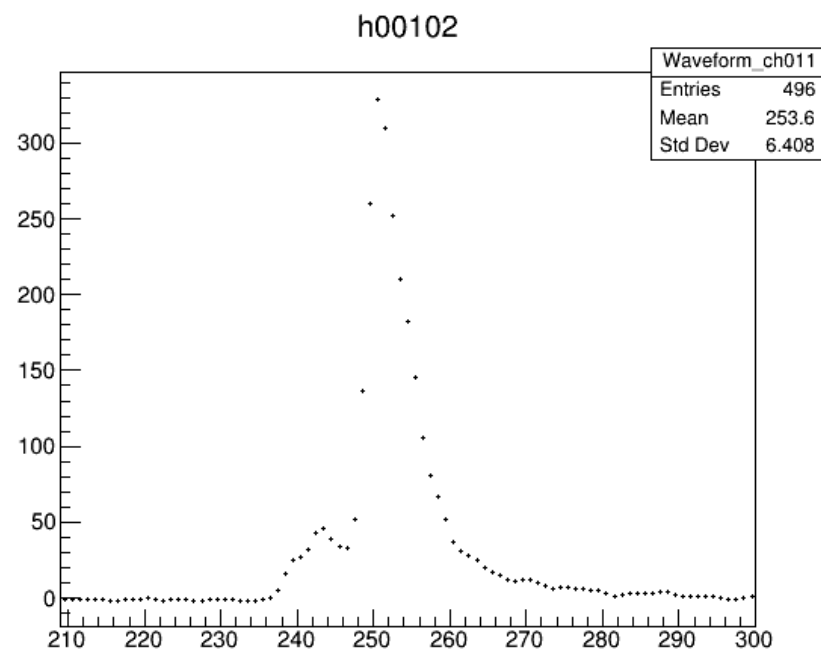


h0033



```
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;
```



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

```
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 :  $H = \left(\frac{\varepsilon}{M}\right)^{1/4}$

H : step size

$\varepsilon$  : truncation error

M : maximum value of  $d^4 y$

Fixed H, different M in each entry

-> Difficult to reduce error



# 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
```