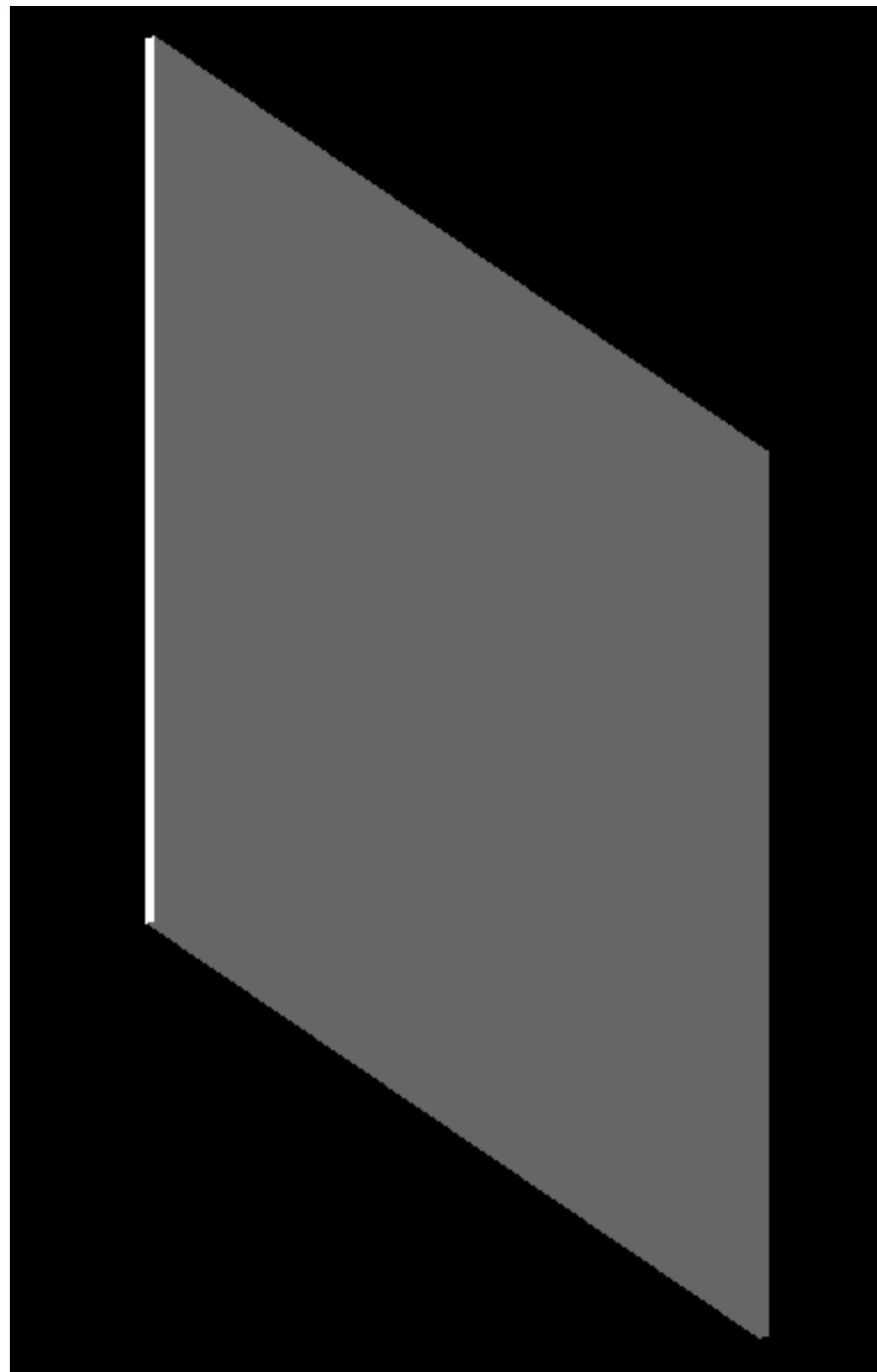


# Status report (15 Feb. 2017)

Jongwon Hwang

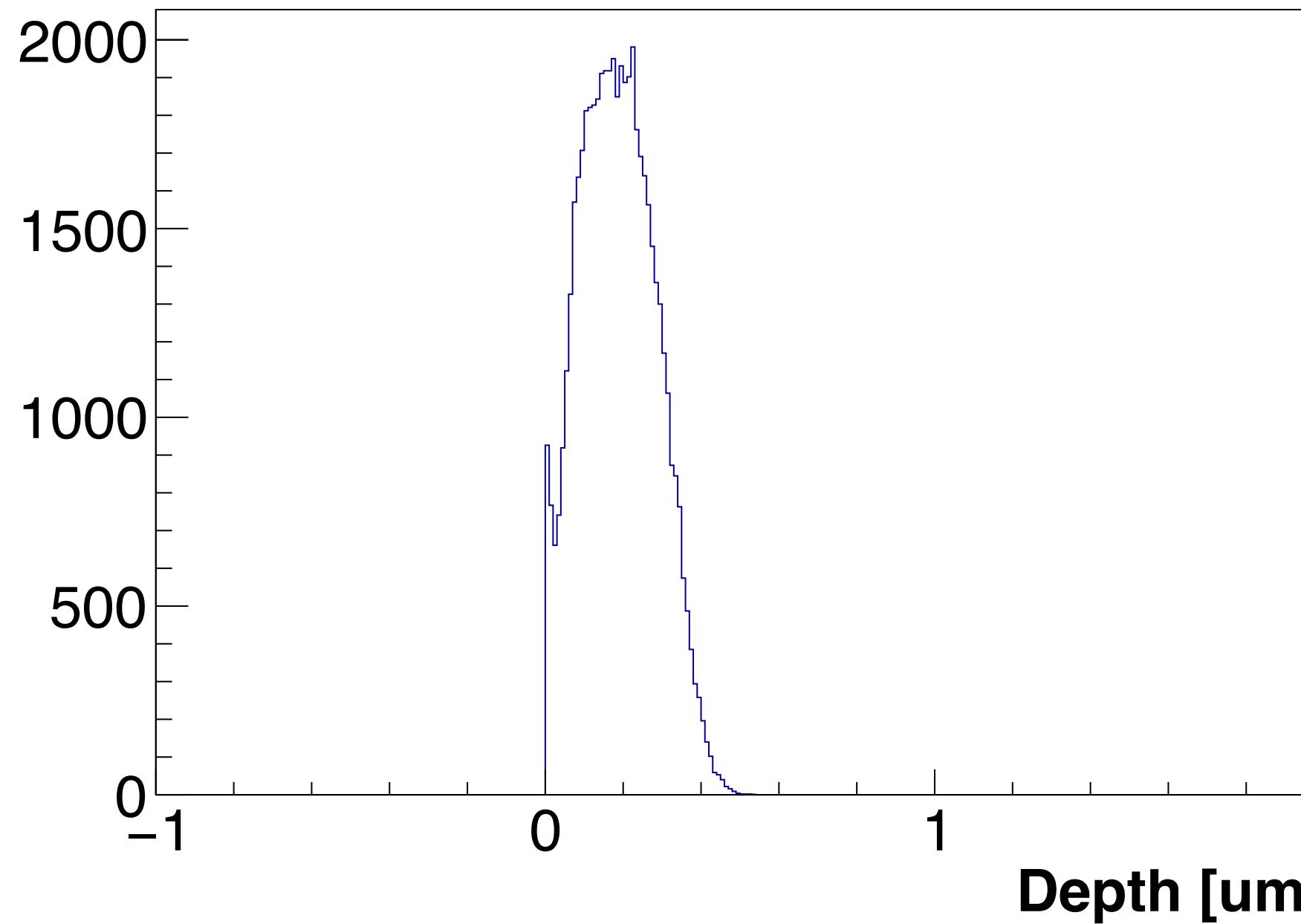
# Simulation for “doping”

- Triton result (200 keV)
  - Depth for Cu: 1.618 um
  - Depth for Au: 1.287 um
- Check electron beam (18 keV) from each depth for Cu and Au plates

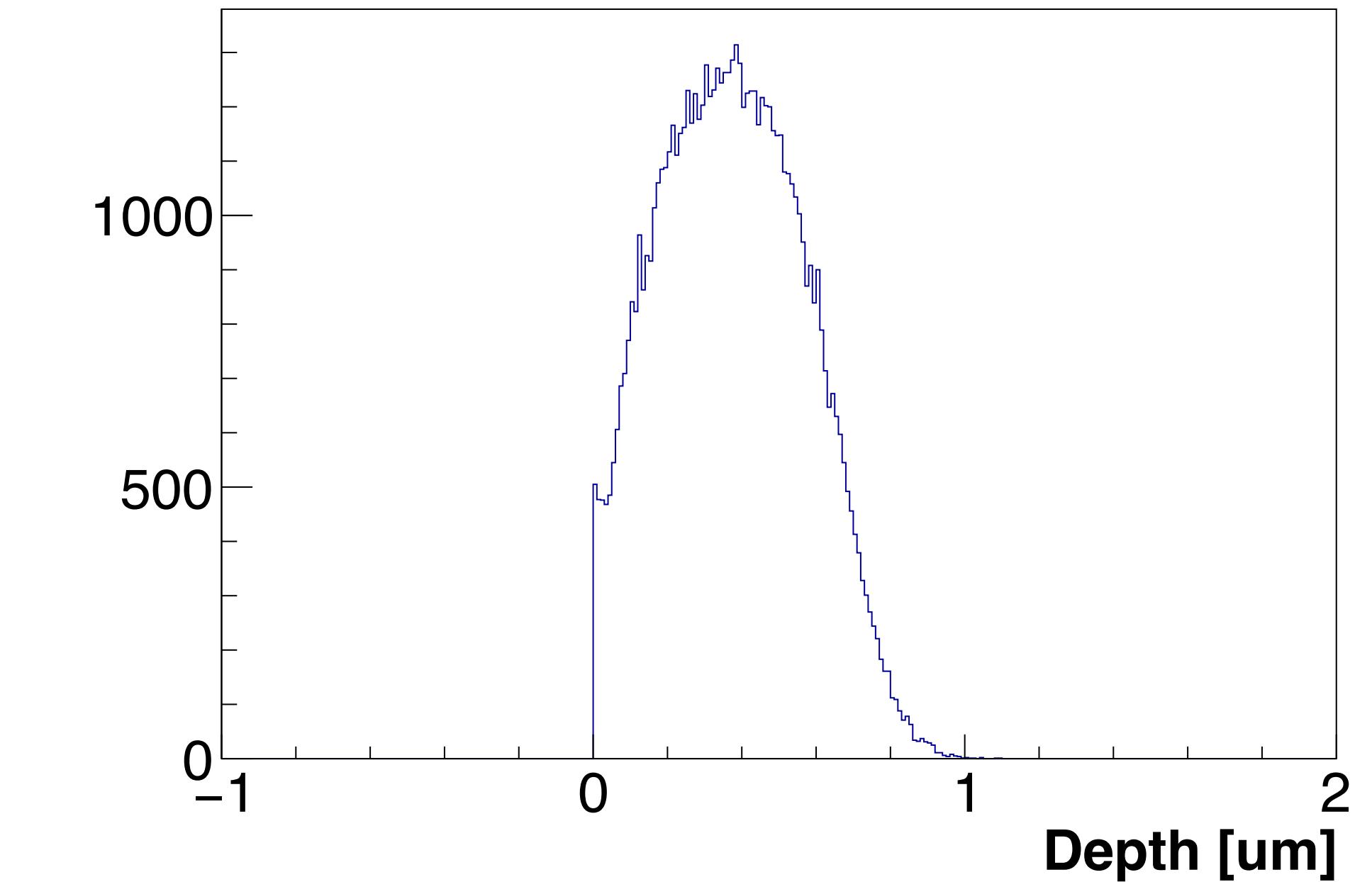


Simulation  
for  
“doping”:  
electron

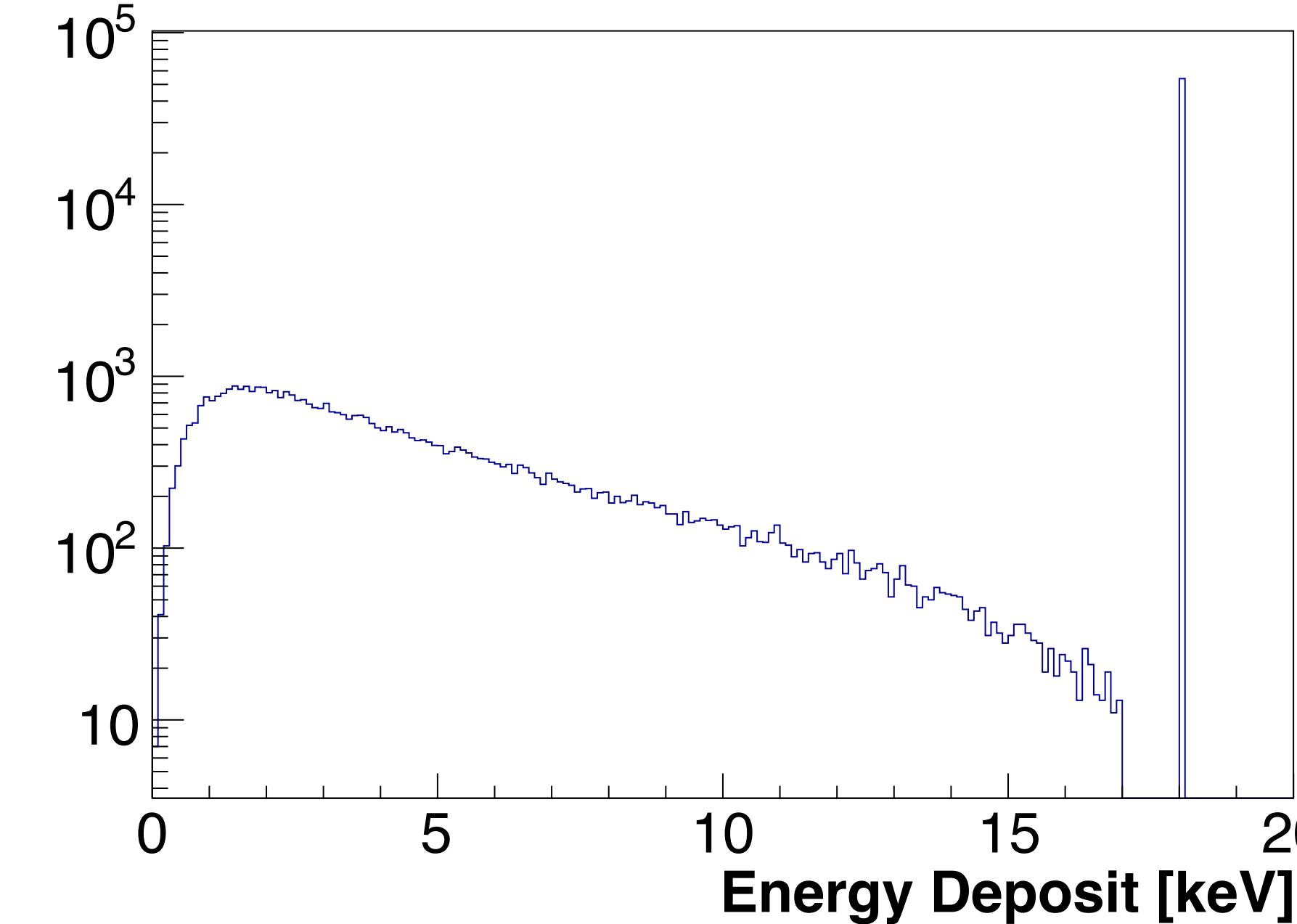
electron\_Au



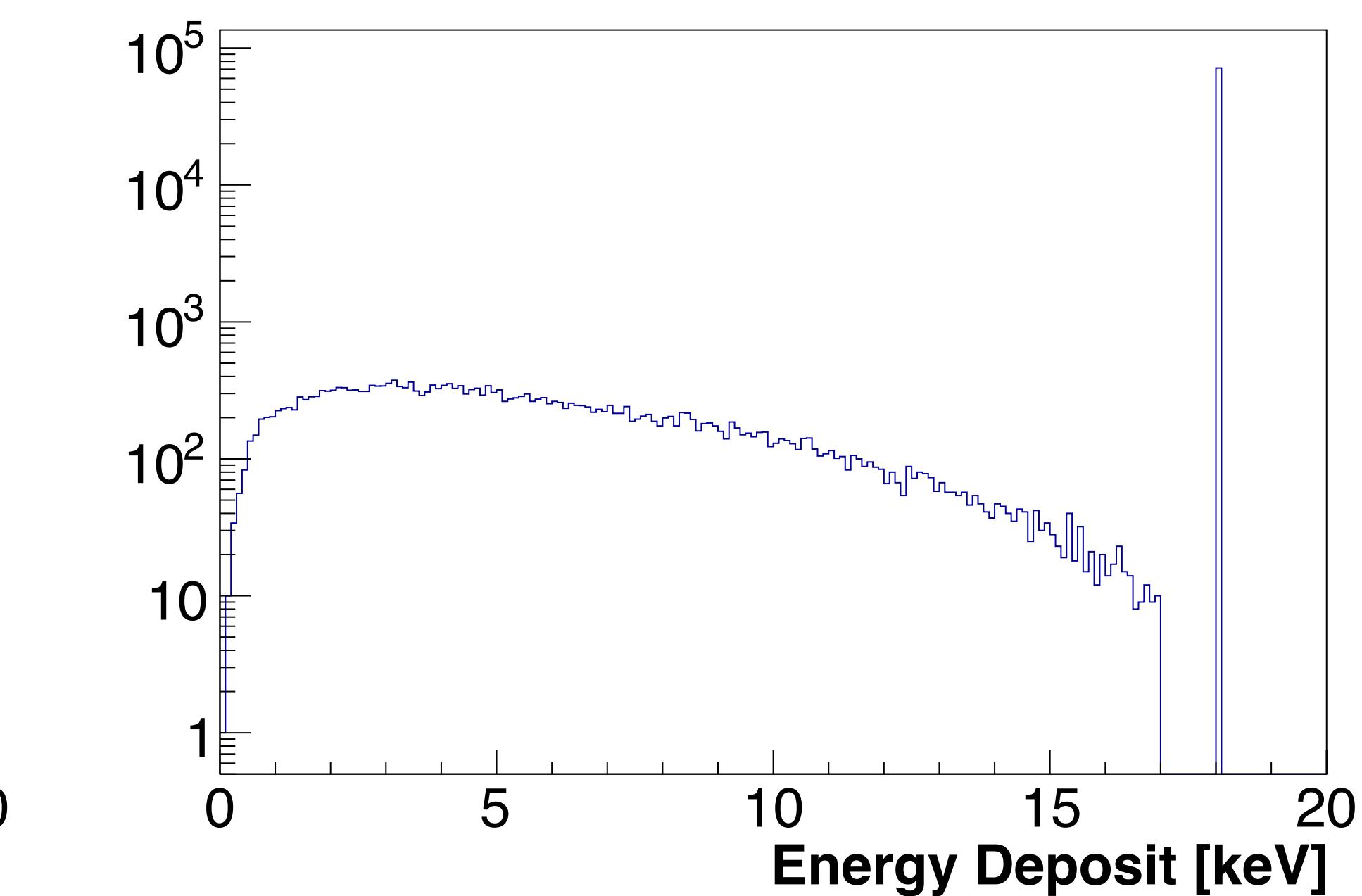
electron\_Cu



electron\_Au

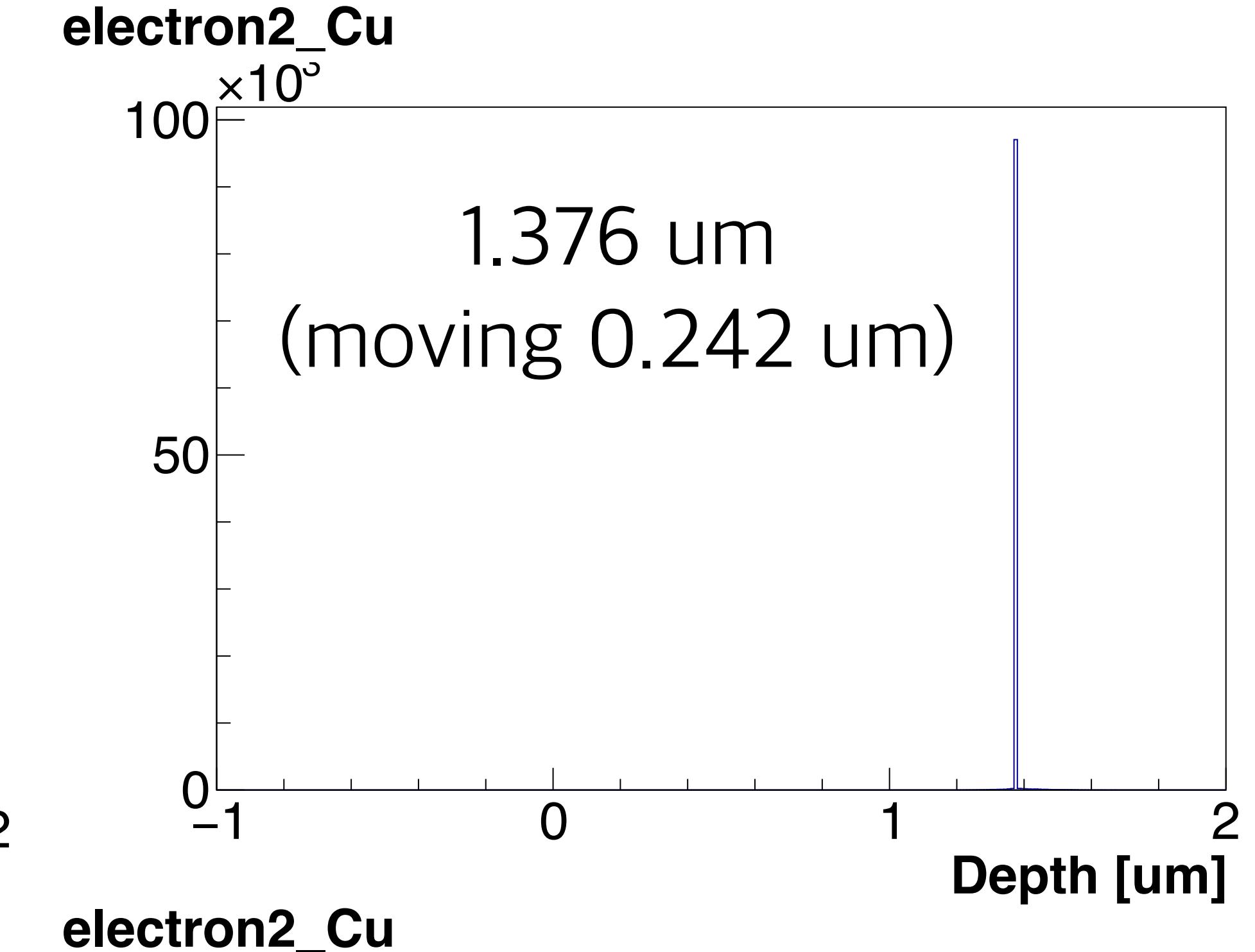
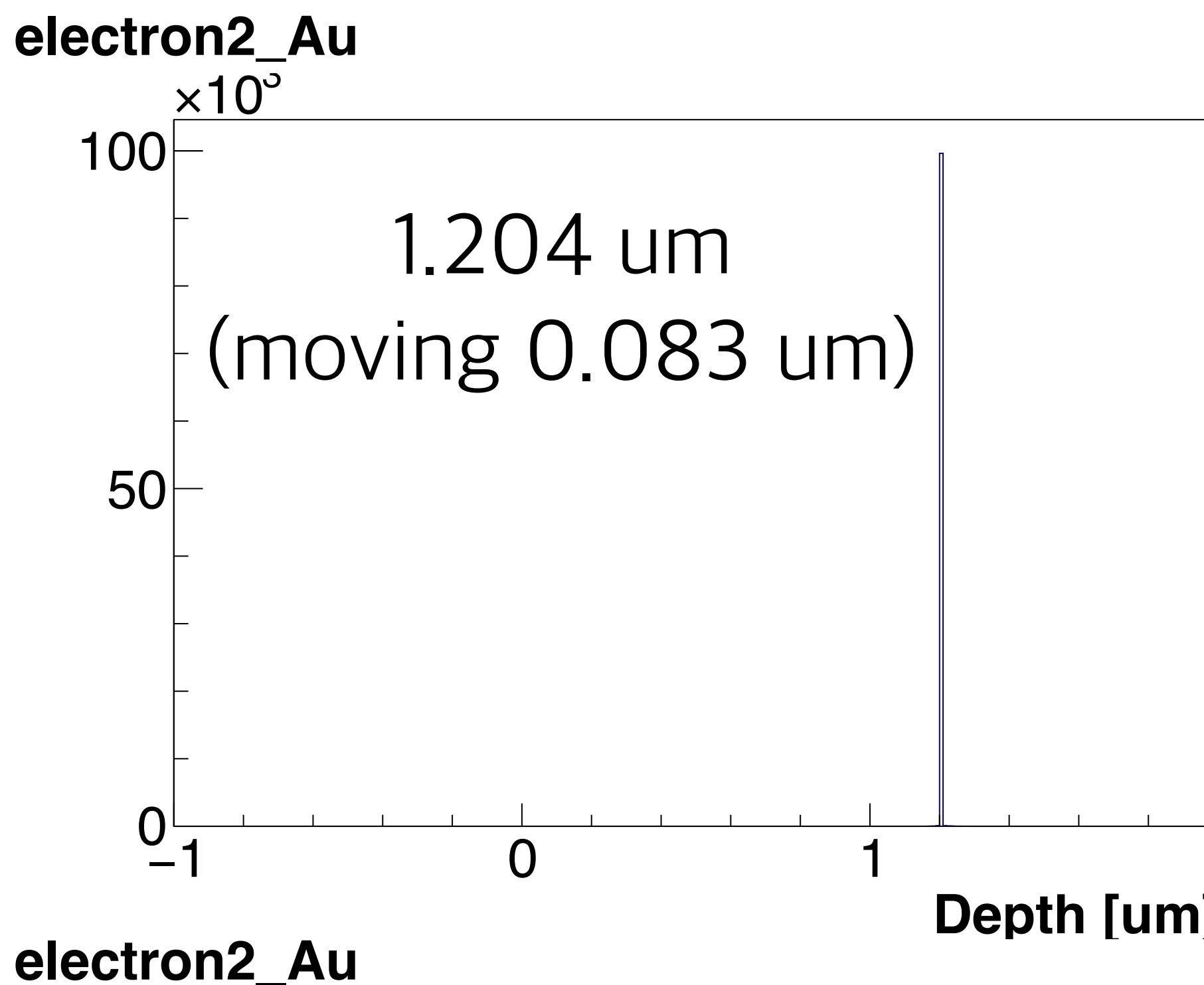


electron\_Cu

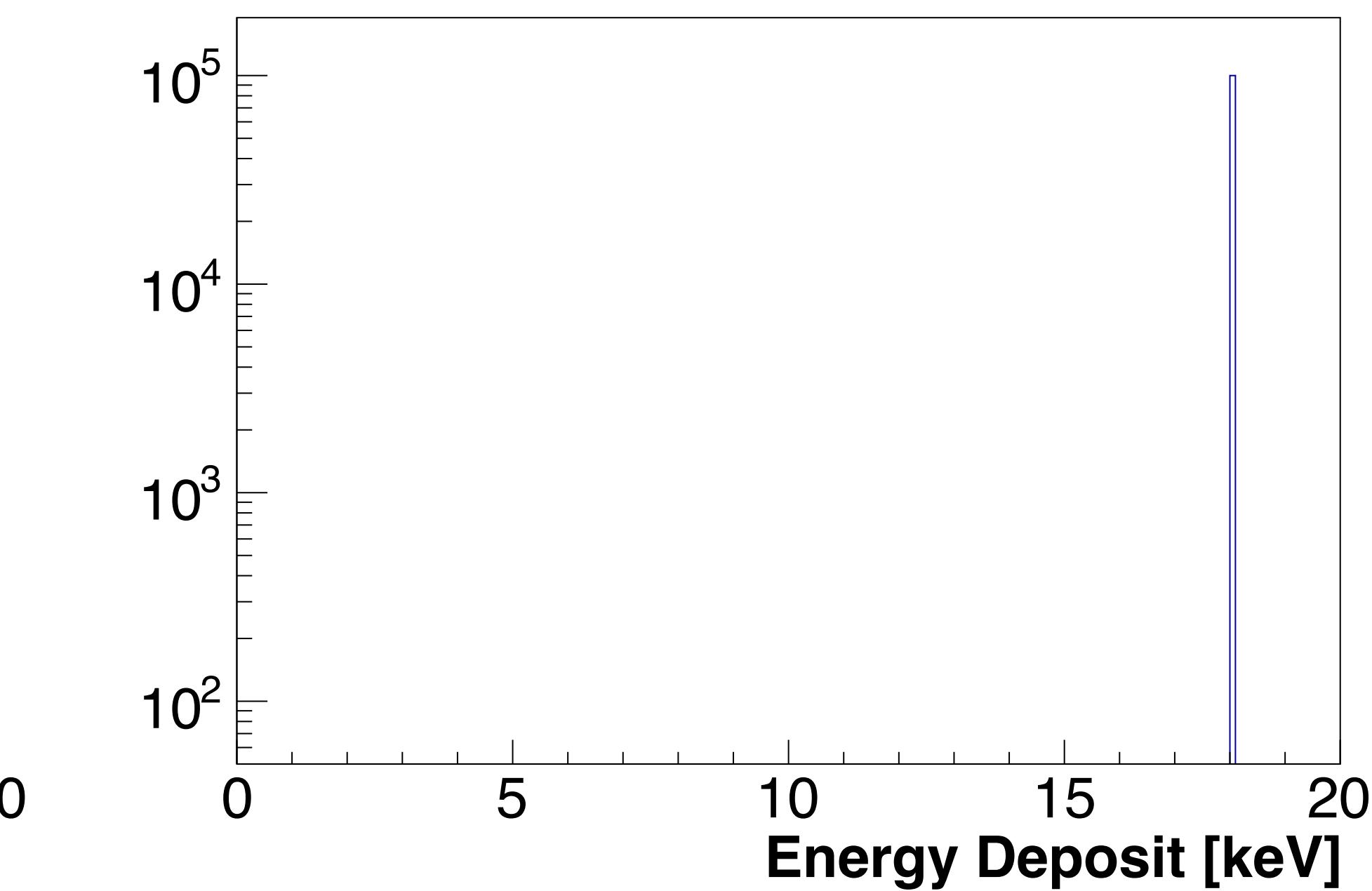
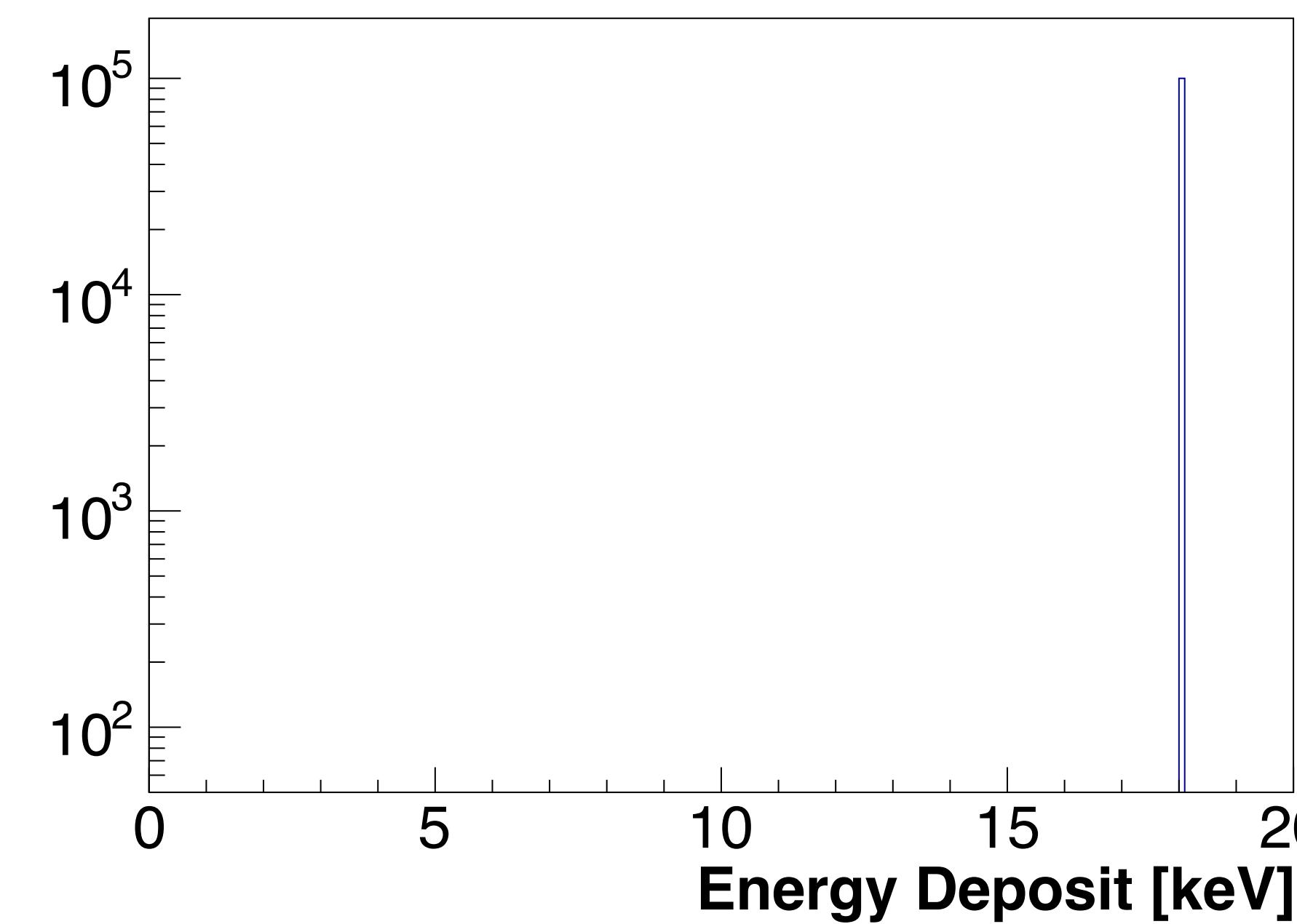


Previous  
(from outside)

# Simulation for “doping”: electron



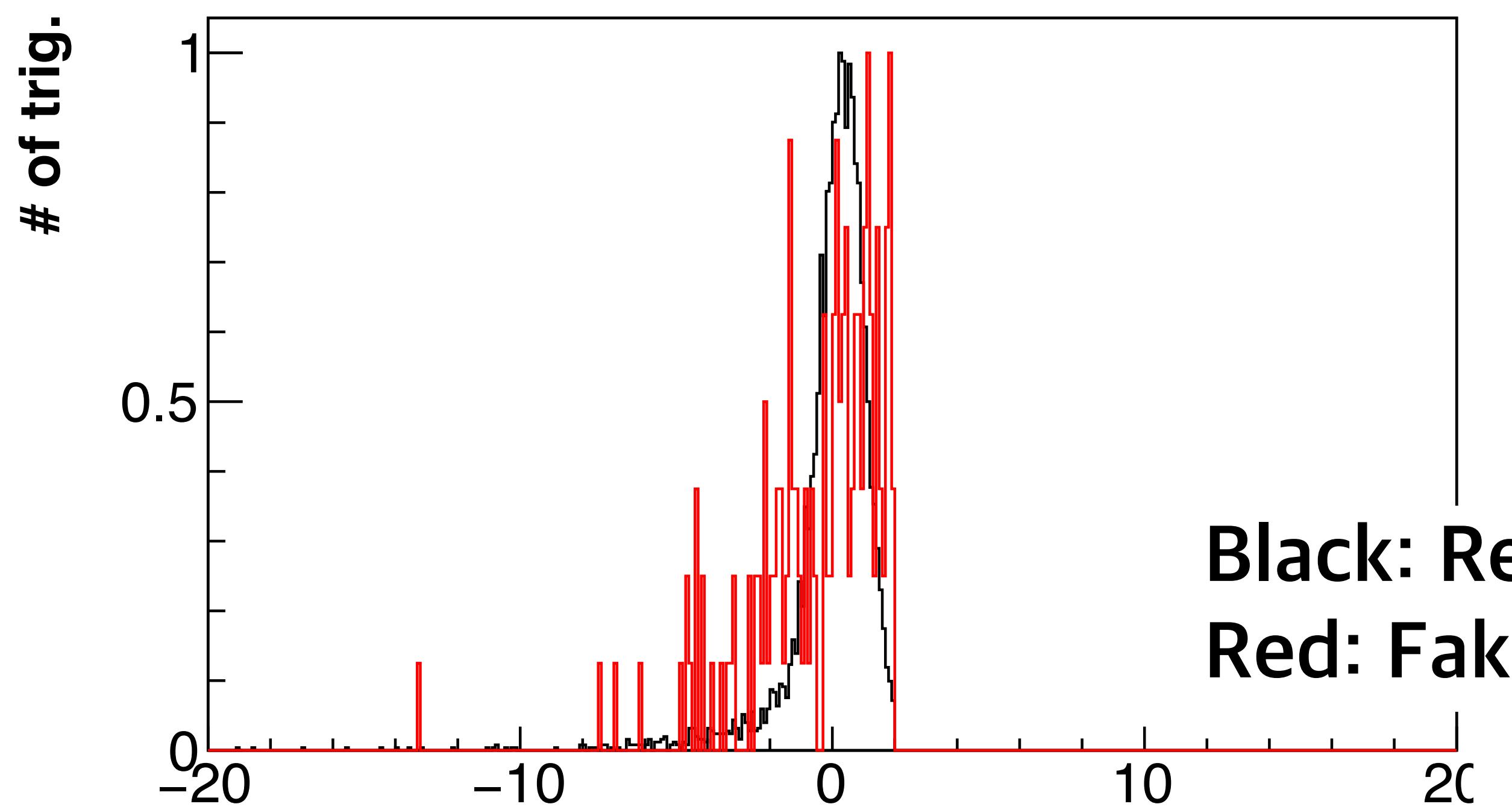
New  
(from inside)



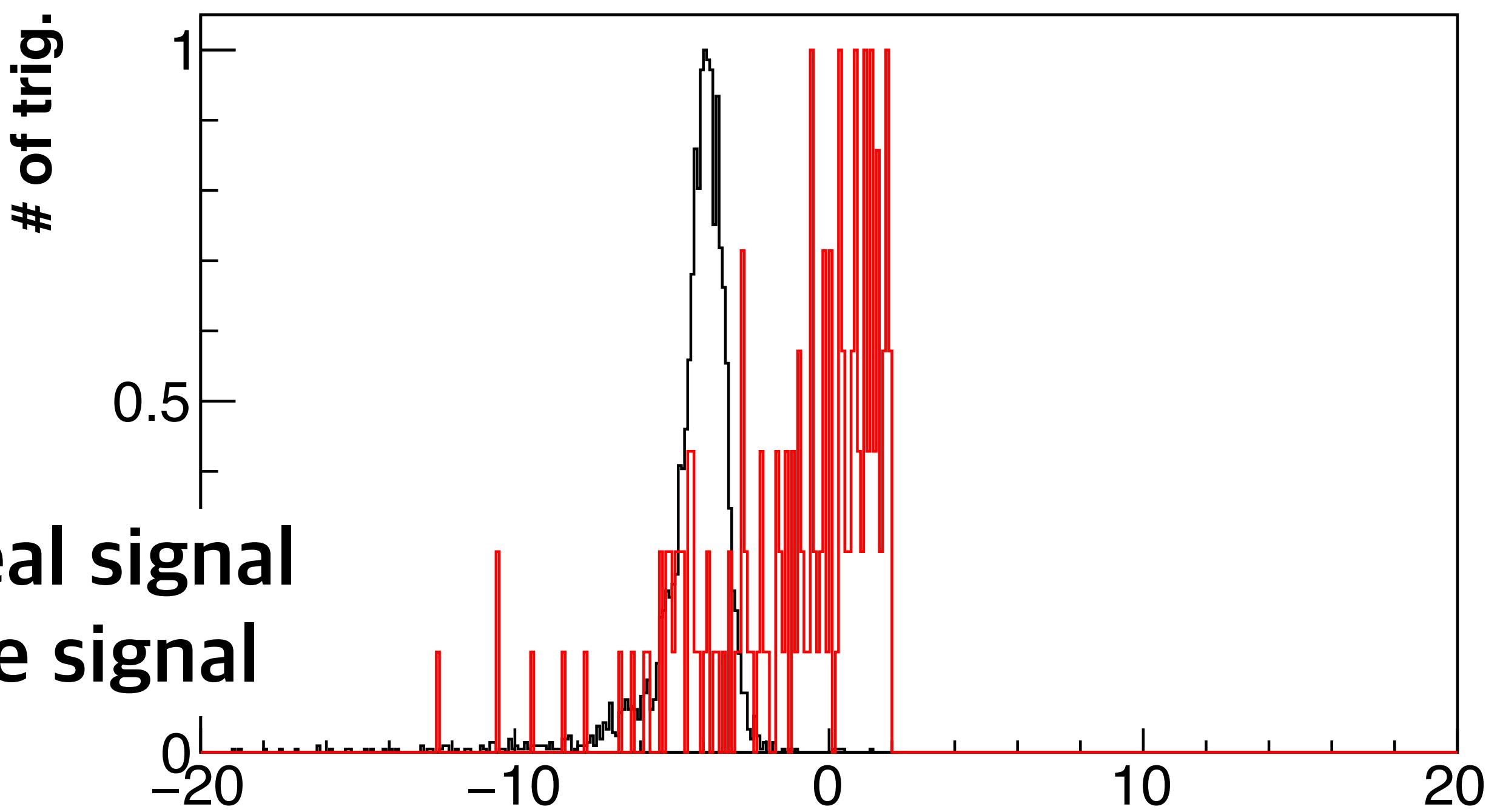
# Simulation: cosmic-ray rejection

- Check  $dT = T_{\text{bot, earliest}} - T_{\text{top, latest}}$  after cosmic-ray rejection

DT. (825/Top)



DT. (825/Bottom)



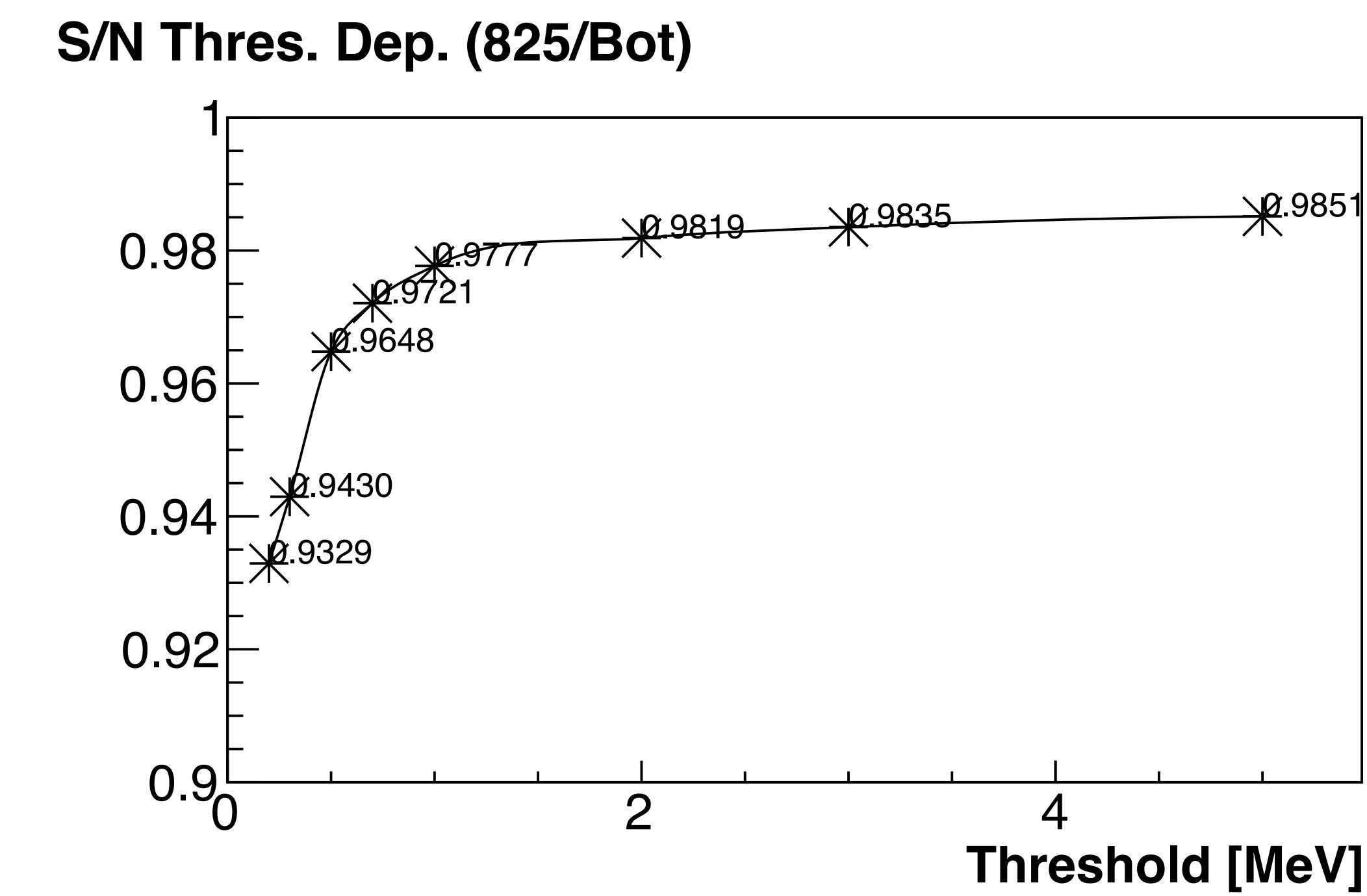
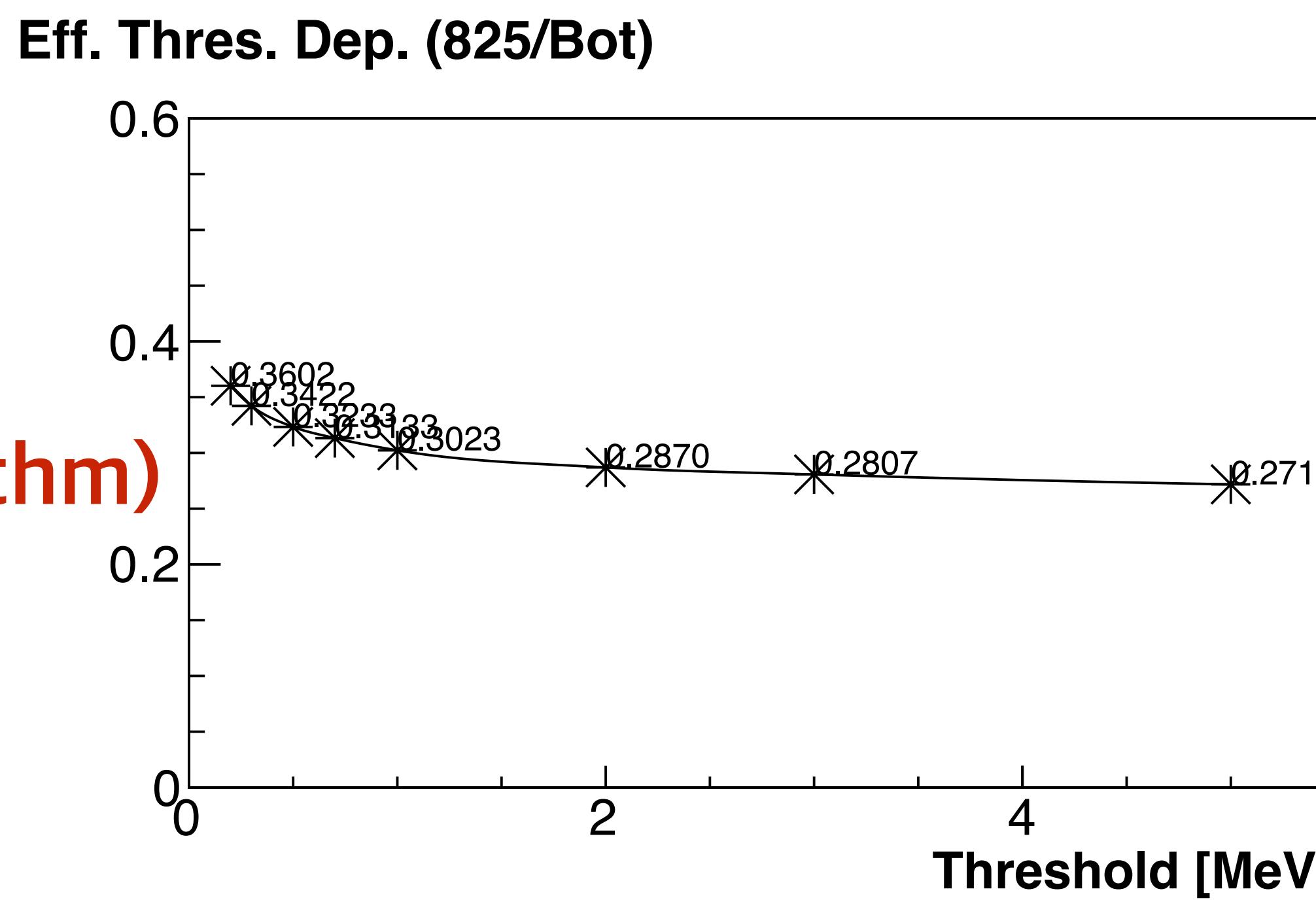
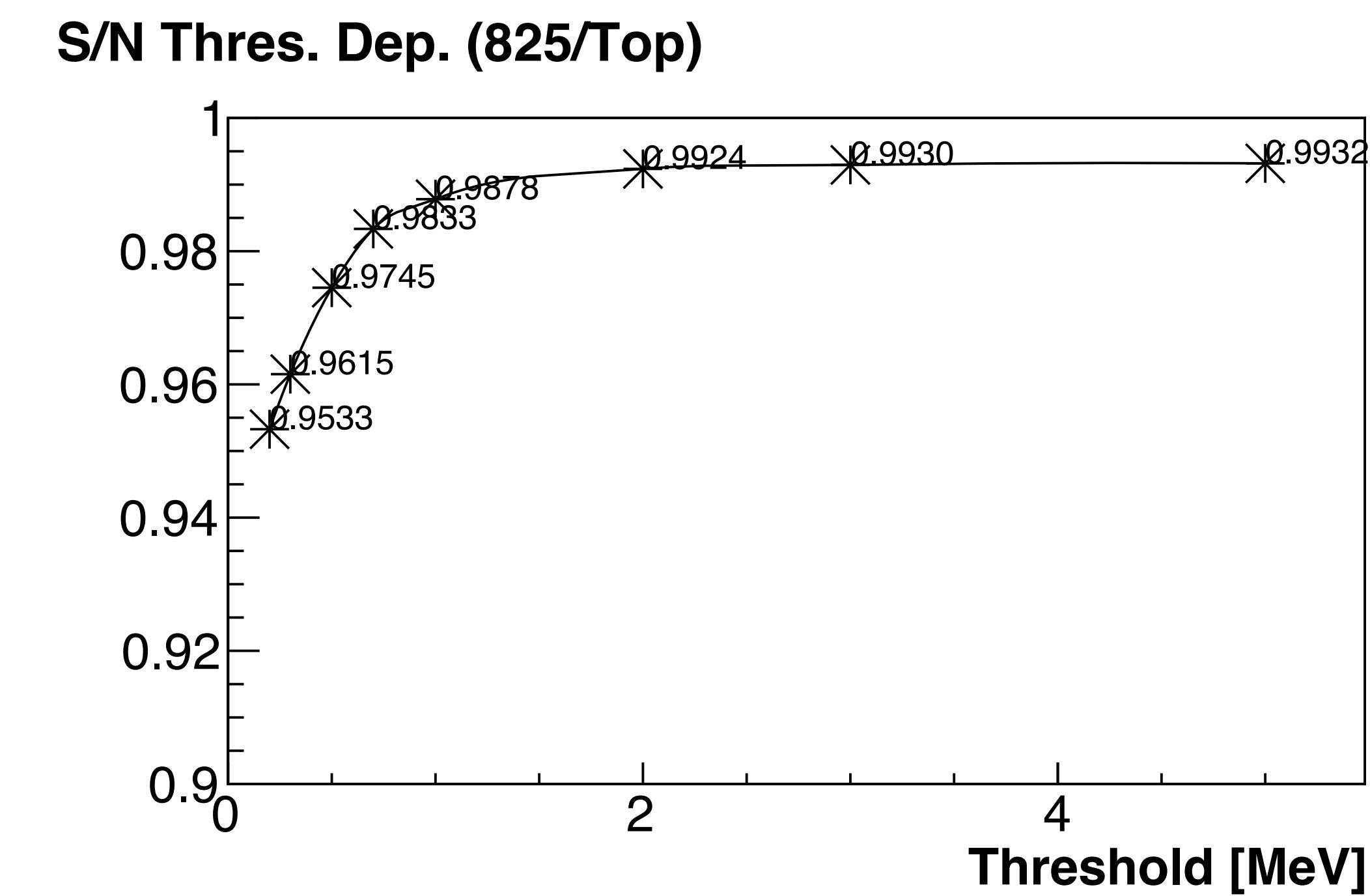
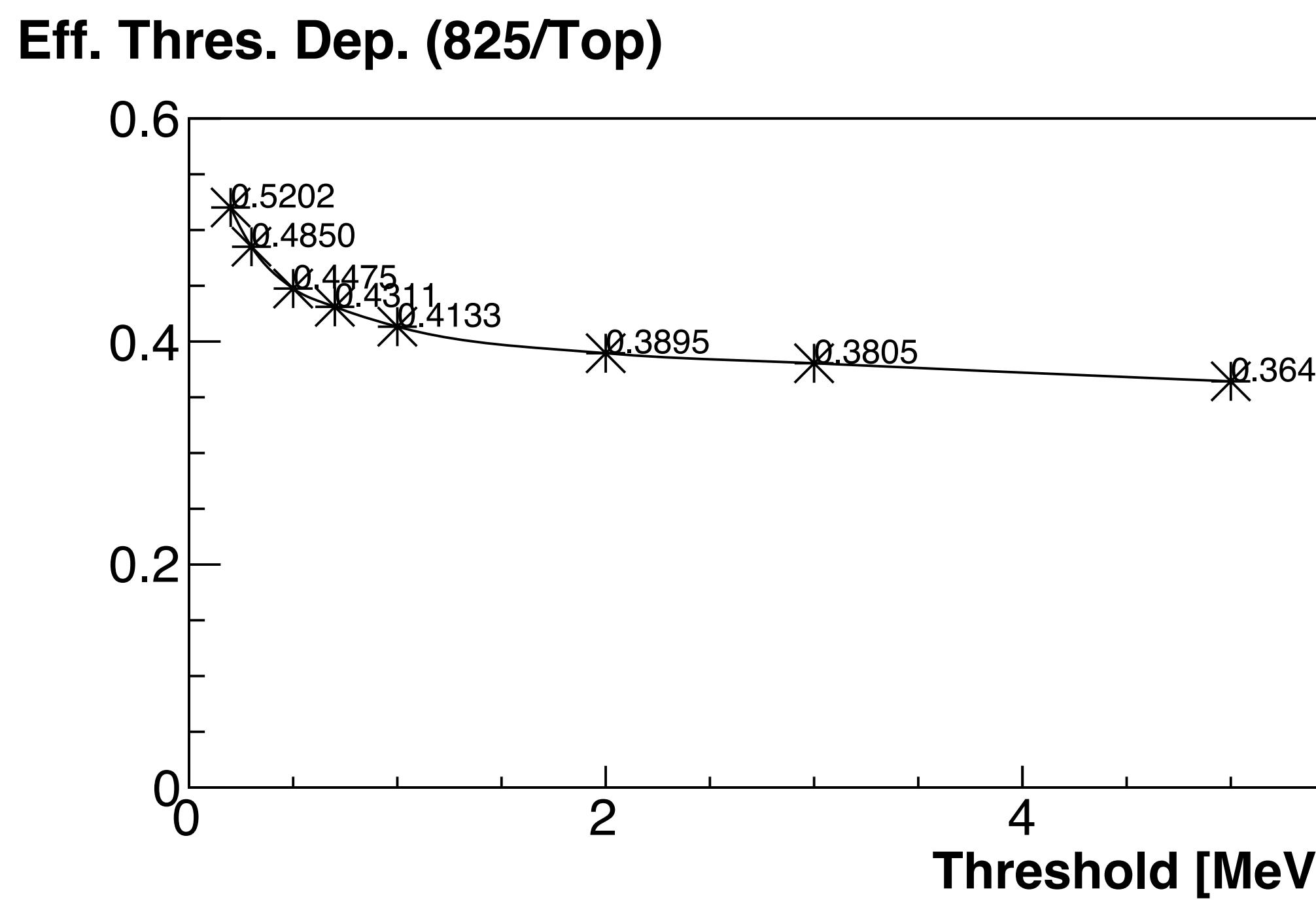
Result might not be improved by adjusting  $dT$  cut.

# Simulation: Another algorithm

- 2nd algorithm
  - compare all combination of hits between those for Top/Bottom detector OR,
  - just consider the combination of the **latest hit at Top** and **earliest hit at Bottom**.
- 3rd algorithm
  - 2nd algorithm & (# of hits)  $\geq 3$
  - Neglect all events with less than 3 hits.

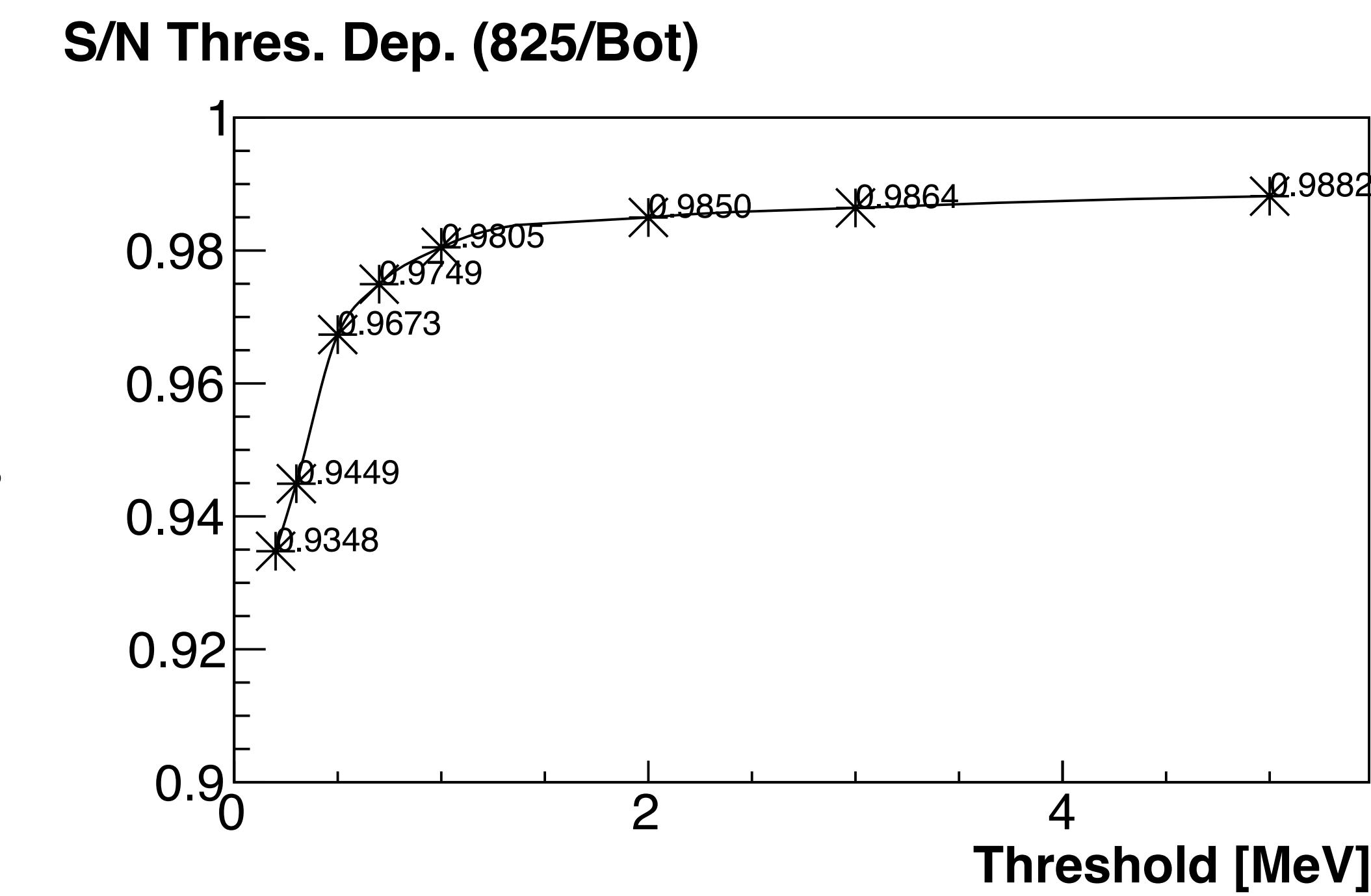
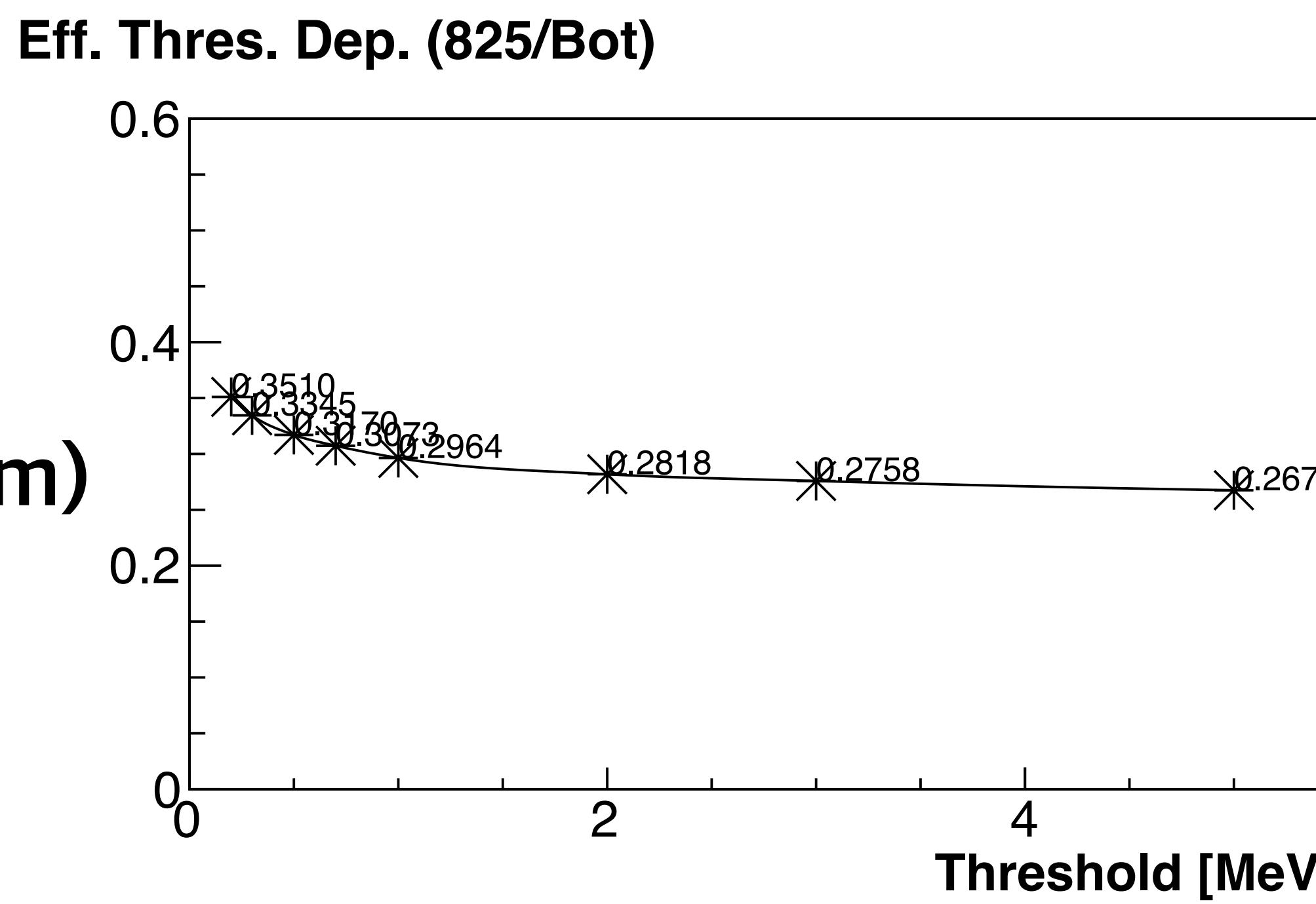
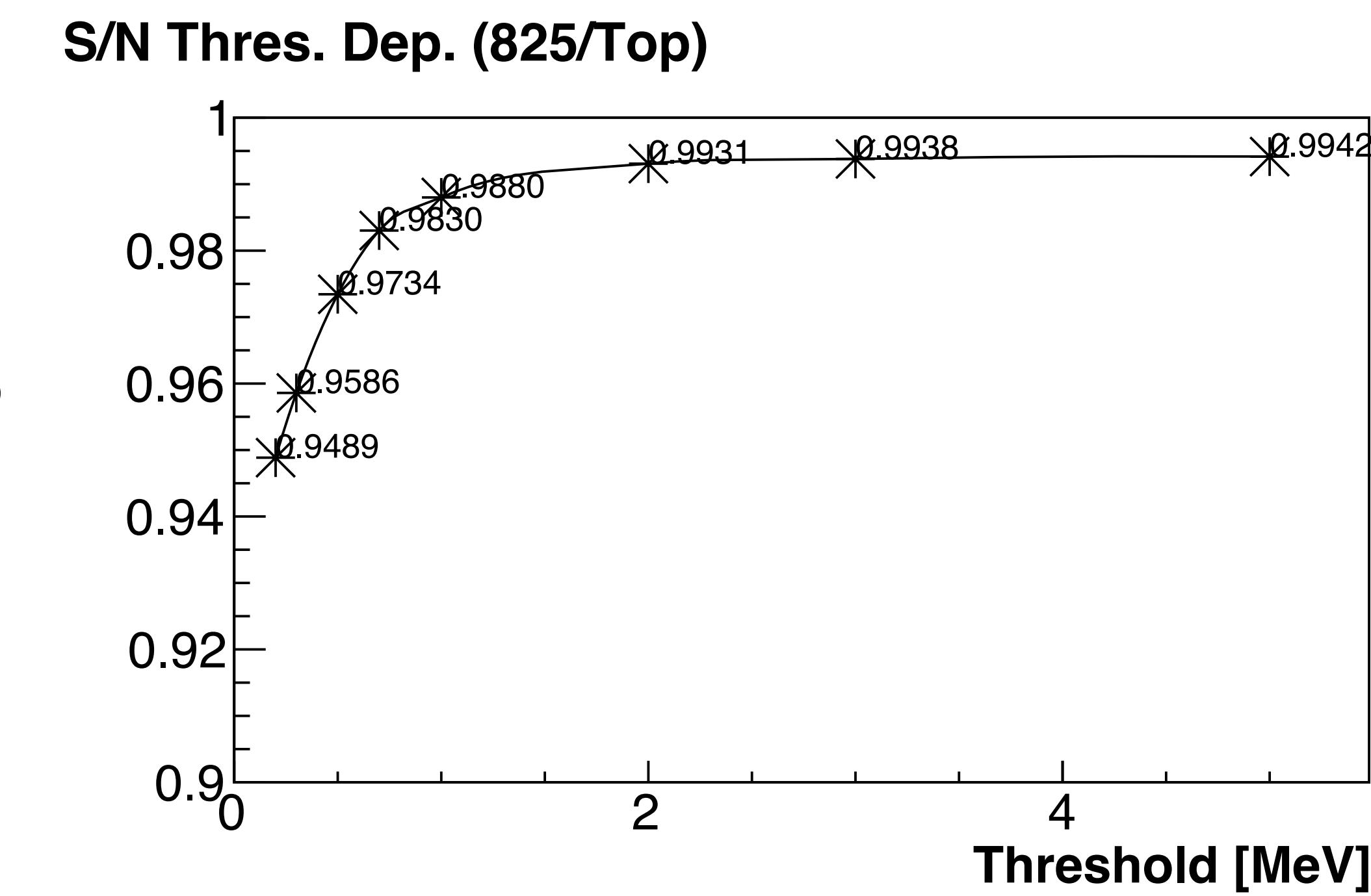
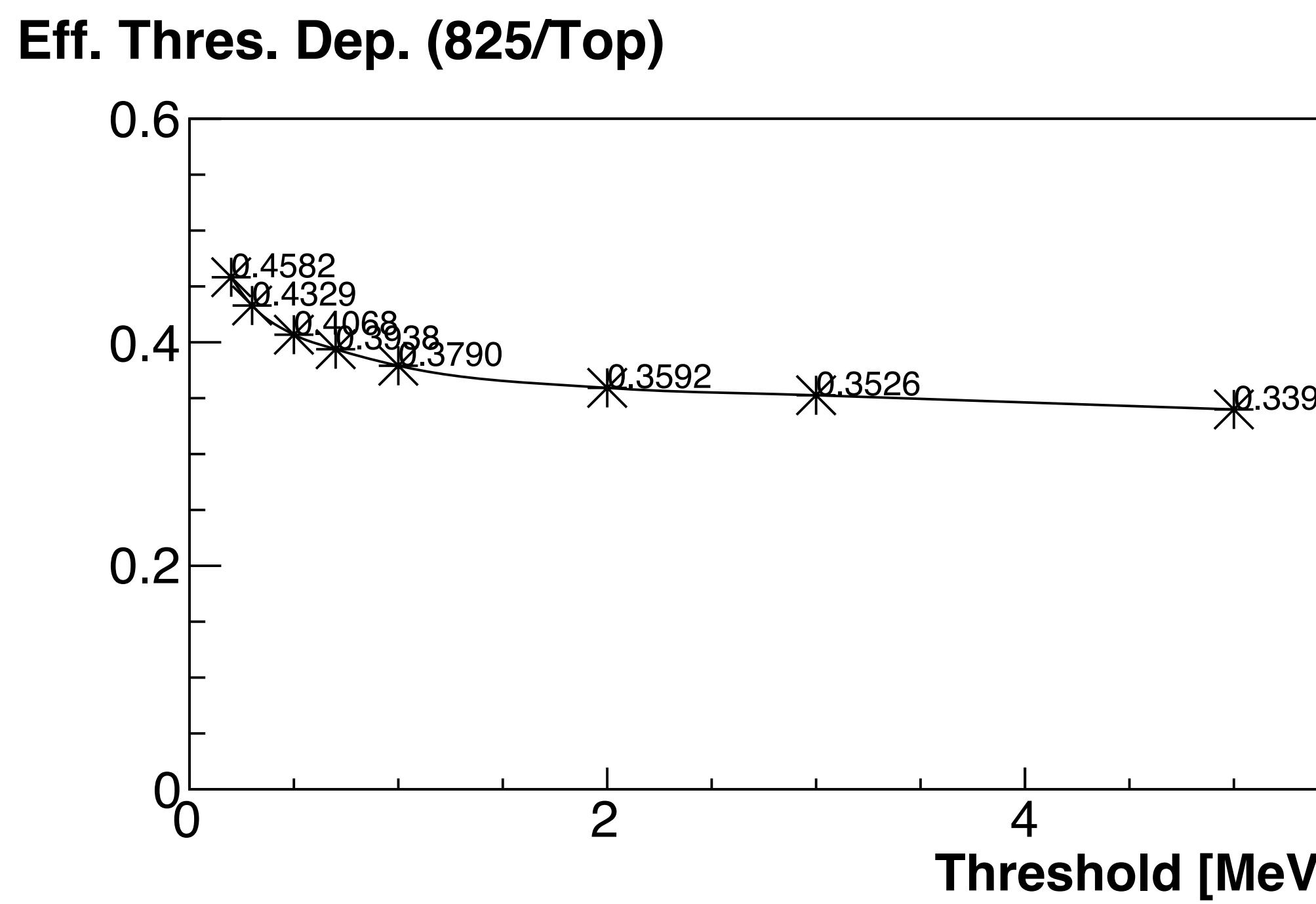
Threshold  
Depende  
nce  
of  
Efficiency  
&

Signal  
Ratio  
**PREVIOUS**  
**(original algorithm)**



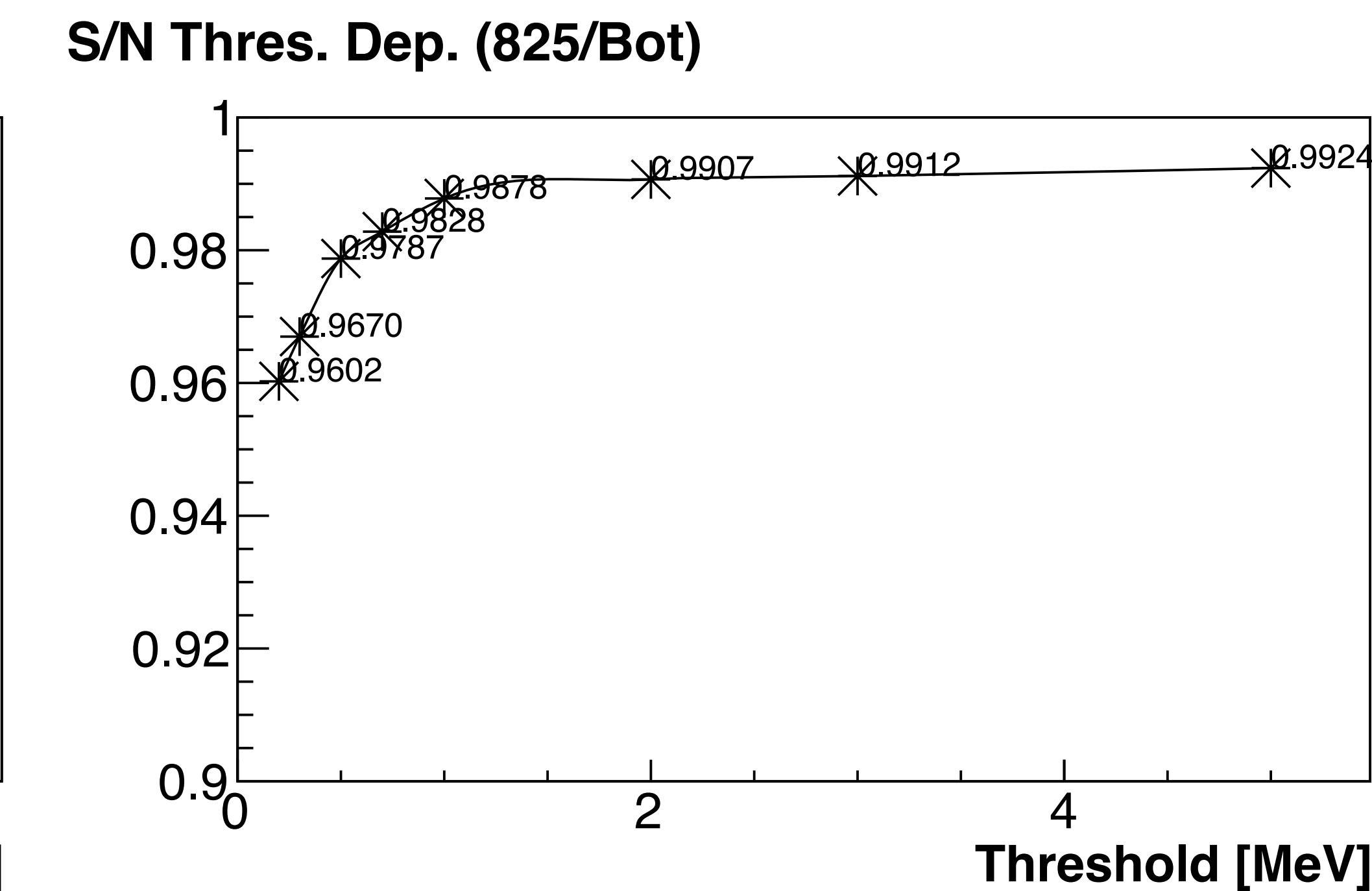
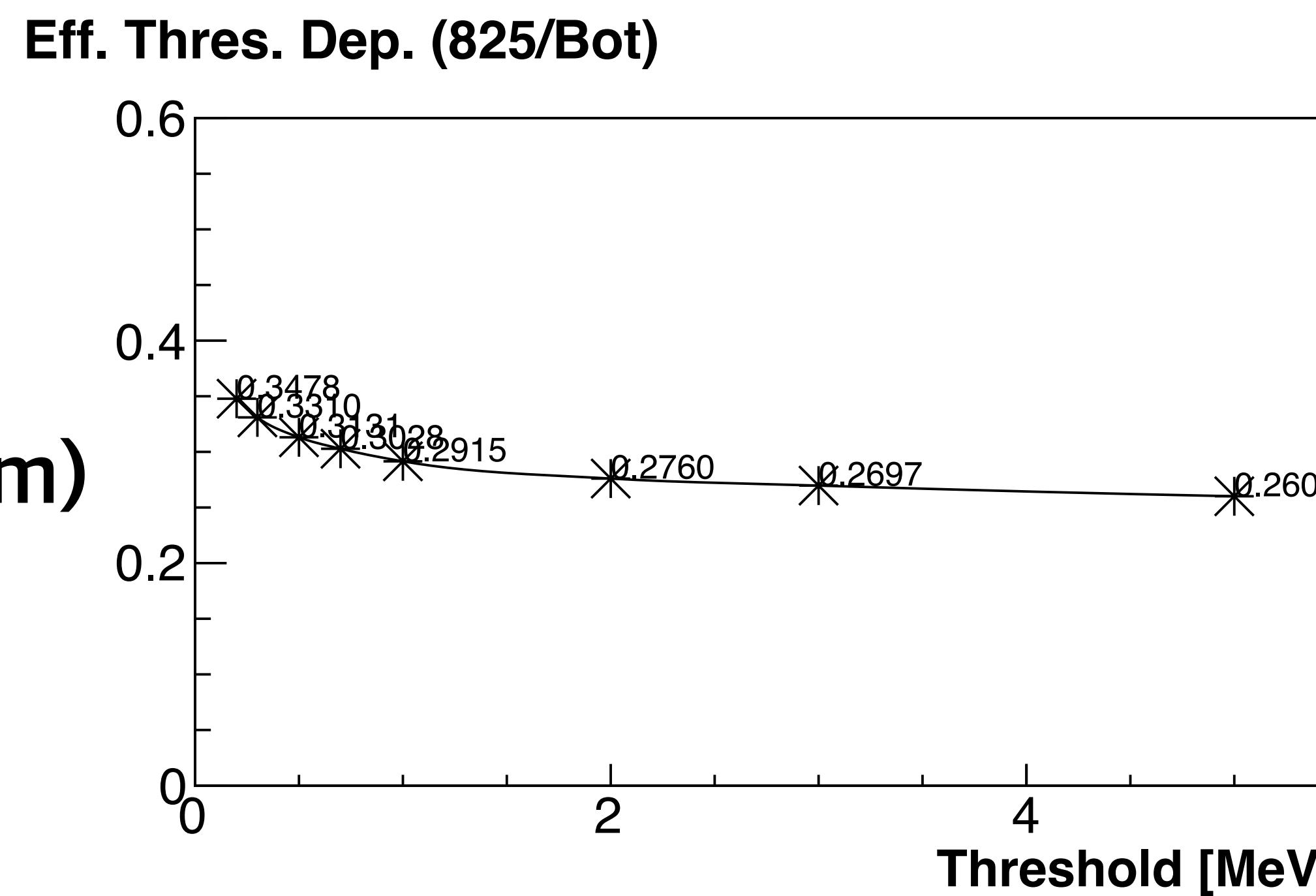
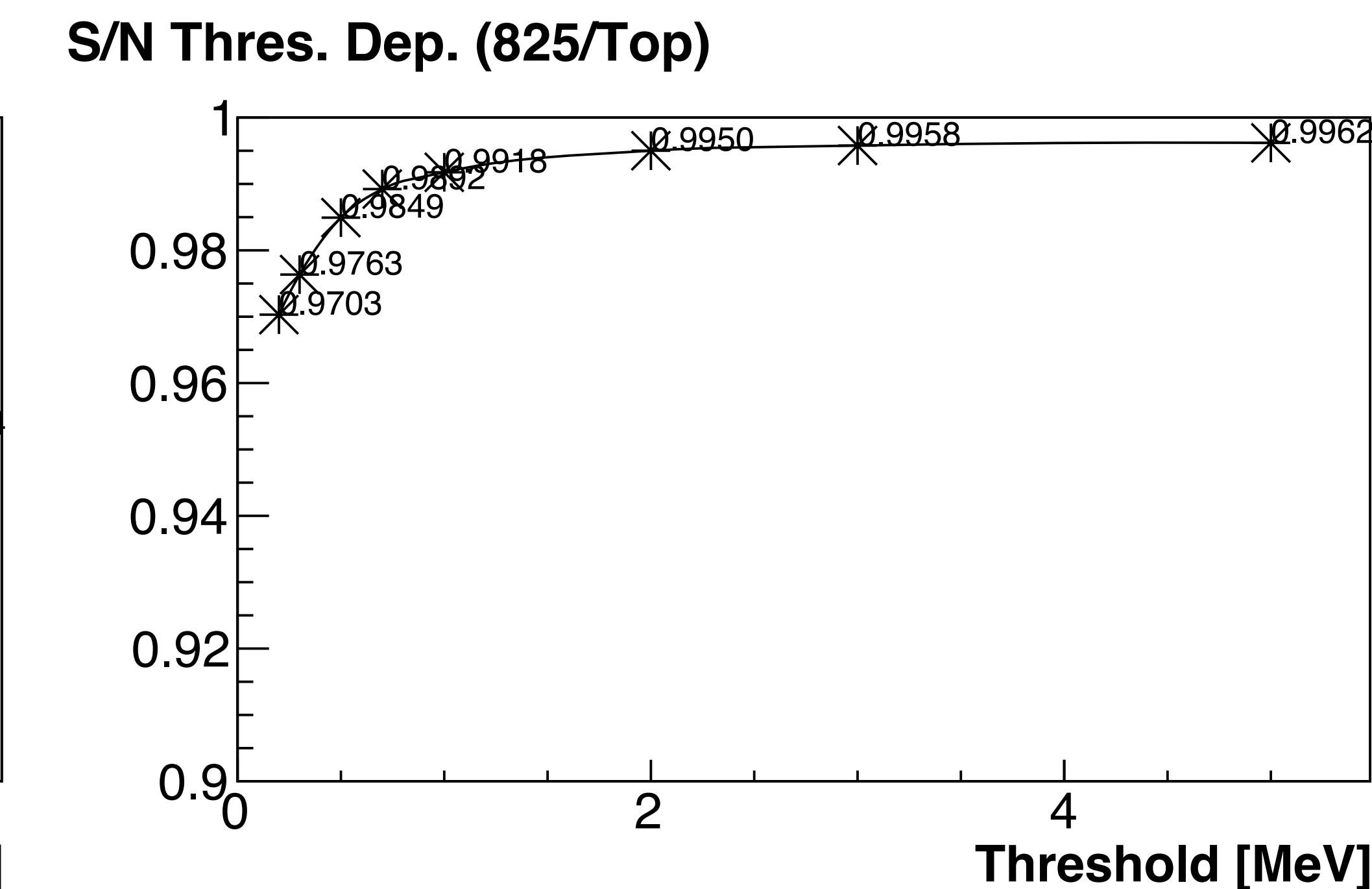
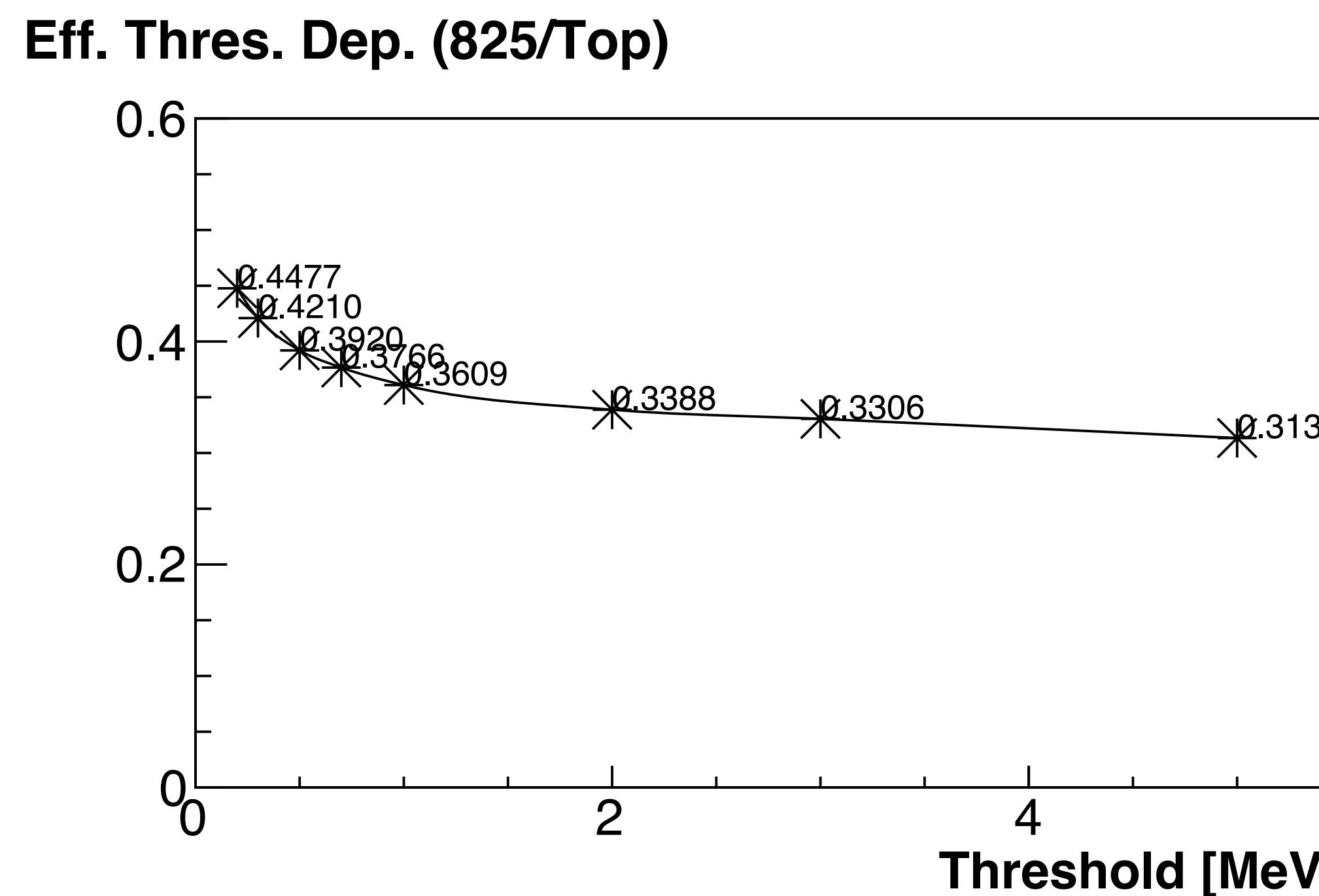
Threshold  
Depende  
nce  
of  
Efficiency  
&

Signal  
Ratio  
**New**  
**(2nd algorithm)**



Threshold  
Depende  
nce  
of  
Efficiency  
&

Signal  
Ratio  
**New**  
**(3rd algorithm)**



# Simulation: Another algorithm

Rejection Efficiency

Threshold	0.3 MeV	2 MeV	5 MeV
1st Algorithm	0.4850 0.3422	0.3895 0.2870	0.3643 0.2718
2nd Algorithm	0.4329 0.3345	0.3592 0.2818	0.3399 0.2675
3rd Algorithm	0.4210 0.3310	0.3388 0.2760	0.3134 0.2601

(Rej. Eff.) =  
(# of ONE Trigger Selected) /  
(# of Total)

Rejection Accuracy

Threshold	0.3 MeV	2 MeV	5 MeV
1st Algorithm	0.9615 0.9430	0.9924 0.9819	0.9932 0.9851
2nd Algorithm	0.9586 0.9449	0.9931 0.9850	0.9942 0.9882
3rd Algorithm	0.9763 0.9670	0.9950 0.9907	0.9962 0.9924

(Rej. Acc.) =  
(# of Real Trigger Selected) /  
(# of ONE Trigger Selected)