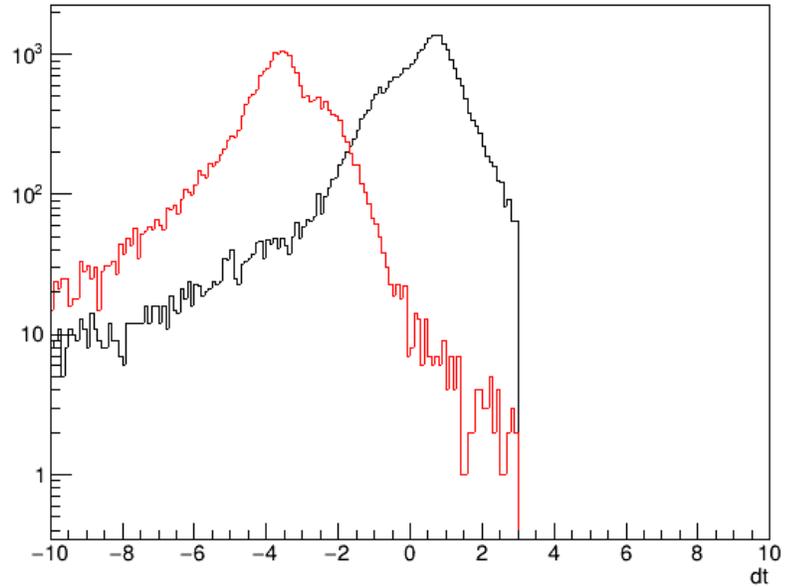
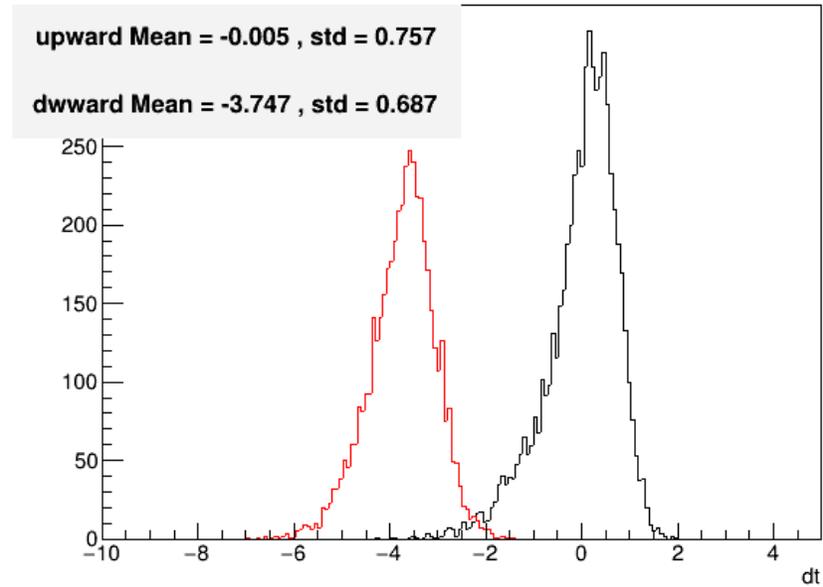


PDF for different temperatures

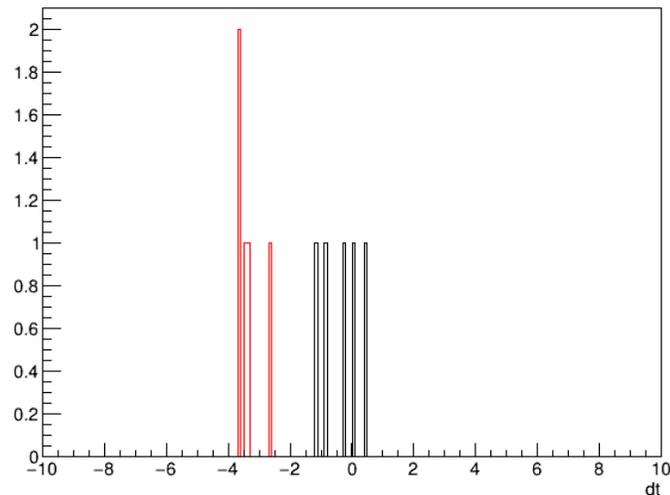
PDF for 10uK



Mean dis. for 10uK with 5 events



PDF for 10uK with 5 events

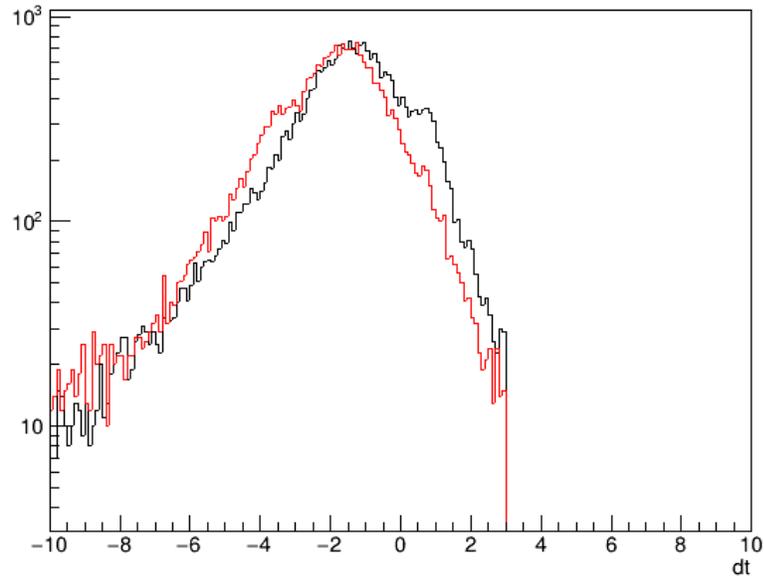


Get mean of this sample

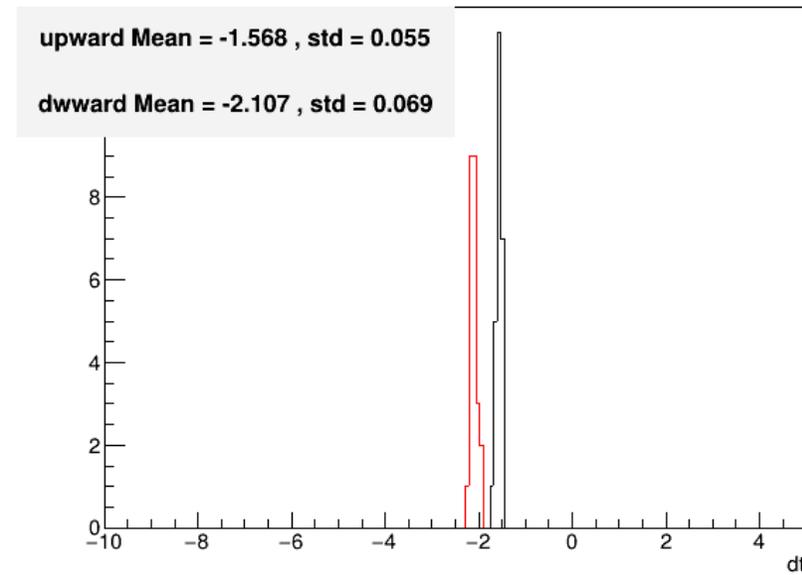


PDF for different temperatures

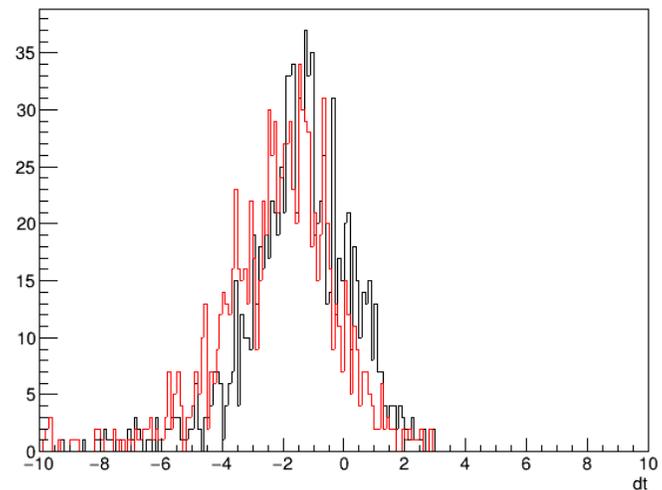
PDF for 500uK



Mean dis. for 500uK with 1054 events



PDF for 500uK with 1054 events

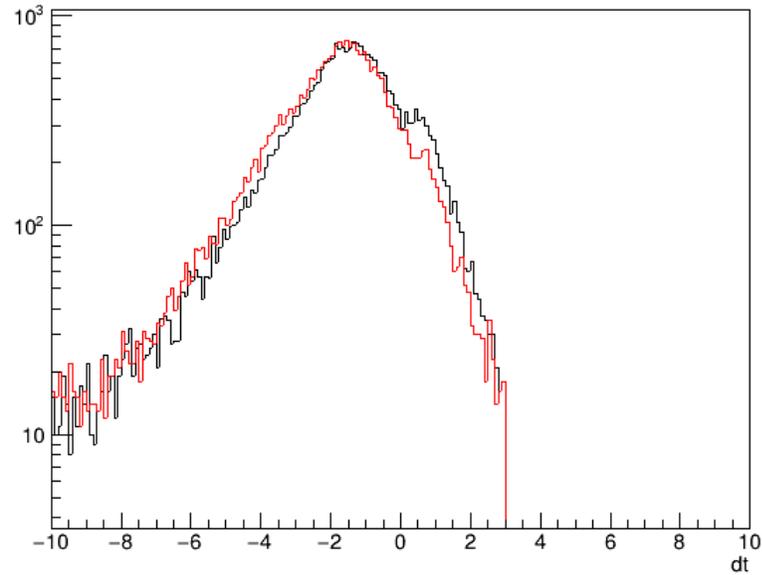


Get mean of this sample

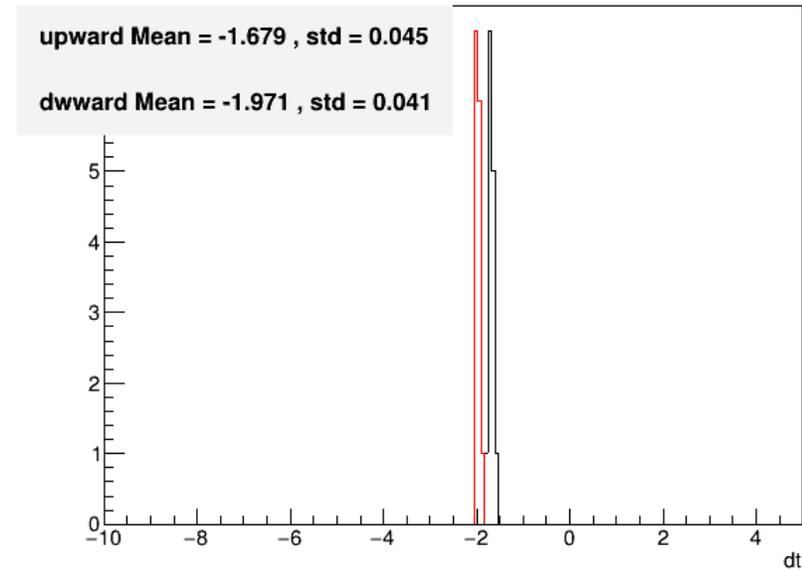


PDF for different temperatures

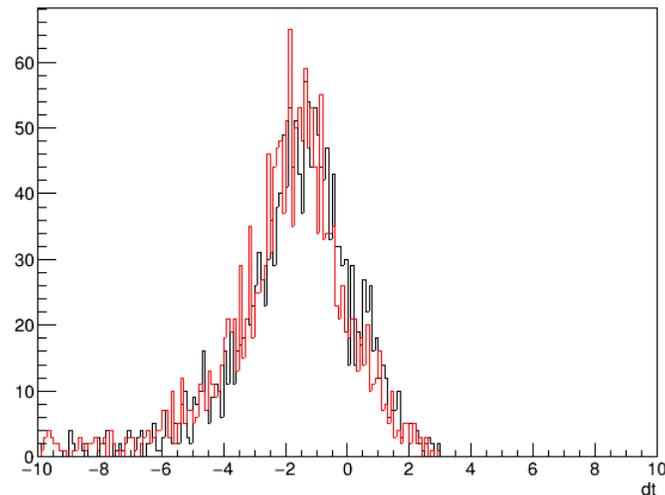
PDF for 1mK



Mean dis. for 1mK with 1865 events



PDF for 1mK with 1865 events

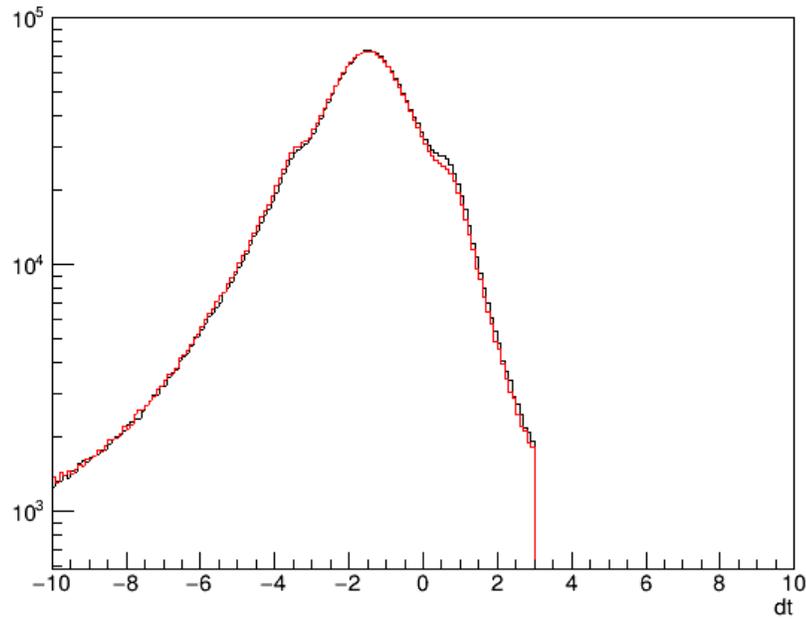


Get mean of this sample

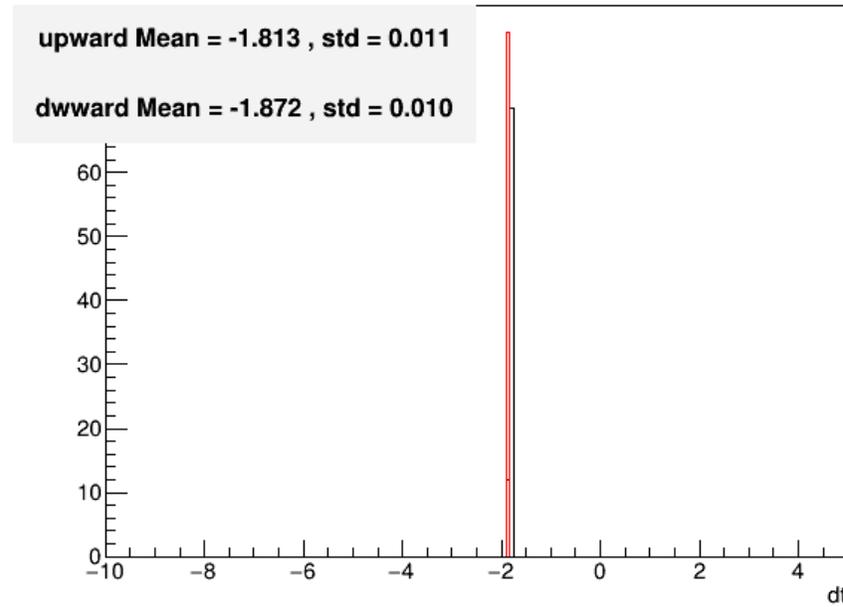


PDF for different temperatures

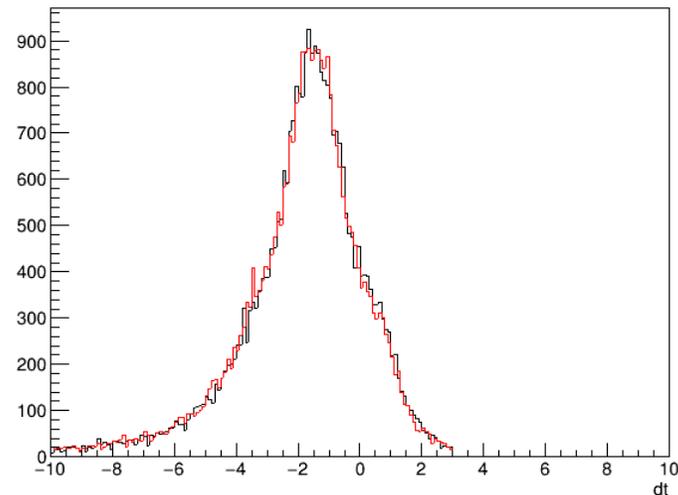
PDF for 5mK



Mean dis. for 5mK with 32000 events



PDF for 5mK with 32000 events

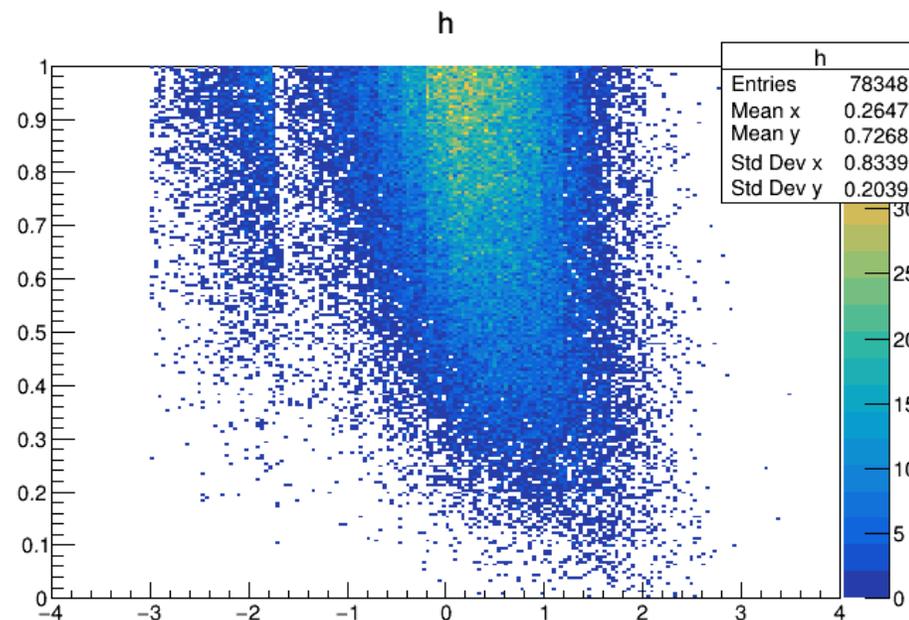


Get mean of this sample



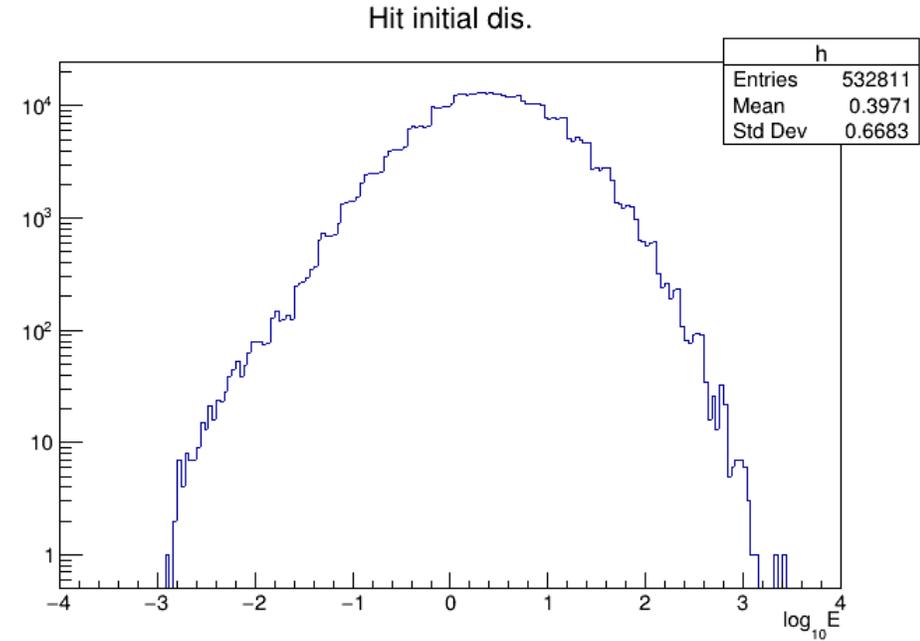
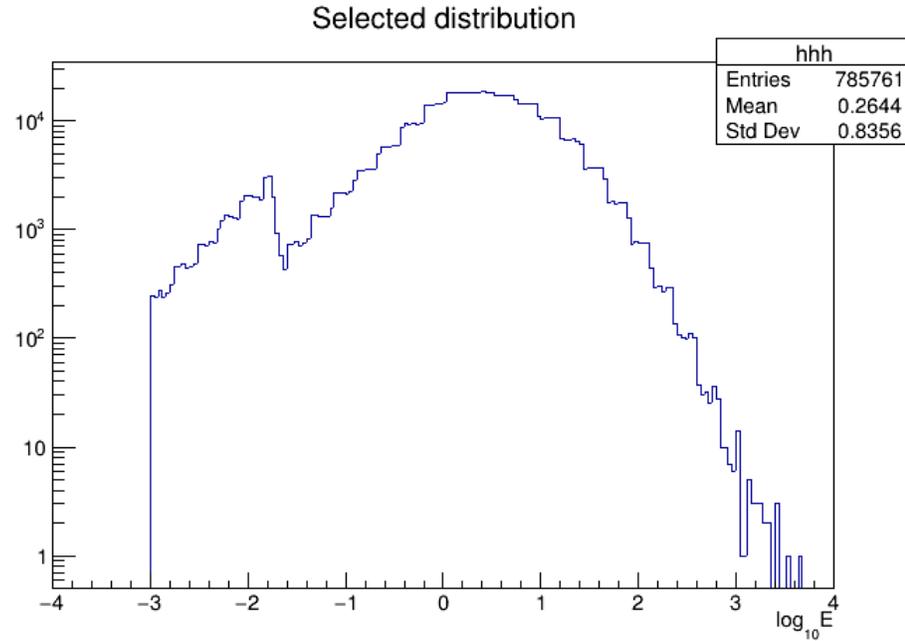
dN/dlogE problem in MUSIC (even CRY)

- To reduce the data size, we exclude particles which almost do not interact with geometry(not detector) when we save the data.
- What I had shown was biased data (pre-selected).
- Initial distribution of hits would be less biased.

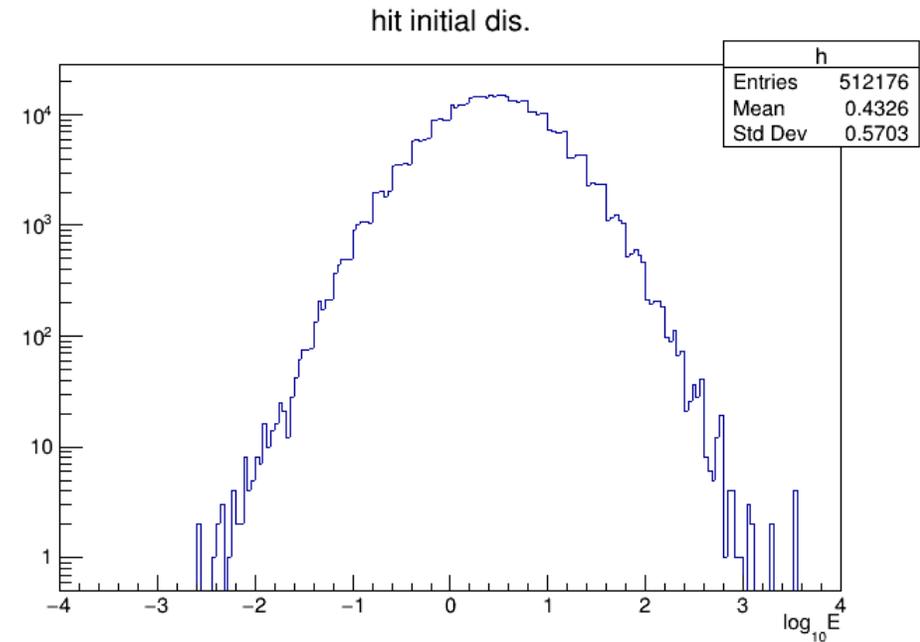
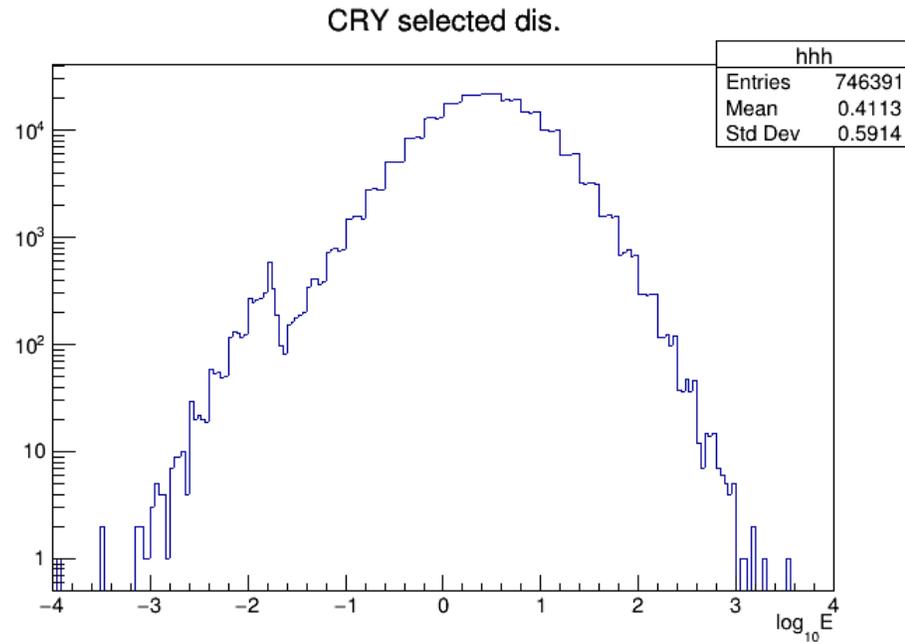


Pre-selected vs Hit initial distribution

MUSIC

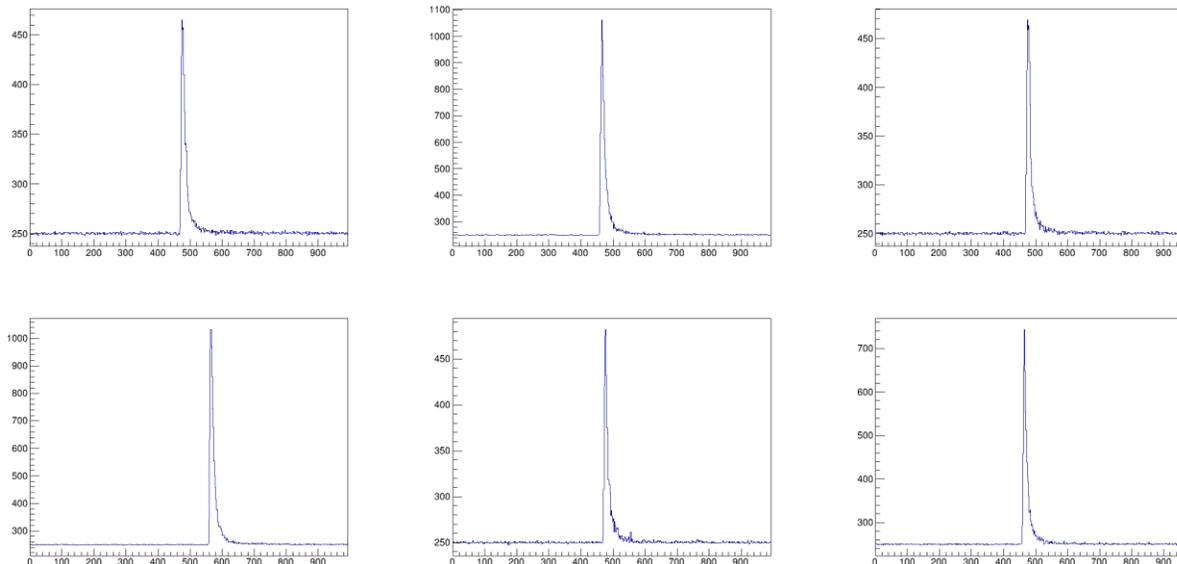


CRY



Trigger simulation

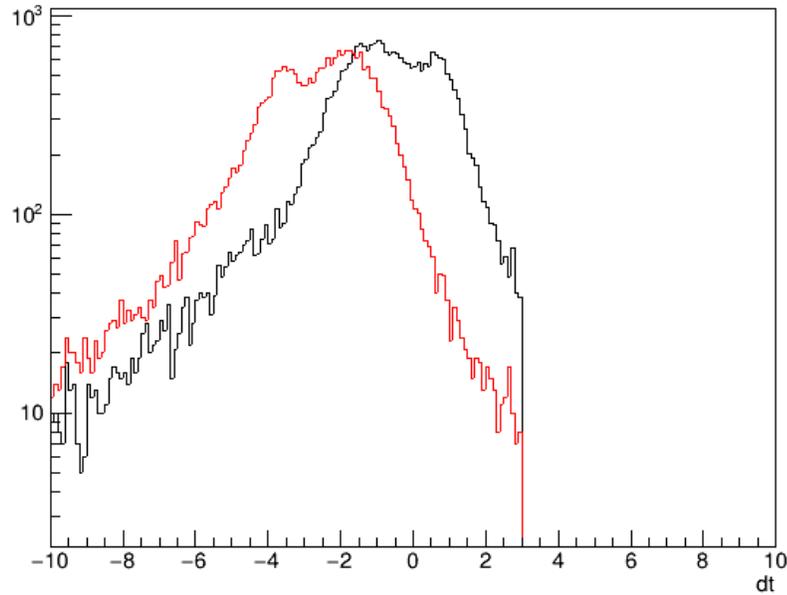
- I have received the trigger simulation.
- But there was some inconsistency of data structure.
- Trigger simulation cannot handle pile-up in a trigger window.
- Our raw simulation has all information of 500ms experiments.



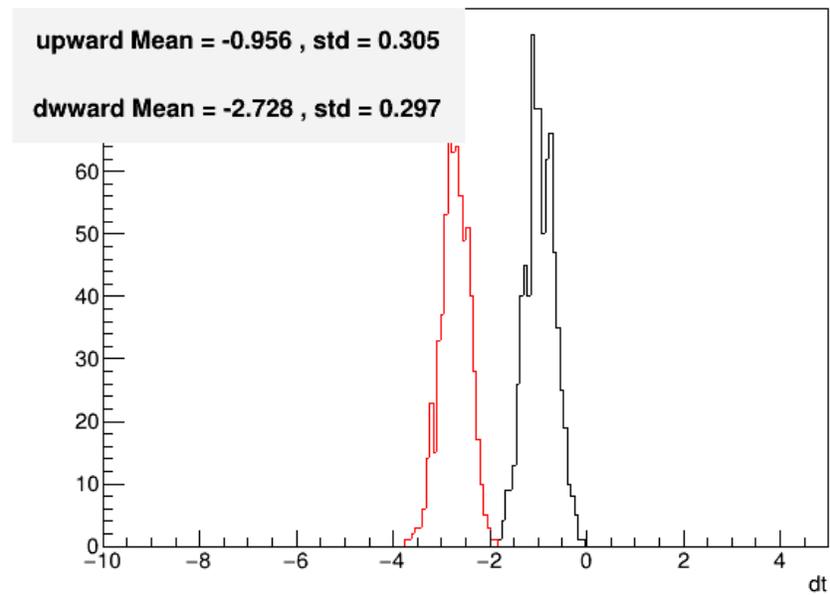
backup

PDF for different temperatures

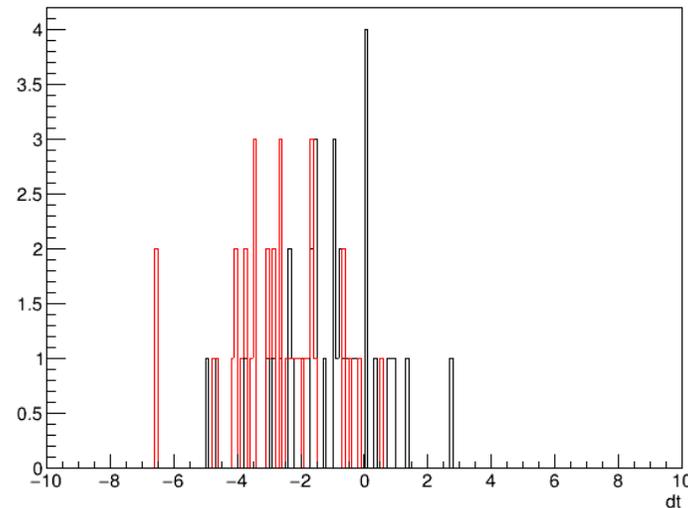
PDF for 100uK



Mean dis. for 100uK with 38 events



PDF for 100uK with 38 events

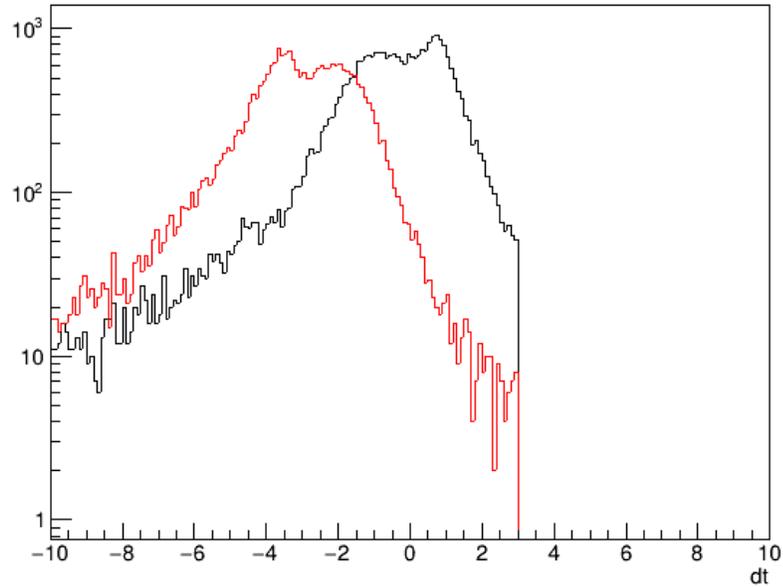


Get mean of this sample

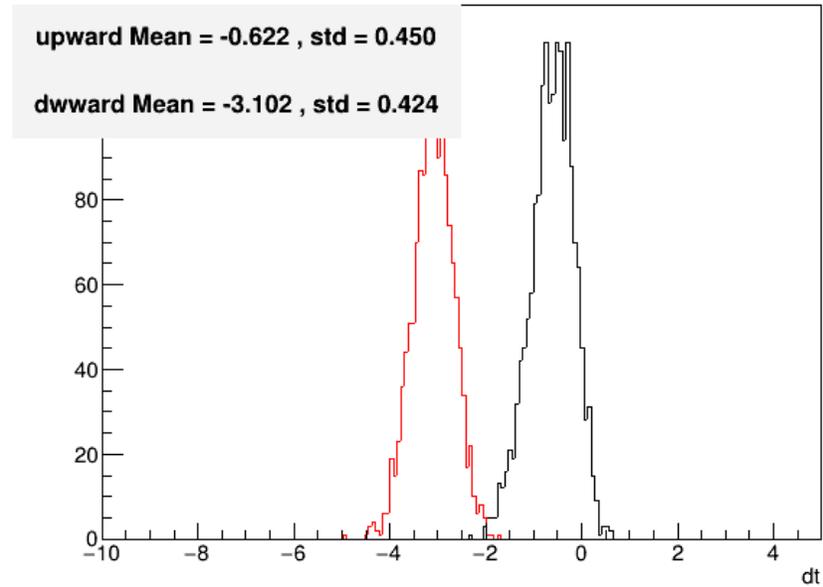


PDF for different temperatures

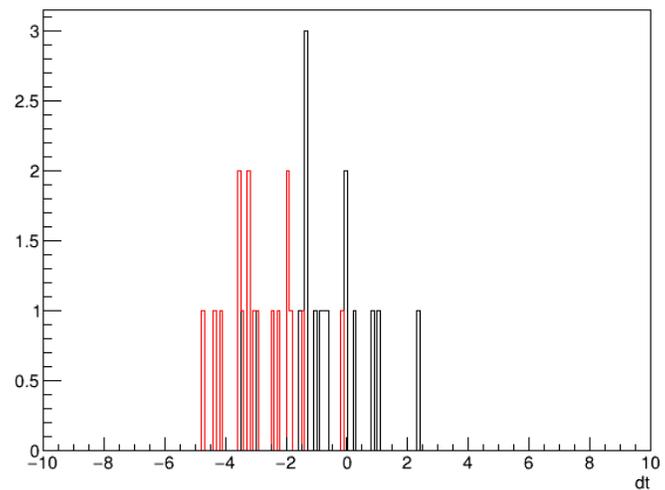
PDF for 50uK



Mean dis. for 50uK with 17 events



PDF for 50uK with 17 events



Get mean of this sample

