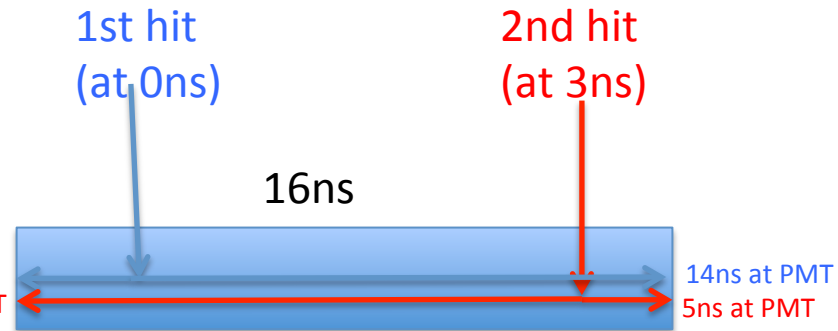


HANUL brief meeting

160901

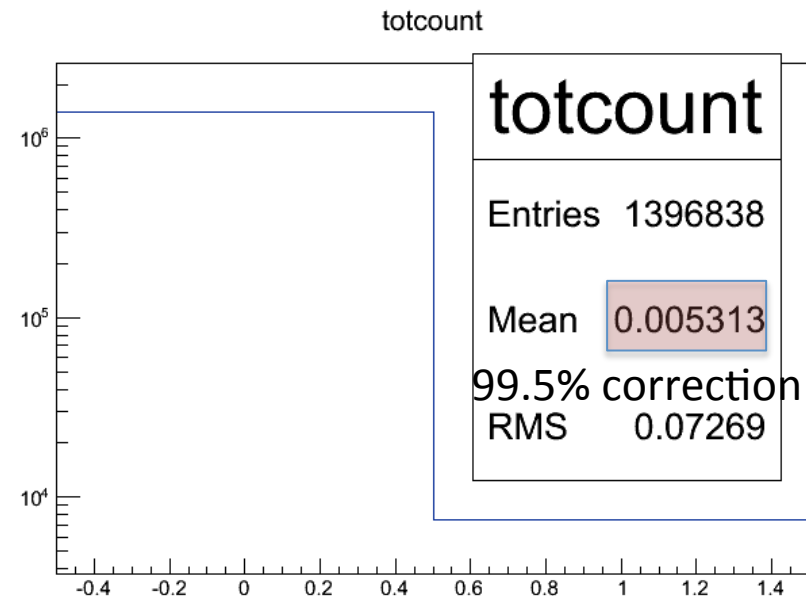
Inner Barrel Hit selection

- Hit
 - Upstream data & downstream data (>0.5MeV at PMT)
- 500MHz data
 - Cache multi pulse (multi Hit)
 - Hit swapping correction
 - Timing difference
 - Require hit position to be in detector geometry + resolution(< 16+@ns)
 - Attenuation correction
 - From hit position, energies which is corrected by attenuation length are same between upstream & downstream
 - in cosmic-ray data, just 1st hit is selected
 - In physics data, select hit which has highest energy deposit in trigger timing window



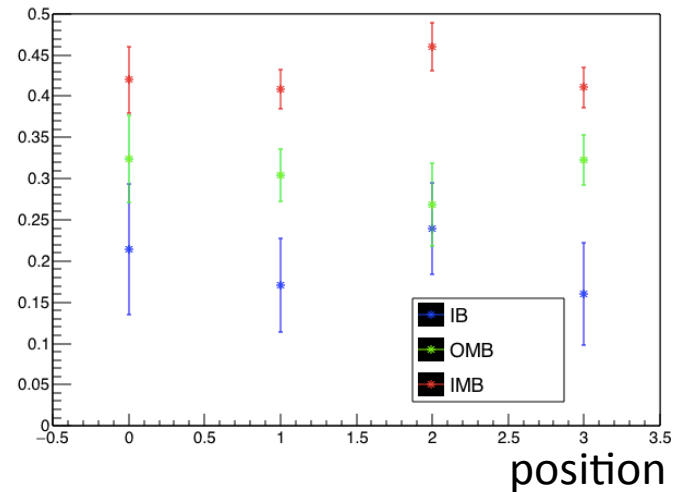
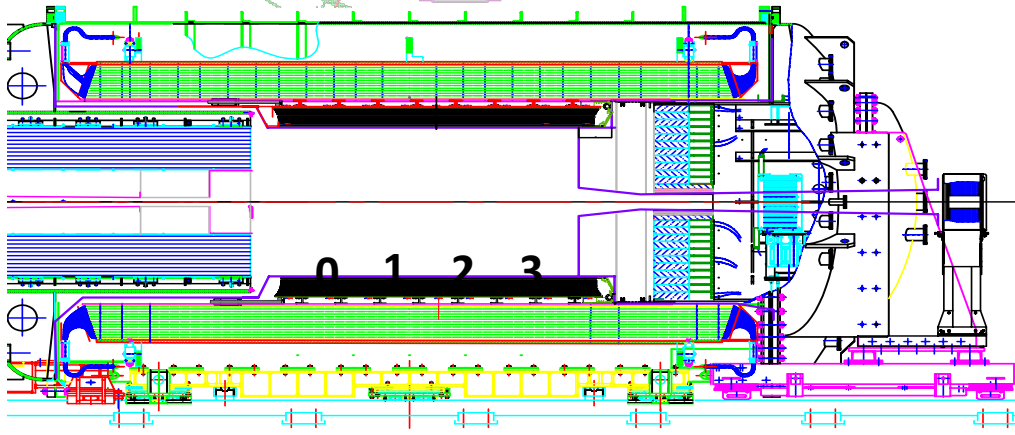
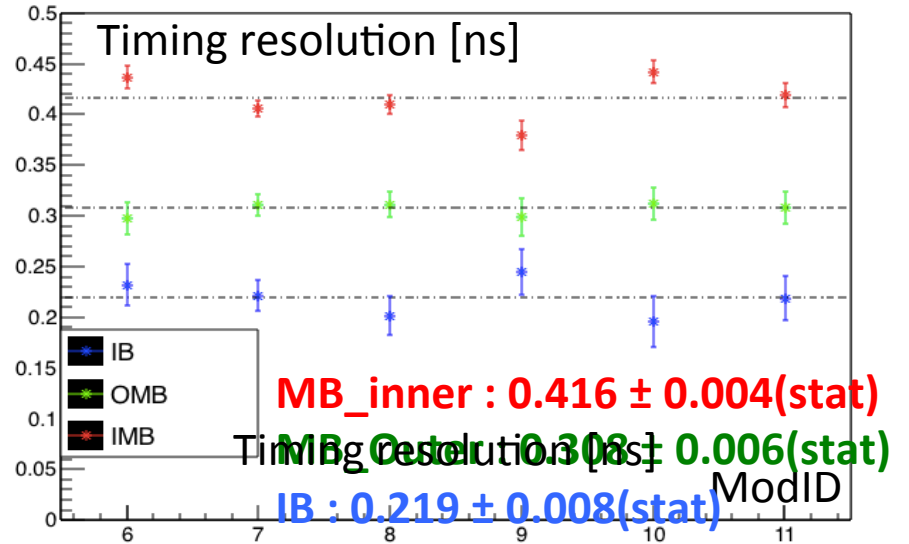
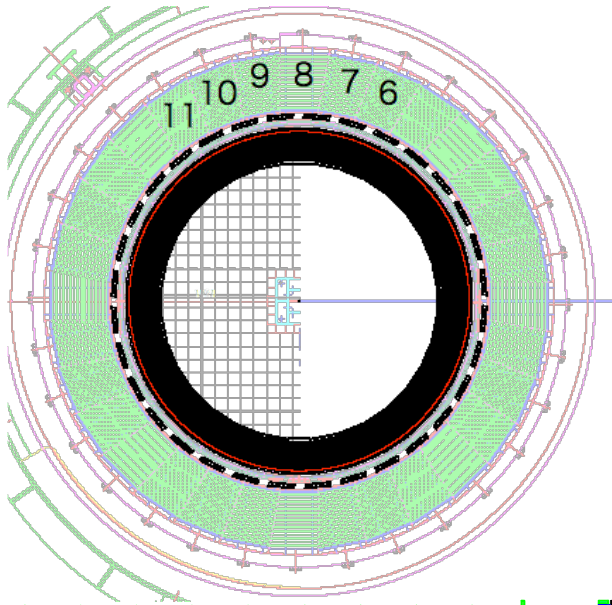
1st hit at IB : (2ns,5ns) swapped
2nd hit at IB : (17ns,14ns)

Hit swapping



inner barrel timing resolution.

At 2016 July PAC meeting

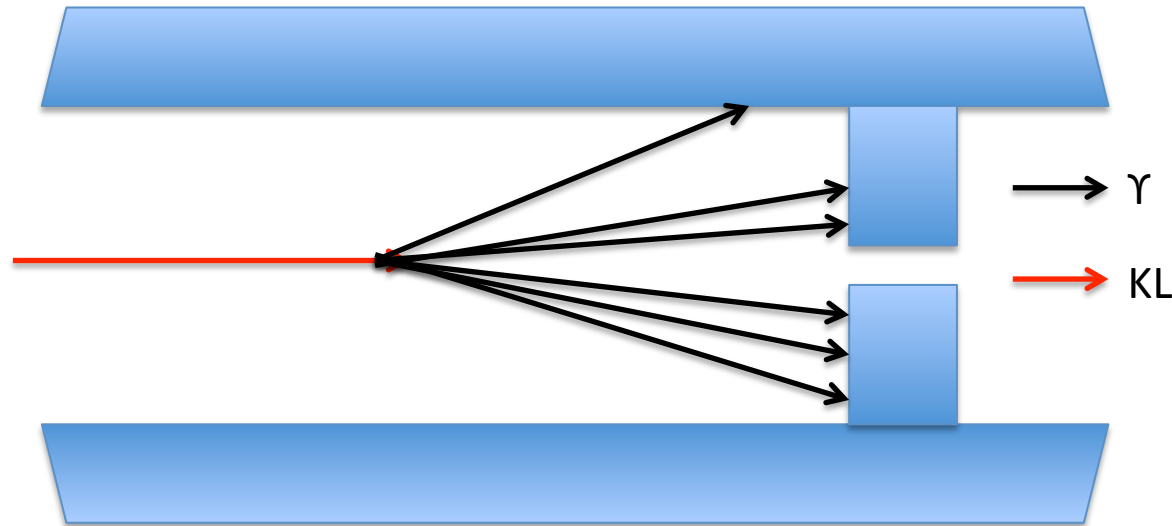


Kl3pi0 reconstruction using barrel detector and CsI calorimeter for checking resolution of inner barrel and main barrel

E_S, P_S : Energy and momentum of gamma which is not associated with 2pi0

E_r, P_r : Energy and momentum of 6th gamma which is detected on barrel

Vertex reconstruction using 4gamma from 5gamma on CsI
 -> 5 klong candidates, select klong which has minimum vertex chi2

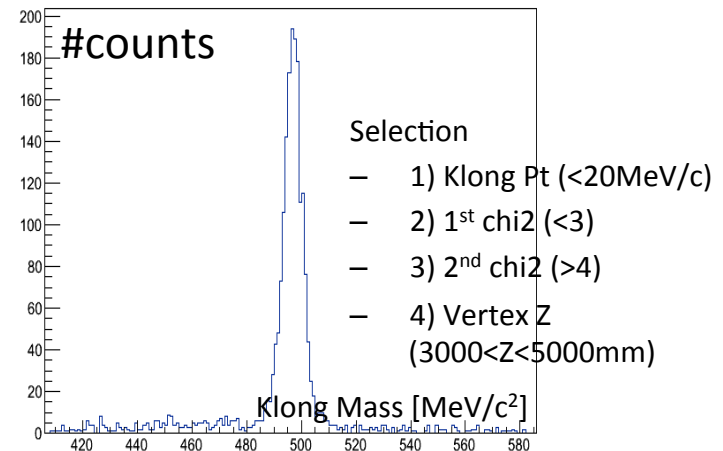


$$2(E_S E_r - \vec{P}_S \cdot \vec{P}_r) = m_\pi^2$$

$$\vec{P}_S \cdot \vec{P}_r = E_S E_r \cos\theta$$

$$E_r = m_\pi^2 / (2E_S (1 - \cos\theta))$$

$$M_{KL}^2 = (\sum_{i=1}^5 E_i + E_r)^2 - (\sum_{i=1}^5 \vec{P}_i + \vec{P}_r)^2$$

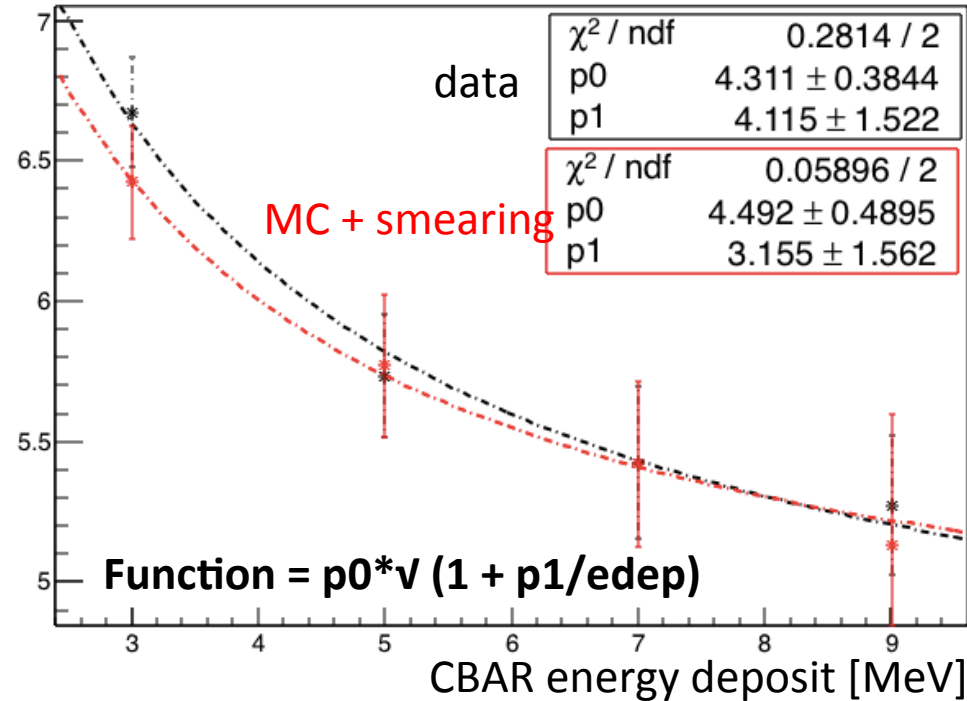
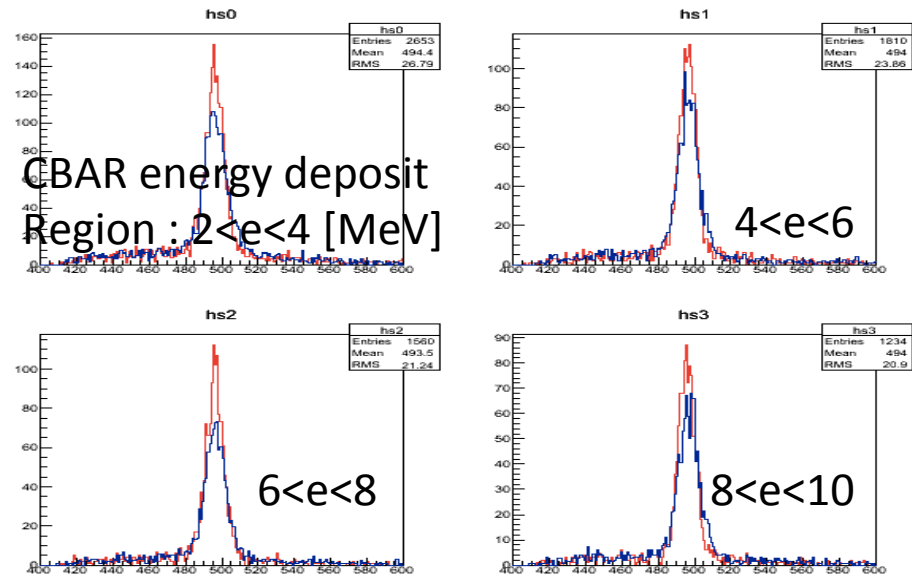


Klong mass distribution

Red : MC

Blue : data

Sigma of gaussian



- More energy deposit in barrel gives better position resolution.
- Better position resolution gives better mass resolution
 - sigma of gaussian

About inner barrel

- Inner barrel has better timing & position resolution from result of cosmic-ray data analysis.
 - Inner barrel will give shaper mass distribution than main barrel
 - Need to check quality of inner barrel calibration.
 - Module by module, run by run.
 - Comparison data with MC
 - MC will be produced by togawa san.
 - Kl3pi0 + accidental overlay