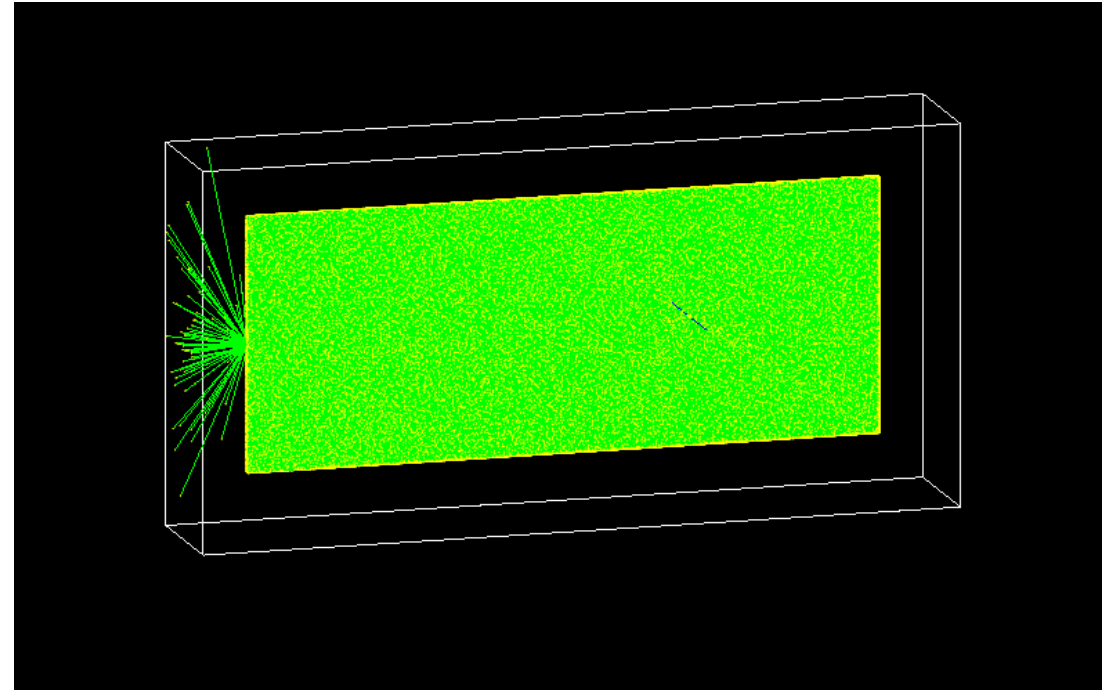
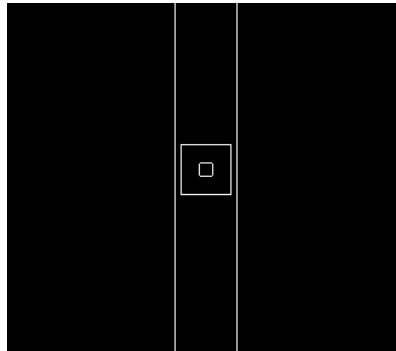
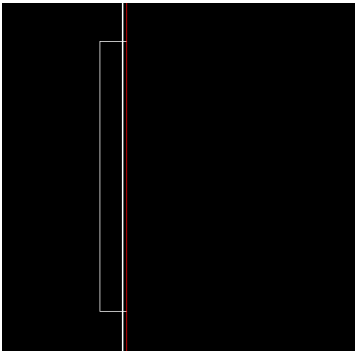


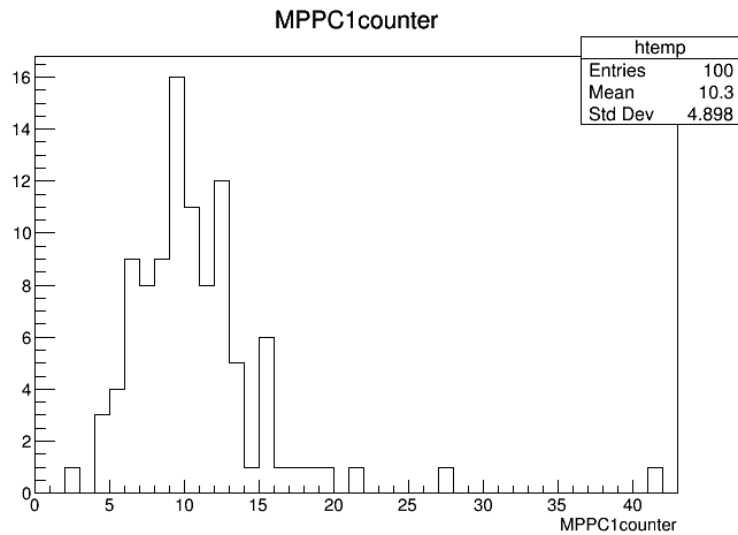
# Scintillator Efficiency

최재민

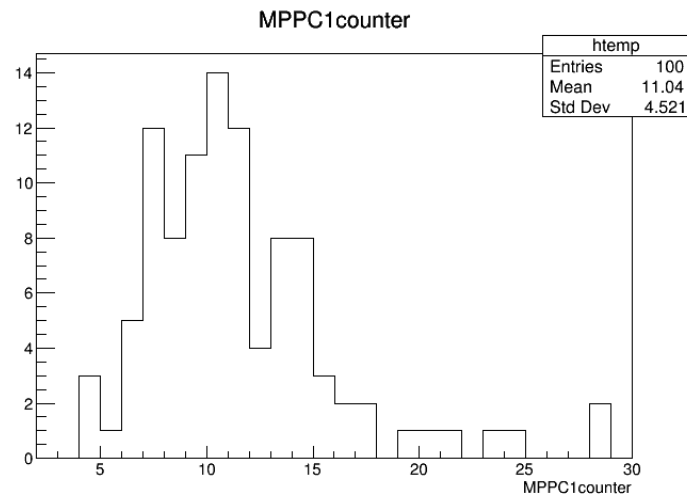
# Simulation Design



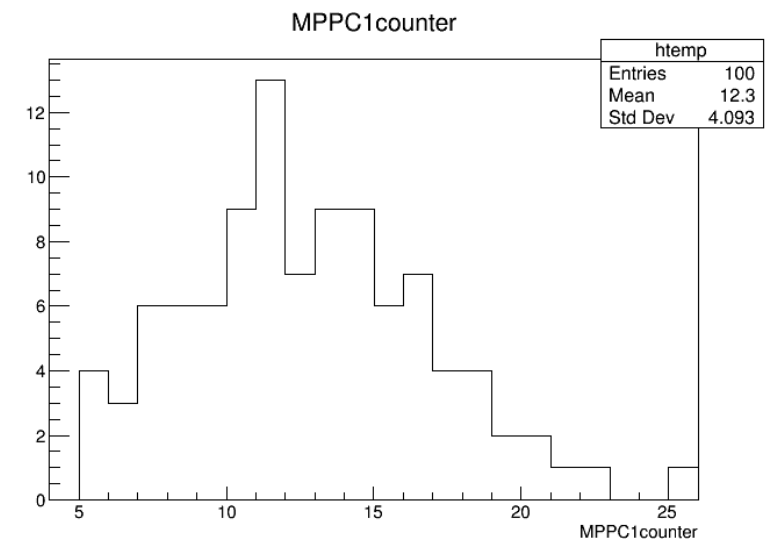
# Scintillation Efficiency



Scintillation efficiency = 9000



Scintillation efficiency = 10000



Scintillation efficiency = 11000

# Problem

- It can be seen that the number of photons reaching MPPC is about 1 per 1,000 difference of scintillation yield.
- Also since the efficiency of MPPC is not 1, the difference between when scintillation efficiency is 10,000 with when it is not will be reduced.