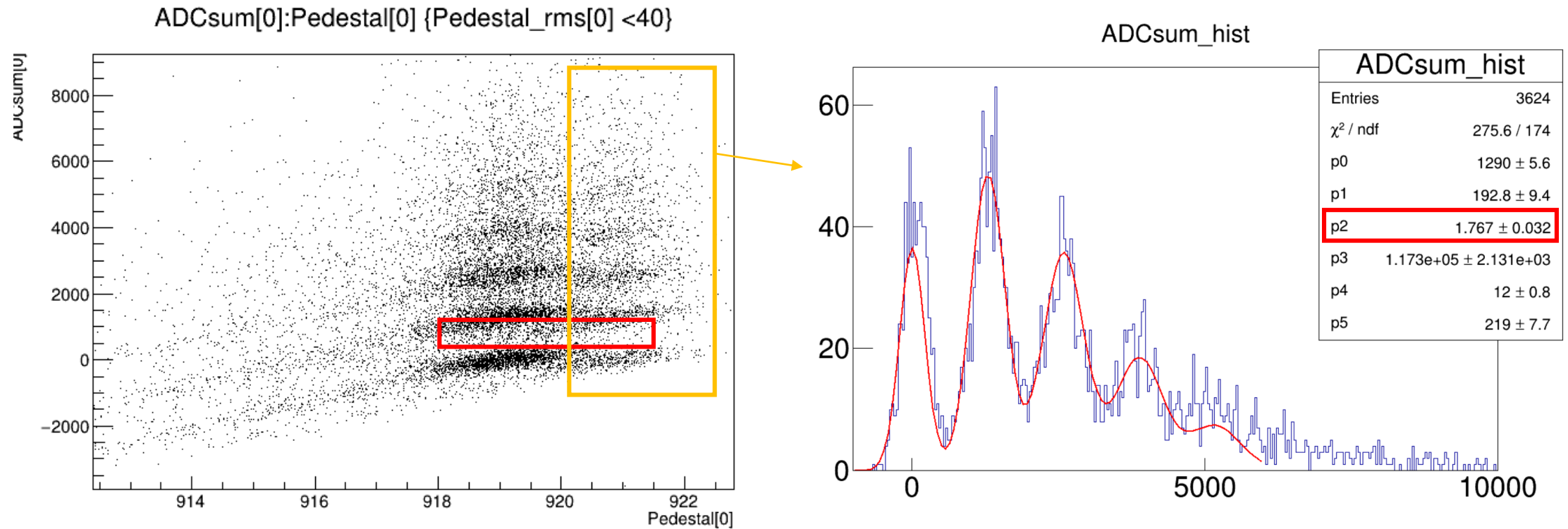


200401

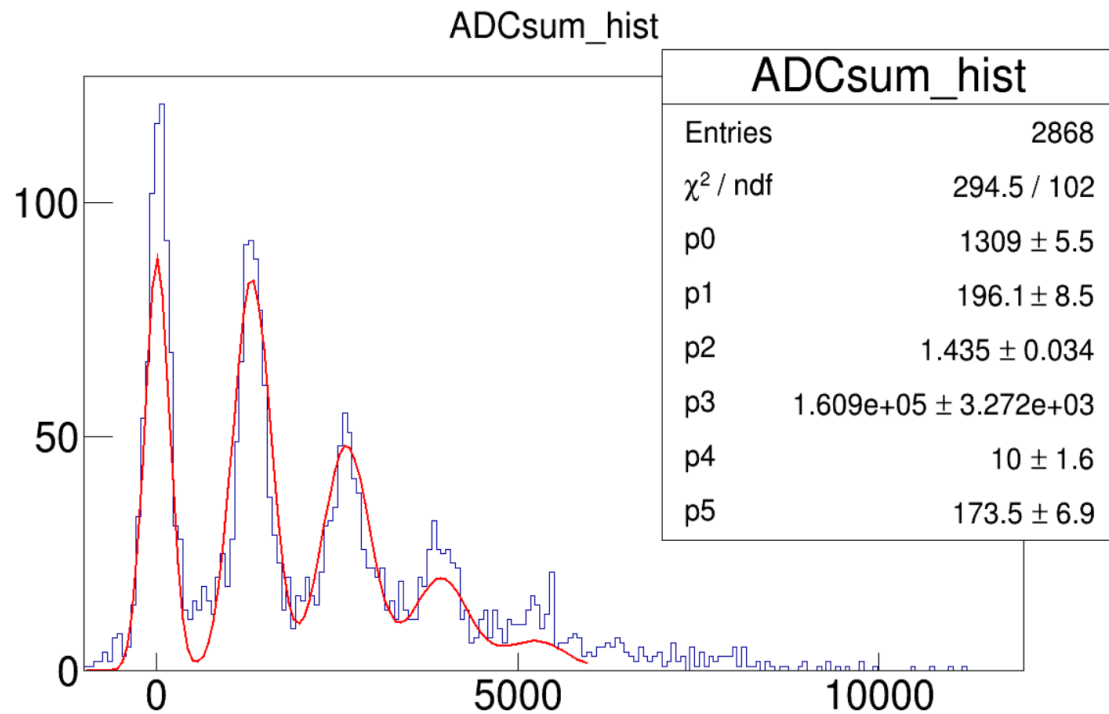
Random trigger

# Pedestal cut > 920

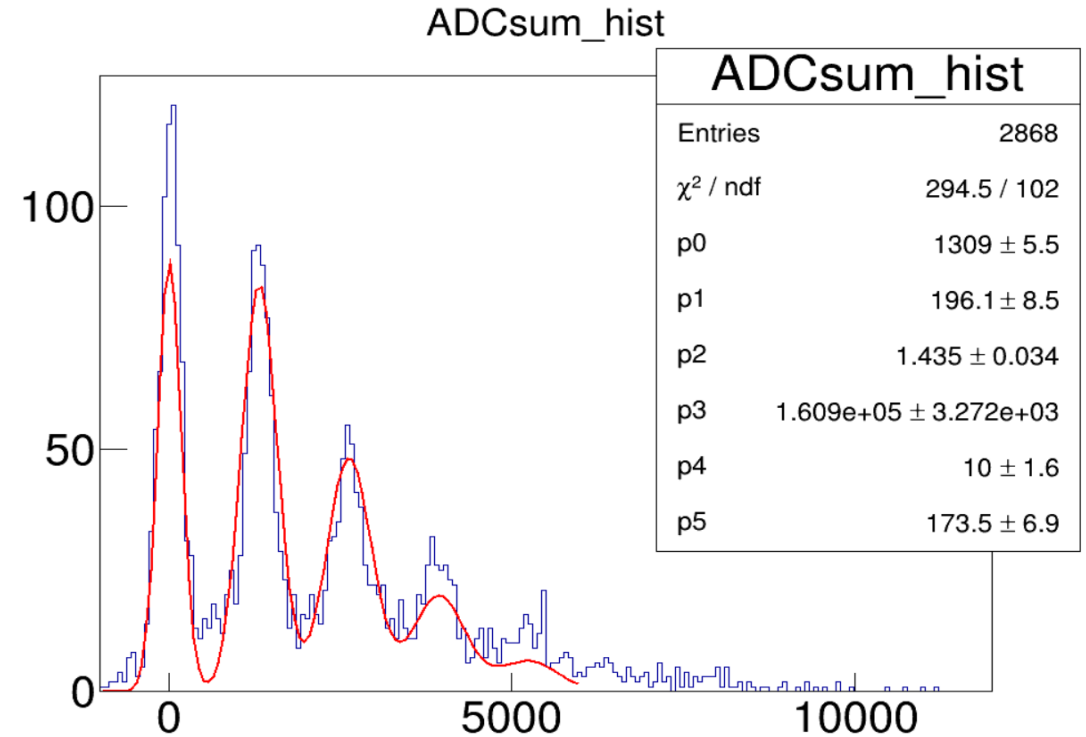


Pedestal이 920 이상인 event에 대해서 Poisson \* Gaussian fit을 할 경우 chi-square 값이 1 근처로 나타났다.

# ADCsum histogram for other pedestal

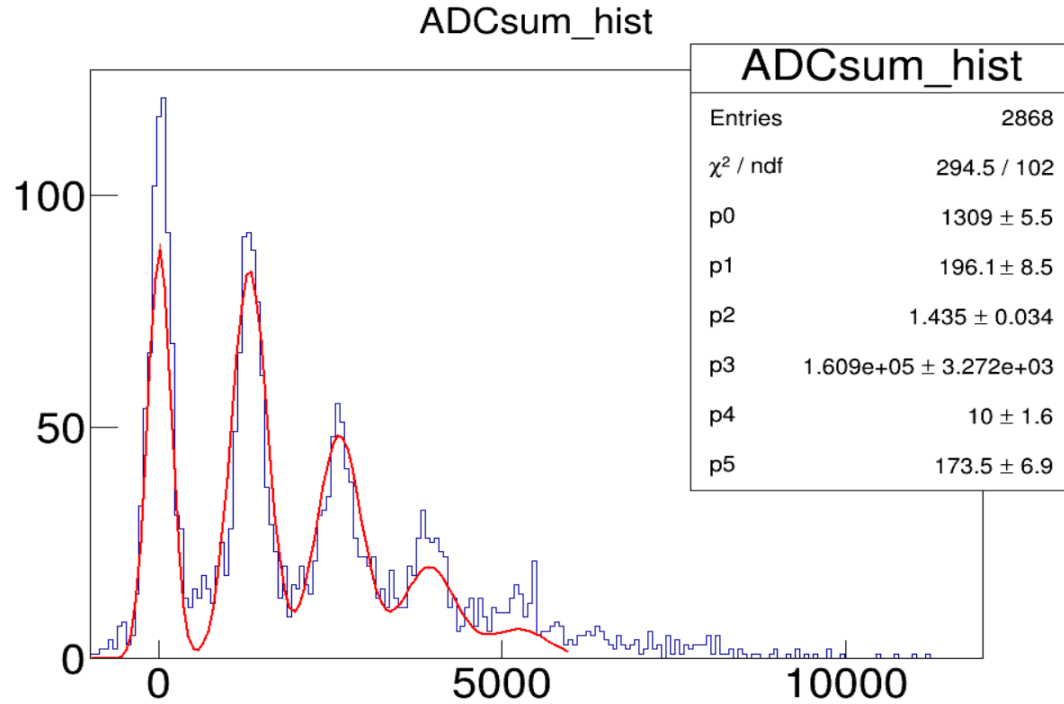


919.5 < Pedestal < 920

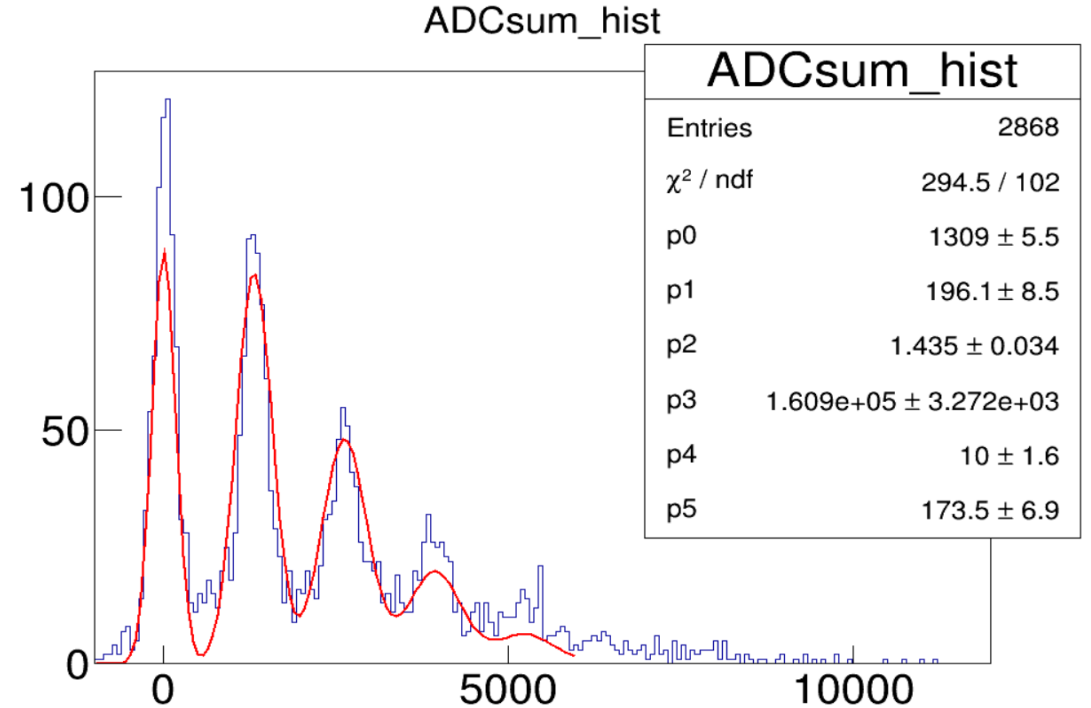


919 < Pedestal < 919.5

# ADCsum histogram for other pedestal



918.5 < Pedestal < 919

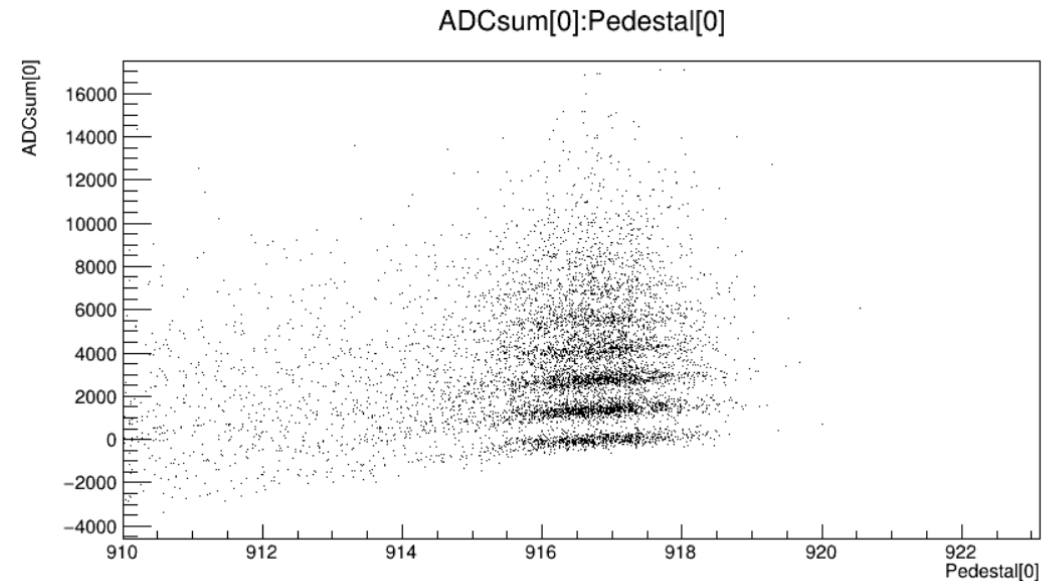


918 < Pedestal < 918.5

하지만 Pedestal이 920보다 작은 영역에서 pedestal을 0.5 단위로 잘라 각각의 ADCsum histogram을 그렸을 때, 모두 1<sup>st</sup> peak가 가장 크게 나타나고, Poisson \* gaussian fit이 잘 되지 않았다.

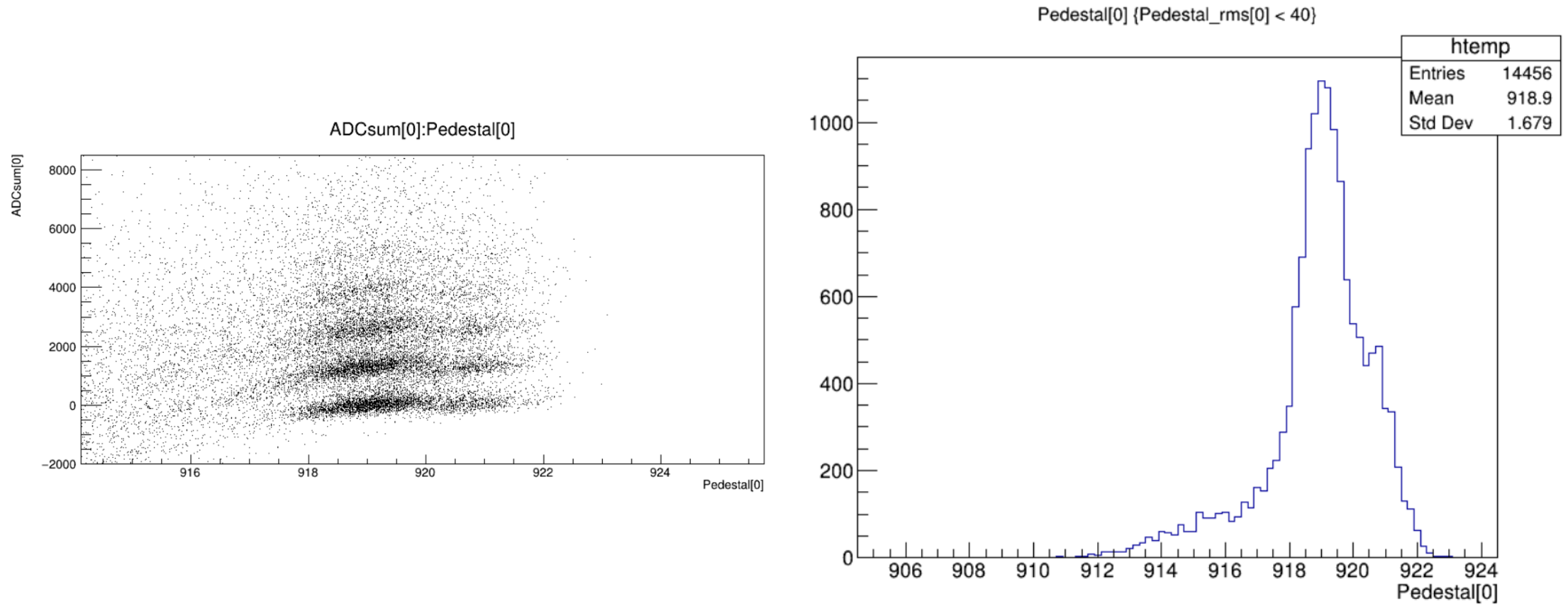
# 결론

- Pedestal에 따라 dark pulse의 수의 분포가 바뀐다.
  - 가설
    - Pedestal은 보통 920인데, 앞쪽 pulse의 falling time의 영향으로 인해 918 정도로 측정되는 경우가 존재한다.
    - 연속해서 dark pulse가 들어올 확률은 줄어들기 때문에 0번째 photon의 개수가 더 증가한다.
- >> 그런데 이렇게 될 경우 모든 사건이 독립사건이라는 Poisson distribution의 가정에 어긋나는 게 아닐까?



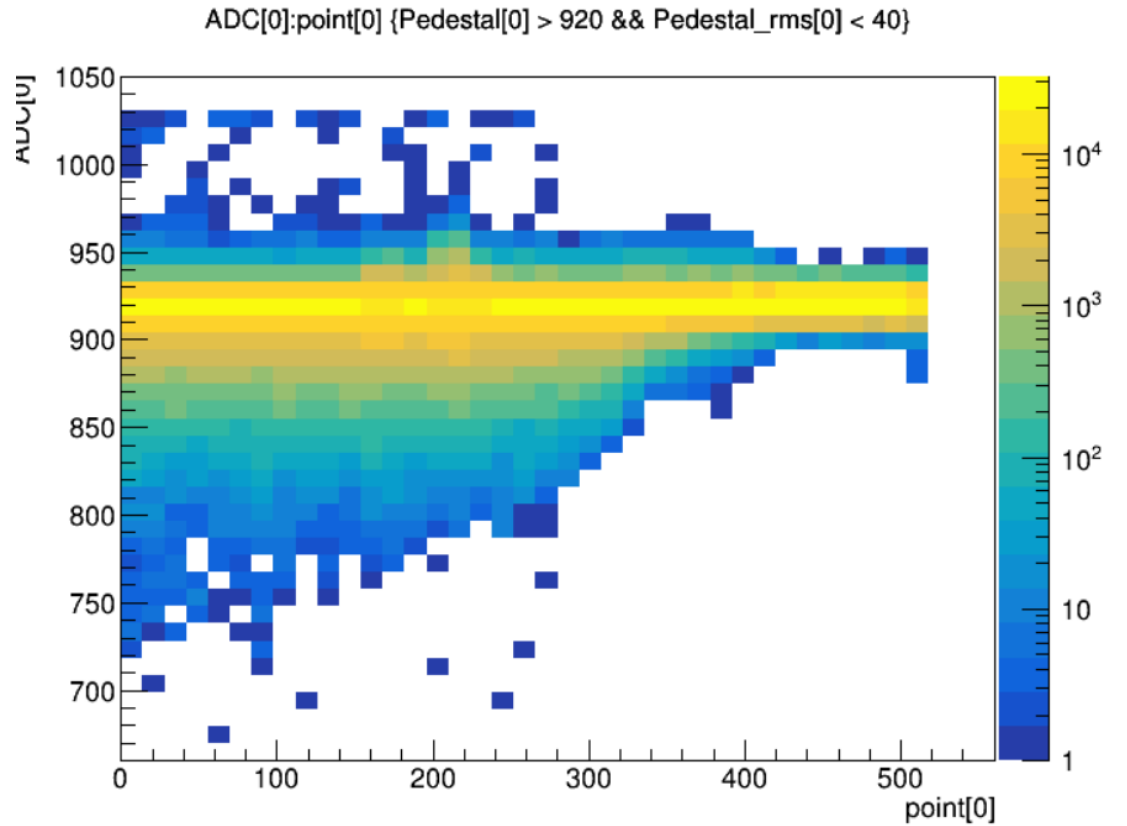
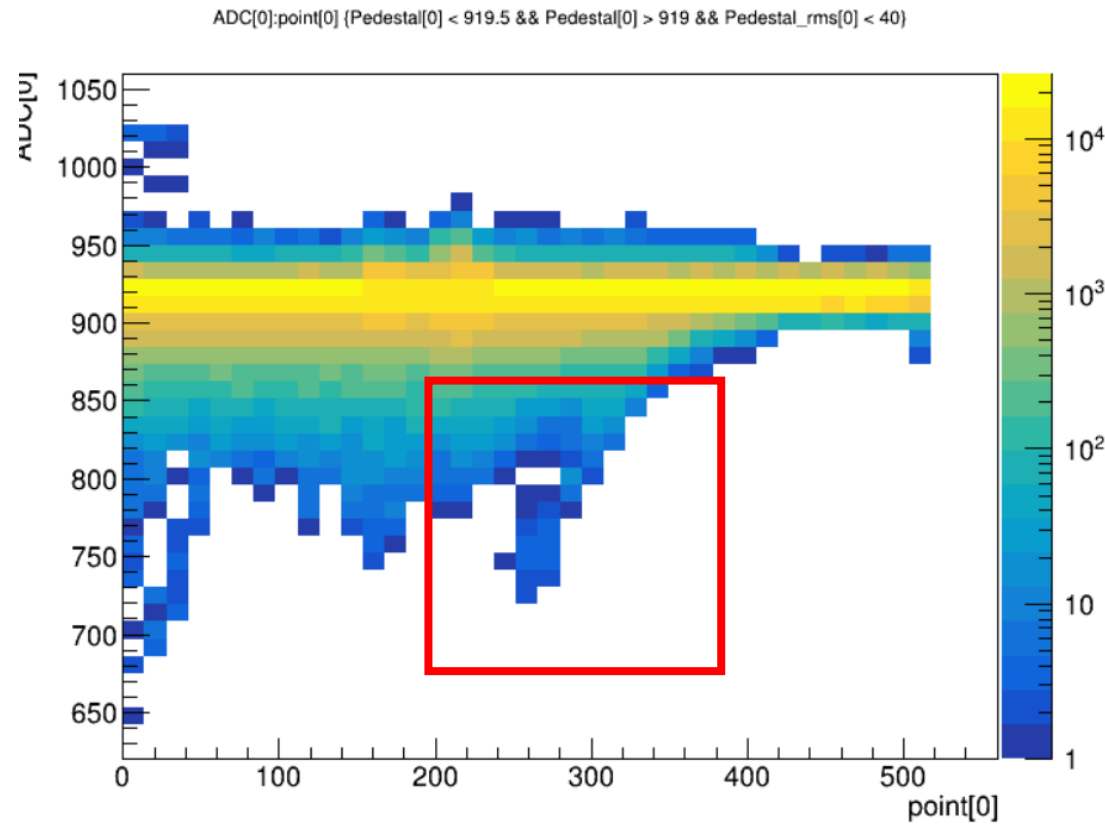
일반적인 ADCsum : Pedestal graph

# Pedestal from backward



앞에서 봤던 가설을 확인하기 위해서, Pedestal을 뒤의 100 point를 기준으로 만들어 보았다. 그리고 앞에 어떤 일이 일어나는지를 확인해보았다.

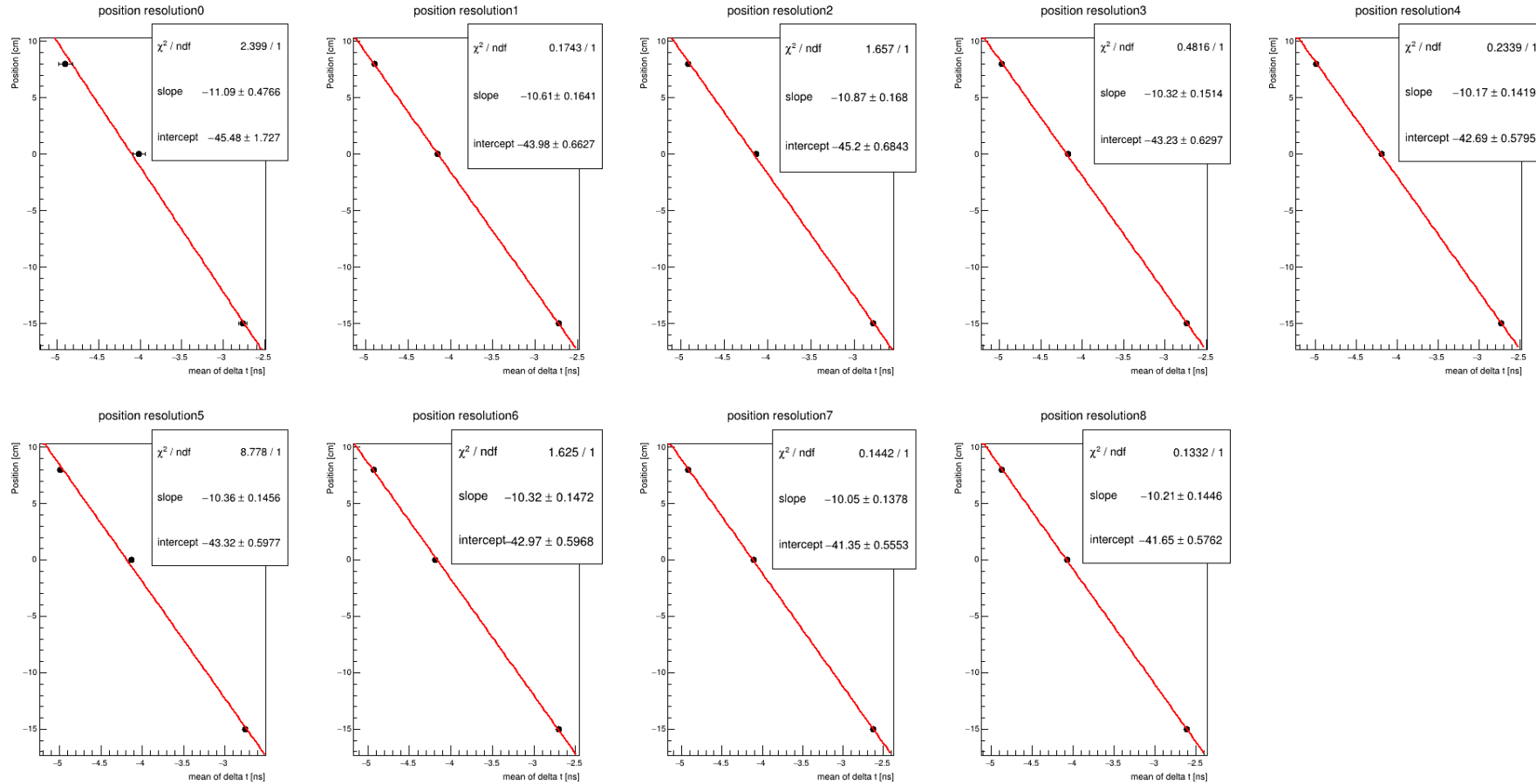
# Waveform



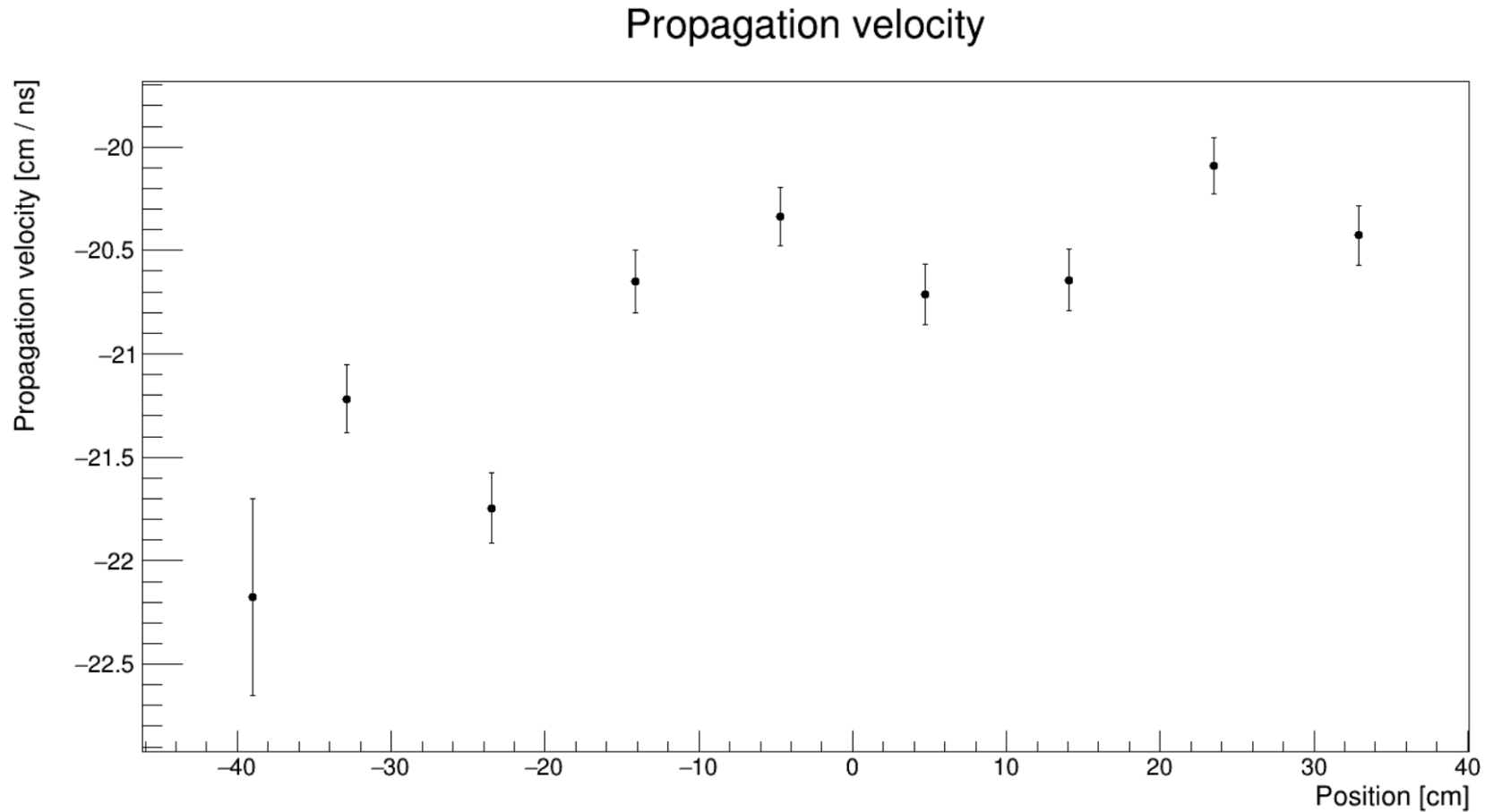


# Propagation velocity

# Position resolution

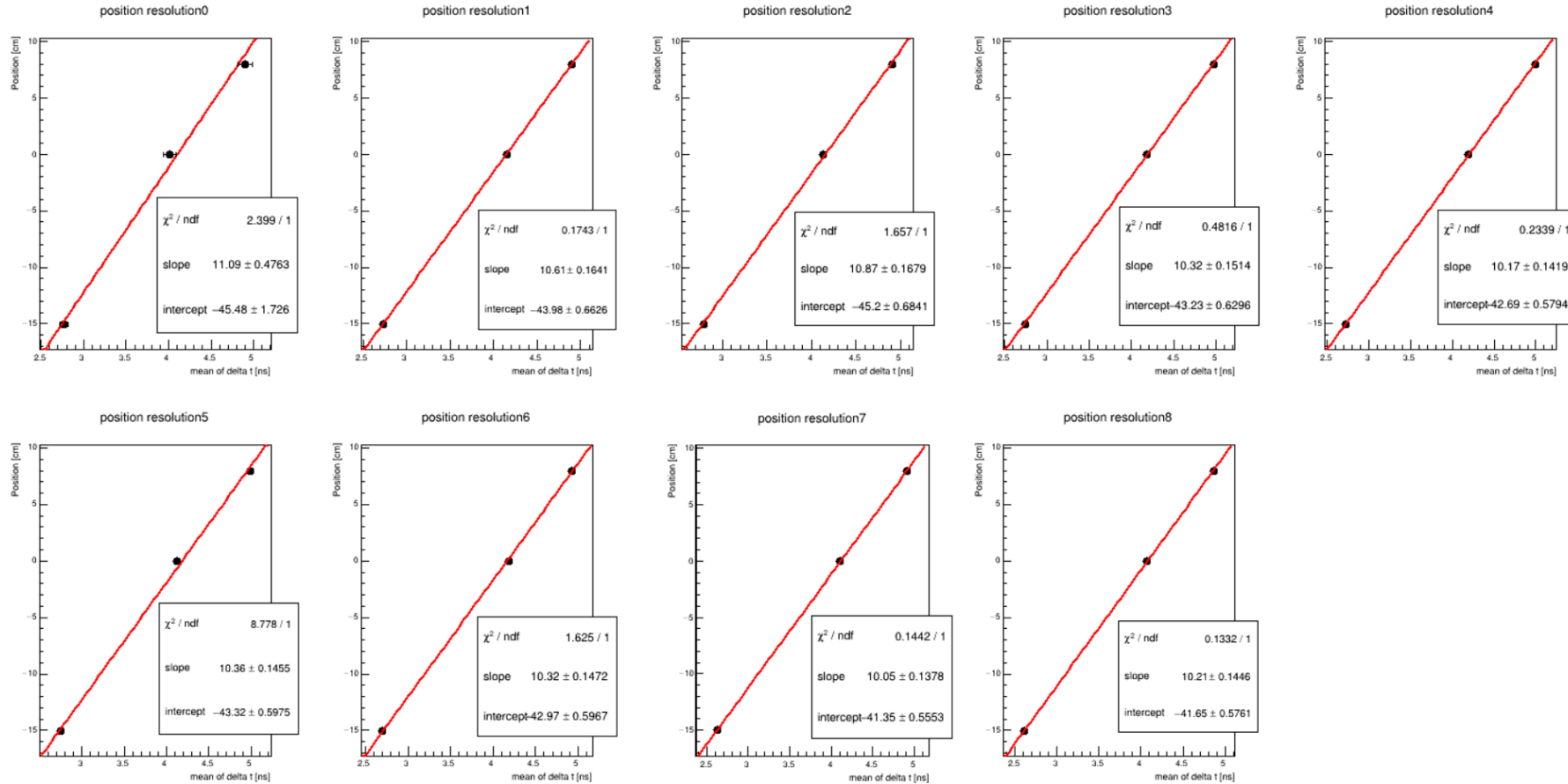


# Propagation velocity

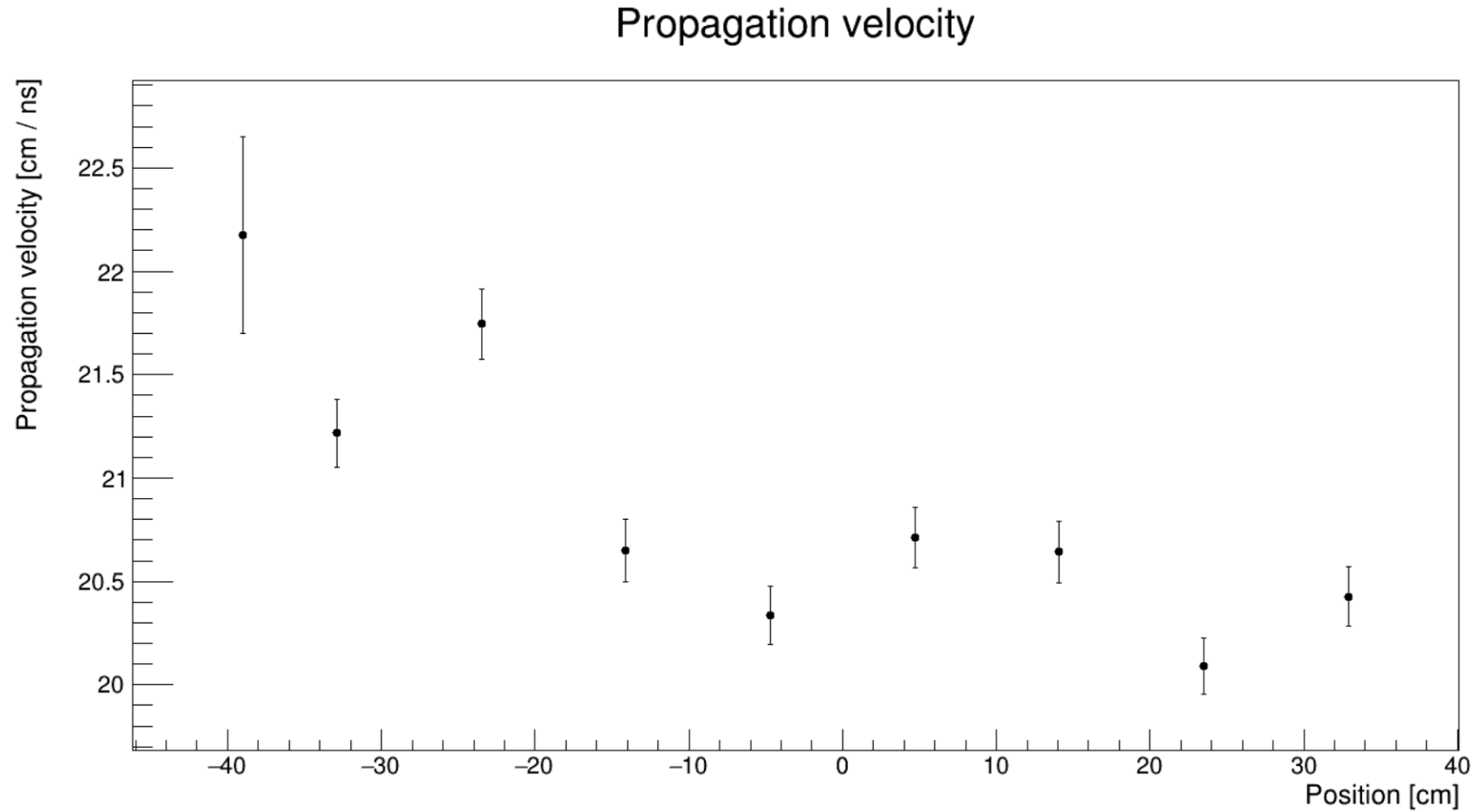


Error 량 단위 교환? >> 이거 지금 속도의 역수 그래프임

# Position resolution(부호 변경)



# Propagation velocity(부호 변경)

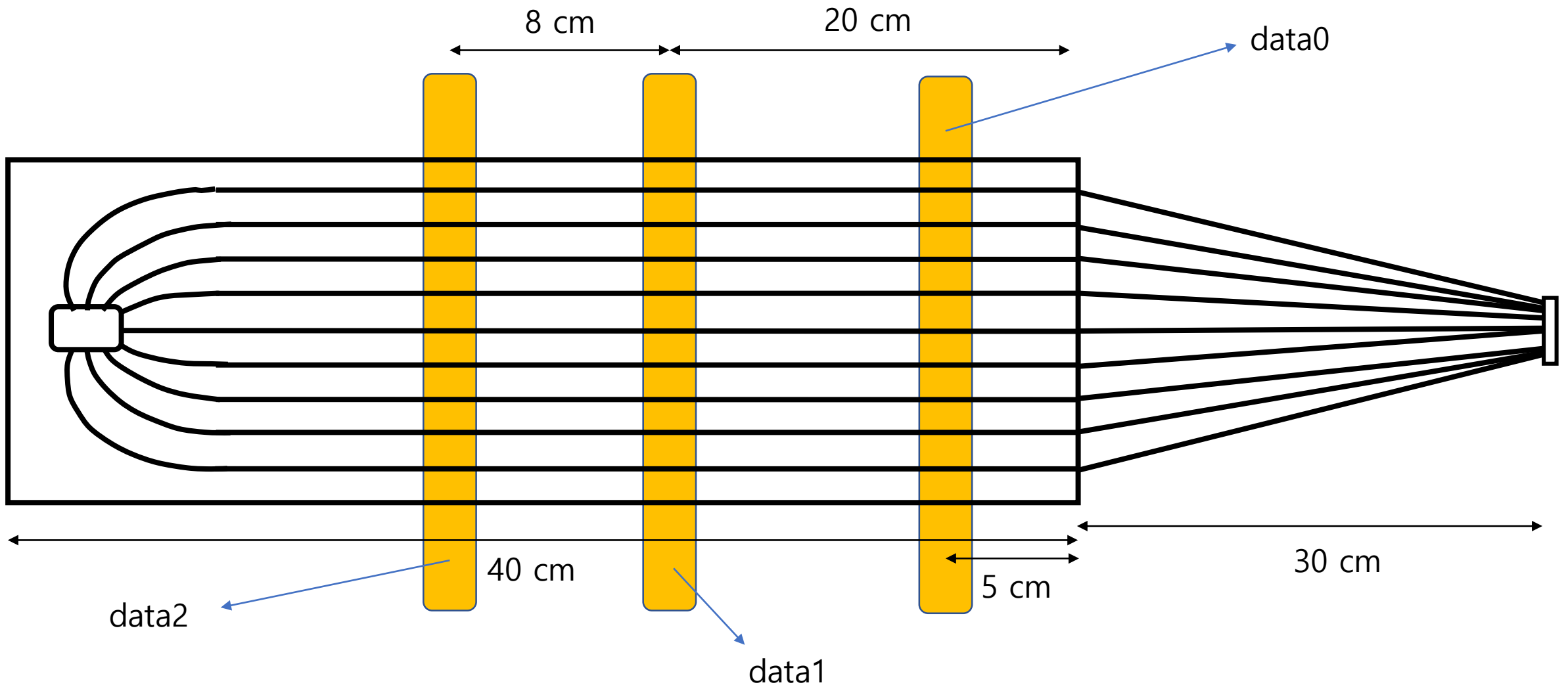


# Analysis

- Fitting 결과 propagation velocity는 약  $20.5 \text{ cm/ns}$  로 측정되었다.
- 단위를 환산하면 약  $2.05 \times 10^8 \text{ m/s}$  로 나타났다.
- WLS fiber의 굴절률은 1.59, Scintillator의 굴절률은 1.58 임을 고려했을 때 약간 큰 값이 나타남을 확인할 수 있다.

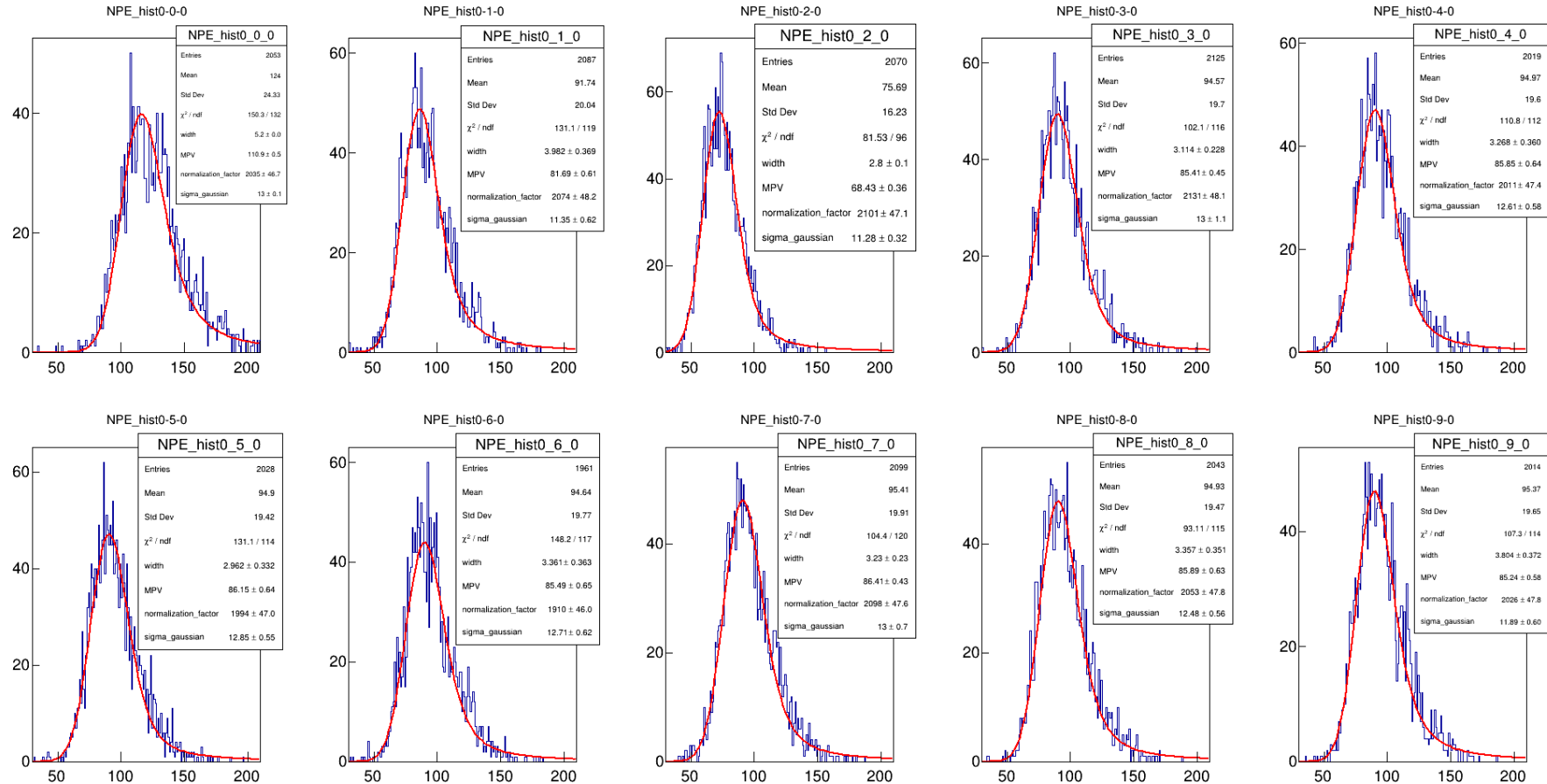
# Comparison with simulation

data0

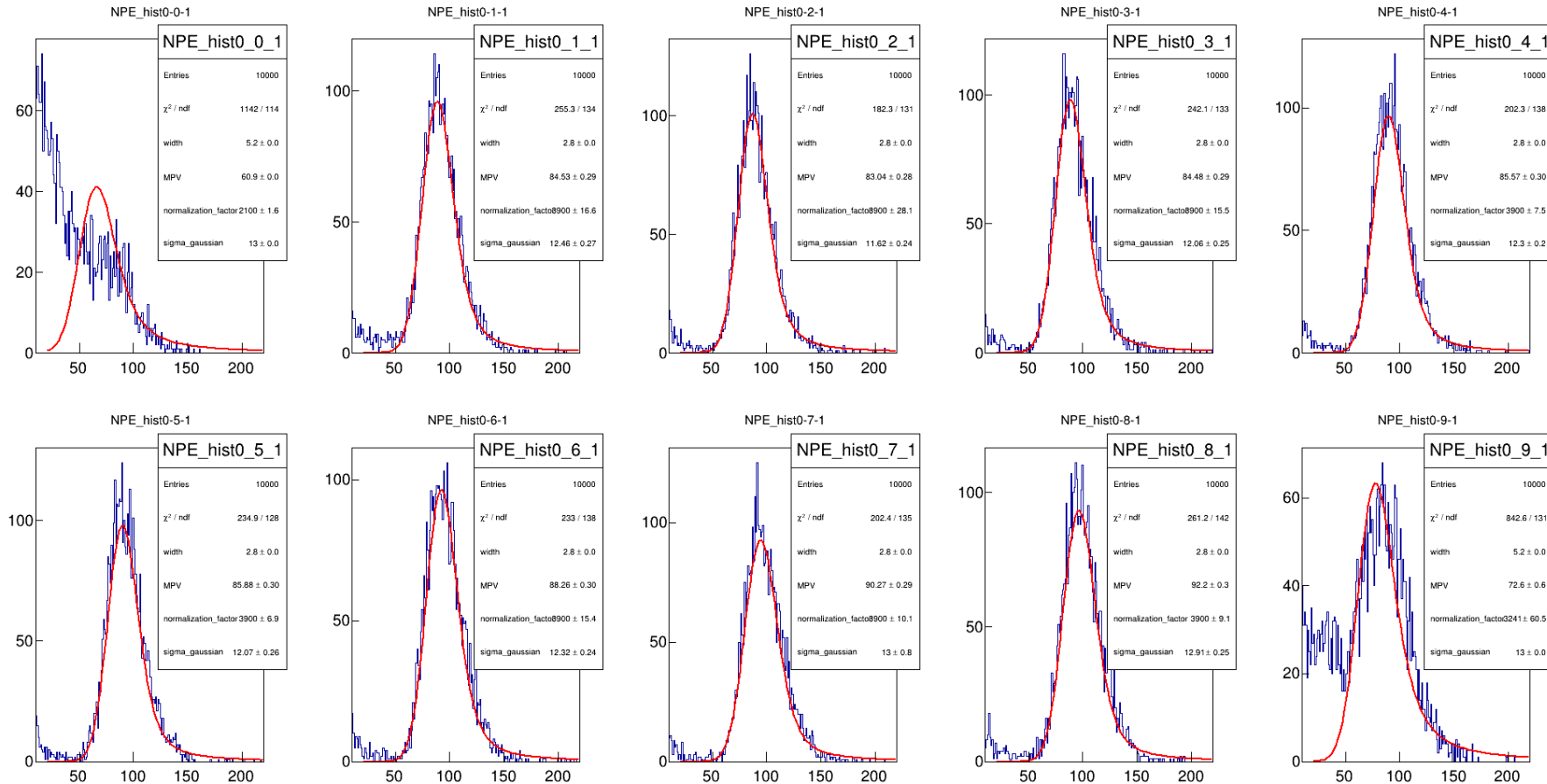




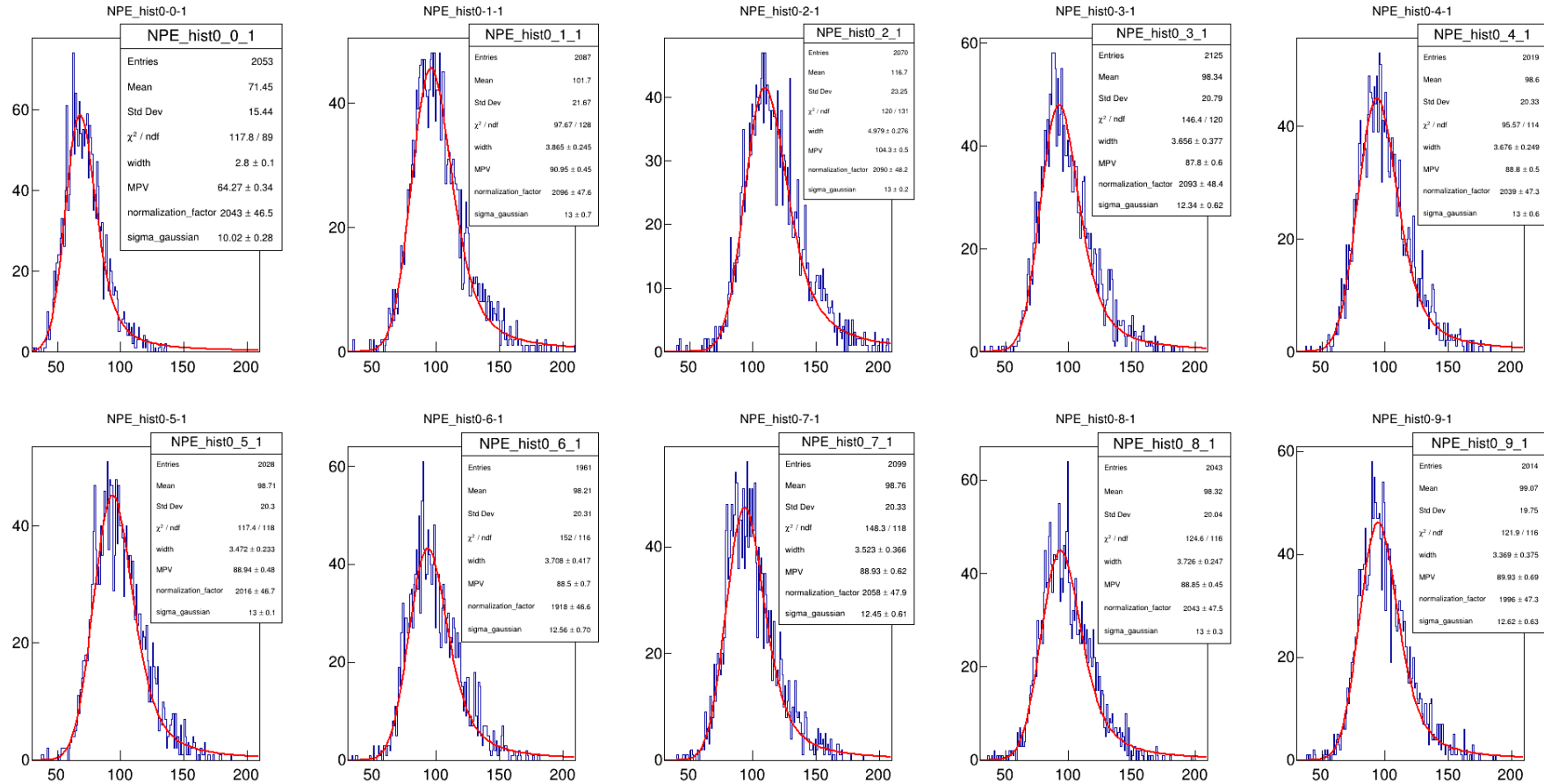
# Simulation data(aluminum box, data 0)



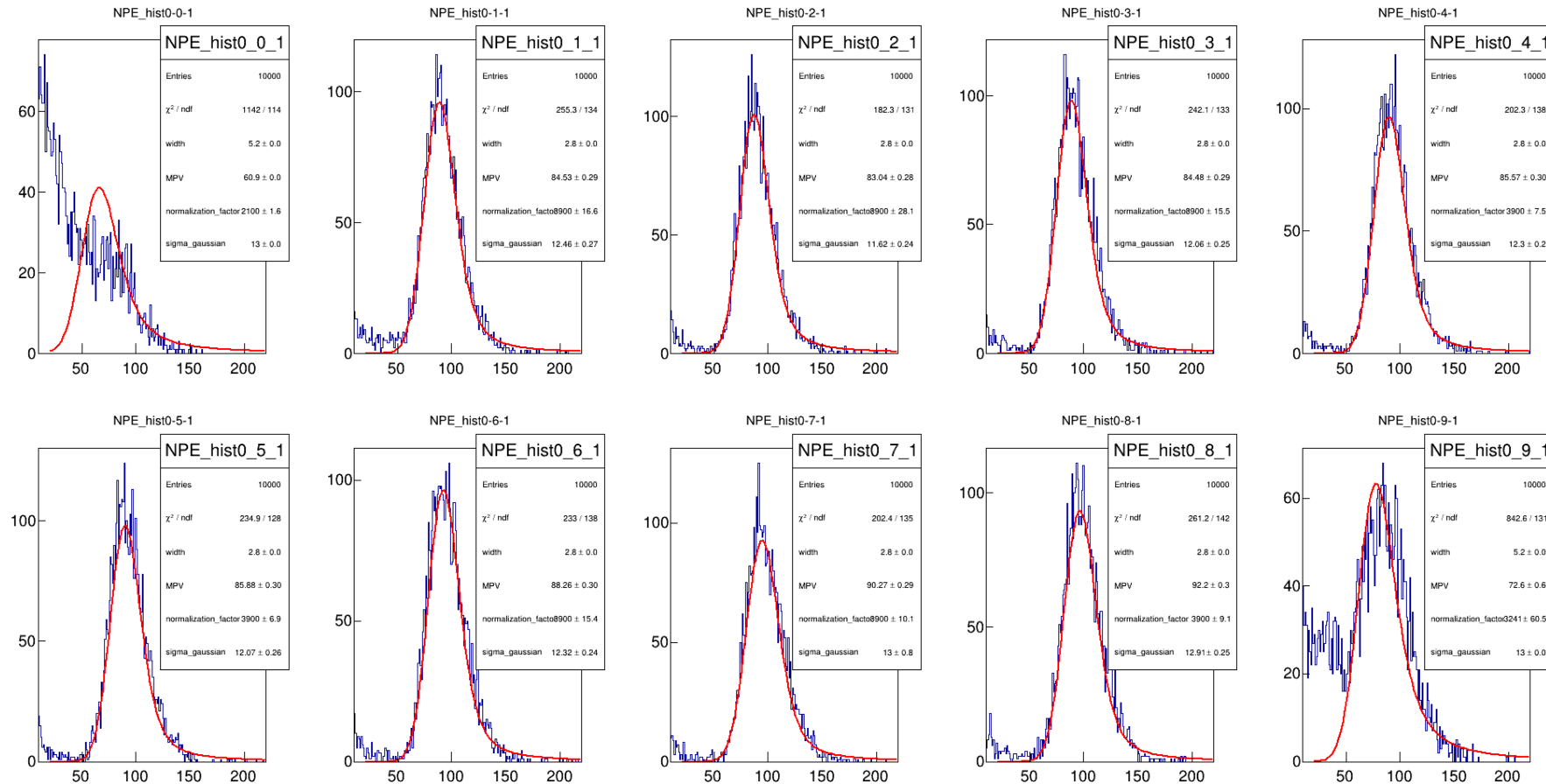
# Experimental data(aluminum box, data0)



# Simulation data(bunched part, data 0)

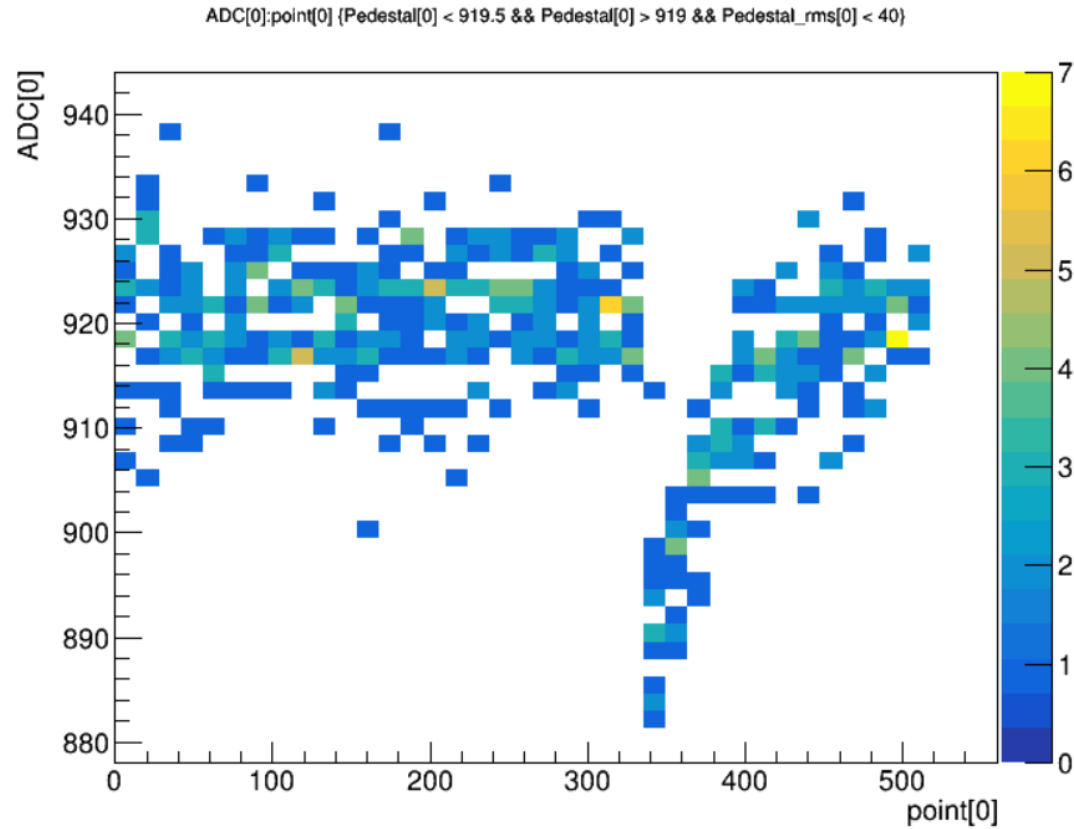


# Experimental data(bunched part, data0)

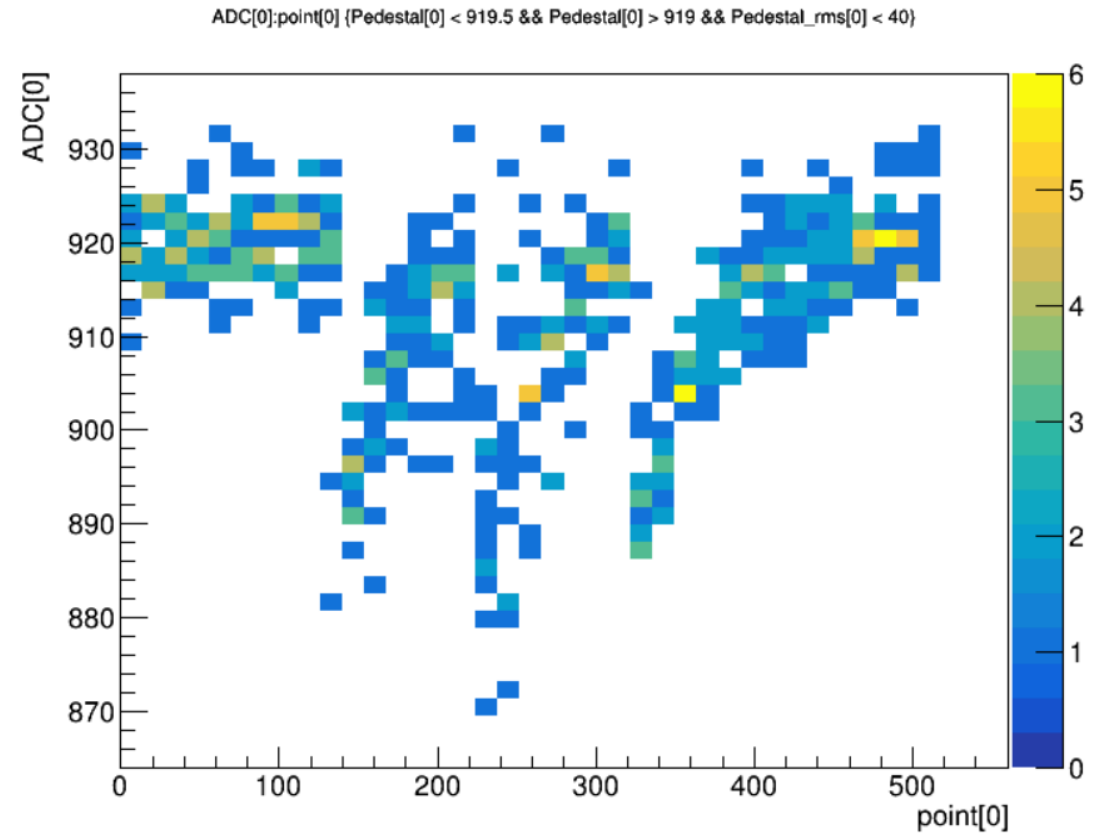


backup

# Waveform (919 < Pedestal < 919.5)

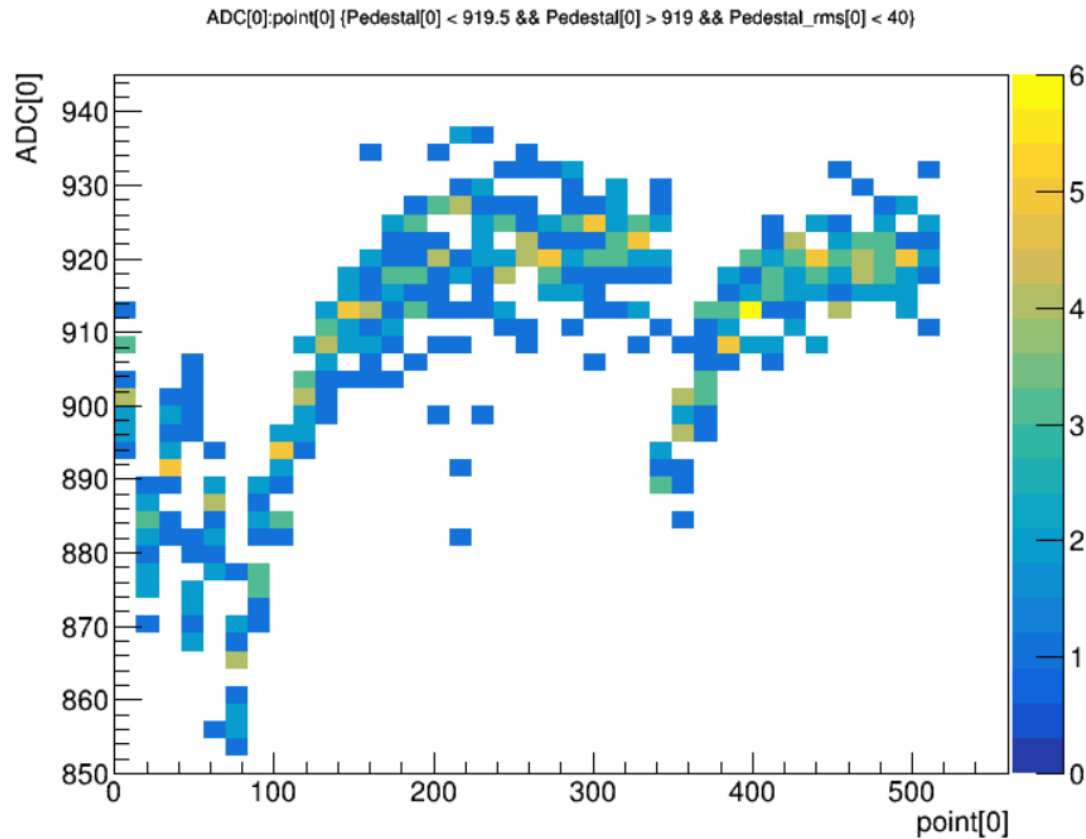


```
root [15] tree->Draw("ADC[0]:point[0]","Pedestal[0] < 919.5 && Pedestal[0] > 919  
&& Pedestal_rms[0] < 40","COLZ",40,40)
```

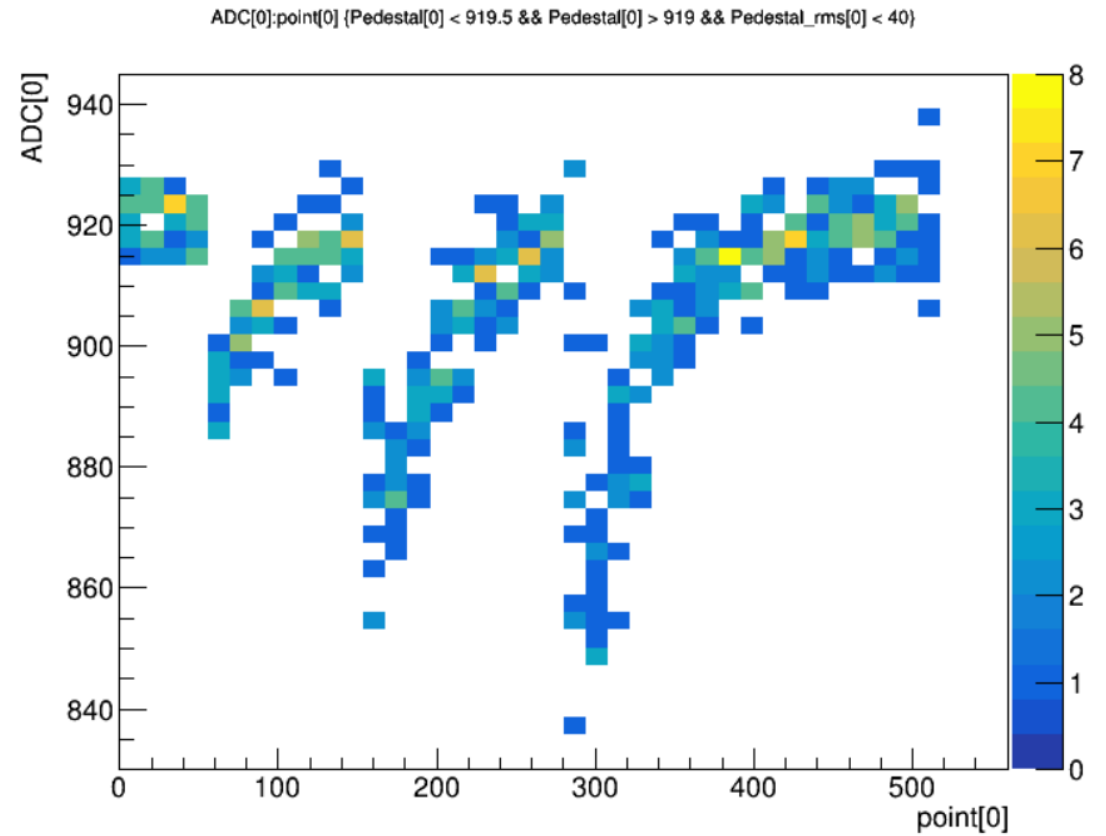


```
root [16] tree->Draw("ADC[0]:point[0]","Pedestal[0] < 919.5 && Pedestal[0] > 919  
&& Pedestal_rms[0] < 40","COLZ",40,80)
```

# Waveform (919 < Pedestal < 919.5)

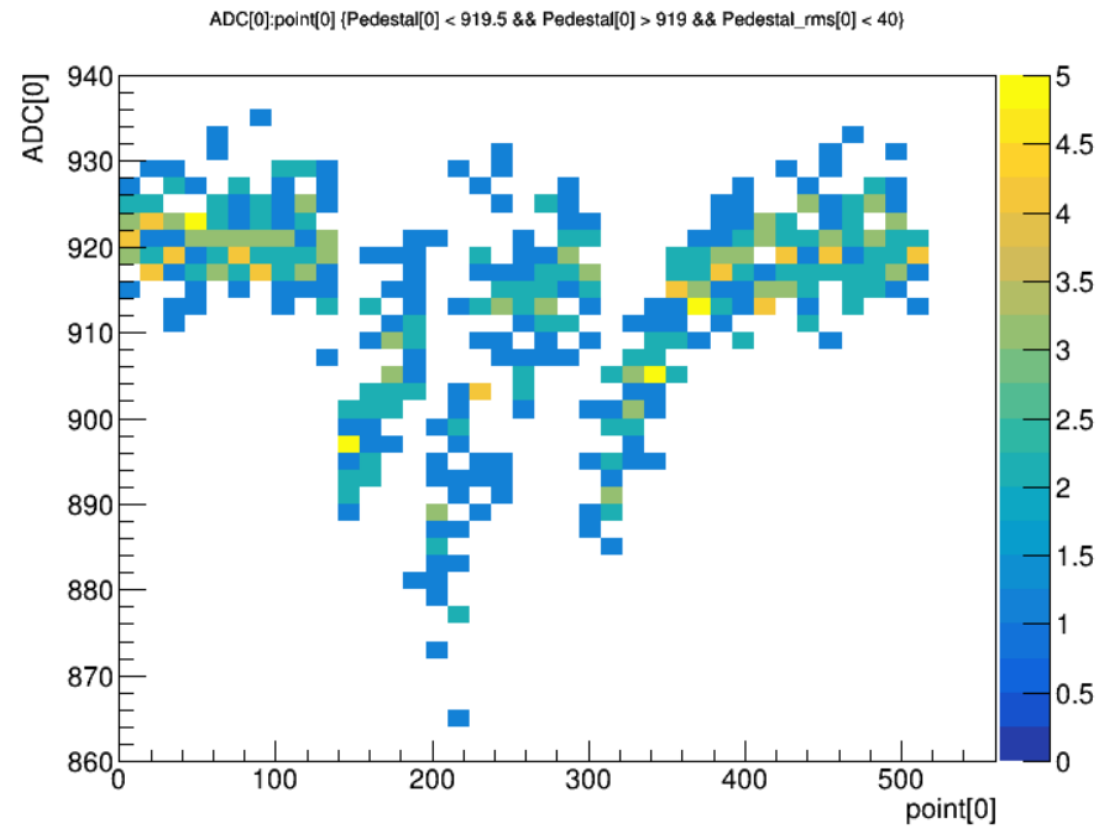
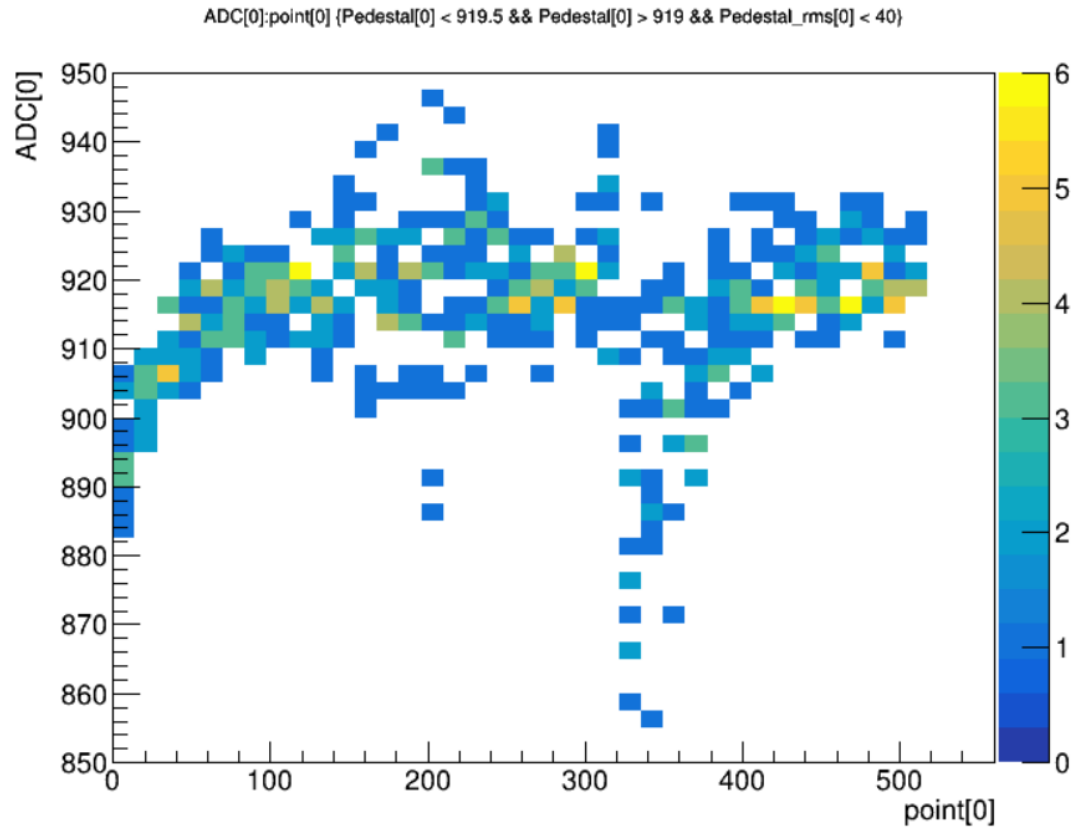


```
root [18] tree->Draw("ADC[0]:point[0]","Pedestal[0] < 919.5 && Pedestal[0] > 919  
&& Pedestal_rms[0] < 40","COLZ",10,120)
```



```
root [21] tree->Draw("ADC[0]:point[0]","Pedestal[0] < 919.5 && Pedestal[0] > 919  
&& Pedestal_rms[0] < 40","COLZ",7,130)
```

# Waveform (919 < Pedestal < 919.5)

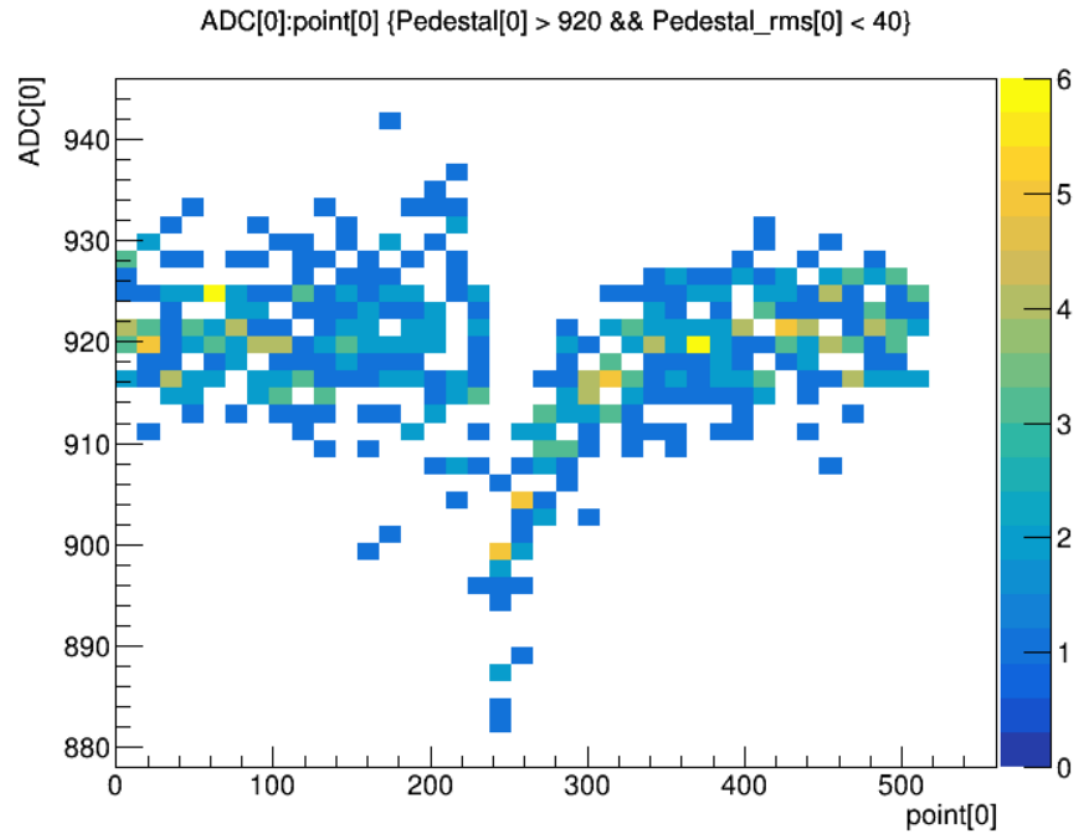


```
root [22] tree->Draw("ADC[0]:point[0]","Pedestal[0] < 919.5 && Pedestal[0] > 919  
&& Pedestal_rms[0] < 40","COLZ",7,137)
```

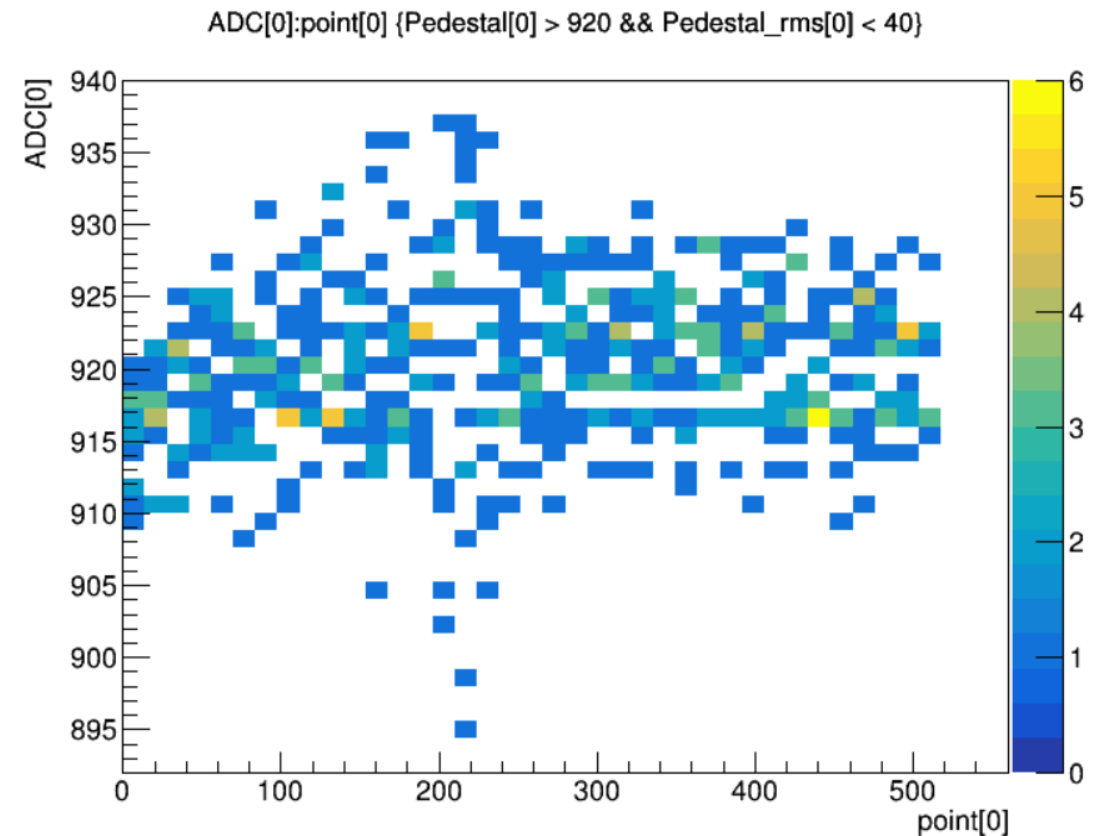
```
root [23] tree->Draw("ADC[0]:point[0]","Pedestal[0] < 919.5 && Pedestal[0] > 919  
&& Pedestal_rms[0] < 40","COLZ",20,140)
```



# Waveform(Pedestal > 920)

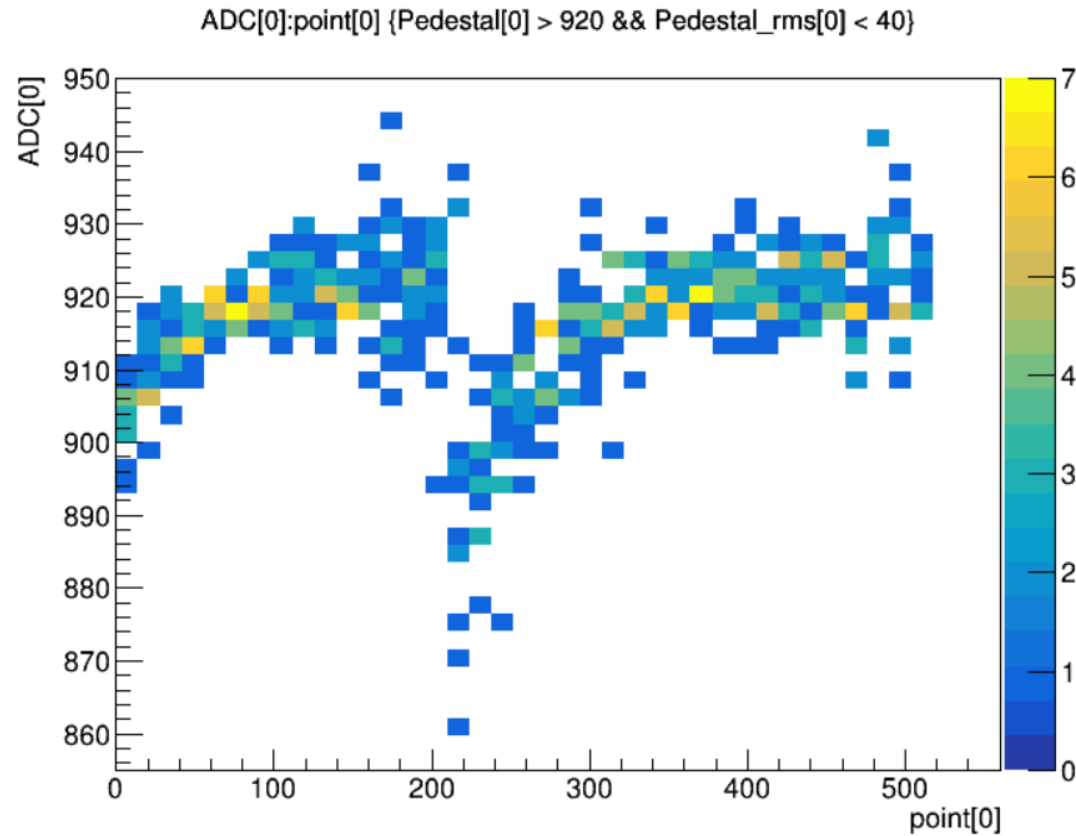


```
root [25] tree->Draw("ADC[0]:point[0]","Pedestal[0] > 920 && Pedestal_rms[0] < 40", "COLZ", 10, 140)
```

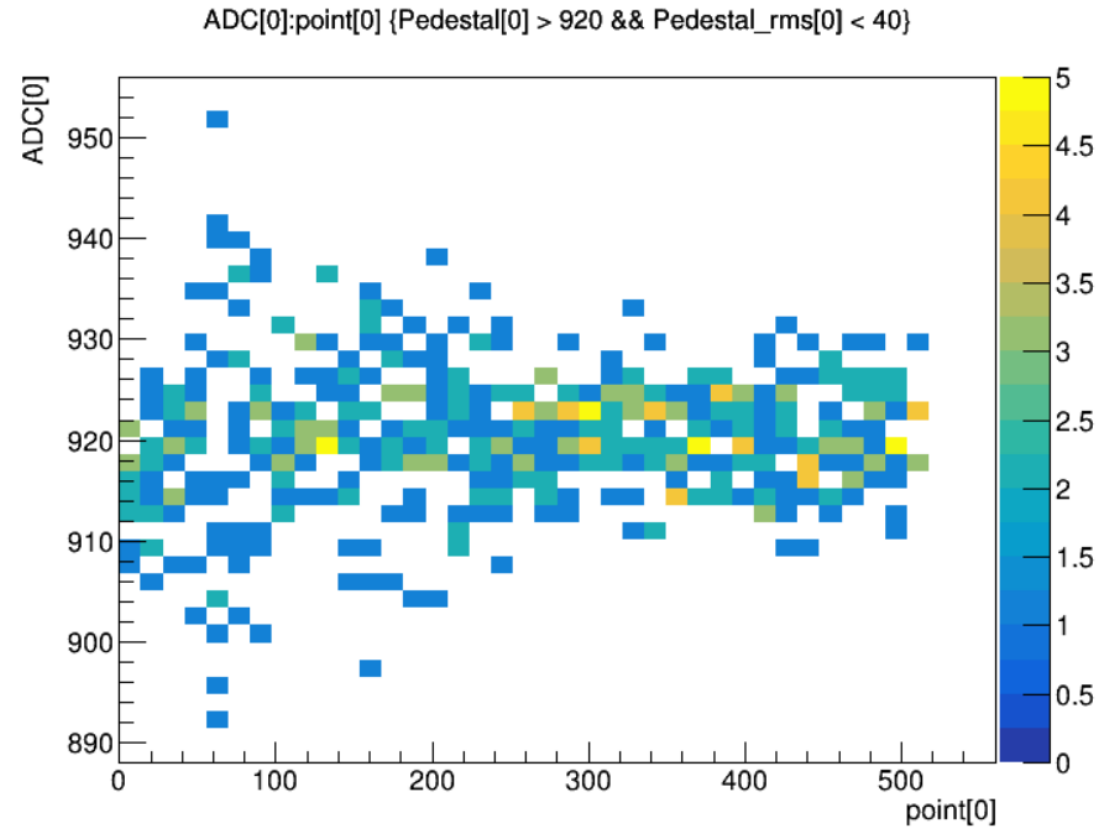


```
root [27] tree->Draw("ADC[0]:point[0]","Pedestal[0] > 920 && Pedestal_rms[0] < 40", "COLZ", 5, 150)
```

# Waveform (Pedestal > 920)



```
root [28] tree->Draw("ADC[0]:point[0]","Pedestal[0] > 920 && Pedestal_rms[0] < 40", "COLZ",5,155)
```



```
root [30] tree->Draw("ADC[0]:point[0]","Pedestal[0] > 920 && Pedestal_rms[0] < 40", "COLZ",3,160)
```