## Status Report

Shota Izumiyama 27 Sep. 2019 mPMT-Japan meeting

#### Simulation condition (remind)

- Generated electron events by WCSim
- Detector: Hyper-K with 20" PMTs and mPMTs
  - Photo coverage: 20inch PMT = 20 %, mPMT = 10 %
- Particle gun:
  - Particle generator: gps
  - 10,000 events of 10 MeV e-
  - Uniform in detector

0

- Reconstruction: Benjamin-san's code
  - Not Bonsai

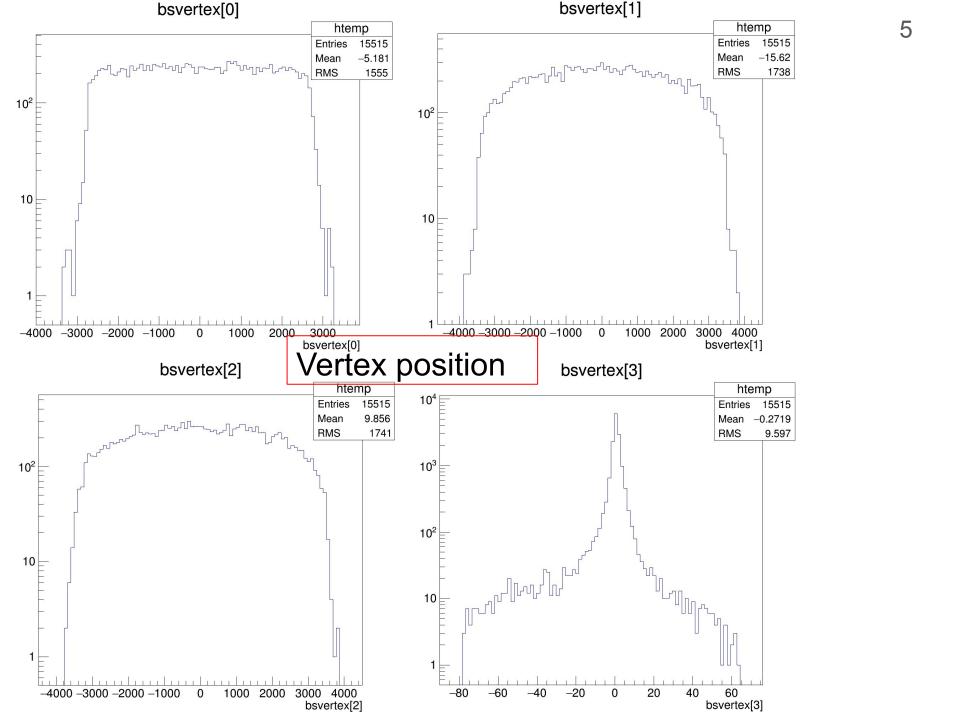
#### New

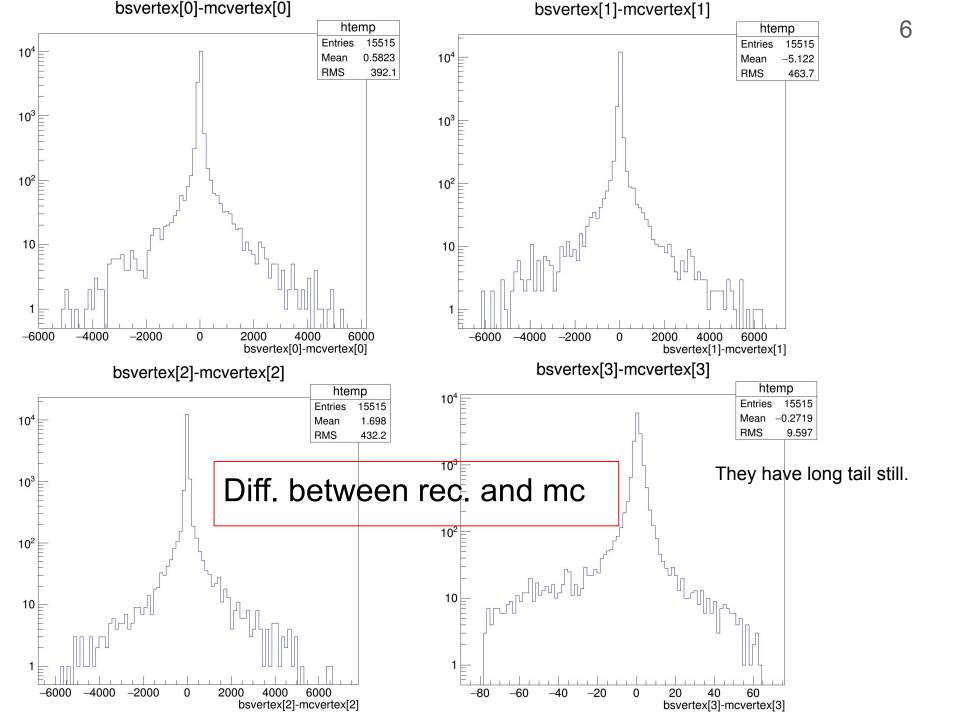
Disabled masking mPMT

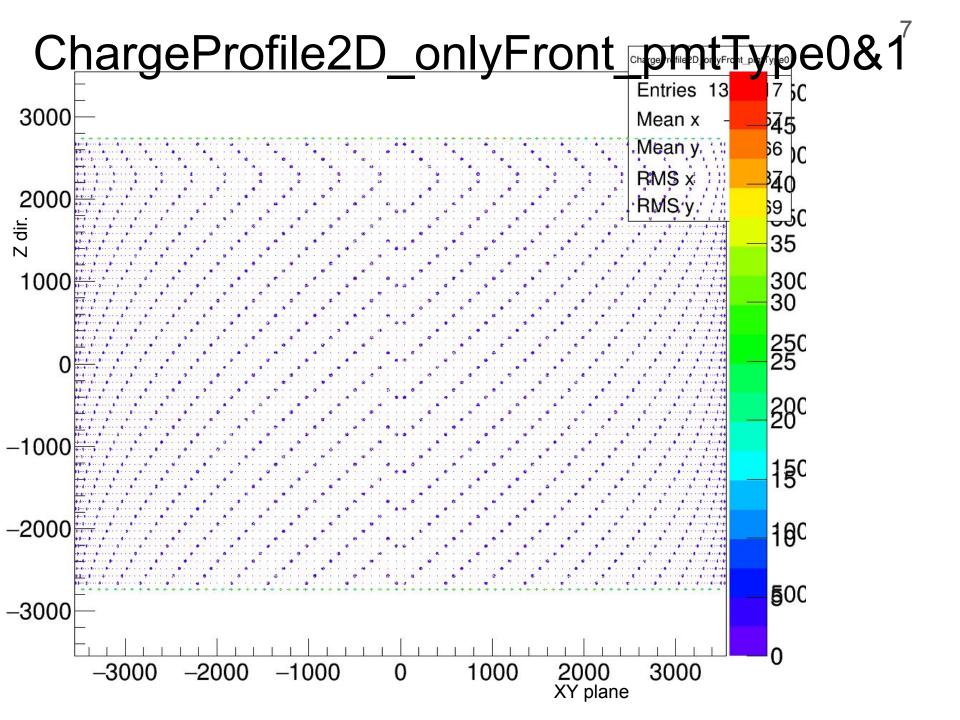
```
32
33 // Configuration of maskPMT
34 const bool maskPMT=false;//false;//true;
35 const int pmtTypeMasked=1;
36 const double maskedProbability=0.4;
37
```

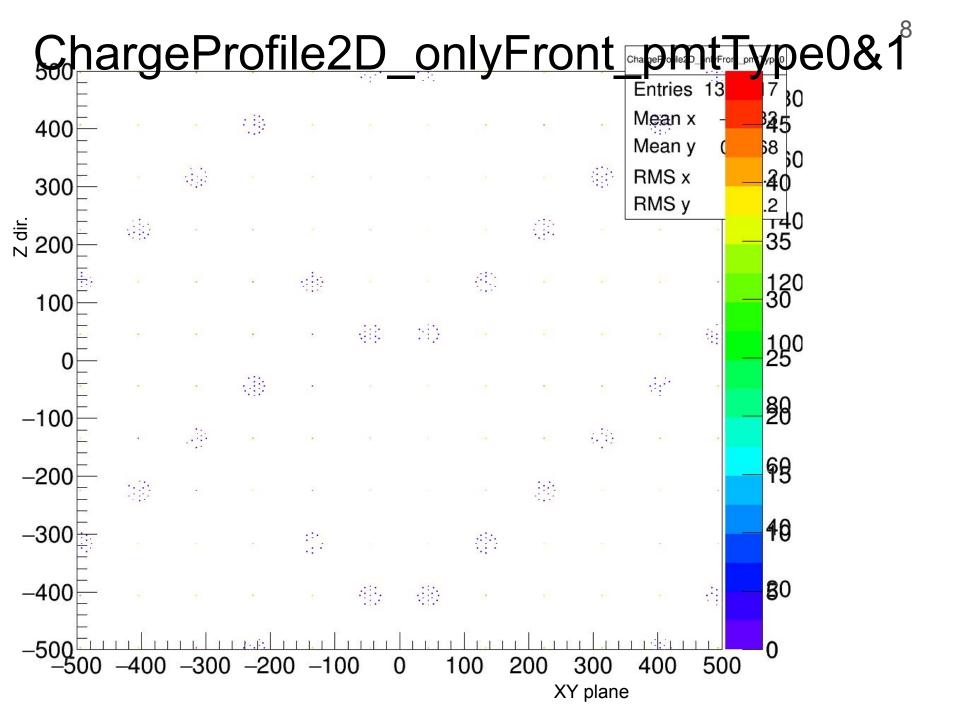
- Calculate vertex resolution with 0.5 cm bin width
  - ∘ → 88 cm
- I show some plot of reconstructed events
  - Vertex: bsvertex[4] (reconstructed), mcvertex[4] (true)
  - vertex[0]: z, vertex[1]: x, vertex[2]: y, vertex[3]: time
  - Unit: cm, ns

### Reconstructed result









#### Distance from mcvertex to rec. vertex

Red: w/o masking

Blue: w/ masking (40%)

There are still long tail

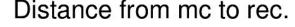
Vertex res ~ 88 cm (calculated with 0.5 cm bin width)

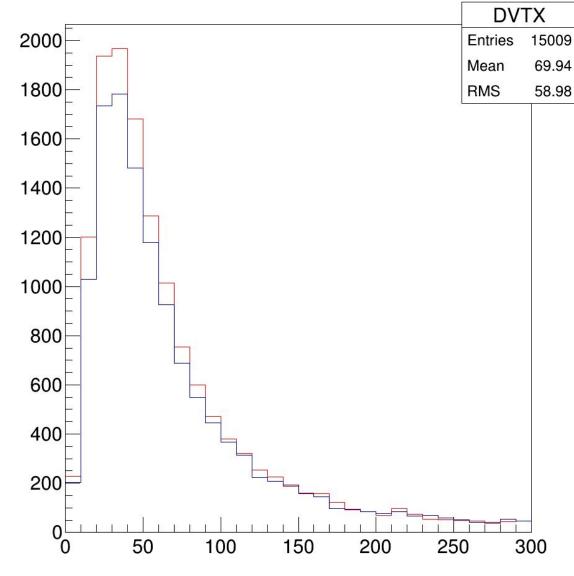
Vertex resolution is defined as distance including 68% of total events.

"vertexRes =

hdvtxcumu->GetBinLowEdge(hdvtxcumu->FindFirstBinAbove(hdvtx->GetEntries()\*0.6 82));"

// where "hdvtxcumu" is cumulative histogram of "hdvtx", histogram of distance from mc vertex to rec. vertex.





#### Distance from mcvertex to rec. vertex

Red: w/o masking

Blue: w/ masking (40%)

There are still long tail

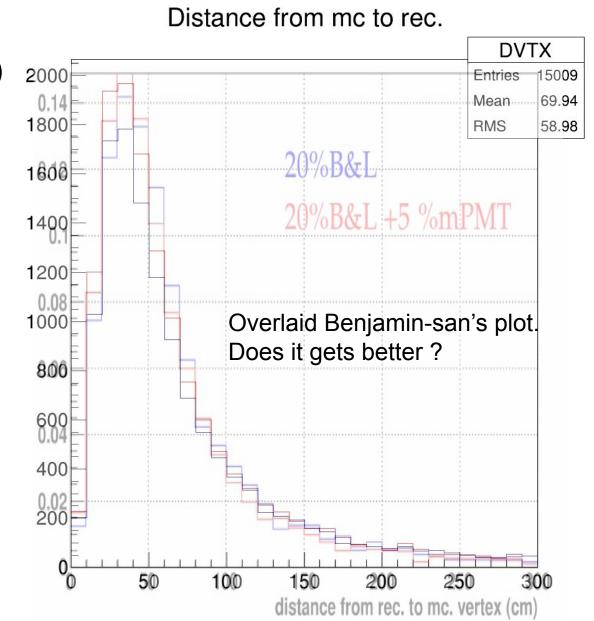
Vertex res ~ 88 cm (calculated with 0.5 cm bin width)

Vertex resolution is defined as distance including 68% of total events.

"vertexRes =

hdvtxcumu->GetBinLowEdge(hdvtxcumu->FindFirstBinAbove(hdvtx->GetEntries()\*0.6 82));"

// where "hdvtxcumu" is cumulative histogram of "hdvtx", histogram of distance from mc vertex to rec. vertex.



#### Distance from mc to rec. (cont.)

Red: w/o masking

Blue: w/ masking (40%)

There are still long tail

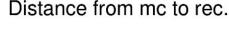
Vertex res ~ 88 cm (calculated with 0.5 cm bin width)

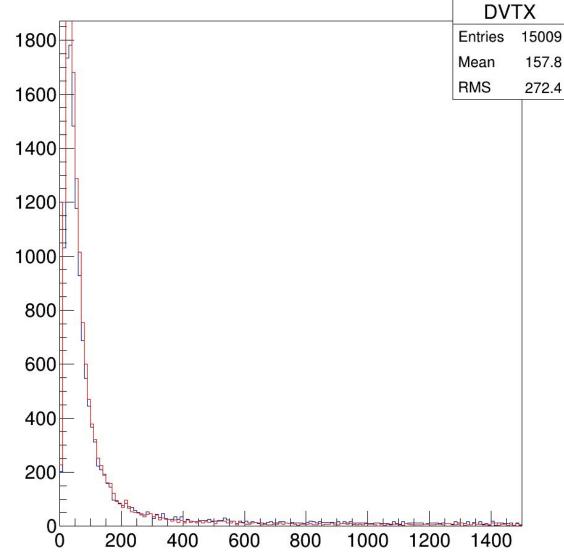
Vertex resolution is defined as distance including 68% of total events.

"vertexRes =

hdvtxcumu->GetBinLowEdge(hdvtxcumu->FindFirstBinAbove(hdvtx->GetEntries()\*0.6 82));"

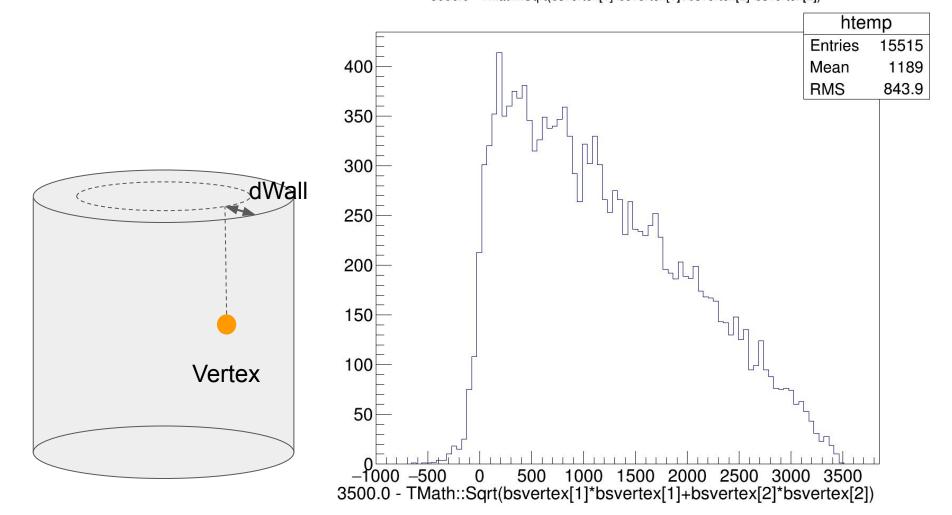
// where "hdvtxcumu" is cumulative histogram of "hdvtx", histogram of distance from mc vertex to rec. vertex.





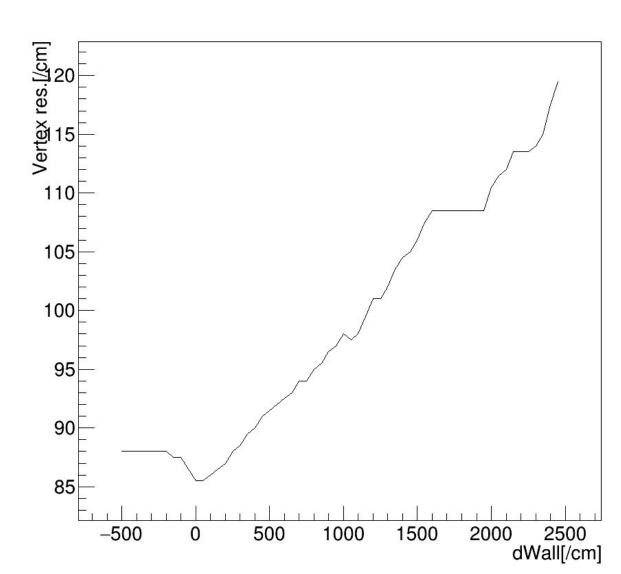
#### dWall distribution

3500.0 - TMath::Sqrt(bsvertex[1]\*bsvertex[1]+bsvertex[2]\*bsvertex[2])

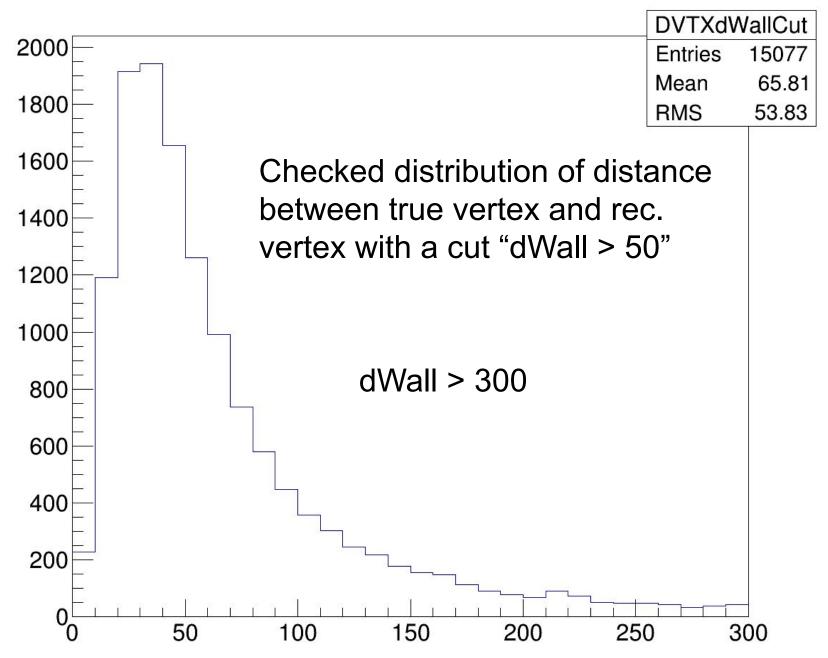


#### dWall vs vertex resolution

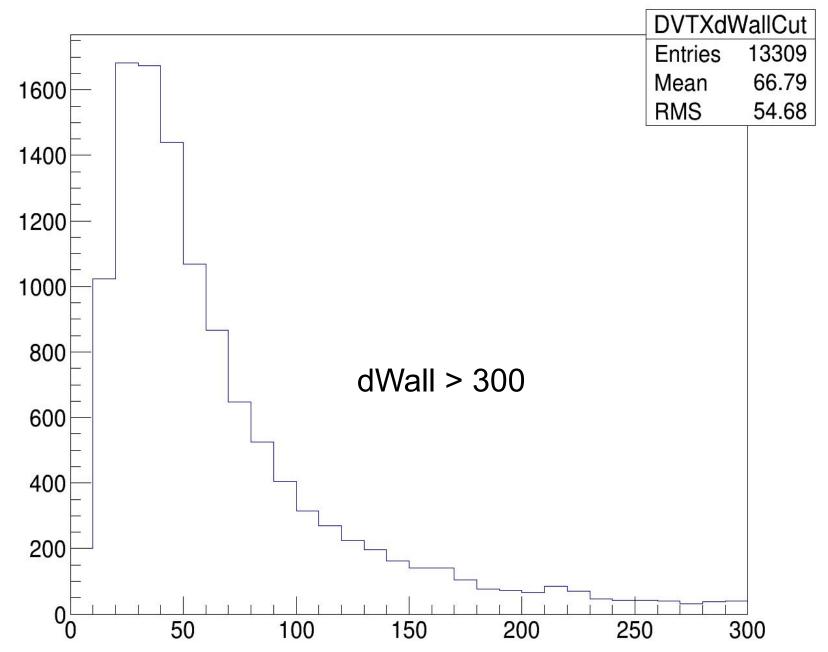
I calculated vertex resolution with only events reconstructed in dWall > dWall threshold.



Distance from mc to rec.

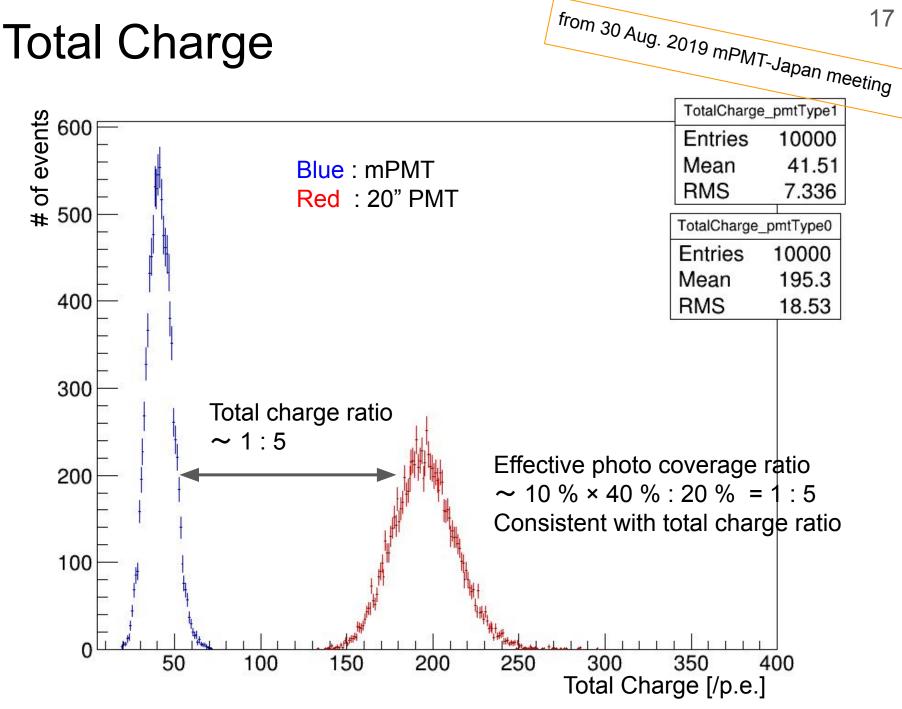


#### Distance from mc to rec.

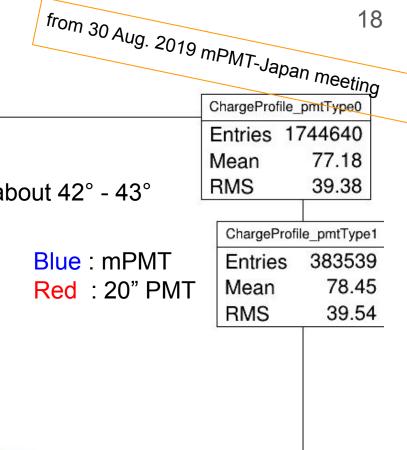


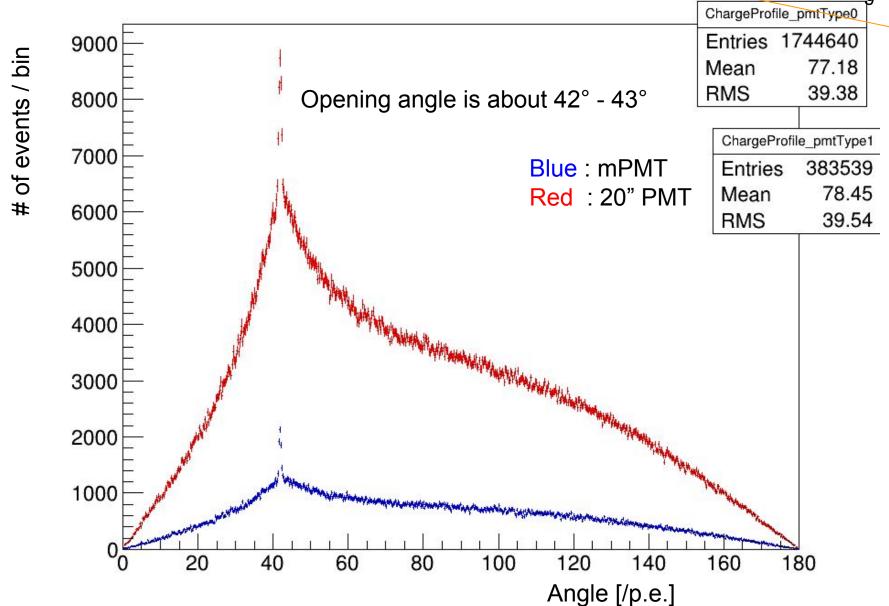
## Backup

#### Total Charge



#### Charge Profiles





# Time distribution (TOF substructed) T-Japan meeting

