

Hit rate toy model

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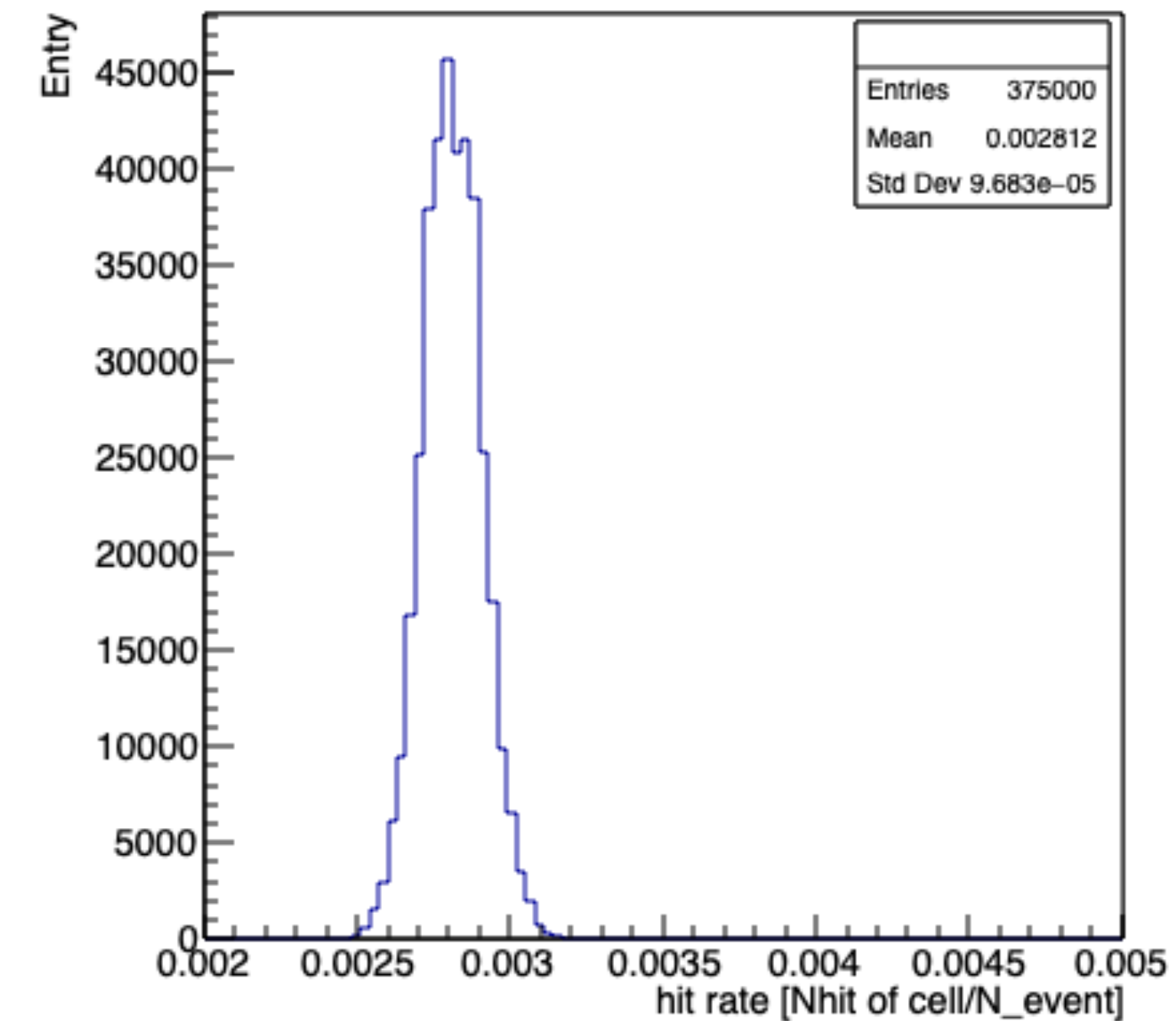
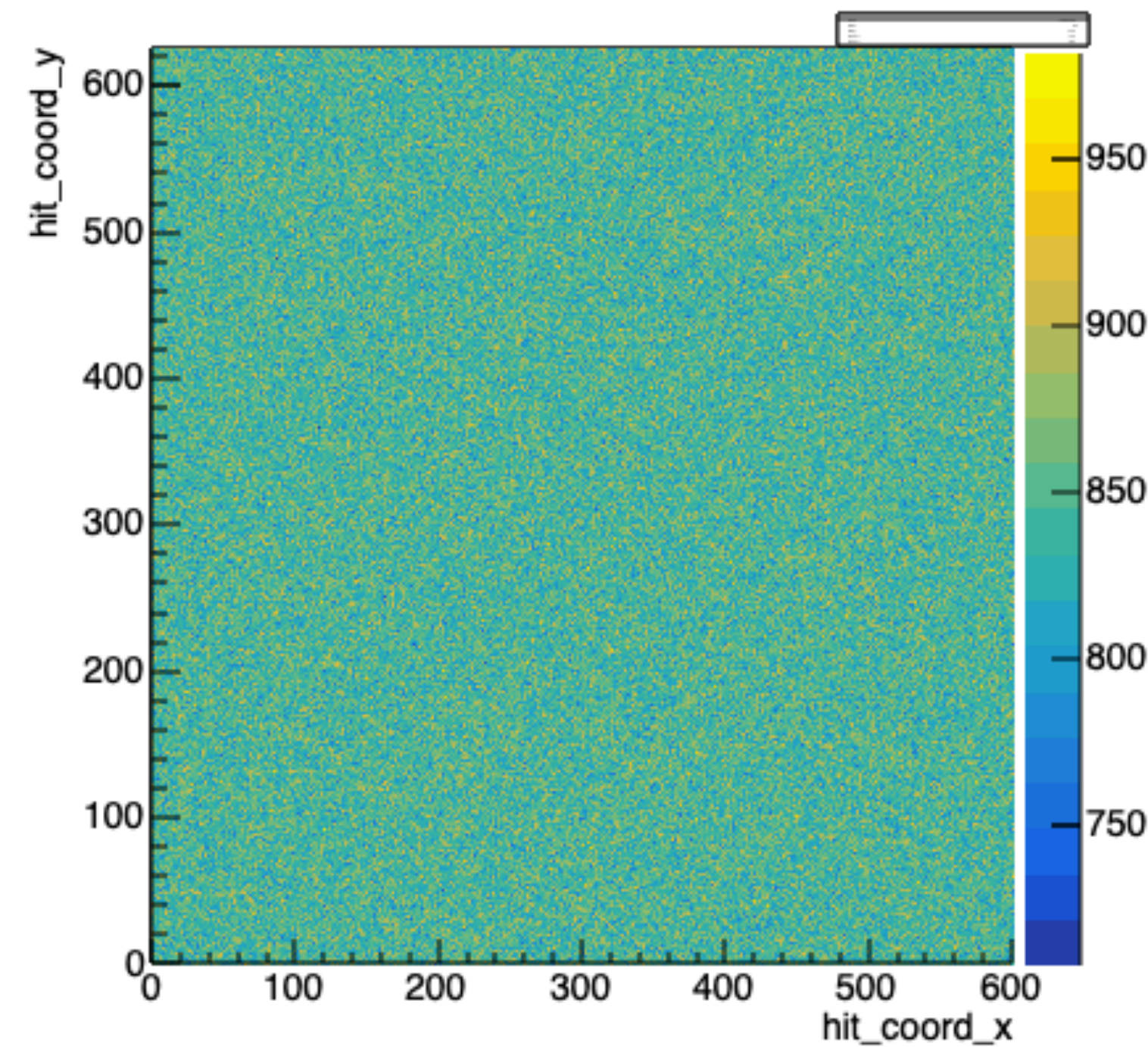
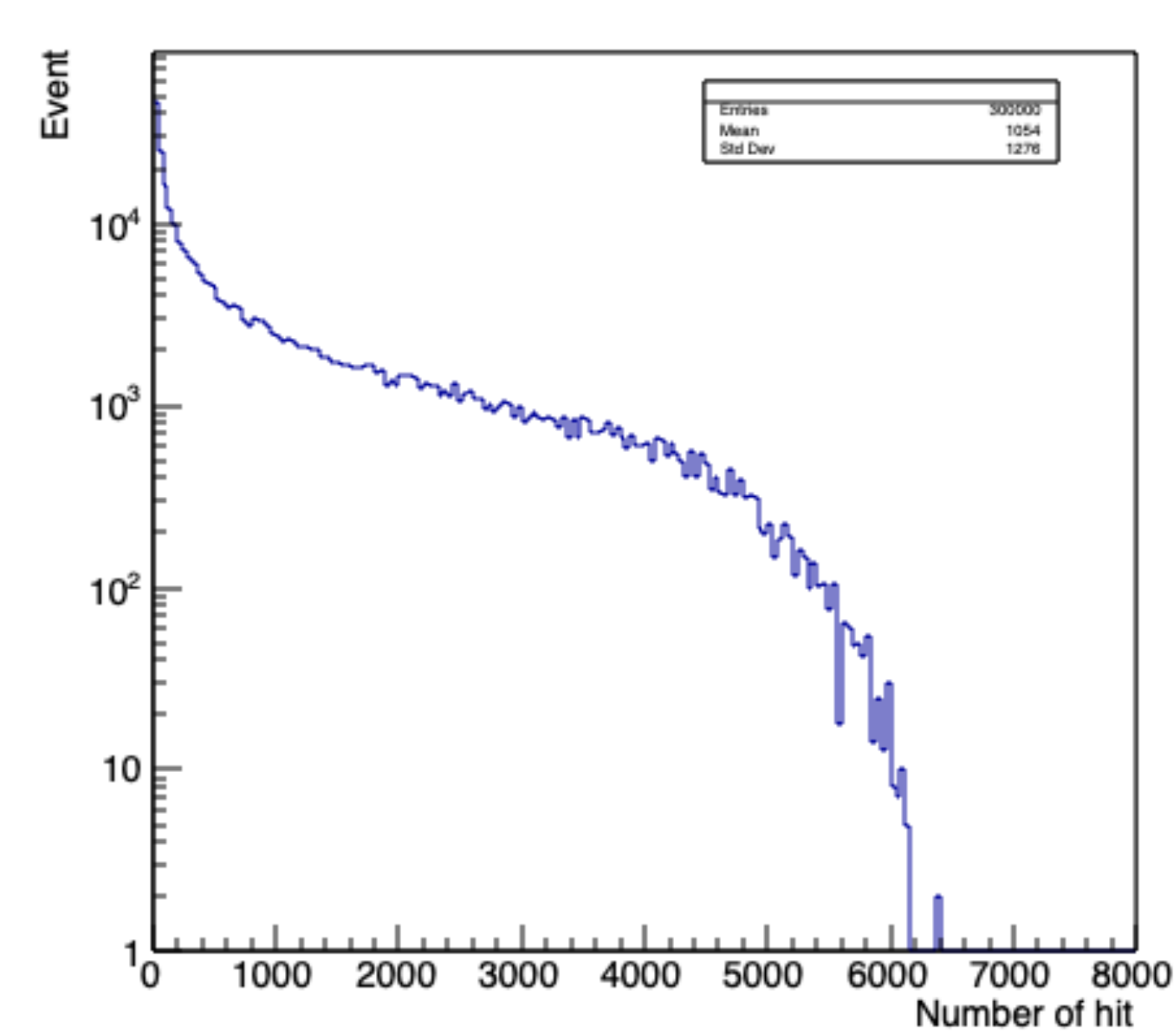


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The hit rate distribution

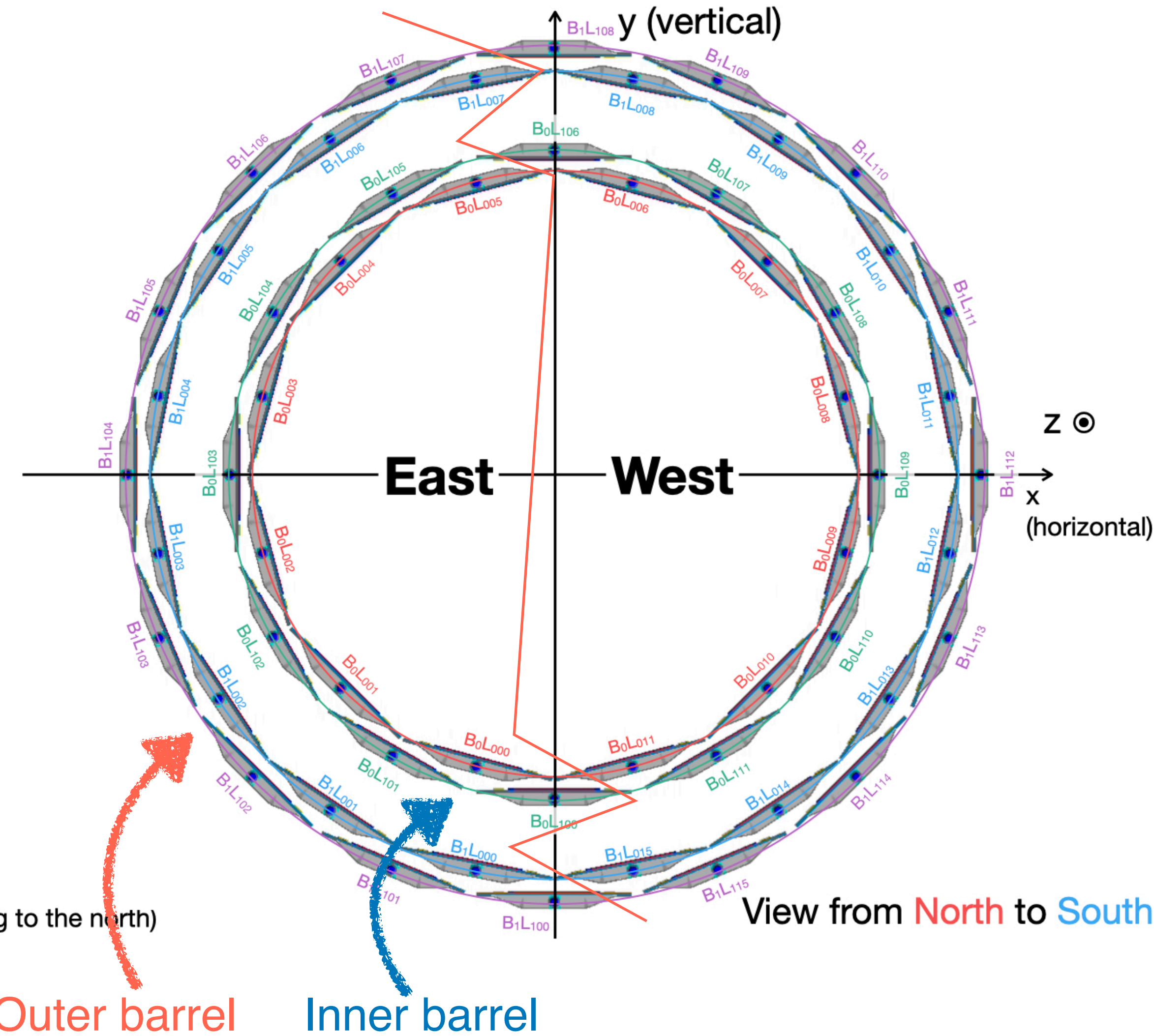
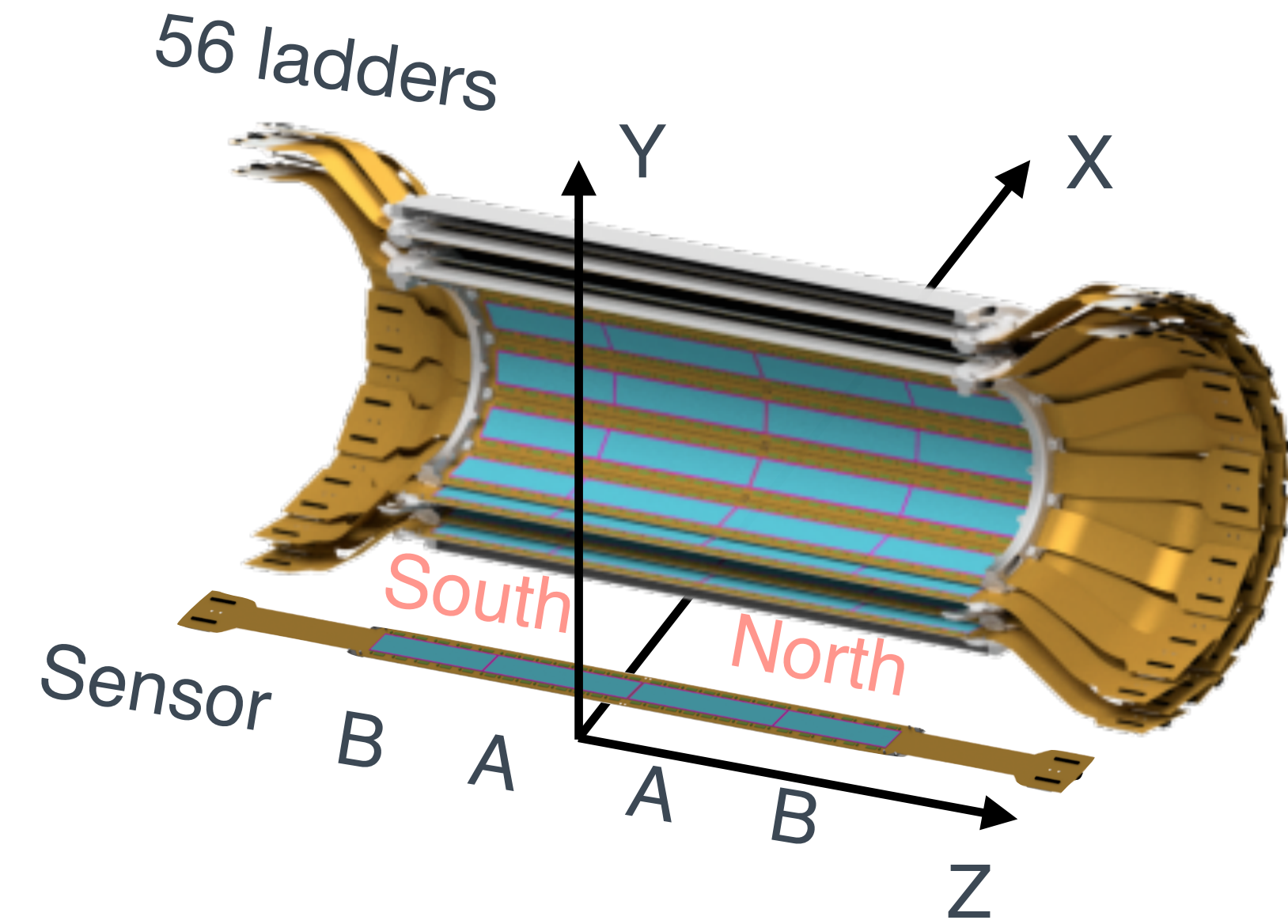
Number of events: 300k
Distribution of number of hits given by the AuAu MC
Assuming the fired hits are uniformly randomly distributed
Hit rate: number of hits of each cell / number of events



Back up

INTT: 2 sensors X 2 sides of half-ladders X 56 ladders = 224 sensors

Notation: $B_xL_yz_z$
 x: Barrel ID (0 for inner or 1 for outer)
 y: Layer ID (0 for inner or 1 for outer)
 zz: Ladder ID (from 0 to 15)



Axis (Right-handed coordinate)
 x-axis: $\vec{y} \times \vec{z}$
 y-axis: Vertically upward direction
 z-axis: The blue beam direction (pointing to the north)