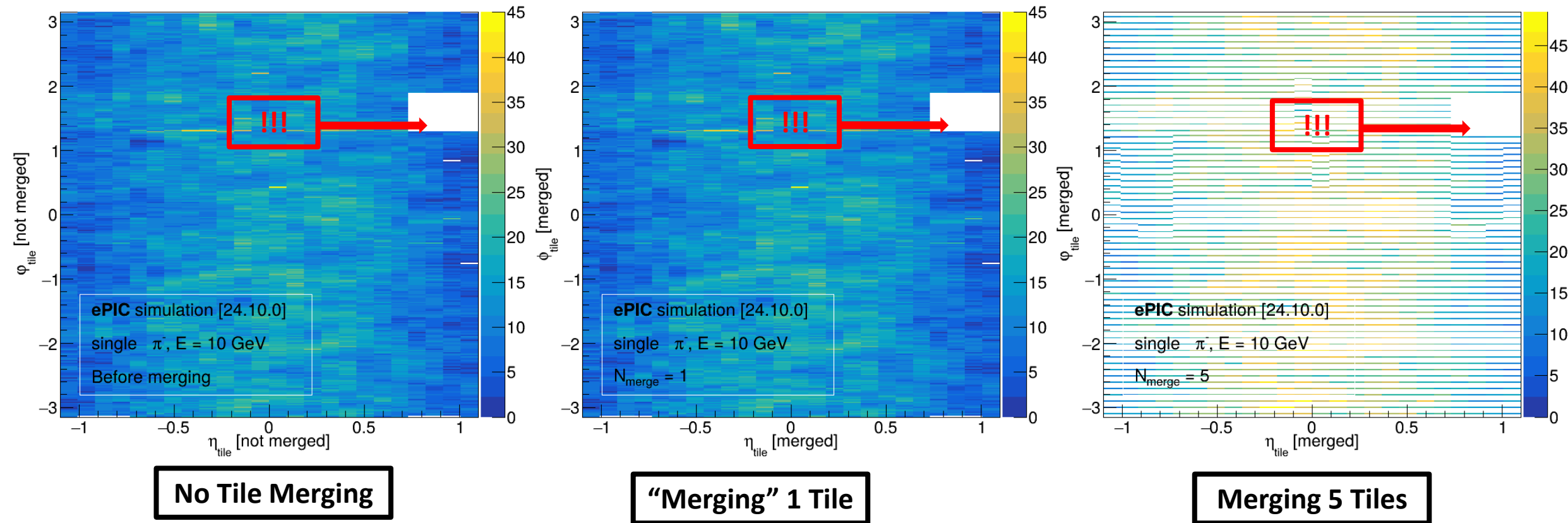


ePIC BHCal Simulation Status

Derek Anderson

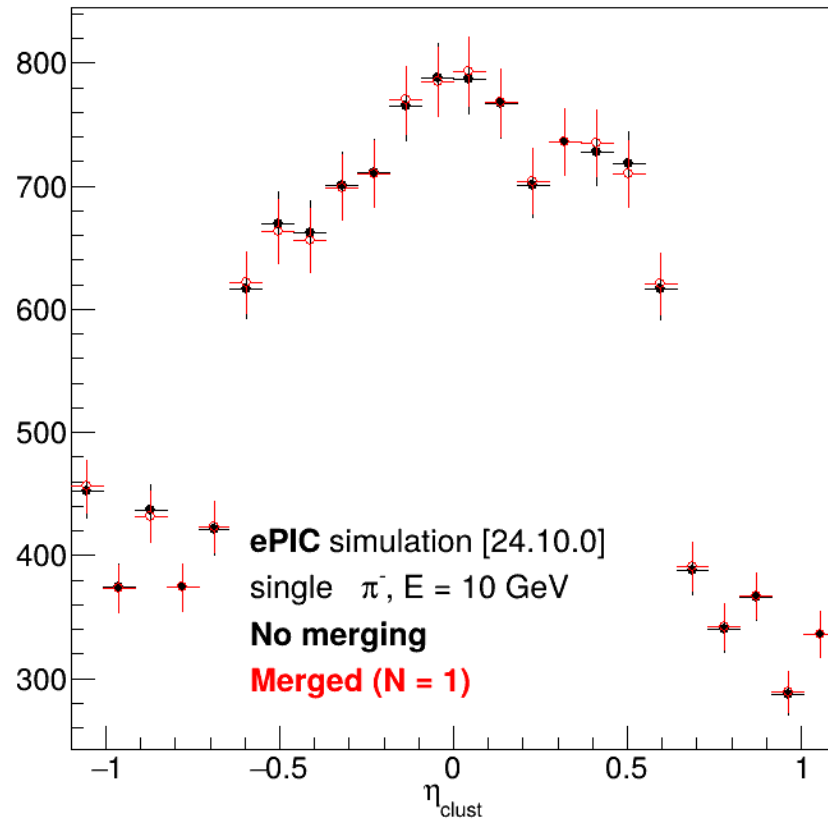
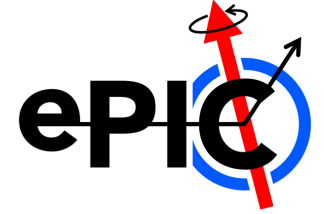
11.15.2024

Tile-Merging Algorithm | Output & Mysteries



- Output of merged "hits" (tiles) algorithm: (η , ϕ) distribution of tiles **before merging (leftmost panel)** and **after (right panels)**

Tile-Merging Algorithm | Output & Mysteries



- Eta distribution of tiles before **merging (black)** and **after (red)**
 - Since nMerge = 1, distributions should be the same... **But they aren't?**
 - Fluctuations larger than I would expect for the random noise applied during digitization