

# Neutron Simulation with WCSim (2)

(adding trigger and dark noise, checking trigger efficiency and avg. PMT hits)

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# Adding Trigger + Dark Noise

~89% effective pc, 0.1 Gd, 5 MeV neutrons

## Trigger Settings

- 25 digitised hits threshold
- 15 ns trigger window
- -5 ns event pre-trigger window
- 200 ns event post-trigger window (a little long just for now)

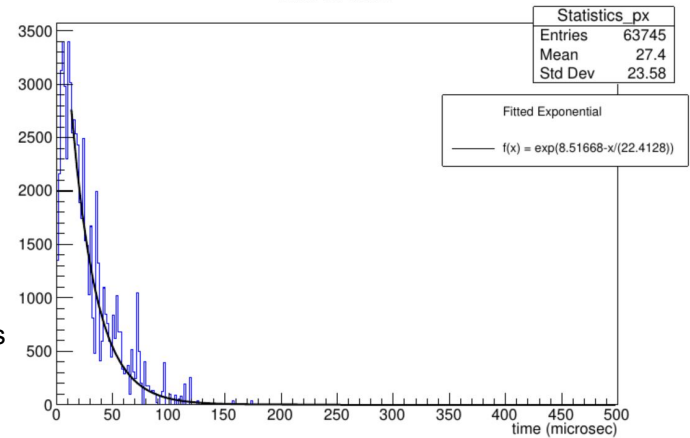
## Case 2

With constant 300 Hz dark noise from t=0 to t=200 microseconds, 1,000 generated neutrons

Number of Triggers: 665

Average number of PMTs in detector active in a 15ns window with a dark noise rate of 0.3kHz is 0.029592 (6576 total PMTs)

Hits vs Time

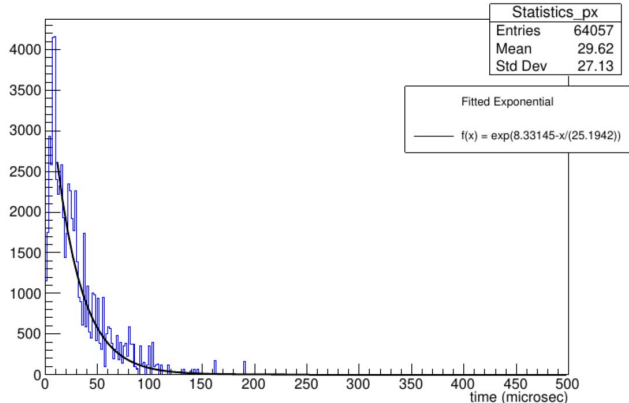


## Case 1

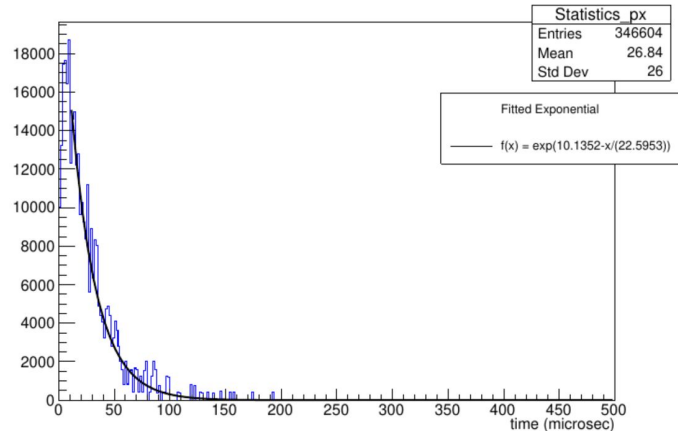
without dark noise, 1,000 generated neutrons

Number of Triggers: 645

Hits vs Time



Hits vs Time



## Case 3

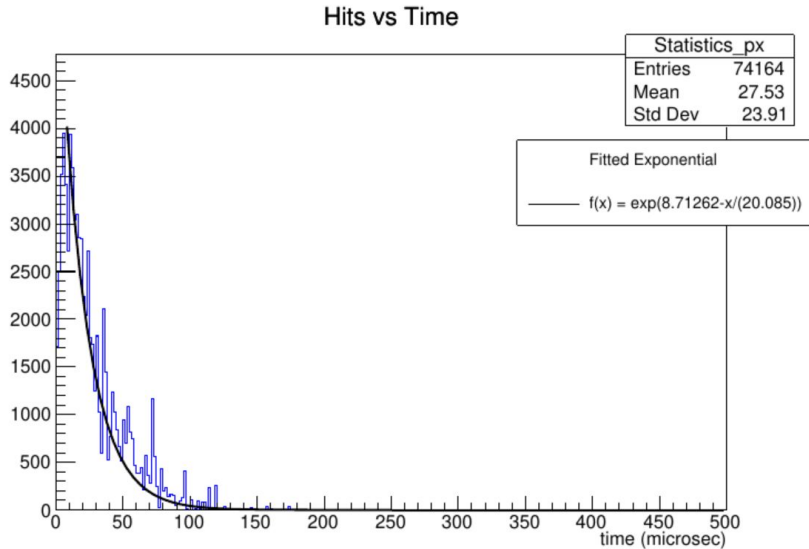
With constant 300,000 Hz dark noise from t=0 to t=200 microseconds, 1,000 generated neutrons

Number of Triggers: 16498

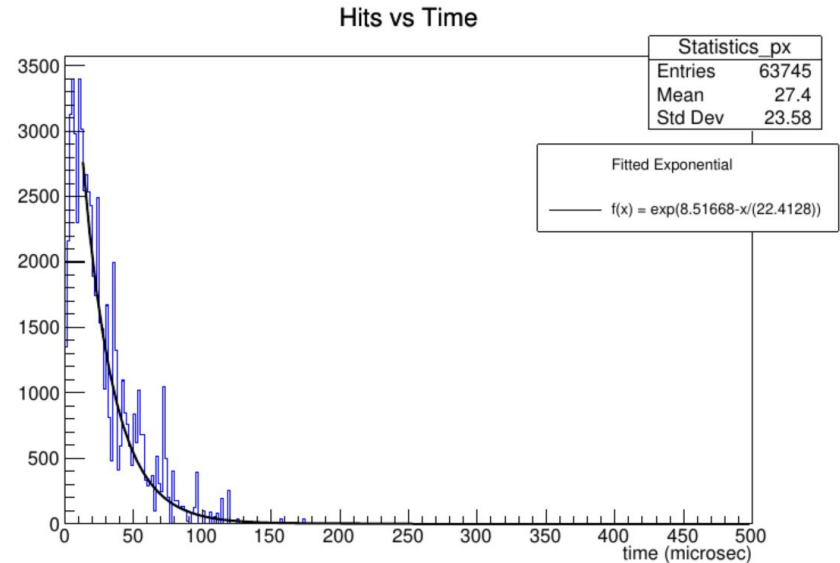
Average number of PMTs in detector active in a 15ns window with a dark noise rate of 300kHz is 29.592 (6576 total PMTs)

# Comparing the New Trigger to the “NoTrigger” Mode

(300 Hz dark noise with NoTrigger mode, 1,000 5 MeV neutrons)



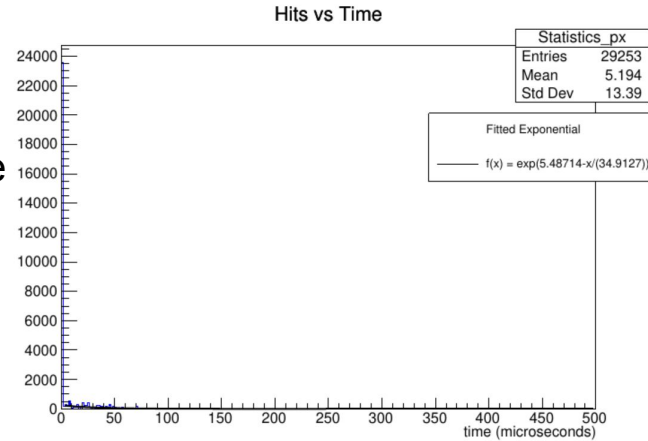
(300 Hz from last page)



*(reminder that NoTrigger mode just acts as one big long trigger taking everything)*

# Generating Two Initial Events (5 MeV Neutron + Gamma) (1,000 instances)

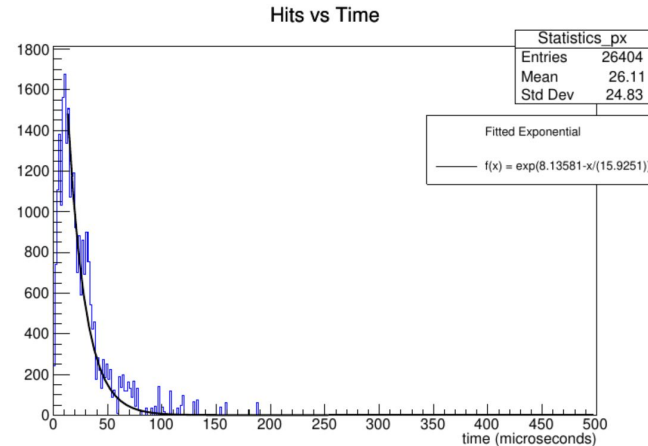
Used 40% pc. Neutrons and gammas uncorrelated besides both being generated at the same time and at the detector center (can generally see 2 separate triggers with timing of what we would expect)



*First triggers (for either case of 1 trigger or 2 triggers), Should be the gamma*

## Trigger Settings

- 25 digitised hits threshold
- 15 ns trigger window
- 0 ns event pre-trigger window
- 200 ns event post-trigger window
- MultiDigitsPerTrigger == false (*saves only earliest hit on a PMT in the trigger window*)
- Constant dark noise of 300 Hz from t=0 to t=200 microseconds



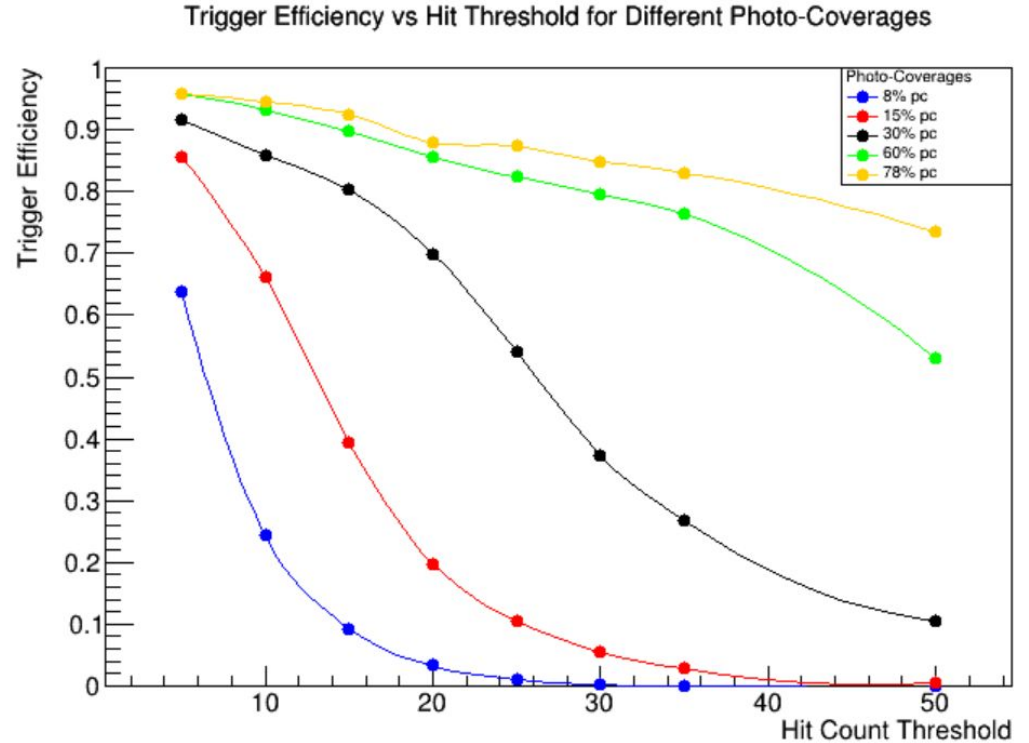
*Second triggers (of cases with 2 triggers), Should be the neutron*

# Plotting Trigger Efficiency of 5 MeV Gamma with Neutron

Trigger efficiency defined as (number of triggers / number of events generated)  
(2,000 events generated for each hit threshold, 1,000 photons and 1,000 neutrons)

## Trigger Settings

- 15 ns trigger window
- -5 ns event pre-trigger window
- 200 ns event post-trigger window
- MultiDigitsPerTrigger == false (*saves only earliest hit on a PMT in the trigger window*)
- Constant dark noise of 300 Hz from t=0 to t=200 microseconds



# Now doing the same and checking trigger efficiency for other cases

**Other Cases (Energies of 2, 4, 6 MeV each, 1,000 generated particles for each)**

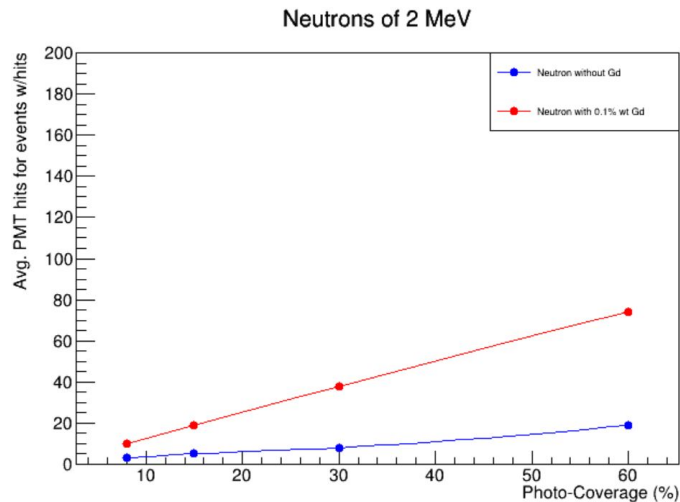
- 1 Neutron (without Gd)
- 1 Neutron (with Gd)
- 1 Gamma
- 1 Electron

**Trigger Settings (same for all slides below)**

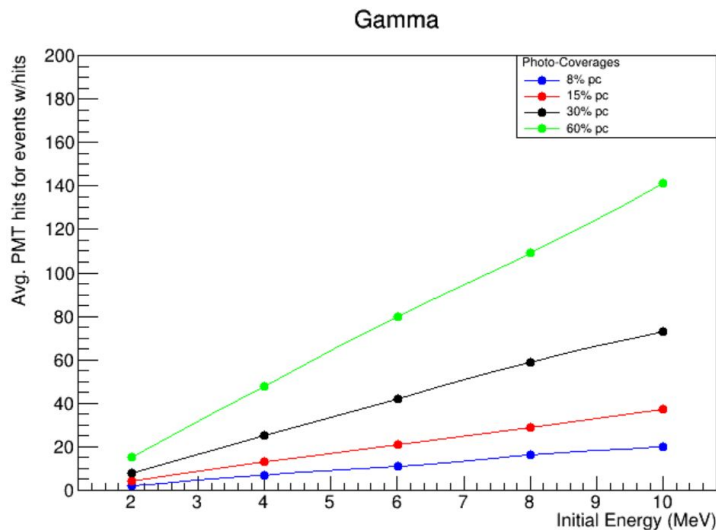
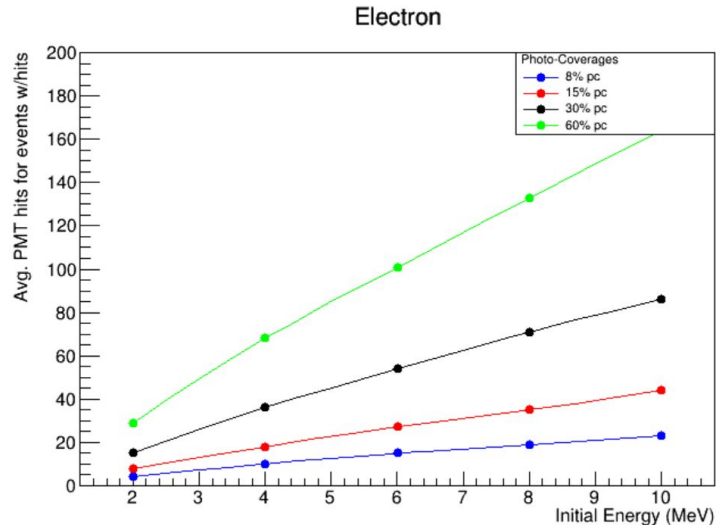
- 15 ns trigger window
- -5 ns event pre-trigger window
- 200 ns event post-trigger window
- `MultiDigitsPerTrigger == false` (*saves only earliest hit on a PMT in the trigger window*)
- Constant dark noise of 300 Hz from  $t=0$  to  $t=200$  microseconds
- Particles generated uniformly everywhere in the tank

# Average PMT Hit Counts

(no dark noise, generated uniformly in detector, 1,000 events each, did not include events with no hits in the average calculation)

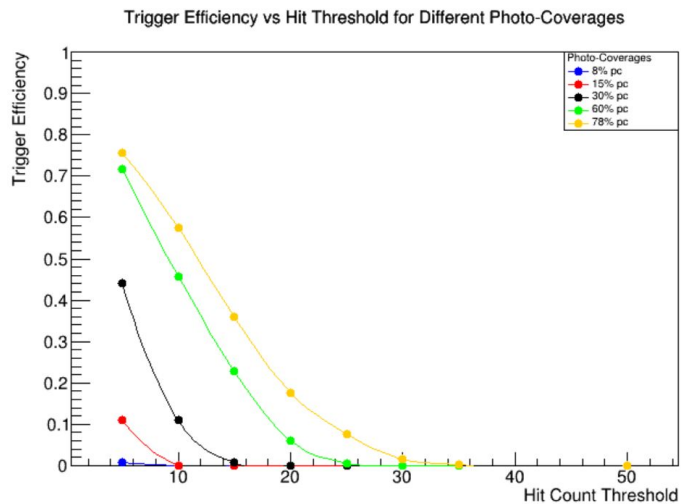
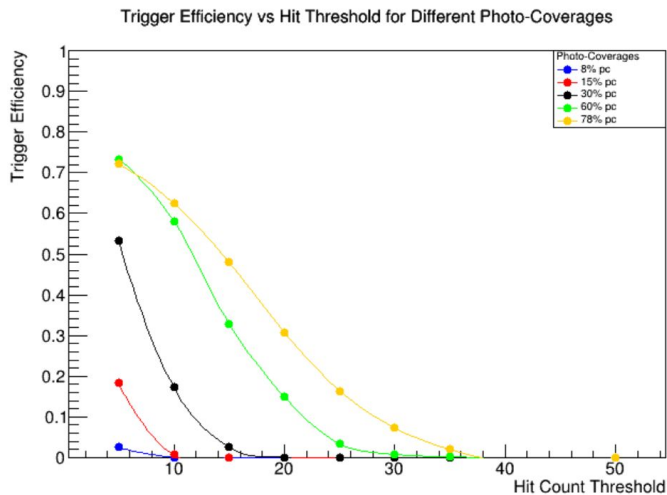


(different energies for neutrons should not change anything so just one energy is graphed here)



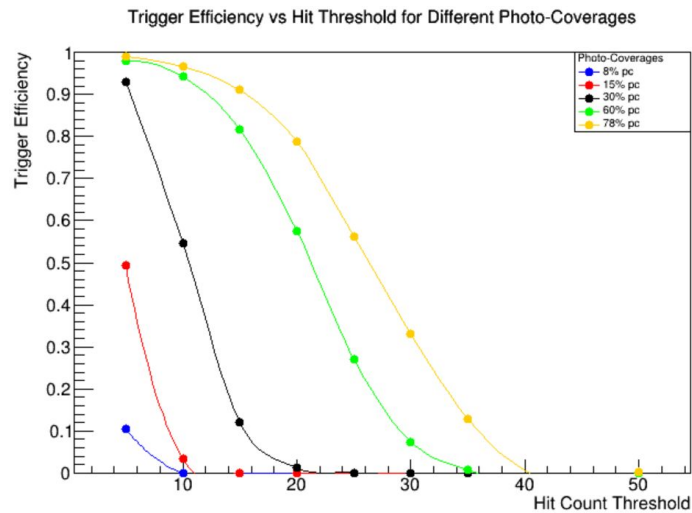
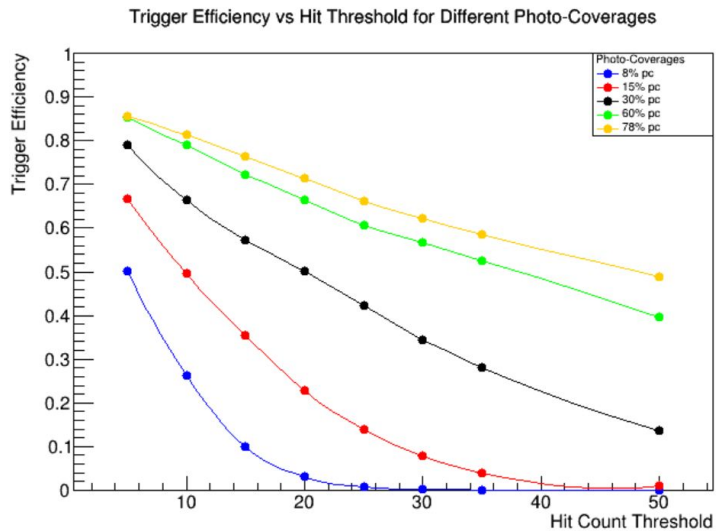
# 2 MeV

## Neutron without Gd



## Gamma

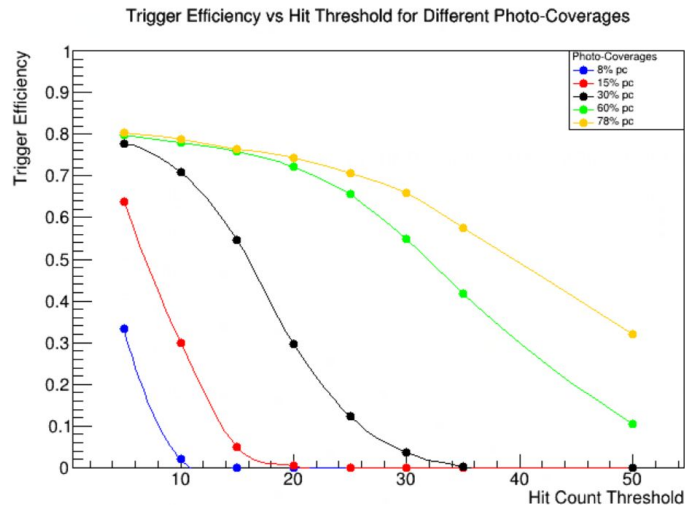
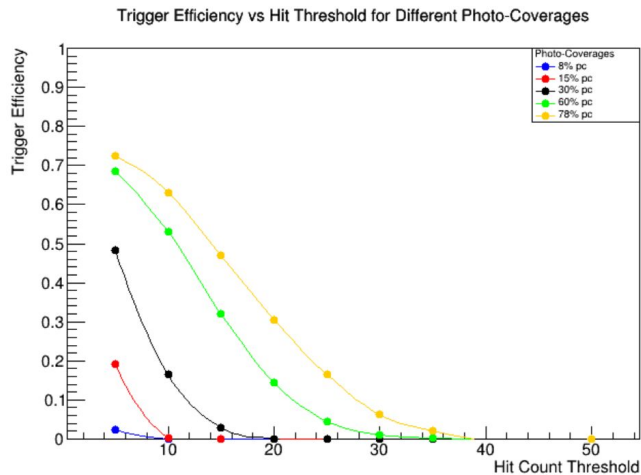
## Neutron with Gd



## e-

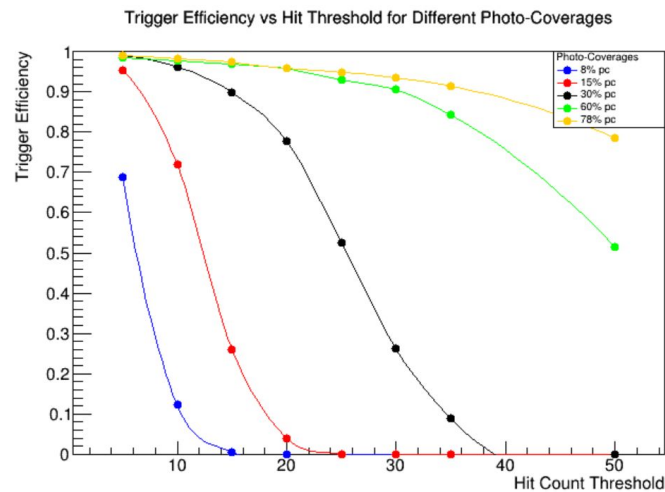
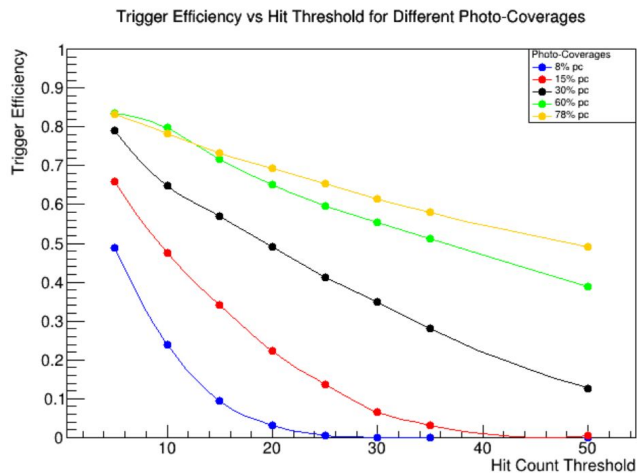
# 4 MeV

## Neutron without Gd



## Gamma

## Neutron with Gd

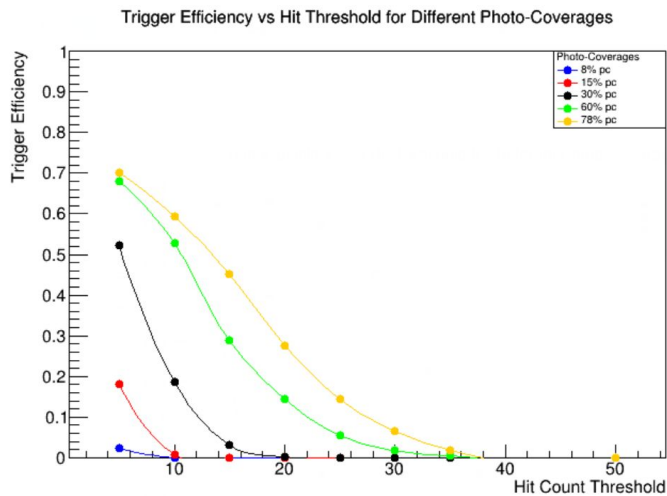


## e<sup>-</sup>

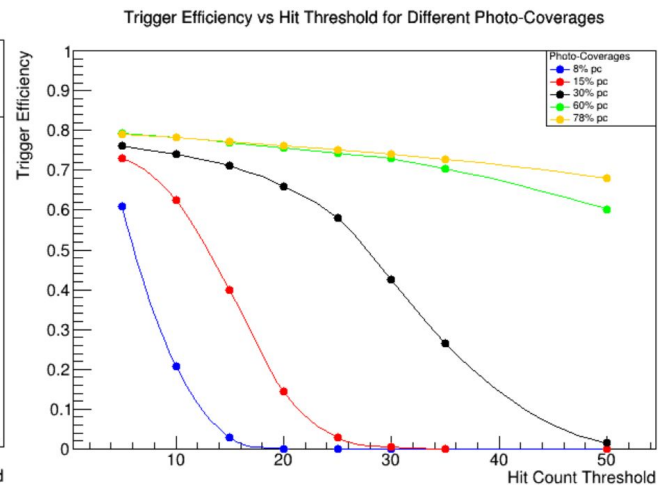
(neutron graphs don't really change as for considered energies, all need to be thermalized)

# 6 MeV

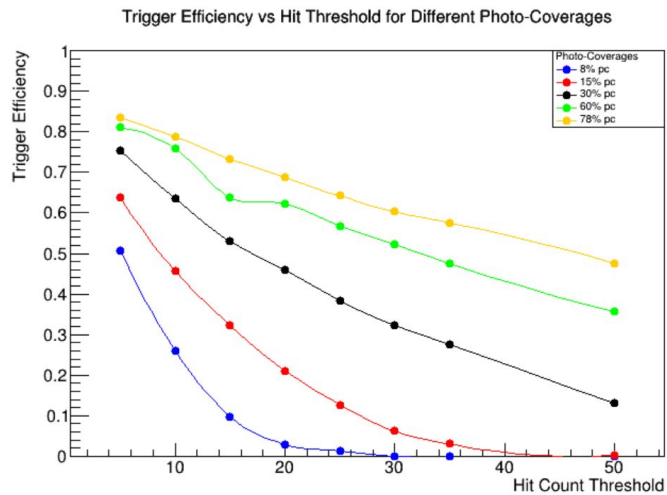
## Neutron without Gd



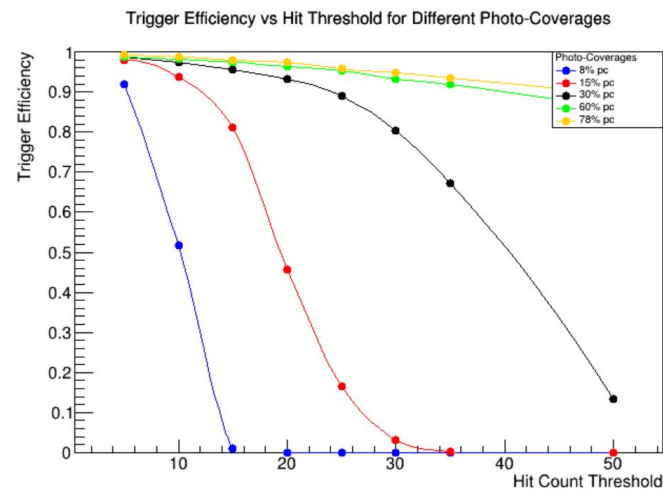
## Gamma



## Neutron With Gd



## e-



# Conversions of set pc to effective pc (limiting geometry) and # of PMTs

8% pc -> 7.57% effective pc, 536 total PMTs, avg. dark noise PMT hits = 0.002412

15% pc -> 14.06% effective pc, 999 total PMTs, avg. dark noise PMT hits = 0.0044955

30% pc -> 26.5% effective pc, 1984 total PMTs, avg. dark noise PMT hits = 0.008928

60% pc -> 54.9% effective pc, 3956 total PMTs, avg. dark noise PMT hits = 0.017802

78% pc -> 69.5% effective pc, 5056 total PMTs, avg. dark noise PMT hits = 0.022752

*(avg. dark noise PMT hits meaning the average number of PMTs in the detector active in a 15ns window with a dark noise rate of 0.3kHz)*





*Below are values for the above graphs*

# 5 MeV Neutron + Gamma (Gd)

## 8% Number of Triggers per Threshold

5 hits: 1277 -> 0.6387  
10 hits: 486 -> 0.243  
15 hits: 185 -> 0.0925  
20 hits: 66 -> 0.033  
25 hits: 22 -> 0.011  
30 hits: 3 -> 0.0015  
35 hits: 1 -> 0.0005  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 1711 -> 0.8555  
10 hits: 1321 -> 0.6605  
15 hits: 789 -> 0.3945  
20 hits: 394 -> 0.197  
25 hits: 211 -> 0.1055  
30 hits: 111 -> 0.0555  
35 hits: 55 -> 0.0275  
50 hits: 8 -> 0.004

## 30% Number of Triggers per Threshold

5 hits: 1831 -> 0.9155  
10 hits: 1718 -> 0.859  
15 hits: 1604 -> 0.802  
20 hits: 1399 -> 0.6995  
25 hits: 1083 -> 0.5415  
30 hits: 746 -> 0.373  
35 hits: 535 -> 0.2675  
50 hits: 212 -> 0.106

## 60% Number of Triggers per Threshold

5 hits: 1914 -> 0.957  
10 hits: 1865 -> 0.9325  
15 hits: 1794 -> 0.897  
20 hits: 1710 -> 0.855  
25 hits: 1647 -> 0.8235  
30 hits: 1592 -> 0.796  
35 hits: 1526 -> 0.763  
50 hits: 1059 -> 0.5295

## 78% Number of Triggers per Threshold

5 hits: 1914 -> 0.957  
10 hits: 1891 -> 0.9455  
15 hits: 1850 -> 0.925  
20 hits: 1795 -> 0.8795  
25 hits: 1748 -> 0.874  
30 hits: 1698 -> 0.849  
35 hits: 1661 -> 0.8305  
50 hits: 1470 -> 0.735

# Values of Avg. PMT Hits for Slide page 14

## Neutron without Gd 8 pc

- 2 MeV: 3

## Neutron without Gd 15 pc

- 2 MeV: 5

## Neutron without Gd 30 pc

- 2 MeV: 8

## Neutron without Gd 60 pc

- 2 MeV: 19

## Neutron with Gd 8 pc

- 2 MeV: 10

## Neutron with Gd 15 pc

- 2 MeV: 19

## Neutron with Gd 30 pc

- 2 MeV: 38

## Neutron with Gd 60 pc

- 2 MeV: 74

## Gamma 8 pc

- 2 MeV: 2
- 4 MeV: 7
- 6 MeV: 11
- 8 MeV: 16
- 10 MeV: 20

## Gamma 15 pc

- 2 MeV: 4
- 4 MeV: 13
- 6 MeV: 21
- 8 MeV: 29
- 10 MeV: 37

## Gamma 30 pc

- 2 MeV: 8
- 4 MeV: 25
- 6 MeV: 42
- 8 MeV: 59
- 10 MeV: 73

## Gamma 60 pc

- 2 MeV: 15
- 4 MeV: 48
- 6 MeV: 80
- 8 MeV: 109
- 10 MeV: 141

## Electron 8 pc

- 2 MeV: 4
- 4 MeV: 10
- 6 MeV: 15
- 8 MeV: 19
- 10 MeV: 23

## Electron 15 pc

- 2 MeV: 8
- 4 MeV: 18
- 6 MeV: 27
- 8 MeV: 35
- 10 MeV: 44

## Electron 30 pc

- 2 MeV: 15
- 4 MeV: 36
- 6 MeV: 54
- 8 MeV: 71
- 10 MeV: 86

## Electron 60 pc

- 2 MeV: 29
- 4 MeV: 68
- 6 MeV: 101
- 8 MeV: 133
- 10 MeV: 164

# Neutron without Gd (2 MeV)

## 8% Number of Triggers per Threshold

5 hits: 25 -> 0.025  
10 hits: 1 -> 0.001  
15 hits: 0 -> 0  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 183 -> 0.183  
10 hits: 7 -> 0.007  
15 hits: 0 -> 0  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 60% Number of Triggers per Threshold

5 hits: 733 -> 0.733  
10 hits: 580 -> 0.580  
15 hits: 328 -> 0.328  
20 hits: 149 -> 0.149  
25 hits: 35 -> 0.035  
30 hits: 8 -> 0.008  
35 hits: 2 -> 0.002  
50 hits: 0 -> 0

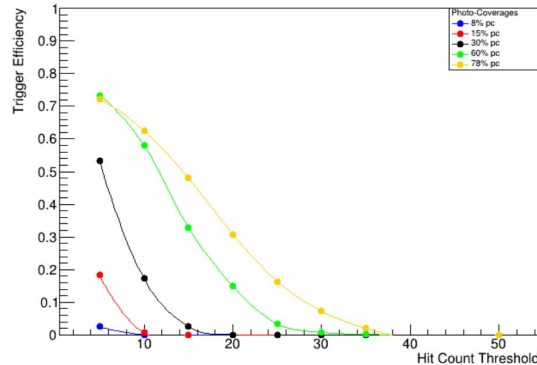
## 30% Number of Triggers per Threshold

5 hits: 532 -> 0.532  
10 hits: 172 -> 0.172  
15 hits: 25 -> 0.025  
20 hits: 1 -> 0.001  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 78% Number of Triggers per Threshold

5 hits: 722 -> 0.722  
10 hits: 624 -> 0.624  
15 hits: 481 -> 0.481  
20 hits: 308 -> 0.308  
25 hits: 163 -> 0.163  
30 hits: 73 -> 0.073  
35 hits: 20 -> 0.020  
50 hits: 0 -> 0

Trigger Efficiency vs Hit Threshold for Different Photo-Coverages



# Neutron with Gd (2 MeV)

## 8% Number of Triggers per Threshold

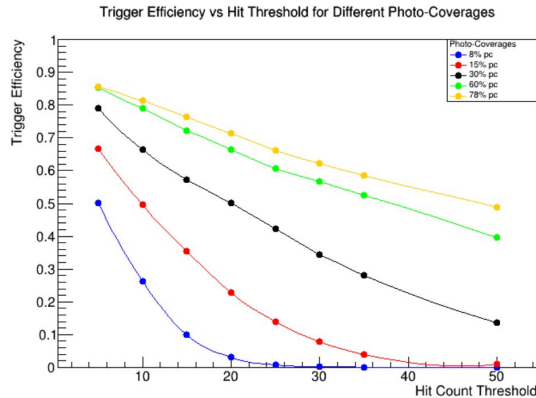
5 hits: 501 -> 0.501  
10 hits: 264 -> 0.263  
15 hits: 99 -> 0.099  
20 hits: 30 -> 0.030  
25 hits: 7 -> 0.007  
30 hits: 2 -> 0.002  
35 hits: 1 -> 0.001  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 666 -> 0.666  
10 hits: 496 -> 0.496  
15 hits: 353 -> 0.353  
20 hits: 227 -> 0.227  
25 hits: 139 -> 0.139  
30 hits: 78 -> 0.078  
35 hits: 40 -> 0.040  
50 hits: 9 -> 0.009

## 60% Number of Triggers per Threshold

5 hits: 852 -> 0.852  
10 hits: 789 -> 0.789  
15 hits: 723 -> 0.723  
20 hits: 664 -> 0.664  
25 hits: 607 -> 0.607  
30 hits: 566 -> 0.566  
35 hits: 526 -> 0.526  
50 hits: 395 -> 0.395



## 30% Number of Triggers per Threshold

5 hits: 789 -> 0.789  
10 hits: 663 -> 0.663  
15 hits: 573 -> 0.573  
20 hits: 502 -> 0.502  
25 hits: 422 -> 0.422  
30 hits: 345 -> 0.345  
35 hits: 282 -> 0.282  
50 hits: 136 -> 0.136

## 78% Number of Triggers per Threshold

5 hits: 857 -> 0.857  
10 hits: 813 -> 0.813  
15 hits: 763 -> 0.763  
20 hits: 714 -> 0.714  
25 hits: 662 -> 0.622  
30 hits: 621 -> 0.621  
35 hits: 586 -> 0.586  
50 hits: 489 -> 0.489

# Gamma 2 MeV

## 8% Number of Triggers per Threshold

5 hits: 8 -> 0.008  
10 hits: 0-> 0  
15 hits: 0-> 0  
20 hits: 0-> 0  
25 hits: 0-> 0  
30 hits: 0-> 0  
35 hits: 0-> 0  
50 hits: 0-> 0

## 15% Number of Triggers per Threshold

5 hits: 111 -> 0.111  
10 hits: 1 -> 0.001  
15 hits: 0-> 0  
20 hits: 0-> 0  
25 hits: 0-> 0  
30 hits: 0-> 0  
35 hits: 0-> 0  
50 hits: 0 -> 0

## 60% Number of Triggers per Threshold

5 hits: 716 -> 0.716  
10 hits: 457 -> 0.457  
15 hits: 228 -> 0.228  
20 hits: 60 -> 0.060  
25 hits: 6 -> 0.006  
30 hits: 1-> 0.001  
35 hits: 0-> 0  
50 hits: 0-> 0

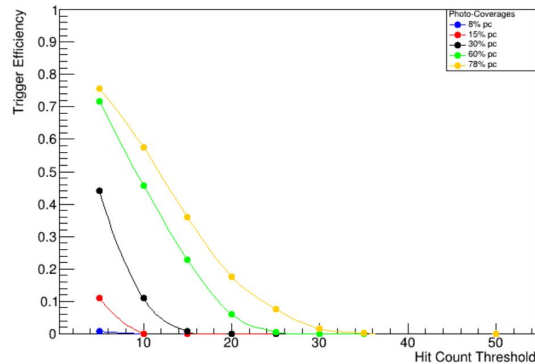
## 30% Number of Triggers per Threshold

5 hits: 442 -> 0.442  
10 hits: 109 -> 0.109  
15 hits: 7 -> 0.007  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 78% Number of Triggers per Threshold

5 hits: 757 -> 0.757  
10 hits: 574 -> 0.574  
15 hits: 359 -> 0.359  
20 hits: 176 -> 0.176  
25 hits: 77 -> 0.077  
30 hits: 15 -> 0.015  
35 hits: 2 -> 0.002  
50 hits: 0 -> 0

Trigger Efficiency vs Hit Threshold for Different Photo-Coverages



# Electron 2 MeV

## 8% Number of Triggers per Threshold

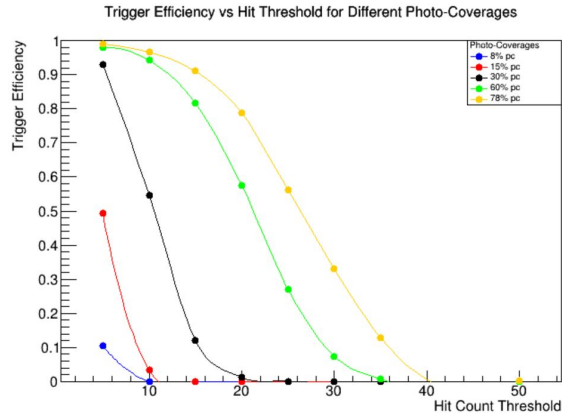
5 hits: 105 -> 0.105  
10 hits: 0 -> 0  
15 hits: 0 -> 0  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 494 -> 0.494  
10 hits: 33 -> 0.033  
15 hits: 0 -> 0  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 60% Number of Triggers per Threshold

5 hits: 979 -> 0.979  
10 hits: 942 -> 0.942  
15 hits: 817 -> 0.817  
20 hits: 574 -> 0.574  
25 hits: 270 -> 0.270  
30 hits: 74 -> 0.074  
35 hits: 8 -> 0.008  
50 hits: 0 -> 0



## 30% Number of Triggers per Threshold

5 hits: 929 -> 0.929  
10 hits: 547 -> 0.547  
15 hits: 121 -> 0.121  
20 hits: 12 -> 0.012  
25 hits: 1 -> 0.001  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 78% Number of Triggers per Threshold

5 hits: 991 -> 0.991  
10 hits: 965 -> 0.965  
15 hits: 910 -> 0.910  
20 hits: 788 -> 0.788  
25 hits: 563 -> 0.563  
30 hits: 331 -> 0.331  
35 hits: 128 -> 0.128  
50 hits: 2 -> 0.002

# Neutron without Gd (4 MeV)

## 8% Number of Triggers per Threshold

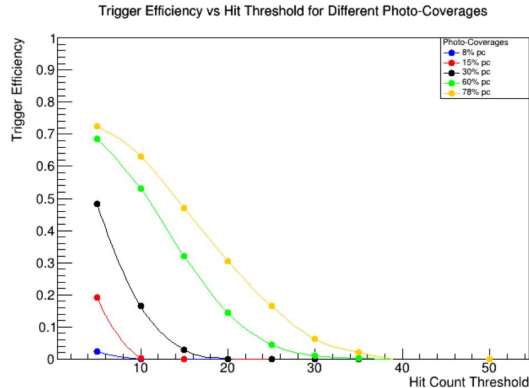
5 hits: 23 -> 0.023  
10 hits: 0 -> 0  
15 hits: 0 -> 0  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 192 -> 0.192  
10 hits: 3 -> 0.003  
15 hits: 0 -> 0  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 60% Number of Triggers per Threshold

5 hits: 686 -> 0.686  
10 hits: 529 -> 0.529  
15 hits: 320 -> 0.320  
20 hits: 144 -> 0.144  
25 hits: 45 -> 0.045  
30 hits: 10 -> 0.010  
35 hits: 3 -> 0.003  
50 hits: 0 -> 0



## 30% Number of Triggers per Threshold

5 hits: 484 -> 0.484  
10 hits: 164 -> 0.164  
15 hits: 29 -> 0.029  
20 hits: 1 -> 0.001  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 78% Number of Triggers per Threshold

5 hits: 725 -> 0.725  
10 hits: 631 -> 0.631  
15 hits: 471 -> 0.471  
20 hits: 305 -> 0.305  
25 hits: 163 -> 0.163  
30 hits: 62 -> 0.062  
35 hits: 20 -> 0.020  
50 hits: 1 -> 0.001

# Neutron with Gd (4 MeV)

## 8% Number of Triggers per Threshold

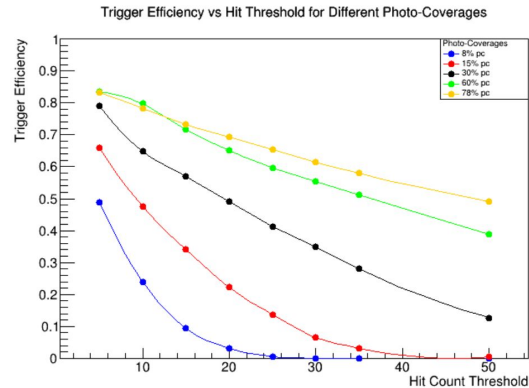
5 hits: 489 -> 0.489  
10 hits: 240 -> 0.240  
15 hits: 93 -> 0.093  
20 hits: 32 -> 0.032  
25 hits: 6 -> 0.006  
30 hits: 1 -> 0.001  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 659 -> 0.659  
10 hits: 475 -> 0.475  
15 hits: 342 -> 0.342  
20 hits: 222 -> 0.222  
25 hits: 126 -> 0.136  
30 hits: 66 -> 0.066  
35 hits: 32 -> 0.032  
50 hits: 4 -> 0.004

## 60% Number of Triggers per Threshold

5 hits: 835 -> 0.835  
10 hits: 797 -> 0.797  
15 hits: 717 -> 0.717  
20 hits: 651 -> 0.651  
25 hits: 597 -> 0.597  
30 hits: 553 -> 0.553  
35 hits: 511 -> 0.511  
50 hits: 388 -> 0.388



## 30% Number of Triggers per Threshold

5 hits: 789 -> 0.789  
10 hits: 648 -> 0.648  
15 hits: 570 -> 0.570  
20 hits: 491 -> 0.491  
25 hits: 413 -> 0.413  
30 hits: 349 -> 0.349  
35 hits: 280 -> 0.280  
50 hits: 127 -> 0.127

## 78% Number of Triggers per Threshold

5 hits: 831 -> 0.831  
10 hits: 783 -> 0.783  
15 hits: 733 -> 0.733  
20 hits: 694 -> 0.694  
25 hits: 654 -> 0.654  
30 hits: 613 -> 0.613  
35 hits: 579 -> 0.579  
50 hits: 491 -> 0.491

# Gamma (4 MeV)

## 8% Number of Triggers per Threshold

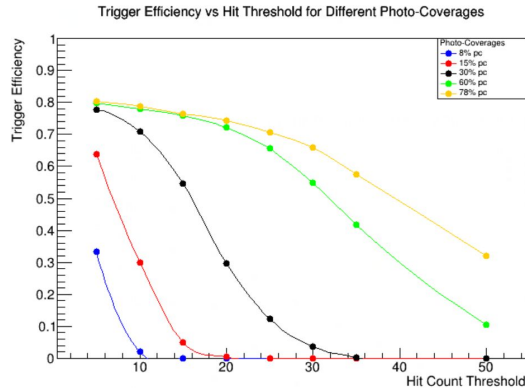
5 hits: 332 -> 0.332  
10 hits: 20 -> 0.020  
15 hits: 0 -> 0  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 637 -> 0.637  
10 hits: 300 -> 0.300  
15 hits: 50 -> 0.050  
20 hits: 4 -> 0.004  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 60% Number of Triggers per Threshold

5 hits: 797 -> 0.797  
10 hits: 779 -> 0.779  
15 hits: 758 -> 0.758  
20 hits: 721 -> 0.721  
25 hits: 655 -> 0.655  
30 hits: 549 -> 0.549  
35 hits: 417 -> 0.417  
50 hits: 106 -> 0.106



## 30% Number of Triggers per Threshold

5 hits: 778 -> 0.778  
10 hits: 709 -> 0.709  
15 hits: 545 -> 0.545  
20 hits: 297 -> 0.297  
25 hits: 123 -> 0.123  
30 hits: 36 -> 0.036  
35 hits: 3 -> 0.003  
50 hits: 0 -> 0

## 78% Number of Triggers per Threshold

5 hits: 802 -> 0.802  
10 hits: 788 -> 0.788  
15 hits: 765 -> 0.765  
20 hits: 744 -> 0.744  
25 hits: 705 -> 0.705  
30 hits: 659 -> 0.659  
35 hits: 575 -> 0.575  
50 hits: 319 -> 0.319

# Electron (4 MeV)

## 8% Number of Triggers per Threshold

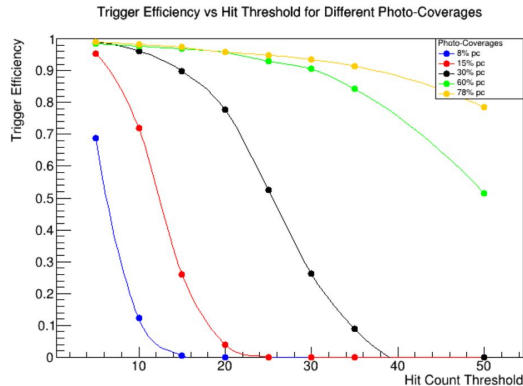
5 hits: 688 -> 0.688  
10 hits: 123 -> 0.123  
15 hits: 6 -> 0.006  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 952 -> 0.952  
10 hits: 718 -> 0.718  
15 hits: 260 -> 0.260  
20 hits: 39 -> 0.039  
25 hits: 1 -> 0.001  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 60% Number of Triggers per Threshold

5 hits: 985 -> 0.985  
10 hits: 976 -> 0.976  
15 hits: 970 -> 0.970  
20 hits: 957 -> 0.957  
25 hits: 930 -> 0.930  
30 hits: 905 -> 0.905  
35 hits: 842 -> 0.842  
50 hits: 515 -> 0.515



## 30% Number of Triggers per Threshold

5 hits: 989 -> 0.989  
10 hits: 962 -> 0.962  
15 hits: 899 -> 0.899  
20 hits: 777 -> 0.777  
25 hits: 524 -> 0.524  
30 hits: 262 -> 0.262  
35 hits: 88 -> 0.088  
50 hits: 0 -> 0

## 78% Number of Triggers per Threshold

5 hits: 989 -> 0.989  
10 hits: 983 -> 0.983  
15 hits: 973 -> 0.973  
20 hits: 958 -> 0.958  
25 hits: 949 -> 0.949  
30 hits: 934 -> 0.934  
35 hits: 914 -> 0.914  
50 hits: 785 -> 0.785

# Neutron without Gd (6 MeV)

## 8% Number of Triggers per Threshold

5 hits: 24 -> 0.024  
10 hits: 0 -> 0  
15 hits: 0 -> 0  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

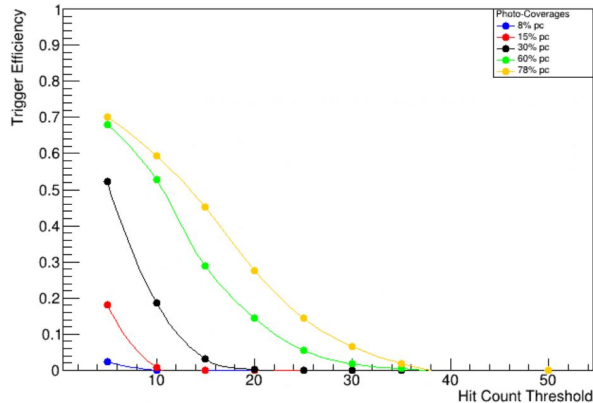
## 15% Number of Triggers per Threshold

5 hits: 181 -> 0.181  
10 hits: 8 -> 0.008  
15 hits: 0 -> 0  
20 hits: 0 -> 0  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 60% Number of Triggers per Threshold

5 hits: 680 -> 0.680  
10 hits: 527 -> 0.527  
15 hits: 288 -> 0.288  
20 hits: 145 -> 0.145  
25 hits: 55 -> 0.055  
30 hits: 17 -> 0.017  
35 hits: 4 -> 0.004  
50 hits: 0 -> 0

Trigger Efficiency vs Hit Threshold for Different Photo-Coverages



## 30% Number of Triggers per Threshold

5 hits: 522 -> 0.522  
10 hits: 187 -> 0.187  
15 hits: 31 -> 0.031  
20 hits: 3 -> 0.003  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 78% Number of Triggers per Threshold

5 hits: 701 -> 0.701  
10 hits: 594 -> 0.594  
15 hits: 452 -> 0.452  
20 hits: 276 -> 0.276  
25 hits: 144 -> 0.144  
30 hits: 65 -> 0.065  
35 hits: 18 -> 0.018  
50 hits: 1 -> 0.001

# Neutron with Gd (6 MeV)

## 8% Number of Triggers per Threshold

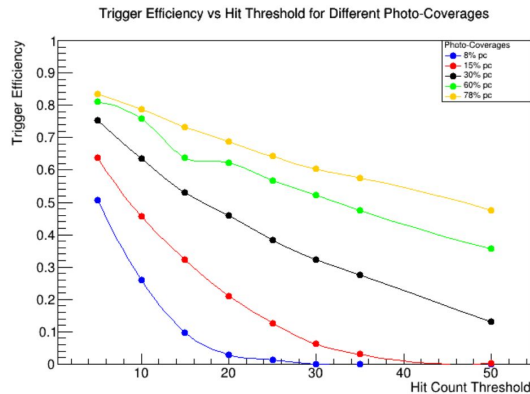
5 hits: 507 -> 0.507  
10 hits: 261 -> 0.261  
15 hits: 98 -> 0.098  
20 hits: 28 -> 0.028  
25 hits: 13 -> 0.013  
30 hits: 1 -> 0.001  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 637 -> 0.637  
10 hits: 456 -> 0.456  
15 hits: 323 -> 0.323  
20 hits: 211 -> 0.211  
25 hits: 127 -> 0.127  
30 hits: 62 -> 0.062  
35 hits: 30 -> 0.030  
50 hits: 2 -> 0.002

## 60% Number of Triggers per Threshold

5 hits: 810 -> 0.810  
10 hits: 759 -> 0.759  
15 hits: 638 -> 0.638  
20 hits: 622 -> 0.622  
25 hits: 567 -> 0.567  
30 hits: 522 -> 0.522  
35 hits: 475 -> 0.475  
50 hits: 356 -> 0.356



## 30% Number of Triggers per Threshold

5 hits: 754 -> 0.754  
10 hits: 635 -> 0.635  
15 hits: 530 -> 0.530  
20 hits: 459 -> 0.459  
25 hits: 382 -> 0.382  
30 hits: 322 -> 0.322  
35 hits: 276 -> 0.276  
50 hits: 130 -> 0.130

## 78% Number of Triggers per Threshold

5 hits: 834 -> 0.834  
10 hits: 788 -> 0.788  
15 hits: 733 -> 0.733  
20 hits: 687 -> 0.687  
25 hits: 642 -> 0.642  
30 hits: 603 -> 0.603  
35 hits: 576 -> 0.576  
50 hits: 476 -> 0.476

# Gamma (6 MeV)

## 8% Number of Triggers per Threshold

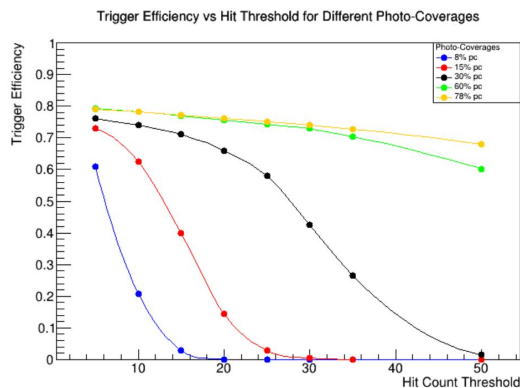
5 hits: 609 -> 0.609  
10 hits: 208 -> 0.208  
15 hits: 29 -> 0.029  
20 hits: 1 -> 0.001  
25 hits: 0 -> 0  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 730 -> 0.730  
10 hits: 625 -> 0.625  
15 hits: 400 -> 0.400  
20 hits: 143 -> 0.143  
25 hits: 28 -> 0.028  
30 hits: 4 -> 0.004  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 60% Number of Triggers per Threshold

5 hits: 792 -> 0.792  
10 hits: 782 -> 0.782  
15 hits: 770 -> 0.770  
20 hits: 756 -> 0.756  
25 hits: 743 -> 0.743  
30 hits: 729 -> 0.729  
35 hits: 704 -> 0.704  
50 hits: 602 -> 0.602



## 30% Number of Triggers per Threshold

5 hits: 760 -> 0.760  
10 hits: 740 -> 0.740  
15 hits: 711 -> 0.711  
20 hits: 660 -> 0.660  
25 hits: 579 -> 0.579  
30 hits: 425 -> 0.425  
35 hits: 265 -> 0.265  
50 hits: 15 -> 0.015

## 78% Number of Triggers per Threshold

5 hits: 791 -> 0.791  
10 hits: 781 -> 0.781  
15 hits: 771 -> 0.771  
20 hits: 761 -> 0.761  
25 hits: 751 -> 0.751  
30 hits: 740 -> 0.740  
35 hits: 728 -> 0.728  
50 hits: 681 -> 0.681

# Electron (6 MeV)

## 8% Number of Triggers per Threshold

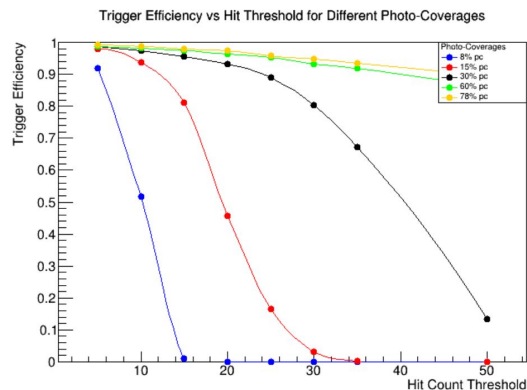
5 hits: 920 -> 0.920  
10 hits: 516 -> 0.516  
15 hits: 116 -> 0.116  
20 hits: 9 -> 0.009  
25 hits: 1 -> 0.001  
30 hits: 0 -> 0  
35 hits: 0 -> 0  
50 hits: 0 -> 0

## 15% Number of Triggers per Threshold

5 hits: 980 -> 0.980  
10 hits: 937 -> 0.937  
15 hits: 810 -> 0.810  
20 hits: 457 -> 0.457  
25 hits: 165 -> 0.165  
30 hits: 32 -> 0.032  
35 hits: 2 -> 0.002  
50 hits: 0 -> 0

## 60% Number of Triggers per Threshold

5 hits: 987 -> 0.987  
10 hits: 981 -> 0.981  
15 hits: 975 -> 0.975  
20 hits: 964 -> 0.964  
25 hits: 952 -> 0.952  
30 hits: 933 -> 0.933  
35 hits: 918 -> 0.918  
50 hits: 859 -> 0.859



## 30% Number of Triggers per Threshold

5 hits: 988 -> 0.988  
10 hits: 973 -> 0.973  
15 hits: 955 -> 0.955  
20 hits: 933 -> 0.933  
25 hits: 890 -> 0.890  
30 hits: 803 -> 0.803  
35 hits: 671 -> 0.671  
50 hits: 133 -> 0.133

## 78% Number of Triggers per Threshold

5 hits: 992 -> 0.922  
10 hits: 988 -> 0.988  
15 hits: 979 -> 0.979  
20 hits: 974 -> 0.974  
25 hits: 958 -> 0.958  
30 hits: 948 -> 0.948  
35 hits: 935 -> 0.935  
50 hits: 895 -> 0.895