Spill Structure

- Goal:
  - Determine the distribution (in time) of triggers within a spill:
    - Averaged over a run for offline reconstruction
    - For a single spill or a running average for online reconstruction

Spill Structure

- Program has been written for G4Mice
  - Effort to translate from C++ to Python and from G4Mice to MAUS
  - To be written as a Map
    - Should allow for online running
- Basic “infrastructure” seems to mostly be in place already
  - Unpacker pulls out trigger time tag from DAQ
  - However, no data on when spill starts and ends
    - Addressed in G4Mice program, I am still puzzling over this section of code.

Spill Structure

- Hurdles
  - I do not know the values to many of the physical properties used in the program
    - IsisRate (?)
    - Absolute time between spills
    - Absolute time trigger window is open
    - Absolute time of each TDC count