

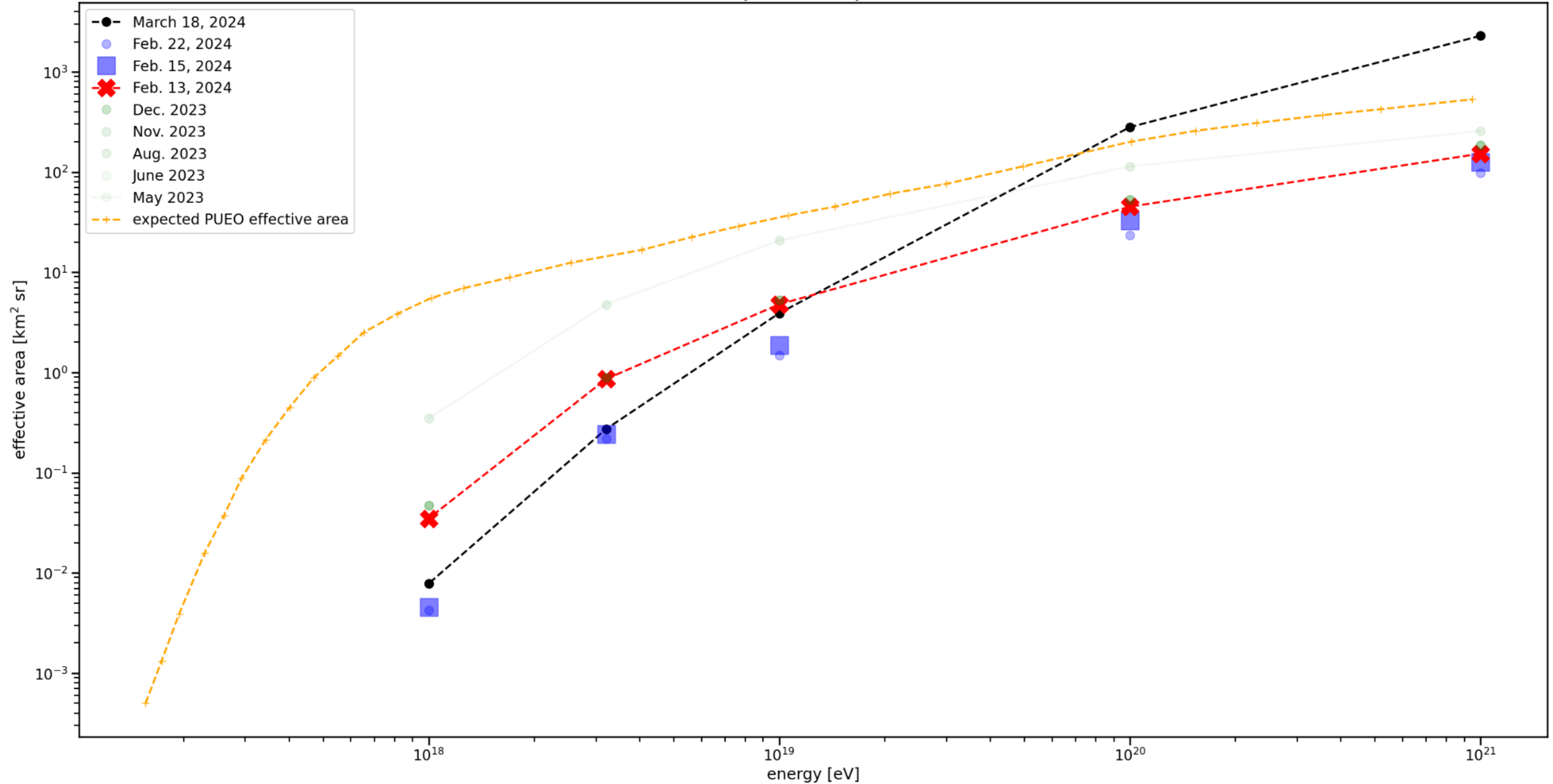
# Effective Area Updates

Kaeli Hughes, with help from the entire simulation team, especially:

William Luszczak, Jason Yao, Christoph Welling, Amy Connolly, Rachel Scrandis, and Juan Ammerman-Yebra

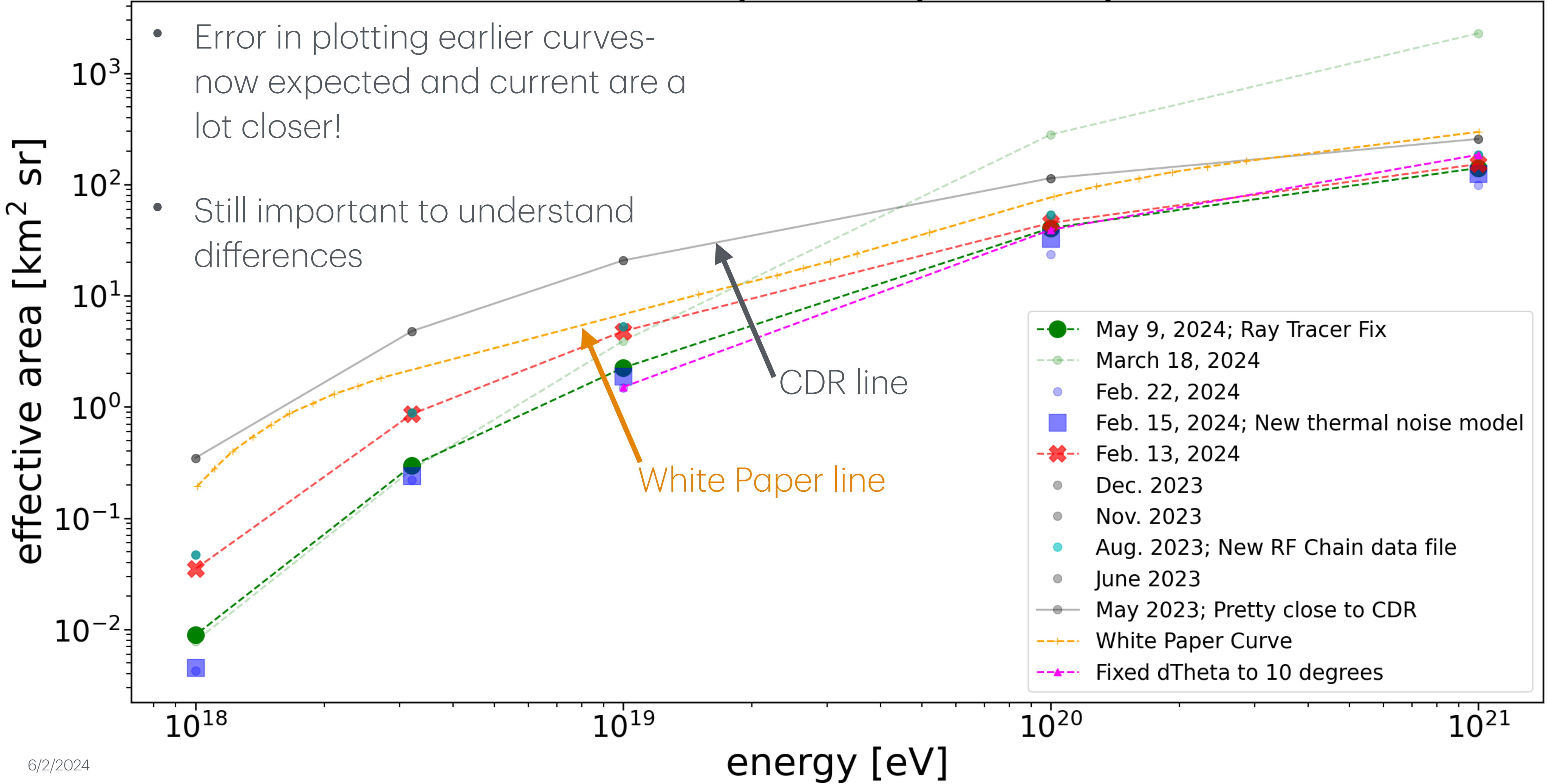
# From last time

effective area history between May 2023 and March 2024



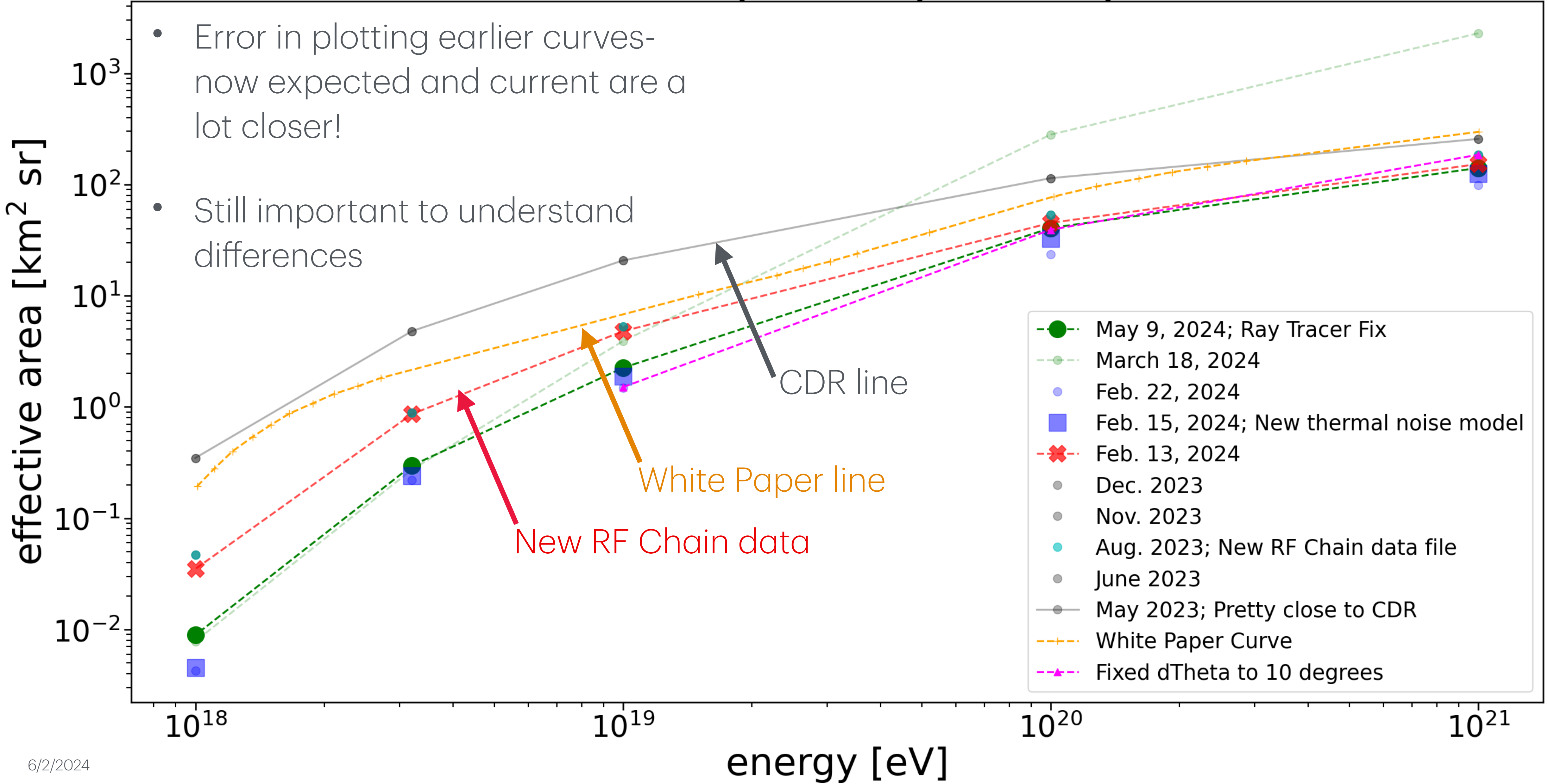
# Current Status

effective area history between May 2023 and May 2024



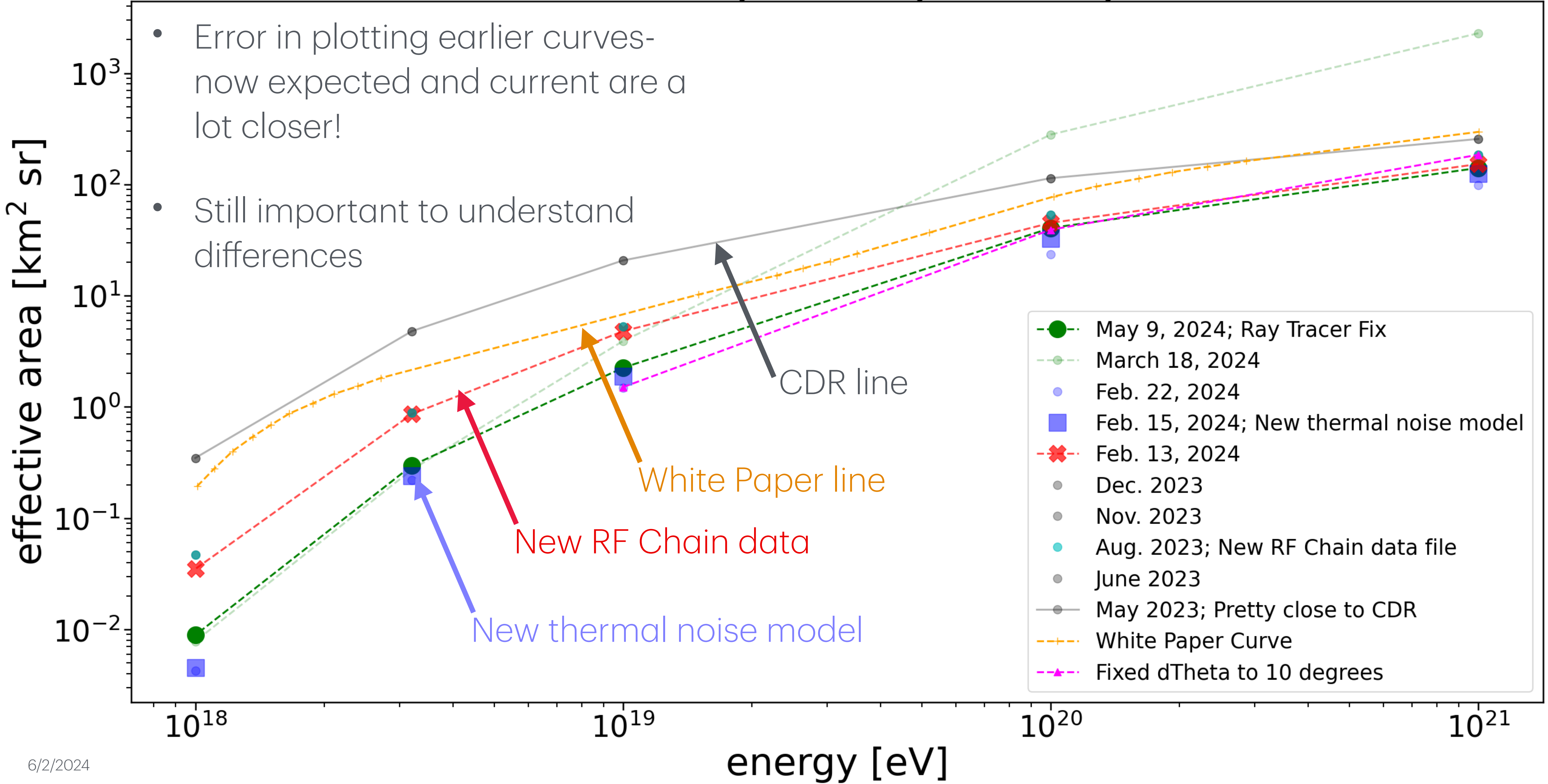
# Current Status

effective area history between May 2023 and May 2024



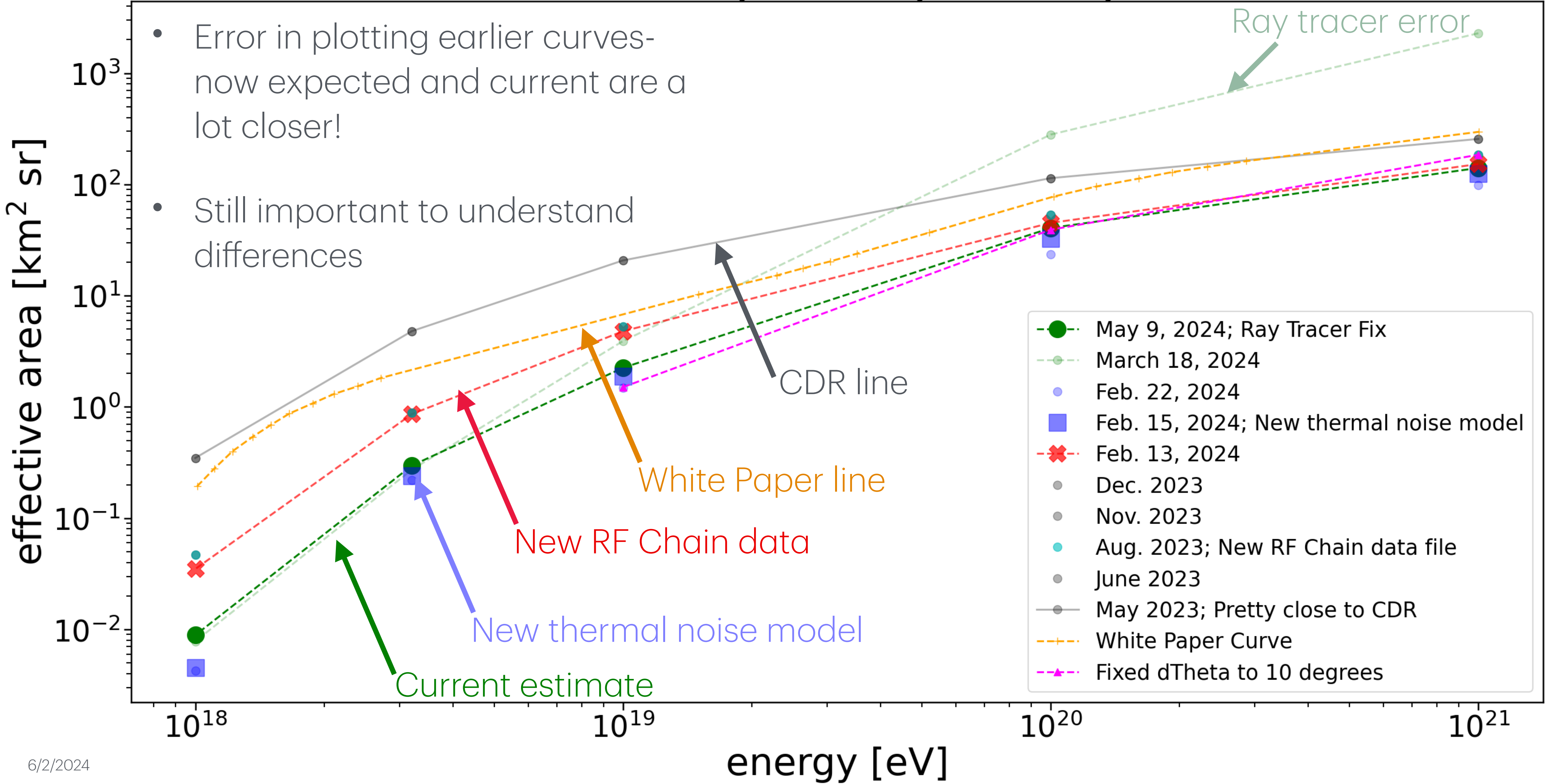
# Current Status

effective area history between May 2023 and May 2024



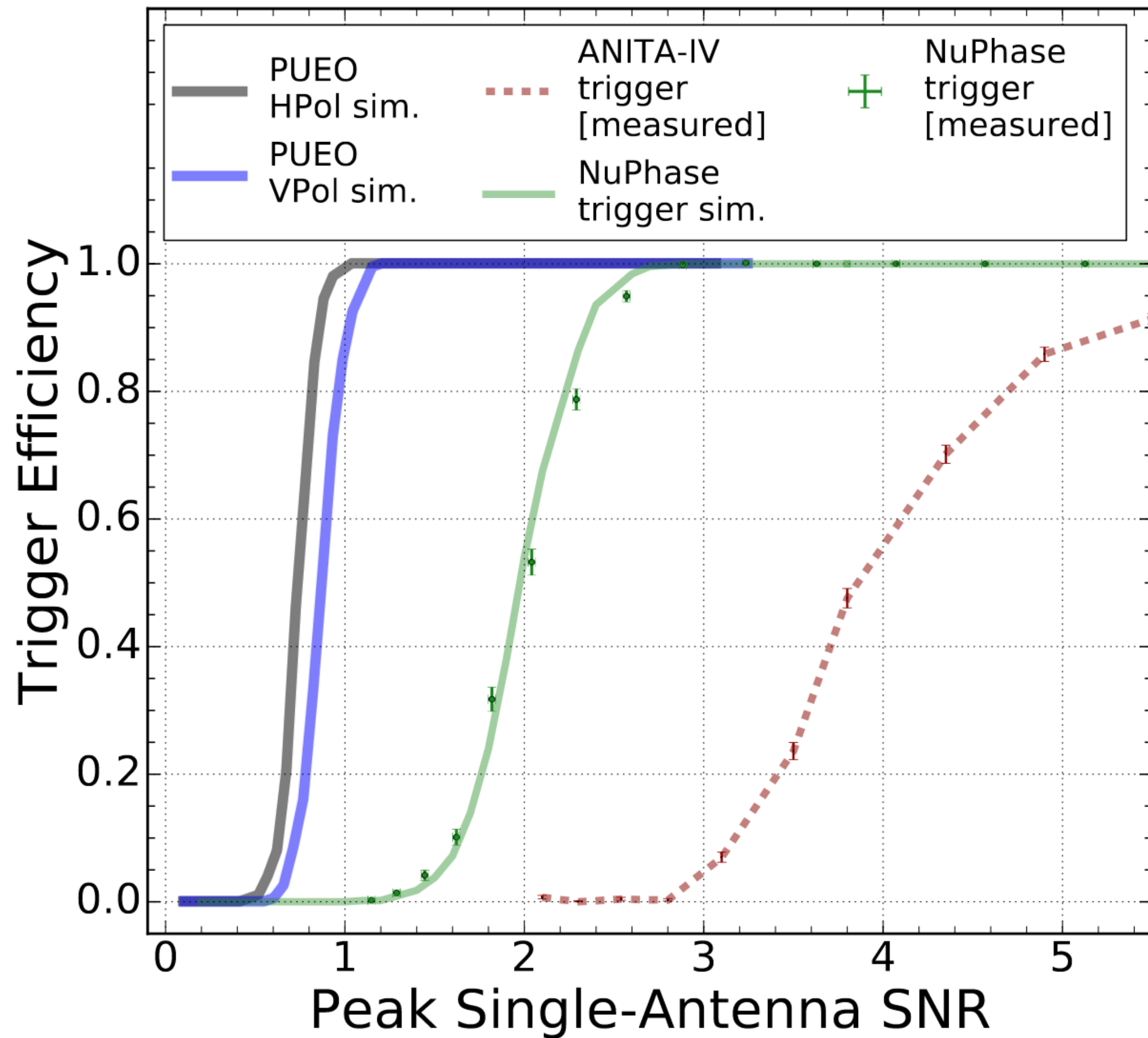
# Current Status

effective area history between May 2023 and May 2024

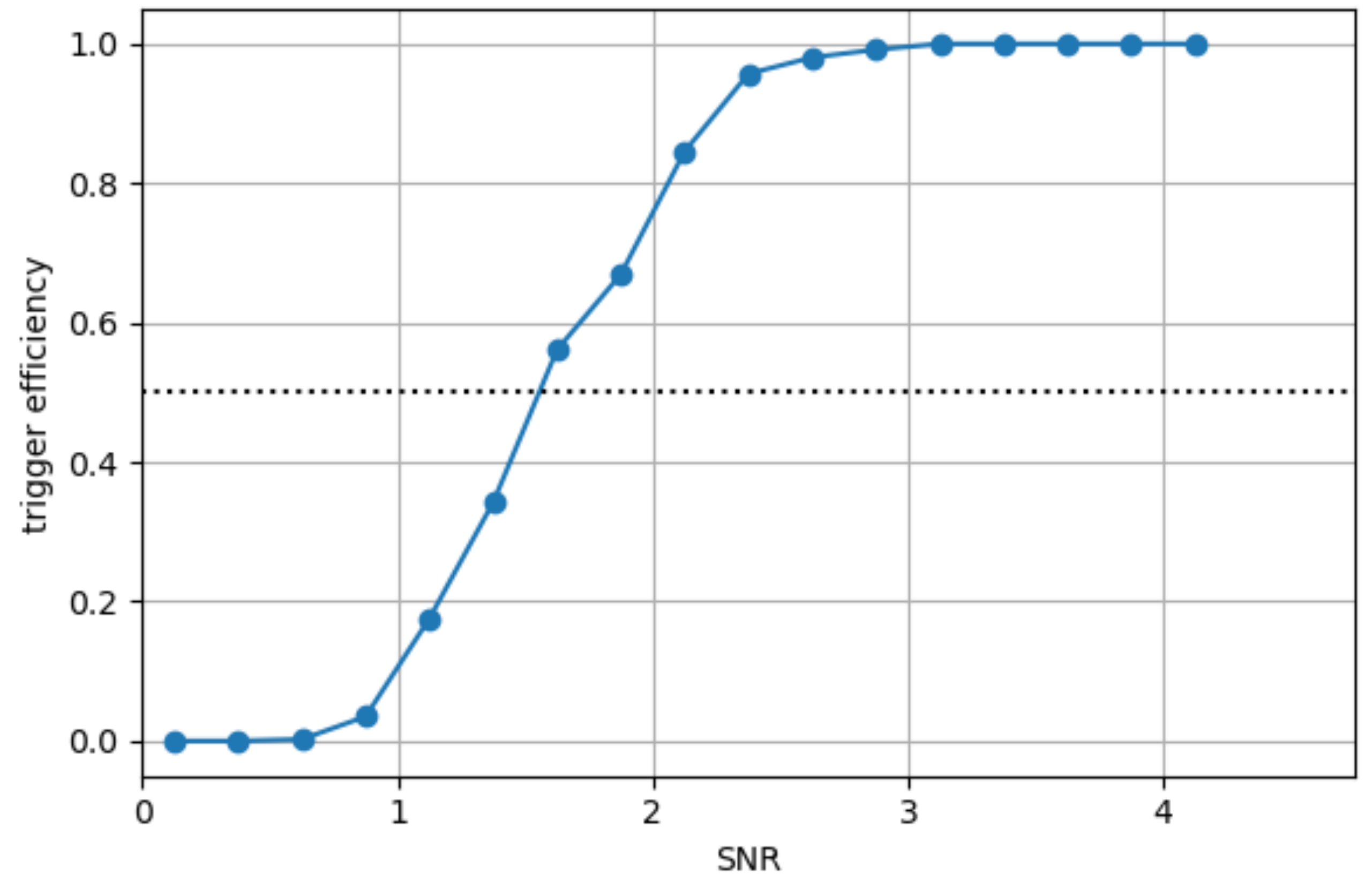


# Things to consider: trigger efficiency change

From white paper

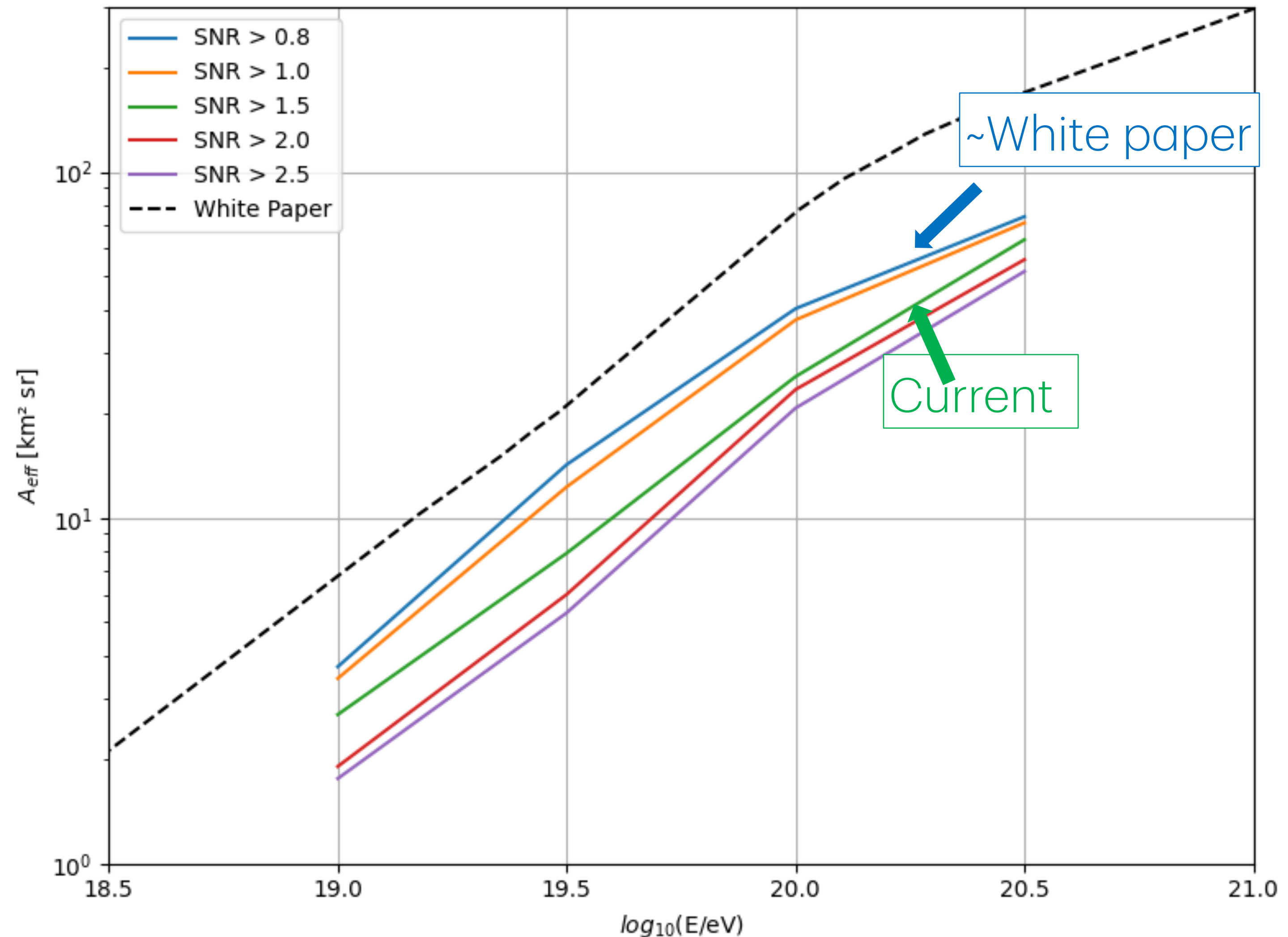


New simulation



# Could it just be trigger efficiency change?

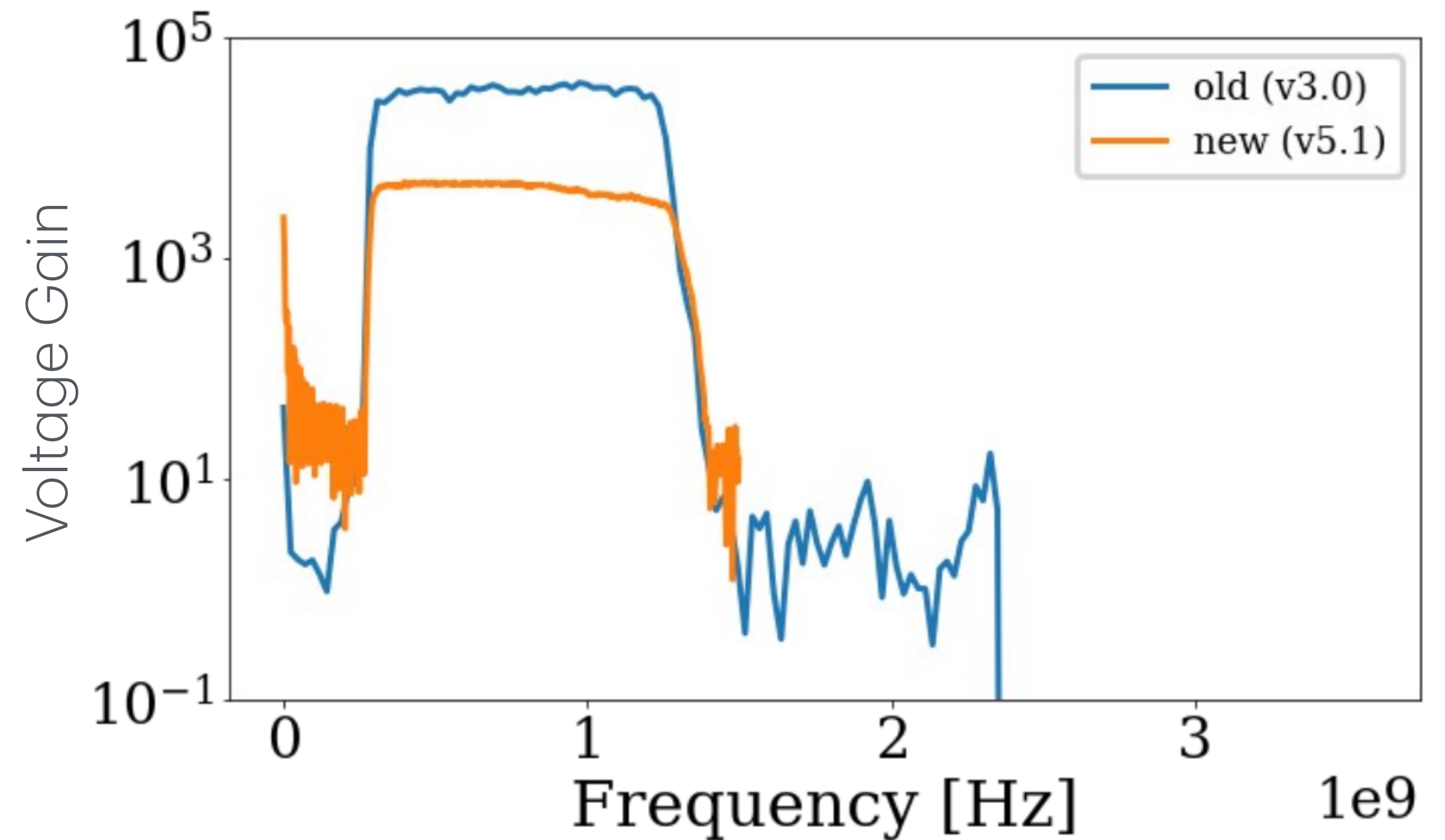
- Study done by Christoph shows that trigger efficiency does have an impact
- Does not explain the entire difference between expected and current, but it's a step towards understanding





# Things to consider: Updated RF Chain

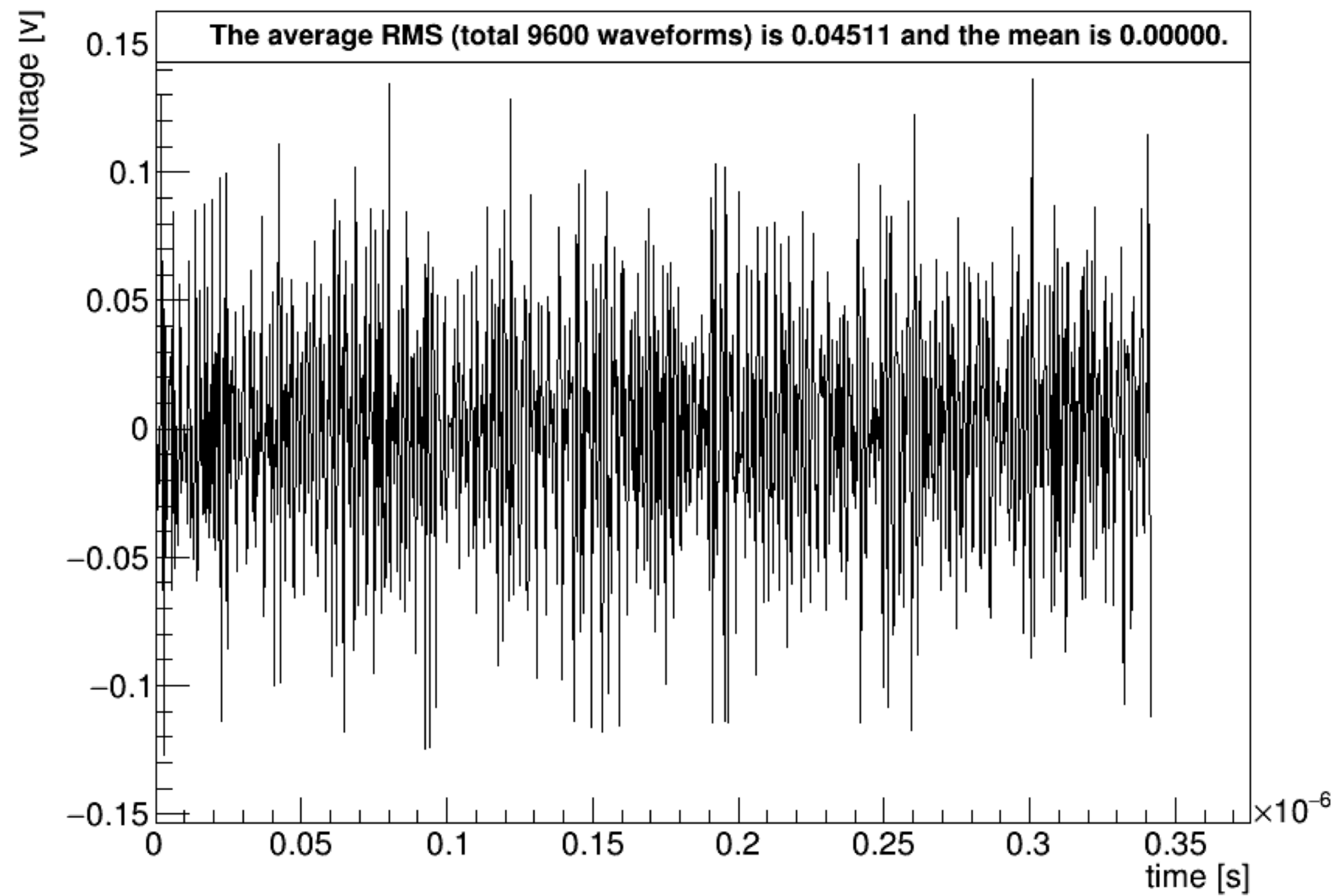
- At some point, RF Chain was updated to have the correct gain of ~65 dB
- An attenuator was accidentally included in the file we were using
- Previously, noise was added to waveform separately from RF chain; now we send noise and signal through the chain
- This is a work in progress to double check relative strength of signal and noise



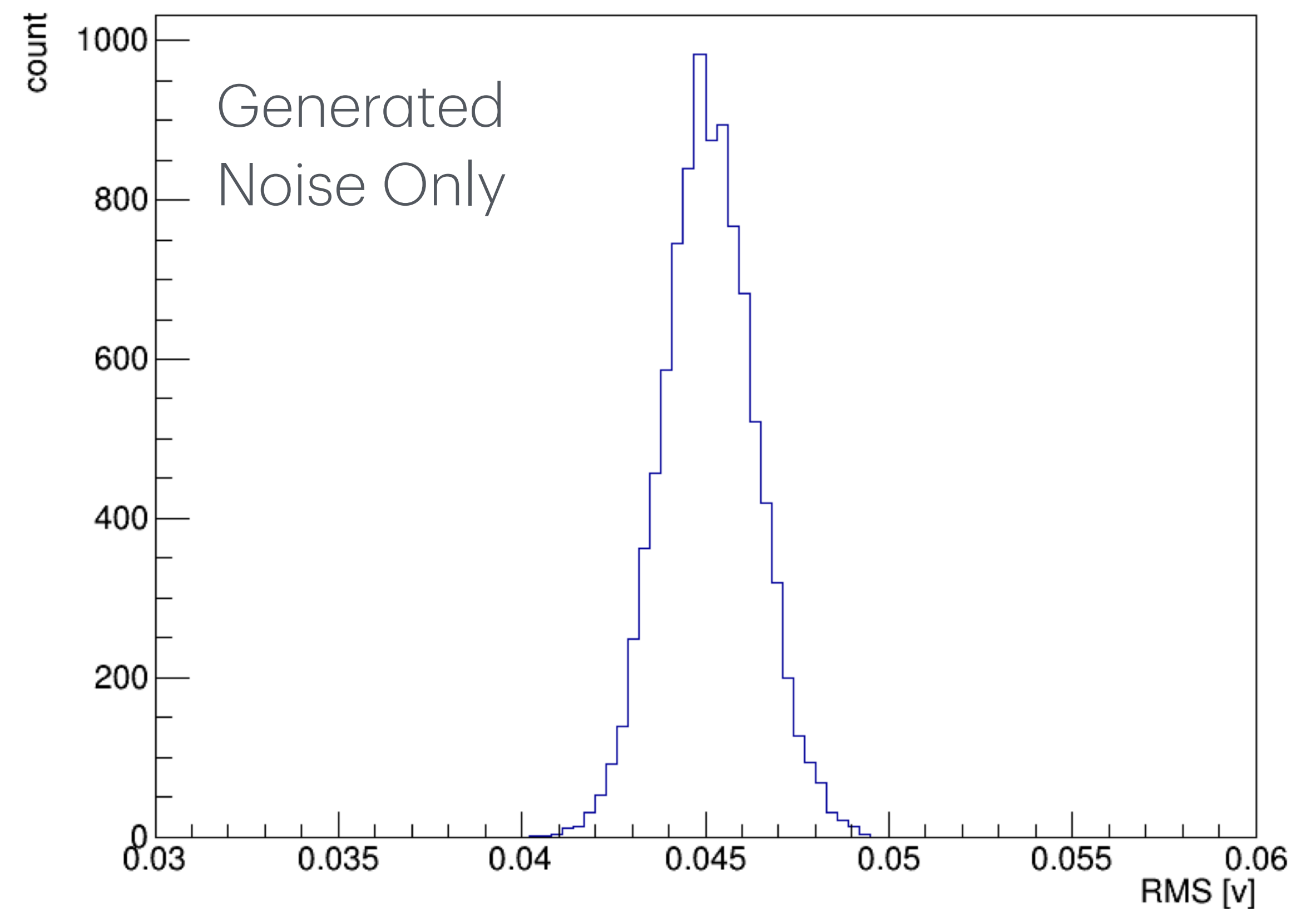
# Things to consider: Noise RMS

- Generated noise has a higher RMS (45 mV) than expected (30 mV) - under investigation

PueoSim\_May30 Noise Waveform (event 0, antenna 95)

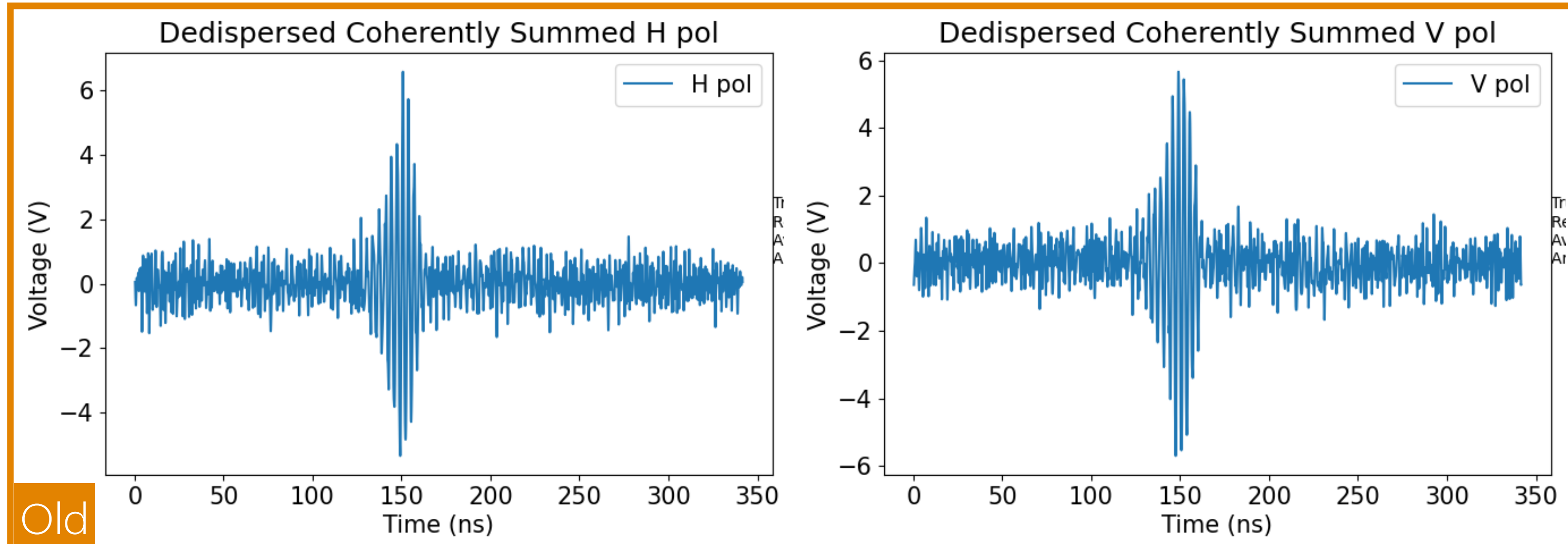


(Unweighted) RMS Histogram

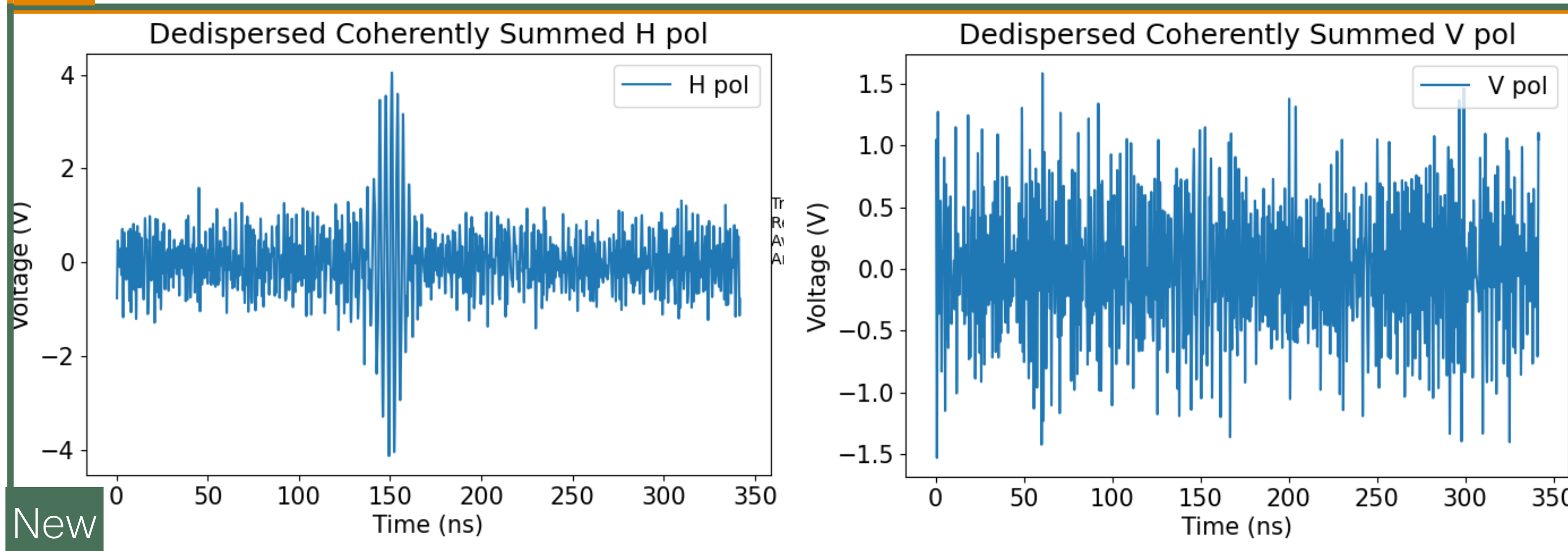


# Things to consider: polarization bug

- Juan found a bug in which cosmic ray events were too strong in V pol – code was not properly adjusting polarization



- This is now fixed for CR events; still double checking how much this impacts neutrino events (if at all)



# Conclusions

- Situation is not nearly as dire as we thought in May- good news!
- Still, lower than we had originally projected.
- Working to understand each step of the simulation to make sure the correct things are simulated: our goal is not to match our earlier projections, but to be simulating our actual instrument!
- Still some additional, small lingering bugs that could boost the sensitivity slightly
  - Chance in hell cut may not be using reasonable threshold
  - Viewing angle may be defined too narrowly