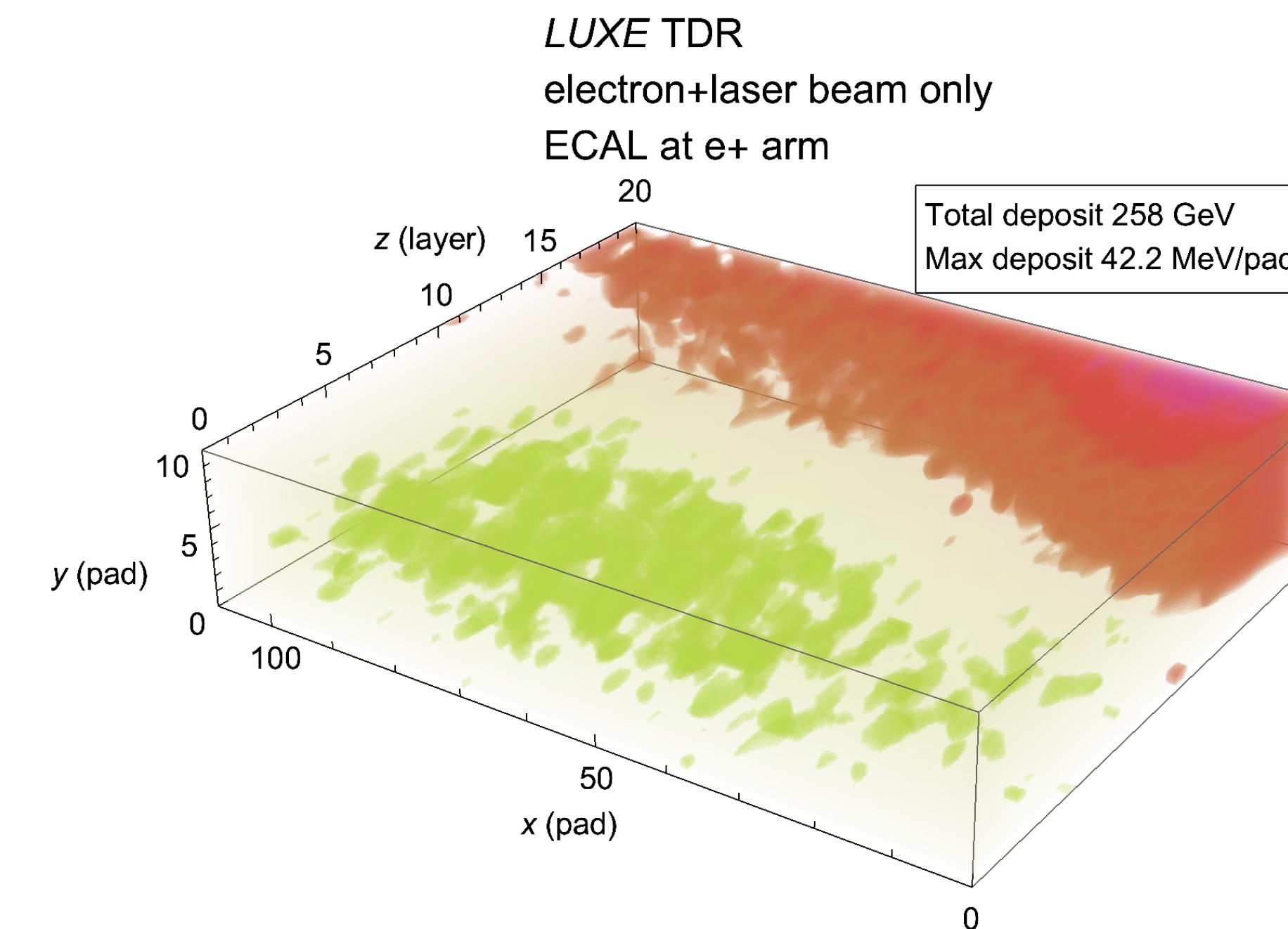
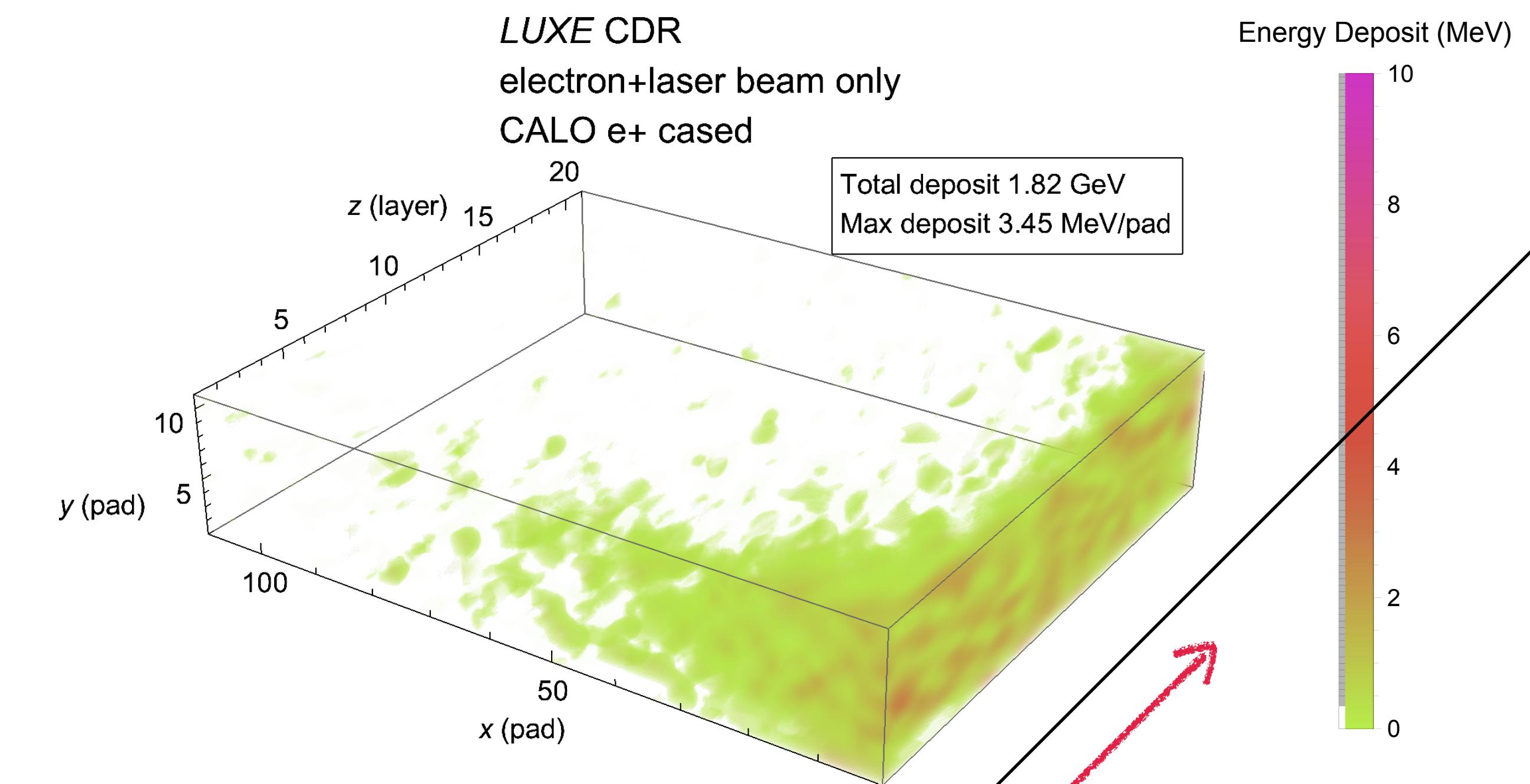
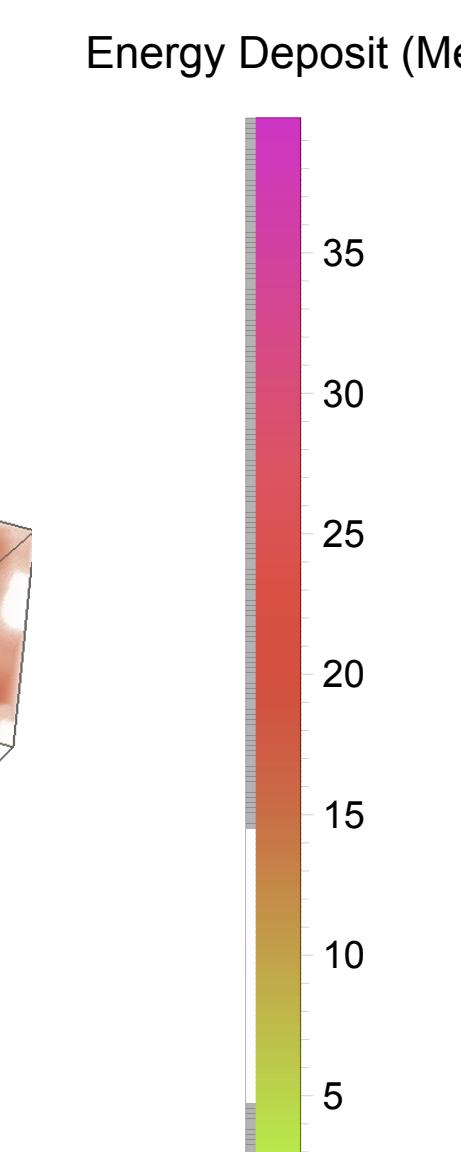


**Full BG Simulation
Lower E_{dep} region**

- Standard deviation > Edep mean value in some pads
(background Edep still unstable)
 $\text{std}^2 = \text{variance} = \text{sum}(\text{Edep}^2/\text{numBX}) - \text{meanEdep}^2$
- Possible bugs in code after migrating from Mathematica to PyROOT
- Checking the vertice...



**Full BG Simulation
2.024 BX**



**Fast Simulation
~300 BX**