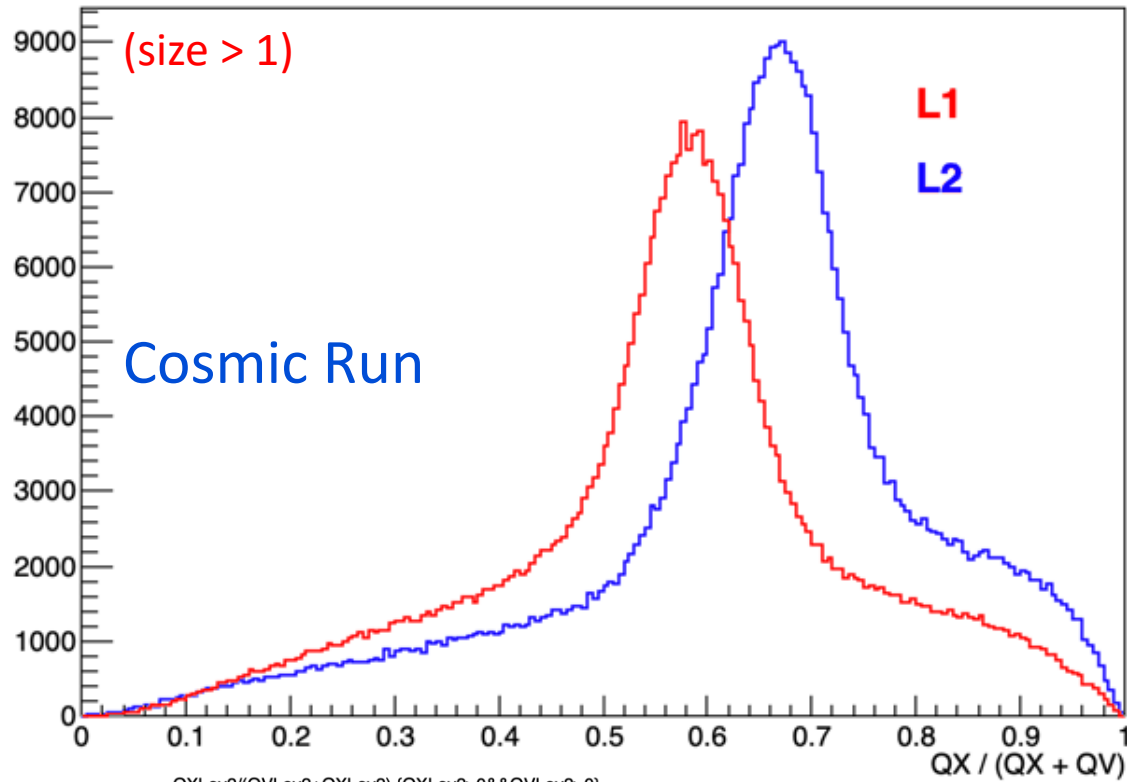# Just a small noise update
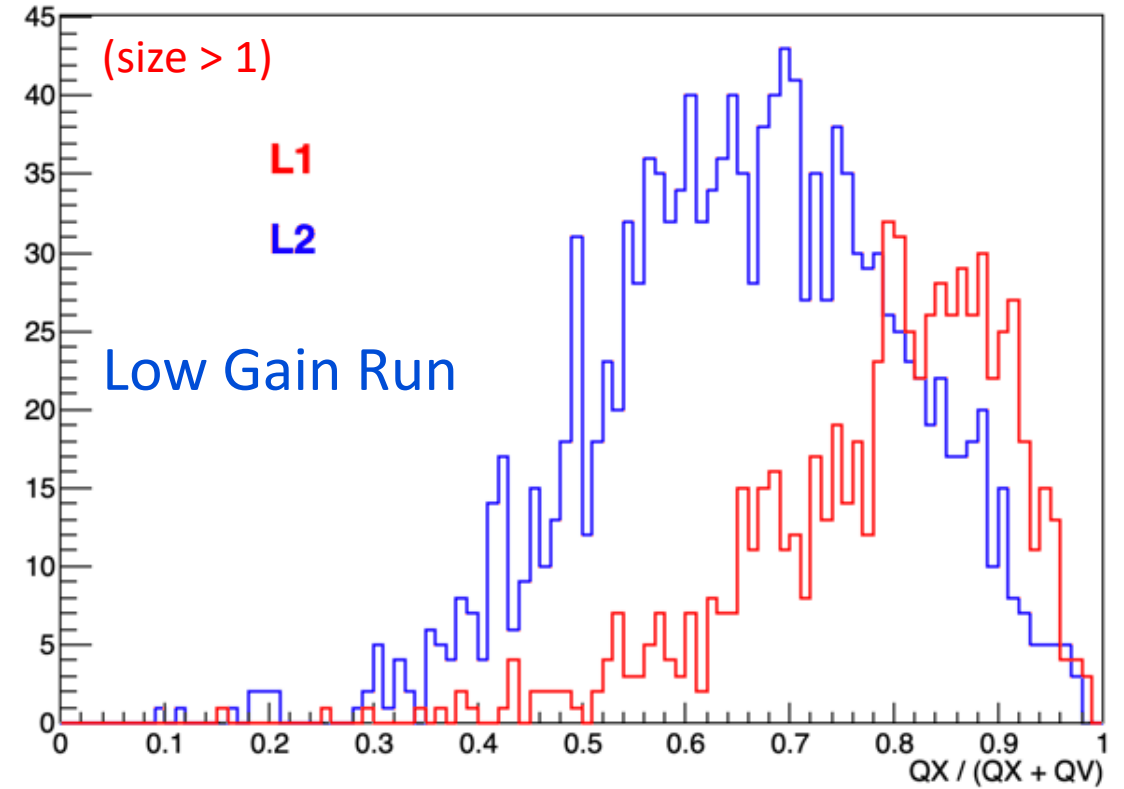
**Stefano Spataro**
**9th April 2020**

# Check of charge sharing between different views
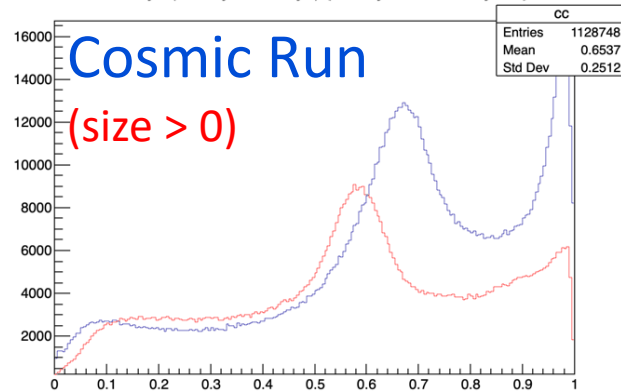
QXLay2/(QXLay2+QVLay2) {nXStripsLay2>1&&nVStripsLay2>1}



(size > 1)

L1
L2

Cosmic Run

QX / (QX + QV)

QXLay2/(QXLay2+QVLay2) {nXStripsLay2>1&&nVStripsLay2>1}



(size > 1)

L1

L2

Low Gain Run

QX / (QX + QV)

QXLay2/(QVLay2+QXLay2) {QXLay2>0&&QVLay2>0}



Cosmic Run

(size > 0)

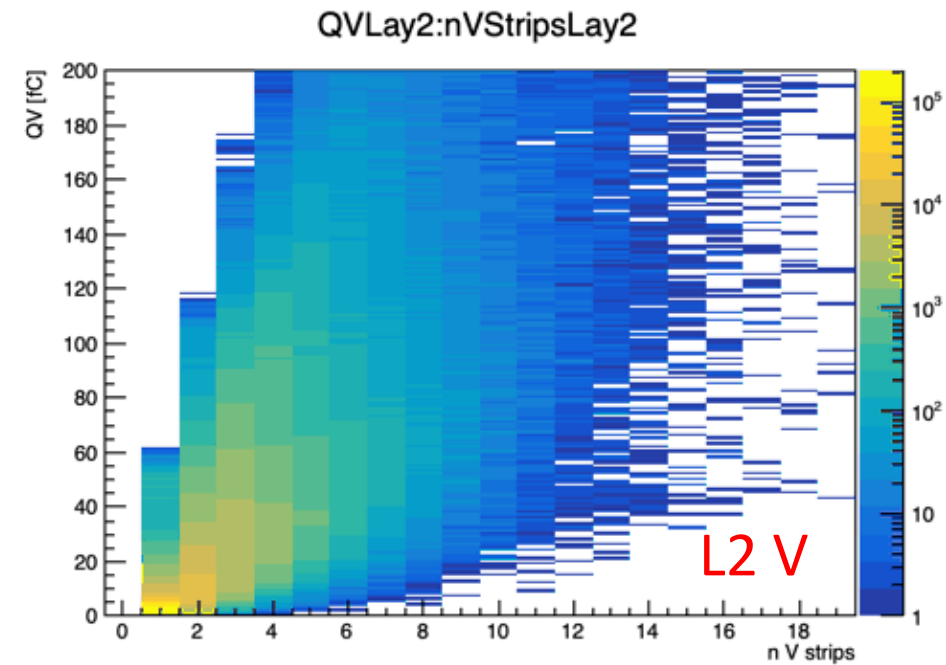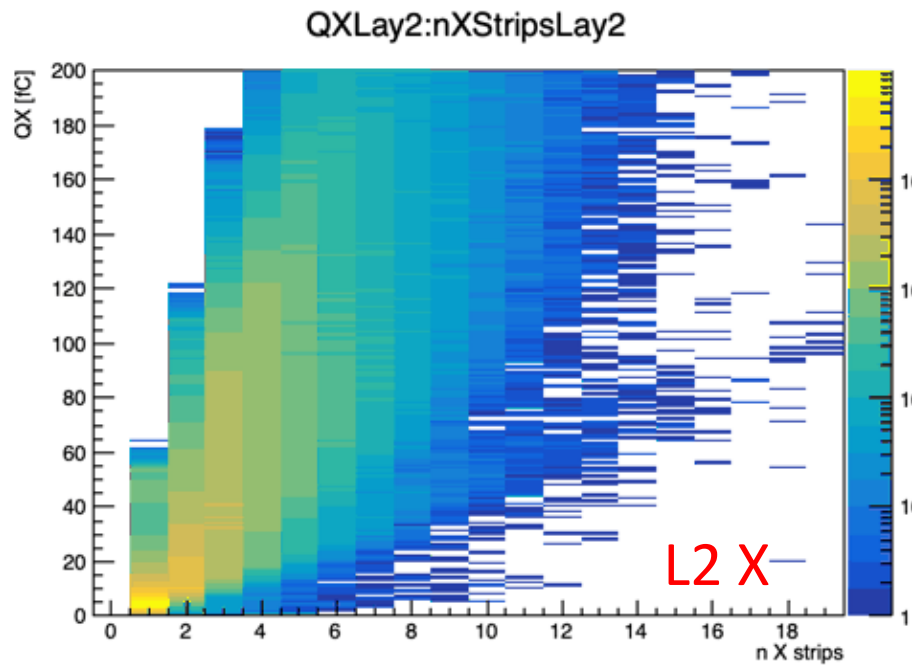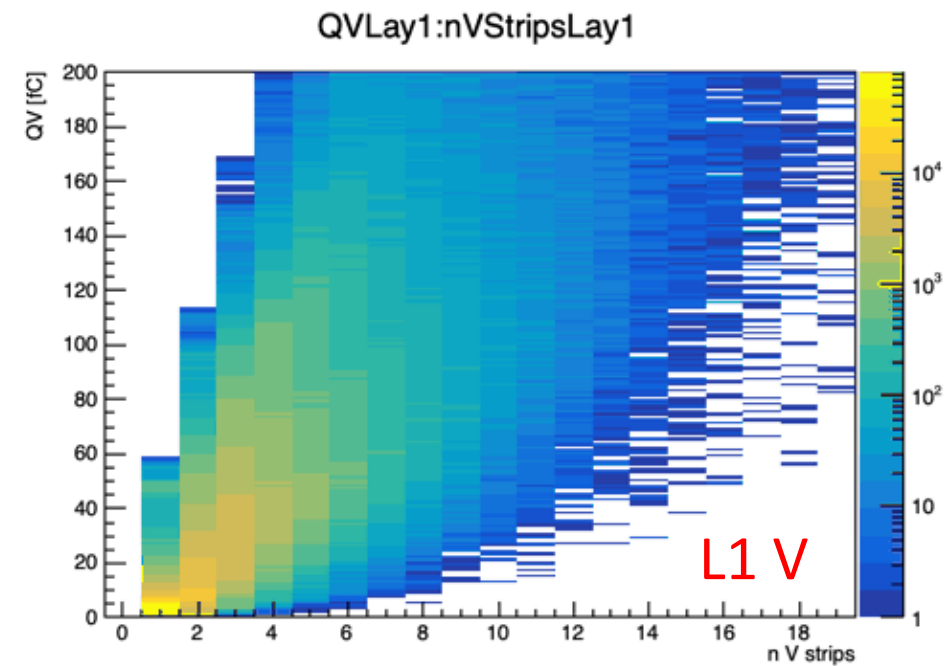| cc | |
|---|---|
| Entries | 1128748 |
| Mean | 0.6537 |
| Std Dev | 0.2512 |

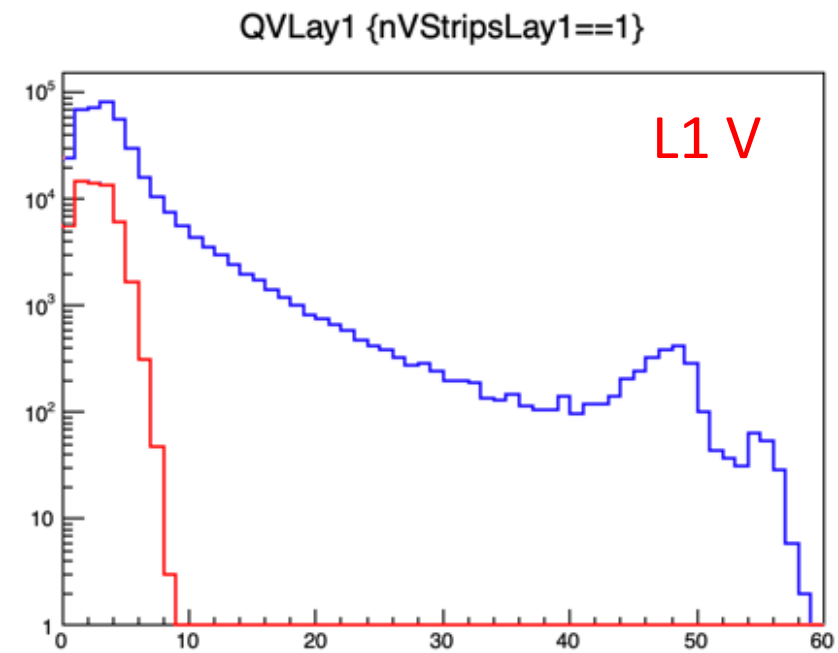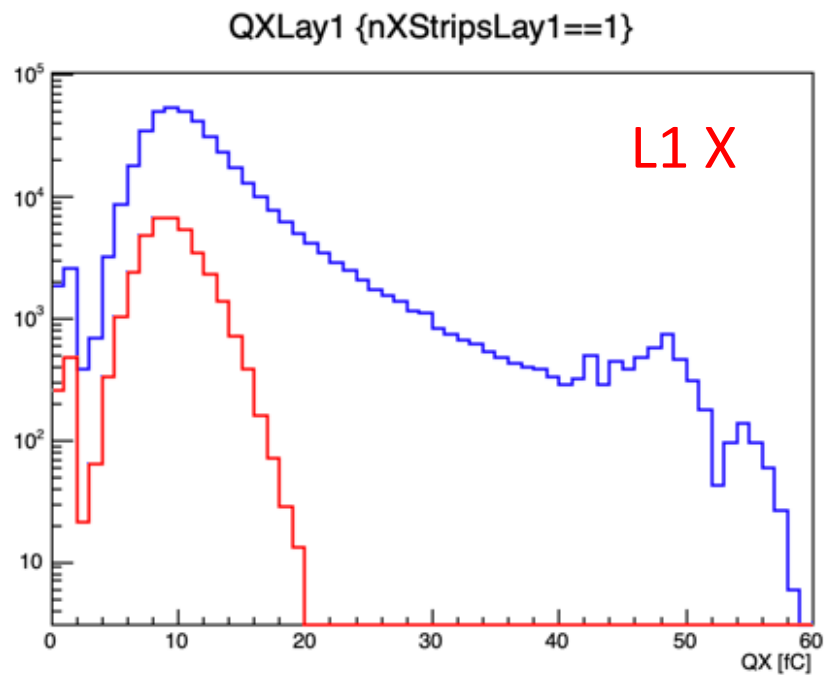A way to clean noise clusters?

Cluster charge Vs Strip multiplicity

Low Gain Run

3

## QXLay1:nXStripsLay1

## QVLay1:nVStripsLay1

Cluster charge
Vs
Strip multiplicity
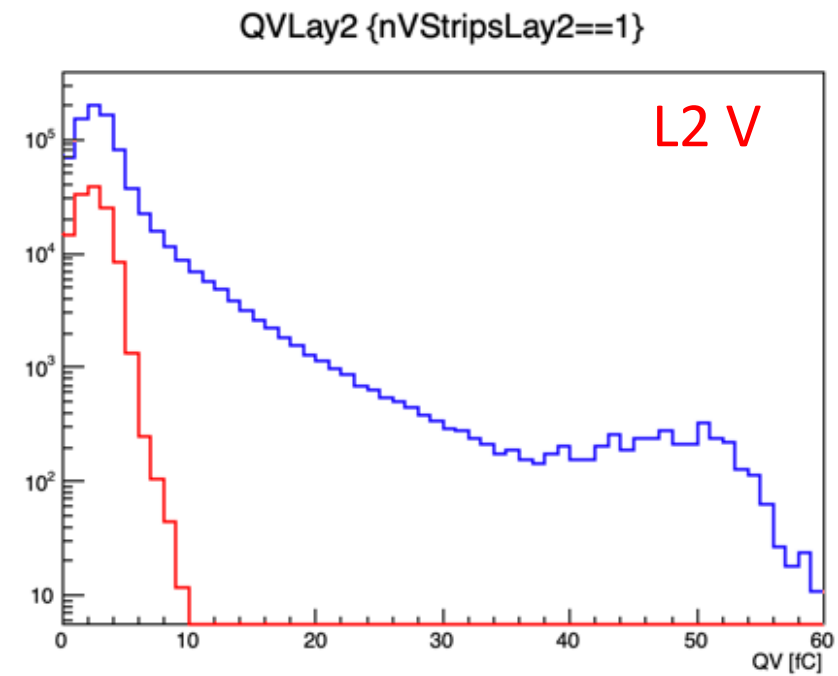
L1 X

L1 V

## QXLay2:nXStripsLay2

## QVLay2:nVStripsLay2

L2 X

L2 V

Cosmic Run

4
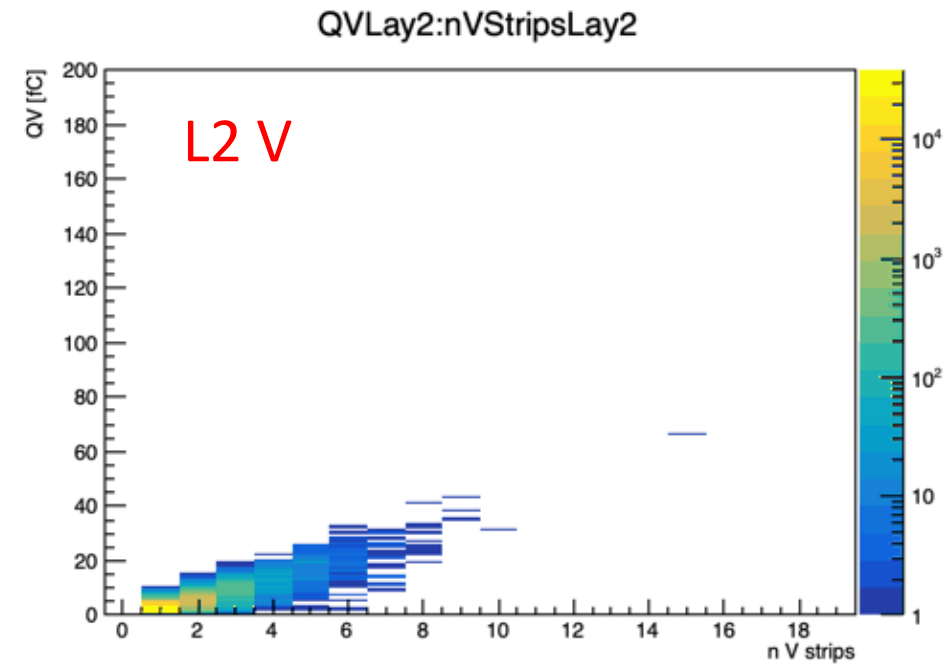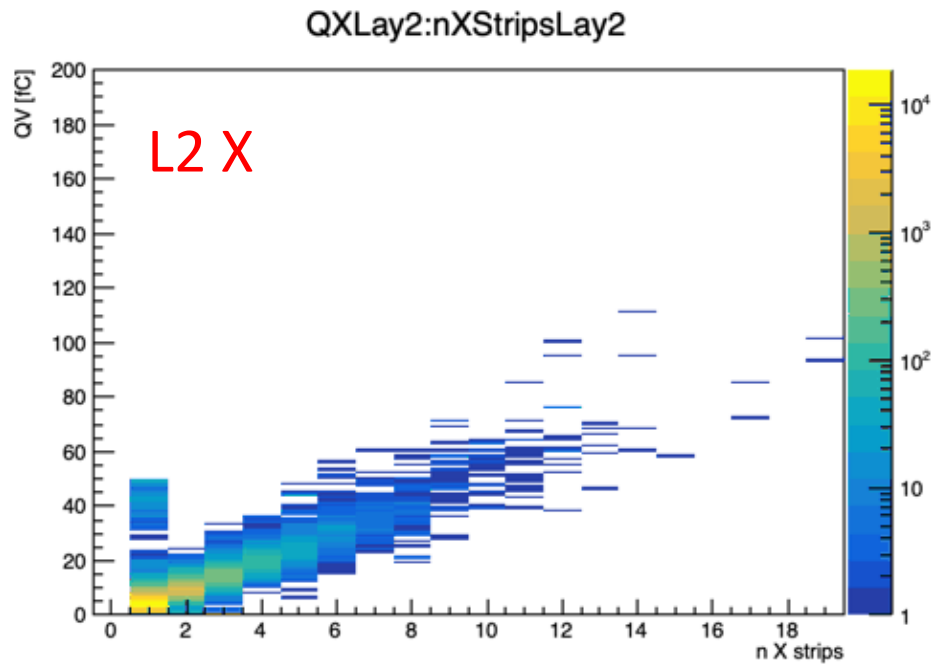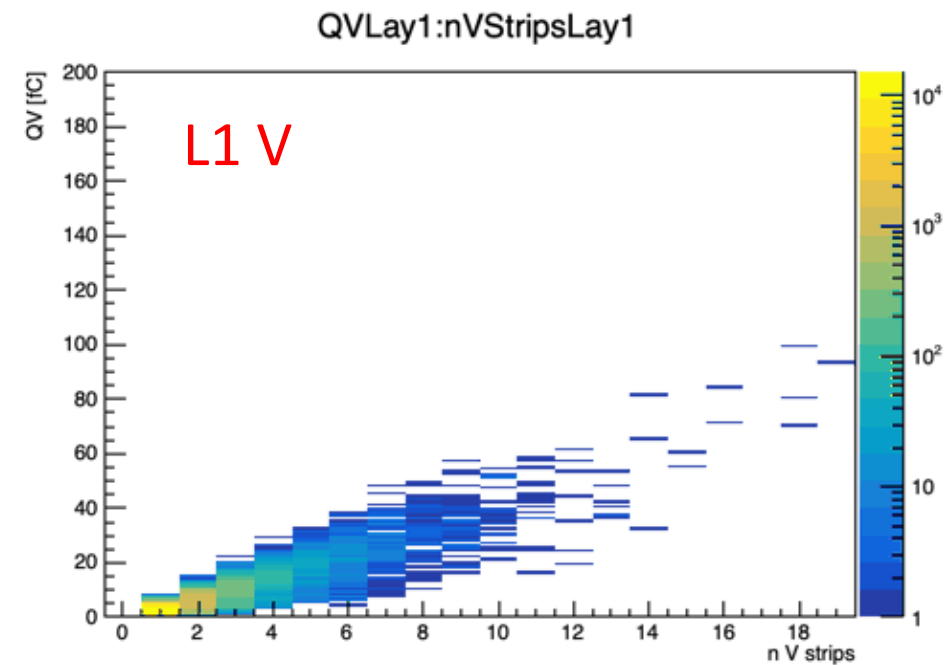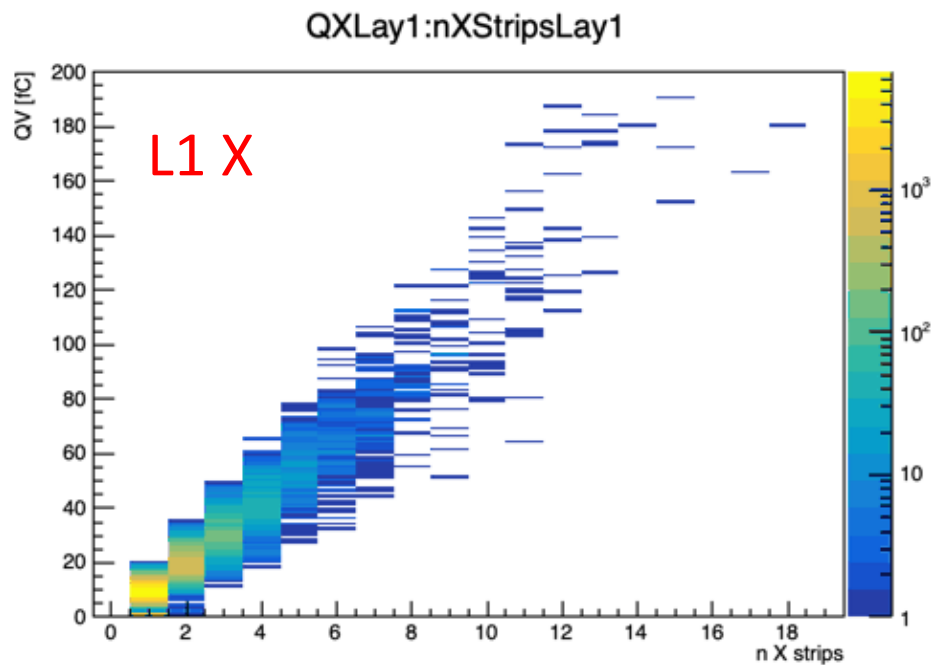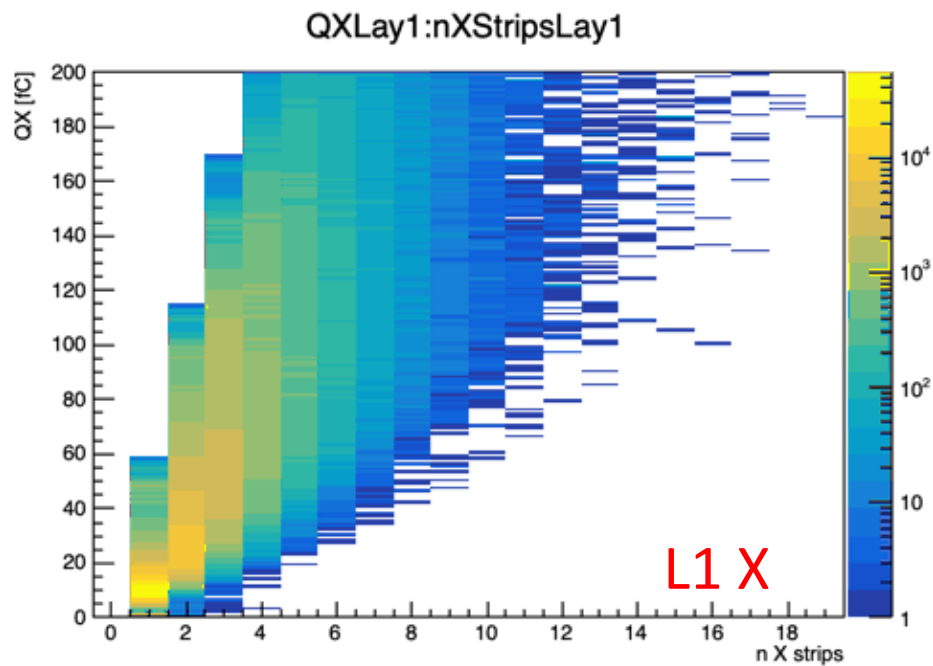
Clusters with Size 1

Cosmic Run
Low Gain Run

QXLay1 {nXStripsLay1==1}   L1 X

QVLay1 {nVStripsLay1==1}   L1 V

QXLay2 {nXStripsLay2==1}   L2 X

QVLay2 {nVStripsLay2==1}   L2 V

Low Gain Run

Cosmic Run

zClusterLay1:phiXVClusterLay1*TMath::RadToDeg()

zClusterLay2:phiXVClusterLay2*TMath::RadToDeg()

?????

zClusterLay1:phiXVClusterLay1*TMath::RadToDeg()

zClusterLay2:phiXVClusterLay2*TMath::RadToDeg()