

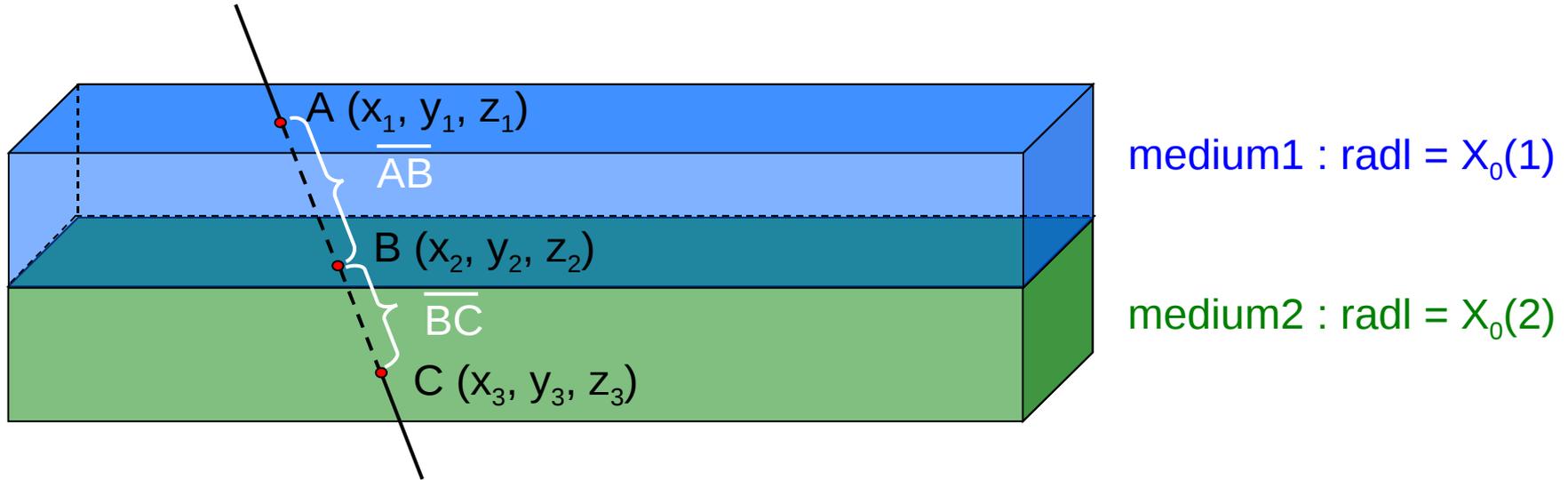
***Radiation Length Distribution
for Various Z vertex***

***Maki Kurosawa (RIKEN)
for the PHENIX Collaboration***

Calculation of Radiation Length

Use of a pass length through medium to obtain a radiation length.

Not use LSCAN or HSCAN



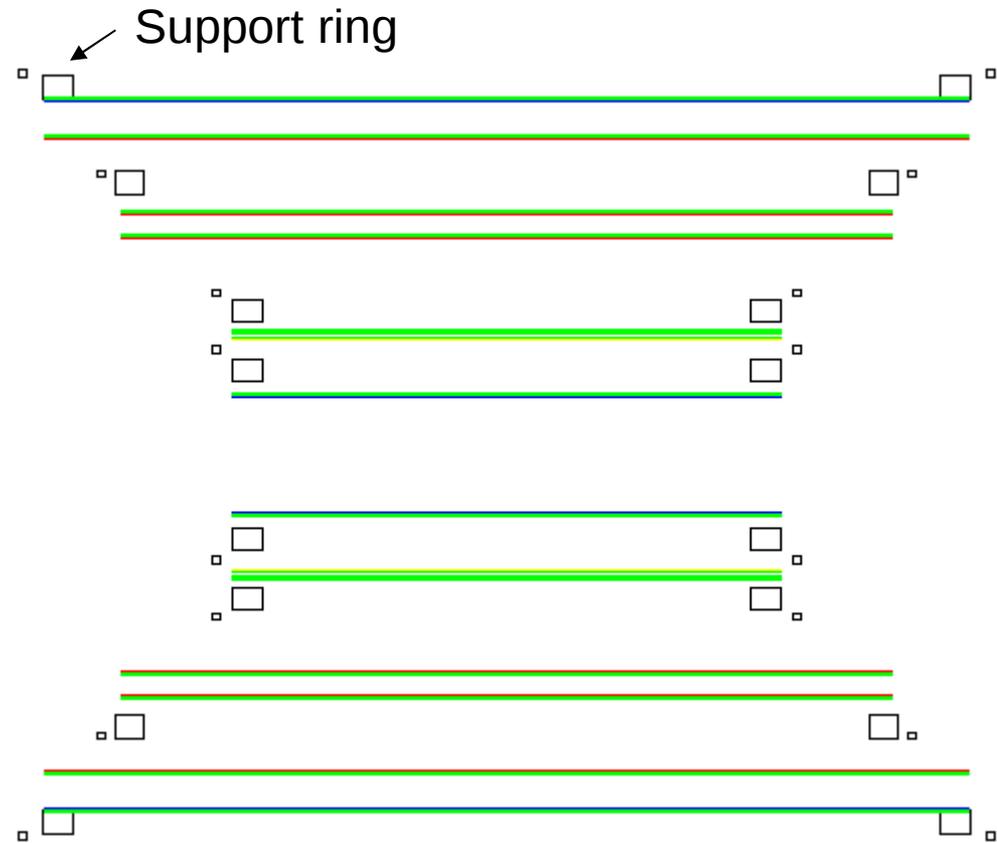
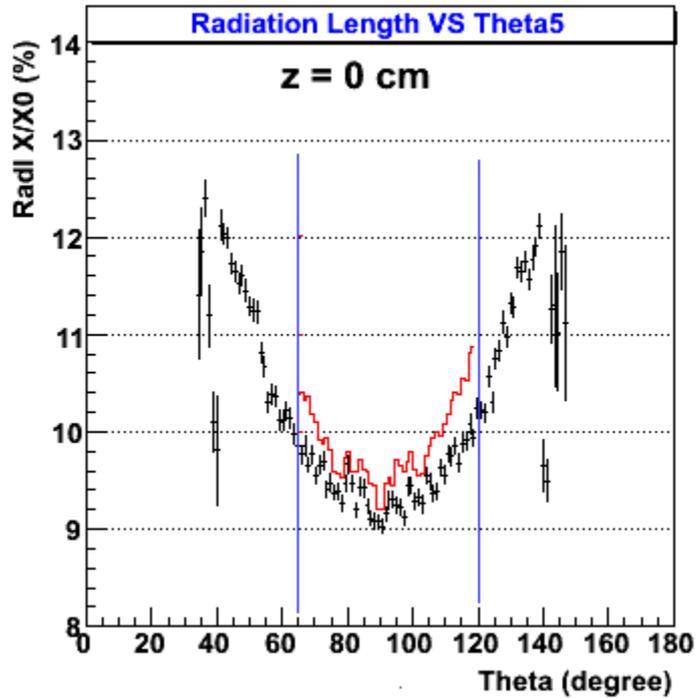
$$\text{Radiation Length : } \frac{X}{X_0} (\text{total}) = \left(\frac{\overline{AB}}{X_0(1)} + \frac{\overline{BC}}{X_0(2)} + \dots \right) \times 100(\%)$$

Coordinates of point A, B, C... } can be obtained from PISA.
 $X_0(1), X_0(2)...$

Radiation Length (without beam pipe)

From my previous slide at VTX simulation meeting (31th Oct 2008)

Beam pipe was not taken in account for calculation of radiation length.



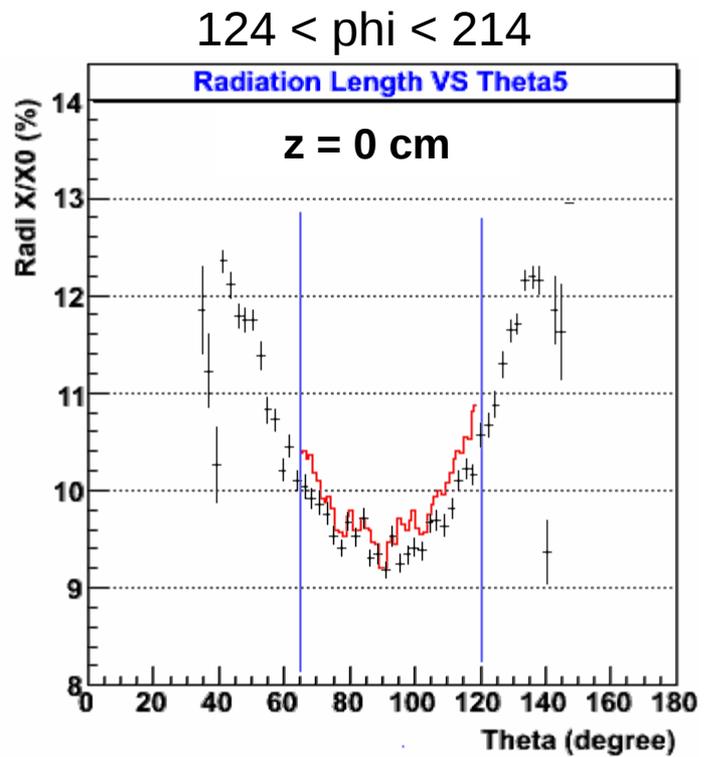
Radiation Length (with beam pipe)

Beam Pipe

Material : Beryllium

Thickness : 500 μm

Radiation Length : 35.28 cm



— LSCAN

