

Fig. 3. Abundance of elements in cosmic rays as function of their nuclear charge number Z at energies around 1 GeV/n, normalized to Si = 100. Abundance for nuclei with  $Z \le 28$  according to Simpson (1983). Heavy nuclei as measured by ARIEL 6 (Fowler et al., 1987), Fowler et al. (1977), HEAO 3 (Binns et al., 1989), SKYLAB (Shirk and Price, 1978), TIGER (Lawrence et al., 1999), TREK/MIR (Weaver and Westphal, 2001), Tueller et al. (1981), as well as UHCRE (Donelly et al., 1999). In addition, the abundance of elements in the solar system is shown according to Lodders (2003).

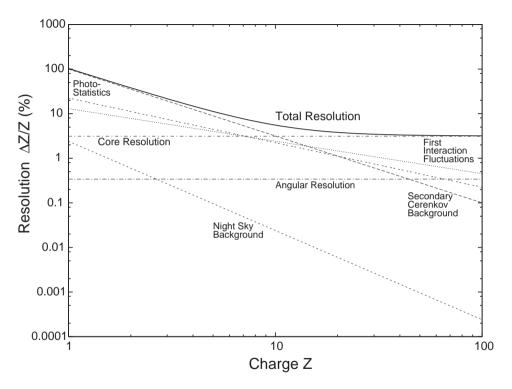
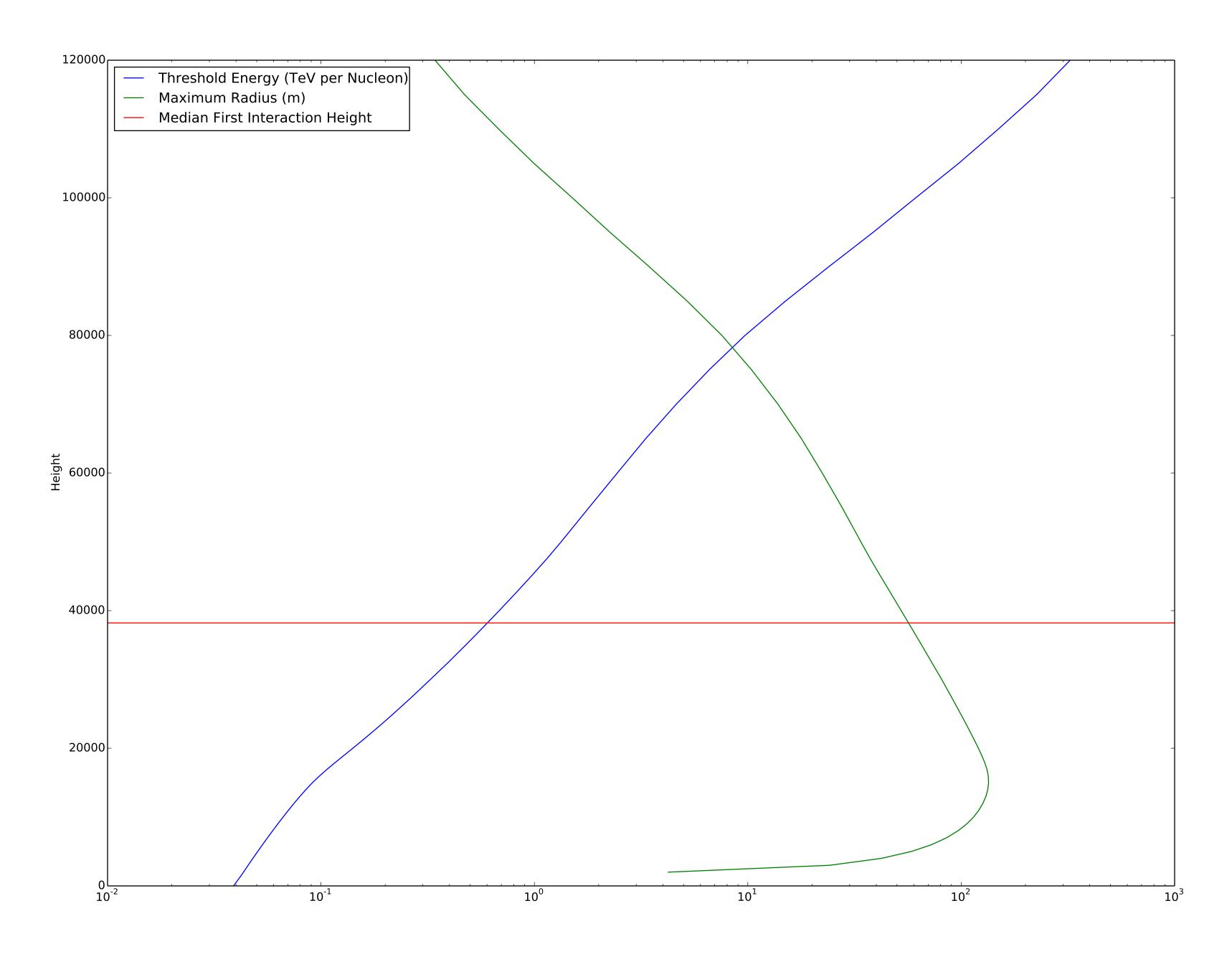


Fig. 11. The expected charge resolution  $\Delta Z/Z$  for a detector of effective area 100 m<sup>2</sup> and core position resolution 5 m. Horizontal Axis: Primary Charge Z. Vertical Axis: Charge Resolution  $\Delta Z/Z(\%)$ 



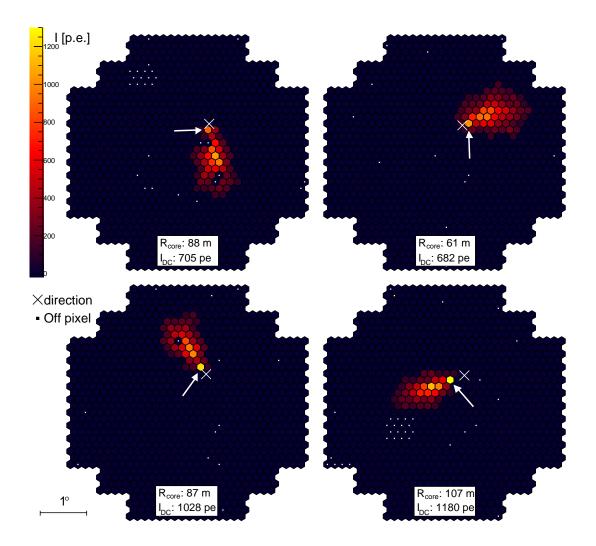
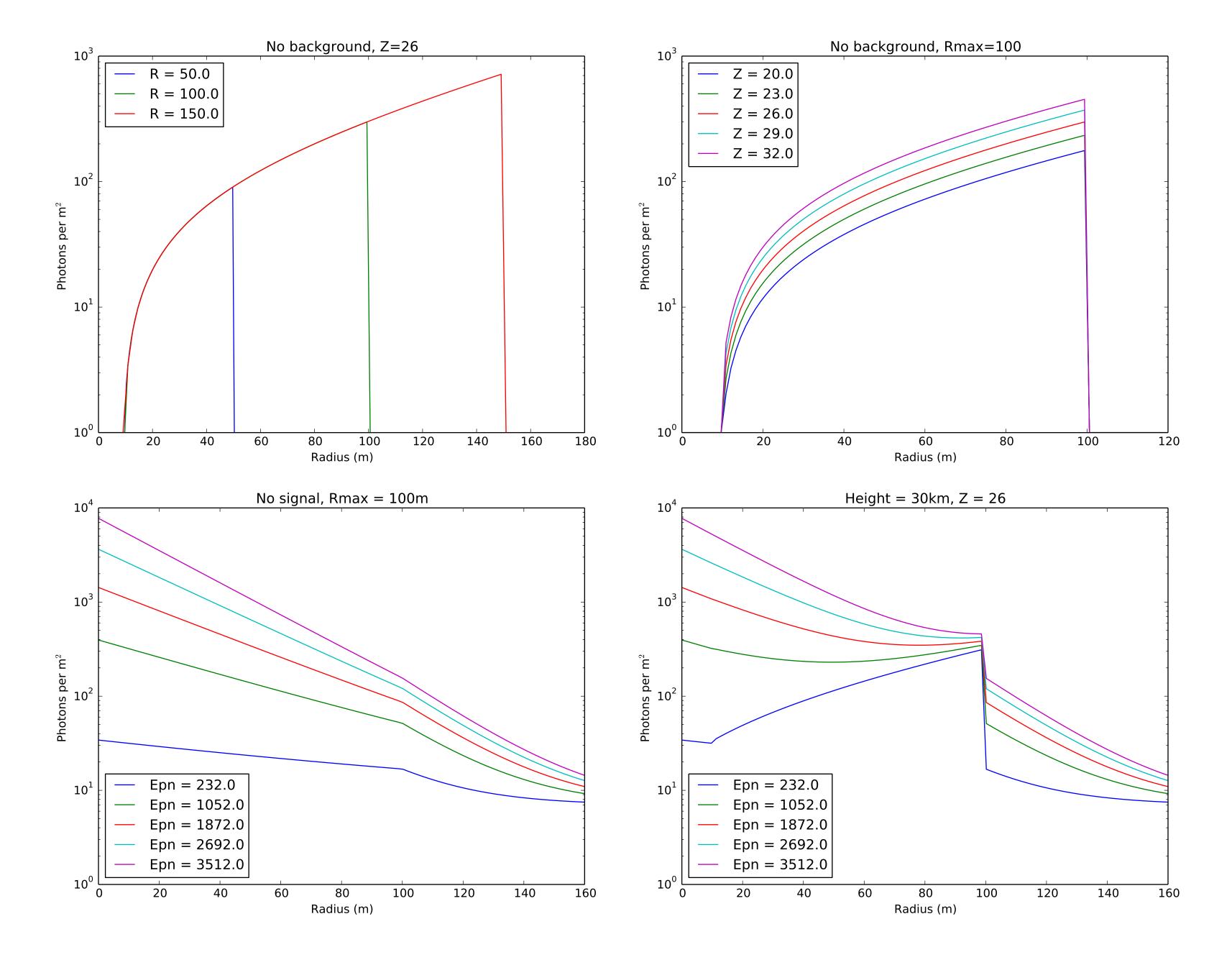


FIG. 5: A measured event with indications of DC-light in all four cameras images (indicated by arrows), after high threshold image cleaning. The reconstructed shower direction is shown by a cross ( $\times$ ) in each image. The reconstructed energy of this event is 50/48 TeV based on QGSJET/SIBYLL simulations. The reconstructed impact parameter and DC-light intensity for each telescope are shown in the lower panels in each image. The energy and impact parameter resolutions are  $\approx$ 20% and  $\approx$ 20 m, respectively. The white points mark disabled pixels.



## Likelihood

$$P_i(N_{i,Received}|X,Y,Z,height,Epn) = \frac{e^{-\lambda_i} \times \lambda_i^{N_i}}{N_i!}$$

$$\ln(N!) \approx N \ln(N) - N + \frac{1}{2} \ln(2 \Pi N)$$

$$-\ln(L) = -\sum_{i} \ln(P_{i}) = \sum_{i} \lambda_{i} - N_{i} \ln(\lambda_{i}) + N_{i} \ln(N_{i}) - N_{i} + \frac{1}{2} \ln(2 \Pi N_{i})$$

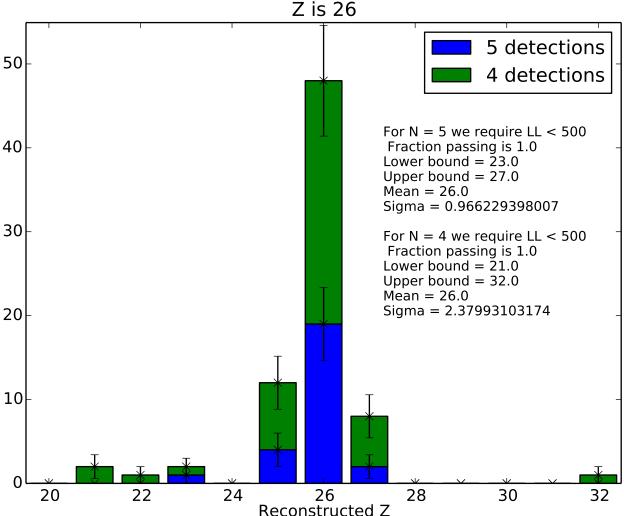
# Fitting and event reconstruction

- We need to determine x, y, height, Z and Epn
  Five variables, but with constraints...
- Z is always an integer
- Non-hits for telescopes provide location information
- The energy must have been greater than the threshold for any chosen height.
- The images provide additional information, used to efficiently sample likely positions for reconstruction

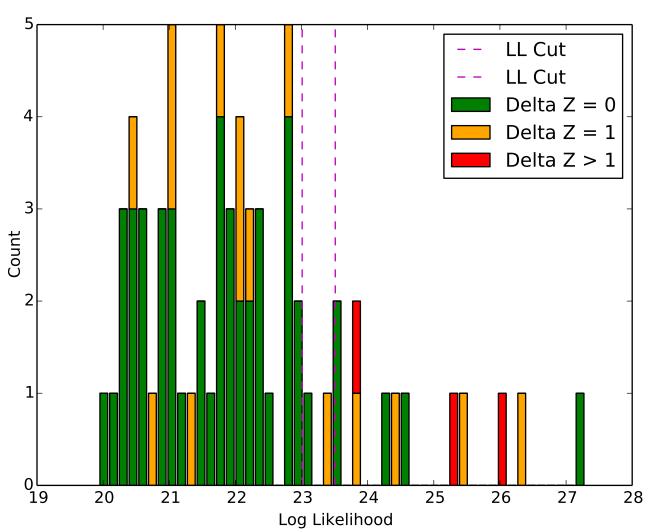
# Repeated Minimisation

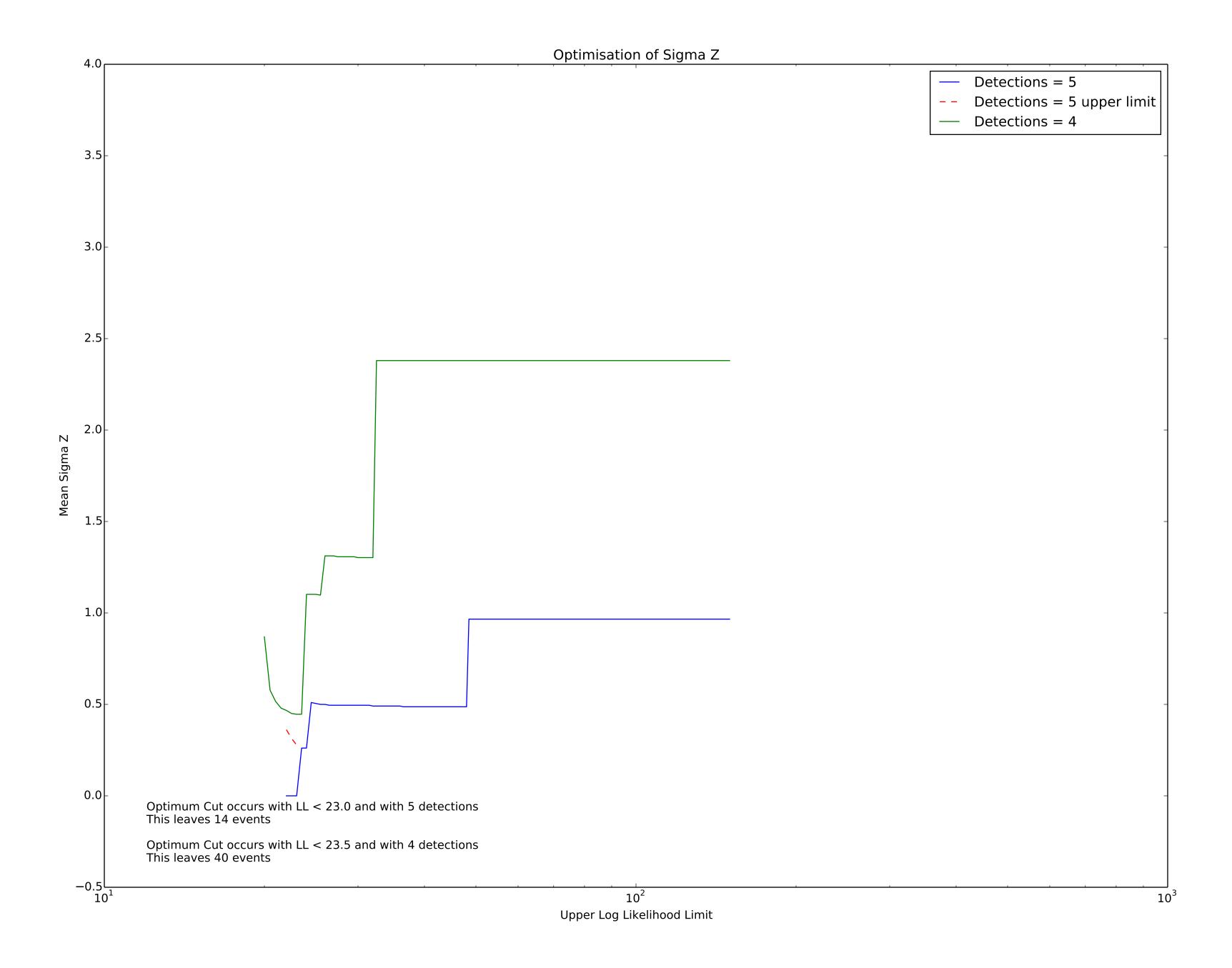
- Fix Z at integer value (Range Z=20-32)
- Use a ~3x3m grid of points in 200m x 200m area
- Select all points within reconstruction target (~10)
- Iteratively minimise over 20 Epn and 3 Height starting values for each starting location
- Run 13 x 10 x 20 x 3 = 7800 minimisations
- Select minimisation candidate with lowest resultant log likelihood as overall minimum

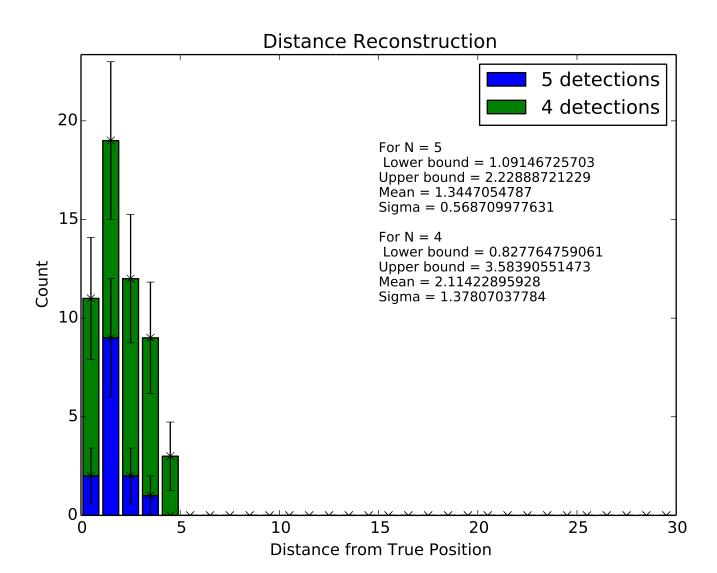
### True Z reconstruction

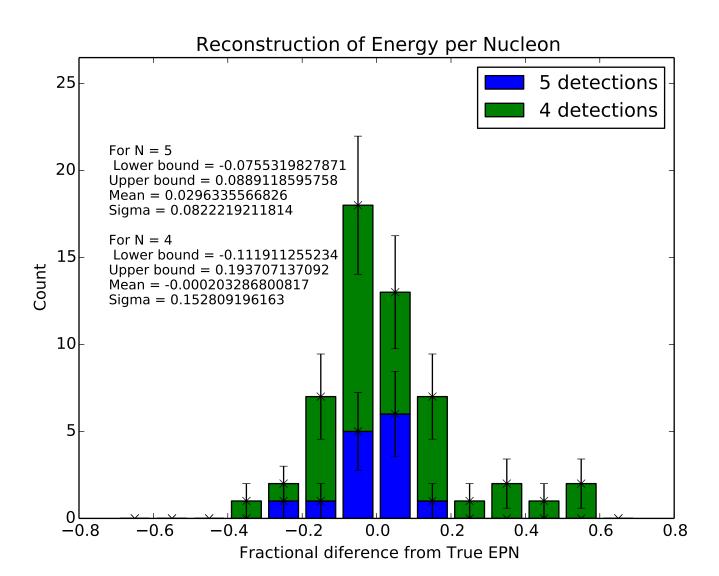


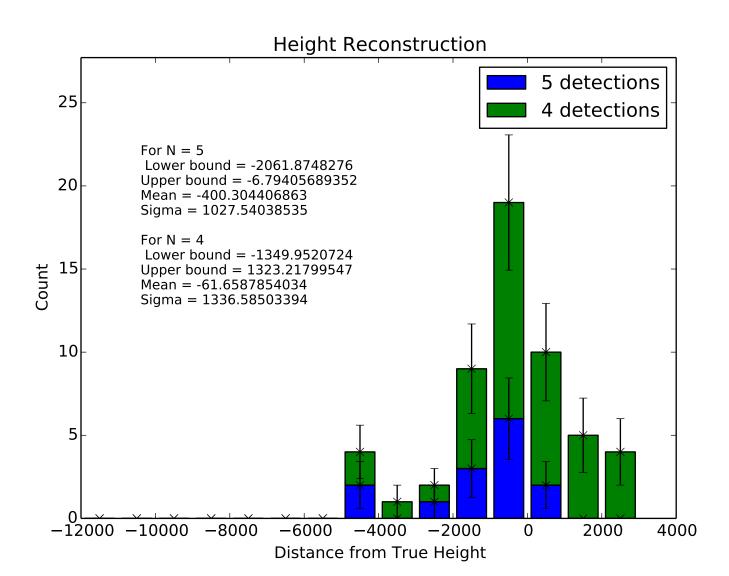
#### Likelihood











### True Z reconstruction Z is 26

