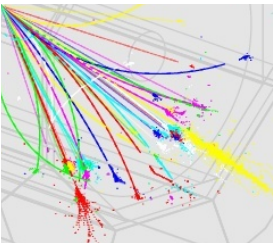


Testbeam Data First Look

RAL 18.01.2008

M. Stanitzki

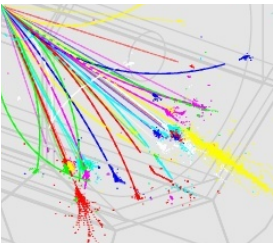




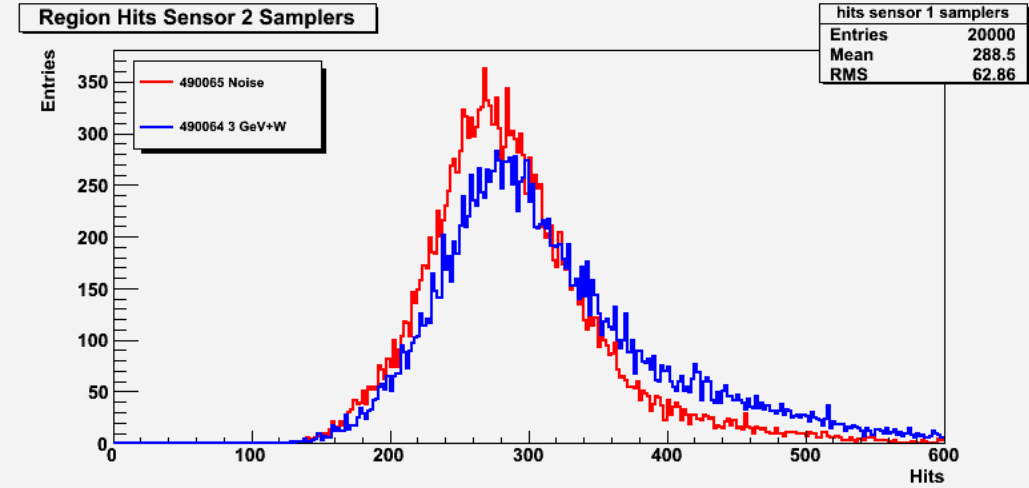
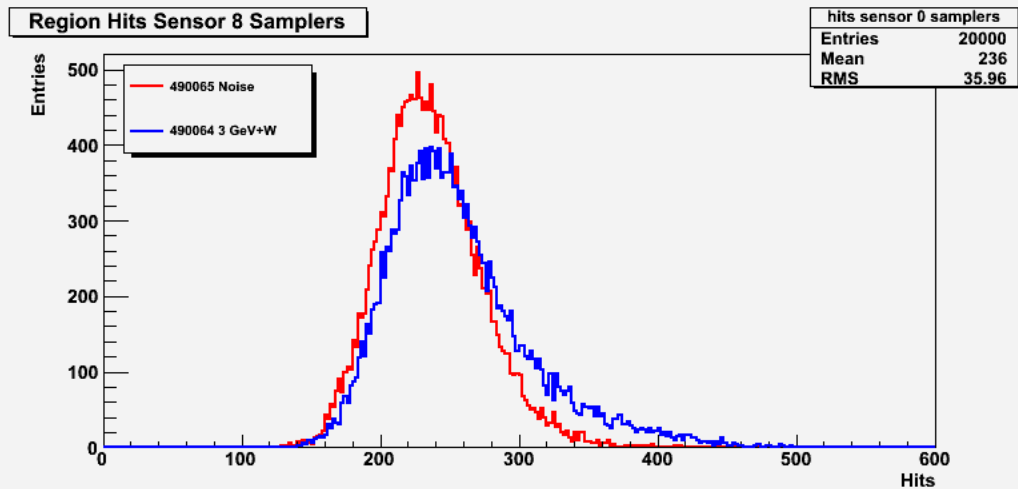
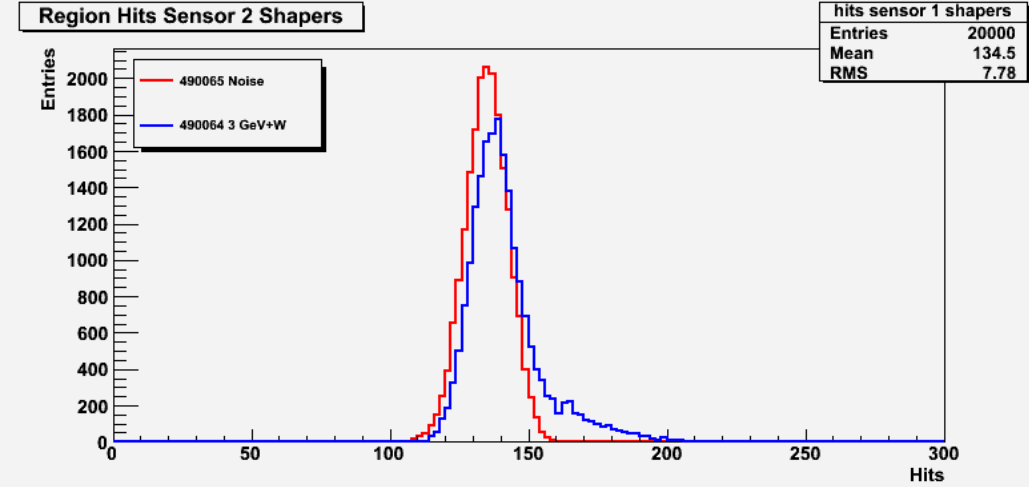
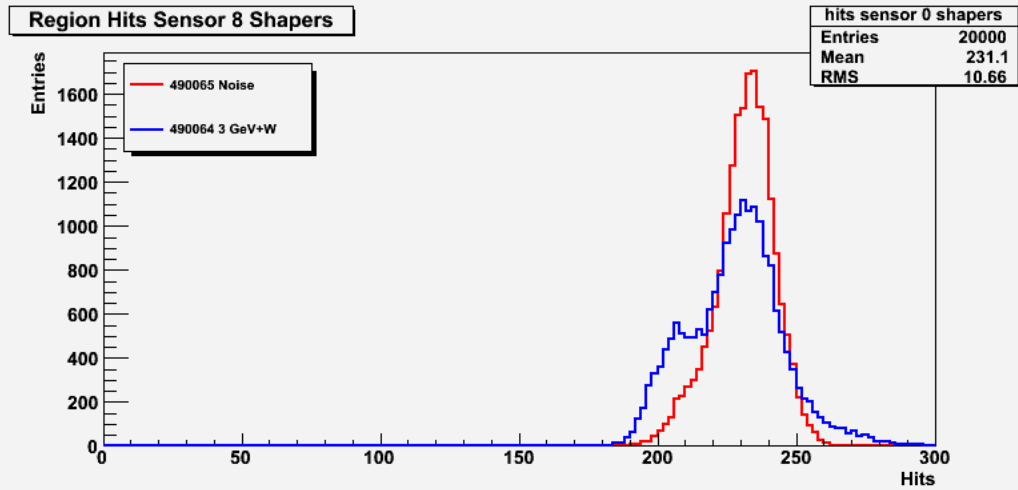
Some quick studies

- Focusing on runs with tungsten and PMT's
- Looking a hits
- PMT performance
- Showers

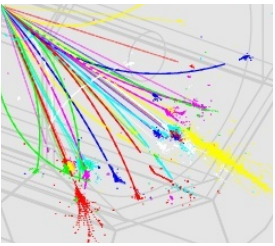




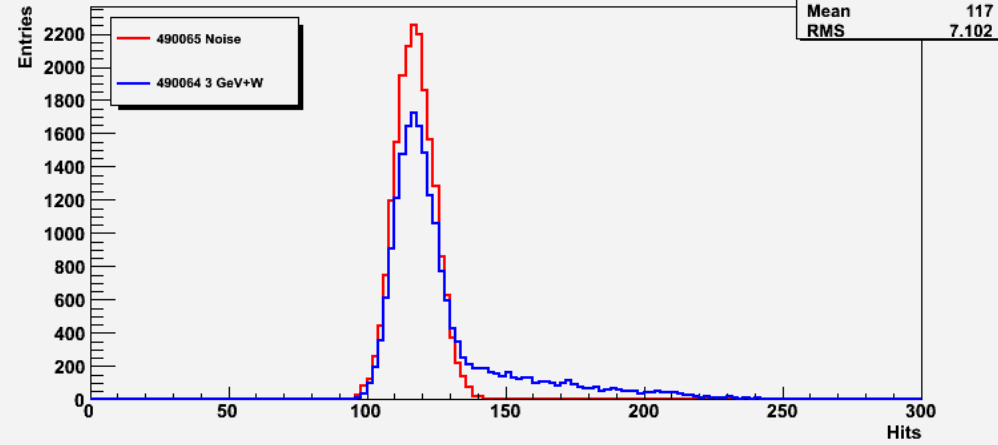
Hits ...



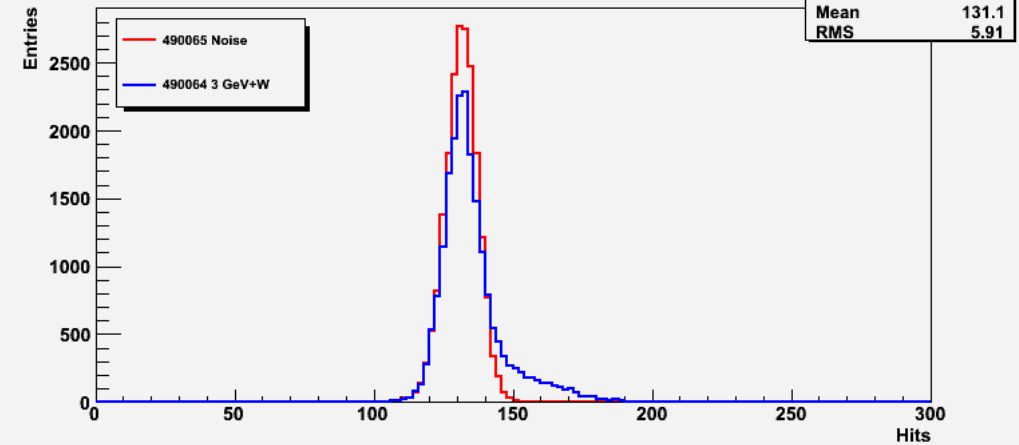
more ...



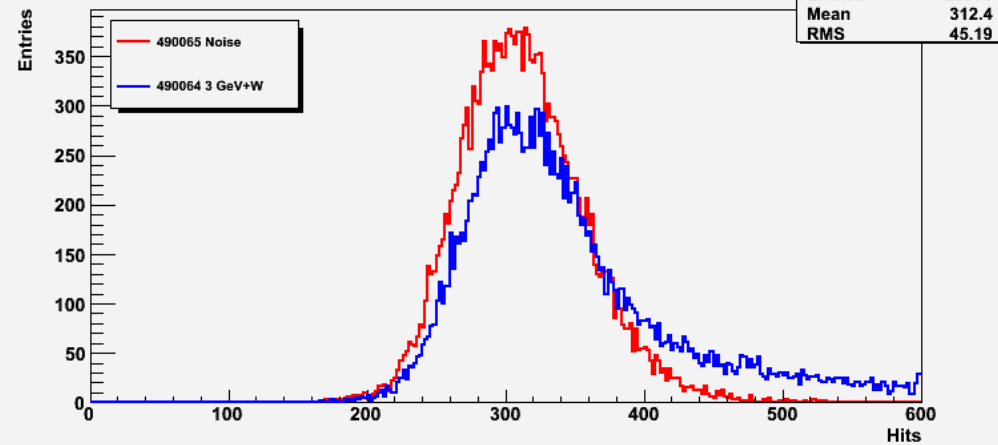
Region Hits Sensor 6 Shapers



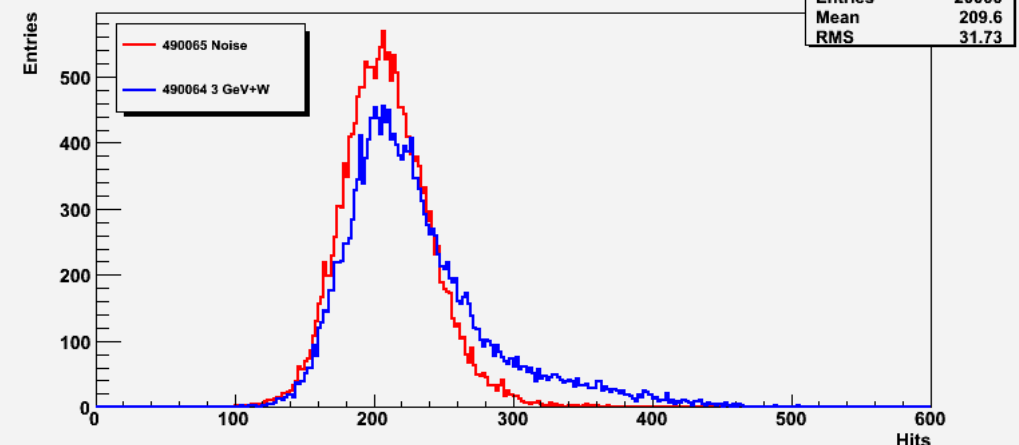
Region Hits Sensor 7 Shapers



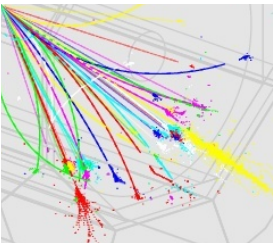
Region Hits Sensor 6 Samplers



Region Hits Sensor 7 Samplers



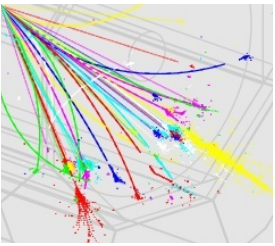
Some Comments



- Clearly can tell the difference between Beam/no beam
- Plots integrate over entire bunchtrain
- Samplers are much noisier
- Noise is Gaussian ...
 - Wouldn't we expect that ...

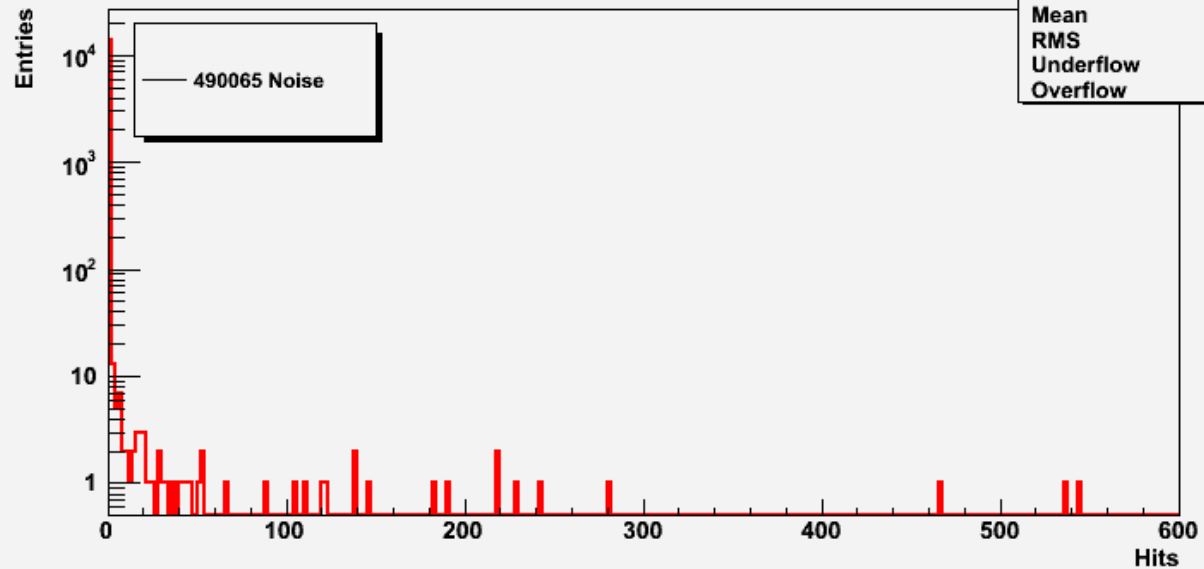


Look at hot pixels

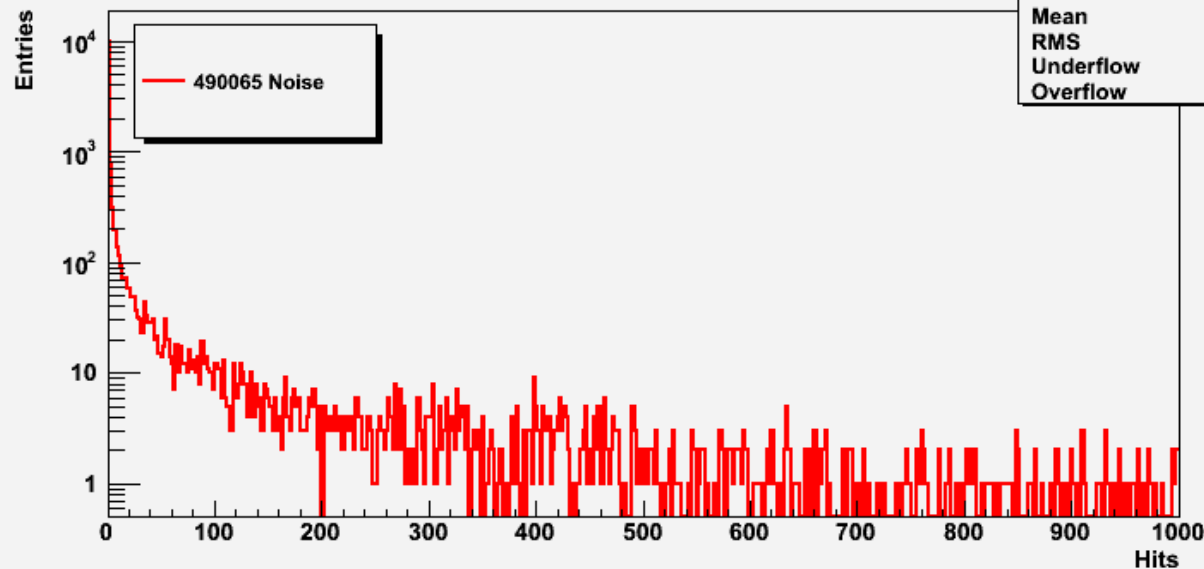


using
Jamie's Hitmap

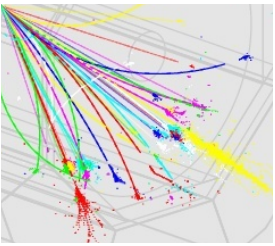
Region Hot Pixels Sensor 8 Shapers



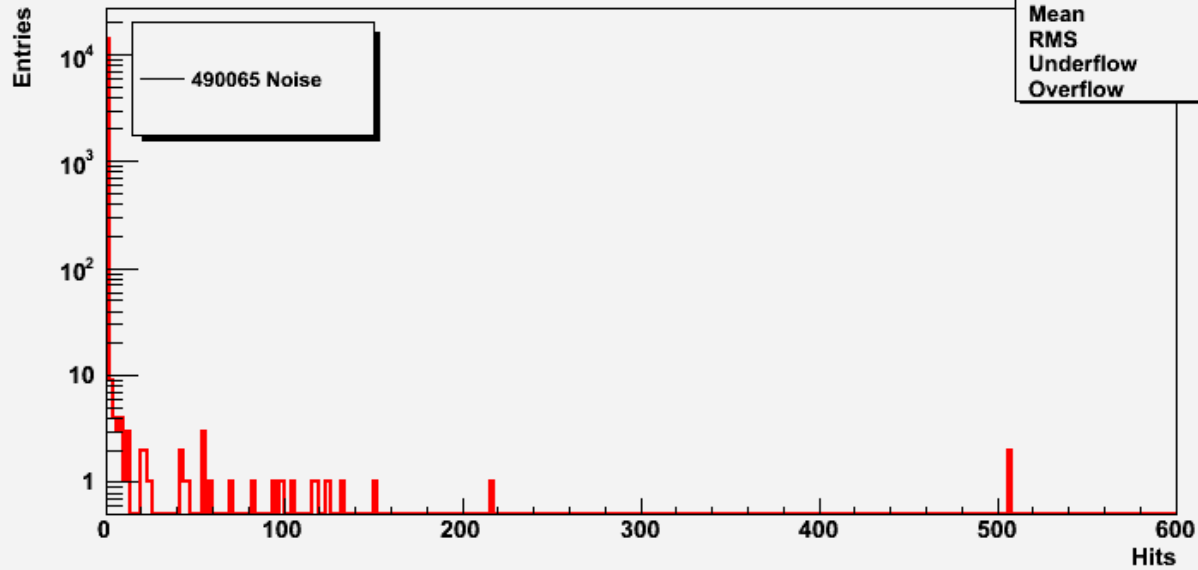
Region Hot Pixels Sensor 8 Samplers



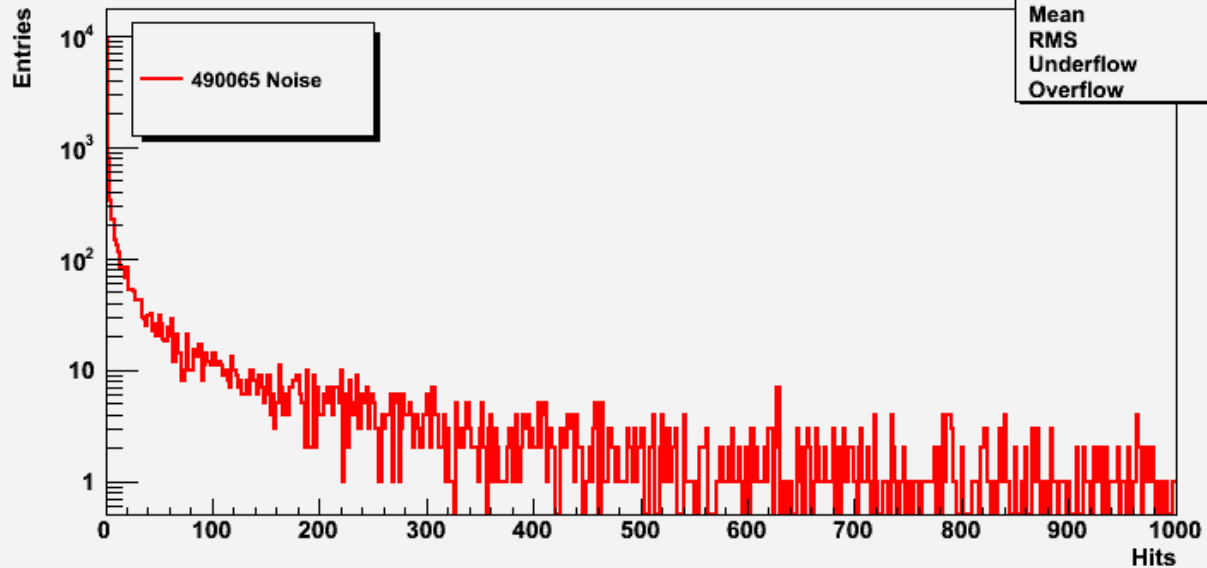
more

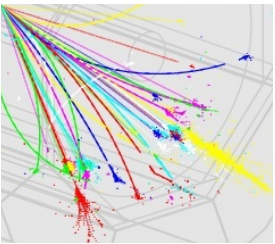


Region Hot Pixels Sensor 2 Shapers

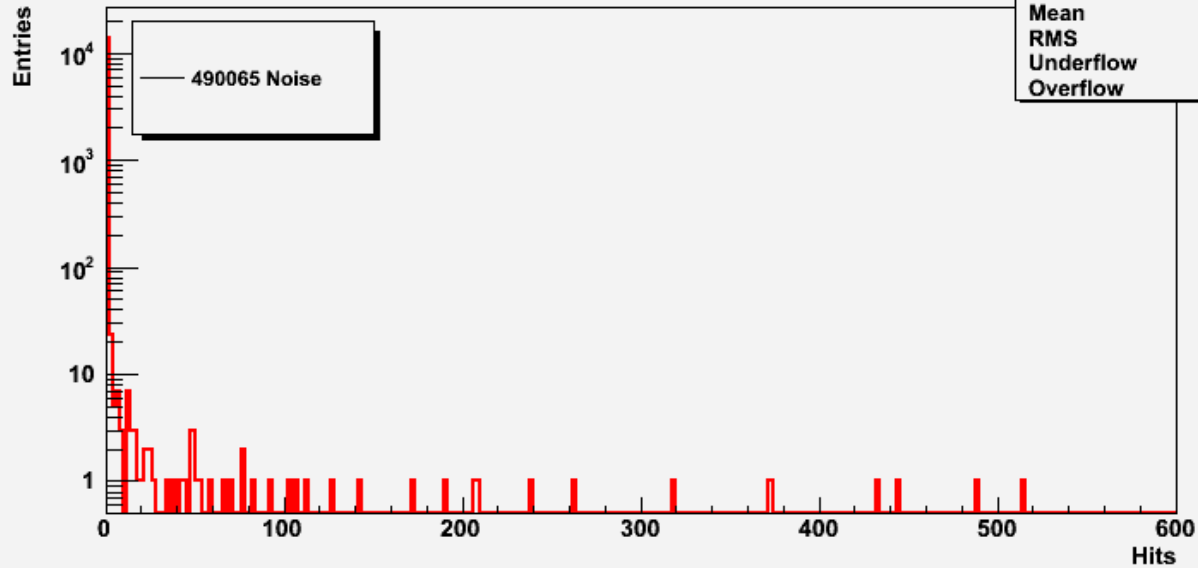


Region Hot Pixels Sensor 2 Samplers

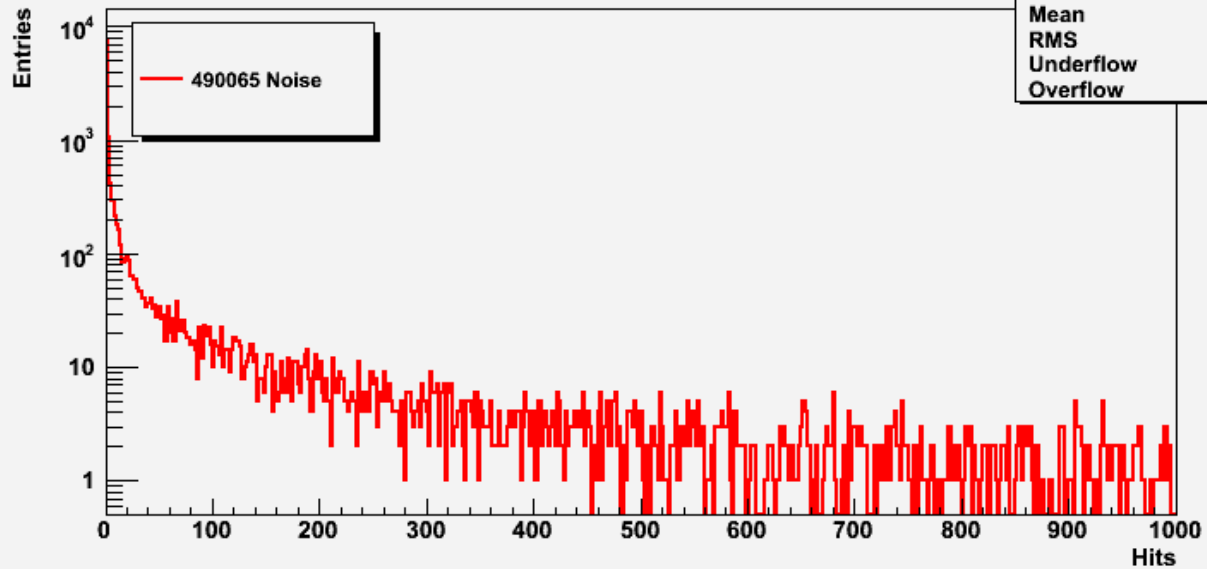


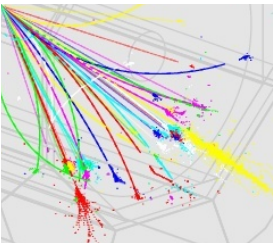


Region Hot Pixels Sensor 6 Shapers

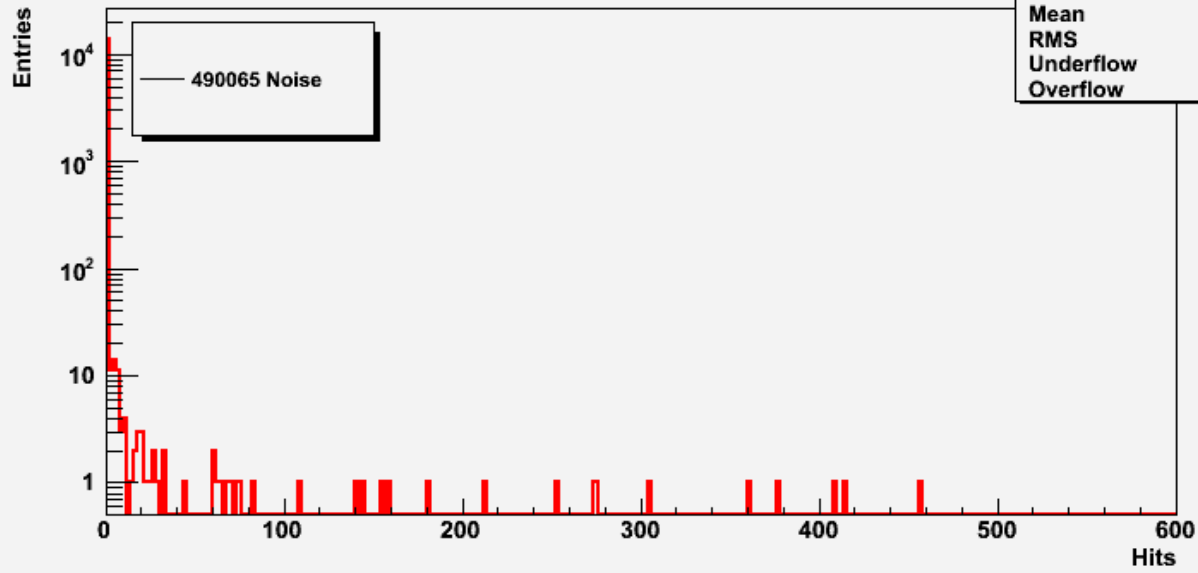


Region Hot Pixels Sensor 6 Samplers

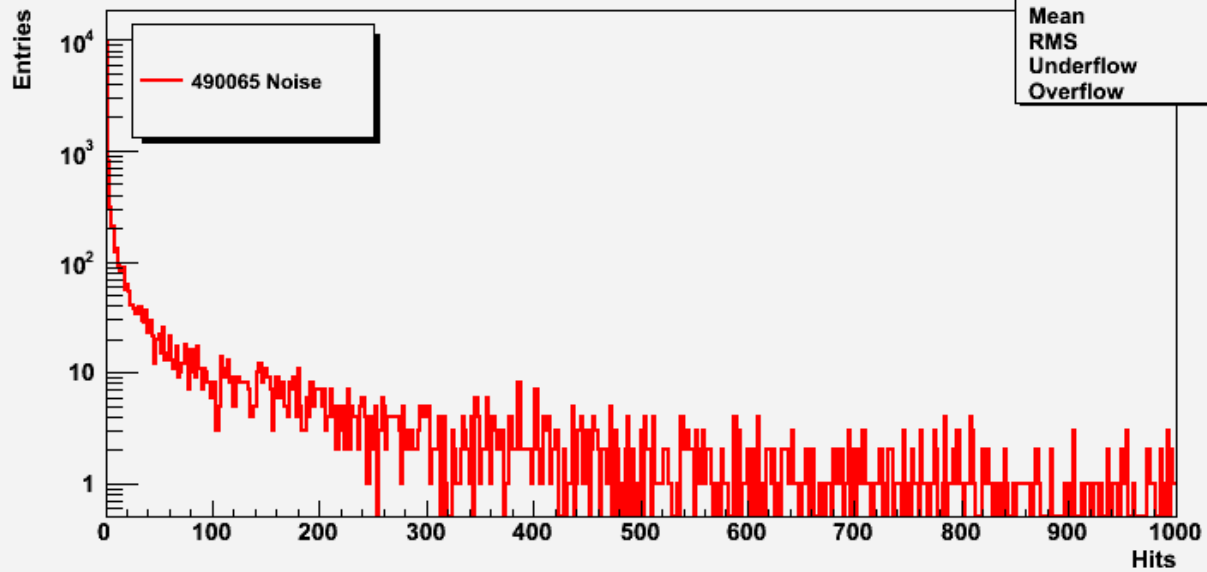




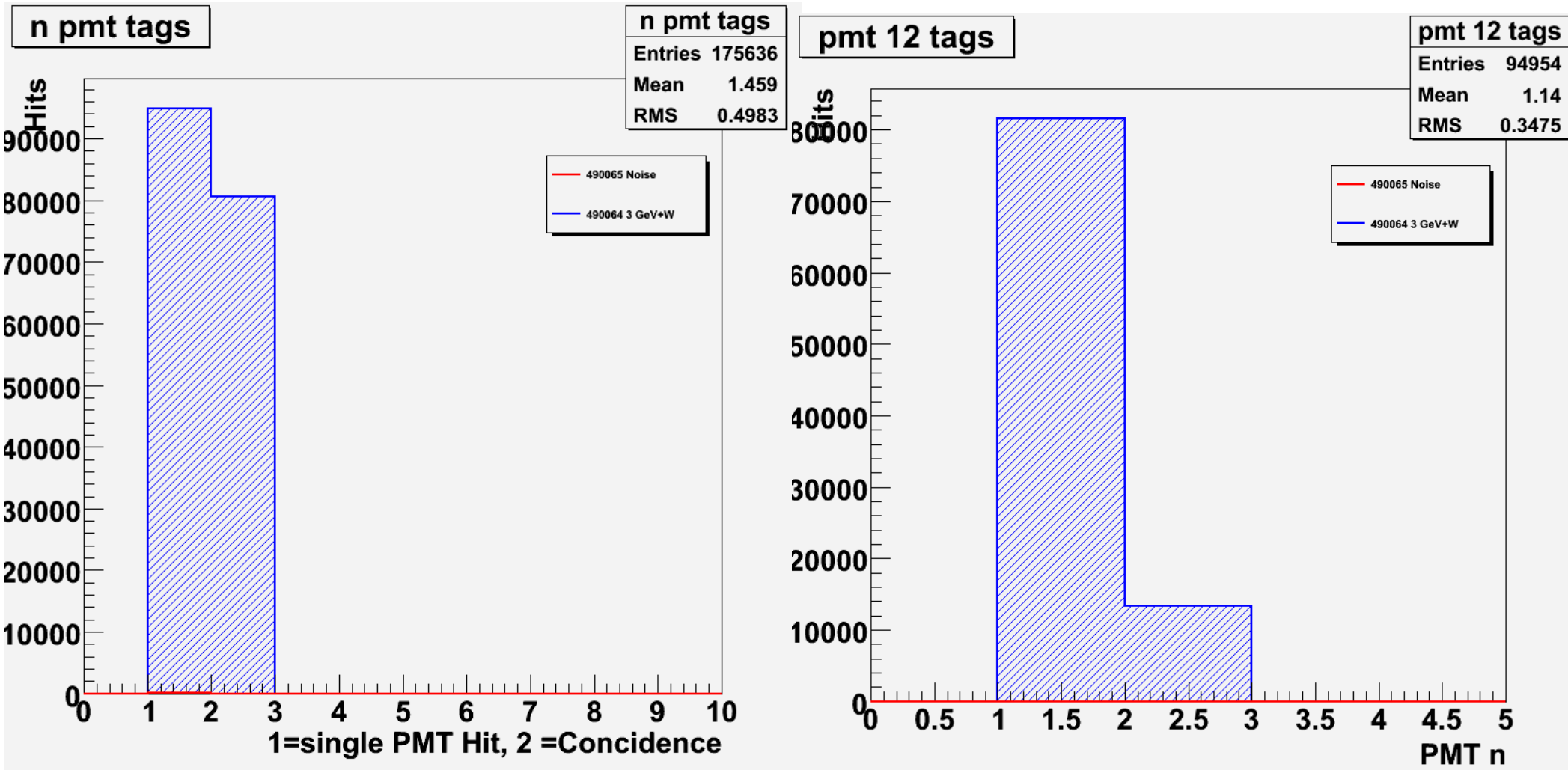
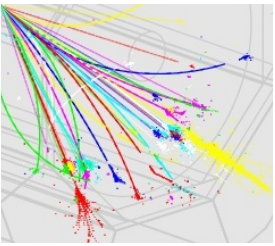
Region Hot Pixels Sensor 7 Shapers



Region Hot Pixels Sensor 7 Samplers

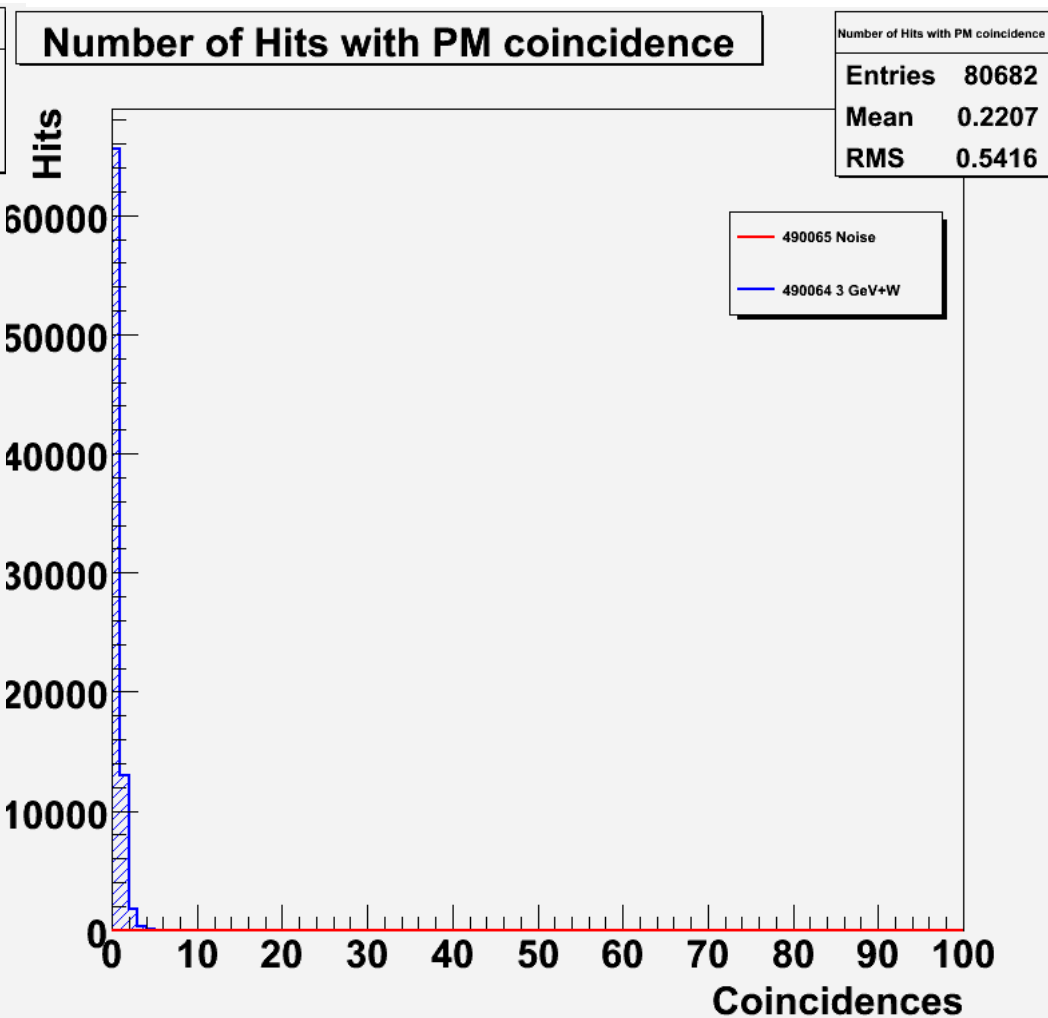
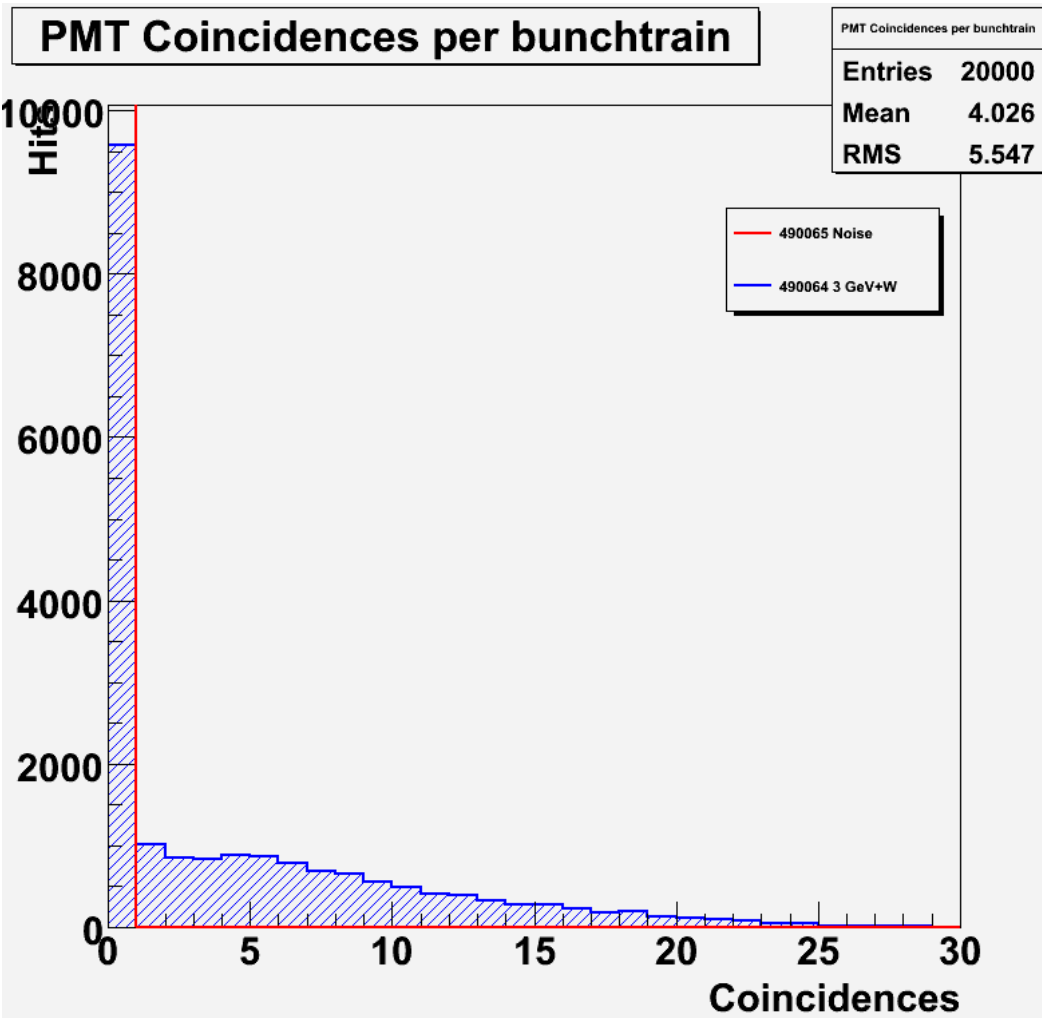
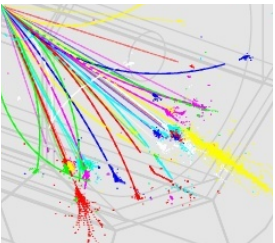


The PMT's



Clear evidence that they work to some extend ...

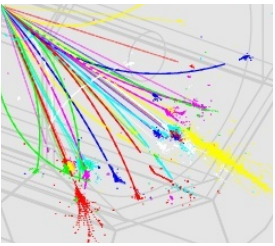
A closer look



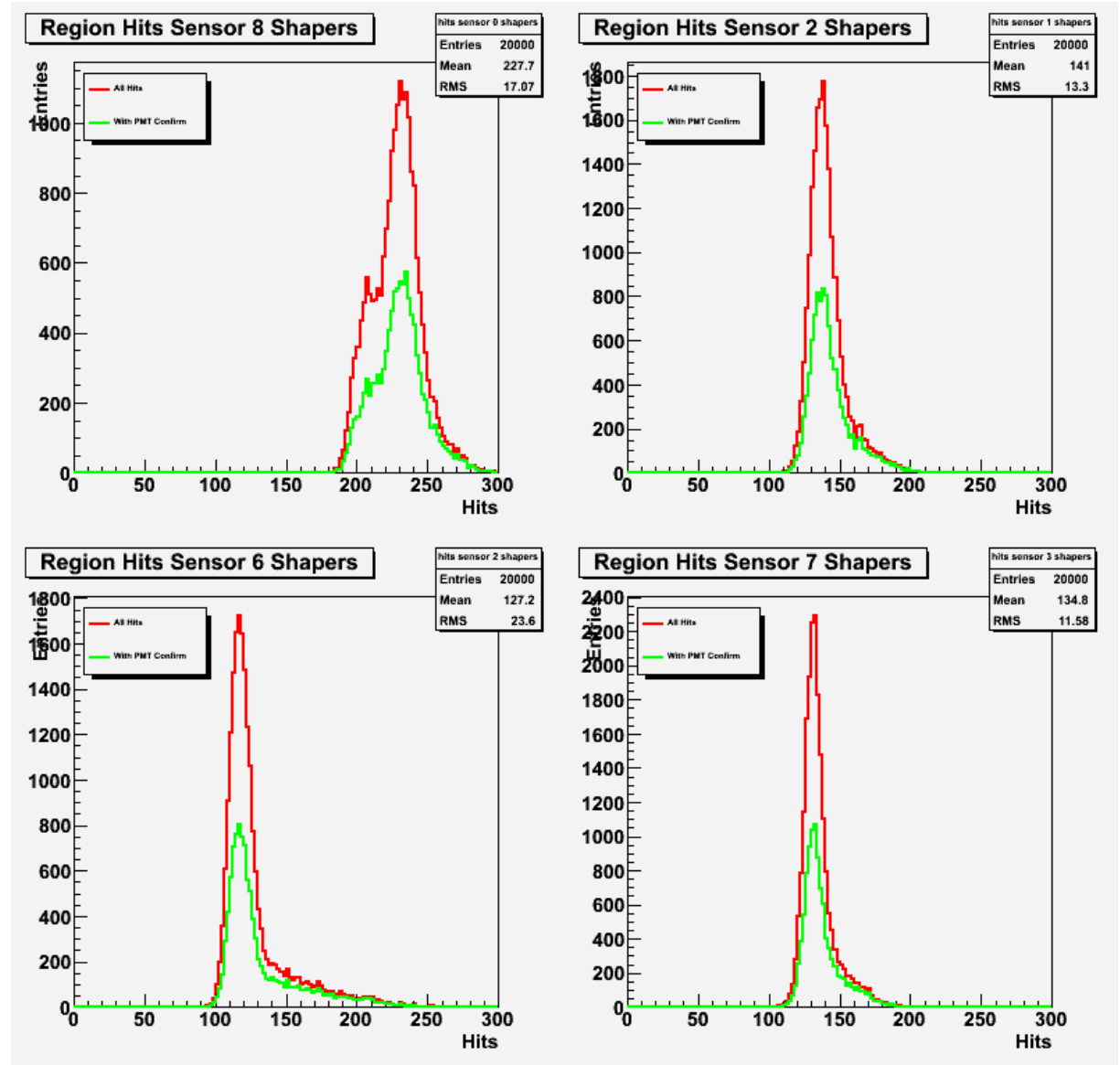
Still very few hits, could be timing ?



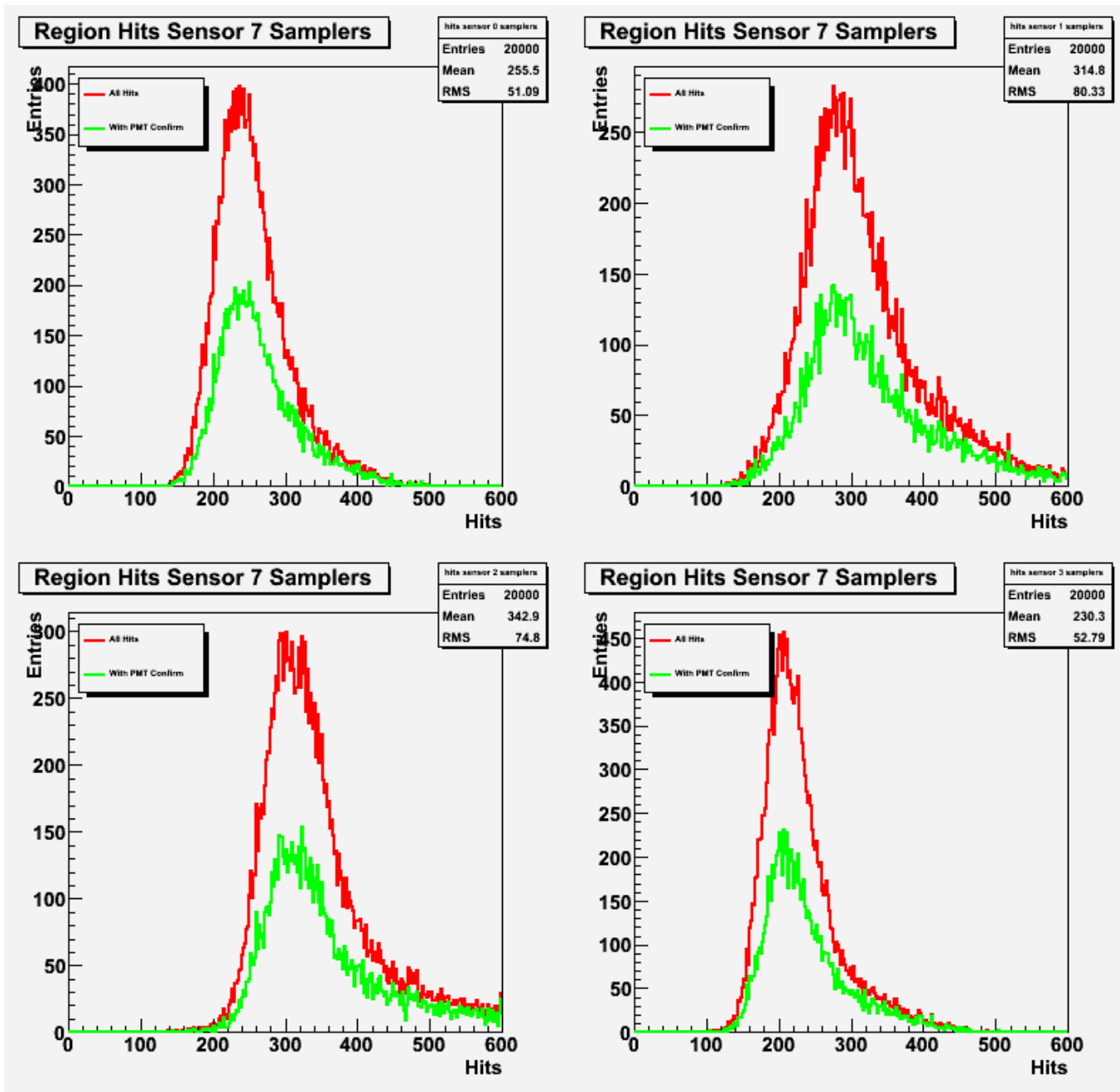
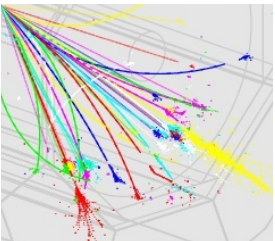
Putting them to good use



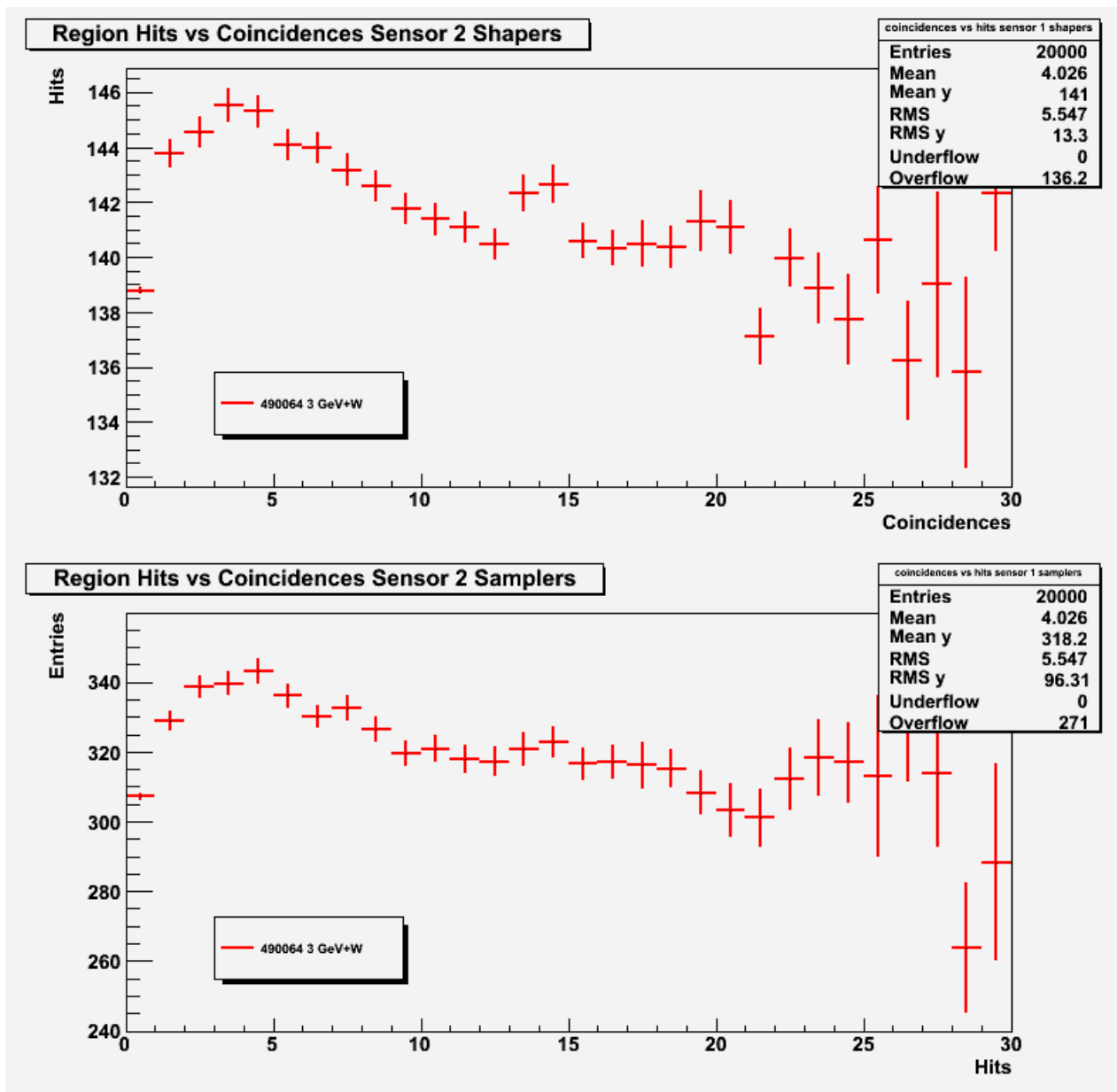
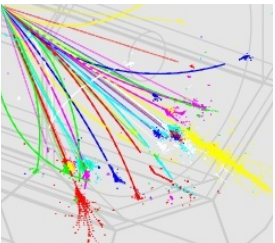
- Use PMT information
- Require Coincidence
- Look only at bunchtrains with coincidences
- Clearly keep "physics" tail

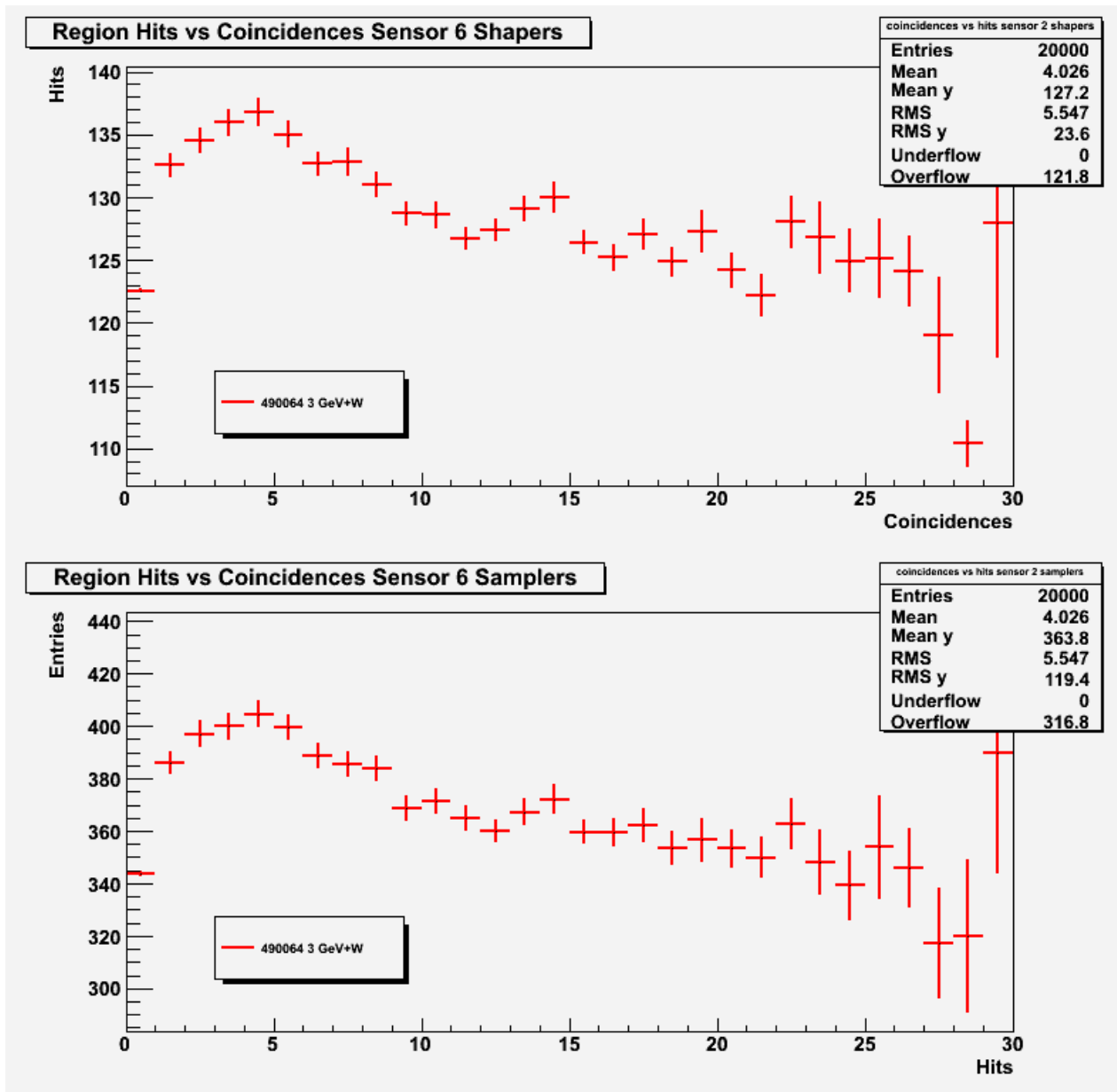
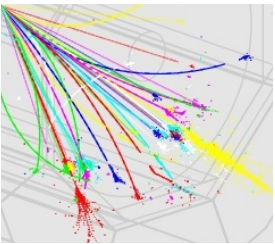


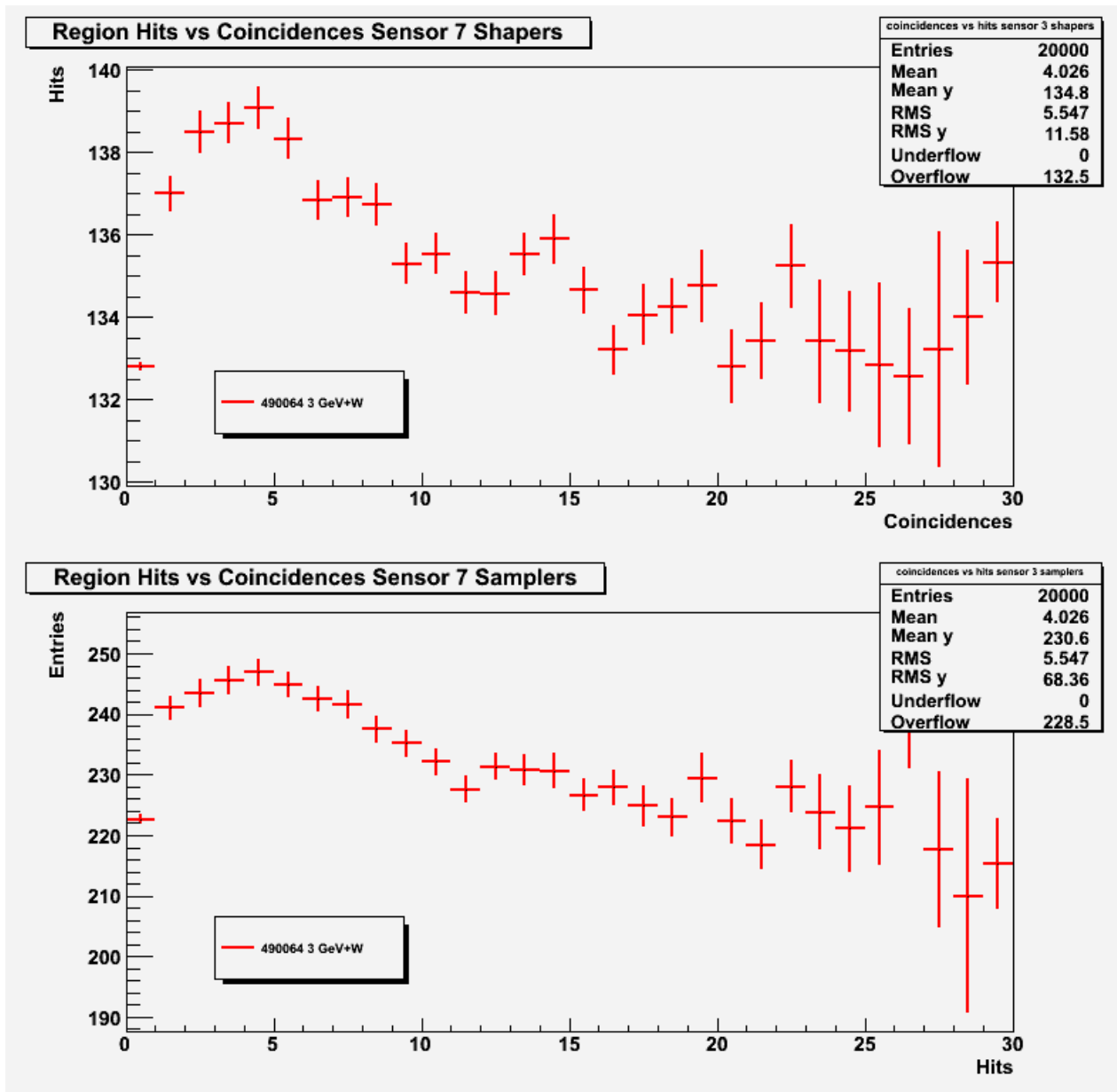
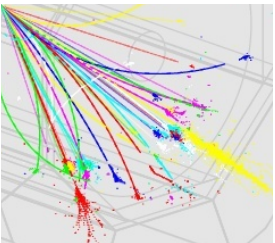
And the samplers ?

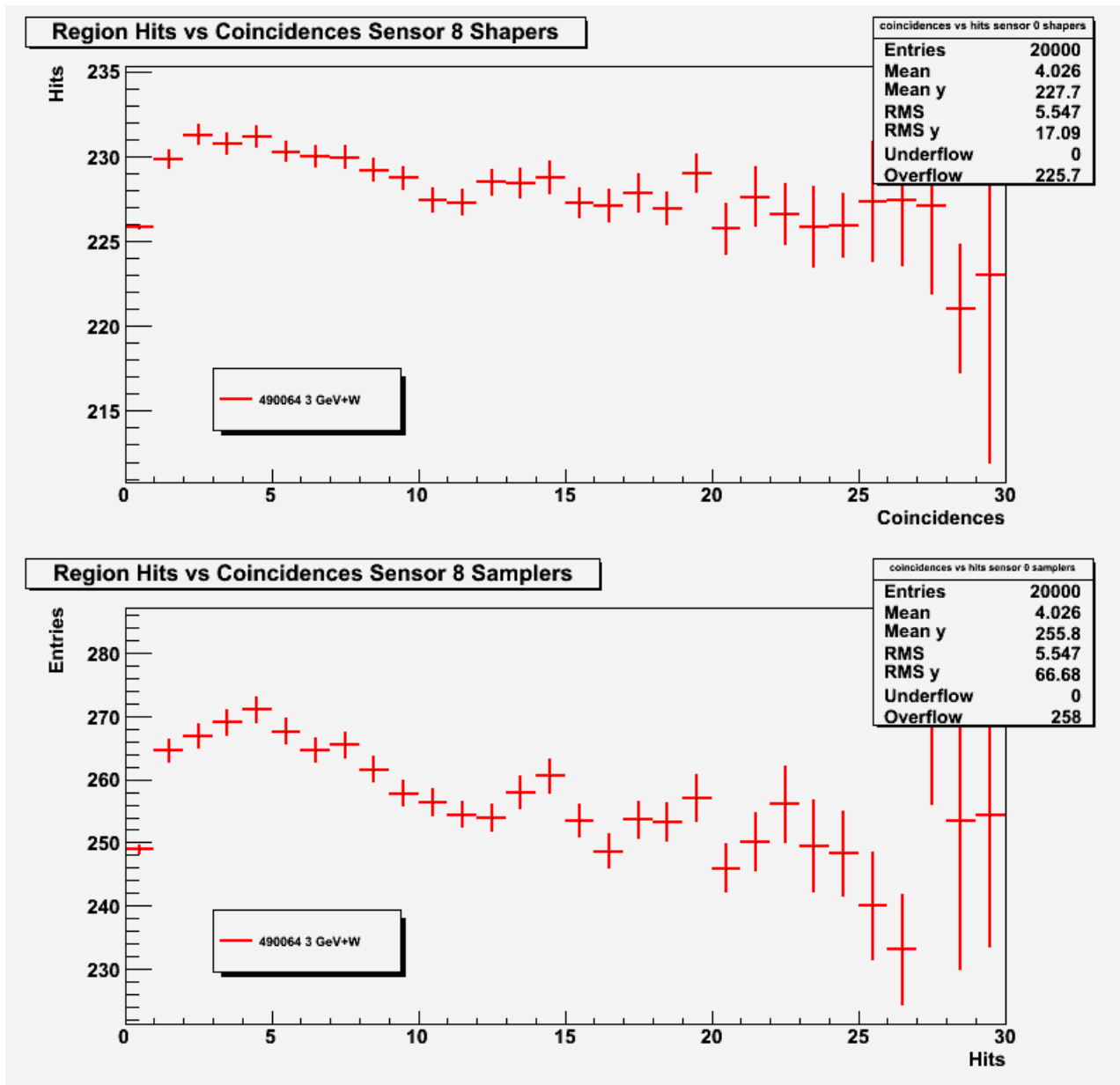
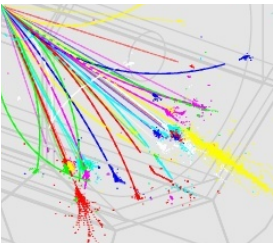


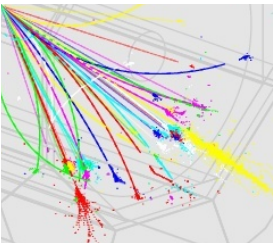
Another look









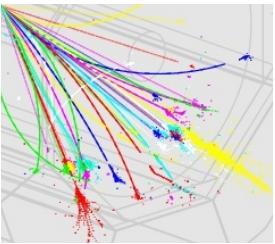


Looking at showers

- Trying to find
 - events with 10 hits in total
 - that have the same timestamp
 - 1 hit in each layer
- Very loose
 - will pick up lots of noise

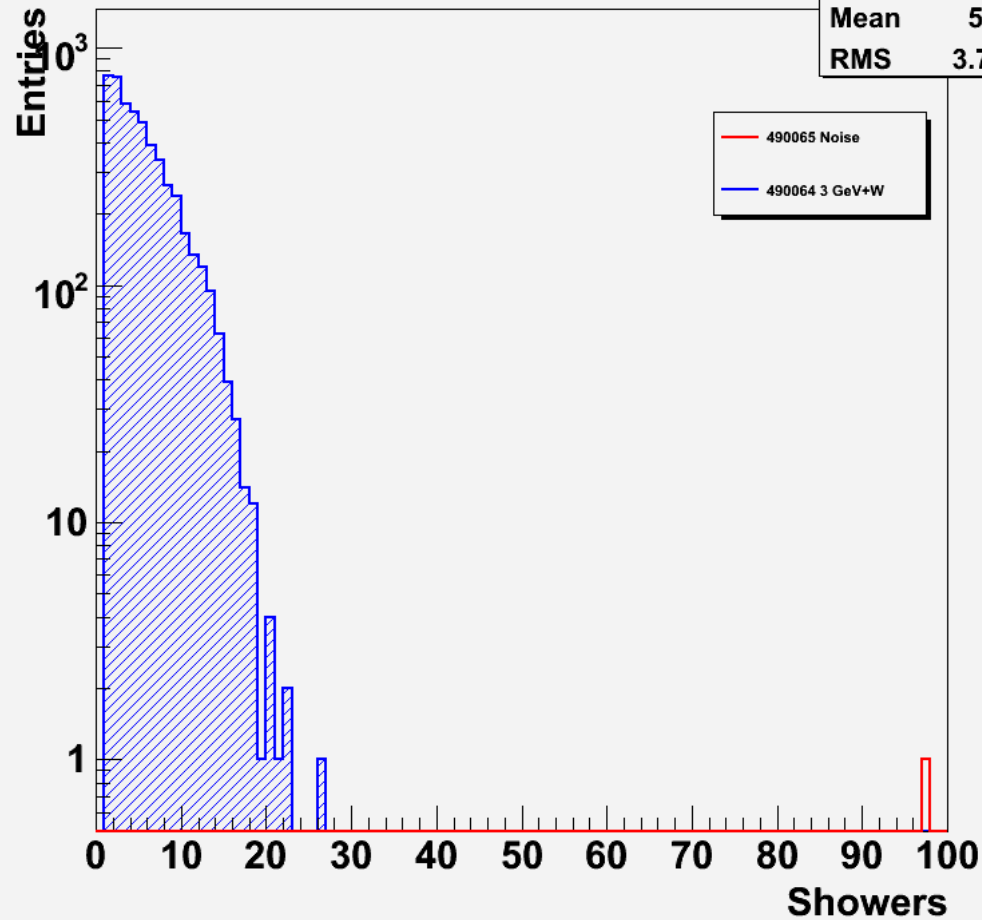


Results



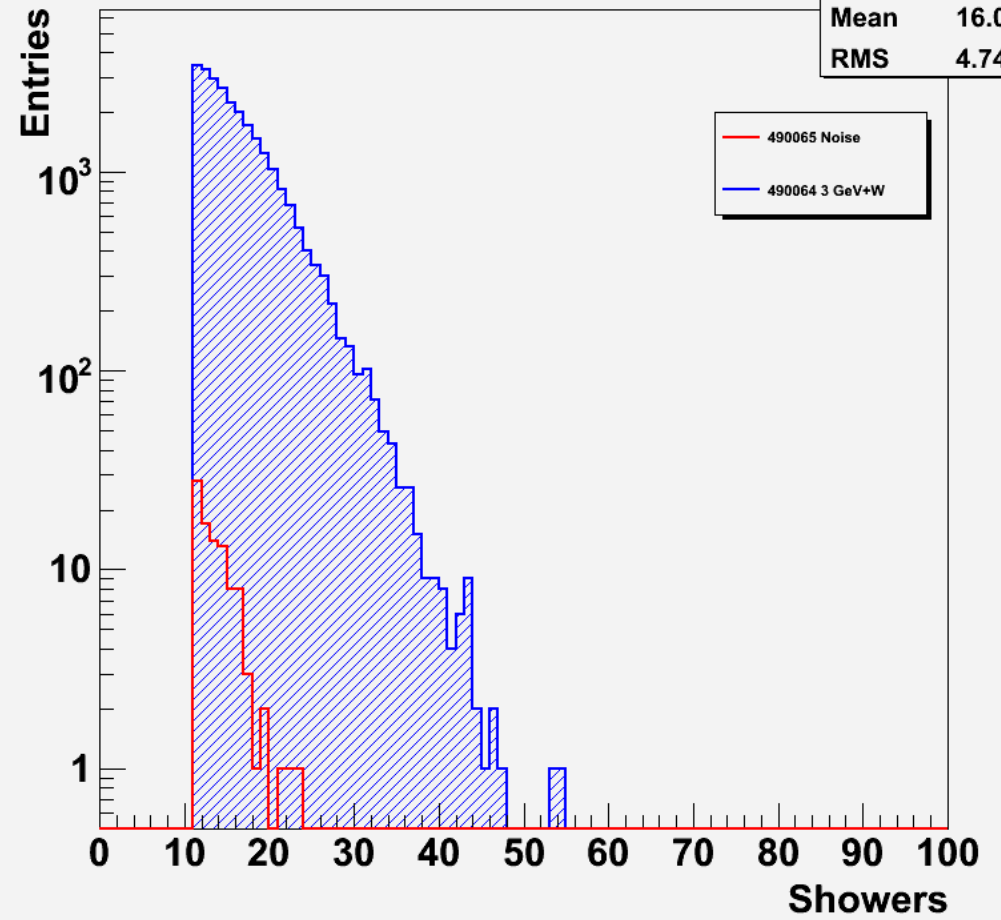
Number of showers in bunchtrain

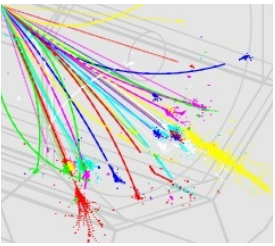
Number of showers in bunchtrain	
Entries	5042
Mean	5.14
RMS	3.708



Number of Hits in a shower

Number of Hits in a shower	
Entries	26014
Mean	16.04
RMS	4.743





Conclusions

- We see some physics
 - But not enough in my mind
 - Efficiency seems quite low
- Can be simple things
 - timing, the way we look for hits
- Or something wrong with the pixels
 - We know the analog noise in the test structures was fine
 - Do we pick up noise from somewhere ?
 - is it the digital backend ?

