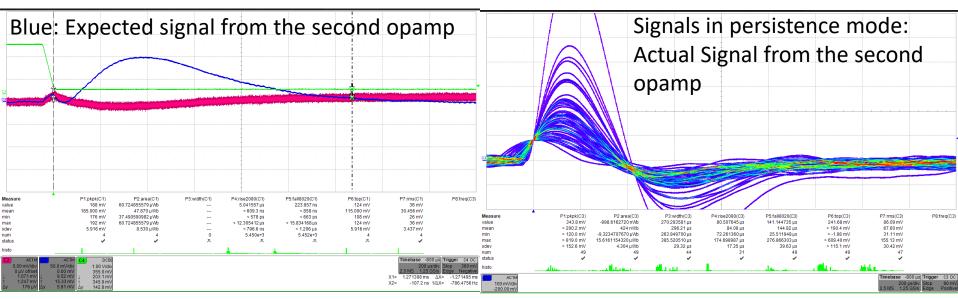


# More on signal generation

Hendrik Borras

Supervisor: Michael Schmelling



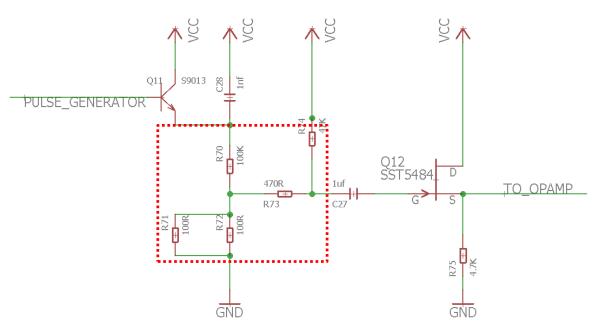


- Behaves as predicted by Michaels simulation
- Notable artefact at the front of the signal
- Long pulse
- Low undershoot

- Short pulse
- Very strong undershoot
- => PIN-Diode behaves significantly different than modeled

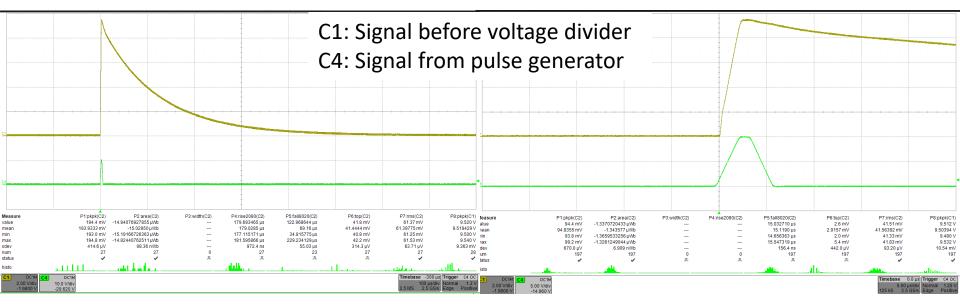






Revised signal generation circuit

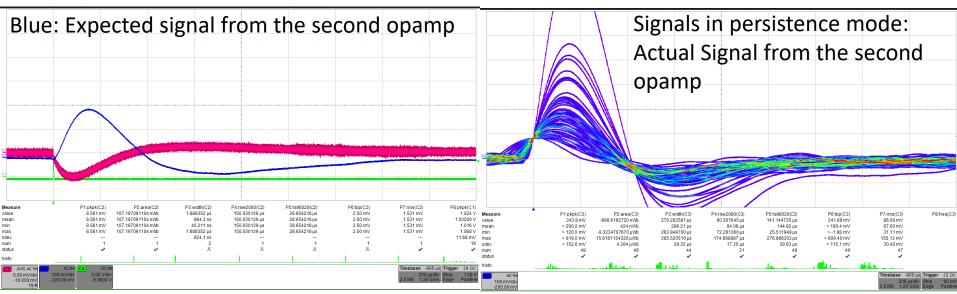
- Setup needed to be inverted
- Pulse-generator now outputs short pulses
- Resulting signal: Sharp rising edge, followed by an exponential decay
- Most of the setup could be left untouched
- Signal height at the JFET can be controlled by changing the voltage of the HIGH state of the pulse generator (input to NPN transistor gate)



- Timebase: 100 us / div
- Sharp peak (2 us)
- Exponential decay with configurable time constant

- Timebase: 5 us / div
- No sharper edges possible from the pulse generator, due to noise coupling into the rest of the circuit

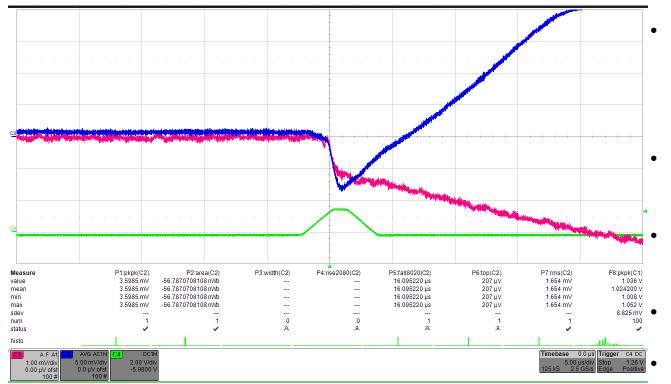




- Expected pulse shapes are now visible
- Small artefacts can be seen at the beginning of the peak
- Input to the JFET was scaled by reducing input to the NPN transistor gate

Signal for comparison

#### Generating test signals: Artefacts



- Signals
  - C1: First opamp
  - C2: Second opamp
  - C4: Pulse generator
  - Artefacts appear at the rising edge of the pulse generator
  - Unfortunately decreasing and increasing the risetime introduces new artifacts
  - Artifacts scale with pulse height
- Note: Post-processing was applied to signals



#### Next steps

#### Experiment:

- Getting Michaels opamp-simulation to run on the cluster
- Finalize dimensioning of the op-amps
  - Compare analytical simulation and results with the pulse generator
- Start with building the schematics for the V2 board
- Write a program to read out all signals from the oscilloscope on trigger
- Coincidence measurements with the CosMo-detector

#### Thesis:

 Finishing the first revision on the findings concerning the angular distribution of cosmic muons



