

Runs with scintillator trigger:
Hit multiplicity

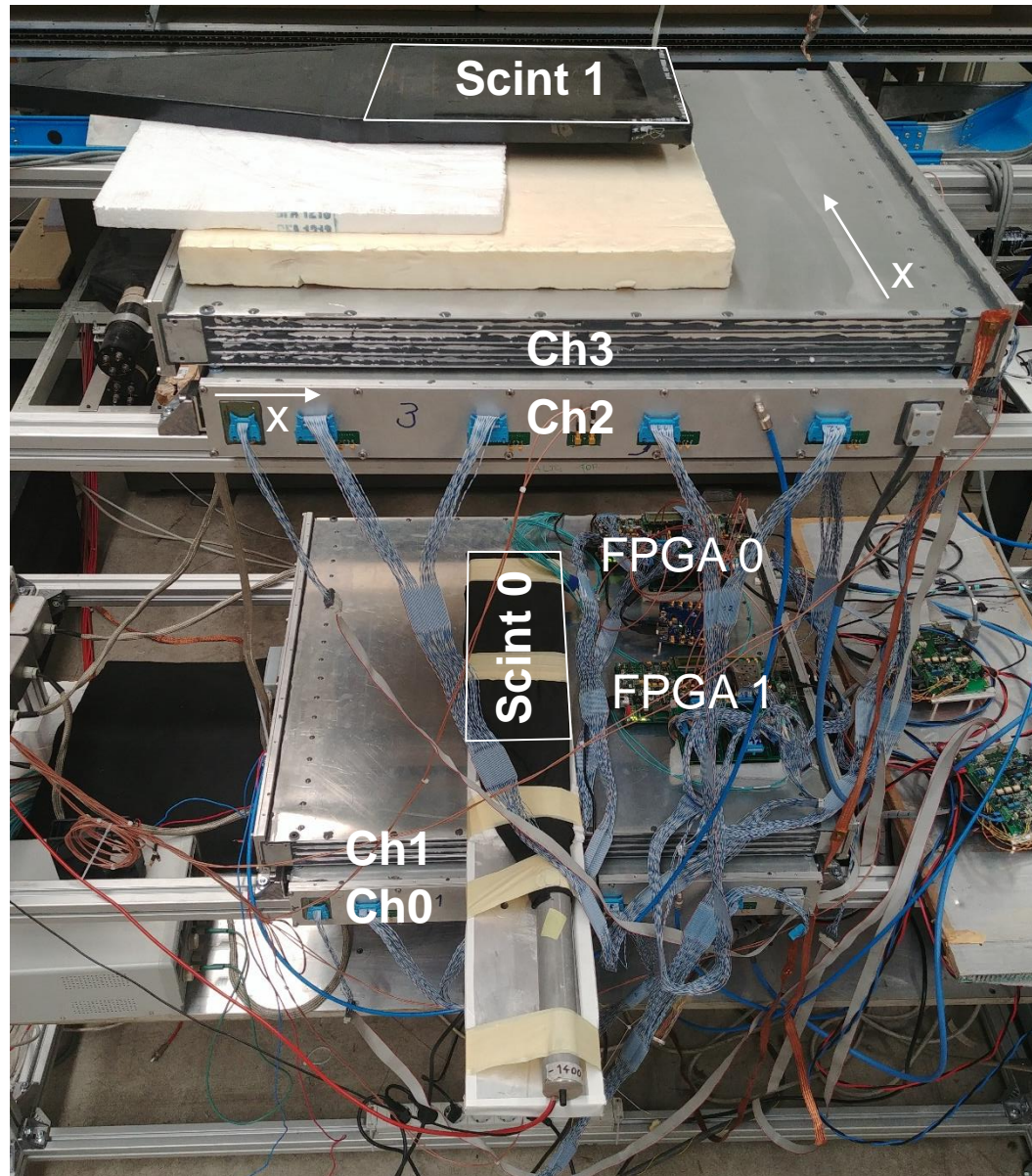
24/6/2019

Run 617: Setup

Coincidence of
SCINT 1 & SCINT 0 to (1,129)

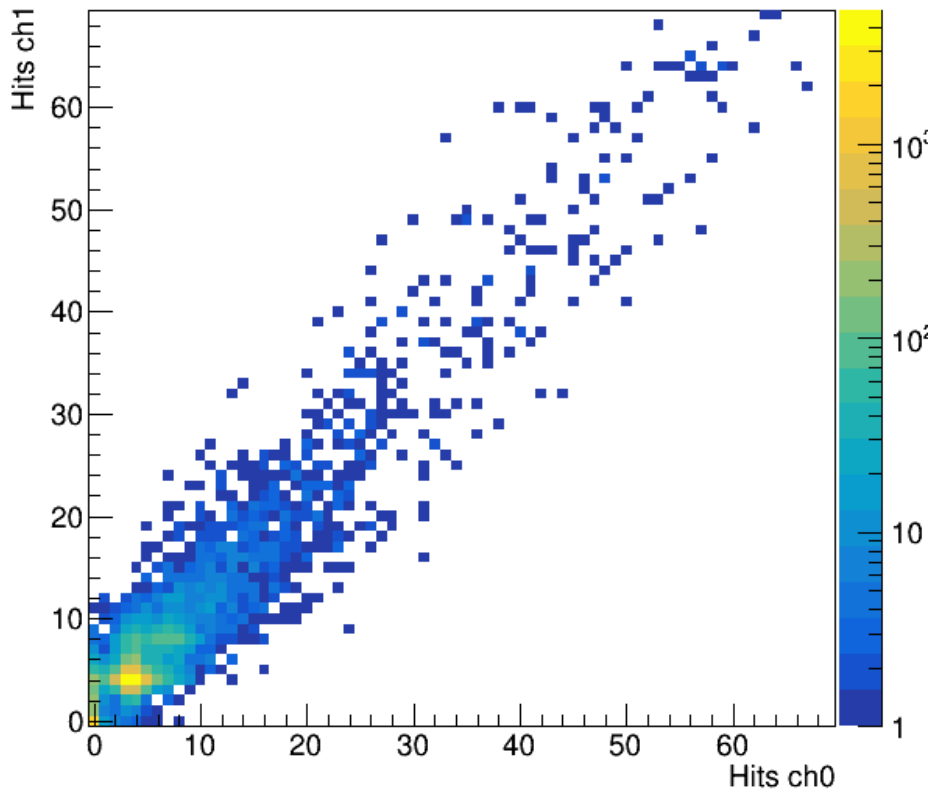
Read out by FPGA 1

Read out by FPGA 0

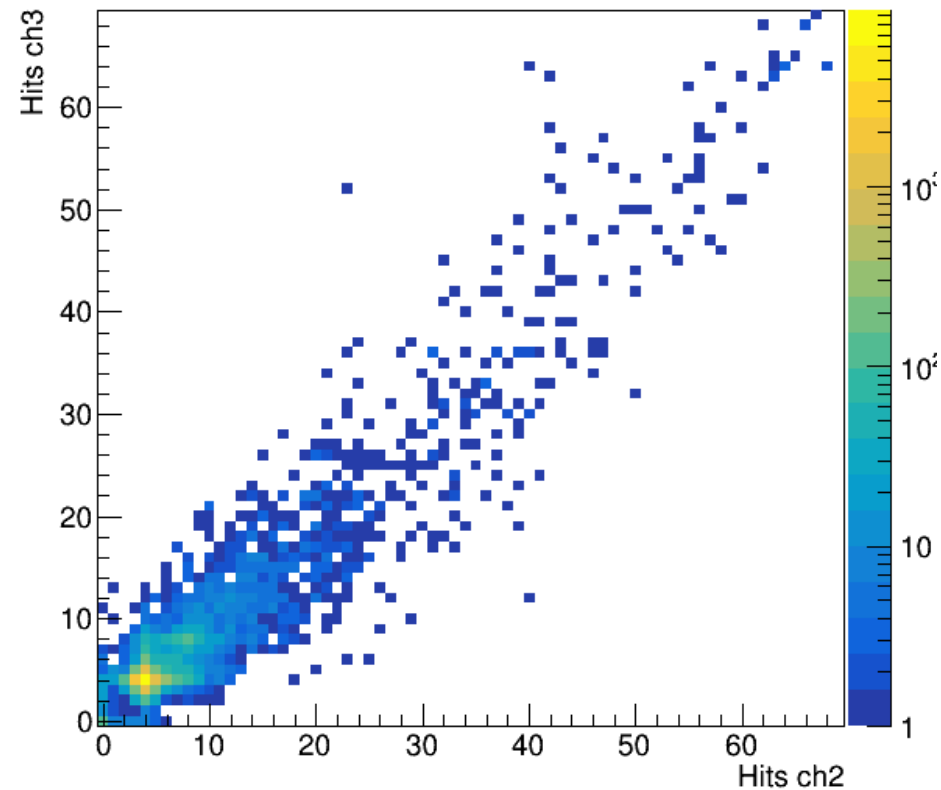


#hits per chamber

Hits ch1 vs ch0



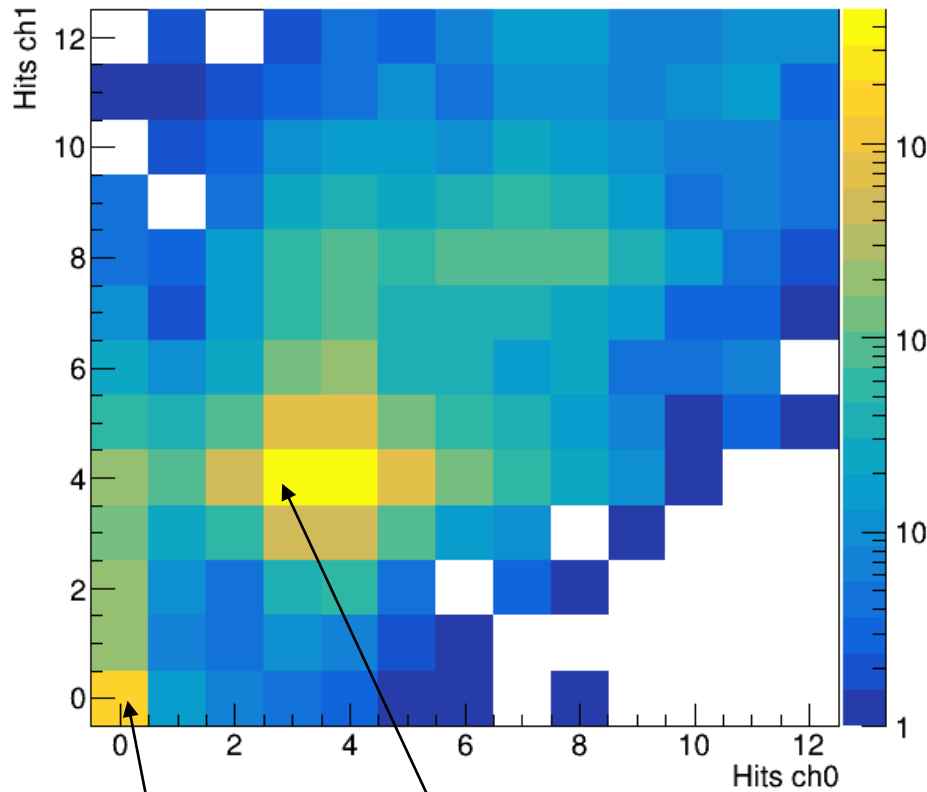
Hits ch3 vs ch2



- ◆ Note: counting hits within $-5 \text{ ns} < \text{tdc} < 380 \text{ ns}$ after calibration
- ◆ Nice peaks at ~ 4 hits/chamber
- ◆ 'showers' well correlated (more on this later)

#hits per chamber (zoom)

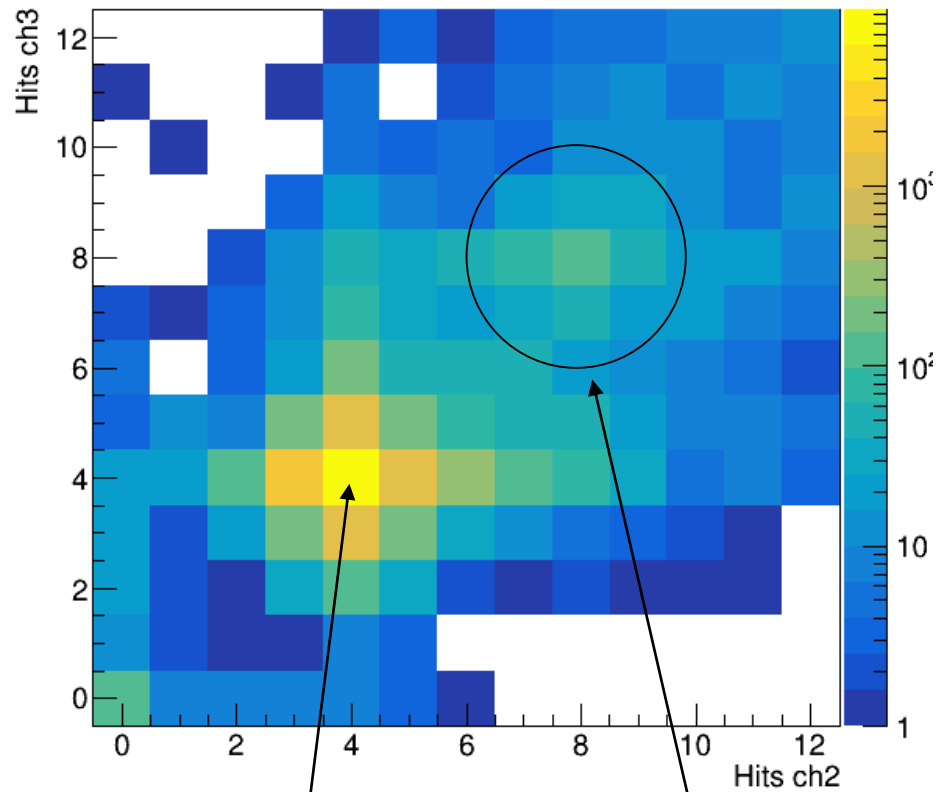
Hits ch1 vs ch0



1 hit often missing in ch0
(several dead channels)

No data from FPGA0!
(more on this later)

Hits ch3 vs ch2

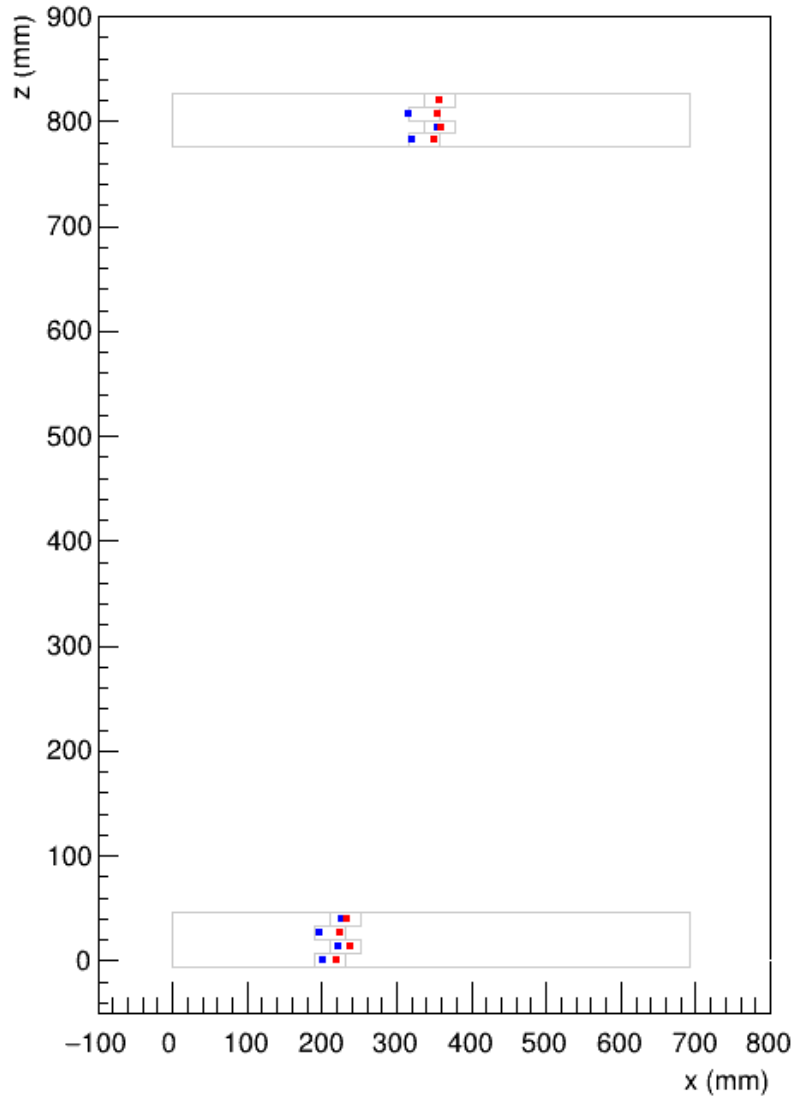


The good ones

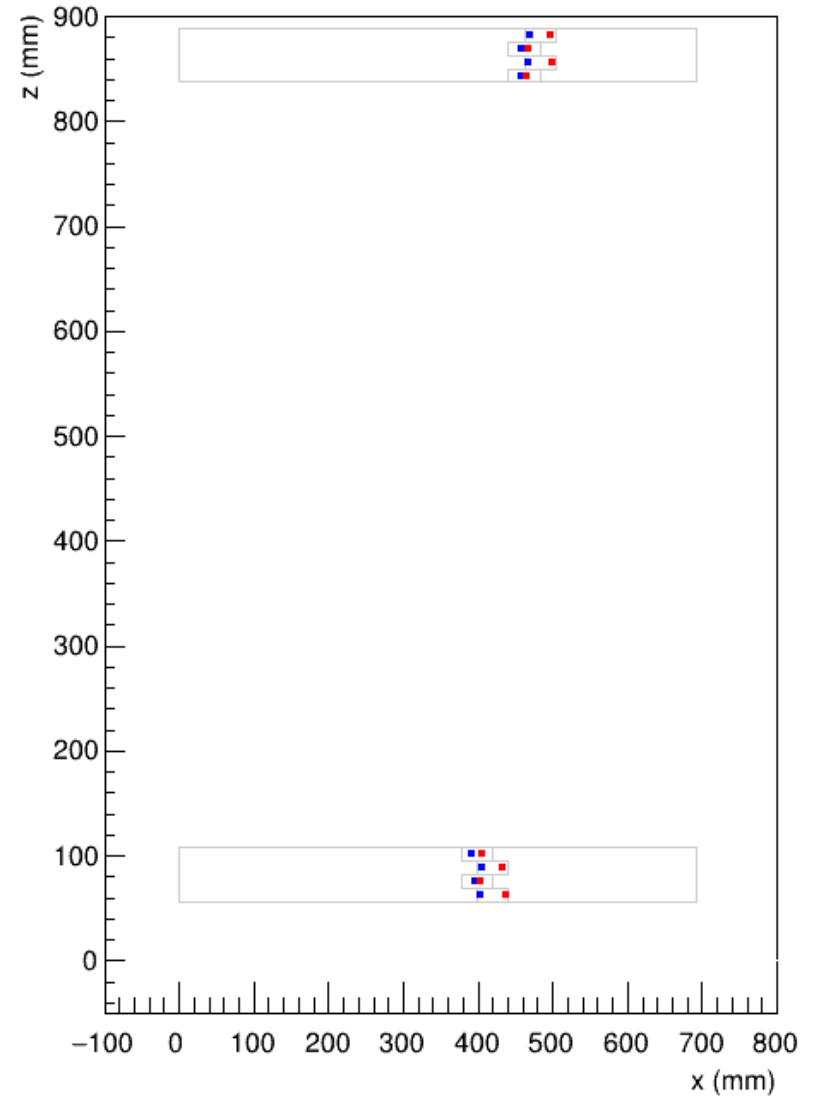
2 muons in
the same event!

Gallery: good events

Event 3 - ch0,2

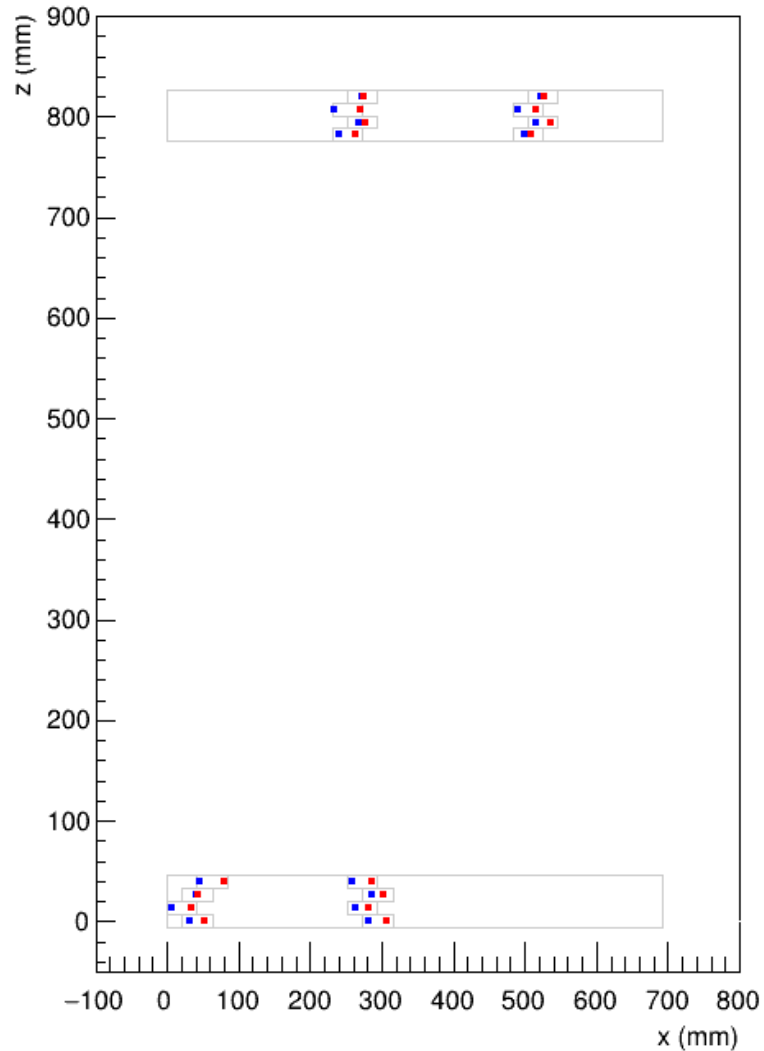


ch 1,3

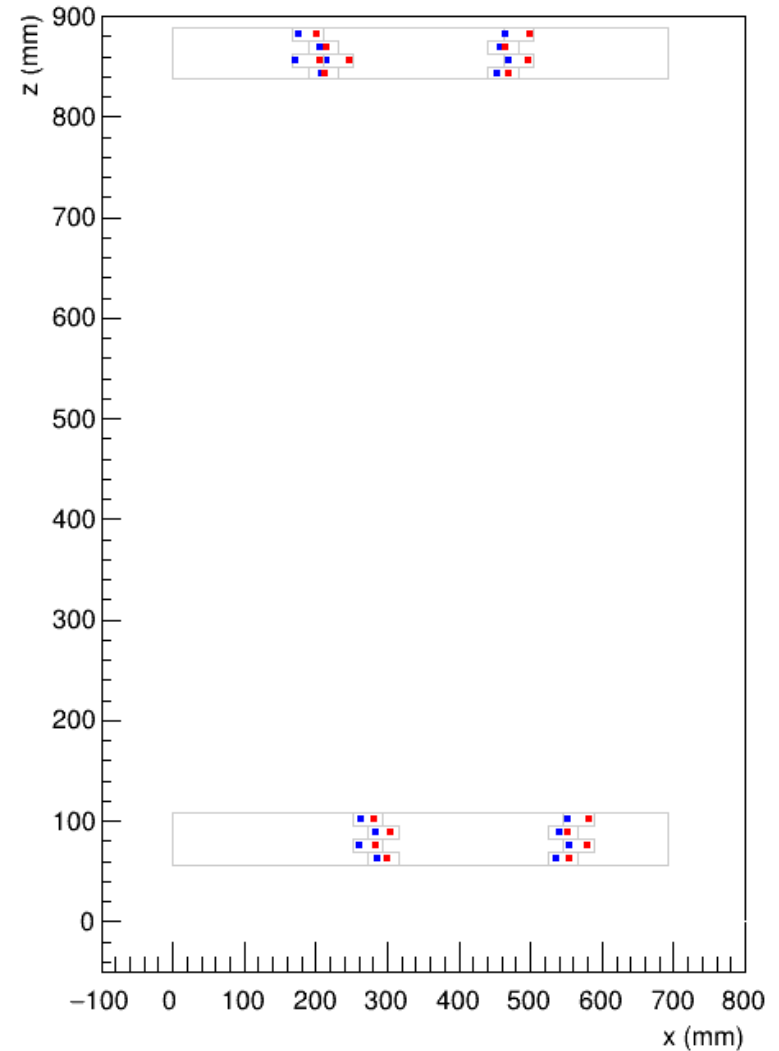


Gallery: 2-muon events

Event 30 - ch0,2



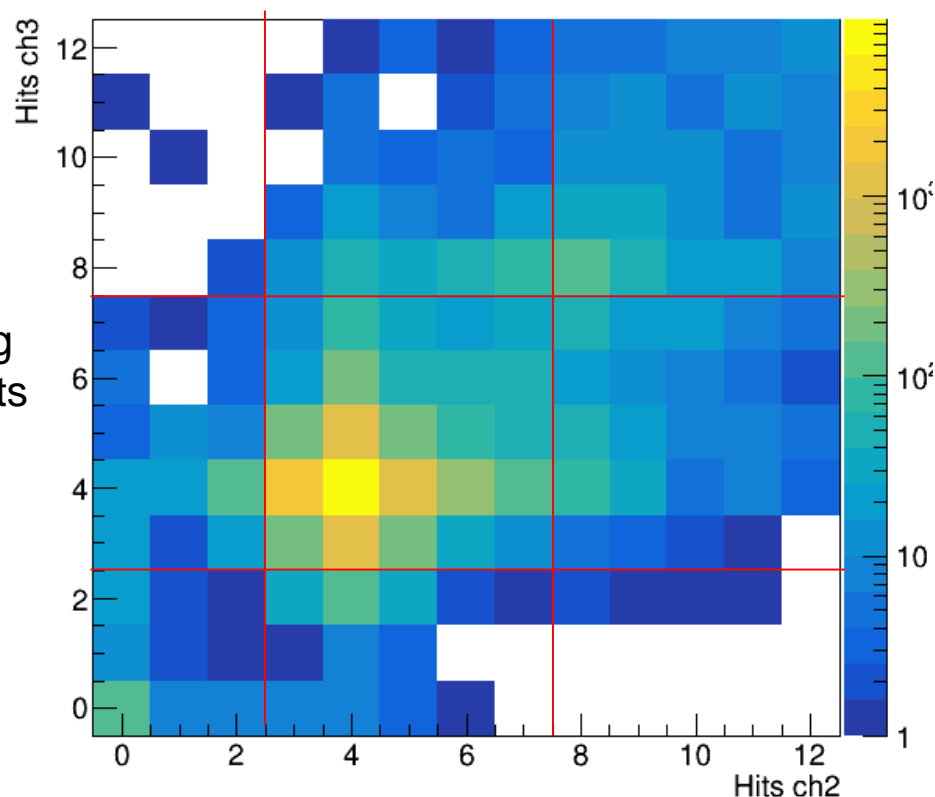
ch 1,3



Nice; not too rare...

'Efficiency' for 'good' events

Hits ch3 vs ch2



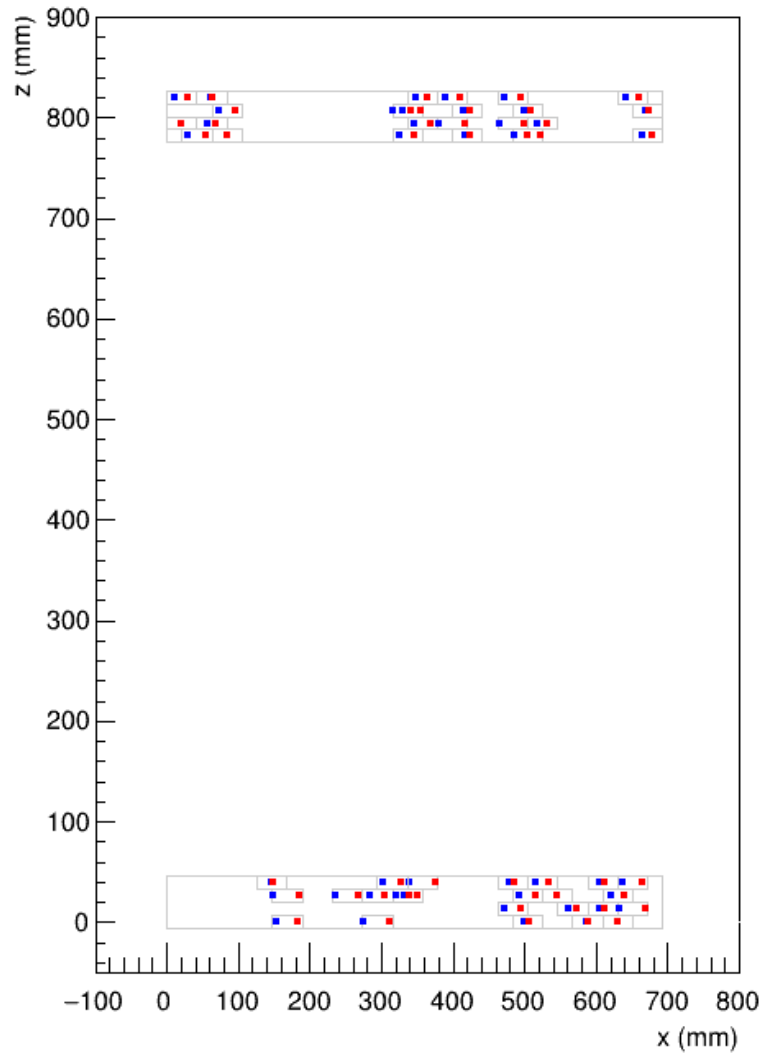
- Define 'good' chamber $\equiv 3 \leq n_{\text{hits}} \leq 7$
- 'Efficiency', using neighbour chamber as a tag (to avoid counting showers and 2-muon events in the denominator):
 - good_ch0 | good_ch1 : **91%**
 - good_ch1 | good_ch0 : **94%**
 - good_ch2 | good_ch3 : **97%**
 - good_ch3 | good_ch2 : **97%**

Not bad...

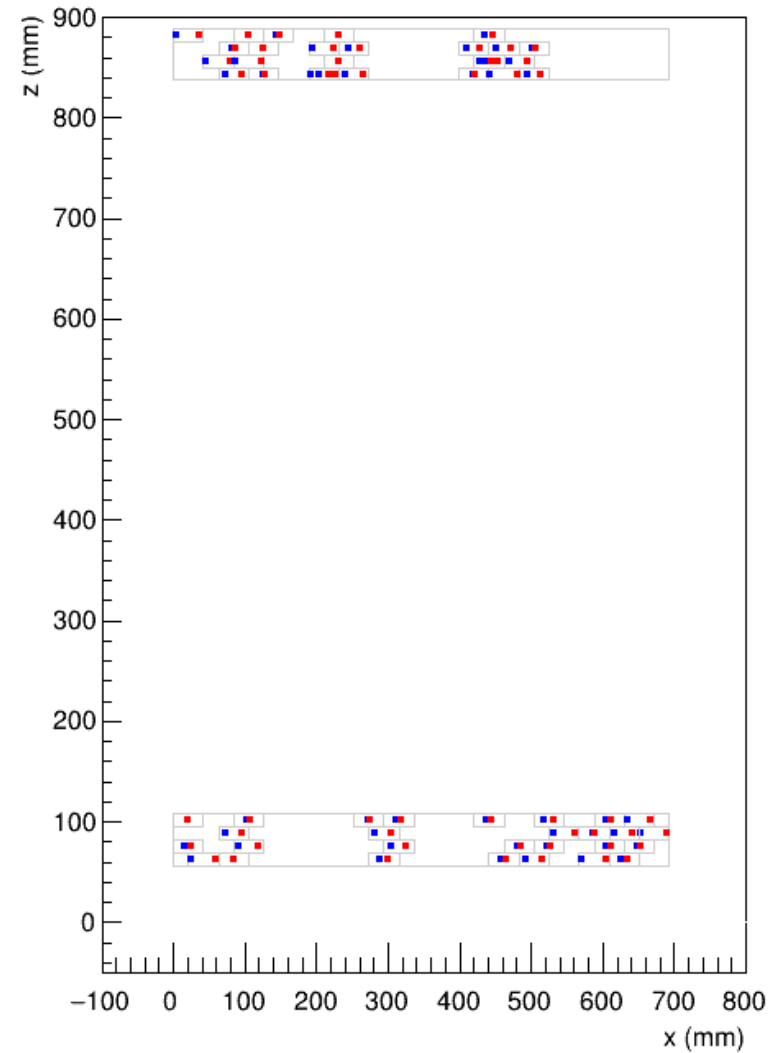
- "Showers" ($\equiv >10$ hits in chamber):
 - 3.4% of triggers in ch0&&ch1
 - 3.2% in ch2&&ch3
 - 2.2% in all 4 chambers

Gallery: 'shower'

Event 4 - ch0,2



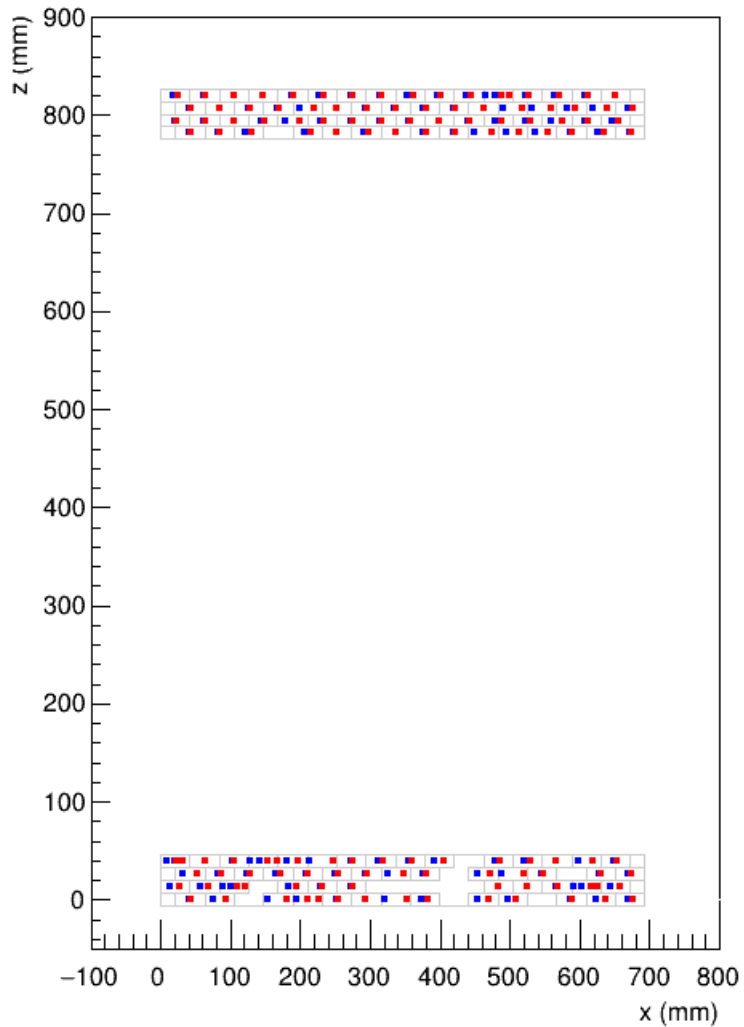
ch 1,3



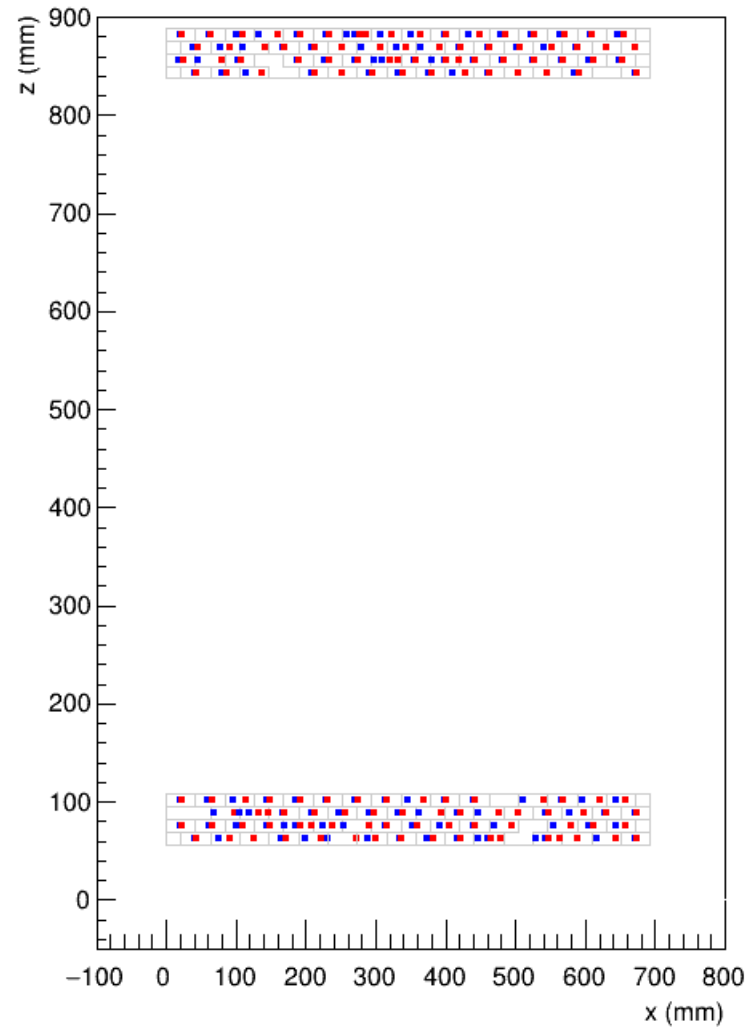
Some are apparently physical (track patterns visible)...

Gallery: 'shower'

Event 140 - ch0,2



ch 1,3

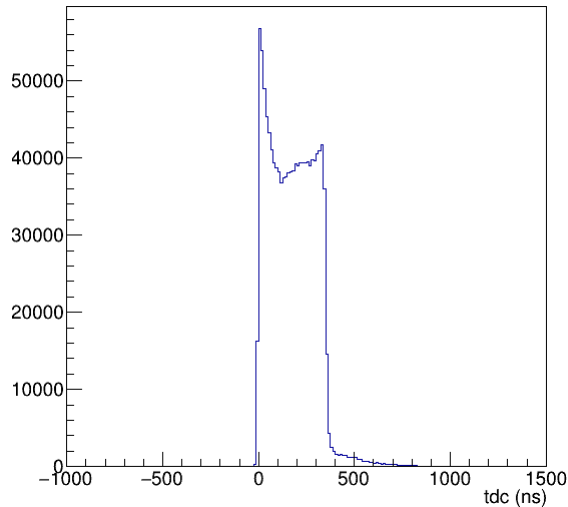


Some are suspect:

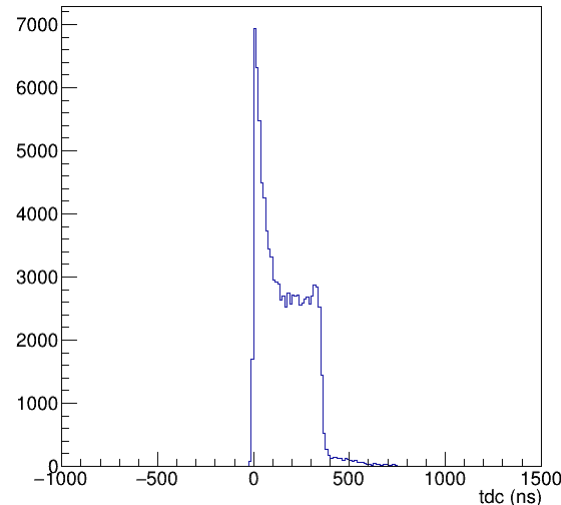
- Strange patterns (hits close to the wire in several diagonal rows of cells)

Showers

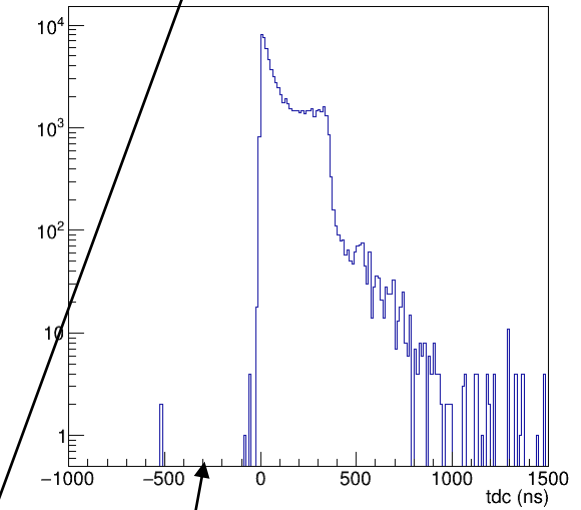
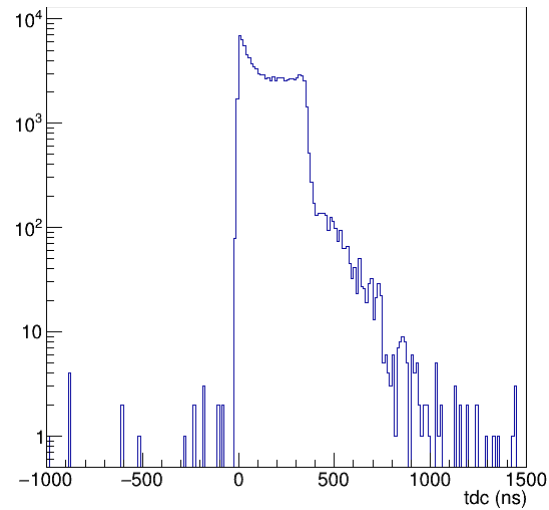
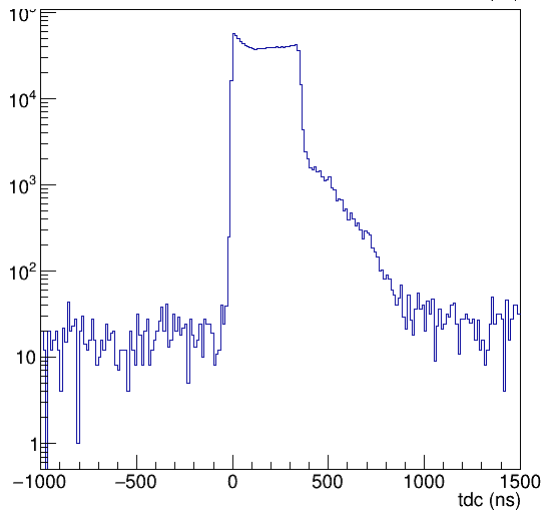
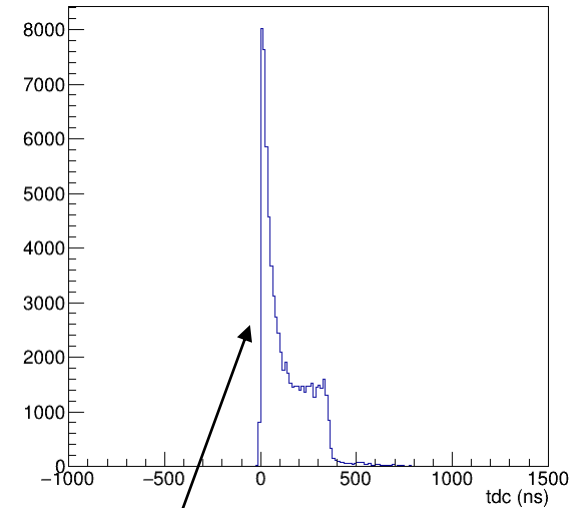
Chambers with < 10 hits



Chambers with $20 < \text{hits} < 40$



Chambers with > 40 hits

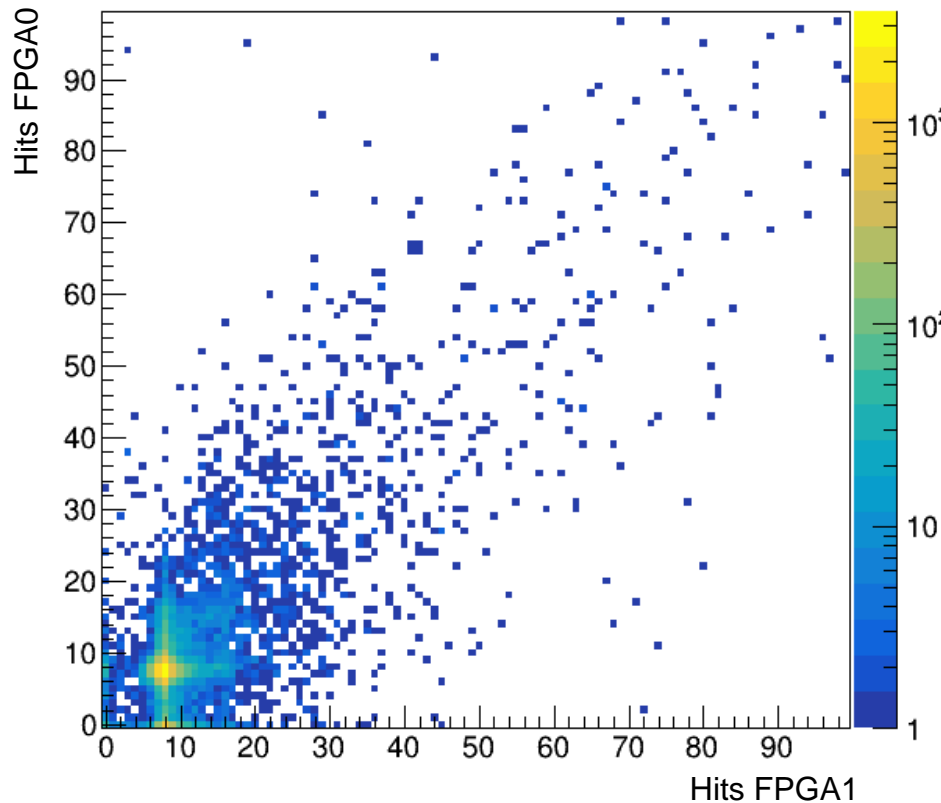


at large occupancies, many hits with very small drift times ...

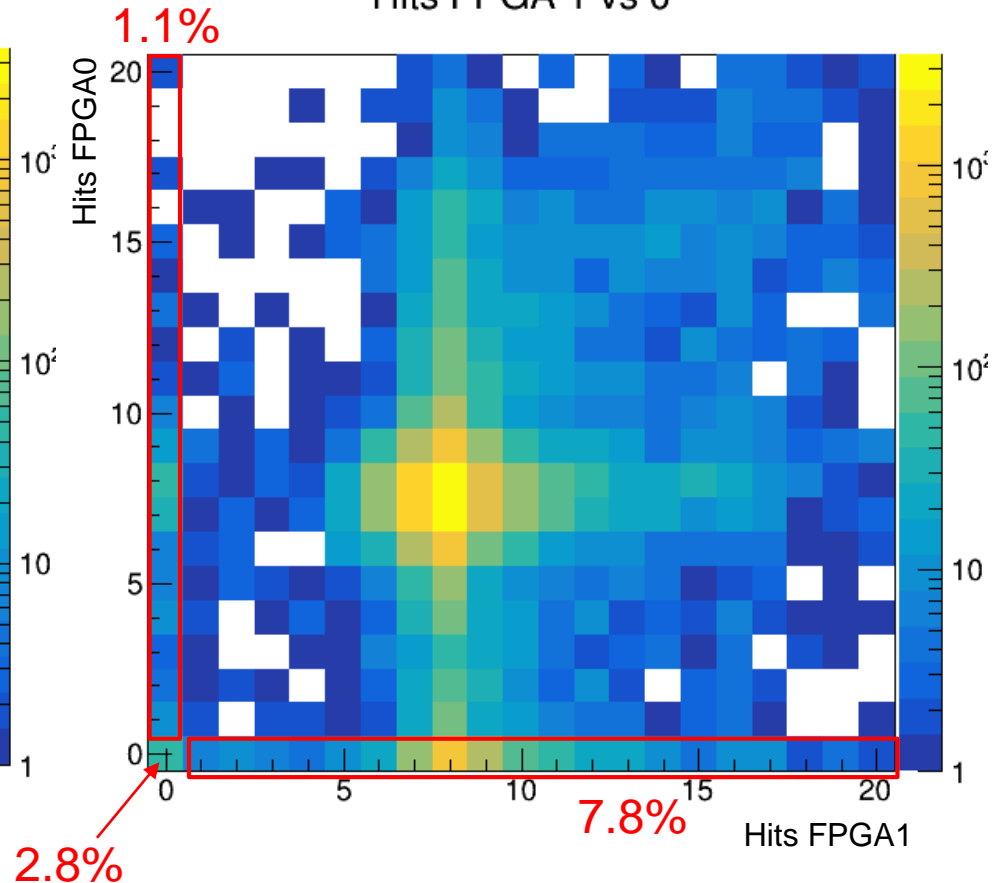
- fully correlated with the trigger (no special tails outside the time box)
- could be noise affecting both trigger and signal channels?

#hits per FPGA (pair of chambers)

Hits FPGA 1 vs 0



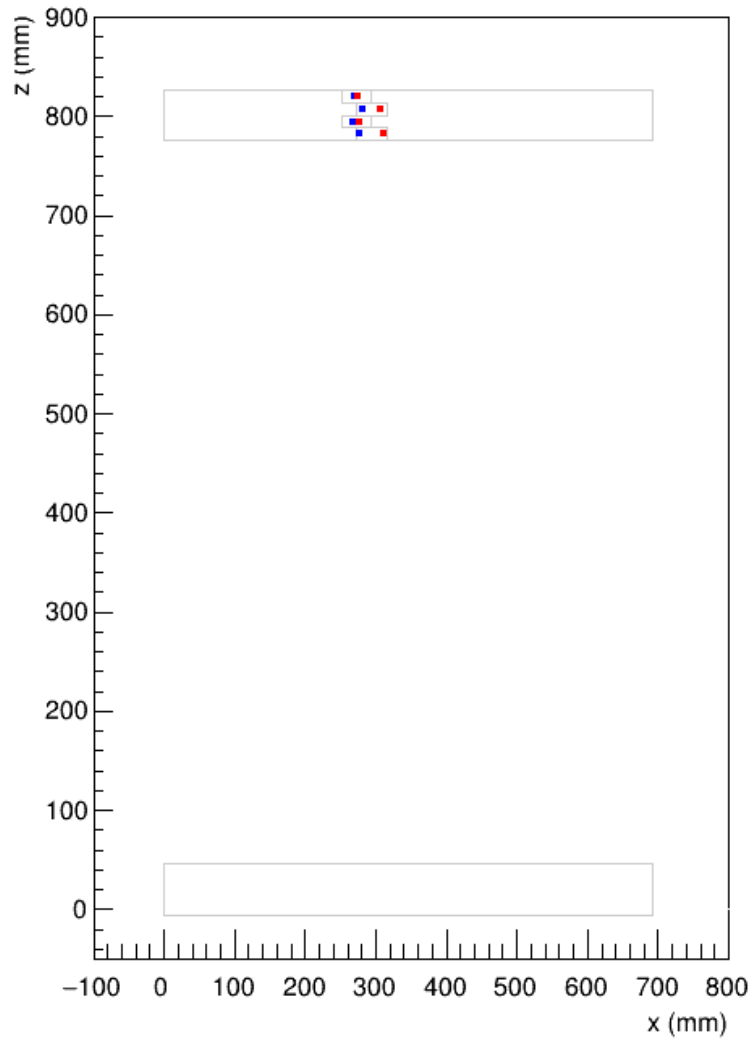
Hits FPGA 1 vs 0



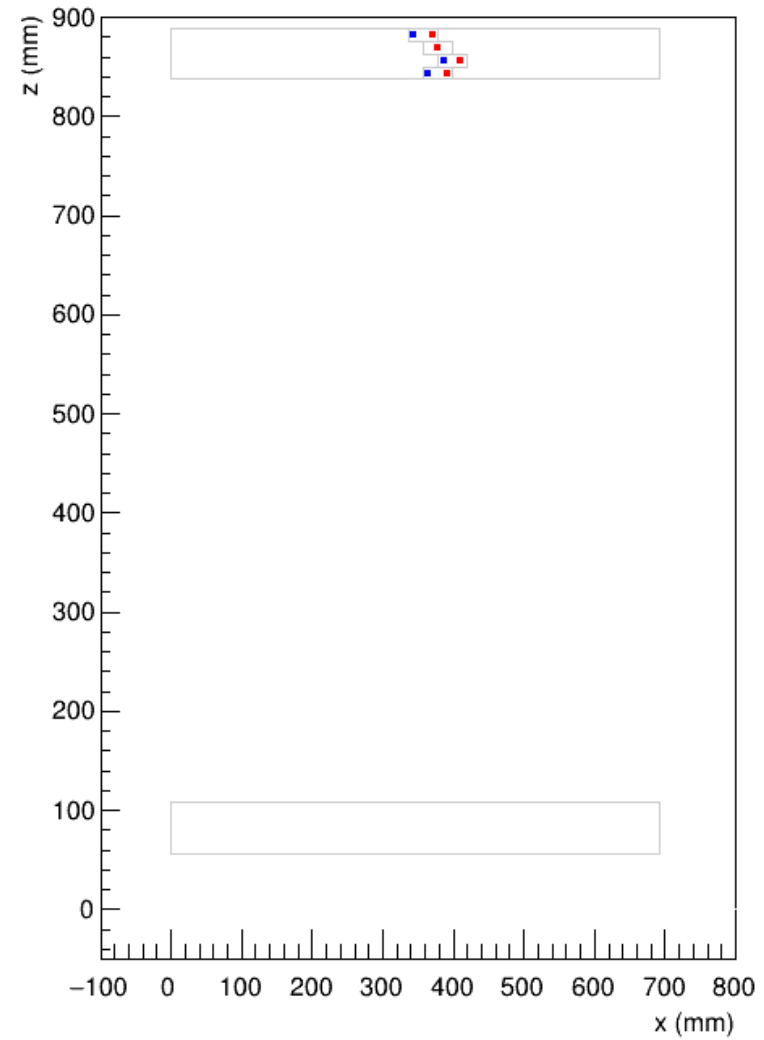
- ◆ “missing FPGA 0” in 7.6% of triggers
- ◆ Apparently not correlated to occupancy, showers...

Gallery: 'missing FPGA 0'

Event 10 - ch0,2



ch 1,3

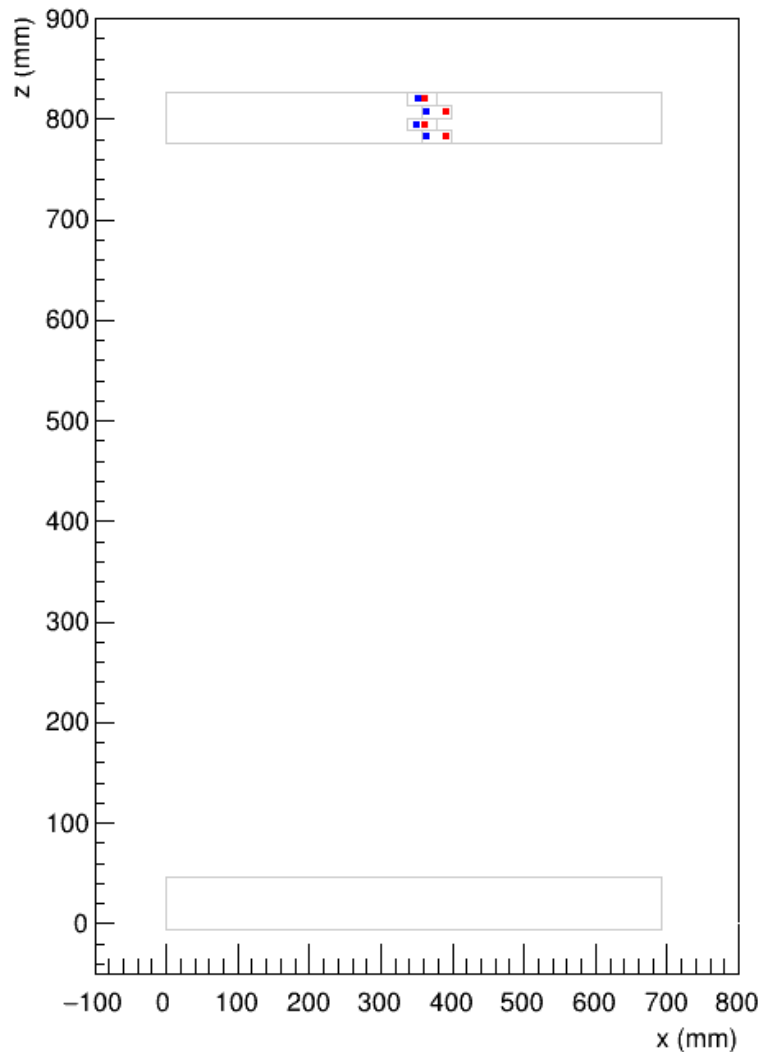


Track seems to be off-pointing in ~3/4 of the cases, like here

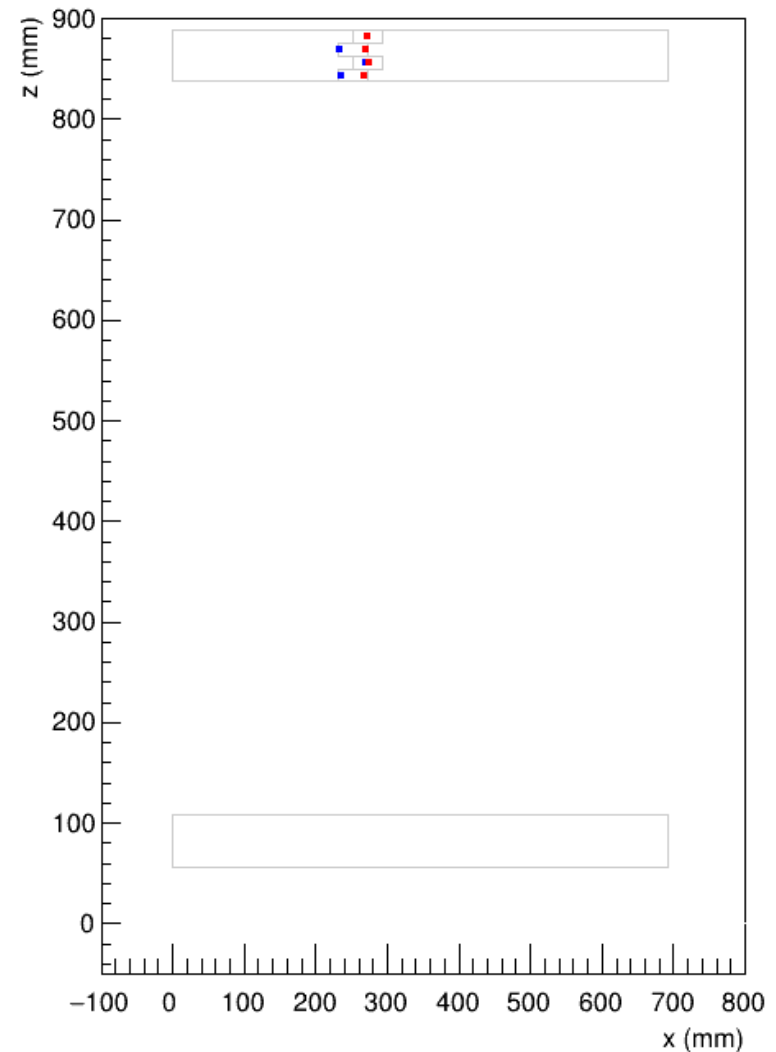
- not always clear why the trigger fired; in some (but not all) cases could be signal from the light guide of bottom scintillator

Gallery: 'missing FPGA 0'

Event 44 - ch0,2



ch 1,3



in pointing events only, FPGA 0 is missing in about ~2% of the cases
Should check more accurately with extrapolation from top chambers

- Chamber 'efficiency' for single-muon events looks good
- ~3% events with very large hit multiplicity
 - Some are probably showers, others look somewhat suspect
- Good fraction of "Missing FPGA0" events are due to non-pointing muons
 - To be rechecked with extrapolation from other chambers
 - Not always clear why trigger fired; room for improvement in the set-up of external scintillators for accurate quality measurements