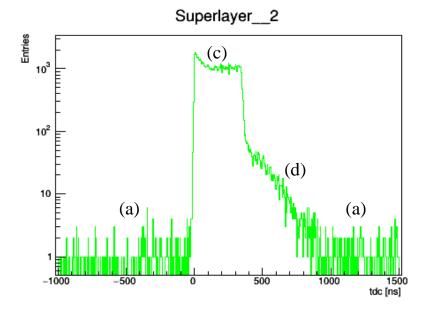
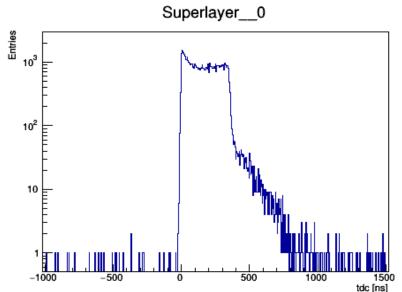
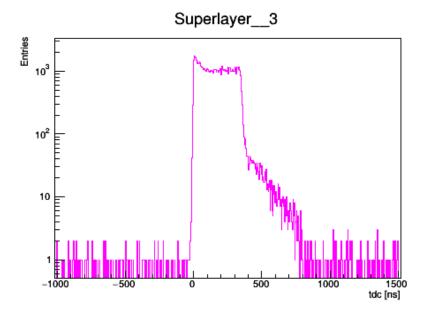
Runs with scintillator trigger

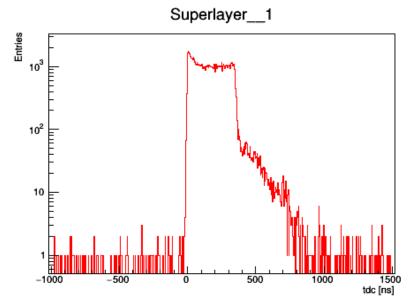
24/06/2019

TimeBox - Run 617

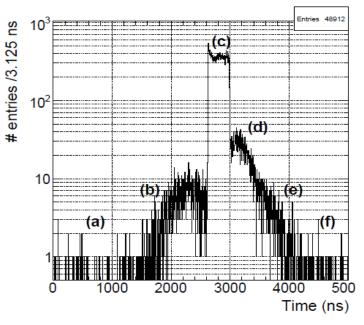








CMS NOTE -2010 /004 (DT Test beam 2010)

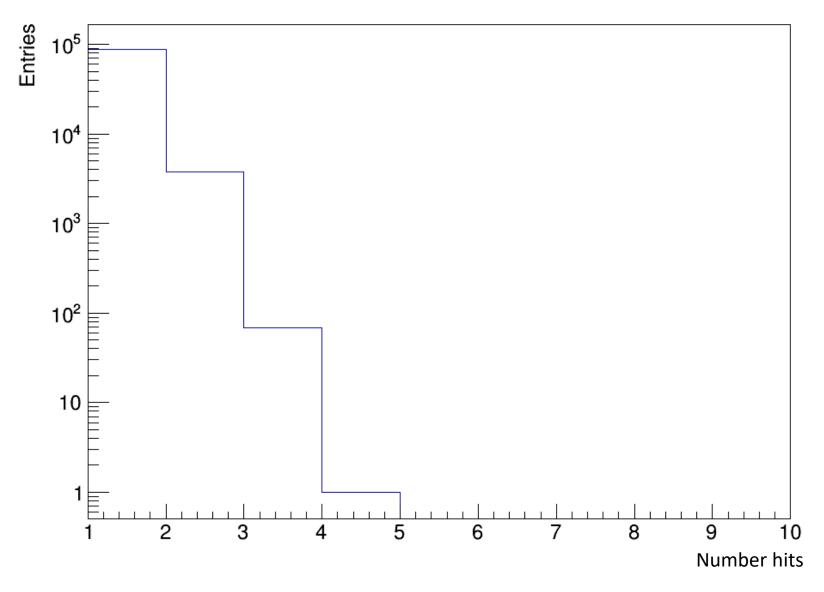


- $(c) \rightarrow$ «in-time» hits from the signal
- (a) \rightarrow random noise
- $(d) \rightarrow$ after-pulses and other secondary hits

On average the noise is small

Distribution of the number of in-time hits per cell

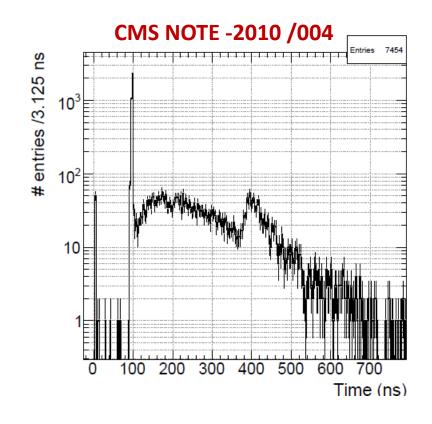
Superlayer__3



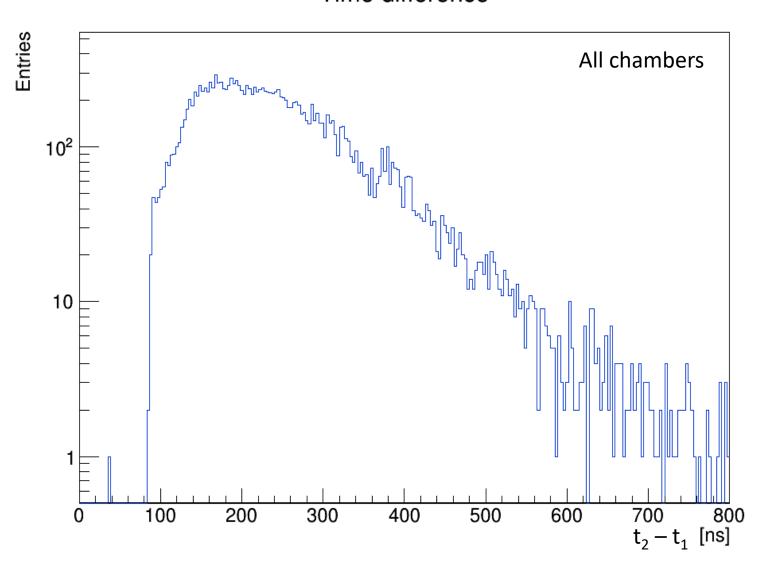
Taking into account hits between -5 ns and 380 ns after calibration

Time difference between 2nd and 1st hit

- **Dead time** ≈ **80 ns** → hardware dead-time or cut in FW?
- Afterpulse peak around 400 ns barely visible (gas quality?)

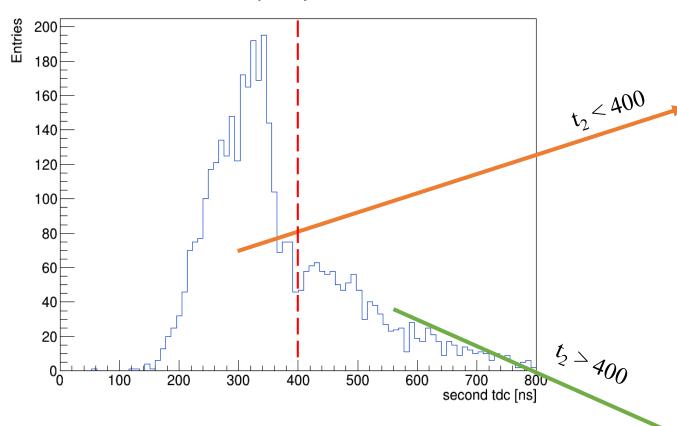


Time difference



2nd hit tde distribution

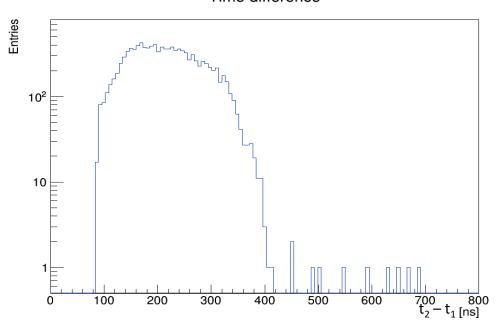




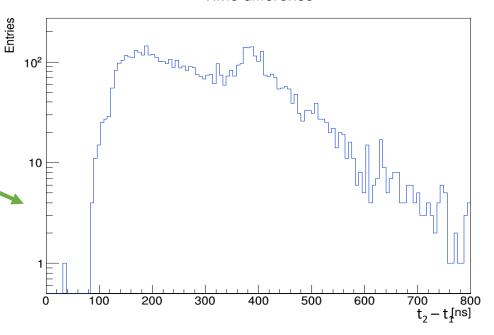
Apparently 2 different populations:

- $t_2 < 400$: mainly secondaries (delta rays)
- $t_2 > 400$: afterpulses (+?)

Time difference



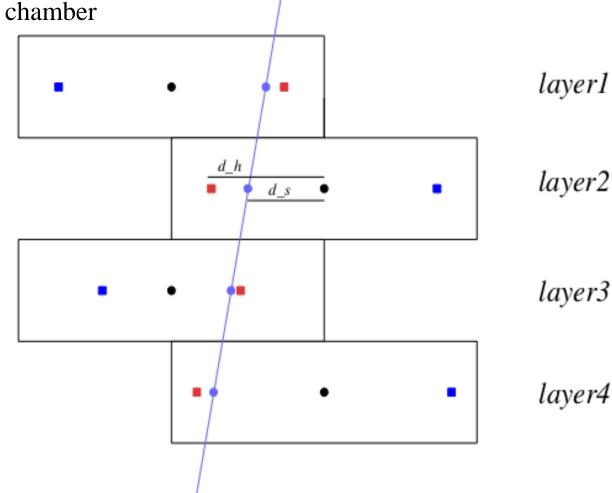
Time difference



Residuals

- Implemented segment reconstruction with 4/4 hits (in order to measure residuals correctly)
- $\theta < 45^{\circ}$ to reduce combinatorial
- Uncertainties: $\sigma_x = 0.5 \text{ mm}$ and $\sigma_z = 0.1 \text{ mm}$
- Consider only the segment with best χ^2 in each chamber
- Selection: $\chi^2 < 16$

Residuals defined as: residual = $\mathbf{d}_{-}\mathbf{h} - \mathbf{d}_{-}\mathbf{s}$ $\mathbf{d}_{-}\mathbf{h} \rightarrow$ distance hit and wire $\mathbf{d}_{-}\mathbf{s} \rightarrow$ distance segment hit and wire



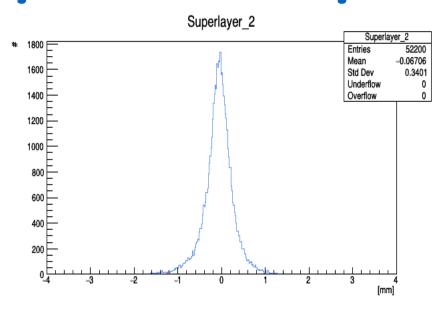
Results of calibration

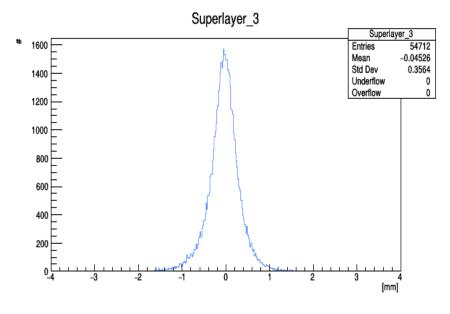
Assuming constant drift velocity = 0,05385 mm/nsValues of 1st (initial processing) and 2nd calibration:

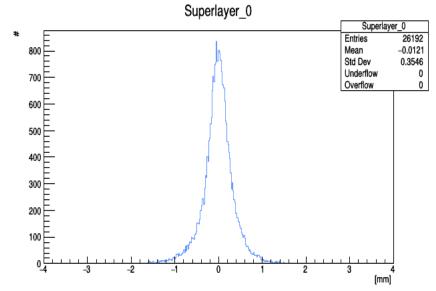
Superlayer	Used in processing [ns]	Additional calibration [ns]
0	111	16
1	111	17
2	106	16
3	106	16

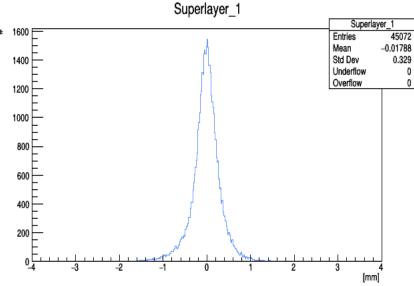
Distribution of residuals after calibration

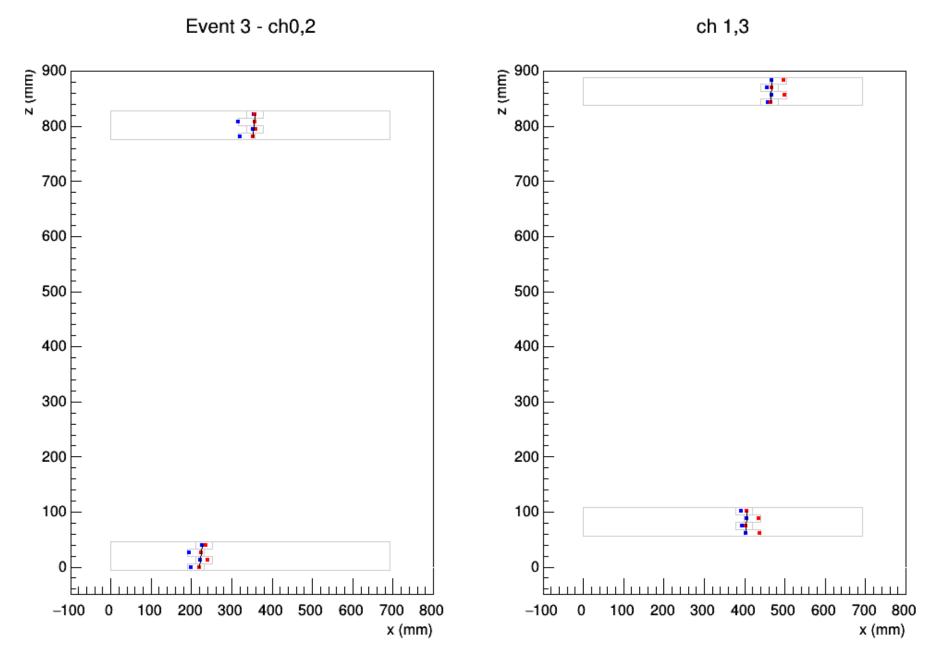
Superlayer	RMS [μm]
0	350
1	330
2	340
3	360







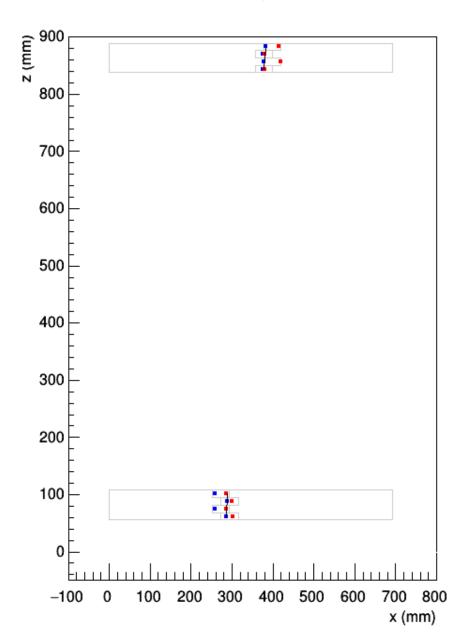




700 800

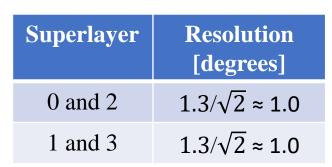
x (mm)



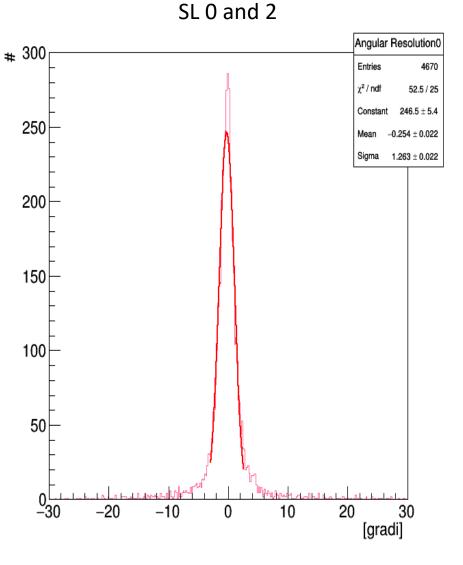


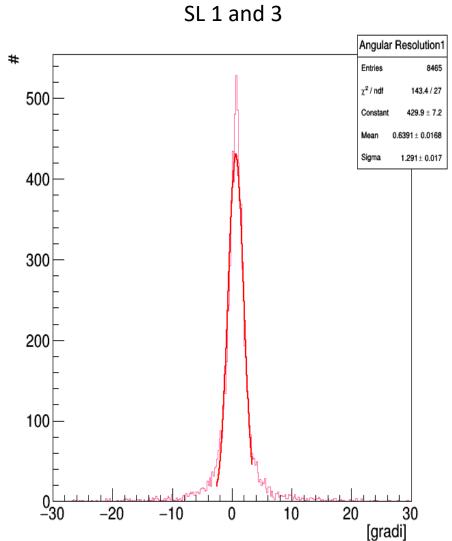
Several dead cells in SL 0...

Angular resolution



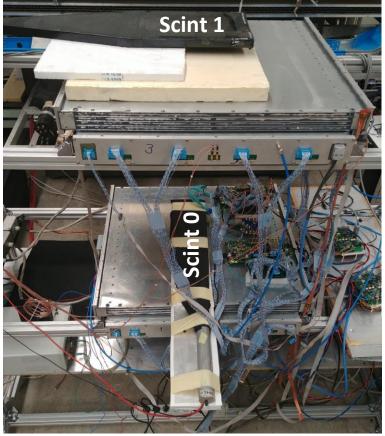
Superlayer	Mean [degrees]
0 and 2	-0.25
1 and 3	0.54

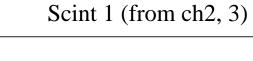


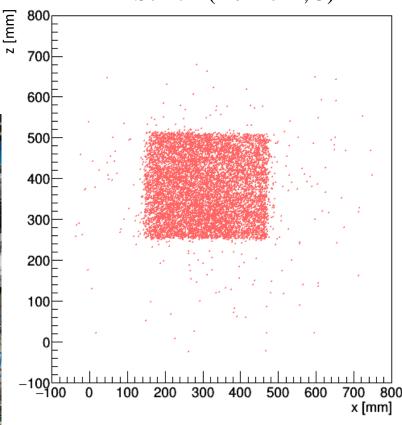


Scintillator «radiography»

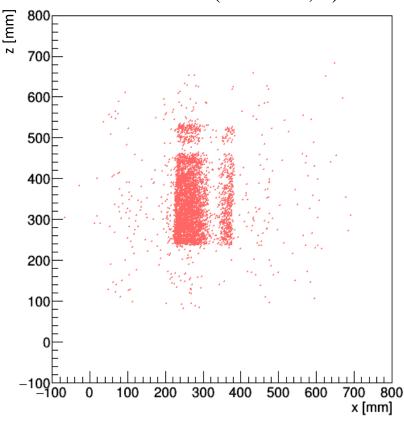
Run 617





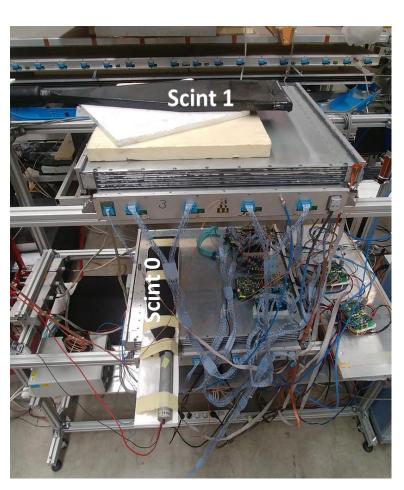


Scint 0 (from ch0, 1)



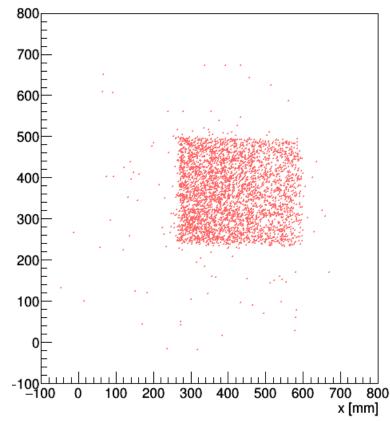
Dead cells in ch0 and 1 are visible (?)

Run 618

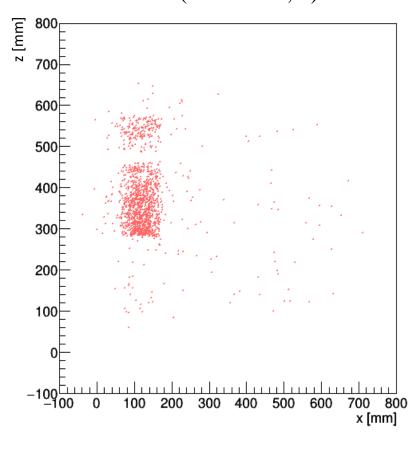


Scint 1 (from ch 3, 2)

z [mm]

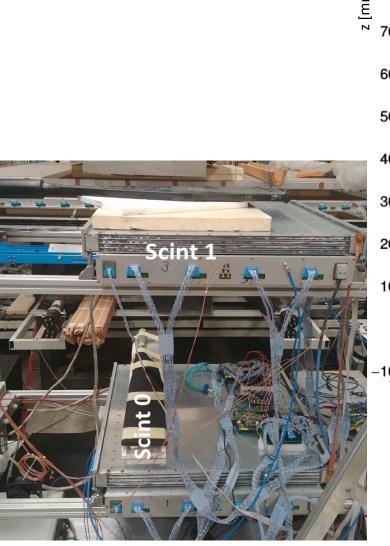


Scint 0 (from ch 0, 1)

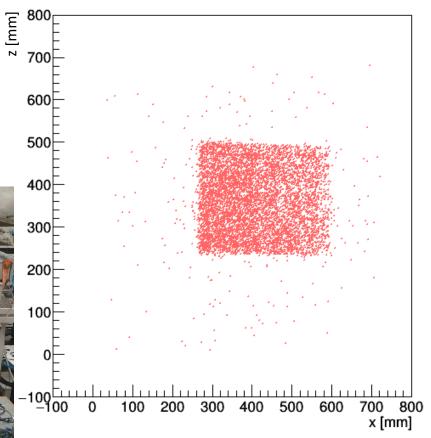


Dead cells in ch0 and 1 are visible (?)

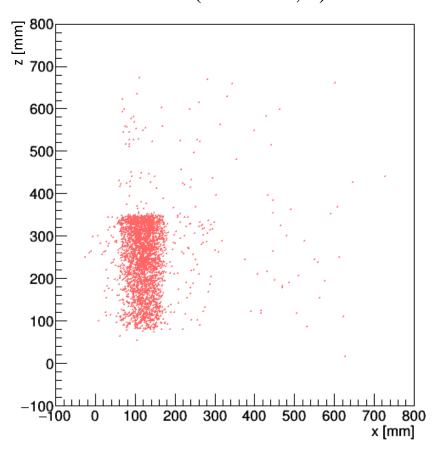
Run 619



Scint 1 (from ch 3, 2)



Scint 0 (from ch 0, 1)



Dead cells in ch0 and 1 are visible (?)

Efficiency

For segments with 4/4 hits given segment in neighbouring chamber

Run	ch3 ch2	ch2 ch3
617	0.76	0.73
618	0.77	0.78
619	0.78	0.78

Loss of efficiency w.r.t. Nicola's numbers appears to be due to

- 4/4 requirement (~ -10% absolute)
- Bad alignment of one of the 4 hits, likely because of delta rays (~ -10% absolute)

Important to handle this case...

