

# TOF PMT Hit Times

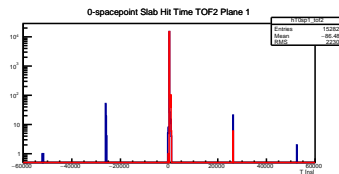
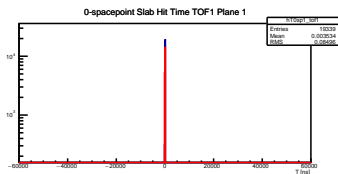
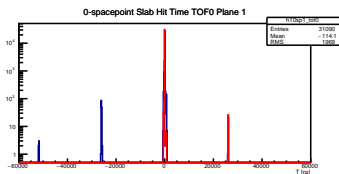
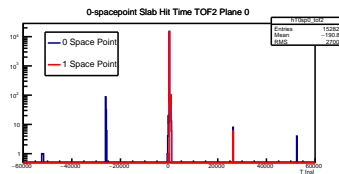
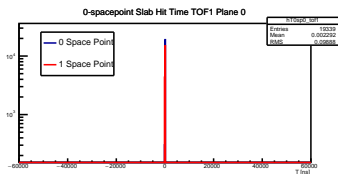
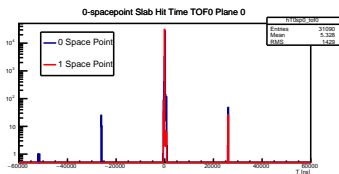
Viktor Pěč

University of Sheffield

MAUS mtg., Feb 7, 2018

# TOF Slab Hit Raw Times

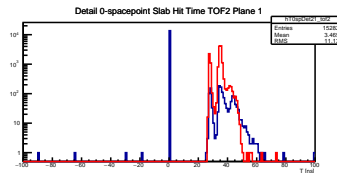
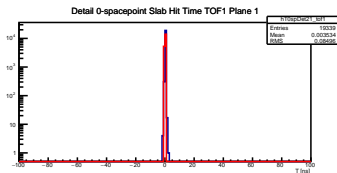
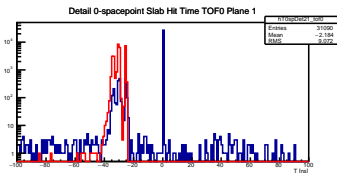
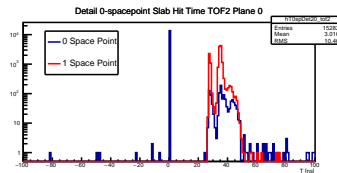
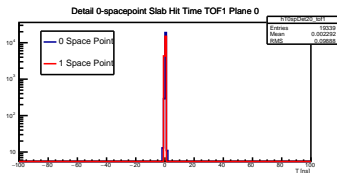
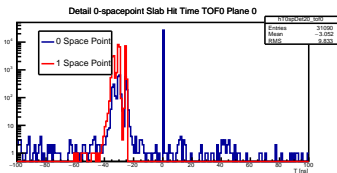
## Issue



- Show unexpected peaks at around  $\pm 26 \mu\text{s}$  and  $\pm 52 \mu\text{s}$

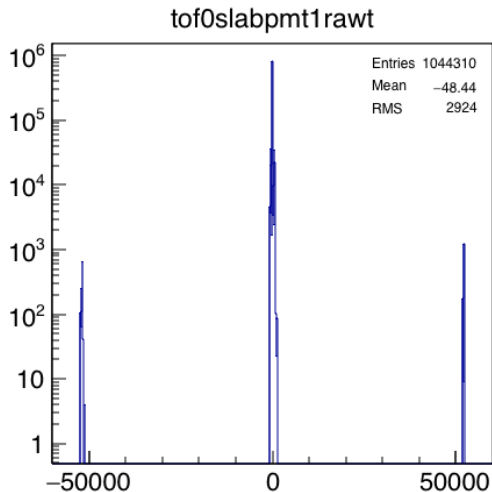
# TOF Slab Hit Raw Times

What we are interested in



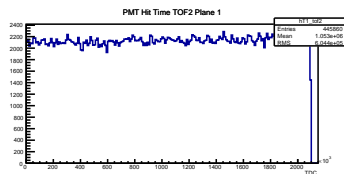
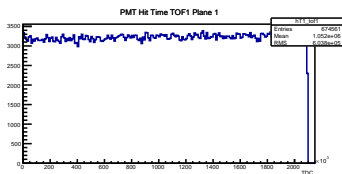
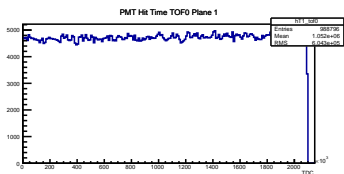
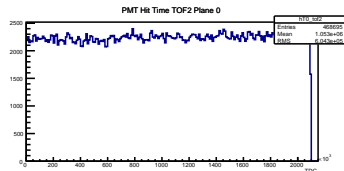
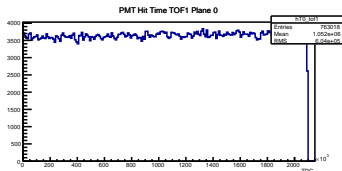
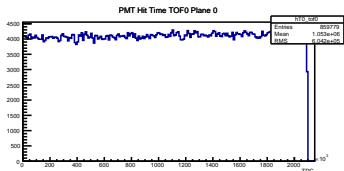
- ▶ Slab hits are expected to align within about 100 nss around 0

## TOF PMT Hit Raw Times



- ▶ PMT hits have peaks at around  $\pm 52 \mu\text{s}$
- ▶ Slab hit time is an average of 2 PMT hits times  $\rightarrow \pm 26 \mu\text{s}$  if only one PMT has time in the odd peak

# TOF PMT TDC Digits



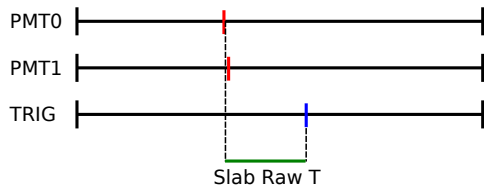
- ▶ TDC increments continuously
- ▶ Wraps around back to 0 when it reaches the end of its range
- ▶ Range seems to be  $\sim 2.097 \times 10^6 \rightarrow$  must be 20-bit TDC with range:  $0..(2^{21} - 1) = (0..2097151)$
- ▶ How do we get *PMT raw time*?

## MapCppTOFSlabHits.cc

```
184     int xTimeDigit0 = xDigit0.GetLeadingTime();
185     int xTriggerReqDigit0 = xDigit0.GetTriggerRequestLeadingTime();
186
187     int xTimeDigit1 = xDigit1.GetLeadingTime();
188     int xTriggerReqDigit1 = xDigit1.GetTriggerRequestLeadingTime();
189
190     // Calculate the measured value of the time in nanoseconds.
191     double time_digit0 =
192     _tdcV1290_conversion_factor*(static_cast<double>(xTimeDigit0 - xTriggerReqDigit0));
193     double time_digit1 =
194     _tdcV1290_conversion_factor*(static_cast<double>(xTimeDigit1 - xTriggerReqDigit1));
195
196     double xRawTime = (time_digit0 + time_digit1)/2.;
197     slHit.SetRawTime(xRawTime);
```

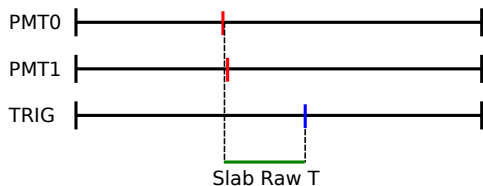
- ▶ TDC of actual hit is relative to TDC of received trigger signal
- ▶ It is then converted to ns
  - ▶ conversion factor = 0.025 (ns/TDC)
- ▶ This relative and converted number is stored as *PMT raw time*
- ▶ Last line shows the average of 2 PMTs being *slab raw time*

## Possible Scenarios



- ▶ Regular event
- ▶ *Slab raw T* is an average of PMT hit times relative to trigger time

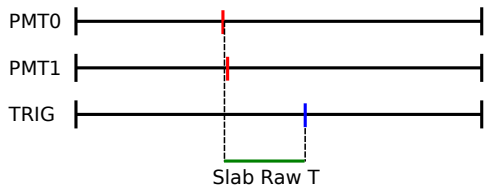
## Possible Scenarios



- ▶ Regular event
- ▶ *Slab raw T* is an average of PMT hit times relative to trigger time
- ▶ Extreme event happening by the end of range of TDC
- ▶ Trigger signal arrived after TDC started over from 0
- ▶ *Slab raw T* is nearly as large as the TDC range  $\rightarrow$   
 $2097151 \times 0.025\text{ns} = 52.429\mu\text{s}$



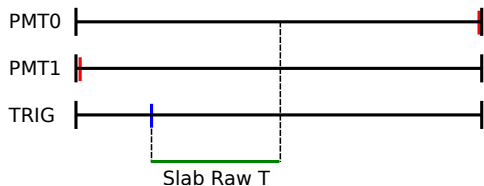
## Possible Scenarios



- ▶ Regular event
- ▶ *Slab raw T* is an average of PMT hit times relative to trigger time



- ▶ Extreme event happening by the end of range of TDC
- ▶ Trigger signal arrived after TDC started over from 0
- ▶ *Slab raw T* is nearly as large as the TDC range  $\rightarrow 2097151 \times 0.025\text{ns} = 52.429\mu\text{s}$



- ▶ I can imagine also this scenario where 1 PMT hit arrives before TDC zeroed itself and one PMT after
- ▶  $\rightarrow 52.429\mu\text{s}/2 = 26.2\mu\text{s}$