



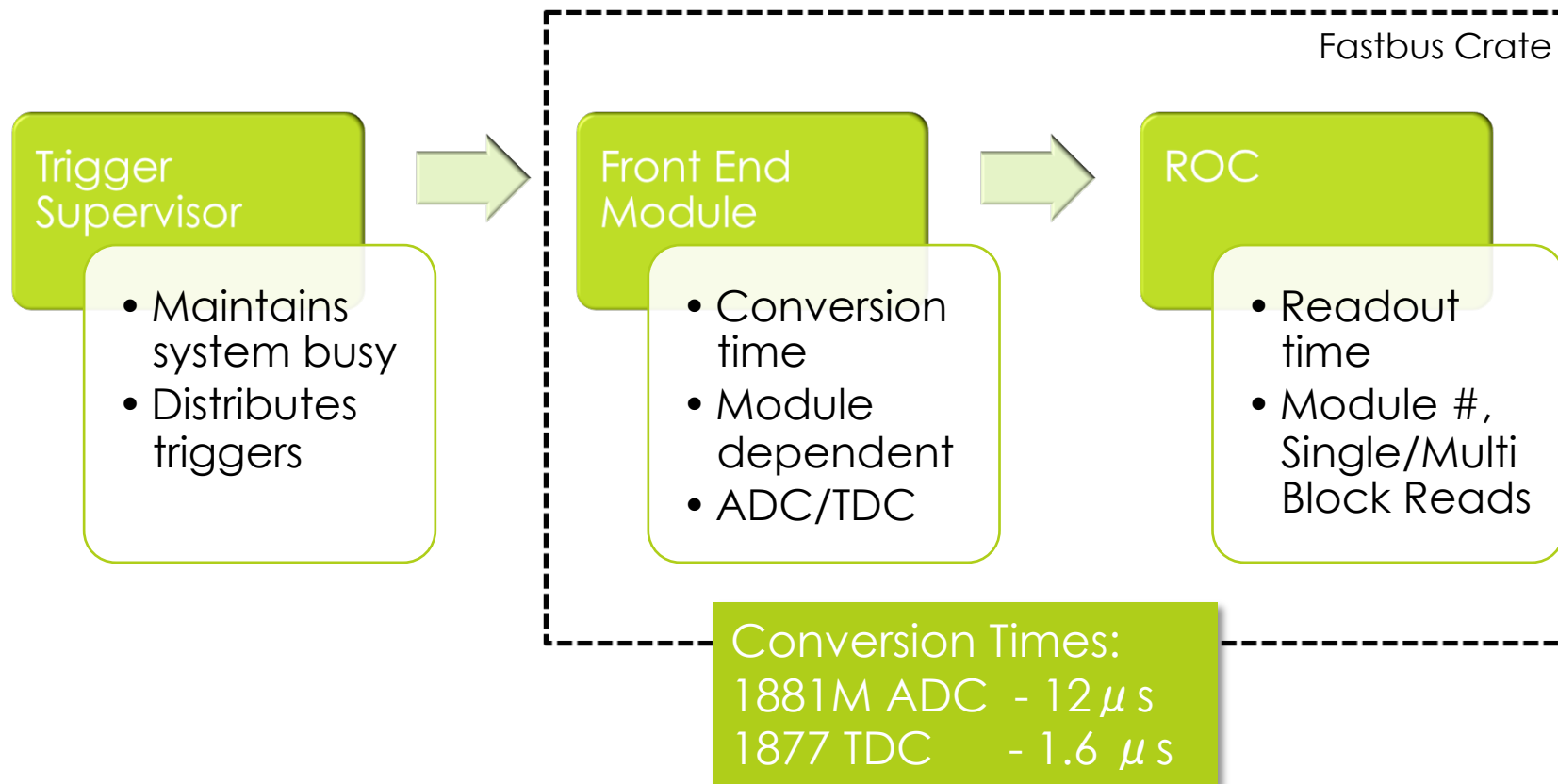
HRS DAQ Deadtime

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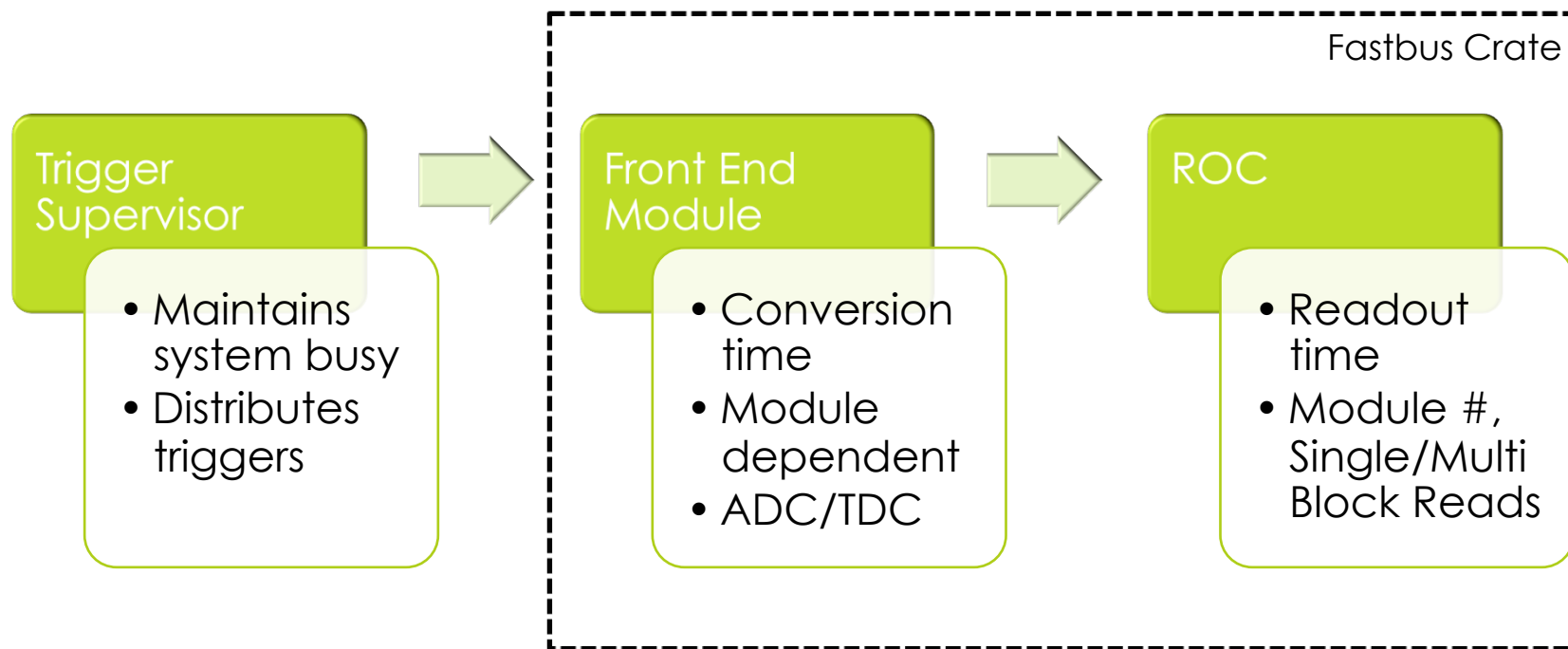
Overview – What is Deadtime?

- Deadtime occurs if DAQ cannot accept another trigger



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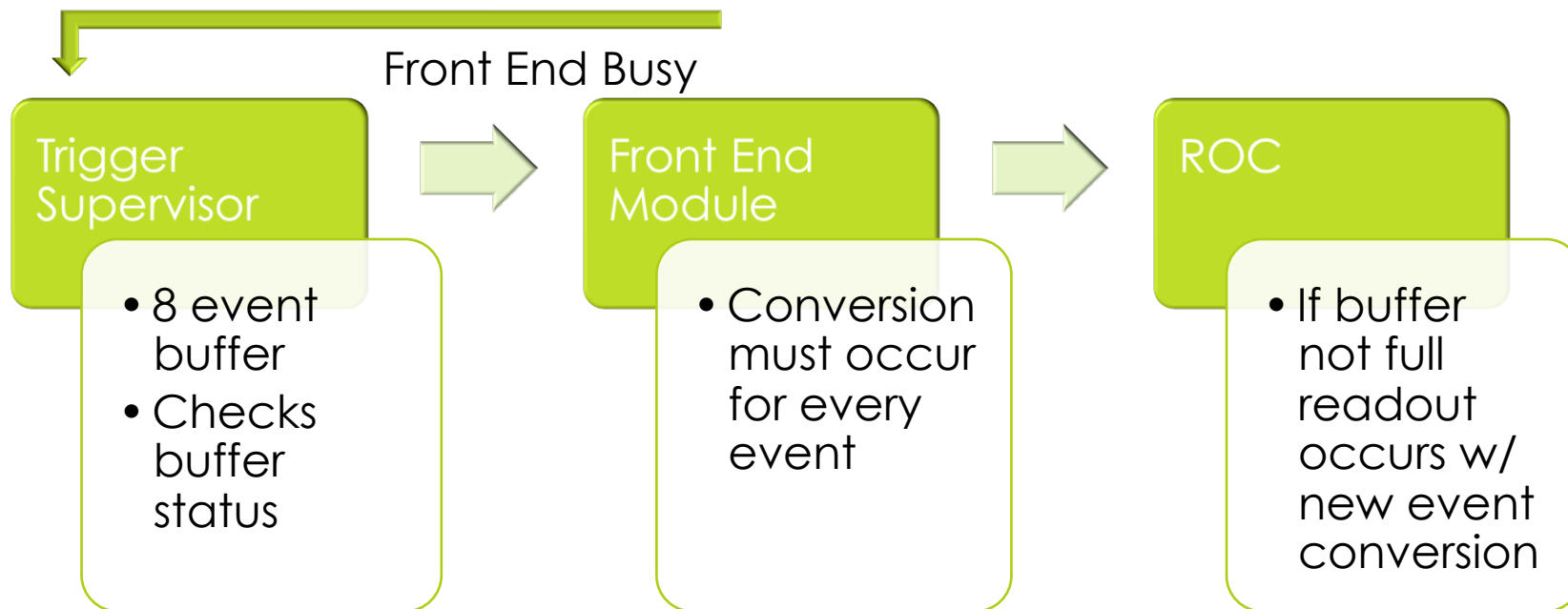
- Deadtime occurs if DAQ cannot accept another trigger



- With one trigger and no prescale deadtime $\approx D_r + D_c$
 - D_r is the readout deadtime
 - D_c is the conversion (frontend) deadtime

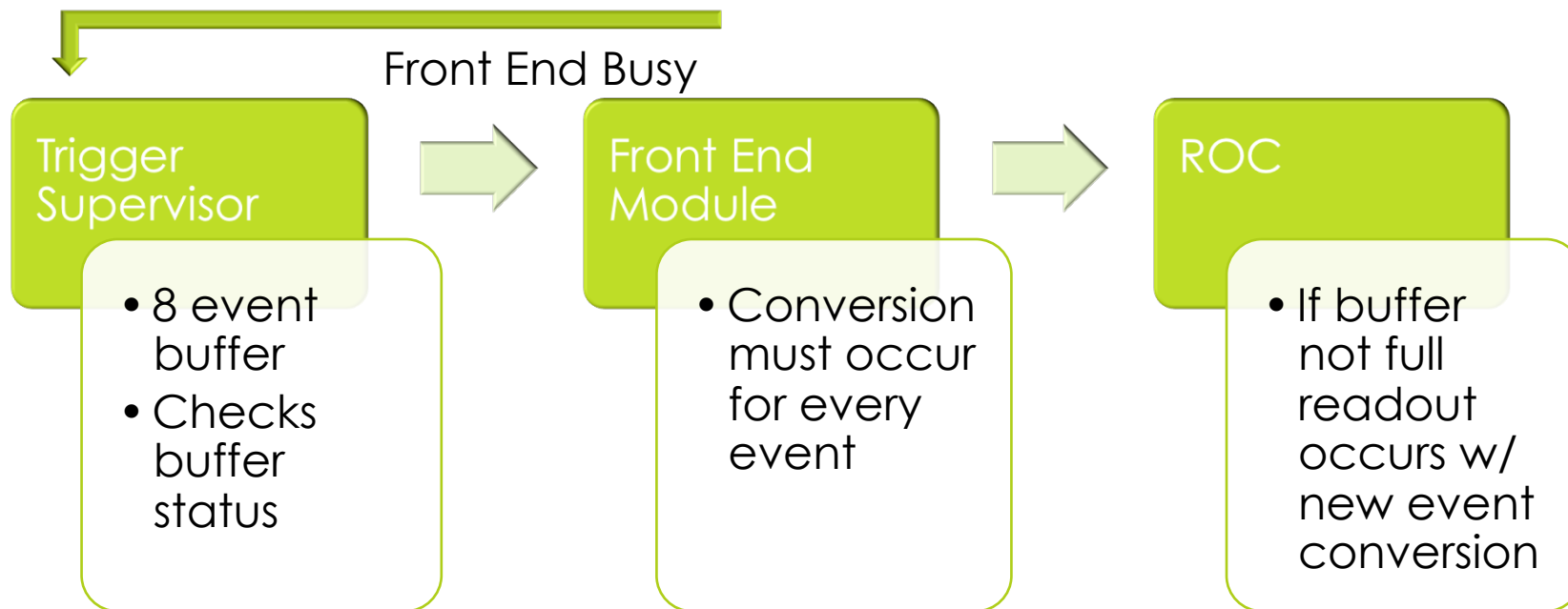
Buffering the Trigger Supervisor

- Can process a new event while reading out previous event
- Buffering decouples the front end time from the readout time



Buffering the Trigger Supervisor

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- Happex crate doesn't support buffering
 - Separate branch of TS with TS Scaler Crate
- Scaler readout is tied to "sync events"
 - Sync events are unbuffered events and check sync status of crates

Deadtime Model: Poisson Probability

If the expected number of occurrences in a given interval is λ , then the probability that there are exactly k occurrences ($k = 0, 1, 2, \dots$) is

$$f(k; \lambda) = \frac{\lambda^k e^{-\lambda}}{k!}$$

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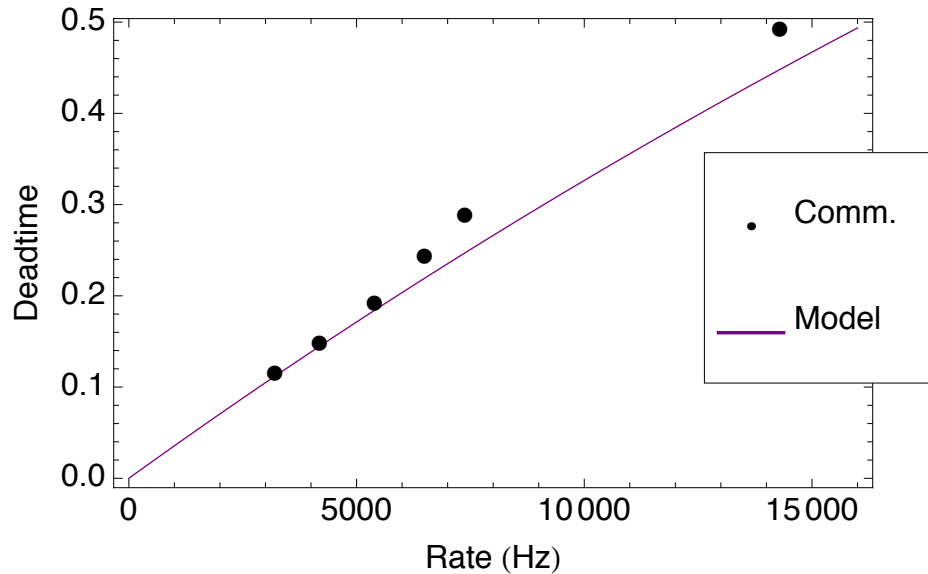
- Can break down deadtime components into two infinite sums

$$D_c = \sum_{n=1}^{\infty} \frac{\mu_c^n e^{-\mu_c}}{n!}$$

$$D_R = \sum_{n=1}^{\infty} \frac{\mu_R^{(n+b)} e^{-\mu_R}}{(n+b)!}$$

- b is the buffer factor, R is rate, $\mu_c = RT_c$, $\mu_R = R(T_R - T_c)$, T_c is conversion time, and T_R is the readout time

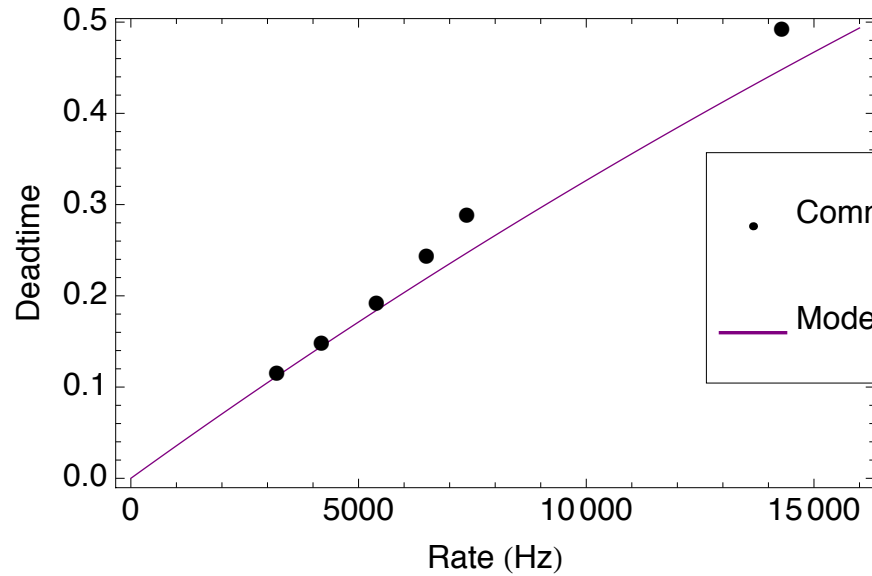
Left HRS: Commissioning Results



- All busy times measured with comics
- Used times of slowest Fastbus crate

Crate	T_c (μs)	T_R (μs)
Happex/TS		36
Fastbus	12	90

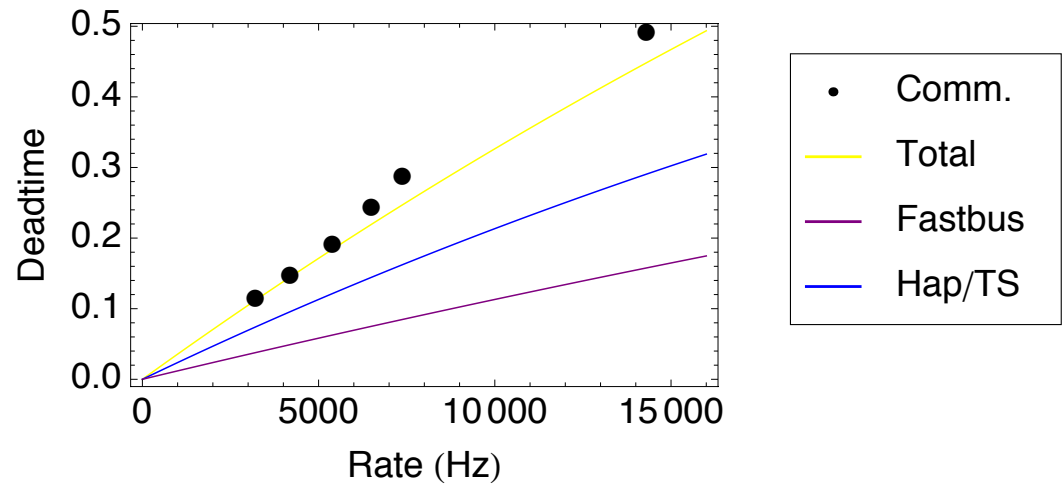
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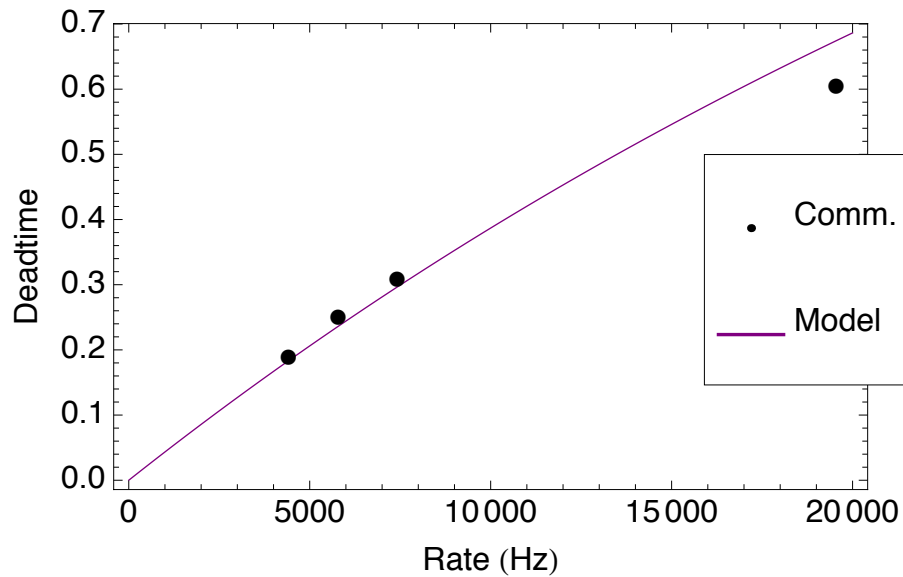
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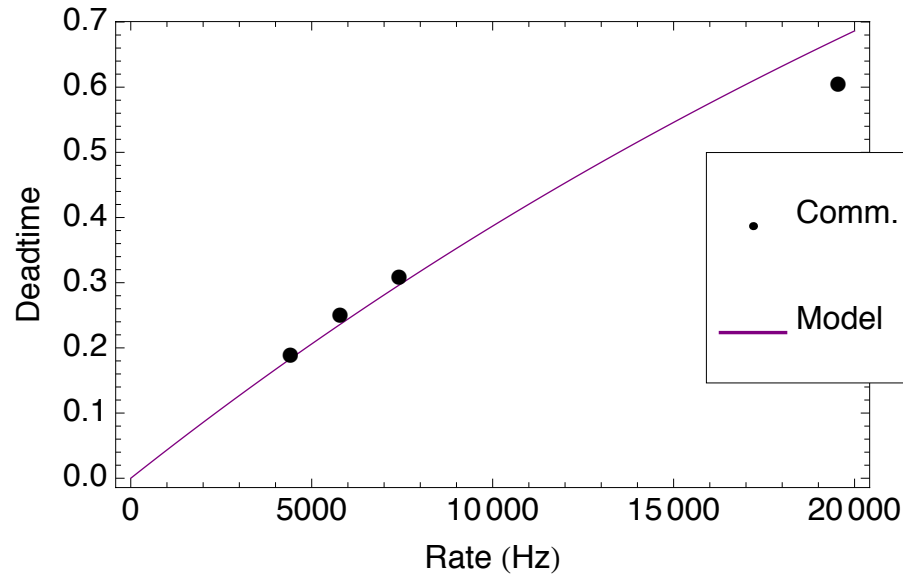
Right HRS: Commissioning Results



- All busy times measured with comics
- Only two Fastbus Crates

Crate	$T_c (\mu s)$	$T_R (\mu s)$
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Fastbus	12	100

Right HRS: Commissioning Results



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