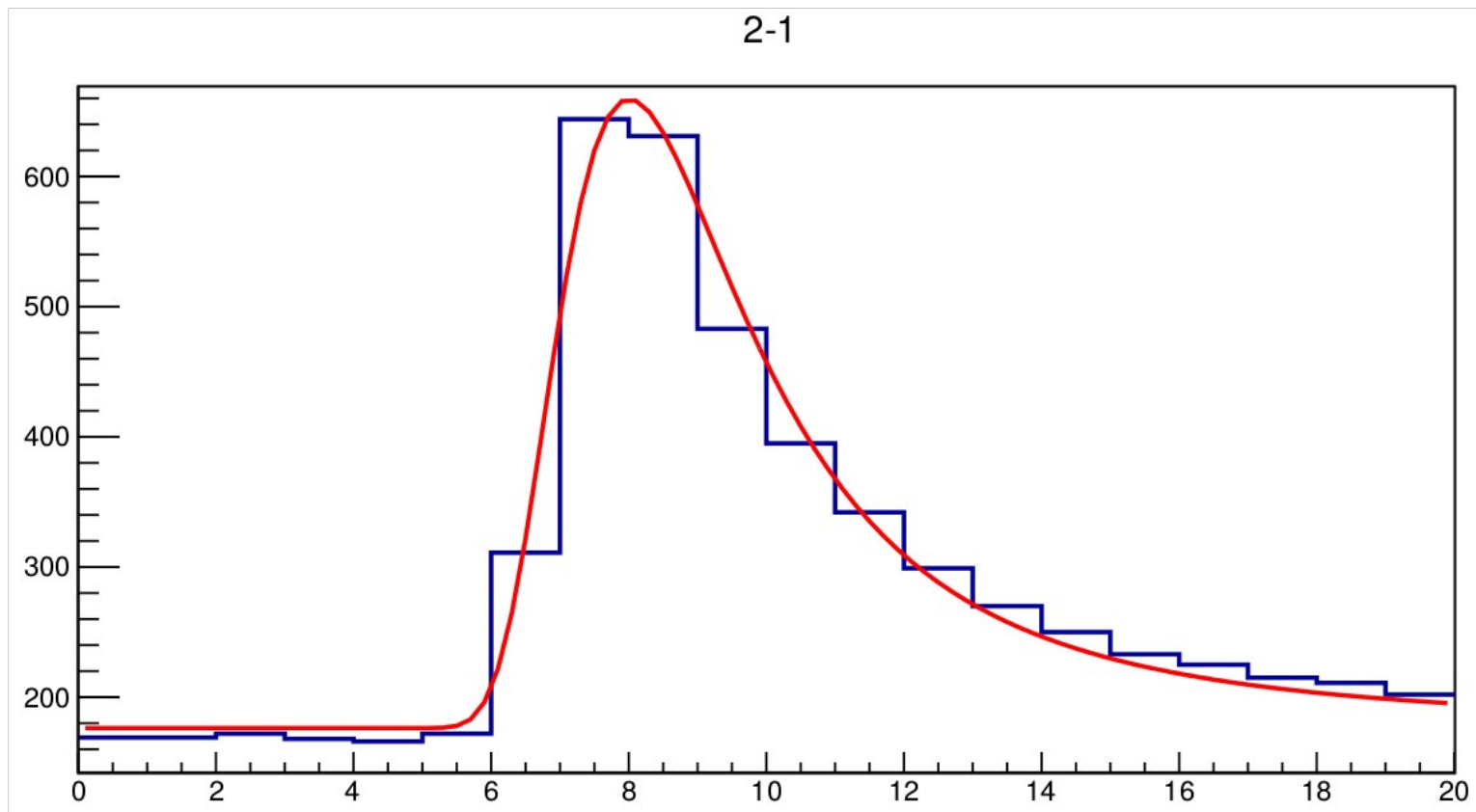


HCal fADC Timing Resolution

3/13/2020
Scott Barcus

fADC Time Over Threshold

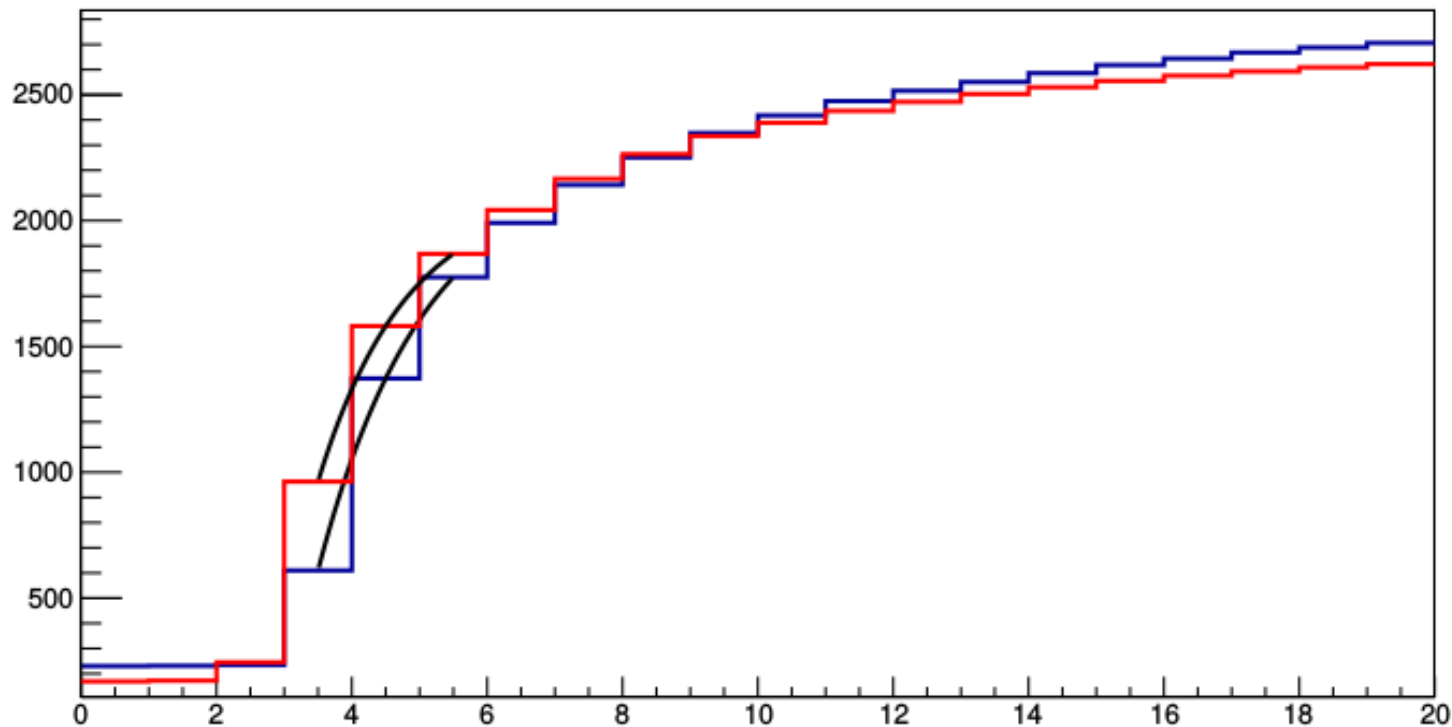
- Threshold crossing defines fADC time.
 - Threshold defined as $\frac{1}{4}$ average fADC peak height.
- fADC signals fit with Landau function.



fADC Reference Time

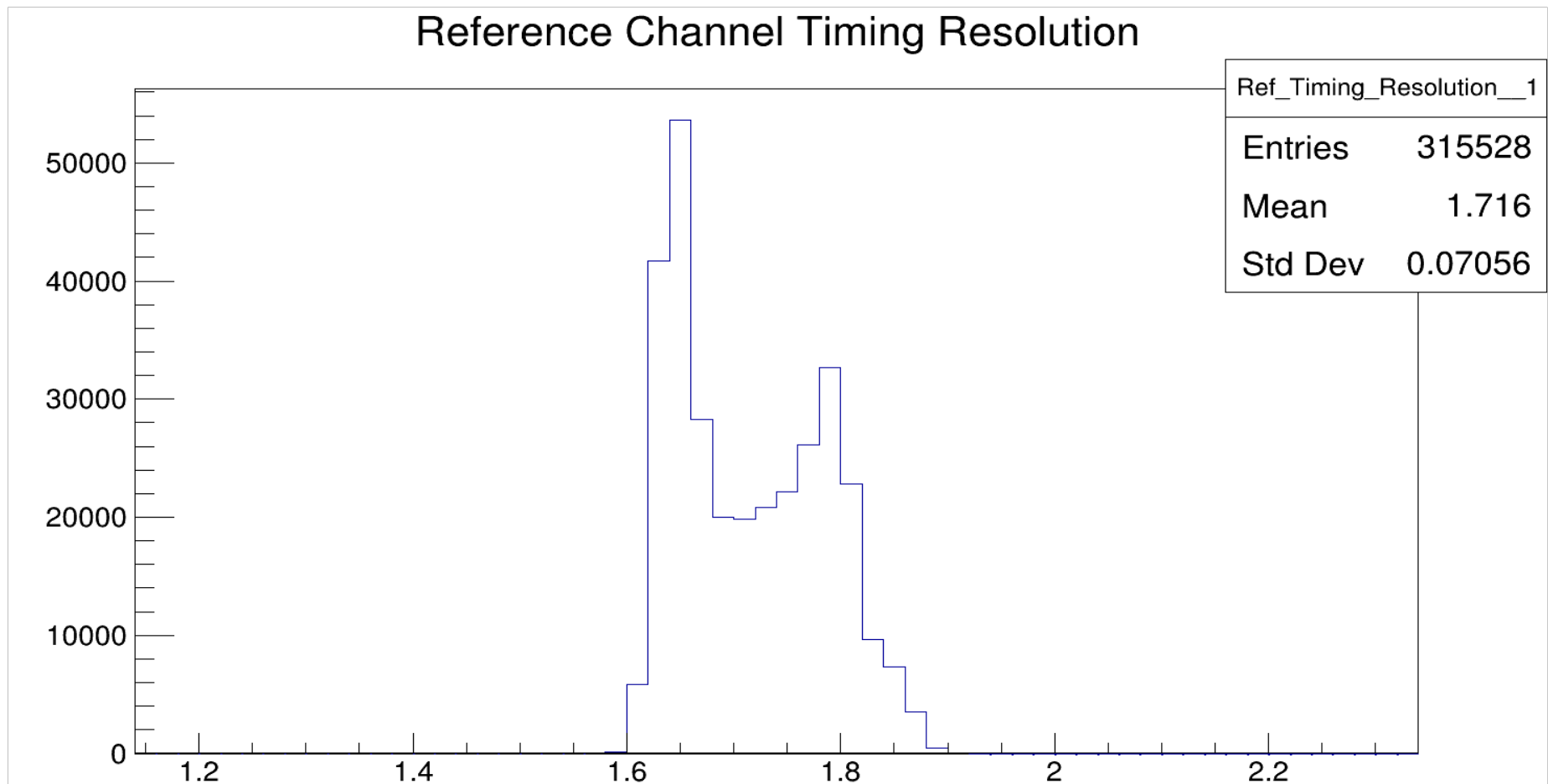
- Send two trigger copies over long cables to two fADC channels to get sloped edge for timing.
- Fit the leading edge of trigger copies with an exponential. (Linear fit was tested and worse.)
 - Ref time defined by threshold of fADC=1250.
 - PMT Time = fADC T.O.T. - ref time.

12-12



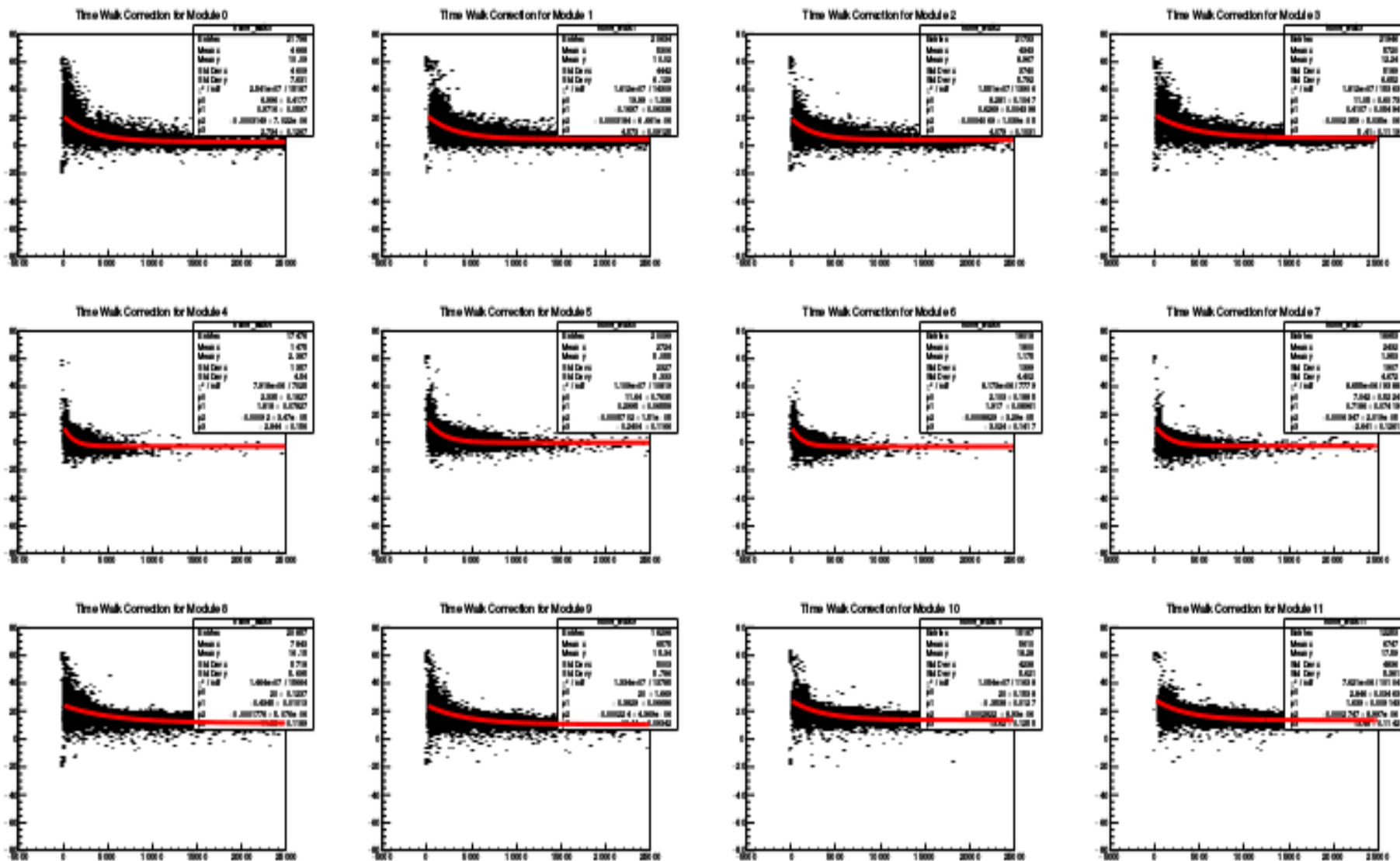
Timing Jitter Between Ref Ch.s

- Histogram of ref_time1 – ref_time2.
- Oddly shaped (other thresholds even worse).



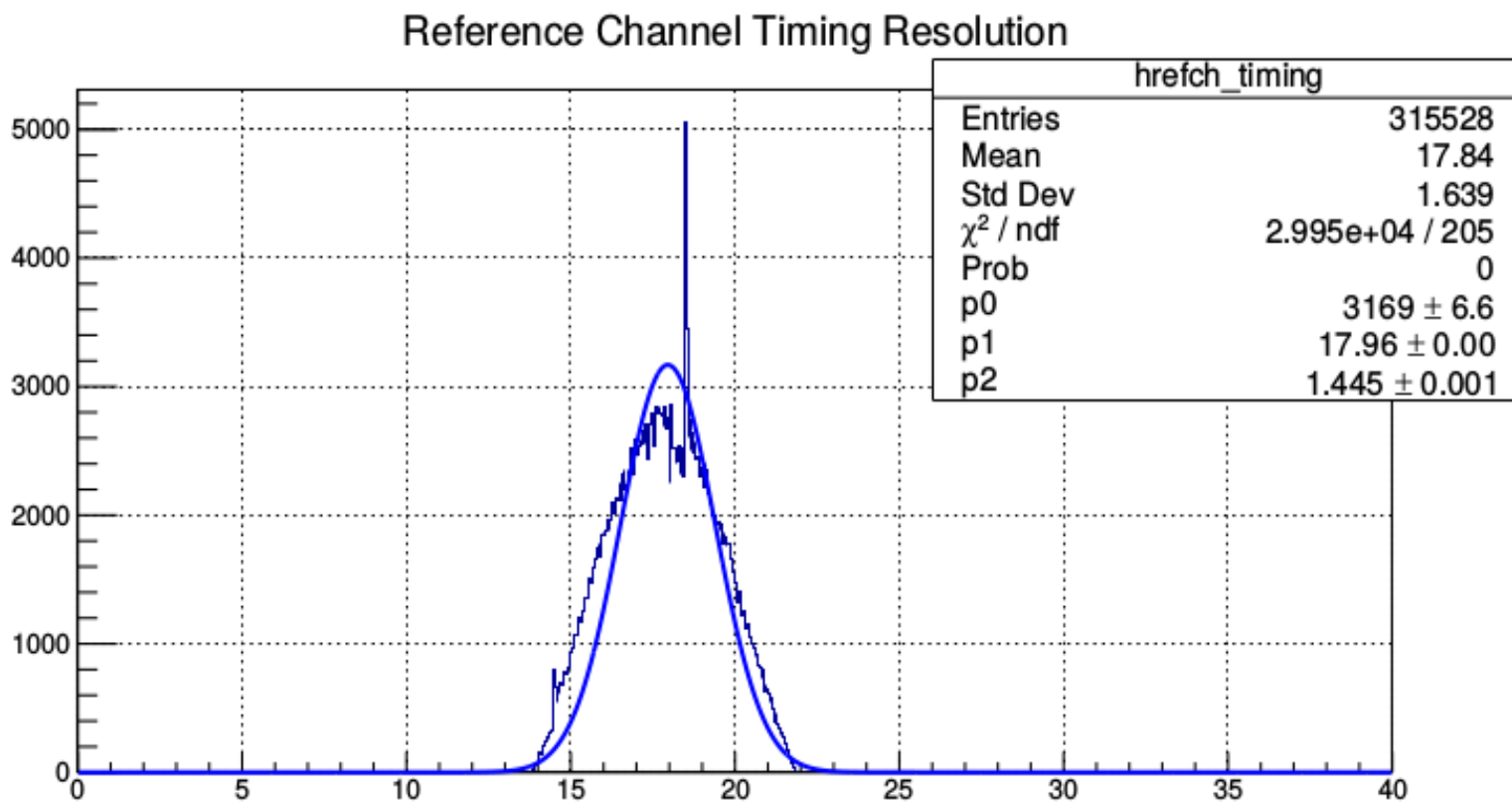
Time Walk Effect

- Plot fADC signal integral vs. fADC T.O.T.
- Fit with exponential.



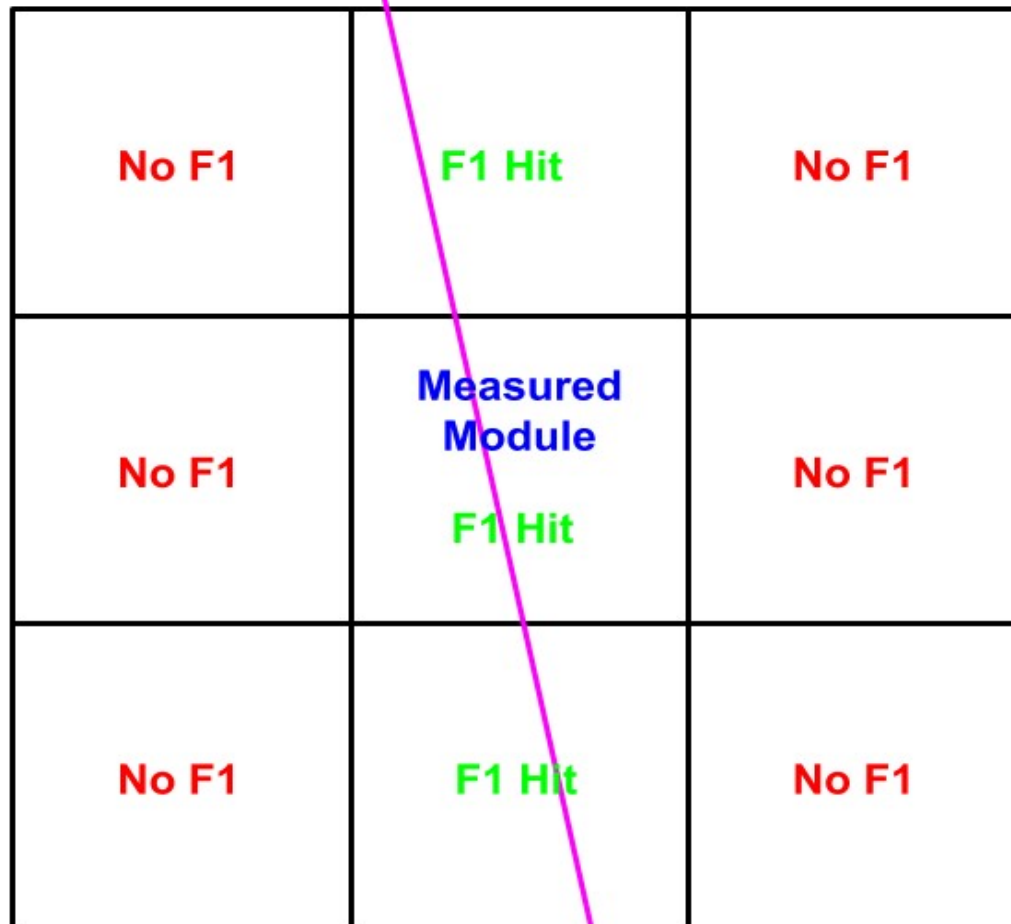
Time Walk Correction

- Corrected Time = fADC T.O.T. - ref time – f(exp fit)
- Both T.O.T. and ref time have distributions.
- $\sigma^2_{\text{corrected time}} = \sigma^2_{\text{fADC T.O.T.}} + \sigma^2_{\text{ref time}}$
- $\sigma_{\text{ref time}}$ not Gaussian.



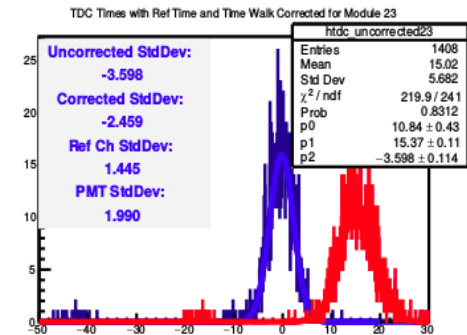
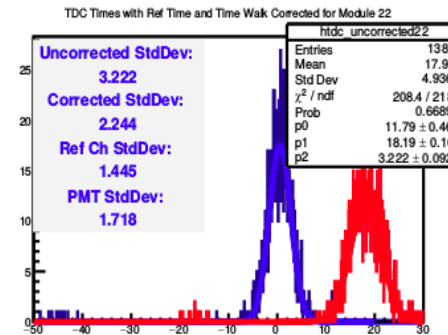
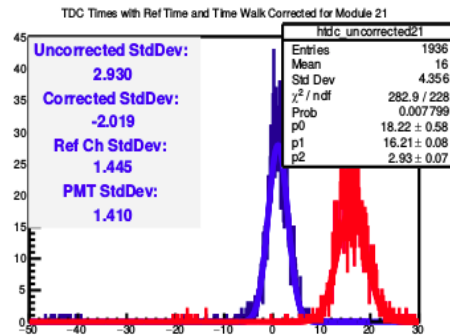
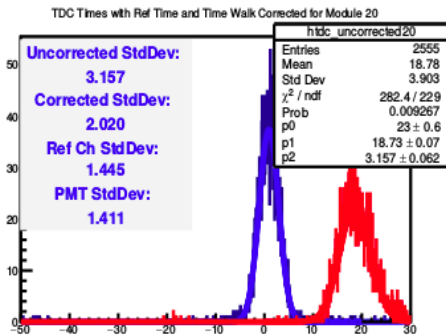
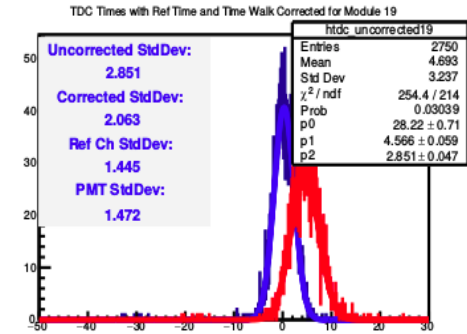
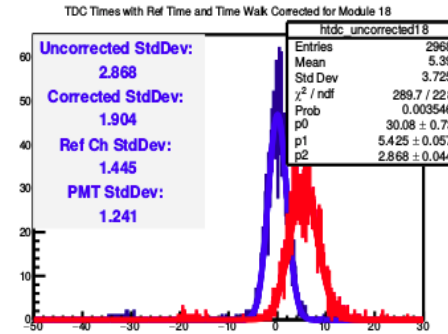
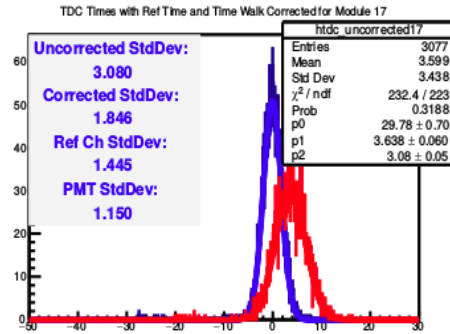
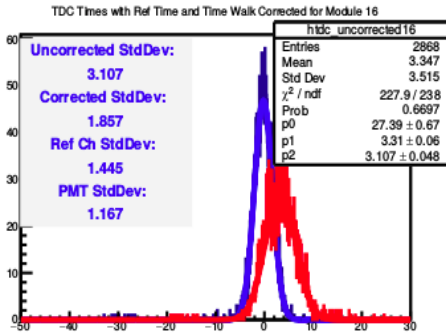
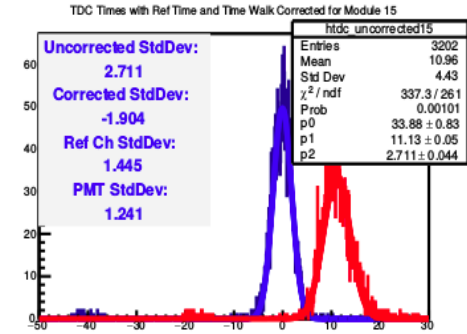
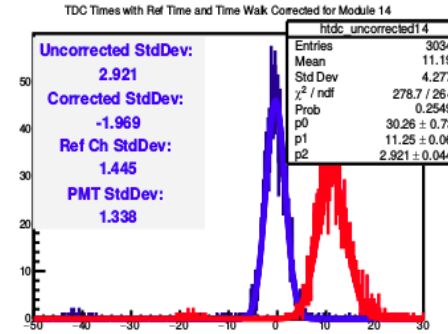
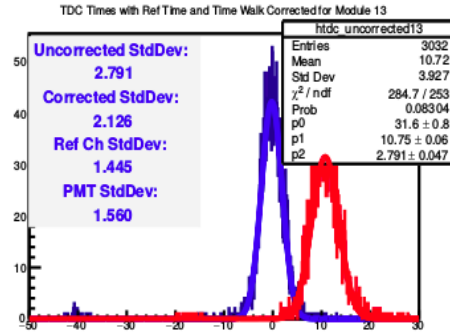
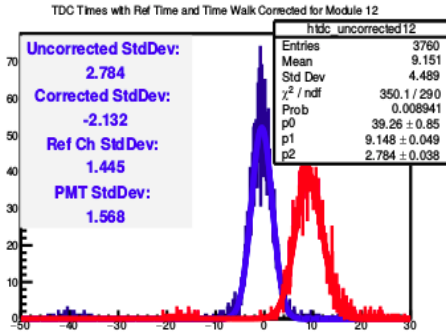
Individual PMT Timing Resolutions

- Require vertical cosmics for best timing.
 - Three F1s fire vertically in a row and surrounding six F1s don't fire.

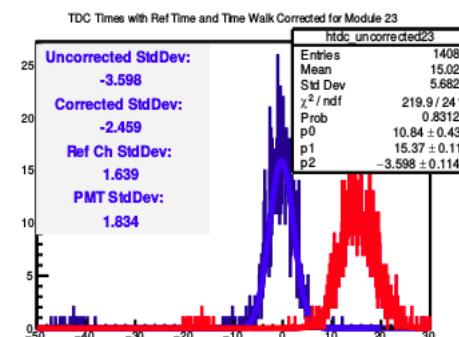
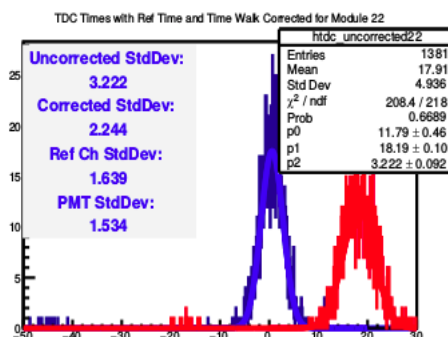
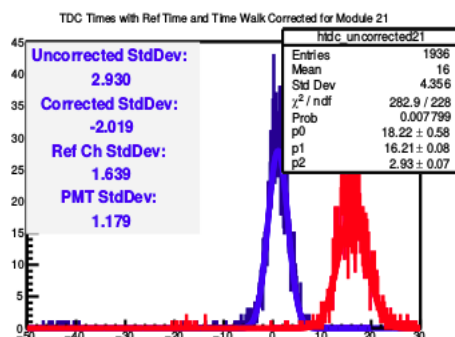
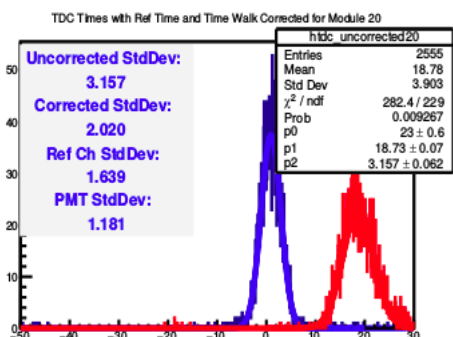
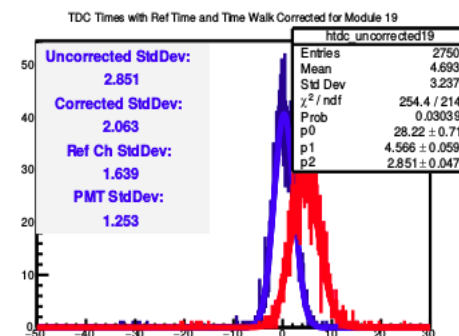
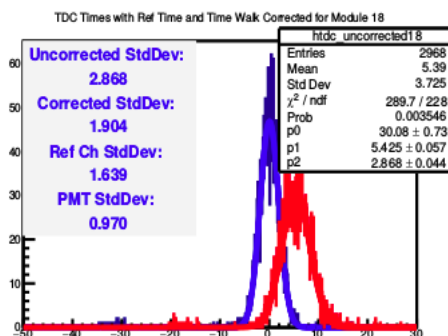
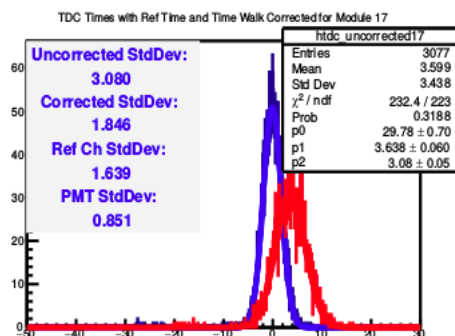
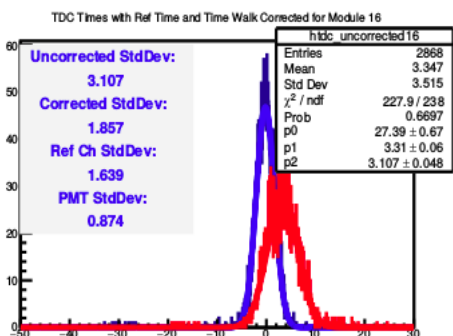
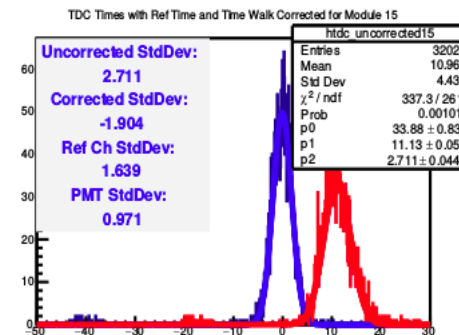
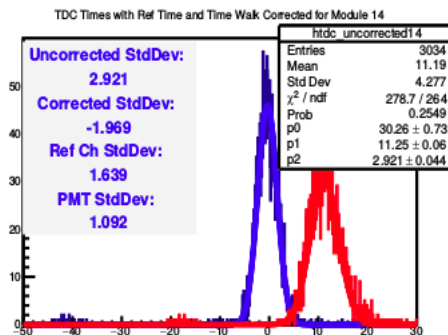
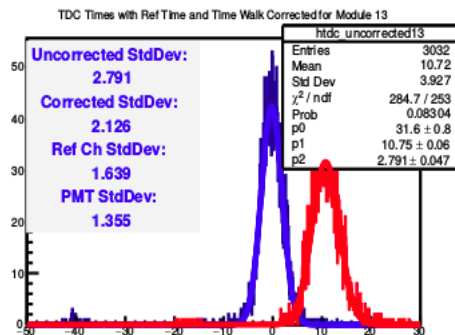
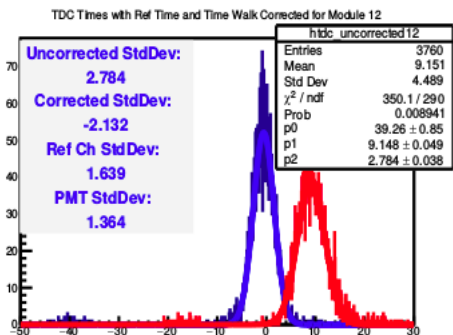


Time Walk Corrected Timing Resolutions

- $$\sigma_{\text{fADC T.O.T.}} = \left(\left| \sigma_{\text{corrected time}}^2 - \sigma_{\text{ref time}}^2 \right| \right)^{1/2}. \quad (\text{Gaus})$$



- Using histogram standard deviation.
 - 1.639 vs. 1.445 for Gaussian.



- Timing resolution worse lower down in HCal.
 - Probably just geometry. (histogram std. dev.)

