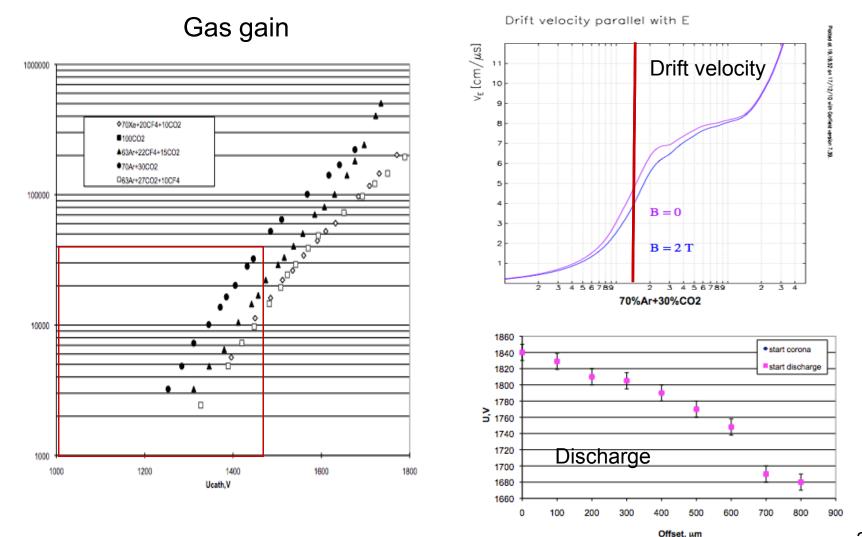
# TRT Test manual

<ul> <li>Some important information</li> </ul>	p. 2-3
Noise studies	p.4-7
<ul> <li>Operation with particles</li> </ul>	p. 8-14

## **Some important information**

- Mixture 70%Ar+30%CO2
- Nominal voltage is 1480 V (gas gain ~4\*10<sup>4</sup>)
- E-filed near the cathode = V/r\*ln(R/r) =1480/0.2\*ln(2000/15) = 1512 V/cm



# **Some important information**

- Particle loses ~ 1 keV in Ar-mixture
- One primary ionization cluster ~ 80-100 eV (3-4 el)
- Electronics noise with the detector ~3000 el
- Nominal threshold should be >4 sigma above the noise (now ~14000 el)
- Phys. Threshold = EI.Thr\* W/(Gas gain \* Signal fraction)
- In our case ~14000 el\*27/4\*10<sup>4</sup>\*0.12 = 79 eV
- 10 DAC counts =~1400el or 8 eV

#### Start DAQ

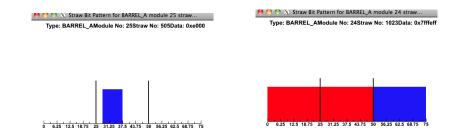
- 1. Set random trigger
- 2. Set a LL threshold to 86
- 3. Start DAQ
- 4. Start Online mode of the TRTViewer (command trtviewer DAQ)

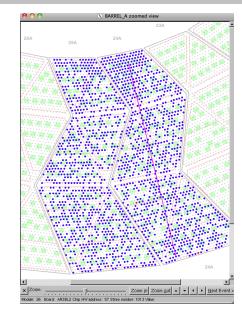
000	X IKIVIEWER (BASIC MODE)	
<u>Eile A</u> nalysis <u>B</u> rowser <u>P</u> rovider <u>H</u> elp		
Operation     Refresh mode       Start Analysis	Event A&C LE hit map	Gamut scale HiLimit LowLimit

## Work with the event display

Double click on general picture gives a zoomed view. On ZOOM window a double click on each straws gives a bit pattern information

- 1. What means color coding?
- 2. What is the main characteristic of the noise signal?
- 3. Noise uniformity around the detector?





#### Start Analysis mode of the TRTVewer

0 0	X TRTViewer (Basic mode)	
Eile <u>A</u> nalysis <u>B</u> rowser <u>P</u> rovider <u>H</u> elp		
Stop Analysis     Refresh mode       Start Browser     Next event >     Refresh mode	Display Mode Straw hitmap	Gamut scale HiLimit — Ț LowLimit Ț

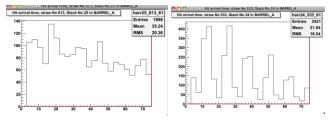
#### Set a display mode to "Straw map)

- 1. Use a different contrast of the noise representation.
- 2. What noise map tells you?

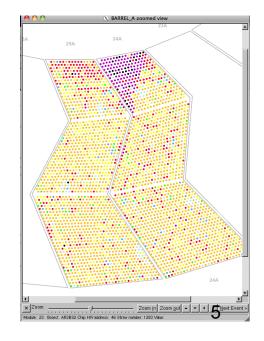
#### Work with the hit maps

#### Double click on general picture gives a zoomed view. On ZOOM window a double click on each straws gives time distribution of the arriving signals

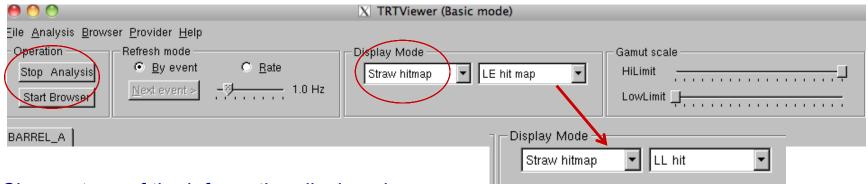
- 1. How to estimate noise rate?
- 2. How to distinguish a random noise and a clock noise?
- 3. Is the noisy area related to the clock activity.





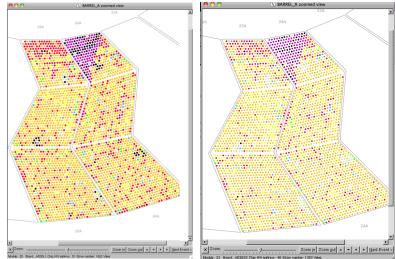


### Start Analysis mode of the TRTVewer



#### Change type of the information displayed

- 1. What is the difference between two representation?
- 2. What is the characteristics of the straws which have 100% occupancy?
- 3. Dead channel definition using the noise map
  - A)
  - B)



#### Start Browser

- 1. Check selected histograms.
- 2. What is most probable ToT for the noise signals?
- 3. What is the average straw occupancy (write number to the table)?
- 4. Dead straw number?

# Repeat the same observations for nominal threshold 116

- 1. List the observed difference and find explanation if possible.
- Take noise occupancy scan at 86,96,106, 116 and 126 and make a plot of occupancy and average ToT.
- 3. Preliminary choice of the operation threshold.

<u>File V</u> iew <u>O</u> ptions		
🔄 Shifter_SideA	▲ ▲ ▲ ※	🟥 🏢 🔄 📀 🕙 🛛 Option
All Folders	Contents of "/ROO	T Files/ROS.root/Barrel/Shifter_SideA"
🚞 root	Name	Title
PROOF Sessions	📐 hBadStraws	Counter of bad straws
🚞 /sr1/trt/bin	,ŧ <sup>+⁺</sup> +hHitA	Low Level occupancy VS sector number
ROOT Files	<mark>,,+*+</mark> hHitA₩	Low Level in time window occupancy VS sector number
🖻 🔄 ROS.root	hHitAonT	Number of straws with any LL bit on track
🖻 📲 Barrel	hHitDev	Anodes deviation from a track
SideA	<mark>, ∗**</mark> +hHitH	High Level occupancy VS sector number
Expert_SideA	A hHitHonT	Number of straws with any HL hit on track
Debug_SideA	<mark>, +<sup>++</sup>+</mark> hHitL	Leading Edge occupancy VS sector number
Stack24A	<mark>, <sup>₊++</sup>+</mark> hHitLW	Leading Edge in time window occupancy VS sector number
Shifter	hHitLonT	Number of straws with LE on track
Expert	📐 hHitWonT	Number of straws with LE in time window on track
Debug	<mark>, ++++</mark> hHtoL	High to Low Level ratio VS sector number
Dooldg	hHtoLonT	High-to-low ratio on track
	hLEonT	LE of hits on track
	hMeanTrLongToT	Mean trailing edge in chips for long ToT
	hPt	TRT track Pt
	hResidual	Residual (mm), all hits on track
	hBt 🔒	Beautifull Rt
	<mark>▲</mark> hSEffi	Straw efficiency, LE hits in time window
	hTSEffi	Straw efficiency, any LL hits
	A hTot	Time over threshold (bins), all hits
	A hTotonT	Time over threshold (bins), hits on track
	hTronT	Trailing edge of hits on track
	hTzeronT	Tzero (ns) on track

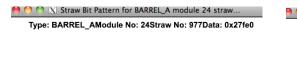
#### Start DAQ for particles

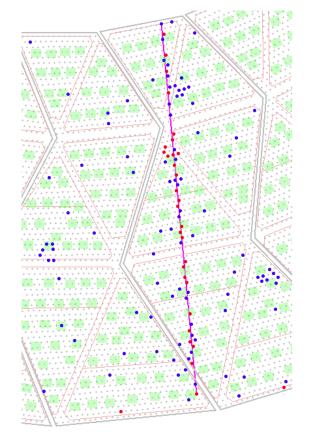
- 1. Set Fast OR trigger
- 2. Set a LL threshold to 116
- 3. Check HV 1480 V
- 4. Start DAQ
- 5. Start Online mode of the TRTViewer (command: trtviewer DAQ)

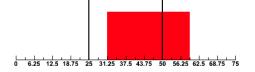
## Work with the event display

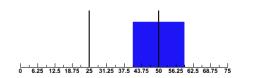
Double click on general picture gives a zoomed view. On ZOOM window a double click on each straws gives a bit pattern information

- 1. What means color coding?
- 2. What is the signal difference between hits from particles and noise?
- 3. Noise suppression possibility?







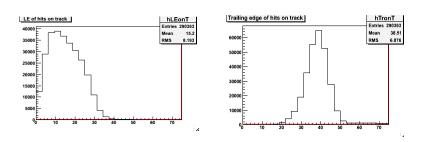


🜔 🔀 Straw Bit Pattern for BARREL\_A module 24 straw

Type: BARREL\_AModule No: 24Straw No: 813Data: 0xee0

### Start Browser and check selected histograms

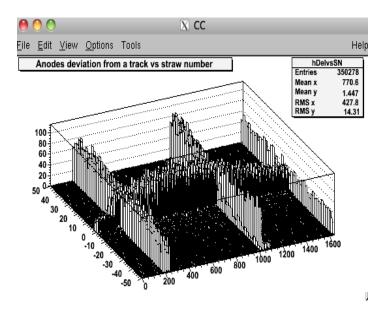
- 1. Number on straws crossed by particle.
- 2. Straw profile.
- 3. Leading edge distribution on track.
- 4. Trailing edge distribution on track.
  - Discuss the physics reason why they look as on the pictures.
- 5. Hit residual distribution.
- 6. R-T distribution.
- 7. Straw efficiency.
- 8. Time Over Threshold distribution
  - Discuss the shape and conclusion how to minimize the noise effect

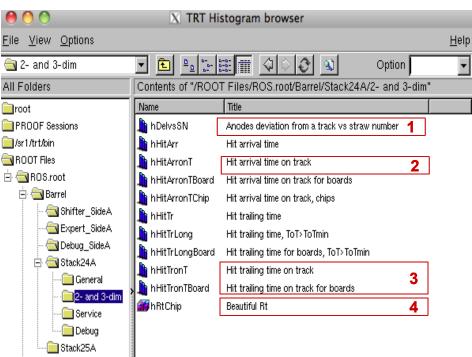


Eile <u>V</u> iew <u>O</u> ptions			<u>H</u> elp
🔄 Shifter_SideA	▼ E Po Son	🏥 🏢 🔇 🕞 🕙 🛛 Option	•
All Folders	Contents of "/ROO	T Files/ROS.root/Barrel/Shifter_SideA"	
📄 root	Name	Title	
PROOF Sessions	📐 hBadStraws	Counter of bad straws	
📄 /sr1 /trt/bin	<mark>,+*⁺+</mark> hHitA	Low Level occupancy VS sector number	
ROOT Files	<mark>₊<sup>₊₊+</sup>hHitAW</mark>	Low Level in time window occupancy VS sector number	
Doubly linked list	📐 hHitAonT	Number of straws with any LL bit on track	
🖻 🔄 Barrel	📐 hHitDev	Anodes deviation from a track <b>2</b>	
- 🔄 Shifter_SideA	<mark>₊+<sup>++</sup>+</mark> hHitH	High Level occupancy VS sector number	
Expert_SideA	hHitHonT	Number of straws with any HL hit on track	
Debug_SideA	<mark>₊+<sup>++</sup>+</mark> hHitL	Leading Edge occupancy VS sector number	
- Ci Stack24A	<mark>,+*⁺+</mark> hHitLW	Leading Edge in time window occupancy VS sector number	
🛄 Stack25A 间 Shifter	hHitLonT	Number of straws with LE on track	
- C Expert	📐 hHitWonT	Number of straws with LE in time window on track	
Debug	<mark>,+**</mark> +hHtoL	High to Low Level ratio VS sector number	
Coolig	hHtoLonT	High-to-low ratio on track	
	📐 hLEonT	LE of hits on track 3	
	hMeanTrLongToT	Mean trailing edge in chips for long ToT	
	1 hPt	TRT track Pt	
	<u> h</u> h Residual	Residual (mm), all hits on track 5	
	🛄 hRt	Beautifull Rt 6	
	📐 hSEffi	Straw efficiency, LE hits in time window	
	📐 hTSEffi	Straw efficiency, any LL hits 7	
	📐 hTot	Time over threshold (bins), all hits	
	📐 hTotonT	Time over threshold (bins), hits on track	
	hTronT	Trailing edge of hits on track 4	
	hTzeronT	Tzero (ns) on track	
24 Objects, 1 selected.	ITronT	9	-

#### <u>Check selected 2D histograms and</u> <u>discuss the results</u>

- 1. Anode deviation from a track.
- 2. Hit arrival time.
- 3. Trailing edge distribution.
- 4. Recommendations for the detector tuning.
- 5. R-T dependence.





#### Anatoli Romaniouk

11 Objects.

hRtChip

📄 Shifter

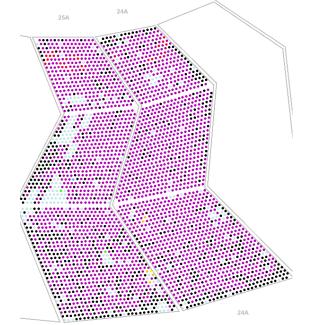
🚞 Expert

📄 Debug

#### Work with the straw maps

000	X TRTViewer (Basic mode)
<u>File A</u> nalysis <u>B</u> rowser <u>P</u> rovider <u>H</u> elp	
Operation     Refresh mode       Start Analysis	Display Mode     Gamut scale       Straw hitmap     LE hit map       LowLimit     LowLimit
00	X TRTViewer (Basic mode)
<u>F</u> ile <u>A</u> nalysis <u>B</u> rowser <u>P</u> rovider <u>H</u> elp	
Operation     Refresh mode       Start Analysis        • By event         • Bate        Stop Browser        • Mext event >         • 1.0 Hz	-Display Mode Gamut scale HiLimit

- 1. Compare LE hit map and LE on track
- 2. Straw efficiency level and uniformity
- 3. Possible reasons for dead areas:
  - Dead chips?
  - Too high threshold?
  - HV problems?
- 4. Leading edge distribution for individual straws.



Define dependence straw efficiency and drift- time accuracy on threshold and HV

## Start DAQ

- 1. Set Fast OR trigger
- 2. Take runs at different LL thresholds settings with a step of 15 DAC counts form 108 to 140 at 1480V
- 3. Take also runs with HV settings 1430 at the same LL thresholds.

#### Analysis

- Start Online mode of the TRTViewer 1 (command trtviewer DAQ)
- Start browser and check corresponding 2. histograms
- Present the results as a plot 3.
- Try to explain observed behavior. 4.

<u>F</u> ile <u>V</u> iew <u>O</u> ptions		Helt
🔄 Shifter_SideA	▼ <b>€ ₽ 8</b>	📰 🗰 🔇 🕹 🕲 🛛 Option 🔽 🗸
All Folders		T Files/ROS.root/Barrel/Shifter_SideA"
root	Name	Title
PROOF Sessions	hBadStraws	Counter of bad straws
📄 /sr1 /trt/bin	<mark>,+*⁺+</mark> hHitA	Low Level occupancy VS sector number
ROOT Files	<mark>,+*⁺+</mark> hHitAW	Low Level in time window occupancy VS sector number
Doubly linked list	hHitAonT	Number of straws with any LL bit on track
🖻 🔄 Barrel	hHitDev	Anodes deviation from a track
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Expert_SideA	hHitHonT	Number of straws with any HL hit on track
Debug_SideA	<mark>, +++</mark> hHitL	Leading Edge occupancy VS sector number
- 📄 Stack24A	<mark>,+*⁺</mark> +hHitLW	Leading Edge in time window occupancy VS sector number
····· 📄 Stack25A ···· 📄 Shifter	hHitLonT	Number of straws with LE on track
- Expert	hHitWonT	Number of straws with LE in time window on track
E Debug	<mark>, +*+</mark> +hHtoL	High to Low Level ratio VS sector number
<i>2 0000g</i>	hHtoLonT	High-to-low ratio on track
	hLEonT	LE of hits on track
	hMeanTrLongToT	Mean trailing edge in chips for long ToT
	hPt	TRT track Pt
	hResidual	Residual (mm), all hits on track 1
	📗 hRt	Beautifull Rt
	hSEffi	Straw efficiency, LE hits in time window
	hTSEffi	Straw efficiency, any LL hits 2
	hTot	Time over threshold (bins), all hits
	hTotonT	Time over threshold (bins), hits on track
	hTronT	Trailing edge of hits on track
	hTzeronT	Tzero (ns) on track
24 Objects, 1 selected.	hTronT	12 🧧

# Task 3:Conclisions about the problems found and make recommendations what should be fixed.

- 1. Noise issues
- 2. Dead straws
  - Electronics
  - HV

3. Misbehaving channels

4. Threshold and HV to be used

# Your comments/questions.

# Your comments/questions.

# Your comments/questions.