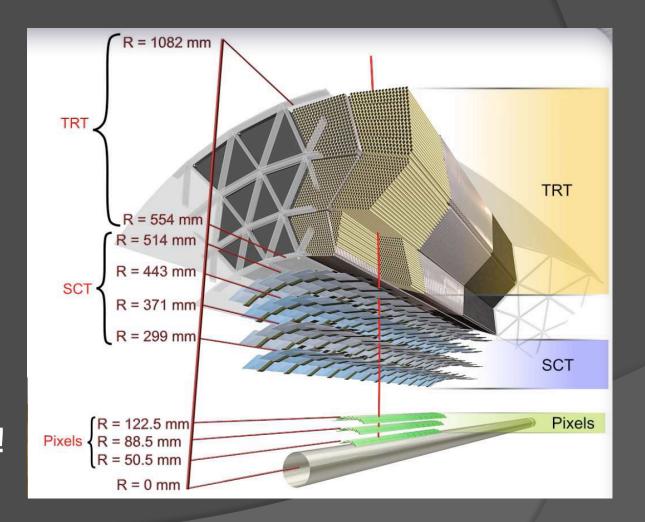
David W. Miller, Ariel Schwartzman, Su Dong SLAC ATLAS Forum 8 October 2008

FIRST LIGHT A LOOK AT TIMING IN THE PIXEL DETECTOR WITH THE FIRST COSMICS

The Inner Detector and Timing

- Very different detector types
- Different timing qualities and precisions
- Must ensure intra-detector and interdetector timing!

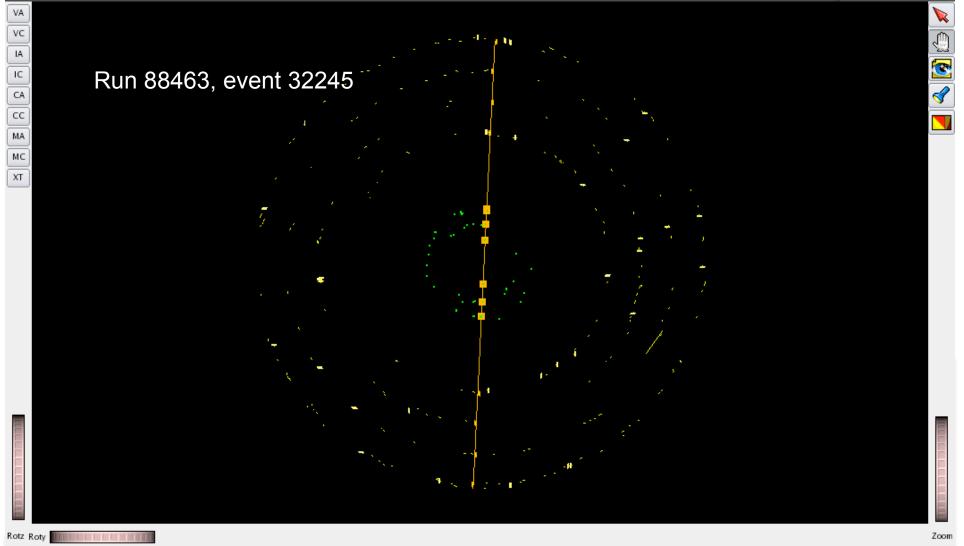


First light (I)



⁻irst light - D. W. Miller

First light (II)



irst light - D. W. Miller

First light (III)

Run 88463, event 32245

Botz

Rotz Roty

)/8/08

First light - D. W. Miller

Zoom

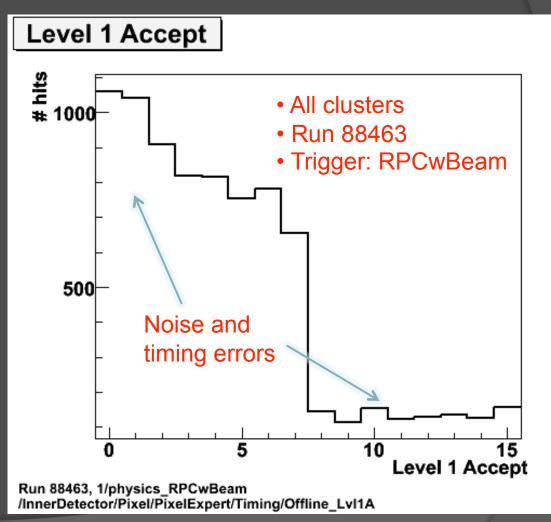
Used L1A information from these

hits to adjust timing quickly...but

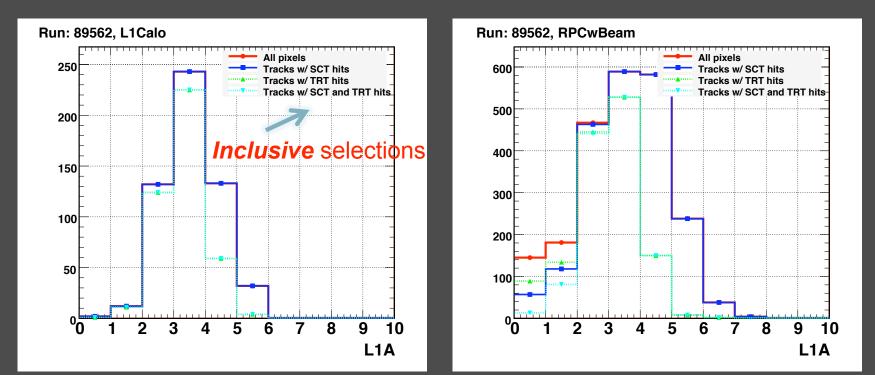
more is needed...

We need more than just pretty pictures!

- Timing and BCID errors in run 88463
- Need to understand more directly the timing dependence of trigger streams and other effects



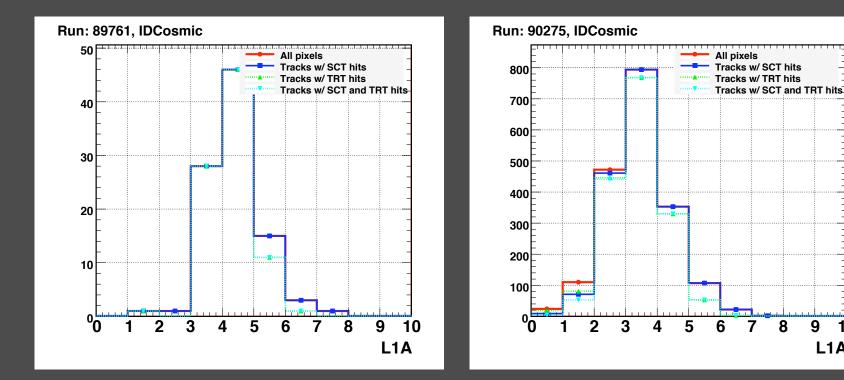
Looking at timing information for tracks with different triggers



Saw much better time alignment with L1Calo

RPC had some work to do... but TRT fine timing helps a lot

Comparing different running conditions after timing feedback



Later run with various improvements also from other subdetectors

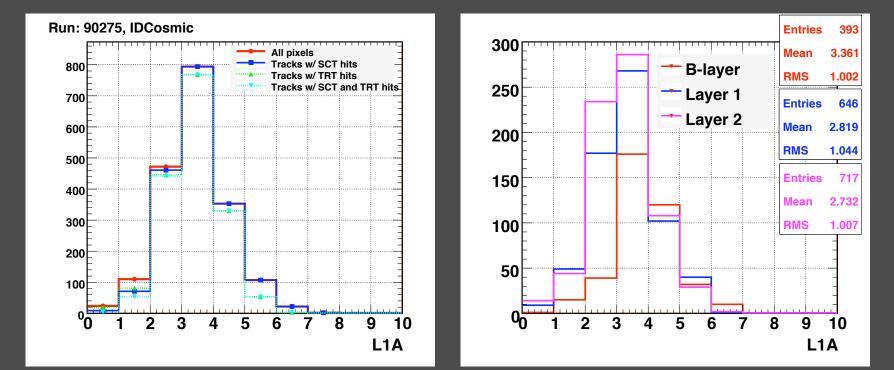
Slightly wider, but rack→detector cable lengths accounted for

First light - D. W. Miller

10

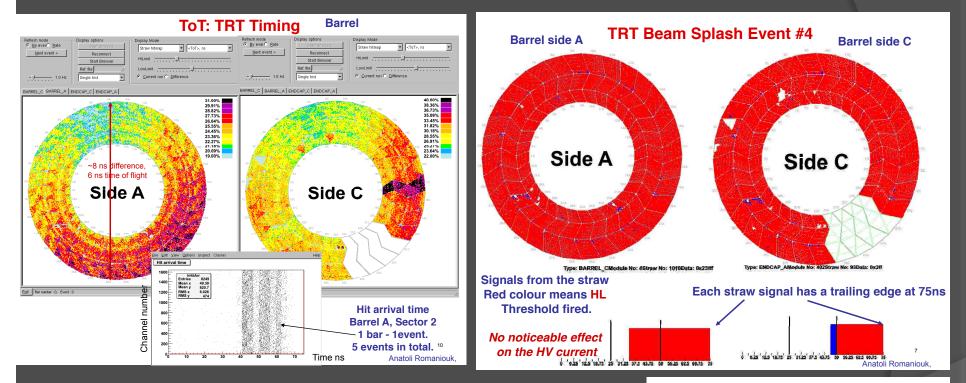
L1A

Taking a closer look at the intra-pixel timing



Same as previous page: run 90275 (IDCosmic stream) L1A for all clusters on tracks, but now by layer

Using the TRT as a reference



TRT is now very well timed in and the fine grained t_0 will allow pixel to adjust to a well-known reference point

Beam splash events:

Rough estimate: 10-100 per straw Unique opportunity to time whole the detector at once in one event!

This saves may be months of work.

Summary

- The multitude of cosmic tracks seen by the pixel detector has allowed a plethora of studies on performance and timing to begin in earnest
- The use of detailed sub-detector and trigger-level timing information will allow for a de-convolution of trigger timing jitter and real intra-pixel timing differences