

JOHANNESBURG



# Data Acquisition Hardware (Hands-on Approach)

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## Outline



- →Measure energy deposition
  - Scintillator setup
  - Photomultiplier
  - Analog-to-Digital conversion
  - Charge-to-Digital conversion
  - QDC in real life

### →Measure position

- Wire chamber setup
- Time-to-Digital conversion
- TDC in real life

### →Corollary





- → This wants to be a hands-on approach to the basic DAQ hardware
- We will discuss two different experiments, requiring different techniques and components
- $\rightarrow$  We also have some good real data to discuss
  - · You we will see, we are talking about real life here
- →Let's get started!

Material and ideas have been taken from CERN Summer Student lectures of P.Farthouat, C.Joram and O.Ullaland





# 1<sup>st</sup> experiment



→ Measure the energy deposited by a particle traversing a (special) medium

- → The (detector) medium is <u>a scintillator</u> → The molecules, excited by the passing particle, relax emitting light
  - The amount of light is proportional to the deposited energy
- → The light is then collected, using dedicated optical means (light guide), and fed into a photo-detector → photomultiplier



## Photomultiplier







## **Getting started**





## Good old scope













## Analog to digital conversion: introduction



 $\rightarrow$  Digitization  $\rightarrow$  Encode a analog value into a binary representation

Entity to be measured

Ruler unit

Compare entity with a ruler

## Analog to digital conversion: Flash ADC



#### $\clubsuit$ Digitization $\rightarrow$ Encode a analog value into a binary representation



## Analog to digital conversion: Flash ADC



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#### $\clubsuit$ Digitization $\rightarrow$ Encode a analog value into a binary representation

| Entity to be measured       |
|-----------------------------|
| Ruler unit                  |
| Compare entity with a ruler |

- → Resolution (LSB), the ruler unit:  $V_{max}/2^{N}$ 
  - 8bit,  $1V \rightarrow LSB=3.9mV$
- $\rightarrow$ Quantization error, because of finite size of the ruler unit:  $\pm$ LSB/2
- → Dynamic range: V<sub>max</sub>/LSB
  - Nfor linear ADC
  - >N for non-linear ADC
    - Constant relative resolution on the valid input range





Many different ADC technique exists, mostly because of the trade-off between speed and resolution





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- →ADC converts a voltage into a digital representation. However, in our experiment, we have a current and we are interested in the total charge
- $\clubsuit$  QDC  $\rightarrow$  Charge to Digital Converter
  - · Essentially an integration step followed by an ADC
- → Integration requires limits  $\rightarrow$  gate

$$I = \int_{a}^{b} f(x) \, dx$$



## **QDC** and experiment 1



→ADC converts a voltage into a digital representation. However, in our experiment, we have a current and we are interested in the total charge

### $\clubsuit$ QDC $\rightarrow$ Charge to Digital Converter

- · Essentially an integration step followed by an ADC
- → Integration requires limits  $\rightarrow$  gate

 $Q \propto N_{\gamma} \propto E$ 

 $I = \int^{0} f(x) \, dx$ 



Question: what should follow the QDC? With which aim?





• By the way, which is the noise contribution to our charge measurement?

$$I = \int_{a}^{b} f(x) \, dx$$

L

а

Q: the tail is exponential, how large is large enough?



QDC: Timing

Gate

gen.











## **Real QDCs at work**





- → Real data from a beam test @CERN
- → PbWO<sub>4</sub> (scintillating) crystal equipped with two PMTs and exposed to  $e, \mu$  and  $\pi$  beams



## **Real QDCs at work**





→ Real data from a beam test @CERN

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# 2<sup>rd</sup> experiment



## **Position measurement**





- This time we want to measure the position of particle with a wire chamber
- → The ionization electrons created by the passage of the particle will take a time ∆t to reach the anode wire
- →Transit time is normally negligible with respect to ∆t
- → If we consider a constant drift speed  $v_D$  (50µm/ns), then position is:

$$x = v_D \cdot \Delta t$$



## Triggering





- The wire chamber alone is not sufficient however
- →We need a triggering system
- Therefore we will measure a relative time  $\Delta t + t_0 = t^*$ 
  - t<sub>0</sub> accounts for the time delays, offsets, ...
    between the wire chamber and the triggering system

$$x = \alpha t^* + \beta$$



## Time measurement





- → The wire signal acts as a start signal
- → The trigger provides the stop signal

## Time measurement $\rightarrow$ TDC





- →Time-to-Digital Converter
- $\rightarrow$  Resolution: 1/f
- → Dynamic range: N
- → Single hit TDC
  - · e.g. a noise spikes comes just before the signal  $\rightarrow$  measure is lost



## Multi-hit TDC





- →Gate resets and starts the counter. It also provides the measurement period. It must be smaller than 2<sup>N</sup>/f
- Each "hit" (i.e. signal) forces the FIFO to load the current value of the counter, that is the delay after the gate start
  - In order to distinguish between hits belonging to different gates, some additional logic is need to tag the data

→Common-start configuration



## **Actual TDCs**





Real TDCs provide advanced functionalities for fine-tuning the hit-trigger matching

- Internal programmable delays
- Internal generation of programmable gates
- Programmable rejection frames

Can you imagine/sketch a common stop setup?



## Real life wire chamber & TDC





- XDWC: delay wire chambers used on the SPS extracted lines to measure beam profiles
- → Two cathode planes provide X and Y positions
- Measurement is based on the delay gained along a delay line





## Principle





- XDWC: delay wire chambers used on the SPS extracted lines to measure beam profiles
- → Two cathode planes provide X and Y positions

Measurement is based on the delay gained along a delay line











# **Corollary: calibration**



## Calibration



- Both the experiments we discussed provide <u>relative measurements</u>. The values obtained via our system are in some (known) relation with the interesting quantity
  - Scintillator

$$Q \propto N_{\gamma} \propto E$$

• XDWC

$$y = \alpha \cdot \Delta t + \beta = \alpha \cdot (t_{top} - t_{bottom}) + \beta$$

- Our instruments need to be calibrated in order to give us the answer we are looking for
  - We have to determine the parameters that transform the raw data into a physics quantity
  - The parameters normally depend on the experimental setup (e.g. cable length, delay settings, HV settings, ... )
- In the <u>design of our detector and DAQ</u> we have to foreseen calibration mechanisms/procedures

# Ge crystal for isotope identification







## **Crystal calibration**





Physical models



## **Isotope identification**





Calibrate crystal setup can be used to identify isotopes generated in  $\gamma$ -irradiated samples





- XDWC chamber have 3 calibration inputs that allow for independent calibrations of X and Y axis with only 3 different sets of data
- The calibration input simulate signals from particles respectively hitting
  - Right-top corner (X=Y=30mm)
  - Center (X=Y=0mm)
  - Left-bottom corner (X=Y=-30mm)
- The calibration data sets shall be taken with <u>final setup and TDC</u>
- Interpolating the three points in the t-x space, the parameters of the calibration equation can be measured





## **Calibrated XDWC**







 Digitization techniques produce data directly manageable by digital systems (e.g. a computer)

- · Greatly simplifies the down-stream data-handling
- Root of every modern DAQ system
- Available on a variety of platforms: VME, PCI, USB, ...
- →Open the "black box" and see where the numbers come from
  - Real electronics does not behave as the ideal one
- →Trade-offs between speed/precision/cost exist
  - You have to choose the solution that best suits you

→ Physics quantities are derived from the raw data via calibration

Calibration procedures have to be foreseen for your detector and DAQ

### Example – NA59 Drift Chambers

More complex, precise detectors need more sophisticated calibration

 Calibrate both "detector behavior" and "DAQ behavior" (eg TDC), sometimes at

once.







FIG. 4. Calibration data for drift chamber 4. The "comb" is due to slits in the veto (Slit1) combined with hits in the corresponding counter (Hit1) as indicated in the upper part of the figure.

