ProtoDUNE commissioning

ProtoDUNE sim/reco

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Bad channels

Bad channels

I looked at bad channels

- List from BNL CE group checked all 15360 channels with pulser data
- I have started checked these with recent artDAQ data
 - Summarized in table below
 - 38 + 1 put in bad channels list
 - 5 appeared to be OK and are not marked bad

BNL CE label	# ch	# bad	# sticky	# good
Inactive FE	4	3	0	1
Inverted gain	2	0	0	2
Broken connection pre FE	34	34	0	0
Significant stuck bits	45		1	1
ENC > 2000e	3	1	1	1
ENV < 2000 e	many	1		

Bad channels (2)

Bad channels are in dunetpc

- ChannelStatusService will return them
- Recorded in fcl that is part of dunetpc
- Changes will be in this week's release (a very few last week)

Like to get feedback from higher-level reco

- Does this list help?
- Are there additional bad channels?
 - I will do more comprehensive search as I look for sticky codes

Dataprep handling

Right now dataprep treats these like any other channels

Sticky codes

Sticky codes

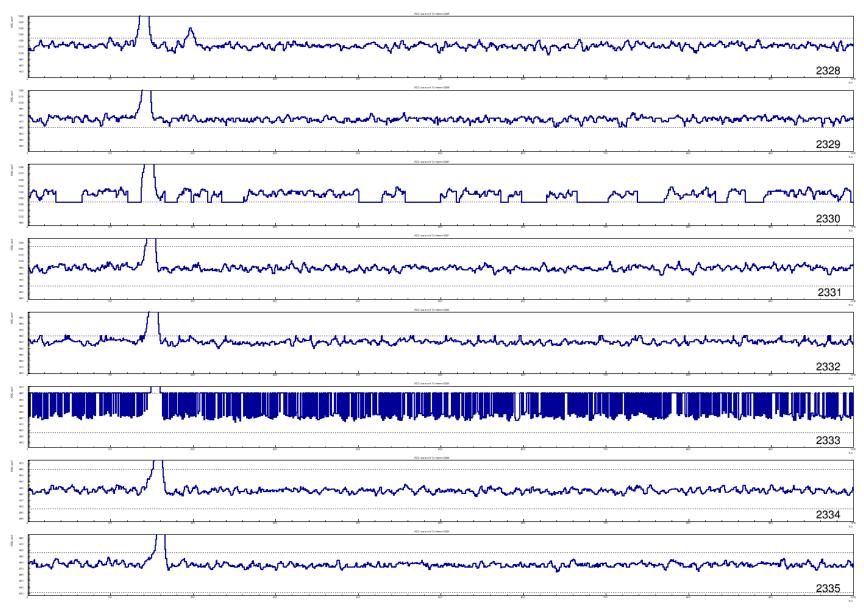
Well known that we have sticky codes

- ADC output jumps to these codes where we do not expect it for a smooth variation with tick
- Big variation from channel to channel
- And different sticky codes for different channels
- Major emphasis of BNL ADC testing was to try to identify and discard ADC chips with lots of stickiness

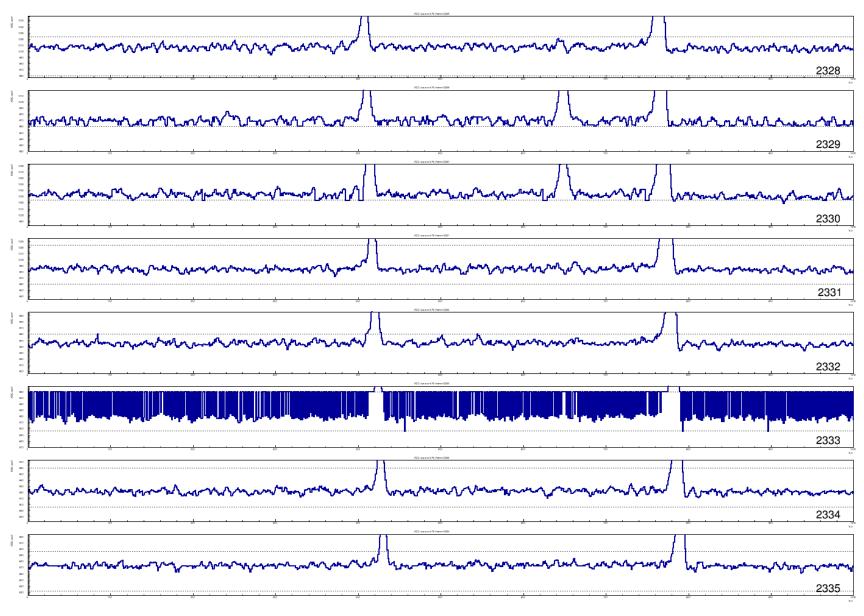
Some code now in place to address the problem

- Tool FclStickyCodeFlagger provides means to flag sticky codes
 - List of sticky codes for each channel stored in fcl
- Tool AdcCodeMitigator replaces signal for flagged ticks with either
 - A fixed value or
 - Interpolation between nearest non-sticky neighbors (preferred)
- Now need to find the sticky codes
 - Do this separately near and away from pedestal

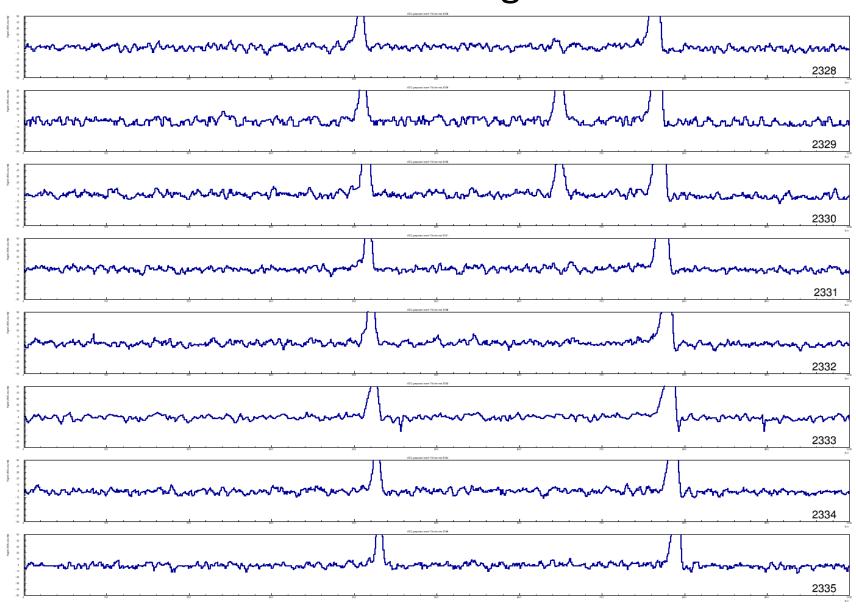
Run 5152 raw



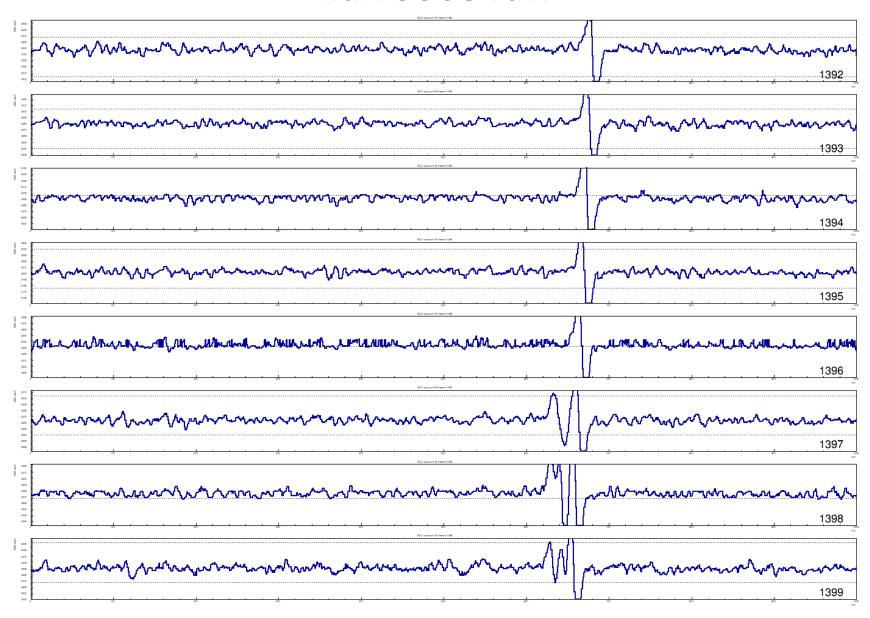
Run 5308 raw



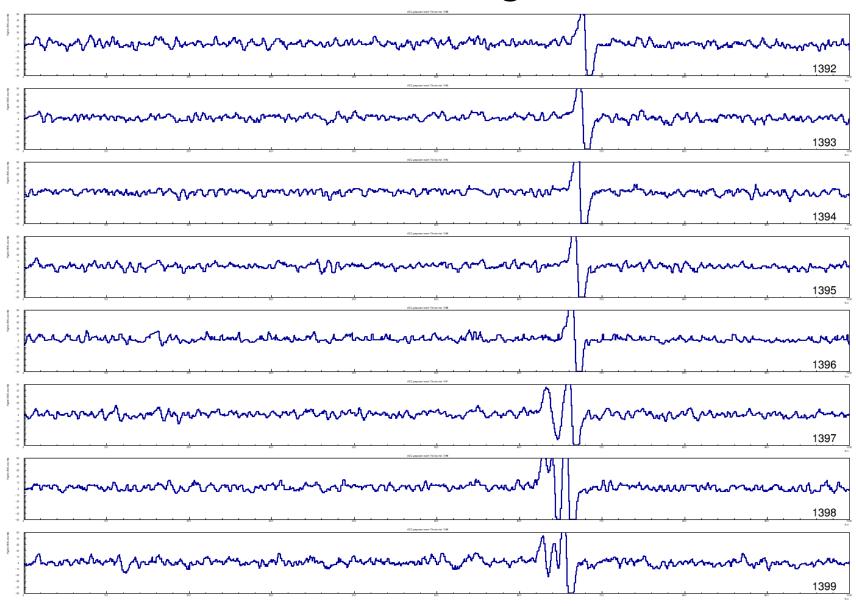
Run 5308 mitigated



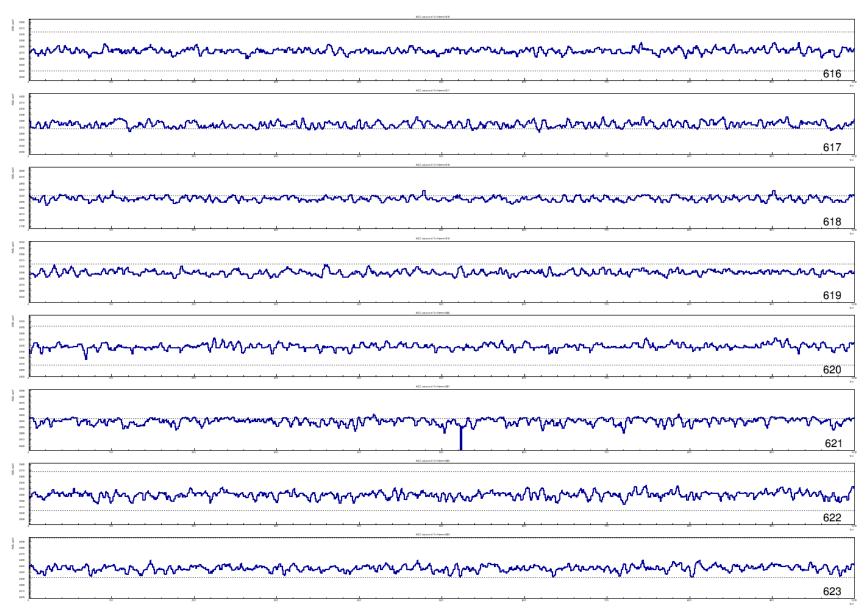
Run 5308 raw



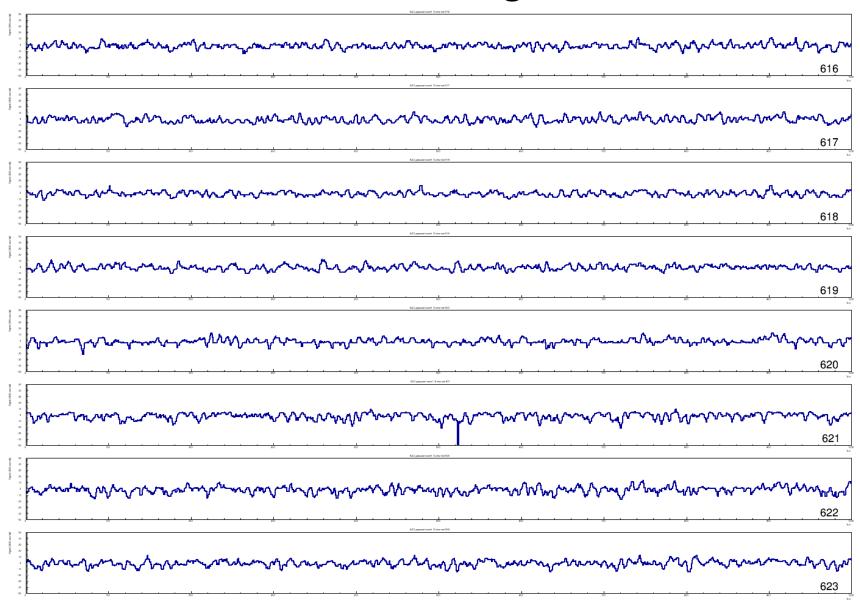
Run 5308 mitigated



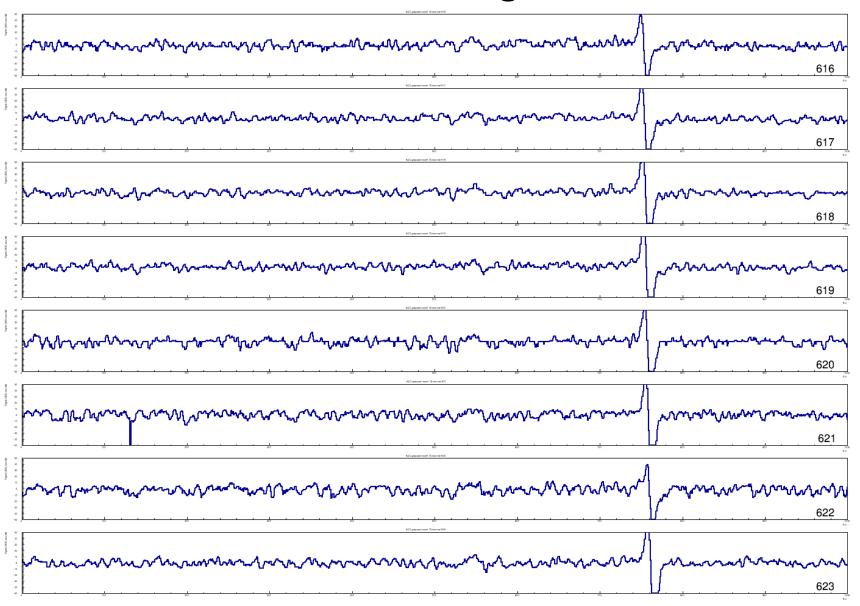
Run 5152 raw

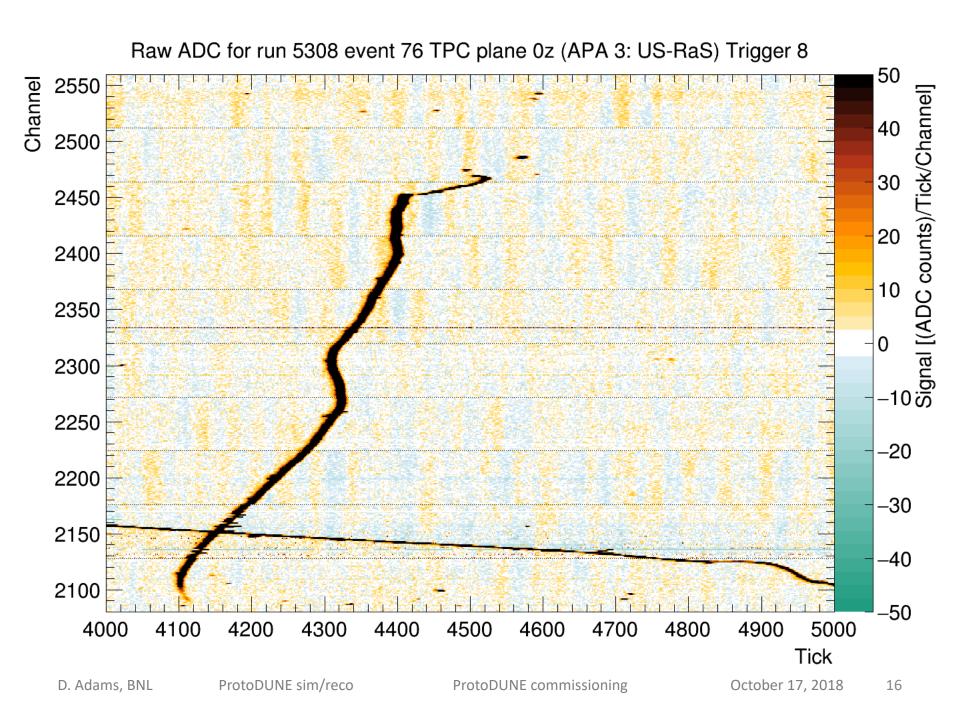


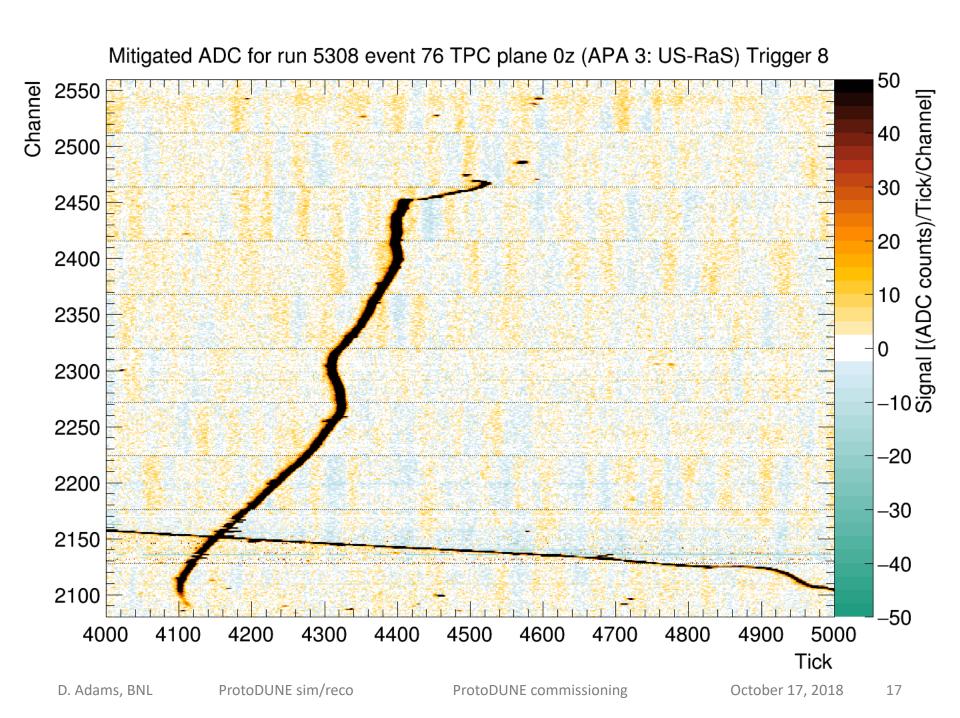
Run 5152 mitigated



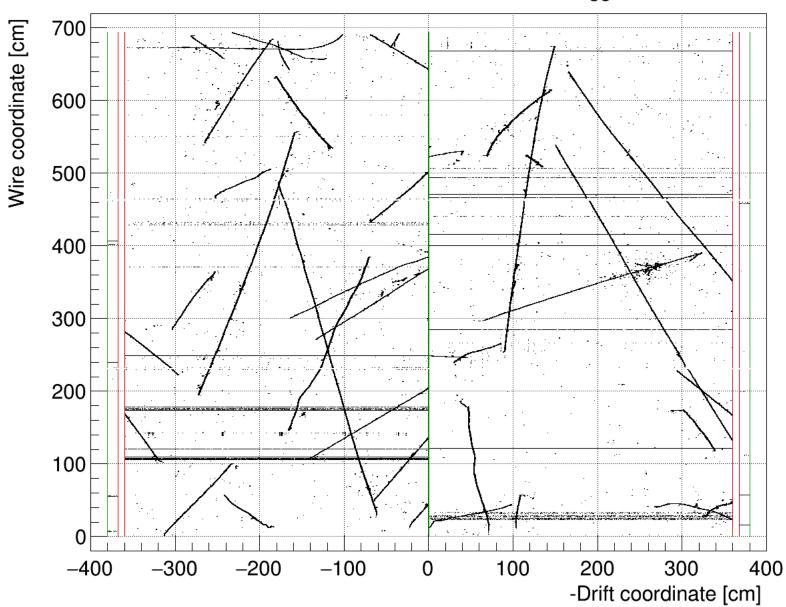
Run 5308 mitigated



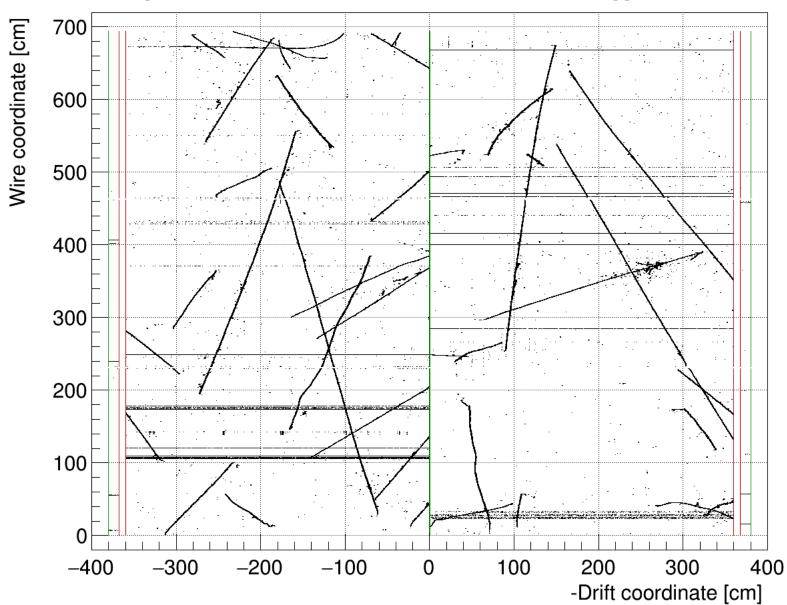




Raw ADC collection view. Run 5308, event 76. Trigger 8.



Mitigated ADC collection view. Run 5308, event 76. Trigger 8.



Looking for beam

Finding the beam

Often want to check we have beam related events

- Remember trigger flag is set to 12 for beam triggers
- I like to look at APA3z displays
 - Increase range to 400 ADC counts to better see signal
 - Example plots for run 5308 follow
 - This run has beam trigger that suppresses electrons
 - I draw line where beam tracks appear to start
 - » Offset due to space charge
 - » Varies from run to run (and within run?)
 - Full set (including random trigger) at http://home.fnal.gov/~dladams/protodune/apa3zAdc/run005308/plots.html
 - Selected events 0-699
 - 116 events
 - 36 have trigger 12
 - Maybe 24 are consistent with my beam position

