

2x2 E-board/Ground Events

Roberto Mandujano





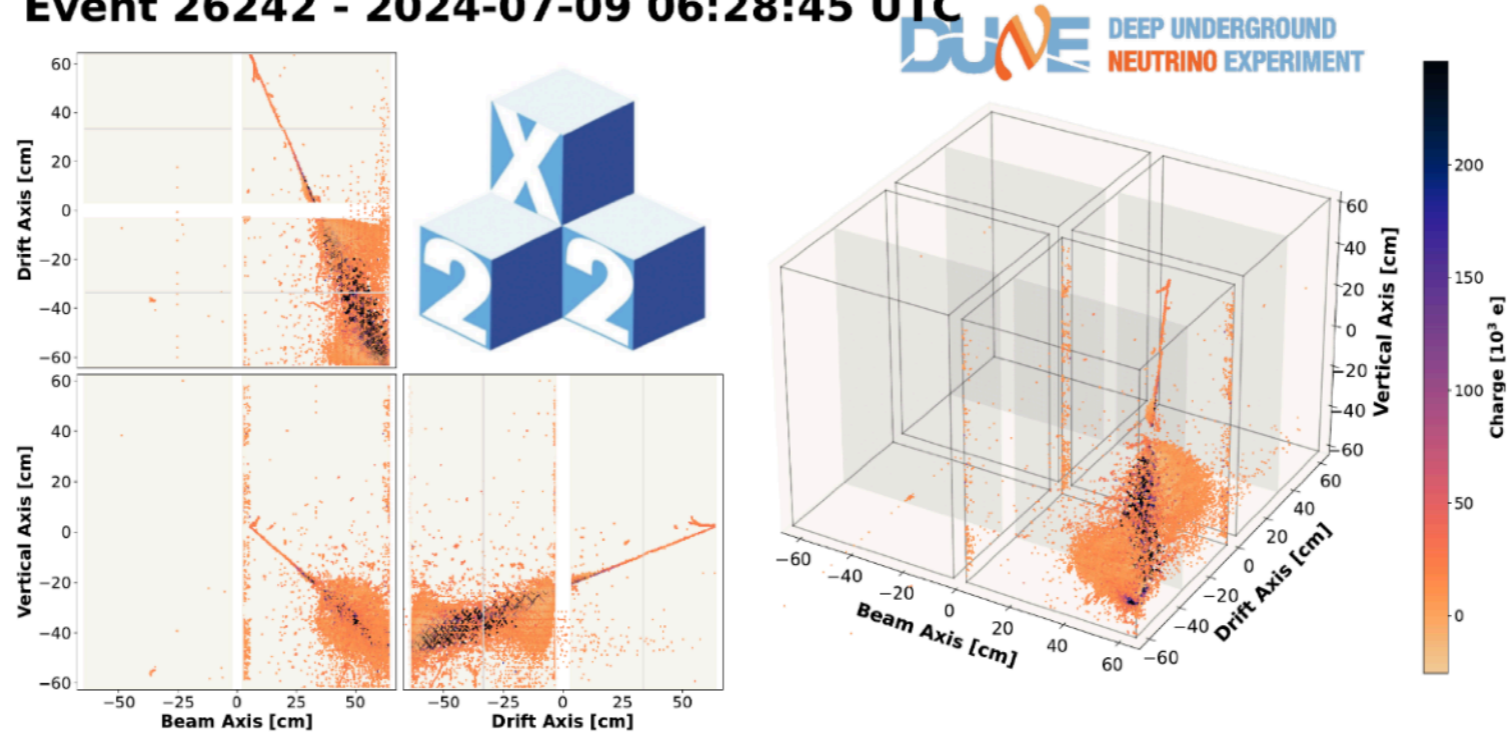
Background

- It has been noted that activity in the light readout can trigger the charge readout through the former's electronics board (e-board)
- Final goal is to filter these types of events
- Using `/global/cfs/cdirs/dune/www/data/2x2/nearline/flowed_charge/REFLOW/v5/beam/` July 8 and July 10 nominal HV data

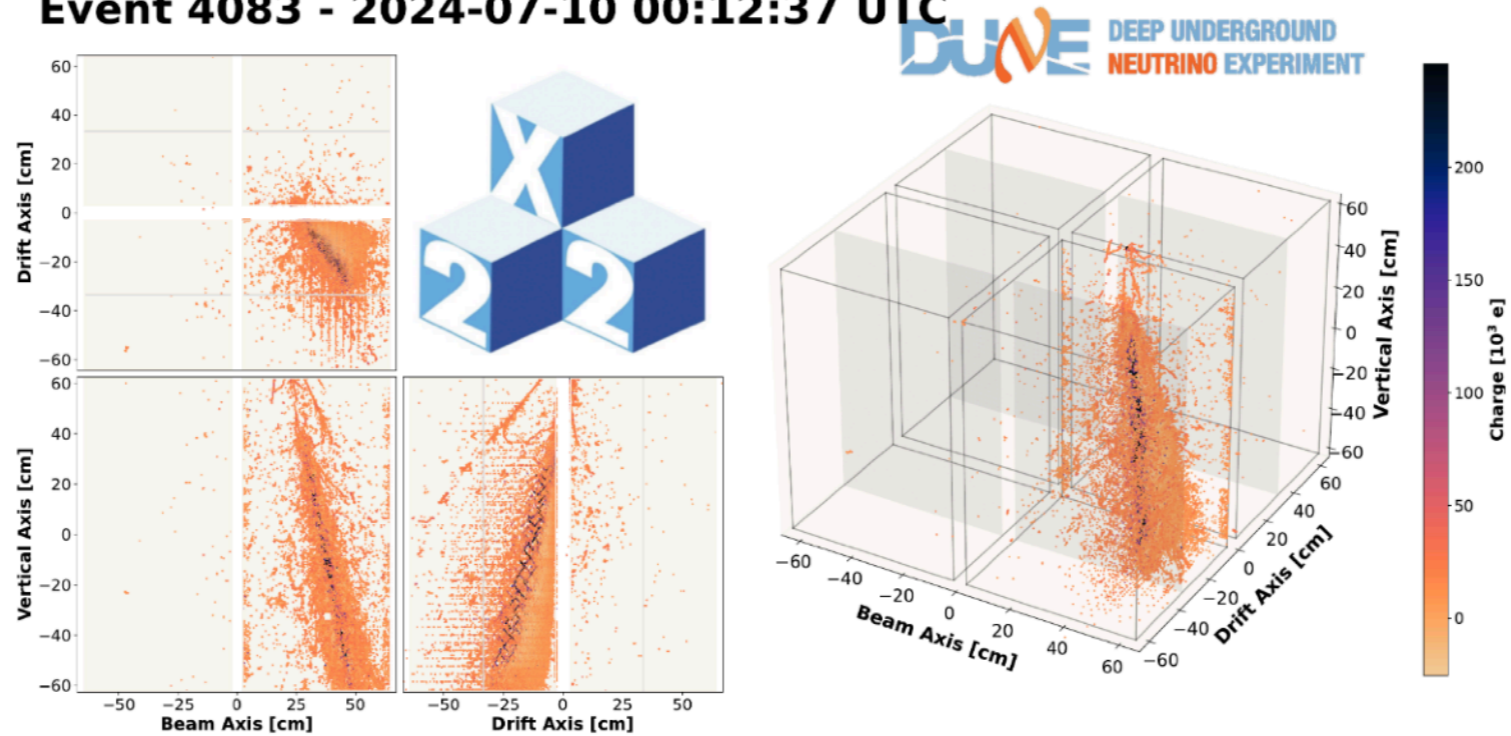


Events from Charge Readout Note

Event 26242 - 2024-07-09 06:28:45 UTC

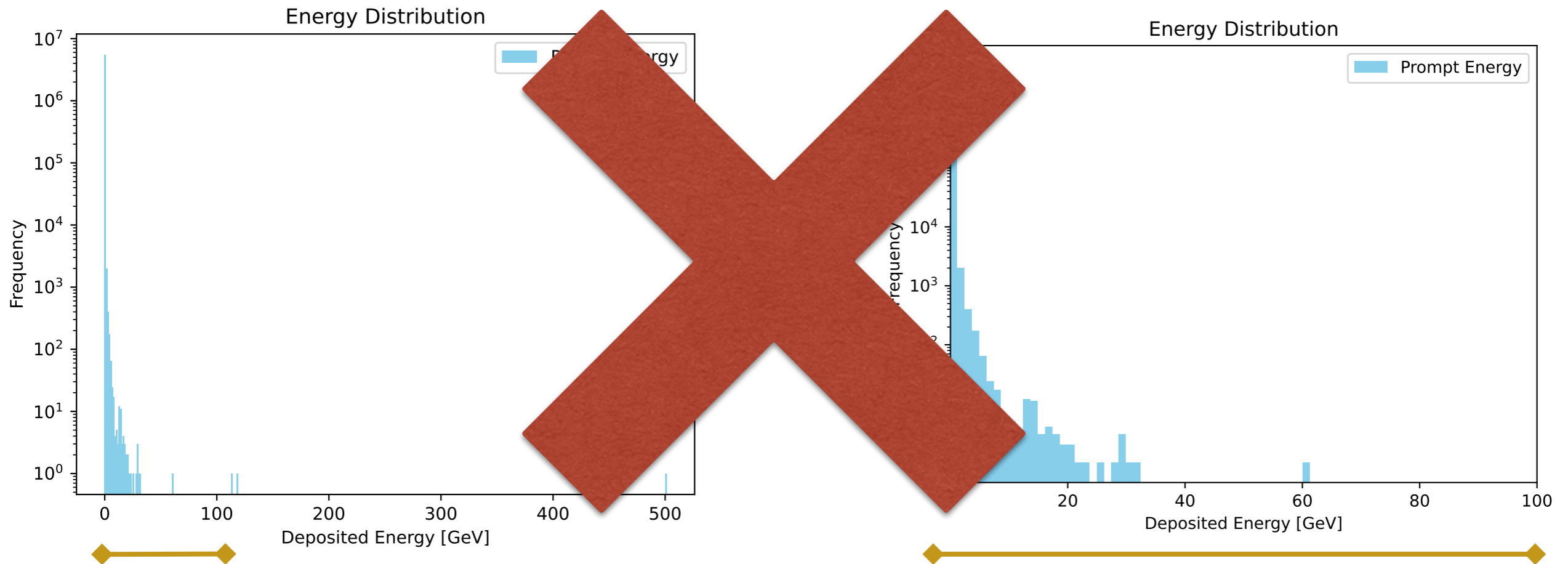


Event 4083 - 2024-07-10 00:12:37 UTC





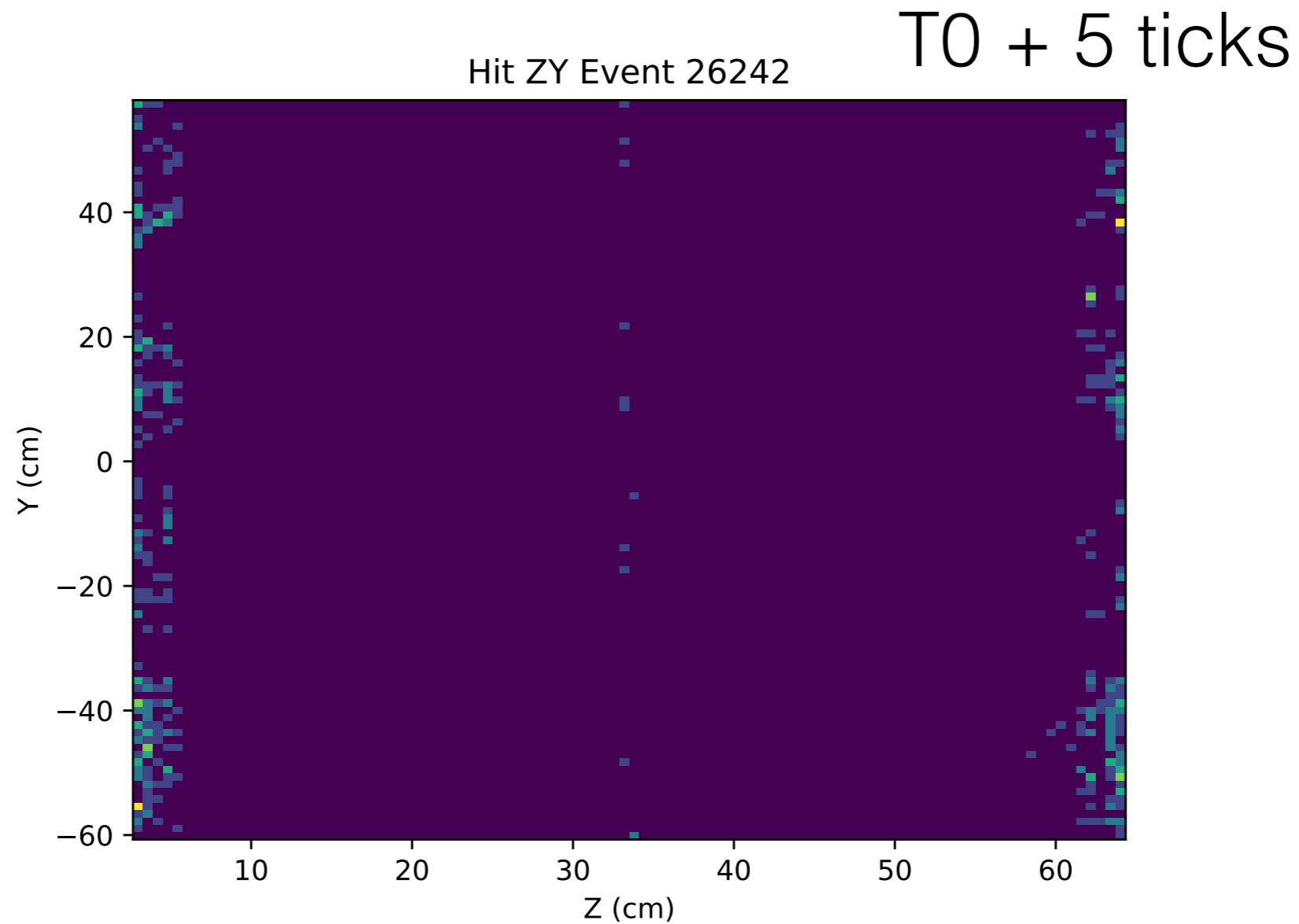
Selecting by event energy



- E-board trigger events tend to have very high energy
- Select the sparse events over ~ 20 GeV



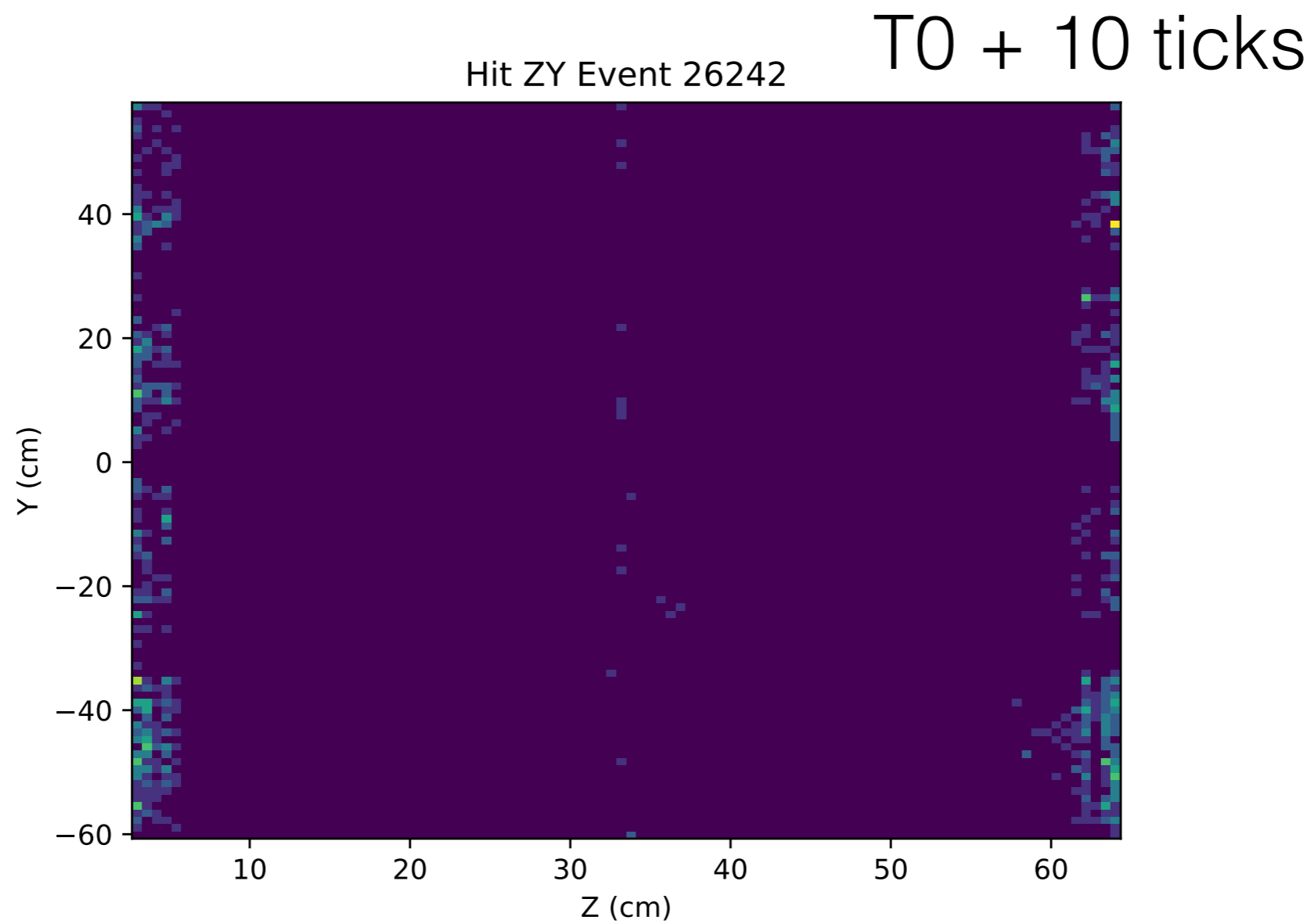
Looking close to T0



- Z, Y for hits 5 (100 nanosecond) ticks from the event start
- Starts with mostly line of charge only

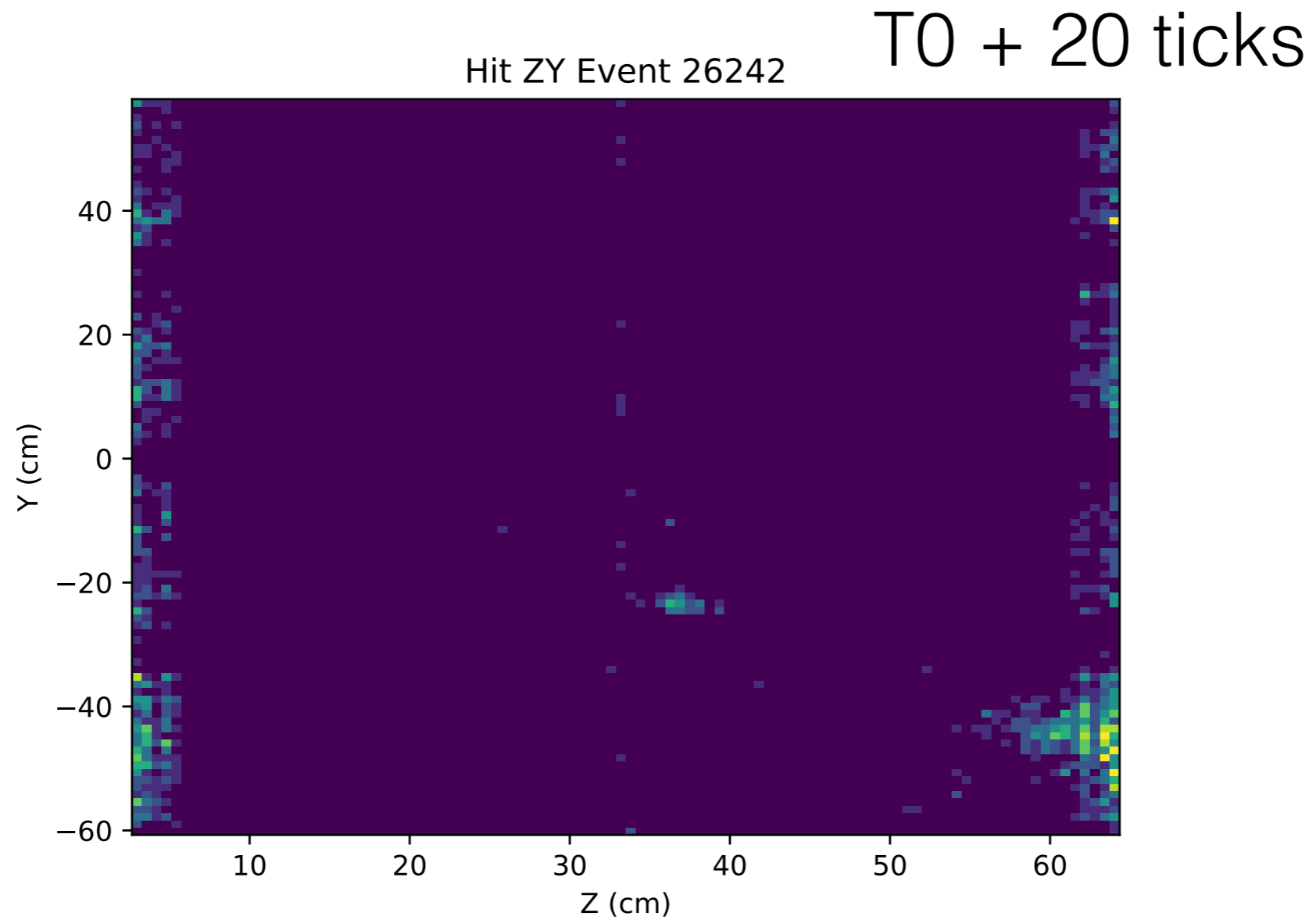


Looking close to T0





Looking close to T0



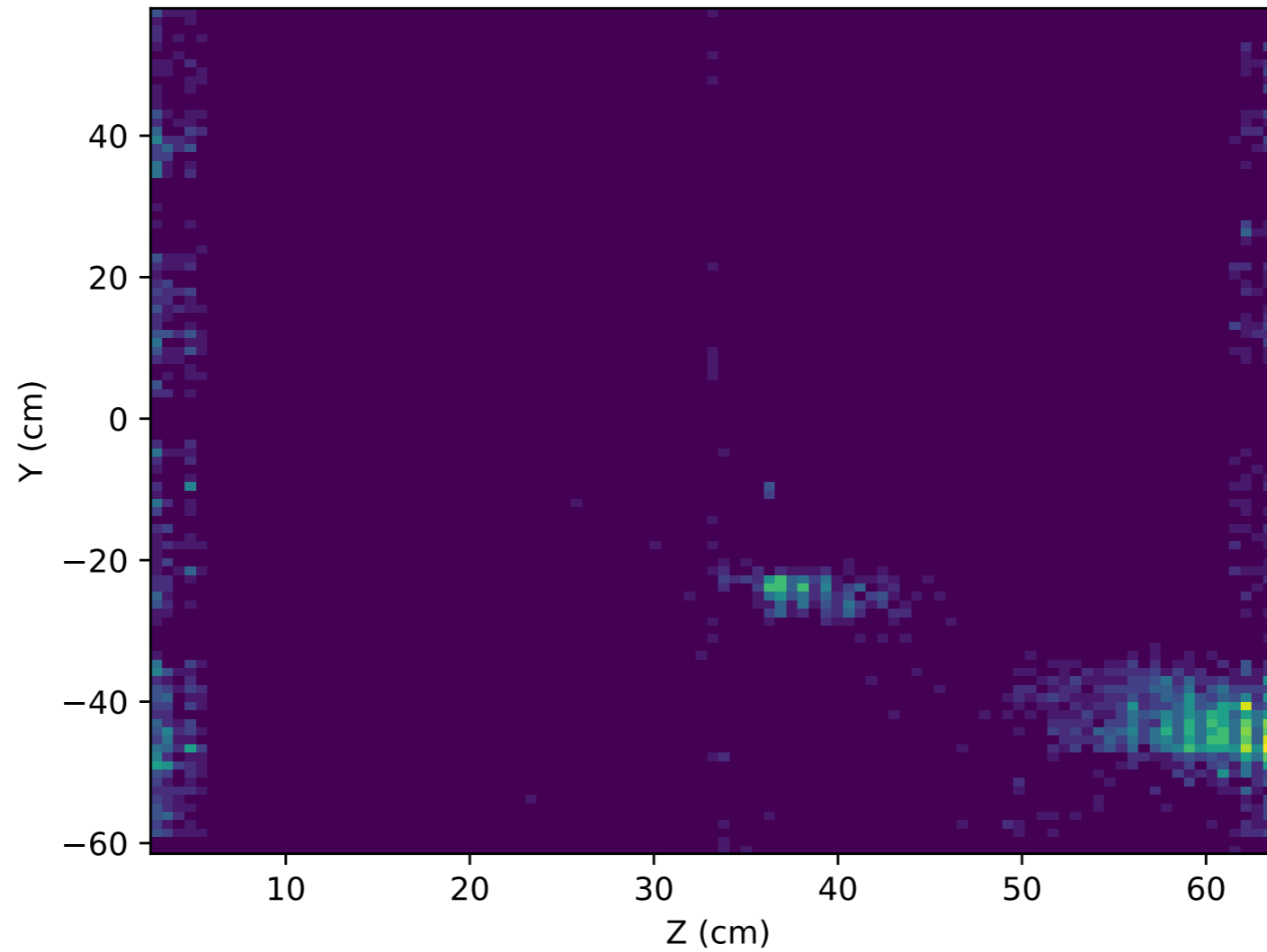
- Physics signal starts to appear



Looking close to T0

Hit ZY Event 26242

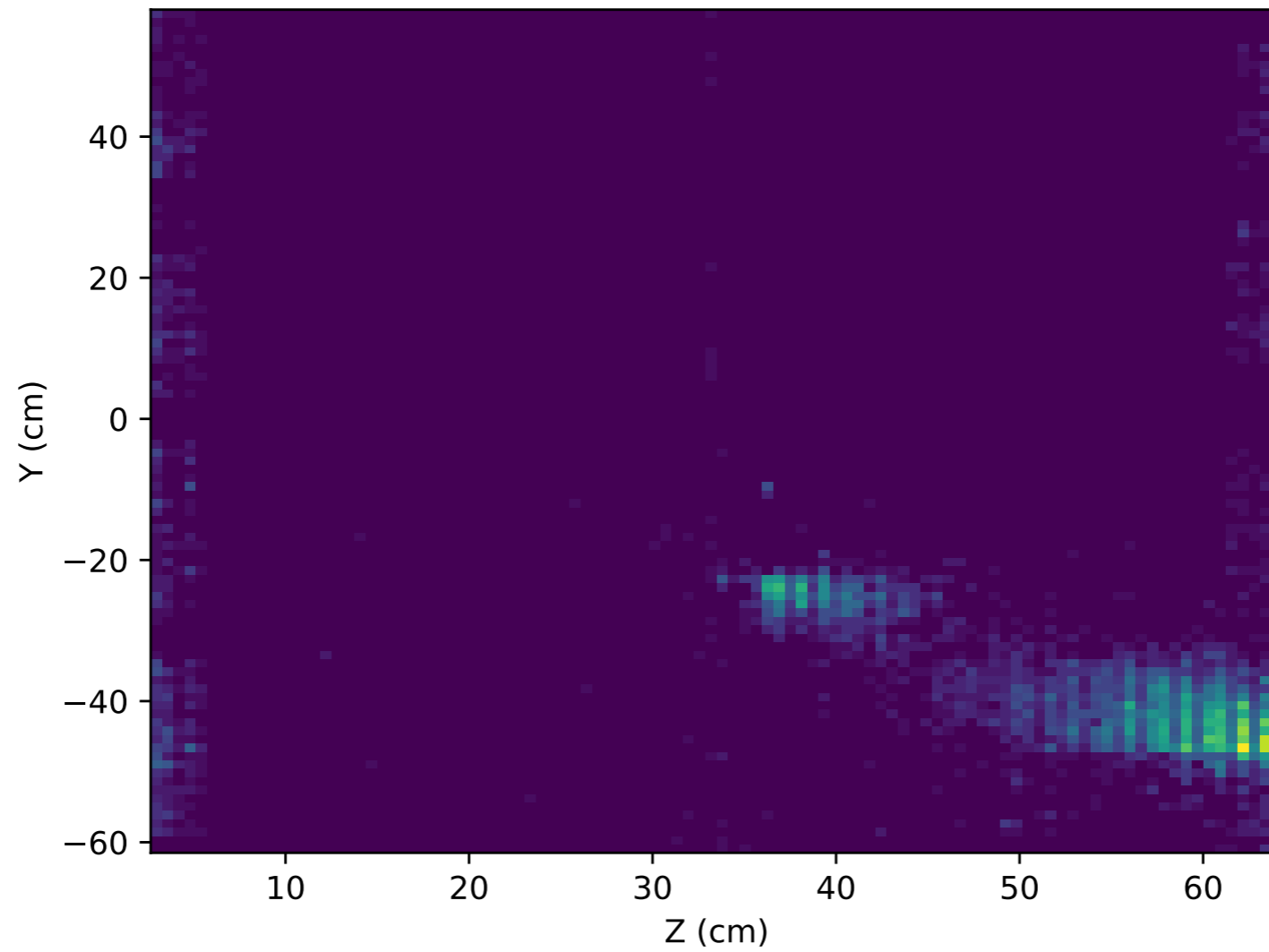
T0 + 50 ticks





Looking close to T0

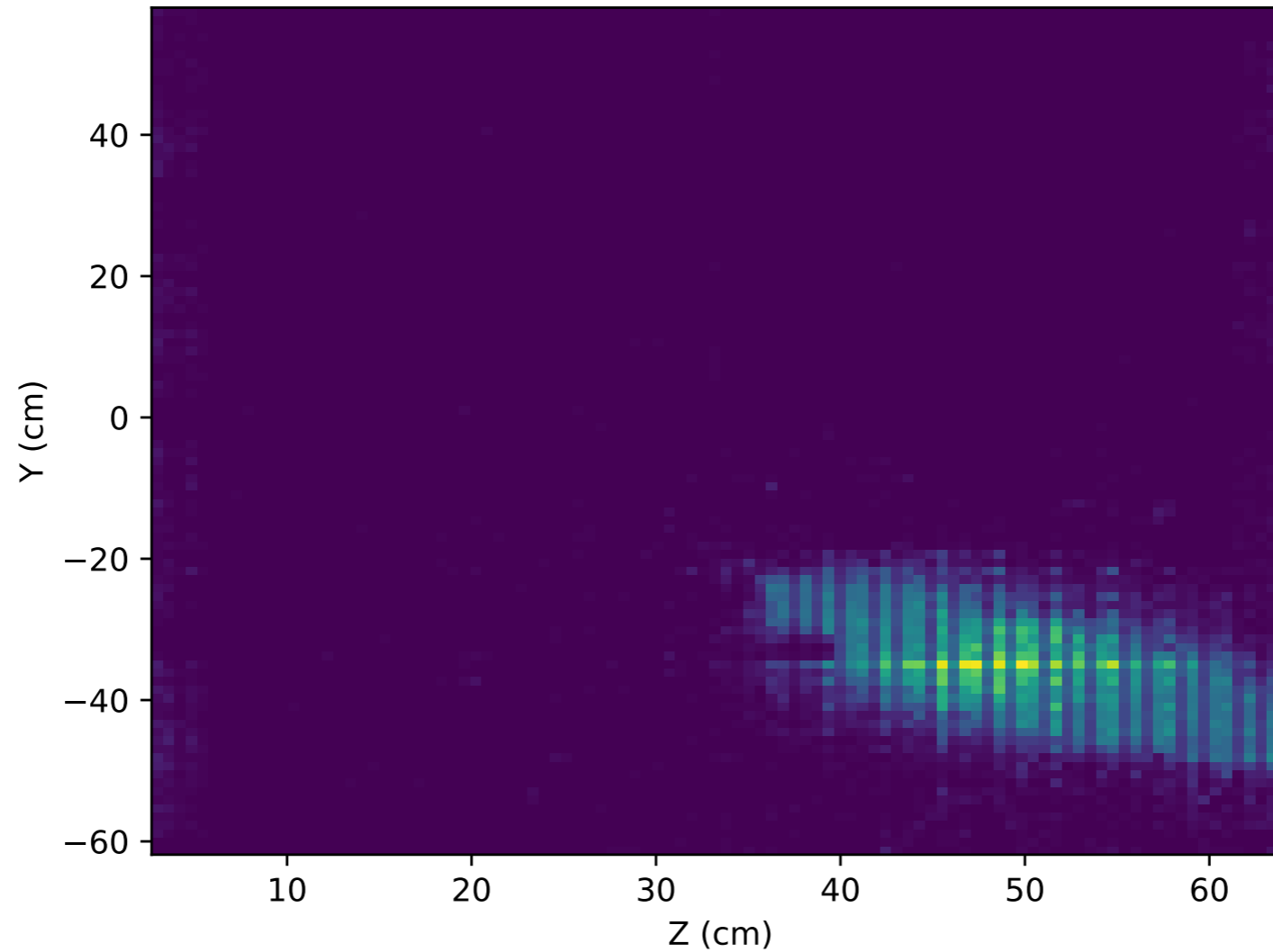
Hit ZY Event 26242 T0 + 100 ticks





T0 + 1000 ticks

Hit ZY Event 26242

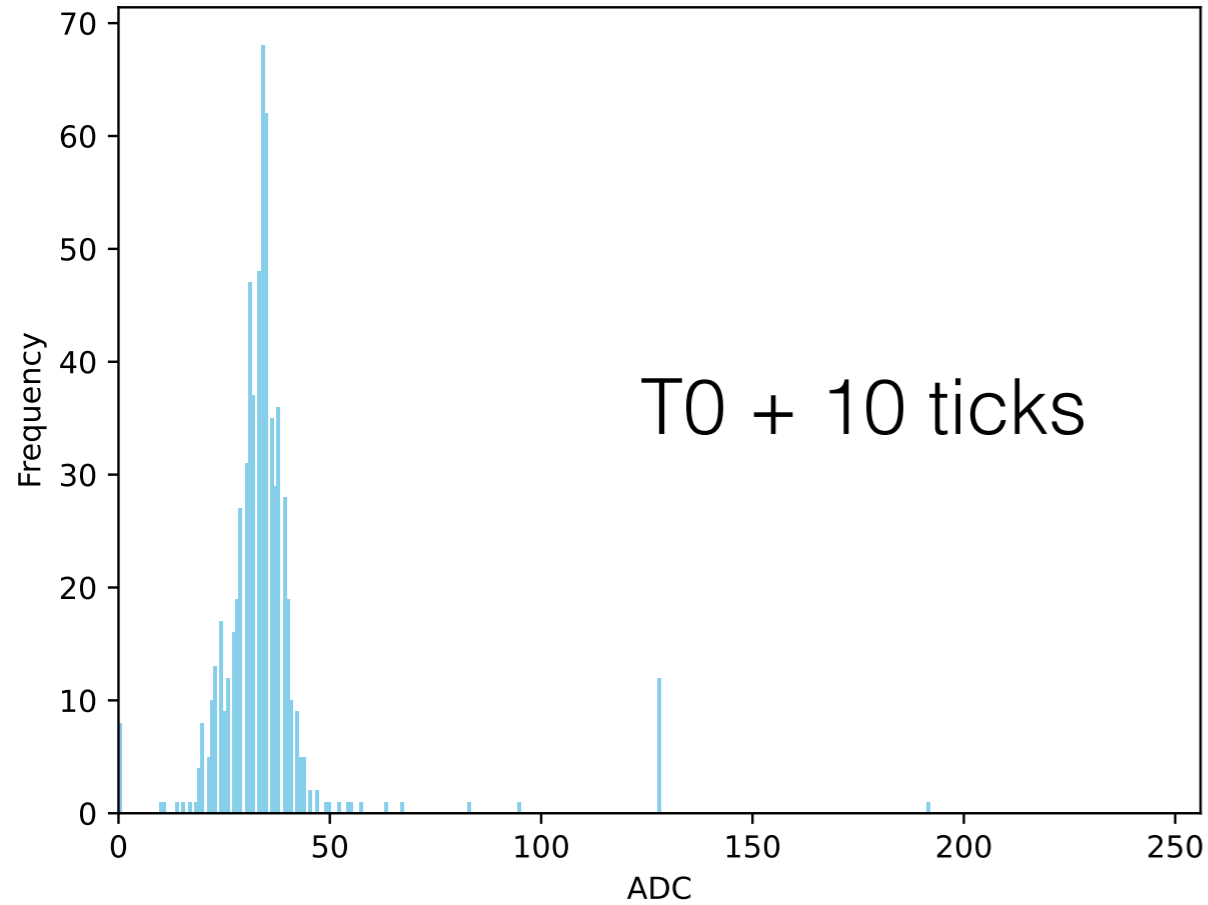


- Event time can provide a strong separation between E-board and physics signal

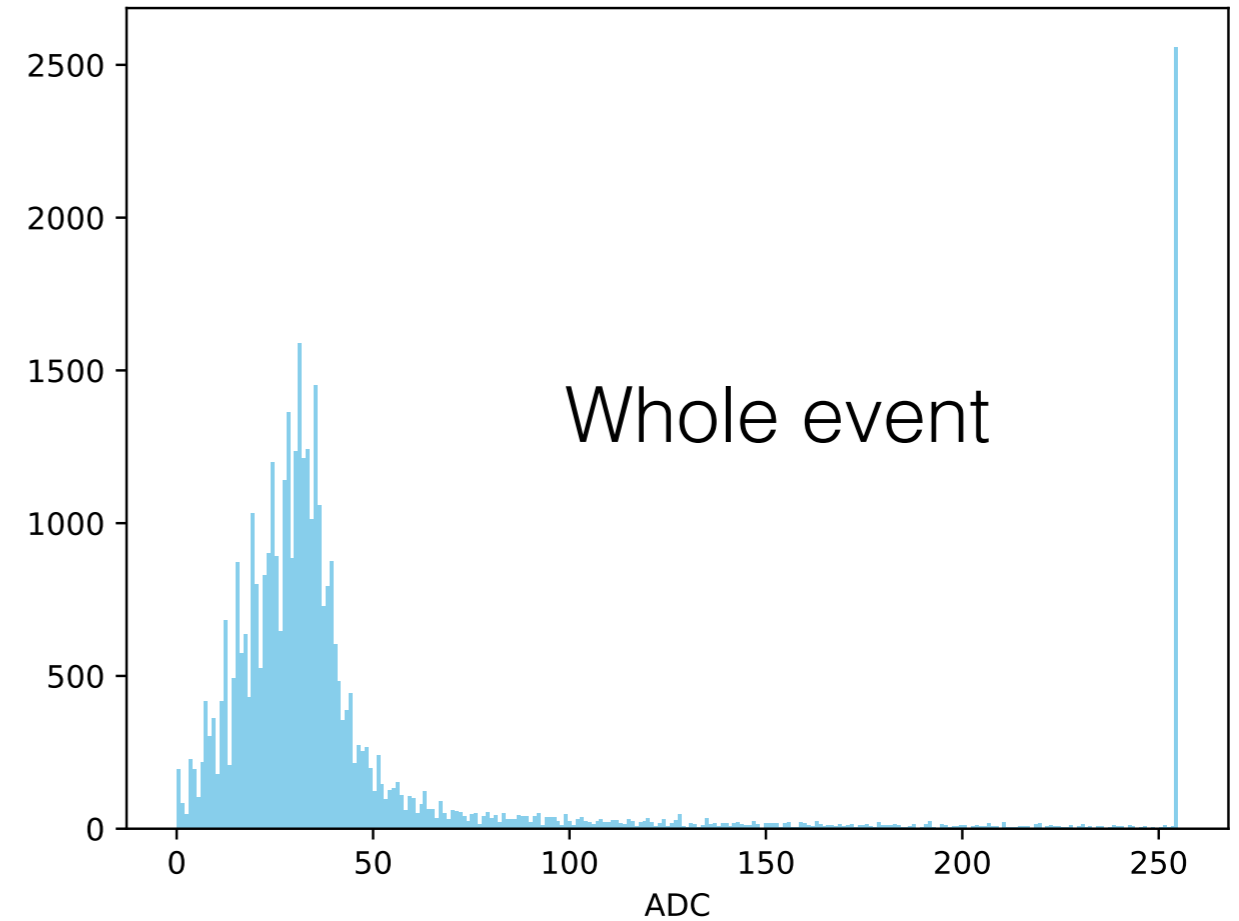


ADC Distribution

ADC for E-Board Trigger Event



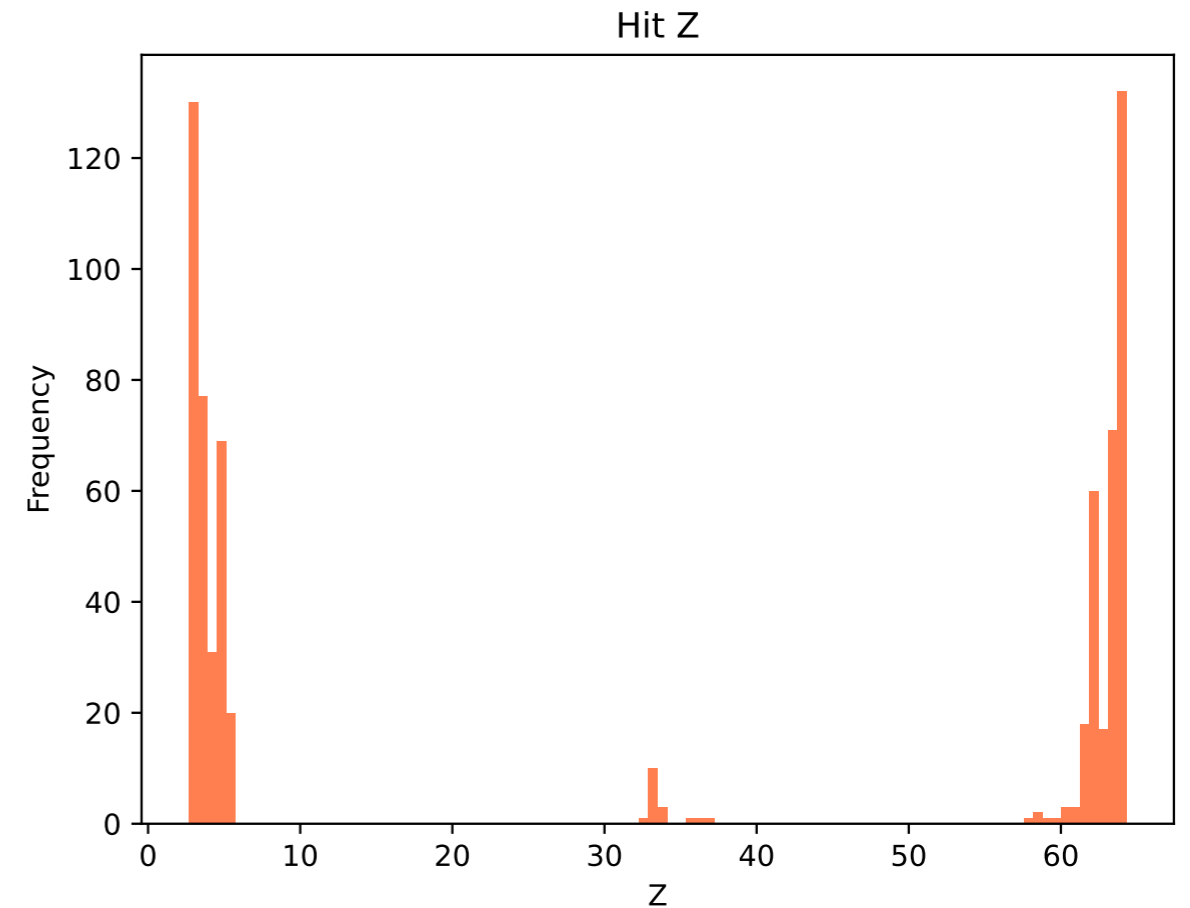
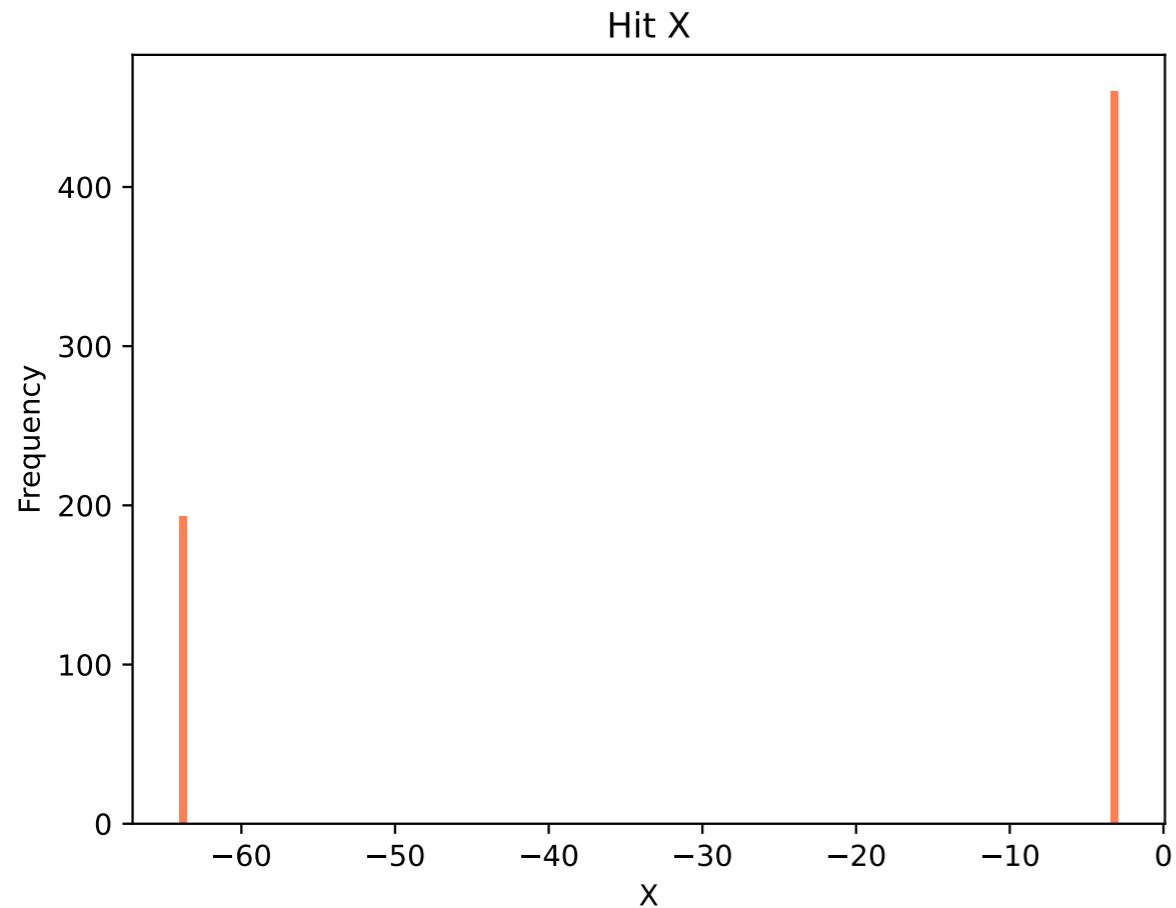
ADC for E-Board Trigger Event



- Small spike around 128 ADC for hits close to t_0



Hit Position close to T0

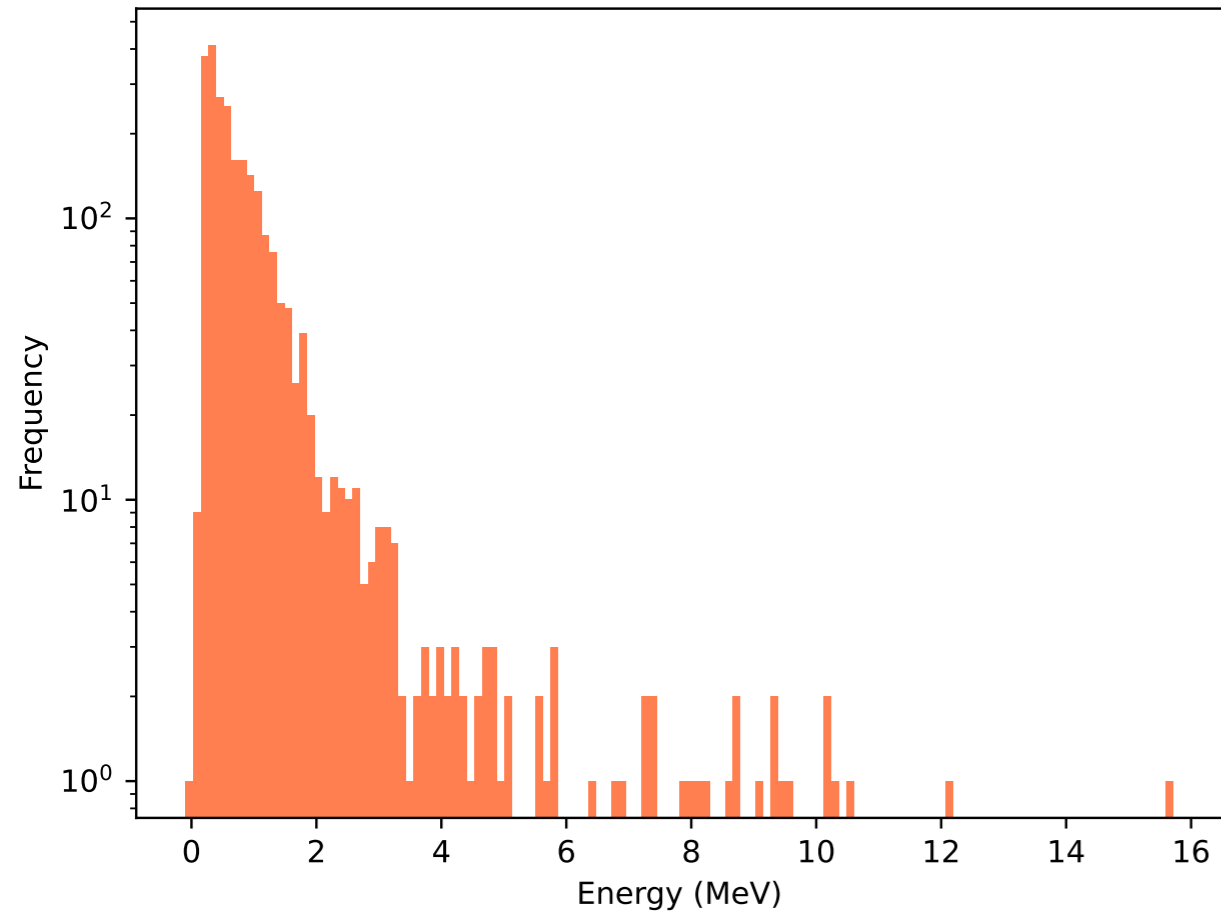


- Hits concentrated along the E-Board lines close to the event start time
- Use combination of X,Z cut and t_0 to select events

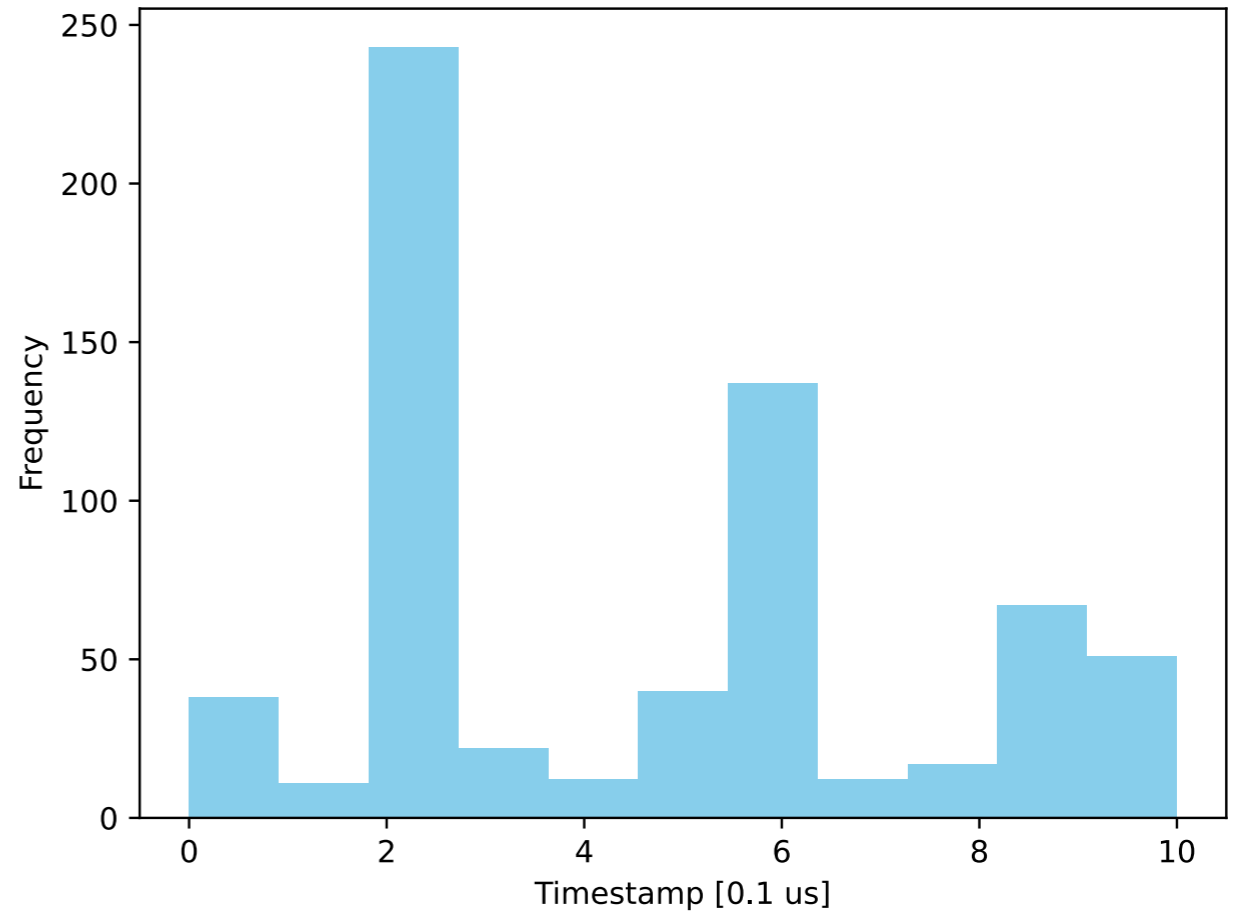


Misc. Plots

Energy in time slice



Time since t0 for E-board Trigger Event





Conclusions

- **Developing algorithm for selecting e-board events ran on 2x2 nominal HV data**
 - Events already known were selected (again)
 - No new candidates found in Module 2 during the physics-quality, nominal HV run with newer method
 - Need to carefully cross-check with Angela's list
- Refine and extend to other modules, half-nominal run, cosmic run....



Backup

