

# Update on quad beam test analysis

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Lepcol meeting

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# Updated event/hit selection

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## Hit selection

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$$-500 \text{ ns} < t_{\text{hit}} - t_{\text{trigger}} < 500 \text{ ns}$$

$$\text{First hit readout} < 5 \times 409.6 \mu\text{s}$$

$$\text{Average hit readout} < 150 \times 409.6 \mu\text{s}$$

$$\text{Max hit readout} < 200 \times 409.6 \mu\text{s}$$

$$\text{Hit ToT} > 0.15 \mu\text{s}$$

$$\text{Reject outliers} ( r_x < 2\sigma_x, r_z < 3\sigma_z )$$

$$\text{Reject outliers} ( r_x < 1.5 \text{ mm}, r_z < 2 \text{ mm} )$$

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## Event Selection

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$$N_{\text{hits}} > 20$$

$$(N_{r_x < 1.5 \text{ mm}} / N_{r_x < 5 \text{ mm}}) > 0.8$$

$$x_{\text{timepix}} - x_{\text{telescope}} < 0.3 \text{ mm}$$

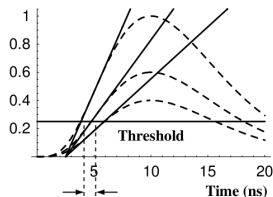
$$z_{\text{timepix}} - z_{\text{telescope}} < 0.3 \text{ mm}$$

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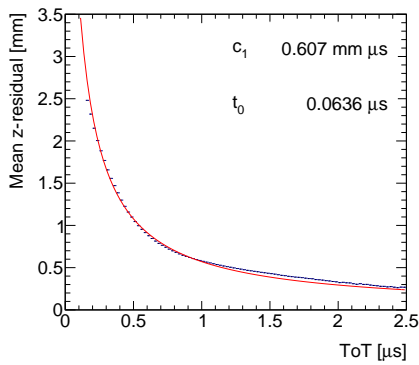
# Time walk correction

- Time walk occurs when the apparent time of arrival depends on the signal amplitude
- With Timepix3 the time walk can be corrected for using the Time over Threshold (ToT) as measure of signal strength:

$$\delta z_{\text{timewalk}} = \frac{c_1}{t_{\text{ToT}} + t_0} + z_0$$

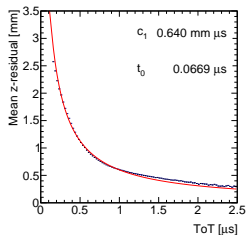
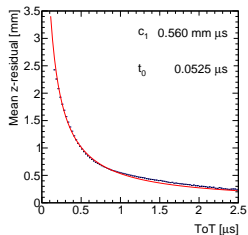
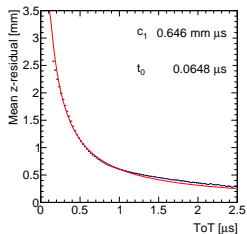
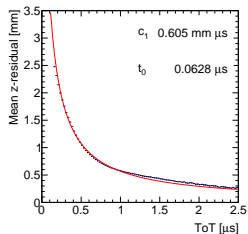


Kees Ligtenberg (Nikhef)

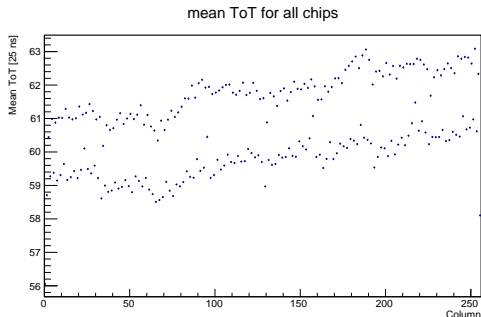
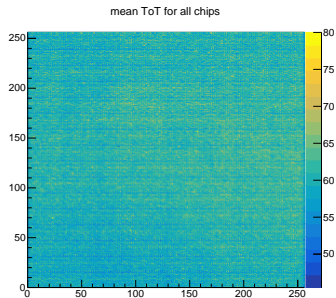


Quad test beam

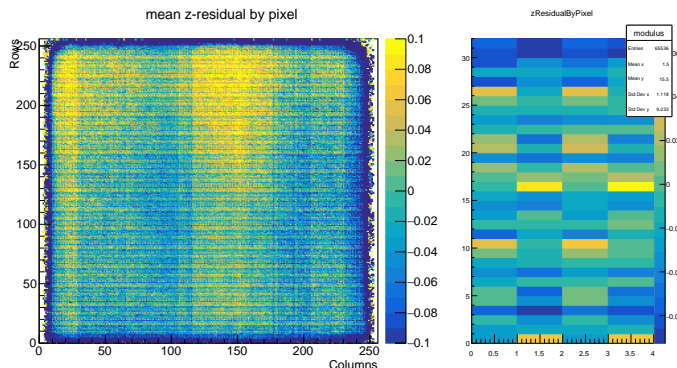
# Time walk per chip



# ToT per column correction from test pulses



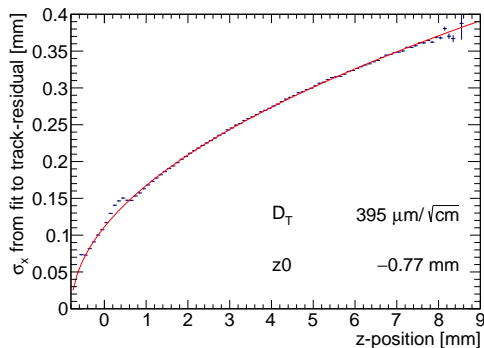
# ToA deformations per pixel



Contains checkerboard pattern with  $2 \times 16$  unit cell

Correct remaining deformation by per column, and per row correction

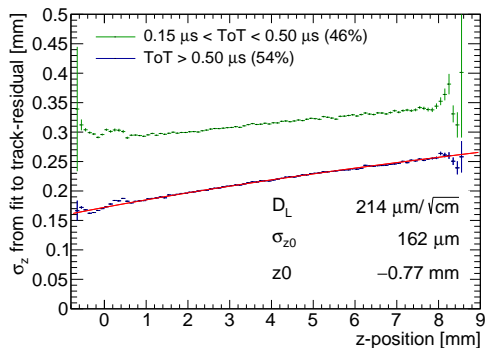
# Diffusion in drift direction



Residual as function of drift distance is fitted with

$$\sigma_x = \sqrt{\sigma_{x0}^2 + D_T^2(z - z_0)}$$

# Longitudinal diffusion

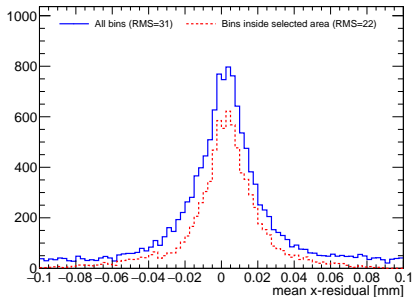
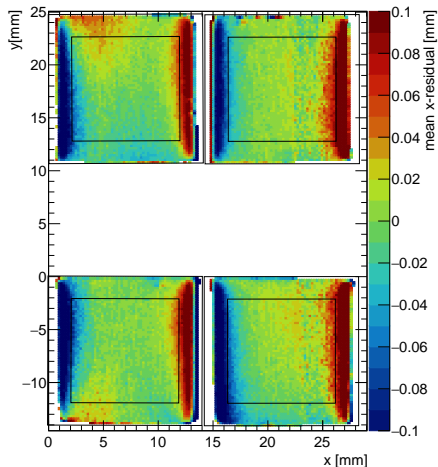


Residual as function of drift distance is fitted with

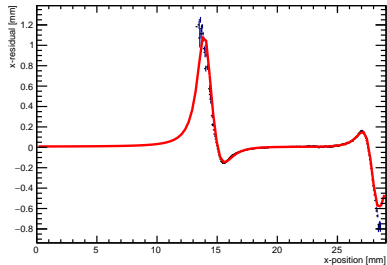
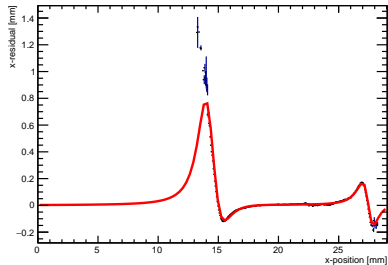
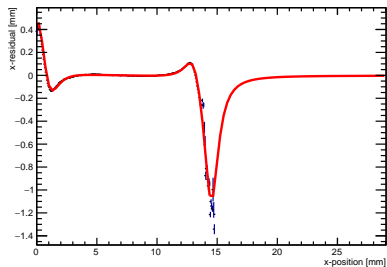
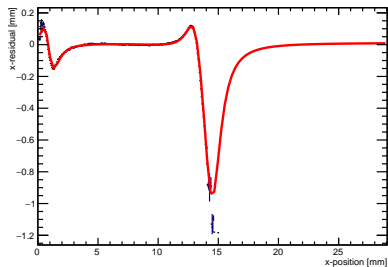
$$\sigma_z = \sqrt{\sigma_{z0}^2 + D_L^2(z - z_0)}$$



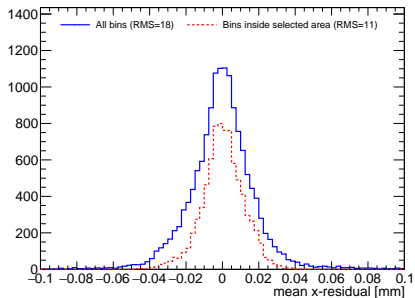
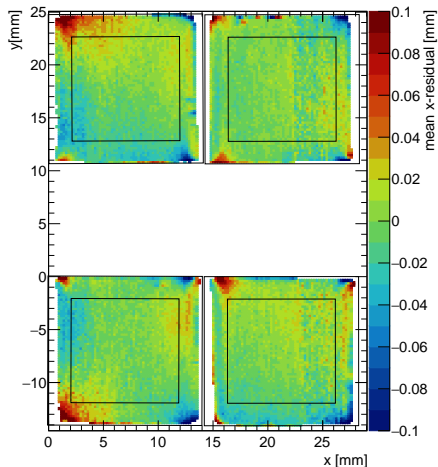
# Deformation in pixel plane



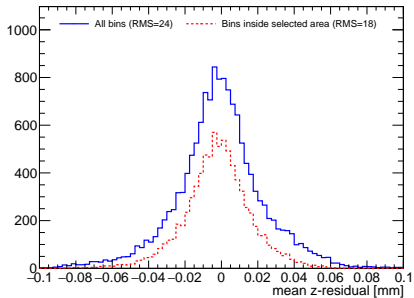
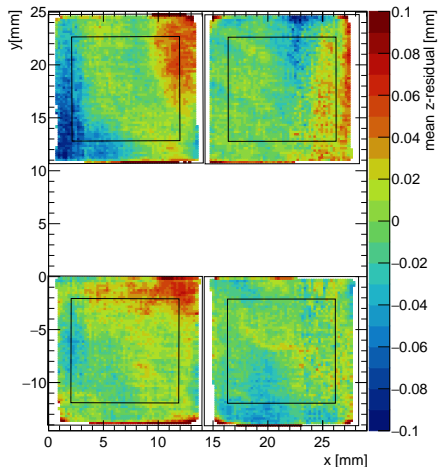
# Correction of electric field deformations



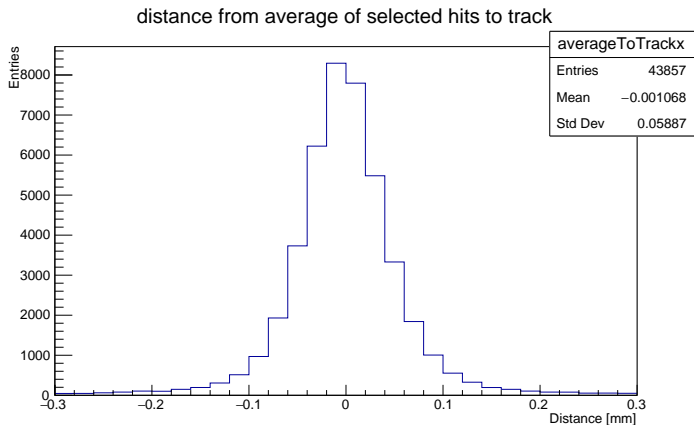
# Deformation in pixel plane



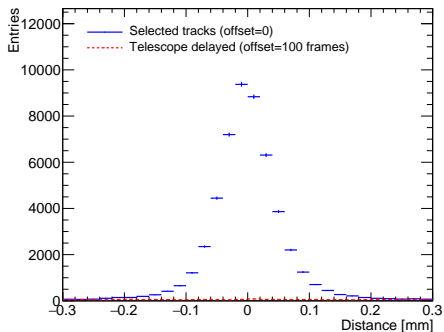
# Deformation in drift direction



# Distance to track of average of all hits



# Background from synchronisation problems



Background from coincidental tracks is approximately 3%