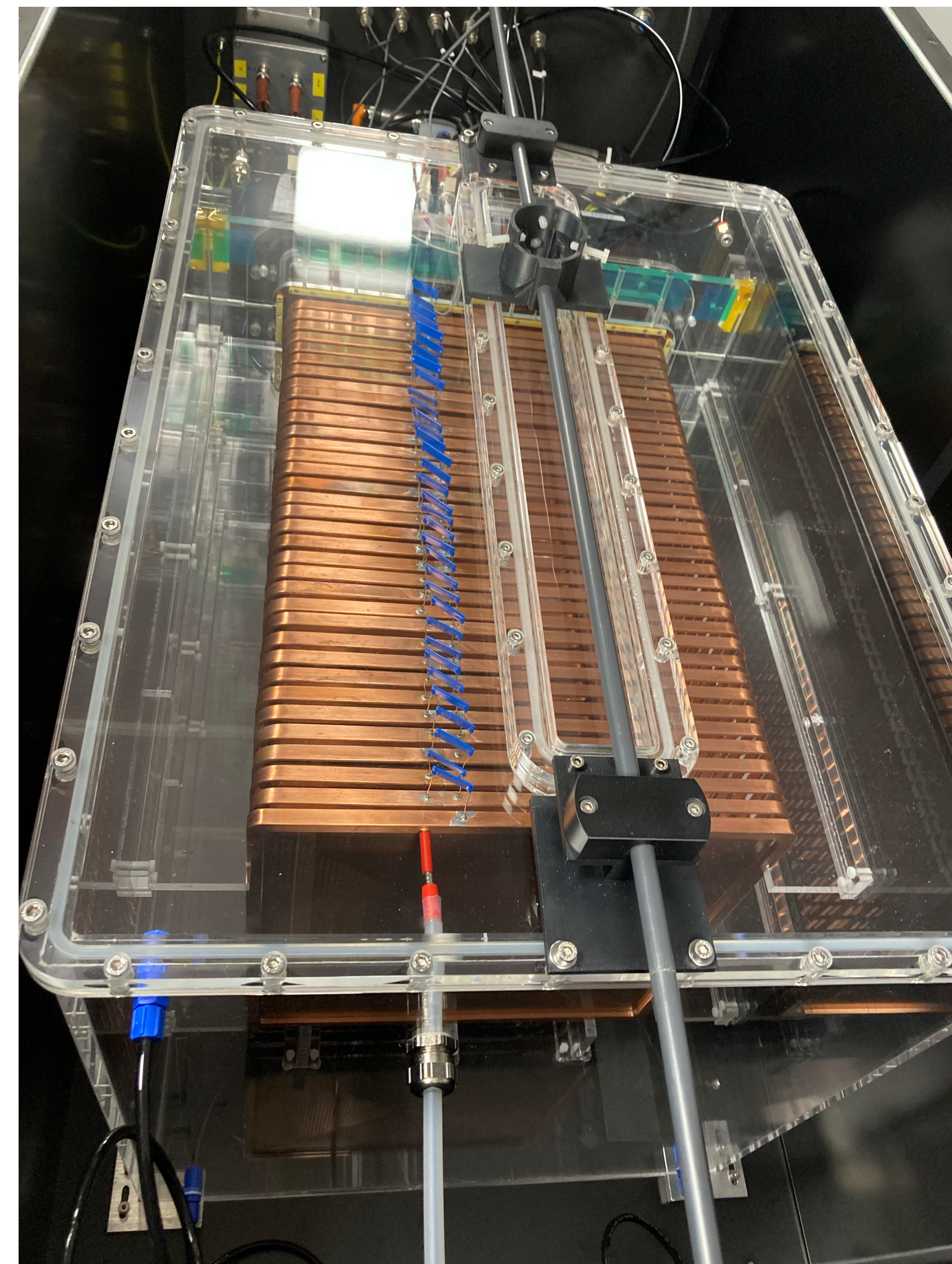


# LIME DAQ dead time and observed rate

**Stefano Piacentini**

**Coimbra Analysis Meeting**

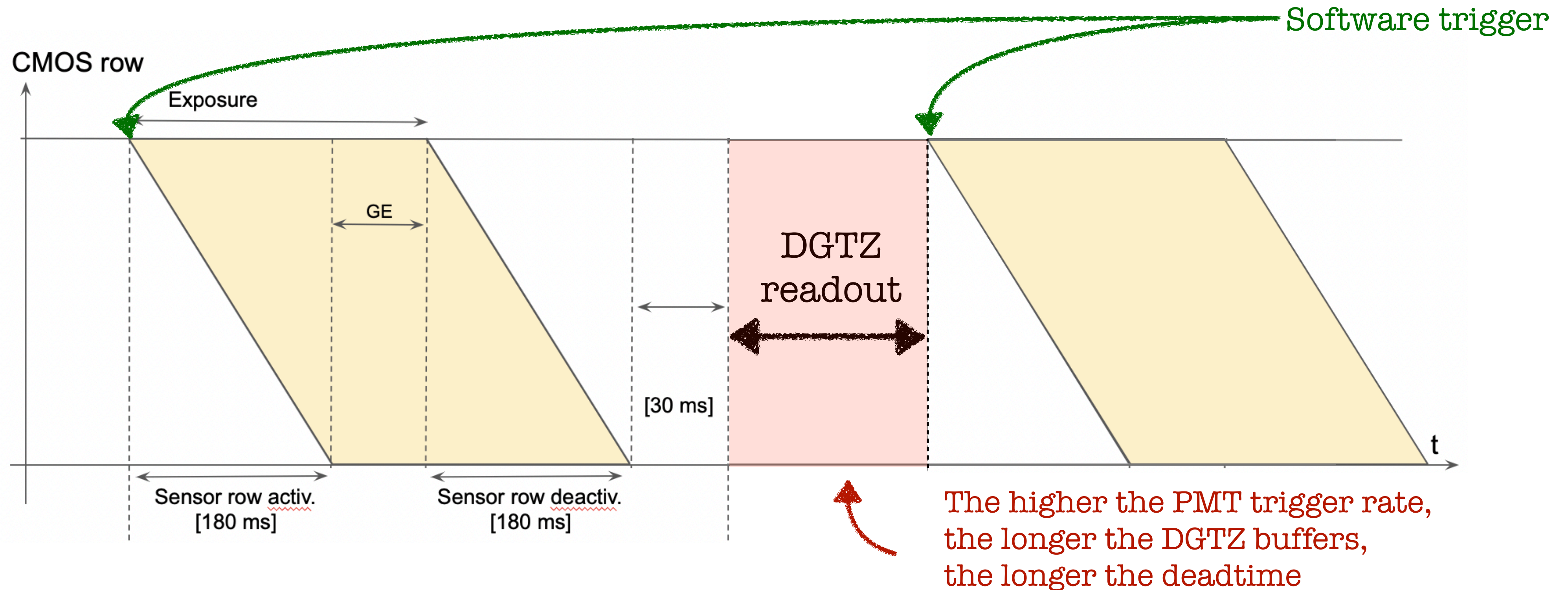
**Coimbra, 07/06/2023**



# Introduction

- In this contribution we present the study of the **dead time of the current DAQ scheme**
- This **configuration** is the one **used** for **RUN2** and **RUN3**.
- We show a simple **simulation of the DAQ scheme**, that gives us the possibility to assess the real dead time
- We **compare** the simulation **with the RUN2 data**, finding **consistent** result
- We **compare** the **observed event rate** in the **PMTs** and the **camera**
- Finally, we investigate possible **improvements** of the current scheme.

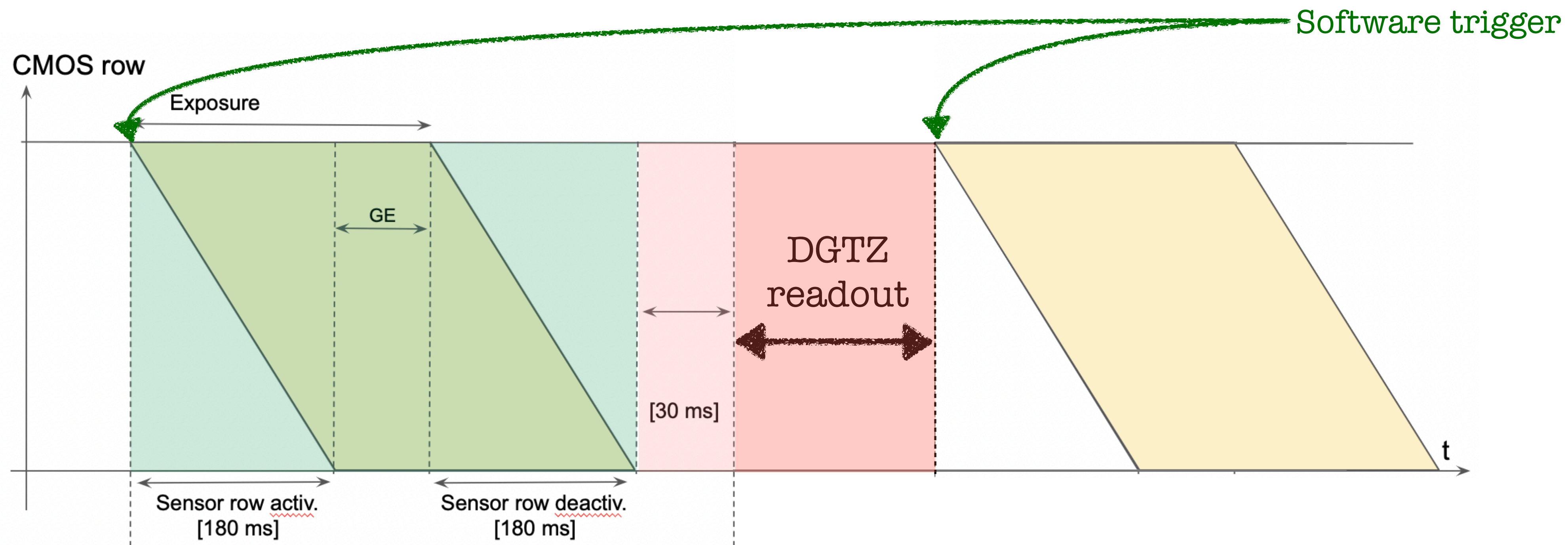
# LIME DAQ acquisition scheme



## Observed framerates @ 300 ms exposure:

- Freerun (no PMTs): 1.9 Hz
- With PMTs: 1.7 Hz with 10 cm Cu shielding and Fe source

# PMT dead time



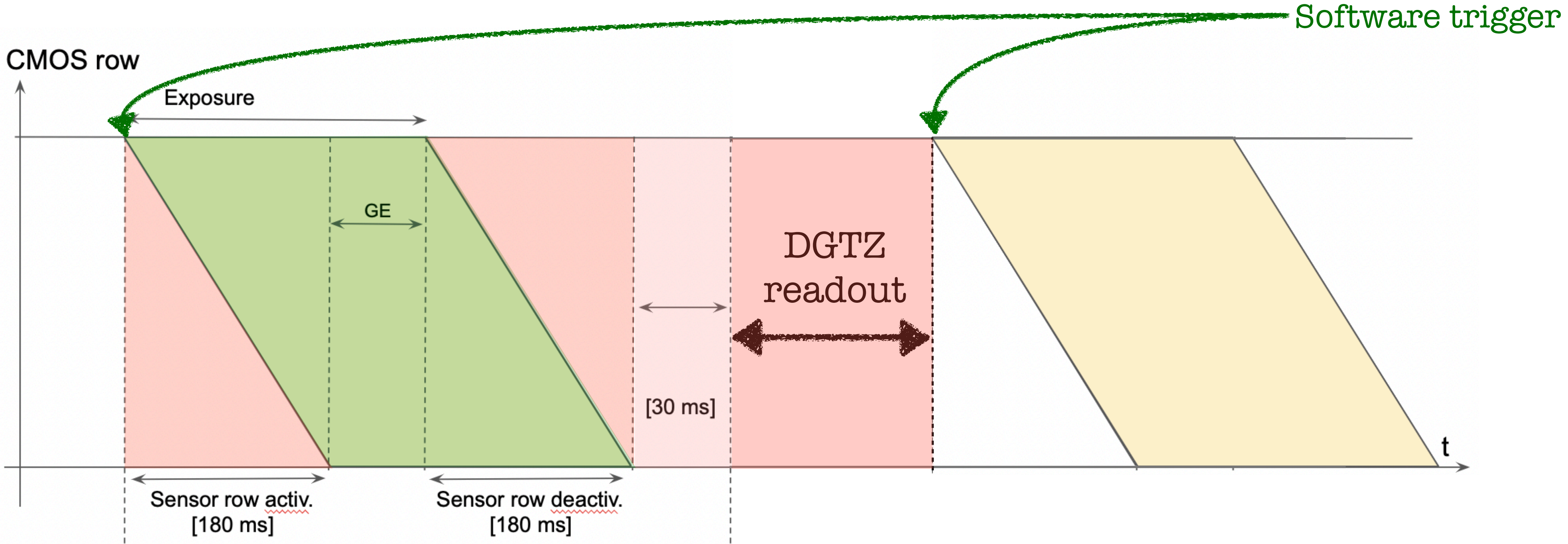
PMT acquired in **ALL** this window

The PMTs are **blind** here

**Question 1:**

How much is this PMT dead time?

# Camera dead time



Here the equivalent exposure is 300 ms

The camera is **blind** here

**Question 2:**

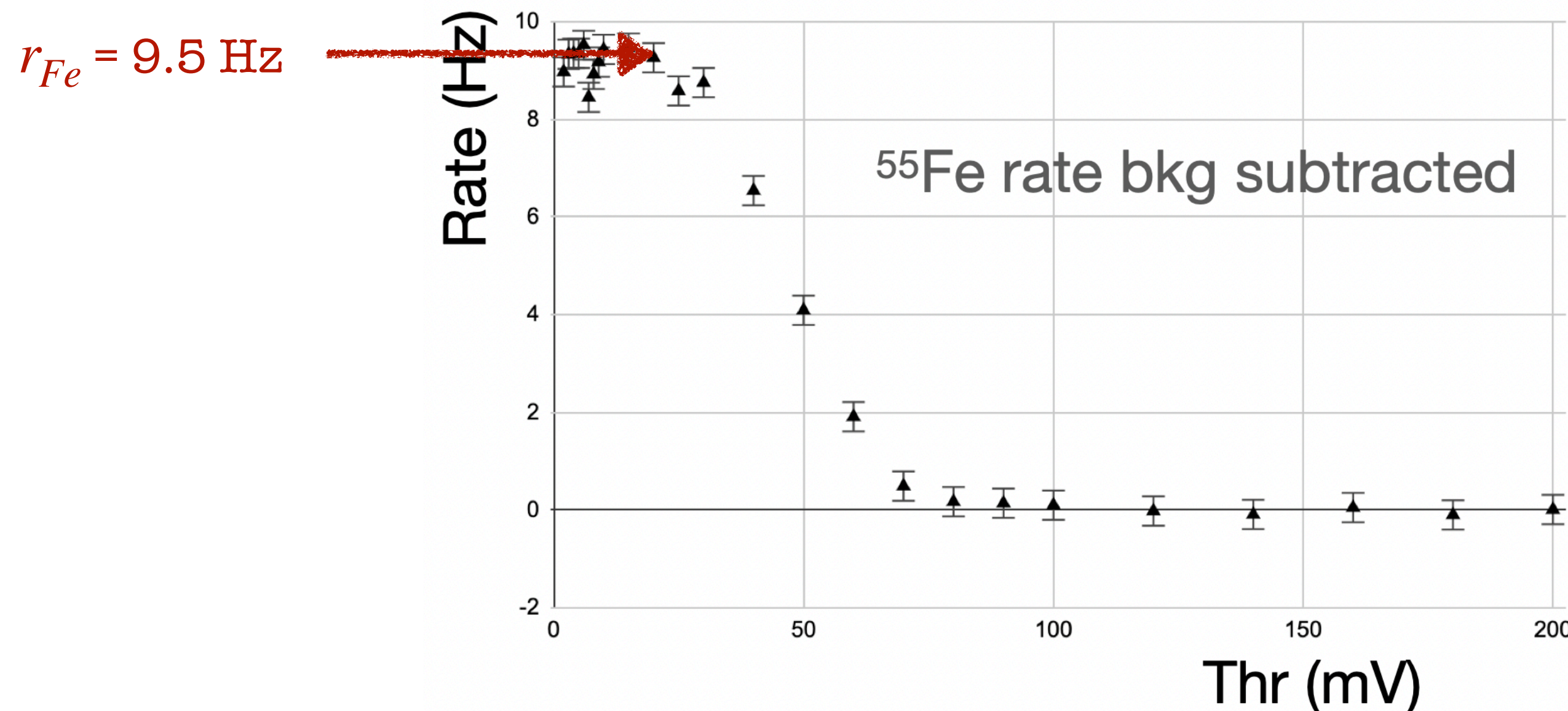
How much is this Camera dead time?

# Towards a DAQ simulation

- To answer these two questions, we need to understand **how many time we lose for the readout of the boards**
- I developed a small **simulation of the DAQ** behaviour, with the following assumptions:
  1. **always 30 ms** lost **for the** readout of the **camera**
  2. the time lost to readout the boards **scales linearly with the number of waveforms**
  3. After every waveform, there is a **time veto of 100 us (13 us)** for Run2 (Run3) data

# Board readout dead time per trigger signal


- To run the simulation we need to find out **what is the readout time per waveform**
- **Idea:** use  $^{55}\text{Fe}$  data ( $\sim$  no “empty” pictures\*) and study the acquisition rate:



Assuming no “empty” pics\* in this high-rate configuration:

$$r_{Fe}^{DAQ} = 1.7 \text{ Hz}$$

$$T_{lost} = 1/r_{Fe}^{DAQ} - 480 \text{ ms} - 30 \text{ ms} \sim 78 \text{ ms}$$


$$t_{lost}^{1wf} = \frac{T_{lost}}{r_{Fe} \times 480 \text{ ms}} \sim 17 \text{ ms}$$

\*pictures not acquired because no PMT coincidence in the window

# The DAQ simulation

1. For every run:

1. For every picture:

1. **Generate** the events happening in the 480 ms time window according to a Poisson distribution with a given rate
2. If an event is closer than  $\Delta t_{veto}$  to the previous one, **discard** it
3. **Add**  $\Delta t_{veto} \times n_{wfs}$  to the total time lost
4. **Add** 30 ms to the total time lost
5. **Add**  $n_{wfs} \times t_{lost}^{1wfs}$  to the total time lost



# The DAQ simulation: results

- **Not** taking into account time lost between runs and pedestals:

No Fe [ $r_{noFe} = 1.3$  Hz]

Avg wfs per pic = 0.6  
 Veto = 100.00 us  
 79 triggers vetoed over a total of 623100 triggers.  
 It happend 79 times over a total of 1000000 pictures.  
 Accumulated DT: 62.30 s

```

===== noFe =====
Average duration of a run: 7.50 min
===== PMT =====
Total Time           = 520690.44 s
Total DT             = 40752.75 s
Total Active Time    = 479937.69 s
Dead Time            = 7.83 %
===== CAMERA =====
Total Time           = 520690.44 s
Total DT             = 220690.44 s
Total Active Time    = 300000.00 s
Dead Time            = 42.38 %
  
```

No Fe [ $r_{noFe} = 9.5$  Hz]

Avg wfs per pic = 4.6  
 Veto = 100.00 us  
 4307 triggers vetoed over a total of 4560046 triggers.  
 It happend 4289 times over a total of 1000000 pictures.  
 Accumulated DT: 455.57 s

```

===== Fe =====
Average duration of a run: 3.97 min
===== PMT =====
Total Time           = 588236.08 s
Total DT             = 108692.09 s
Total Active Time    = 479544.00 s
Dead Time            = 18.48 %
===== CAMERA =====
Total Time           = 588236.08 s
Total DT             = 288236.08 s
Total Active Time    = 300000.00 s
Dead Time            = 49.00 %
  
```

# The DAQ simulation: results

- **Taking** into account time lost between runs and pedestals (30 s between regular runs, ~150 ms for a full pedestal run):

No Fe [ $r_{noFe} = 1.3$  Hz]

Avg wfs per pic = 0.6  
Veto = 100.00 us  
70 triggers vetoed over a total of 625075 triggers.  
It happend 70 times over a total of 1000000 pictures.  
Accumulated DT: 62.50 s

```
===== noFe =====
Average duration of a run: 7.49 min
===== PMT =====
Total Time           = 577064.33 s
Total DT             = 97126.83 s
Total Active Time    = 479937.49 s
Dead Time            = 16.83 %
===== CAMERA =====
Total Time           = 577064.33 s
Total DT             = 277064.33 s
Total Active Time    = 300000.00 s
Dead Time            = 48.01 %
```

No Fe [ $r_{noFe} = 9.5$  Hz]

Avg wfs per pic = 4.6  
Veto = 100.00 us  
4274 triggers vetoed over a total of 4559837 triggers.  
It happend 4259 times over a total of 1000000 pictures.  
Accumulated DT: 455.56 s

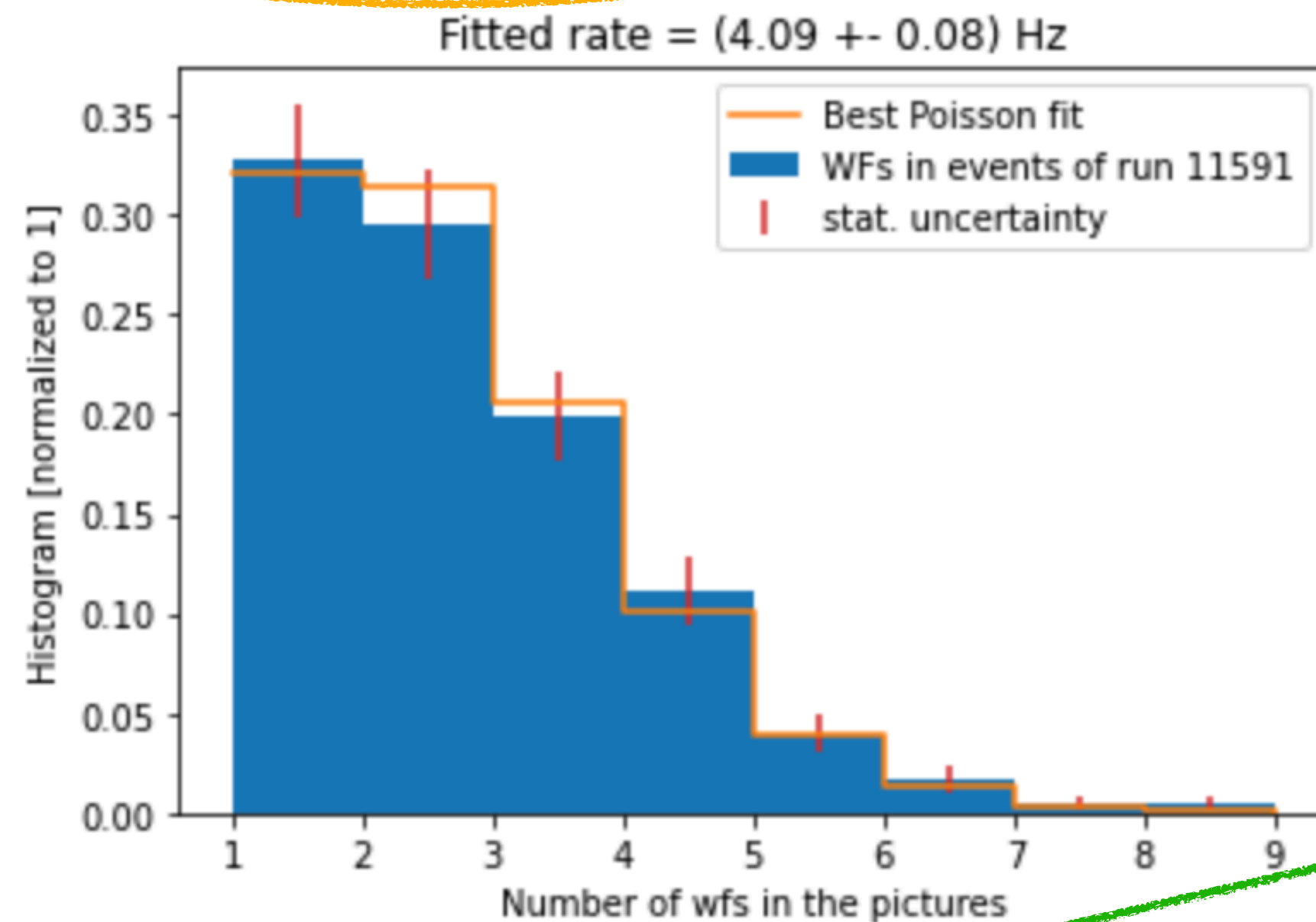
```
===== Fe =====
Average duration of a run: 3.97 min
===== PMT =====
Total Time           = 708442.50 s
Total DT             = 228898.48 s
Total Active Time    = 479544.02 s
Dead Time            = 32.31 %
===== CAMERA =====
Total Time           = 708442.50 s
Total DT             = 408442.50 s
Total Active Time    = 300000.00 s
Dead Time            = 57.65 %
```

# Looking at the PMT data [RUN2]

- Run2 DT  $\sim 11\%$  from the simulation

Run 11591 lasted 257 s

Simulation average duration: 255.157 s



Rate computed “naively” as  $N_{tot}^{wfs} / T_{tot}$

Naive rate:  
 $(3.71 \pm 0.12)$  Hz

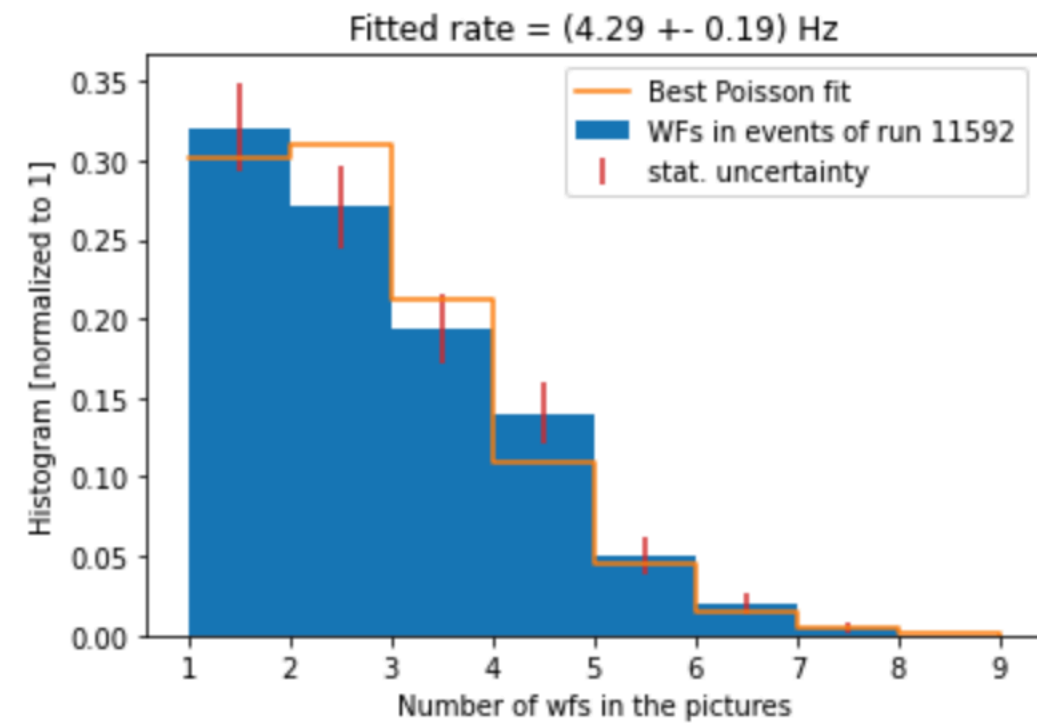
Rate corrected by DT as  $1.11 \times N_{tot}^{wfs} / T_{tot}$

DT-corrected rate:  
 $(4.12 \pm 0.13)$  Hz

csi =  $-0.180$

$$\xi = \frac{\mu_{fit} - \mu_{corr}}{\sqrt{\sigma_{fit}^2 + \sigma_{corr}^2}}$$

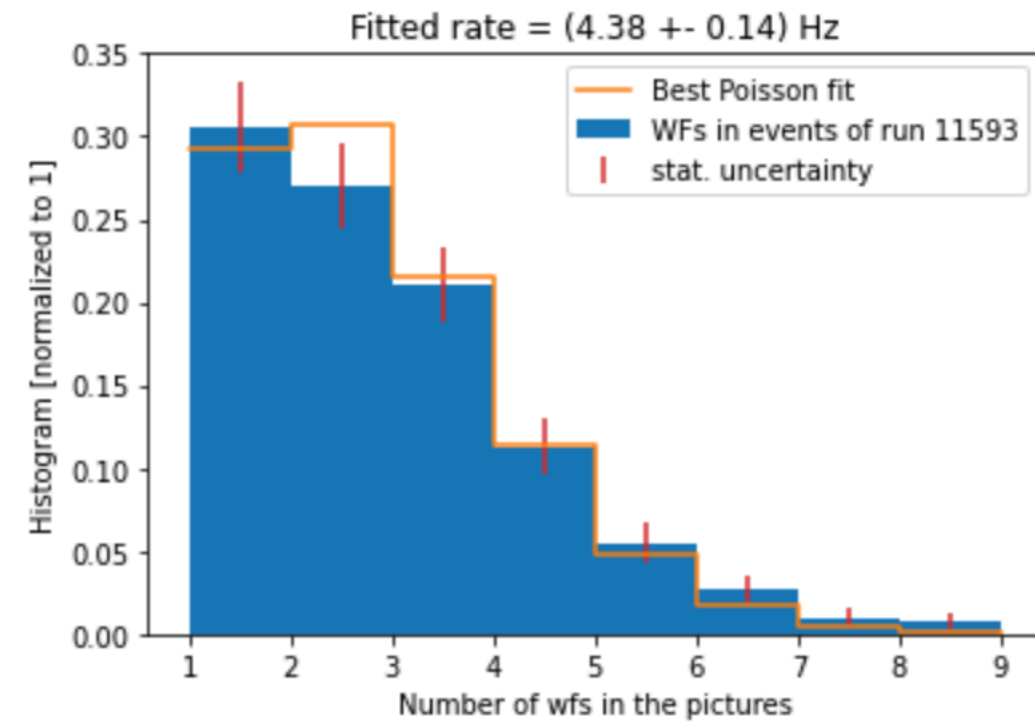
# More runs [RUN2]



Naive rate:  
(3.79 ± 0.12) Hz

DT-corrected rate:  
(4.20 ± 0.13) Hz

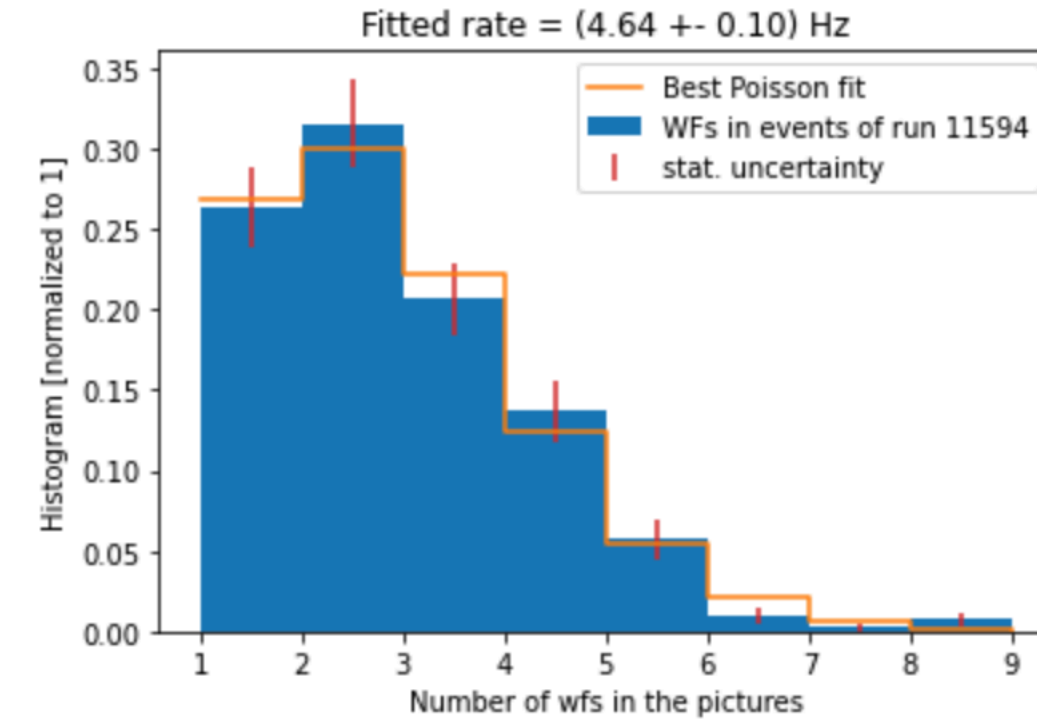
csi = 0.380



Naive rate:  
(4.05 ± 0.13) Hz

DT-corrected rate:  
(4.50 ± 0.14) Hz

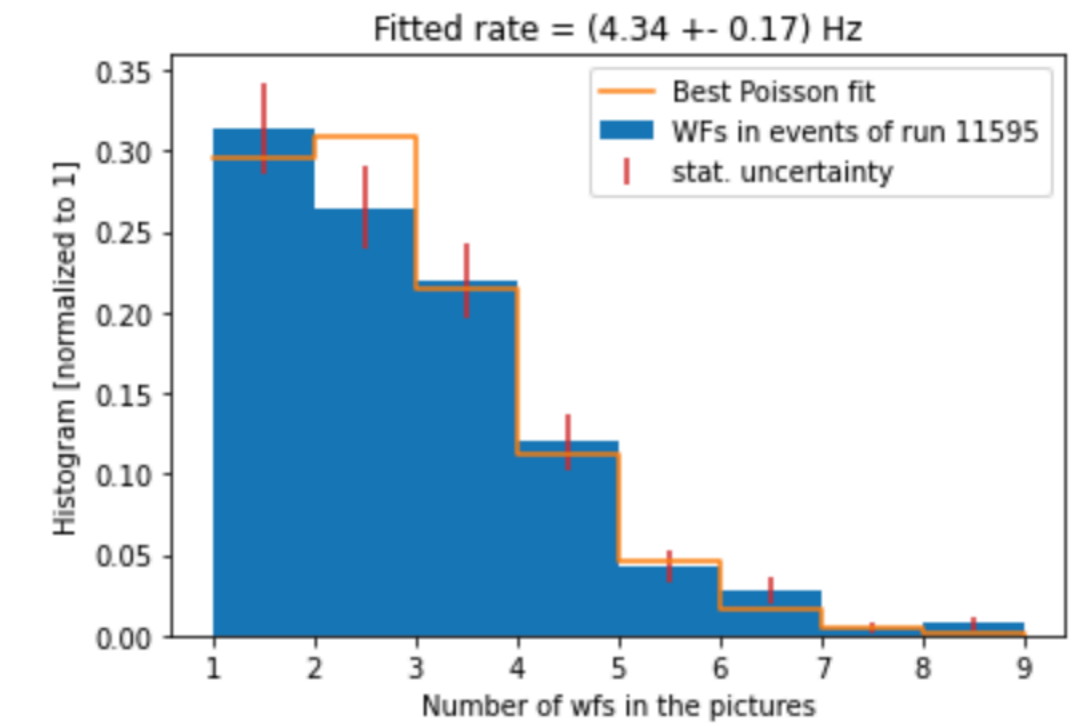
csi = -0.600



Naive rate:  
(3.85 ± 0.12) Hz

DT-corrected rate:  
(4.27 ± 0.14) Hz

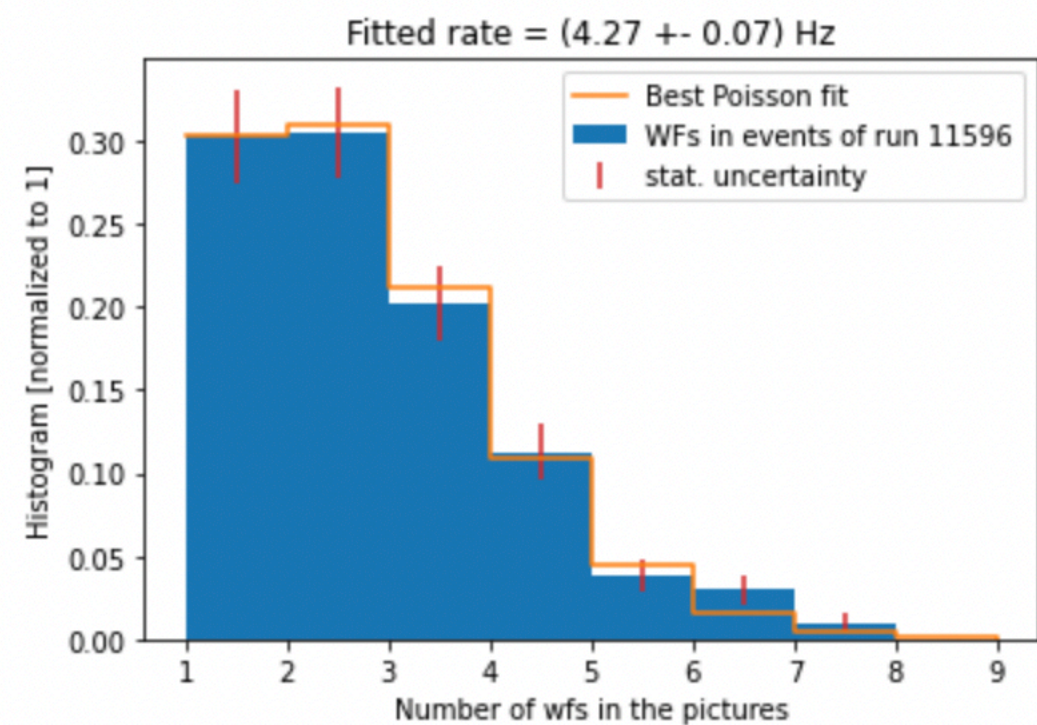
csi = 2.174



Naive rate:  
(3.93 ± 0.12) Hz

DT-corrected rate:  
(4.36 ± 0.14) Hz

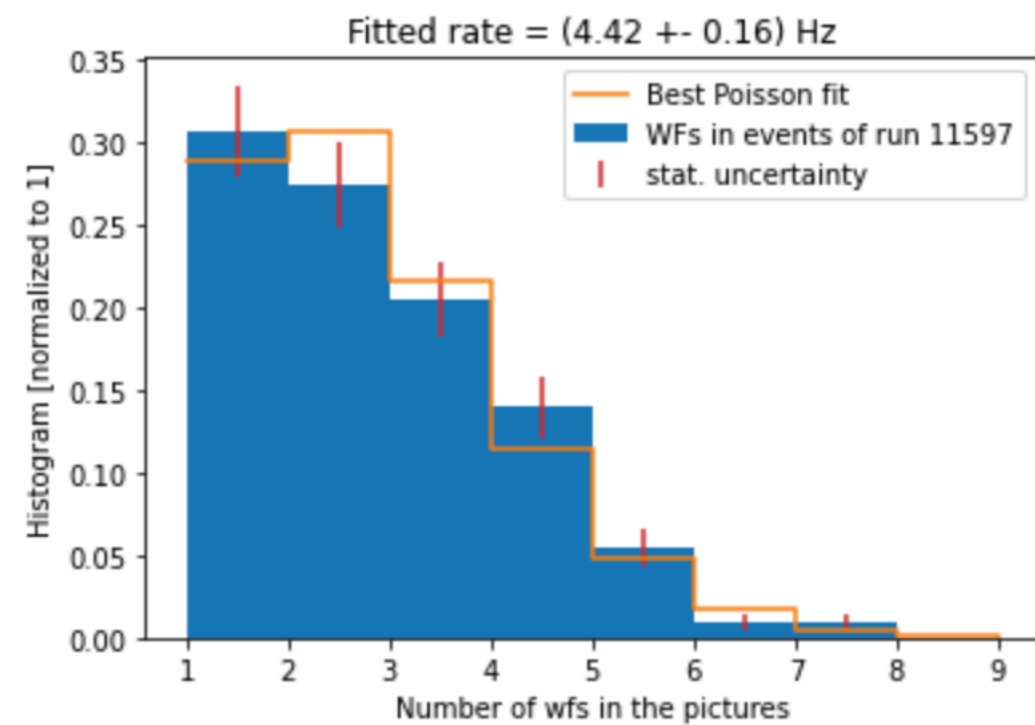
csi = -0.069



Naive rate:  
(3.83 ± 0.12) Hz

DT-corrected rate:  
(4.25 ± 0.14) Hz

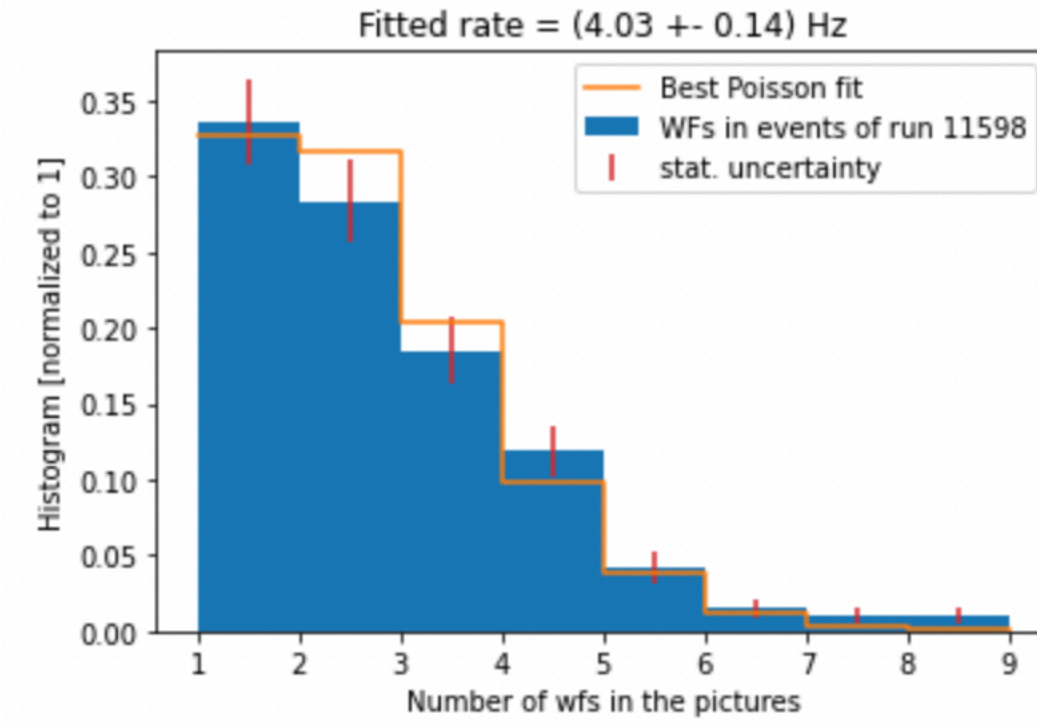
csi = 0.166



Naive rate:  
(3.86 ± 0.12) Hz

DT-corrected rate:  
(4.29 ± 0.14) Hz

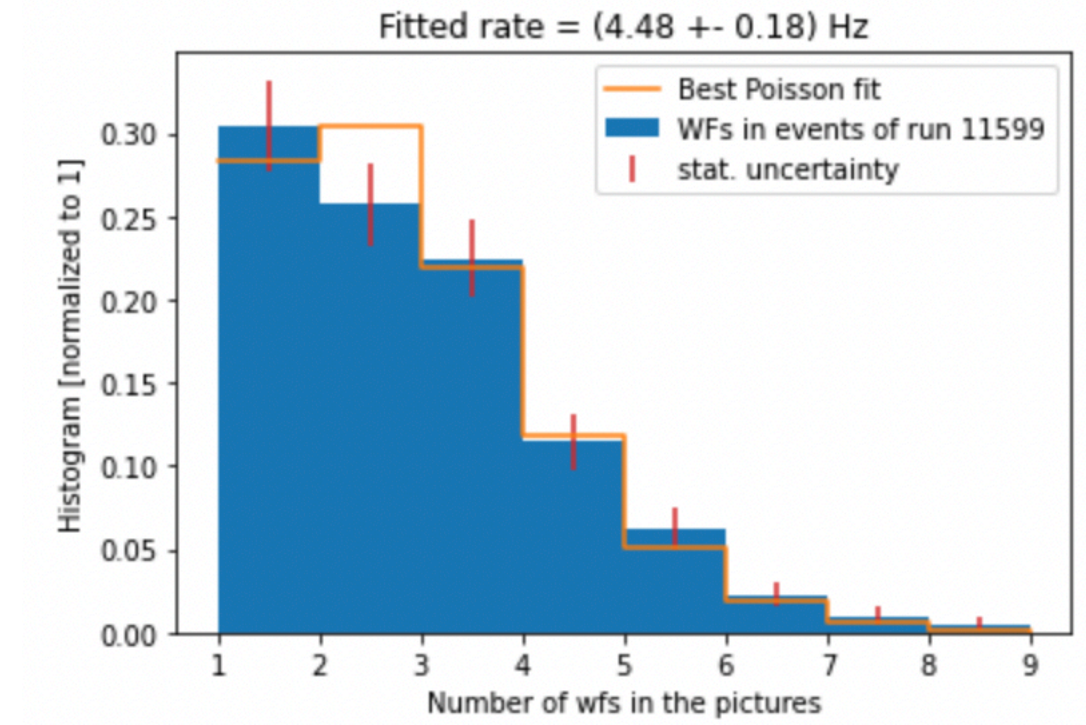
csi = 0.644



Naive rate:  
(3.80 ± 0.12) Hz

DT-corrected rate:  
(4.21 ± 0.13) Hz

csi = -0.932



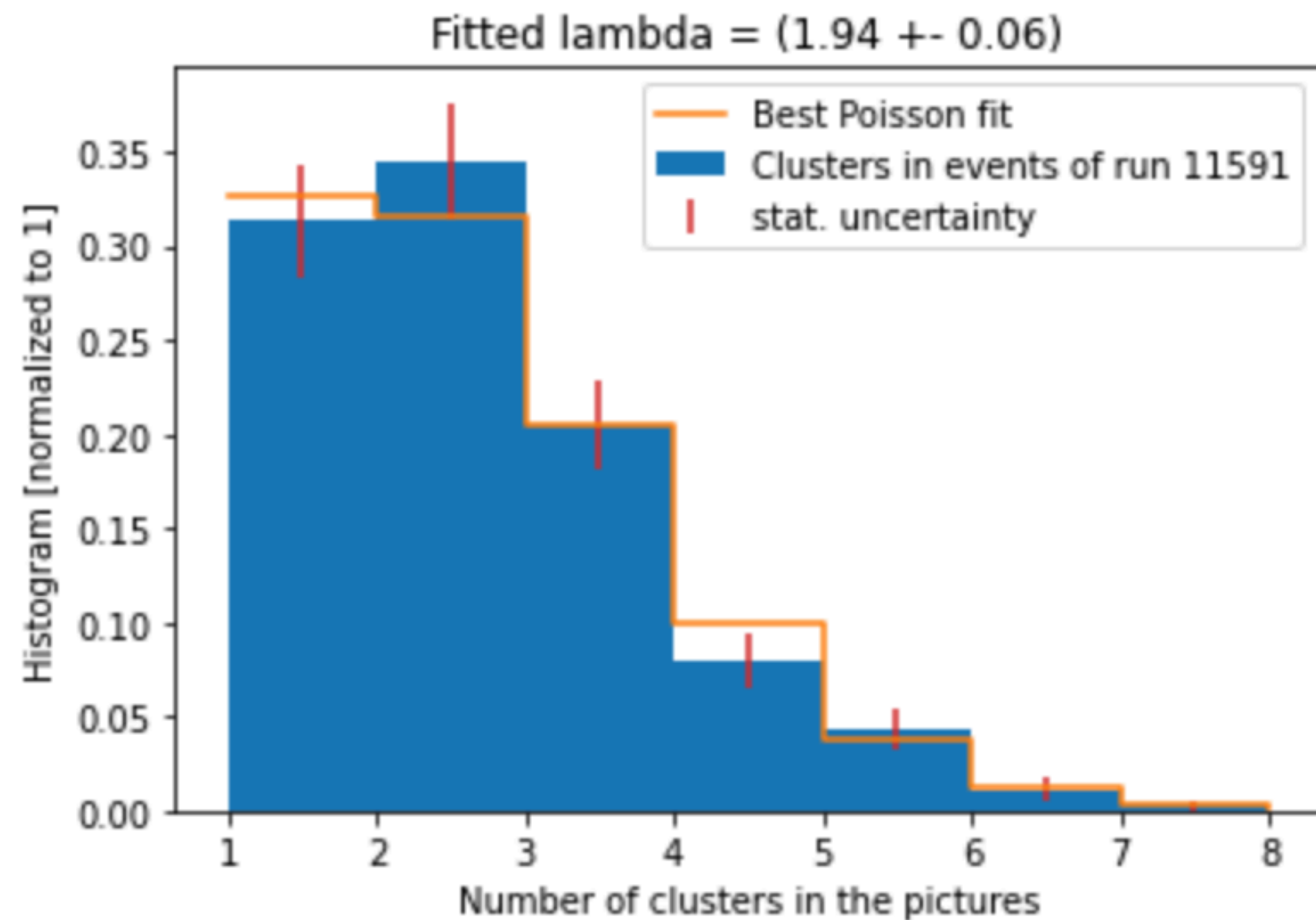
Naive rate:  
(3.91 ± 0.12) Hz

DT-corrected rate:  
(4.34 ± 0.14) Hz

csi = 0.614

# Looking at the Camera data [RUN2]

- Selection to reduce the fake clusters:
  1.  $sc\_tgausssigma > 0.3 / 0.152$
  2.  $sc\_rms > 6$
- Distribution of number of clusters in the images



**Fiducialization** due to the reconstruction “dead” bands\*

$$F \sim 1/(1 - 11\%) \sim 1.124$$

From [previous study](#) on the performance of the camera:

$$\lambda_{fake} = 0.667 \pm 0.040$$

$$r_{CAM}^0 = F \frac{\lambda - \lambda_{fake}}{300 \text{ ms}} \sim (4.76 \pm 0.27) \text{ Hz}$$

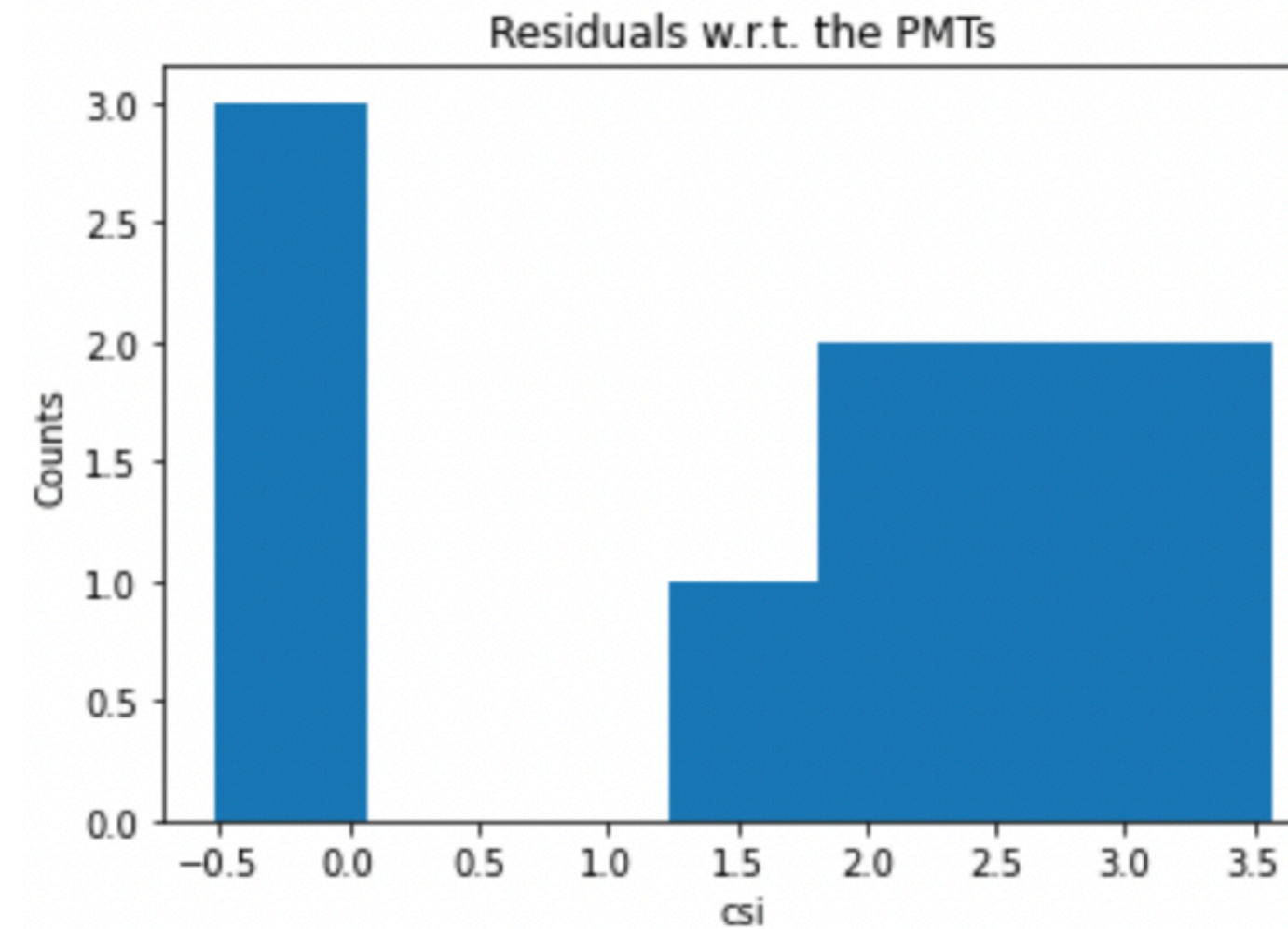
**Greater** than what is seen by with PMTs!

$$r_{PMT}^0 = (4.05 \pm 0.08) \text{ Hz}$$

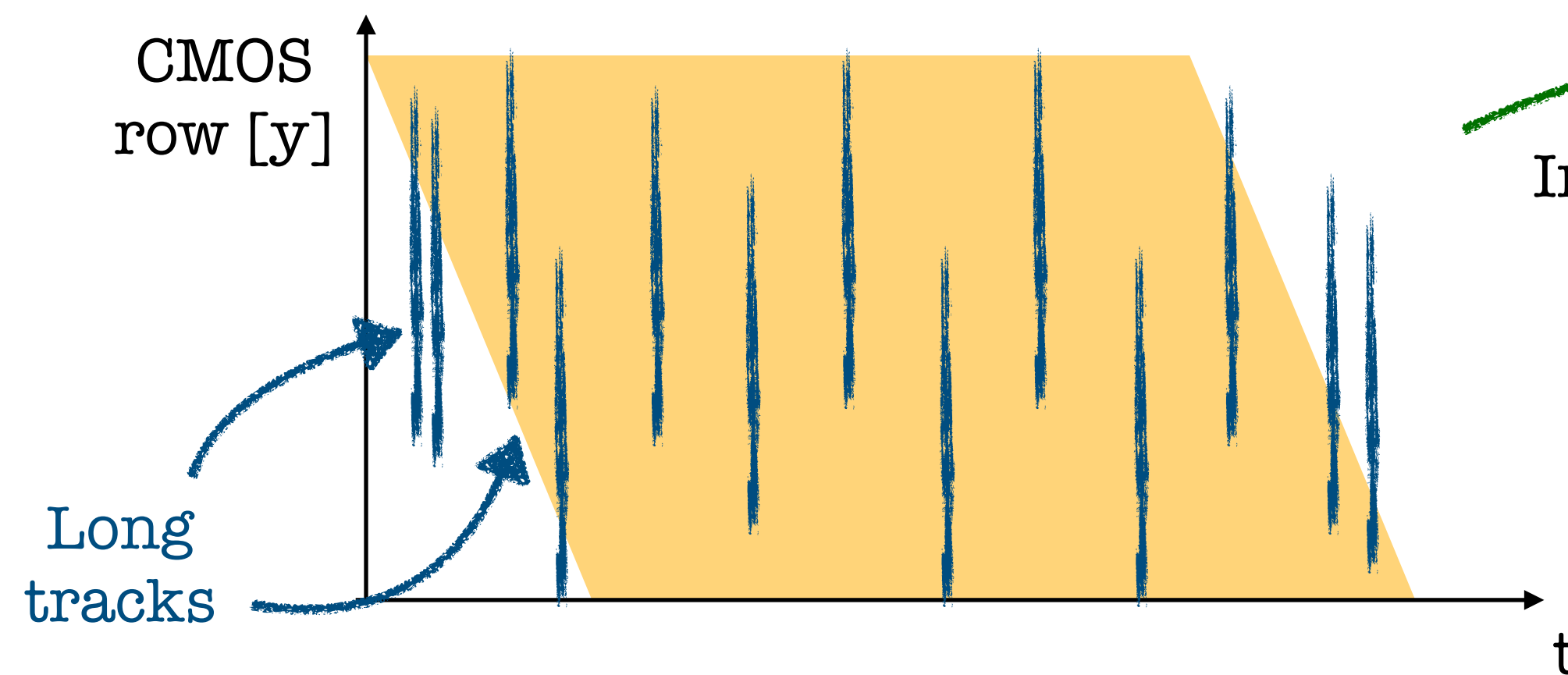
\*assuming GEM active area of 1970x1970 px centered with the camera

# Looking at the Camera data [RUN2]

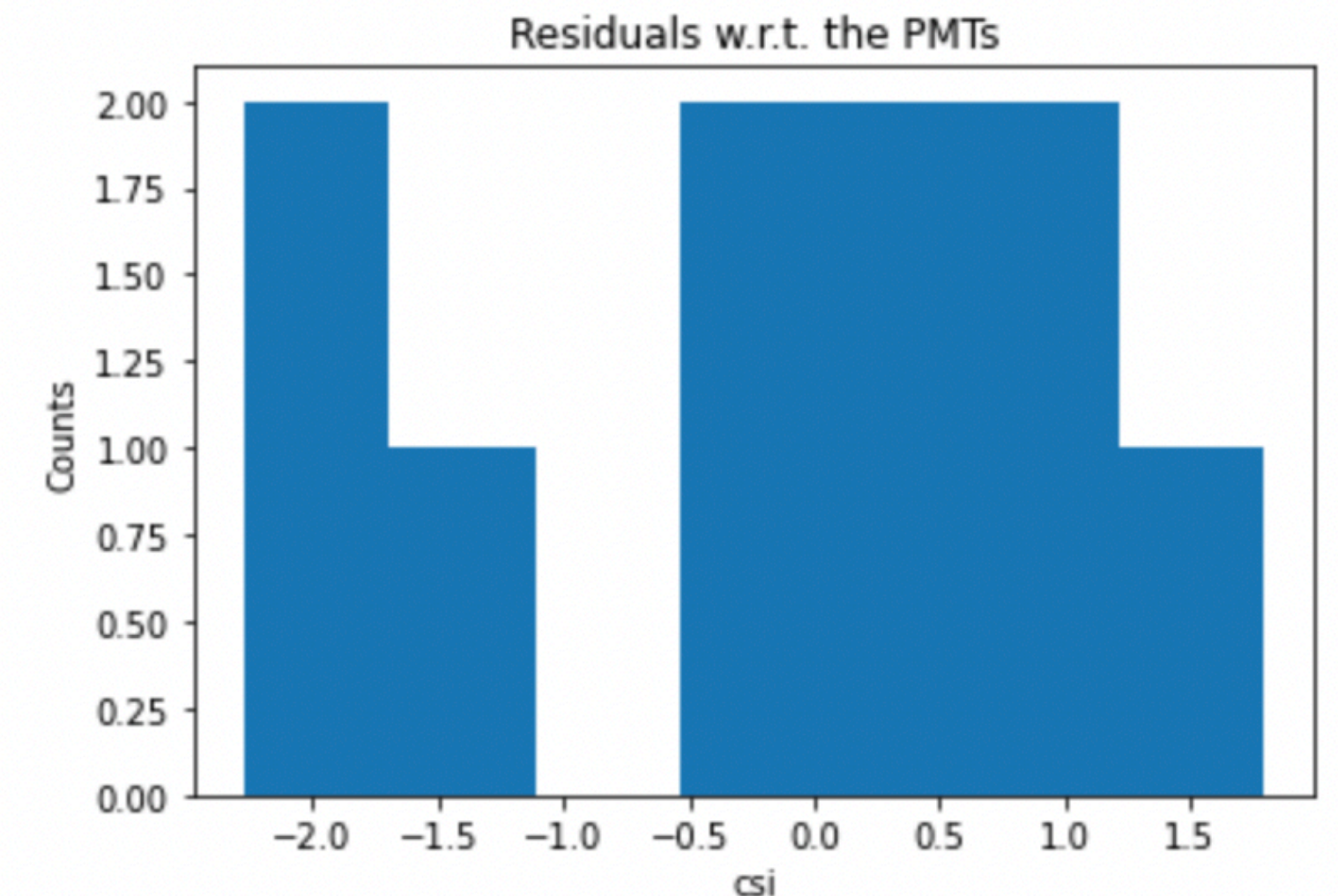
- Looking to other runs the situation is the same:



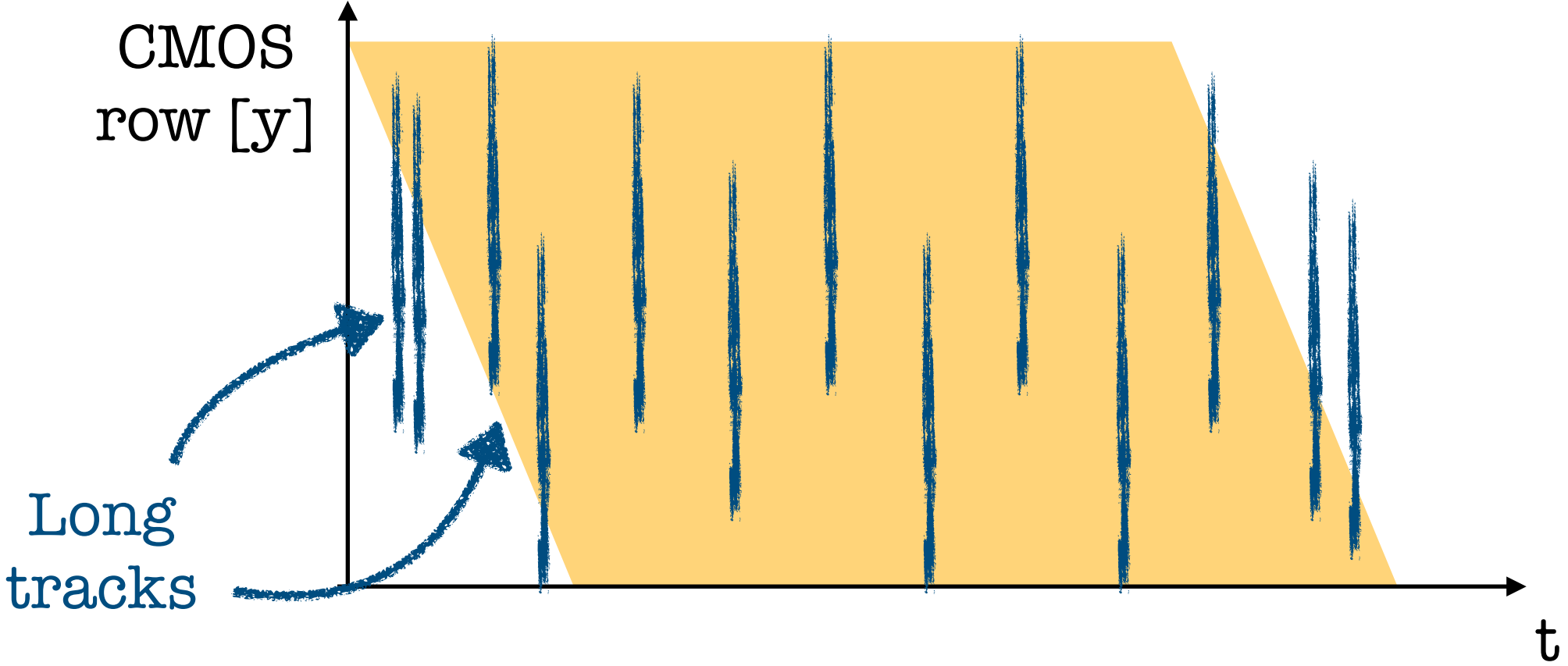
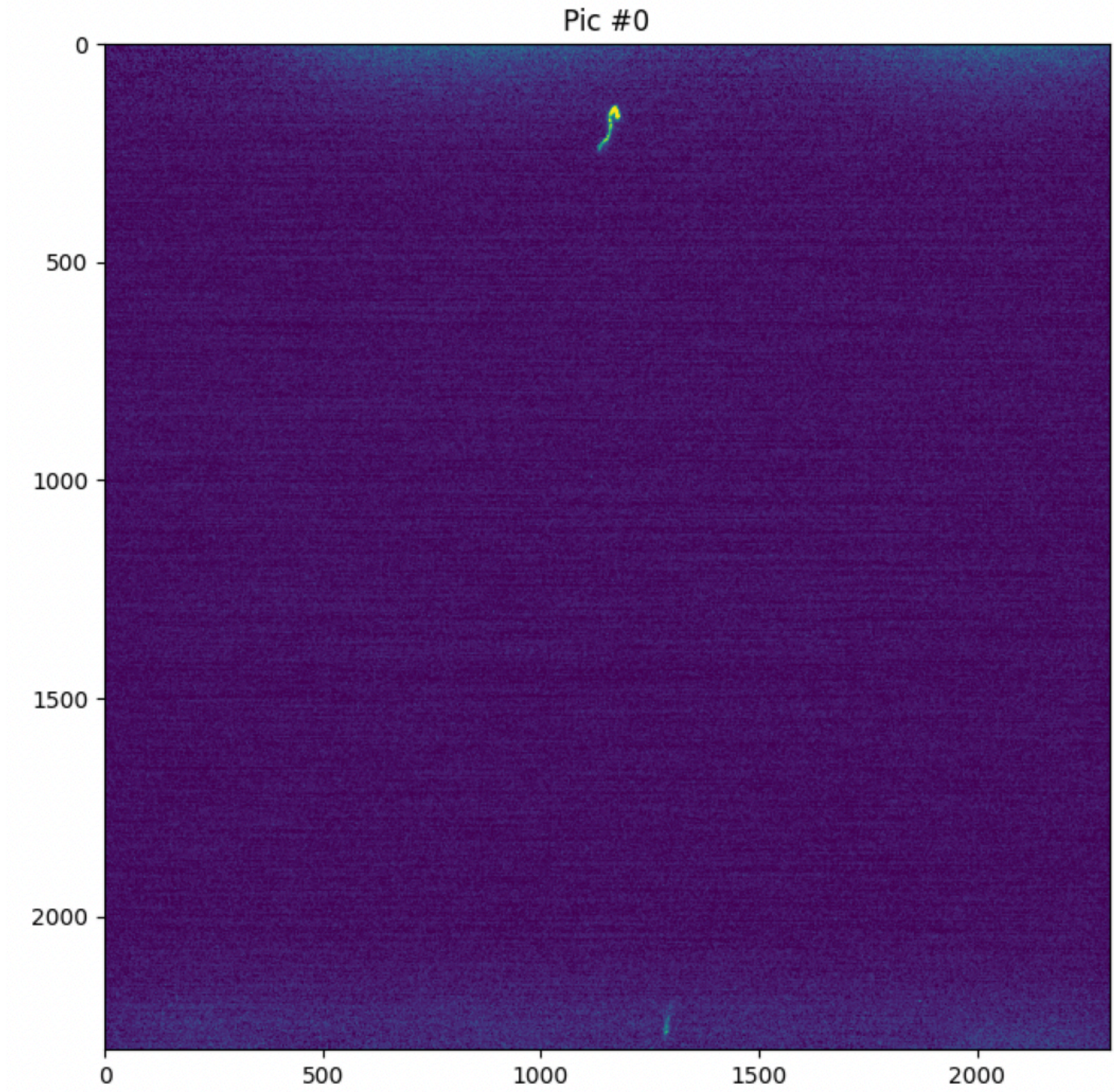
- A possible explanation is that the camera exposure to longer tracks is more than 300 ms!



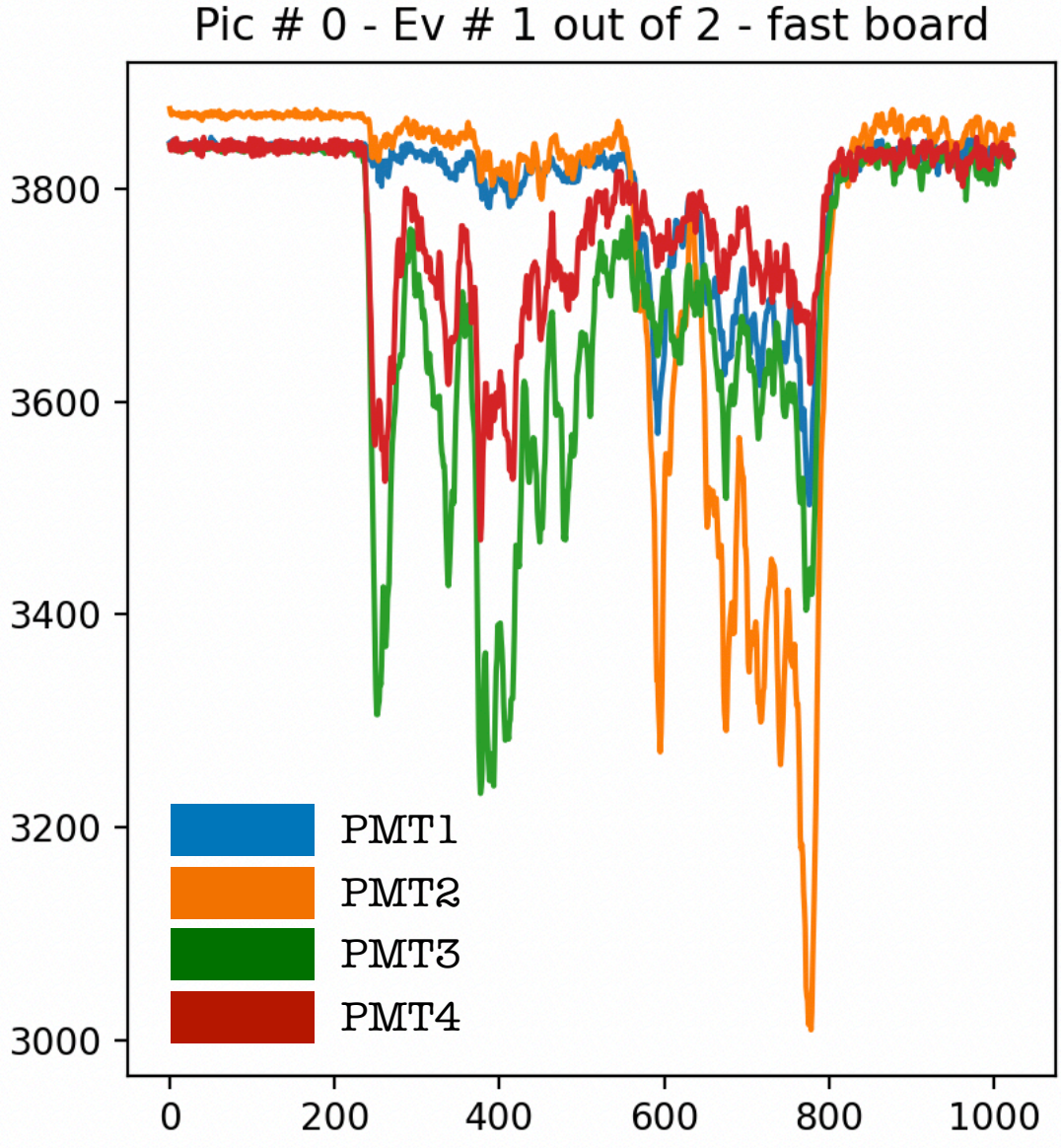
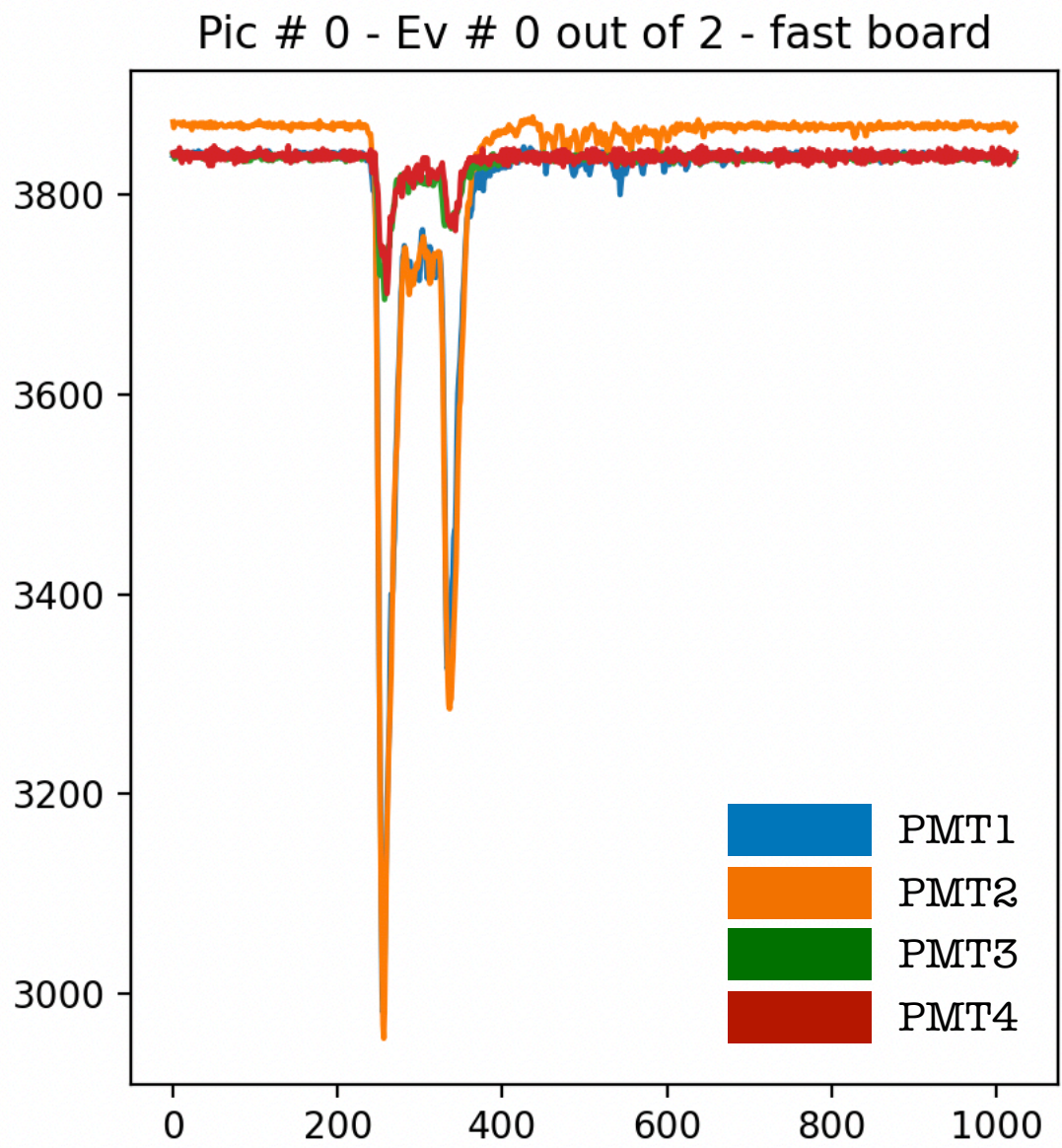
Improving to 340 ms the effective exposure is enough to produce symmetric residuals!



# Cutting long wfs



TTTs: [ 49.849576 473.840541] ms



# How can we improve these results

1. Acquire in “Normal” mode

2. Not so easy:

1. synchronism between pics and boards?

2. what should be the “event” from the Midas perspective?

3. Possible solution:

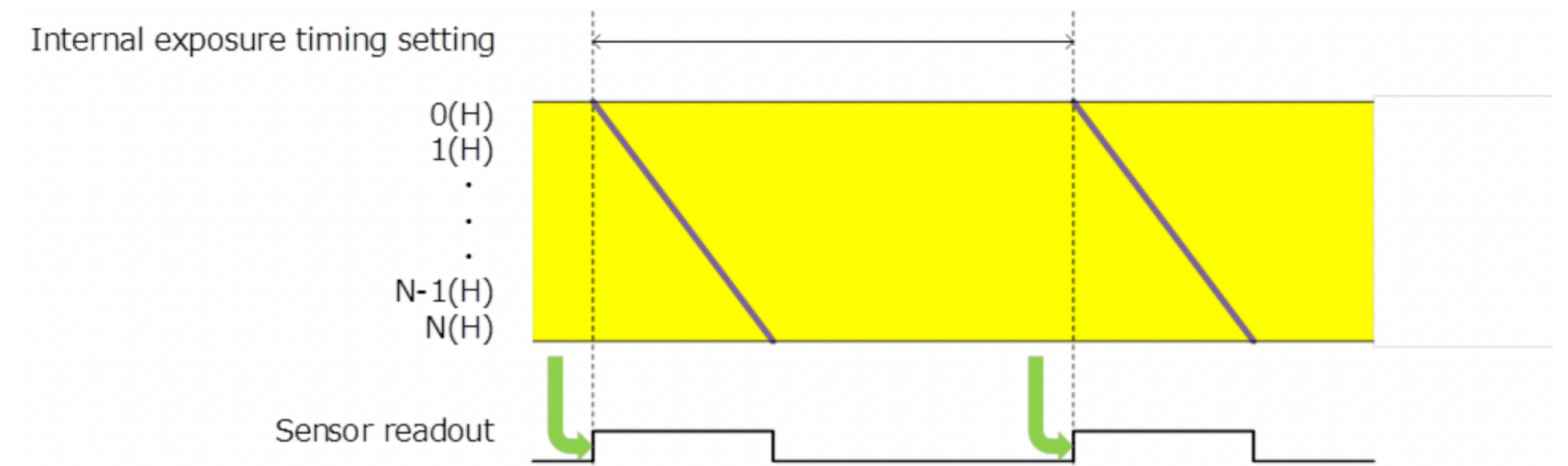
1. acquire  $\sim 10$  subsequent pics

2. acquire all PMT signal in the FULL window

3. close the Midas event  $\Rightarrow$  1 event would be a stream of 10 pics + all the PMT signals happened during it

4. synchronism thanks to TTT (however it is a 8.5 ns resolution 30-bit [ $\sim 9$  s] counter, extendable to 60-bit [310 yr])

5. Limited by the board buffer size ( $\sim 128$  events)





# Conclusions

- In this contribution we presented the study of the **dead time of the current DAQ scheme**
- This **configuration** is the one **used** for **RUN2** and **RUN3**.
- We showed a simple **simulation of the DAQ scheme**, that gives us the possibility to assess the real dead time
- We **compared** the simulation **with the RUN2 data**, finding **consistent** result
- We **compared** the **observed event rate** in the **PMTs** and the **camera**
- Finally, we investigated possible **improvements** of the current scheme.

**Thanks for the attention**

# DAQ trigger scheme

