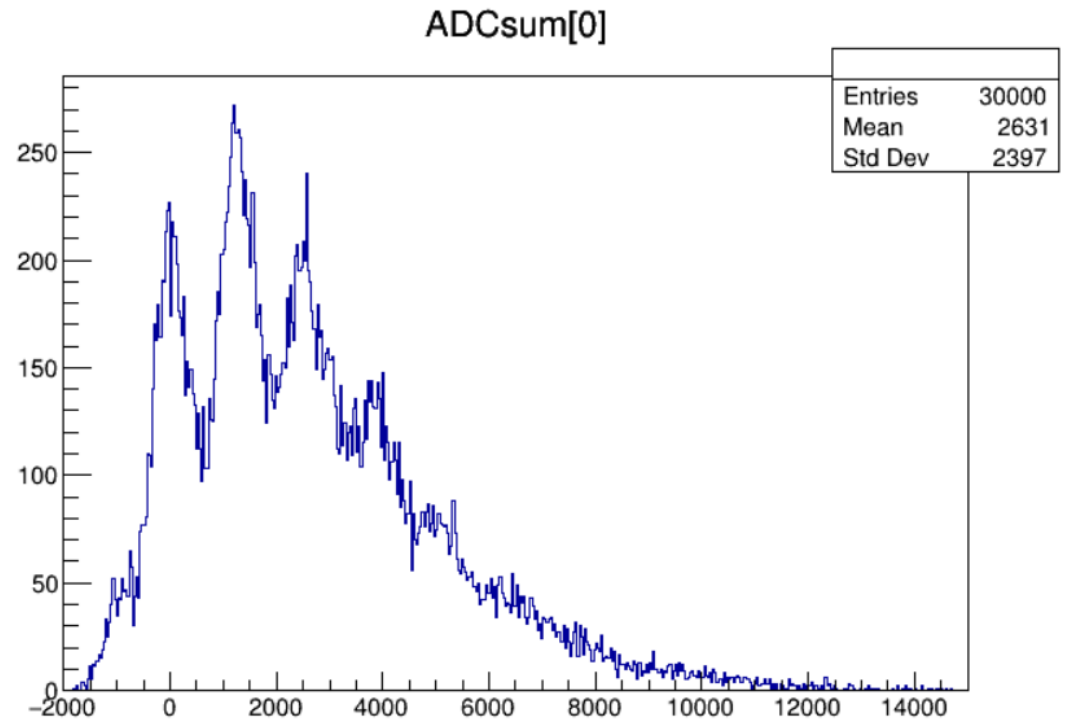
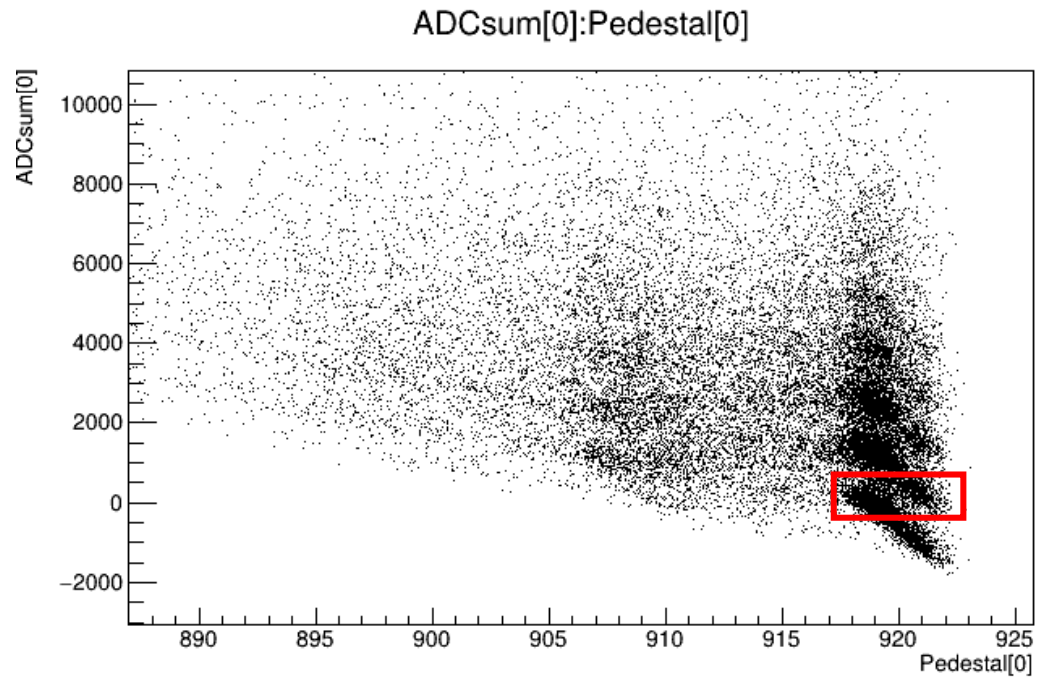


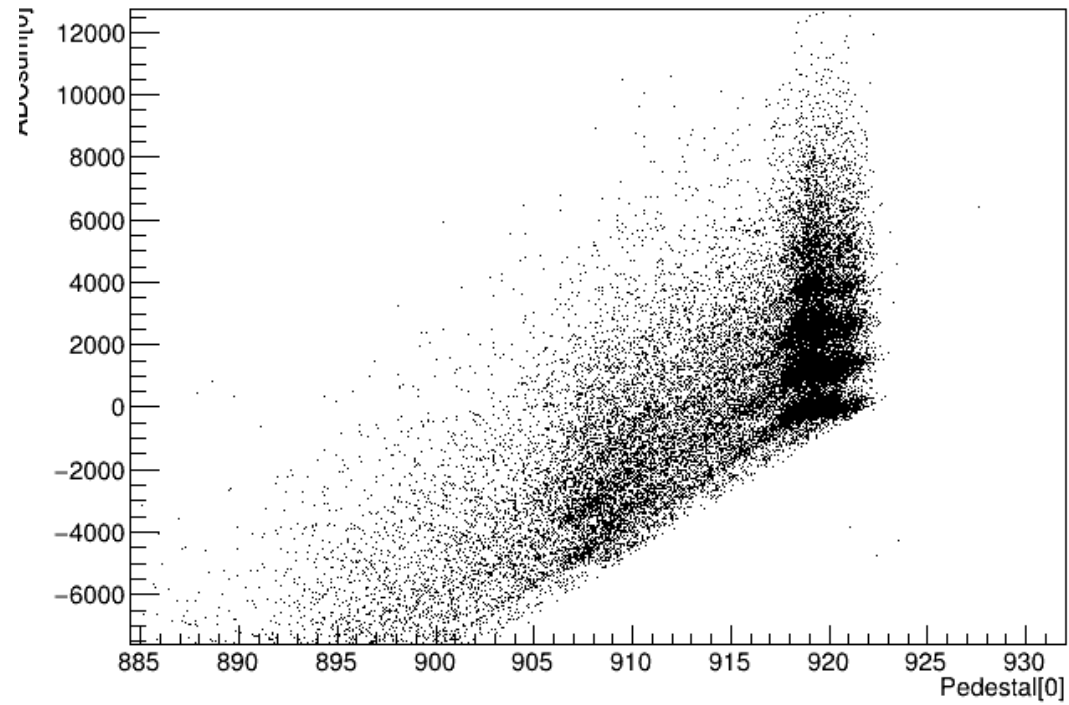
200318

ADCsum and Pedestal

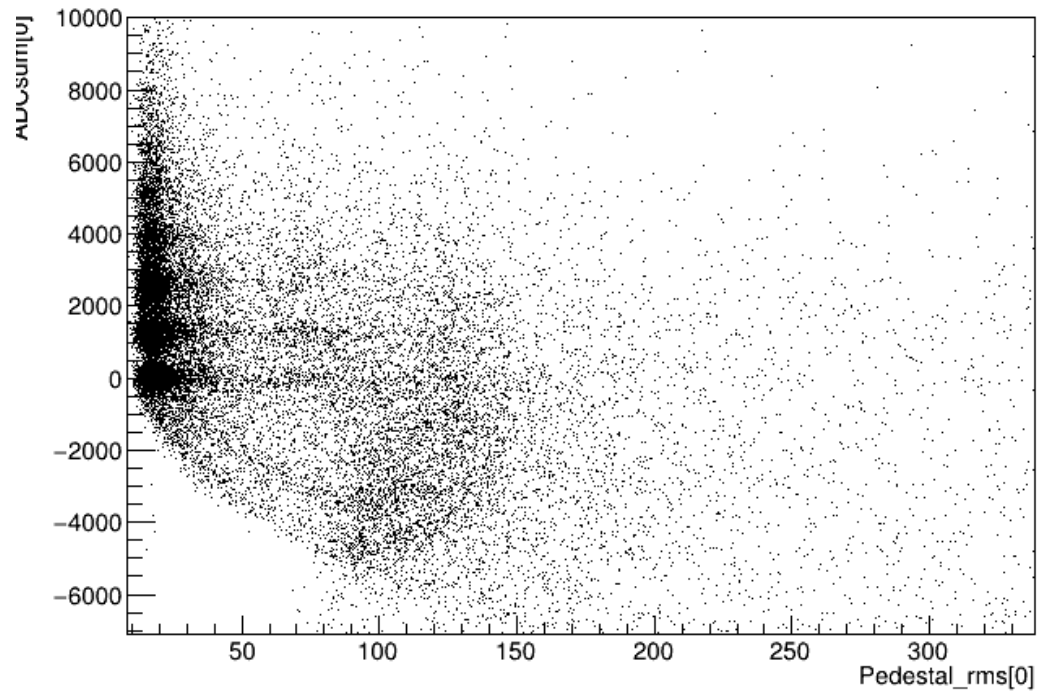


Find cut condition

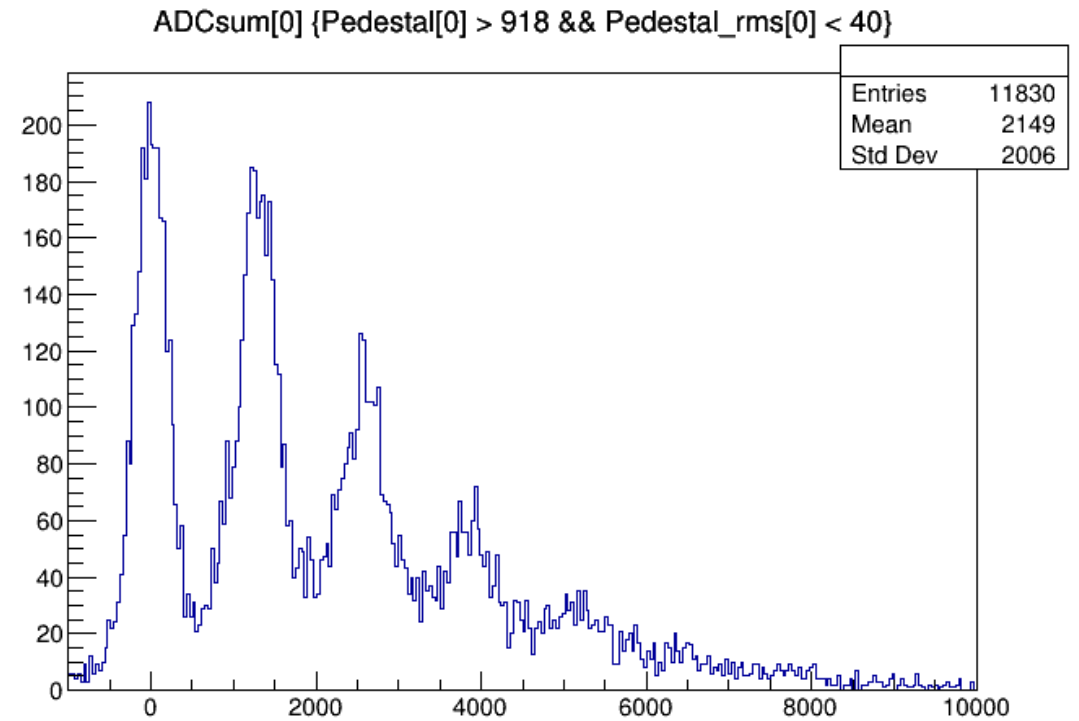
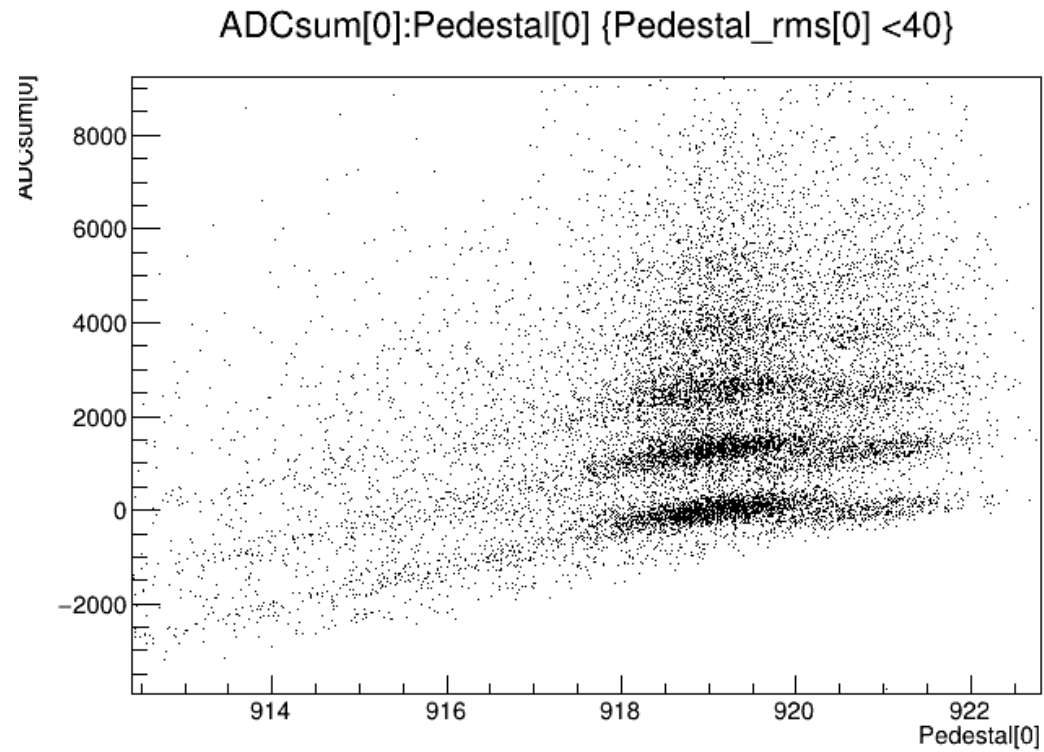
ADCsum[0]:Pedestal[0]



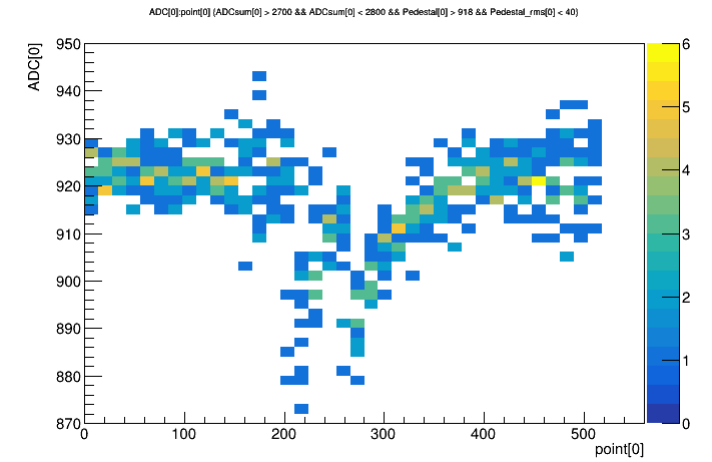
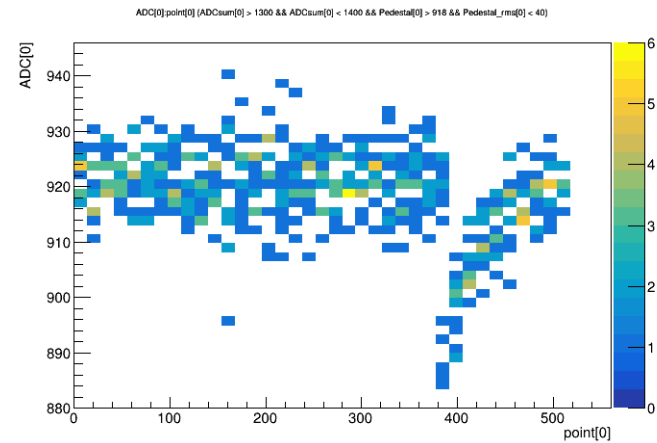
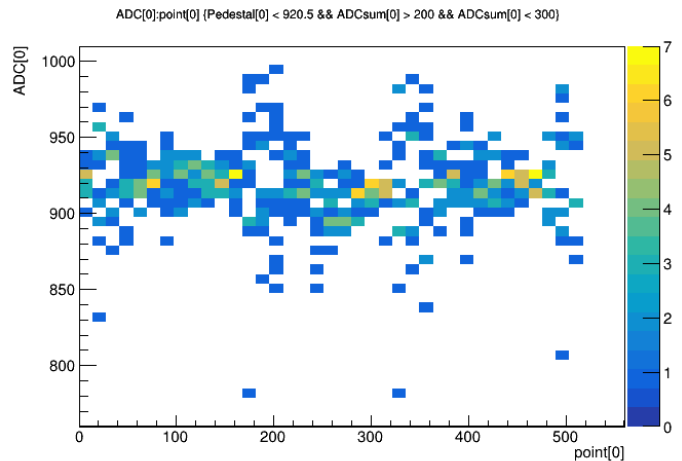
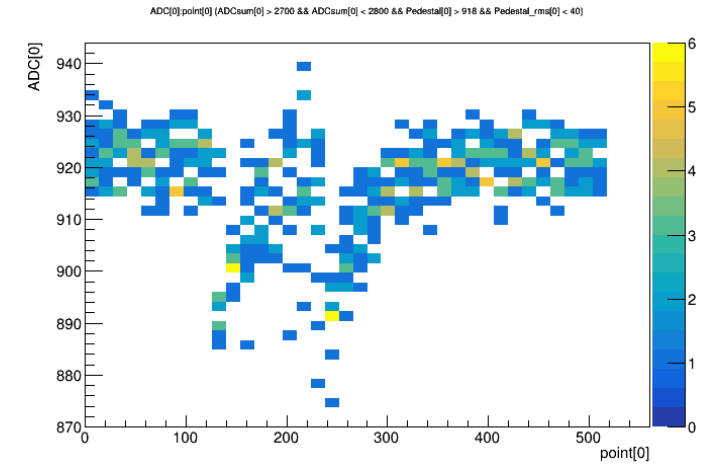
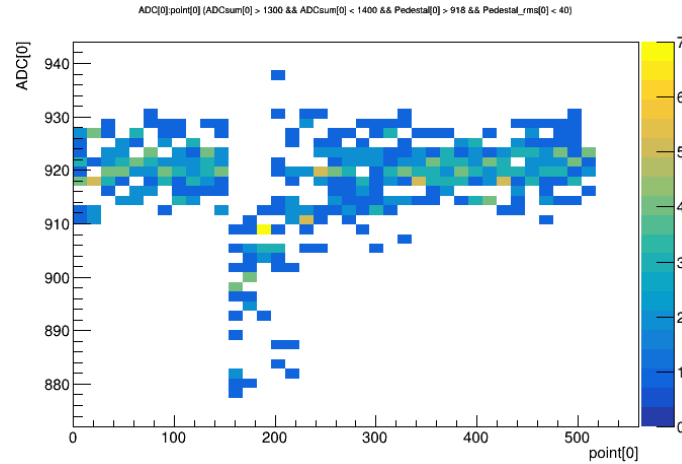
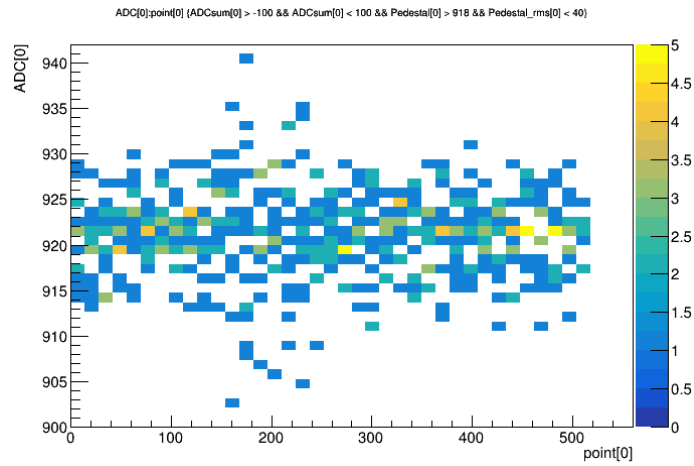
ADCsum[0]:Pedestal_rms[0]



Find cut condition



Waveform check

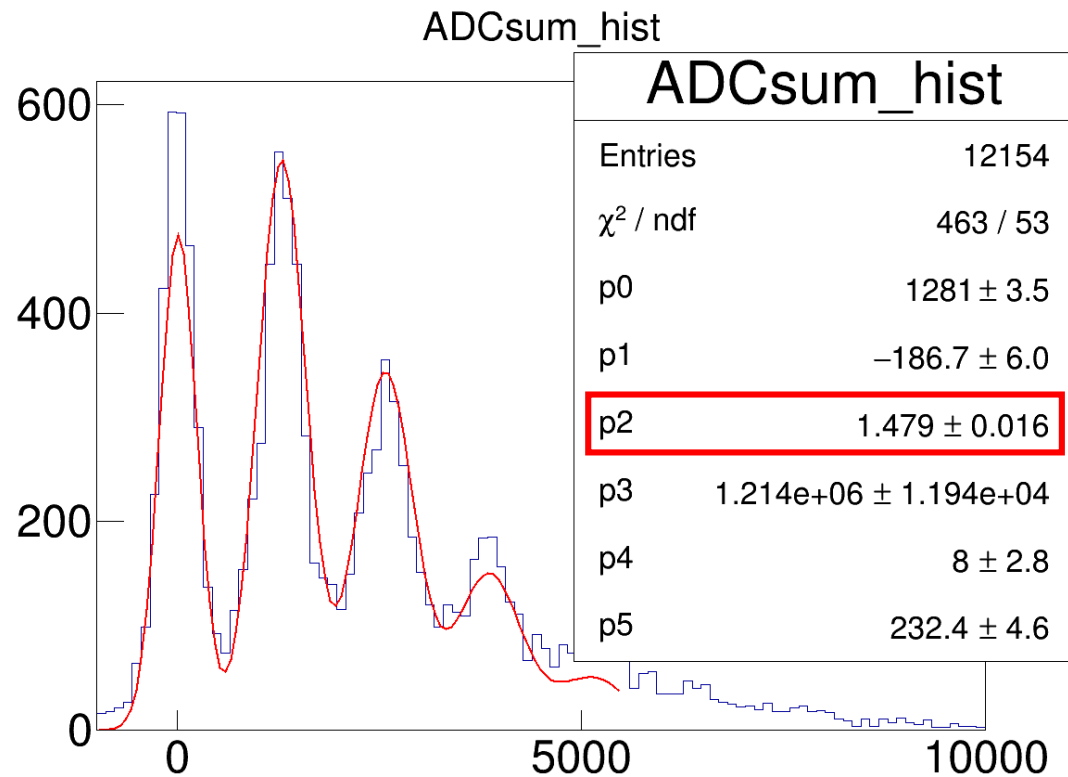


Waveform at 1st peak

Waveform at 2nd peak

Waveform at 3rd peak

Average of the number of pulses?

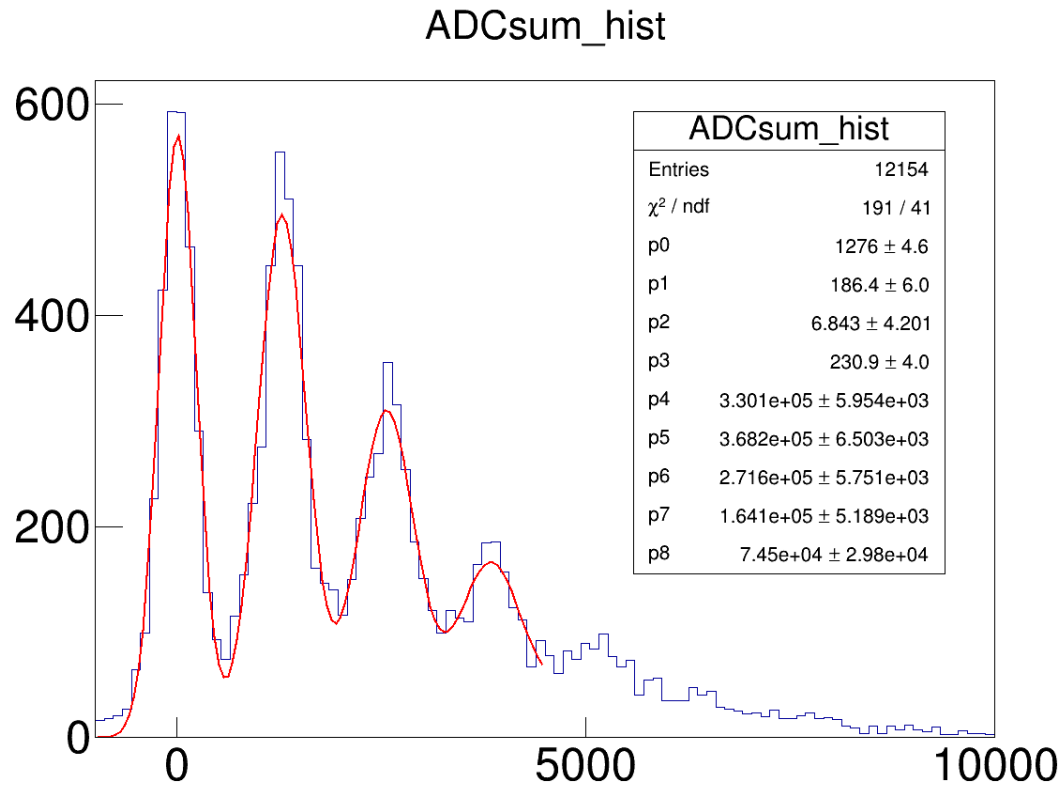


```
double fitting_ft(double *x, double *par)
{
    /* par[0] : single photon ADC sum
    par[1] : sigma for single photon
    par[2] : parameter for Poisson distribution(mean and variation of Poisson distribution)
    par[3] : normalization factor
    par[4] : pedestal mean
    par[5] : pedestal sigma
    par[6] : unknown pedestal */
    double fitting_function = TMath::Poisson(0, par[2]) * TMath::Gaus(x[0], par[4], par[5], 1);
    for (int i = 1; i < 5; i++)
    {
        double n = (double)i;
        fitting_function += TMath::Poisson(n, par[2]) * TMath::Gaus(x[0], par[4] + n * par[0], TMath::Sqrt(par[5] * par[5] + n * par[1] * par[1]), 1);
    }
    fitting_function = par[3] * fitting_function;

    return fitting_function;
}
```

- Amplitudes of Gaussian은 Poisson distribution으로 결정된다고 생각하고 fitting을 해보았다.
- 이 때 Poisson distribution의 평균은 1.479로, 1280 ns에 평균 1.479개의 dark pulse가 생기는 것을 확인할 수 있다.

Average of the number of pulses?

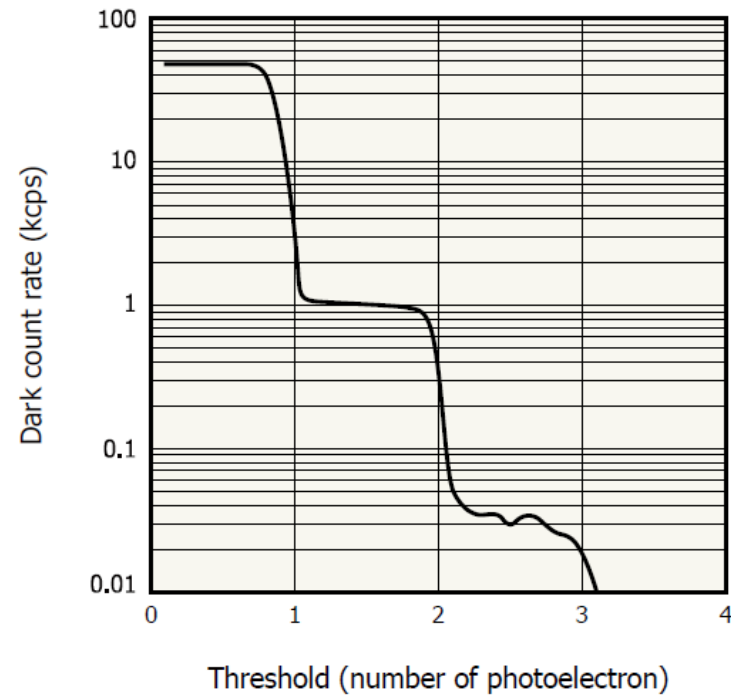


```
double fitting_ft(double *x, double *par)
{
  /* par[0] : single photon ADC sum
   par[1] : sigma for single photon
   par[2] : Pedestal mean
   par[3] : pedestal sigma
   par[4]/[5]/[6]/[7]/[8] : normalization factor
  */
  double fitting_function = 0;
  for (int i = 0; i < 5; i++)
  {
    double n = (double)i;
    fitting_function += par[i+4] * TMath::Gaus(x[0], par[2] + n * par[0], TMath::Sqrt(par[3] * par[3] + n * par[1] * par[1]), 1);
  }
  return fitting_function;
}
```

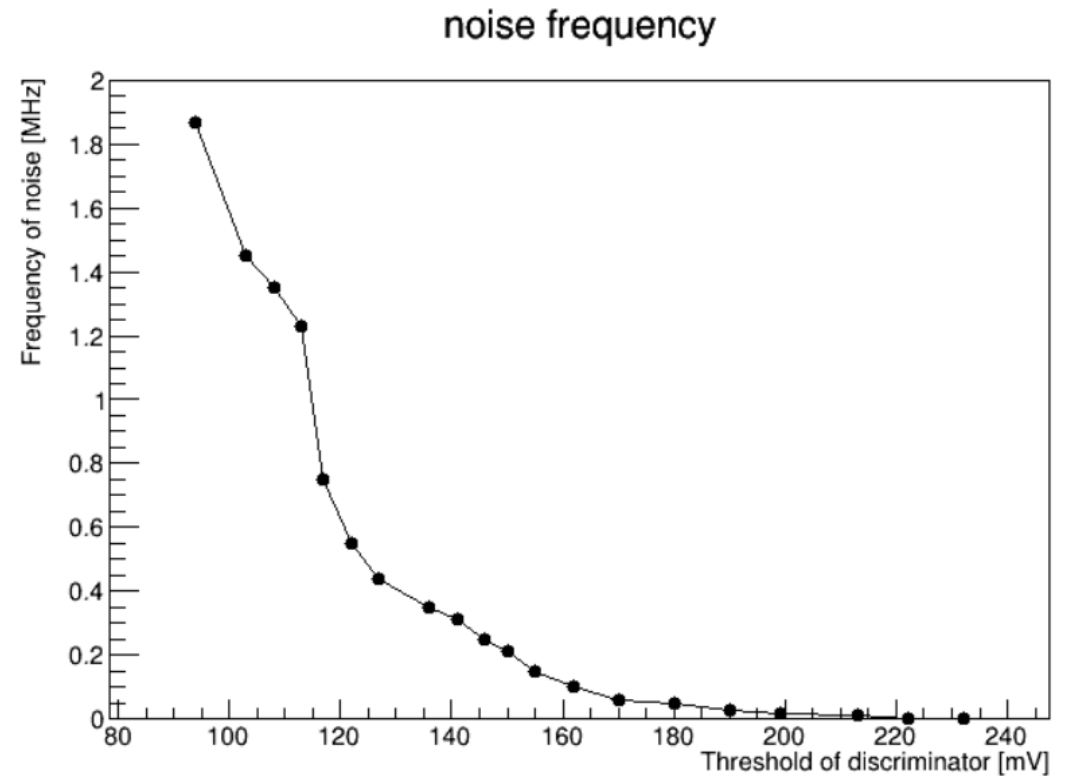
- Gaussian의 Amplitude를 단순히 변수로 받아서 fitting을 진행하였다.
- 이 때, 평균 pulse의 수는 Gaussian의 amplitude로 가중치를 둔 평균으로 계산하였으며, 그 결과 약 1.40815 개로 나타났다.
- 앞의 100 point를 제외한 412 point의 시간은 1030 ns 로, Typically 2 MHz의 noise signal에 비교했을 때 작게 나타났음을 확인할 수 있다.

Dark Count Rate(data sheet)

[Figure 1-24] DCR vs. counting discriminator threshold level



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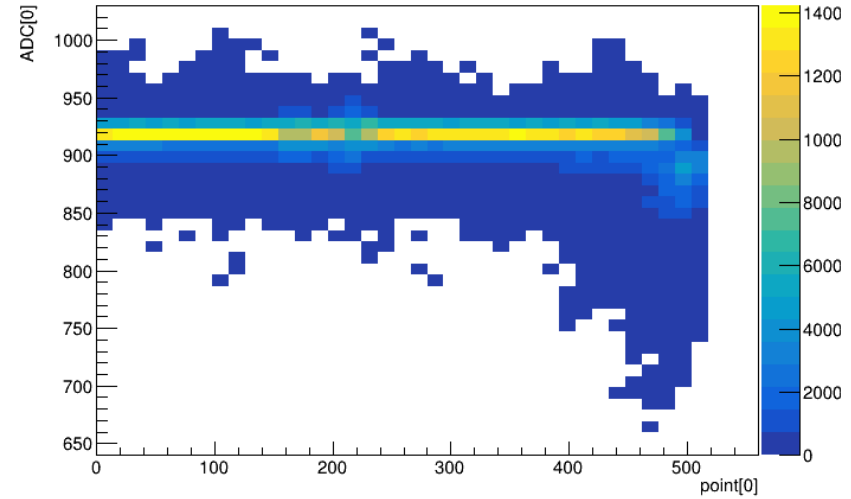


Peak finding algorithm

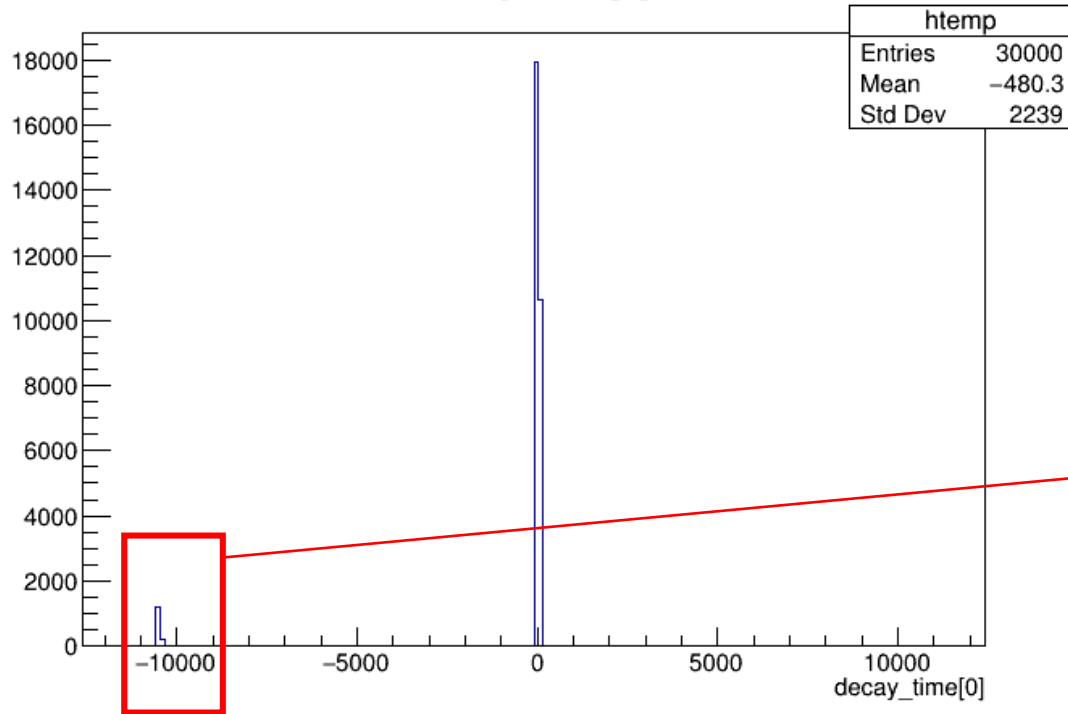
1. Signal에는 fall time(최대 높이의 20%와 80% 사이의 시간)이 있어 바로 pedestal range로 가지 않는다. 따라서 fall time이 작은 경우 event에서 제외한다.

fall time

ADC[0]:point[0] {time_20 == -9999}



decay_time[0]

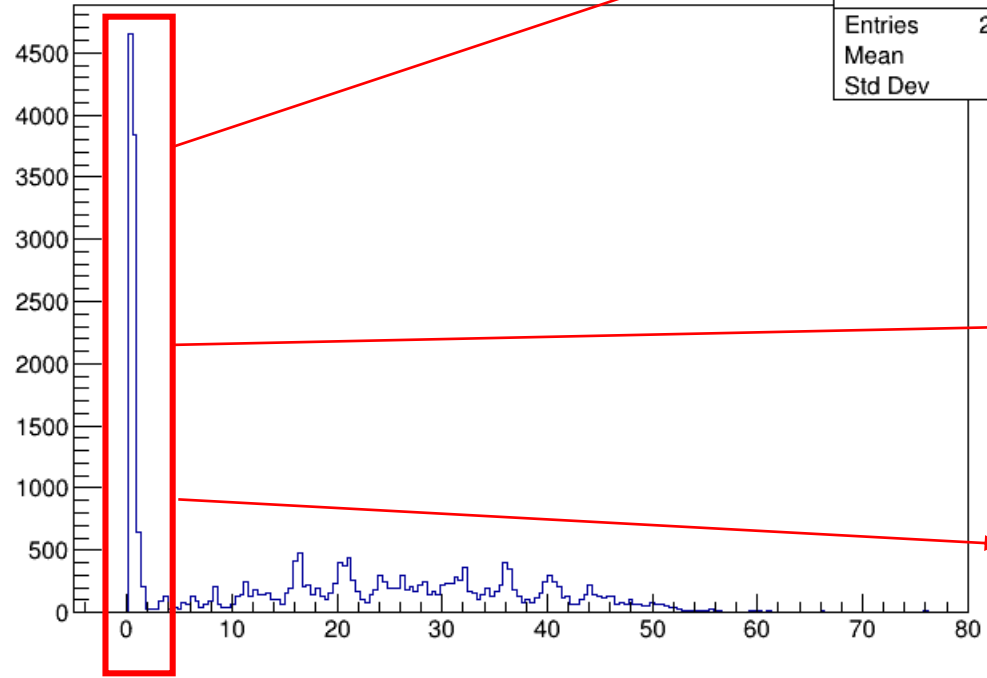


```
*****  
* Row * time_20 * time_80 *  
*****  
* 40 * -9999 * 499.46293 *  
* 42 * -9999 * 499.38866 *  
* 45 * -9999 * 500.5476 *  
* 46 * -9999 * 500.21133 *  
* 54 * -9999 * 500.71971 *  
* 74 * -9999 * 491.70494 *  
* 83 * -9999 * 495.1488 *  
* 111 * -9999 * 507.562 *  
* 119 * -9999 * 483.72230 *  
* 140 * -9999 * 469.56742 *  
* 157 * -9999 * 500.83163 *  
* 167 * -9999 * 487.3292 *  
* 175 * -9999 * 508.50042 *  
* 233 * -9999 * 471.29233 *  
* 252 * -9999 * 483.77909 *  
* 260 * -9999 * 497.42333 *  
* 264 * -9999 * 500.65533 *  
* 280 * -9999 * 492.50085 *  
* 323 * -9999 * 495.62233 *  
* 346 * -9999 * 471.01816 *  
* 361 * -9999 * 505.98871 *  
* 390 * -9999 * 507.9238 *  
* 405 * -9999 * 493.14 *  
* 422 * -9999 * 509.58737 *  
* 431 * -9999 * 507.9415 *  
*****
```

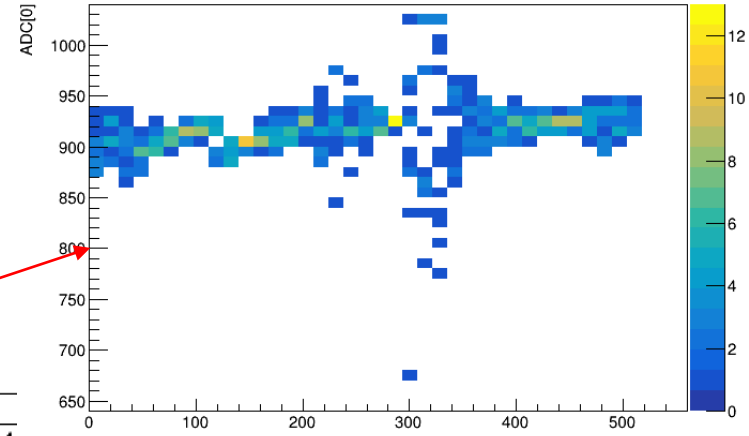
즉, peak가 뒤쪽에 생겨서 파형이 끝까지 나타나지 않은 pulse

Fall time

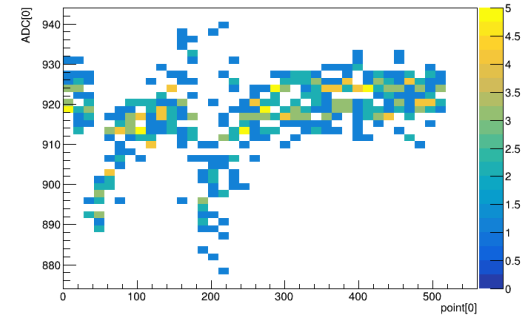
decay_time[0] {time_20 != -9999}



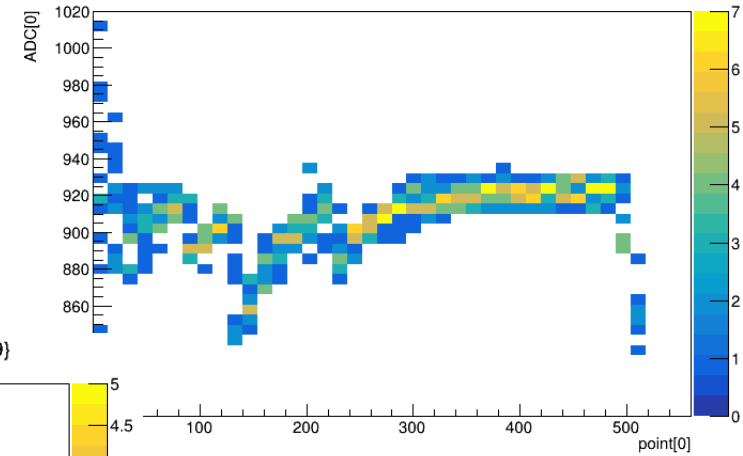
ADC[0]:point[0] {decay_time[0] < 3 && time_20 != -9999}



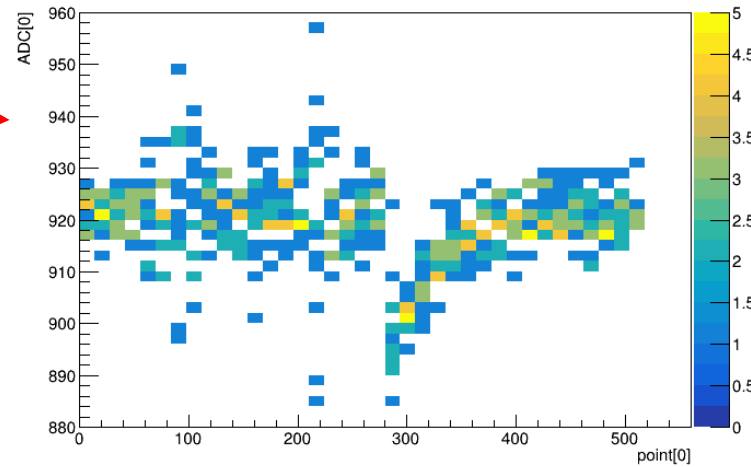
ADC[0]:point[0] {decay_time[0] < 3 && time_20 != -9999}



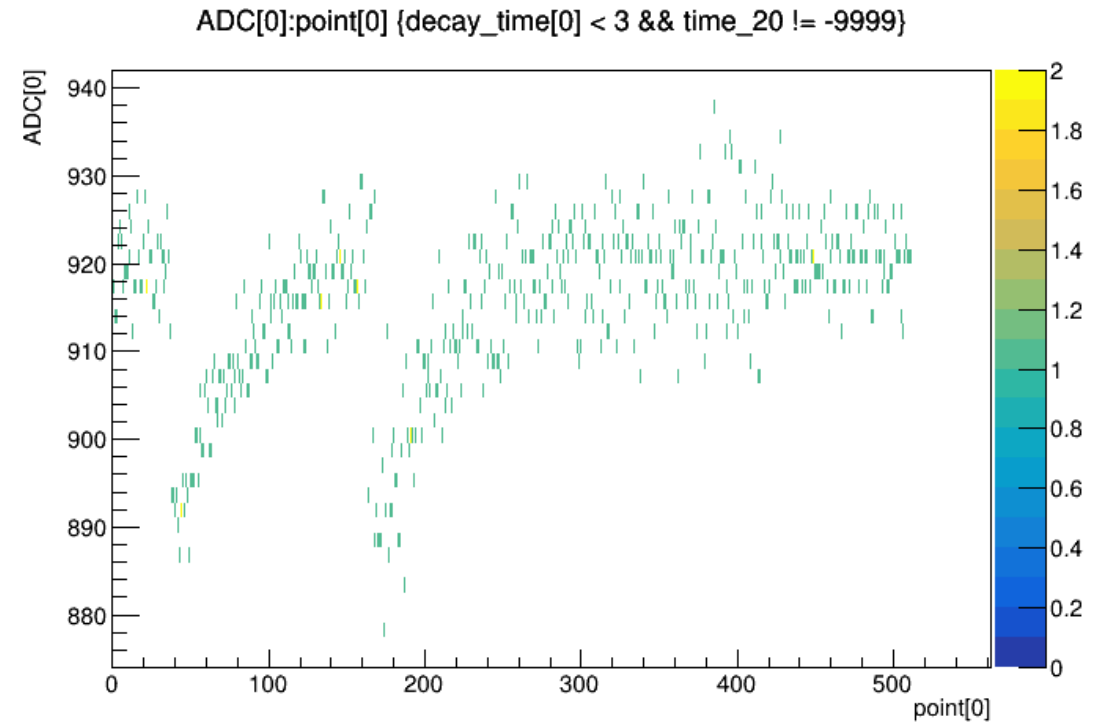
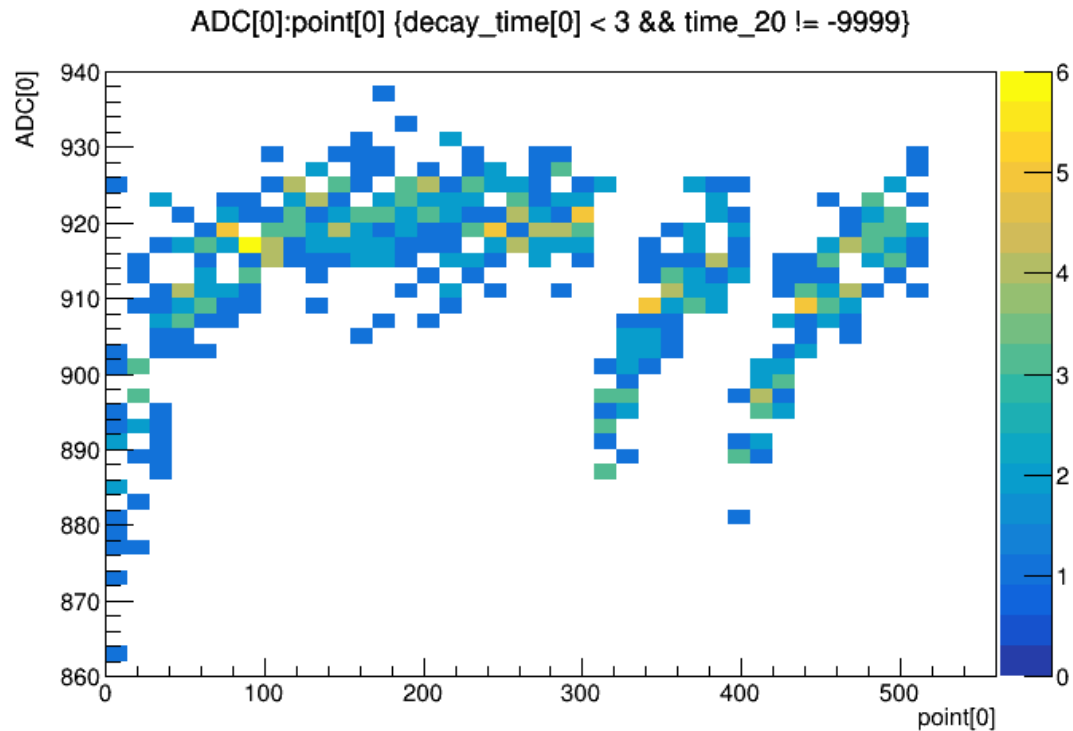
ADC[0]:point[0] {decay_time[0] < 3 && time_20 != -9999}



ADC[0]:point[0] {decay_time[0] < 3 && time_20 != -9999}

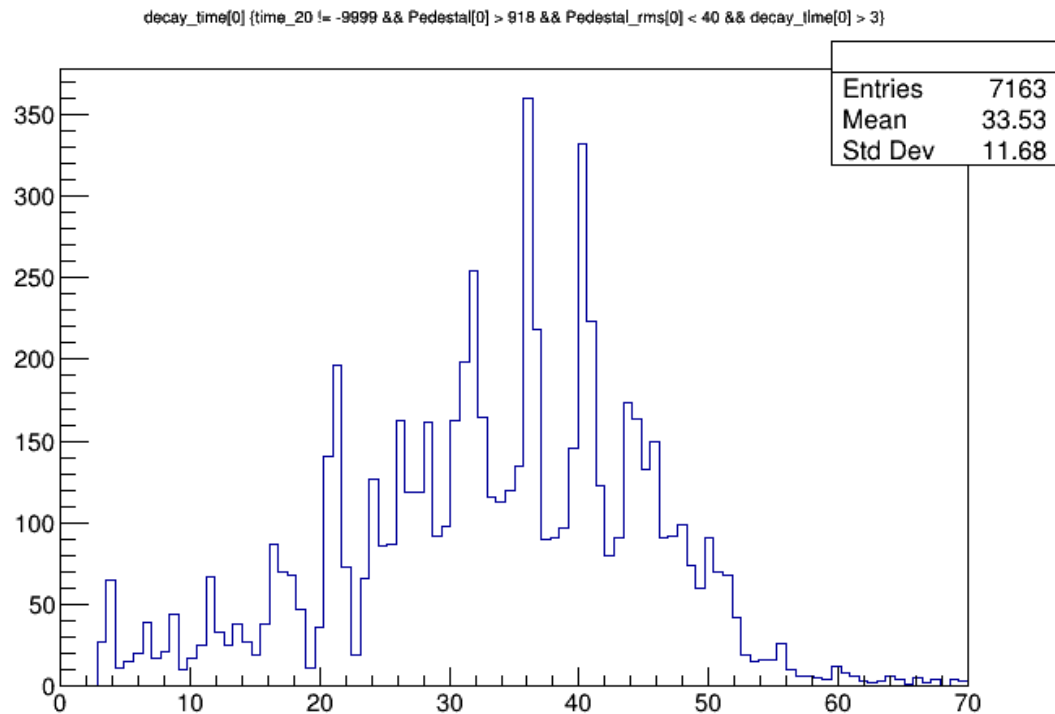


not noise



앞에서 100 point에서 pedestal을 지정하게 되는데 pedestali 잘못 지정되어 decay time이 굉장히 짧게 설정된 경우
즉, 제대로 된 decay time을 보기 위해서는 pedestali 잘 지정되었음을 확인하는 것도 중요하다.

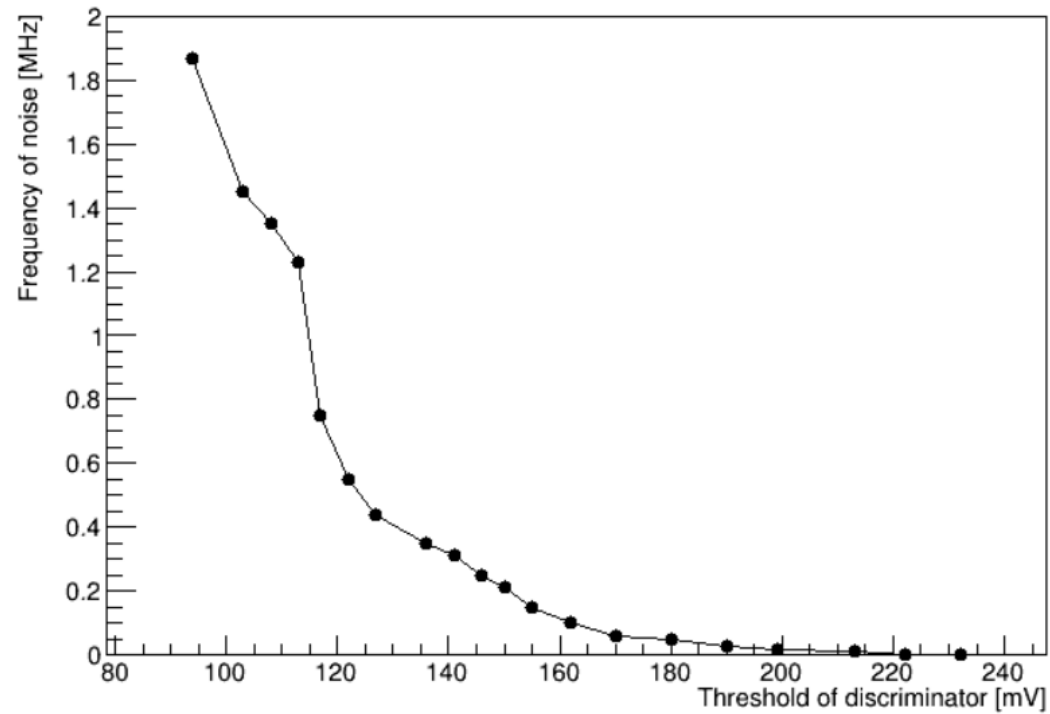
Cut condition for fall time



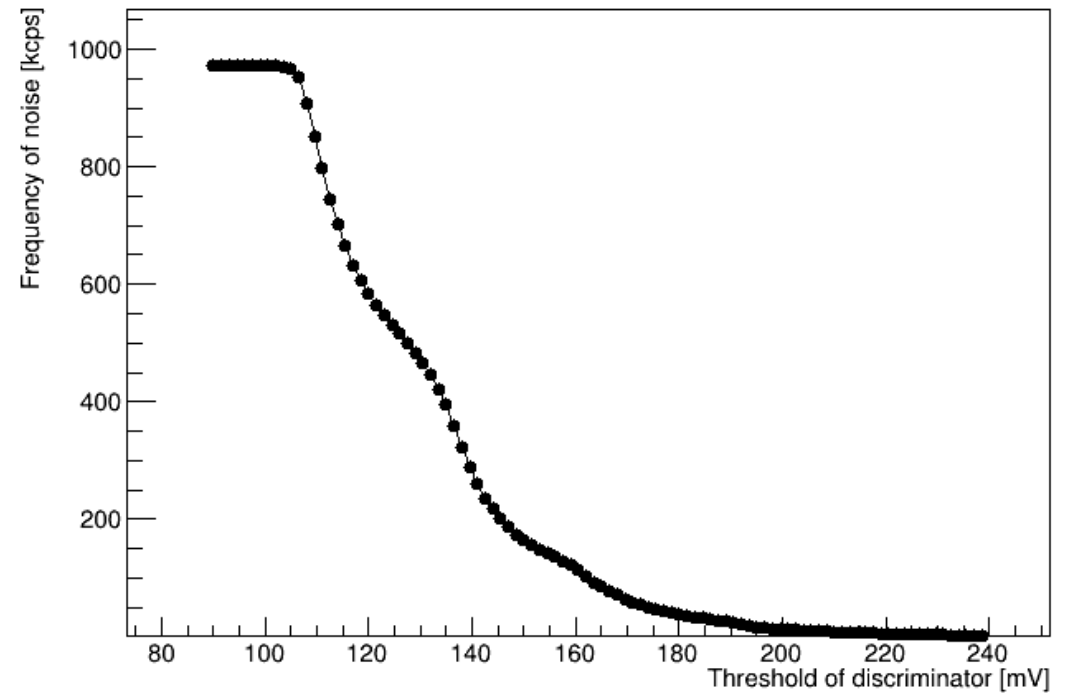
- 왼쪽의 그림에서 준 cut은 20%가 되는 지점에서의 시간이 지정될 것, pedestal이 918보다 클 것, pedestal region에 pulse가 없어서 rms 값이 작을 것, 이다.

Noise Frequency

noise frequency



noise frequency



문제점

- 각 Event마다 Count되는 횟수를 살펴봤을 때, 모두 0 아니면 1 밖에 나타나지 않음.
- 하지만 실제로는 2개의 pulse 가 들어온 경우도 있었기 때문에 수정할 필요가 있다고 생각함.