

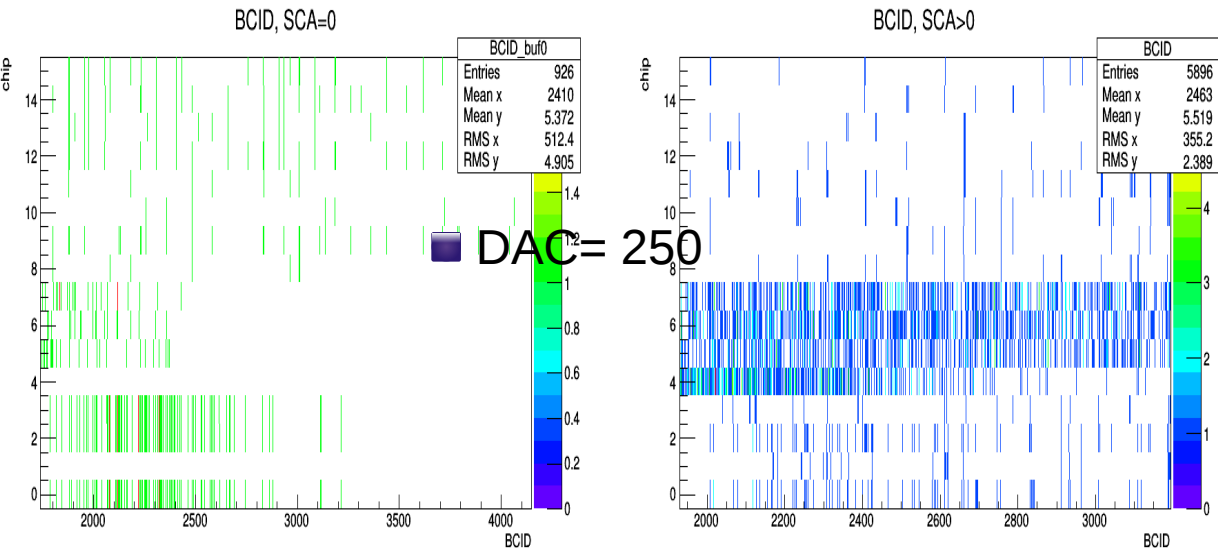
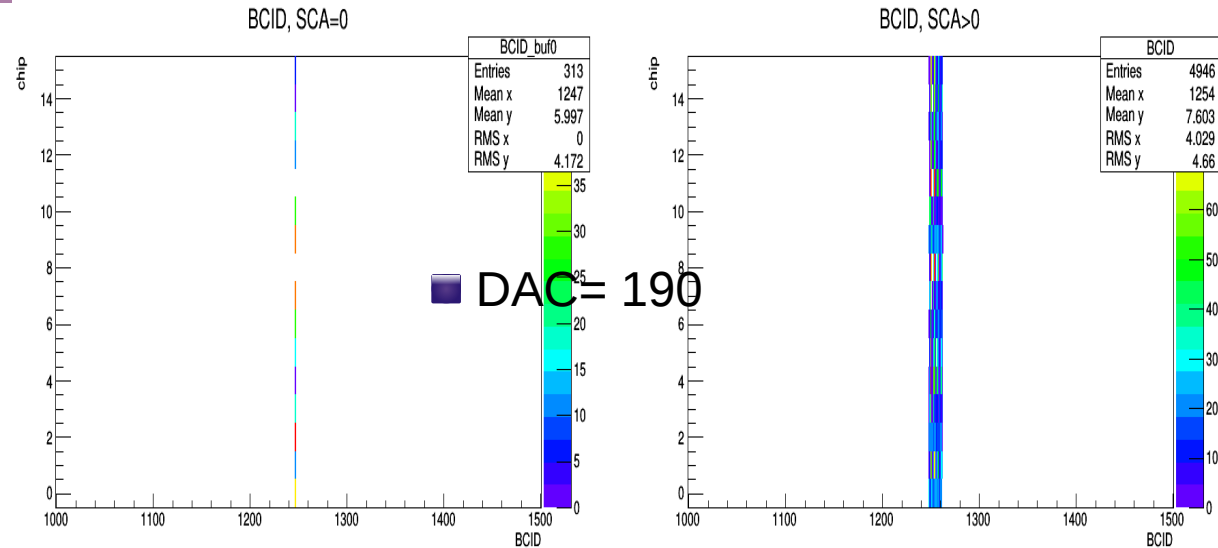
# Studying the “BCID issue” with the technical prototype

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# Prototype, same chip, same spill length (0.5 ms = 2500 BCID), 64 channels



## Summary from last week: Problem I.

### The 190 DAC threshold run:

- no values before val\_evt, BCID =1245, (val\_evt works ok)
- No values after BCID ~1260 → all SCAs are full very quickly

### The 250 DAC threshold run:

- Values after BCID 2500 → ??

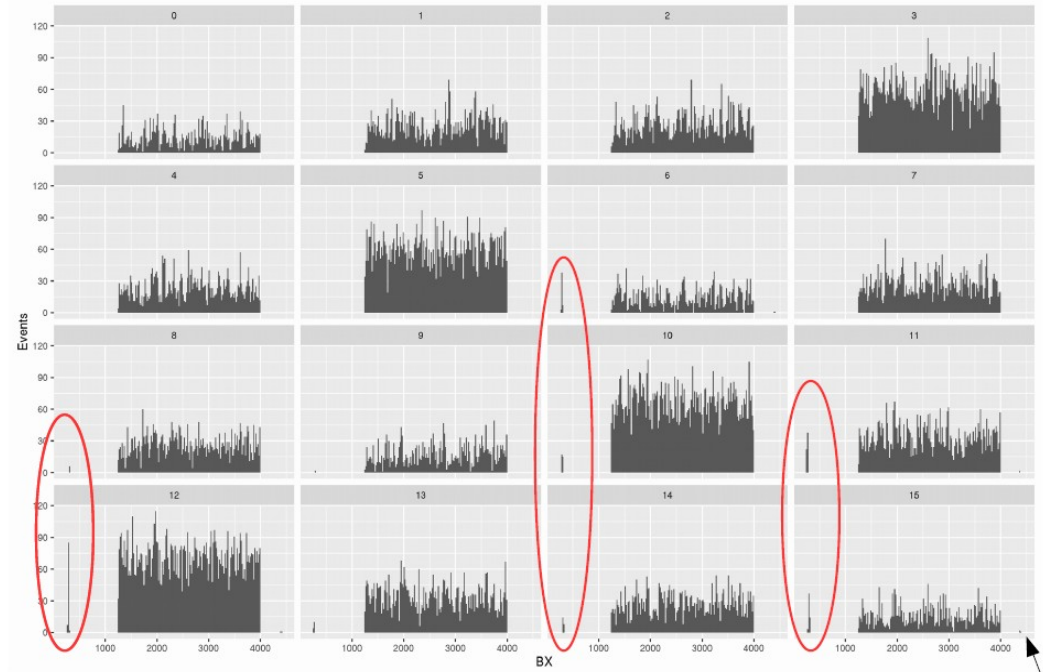
### Assuming that BCID range is not fixed to 0-2500, then

- Values before val\_evt → can be because overrunning counter
- very random distributions, meaning that if the first value is over 4096, the overrunning counter is still 0. It is reset every acq.

- Already observed issue (Vladik)  
<https://agenda.linearcollider.org/event/6973/contributions/34374/attachments/28329/42800/pedestals.pdf>
- Same feature.

## Bugs and features: wrong BX

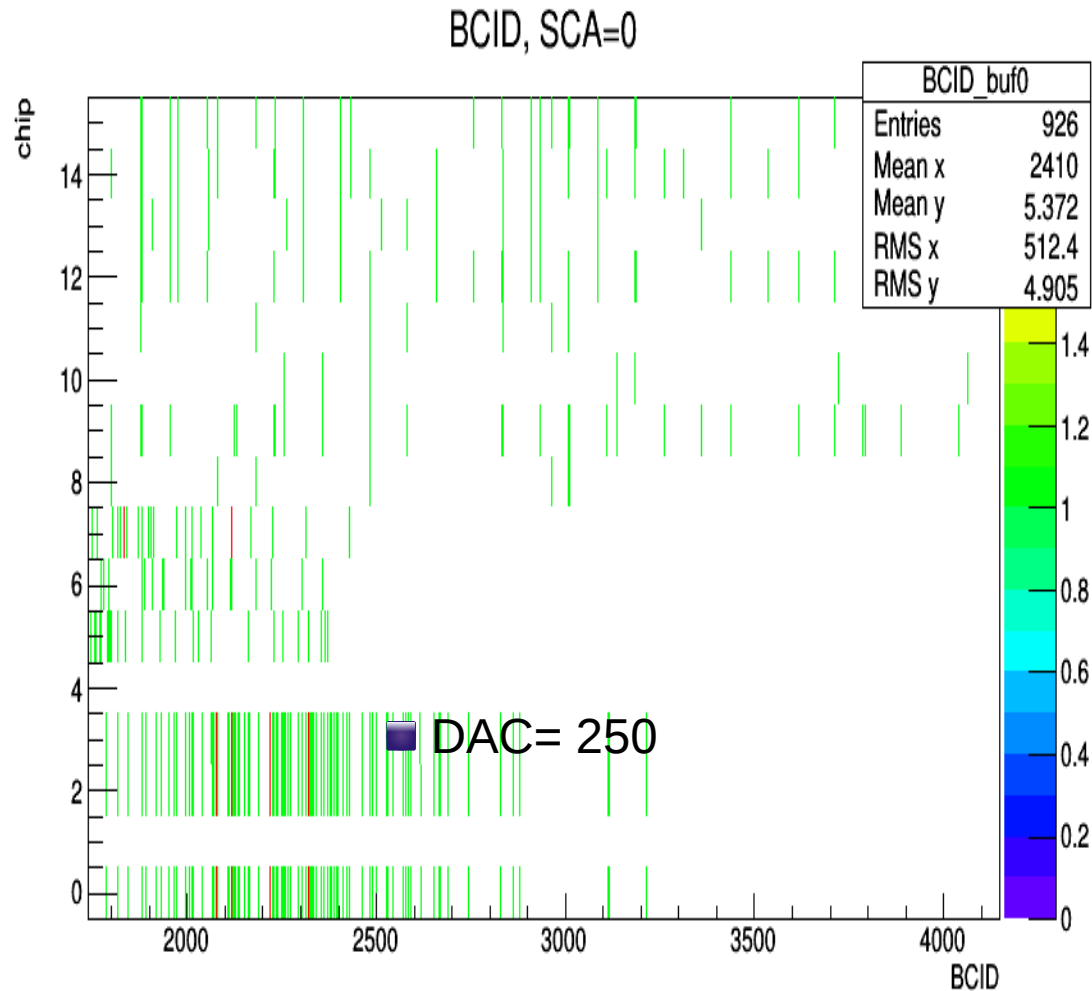
In short spills (2.5 + 247.5 msec = data taking + readout time) BX should be between 1250 and 4000, But there are entries at zero and (very little) above 4095. Muon run 414.



A few evts above 4095

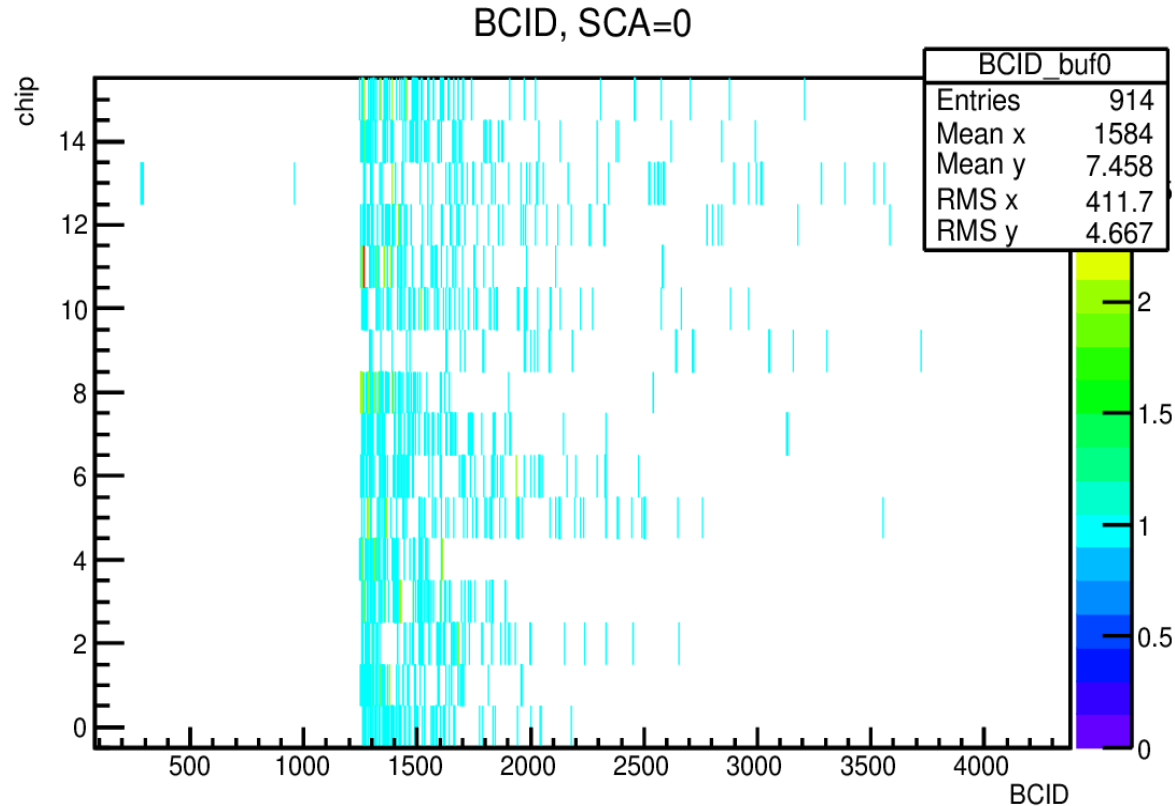
- Use Vladik converter → [https://github.com/balagura/online\\_monitor](https://github.com/balagura/online_monitor)
  - Same BCID range is observed.
- Check fev8\_cob with skiroc 2 data from November (different DIF firmware, calicoes and converter)
  - The effect is also there for large threshold values (but we were using very long spills, so the effect is compatible with overrunning)

# Prototype, same chip, same spill length (0.5 ms = 2500 BCID), 64 channels



- Summary from last week: **Problem II.**
- Pattern → same BCID for all chips.
- Repeated with HV == off

# Prototype, same chip, same spill length (0.5 ms = 2500 BCID), 64 channels



## ■ Summary from last week: Problem II.

- Pattern → same BCID for all chips.
- Repeated with HV == off and a full power cycle
  - Much less noisy chips
  - No pattern
- Ongoing: repeat full scurve analysis with and without HV.

