Delay Wire Chambers

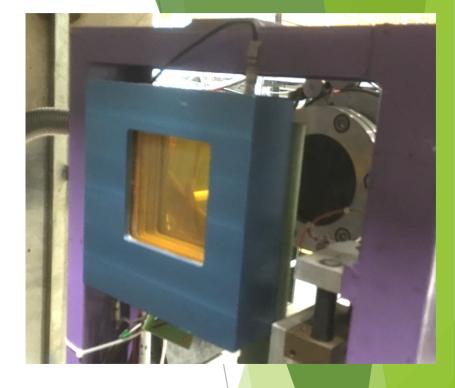
Linghui Liu

The University of Tokyo

AHCAL Tokyo analysis workshop, 24 Aug. 2018

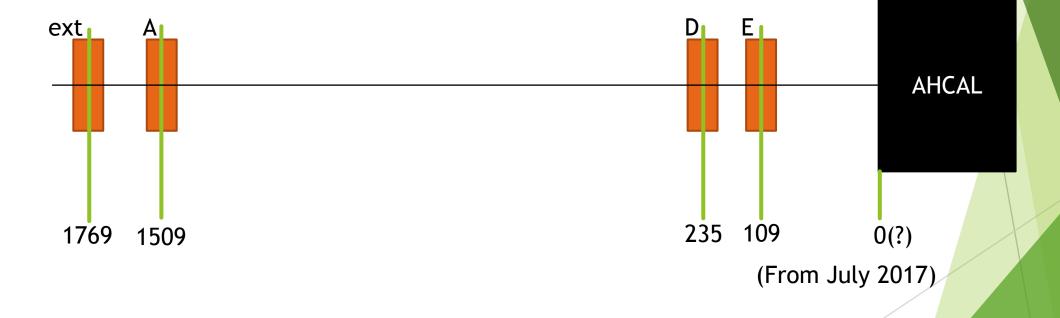
Delay Wire Chamber

- ▶ 100 x 100 mm² chamber with wire readout
- Hit position is readout as TDC
- Four channels for each chamber: up, down, left, right
- Hit position is reconstructed as
 - x = (left right) * slope + offset
 - y = (down up) * slope + offset
- Position resolution of ~600 um



Delay Wire Chamber Geometry

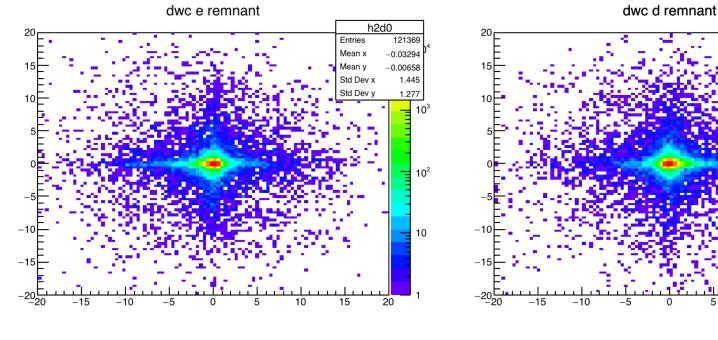
Four chambers in 17 m range

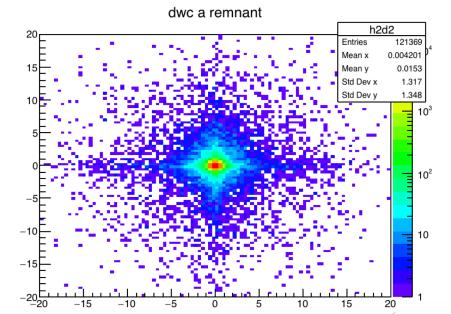


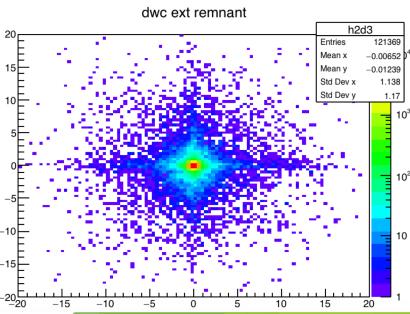
Hit remnant from the reconstructed track

Calibration

- Chamber ext as the standard position
- Calculated x and y offsets for the other three chambers
- Pion -160 GeV beam for calibration
- Set the offsets so that the beam hits the same x and y positions







0.03277

DWC Processor

- Introduces the DWC track in lcio collection
- First, match the events
 - ▶ Needs raw files to get full triggers (i.e. no event discarded)
- ► Then reconstruct the track and assign to the matched aheal event

DWC Tree Writer

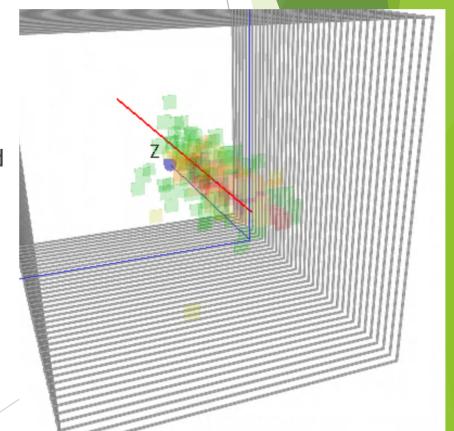
- Writing the track information onto the root tree
- Five new branches
 - ► nTrack: number of tracks (basically 1)
 - Segment: x and y segments [mm]
 - Slope: x and y slopes [mm]
 - ▶ -999 if no track reconstructed
- Track is:
- x = slopeX * z + segmentX
- y = slopeY * z + segmentY

```
42 :dwc_nTrack : dwc_nTrack/I
*Entries:
            182302 : Total Size=
                                      732222 bytes File Size =
                                                                      11835 *
                27 : Basket Size=
                                       82432 bytes Compression= 61.80
*Baskets:
     43 :dwc_segmentX : dwc_segmentX[dwc_nTrack]/F
            182302 : Total Size=
                                     1459629 bytes File Size =
                                                                     875709 ×
*Entries:
                                       76800 bytes Compression=
                54 : Basket Size=
*Baskets:
                                                                  1.67
     44 :dwc_segmentY : dwc_segmentY[dwc_nTrack]/F
            182302 : Total Size=
                                     1459629 bytes File Size =
                                                                     875827 *
*Entries:
*Baskets:
                54 : Basket Size=
                                       76800 bytes Compression=
                                                                  1.66
     45 :dwc_slopeX : dwc_slopeX[dwc_nTrack]/F
                                                                    879726 *
            182302 : Total Size=
                                     1459513 bytes File Size =
*Entries:
                54 : Basket Size=
                                       76800 bytes Compression=
                                                                  1.66
*Baskets:
     46 :dwc_slopeY : dwc_slopeY[dwc_nTrack]/F
            182302 : Total Size=
                                     1459513 bytes File Size =
                                                                     873438 *
*Entries:
                54 : Basket Size=
                                       76800 bytes Compression=
*Baskets:
```

DWC Track Event Display

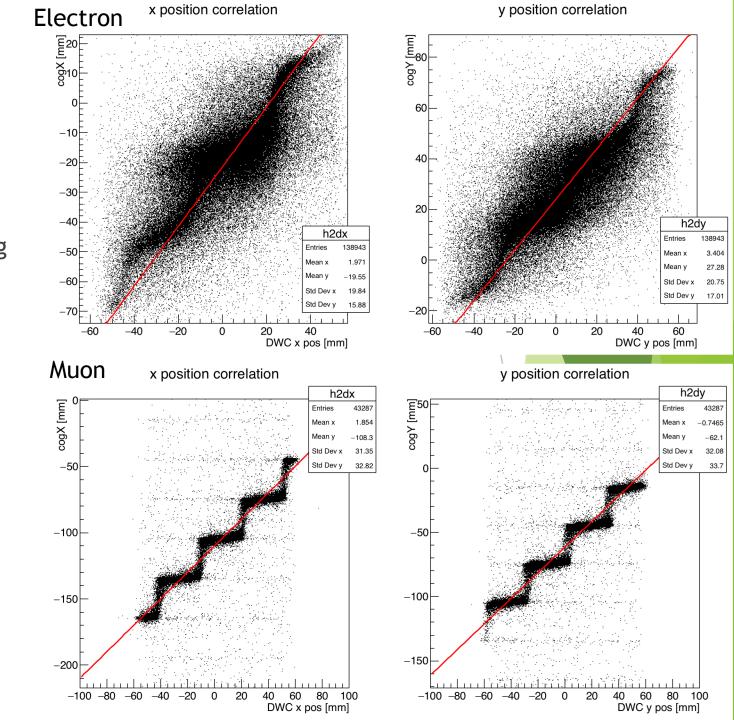
- Event display with extrapolated track from DWC
- Parameters
 - track_Draw : set 1 if you want to draw tracks (0 by default)
 - trackOffsets: the position offset of AHCAL from chambers
- At the moment the trackOffset still have to be manually derived and input

electron



Track Offsets

We can derive the offset value by fitting the correlation plot with (y=x+offset) function



Summary

- We had four chambers to monitor the beam position
- Implemented the processors to make DWC data accessible
 - ▶ DWCProcessor : reconstruct the track and write down in a collection
 - ▶ DWCWriteEngine : write the dwc track information in root tree
 - EventDisplay : able to draw the track with the hits
- Open stuffs to be done
 - Relative position between AHCAL and chambers automatically filled

