

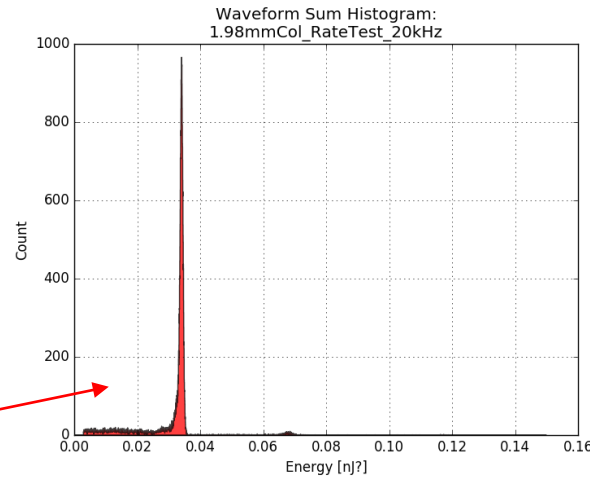
Meeting 25/01/17

Adam Knoetze

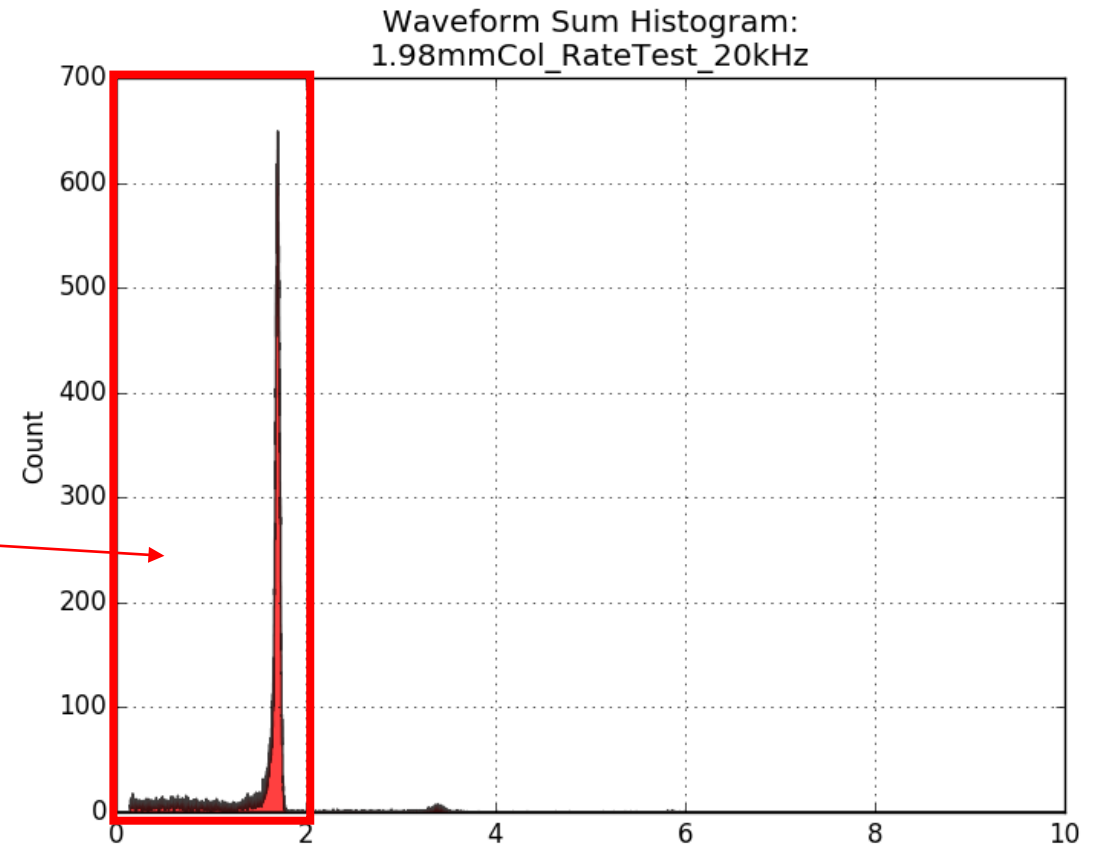
Spectra Scaling

- Generate spectra using:

- $E = \frac{1}{R} \int_0^T |v(t)|^2 dt$
- Or $\int_0^T |v(t)|^2 dt, \int_0^T v(t) dt$
- Where:
 - $T = 1000.4 \text{ ns}$
 - $dt = 0.4 \text{ ns}$
 - $v(t) = \text{voltage [mV]}$
 - $R = 50 \Omega$



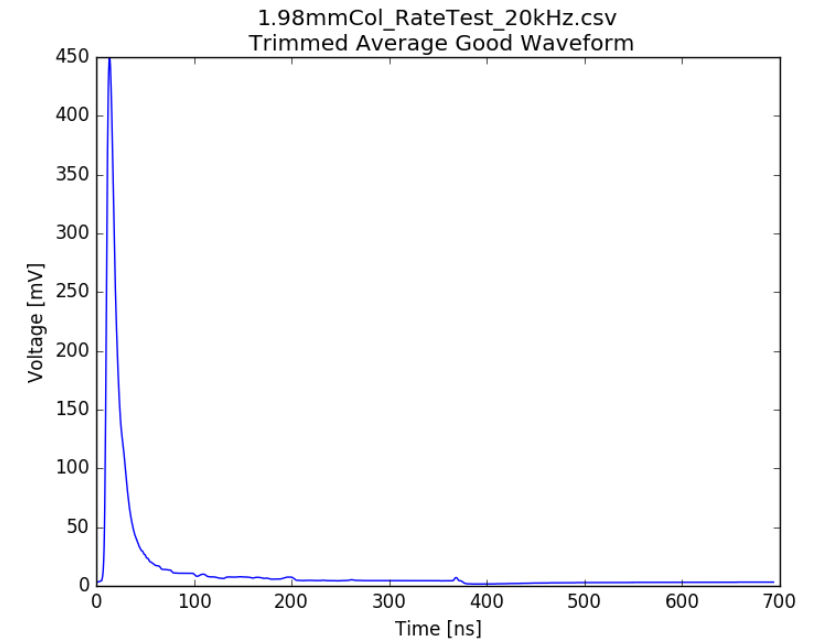
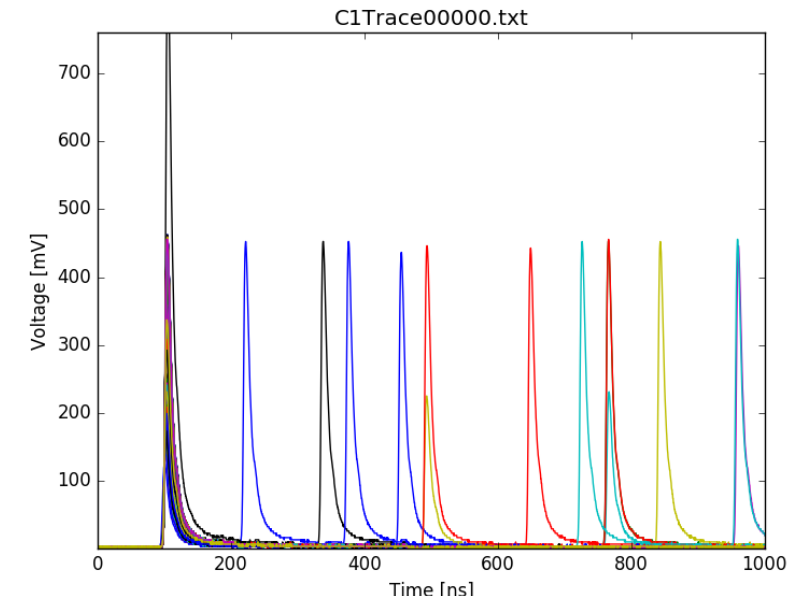
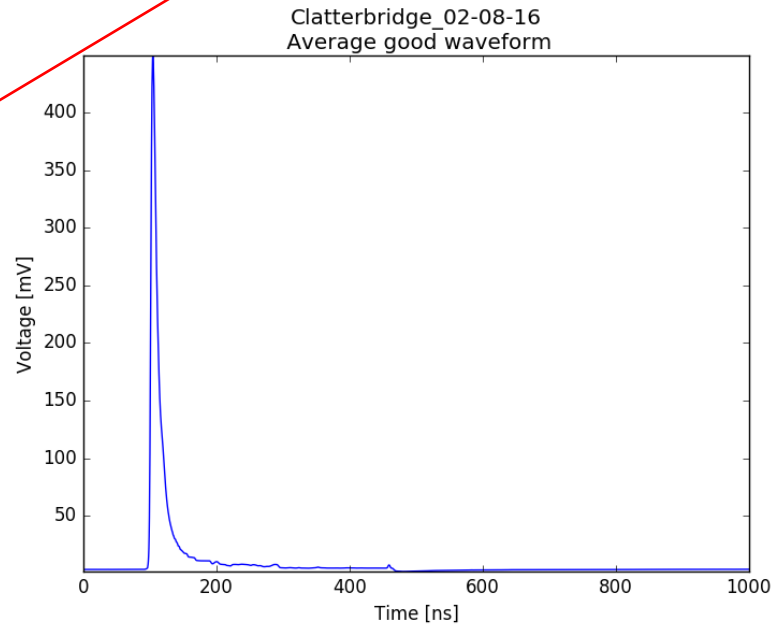
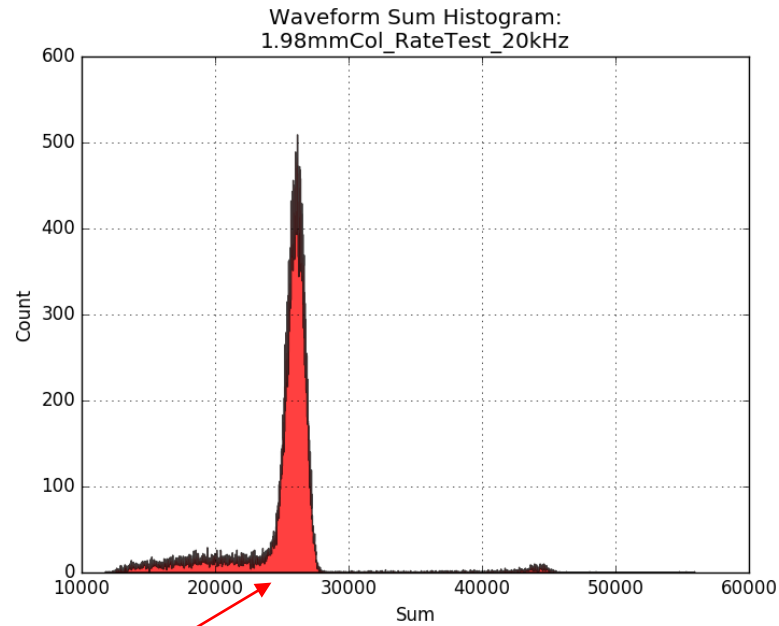
- Using set number of bins (10k) starting at 0.
- Cut end off spectra (cutting 2nd peak). i.e. first 2k bins here
- Use second peak scale to adjust pile up settings on emulator. This roughly reproduces the second peak.
- Scaled in emulator software



Signal Shape

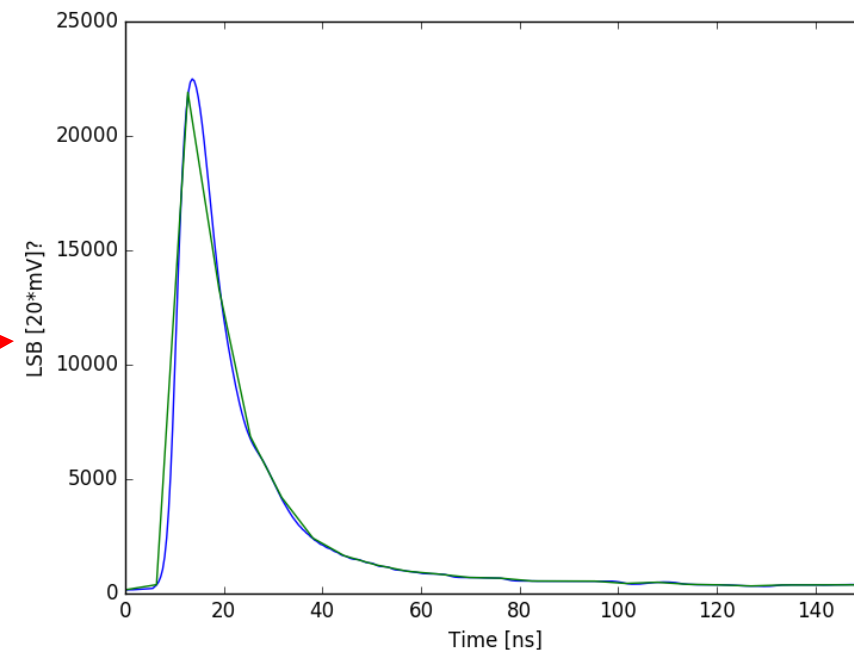
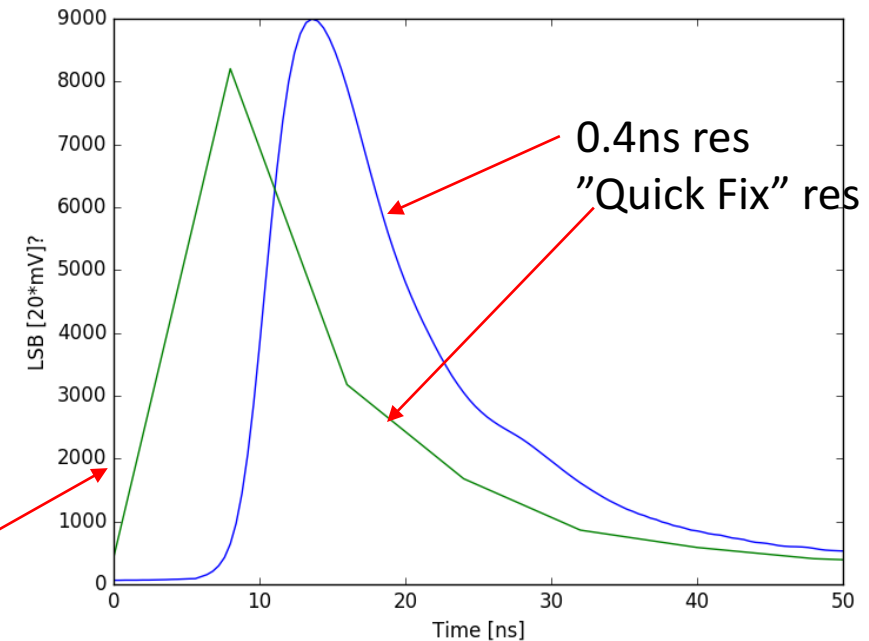
Choosing signal shape:

- Used lowest rate data from 02/08/16.
- Using sum histogram
- Picked out waveforms in most common region ($25000 \leq \text{Sum} \leq 27000$).
- Averaged these waveforms.
- Cut ends off average waveform.



Scaling Issues

- When importing a signal shape file into emulator software you cannot define the time resolution. (i.e. The signal file is a single column .csv)
- At the recorded resolution (0.4 ns per value) causes the emulated signal to last $\sim 14\mu\text{s}$ (rather than $\sim 0.7\mu\text{s}$).
- Used a “crude” way round this. Imported a new signal shape using every 20th value from original.
- This resolved time length issue but obviously severely effected the accuracy of the shape.
- This does however get “smoothed” out when on output.
- Possible fix:
 - Use fit to generate data points with correct time distribution. (Max shape length)/(max points) = $26\mu\text{s}/4096$
- Outstanding Issues:
 - Amplitude (V to LSB)
 - See if there is a way to define signal shape with a higher resolution (Email CAEN rep)



Energy emulation features	<ul style="list-style-type: none"> • Single line (65535 selectable levels) • Spectrum emulation (16384 bins with 14 bit resolution) • ± 4 V output range, high impedance; ± 2 V, 50 Ω termination • 16 bit D/A converter
Time emulation features	<ul style="list-style-type: none"> • Constant rate emulation • Poisson distribution • Programmable statistical generation of events (256 bins, 8 bit resolution) • Up to 11 MCPS, both in constant and statistical emulation • Integrator circuit emulation without pile-up limitation • Up to 16 pile-up events in the memory based algorithm • Programmable dead-time and emulation of parallelizable and non-parallelizable machines • 20 ns to 10 ms exponential decay time
Signal shape	<ul style="list-style-type: none"> • 4096 points to store waveforms • Arbitrarily programmable shapes • Shape length from 64 ns to 26 μs (w/o interpolation) / 26 ms (interp.) • Separated rising and falling edge interpolation • Up to two separate shapes mixed on the same channel with independent statistic
Output signal quality parameters	<ul style="list-style-type: none"> • LSB = 4 V/2¹⁶ ? • Accuracy <ul style="list-style-type: none"> - Differential Non Linearity (DNL): ± 1.0 LSB - Integral Non Linearity (INL): ± 2.5 LSB • Total Harmonic Distortion (THD): 0 dBFS –95 dB • Signal to Noise Ratio (SNR): 73 dB • Signal to Noise and Distorsion Ratio (SINAD)*: 72.9 dB <p>*$\log_{10} ((\text{SNR} \cdot \text{THD}) / (\text{SNR} + \text{THD}))$</p>