

DESY-CMS Tracker Upgrade Meeting

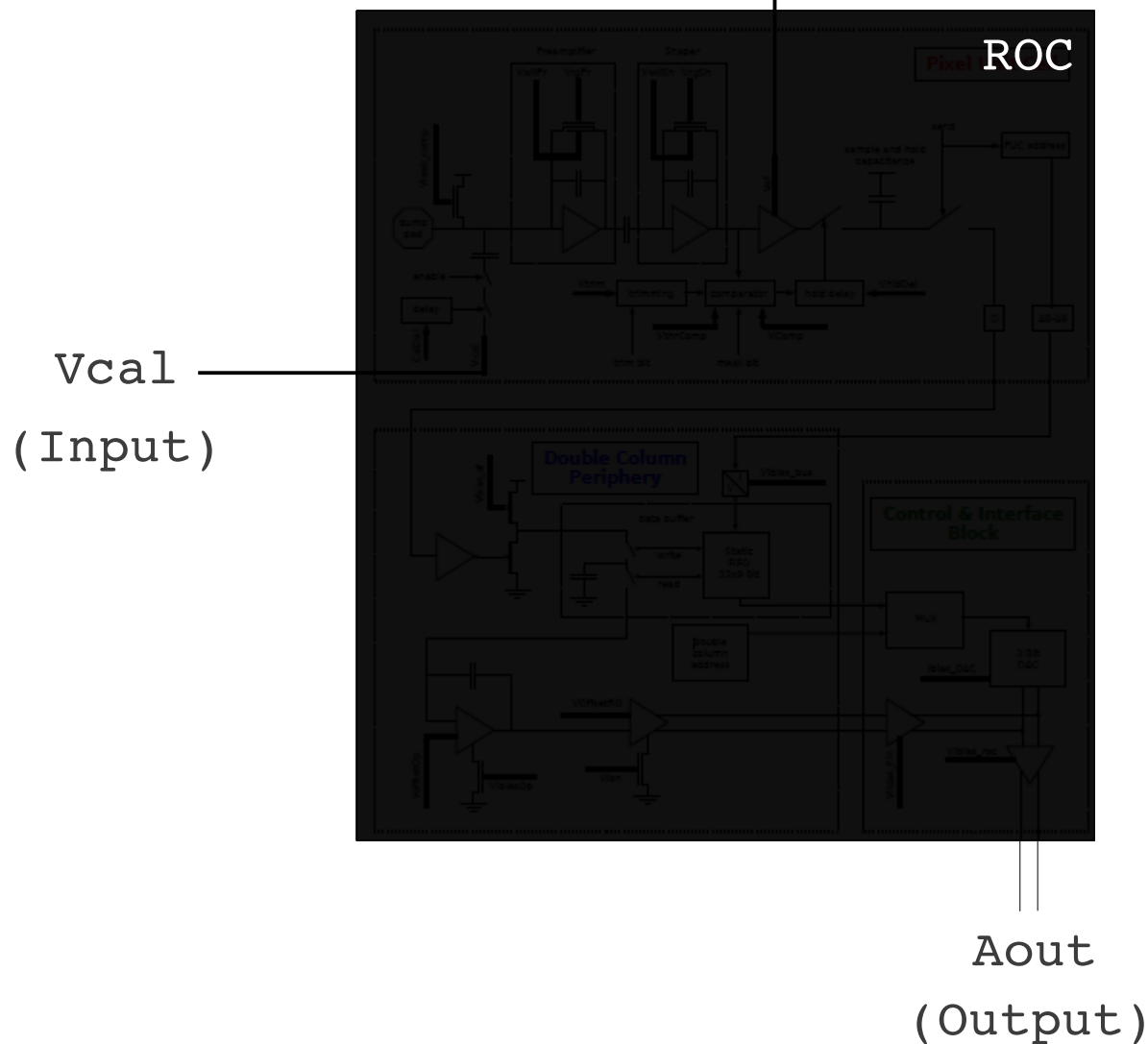
[November 1, 2011]

Optimum Value of V_{sf}

HABIB ♦ PETRUKHIN ♦ PITZL

ROC Calibration:

Vsf [1 value for all 4160 pixels]

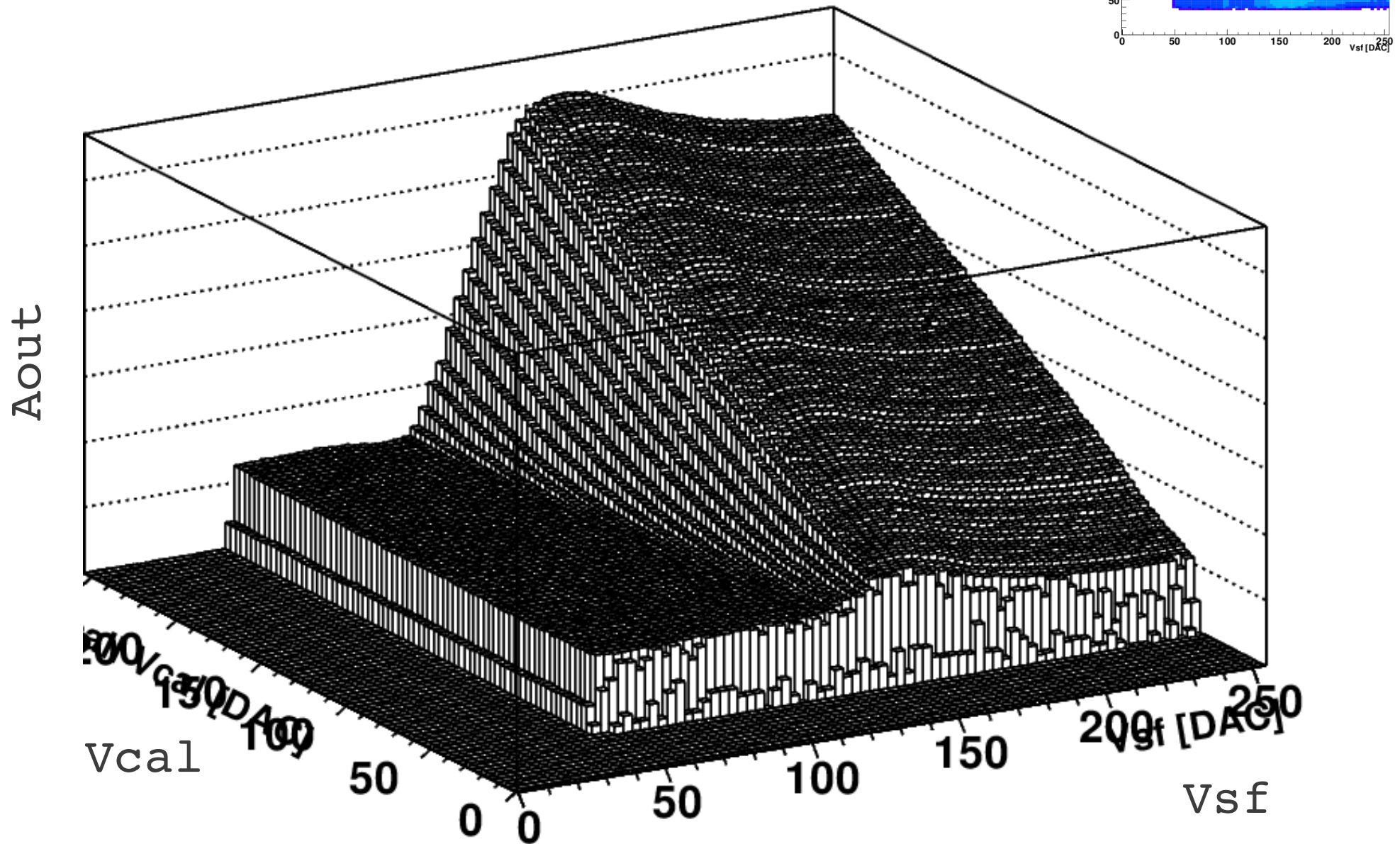


We study the calibration as a function of Vsf:

We want the best value to run the chip

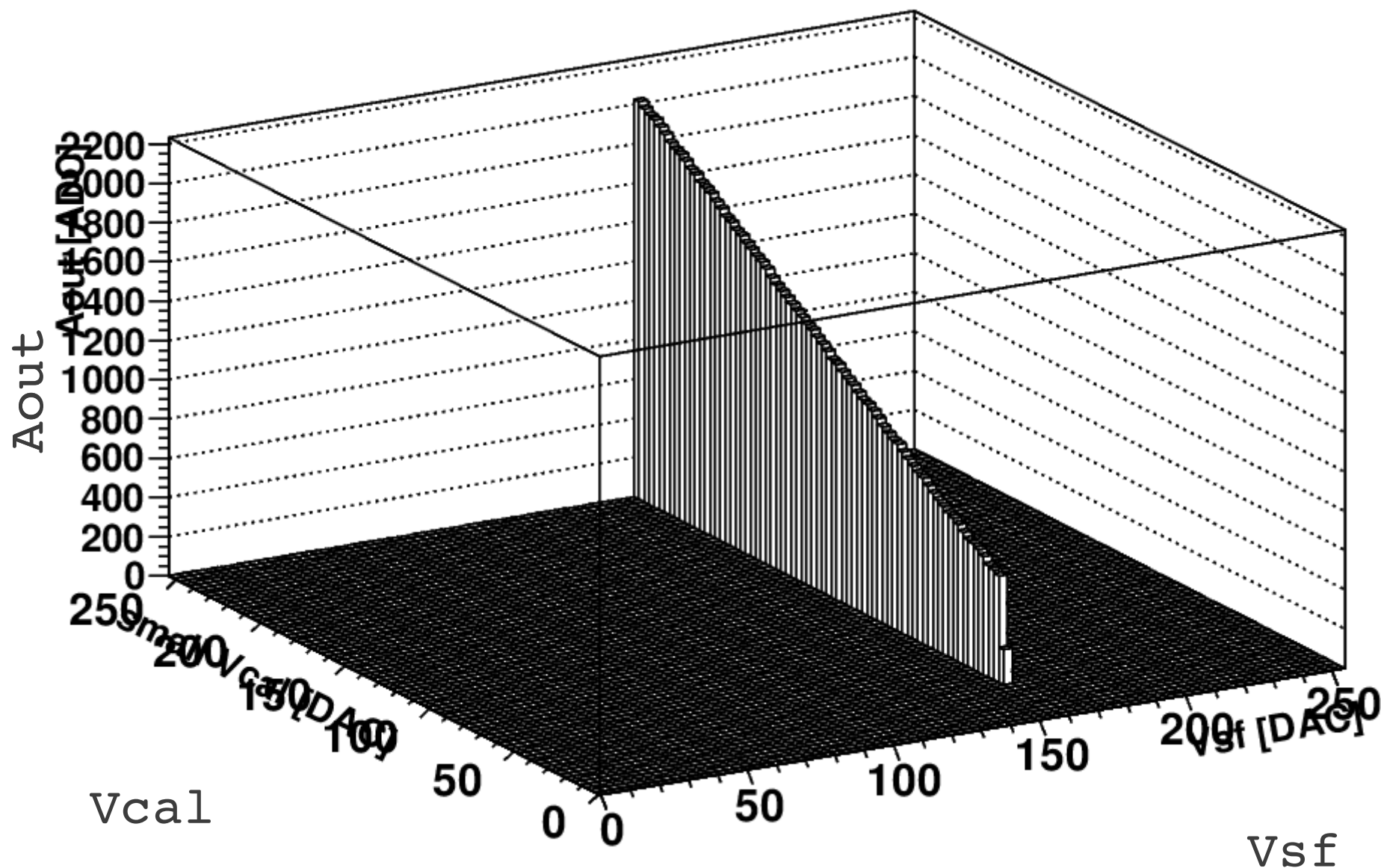
ROC Calibration:

Aout vs Vcal vs Vsf [Given Pixel]

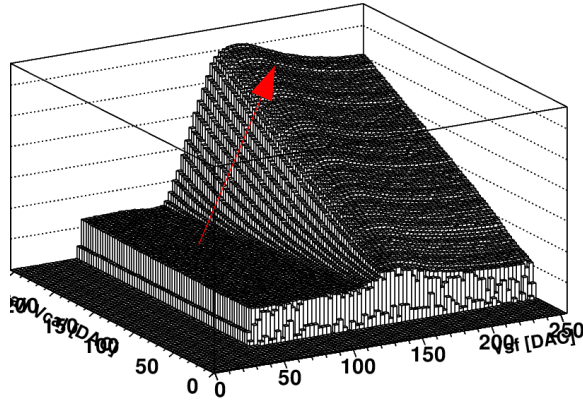


ROC Calibration:

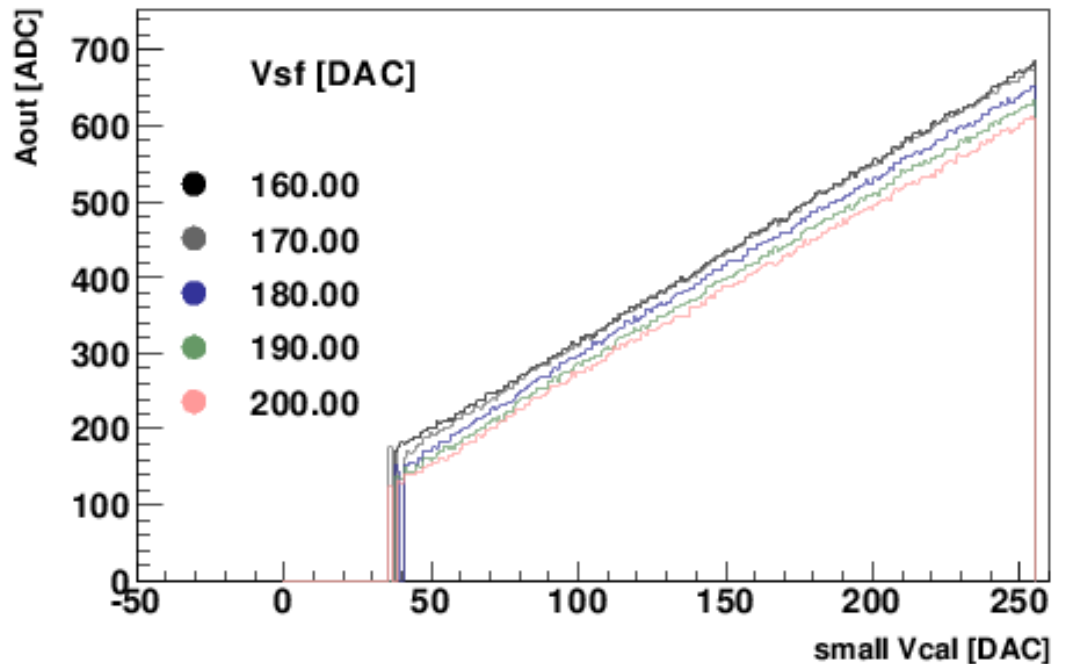
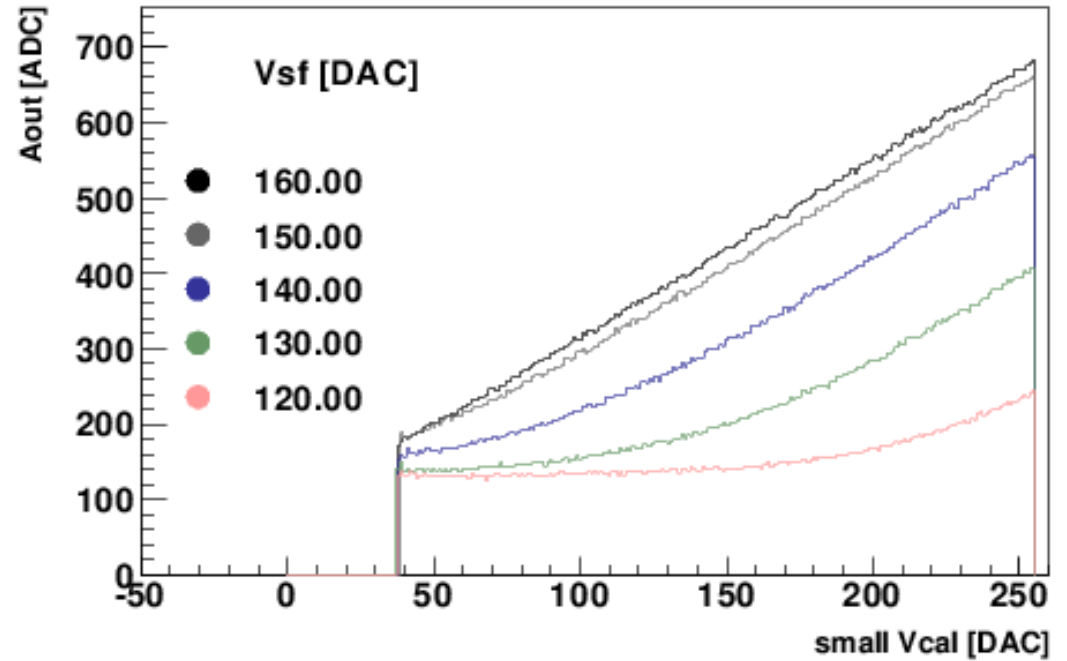
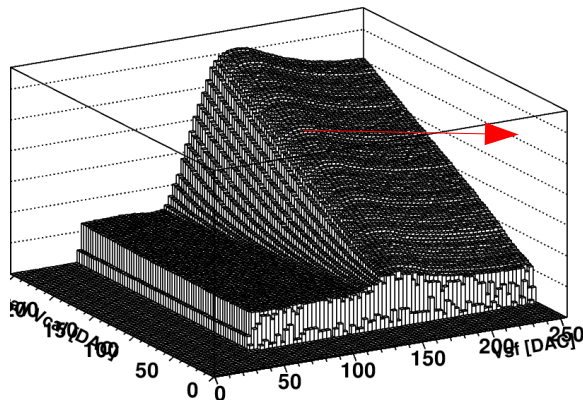
Aout vs Vcal @ Vsf = 160 [this **is** the calibration]



ROC Calibration:

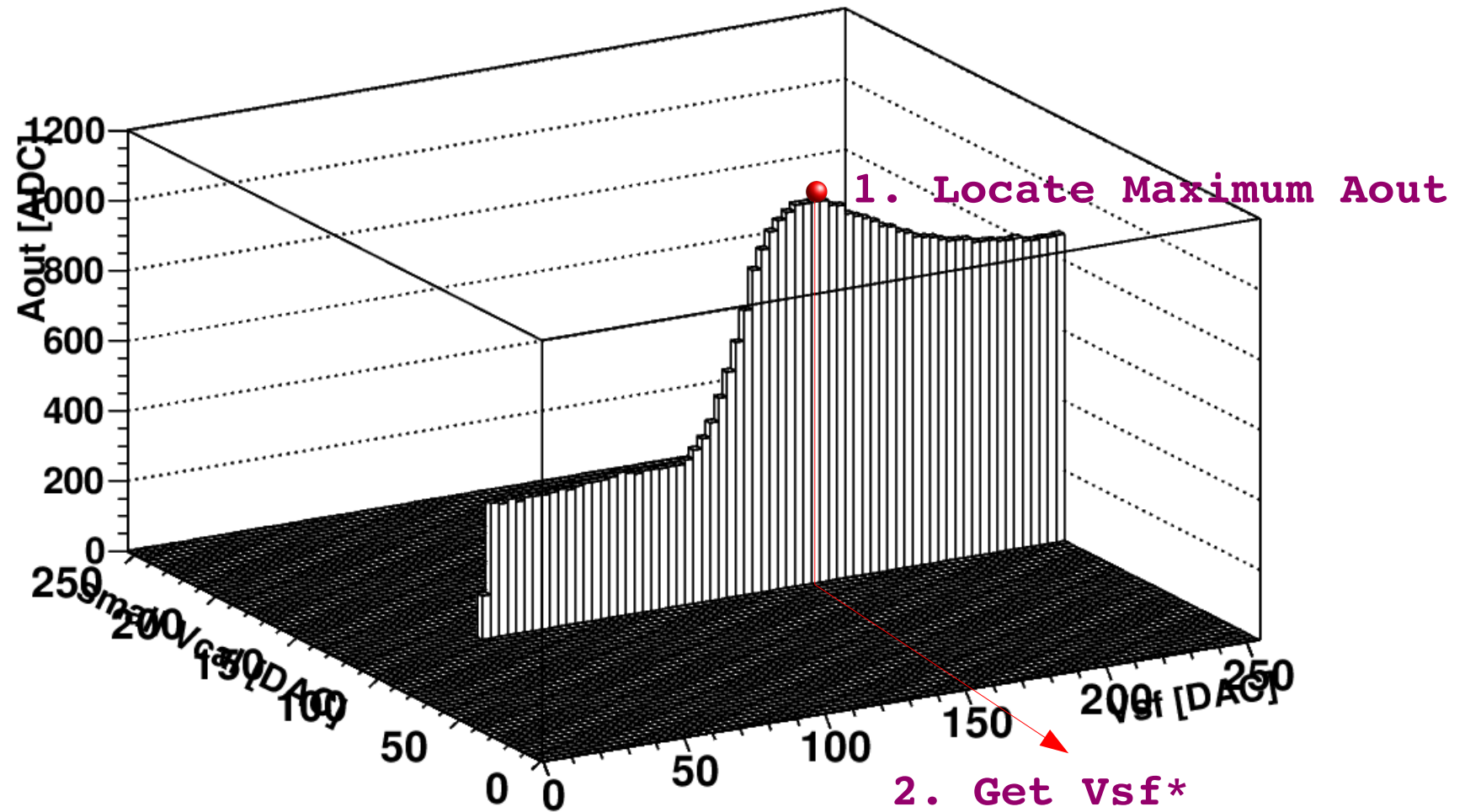


Around the "ridge" (A_{out} is max) the calibration slope is linear and varies "little" with V_{sf} .

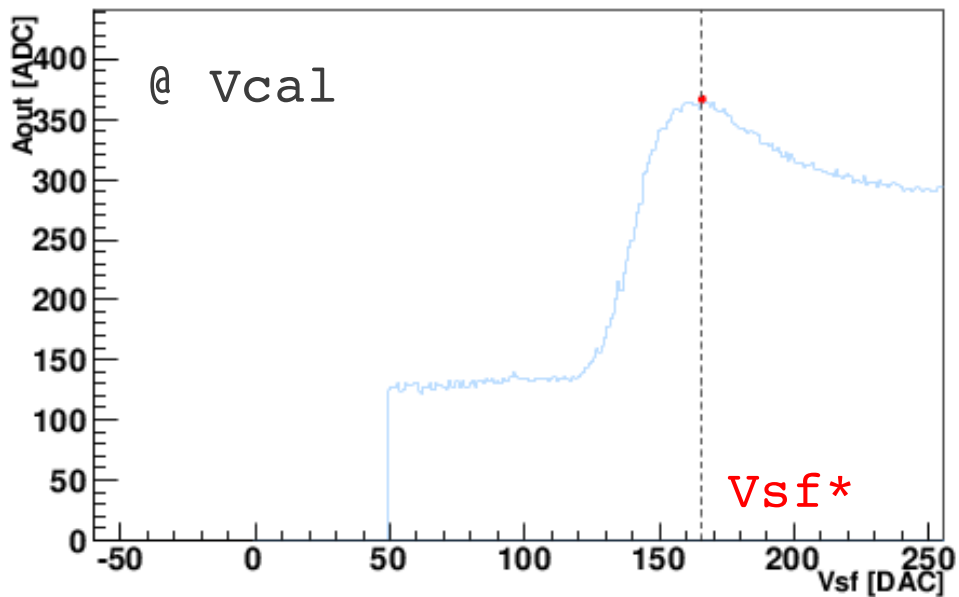


Finding the Ridge: [Ridge Alogorithm]

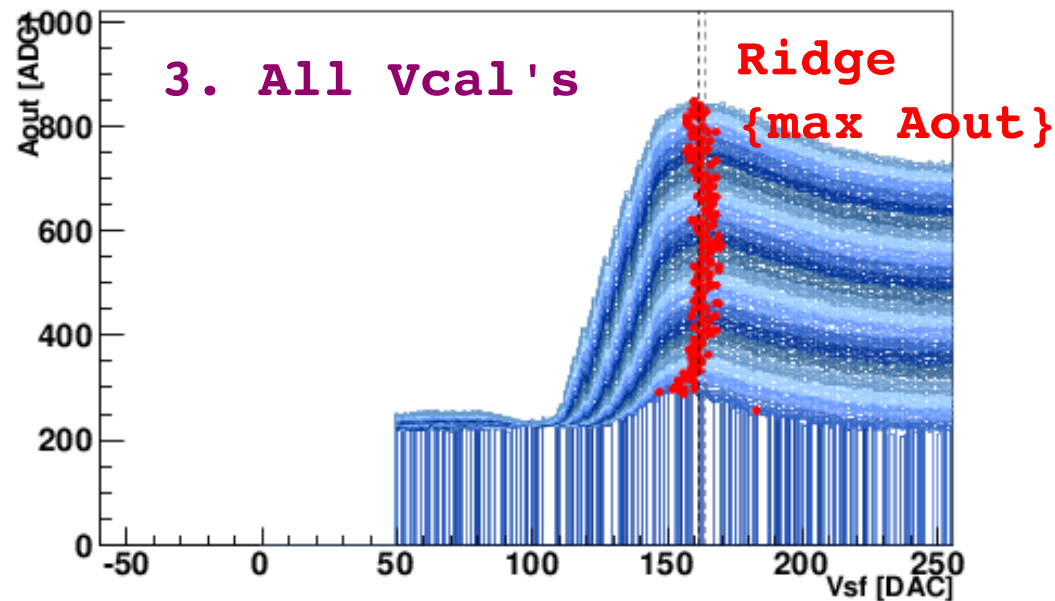
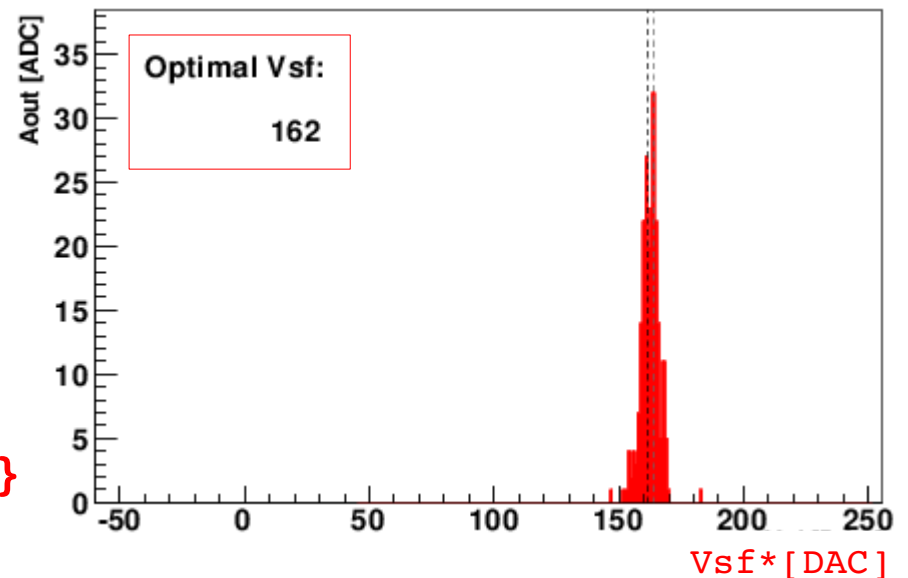
Aout vs Vsf @ Vcal = 120



Finding the Ridge: [Ridge Alogorithm]



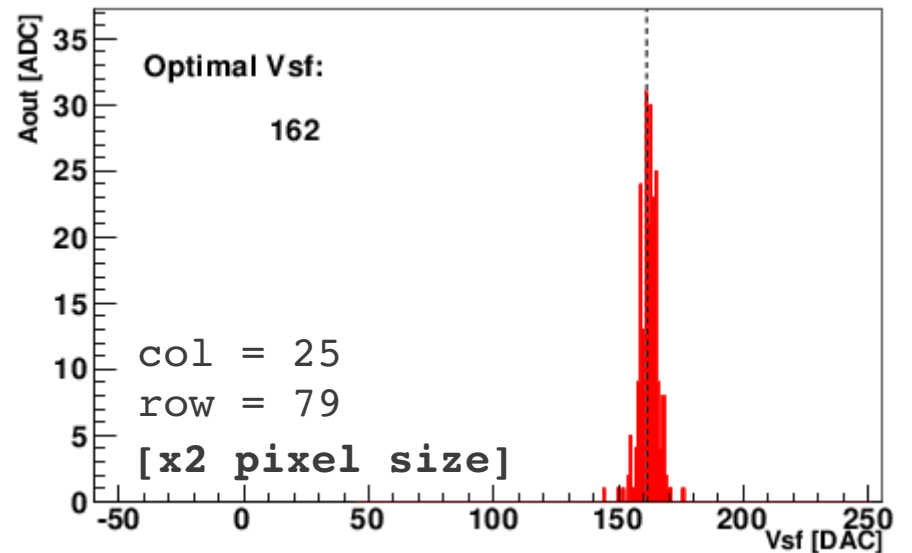
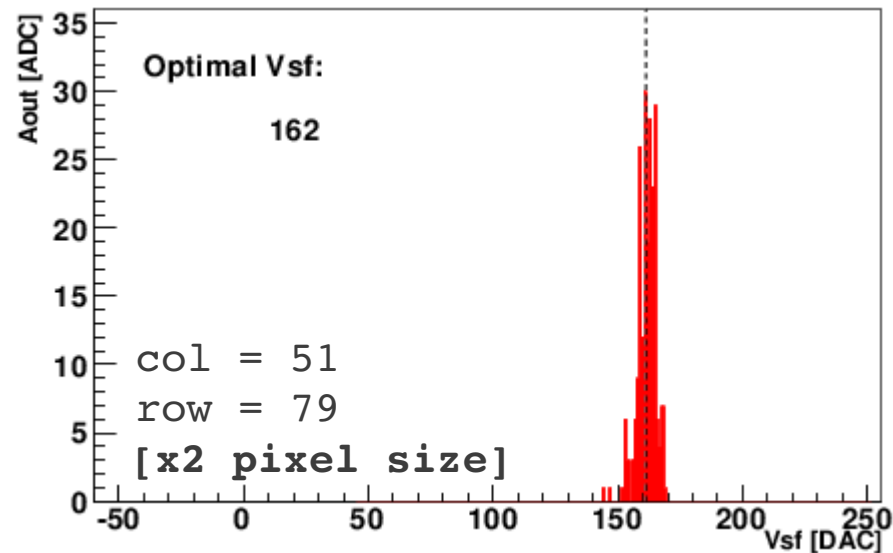
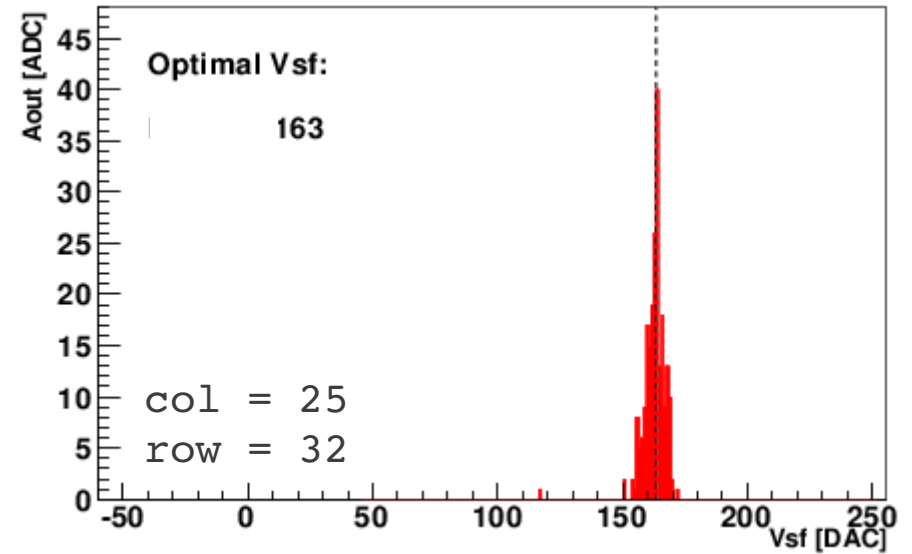
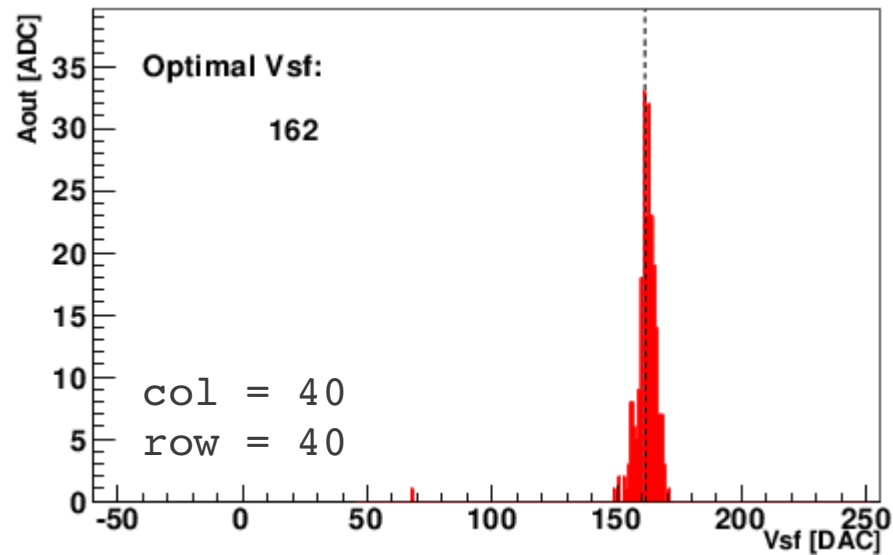
4. Take Mean of Vsf*
dist. [= Optimal Vsf]



This **pixel** is optimized
for Vsf = 162

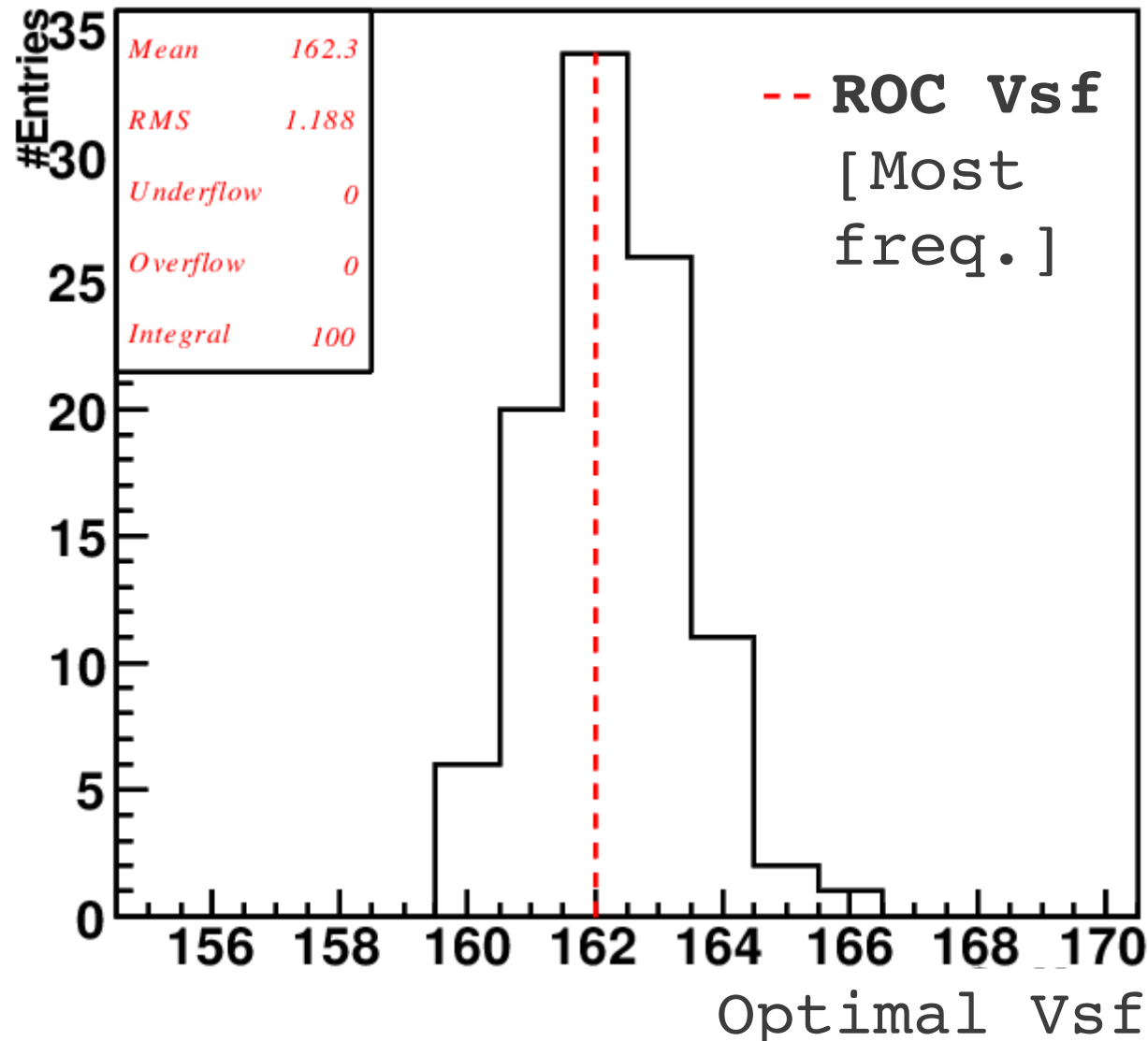
Finding the Ridge: [Ridge Alogorithm]

Some other pixels:



Defining optimum Vsf for ROC:

100 tested pixels:



**Use this ROC at
Vsf = 162**

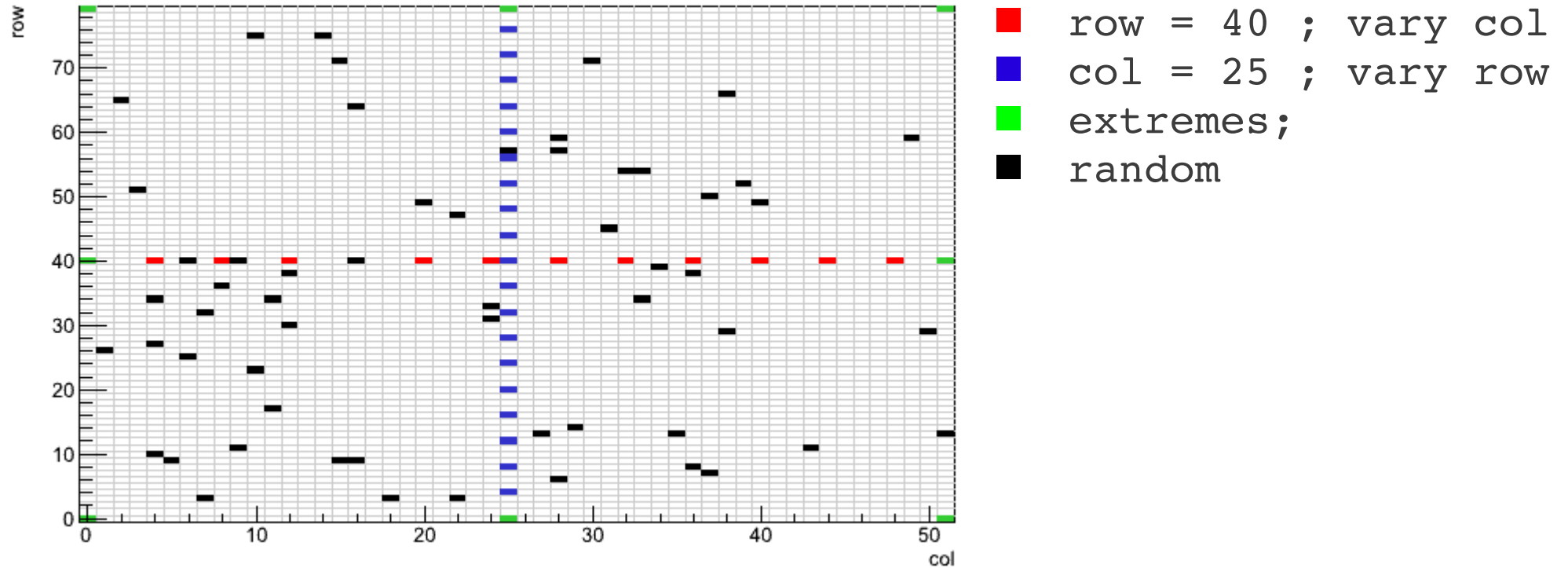
note:

97% of pixels tested
have Optimum Vsf's
within ± 2 units from
ROC Vsf.

Possible quality cut:
Reject ROCs where
<90% of pixels
are within ± 2 of
ROC Vsf.

Optimum Vsf dependences:

100 tested pixels:



col dependence [Optimum Vsf @ Pixel – ROC Vsf]:

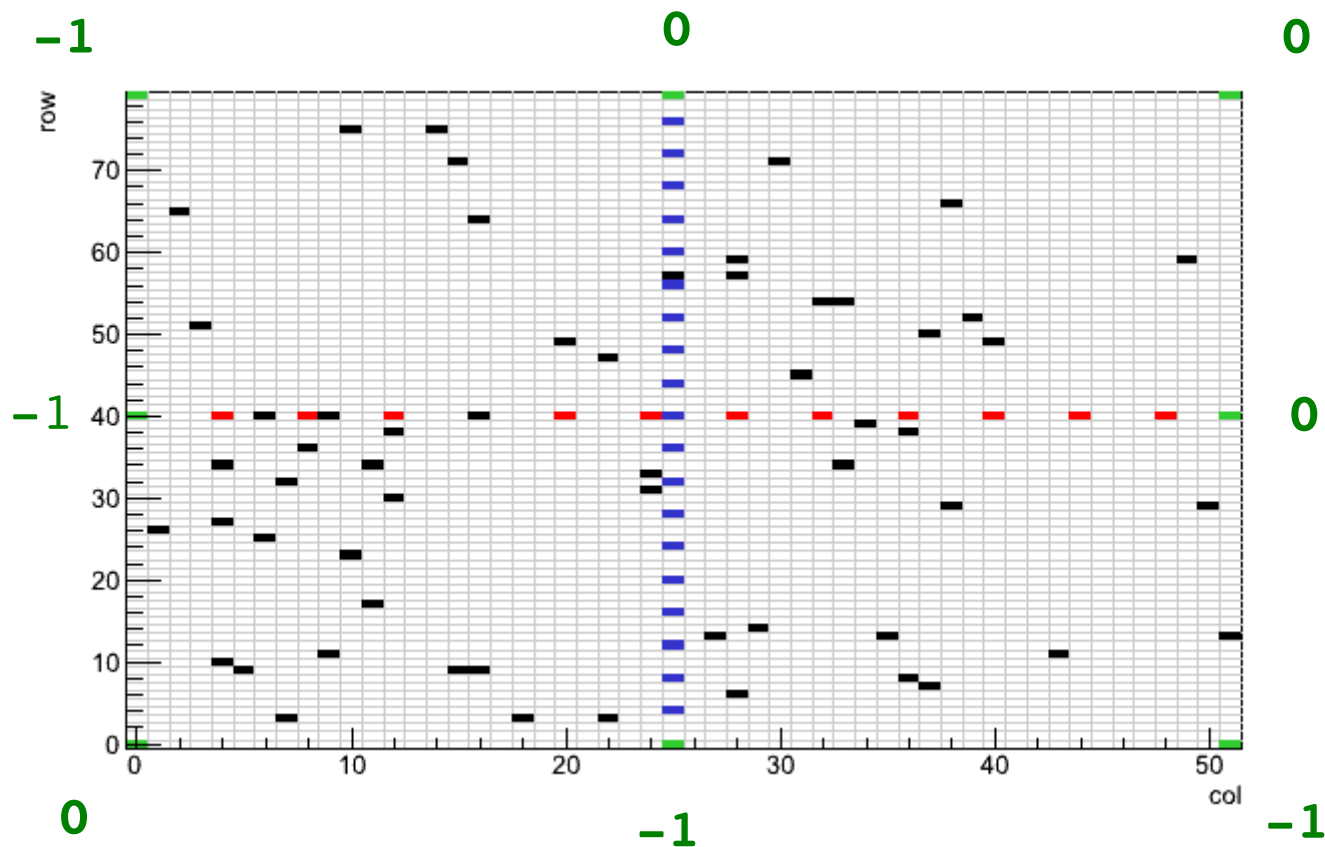
0 -1 1 0 1 1 1 1 1 -1 0 -2 2 0

row dependence [Optimum Vsf @ Pixel – ROC Vsf]:

-1 -1 0 -1 2 0 1 0 1 2 1 1 0 1 3 3 2 4 1 2 0

Optimum Vsf dependences:

pixels at the extremes:



No dependence on the optimum Vsf as a function of col, row, extremes.

Conclusions:

1. An algorithm which determines the Optimum Pixel Vsf has been developed.

No dependence on Optimum Pixel Vsf as a function of pixel location observed.

2. We can then define an Optimum **ROC** Vsf.

Most [97%] of pixels have their Optimum Pixel Vsf within ± 2 units of Optimum ROC Vsf.

Possibly use as criteria for rejecting ROC's [more testing needed].

Outlook:

1. More testing.
2. Show numerically that "ridge" is indeed best Vsf to operate ROC.