# **SOLID FADC test dead time measurement**

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simulated data in the FADC

(Event rate can be controlled here)

### **Dead time results**

- 1. trigger rate =  $460 \text{ kHz}/2^{(n-1)}$  (n=9, 8, 7, 6, 5, 4, 3)
- method 1: dt = 1 fadc real counts/fadc scaler counts: 2. fadc real counts: the total number of events with fadc a[0]>0method 2: dt = 1 - trigger counts/fadc scaler counts

event rate (Hz)



#### **Blocklevel=10**, **bufferlevel=10**

Random pulser with 3 FADC channels enabled (1 channels has the playback input)

0.05 method 1 method 2 0.04 0.03 0.02 0.01 9

**Dead time** 

## **Dead time results**

trigger rate =  $460 \text{ kHz}/2^{(n-1)}$  (n=8, 7, 6, 5, 4, 3, 2)



event rate (Hz)

- Increasing to Blocklevel=20 and bufferlevel=20 doesn't change the dead time;
- At blocklevel=25 and bufferlevel=25, get warnings in CODA: jlabTsi148DmaSend: WARN: Specified number of DMA bytes (66088) is greater than the space left in the buffer (60908). Using 60908

#### **Blocklevel=10**, **bufferlevel=10**

Random pulser with all FADC channels enabled (14 channels have the playback input)



**Dead time** 

• Next step: generate a small asymmetry and measure the asymmetry ——> how to generate a small asymmetry?



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