

Characterization of F5 Quad Module at Cornell

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UIC Logo maybe

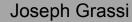
OSU Logo maybe



Consistency comparison

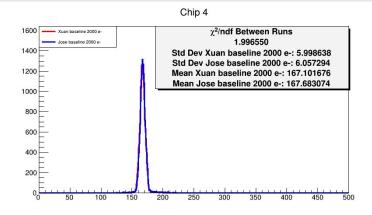
- Do separate runs behave in sufficiently similar fashion
- > χ^2 as arbitrary figure of merit

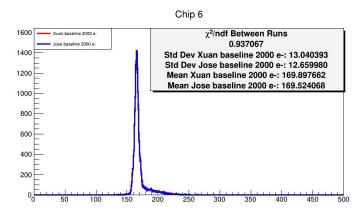
Equivalent runs behave consistently, with the exception of chip 7 which is a little erratic.

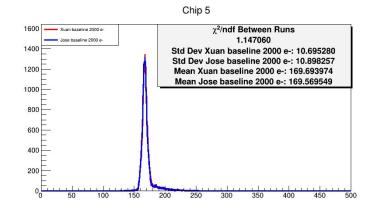


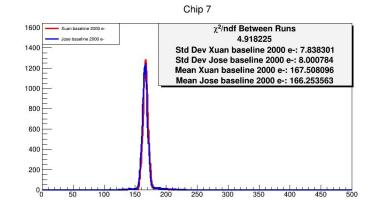
Consistency Comparison

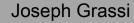






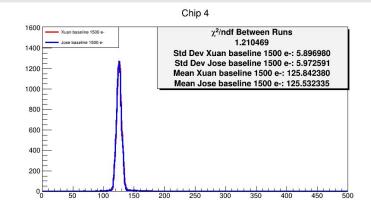


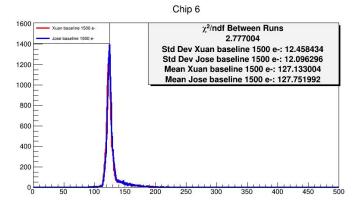


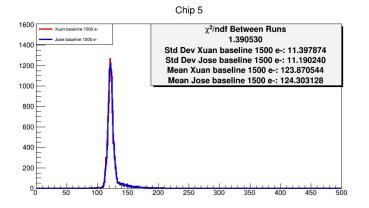


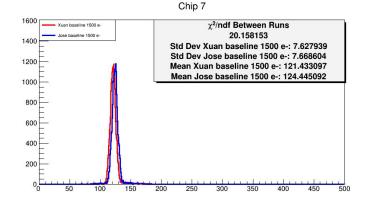
Consistency Comparison







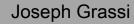






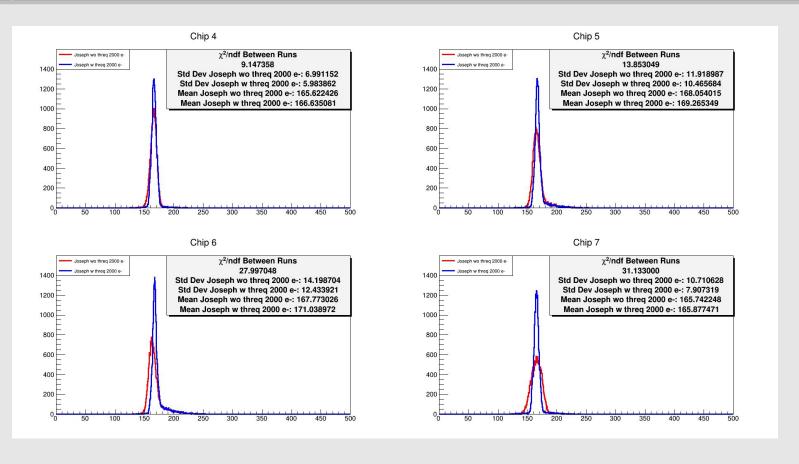
Comparison with and without threqu after thradj

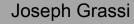
- Significantly worse S curves result without threqu step
- Threqu step is quick and could to be included, but could also be skipped I think



Threqu requirements

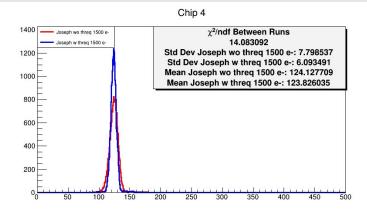


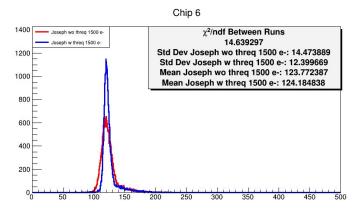


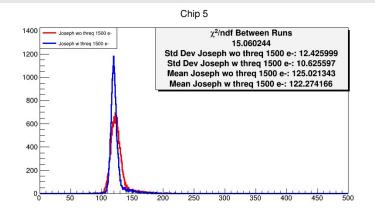


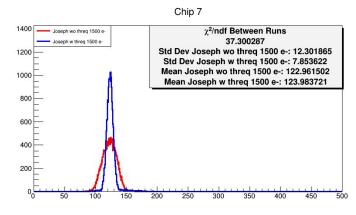


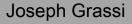






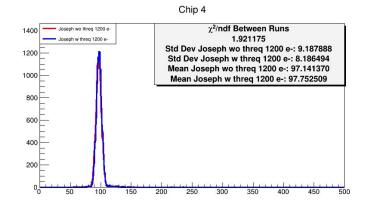


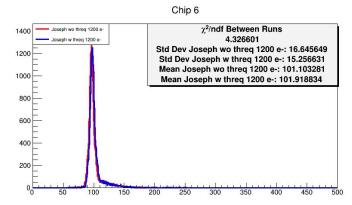


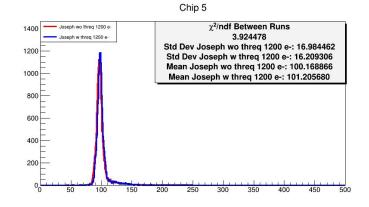


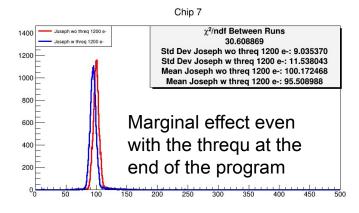














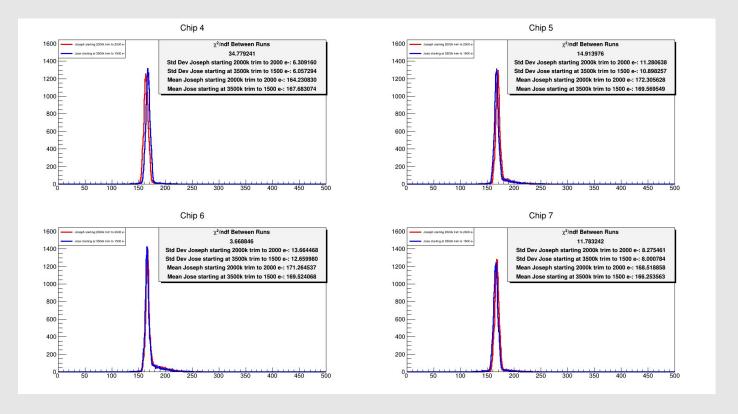


- ♦ Comparison with starting at 3500 e- vs 2000 e-
 - Threshold spread is comparable, location of threshold slightly changes
 - > As long as standardized, don't see issue with starting at 2000 e-

 \triangleright

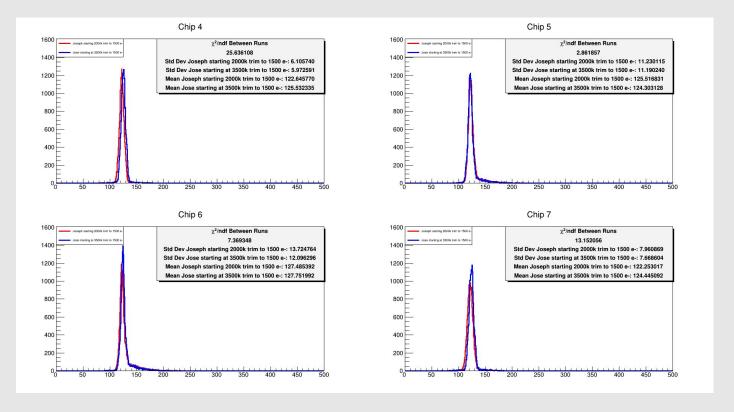


2000 e- SCurve Compare



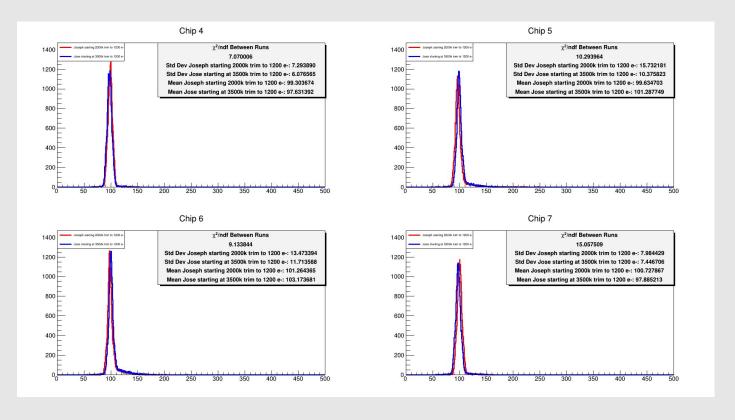


1500 e- SCurve Compare





1200 e- SCurve Compare





Maximum trims obtained:

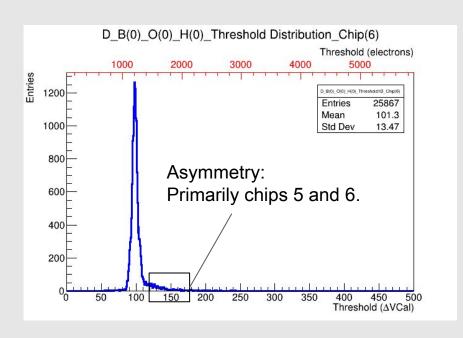
- > 1200 e- before too many masked pixels for Jose and Joseph.
 - Some chips had as many as 1000 noisy pixels, but some far lower. (Chip 6 misbehaves and has nearly a thousand noisy pixels at this level). Chip 4 and 7 have noise 146, 197 masked pixels.
- > 1000 achieved by Xuan, with (I think) 600 noisy pixels per chip
- Which should I show?

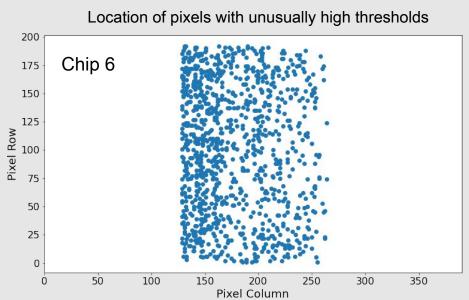




Investigations of the tails in thresholds

➤ Appears at multiple trim values (2000,1500,1200)







Pixels with high thresholds

