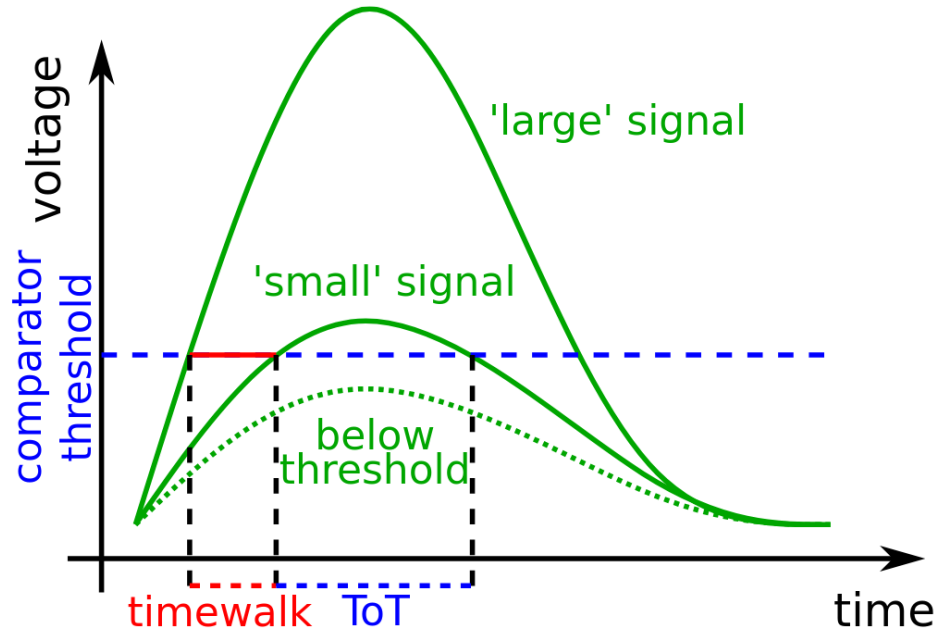


Per Pixel timewalk calibration

Lohengrin meeting
6.8.2025



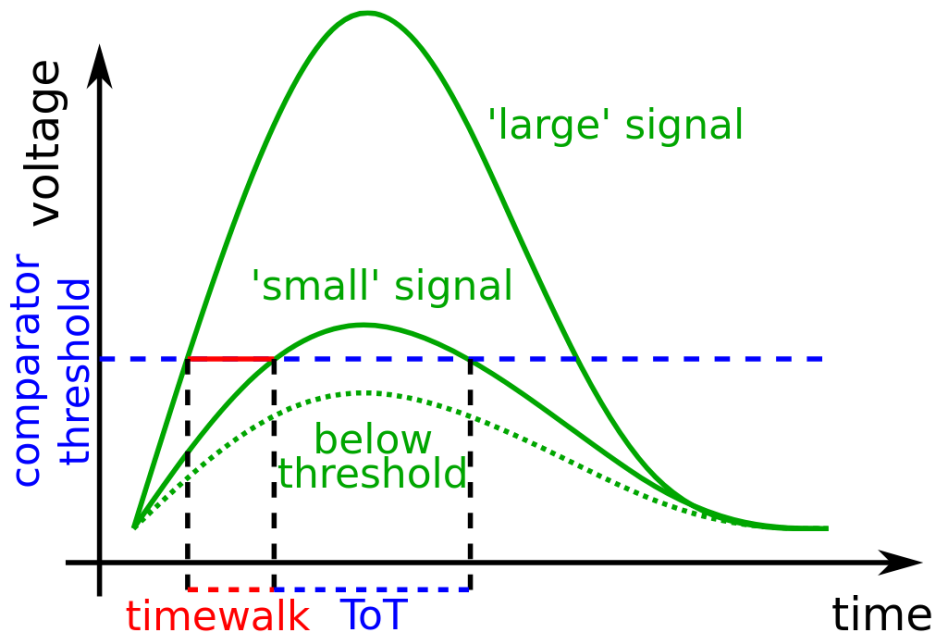


Timewalk correction so far:

$$\Delta T = \exp(a \cdot \text{ToT} + b) + c$$

(quite) linear relationship between E and ToT value

→ Three parameters per chip



Timewalk correction so far:

$$\Delta T = \exp(a \cdot \text{ToT} + b) + c$$

(quite) linear relationship between E and ToT value

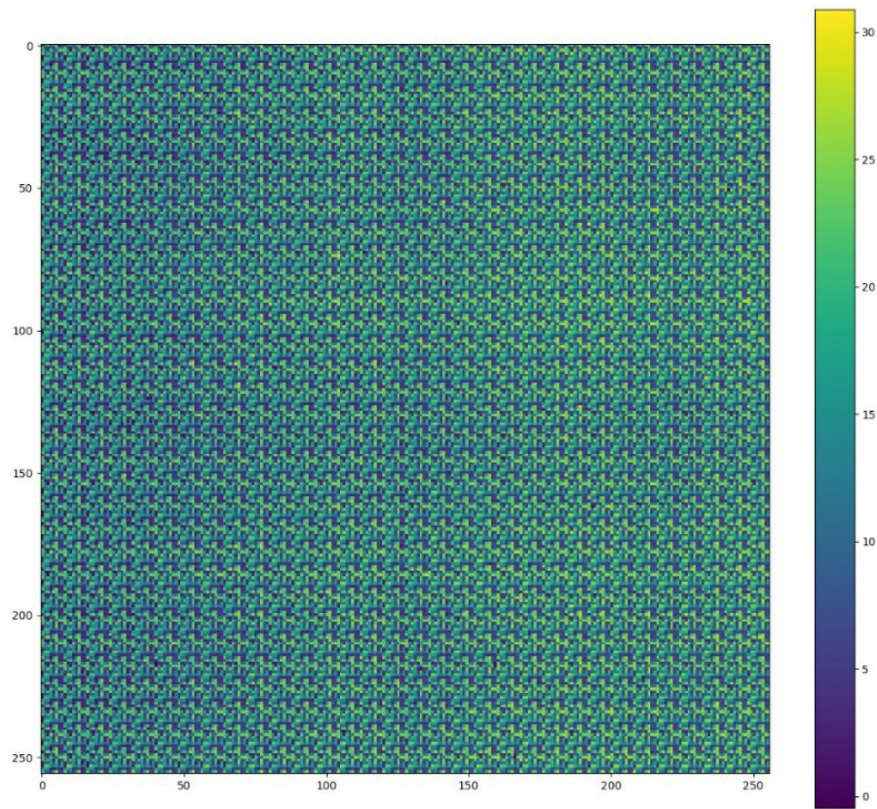
$$\Delta T(x, y) = \exp(a(x, y) \cdot \text{ToT} + b(x, y)) + c(x, y)$$

x/y dependency

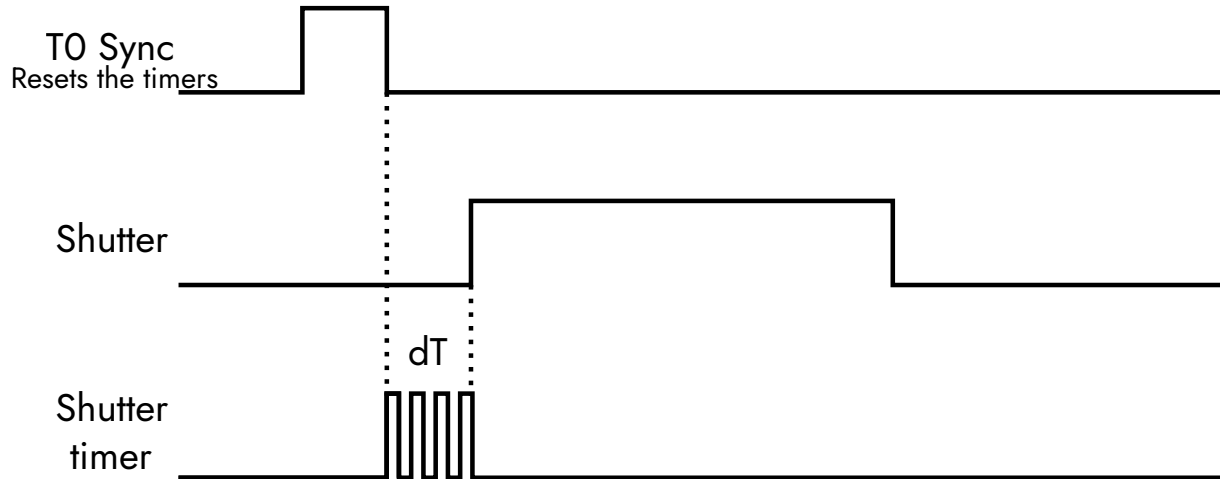
→ ~200k parameters per chip

PER PIXEL TIMEWALK

First attempt from last year: Map of fit parameter C



CORRECTING THE TIMING



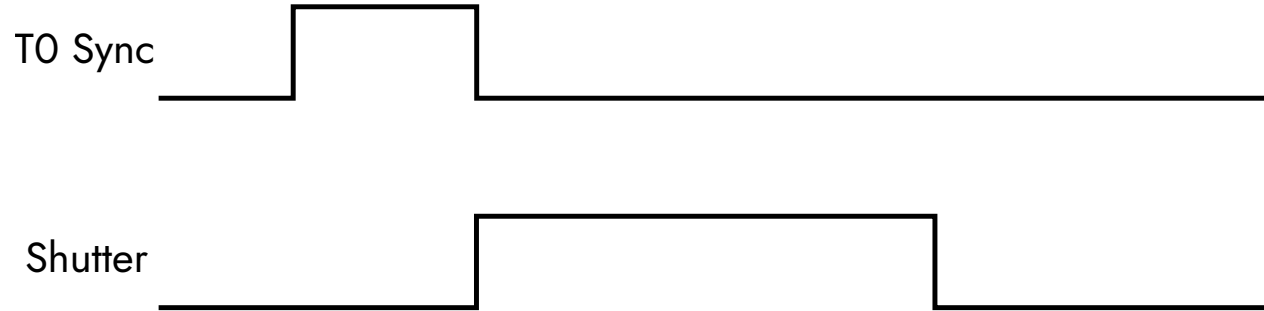
Issue:

- Commands via Ethernet @125 MHz
- Output signals generated via modules @40 MHz
- Shutter timer module @640 Mhz

→ Synchronisation nightmare

Single error destroys the whole calibration

CORRECTING THE TIMING



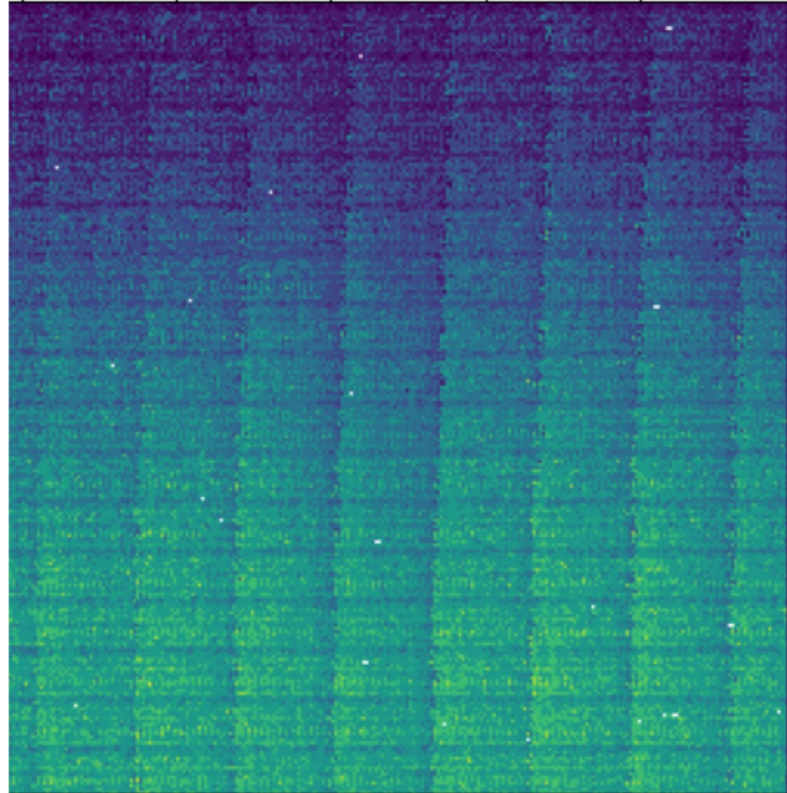
Solution:

- Remove shutter timer
- Sync falling edge of T0 with rising edge of Shutter **on FPGA**

→ Ensures that timers are always 0 when data taking starts

PER PIXEL TIMEWALK

New attempt: Map of fit parameter C



COMPARISON

Standard deviation of the timestamps per event:

No correction: 22 ns

Global timewalk correction: 13.4 ns

Per pixel timewalk correction: 13.2 ns

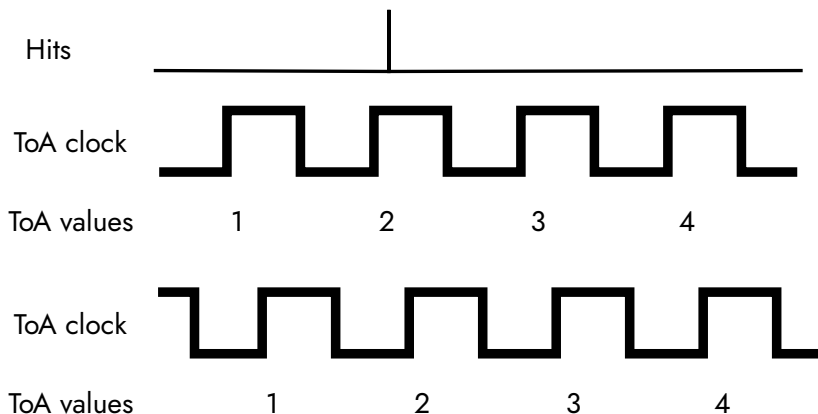
HOW STABLE ARE THE CLOCKS?

Same clock source

→ clocks stay synchronized on all Timepix3 chips

Possible issues:

- Different cable lengths:



- Jitter (we know the voltages and clocks aren't super stable)

HOW TO CHECK IF THE TIME OFFSETS ARE CORRECTABLE?

- 1) Use data of **two chips**
- 2) Look at **one pixel per plane** which are **often hit simultaneously** (→ which are at the same projected position)
- 3) Look at events where **both pixels are hit** and the data has the **same ToT** per chip (although the ToT between the chips can vary)
- 4) The **time difference** between the two hits must be more or less **identical between multiple events**

Is it?

HOW TO CHECK IF THE TIME OFFSETS ARE CORRECTABLE?

- 1) Use data of **two chips**
- 2) Look at **one pixel per plane** which are **often hit simultaneously** (→ which are at the same projected position)
- 3) Look at events where **both pixels are hit** and the data has the **same ToT** per chip (although the ToT between the chips can vary)
- 4) The **time difference** between the two hits must be more or less **identical between multiple events**

No

Differences of up to 50ns in the timestamps