




# Linearity & ADC resolution in simulation

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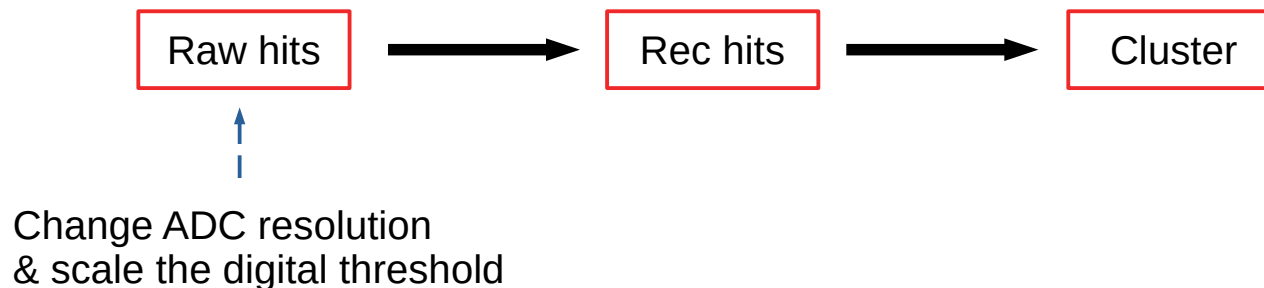
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- **Study the energy resolution by varying:**
    - ADC resolution: 12, 14, 16 bits
    - non-linearity in electronics
  - **Standalone simulation:** epic\_brycecanyon.xml (latest geometry)
  - **Single particle gun:**
    - particle:  $\gamma$
    - Energy: 1, 2, 5, 10, 15, 20 GeV (10k events for each bin)
    - uniformly distributed,  $\eta$  from -1.87 to -3.14 (NEEMC acceptance: -1.79 to -3.55)

# ADC resolution

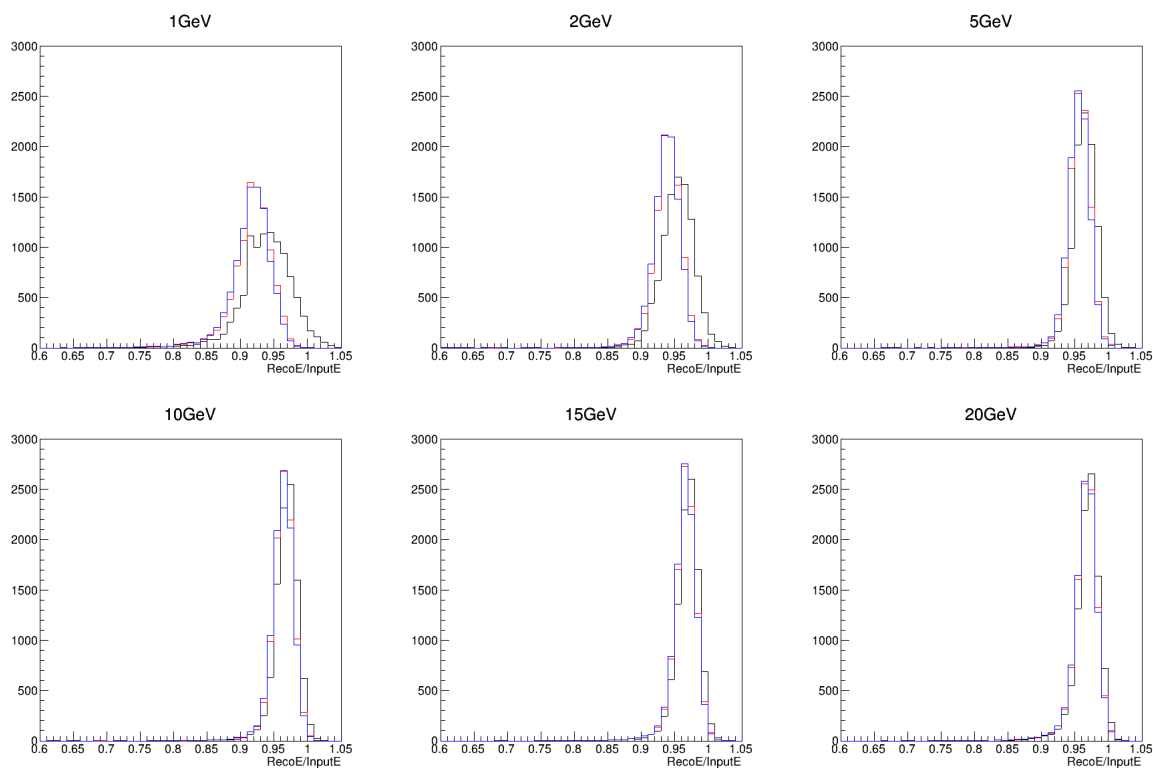
- **Dynamic range is 20GeV:**
  - 12 bits → 4.9 MeV / bit
  - 14 bits → 1.2 MeV / bit (default in EICrecon)
  - 16 bits → 0.3 MeV / bit
- Digital threshold value need to be scaled with the ADC resolution as analog noise didn't change with ADC resolution:

```
24 // threshold for firing
25 thresholdADC = m_cfg.thresholdFactor * m_cfg.pedSigmaADC + m_cfg.thresholdValue;
```

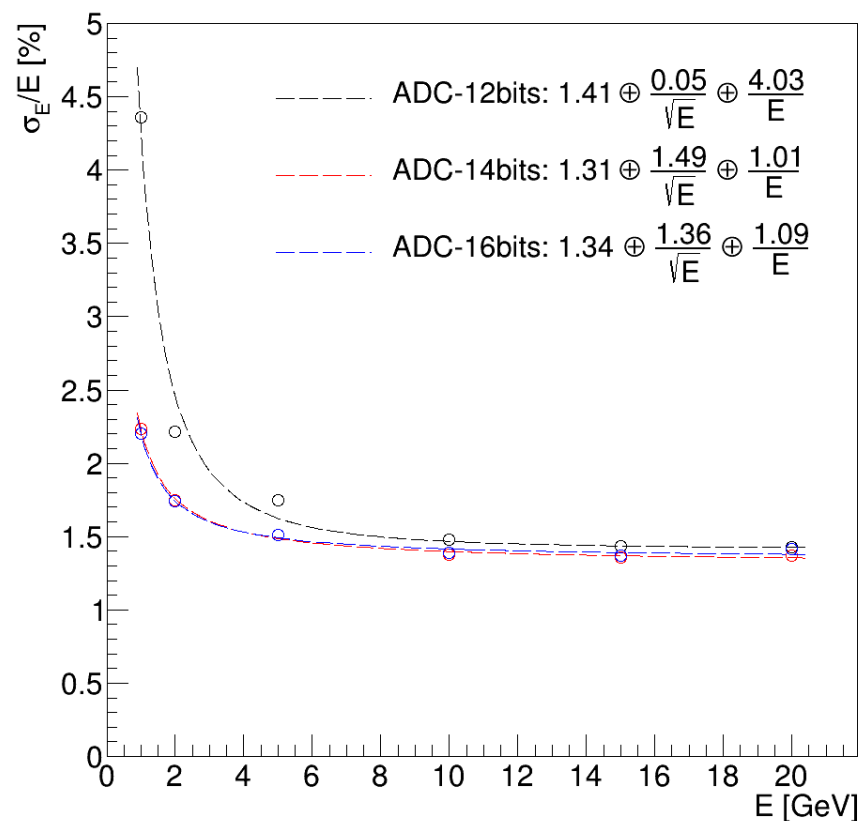


# ADC resolution

Fit with the Gaussian



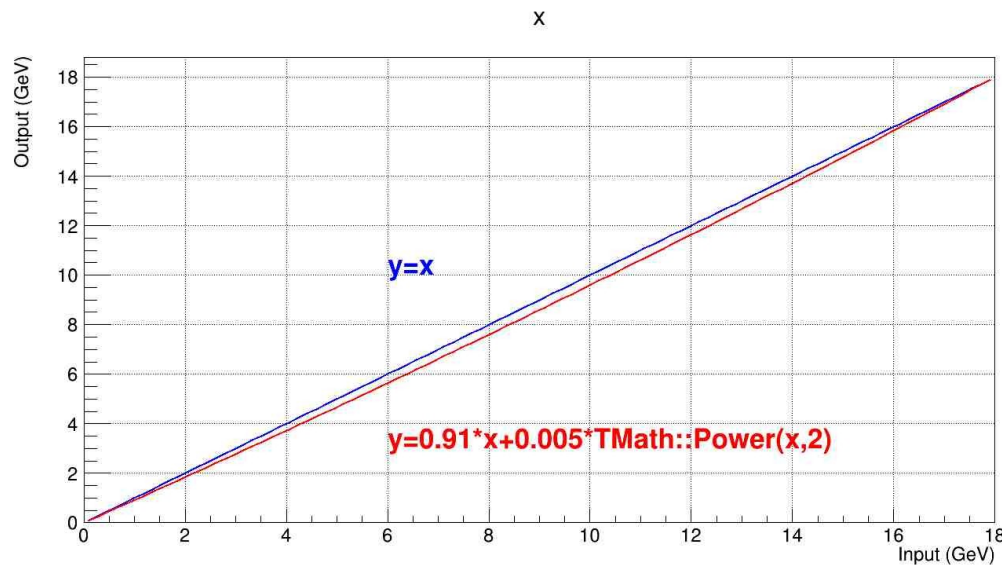
— ADC-12 bits  
— ADC-14 bits  
— ADC-16 bits



**Conclusion:**

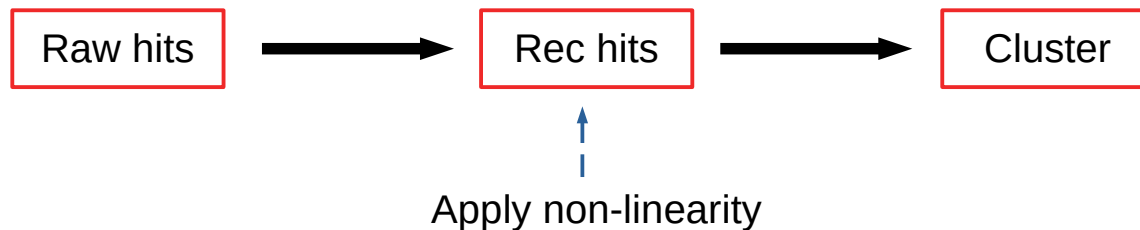
14-bits would be sufficiently good  
for energy resolution

# Non-linearity of the readout

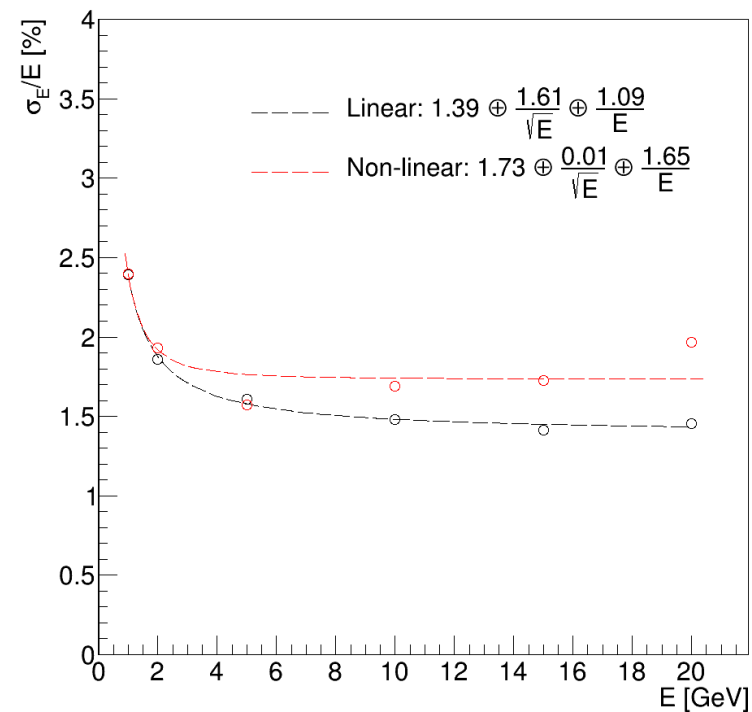
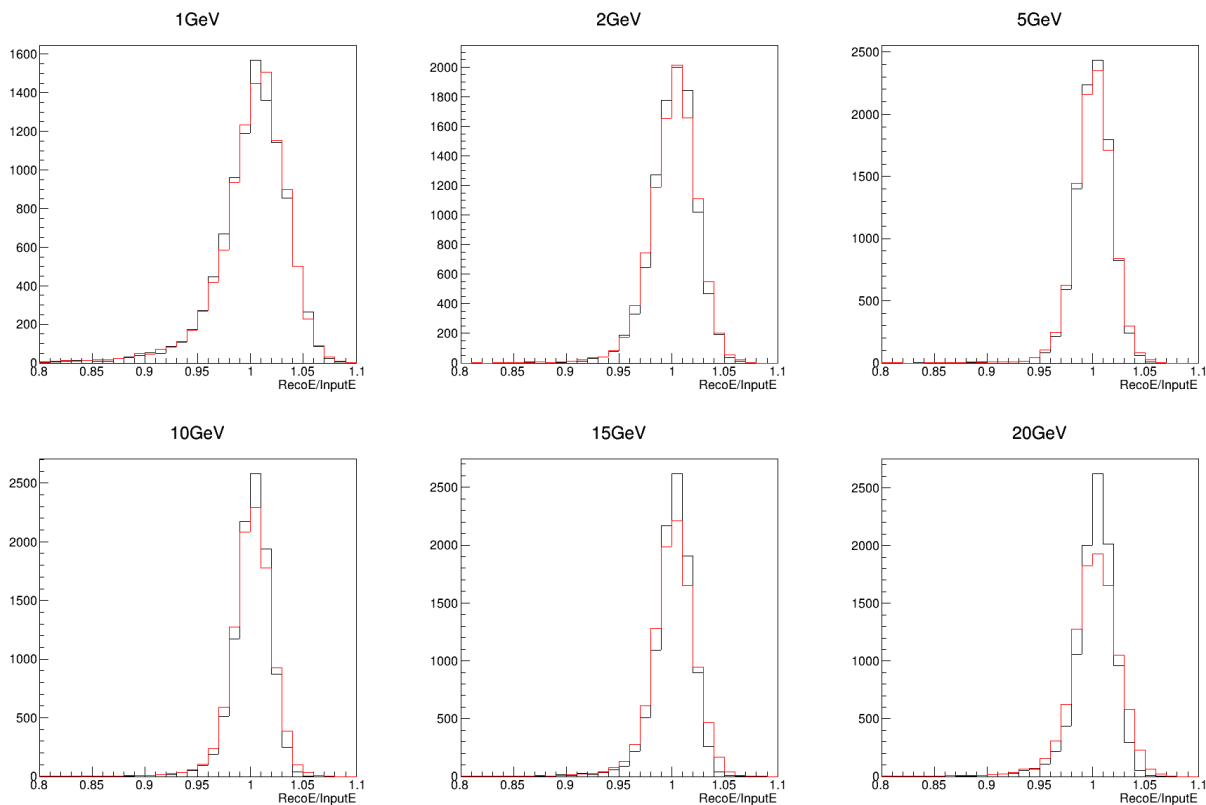


**Non-linearity of electronics:**  
preamp, ADC...

Default digitization:14bits



# Non-linearity of the readout

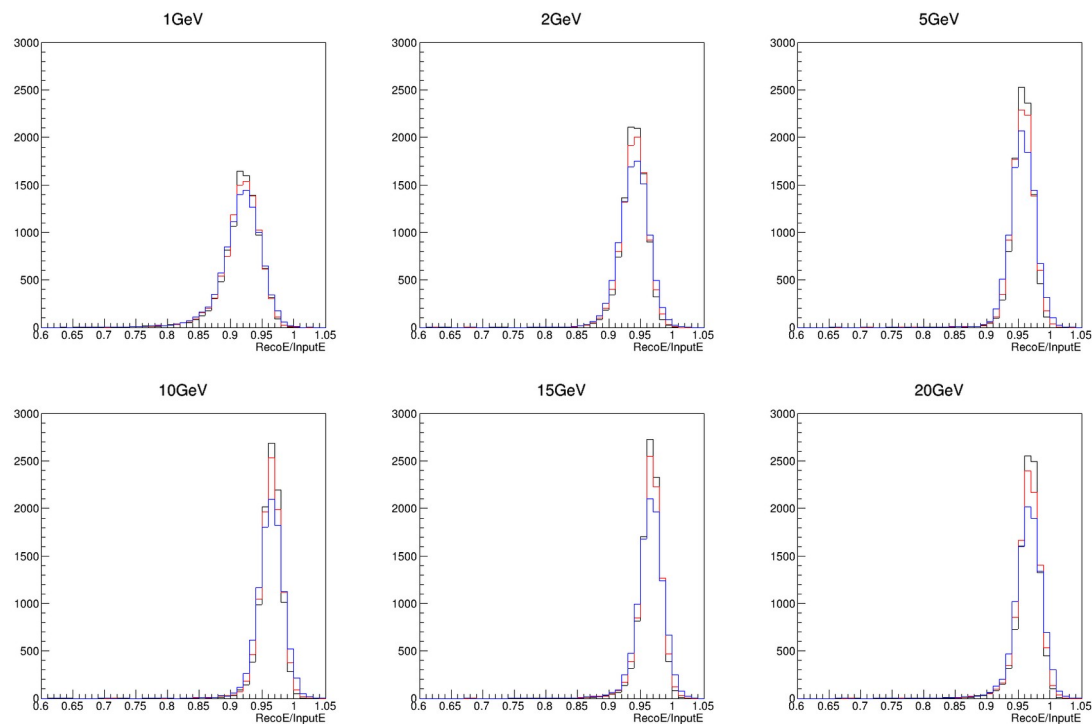


— linear  
 — non-linear

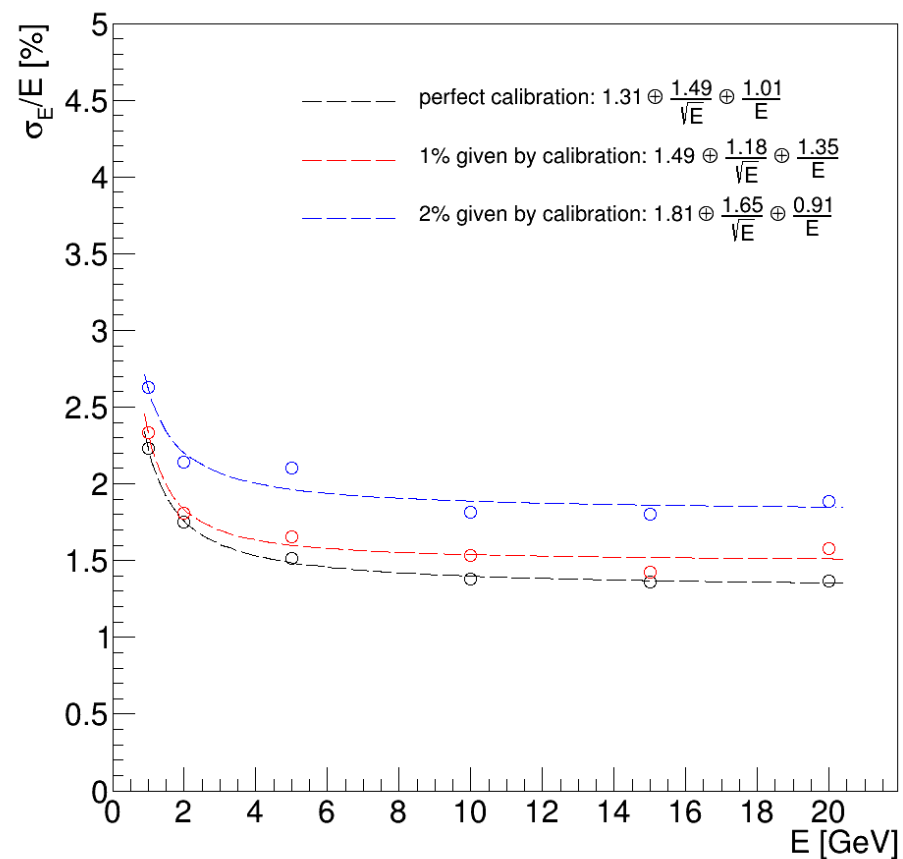
**Conclusion:**  
 loss  $\sim 0.2\%$  energy resolution for  
 $0.5\%$  non-linearity



# Calibration



- Perfect calibration
- 1% fluctuation given by calibration
- 2% fluctuation given by calibration



**Conclusion:**  
0.5% worse for 2% fluctuation  
given by the calibration