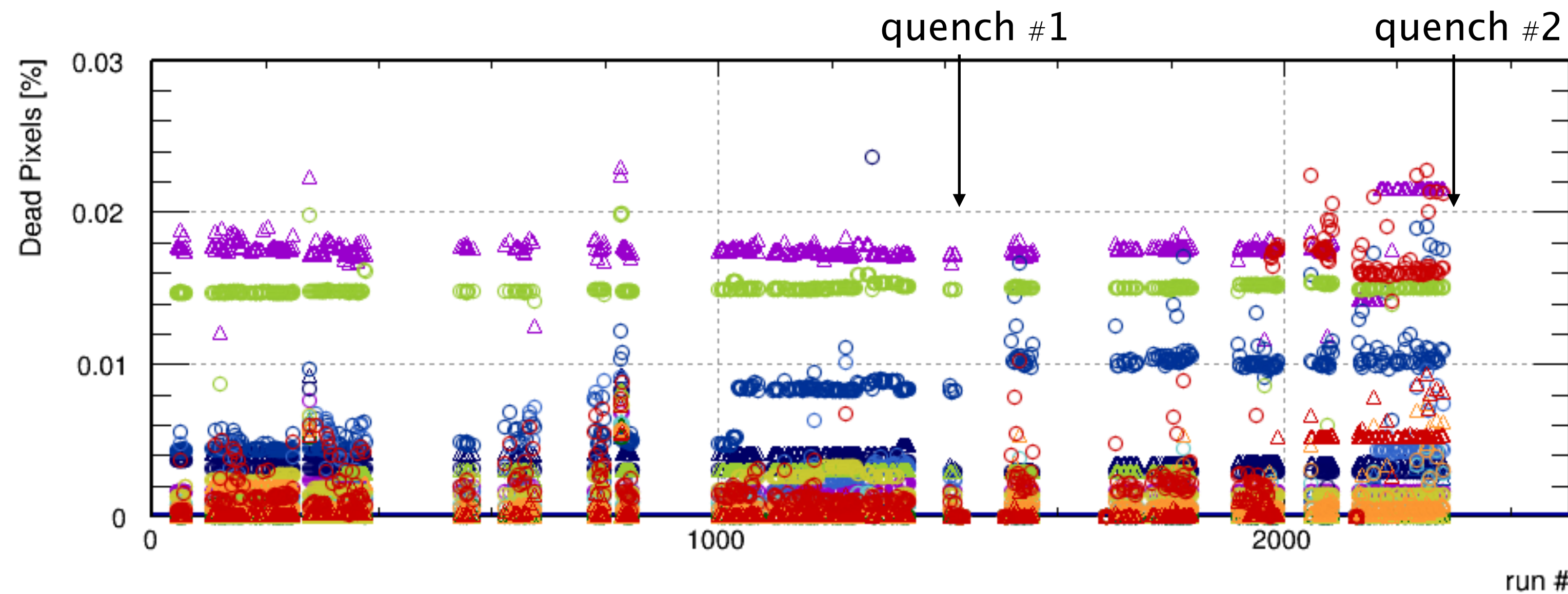
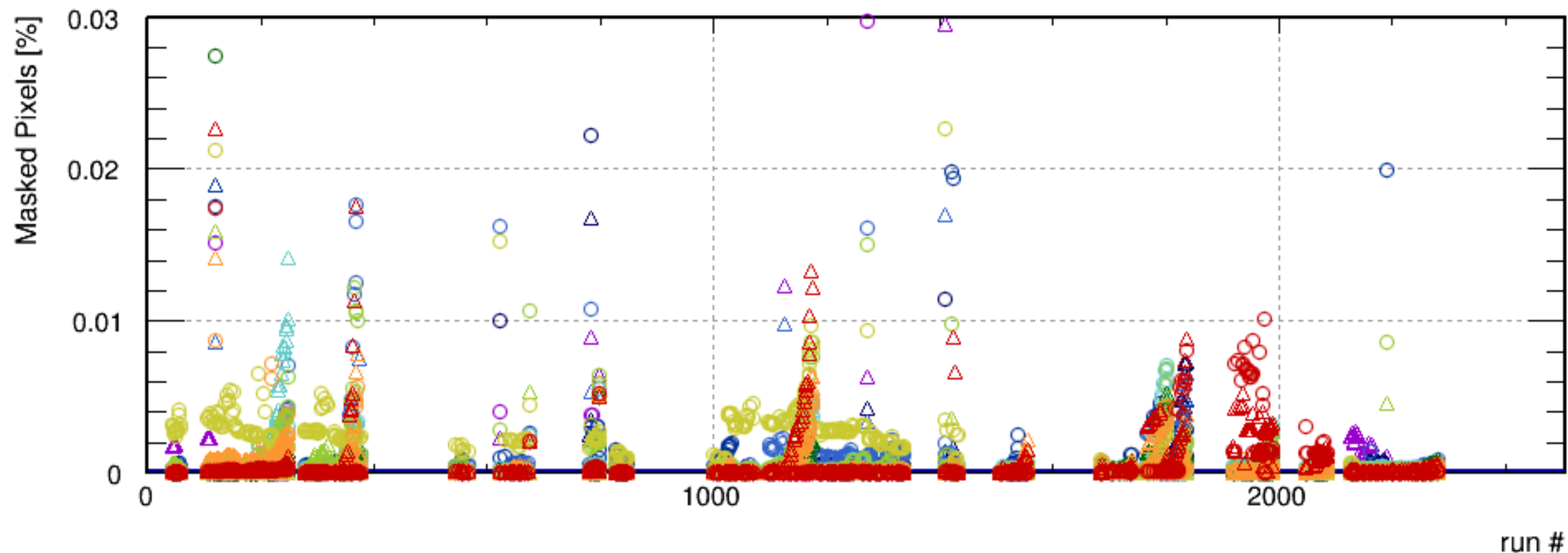


Offline Dead & Masked (Hot) Pixels during Exp8



Several features to be understood
Not clear yet what is related to quench



Increase in Dead Pixel Counts – Quench?

- ▶ Dead & hot pixel map before (run 1419)

https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r1419

https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r1419

- ▶ Dead & hot pixel map after (run 1518)

https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r1518

https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r1518

	(drain row single)
run 1419 1.1.1 176	(0 0 176)
run 1419 1.1.2 0	(0 0 0)
run 1419 1.2.1 84	(0 0 84)
run 1419 1.2.2 2	(0 0 2)
run 1419 1.3.1 270	(0 0 270)
run 1419 1.3.2 N/A	(0 0 0)
run 1419 1.4.1 2873	(1 0 2681)
run 1419 1.4.2 572	(0 0 572)
run 1419 1.5.1 0	(0 0 0)
run 1419 1.5.2 9	(0 0 9)
run 1419 1.6.1 83	(0 0 83)
run 1419 1.6.2 165	(0 0 165)
run 1419 1.7.1 462	(0 0 462)
run 1419 1.7.2 0	(0 0 0)
run 1419 1.8.1 1594	(0 0 1594)
run 1419 1.8.2 2	(0 0 2)
run 1419 2.4.1 572	(2 0 188)
run 1419 2.4.2 607	(0 0 607)
run 1419 2.5.1 315	(0 0 315)
run 1419 2.5.2 3323	(3 0 2747)

	(drain row single)
run 1518 1.1.1 764	(0 0 764)
run 1518 1.1.2 36	(0 0 36)
run 1518 1.2.1 150	(0 0 150)
run 1518 1.2.2 249	(0 0 249)
run 1518 1.3.1 270	(0 0 270)
run 1518 1.3.2 N/A	(0 0 0)
run 1518 1.4.1 2894	(1 0 2702)
run 1518 1.4.2 573	(0 0 573)
run 1518 1.5.1 0	(0 0 0)
run 1518 1.5.2 9	(0 0 9)
run 1518 1.6.1 158	(0 0 158)
run 1518 1.6.2 163	(0 0 163)
run 1518 1.7.1 0	(0 0 0)
run 1518 1.7.2 10	(0 0 10)
run 1518 1.8.1 2215	(0 0 2215)
run 1518 1.8.2 47	(0 0 47)
run 1518 2.4.1 573	(2 0 189)
run 1518 2.4.2 593	(0 0 593)
run 1518 2.5.1 315	(0 0 315)
run 1518 2.5.2 3369	(3 0 2793)

Increase in Dead Pixel Counts – Some other examples

- ▶ Module 1.8.1 (actually, probably the increase of hot pixels masked on detector, all before quench)

https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r0120*1.8.1
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r0120*1.8.1
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r1031*1.8.1
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r1031*1.8.1
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r1036*1.8.1
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r1036*1.8.1

- ▶ Module 1.1.1 (this too is hot pixels masked on detector, perhaps overdone?)

https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r1419*1.1.1 (before quench, ok)
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r1419*1.1.1 (before quench, ok)
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r1971*1.1.1
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r1971*1.1.1
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r1976*1.1.1
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r1976*1.1.1

- ▶ Module 1.1.2 (this too)

https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r1419*1.1.2 (before quench, ok)
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r1419*1.1.2 (before quench, ok)
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r1987*1.1.2
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r1987*1.1.2
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/DeadPixelMap/?match=r2131*1.1.2
https://pxd.belle2.org/OfflineCalibration/2019_Phase3_Exp0008/MaskedPixelMap/?match=r2131*1.1.2

Comments

Increase of hot pixels after quench?

- ▶ Didn't necessarily happen just after

Still to do

- ▶ Look at runs after 2nd quench
- ▶ Compare with the on-detector masks
- ▶ Cross check the run details with e-log