

# Noise distribution of TaichuPix1

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# Hit map in Triggerless mode

TaiChuPix1 Hits

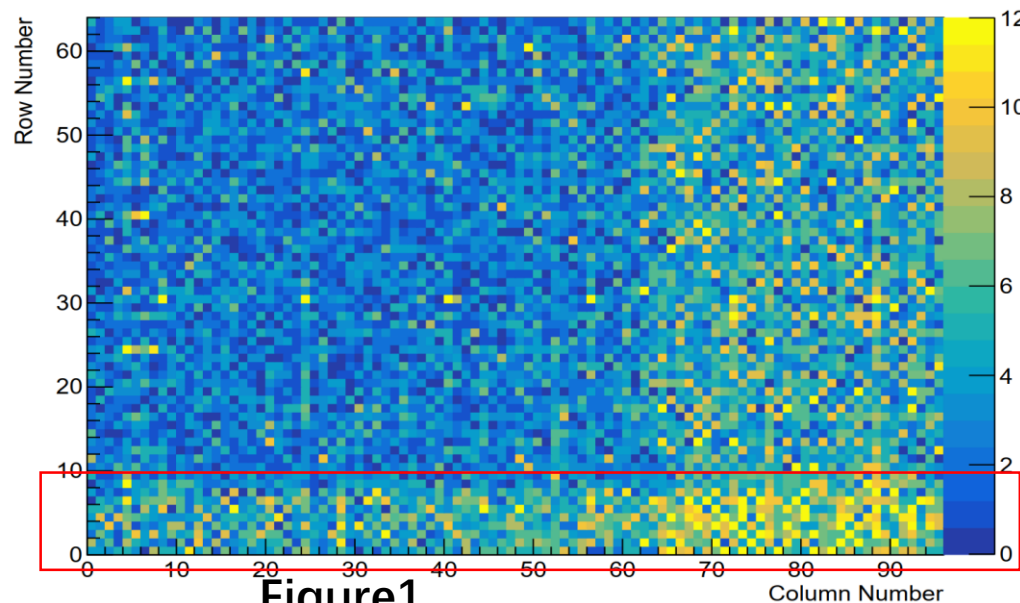


Figure1

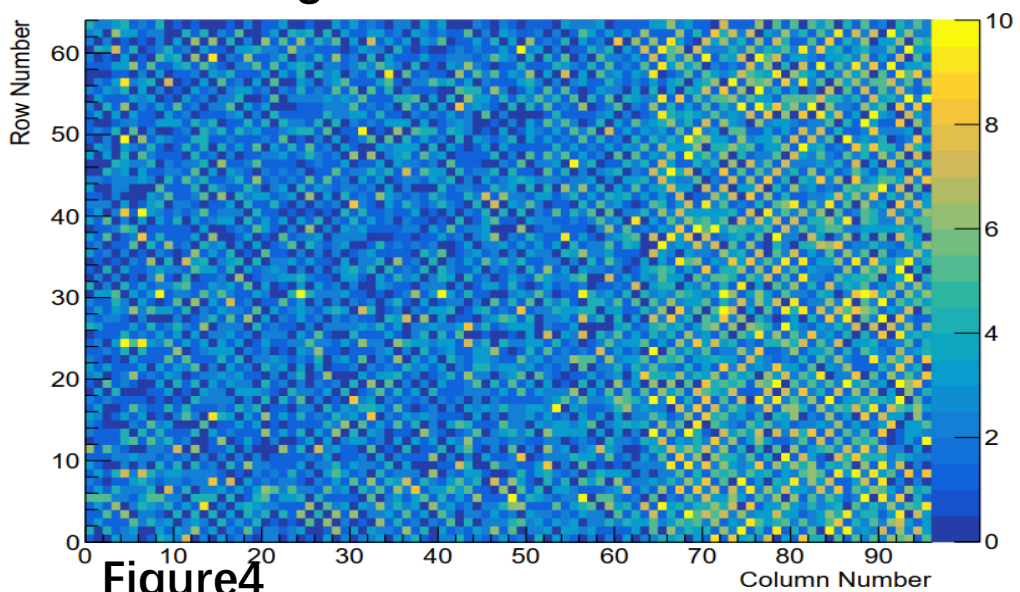


Figure4

valid=1,	ts=104,	col=31,	row=106,	pat=0
valid=1,	ts=104,	col=31,	row=105,	pat=0
valid=1,	ts=104,	col=31,	row=104,	pat=0
valid=1,	ts=104,	col=31,	row=103,	pat=0
valid=1,	ts=104,	col=31,	row=102,	pat=0
valid=1,	ts=104,	col=31,	row=101,	pat=0
valid=1,	ts=104,	col=31,	row=100,	pat=0
valid=1,	ts=104,	col=31,	row=99,	pat=0
valid=1,	ts=104,	col=31,	row=98,	pat=0
valid=1,	ts=104,	col=31,	row=97,	pat=0
valid=1,	ts=104,	col=31,	row=96,	pat=0
valid=1,	ts=104,	col=31,	row=95,	pat=0
valid=1,	ts=104,	col=31,	row=94,	pat=0
valid=1,	ts=104,	col=31,	row=91,	pat=0
valid=1,	ts=104,	col=31,	row=83,	pat=0
valid=1,	ts=104,	col=31,	row=75,	pat=0
valid=1,	ts=104,	col=31,	row=67,	pat=0
valid=1,	ts=104,	col=31,	row=59,	pat=0
valid=1,	ts=104,	col=31,	row=51,	pat=0
valid=1,	ts=104,	col=31,	row=43,	pat=0
valid=1,	ts=104,	col=31,	row=35,	pat=0
valid=1,	ts=104,	col=31,	row=27,	pat=0
valid=1,	ts=104,	col=31,	row=19,	pat=0
valid=1,	ts=104,	col=31,	row=11,	pat=0
valid=1,	ts=104,	col=31,	row=3,	pat=0
valid=1,	ts=104,	col=30,	row=10,	pat=0
valid=1,	ts=104,	col=30,	row=2,	pat=0
valid=1,	ts=104,	col=29,	row=9,	pat=0
valid=1,	ts=104,	col=29,	row=1,	pat=0

Figure2

TaichuPix1 Triggerless

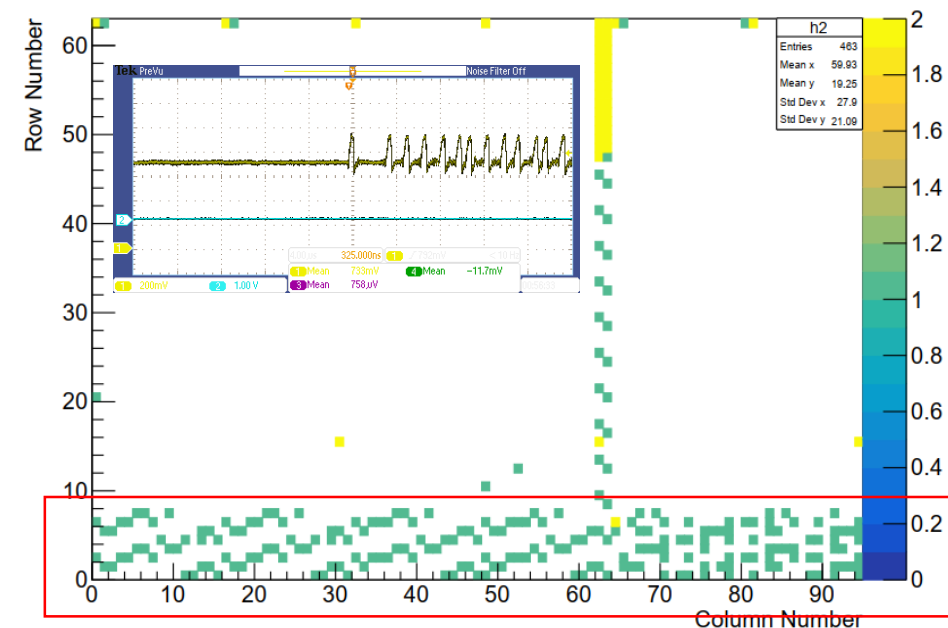
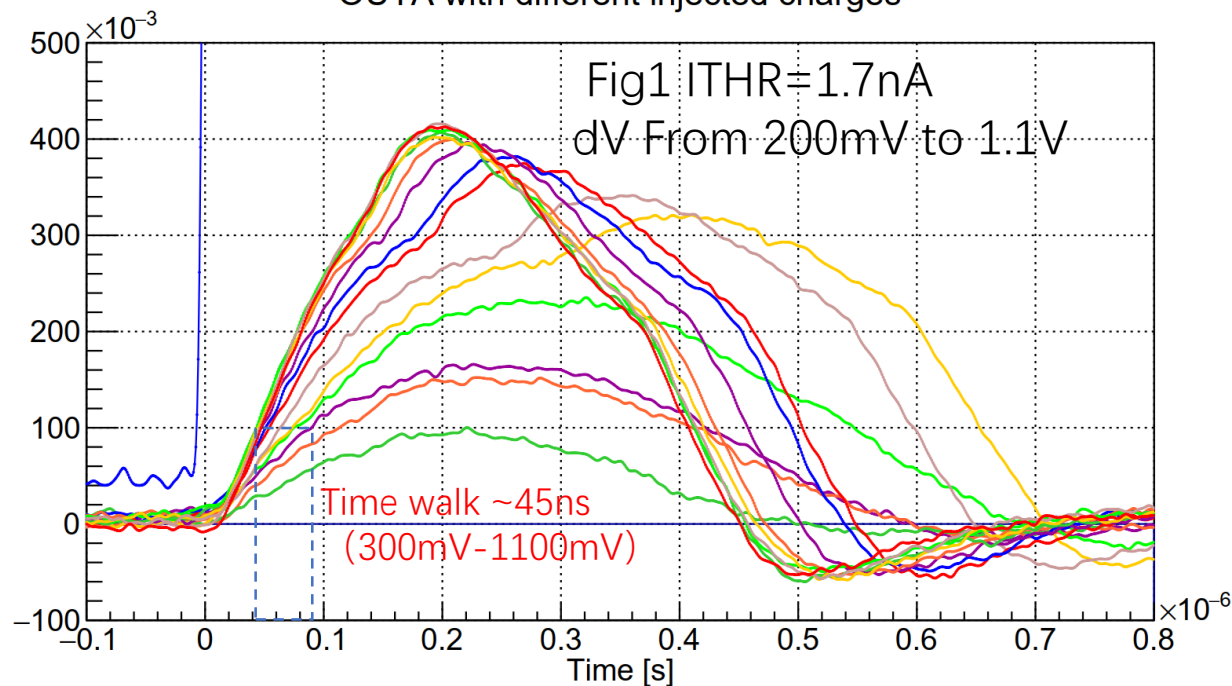


Figure3

- When there is **NO** Sr-90 on the chip, the noise will impact the chip and generate something like the figure3.
- And the noise has some patterns which have the same timestamp.
- Then I removed the data with the same timestamp, then got something like Figure4. It looks more uniform.

# OUTA signals in different ITHR

OUTA with different injected charges



OUTA with different injected charges

