

Update on STAR

AGS/RHIC Time Mtg

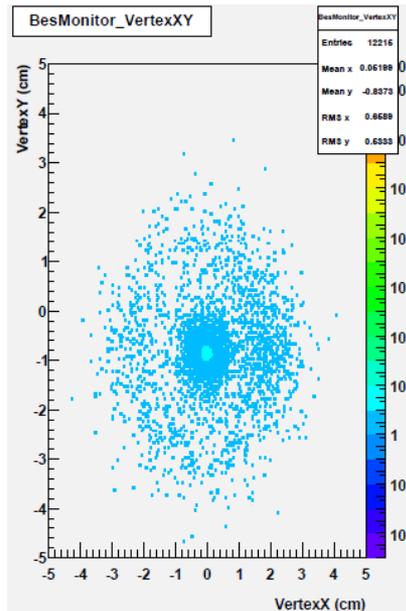
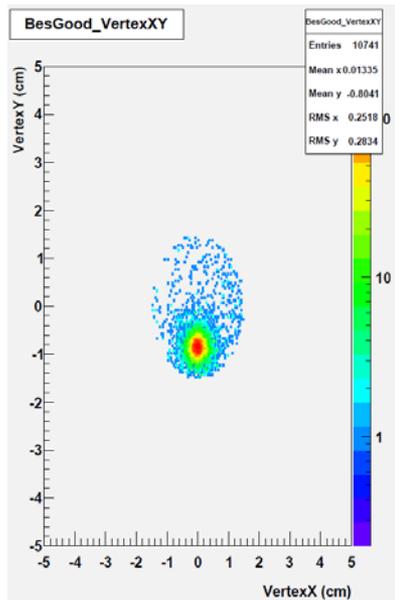
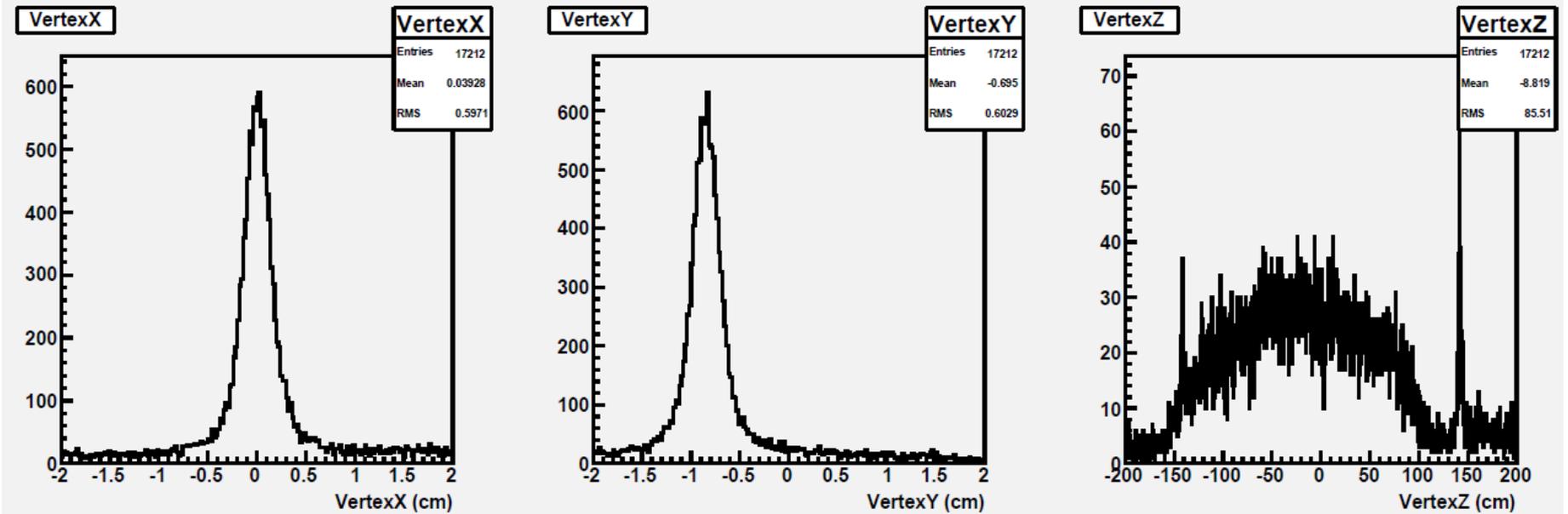
February 18, 2014

Bill Christie

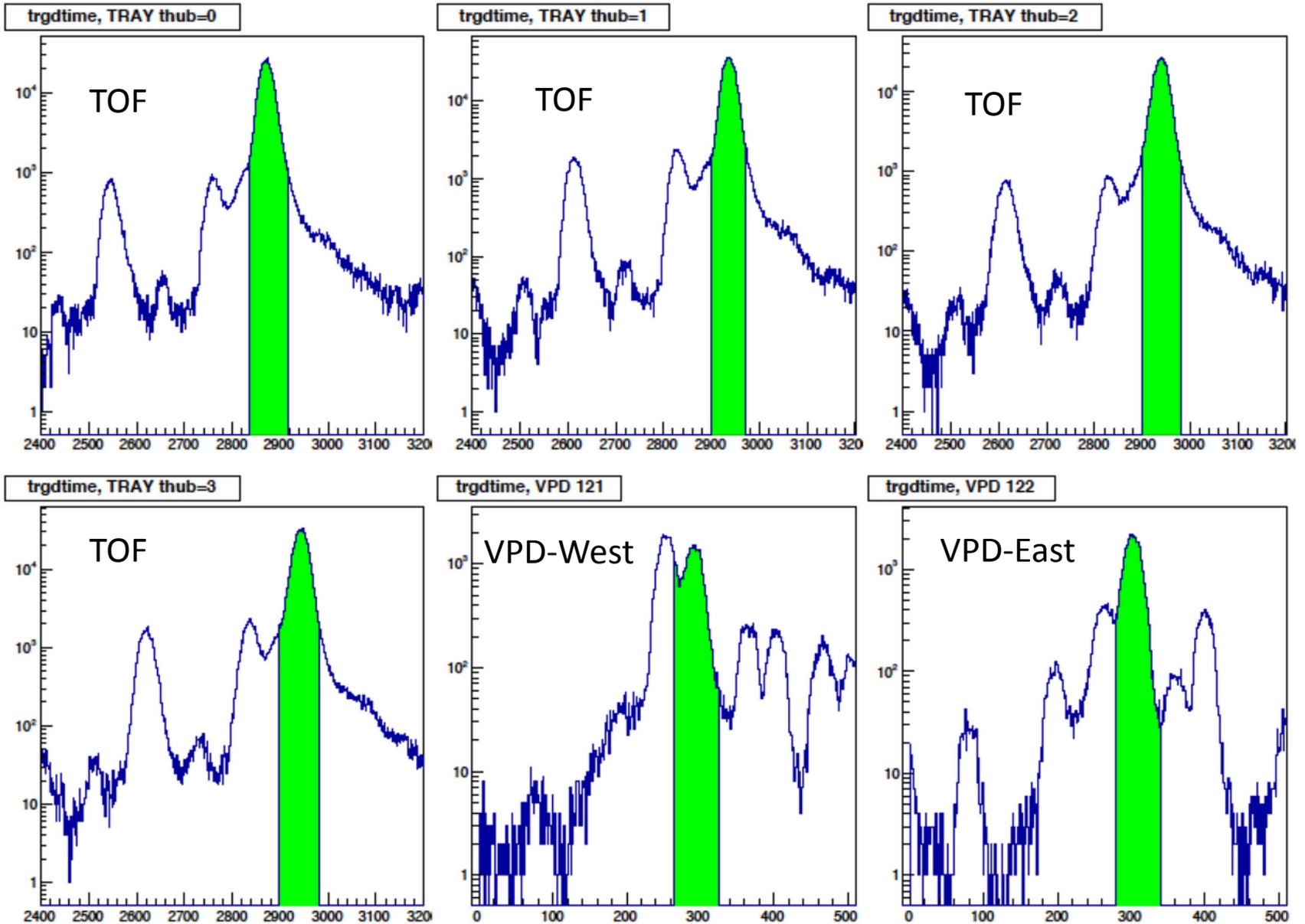
Summary:

- We started looking for collisions Thursday morning (2/13/14). Determined the Global timing shift we had to make to get trigger signals into digitizer gates about 4 that afternoon.
- Got a start on calibrating trigger counters Thursday night.
- Tried continuing work on Trigger setup Friday night, but turned out that beams were mis steered at STAR, so no progress.
- Beams steered into collision at STAR again about 2 pm Saturday. Found that beams were barely hitting each other with the Thursday settings.
- Got second primary trigger detector calibrated by about 9 pm Sunday evening.
- Started running close to a full suite of Triggers on first Fill Monday morning (after PS failure in RHIC).
- Tweaking triggers today, but close to finished, and should be stable for remainder of the run.
- Continuing concern about un wanted beams ending up in STAR.

Some output plots from the High Level Trigger (online tracking trigger).

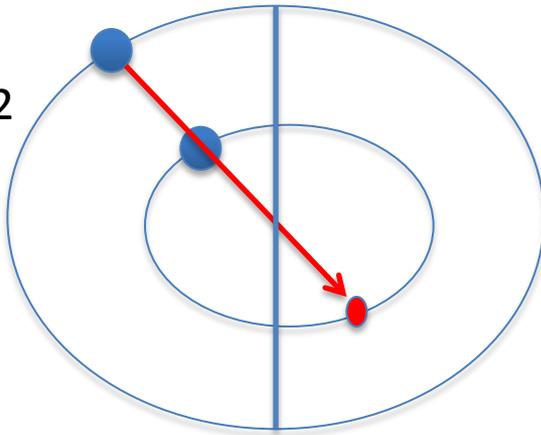


Believe that we indications the injection into Blue Beam has issues. Fill 17696



PXL residual from cosmic rays

Schematic 2
PXL halves

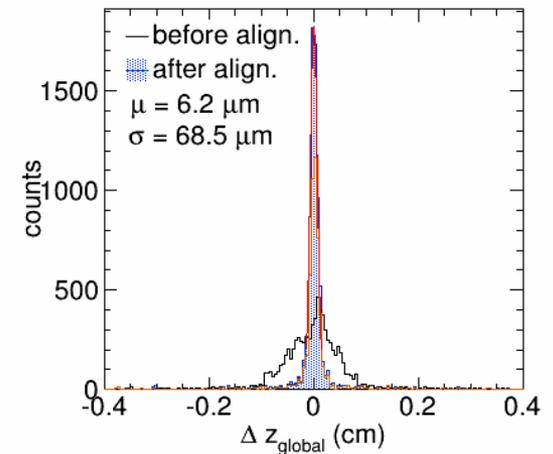
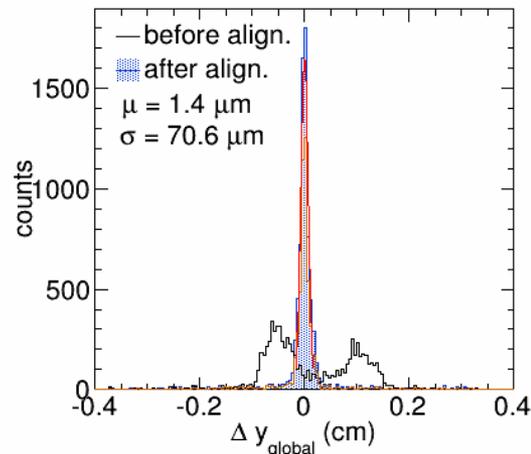
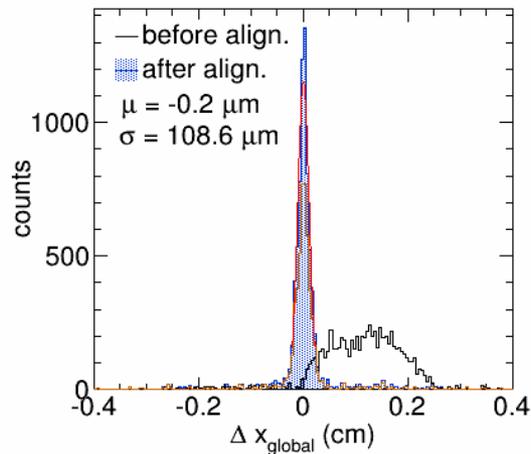


Use detector half survey.

Project tracks from one half to other
and look at residual

Align one half relative to first, looks at
deviation in x,y and z.

First attempts for global alignment



Guess-estimate of how many “good” events we’re collecting per Fill

Very crude estimate at this point:

- From a Fill this morning (17721) I estimate that there are 180, 000 “Good” events
- If I assume that each fill takes 1.5 hours, and only one is missed per day, we’d get 15 Fills per day. This gives $(15 \text{ Fills/day})(180 \text{ kevt}/\text{Fill}) = 2.7 \text{ Mevts/day}$
- If this is correct, and we start counting as of Midnight Sunday night, in 21 days we’d get $(21 \text{ days})(2.7 \text{ Mevts/day}) = \sim 57 \text{ Mevts}$.
- STAR Goal for this run is 150 Mevts of “Good” collisions.

I’d estimate the uncertainty in this estimate to be at least +/- 50%.