

Athena Tracking Discussion Questions

F. Bossu, D. Elia, L. Gonella, M. Posik

Bi-Weekly Meeting July 22nd, 2021

Simulation Frameworks



Two simulation frameworks

1. Fun4All

- Carried over from Yellow Report
- Currently used by tracking working group
 - Framework known from Yellow Report
 - · Quick studies could be performed
 - · Uses truth seeding with hit smearing
 - Mainly only tracking sub detectors
- Now migrating over to official Athena simulation framework

2. Athena simulation framework

- Being actively developed
- o DD4Hep Geometry
- ACTS Track/vertex reconstruction
- GAUDI- Clustering/digitization
- Implement full simulation (all sub detectors)
 - Accurate material budget







Detector Configurations: Simulation Setup

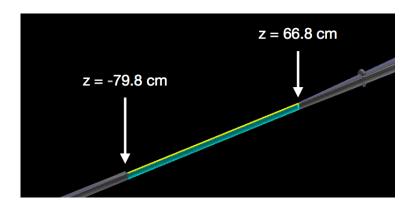


To start two minimal detector concepts were studied in Fun4All

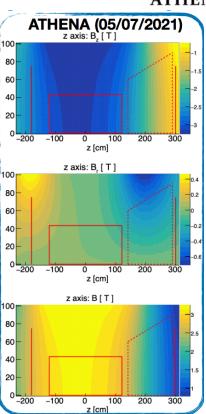
- ☐ Simulation details (Fun4All)
 - o Athena solenoidal field (07 May 2021) was used
 - No background was implemented
 - Used truth seeding with hit smearing (detector resolution)
 - Detector material and details in next slides

Beam Pipe (details here)

- ☐ Central
 - Vacuum inside
 - o Beryllium
 - $r = 3.1 \text{ cm}, t = 760 \mu\text{m}$
 - \circ 2 μ m Au coating
- ☐ Al Forward and Backward pipe



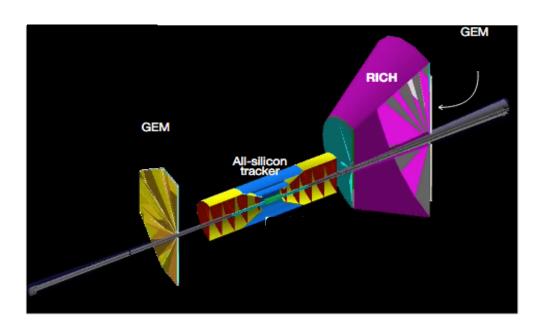
Rey et. al.



Detector Configurations: Minimal Configuration (1)



1. B-0.0,P-0.0,N-0.0 (all-silicon + 1+1 GEMs)



Silicon

- o 2 vertex layers, 0.05% X/X₀
- \circ 2 + 2 barrel layers, 0.55% X/X₀
- o 5 disks per side, 0.24% X/X₀
- \circ All with 10 μm pixel pitch

GEM

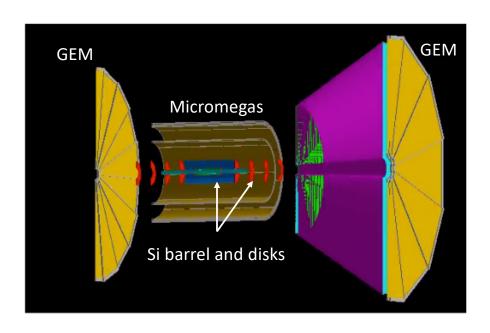
- o 1 on N and 1 on P
- \circ 0.7% X/X₀
- \circ 250 μm in R
- \circ 50 μm in R ϕ

• Full presentation from Rey: https://indico.bnl.gov/event/12293/contributions/51959/attachments/35876/58721/210713 performance update.pdf

Detector Configurations: Minimal Configuration (2)



2. B-1.0, P-1.0, N-1.0 (Si + Micromegas barrel + 1+2 GEMs)



Silicon

- 3 vertex layers, 0.05% X/X₀
- 2 barrel layers, 0.55% X/X₀
- o 5 disks per side, 0.24% X/X₀
- \circ All with 10 μm pixel pitch

Micromegas

- \circ 2+4 layers, 0.4% X/X₀
- \circ 150 μm in z
- \circ 150 μm in R ϕ

GEM

- o 1 on N and 2 on P
- \circ 0.4% X/X₀
- \circ 250 μm in R
- \circ 50 μm in R ϕ

• Full presentation from Nick and Athira: https://indico.bnl.gov/event/12293/contributions/51958/attachments/35871/58751/2021 07 13 HybridUpdate 1.1.pdf

Detector Configurations: Detector Specs



Reference detector details on integration wiki:

https://wiki.bnl.gov/athena/index.php/Tracking

o Easy reference to baseline detector configuration info via Integration page:

https://wiki.bnl.gov/athena/index.php/Integration

On integration page

Current Configurations [edit]

Explanation of configuration labels can be fo

- Baseline+@ (B-1.0, P-1.0, N-1.0)

Barrel B-1.0 [edit]

- Silicon Tracker
- MPGD (cylindrical)
- HP-DIRC
- EMCAL
- HCAL (Fe/Sc)

Forward P-1.0 [edit]

- GEM/MMG Layer
- Silicon Disks
- The rest same as in Baseline_Configuration

Backward N-1.0 [edit]

- GEM/MMG Layer
- Silicon Disks
- · The rest same as in Baseline_Configuration

MPGD Trackers (B-1.0) [edit]

Micromegas Barrel (2 + 4 barrel layers)

R (cm)	Length (cm)	Resolution	Active Area Material (X/X0 %)
47.715	188.0	150 um (r-phi) x 150 um (z)	0.4
49.57	188.0	150 um (r-phi) x 150 um (z)	0.4
71.89	188.0	150 um (r-phi) x 150 um (z)	0.4
73.75	188.0	150 um (r-phi) x 150 um (z)	0.4
75.61	188.0	150 um (r-phi) x 150 um (z)	0.4
77.47	188.0	150 um (r-phi) x 150 um (z)	0.4

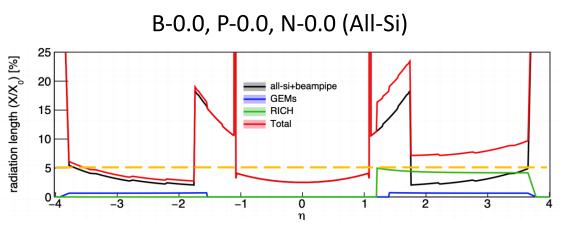


1) What is the full material budget for the all-silicon tracker, both in the barrel and also in each endcap? For the hybrid tracker? How realistic is their description in the full simulation so far?

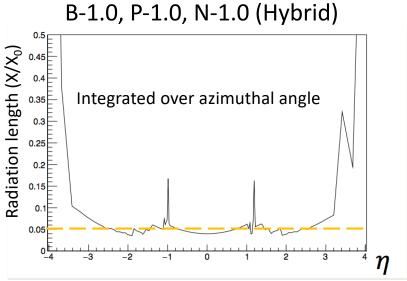


- Material in Silicon active area is estimated from extrapolation of ITS2 material budget using the ITS3 sensor power consumption (https://indico.bnl.gov/event/8231/contributions/37955/)
 - Applies to both baselines
- ☐ B-0.0, P-0.0, N-0.0 (All-Si)
 - Silicon Detectors
 - Has some support and service material estimate (e.g. the cone), but not realistic (simplified)
 - GEMs
 - Missing dead area material (GEM support frames)
 - Missing GEM disk support wheel and services
- ☐ B-1.0, P-1.0, N-1.0 (Hybrid)
 - Silicon Detectors
 - Missing support and service material
 - Micromegas
 - Includes dead area material (MM supports)
 - Missing barrel support (holds barrel in space) and services
 - o GEMs
 - Includes dead area material (GEM support frames)
 - Missing GEM disk support wheel (holds disk in space) and services





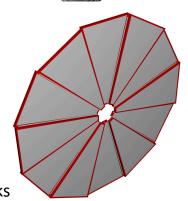
Missing Si support estimate included (not final)



Does not include RICH material in scan Missing Si support

- ATHENA
- 1) What is the full material budget for the all-silicon tracker, both in the barrel and also in each endcap? For the hybrid tracker? How realistic is their description in the full simulation so far?

 Micromegas Barrel
- Work is needed in DD4Hep to implement proper geometries
 - Silicon disk geometry and support material → currently working with project
 - Silicon barrel material → currently working with project
 - Micromegas barrel description implemented → being verified
 - GEM support ring and Micromegas barrel supports need to be implemented
- Accurate GEM tracker including active and dead (frames) areas are in DD4Hep



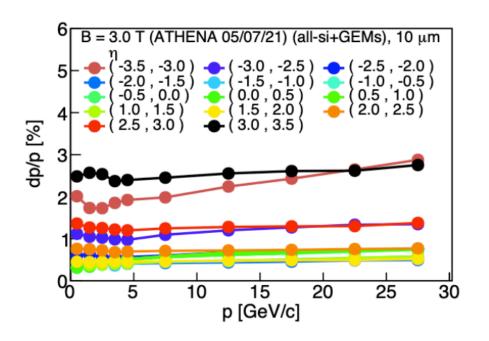
GEM Disks DD4Hep

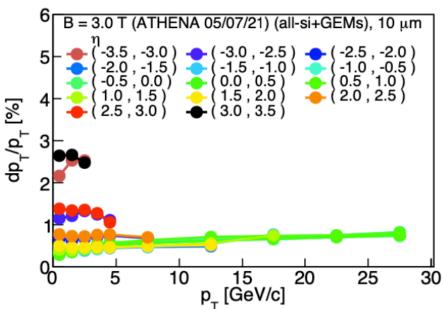
DD4Hep

B-0.0,P-0.0,N-0.0: Momentum and p_T



2) What is the resolution in p and pT as a function of η ?

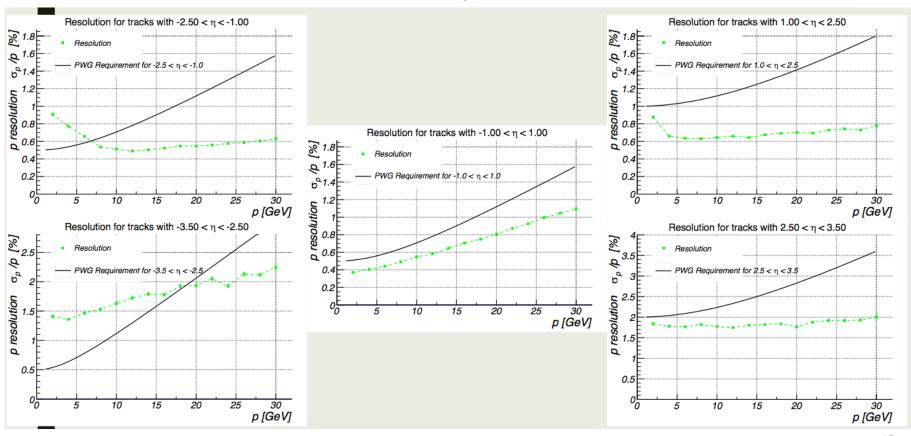




B-1.0,P-1.0,N-1.0: Momentum



2) What is the resolution in p and pT as a function of η ?

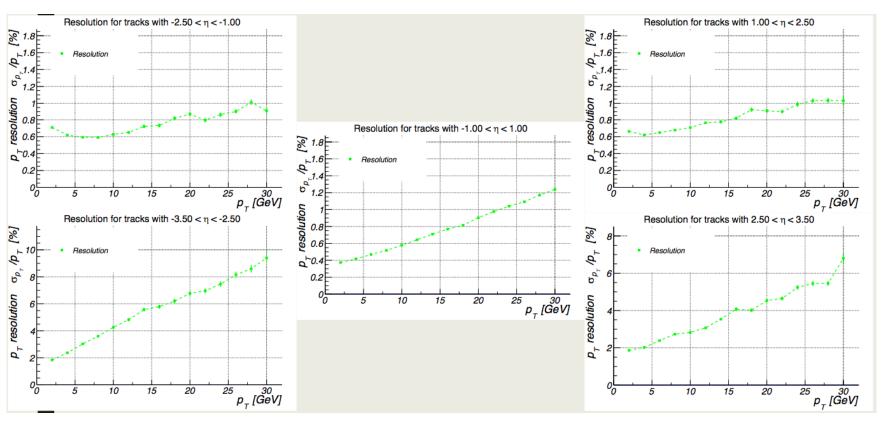


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B-1.0,P-1.0,N-1.0: p_T



2) What is the resolution in p and pT as a function of η ?





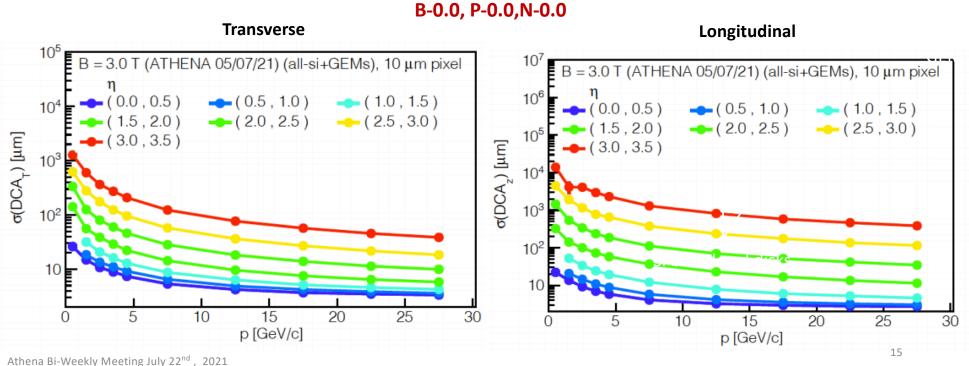
- 3. How wide is the dead area in eta arising from mechanical supports, rails, and cable connectors?
 - Not known yet. We do not have this level of detail (see question 1)
- 4. How does tracking work near the interface between barrel and disks?
 - See Ernst's presentation
- 5. How is the disk placement and number optimized?
 - See Ernst's presentation

Pointing Resolution



6) What is the collision vertex resolution?

- Without vertexing algorithm and background, we can not answer this question.
- However we can look at pointing resolutions (w/o background, which uses truth seeding and hit smearing)



Pointing Resolution



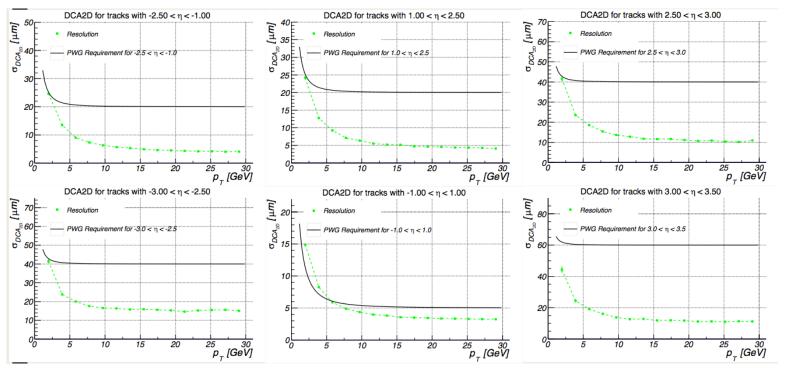
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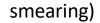


Pointing Resolution

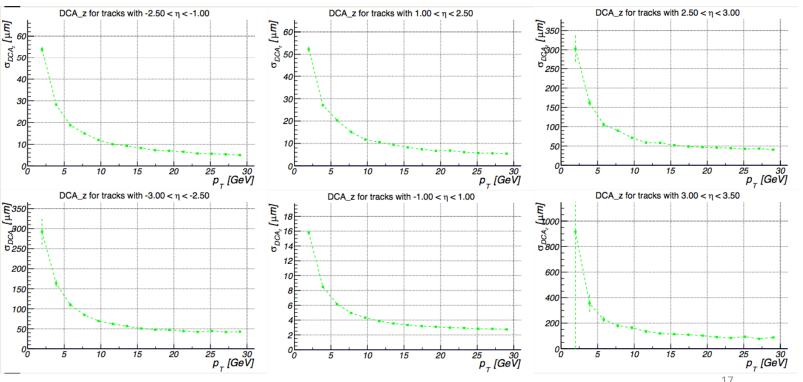


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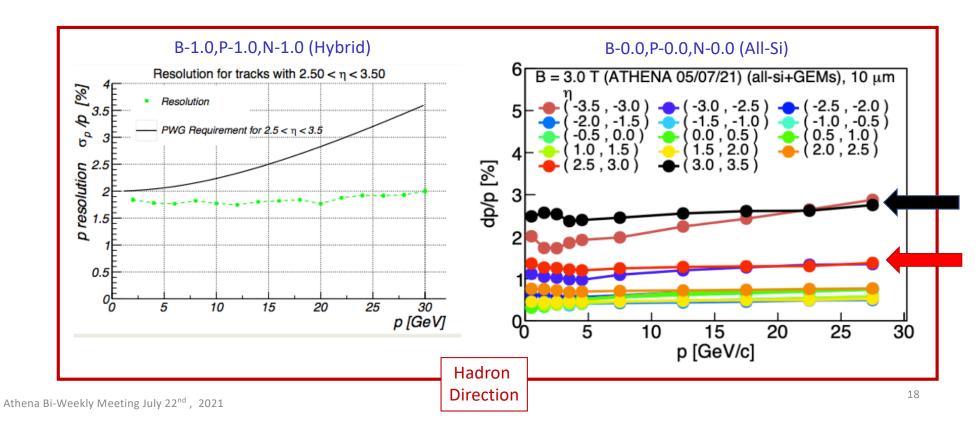




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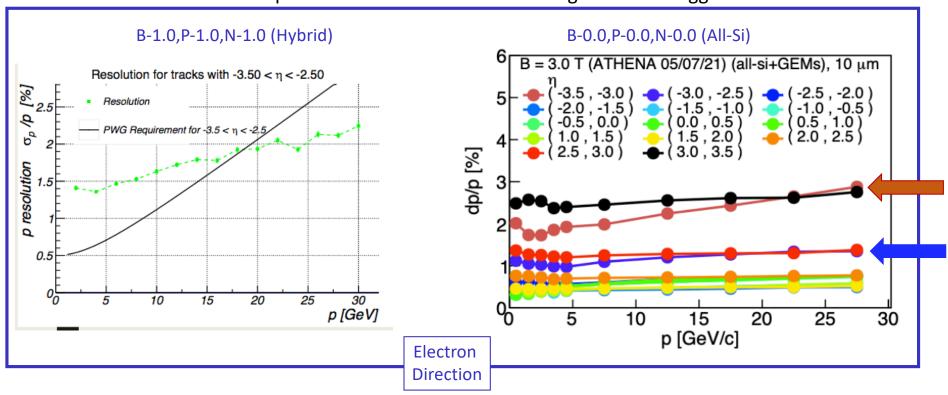


- 7) Should the tracker be centered around the collision vertex, or should it be offset to give more room and Bdl for high momentum particles in the hadron going direction?
 - \circ Our current simulations shows a possible issue at large η (3.0—3.5)





- 7) Should the tracker be centered around the collision vertex, or should it be offset to give more room and Bdl for high momentum particles in the hadron going direction?
 - o Low-mid momentum particles in electron direction at high eta are a bigger issue





- Lacking person power with tracking expertise related to simulation and track reconstruction
 - o Plan to involve several interested people without extensive experience once simulation is up and running
- 8) What are the plans to test tracking resolutions in PYTHIA events + synchrotron background? Who are the people responsible for this?
 - Backgrounds needed (from project)
 - o Testing and assessing resolutions will be an effort between Tracking and Software WGs
- 9) What are the plans for testing track finding in the presence of background? What is the occupancy including noise and synchrotron radiation load?
 - o Effort between Tracking and Software WGs.
 - Software working group have base track finding, clustering and digitization codes they can implement can be refined
 - o Occupancy including noise and synchrotron radiation load: unknown as we do not have background files

Detector Optimizations: MPGDs



- 10) For the hybrid tracker, how many MPGD layers are needed? Where do they go? What is full material budget (including active + services and supports)?
 - o MPGD location, and layer number greatly depends on other materials. It is critical to have accurate Si materials (including support) and PID materials to assess this question.
 - Additional MPGD layers outperform hybrid baseline as more material is added
 - Full integrated simulation with background and track finding is needed

