

A 3D cutaway diagram of a particle detector, likely a heavy-ion collider detector. The diagram shows a central cylindrical structure with various internal components, including a pink rectangular region, a green cylindrical region, and a red cylindrical region. The outermost layer is a light blue cylindrical shell. The background is white with a blue wavy pattern at the bottom.

Experiences from Background Simulation in sPHENIX & Fun4All-EIC

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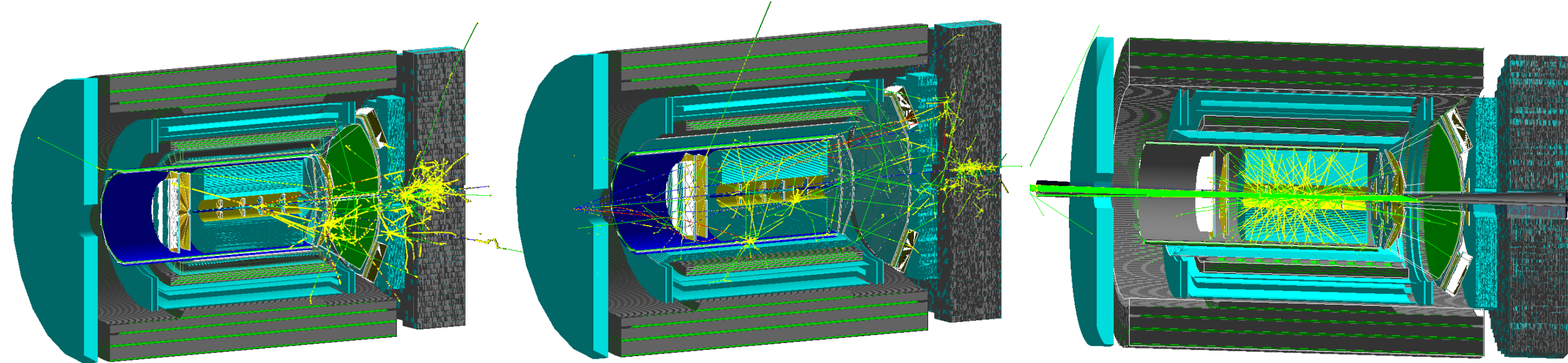
BNL

Background sources in Fun4All-EIC simulation

e+p DIS 18+275 GeV/c
(pile up)

Beam gas event
p + p(gas), 275 GeV/c
at z=-4 m

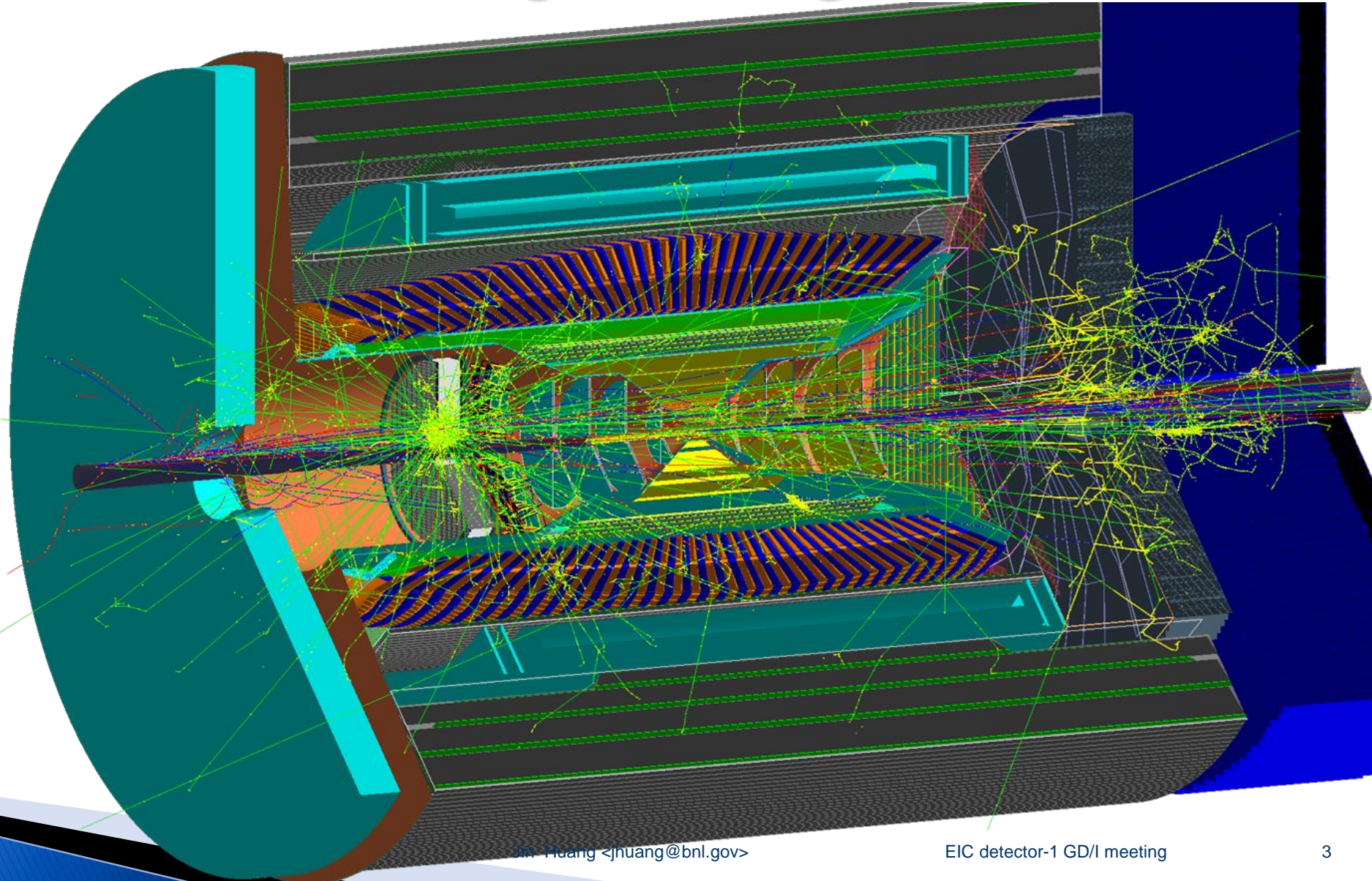
100k SynRad
synchrotron photon



Detector-1 event embedding in background

What is in this event:

- ▶ Config: Det-1 2022.1 production tag
- ▶ Signal: 18x275 GeV SIDIS, $Q^2 \sim 600$, $x=0.16$
- ▶ Pile up: e+p M.B.
- ▶ p+p Beam gas: interaction at $z=+4.5\text{m}$
- ▶ 10^4 synchrotron photon: mostly absorbed in beam chamber Au coating, but much more stat. is needed



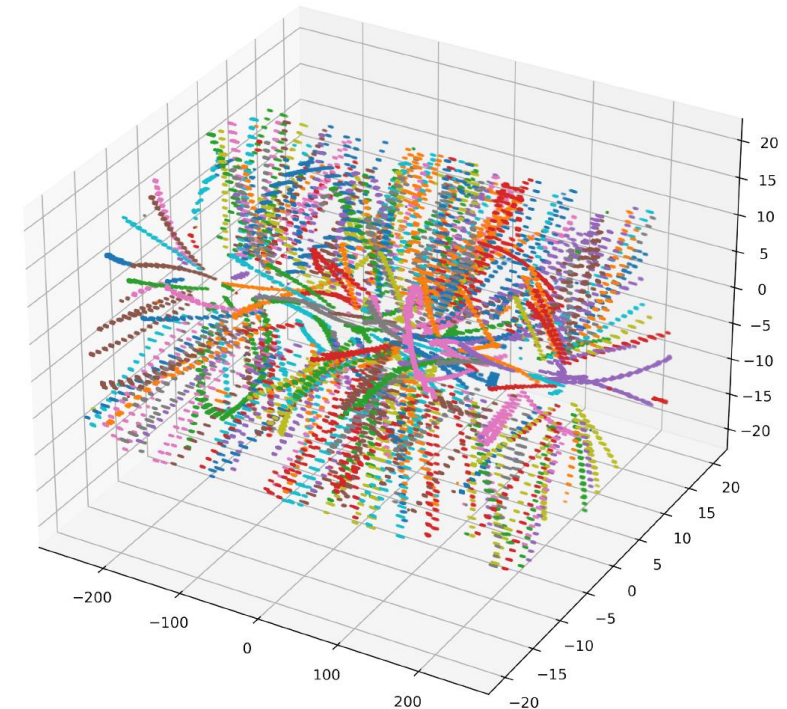
Framework support

- ▶ Many mature framework support background embedding, e.g. Fun4All
- ▶ Requirements:
 - Embedding of events and hits: merging multiple event generator records and/or G4-hits sources
 - Reproduce proper space-time offsets for embedded background (e.g. beam bunch spacing)
 - Reconstruction with truth recording supporting sub-event sources : e.g. evaluate how many hits on track are from background
- ▶ More specific thoughts on
 - pile up, beam gas, synchrotron, noises

Pile up background

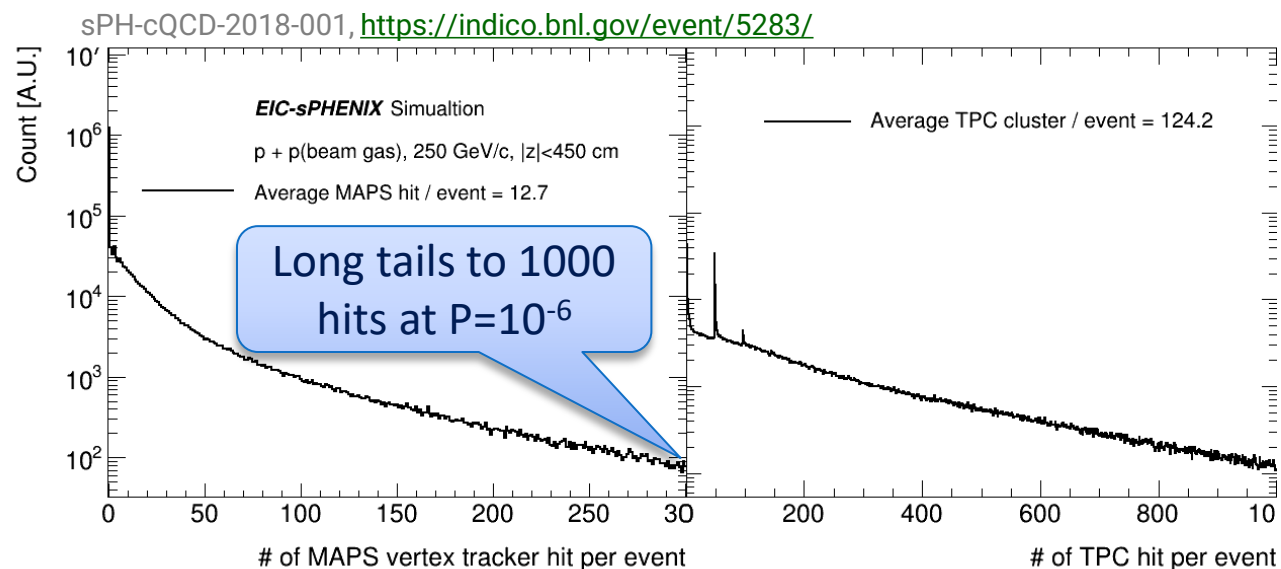
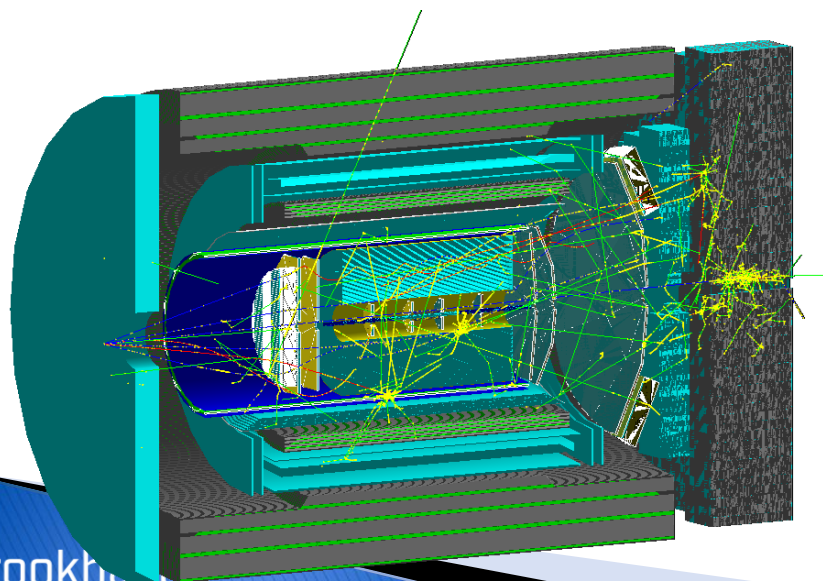
- ▶ Detector-1 simulation and reconstruction should be done in **streaming time slices**
 - Similar way for sPHENIX simulation as pp data are pile up dominant
- ▶ Minimal time slice length for simulation is longest detector integration window, e.g. **ITS3-MAPS in 2 μ s** (may change with R&D)
- ▶ → In Detector-1, when we study a rare collision (e.g. SIDIS), there is likely **1 pile-up collision** (Poisson distributed) in the same tracking time window in MAPS main tracker, separated by ToF tracker
- ▶ Can consider embedding at **event-gen sub-event or hit levels**
 - Need large enough background pool to sample all phase spaces

sPHENIX TPC time-slice (1 drift window)
3MHz p+p collision (pileup~40)



Beam gas background

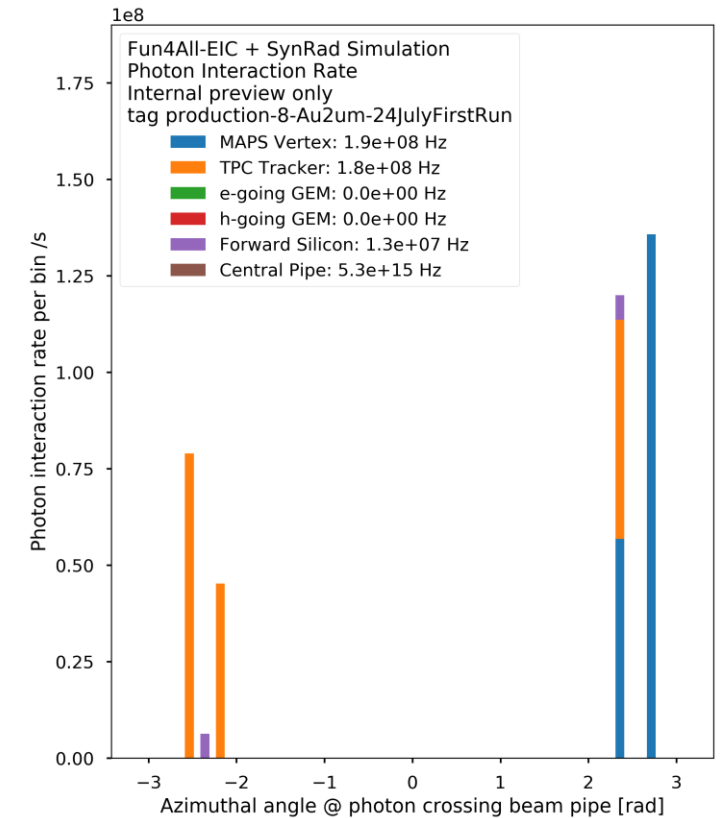
- ▶ Treatment of beam gas is very similar to that of the pile up background
 - Note: beam effects to be applied to e+p/p+p beam gas generated events (beam crossing angle, divergence, gas density distributions), e.g. through after-burner
- ▶ A nasty feature is up-stream beam gas event can shower through detector stack producing high hit multiplicities
- ▶ Can consider embedding at event-gen sub-event or hit levels
 - Need large enough background pool to sample all phase spaces



Synchrotron background

- ▶ Synchrotron require joint accelerator + detector simulations
- ▶ Could be the dominant background in EIC
- ▶ Nonetheless, probability of a photon interact with detector is very low with proper beam chamber shielding ($10^{-4} - 10^{-7}$ depending on phase space)
- ▶ → likely it has to rely on G4-hit level of embedding
- ▶ Current datasets only produce a few hits in detector
- ▶ → likely require $\times O(1000)$ times more statistics to properly cover phase space and reduce duplications

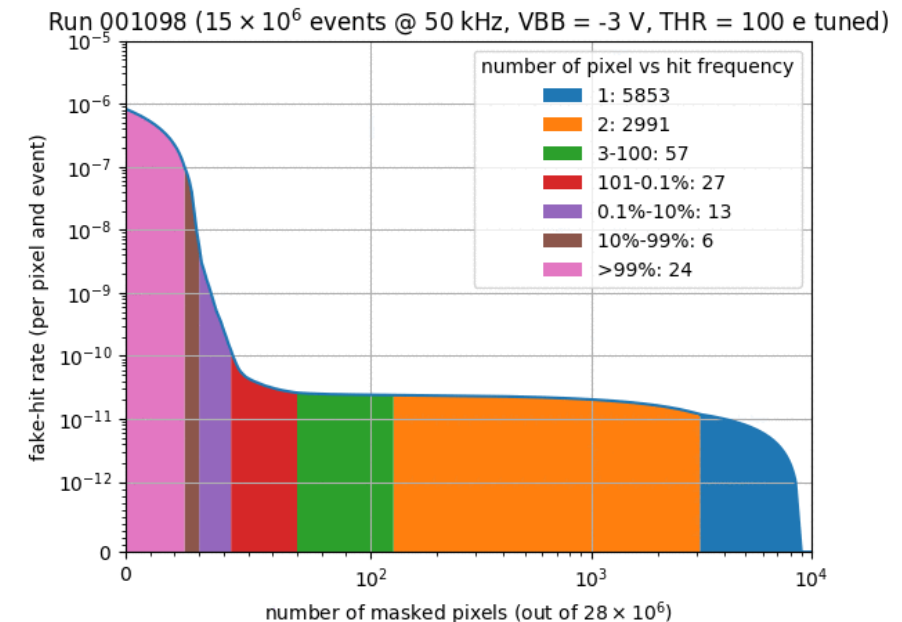
CDR SynRad simulation
2um Au on 760um Be chamber



Considerations for tracker intrinsic noise

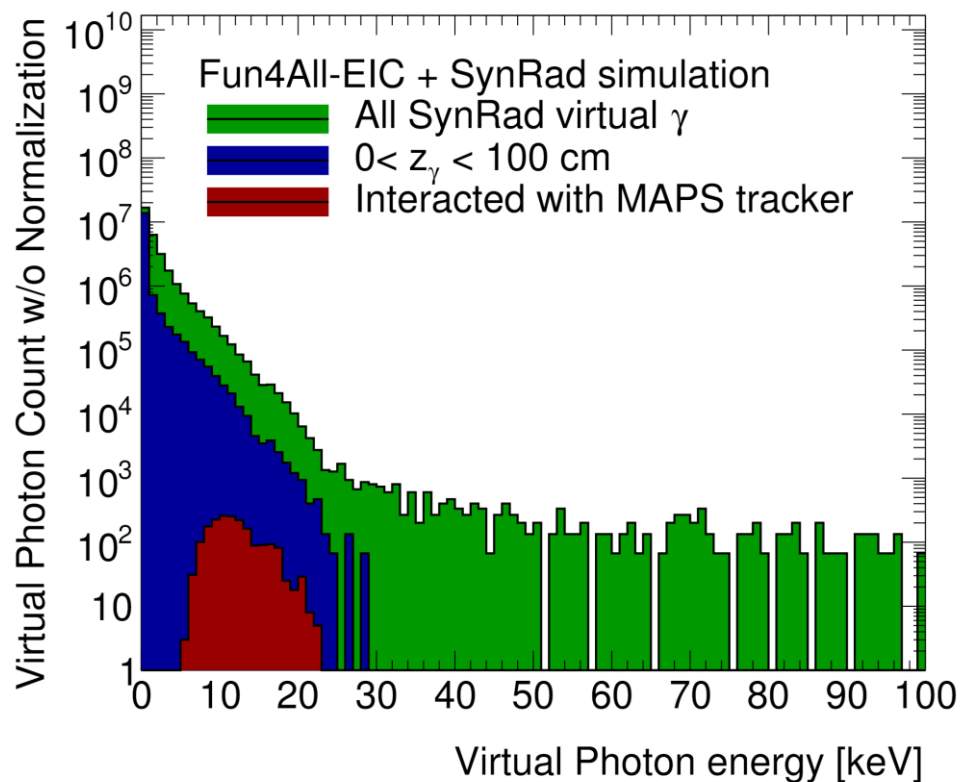
- ▶ Largest-channel-count detector: silicon pixel vertex tracker
 - Most recent MAPS (ALPIDE) in large applications:
 - ALICE ITS: 12.5B channels
 - sPHENIX-EIC vertex tracker: 200M chan
- ▶ Detector-1 MAPS tracker
 - 10-100B channels
 - 10^{-5} noise rate → **$O(1)$ M noise pixel per frame**
 - 10^{-10} noise rate → **$O(10)$ noise pixel per frame**
- ▶ What about LGADs?
- ▶ We need to pay attention to noise control in detector design

Ref: ALICE ITS commissioning run
Felix Reidt, QM2019

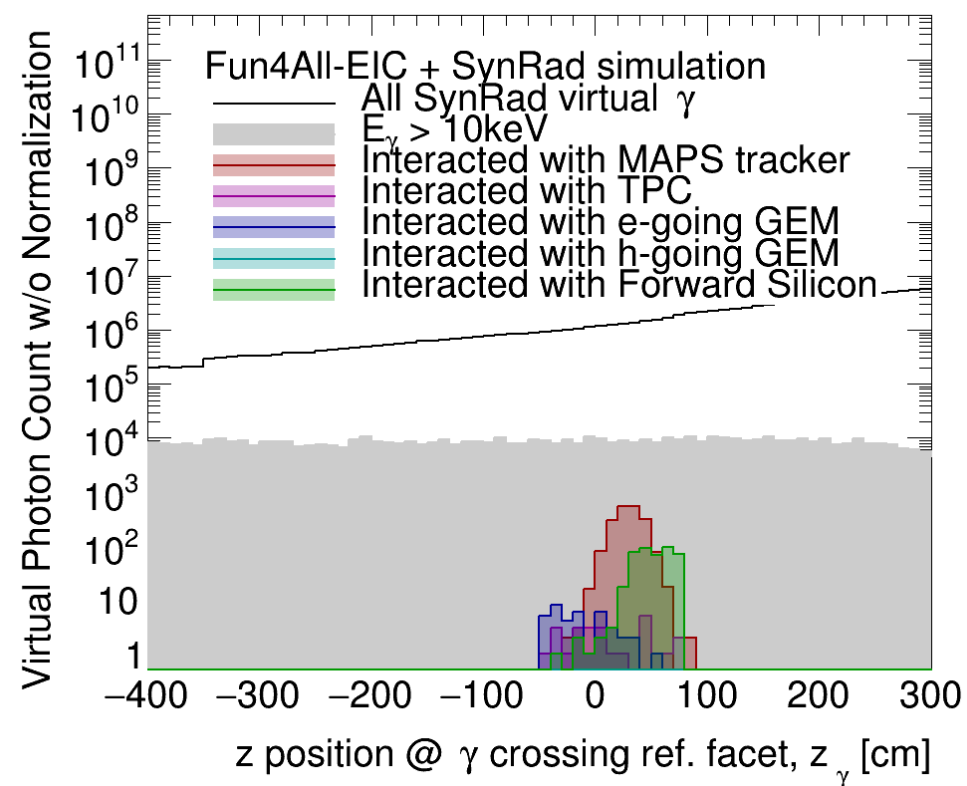


Synchrotron background: detector response

- Iterating with accelerator design to avoid 10keV photon that exits -50 to +100cm from beam pipe



Energy dependence of MAPS vertex tracker to synchrotron

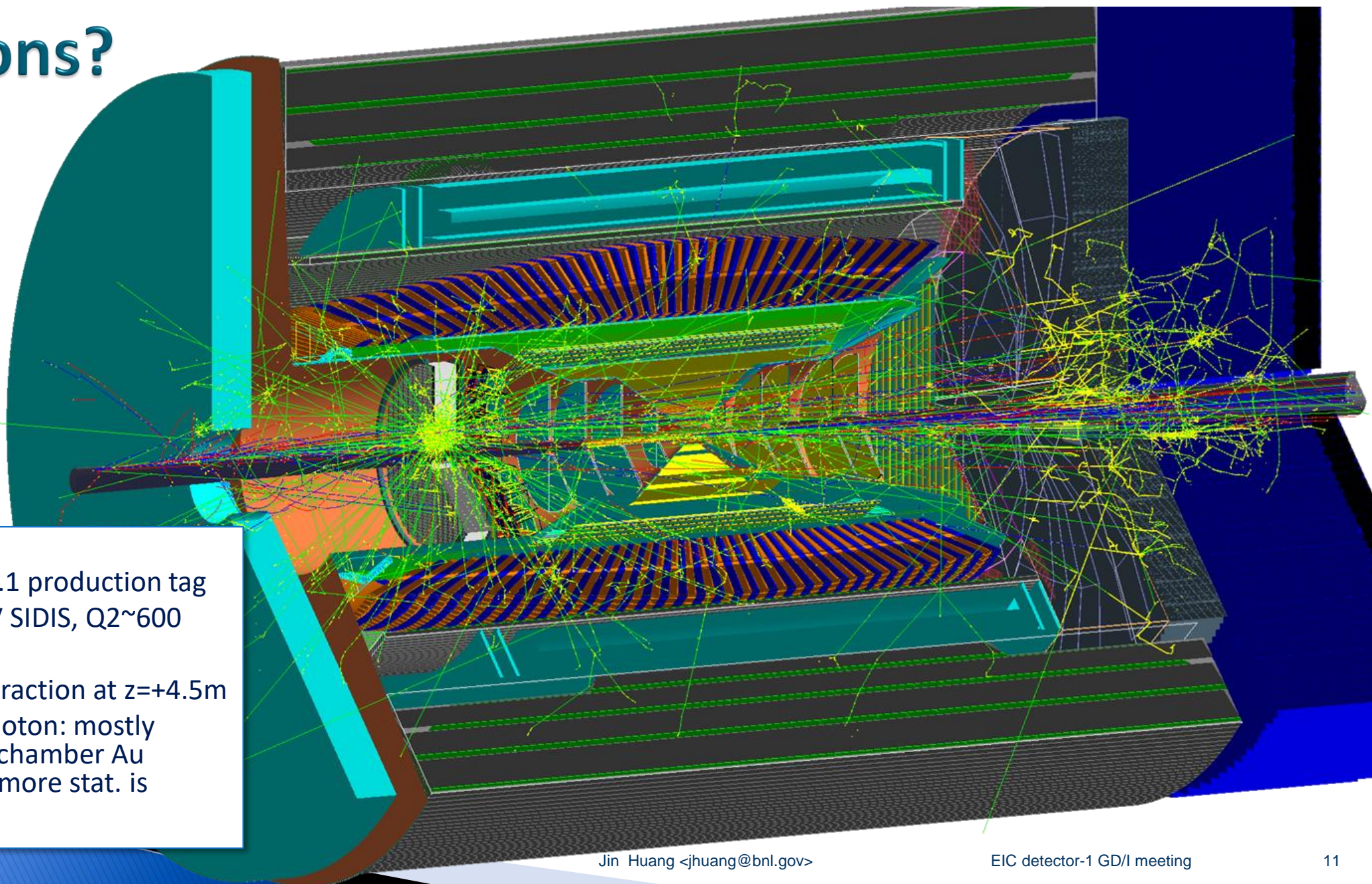


Beam-pipe exit-location

Summary

- ▶ In Detector-1 current simulation setup, Fun4All would already support background embedding of various sources
- ▶ Detector-1 framework should implement full functionality of embedding on pile up, beam gas, synchrotron, noises; + truth record keeping
- ▶ Main challenge on background sources:
 - Stat. for synchrotron photon, probably need x1000 more stat.
 - In both pile up and beam gas events, need large enough background pool to sample all phase spaces
 - We may need to proceed in CD2 with some considerable uncertainty (e.g. at synrad source) → we need to address both most-likely and worst-case scenarios
- ▶ Main challenge for reconstruction:
 - Tracking pattern recognition and tuning with background
 - Reco with 4D space-time pattern recognition in streaming time slices, in particular with ToF separating out-of-time collisions/backgrounds
 - sPHENIX 4D reco: [Joe Osborn talk in HSF/Reco WG](#)

Questions?



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Extra Information



EIC and HL-EIC: unique collider

→ unique real-time system challenges

Collision signal rate at HL-EIC looks like that from RHIC

- ▶ EIC luminosity is high, but collision cross section is small ($\propto \alpha_{EM}^2$) → low collision rate
- ▶ But events are precious and have diverse topology → hard to trigger on all process
- ▶ Background and systematic control is crucial → avoiding a trigger bias

| | EIC | → HL-EIC | RHIC | LHC → HL-LHC |
|------------------------------|------------------------------------------|------------------------------------------|------------------------------------------|--------------------------------------------------------------|
| Collision species | $\vec{e} + \vec{p}, \vec{e} + A$ | | $\vec{p} + \vec{p}/A, A + A$ | $p + p/A, A + A$ |
| Top x-N C.M. energy | 140 GeV | | 510 GeV | 13 TeV |
| Bunch spacing | 10 ns | ? | 100 ns | 25 ns |
| Peak x-N luminosity | $10^{34} \text{ cm}^{-2} \text{ s}^{-1}$ | $10^{35} \text{ cm}^{-2} \text{ s}^{-1}$ | $10^{32} \text{ cm}^{-2} \text{ s}^{-1}$ | $10^{34} \rightarrow 10^{35} \text{ cm}^{-2} \text{ s}^{-1}$ |
| x-N cross section | 50 μb | | 40 mb | 80 mb |
| Top collision rate | 500 kHz | 5 MHz | 10 MHz | 1-6 GHz |
| $dN_{ch}/d\eta$ in p+p/e+p | 0.1-Few | | ~ 3 | ~ 6 |
| Charged particle rate | 4M N_{ch}/s | 40M N_{ch}/s | 60M N_{ch}/s | 30G+ N_{ch}/s |

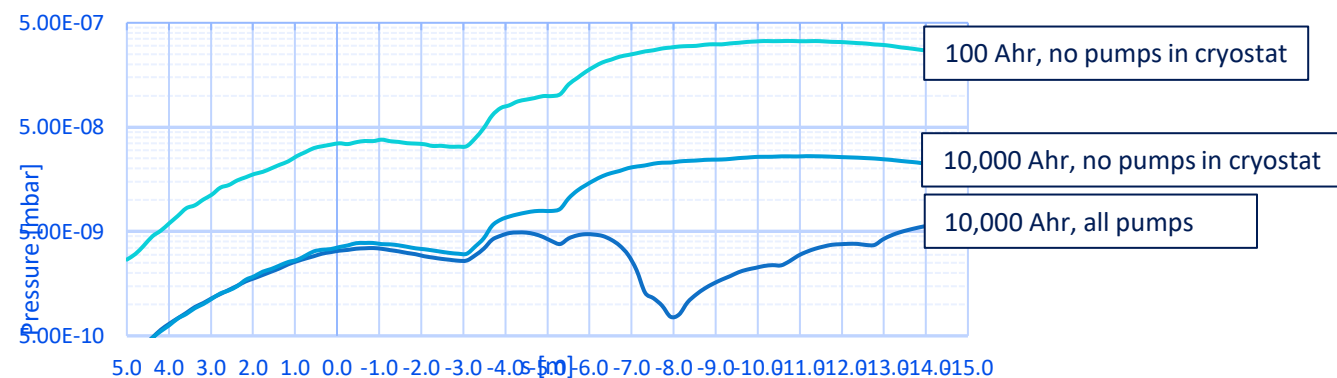
EIC x-sec : further quantification [Courtesy E. Aschenauer]

- ▶ Inelastic e+p scattering x-sec:
 - For a luminosity of $10^{35} \text{ cm}^{-2}\text{s}^{-1}$ 50ub corresponds to **5 MHz**
- ▶ Elastic e+p cross-section:
 - For EIC central barrel, elastic cross section is **small** comparing to the inclusive QCD processes
- ▶ Beam gas interaction:
 - Beam proton – beam gas fix target inelastic interactions. The pp elastic cross section is smaller ($\sim 7 \text{ mb}$)
 - For a vacuum of 10^{-8} to 10^{-9} mbar in the detector volume (10m) this gives a rate of **10-100 kHz**

| Beam [GeV] | HERA | 5 x 50 | 10 x 100 | 18 x 275 |
|-----------------------------|------|-------------|-------------|----------------|
| $Q^2 > 10^{-9} \text{ GeV}$ | 65.6 | 29.9 | 41.4 | 54.3 ub |
| $Q^2 > 1 \text{ GeV}$ | 1.29 | 0.45 | 0.65 | 0.94 ub |

| Beam [GeV] | HERA | 5 x 50 | 10 x 100 | 18 x 275 |
|--------------------------------|-------|-------------|---------------|----------------|
| $\sigma [y_{\text{Exp}} > -4]$ | 5 pb | 5 ub | 0.7 ub | 0.06 ub |
| $\sigma [y_{\text{Exp}} > -6]$ | 11 ub | 420 ub | 100 ub | 29 ub |

| E_p : | 50 GeV | 100 GeV | 275 GeV | 920 GeV |
|---------|----------------|----------------|----------------|---------|
| | 38.4 mb | 38.4 mb | 39.4 mb | 41.8 mb |

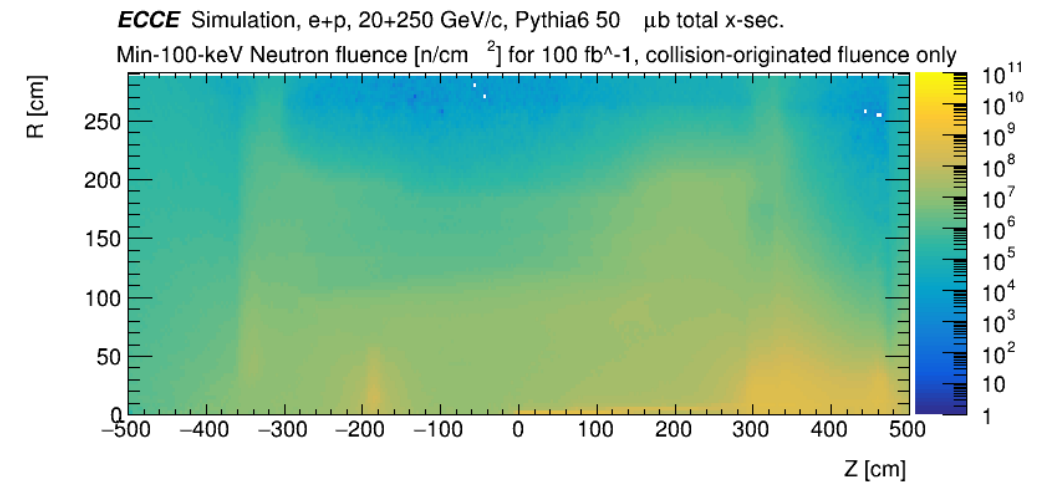
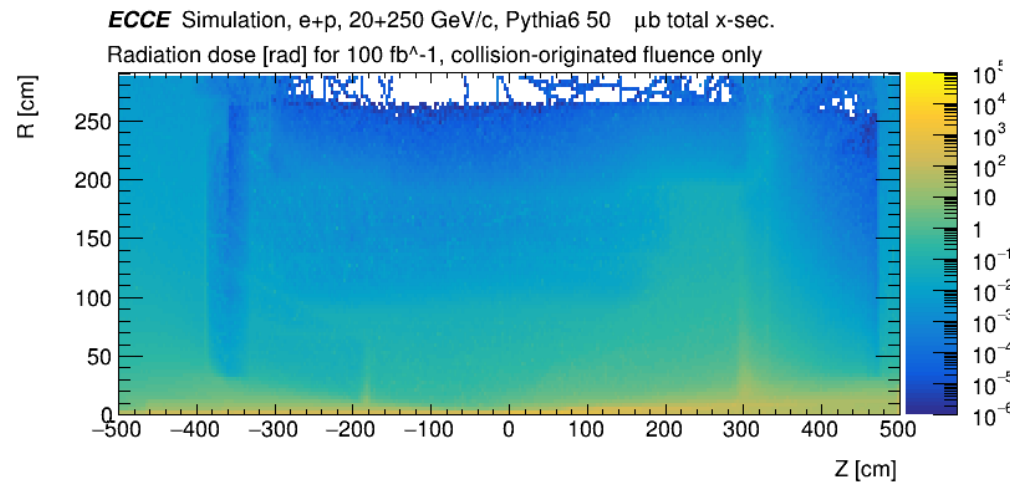
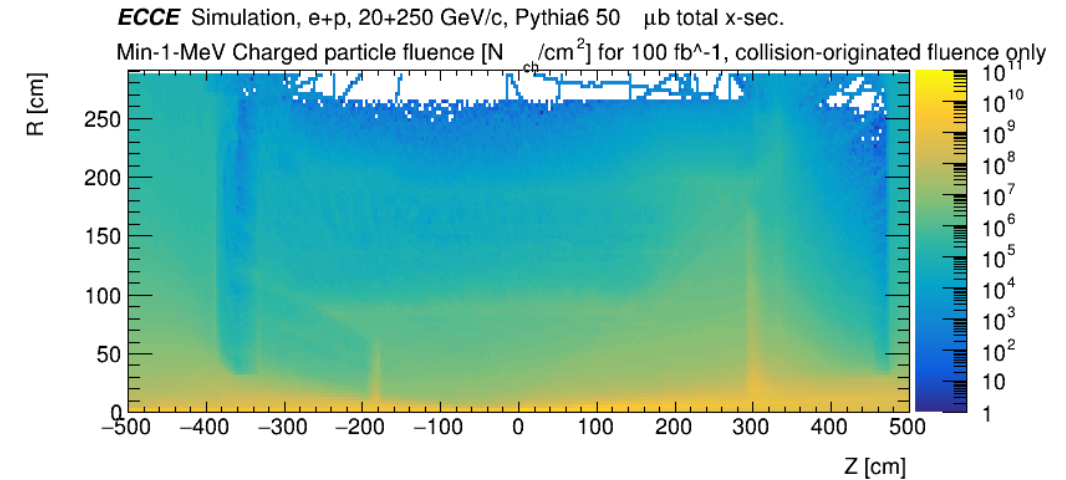
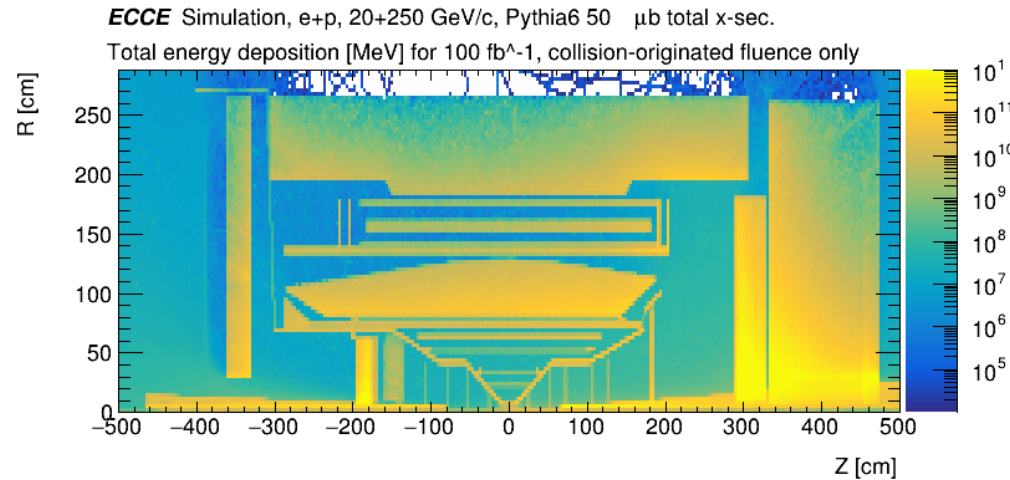


T-6 : ECCE approaches to Radiation Estimation

- ▶ For central detector, radiation field is quantified specifically for ECCE
 - Radiation estimation is built into ECCE software based on G4 simulation [[technote](#)].
 - Tool stack calibrated using PHENIX Run14 data (TID on silicon tracker with ionization radiation dose and MeV-equivalent neutron-fluence.)
 - Updated study for ECCE with EIC beam crossing, beam divergence, vertex distribution, crabbing effect, vacuum vol. geometry [Aug-2021 version from EIC project] and z-dependent beam gas density [Oct-2021 version from EIC project]
 - In later slides: quantitative estimation for primary collision and beam gas, qualitative estimation on Synchrotron radiation
- ▶ The far forward and backward
 - Common instrumentation layout shared between collaborations
 - Radiation map included in EIC CDR [[link](#)]
 - Updated and detailly examined for the far-forward spectrometer [[ecce-note-det-2021-06](#)]
- ▶ We caution that in this conceptual design stage, the current radiation maps carry large uncertainty, in particular for machine background radiation
 - ECCE has been taking an active approach in designing a detector to be low in background and radiation damage (e.g. included Au-coating on beam pipe for Synchrotron radiation shield) and actively participating the biweekly EIC project IR background meeting

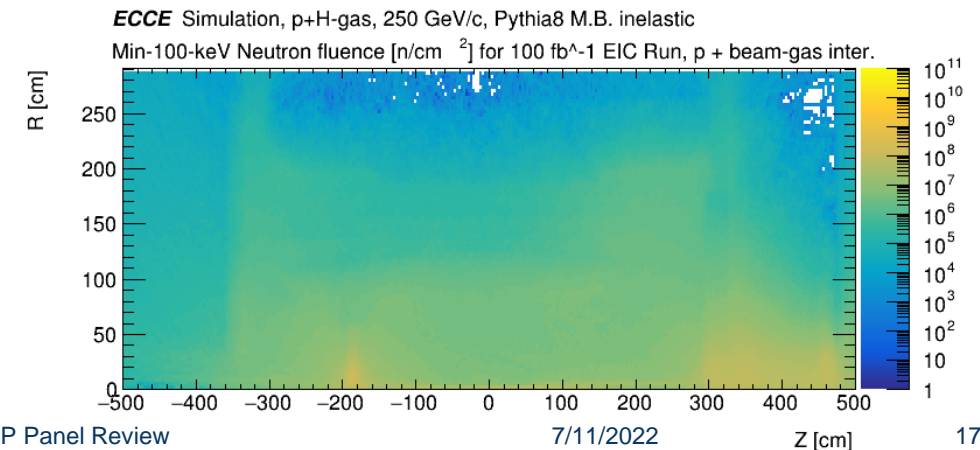
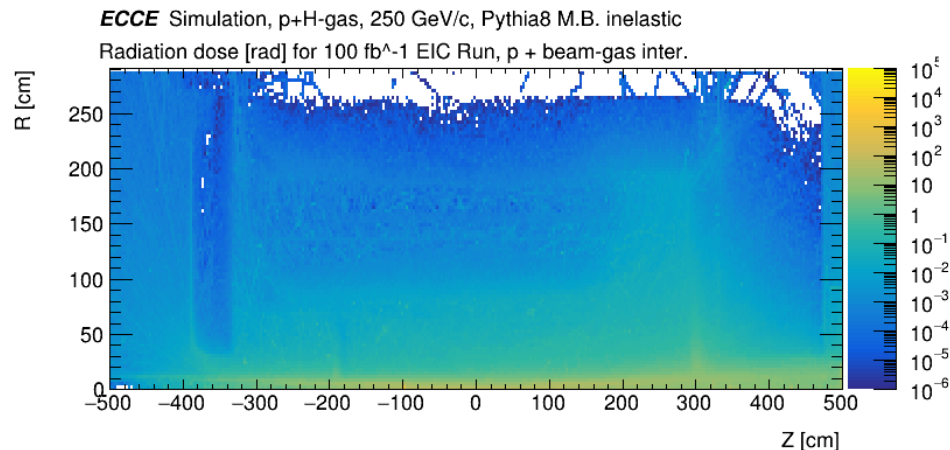
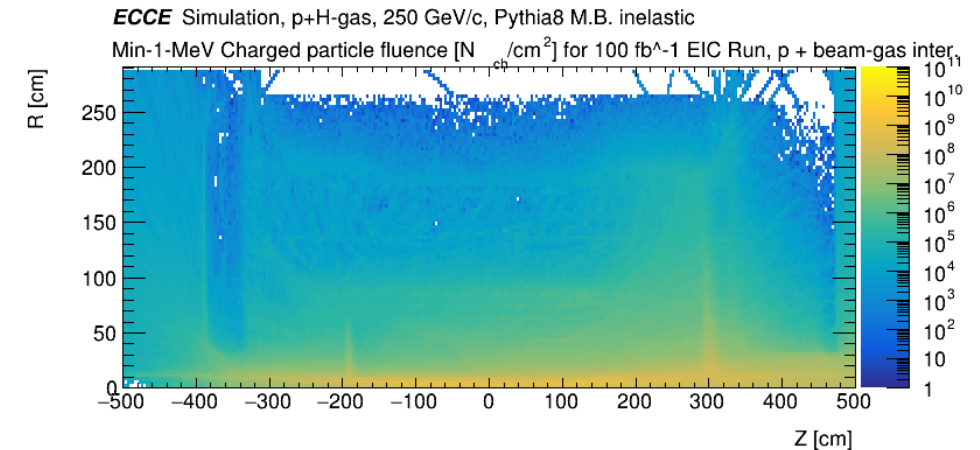
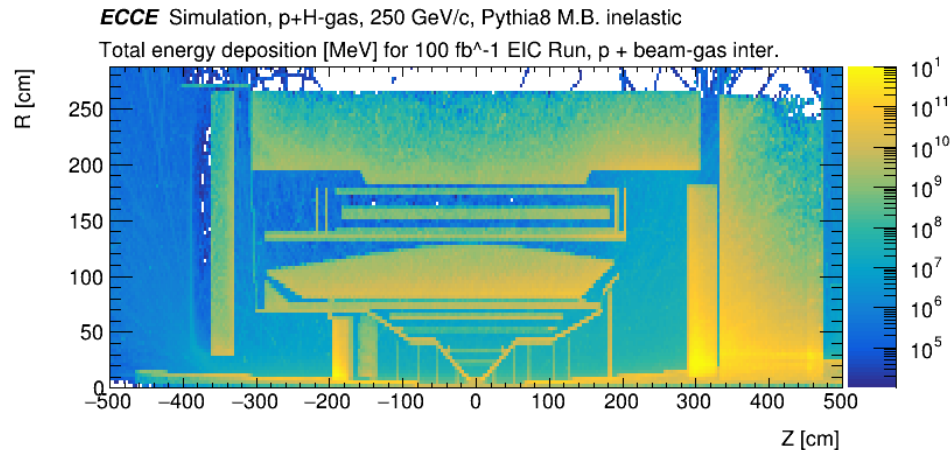
T-6 : ECCE centra detector radiation map 1/3

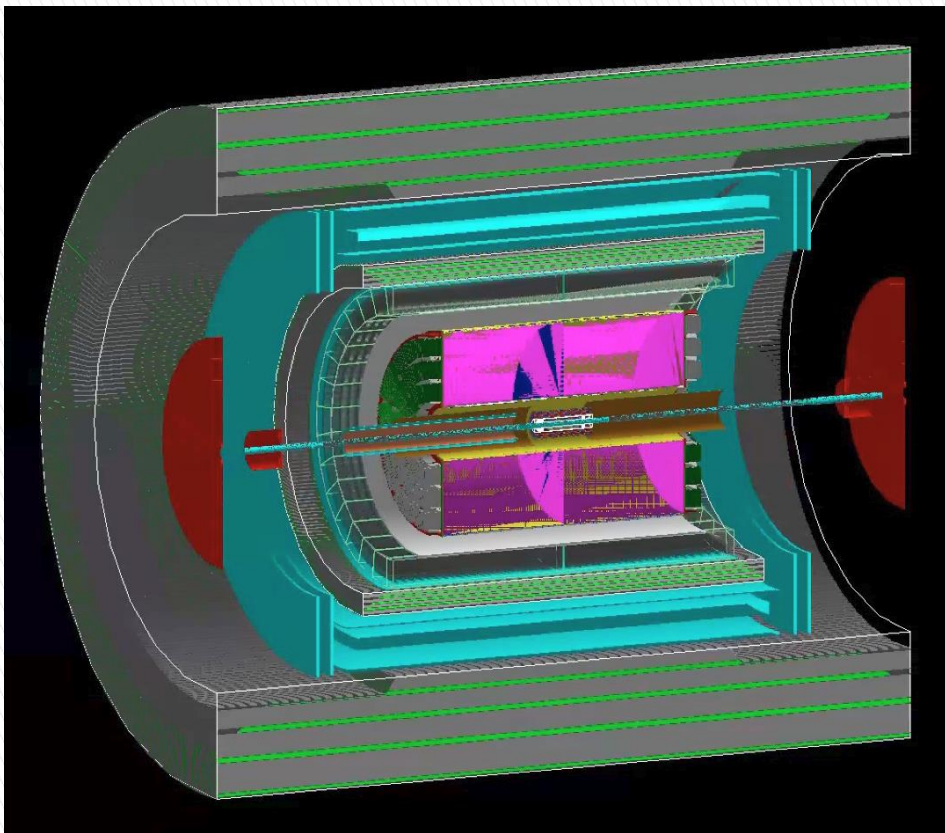
- ▶ Beam collision radiation: based on Pythia6 50 μ b total inelastic x-section tuned for EIC



T-6 : ECCE centra detector radiation map 2/3

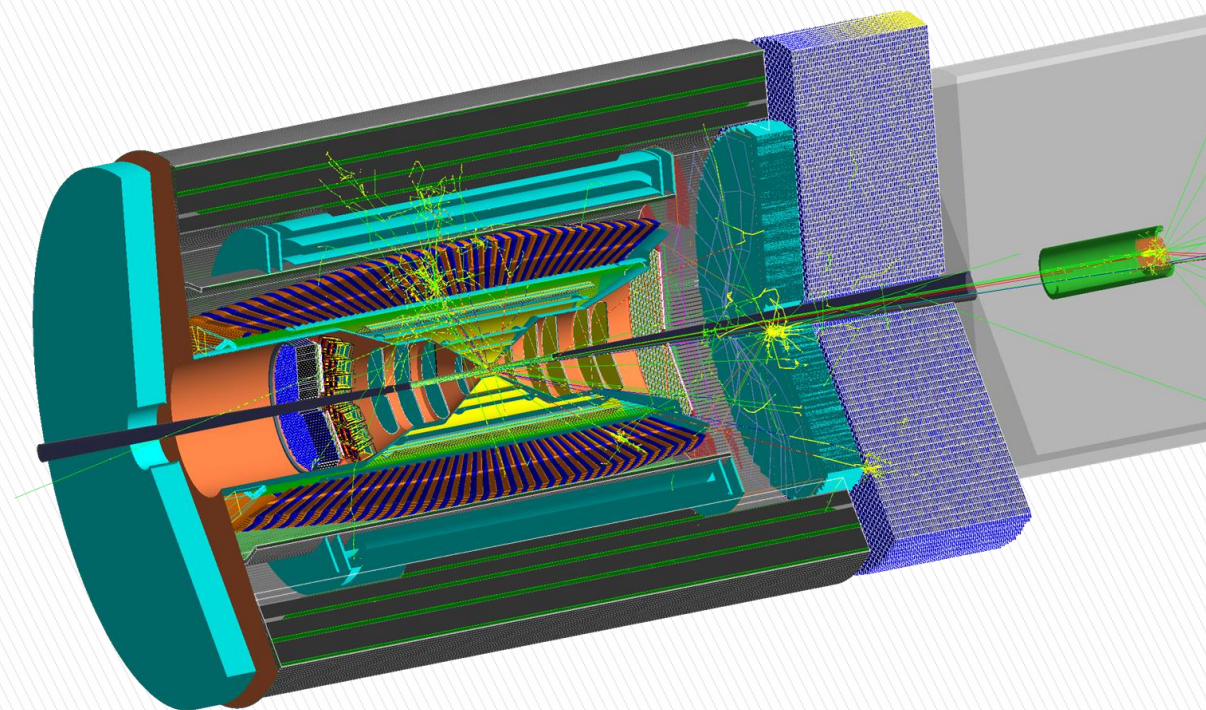
- ▶ Beam gas is dominated by proton-beam gas interaction, estimated below
- ▶ Based on Oct-2021 z-dependent beam gas profile from EIC project (w/ “worst beam tail” assumption)





sPHENIX Central Barrel

<https://github.com/sPHENIX-Collaboration/macros>



Proposal ECCE simulation

<https://github.com/ECCE-EIC/macros>