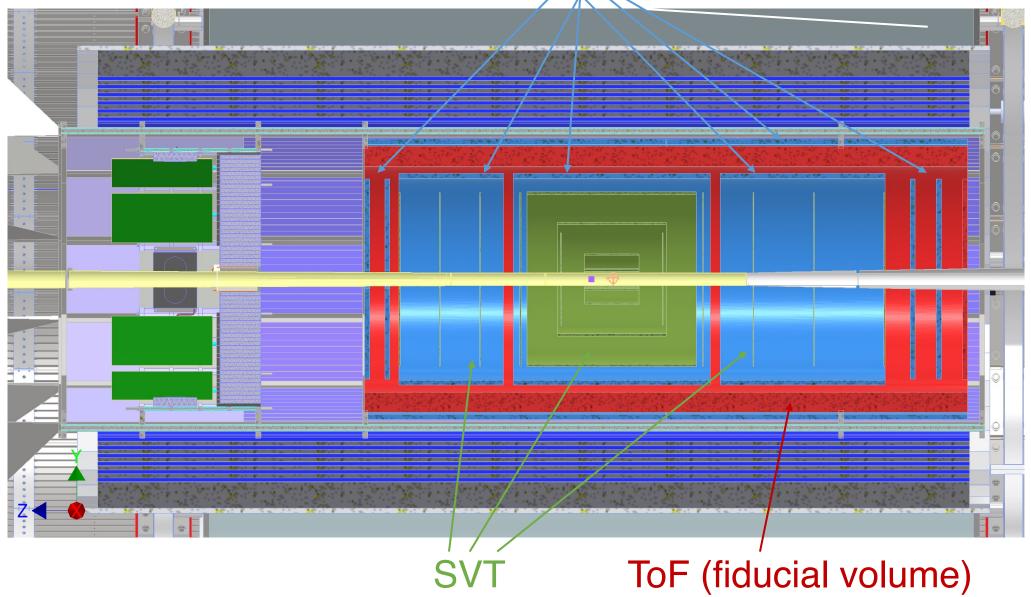
Tracking Configuration Update

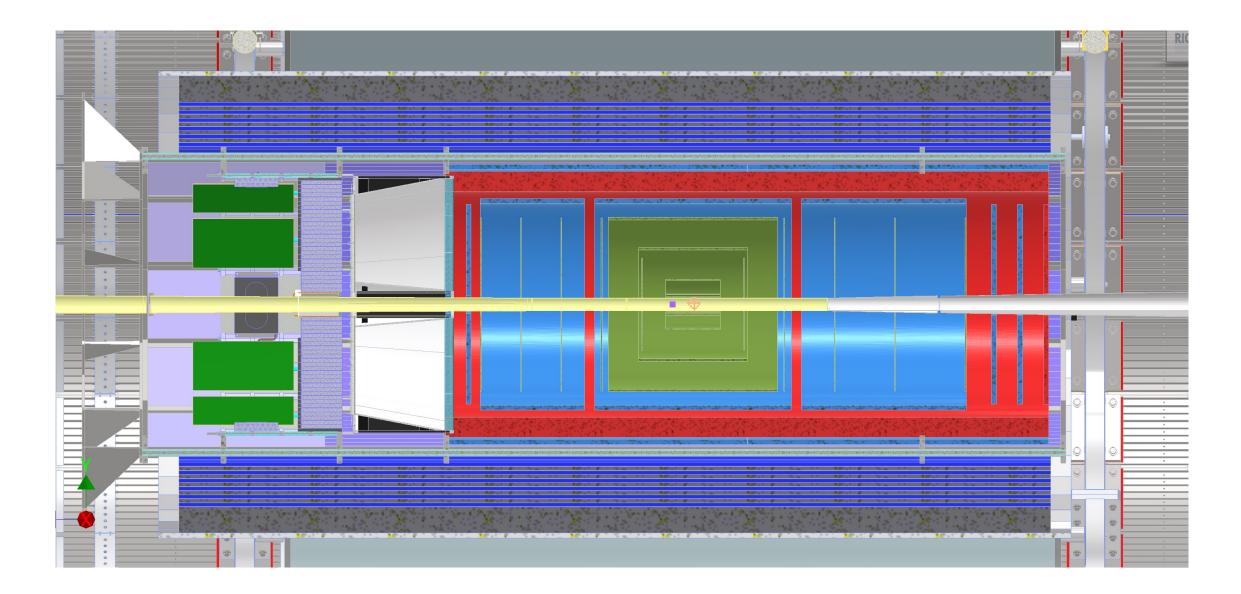
Work by many: Elke, Ernst, Matt, Roland, Rolf, ...

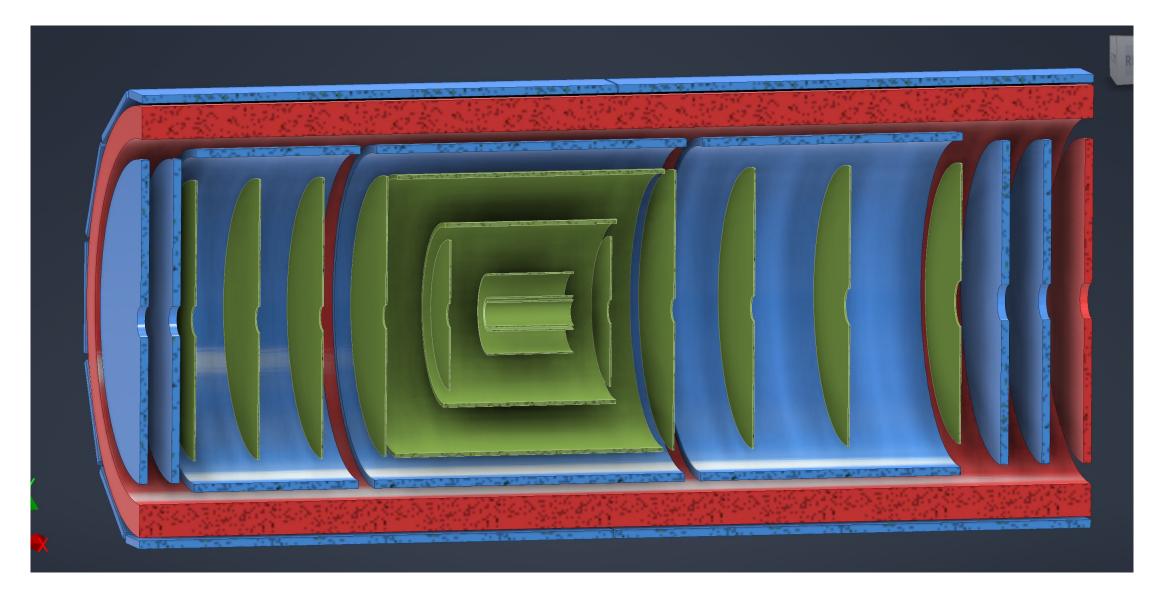
Tracking Working Group Mtg. June 15, 2023

- Past ePIC tracking subsystem changes in a nutshell:
 - SVT barrel redone to achieve YR resolutions,
 - SVT forward disk array reconfigured to achieve YR resolutions,
 - SVT backward disk array extended to increase acceptance and optimize resolutions,
 - Innermost imaging layer of the BEMC adds a track point behind the DIRC
- Timely to converge on an MPGD configuration. Its primary roles are to:
 - Provide additional fast points for pattern recognition,
 - Aid tracking into the PID subsystems,
- The MPGD configuration concept discussed here builds on the discussion of two possibilities past May 11th – c.f. <u>https://indico.bnl.gov/event/19481/</u> – and factors in constraints and further considerations. Its main characteristics include a barrel split by backward, central, and forward acceptance regions and disks that can form tracklets (not just points). Next slides present a walk-through.
- The ToF and SVT subsystems are unchanged, except for the two most backward disks. Those are moved inwards by several cm to accommodate the added MPGD disks.
- The goal is a finalized implementation for the July simulation campaign.

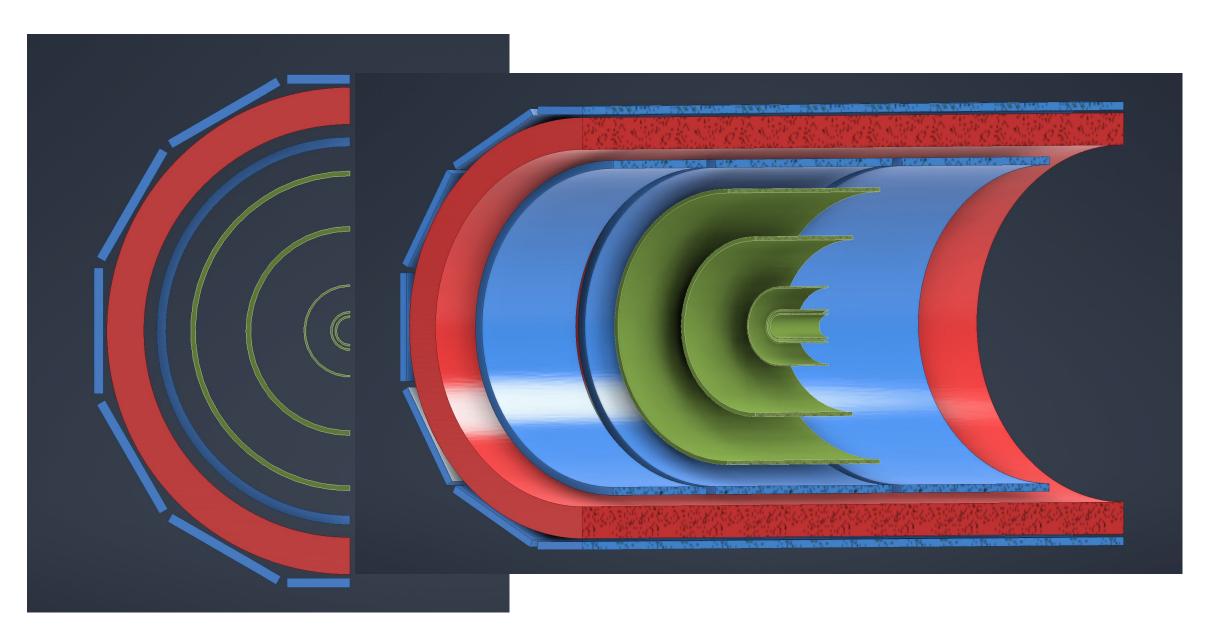
MPGDs

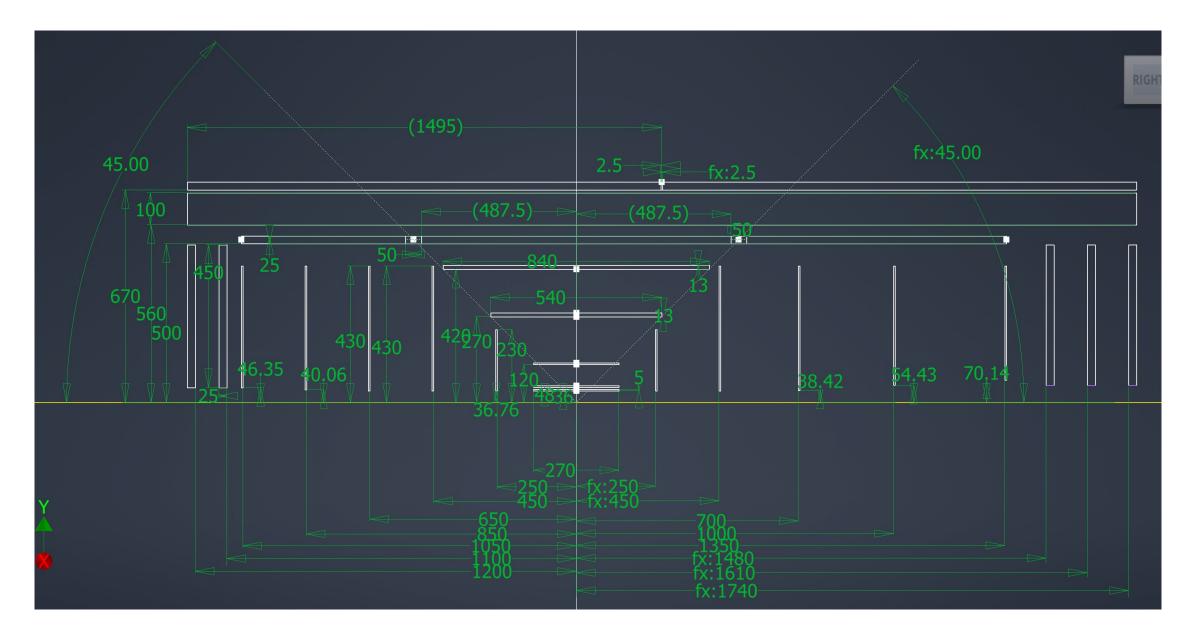


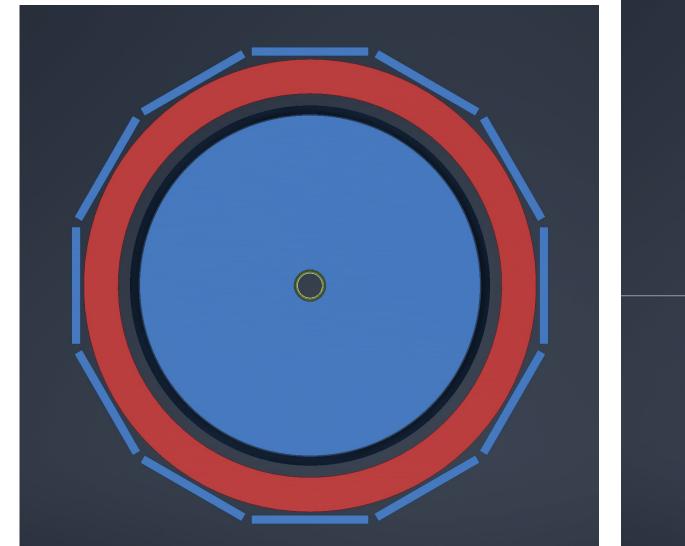


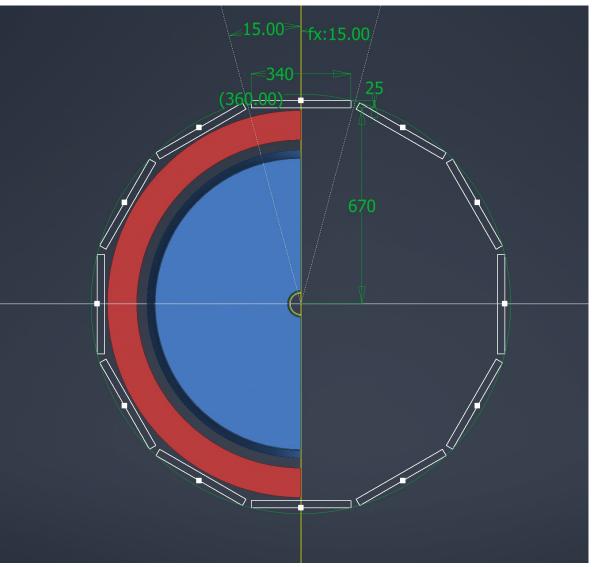


SVTMPGDsToF (fiducial volume)

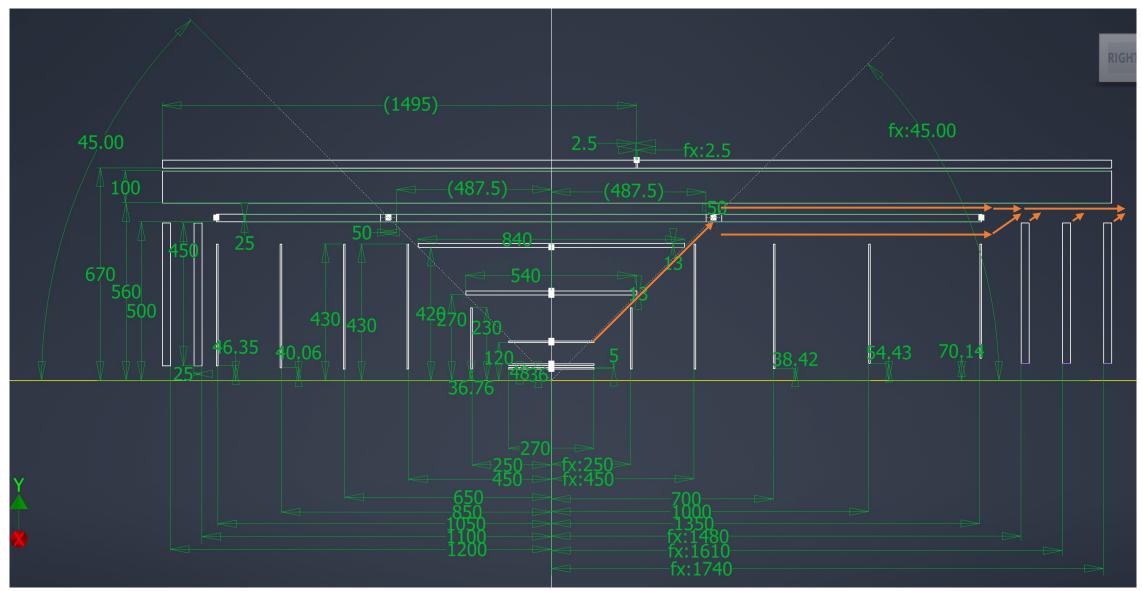








Service routing (shown only for the hadron-going direction):



- Next steps:
 - Finalize envelopes of pfRICH and backward tracker ongoing,
 - Service estimates for MPGDs DSC,
 - Geometry implementation in simulations ongoing,
 - Material maps –
 - ACTS –
 - Tests
- Goal: readiness for code-freeze first Monday in July and July simulation campaign.

 Note: ongoing work – thank you Nicolas – to quantify angular and position resolutions into the PID subsystems in preparation for the upcoming review precedes this geometry revision and make use of the Brycecanyon geometry (and truth seeding).