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- TOF is a main PID detector covering low- $p_T$  region •
  - Barrel-TOF (BTOF): -1.42<η<1.42 \_\_\_\_
  - Forward-TOF (FTOF): 1.74 < η < 3.83



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- AC-LGAD technology of strip and pixel ~30 ps timing resolution is used • for BTOF and FTOF, respectively
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- It can help for tracking and rejecting background since it provides precise hit point and timing information



### Tracking detectors in ePIC







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### Tracking detectors in ePIC









BTOF is composed of stave like structure to make a cylindric •

### **Detector Layout**

### **BTOF** shape







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### **Detector Layout**

### **BTOF** shape







- BTOF is composed of stave like structure to make a cylindric ullet
- Radius is 60 63 cm from the beam pipe covering -117<z<171 cm  $\bullet$





### **Detector Layout**

### **BTOF** shape





### **Detector Layout**

- BTOF is composed of stave like structure to make a cylindric •
- Radius is 60 63 cm from the beam pipe covering -117<z<171 cm  $\bullet$
- Total material budget in acceptance is 0.01 X/X<sub>0</sub> lacksquare





### **BTOF** shape



### Material budget of BTOF Fraction X0 10 10<sup>-3</sup> -0.2 0.1 0.2 -0.1 0.3 phi -0.3 0



## **Detector Layout**

- BTOF is composed of stave like structure to make a cylindric
- Radius is 60 63 cm from the beam pipe covering -117<z<171 cm  $\bullet$
- Total material budget in acceptance is 0.01 X/X<sub>0</sub> lacksquare
- FTOF is composed of modules to make a disk  $\bullet$
- Radius is 8 67 cm from the beam pipe covering  $1.74 < \eta < 3.83$ •
- Total material budget in acceptance is 0.025 X/X<sub>0</sub> lacksquare



### **BTOF** shape



### **FTOF** shape









From Nicolas Schmidt (ORNL)'s presentation





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From Nicolas Schmidt (ORNL)'s presentation

High momentum particle momentum resolution is improved by BTOF





From Nicolas Schmidt (ORNL)'s presentation

High momentum particle momentum resolution is improved by BTOF

Low momentum performance is improved at the forward





# **Angular resolution of Craterlake**



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### From Nicolas Schmidt (ORNL)'s presentation



BTOF hit doesn't have an impact on  $\phi$  angle resolution, but FTOF has(?)







# **Angular resolution of Craterlake**



- BTOF hit doesn't have an impact on  $\phi$  angle resolution, but ulletFTOF has(?)
- No impact from BTOF and FTOF in  $\theta$  angle

### From Nicolas Schmidt (ORNL)'s presentation









# **Angular resolution of Craterlake**



- BTOF hit doesn't have an impact on  $\phi$  angle resolution, but ulletFTOF has(?)
- No impact from BTOF and FTOF in  $\theta$  angle ullet
- A systematic study is necessary

### From Nicolas Schmidt (ORNL)'s presentation









### Charge sharing in the DD4hep simulation Objectives

### From Souvik Paul's presentation



Charge Sharing

Distribute in neighbouring channels based on a Gaussian (trial) within sensor boundaries

### **Detector Noise**

Model candidate from ASIC testing data

### Ext. parameters

Reference clock (T=25 ns) Delay cells Thresholds (Fixed gap)



## Mimic the analog signal in the DD4hep simulation

From Souvik Paul's presentation

- Deposit energy in the active material is obtained from GEANT lacksquare
  - The input charge is calculated from the energy —

0





6

## Mimic the analog signal in the DD4hep simulation

From Souvik Paul's presentation

- Deposit energy in the active material is obtained from GEANT
  - The input charge is calculated from the energy
- lacksquare



180



25

6

## Mimic the analog signal in the DD4hep simulation

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# Charge distribution in sensor

Nuclear Inst. and Methods in Physics Research, <u>A 1045 (2023) 167541</u>



Charge distribution in sensor is extracted from data lacksquare



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- Charge distribution in sensor is extracted from data

### From Souvik Paul's presentation



Collected charge is calculated by each segment which is corresponding to readout metal Pixel Sensor





- - \_\_\_\_

## **Geometrical effects**

### From Souvik Paul's presentation

### Case-2









Case-1

## **Geometrical effects**

### From Souvik Paul's presentation

### Case-2







Case-1

- - \_\_\_\_
- Reconstruction accuracy decreases as the pixel hit position changes from central to corner  $\bullet$
- Reconstruction accuracy for Case-2 is greater than that for Case-1

## **Geometrical effects**

### From Souvik Paul's presentation

### Case-2



The position of the hit pixel and the number of charge-sharing neighbors affect the reconstruction accuracy of hits Central pixel has 8 nearest neighbors, the edge pixel has 5 nearest neighbors and the corner pixel has 3 nearest neighbors.







- $\bullet$
- High momentum tracking at mid-rapidity can be improved by BTOF Low momentum tracking at forward rapidity can be improved by FTOF lacksquare
- More precise statistics study is mandatory •
- Attempt of the charge-sharing simulation in DD4hep has been stated lacksquare





# Back up



