

SVT with curved sensor in DD4hep

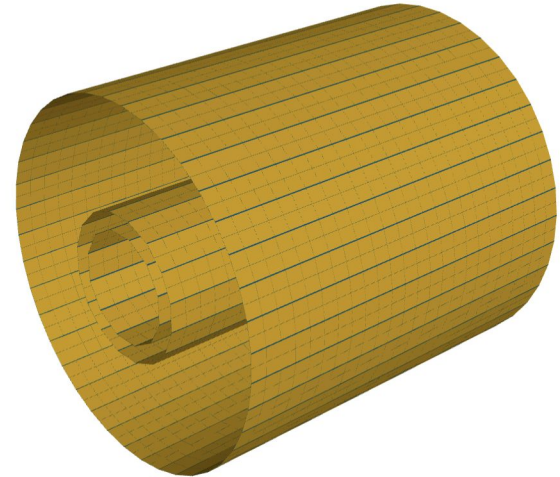
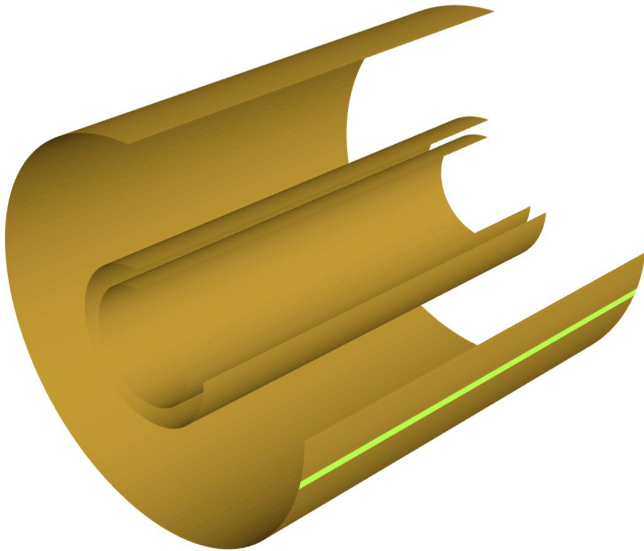
Shujie Li

ePIC tracking++ meeting

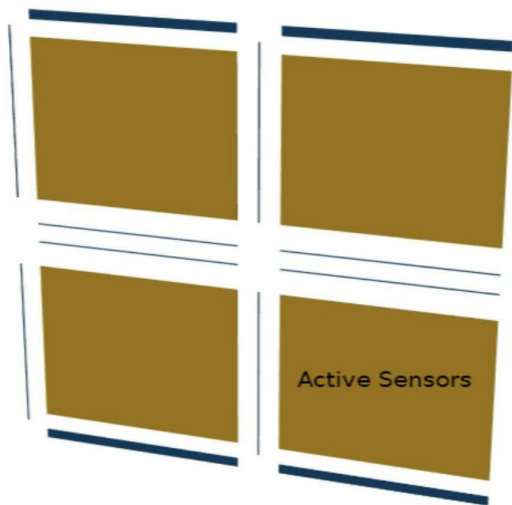
Oct 31, 2024

Vertex layers in ePIC simulation

- Official (24.10):
 - 128 staves per layer to approximate the cylinder
 - No RSU structure
- Recent developments (epic/si_sensor_unit):
 - With RSU structure:
 - 4 tiles + inactive areas
 - Sensor not curved



Sensor Dimensions (ITS₃)



Implemented by Jonathan Witte, numbers from Nikki Apadula

Tiles: 9.197mm x 10.773mm

Backbone: 0.06mm x 9.782mm

Readout: 10.773mm x 0.525mm

Biasing: 0.06mm x 10.773mm

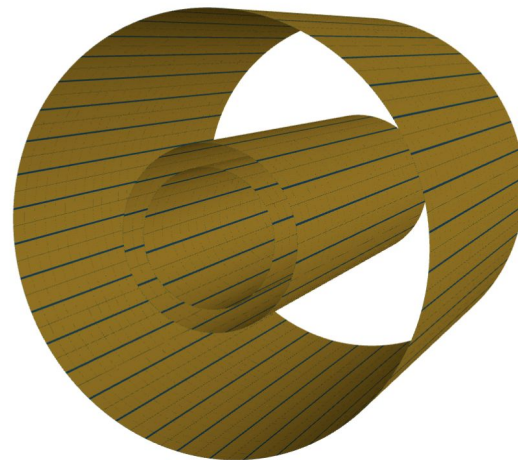
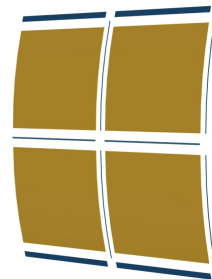
Active Area: 99.079mm

Inactive Area: 6.889mm

~6.50% Inactive Area

Curved Sensor

- Git branch: [epic/svt_curved](#)
- New geometry plugin:
 - [SVTBarrelTracker_geo.cpp](#)
 - Use Tube instead of Box shape in TGeo.
 - Build each part as described on page 3 explicitly
 - Tried to use SubtractionSolid for the frame, but it has weird residual volumes (internal precision issue b/w G4 and TGeo?)
 - Passed overlap check
 - Still need to update the **segmentation** for tube.
 - Was: CartesianGridXY for staves
 - Default for Tube; phi and z
 - Want: rphi and z
- New geometry description:
 - [Vertex_barrel_curved.xml](#)
 - Radius (L0, L1, L2):
 - Was: 36, 48, 120 mm
 - Now: 37.365, 49.820, 118.321mm
for 12, 16, 38 RSU in a row

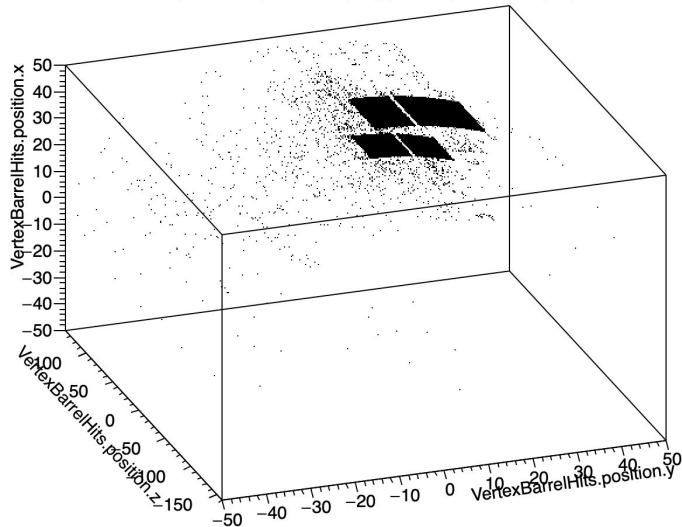


Check with DD4hep

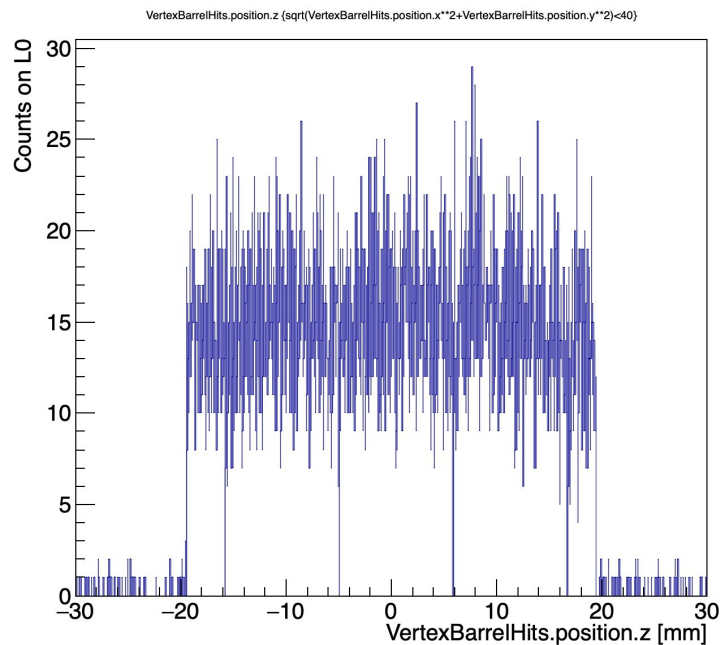
Event sample:

20k 5GeV pi+, $-0.5 < \eta < 0.5$, $0 < \phi < 30$ degrees

Sim hits from L0 and L1:
Sensors are curved with gap
from readout pads



Sim hits from L0:
Gaps along z are backbones



To do:

1. Update the tube segmentation
 - Current: one readout plugin for three layers, XY grid for box

```
<readouts>
  <readout name="VertexBarrelHits">
    <segmentation type="CartesianGridXY" grid_size_x="0.020*mm" grid_size_y="0.020*mm" />
    <id>system:8,layer:4,module:12,sensor:2,x:32:-16,y:-16</id>
  </readout>
</readouts>
```

2. validation with EICrecon
3. Performance study