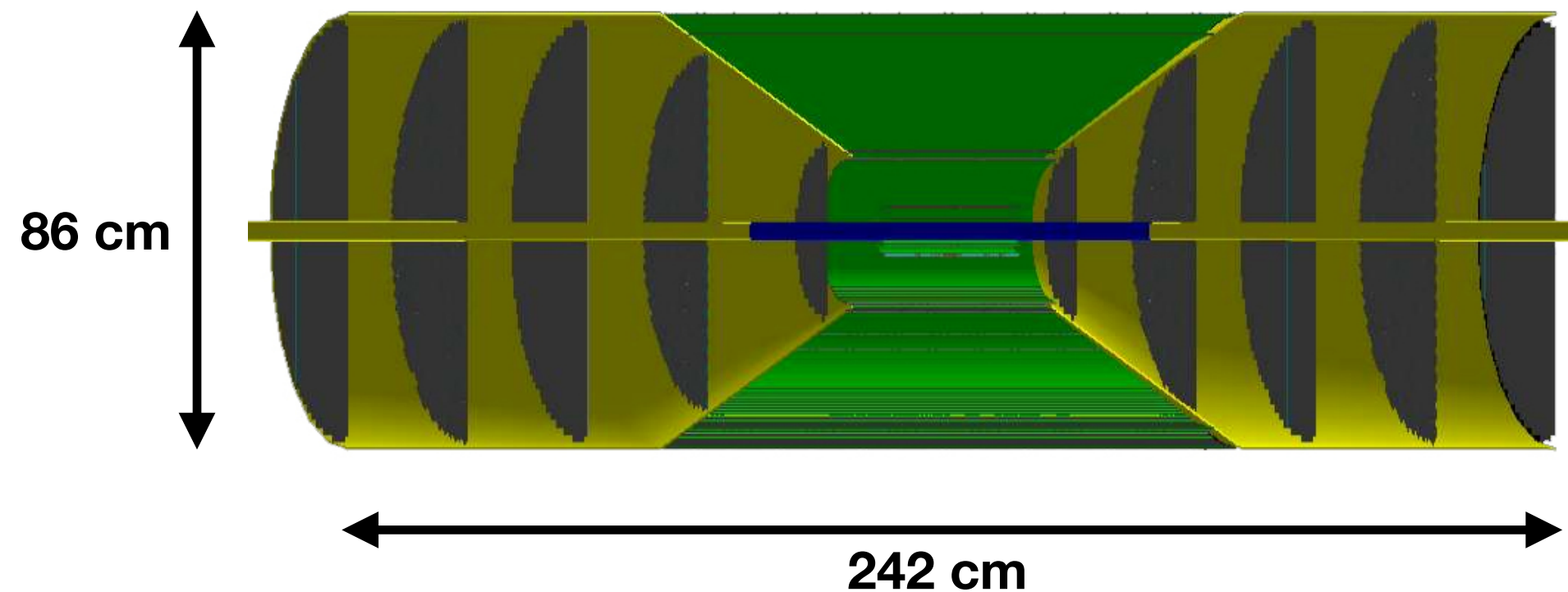


All-Silicon Tracker Geometry Updates

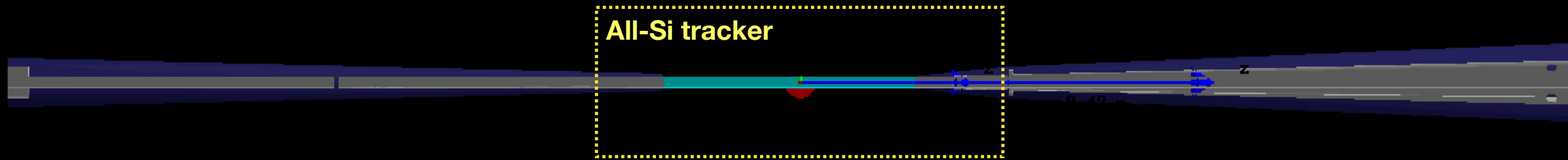


Rey Cruz-Torres
07/30/2020

ELC beampipe in Fun4All

Electron-going direction

Hadron-going direction



Electron-going direction

mid-rapidity

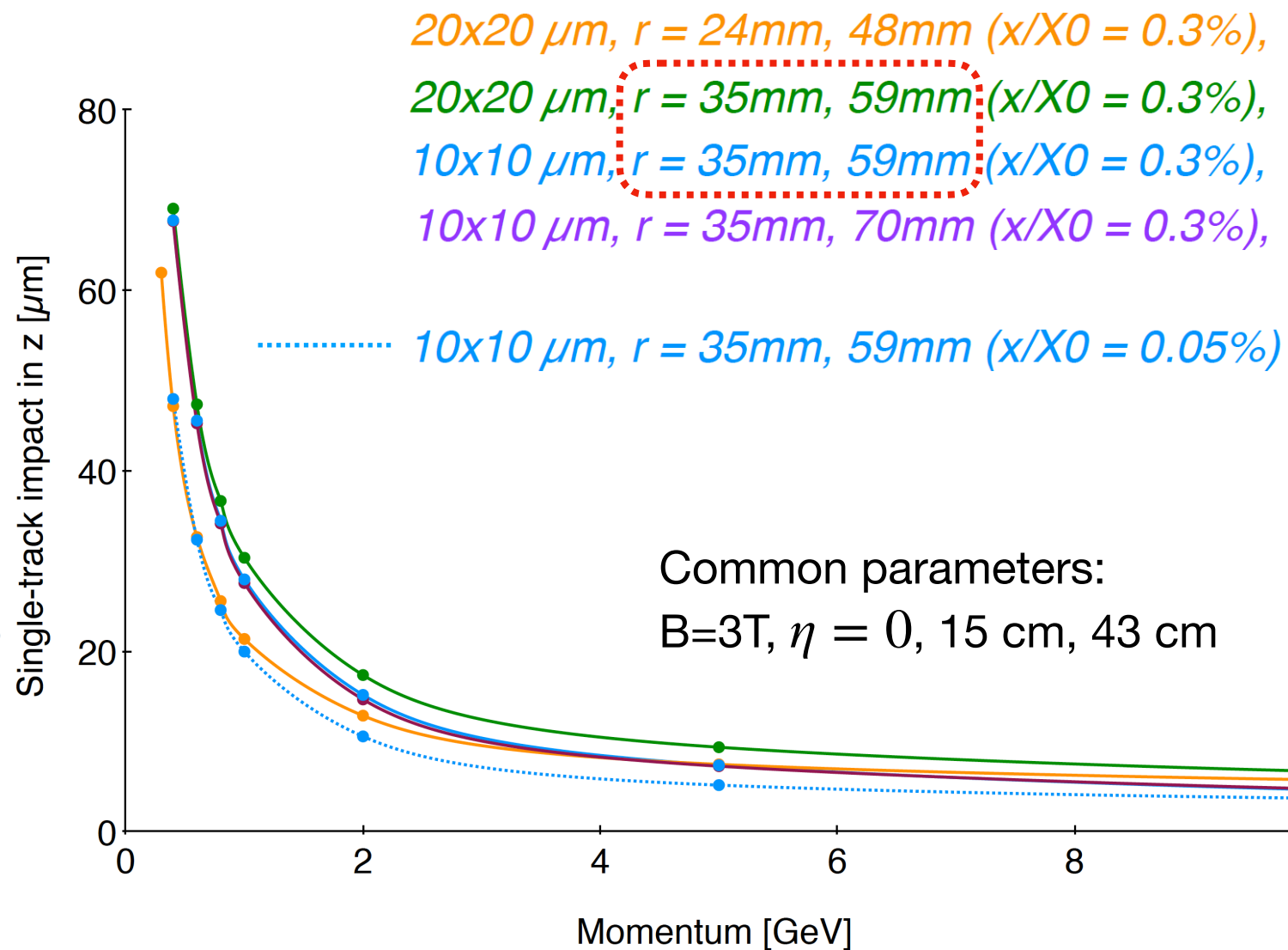
Hadron-going direction

Outline

- ElCroot geometry updates
 - Barrel updates
 - Disk updates
- Updated geometry in Fun4All
- New geometry performance

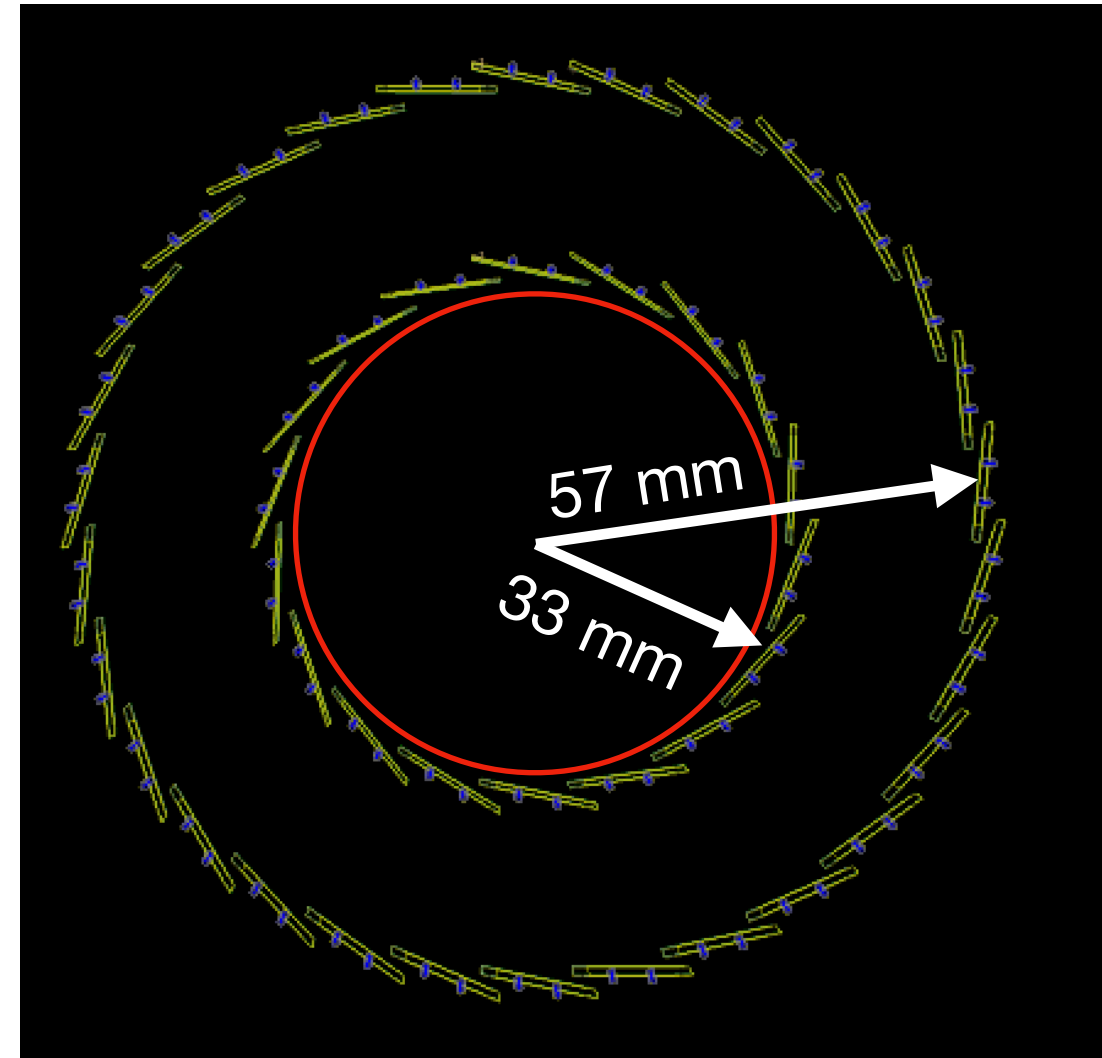
Innermost 2 (Vertexing) Layers

Ernst Sichtermann (fast sim.)



Possible to overcome performance degradation with combination of smaller pixel size and reduced thickness; the displacement between the innermost vertex barrel layers can be kept constant

New Configuration:
 (EICroot event display)



Brought inner layer as close as possible to the beampipe, and kept the relative distance to the second layer the same

Middle 2 Layers

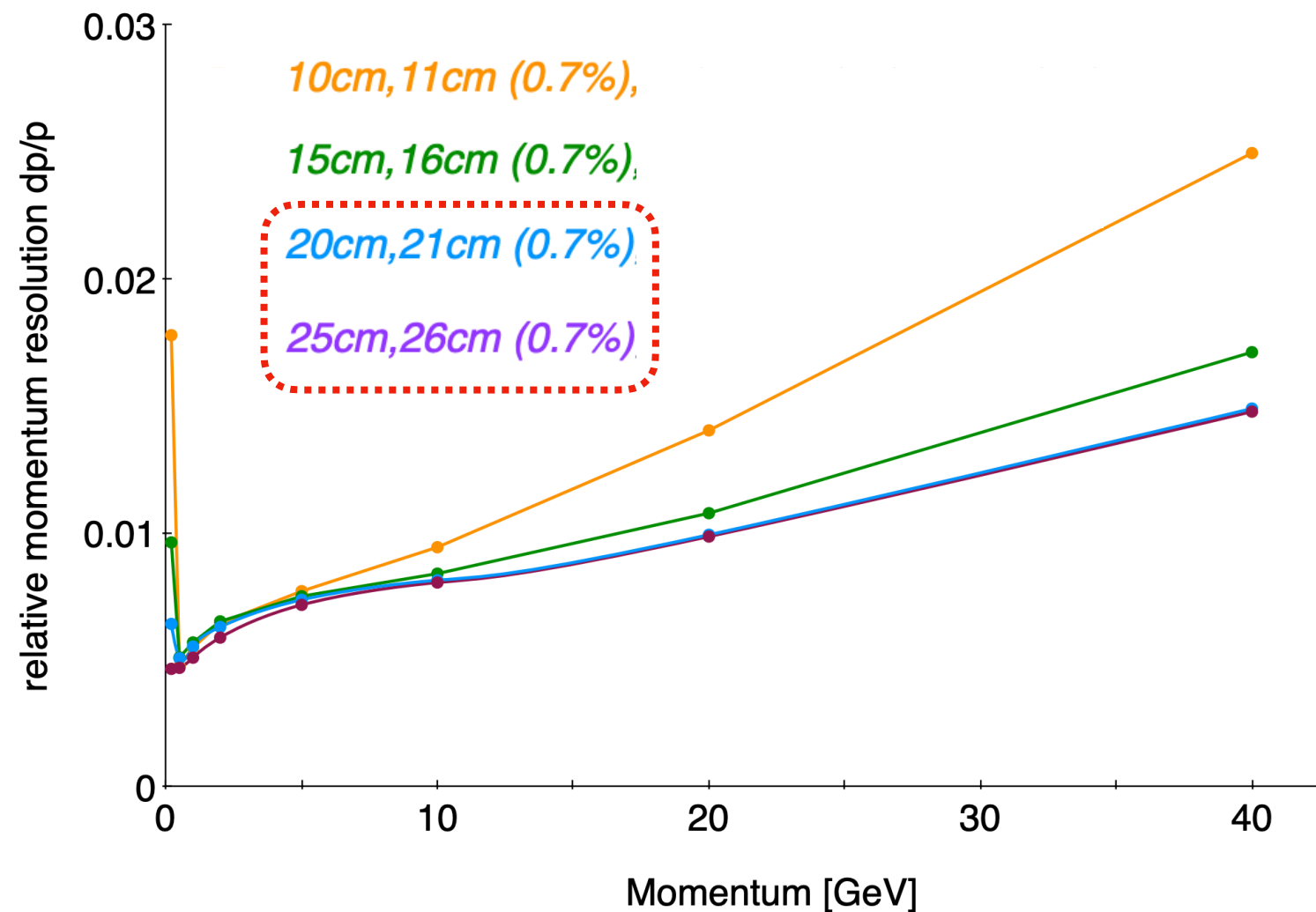
Ernst Sichtermann (fast sim.)

Common parameters:

$B=3T$, $\eta = 0$, $20 \times 20 \mu\text{m}$

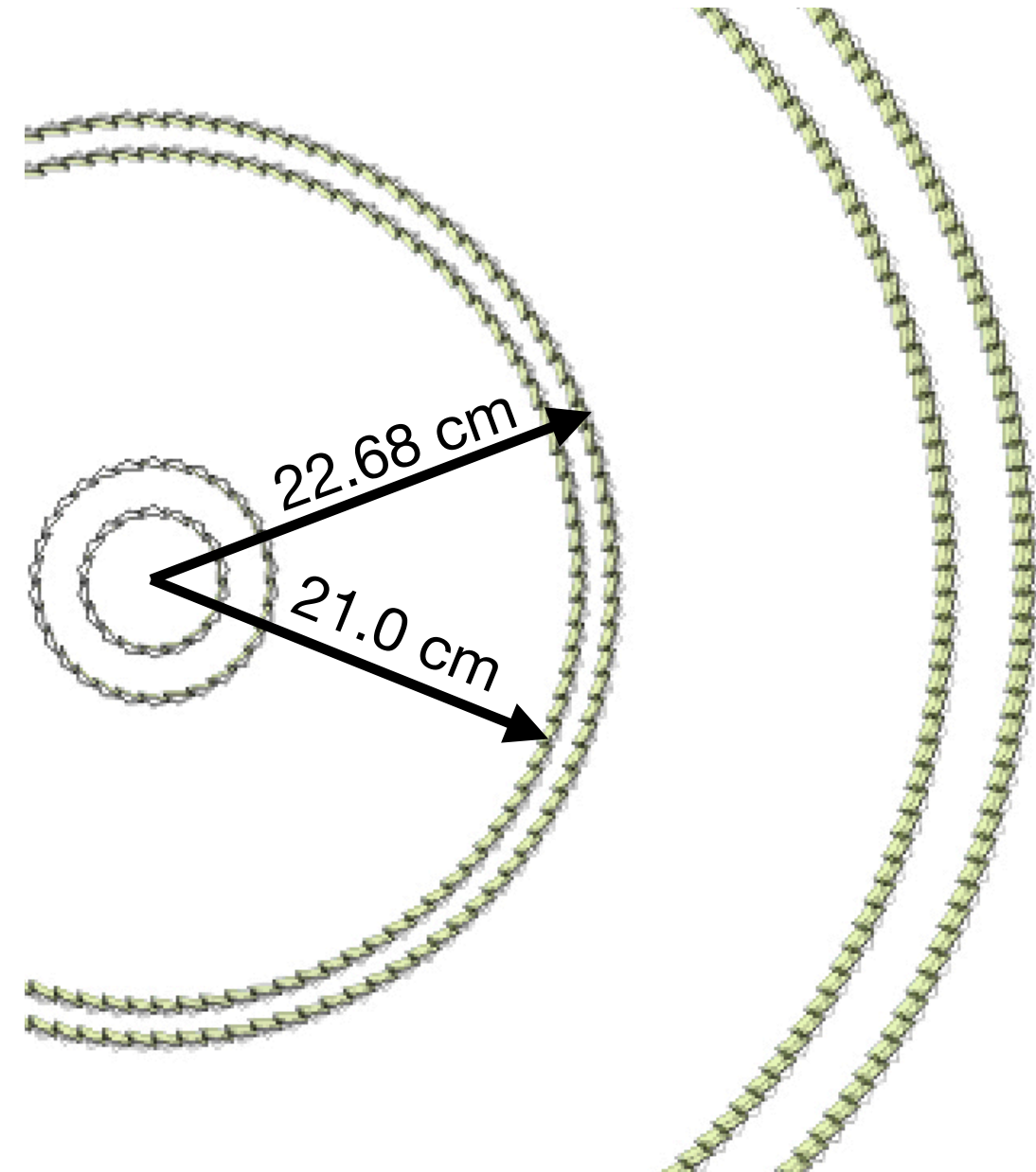
inner layers ($r_1 = 35 \text{ mm}$, $r_2 = 60 \text{ mm}$, $X/X_0 = 0.3\%$)

outer layers ($r_5 = 42 \text{ mm}$, $r_6 = 43 \text{ mm}$, $X/X_0 = 1.0\%$)



Radii between 20 - 26 cm for the middle two layers is optimal

New Configuration:
(EICroot event display)

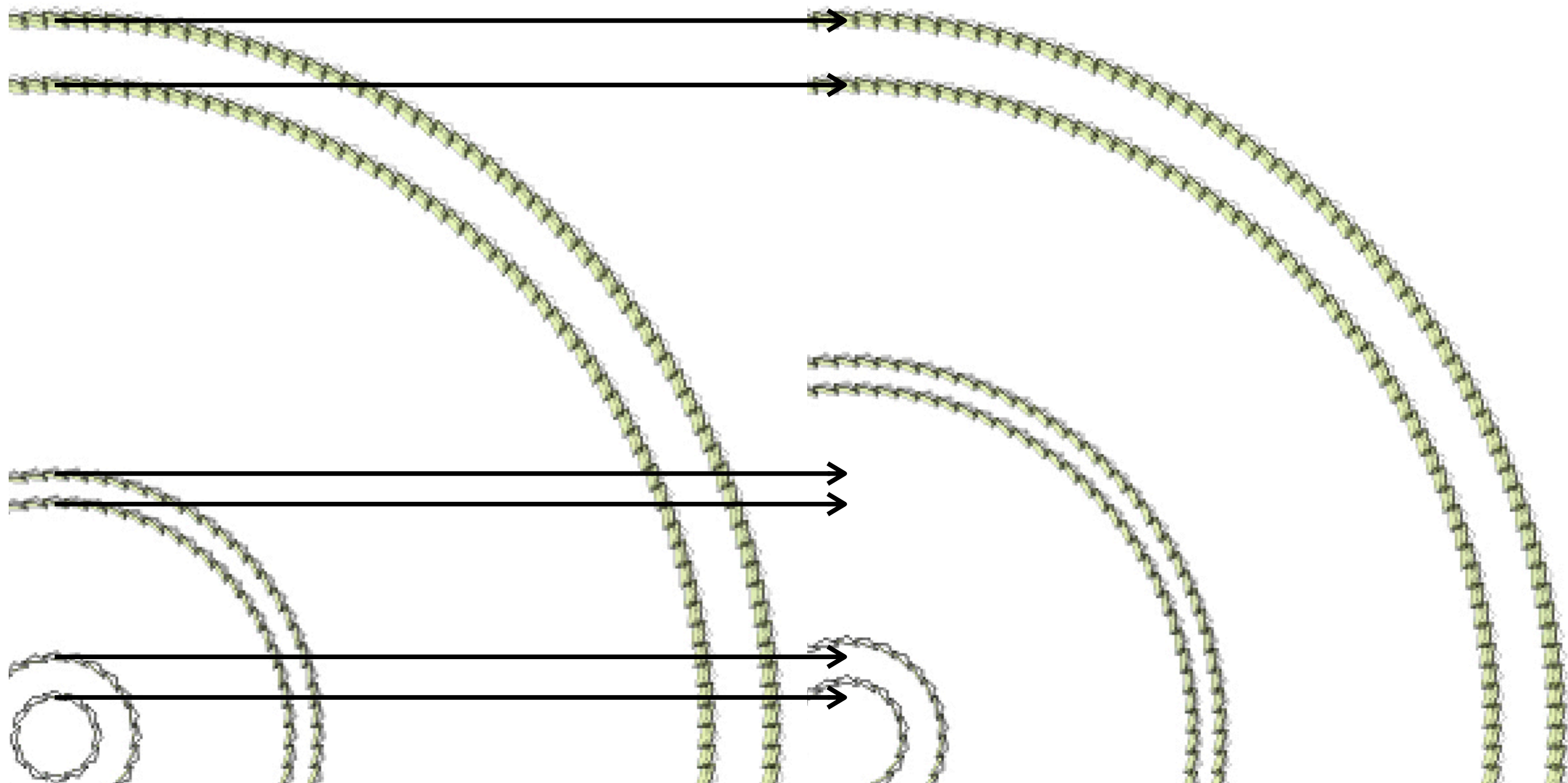


Kept the relative distance between the two layers from original configuration

Barrel updates

Original configuration

New configuration

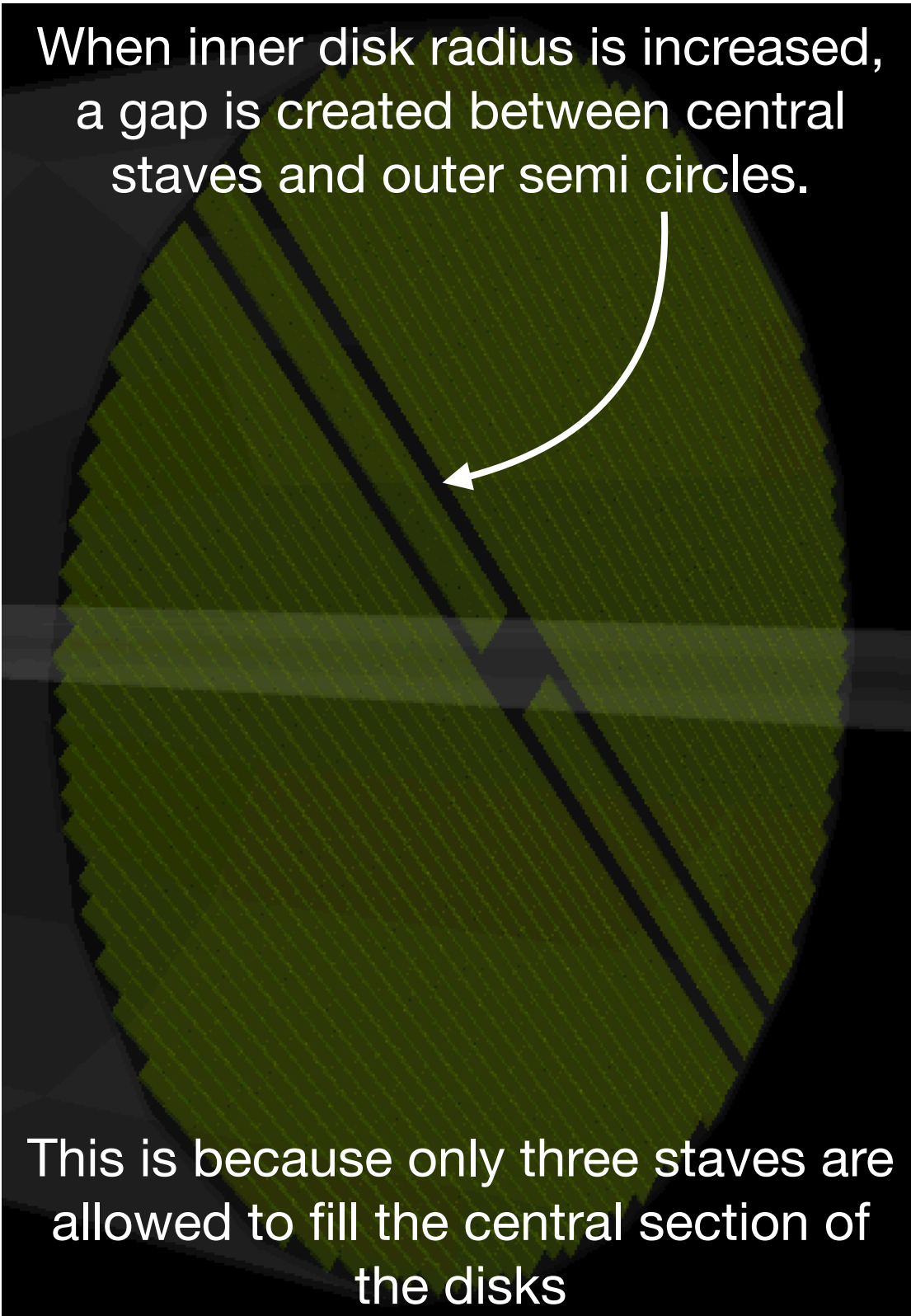


- Innermost 2 layers increased in radii to accommodate new beampipe
- Outermost 2 layers kept exactly the same
- middle 2 layers increased in radii to produce best momentum resolution

Disk updates

Ideally this would be as simple as increasing the inner disk radii. However...

When inner disk radius is increased,
a gap is created between central
staves and outer semi circles.

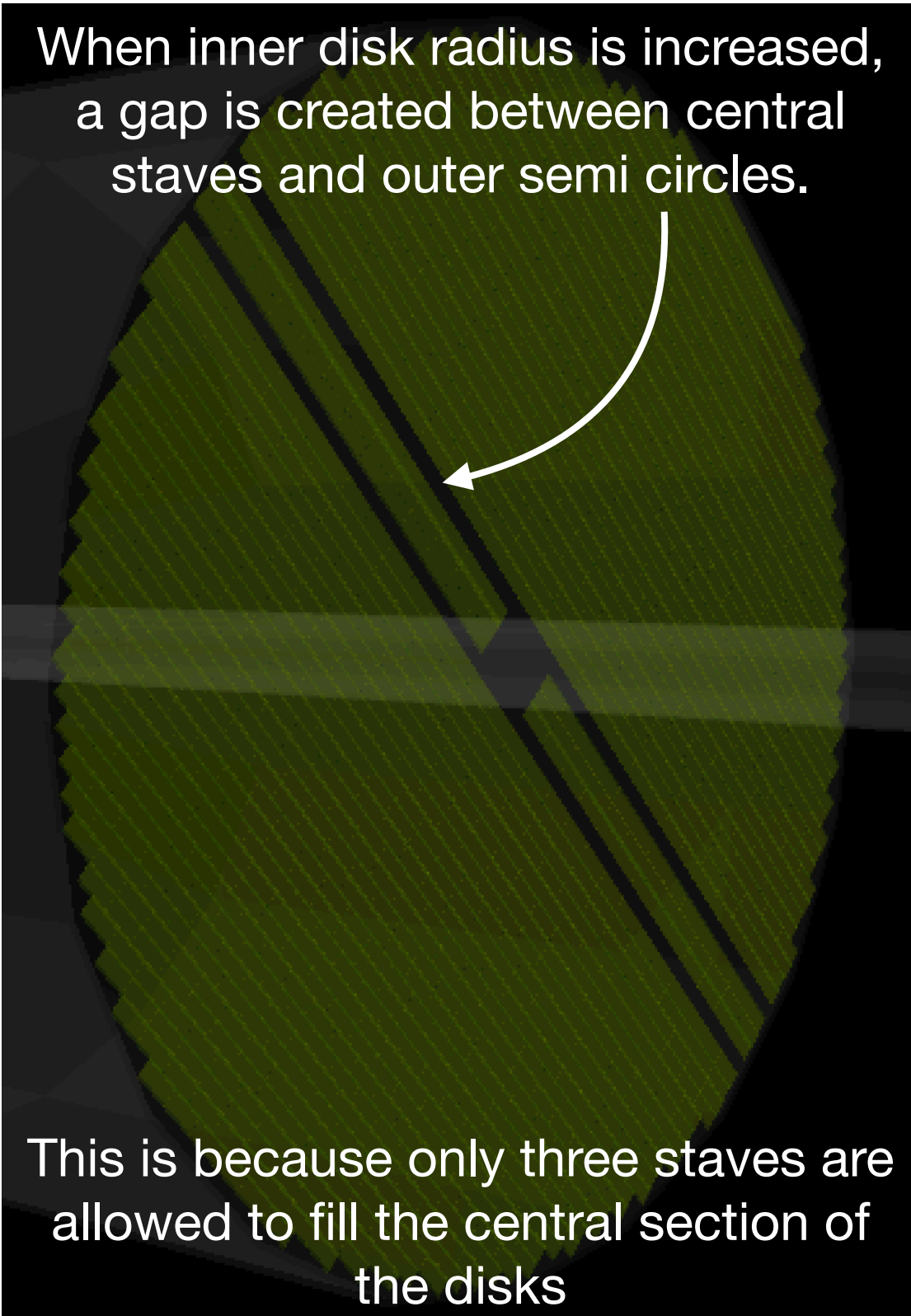


This is because only three staves are
allowed to fill the central section of
the disks

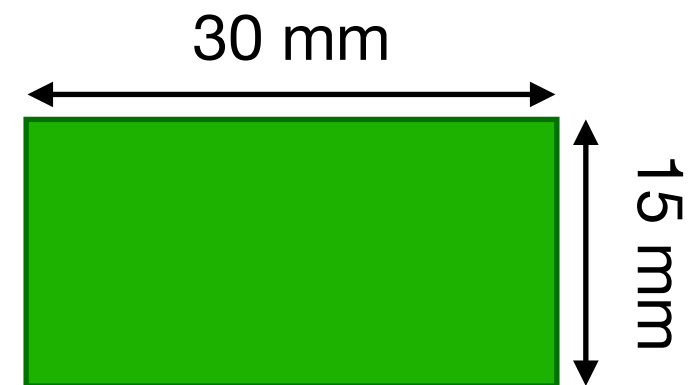
Disk updates

Ideally this would be as simple as increasing the inner disk radii. However...

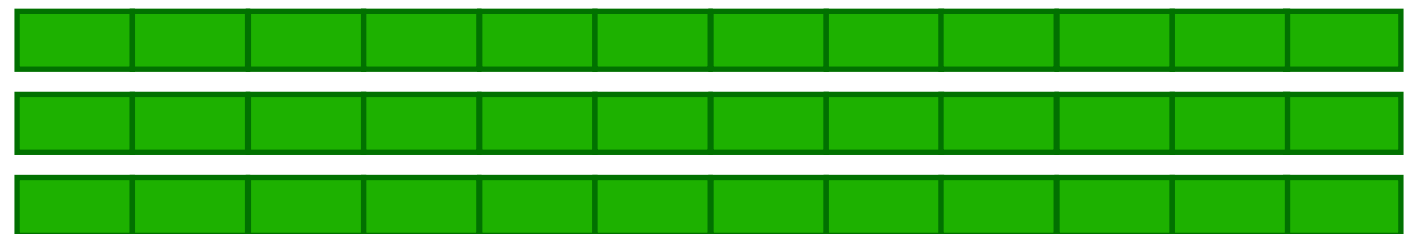
When inner disk radius is increased, a gap is created between central staves and outer semi circles.



Mimosa Chips: detector lego blocks



Staves:

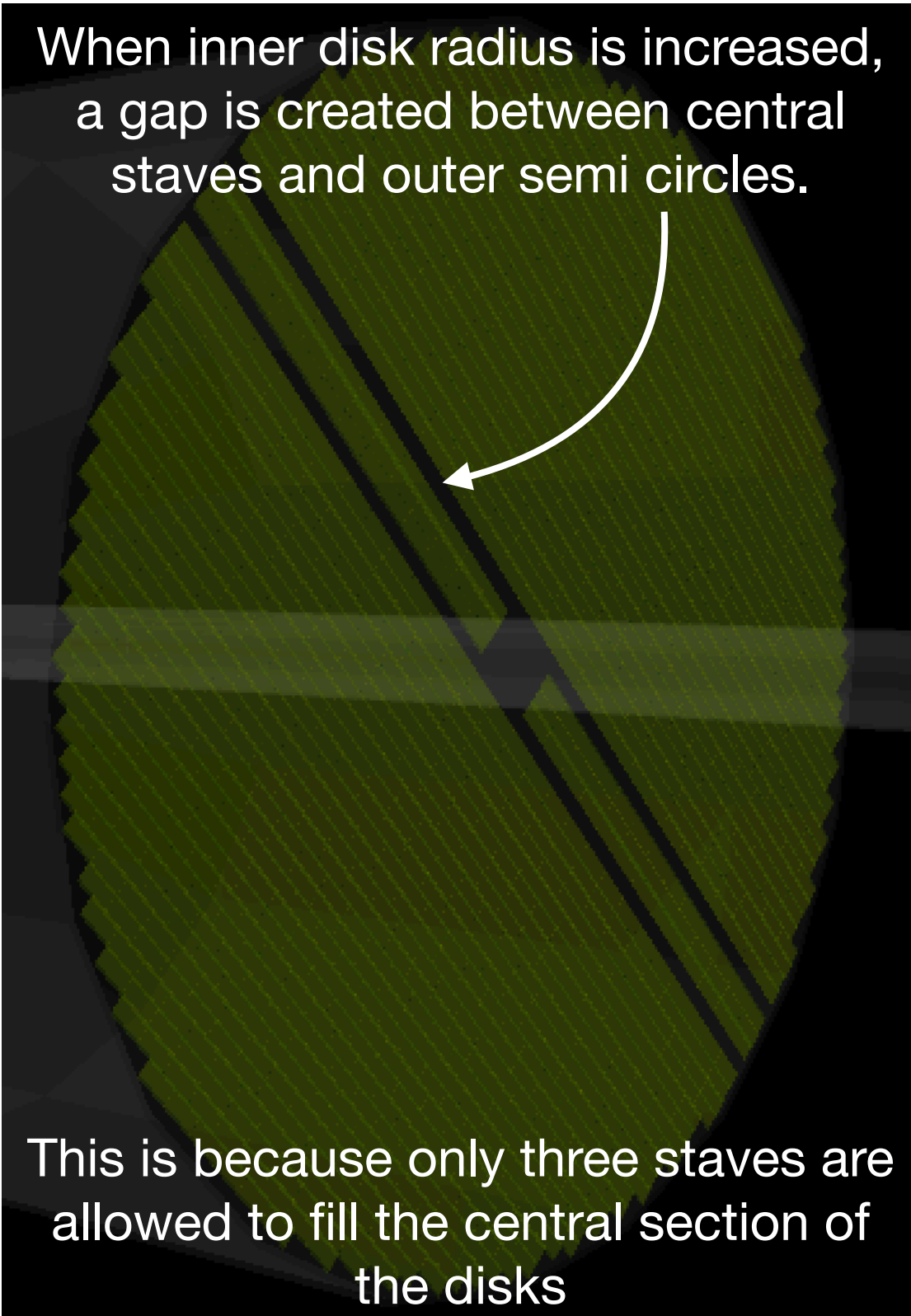


This is because only three staves are allowed to fill the central section of the disks

Disk updates

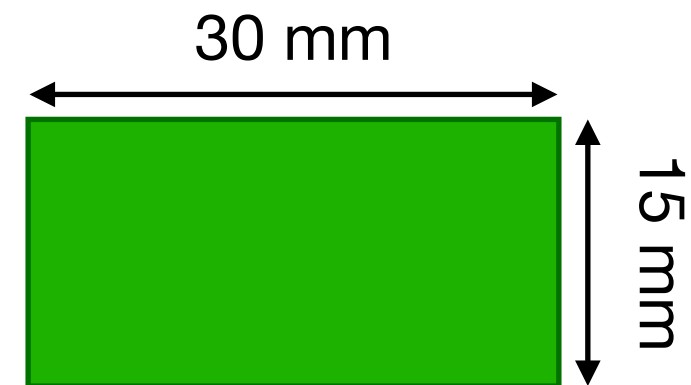
Ideally this would be as simple as increasing the inner disk radii. However...

When inner disk radius is increased, a gap is created between central staves and outer semi circles.



This is because only three staves are allowed to fill the central section of the disks

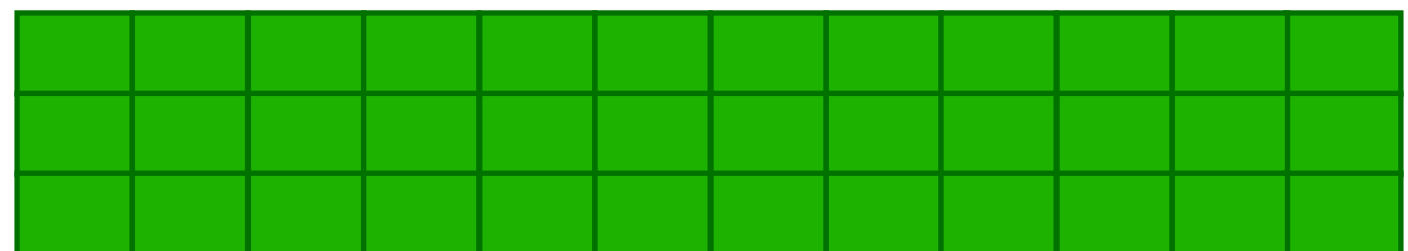
Mimosa Chips: detector lego blocks



Staves:



Trick: increase chip width to fill gaps:



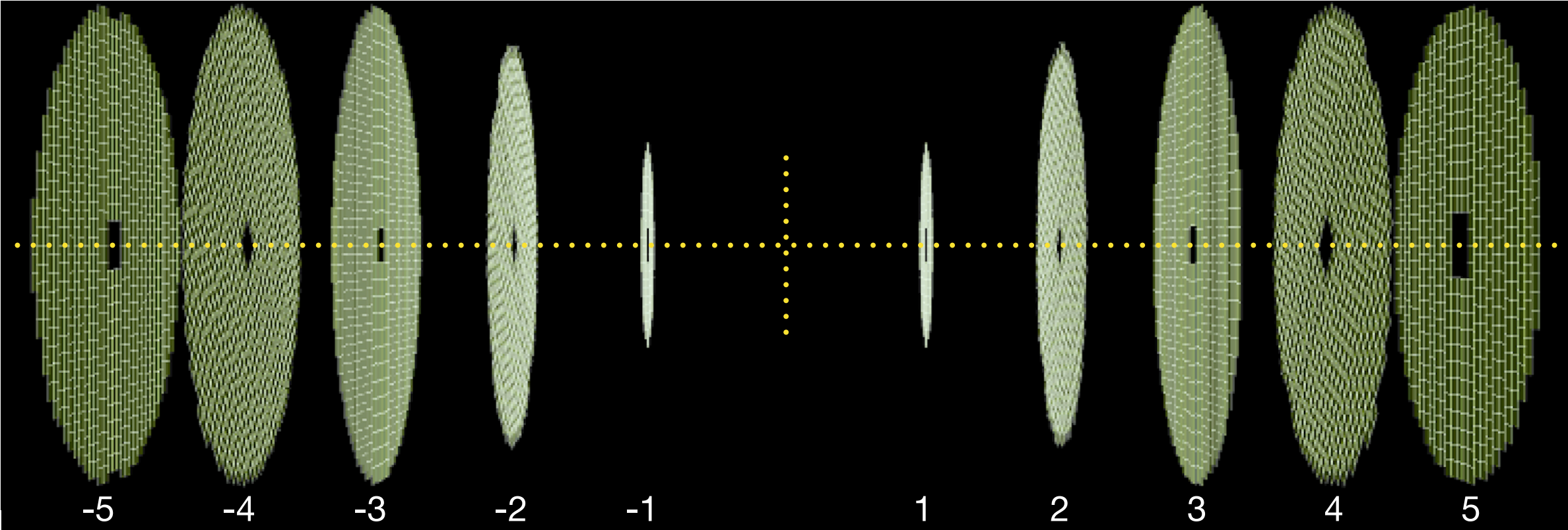
Disk updates

	Disk number	z position (“Z”) [cm]	axis rotation (“R”) [deg]	outer radius [cm]	inner radius [cm]	stave width [cm]	stave separation [cm]
Backward	-5	-121	0	43.23	4.41	3.00	2.60
	-4	-97	45	43.23	3.70	2.60	2.20
	-3	-73	0	43.23	3.18	2.50	1.80
	-2	-49	45	36.26	3.18	2.50	1.80
	-1	-25	0	18.50	3.18	2.50	1.80
Forward	1	25	0	18.50	3.18	2.50	1.80
	2	49	45	36.26	3.18	2.50	1.90
	3	73	0	43.23	3.50	2.60	2.00
	4	97	45	43.23	4.70	3.20	2.60
	5	121	0	43.23	5.91	3.80	3.30

Backward

ElCroot event display

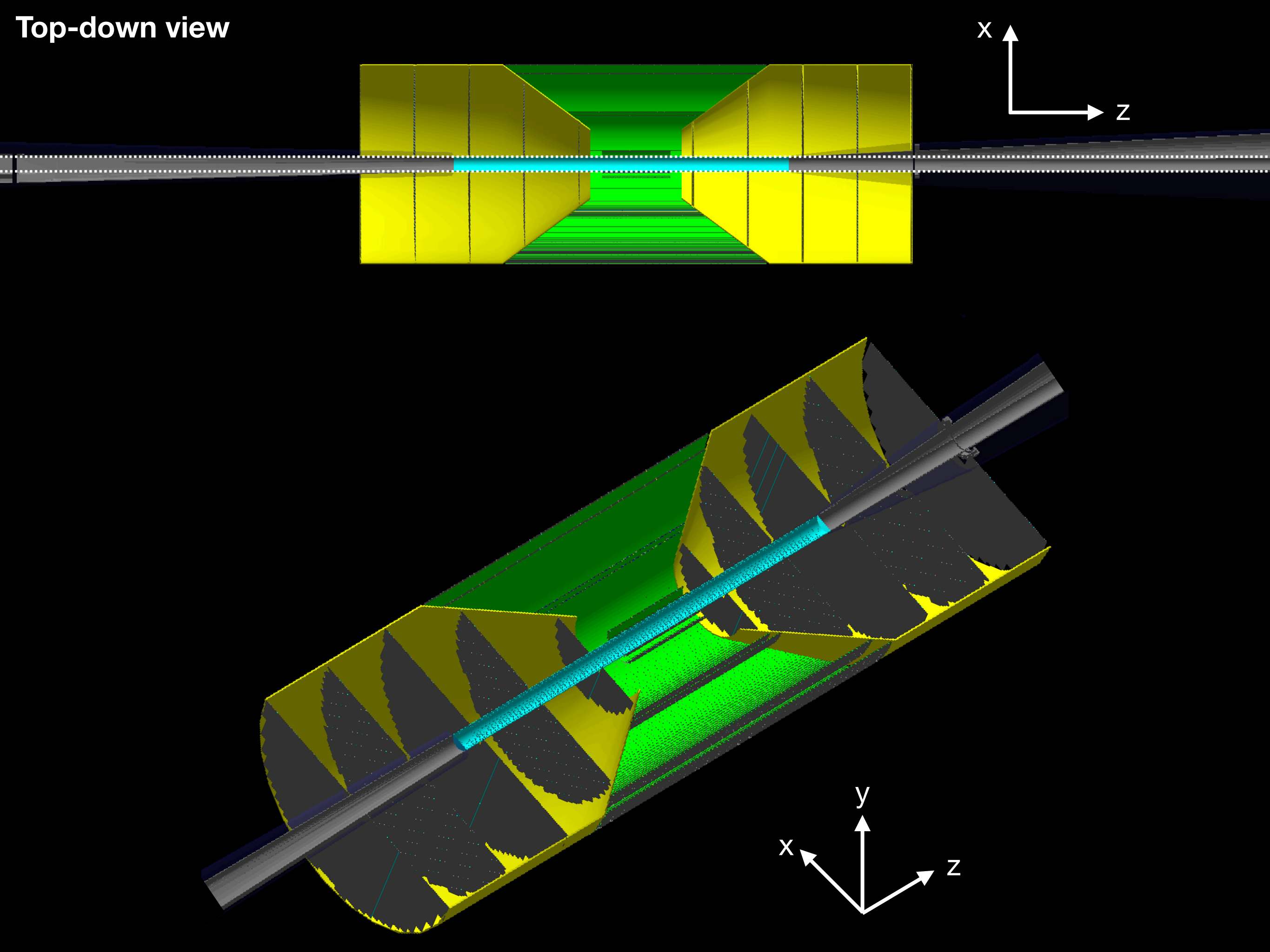
Forward



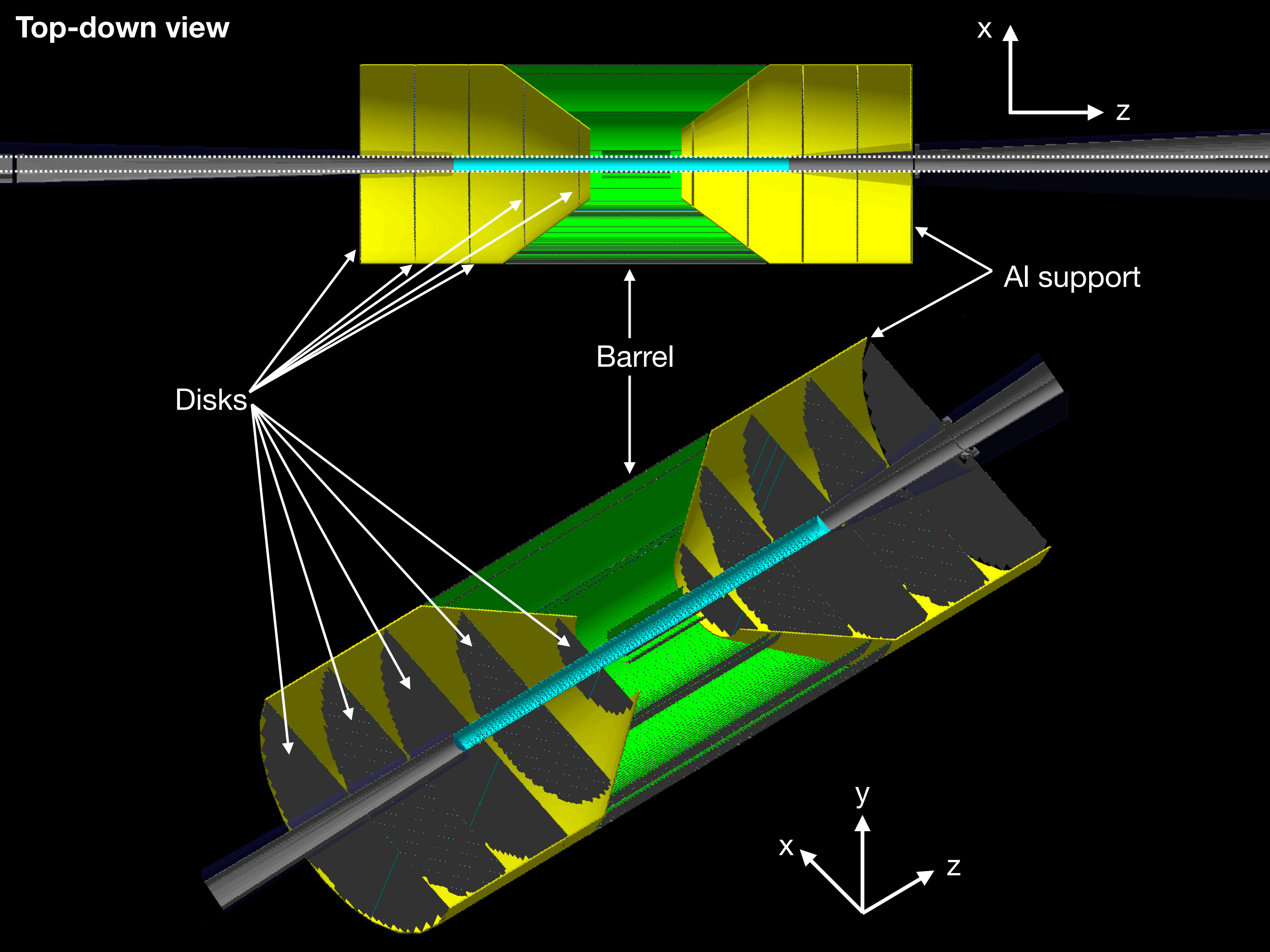
Outline

- ElCroot geometry updates
 - Barrel updates
 - Disk updates
- Updated geometry in Fun4All
- New geometry performance

Top-down view



Top-down view

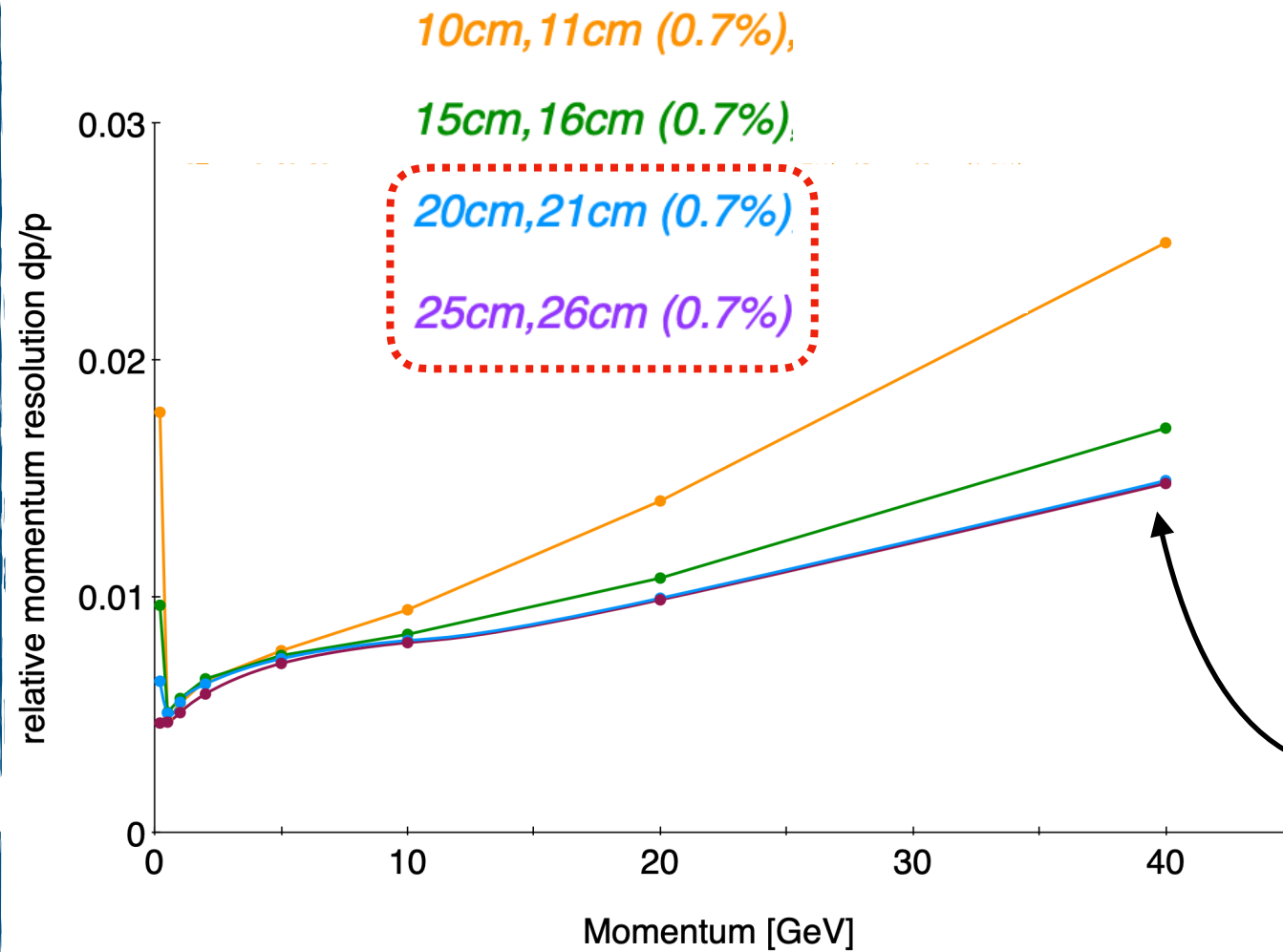


Outline

- ElCroot geometry updates
 - Barrel updates
 - Disk updates
- Updated geometry in Fun4All
- New geometry performance

Momentum resolution comparison to fast sim.

Ernst Sichtermann
(fast sim.)

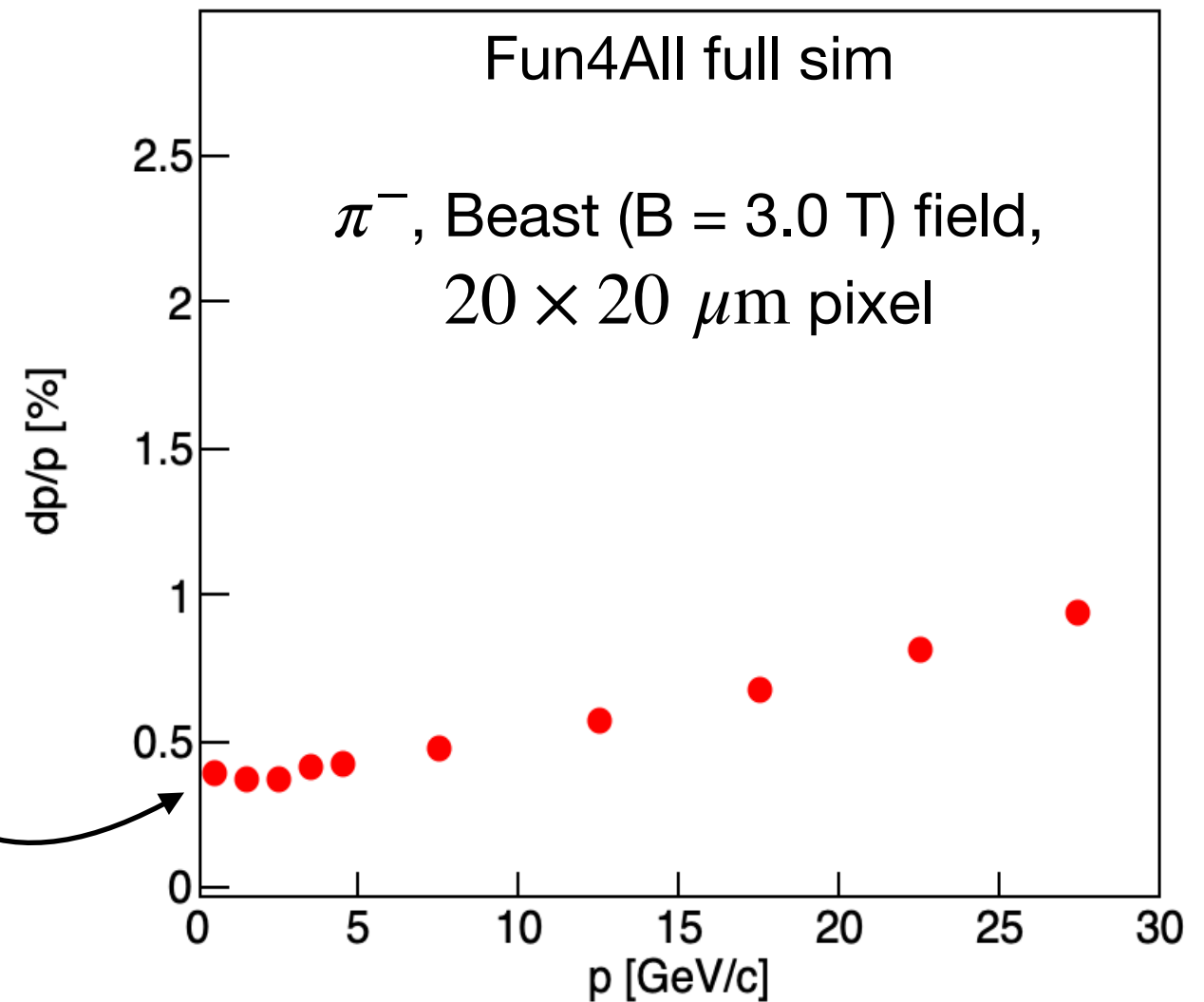


Common parameters:

$B=3T$, $\eta = 0$, $20 \times 20 \mu\text{m}$

inner layers ($r_1 = 35 \text{ mm}$, $r_2 = 60 \text{ mm}$, $X/X_0 = 0.3\%$)

outer layers ($r_5 = 42 \text{ mm}$, $r_6 = 43 \text{ mm}$, $X/X_0 = 1.0\%$)



Event generation:

vertex: (0,0,0)

momentum: (0,30 GeV/c)

$|\eta|$: (0,4)

ϕ : (0, 2π)

Momentum resolution comparison

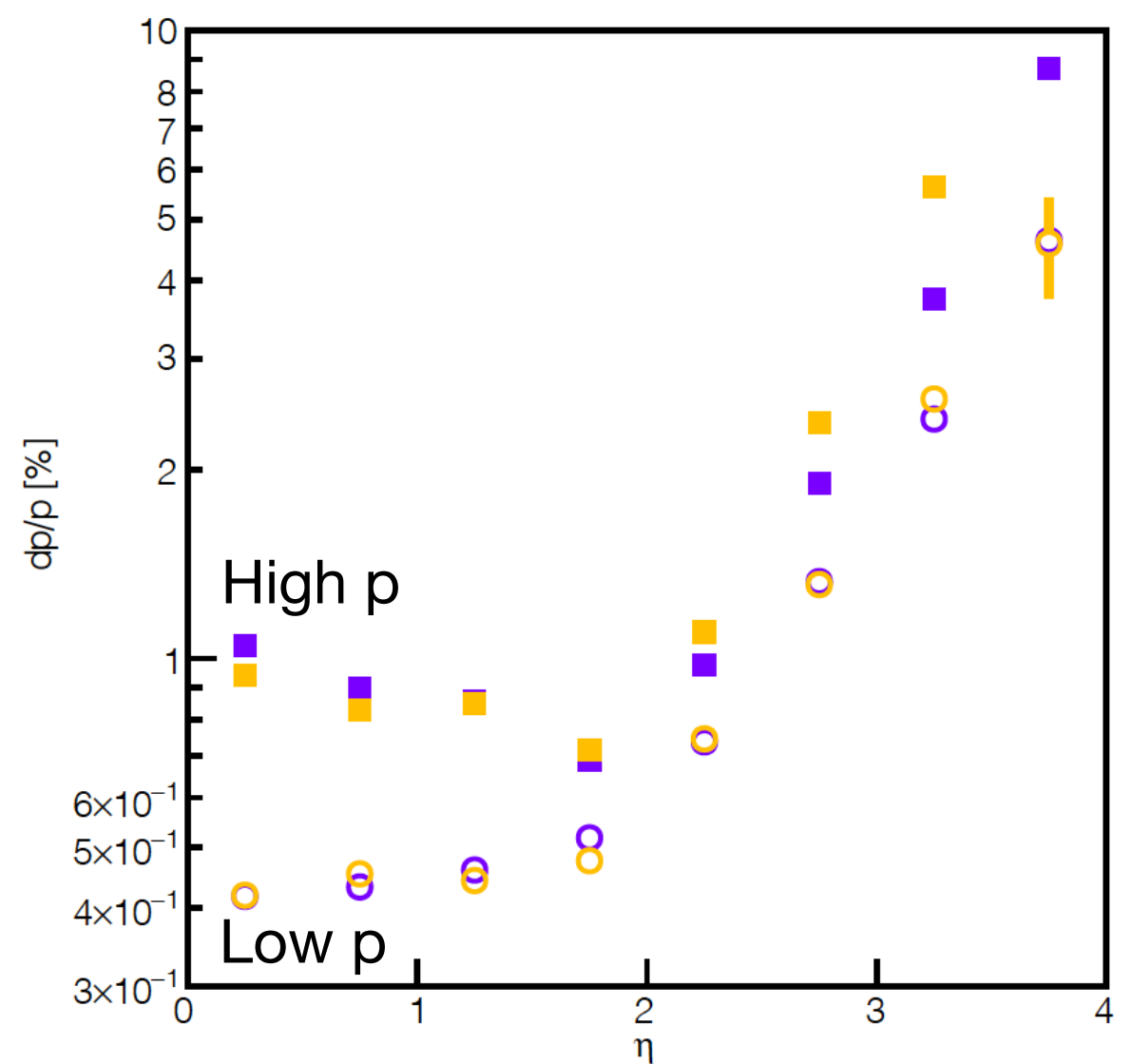
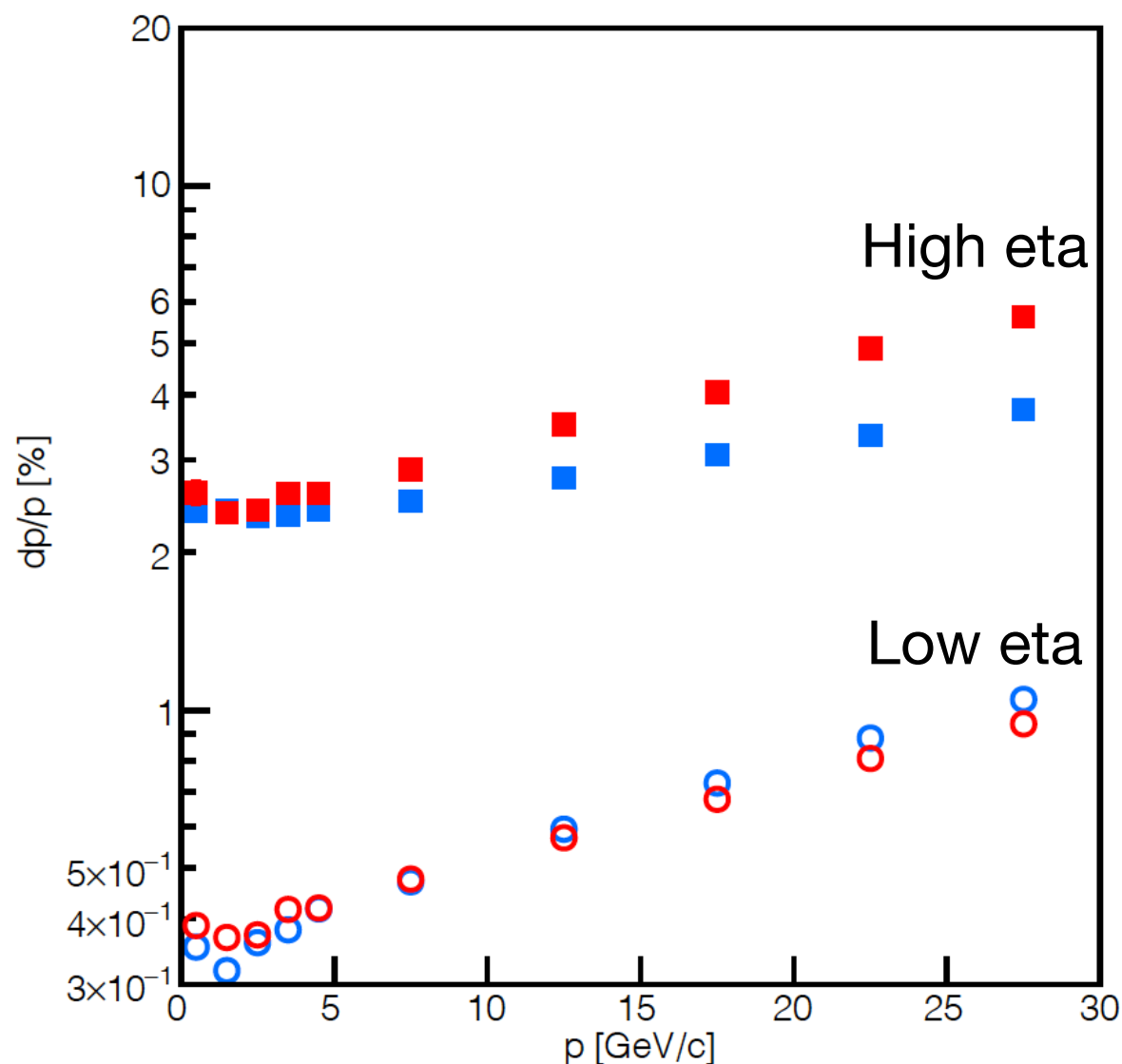
π^- , Beast (B = 3.0 T) field, $20 \times 20 \mu\text{m}$ pixel

det 1 \equiv original geometry, det 2 \equiv updated geometry

* compare filled to filled and open to open

- det 1, $|\eta| < 0.5$
- det 2, $|\eta| < 0.5$
- det 1, $3 < |\eta| < 3.5$
- det 2, $3 < |\eta| < 3.5$

- det 1, $4 < |p| < 5 \text{ GeV}$
- det 2, $4 < |p| < 5 \text{ GeV}$
- det 1, $25 < |p| < 30 \text{ GeV}$
- det 2, $25 < |p| < 30 \text{ GeV}$



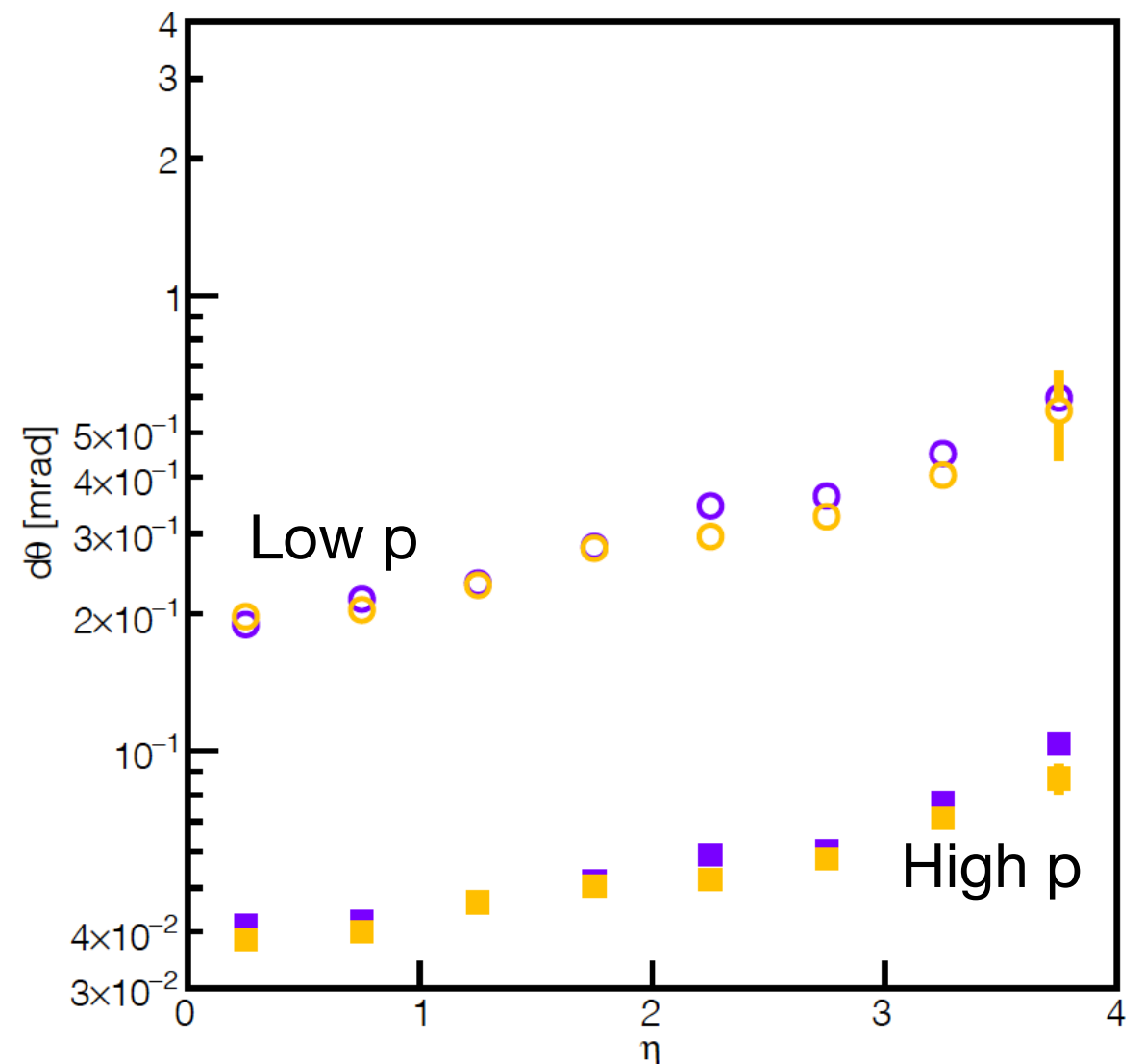
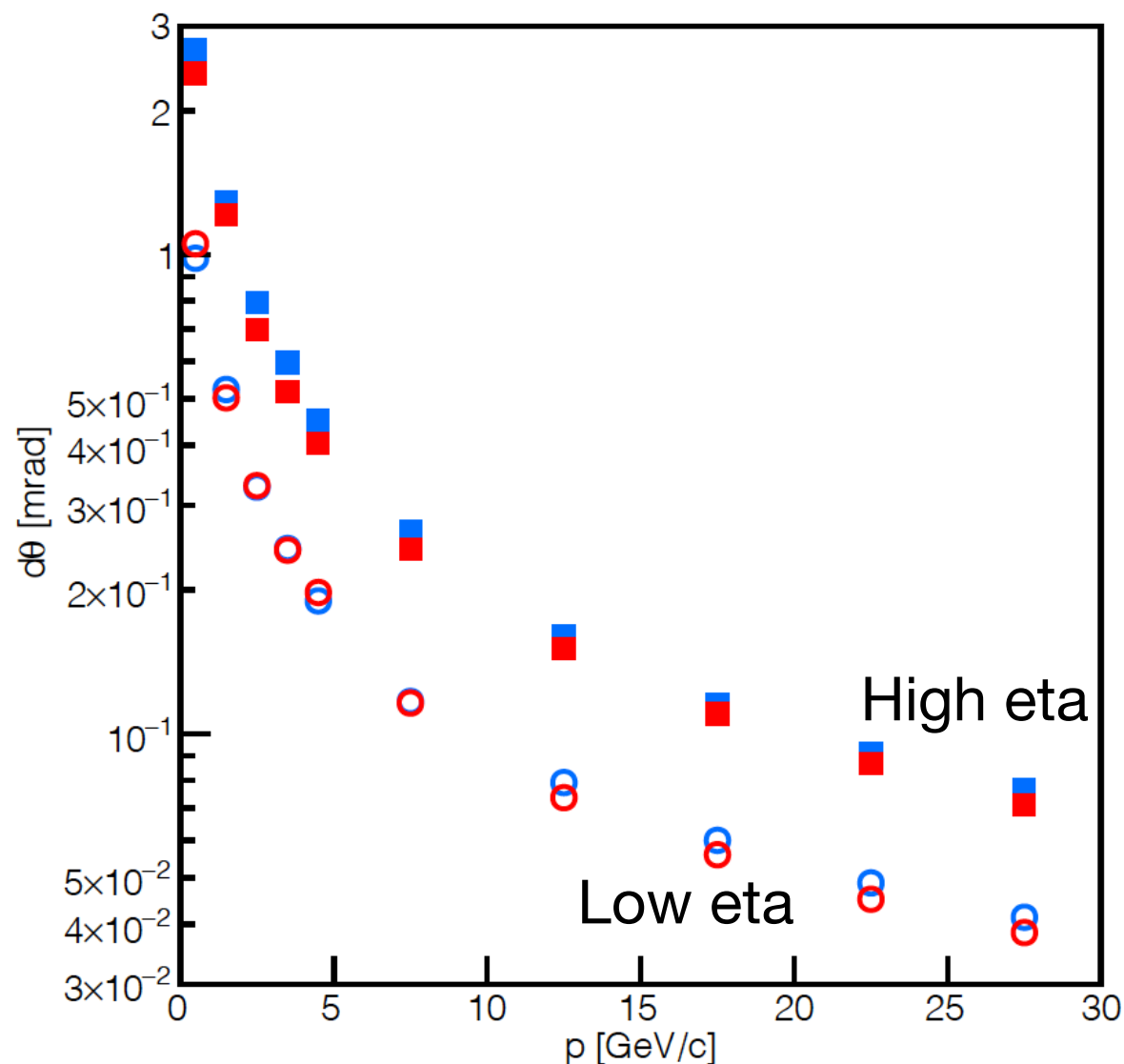
Polar resolution comparison

π^- , Beast (B = 3.0 T) field, $20 \times 20 \mu\text{m}$ pixel
 det 1 \equiv original geometry, det 2 \equiv updated geometry

* compare filled to filled and open to open

—○— det 1, $|\eta| < 0.5$
 —○— det 2, $|\eta| < 0.5$
 —■— det 1, $3 < |\eta| < 3.5$
 —■— det 2, $3 < |\eta| < 3.5$

—○— det 1, $4 < |p| < 5 \text{ GeV}$
 —○— det 2, $4 < |p| < 5 \text{ GeV}$
 —■— det 1, $25 < |p| < 30 \text{ GeV}$
 —■— det 2, $25 < |p| < 30 \text{ GeV}$

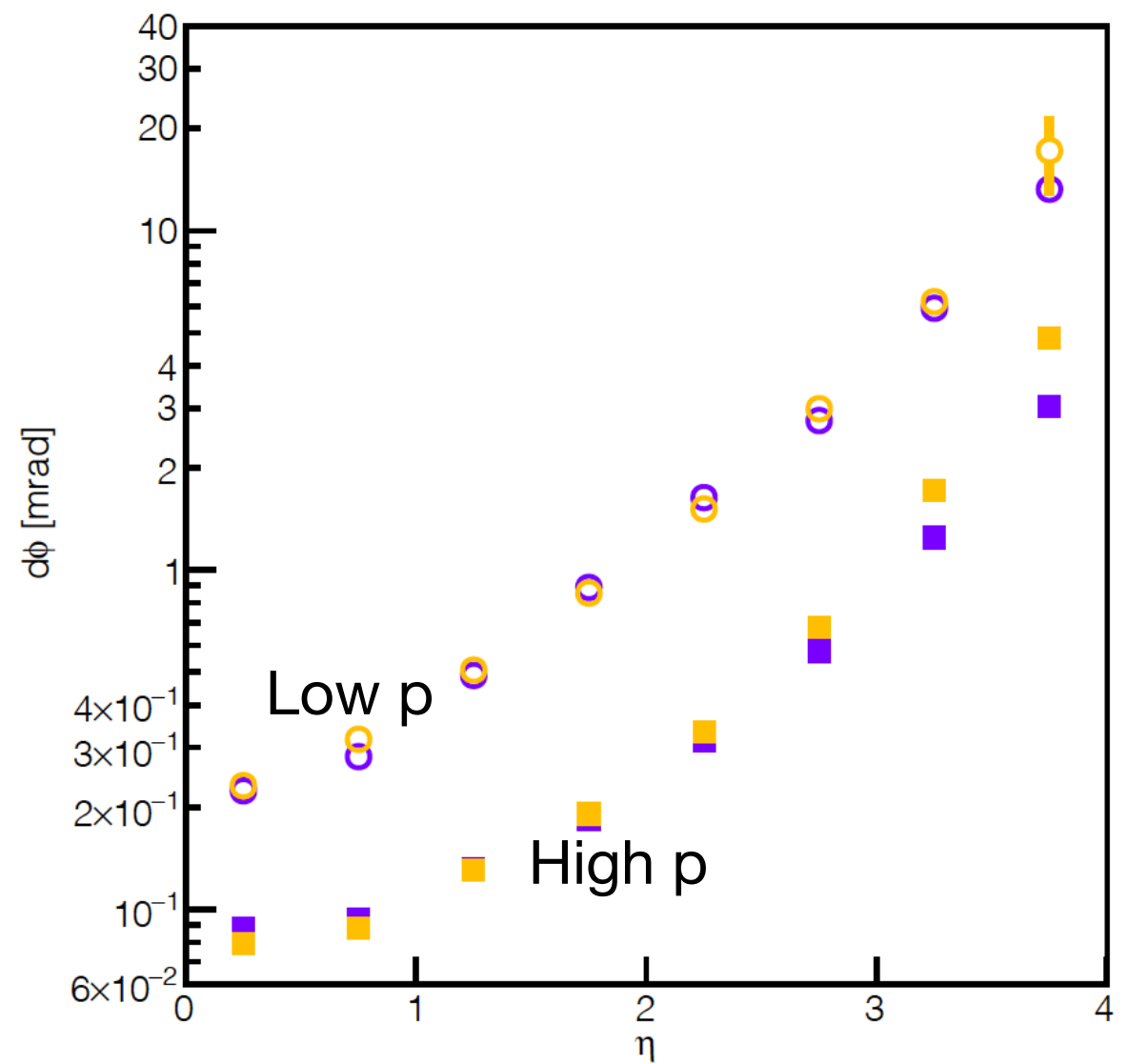
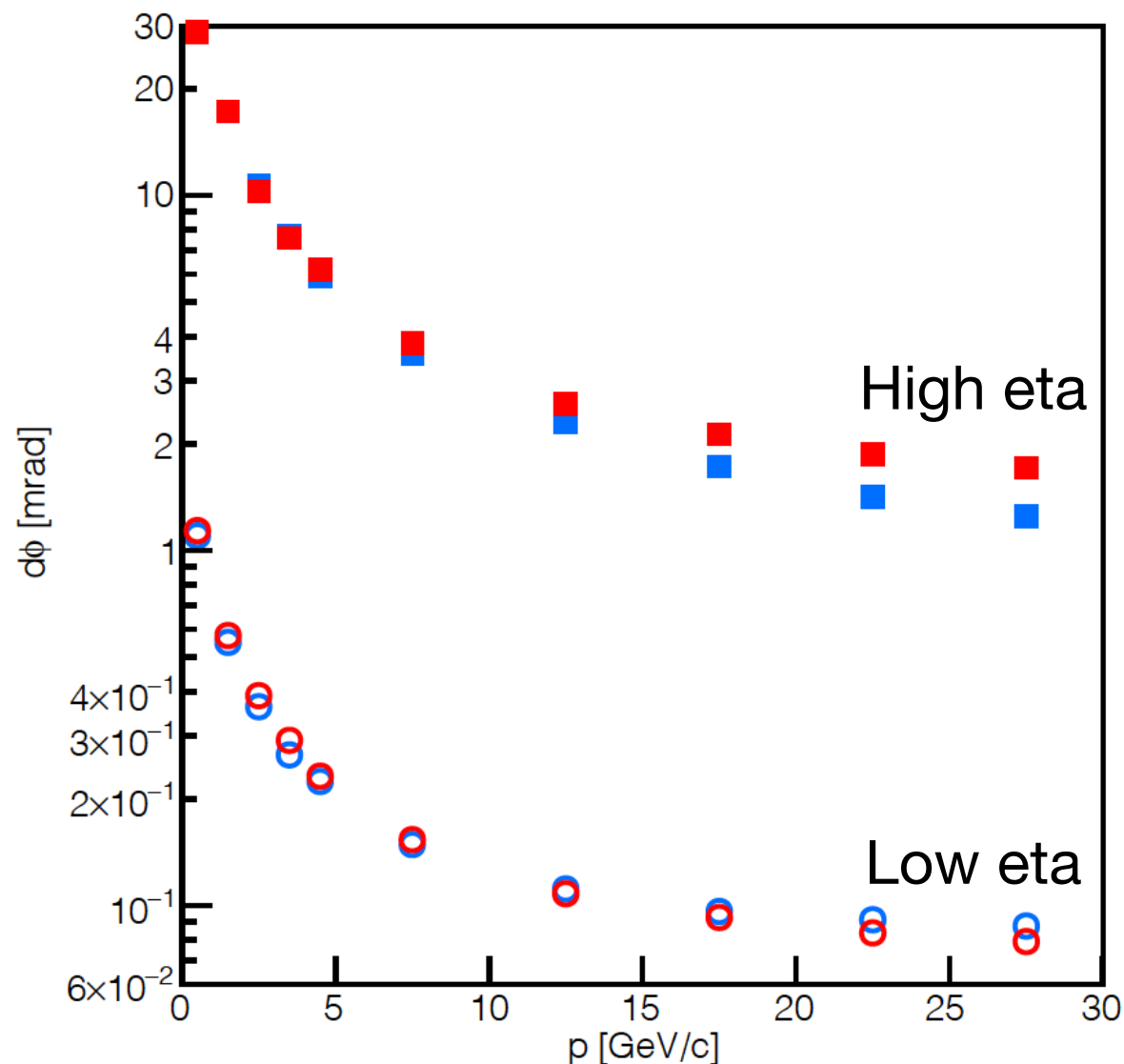


Azimuthal resolution comparison

π^- , Beast (B = 3.0 T) field, $20 \times 20 \mu\text{m}$ pixel
 det 1 \equiv original geometry, det 2 \equiv updated geometry
 * compare filled to filled and open to open

—○— det 1, $|\eta| < 0.5$
 —○— det 2, $|\eta| < 0.5$
 —■— det 1, $3 < |\eta| < 3.5$
 —■— det 2, $3 < |\eta| < 3.5$

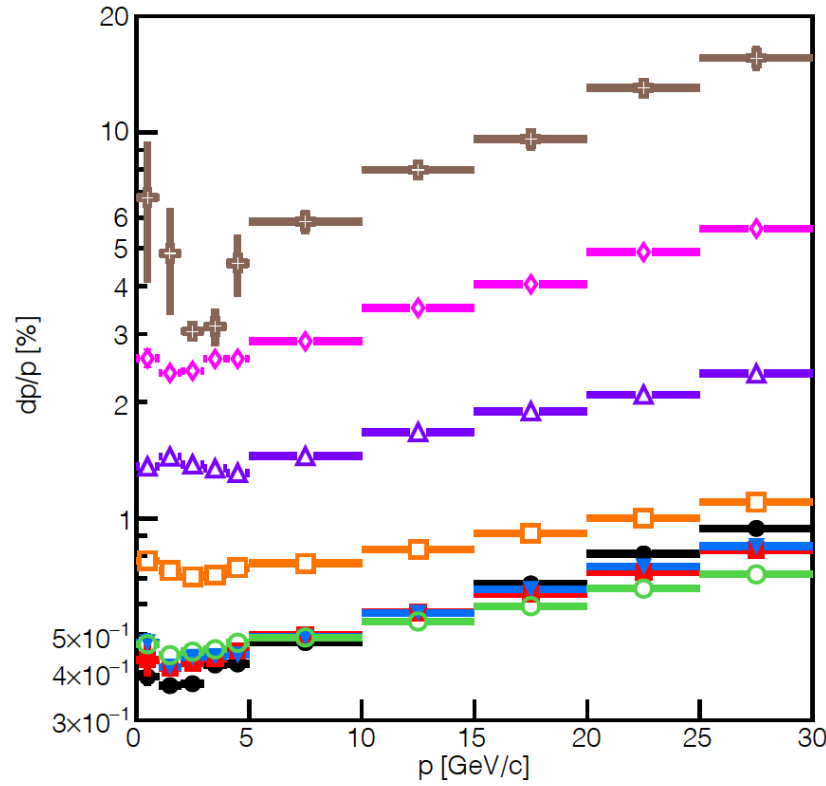
—○— det 1, $4 < |p| < 5 \text{ GeV}$
 —○— det 2, $4 < |p| < 5 \text{ GeV}$
 —■— det 1, $25 < |p| < 30 \text{ GeV}$
 —■— det 2, $25 < |p| < 30 \text{ GeV}$



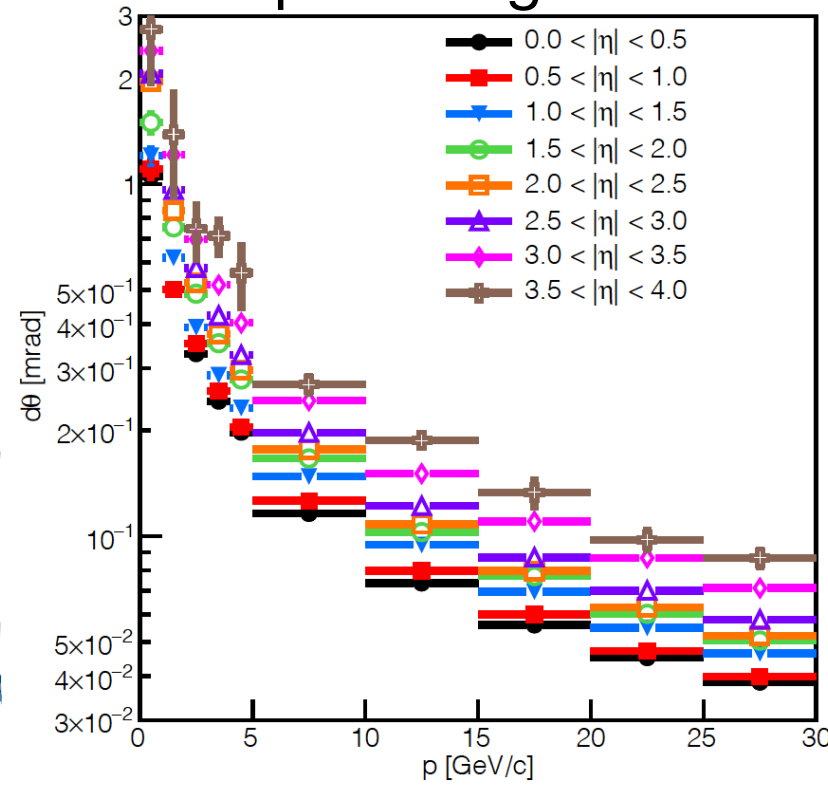
Single-particle resolution

π^- , Beast (B = 3.0 T) field, $20 \times 20 \mu\text{m}$ pixel

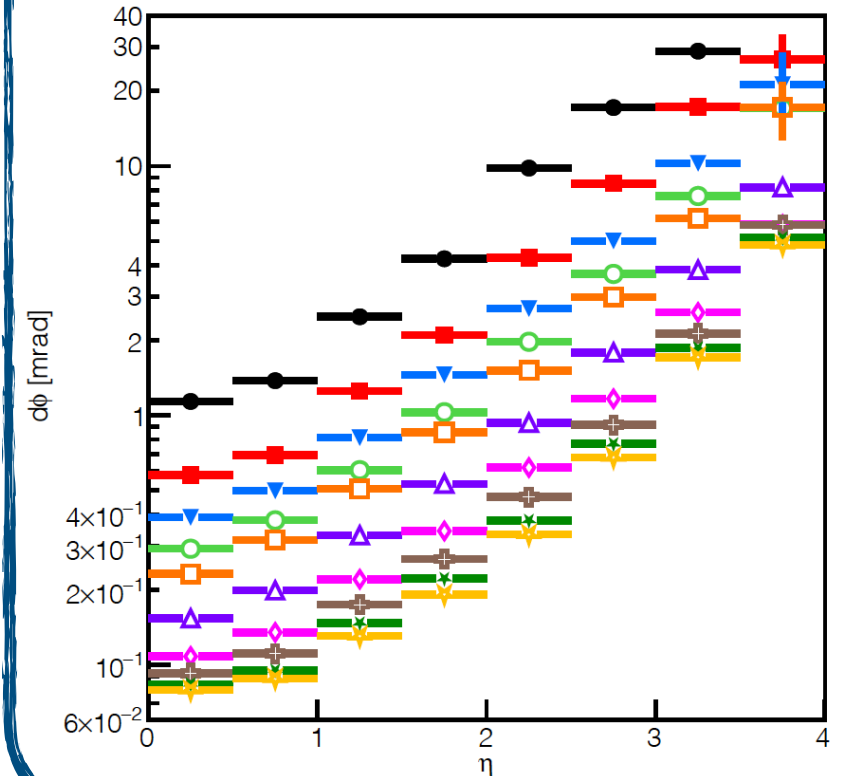
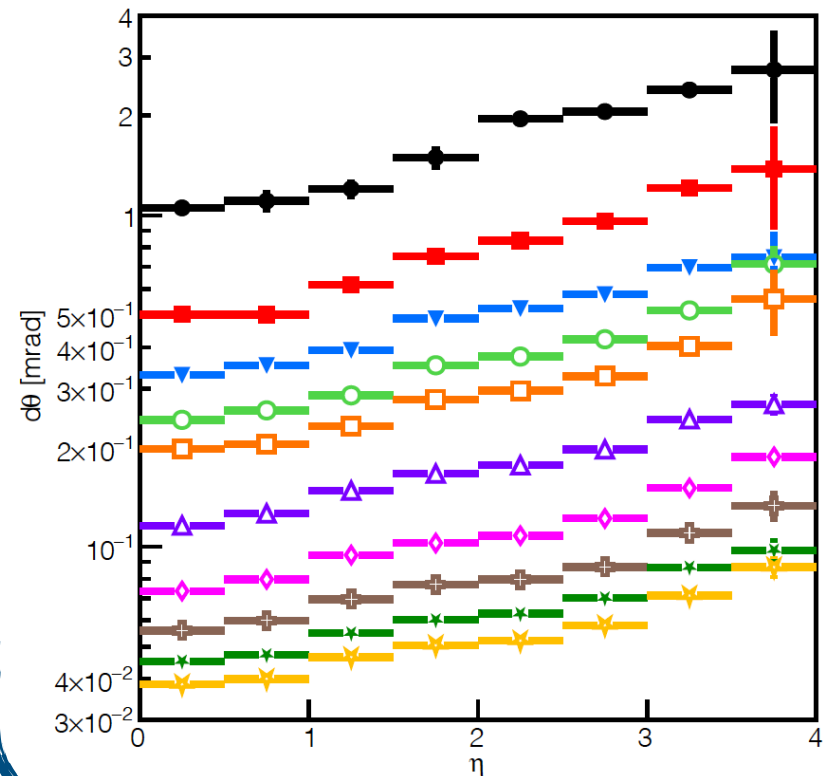
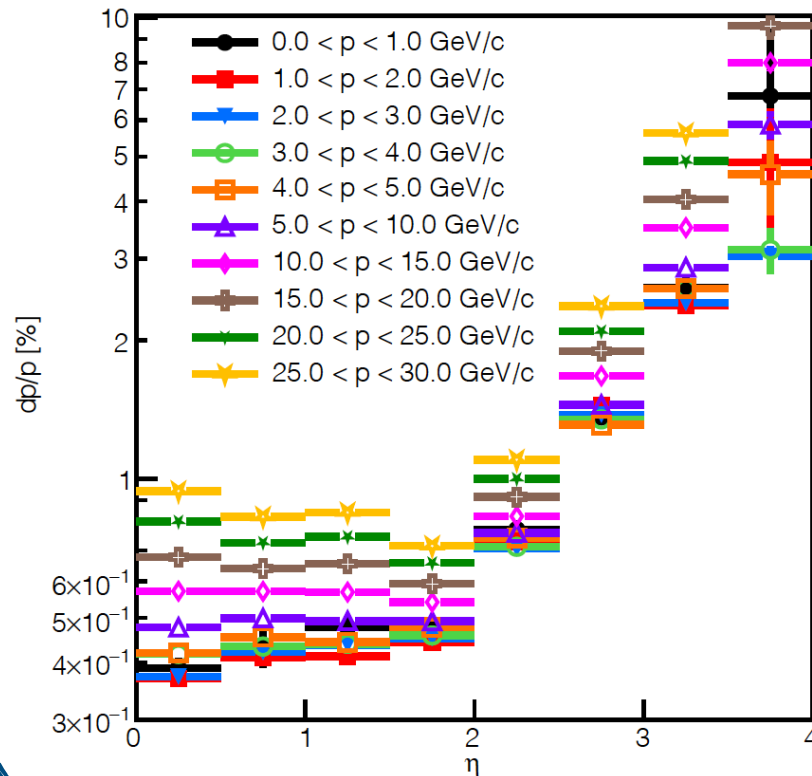
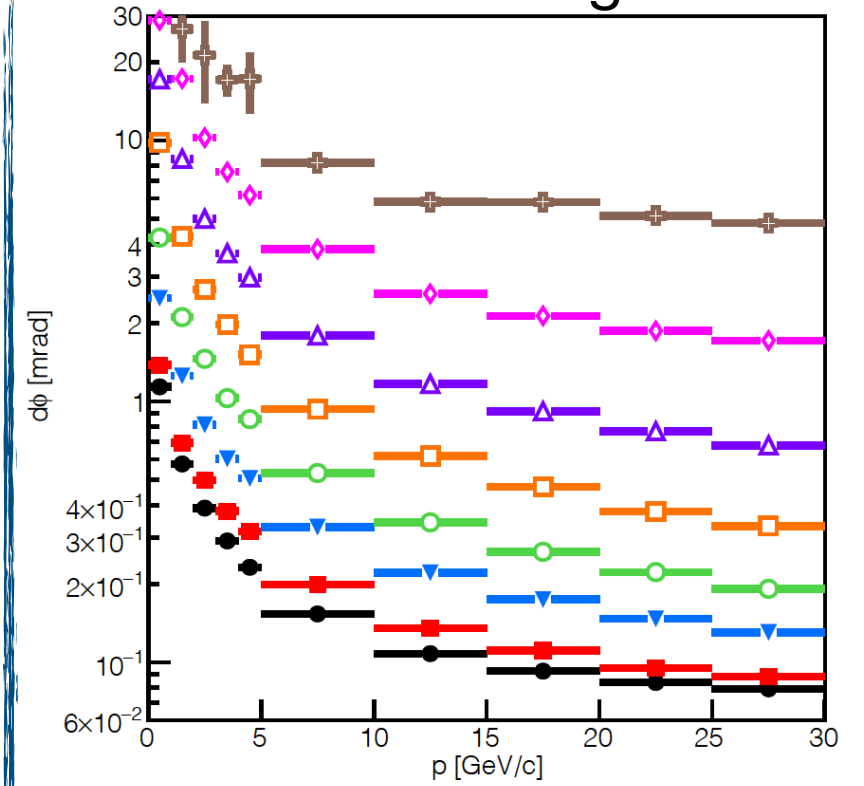
Momentum



polar angle



azimuthal angle



Summary

- Updated All-Si tracker geometry to accommodate new beampipe
 - Barrel:
 - outer two layers kept identical to previous geometry
 - inner two layers increased in radii to fit beampipe
 - middle two layers positioned following fast-simulation results
 - Disks:
 - increased inner radii to fit beampipe
 - chips increased in width to avoid stave gaps
- Studied single-particle resolutions
 - No significant resolution deterioration

Next step:

- Check vertex resolution