

SiD background simulations

-

*Update on time evolution of particle origins maps &
buffer depth plots*

Anne Schütz

DESY

10. Februar 2016

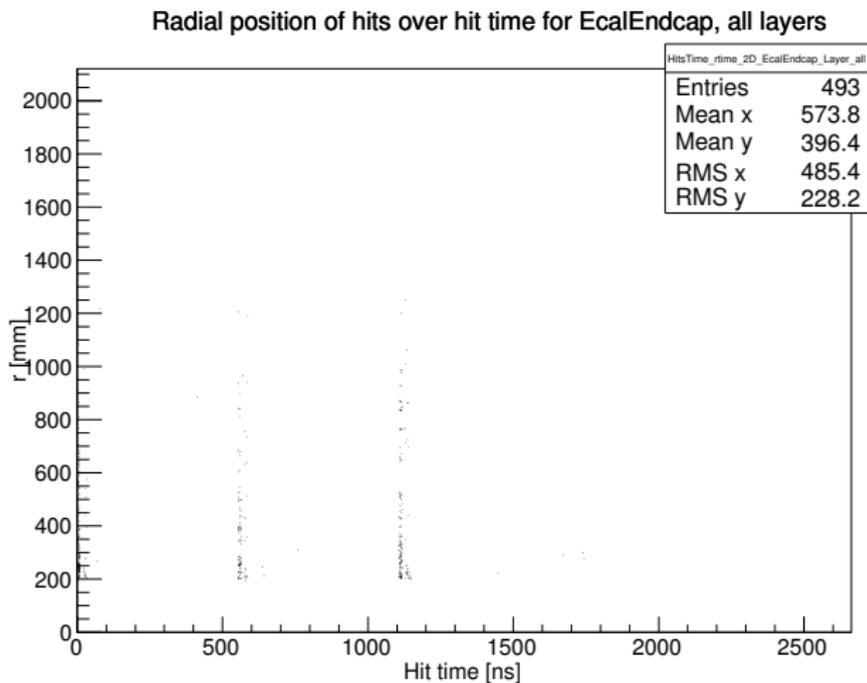
Table of contents

- 1 *Time evolution of hits in the EcalEndcaps*
 - Radial position of hits in dependence of the hit time
 - Time evolution of particle origins maps

- 2 *Buffer depth*
 - Normalized buffer depth plot for EcalEndcaps
 - Hit maps of the EcalEndcaps for cells with full buffer

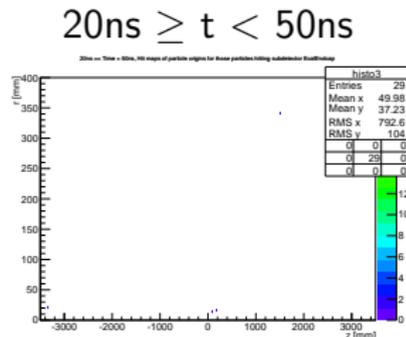
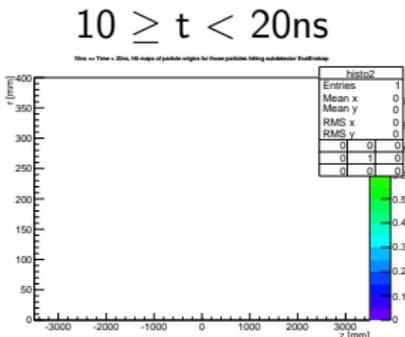
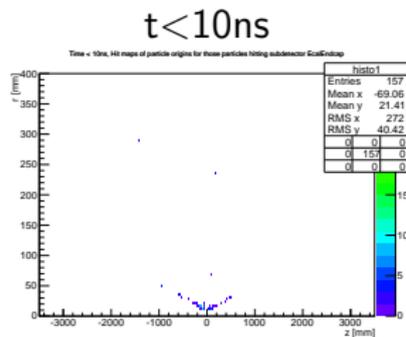
Time evolution of particle origins maps

Plot from last time:



Time evolution of particle origins maps

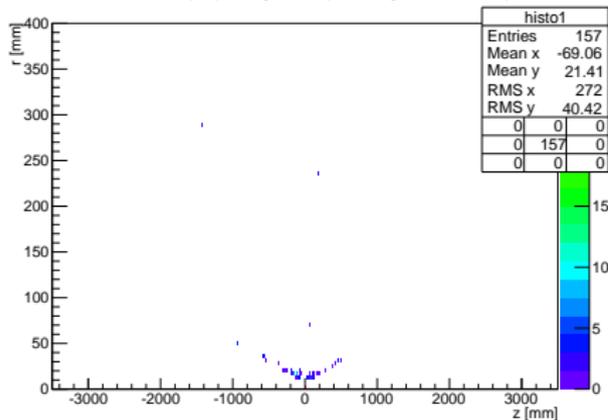
Maps of particle origins of those particles hitting the EcalEndcaps, for the time intervals:



Time evolution of particle origins maps

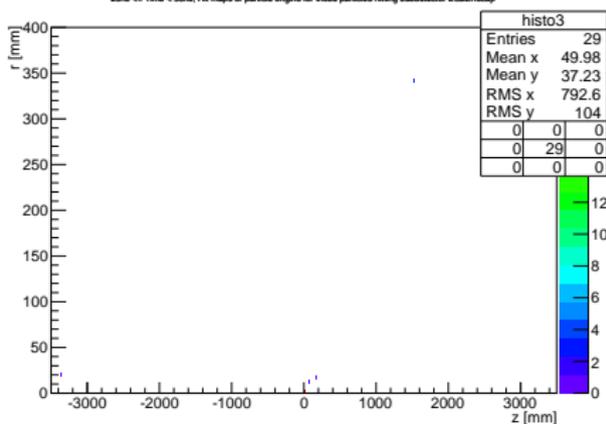
$t < 10\text{ns}$

Time < 10ns, Hit maps of particle origins for those particles hitting subdetector EcalEndcap



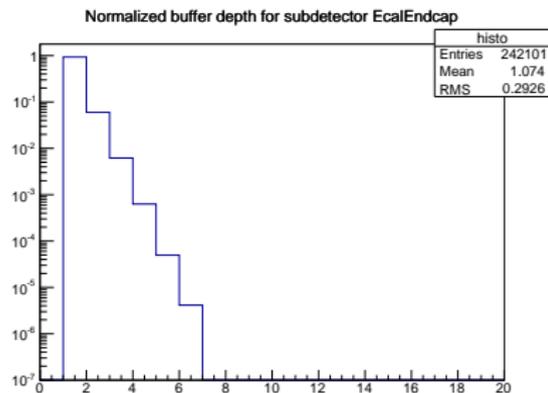
$20\text{ns} \geq t < 50\text{ns}$

20ns <= Time < 50ns, Hit maps of particle origins for those particles hitting subdetector EcalEndcap

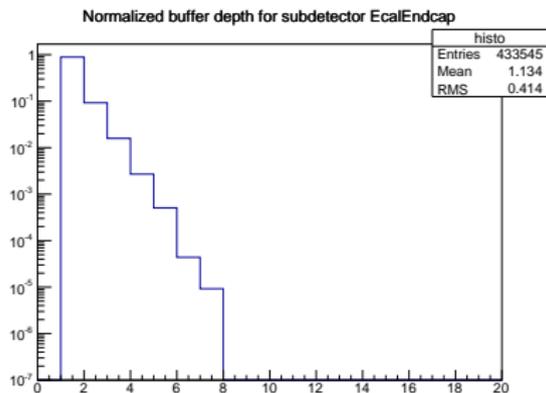


Buffer depth for EcalEndcaps, pair background

Normalized: the area underneath the histogram is 1
 → plot shows probabilities of specific occupancy



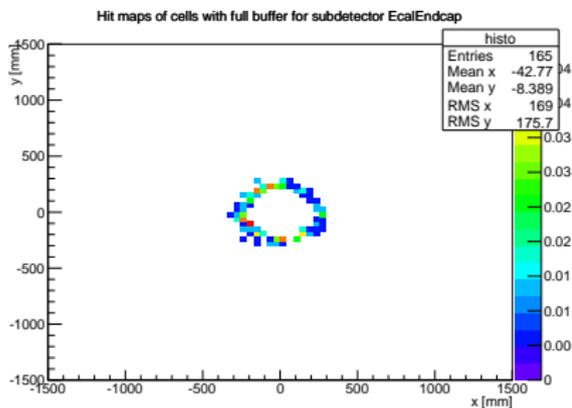
Left: for 1312 bunches, the probability of cells being hit 4 times is $\sim 5 \cdot 10^{-4} \approx 0.05\%$



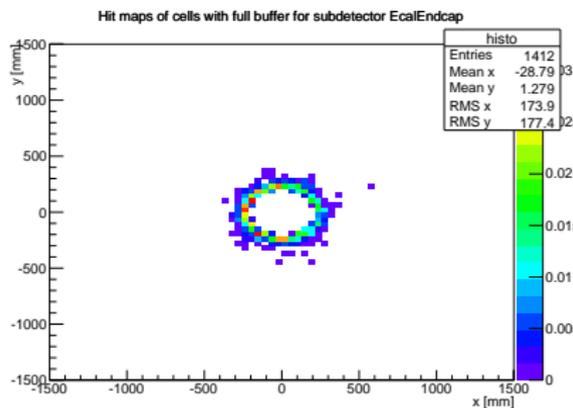
Right: for 2500 bunches, the probability of cells being hit 4 times is $\sim 1.5 \cdot 10^{-3} \approx 0.15\%$

Hit maps of the EcalEndcaps for cells with full buffer

Only the cells that are **hit 4 or more times** are drawn.



Left: for 1312 bunches



Right: for 2500 bunches