

# Update on Pair Background Studies

## Outline:

### > Cross-check status (Akiya, Eduard)

- BCal energy depositions
- VXD hit study

### > Timing studies

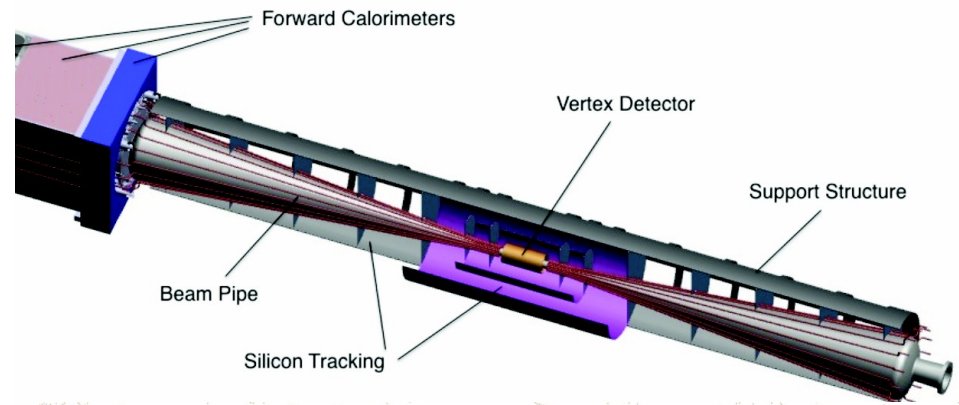
- Origin of background hits
- Possible methods of background reduction

Eduard Avetisyan

Update on Pair Background Studies  
DESY, 17 October 2012

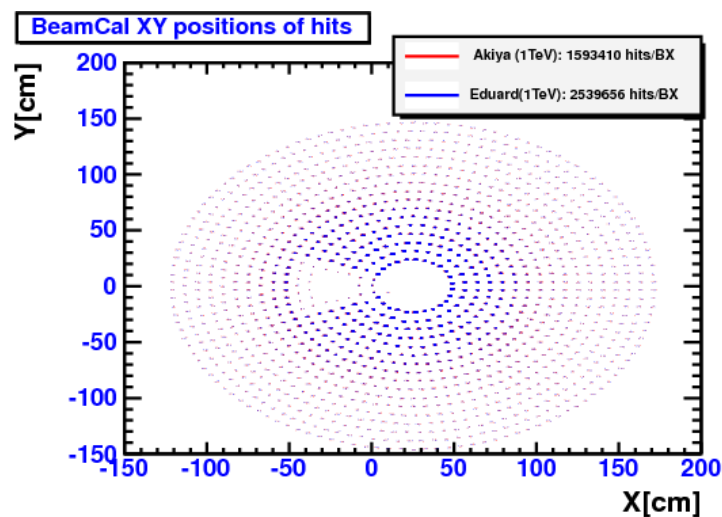
# Pair Backgrounds

- Intense EM fields in the beam-crossing region produce huge amounts (200-400k per BX) of  $e^+e^-$  pairs
- Mostly in forward direction, some create hits/noise in the detectors
- The hit occupancy and energy contributions in certain (forward/vertex) detectors can be crucial
- Earlier studies for RDR-500 documented in LOI
- TDR-1000 being studied



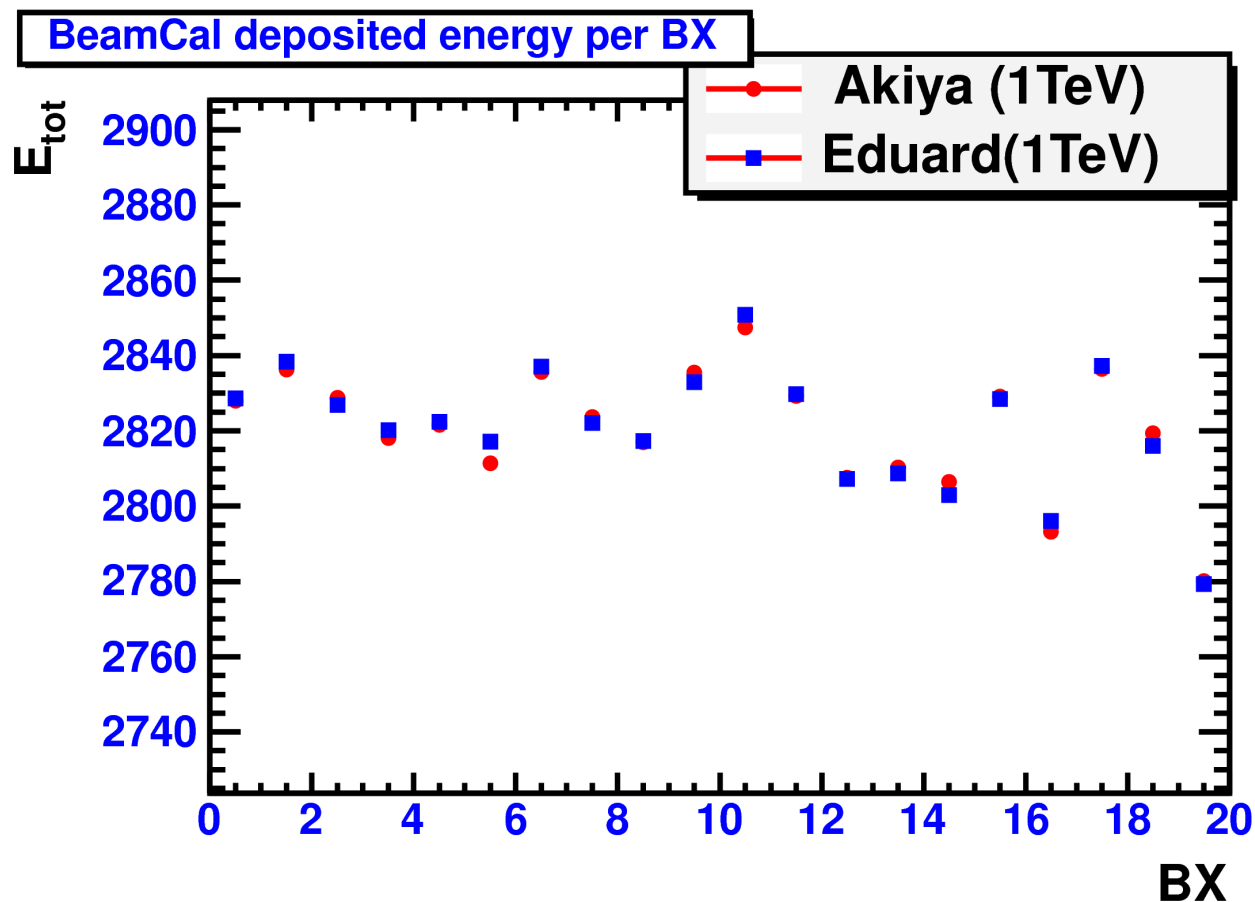
# Cross-check Status

- /Mokka/init/detectorModel **ILD\_o1\_v05**
- **40BX** GuineaPig pairs (1TeV) analyzed, full bunch train in the queue
- Mokka setup differences:
  - Akiya: 1000 pairs/event, 200 events/run, 1 joined slcio output/BX
  - Eduard: 100 pairs/event, 400 events/run, 11 slcio files per BX
- Agreement in **VXD** hit counts and distributions
- Mismatch in raw hit counts in **Bcal**
  - normal due to saturation
  - Full agreement in total energy deposition per BX



# BCal comparison

- Full agreement in total energy deposition per BX
- Mean energy per hit  $\sim 0.5 - 1\text{ GeV}$



# VXD Comparison

- Good (~3%) agreement in raw hit counts
- Layer/module hit counts ok

#Layer	Akiya (1TeV)		Eduard (1TeV)	
	Hits/BX	Hits/BX/cm <sup>2</sup>	Hits/BX	Hits/BX/cm <sup>2</sup>
1	5277	3070	5152	2998
2	2938	1709	2854	1660
3	335	48	299	43
4	280	41	248	36
5	117	17	108	16
6	105	15	99	14

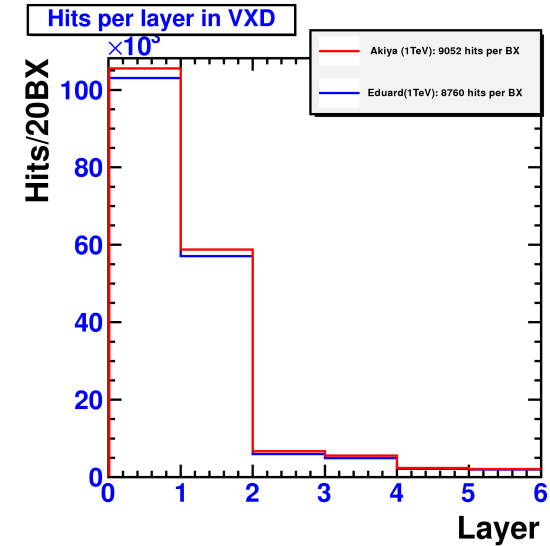
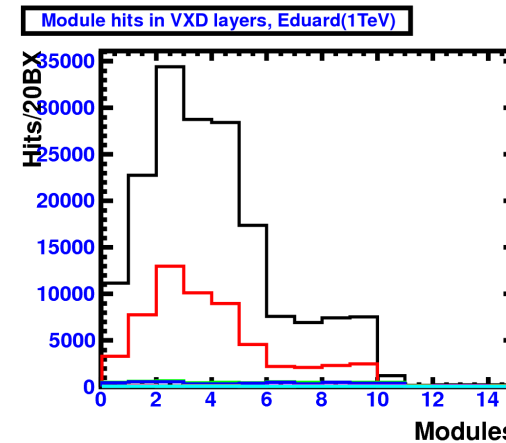
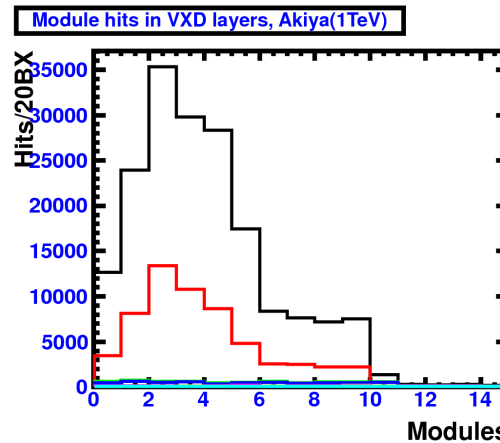


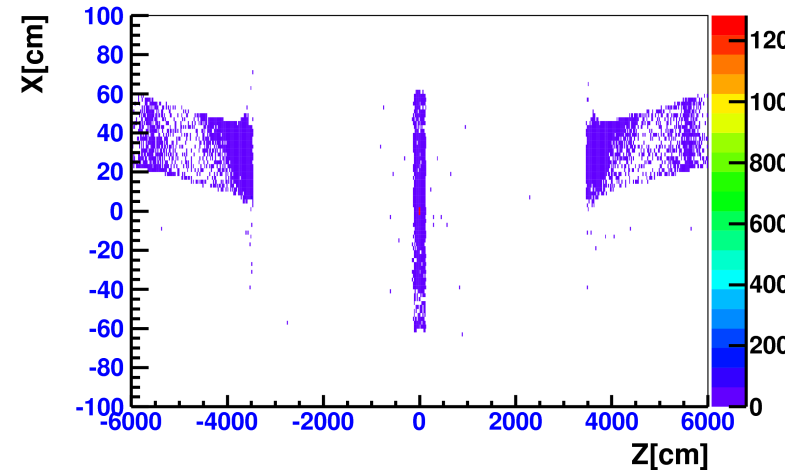
Table 3.6.1 (DBD)



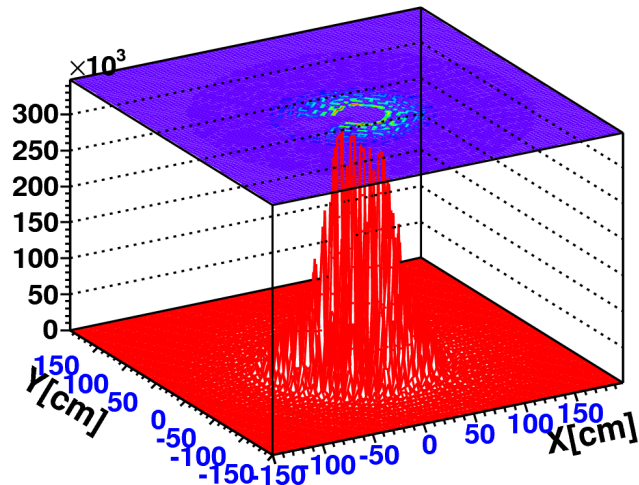
# VXD Hit Positions

- Many hits come from backscattered particles from BCal and beam pipe
- Most of the VXD hits are located in the first 2 layers
- Opposite to the keyhole in BCal
- Backscattered hits – check with timing

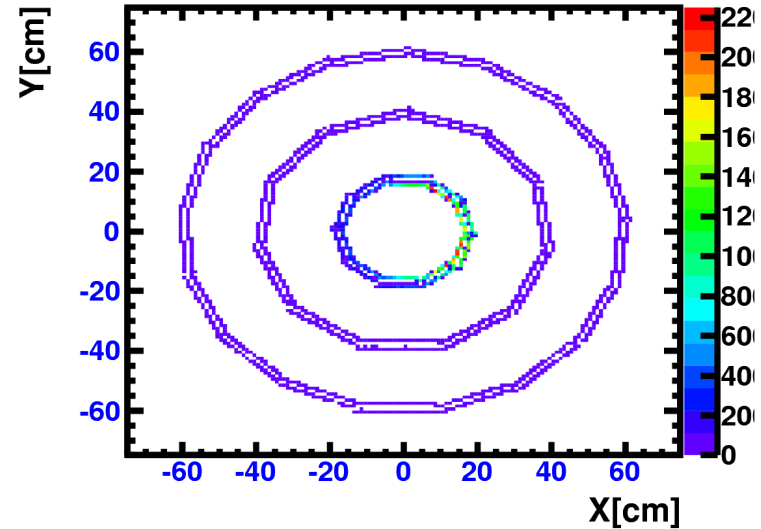
Origin of MCParticles leaving hits in VXD



BeamCal XY positions of hits



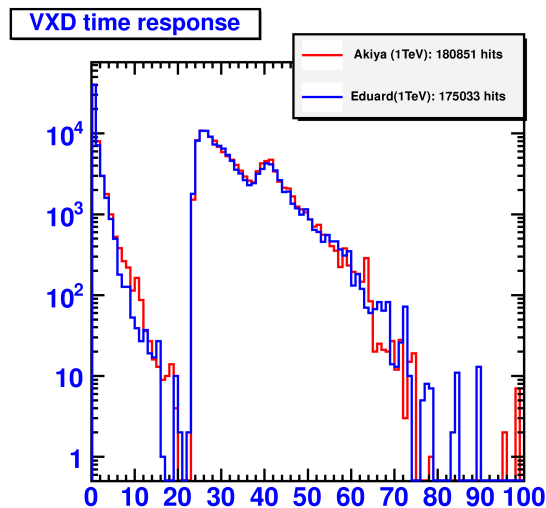
VXD XY positions



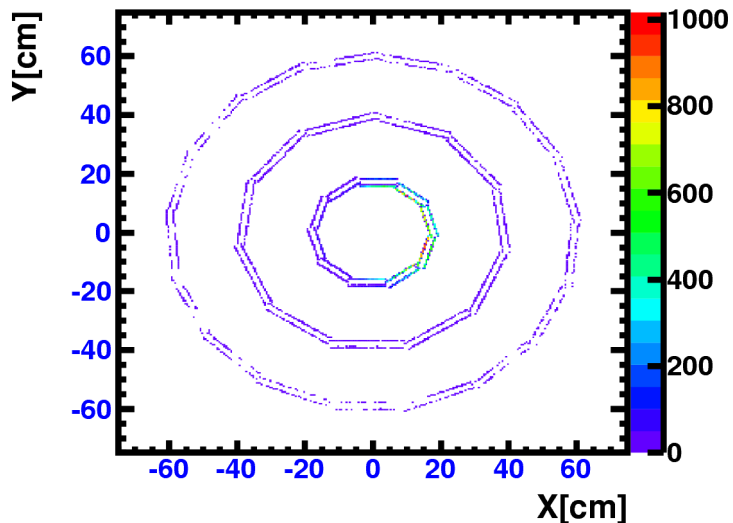
# VXD Hit Timing

➤ 24ns ~ 7m (BCal is ~3.5m far)

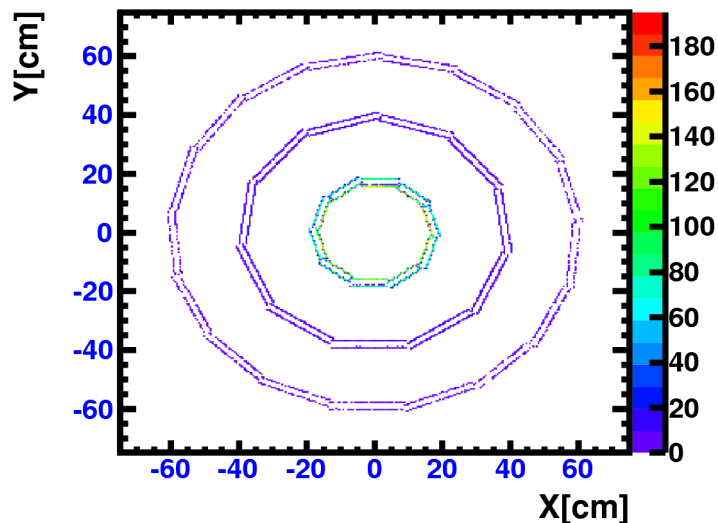
➤ Background strongly suppressed if time < 20



VXD XY positions, time > 20



VXD XY positions, time < 20



# Summary

- Pair backgrounds studied with updated software versions:
  - Mokka 8-00-03
  - ILCSoft v01-16
  - ILD o1-v05
- Good agreement Akiya/Eduard
- Updated hit counts for DBD
- Timing structure possibly useful for pair background rejection
  - Real physics overlays needed – in progress
- SIT/SET/FTD etc to be added soon.

