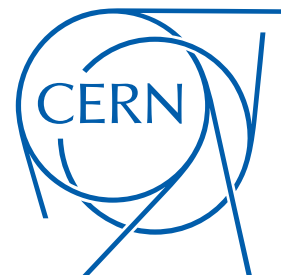


CLIC vertex and tracking system: input from detector optimisation studies

LCWS 2015
CLICdp meeting
November 5th, 2015
Whistler



Dominik Dannheim,
Rosa Simoniello (CERN)



- Constraints from backgrounds:

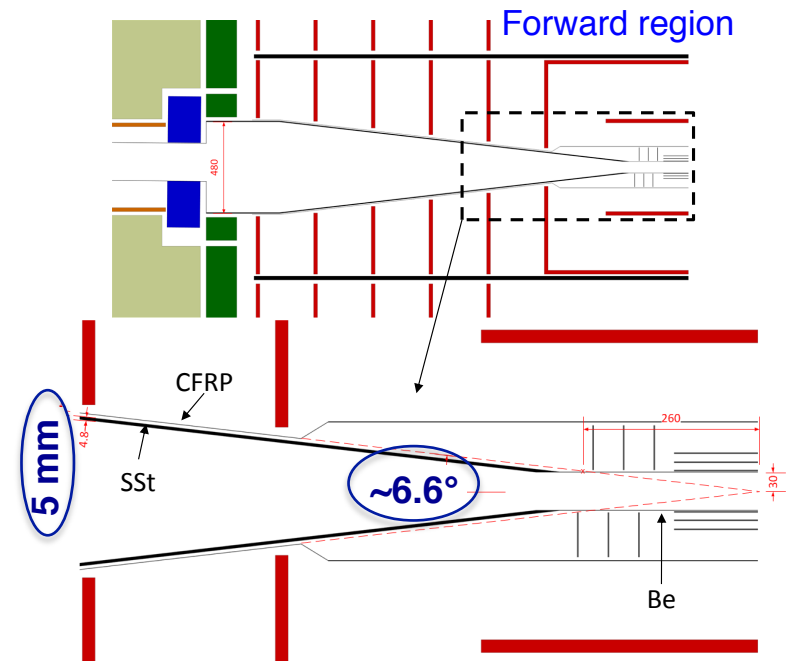
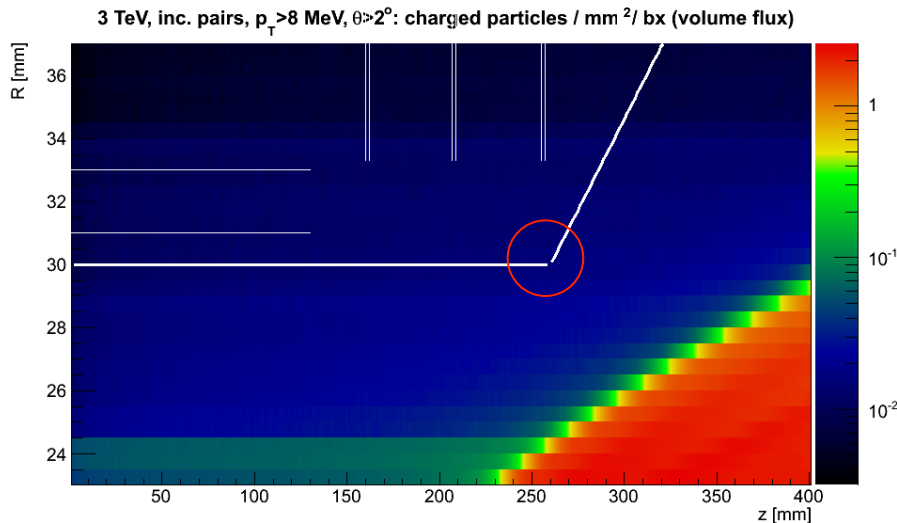
Inner radius, beam pipe, forward acceptance; cell sizes

- Vertex-detector layout optimisation
- Tracker layout optimisation
- Proposal for future studies

Inner radius, beam pipe, fwd acceptance

- High rate of forward-peaked background events, mostly e^+e^- pairs
 - constrains inner radius of vertex detector
 - $R_i \sim 31$ mm ($\sim 3\%$ train occupancy for $B=4$ T and $\sqrt{s}=3$ TeV)
 - constrains beam pipe layout:
 - conical forward region pointing towards interaction point
 - thick steel sections to absorb back-scattered particles
 - constrains forward acceptance (with LumiCal acceptance and air cooling constraints)
 - $\theta_{\min} \sim 7^\circ$
- *These appear to be rather hard constraints leaving not much room for improvement, unless we find another way to reduce back-scatters (w/o the thick beam pipe pointing to IP)*

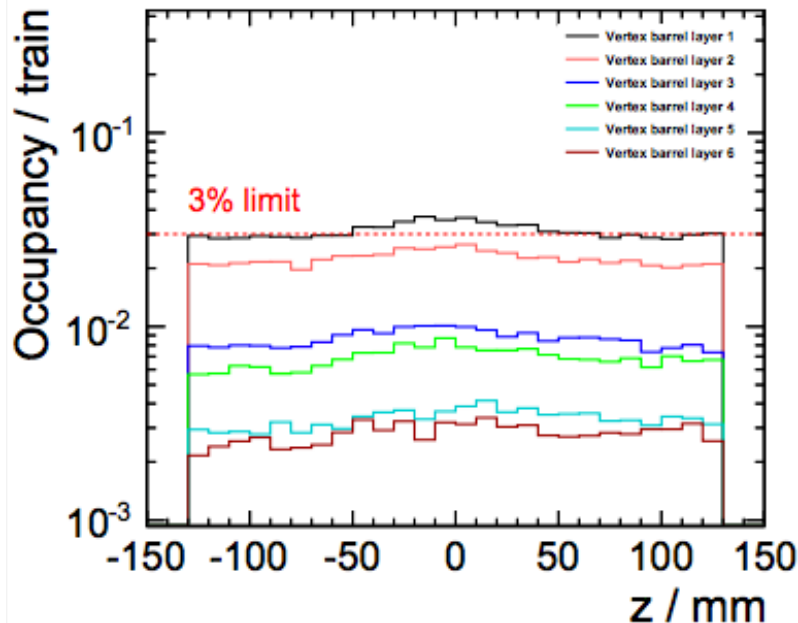
Direct hits from incoherent pairs in CLIC_ILD_CDR



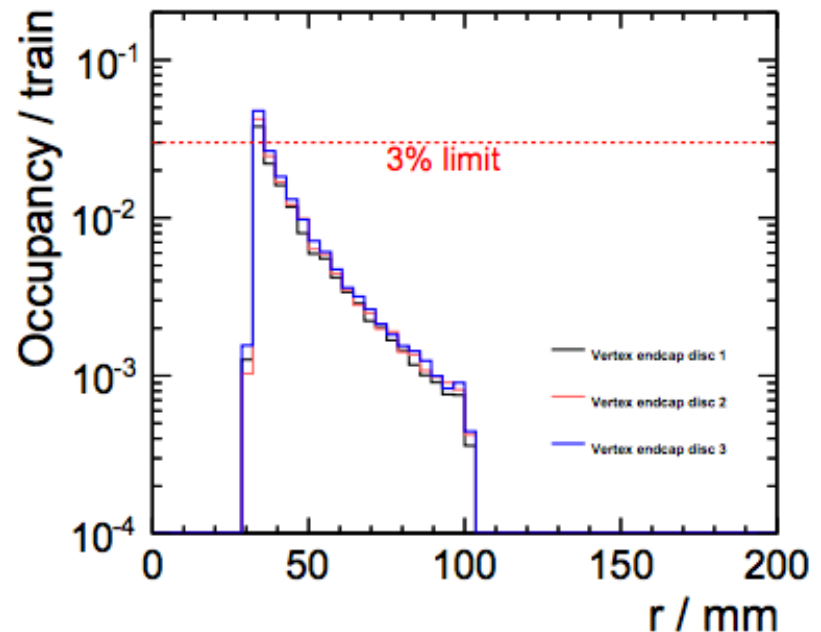
Vertex-detector cell sizes

- Vertex-detector readout granularity driven by:
 - Background occupancies \rightarrow not more than a few percent per bunch train
 - Incoherent e^+e^- pairs and $\gamma\gamma \rightarrow$ hadrons
 - For **25 μm pixel pitch**: $\sim 3\text{-}5\%$ train occupancy in innermost layers (dominated by direct hits thanks to forward-region optimisation)
 - Safety factors of 5 (incoh.pairs) and 2 ($\gamma\gamma \rightarrow$ hadrons) assumed, cluster size 5 (conservative!)
 - Background levels pose rather hard constraint, not much room for improvement*
- Single-point resolution $\rightarrow \sim 3 \mu\text{m}$
 - Technology dependent
 - Barely achievable* with **25 μm pixel pitch** and 50 μm sensor thickness

Hit rates VTX barrel



Hit rates VTX FWD disks



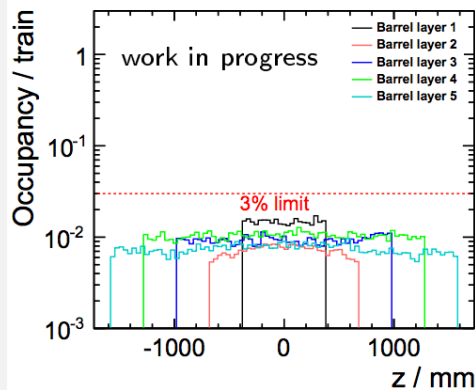
Outer tracker cell sizes

- Similar considerations as in vertex-detector region
- Single-point resolution goal in $R\phi$:
 $7\ \mu\text{m} \rightarrow \sim 50\ \mu\text{m}$ width
- Background occupancies drive strip (pixel) length:
 $\sim 3\%$ occupancy $\rightarrow 1\text{-}10\ \text{mm}$ length,
 depending on layer radius

Main tracker cell sizes

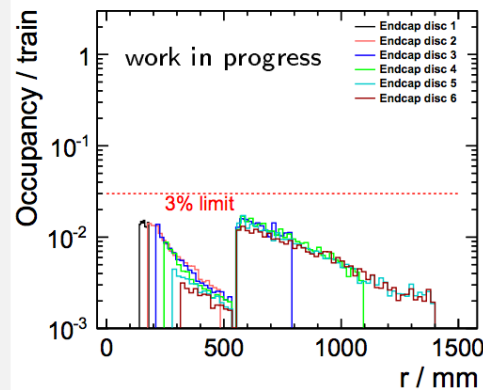
Barrel

Barrel layer	Strip length / mm
1 & 2	1
3	5
4 & 5	10



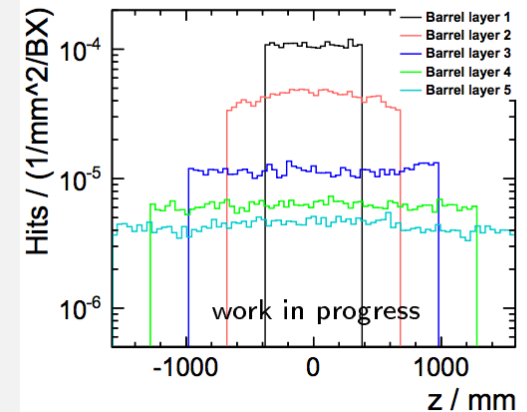
Endcap discs

- inner discs: 1 mm strips
- outer discs: 10 mm strips

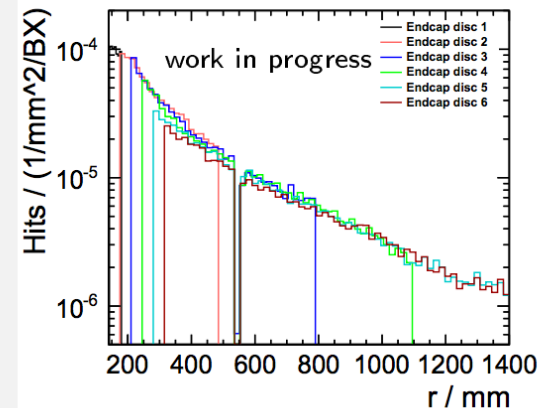


Beam-induced background hits
 from $\gamma\gamma \rightarrow \text{hadr. and incoh. pairs}$

Barrel



Endcap discs



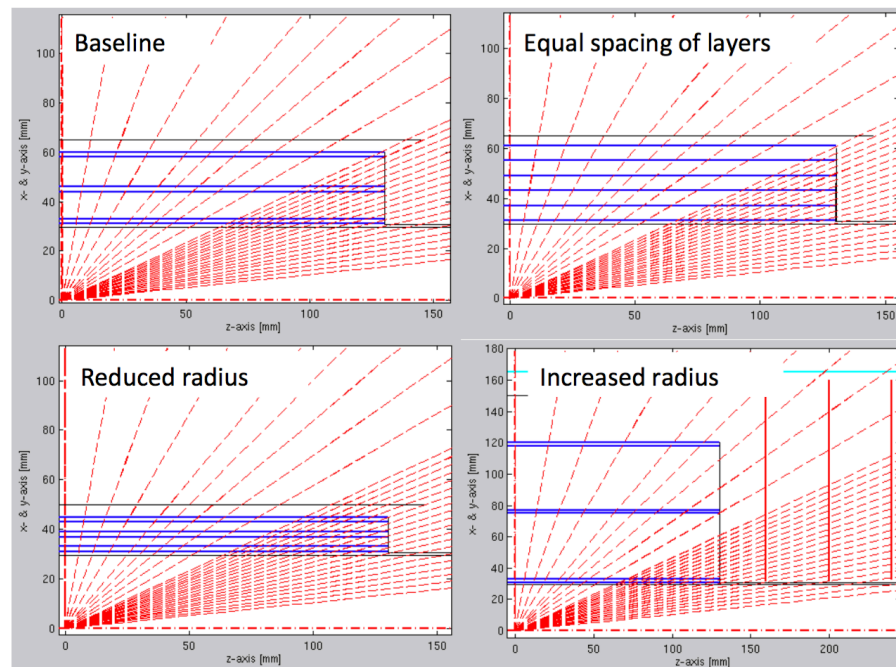
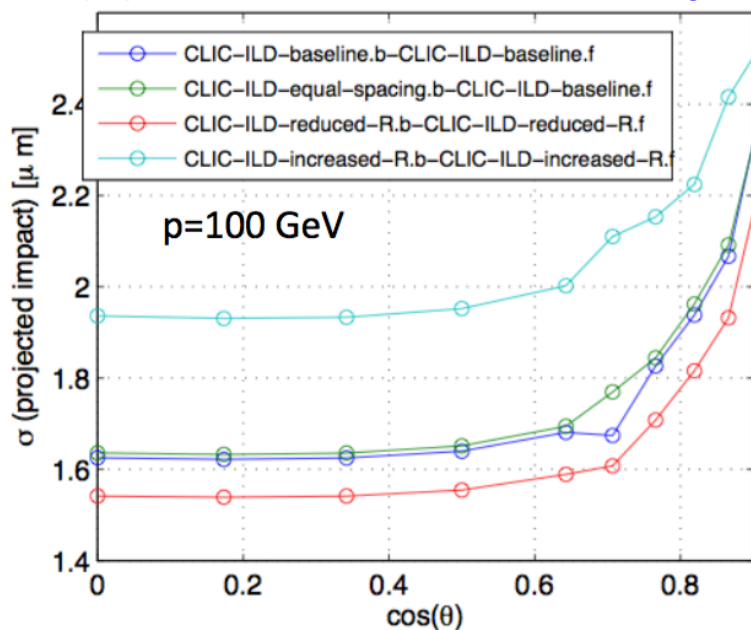
M. Munker, A. Nürnberg

Vertex-detector layout optimisation



- Optimisation studies performed so far:
 - Fast simulation (LiC toy) → impact parameter resolution as function of energy, angle
 - Full simulation with LCFI plus → flavour-tagging performance as function of energy, angle
 - Parametrised study for **H_{vv}** benchmark → impact of flavour-tagging on physics analysis
- Results in a nutshell:
 - Large impact on performance: distance of innermost layer to IP, material budget, resolution
 - Small impact on performance: arrangement of layers, short vs long barrel, spiral endcaps
 - Compact arrangement of layers is favorable for high-momentum particles
- Tracker was included in studies, but tracker geometry was not varied
- In particular: no studies of tracker performance in view of late decays (beyond vertex detector)

Imp.-param. resolution for different barrel geometries



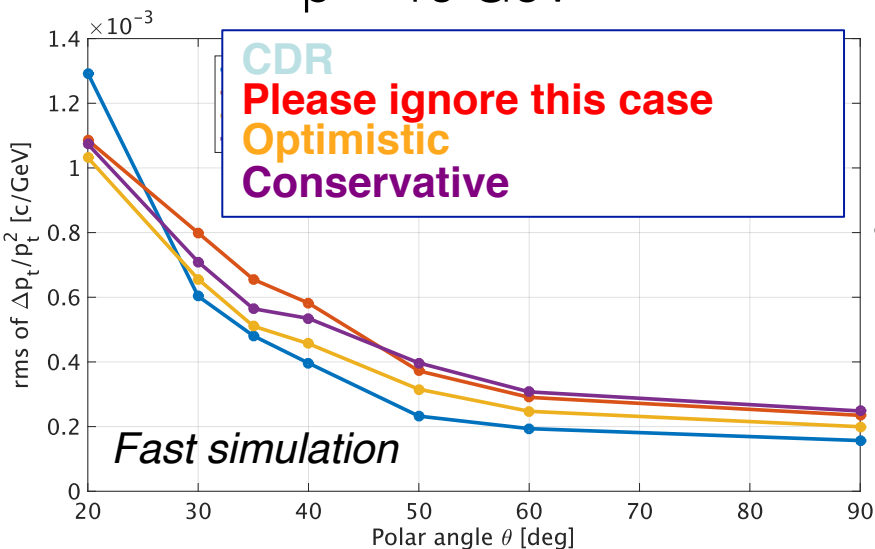
Tracker layout optimisation



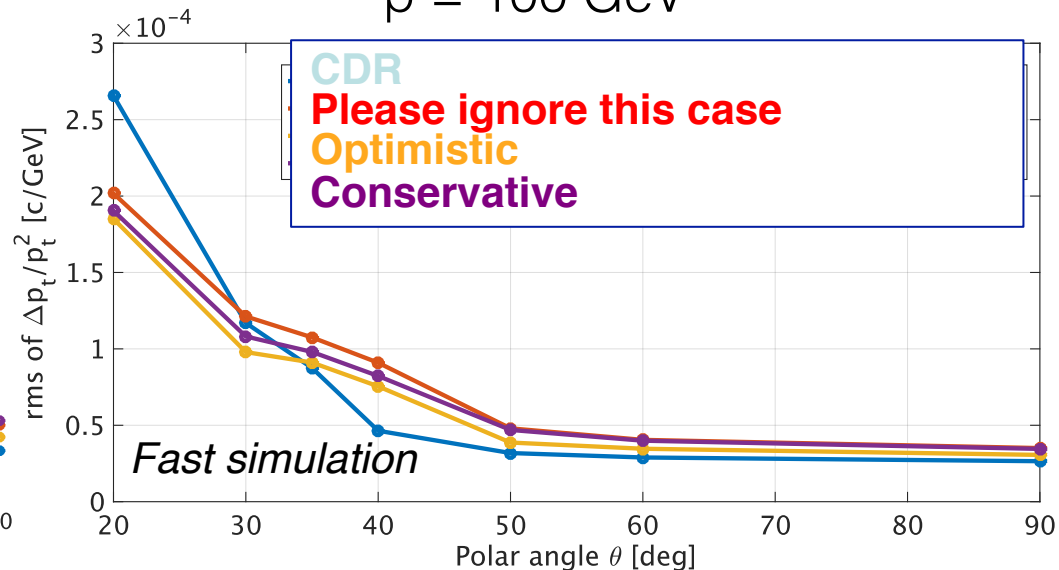
- CDR tracker layouts were taken over from ILD/SiD and (re-)optimised for:
 - uniform coverage
 - maximum forward acceptance (see above)
- Current CLIC tracker layout is SiD like (silicon only) and takes into account engineering and other constraints:
 - more material for supports and cabling: $\sim 2\%X_0$ per layer instead of $1\%X_0$
 - more realistic gaps for services
 - longer forward region, in order to improve momentum resolution for forward tracks
 - larger barrel radius (1.45 m instead of 1.25 m),
in order to improve momentum resolution
 - higher granularity in z and R coordinates (see above)
 - under study: extra forward disk, to improve track extrapolation in high-background environment (see below)?
 - to be studied: extra barrel layer, to improve impact-parameter resolution for late decays and mitigate effect of missing hits in overlap regions?

Material budget

$p = 10 \text{ GeV}$



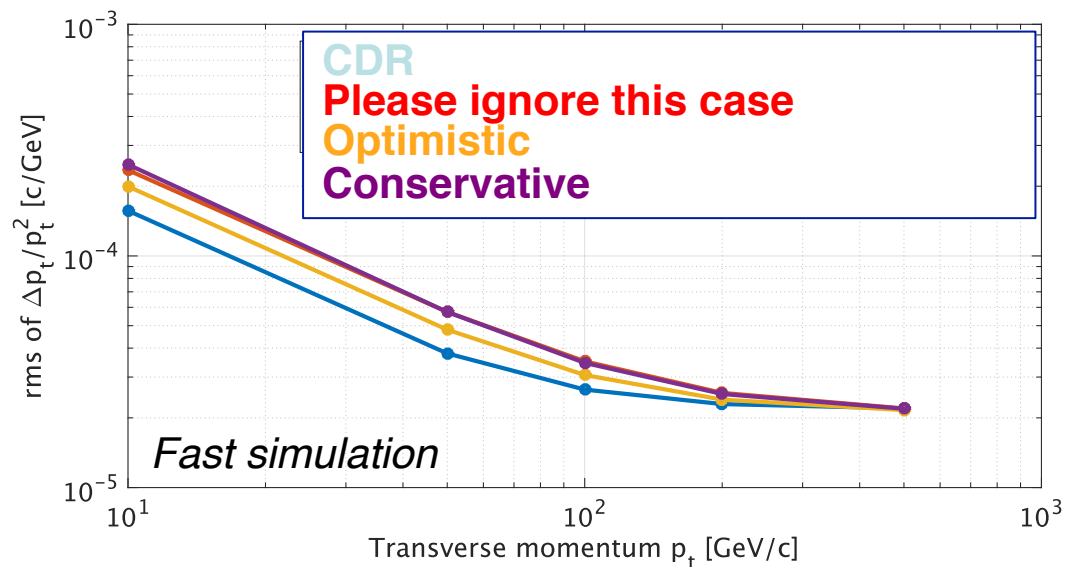
$p = 100 \text{ GeV}$



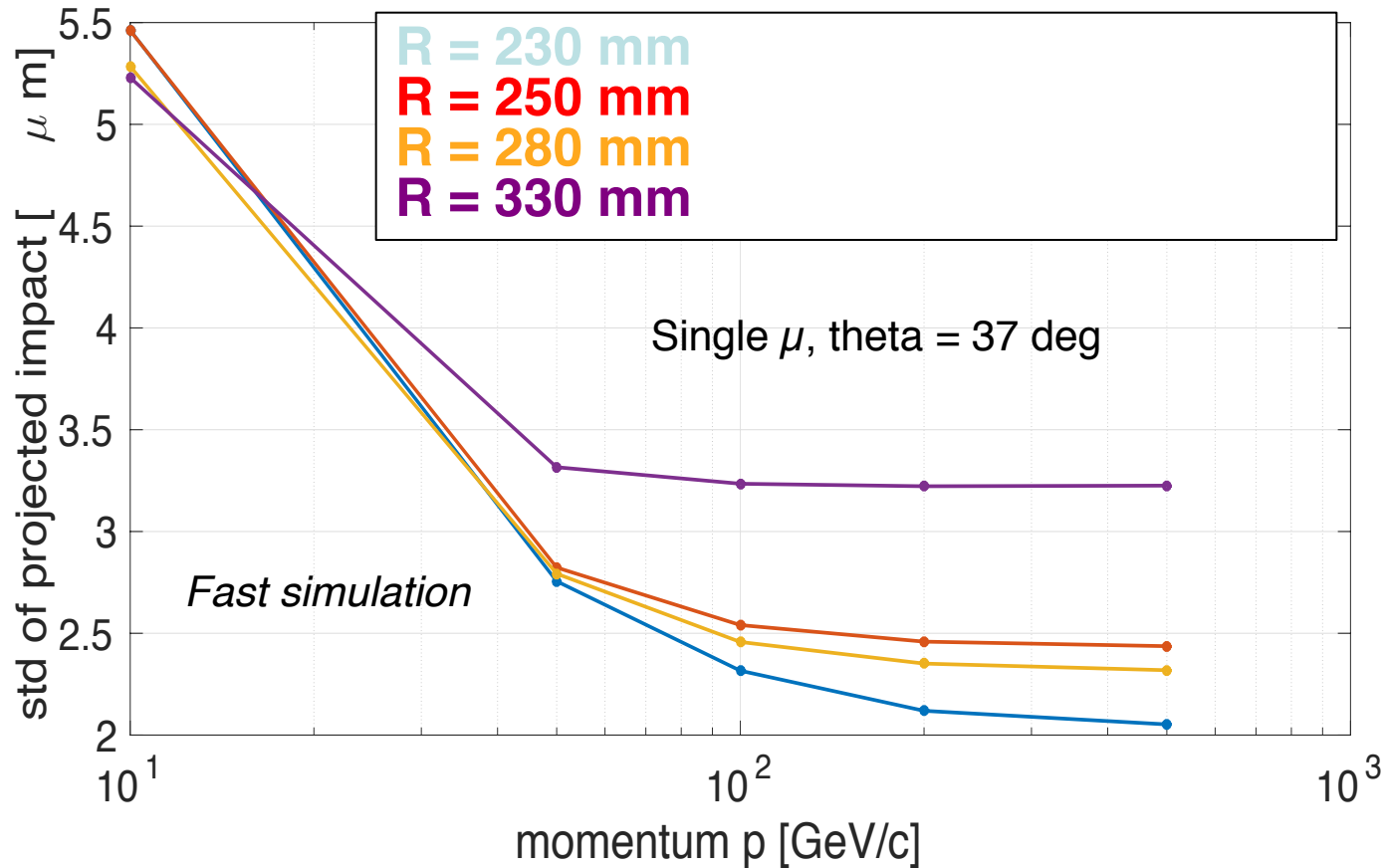
	B1	B2	B3	B4	B5
%X	1.5	2.1	2.0	2.1	2.1
0	7	5	6	3	3

- “Optimistic” case (similar to implementation in full simulation model) **for 10 GeV muons ~25% worse than CDR**

$\theta = 90^\circ$

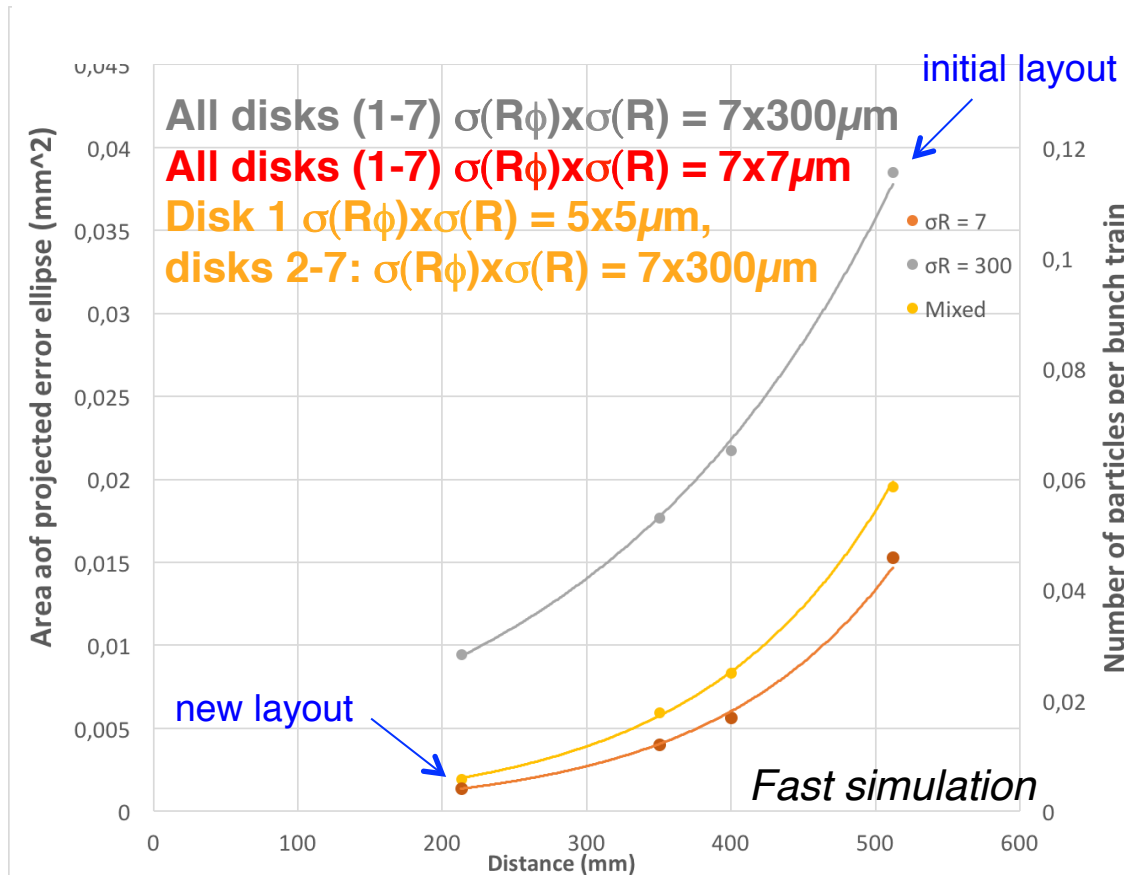
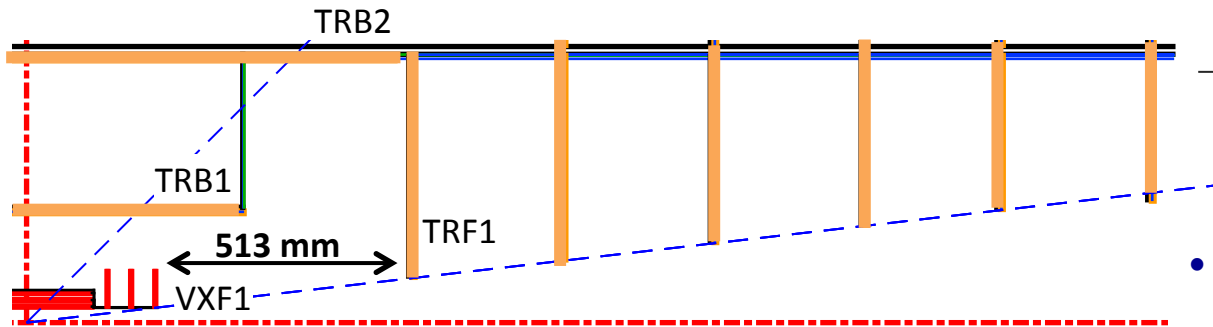


Radius of first layer



- Worsening of impact parameter resolution when moving the first tracker layer out

Extra endcap disk



- Driven by occupancy requirements → How many hits fall in the area defined by the track extrapolation errors?
- If we want less than few % bkg an **extra layer** is needed (rearrangement of the layers will cause large extrapolation for the other layers → it does not solve the problem even if bkg decreases with R)
- If we want less than 1% bkg the extra disk needs to be **pixelated**
- No problem for mechanics

Proposal for future studies



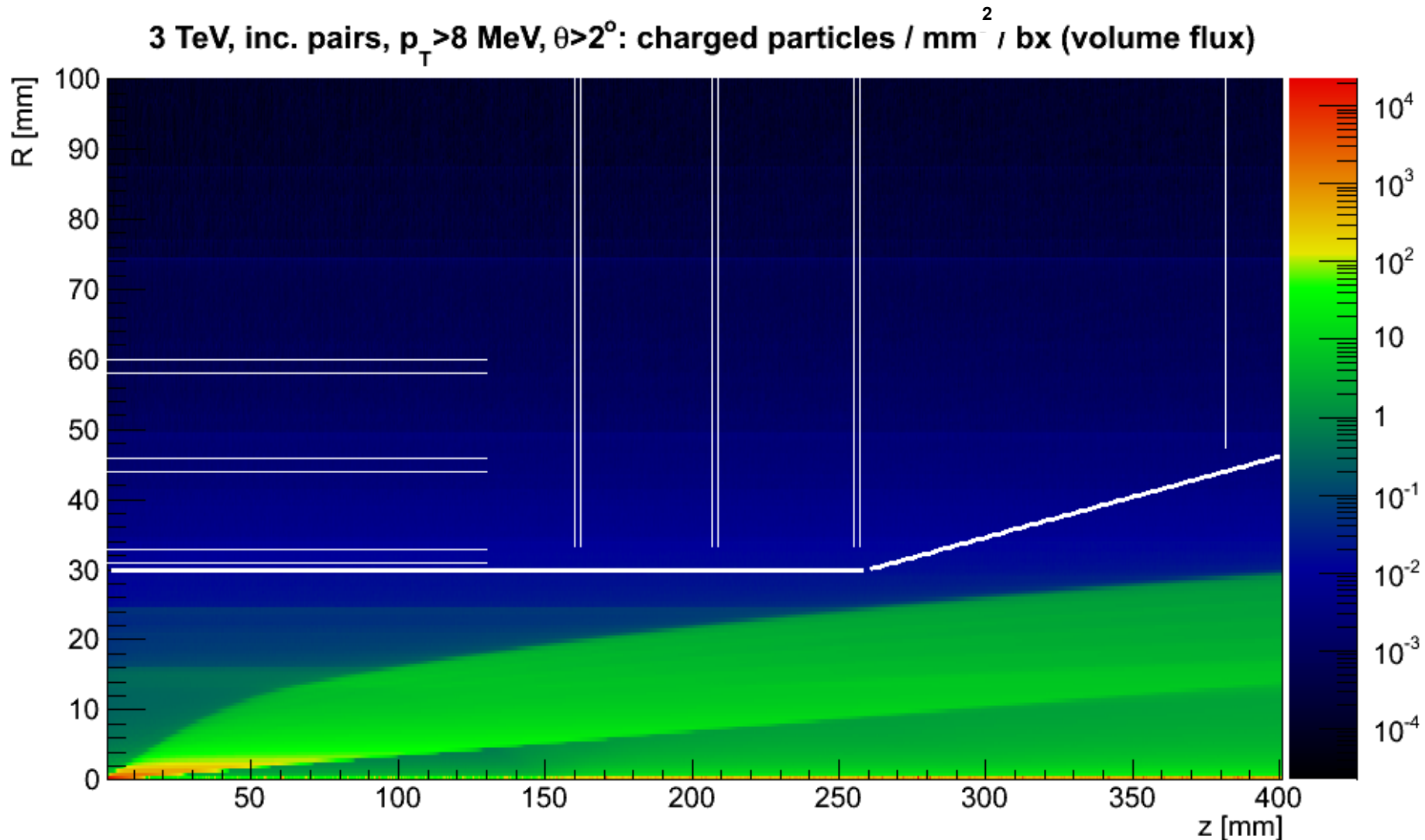
Optimize tagging performance for **late decay vertices** from strongly boosted heavy flavored hadrons:

- **Easy**: Study fast-simulation impact-parameter performance for:
 - reduced number of vertex hits (including tracker standalone)
[quick check this morning: 150 GeV muons d_0 resolution worsens from $1.6 \mu\text{m}$ to $11 \mu\text{m}$ when removing hits from vertex detector. Is this still good enough?]
 - different tracker geometries and resolutions
 - increase vertex-detector radius vs. decreasing tracker inner layer
 - extra vertex layer vs. extra tracker layer
 - *note: extra tracker layer is anyway under consideration, because the cooling system favors a geometry w/o overlapping modules (see Andreas' talk), leading to inefficient regions between modules that could be compensated for with an extra layer*
- **More difficult**: Full-simulation flavor-tagging performance studies
 - Re-do previous studies with improved tracking: allow for missing hits in all vertex layers (alternatively: bypass pattern recognition based on Monte Carlo true information)
 - Same as above, with different geometries
 - Results should tell us what the required impact-parameter resolution for late decays is
- **Rather long term**: Physics benchmark studies
 - Guidance for fast-simulation studies: which kinematic region is most important? Trade-off between early and late decays? (see Philipp's talk, could partially be done on generator level?)
 - Impact of flavor-tagging performance on analysis results (needs full simulation)

Additional material

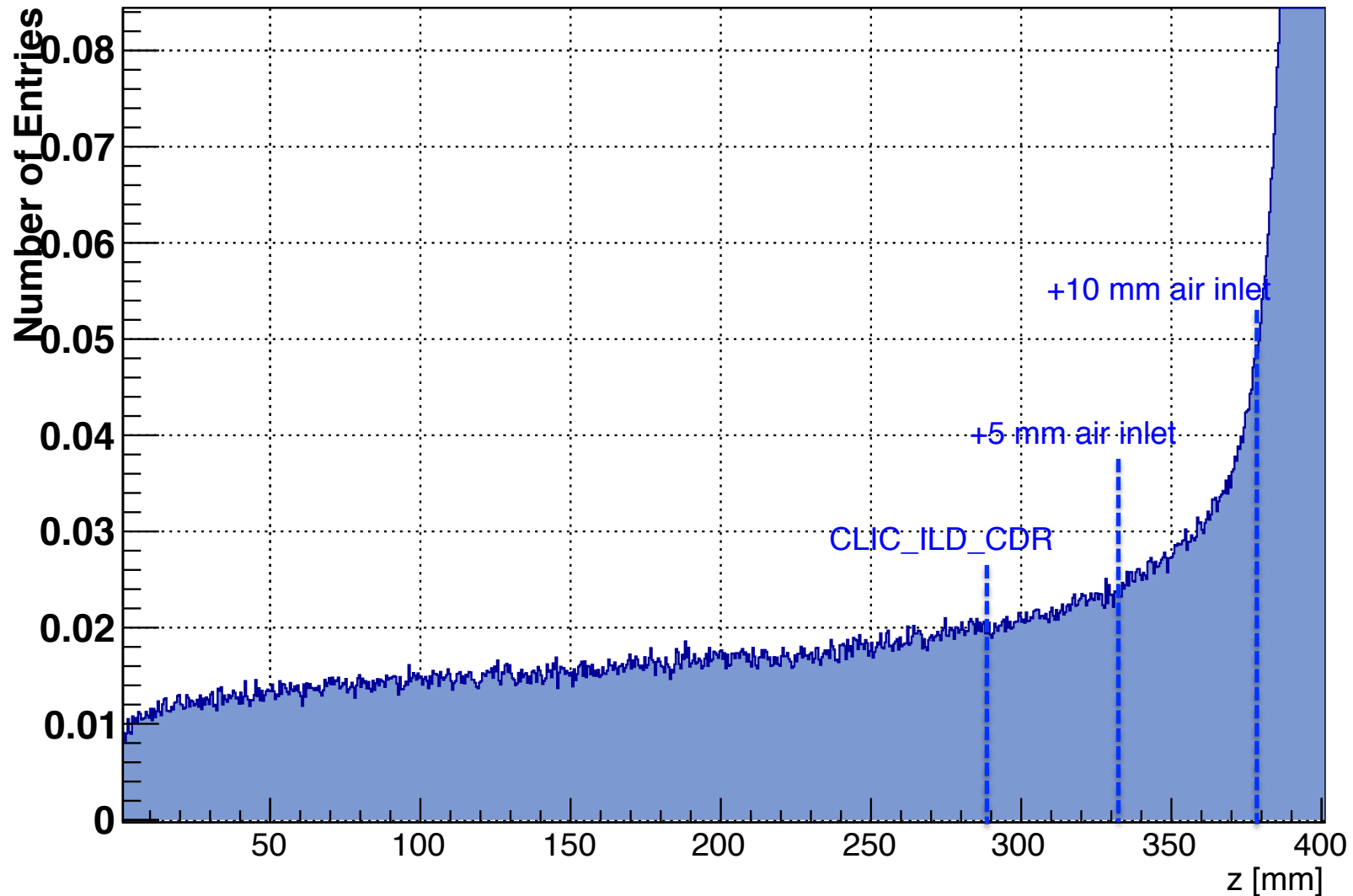


Hit density in vertex region

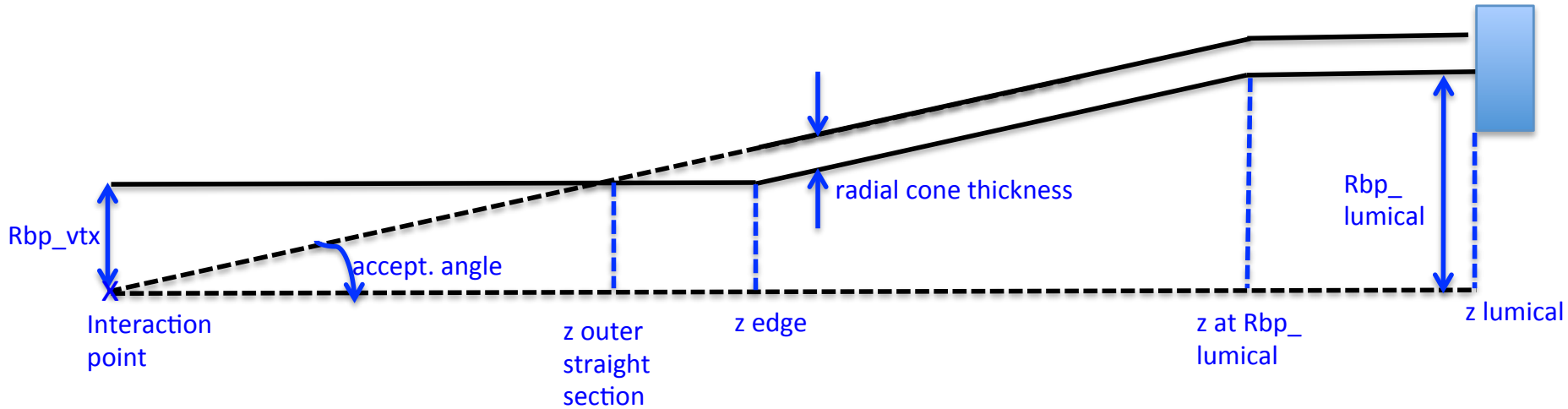


Hit density at R=29 mm

3 TeV, incoh. pairs: charged particles / mm² / bx (volume flux) at R=29 mm

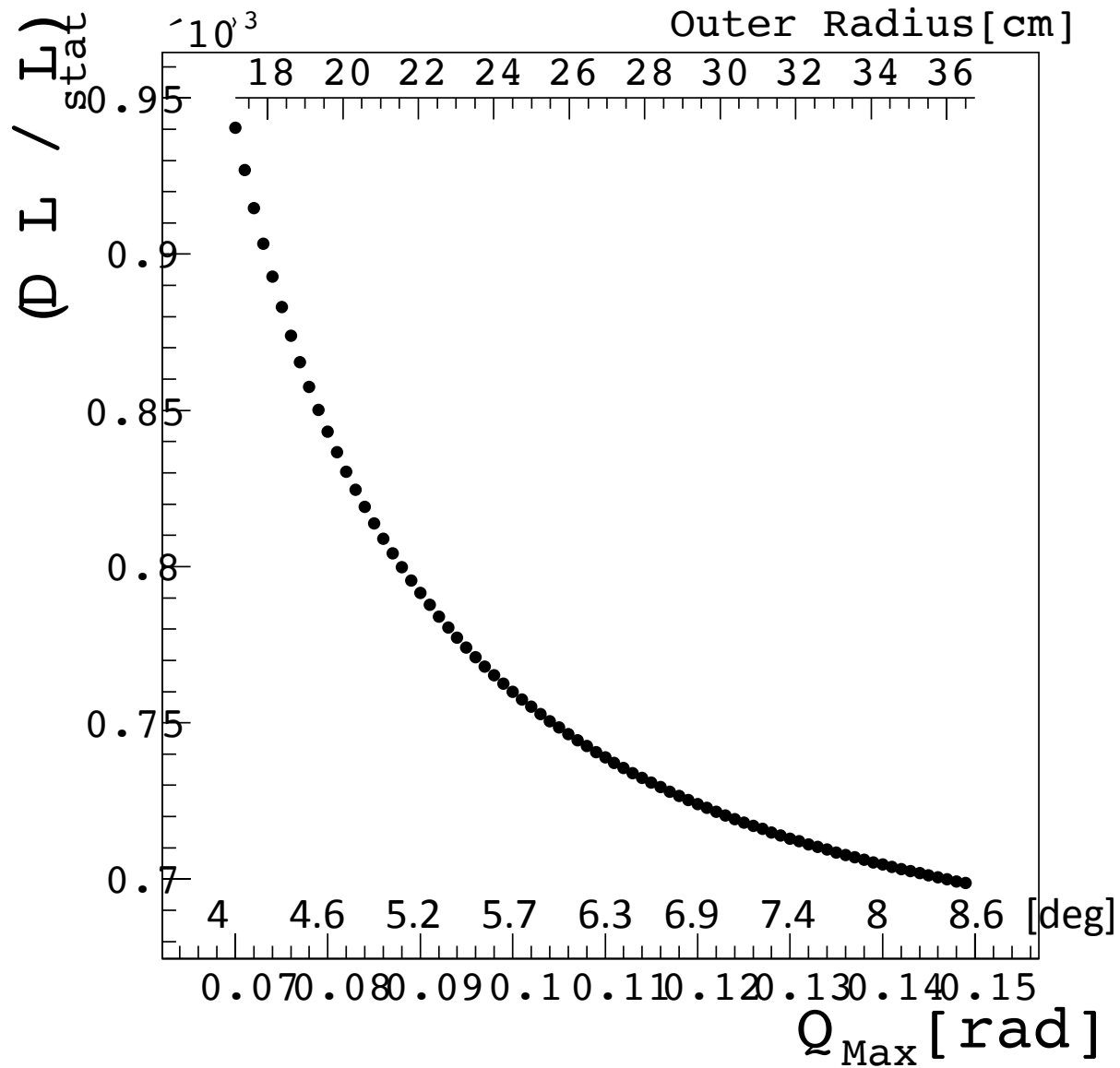


Forward acceptance

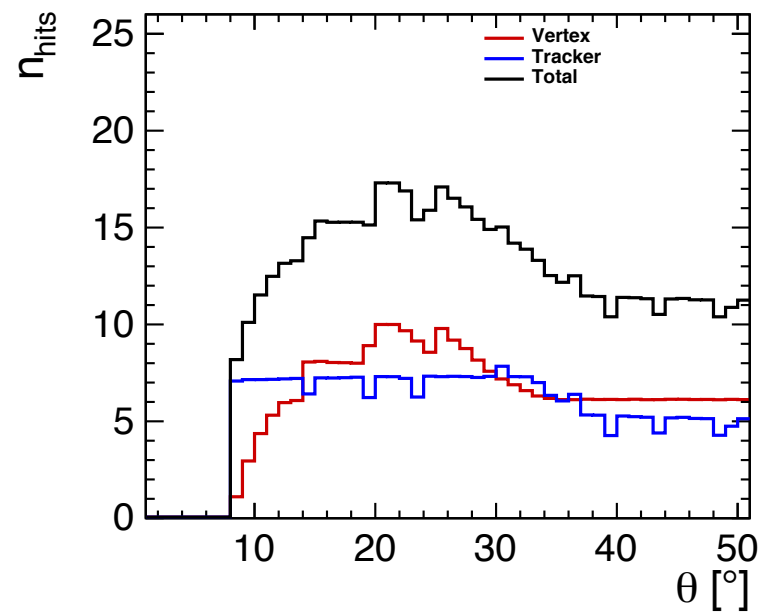
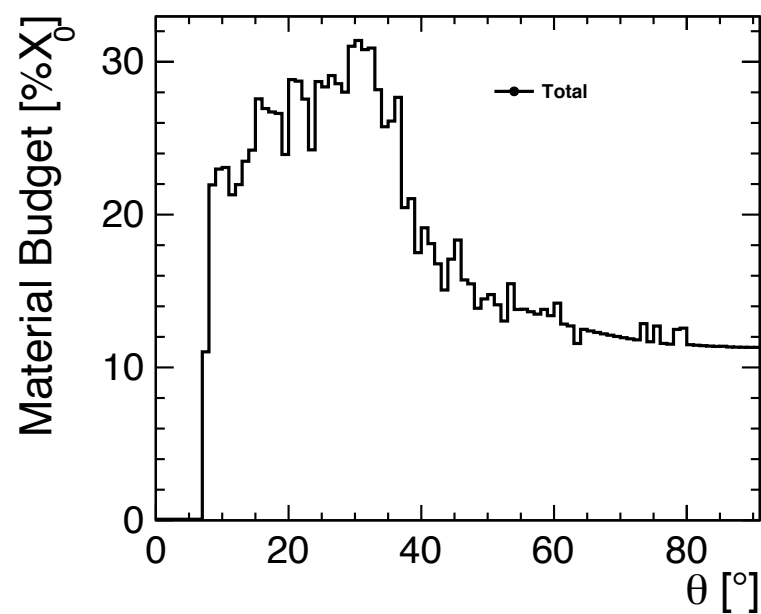
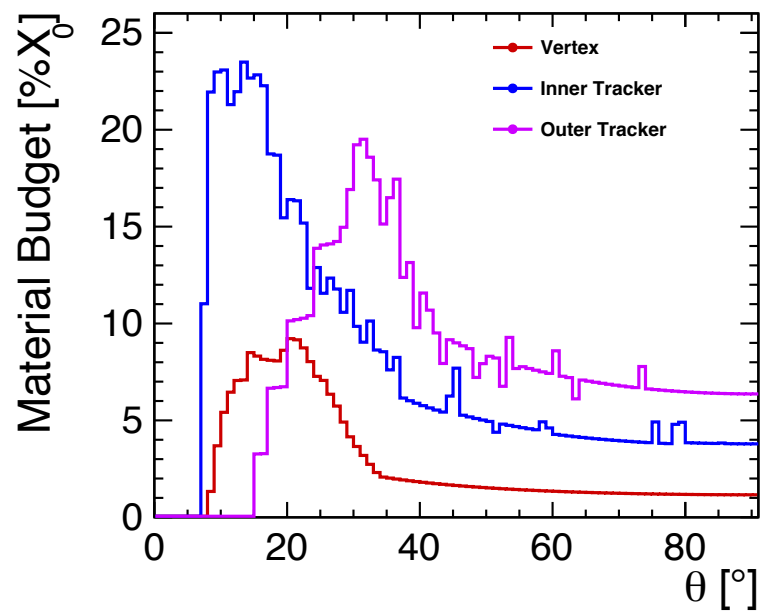


Geometry	CLIC_ILD_CDR	With 10 mm air inlet, same z edge	With 5 mm air inlet, same z edge	With 10 mm air inlet, same accept. angle	With 5 mm air inlet, same accept. angle
Rbp_vtx [mm]	29	29	29	29	29
Rbp_lumical [mm]	240	240	240	240	240
z_lumical [mm]	2450	2450	2450	2450	2450
Accept.angle [rad]	0.1137	0.1477	0.1308	0.1137	0.1137
Accept angle [deg]	6.51	8.46	7.49	6.51	6.51
Radial cone thickness [mm]	4	14	9	14	9
Real cone thickness	3.974	13.848	8.923	13.910	8.942
z outer straight section [mm]	254.0	194.9	220.4	254.0	254.0
z edge	289.0	289.0	288.9	376.6	332.8
z at Rbp_lumical [mm]	2101.7	1613.1	1824.4	2101.7	2101.7

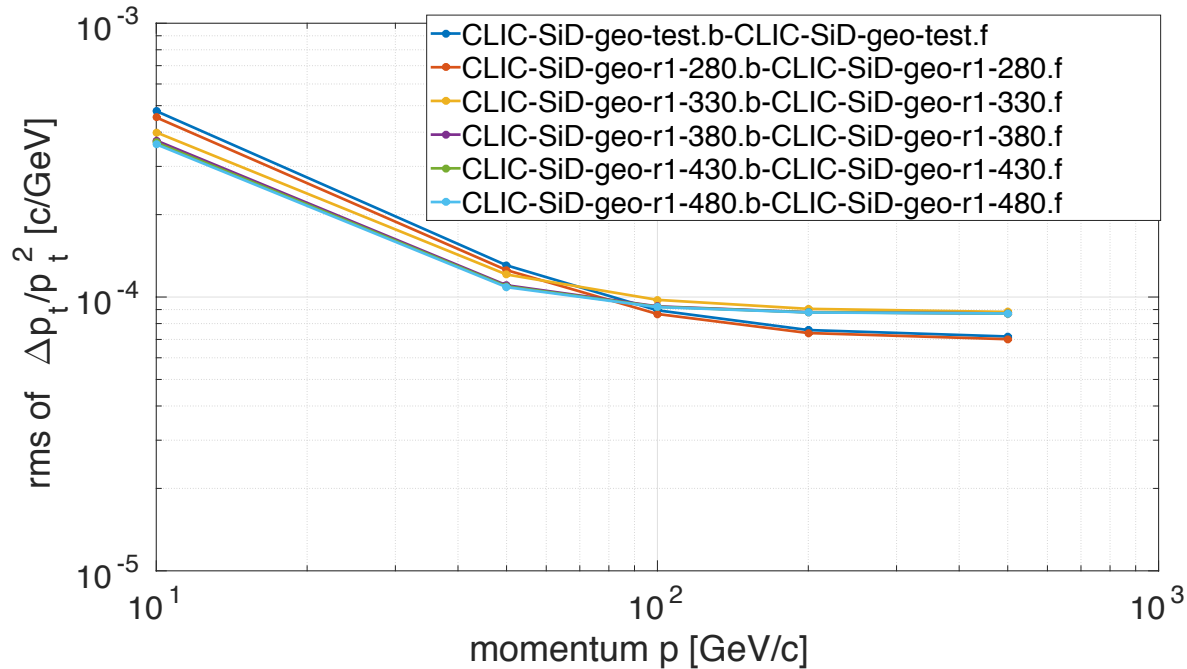
LumiCal acceptance



André Sailer

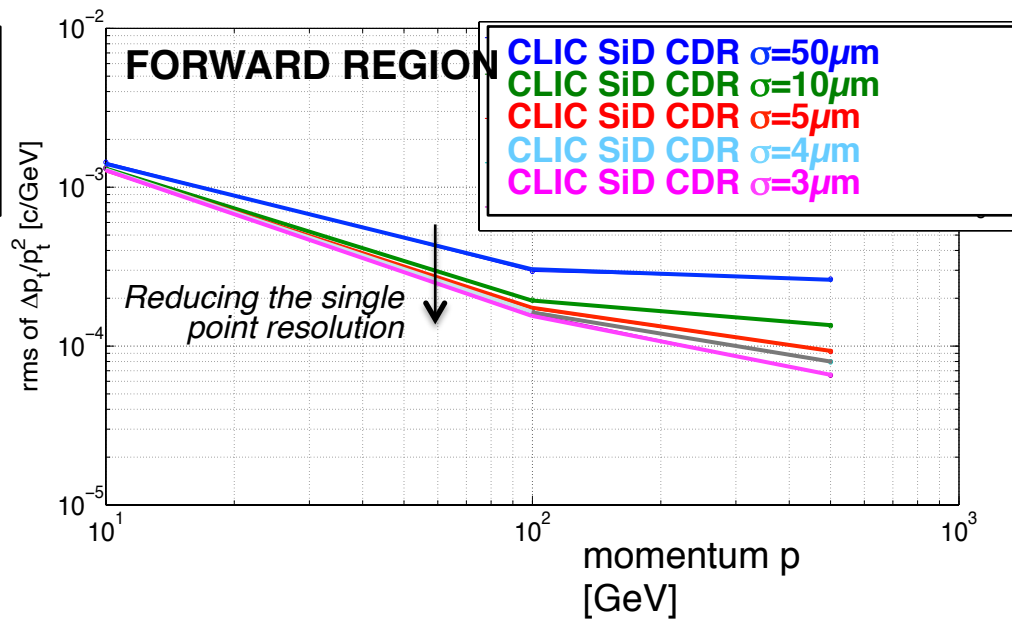
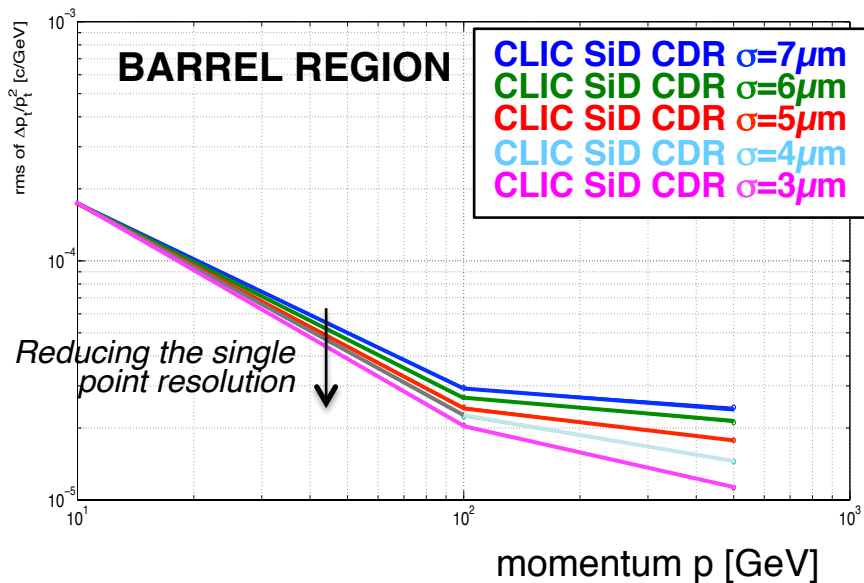


Results vs momentum



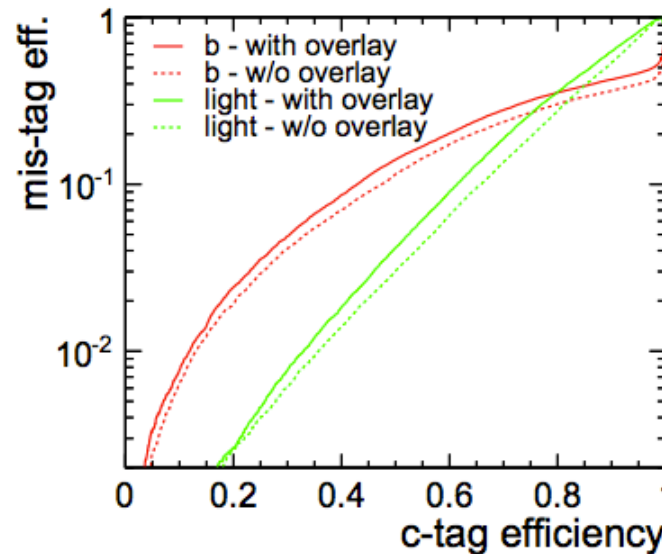
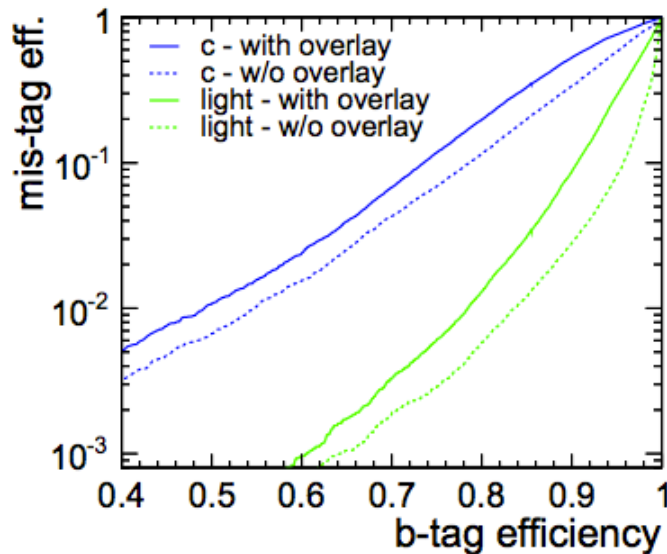
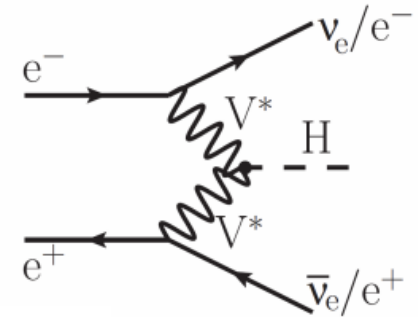
- *For low pT : multiple scattering is important \rightarrow larger radius preferred for lower $m.b.$*
- *For high pT : track more straight \rightarrow it is important to have a layer closer to the VXD*

Single point resolution



Flavor tagging: impact on physics performance

- $e^+e^- \rightarrow H\nu\nu$: dominating Higgs production process at $\sqrt{s}=3$ TeV
- $\sigma \times \text{BR}$ measurement for the decays to **bb** and **cc**
- **flavor tagging** crucial for achievable precision



$\sqrt{s}=3$ TeV

$L_{\text{int}}=2 \text{ ab}^{-1}$

$p_{T,\text{jet}} \sim 70 \text{ GeV}$

$E_{\text{jet}} \sim 130 \text{ GeV}$

channel	stat. unc. on $\sigma \times \text{BR}$	change for +/-20% fake r.
$H \rightarrow b\bar{b}$	0.23%	0.24% / 0.21%
$H \rightarrow c\bar{c}$	3.1%	3.6% / 2.6%

- consider $\pm 20\%$ change in fake rates
- sizeable effect, in particular for $H \rightarrow c\bar{c}$:
30% more integ. luminosity required for same precision when increasing fake rate by **20%** (**>1 year** of additional running!)