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# Beamstrahlung Background Simulation Status Report

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Inputs from DESY ILC Group



CENTRE NATIONAL  
DE LA RECHERCHE  
SCIENTIFIQUE

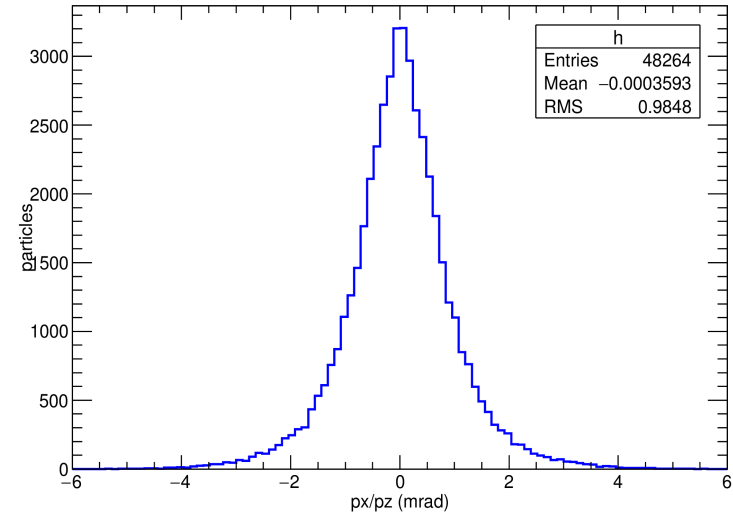


# Beamstrahlung Simulation Tools

- Machine Background studies for DBD were performed with a different simulation tool: Mokka
- Current background studies use the new standard simulation tool: DD4Hep

- Both tools use the same background primary particles from GuinaPig++
  - Samples for  $E_{\text{CM}} = 250, 500$  and  $1000$  GeV with same baseline machine parameters of DBD
  - Looking at the primary files it seems that there is no crossing angle

px/pz for primaries with  $E > 10$  GeV



- Ran Beamstrahlung DD4Hep simulation for  $E_{\text{CM}} = 500\text{GeV} \& 1\text{TeV}$  (~200 BX)
- Use same detector geometry as DBD (ILD\_o1\_v05) with solenoidal B-field map
- Compared bkg rates on tracking detectors with previous & current simulation

# Comparison: **Prev-DBD** vs **Current Bkg Simulation**

System	Units	Layer	$E_{CM}$ 500 GeV	$E_{CM}$ 500 GeV	$E_{CM}$ 1 TeV	$E_{CM}$ 1 TeV
VXD	hits/cm <sup>2</sup> /BX	1	<b>6.320 ± 1.763</b>	<b>13.409 ± 1.602</b>	<b>11.774 ± 0.992</b>	<b>26.585 ± 5.184</b>
		2	<b>4.009 ± 1.176</b>	<b>9.553 ± 1.238</b>	<b>7.474 ± 0.747</b>	<b>19.823 ± 3.898</b>
		3	<b>0.250 ± 0.109</b>	<b>0.372 ± 0.107</b>	<b>0.431 ± 0.128</b>	<b>0.680 ± 0.180</b>
		4	<b>0.212 ± 0.094</b>	<b>0.318 ± 0.092</b>	<b>0.360 ± 0.108</b>	<b>0.584 ± 0.161</b>
		5	<b>0.048 ± 0.031</b>	<b>0.084 ± 0.037</b>	<b>0.091 ± 0.044</b>	<b>0.183 ± 0.064</b>
		6	<b>0.041 ± 0.026</b>	<b>0.072 ± 0.035</b>	<b>0.082 ± 0.042</b>	<b>0.151 ± 0.050</b>
SIT	10 <sup>-3</sup> hits/cm <sup>2</sup> /BX	1	<b>0.9 ± 1.3</b>	<b>14.5 ± 2.3</b>	<b>1.6 ± 1.6</b>	<b>37.7 ± 8.2</b>
		2	<b>0.2 ± 0.3</b>	<b>5.3 ± 0.8</b>	<b>0.4 ± 0.5</b>	<b>14.0 ± 2.8</b>
FTD	10 <sup>-3</sup> hits/cm <sup>2</sup> /BX	1	<b>72 ± 24</b>	<b>65 ± 14</b>	<b>145 ± 24</b>	<b>158 ± 35</b>
		2	<b>46 ± 17</b>	<b>41 ± 12</b>	<b>102 ± 16</b>	<b>103 ± 25</b>
		3	<b>25 ± 9</b>	<b>24 ± 5</b>	<b>70 ± 9</b>	<b>64 ± 15</b>
		4	<b>16 ± 5</b>	<b>13 ± 4</b>	<b>46 ± 7</b>	<b>34 ± 8</b>
		5	<b>11 ± 4</b>	<b>8 ± 3</b>	<b>34 ± 5</b>	<b>24 ± 6</b>
		6	<b>7 ± 4</b>	<b>5 ± 2</b>	<b>24 ± 6</b>	<b>19 ± 6</b>
		7	<b>6 ± 3</b>	<b>4 ± 2</b>	<b>22 ± 6</b>	<b>22 ± 7</b>
TPC	hits/BX		<b>216 ± 302</b>	<b>341 ± 297</b>	<b>465 ± 356</b>	<b>1595 ± 802</b>

# Comparison: Prev-DBD vs Current Bkg Simulation

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## ■ Some mismatches between previous and current simulations

- **VXD:** current simulations a factor of ~2 higher
- **SIT:** current simulations a factor of 20 – 25 higher
- **FTD:** good overall agreement between previous and current simu
- **TPC:** good overall agreement between previous and current simu
  
- At least for VXD, current and previous simulations give different shapes on the variations of the rate vs  $\Phi$  and  $z$

## ■ In principle this difference comes from the different simulation tools (using same primaries from GuineaPig++)

## ■ Some hints are being pursued to understand this difference

- Differences in simulation parameters
- Possible problem on the filling of sim-hits collections
- With current simulation several jobs crash due to some error on the propagation process of low-momentum looper ( $p \sim 100$  keV &  $pt/pz \sim 10$ ) inside the B-field

Work ongoing  
Cooperation with  
Frank & André

# Summary and Outlook

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- **All tools needed for Beamstrahlung background simulation already in place**
- **Some mismatches between previous and current simulations**
- **Pursuing several ways track down source of the difference**

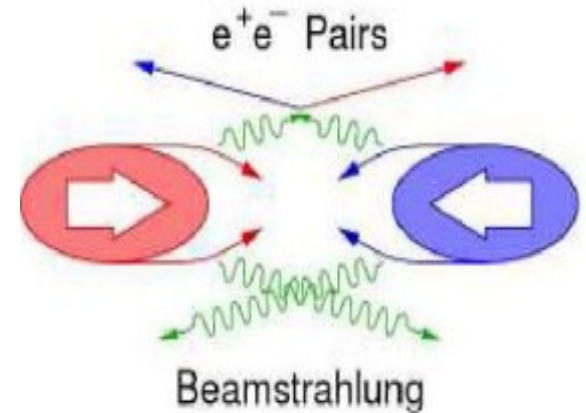
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# Back up Slides

# Latest Related Software Developments

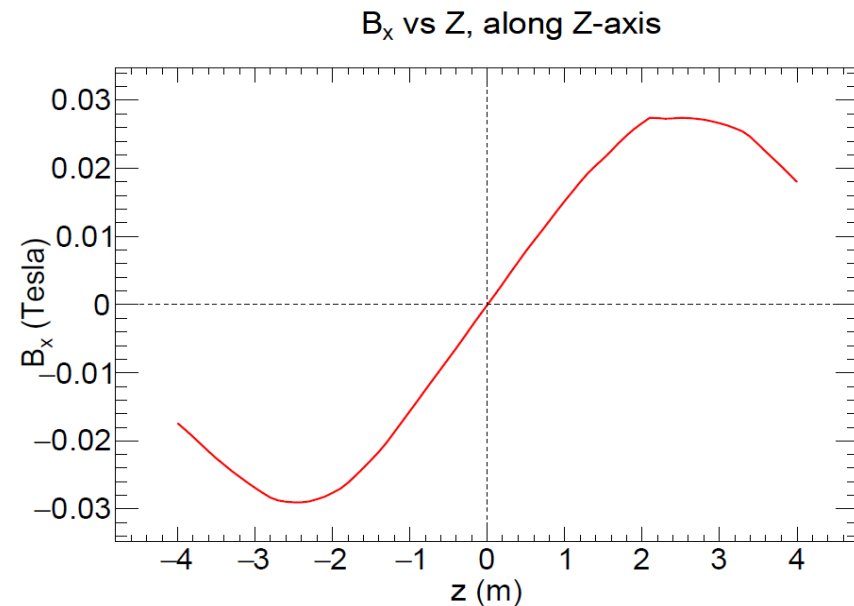
## Guinea-Pig output reader

- Guinea-Pig generator: ascii file with a list of primaries from a bunch-crossing
  - Format:  
Sign-E(GeV)  $\beta_x$   $\beta_y$   $\beta_z$  Vtx(nm) Vty(nm) Vtz(nm)
- Reader implemented in DD4Hep



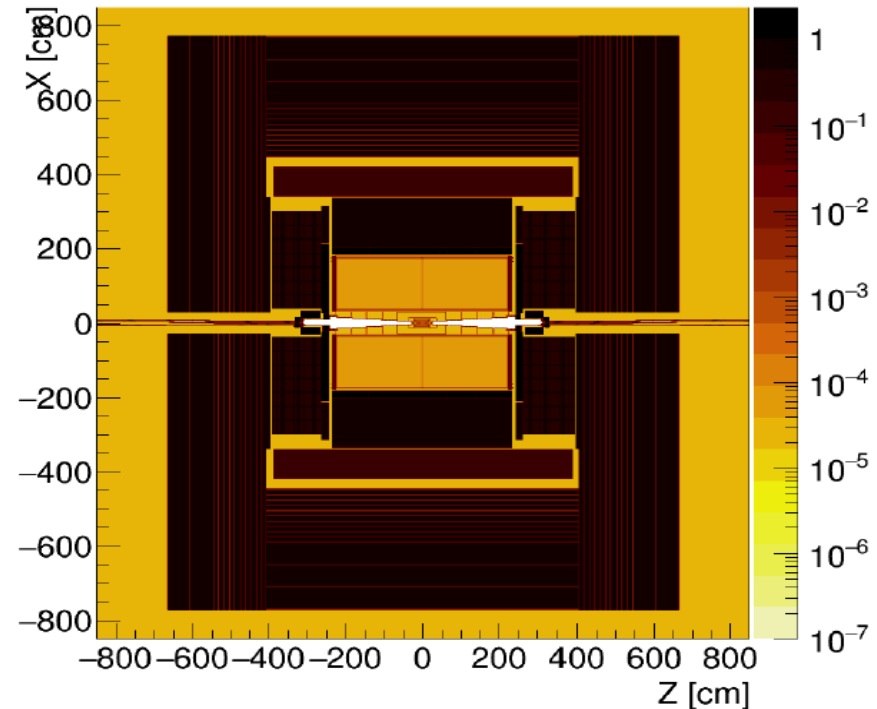
## Anti-DID field map reader

- Field map produced with finite element analysis
  - $(B_x, B_y, B_z)$  field @ 3D grid points  $(X_i, Y_i, Z_i)$
- FieldXYZ reader implemented in ILCSoft/lcgeo
  - B-field is a 3D linear interpolation using Field-Map grip points
  - Possibility to apply global scale factor  
⇒ antiDID tuning



# Latest Beamstrahlung Pre-prod: ILD Detector Model

- For the present study study use **ILD\_o1\_v05: legacy model (DBD)**
- Other detector models also available which could me studies in the future



## Other Detector Models

HCAL technology	HCAL geometry	Large	Small
Scintillator	T	<a href="#">ILD_l1_v01</a>	<a href="#">ILD_s1_v01</a>
RPC	V	<a href="#">ILD_l2_v01</a>	<a href="#">ILD_s2_v01</a>
combined	T	<a href="#">ILD_l4_v01</a>	

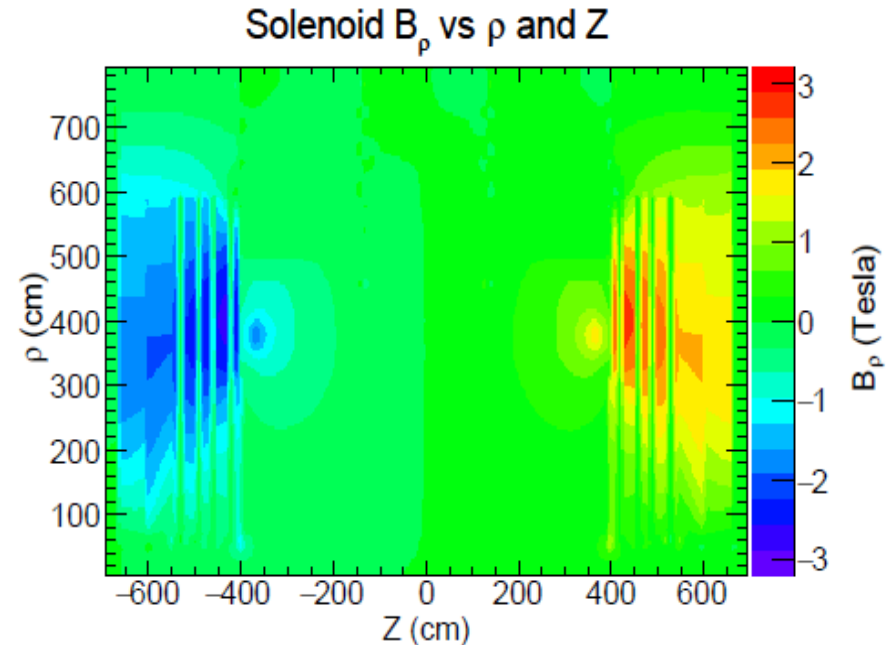
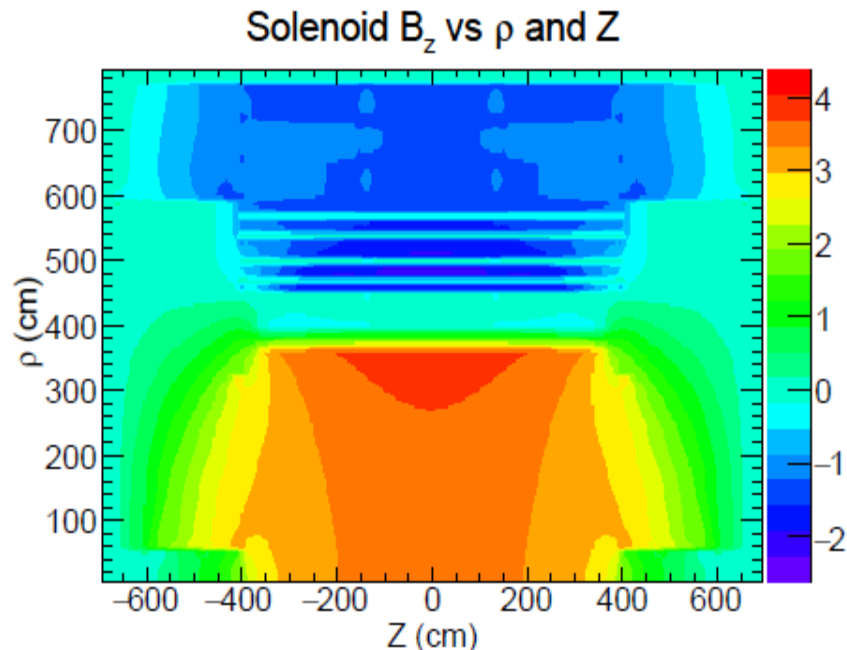


# Latest Beamstrahlung Pre-prod: Solenoidal Field

## ■ Solenoidal field map

- Finite element analysis calculation (DESY)
  - $B_z = 3.5$  Tesla  $B_z$  field inside Tracker with Standard Yoke
  - Azimuthal symmetry, and mirror symmetry of  $B_z$  w.r.t origin
- ⇒  $B_z$  and  $B_R$  component in grid of  $Z$  and  $\rho$  coordinates

**NOTE: current step is 10 cm. Smaller step should be studied!**



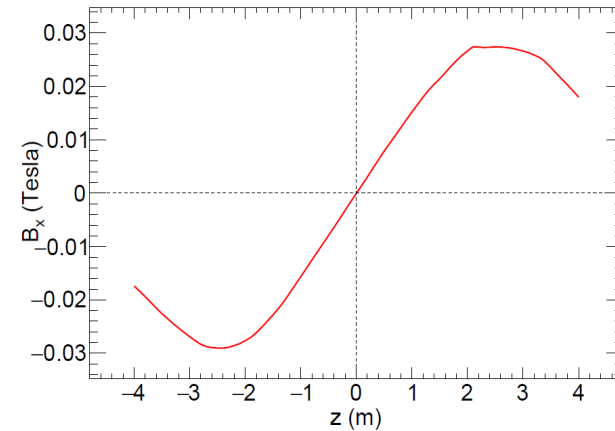
# Latest Beamstrahlung Pre-prod: Anti-DID field

## Anti-DID field map

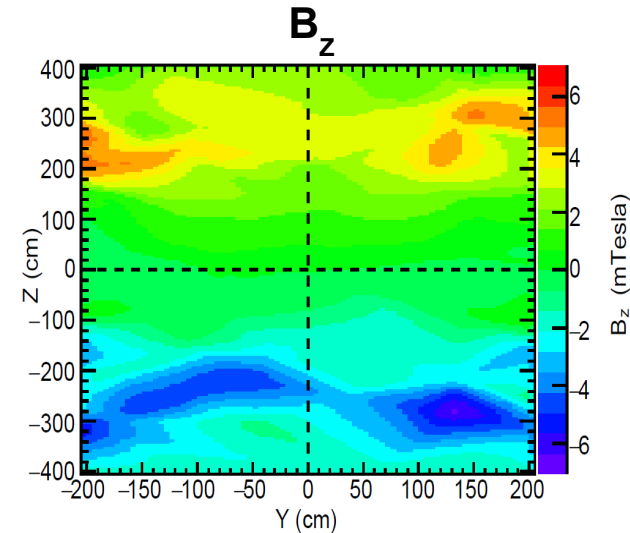
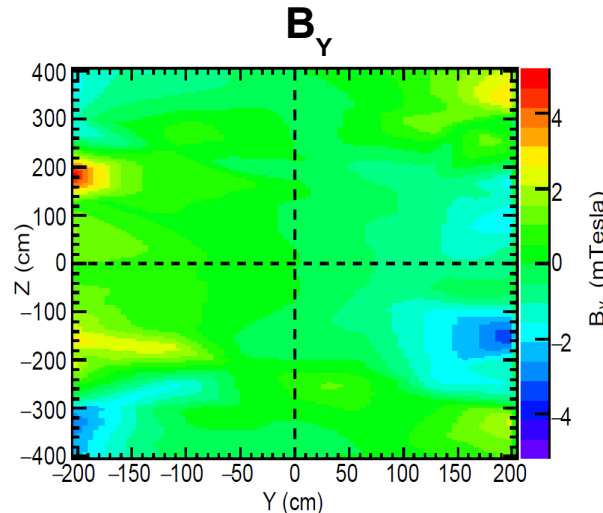
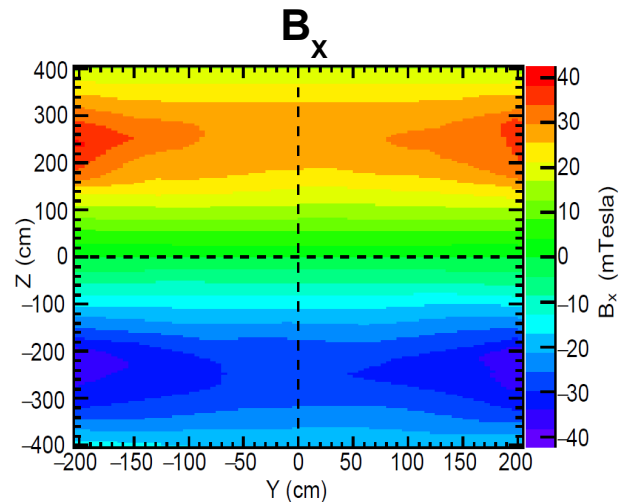
- Finite element analysis calculation (DESY)
  - $B_x = \pm 30$  mTesla for  $Z \approx 3$  m along Z-axis
  - No symmetries exploited
- $\Rightarrow B_x, B_y$  and  $B_z$  components in grid of X, Y and Z coordinates

**NOTE: current step is 10 cm. Smaller step should be studied!**

$B_x$  vs Z, along Z-axis



anti-DID field map @  $X = 0$



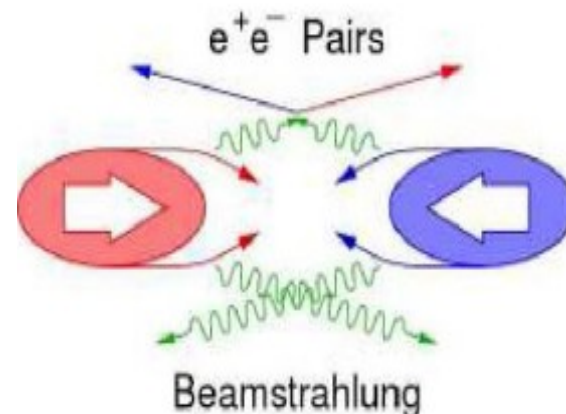
# Latest Beamstrahlung Pre-prod: $e^+e^-$ pairs primaries

## Available samples

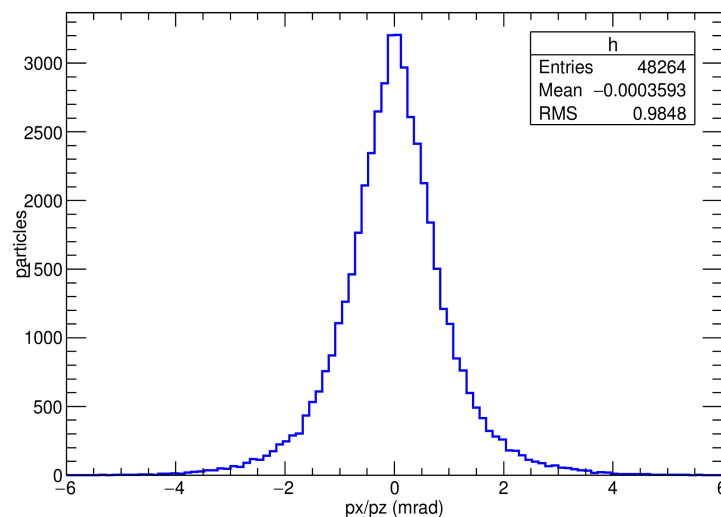
- $E_{\text{CM}} = 250$  GeV
  - #bunches = 1312
  - Zero crossing angle
- $E_{\text{CM}} = 500$  GeV
  - #bunches = 1325
  - Zero crossing angle
- $E_{\text{CM}} = 1000$  GeV
  - #bunches = 2650
  - Zero crossing angle

## Pre-production

- ~100 BX of the  $E_{\text{CM}} = 250/500/1000$  GeV w/o anti-DID

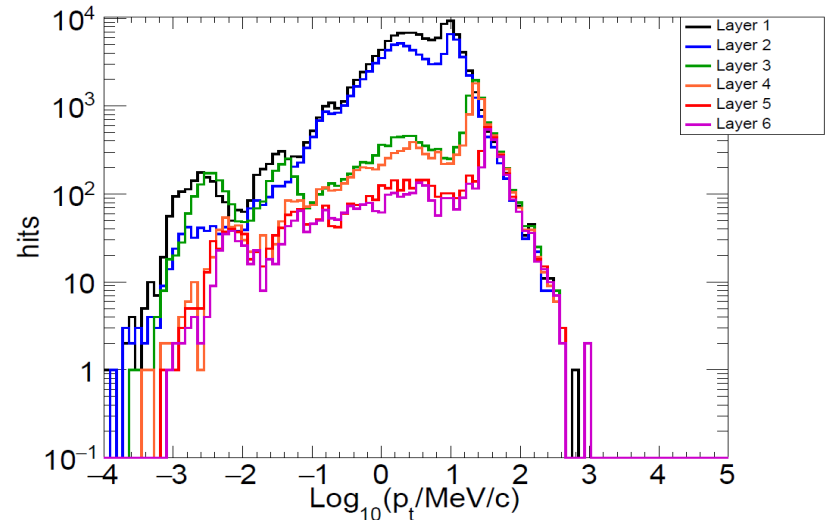
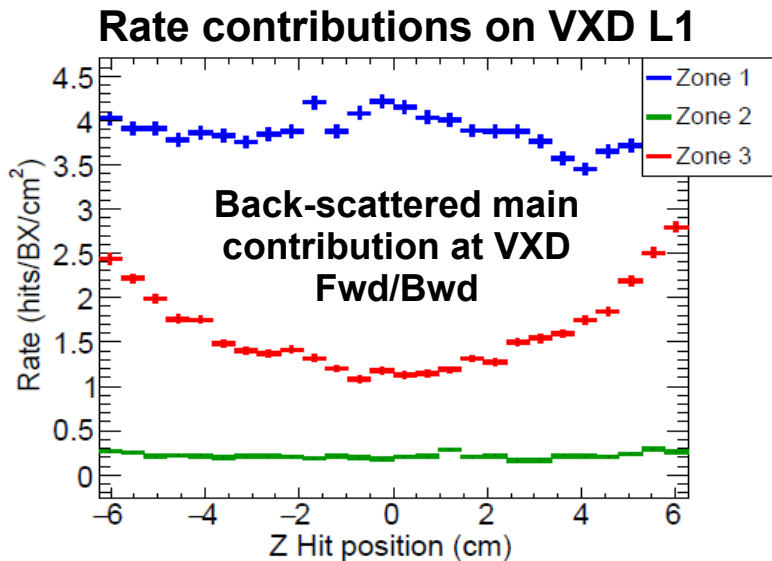
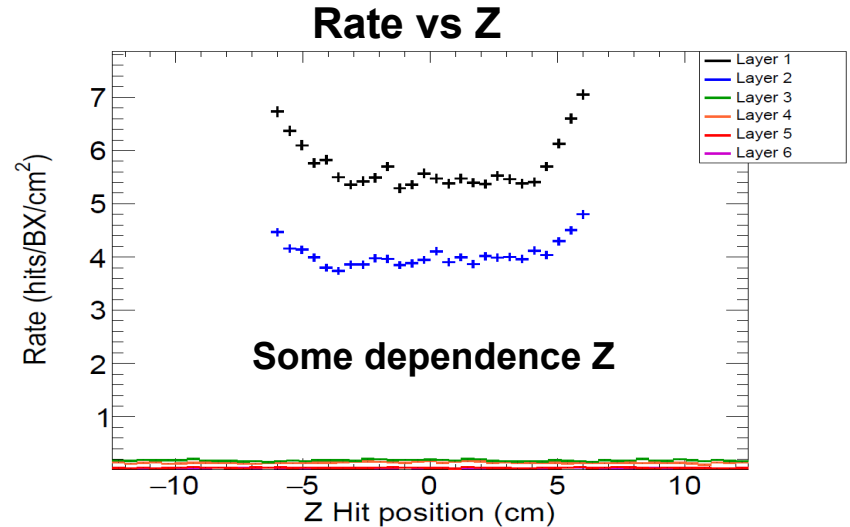
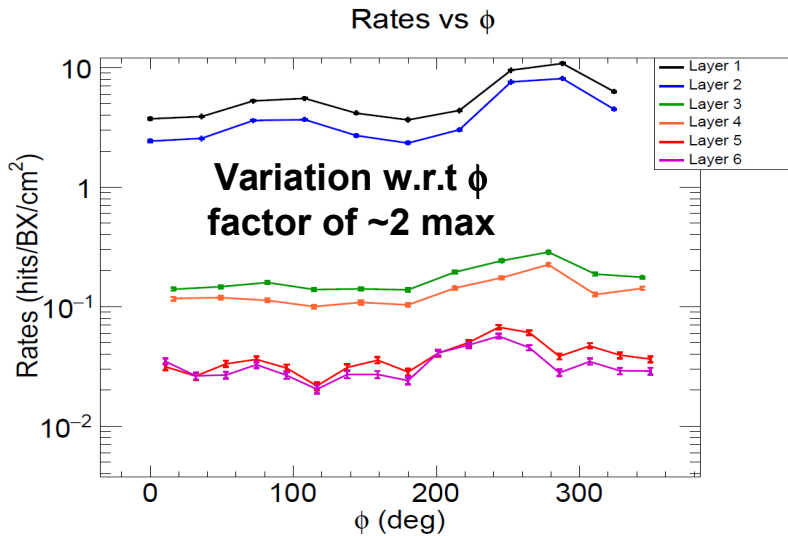


px/pz for primaries with  $E > 10$  GeV



# Very Preliminary Results $E_{\text{beam}} = 250 \text{ GeV}$ : VXD

## Some Beamstrahlung Bkg features on VXD



# Previous Bkg rates Estimations for DBD

Reference: E. Avetisyan, LC-REP-2013-002

Sub-detector	Units	Layer	TDR_ws 500 GeV	B1b_ws 1000 GeV
VTX-DL	hits/cm <sup>2</sup> /BX	1	6.320 ± 1.763	11.774 ± 0.992
		2	4.009 ± 1.176	7.479 ± 0.747
		3	0.250 ± 0.109	0.431 ± 0.128
		4	0.212 ± 0.094	0.360 ± 0.108
		5	0.048 ± 0.031	0.091 ± 0.044
		6	0.041 ± 0.026	0.082 ± 0.042
SIT	hits/cm <sup>2</sup> /BX	1	0.0009 ± 0.0013	0.0016 ± 0.0016
		2	0.0002 ± 0.0003	0.0004 ± 0.0005
FTD	hits/cm <sup>2</sup> /BX	1	0.072 ± 0.024	0.145 ± 0.024
		2	0.046 ± 0.017	0.102 ± 0.016
		3	0.025 ± 0.009	0.070 ± 0.009
		4	0.016 ± 0.005	0.046 ± 0.007
		5	0.011 ± 0.004	0.034 ± 0.005
		6	0.007 ± 0.004	0.024 ± 0.006
		7	0.006 ± 0.003	0.022 ± 0.006
SET	hits/BX	1	0.196 ± 0.924	0.588 ± 2.406
		2	0.239 ± 1.036	0.670 ± 2.616
TPC	hits/BX	-	216 ± 302	465 ± 356
ECAL	hits/BX	-	444 ± 118	1487 ± 166
HCAL	hits/BX	-	18049 ± 729	54507 ± 923