Progress on the IDEA vertex detector implementation in Key4hep full simulation FCC Week 2023, London

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Thanks to all the people who helped/are helping on the way!







Goal of the FCC feasibility study

A lot of work to be done for the feasibility study... For the experiments:

- Requirements to the accelerator? (backgrounds, space constraints, etc.)
- Expected performance? What can we do with the particles we get?
- What next-gen detector technologies can benefit the FCC-ee physics program? Different detector concepts?

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Goal: Establish feedback-loopSensor perf. $\stackrel{detector}{\rightarrow}_{sim.}$ Subdetector perf. $\stackrel{sample}{\rightarrow}_{analysis}$ physics perf. $\stackrel{theory}{\rightarrow}_{input}$ sensor specification

Need to perform simulation and analysis of *realistic* detectors at FCC-ee! \rightarrow Full simulation of complete detectors, using particle flow Our software toolkit should be...

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Our software toolkit should be ...

- deploying new software and detector technologies, ease adaption by current experiments
- efficient and easy to learn, use and develop (people with limited time on future colliders)

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The common software vision: Key4hep

Key4hep is a huge ecosystem of software packages adopted by all future collider projects, complete workflow from generator to analysis, see also PE&D: Software and Computing / Detectors session

- Event data model: EDM4hep for exchange among framework components
 - Podio as underlying tool, for different collision environments
 - Including truth information
- Data processing framework: Gaudi
- Geometry description: DD4hep, ability to include CAD files
- Package manager: Spack: source /cvmfs/sw.hsf.org/Key4hep/setup.sh



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IDEA Vertex FullSim using Key4hep

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IDEA Vertex FullSim using Key4hep

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IDEA vertex detector: Layout

Refer to F. Palla's slides for full layout details

Vertex inner barrel

- Small beam pipe of 10 mm inner radius
- Three barrel layers to cover down to heta= 140 mrad
- Consisting of staves of dual ARCADIA DMAPS, with pixels of $25 \times 25 \,\mu\text{m}^2$ ($\sim 3 \,\mu\text{m}$ single point resolution)

Vertex outer barrel and vertex disks

- Quad ATLASPix3 DMAPS with $150 \times 50 \,\mu\text{m}^2$ pixels
- Vertex outer barrel
 - Intermediate layer at r = 13 cm, outer layer at r = 31.5 cm
- Vertex disks
 - Three disks per side
 - Disks of 8 petals with 4-6 staves going from small to large r



 D_0 resolution in IDEA and CLD and p_T of b hadron tracks

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IDEA vertex detector: Design





Vertex barrel Armin Ilg (UZH) Outer tracker barrel Ou IDEA Vertex FullSim using Kev4hep

Outer tracker end-cap

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• Vertex detector by F. Palla and F. Bosi (INFN- Pisa)

 Support tube done by F. Fransesini and M. Boscolo (INFN-LNF), see next talk by F. Fransesini. Holding:

- Luminosity calorimeter
- Vertex detector
- Outer tracker

• Beam pipe

• Rather advanced design, let's implement this in Key4hep full simulation!

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Where to start?

IDEA Vertex FullSim using Key4hep

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Existing (vertex) full simulation in CLD

Detector model in k4geo/FCCDetectors (smaller beam pipe)

- Linear collider reconstruction (iLCSoft/CLICPerformance)
- Can generate EDM4hep output using k4MarlinWrapper



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IDEA vertex detector in DD4hep

Vertex inner barrel





Adapted CLIC vertex barrel constructor to enable...

- \bullet individual sensors along stave, can have insensitive area in $r-\phi$ or z
- → ARCADIA duals implemented as 6.4 mm active + 2 mm periphery $(r \phi) \times 32$ mm (z), with 0.2 mm distance between sensors in z
 - multiple layers of support and include readout
- \rightarrow Support e.g consists of 20 $\mu{\rm m}$ of carbon fleece, 120 $\mu{\rm m}$ of carbon fiber and 25 $\mu{\rm m}$ of paper graphite
 - Use DDCAD [2] to import conical vertex support
- \rightarrow Don't get correct X/X_0 yet, overlap check fails (investigating...)

Todo: Add stave holder and end-of-stave structures

Same detector construction code as inner barrel

- Correct readout flex and stave support material stacks
- Simplified ATLASPix3 periphery (only implemented in $r \phi$)
- Missing cooling pipes
- Missing lightweight reticular support structure
- \rightarrow Import using DDCAD or adding simplified support



Most complicated system to implement in DD4hep, based on CLIC vertex endcaps

Building the disks:

- Build quad sensors out of four sensitive and many insensitive rectangles
- Place quads along stave support structure, add readout
- Place staves with correct number of sensors to build a petal
- Place all petals to form a disk, repeat for all disks
- $\rightarrow~$ Correct orientation and arrangement of all staves/petals Still missing:
 - Non-stave supports and cooling pipes





Sensitive surfaces in IDEA vertex implementation in DD4hep



Complete geometry in IDEA vertex implementation in DD4hep



Complete geometry in IDEA vertex implementation in DD4hep

Missing parts:

- Complex support structures and cooling (use DDCAD or simplified shape with equivalent material budget)
- Off-detector cabling (not designed yet)



Complete geometry in IDEA vertex implementation in DD4hep

Such a detailed geometry description enables...

- \bullet Accurate material budget distribution in both θ and ϕ
- Accurate description of angular coverage, #hits in vertex: Are there cracks in the coverage?

Pull request in k4geo

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First look at performance...

IDEA vertex detector: First results in DD4hep (preliminary!)

Particle gun to shoot 10 GeV muons, $heta=10^\circ$

Get Key4hep stack (latest has issues currently): source /cvmfs/sw.hsf.org/spackages6/Key4hep-stack/2022-12-14/ x86_64-centos7-gcc11.2.0-opt/zkjui/setup.sh

Run simulation on detector compact file (xml), using FCC steering file to generate EDM4hep output:

```
ddsim --compactFile k4geo/FCCee/compact/FCCee_IDEA_001_v01.xml
--enableGun --gun.thetaMin 9.999 --gun.thetaMax 10.001
--gun.distribution uniform --gun.energy 10*GeV --gun.particle
mu- --steeringFile fcc_steer.py --numberOfEvents 1000
--outputFile ddsim_edm4hep.root
```

Run linear collider reconstruction (iLCSoft/CLICPerformance) using k4MarlinWrapper:

k4run fccRec_e4h_input.py --EventDataSvc.input ddsim_edm4hep.root -n 1000

CLD full simulation



...inserting IDEA vertex



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It runs! Performance to be assessed properly... (need IDEA drift chamber)

CLD full simulation



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Preliminary (!) material budget estimation



Preliminary (!) estimation of the material budget of IDEA vertex in DD4hep

- Best-described detector: Vertex inner barrel
- \rightarrow F. Palla's slides: 3 × 0.25% X/X₀ for complete vertex \rightarrow Roughly agreeing
 - Vertex outer barrel clearly underestimated, expect truss support structure and cooling to have largest X/X_0 contribution

Todo:

- Add missing components or appropriate placeholder
- Remake plot in θ and cos(θ), compare with standalone Geant4 description and CLD

Summary

Done

- First implementation of the IDEA vertex detector in DD4hep \rightarrow Can get vertex simHits for other studies
- Track+vertex reconstruction using iLCSoft with k4MarlinWrapper \rightarrow It's working!
- Preliminary material budget estimation

Next steps

- Complex services and support structures, reassess material budget
- Accurate sensor periphery description in barrels (done in disks already)
- Add digitisation inside Key4hep
- Implement silicon wrapper, aim to have complete IDEA description in DD4hep

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Summary and outlook!

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What else can we do?



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 \rightarrow Estimate possible performance gain of such new technologies using full simulation!

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Example: DMAPS in 65 nm TPSCo process

- More logic per cm²
- \bullet Lower power consumption \rightarrow Air cooling
- Enables 12" wafers → Wafer-scale bent sensors! See M. Mager's talk on Thursday!

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Thanks!

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- M. Frank, F. Gaede, M. Petrič, and A. Sailer, CAD support and new developments in DD4hep, in EPJ Web of Conferences, p., 03015, EDP Sciences. 2021.
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Vertex detector module

Istituto Nazionale di Fisica Nucleare

Module concept inspired by ARCADIA INFN R&D

- Depleted Monolithic Active Pixel Detectors (DMAPS) sensor and back-side processing already tested on silicon
- + Pixel size $25x25 \,\mu\text{m}^2$, $50 \,\mu\text{m}$ thick
- Active area 640 pixel (16 mm) in z and 256 pixels (6.4 mm) in $m r-\phi$
- Chip periphery plus an inactive zone: total of 2 mm in $r-\phi$
- · Chips are side-abuttable in z

Composed of 2 pixelated parts: total of 8.4 mm $(r - \varphi) \times 32$ mm (z)

- Power budget not established yet: assume (reasonably) 50 mW/cm^2



Outer tracker module

- Based on ATLASPIX3 R&D
 - DMAPS
 - 50 x 150 μm²
 - Up to 1.28 Gb/s downlink
 - TSI 180 nm process
 - 132 columns of 372 pixels
 - Active (total) length (r-phi x z)
 18.6 (21) mm x 19.8 (20.2) mm
 - Module is made of 2x2 chips total length:
 - size 42.2 mm x 40.6 mm
 - Power budget not established yet: assume 100 mW/cm²





F. Palla, see talk at FCC US week at BNL

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