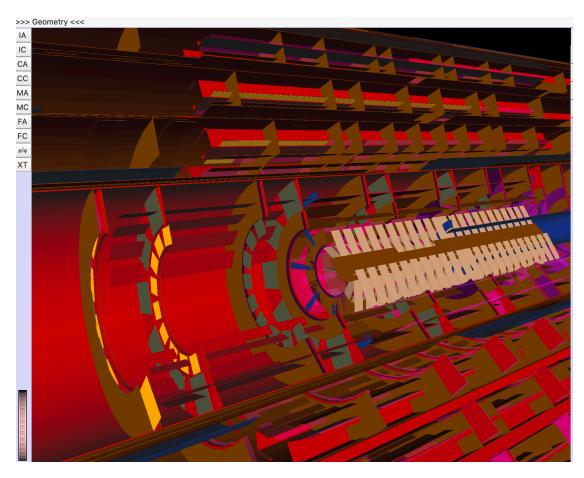
ITk Software Geometry Requirements

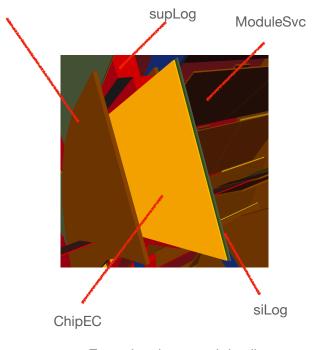
Shaun Roe 28 November 2022

History and Status

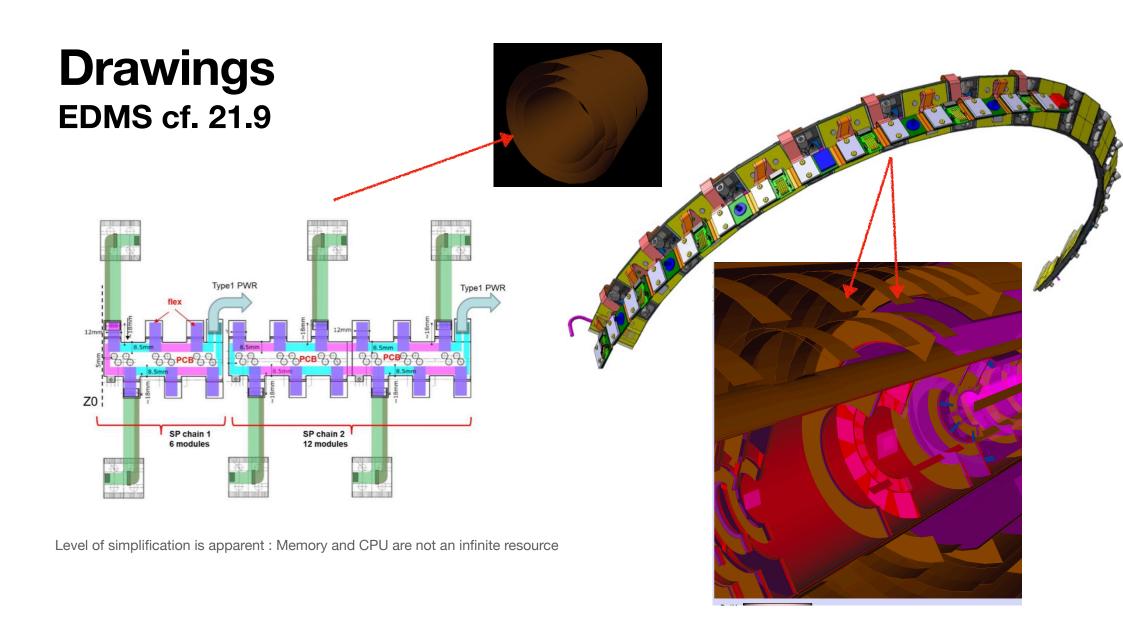
21.9 Geometry exported from simulation

ISM233A_SvcEcT0AwayBS_150_RadL_L77





Zoom-in ≠ increased detail



Acceptable Accuracy (looking back)

Survey previous SCT estimates, comparing with (early) data:

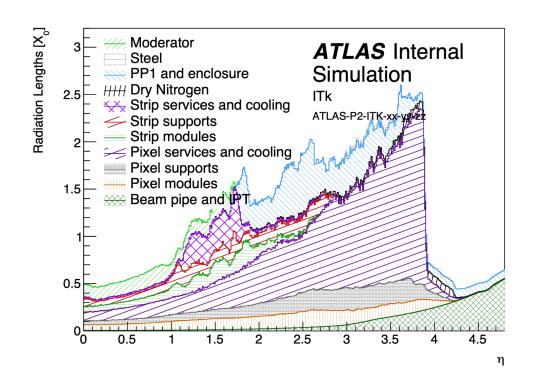
and 49%, respectively, at the five material layers listed in the table.⁴ In general, the agreement is very good, i.e., at the 7% level of the systematic uncertainty. The beam pipe envelope contains beryllium, layers of aerogel, kapton tape and coatings, and the pixel detector and SCT regions include supports, cables, and services.

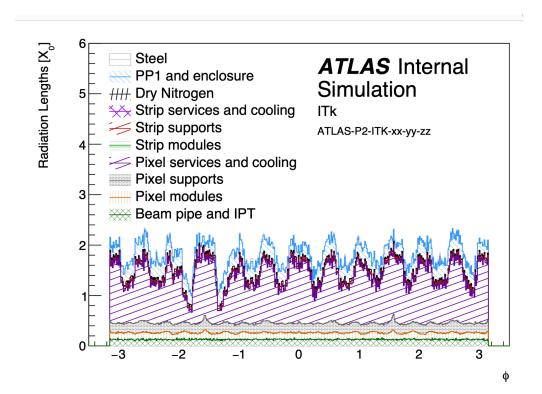
Uses a variety of methods (Hadronic) Secondary vertex reconstruction Photon conversions

- => at this time, precision to ~10% would already be an achievement
- => validation required
- => eventually aim for ~5% accuracy on X₀

How do we look?

(From recent code merges: Internal, not for distribution)





How do we insert materials, and check?

Validation tasks

https://indico.cern.ch/event/1186442/contributions/4986281/attachments/2487376/4271077/Offline SW meeting - July29.pdf

1. Get material information from engineers

2. Put information into ConsolidX

https://gitlab.cern.ch/hessey/ConsolidX/-/tree/master/

```
| Shaper-index-index | St. A. VIG. 1" | Shaper-index-index | Shaper-index-index | Shaper-index-index | Shaper-index-index | Shaper-index-index | Shaper-index-index | Shaper-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-index-i
```

Spreadsheet -> code

3. Retrieve smeared material information

"Requirements" from Software (Simulation)

, we need to work defining this

- * Description in terms of 'simple' solids, and not too many of them
- * Masses correct to better than 10%*
- * Phi structure not as important as eta structure*
- * Validation between 'as drawn' and 'as simulated' should be possible
- * Eventual validation against 'as built' should be possible

^{*}These requirements will evolve