

# First look at IDEA fullSim in DD4hep

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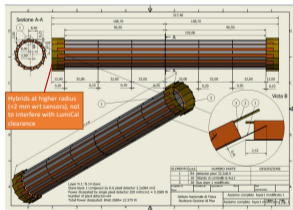


**FUTURE  
CIRCULAR  
COLLIDER**

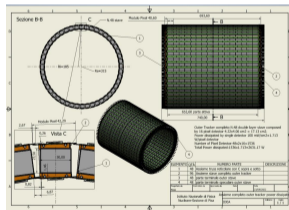
# IDEA vertex detector layout

See [Fabrizio's slides](#) for the latest layout

## Inner barrel

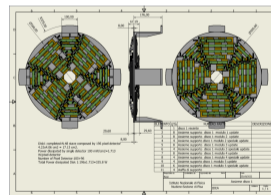


## Outer barrel



Outer Tracker Barrel  
48 staves of 32 modules each (at different radii)  
Power budget ~2.63 kW  
Cooling using water 4 pipes (2 mm diameter) per staff

## Endcaps



Outer Tracker Disk 1  
2 sides (front and back) each with 4 petals.  
One petal is made of different staves of overlapping modules in z.  
Total modules per disk: 196  
Power budget ~340 W  
Cooling using 1 water pipe (2 mm diameter)

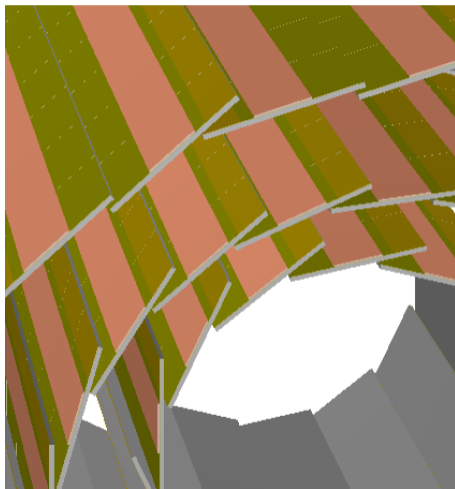
Pull request available at <https://github.com/HEP-FCC/FCCDetectors/pull/35>

All work in progress!

- Need to make changes in lcgao as well: Adding new module detector/tracker/VertexBarrel\_o1\_v01\_geo.cpp derived from ZPlanarTracker but adding more complexity/features
- At the moment also change in DD4hep needed (but investigating to circumvent this)

# Status of implementation: Inner barrel

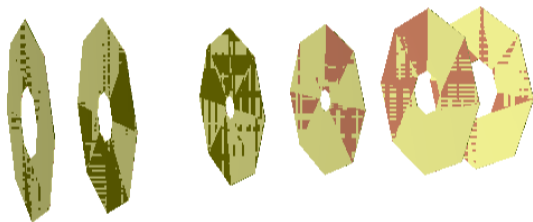
- Implemented as stack of support, individual sensor (active and passive periphery) and flex (CLD only has support + one sensor per ladder)
- Not implemented yet: End-of-stave PCB
- Fourth layer to be added in-between inner and outer barrel (waiting for details from designers)



# Status of implementation: Outer barrel

- Same implementation as inner barrel
- Not included yet: Complex support structure in-between layers and cooling pipes

- Currently just moved/scaled CLD disk implementation
- Plan to actually build modules out of sensors, support and flex
- Modules of different sizes
- Place according to design



Thanks!