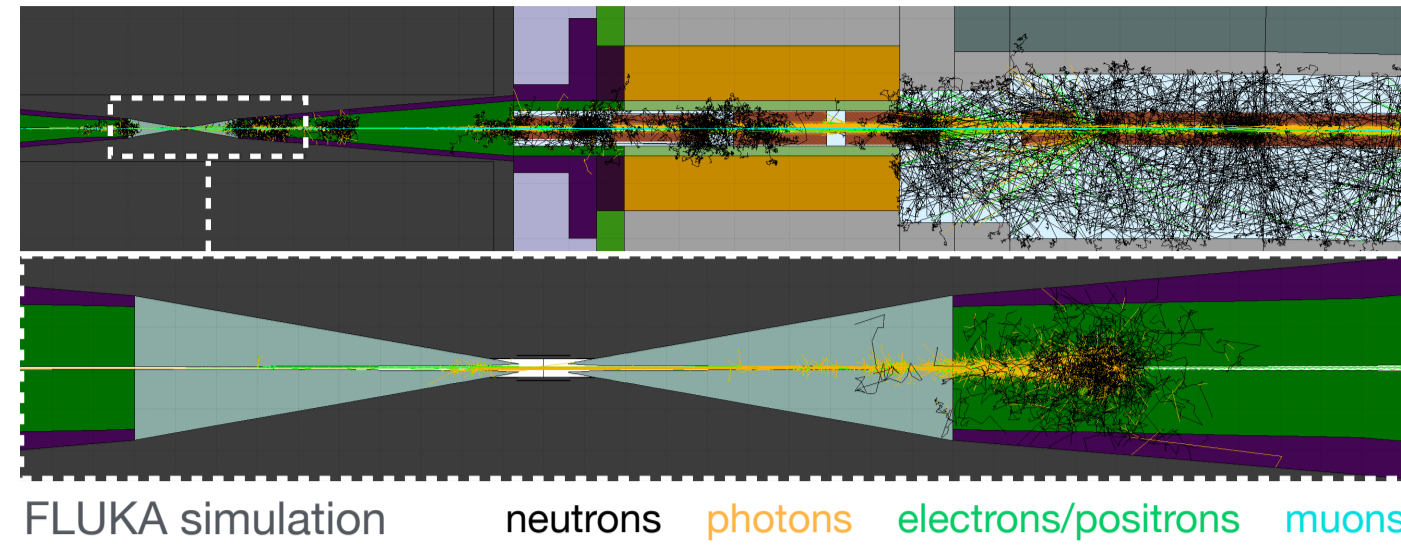


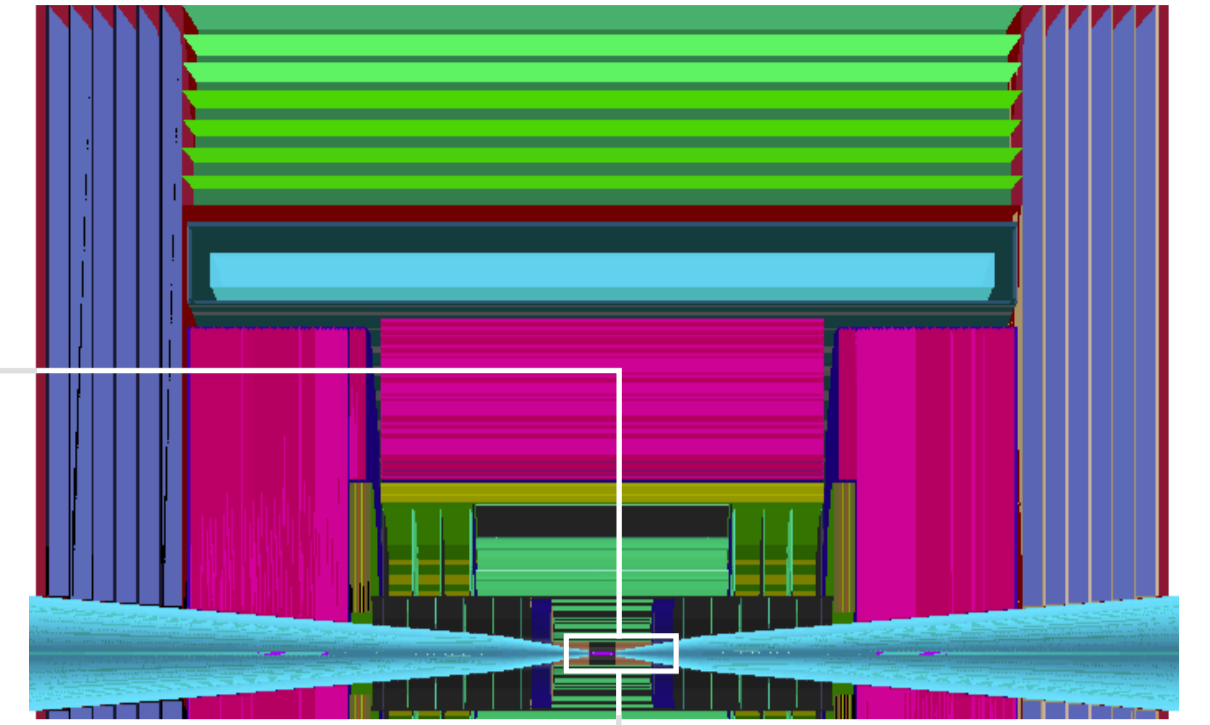
Muon Collider environment

Very clean final state

+ **Beam Induced Background (BIB)** \blacktriangleright
muon decay products interacting with the accelerator lattice



borated polyethylene
tungsten
tungsten



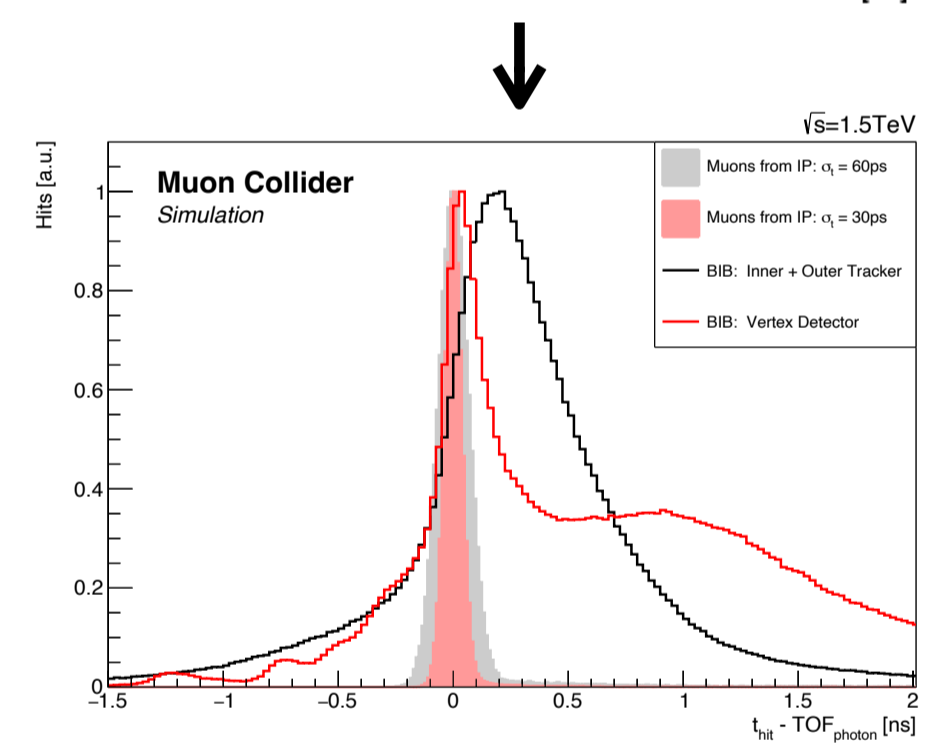
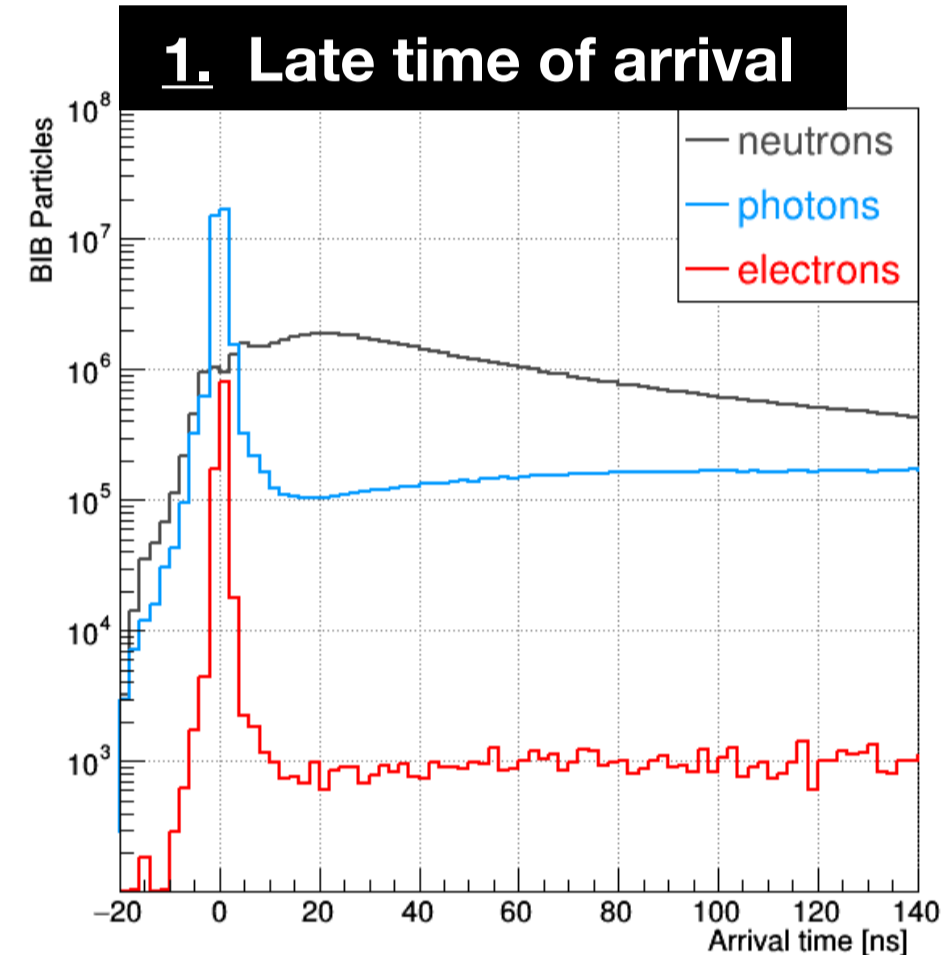
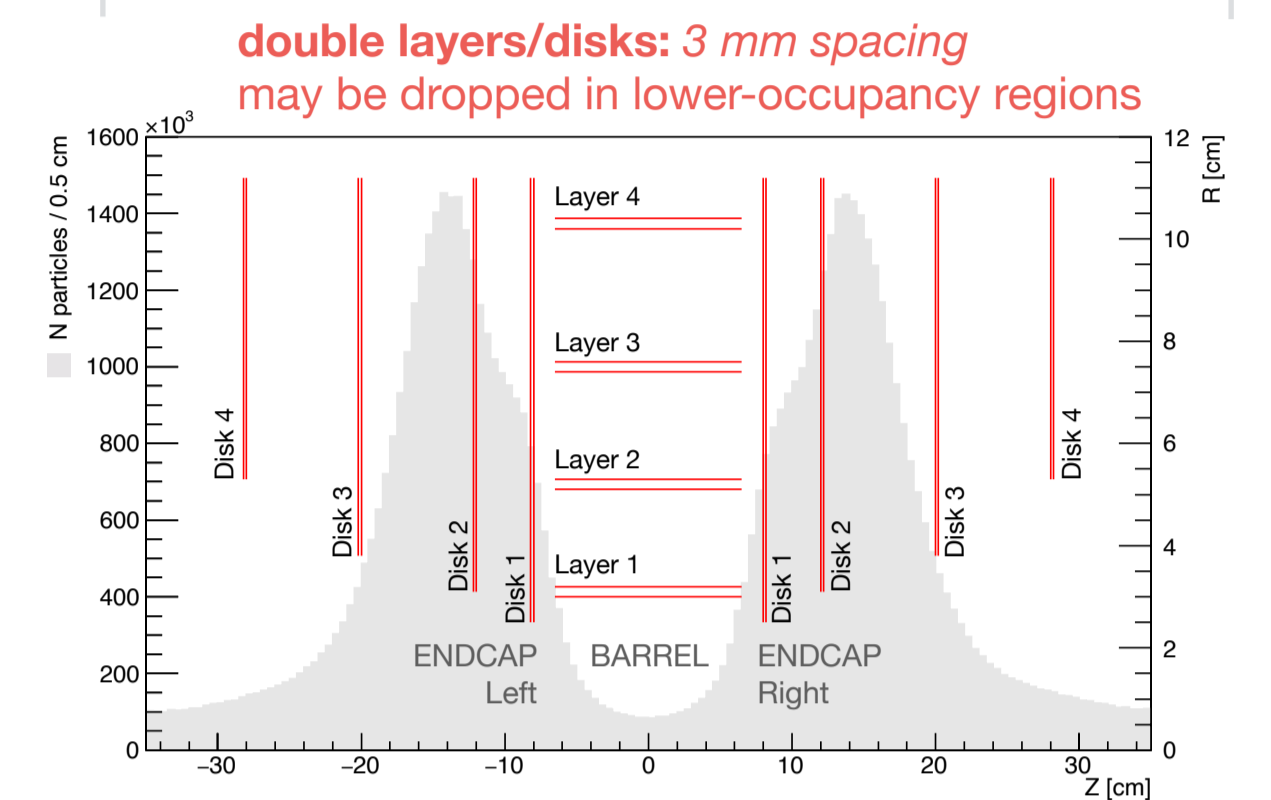
Massive tungsten nozzles around the beam pipe essential for BIB suppression \blacktriangleright

\blackleftarrow $\sim 10^8$ particles survive reaching the detector in every bunch crossing (BX)
 leading to **extreme hit density: up to 5K hits/cm²** in the **Vertex Detector (VXD)** \blacktriangleright
 and TID of ~ 1 Mrad/y and 1-MeV-neq fluence of $\sim 10^{14-15}$ cm⁻² y⁻¹

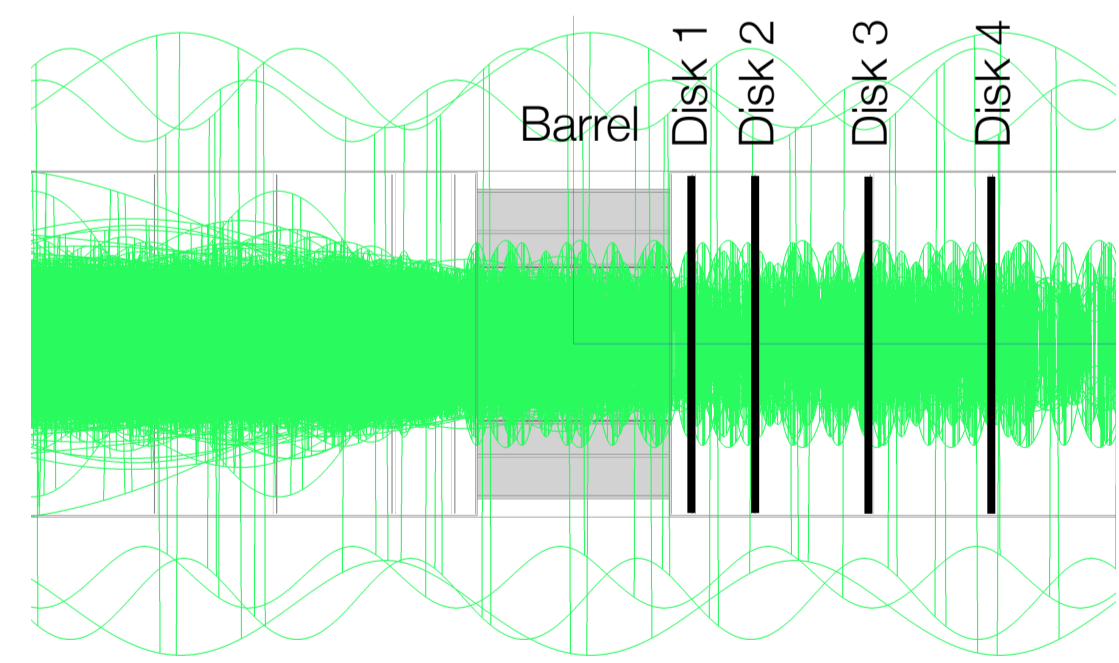
100 kHz collision rate \rightarrow 10 μ s for processing all the hits

BIB rejection methods

Distinct features of BIB particles allow suppression of their contribution at the level of readout electronics and reconstruction algorithms



Narrow readout time window tuned for Time Of Flight (TOF) from the Interaction Point (IP)

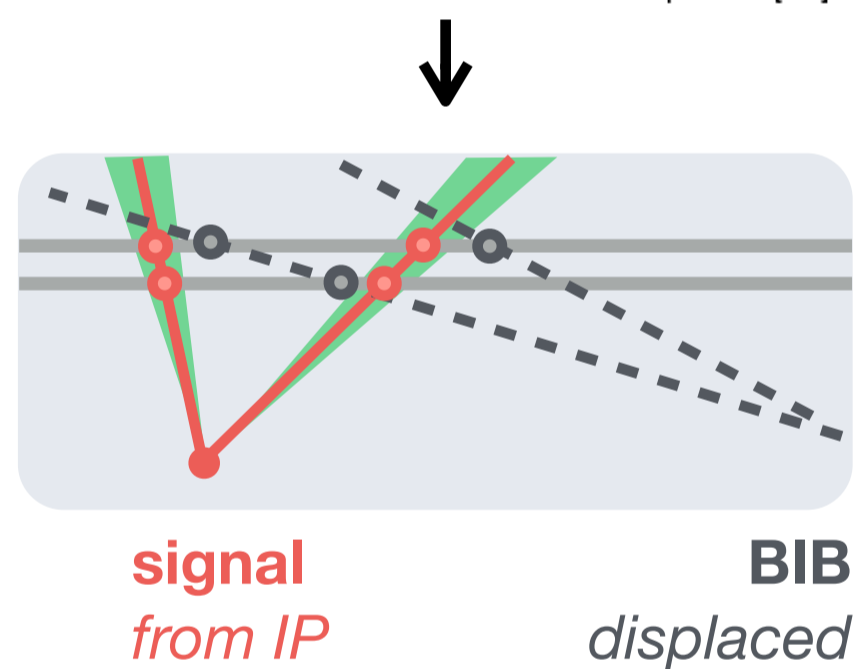
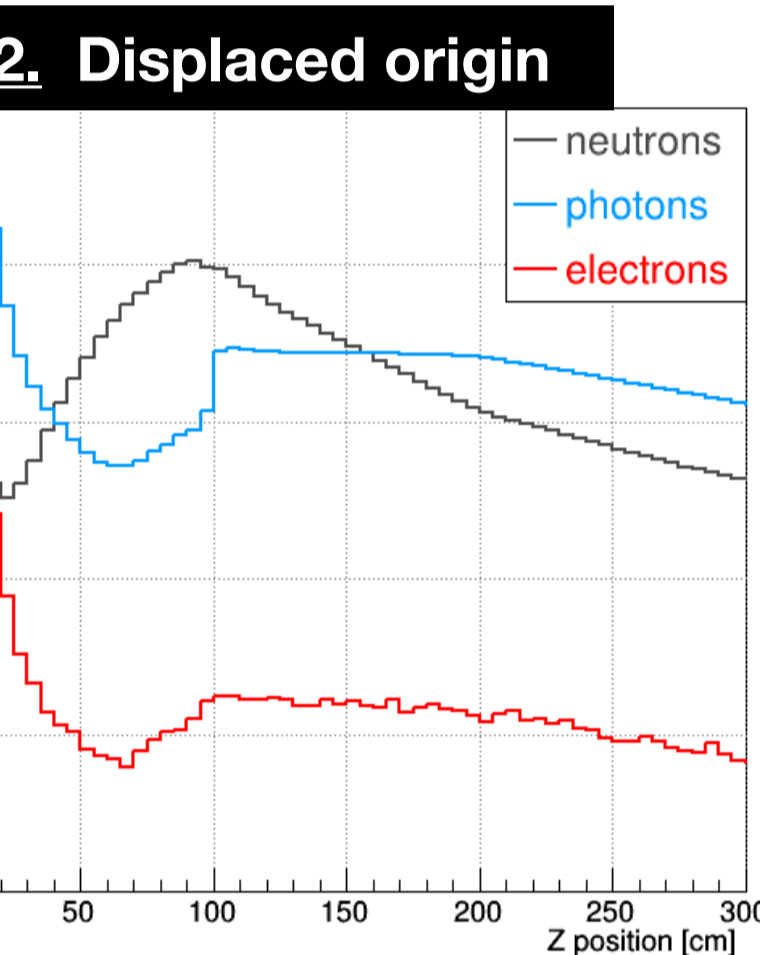


High-priority technology R&D

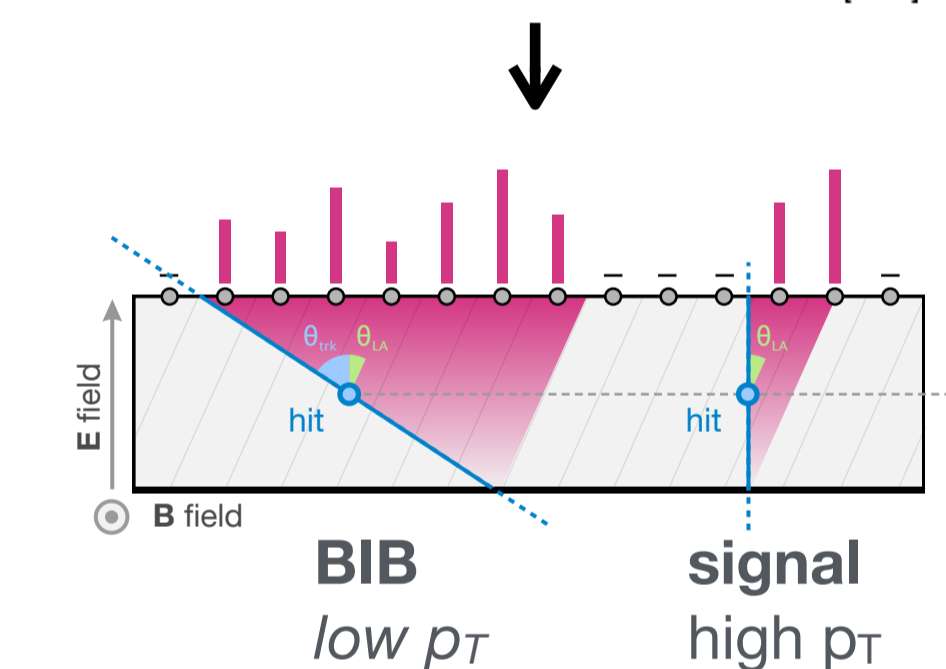
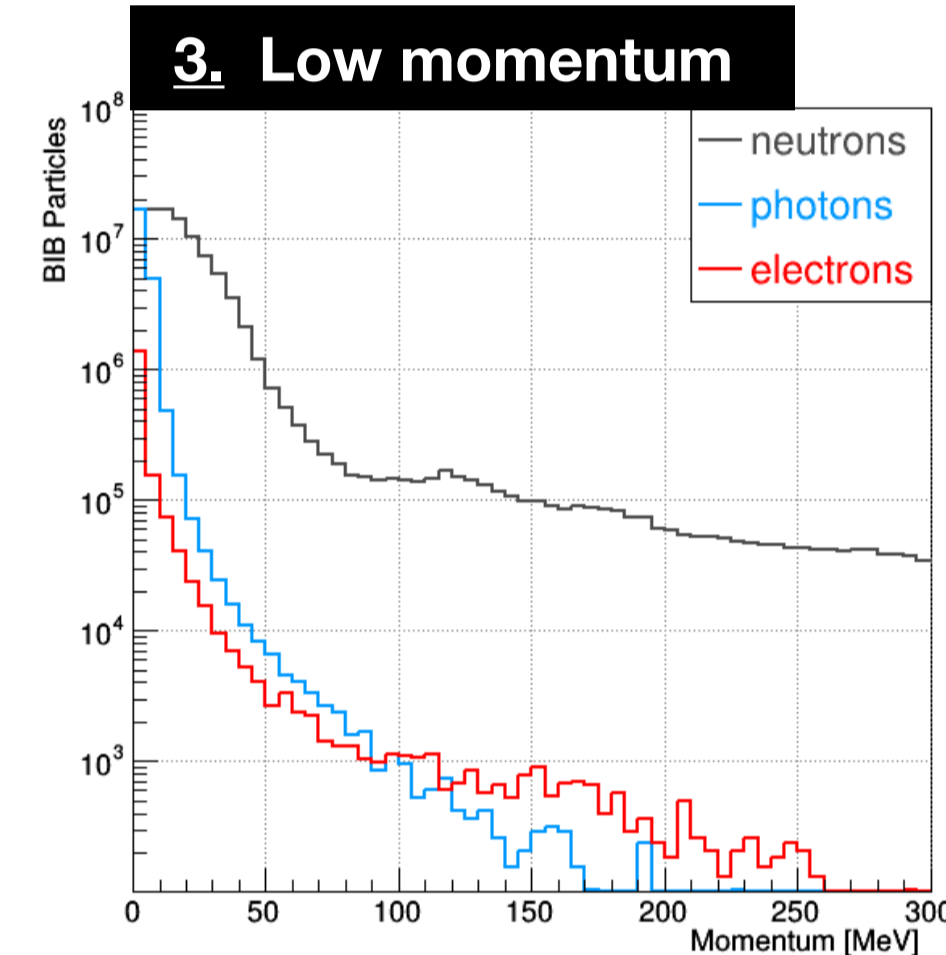
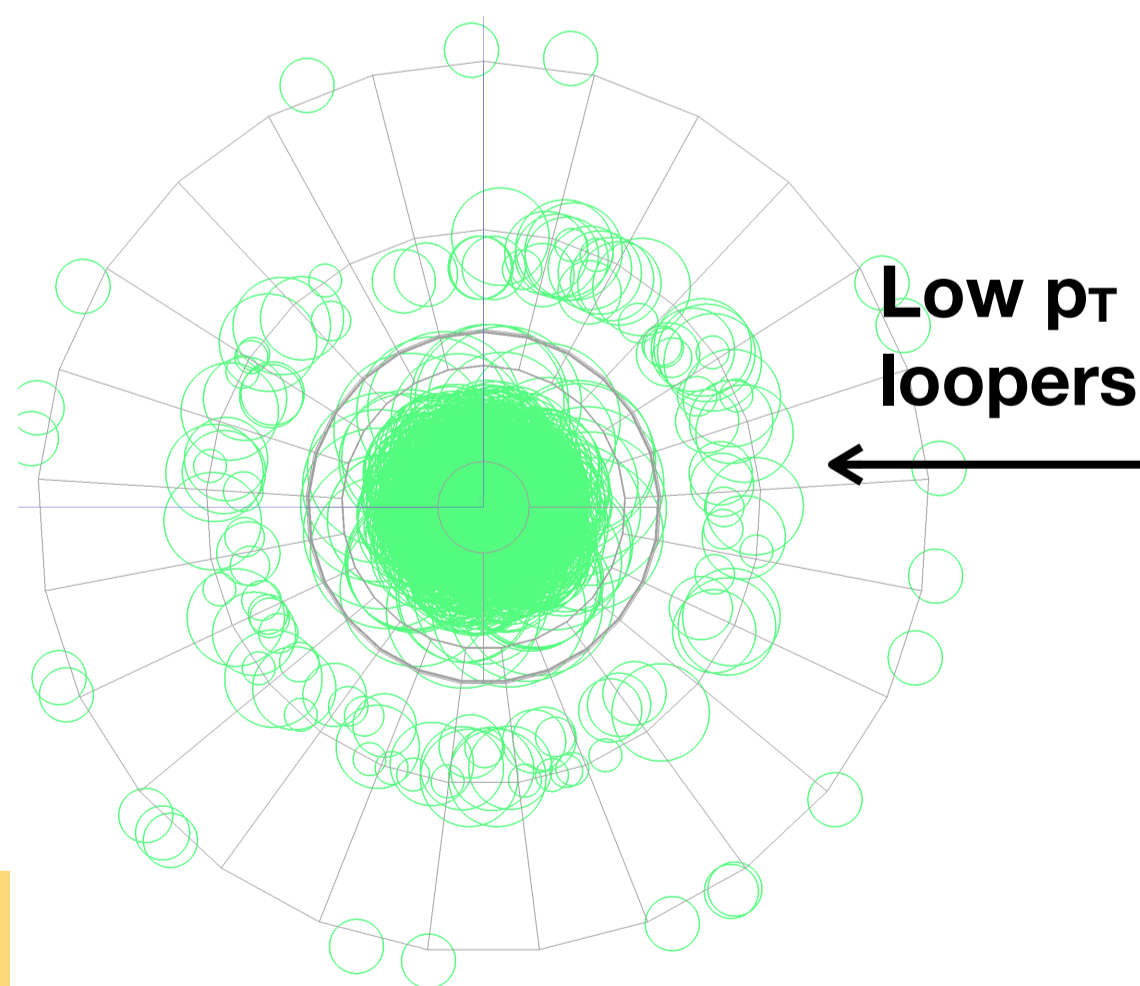
Several technical requirements must be met to enable effective BIB suppression

Fast timing $\sigma_t \leq 30$ ps in VXD
 to reject out-of-time BIB hits

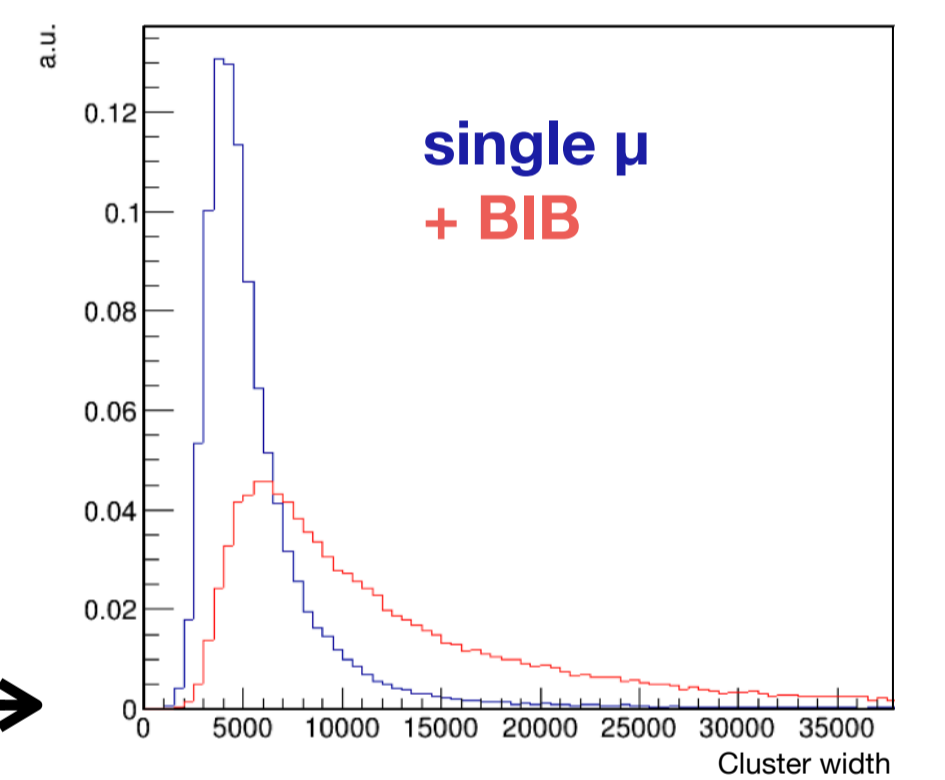
3D integration of readout electronics
 for extremely low material budget



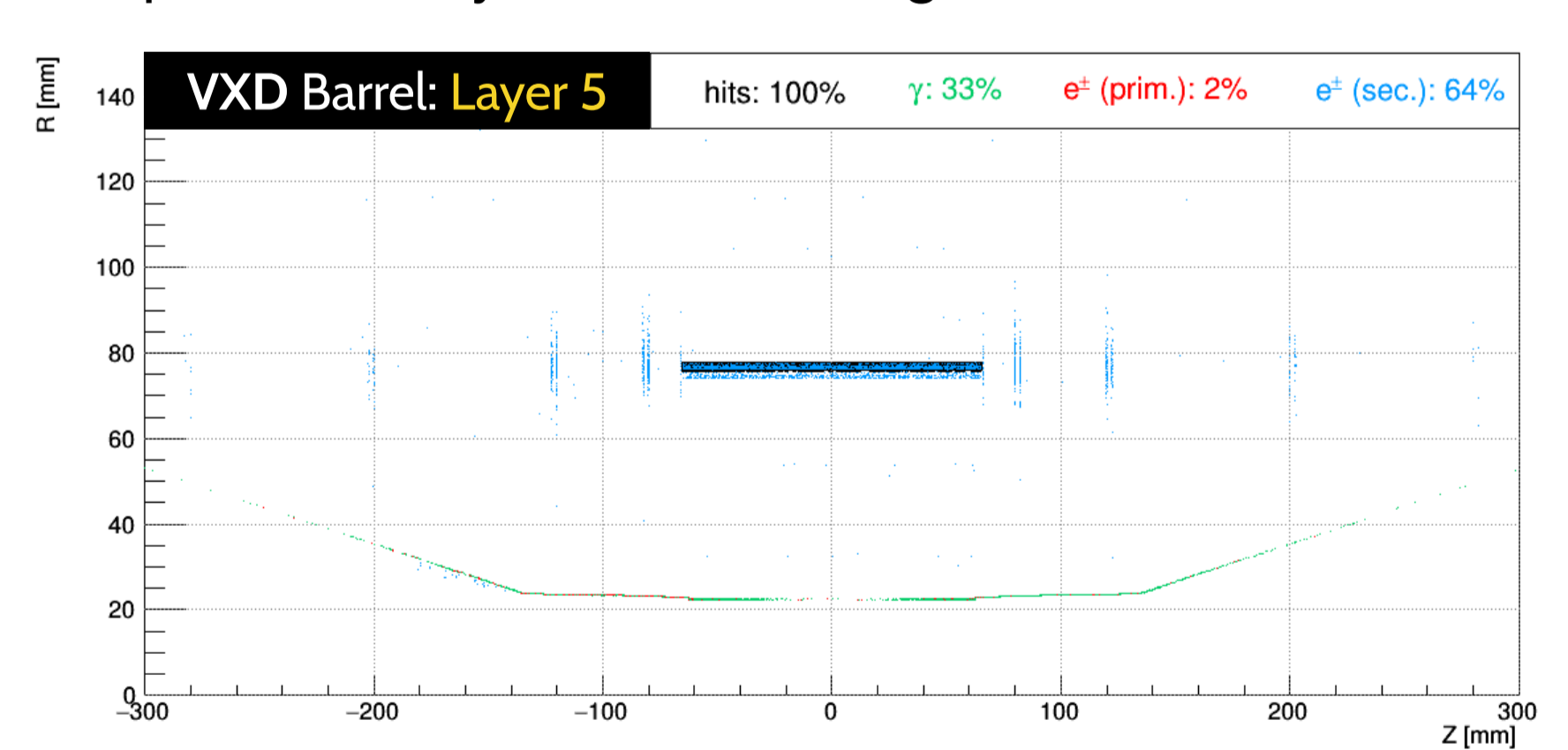
Selecting double-hit stubs pointing towards the IP



Cluster 2D shapes sensitive to both 2. and 3.
 ≤ 50 μ m pixel pitch required to keep occupancy $\leq 1\%$



Significant contribution from **secondary e[±]** produced by BIB interacting with the tracker



A number of ongoing R&D projects inline with these requirements: **AC/DC-RSD, CMOS MAPS, 3DIC**

\blackleftarrow more extensive overview of promising detector technologies: [arXiv:2203.07224](https://arxiv.org/abs/2203.07224)