

A lightweight algorithm to model radiation damage effects in Monte Carlo events for High-Luminosity LHC experiments

Marco Bomben & Keerthi Nakkalil

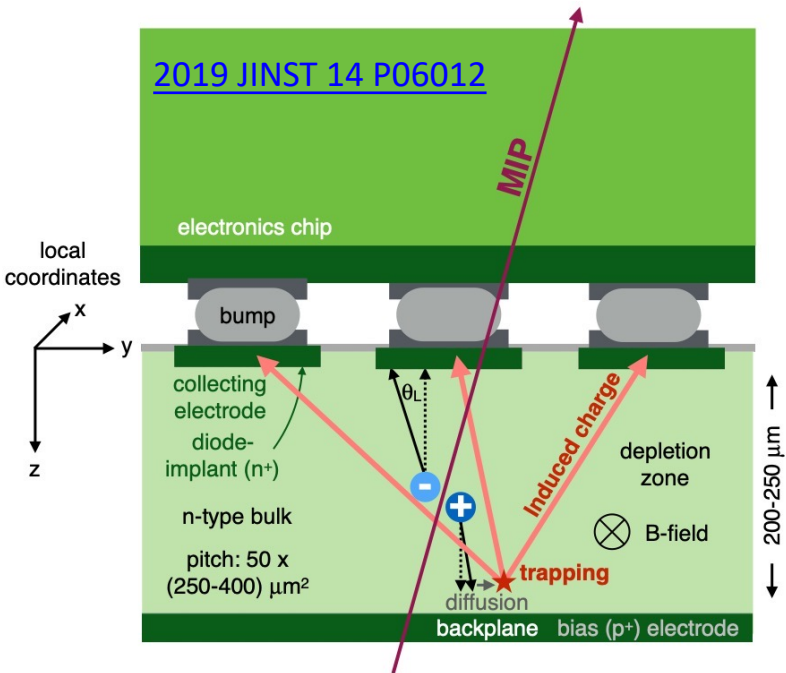
APC & UPC



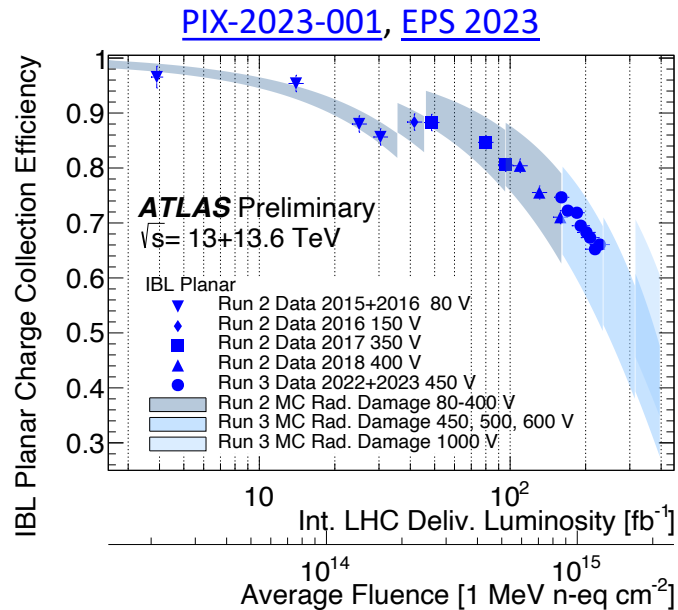
Université
Paris Cité



Radiation damage digitizer in ATLAS



ATLAS has developed an algorithm to add radiation damage effects in MC events
It is the default digitizer for pixels in Run3



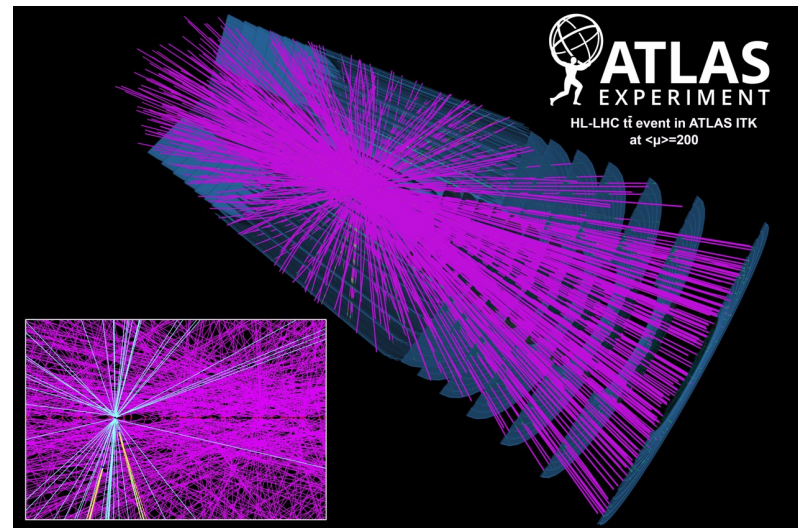
- ✓ Data vs MC: excellent agreement
- X 3x slower than standard digitizer

HL-LHC conditions

Increase in instantaneous and integrated luminosity from 4 to 8 with respect to the end of Run3

Innermost pixel layers in ATLAS to receive $1-2 \times 10^{16}$ n_{eq}/cm^2 after 2000 fb^{-1} , x10 more fluence than end of Run2 -> severe signal loss!

From 60 to 200 collisions per BC



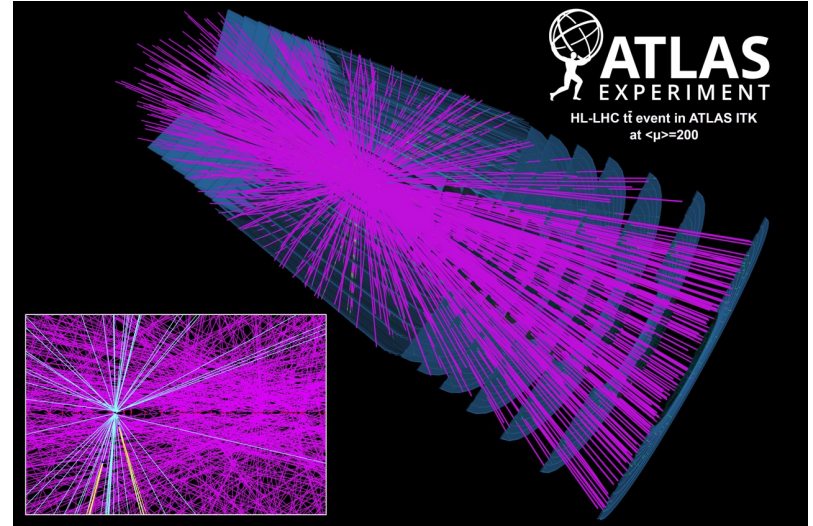
HL-LHC conditions

Increase in instantaneous and integrated luminosity from 4 to 8 with respect to the end of Run3

Innermost pixel layers in ATLAS to receive $1-2 \times 10^{16}$ n_{eq}/cm^2 after 2000 fb^{-1} , x10 more fluence than end of Run2 -> severe signal loss!

From 60 to 200 collisions per BC

- Larger radiation damage effects than Run3
- Less computing resources than Run3
- **A faster yet as precise as possible radiation damage digitizer is needed**

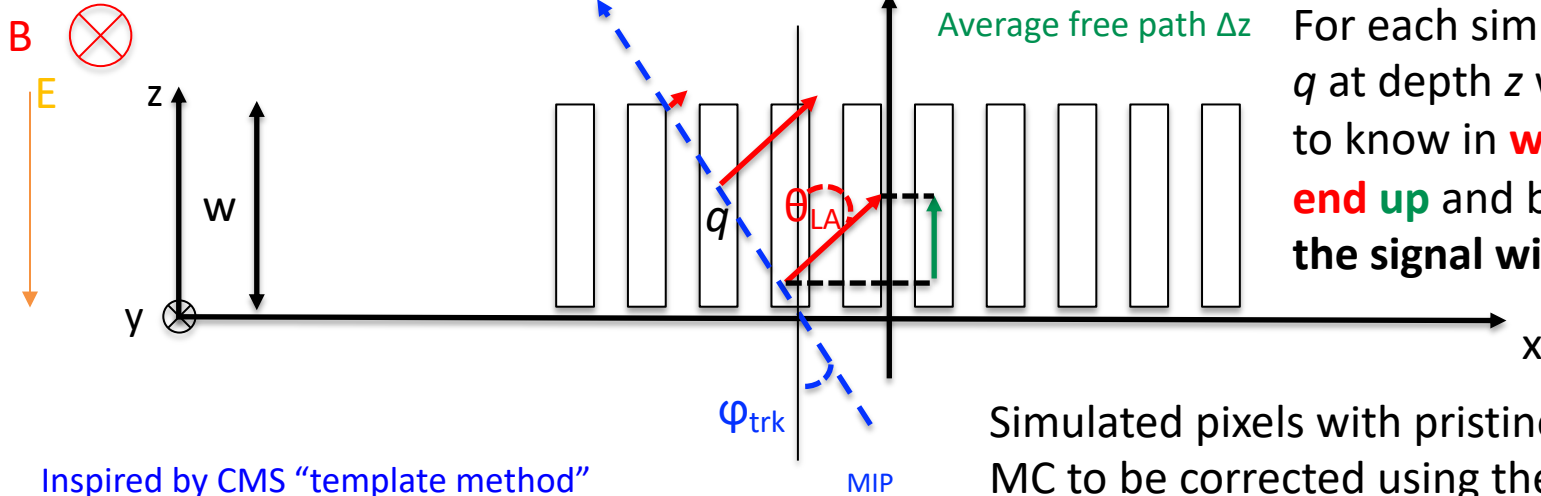
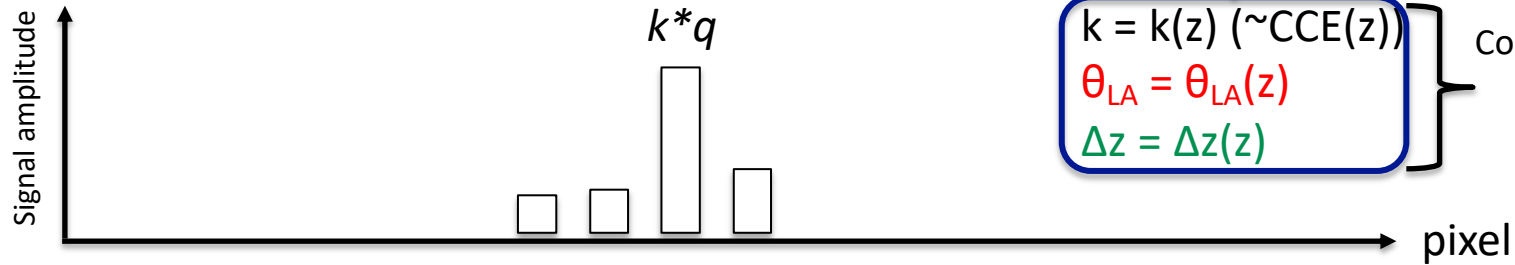


The Look-Up Table method

Lookup Tables (LUTs)

$$\begin{aligned}
 k &= k(z) \ (\sim \text{CCE}(z)) \\
 \theta_{\text{LA}} &= \theta_{\text{LA}}(z) \\
 \Delta z &= \Delta z(z)
 \end{aligned}$$

Corrections depend on deposition depth z



For each simulated charge q at depth z we want to know in **which pixel it will end up** and by how much (k) **the signal will be reduced**

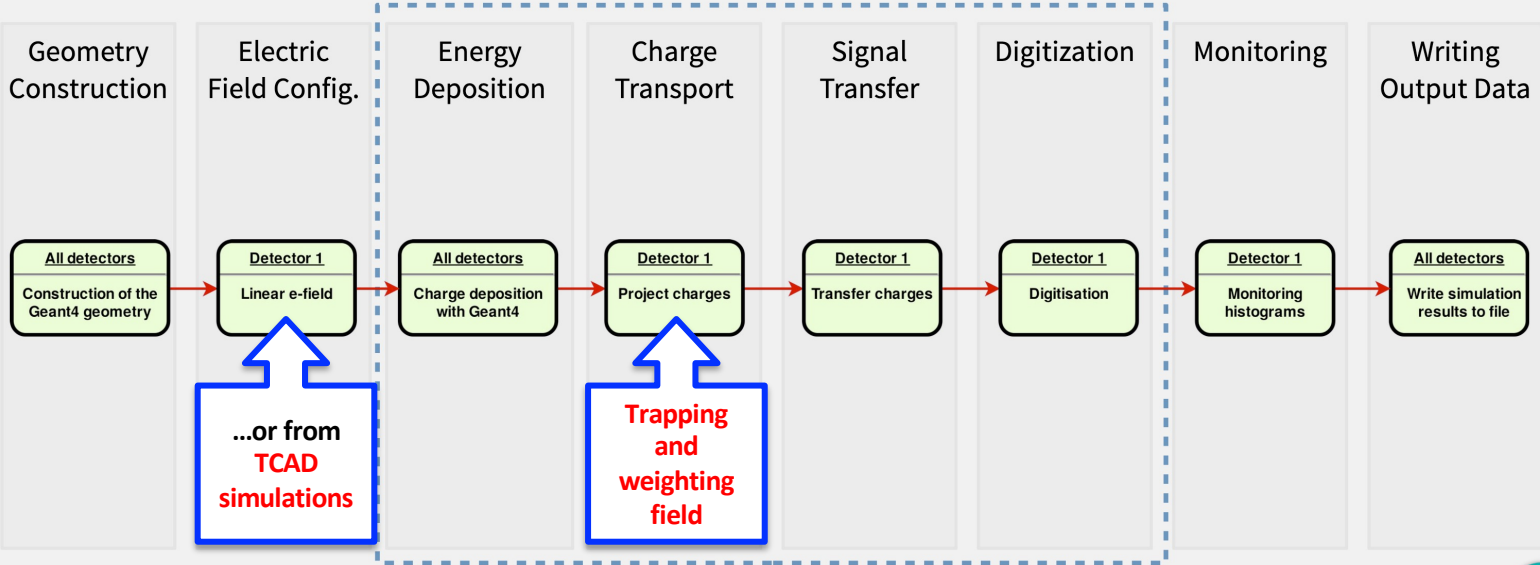
[Inspired by CMS "template method"](#)

Simulated pixels with pristine detector in MC to be corrected using these information before digitization

LUTs calculated using Allpix2 together with TCAD

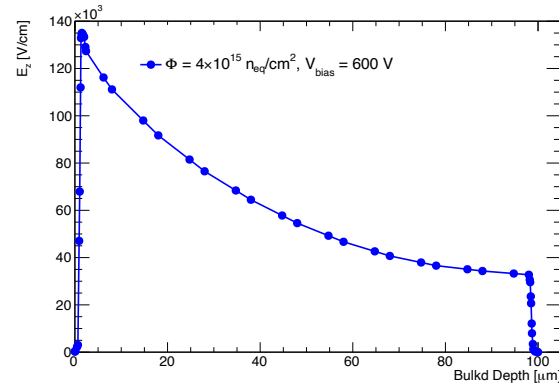
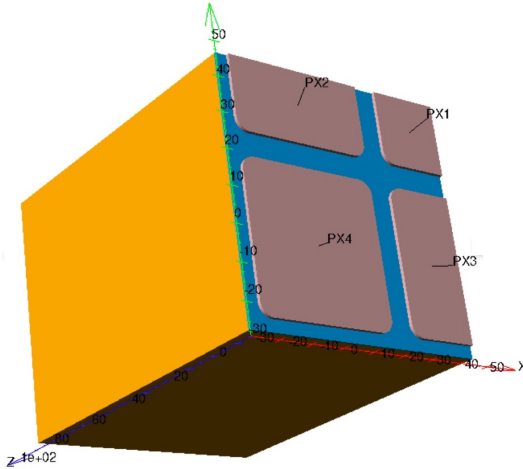
<https://allpix-squared.docs.cern.ch/>

- Building blocks follow individual steps of signal formation in detector
- Algorithms for each step can be chosen independently



Inputs to Allpix²

1/4 of 3x3
planar n-on-p
pixel matrix
50 x 50 μm^2
100 μm thick



$\Phi = 4 \times 10^{15} \text{ n}_{\text{eq}}/\text{cm}^2$
 $V_{\text{bias}} = 600 \text{ V}$

LHCb rad. damage
model



Development of a silicon bulk radiation damage model for Sentaurus TCAD

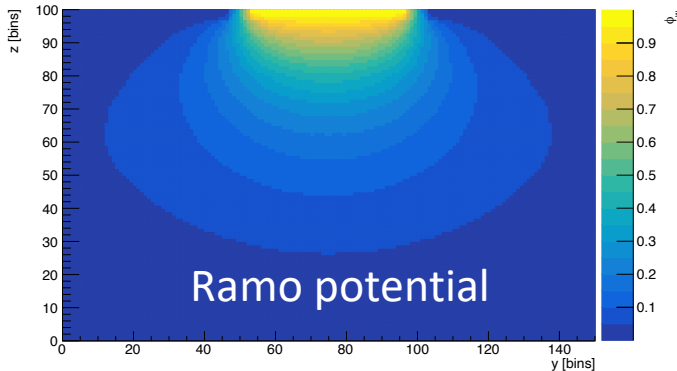
Å. Folkestad^{a,*1}, K. Akiba^b, M. van Beuzekom^c, E. Buchanan^e, P. Collins^a, E. Dall'Occo^c,
A. Di Canto^a, T. Evans^d, V. Franco Lima^f, J. García Pardiñas^g, H. Schindler^a, M. Vicente^b,
M. Vieites Diaz^g, M. Williams^a

[10.1016/j.nima.2017.08.042](https://doi.org/10.1016/j.nima.2017.08.042)

Table 2

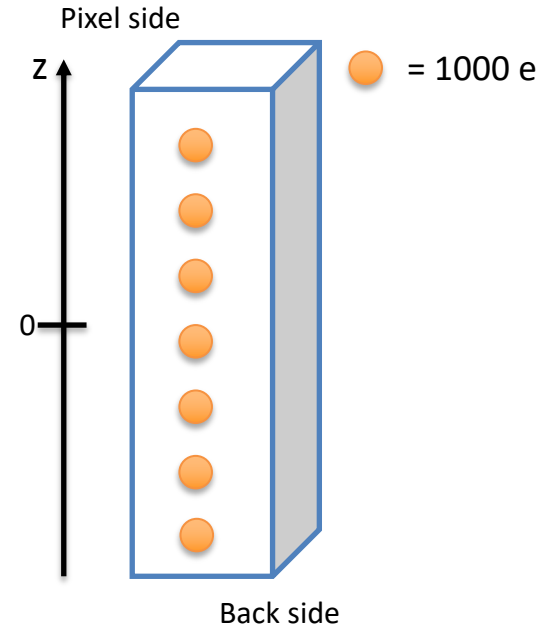
Parameters of the proposed radiation damage model. The energy levels are given with respect to the valence band (E_V) or the conduction band (E_C). The model is intended to be used in conjunction with the Van Overstraeten-De Man avalanche model.

Defect number	Type	Energy level [eV]	σ_v [cm^{-2}]	σ_h [cm^{-2}]	η [cm^{-1}]
1	Donor	$E_V + 0.48$	2×10^{-14}	1×10^{-14}	4
2	Acceptor	$E_C - 0.525$	5×10^{-15}	1×10^{-14}	0.75
3	Acceptor	$E_V + 0.90$	1×10^{-16}	1×10^{-16}	36



Look-Up Tables calculation

In Allpix² deposit 1000e at different locations

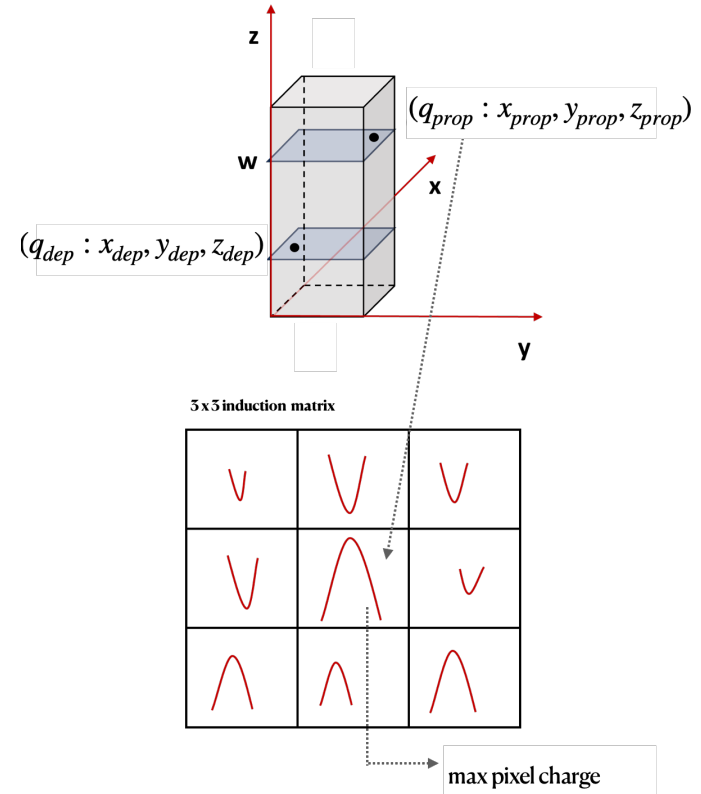


Look-Up Tables calculation

In Allpix² deposit 1000e at different locations

Let charges drift and note propagated position as a function of deposited one

See in a 3x3 matrix which is the pixel with the largest signal



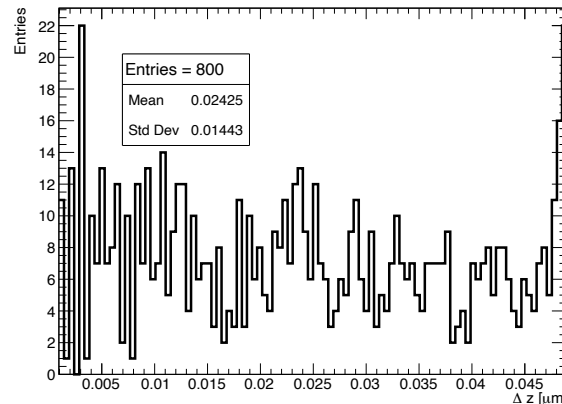
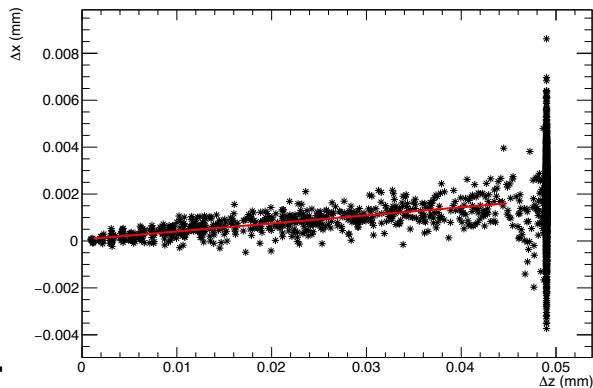
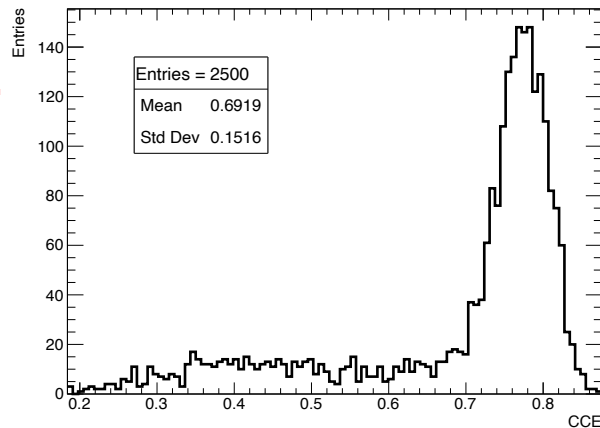
Look-Up Tables calculation

In Allpix² deposit 1000e at different locations

Let charges drift and note propagated position as a function of deposited one

See in a 3x3 matrix which is the pixel with the largest signal

Calculate the fraction of induced charge k , the path Δz and the θ_{LA}



Look-Up Tables calculation

In Allpix² deposit 1000e at different locations

Let charges drift and note propagated position as a function of deposited one

See in a 3x3 matrix which is the pixel with the largest signal

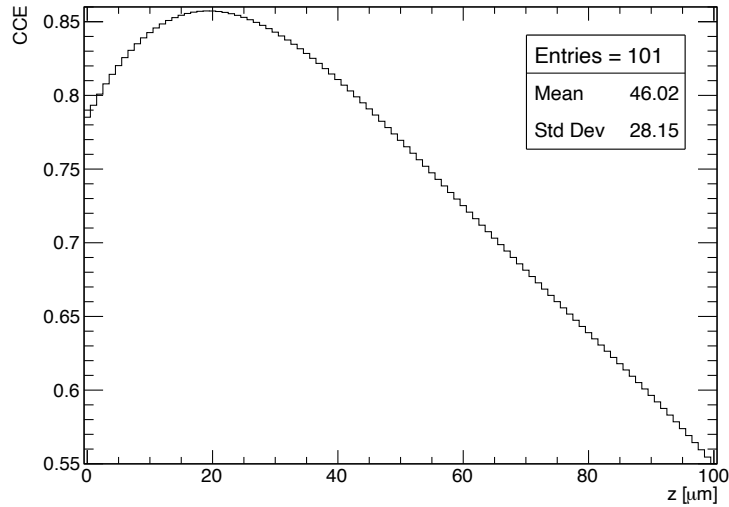
Calculate the fraction of induced charge k , the path Δz and the θ_{LA}

Average over all (x,y) positions for fixed z

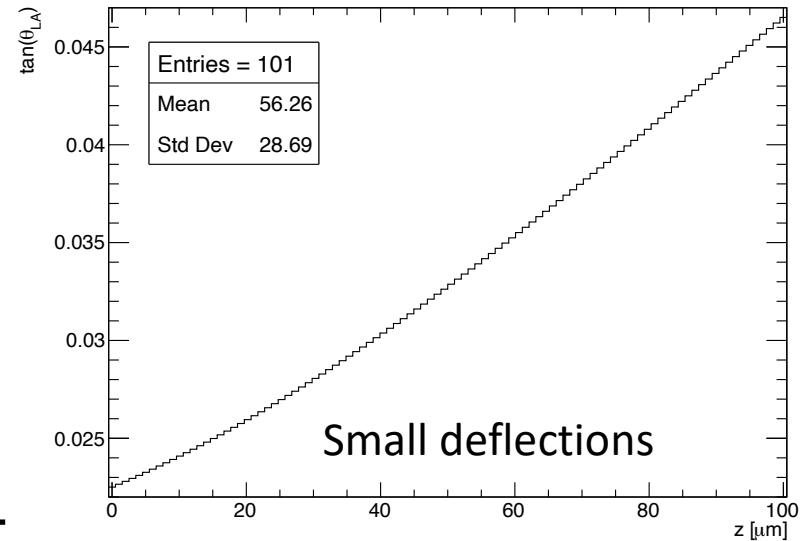
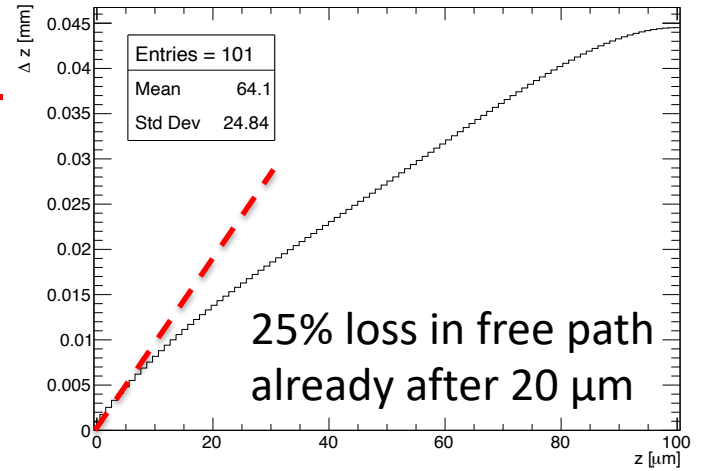
Repeat

$$\begin{cases} \Delta z(z)|_1 & = \sum_{x,y} \Delta z(x,y,z) / \sum_{x,y} \\ \theta_{LA}(z)|_1 & = \sum_{x,y} \theta_{LA}(x,y,z) / \sum_{x,y} \\ k(z)|_1 & = \sum_{x,y} k(x,y,z) / \sum_{x,y} \end{cases}$$

Look-Up Tables

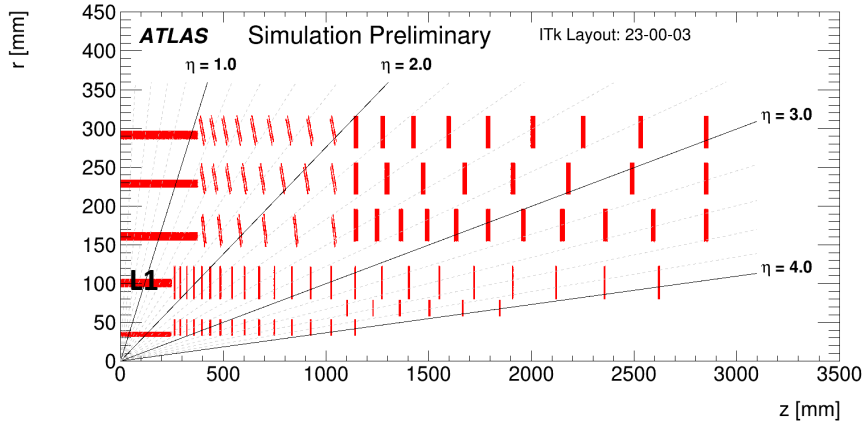


Max CCE at ~ 20 μm
Effect of holes clearly visible



Validation

No data from testbeam data available, so we performed a closure test



We tested a range in η between 0 and 1.4 (like in barrel L1)

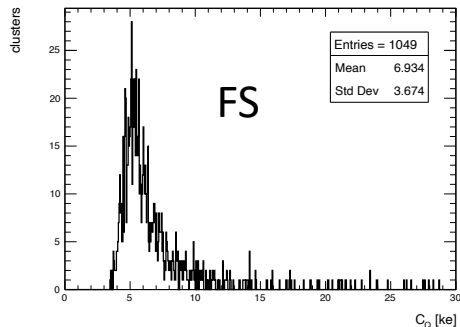
Modules were tilted in ϕ by 0.25 rad

We compared Full Simulation (FS) events with LUT ones

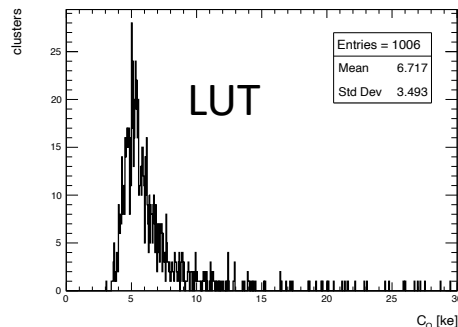
We compared cluster charge and sizes in both projections

We simulated pions with $p_T = 1, 10$ & 100 GeV/c

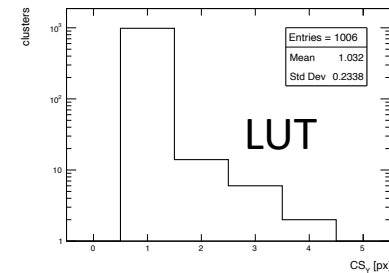
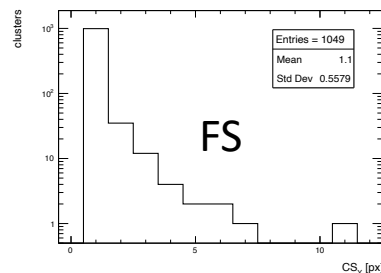
Selection of results - $\eta = 0$, $p_T = 1$ GeV/c



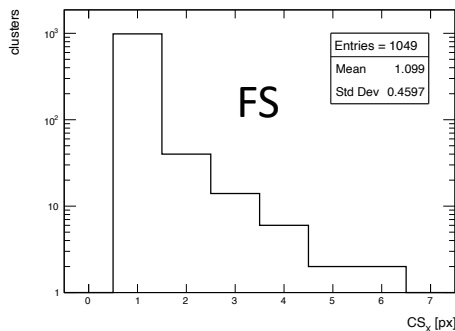
Charge



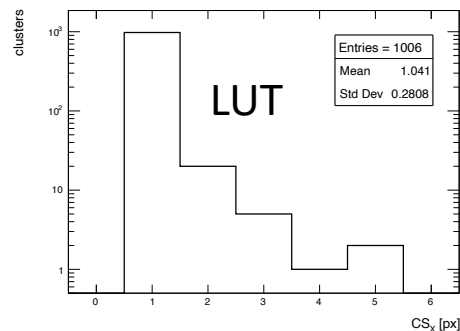
Longitudinal cluster size



Summary



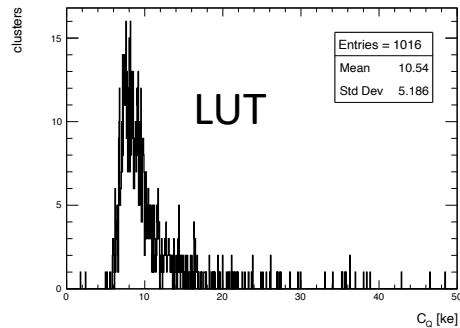
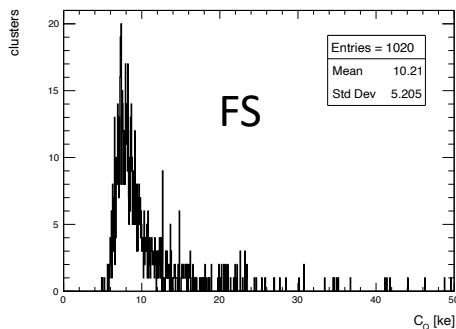
Transverse cluster size



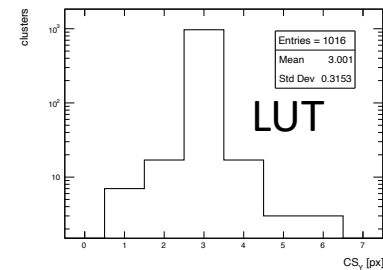
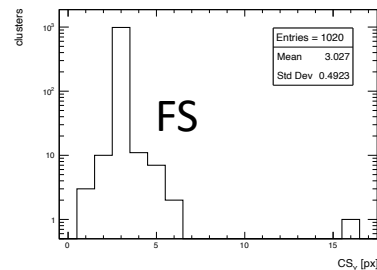
η	CS_X			CS_Y			C_Q [ke]		
	FS	LUT	ϵ [%]	FS	LUT	ϵ [%]	FS	LUT	ϵ [%]
0	1.099	1.041	5.3	1.1	1.032	6.2	6.957	6.741	3.1

**Agreement at few % level
Same for all p_T values**

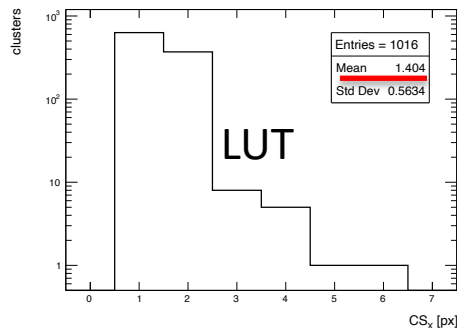
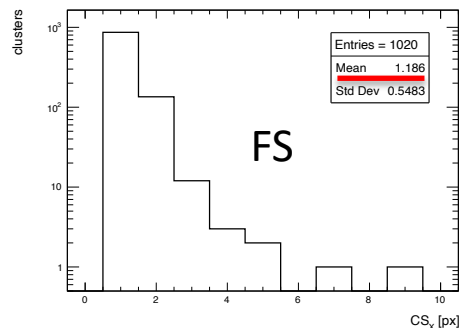
Selection of results - $\eta = 1$, $p_T = 1$ GeV/c



Charge



Longitudinal cluster size



Transverse cluster size

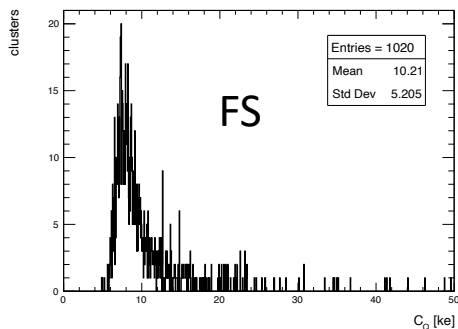
Summary

η	CS_X			CS_Y			C_Q [ke]		
	FS	LUT	ϵ [%]	FS	LUT	ϵ [%]	FS	LUT	ϵ [%]
0	1.099	1.041	5.3	1.1	1.032	6.2	6.957	6.741	3.1
1	1.186	1.404	18.38	3.027	3.001	0.86	10.25	10.54	2.8

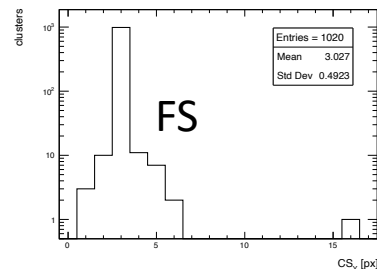
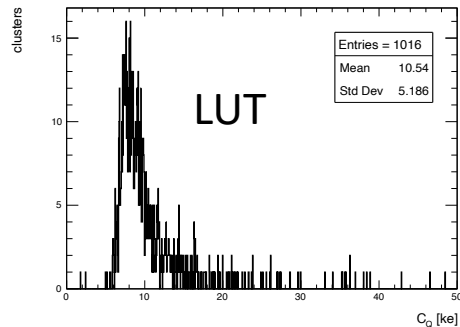
Agreement at few % level

but not for transverse cluster size

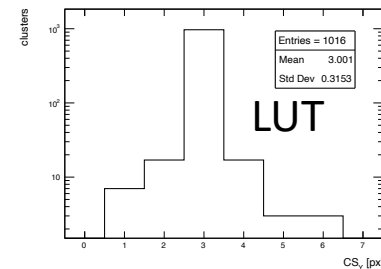
Selection of results - $\eta = 1$, $p_T = 1$ GeV/c



Charge



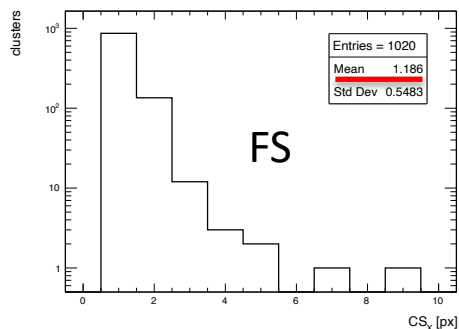
Longitudinal cluster size



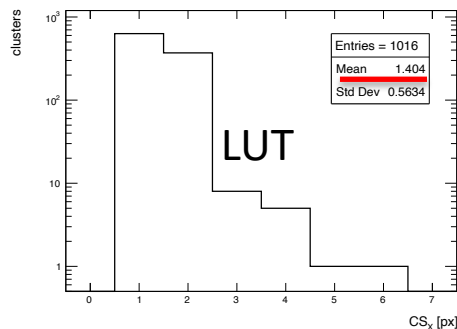
Summary for $\eta = 1$

p_T [GeV/c]	CS_X			CS_Y			C_Q [ke]		
	FS	LUT	ϵ [%]	FS	LUT	ϵ [%]	FS	LUT	ϵ [%]
1	1.186	1.404	18.38	3.027	3.001	0.86	10.25	10.54	2.8
10	1.217	1.422	16.8	3.023	2.988	1.2	10.37	10.95	5.6
100	1.243	1.424	14.5	3.011	3.013	0.07	10.39	10.68	2.8

Same situation for all p_T values



Transverse cluster size



Investigation of discrepancy at $\eta = 1$

For $p_{T=100}$ GeV/c we scanned the η range with a finer granularity

CS_X				ϵ [%]
η	FS	LUT		
0	1.079	1.042	3.4	
0.4	1.09	1.047	3.9	
0.8	1.117	1.073	3.9	
1	1.243	1.424	14.5	
1.2	2.042	2.018	1.2	
1.4	2.068	2.053	0.72	

Agreement at few % level for all η values tested **but not for $\eta = 1$**
(only for transverse cluster size)

Further investigation – beam divergence

For $p_T = 100$ GeV/c and $\eta = 1$ we increased slightly the beam divergence in full simulation
This divergence corresponds to a range of η of [0.99,1.01]

Results

Beam Divergence (x, y) (mrad)	CS_X		
	FS	LUT	ϵ [%]
0, 0	1.224	1.428	17
10, 0	1.344	1.449	8
0, 10	1.547	1.551	0.2
10, 10	1.548	1.554	0.4

N.B. Charged particles produced in pp collisions are uniformly distributed in η within [-2,2]

Conclusions: this discrepancy is appearing in a very limited η range and should pose no problem in ATLAS MC simulated events

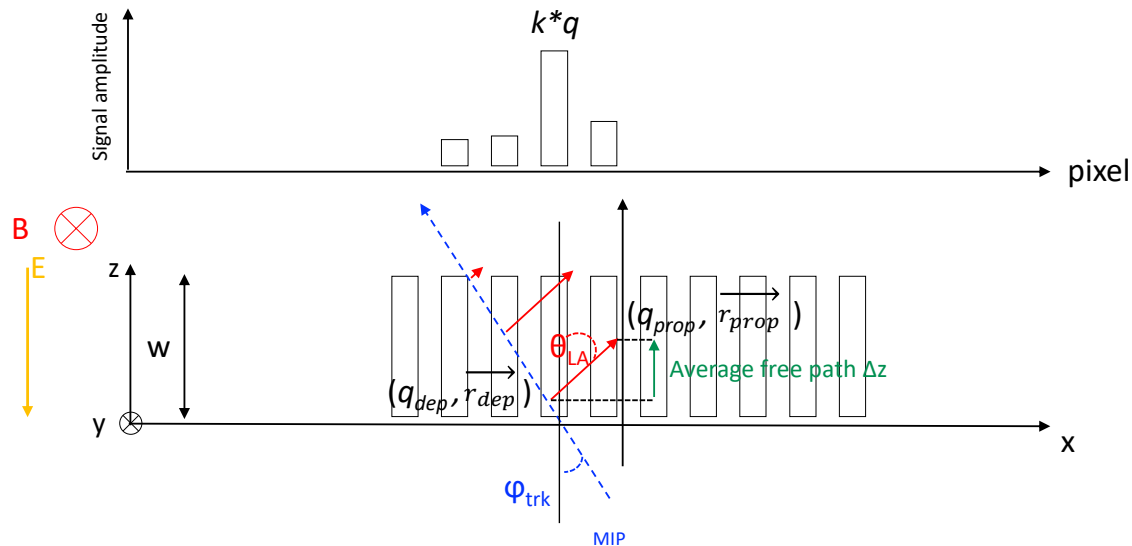
Computing performance – preliminary results

Without radiation damage effects we use these equations:

$$\begin{cases} x_{prop} = x + [\tan(\theta_{LA}(z)) \cdot \Delta z(z)] + \Delta x^{diff} \\ y_{prop} = y + \Delta y^{diff} \\ z_{prop} = z + \Delta z(z) \\ q_{ind} = k(z) \cdot q \end{cases}$$

but with:

- $k = 1$
- $\Delta z = w - z$
- $\theta_{LA} = \text{const.}$



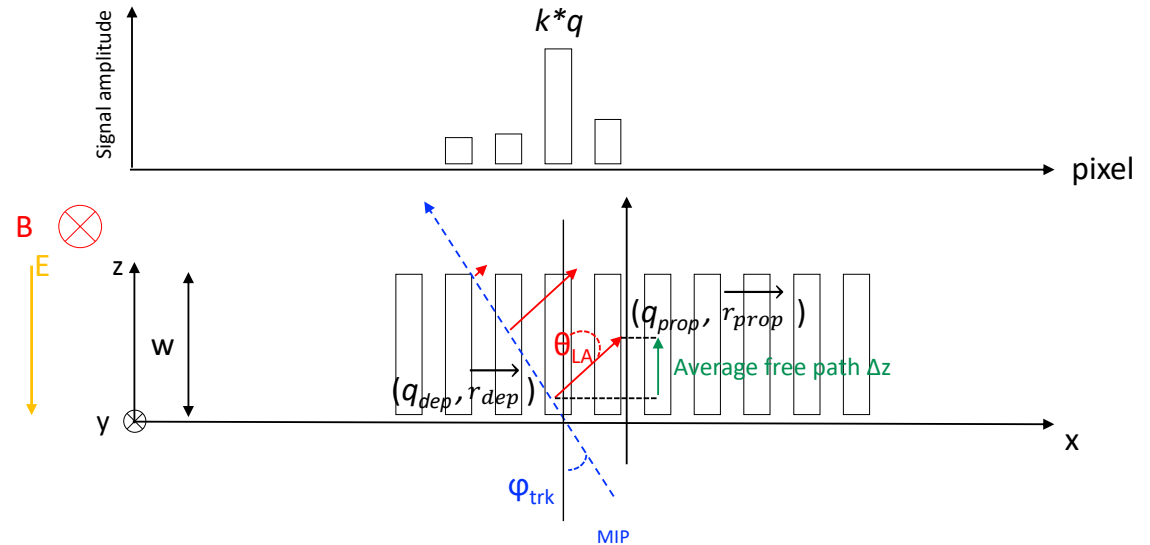
Computing performance – preliminary results

Without radiation damage effects we use these equations:

$$\begin{cases} x_{prop} = x + [\tan(\theta_{LA}(z)) \cdot \Delta z(z)] + \Delta x^{diff} \\ y_{prop} = y + \Delta y^{diff} \\ z_{prop} = z + \Delta z(z) \\ q_{ind} = k(z) \cdot q \end{cases}$$

but with:

- $k = 1$
- $\Delta z = w - z$
- $\theta_{LA} = \text{const.}$



- Same algorithmic complexity, just different numbers
- **Indeed first tests indicate no difference in performance when radiation corrections are applied**

Conclusions & Outlook

- HL-LHC conditions pose stringent constraints on pixel detectors but on computing resources too
- Need for an algorithm to mimic radiation damage effects that is **faster than Run3 one but as precise as possible**
- **LUT method is able to fulfil both tasks**
- It works also for strips and soon for 3D pixels too
- **Next: validate on data**
- **Code is on gitlab, plan to integrate it in Allpix²**
- **It was great to work with Allpix² – we got great support! Thank you!**

Interested in collaborating?
Contact us!

Conclusions & Outlook

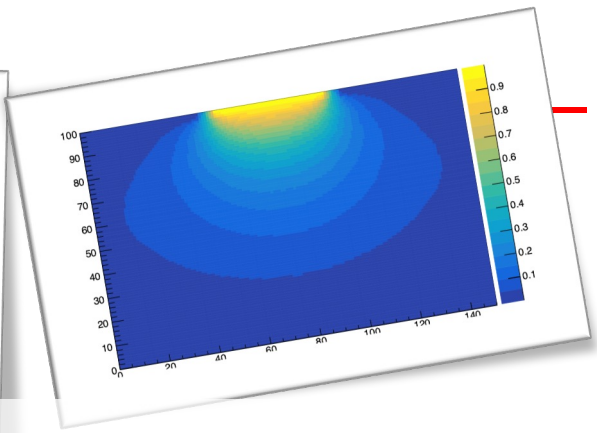
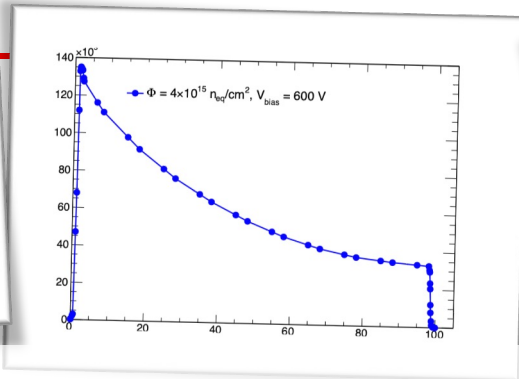
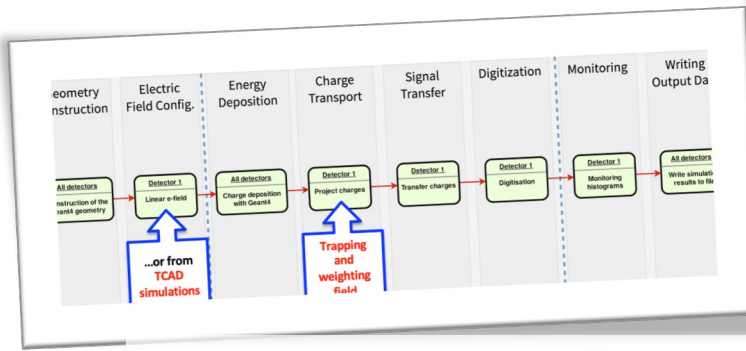
- HL-LHC conditions pose stringent constraints on pixel detectors but on computing resources too
- Need for an algorithm to mimic μ that is faster than Run3

Want to know more?
Read our article!

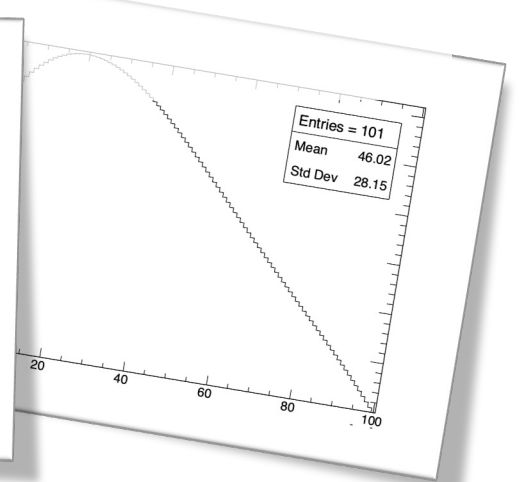
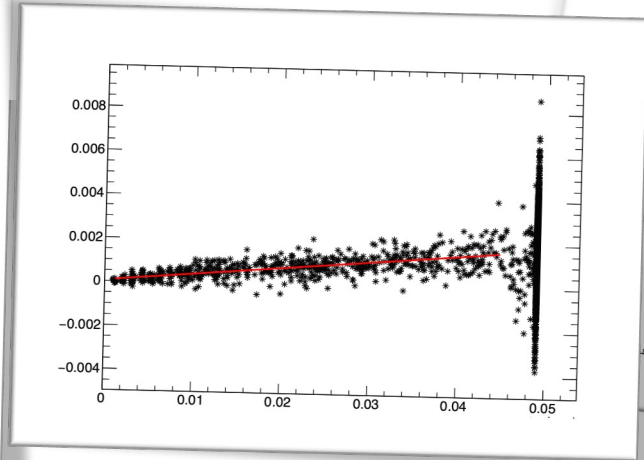
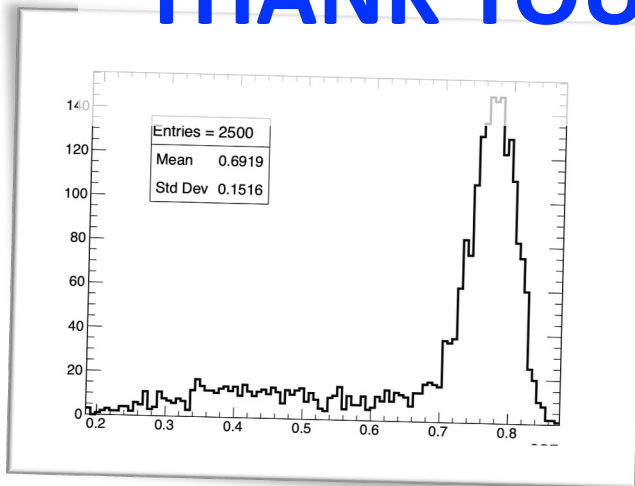
[Sensors 2024, 24\(12\), 3976;](https://doi.org/10.3390/s24123976)
<https://doi.org/10.3390/s24123976>

Interested in collaborating?
Contact us!

work with Allpix² – we got great support! Thank you!

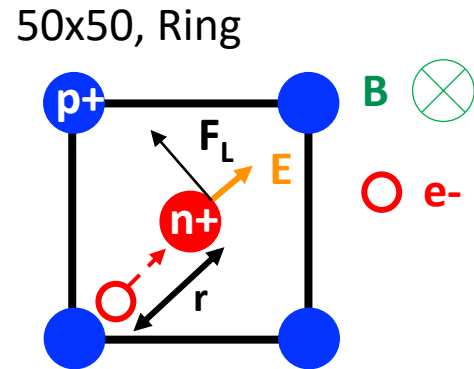
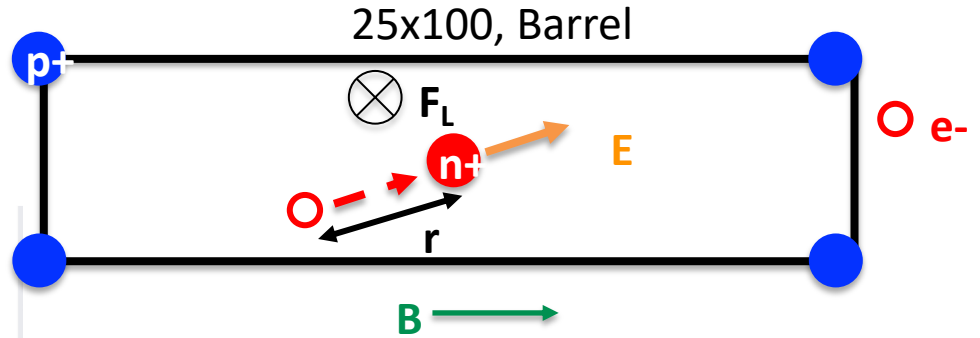
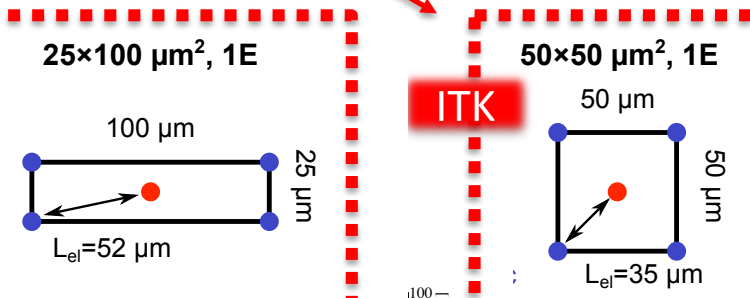
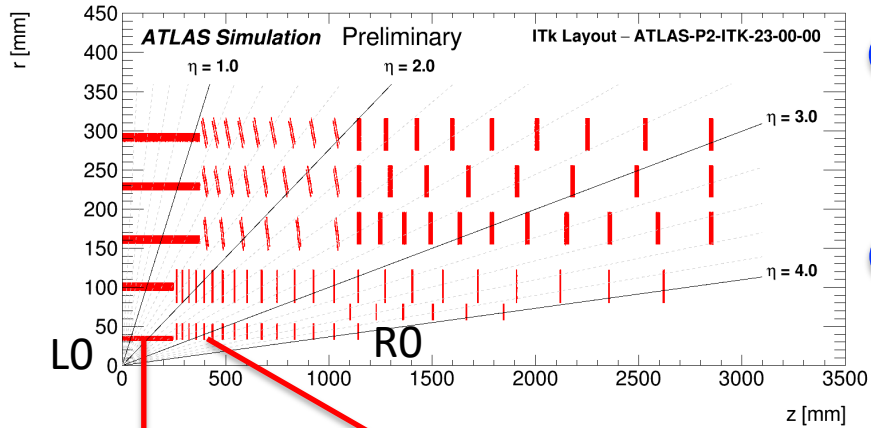


THANK YOU FOR YOUR ATTENTION!



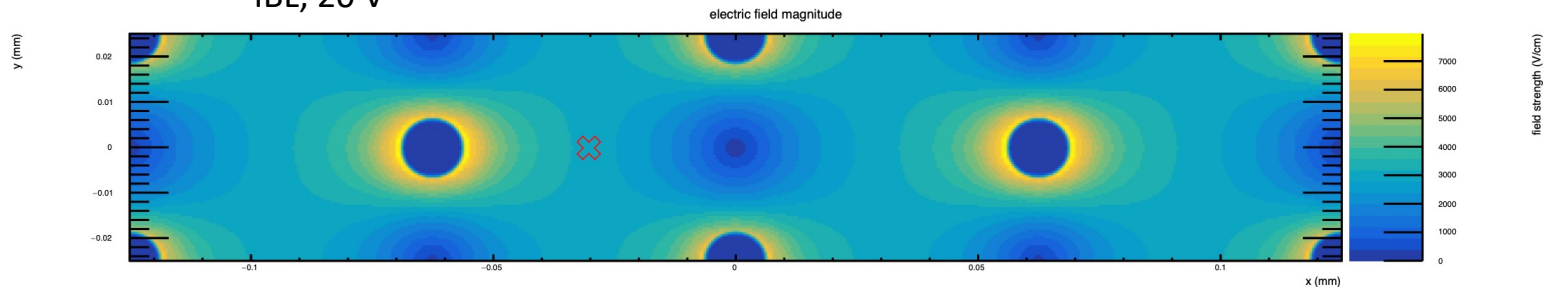
Backup

3D sensors

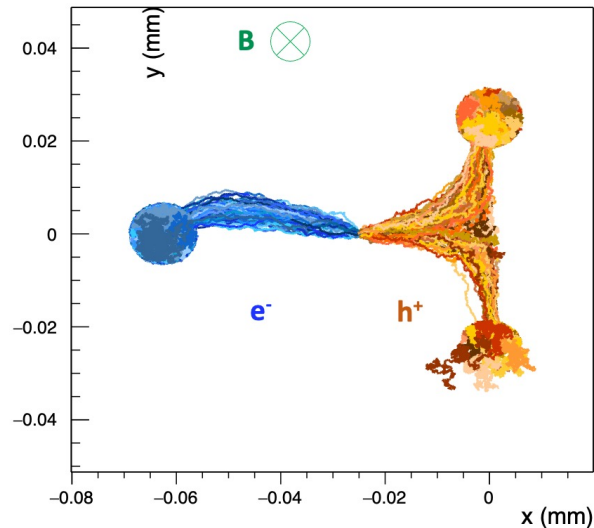
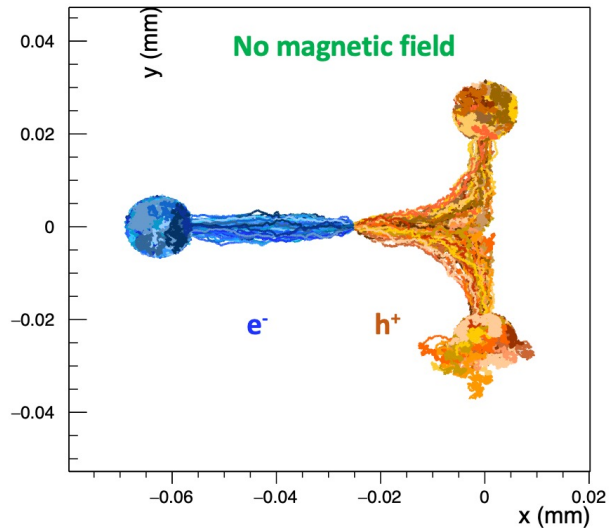


Conclusion: CCE(r) is the only needed LUT

IBL, 20 V



⊗ MIP impact



... yes, they do 😊