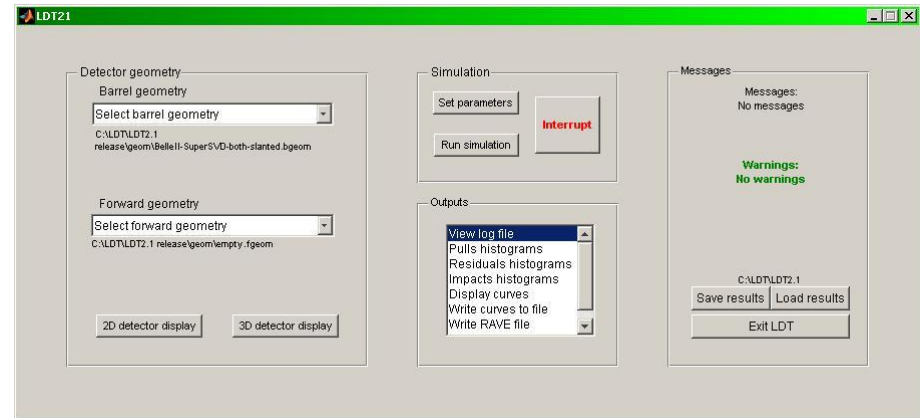


Fast simulation of the new SVD design

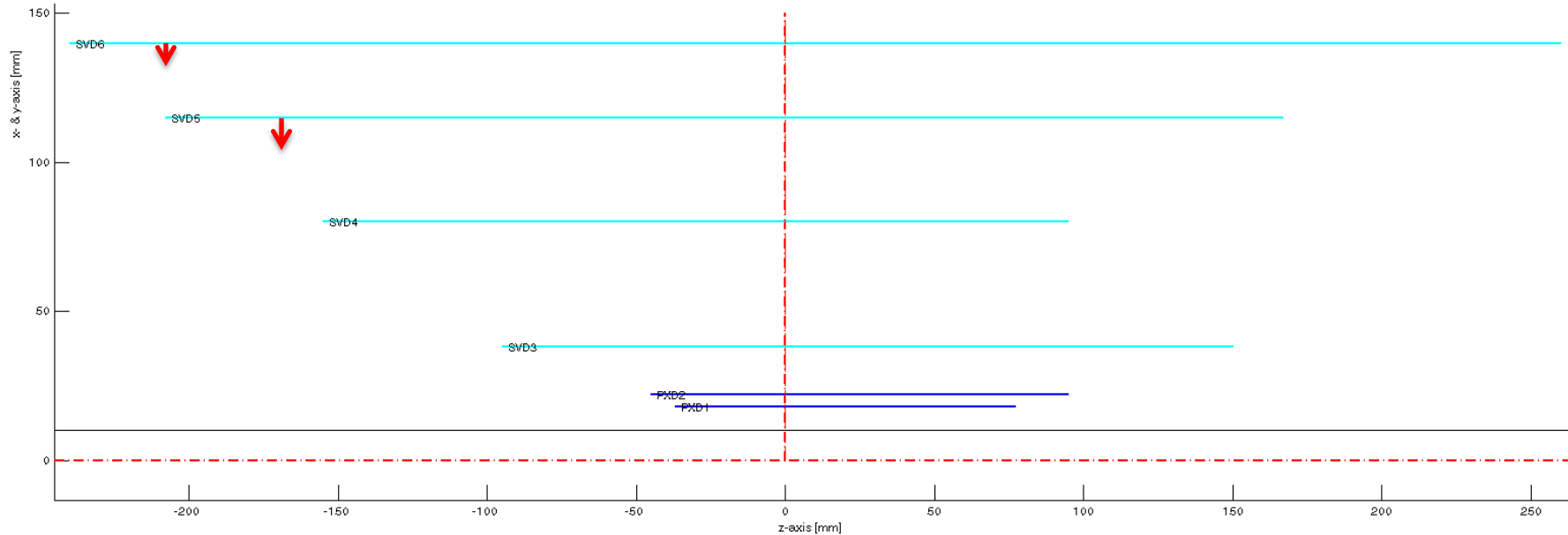
M. Valentan (HEPHY Vienna)

LDT (LiC Detector Toy)

- Simple, but flexible and powerful stand-alone tool, written in MatLab
- Geometry
 - Cylinders and disks
 - Material, resolutions, inefficiencies
- Simulation
 - Solenoid field, helix track model
 - Multiple scattering, measurement errors and inefficient measurements
 - *No further corruption, no pattern recognition*
 - Strips and pads, uniform and gaussian errors, TPC
- Reconstruction
 - Kalman filter
 - Fitted parameters and corresponding covariances at the beamtube
- Output
 - Resolution of the reconstructed track parameters inside the beam tube
 - Impact parameters (projected and in space)
 - Test quantities (pulls, χ^2 , etc.)



Detector parameters

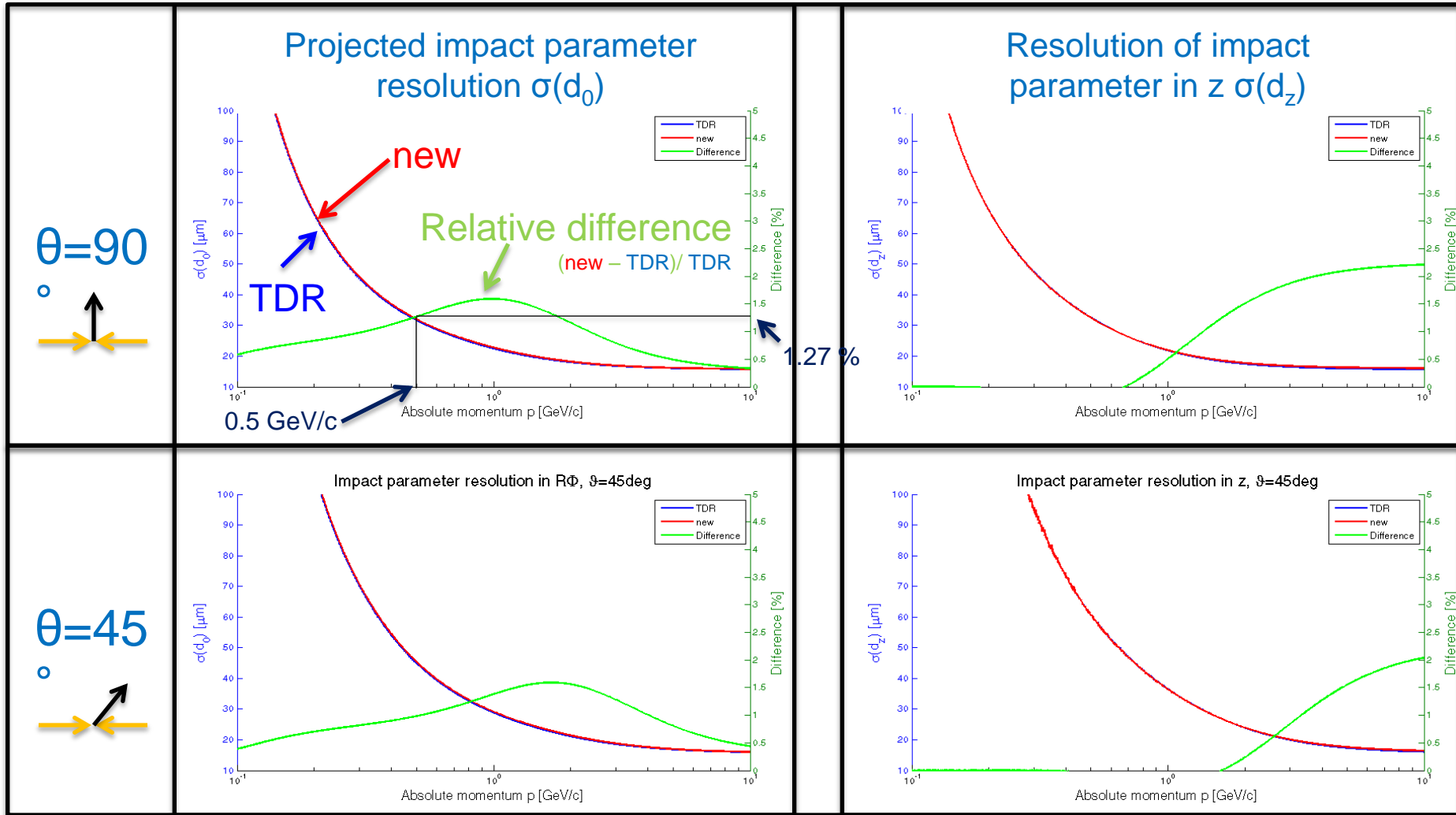


	PXD1	PXD2	SVD3	SVD4	SVD5	SVD6
Pixel size or point resolution [μm]	50x50	50x75	6x31	10x60	10x60	10x60
Radius [mm]	18	22	38	80	115 (105)	140 (135)

Simulation parameters

- Compare resolutions of impact parameters (point of closest approach) of both setups
 - Projected impact parameter d_0 in x-y-plane
 - Impact parameter d_z in z
- Simulation parameters
 - Resolution of impact parameters as function of the absolute momentum; $0.1 \leq p \leq 10$ GeV/c
 - For single muons
 - Perpendicular to axis ($\theta=90^\circ$) and under 45°

Comparison of setups



Conclusions

- New design slightly worse than TDR design
- Representative momentum: $p = 0.5 \text{ GeV}/c$
 - Relative difference of 1.27% for d_0 at 90°
 - Relative difference of 0.98% for d_0 at 45°
- **This small change of performance alone is no reason to favor one design over the other!**
- Coffee break: live demonstration of LDT on my laptop, if someone is interested!

