



Silicon Sensor Simulation in the LHCb Monte Carlo Framework

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Radiation effects at the LHC experiments and impact on operation and performance

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Outline

- Current silicon response simulation framework
- Tell1 (Trigger Electronics Level 1) electronics readout board emulation
- Silicon simulation for the upgraded detectors

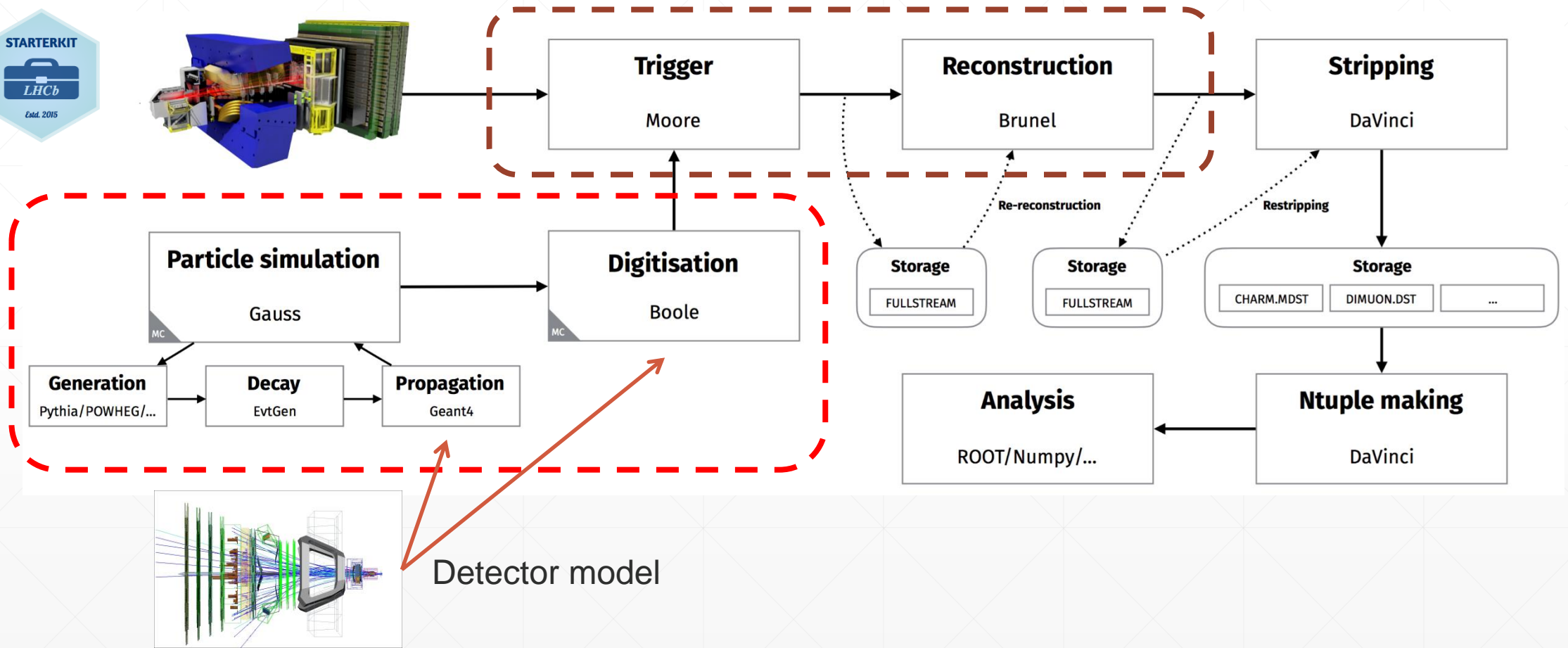
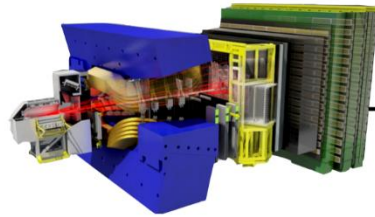
A general overview

- ❑ Profiting from the fact that all of the tracking detectors are micro-strip ones and readout by the same ASIC we provided a common framework for silicon simulation within LHCb
- ❑ The overall idea of the deposited charge (Geant4) distribution within the silicon bulk is the same
- ❑ Common code to model the Beetle readout chip response using dedicated configurations to evaluate detector specific front-end response pulse shapes
- ❑ Very similar digitisation code (analogue to digital)
- ❑ Due to different granularity and geometry the clusterisation is the most distinct part of the whole procedure
- ❑ Packing the clusters into RawBank follows again the same pattern

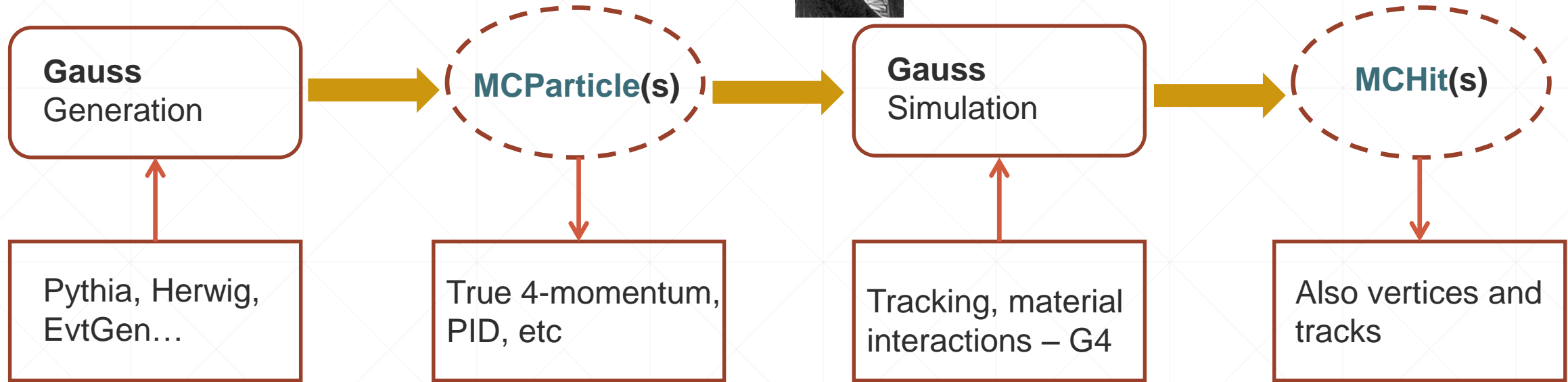
LHCb Software Suite



Real detector



Simulation Software Suite

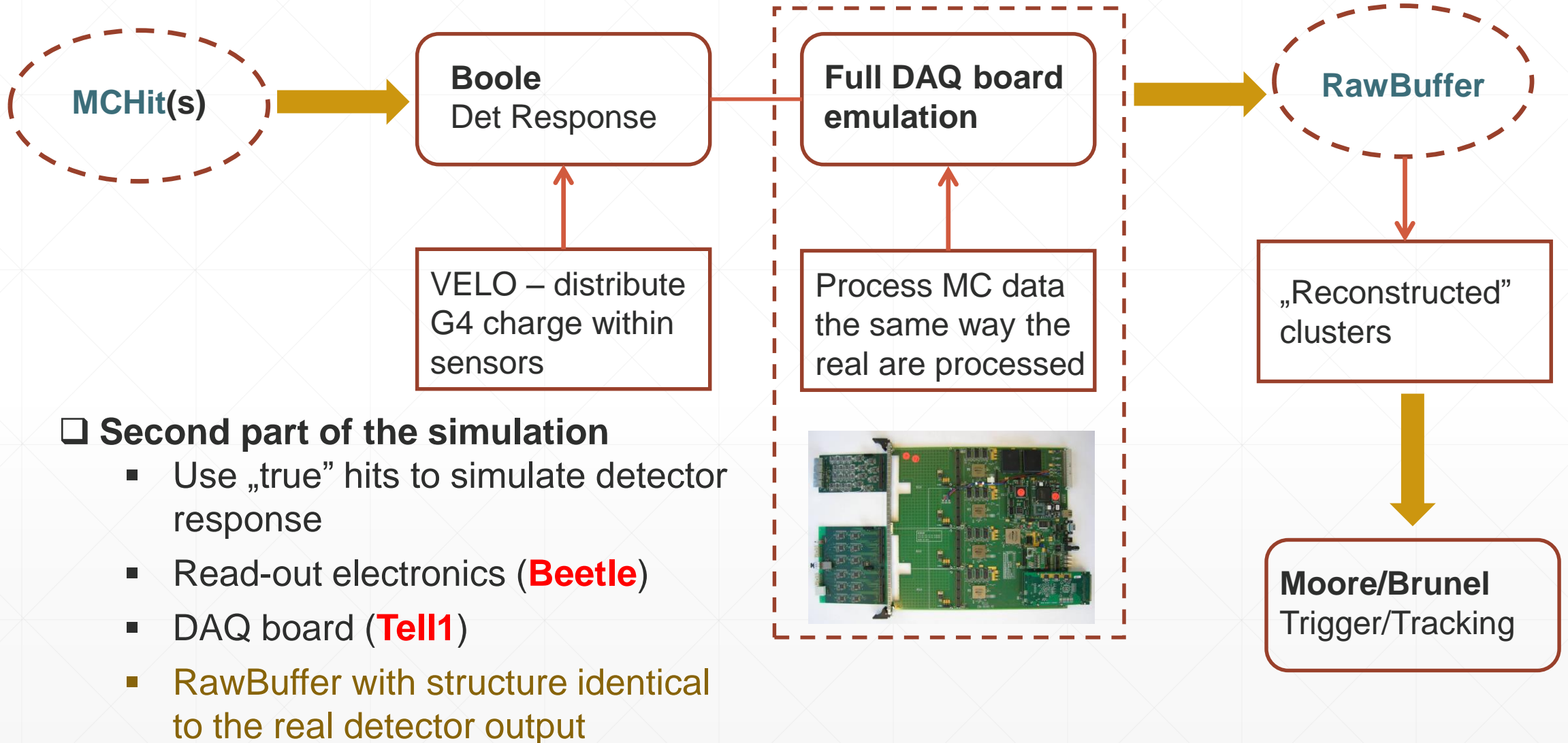


□ First part of the simulation

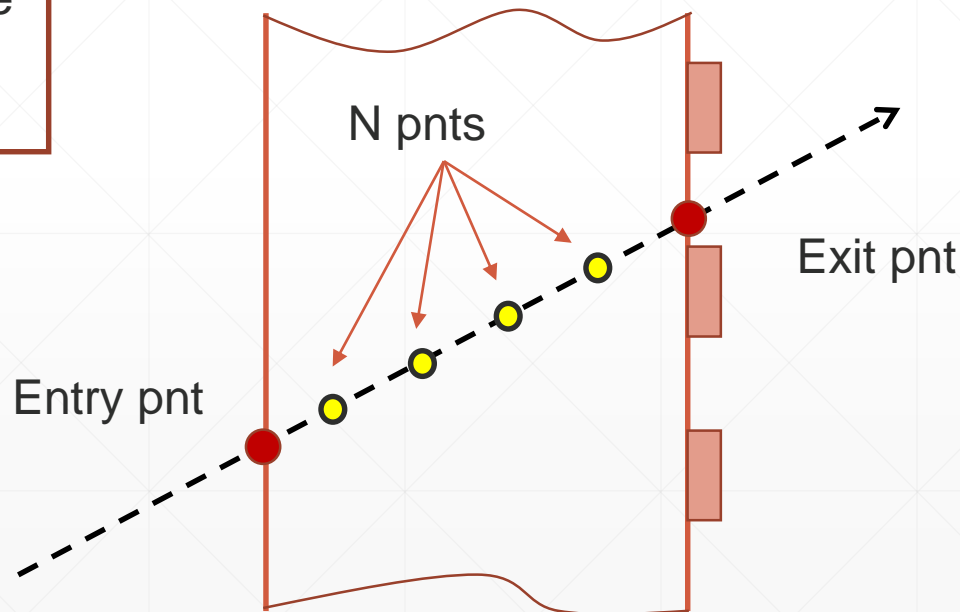
- „Generate” physics (**MCParticles**)
- Use detailed detector description (geometry and materials) to trace generated particles
- At the end we obtain **MCHits**, **MCVertices** etc. These are used to emulate detector response

Simulation Software Suite

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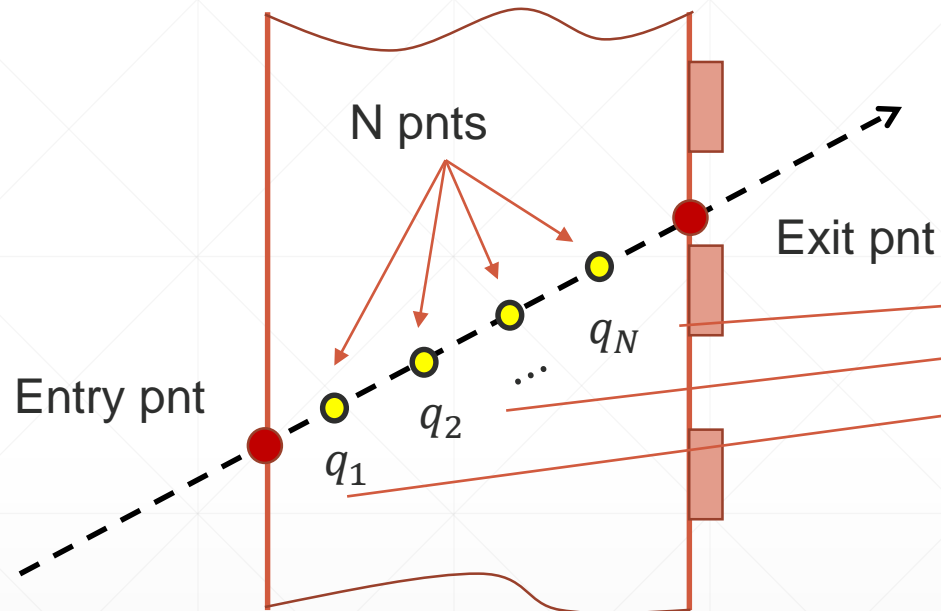


Front end response (analogue signal)



- ❑ First step is to distribute the deposited charge given by the MCHit objects
- ❑ Calculate the distance (in strip pitch) between entry and exit points
- ❑ Calculate the number of points where the charge will be distributed (there is a max number of steps per strip)

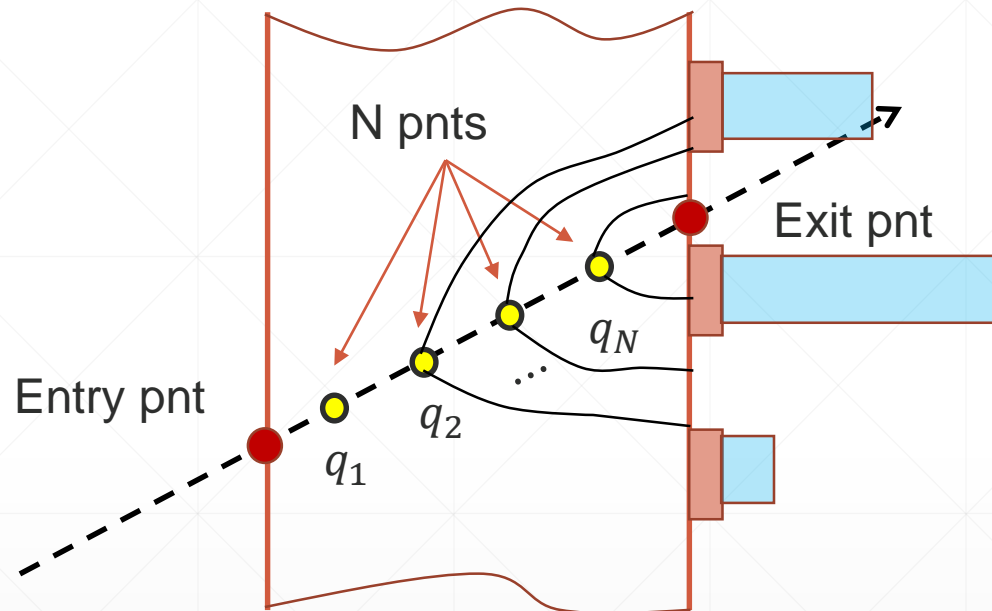
Front end response (analogue signal)



- ❑ At this level, if requested we can use the radiation damage tool to simulate CCE loss and DML charge leakage

- ❑ Starting with generated total charge taken from G4 generated deposit, at each point we allocate partial charge that has three components:
 - ❑ Uniform component (the same value for each point)
 - ❑ Random component drawn from a normal distribution
 - ❑ δ ray generation
- ❑ Generated charge normalisation to the total deposited energy at the end to avoid anomalous events

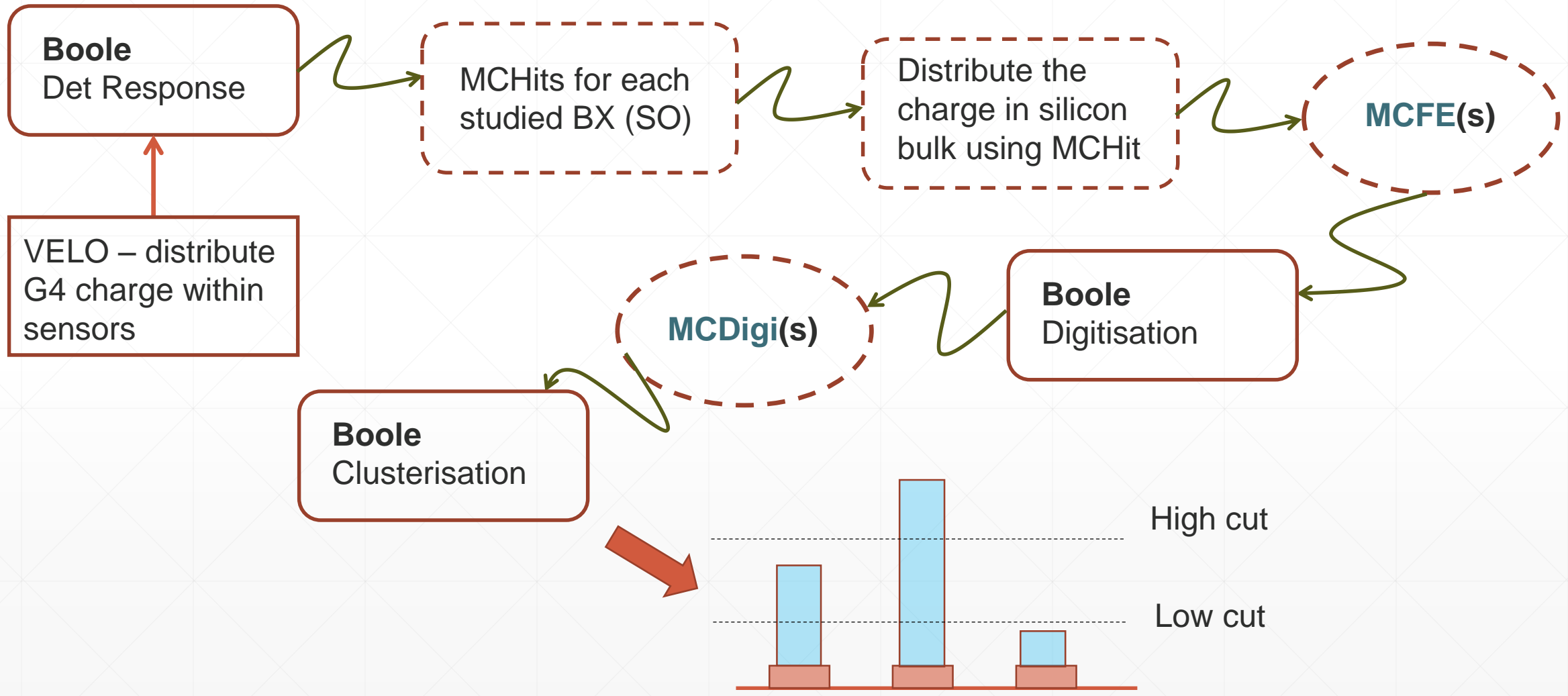
Front end response (analogue signal)



- Diffusion simulation
- Use **gaussian smearing** to calculate collected charge on strips
- If simulating radiation damage the „normal” diffusion can be scaled
- Introduce **capacitive coupling** (strip x-talk)
- Add **noise** taken from data
- If the **spill-over** is simulated repeat that whole procedure and use Beetle response tool to figure out the charge reminder

- Now we have front-end analogue signals (MCFE) that can be digitised

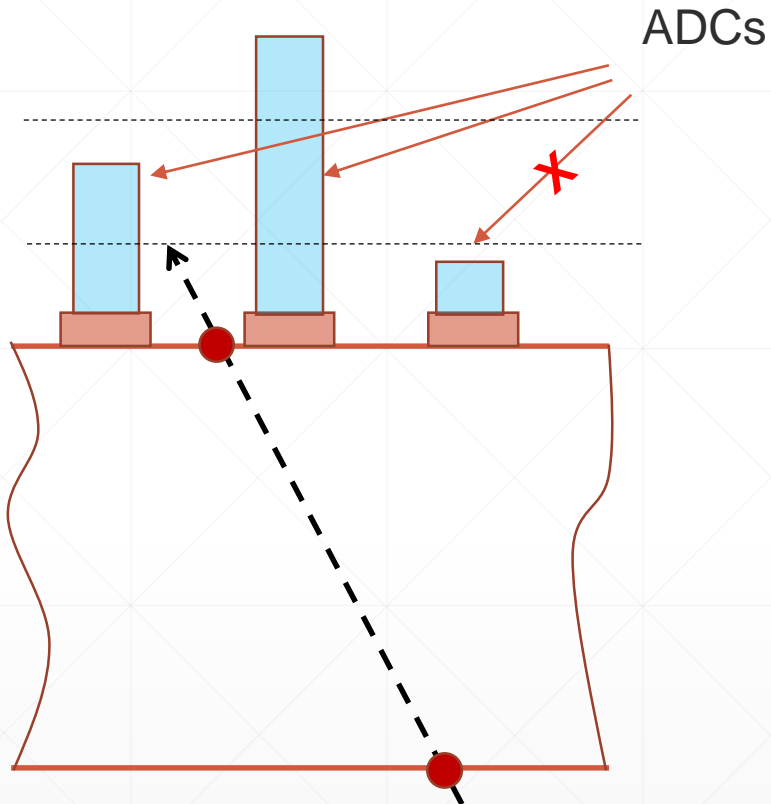
Detector Model



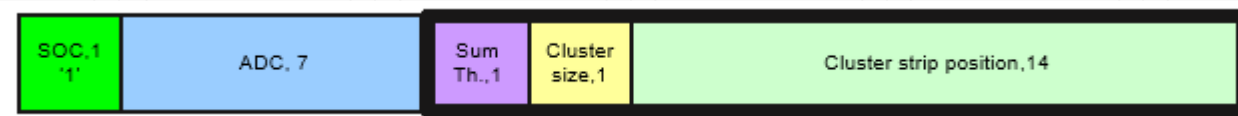
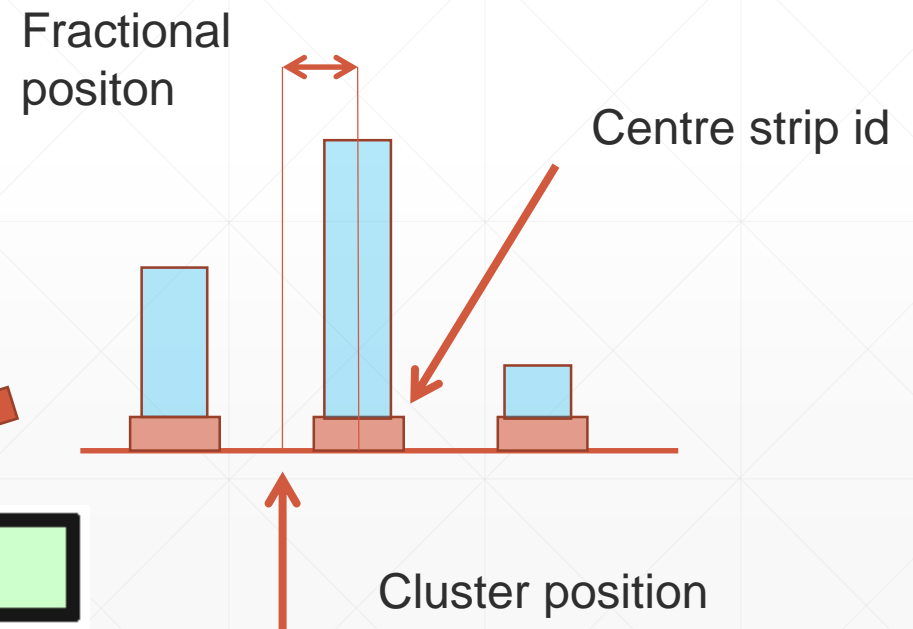
Clusterisation

- Complicated geometry and relatively high granularity make this process quite complicated for the Velo
- For these reasons the emulation code was partially ported to simulation s/w
- We use bit-perfect high level code that corresponds to the VDL machine code: reordering, zero-suppression and clusterisation
- Configuration is also taken from the calibration data stream: noise, threshold level, problematic channels

Raw buffer – beyond is only trigger...

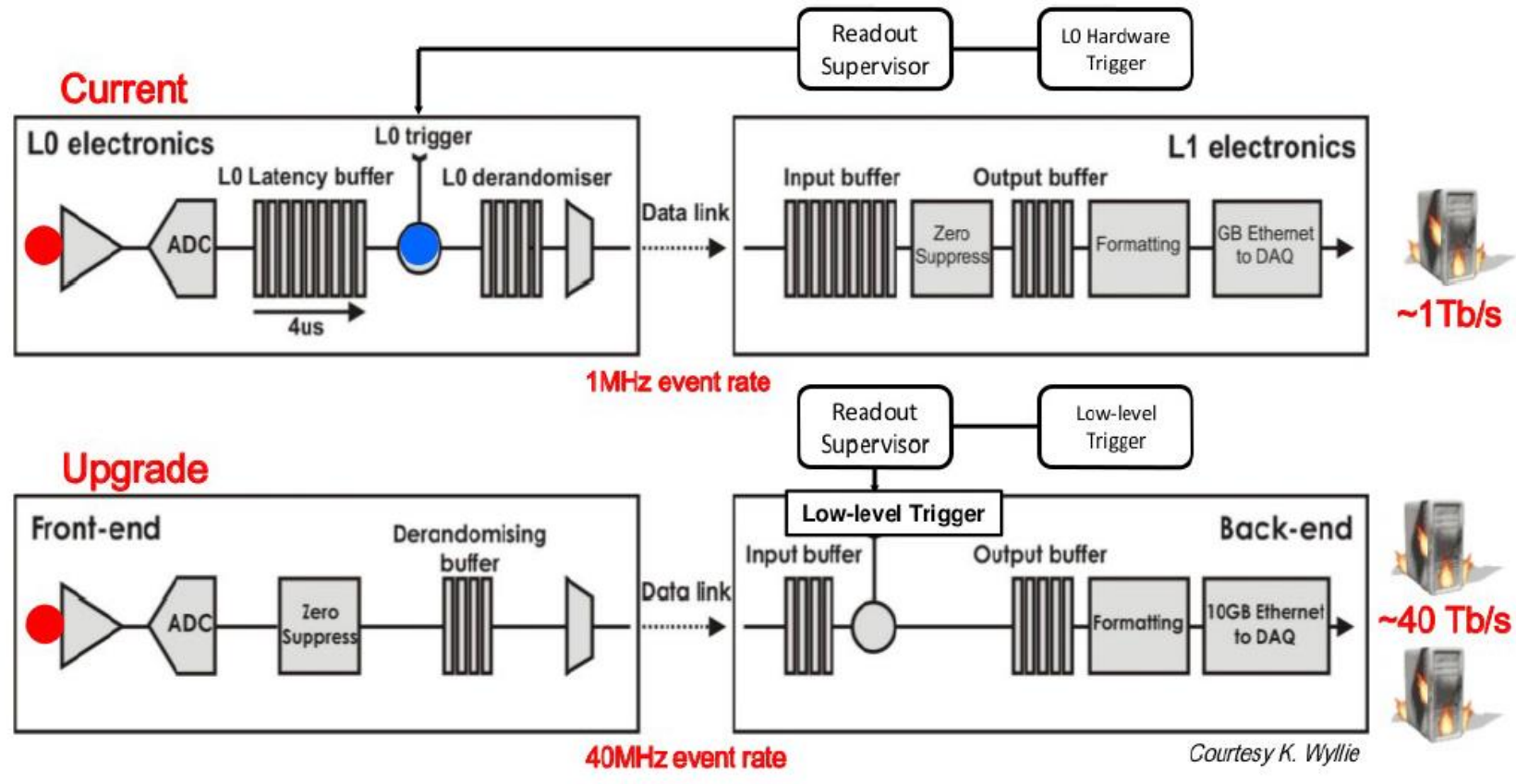


- ❑ RawBuffer is a data structure that plays the role of the data transport protocol
- ❑ Each such „frame” has a header containing meta data and data body



Upgrade

- ❑ Trigger-less
- ❑ Sends out data with the machine frequency
- ❑ On chip zero-suppression (SoC)



Silicon simulation and digitisation

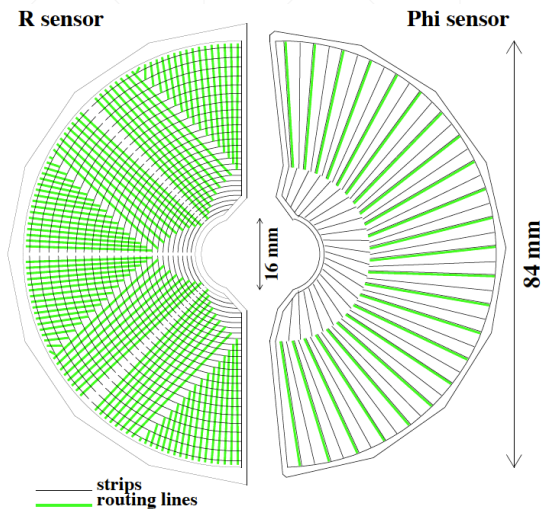
- The overall idea very similar to the current s/w – use MCHits to distribute charge, include noise, couplings, radiation damage
- Analogue to digital conversion using test beam results
- VELO pixel – the output RawBuffer contains time ordered super-pixels that are going to be further processed by HLT (High Level Triggge)
- Upstream Tracker – the output RawBuffer contains zero-suppressed data that going to be spill-over corrected and clustered in HLT

Conclusions

- ❑ We use Pythia8/Geant4 to get hits and deposited energy (need also detector model)
- ❑ Simplified energy deposition in bulk and detailed information regarding total noise, readout electronics response, sensor x-talk, etc.
- ❑ Introduce radiation damage induced effects at this level (CCE, double metal layer, resolution)
- ❑ Similar approach for the upgrade (different detectors, different output format and further processing)

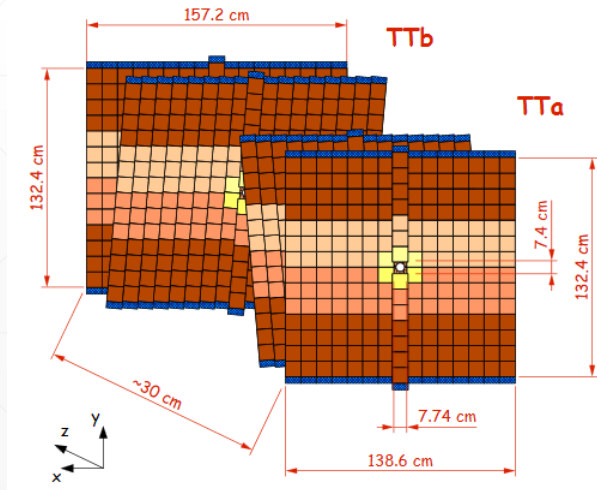
Current VELO

- Silicon (n⁺-on-n) micro-strip detectors
- 2x21 planes (R and ϕ)
- Floating pitch: $\sim 40 - 100 \mu m$, thickness: $300 \mu m$
- $\sim 180\,000$ readout channels
- Total silicon area $\sim 0.32 m^2$
- Detectors operate at $-8^\circ C$



Current TT

- Silicon (p-on-n) micro-strip detectors
- Four planes ($0^\circ, +5^\circ, -5^\circ, 0^\circ$)
- Pitch: $183 \mu m$, thickness: $500 \mu m$
- Long readout strips (up to $37 cm$)
- $\sim 143\,000$ readout channels
- Total silicon area $\sim 8 m^2$
- Detectors operate at $5^\circ C$



Current IT

- Silicon (p-on-n) micro-strip detectors
- Four boxes and four planes ($0^\circ, +5^\circ, -5^\circ, 0^\circ$)
- Pitch: $198 \mu m$, thickness: $320 \mu m$ and $410 \mu m$
- $\sim 130\,000$ readout channels
- Total silicon area $\sim 4.2 m^2$
- Detectors operate at $5^\circ C$

