## Modeling SVT Pixel Resolution in the Fast Simulation

John Walsh INFN, Pisa

## What is a resolution model?

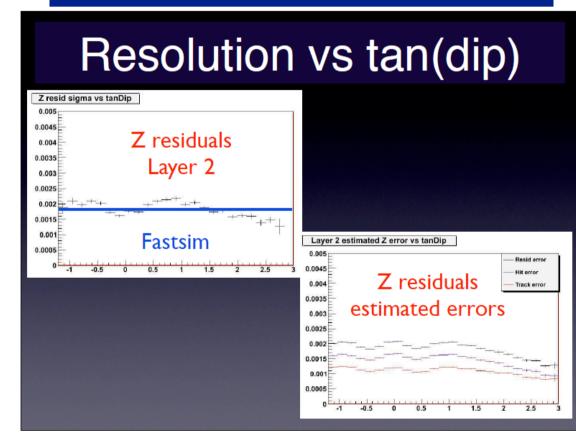
- Track fitter takes position measurements (hits) and reconstructs track trajectory
- Hit positions and *uncertainties* are needed as input to the track fitter
- Resolution model is simply an estimate of the hit uncertainty, which may depend on detector properties (pitch, thickness, readout details) and (possibly) track properties (momentum, angle)

## **Currently in Fastsim**

### Based on results from Babar SVT

(Dave Brown, Paris, 2/09)

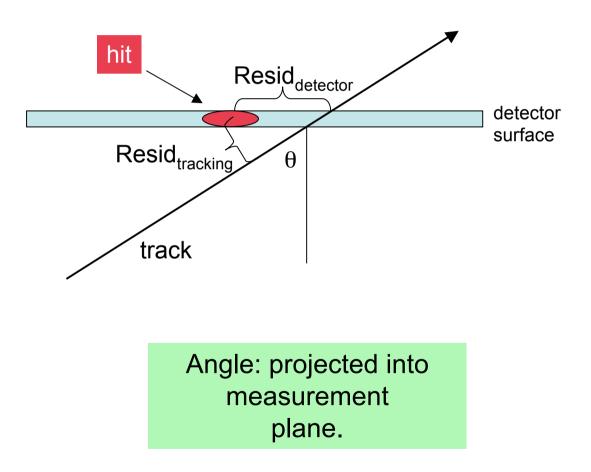
- Constant hit resolution -Gaussian with non-Gaussian tails
- Good for layers 1-5 of SuperB SVT
- Current baseline for Layer0 in SuperB: 50x50 μm<sup>2</sup> hybrid pixels
- Resolution significantly different than for BaBarstyle strips
  - 1. no floating strips
  - 2. digital readout



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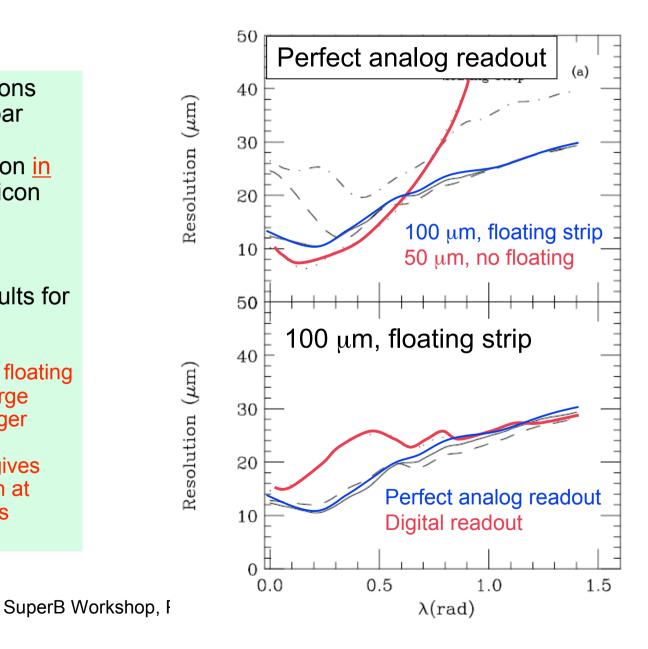
## Definition of residual/resolution

- Residual: measured distance between track and hit
- Resolution: intrinsic resolution of detector, subtracting out track extrapolation uncertainty
- Detector people: resolution measured in detector plane
- Tracking folks: resolution measured perpendicular to track
- Will refer to both types of residual/resolution in this talk



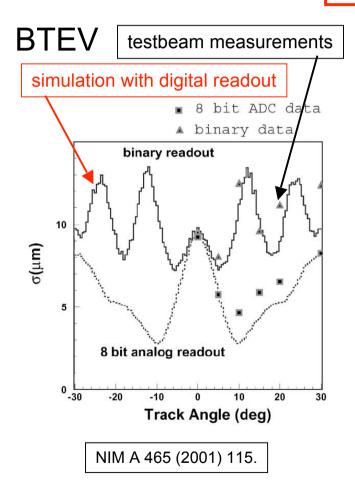
## Expected resolution in Silicon detectors

- Based on simulations performed for Babar TDR
- Predict hit resolution in wafer plane for silicon strips for different pitch/readout configurations
- Expect similar results for pixels
- Results:
  - 50 μm pitch (no floating strips) shows large resolution at larger angles
  - digital readout gives worse resolution at moderate angles



# BTEV and Atlas beam tests: 400x50 μm pixels with digital readout

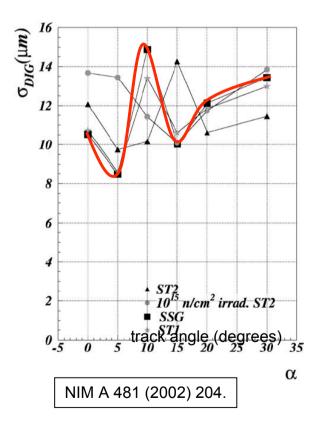
#### **Resolution in wafer plane**



Original BaBar simulations confirmed in Atlas and BTEV beam tests

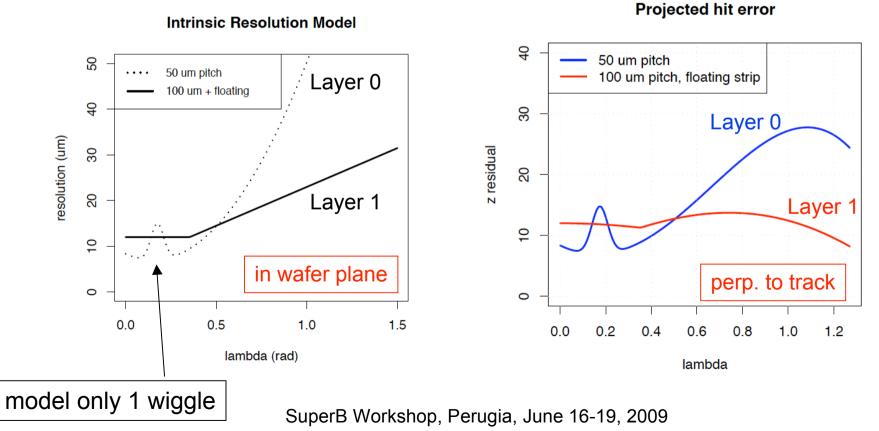
- Curious oscillation in resolution due to digital readout
- Measurements only to 30 degrees
  -- in SuperB we will have angles up to ~ 75 degrees

#### Atlas



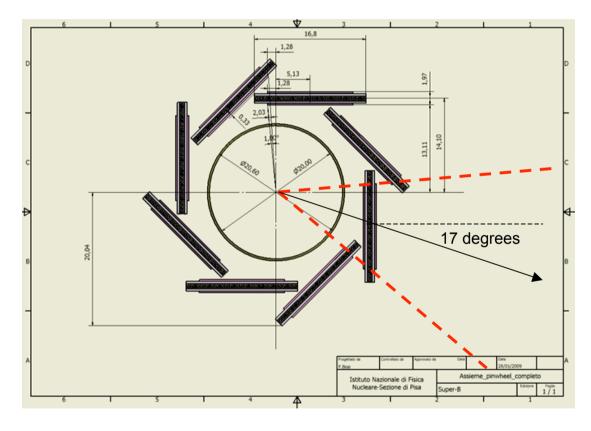
## Parametrization of resolution for Layer 0

- Parabolic form with gaussian "wiggle"
- Layer 1 parametrization shown for reference



## Phi side adjustment

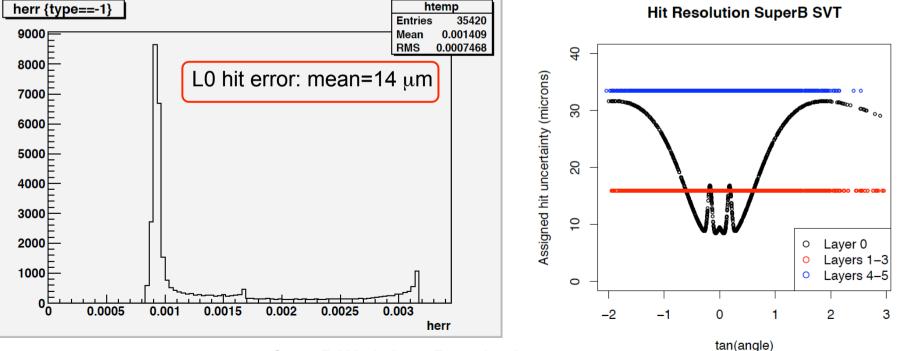
- Due to cylindrical approximation in fastsim, average track incident angle is 0 degrees in phi projection
- The preliminary L0 layout shows a average phi incident angle of 17 degrees
- I add 17 degrees to angle phi-projected angle when calculating the hit error



## Overall effect on tracking

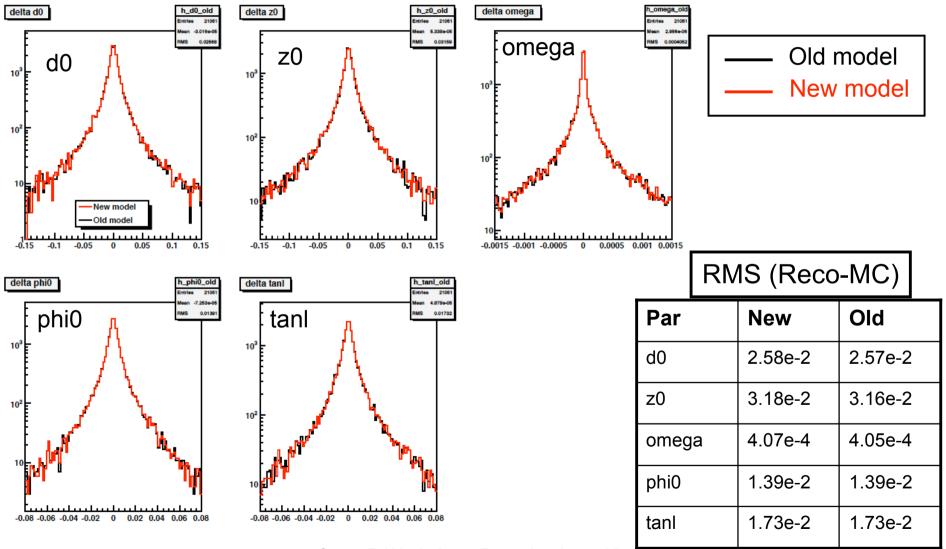
- Overall effect is very small on average (see next slide)
- With new model, average hit error for L0 = 14 μm, close to value used in old (constant) model

Sanity check: assigned hit error in fastsim:



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## Track parameters (2k generic BBbar events)



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## Implementation in Fastsim

- New class: PacTrkResModelSi
  - 2 models currently implemented (old and new). Can trivially add more models
  - parameters stored in vector<double> \_pars
- PacTrkHitViewSi modified to use new class
- PacDetector/PacMeasurementFactory.cc modified to correctly instantiate PacTrkHitViewSi objects
- Parameters describing model passed for detector configuration: Si\_SuperB.xml
- PacEnv/EdmlParser.cc modified to recognize new pars

## Conclusions

- Hit resolutions for the pixel detector of Layer 0 cannot be extrapolated from Babar data
- Implemented resolution model for 50x50  $\mu m$  pixels with digital readout
- <u>Average</u> effect on tracking is very small -- in part because the average hit error in the new model is close to the constant hit error used in the old model
- However, we now have a better description of tracking performance as function of track angle
- Easy to implement new models or update parameters as more information becomes available (via testbeam, etc).