## SVT in FastSim

David Brown SuperB meeting@Orsay 16 February 2009

### FastSim Configuration

- Simplified Geometry
  - cylindrical layers, Overlaps + Gaps modeled statistically
- Materials are described as in BaBar
  - weight-normalized admixtures of elements
- Configuration defined in XML file
  - PacTrk/Si\_SuperB.xml
  - PacTrk/Si\_BaBar.xml

#### Si\_SuperB Baseline

- "Layer0" as described by G. Rizzo etal.
  - 1.5cm average radius, -3.5cm < Z < 9.5cm
  - 2x0.05 % (Si) + 0.35 % (CF) + 2x0.17% (AI + Kapton)
  - 10µm X 10µm resolution (+10% tails)
  - 95% efficiency, 1% overlap

#### • Outer layers as BaBar SVT



## Outer layer tuning

- Use BaBar data to tune single-hit resolutions
  - BPC muons
  - tight quality cuts
    - NDch > 30
    - NSvt = 5 layers
- Look at hit residuals per layer
  - Estimate contribution from track
  - as a function of angle, ...

# Resolution vs tan(dip)



## **Resolution at dip=0**





# NHits vs tan(dip)



## **Configuration Variations**









#### Conclusions

- Si is reasonably modeled in FastSim
  - Experts should check Layer0 parameters!
  - Outer layer response tuned to BaBar data
- Configuration is easy to change
  - PacTrk/Si\_SuperB.xml
- Preliminary simple configuration comparison
  - Arch vs Long Barrel vs Disks
  - Layer 2?