

# Silicon Vertex Tracker

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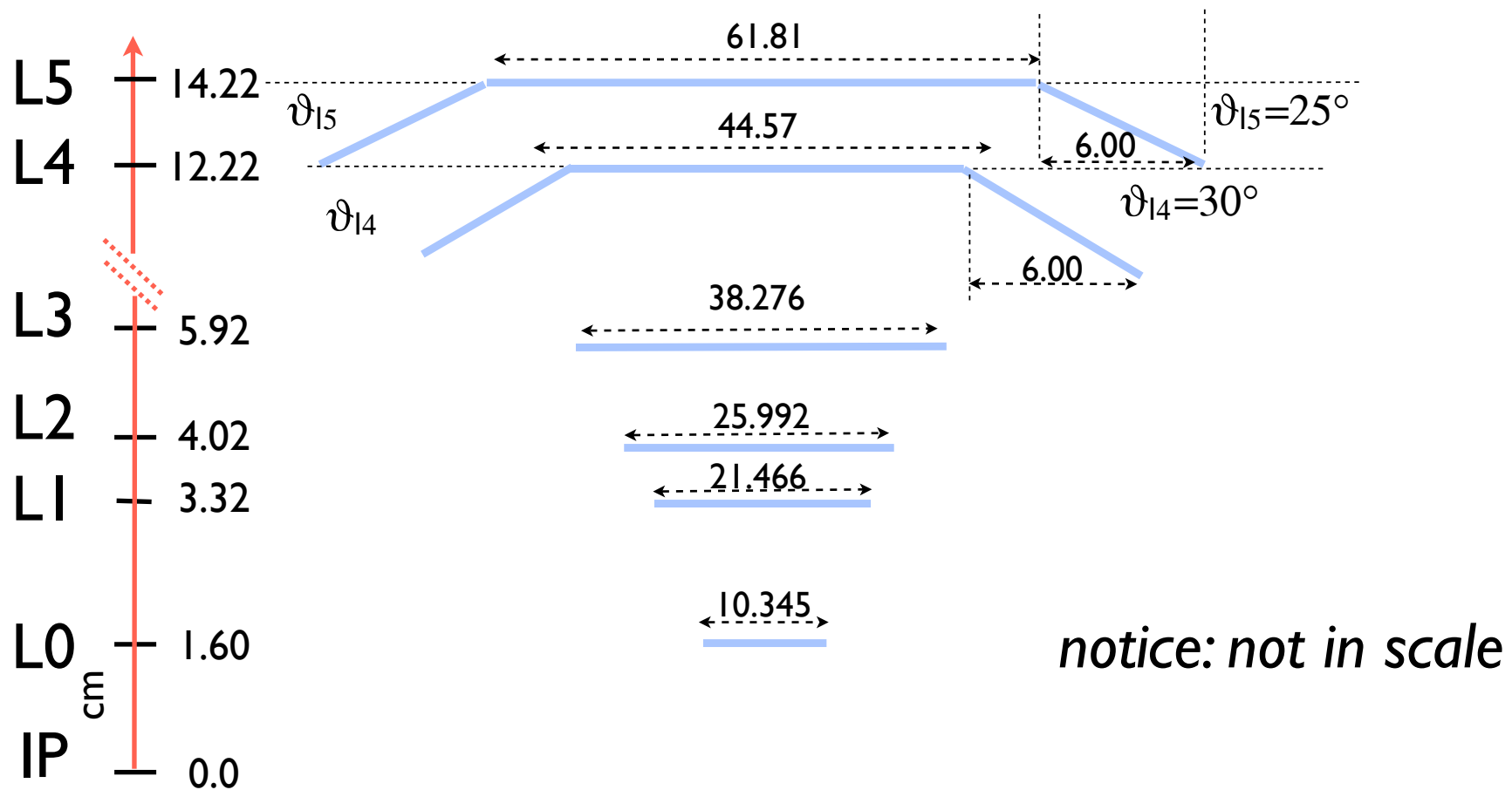
XI SuperB General Meeting  
Frascati, 1- 4 Dec 2009

# Outline

- Introduction
- Update on  $L_0$  strategy
- Bkg and performance studies
- Summary of SVT parallel sessions

# I. SuperB baseline:

- SVT baseline: L0 + L1-L5 (300  $\mu\text{m}$ ) strip detectors,  $\pm 300$  mrad angular coverage in Lab frame;
- **additional L<sub>0</sub> required** for maintaining adequate proper time resolution for B<sup>0</sup> time-dependent measurements.



Coverage down to 300 mrad FW and BW

# $L_0$ requirements

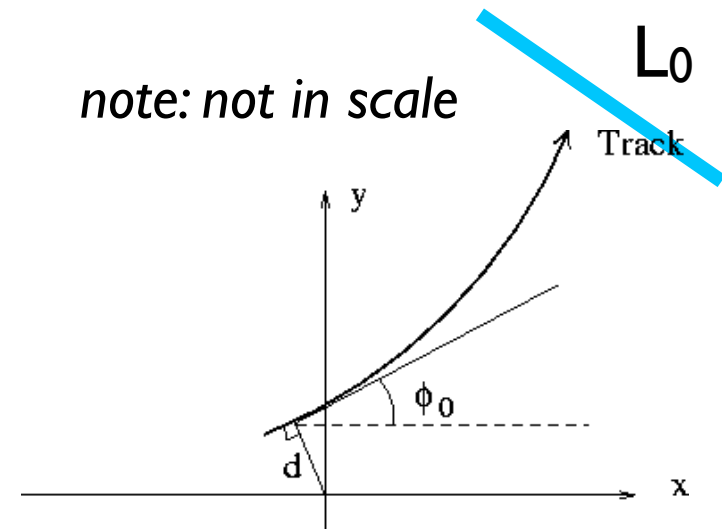
- $L_0$  requirements (some numbers):

- capable to operate close to the IP (1.5-2.0 cm);
- low material budget (<1%  $X_0$ );
- good signal over noise (>20);
- high efficiency (> 95%)
- hit resolution (<15  $\mu\text{m}$ )
- radiation hardness (>10 MRad);

$$\sigma_{m.s.}(d) \propto r_{L_0} \cdot \frac{\sqrt{x/X_0}}{\beta c p}$$

$d$  = track impact parameter  
 $x/X_0$  = tot. radial material at  $L_0$   
 $m.s.$  = multiple scattering

*note: not in scale*



# L<sub>0</sub> possible options

technology	material X <sub>0</sub> (%)	signal/noise	efficiency	hit rate capability
striplets	~0.4%	>20	99%	<100MHz/cm <sup>2</sup>
Hybrid Pixel	~1.0%	>>20	99%	>100MHz/cm <sup>2</sup>
Maps	~0.4%	>20	90-95%	>100MHz/cm <sup>2</sup>

*Depending on bkg level, detector occupancy might be an issue for striplets. Hybrid Pixel and Maps are more robust due to the higher detector granularity.*

*High occupancy can degrade efficiency and hit resolution.*

from Giuliana Rizzo talk

## Layer0 options vs background

- In CDR background track rate  $\sim 5$  MHz/cm<sup>2</sup> (was not final, cluster multiplicity not included) + safety  $\rightarrow$  hit rate  $\sim 50$  MHz/cm<sup>2</sup>:
  - Striplets viable solution, MAPS pixel option under development.
- Since then background rate raised significantly (full simulation, more sources...)  $\rightarrow$  striplets no longer considered robust enough!
- End of 2008 (approval of TDR project) R&D on MAPS was promising but not mature for TDR timescale (2010)
  - $\rightarrow$  hybrid pixel baseline option (accelerate R&D to reduce pitch and material for support and cooling)
- Nov 2009: after SLAC (where back. was really too much even for pixel, due to a bug discovered recently) the expected track rate back to  $\sim 4$  MHz/cm<sup>2</sup> ( $R = 1.6$  cm) but further checks on cluster multiplicity gives significantly higher hit rate  $\sim 10-40$  MHz/cm<sup>2</sup> (still  $\times 5$  safety to be included!)
  - While the background was on the low side we started to reevaluate the striplets option

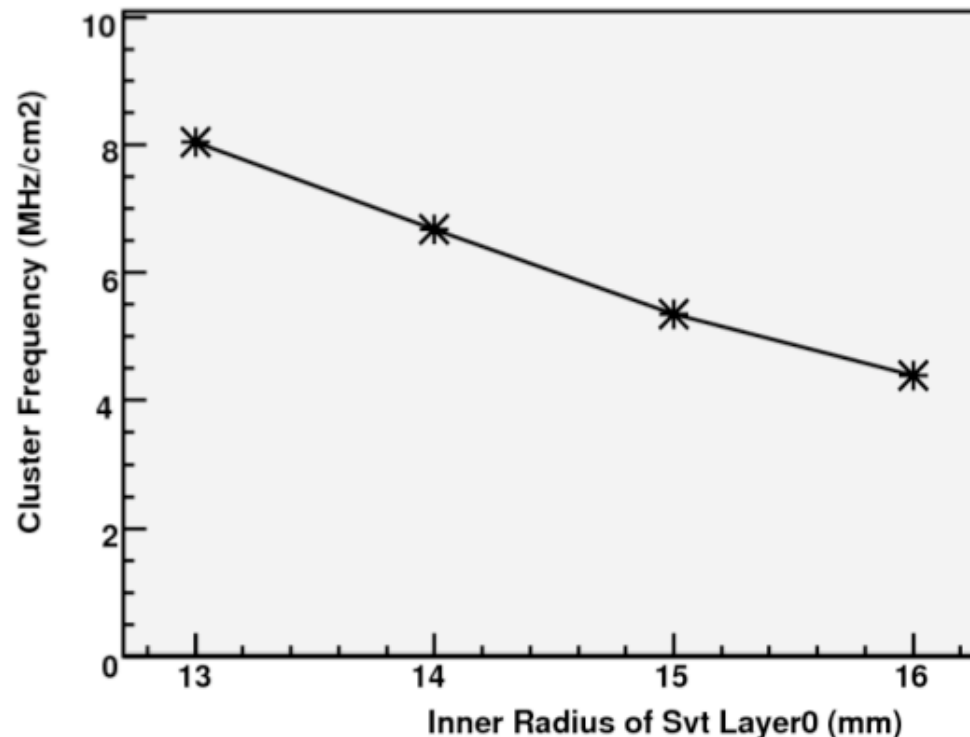
# Bkg studies

Riccardo Cenci

New results after bug fix: B field was not activated in beampipe region.

Dominating source of bkg for  $L_0$  is  $+ - \rightarrow + - + -$  process.

ClusterFreq Svt Layer 0



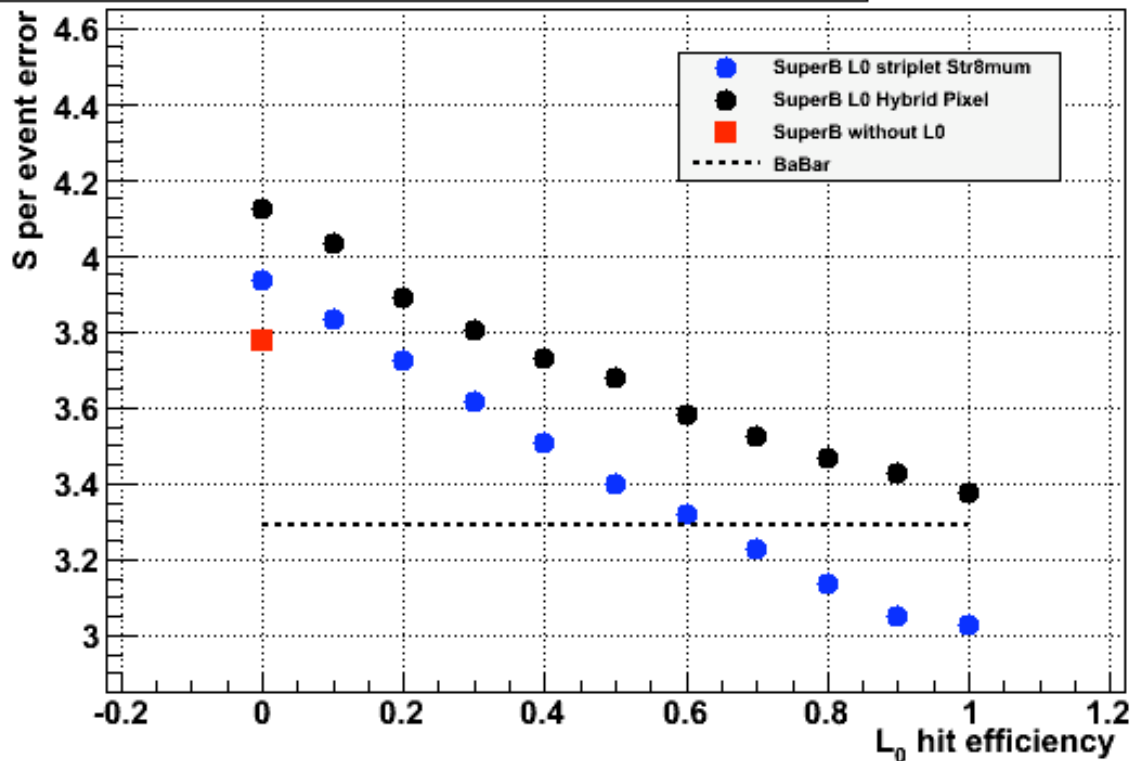
- Hit rate = cluster rate  $\times$  cluster multiplicity.
- Cluster multiplicity depends on  $L_0$  solution: e.g. thickness of active sensor, charge sharing among pixel (strips), discriminator threshold.
- Work in progress to determine this number for different  $L_0$  solutions.
- Preliminary results suggest cluster multiplicity could be a relevant factor.

Cluster/hit rate is reducing going far from IP. It needs to be studied at larger  $L_0$  radius.

# Physics studies

N.N.

S per event error vs  $L_0$  efficiency for  $B^0 \rightarrow \phi K_S^0$

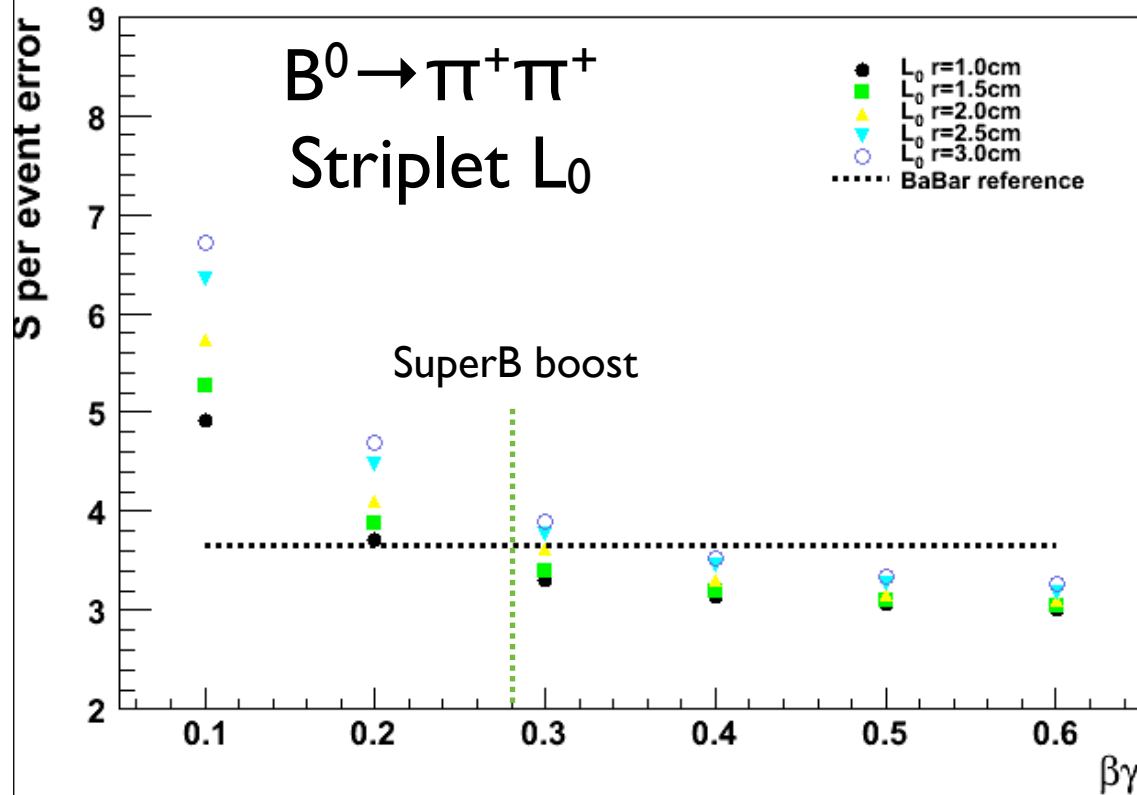


- $L_0$  radius = 1.60 cm and  $\beta\gamma=0.28$ .
- Sensitivity study for  $S$  ( $\sin 2\beta$ ) shows better performance for triplets wrt hybrid pixel due to lower material budget, i.e. reduced multiple scattering effect on charged tracks.
- Triplets can afford reduced efficiency while maintaining good  $S$  sensitivity compared to BaBar reference.



# Physics studies

N.N.



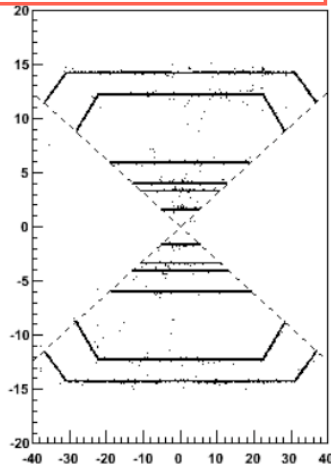
$L_0$  triplet solution offers some margins, in terms of radial distance from the IP, to use if hit rate level at 1.6 cm radius needs to be reduced; true down to a boost of  $\sim 0.28$

$L_0$  at 2.0 cm gives comparable performances for S sensitivity wrt BaBar reference.

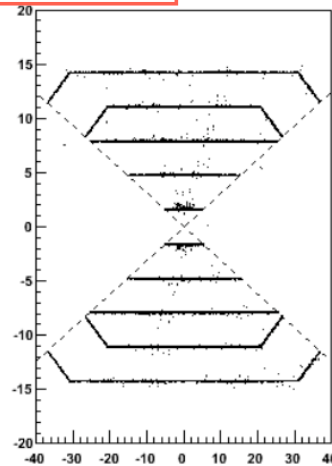
Bkg hit rate at 2.0 cm needs to be studied. If it reduces by a factor  $\sim 2$  wrt 1.6 cm bkg rate, it is sustainable for triplet solution (including  $\times 5$  safety factor).

# External layer configuration

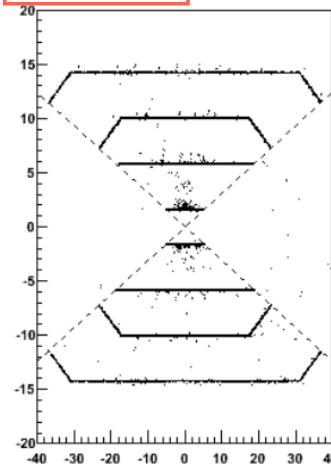
6 layers: nominal



5 layers

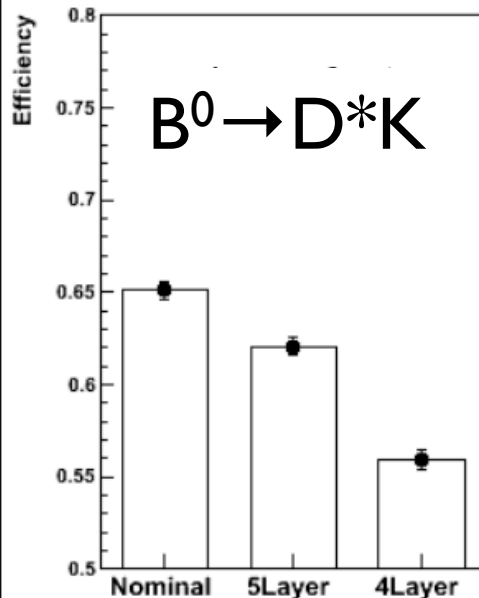


4 layers



*J. Walsh*

Efficiency: imperfect detector



- Gains in tracking performance in going to 4- or 5-layer device almost negligible.
- Efficiency for tracks and B reconstruction is reduced for the 4- or 5-layer devices.
- It appears that the current 6-Layer design is superior to the alternatives investigated.

**Ongoing R&D**

# FSSR2 chip

- Candidate readout chip for strip and triplet detectors
- R&D just started for optimizing the chip for readout of  $L_0$  (short strips but high bkg rate) and external layers (long strips and higher noise).

# FSSR2 optimization

V. Re

External layers  
(long strips)

- **Better capacitive matching**

Optimize input NMOS gate width  $W$   
(FSSR2 was optimized for  $C_D = 20$  pF)

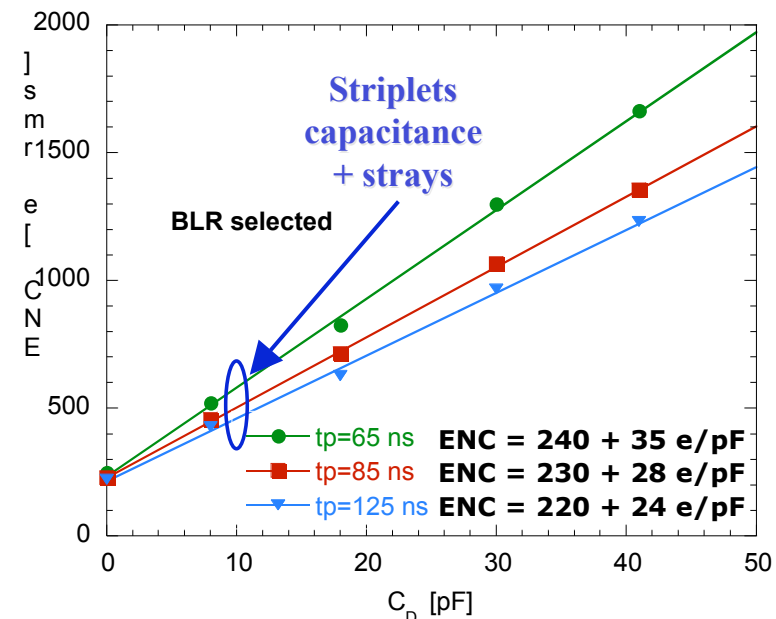
- **Reduce channel thermal noise**  
Increase drain current  $I_D$   
(power dissipation constraints?)

- **Increase signal peaking time  $t_p$**   
(occupancy constraints?)

**After a first optimization**  
 $S/N = 26$  at  $t_p = 1 \mu s$   
looks reasonable

$L_0$  striplet (high bkg rate)

To handle with background rates, can be necessary to decrease the present FSSR2 peaking time of 65 ns



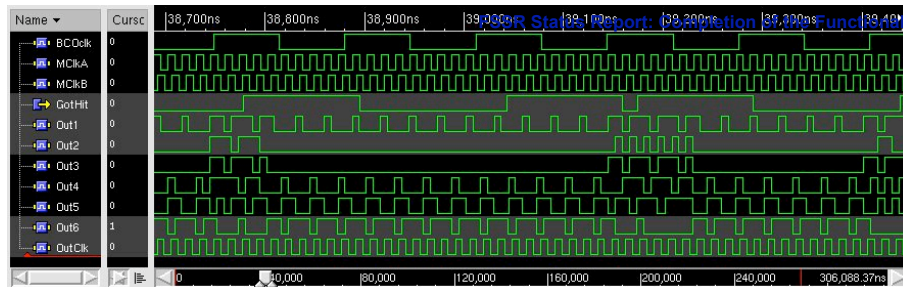
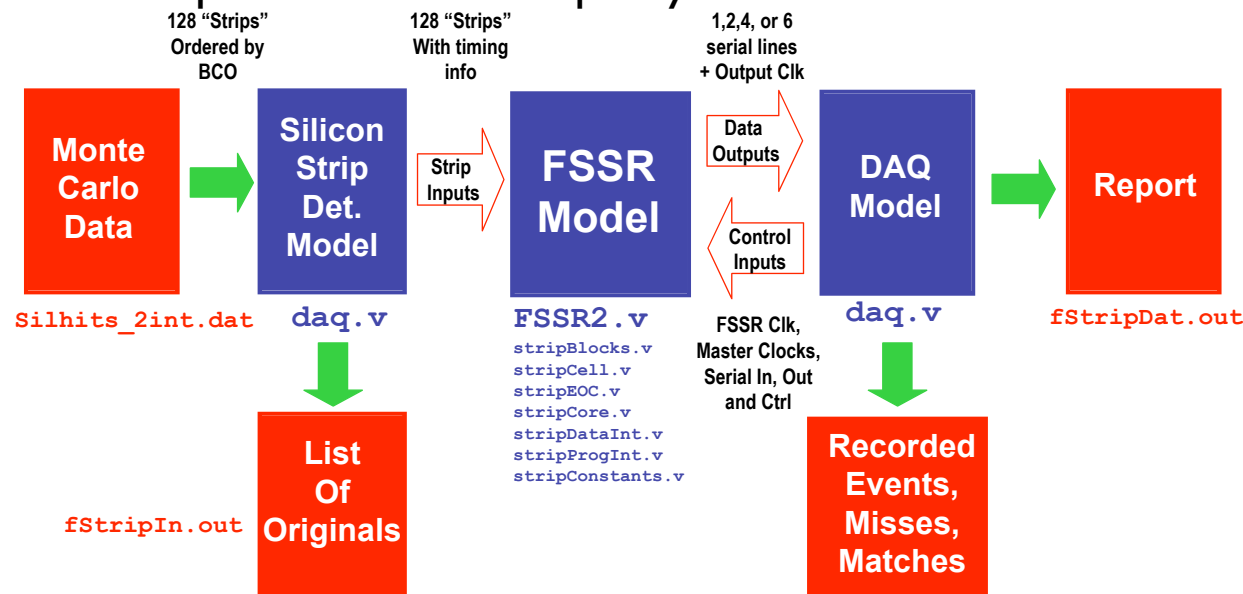
(Si 200  $\mu m$  thick),

$S/N \sim 20$  at  $t_p = 25$  ns

# FSSR2 readout efficiency

*M. Manghisoni*

- FSSR2 efficiency with high occupancy might be an issue for L<sub>0</sub> striplets.
- successful start of studies, using verilog model, for the efficiency of the readout chip vs detector occupancy.



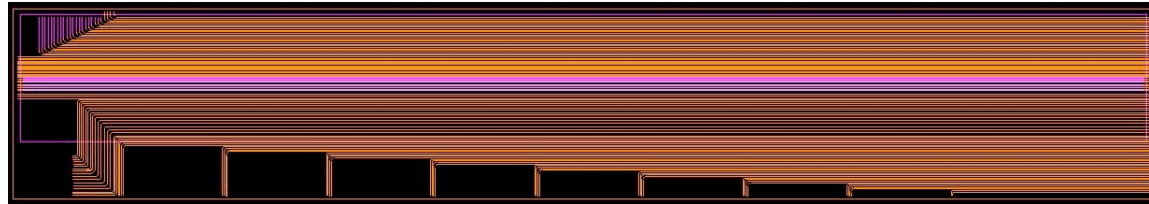
Design Phase Hoff, J.R.; Mekkaoui, A.; Yarema, R.

Very preliminary results  
88% efficiency with 3% occupancy  
striplets might have ~10% occupancy

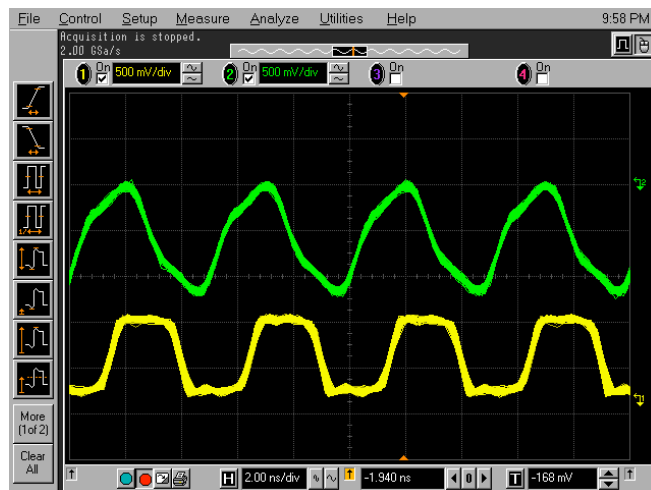
# Pixel module interface

*Mauro Citterio*

- Aluminum data bus for MAPS and Hybrid Pixels.



The prototype (1.8 x 11.2 cm) after several delays were delivered last Friday  
Visual inspection: quality and uniformity is high, received 20 pieces  
CERN Technology Stackup made of: Aluminum, polimide and glue  
Various traces on the same structure to compare simulation and actual BUS  
To test the technological limits in term of frequency (signal up to 160 MHz, 32bit BUS)



Yellow: injected signal  
Green: signal at the receiving end

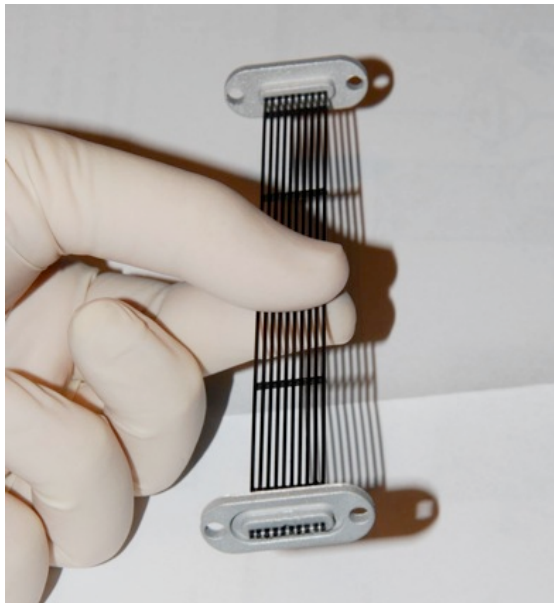
First test already started:

- example of signal integrity measurement;
- first impedance measurements are encouraging.

F. Bosi

# Cooling for L<sub>0</sub> & beampipe

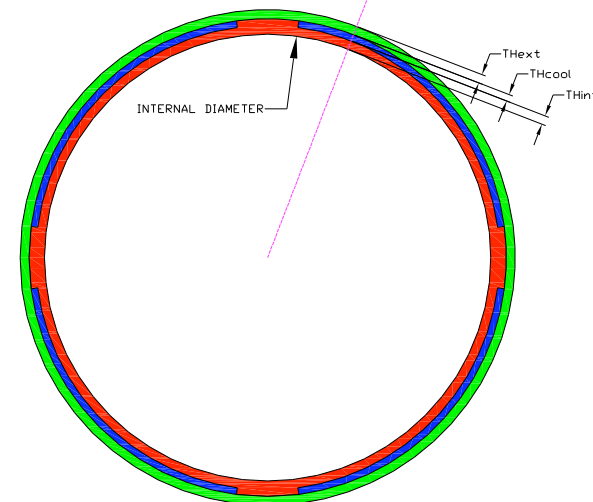
Net Module is a micro-channel support with  
vacancy of tubes in the structure



First Prototype produced !

$$X = 0.17 \% X_0$$

Legenda:  
Green: External Pipe  
Red: Internal Pipe with pillars  
Bleu: Micro-channels



beryllium  
water  
gold

min

max

$$\% X_0 \quad 0.23 + 0.12 = \mathbf{0.35} \quad 0.32 + 0.12 = \mathbf{0.44}$$

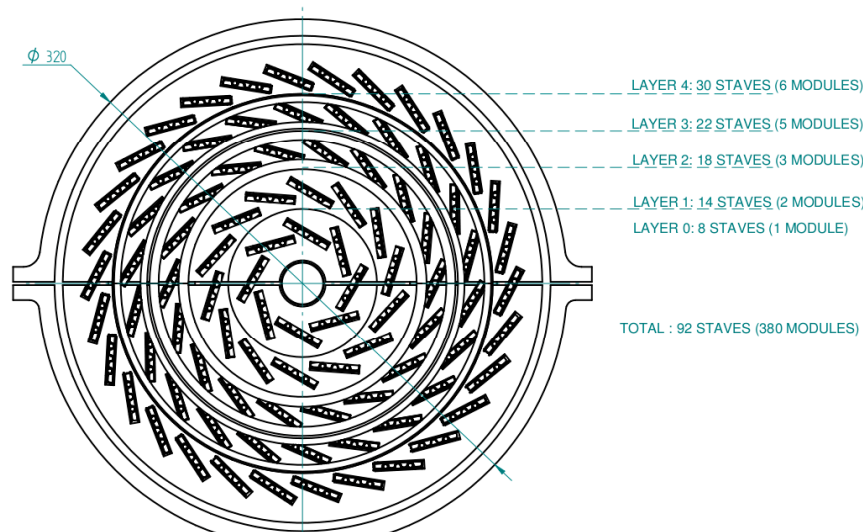
Consistent with values considered for FastSim

Thermal and mechanical studies are fine.



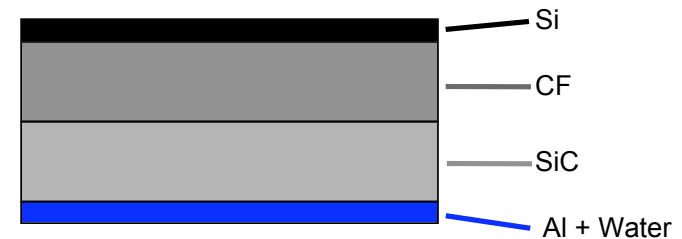
# UK proposal for SVT *A. Bevan*

- Very interesting and well advanced MAPS technology from UK (Queen Mary, RAL).
- Presented a new proposal for a complete MAPS based detector. A very conservative and initial estimate of material budget is 1.14%  $X_0$  per layer (strip detectors are 0.5%  $X_0$ ). It can be reduced.
- Physics studies show comparable proper time resolution to the SuperB configuration with  $L_0$  Hybrid pixel. More general tracking studies are on going also for low momentum particles.



Material	Radiation length, $D_0$ (mm)	% $X_0$
CFRP	240	0.730
Al Alloy	89	0.069
SIC FOAM	1000	0.181
Silicon	94	0.053
Coolant (Water)	360	0.114
<b>TOTAL</b>		<b>1.146%</b>

(Material thickness averaged over section of stave)



# Conclusions

- **Triplet solution for  $L_0$  gives sizable improvements wrt hybrid pixels** in terms of vertex resolution and sensitivity in time-dependent (TD) analyses.
- There is margin to move a **triplet  $L_0$  detector at larger radius reducing the bkg rate and maintaining comparable performance for TD analyses** wrt BaBar.
- **Triplet** solution can be considered as **baseline solution for TDR**.
- Intense R&D activity should continue to develop thin pixel (hybrid pixel with reduced material and MAPS).
- **Very important to proceed with pixel R&D** to be used in a **second phase of the experiment** when reached nominal or even higher luminosity.
- **Interesting new proposal from UK for a complete MAPS SVT detector** has been presented and received lots of interest.