



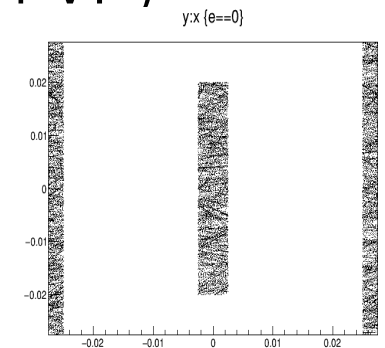
# LHCb VeloPixel fast simulation

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TIMESPOT meeting - WP4

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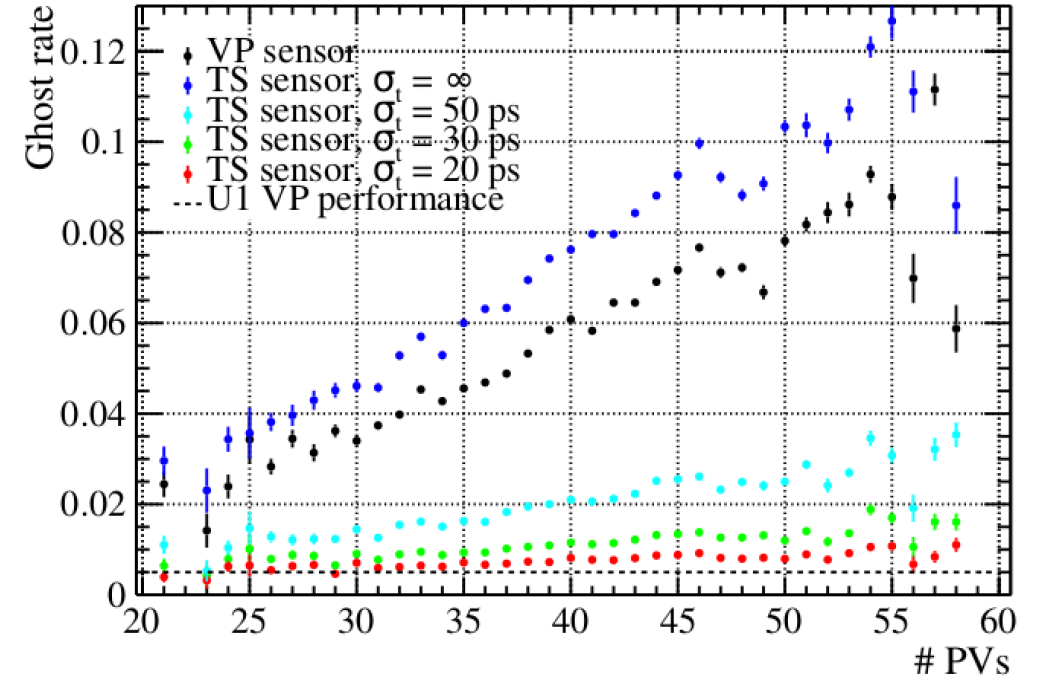
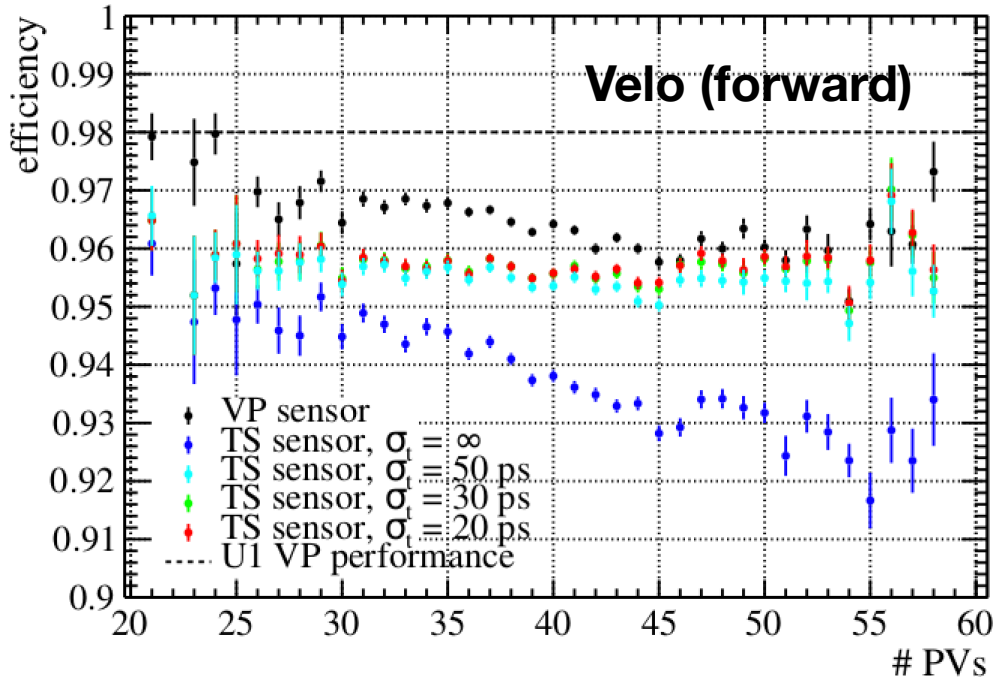
# TIMESPOT sensor - simulation

- Input: MChits from full simulation with VeloPixel (VP) where the Multiple Scattering is embedded
- Deposited charge taken from MCHit. Rescaled and distributed on the sensor pixels, and digitized considering the TIMESPOT (TS) sensor:
  - trench =  $5 \times 40 + \mathbf{5 \times 55}$   $\mu\text{m}^2$  in XY (vs none in VP)
  - depth = 150  $\mu\text{m}$  (vs 200  $\mu\text{m}$  in VP)
  - noise = 300 e- (vs 130e- in VP)
  - threshold = 1500 e- (vs 1000e- in VP)
  - No diffusion in XY
  - Alignment of the trench with the pixel position
  - time resolution = 20,30,50 ps



# Performances

Upgrade I	$\epsilon$ VELO(%)	PGHOST(%)
VP No timing	98.0	0.5



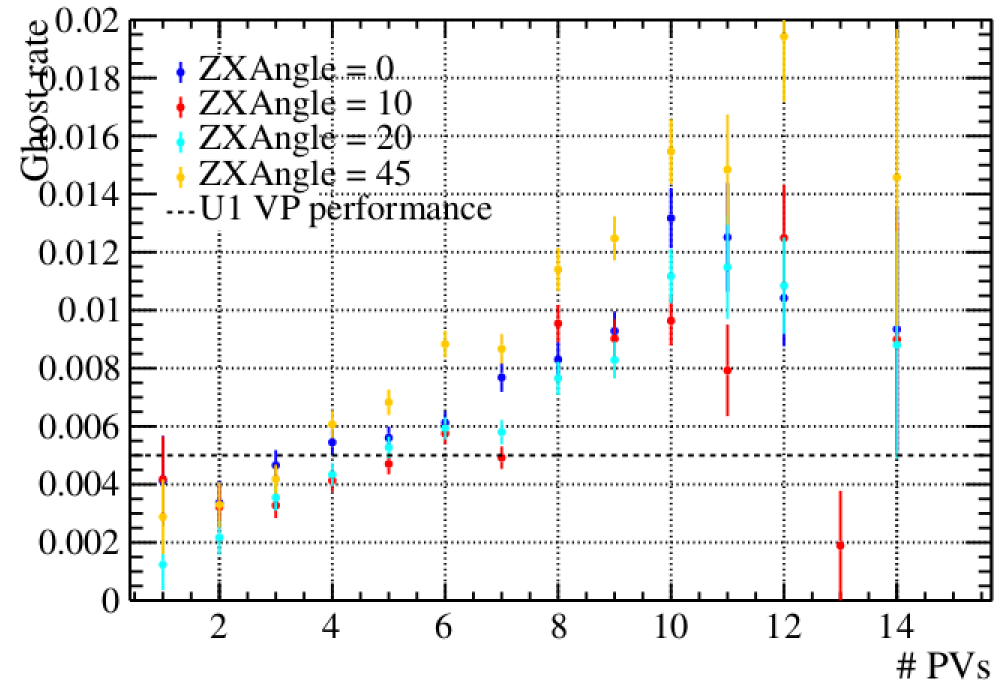
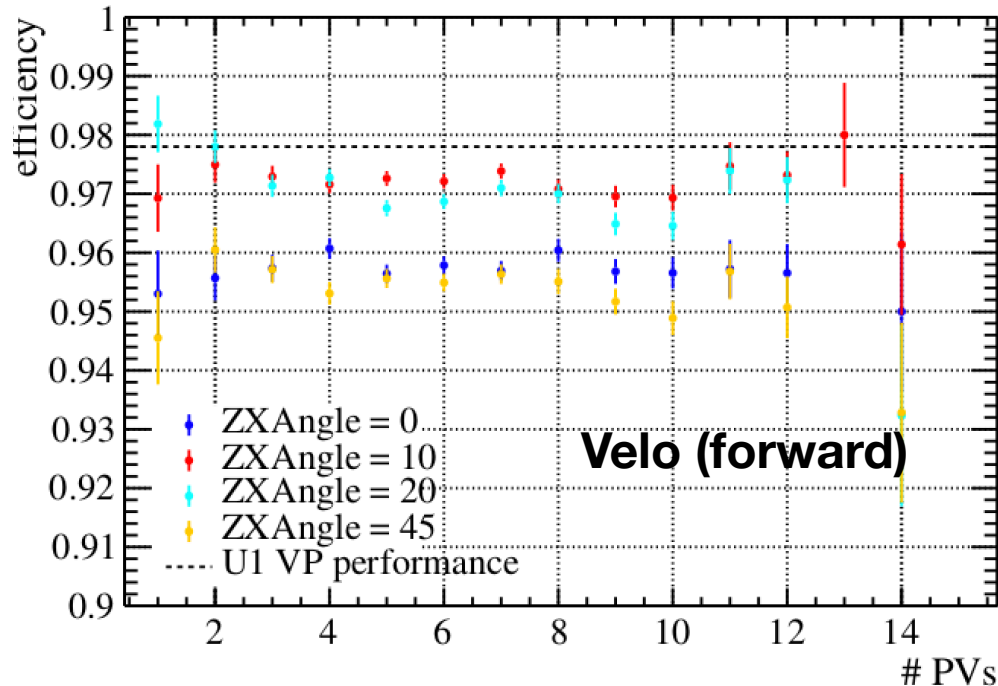
- Targeting Upgrade I VP performances
- Efficiency lower than U1
- Ghostrate comparable with U1
- > exploding different tilting angles to improve efficiency

Upgrade II	$\epsilon$ VELO(%)	PGHOST(%)
TIMESPOT $\sigma_t = 20$ ps	95.6	0.7
TIMESPOT $\sigma_t = 30$ ps	95.6	1.1
TIMESPOT $\sigma_t = 50$ ps	95.4	2.0
VP No Timing	96.4	5.6

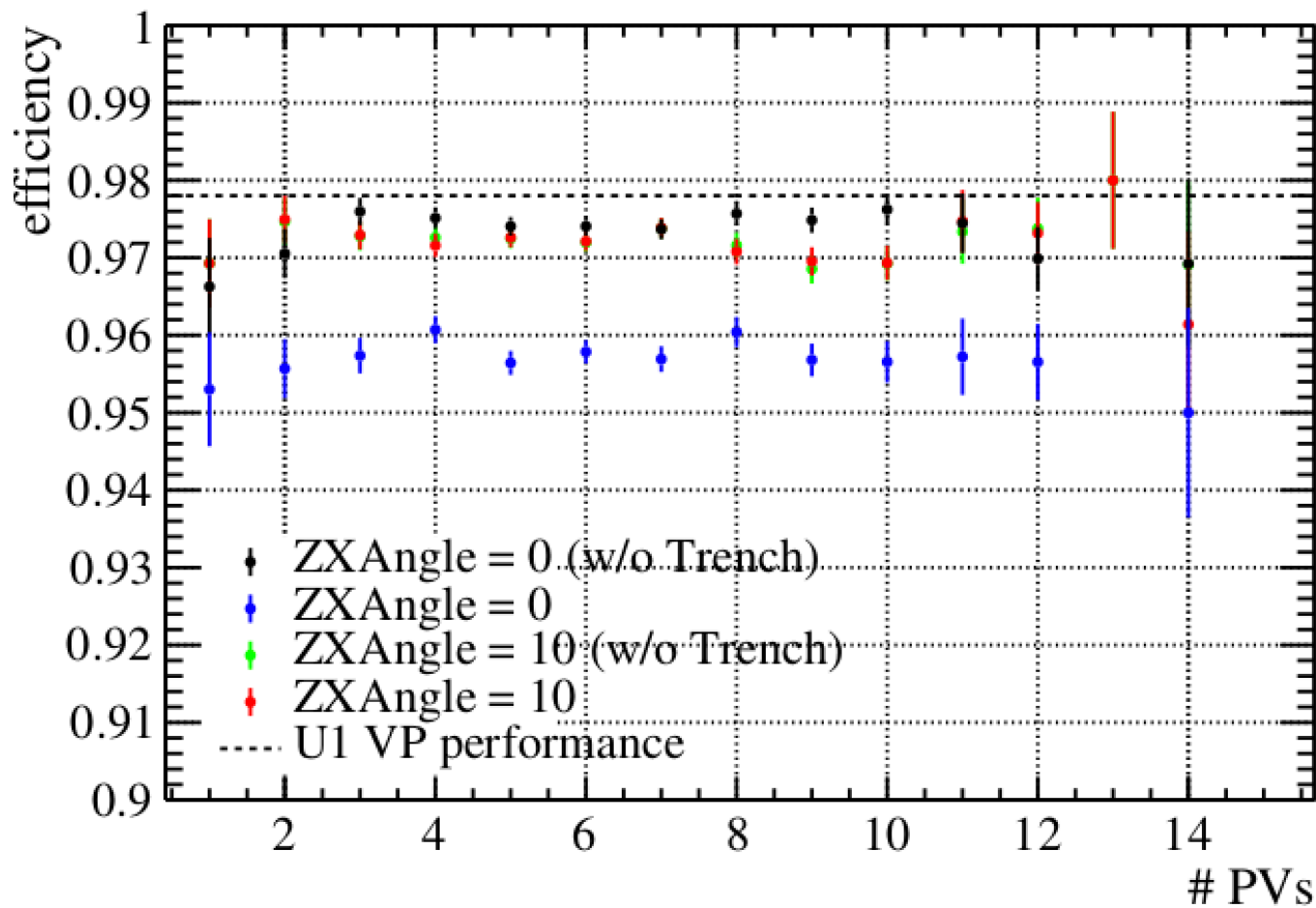
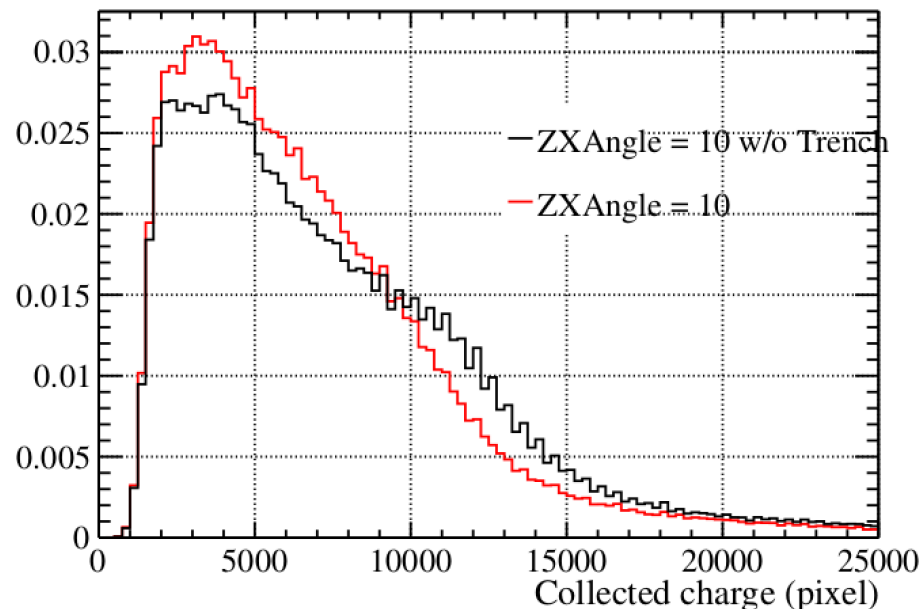


# Exploring different tilting angles (in XZ) to increase efficiency

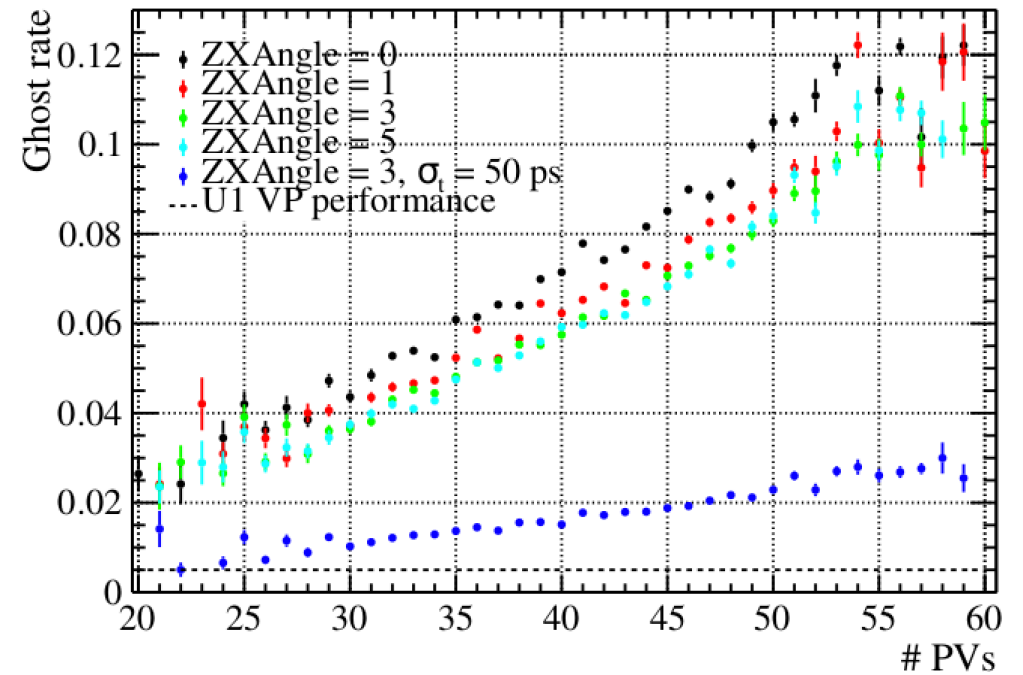
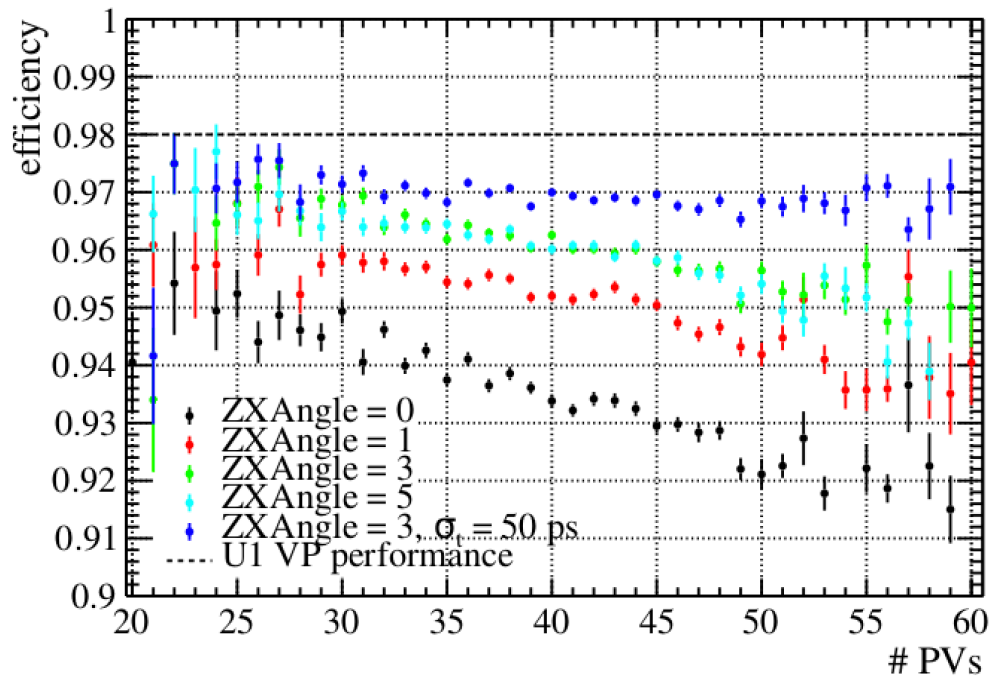
- Considering the TS sensor with no timing



- It seems that improvements can be found with tilting angles lower than  $10^\circ$ , ie  $[1^\circ, 3^\circ, 5^\circ]$  possibly in U2 scenario!



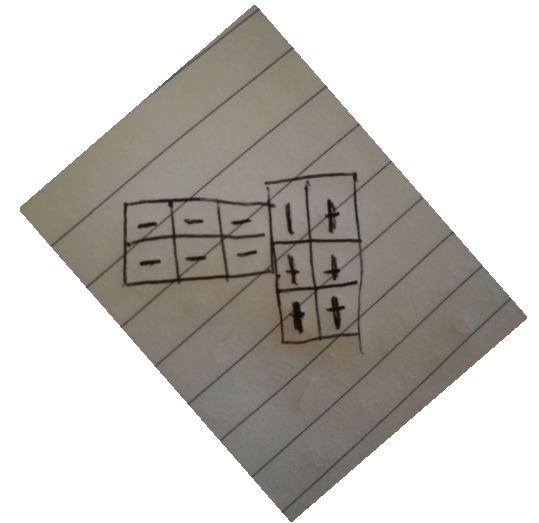
# U2



# Concernings

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- Non 100% optimized (L-shaped modules instead of C-shaped modules)
- Marco: same chip in the vertical and horizontal sensors of the module



- Improve timing algorithm (?)
- Test other angles? Maybe  $2^\circ$