



Update on SVT Background simulation with Bruno

Riccardo Cenci
University of Maryland

SuperB General Meeting, Pasadena, CA

December 15th, 2010

Updates and issues

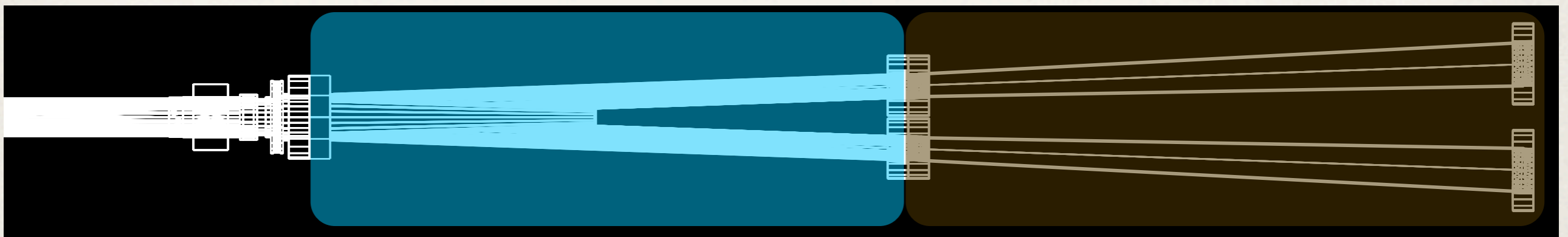
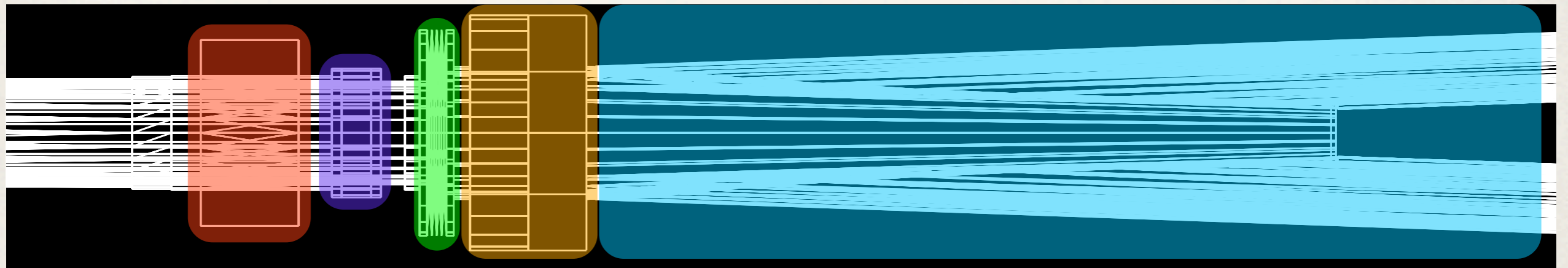
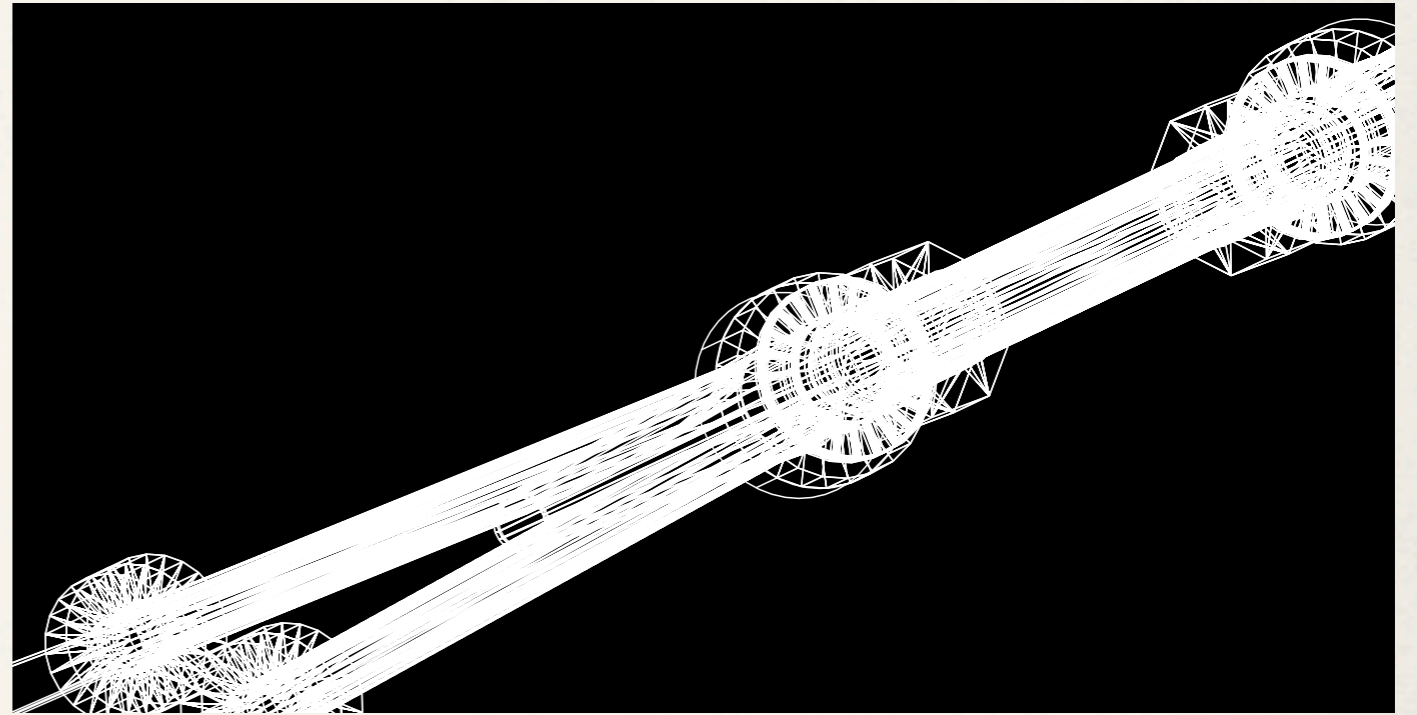
- New test productions:
 - 2Photon (aka Pairs): 260 us
 - New macro to produce those events automatically, not embedded in Bruno
 - Normalization is different: lower cut on p_T , but no difference in L0 rate (those particle didn't make to it)
 - Rad Bhabha: 2.4 ms
 - Only with new geometry, no direct comparison with old results

New geometry around IP

- Before: cylindrical beam pipe and L0, thick tungsten shield just outside the occupancy
- Realistic structure around the IP from Filippo B. and Mike S. designs
 - Beryllium beam pipe with cooling and support structure
 - Steel pipes with bellows and flanges until ± 86 cm on z axis
 - Pipes simply extended few meters further, not according the design
 - Pinwheeled L0 with cooling, HDIs and support
 - Tungsten shield closest to the IP (beaks) has been removed to allocate cooling and support structure

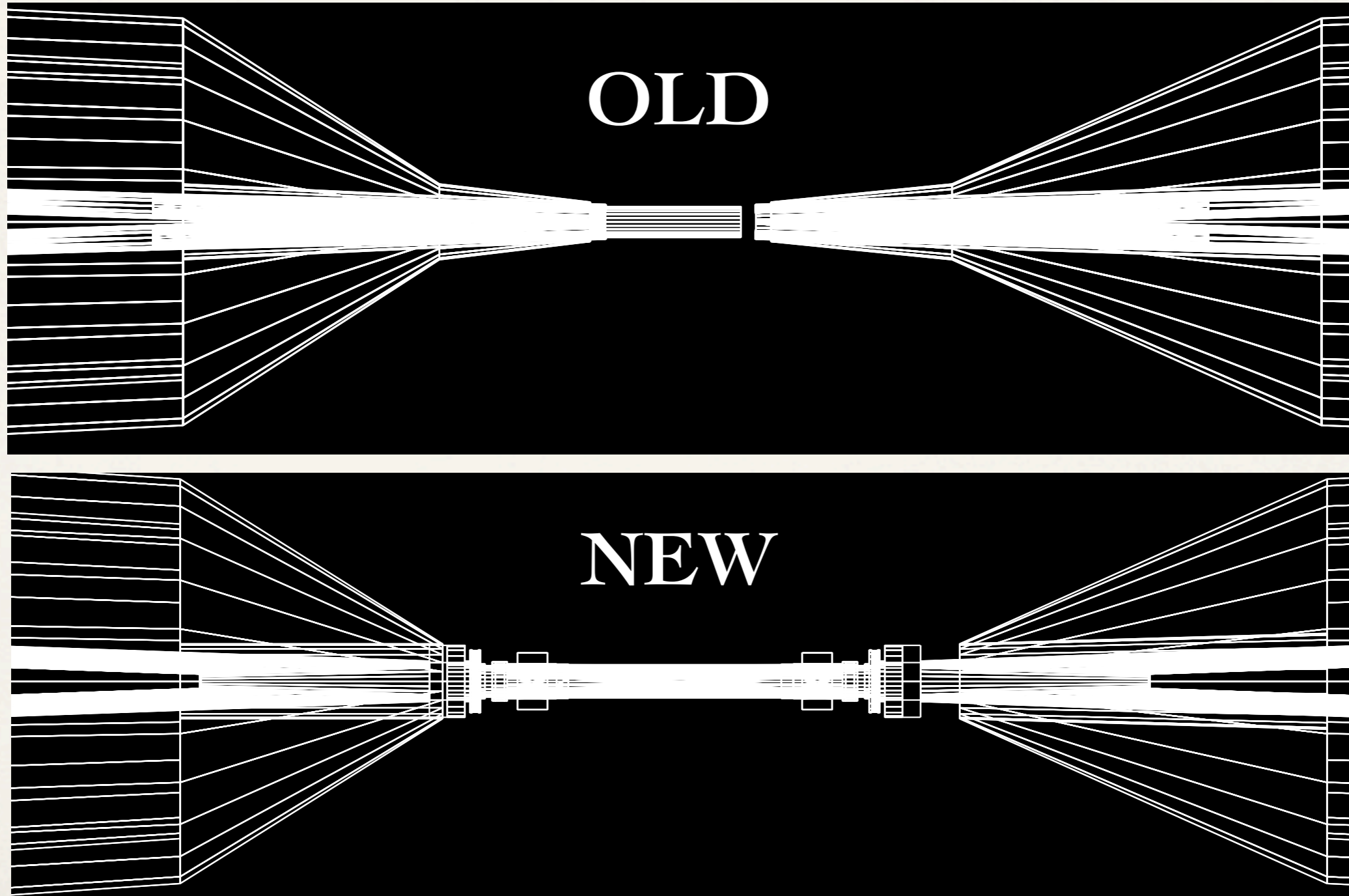
New geometry around IP (top view)

- L0 cooling manifold
- Beampipe manifold
- Bellow
- Flanges
- Split section
- LER/HER pipes



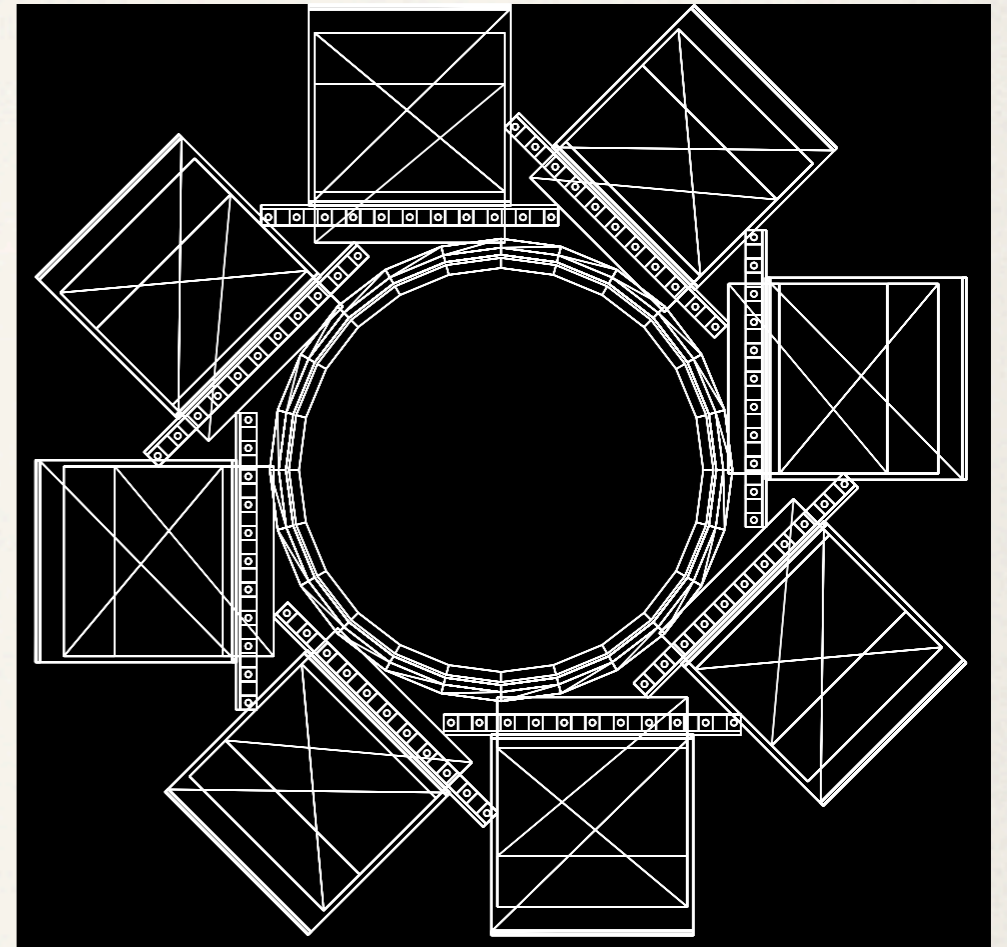
New geometry around IP (top view)

- Reduced tungsten shielding (beaks removed)



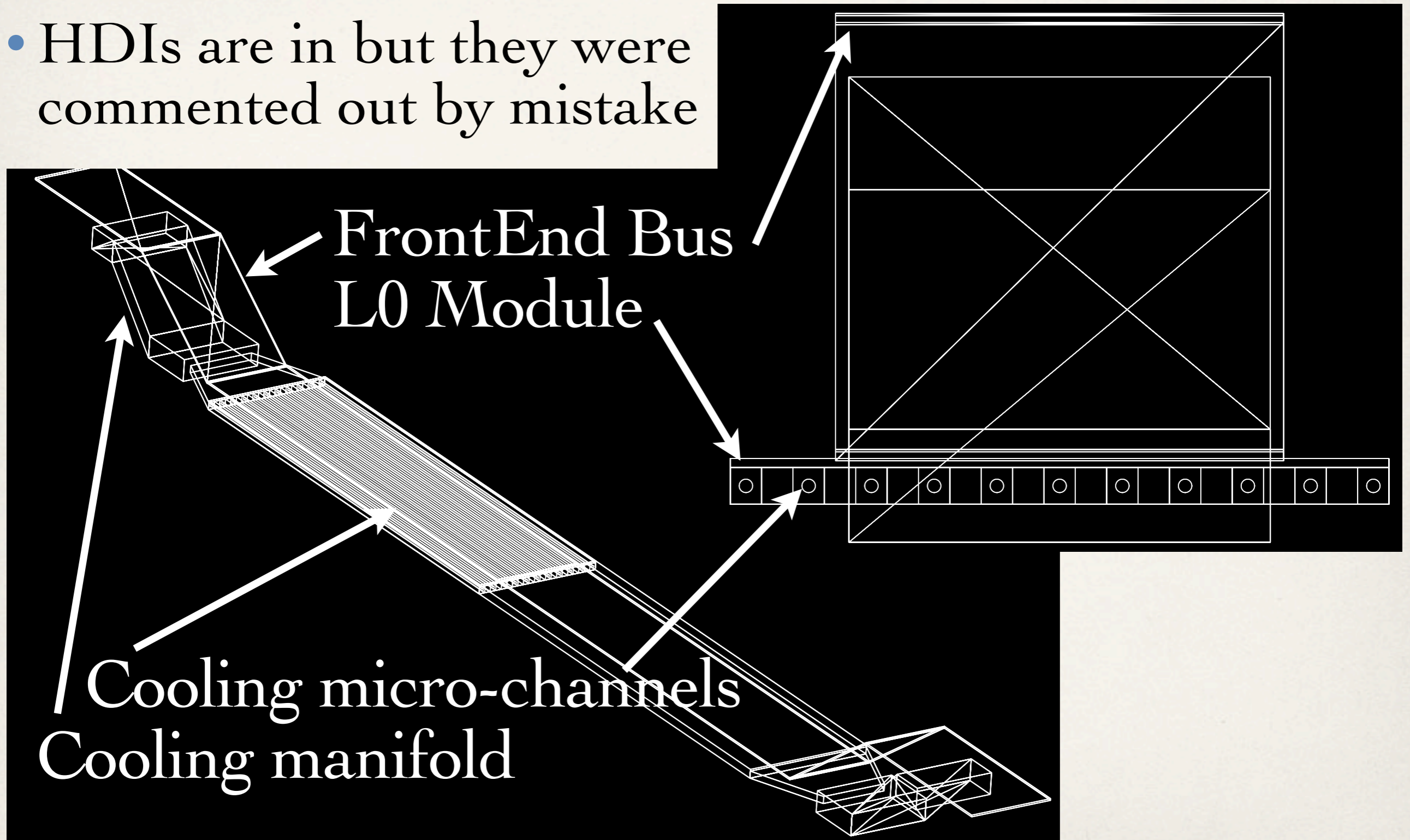
New geometry around IP

- Pinwheeled L0
- Min radius 13 mm
- Hdi implemented but missing in the committed geometry due to a mistake, no new estimation for HDI doses



New geometry around IP

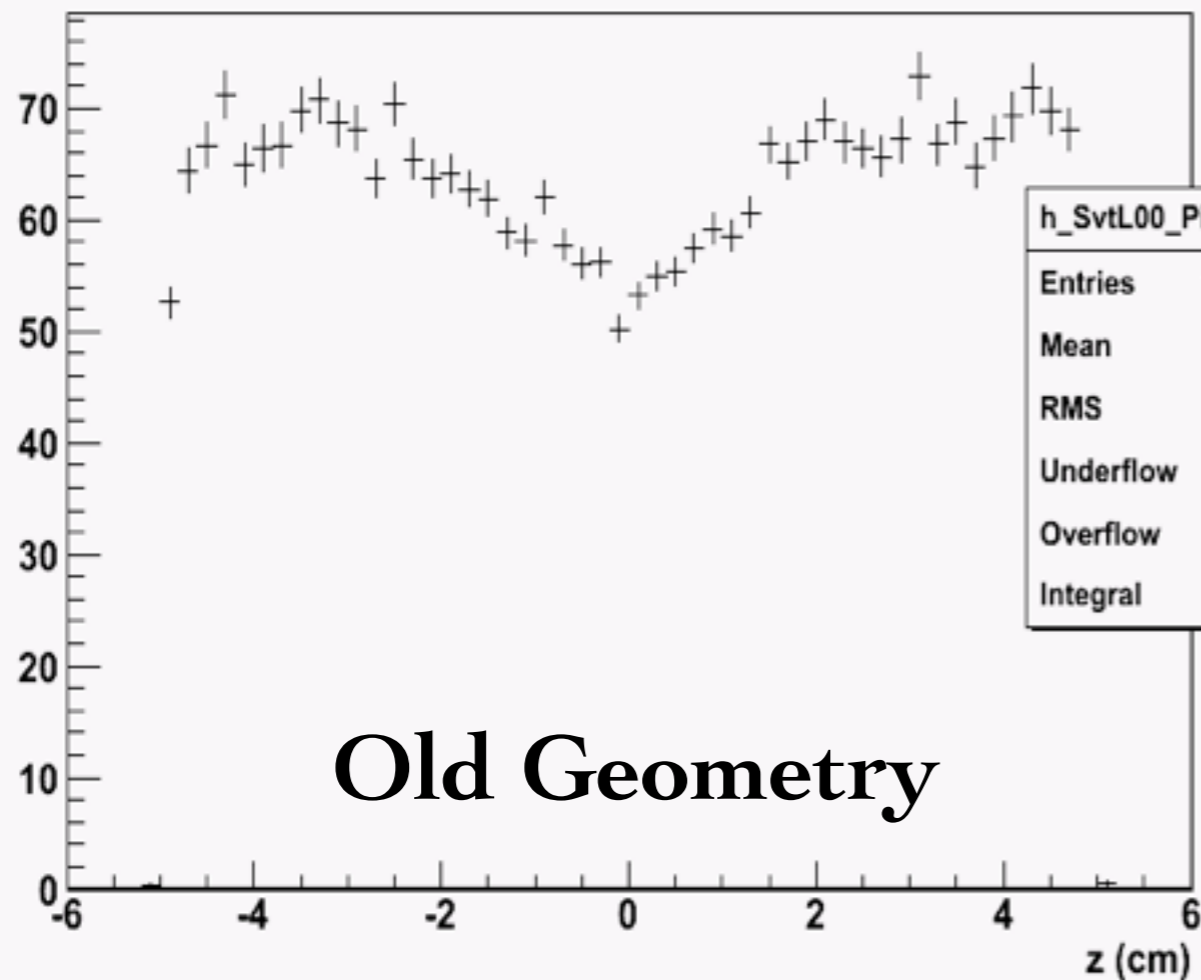
- HDIs are in but they were commented out by mistake



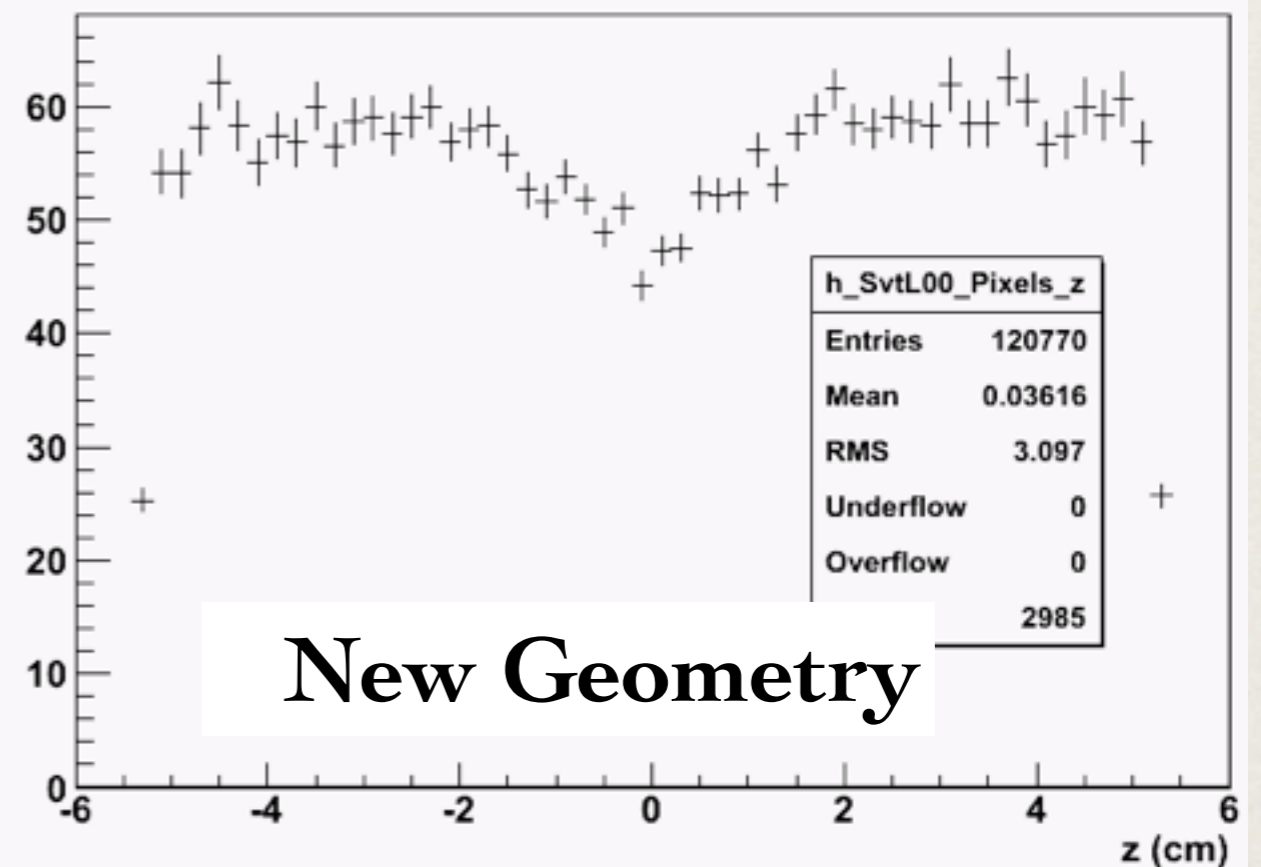
Background: 2photon (aka pairs)

- Rate is slightly decreased but still higher than requested, 56 MHz/cm² (was 64)
- Shape is the same

PixelsON distribution vs Z on Svt Layer 0

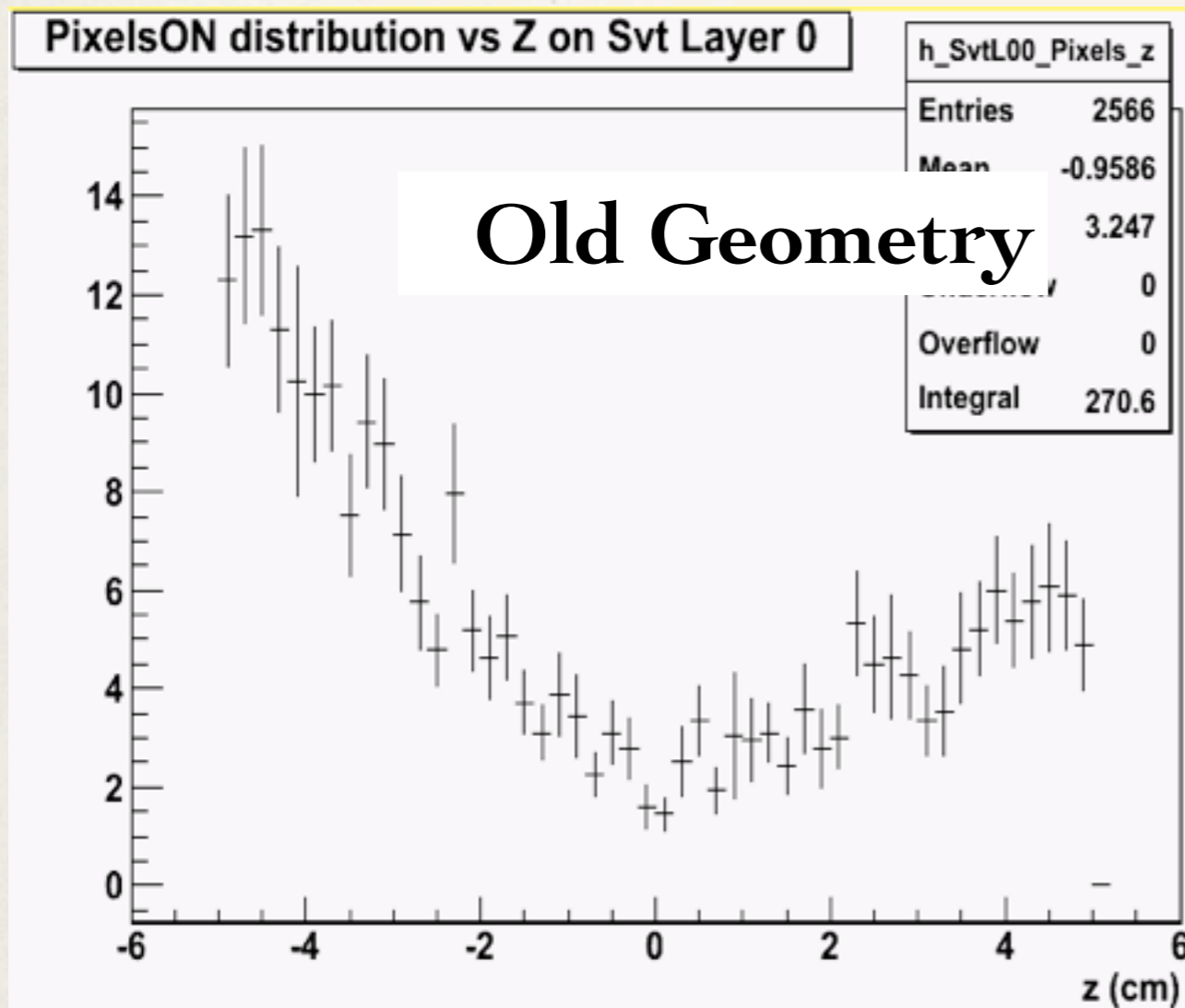


PixelsON distribution vs Z on Svt Layer 0

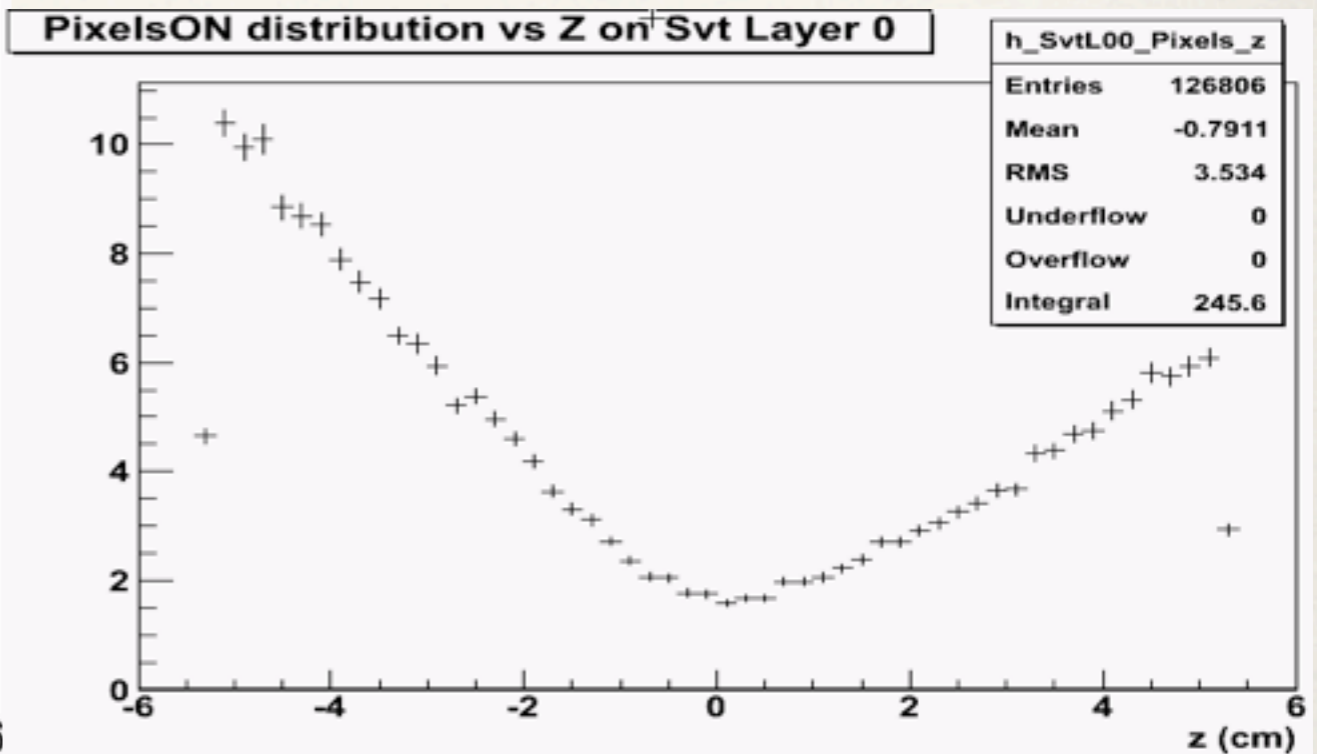


Background: RadBhabha (B Off)

- L0 rate decreased as well, 4.6 MHz/cm² (was 5.4)
- Shape again is the same



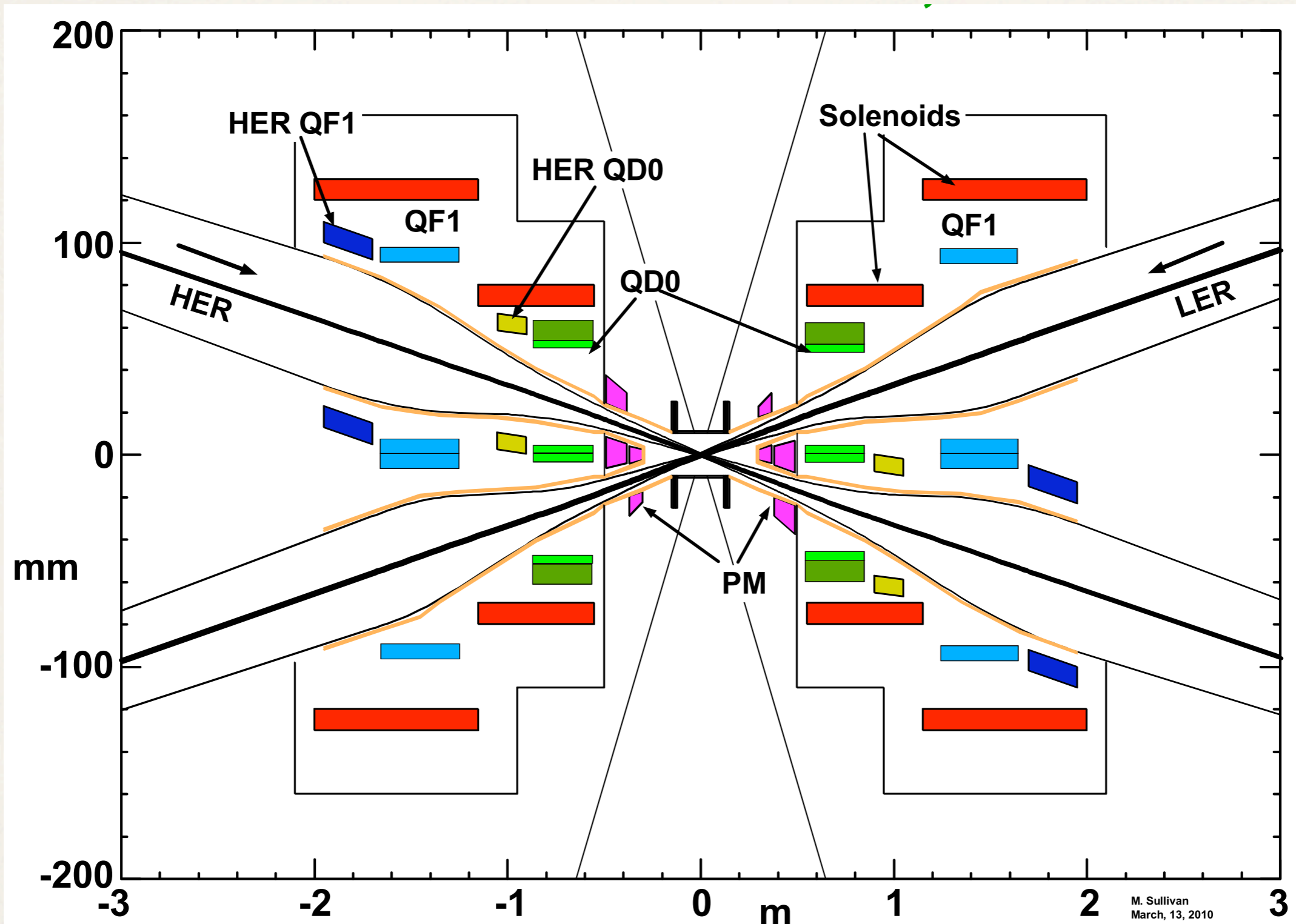
New Geometry



Conclusions

- Implemented new IP and L0 geometry, more realistic and close to present design
- Realistic design has not a big impact on L0 background
- RadBhabha statistics is enough, but more 2photons events are needed (now easy to produce)
- Background estimation for SVT is pretty stable and validated, now easy to test different configurations
- Missing new estimation for HDI doses

Mike S. design (Frascati Sep 10)



Filippo Bosi design

