## Development of software for FPCCD vertex detector

- FPCCD vertex detector
- Software for FPCCD vertex detector
- Simulation study of FPCCD vertex detector
- Summary

### Tohoku University Daisuke Kamai

International Workshop on Linear Collider 2010.10.19

### FPCCD vertex detector

#### **FPCCD** vertex detector

- FPCCD(Fine Pixel CCD)
  - Pixel size : 5μm x 5μm
  - Sensitive thickness :  $15\mu m$
- The number of pixels : ~10<sup>10</sup> pixels
- Read out time : Inter-train

 $\rightarrow$  The small pixel size enables to reject background hits by using the cluster shapes.



FPCCD



Prototype of FPCCD

### Software for FPCCD vertex detector

Software for FPCCD vertex detector is developed.

- ■FPCCD digitizer
- ■FPCCD clustering processor
- These software work as a part of iLCsoft MarlinReco package.

### FPCCD digitizer

- The hit points and track momenta are obtained from SimTrackerHit.
- The track is calculated by the hit point and momentum.
- The pixel hit is identified by the intersections of track and boundaries of pixels.



- The energy deposit of SimTrackerHit is divided into pixels as proportional to path length and these are approximated by Landau distribution.
- The noise is put on to each pixel hit.

The output is the position of pixel hit and its energy deposit.

### FPCCD clustering processor

- The position of pixel hit and its energy deposit is obtained from FPCCD digitizer.
- The neighboring pixels are recognized as a cluster.
- The hit point is reconstructed as <u>an energy weighted position</u>.

The output is TrackerHit collection.



### Simulation study of FPCCD vertex detector

The performance of FPCCD vertex detector was checked by using the software for FPCCD vertex detector.

Purpose of this study

To check the performance of FPCCD vertex detector with background.

<u>Today's talk</u>

- •The position resolution and the impact parameter resolution. (without background)
- The pixel occupancy of pair background.
- Pair background rejection by using the cluster shapes.

### **Position resolution**



- The Z resolution is worse at forward.
- The R- $\phi$  resolution is not depends on  $\theta$ .
- The Z resolution of the vertical track is bad.

### Impact parameter resolution

**The**  $\theta$  dependency of the impact parameter resolution was checked.

- $-\mu$  (Momentum 100GeV)
- $\sigma_{noise}$  : 50 electrons /pixel
- Threshold : 200 electrons /pixel.
- Tracks were reconstructed by VTX, SIT and FTD.



The impact parameter resolution is roughly proportional to the position resolution.

θ

### Pair-background occupancy

#### The pixel occupancy of the FPCCD VTX innermost layer, secon



Expected pixel occupancy for 1train(1312 BX)

- Innermost layer : 2.76%
- Second layer : 1.55%

Lower occupancy is required.

 $\rightarrow$  background rejection algorithm was developed.

### **Background rejection**

The μ-(Momentum 100GeV) hits and pair background hits were separated by using the cluster shapes.

#### **Efficiency**

	innermost	second
µ-(Momentum 100GeV)	99.2%	99.7%
Pair background	8.53%	9.37%

- The background hits decreased to 1/10, keeping 99% μefficiency.
- The challenge is to increase the efficiency of low-energy signals keeping background hits low.

### Summary

#### The software for FPCCD vertex detector were developed.

- FPCCD digitizer
- FPCCD clustering processor

The result of simulation study of FPCCD vertex detector

- Position resolution
  - $\sigma_{R-\phi} = ~0.96 \text{ um}$

 $\sigma_{z} = 0.64 \text{ um} (\theta = 75^{\circ})$ 

$$\sigma_{R-Z} = 1.5$$
 um (θ =75°)

- Pixel occupancy of pair background for 1train(1312BX)
  - Innermost layer : <u>2.76%</u>, second layer: <u>1.55%</u>
- Background rejection algorithm

μ<sup>-</sup> (momentum 100GeV) and pair background were well separated by the difference of the cluster shapes.

The performance of FPCCD with background will be studied.

# Back up

### Output collection from FPCCD digitizer

#### Format of LCGenericObject

The first word(32 bits) contains layer number and ladder number of the element.
LCGenericObject



- The number of elements is equal to that of the ladders with hits.
- Data size for one element :  $(2 \times N_{hits} + 1)$  words
  - The blank area is reserved for the future use.

### Background rejection algorithm

#### The cluster width in Z direction

The cluster width of signal is depends on Z.



#### <u>The cluster width in φ direction</u>

• Signal hits a few pixels.



#### Cluster width cut

#### The inside of green line was accepted.

