Precision Material Studies using Radiation Length Imaging for the Belle-II Vertex Detectors

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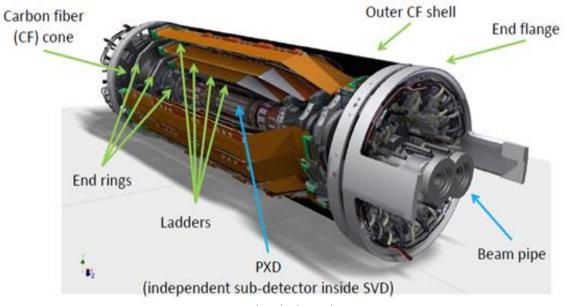


Introduction

- Motivation: detector's measurement quality depends on material distribution
 - Extra material causes scattering and degrades momentum resolution
 - Vertex resolution depends heavily on material model
 →Material impacts track reconstruction e.g. for 1
 GeV/c electron, 1% material difference corresponds to spatial scattering angle of.25° [Lubej et al.]
 - Collision data not available
- **Objective:** compare material profile from radiation length (X/X_o) images of vertex detectors with simulation and identify discrepancies to improve it

Pixel Vertex Detector (PXD) and Silicon Vertex Detector (SVD)

- First detectors outside the interaction point (IP)
- Used to identify the position of the decay vertex; enable the reconstruction software to find vertices by providing precise hit information very close to IP.
- Consists of *ladders* with semiconductor-based sensors that record hit and timing information
- Ladders assembled in a cylinder around the IP; 2 layers for PXD, 4 for SVD



Courtesy: Chris Schwanda

Methodology: Radiation Length (X/X_o) Imaging

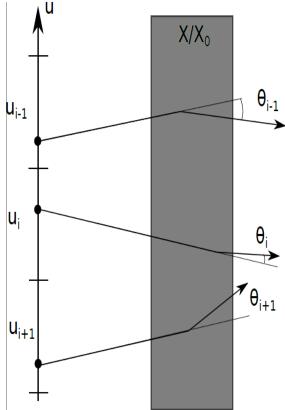
Idea: Create 2D material profiles by using multi GeV test beam on detector components and reconstruct multiple scattering angles from charged particle tracks [ArXiv:1609.02402]

 \bullet material content measured in X_o : the mean distance over which an electron loses all but 1/e of its energy by bremsstrahlung

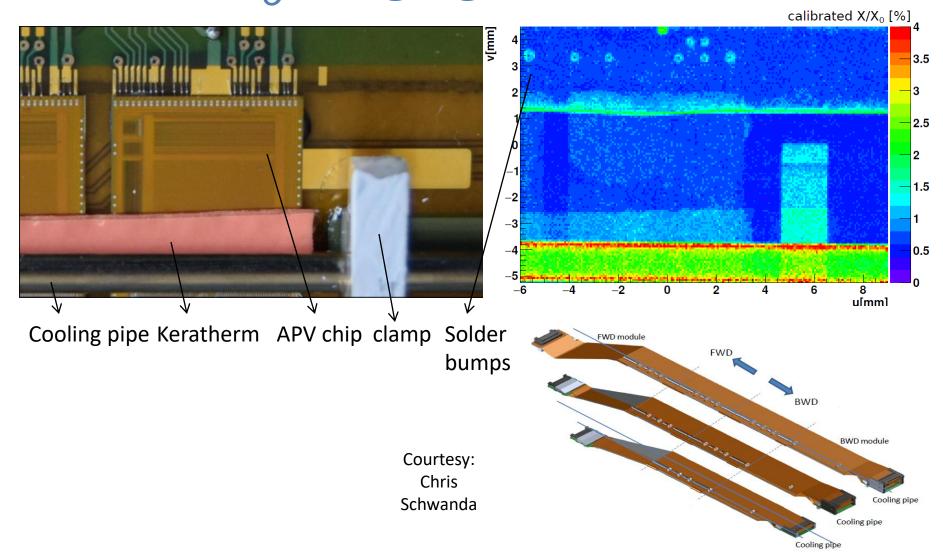
• scattering angles associated with a set of tracks are grouped together; width of angular distribution is proportional to radiation length in that region:

$$\theta \propto \sqrt{\frac{X}{X_0}}$$

- radiation length extracted by fitting the angular distribution of each region to Highland's multiple scattering model [1]
- 4 GeV electron beam used at DESY; measurement conducted with AIDA tracking telescope [2]

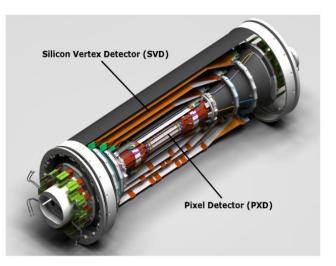


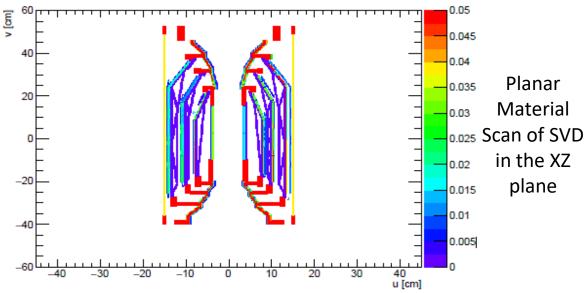
X/X_o Imaging: SVD ladder



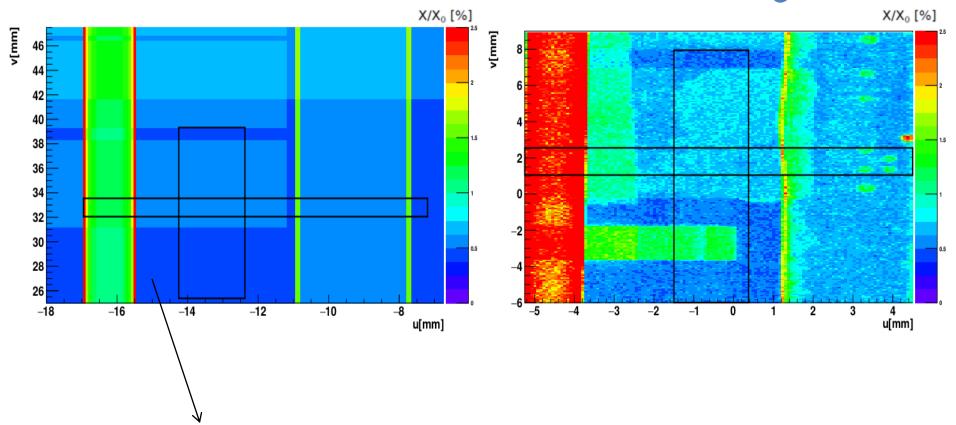
Methodology: Material Scan in Belle-II software (basf2)

- Simulation creates fictitious particles called geantinos
- Non-interacting particles -> amount of material they traverse is computed by simulation
- 'Particle gun' shoots geantinos around the detector and creates a 2D profile of the material 'seen' by the particle



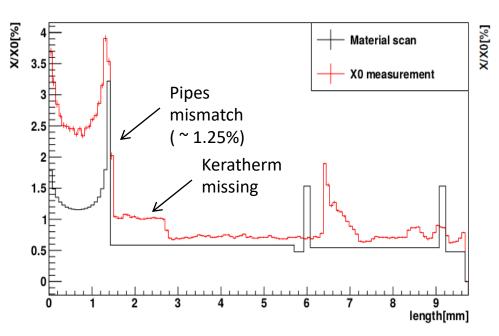


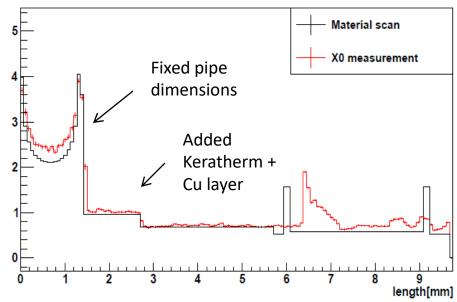
SVD Material Scan Vs X/X_o



Differences: cooling pipe material, clamps, keratherm, copper layer, vias

SVD Material Scan Vs X/X_0 – u profile

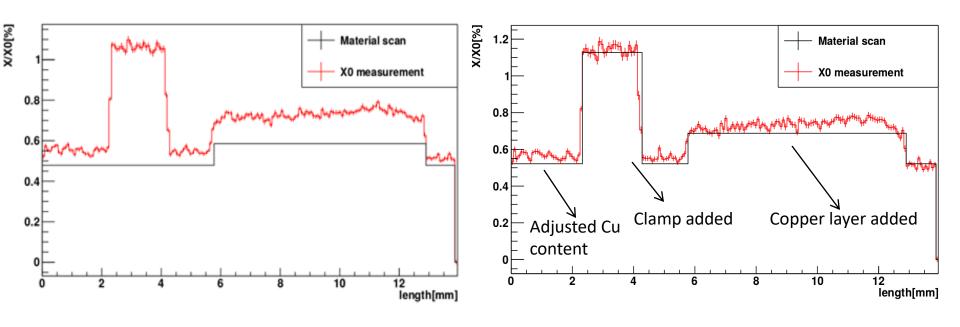




Before

After Improvements

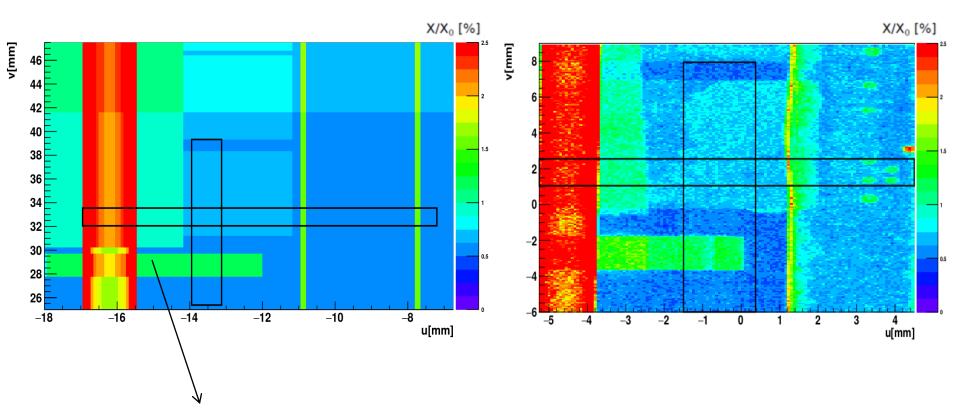
SVD Material Scan Vs X/X_o – v profile



Before

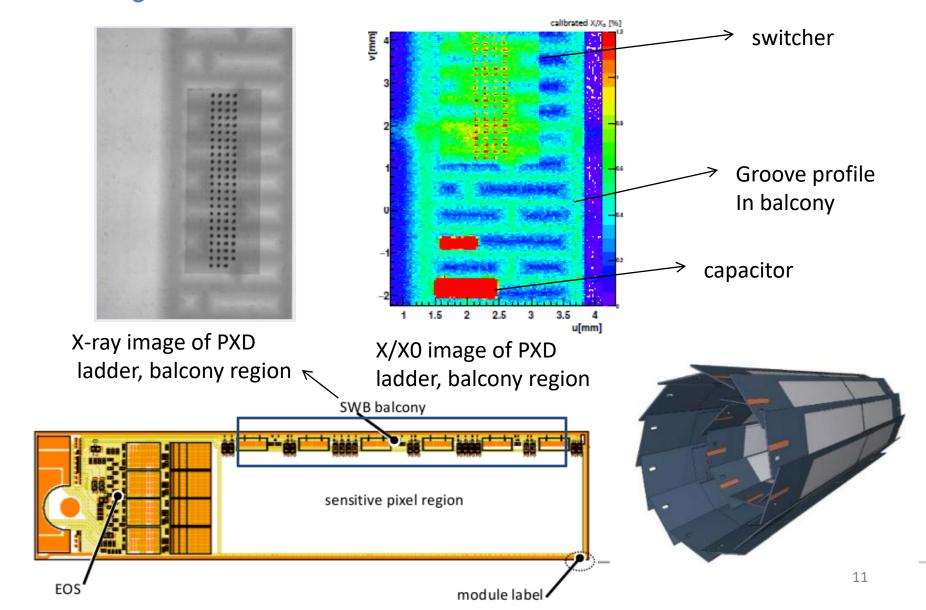
After Improvements

SVD Material Scan Vs X/X_o— improved model

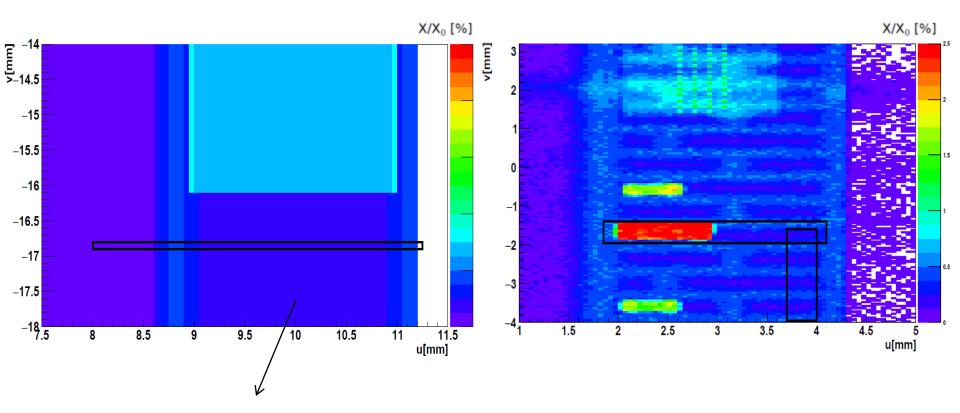


Added: clamp, keratherm, copper layer, fixed pipe dimensions

X/X_o Imaging of PXD Half-Ladder module

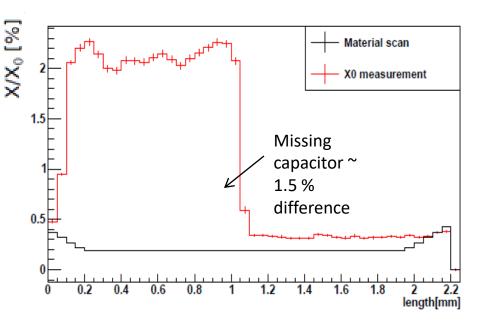


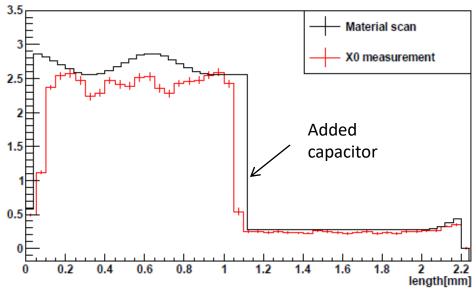
PXD Ladder, Balcony region: MaterialScan Vs. X/X_o



Differences: capacitors, groove profile, bump bonds in switcher

PXD Material Scan Vs. X/X_o – u profile

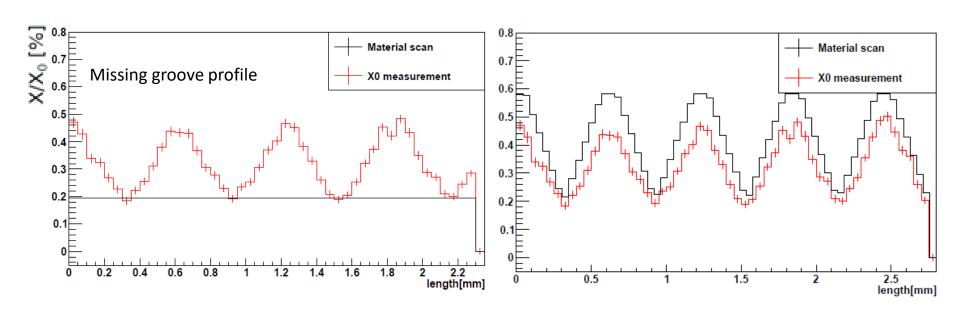




Before

After Improvements

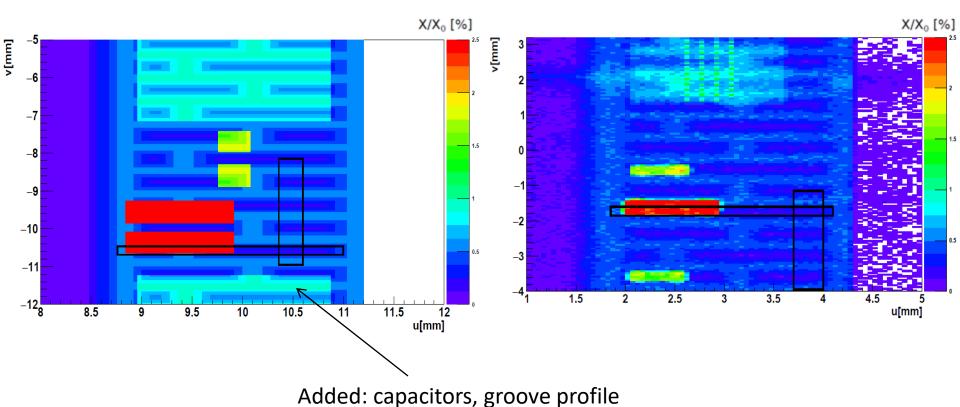
PXD Material Scan Vs. X/X_o – v profile



Before

After Improvements

PXD Ladder, Balcony region: Material Scan Vs. X/X_o – improved model



Summary of PXD/SVD Studies

- -> Improved Belle-II material simulation through precision material studies
- -> New components added:

PXD: capacitors, grooves, fixed dimensions

SVD: keratherm, clamp, copper layer, fixed dimensions

Better agreement with actual detector material profile

Future Prospects

- Work in progress addition of new parts still being validated and improved to match the real detector
- Once phase 3 data taking starts, more validation can be performed using photon conversion studies in the real detector
- X/X_o imaging approach is not limited to vertex detectors. Other groups are using it to measure X/X_o for various glues, support materials and even FPGA boards at Belle-II.

The End Thank you!

References

- Radiation Length Imaging Using High Resolution telescopes http://arxiv.org/abs/1609.02402
- M. Lubej, B. Golob. Belle 2 Note: Amount of material in Belle-II Simulation, 2012.