

# ***A hit timing and double layer criteria for MARS muon collider background reduction in ILCRoot simulation***

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- **Introduction**
- **Timing for MARS background particles and ILCRoot hits** (neutron contribution from previous BX)
- **ILCRoot new release with double layer geometry and new IP muons and MARS background simulation**
- **IP muons analysis**
- **Conclusion**



- **Working with MARS background simulation results for (750 + 750) GeV  $\mu^+ \mu^-$  beams with  $2 \cdot 10^{12}$  muons/bunch each**
  - <http://www-ap.fnal.gov/~strigano/mumu/mixture/>
  - Background yields/bunch on  $10^0$  nozzle surface and MARS thresholds

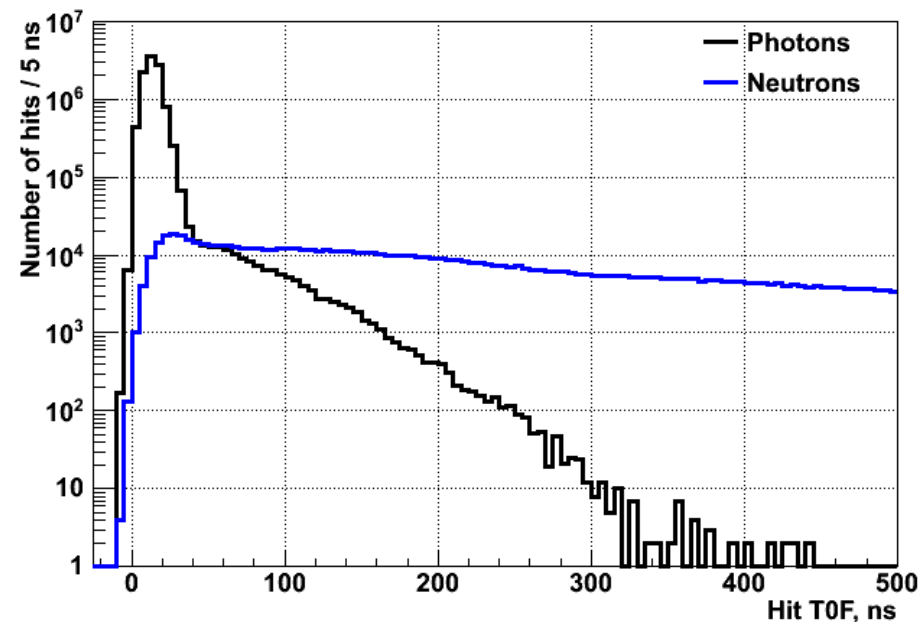
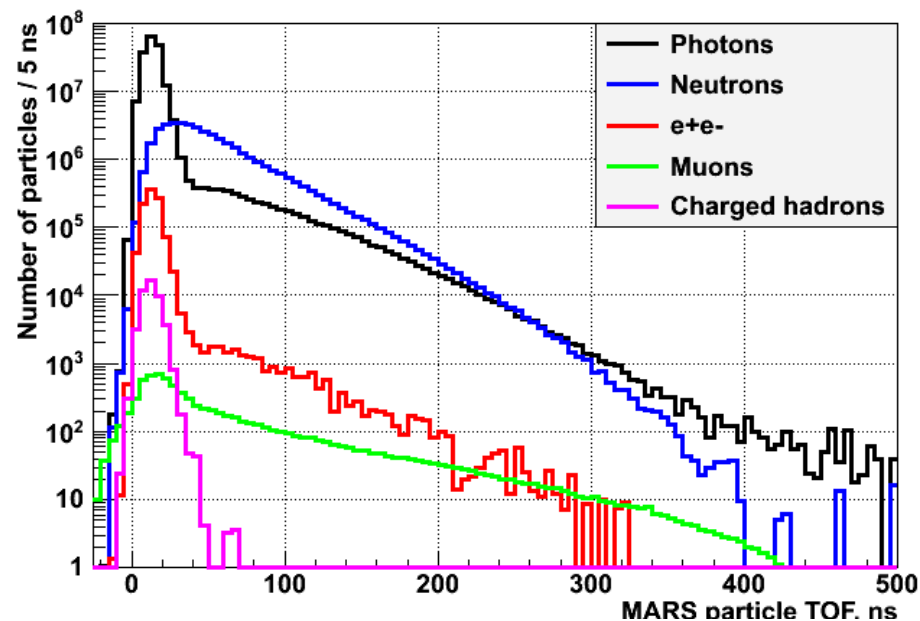
|                  | $\gamma$ | n        | $e^{+-}$ | p        | $\pi^{+-}$ | $\mu^{+-}$ |
|------------------|----------|----------|----------|----------|------------|------------|
| <b>Yield</b>     | 1.77e+08 | 0.40e+08 | 1.03e+06 | 3.13e+04 | 1.54e+04   | 0.80e+04   |
| <b>Ethr, MeV</b> | 0.2      | 0.1      | 0.2      | 1.0      | 1.0        | 1.0        |

- **All MARS statistics (full bunch crossing, weights included) was used as input for ILCRoot simulation of the Si vertex and tracker hits.**
  - Timing results are based on previous ILCRoot\_2.9.1 release simulation with GEANT4 (4.9.4.p01) – single Si layers, 100 microns thick
  - ILCRoot output files with hits were analyzed in standing alone code



## Timing for MARS background particles and ILCRoot hits

- MARS background is within  $\sim 500$  ns w.r.t. a bunch crossing (BX)
- ILCRoot VXD and Tracker hits in the same interval except hits from neutrons
- Neutron hits tail up to 20 ms
- Contribution of neutron hits from 10 microsec apart previous bunch crossings is small ( $\sim 4\%$ ) in interval of 0 -150 ns, no impact on timing cut





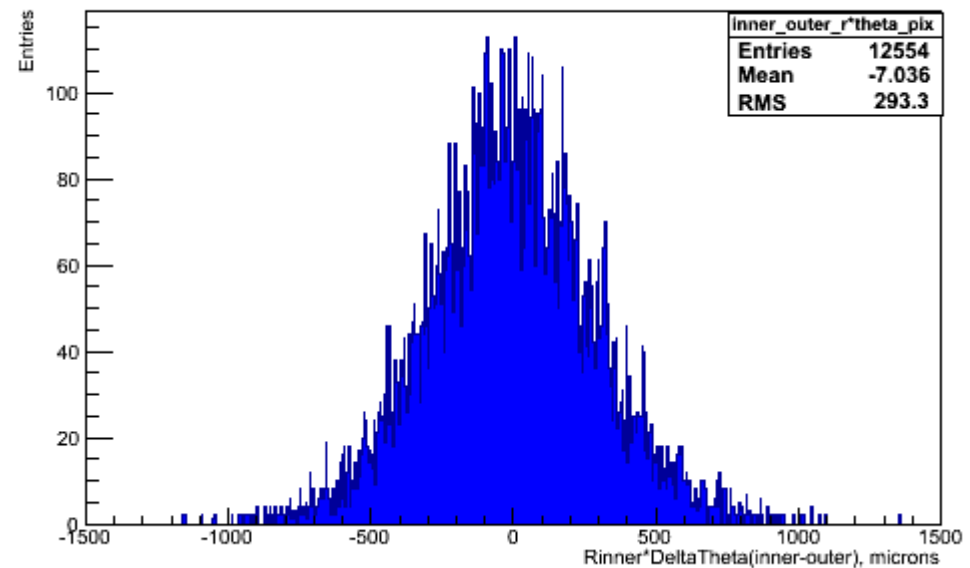
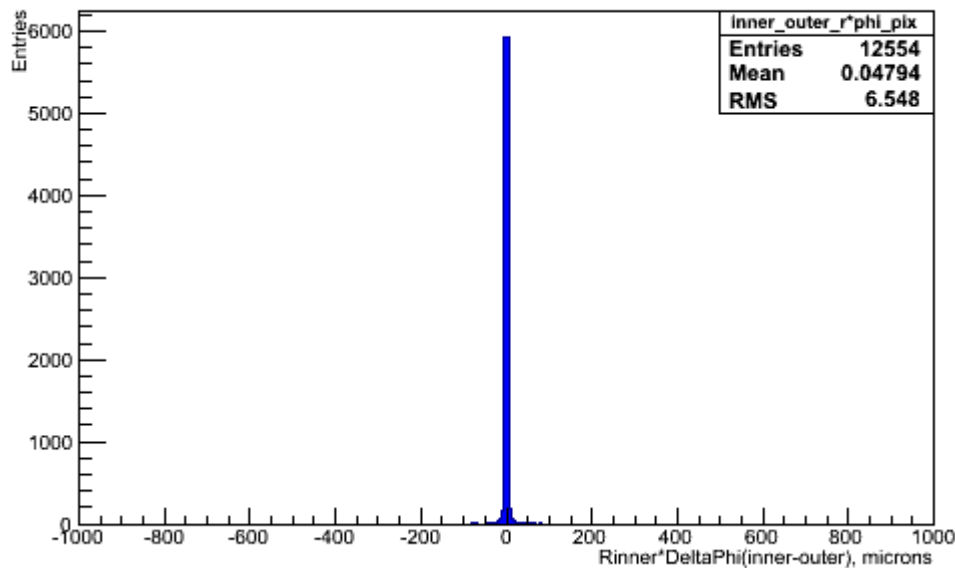
- **A new version of ILCRoot was released on Nov. 29, 2011 by Vito Di Benedetto (INFN-Lecce)**
  - ILCrootMuXDetV3 has new ROOT, GEANT4 and VMC packages
  - Implementation of double layer geometry (two sub-layers in each layer) in the Si Vertex and Tracker detectors with runtime controlled parameters
  - Now ILCRoot is capable of simulating a realistic double layer geometry with ~mm interlayer distance and magnetic field scaling
- **A new ILCRoot simulation for IP muons and MARS muon collider background was done with following geometry:**
  - Only VXD and Tracker
  - 1 mm and 2 mm sub-layer space with 3.5 T and 7 T magnetic field (4 geometry sets), each Si sub-layer is 200 microns thick
  - IP mu+ and mu- in 4 geometry sets
    - at  $P=0.2 - 100 \text{ GeV}/c$
    - IP smearing in Z (gauss sigma = 1 cm) and X,Y (gauss sigma 6 microns)
    - total 20,000 muons
  - 3 types of all statistics MARS background (all particles, gamma and neutrons) in 4 geometry sets



- **A goal – define and tune the cuts for effective selection of muon hits in both sub-layers of the given layer in VXD and Tracker**
  - Will be used to reduce the MARS muon collider background readout hits occupancy
  - Defined for the hits along one and the same muon track in both sub-layers
  - In R, Phi and Theta calculations set IP to be at XYZ (0,0,0)
- **Phi cut as  $R_{xy} * \Delta(\text{Phi})$** 
  - $R_{xy}$  is the radius of the hit position in XY in inner sub-layer
  - $\Delta(\text{Phi}) = \text{Phi}(\text{inner-outer})$  for azimuthal angles of the hits in inner and outer sub-layers
  - $R_{xy} * \Delta(\text{Phi})$  distribution depends on Pt
- **Theta cut as  $R_{xyz} * \Delta(\text{Theta})$** 
  - $R_{xyz}$  is the radius of the hit position in XYZ in inner sub-layer
  - $\Delta(\text{Theta}) = \text{Theta}(\text{inner-outer})$  for polar angles of the hits in inner and outer sub-layers
  - $R_{xyz} * \Delta(\text{Theta})$  depends on IP Z smearing
- **Currently set 98% efficiency per cut (resulting in 96% efficiency per muon track in given layer)**



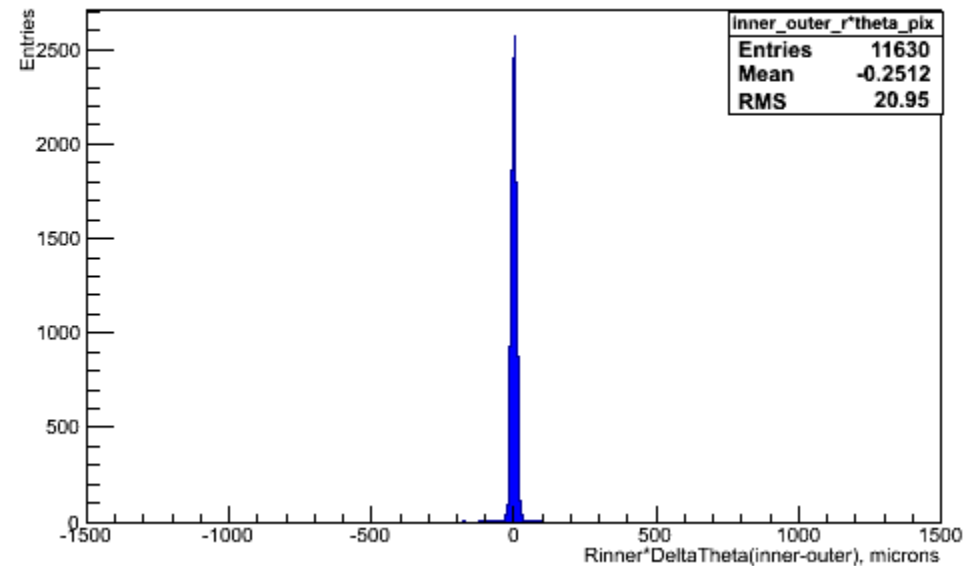
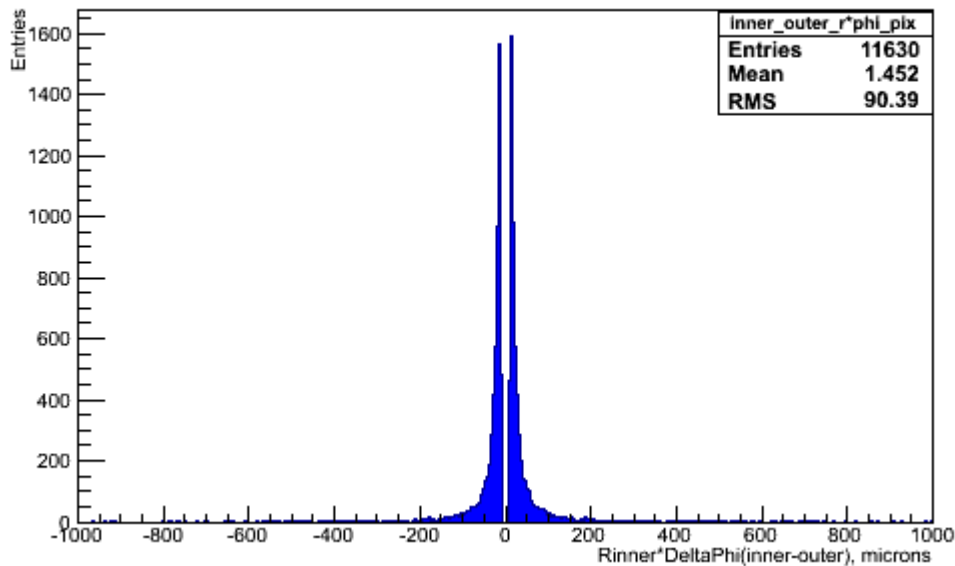
- $R_{xy} * \Delta(\Phi)$  and  $R_{xyz} * \Delta(\Theta)$  in VXD barrel layer ( $R_{xy} \sim 3\text{cm}$ ), sub-layer space 1mm,  $B=3.5\text{T}$
- In barrel layers close to IP:
  - Small width of  $R_{xy} * \Delta(\Phi)$  for muons with almost all Pt
  - Large smearing in  $R_{xyz} * \Delta(\Theta)$  due to impact of Z distribution of IP (gauss sigma 1 cm)





# IP muons analysis

- $R_{xy} * \Delta(\Phi)$  and  $R_{xyz} * \Delta(\Theta)$  in Tracker barrel layer ( $R_{xy} \sim 125\text{cm}$ ), sub-layer space 1mm,  $B=3.5\text{T}$
- In barrel layers far from IP:
  - Increased width of  $R_{xy} * \Delta(\Phi)$  for  $\mu^+$  and  $\mu^-$  with all Pt
  - Small impact of Z smearing in IP on  $R_{xyz} * \Delta(\Theta)$

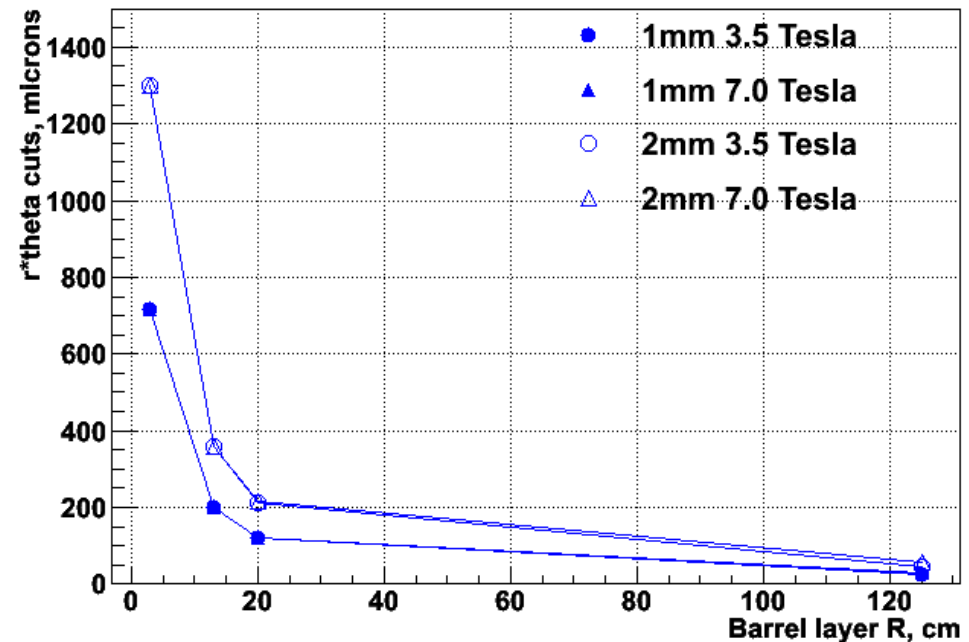
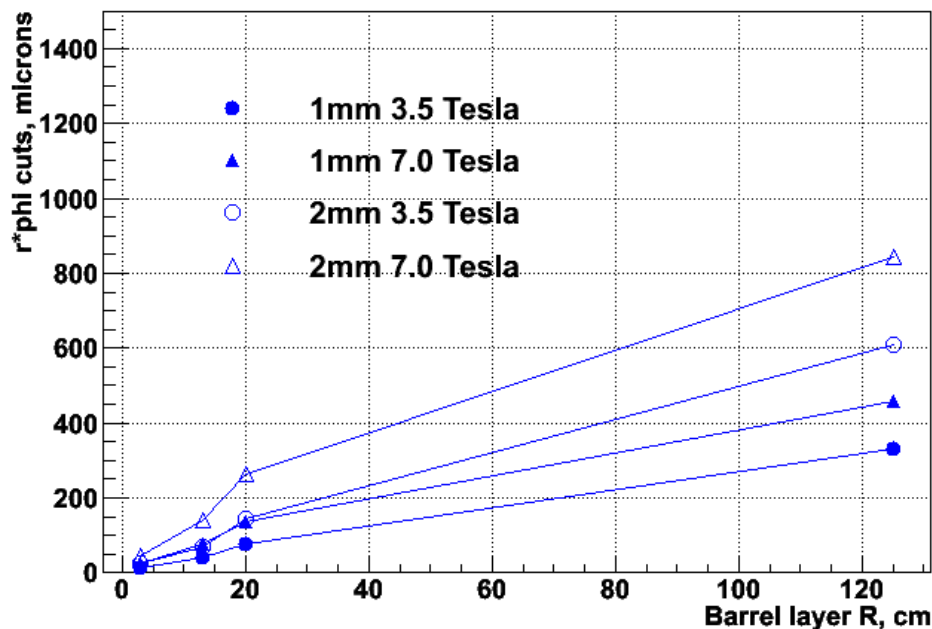






## $R_{xy} \cdot \Delta(\Phi)$ and $R_{xyz} \cdot \Delta(\Theta)$ cuts vs. barrel radius R at different sub-layer space and magnetic field B

- Inner barrel layers require small  $R_{xy} \cdot \Delta(\Phi)$  and large  $R_{xyz} \cdot \Delta(\Theta)$
- Outer barrel layers require large  $R_{xy} \cdot \Delta(\Phi)$  and small  $R_{xyz} \cdot \Delta(\Theta)$
- $R_{xyz} \cdot \Delta(\Theta)$  cut not sensitive to magnetic field B
- Different cuts for different barrel layers to keep one and the same IP muon hit efficiency (96% per layer)





- **The IP muons and MARS muon collider background data sets were simulated in new ILCRoot version with double layer geometry and magnetic field scaling**
- **The  $R^*\Phi$  and  $R^*\Theta$  cuts with 96% per layer IP muon hit efficiency were defined for VXD and Tracker barrel layers in 4 geometry sets with 1 and 2 mm sub-layers space and magnetic field of 3.5 and 7 T**
  - Different barrel layers require different cuts
- **To do now (for MAP meeting in SLAC):**
  - Implement these cuts (along with timing cuts) for MARS background hits reduction in at least 1 from 4 geometry sets
- **After that:**
  - Include VXD end caps into analysis
  - Define and try cuts corresponding to 98% muon hit efficiency per layer
  - Add geometry sets with new sub-layer space and magnetic field parameters  
make new IP muons and MARS background ILCRoot simulation and analysis