



Status of MAPS/DSSD separation in SPDroot source code

Vasyukov Artem Email: avasyukov@jinr.ru

SPD Physics Weekly Meeting №48 || 25/06/2024

"Problems" with SVD geometry

• Dependence of the tracking results on the dimensions of the auxiliary geometry levels (layers);

Volume boundaries limit the step size when simulating the passage of a particle through a detector, which leads to a shift in the sequence of pseudo-random numbers.



• There have been cases of hits disappearing in one of the layers for the MAPS option;

The details of the mentioned problems were presented at the last meeting: https://indico.jinr.ru/event/4702/#2-status-of-svd-description-in

Second problem

<SPDroot>/macro/performance-tests/track-fitting

«Examples demonstrate the track fitting performance for 1.5 GeV muons for MAPS+Straw, DSSD+straw and ITS+straw tracker variants. Ideal track finding is used.»

```
SpdItsGeoMapperX::Instance()->SetGeometryPars(1, 1); // MAPS option
SpdItsGeoMapperX::Instance() → EnableEndcaps(0);
```

primGen->SetTarget(0., 30.); // Z- position, 2*delta or sigma [cm] primGen → SmearGausVertexZ(kTRUE);

Example of event without hit in 2d layer:

10000 events	SpdIts::ProcessHits:	Event number	r: 9975
	SpdIts::ProcessHits:	Vol Path:	/cave_1/ItsLayer1_1/ItsLadder1_6/ItsChip1_29
Hits in layer 1: 7266	SpdIts::ProcessHits:	Track PiD:	13
	z-position: 4.6		
	SpdIts::ProcessHits:	Event number	r: 9975
Hits in layer 2:	SpdIts::ProcessHits:	Vol Path:	/cave_1/ItsLayer3_1/ItsLadder3_20/ItsChip1_225
7629	SpdIts::ProcessHits:	Track PiD:	13
Hits in laver 3:	z-position: -3.3		
7811	SpdIts::ProcessHits:	Event number	r: 9975
Hits in layer 4: 8141	SpdIts::ProcessHits:	Vol Path:	/cave_1/ItsLayer4_1/ItsLadder4_28/ItsChip1_88
	SpdIts::ProcessHits:	Track PiD:	13
	z-position: -7.3		

Second problem (solution)

Possible reasons:

• Gaps between chips;

Chip phi-size: Gap size between chips along z-axis: $\begin{array}{l} 14.336 \ mm \ \rightarrow \ 15 \ mm \\ 0.664 \ mm \ \rightarrow \ 0 \ mm \end{array}$

• Smearing of muon production vertex z-coordinate; (primGen->SetTarget(0., 30.); → primGen->SetTarget(0., 0.);)

10000 events

Result:

Hits in layer 1: 9942 Hits in layer 2: 9776 Hits in layer 3: 9563 Hits in layer 4: 9469

Hits disappearing in one of the layers for the MAPS option occurred as a result of a non-zero distance between the chips;

Conclusion

- The sources of the «problems» have been discovered:
 - Volume boundaries limit the step size when simulating the passage of a particle through a detector, which leads to a shift in the sequence of pseudo-random numbers;
 - Hits disappearing in one of the layers for the MAPS option occurred as a result of a non-zero distance between the chips;
- Performance tests for versions of source code with default SVD geometry and with separated MAPS and DSSD options show the same result. => ready for merge request
- End-cap option with internal structure ongoing