Simulation of the drift chamber for the FCCee-IDEA detector concept within FCCSW

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Common detector technology: Common software

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FCC Software: FCCSW

- Common software for all FCC experiments
 - ee, hh & eh
- Detector and physics studies
 - ► Fast & full simulations
 - One software stack from event generation to physics analysis
- Collaborative approach
 - ► LHC: Gaudi
 - ► CLIC: DD4hep
 - New solutions ⇒ where needed

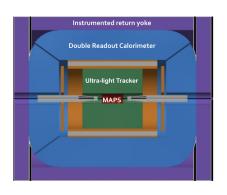


2 FCCee detector concepts

- ➤ The CLD detector concept (c.f. CLD detector model overview, Oleksandr Viazlo)
 - An adaptation of the CLIC detector model
 - ⇒ (Silicon-based vertex and tracking detectors)
 - ▶ Widely simulated with the ILCSoft
- ► The IDEA detector concept ⇒ focus of this talk
 - ► Simulated using FCCSW

IDEA: Ultimate Goal

- Vertex detector: MAPS
- Ultra-light drift chamber with PID
- Pre-shower counter
- Double read-out calorimetry
- 2 T solenoidal magnetic field
- Instrumented return yoke
- ➤ Surrounded by large tracking volume (R~8 m) for very weakly coupled (long-lived) particles

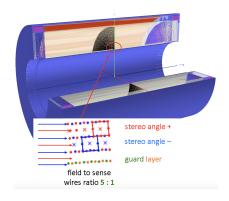


IDEA Drift Chamber (DCH)

- Track reconstruction
- ► Particle ID
- Layers divided into cells rotated with a certain stereo angle
 - ► Field wires: provide a uniform electric field
 - Sensitive wires: record signal
 - ▶ Field to sense wire ratio: 5:1

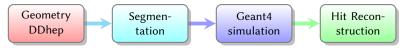
Parameters

4500 mm
345 mm
2000 mm
112
12 mm to 14.7 mm
56448
282240
338688
GasHe_90Isob_10
Aluminum
0.1 mm



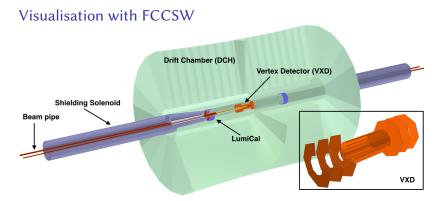
FCCSW simulation chain

- Detector geometry description with DD4hep
 - Collaborative effort with CLIC, ILC and LHCb
 - ► The IR region and the VXD from CLD are as well implemented in DD4hep
 - ▶ Definition of the gas layers in the DCH
- 2. Segmentation of the sensitive areas:
 - Information on the position of the sense wires instead of placing physical volumes
 - Speed up the simulation
- 3. Geant4 simulation:
 - Calculate the E_{dep} for each ionisation action
 - Charge drift to the wires
- 4. Hit reconstruction:
 - ► Combination of individual hit calculations from (4)
 - Calculation of the signal in the wire



1. Geometry

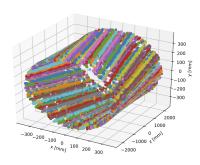
- ▶ Beam-pipe and interaction region (IR) taken from the CLD concept.
- Vertex detector also taken from the CLD concept.
- ▶ The drift chamber implemented from scratch in FCCSW.



2. Segmentation

- Information on the location of the wires
- Associates a unique wire ID (cellID) to the wires
- Different granularity for different layers in the DCH
- ► The segmentation information is created while building geometry
 - ⇒ Accessible in every step of the simulation

- ► First layer of the DCH
- Hits having the same wire ID are shown by the same color
- Validates the segmentation



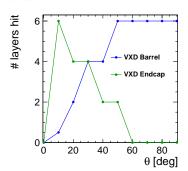
Simulation of the DCH

- Stepping in the gas with a step length of 2 mm
- Reject ionisation acts with:
 - ► E_{dep} < 10 eV
 - ▶ G4Step length $< 5\mu m$
- ▶ Drift the E_{dep} to the nearest wire
 - Distance of the closest approach
 - Assume a constant drift velocity of 2 cm/ μ s
 - Calculate drift time
- For each wire, merge the E_{dep} with a drift time smaller than the maximum drift time in the cell

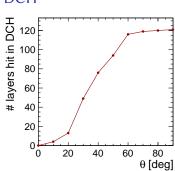
Number of layers vs. θ

- Number of layers hit by 100 GeV $\mu-$
 - $\theta = 0^{\circ}$: very forward direction
 - $\theta = 90^{\circ}$: in the barrel
 - Averaged over ϕ

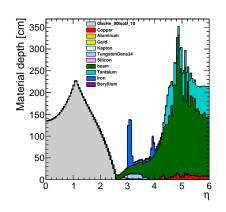
VXD

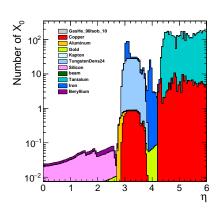


DCH



Material Budget Scan: work in progress

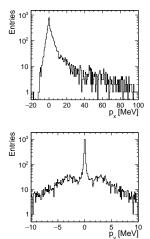


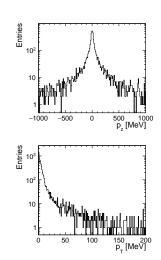


Background studies

- ▶ The effect of incoherent e + e pairs on the interaction region (IR)
- \triangleright E_{cm} = 365 GeV
- ▶ Total nb. of particles: \sim 6200

Momentum distribution

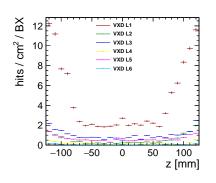


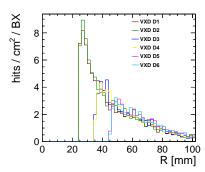


Background studies for the VXD: work in progress

Vertex Barrel

Vertex Endcap



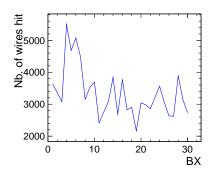


Detector	Total nb. of hits
Hits in the VXD barrel	2737
Hits in the VXD endcap	2537

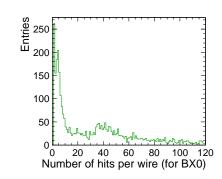
- The trend is as expected
- More investigation & tuning on the hit reconstruction and cuts in Geant4 simulations is needed

Background studies for the DCH: work in progress

- Number of wires with different IDs recorded a signal
 - ► Average: 3345.7 wires

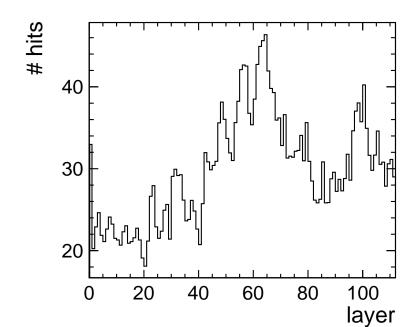


- Number of hits recorded per wire in the first BX
- ► Mostly 1-hit per wire
- Several hits per wire: pile-up or same



- ► To be investigated further: merging hits belonging to the same wire and having a drift time smaller than the maximum drift time in a cell.
- Occupancy as a function of the cell/voxel

Background studies for the DCH: number of hits per layer



Summary & Outlook

- FCCee-detector concept simulation with FCCSW
 - Implementation of the geometry
 - Simulation
 - Validation
- Study of beam-induced backgrounds: e+e- incoherent pairs
 - Estimation of the occupancy in the VXD and DCH