

SoLID Simulation

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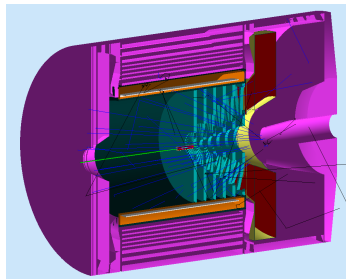
with Ole Hansen, Rich Holmes, Xin Qian, Zhiwen Zhao

February 3, 2012

- (sol)gemc Overview and Updates
- Background Rates
- Baffles
- Optics
- Tracking
- Forward

Present software suite:

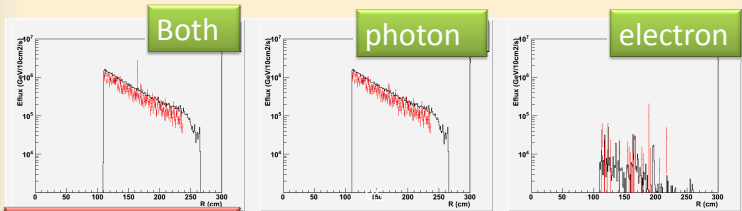
- gemc from CLAS12 used as base framework for simulations
 - Geometries/detectors specified in mysql database
 - Modular hit processing
 - Standardized input (lund) and output (EVIO)
 - Visualization
- solgemc is a library package built as an extension
 - solgemc - Builds on functionality, additional hit processes
 - libsolgemc - Built on Hall A analyzer, includes GEM digitization, class representations of GEMs/geometries, tracking
- Stand alone event generators for DIS, $\pi^{+,-,0}$ generation, elastics, ...



- gemc
 - geant 4.9.5 changes build process to cmake, some new low EM processes available
 - Mauri integrating with gemc, need to test building for offsite, implications on solgemc
 - Materials can be specified in database - had to add in solgemc before
 - Multiple hits in detector now possible
 - FADC-style digitization to be templated
- libsolgemc
 - Lots of additions - see tracking
- Event generation
 - Elastic ep (en) generation

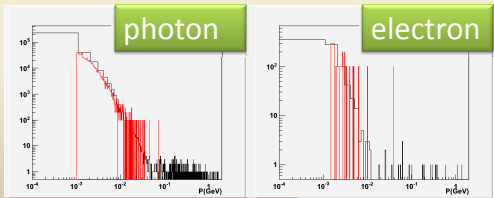
PVDIS EM Background (on EC, no baffle)

red Geant3, black Geant4



Energy Flux VS R

For Energy Flux,
Geant4 shows
~30% larger than
Geant3



Momentum Distribution

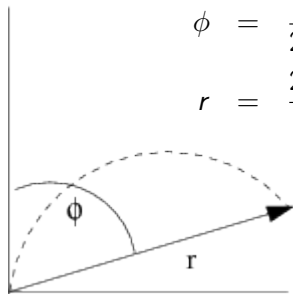
- Need to continue comparison/reconciliation - break down by particle and momentum bins, need more statistics in e^- bins
- Differences with GEANT3 versions need to be considered as well
- Rates need to be quantified for detectors - fed into MC for hit/DAQ rates
 - SIDIS a concern? Need SIDIS event generator?

Solenoid Motion

For uniform magnetic field in z direction, particle motion for $v = c$, p [GeV], scattering angle θ as function of z is given by:

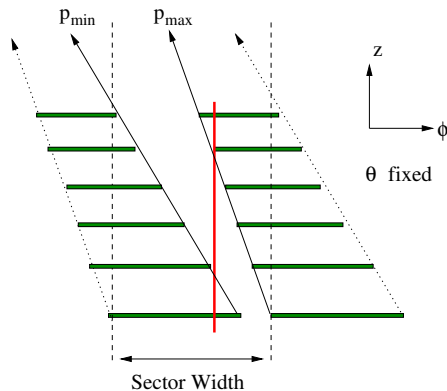
$$\phi = \frac{0.3B_z z}{2p \cos \theta}$$

$$r = \frac{2p \sin \theta}{0.3B_z} \sin \left(\frac{0.3B_z z}{2p \cos \theta} \right)$$



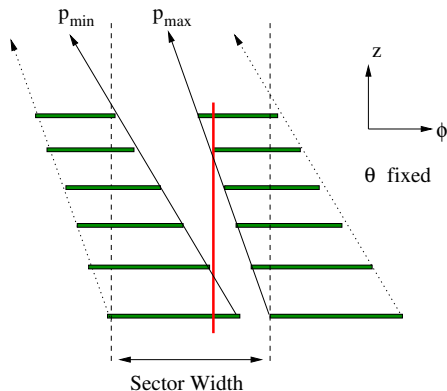
- ϕ is linear in z
- For 11 GeV beam, **worst** particles of interest deviate from linear r by few %

Baffle Design Considerations



- Range of x_{bj} at fixed θ defines cut
- Forbidding line of sight fixes width and spacing
- Too many baffles can have low momentum “jumping”
- Extended targets make the situation more complicated

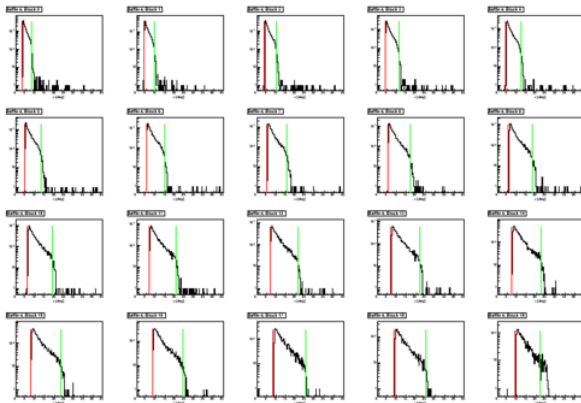
More Baffle Design Considerations



- Too many baffles can also produce backgrounds
- Too many baffles could thin structural integrity
- Raster effects need to be included (not currently present)
- Limiting to 30 slits (Eugene's design)
- Using 6 baffle planes (Eugene's design)

Design from Raytracing

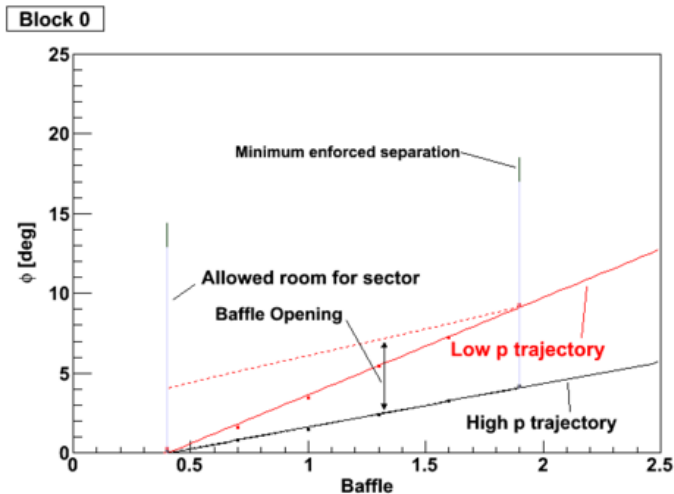
- Raytracing provides best representation for magnet CLEO, last baffle:



- Look at distributions in ϕ at various radial blocks
- Determine widths of distributions

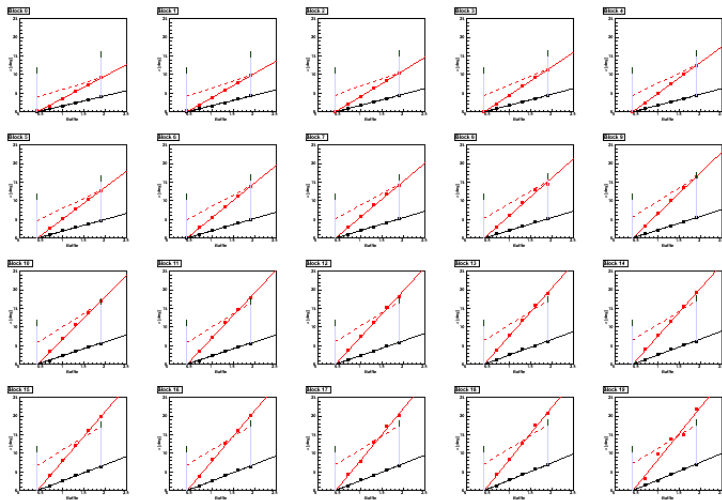
Design from Raytracing (2)

Considerations for getting baffles



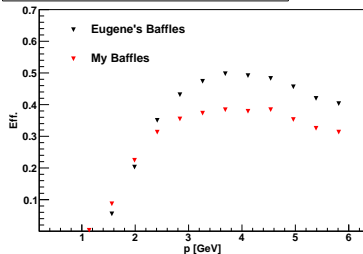
Design from Raytracing (3)

For all CLEO blocks

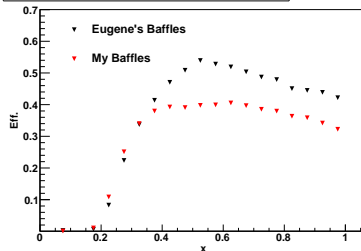


Compared to Eugene:

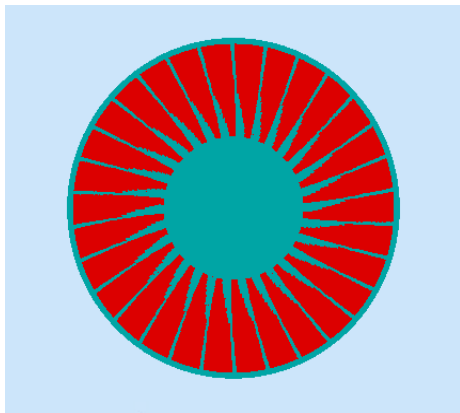
CLEO, Baffle Propagation Efficiency vs. p , e^- DIS, $22^\circ < \theta < 35^\circ$



CLEO, Baffle Propagation Efficiency vs. x , e^- DIS, $22^\circ < \theta < 35^\circ$



- Eugene's still come out better, especially in mid- x range



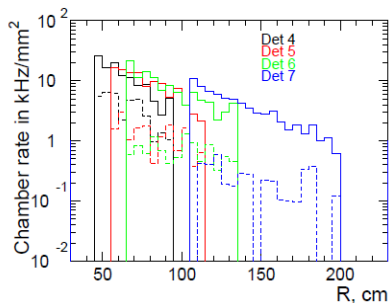
- Can probably improve by opening up lower angles
- Should superimpose results from Eugene's baffles on these - would be enlightening

Things to consider:

- Absolute position calibration
 - Plugable holes placed in baffles to act as ray sieve with field off
 - Survey detectors to points on baffles - give fixed position and angle of tracks
 - Need to consider practicalities - which rays to choose, minimize holes in baffles, size of holes, ease of plugability
- Momentum calibration
 - Use elastic ep on LH₂
 - At fixed R on GEM, will have small range of p based on extended target
 - Coverage will be limited but exploit azimuthal asymmetry
 - Different beam energies will give different p at R
 - Need to examine rates and potential beam energies, field strengths

Tracking for SoLID unique challenge

- Rates are quite high - up to 8 kHz/mm²
- Parity quality experiment - systematics possible concern
- Data rates very high - need to do tracking on the fly



Strategy

- Use GEM chambers as coordinate detectors
- Build off experience/work from SBS project
- Characterize tracking early by simulation

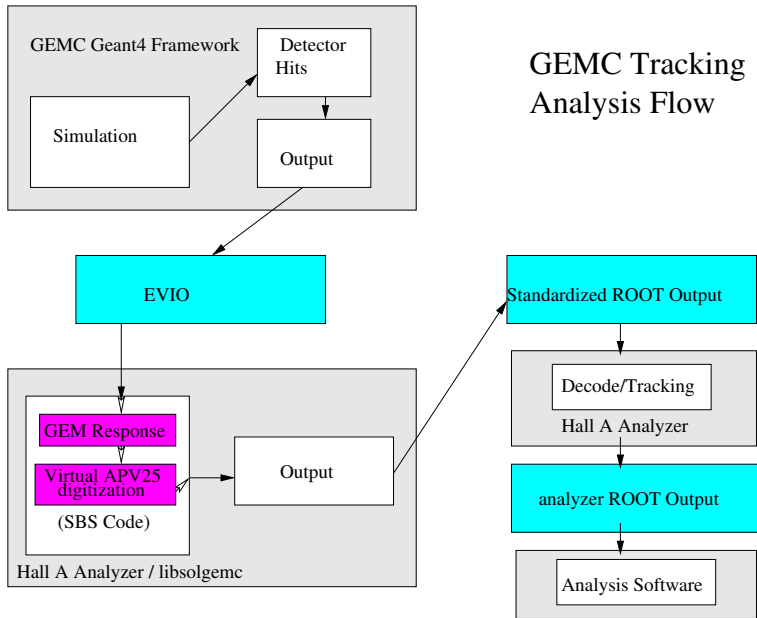
- Benchmarks
 - Tracking rate/how it scales with hits
 - Tracking efficiency (num of real tracks reconstructed/num of real tracks)
 - Effect of noise in clustering/fits (hits replaced with/distorted by noise)
 - Pure noise tracks (ghost tracks)
 - Multi-track reconstruction efficiency
 - Helicity dependence of reconstruction (efficiency and quality)
 - Noise correlation between planes (induced photons)
- Benchmark conditions to map
 - Background rates $\times 0$ through $\times 5$
 - Background rate derivatives (for helicity dependence)
 - Uncorrelated - correlated backgrounds
 - Readout strip configuration: x/y vs. r/ϕ

General considerations

- Defined input and output data structures for tracking code
- Output from tracking should be kept standardized so we can easily compare

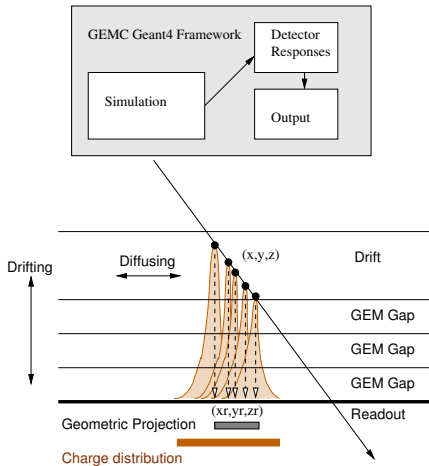
Development

- Input and output standards in place
- Developed GEMC banks output in SBSGEM hit process
- Created library, libsolgemc, for loading banks output, representing GEM hits/strips/geometries, clustering/tracking code
- For library, built on Hall A analyzer, ROOT output
- Potential Parallel activities
 - Implement other algorithms into libsolgemc
 - Evaluate benchmarks



GEMC Integration with SBS GEM Code

- GEMC outputs raw hits in several GEM layers
 - Tag by ID number - e.g. XXYY, XX defines chamber, YY defines chamber region
 - Hits in drift gap, position of gap entrance and exit, and in readout strip plane



GEM response parameters tuned on realistic responses observed at COMPASS

- Discrete ionization points and energy deposited defined by Geant4, written out
- Poisson defines distribution, average number of pairs given by

$$\bar{n}_{\text{ion}} = \Delta E / W_i$$

- Diffusion and drift, governed by diffusion coefficient D , assume constant v

$$\sigma_s(t) = \sqrt{2Dt}$$

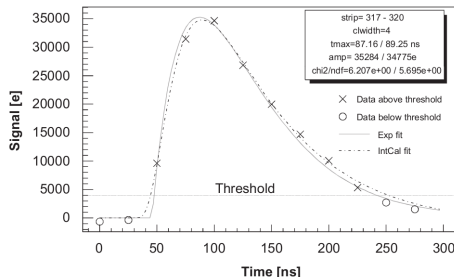
- Multiplication by Furry distribution

$$f_{\text{Furry}} = \frac{1}{\bar{n}} \exp\left(-\frac{n}{\bar{n}}\right)$$

- Now have Gaussian distribution - associate with set of strips (strip geometry first relevant here)
- Output timing given by shaped amplitude A and time constant $T_p \sim 50$ ns

$$v = A \frac{t}{T_p} \exp(-t/T_p)$$

- FWHM ~ 100 ns



APV25 chips used for digitization of GEM signals

- Provide 3 successive time samples of 25ns
- Analog pipelined readout into VME

Multipeak timing analysis

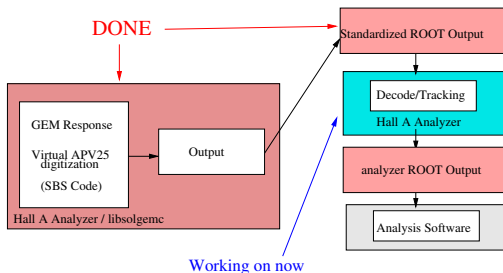
- Using the timing shape from above, online peak finding can be done with three samples
- Given form of timing on previous page, only three samples are necessary to deconvolute peak amplitude

$$s_k = w_1 v_k + w_2 v_{k-1} + w_3 v_{k-2}$$
$$w_1 \sim e^x/x, w_2 \sim 2/x, w_3 \sim e^{-x}/x$$

$x = \Delta t/T_p$, Δt is sampling interval

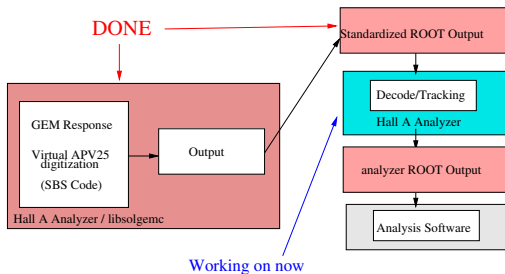
S. Gadomski, et al., Nucl. Instr. and Meth. A 320 (1992) 217.

Tracking Framework



- Digitization framework written
- Reads EVIO file, casts it into data structure, applies GEM response, produces digitized strip hits
- Need to debug any issues - validate with real data? come about with tracking
- Could add further low level effects: Constant pedestal shifts, timing
- Need to add parallel facilities for calorimeter, Cerenkov - not difficult at this stage

Tracking Framework



Working on now:

- Decoding strip hits and putting into tracking
 - Followed similar output as SBS tracking, some version of code already exists
 - Optimal clustering algorithm will need to be evaluated - separate from tracking algorithms
- Should employ amplitude association, amplitude χ^2 check at the end

- Xin's Progressive Algorithm
 - Flexible, works for SIDIS and PVDIS
 - Starts with seed, searches in progressively narrow spatial windows
 - Already shown to be feasible for PVDIS/SIDIS rates
 - Needs to be implemented for analyzer
- Ole's Tree Search Algorithm
 - Requires straight tracks, bend for SoLID sufficiently small; applicable at some level
 - ϕ is linear in z for ideal solenoid
 - r deviates from linear in by few % for lowest p
 - Uses recursive template matching to find tracks
 - Fast and efficient - desirable for SoLID, runs in $O(\log n)$
 - Hasn't been done for these specific environments
 - Implemented for analyzer - need to set up patterns

Complete

- Produce general software as specified above
- Field maps available for CLEO
- Implement Eugene's baffle design and reproduce acceptance
- Simple detector responses (done in GEMC)
- Stolen work from SBS for GEM detailed response
- Useful event generators
- Backgrounds in FLUKA

In progress

- Cerenkov
- Calorimeter
- Reproduce baffle design software
- Background studies in Geant4

Ahead

- Cerenkov in GEMC
- Fully optimized, realistic CLEO baffle, updated FOM
- Finalized yoke for CLEO and field maps
- Additional realistic detector responses/digitization
- Tracking evaluation
- Updated background/radiation hardness studies

What do we need for director's review, and onward?

- Manpower Division
 - Cerenkov designs - Eric or Simona
 - Calorimeter design - Cal. Group
 - Cerenkov in GEMC - Eric or Simona
 - Rich, Ole, Seamus
 - Hall A Analyzer as general postprocessing framework (all detectors)
 - Tracking framework completed
 - GEM responses/digitization
 - Fully optimized, realistic CLEO baffle, acceptance, FOM - Seamus
 - Basic tracking demonstration in GEMC - with Ole and Rich
 - Full tracking evaluation - with Ole and Rich
 - Background discrepancies reconciled
 - Radiation concerns on electronics/detectors
 - Quantitative DAQ issue analysis - with Alex

Major points:

- Background rates from GEANT3 need to be reconciled/understood with present software
- Baffles need additional work, but good start is in place
- Several optics ideas need to be worked on
- Progress has been made in realizing goals - path is clear, need time and manpower to complete