

The diagram shows a cross-section of a detector structure. At the top, a red vertical line indicates the central axis. Below this, several horizontal layers are shown, representing different detector components. The top layer is a thin, wide strip. Below it are several thicker, narrower strips, each supported by vertical posts. The bottom layer is another thin, wide strip. The entire structure is enclosed in a rectangular frame. The text 'Performance of the SiD Tracker' is written in red at the top, and 'Richard Partridge SLAC ALCPG 2009' is written in blue at the bottom.

Performance of the SiD Tracker

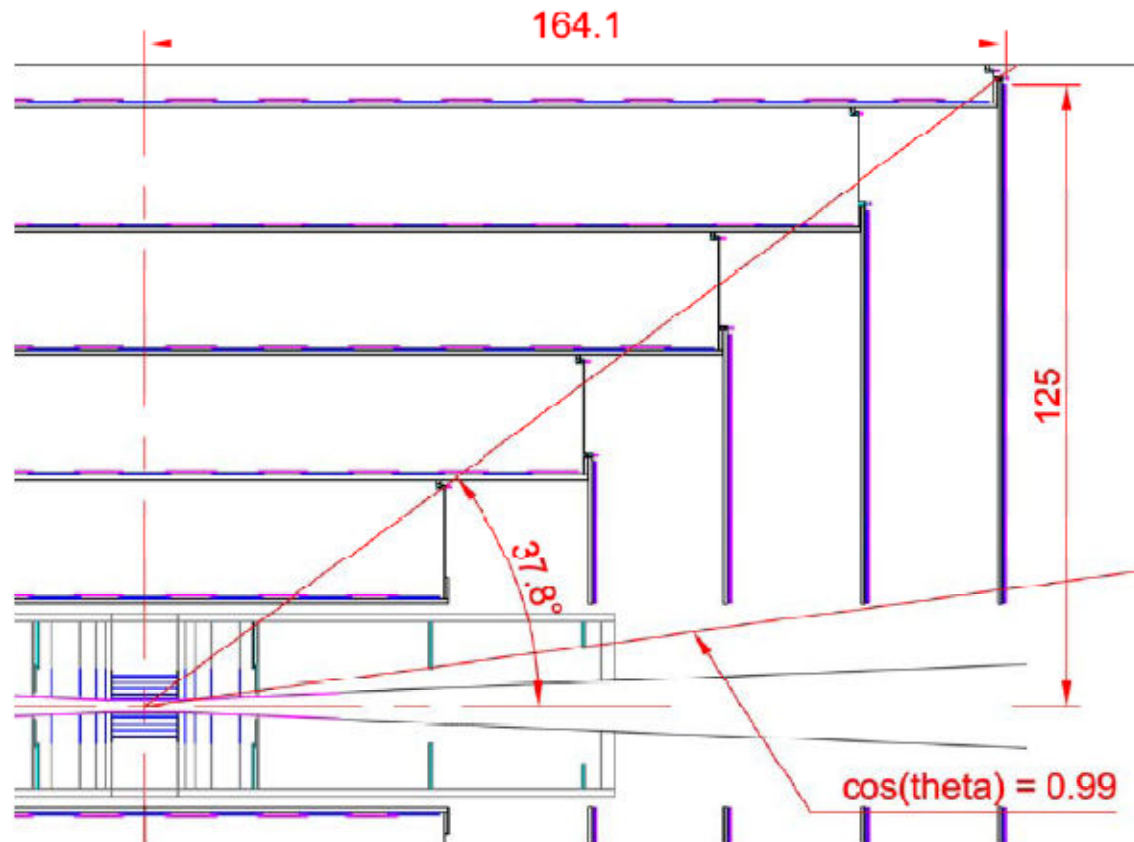
Richard Partridge

SLAC

ALCPG 2009

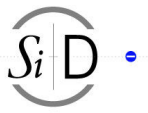
◆ SiD has an all-Silicon Tracker

- 5 barrel + 7 disk pixel inner vertex detector
- 5 barrel (axial strip) + 4 disk (stereo strip) outer detector
- ~10 precision hits per track



Measuring Tracker Performance

- ◆ This talk focuses on the tracker performance reported in the SiD Letter of Intent
- ◆ Performance was determined using detailed simulation of the SiD tracker using GEANT to simulate detector response
- ◆ For LOI, SiD modeled tracker as cylinders and disks
 - “Virtual Segmentation” used to divide cylinder/disk into individual sensors
 - “Planar Detector” with individual silicon sensors and detailed simulation of charge deposition / hit clustering has recently been made available
- ◆ Track finding code (seedtracker) used to reconstruct tracks
 - Results presented here only use information from the tracker – see Dima Onoprienko’s talk for Calorimeter Assisted Tracking
- ◆ All software (except for GEANT) is based on the Java-based lcsim software distribution



SeedTracker Algorithm

- ◆ Track finding begins by forming all possible 3 hit track seeds in the three “Seed Layers”
 - Brute force approach to finding all possible track seeds
- ◆ Require the presence of a hit in a “Confirmation Layer”
 - Significantly reduces the number of candidate tracks to be investigated
- ◆ Add hits to the track candidate using hits on the “Extension Layers”
 - Discard track candidates with fewer than 7 hits (6 hits for barrel only tracks)
 - If two track candidates share more than one hit, best candidate is selected
- ◆ Upon each attempt to add a hit to a track candidate, a helix fit is performed and a global χ^2 is used to determine if the new track candidate is viable



Track Finding Strategy

- ◆ The user interacts with the track reconstruction program by specifying one or more “strategies”
- ◆ For the LOI, we used strategies that required:
 - At least 7 hits on the track
 - Only 1 hit per layer
 - Special barrel only strategy with 6 hits used to pick up low- p_T particles in the central region
 - $p_T > 0.2$ GeV
 - $r - \phi$ and $s - z$ impact parameter cuts $|d_0| < 1$ cm and $|z_0| < 1$ cm
 - $\chi^2 < 50$ ($\chi^2 < 25$ for 6-hit barrel only strategy)
- ◆ “Strategy Builder” used to find optimized sets of seed and confirm layers used for efficient track finding
- ◆ Unless otherwise noted, tracking performance results that follow are for tt events at $E_{\text{cm}} = 500$ GeV

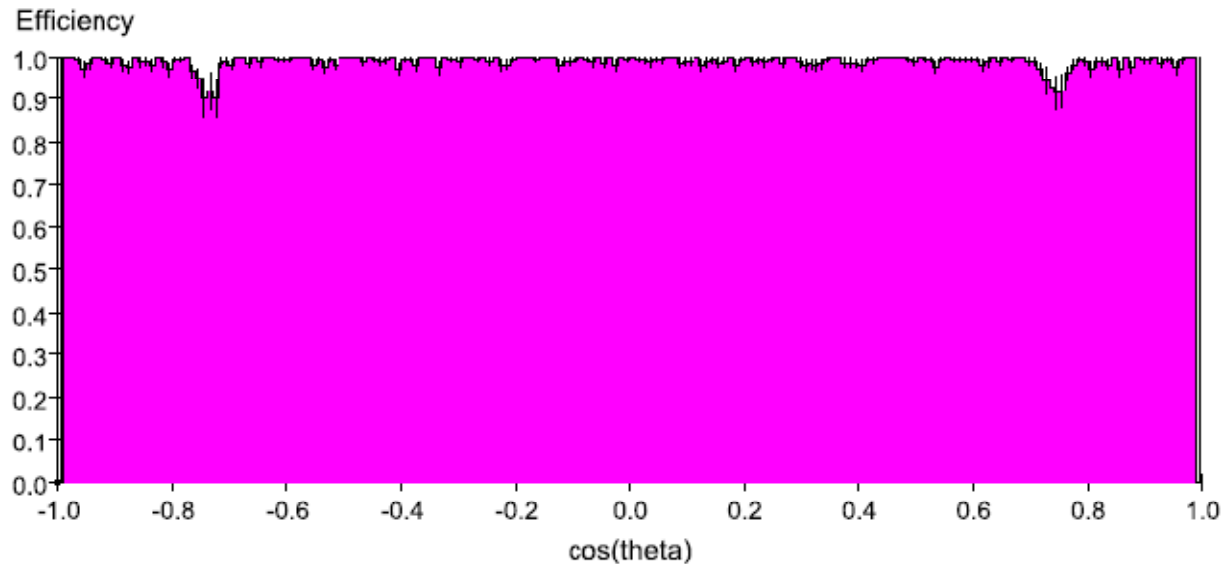
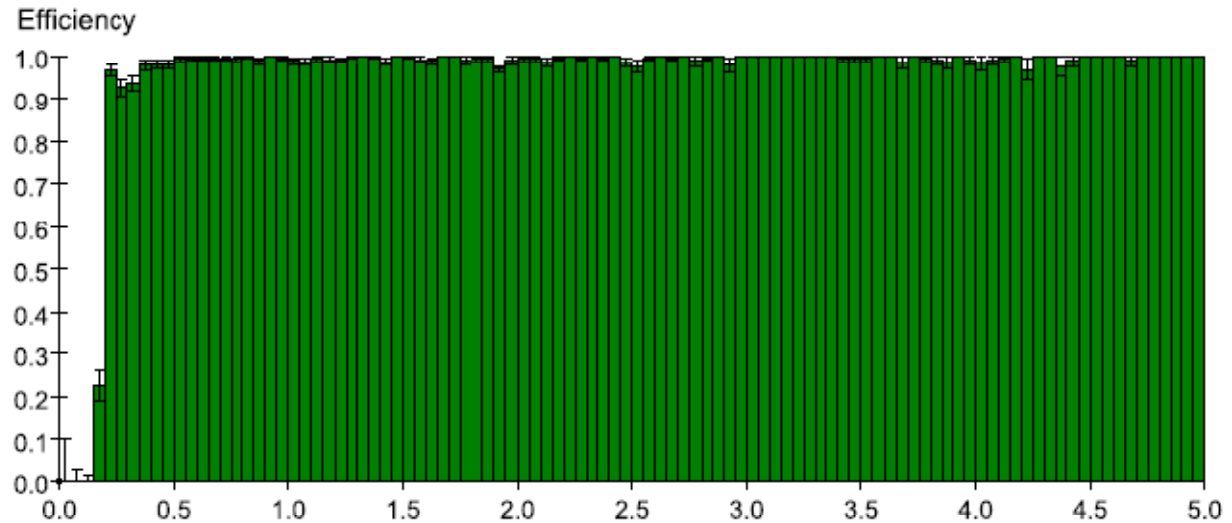
- ◆ Track reconstruction algorithm has >99% efficiency for “findable” tracks that pass momentum and impact parameter cuts and have at least 6 hits

Selection	Selection Efficiency	Cumulative Efficiency
All Tracks	-	100%
$p_T \geq 0.2 \text{ GeV}$	$(93.54 \pm 0.11)\%$	$(93.54 \pm 0.11)\%$
$N_{hit} \geq 6$	$(90.91 \pm 0.13)\%$	$(85.04 \pm 0.16)\%$
Seed Hits Present	$(99.78 \pm 0.02)\%$	$(84.85 \pm 0.17)\%$
Confirm Hit Present	$(99.95 \pm 0.01)\%$	$(84.84 \pm 0.17)\%$
$ d_0 \leq 1 \text{ cm}$	$(99.80 \pm 0.02)\%$	$(84.65 \pm 0.17)\%$
$ z_0 \leq 1 \text{ cm}$	$(99.69 \pm 0.03)\%$	$(84.39 \pm 0.17)\%$
Track Reconstruction	$(99.32 \pm 0.04)\%$	$(83.81 \pm 0.17)\%$

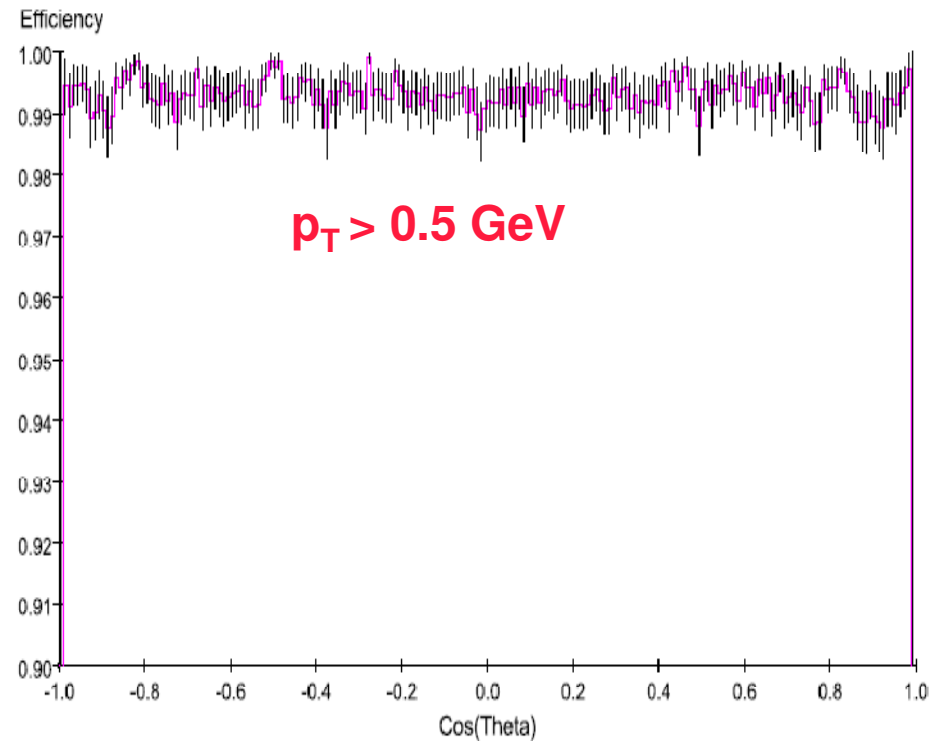
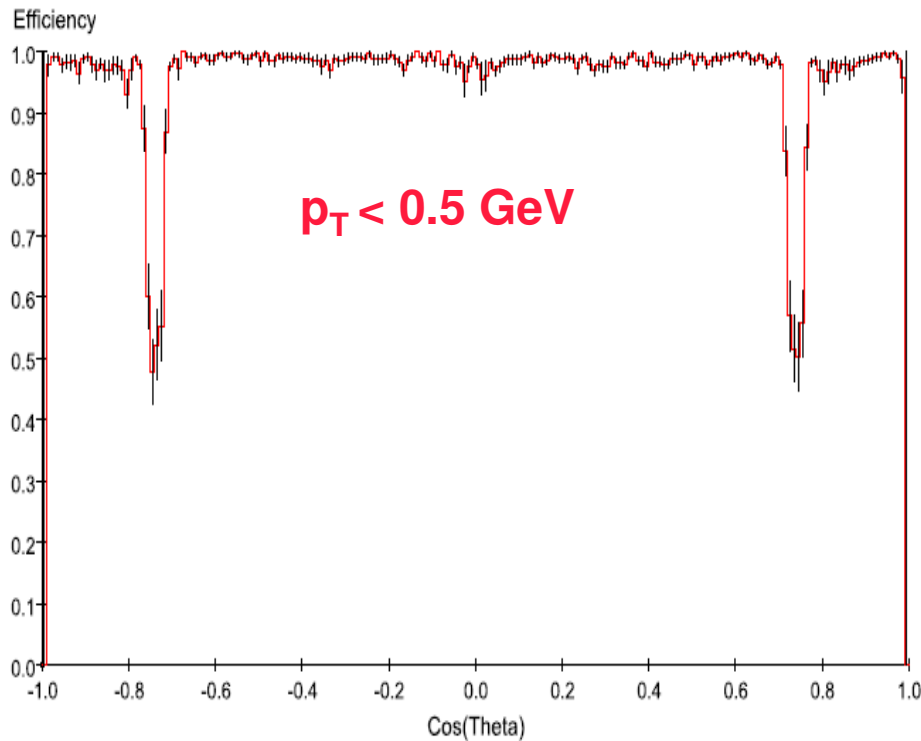
Tracking Efficiency vs p_T , $\cos(\theta)$

- ◆ Generally find high tracking efficiency for tracks with:

- $p_T > 0.2$ GeV
- $|\cos(\theta)| < 0.99$

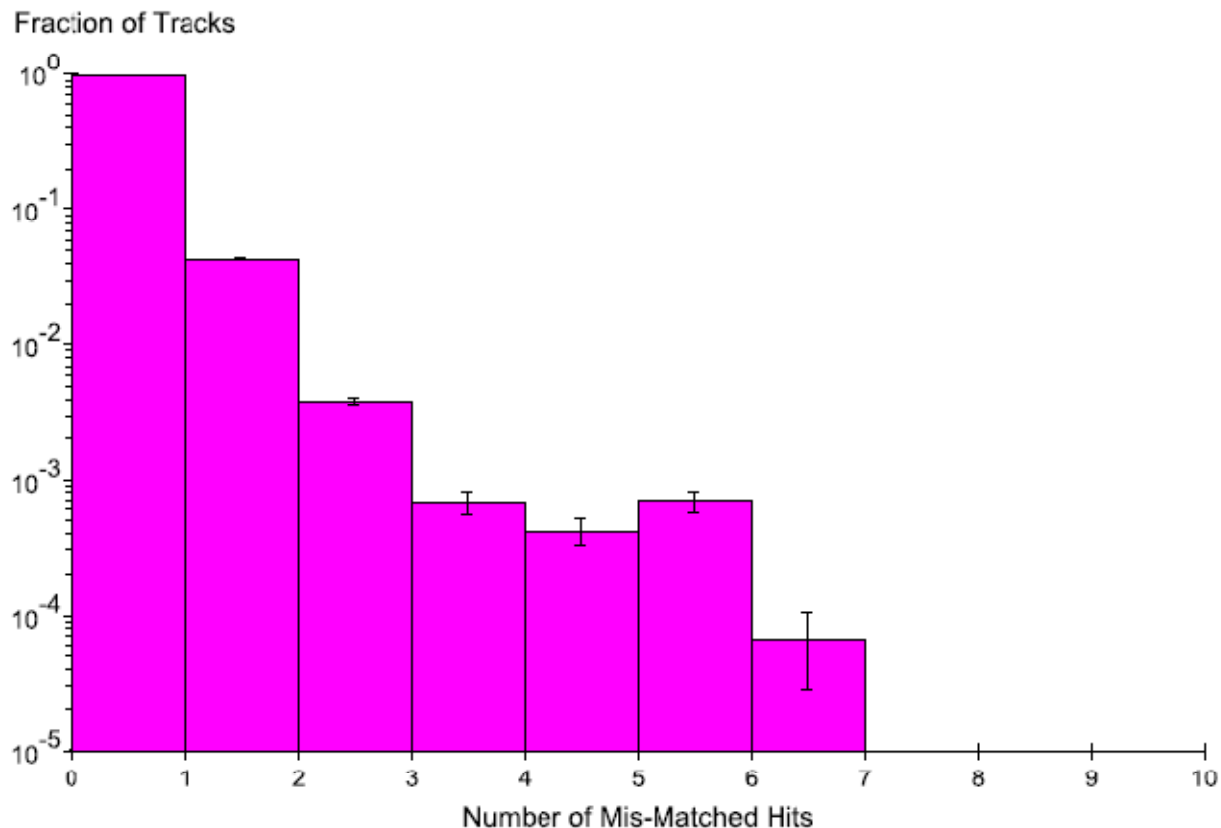


- ◆ Observe a drop in efficiency for low p_T tracks in the barrel / endcap transition region
 - Believed to be due to tracks that curl by $>180^\circ$ between barrel and disk layers
 - Expect that further optimization of strategies / tracking algorithm will eliminate this dip



Comparison with MC Truth

- ◆ We identify which MC particles are associated with each hit
- ◆ Assign track to the MC particle that contributes the most hits
- ◆ Find how many hits on the track are from other MC particles
- ◆ >99% of tracks have ≤ 1 mis-assigned hits, $\sim 0.07\%$ fake tracks

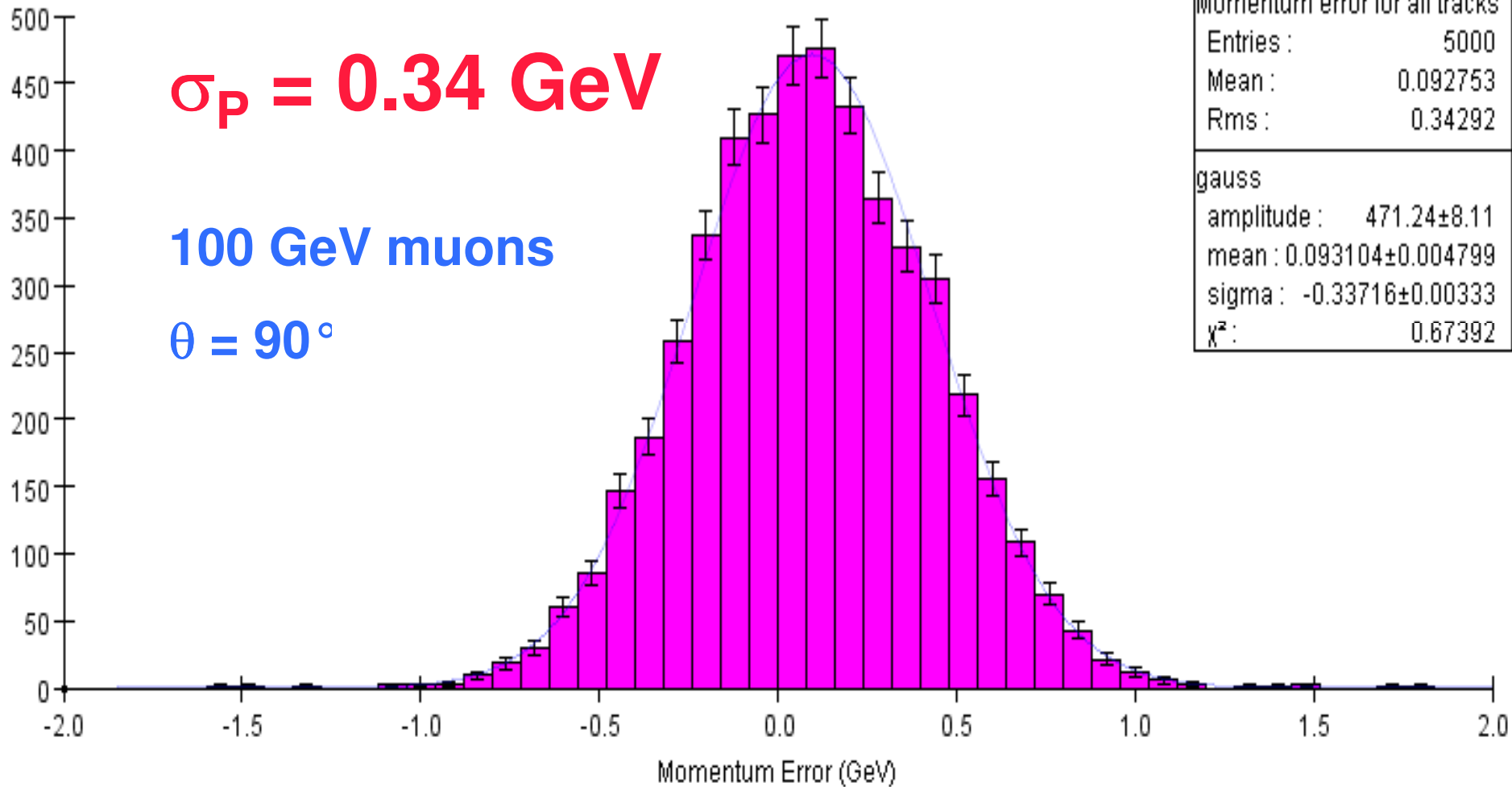


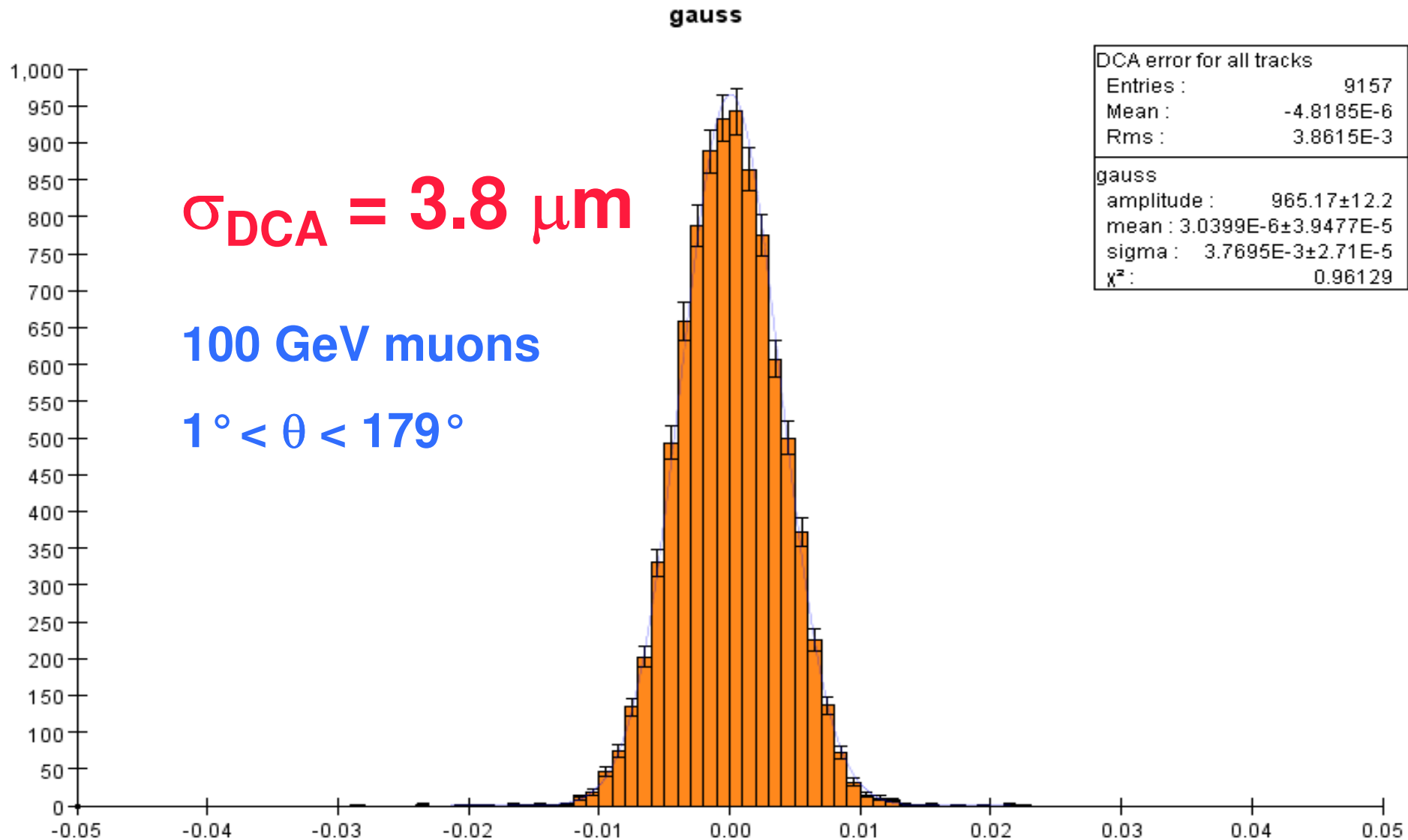
Reconstructed Momentum - Generated Momentum

$$\sigma_p = 0.34 \text{ GeV}$$

100 GeV muons

$\theta = 90^\circ$

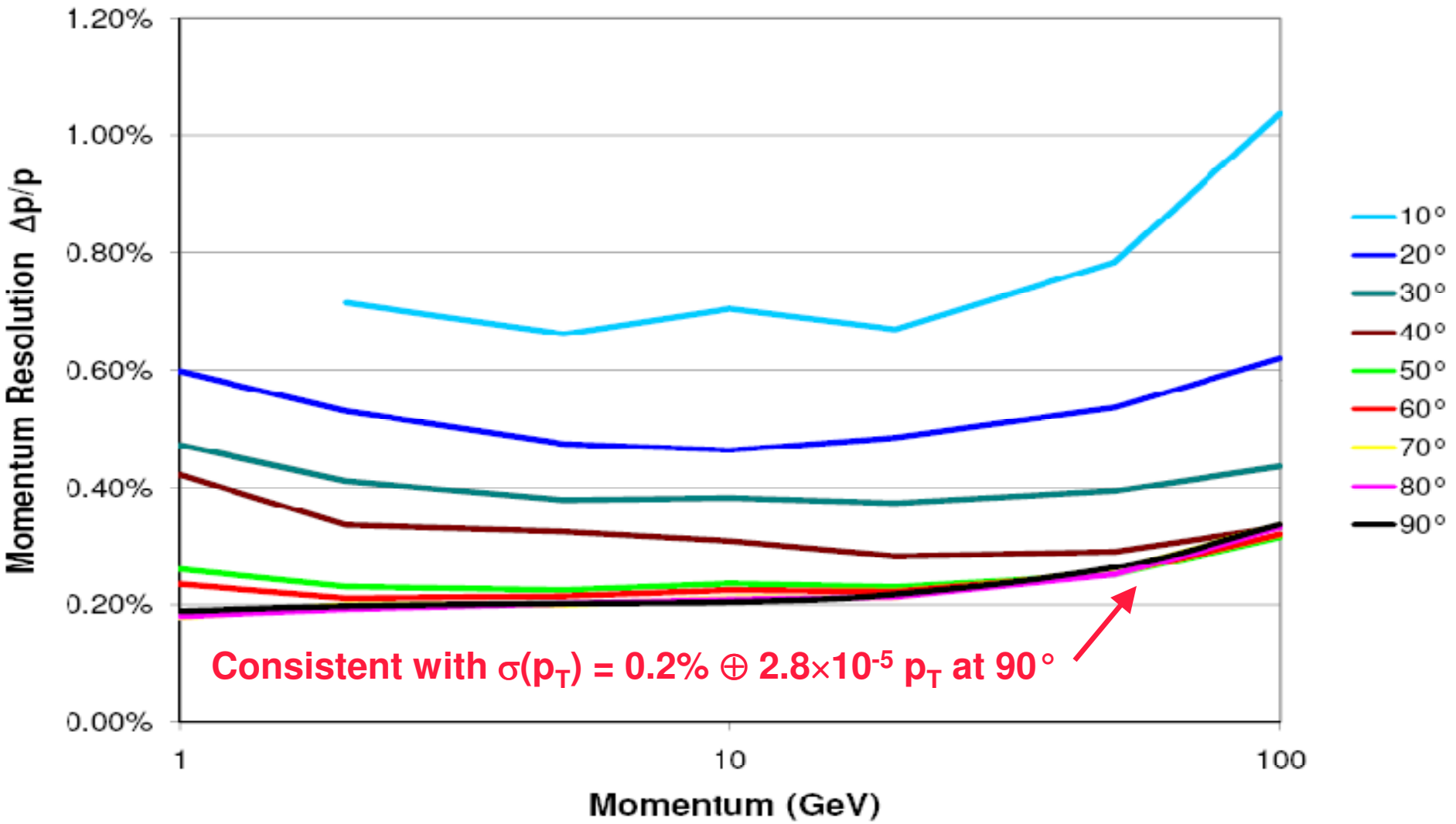




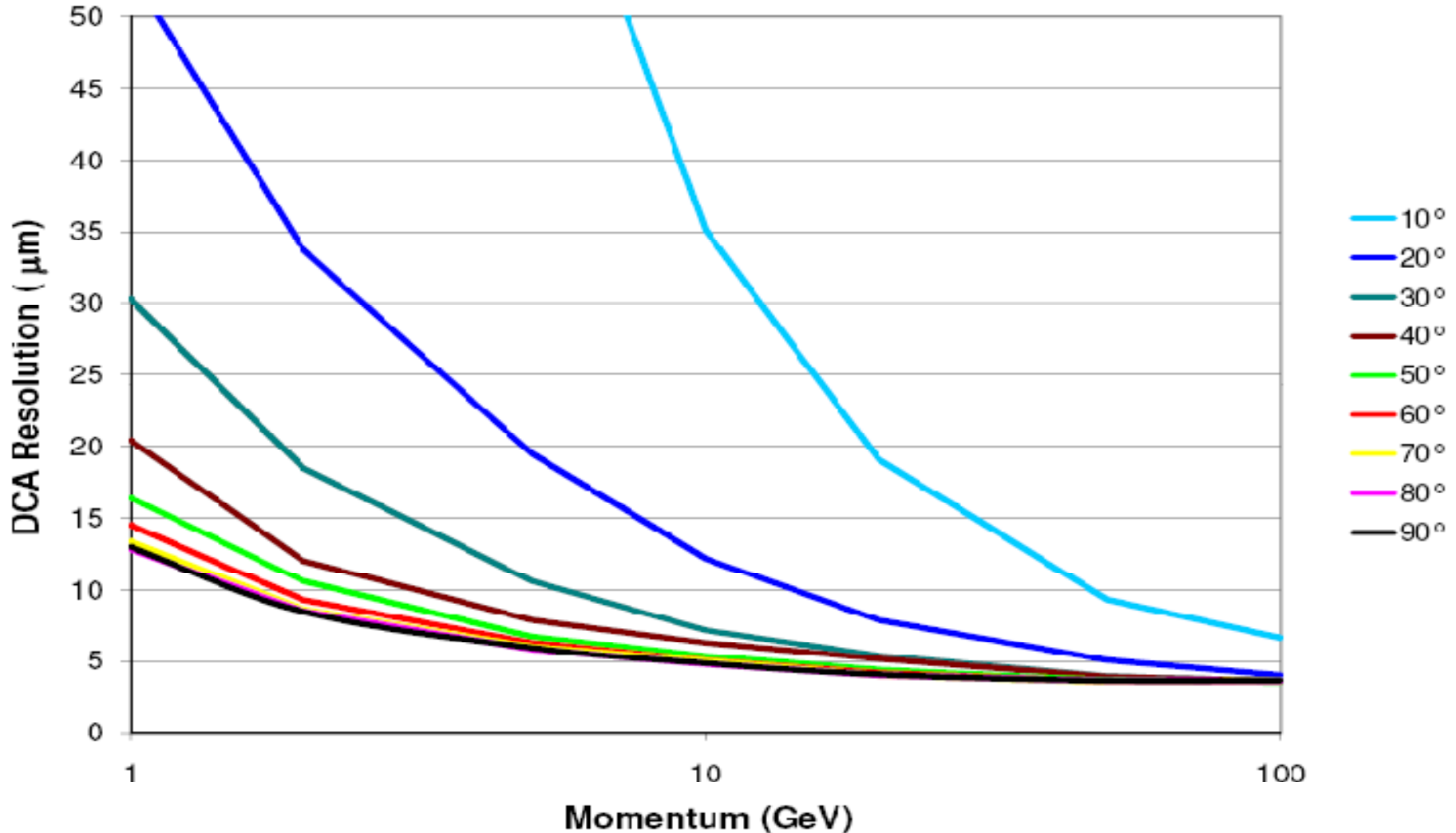


Momentum Resolution

◆ Good momentum resolution everywhere!

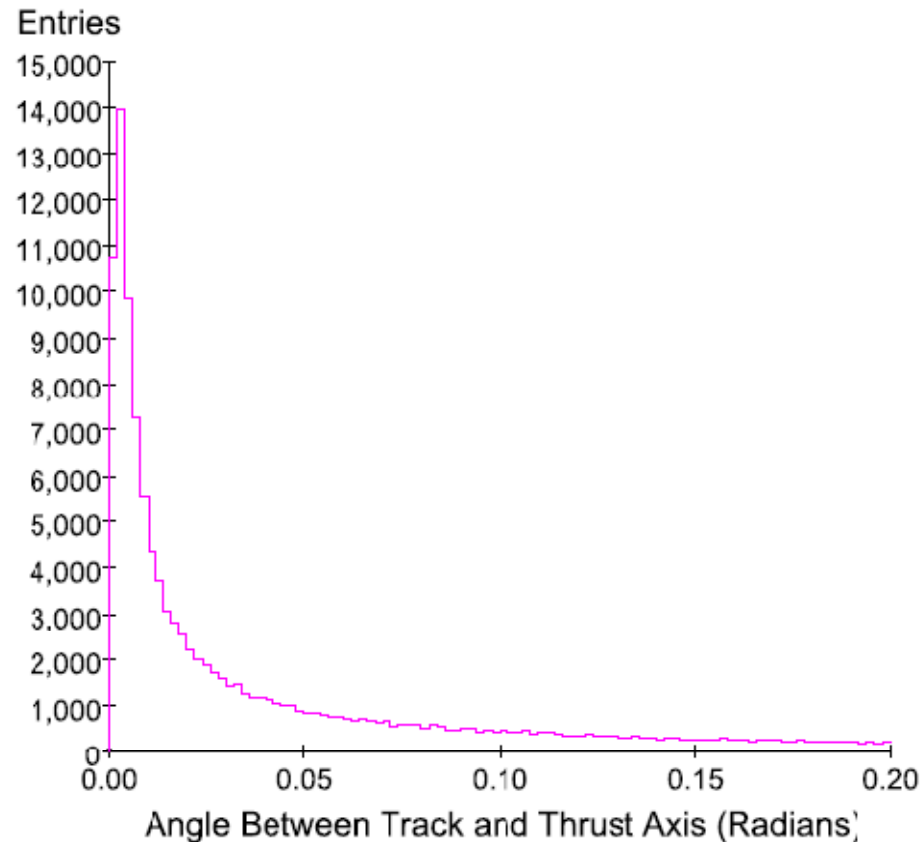
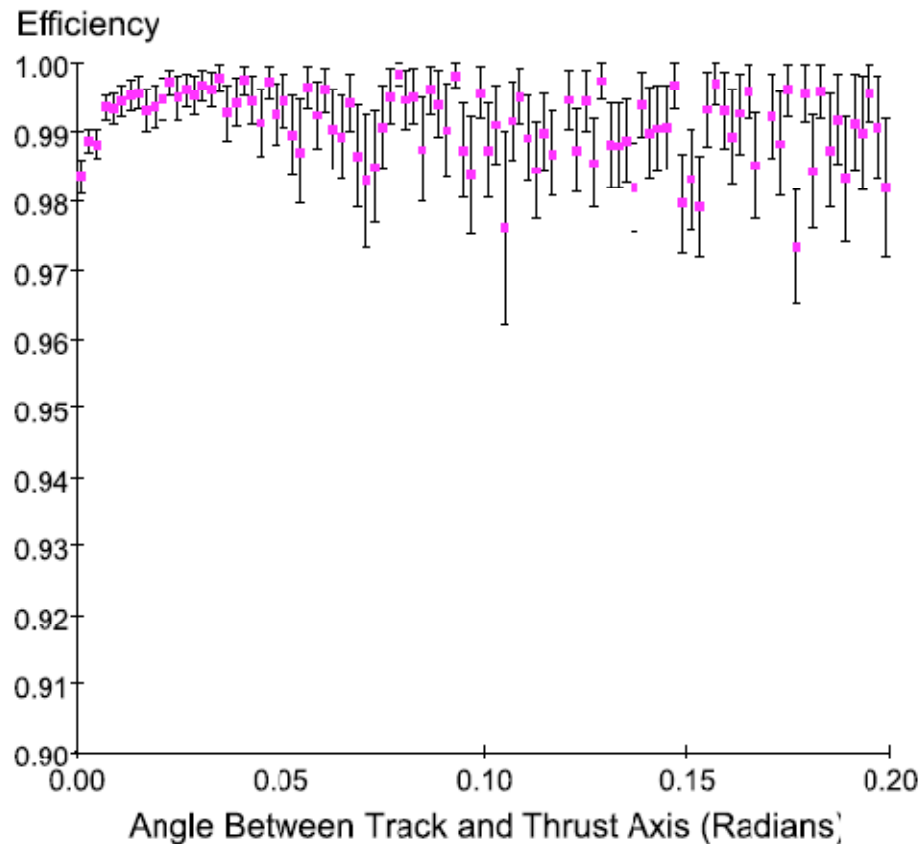


◆ 4 μm impact parameter resolution at high momentum



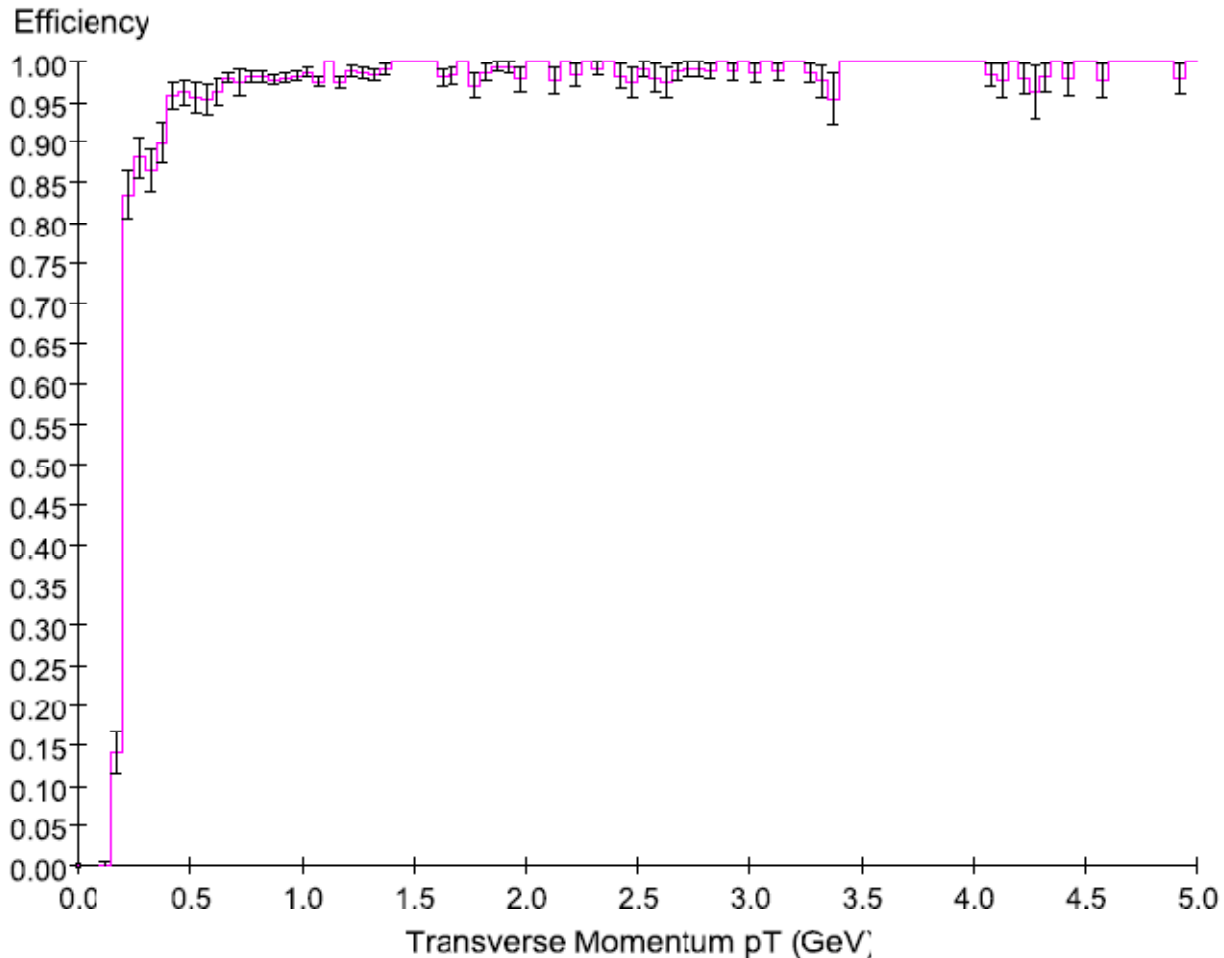
Tracking Efficiency in Core of Jets

- ◆ Look at tracking efficiency vs angle between track and thrust axis for 1 TeV qq events
- ◆ See high tracking efficiency even in core of high energy jets



Tracking Efficiency with Backgrounds

- ◆ High tracking efficiency for bb events at 500 GeV with background from 10 beam crossings overlaid (10x baseline)



- ◆ SiD has characterized tracking performance using detailed GEANT simulations with full track reconstruction
- ◆ >99% tracking efficiency for findable tracks
 - Findable tracks in this study have $p_T > 0.2$ GeV, <1 cm impact parameter
- ◆ High tracking efficiency over full solid angle
 - Tracking coverage extends to $|\cos(\theta)| \sim 0.99$
 - Uniform efficiency except for dip in efficiency for low p_T tracks at barrel-disk transition – further work needed here
- ◆ <1% of tracks have >1 mis-assigned hit, fake rate $\sim 0.07\%$
- ◆ Excellent momentum and impact parameter resolution
- ◆ Excellent tracking performance maintained in core of high energy jets and in events with 10x expected background