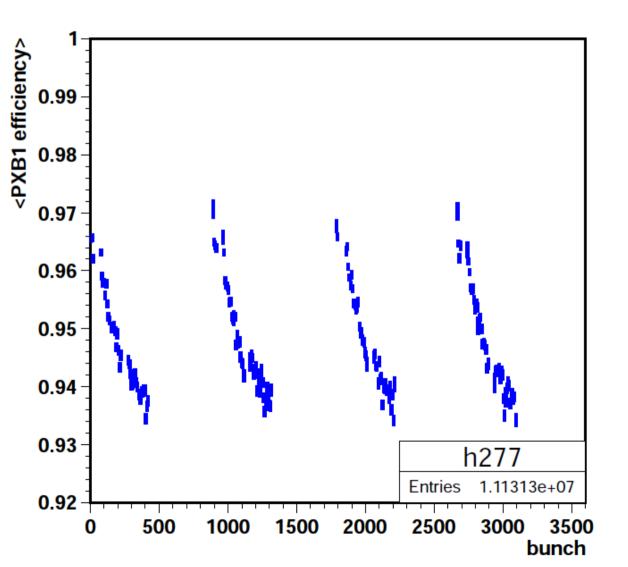
Barrel pixel dynamic inefficiency at PU 18

Daniel Pitzl, DESY CMS Pixel DPG 19.4.2012

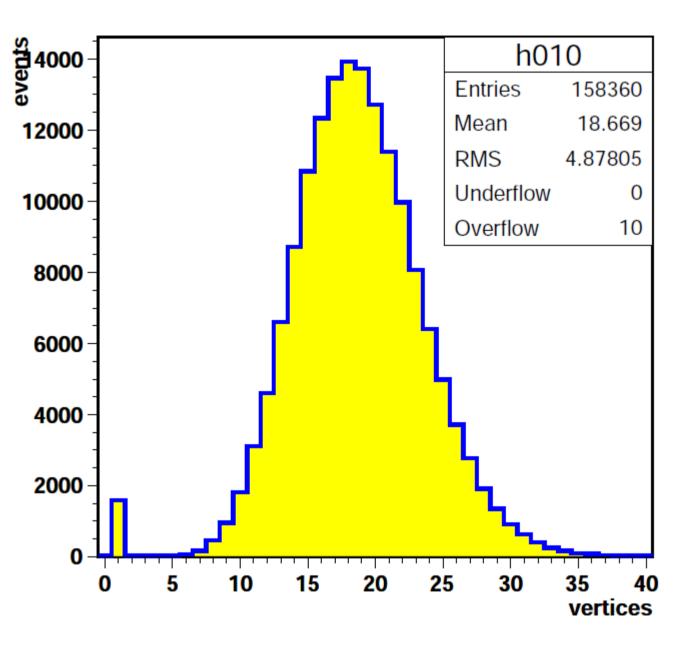


- Apr 2012 data
- Efficiency vs bunch

Data

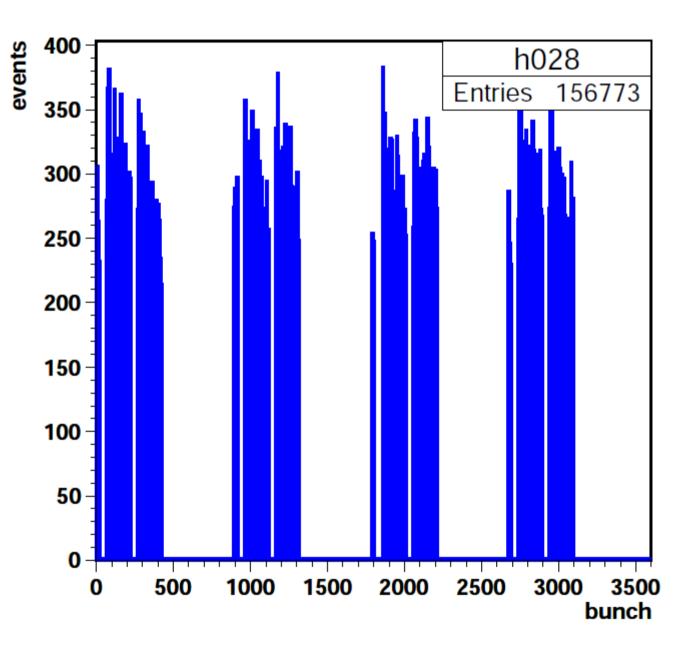
- Apr 2012, fill 2497
 - ▶ 50 ns spacing, 624 bunches
- Jet stream, PromptReco, AOD
- Use hits on tracks (HitPattern) in CMSSW_5_2_3
 - 'efficiency' = 'availability of hits on tracks'

offline primary vertices: pile up



- Fill 2497 (2.5h)
- Mean number of CMS reconstructed vertices in this sample is 18.7

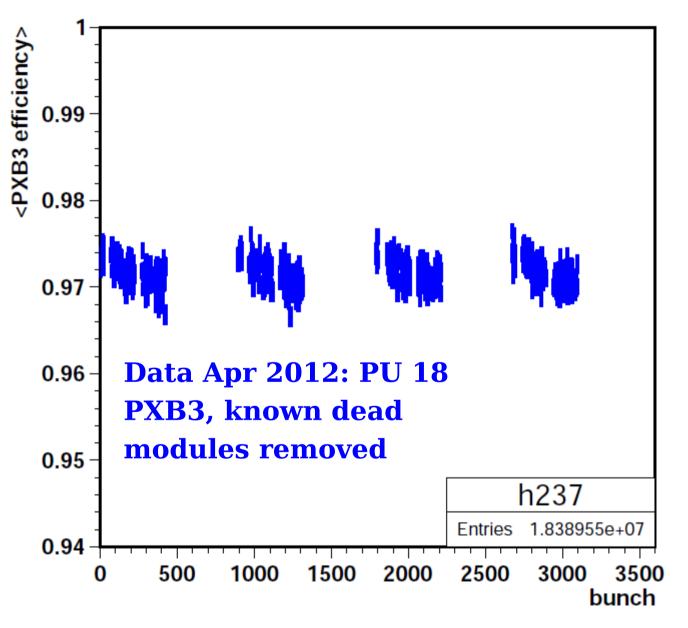
Bunch pattern fill 2497



• LHC:

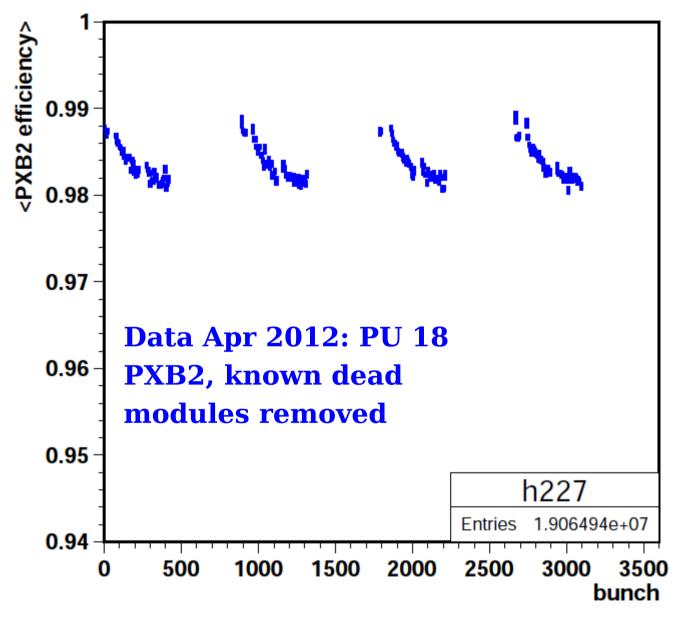
- ► 26'659 m
- ▶ 89 us / turn
- space for 3564 bunches at 25 ns.
- fill 2497:
 - 624 bunches filled in 12 trains
 - 4 long gaps: ~11 μs

Pixel barrel layer 3 efficiency



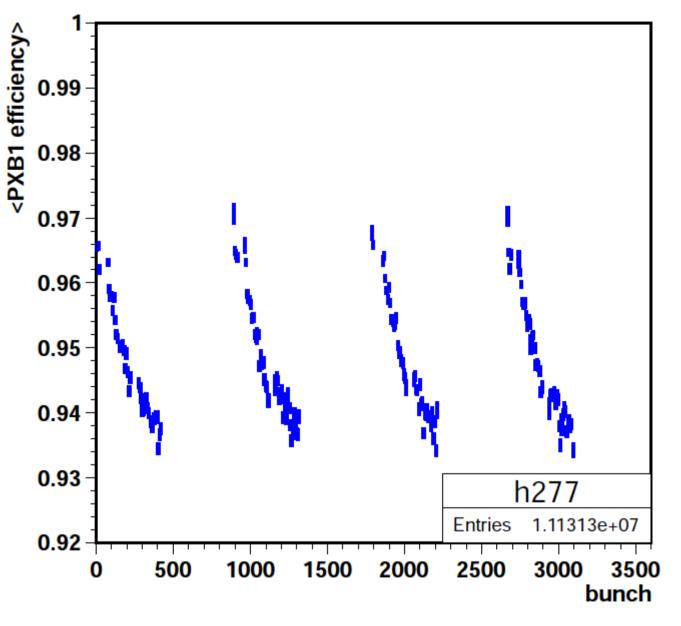
- Efficiency for layer 3:
 - ► *z*-gaps taken out
 - known dead or bad modules are taken out.
- Hit in PXB1 or PXB2 required.
- Mean efficiency is 97.2%.
- Dynamic degradation: at most -0.3%.

Pixel barrel layer 2 efficiency



- Efficiency = (tracks with hit in PXB2) / (tracks through PXB2 z-gaps dead modules)
 - ► z-gaps taken out,
 - dead or bad modulesare taken out.
- Hit in PXB1 required.
- Mean efficiency is 98.4%.
- Dynamic inefficiency: about -0.6%.

Pixel barrel layer 1 efficiency



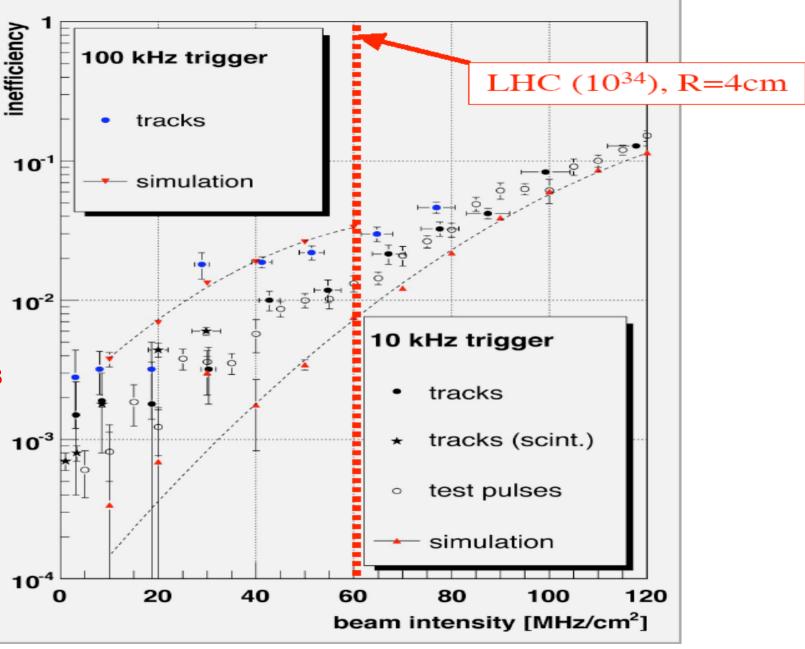
- Efficiency = (tracks with hit in PXB1) / (tracks through PXB1 z-gaps)
 - ► *z*-gaps taken out,
 - one dead module taken out.
- Peak efficiency 96.8%.
- Dynamic inefficiency-3%.

Pixel ROC inefficiency



 $L_{avg} = 2.5 \cdot 10^{33}$ in 618 bunches
at 50 ns

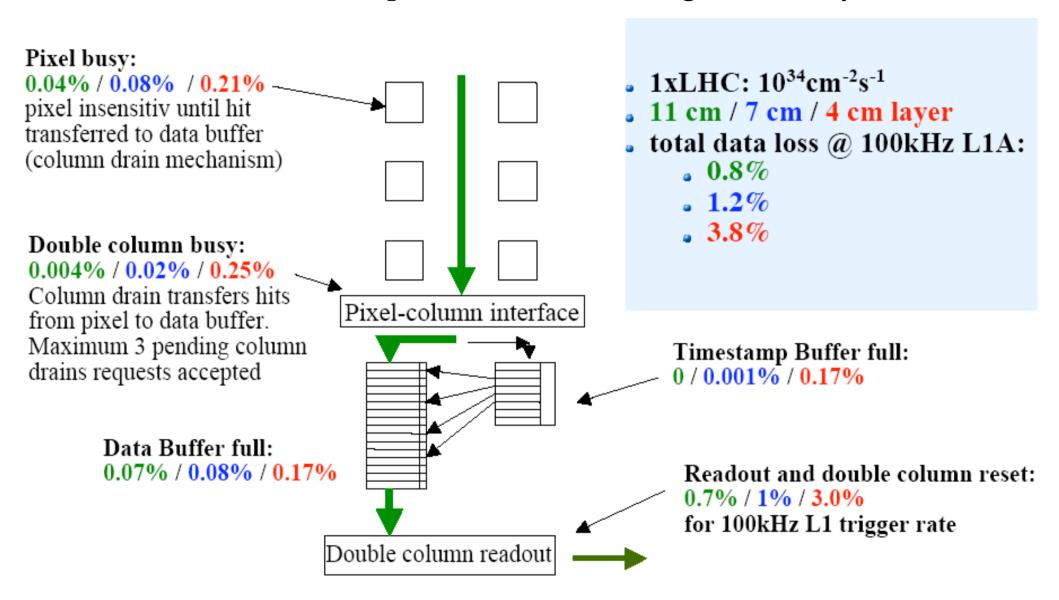
2 1·10³⁴ in
 2472 bunches
 25 ns
 ≃ design!



PSI high rate test beam 2005

Data loss mechanisms

Present PSI46 readout chip simulated at LHC design luminosity



H.C. Kaestli, CMS Tracker upgrade workshop Feb 2007 http://indico.cern.ch/conferenceDisplay.py?confId=12094

Summary

- Dynamic inefficiency in PXB1 at PU 18 is about -3%
- Similar studies in Sep 2011 with PU 12 gave about -1%
- Similar studies on March 2011 with PU 5-6 gave about -0.5%
- PXB2 dynamic inefficiency is about -0.6 at PU 18
- Does it agree with simulation?
- Is the effect included in CMS simulation?
- Plot for TDR?