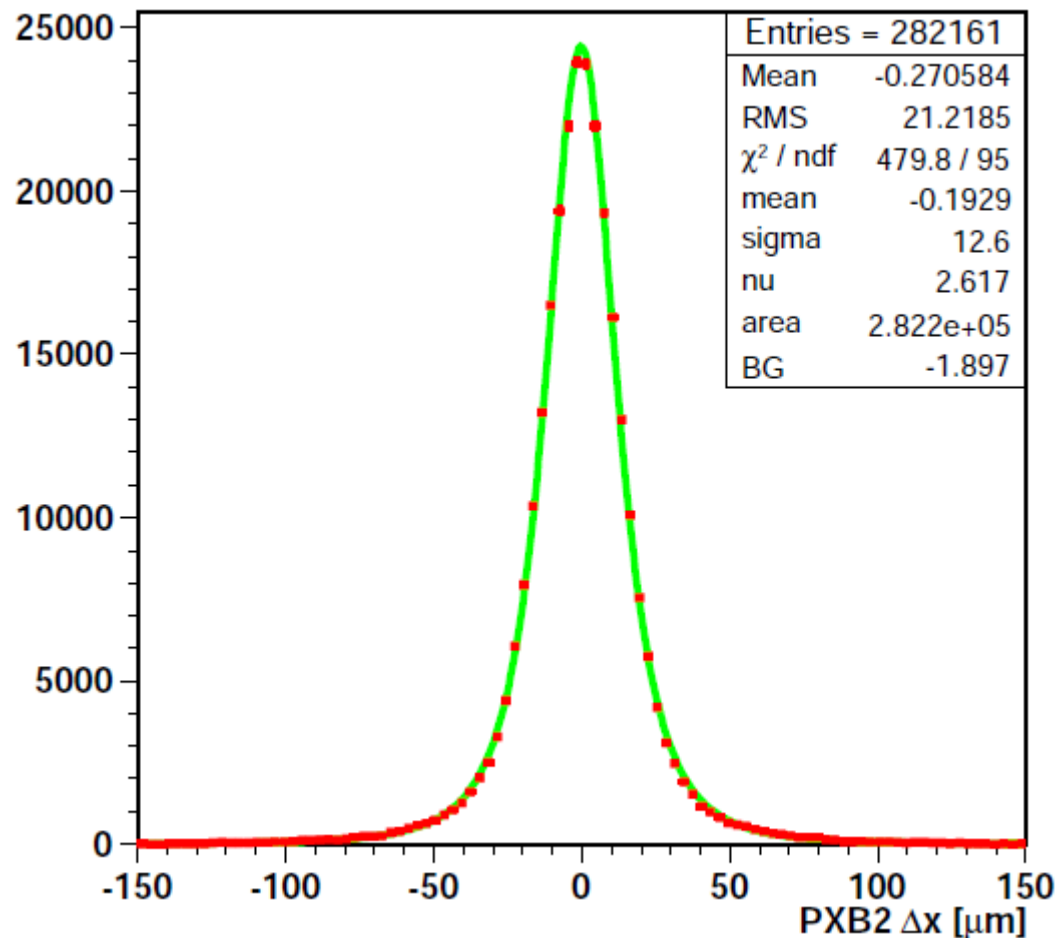


Barrel pixel resolution in 2012

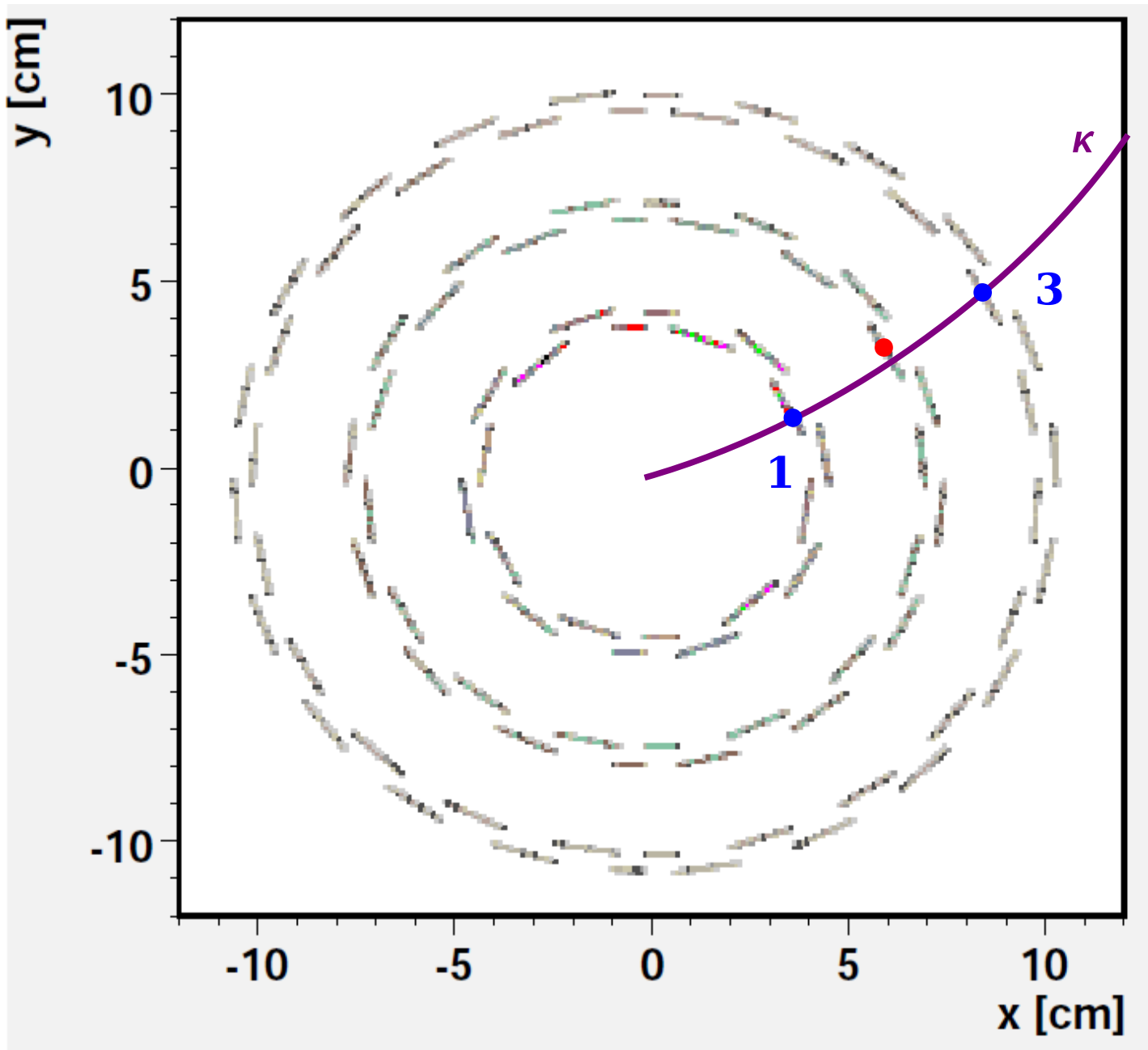
Armin Burgmeier, Daniel Pitzl, DESY

CMS Pixel DPG, 19.4.2012



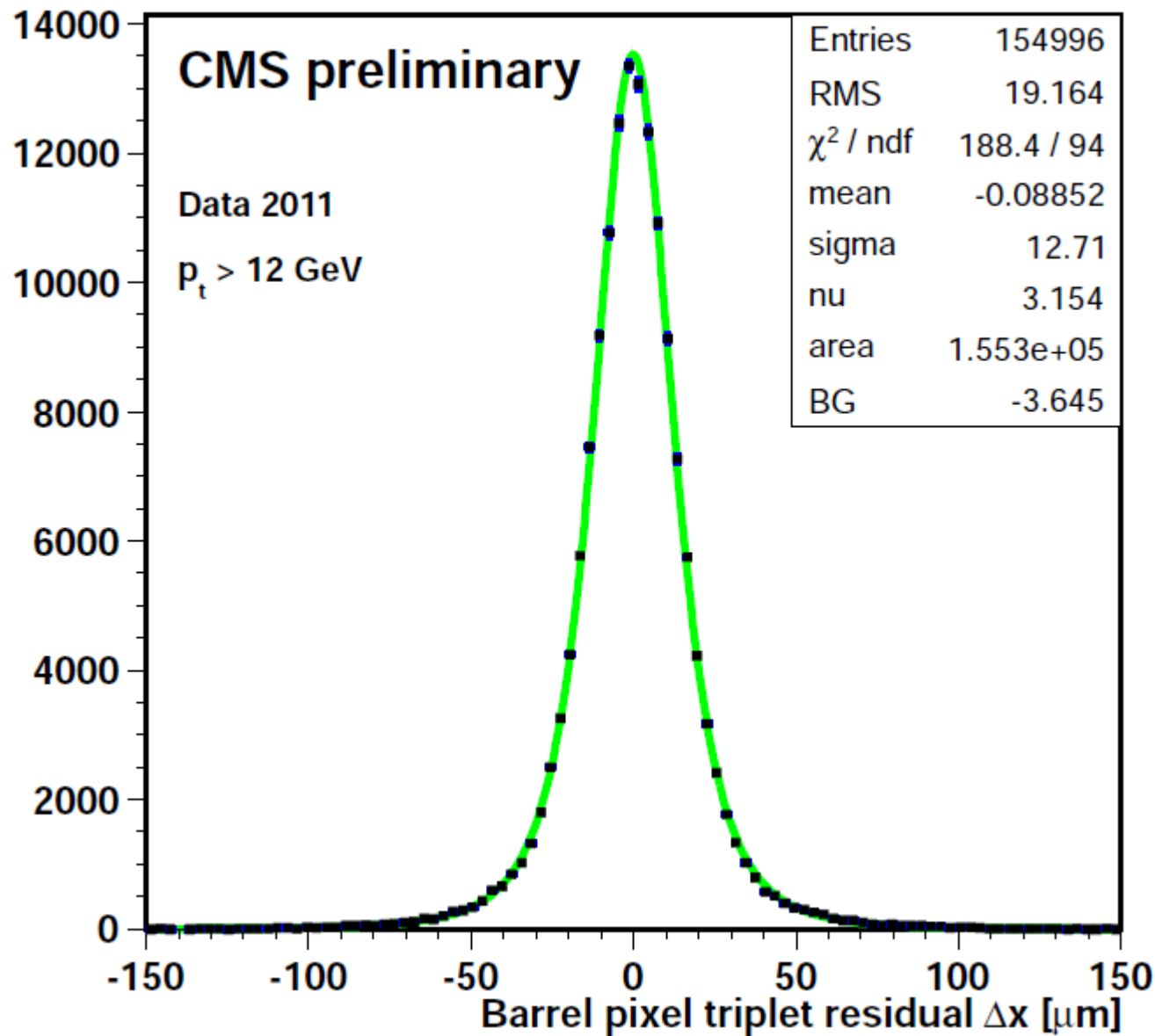
- Triplet method
- Data Apr '12 vs Oct '11
 - residuals
 - resolution profiles

Pixel triplets



- Select tracks with hits in 3 pixel layers.
- Redefine track:
 - curvature κ from full tracker,
 - position and angles from hits 1 and 3.
 - analytic code from J. Gassner 1996 (ETH Zürich, H1).
- Interpolate to middle layer:
 - residual between track and hit.

Barrel pixel triplet $r\phi$ residuals at high p_t



- Data Mar 2011
- Width of the residual distribution at high p_t :

$$\sigma_r^2 = \sigma_2^2 + (\sigma_1/2)^2 + (\sigma_3/2)^2$$

- All σ equal:

$$\sigma_r = \sqrt{3/2} \sigma_i$$

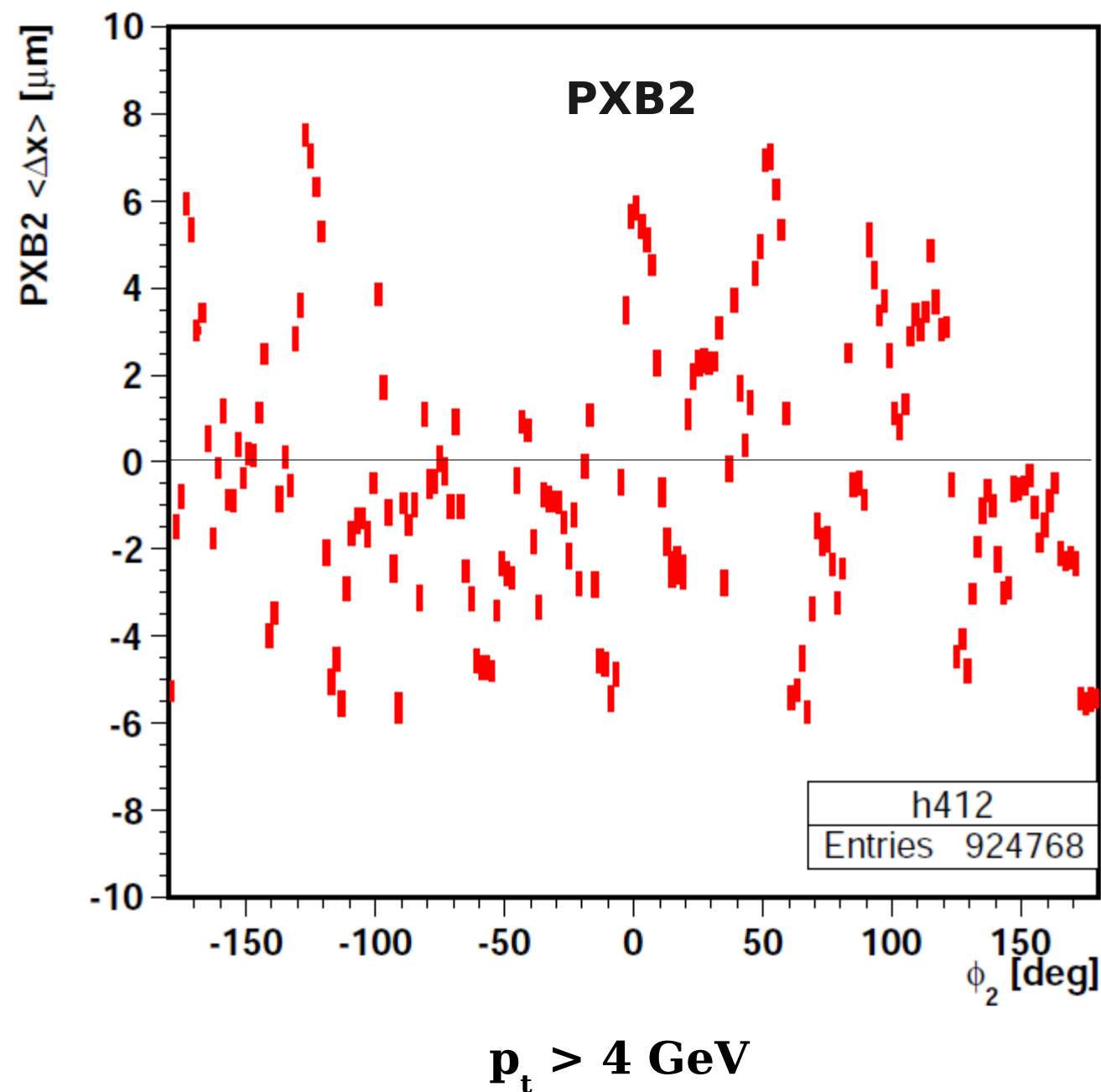
- Result:

- $\sigma_r = 12.7 \mu\text{m}$,
- $\sigma_i = 10.4 \mu\text{m}$.
- with $100 \mu\text{m}$ pixel size!

Data

- Apr 2012, run 190678
 - promptReco_v1
 - CMSSW_5_2_3
 - Global tag GR_P_V35::All,
 - Jet sample.
- Oct 22, 2011, run 179452 (fill 2240)
 - Nov19 reReco
 - CMSSW_4_4_2
 - Fixed global tag FT_R_44_V11::ALL
 - singleMu sample.
- Using
 - GeneralTracks, TransientTracks and TransientRecHits
 - tracks are re-fit

Alignment check vs φ in PXB2

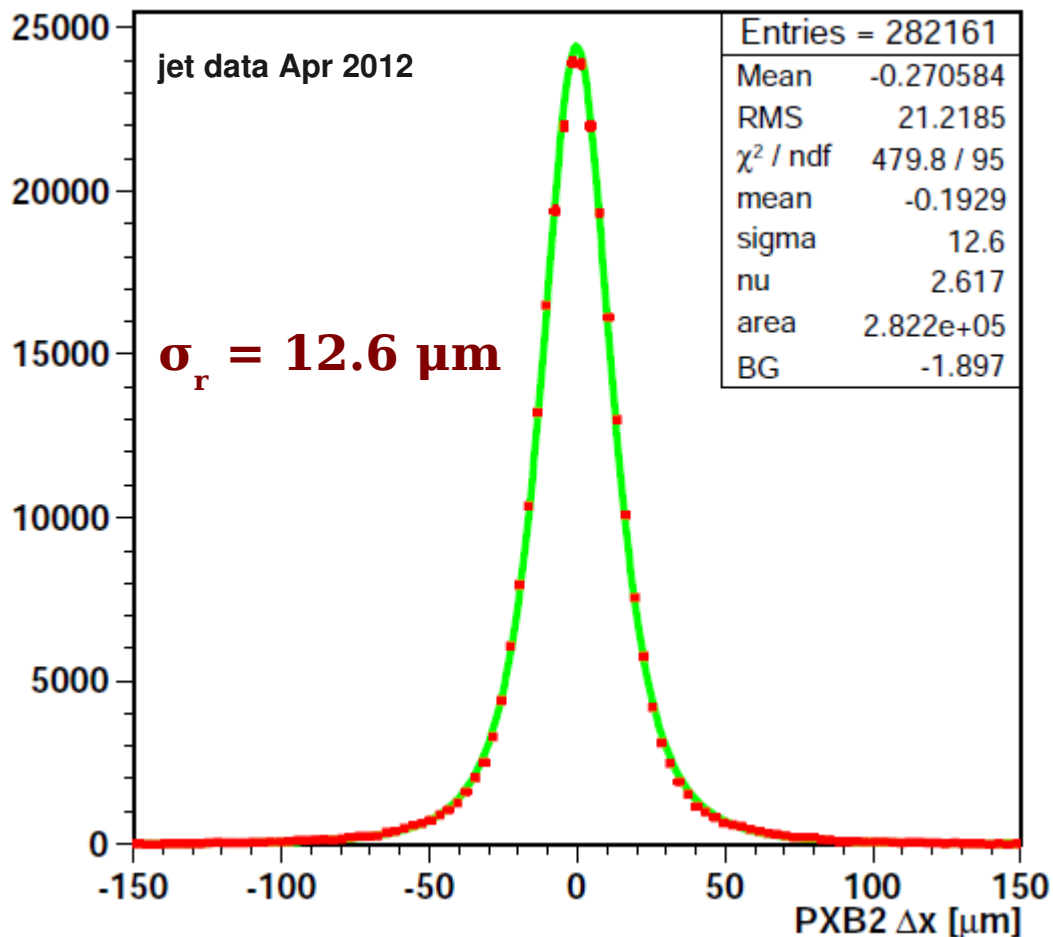


- Barrel pixel mean triplet residuals: should be zero.
- Apr 2012 data
- Shifts of up to $\pm 6 \mu\text{m}$, indication of 30-fold ladder pattern?
- Can the alignment be improved?

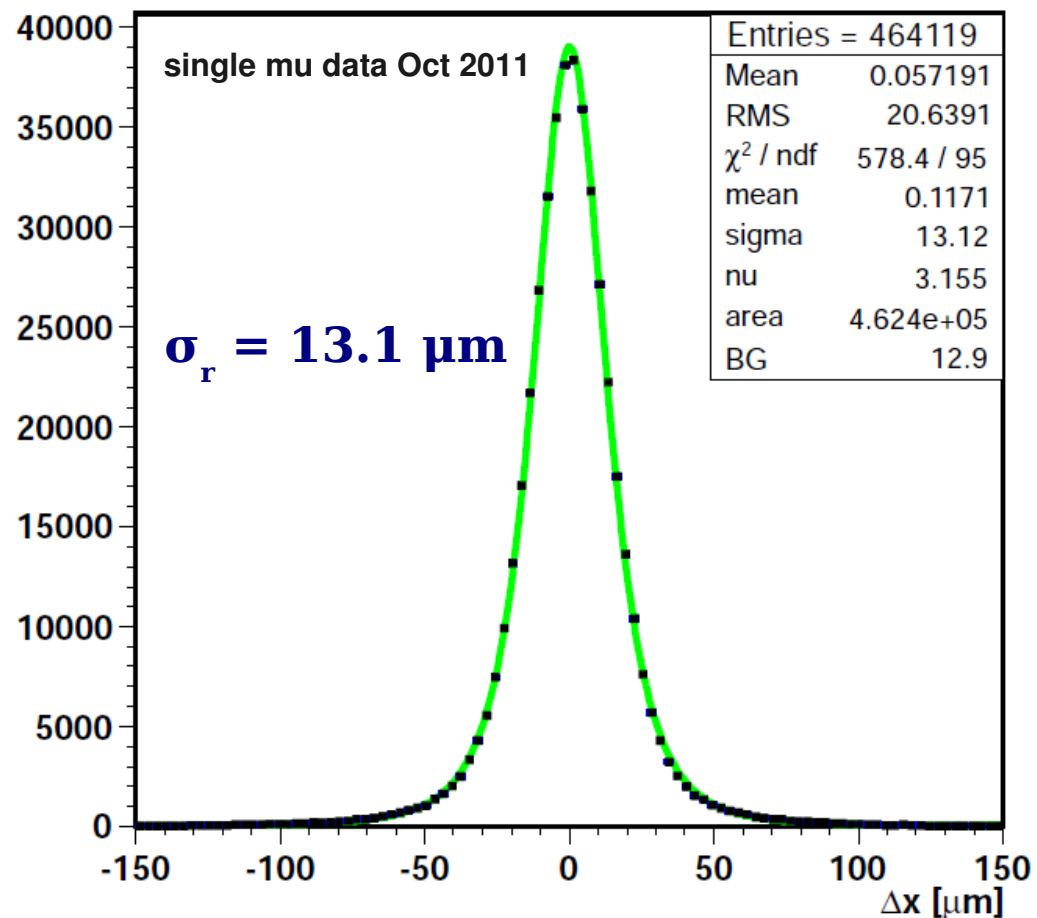
Barrel pixel layer 2 $r\phi$ resolution

track $p_t > 12$ GeV

Apr 2012 Jet data

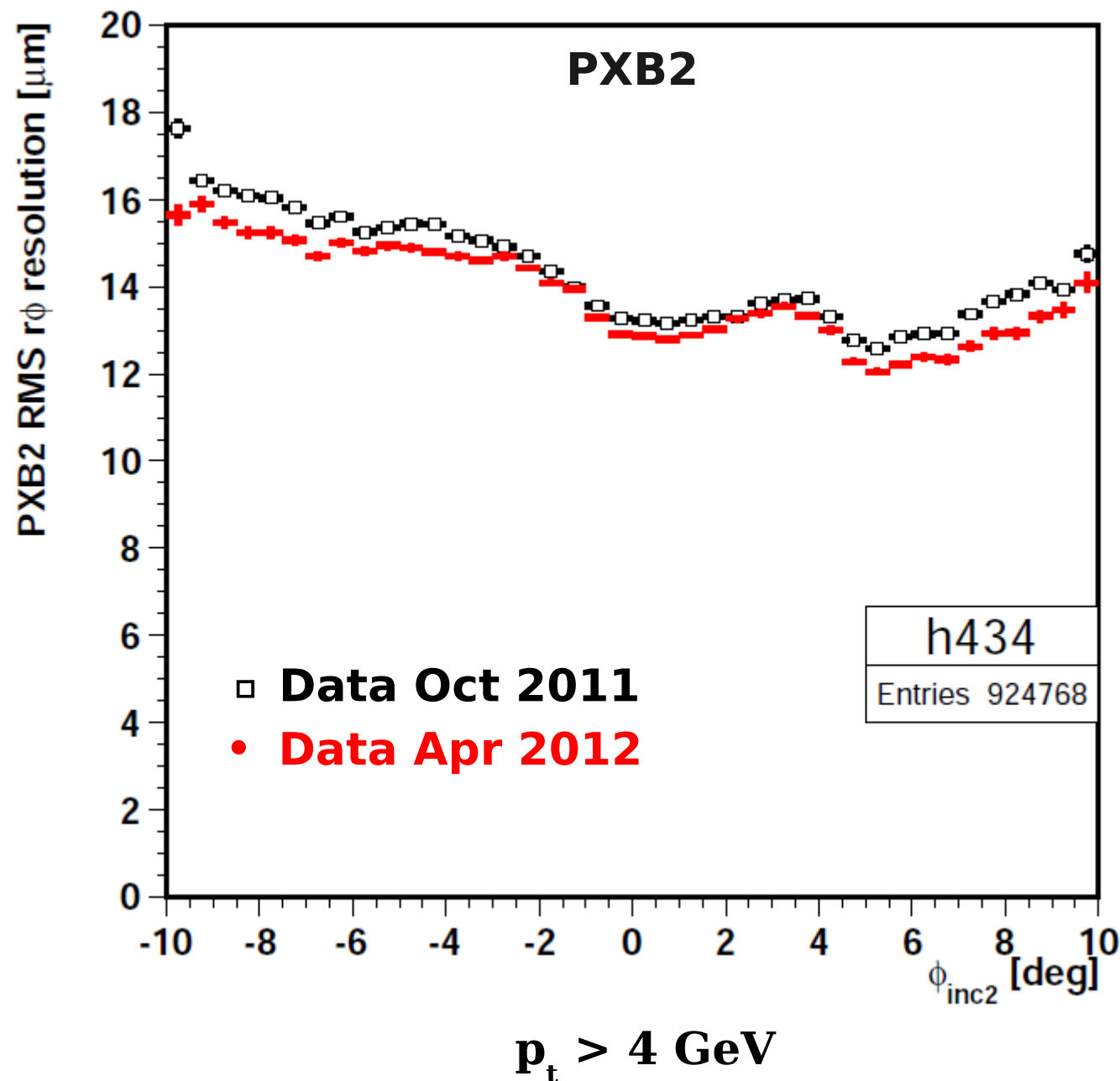


Oct 2011 singleMu data



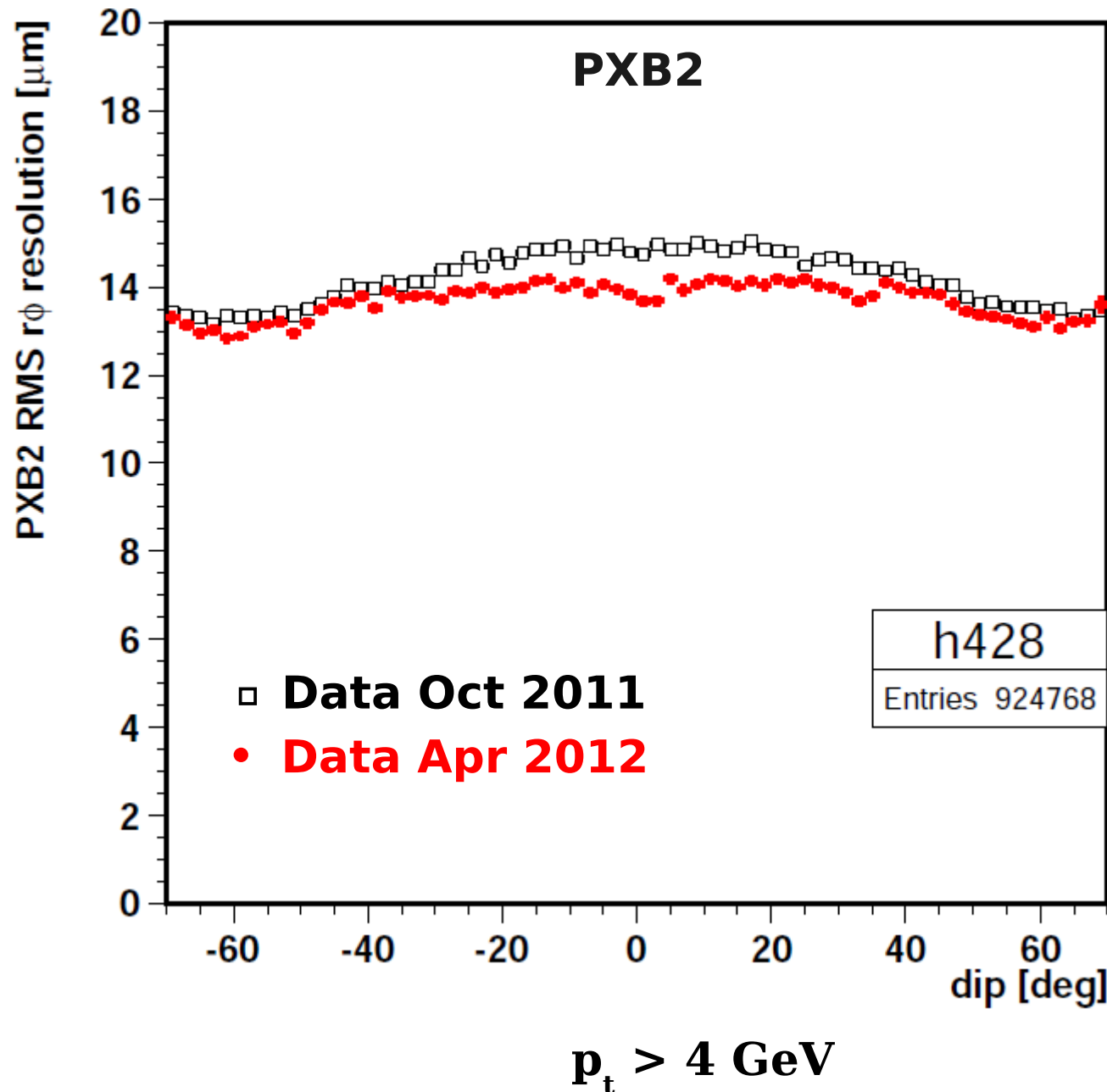
intrinsic resolution $\sigma_i = \sigma_r / \sqrt{3/2} = 10.3 \mu\text{m}$

PXB2 $r\phi$ resolution vs incident angle



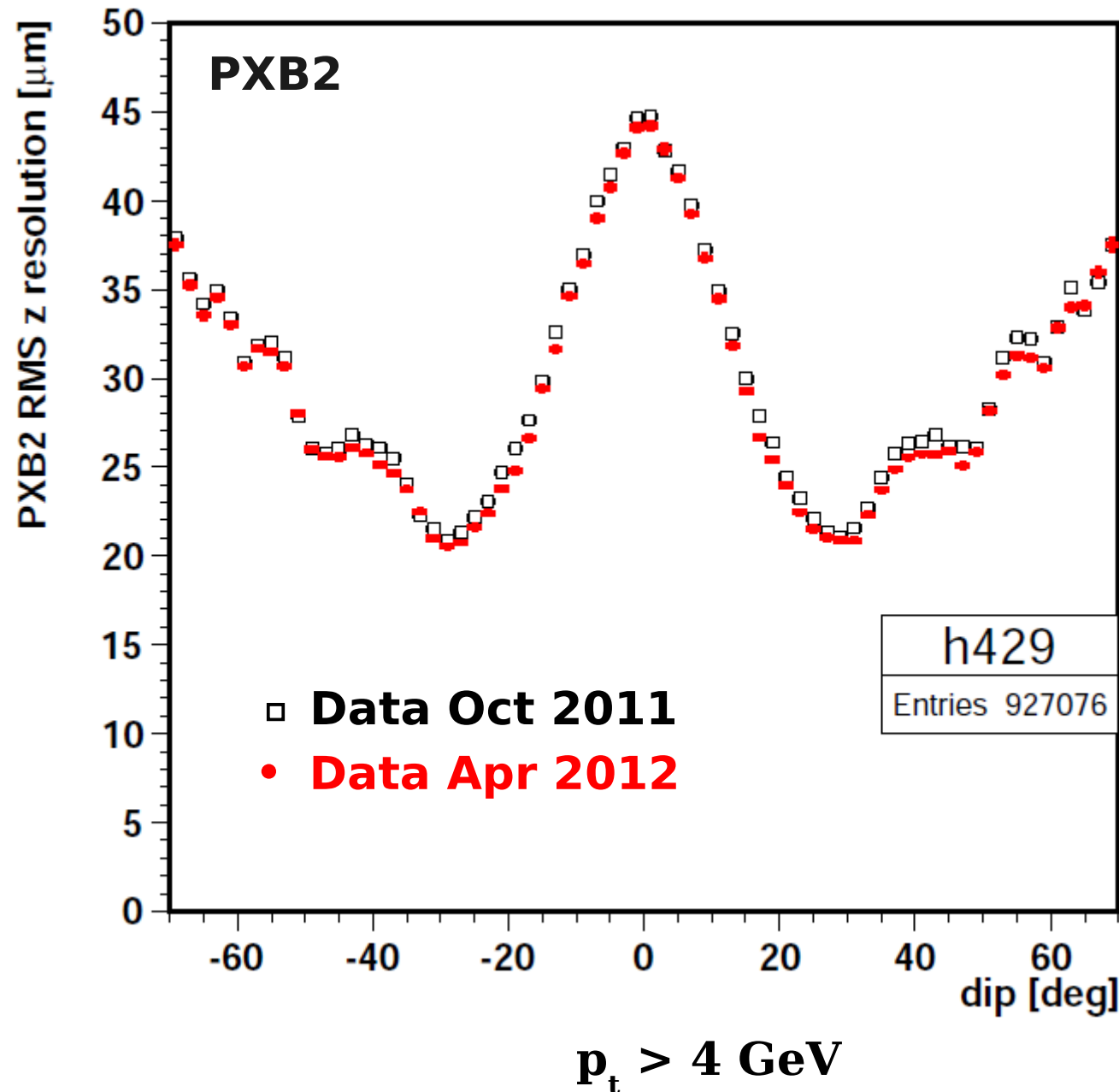
- Track angle of incidence with module normal vector in $r\phi$.
- Pixel barrel layer 2 has 30 (full) modules:
 - each covers $\pm 6^\circ$ in azimuth,
 - larger angles due pixel offset to beam.
- Optimal $r\phi$ resolution reached for incidence between -1° and $+7^\circ$.
- Apr 2012 resolution is slightly better.

PXB2 $r\phi$ resolution vs dip angle

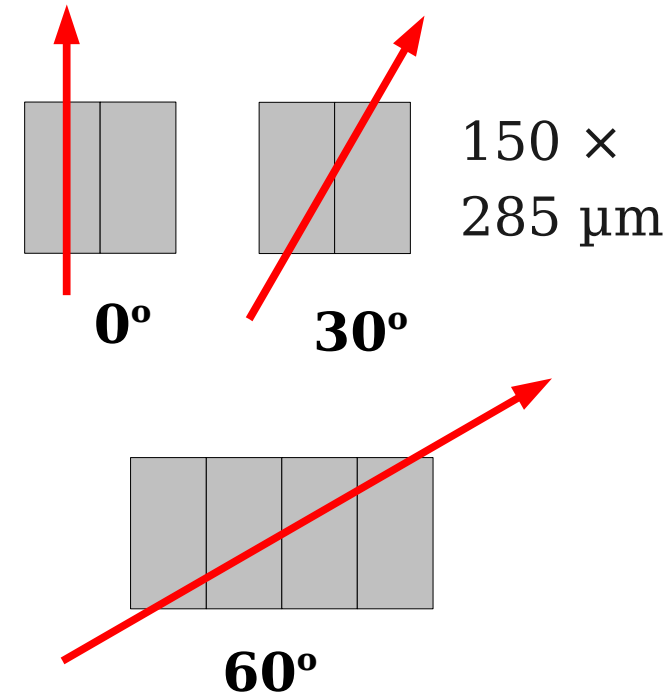


- truncated RMS of the residuals
- dip angle $\lambda = \pi/2 - \theta$
- Apr 2012 data slightly better.

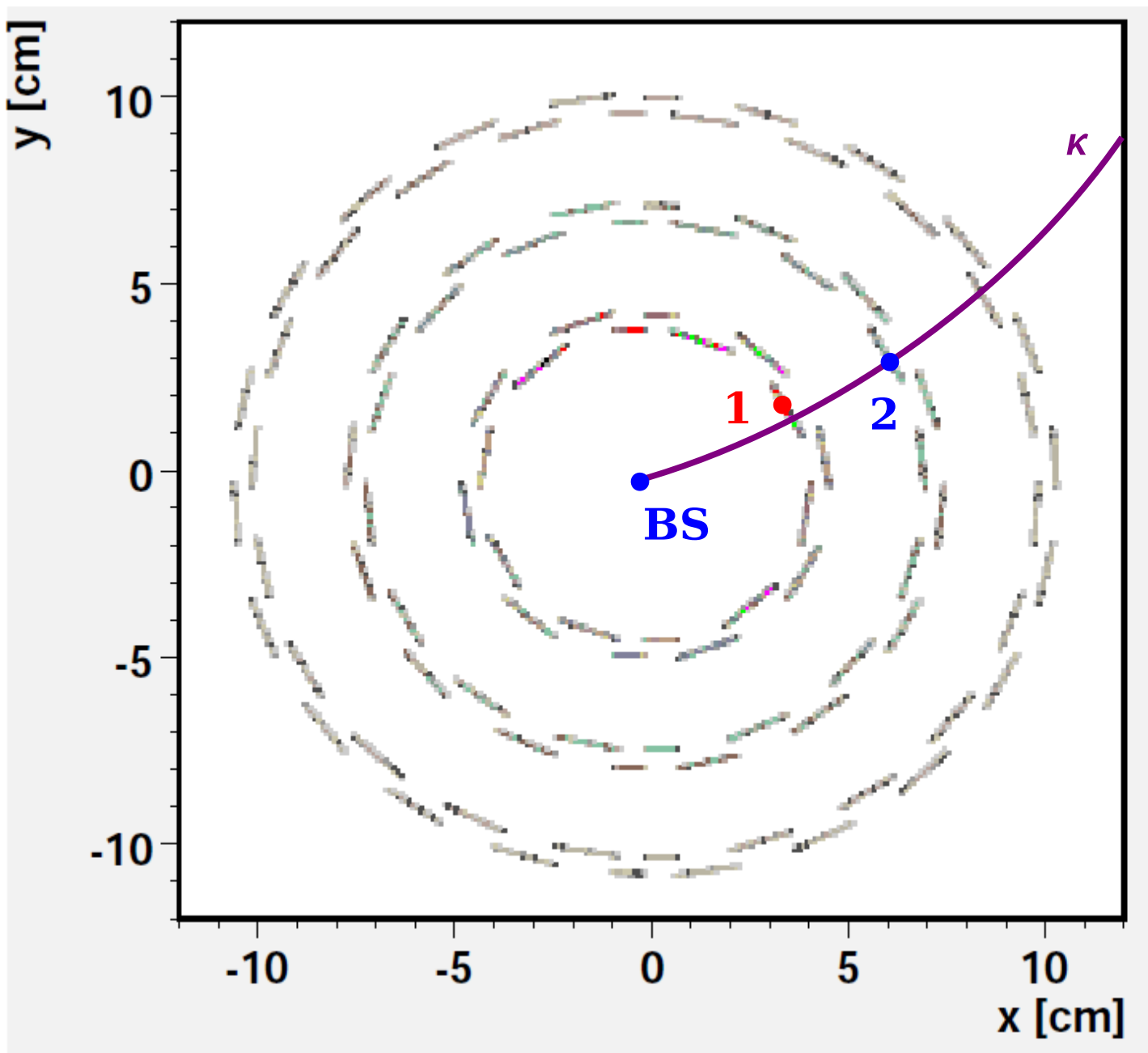
PXB2 z resolution vs dip angle



- optimal resolution at $\lambda = \pm 30^\circ$:
 - sharing between neighboring pixels
- Apr 2012 resolution is slightly better.

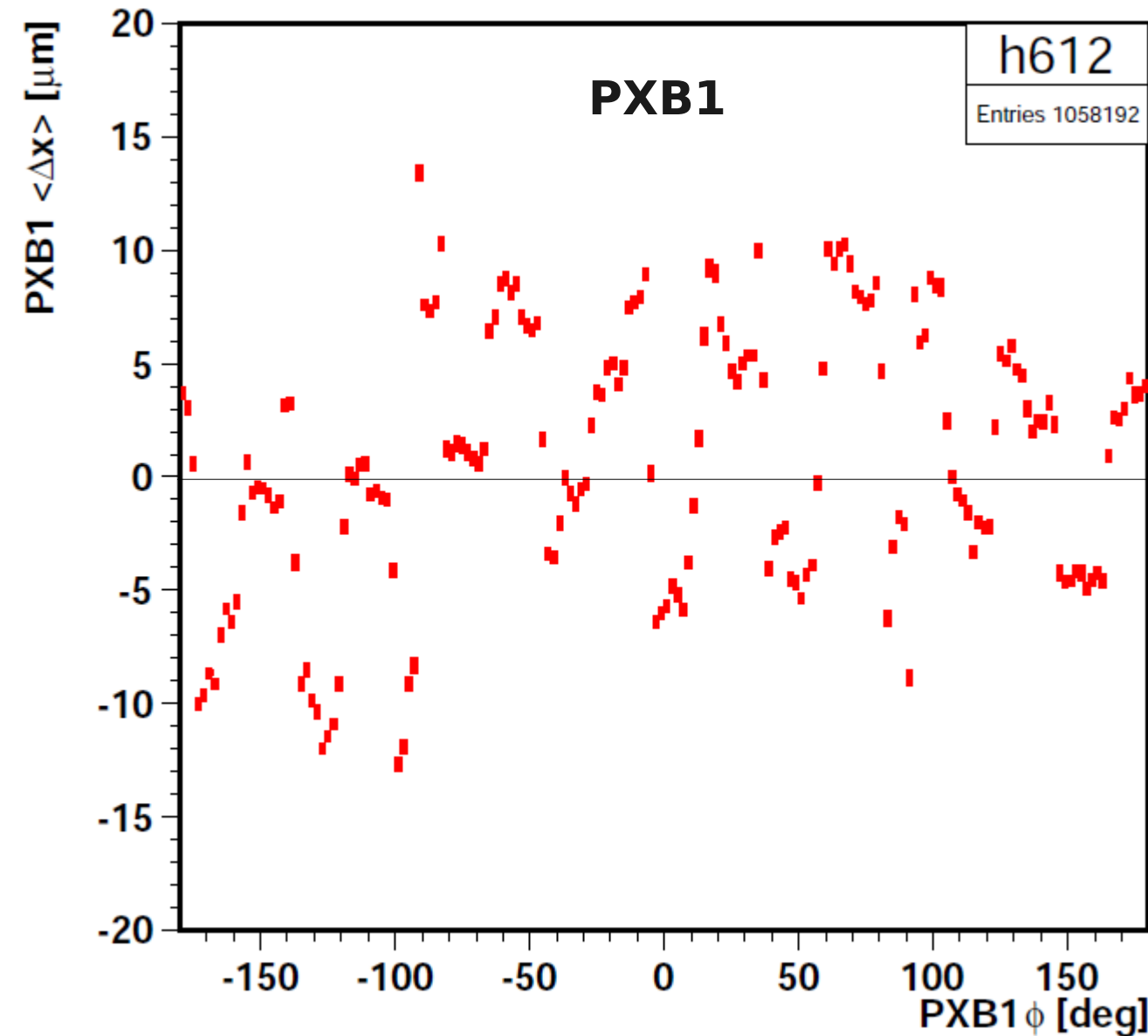


layer 1 residual using the beam spot



- Select tracks with hits in 2 pixel layers.
- Use offline beam spot.
- Impact parameter:
 $|d'_{CA}| < 5 \sigma$.
- Redefine track:
 - curvature κ from full tracker,
 - position and angle from beam spot and 2nd layer, in $r\varphi$.
- Interpolate to 1st layer.

Alignment check vs φ in PXB1



$p_t > 4 \text{ GeV}$

- Barrel pixel mean triplet residuals: should be zero.
- Apr 2012 data
- Shifts of up to $\pm 10 \mu\text{m}$, 18-fold ladder pattern.
- Can the alignment be improved?

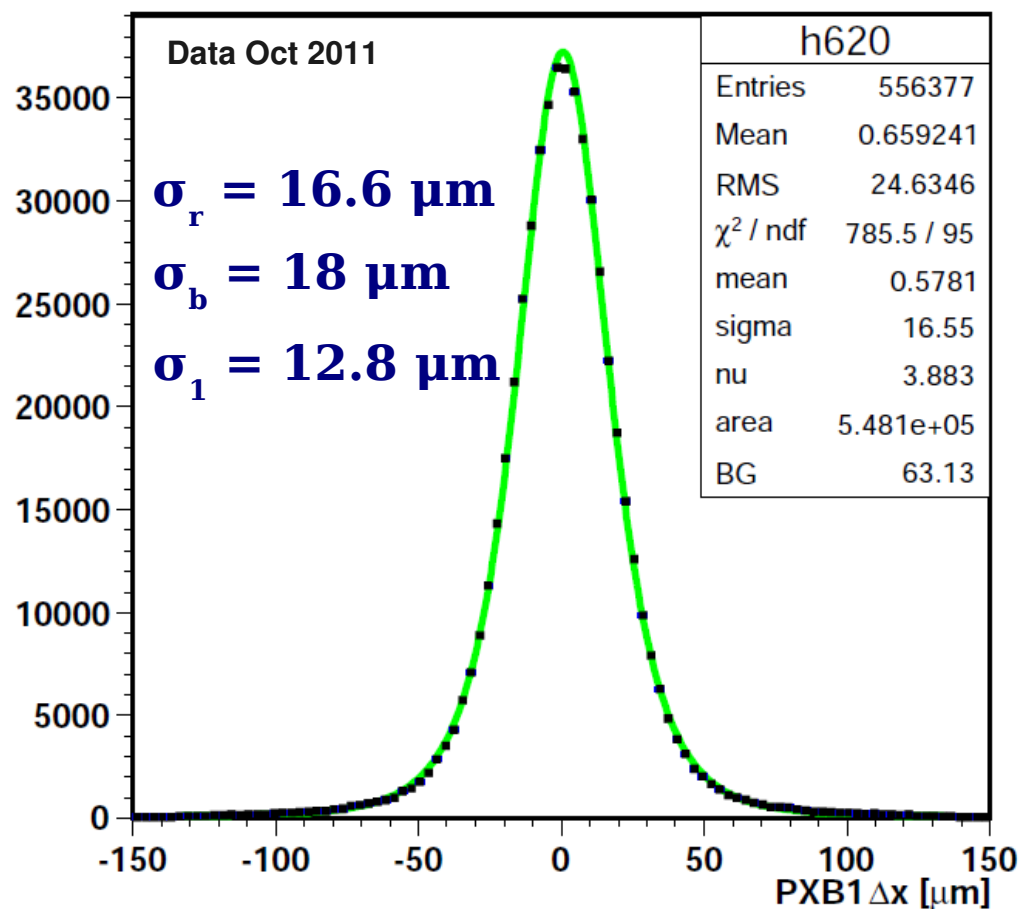
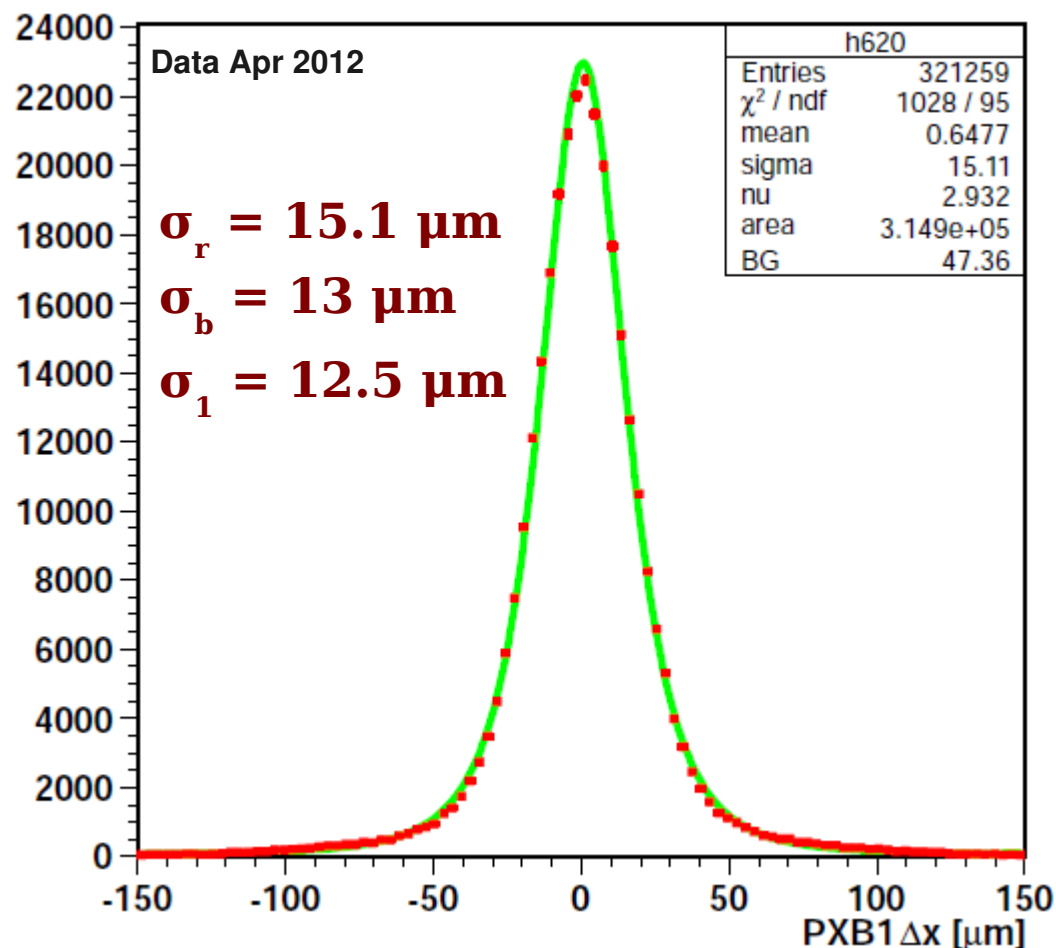
Barrel pixel layer 1 $r\phi$ resolution 2011

track $p_t > 12$ GeV, $|d'_{CA}| < 5 \sigma$

need to subtract beam spot size contribution

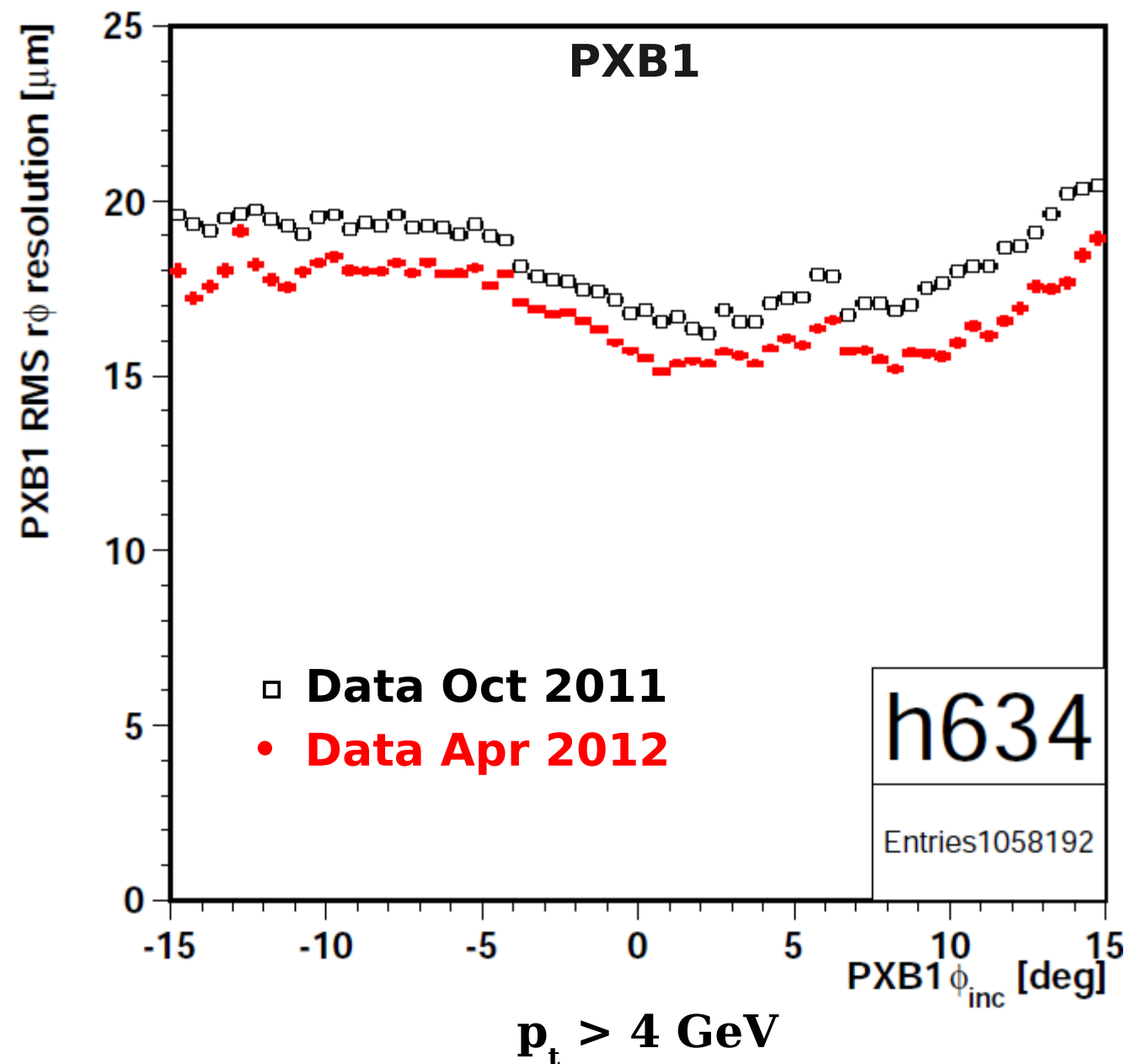
Mar 2011 Jet data

Oct 2011 singleMu data



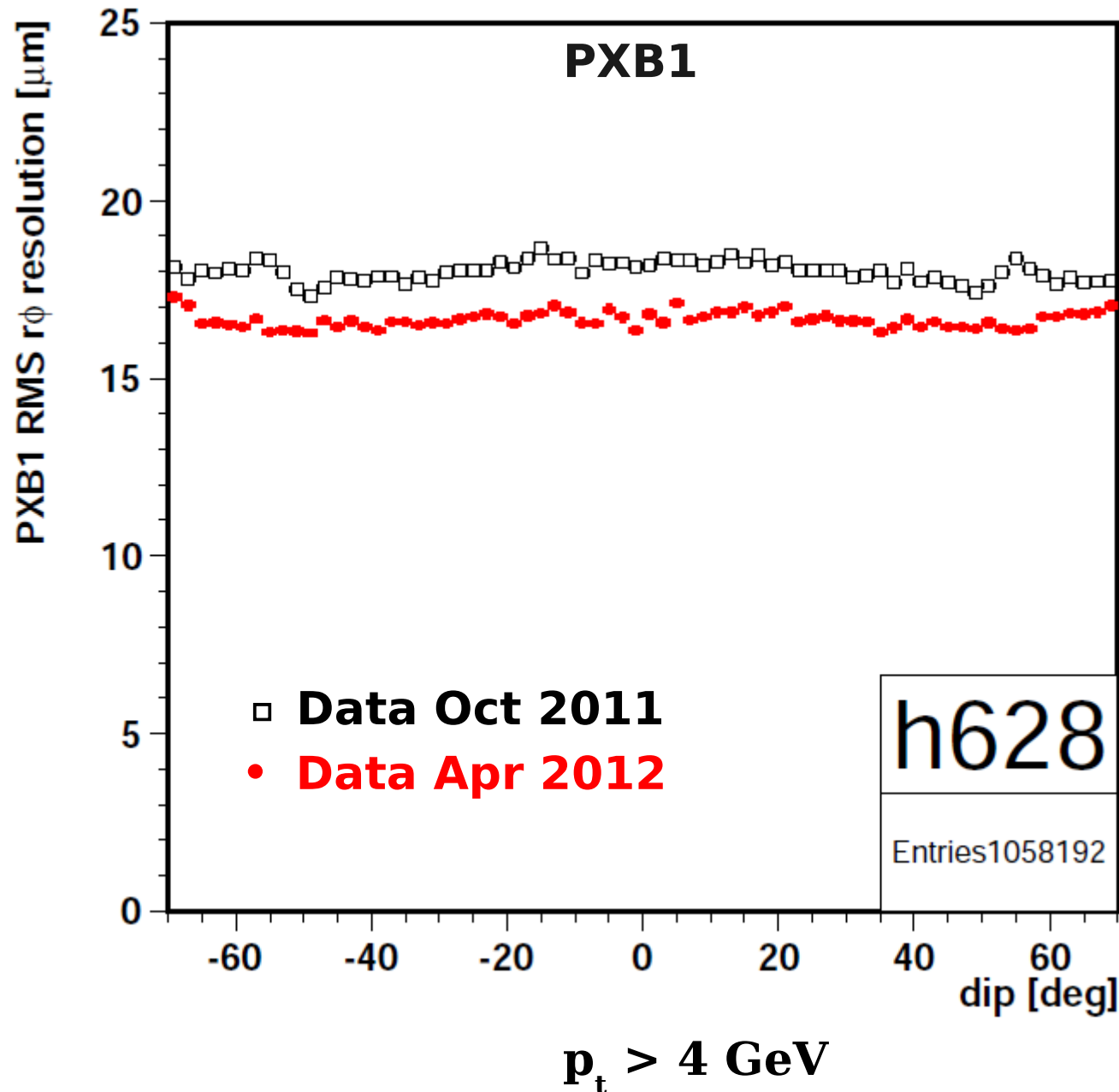
PXB1 worse than PXB2?

PXB1 $r\phi$ resolution vs incident angle



- Track angle of incidence with module normal vector in $r\phi$.
- Pixel barrel layer 1 has 18 (full) modules:
 - each covers $\pm 10^\circ$ in azimuth,
 - larger angles due pixel offset to beam.
- Optimal $r\phi$ resolution reached for incidence between -3° and $+11^\circ$.
- Oct 2011 resolution is slightly worse.

PXB1 $r\phi$ resolution vs dip angle

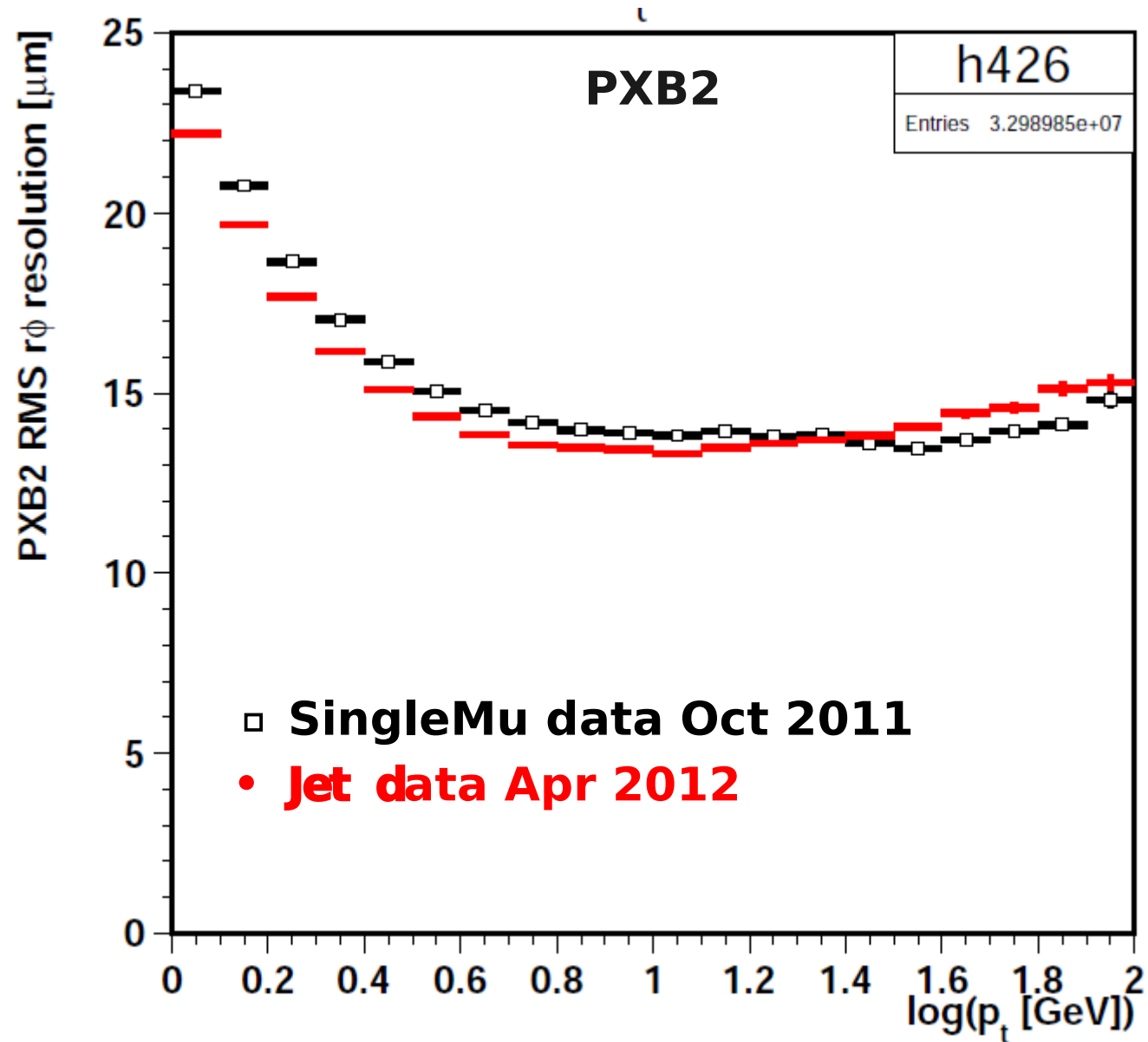


- truncated RMS of the residuals
- (different) beam spot contribution not subtracted!
- Apr 2012 data slightly better.

Summary

- Barrel pixel resolution measured in April 2012 data using triplet residuals.
- Small improvement compared to Oct 2011:
 - due to lower thresholds?
- Alignment shifts in $r\phi$ of up to $\pm 6 \mu\text{m}$ (PXB2) and $\pm 10 \mu\text{m}$ (PXB1) varying from ladder to ladder.
- To be followed through 2012...

p_t dependence of $r\phi$ resolution



- Multiple scattering:
 - Need $p_t > 4$ GeV to observe intrinsic pixel resolution.
- Apr 2011 jet data:
 - slightly better at medium p_t .
 - slightly worse than singleMu at highest p_t : core of jets.

triplet resolution function

Propagation of the intrinsic resolution at high p_t :

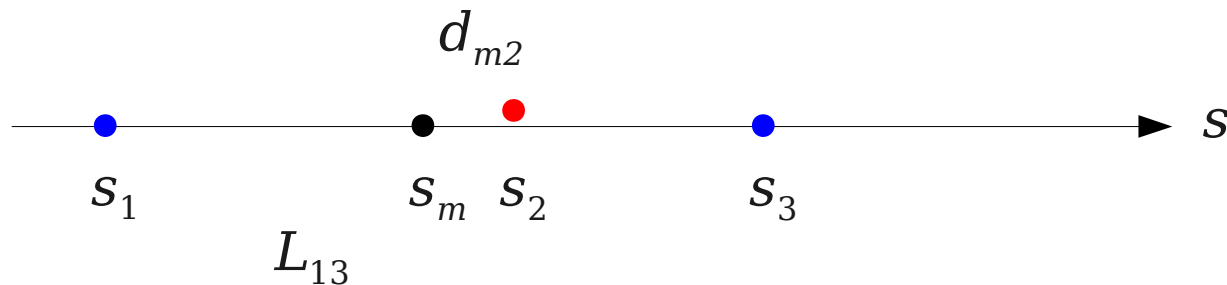
$$\sigma_r^2 = \sigma_2^2 + \frac{\sigma_1^2}{4} + \frac{\sigma_3^2}{4} + \frac{d_{m2}^2}{L_{13}^2} (\sigma_1^2 + \sigma_3^2)$$

$L_{13} = s_3 - s_1$ length of base line

$d_{m2} = s_2 - s_m$ distance of point 2 from mid point

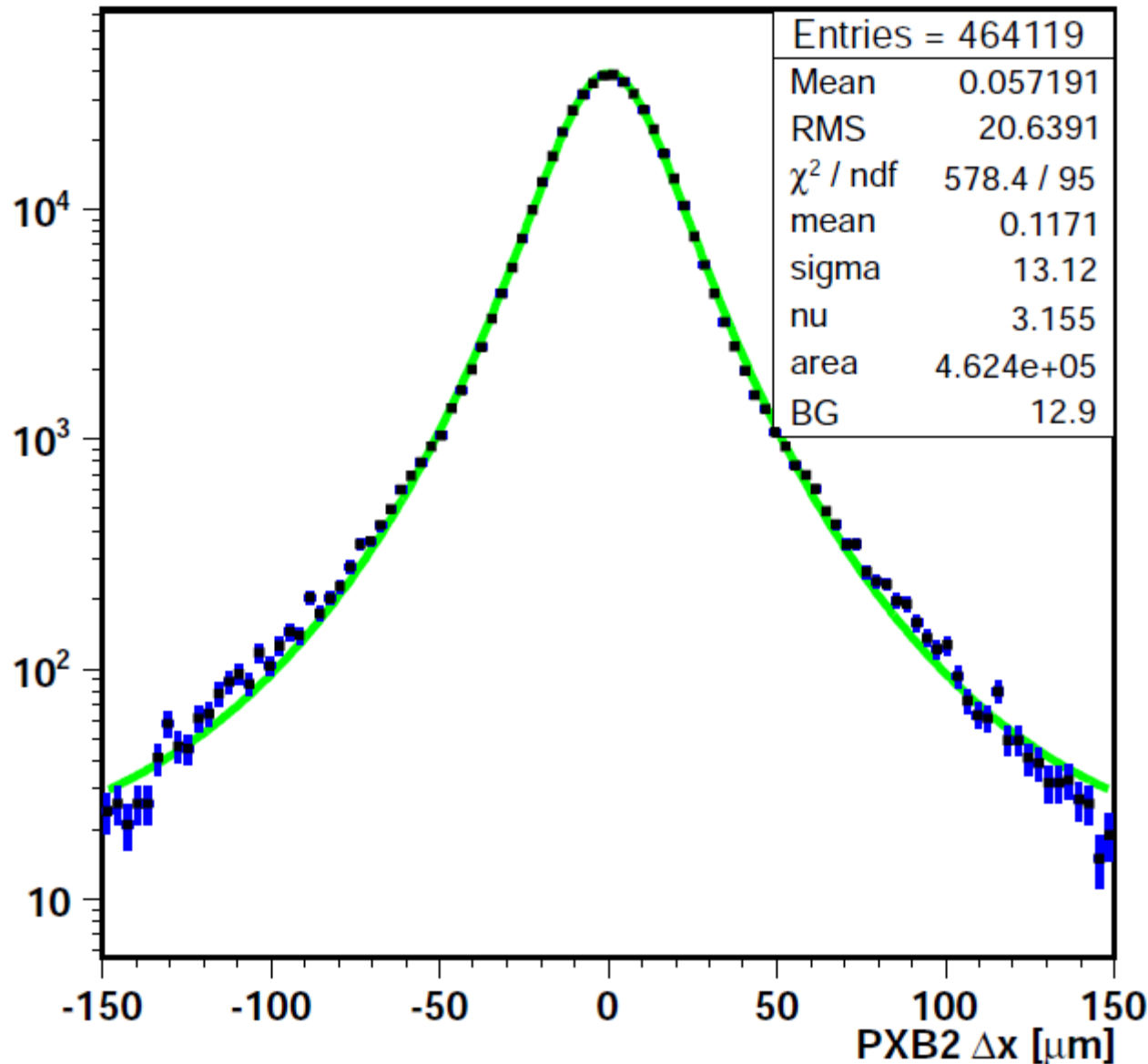
$s_m = (s_1 + s_3)/2$ mid point

s radial coordinate (arc length)



like for a straight line developed around its center,
where offset and slope are uncorrelated.

Barrel pixel triplet $r\phi$ residuals at high p_t



- SingleMu data Oct 2011
- Fit by Student's t function:
 - non-Gaussian tails better described,
 - RMS is 50% larger than fitted σ .

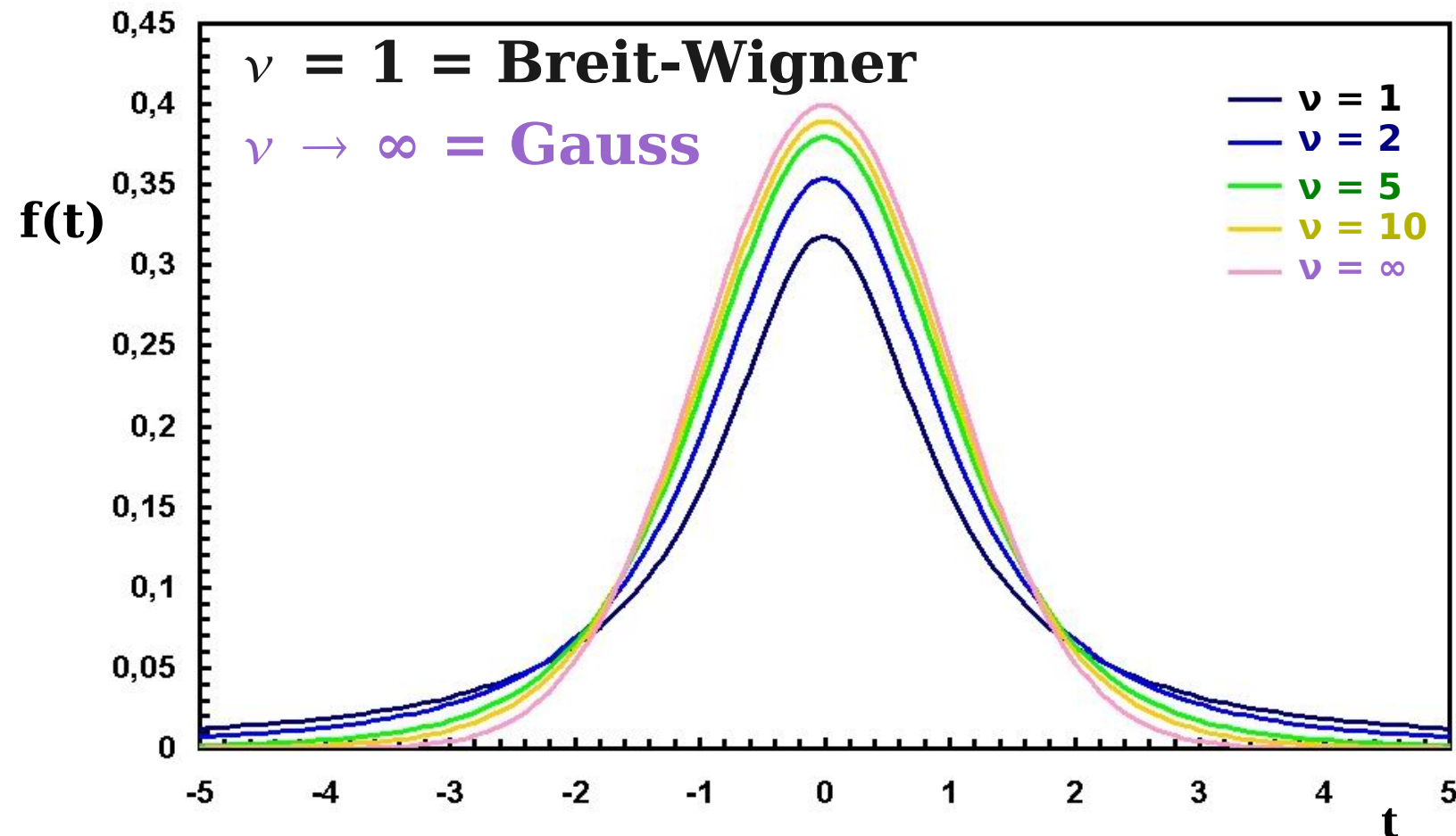
Fitting peaks with Student's t

$t = (x - x_0)/\sigma = \text{normalized residual.}$

$$f(t) = \frac{\Gamma((\nu + 1)/2)}{\sqrt{\nu\pi} \Gamma(\nu/2)} (1 + t^2/\nu)^{-(\nu+1)/2}$$

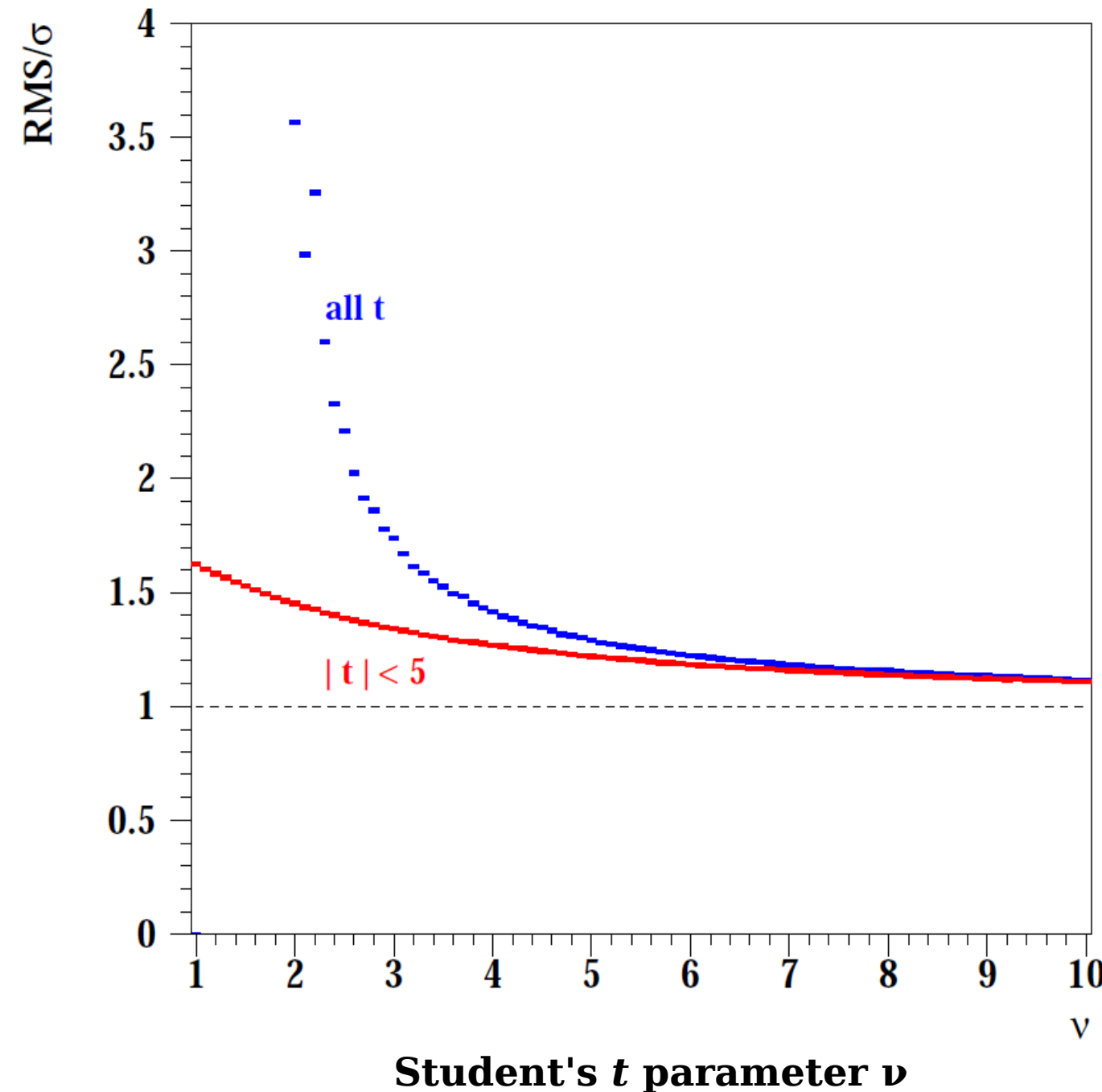
$f(t)$ is a normalized probability density.

Γ function is in PAW, ROOT.



Parameter ν interpolates between Gaussian and Breit-Wigner.

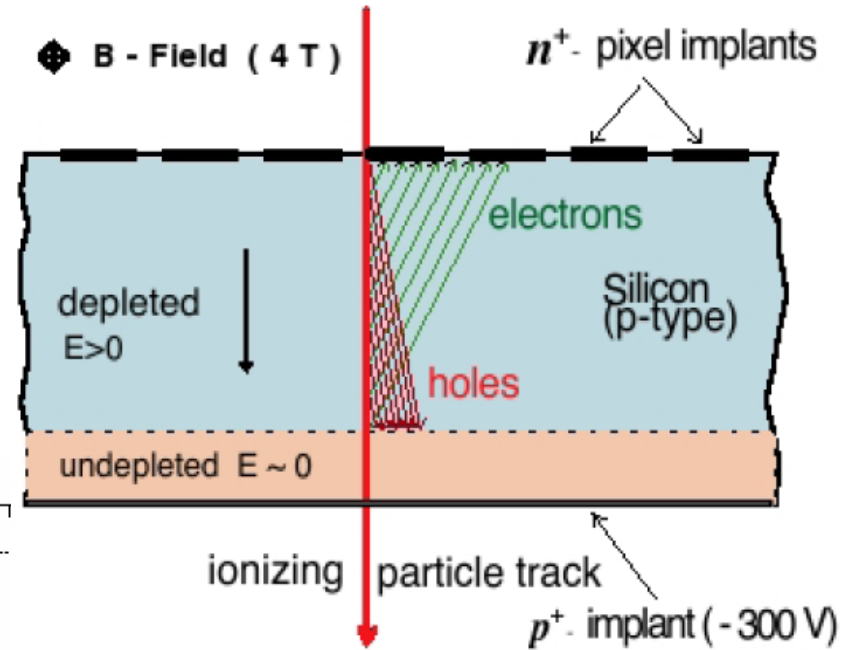
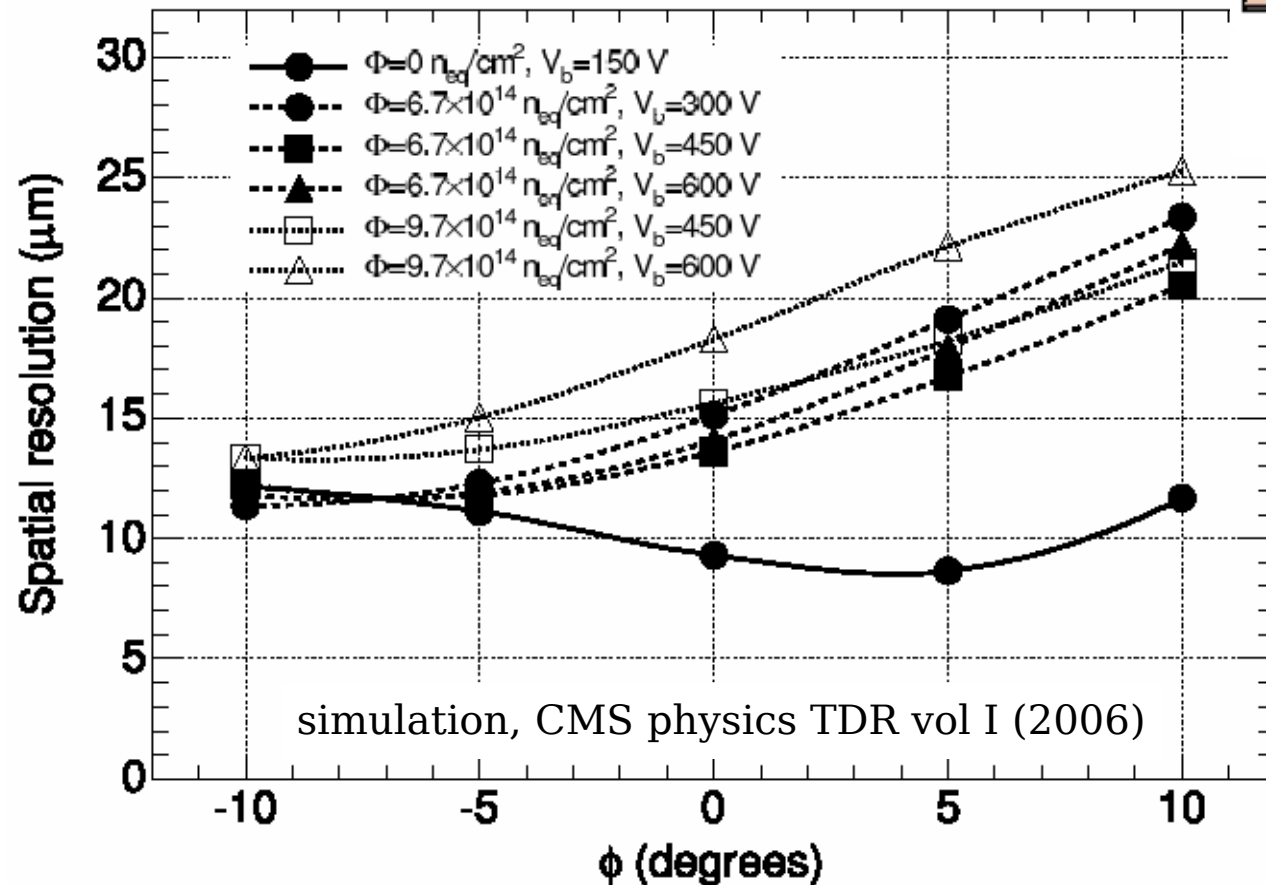
RMS/ σ for Student's t



- Generate random numbers according to Student's t for different ν (see W. Hoermann, Computing 81 (2007) 317).
- calculate RMS:
 - for all t (RMS diverges for $\nu = 1$).
 - for $|t| < 5$ (RMS stays below 1.62 for all $\nu \geq 1$).
- Asymptotic value ($\text{RMS}/\sigma = 1$) slowly approached.

CMS Pixel hit resolution

The pixel position resolution profits from charge sharing due to Lorentz drift, and low readout thresholds. Expect degradation of position resolution after radiation damage:



Fluence 2011:

$\sim 1.8 \cdot 10^{13} n_{eq}/cm^2$ PXB1

$\sim 7.5 \cdot 10^{12} n_{eq}/cm^2$ PXB2

(T. Rohe at RD50)