

Simulation results summary

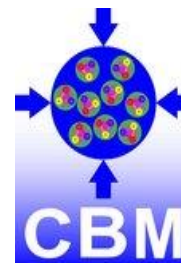
CBM MUST

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- Hit rates
- Occupancy



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Particle flux (maximum) near beam pipe

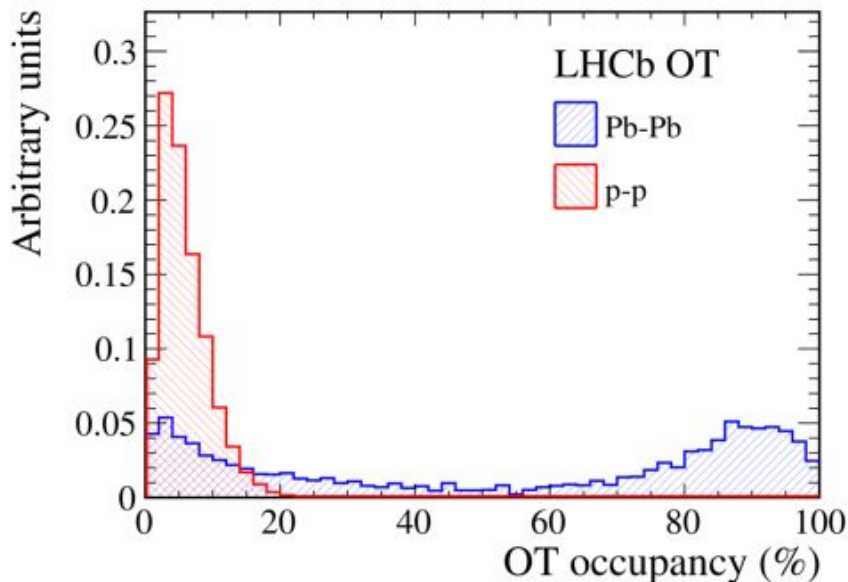
12 AGeV AuAu			10 AGeV AuAu	
MuCh/MUST	FLUKA (straws) (MHz/cm ²)	GEANT3 straws (mbias) (MHz/cm ²)	GEANT3 straws (central) (MHz/cm ²)	GEANT3 RPC (central) MHz/cm ²)
3rd station	0.036	0.007	0.016	0.057
4th station	0.01	0.005	0.004	0.015

– Preliminary numbers

*Thanks to Anna, Anjali & Abhishek for Fluka and CBM transport simulations.

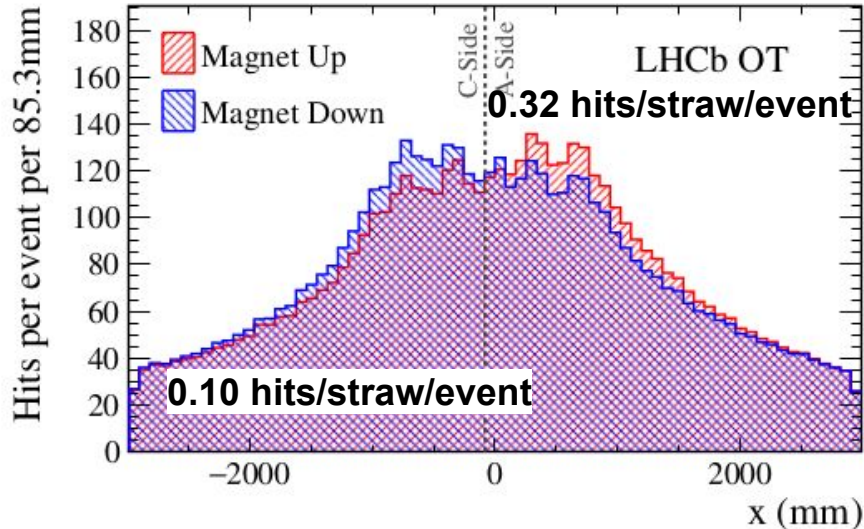
OCCUPANCY IN PROTON AND LEAD COLLISIONS

- Average occupancy for pp -collisions in Run II (2015&2016) is 12.7%.
- Only 30 noise hits per event compared to ~ 6800 hits from particles
- Maximum particle flux: 168 kHz/cm^2
- OT has been operated during Pb-Pb runs, but analysis limited to event centrality of 60%

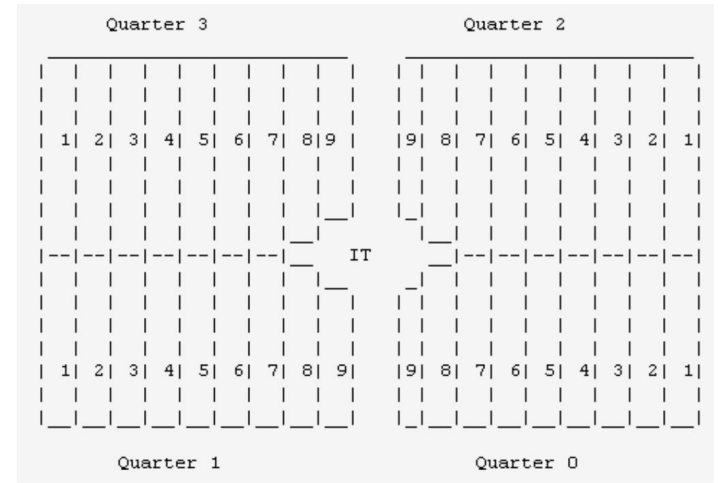


Hit rates/straw in LHCb in Run2

- pp collisions (COM energy 1.38 TeV)



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At the central region:

(LHCb) $0.32 \times 30\text{MHz} = 9.5 \text{ MHz/straw}$

(CBM*) $\sim 0.086 \times 10 \text{ MHz} = 0.86 \text{ MHz/straw}$

At the sides:

(LHCb) $0.1 \times 30\text{MHz} = 3 \text{ MHz/straw}$

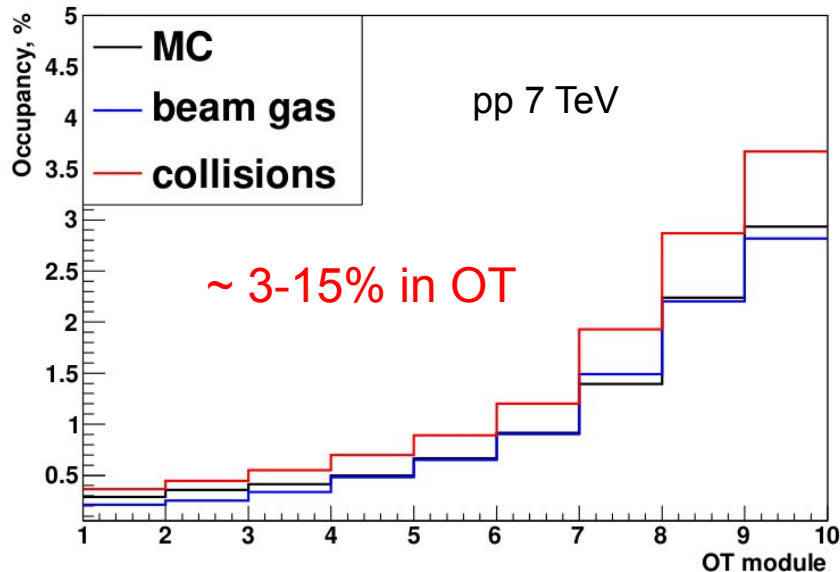
(CBM*) $\sim 0.02 \times 10\text{MHz} = 0.2 \text{ MHz/straw}$

*CBM Sim (mbias) by Anjali&Abhishek

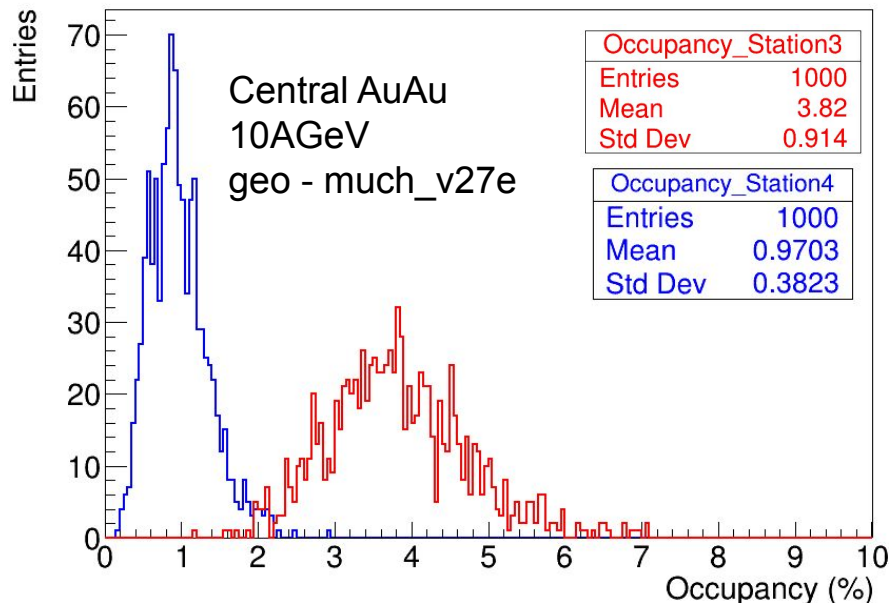
Occupancy in LHCb and CBM

$$\text{Occupancy} = \frac{\text{no. of straws fired}}{\text{total no. of straws}}$$

LHCb Run 1 (2009)



CBM-MUCH simulation



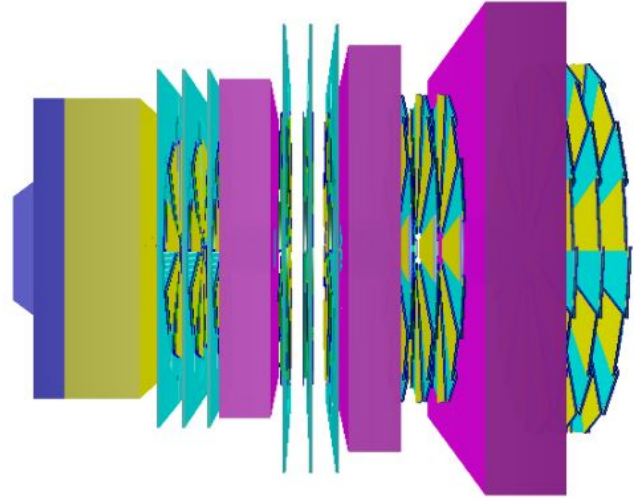
*Thanks to Anjali & Abhishek for CBM transport simulations.

CBM MUST

- Introduction - LHCb OT
- History and Status of OT
- Feasibility of using OT at CBM
- Introducing MUST, a CBM PANDA group
- Geometry MUST
- Simulations (FLUKA & GEANT3)
- PASTA (1 slide) is a technological project
- Summary & Discussions (open)
- Outlook (group meetings to be continued)- collecting comments/criticism

backup

Particle flux (maximum) near
beam pipe



Hit Density per Event

Peak Density/cm ²	4 AGeV	6 AGeV	8 AGeV	10 AGeV	12 AGeV
Station 3	0.00090	0.0022	0.0040	0.0057	0.0076
Station 4	0.00028	0.00056	0.0010	0.00152	0.0022

Particle rate per event multiplied by 10MHz to get in per second particle rate