## Pixel TPC tiling for ILD



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## Tiling of the TPC read-out

Basic building block is the quad

- width 28.4 mm height $=39.6 \mathrm{~mm}$

Sensitive area width and height $2 \times 256 \times 0.055 \mathrm{~mm}$


New TPC dimensions Rin $=354 \mathrm{~mm}$ Rout $=1768.8-55 \mathrm{~mm}$
Nr. Of Modules in 8 (radial) rows $14,18,23,28,32,37,42,46$

## Tiling of the TPC read-out

Solving the maximum number of quads per quad row number in the module. Putting the quads on a straight line:

Row $8 \quad 8777$ (8 large radius)
Row 5,6,7
7777
Row 4,3 7776
Row 27766
Row 17665


Most simple solution is just start tiling on the left side and leave uncovered space at the module edges.

Another solution - suggested by Jan - is to leave no space at the edges and allow space between quad nr 6-5 nr 5-4 nr 4-3 nr 3-2 (quadrow bottom to top). This avoids an insensitive zone at the edge of a module.

## Tiling of the TPC read-out

Example of module most inner row

Simple solution


Complex solution


In dark blue Module edges
Light blue empty space (in between/edge)
Green between two quads
Purple inside quad (guard above wirebonds)

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Simple solution


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## Complex solution



## Tiling of the TPC read-out

Complex solution hits per track


## Summary: Tiling of the TPC read-out

Quad surface $1124.64 \mathrm{~mm}^{2}$
Quad coverage 0.696839
Total quads
Total quad sensitive surface
6623
Total read-out surface
$5.1904 \mathrm{e}+06 \mathrm{~mm}^{2}$
Total read-out plane coverage 0.586865
-Most of the coverage loss (30\%) is due to the "guard" board between the chip pairs. This board covers the TPX3 chip wire bonding pads.

- Only a relative $15 \%$ loss is due to the rectangular tiling on a cylindrical disc.
- Note that some optimization can be done by adjusting the module height and the nr of modules per row.
- Best solution - avoiding aligned dead zones - is the complex tiling
- This layout describes a realistic TPX3 pixel read-out of the TPC that includes all the dead space that can be 1-1 compared to a pad read-out plane (that also now includes dead space).

