## Geometrical efficiencies of a patch Pixel detector via GEANT

J. Joseph, S. Margetis and J. Vanfossen

Original note based on a MathCAD simulation by H.Wieman <a href="http://www-rnc.lbl.gov/~wieman/D\_efficiency.htm">http://www-rnc.lbl.gov/~wieman/D\_efficiency.htm</a>

## Input data used

- We used data from recent UPGR13 production
- It differs from what H.Wieman used as his input but is close
- Statistics is still very low mainly due to our inability to push wildcards in AGZREAD (.fzd files).



Our input has D0s uniformly in |eta|<=2, HW |eta|<=3



- D0s are flat in pt
- Event vertex flat in |z|<=15cm
  - HW uses gaussian with  $\sigma$  = 10 cm



- Detector hits look fine
- Extends to |z|,=10cm (only 3 patch configuration of HW can be checked)



This is fig. 1 in HW note. It is a ratio plot of good D0 candidates with K,pi momentum >= 0.8 GeV to all good D0s.

A good D0 is defined as one where K,pi have

- >=10 TPC hits
- |eta|<= 1
- NPixHits >=2

## The plots agree. Not much is lost by asking for p>0.8 GeV

## **3-patch Pixel simulation, each covering 40 degrees**



