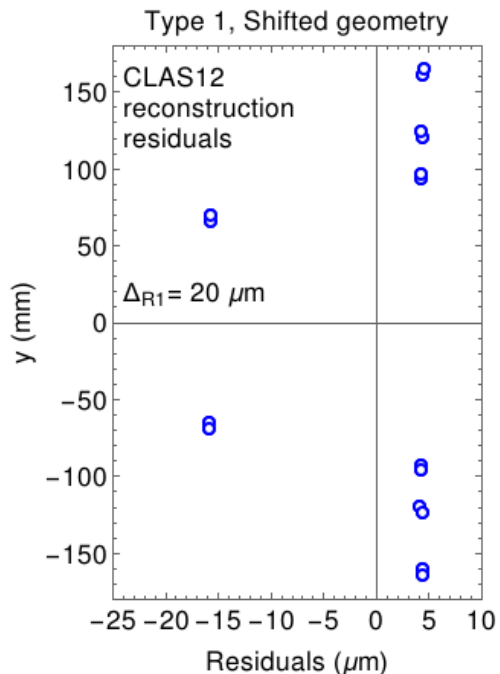
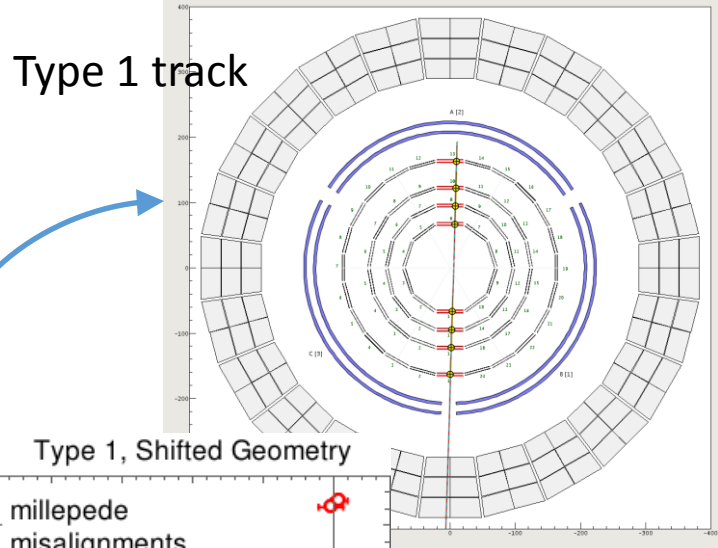
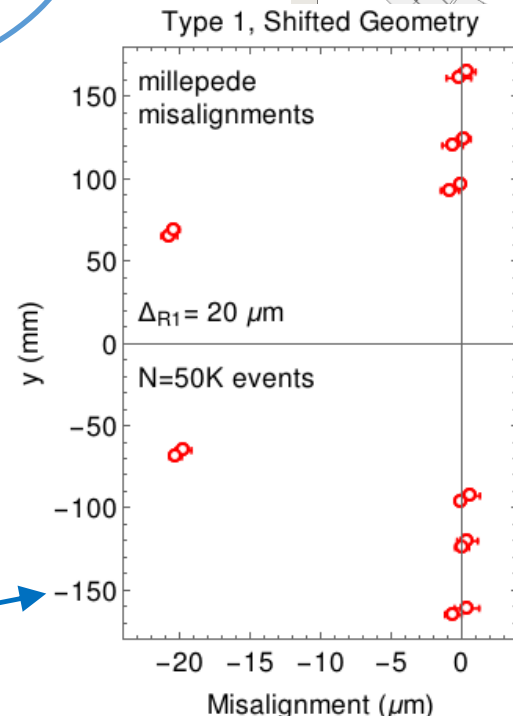


# Alignment of the Silicon Vertex Tracker (SVT)

- Goal: reach the SVT spatial resolution specification of 45-60 microns.
- SVT Alignment requires fitting large number of parameters:  $N_{\text{regions}} \times N_{\text{layers}} \times N_{\text{trans}} \times N_{\text{rot}} = 66 \times 2 \times 3 \times 2 = 792$
- Program **millepede** does linear least squares with many parameters.
  - Start with a matrix formulation of the least squares method and divide the matrix elements into two classes.
    - Global parameters – the geometry misalignments. Same in all events.
    - Local – individual track fit parameters. Change event-to-event.
  - Calculate first partial derivatives of the fit residuals with respect to the local (i.e. fit) parameters and global parameters (geometry misalignments).
  - Isolate the global parameters and invert to obtain the solution.



- Apply to a 'simple' example – Type 1 tracks.
  - Use gemc cosmics for testing and validation.
  - Initially restrict fit to x direction.
  - Use coatjava reconstruction results.
  - C++ code to prepare file for fitting.
  - Run **pede** to extract misalignments.
- Validate by inserting known shift in gemc.
  - Shift layers 1-2 (Region 1) by 20 microns in x.
  - Shift clearly visible in residuals from reconstruction.
  - Millepede reproduces the shift.

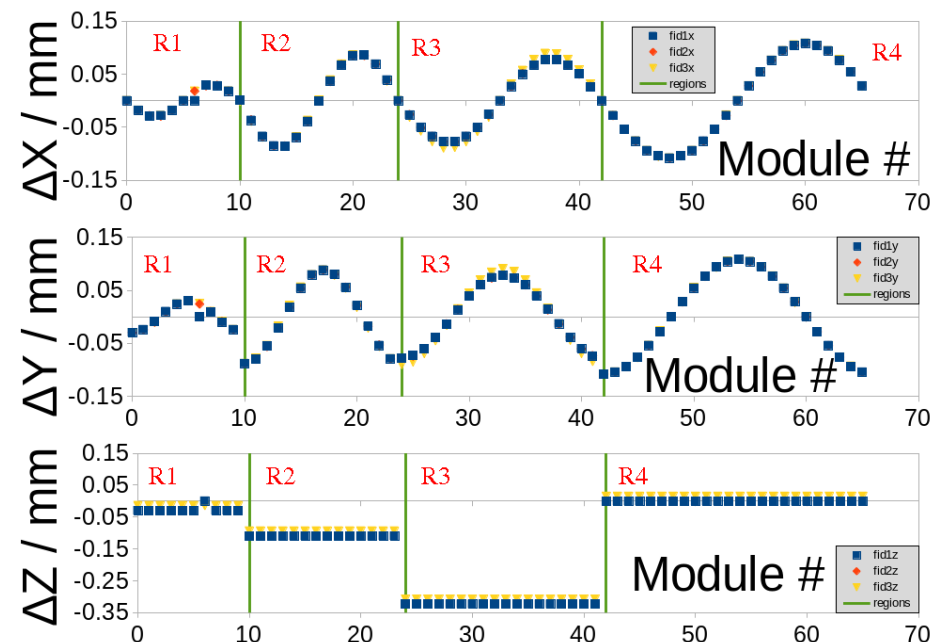


G.P.Gilfoyle  
(Richmond) and  
P.Davies  
(Surrey)

# Alignment of the Silicon Vertex Tracker (SVT)

- Nominal Geometry Validation

- Calculate nominal fiducial location.
- Compare with mechanical engineering drawings.
- Observe a significant difference between the two up to a maximum of 100  $\mu\text{m}$  – bigger than resolution requirement.
- Collaborating with engineering division to rationalize differences between the two (ongoing).



- Geometry and alignment package

- Common utility to access geometry and alignment.
- Built on previous work by Andrey Kim on FTOF.
- Provide same source of geometry and alignment for simulation and reconstruction.

