

ILD AHCAL Studies at Tokyo University

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AHCAL Activities at U-Tokyo

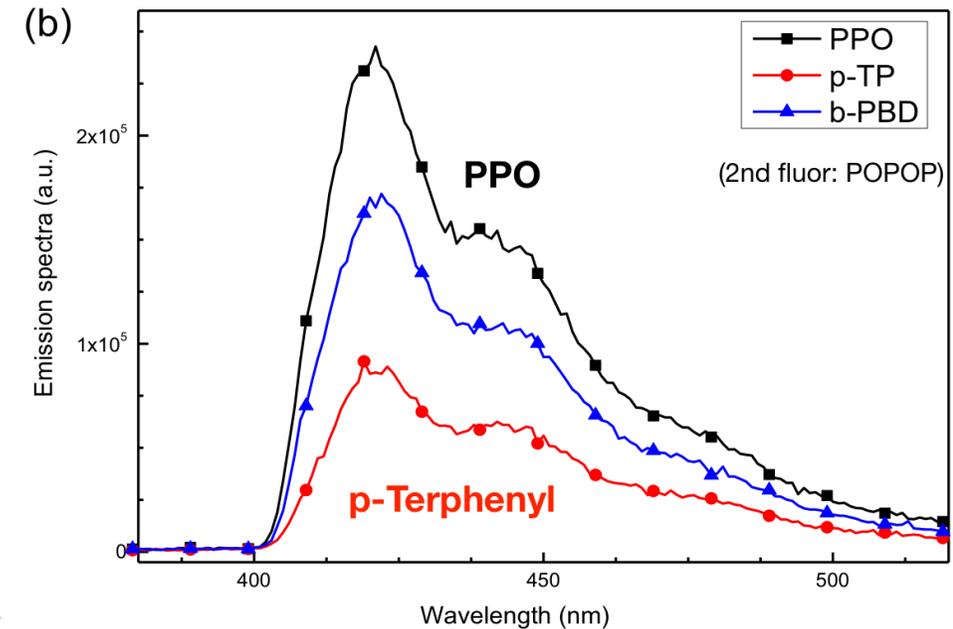
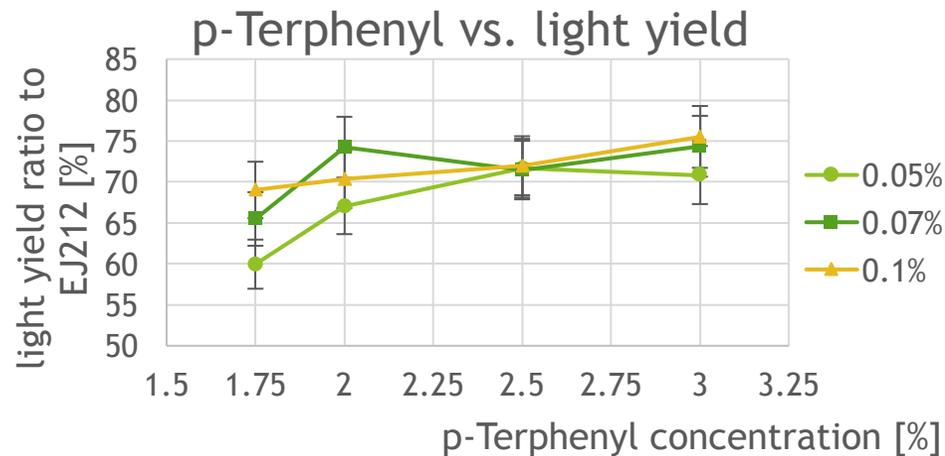
- ▶ Scintillator material study
- ▶ Alternative tile design
- ▶ Cosmic ray test stand for HBU
- ▶ Simulation study

AHCAL Activities at U-Tokyo

- ▶ Scintillator material study
- ▶ Alternative tile design
- ▶ Cosmic ray test stand for HBU
- ▶ **Simulation study**

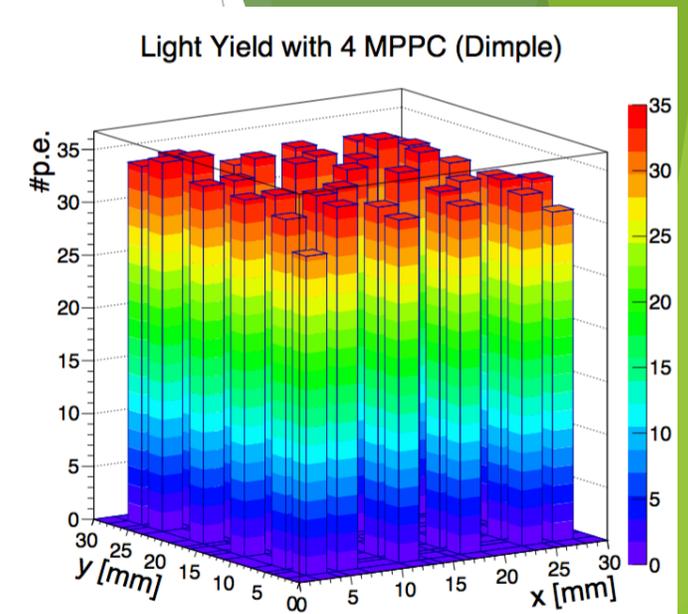
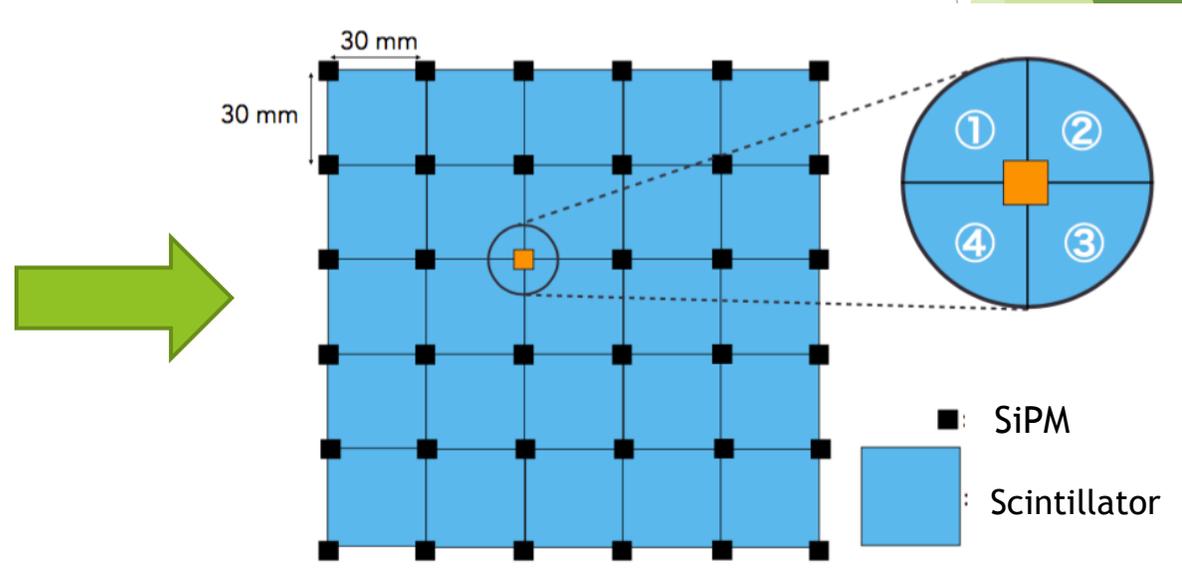
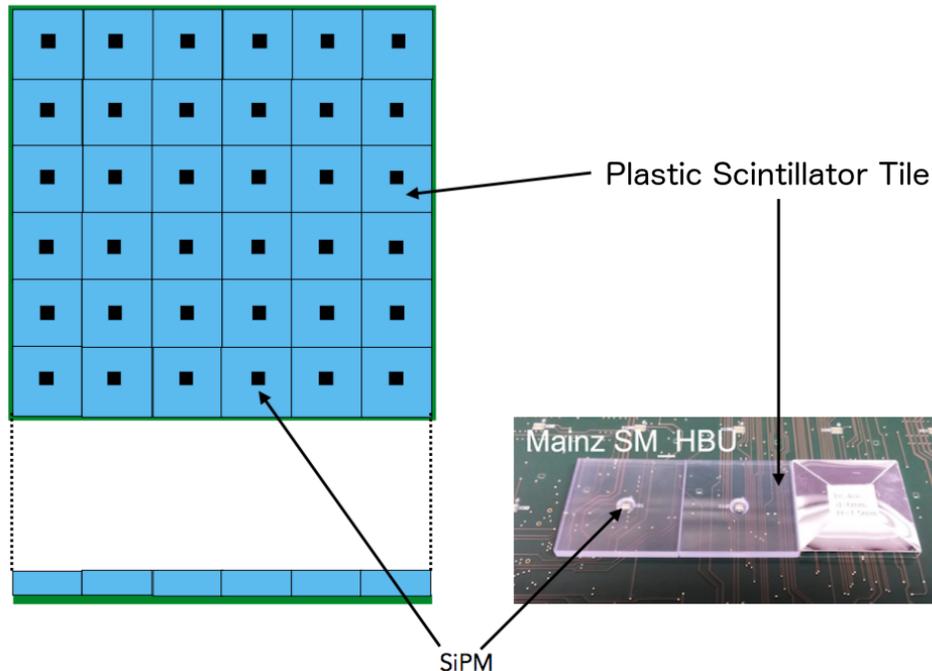
Scintillator Material Study

- ▶ Base scintillator material candidates
 - ▶ PVT : Casting, **high light yield**, but production is cumbersome
 - ▶ PS : Injection molding, light yield is a bit lower, but **production is much easier**
- ▶ Optimize the performance of PS-based scintillator by adjusting fluor concentrations
 - ▶ PS-based 1st fluor: p-Terphenyl 2nd fluor: POPOP
- ▶ Light yield up to ~75% of PVT achieved
- ▶ Higher light yield with PPO for 1st fluor is reported
 - ▶ -> to be tested with injection molding



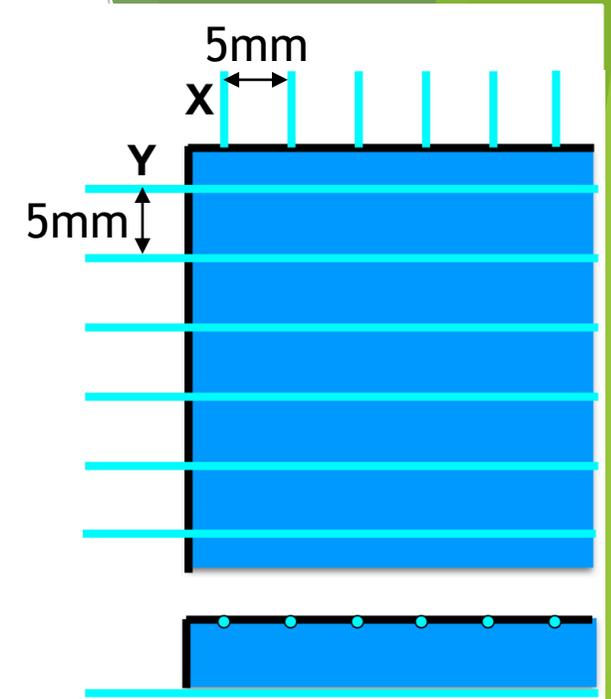
Alternative tile design

- ▶ Four corner readout instead of one SiPM at the center
- ▶ **The uniformity and efficiency of light collection is improved**
- ▶ Noise hit rate reduction by taking coincidence of SiPMs is expected
- ▶ Tile is still operational even if one SiPM is dead
- ▶ Possible improvement of position reconstruction

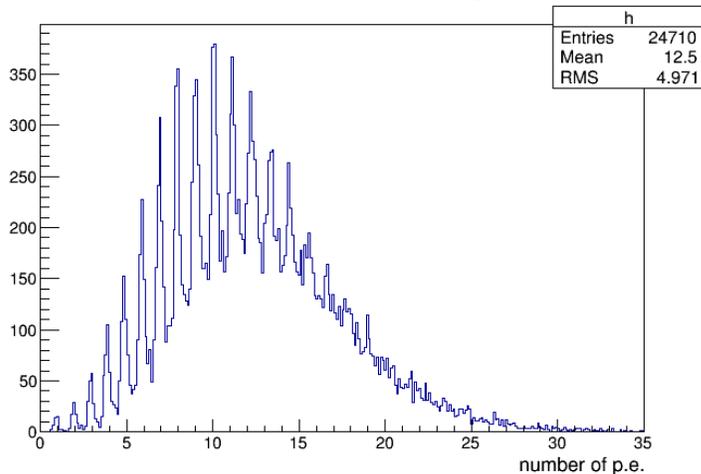


Cosmic Ray Test Stand for HBU

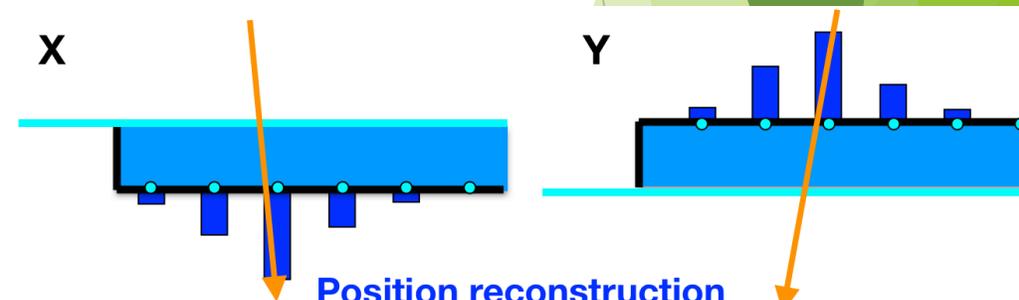
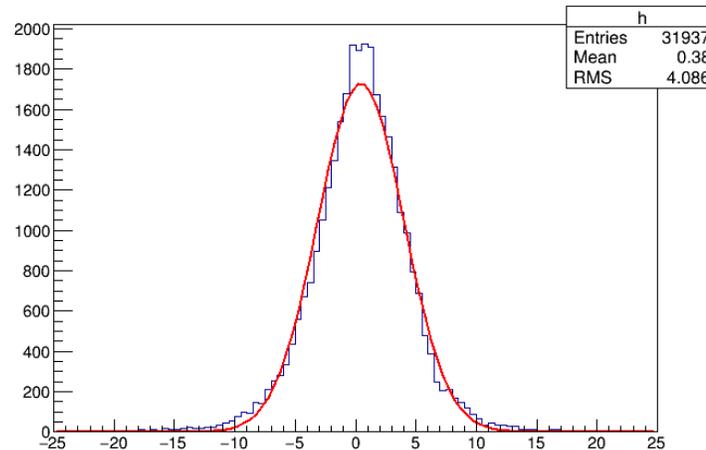
- ▶ Multiple HBU test with cosmic rays for future mass assembly
- ▶ Trigger counter on top and bottom of the HBU board is needed
- ▶ Large scintillator tile with WLS fibers design
- ▶ Preliminary position reconstruction test was performed
- ▶ $N_{pe} > 10$ at the nearest fiber is observed
- ▶ Reconstruction resolution of $\sim 4\text{mm}$ is achieved



Observed charge

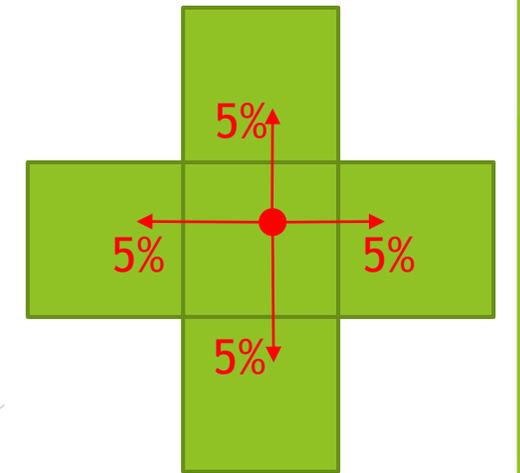


Reconstruction Position



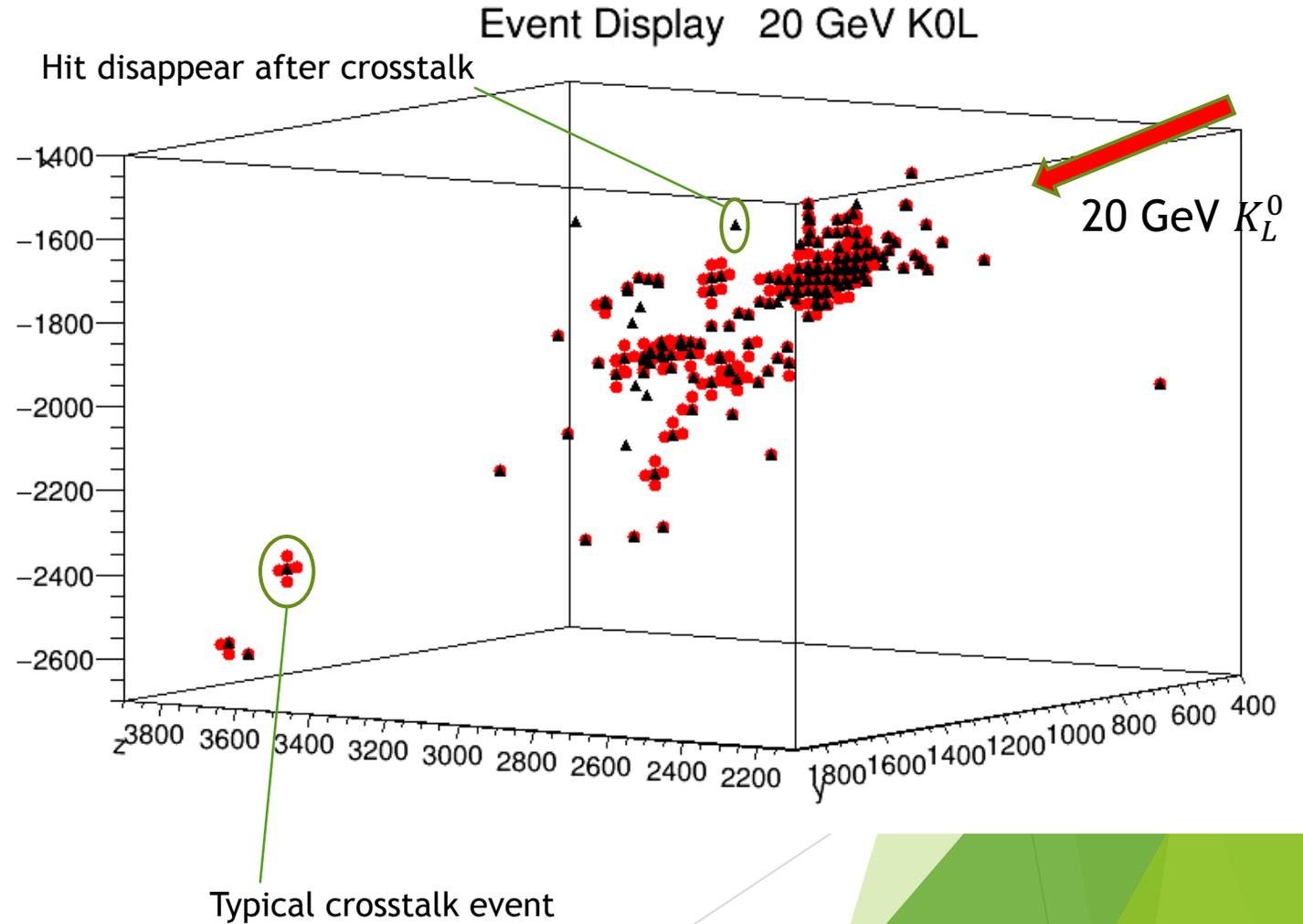
Optical Crosstalk Simulation

- ▶ Optical crosstalk in the standard type design is expected to be **a few percent or lower**
- ▶ It could be higher for some of the alternate designs as megatile or four corner readout
- ▶ The effect of the crosstalk on the overall calorimeter is not fully studied yet
- ▶ Objectives :
 - ▶ Simulate the effect of crosstalk on the final result
 - ▶ Define the upper limit of crosstalk to get fine resolution
- ▶ For each energy deposit on scintillator tile, give some fraction of energy to neighboring tiles
- ▶ Each energy deposit is digitized with threshold of 0.5 MIP
- ▶ We are now grasping general tendency with including extreme cases (up to 20% to each neighboring tile)



Event Display with Single Particle

- ▶ Inject 20 GeV K_L^0 in ILD
- ▶ Simulated in the ILD_l1_v01 detector model
- ▶ The black points are the hit positions without crosstalk
- ▶ The red points are hits after generating 10% crosstalk

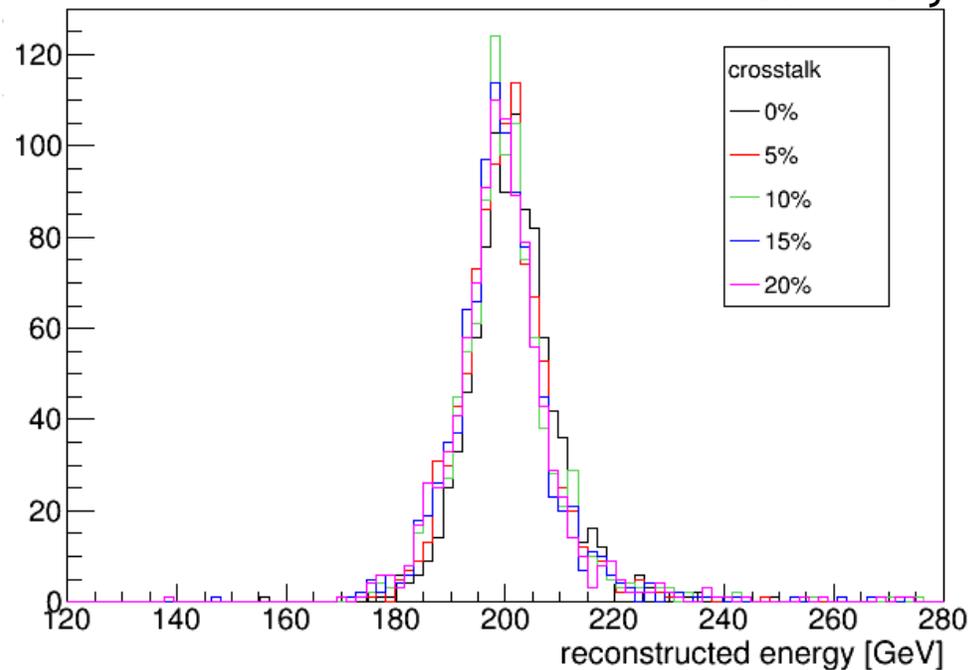


Jet Energy Resolution

- ▶ $e^+e^- \rightarrow q\bar{q}$ with 200 GeV center-of-mass energy
- ▶ Sum of energies of two jets is reconstructed
- ▶ Energy reconstruction is well functioning (distributed around 200 GeV)

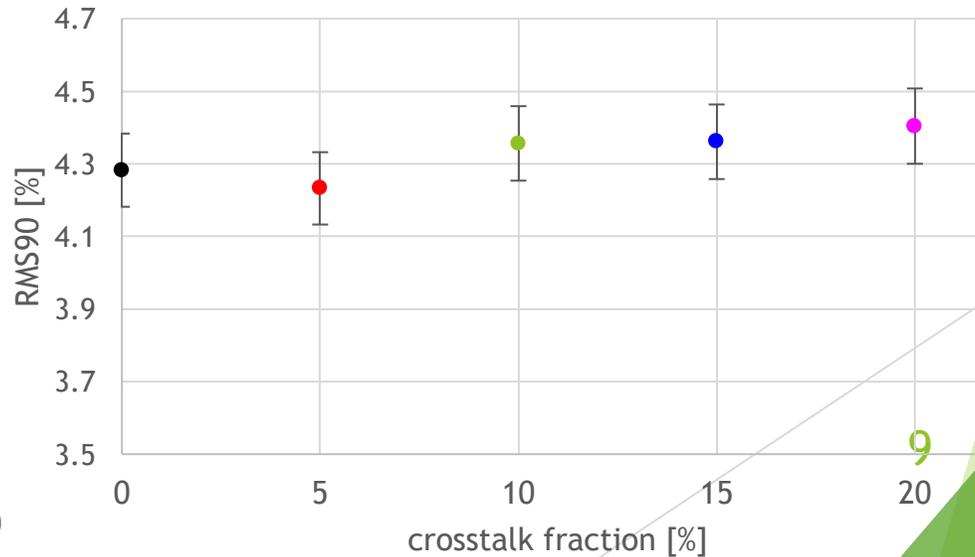
energy reco

Preliminary



$$\sigma_j/E_j = \sqrt{2}\sigma_{jj}/E_{jj}$$

Preliminary

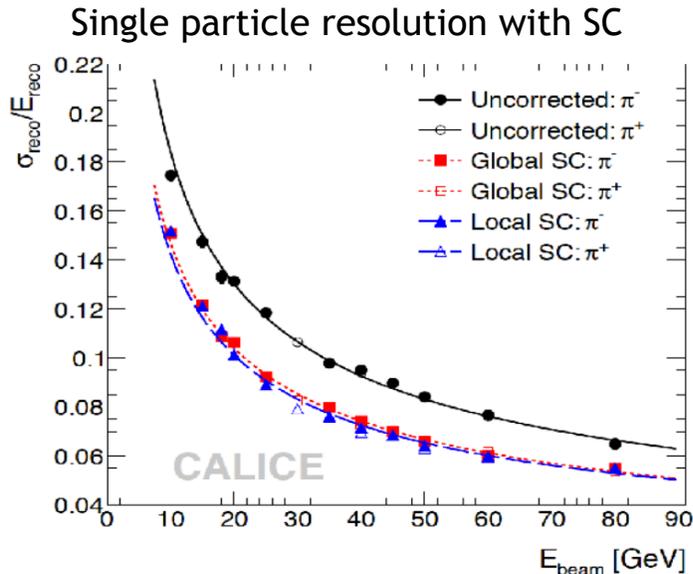


Software Compensation

- ▶ EM shower and hadronic shower are different in their detectable energies
- ▶ Compensate the difference by applying weights for different energy density

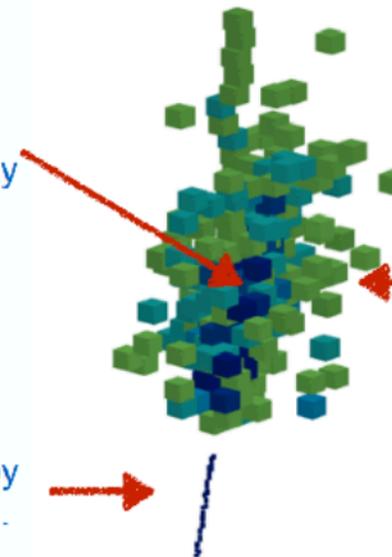
$$\omega(\rho) = p_1 \cdot \exp(p_2 \rho) + p_3$$

- ▶ (with energy dependent parameters p_1, p_2, p_3)



You can see the EM shower core being reduced in energy (weight < 1).

Ecal hits not affected by software compensation.



The surrounding hadronic hits are increased in energy (weight > 1).

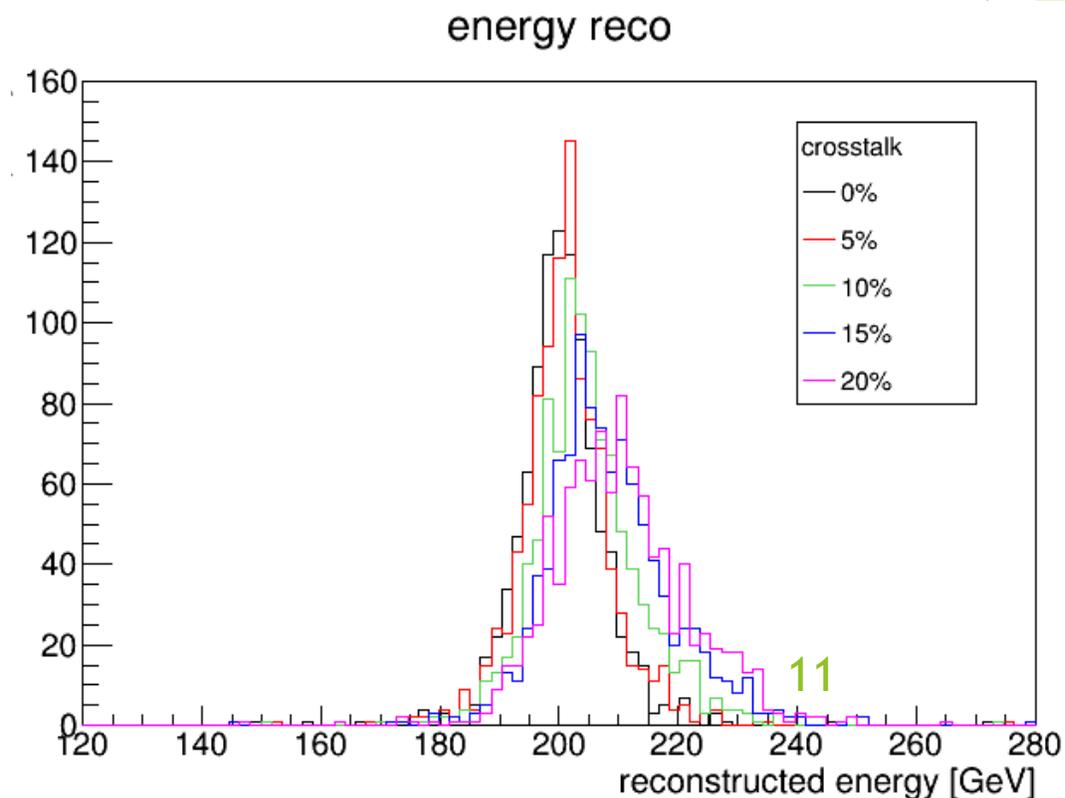
Coloured in by weight applied in software compensation.
Cluster in 91 GeV jet.

Blue: Low Weight
Green: High Weight

Jet Energy Resolution with SC

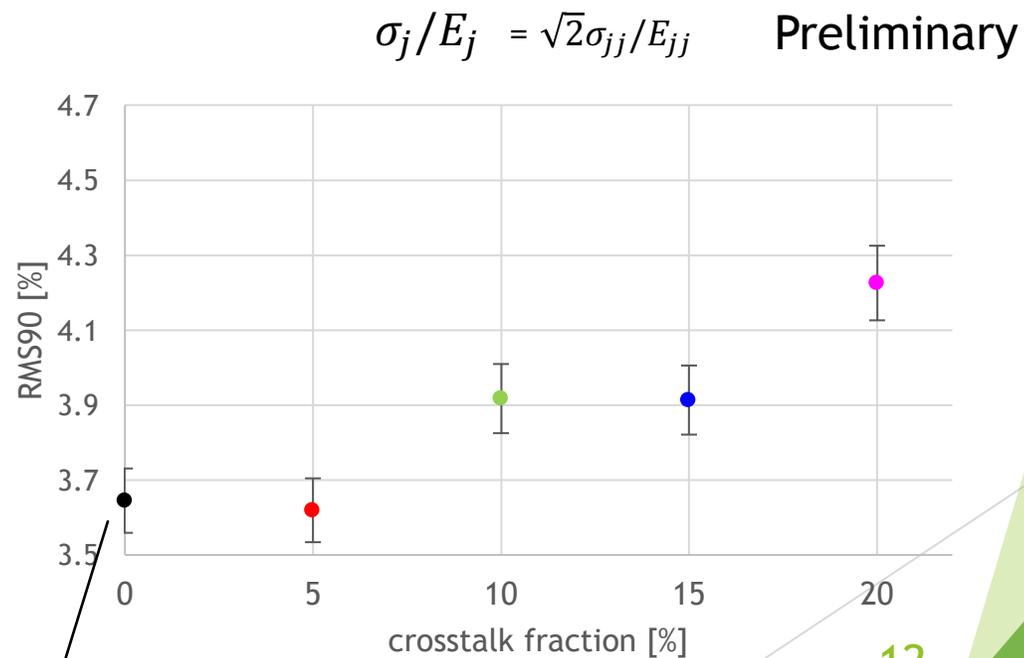
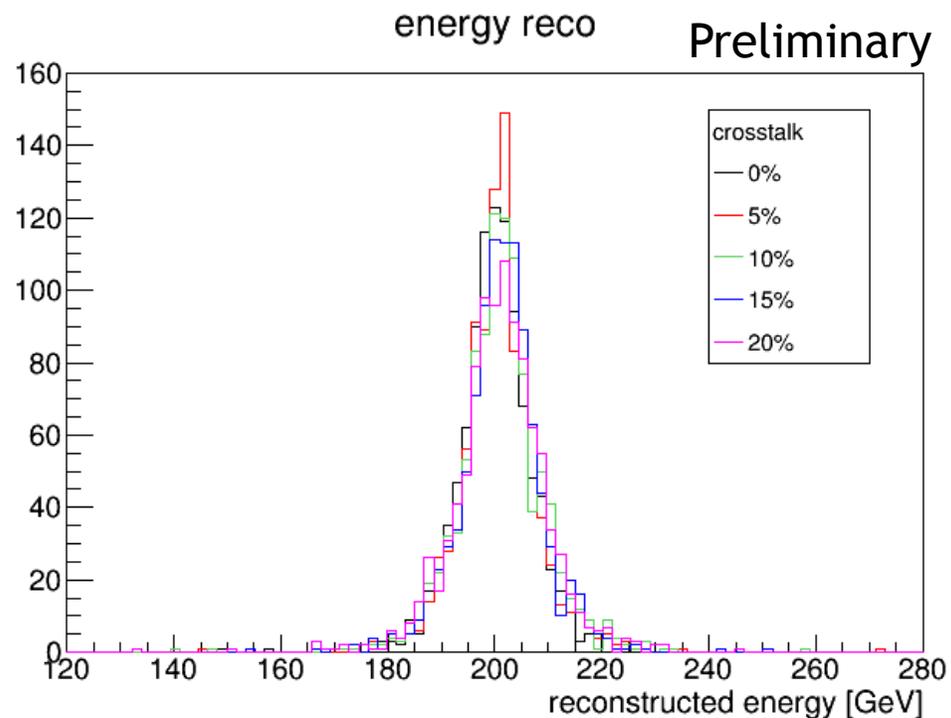
- ▶ $e^+e^- \rightarrow q\bar{q}$ with 200 GeV center-of-mass energy
- ▶ With the software compensation, reconstruction get worse as the optical crosstalk increase

- ▶ Reason:
- ▶ Hit energy is spread out to neighboring tiles, so the energy density reduced and SC overweight the energy



Jet Energy Resolution with SC

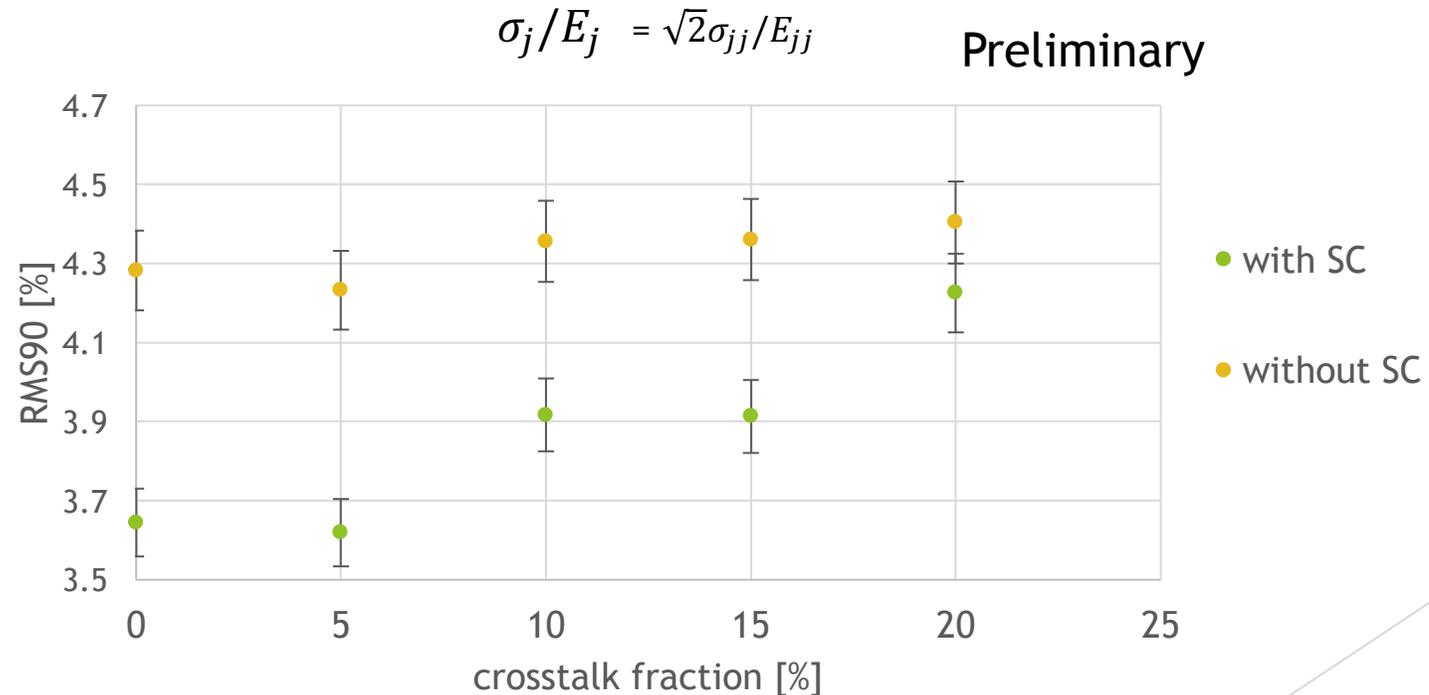
- ▶ Simply modified calibration constants for HCAL to adjust energy reconstruction
- ▶ The resolution gets worse by increasing the optical crosstalk



Resolution without crosstalk is slightly worse than standard analysis
-> Under investigation

Jet Energy Resolution

- ▶ The energy resolution with and without software compensation
- ▶ Including software compensation, the resolution is improved
- ▶ But software compensation is affected by the optical crosstalk



Summary & Prospects

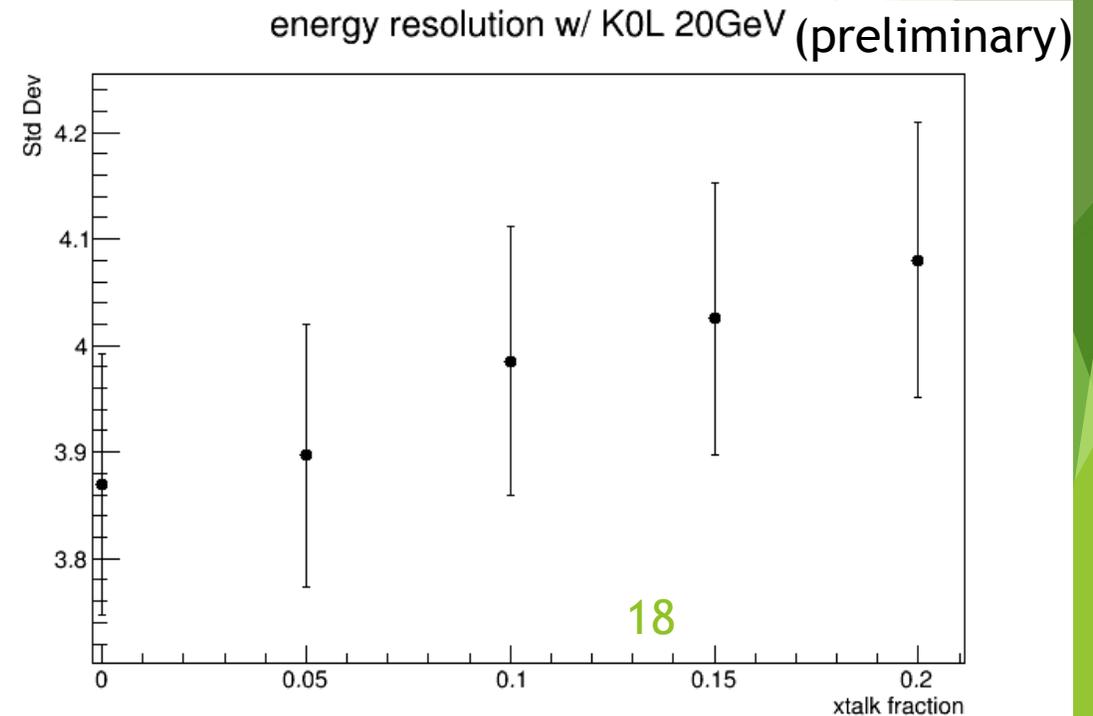
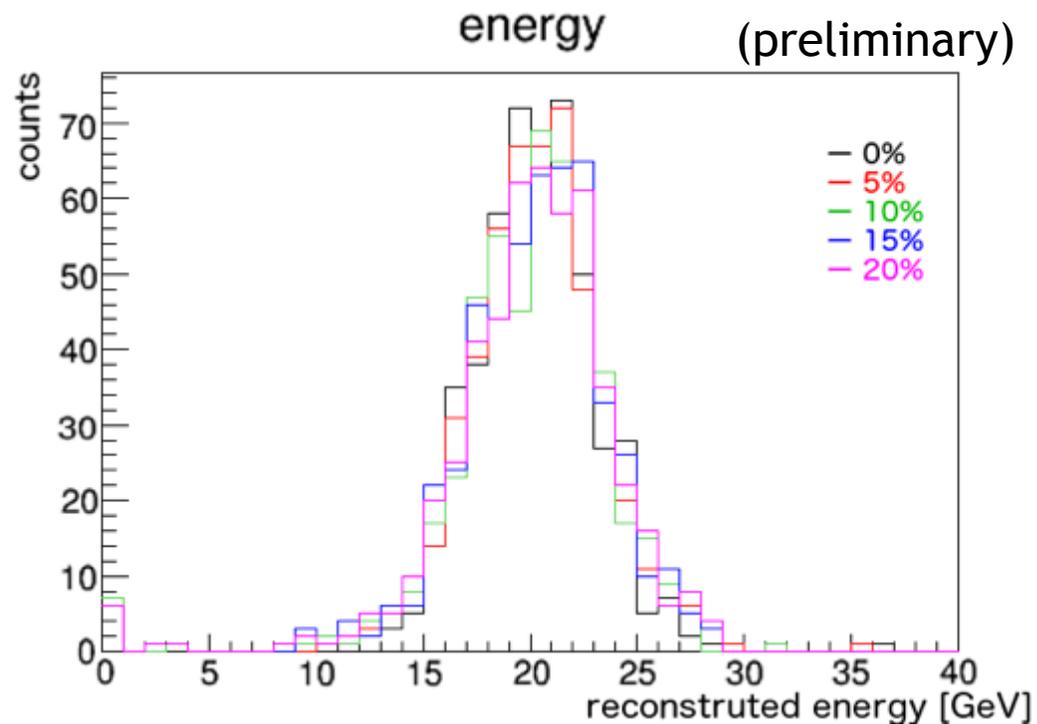
- ▶ Without software compensation, even extreme crosstalk **do not generally affect the resolution**
- ▶ Software compensation is to change weight by each hit's energy density for resolution improvement
- ▶ **Performance of software compensation is affected** only when optical crosstalk is extremely large ($> \sim 5\%$)
- ▶ These results are still preliminary since the resolution is worse than that in the standard analysis even without any crosstalk
- ▶ See the effect of more moderate crosstalk value in detail
- ▶ Study the energy resolution of various jet energies
- ▶ Optical crosstalk with random proportions (depending on hit position in a cell)
- ▶ Optical crosstalk to farther tiles (not only 4 neighbors but 8 or 12)

THE END

Backups

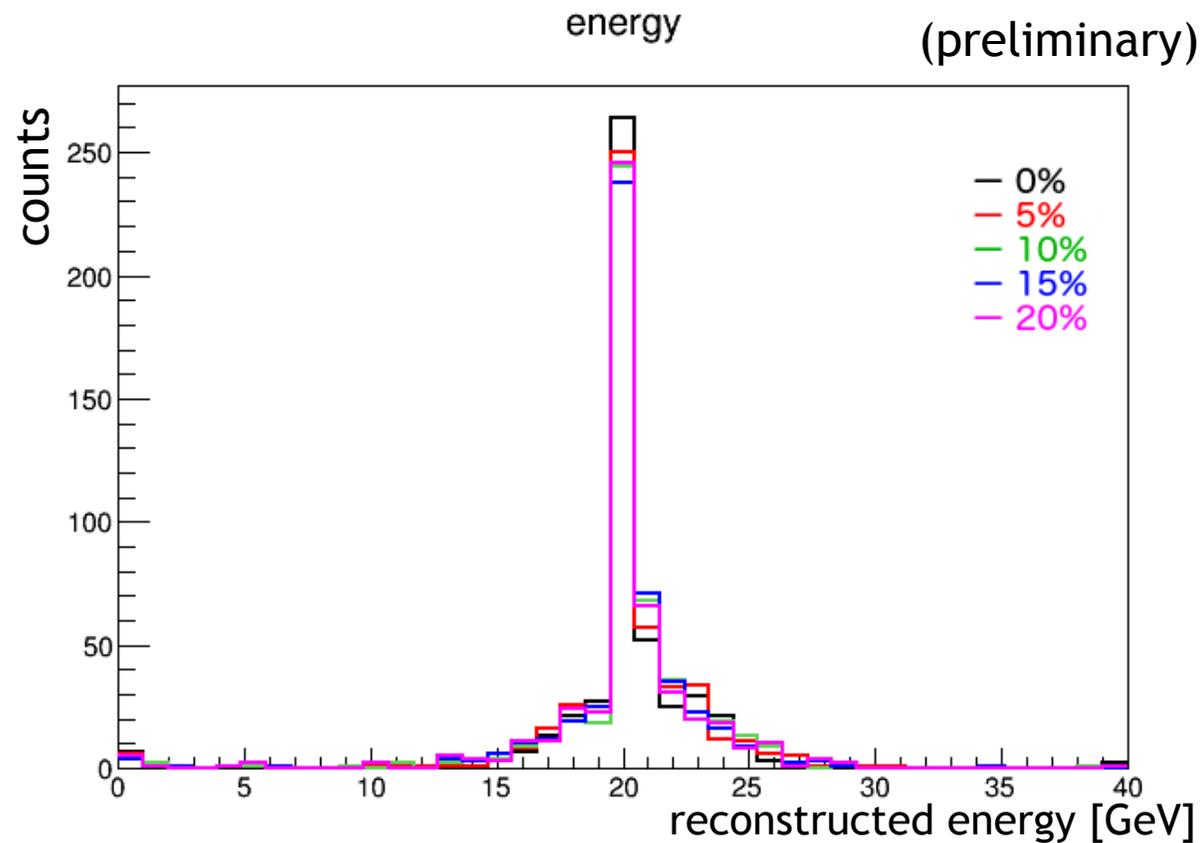
Single particle energy resolution

- ▶ The reconstructed energy of neutral hadron (K_L^0 , 20GeV)
- ▶ The mean value of the reconstructed energy changed by increasing the crosstalk, so I made some calibration to modify
- ▶ The resolution is gradually getting worse as the crosstalk increases

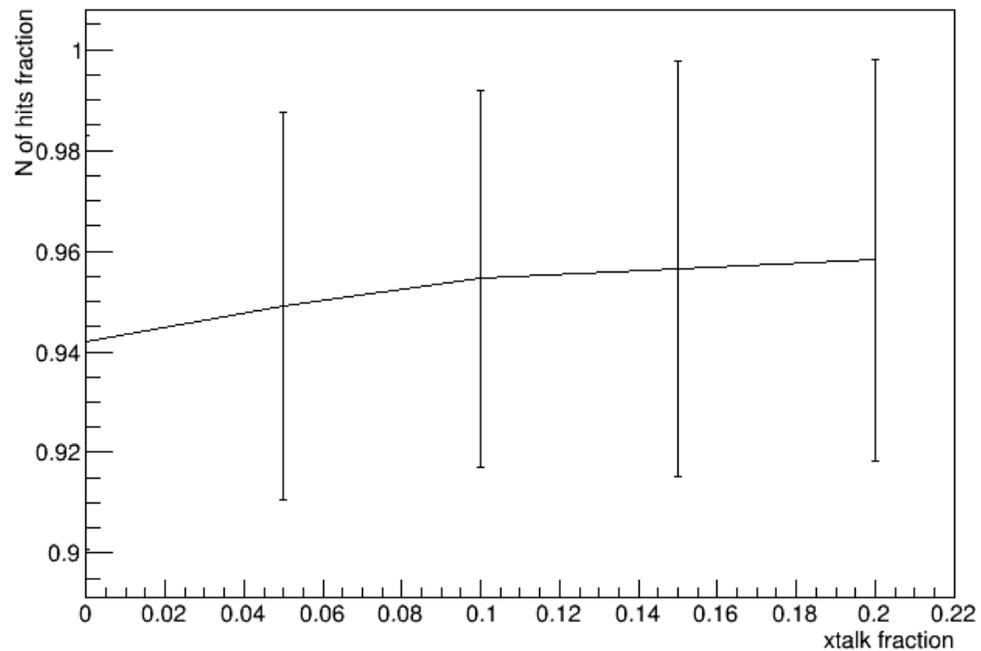


Single particle energy resolution

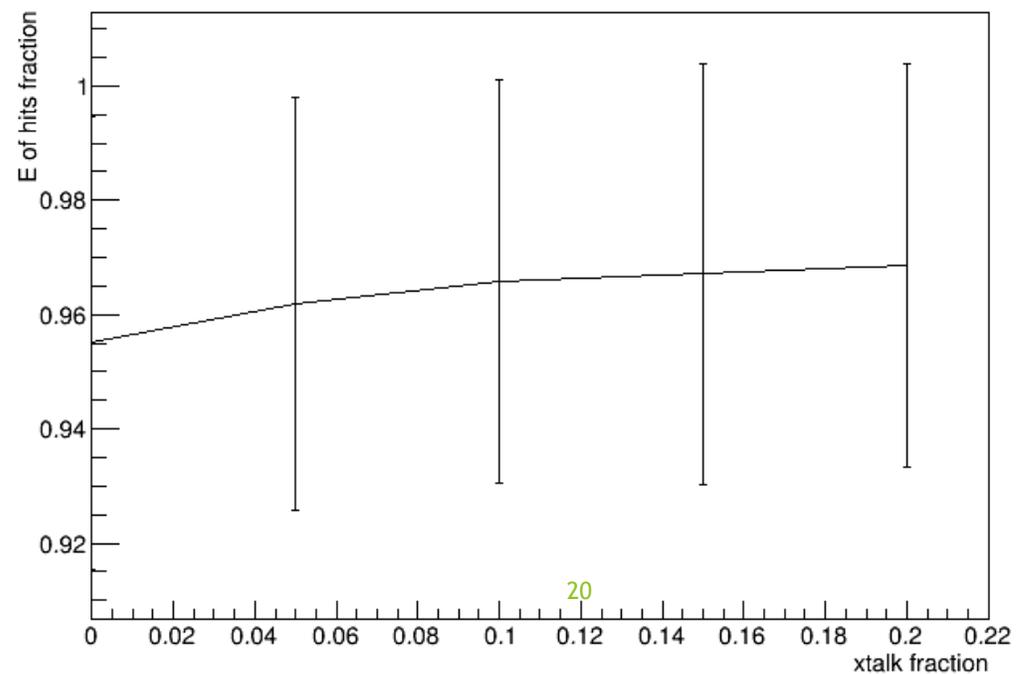
- For charged hadron (π^+), energy is mainly reconstructed by tracking detector, therefore the reconstruction is much better than neutral



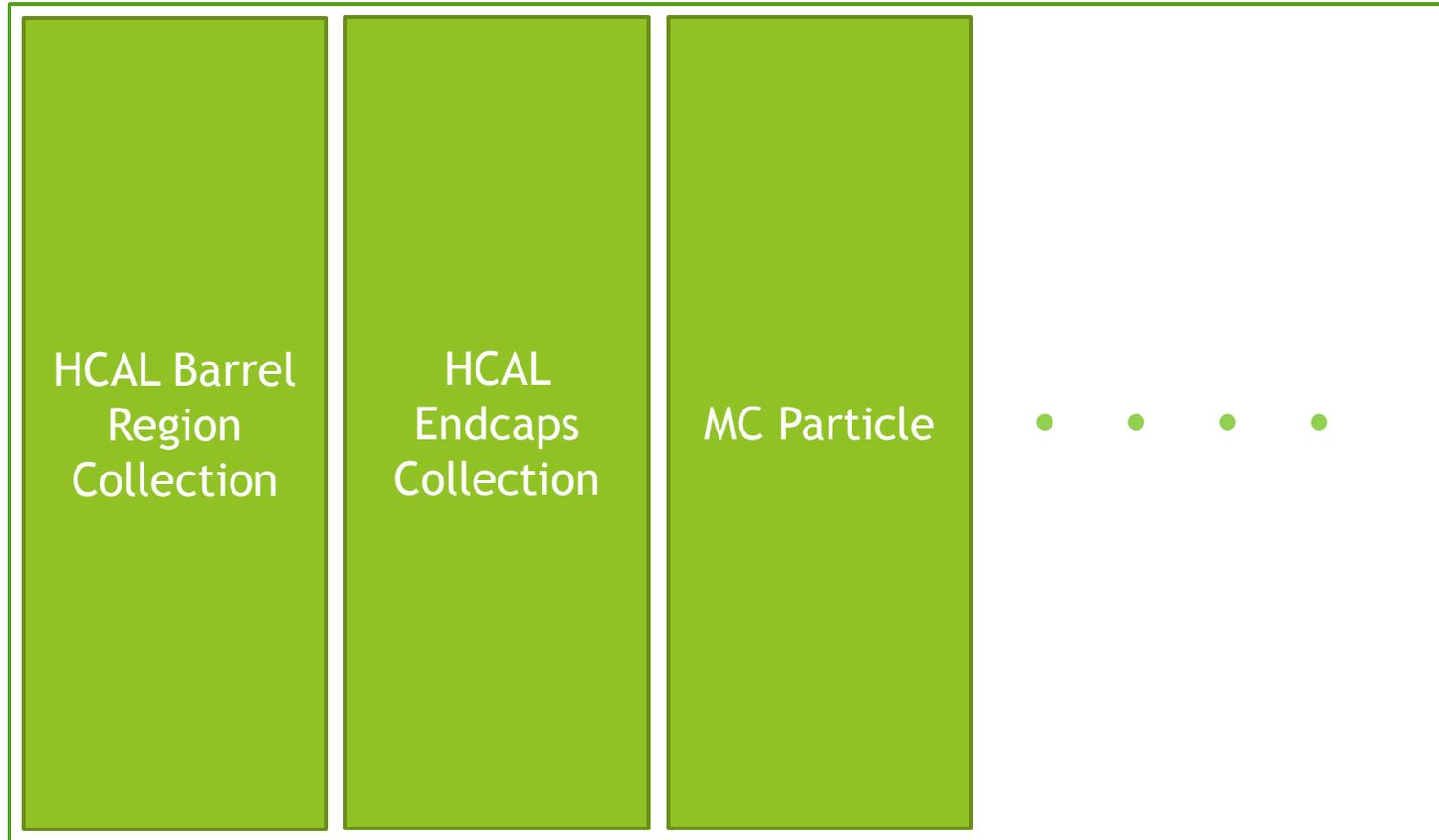
clustering efficiency K⁰L 20GeV



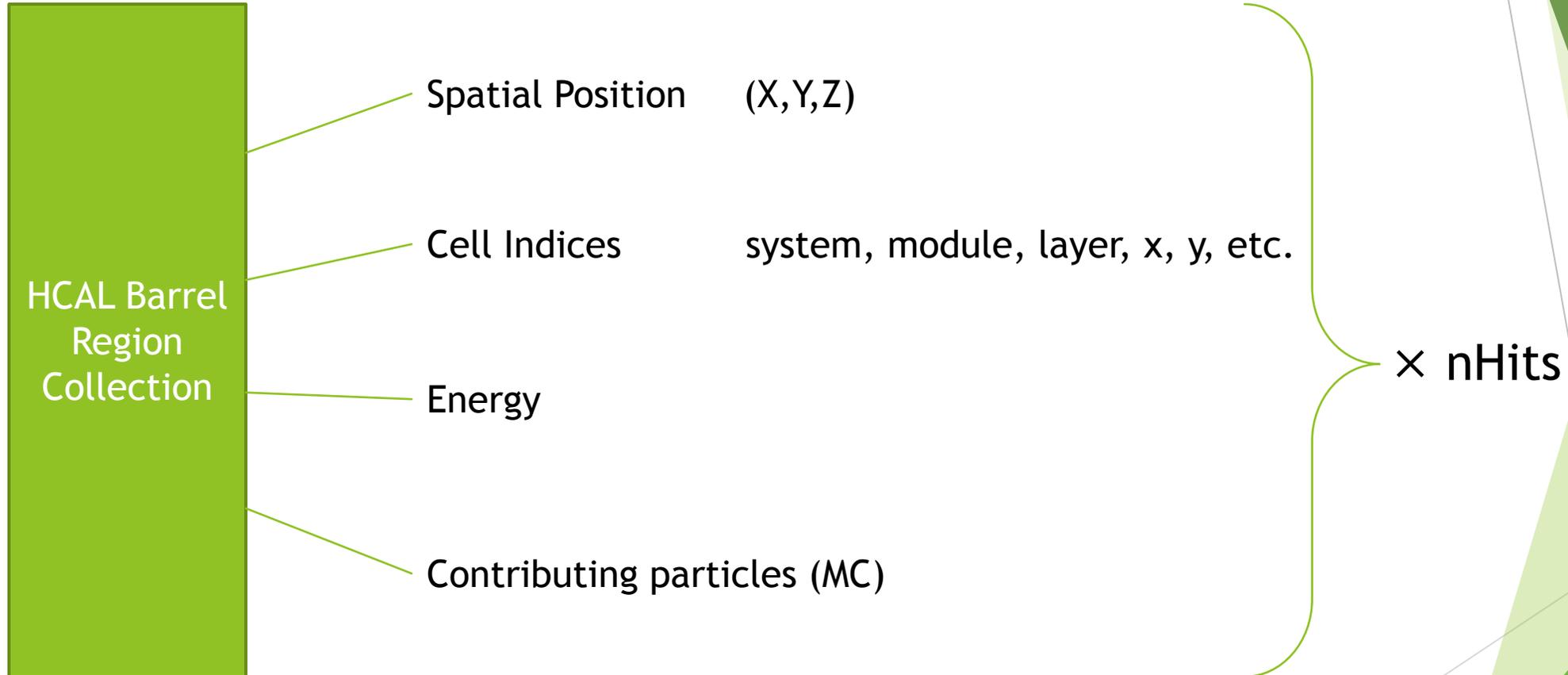
clustering efficiency Pi+ 20GeV



Event (generated by a simulator)

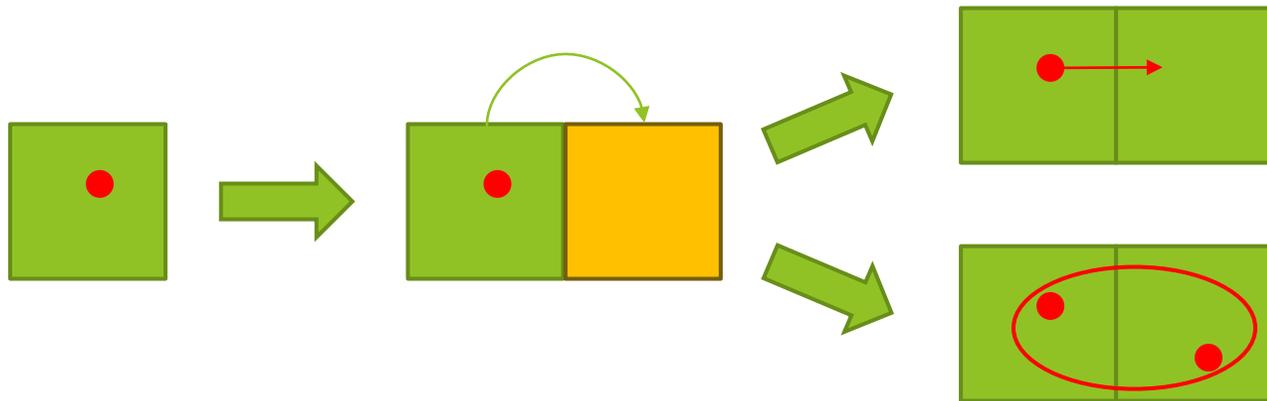


Collection contents



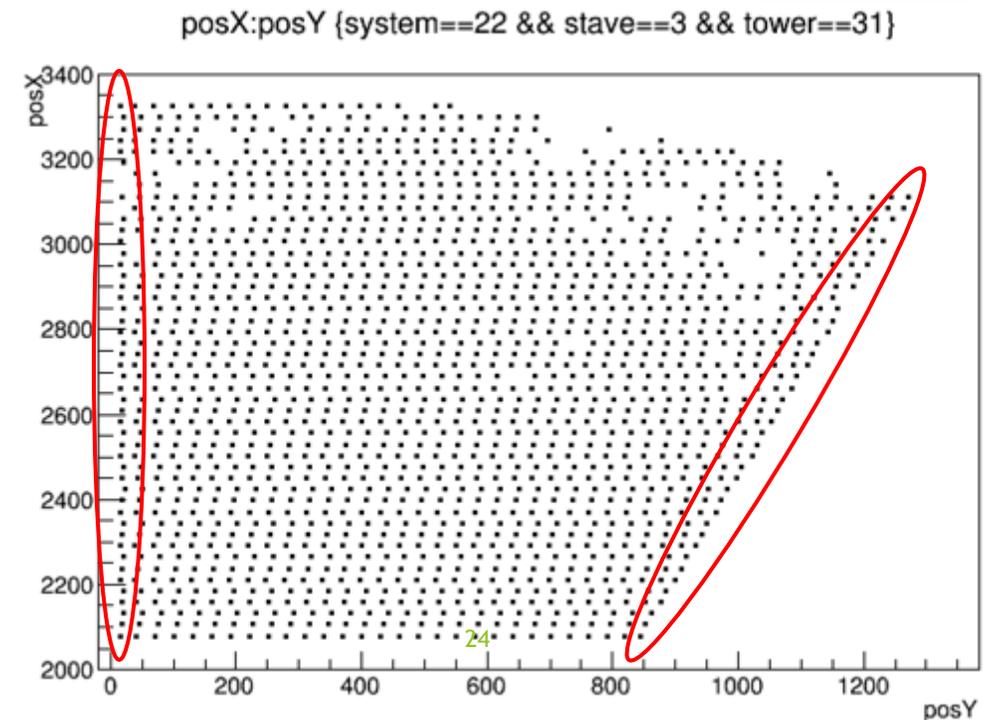
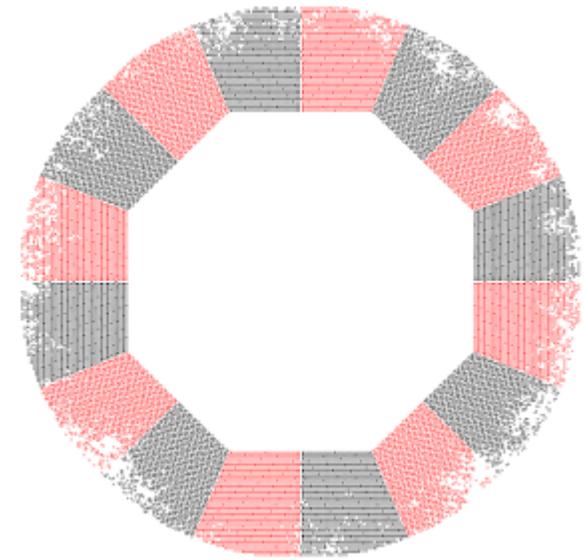
Algorithm

- ▶ Take one hit in the event
- ▶ Calculate the cell indices and the spatial positions of neighboring cells
- ▶ Then, if there is no hit on the neighboring cell, generate a new hit with some energy fraction (like 5% or so)
- ▶ And if the neighboring cell already has a hit, add as the form of energy contribution



Some difficulty

- ▶ The spatial position of neighboring cell was not obvious
 - ▶ For example, in HCAL Barrel, the distance along the x-y surface is 30 mm
 - ▶ but the distance along the z axis is 30.3248 mm
 - ▶ Also the at the both edge of each module, some irregular value is appearing (a bit shorter than 30 mm)
- ▶ So I just checked all the spatial alignment of the cells
- ▶ and wrote them explicitly in my code
 - ▶ (So the code is not stable for detector design changes)



Result

