

# Multiple scattering in TB19

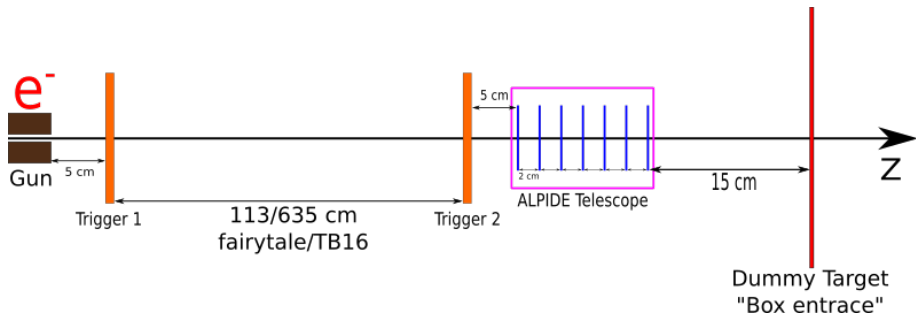
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

# MC Geometry setup for TB19



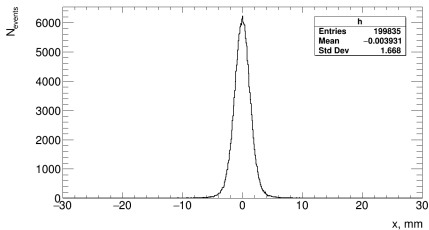
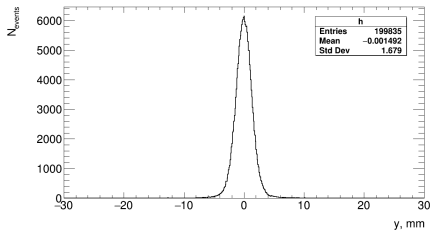
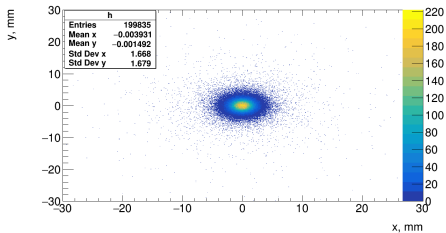
## Tested:

- $E_e$ : 1 GeV; 5 GeV
- Gun to dummy distance: 1.5 m; 6.7 m
- Configuration: Only air; only telescope; only trigger; both telescope and triggers

# MC simulated facilities

 Gun	Particle: $e^-$ Energy: 1 GeV / 5 GeV (mono-energetic) Direction: $\frac{p_z}{p} = 1$ (no angular smearing)
	Material: <i>G4_PLASTIC_SC_VINYLTOLUENE</i> Width: 4.128 mm
 ALPIDE Telescope	Material: <i>G4_Si</i> Width: 50 $\mu\text{m}$ each plane Number of planes: 7
	if (particle_is_primary && boundary) {Write it's position;}

# Only Air; 5 GeV; 6 meters example



$$\sigma_{6m\text{ Air}}^{5\text{GeV}} = 1.67\text{ mm}$$

# Results on multiple scattering

$\sigma$ , mm	5 GeV, 6.7m	5 GeV, 1.5m	1 GeV, 6.7m	1 GeV, 1.5m
Air	1.67	0.2	7	0.85
Telescope	1.68	0.22	7.03	0.87
Triggers	2.51	0.55	10.1	2.18
Both	<b>2.51</b>	<b>0.55</b>	<b>10.11</b>	<b>2.22</b>

**There is also angular beam spread!** (assumed isotropic)

$$\theta_{beam} = [0, 752 \mu rad]$$

$$d = 6.7 \text{ m} \Rightarrow y_{box,max} = \pm 5.04 \text{ mm} \Rightarrow \sigma_{beam} = \frac{10.08}{\sqrt{12}} = 2.91 \text{ mm}$$

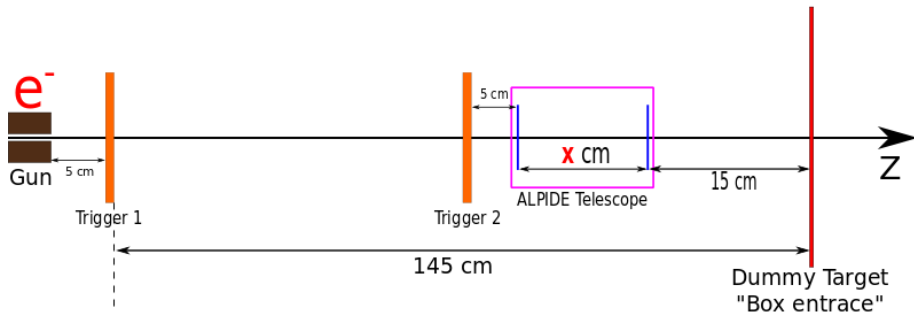
$$d = 1.5 \text{ m} \Rightarrow y_{box,max} = \pm 1.13 \text{ mm} \Rightarrow \sigma_{beam} = \frac{2.26}{\sqrt{12}} = 0.65 \text{ mm}$$

# Conclusions on multiple scattering

- ① Distance change from 6.7 m to 1.5 reduces multiple scattering spread by factor 4.5
- ② Distance change from 6.7 m to 1.5 m reduces angular beam spread by factor 4.5
- ③ Telescope negligibly affects multiple scattering
- ④ Scintillators increase multiple scattering spread by factor 1.5

Less distance – better

# Geometry Update for resolution test

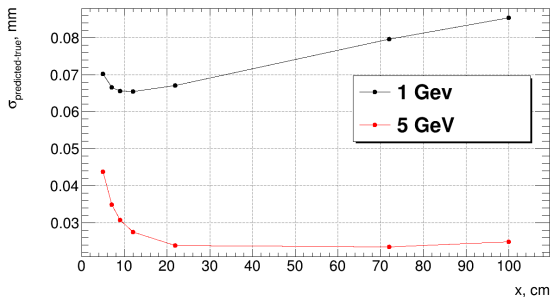


## Changes:

- Only 2 ALPIDE planes
- Vary distance between them
- Added beam size:  $5 \times 5$  mm square

**Check:** How precisely telescope can predict impact point in the dummy  
 $\sigma(y_{true} - y_{predict})$

# Results on resolution test



## Limitations:

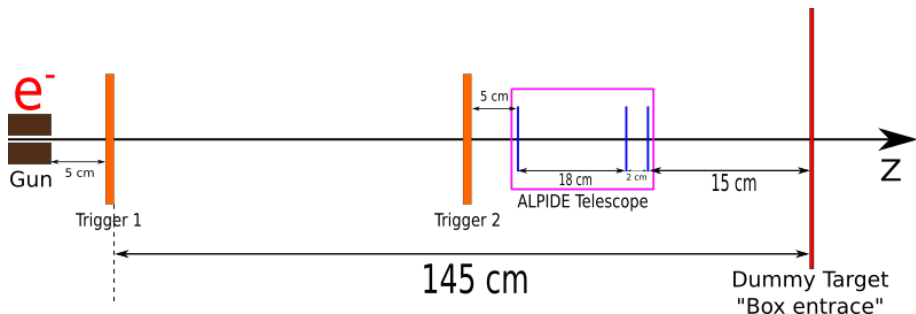
Activated pixel is calculated by true hit coordinates. Therefore only 1 pixel per plane is activated. In reality multiple pixels can be activated which influence resolution

## Conclusion:

- 20 cm between planes is good for both energies
- Multiple scattering prohibit improving for larger distances



# Resolution with 3 planes?



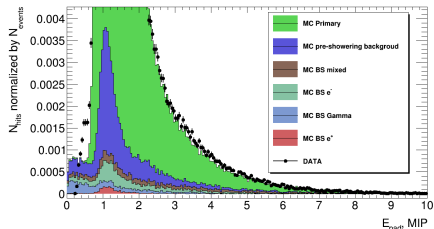
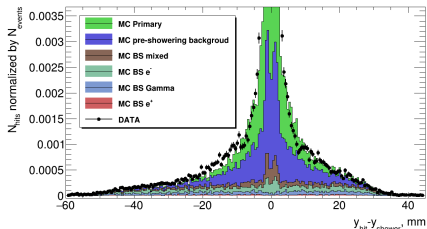
**Note:** 3rd plane is added with 14  $\mu\text{m}$  staging to improve resolution

$$\sigma_{2\text{planes}}^{5\text{GeV}} = 0.02423 \text{ mm}$$

$$\sigma_{3\text{planes}}^{5\text{GeV}} = 0.02481 \text{ mm}$$

**No improvement is seen. But additional planes can help to fight background**

# Pre-showering in TB16



**Pre-showering is superior and shadows studying back-scattering signals**

