

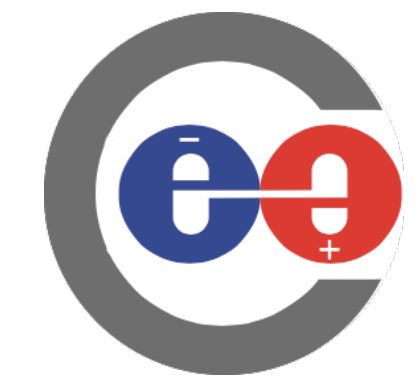
# Simulation studies of material and scintillator non-uniformities

CALICE Collaboration Meeting - Montreal  
5.3.2020

Lorenz Emberger  
Showing Work from Malinda DeSilva

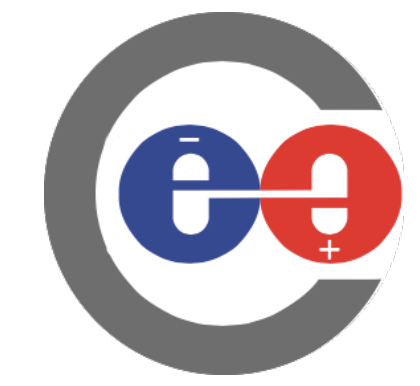


**MAX-PLANCK-INSTITUT**  
FÜR PHYSIK



# Overview

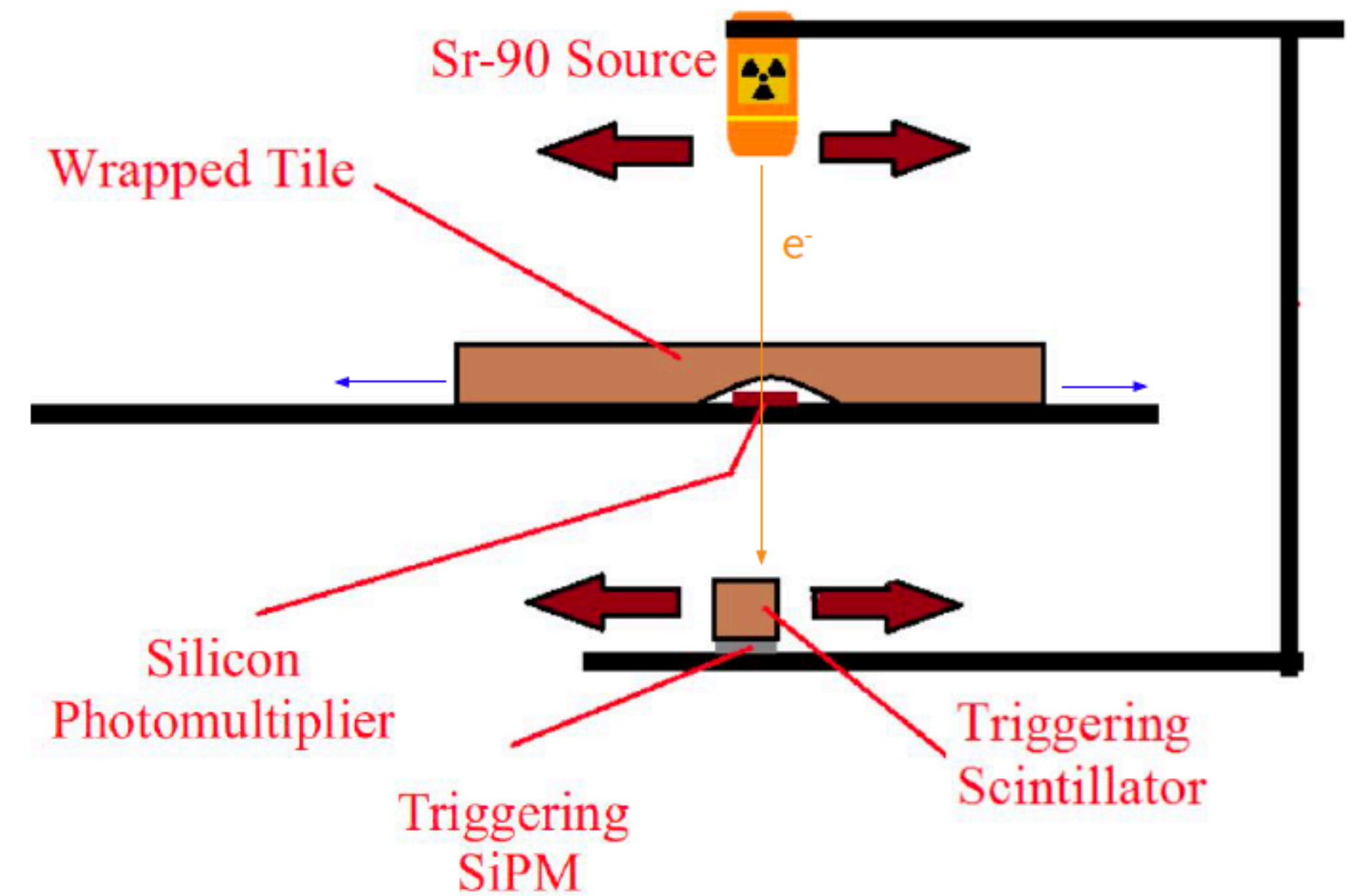


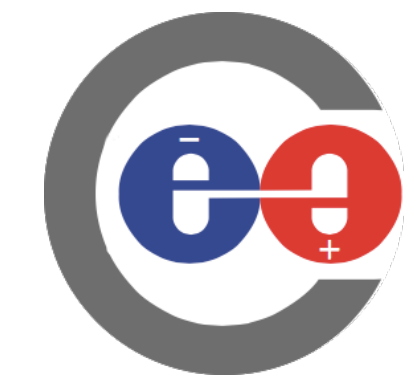


# Overview

Geant4 study to investigate the effects of non-uniformities in the calorimeter:

- Misalignment of tiles wrt to SiPM

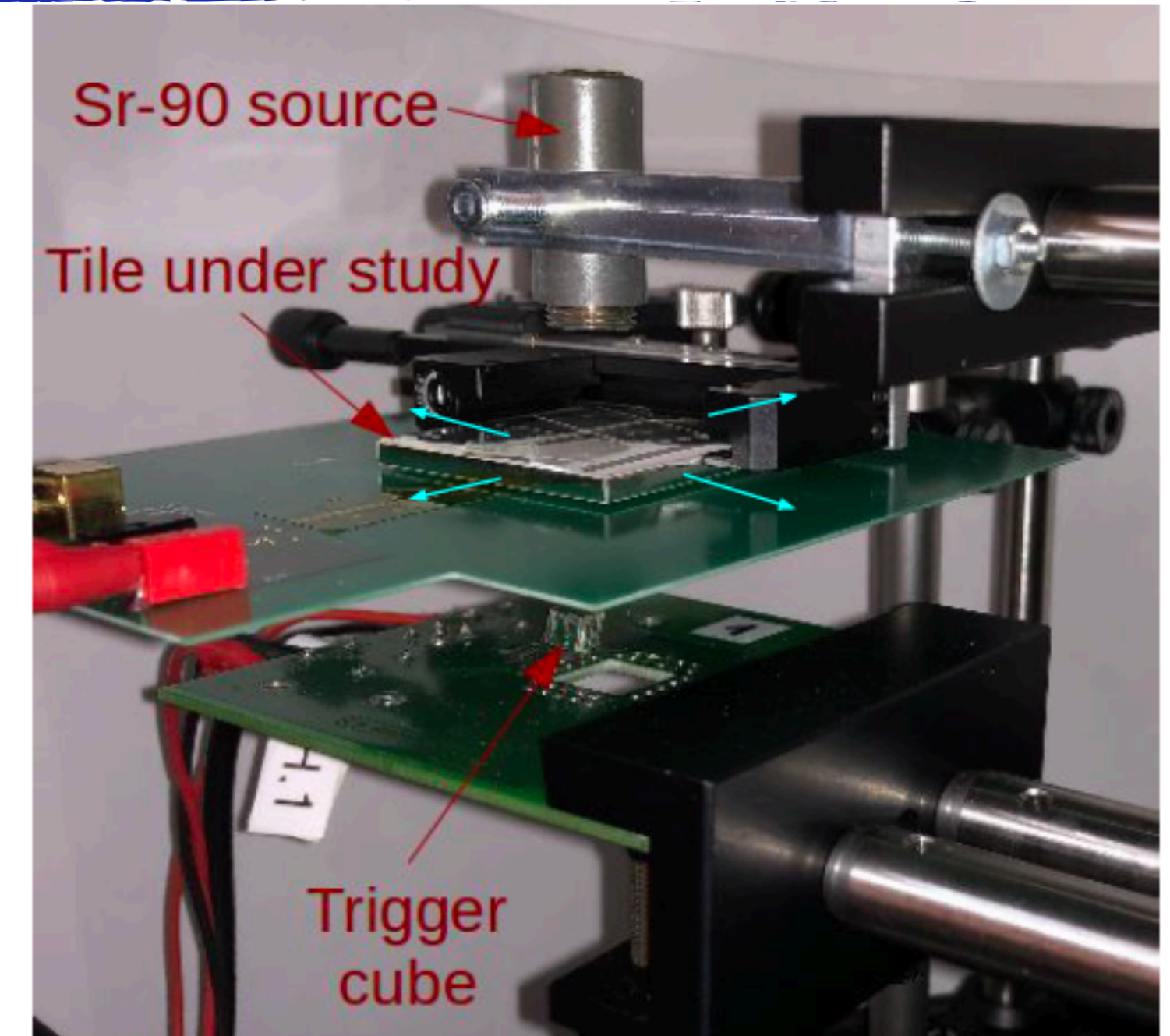




# Overview

Geant4 study to investigate the effects of non-uniformities in the calorimeter:

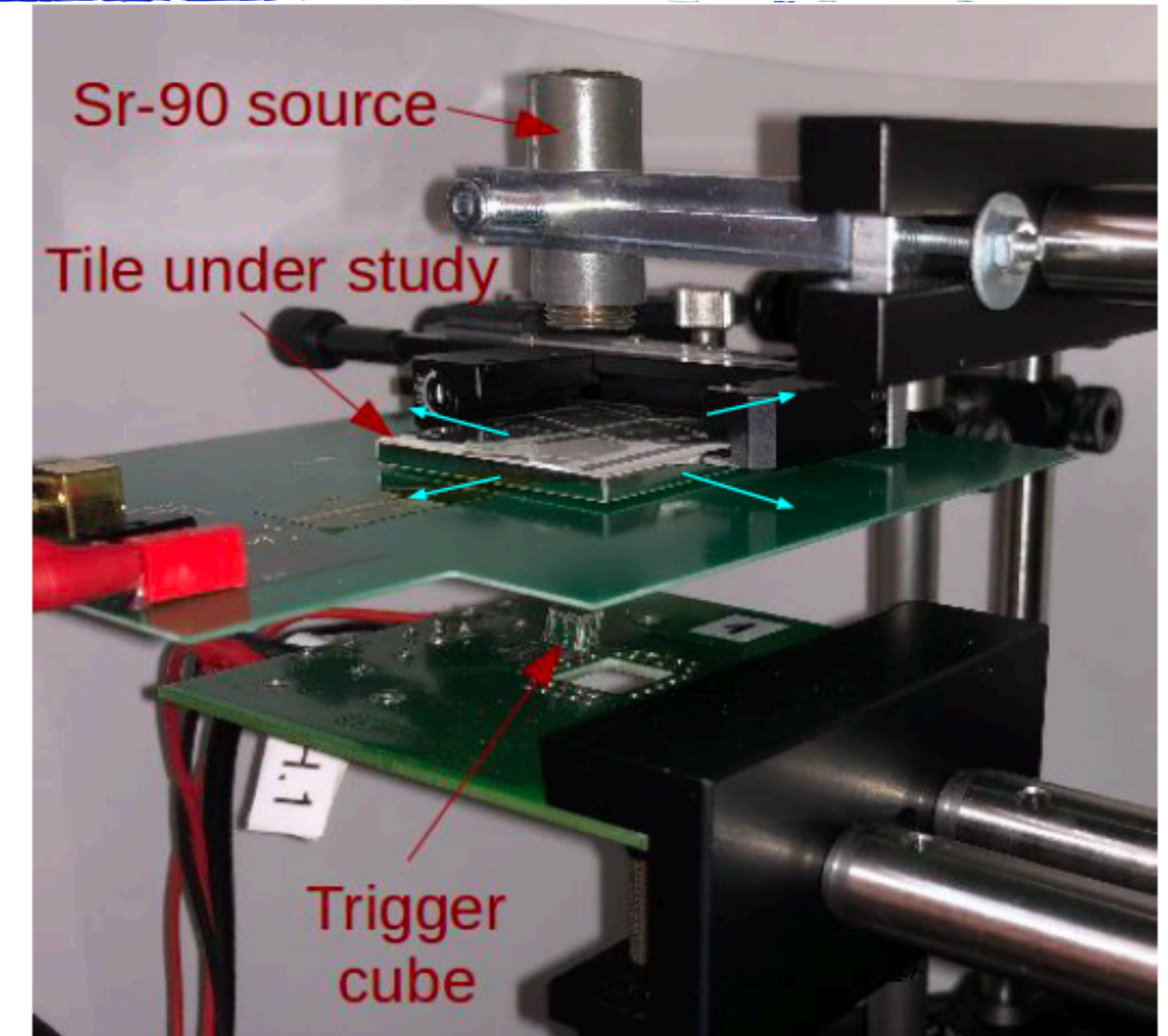
- Misalignment of tiles wrt to SiPM





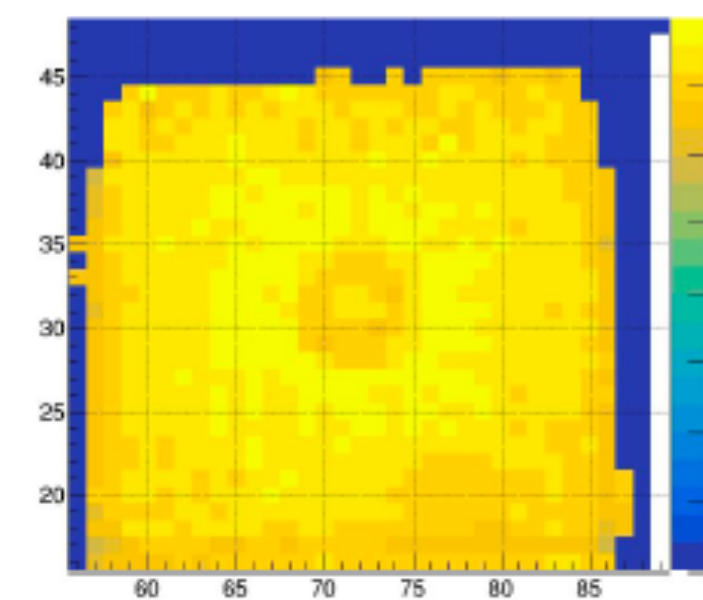
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- Misalignment of tiles wrt to SiPM

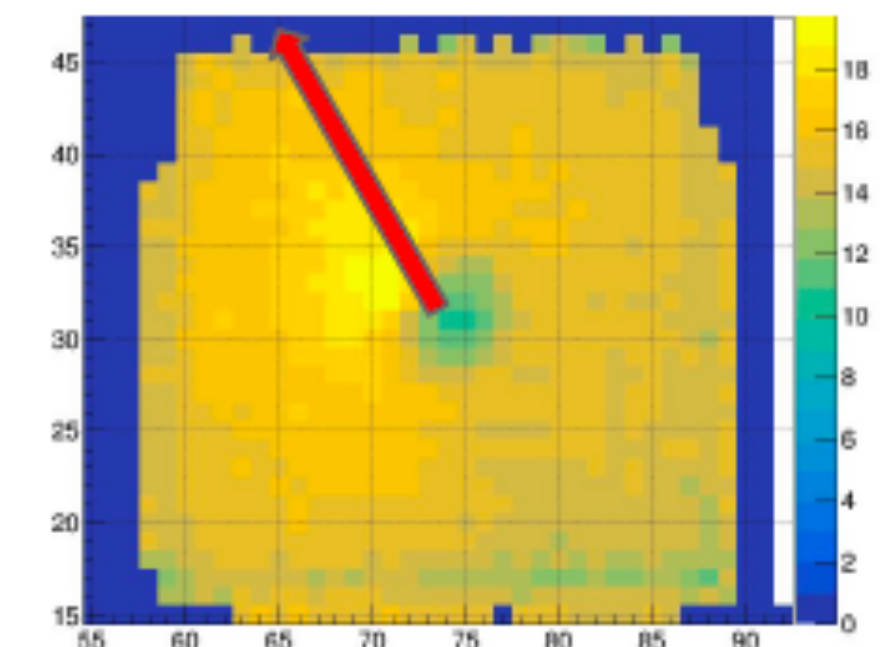


Misalignment  $\sim 0$

$x=0$  mm,  $y=0$  mm



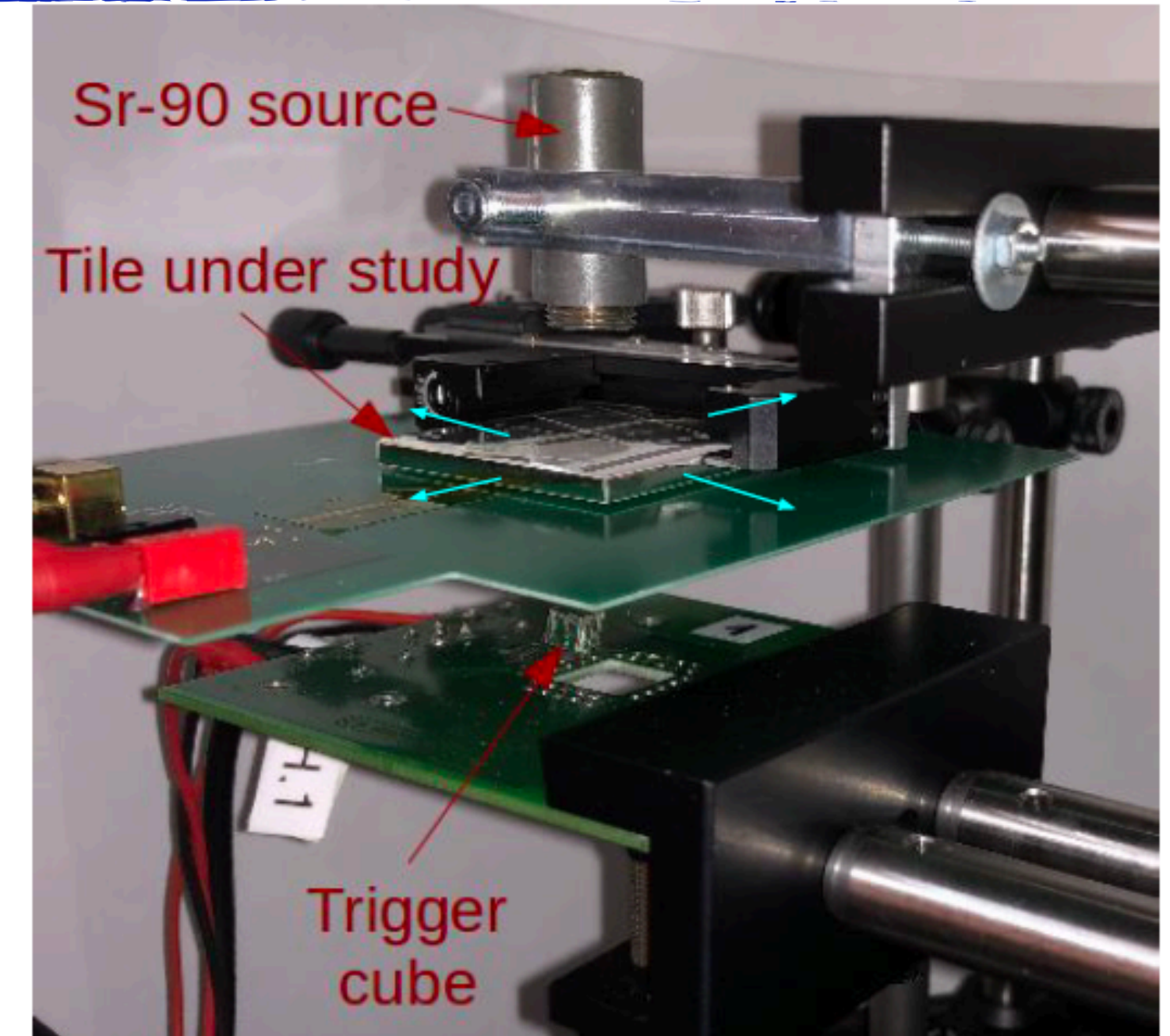
$x=-1.1$  mm,  $y=-0.6$  mm





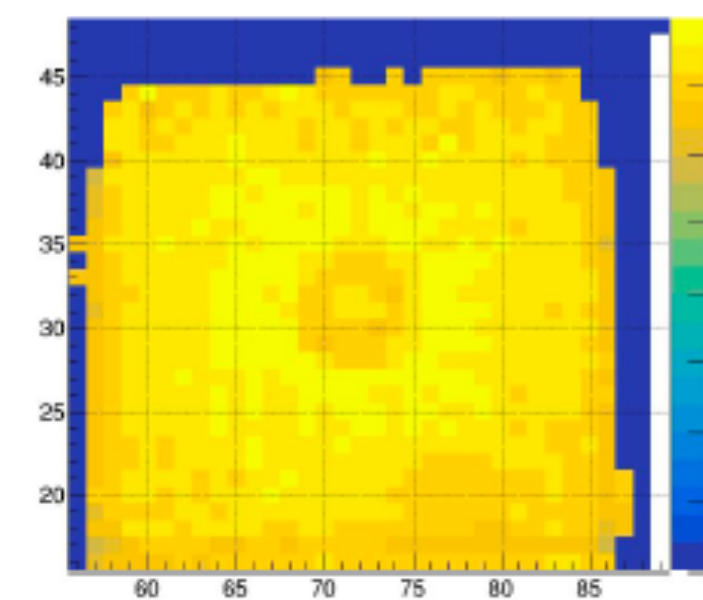
Geant4 study to investigate the effects of non-uniformities in the calorimeter:

- Misalignment of tiles wrt to SiPM
- Presence of ASICs
- Presence of gaps between tiles

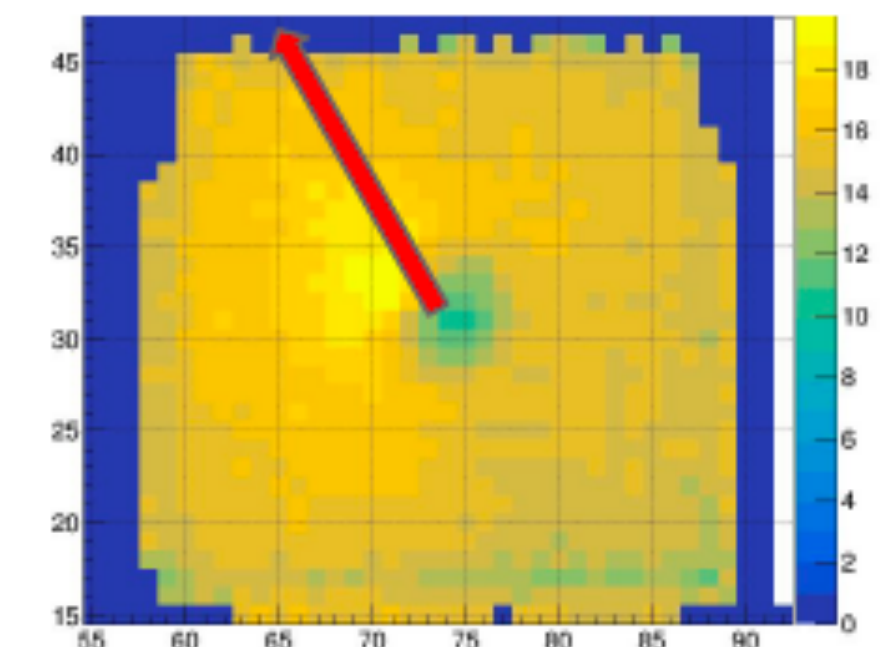


Misalignment  $\sim 0$

$x=0$  mm,  $y=0$  mm



$x=-1.1$  mm,  $y=-0.6$  mm



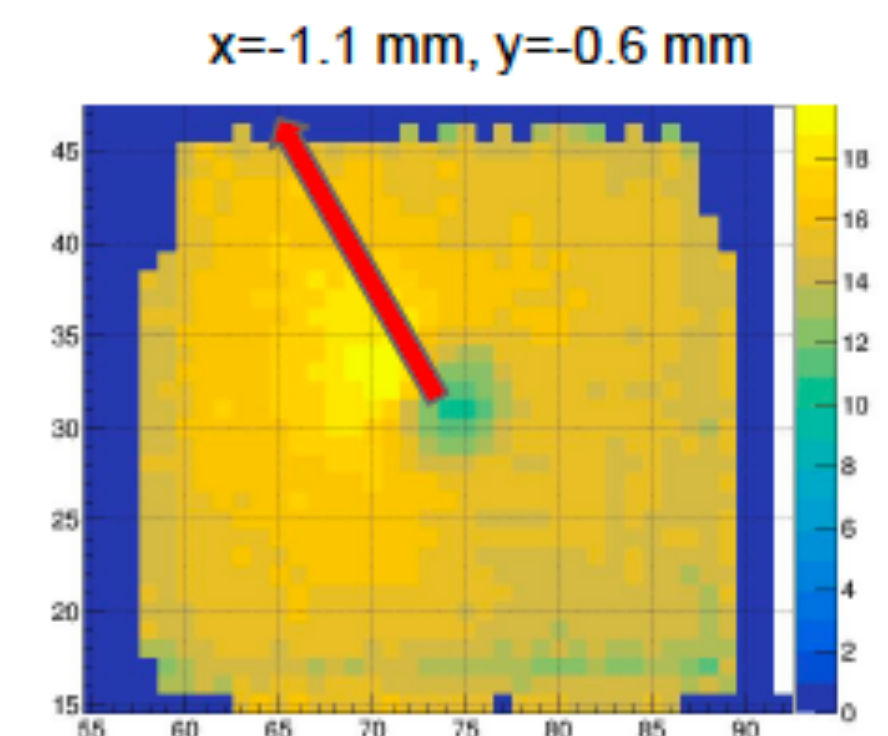
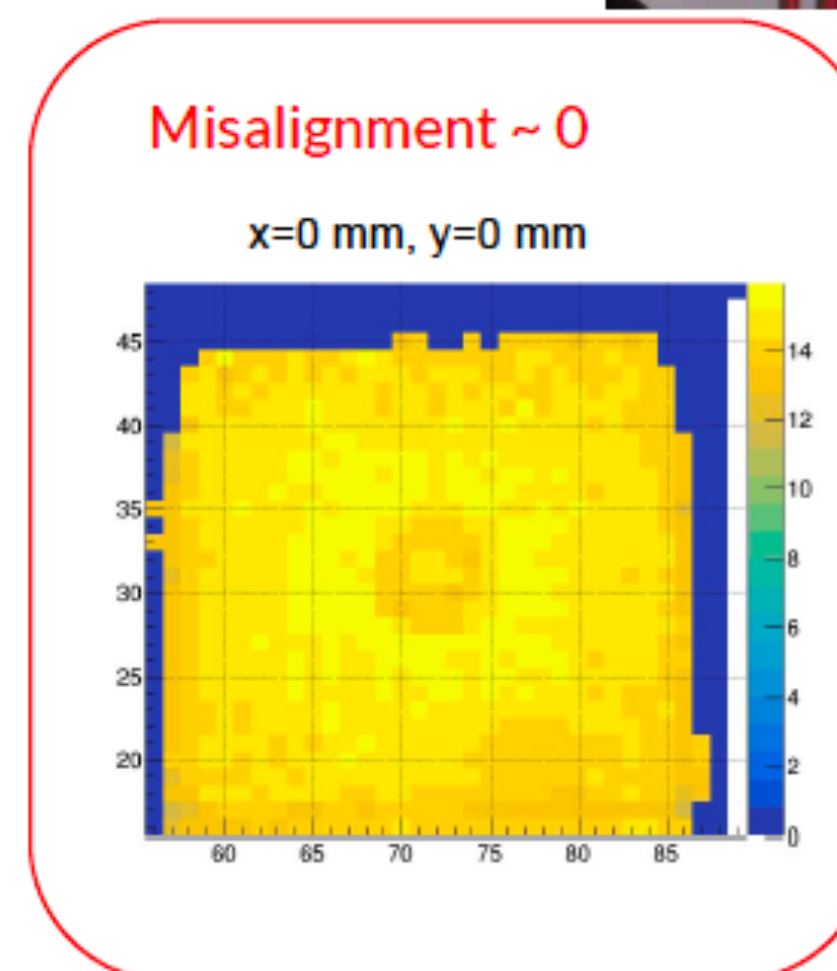
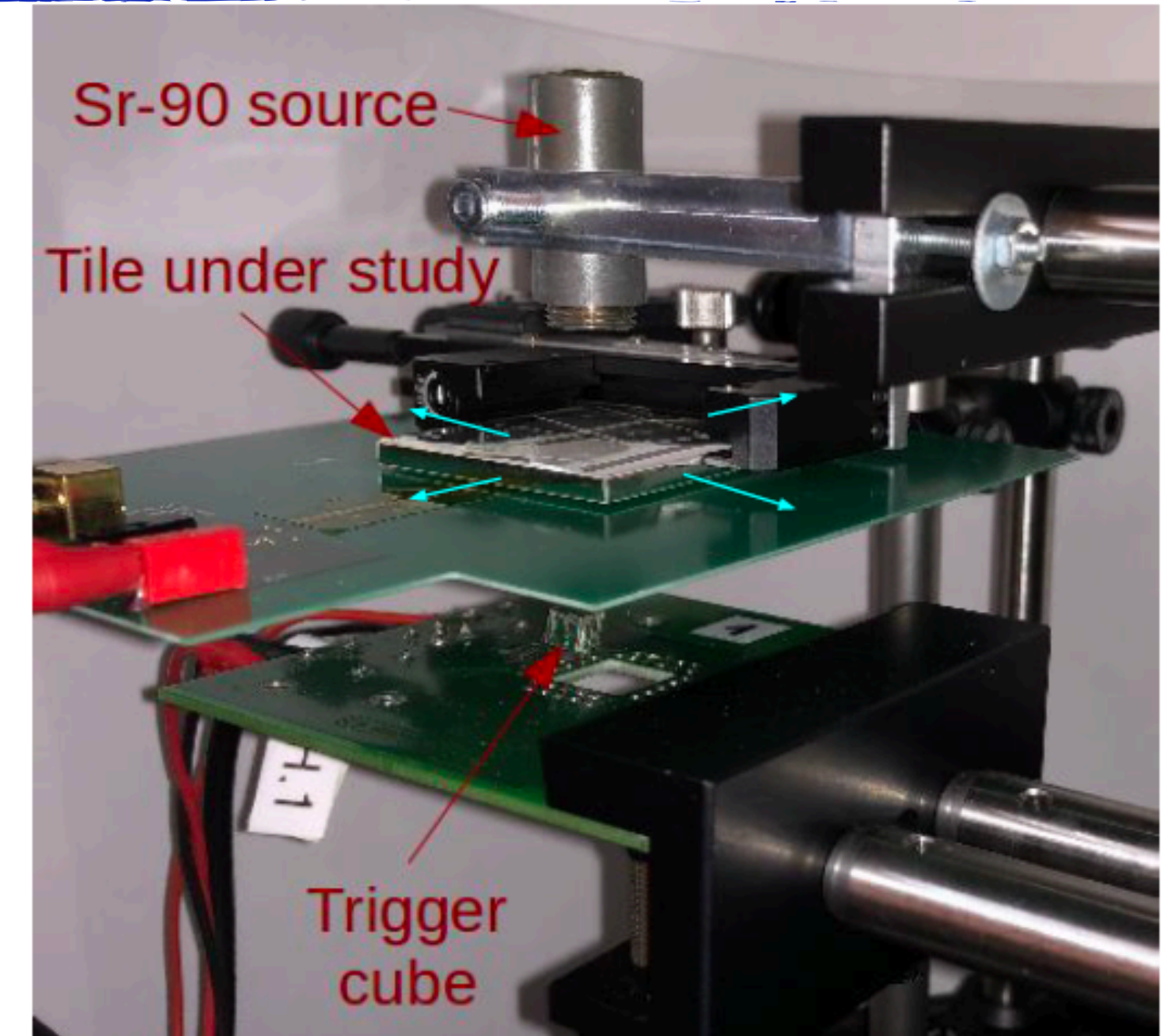


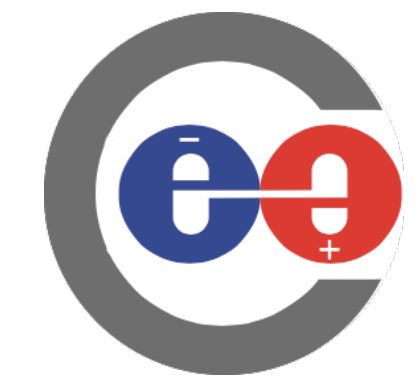
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- Misalignment of tiles wrt to SiPM
- Presence of ASICs
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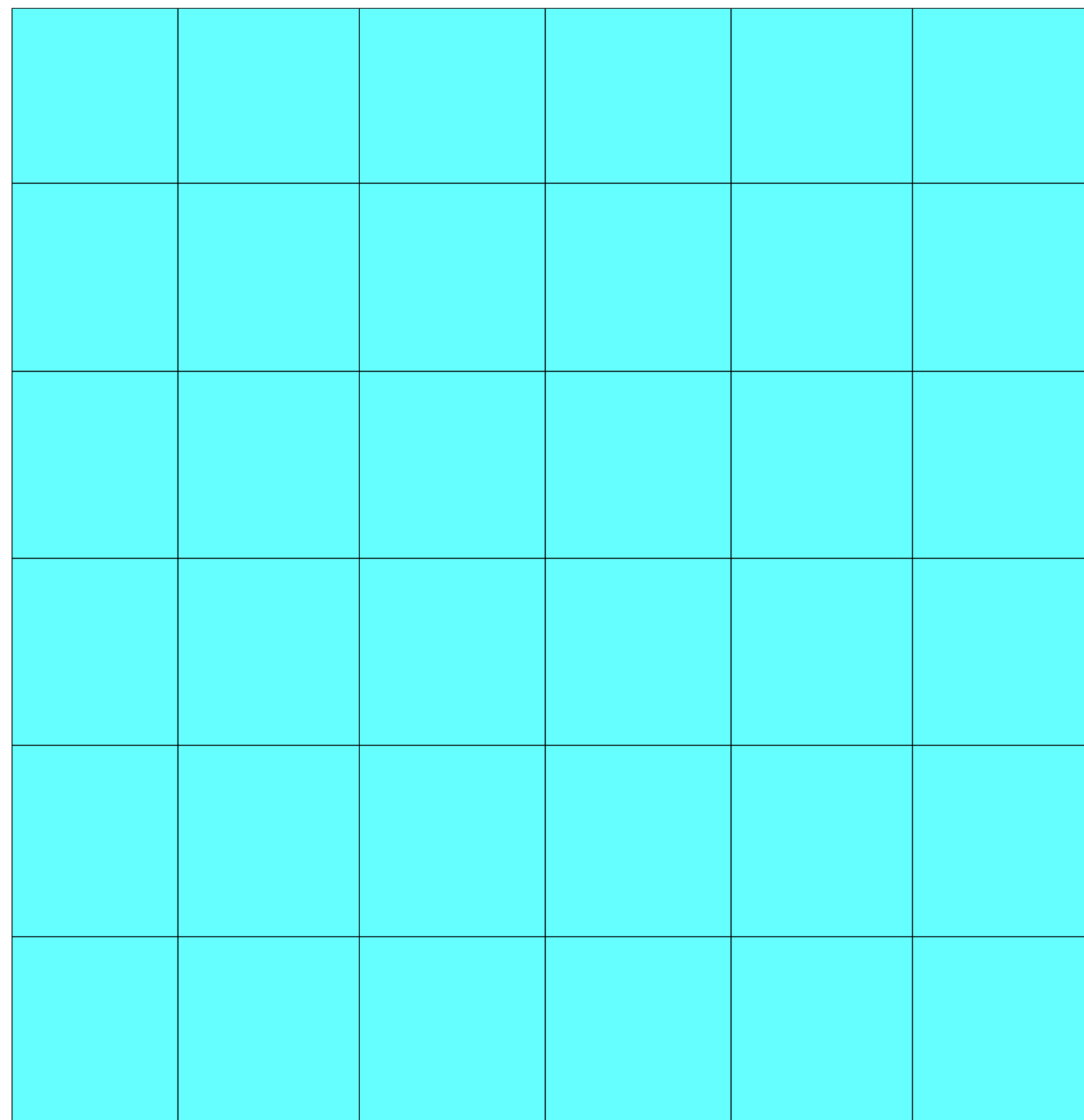
Quantify the influence of individual kinds of non-uniformities and combinations:

- Energy range of 50MeV - 1.5GeV with copper absorber
- Energy range of 5GeV - 80GeV with tungsten absorber

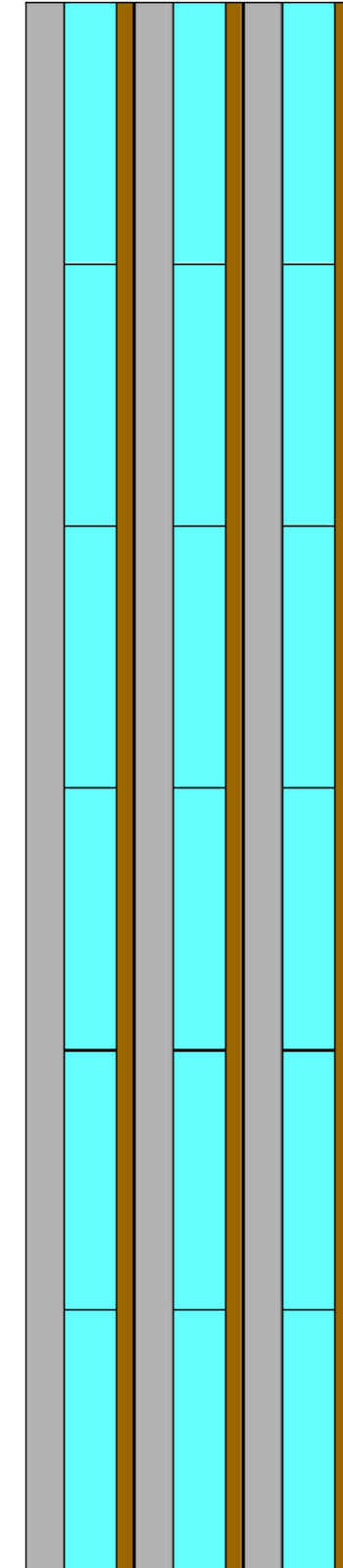




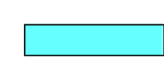


# ECAL Setup in Geant4



Front View



Side View

-  Scintillator Tiles
-  Copper Absorber
-  PCB layer

Basic simulation study without support structures

300 alternating layers of:

- 2 mm thick copper absorber
- 120 polystyrene scintillators of size 30x30x5 mm<sup>3</sup>
- 0.7 mm thick PCB layer

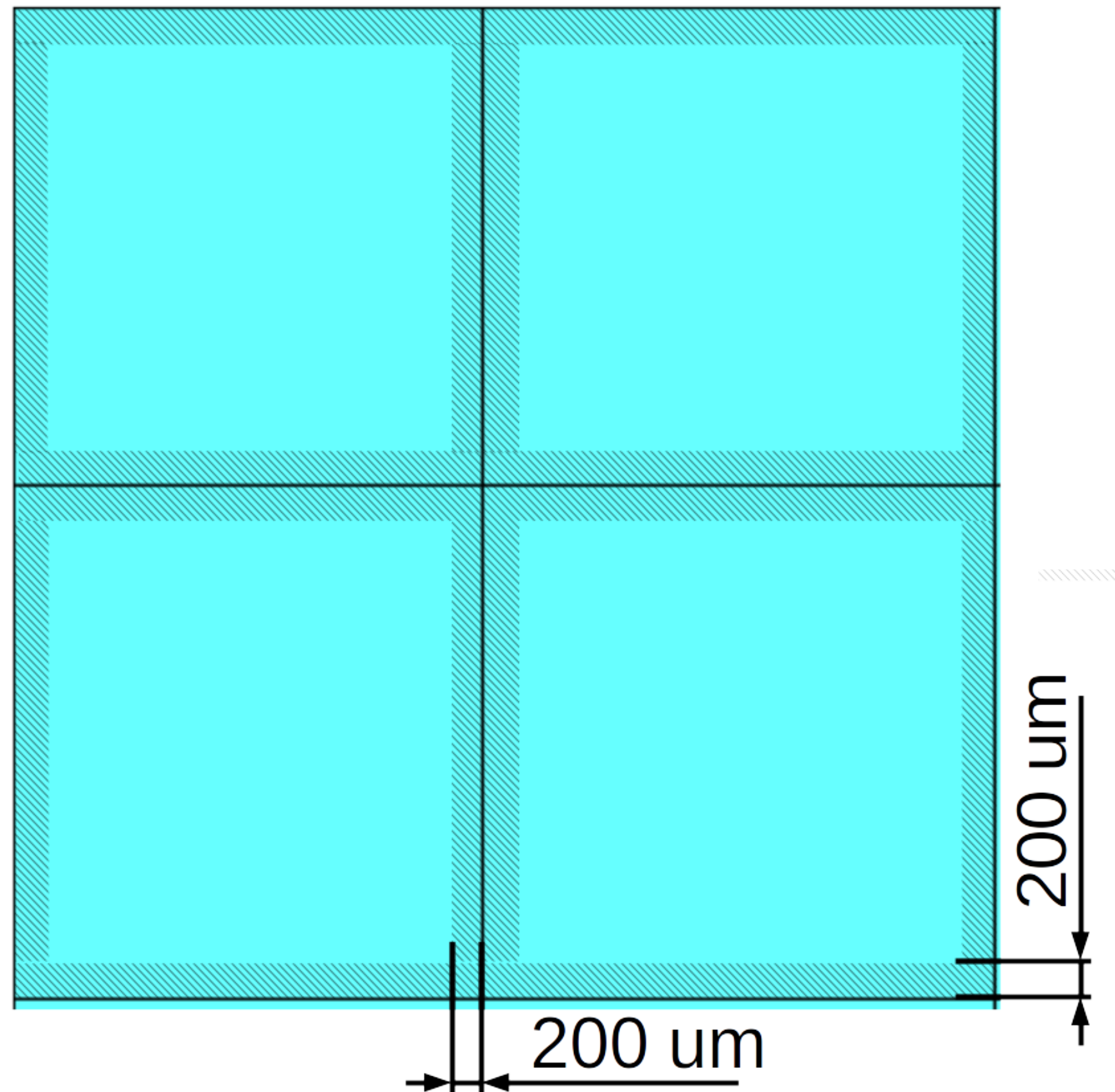
20,000 photons simulated covering the 4 central tiles uniformly

Including:

- Poissonian photon statistics
- Range cut: 0.05 mm
- Energy cut: 0.3 MeV

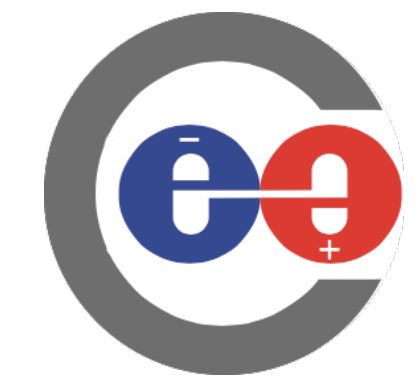
Baseline setup  $\implies$  implement non uniformities step by step



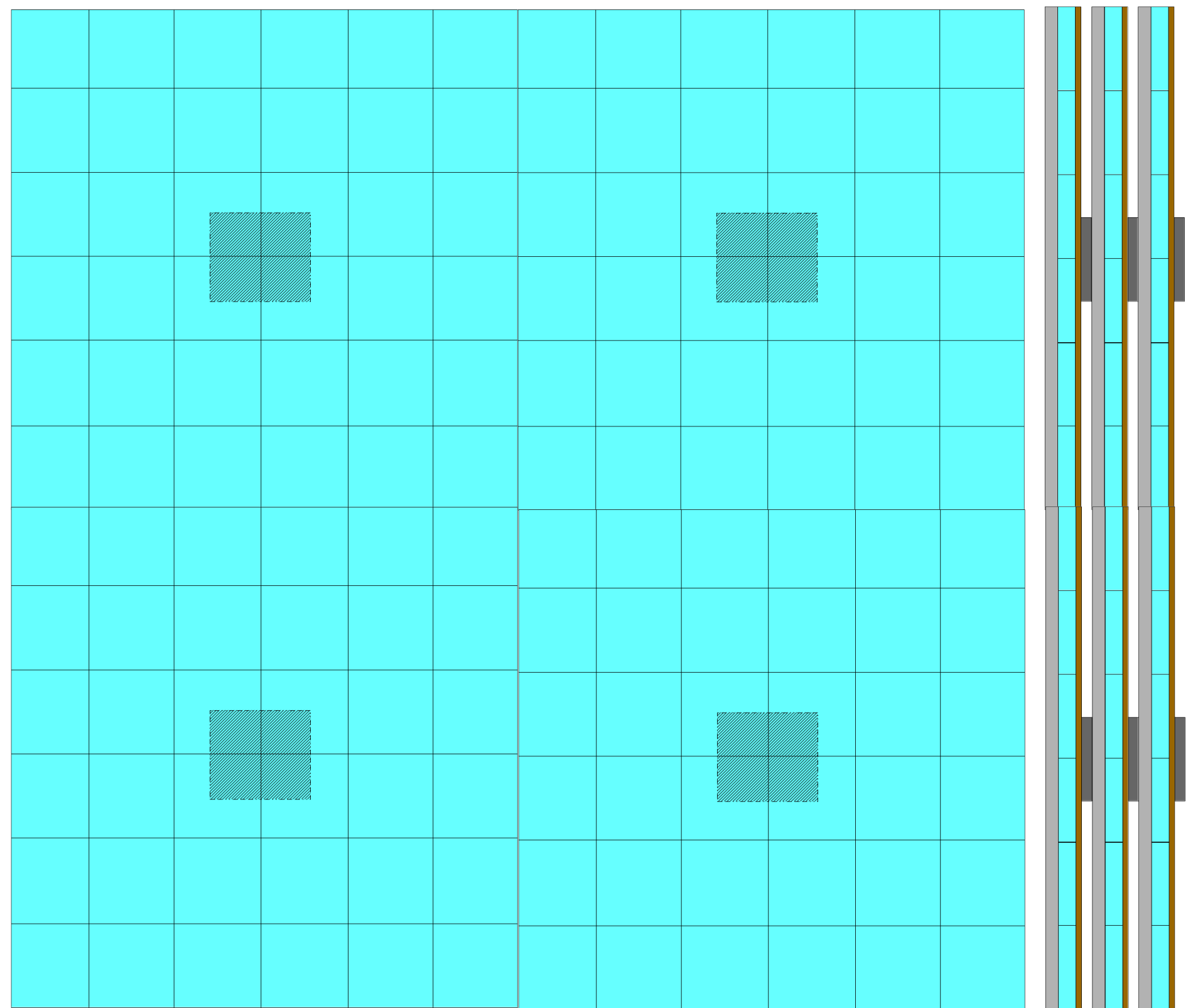


- Scintillator Tiles
- Gap between Tiles

- Gaps caused by manufacturing, wrapping and placement accuracy
- Gaps implemented by setting the energy deposition in the outer area of the tile to zero.
- NOTE: Particles still traverse scintillator material



# Implementation of ASICs




Front View

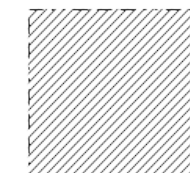
Side View

 Scintillator Tiles

 Copper Absorber

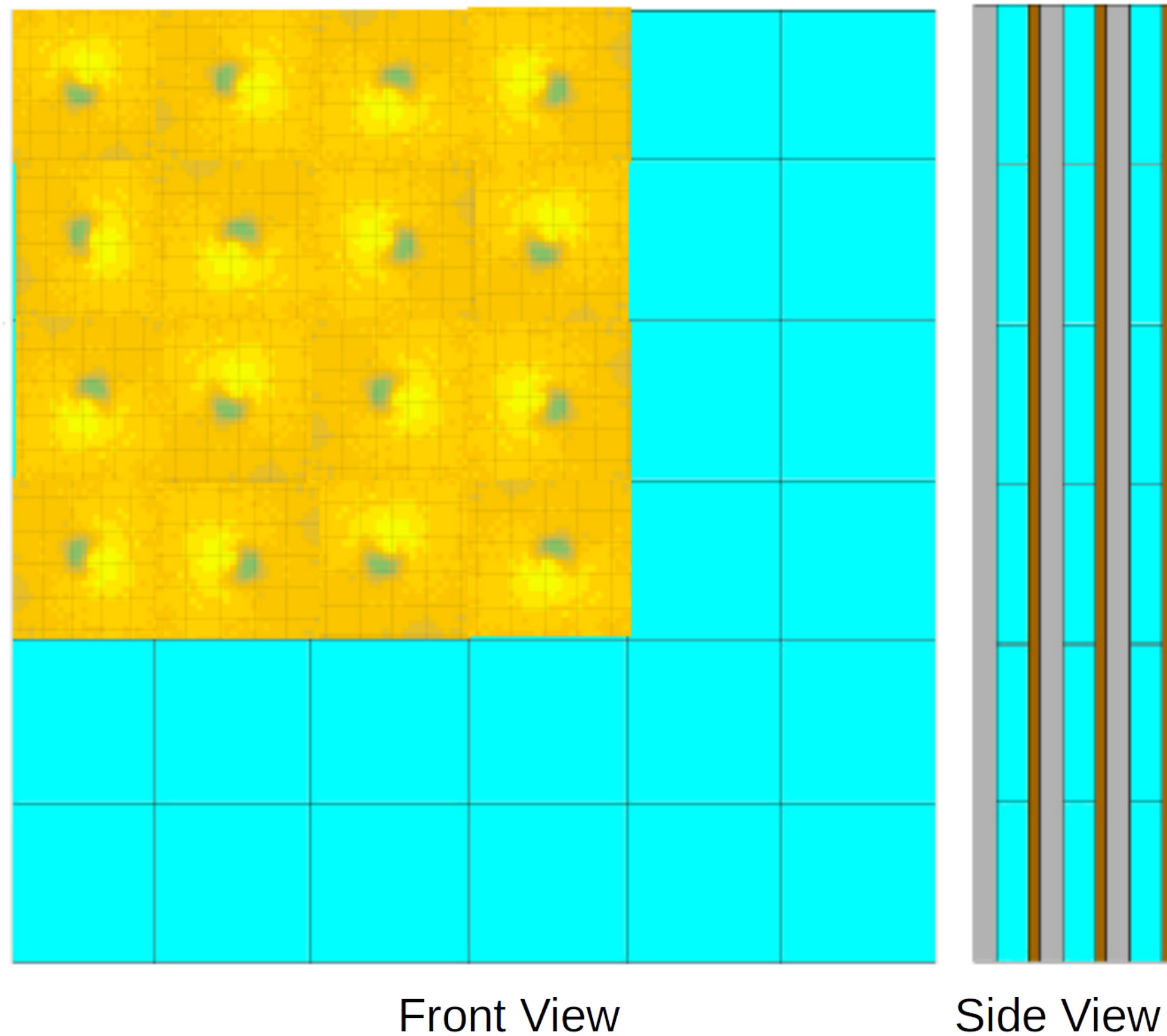
 PCB layer

 ASIC

 ASIC placement  
with respect to  
the Tiles

- 300 alternating layers of:
  - 2 mm thick copper absorber.
  - Polystyrene scintillators of size 30x30x5 mm<sup>3</sup>.
  - 0.7 mm thick PCB layer.
  - 2 mm thick Si ASIC of 30x30 mm<sup>2</sup> area.
- ASICs are implemented as Si plates
- ASICs are placed 18 cm (center-to-center) apart.

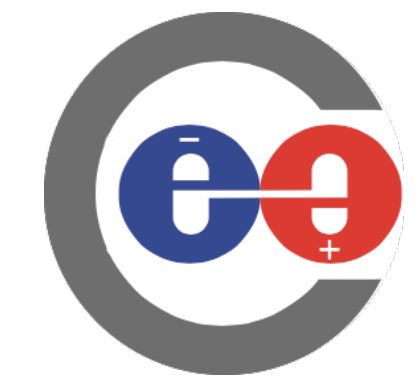




- Scintillator Tiles
- Copper Absorber
- PCB layer

- 300 alternating layers of:
  - 2 mm thick copper absorber
  - Polystyrene scintillators of size 30x30x5 mm<sup>3</sup>
  - 0.7 mm thick PCB layer
  - 2 mm thick Si ASIC of 30x30x2 mm<sup>2</sup> area
- Every tile is mapped to a randomly rotated light yield scan of a tile
- After execution of a step in Geant4, scale the energy deposition according to the measured light yield

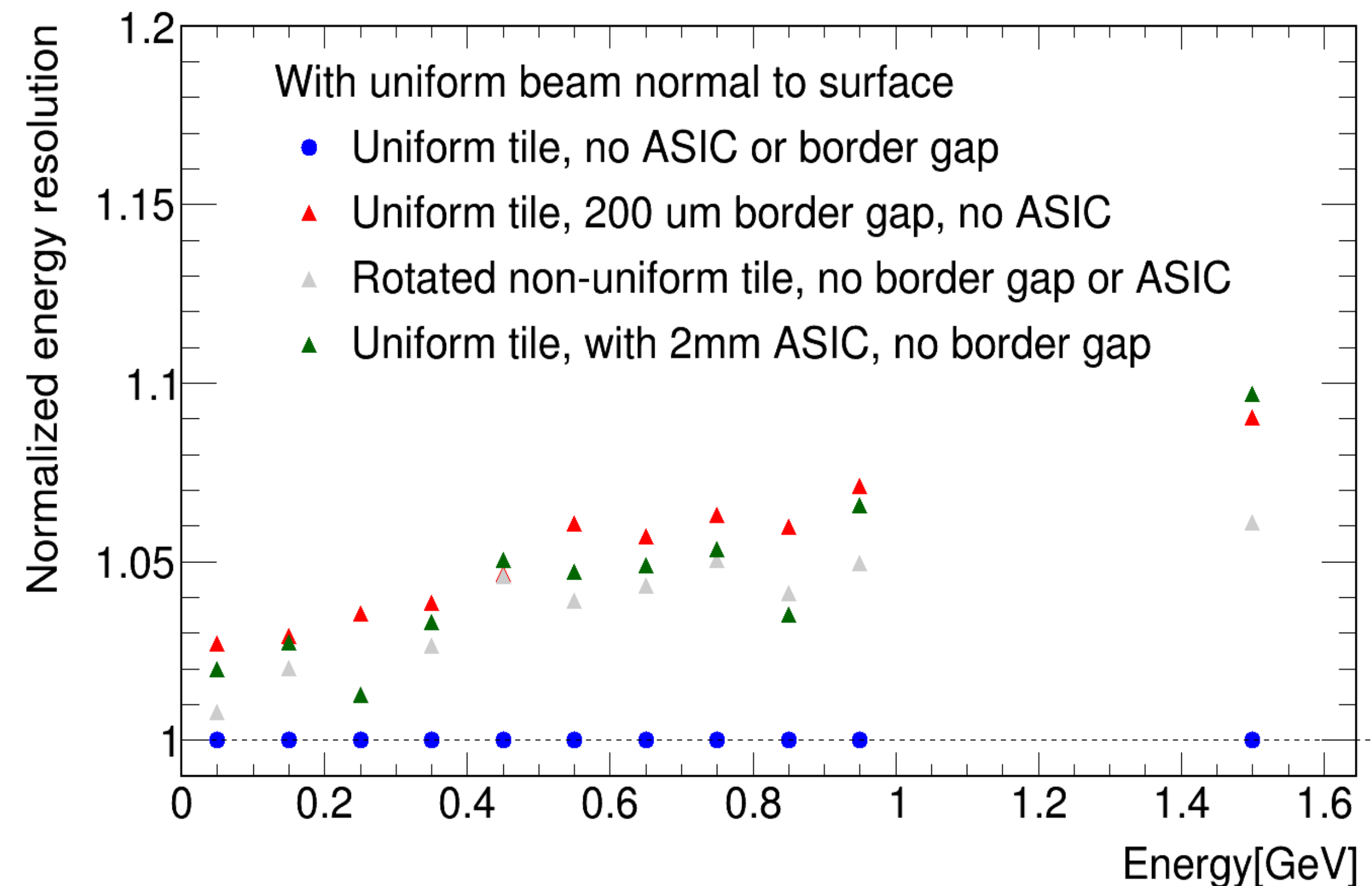
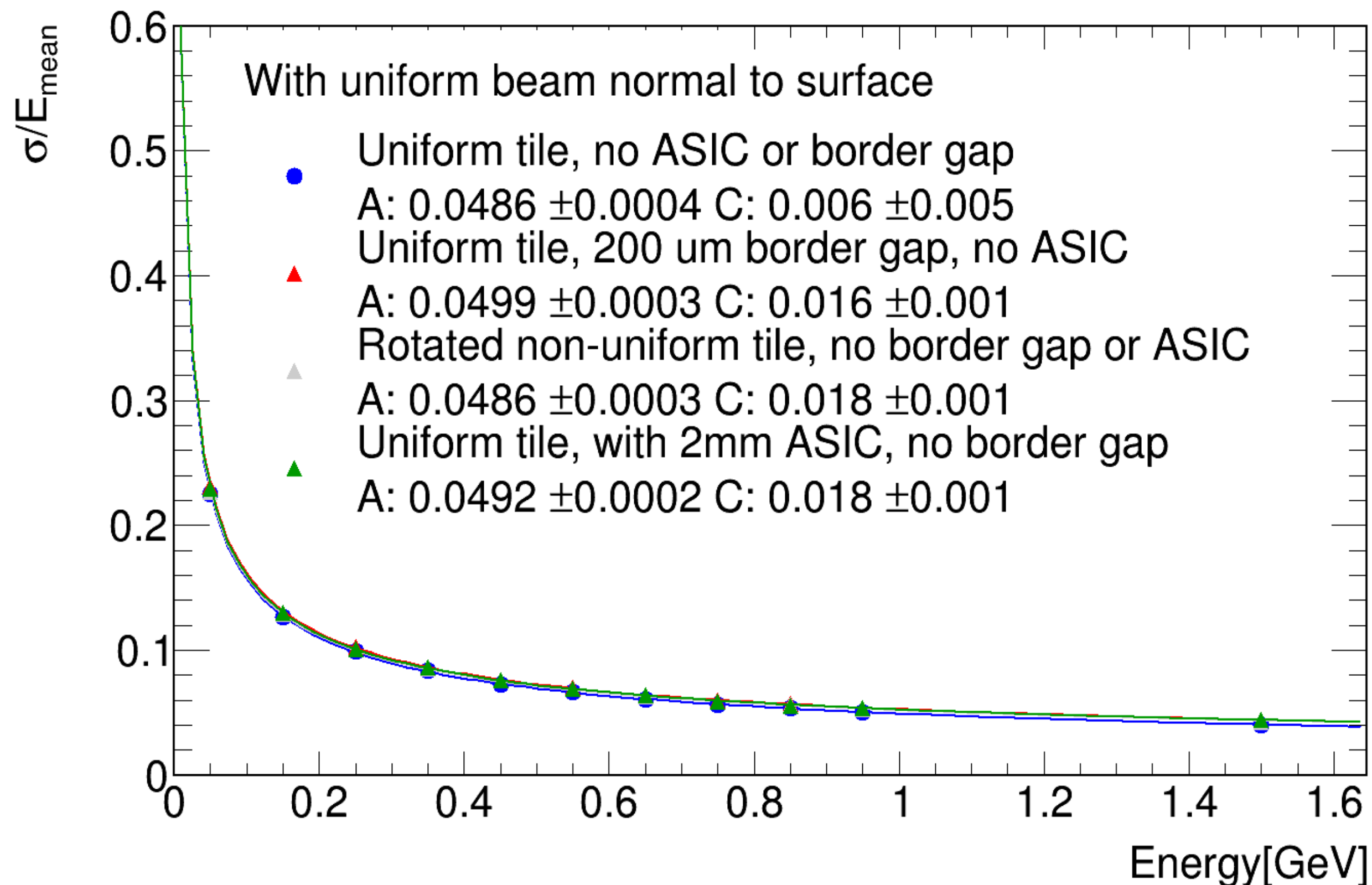
Study impact of single sources of non uniformity and combinations



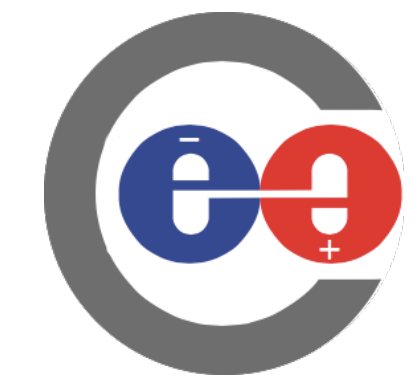
# Performance with Cu Absorber

- Baseline: Uniform Tile:
  - A perfectly uniform tile with no positional light yield dependence
  - Light yield throughout the tile is 15 p.e.

Comparison of individual sources of non uniformity



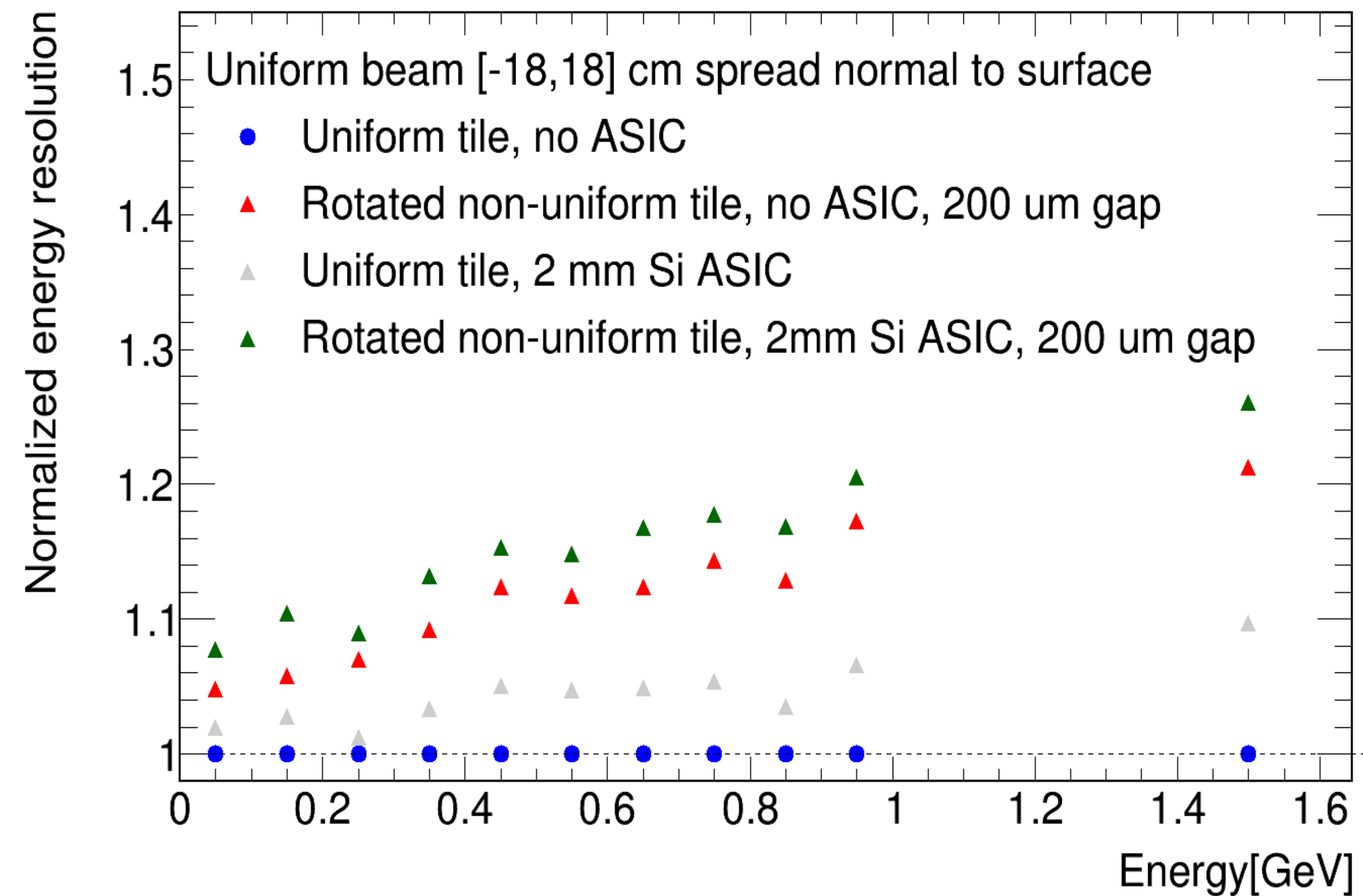
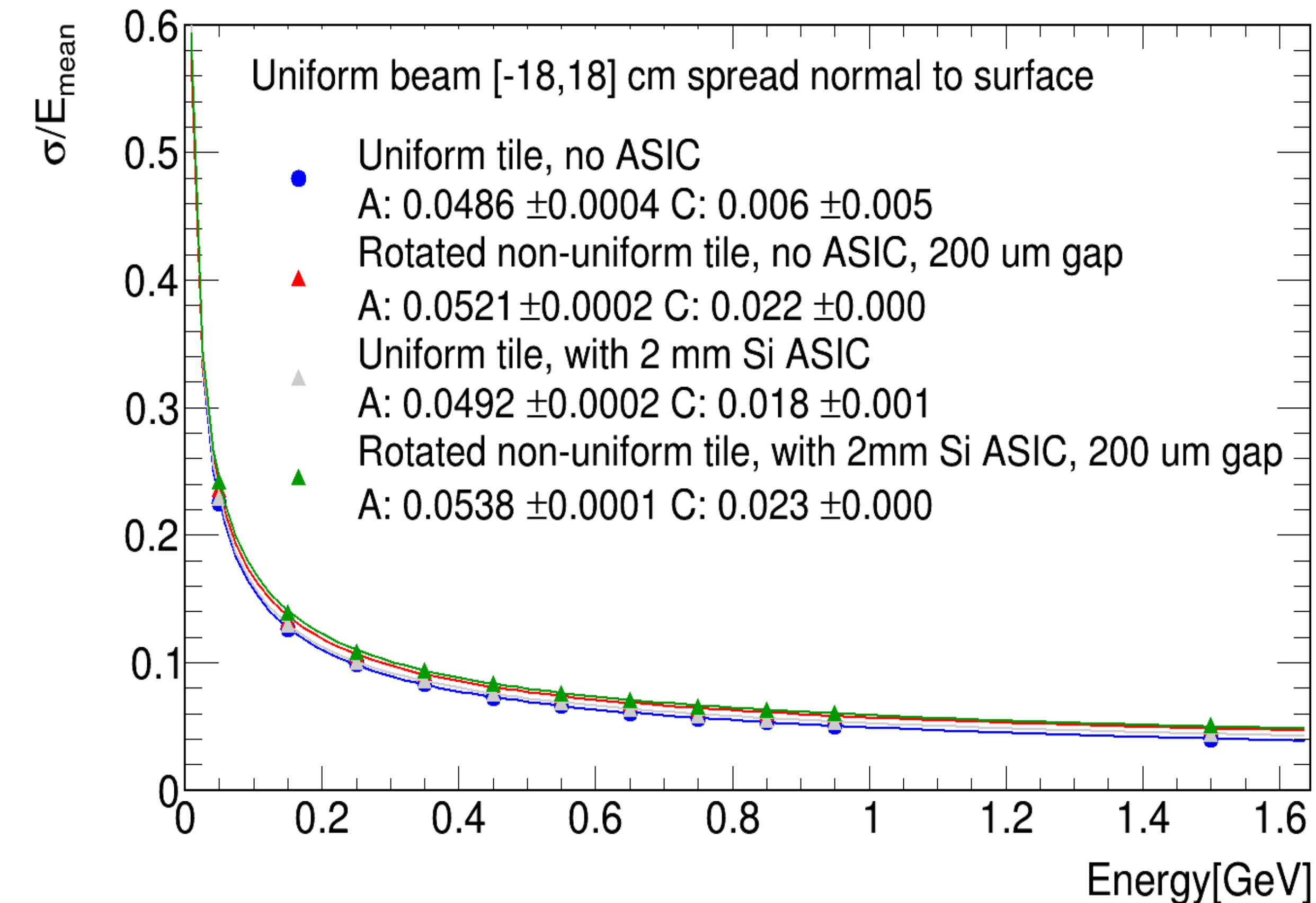


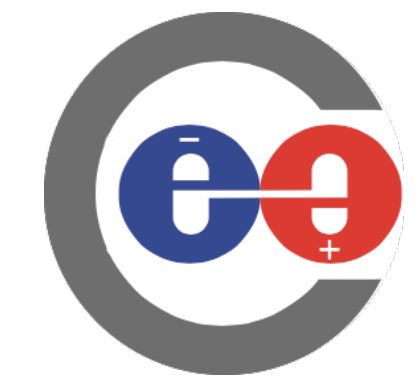


# Performance with Cu Absorber

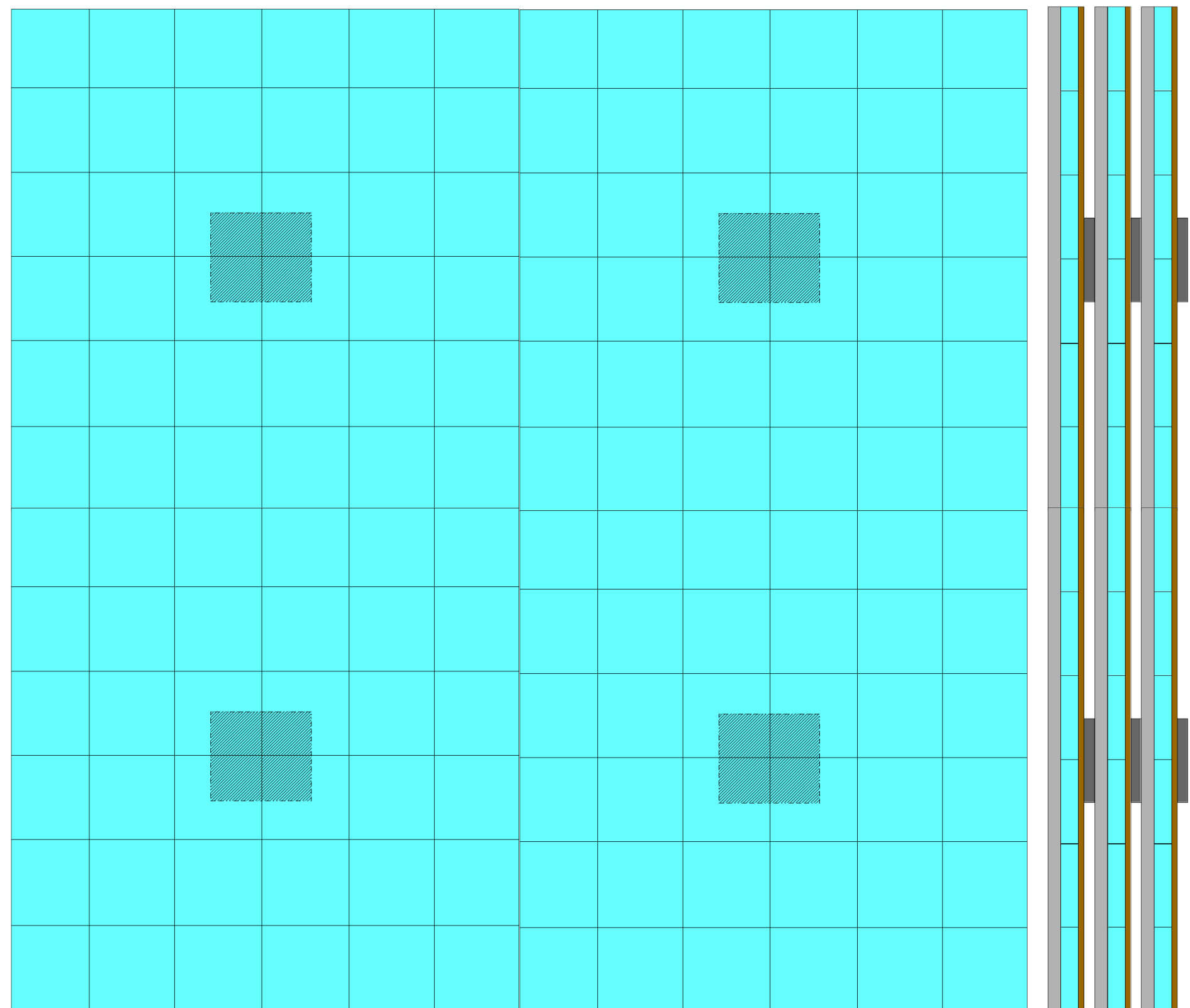
- Baseline: Uniform Tile:
  - A perfectly uniform tile with no positional light yield dependence.
  - Light yield throughout the tile is 15 p.e.

Look at combinations of non uniformities





# ECAL with Tungsten Absorber



Front View

Side View

Scintillator Tiles

Tungsten Absorber

PCB layer

ASIC

ASIC placement  
with respect to  
the Tiles

Energy range: 5 GeV to 80 GeV

300 alternating layers of:

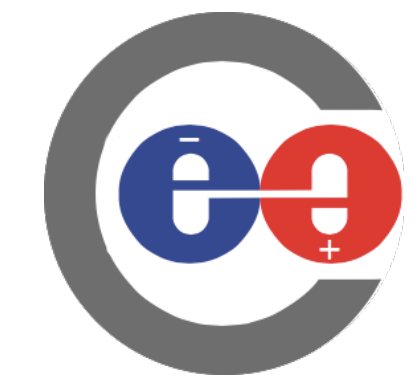
- 2 mm thick **tungsten** absorber
- 120 polystyrene scintillators of size 30x30x2 mm<sup>3</sup>
- 0.7 mm thick PCB layer
- 1mm or 2mm thick Si ASIC of 30x30 mm<sup>2</sup> area

2,000 photons simulated covering the 4 central tiles uniformly

Including:

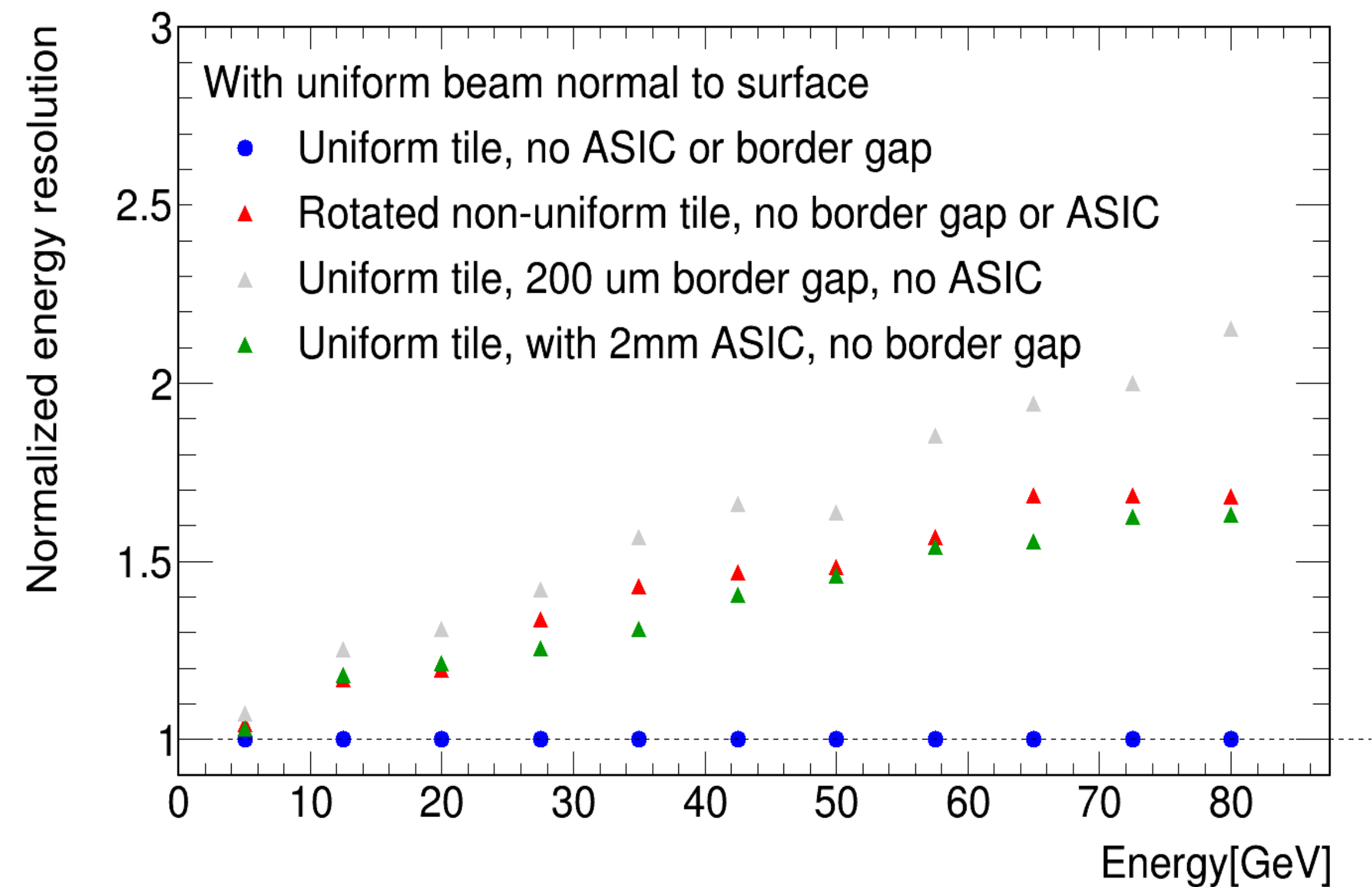
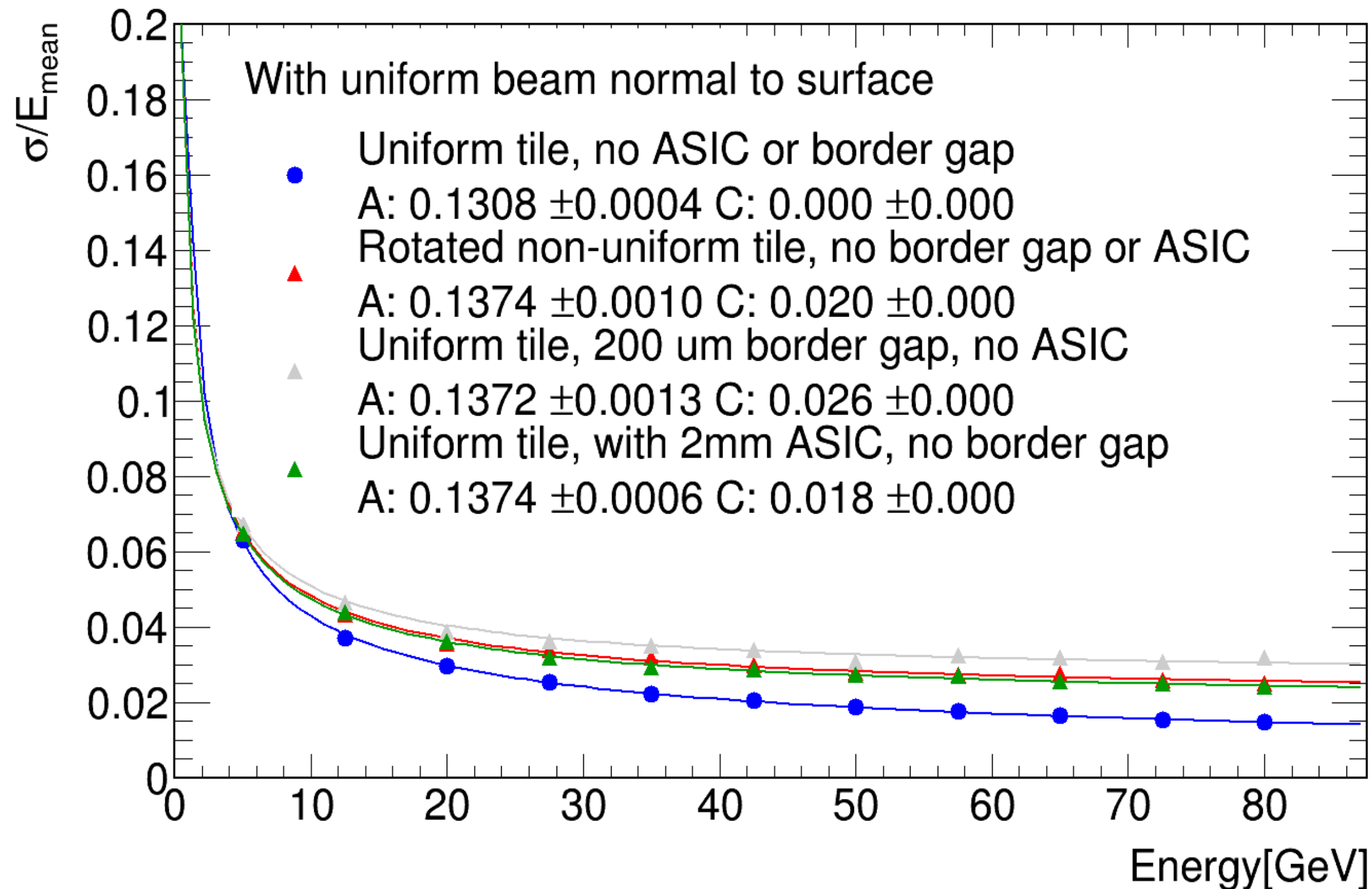
- Poissonian photon statistics
- Range cut: 1 mm
- Energy cut: 0.3 MeV

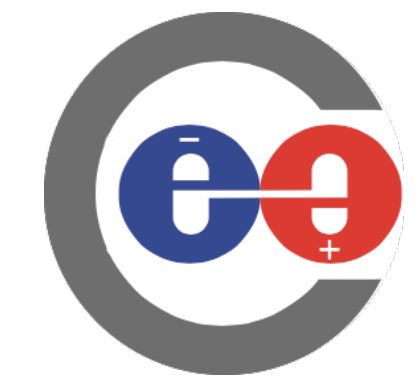




# Performance with W Absorber

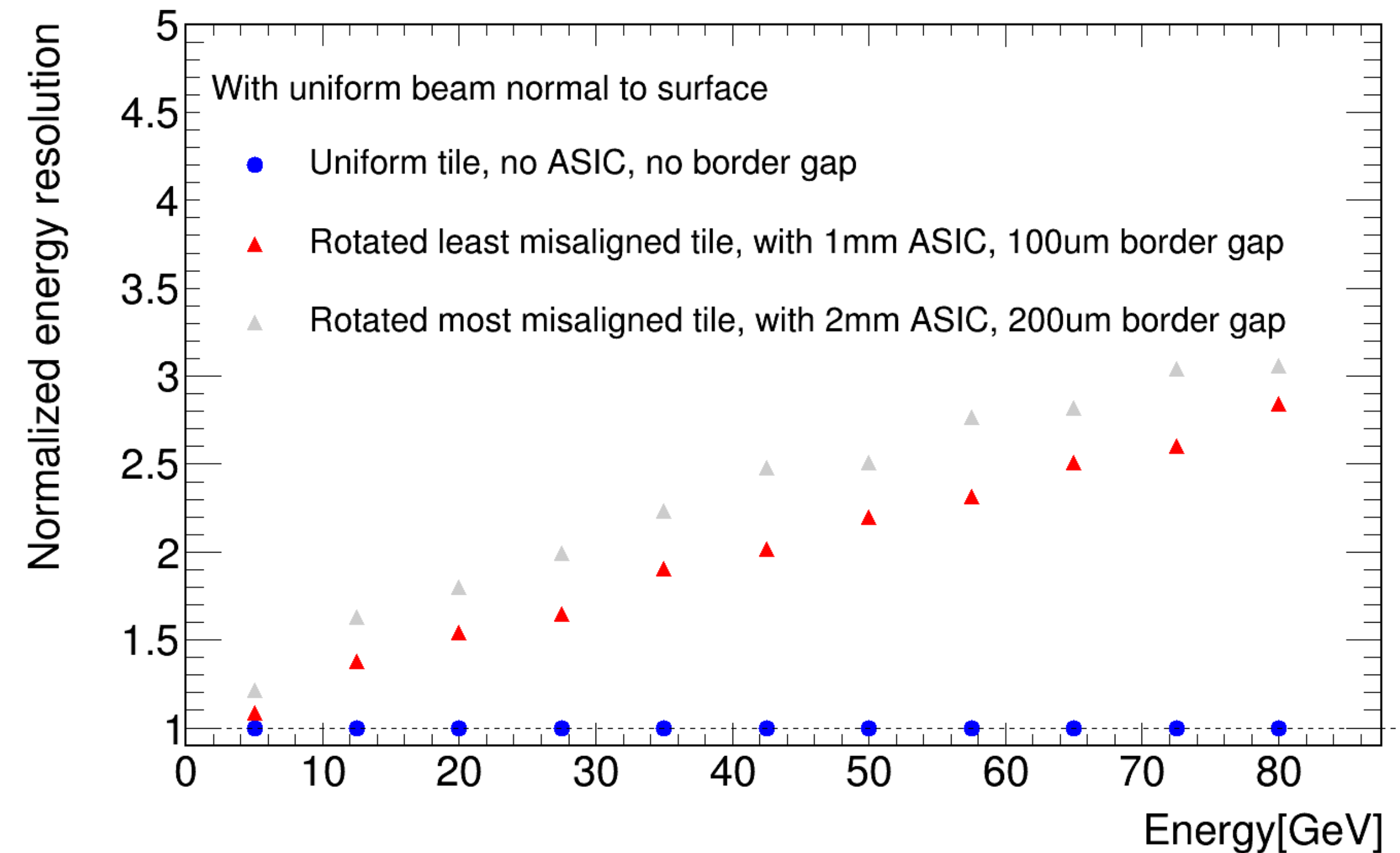
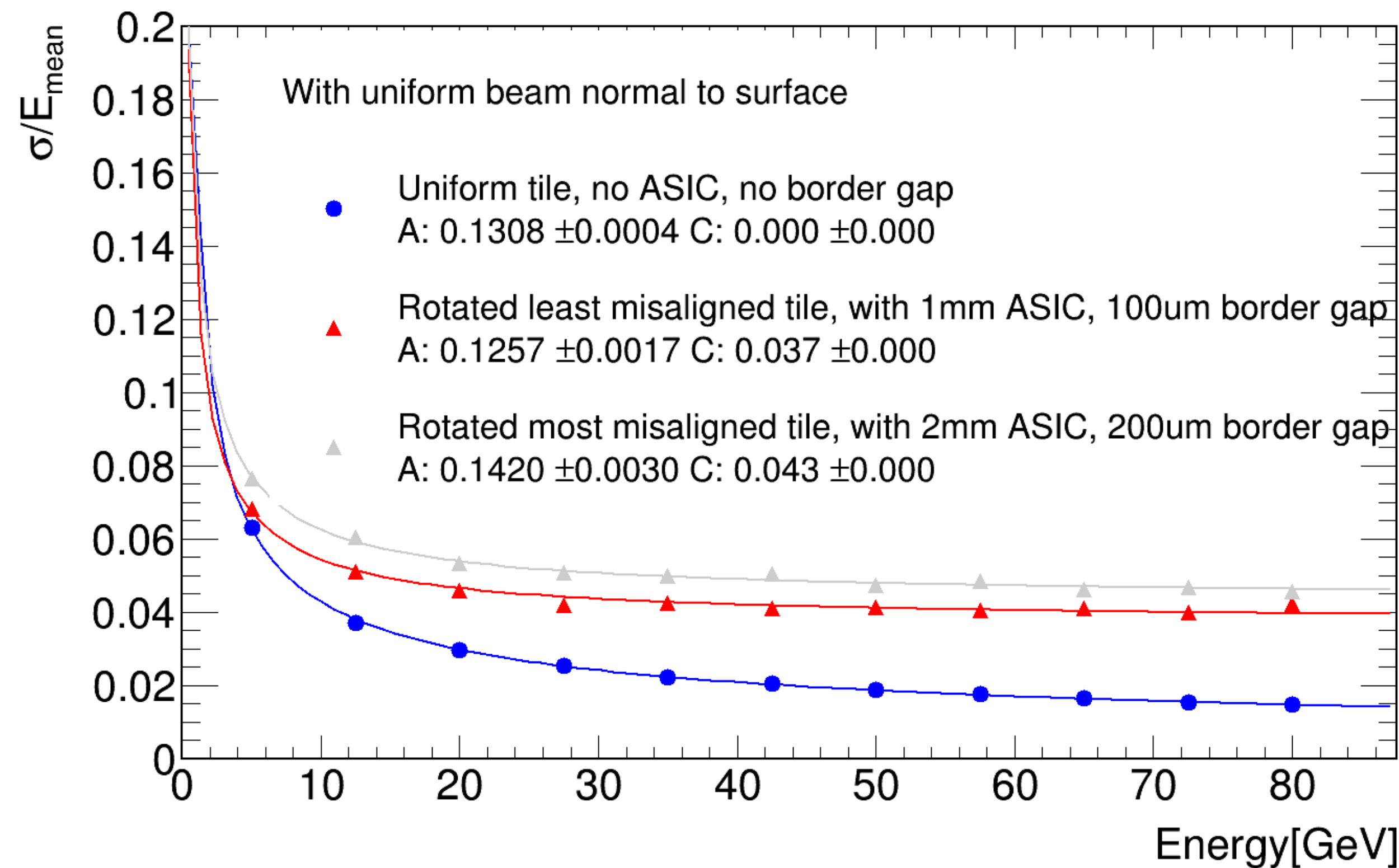
- Baseline: Uniform Tile:
  - A perfectly uniform tile with no positional light yield dependence
  - Light yield throughout the tile is 15 p.e.
- Comparison of individual factors affecting the resolution
  - Non-uniformity (caused by misalignment)
  - 200  $\mu\text{m}$  border gap
  - 2 mm thick ASIC



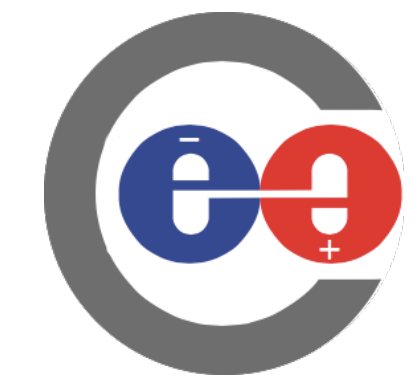


# Performance with W Absorber

- Baseline: Uniform Tile:
  - A perfectly uniform tile with no positional light yield dependence
  - Light yield throughout the tile is 15 p.e.
- Comparison of the scenarios with the worst energy resolution
  - ASIC size -> 1 mm and 2 mm
  - Alignment -> best aligned and worst aligned
  - Border gaps -> 100  $\mu\text{m}$  and 200  $\mu\text{m}$







# Conclusion

## Copper Absorber

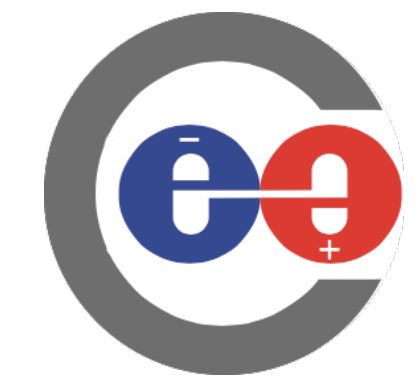
Non uniformities in low energy (50MeV - 1.5GeV) applications (DUNE,...) deteriorate the energy resolution:

- ~ 6% from misalignment wrt to SiPM
- ~ 8% from 2mm silicon ASIC
- ~ 9% from 200 um gap between tiles
- ~ 25% combined

## Tungsten Absorber

Non uniformities in high energy (5GeV- 80GeV) applications (collider detectors,...) deteriorate the energy resolution:

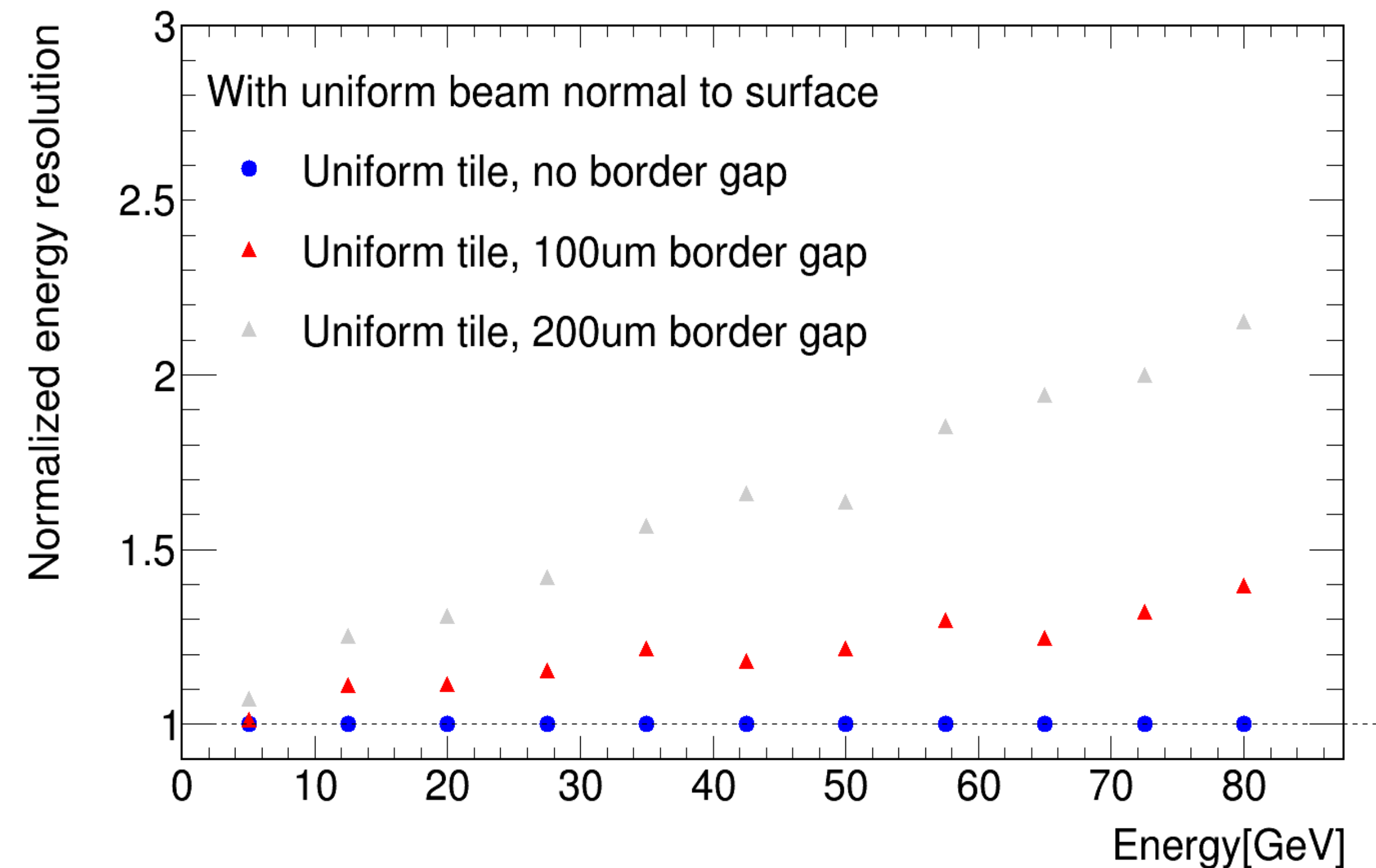
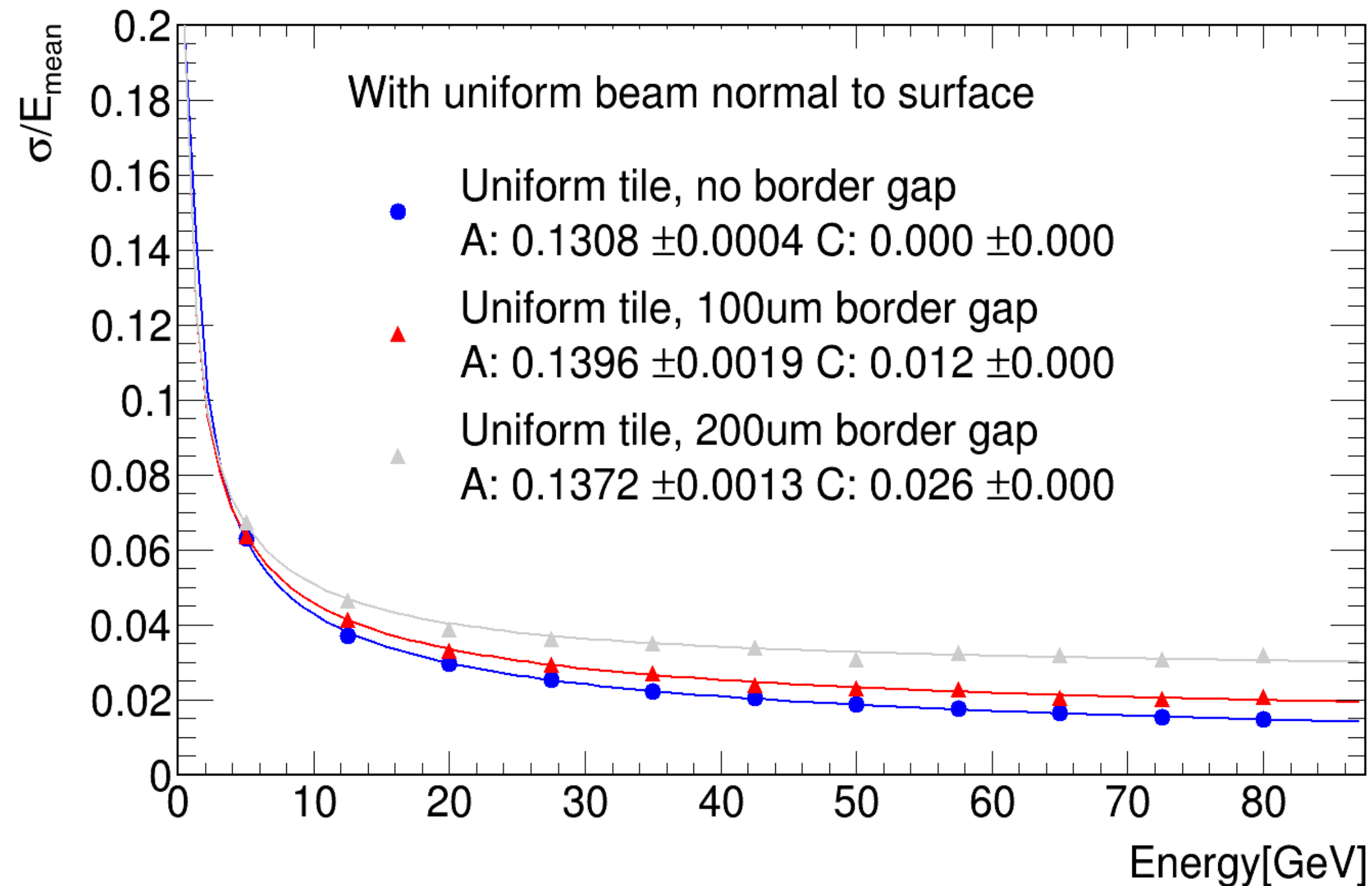
- ~ 70% from misalignment wrt to SiPM
- ~ 60% from 2mm silicon ASIC
- ~ 110% from 200 um gap between tiles
- ~ up to 300% combined
- Major impact on constant term: 0 for a uniform calorimeter, 4.3% including all studied non uniformities



# Performance with W Absorber

- Baseline: Uniform Tile:
  - A perfectly uniform tile with no positional light yield dependence
  - Light yield throughout the tile is 15 p.e.

- Comparison of border gaps





- Baseline: Uniform Tile:
  - A perfectly uniform tile with no positional light yield dependence
  - Light yield throughout the tile is 15 p.e.

- Comparison of ASICs of different sizes

