

PbF₂ Calorimeter Resolution Simulation

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Outline

1 Calorimeter

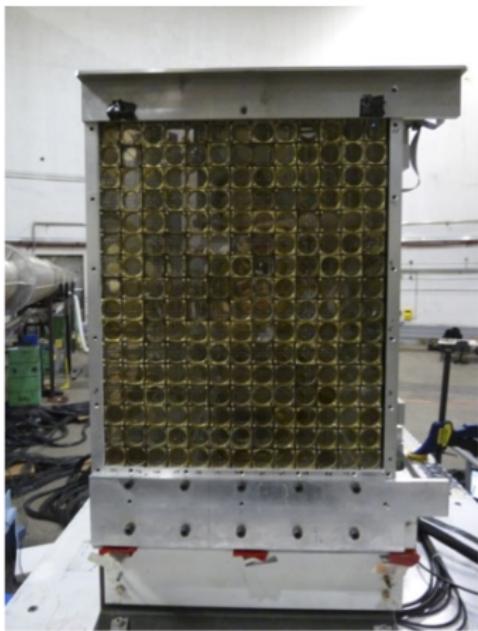
2 Motivation

3 Monte Carlo Simulation

- Light Output
- Resolution

4 Future Testing

Calorimeter Properties



13x16 grid of $3 \times 3 \times 18$ cm³ Lead Fluoride (PbF₂) crystals

- Purely Cherenkov medium
- $\rho = 7.77$ g/cm³
- $X_0 = 0.93$ cm
- $n = 1.8$

Motivation

What is the major contributor to the resolution?

- $\frac{\sigma}{E} \approx a \oplus \frac{b}{\sqrt{E}}$

What is the origin of the calorimeter response line shape?

What is the total light output? (collection efficiency)

- 1-2 photons per MeV of incident particle

1 Calorimeter

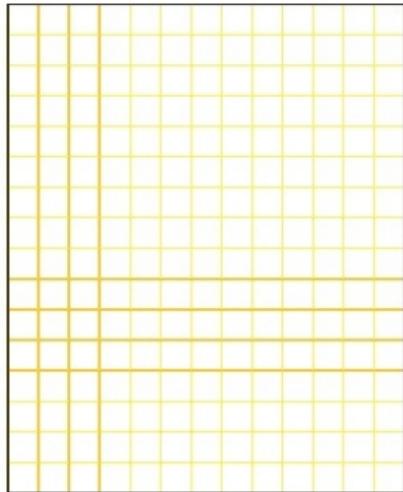
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Simulation



Simple model (no wrappings, PMTs, etc.)

10k events of e^- for 1-8 GeV beam

2 values extracted:

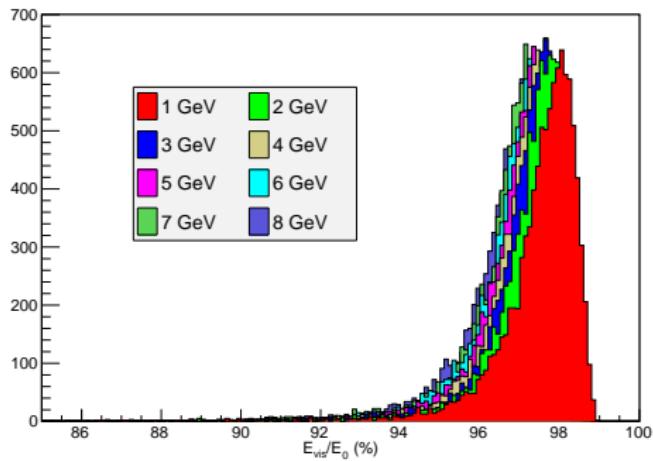
- Visible energy
- Total path length

Visible Energy

Perfect world: all incident energy dumped into calorimeter and converted into signal

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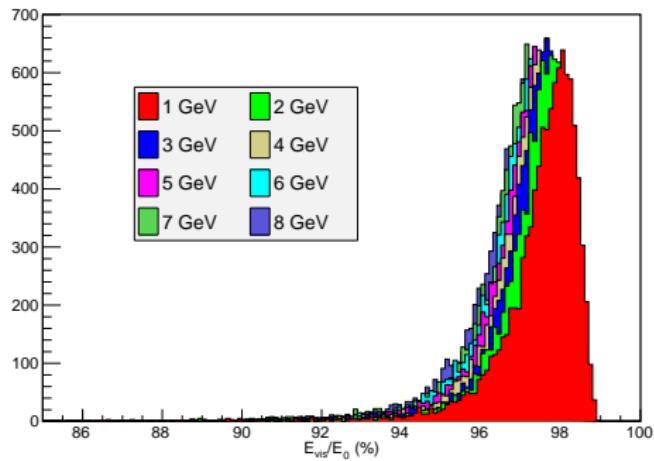


Visible Energy

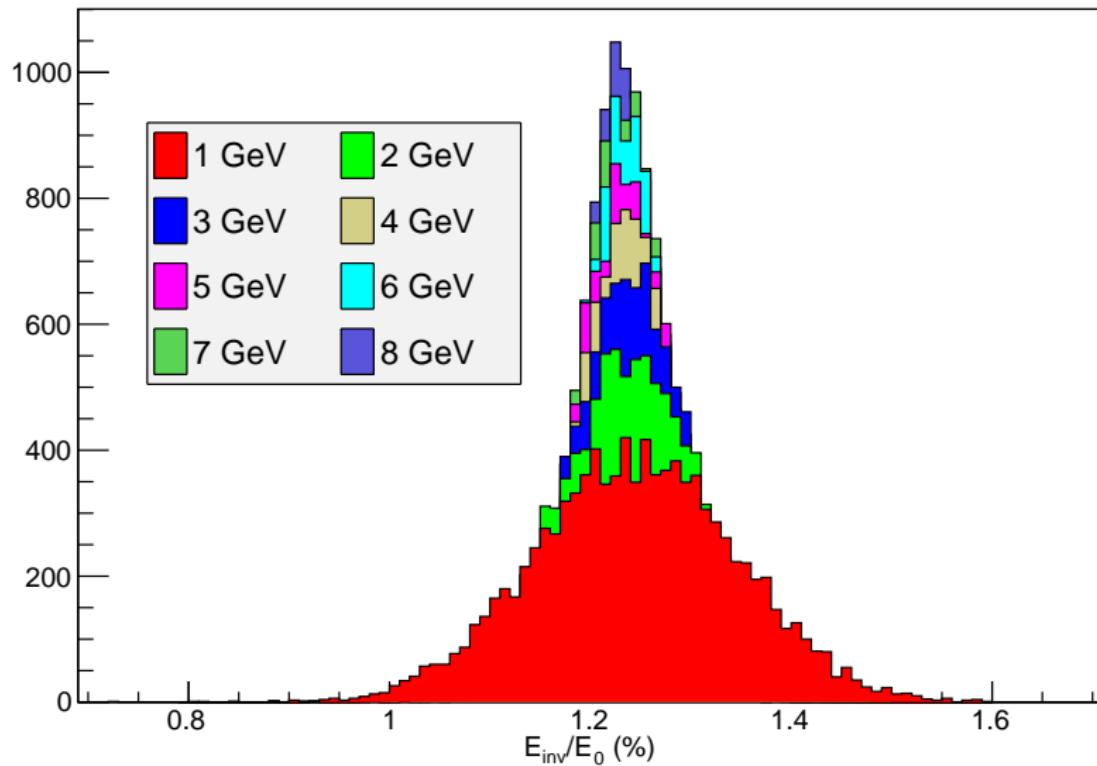
Perfect world: all incident energy dumped into calorimeter and converted into signal

Real world: 3 contributions to signal fluctuations

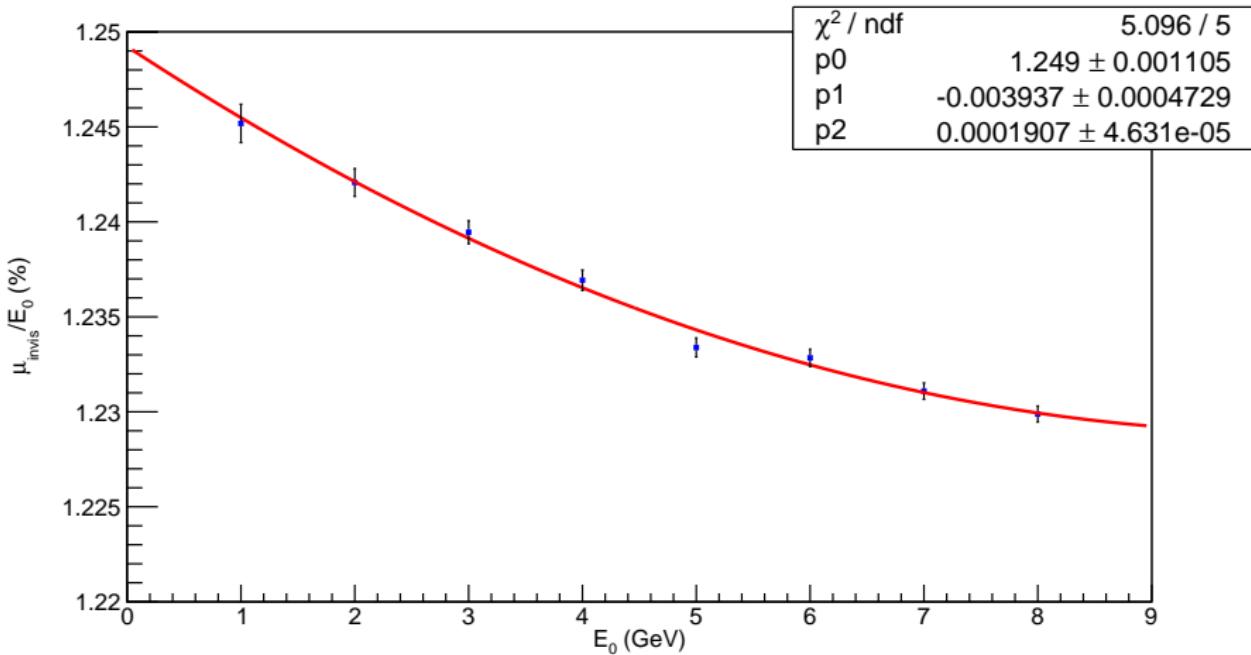
- Non-radiating particles (invisible)
- Escaping particles
- Fluctuations in light detection



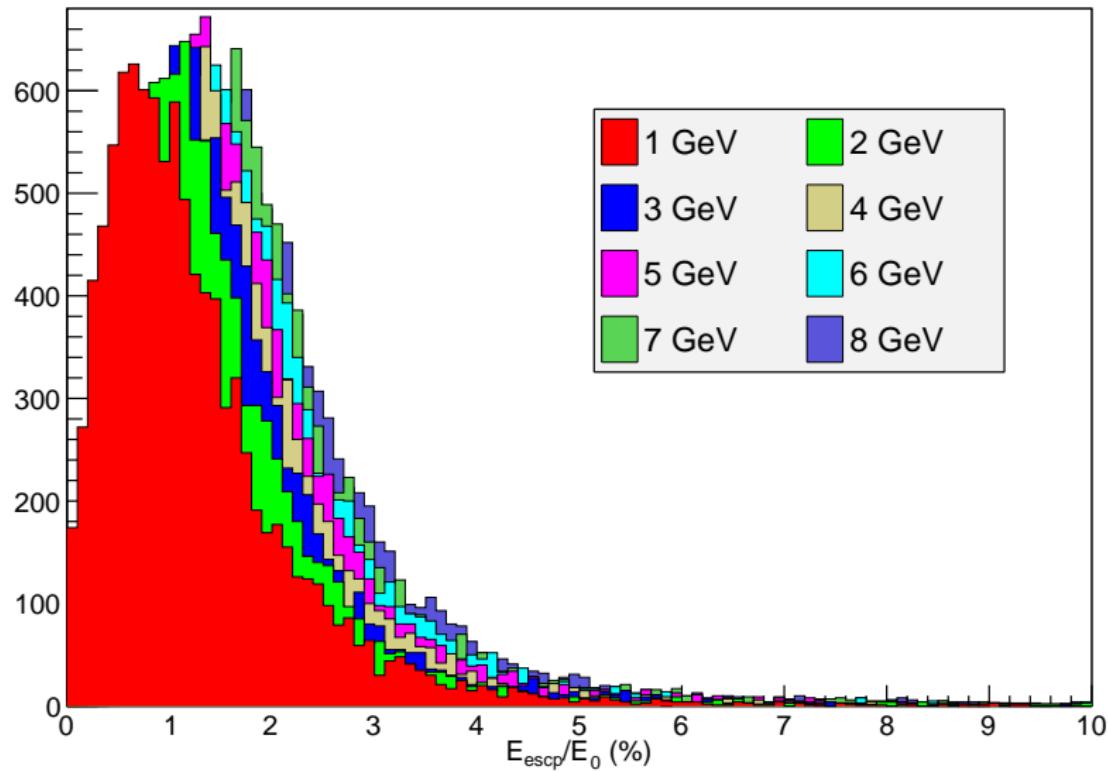
Invisible Energy



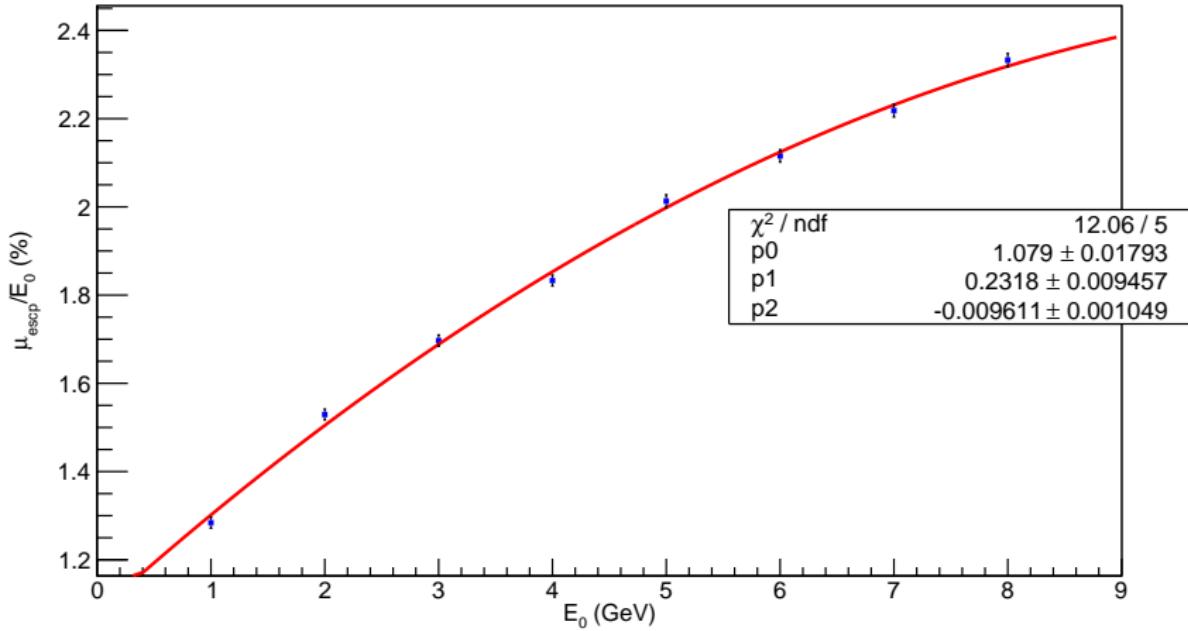
Invisible Energy



Escaping Energy



Escaping Energy



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Light Output

Used Frank-Tamm formula to find rough estimate of number of Cherenkov photons:

$$\frac{d^2N}{dx d\lambda} = \frac{2\pi\alpha Z^2}{\lambda^2} \sin^2 \theta_c$$

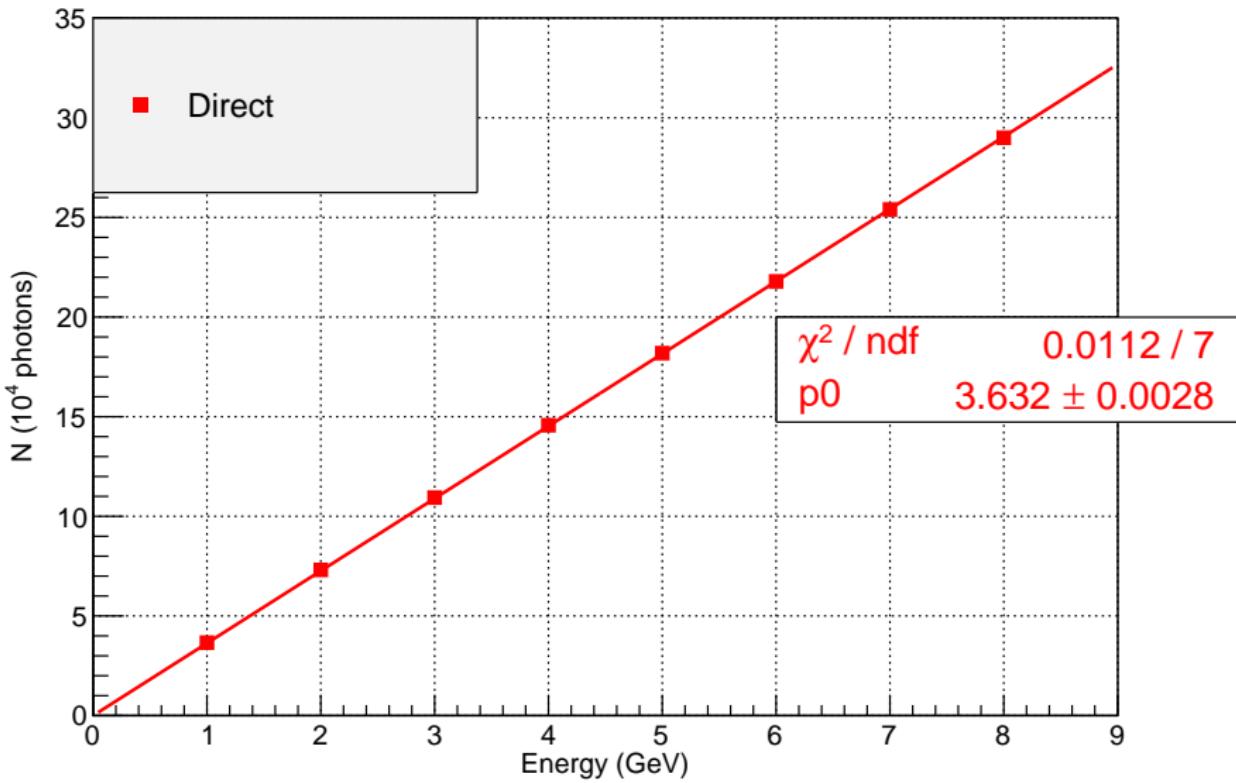
Solving for photons per unit length:

$$\frac{N}{L} \approx 400 \frac{\text{photons}}{\text{cm}}$$

Light Output

Two methods used to find the total path length of radiating particles:

- Directly, using Geant4 to sum path lengths
- Indirectly, using Bethe-Bloch equation and mean deposited energy



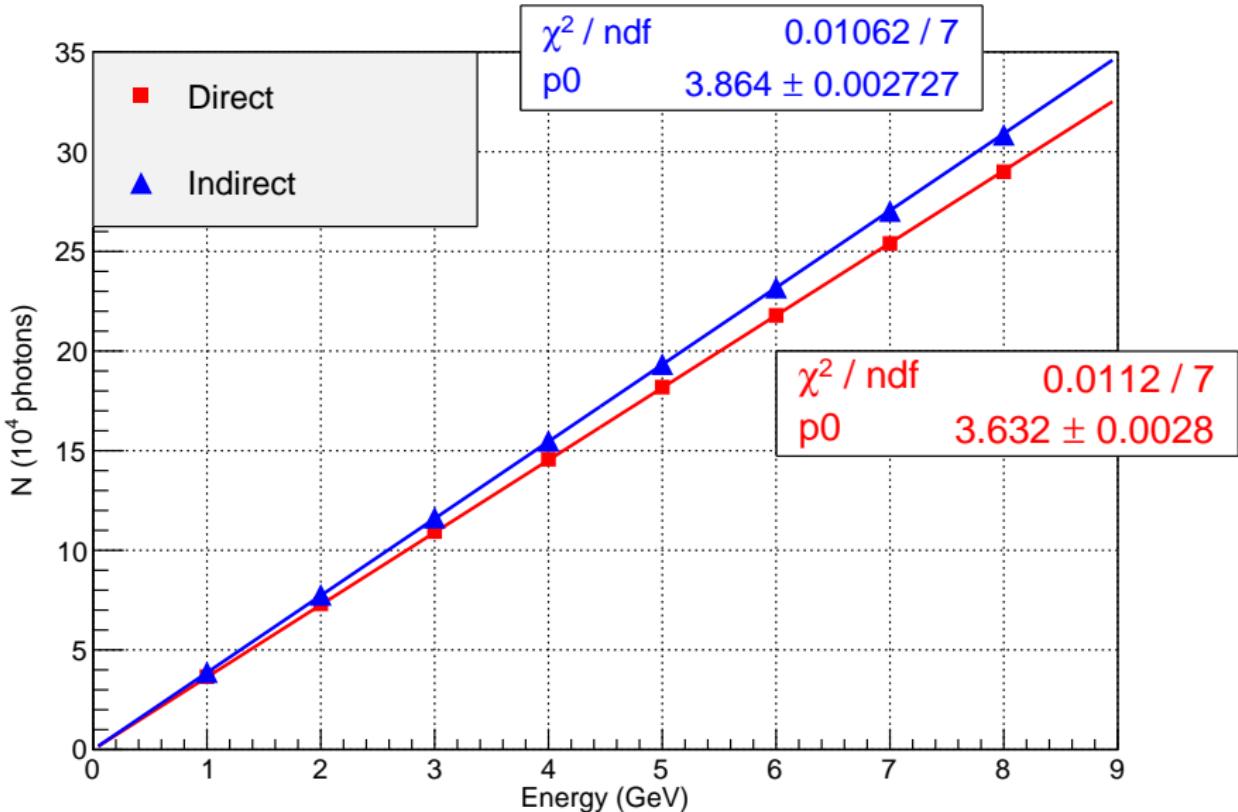
Indirect Path Length

The stopping power of a compound can be approximated with the following sum and table

$$\frac{1}{\rho} \frac{dE}{dx} = \sum_i \frac{\omega_i}{\rho_i} \frac{dE}{dx} \Big|_i$$

Element	Mass Fraction (ω)	$\frac{1}{\rho} \frac{dE}{dx}$
Lead	0.845	1.122
Fluorine	0.155	1.676

$$\frac{dE}{dx} \approx 9.36 \frac{MeV}{cm} \rightarrow L \approx \frac{E_\mu/MeV}{9.36} cm$$



Light Output

6% agreement, and N is linear with incident energy.

Should expect ~ 37 photons per MeV of incident energy.

Past observations suggest only one to two photoelectrons detected per MeV \rightarrow collection/detection efficiency between 2.5% and 5.5%

Fluctuations in Light Detection

Signal will have an approximate Poisson distribution centered around average $\mu \equiv$ mean number of detected Cherenkov photons

As μ becomes large, signal will be more Gaussian, with $\sigma \sim \sqrt{\mu}$

So statistical contribution to resolution can be written as

$$\frac{\sigma_{Poisson}}{E} \propto \frac{1}{\sqrt{E}}$$

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Resolution

Total resolution expected to be of the form

$$\frac{\sigma_{Tot}}{E} = a \oplus \frac{b}{\sqrt{E/GeV}}$$

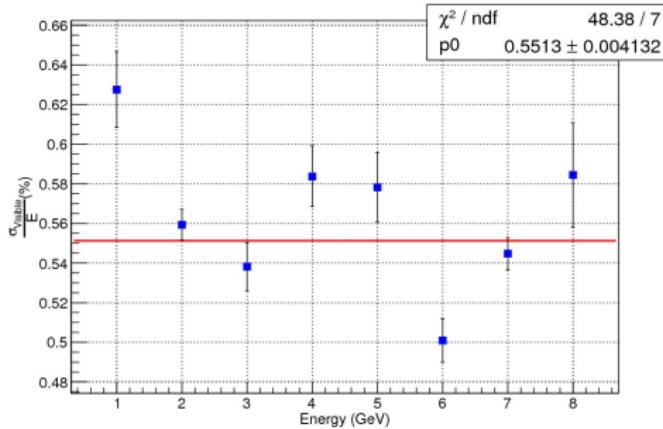
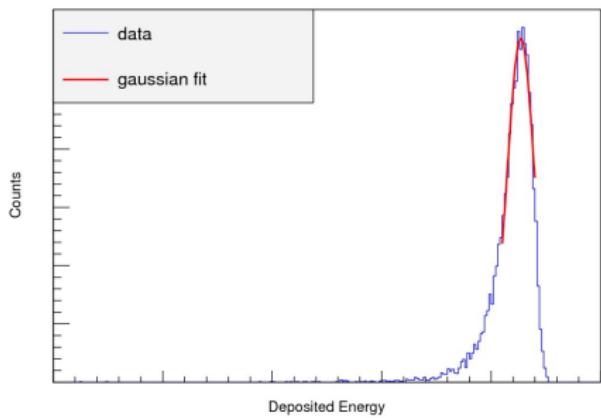
Already shown contribution from Poisson statistics is

$$\frac{\sigma_{Poisson}}{E} = \frac{b}{\sqrt{E/GeV}}$$

$$\rightarrow \frac{\sigma_{Visible}}{E} = a$$

Resolution

High-energy spectrum of visible energy fitted with Gaussian



$$\frac{\sigma_{\text{Visible}}}{E} \approx 0.55\%$$

Resolution

Using the assumption that only one photoelectron is detected per MeV, then the total resolution looks like

$$\frac{\sigma_{Tot}}{E} \approx 0.55\% \oplus \frac{3\%}{\sqrt{E/GeV}}$$

NB: the contribution from $\frac{\sigma_{Visible}}{E}$ will grow with defects in physical calorimeter (e.g. cracks, dead material, and calibration fluctuations)

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High Quantum Efficiency PMTs

Proposal during commissioning: Swap 16 high QE PMTs and measure resolution in elastic $H(e, e', p)$

Will be swapped back out for calibration

Expecting double the light yield (at a possible sacrifice of lifetime)



Summary

- Line shape determined by escaping and non-radiating particles
- Escaping particles biggest contributor to long tail
- Poisson fluctuations dominate resolution for incident energy $E < 25$ GeV
- Better light collection and QE can significantly improve resolution