



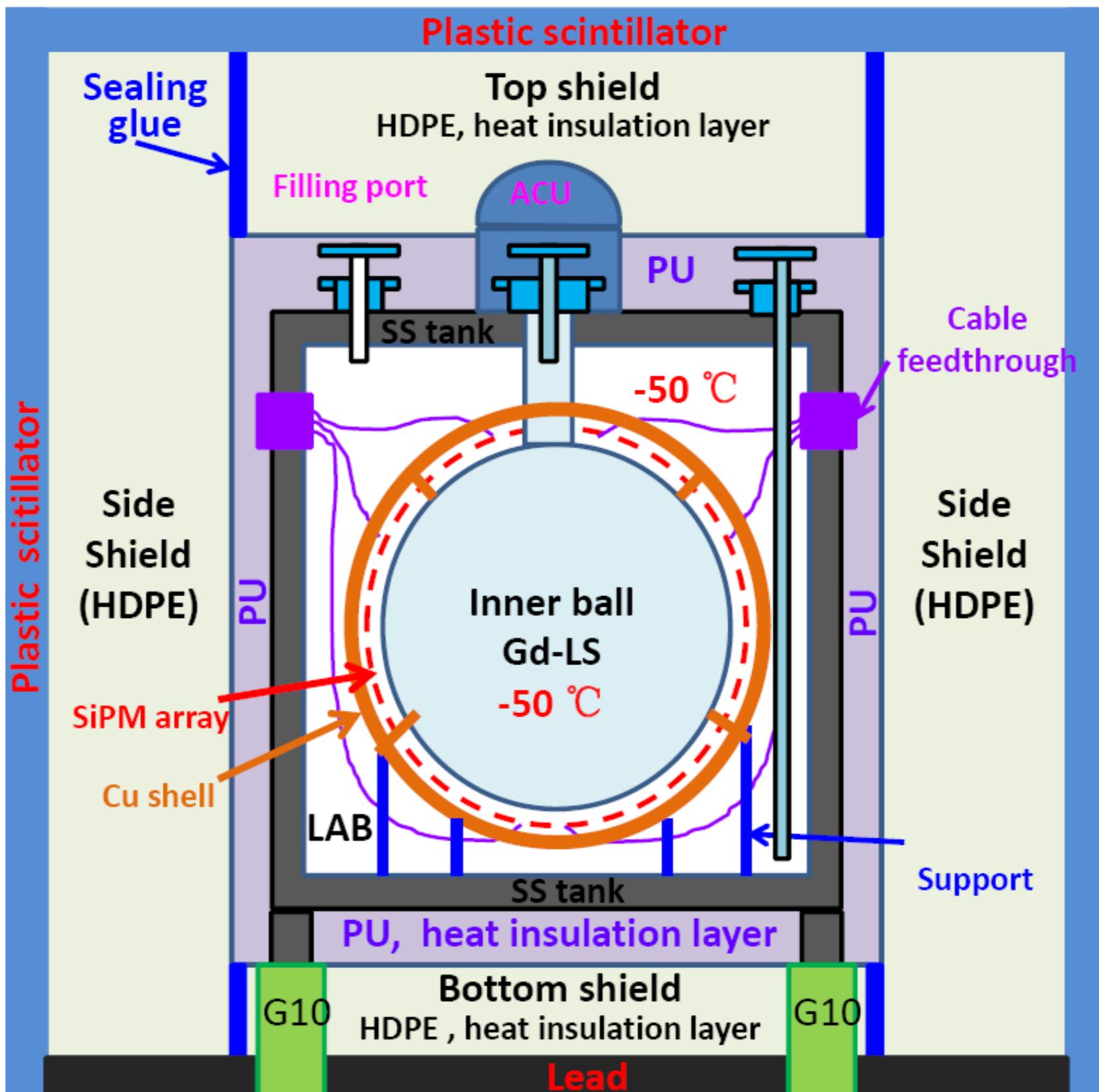
# TAO DETECTOR SIMULATION

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PAOLO MONTINI - ROMA TRE

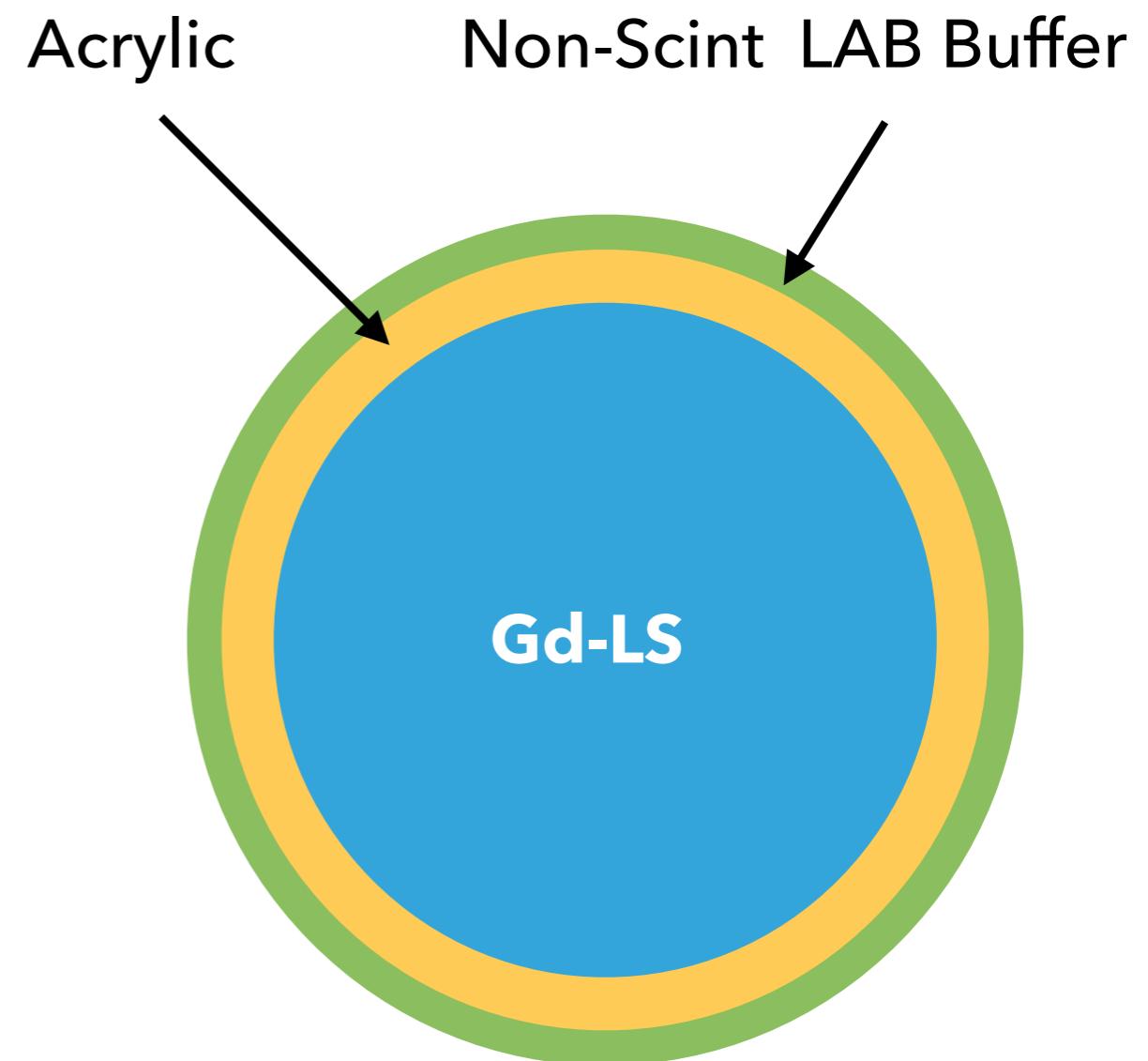
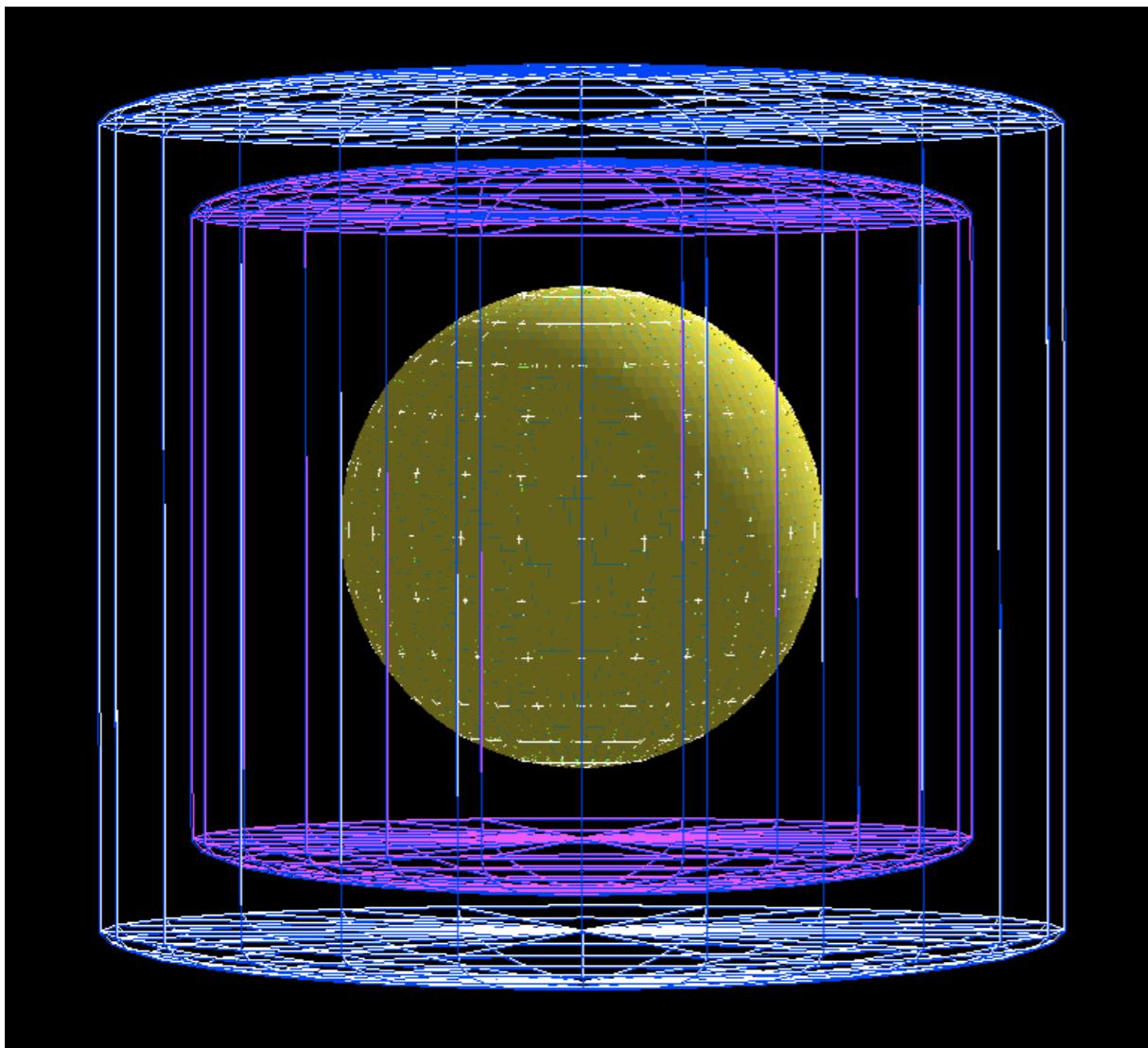


# TAO DETECTOR



# TAO SIM. SOFTWARE

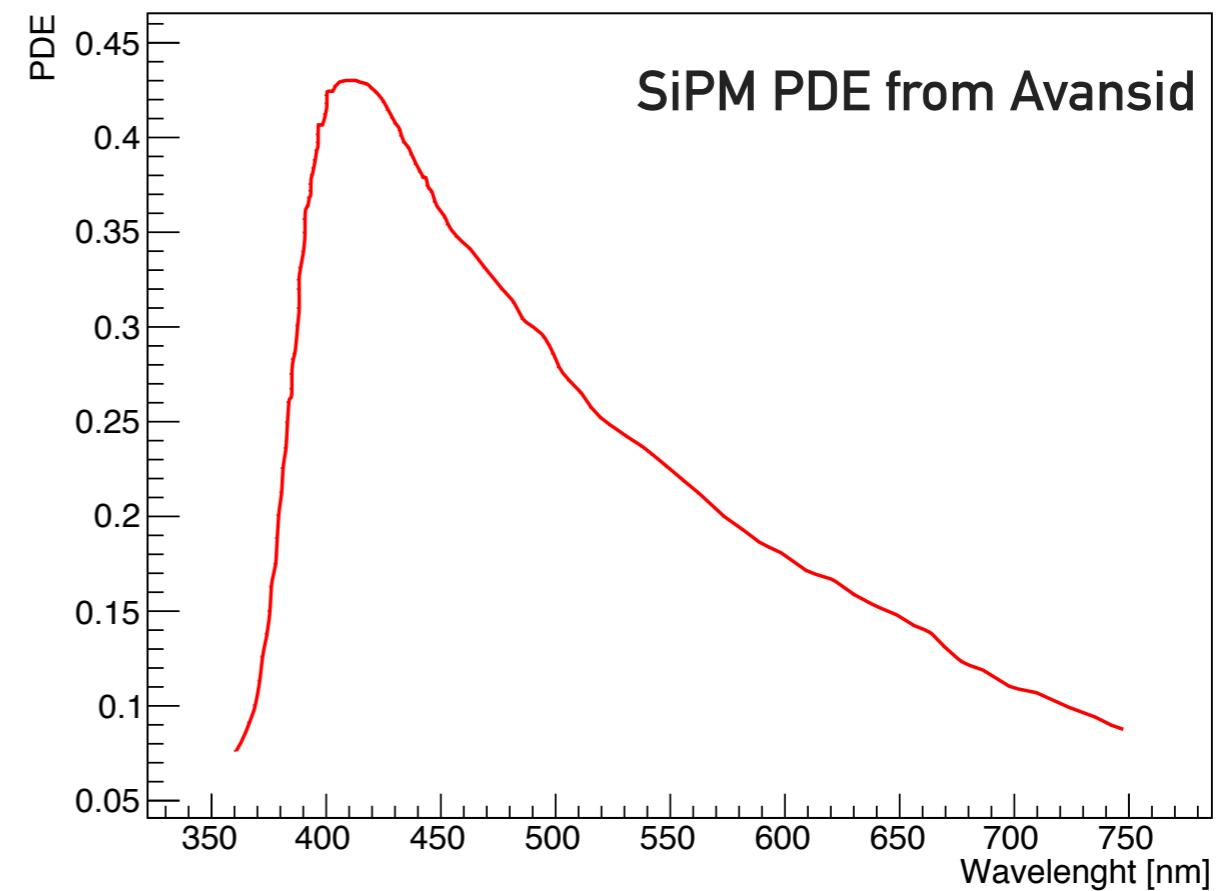
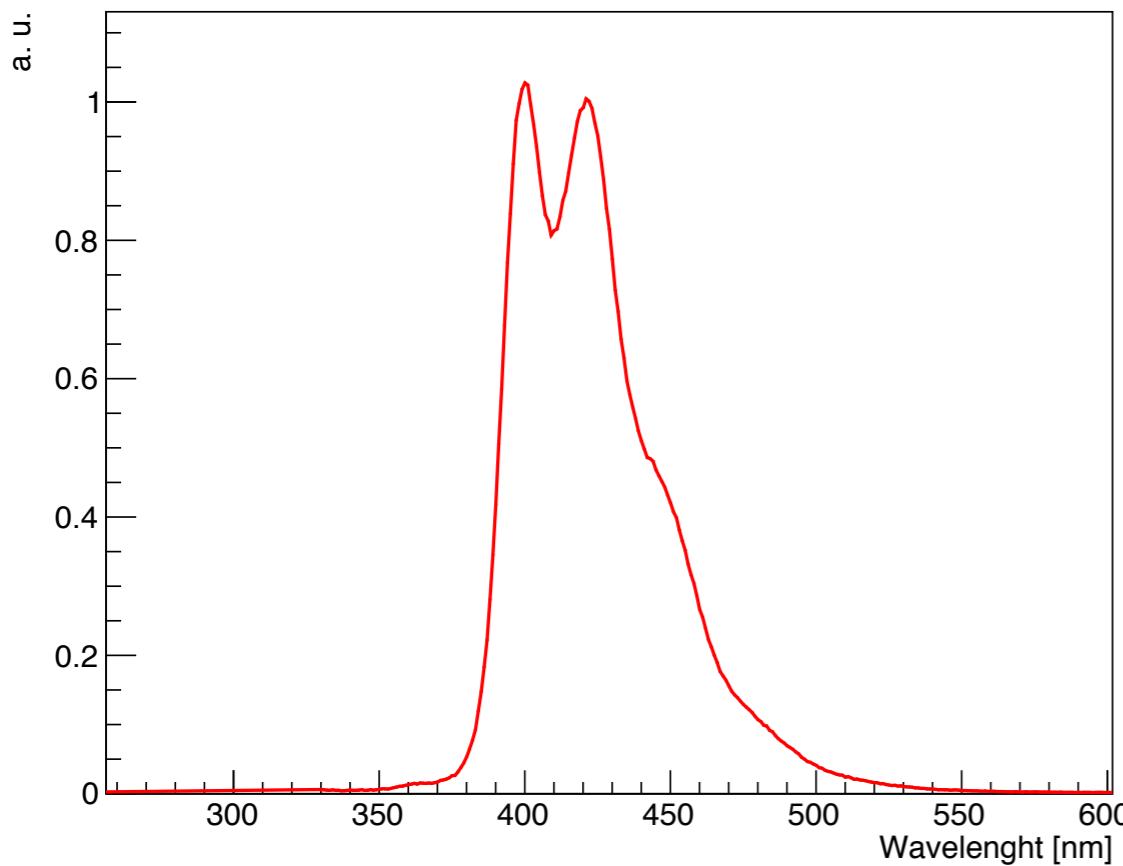
- ▶ Geant4 10.4 p02
- ▶ Gd-LS sphere 90 cm diameter
- ▶ 2 cm thick acrylic shell
- ▶ 1 cm thick LAB Buffer (non scintillating)
- ▶ Total surface ~ 10.9 m<sup>2</sup>



# OPTICAL MODEL

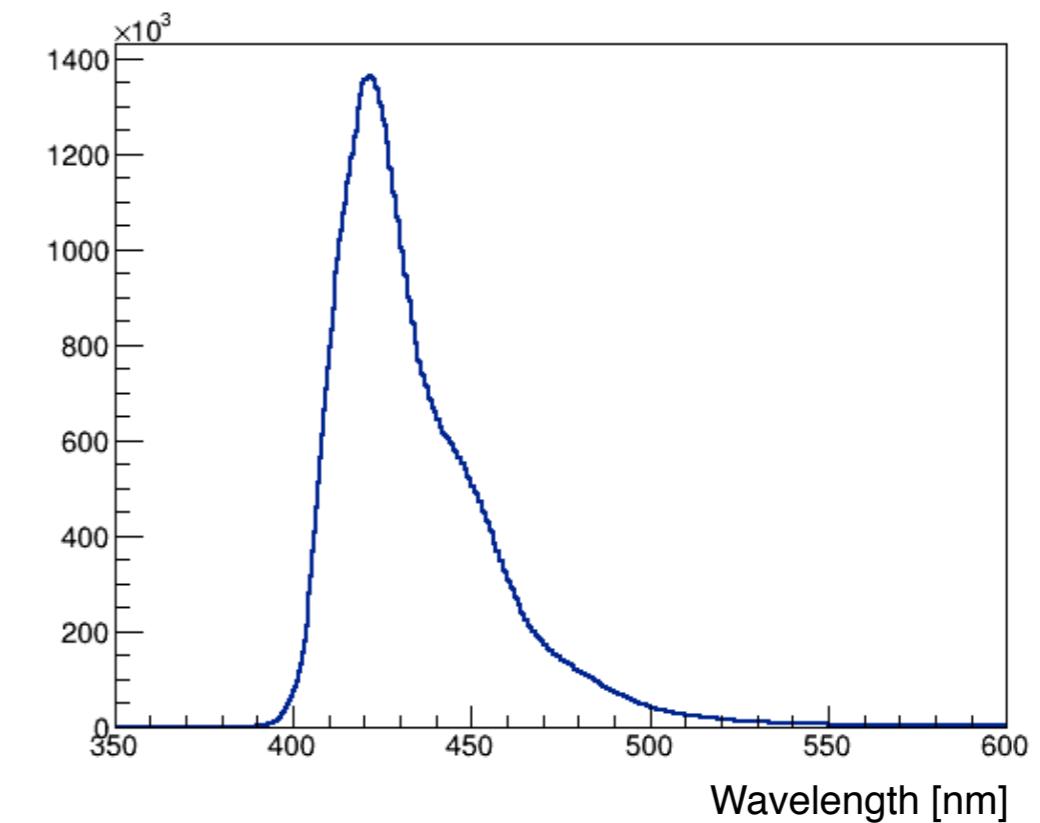
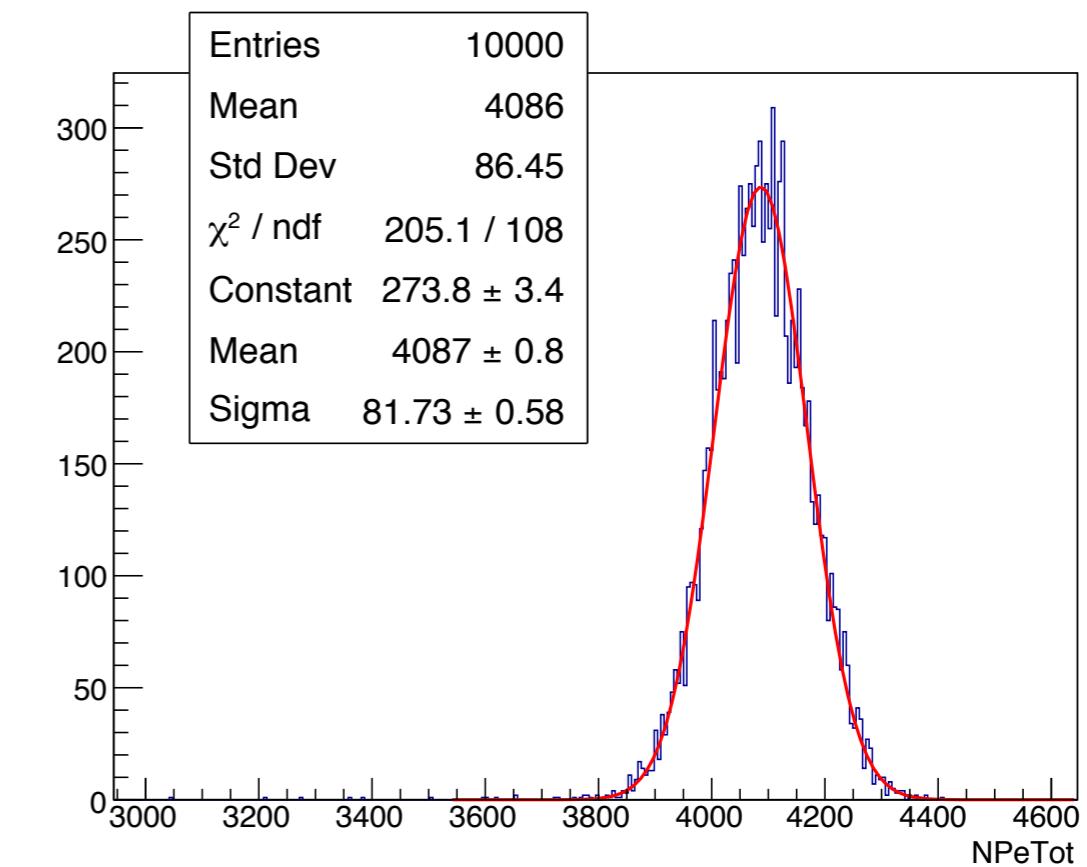
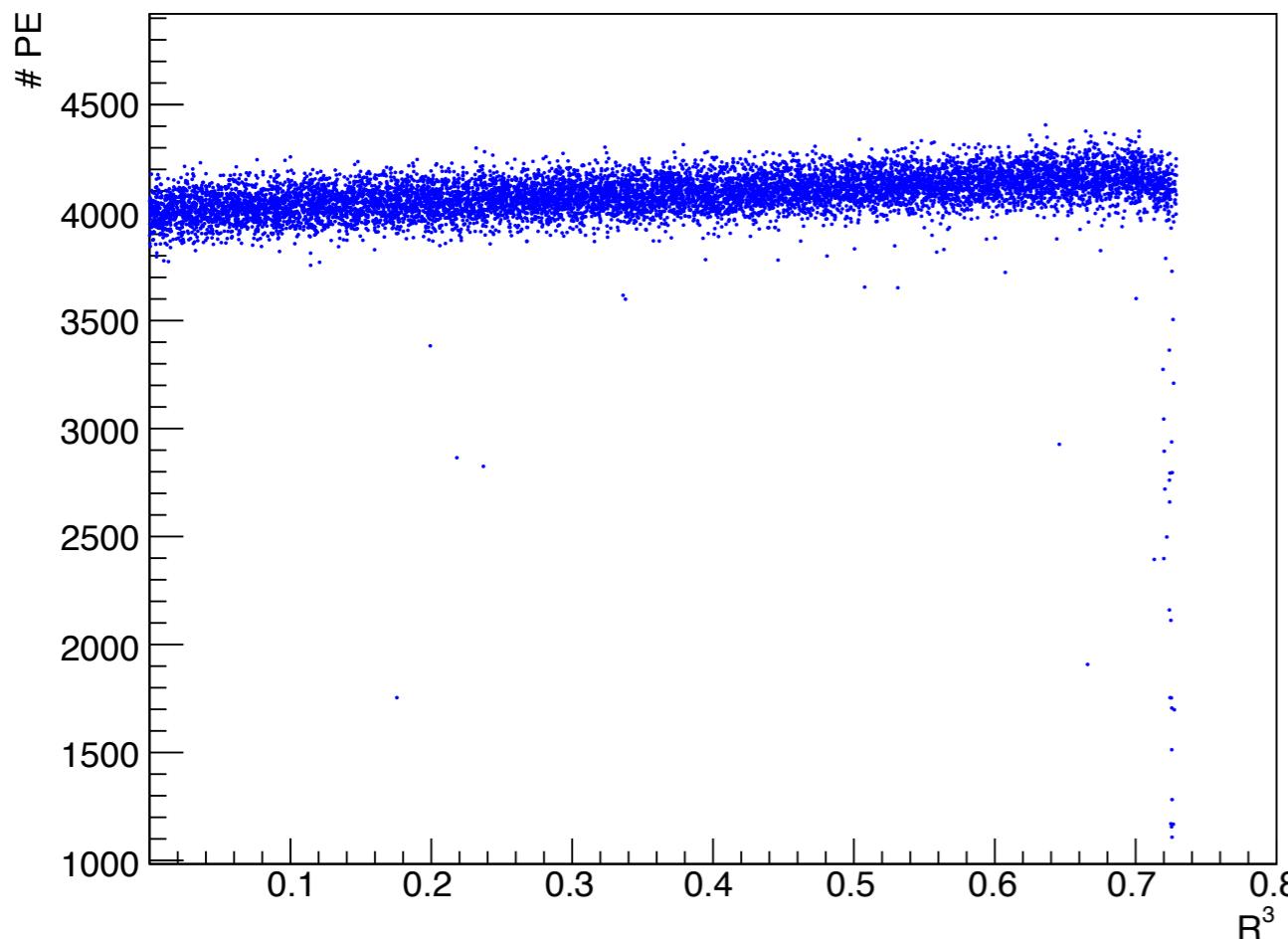
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- ▶ “Naive optical model”
- ▶ GdLS emission spectrum & att. len. Taken from Day Bay
- ▶ Use standard G4 scintillation
- ▶ No scintillation by particle type —> no psd (WIP)



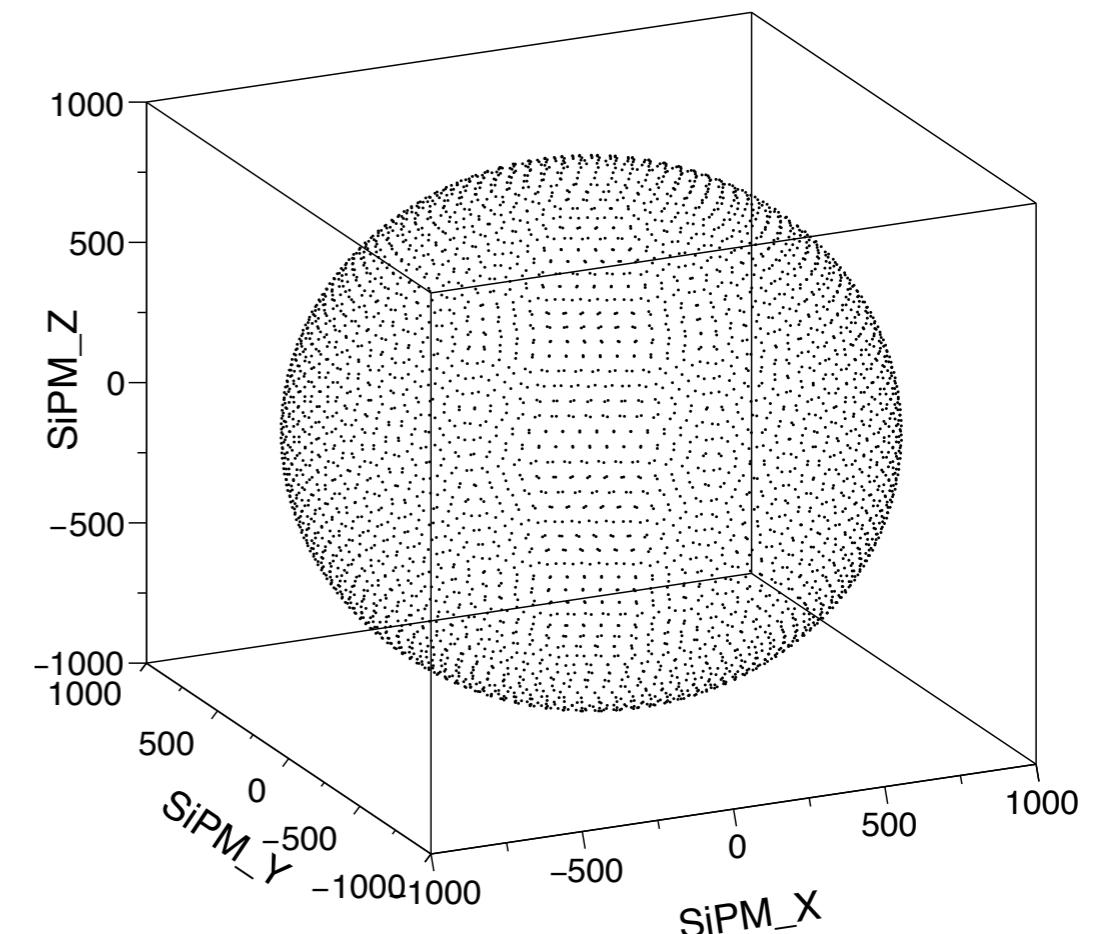
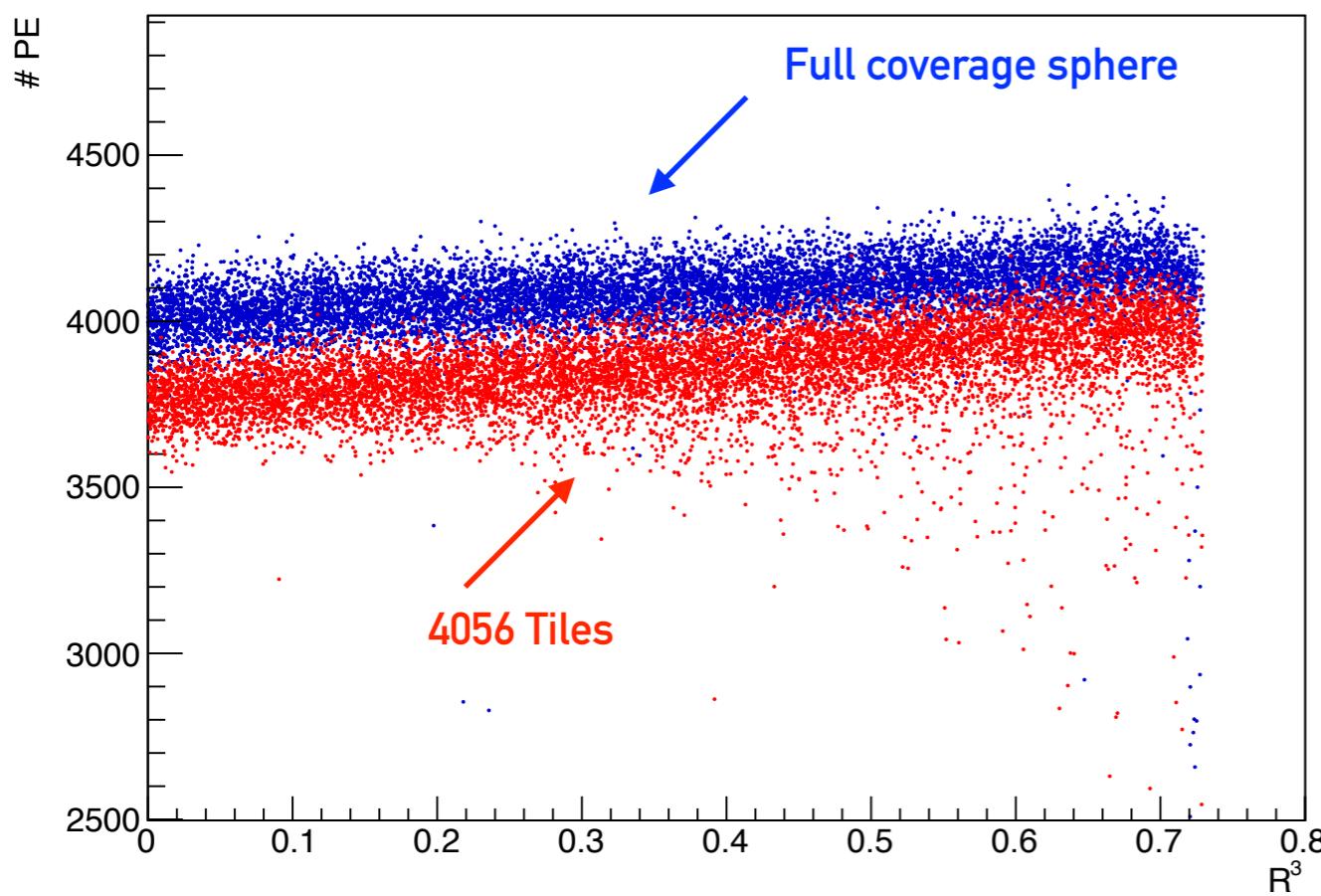
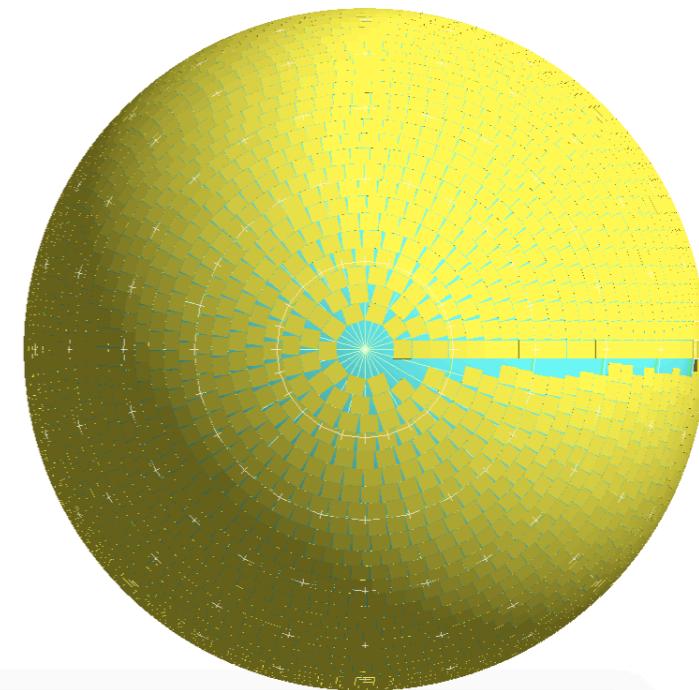
# BASIC DISTRIBUTIONS

- ▶ 1 MeV electron randomly distributed in the LS volume



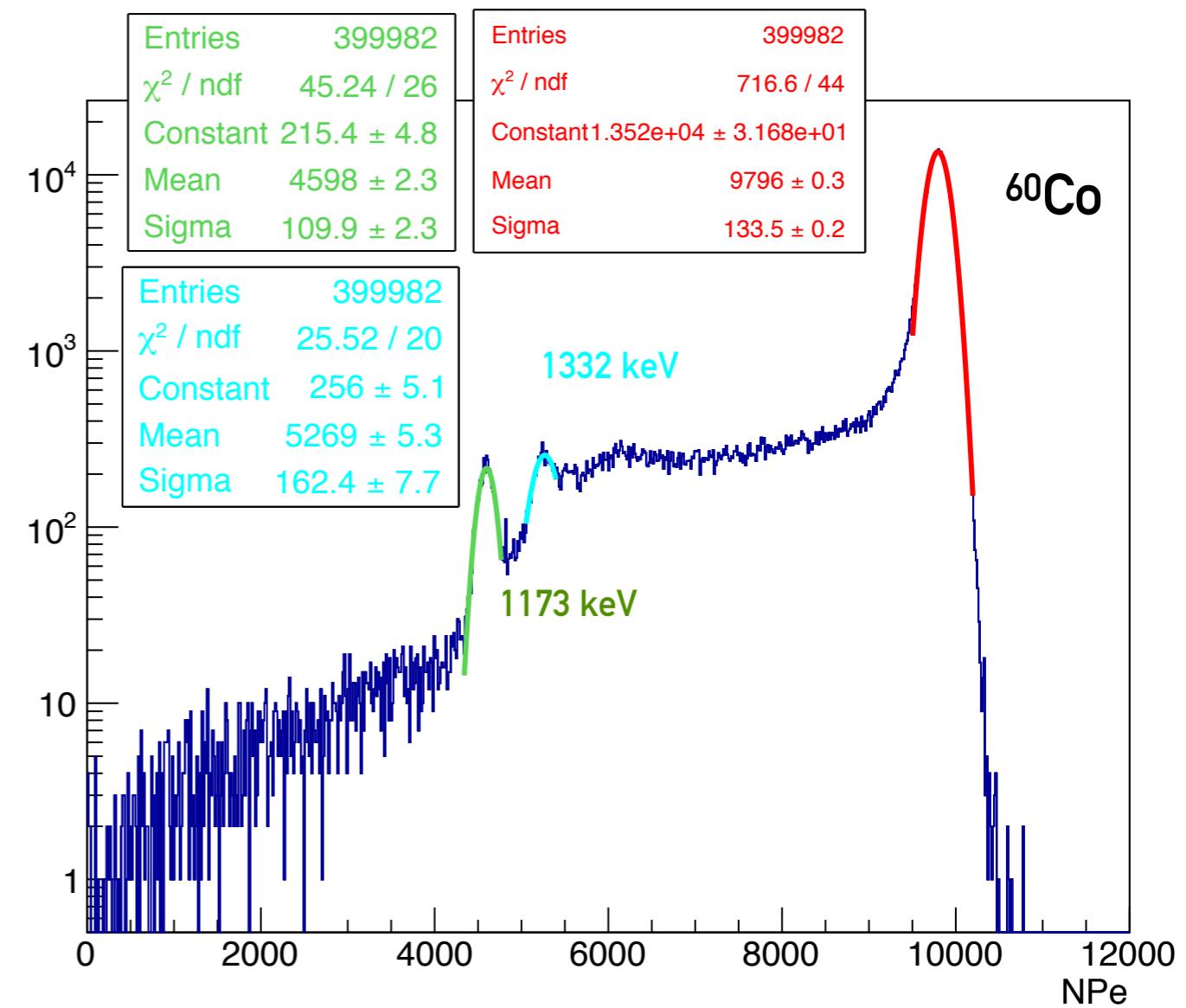
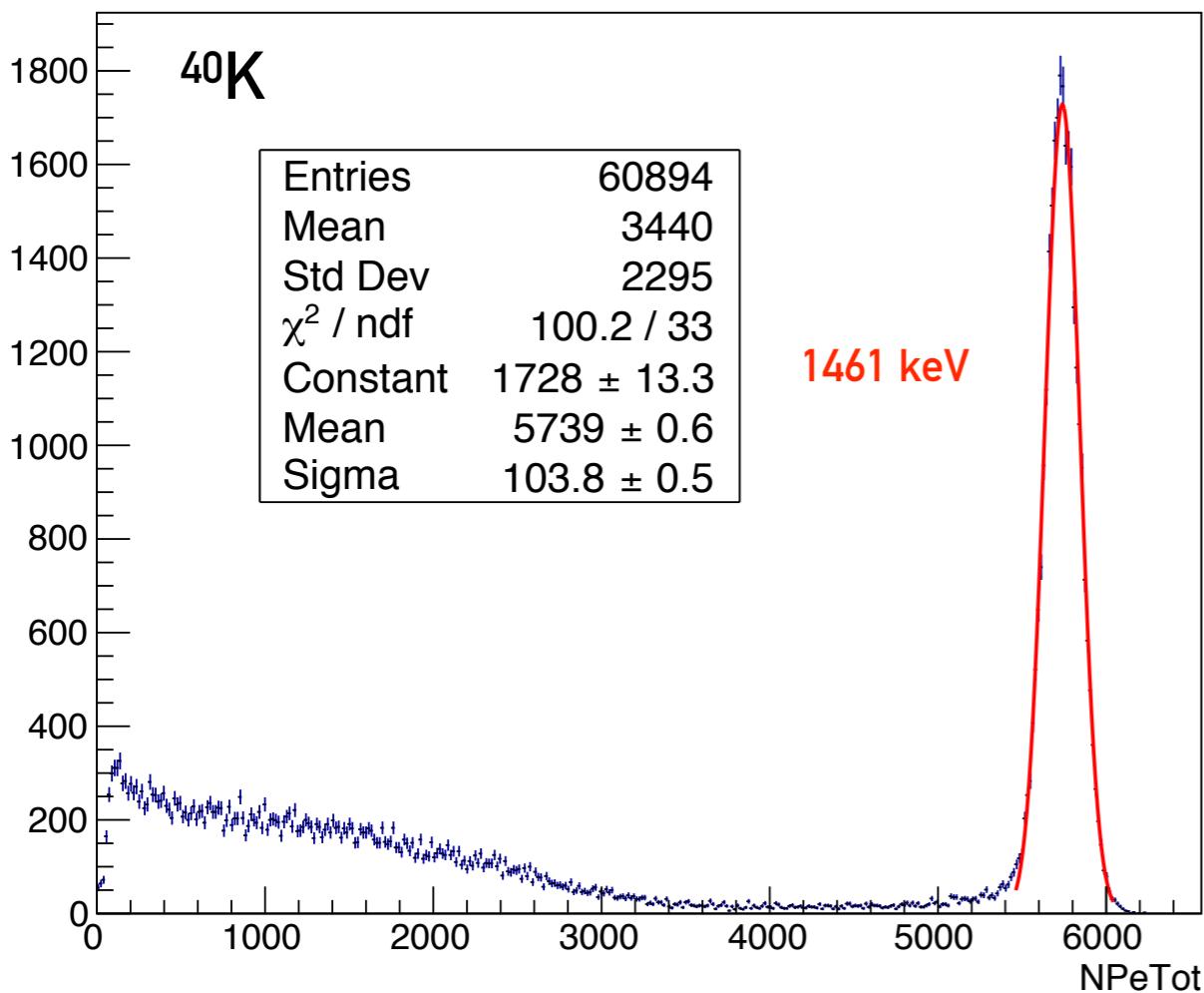
# SiPM GEOMETRY

- ▶ 4056 5x5 cm<sup>2</sup> SiPM tiles
- ▶ PDE ~ 45% @ 420 nm
- ▶ Coverage loss due to the gaps between the SiPM boards
- ▶ Need to optimize the arrangement on the sphere
- ▶ ~94% Coverage



# DETECTOR RESPONSE & RESOLUTION

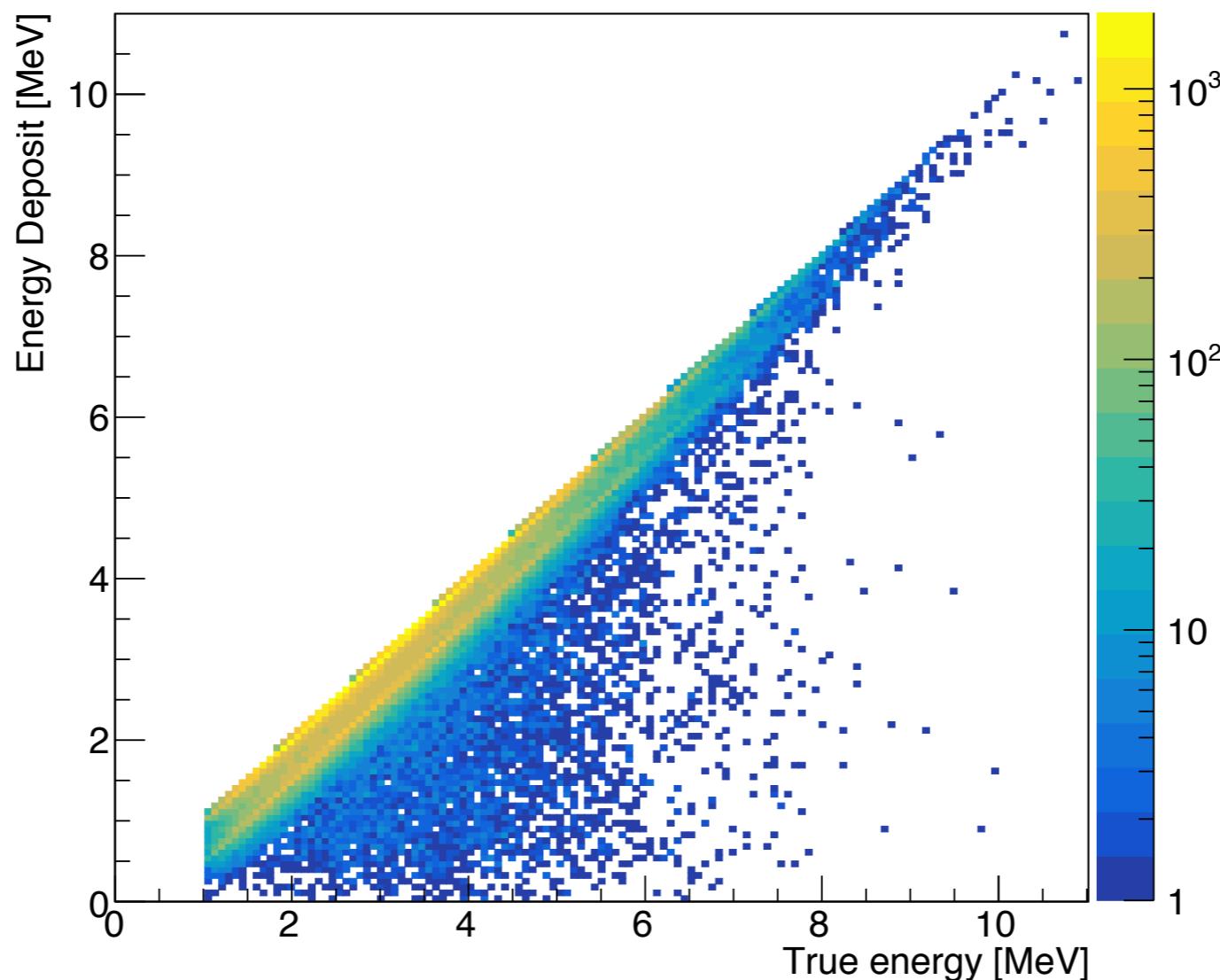
- ▶ “Calib. Source” in the detector center
- ▶ LY > 3900 PE/MeV
- ▶ Resolution ~ 1.6%/MeV



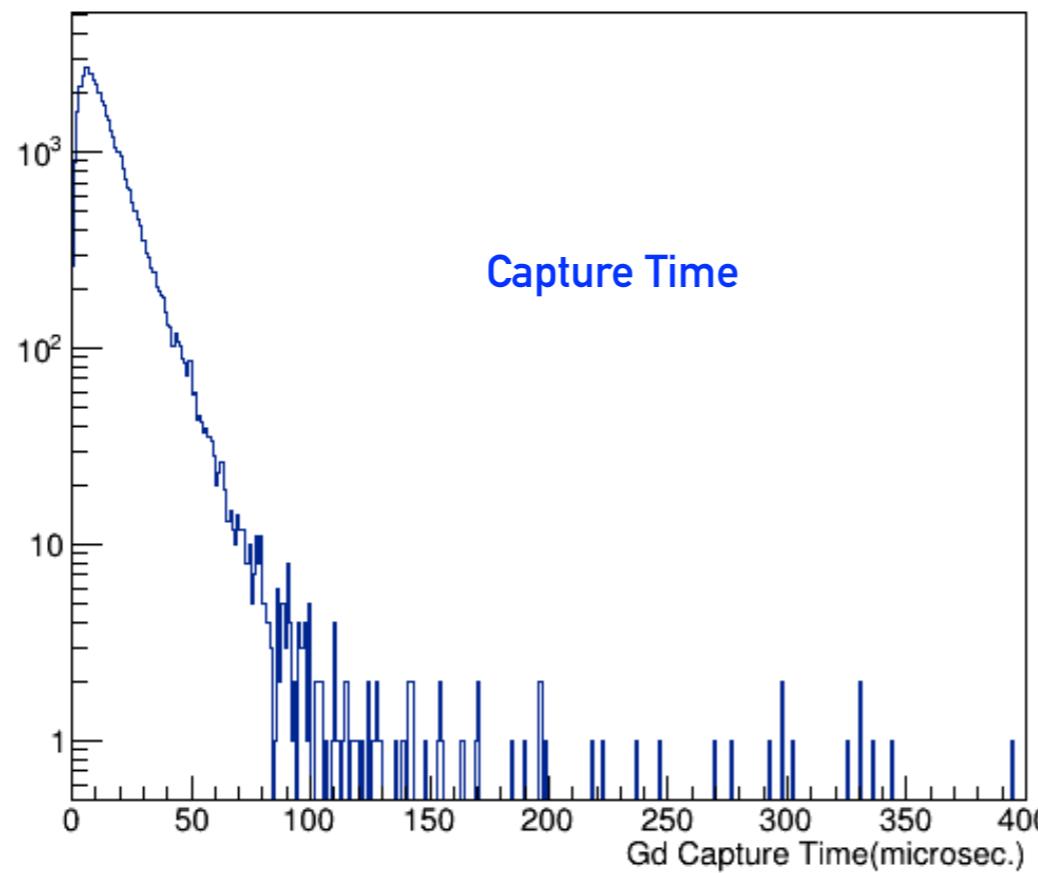
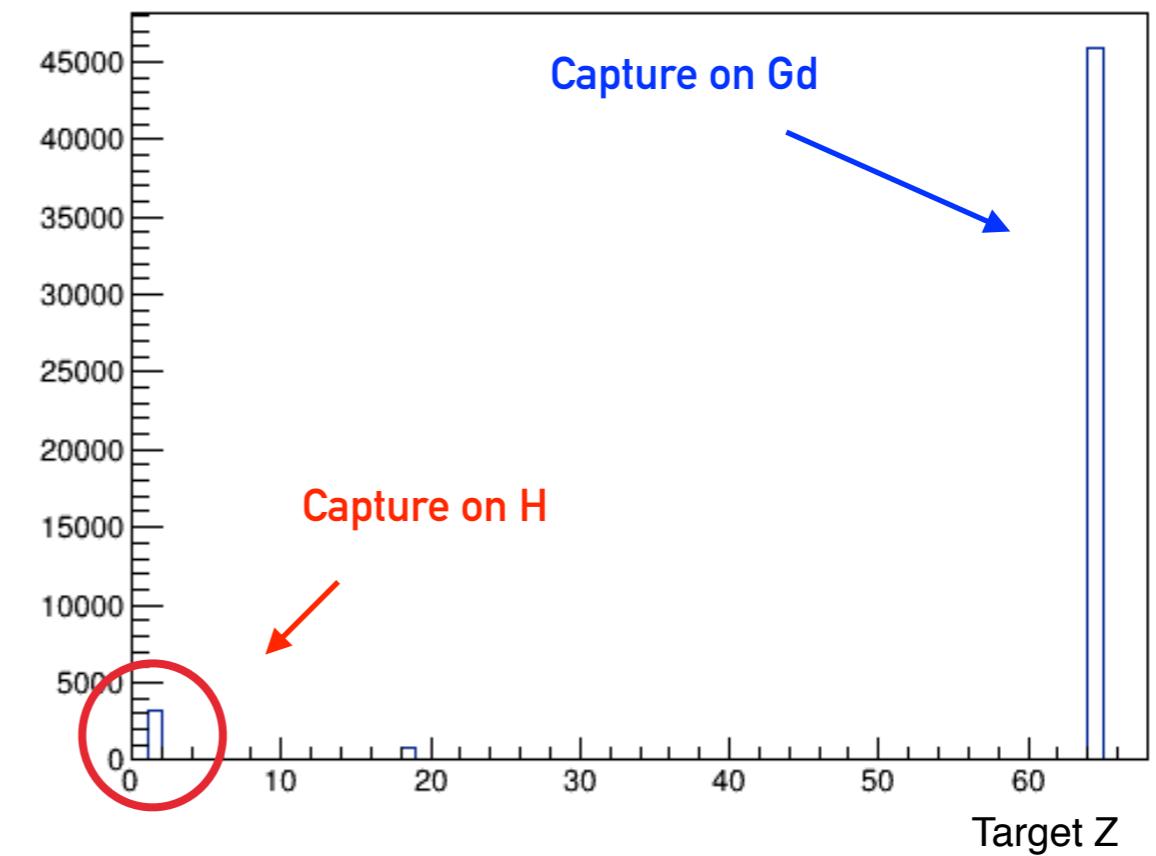
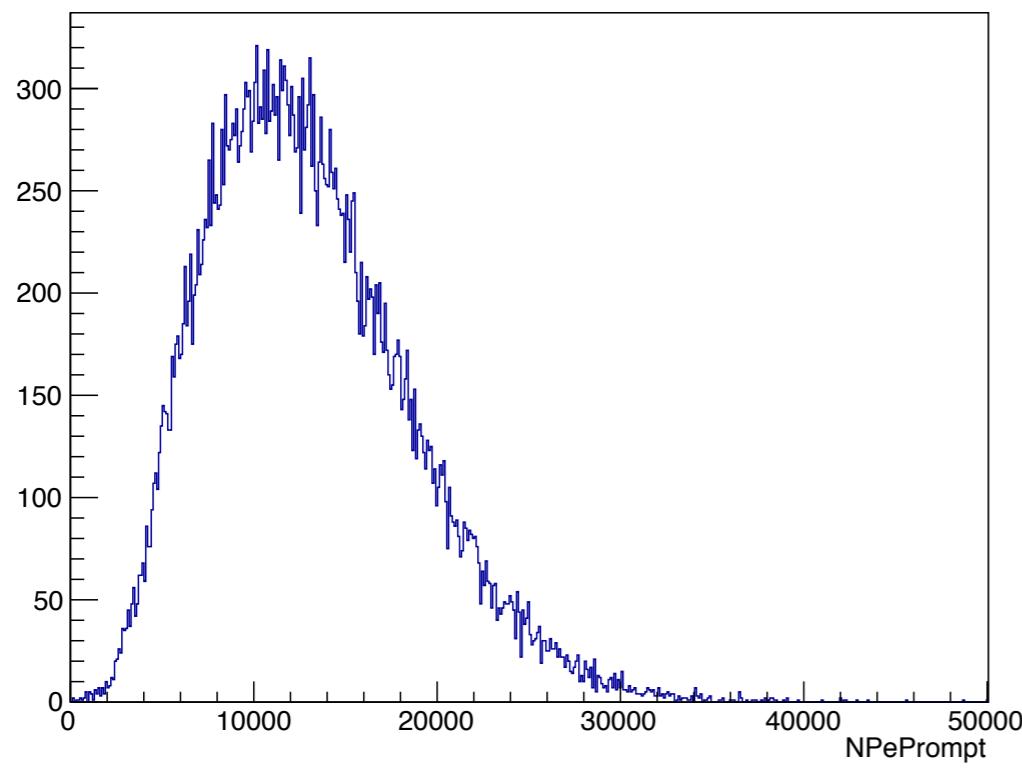
# ENERGY LEAKAGE

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- ▶ Investigate the spectral distortion due to the size of the detector
- ▶ Fiducial cut is needed

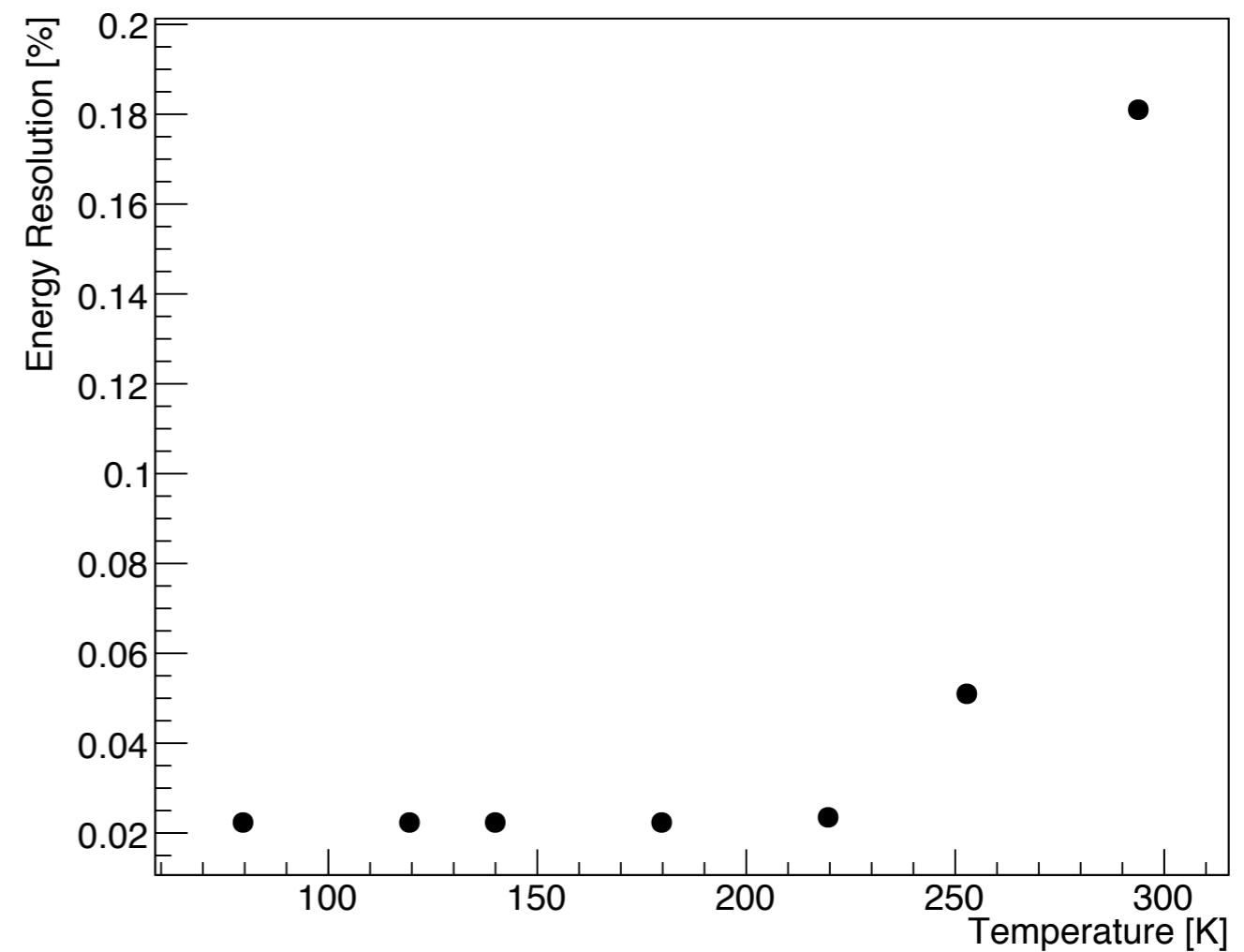
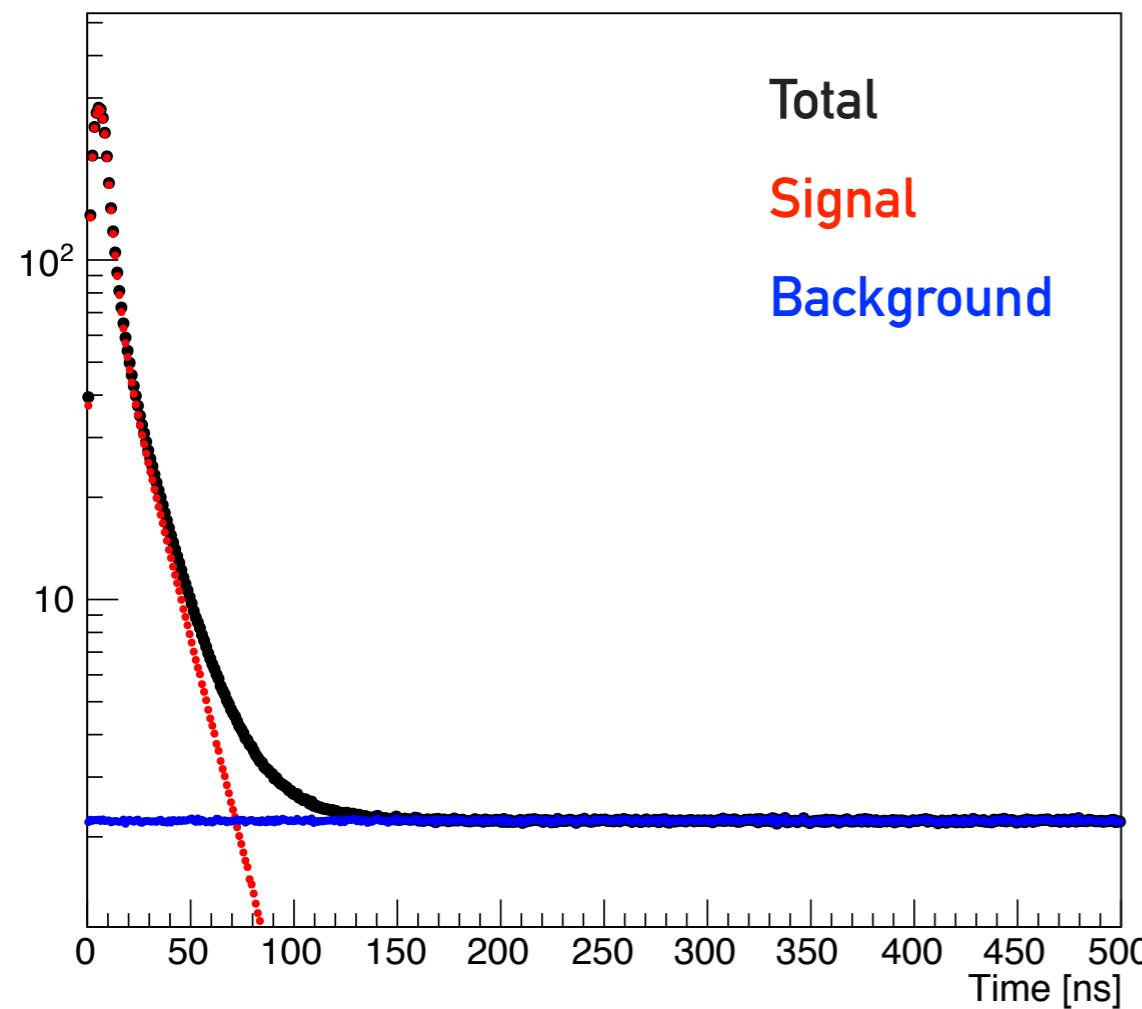


# IBD SIGNAL



# ENERGY RESOLUTION

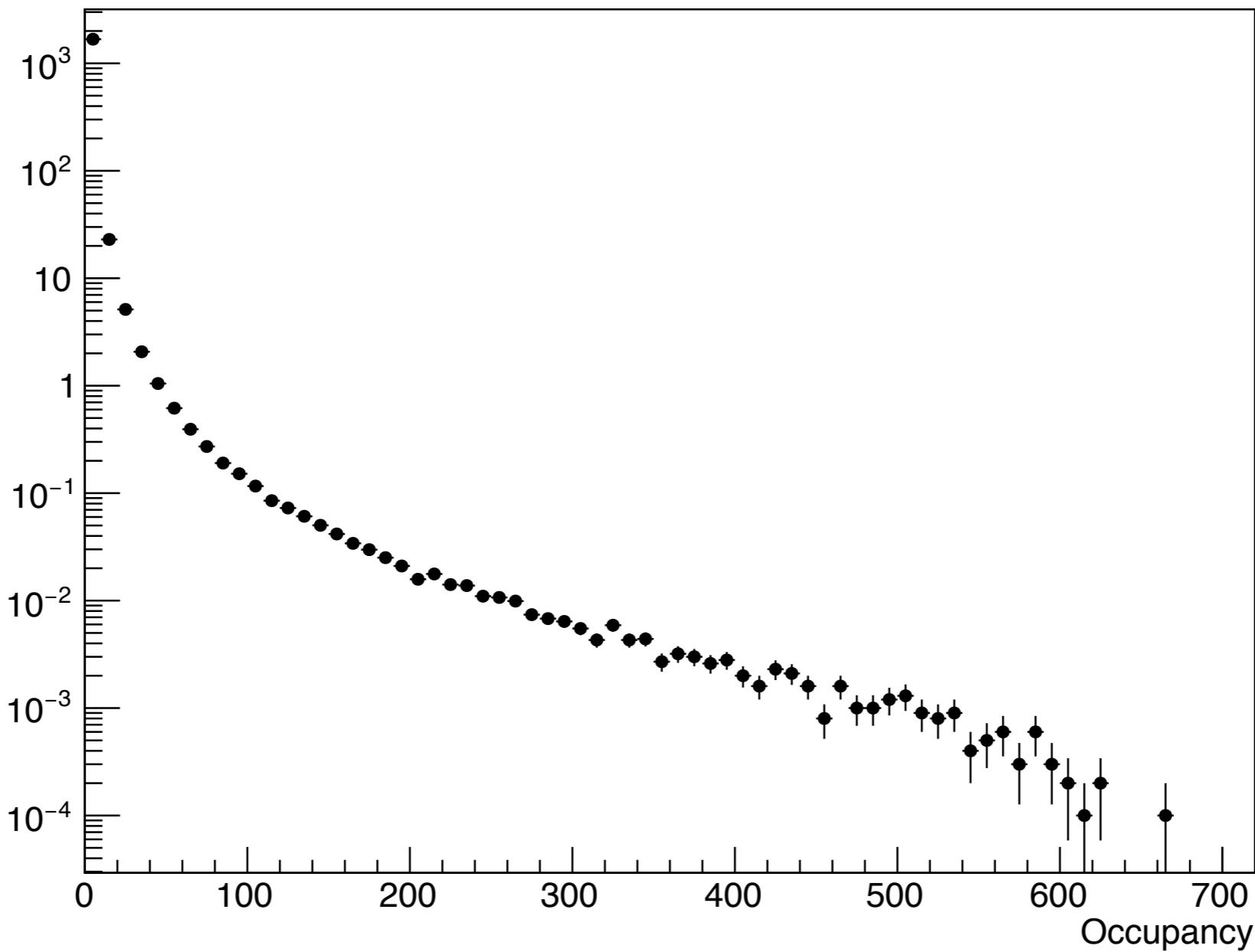
- ▶ Add random noise to each channel
- ▶ Energy resolution depends on the SiPM dark noise
- ▶ Assuming a 500 ns integration time window Energy resol. Is ~ 2% @ 220 K



# OCCUPANCY

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- ▶ Number of photos seen by each 5\*5 cm<sup>2</sup> SiPM Tiles
- ▶ 10.000 1 MeV electrons randomly distributed in the Scintillator sphere



# CONCLUSIONS

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- ▶ Code is finally stable
- ▶ Basic distributions seem ok
- ▶ Need some optimization and improvements
  - ▶ More accurate optical model
  - ▶ Scintillation by particle type → PSD
- ▶ Coordination with the Chinese colleague
- ▶ Deeper investigation on the SiPM occupancy
  - ▶ Electronics dynamic range
  - ▶ Trigger