



# PSD ACTIVITY @ Bari

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# OUTLOOK

- ▶ Preliminary Test with CITIROC
- ▶ Alpha version of the tile simulation tool

# CITIROC – CAEN A1702

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- ▶ We are still waiting for the CAEN evaluation board with 4 CITIROC
- ▶ In the mean time we are using the CAEN A1702 with 1 CITIROC (32ch), and a non re-programmable FPGA

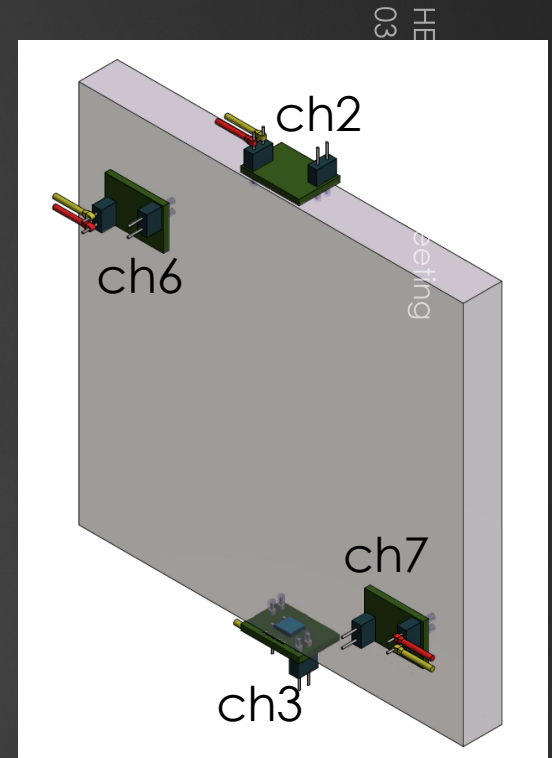


- Provides bias voltage in the range of 20-90 V individually adjustable for each of 32 SiPMs
- Amplification and shaping of the SiPMs output pulse on each of 32 channels
- Discrimination of shaped signal at configurable level from 0 to 50 SiPMs photo-electrons
- Providing basic coincidence of signals from each pair of adjacent even-odd channels
- Allows to trigger only on events that happen in coincidence with event in a group of other A1702 (event validation)
- Formation of the trigger for digitization of the signal amplitude
- Formation of the time stamp with respect to an input reference signal with 1 ns accuracy
- Digitization of signal amplitude of all 32 channels



# Test setup

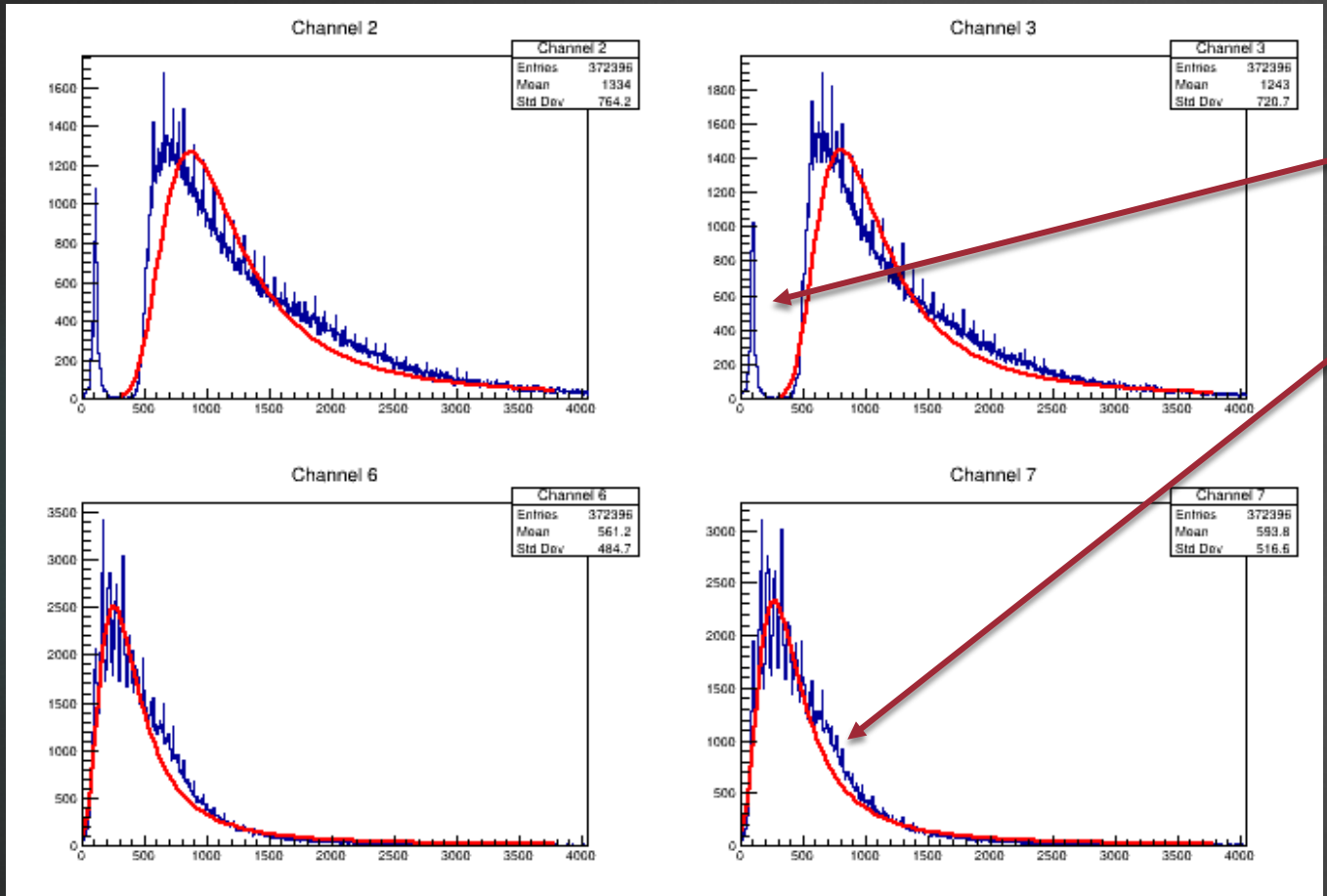
- ▶ Scintillator tile 10 cm x 10 cm
- ▶ Tile equipped with 4 FBK NUV 4x4mm<sup>2</sup> SiPMs:
  - ▶ 2 SiPMs on the sides and 2 SiPMs on the top
- ▶ All 4 SiPMs connected to CaenA1702:
  - ▶ SiPMs on side : channels 2-3
  - ▶ SiPMs on top : channels 6-7
- ▶ Gain setup:
  - ▶ ch2, ch3 : DAC=40 (gain 26)
  - ▶ ch6, ch7 : DAC=51 (gain 46) because we expect fewer photons (1/10)
  - ▶ From measurements on ch1 we know that:
    - ▶ pedestal is around 100 ADC channel
    - ▶ Gain for DAC=40 is 47 ADC/p.e.
    - ▶ Gain for DAC=50 is 79 ADC/p.e.



# Cosmic-rays test

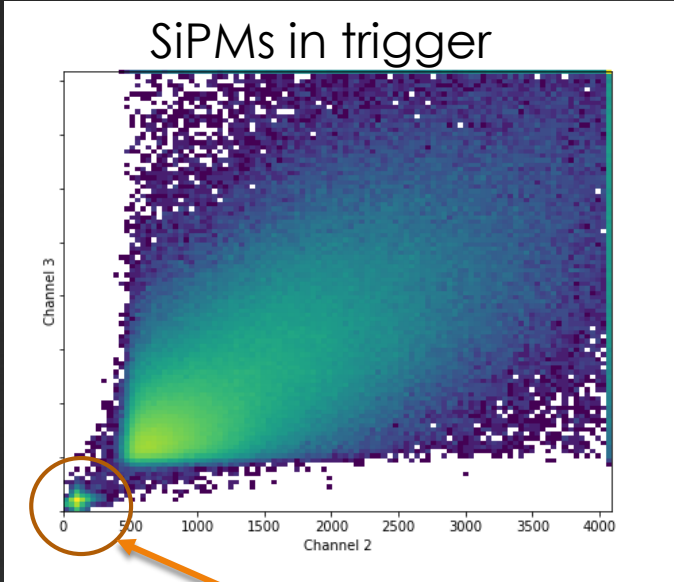
- ▶ All 4 SiPMs connected
- ▶ Trigger: ch2 & ch3 (SIDE)
- ▶ Threshold : 280 DAC
- ▶ Ch2 and Ch3 dark noise rate @ 280DAC = 300Hz
- ▶ Noise coincidence rate =  $R_1 * R_2 * \text{coincidence\_window} = 300 \text{ Hz} * 300 \text{ Hz} * 30 \text{ ns} = 3 \text{ mHz}$  well below the expected cosmic-ray rate (1Hz)
- ▶ Ch6 and Ch7 are not in the trigger so they are not affected by the threshold effect

# Individual channel distributions

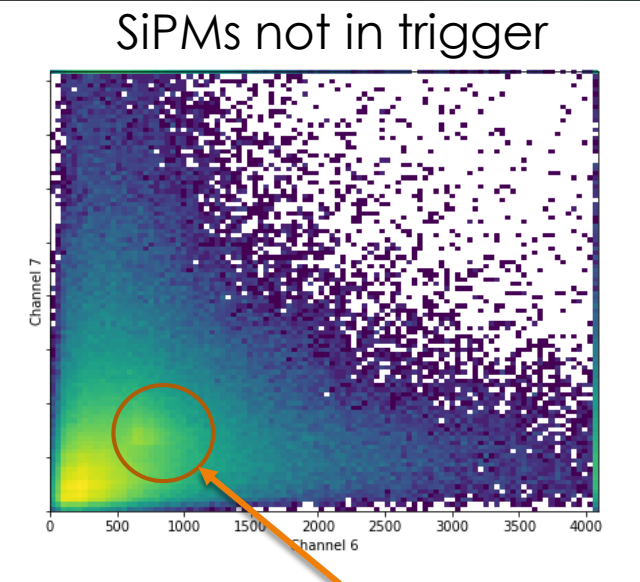


- Ch2 and Ch3 do not show a Landau distribution, probably due to some effect of the threshold
- They show strange events below threshold
- Ch6 and ch7 are well fitted by a Landau distribution, but some positive residuals are found between 500 and 1000 ADC counts ('bump')
- Gain:
  - ch2 & ch3: peak @700 ADC, ped @100 ADC → peak is @ 13 p.e.
  - ch6 & ch7: assuming first peak is pedestal (should be since it is around 100 ADC), the peak is around 2-3 p.e
  - This is roughly in agreement with expectation

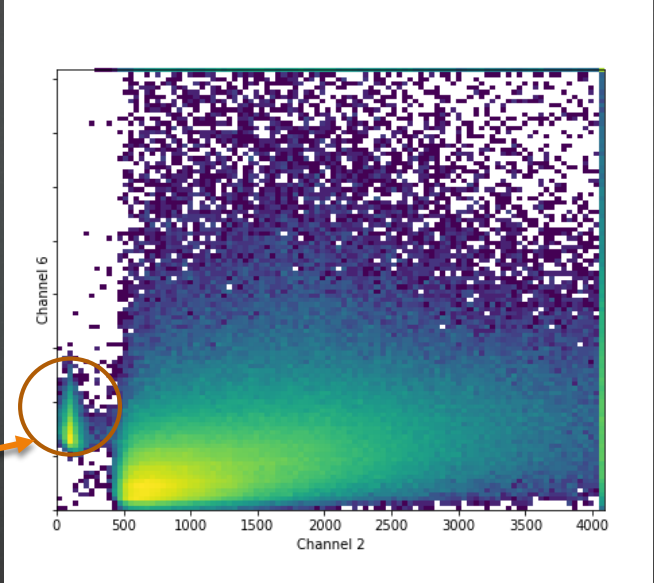




... some problem in DAQ?



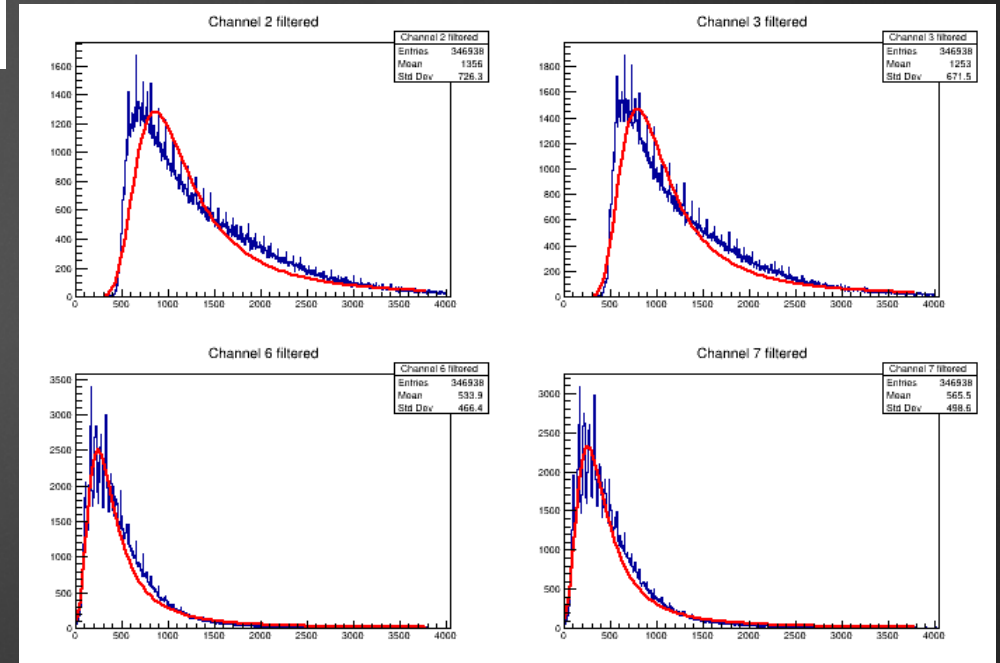
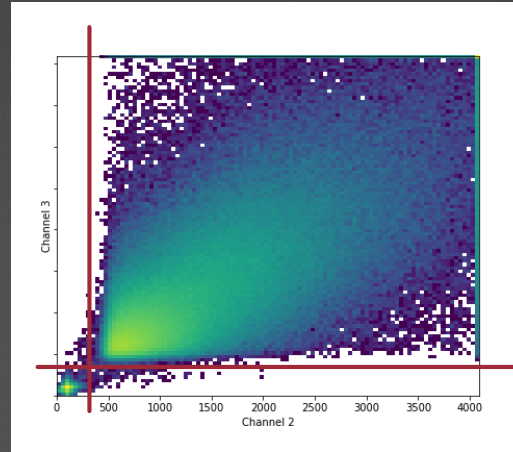
Bump in previous plots



These events are correlated

# Individual channel distributions - filtered

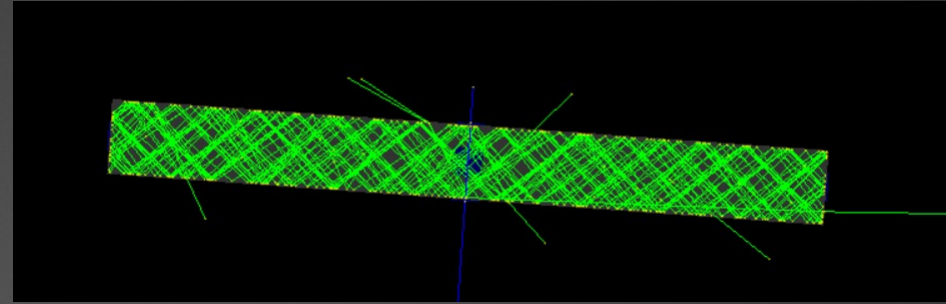
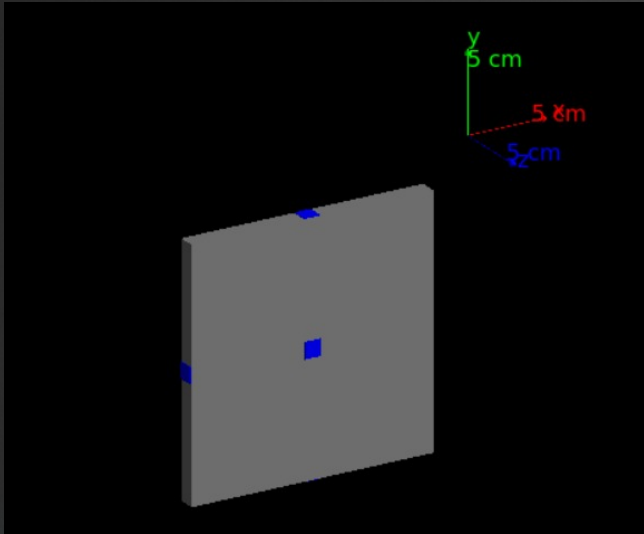
- Filtered events to get rid of the strange events:  $ch2 \geq 300$  &  $ch3 \geq 300$
- Cutted events: 7%
- The 'bump' in ch6 and ch7 is reduced but does not disappear
- We are investigating on the origin of this kind of events



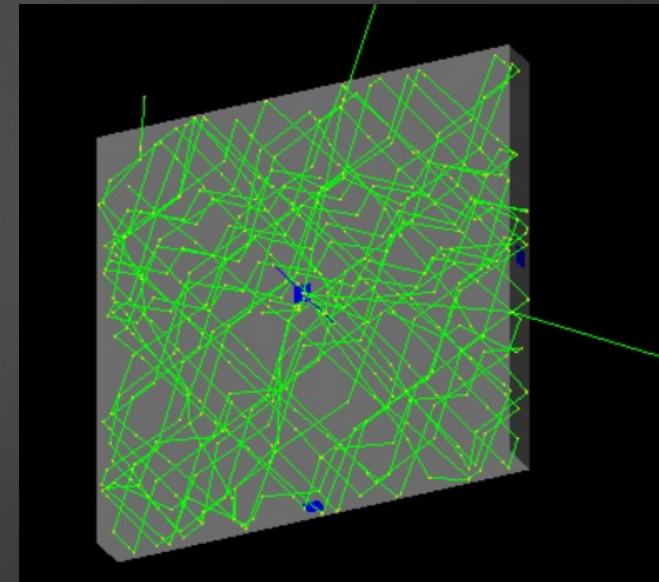
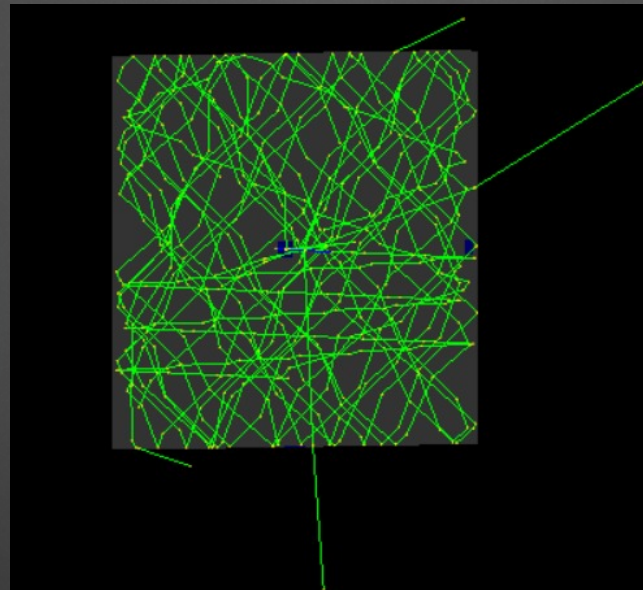


# GEANT4 simulation of optical photons

- ▶ We are working on a simulation of the tile that tracks every single optical photon
- ▶ We have simulated a tile  $10 \times 10 \times 1 \text{ cm}^3$
- ▶ The tile is equipped with 6 SiPM  $4 \times 4 \text{ mm}^2$  placed on the four sides and on the top and bottom face
- ▶ In this simulation we can change a lot of parameters such as
  - ▶ Tile size
  - ▶ Number and position of SiPMs
  - ▶ Light Yield and attenuation length of the scintillator
  - ▶ Physical parameters of the wrapping

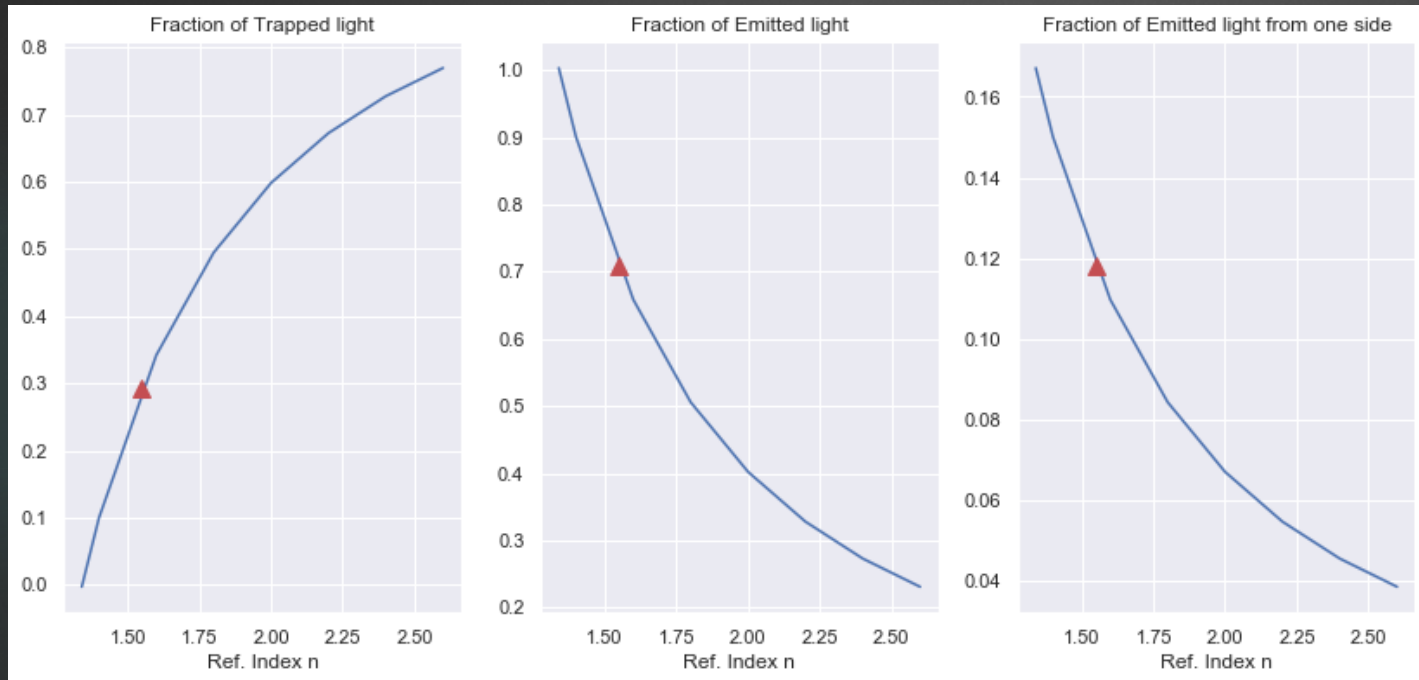


1/100 photon is drawn

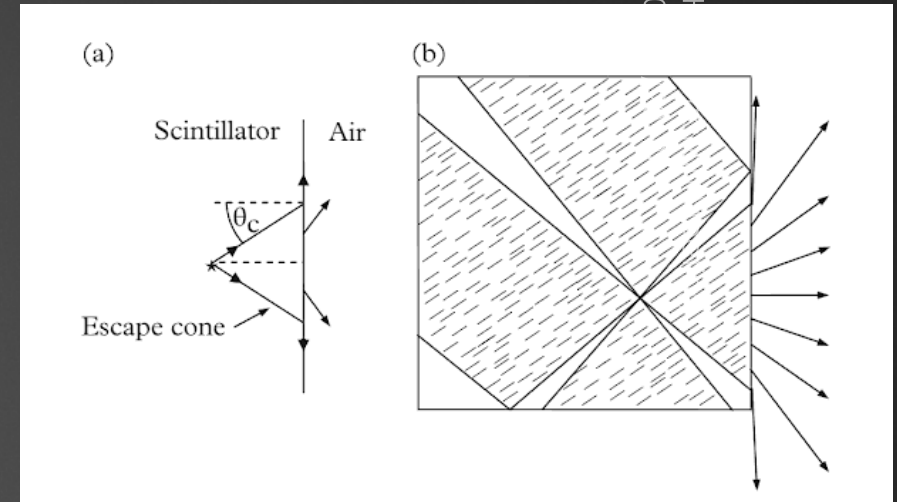


# Some estimation before starting...

- ▶ No wrapping ... only direct light is collected

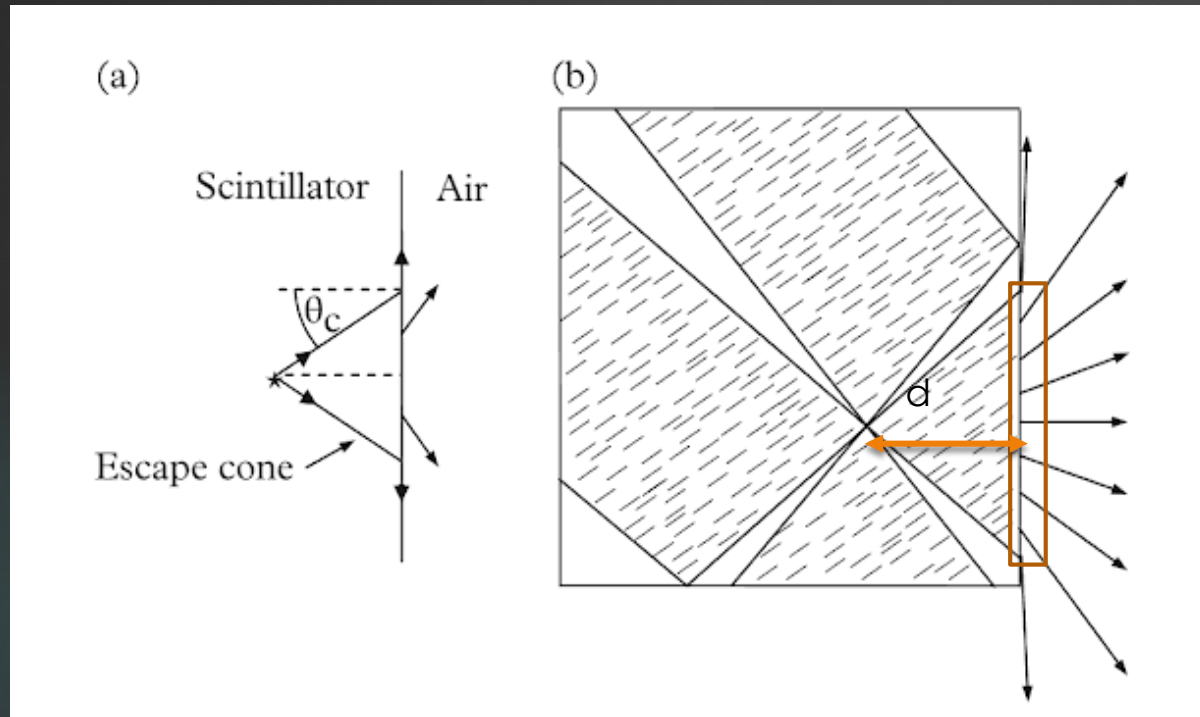


$$n=1.55 \theta_c=40^\circ$$

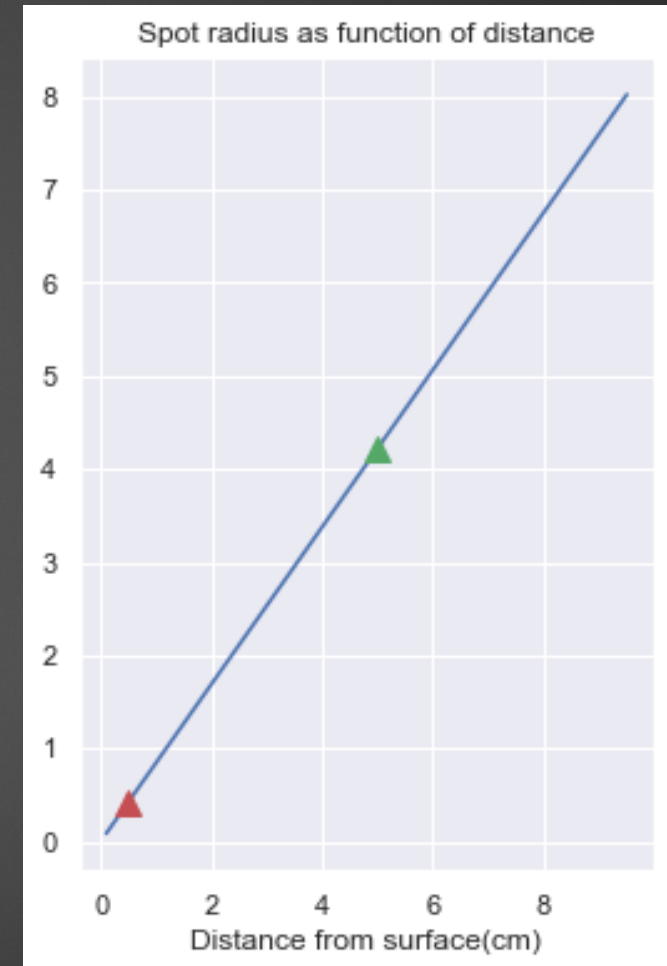




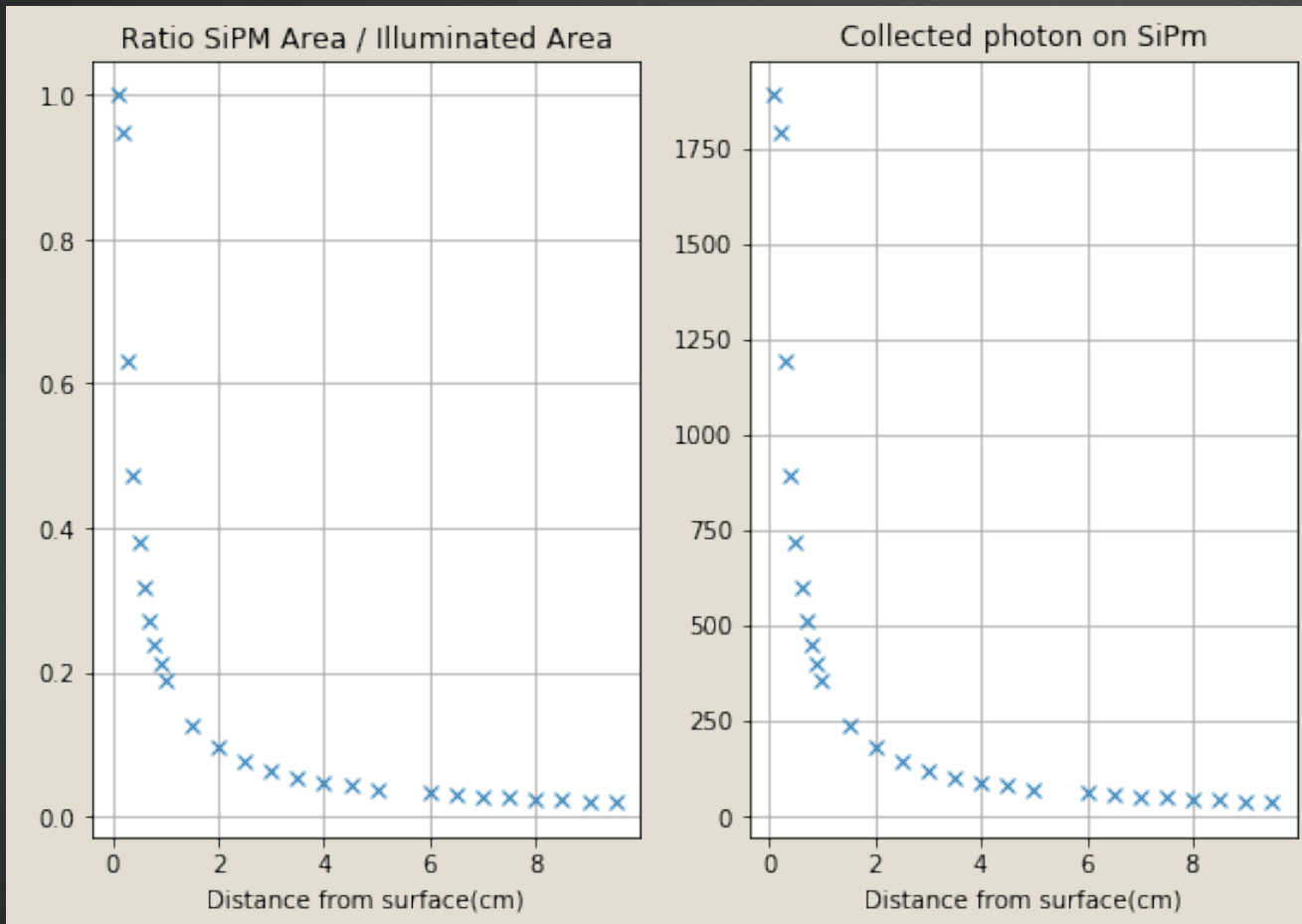
# Some estimation - Direct photons



Critical Angle (rad) 0.7012343645830686  
Critical Angle (deg) 40.177769540147885

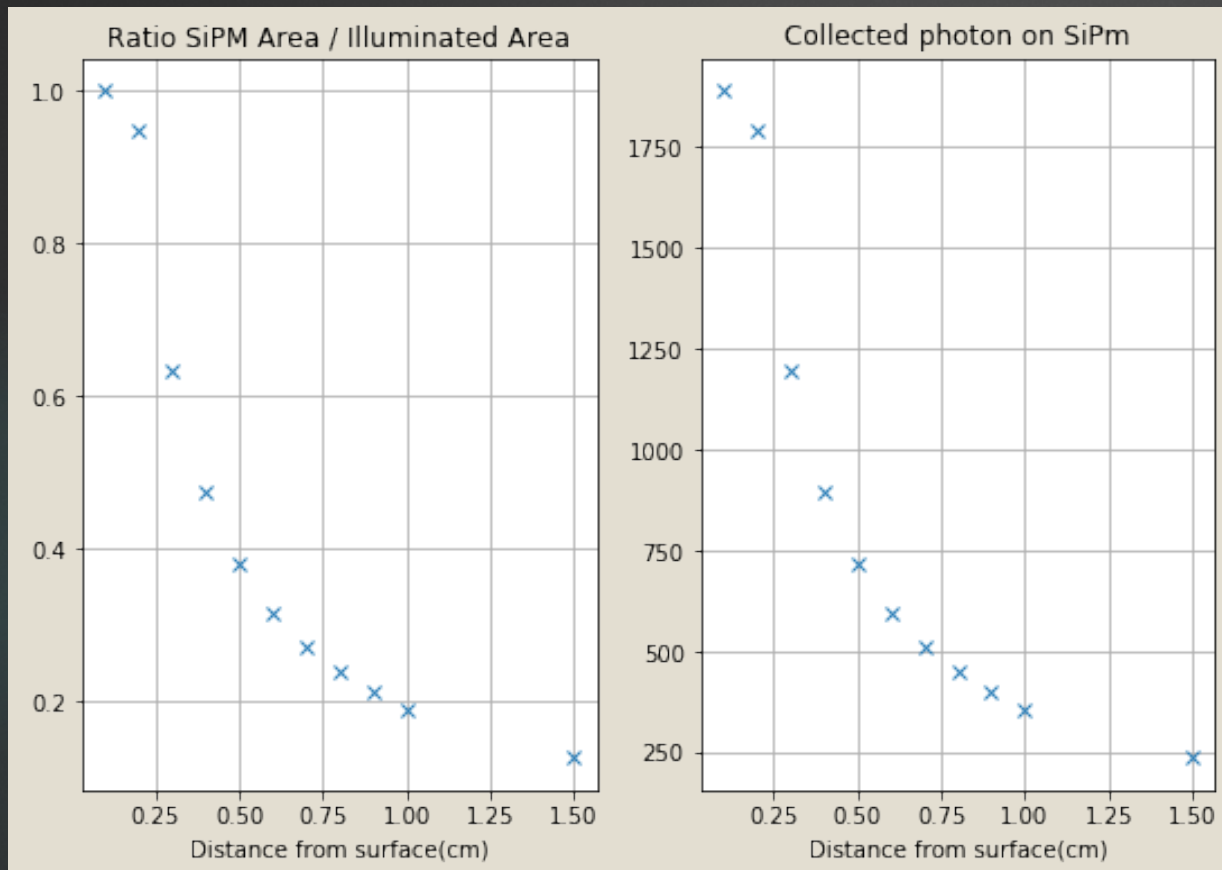


# SIDE - Direct photons

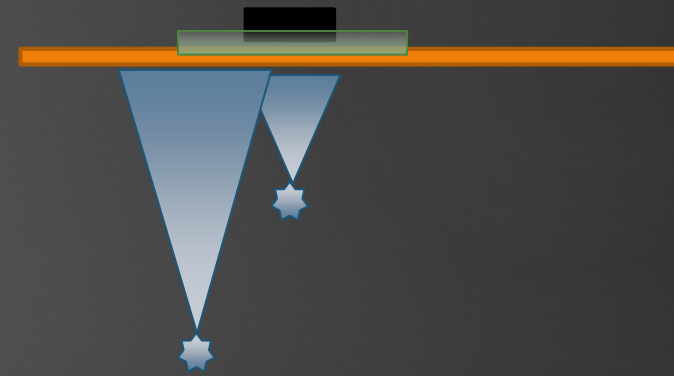


@1cm 300 photons  
@5cm 80 photons  
@9cm 20 photons

# TOP - Direct photons



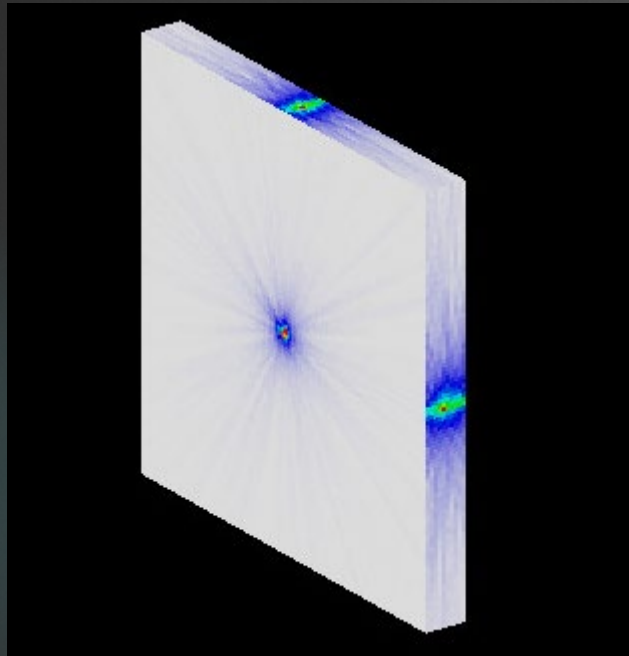
@1mm 500 photons  
@5mm 80 photons  
@10mm 20 photons



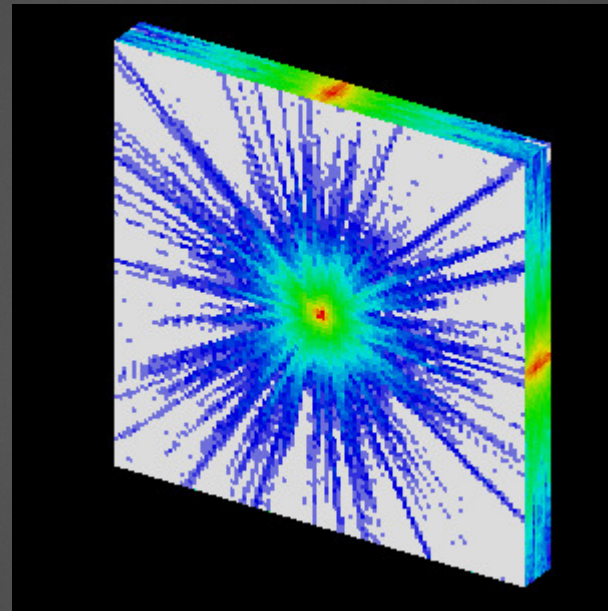
To detect the particle the scintillation event should occur just below the SiPM



# Simulation Vertical Muons @ 1 GeV



Linear scale

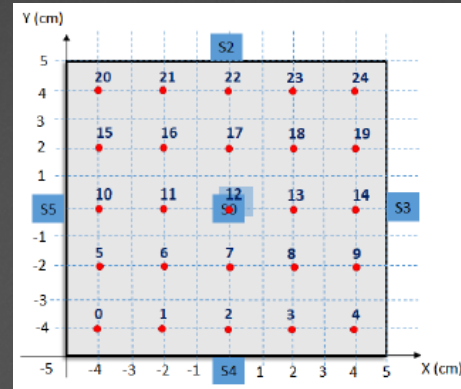
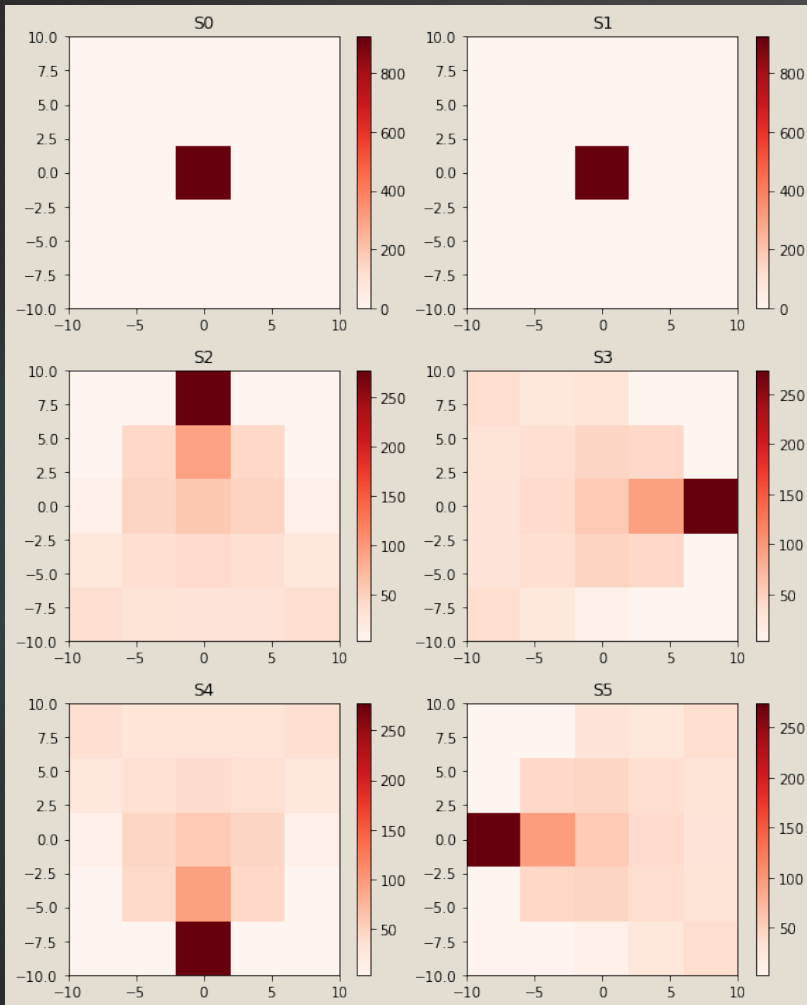


Log scale

# Simulation Results

Total number of detected photons

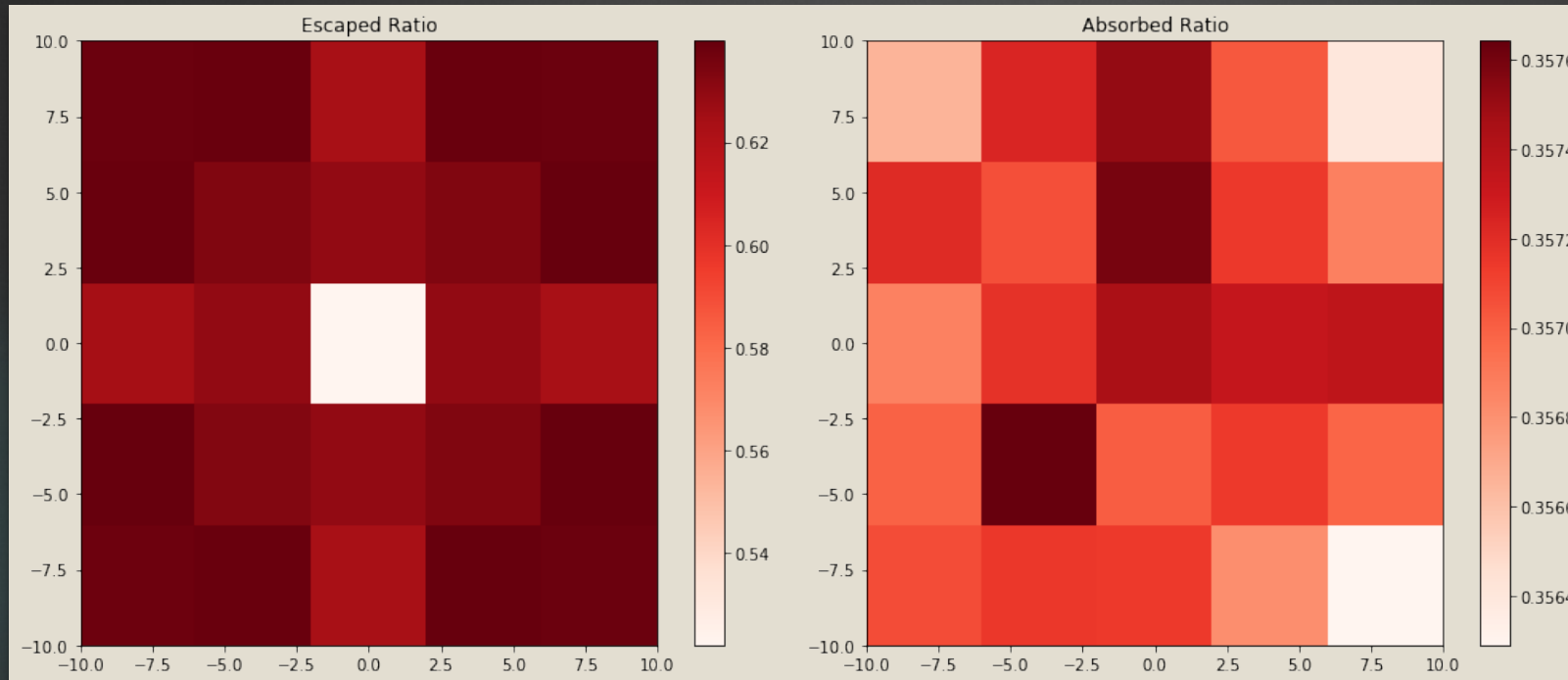
Vertical muons 1 GeV/c



- The PDE is not taken into account
- As expected the SiPM on TOP side are sensitive only to the area just below the sensor
- Non-Uniformity on SIDES

# Absorbed-Escaped

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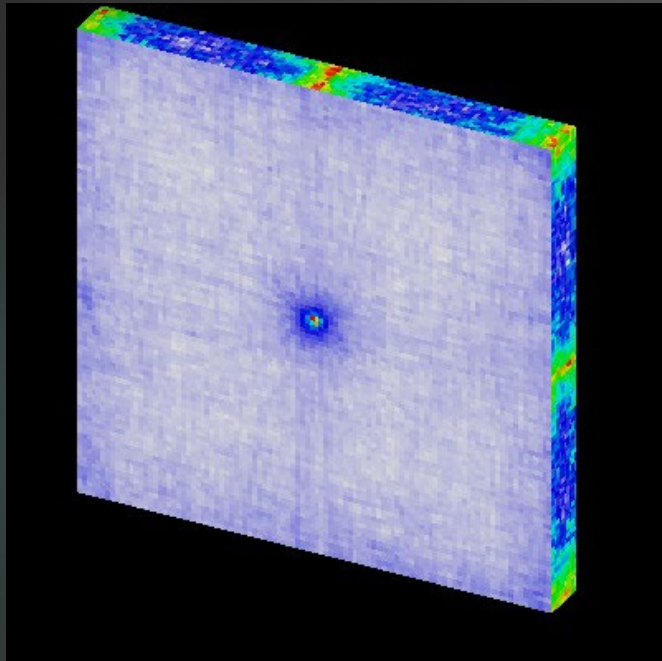


- ▶ Absorption in the tile is almost flat on the tile (35%)
- ▶ Most of the photons escape from the corners (60%)

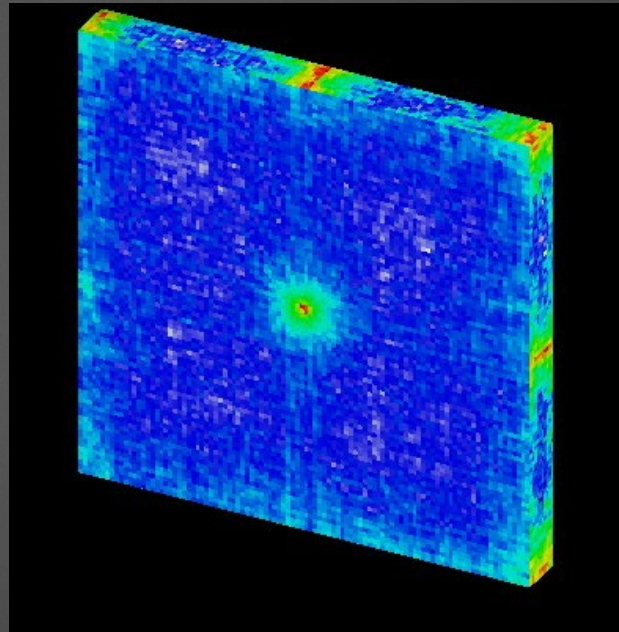


# TiO<sub>2</sub> wrapping – polished surface

- ▶ To increase collection uniformity



Linear scale

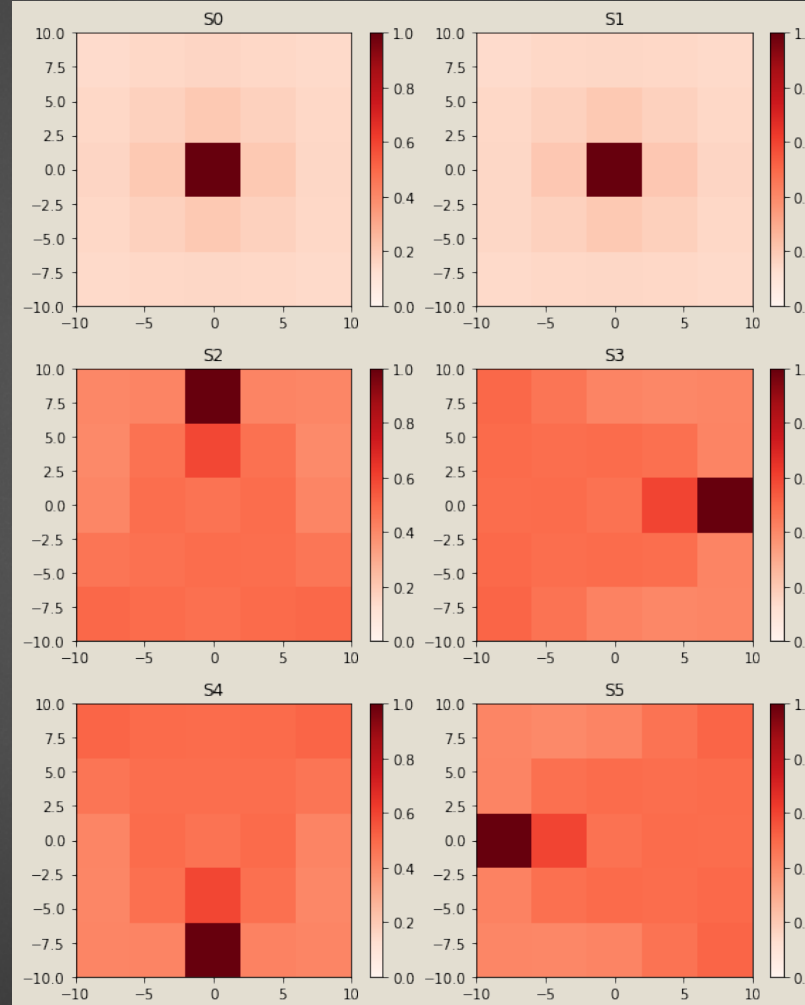
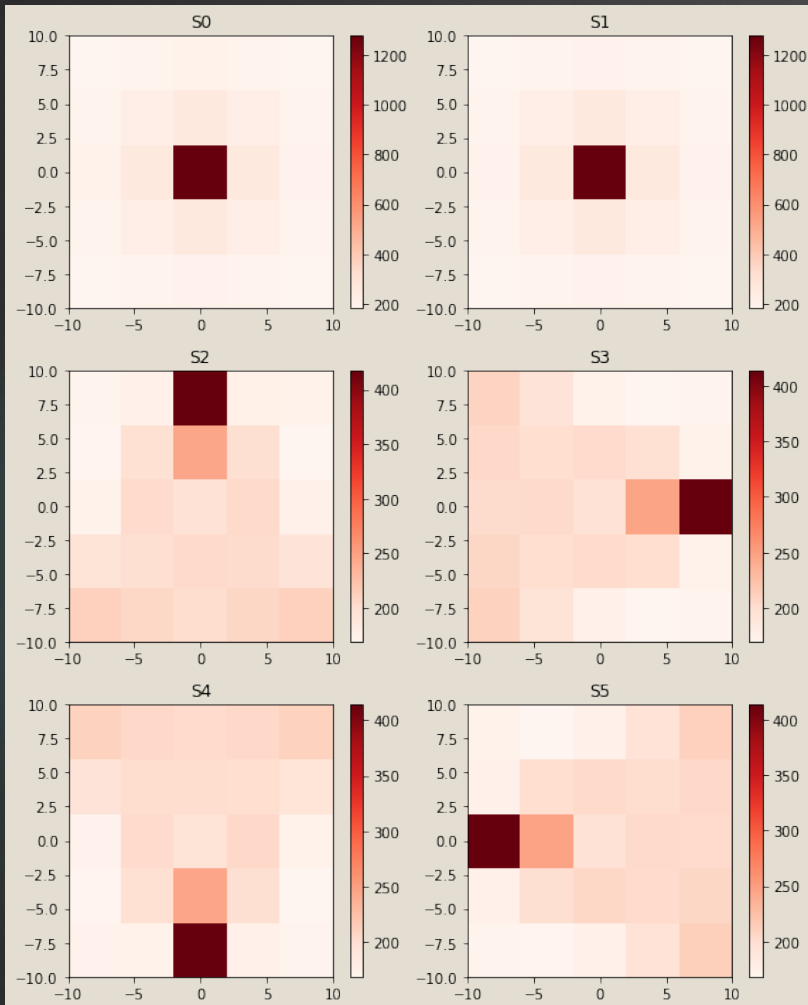


Log scale

# TiO<sub>2</sub> wrapping – Polished Surface

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HERD - Italian Meeting  
03/06/2019



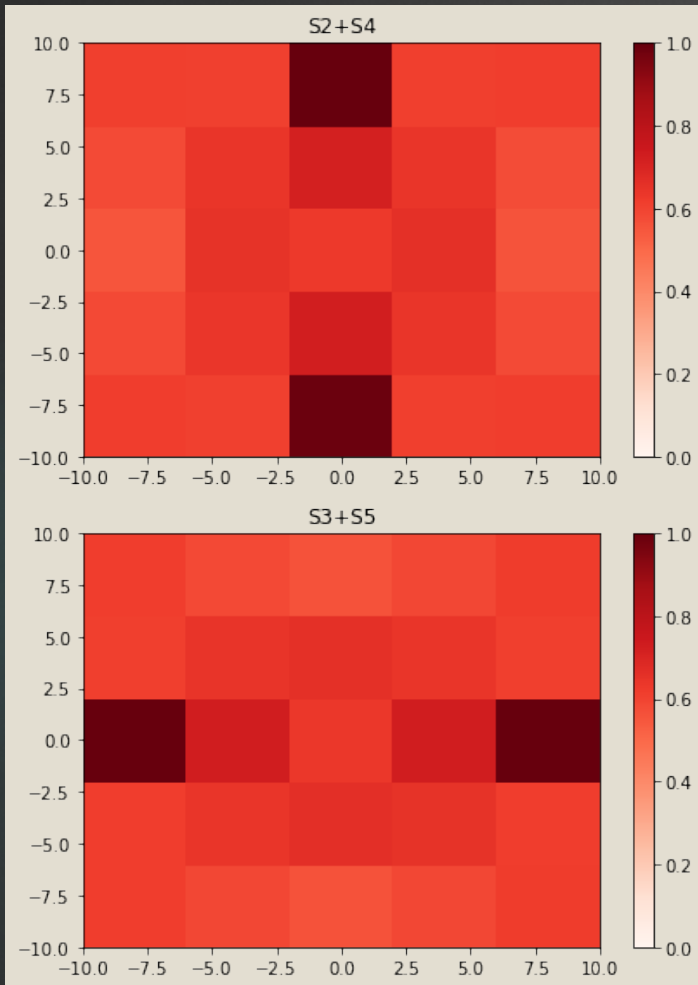
TiO<sub>2</sub> reflector increase  
collection uniformity and  
the absolute number of  
photons detected

TOP Ratio 0.2 (min/max)  
SIDE Ratio 0.5 (min/max)

# TiO<sub>2</sub> wrapping – polished surface

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03/06/2019

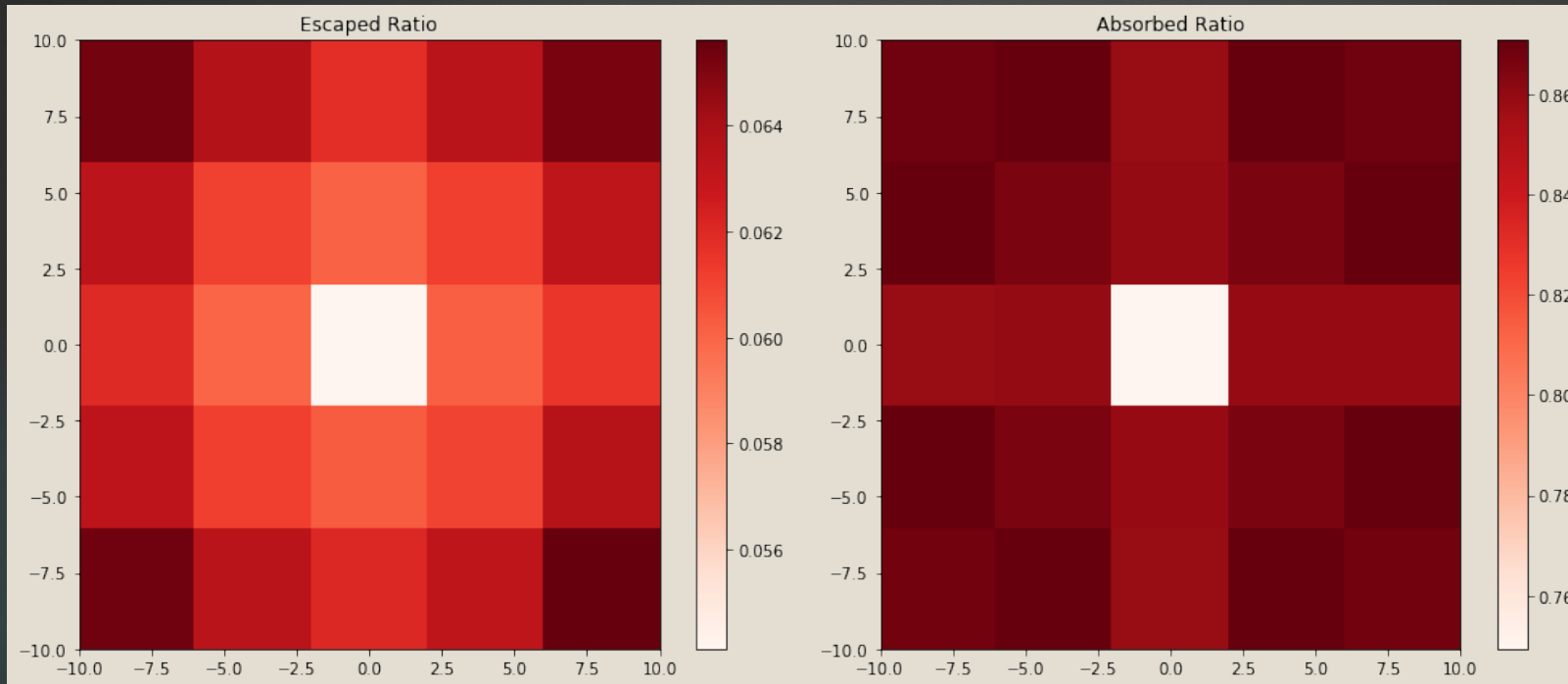


- ▶ If we sum the signal from SiPM on opposite sides the uniformity increase as expected
- ▶ SIDE Ratio 0.6 (min/max)



# TiO<sub>2</sub> wrapping – polished surface

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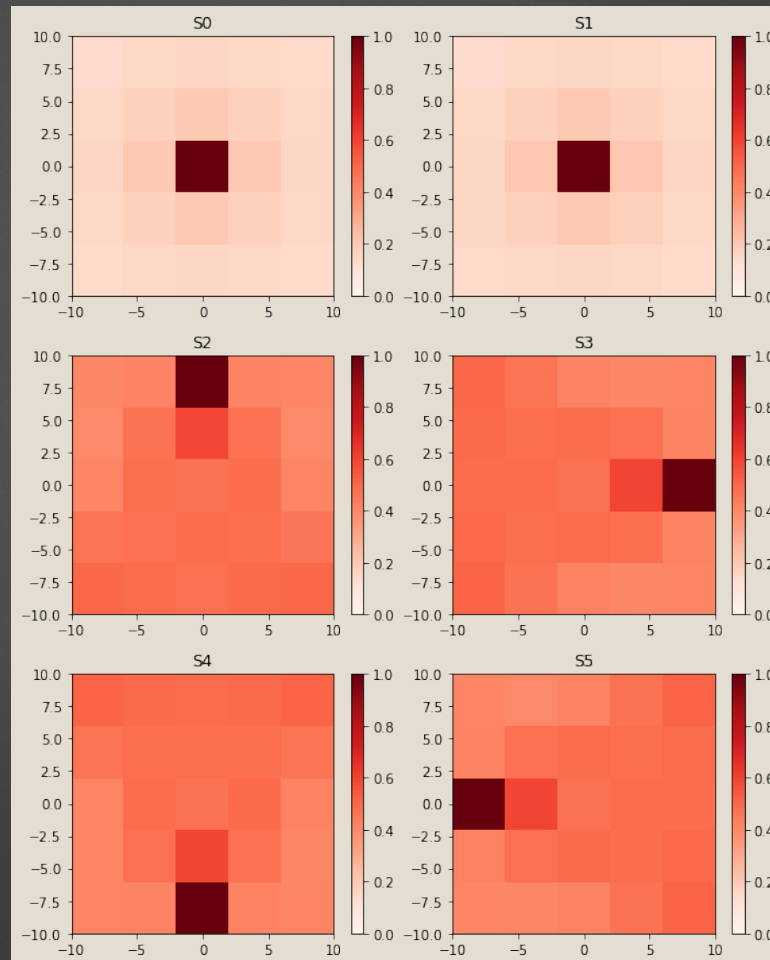
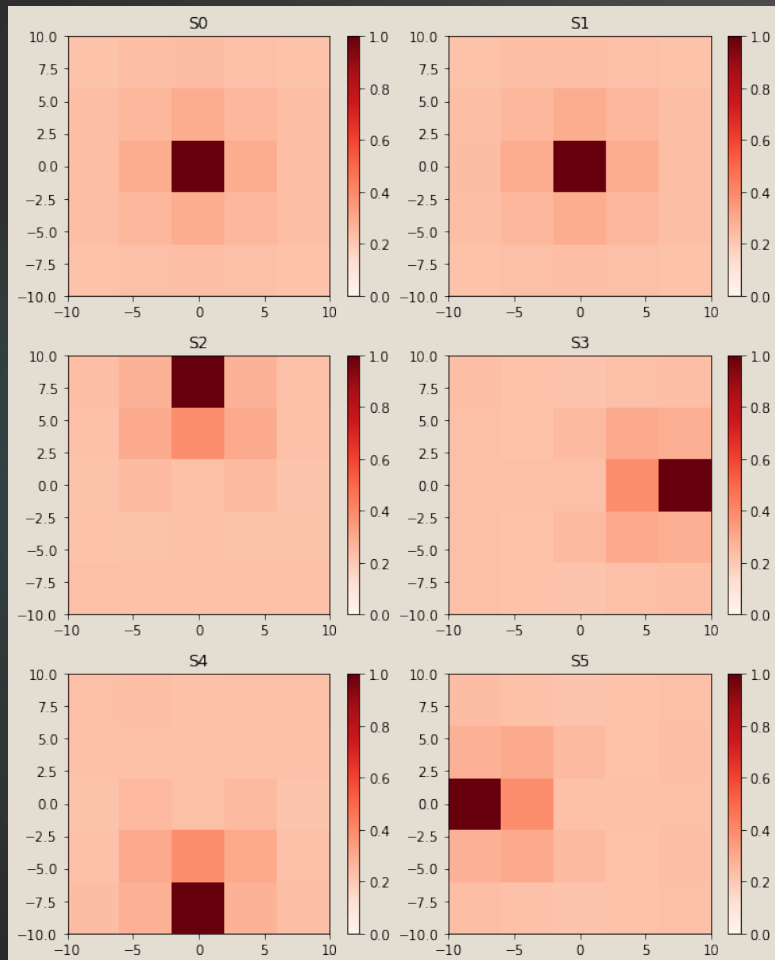


- ▶ Absorption in the tile is almost flat (85%)
- ▶ Very few photons escape from the tile (6%)

# TiO<sub>2</sub> wrapping – NOT polished surface

NOT Polished

Polished



- ▶ If we left unpolished the tile surfaces light collection uniformity decrease on the SIDE but increase on TOP
- ▶ TOP Ratio 0.25(min/max)
- ▶ SIDE Ratio 0.25 (min/max)

# Needed improvements

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- ▶ Add different wrappings
- ▶ Add the detection efficiency of the SiPM
- ▶ Add the timing information for each photon
- ▶ Add noise to SiPMs