

# Preliminary studies on PSD components

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## Simulation of light propagation inside the scintillator tiles

- Optimization of SiPM number and position
- Comparison between different types (size and number of cells)

## Test on tile prototypes

- Scintillator tiles preparation
- SiPM board design
- DAQ chain setup

# Simulation of light propagation

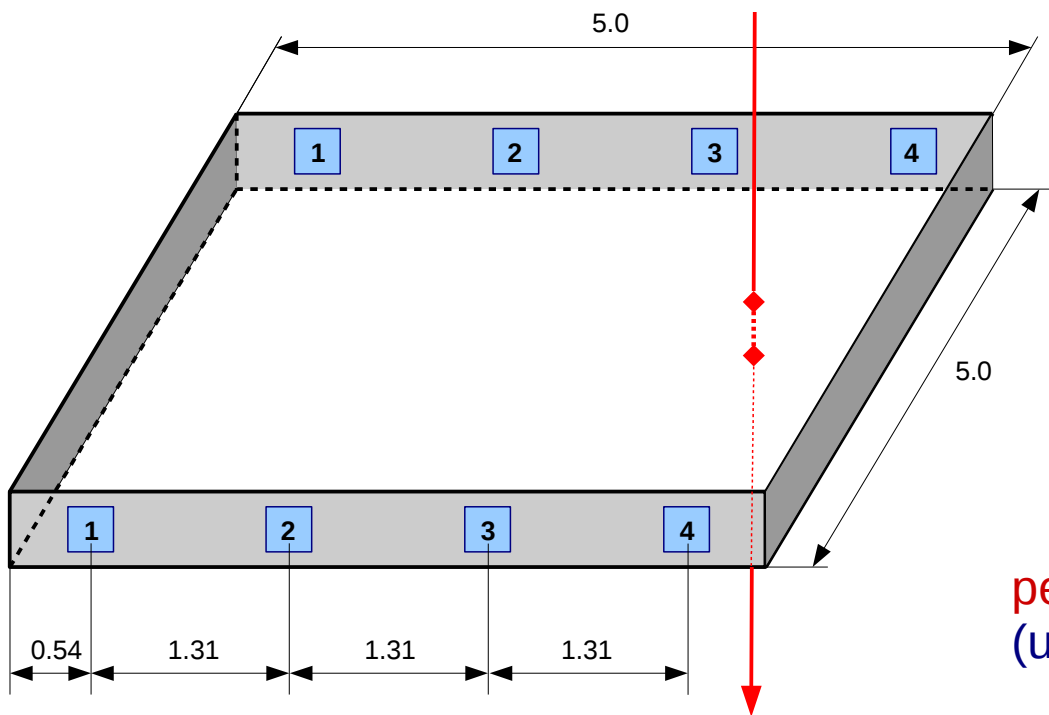
The light propagation inside the scintillator (reflection and attenuation) has been simulated using the *historical* GUIDE7 program (CERN, 1976)

The photons are generated along the track of a single *m.i.p.* crossing the tile perpendicularly

The number of photons collected by a single SiPM strongly depends on the track (and SiPM) position

The average over a conveniently large number of tracks, randomly distributed on the tile surface, is considered

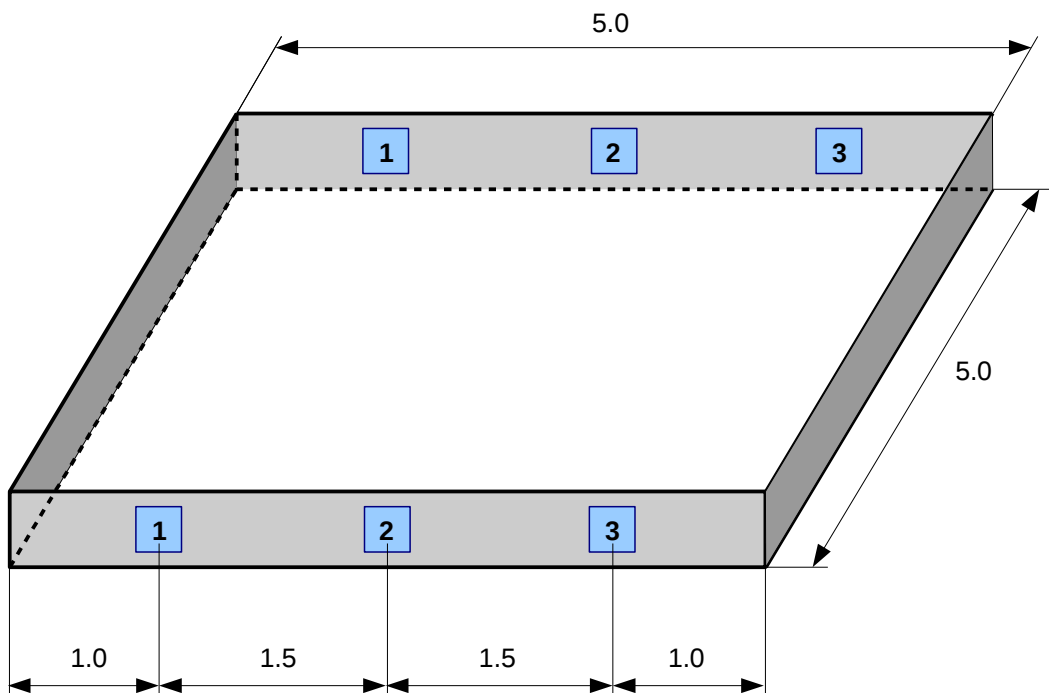
The signal given by the (normalized) sum of one or more SiPMs ( $n=1, 2, 3, \dots$ ) is analysed



5x5 cm<sup>2</sup> tile (0.5 cm thick)

4 SiPMs (on 2 opposite sides)

perpendicular m.i.p. track  
(uniformly distributed on the surface)



3x3 mm<sup>2</sup> SiPMs

50 μm pitch

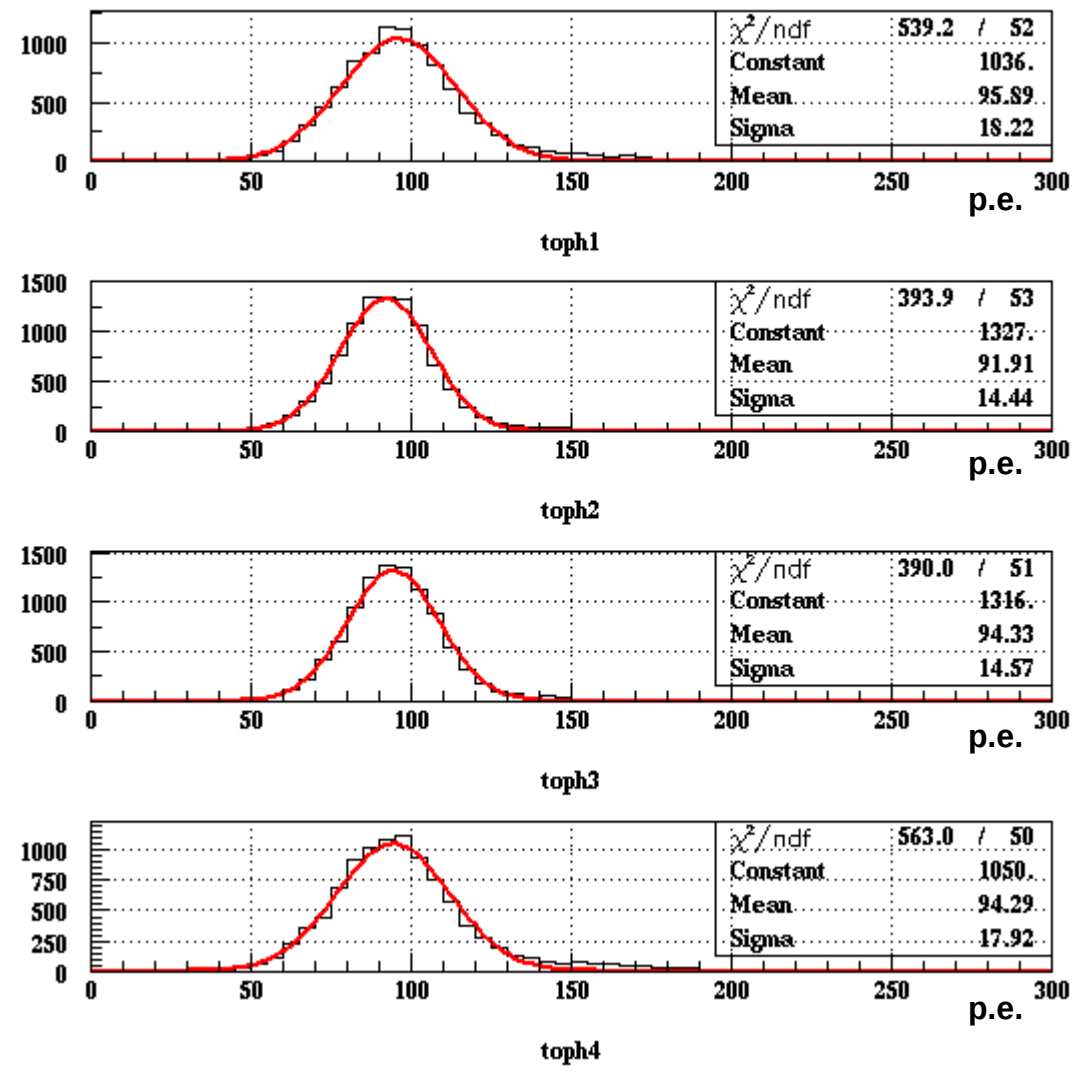
EJ-200 scintillator

( $\lambda_{\text{att}} = 380 \text{ cm}$ )

3 SiPMs (on 2 opposite sides)

# Signal spread for a 4-SiPM geometry – single SiPM readout

read SiPM

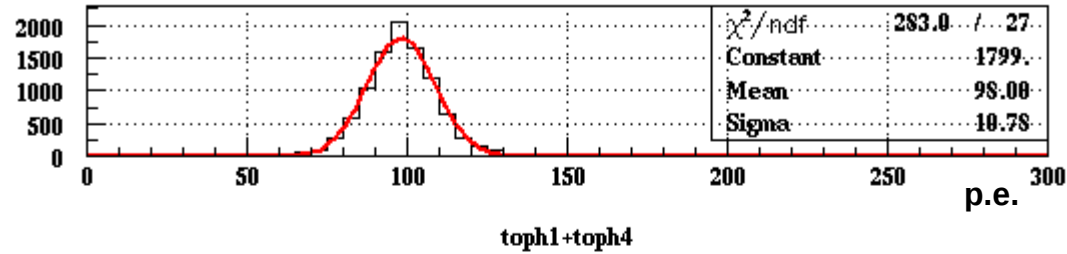


1 2 3 4  
 1 2 3 4  
 1 2 3 4  
 1 2 3 4

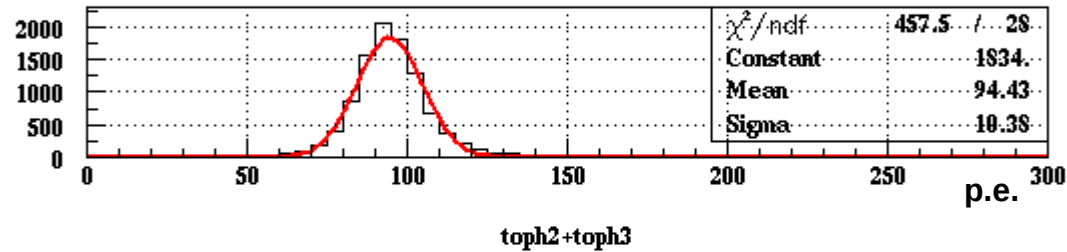
(perpendicular m.i.p. track)

# Signal spread for a 4-SiPM geometry – multiple SiPMs readout

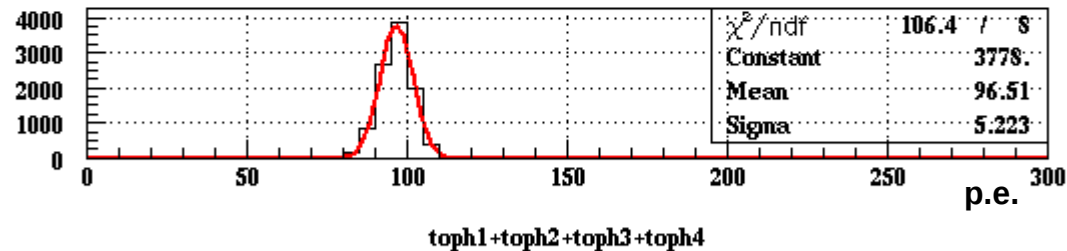
read SiPM



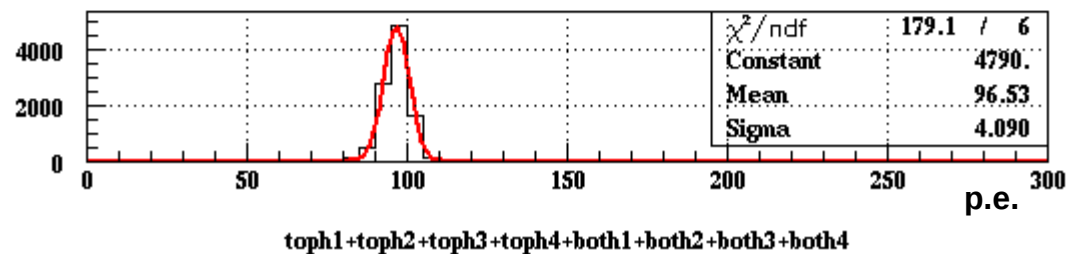
1 2 3 4



1 2 3 4



1 2 3 4



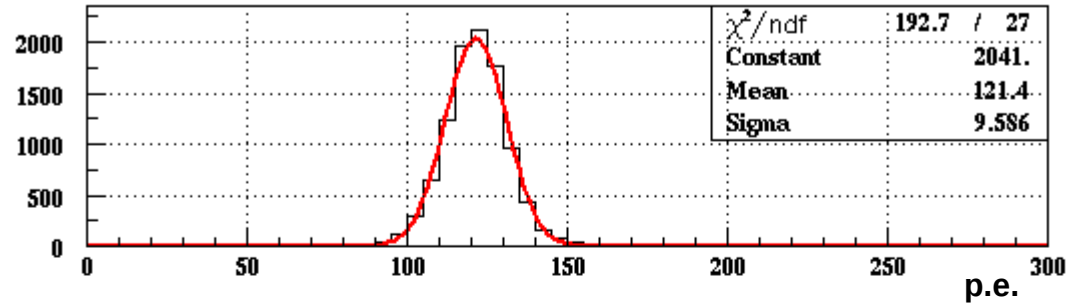
1 2 3 4

1 2 3 4

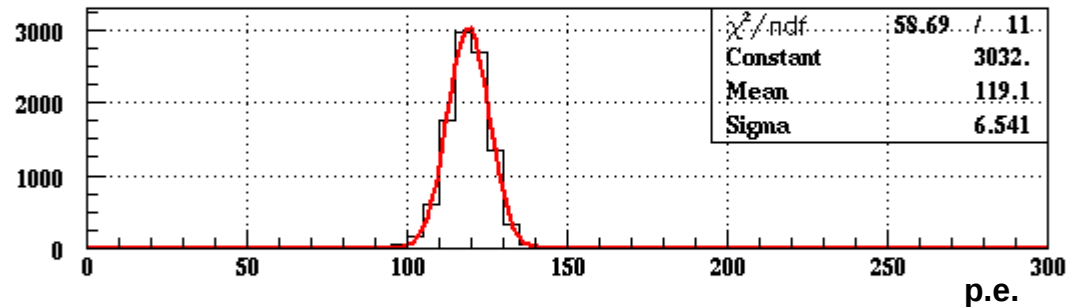
(perpendicular m.i.p. track)

# Signal spread for a 3-SiPM geometry

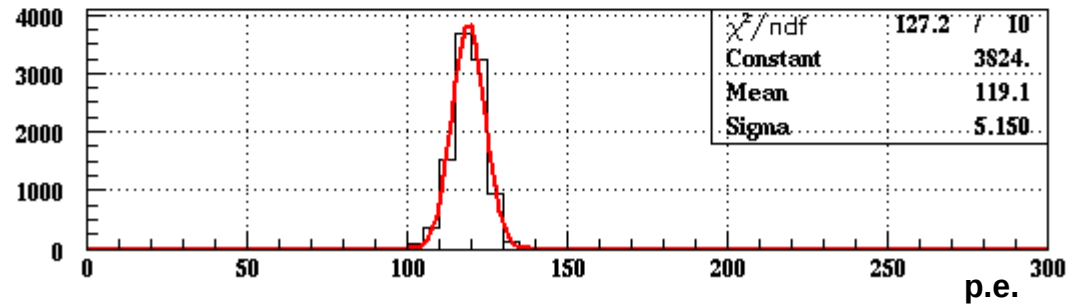
read SiPM



1 2 3



1 2 3

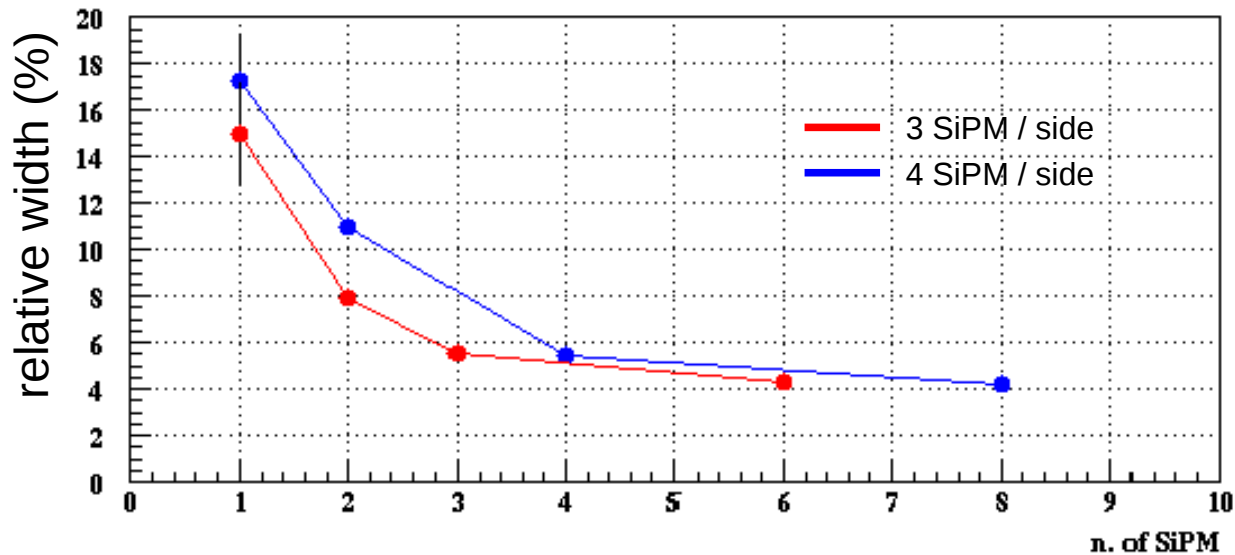


1 2 3

1 2 3

(perpendicular m.i.p. track)

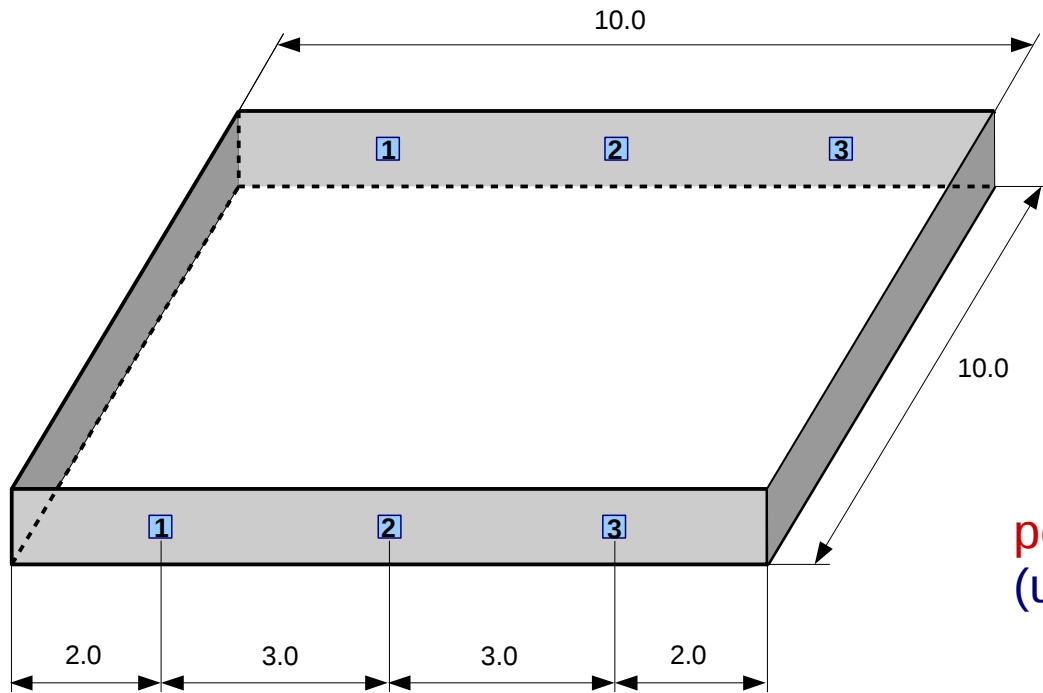
# Comparison between 3 and 4 SiPMs geometries (5x5 cm<sup>2</sup> tile)



3x3 mm<sup>2</sup> SiPMs  
50 μm pitch  
 $\lambda_{\text{att}} = 380 \text{ cm}$

(perpendicular m.i.p. track)

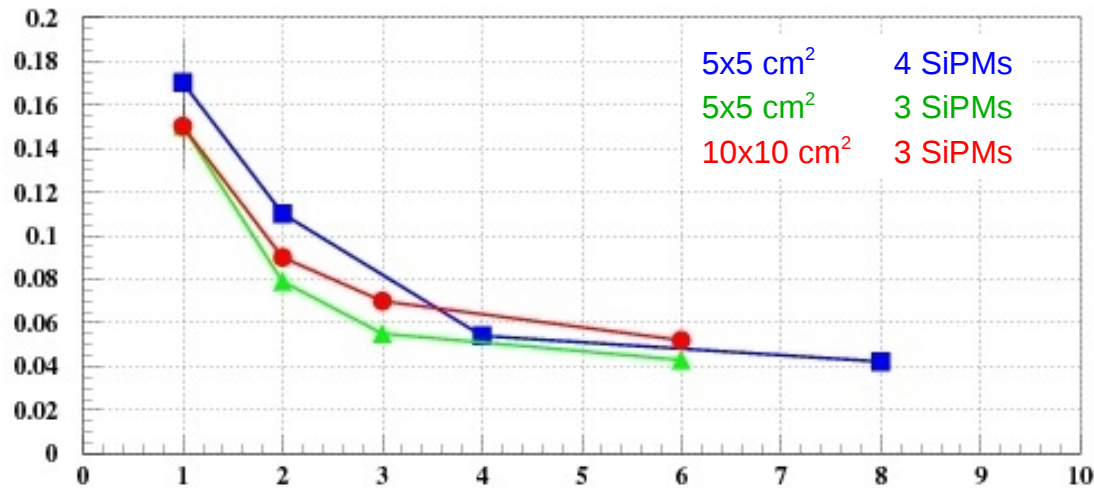
**Note:** the number of collected photons is higher in the 3 SiPMs geometry, because the reflecting area (on the tile's edges) is larger



10x10 cm<sup>2</sup> tile (0.5 cm thick)

3 SiPMs (on 2 opposite sides)

perpendicular m.i.p. track  
(uniformly distributed on the surface)



3x3 mm<sup>2</sup> SiPMs  
50 μm pitch



# Test on tile prototypes

A certain amount of scintillator is available to build some prototypes

Scintillator type: EJ-200 (Eljen Technology)

Ligh yield: 64% of anthracene

$\lambda$  = 425 nm

$\lambda_{\text{att}}$  = 380 nm

Tile size: 5x5 cm<sup>2</sup>, 10x10 cm<sup>2</sup> (eventually also 5x10 cm<sup>2</sup>)  
(0.5 cm thickness)

Different 3x3 mm<sup>2</sup> SiPM available:

Hamamatsu S12572-050P (50  $\mu\text{m}$  pitch)

AdvanSiD RGB (40  $\mu\text{m}$  pitch)

AdvanSiD NUV (40  $\mu\text{m}$  pitch)

SiPM board designed to allow different different geometric arrangements with 1, 2, 3 or 4 (and event more...) SiPM



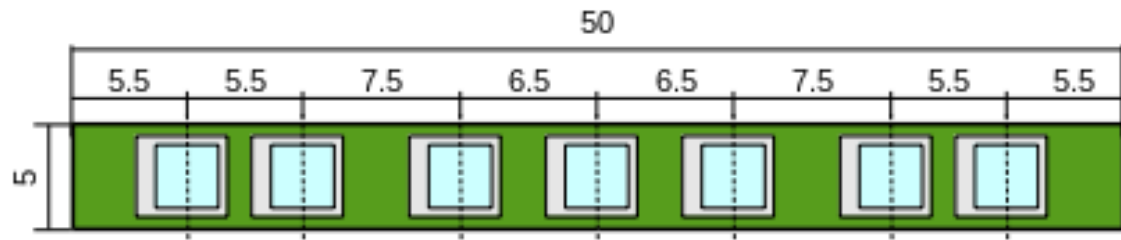
AdvanSiD RGB  
3x3 mm<sup>2</sup> 40μm cells



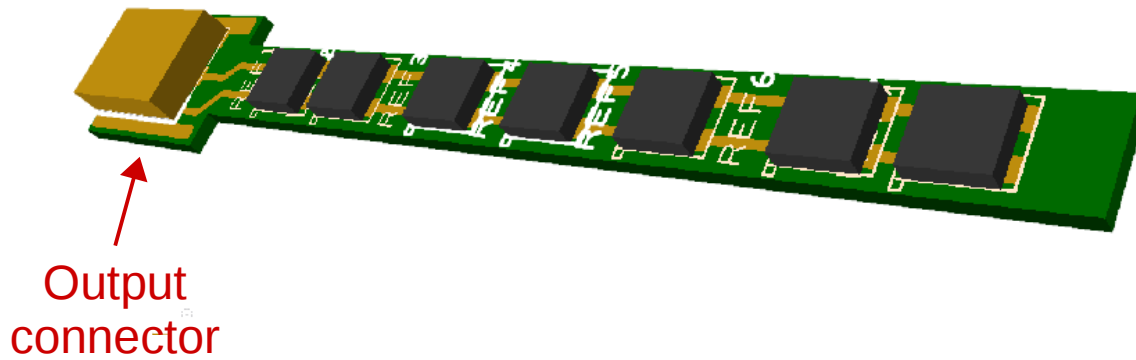
AdvanSiD NUV  
3x3 mm<sup>2</sup> 40μm cells



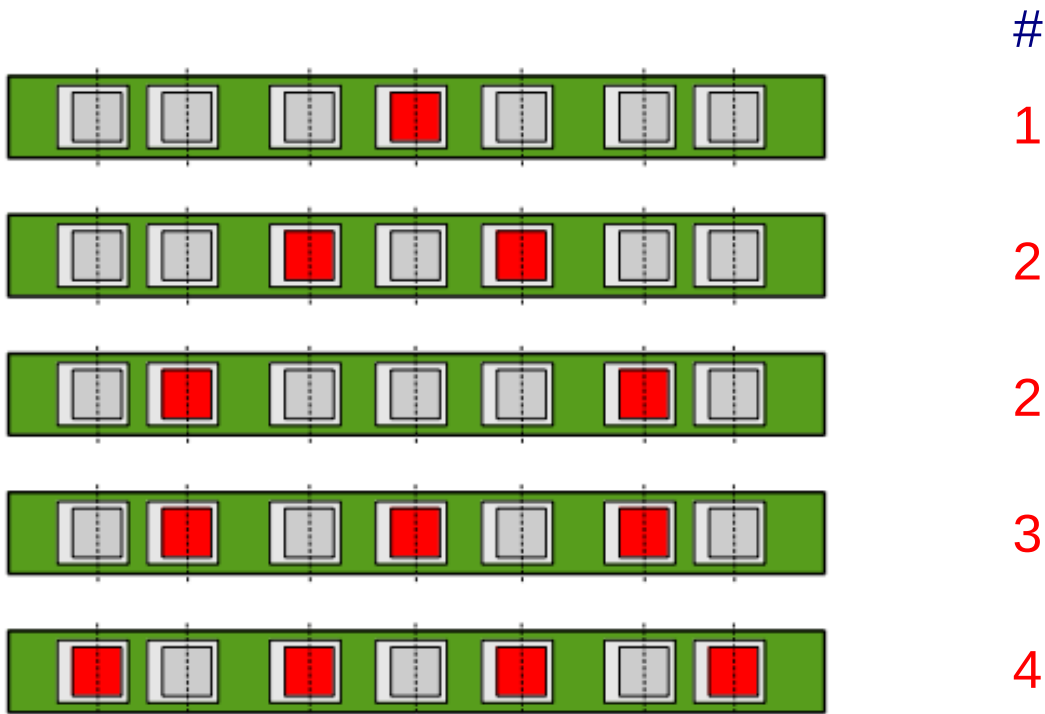
HAMAMATSU S12572-050P  
3x3 mm<sup>2</sup> 50μm cells



SiPM positions (mm)  
(x2 for the 10x10 cm<sup>2</sup> tile)



printed board layout  
(parallel connections)



SiPMs placing