

Target Liquids for Optical Particle Detectors



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Workshop on Hybrid Cherenkov/Scintillation Detection Technologies

UPenn

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Target liquid study

We are comparing optical models of water, an organic scintillator, a water-based scintillator, and argon to investigate the capabilities of these target liquids for use in large optical particle detectors, with the aim of utilizing scintillation & Cherenkov photons simultaneously.

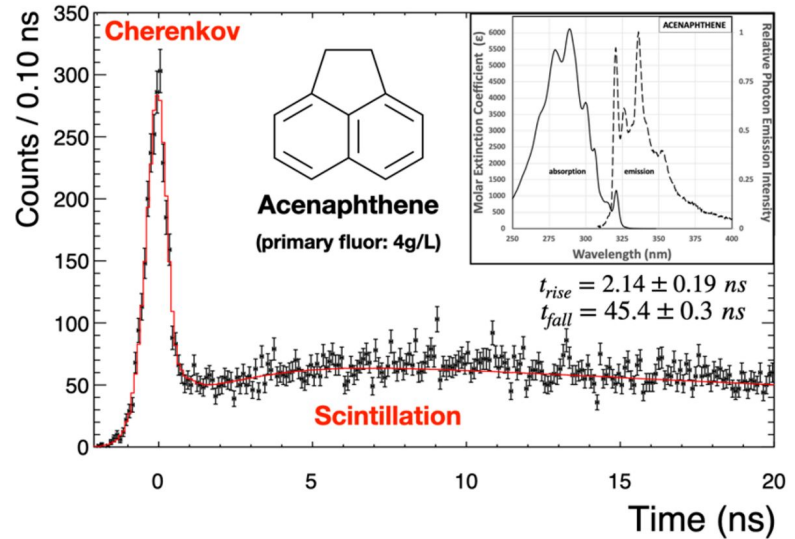
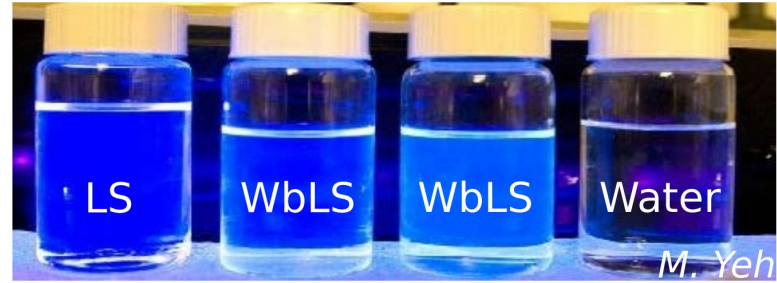
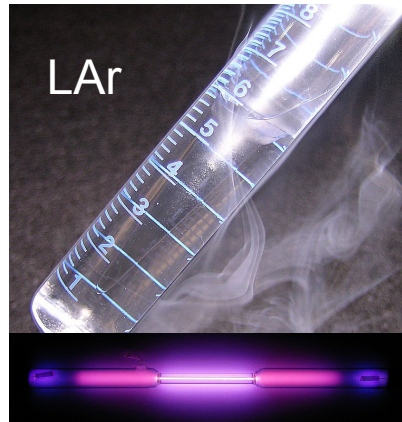
We do not restrict the comparisons to specific photosensors.

Not considering other important aspects like cost, safety, operations, radiopurity, etc.

Target liquids

Will compare:

- Water
- LAB + PPO (0.6 g/L)
- Water-based LS (WbLS)
- ~~Slow fluors~~ → Aim for a future study
- Argon
- ...



Target properties

Approaches to utilize both scintillation and Cherenkov photons include:

- Temporal distinction (slow scintillation, good timing resolution)
- Spectral distinction (optimal fluors & wl shifters, detect specific wls)
- Increase C/s ratio (reduce detection of scintillation, increase detection of Cherenkov)

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increase detection of Cherenkov)

⇒ look at timing, wavelength, and amount of collected light.

Detector simulations

Performed with ratpac2.

Spherical detector of PMTs at a radius of 14.4 m (17 kton full volume).

Photocoverage of 69.4% \Leftrightarrow 56,528k 8" PMTs.

Ideal PMT with a flat 35% QE across all wavelengths.

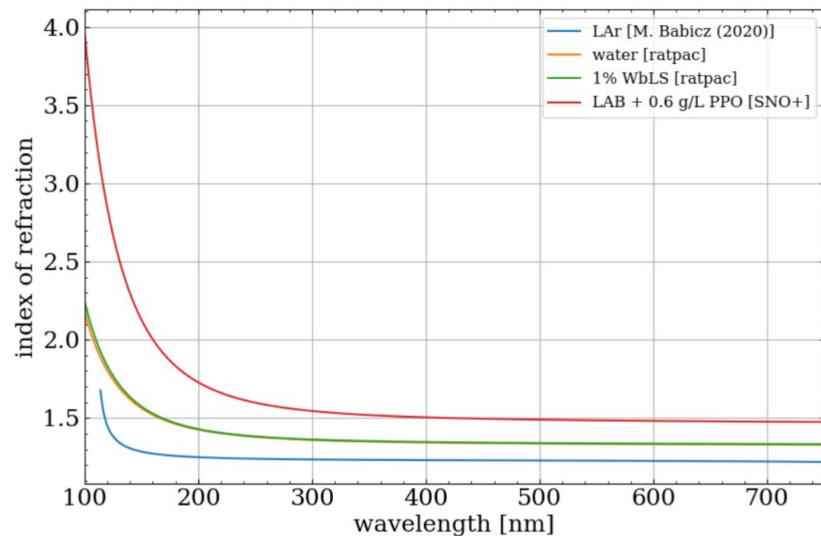
(charge and timing response from Hamamatsu R14688 PMT)

Assuming no noise.

Simulate 5-MeV electrons at the center pointing to +x.

Detector optics

Cherenkov



Scintillation yield [photons/MeV]

Water: 0

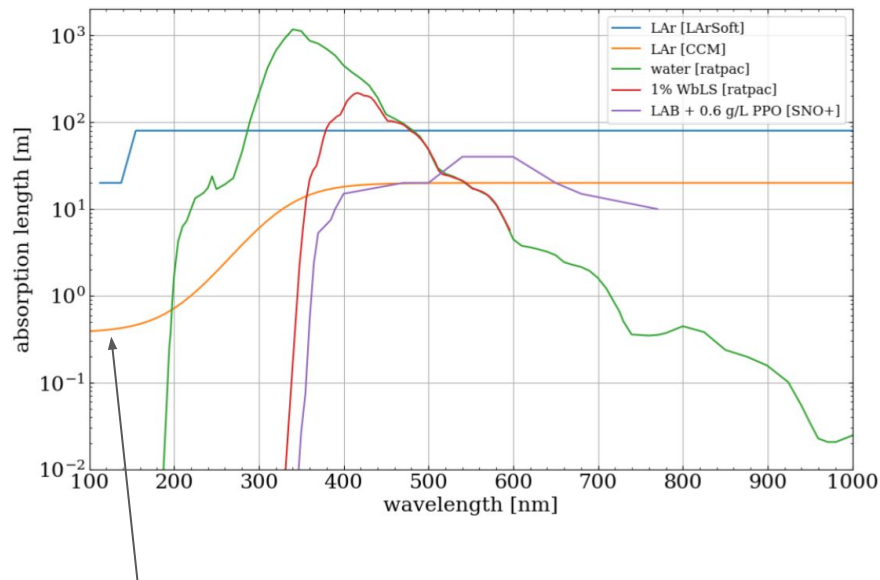
1% WbLS: 234

LAB+PPO(0.6g/L): 6,694

LAr: 25,664

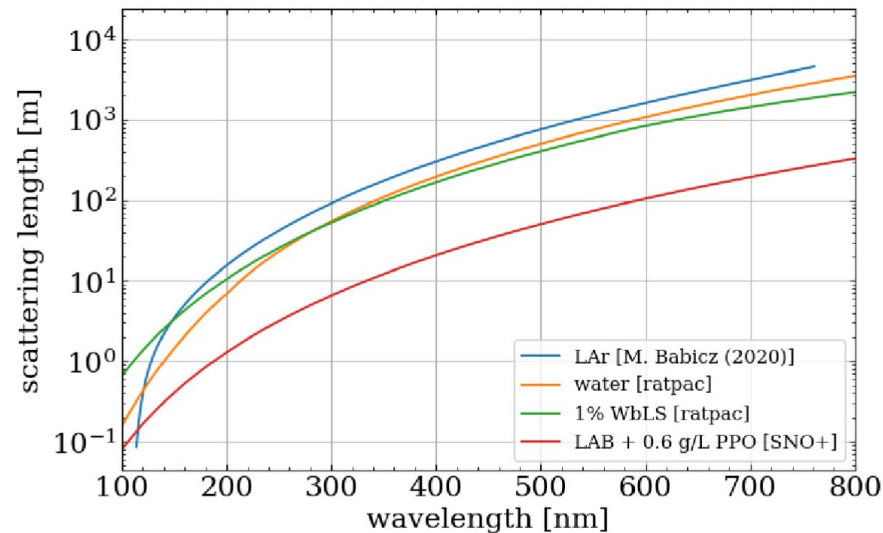
Detector optics

Absorption

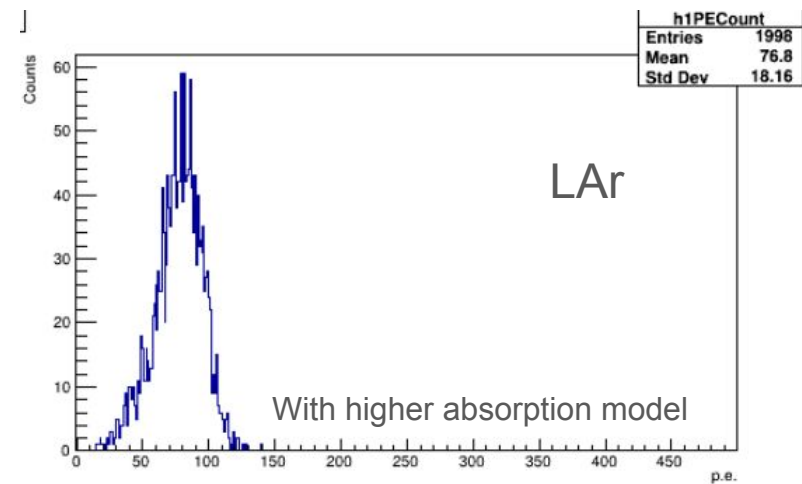
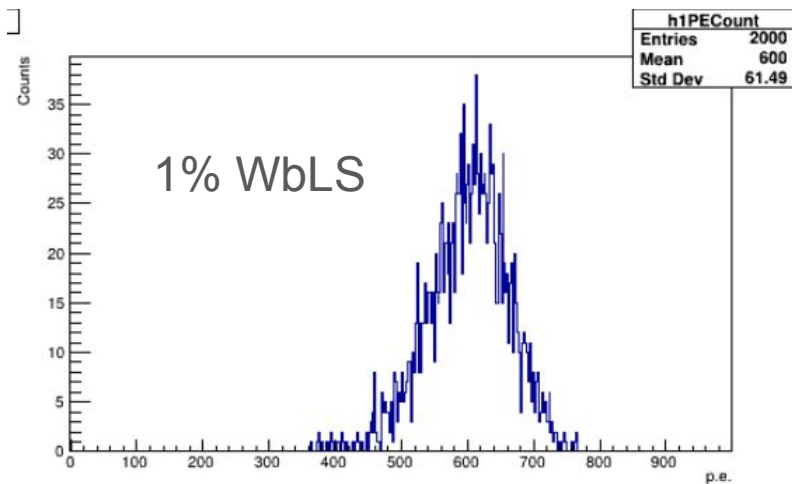
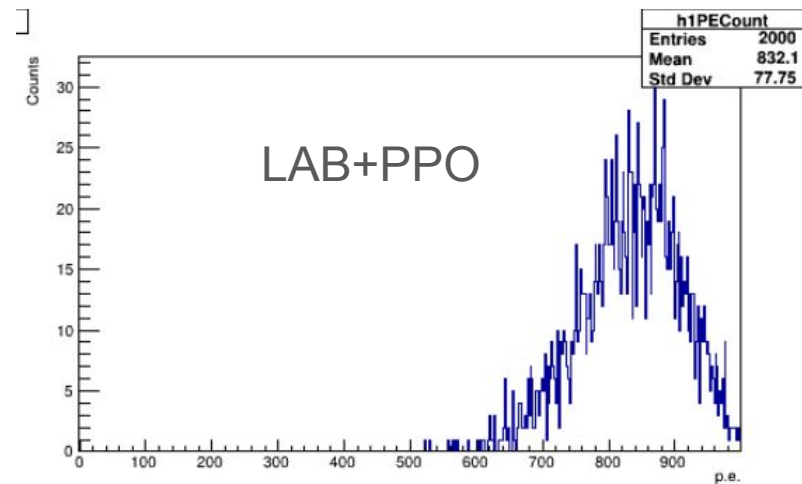
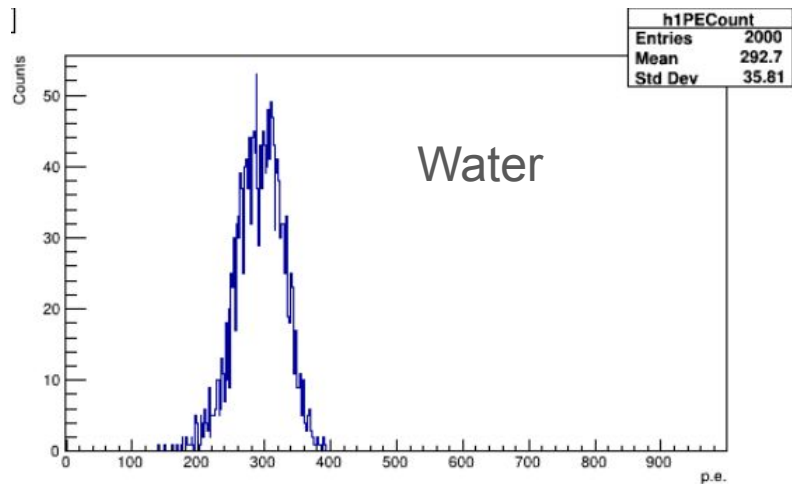


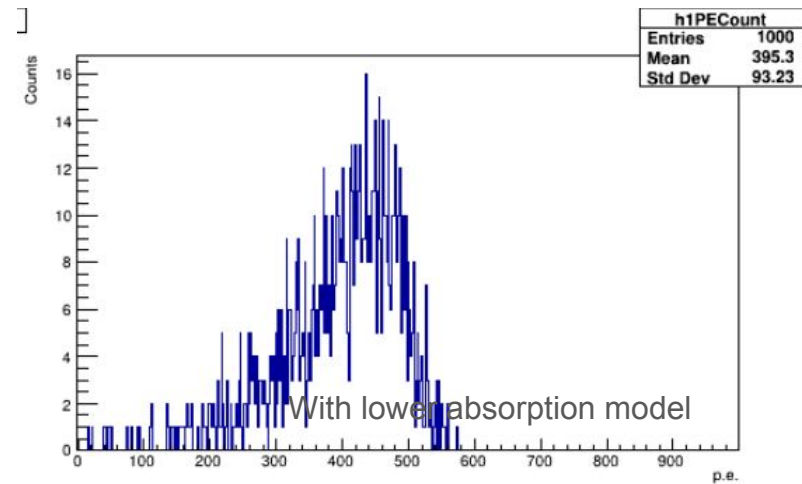
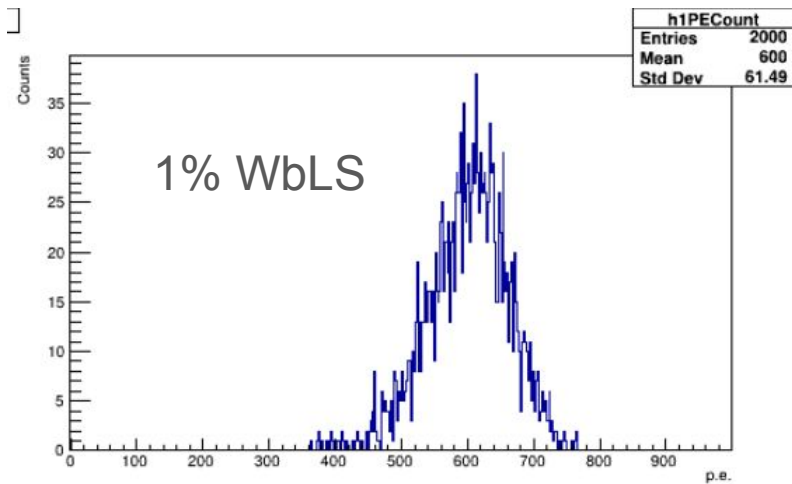
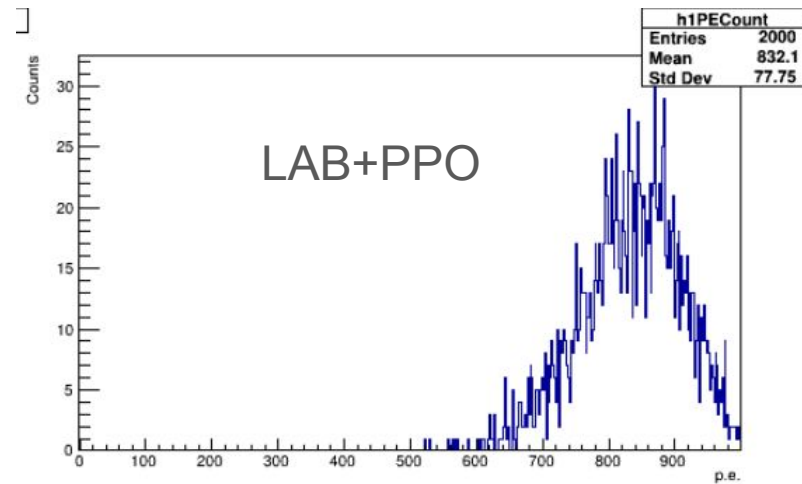
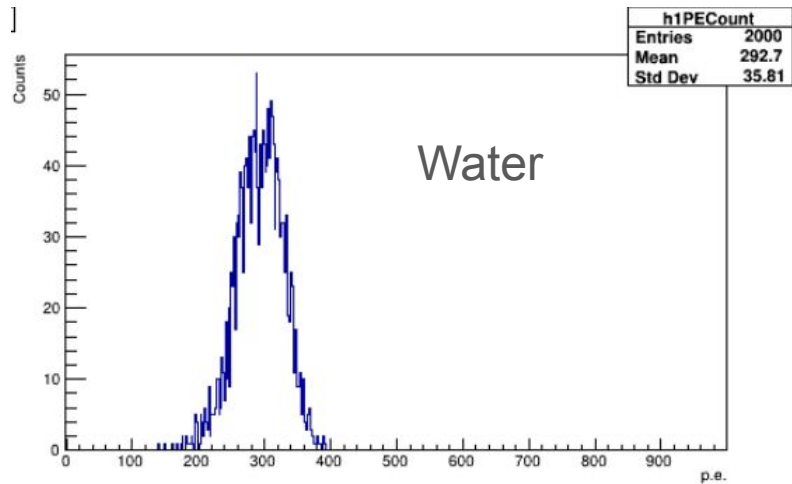
Absorption this strong in a large LAr detector removes all scintillation light \Rightarrow would need embedded WLS.

Scattering

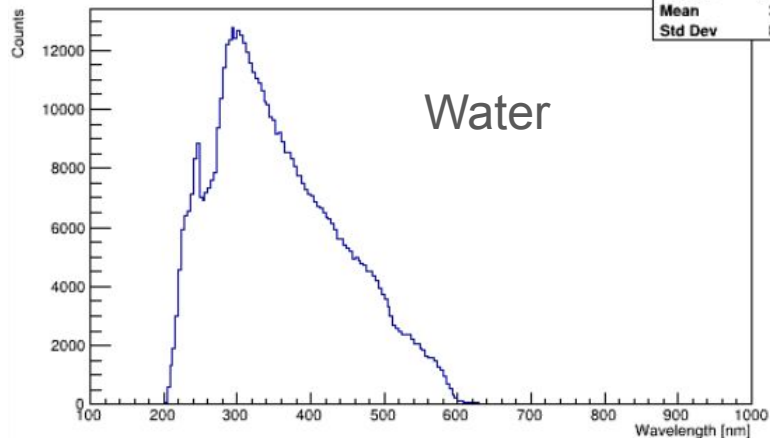


To start, turn off all scintillation light and look at Cherenkov performance.

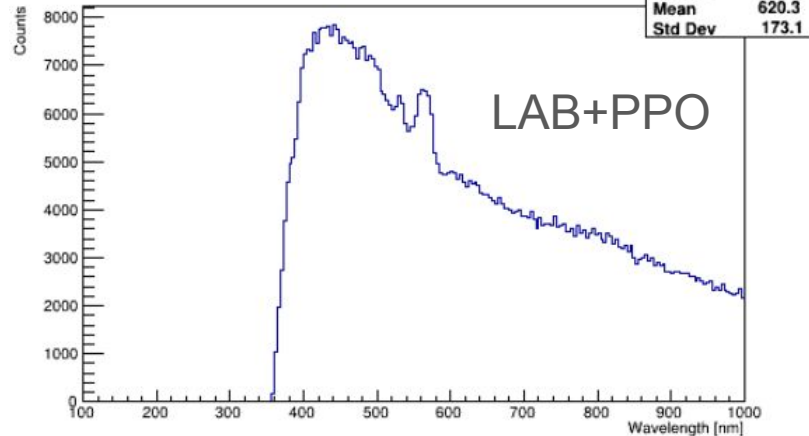




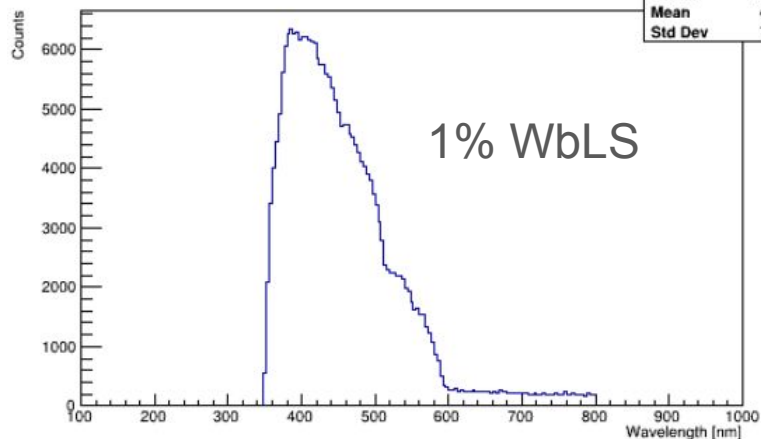
Cherenkov p.e. wavelengths



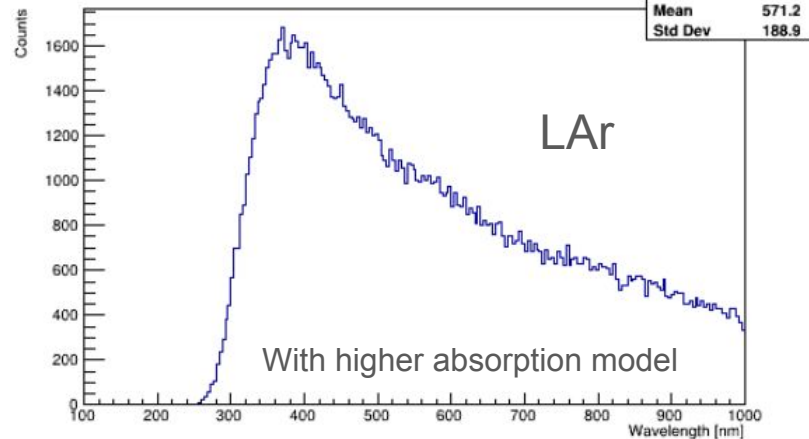
Cherenkov p.e. wavelengths



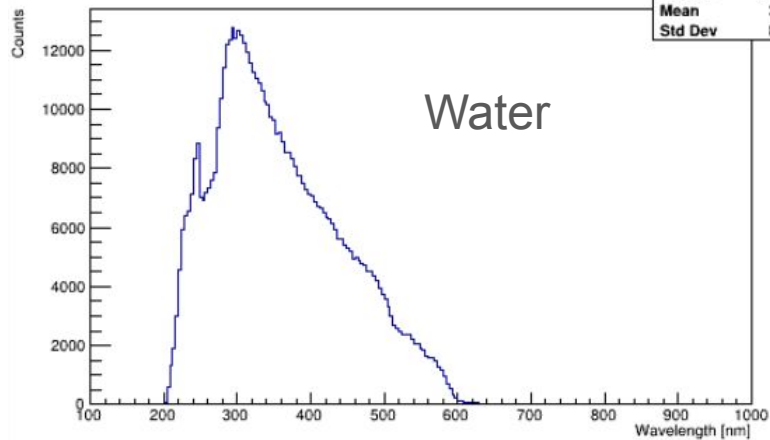
Cherenkov p.e. wavelengths



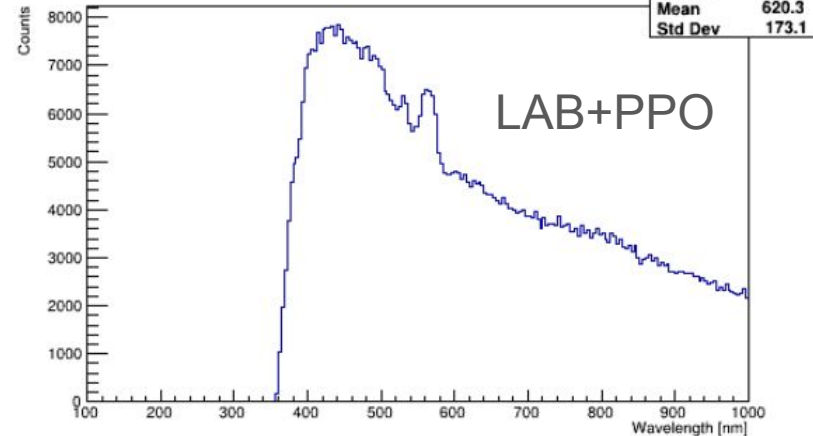
Cherenkov p.e. wavelengths



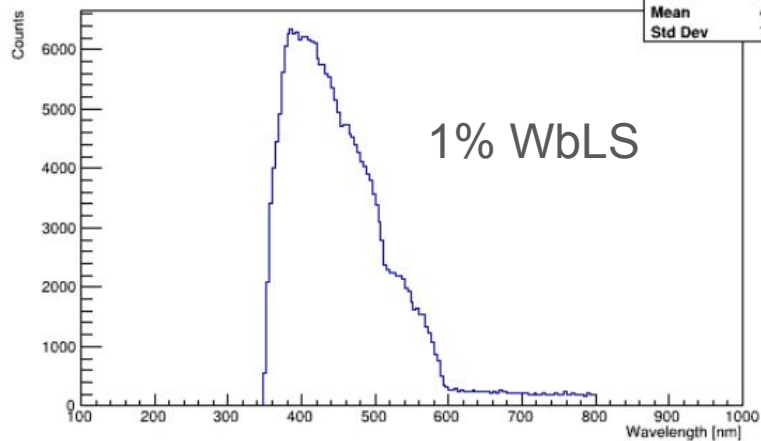
Cherenkov p.e. wavelengths



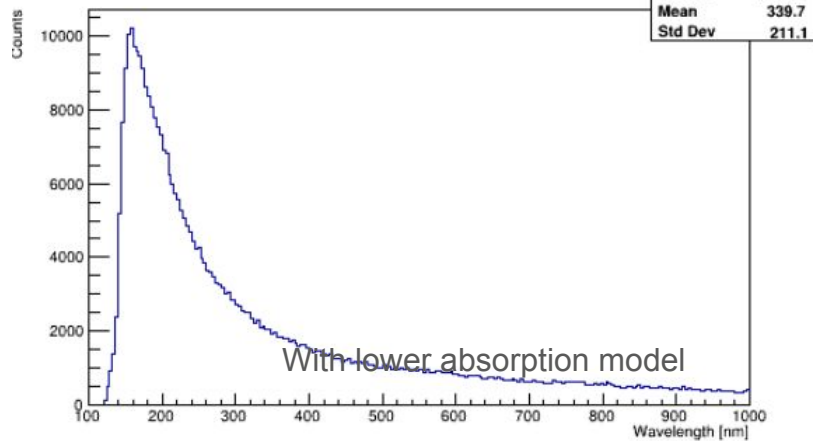
Cherenkov p.e. wavelengths



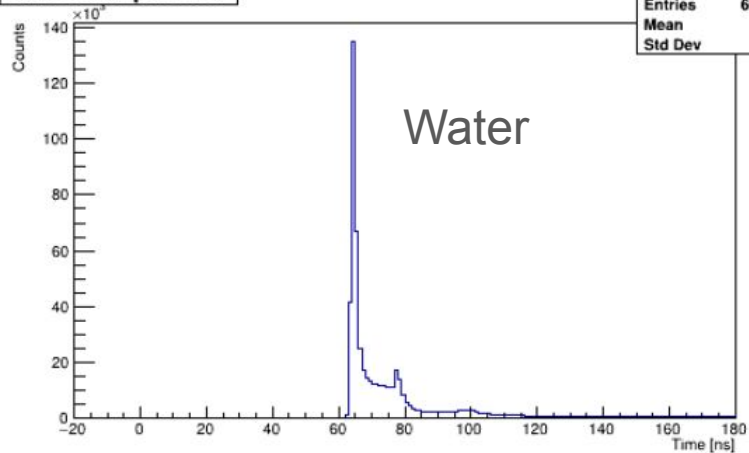
Cherenkov p.e. wavelengths



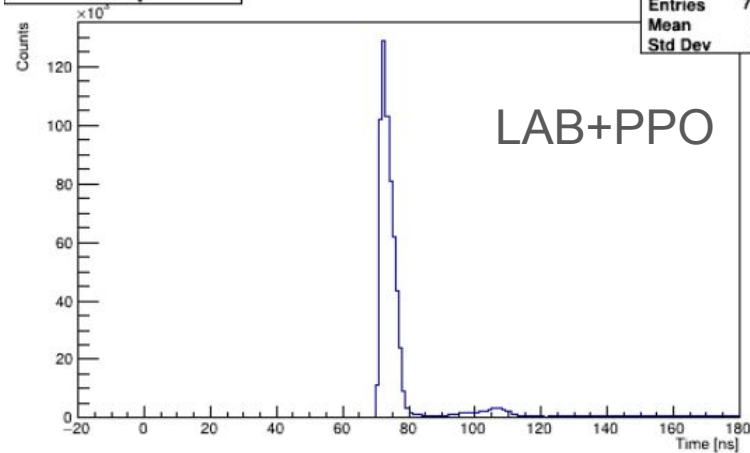
Cherenkov p.e. wavelengths



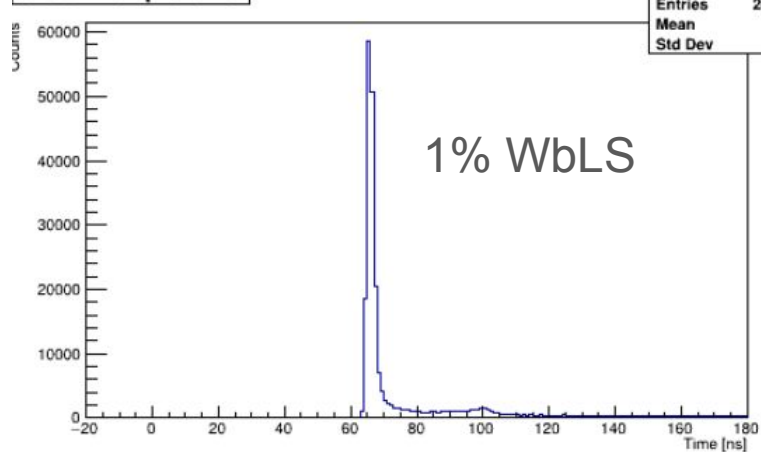
Cherenkov p.e. time



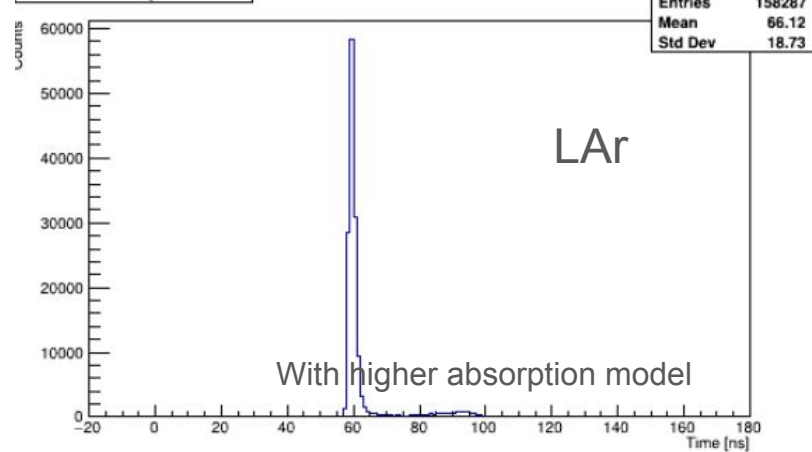
Cherenkov p.e. time



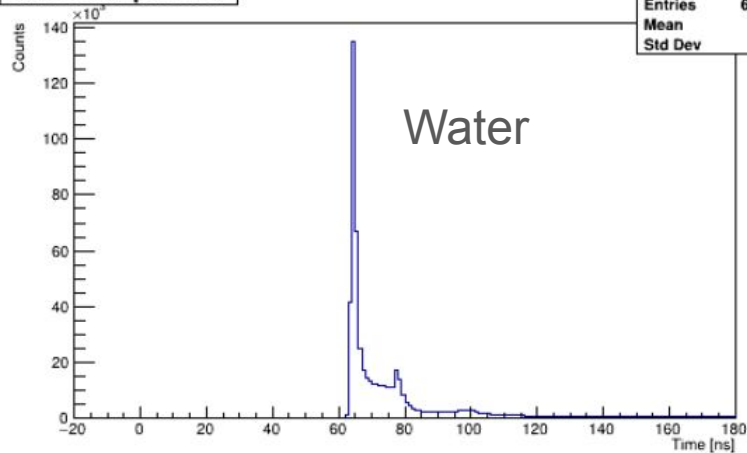
Cherenkov p.e. time



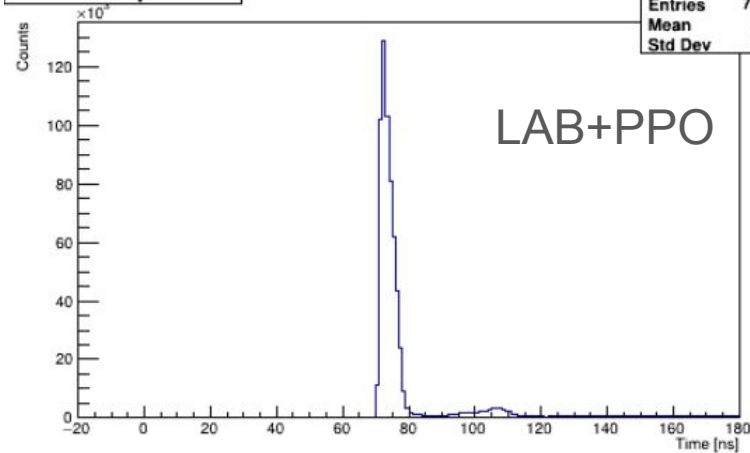
Cherenkov p.e. time



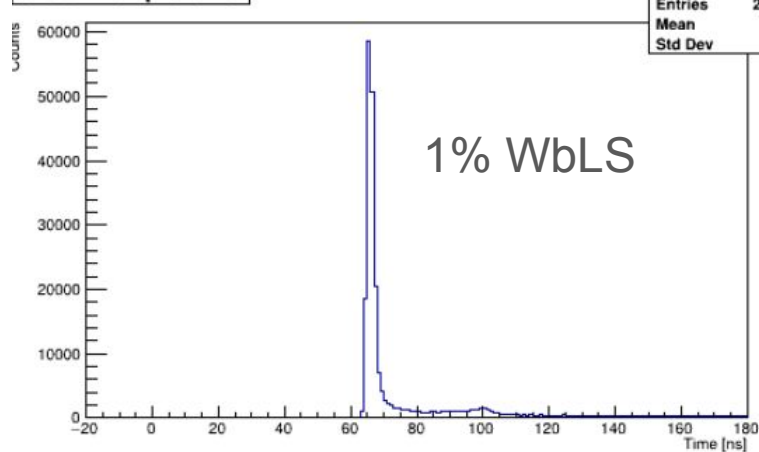
Cherenkov p.e. time



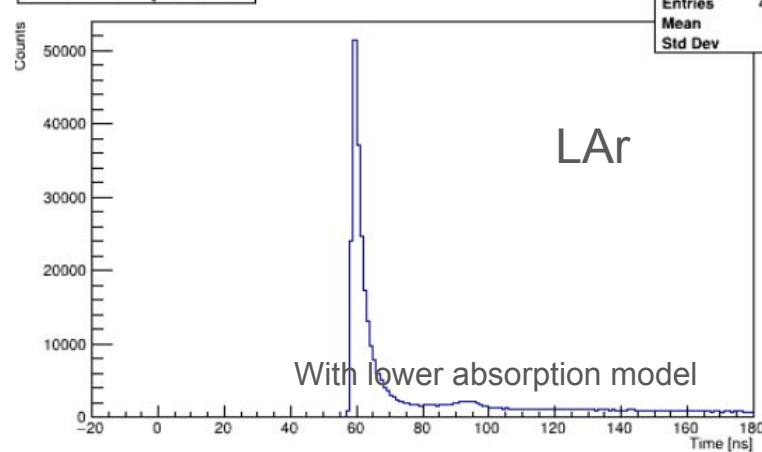
Cherenkov p.e. time

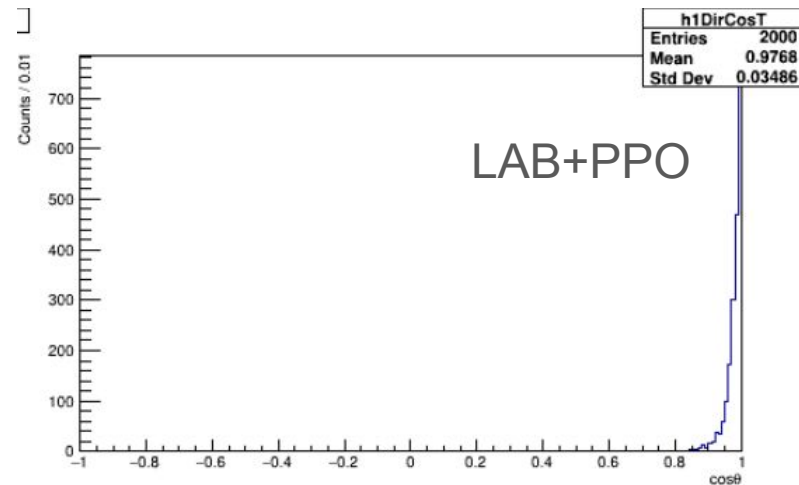
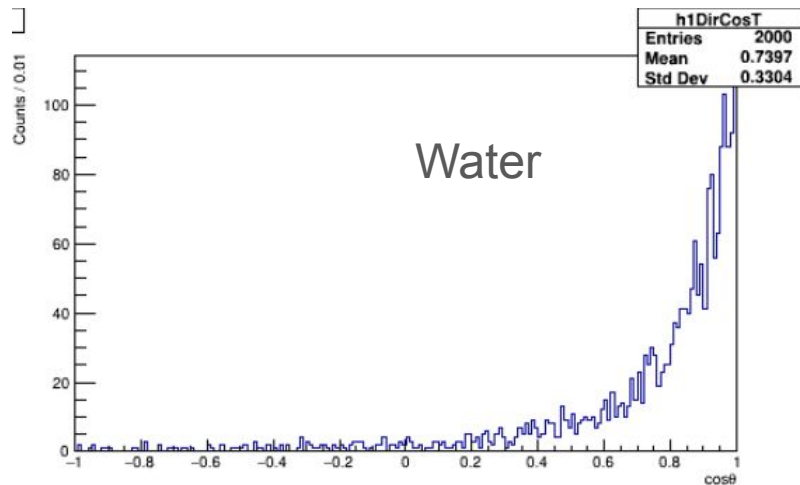


Cherenkov p.e. time

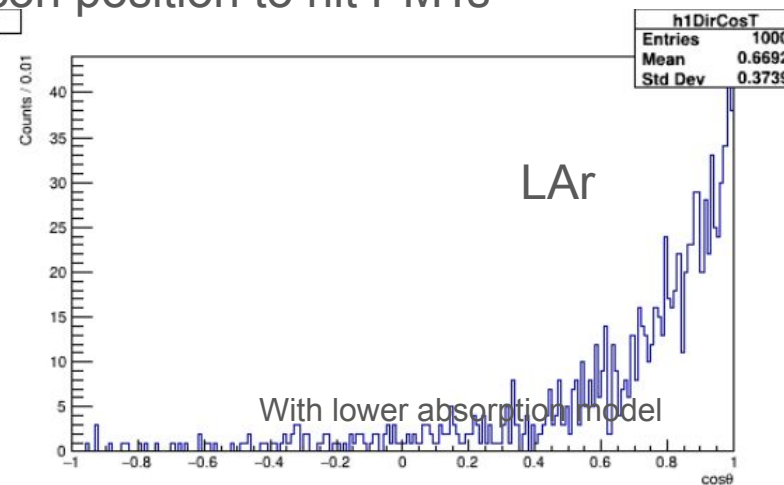
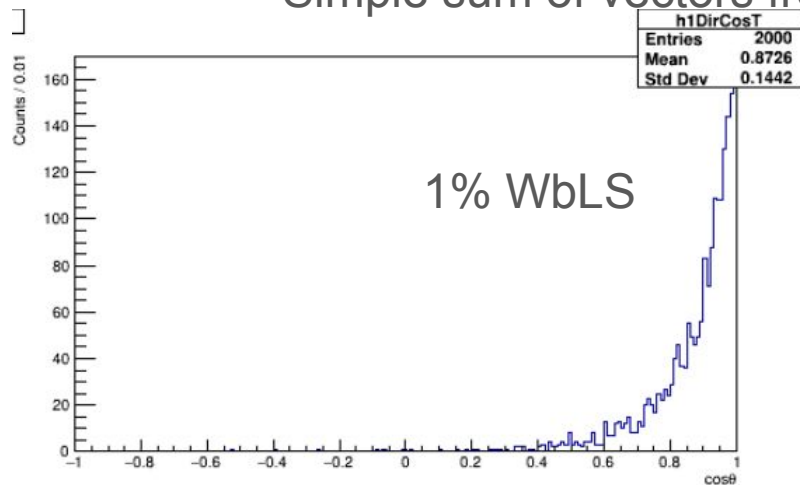


Cherenkov p.e. time



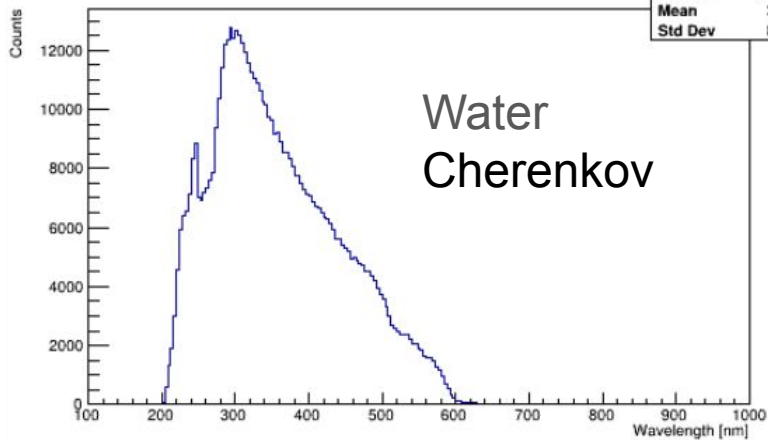


Simple sum of vectors from recon position to hit PMTs

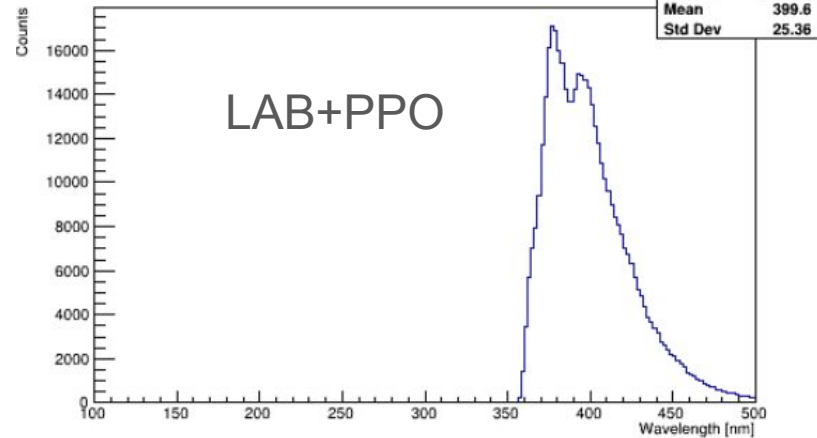


Turn on scintillation light.

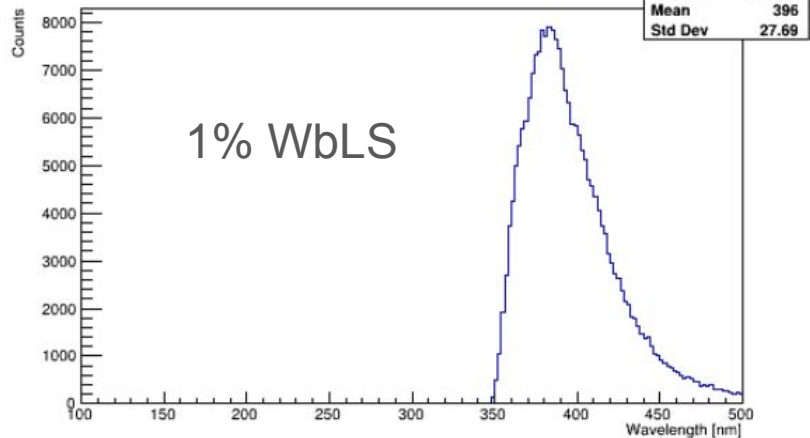
Cherenkov p.e. wavelengths



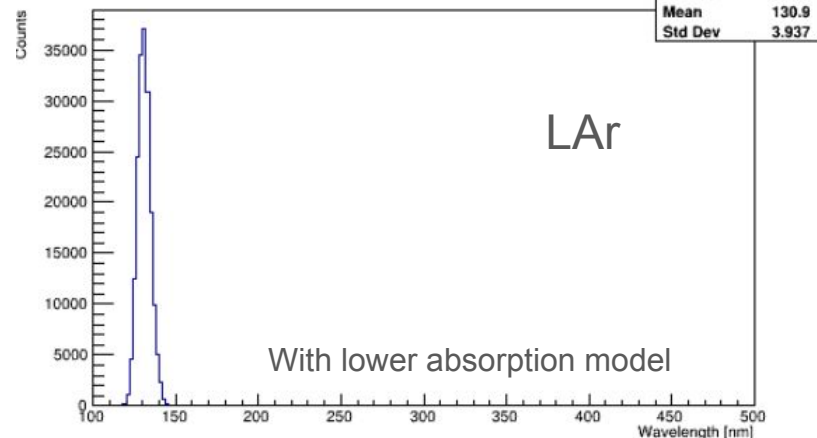
Scintillation p.e. wavelengths

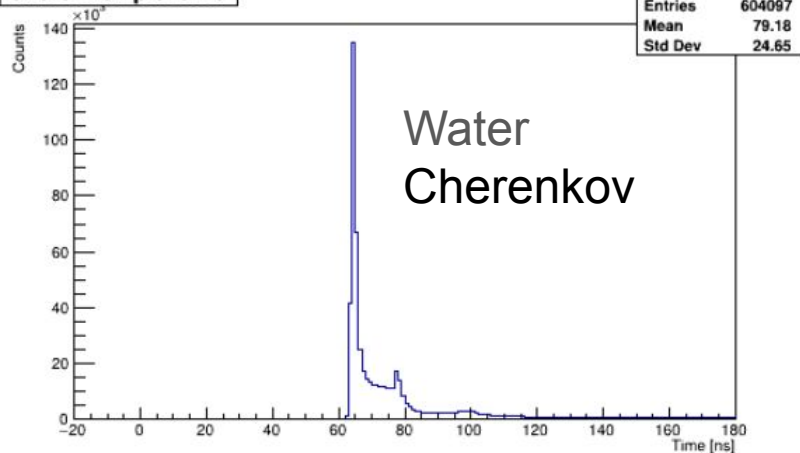
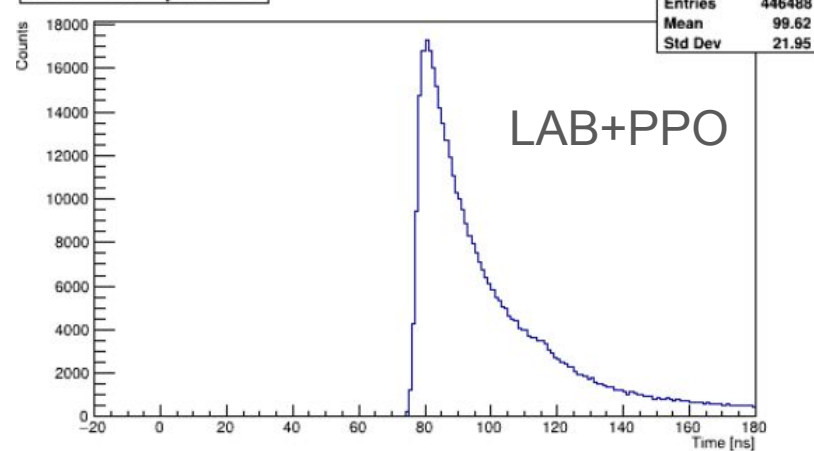
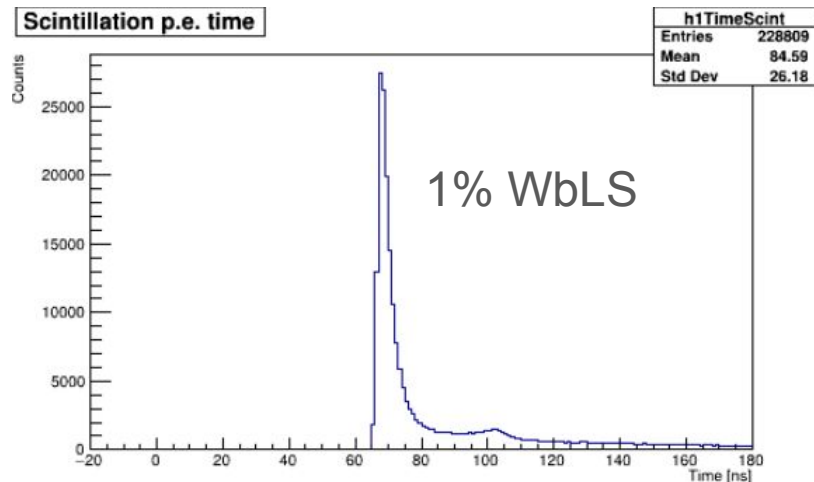
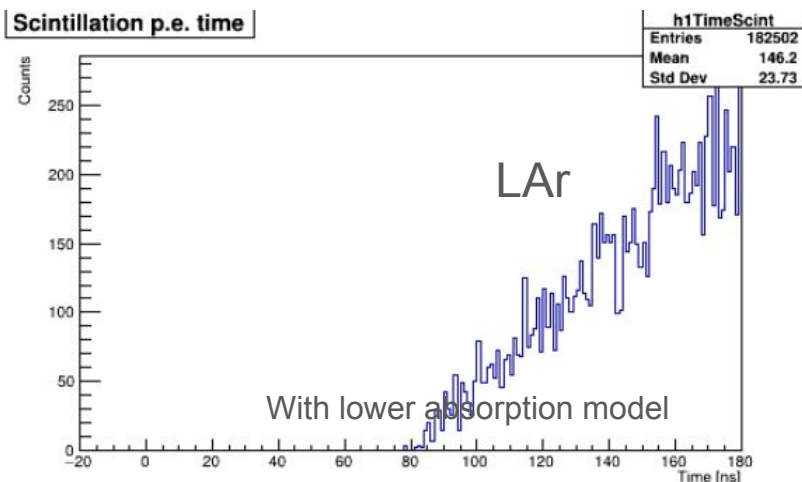


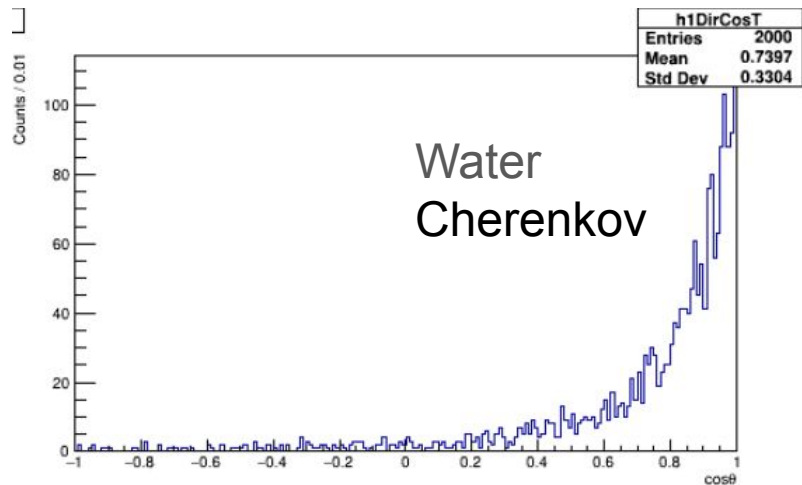
Scintillation p.e. wavelengths



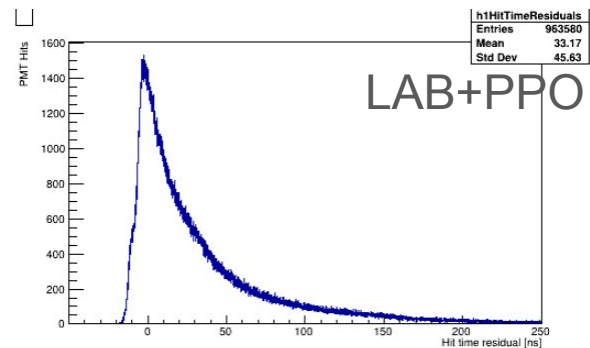
Scintillation p.e. wavelengths



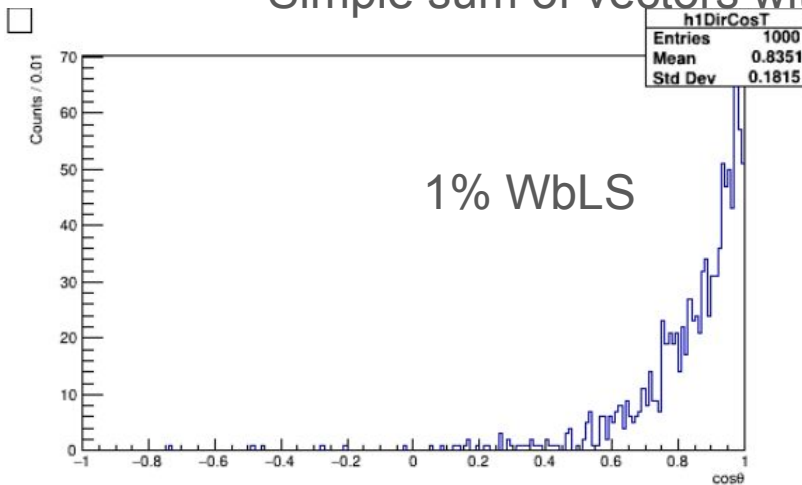
Cherenkov p.e. time**Scintillation p.e. time****Scintillation p.e. time****Scintillation p.e. time**



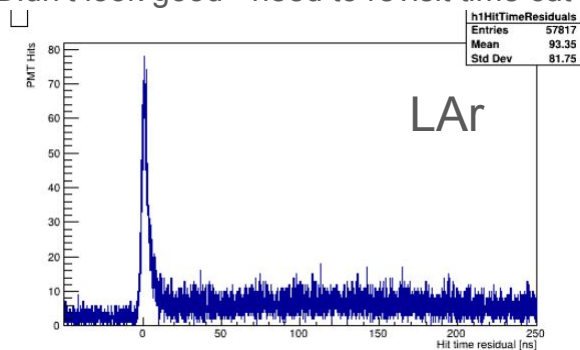
Didn't look good - need to revisit time cut



Simple sum of vectors with time residual cut [-5,0.5] ns.



Didn't look good - need to revisit time cut



With lower absorption model