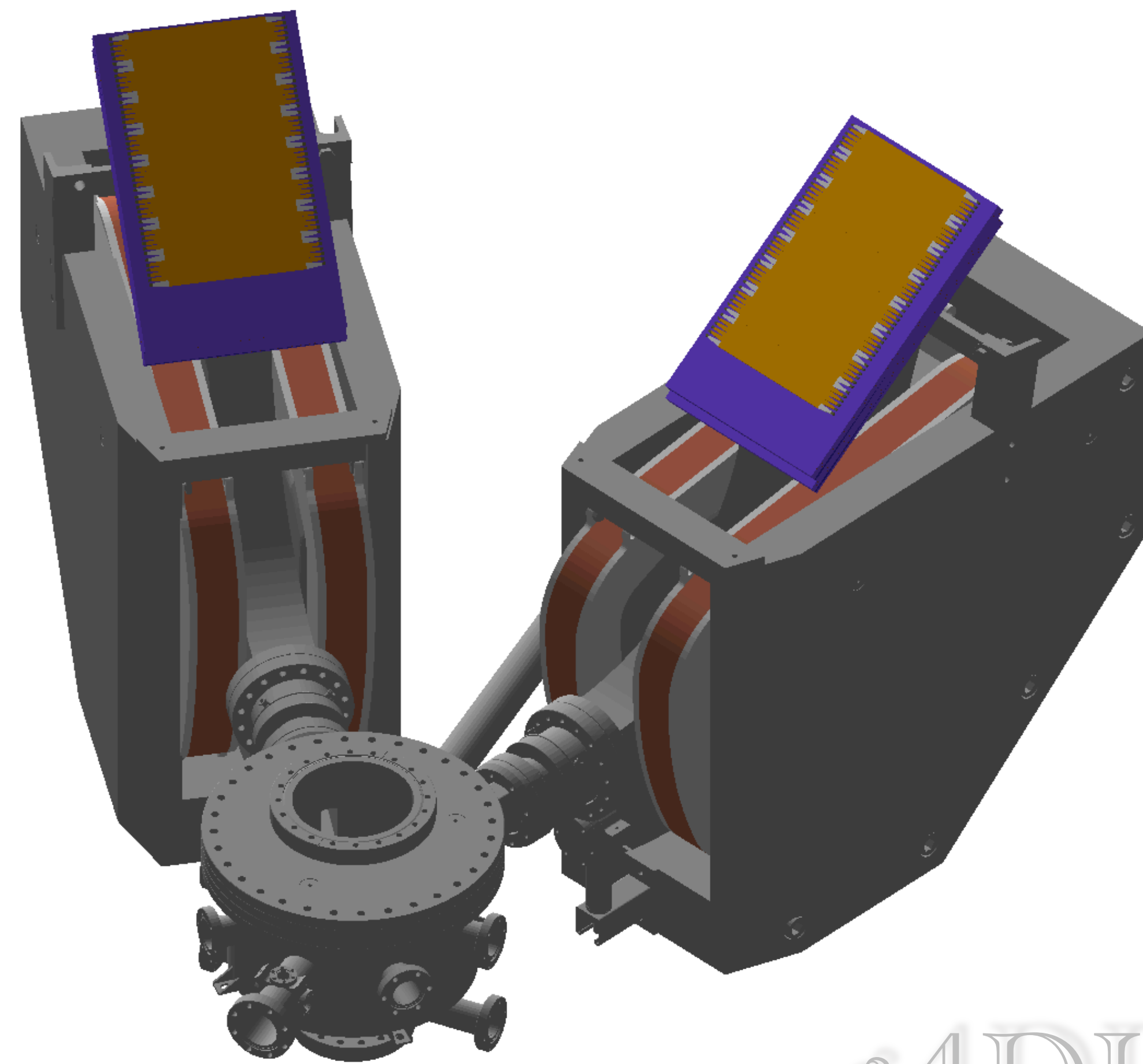
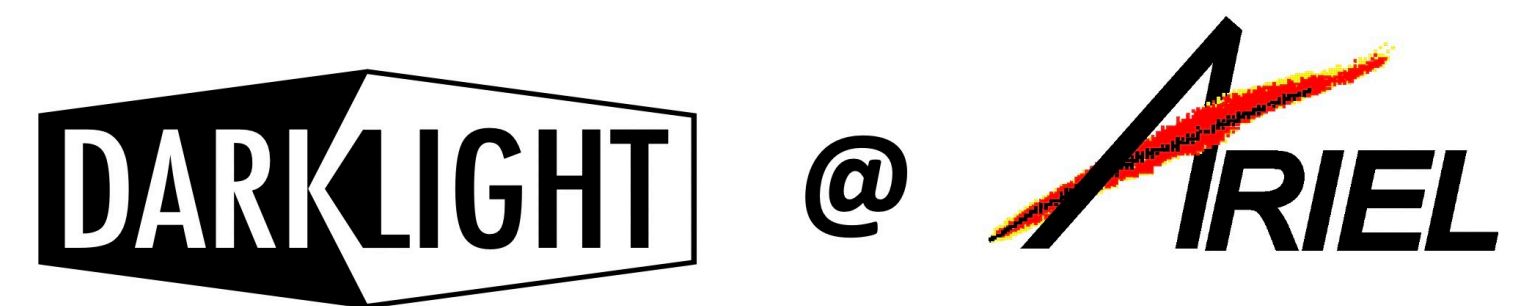


# GEM and Trigger Simulation (and digitization & analysis) Status

Win Lin  
Stony Brook University

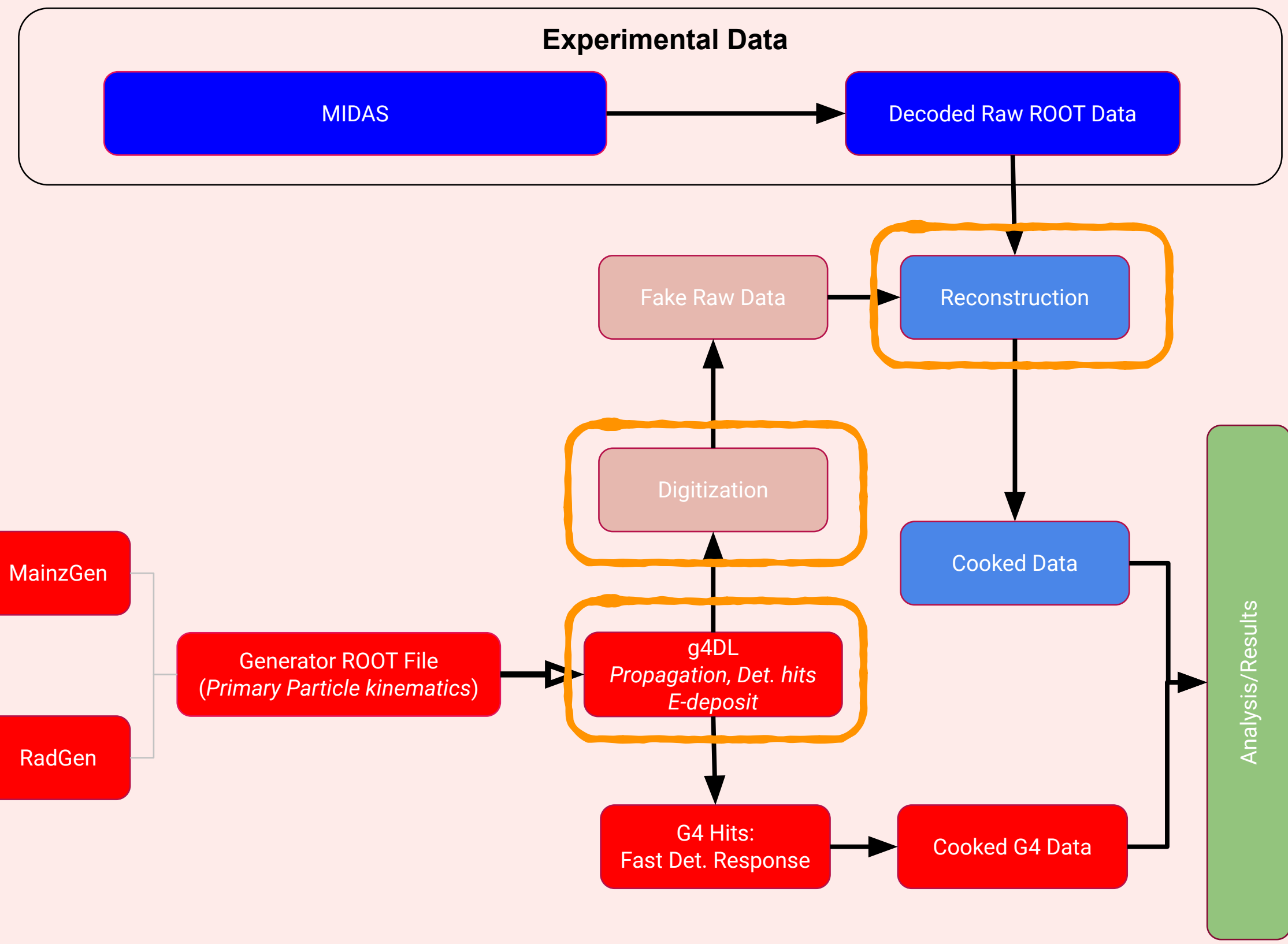
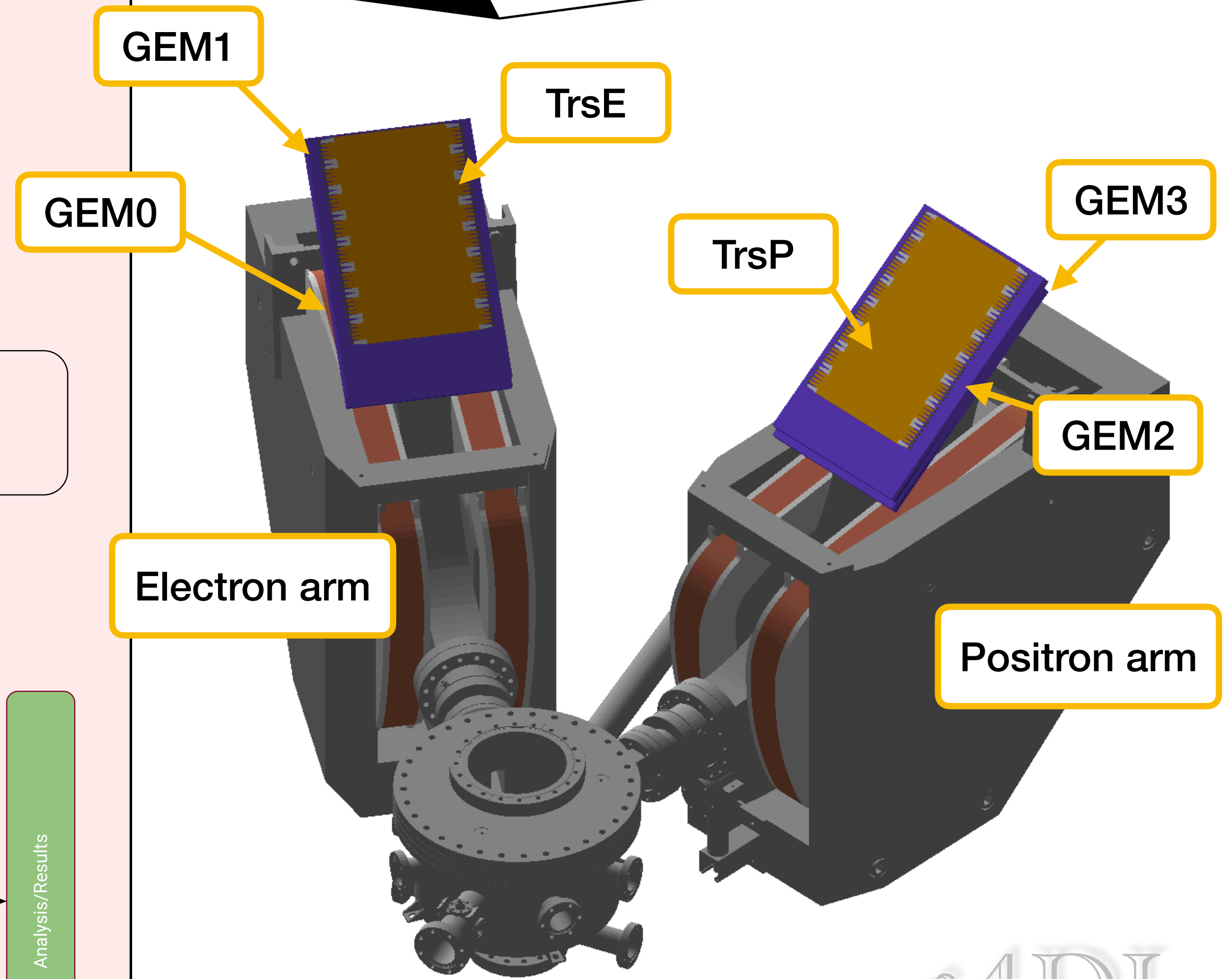
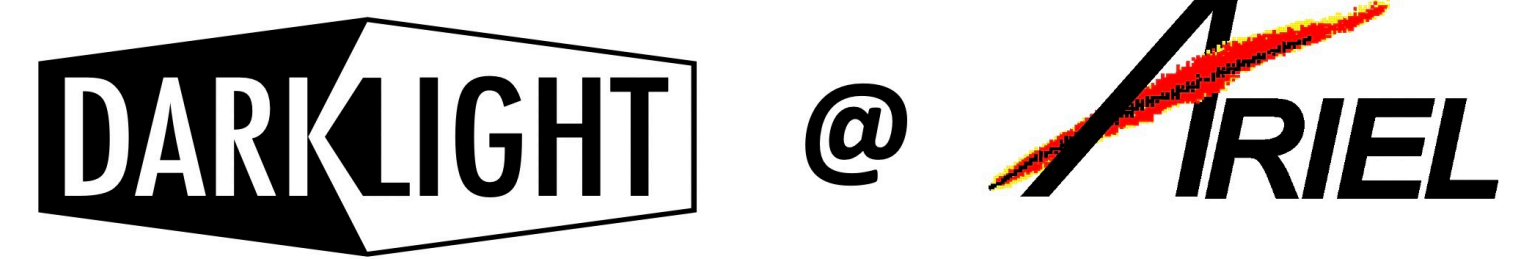
DarkLight Collaboration Meeting  
10/07/2024



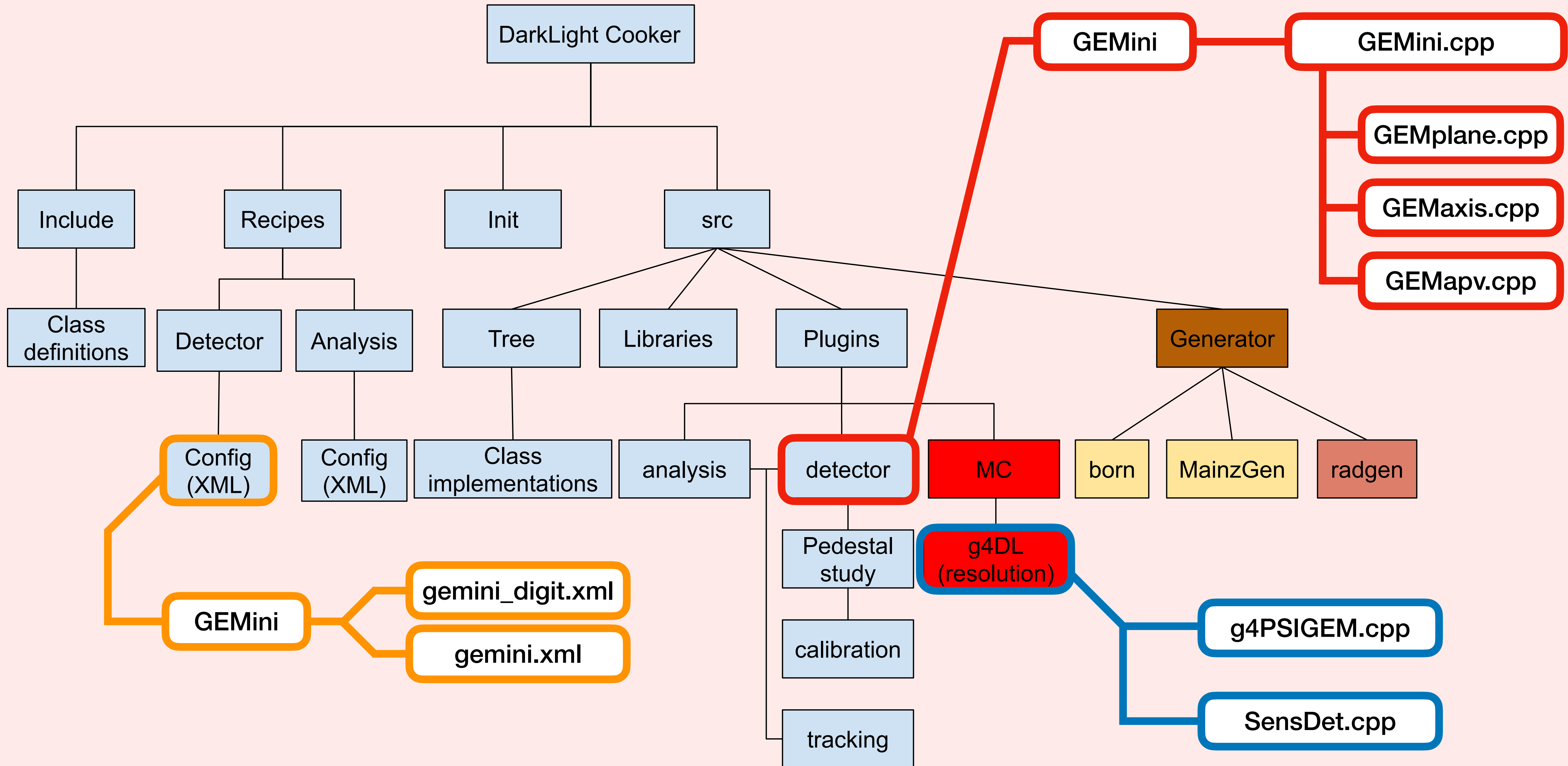
g4DL

# Overview

- All codes are within the cooker framework
  - g4DL simulation
  - Digitization
  - Analysis
- Both GEM and Trigger are implemented

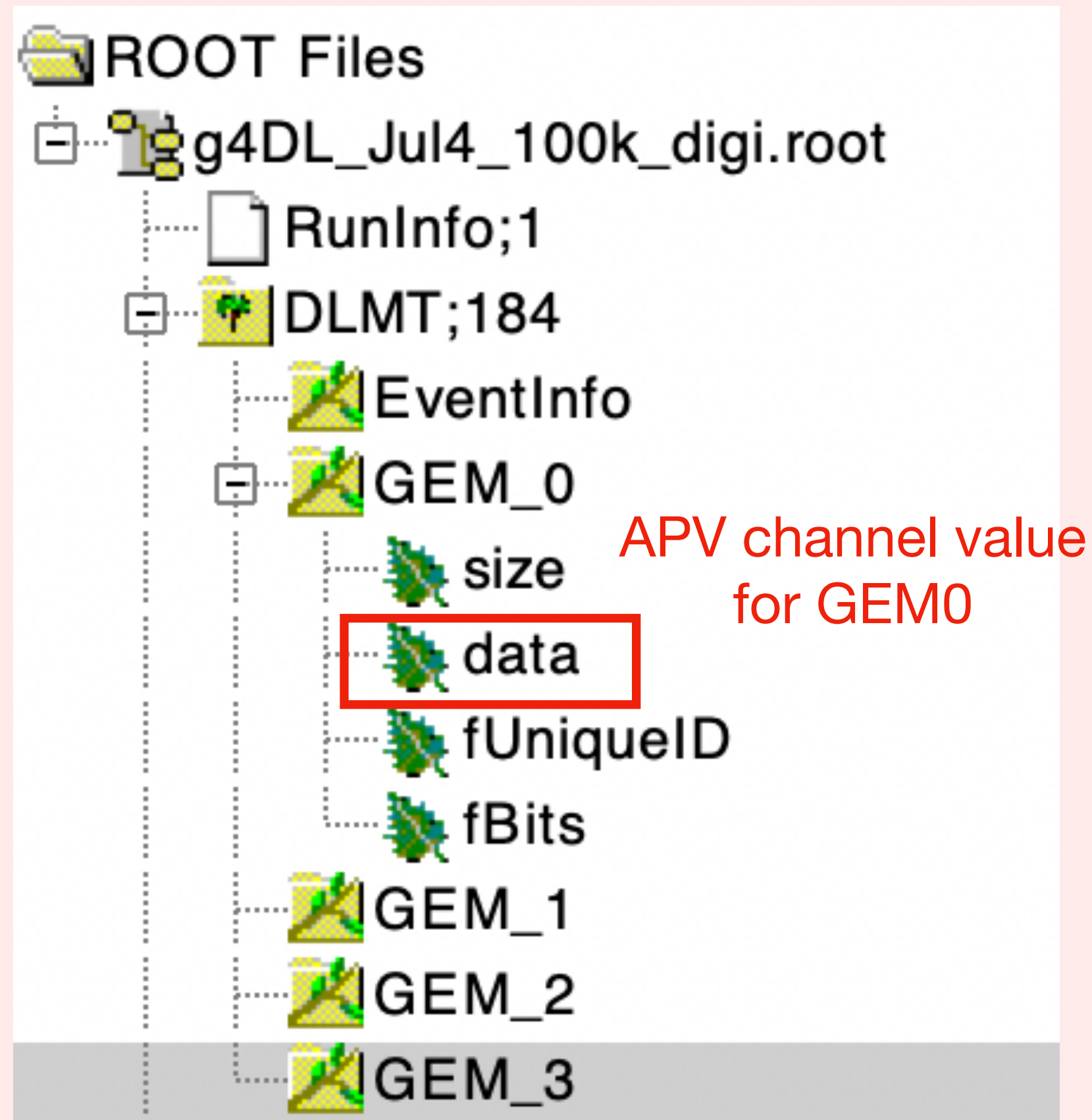


g4DL

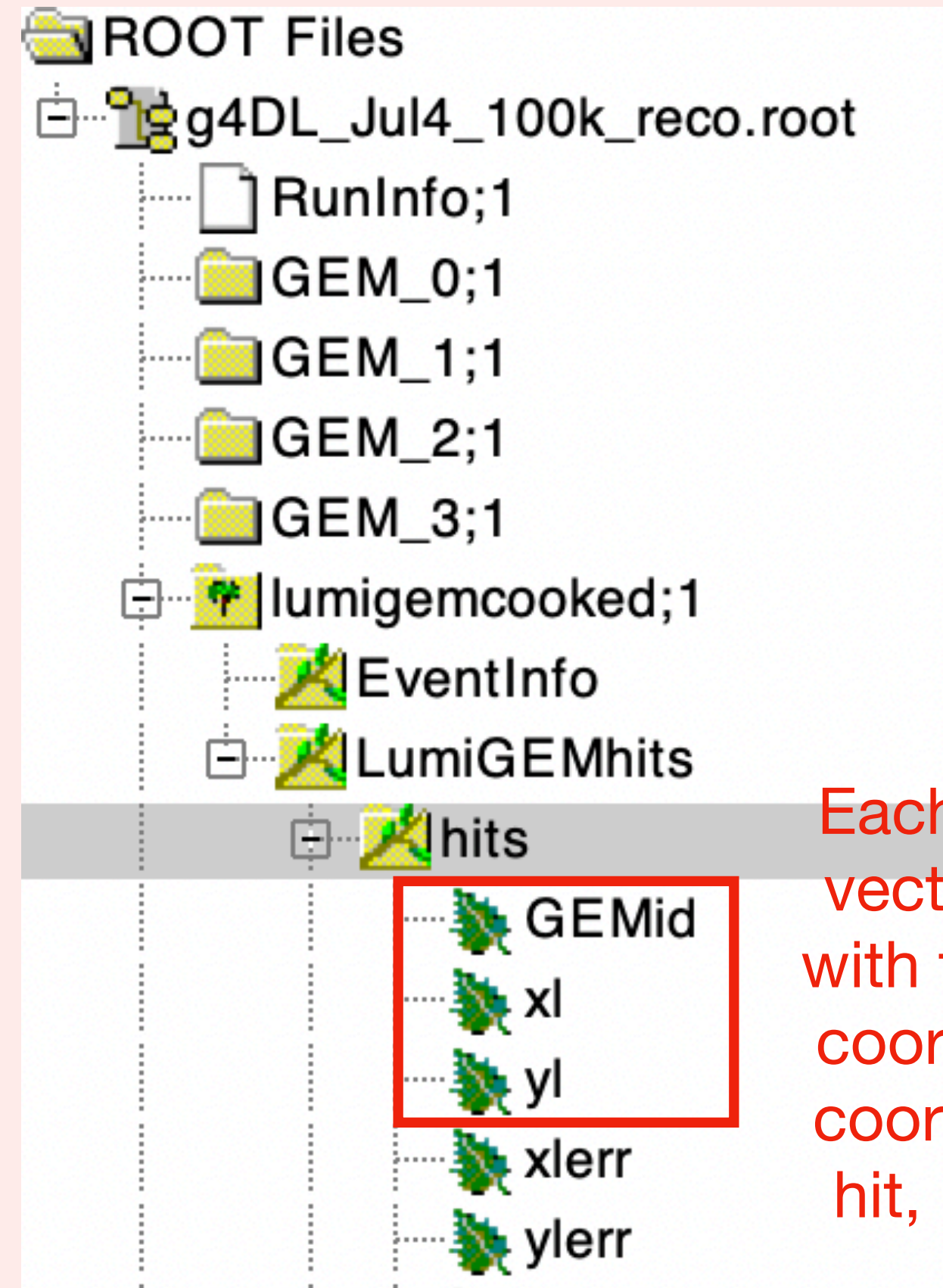




## Digitization Output Branch

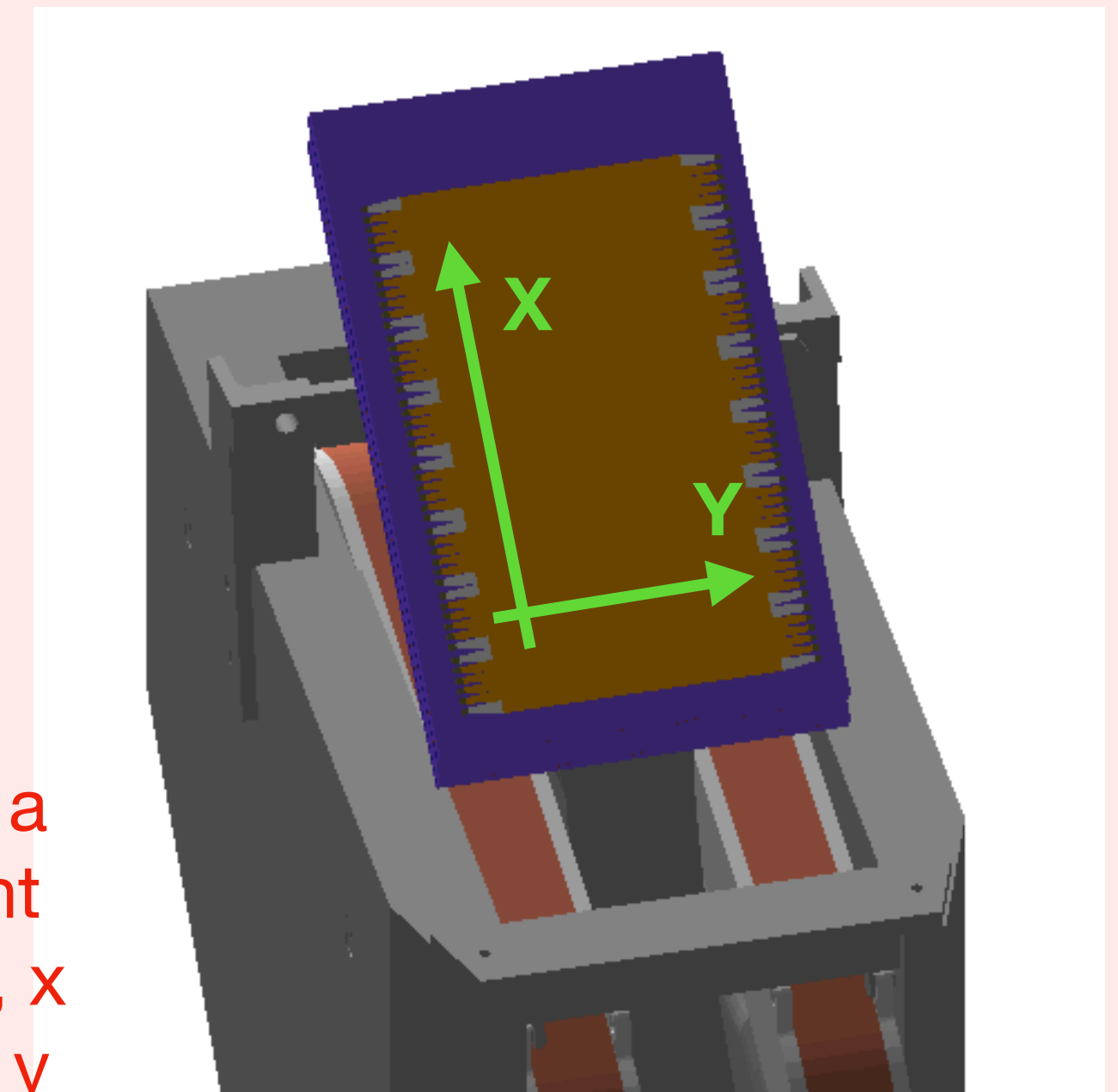


## Reconstruction Output Branch



Each branch is a vector per event with the GEM #, x coordinate and y coordinate of the hit, respectively

## GEM Coordinate

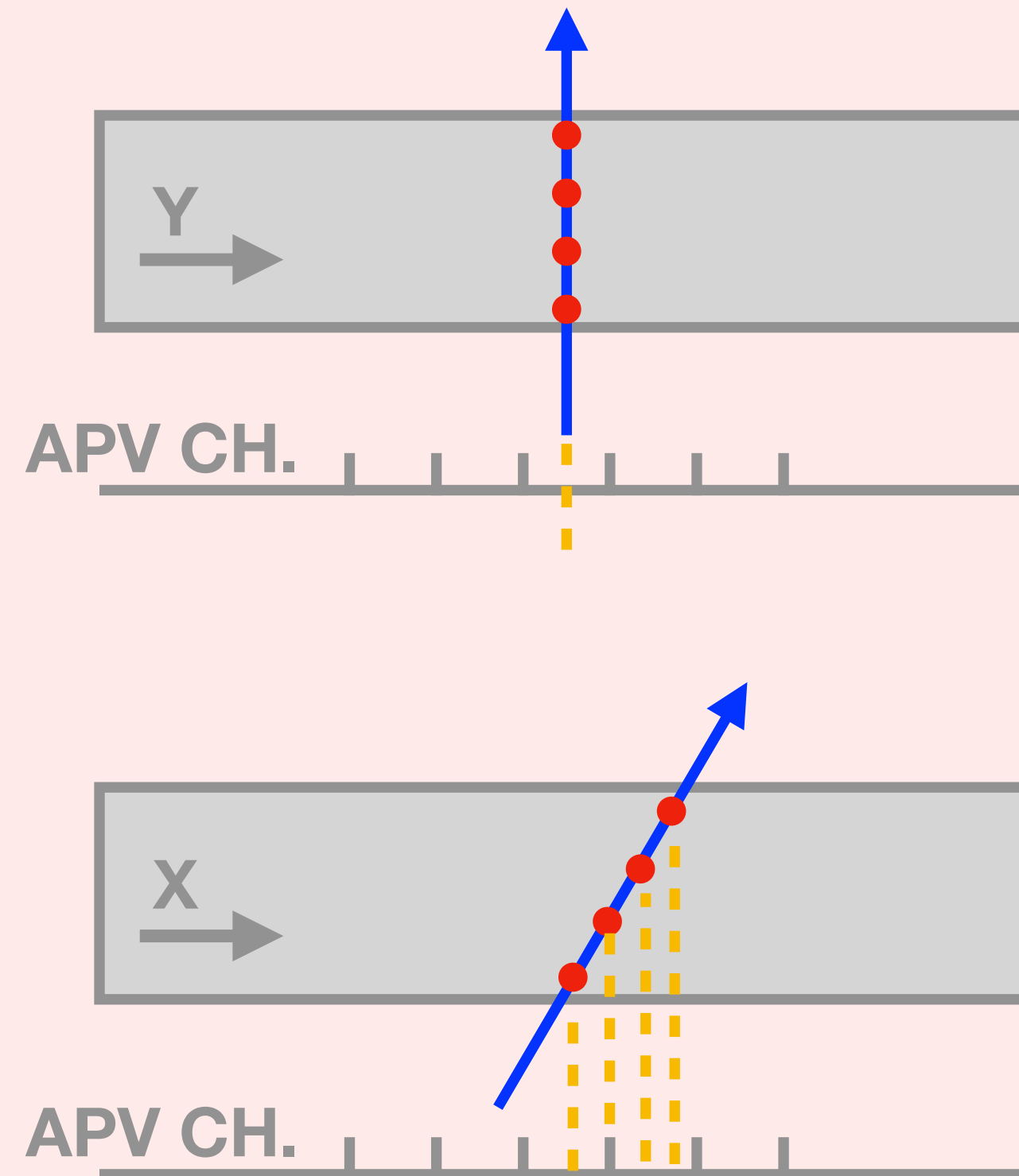


- Cooker command examples:

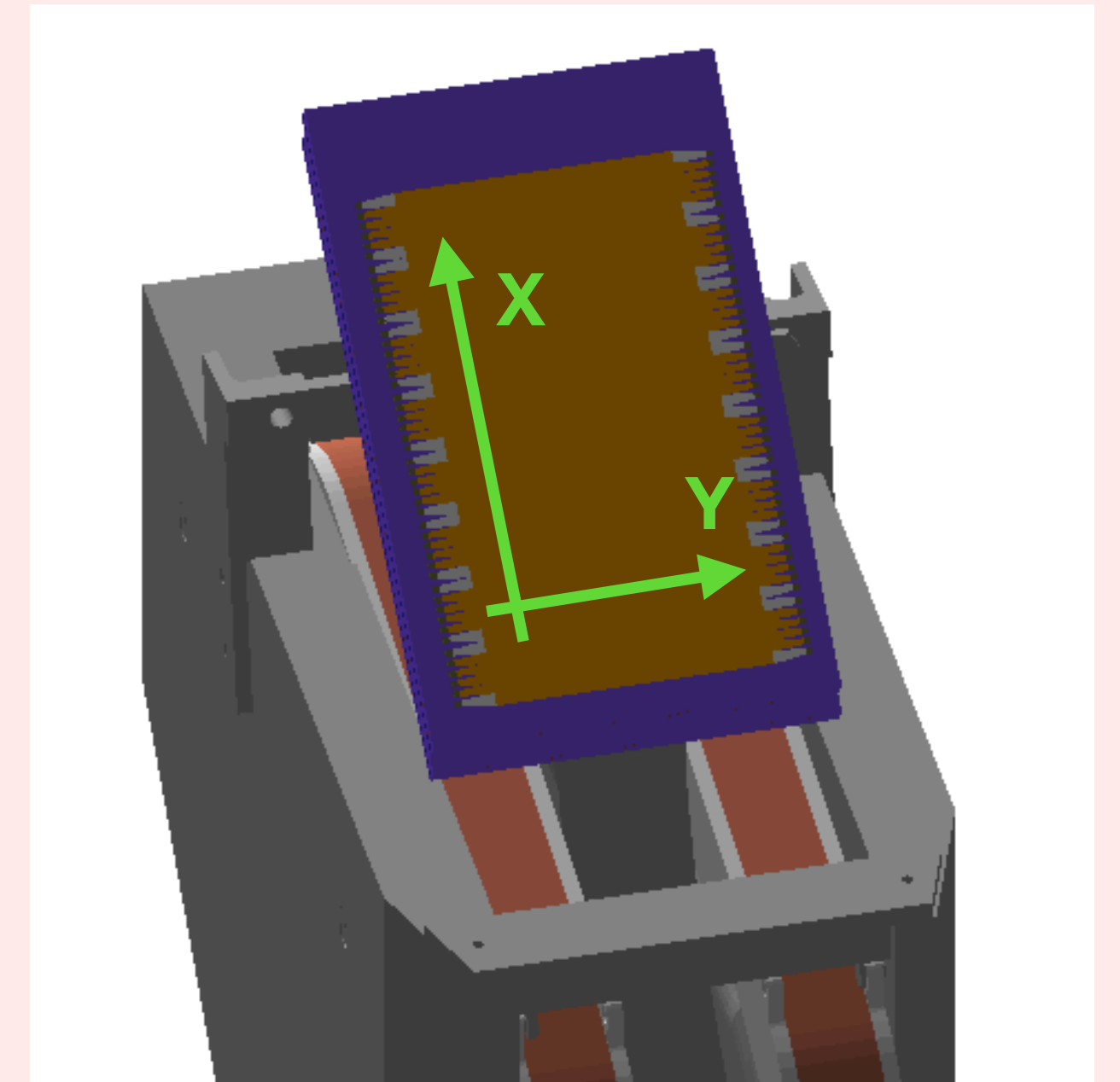
- Digitization: **cooker recipes/GEMini/gemini\_digi.xml** <input Geant4 root file> <output file name>

- Reconstruction: **cooker recipes/GEMini/gemini.xml** <output from digi> <output file name>

- In simulation, for each event, the hit position and energy of each step are recorded
- In digitization, the hit position is projected to the channels in each axis. Readout value is calculated and converted to apv values.

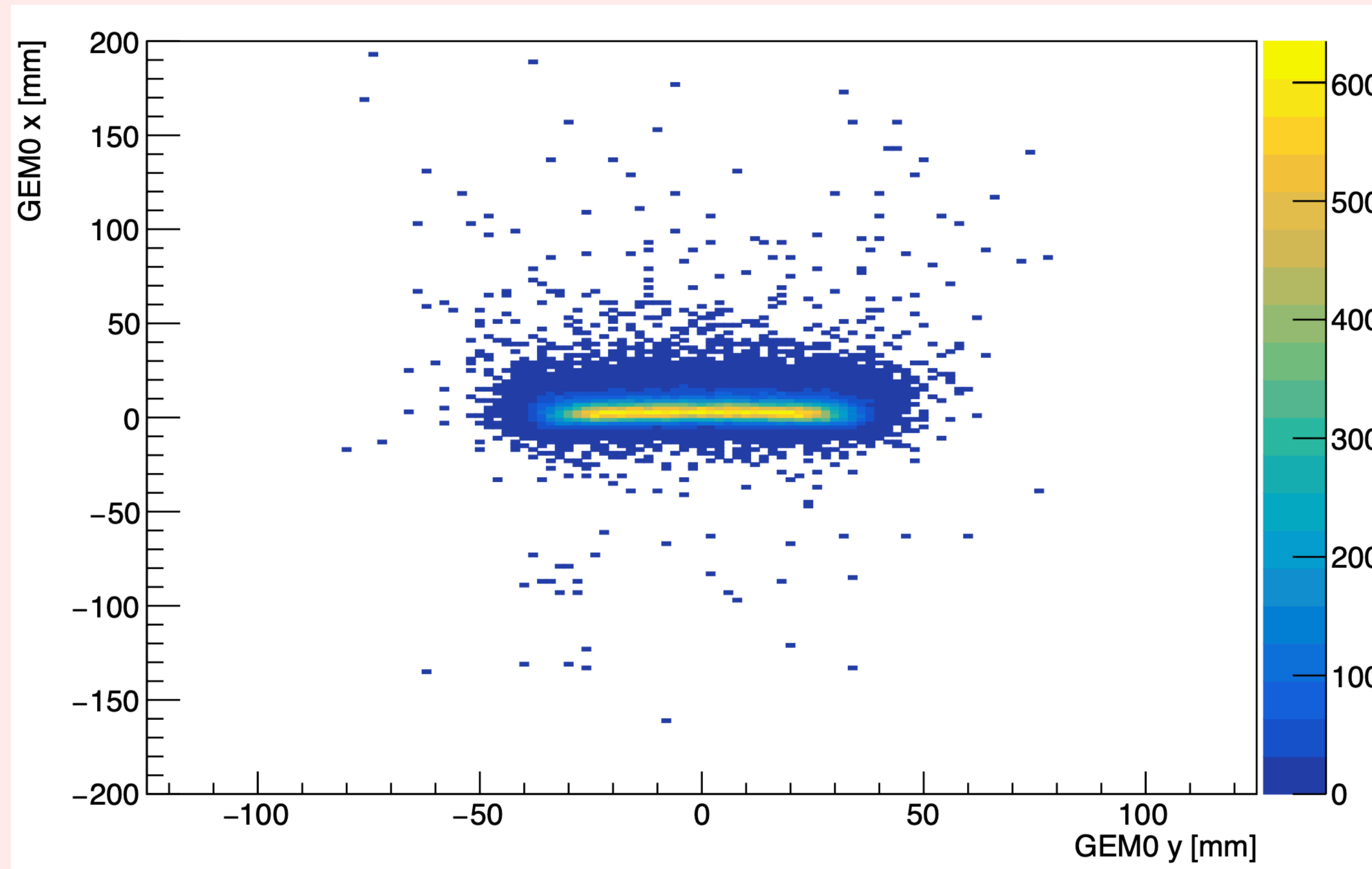


GEM Coordinate



- Simulation with validation mode (central momentum for each arm, random angle within acceptance)

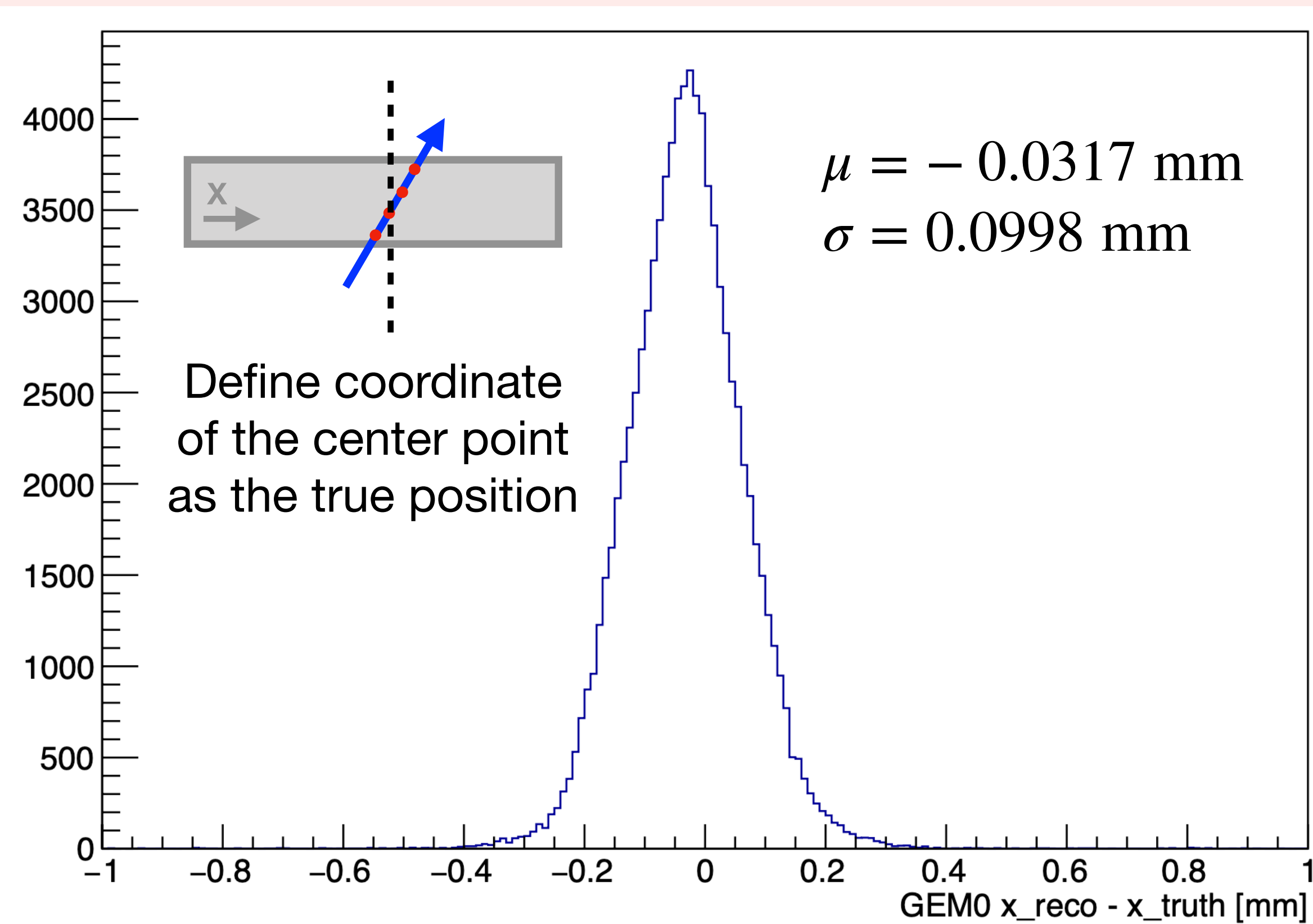
Example GEM Hit Map



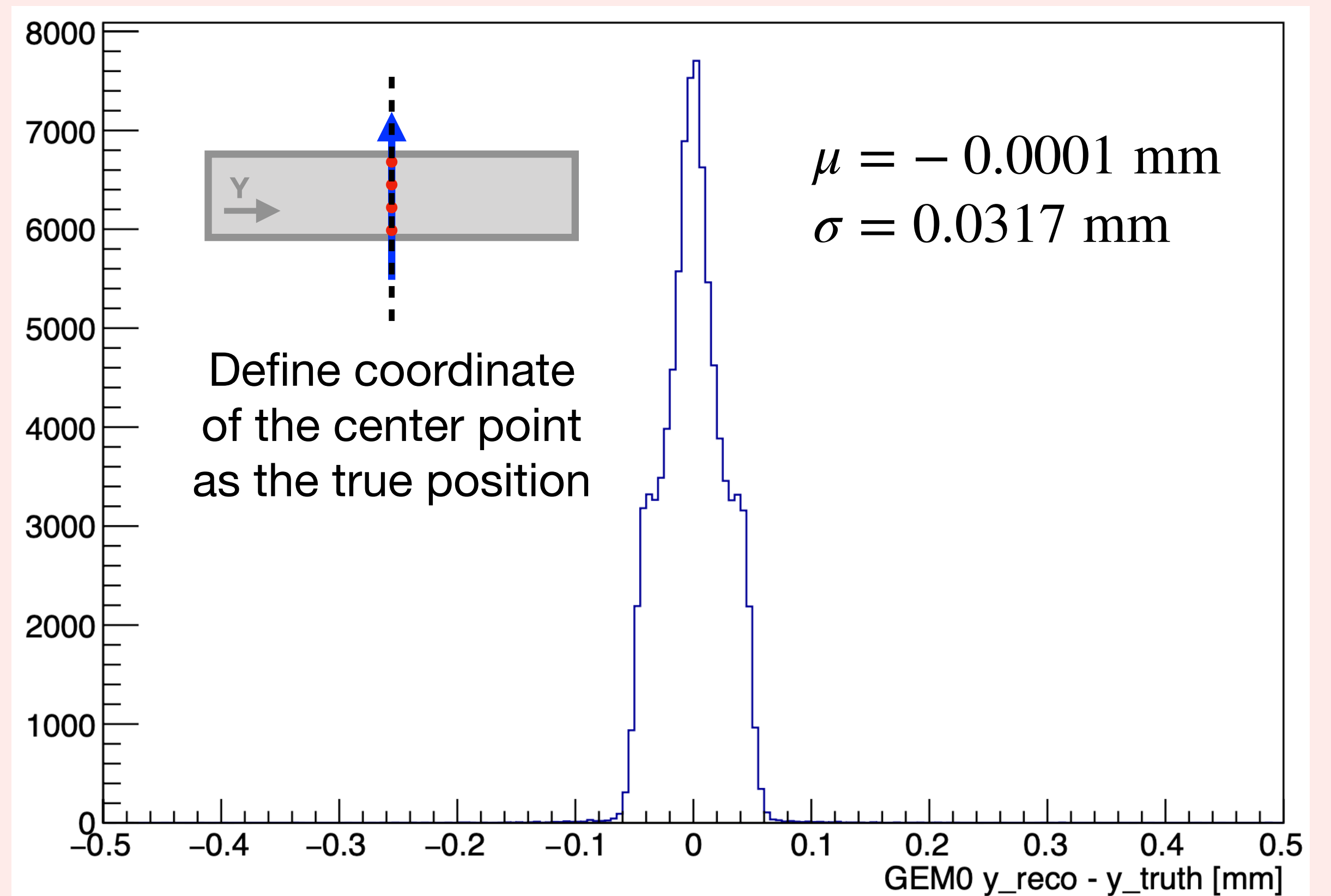
# Example output

- Simulation with validation mode (central momentum for each arm, random angle within acceptance)

X Resolution (N = 100k)



Y Resolution (N = 100k)

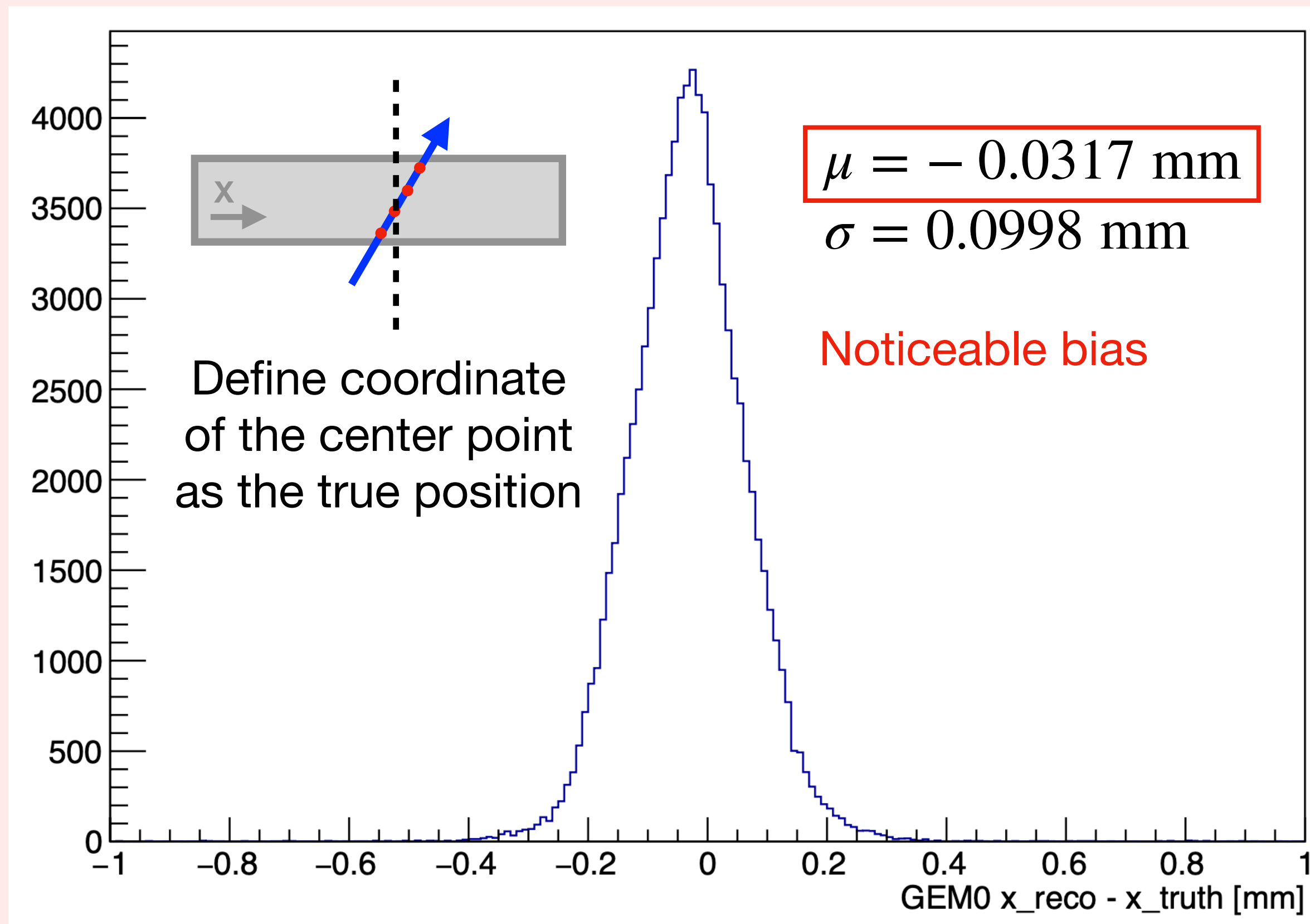




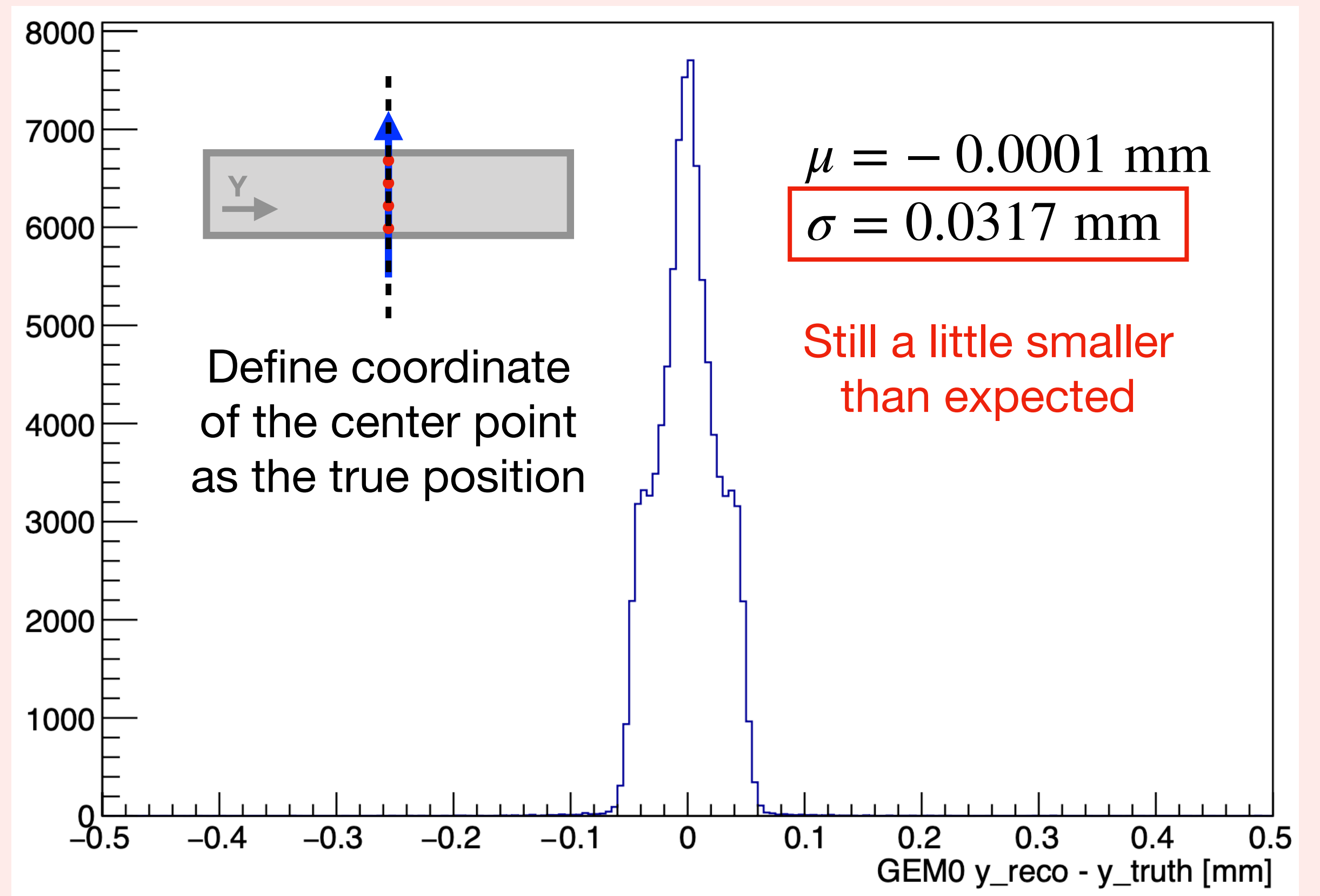
# Example output

- Simulation with validation mode (central momentum for each arm, random angle within acceptance)

X Resolution (N = 100k)

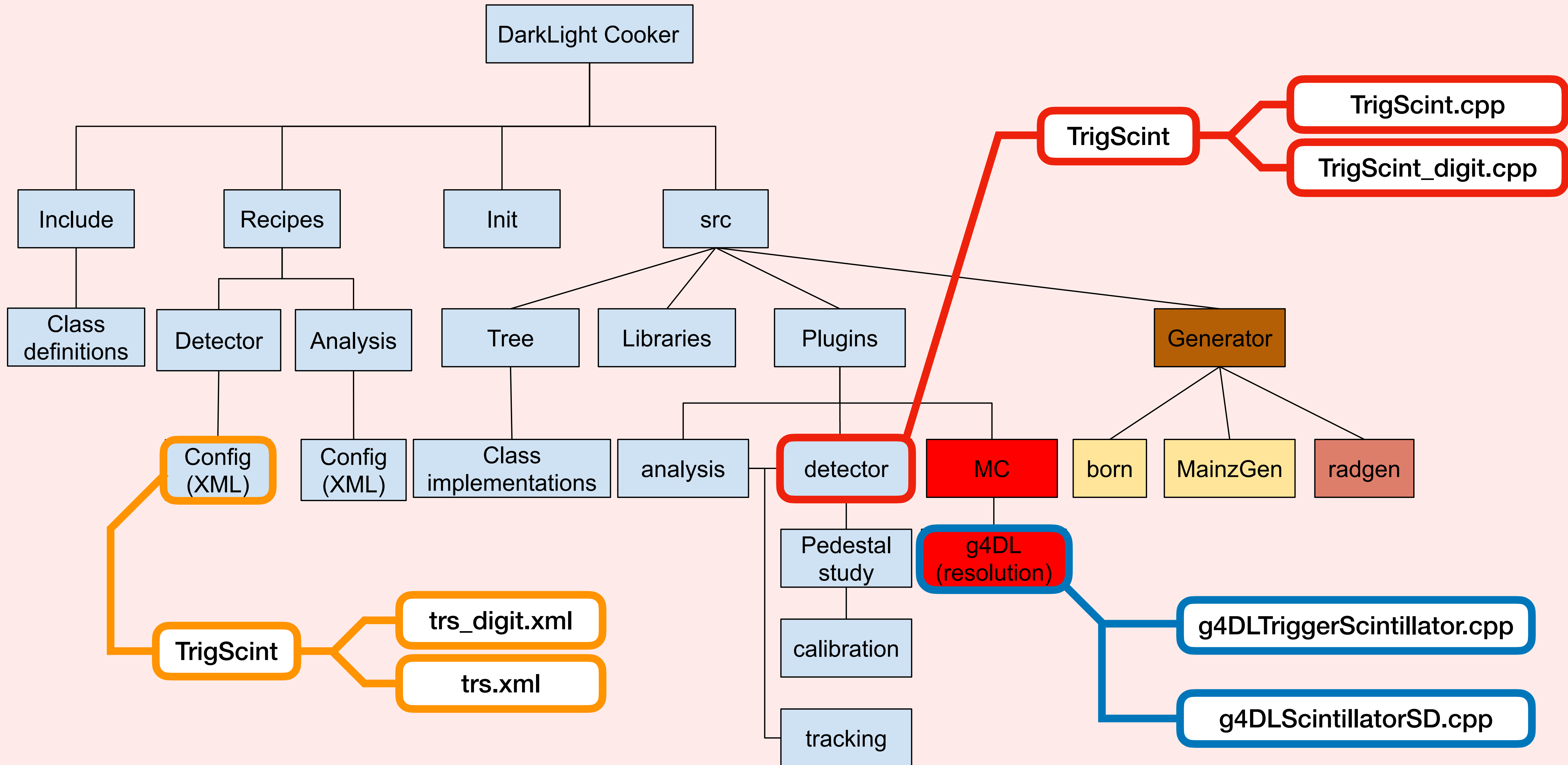


Y Resolution (N = 100k)

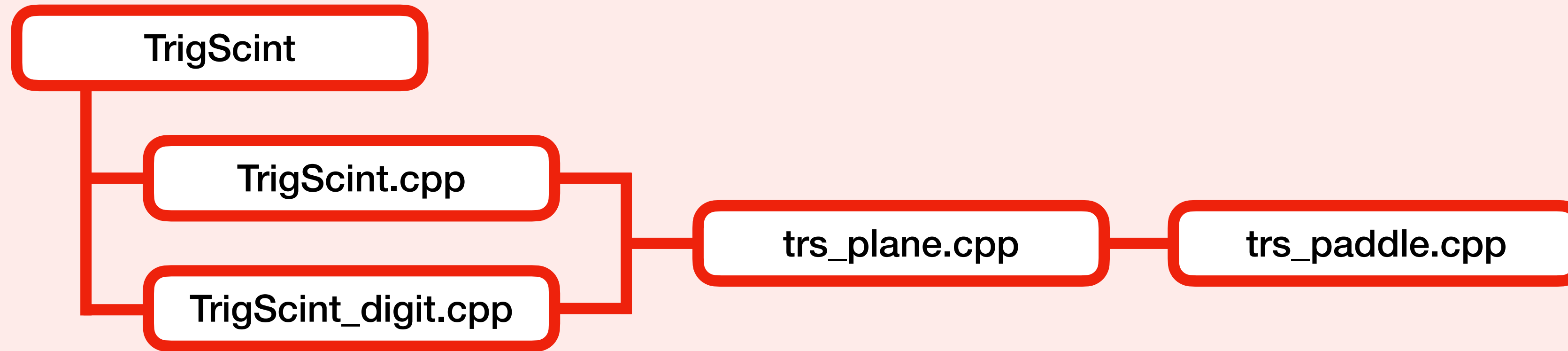




- Digitization and reconstruction are currently implemented with the proper geometry
- Some refinement to be done:
  - Noise should be tuned such that the y direction has proper resolution
  - Reason for the bias in the x direction needs to be determined
  - Resolution may suffer due to the angle?
- Need to collect pedestal values and gains once we can perform the measurement with the physical GEMs



- Code structure:



Parameters are set via Init/TrigScint.xml and stored to each paddle before startup:

load\_sc\_calibration: set resolution, time alignment etc.

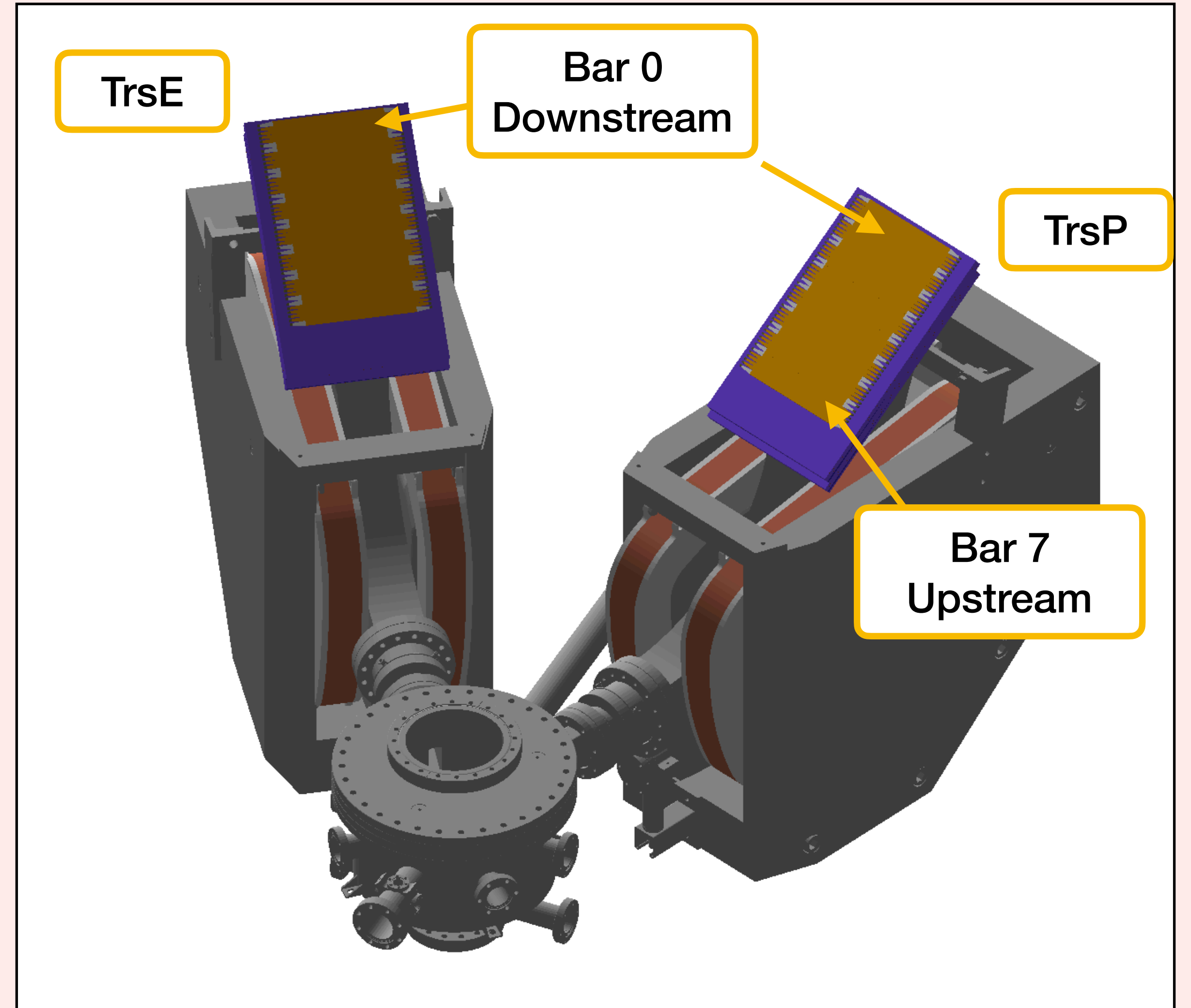
load\_tdc\_calibration: set time range of trigger events within trigger window

- Cooker command examples:

- Digitization: **cooker recipes/TrigScint/trs\_digit.xml** <input Geant4 root file> <output file name>

- Reconstruction: **cooker recipes/TrigScint/trs.xml** <output from digi> <output file name>

- Detector is added, but frame has not been added yet

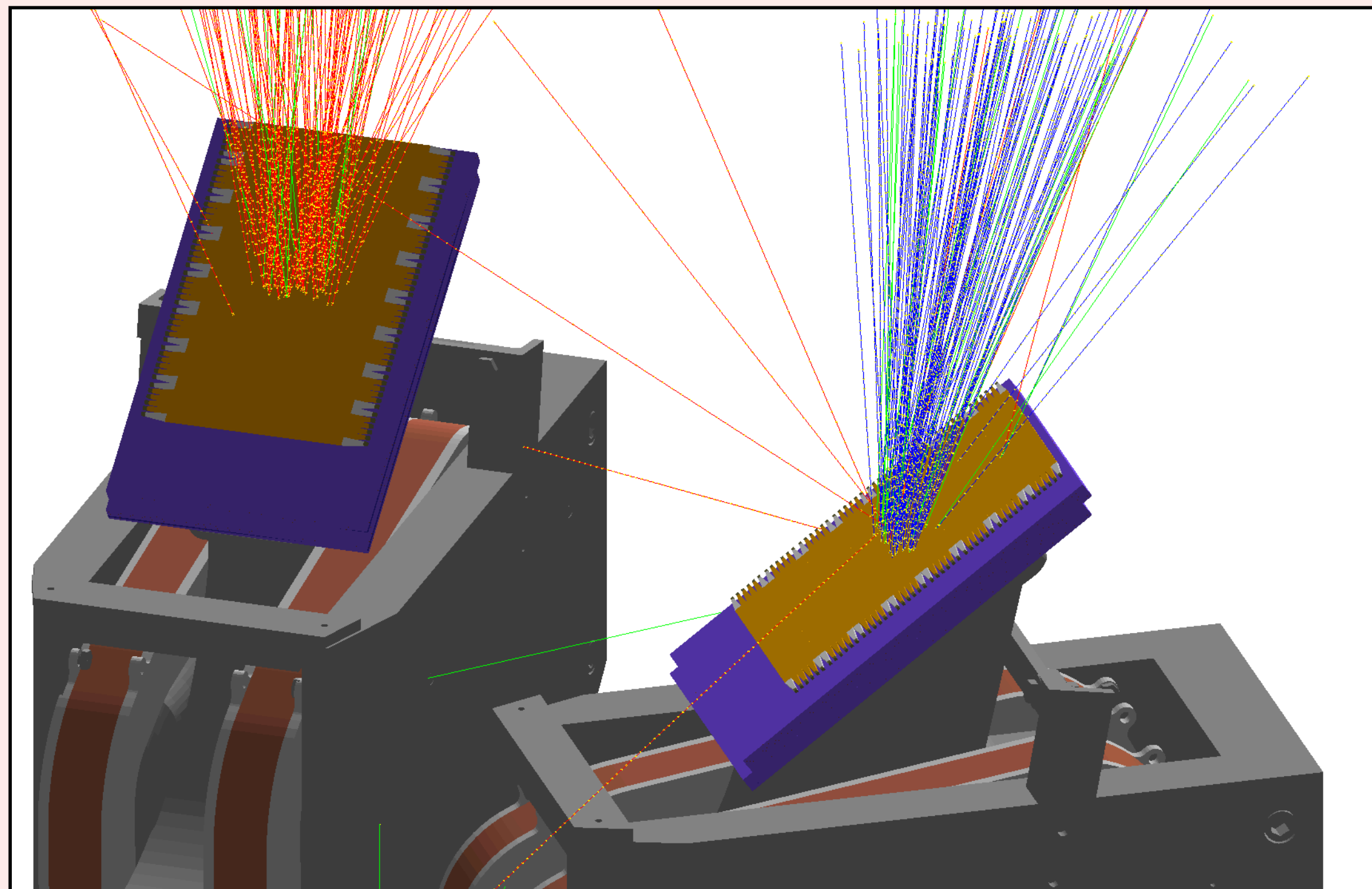




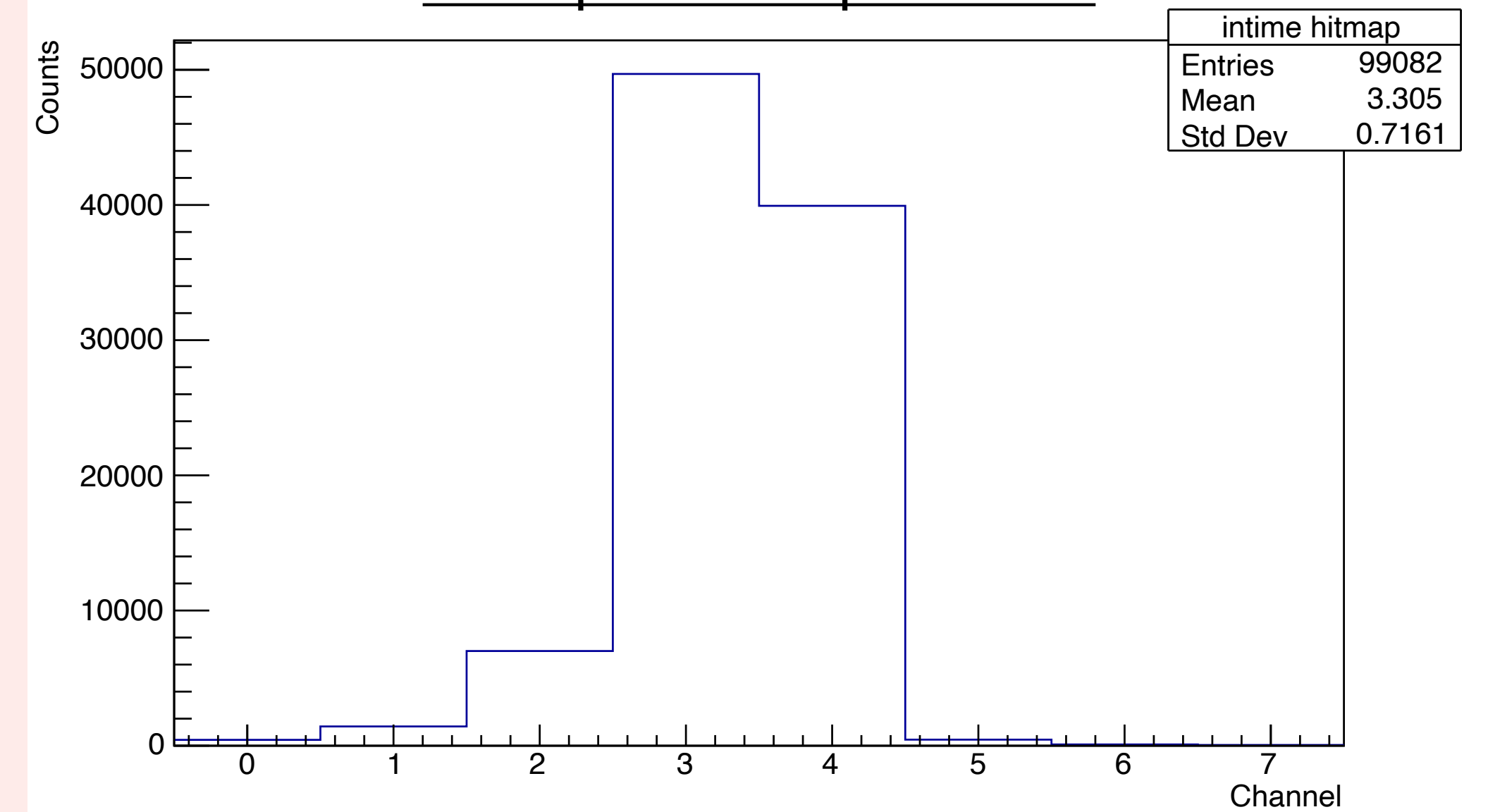
# Trigger Simulation

- Detector is added, but frame has not been added yet
- Detector positions are chosen such that the beam particles hit roughly the centers

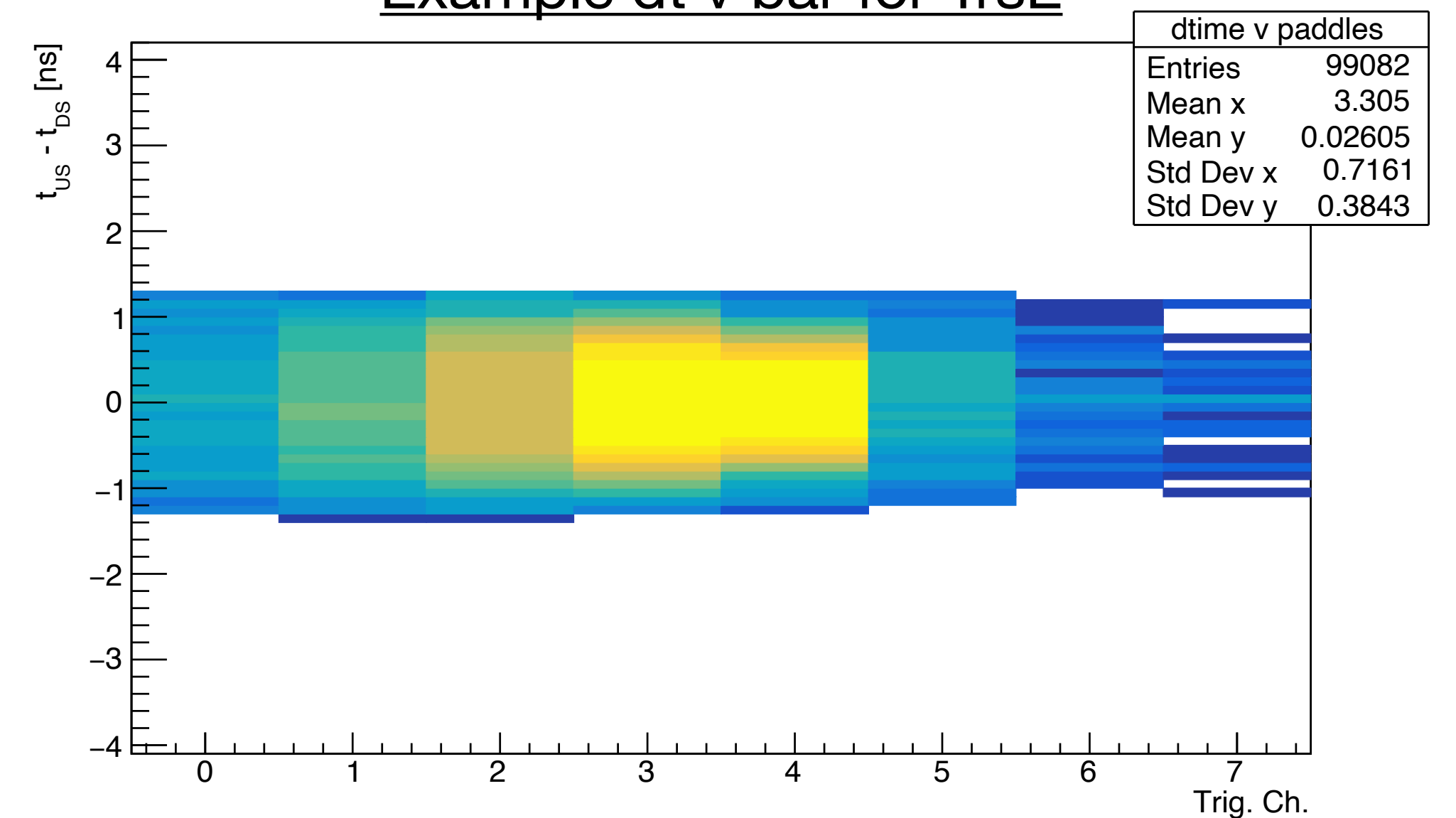
## Validation mode with 30 MeV beam



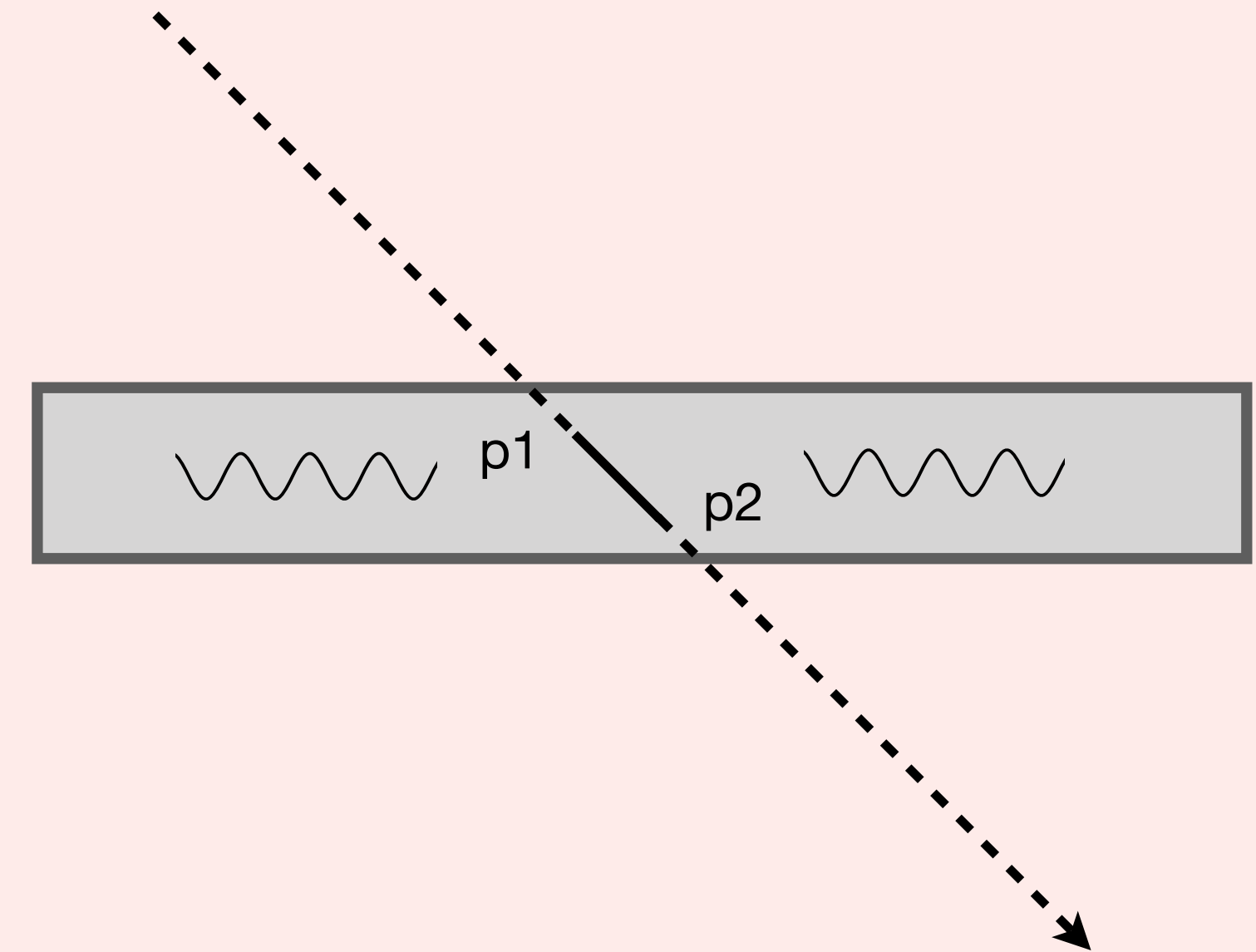
## Example hit map for TrsE



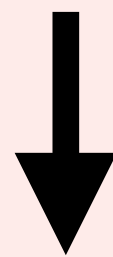
## Example dt v bar for TrsE



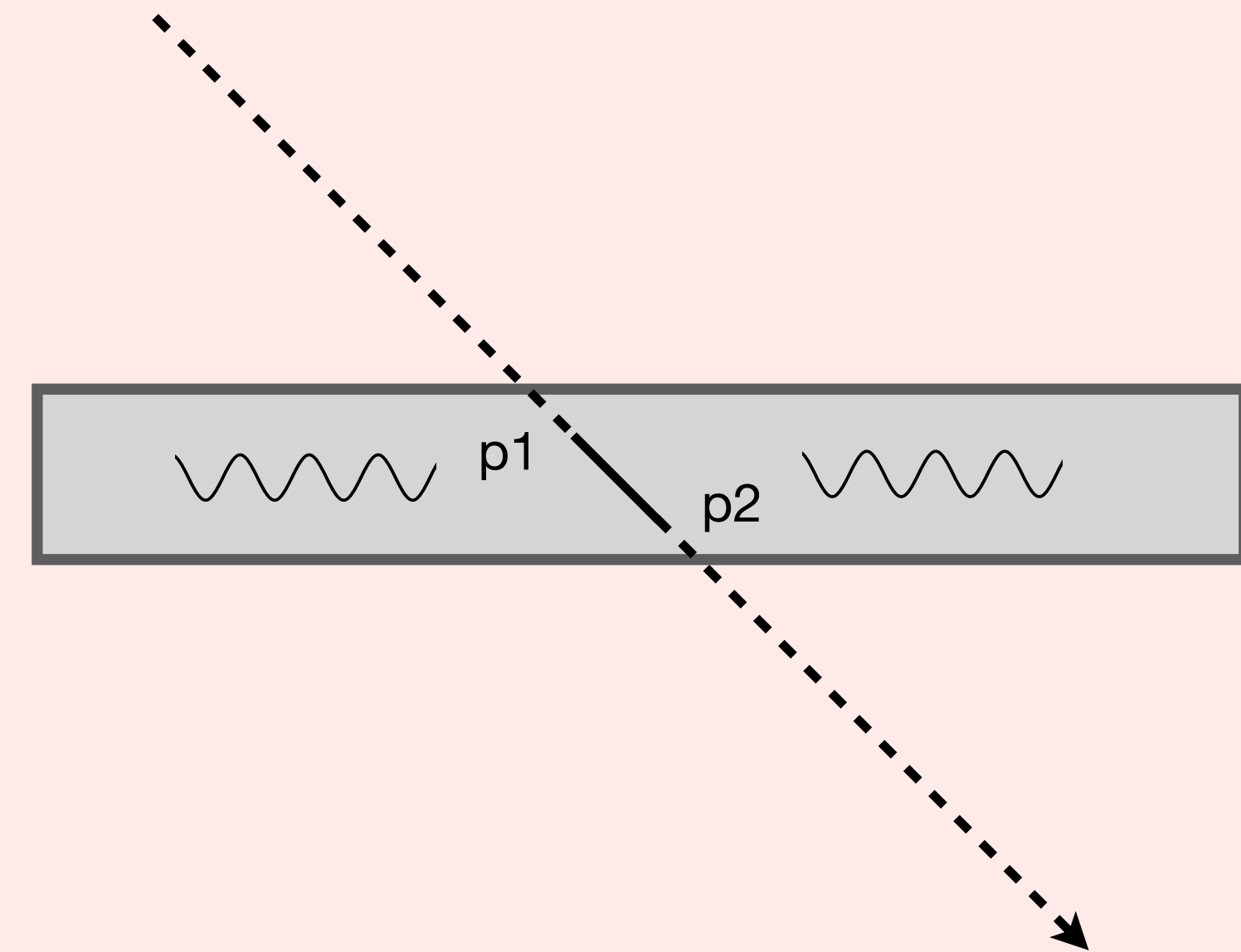
- Detector is added, but frame has not been added yet
- Detector positions are chosen such that the beam particles hit roughly the centers
- For each event:
  - Total energy deposit in the scintillator is recorded
  - Hit time of beginning of the first step is recorded
  - Hit position is randomized between the beginning and ending of the first step:  $p1 + \text{G4UniformRand()} * (p2 - p1)$



- Detector is added, but frame has not been added yet
- Detector positions are chosen such that the beam particles hit roughly the centers
- For each event:
  - Total energy deposit in the scintillator is recorded
  - Hit time of beginning of the first step is recorded
  - Hit position is randomized between the beginning and ending of the first step:  $p1 + \text{G4UniformRand()} * (p2 - p1)$



- $dt = \text{hit distance from end of bar} / \text{effective speed of light}$  (need to be calibrated)
- Signal attenuation =  $e^{-ax(1+bx+cx^2)}$ , where  $x = \text{hit distance from end of bar} - 0.5$ ;  $a$ ,  $b$  and  $c$  are parameters that can be tuned (model used at MUSE)



$$U = U_0 \cdot \exp\left(-\frac{1}{2} \left(\frac{\ln(t/\tau)}{\sigma}\right)^2\right)$$

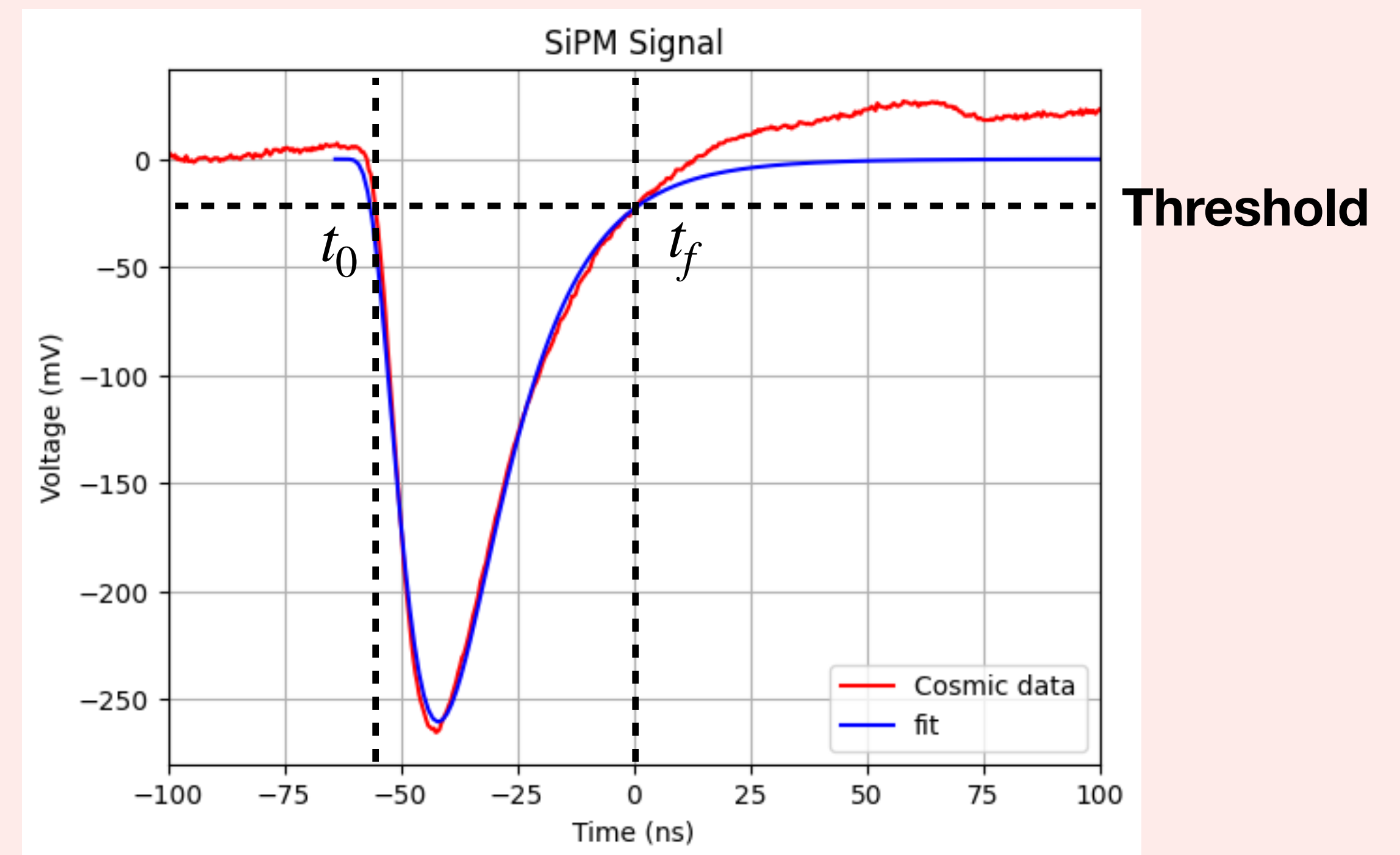
$$U_0 = f \cdot E_{\text{hit}}$$

$f$ : conversion factor related to SiPM efficiency

$\tau, \sigma$ : parameters that describe the shape of signal

[Jetter Sören et al 2012 Chinese Phys. C 36 733](#)

- Function is defined, with two parameters that can be adjusted for each channel
- For each event, the amplitude ( $U_0$ ) is calculated from the attenuated signal
- To find  $t_0$  and  $t_f$ , the code will solve the equation for the times when signal cross threshold (LD mode)





$$U = U_0 \cdot \exp\left(-\frac{1}{2} \left(\frac{\ln(t/\tau)}{\sigma}\right)^2\right)$$

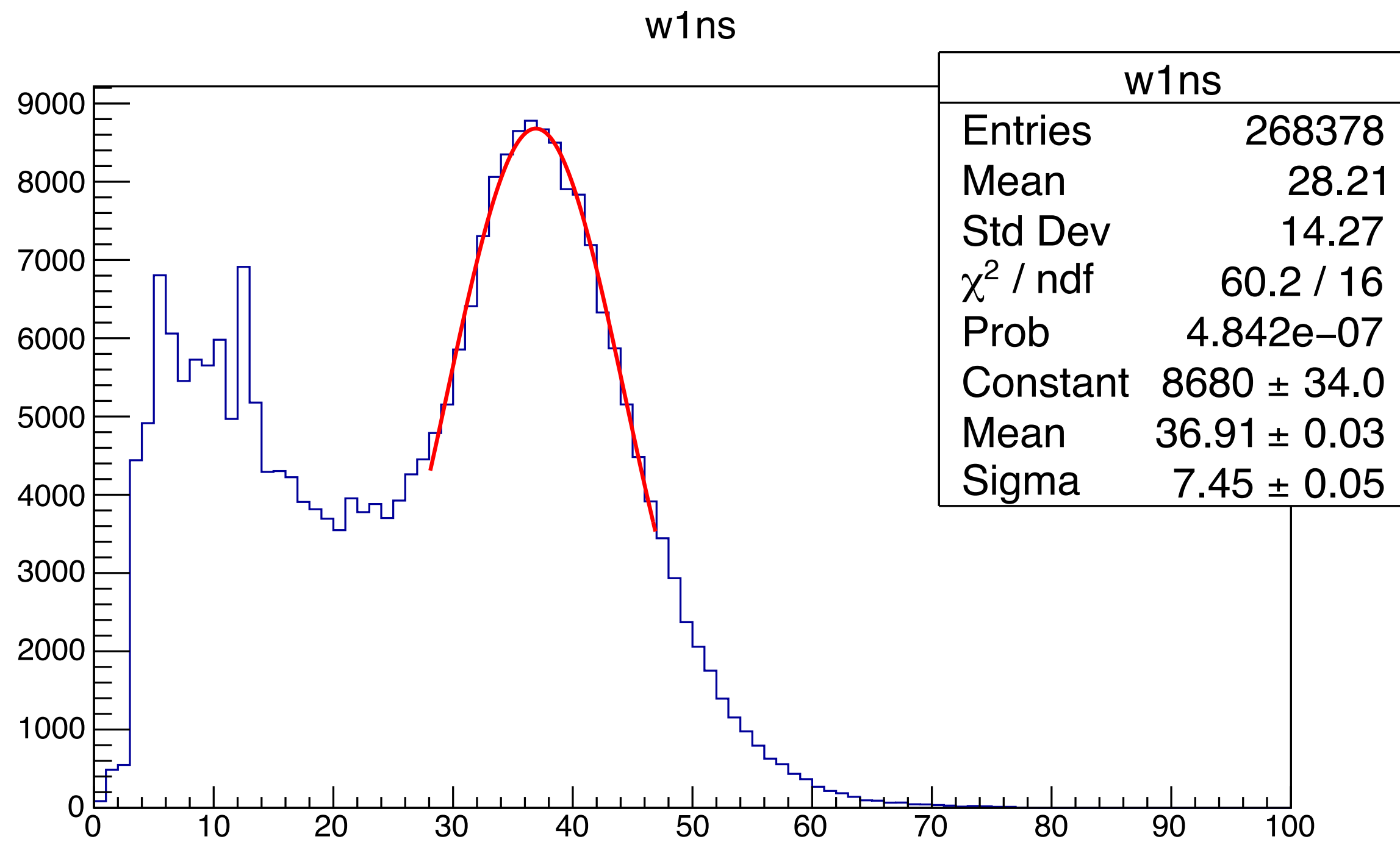
$$U_0 = f \cdot E_{\text{hit}}$$

$f$ : conversion factor related to SiPM efficiency

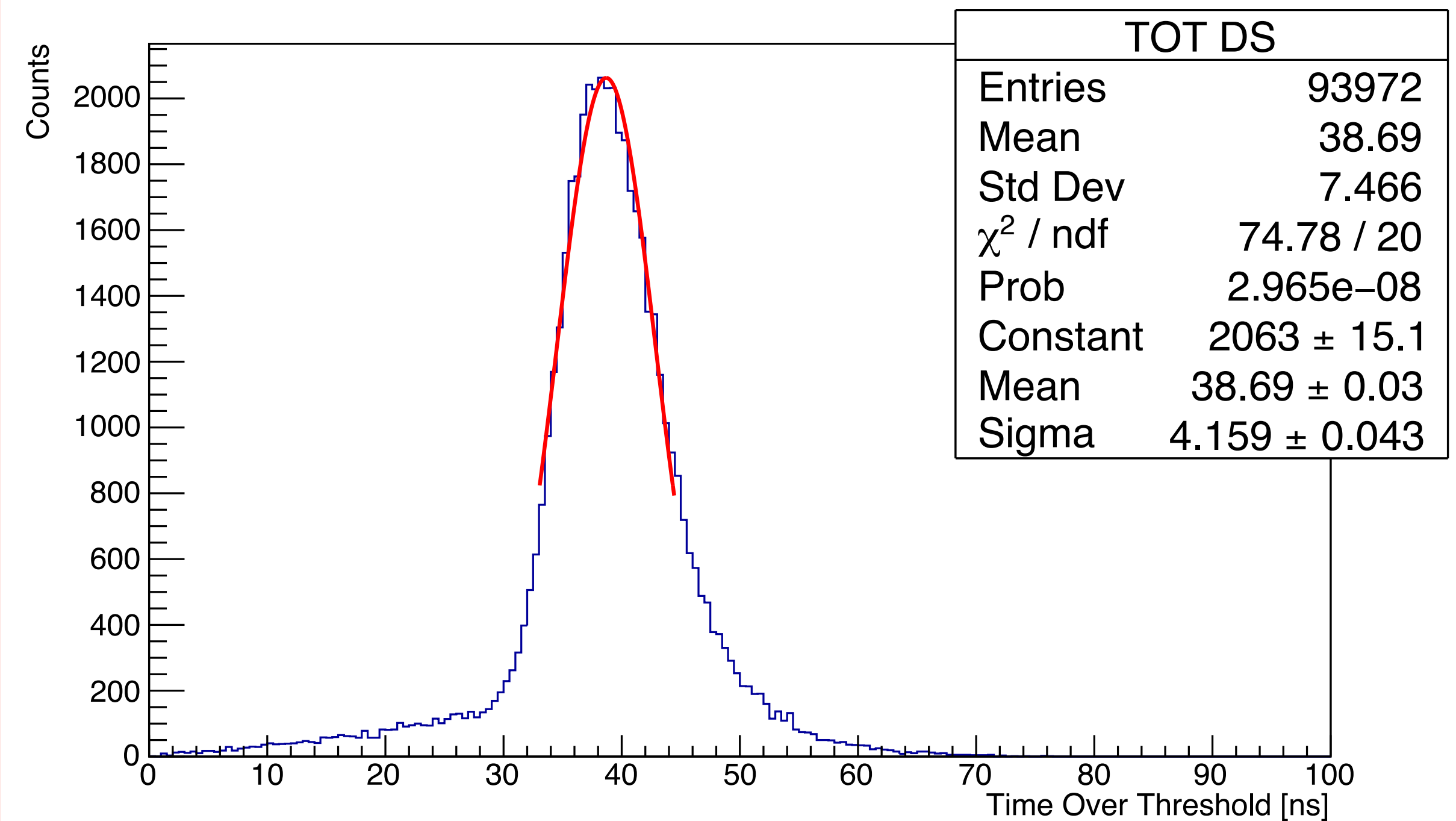
$\tau, \sigma$ : parameters that describe the shape of signal

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- For each event, the amplitude ( $U_0$ ) is calculated from the attenuated signal
- To find  $t_0$  and  $t_f$ , the code will solve the equation for the times when signal cross threshold (LD mode)
- Once  $t_0$  and  $t_f$  are found,  $t_0+dt$  and  $t_f + dt$  with added resolution are recorded for leading and trailing edge time

## Cosmic Data



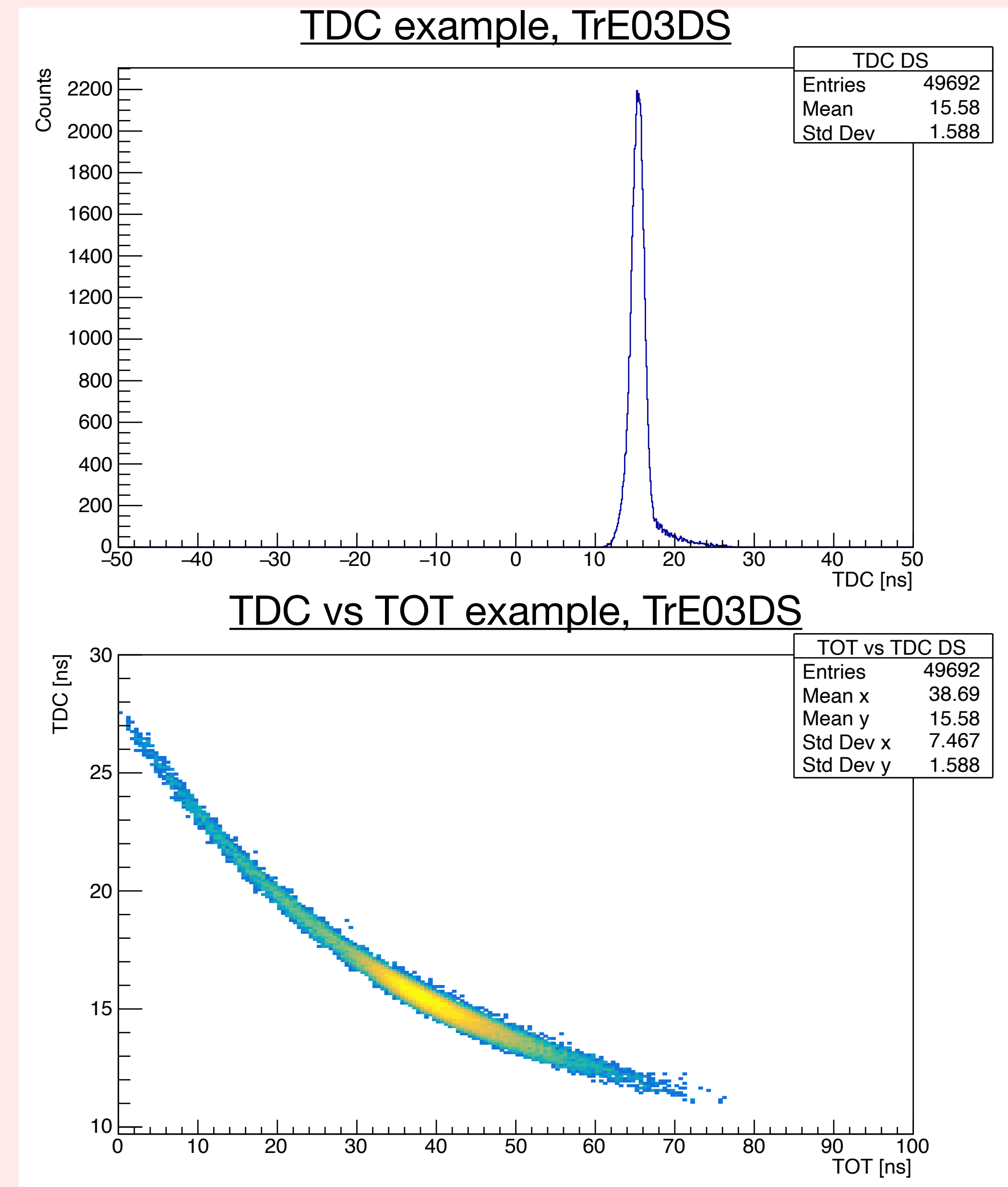
## Simulation, TrE03DS (with beam)



Current parameter used:

- Timing resolution added: 300 ps on each SiPM
- Threshold = 20 mV
- $f = 70 \text{ mv} / \text{MeV}$ ,  $\tau = 23$ ,  $\sigma = 0.5$

- Only work for simulation right now. To analyse data we need mapping of electronics
- Simple timing and time over threshold plots are added
- Time over threshold will be used for time-walk correction
- Hitmaps and time difference plots are added
- More are coming, will also look at correlation with GEM



- Simulation, digitization and simple analysis are implemented
  
- To do:
  - Add detector frame to simulation
  - Fine tune digitization, compare simulated data with beam data
  - Acceptance study by varying the vertical position of the detector



## GEM:

- Digitization and reconstruction are currently implemented with the proper geometry
- Some refinement to be done:
  - Noise should be tuned such that the y direction has proper resolution
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## Trigger:

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  - Add detector frame to simulation
  - Fine tune digitization, compare simulated data with beam data
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Thank you! :)  
Questions? Comments?