

Spectrometer – screen simulations for PHIN tests, screen saturation - update

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- Simulations for PHIN tests
 - Screen output
 - Point spread function
 - Explanation of results
- Screen saturation
 - Checking of equation



Introduction

- These simulation results were initially presented at the AWAKE technical board meeting on June 24th
- I will present the material again and answer some of the questions raised during that meeting
- Working on the other questions



PHIN tests

- Scintillator screen/camera setup tests are planned using the PHIN photoinjector [1] at CTF3
- Beam:
 - E=5.5 MeV
 - Up to 2332 bunches per train
 - 2.33 nC per bunch
 - 8 ps bunch length
 - 667 ps between bunches



PHIN test simulations

- Screen: Medex portal (applied scintillator technologies) – thicker version of Lanex (GOS:Tb) – 0.9mm thick scintillator layer (50:50 mixture by vol. of scintillator and PET binder.
- Screen output and point spread function (PSF) vs electron energy
- Screen output and point spread function vs. backing layer thickness
- In the following simulation results: input was incoming electron beam at x=0, perpendicular to screen



 Positions of emitted photons at screen for various incoming electron energies







- PSF vs energy
- Peak at 4 MeV?
 - Question "bug? Property of scintillator? Geant feature?"
 - Answer there was a cluster of optical photons due to a single outlying scatter electron, energy 1.3 MeV, at -45mm





- Answer
 - there was a cluster of optical photons due to a single outlying scatter electron, energy 1.3 MeV, at x=-45mm
 - The number of primaries was 1000
 - The EM low e cutoff was 1mm
 - Running again with 100000 primaries and low energy cut at 1 micron (more accurate em cascade simulation, more statistics)
 - Checking analysis script (why no large error bar?)





- Photons per incoming electron vs. energy
- Simulations predict:
 - PSF and efficiency are independent of energy above a certain "threshold" energy around 10 MeV
 - 5.5 MeV (PHIN) close to threshold energy
- Question: "why does the number of photons go down at low energies?"





Explanation of processes contributing to the results

- The results can be explained if we consider the ionization and EM shower stopping power.
- Two main processes are involved:
 - Ionization
 - EM cascade consisting of
 - Bremsstrahlung
 - Pair production



Explanation of processes contributing to the results

- Ionization excited the scintillator and therefore contributes to optical photon emission.
- EM cascade does not gamma emission by the electron followed by pair production - does not affect the scintillator atoms
 - However, the cascade produces multiple lower energy particles, and because energy loss by ionization is proportional to energy, EM cascade influences the scintillator excitation in an indirect way



Ionization stopping power

- From PDG Review of Particle Physics, "Passage of Particles Through Matter"
- Moller cross section divided by dx is the stopping power

$$\left\langle -\frac{dE}{dx} \right\rangle = \frac{1}{2} K \frac{Z}{A} \frac{1}{\beta^2} \left[\ln \frac{m_e c^2 \beta^2 \gamma^2 \{m_e c^2 (\gamma - 1)/2\}}{I^2} + (1 - \beta^2) - \frac{2\gamma - 1}{\gamma^2} \ln 2 + \frac{1}{8} \left(\frac{\gamma - 1}{\gamma}\right)^2 - \delta \right]$$



Ionization stopping power

 Using the relevant parameters for Gadox we obtain a plot for stopping power as a function of energy (without the density correction term "delta")





EM cascade stopping power

$$\frac{dE}{dt} = E_0 b \frac{(bt)^{a-1} e^{-bt}}{\Gamma(a)}$$

 $t_{\max} = (a-1)/b = 1.0 \times (\ln y + C_j) , \qquad j = e, \gamma ,$

- 'b' depends on Z of atoms in material and energy, approx.
 0.5 for Gd
- y is energy in units of the critical energy (energy at which energy loss by brems. = particle energy, 11.27 MeV for Gadox (source: PDG)
- t is distance in units of radiation length (mean distance over which E is reduced to (1/e)E₀)

•
$$C_e = -0.5, C_{gamma} = 0.5$$



EM cascade stopping power

Using the above equations and Gadox parameters: stopping power due to EM cascade at x=900mum (thickness of our screen)





EM cascade stopping power

- Fractional energy loss from brems. of an electron with initial kinetic energy E_k over 900 microns of Gadox (screen thickness)
- Note: plot show that below about 10MeV, a significant fraction of the particle energy is lost in the screen to EM cascade





- So the number of photons goes down at low energies because most or all of the particle energy is lost in either
 - The 200 micron PET backing layer of the screen
 - In the scintillator but far from the surface
 - Fewer photons reach the surface due to refraction from the particles





- Screen will be mounted in some sort of frame
- We may need to mount the screen samples (10cm by 10cm) on a larger (~20cm by 20cm?) backing layer:
 - Would keep sample flat
 - Would keep the frame out of the edges of the beam



 Photon emission profile for various backing thicknesses and materials







- Efficiency vs. thickness of carbon fiber backing
- Efficiency improves slightly with thickness
 - Reason: EM
 cascade produces
 more low E
 particles which
 have greater
 ionization stopping
 power





 PSF vs. thickness of carbon fiber backing





Saturation

- High energy electrons excite the scintillator, which then returns to the ground state, emitting photons.
- If excitation energy density in screen is too high screen can become saturated:
 - Light output no longer increases linearly with charge density – dL/dC decreases
 - Screen can be damaged
- Previous experiments have detemined [1] the charge density at which saturation occurs (linearity drops below 90%) for Lanex regular screens – 66 pC mm⁻²



Saturation

- Rate of excitiation energy density change given by the sum of:
 - The incoming charge flux density (due to electron beam) constant and positive
 - The decay of excitation energy into photons negative, proportional to excitation energy density
- This implies the following equation (phi = excitation energy density, F = charge flux density, lambda = the scintillator decay constant)

$$\frac{d\phi}{dt} = F - \lambda \phi$$



Saturation

• Solving (with initial condition phi=0 at t=0) gives

$$\phi = \frac{F}{\lambda} (1 - e^{-\lambda t})$$

- *F* is given by the PHIN beam parameters.
- The decay time (time for lanex to decay to 0.1 times the initial excitation energy) = 1.5 ms
- This gives lamba = 1.5 ms⁻¹ (using $\phi = \phi_0 e^{-\lambda t}$)
- Using the above, and the saturation density of Lanex, we can predict the beam radius / time curve for saturation.
- Have checked the above solution with MATLAB



Intrabunch saturation

- Current is averaged over 1 bunch.
- Assumes circular beam profile.
- X-axis: time in units of bunch length.
- Below the curve saturation occurs.
- PHIN minimum beam size: 1.5 mm – saturation not possible during single bunch





Intratrain saturation

- Same as above, except current is averaged over a bunch train.
- X-axis: time in units of bunches.
- Predicts that saturation can occur at PHIN after a few bunches (depending on the beam size used).





Conclusions

- Simulations predict good screen output for 5.5 MeV electron beam at PHIN.
- Screen resolution will be ~factor 1.5 worse at 5.5 MeV compared to AWAKE beam (all energies above 10 MeV)
- Care should be taken not to saturate the screen at PHIN. Saturation conditions at PHIN have been predicted analytically using the measured decay constant and saturation density of Lanex.



References

[1]
 <u>THE PHIN PHOTOINJECTOR FOR THE CTF3</u>
 <u>DRIVE BEAM, R. Losito et. al., EPAC06 Edinburgh</u>
 [2]

A. Buck *et al*, **Absolute charge calibration of** scintillating screens for relativistic electron detection, Review of Scientific Instruments 81, 033301 (2010); doi: 10.1063/1.3310275