

Electron Detector G4 Simulation Update

John Hallford

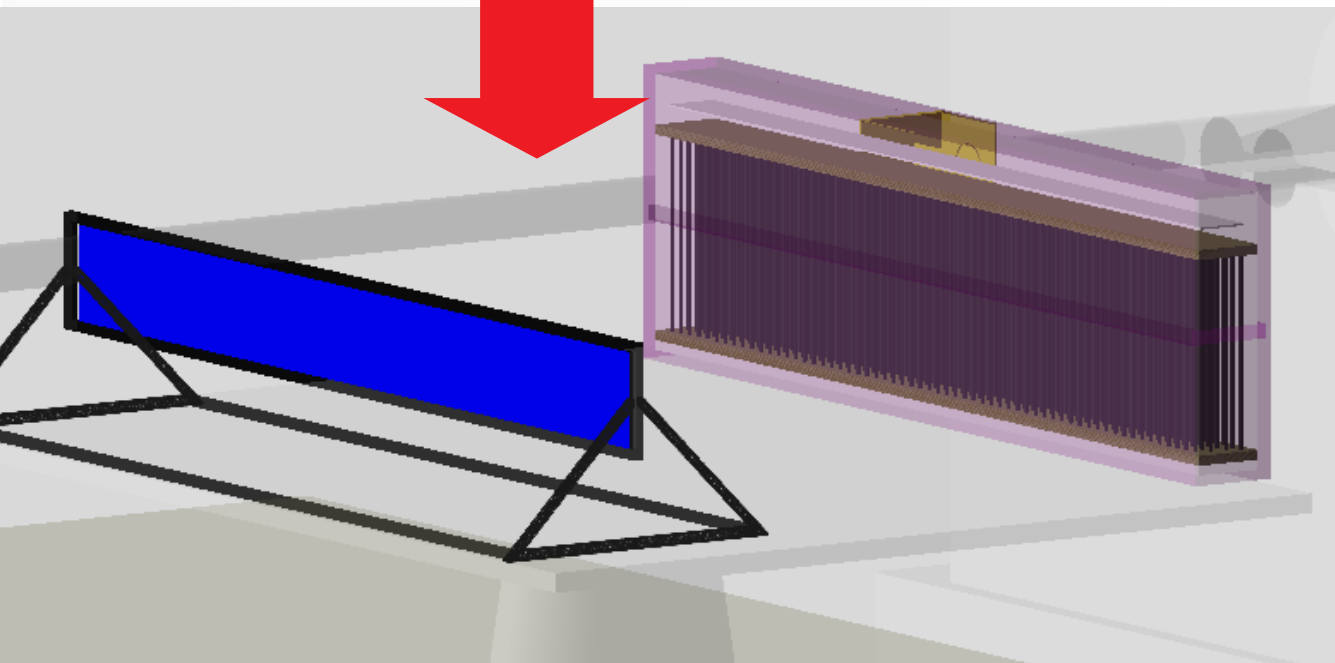
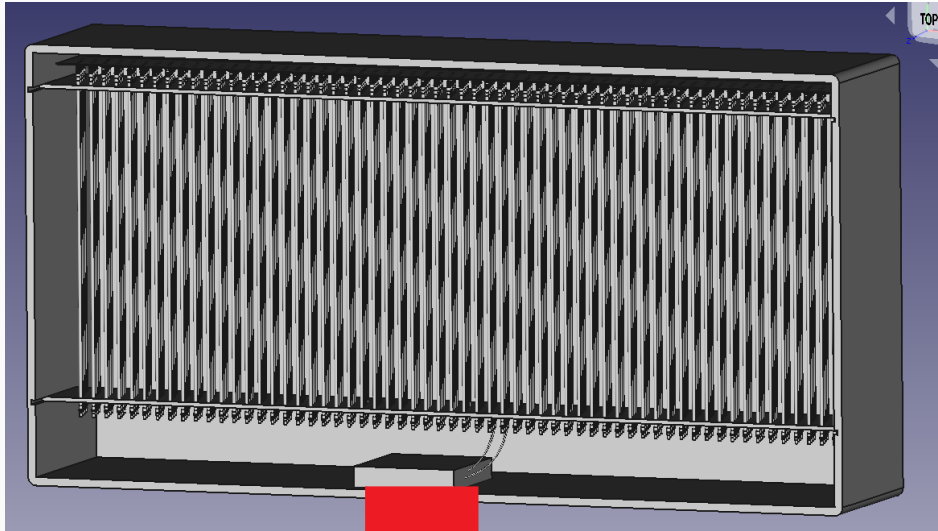
University College London

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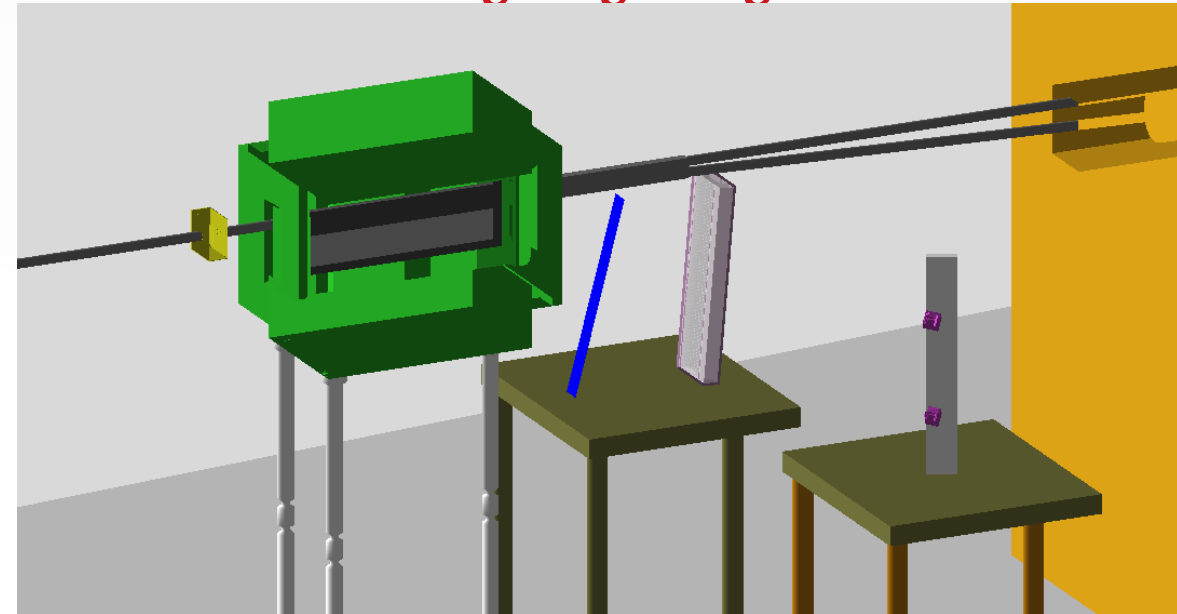
The logo for the LUXE experiment, featuring the word "LUXE" in a bold, blue, sans-serif font. The letter "X" is stylized with a white starburst or spark-like graphic in the center.

One-Slide Summary

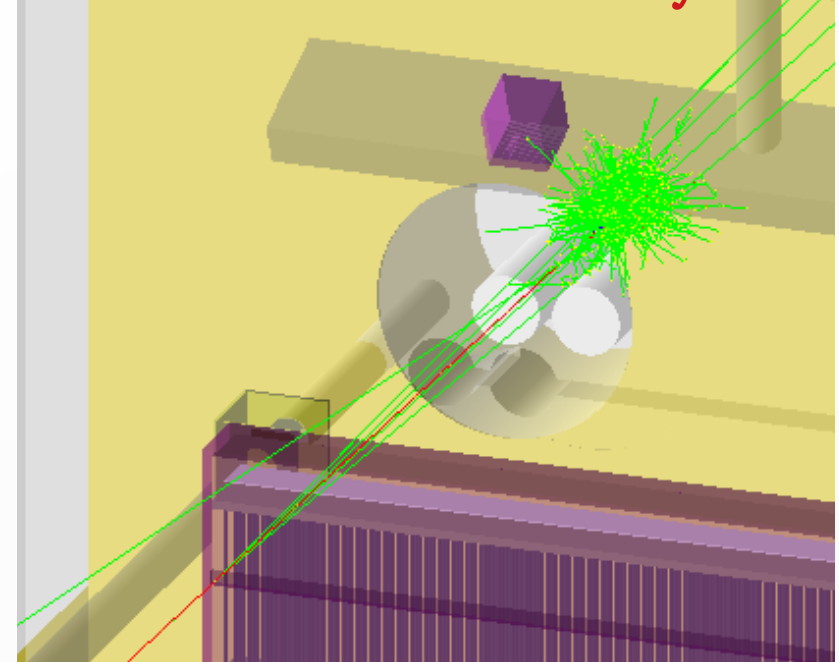
1. Straw Cerenkov Design Inception & IP support update



2. Bremsstrahlung target region Cameras

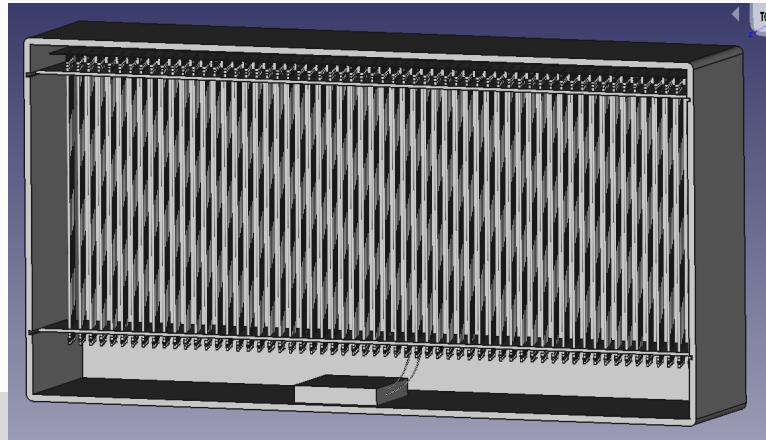


3. Scintillation / Cherenkov Physics switch



backup

1. Straw Cerenkov Design Inception & IP support update



Simplifications were made for the G4 model. No need to go crazy right now with details. Most important aspect, being the substructure of the straws, is highly detailed.

We are considering more shielding within the box. Analysis of the 'electronics' board radiation environment will inform this.

Fine-tuning in terms of positioning will also be shortly completed.

The design may also be susceptible to angular deviation of e- spectrum, so long-term we may consider designs to take this in to account.

Details

2. Bremsstrahlung target region Cameras

Copies of IP region cameras, placed on optical table as throughout the experiment.

Cameras are 1.5m down beamline from center of Scintillation screen, at total distance $\sim 1.6\text{m}$ at angle 22 deg.

Scintillation Screen and Cerenkov device is not yet fully supported. Need to create a new frame for the screen at the least.

Details

3. Scintillation / Cherenkov Physics switch

`LxSetup:ScintCerenkovPhysics = true` to enable.
Requires default physics list `PhysicsList()` in `main()`, i.e. not yet functional with `QGSP_BERT_HP`.

Will inflate computation time and intercept volume TTree sizes, we consider modifying steppingaction to remove possibility optical photons are included in TTree

Each medium requires refractive index/scintillation efficiency defined in `DetectorConstruction`. So Cherenkov emission is not simulated for simulation environment, as long as its `n` is not defined. `OpticalPhysics.cc` controls key parameters eg. `ScintillationYield`, an important simple factor of the number of simulated photons / real life expectation.

Reconstructions then require to reverse scintillation yield, if counting photons.

Scintillation response will render visualisation unusable!

