Measurements of the material budget with EUTeIX0Processor

A new tool implemented as part of the EUTelescope Project



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Measurements of the material budget with EUTelX0Processor Hamburg, 27.03.2013





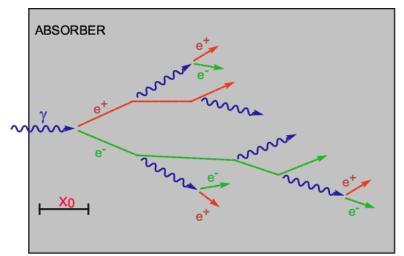
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The material budget

- Electrons passing through material lose energy.
- Results of this include electron showers and scattering.
- > Scattering is dependent on the thickness of the material in terms of X_0
- > The material budget, or radiation length, has two equivalent definitions:
- The average distance over which an electron is reduced to 1/e of its original energy (bremsstrahlung)
- 7/9th of the photons mean free path (pair production)



[2] - Image from "Cosmic rays tracks on the PICsIT detector", Segreto et. al.

- The radiation length can be worked out empirically, there is no known analytical solution in a thick material.
- The amount of multiple scattering in a material is dependent on the radiation length, but it is also a stochastic process.
- The mean multiple scattering angle is zero, but the variation increases with X₀. The Particle Data Group gives the Highland formula as its best guess at a model (there are other methods too):

> Highland formula:
$$\theta_0 = \frac{13.6 \text{ MeV}}{\beta cp} z \sqrt{\frac{x}{X_0}} \left[1 + 0.038 \ln(\frac{x}{X_0}) \right]$$

- θ_0 = RMS of scattering angle z = chargeof incoming particle x = material thickness X₀ = radiation length
- Accurate measurements of this radiation length of a device under test (DUT) can improve future tracking reconstruction in detectors.

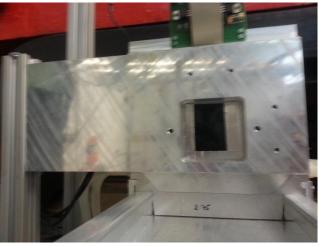


Experimental set up using DATURA telescope

- > Took three sets of data, in three configurations:
 - Front 3 planes close, back 3 planes at 150 mm
 - 20 mm between each plane, front three then DUT, then 1100 mm to the last three planes
 - 150 mm between each plane and DUT
- At 1, 2, 3, 4 and 5 GeV
- With 0, 1, 2, 4 and 8 pieces of >99% pure Aluminium (each piece 1mm thick)



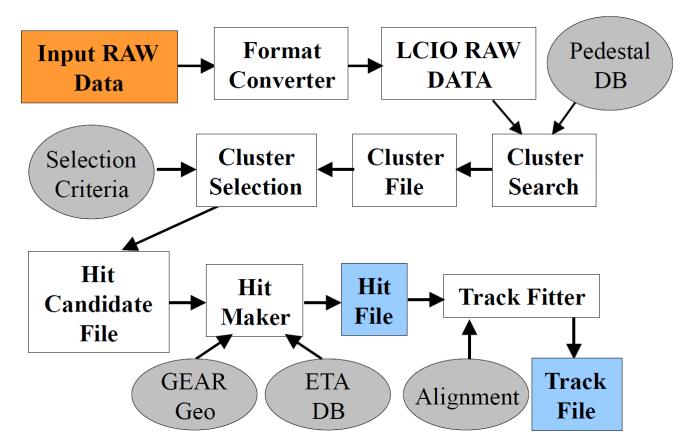






Analysis – Analysis chain

Follows the EUTelescope analysis chain , then I add my own processor at the end

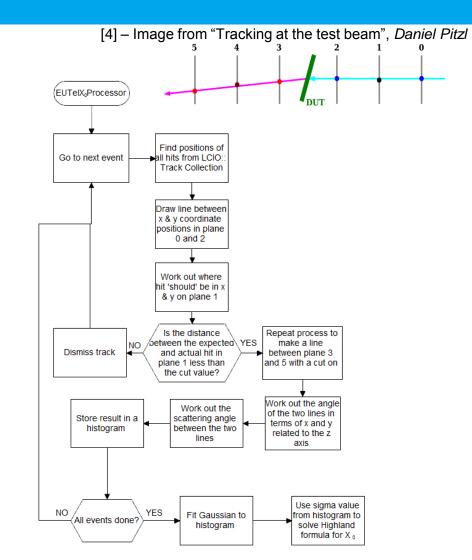


[3] – Diagram from "Introduction to the analysis and reconstruction software of EUDET beam telescope", Antonio Bulgheroni



Analysis – EUTelX0Processor

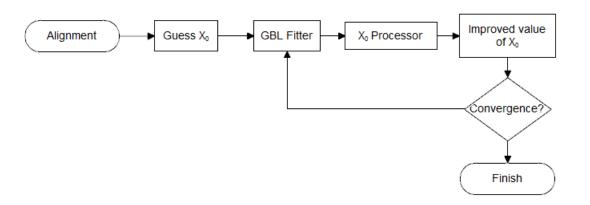
- > What it currently does:
- Makes straight line fits between planes 0 and 2 and planes 3 and 5.
- Apply a cut to all tracks formed if there is not a hit within a certain radial distance on planes 1 and 4.
- Work out the kink angle of the two straight line tracks.
- Fit a Gaussian to the kink angle, plug that into the Highland formula.
- Set a first estimate value for the radiation length.
- Accuracy is hard to predict





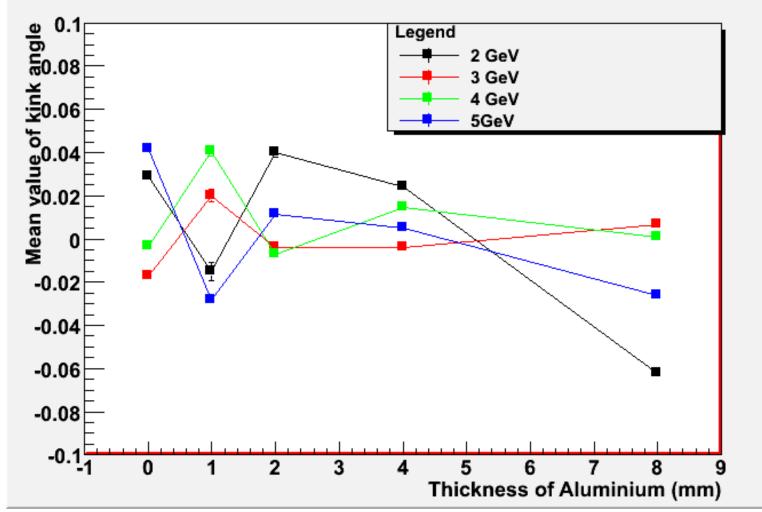
What it will do in the future:

- It will use generalised broken line fitter.
- Much more accurate tracking, but requires knowledge (or estimate) of the radiation length at all points.
- Use an expectation-maximisation algorithm to get a new expected value for the radiation length and use that to find a new and more accurate track. (Based on work of Nadler and Frühwirth).
- Repeat until convergence.



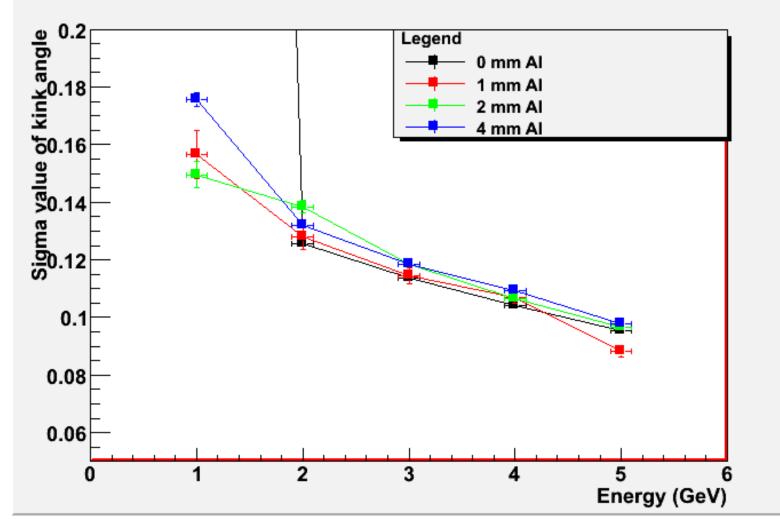


Results





Results





- Taken lots of data.
- Created resolution plots of first data set.
- Have plots of how Gaussian changes with varying energy and material
- Writing the iterative algorithm in EUTeIX0Processor.

OUTLOOK

- > Work out the radiation length of well known materials.
- > Work out the radiation length of some not well known materials.
- > Draw a ' X_0 map' of a complex object.
- Thanks for listening!

