

### Dual readout energy correction HCAL for CLD / CLIC / ILC-like designs

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March 2, 2022

## **Detectors for Higgs Factories**

Detectors for circular e+e- Higgs factories, such as ILC, CLIC, FCC-ee and CEPC are expected to have ~50% HAD and ~10% EM stochastic terms for calorimeter measurements. PFA can reduce the stochastic term to ~30% for jets **Dual readout calorimeters have the potential to decrease stochastic terms:** 

- <30%/ $\sqrt{}$  E for jets
- <10%  $I\sqrt{E}$  for electrons/gamma



Credits to arXiv:1209.4039



Peizhu Lai & CEPC CDR WW sample: using µvqq sample, Plot: the visible mass without the muon

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#### Credits to Mogens Dam

## FCC-ee



#### CLD

- Consolidated option based on the detector design developed for CLIC
  - All silicon vertex detector and tracker
  - D-imaging highly-granular calorimeter system
  - Coil outside calorimeter system
- Proven concept, understood performance
- ~ similar to ILC, CLIC, CEPC



#### IDEA

- New, innovative, possibly more cost-effective design
  - Silicon vertex detector
  - Short-drift, ultra-light wire chamber
  - Dual-readout calorimeter
  - Thin and light solenoid coil inside calorimeter system

Implement dual readout for CLD and compare with the full suite of performance plots done in the last 15 year. Allow also comparisons with the IDEA

# **Goals for HCAL**

- Most common for HCAL use Fe (absorber) + Scintillator (or RPC etc)
  - Example for CLIC: 60 Layers of 19 mm Fe absorber + scinitillator
- Simulation of Cherenkov light (or Scintillation light) is extremely time consuming inside simulations of full detector
- Instead, simulate optical photons using stand-alone simulation for a single tower and then "map" energy deposits with the the expected number of optical photons (Scintillation+Cherenkov)
- Associate optical photons with energy deposits with the reconstruction step

#### {Hits, MC ID} $\rightarrow$ {Cherenkov, Scintillation photon}

• The geometry of the tower (and its structure) should be similar to the currently used by the conventional simulations

## HCAL tower with dual readout



 $20~cm~x~20~cm~\sim 21~X_{0}~\sim 1~\lambda_{I}$ 

Simulate hits, N(scinitillation), N(cherenov) for particles of different types between 0.5 – 20 GeV



**40 layers**  $\rightarrow$  5.7 interaction lengths

## Each layer has

- 2 cm steel (red color)
- 0.5 cm of Quartz
- 0.5 cm Polystyrene
- Sampling fraction ~10%

Geant4 simulations are challenging! 20 GeV particles produces 4 million photons (on average)

# Simplified sampling HCAL: Examples



Optical photons are shown with black lines (dark area – too many to show!)

Yellow: Photons

# Wavelength for Cherenkov and Scintillation light



Scintillation light peak: ~460 nm

Counting of photons in [300-700] nm range

No any instrumental filter, efficiency of SiPMT etc.

"Luminosity per MeV" calculated as the average number of photons per MeV (for e-):

Scintillation light: **193 + -1 per MeV** Agrees with expectations for PbWO4 see http://scintillator.lbl.gov/

In simulation, scintillation light yield was reduced by 100 to speed up calculations

## **Calibrated Scintillation vs Cherenkov**

- Scintillation and Cherenkov light calibrated: N(optical photons)/E(beam) =1 using 20 GeV e-

DREAM: 200 GeV

20 GeV simulations



Dual-Readout Calorimetry Sehwook Lee, Michele Livan, Richard Wigmans Fig. 8: https://arxiv.org/pdf/1712.05494.pdf

Fit includes electrons to force the fit to cross (1,1)

## **Calibrated Scintillation vs Cherenkov**



Cherenov/Scintillation light calibrated to electrons for each energy Significant spread for neutrons

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Neutrons

## Rate of optical photons



#### Nr of photons fit with p1 function

h/e = 0.71 for Scintillation light h/e = 0.51 for Cherenkov light (calculated using e- and **pi-** at 20 GeV)



https://arxiv.org/pdf/1712.05494.pdf

## Resolution of Scintillation + Cherenkov photons



## Resolution of Scintillation + Cherenkov photons



# Full design with ECAL+HCAL simulation



- Simulations for single particles are available
- The correction process is complex! (in progress)
- Will start documenting everything on Overleaf