

UNIVERSIDAD NACIONAL DE INGENIERÍA COLLEGE OF SCIENCES PHYSICS PROGRAM



Optimization of the geometry of inorganic scintillators applied to high energy physics

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OBJECTIVES

- Check the difference between a rough and a polished surface in the light collection by the detector.
- Find a suitable geometry for the collection of photons in a detector.
- Find a good scintillator to collect light by the detector.

ABSTRACT

Scintillators have numerous applications in fundamental research and in for commercial use, including being a common detector for particle physics experiments and the basis for many nuclear medecine instruments. It is a quasi-universal requirement that the light detected in scintillator setups be maximised. Inorganic scintillators will be optimized and characterized by the simulation of several types (PWO4, ZnWO4, CaWO4, CdWO4, BGO and LSO) and differents geometries (cylinder and parallelepiped) of scintillators. This simulation will be analyzed in GEANT4 (Geometry ANdTracking), a platform to simulate the passage of particles through matter of photons. Geant4 (GEometry ANd Tracking)

INTRODUCTION

The project is focused on the optimization and characterization inorganic scintillators. Scintillators are materials that emitlight (flashes), when an energy particle deposits energy in itsvolume which serves to collect light from the ionization pro-cess and it has a wide range of applications that are found from the study of high energy physics.

PHYSICAL FOUNDATION



 $I_U(\theta_i, \theta_r, \phi_r) \approx R(\theta_r', n_1, n_2) \left[C_{ls} G(\alpha_r; 0, \sigma_\alpha) + \right]$

 $C_{ss}\,\delta(\theta_i-\theta_r)\,\delta(\phi_r)+$

 $C_{bs}\,\delta(\theta_i + \theta_r)\,\delta(\phi_r) + C_{ld}\,\cos(\theta_r)]$

 $+ \ T(\theta_t', n_1, n_2) G(\alpha_t; 0, \sigma_\alpha)$



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 $G(\alpha_r; 0, \sigma_{\alpha})$ is a Gaussian normal distribution with a mean of 0 and standard deviation σ_{α}

 C_{ss} : Specular Spike probability Constant. C_{ld} : Diffuse Reflection probability constant.

 C_{bs} : Retro-reflection probability constant. C_{ls} : Lobular reflection probability constant.

> Reflectance (R) Transmittance (T).



Probability constants Cnm







METHODOLOGY



The result of the simulation for different crystals and geometries, is obtained



Modeling of the optical part of a rough scintillator in Geant4

1.- The geometry of the parallelepiped obtains a greater quantity of photons compared with respect to the cylinder.

- 2.- Among scintillators, the ZnWO4 is better at reflecting photons.
- 3.- It is verified that the aluminum cover does not let the photons out of the scintillator.
- 4.- A rough surface allows to collect more photons compared to a smooth surface.

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