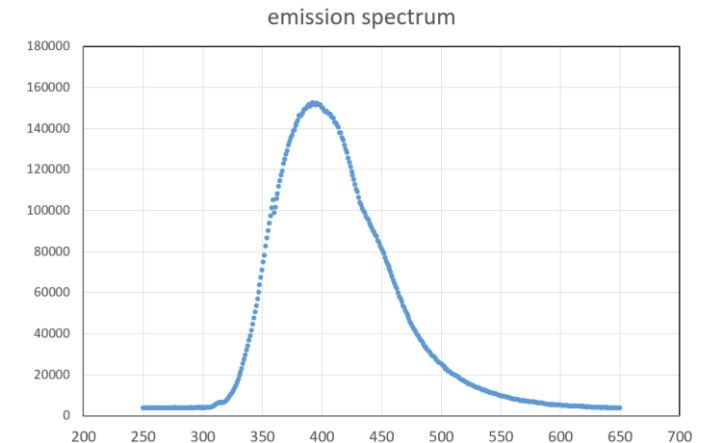
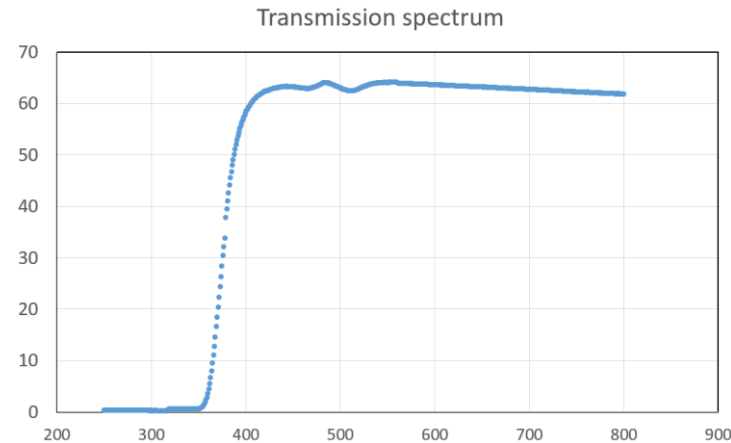
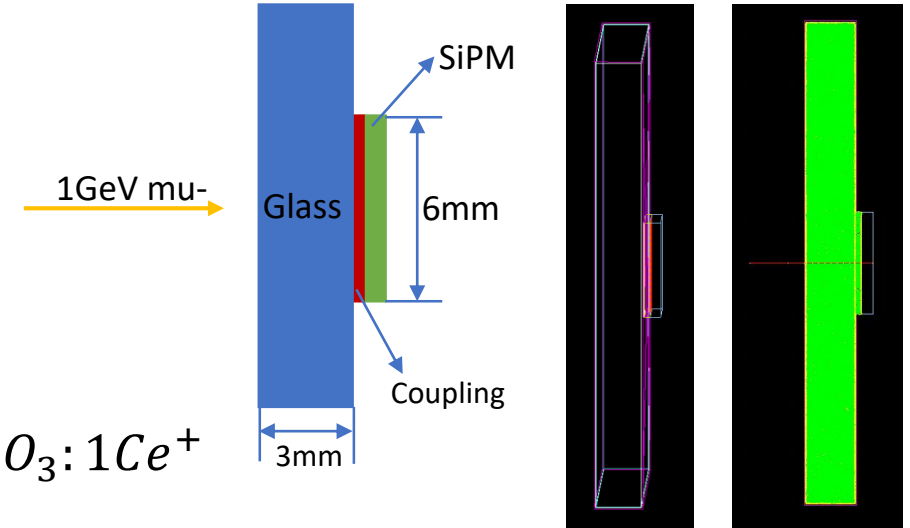


Update on Geant4 Simulation of Scintillating Glass

Dejing Du, Yong Liu, Baohua Qi
March 23, 2022

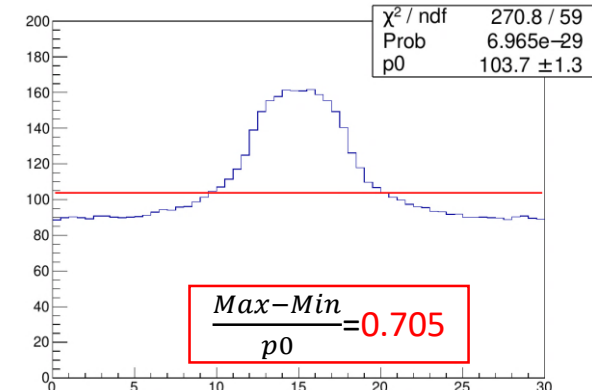
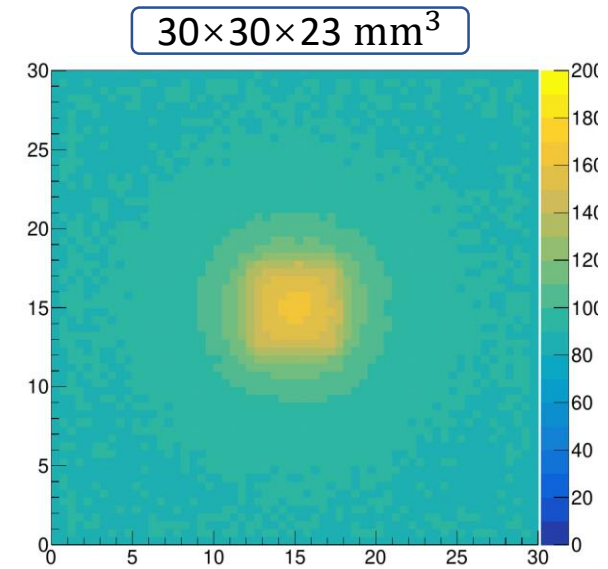
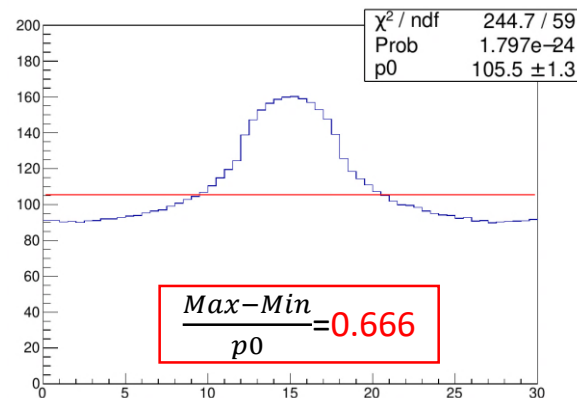
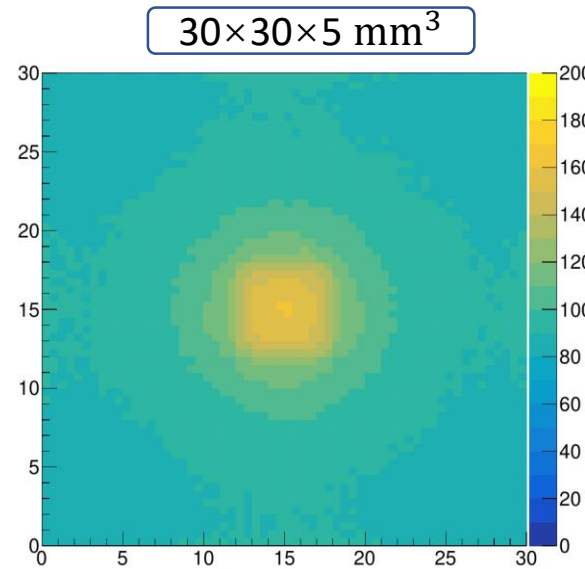
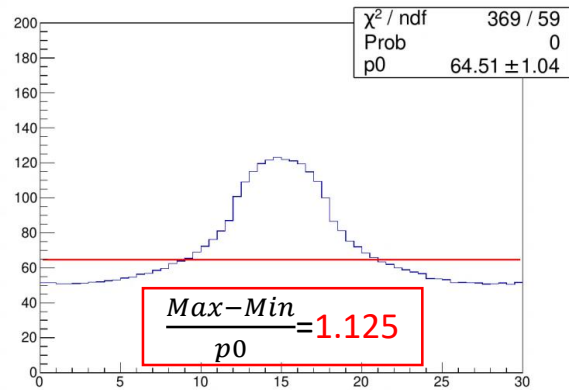
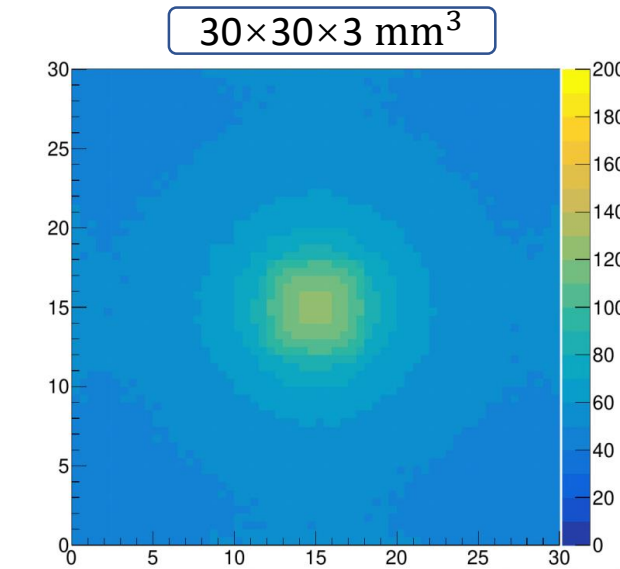
Optical simulation: setup in Geant4

- Geometry setup
 - Scintillating glass(ESR wrapping)
 - Coupling agent: Air
 - SiPM($6 \times 6 \text{ mm}^2$)
 - Properties of scintillating glass
 - Component: $25\text{SiO}_2 - 30\text{B}_2\text{O}_3 - 10\text{Al}_2\text{O}_3 - 34\text{Gd}_2\text{O}_3:1\text{Ce}^+$
 - Density: 4.94 g/cm^3
 - Refractive index: 1.67
 - Transmission: 63%
 - Emission peak: 394 nm
 - Light yield: 881 ph/MeV
- (Based on the data of the measurements by Zhehao Hua)



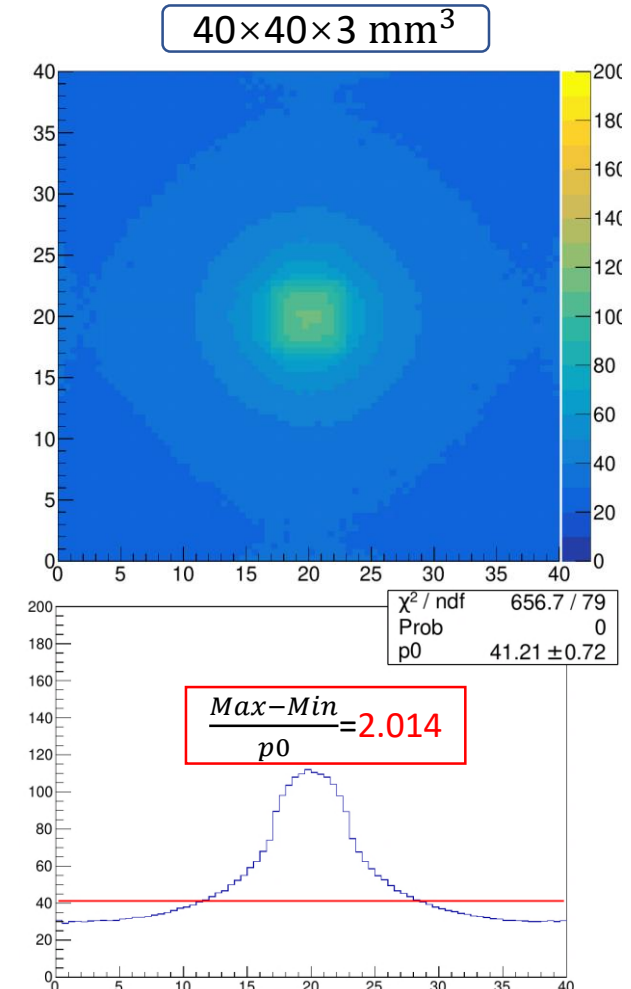
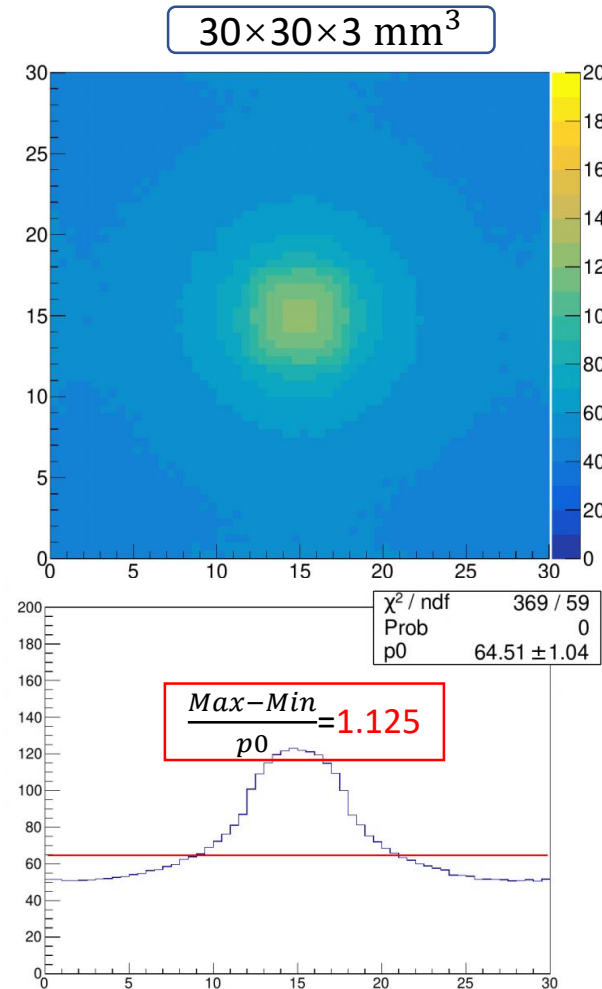
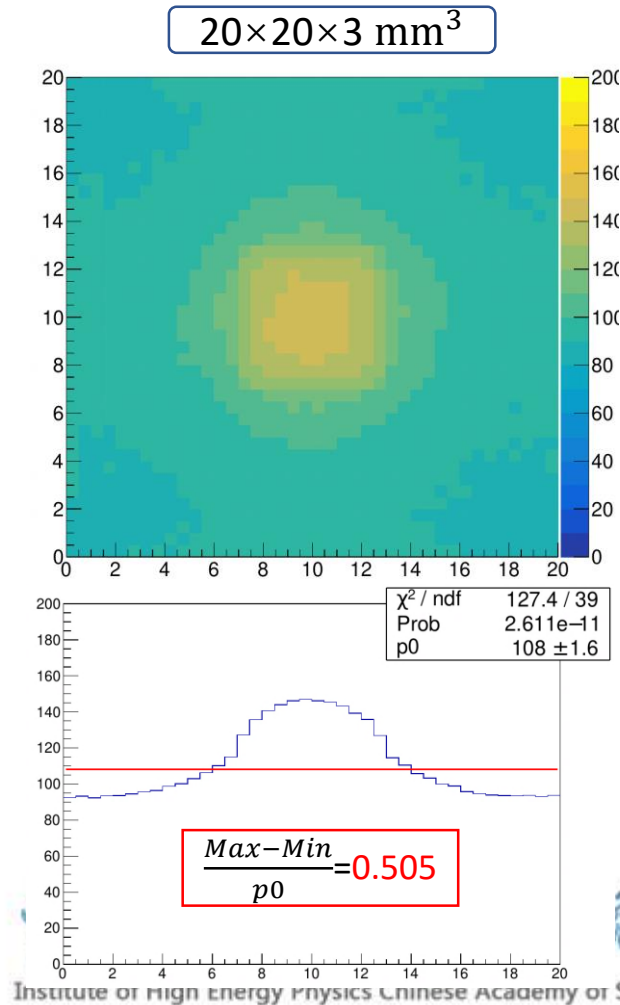
Uniformity: impact of tile thickness

- Vary tile thickness: 3, 5, 23 mm
- Fixed transverse size: $30 \times 30 \text{ mm}^2$
- Incident particle: 1 GeV μ^-



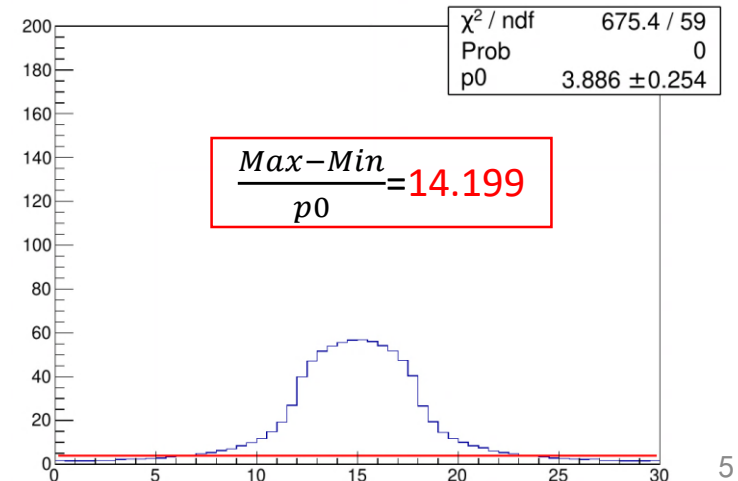
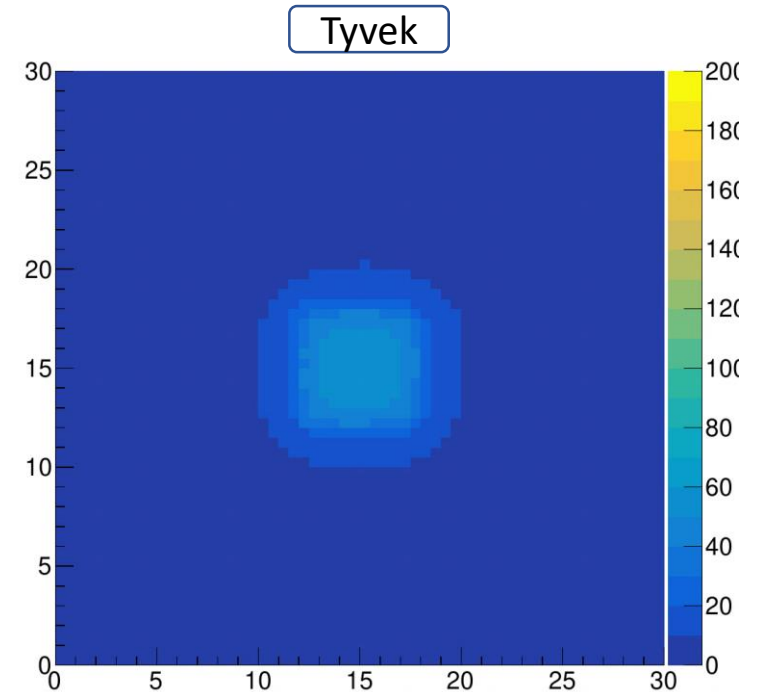
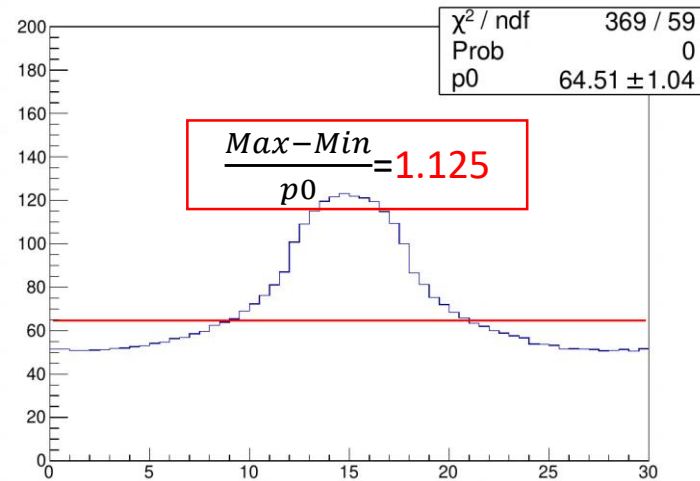
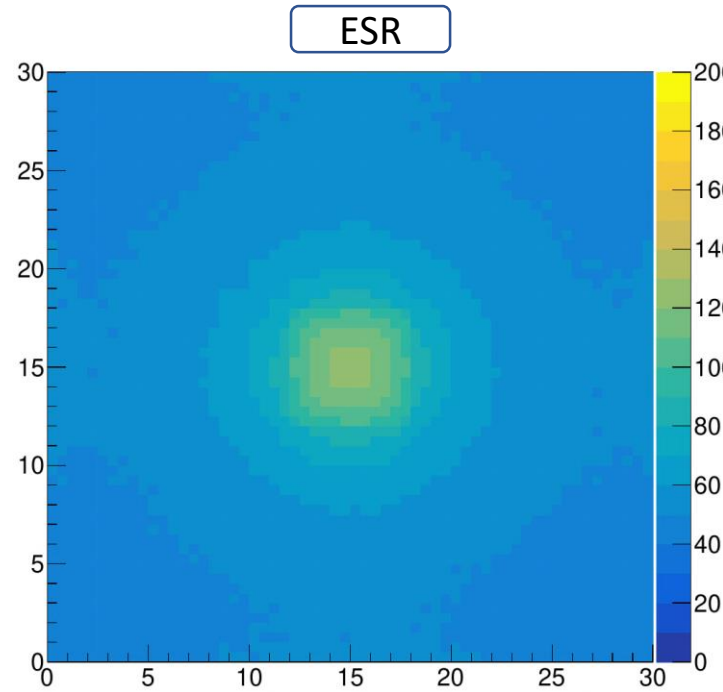
Uniformity: impact of transverse size

- Vary transverse size: 20×20 , 30×30 , 40×40 mm²
- Fixed tile thickness: 3 mm
- Incident particle: 1 GeV mu-



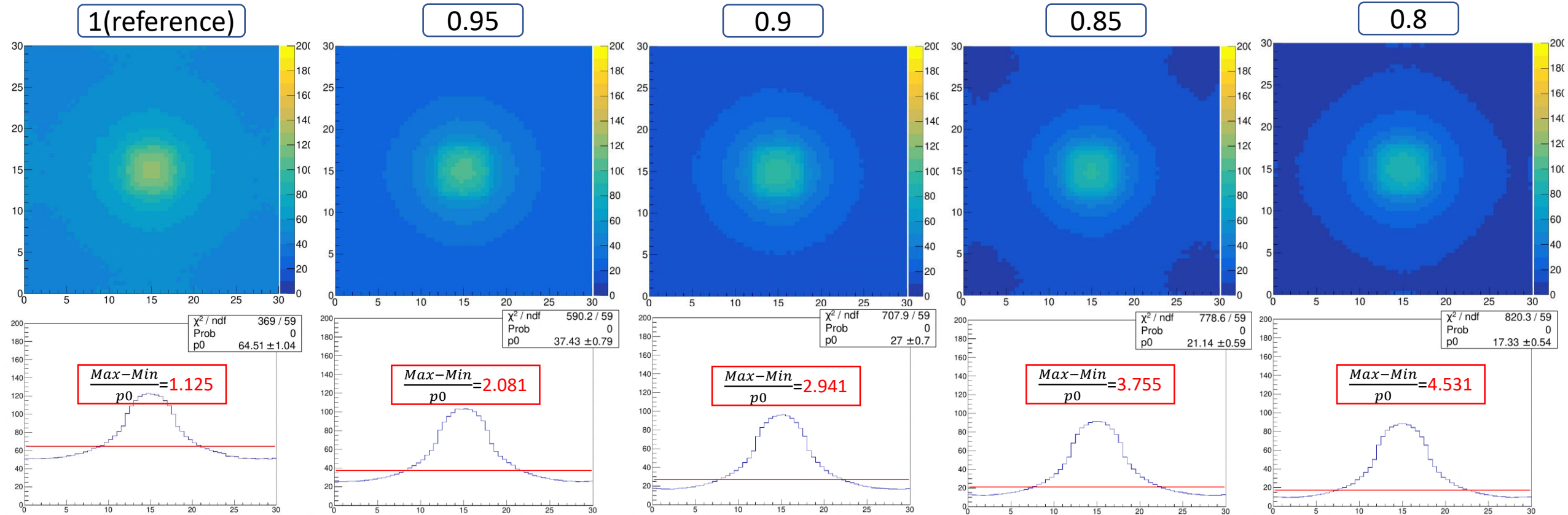
Uniformity: impact of wrapping material

- Vary wrapping material: ESR, Tyvek
- Tile size: $30 \times 30 \times 3 \text{ mm}^3$
- Incident particle: 1 GeV μ^-



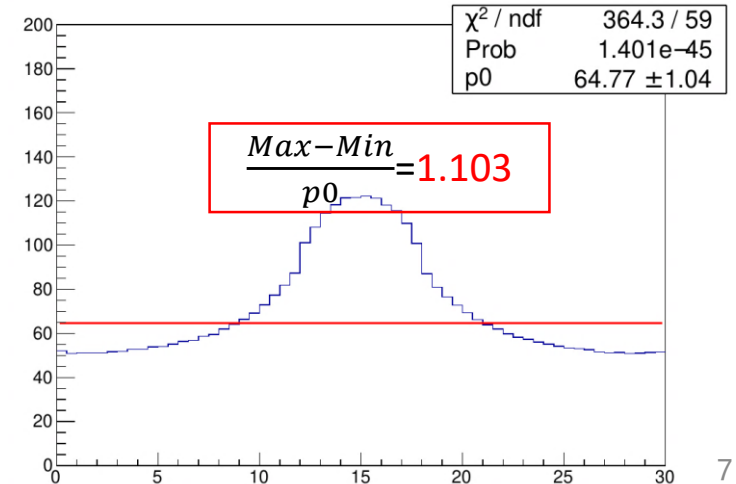
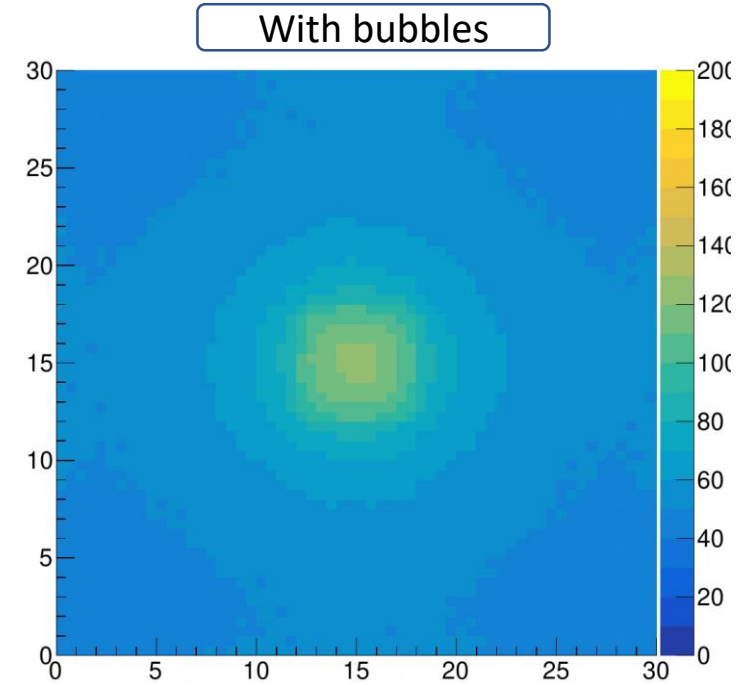
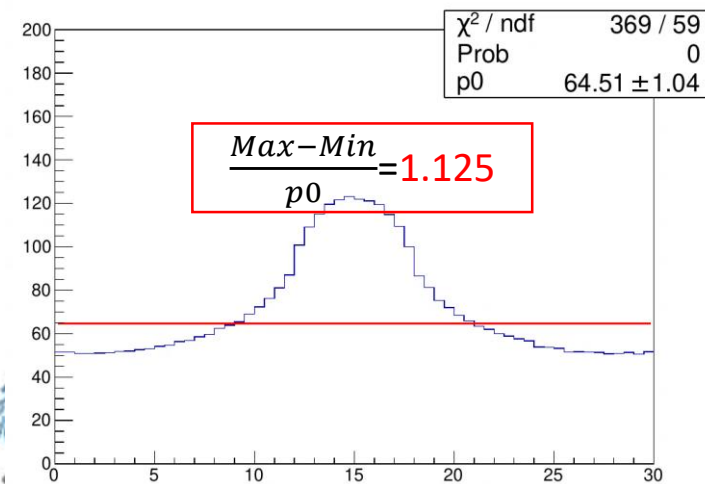
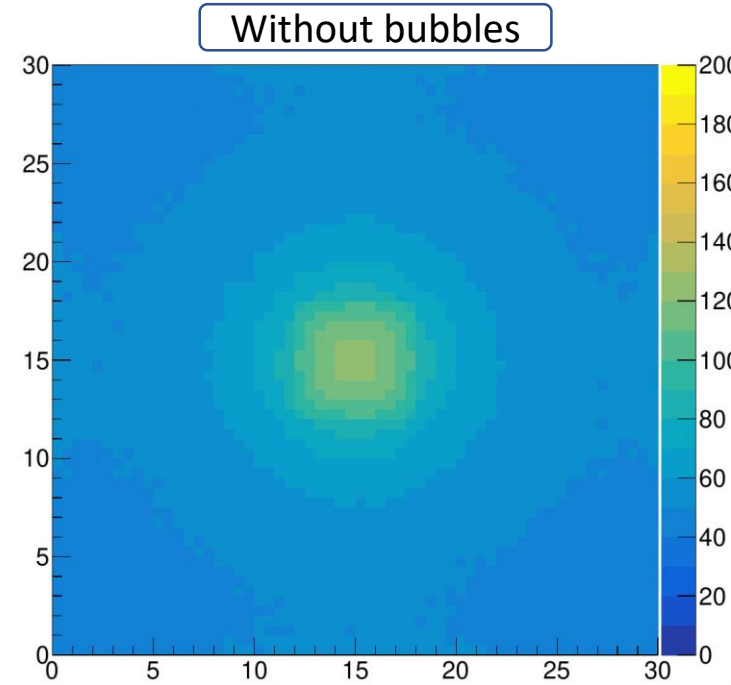
Uniformity: impact of ESR reflectivity

- Vary ESR reflectivity: 1(reference~98%), 0.95, 0.9, 0.85, 0.8
- Tile size: $30 \times 30 \times 3 \text{ mm}^3$
- Incident particle: 1 GeV mu-



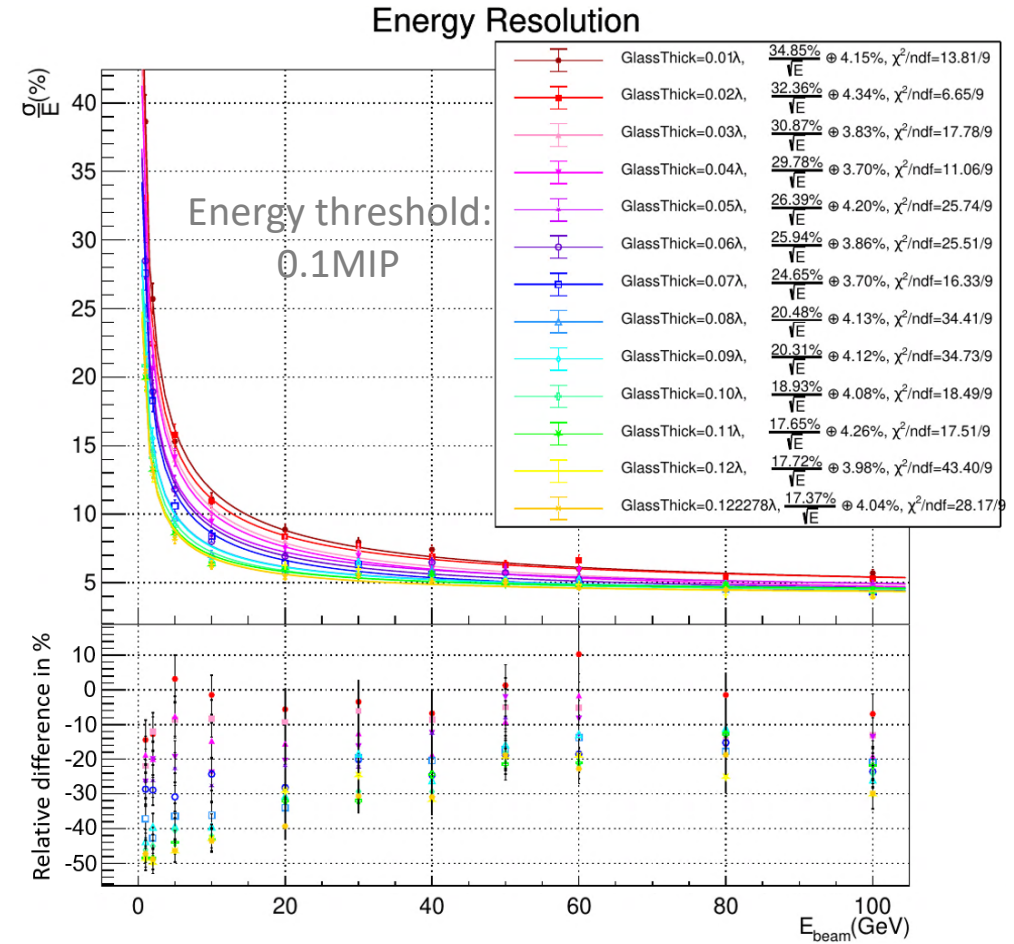
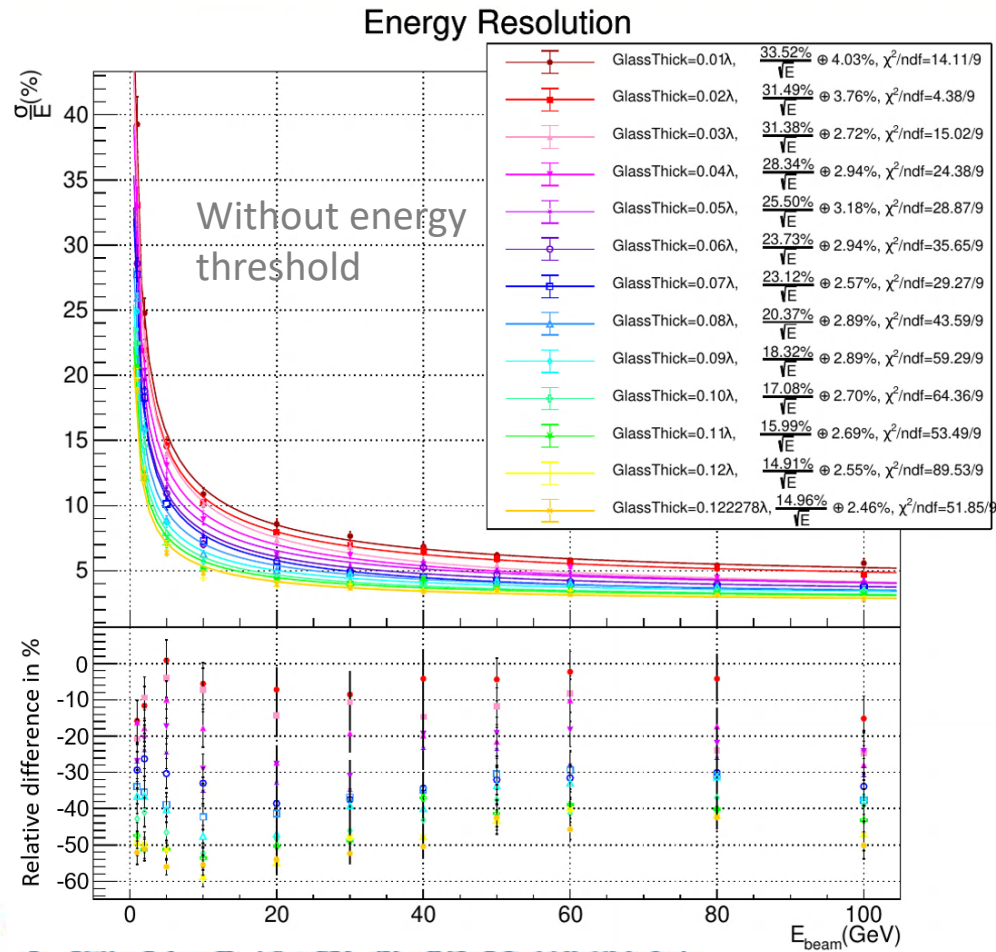
Uniformity: impact of bubbles

- Tile size: $30 \times 30 \times 3 \text{ mm}^3$
- Incident particle: 1 GeV μ^-

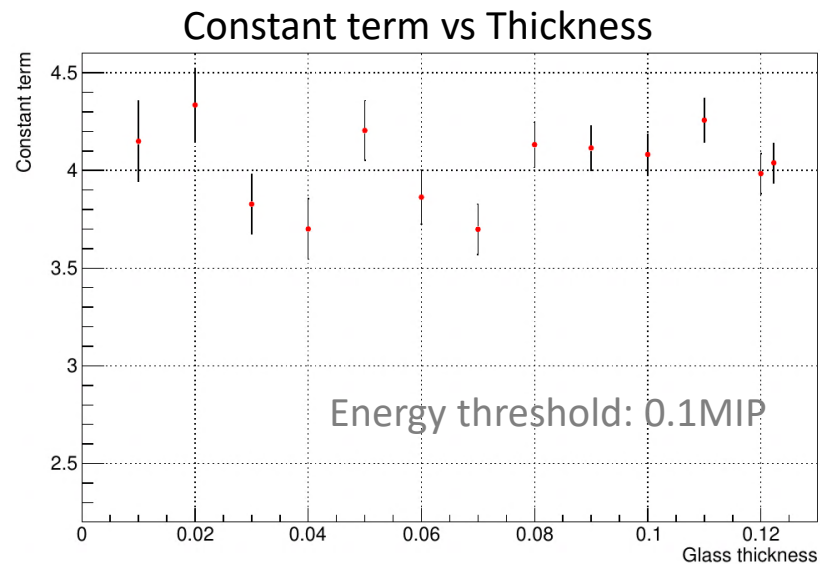
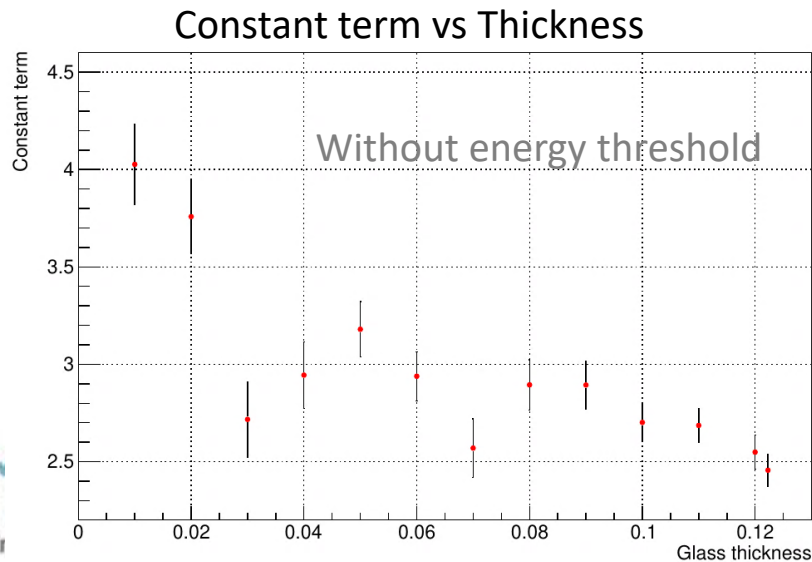
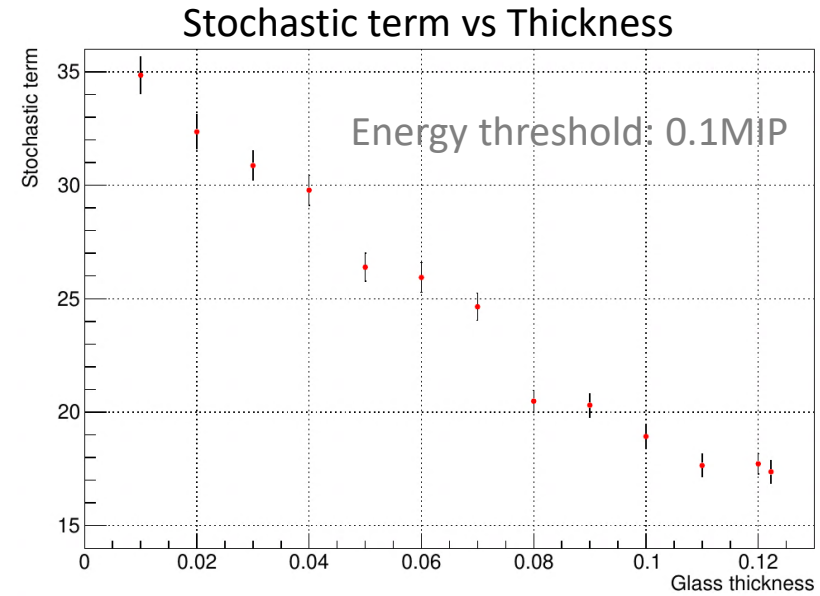
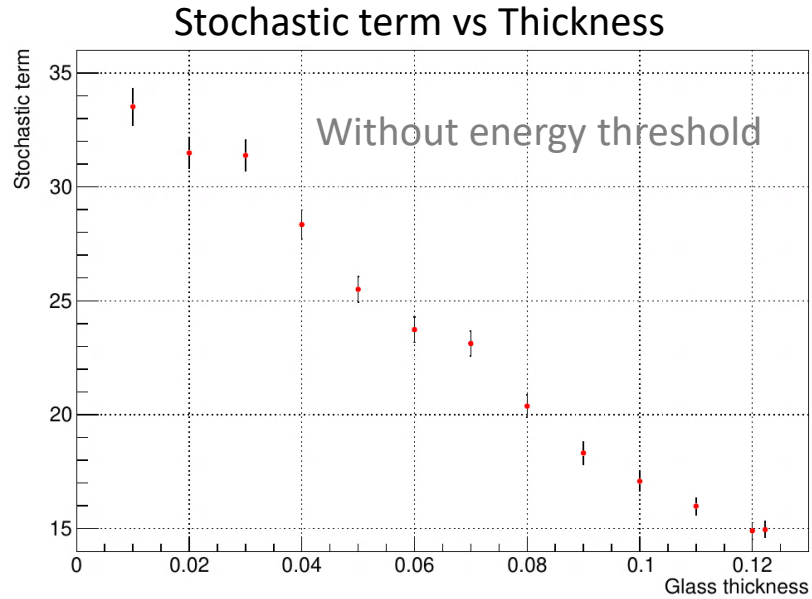


Impact of sampling ratio

- Incident particle: kaon0L(1-100GeV)
- Fixed nuclear interaction length(0.122278 λ)
 - Scintillating Glass: $\lambda=22.437\text{cm}$, Steel: $\lambda=16.945\text{cm}$



Impact of sampling ratio



Thanks