

CEPC Muon Detector --- design and status

Xiaolong Wang
(for the Muon Detector Group)
Fudan University
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Functions expected from the muon detector

Muon detector, the outermost detector with the largest volume, clean environment.

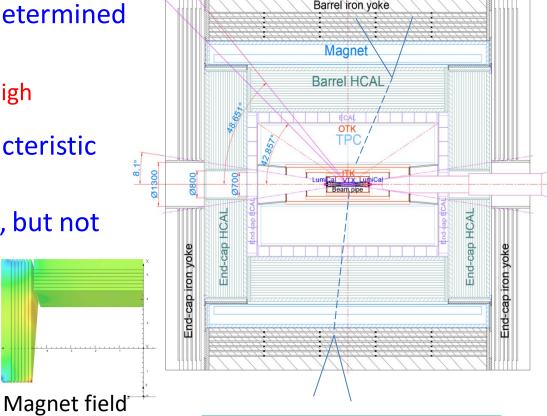
Production of Higgs: $e^+e^- \to ZH$, Higgs could be determined in the recoil of $Z \to \mu^+\mu^-$.

- Special determination of muon with $p \approx 40 \text{ GeV}/c$. (High momentum muon)

Muons provide in many theoretical models a characteristic signature for new physics.

Muon detector is designed for muon identification, but not limited to this.

- Could be used to detect the leakage of HCAL.
- Can be used for trigger, like in ATLAS.
- Could be useful for additional T0 determination. $\sigma(T0) = \sigma(T_{hit})/\sqrt{n_{hits}}$
- Can be used to search for Long-lived particles.
- Functions: muon ID, search for NP, leakage of HCAL, trigger and timing information.



Key requirements:

- Muon ID
- Track reconstruction

Scenarios

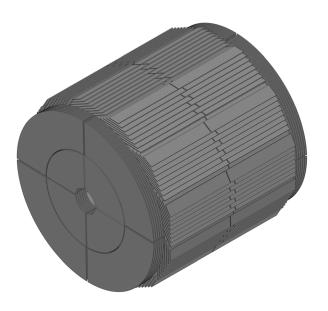
- Scenario #1: 8 layers of barrel, 6 layers of endcaps
 - Cost 27M
- Scenario #2: all 8 layers
 - Cost 30M; better performance in endcaps
- Scenario #3: all 6 layers
 - Cost 25M; OK for muon ID, tracking will be difficult in some area
- Scenario #4: all 4 layers
 - Save budget, but it only works for muon ID, and 50% in barrel has only 3 superlayers. Width of iron plate is ~20cm, too thick.

Current emergency for the muon group:

- ➤ Software and simulation → performance study
- ➤ Design of electronic system, FEE & BEE
 - Requirements from the detector
 - Design and performance
 - Consistent with the frame of CEPC electronics

Software update: simulation

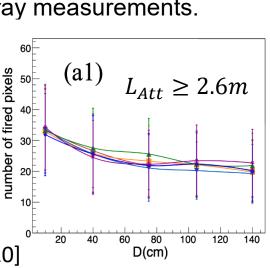
- New baseline geometry implemented in CEPCSW.
 - 8 layers for the Barrel section and 6 layers for the Endcap section, as discussed in last week's talk.
 - Define as baseline for following detector optimization.
 - Bug fix: fixed an issue of missing simulated muon detector tracker hits in the output collections.
 - Merge request Ready to be merged.



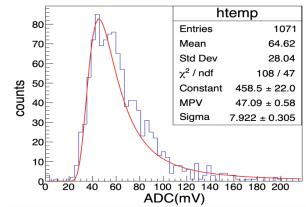
Software update: digitization

MIP peak distribution in unit of ADC counts

- Digitization from sim hit -> reco hit:
 - Plan to skip simulation of optical photon propagation step.
- Steps:
 - Retrieve energy deposition and distance to SiPM for each hit in the simulation.
 - Convert the energy to the number of MIPs.
 - Using distance to SiPM to get number of p.e. per MIP according to real cosmic ray measurements Now we
 have number of MIPs for each sim hit.
 - Randomly generate number of ADC counts for 1 MIP according to real cosmic ray measurements.
 - Convert number of MIPS to number of ADC counts for each sim hit.



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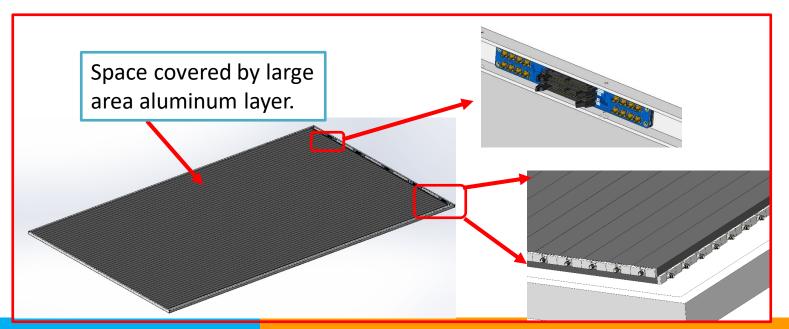


Plan for further detector optimization

- Performance study!
- Further optimization of the number of layers and scintillator thickness.
- Enhancement of muon identification and reconstruction algorithms.
- Continued improvements in the simulation and digitization processes.

The electronic system

- Invite 张杰 to join the muon group for discussion on the design of the electronic system.
- Discussion on the design for JUNO-TAO, and take this as a reference.
 - Time resolution, FEE, power consumption, space, temperature, mechanic support, COST, etc.





Al frame is ready.

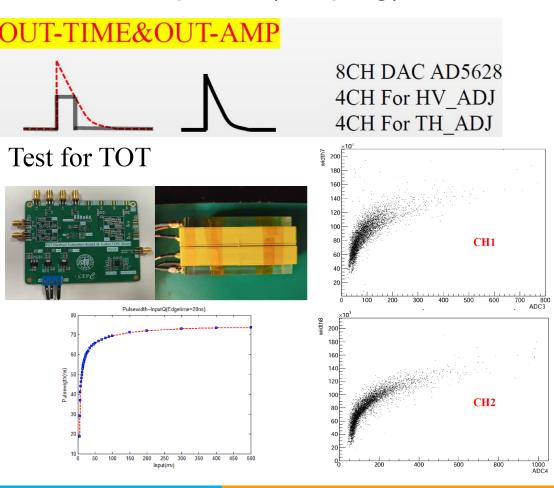


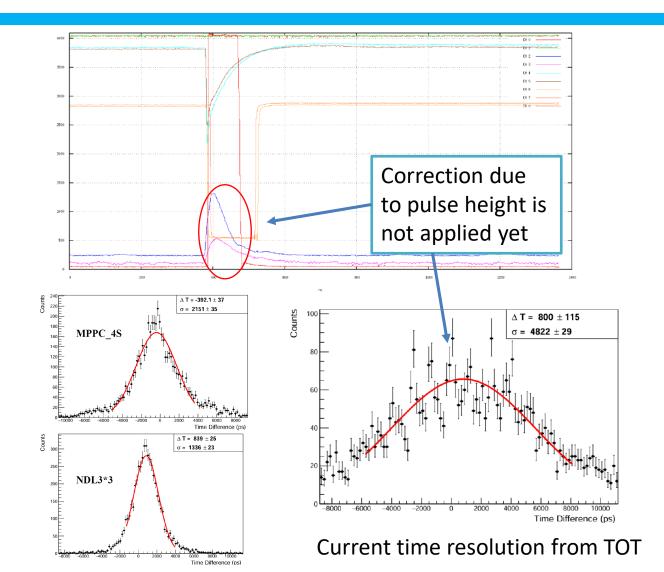


New design of scintillator bar is almost ready. Will test soon.

Test on TOT

- Start testing on TOT
 - PCB: pream(shaping)+TOT





Need to improve the testing on TOT.

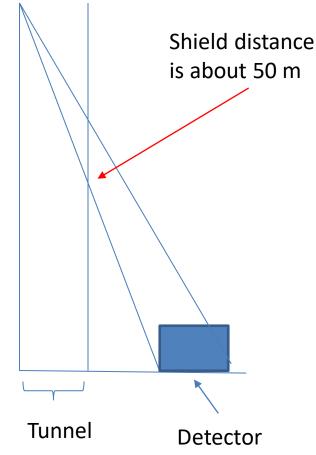
Considerations of the backgrounds

- Very low level of the CR backgrounds, with the earth shield of > 50m.
- Reference to the beam backgrounds in Belle II.

Barrel Layer	Expected Hit Rate (Hz/cm ²)	Expected RPC Efficiency	Bad-case Hit Rate (Hz/cm ²)	Bad-case RPC Efficiency	Worst-case Hit Rate (Hz/cm^2)	Worst-case RPC Efficiency
0	—scintillators—		—scintillators—		—scintillators—	
1	—scintillators—		—scintillators—		—scintillators—	
2	2.6	0.86	26	0.00	260	0.00
3	1.7	0.91	17	0.14	170	0.00
4	0.9	0.95	9	0.54	90	0.00
5	0.5	0.97	5	0.54	50	0.00
6	0.5	0.97	5	0.54	50	0.00
7	0.3	0.98	3	0.84	30	0.00
8	0.5	0.97	5	0.54	50	0.00
9	0.2	0.98	2	0.89	20	0.00
10	0.2	0.98	2	0.89	20	0.00
11	0.1	0.99	1	0.94	10	0.49
12	0.1	0.99	1	0.94	10	0.49
13	0.1	0.99	1	0.94	10	0.49
14	0.2	0.98	1	0.94	10	0.49

Table 2: Neutron flux, hit rate per unit area, and instantaneous efficiency in each layer of the barrel KLM from the late-2020 simulations of beam-induced neutron backgrounds at the SuperKEKB design luminosity of $6 \times 10^{35} \, \mathrm{cm}^{-2} \mathrm{s}^{-1}$. Here, the Belle II hybrid configuration replaces the RPCs in the two innermost layers with scintillators and neutron-absorbing polyethylene sheets.

For a 4m long bar, the hit rate might be 160Hz. For the 'bad-case', it would be 1.6kHz!



Thank you!

Backgrounds from CR

