

XIII Collaboration Meeting of the MPD Experiment at the NICA Facility

Simulation of a Mini Beam Beam detector for the MPD.

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- 2. MiniBeBe New Geometry
- 3. DataSet description
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- 5. Summary

Introduction

- MiniBeBe detector was proposed as a wake-up trigger for TOF detector.
- Should be efficient for low multiplicity events like p+p, p+A and A+A.
- Geometry of detector has been suffered several changes from its original design, to be adapted to the Inner Barrel of ITS, a coaxial cylinder of 312 mm of diameter.
- Designed to be used only in Phase o

MiniBeBe - Geometry

It consist on 8 H-shaped rails.

Each rail contains **20 plastic scintillators EJ232** – 20x20x5 mm³ ≫

Sensitive area (-30, 30) cm

With two **SiPM Hamamatsu S13360-PE** at each side 3.07x3.07 mm²

Fixed between PCB and Carbon Fiber cold plates (same of ITS)

Electronic boards 800 mm length, 100 mm width



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perspective view

Position in the MPD experiment



Interaction of Particles with Plastic Scintillators



Plastic scintillators are distributed uniformly along z-axis between -30 to 30 cm.

8 scintillators at each z-position

We estimate the probability that exist at least 1 MbbPoint at each ring (each z position)



Data sets analyzed

• 5M events of p + p, 200k events of Xe + Xe and 1M events of Bi +Bi collisions at $\sqrt{s} = 9.2$ GeV with PHSD generator

• Primary vertex smearing $\sqrt{\sigma_z} = 50$ cm for Trigger Efficiency

• No Primary vertex smearing for Energy loss at plastic scintillators – to estimate threshold energy \gg BOX generator for μ , PHSD for π

Energy deposition at each ring



Threshold energy – $E_{Loss} = 0.839$ MeV for μ , similar value for π

Energy deposition at each ring



Xe+Xe collisions, Probability to 1 hit as a function of z - position

Probability to have 1 hit at each ring per event - XeXe $\sqrt{s_{NN}} = 9.2 \text{ GeV}$



At least one charged MbbPoint at each ring, for events with different impact parameter

Trigger Efficiency as a function of Impact Parameter for Xe+Xe



p+p collisions, Probability to 1 hit as a function of z - position

Probability to have 1 hit at each ring per event - $pp \sqrt{s_{NN}} = 9.2 \text{ GeV}$



The smallest collision system

At least one charged MbbPoint at each ring, for events with different primary vertex position

Trigger Efficiency as a function of Impact Parameter for p+p



Trigger efficiency is not uniform

Trigger Efficiency > 35%only for events with primary vertex \in (-40,40)cm

Material Budget

Radiation Length

The radiation length can be approximated by:

$$X_0 = \frac{716.4 \times A}{Z(Z+1)\ln(\frac{287}{\sqrt{Z}})} \qquad \left[\frac{g}{cm^3}\right]$$

For different materials:

$$\frac{W_0}{X_0} = \sum_i \frac{W_i}{X_i}$$



Element	$X_0 \ ({ m g/cm^2})$	$\rho (g/cm3)$	\bar{X} (cm)	Average Mat. Budget $\%$
Plastic Scintillator & SiPM	43.3886	1.032	0.57	1.31
Mylar	39.69	1.39	0.07	0.25
FR4	288.67	1.86	1.25	0.80
Copper	12.86	8.96	0.10	6.83
Carbon-Fiber	42.11	1.383	1.30	3.09
air	1.205E-3	36.66	7.08	0.02
water	35.758	1.	0.253	0.7

Table 1: Radiation Length X_0 and density ρ of materials used in simulation. Also is shown the average distance \bar{X} traveled by particles on each material and the corresponding material budget.

Projection on material budget in different planes



Material budget in ZX plane, |y| < 10.0 cm





Material budget in ZR plane



Material budget in ZX plane

Average Material Budget



Around 2% for |eta| < 1.9



Status of Electronics





Rack interconnection



Electronic Boards



Mechanical support - Plug & Play MPD-ITS Mechanical Support







Use of basic geometry and MpdRoot to test trigger efficiency in p+p and Xe+Xe collisions at $\sqrt{s} = 9.2$ GeV with PHSD generator

For Xe+Xe collisions Trigger efficiency ~ 100% for b < 12fm

For p+p collisions Trigger Efficiency > 35% only for events with primary vertex \in (-40,40)cm

Electronic boards and prototype is ongoing

Preliminary design of mechanical support is done

Further studies are planned depending on capabilities of electronic cards

Thanks for your attention!



Deadline: end 2024



Reaching time as a function of primary vertex position

Primary Vertex vs Time



Primary Vertex vs Minimum time





