

Background measurements and simulation for CODEX-b

CERN summer student report

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Abstract

CODEX-b is a newly proposed detector [1] inside the existing LHCb cavern to search for long-lived particles, predicted in many extensions of the Standard Model. A critical component in the physics reach studies here is good understanding of the expected background rates inside the cavern. As CERN summer student in June-August, 2018, I participated in a campaign to measure the background in the UX85A cavern during Run 2 pp collision data-taking. The measurements were performed at various positions and different configurations on the D3 platform in UXA just behind the existing concrete shield wall, and was very successful. In addition, I also developed a simulation framework for CODEX-b and the measurement setup using a **ROOT** based Detector Description package called **DD4Hep**, that will be used by the LHC experiments in the Upgrade era. Preliminary results not officially approved by the LHCb collaboration, are presented here.

1 List of changes between versions

2 ● version 1

3 – Start version.

4 ● version 1.01

5 – Add figures in each section and rewrite.

6 ● version 1.02

7 – Add contents at each section.

8 ● version 1.03

9 – Write summary and change the size of pictures.

10 ● version 1.04

11 – First draft for the report.

12 ● version 1.05

13 – Remove empty paper.

14 – Change the author list and mention that this is a summer student report.

15 – Remove bold, fix colloquial, change word.

16 – Modify the first sentence in meamesurment (Reference should be fixed).

17 – Mention at the Figure 5, this is not approved officially.

18 – Fix caption at the Table 1.

19 – Add more explanation at the last part of simulation chapter.

20 – Divide to subfigure (Need to fix).

21 – Enlarge the last figure at the simulation chapter.

22 – Add acknowledgements.

23 – Add abstract

24 ● version 1.06

25 – Modifications to figures etc. by BD.

26 ● version 1.07

27 –

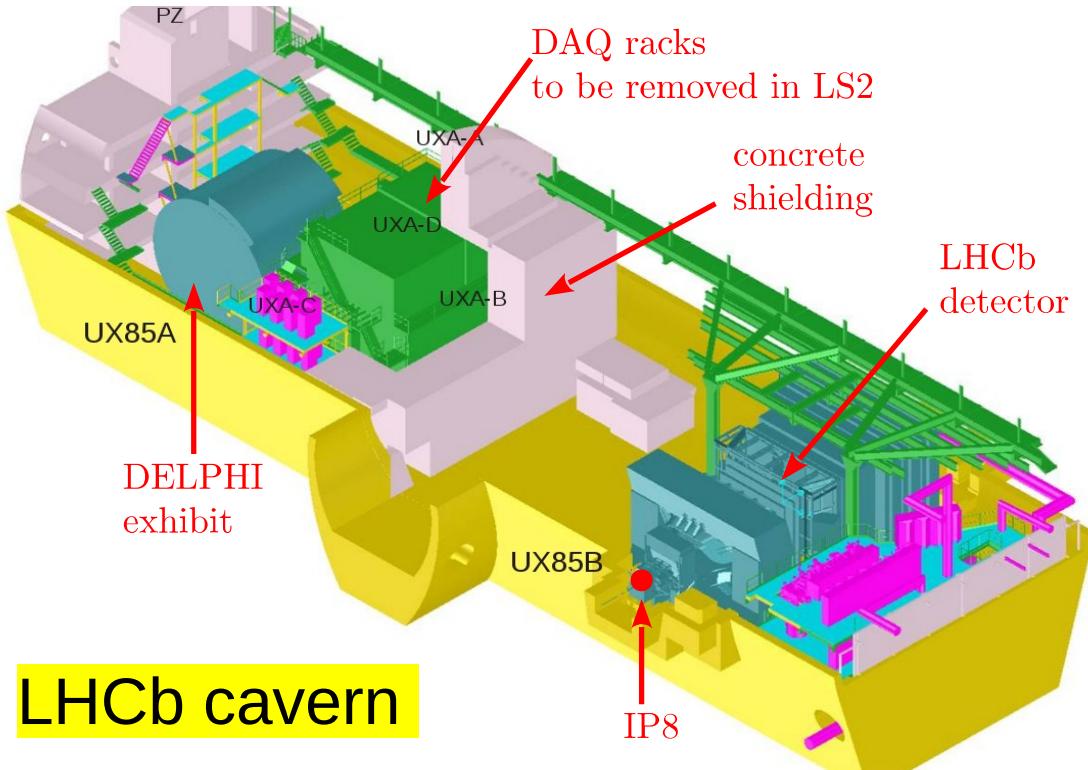


Figure 1: A schematic plot of the LHCb cavern.

28 1 Introduction and motivation

29 The discovery of the Higgs at the LHC in 2012 filled in the last missing piece of the
 30 Standard Model (SM). Apart from a few so-called “anomalies”, mostly in the flavor sector,
 31 the SM has been a spectacular successfully theoretical framework that can account for all
 32 observed phenomena. Yet, we know that it is also an incomplete theory that can not
 33 account for gravity, dark matter, observed matter-antimatter asymmetry in the universe,
 34 among other problems. NP searches at the LHC experiments have mostly focused on
 35 production of new particles that decay promptly, within the detector volume. However, an
 36 important NP portal is one that is very weakly coupled sector with the SM and therefore
 37 includes particles with long lifetimes. In fact, long lifetimes are very generic in any theory
 38 with multiple mass scales, broken symmetries, or restricted phase-space. The SM itself
 39 contains templates for low mass long lived particles (LLP) such as electron, neutrino,
 40 proton and neutron. There are several experiments for searching longlived particles (LLPs).
 41 Likewise we introduce a new detector to measure LLPs based on high luminosity large
 42 hadron collider (HL-LHC).

43 1.1 Compact Detector for Exotics at LHCb

44 The Compact Detector for Exotics at LHCb (CODEX-b) was proposed to detect weakly
 45 coupled LLPs in LHCb cavern. Since ATLAS and CMS focused on high p_T and large
 46 QCD backgrounds and restricted lifetime of LHCb, current detectors can miss signals
 47 from weakly coupled LLPs. By following the fig. 1, the DAQ racks will be moved to the
 48 surface before run 3 and the CODEX-b will be placed at the site with 10 X 10 X 10 m

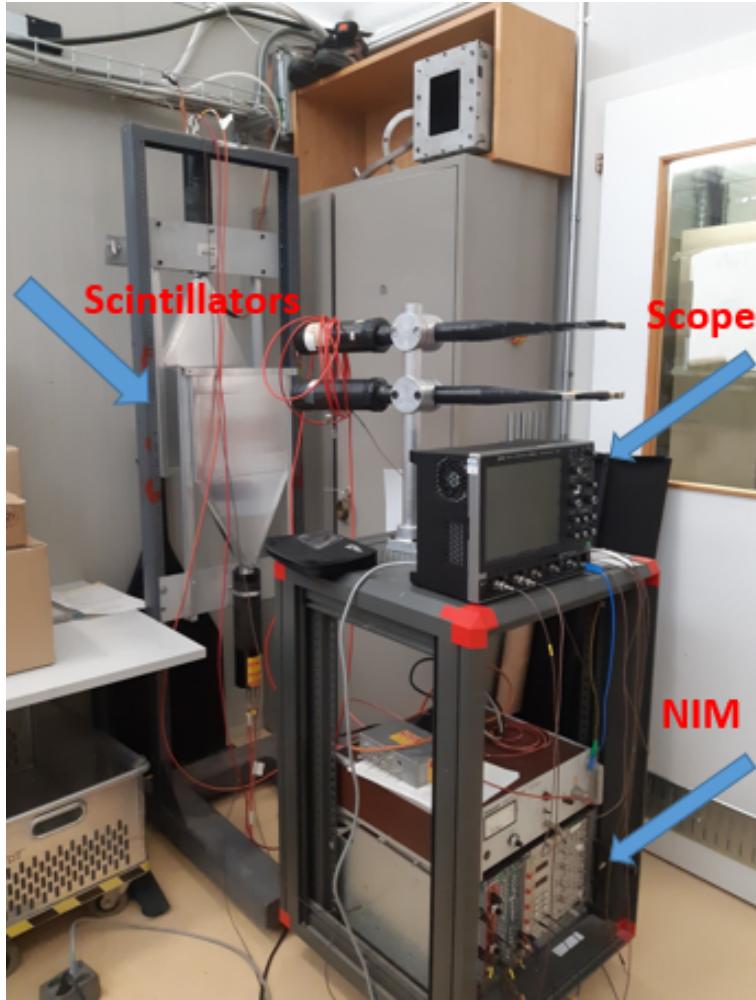


Figure 2: Test-bench assembly in the VeloPix lab, showing the Herschel scintillators, the DAQ system comprising a NIM crate and oscilloscope.

49 size. The CODEX-b apart 25 m from the impact point 8. If the DELPHI is removed,
 50 the size can be expanded to 20 X 10 X 10 m.

51 **2 Measurement**

52 **2.1 Test-bench**

53 We used scintillators from the Herschel detector. In this measurement, we used photo-
 54 tomultiplier tubes (PMT) R1828-01 model made from HAMAMATSU. Because it has
 55 high anode current upper limit, wide range of gain variation, fast time response to fit in
 56 25 ns, large entry window to increase light yield, good single electron separation. The
 57 test-bench includes cosmic stand, scope with extended functions (auto save waveforms,
 58 coincidence logic), high voltage power supplies (1.5 kV, bias 350 V), current-voltage meter
 59 and scintillators from the Herschel detector.



Figure 3: Trigger setup using coincidence occurrence of signals from the two scintillator PMT's within 5 ns.

60 2.2 Trigger

61 We used simple 2x fold coincidence and a distance between two scintillators 2 cm. For
 62 this measurement, a discrimination (scope) threshold set as 30 mV. When first scintillator
 63 receive a signal and the other scintillator also receives a signal in 5 ns, scope counts.
 64 The scope automatically saved two waveforms from each scintillator and the number of
 65 minimum ionizing particles (mip) counted during the run. The test-bench and trigger had
 66 been tested with cosmic rays in the lab. Figure 3 is a scope screen when triggering the
 67 cosmic rays.

68 2.3 Measurements positions and configurations on the D3 plat- 69 form

70 The background measurement was taken at the LHCb cavern on D3 platform. The
 71 equipment had been set at 3 positions between DAQ racks and the concrete shield wall
 72 and the position between the DELPHI and DAQ racks. We basically placed the scintillator
 73 stand parallel to the beam line but also rotated 45° and perpendicular to the beam line.
 74 Fig 4. shows positions and configurations of measurement.

75 2.4 Results

76 The measurement campagin spanning 17 days in July-Aug 2018. The scope performed
 77 52036 triggers during the run. The LHCb lumi rate was stable during the measurement.
 78 There was no beam until July 30th because of machine develop and power cut happened
 79 during measurement.

80 Below tables are shown hit rate based on measurement position and configuration.
 81 The rate of pp collisions is 25 MHz. First table is about ambient background hit rate

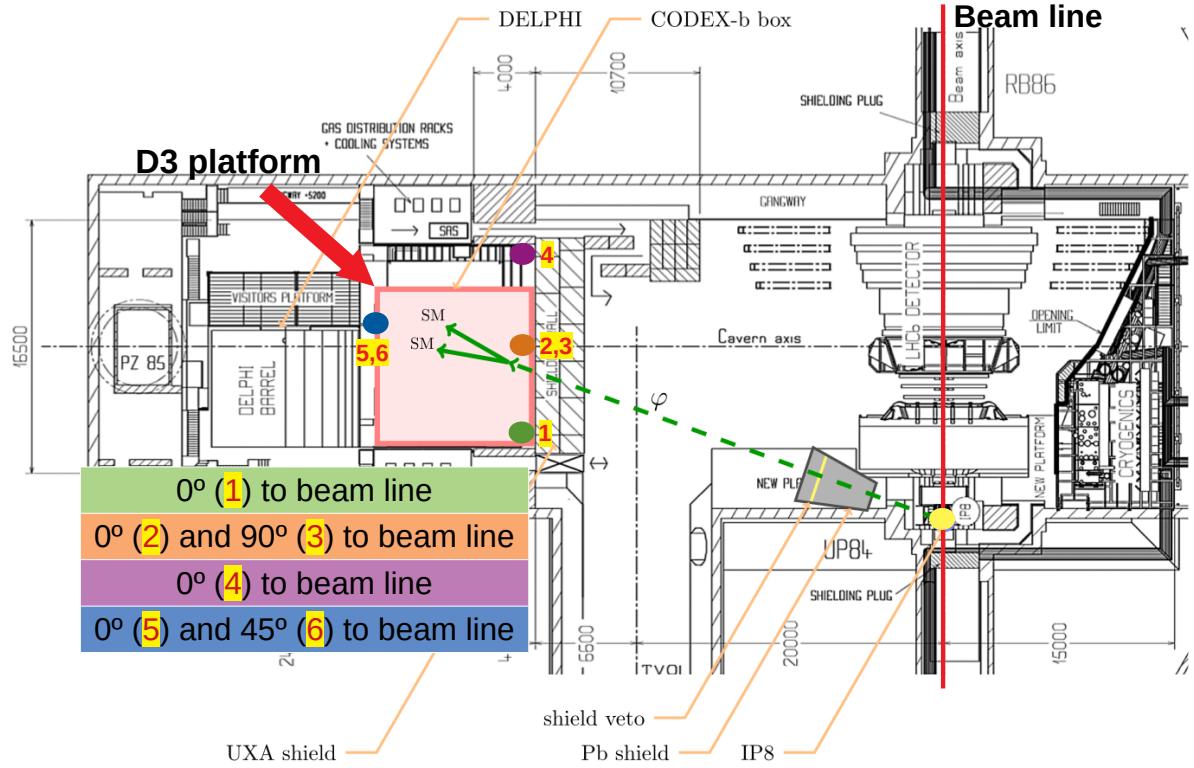


Figure 4: The four measurement positions on the D3 level inside the LHCb cavern. The configurations are labelled from P1-P6.

82 between fills and in MD without beam.

83 The average hit rate of each position and configuration is 2 mHz. It is indicated that
84 background can be negligible. However, during stable beam, hit rate increases a large. By

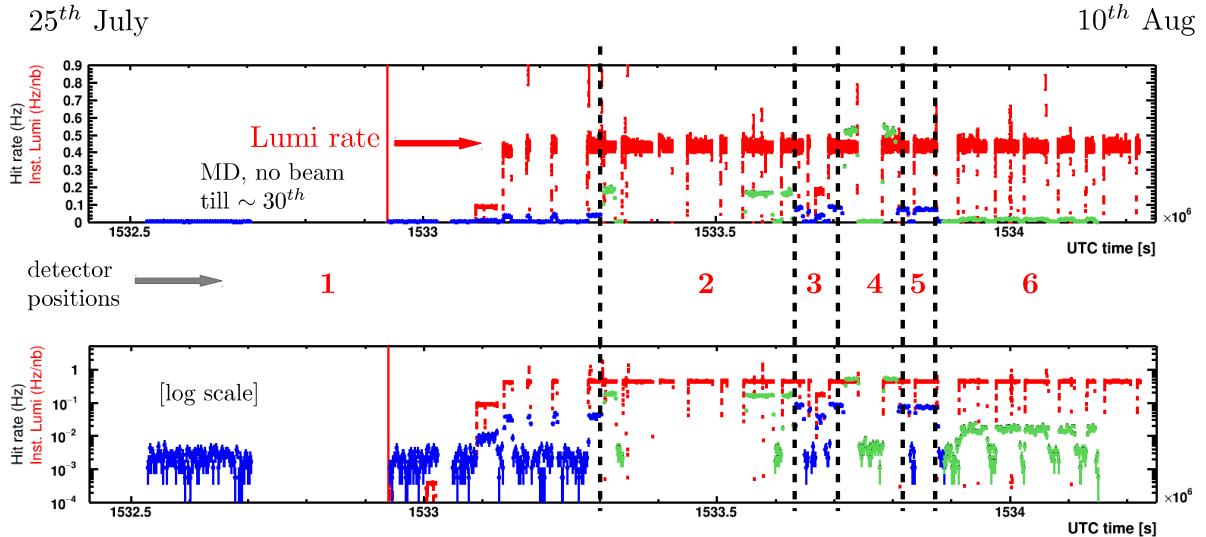


Figure 5: Hit rate plots during the run based on 6 positions/configurations linear and log scale. Red dots mean the lumi rate of LHCb, blue and green dots mean hit rates. The results are not approved by the LHCb collaboration.

Position	Description	Hit rate [mHz]
P1	shield, right corner, \parallel to beam	1.99 ± 0.07
P2	shield, center, \parallel to beam	2.76 ± 0.03
P3	shield, center, \perp to beam	2.26 ± 0.03
P4	shield, left corner, \parallel to beam	3.11 ± 0.03
P5	shield + D3 racks, center, \parallel to beam	1.95 ± 0.03
P6	shield + D3 racks, center, 45° to beam	2.22 ± 0.02

Table 1: Background hit rates based on each configuration when the beam is off.

Position	Description	Hit rate [mHz]
P1	shield, right corner, \parallel to beam	38.99 ± 0.99
P2	shield, center, \parallel to beam	167.10 ± 1.43
P3	shield, center, \perp to beam	82.81 ± 1.55
P4	shield, left corner, \parallel to beam	517.45 ± 3.52
P5	shield + D3 racks, center, \parallel to beam	73.58 ± 1.18
P6	shield + D3 racks, center, 45° to beam	15.71 ± 0.33

Table 2: Average hit rates measured during stable beam, at various configurations.

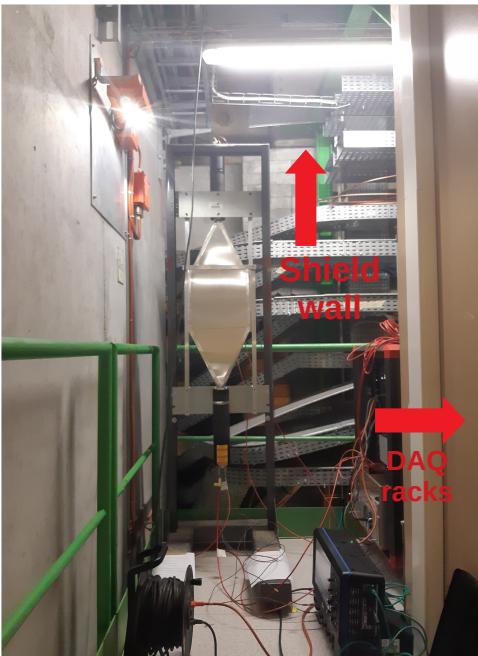
⁸⁵ moving position from P1 to P2, from P2 to P4, we found that hit rate depends on η . Also,
⁸⁶ DAQ racks add some shielding effect based on the hit rates of P5 and P6.



(a)



(b)



(c)



(d)

Figure 6: Photos of the equipment setup at various positions on the D3 platform: (a) P1, (b) P3, (c) P4, and (d) P6.

87 3 Simulation

88 3.1 Detector Description for High Energy Physics

89 We used Detector Description for High Energy Physics (DD4hep) standalone version [2].
90 DD4hep is a software framework to provide overall detector description for experiments.
91 It offers a consistent description through a single source of detector information for
92 simulation, reconstruction, analysis, etc. Additionally, DD4hep being developed for high
93 luminosity large hadron collider (HL-LHC) detector simulation. During the internship,
94 we built the geometry of CODEX-b constructing hierarchy system. We designed concrete
95 shield wall to block particles from particle gun or MC and herschel detector since we used
96 as a scintillator for our measurement. For validation μ particle gun and minbias event
97 had been used. We also checked energy deposits and positions of CODEX-b hits.

98 3.2 Simulation geometry

99 First geometry is the CODEX-b. CODEX-b consists of two parts face station and inner
100 station. Based on the paper, face station has 6 resistive plate chambers (RPCs) layers
101 at 4 cm intervals with 1 cm granularity. The size of each layer is $10 \times 10 m^2$ and the
102 thickness is 2 cm. In this simulation we had been implemented layers as a tracker instead
103 of RPCs. Inner station also has same configuration except number of layers. It will be
104 equally spaced with triplets along the depth to minimize distance between reconstructed
105 vertex and 1st measurement.

106 We also created a concrete shield wall with 3.2 m thickness. It was placed just front
107 of CODEX-b box. Between the LHCb box and the concrete wall, there is a proposed veto
108 cone. It contains two lead absorber and one active silicon layer.

109 Second geometry was consists of two scintillator plates which is the same as our
110 measurement configurations. The material of scintillator was

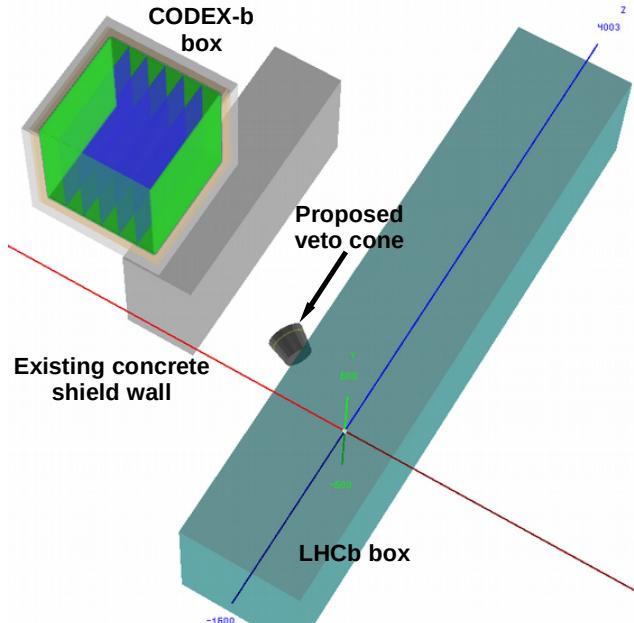
111 3.3 Simulation status

112 We designed two different detectors based on the paper and the measurement, the former
113 is the CODEX-b and the latter is a scintillator. Both were tested with μ particle gun
114 with 1 TeV and the minimum bias events generated from the standalone Gauss.

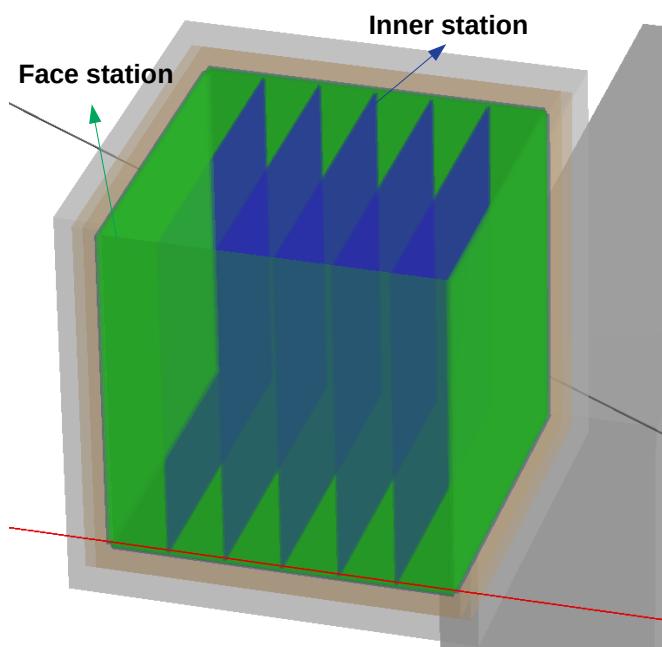
115 There was no hits on the CODEX-b layers when tested minbias events with the
116 concrete wall. We decided to remove the shield wall to check performance of layers. The
117 Figure 8 upper plot is shown that hits from minbias events. Also we recovered the concrete
118 wall and changed CODEX-b geometry to two scintillator plates and tested with minbias
119 events. Following the lower plot of Fig 8, there is no hit on the scintillators. Because its
120 size is too small to measure hits and the concrete wall blocks particles from collisions.

121 4 Summary

122 It was a very successful measurement campaign at D3 platform. We measured hit rates of
123 mip based on 2x fold coincidence trigger using Herschel detector and scope. We could
124 also manage run and data by remote connect to scope. The average hit rates in the stable
125 beam condition is much higher than the average hit rates of pure background. Based



(a)

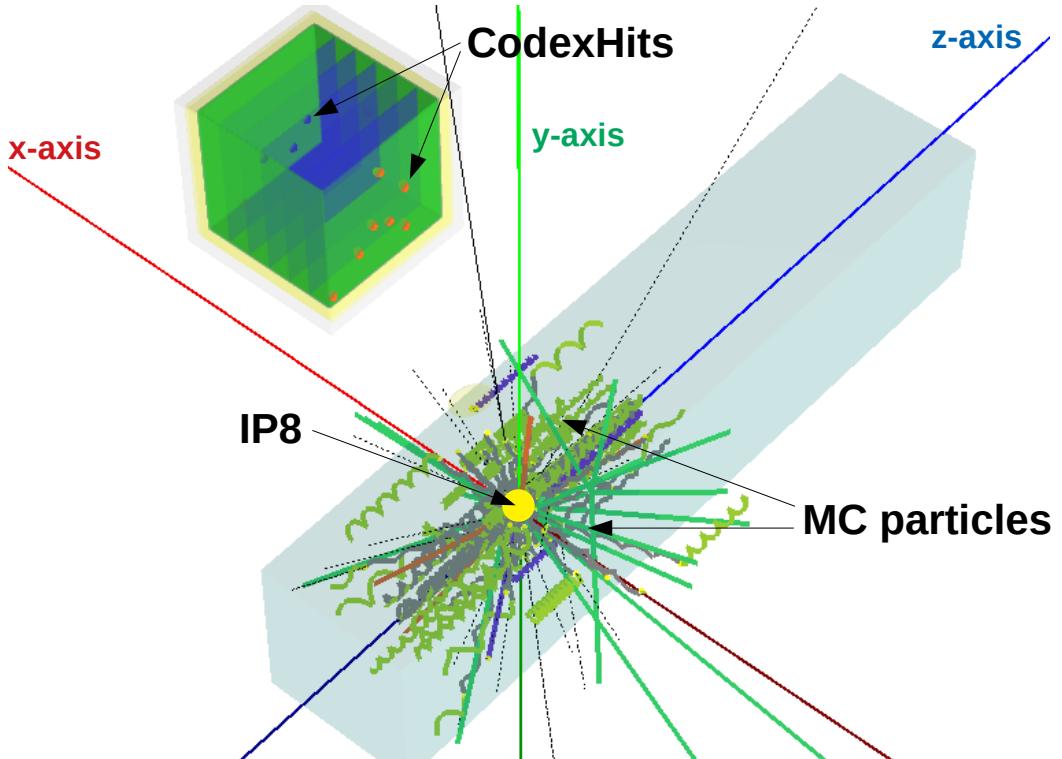


(b)

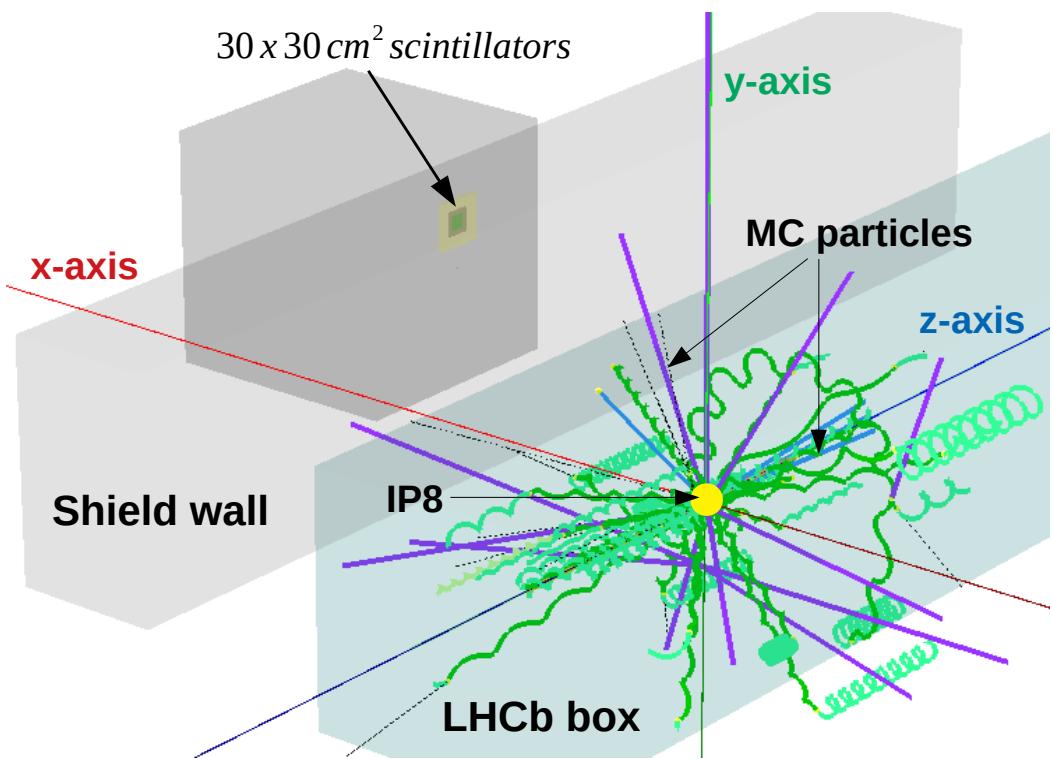
Figure 7: CODEX-b simulation geometry: (a) overall, (b) close-up view.

on this result, we can ignore pure background. The background rate just behind the concrete shield wall around 0.5 Hz over 900 cm^2 size scintillators. Also the hit rates have η dependence when moving far from the impact point. The D3 racks behave like a shield from the P5 and P6 results but it is difficult to simulate because of complicated structure.

About the simulation, DD4hep had been used to design CODEX-b and background measurement campaign. Built a hierarchy system to implement a bundle of 6 silicon



(a)



(b)

Figure 8: Validation of the DD4Hep based simulation with the concrete shield wall removed using minimum bias events: (a) CODEX-b box, and (b) two-plate scintillators for measurement campaign.

¹³² layers (these layers are planed to change to RPC layers) and a triplet bundle. Reminding
¹³³ that CODEX-b geometry is a final version. Detail information about components of
¹³⁴ designed CODEX-b using DD4hep is following. The layer runs as a tracker which measure
¹³⁵ hit position of particles and the size is $10 \times 10 m^2$ with 2 cm thickness. Using similar
¹³⁶ hierarchy system, background measurement campaign geometry had been made. The size
¹³⁷ of scintillator plate is $30 \times 30 cm^2$ and 2 cm thickness. The distance of them is 2 cm. The
¹³⁸ material of scintillator is the same as the Herschel detector. Veto cone and concrete shield
¹³⁹ wall were generated using DD4hep.

¹⁴⁰ All geometries were tested with μ particle gun with and without concrete shield wall.
¹⁴¹ There were hits on the layers without shield wall and checked particles hit positions
¹⁴² and deposit energy. Tested with minimum bias events generated from standalone Gauss
¹⁴³ showed hits on the layers without concrete wall. When the wall was existed, there was no
¹⁴⁴ hit on the layers. These results indicate that every part in the simulation worked properly.

¹⁴⁵ The future plan is working on more efficient MC generation in Gauss with generator
¹⁴⁶ cuts and optimizing the simulation environments.

¹⁴⁷ Acknowledgements

¹⁴⁸ We express our gratitude to our colleagues in the CERN accelerator departments for the
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¹⁵⁴ Kvaratskheliya (Set up equipments at the pit).

₁₅₅ **References**

- ₁₅₆ [1] V. V. Gligorov, S. Knapen, M. Papucci, and D. J. Robinson, *Searching for Long-lived*
₁₅₇ *Particles: A Compact Detector for Exotics at LHCb*, Phys. Rev. **D97** (2018) 015023,
₁₅₈ arXiv:1708.09395.