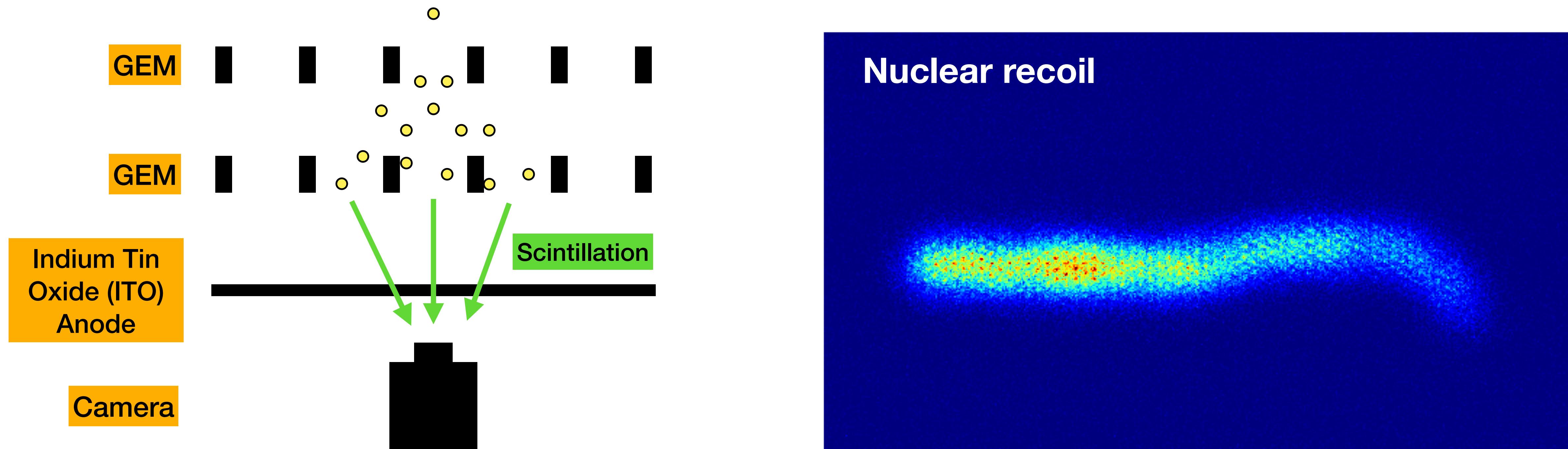


# **Electron interactions with Ar/CF<sub>4</sub> in GEMs**

**Simulations of simultaneous light and charge production  
in Argon/CF<sub>4</sub> mixtures**

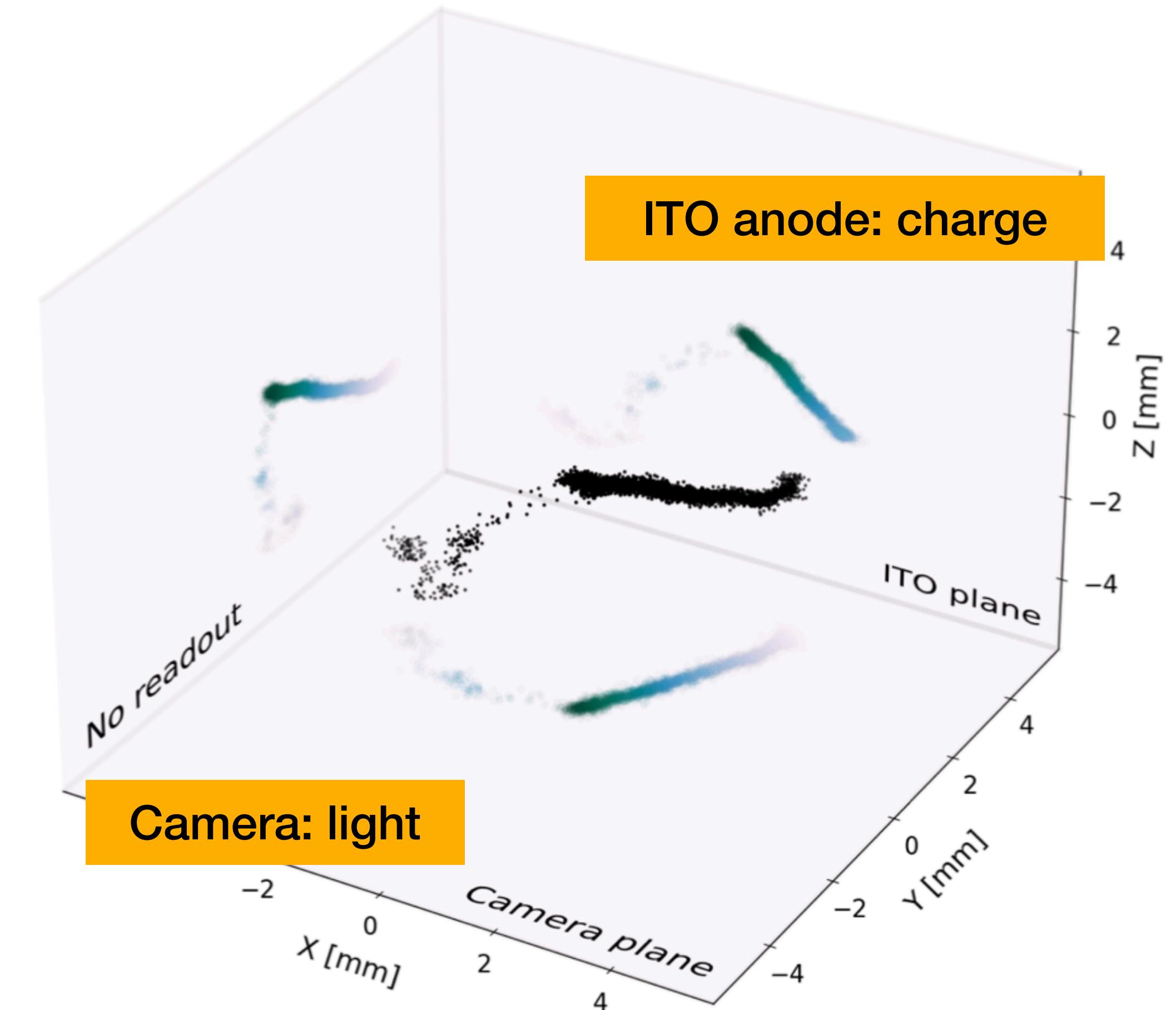
# Measurements in MIGDAL

- Looking for an electron recoil (ER) and nuclear recoil (NR) originating from a common vertex



# Why use a gaseous detector?

- Cost per unit volume is low
- Allows for 3D track reconstruction and resolution of distinct ER and NR tracks
- This is achieved through simultaneous measurement of visible scintillation light produced and charge collected at ITO anode
- We would like to simulate light and charge collection in order to understand the processes occurring
- We can then optimise the performance of the detector

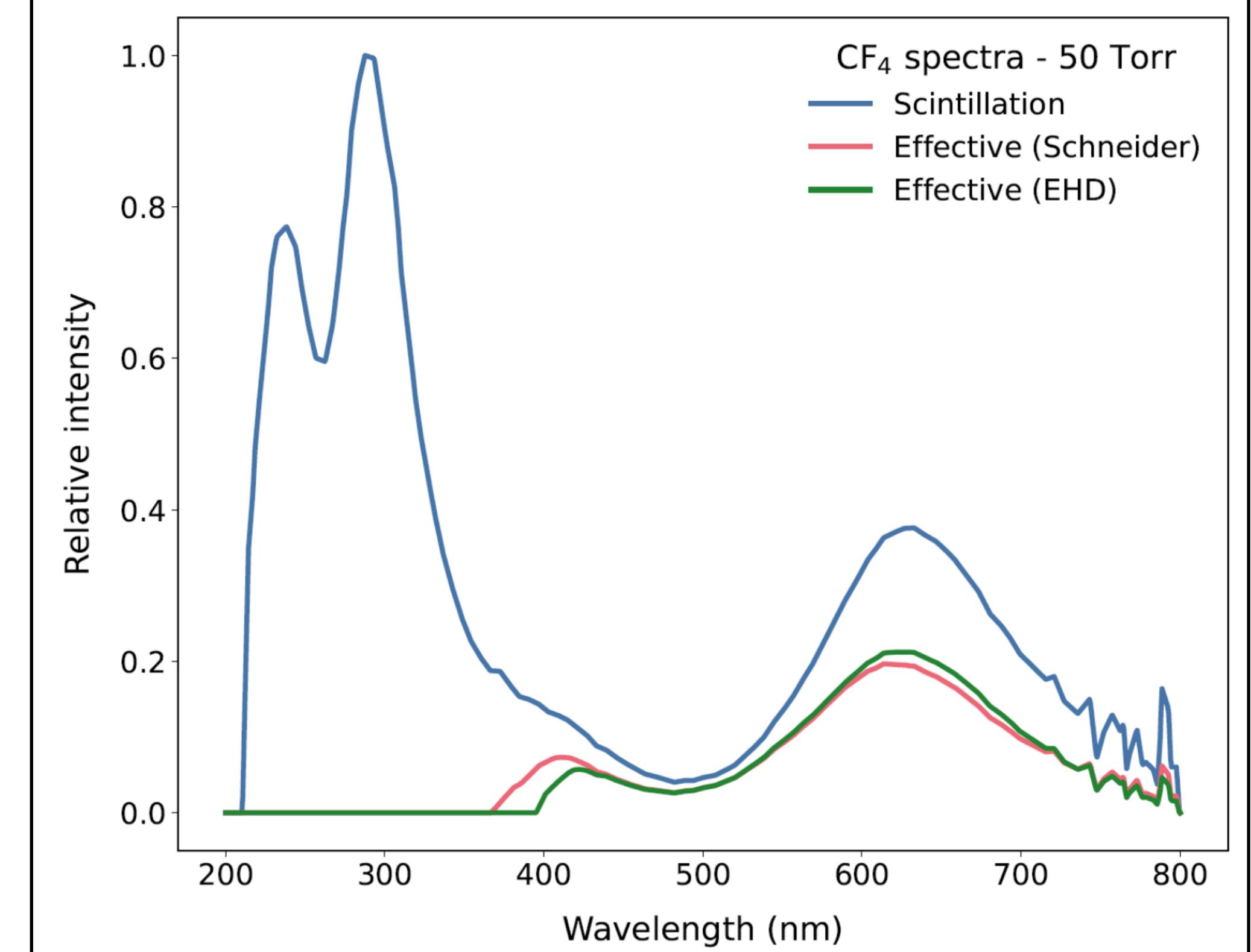


## Which gas is suitable?

- CF<sub>4</sub> is a good choice
- Scintillates visibly with a spectrum compatible with MIGDAL's CMOS camera readout
- Low atomic number of C and F means Auger electron/characteristic x-ray production will be well below 5keV threshold

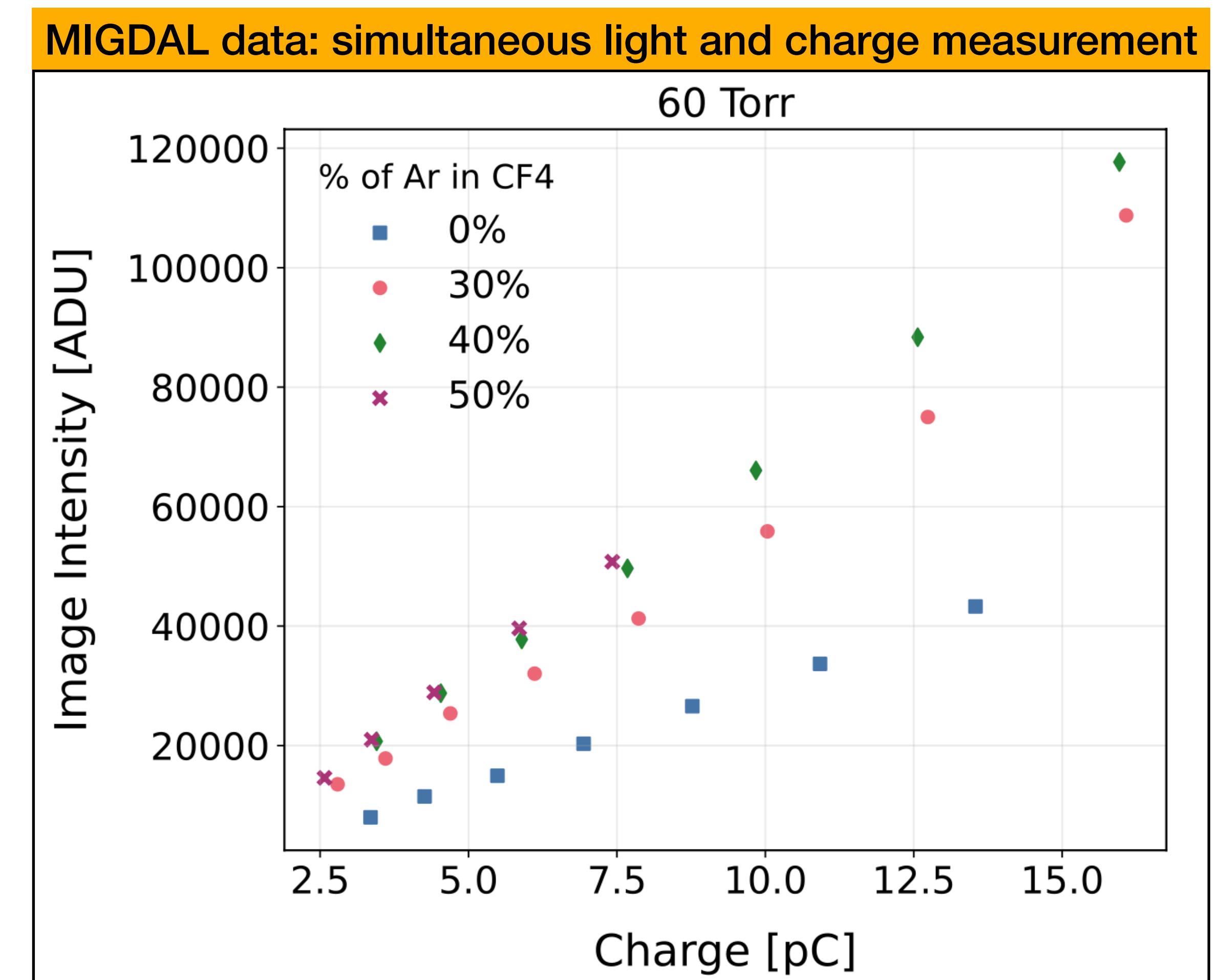
## And at what pressure?

- Low pressure preferable for increased track length, so we can clearly distinguish Migdal event topologies
- Low pressure also reduces photon interaction probabilities, reducing their contribution to background
- However, an intense neutron source would be required for a significant number of interactions with gas
- We have such a source at NILE!



# Adding noble gases to CF<sub>4</sub>

- Ar and Xe are already used in leading dark matter detectors
- The Migdal effect could increase the sensitivity of these experiments to lower-mass particles
- Also: Ar and CF<sub>4</sub> interact, causing more visible light to be produced for a given amount of charge collected at the anode
- So we can lower the energy threshold without increasing GEM dV, and improve signal to noise ratio on tracks above the threshold
- Measurements suggest the effect is not present in Ne, with Xe yet to be investigated



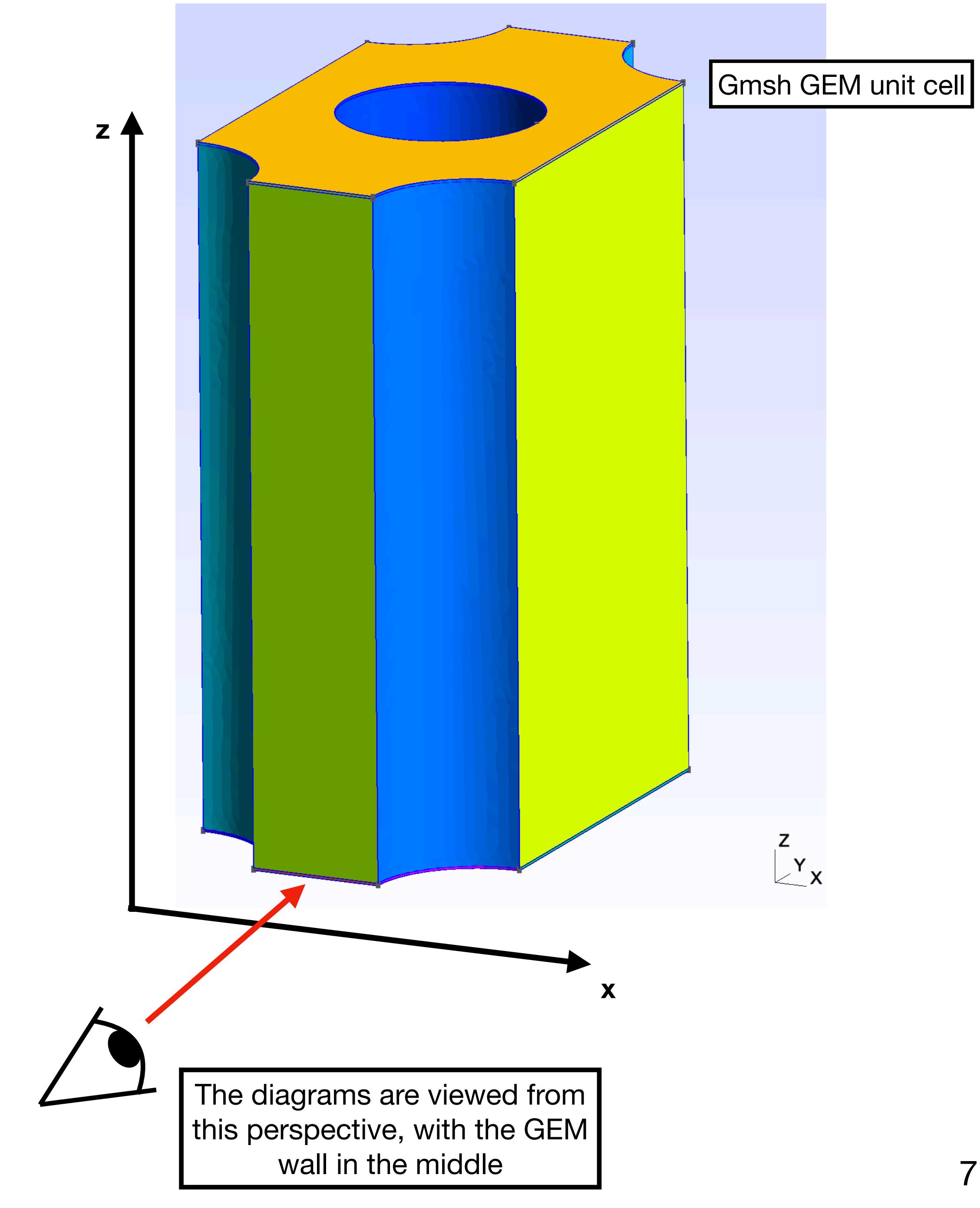
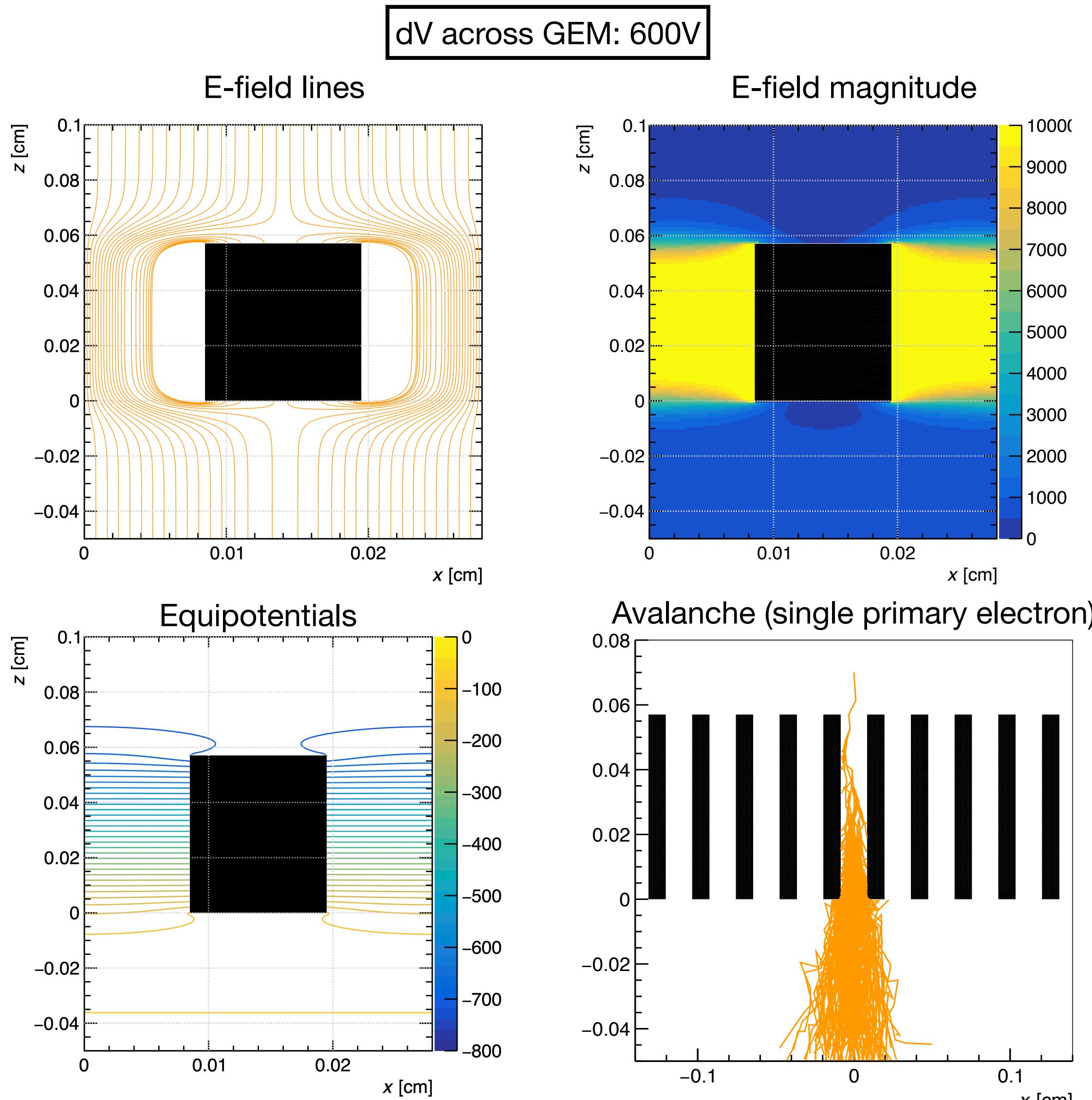
# Preliminary work

**To simulate a GEM, we need:**

Component	Program Used
A 3D model of the GEM	Gmsh
An electric field map in and around the GEM	Elmer
Electron-gas interaction cross sections, gas properties	Magboltz
A way to drift electrons in the presence of gas & E-field	Garfield++

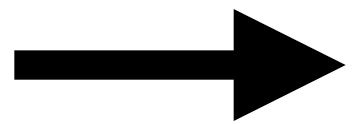
# Preliminary work

## Testing the single GEM model



# Current work

**Gas gain simulations**  
(charge measurement)



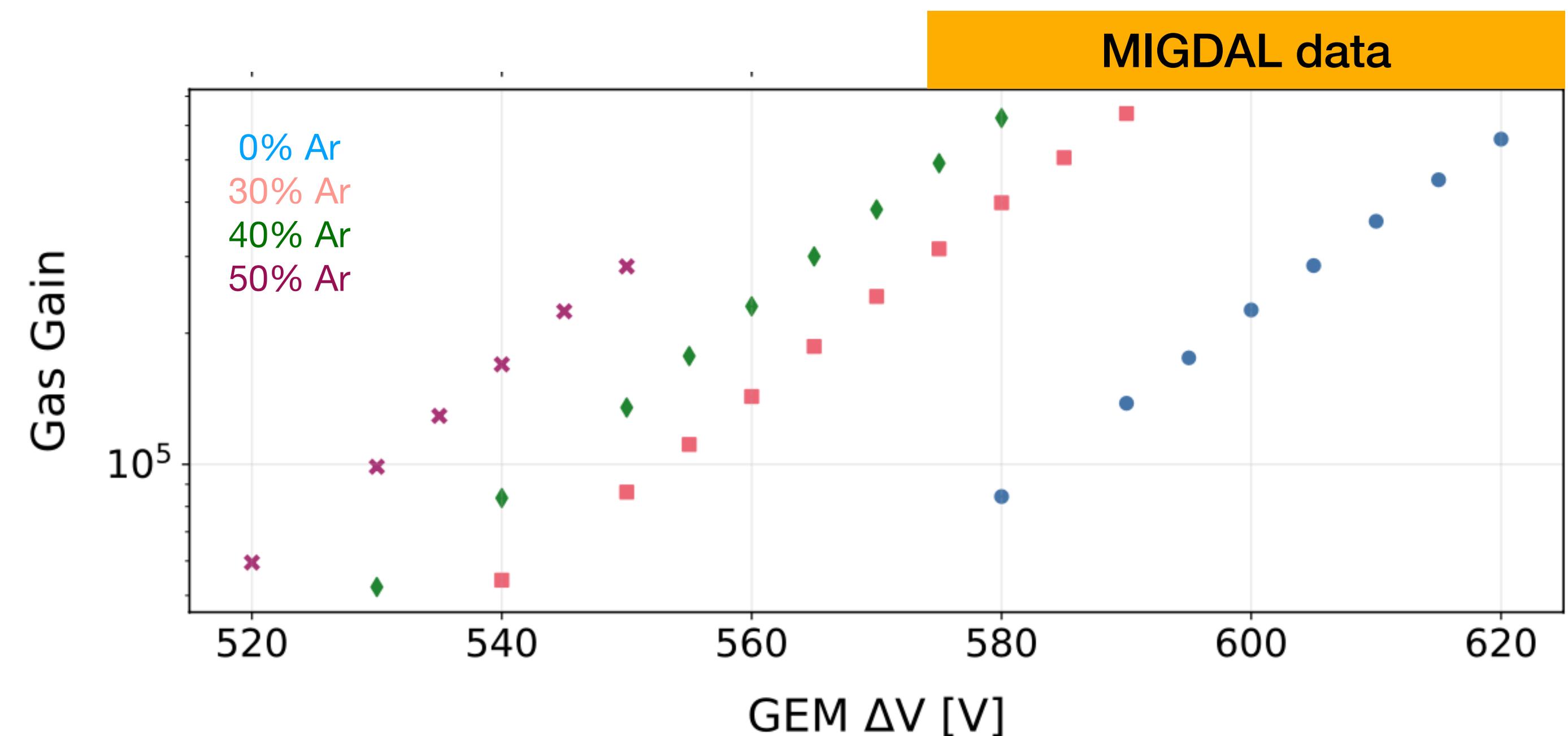
**Simultaneous light & charge simulations**

- Once we are confident that we are simulating charge correctly, move on to simultaneous light & charge

# Gas gain simulation

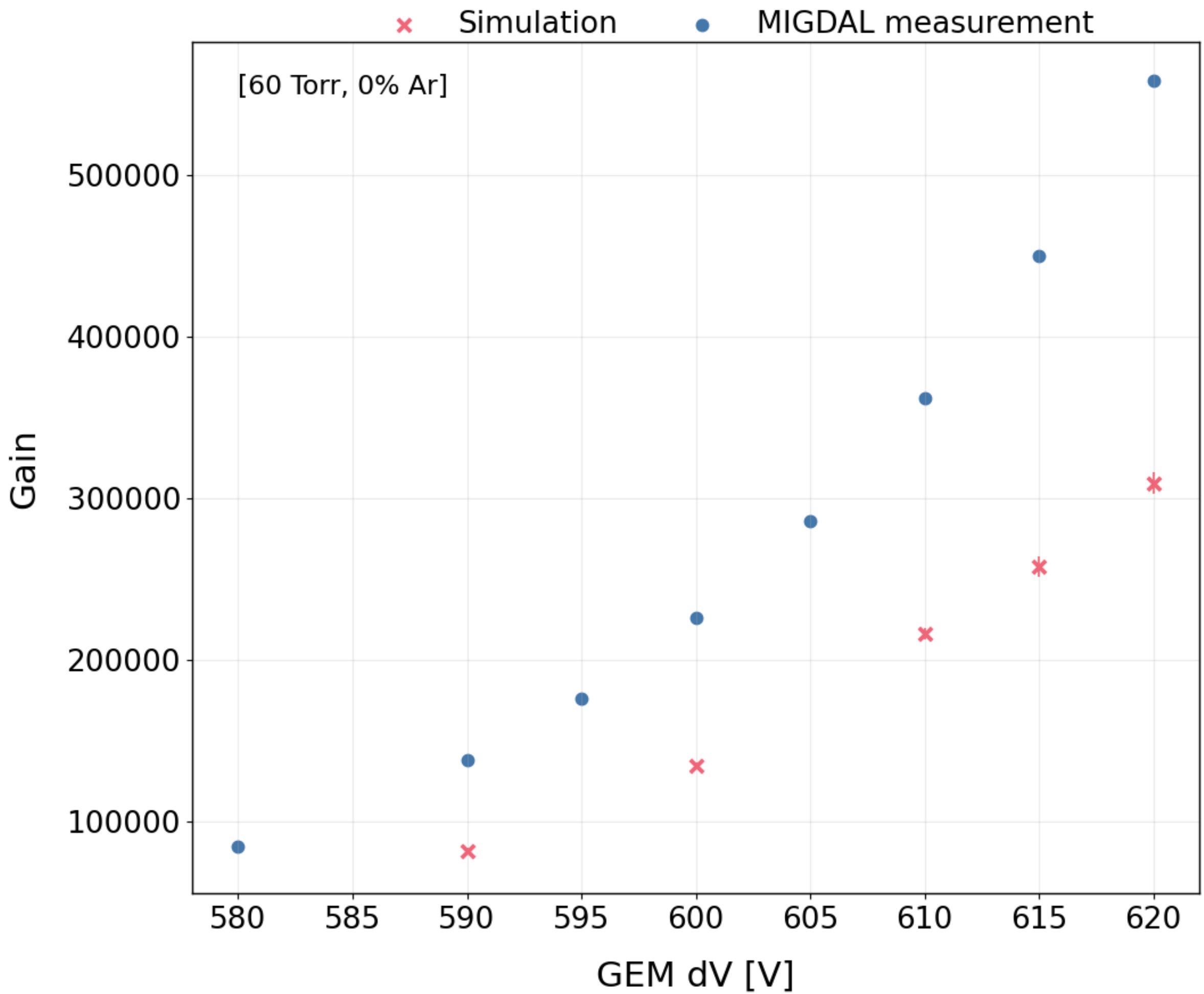
## Procedure

- Simulate an avalanche in a double GEM starting from a single electron
- Track number of electrons that make it to the anode
- Plot the distribution and find the mean
- Compare to MIGDAL data



# Gas gain simulation

- The distribution of avalanche sizes was well-described by a skew-Gaussian distribution
- This was fitted to histograms of gain and a mean was found
- Simulation results agree with MIGDAL data to within a factor of two
- At low pressures, there is a documented discrepancy ( $\sim 2x$ ) between GEM gain simulated in Garfield++ and experimental measurements



# Current work

**Gas gain simulations**  
(charge measurement)

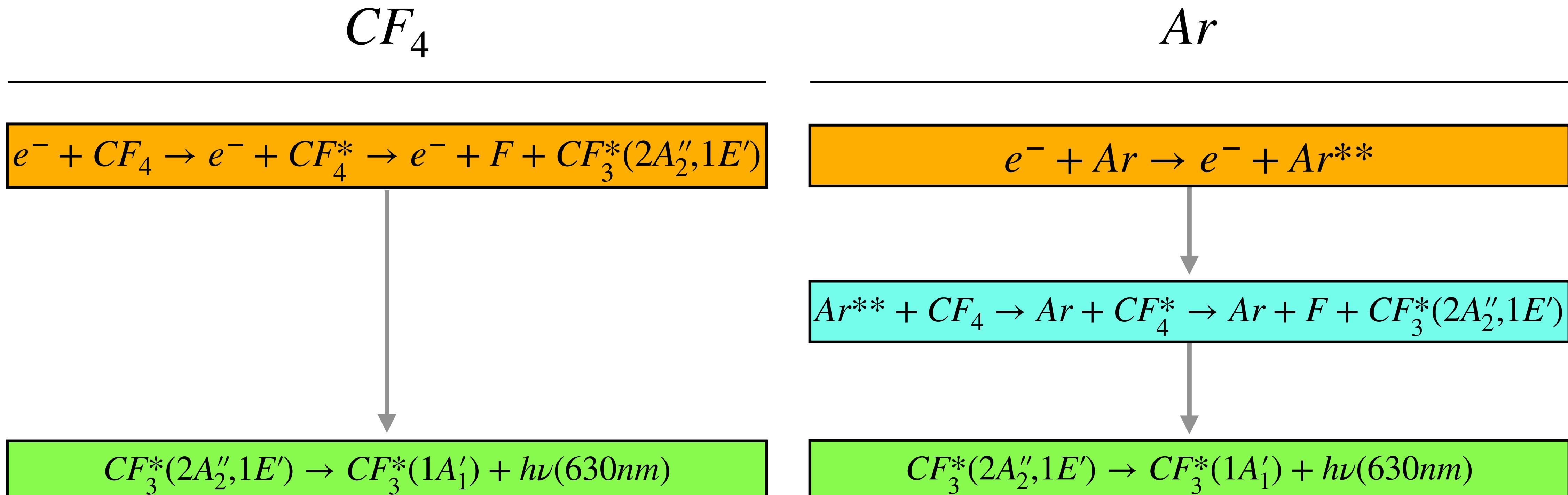


**Simultaneous light & charge simulations**

- The discrepancy is small
- Would be good to know if the rough shape of the light and charge simulation data is consistent with measurement even if the values don't exactly match
- So we move on from charge measurement

# Light & charge simulation

## Understanding visible scintillation mechanisms



- Orange square: Electron collision (tracked by Garfield++)
- Cyan square: Intermediate process
- Green square: Visible scintillation process

The bracketed symbols (e.g.  $2A_2''$ ) specify the symmetry and multiplicity of the excited state

# Light & charge simulation

## Collision tracking in Garfield++

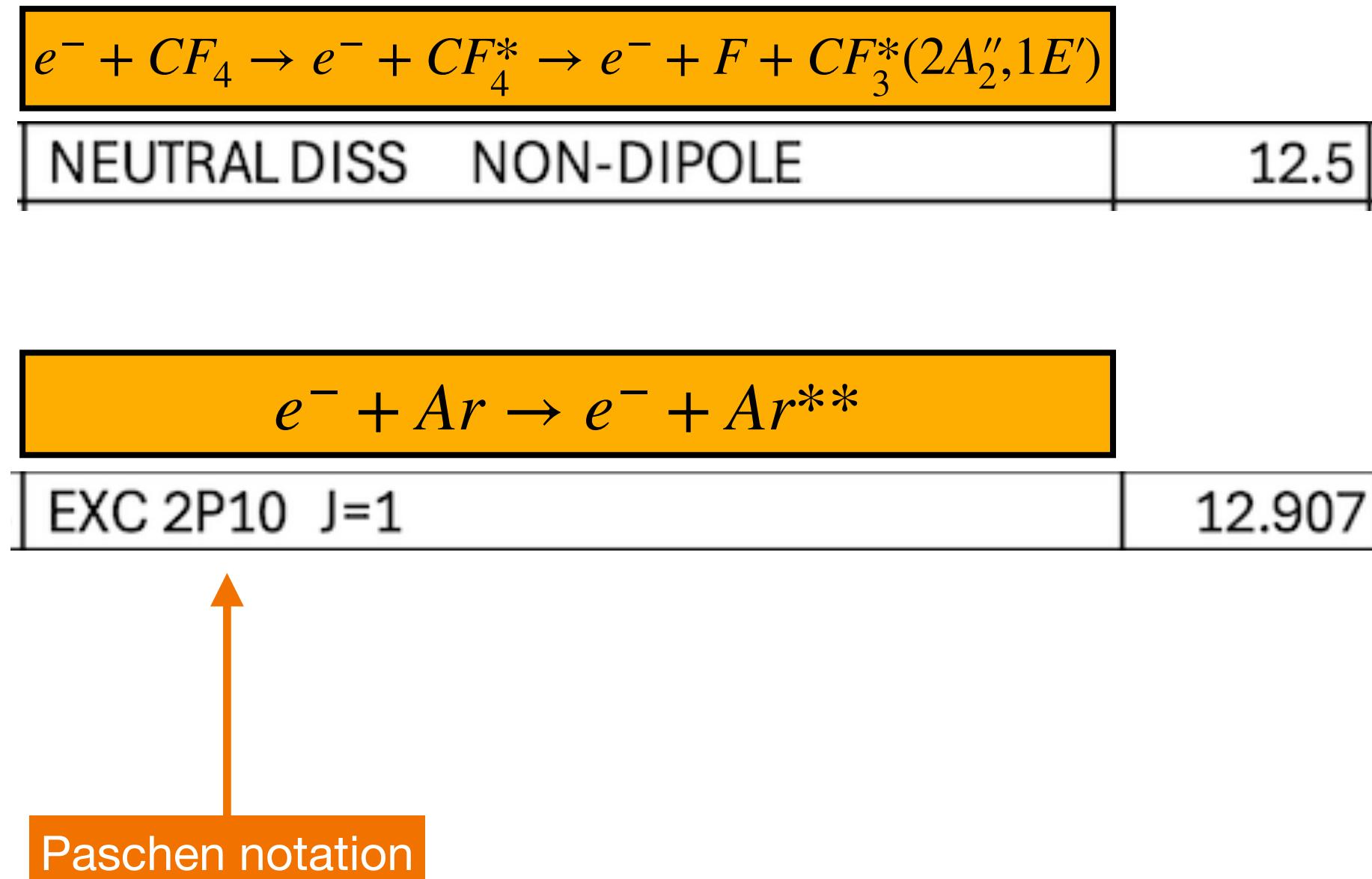
- Detailed collision output produced from Garfield++/Magboltz
- We can count how many collisions resulted in a given process
- We can also track the location of these collisions, and restrict tracking to areas of interest

description	energy
ELASTIC ANISOTROPIC CF4	0
ION CF3 +	15.7
ION CF2 +	21.47
ION CF +	29.14
ION F +	34.5
ION C +	34.77
DOUBLE ION CF3 + , F +	36
DOUBLE ION CF2 + , F +	40
IONS CF3 ++ OR CF2 ++	41
DOUBLE ION CF + , F +	43
DOUBLE ION C + , F +	63
ATTACHMENT	0
VIB V2 ANISOTROPIC	-0.0539
VIB V2 ANISOTROPIC	0.0539

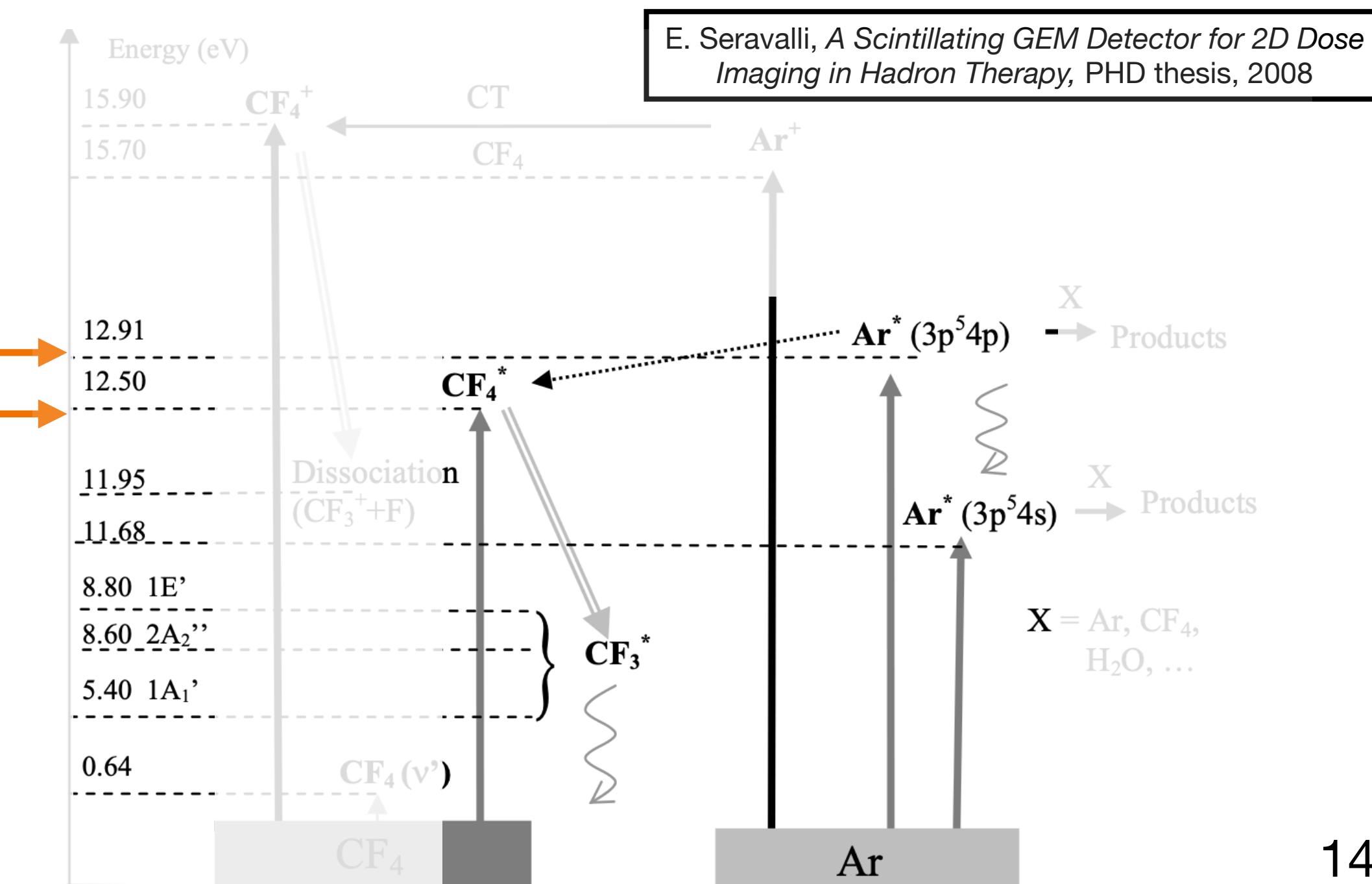
# Light & charge simulation

## Tracking visible scintillation

- Energy levels identified in Magboltz (see below)
- This allows for the tracking of scintillation by tracking the number of collisions in these levels

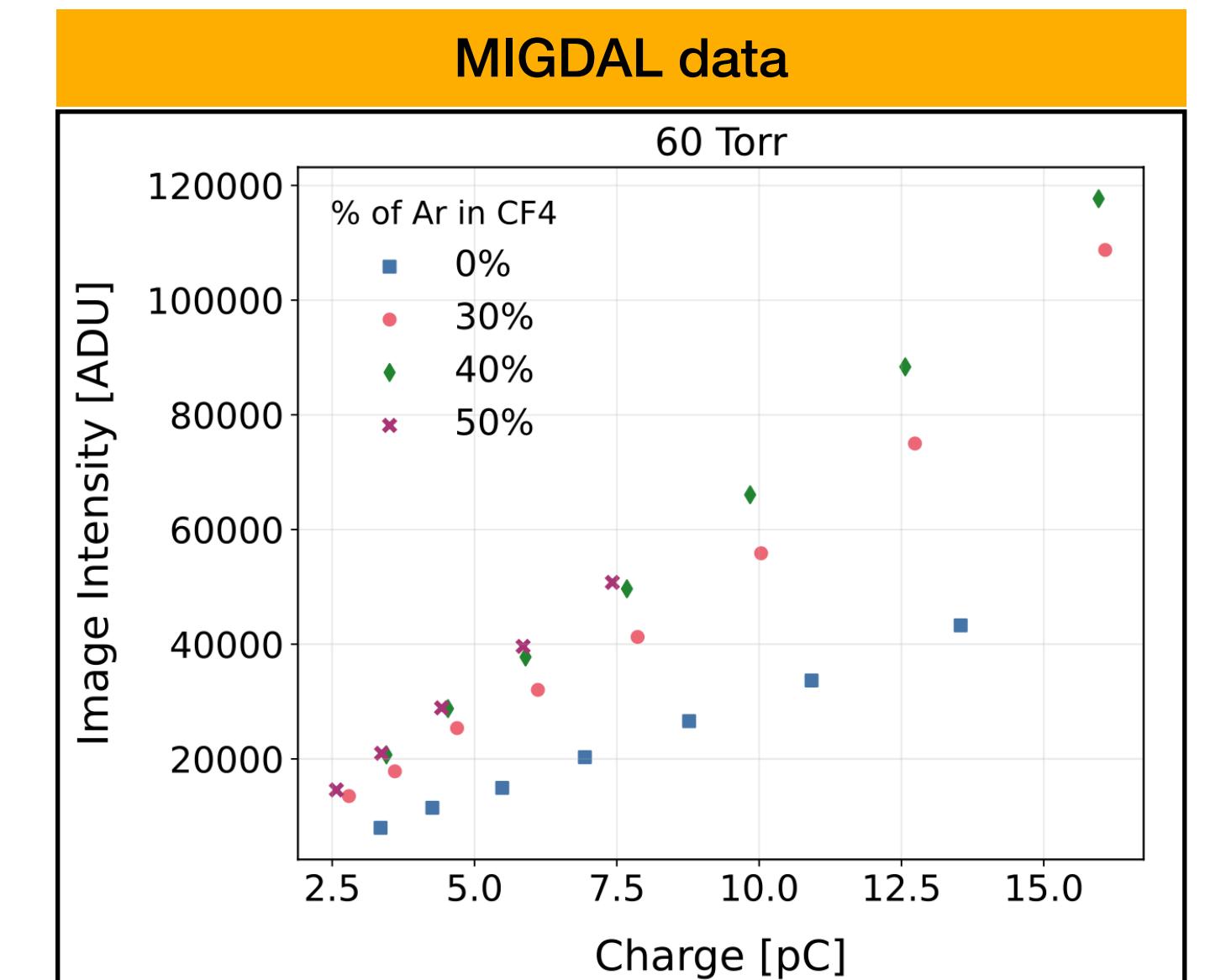
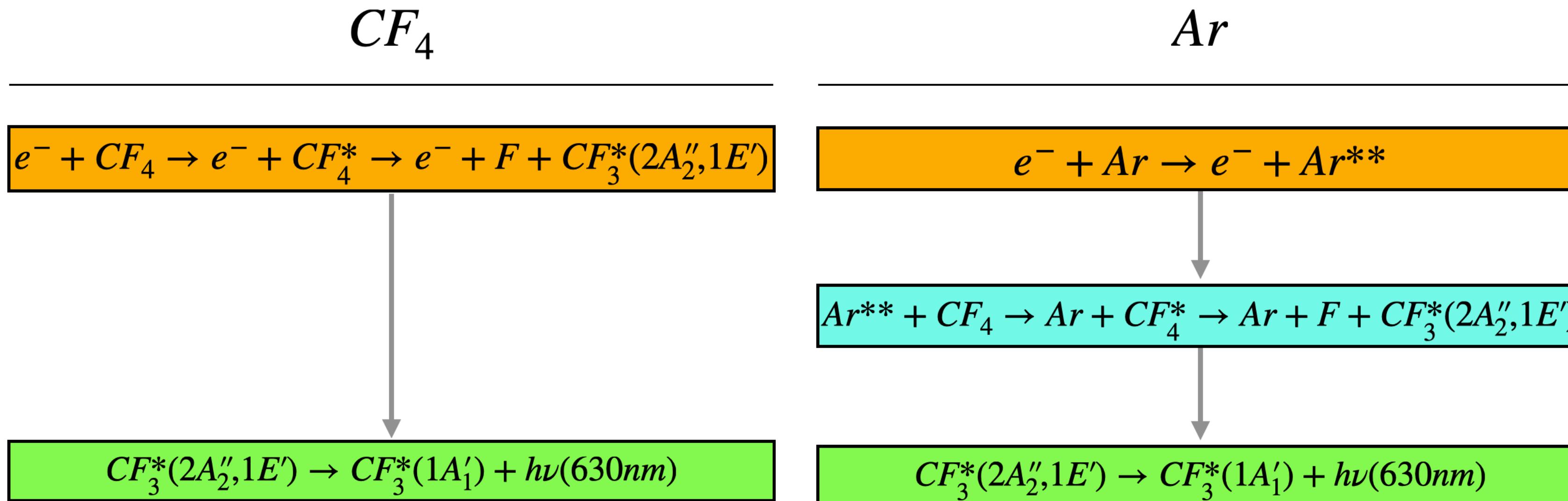


Relevant energy levels



# Light & charge simulation

- Assume one visible photon will inevitably be released when a collision results in CF4\* or Ar\*\* production
- Therefore, by tracking visible scintillation related collisions, we can estimate how much visible light is produced
- Plot this against number of electrons collected at the anode for different CF4/Ar ratios
- In reality, some Ar\*\* will de-excite before interacting with CF4, so make the de-excitation probability a parameter
- Compare to MIGDAL data



# **Backup Slides**

