# **ZDC-h simulation**

#### Yechan Cheon

Sejong University

2023.08.03







## **Neutron Beam**





#### We tried 50 GeV neutron beam

- Normal angle: 4m rad ( = EIC forward aperture angle)
- Caveat: no ZDC-e ahead in this study yet





# Calibration Based on 20 GeV neutron

- Energy is propotional to the number of photo-electrons
- Simulation is used to obtain in the scale factors

## # of photon = 11690 Energy = 20GeV

Scale factor = 20/11690

Scintillation Energy







## **Energy Scale and Resolution**

Simulated 8 different neutron energy 10, 20, 50, 70, 90, 110, 130, 150 GeV

Energy resolution Pb\_scint



**SEJONG UNIVERSITY** 

## Dual-readout calorimeter Fiber - scintillating : cherenkov 50 : 50

The major difficulty of measuring energy of hadronic showers comes from the fluctuation of EM fraction of a shower, f\_em

f\_em can be measured by implementing two different Channels with different h/e response in a calorimeter









Energy measured from scintillation channel vs Čerenkov channel for EM particle,  $\pi \& p$ 





Fiber to fiber 2.5mm Num of fiber 160 x 160

Fiber - scintillating : cherenkov 50 : 50

(No yet result)



## **EPIC-software**

### **1.Setting up Environment**

#### 2.Geometry (I'm working on it)

#### **3.Readout & Geant4 simulation**



## **EPIC-software**

#### Geometry





Replace

**SEJONG UNIVERSITY** 

Full Geometry

## **Summary and Plan**

- We will use 10 150 GeV neutrons in the MC
- Other material options will be studied
- \*\*Cu, and other?
- Other fiber options will be studied
  - Scintillating 100%
  - Cherenkov 100%
  - Scint ch : Cheren ch 50% : 50% dual-readout (I'm working on it)
- Will add ZDC-e component ahead ZDC-h in the simulation
- Migration to ePIC simulation tool?
  - This is a bit tricky business because it's not easy to deploy the full photon simulation in the fiber to another platform
  - Rather, it will be easy to stage the ZDC-e material in our simulation framework as the place holder, for realistic shower development



# **Back ups**





