

Wavelength shifter - state of art

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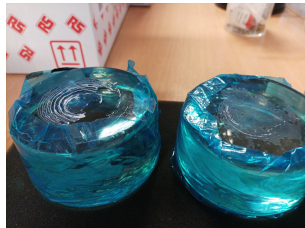
AstroCeNT meeting
December 19, 2023

Plan

- general status
- sample production
- experimentation
- simulation

General Status

- before 2022: coating procedure by AstroCeNT
- early 2022: 6 glass samples sent by Nautilus (Steffen Pausch) to APC
- early 2022: 2 sent to AstroCeNT for coating
- spring 2022: coated samples received at APC
- july 2022: test in blackbox with Juande, Sergio and L3 students



Sample production

- coating procedure made for flat and regular surfaces
- samples from Nautilus: thick, irregular and slightly curved
- procedure not really adapted for those samples
- measurements still interesting



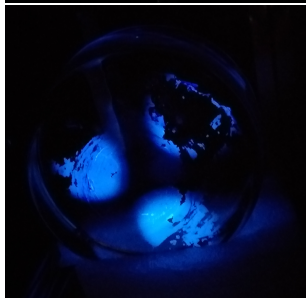
Experimentation - set-up

- light source (left):
UV: 270 nm
near UV (blue): 370 nm
- detector (right):
spectrometer
- targets (middle):
none/glass/coated glass
- wavelength shifting visible



Experimentation - set-up

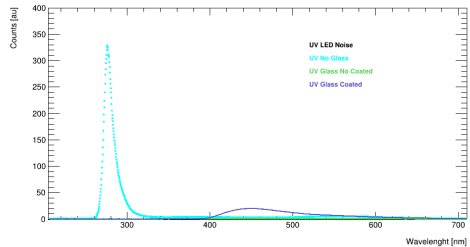
- light source (left):
UV: 270 nm
near UV (blue): 370 nm
- detector (right):
spectrometer
- targets (middle):
none/glass/coated glass
- wavelength shifting visible
- coating not uniform



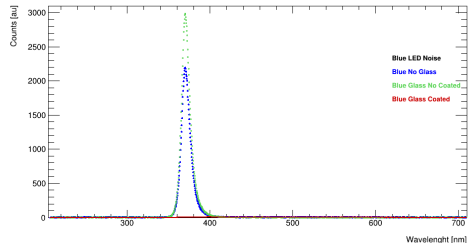
Experimentation - results

- as expected, UV light is almost fully killed by the glass
- near UV light (blue) is not attenuated by the glass but by the coating
- coating is re-emitting the photons at larger wavelength
- the ratio of re-emitted photons in direction of the detector is low

UV light



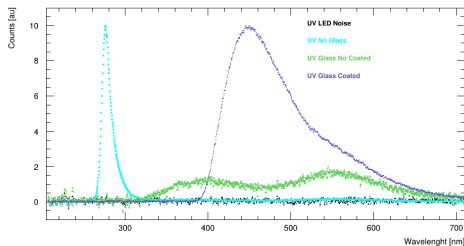
near UV light



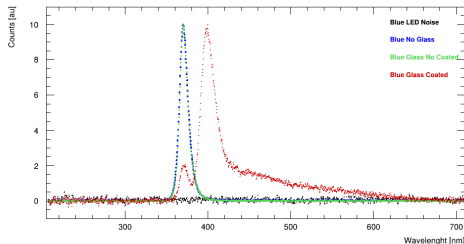
Experimentation - results

- for UV:
 - emission from the light source (2 green bumps)
 - shift of the peak by ~ 180 nm
 - wider distribution
- for near UV:
 - small fraction transmitted (small red peak)
 - fraction shifted by ~ 30 nm (large red peak)
 - emission from the light source (tail)

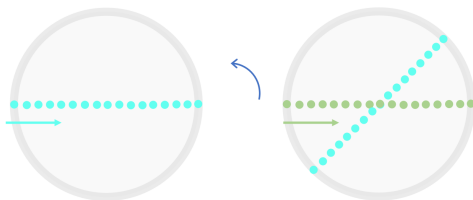
UV light



near UV light

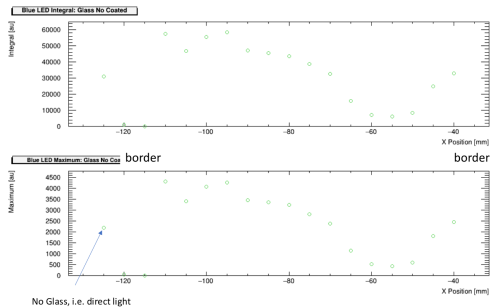


Experimentation - results



- scan from border to border
- step ~ 5 cm
- $\sim 45^\circ$ rotation
- variations due to glass lensing?

near UV light - no coating

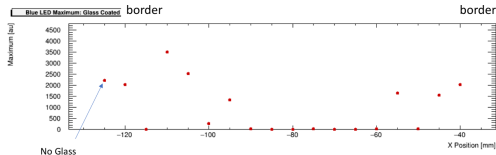
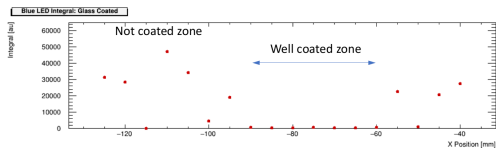


Experimentation - results

- scan from border to border
- step ~ 5 cm
- $\sim 45^\circ$ rotation
- absorption by the coating

near UV light - coating

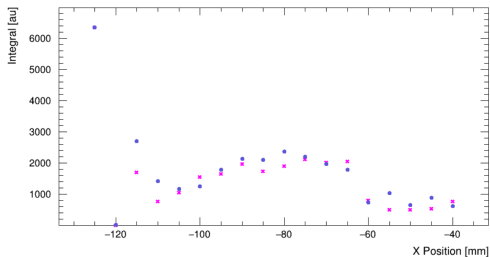
Blue LED with Coated Glass



Experimentation - results

- scan from border to border
- step ~ 5 cm
- $\sim 45^\circ$ rotation
- increase due to coating

UV light - coating



Experimentation - Aging

at reception

- white marks on one sample
- barely visible

now

- white circle on both samples
- transmission getting worst with time
- it seems the coating is aging badly

now



now

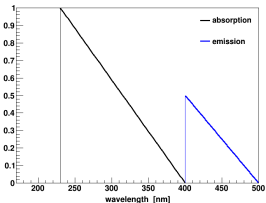
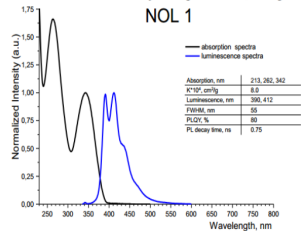


Experimentation - Conclusions

- wavelength shifter works as expected
- re-emission is over 4π steradians
- the photon gain is hard to estimate
- the delay of re-emission has not been studied and is crucial for us
- only 2 wavelengths tested, we need more for implementation in the simulation
- problem of coating stability

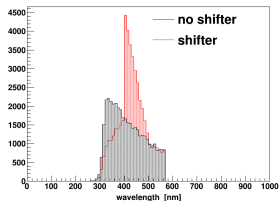
Simulation - Wavelength shifter

- inspired from NOL1 (extremely rough)
- no thickness - no index
- no reflection - no refraction - no diffusion
- just absorption/emission
- if absorption: 1/2 killed and 1/2 re-emitted
- if not: continue to the glass



Simulation - photons on PMT

- propagation through glass, glue, structure, ...
- no PMT effect here (no QE, no CE)
- the shifter effect is clear
- small lost at low λ
- large increase in the re-emission zone
- integrated:
without shifter: 38476
with shifter: 45480
increase of: +18%



Next steps

- better estimate of the absorption/emission curves
- implementation of the refraction/diffusion coefficients
- take the PMT properties into account
- compare to measurements

Take home message

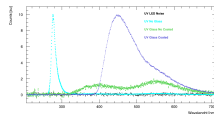
experimentation

- tested for 270 nm and 370 nm
- shift of the peak (by ~ 180 nm and ~ 30 nm)
- re-emission is over 4π steradians
- photon gain estimated with simulation
- delay of re-emission not studied

Simulation

- propagation through glass, glue, structure, ...
- no PMT effect here (no QE, no CE)
- integrated: increase of: +18%

UV light



near UV light

