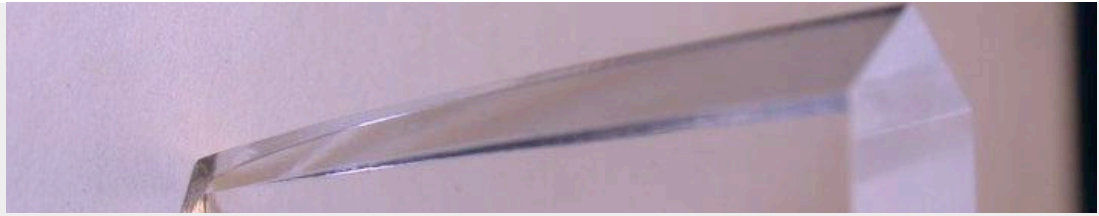




ETH Institute for
Particle Physics



SST Winston Cones

07.09.2010

Isabel Braun
ETH Zurich

Winston Cones

- ideal:
 - Light from mirror (Signal) $\theta \leq \theta_C$: completely collected
 - Light from larger angles (Background): rejected

f/D	θ_C
1.	30°
1.2	27°
1.4	21°
1.6	18°
1.8	16°
2.	14°

ideal

122

K. Bernlöhr et al. / Astroparticle Physics 20 (2003) 111–128

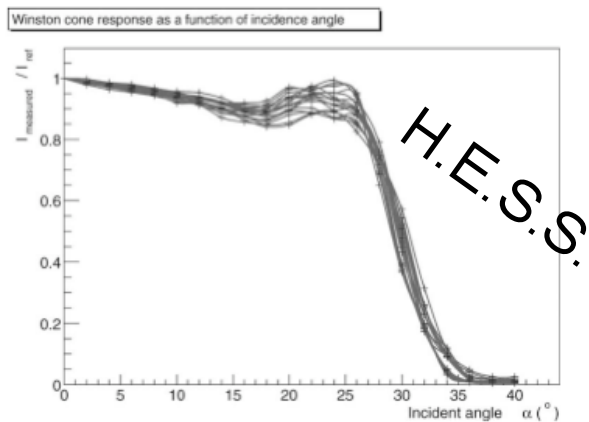
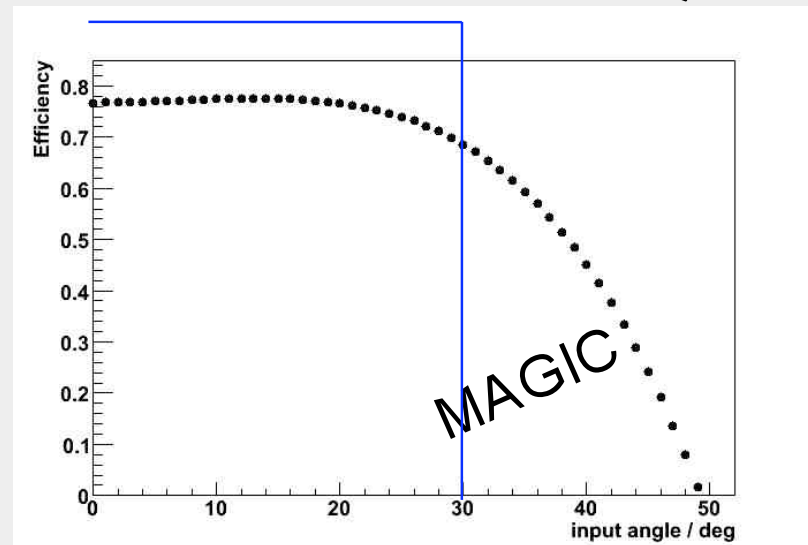


Fig. 13. Transmission of a typical Winston cone as a function of angle of incidence, normalized to normal incidence. Results for several azimuthal angles φ are superimposed; φ is the rotation angle around the cone axis.



Winston Cones

■ Definition

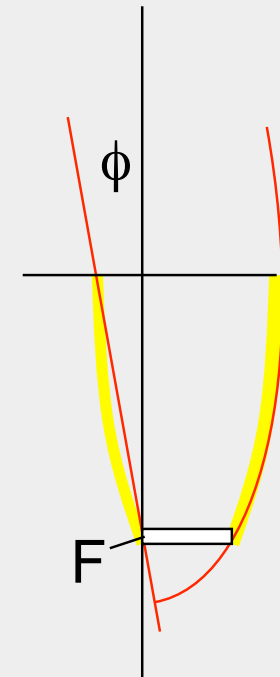
- Parabola
- Tilted by desired Cutoff angle
- Shifted

■ Equation

$$(r \cos\phi + z \sin\phi)^2 + 2ar(1+\sin\phi)^2 - 2az \cos\phi(2+\sin\phi) - a^2 (1+\sin\phi)(3+\sin\phi) = 0$$

$$\text{not } (r \cos\phi + z \sin\phi)^2 + ar(1+\sin\phi)^2 - 2az \cos\phi(1+\sin\phi) - a^2 (1+\sin\phi)(3+\sin\phi) = 0$$

$$\text{or } (r \cos\phi + z \sin\phi)^2 + 2ar(1+\sin\phi)^2 - 2az \cos\phi(2+\sin\phi)^2 - a^2 (1+\sin\phi)(3+\sin\phi) = 0$$



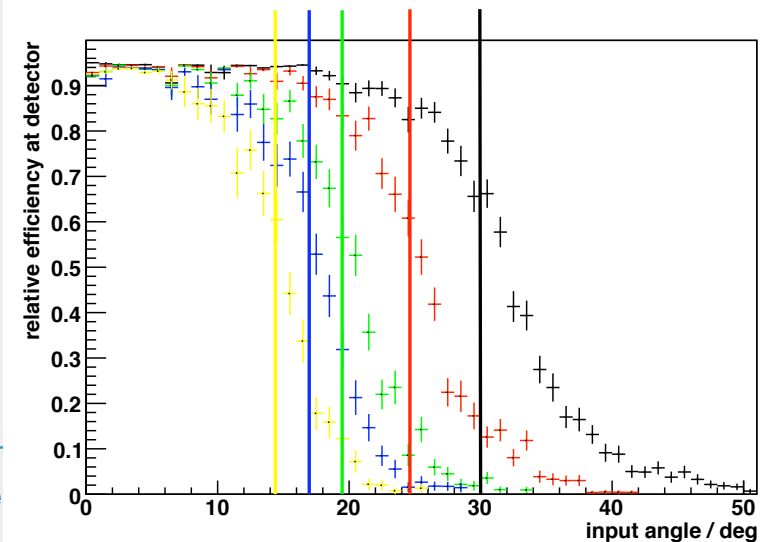
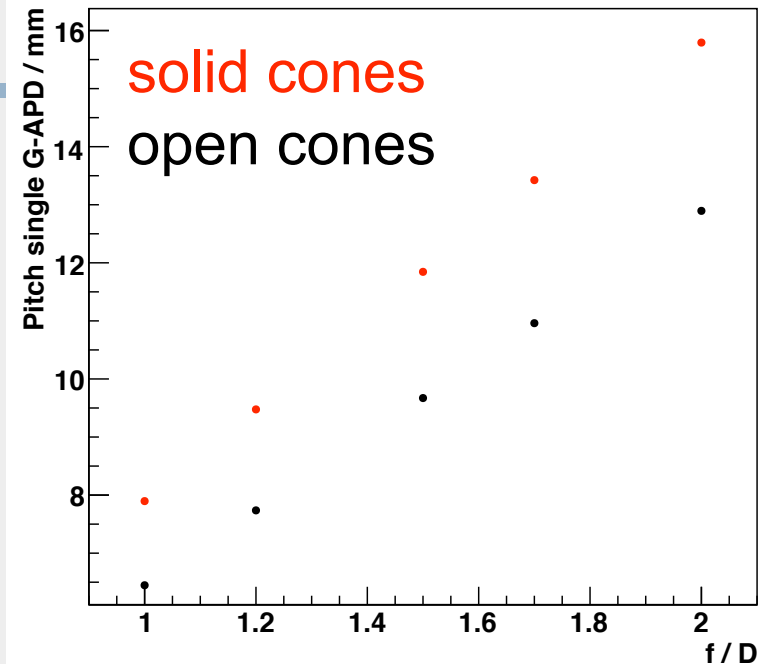
■ Relations

- $D_o/D_i \rightarrow \phi \rightarrow \text{Height}$
 - $\phi = \text{asin}(D_o/D_i)$
 - $H = (D_o+D_i)/2 \cdot \tan(\phi)$

f/D	C _{Area}
1.	4.0
1.2	5.8
1.4	7.8
1.6	10.2
1.8	13.0
2.	16.0

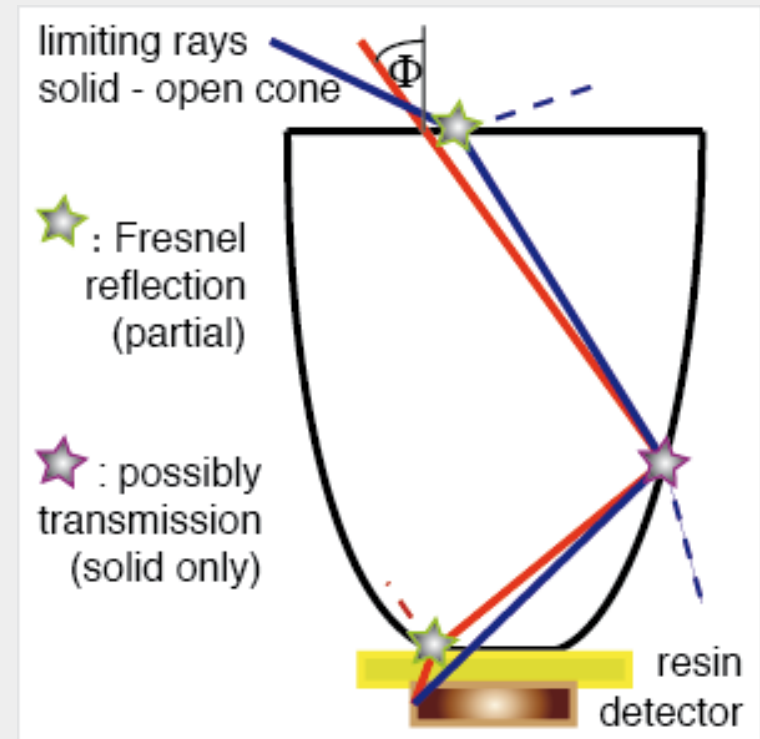
Winston Cones

- Single mirror optics
- 3mm G-APD
- scales to 5 mm



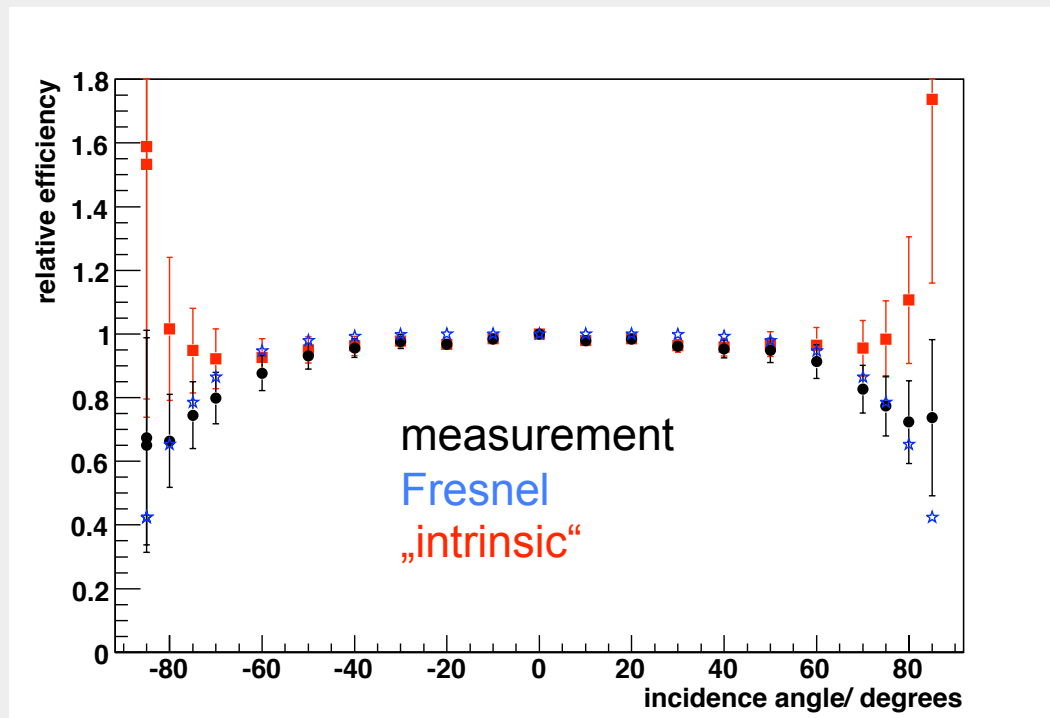
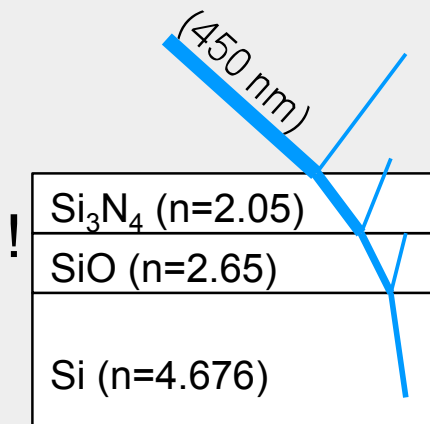
Simulation (3D)

- Fresnel Reflection
- Refraction
- Transmission (Plexi 7N, input: Cherenkov spectrum at 2 km)
- surface roughness
- (optical cross-talk)
- G-APD (resin, angular & spectral acceptance)



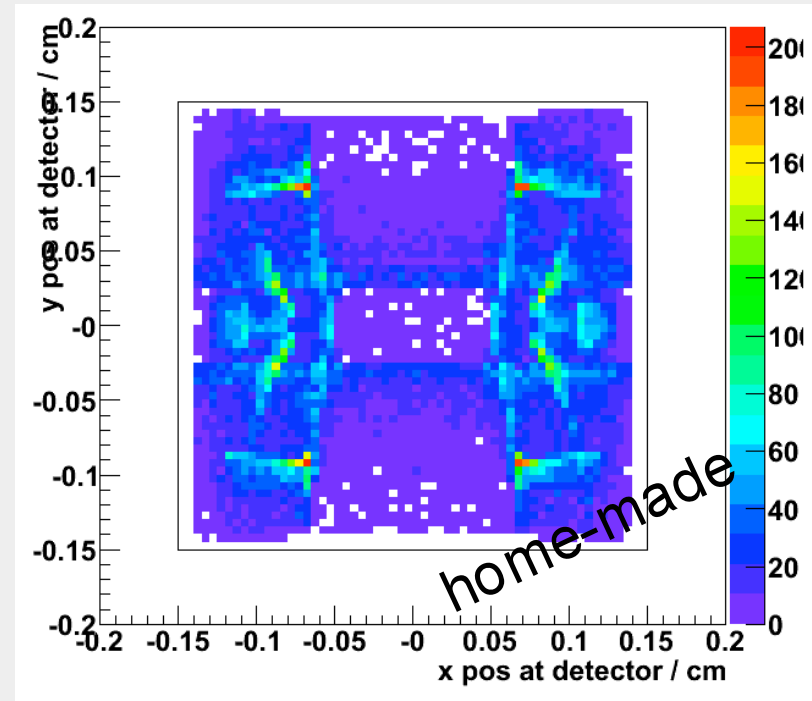
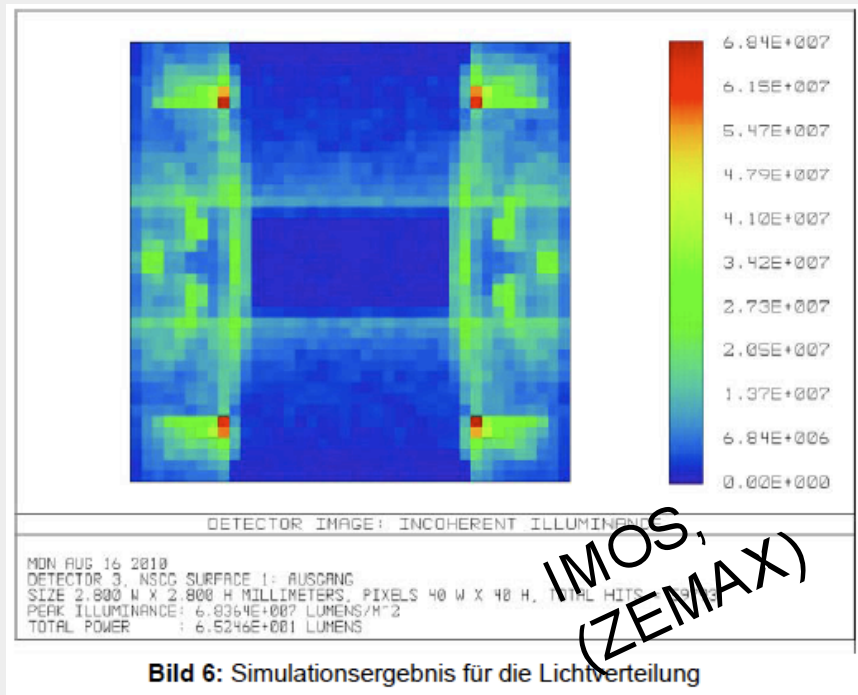
G-APD angular acceptance

- Hamamatsu MPPC S10362-33-50C
- resin removed for the measurement
- normalized to 1 for vertical incidence



Vertical incidence

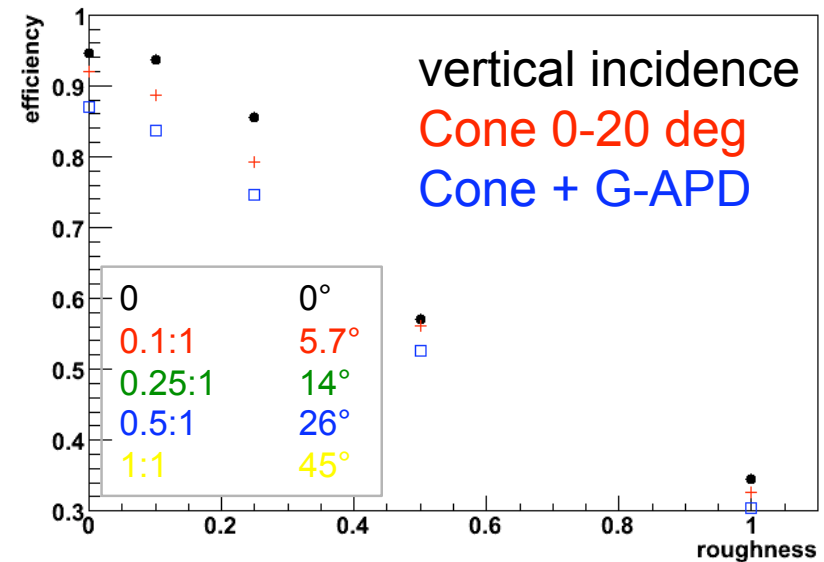
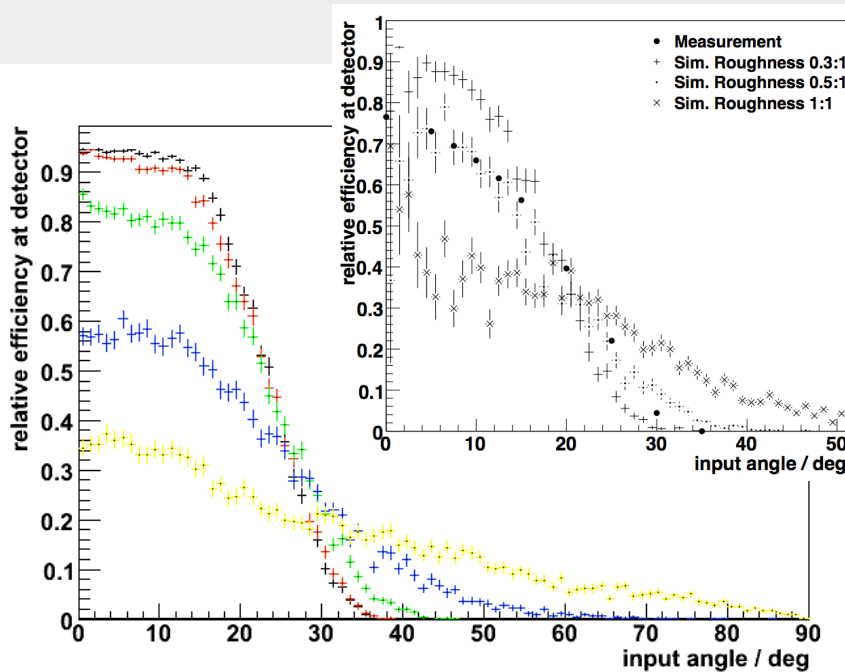
- Careful with tests –illumination for individual angles is not homogeneous!



- hex – square, 9.5 – 2.8mm, parabolic

Simulation Roughness

- absolute changes not so problematic, but changes in slope

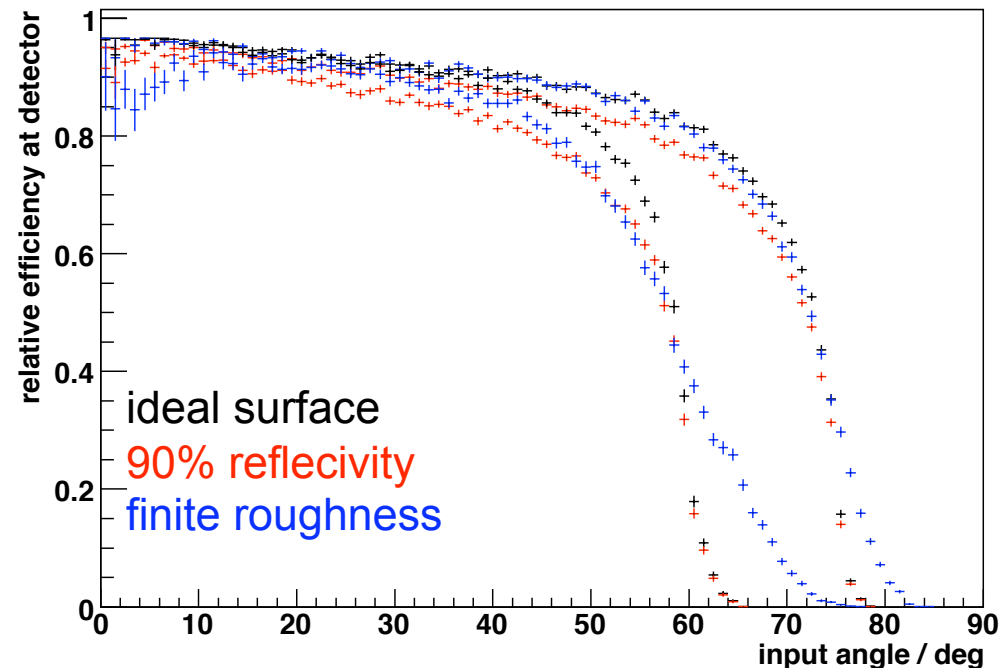


- => changes shape of angular acceptance curve

Secondary Optics (Open Cones)

- square-square Winston Cones
- incidence angles of 60° and 75°
- G-APD, 0.2 mm resin

- 60° :
 - 3.46 \rightarrow 3 mm
 - $h = 1.9$ mm
- 75° :
 - 3.1 \rightarrow 3 mm
 - $h < 0.8$ mm!



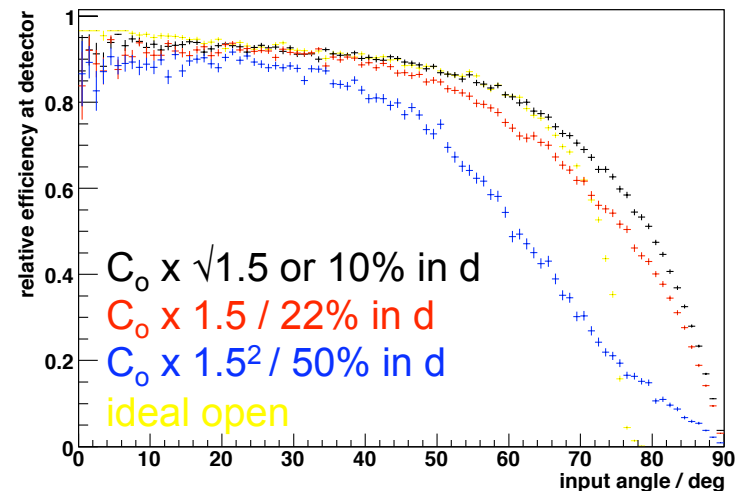
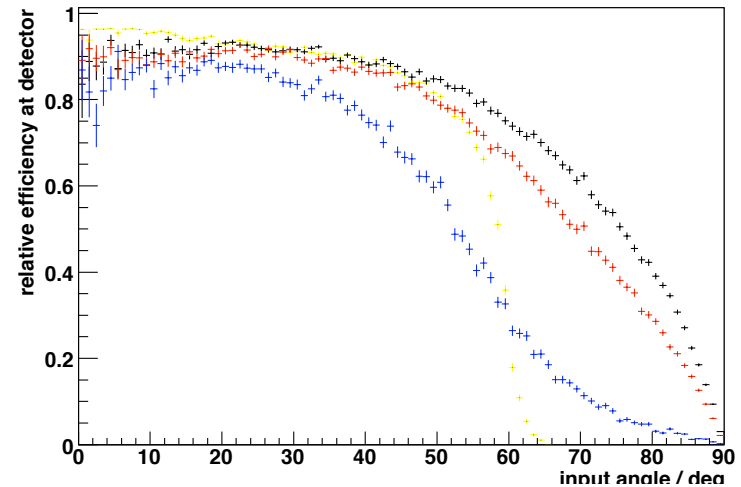
- \Rightarrow theoretically possible, but barely producible

Secondary Optics (Solid Cones)

- assume medium with $n = 1.5$
- surface roughness (estimate)
- transmission of Plexiglas 7N
- increased area concentration
- prize: less background suppression

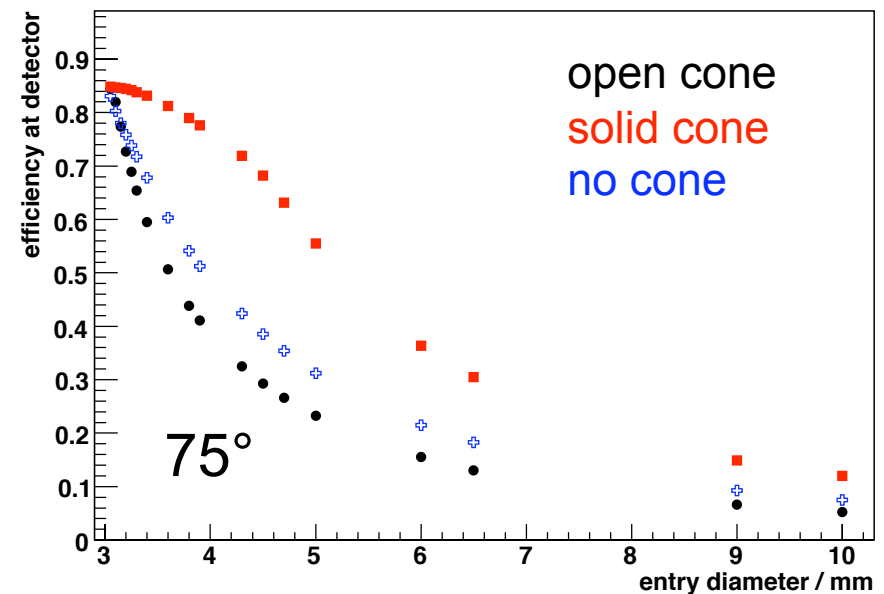
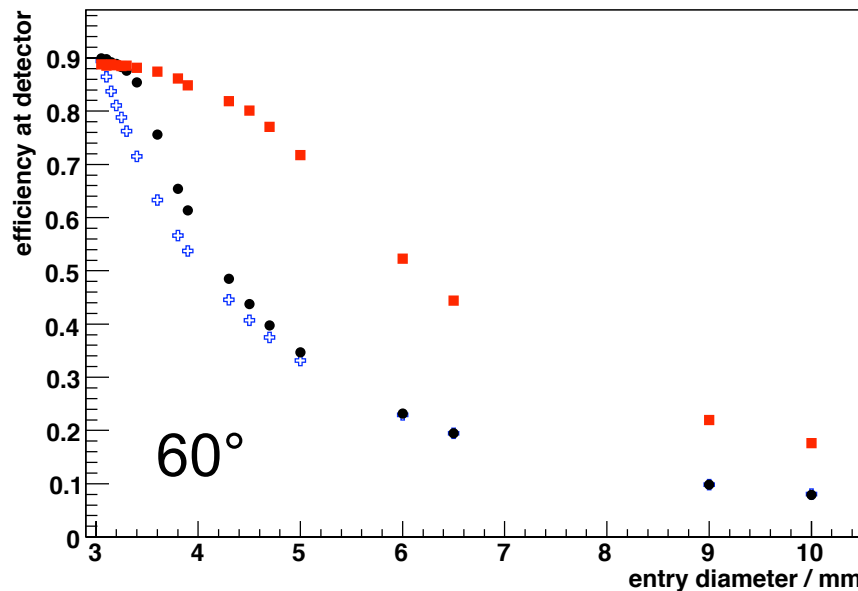
=> at least comparable signal, but more sensitive area

=> mouldable!



Secondary Optics (No Cones?)

- area fill factor, but also: sensor properties (resin + angular acceptance)



- => solid always better than no cone, open can be worse than none for 75°
- => solid better than open above 7% (2%) diameter gain for 60° (75°)

Secondary Optics (Summary)

	open			solid		
	ideal	90%	rough	\sqrt{n}	$C_{max}^{open} *$	n^2
60°						
C_A	1.33	1.33	1.33	1.63	2.0	3.0
d/mm	3.5	3.5	3.5	3.5	4.2	5.2
h/mm	1.9	1.9	1.9	2.7	3.6	5.8
$\epsilon/\%$	82	76	78	86	82	67
fill factor	75	75	75	61	50	33
$\epsilon_{(No\ Cone)}/\%$	68	68	68	55	45	30
75°						
C_A	1.07	1.07	1.07	1.3	1.6	2.4
d/mm	3.1	3.1	3.1	3.4	3.8	4.7
h/mm	0.8	0.8	0.8	1.8	2.7	4.6
$\epsilon/\%$	81	77	80	83	79	63
fill factor	94	94	94	76	62	41
$\epsilon_{(No\ Cone)}/\%$	79	79	79	65	53	35

theoretical gain,
but ϵ too low

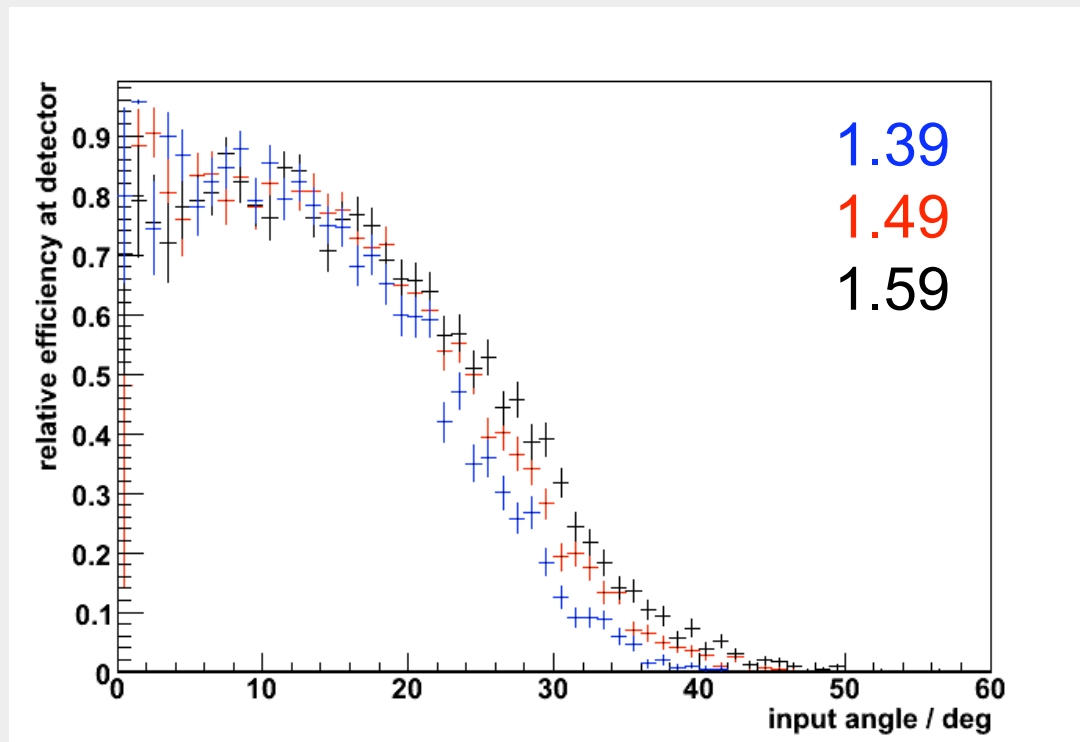
mechanics
difficult

- ⇒ there are realistic solutions for solid cones in a secondary optics telescope
- ⇒ gain in area concentration reduces the effective camera cost

Backup

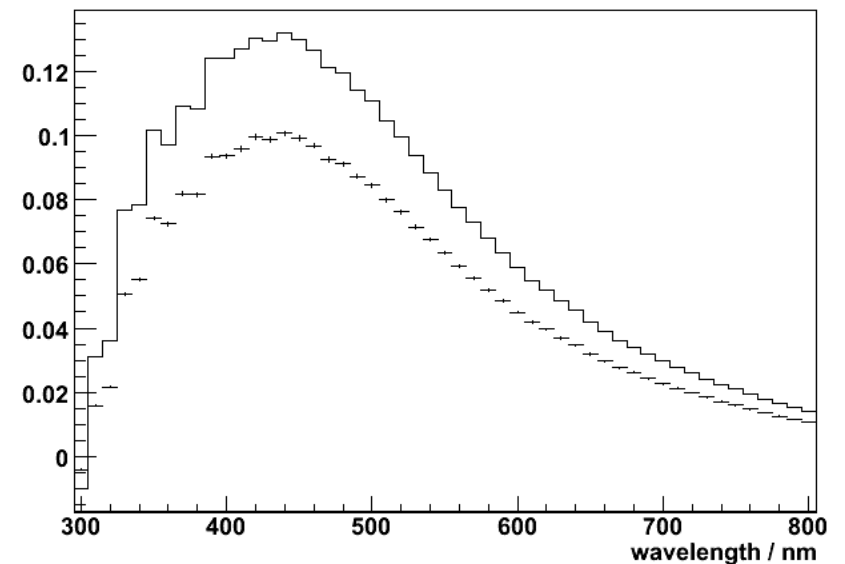
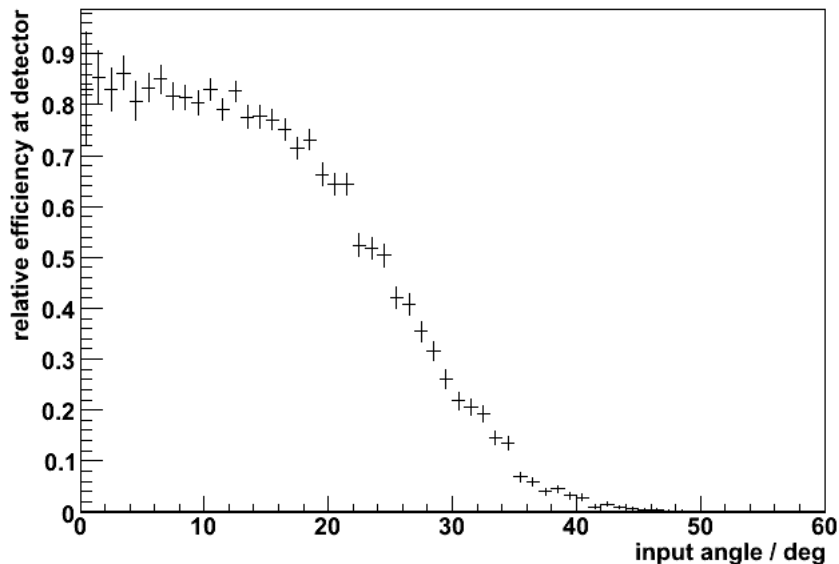
Influence Refractive index

- vary Index for whole Cone by +/- 0.1
- all directions



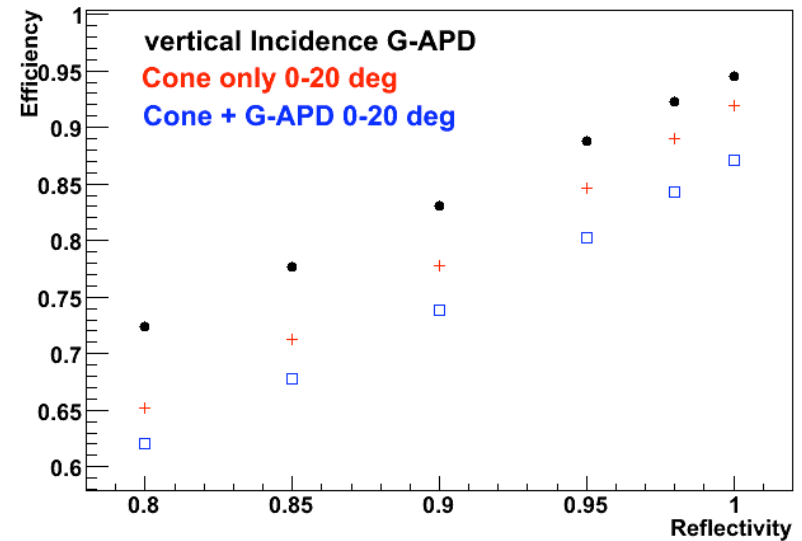
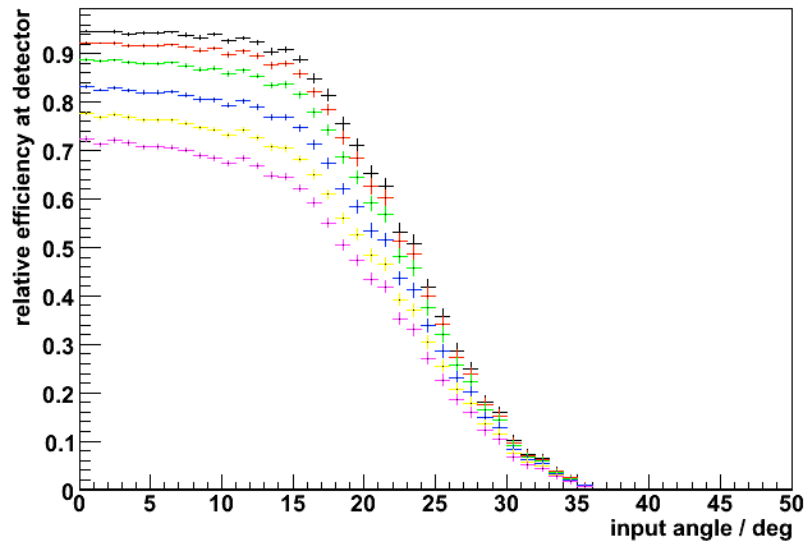
Simulation results

- Assumptions:
 - Total reflection
 - assumed surface roughness
 - G-APD angular acceptance
 - G-APD resin (thickness & index)
 - Fresnel



Simulation Reflektivitiy

- analogue to reflective surfaces



Simulation Transmission

- scale complete transmission curve

