



# **DUNE THREE HORN DESIGN STUDY**

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# PURPOSE

- Benchmarking G4LBNE/V2 and V3
- Want to study focusing performance for a three horn system based off the optimized design
- Investigate the tunability of this design through the repositioning of Horn 2



# PROCEDURE

- 50m POT in V2/V3 for reference design and optimized design at 66 and 120 GeV
- 50m POT in V2 for three horn design at 0.5, 2.0, 4.0, and 6.0 m separation between Horn 1 and Horn 2
- Visualization in HepRep (use 50 POT)



# REFERENCE DESIGN HORNS

Z(cm)	Upstream		Neck	Downstream		
	0-44.047	44.047-80.	80.-83.982	83.982-95.128	95.128-300.	300.-354.4
$R_{in}^{IC}$ (cm)	$\sqrt{\frac{92.8484-z}{7.0483}} - 0.2$	$\sqrt{\frac{85.7091-z}{7.0483}}$	0.90	$\sqrt{\frac{z-82.2123}{2.1850}}$	$\sqrt{\frac{z-80.}{2.1850}} - 0.2$	9.83
$R_{out}^{IC}$ (cm)		$\sqrt{\frac{92.8484-z}{7.0483}}$	1.35		$\sqrt{\frac{z-80}{2.1850}}$	10.03
$R_{in}^{OC}$ (cm)	—	—	15.33	—	—	—
$R_{out}^{OC}$ (cm)	—	—	16.20	—	—	—

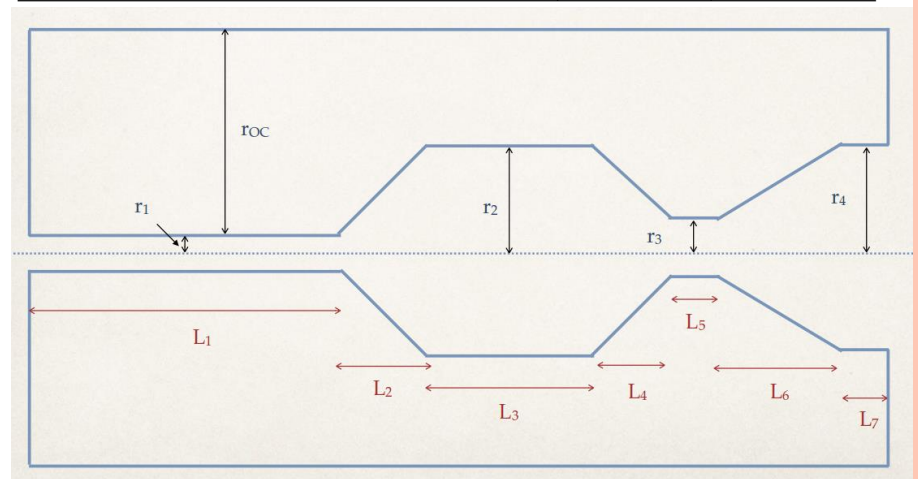
Z(cm)	Upstream	Neck	Downstream	
	0-97.617	97.617-104.803	104.803-300.	300.-354.4
$R_{in}^{IC}$ (cm)	$\sqrt{\frac{100-z}{0.1351}} - 0.3$	3.90	$\sqrt{\frac{z-100}{0.2723}} - 0.3$	26.80
$R_{out}^{IC}$ (cm)	$\sqrt{\frac{100-z}{0.1351}}$	4.40	$\sqrt{\frac{z-100}{0.2723}}$	27.10
$R_{in}^{OC}$ (cm)	—	37.0	—	—
$R_{out}^{OC}$ (cm)	—	37.87	—	—



# REFERENCE AND OPTIMIZED DESIGNS

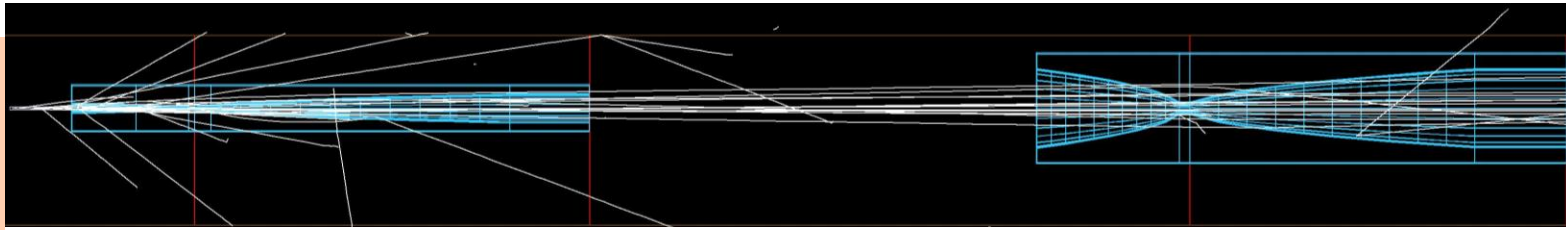
Parameter	Reference	Optimized
$R_1$ (mm) (Horn 1)	–	37.6
$R_2$ (mm) (Horn 1)	–	162.1
$R_3$ (mm) (Horn 1)	–	54.5
$R_4$ (mm) (Horn 1)	–	166.8
$R_{out}^{OC}$ (mm) (Horn 1)	162	670
$L_1$ (mm) (Horn 1)	–	1811.6
$L_2$ (mm) (Horn 1)	–	796.0
$L_3$ (mm) (Horn 1)	–	593.8
$L_4$ (mm) (Horn 1)	–	676.0
$L_5$ (mm) (Horn 1)	–	140.0
$L_6$ (mm) (Horn 1)	–	524.9
$L_7$ (mm) (Horn 1)	–	997.0
Longitudinal Position (m) (Horn 1)	0	0

Longitudinal Scale (Horn 2)	1	1.32
Radial Scale (Horn 2)	1	1.78
Radial Scale Constant (m) (Horn 2)	0	7.612
Longitudinal Position (m) (Horn 2)	6.61	14.5
Target Length (m)	0.95	2.37
Target Longitudinal Position (m)	-0.42	0.1
Proton Energy (GeV)	120	66
Horn Current (kA)	230	298

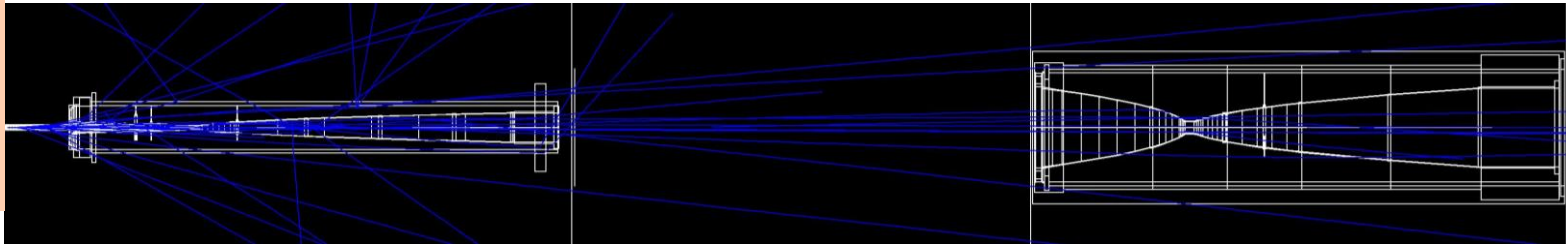


# REFERENCE DESIGN: $\pi^+$ (1-10 GeV)

66 GeV

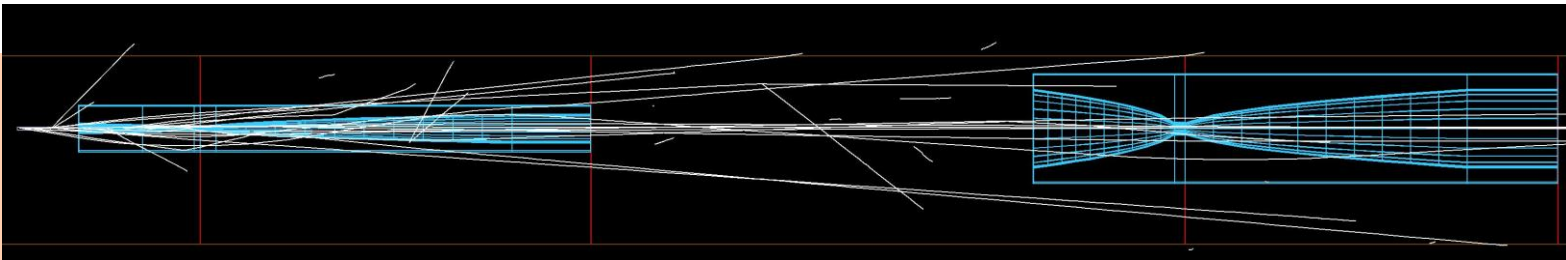


V2

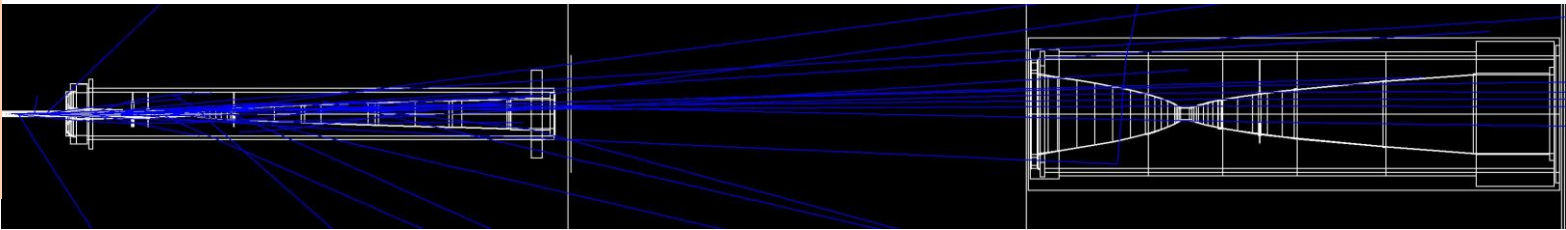


V3

120 GeV



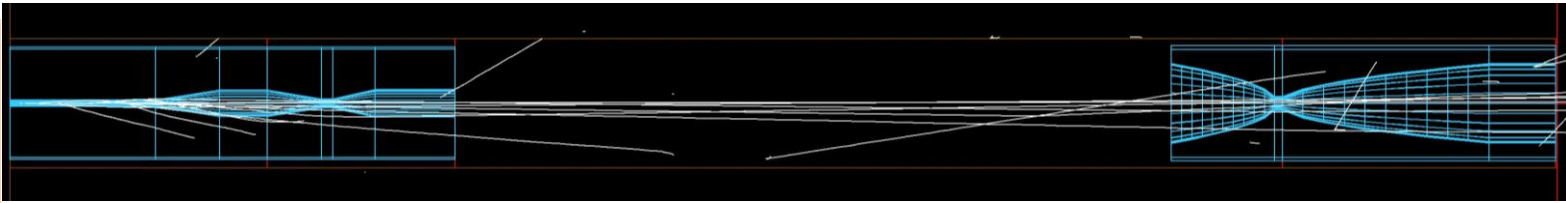
V2



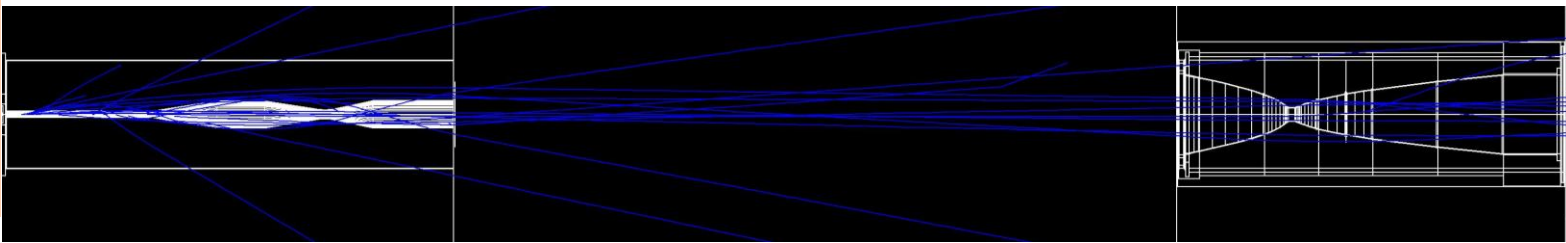
V3

# OPTIMIZED DESIGN: $\pi^+$ (1-10 GeV)

66 GeV

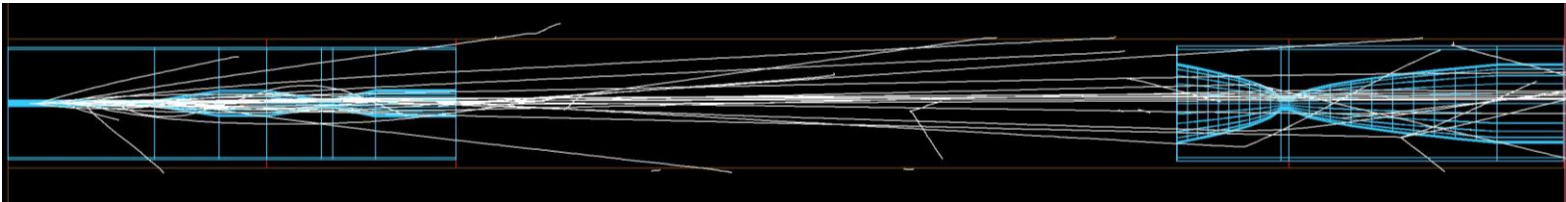


V2

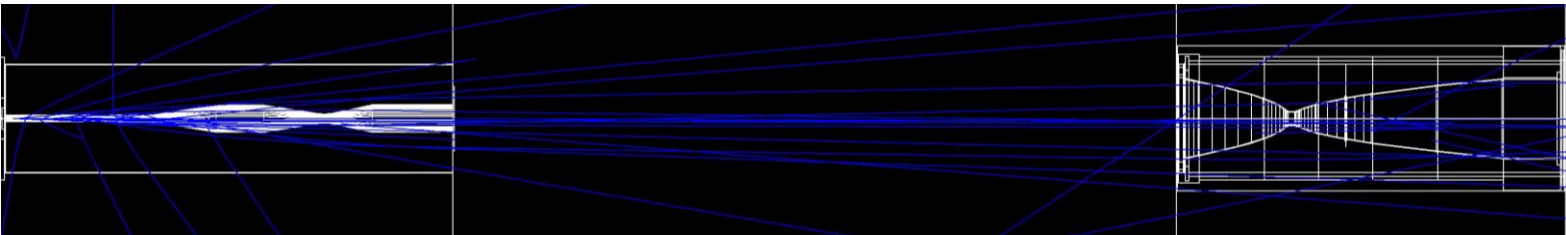


V3

120 GeV



V2

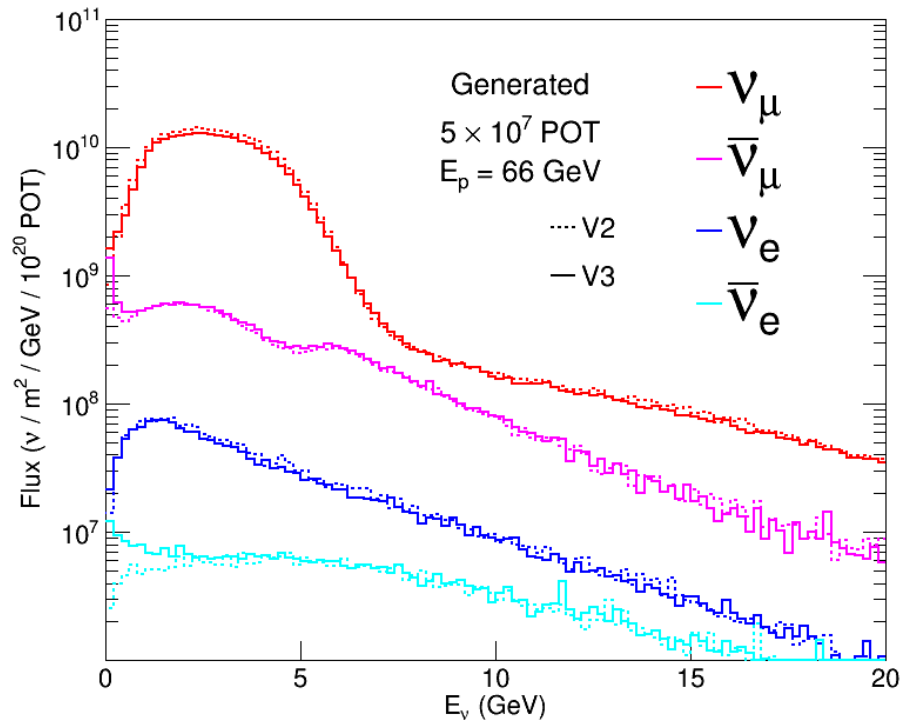


V3

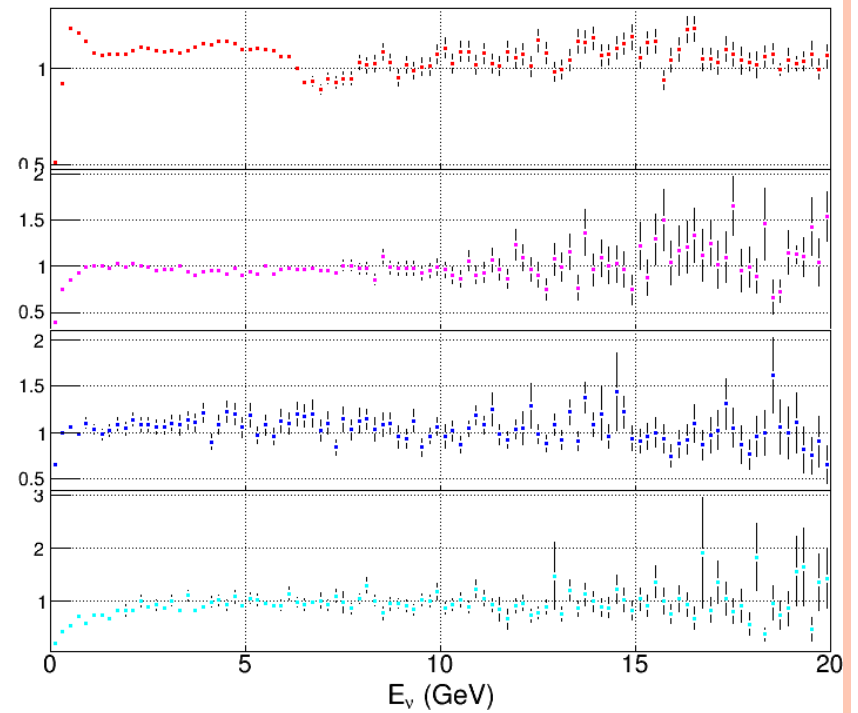


# REFERENCE DESIGN

Reference Design



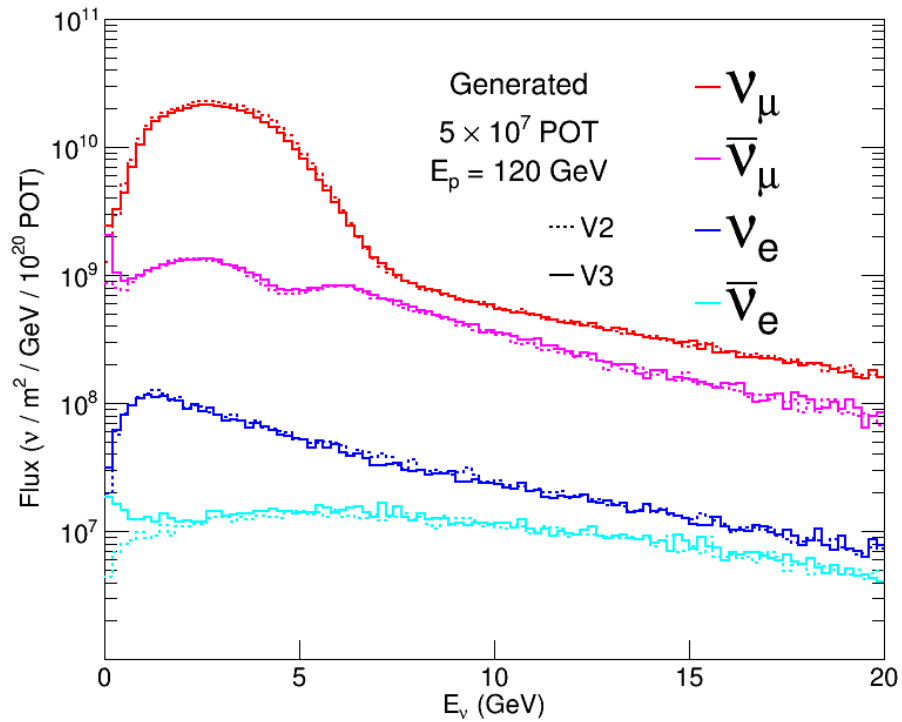
Neutrino Flux Ratio ( $\nu_2/\nu_3$ )



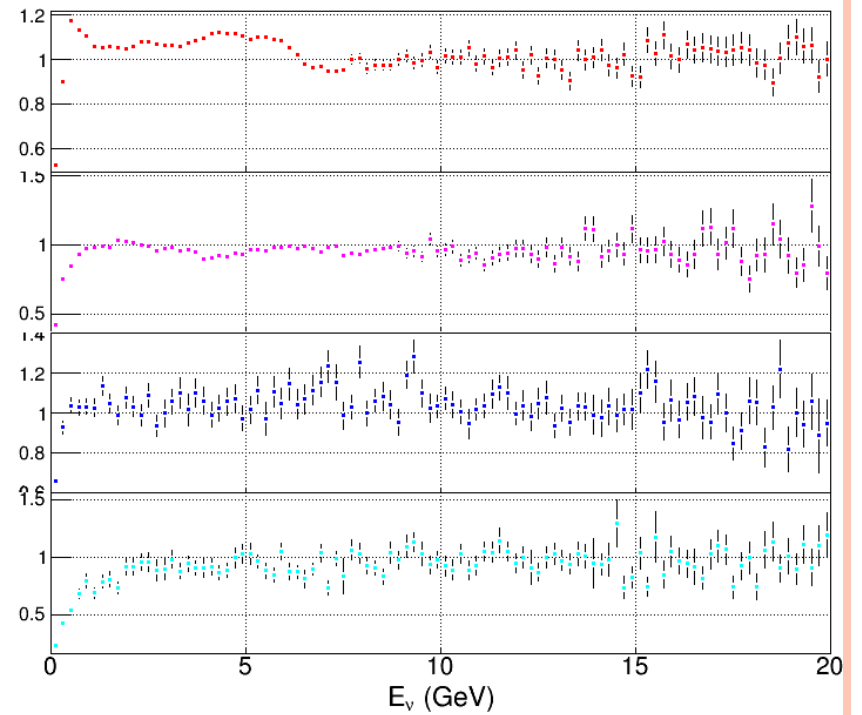


# REFERENCE DESIGN

Reference Design

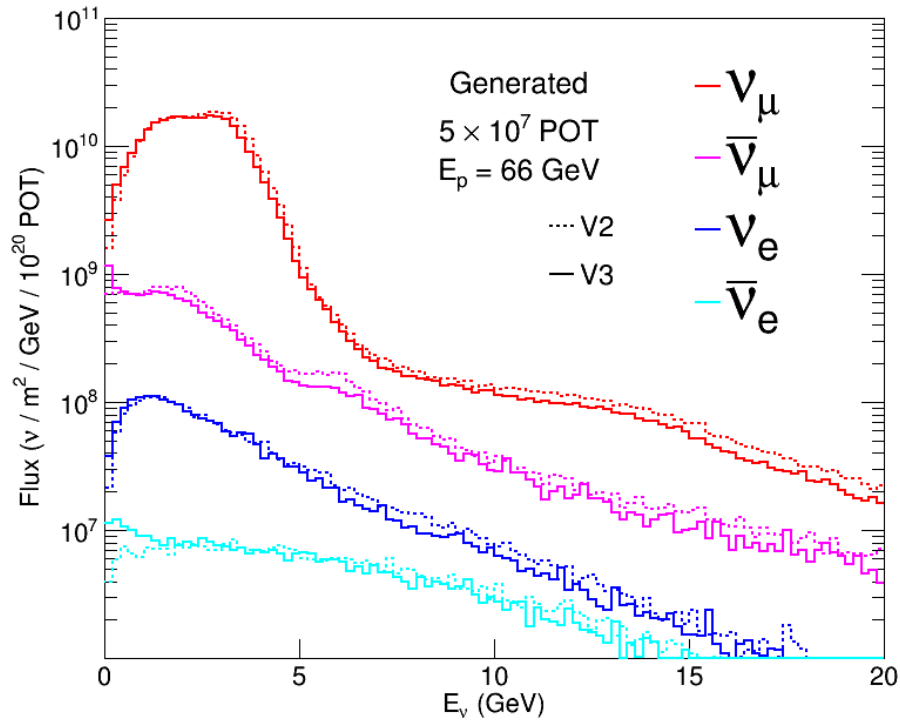


Neutrino Flux Ratio ( $\nu_2/\nu_3$ )

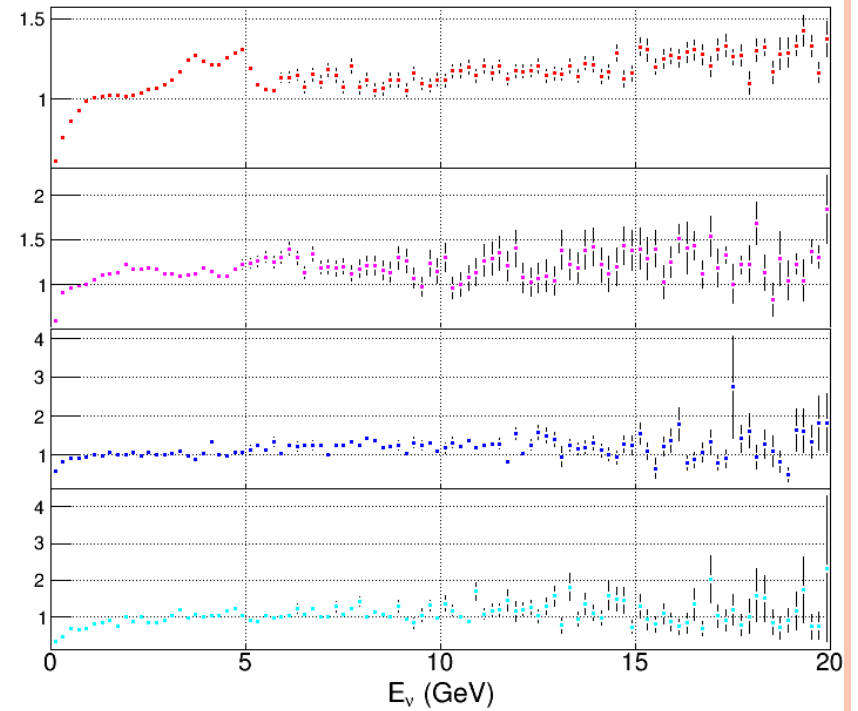


# OPTIMIZED DESIGN

Optimized Design

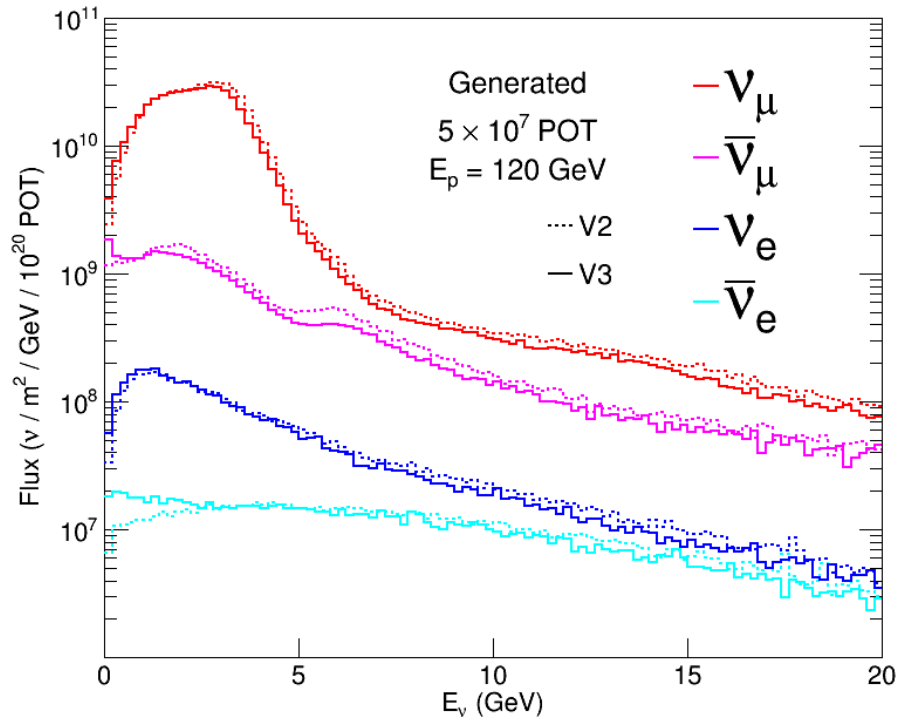


Neutrino Flux Ratio ( $\nu_2/\nu_3$ )

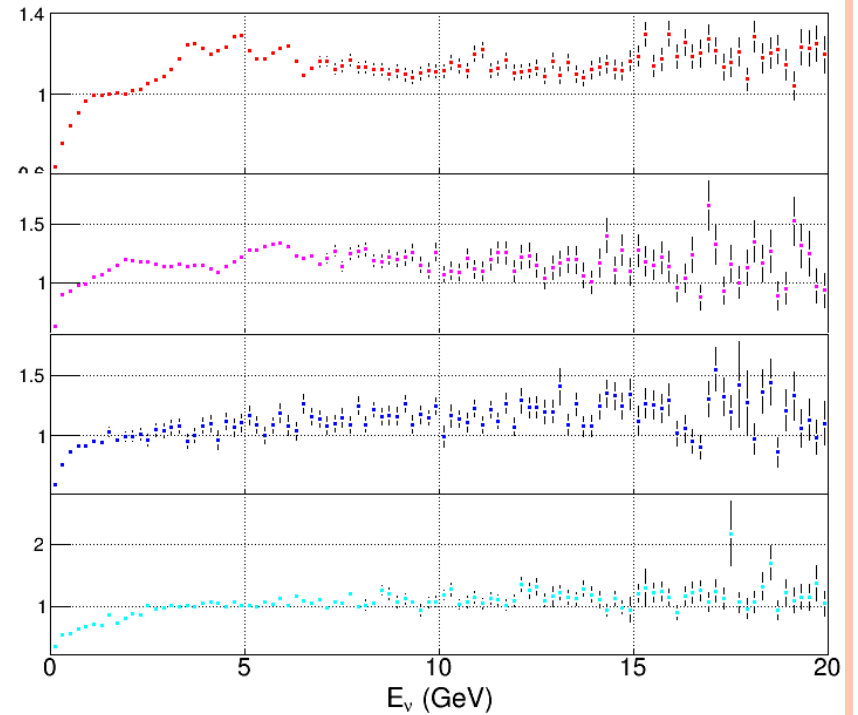


# OPTIMIZED DESIGN

Optimized Design



Neutrino Flux Ratio ( $\nu_2/\nu_3$ )



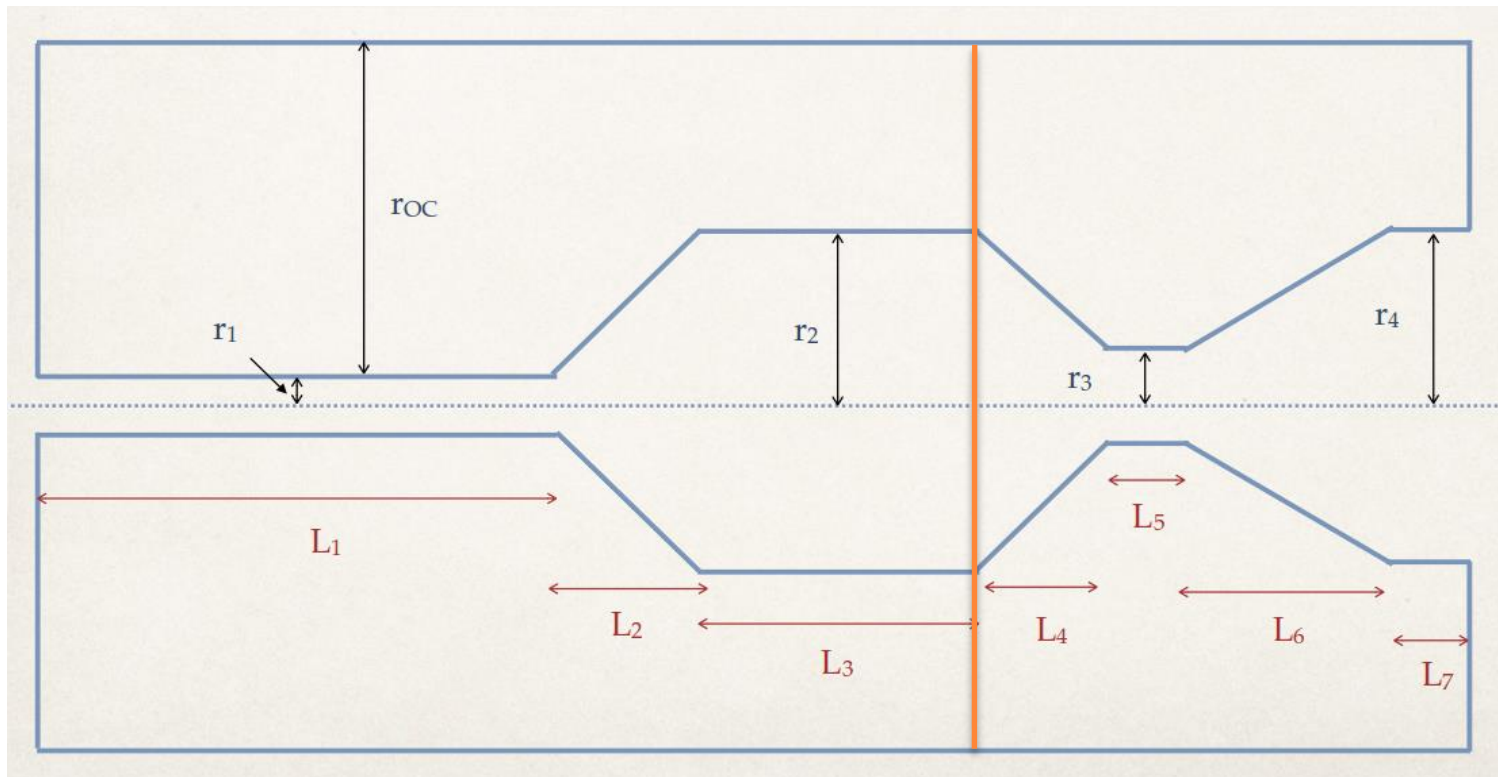
# OBSERVATIONS

- Verify that optimized design outperforms reference
- V3 has overall lower flux due to the more accurate use of beamline components
- V3 low energy bins are higher because V2 has automatic low energy cuts

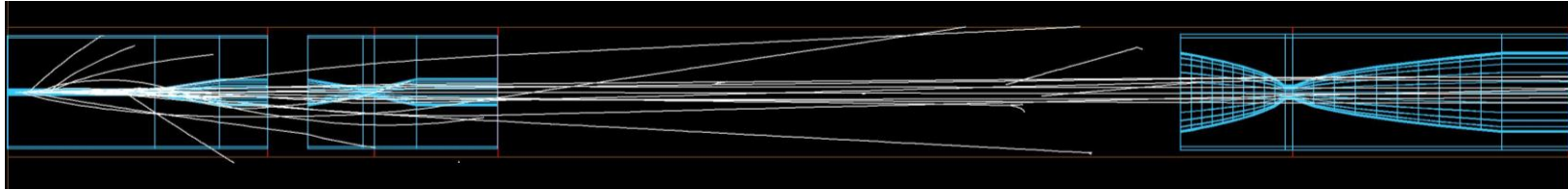


# THREE HORN DESIGN

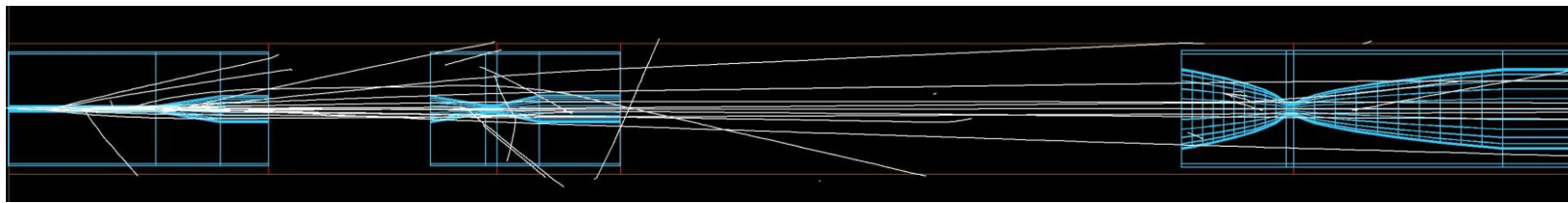
- Same beam specifications as optimized design, except Horn 1 is cut between  $L_3$  and  $L_4$



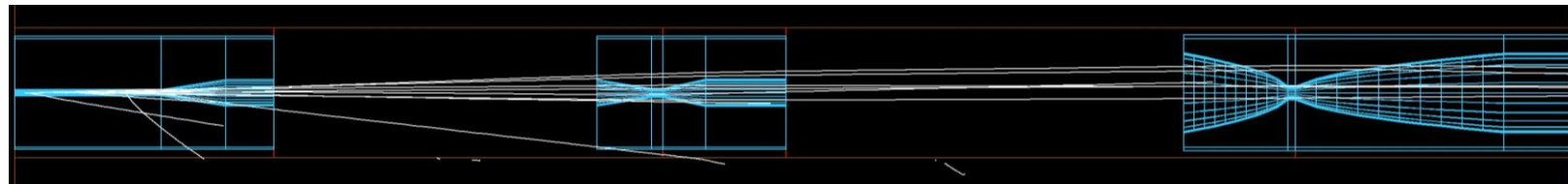
# VISUALIZATION OF THREE HORN DESIGN



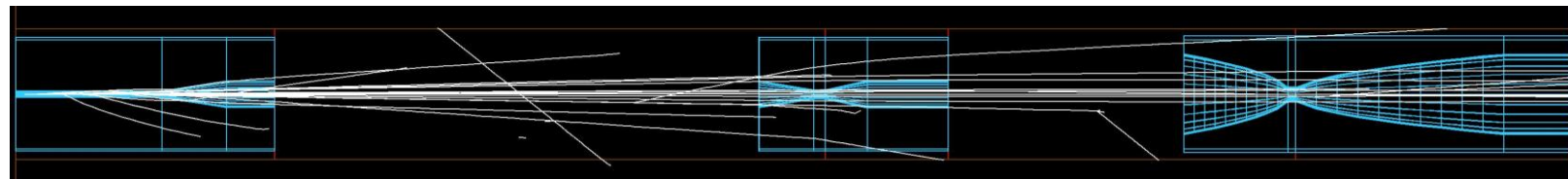
0.5m



2.0m



4.0m

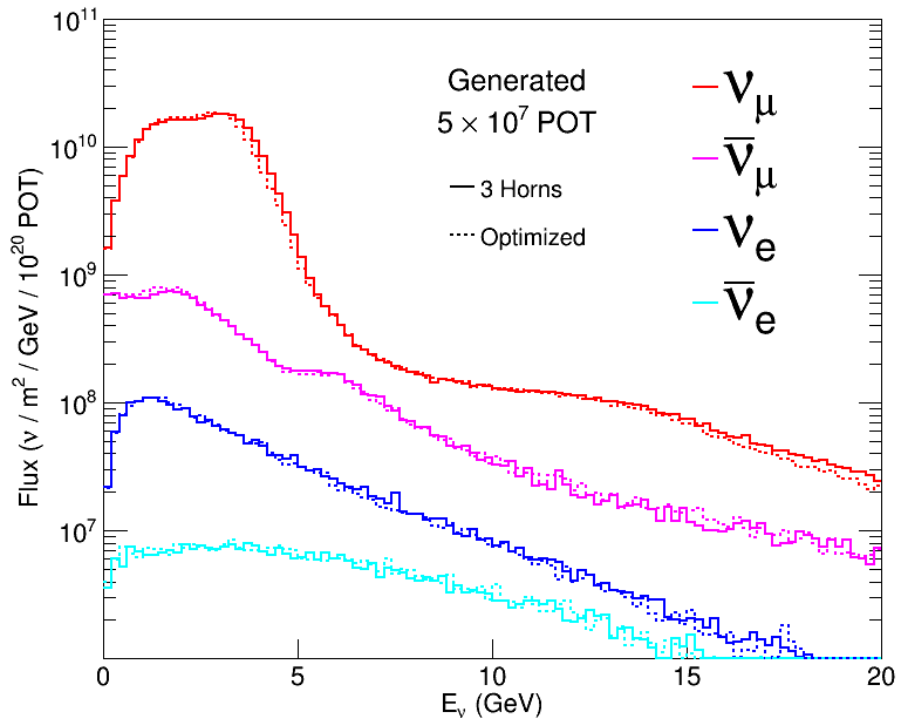


6.0m

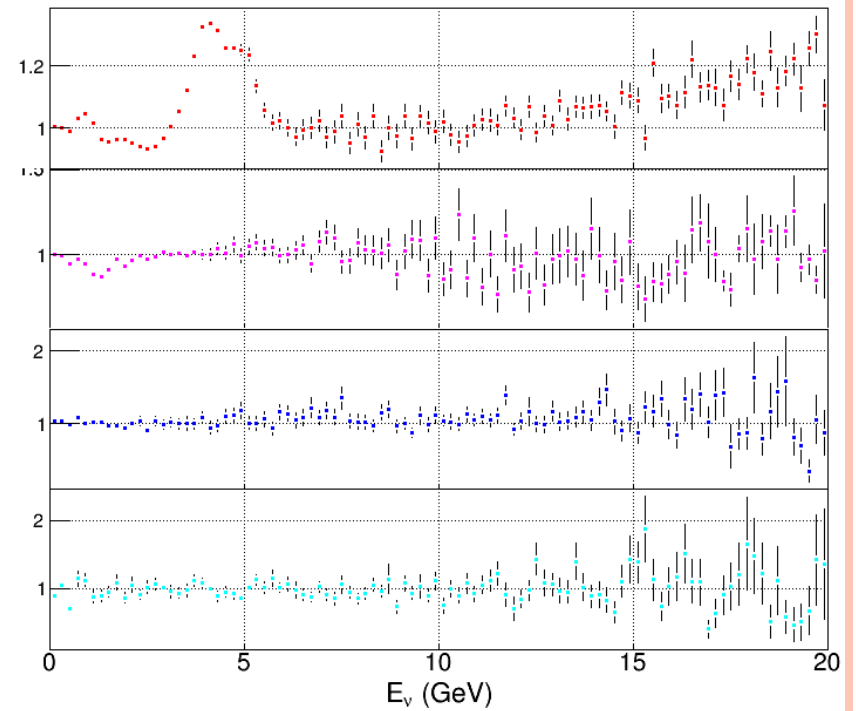


# 0.5 METER SEPARATION

Three Horn Design (0.5m Separation) G4LBNE/V2

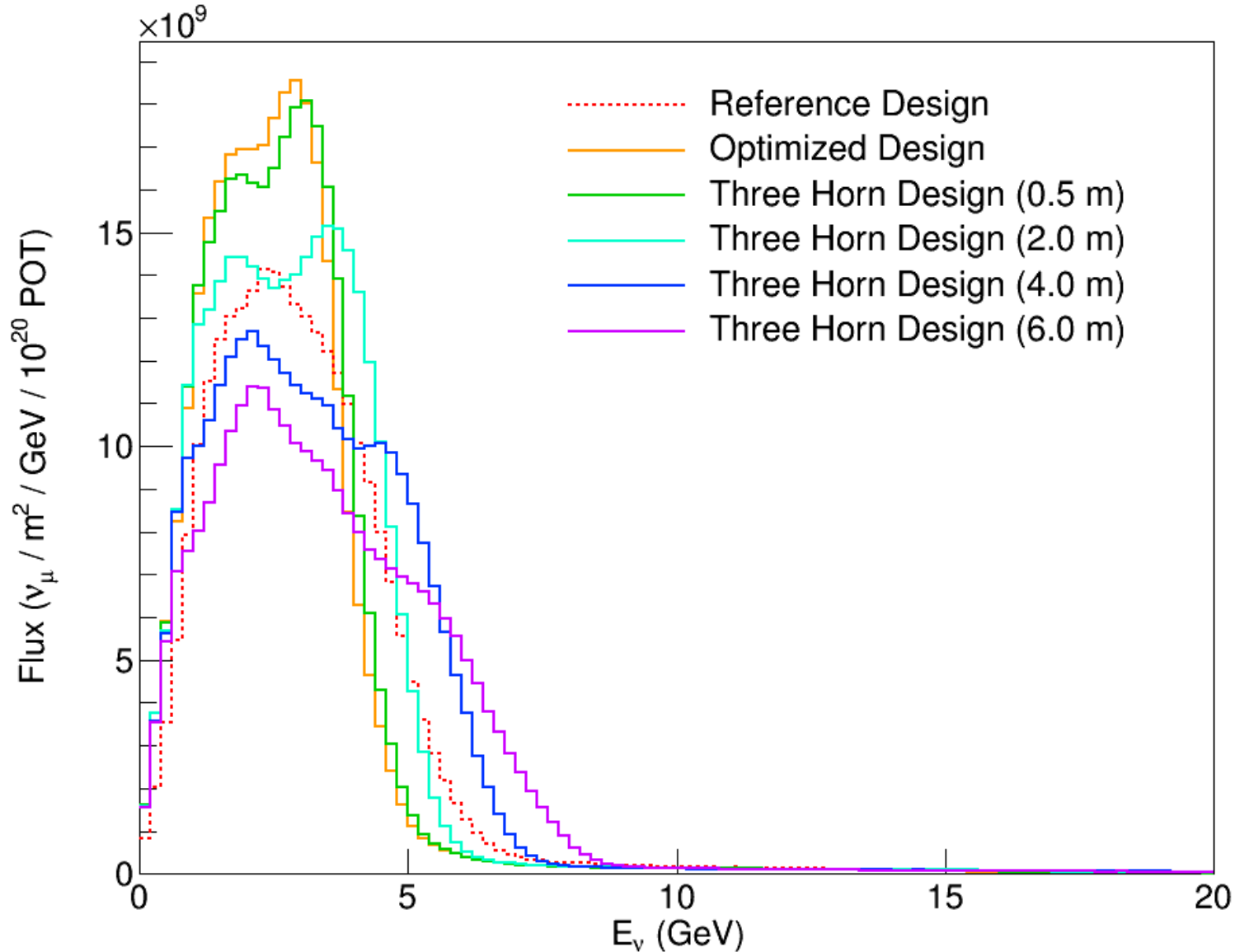


Neutrino Flux Ratio (3 Horns)/(Optimized) in V2



# THREE HORN (ALL SEPARATION LENGTHS)

## Muon Neutrino Flux in G4LBNE/V2



66 GeV





# CONCLUSIONS

- The 0.5 m separation design yields comparable neutrino flux to the optimized design - a three horn design can be found that has equal or better flux
- Simply moving the location of Horn 2 doesn't give quality tuning. Likely will be the case for other Horn 2 OC radii



# FUTURE WORK

- Study anti muon neutrino beam
- Implement three horn design in G4LBNE/V3
- Use a genetic algorithm to optimize the three horn geometry – Horn 2 OC radius and separation distance increase complexity by 2 degrees of freedom



END

