# Detector Performance History and needs for physics analyses

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# **Charge Questions**



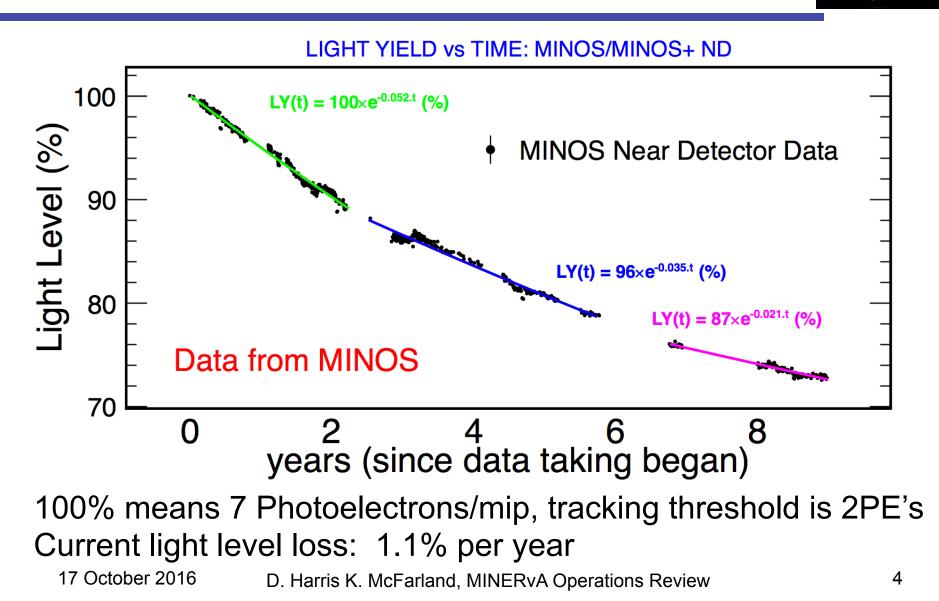
- Question 2: Are the MINOS ND performance and calibration requirements well established for the needs of the MINERvA physics program, and is there a clear plan for achieving these requirements? Leo discussed this already
- The performance requirements of MINERvA are much more stringent than for MINOS, so I wanted to talk about those as well in this talk

# Outline

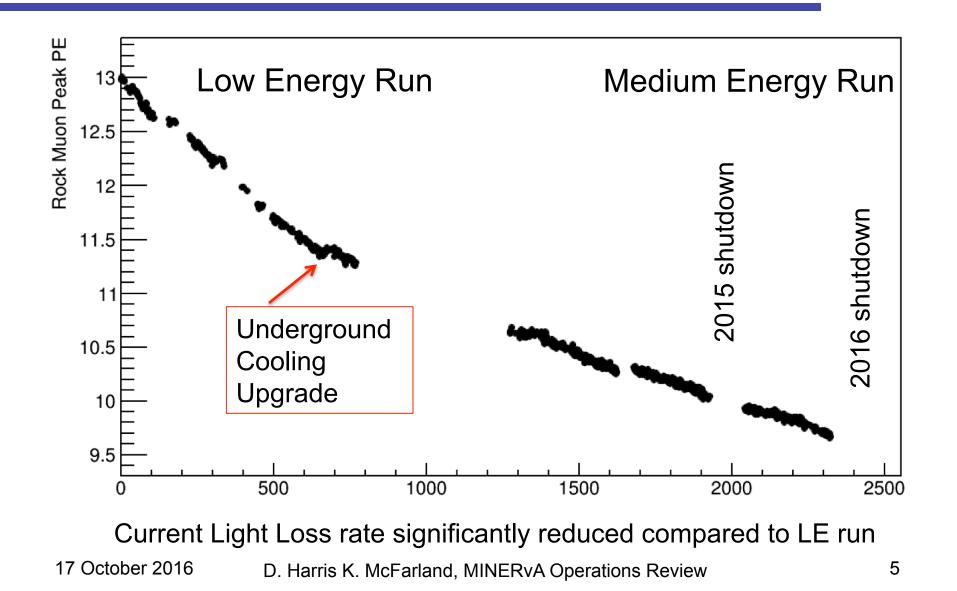


- Performance Needs for Physics Analyses
  - Need enough light for tracking (in MINERvA and MINOS)
  - Need enough light for particle identification and calorimetry (less stringent)
  - Need MINOS magnetic field
  - Need to accurately simulate detector acceptance

# MINOS Light Yield vs Time

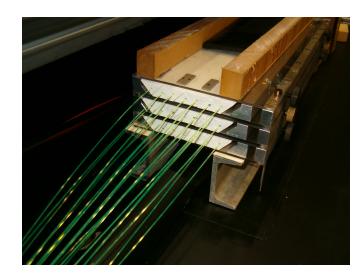


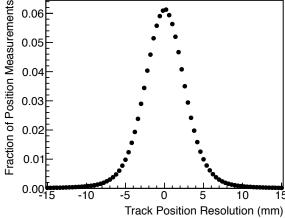
# MINERvA Light Yield vs day



# Light Yield vs Tracking

- In the R&D era, we had a 3plane vertical slice test
- A systematic study was performed to measure the position resolution of the scintillator planes as a function of light loss (provided by neutral density filters).





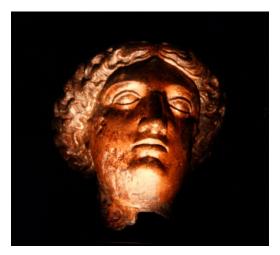
Position resolution Degradation for muons: 28% worse for a 37% light loss

	Effective	Resolution
Filter	Transmision	(mm)
0.5	0.43	3.7
0.63	0.59	3.2
0.8	0.75	2.8
1	1	2.5

### Light Levels vs time simulated in MC

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# Efficiency Changes from Accidental Activity



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# Accidentals in a neutrino experiment?

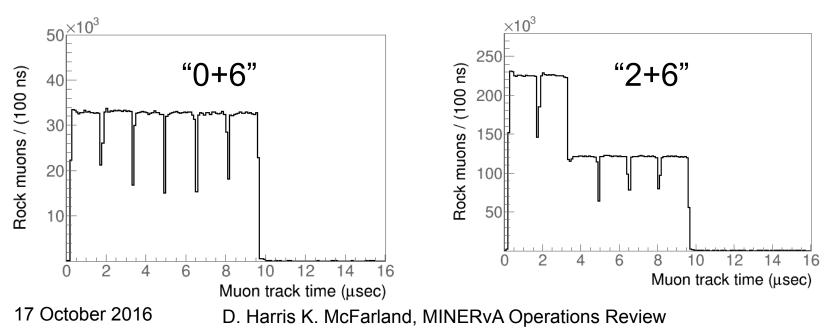


- MINERvA is affected by accidental activity in several ways
  - Muons from upstream neutrino interactions that overlap with a fiducial event make it hard to match to MINOS muon
  - Preceding activity creates a 200nsec dead time period as signal is read out (this will be reduced in V97)
  - If you are looking for an electron (from  $\pi$  to  $\mu$  to e decay) you may get one from a different event by accident
- MINOS is affected by accidental activity
  - Tracks get lost or mis-matched between U and V if there is too much activity
  - Far more dense detector means lots more events/spill that can add to confusion

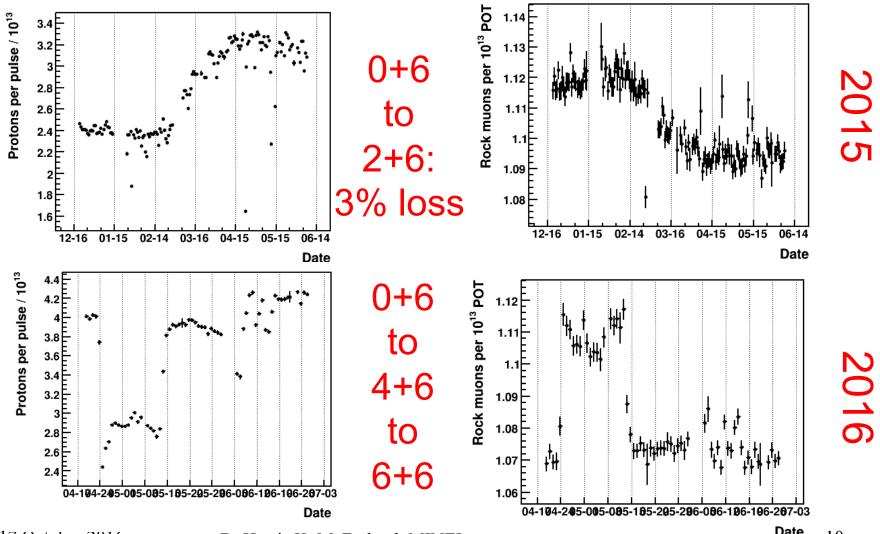
# Signatures of Efficiency Loss



- First clue: "Rock Muon Monitoring" plots
  - Muons from upstream interactions 100% correlated with protons on target, should be proportional in perfect detector
  - Checked every day on shift
  - Muon has to travel through all of MINERvA
  - Immediately see several % changes due to slipstacking



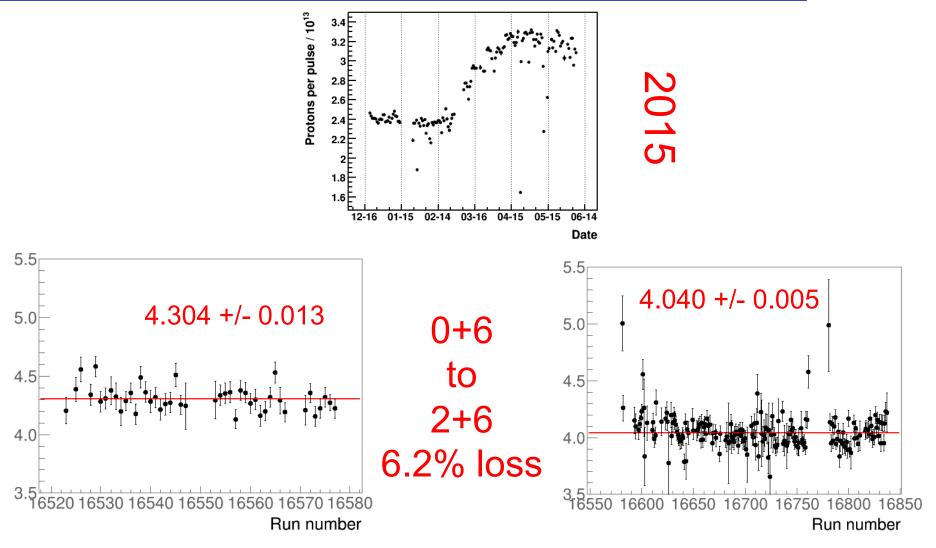
# Changes in Slipstacking: Rock Muons



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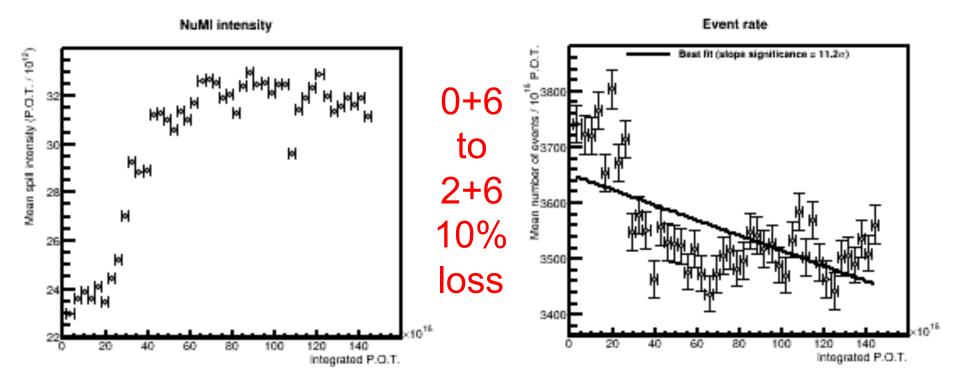
# Changes in Slipstacking: e<sup>-</sup> from μ decay rates



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# Changes in Slipstacking: $v_{\mu}$ charged current event rates

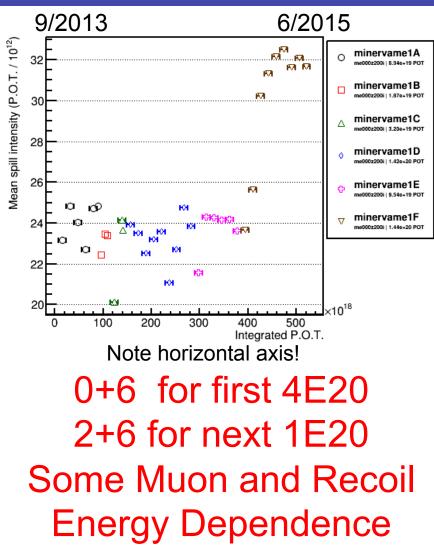


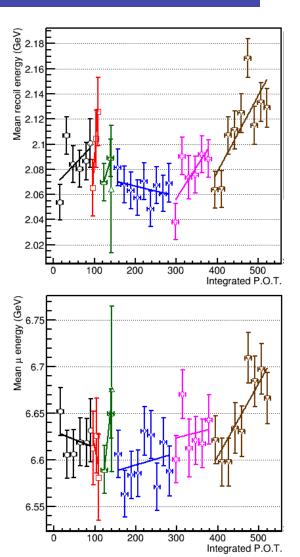


Note horizontal axis: Integrated POT, not time

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# Changes in Slipstacking: $v_{\mu}$ CC: $\mu$ and recoil energy





# 2013 through 2015 Date

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# **Coping Strategies**

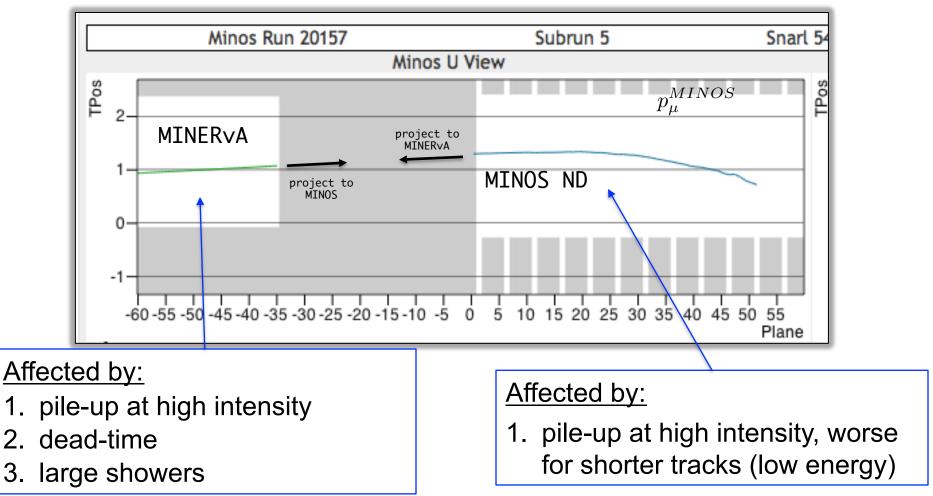


- Simulation:
  - Add real data to a MC-generated neutrino event for both MINERvA and MINOS, and THEN do event reconstruction
  - Time dependence is covered if you overlay data events correctly for different run periods
  - Live with inefficiency but make sure you can check with data that you are simulating that correctly
  - We did this for LE, but it was easy because the event rate was low and the protons per booster batch was basically flat for most of our statistics
- Optimize Analysis cuts for a busy detetor
  - We may have to use different analysis cuts for ME if we find that
- Firmware Upgrade:
  - make sure there is less deadtime in the first place

### Muon Tracking Efficiency



Need to check that simulation reproduces efficiency



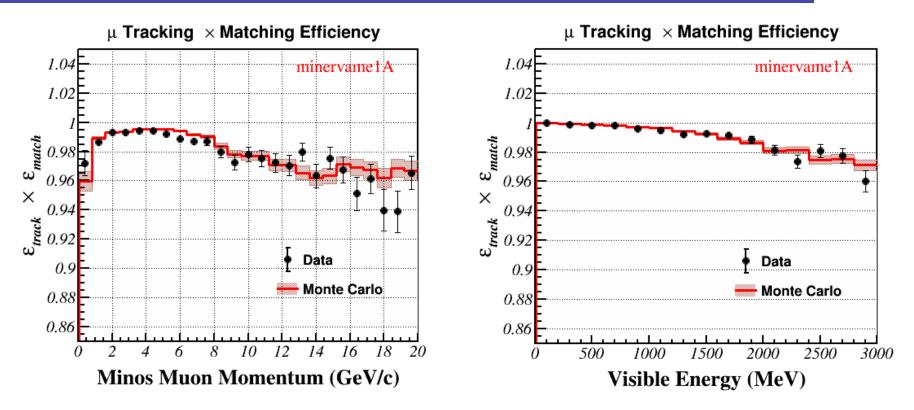
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## MINERvA Tracking Efficiency (ME)



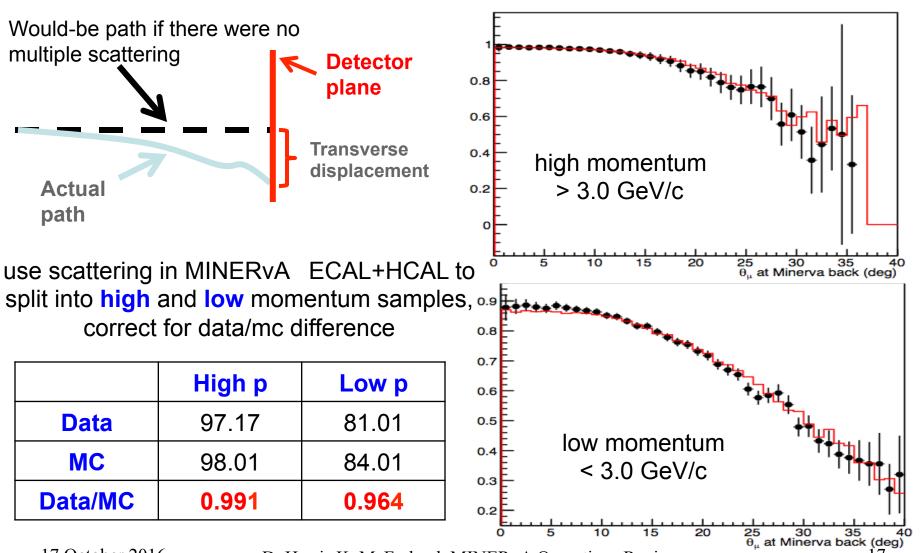


Momentum provided by MINOS Near Detector,

look upstream to see if you can match to a MINERvA track

Agreement between data and MC good to 1%, non-slip-stacked beam

### **MINOS Tracking Efficiency**



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# Intensity Dependence Summary



- Different analyses will have different intensity dependences
- Average data overlay is modeling intensity dependence for
  - Tracking from MINOS to MINERvA
  - Tracking from MINERvA to MINOS
- For LE neutrino running and pre-slipstacked ME beam, Data/MC difference is ~3% for μ less than 3GeV
- For LE antineutrino and  $\mu$  >3GeV events, Data/MC difference is ~1%
- For slipstacked beam, we need a new approach

# Adding protons per batch



- Major overhaul of simulation took place over the past few months
- Multi-step process
  - Save the protons per booster batch into the data stream
  - Throw MORE monte carlo neutrino events in the booster batch where there are more protons on target
  - Overlay MORE data events where the data is slipstacked than when the data is not slipstacked
- Have to generate MC versus protons on target, not versus time

# Plan for Coping



- New release has intensity dependence simulated correctly
- Will redo earlier tracking studies to see how well we simulate the changes from 0+6 to 2+6
- Will then see how well we simulate antineutrino running accidental activity (2+6 through 6+6)
- After 2016 shutdown: will have to simulate 6+6 neutrinos at high statistics, but with new deadtime model because of v97

# Longer Term Plan



- Will investigate which cuts cause the most intensity-dependence
- Will continue to adjust cuts using new monte carlo to reduce intensity dependence
- May need to change the way we "slice" events in time
- Low Energy Kaon Analysis started some of this work since signal was a delayed track from kaon decay

# Summary



- Light levels are adequate in both MINERvA and MINOS Detectors
- Tracking efficiency in ME beam is simulated to 3% (1%) for muons below (above) 3GeV beam before slipstacking started
- New overhaul of simulation now makes it possible to test efficiencies to 2x higher instantaneous intensities (2016 running)

# Backup: History of Intensity Dependence Simulation



	Low momenturm muons			High momenturm muons		
	Data	Simulation	Ratio	Data	Simulation	Ratio
2010 neutrinos	80.2	83.2	96.3	97.3	98.2	99.0
antineutrinos	82.6	84.8	97.5	98.1	98.6	99.5
2011-12 neutrinos	80.3	82.5	97.3	97.4	98.1	99.4

Note: 2010 neutrino running was in TeVatron era, where last booster batch was "cleanup" and had fewer POT than the first 5 batches. We didn't simulate this, but made a correction and assigned a systematic uncertainty