

Hadronic showers / missing energy in protoDUNE

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Outline

- Particle gun MC of pions and protons
- Studying the MC true energy deposited in protodune
- Also looking at the MC true energy deposited as photons
- Quantifying energy associated to primary, and to neutral secondaries (gammas, neutrons)

larsoft workflow

- Using `dunetpc v06_12_00`
 - `protodune_v2` geometry
- `protoDUNE_gensingle.fcl`
 - Pion or proton, 0.1 – 3.0 GeV momentum
- `protoDUNE_g4single.fcl`
 - Modified `SimPhotons` to store G4 truth
- `protoDUNE_detsim_single.fcl`
- `protoDUNE_reco.fcl`
- **No cosmics / multiparticle events**

- I have to edit lardataobj/Simulation/SimPhotons.h to include the Geant4 true track information for what created the photon
 - This info was already stored in sim::IDE

```
class OnePhoton
{
public:
    OnePhoton();

    bool          SetInSD;
    TVector3      InitialPosition;
    TVector3      FinalLocalPosition; // in cm
    float         Time;
    float         Energy;
    int           TrackID; // GEANT4 track id
};
```

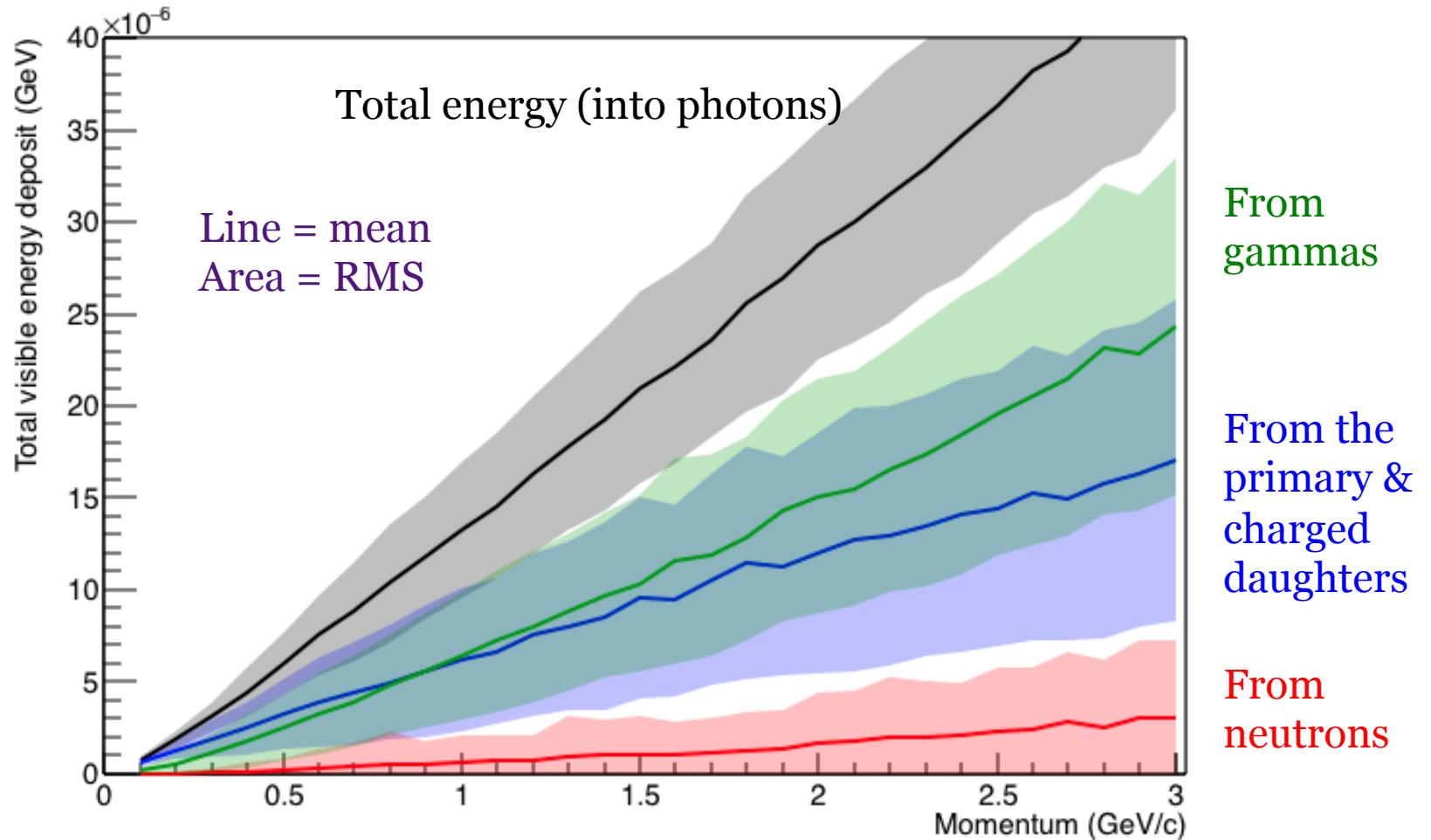
Analysis

- For now, only looking at the true energy deposits
- Associating each energy deposit to
 - **Primary** – plus any charged daughters
 - **Neutrons** – and subsequent daughters
 - **Gammas** – and subsequent daughters
- Calculating the fraction of energy deposited into those three categories

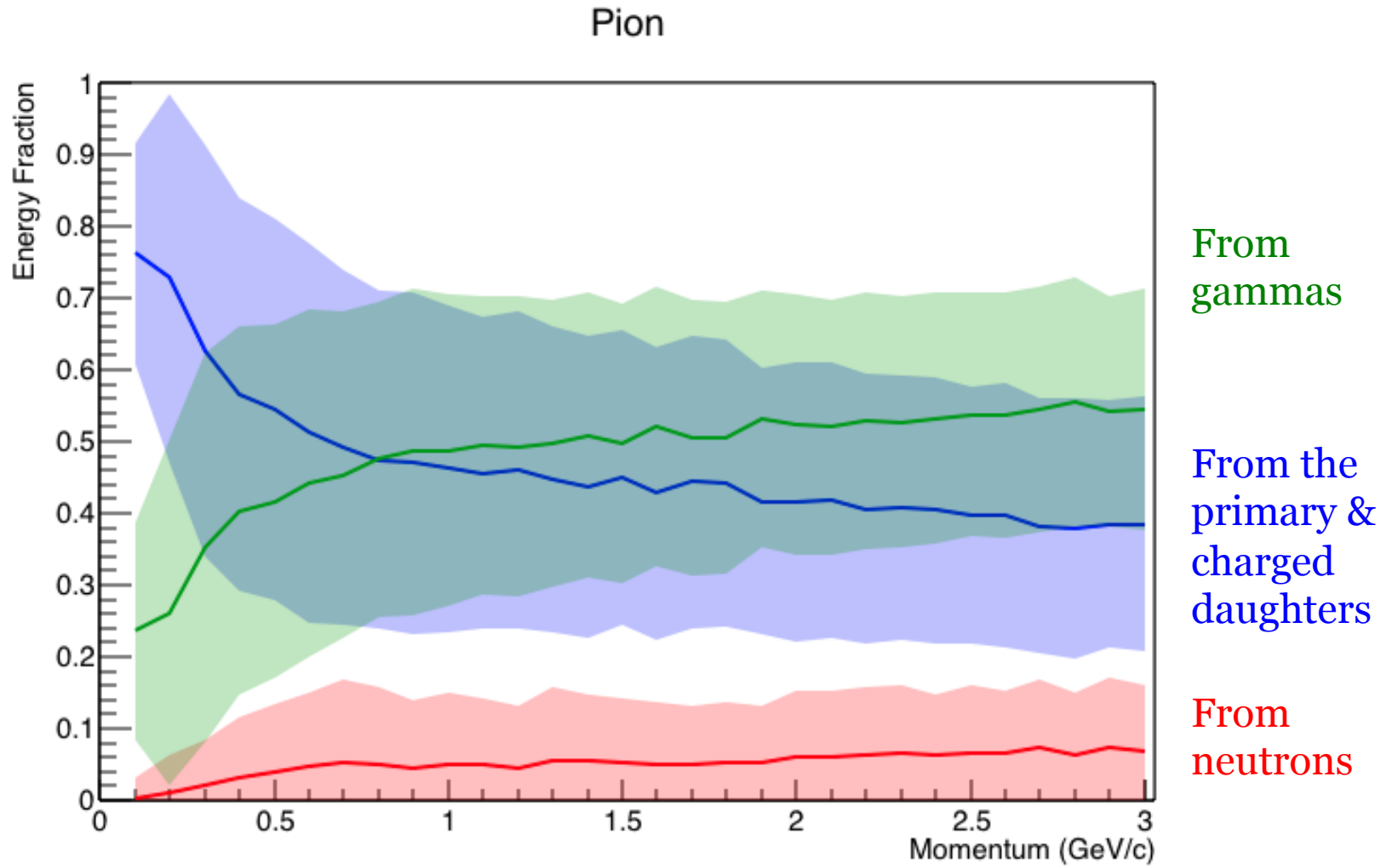
Pions – total photonic energy

$40 \times 10^{-6} \text{ GeV} = 40 \text{ keV}$

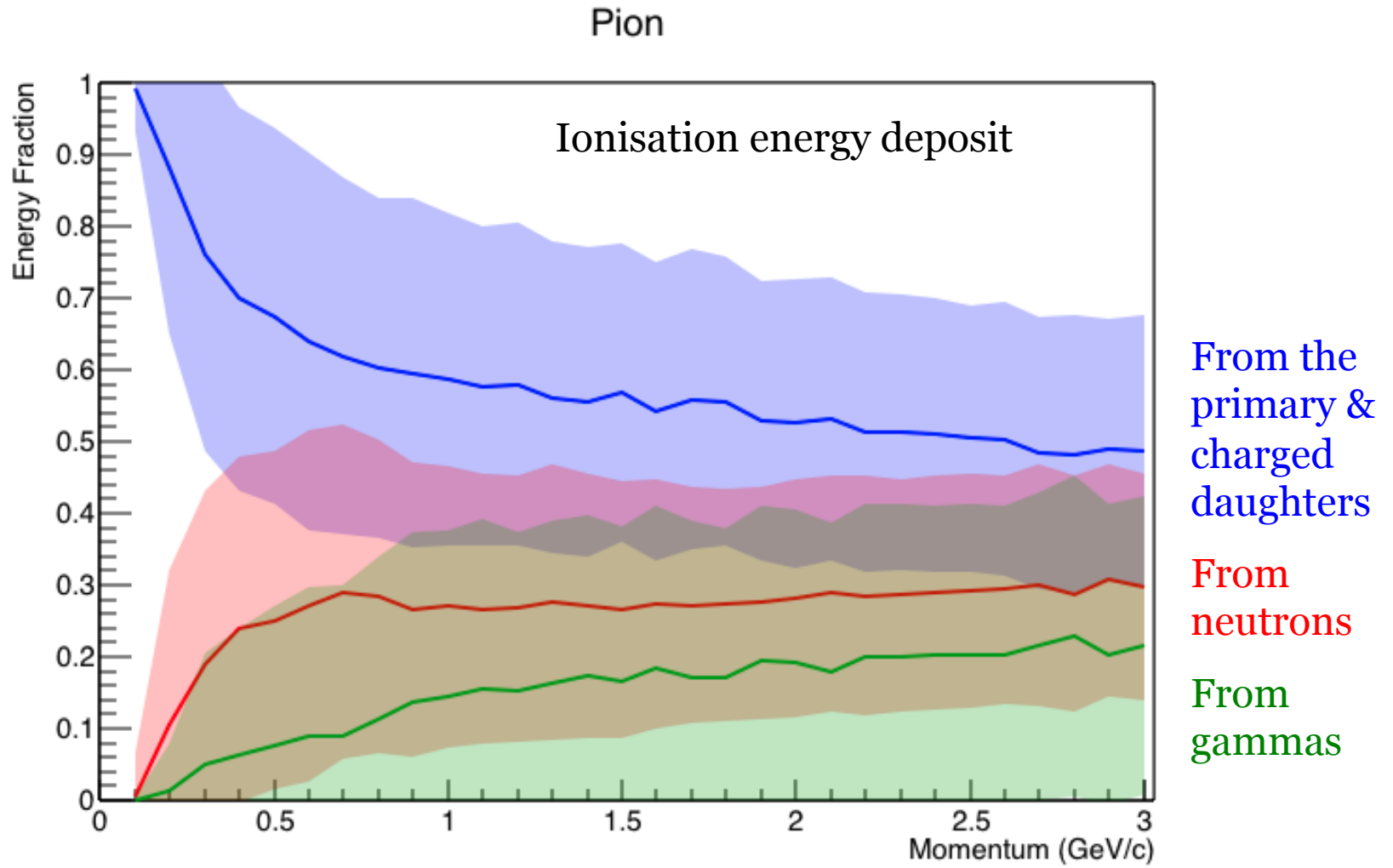
Pion



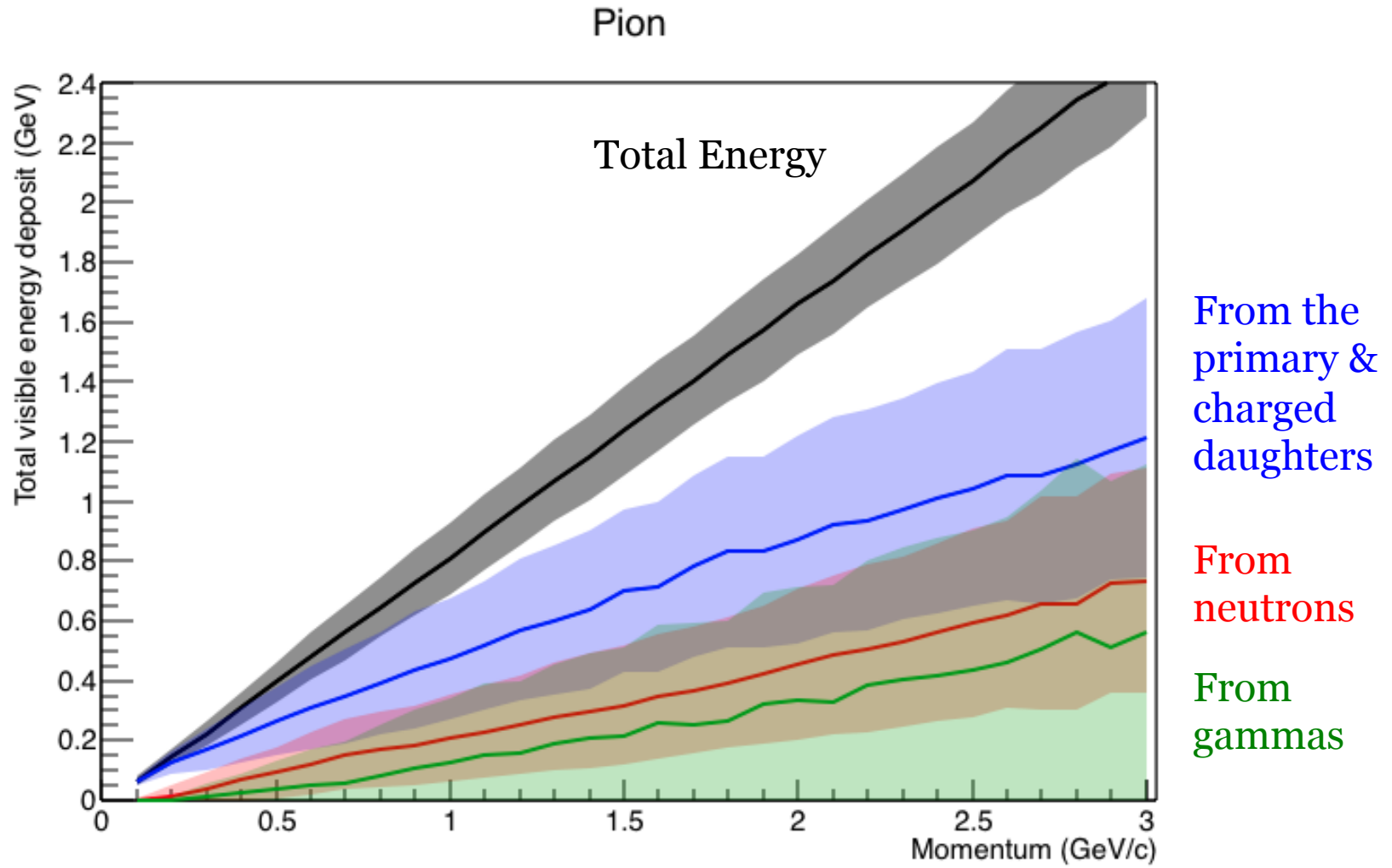
Pions – photonic component fraction



Equivalent plot for Ionisation

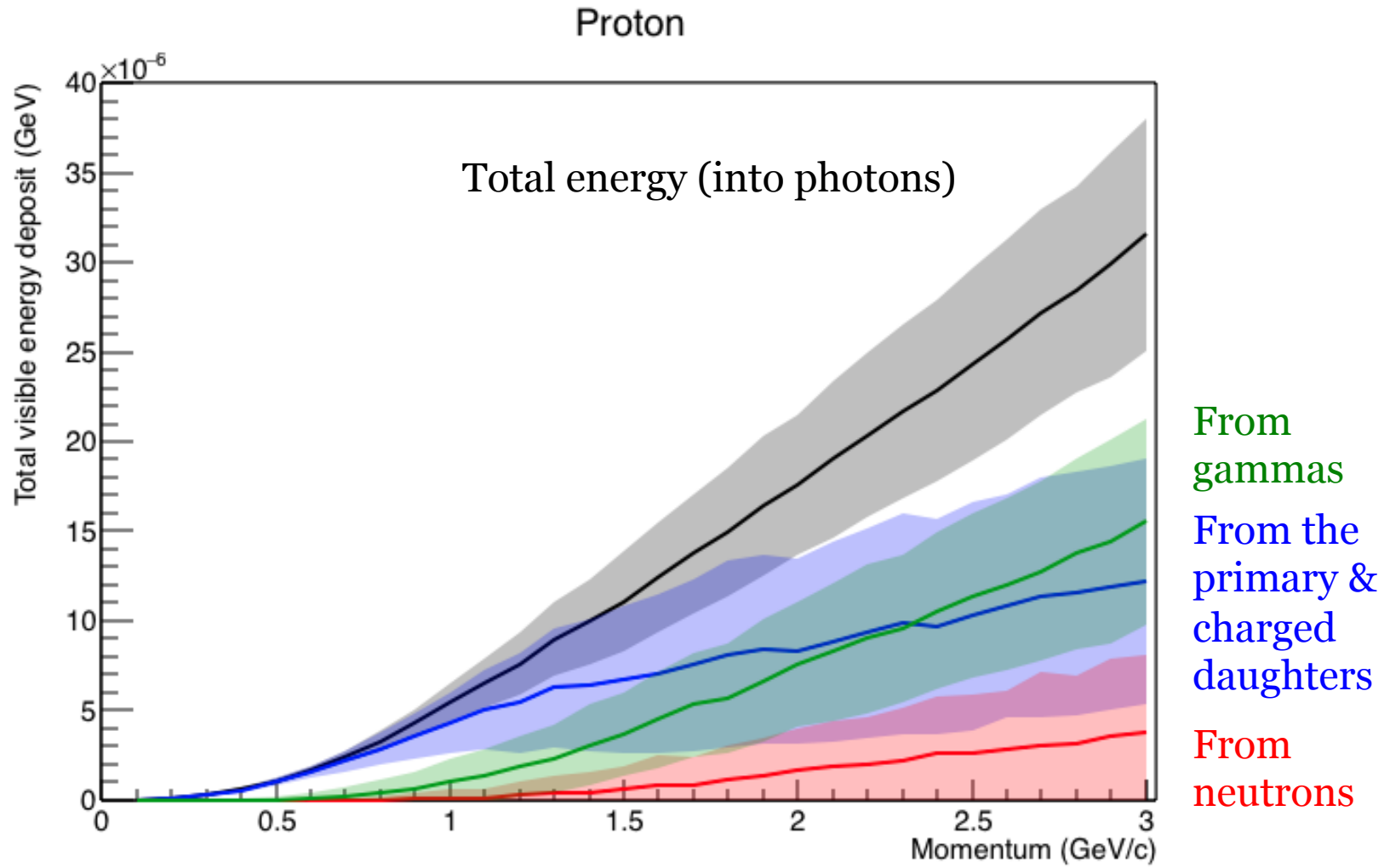


Pion – ionisation total energy

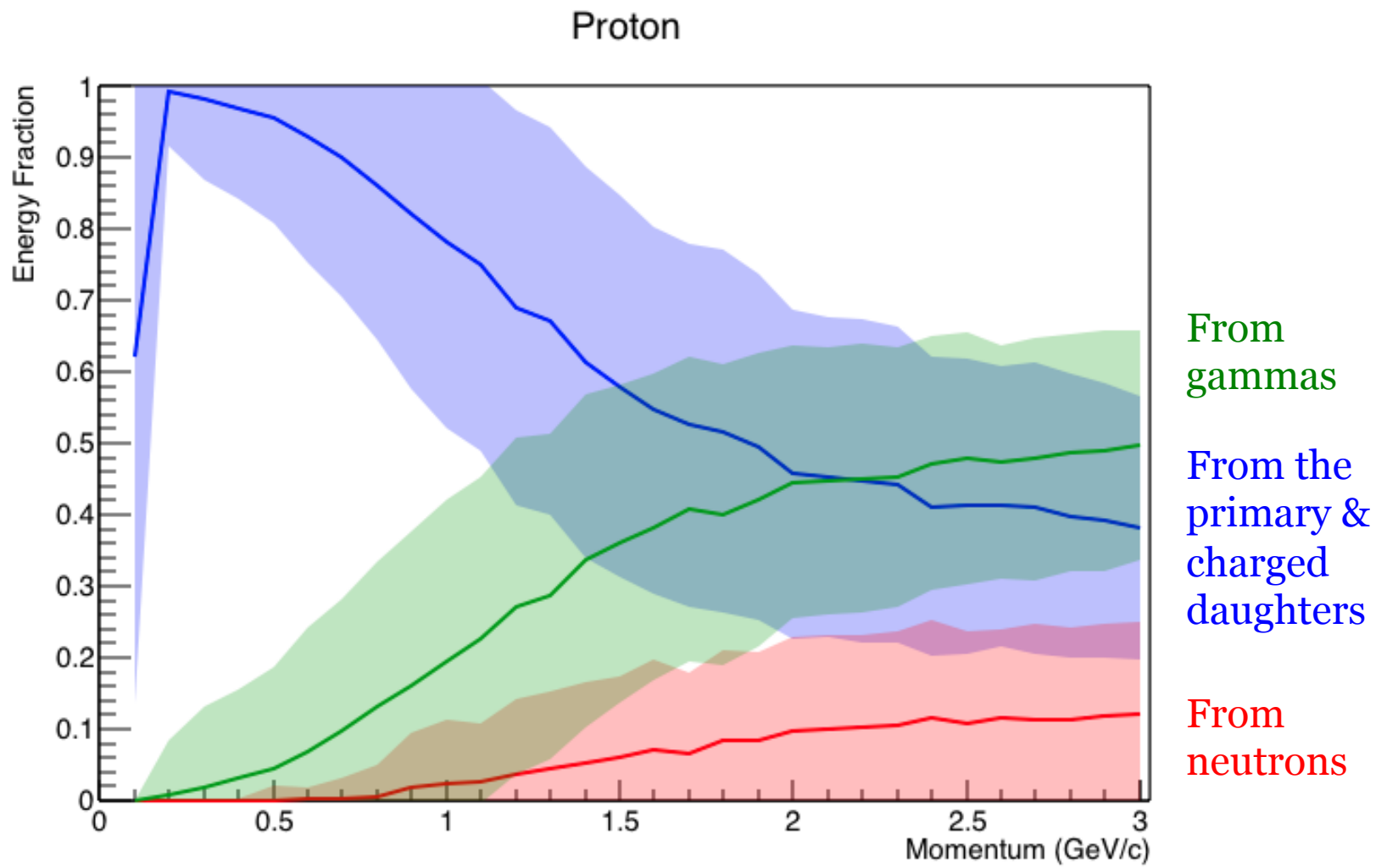


- And for protons...

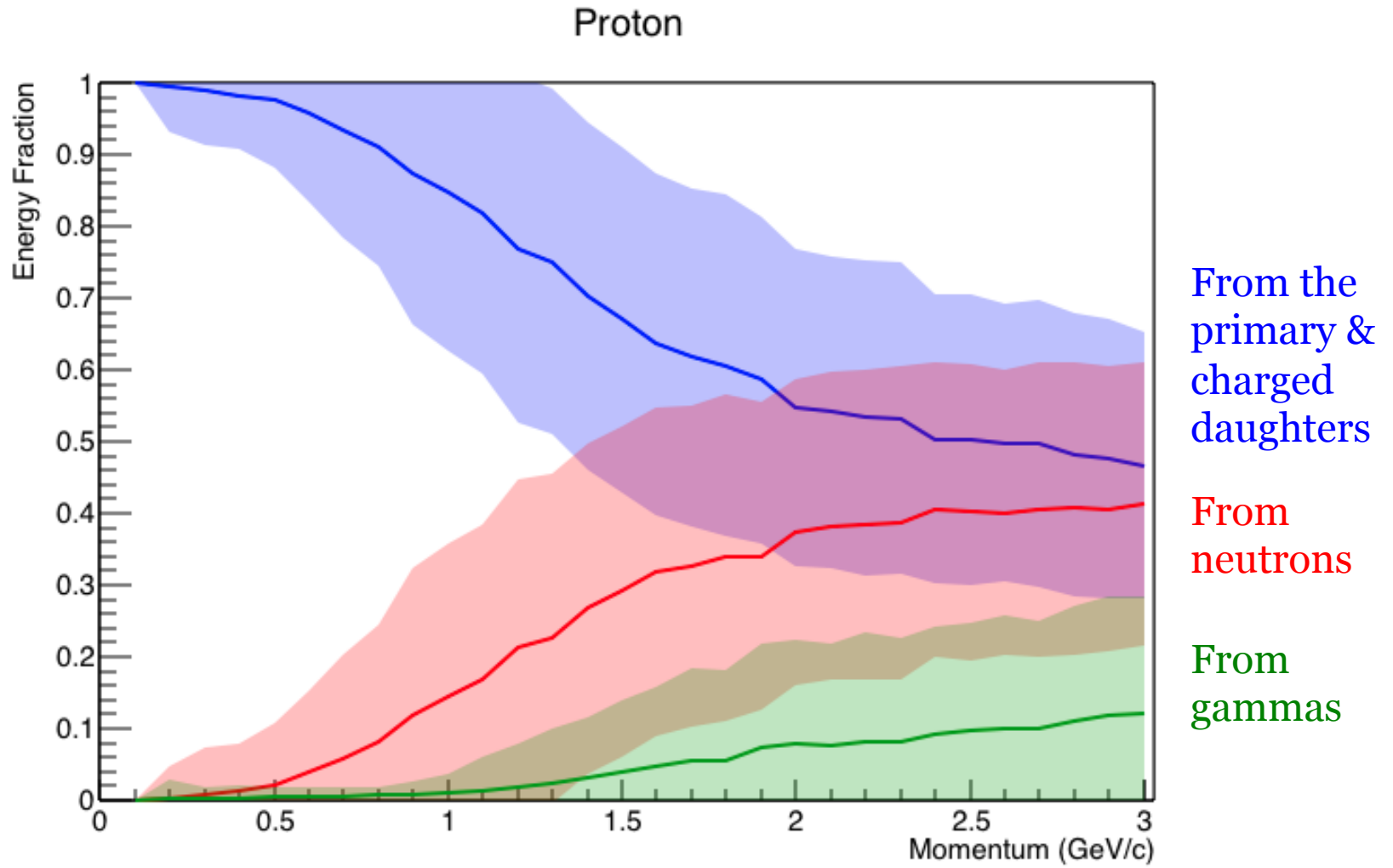
Protons – total photonic energy



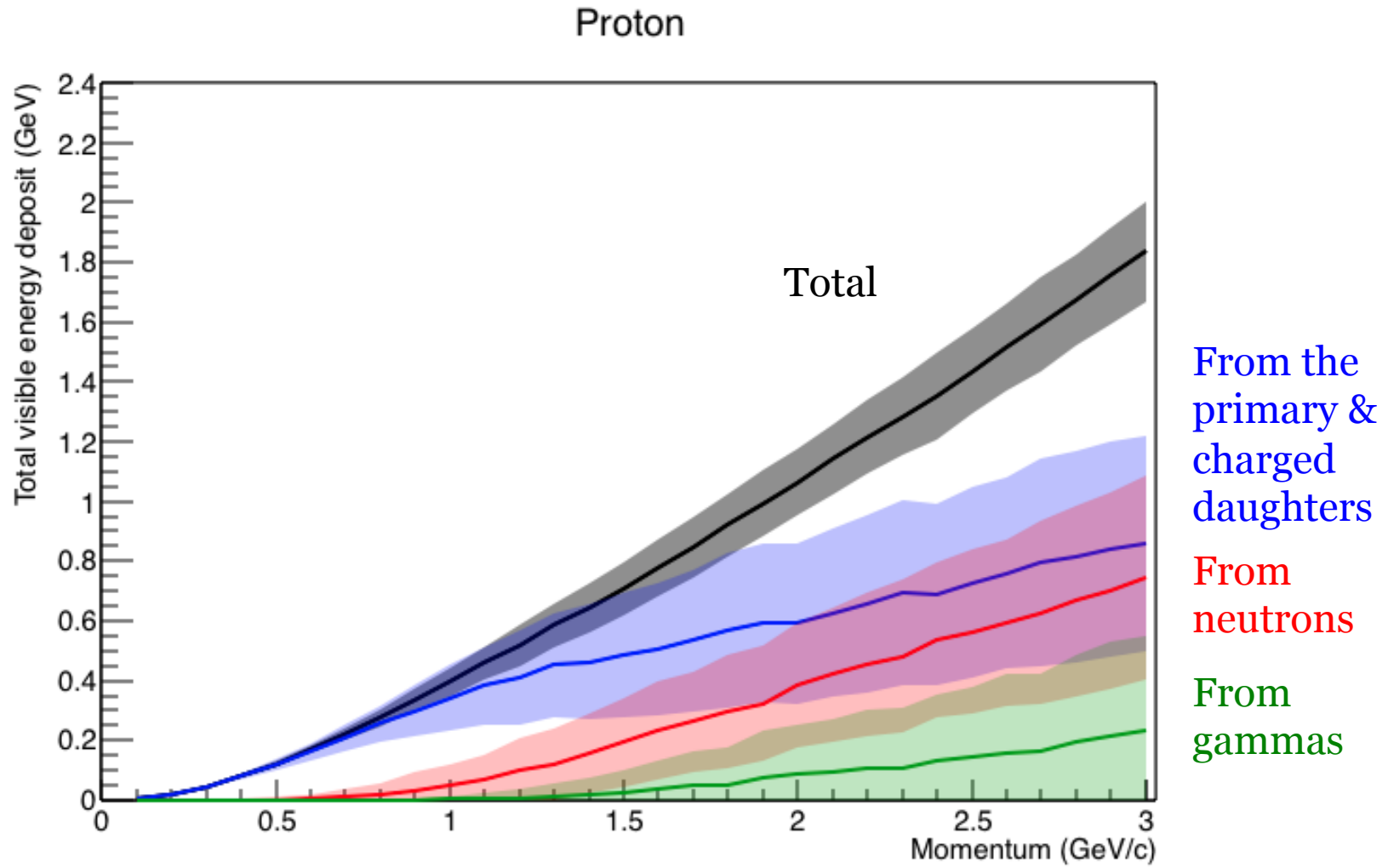
Protons – photonic component fraction



Equivalent plot for Ionisation



Protons – ionisation energy deposit



Summary

- Total energy deposited as detectable photons is of order keVs
 - Will need to be calibrated
- Complementarity between Light & Ionisation for EM showers & neutron showers
- I haven't looked at light reconstruction (OpFlash), that works on SimPhotonsLite