



Neutron background study

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On Behalf of the 3DST working group



Motivation

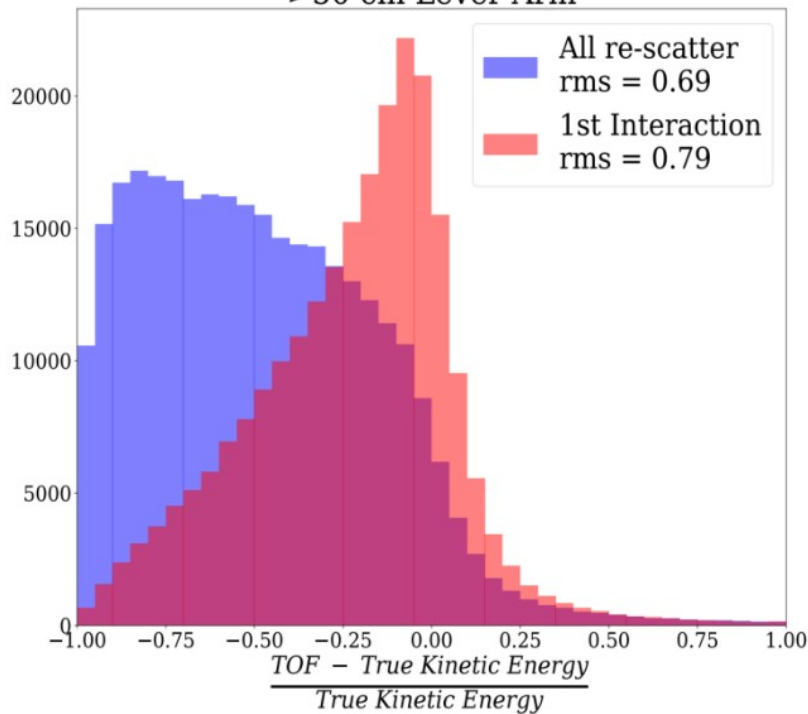
- We have $>70\%$ efficiency across most of the neutron energy range.
- We will have great ($\sim 20\%$ for 100 MeV neutron with ~ 1 m lever arm) energy resolution with ToF.
- A concern is the neutron background hits, which can smear out the signal hits.
- We try to perform a study to understand the neutron background in the 3DST neutron detection.



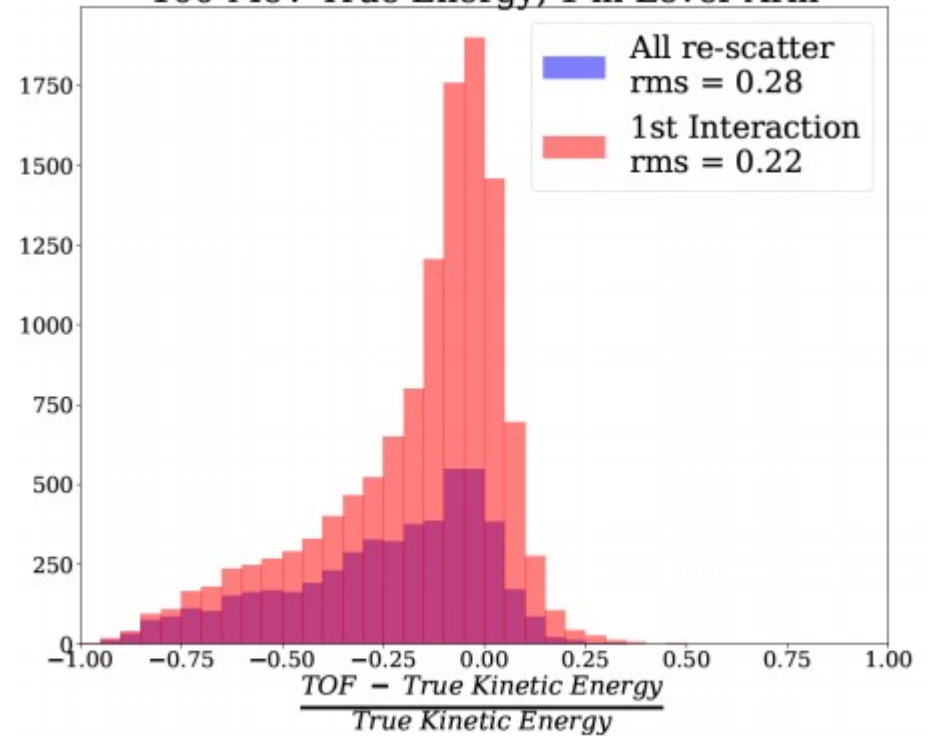
Neutron energy reconstruction in 3DST

$$\sigma = \frac{0.92 \text{ ns}}{\sqrt{3}} \sqrt{\frac{50}{l.y.}}$$

Error for Neutron TOF (After Time Smearing)
>50 cm Lever Arm



Error for Neutron TOF (After Time Smearing)
100 MeV True Energy, 1 m Lever Arm



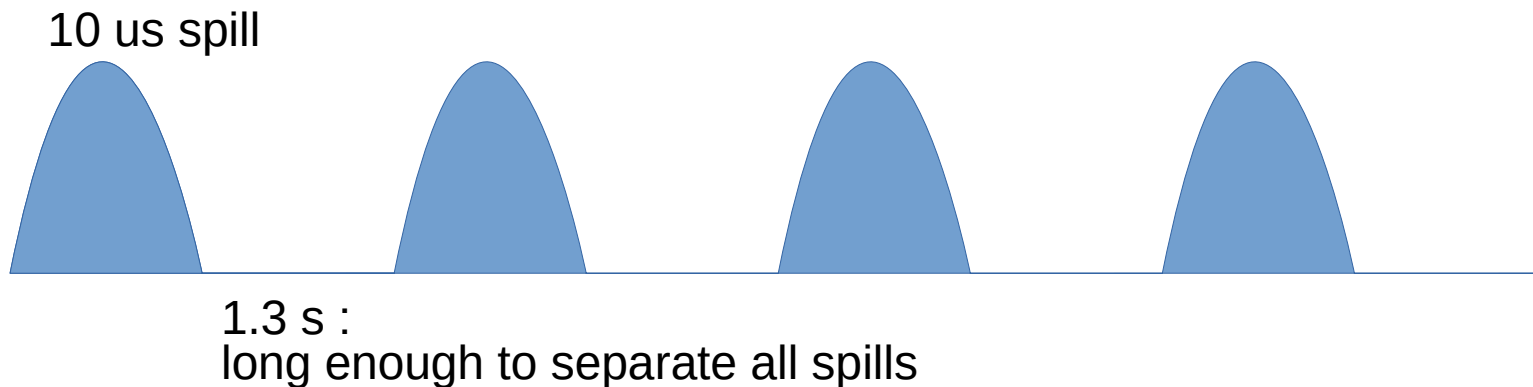
1.5 MeV Threshold

- The energy resolution is sensitive to the lever arm.
- Smearred with 1ns; 1st interaction is the one we care the most.



Beam structure

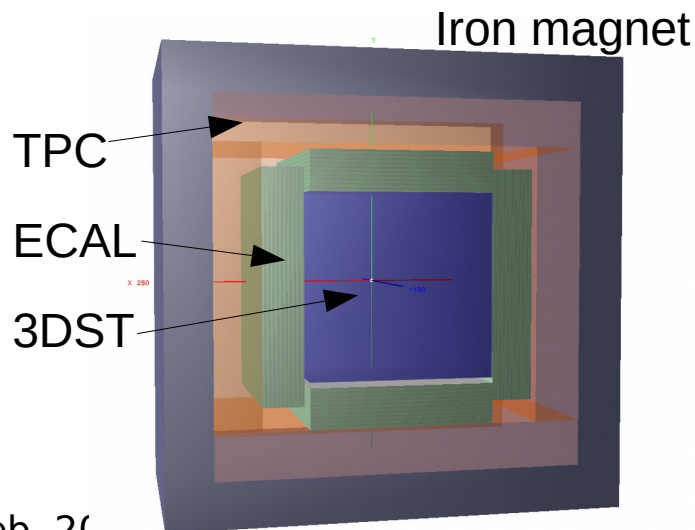
- Each spill separated by 1.3 s.
- Each spill lasts 10 μ s with $7.5E13$ POT.
- We consider each spill separately.



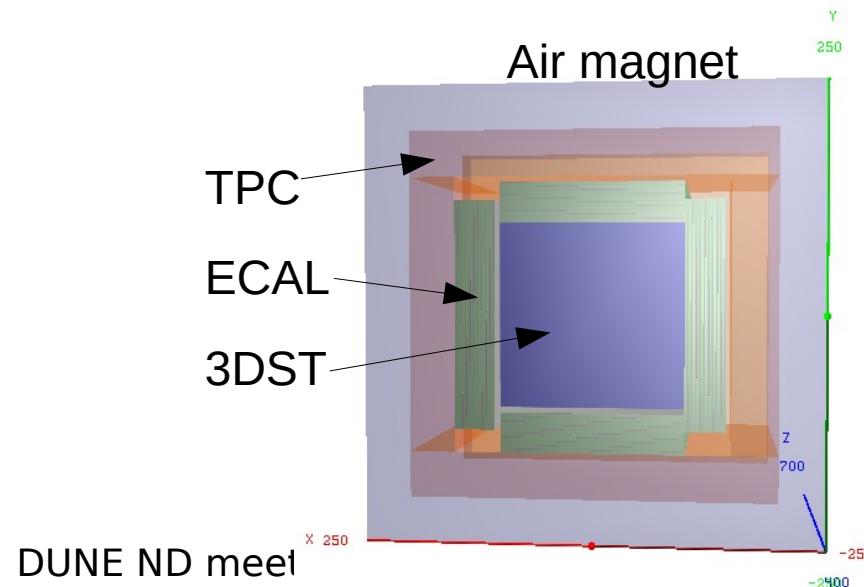


Geometry

- We try to study the case with magnet and without magnet: 0.5 m iron shell is assumed to be magnet (We are looking at SeaQuest).
- The size of whole 3DST system is assumed to be $3 \times 3 \times 5 \text{ m}^3$ ($2 \times 2 \times 2 \text{ m}^3$ 3DST). An alcove with extra 0.5 m working space is assumed to surround the 3DST system. Front face rock is far away assuming PRISM moves other detectors.
- We could swap the ECAL and TPC \rightarrow less acceptance for neutron background from ECAL
- 1 meter rock shell is included
- One spill gives > 200 interactions in this configuration



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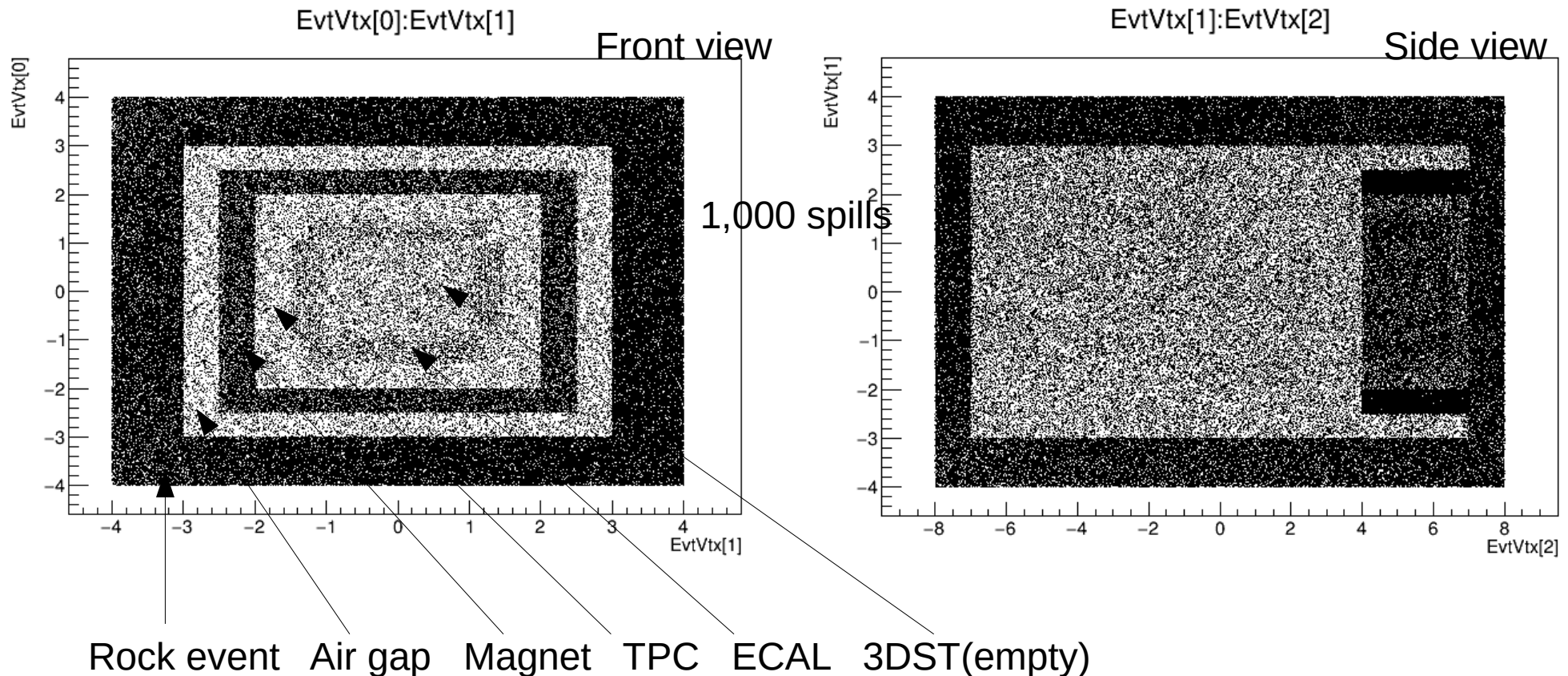


DUNE ND meet



Interaction in the geometry

- Neutrino interactions on the XY and YZ views
- Rate proportional to material density



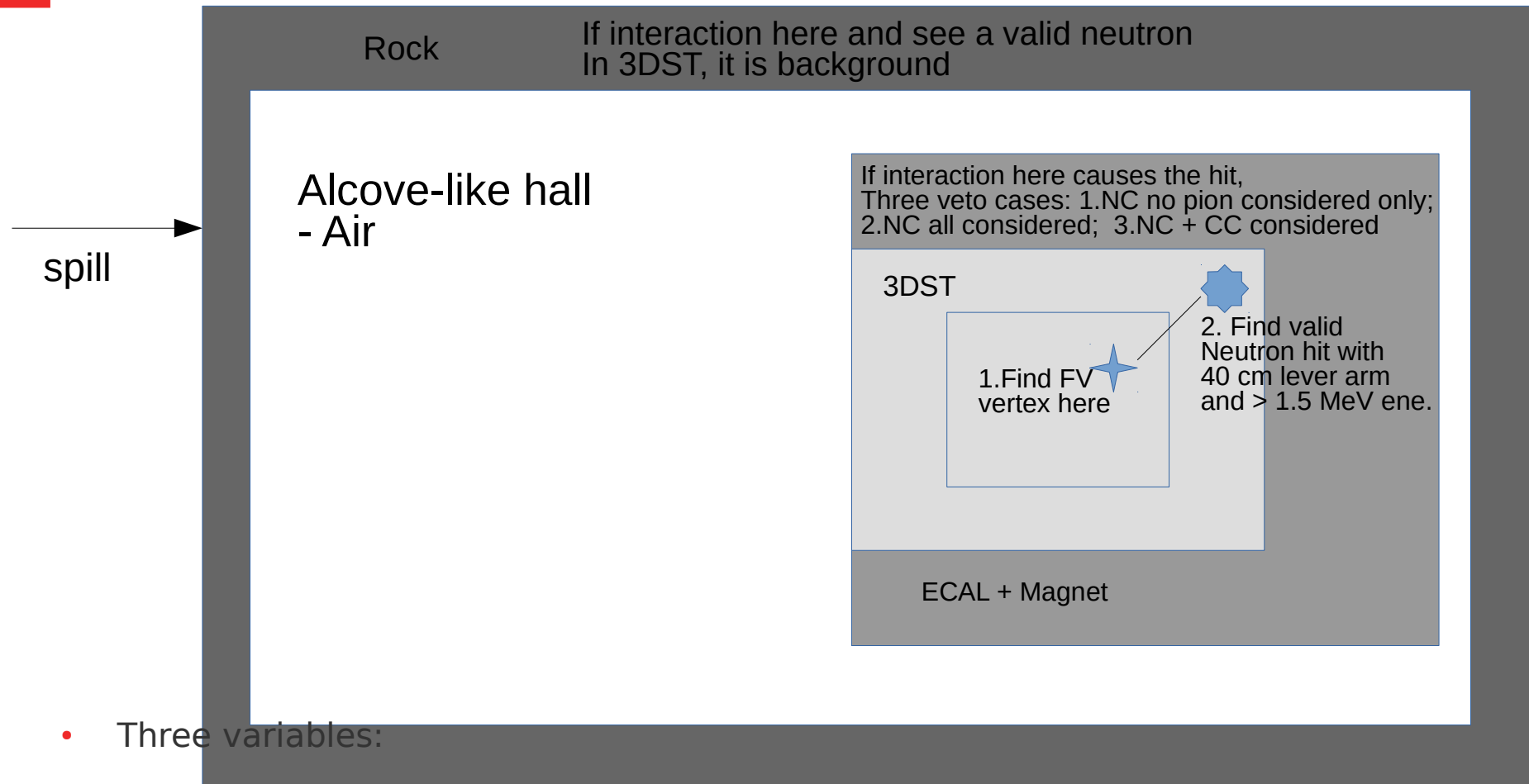


Signal and Background selection

- Events: vertex in the $1 \times 1 \times 1 \text{ m}^3$ core of 3DST
- Record the vertex time and search for the earliest hit caused by neutron scattering that $> 1.5 \text{ MeV}$ with a lever arm $> 40 \text{ cm}$, or $> 80 \text{ cm}$.
 - if that hit is from the vertex interaction, it is a signal
 - if that hit is from the region outside 3DST, it could be a background hit:
 - a). If the interaction happens in the rock, it is a background
 - b). If the interaction happens in the ECAL or Magnet, three cases (Background veto):
 1. It must be a NC without pion $> 50 \text{ MeV}$
 2. It must be any NC
 3. It could be NC or CC, everything.



Signal and Background selection

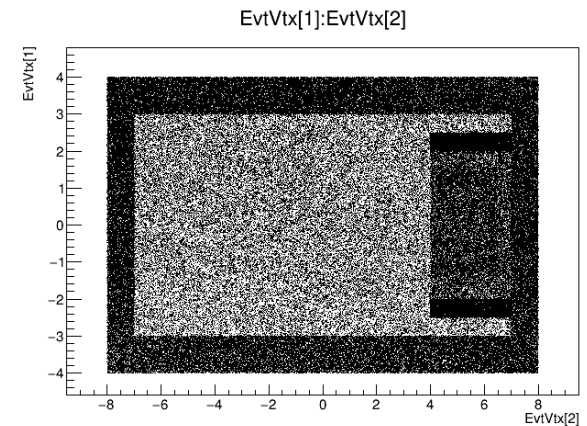
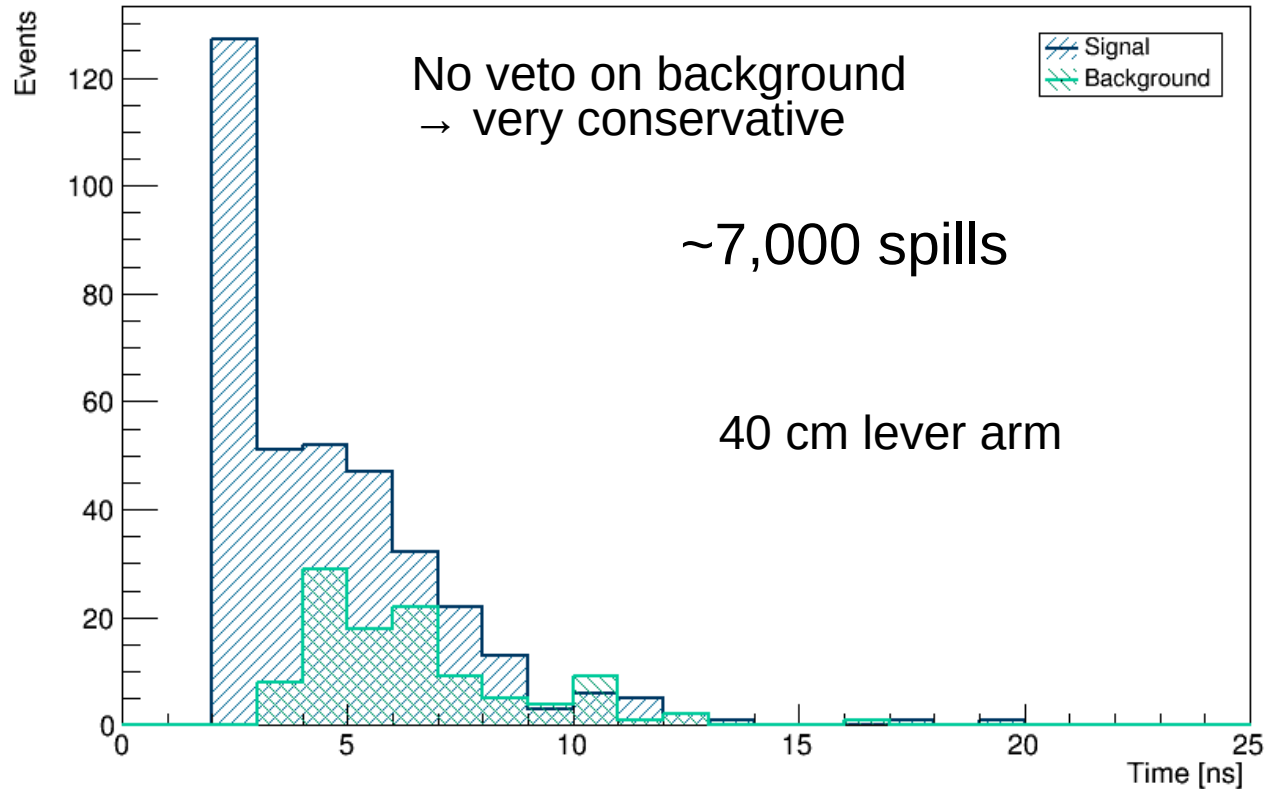


- Three variables:
 - With and without magnet → without magnet expected to be better
 - Neutron-induced hit energy deposit coming after vertex → no big difference
 - ECAL+Magnet background veto → important



Distribution hit time - vtx time

Time distribution

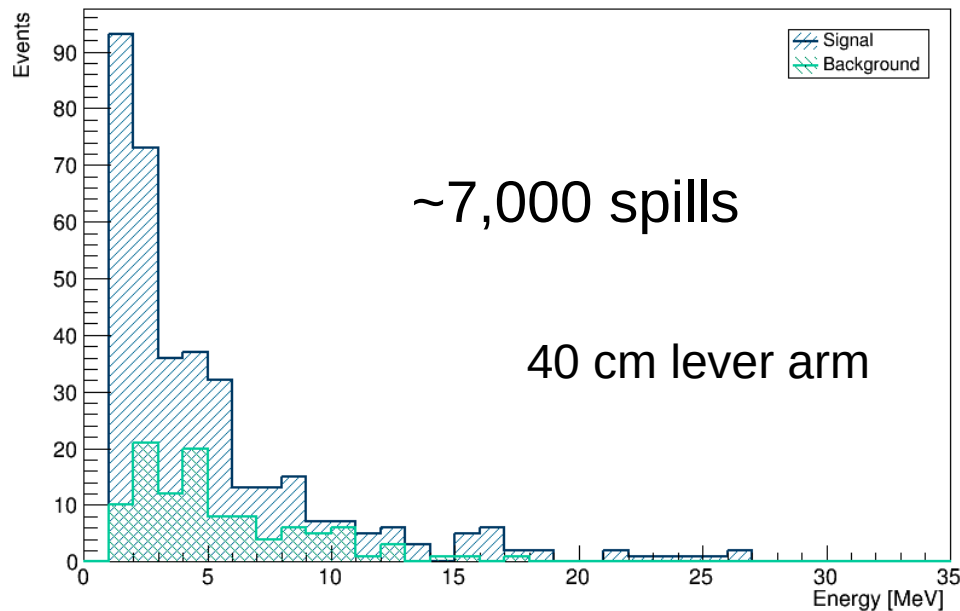


- With iron magnet + 1.5 MeV deposit threshold + all NC+CC in ECAL/Magnet/Rock considered as background
- Time is not very large to allow outside background hits coming in.

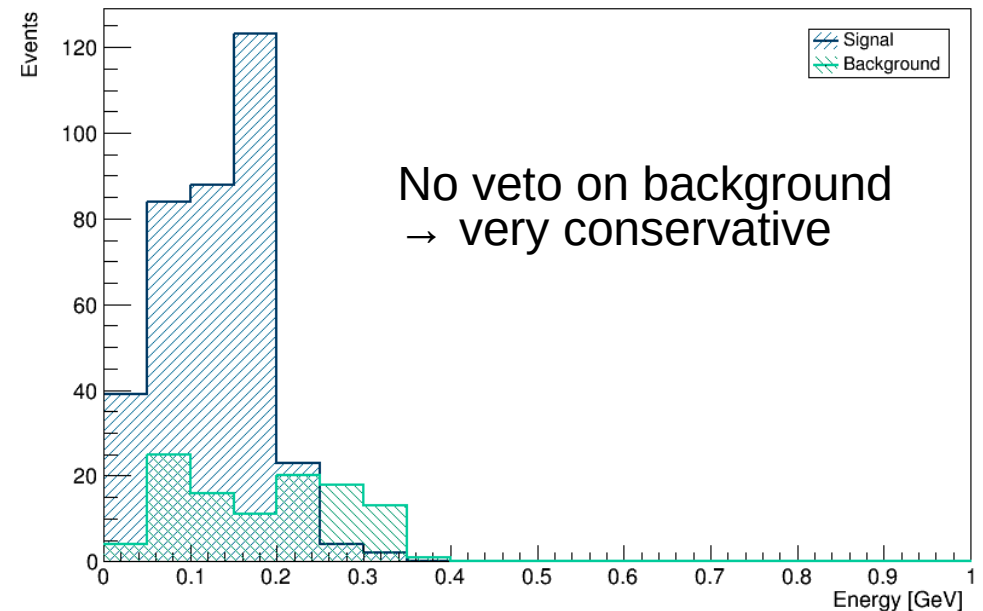


Signal vs. background

Neutron energy deposit



Neutron reconstructed energy



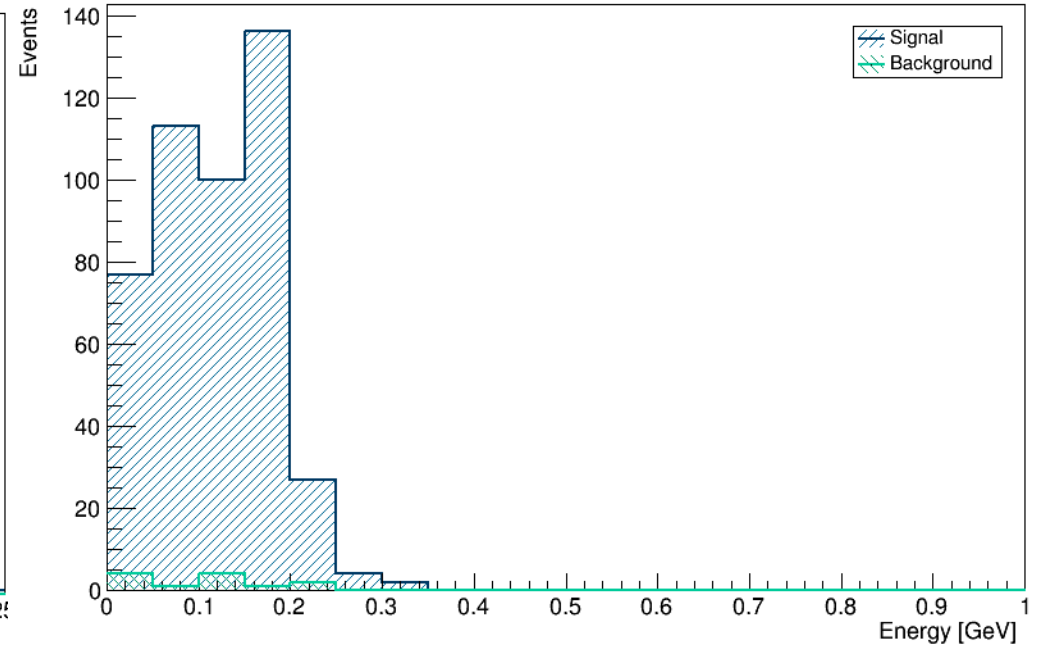
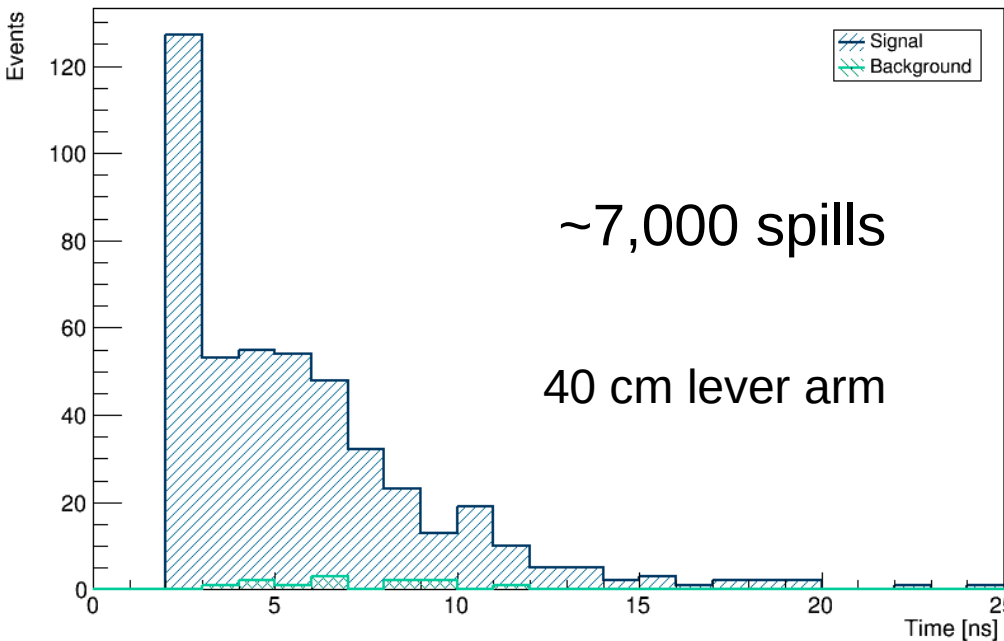
- With iron magnet + 1.5 MeV deposit threshold + All CC+NC in ECAL/Magnet/Rock considered as background
- Most of the background coming from ECAL/Magnet, almost none from Rock



Signal vs. background

Time distribution

Neutron reconstructed energy

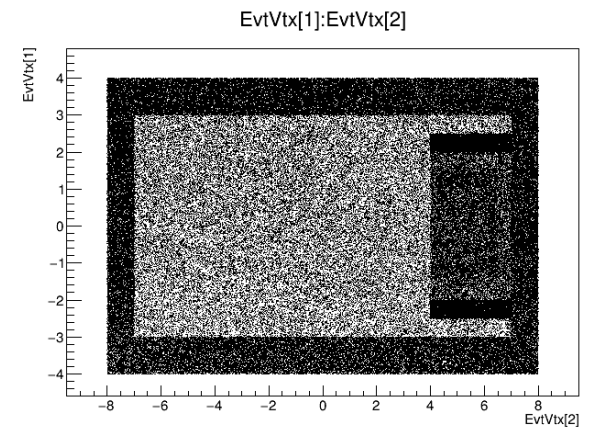
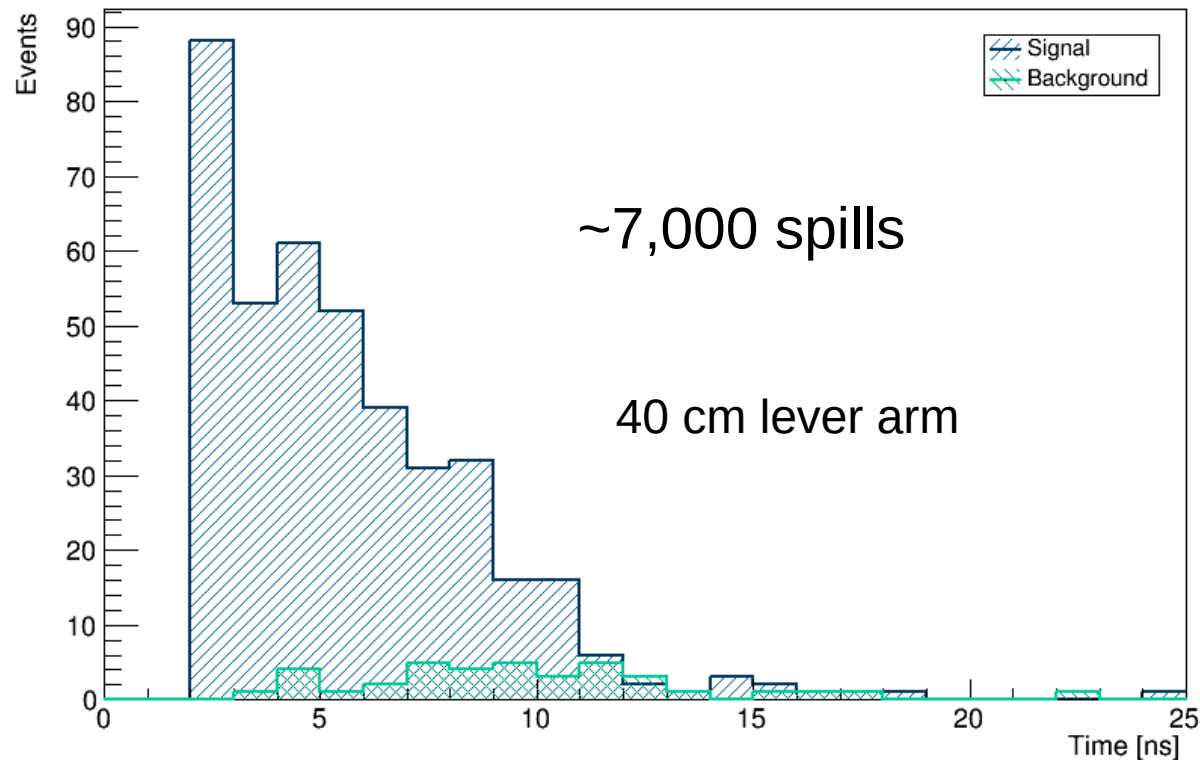


- With iron magnet + 1.5 MeV deposit threshold + NC without pion in ECAL/Magnet/Rock considered as background
- Most of the background coming from ECAL/Magnet, almost none from Rock



Distribution hit time - vtx time

Time distribution

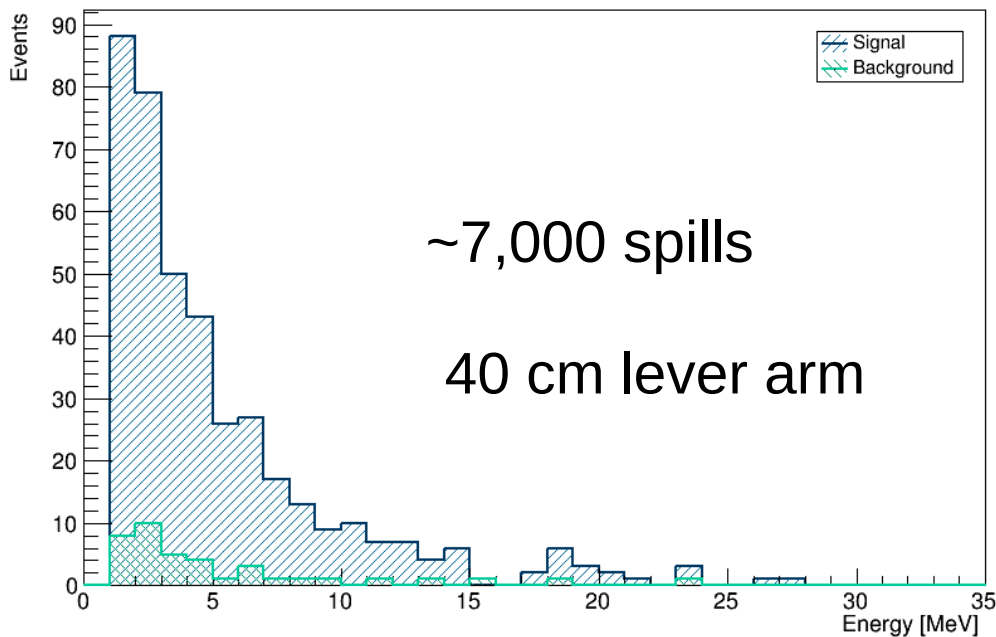


- Without magnet + 1.5 MeV deposit threshold + all NC+CC in ECAL/Rock considered as background
- Background neutrons from Rock can hardly have a comparable travel time to those from 3DST

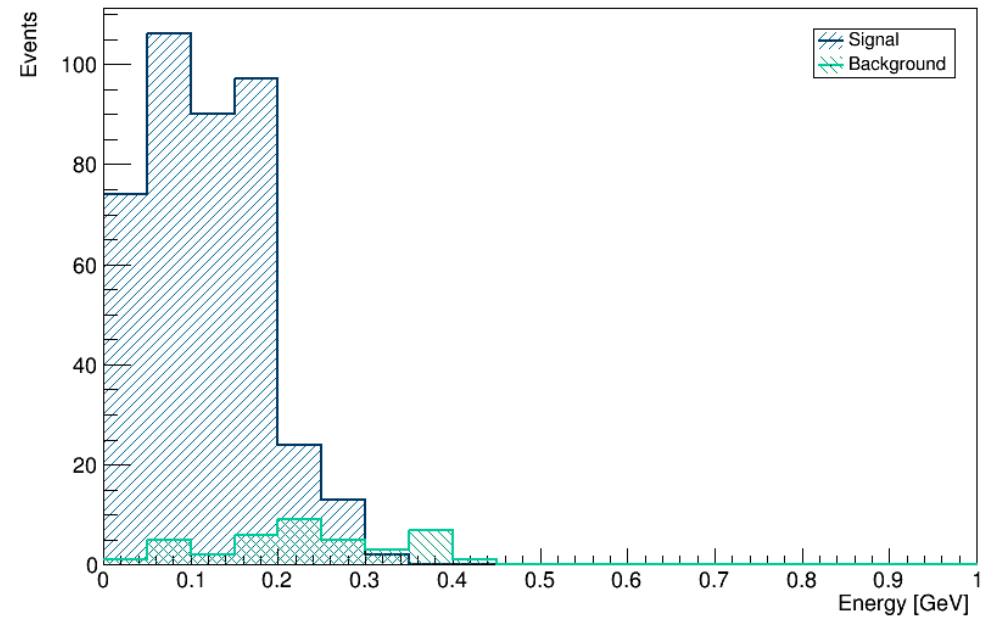


Signal vs. background

Neutron energy deposit



Neutron reconstructed energy

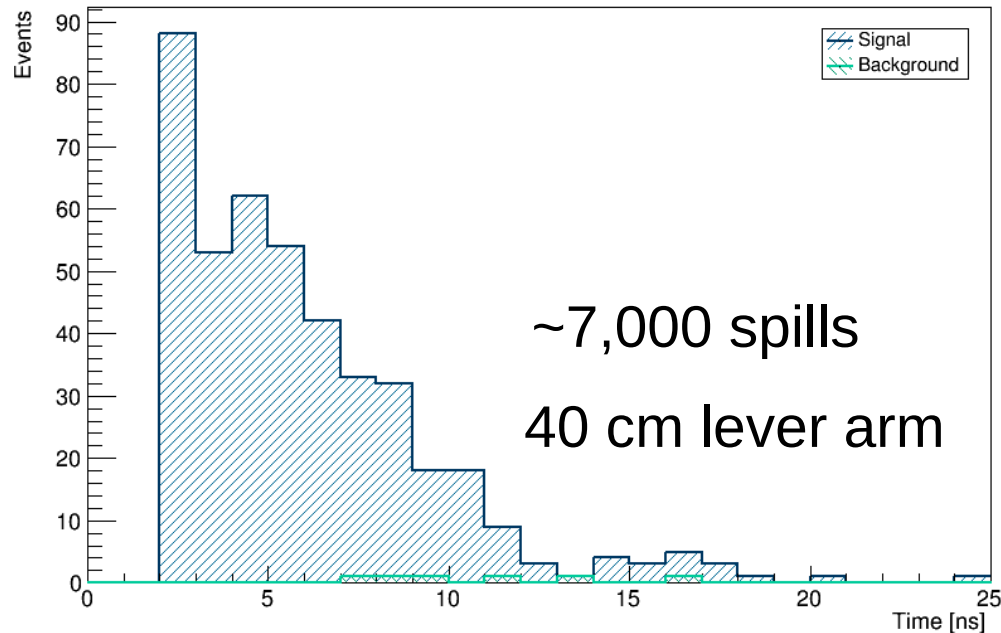


- Without iron magnet + 1.5 MeV deposit threshold + All CC+NC in ECAL/Rock considered as background
- Most of the background coming from ECAL

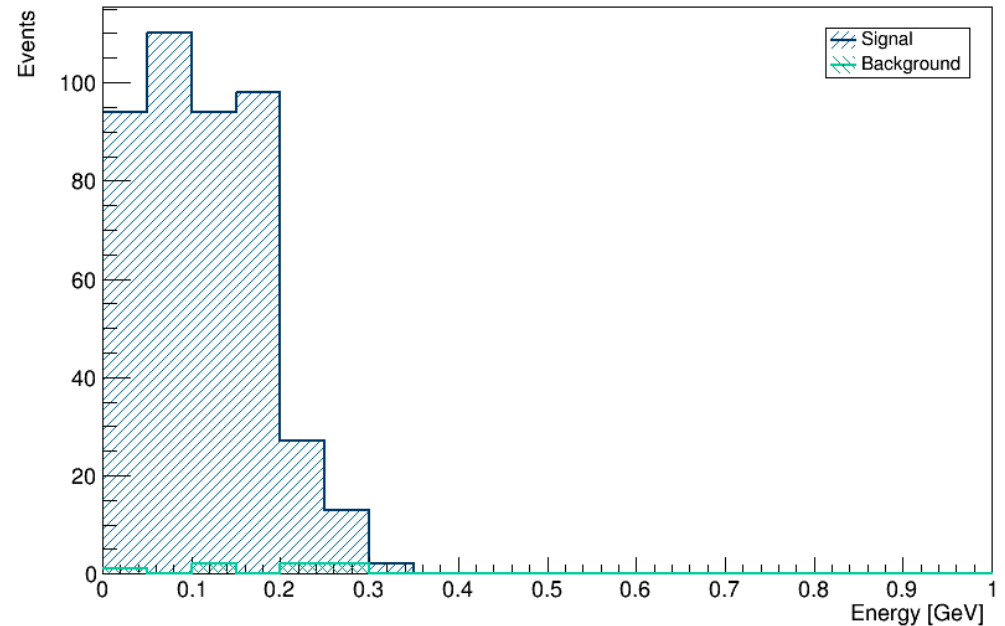


Signal vs. background

Time distribution



Neutron reconstructed energy

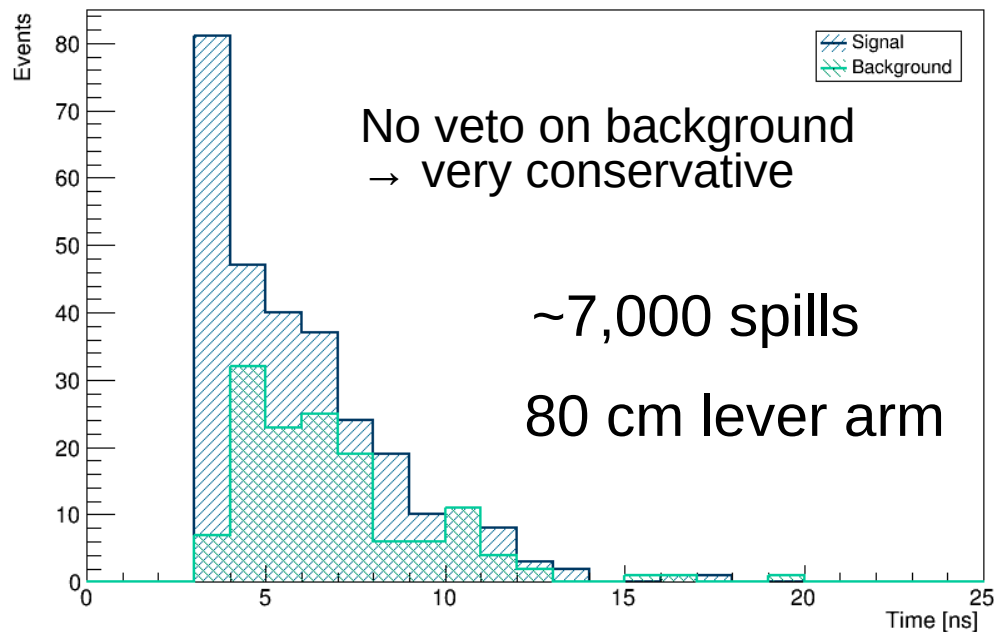


- Without iron magnet + 1.5 MeV deposit threshold + NC without pion in ECAL/Rock considered as background
- Most of the background coming from ECAL

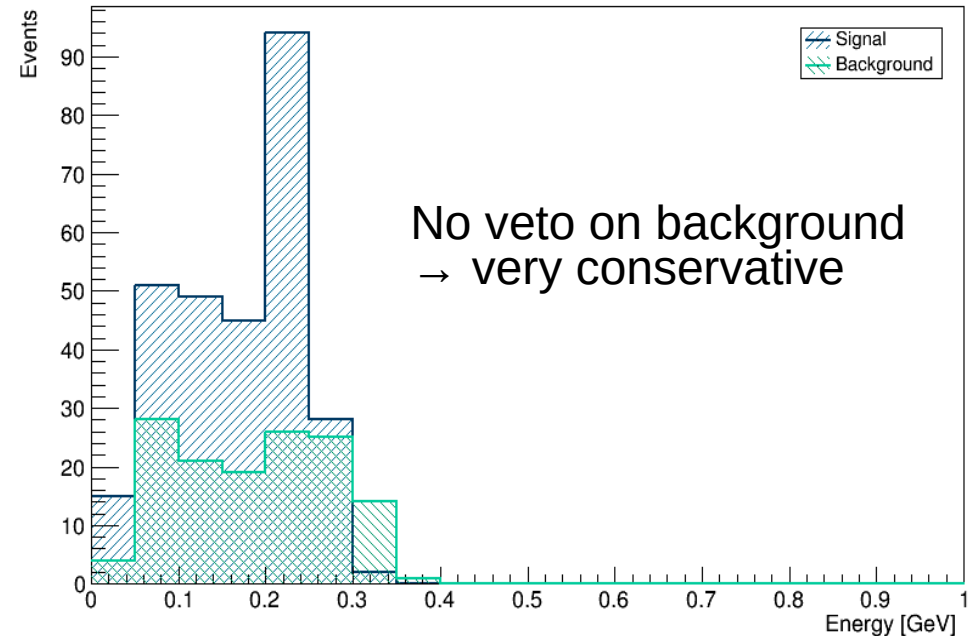


Increasing lever arm

Time distribution



Neutron reconstructed energy

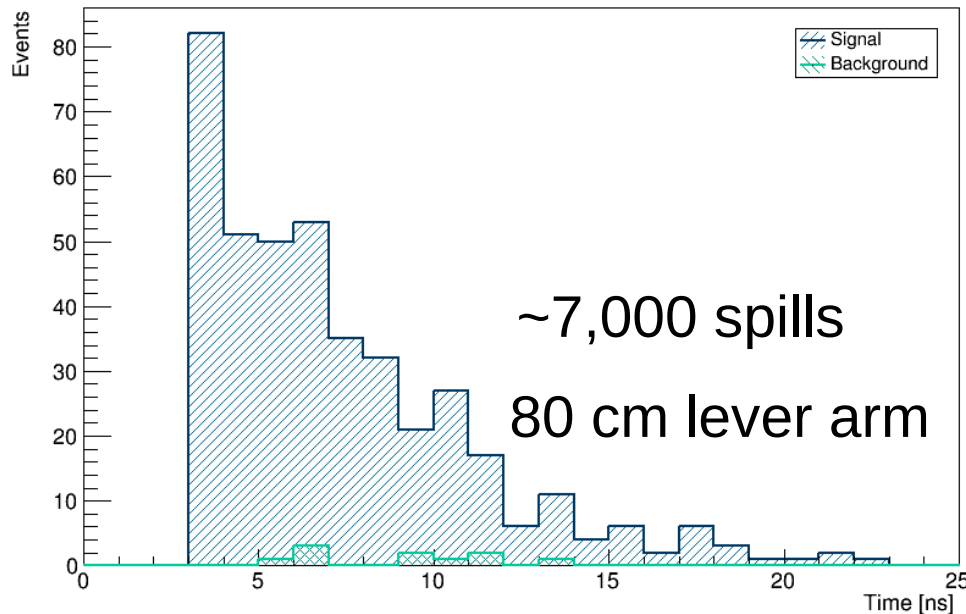


- With iron magnet + 1.5 MeV deposit threshold + All CC+NC in ECAL/Magnet/Rock considered as background
- Allow more event coming in

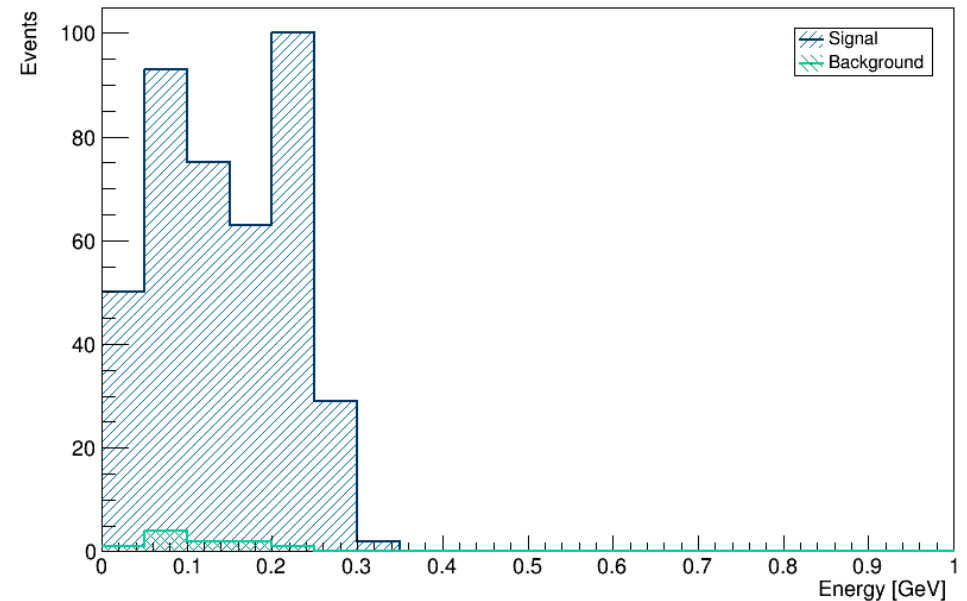


Increasing lever arm

Time distribution



Neutron reconstructed energy

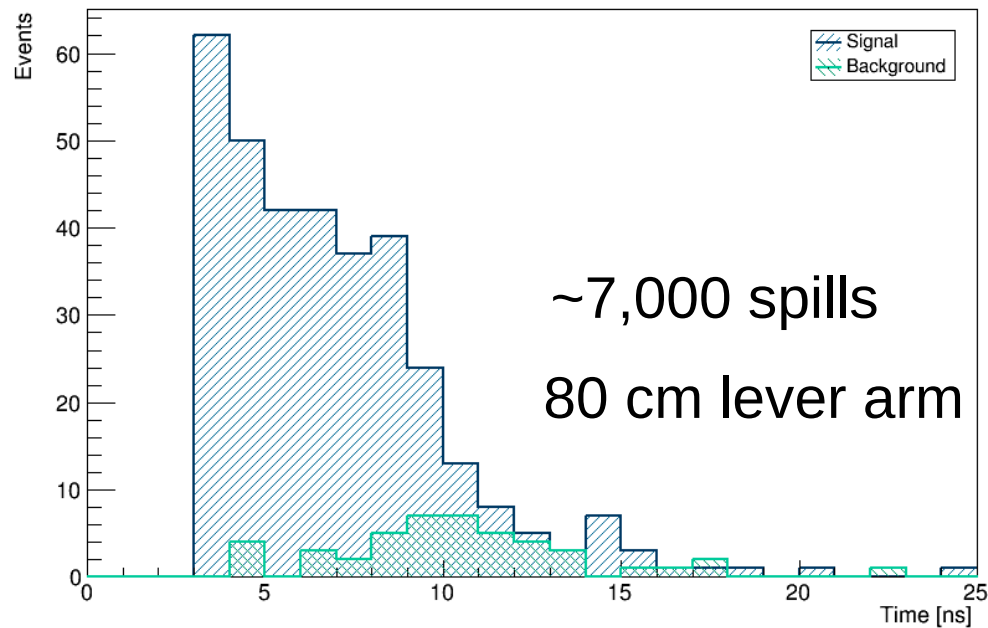


- With iron magnet + 1.5 MeV deposit threshold + NC without pion in ECAL/Magnet/Rock considered as background
- Allow more event coming in

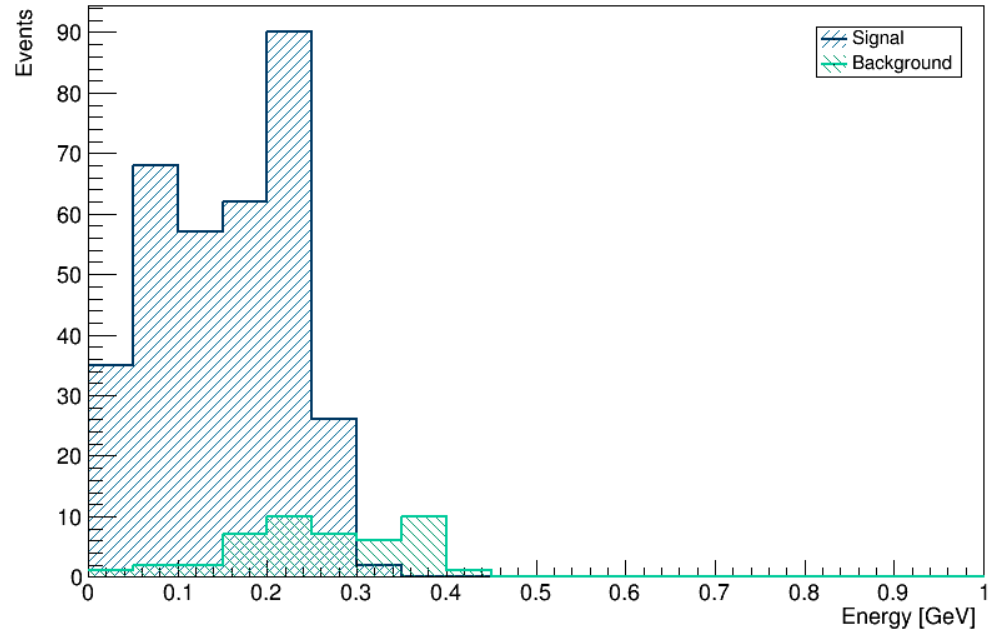


Increasing lever arm

Time distribution



Neutron reconstructed energy



- Without iron magnet + 1.5 MeV deposit threshold + All CC+NC in ECAL/Rock considered as background
- Most of the background coming from ECAL



Very preliminary conclusion

- We've started a neutron background study for the 3DST system.
- There are very few backgrounds from rock, most of them are from ECAL/Magnet.
- With shorter lever arm, we can detect clean neutron signals.
- If loosen the lever arm, we will try a good control of the CC and NC (w/ pion) events outside 3DST cubes.
- We will try to optimize the geometry and cuts such as lever arm.