



# DUNE-FD Geometry and Radiological neutrons

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# Overview



### Radiological backgrounds in the DUNE far detector

- Where do they come from
- What are the most prominent backgrounds
- What can we expect to see in the far detector
  - Discussion of neutron capture rates from J. Beacom and co. 1808.08232
- Issues with the old simulation
  - Why the 1x2x6 is just wrong
  - Issues with material definitions
- Constructing a new accurate geometry
  - Writing GDML with GEGEDE
- Neutron capture rate in the new geometry



# Radiological backgrounds at the DUNE Far Detector



# Main sources of radiological backgrounds

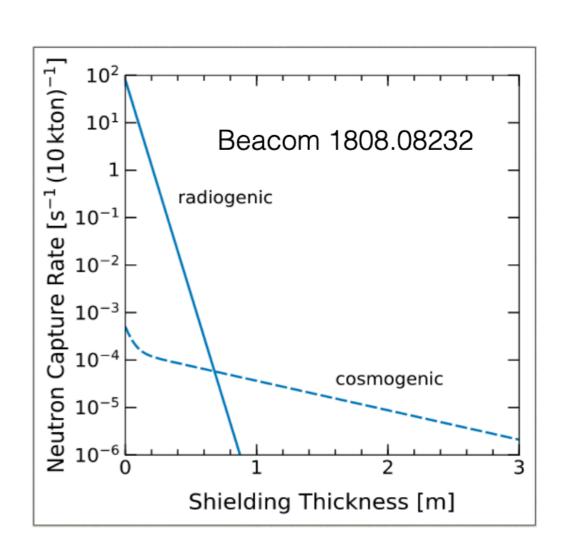
- The cavern walls, rock (<sup>238</sup>U, <sup>232</sup>Th)
- The concrete and shotcrete (238U, 232Th)
- Detector support structure (238U, 232Th, 56Fe(a, n), 54Fe(a, n))

#### Other subdominant source

- 222Rn produces a's, a's lead to 40Ar(a, n)
- Fibre glass insulation (238U, 232Th)
- Cryostat steel (<sup>238</sup>U, <sup>232</sup>Th, <sup>56</sup>Fe(α, n),
   <sup>54</sup>Fe(α, n))
- CuBe wires Be(a, n)
- APA steel (<sup>238</sup>U, <sup>232</sup>Th)

#### Cosmological neutrons

 Subdominant rate, however a potentially high multiplicity





## Neutron expectation at the far detector



#### Neutrons in LAr

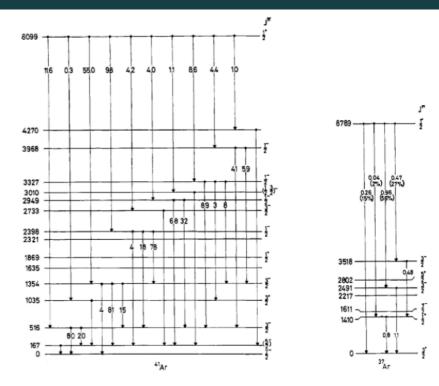
- Neutrons can travel anywhere from 30-100m in LAr
- If captured on LAr photons with a combined energy of 6.1 or 8.8 MeV are released depending on Argon isotope
- This can look a lot like supernova neutrinos which have energies in the 10 MeV range

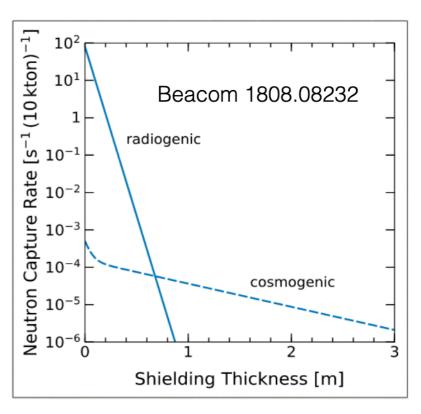
#### Neutron capture rate

- J. Beacom predicts a radiological neutron capture rate of 81 Hz
- This is based on a FLUKA simulation and a simple geometry for the 10kt module

#### Neutron shielding

- Hydrogen rich molecules will happily eat neutrons
- Obvious choice for shielding is then water
- J. Beacom shows roughly and order of magnitude mitigation per 20cm of water shielding
- This works in an ideal case but not necessarily a physical solution







# Radiological simulations in LArSoft



#### Issue with the geometry

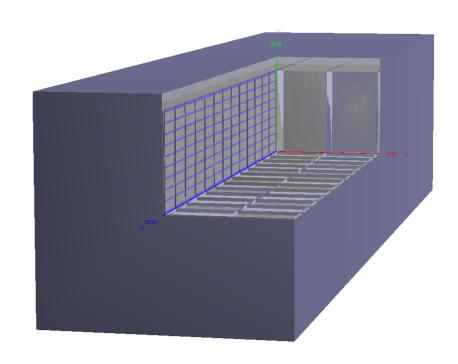
- Most simulation fhicl files (and subsequently most of the MCC11 files) are based on the 1x2x6 workspace geometry
- This is fine for most applications but not for radiological simulations
- The production regions are very strange and any capture result is not trivially scalable

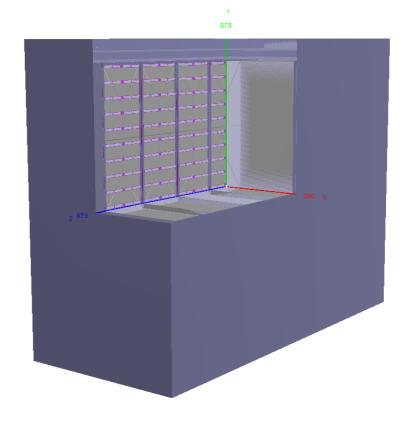
#### Full 10kt geometry in LArSoft

- The full 10kt geometry exists in LArSoft but is very basic
- There are some very suspect material definitions, eg the steel support structure is defined as a uniform layer of an air steel mixture

#### Two solutions

- Break down the 1x2x6 simulation into separate parts and try and stitch them together to get a more accurate simulation
- Build a new geometry that is more physically accurate and integrate that into LArSoft







# New DUNE FD Geometry



#### Development in GEGEDE

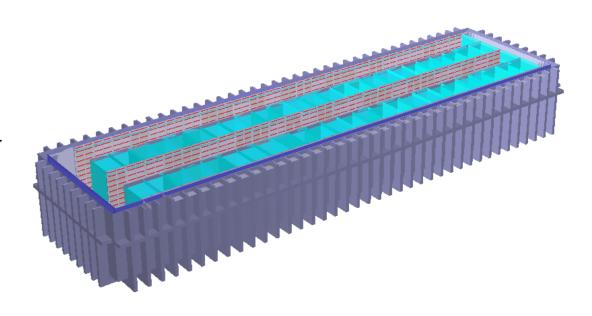
- Python module (way more friendly than the previous Perl scripts)
- Build is parameterised and adjustable with config file
- Hierarchal structure so outer elements have to fit around inner elements

#### Possibility for exotic geometries

- As mentioned 1x2x6 results aren't trivially scalable
- One could only build volTPCActives where you want them in the full 10kt if desired

#### Addition of new volumes

- Theoretical shielding could be applied to the detector
- Basic water shielding has already been explored





# Neutron capture in new geometry Step 1: Mimic the Beacom paper

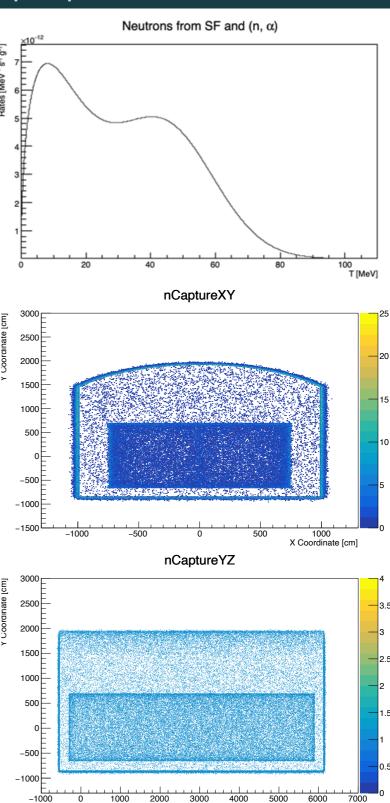


### Simplest situation

- Generate neutrons on the outside the cryostat
- Neutron rate used is  $7.6 \times 10^{-6}$  Bq/cc
- Production energy spectrum shown (right)
- Count captures on argon
- Get capture rate

### Simulation configuration

- Cryostat in subbed version of detector cavern
- No steel support structure
- No Insulation layers
- Neutrons generated on the walls of the snubbed cavern





# Neutron capture in new geometry Step 1: Results



#### Capture materials

- Dominant capture material is rock
- Second most dominant material is LAr
- You can see the energy emissions post capture and the materials they correspond to

#### Capture rate in LAr

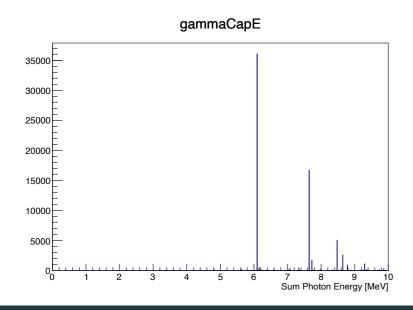
- Number of primary neutrons: 104564

Number of captures on LAr: 38627

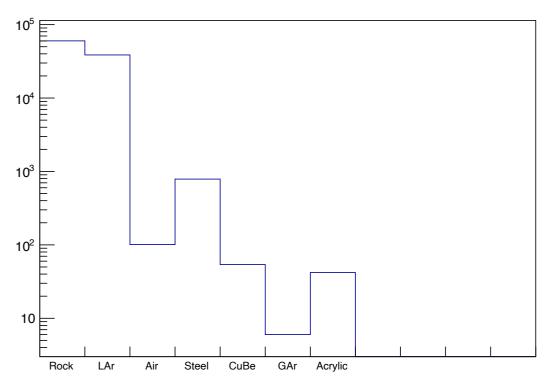
- Radiological neutron capture rate: 82 Hz

#### Take aways

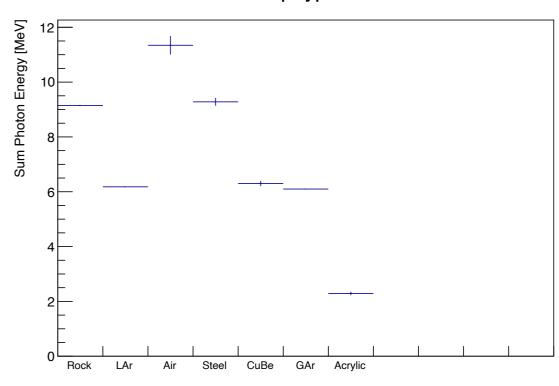
- This is in very good agreement with 1808.08232
- How will this change with using the proper cavern dimensions?
- Now we continue to add layers of the detector



#### endMaterial



#### capTypeE





# Neutron capture in new geometry Step 2: correct cavern geometry

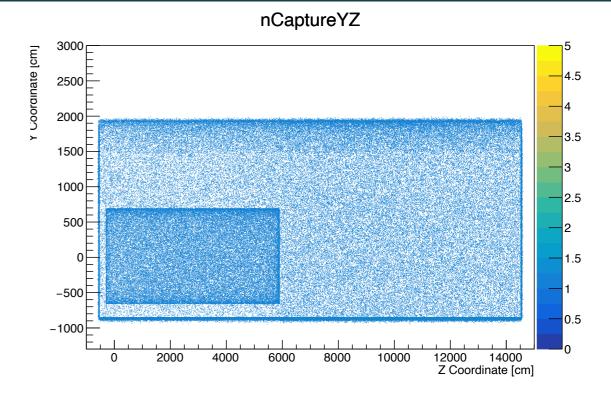


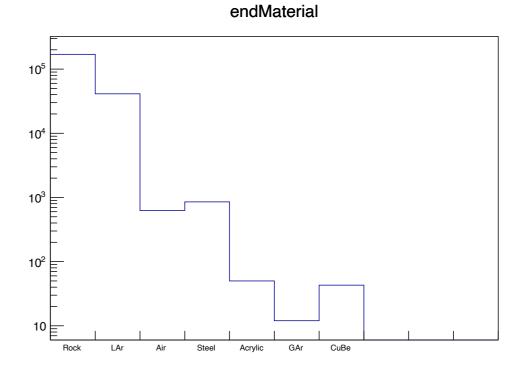
#### True cavern geometry

- The FD cavern will have ~84m of airspace when only one module is in there
- To what extent does this effect the neutron capture rate?

#### · Results

- Because of all the empty space considerably more neutrons die on the wall of the cavern
- Number of primary neutrons: 236236
- Number of captures on LAr: 41203
- Radiological neutron capture rate: 39 Hz
- Capture rate decreases by ~50%







# Neutron capture in new geometry Step 3: Add the insulation layers

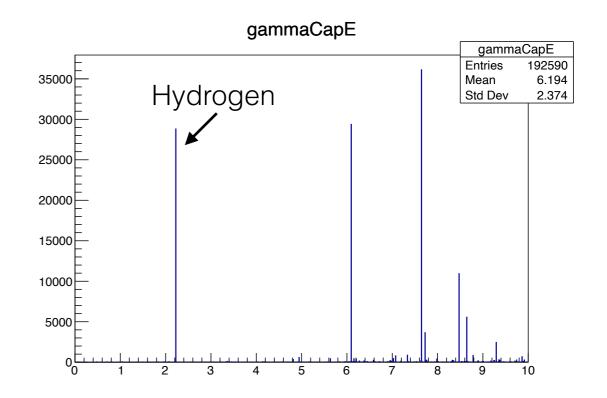


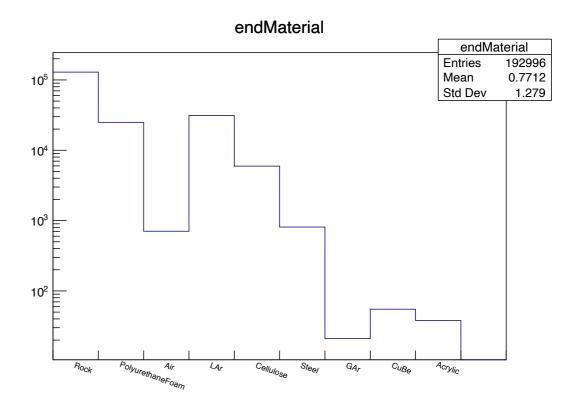
#### Insulation around the cryostat

- There are layers of ply wood and polyurethane around the cryostat
- The ply wood is approximated as cellulose
- Both of these materials are hydrogen rich so we can expect some neutron shielding

#### · Results

- Besides rock the dominant capture materials are now LAr, Polyurethane and Cellulose
- Number of primary neutrons: 233949
- Number of captures on LAr: 31267
- Radiological neutron capture rate: 30 Hz
- Capture rate decreases by a further ~25%







# Neutron capture in new geometry Step 4: Add the Steel Support Structure

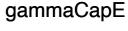


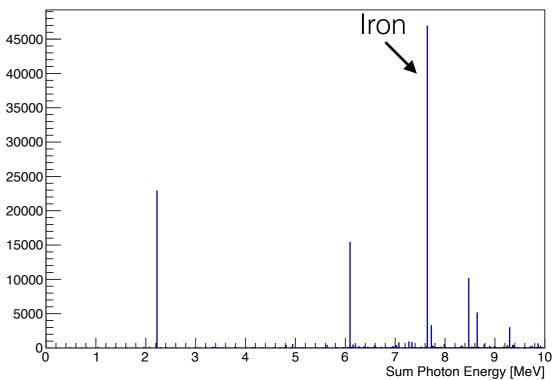
#### The steel support structure

- This is a double edged sword
- We see lots of captures on iron rich materials already but the stainless steel is a hot material so it will also produce neutrons
- We've not considered the neutrons coming from the stainless steel in this

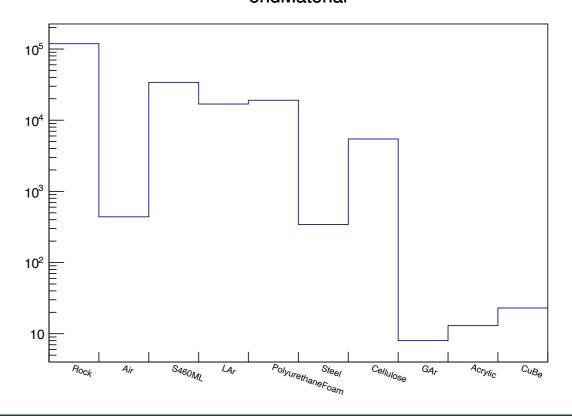
#### · Results

- After rock the dominant capture material is stainless steel
- Number of primary neutrons: 226708
- Number of captures on LAr: 16871
- Radiological neutron capture rate: 17 Hz





#### endMaterial





# Conclusions



### Neutron capture rate

- Radiological neutrons from the concrete can be expected to produce a capture rate of 16 Hz
- This is much lower than that from J. Beacom, however this was recreated with a simplified version of the geometry

#### Issues that need attention

- There are sources of radiological backgrounds that are not yet accounted for in the simulations
- If I can get the neutron production spectra from these materials I can add them to the simulation
- These include the stainless steel support structure and fibre glass (which is not yet in the geometry)

### Just a quick note on water shielding



# Water shielding

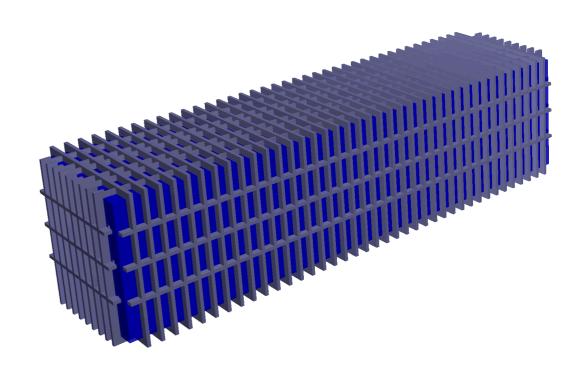


### Layered water shielding

- Geometry from slide 11 used as the base
- 10cm layers of water are placed on all sides of the detector (shown in blue)
- Note: This is not perfect, there are still some overlaps that I haven't been able to fix

#### · Issues?

- The LArSoft simulation is SO G\*D D@MN F\*#%JFG slow
- Stay tuned for the results from that





# Final thoughts and future work



### Things to continue

- Produce our own version of the effectiveness of water shielding around the detector
- Add in the relevant components of the detector (field cage, fibre glass)
- Simulate the other radiologically active material (fibre glass, stainless steel)
- Fix the detsim portion of the simulation chain and examine hit level features

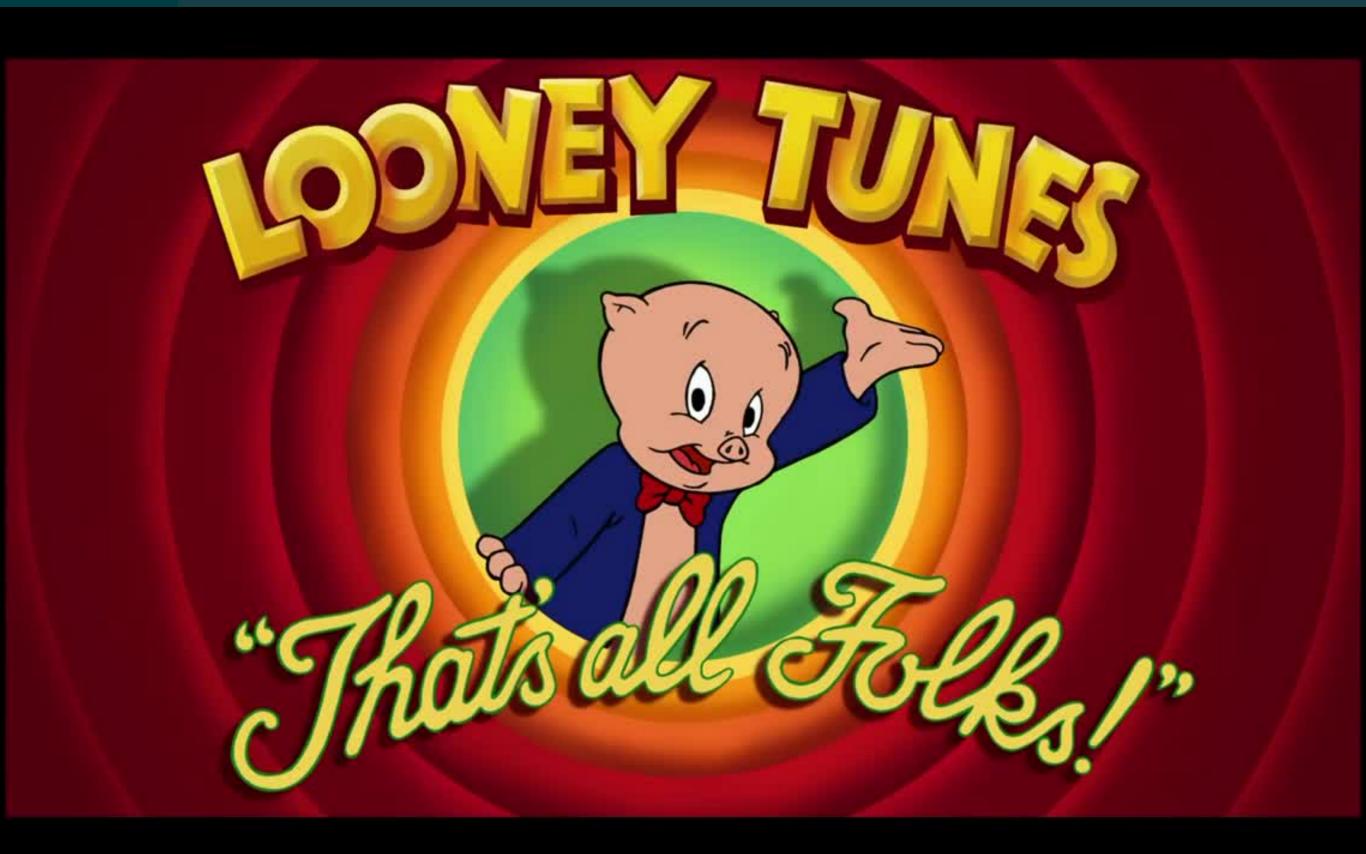
### Things to produce

- Cleaned up version of the GEGEDE scripts in preparation of releasing to the collaboration
- A complete document describing the construction and usage of the GEGEDE scripts (ideally before the collaboration meeting)

### Anything else?











# Backup slides



# All capture rates



| Configuration                    | Snubbed Geometry | Full<br>Geometry |
|----------------------------------|------------------|------------------|
| No Insulation<br>No DSS          | 82 Hz            | 39 Hz            |
| Insulation included<br>No DSS    | 65 Hz            | 30 Hz            |
| No Insulation<br>DSS included    | 57 Hz            | 26 Hz            |
| Insulation included DSS included | 37 Hz            | 16 Hz            |