

From 1x2x6 to Full Detector Simulation

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- **Radiological backgrounds in the DUNE far Detector**
 - Where do radiological backgrounds come from
 - What do we expect from the radiological backgrounds
- **Detector Geometry, past and present**
 - Legacy techniques using the 1x2x6 workspace geometry
 - Construction of a full 10 kt geometry
 - Validation tests and full geometry simulation
- **New features for simulations**
 - Generation from specified volumes
 - Additional volume addition
- **Conclusions and future work**

- **Main sources of radiological backgrounds**

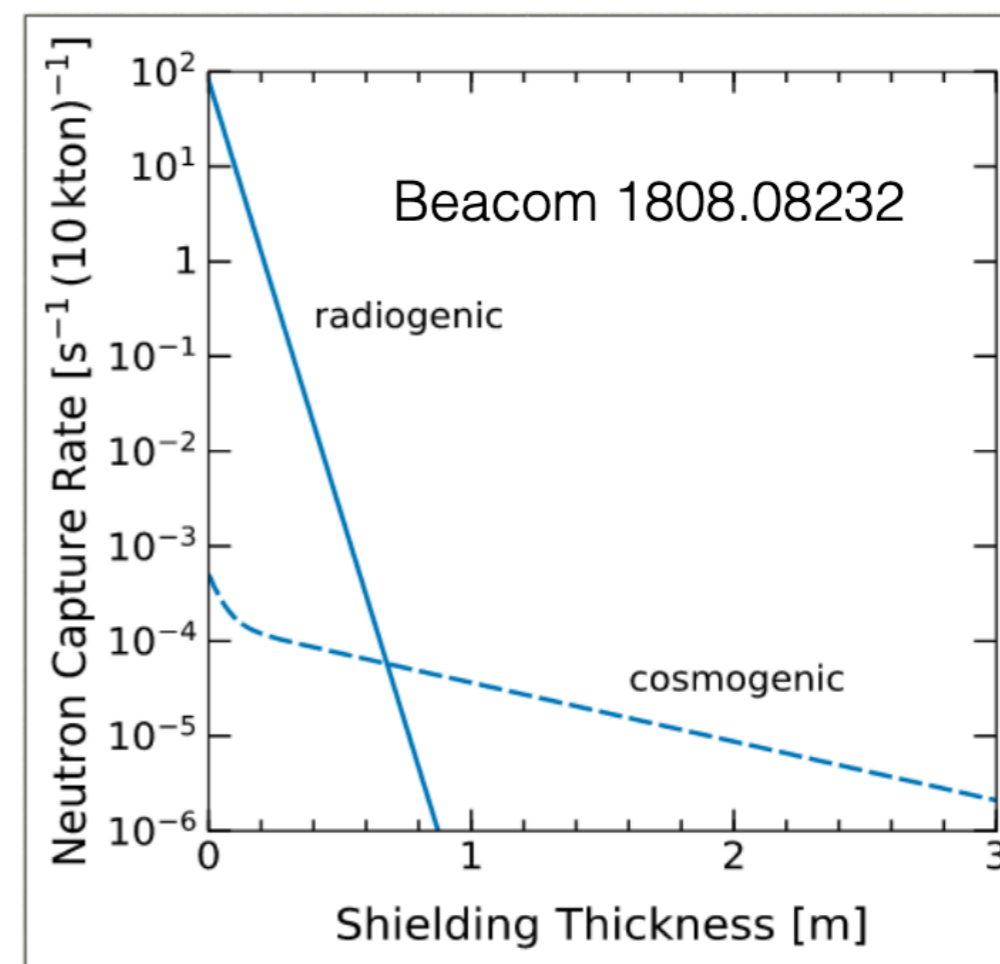
- The cavern walls, rock (^{238}U , ^{232}Th)
- The concrete and shotcrete (^{238}U , ^{232}Th)
- Detector support structure (^{238}U , ^{232}Th , $^{56}\text{Fe}(\alpha, n)$, $^{54}\text{Fe}(\alpha, n)$)

- **Other subdominant source**

- ^{222}Rn produces α 's, α 's lead to $^{40}\text{Ar}(\alpha, n)$
- Fibre glass insulation (^{238}U , ^{232}Th)
- Cryostat steel (^{238}U , ^{232}Th , $^{56}\text{Fe}(\alpha, n)$, $^{54}\text{Fe}(\alpha, n)$)
- CuBe wires $\text{Be}(\alpha, n)$
- APA steel (^{238}U , ^{232}Th)

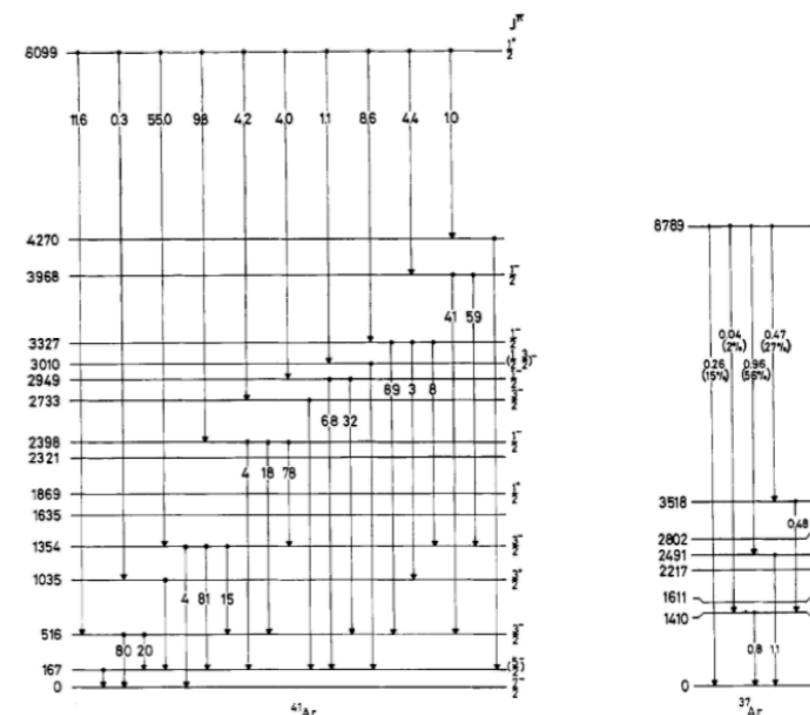
- **Cosmological neutrons**

- Subdominant rate, however a potentially high multiplicity



• Neutrons in LAr

- Neutron capture cross section on Ar has anti resonance at ~57 keV
- Neutrons can travel anywhere from 30 - 100 m 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
- Variation in input cross section to be explored in future studies

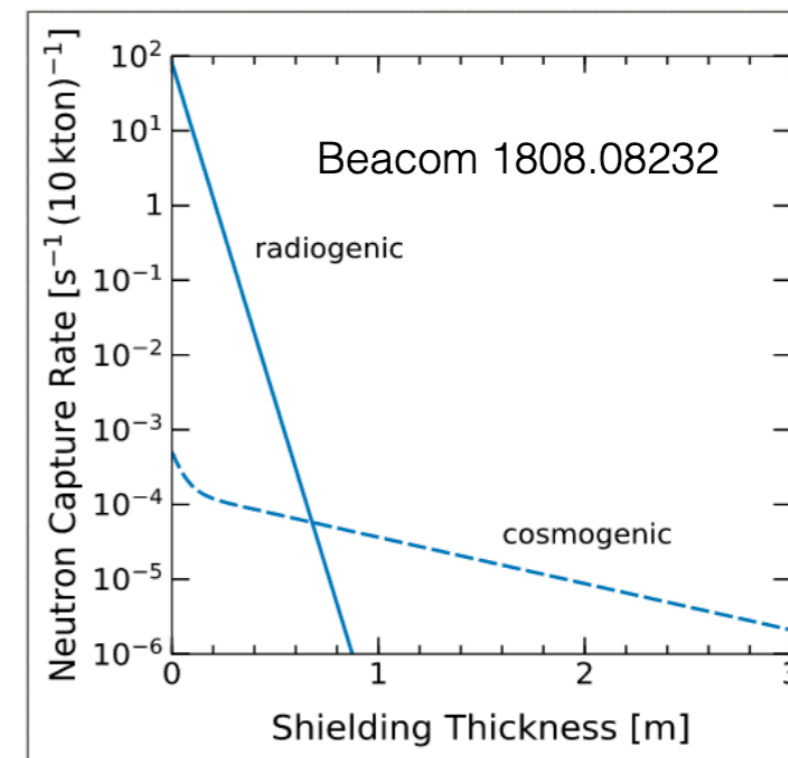


• Neutron capture rate

- J. Beacom predicts a radiological neutron capture rate of 81 Hz
- This is based on a FLUKA simulation and a simple geometry for the 10 kt 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 20 cm of water shielding
- This works in an ideal case but not necessarily a physical solution



- **Issue with the geometry**

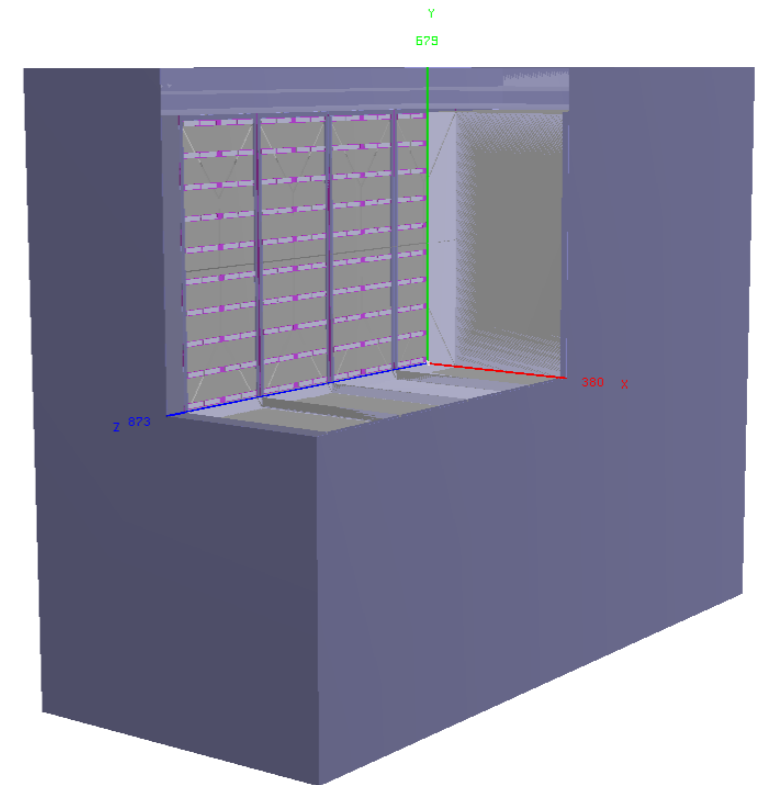
- Most simulation fhicl files (and subsequently most of the MCC11 files) are based on the 1x2x6 workspace geometry
- This is fine for most applications but not for radiological simulations
- The production regions are strange and any capture result is not trivially scalable

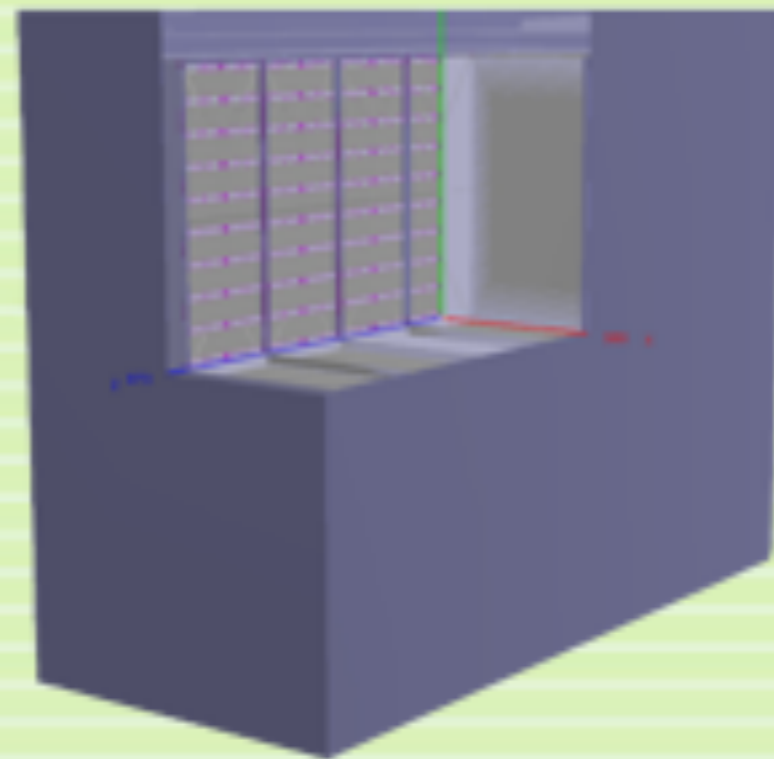
- **Full 10kt geometry in LArSoft**

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

- **Two solutions**

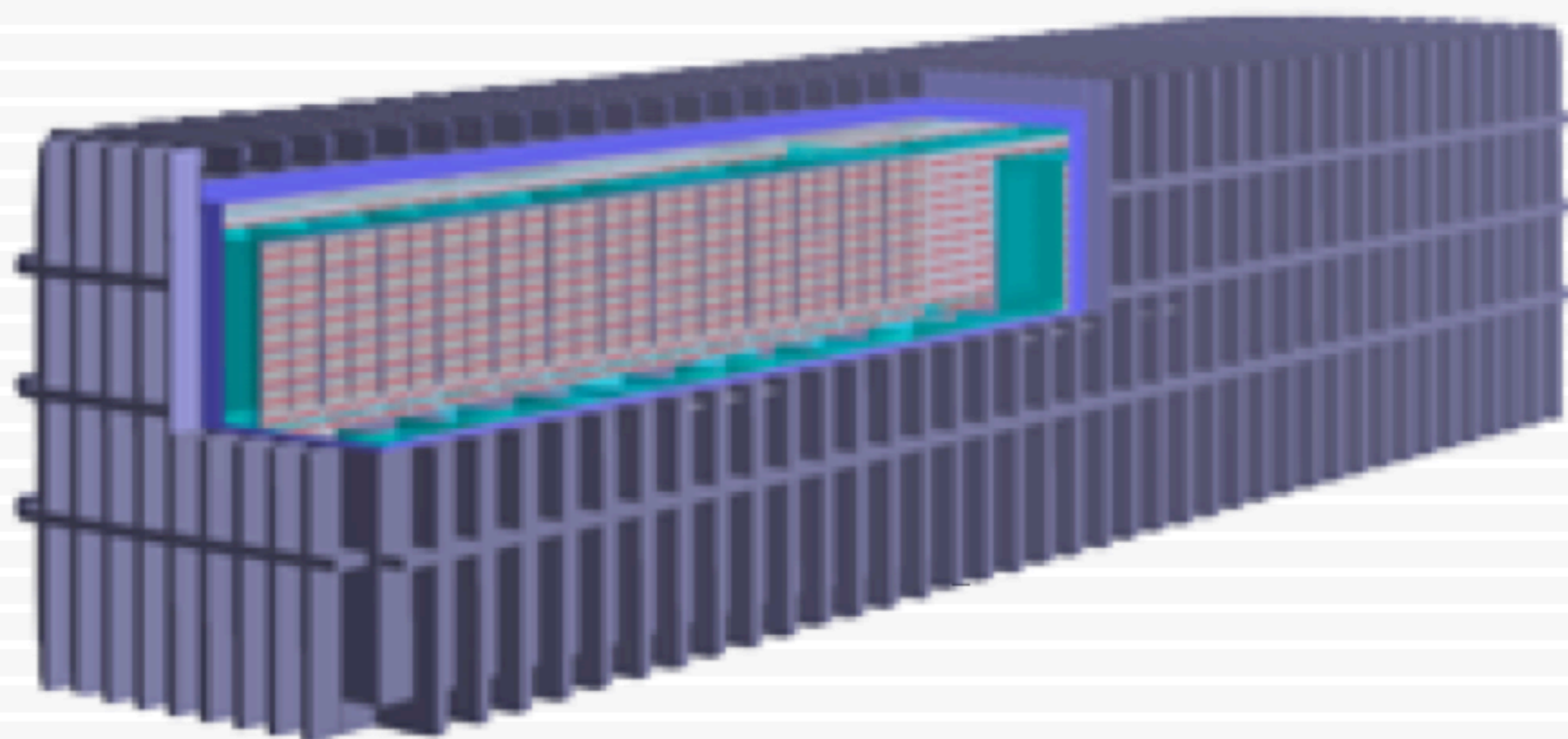
- Break down the 1x2x6 simulation into separate parts and try and stitch them together to get a more accurate simulation
- Build a new geometry that is more physically accurate and integrate that into LArSoft





What?!

1x2x6 is evolving!



Congratulations! Your $1 \times 2 \times 6$
evolved into Full Geometry 🏆

- **Development in GEGEDE**

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

```

59
60 [Cryostat]
61 subbuilders      = ['TPC']
62 class            = duneggd.larfd.Cryostat.CryostatBuilder
63 membraneThickness = Q('0.5in')
64 cathodeThickness  = Q('0.016cm')
65 nAPAs            = [1, 2, 6]
66 # nAPAs          = [3, 2, 25]
67 outerAPAs        = False
68 #outerAPAs       = True
69 sideLAr           = Q('15cm')
70 APAToFloor        = Q('49.2cm')
71 APAToGAR          = Q('40.7cm')
72 APAToUpstreamWall = Q('301.2cm')
73 APAToDownstreamWall = Q('49.2cm')

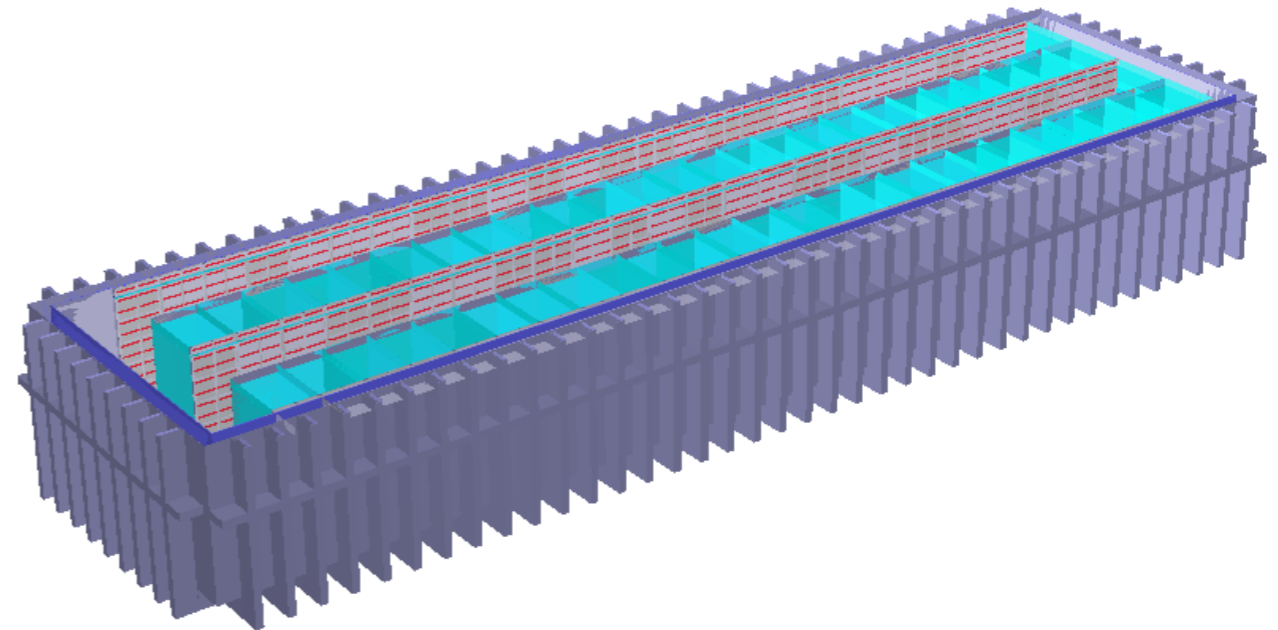
```

- **Possibility for exotic geometries**

- As mentioned 1x2x6 results aren't trivially scalable
- You could define specific active regions and ignore as much or as little of the detector as you'd like

- **Addition of new volumes**

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



- **DuneGGD in-situ Tests**

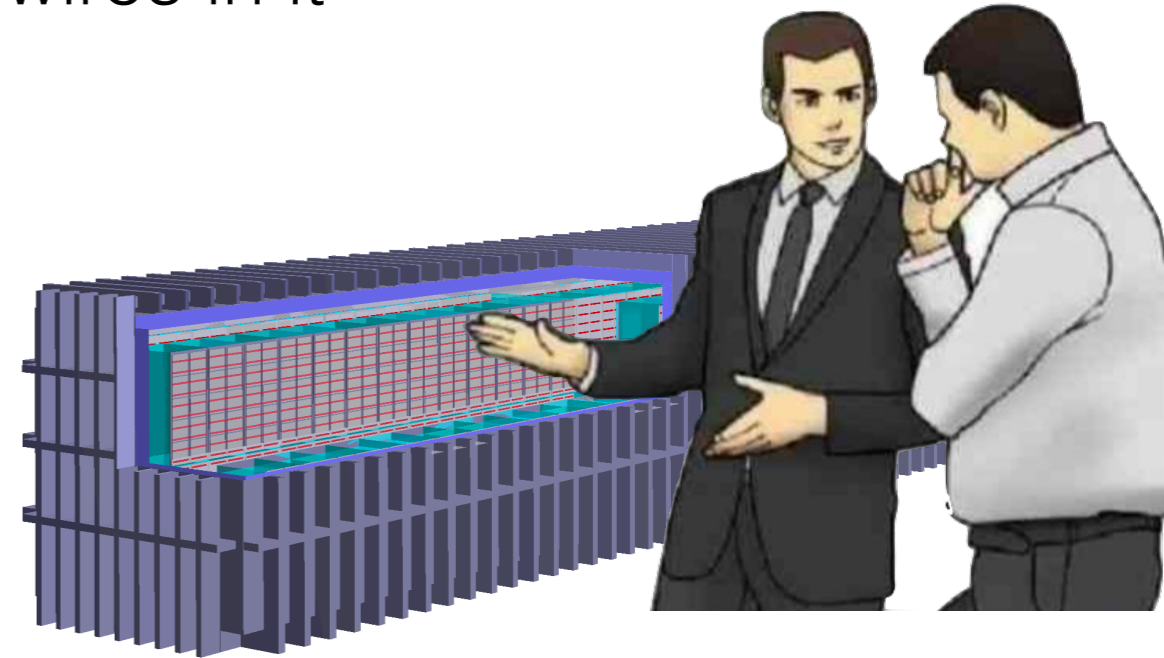
- Goal: incapable of creating a geometry that breaks LArSoft
- Wires have consistent endpoints and pitches
- Origin in intended place
- ROOT macro
 - checks overlaps, default draw options

- **LArSoft Tests**

- Existing GeoObjectSorter and ChannelMap works
- LArG4 output looks reasonable
 - IDEs where there are TPCActive, true dE/dx maps out APA Frames and other vol's
- Check DetSim with EVD scans
- Replaced GDML: Important standard FCLs still work
- Go as far as checking Track/Vtx Reco?

- **TPC plane wire placement**
 - The collection plane is very easy to build
 - Induction wire planes are very annoying to build
- **Generation of wire points**
 - Using an external module the position of the wires is calculated
 - These values are stored in a spreadsheet and read when constructing the geometry
- **Verifying correct wire placement**
 - Bottom image shows output of GeoObjectSorter
 - Number of APAs, channels, and wire pitches shown to be consistent with TDR specs when running larsoft jobs with 10 kt geometry

Scientist: *slaps roof of detector*
This bad boy can fit so many wires in it



```

Initializing channel map...
%MSG
Cryostat 0:
  384000 total channels
  150 APAs
For all identical APA:
  Number of channels per APA = 2560
  U channels per APA = 800
  V channels per APA = 800
  Z channels per APA = 960
  Pitch in U Plane = 0.4667
  Pitch in V Plane = 0.4667
  Pitch in Z Plane = 0.479
  
```

- **Neutron production volumes**

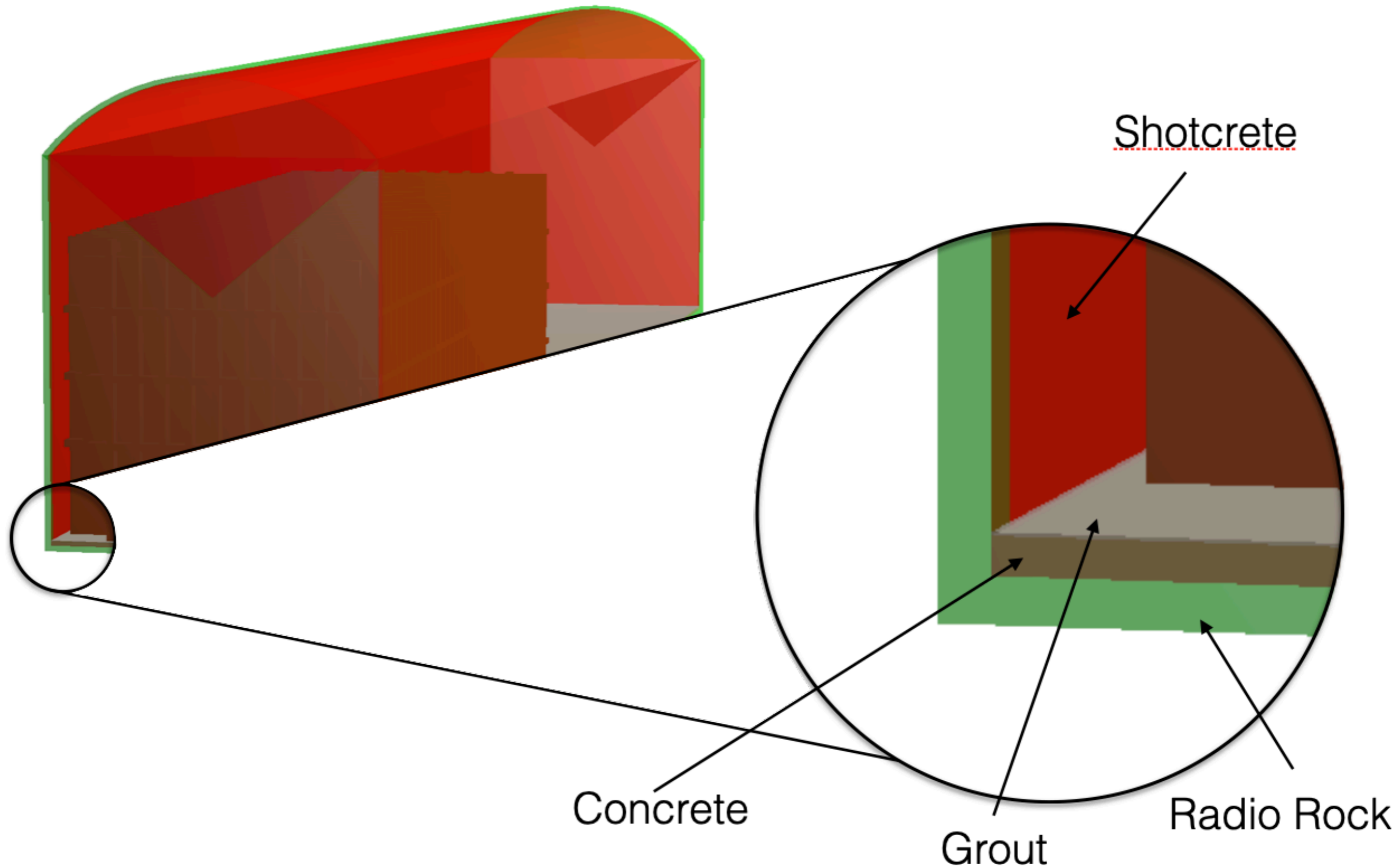
- Defined layer of rock on cavern walls where neutron production can be initiated
- Thickness can be adjusted to ensure accurate simulations and results
- Can individually define neutrons to be produced from cryostat volumes, such as the steel support structure
- This means we can break the simulation up source by source and evaluate the contribution as such

- **Rock-ey volumes in the detector cavern**

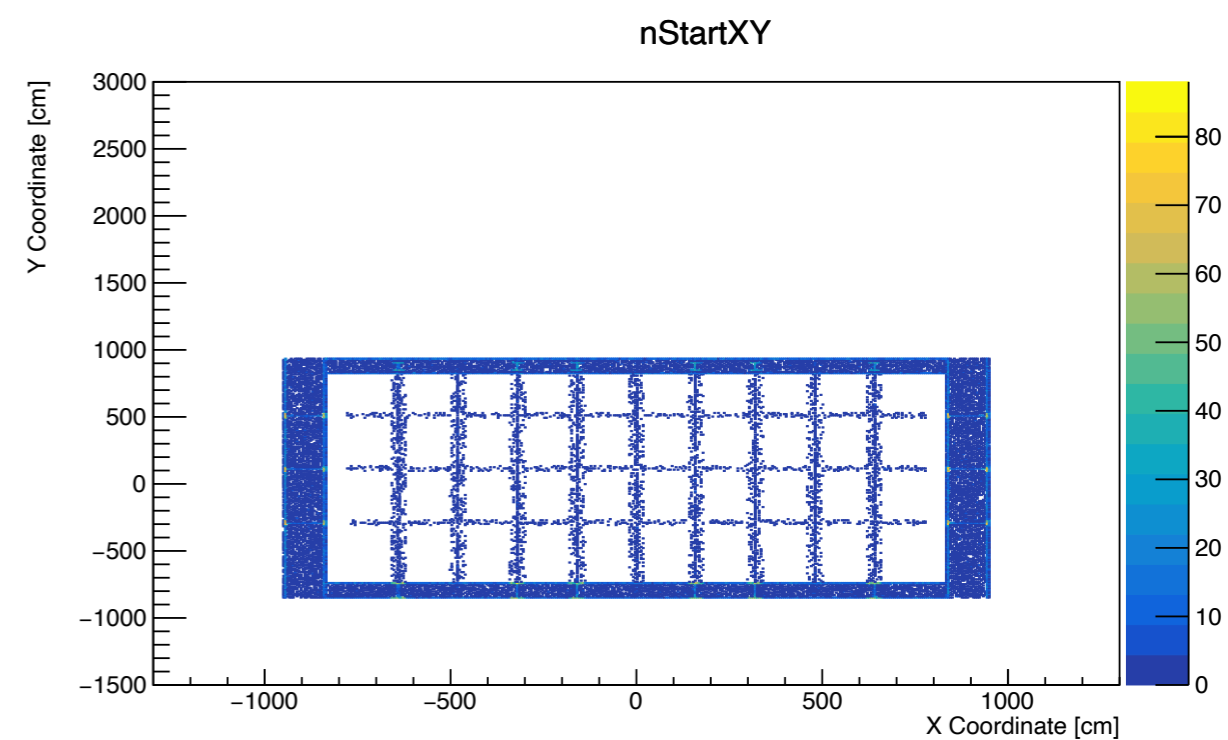
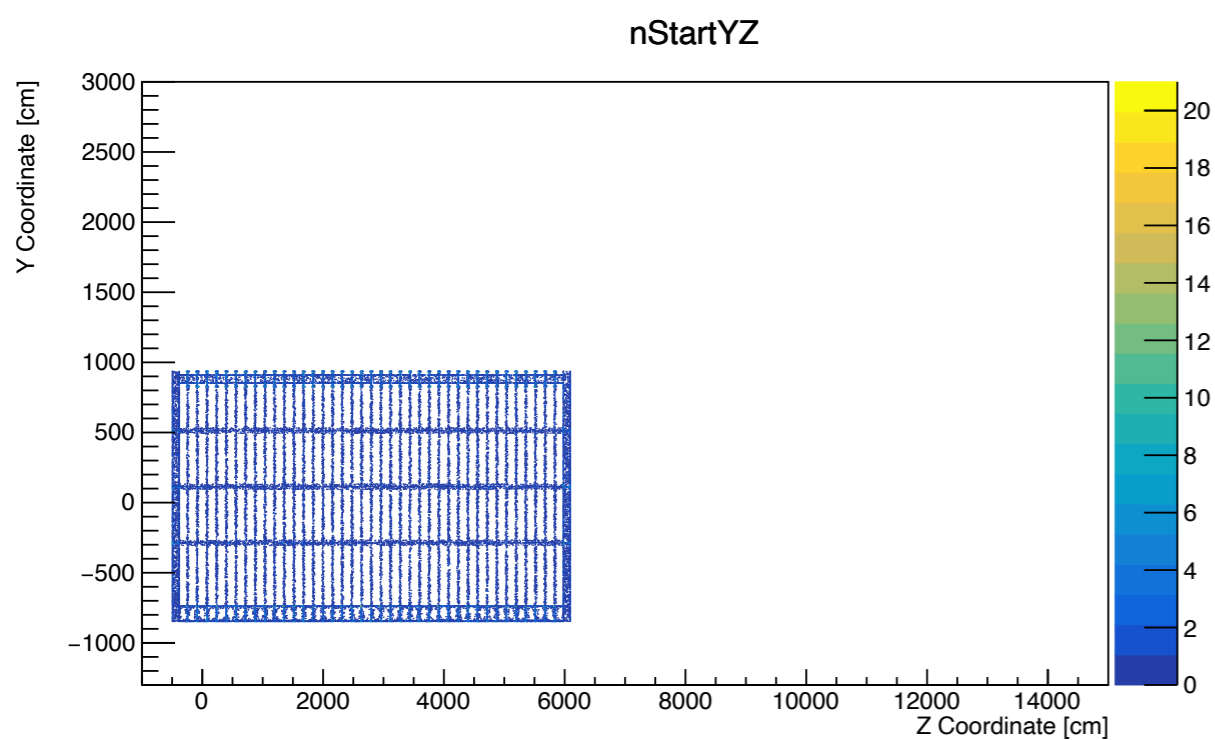
- The floor of the cavern as 7.5" of concrete and 1" on grout
- The walls and ceiling have an average of 6" of shotcrete

- **Material definitions and spectroscopic analysis**

- Atomic composition of Rock, Shotcrete and Concrete are now known
- Important because water content effects neutron propagation through the material
- Additionally, the atomic content effects the neutron production rate within the volume



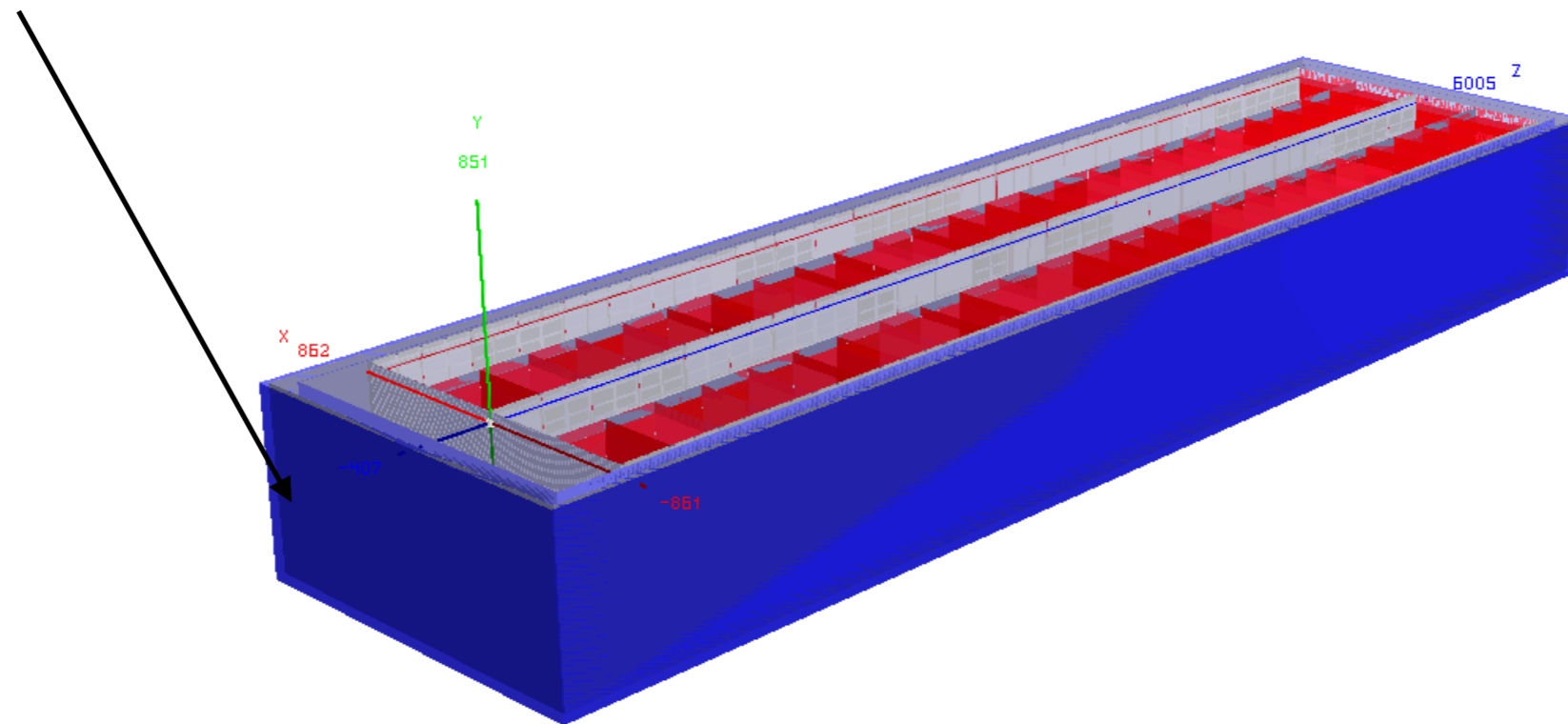
- **Example, neutrons produced from steel support structure**



- **Can explore passive shielding**

- Very simple to add external layers to the cryostat geometry
- Exploring the effects of water shielding is interesting for DUNE background studies
- This is something that would be more difficult in the previous geometry system

water



- **Conclusions**

- Full 10 kt geometry available for use in LArSoft simulations
- Complexities defined in the TDR all included
- Material definitions updated to reflect spectroscopic analysis of genuine samples
- GDML scripts can be found here: <https://github.com/DUNE/duneggd>

- **Updates to DUNE FHiCL's**

- Plans to update `dune_radiological_model.fcl` to include specified generators for neutrons coming:
 - Different sources
 - Different isotope decays
- Will require a dedicated analyser to produce workable root files, probably to be adapted from DAQSimAna

- **Computational requirements**

- Address issue with the photon detector to get them working in the detector simulation
- Detector simulation required a lot of memory to run, even for zero suppressed

- **Thank you!**

Backup slides

