

Uniform Beam Simulation Study with g4numi (Details on Simulation : What We Changed)

Sudeshna Ganguly 03/11/2021

Fermilab U.S. DEPARTMENT OF Office of Science



Set BEAM_POSITION_X to be a Uniform Distribution In g4numi simulation source code

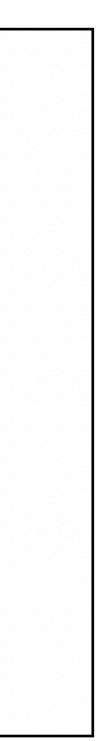
- Aim: Perform Beam position X-scan analysis
 - Select any given Gaussian on the beam position x Uniform distribution
 - For each Gaussian distribution plot muon flux on muon monitors
 - For each Gaussian distribution plot muon monitor centroid
 - Perform similar Y-scan analysis next
 - We can create large statistics with uniform beam x and y and reproduce target scan study with simulation

Create Uniform beam x distribution Code added:

- for beam position x instead of the default Gaussian distribution
- This src code change will change the proton beam x distribution in the output root file

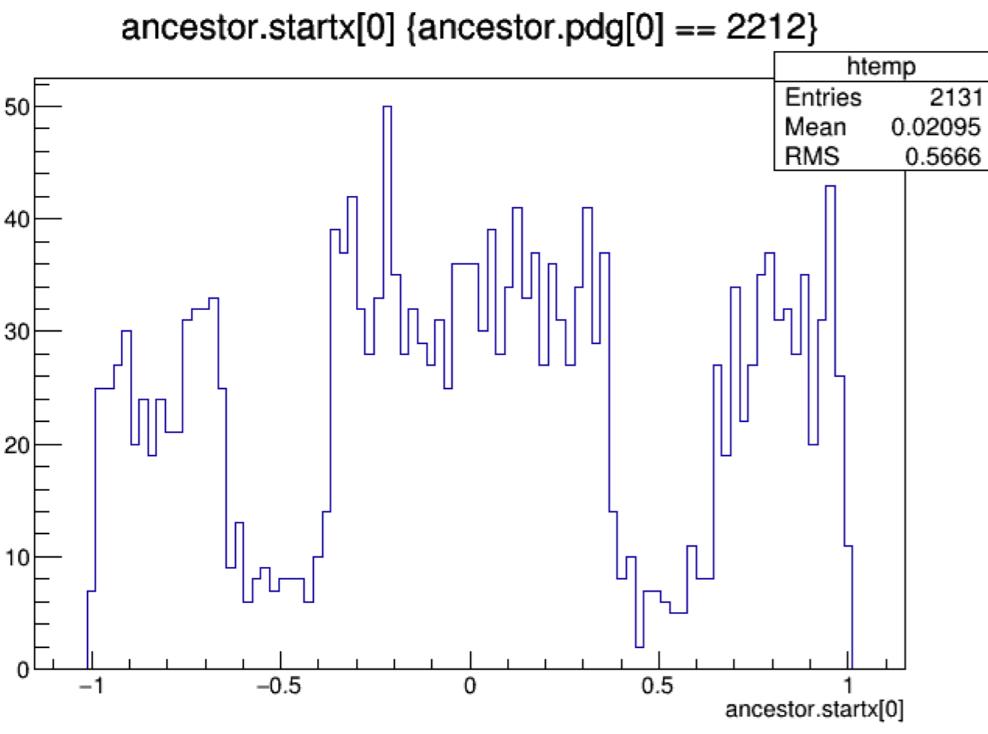
```
this->Geantino(anEvent);
if (outR > 0)
                                                                                    else
                  = G4UniformRand()*(outR - inR) + inR;
  G4double r0
                                                                                       // If nothing else is set, use a basic proton beam
  G4double phiO = G4UniformRand()*2*M_PI;
                                                                                       G4double x0;
                                                                                       G4double y0;
  x0 = cos(phi0) * r0;
                                                                                       G4double z0;
  y0 = sin(phi0) * r0;
                                                                                       G4double sigmax=fND->beamSigmaX;
                                                                                       G4double sigmay=fND->beamSigmay;
else
                                                                                      //x0 = G4RandGauss::shoot(fND->beamPosition[0],sigmax);
                                                                                      x0 = 8*(G4UniformRand() - 0.5)*mm;
   11
                                                                                      yo = G4RanaGauss:: snoot(fND-> beamposition[1], sigmay);
       changed this. It doesn't make sense to ever have x=y=0 -Laura
   //I
                                                                                       z0 = fND->beamPosition[2];
                                                                                       fProtonOrigin = G4ThreeVector(x0, y0, z0);
   //x0 = 0;
                                                                                       fProtonMomentum = G4ThreeVector(0, 0, fND->protonMomentum);
   //y0 = 0;
                                                                                       fProtonIntVertex = G4ThreeVector(-9999., -9999., -9999.);
                                                                                       fWeight=1.: //for primary protons set weight and tgen
   G4double sigmax=fND->beamSigmaX;
                                                                                       fTgen=0;
   G4double sigmay=fND->beamSigmay;
                                                                                       fParticleGun->SetParticlePosition(G4ThreeVector(x0,y0,z0));
                                                                                       fParticleGun->GeneratePrimaryVertex(anEvent);
   //x0 = G4RandGauss::shoot(fND->beamPosition[0],sigmax);
  x0 = 8*(G4UniformRand() - 0.5)*mm:
   y0 = G4RandGauss::shoot(fND->beamPosition[1],sigmay);
                                                                                    fCurrentPrimaryNo++;
}
```

In /nashome/s/sganguly/clean_backup_g4numi/g4numi/src/NumiPrimaryGeneratorAction.cc : add uniform distribution



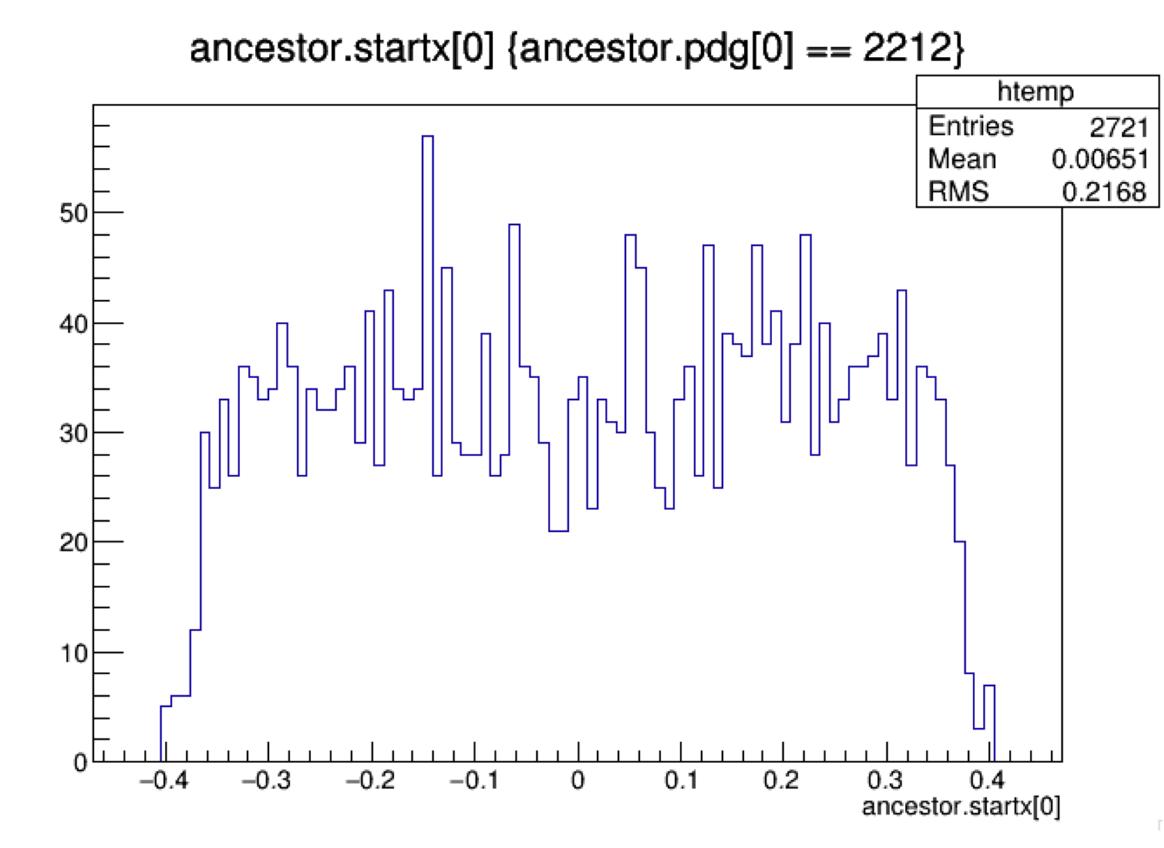
Create Uniform beam x distribution

- Choosing $x0 = 20^{\circ}(G4UniformRand() 0.5)^{\circ}mm$; (distribution b/w +/- 10 mm)
- Width of target = 9 mm, following plot shows target interaction b/w + 4.5mm
- After that shows interaction with baffle



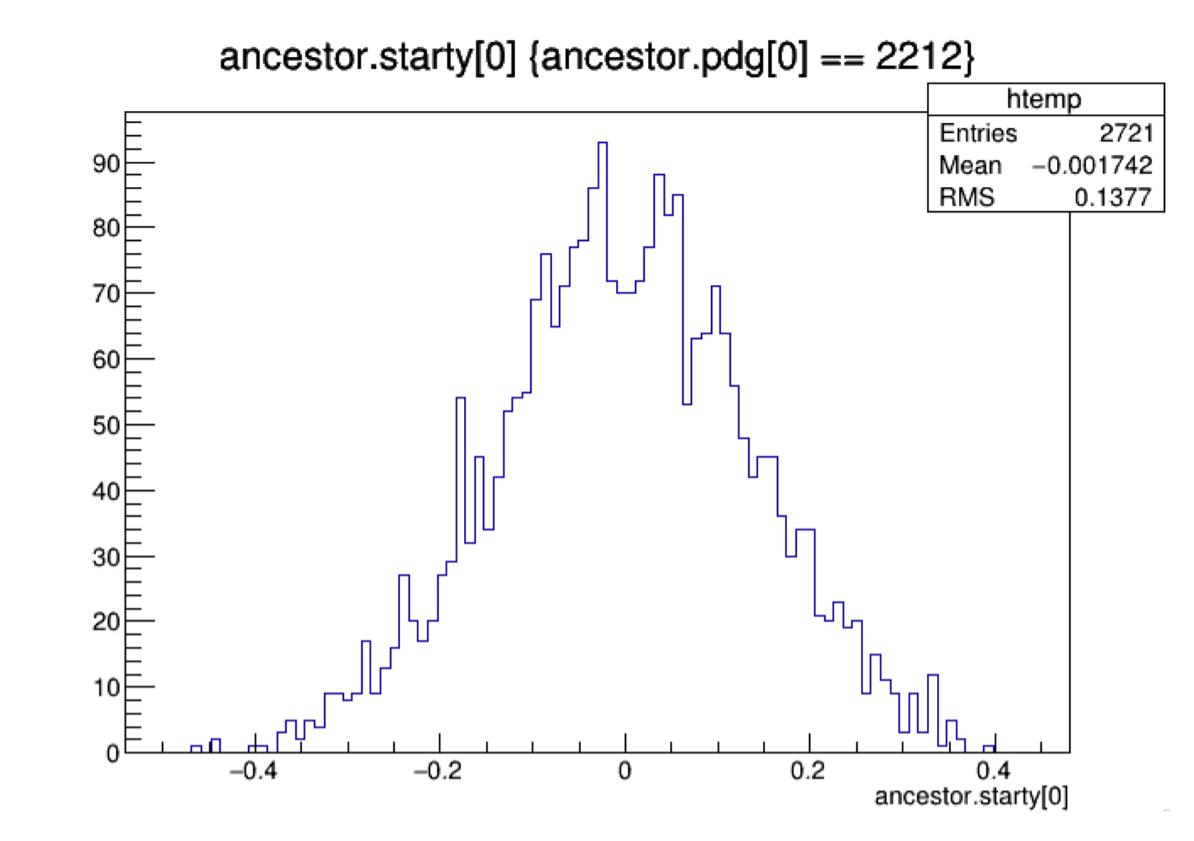
Create Uniform beam x distribution

- (distribution b/w +/-4 mm)
- another study in y later)



• To do scan within target we can choose x0 = 8*(G4UniformRand() - 0.5)*mm;

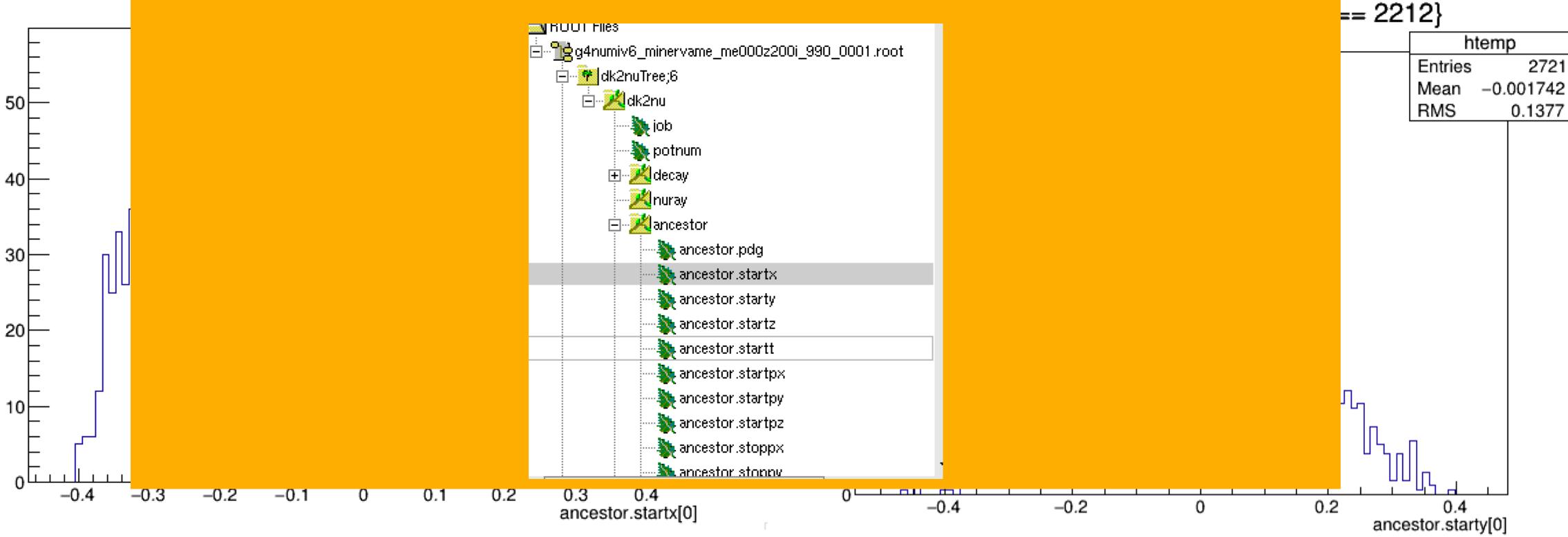
• We have only changed x-distribution for now, y remains the same (can do



Create Uniform beam x distribution

- (distribution b/w +/-4 mm)
- anther study in y later) These plots are from g4numiv6_minervame_me000z200i_*.root files (containing

and



• To do scan within target we can choose x0 = 8*(G4UniformRand() - 0.5)*mm;

• We have only changed x-distribution for now, y remains the same (can do

uniform beam x distribution) :dk2nu tree, ancestor branch, contains proton information)

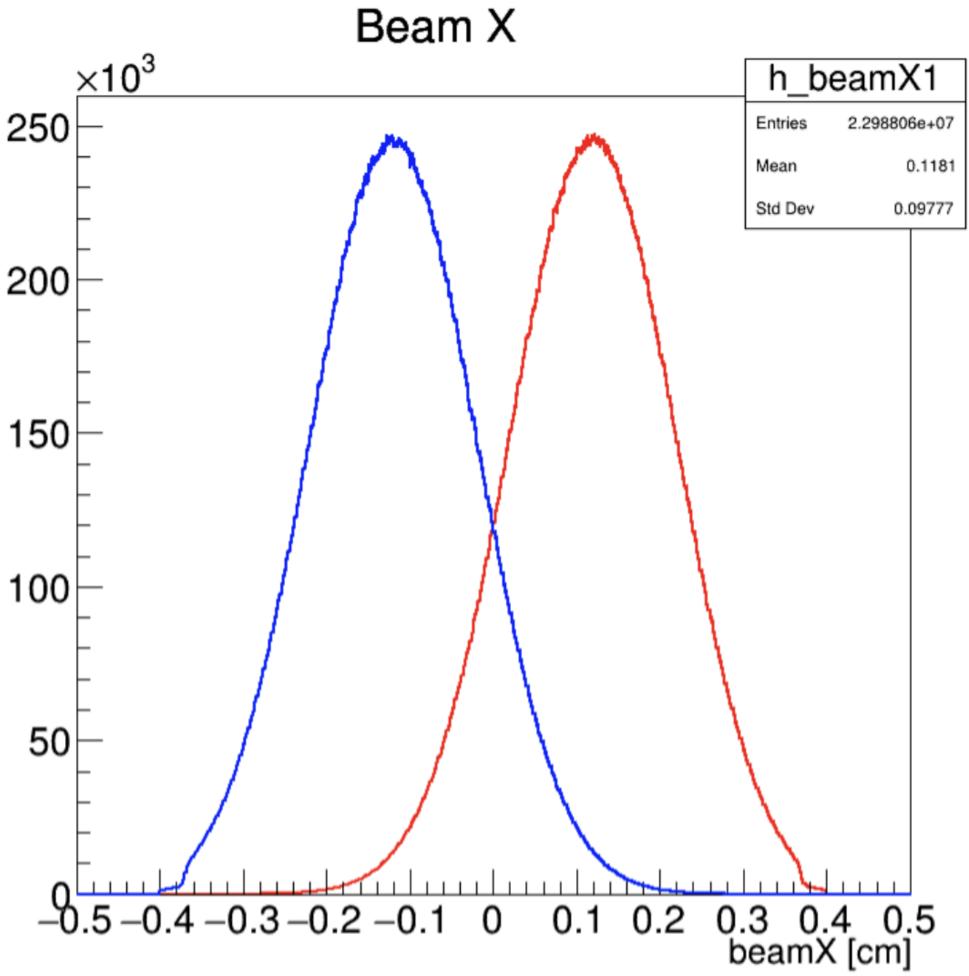


- At this stage, we can create uniform beam X distribution
- Next need to select a given Gaussian on the beam position x Uniform defined gaussian

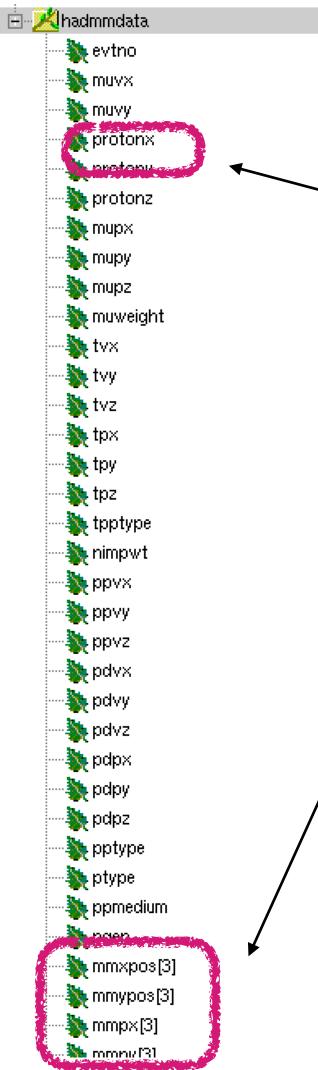
• For example:



distribution (can select many): calculate weights along beam x according to



 Next want to find correlation on Muon Monitor centroid for each of the gaussian distribution - needs to look at Muon Monitor ntuples : hadmmtuple_t.cc 🗄 🕺 hadmmdata



- In order to find correlations b/w proton beam x and muon monitor information, the **protonx** branch needs to be added to this root branch where the beam x is a Uniform distribution
- In other words, the code changes we made in previous slides, only changes proton beam x in the dk2nu ntuple
- To apply the same changes in MM ntuple, requires a lot of code change
- Athula, I and Yiding did a marathon zoom coding/brainstorming session





Code changes to add Uniform protonx distribution in MM ntuple (Writing it down here for future reference)

 In /nashome/s/sganguly/clean_backup_g4numi/g4numi/dk2nu_local/src/ nu2mubatch, add proton beam position information into the tree

```
UShort_t evtno;
Float_t muvx, muvy, muvz, protonx, protony, protonz;
Float_t mupx, mupy, mupz;
```

```
muonTree->Branch("evtno", &evtno, "evtno/s");
muonTree->Branch("protonx", &protonx, "protonx/F");
muonTree->Branch("protony", &protony, "protony/F");
muonTree->Branch("protonz", &protonz, "protonz/F");
```

```
if(goodDecay) {
```

```
//double temp_mupx = (Float_t)(dk2nu->decay.pdpx - dk2nu->nuray[0].px);
//double temp_mupy = (Float_t)(dk2nu->decay.pdpy - dk2nu->nuray[0].py);
//double temp_mupz = (Float_t)(dk2nu->decay.pdpz - dk2nu->nuray[0].pz);
//double tot_momentum = sqrt(temp_mupx*temp_mupx+temp_mupy*temp_mupy+temp_mupz*temp_mupz);
   //std::cout<<" Total muon Momentum "<<tot_momentum<<std::endl;
      //if(tot_momentum< 4.0)continue;</pre>
      evtno = dk2nu->potnum;
      protonx = dk2nu->ancestor[0].startx;
      protony = dk2nu->ancestor[0].starty;
      protonz = dk2nu->ancestor[0].startz;
```

Code changes to add Uniform protonx distribution in MM ntuple (Writing it down here for future reference)

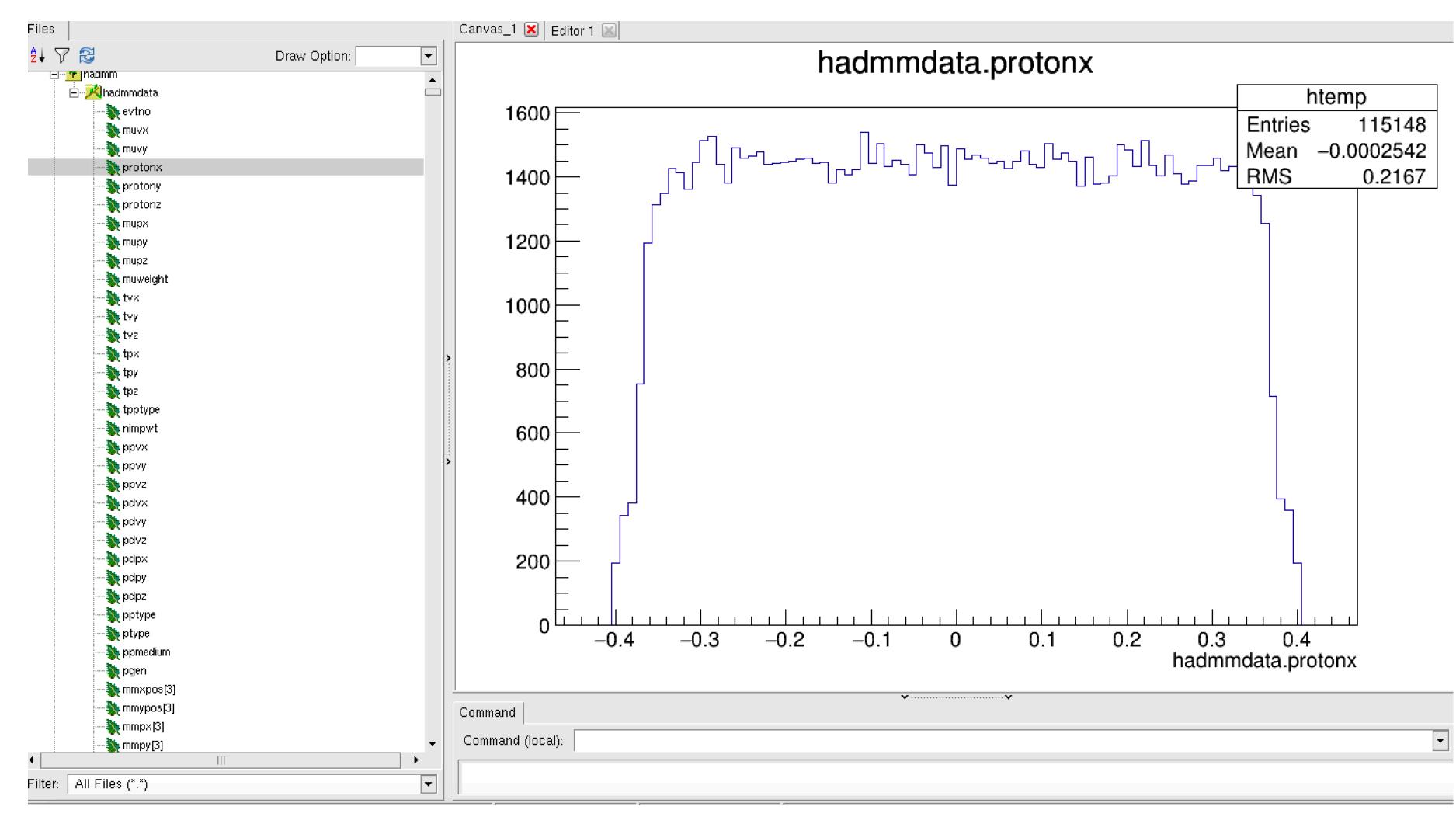
- Then make more code changes (could be pushed to the repository):
- Do a "grep" to see which pieces of code went through a change:

<numixgpvm01.fnal.gov> grep "protonx" *.cc hadmmtuple_t.cc: protonx(-99999.), hadmmtuple_t.cc: **protonx** = -99999.; NtpMuon.cc: protonx(-999.0), NtpMuon.cc: protonxF(-999.0), NtpMuon.cc: SetBranch(&protonxF, "protonx"); NtpMuon.cc: **protonx** = (Double_t)**protonx**F; NtpMuon.cc: **protonx**F = -999.0; NumiAnalysis.cc: g4hmmdata->protonx = NPGA->Getprotonx(); NumiPrimaryGeneratorAction.cc: fprotonx = fMuon->protonx;

<numixgpvm01.fnal.gov> grep "protonx" ../include/*.hh ../include/hadmmtuple_t.hh: Float_t protonx; ../include/NtpMuon.hh: Double_t protonx; ../include/NtpMuon.hh: Float t protonxF; ../include/NumiPrimaryGeneratorAction.hh: G4double Getprotonx() ../include/NumiPrimaryGeneratorAction.hh: G4double fprotonx;

{return fprotonx; }

After the code change look at MM ntuple



After the code change look at MM ntuple

