



Background model updates since MCC11/TDR

Thiago Bezerra
On behalf of the University of Sussex group

FD Sim/Reco Working Group Meeting, 25/Oct/2021



Outline



- We've been working on updating the low energy background model for DUNE
- Today's highlight:
 - Decay0
 - Neutrons
 - Electronics noise





Decay0



Decay0



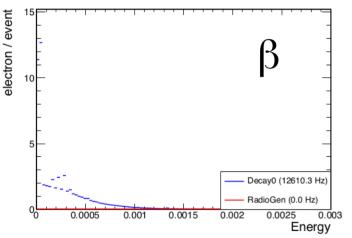
- Used for SuperNEMO, NEMO3 and others, to simulate $2\beta 2\nu$ and background events
- For DUNE: radiological background events
- Implemented in dunetpc, with larsimrad, and validated
 - Pierre's talk at collab. meeting <u>here</u>

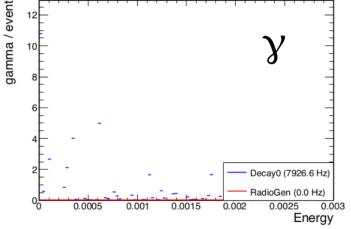


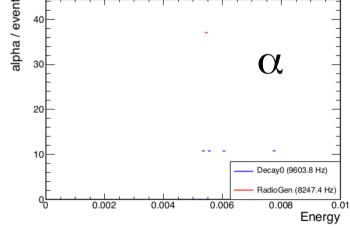
²³⁸U chain



- Full 238U chain on LAr, APA, CPA, PDS
 - RadioGen was 4 alphas of 5 MeV





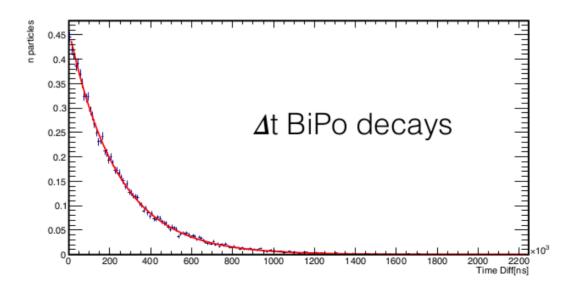




²³⁸U chain



- Full 238U chain on LAr, APA, CPA, PDS
 - RadioGen was 4 alphas of 5 MeV
 - Decay0 generates time correlated decays (BiPo)



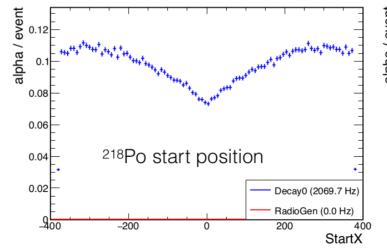


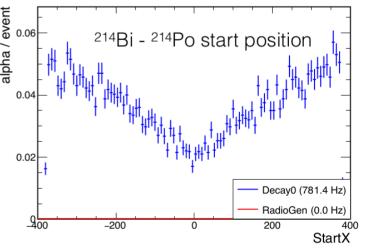
²³⁸U chain



- Full 238U chain on LAr, APA, CPA, PDS
 - RadioGen was 4 alphas of 5 MeV
 - Decay0 generates time correlated decays (BiPo)
 - Ion transport included (from Anyssa, <u>here</u>)

Ion	Cathode fraction
²¹⁸ Po	13.68%
214 Pb	40.7%
²¹⁴ Bi, ²¹⁴ Po and ²¹⁰ Pb	67.26%
²¹⁰ Bi and later decays	100%





^{42}Ar



• 80% expected to reach cathode

$$\begin{array}{c}
33 \text{ y} \\
^{42} \text{Ar} \longrightarrow^{42} K \longrightarrow^{42} Ca \\
600 \text{ keV} \qquad 3.5 \text{ MeV}
\end{array}$$

This 80:20 non-uniformity included in Decay0



Missing bits



- Volumes
 - Field cage
 - APA electronic boards (need to add MC geometry)
- Isotopes
 - 232Th chain (APA, Field cage, etc)



Decay0 @ dunetpc



- Current at feature/plasorak_bgd_validation branch of dunetpc
- Sample generation fcl:
 - prodbackground_radiological_decay0_dune10kt_1x2x6.fcl





Neutrons



Radiological neutrons



- For TDR, simple FD geometry was considered
 - 80 Hz of neutron captures on LAr volume
- Evaluated impact of all elements that also acts as shielding against neutrons
 - Aran updates on collab. meeting <u>here</u>



Neutron capture rate



	Rock	Shotcrete	Concrete	Total
Cellulose	3.06 ± 0.07	2.49 ± 0.03	0.13 ± 0.001	5.68 ± 0.08
New Wood	3.08 ± 0.07	2.49 ± 0.03	0.14 ± 0.001	5.71 ± 0.08

- Below the 10 Hz threshold for background rate in the DUNE FD
- Could be improved by the addition of neutron absorbing layers in the cryostat
- Neutrons have the biggest uncertainty
- Full geometry used for correct flux on the sides in 1x2x6 geometry





Electronic Noise Model



New noise model



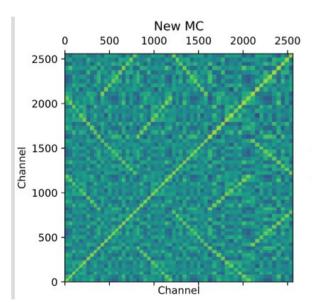
- New noise (ProtoDUNE based) implemented
 - Includes:
 - Wire noise
 - Coherent noise
 - Digitisation noise
 - 3 types of ProtoDUNE data:
 - Low purity runs
 - Long readout runs with HV off
 - Normal runs

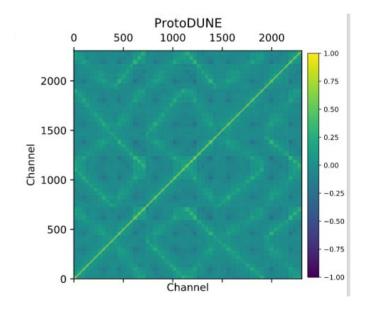


New noise model



- New noise (ProtoDUNE based) implemented
 - See Babak & Pierre's talk (here)





Already presented to the CE group (here)



New noise model @ dunetpc



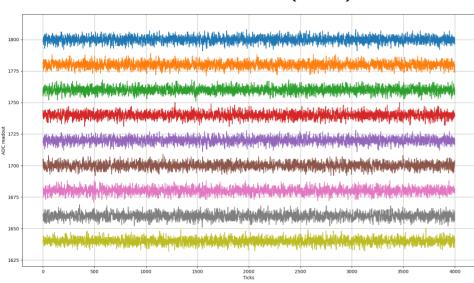
- Sample fcl in dunetpc
 - addprotodunelikenoise_findprim_snanas.fcl
 - Run with a "noiseless" detsim file as input
 - It also returns trigger primitives (hits, or pulses found) from the raw waveform



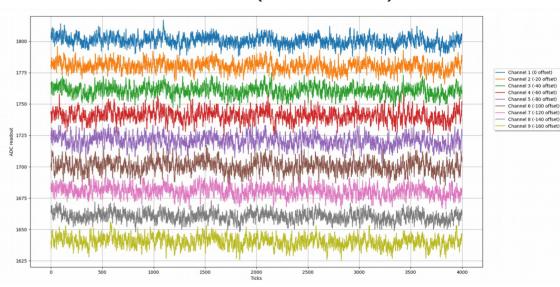
New noise model







New Model (ProtoDUNE)

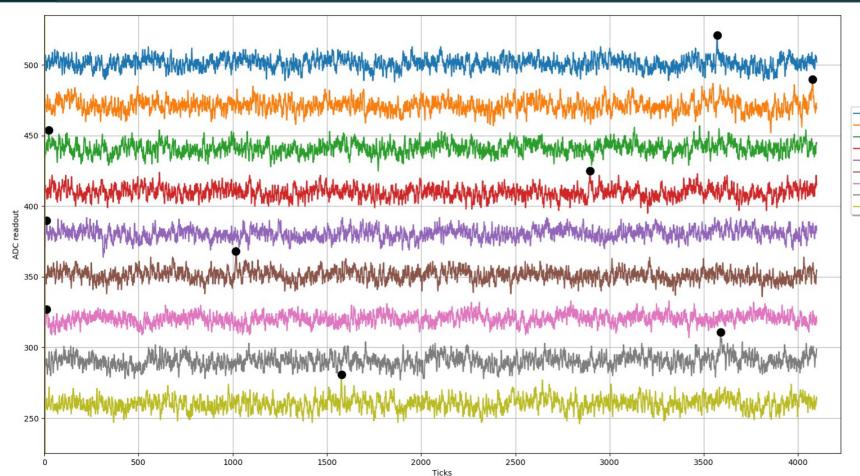


Correlated component included



Running TP finder





16 ADC threshold

Channel 6818 (0 offset)
Channel 7059 (-30 offset)
Channel 9642 (-60 offset)
Channel 14667 (-90 offset)
Channel 15305 (-150 offset)
Channel 15318 (-180 offset)
Channel 16971 (-210 offset)
Channel 16971 (-210 offset)
Channel 17385 (-240 offset)

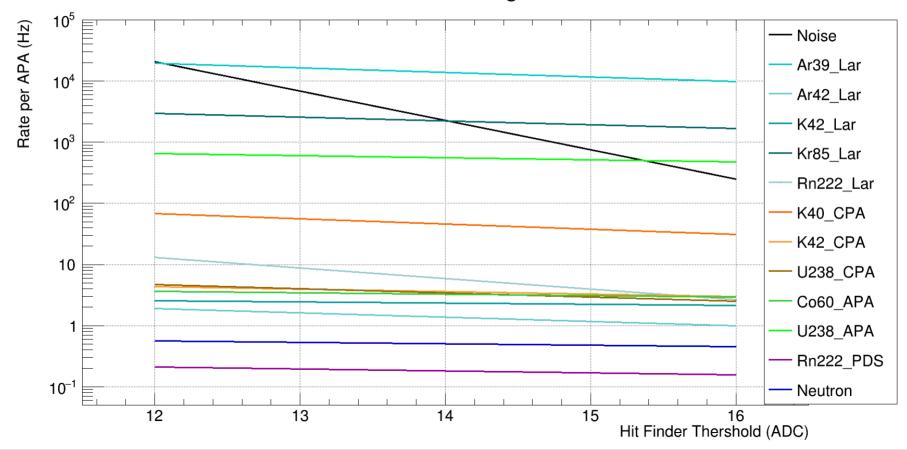
From 0 MeV MC e-'s



Hit rates



Run full simulation chain: Gen → G4 → DetSim → Trig.Prim. Finder





Summary



Several updates w.r.t. TDR

Decay0

- More decays added (full ²³⁸U chain, ⁴²Ar, etc)
- Better volume generation (CPA, APA, PDS)
- Ion transport included
- Evolving note: <u>DUNE-doc-23595</u>

Neutrons

- Full simulation of FD module components
- New energy spectra
- Reduced capture rates in LAr volume w.r.t. TDR
- Note with first results: DUNE-doc-22783

Noise

- Based on ProtoDUNE HD
- Correlated component considered
- Tech note: DUNE-doc-22962



For discussion



- MCC11 is out-of-date. Would be better to use Decay0 from now on. Best way to proceed?
- What is the status of alpha scintillation sim.?
- No information on the electronics boards on MC
 - Is there a plan to add?
- Electron lifetime: update it? (3 to 10 ms?)



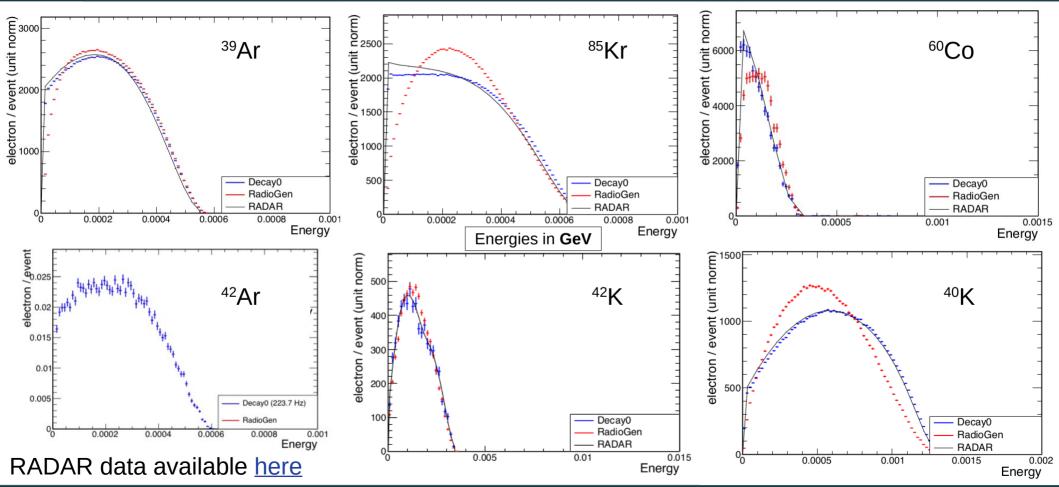


Backup Slides



Shape of decays

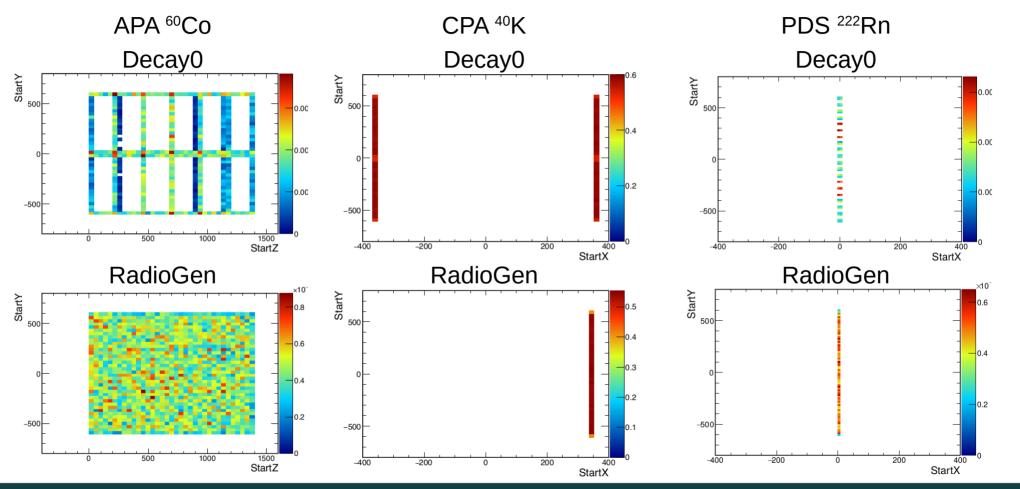






Position of decays



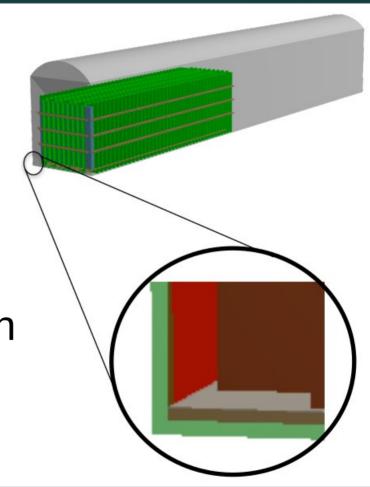




FD full geometry



- Designed with <u>GeGeDe</u>
- Dimensions from design and construction reports
- Materials definitions from spectroscopic methods (SDSMT)
- Rock average atomic composition from mine samples
- Concrete and shotcrete included

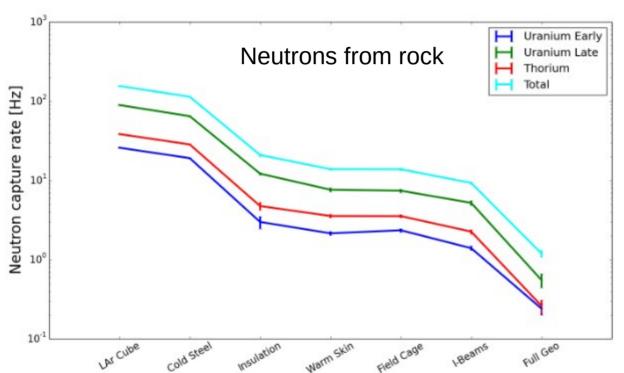




Neutron capture rate



Neutron attenuation when adding layers



	Capture rate [Hz]	Total [Hz]
Concrete U-early	$(6.81 \pm 0.42) \times 10^{-2}$	
Concrete U-late	$(3.44 \pm 0.25) \times 10^{-2}$	$(1.11 \pm 0.05) \times 10^{-1}$
Concrete Th	$(8.99 \pm 0.59) \times 10^{-3}$	
Shotcrete U-early	$(7.90 \pm 0.14) \times 10^{-1}$	
Shotcrete U-late	$(4.90 \pm 0.10) \times 10^{-1}$	1.40 ± 0.02
Shotcrete Th	$(1.15 \pm 0.02) \times 10^{-2}$	
I-Beams U-early	$(1.47 \pm 0.03) \times 10^{-1}$	
I-Beams U-late	$(6.42 \pm 0.14) \times 10^{-2}$	$(2.13 \pm 0.04) \times 10^{-1}$
I-Beams Th	$(1.42 \pm 0.03) \times 10^{-3}$	
Warm Skin U-early	$(5.91 \pm 0.21) \times 10^{-2}$	
Warm Skin U-late	$(2.56 \pm 0.09) \times 10^{-2}$	$(8.53 \pm 0.23) \times 10^{-2}$
Warm Skin Th	$(5.97 \pm 0.21) \times 10^{-4}$	
Cold Steel U-early	$(1.33 \pm 0.04) \times 10^{-1}$	
Cold Steel U-late	$(6.92 \pm 0.23) \times 10^{-2}$	$(2.03 \pm 0.05) \times 10^{-1}$
Cold Steel Th	$(1.04 \pm 0.03) \times 10^{-3}$	

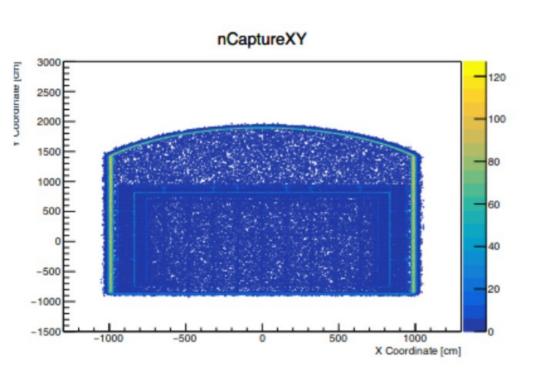
Overall predicted neutron capture rate of 3.05 ± 0.13 Hz

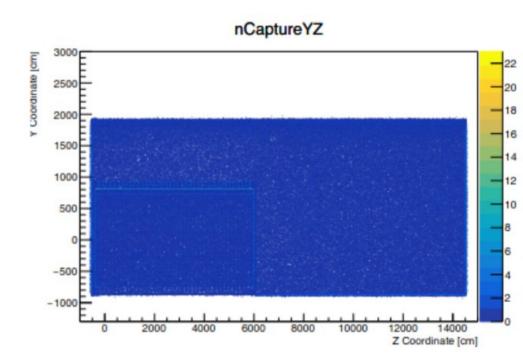


Neutron capture position



E.g. for neutron produced in the shotcrete







Geometry updates



- Thickness of some structural layers reduced
- New layers added
- Foam density reduced
- Wood composition updated



Neutron spectra update



Provided by Vitaly (generated using SOURES4C)

