

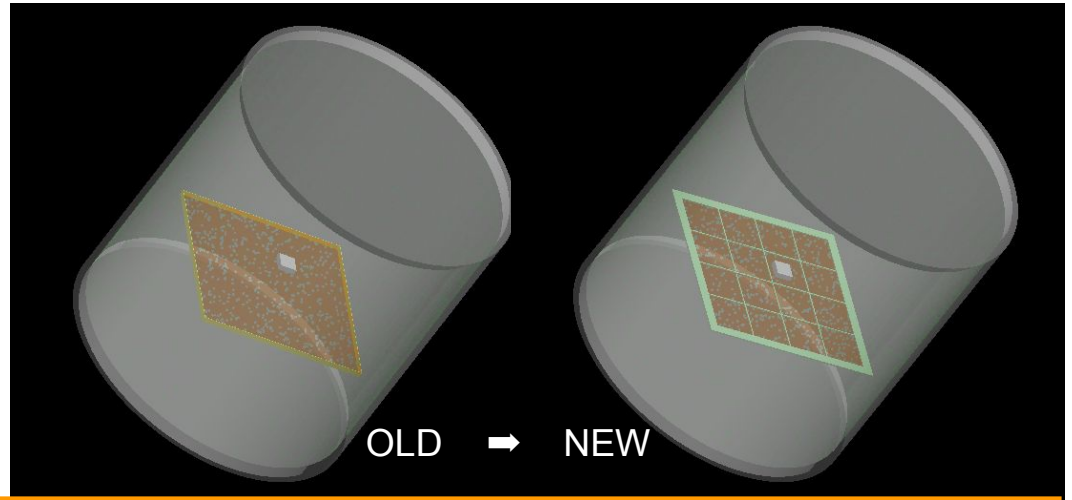
VD-XA Photon Flux Simulation

Ana & Gustavo

August 1st 2023

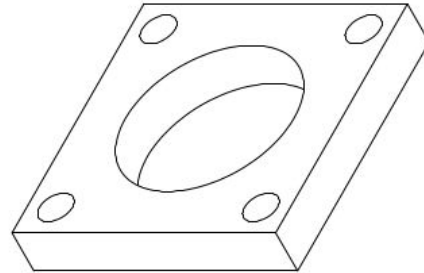
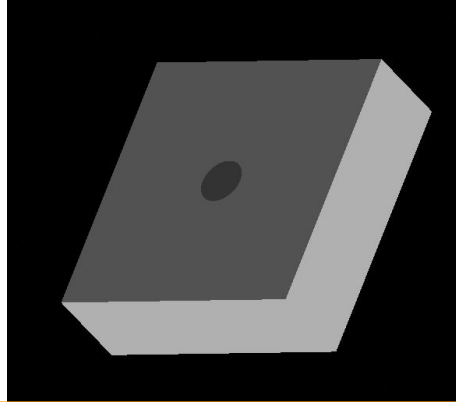
Simulation Summary

- Non-discriminatory photon counter, where the filters act as sensitive.
- Inherited from a previous work done by Vinicius Andreossi, modified to fit the Napoli setup:
 - Geometry of the top grid ●
 - 16 individual filters (acting as individual counters) ●
 - Cryostat inner walls lined with light-absorbent material ●
 - Alpha source support brace ●



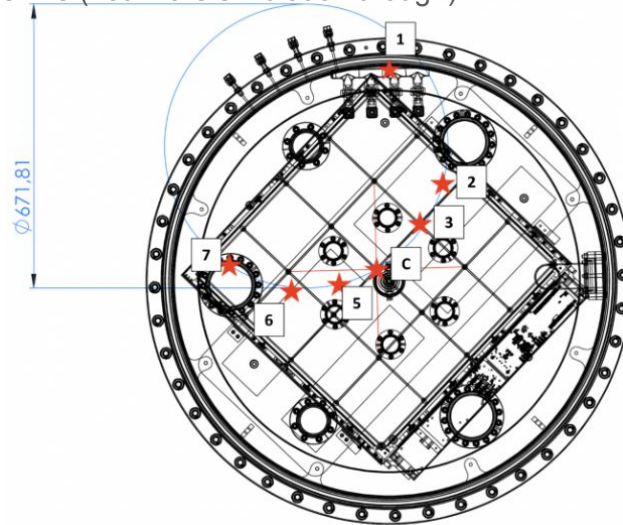
Alpha source

- Americium disc, \varnothing 1.0cm, 140 μ m thick
- Monochromatic alphas @ 5.49 MeV, uniformly generated 1.4nm beneath the disc surface.
- After the main production, it was brought to my attention that there was a missing brace, 6mm thick.



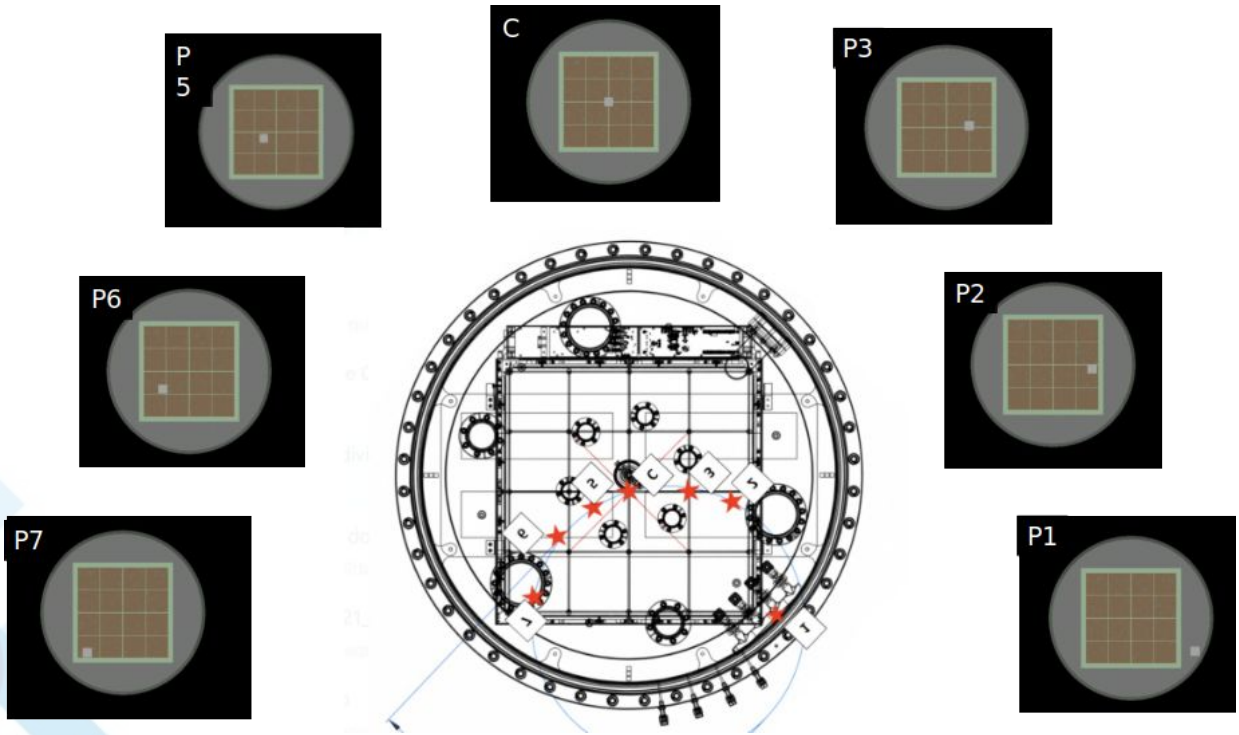
Alpha source

- Source positions were taken from the experiment's planning document.
- The 7 positions were calculated by selecting points over the blue circle (source mechanical trajectory).
- All the points are selected to be as close to the red stars as possible.
- Note that P1 is off the blue line (not in the simulation though).



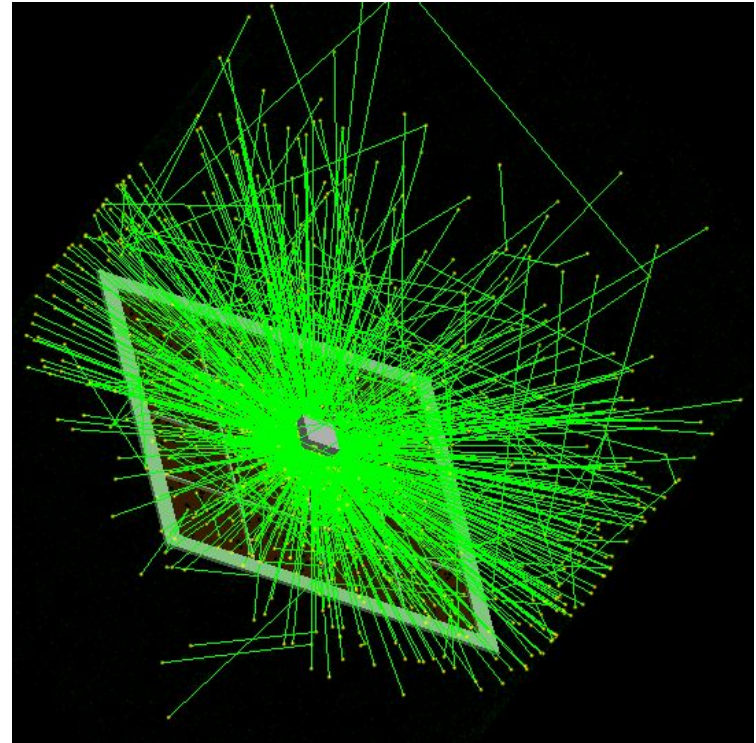
Implemented the different
Positions (P1, P2, P3, C, P5,
P7).
and
Height (5cm, 10cm, 20 cm
and 30cm)

Alpha source




Example event

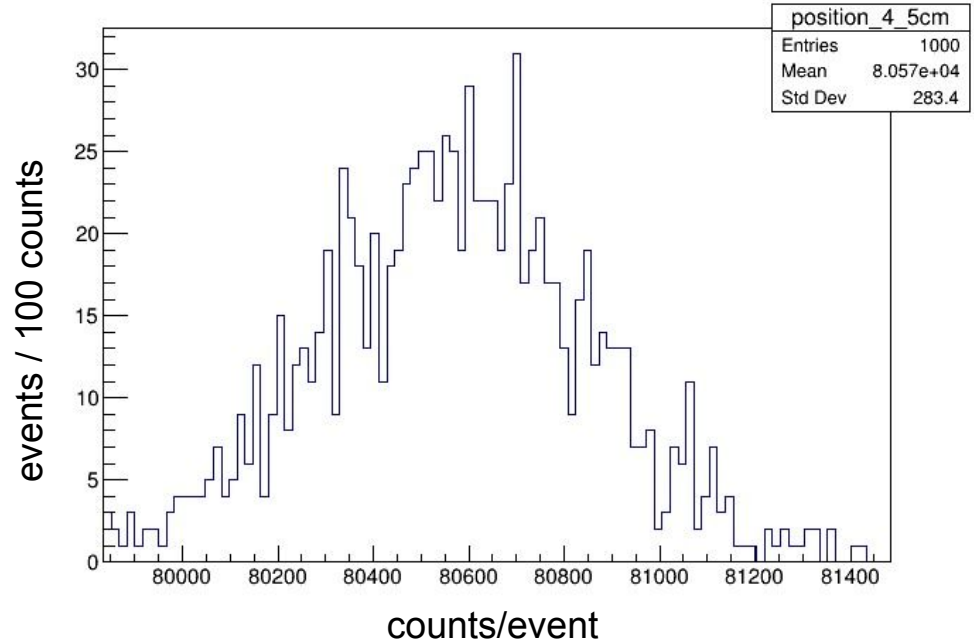
- Source @ C, 5cm
- Using 1% LAr scintillation yield just for visualization



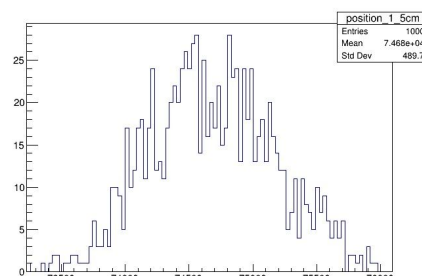
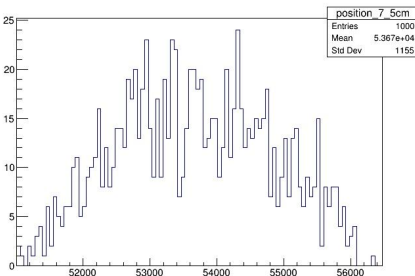
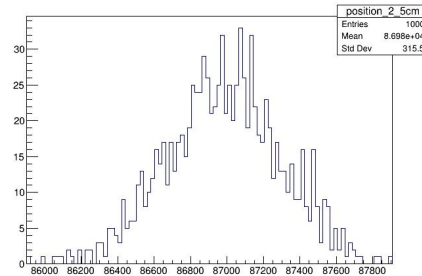
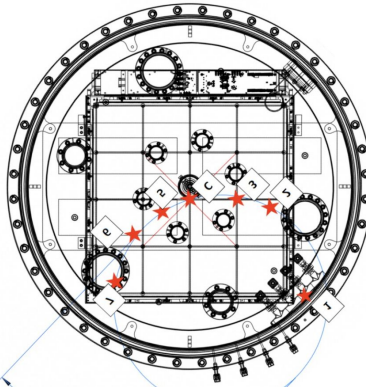
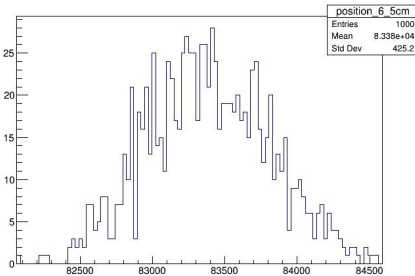
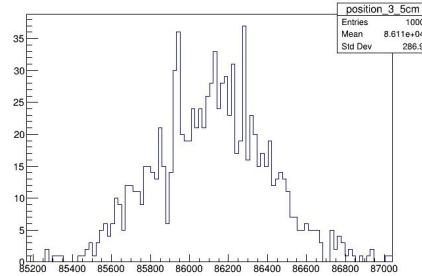
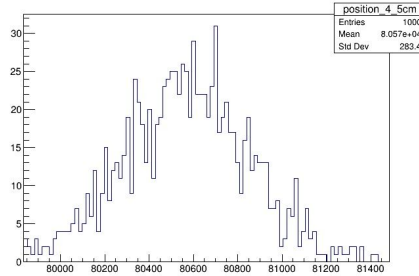
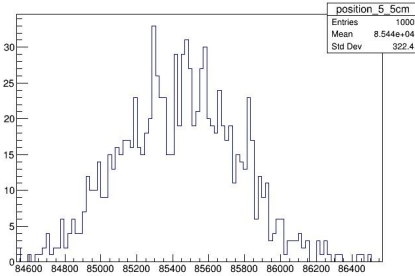
Exploratory runs

- Fast simulations used to plan a larger run.
- Adding up the counts from all filters.
- Simulating 1k alphas @ 10% scintillation yield

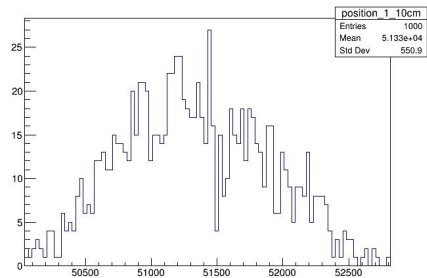
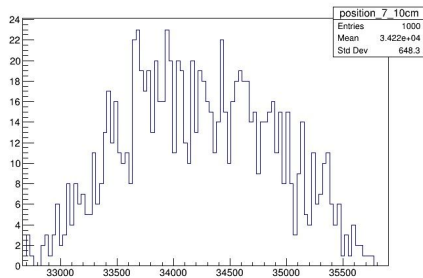
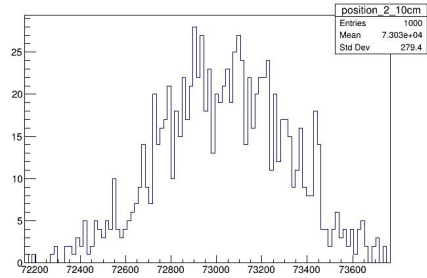
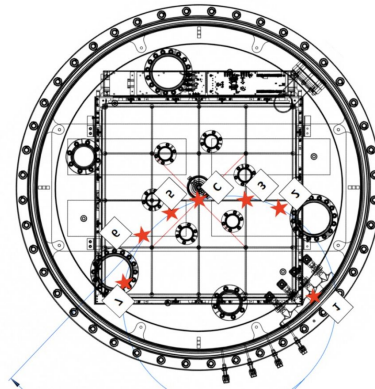
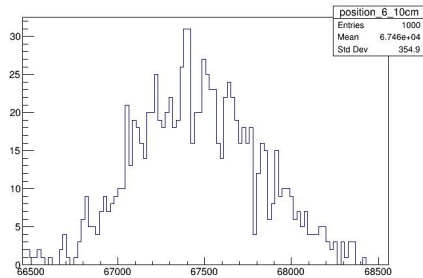
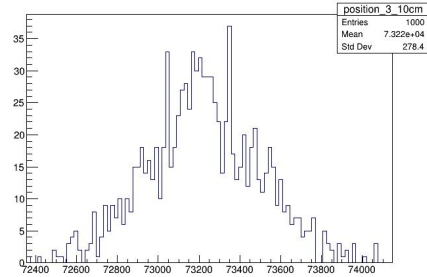
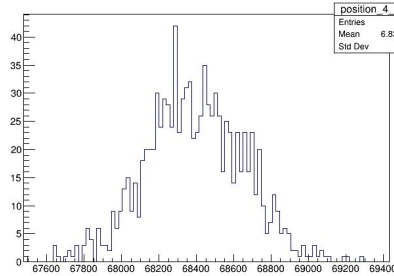
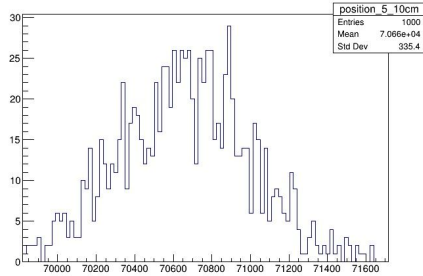
- Example (position 4 = C) 
- Entries multiplied by 10 (yield correction)
- The mean is accurate to $3 \cdot 10^4 (N^{-1/2})$



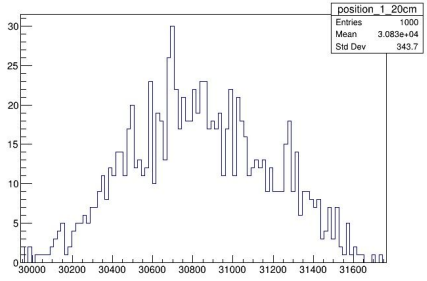
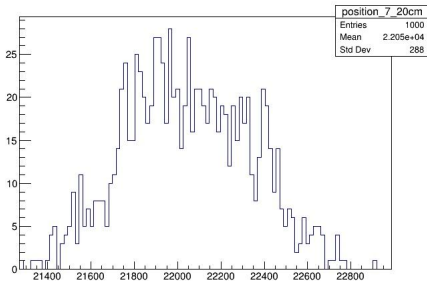
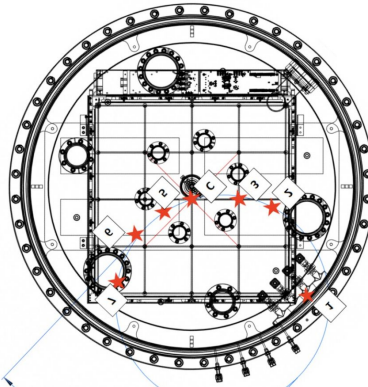
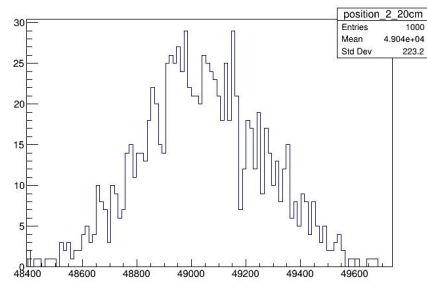
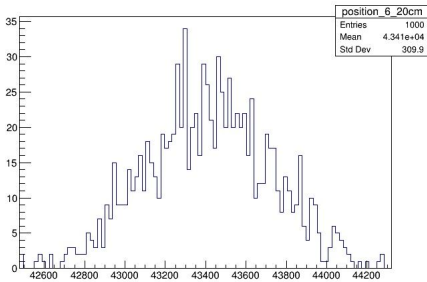
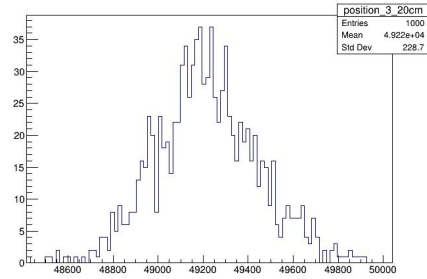
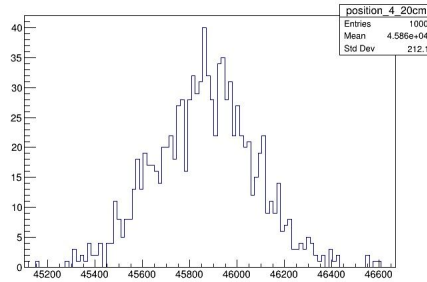
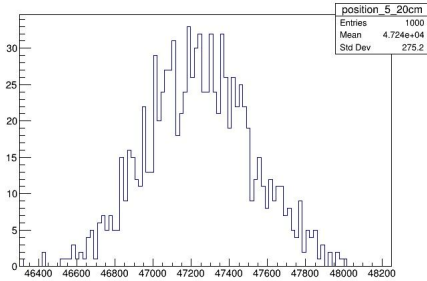
Distance of 5 cm



Distance of 10 cm



Distance of 20 cm



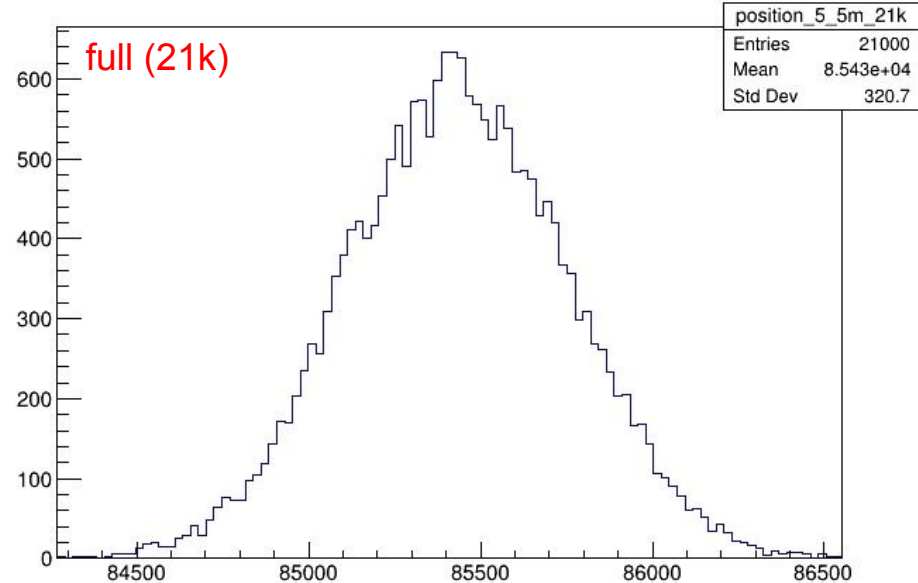
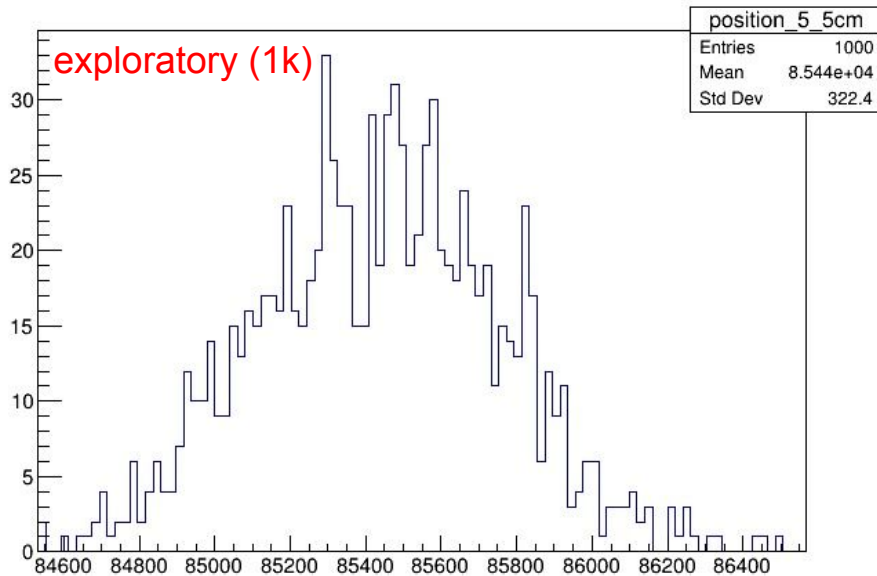
Exploratory runs

- Mean photon counts for every position

Position	Height of the alpha source		
	5cm	10cm	20cm
P1	7.468 E+04	5.133 E+04	3.083 E+04
P2	8.698 E+04	7.303 E+04	4.904 E+04
P3	8.611 E+04	7.322 E+04	4.922 E+04
C	8.057 E+04	6.839 E+04	4.586 E+04
P5	8.544 E+04	7.066 E+04	4.724 E+04
P6	8.338 E+04	6.746 E+04	4.341 E+04
P7	5.367 E+04	3.422 E+04	2.205 E+04

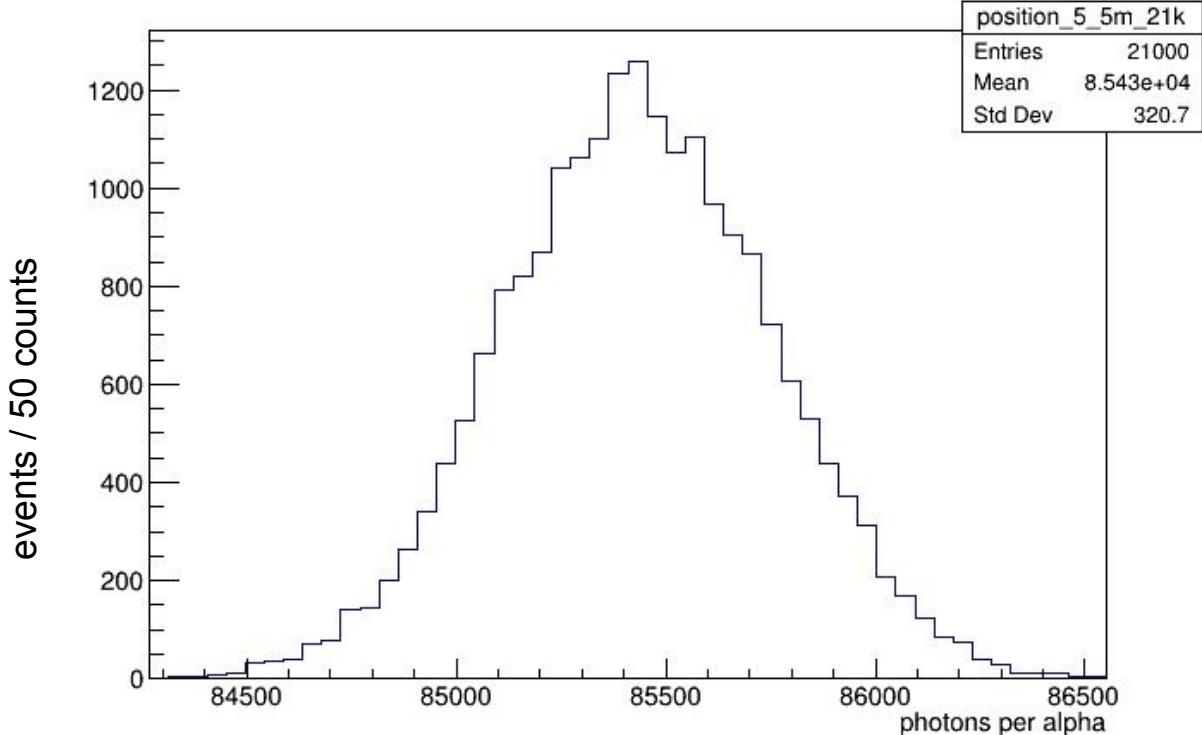
Full simulation

- Production of 21k alphas
- Position 5 @ 5cm
- Bins on the order of 100s (fluctuation in the 10s)



Full simulation

- Binning with 50 MeV



Next steps

- Implement the source brace in the geometry
 - Run full simulation for other positions (60 to 80 hours per thread)
 - Expect new run in the next day or so.
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- Migrate the model to the full physical simulation (ArapucaSim)