VD-XA Photon Flux Simulation

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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 bracket





Alpha source

- Americium disc, \varnothing 2.3 cm (it was 1.0 cm), 140 μ m thick
- Five alpha lines (it was monochromatic @ 5.49 MeV), uniformly generated 0.5nm beneath the disc surface (it was 1.4nm).
- Implemented the support bracket, 6mm thick.





Full simulation

- Comparison before and after the corrections
- Position 5 @ 5cm •





Full simulation

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(21k)

1200

1000

800

600

400

200

83.5





Comparison 1 - With and without the bracket

- Comparison before and after the corrections
- Position 5 @ 5cm





Comparison 2 - Corrected and Original (defective)

- Comparison before and after the corrections
- Position 5 @ 5cm

 10^{3} MU wall the mark the all 10² 0 = 10 E $\times 10^3$ 50 60 70 20 30 40 80 90 100

position 5 5cm



But Why?

- The original used a non-centralized system for parameter control that wasn't properly equating geometry and generator.
- The Z position of the source was closer than 5cm, which explains the reduction, even without the bracket.





In Conclusion

- The simulation borrowed from Vinicius was OK, just not meant to be easily tunable.
- By remaking most of the code, this new simulation predicted that we substimated the MegaCell efficiency by a factor of 1.8.



