

# Results from the Neutron Generator Test at ProtoDUNE

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# OUTLINE

Pulsed Neutron System DDG Test at ProtoDUNE Clustering Using DBScan Removing Cosmic Backgrounds MC Simulations Comparing Data and Simulations ➢ Conclusions

#### **Neutrons for Calibration**

- Argon has a near transparency to neutrons of energy 57 keV due to anti-resonance section
- Can travel ~30 m in natural liquid argon
- Fractional energy loss of 4.8% per scatter for the neutrons above this dip
- But the only experiment performed did not see the antiresonance



Fig. (left) Simulated spread of 57 keV neutrons in the DUNEsize module (work done by J. Wang)



**Fig.** ARTIE results for the neutron cross section in liquid argon at the anti-resonance dip

 Neutron captures in liquid argon (<sup>40</sup>Ar - 99.6%) release distinct 6.1 MeV gamma ray cascade

$$n + {}^{40}Ar \rightarrow {}^{41}Ar + 6.1 MeV$$

#### How can we use Neutrons?



Fig. A schematic of the proposed PNS system (Investigating a simplified design) Pulsed Neutron Source (PNS)

Deuterium-Deuterium neutron generator (DDG) produces 2.5 MeV neutrons  $^{2}H + ^{2}H \rightarrow ~^{3}He + n + Q(2.5 \, MeV)$ 

#### Advantages

- External Deployment: No contamination to liquid Ar
- Adjustable neutron yield, pulse width and pulse rate
- Broad coverage: Neutrons travel long distances in liquid Ar
- Fixed energy deposition: 6.1 MeV gamma cascade can be used as "standard candle"
  - Signal also resembles Supernova Neutrino Burst (SNB) signal, thus acting as a "fake" SNB event trigger
- Frequent calibration runs can be conducted, due to the ease of deployment

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#### DDG Test at ProtoDUNE-SP

**DDG (Shielded)** 



(From left to right) DDG; DDG inside the shielding;

Images Mattia's talk for DD generator operation, Collaboration Meeting Sep 2020)

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**CERN Neutrino Platform** 

**DDG Control + DAO** 

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#### **DDG Test - Setup**



#### Location of the roof feedthrough

#### DDG Test – Data Taking

 Data taking was done over 10 days with different trigger modes and neutron intensities

- •Random Trigger Mode:
  - DDG Off: E = 650 V/cm; 2 Hz Trigger Frequency
  - DDG Off: E = 350 V/cm; 5 Hz Trigger Frequency Run 11669
  - DDG On: E = 650 V/cm; 2 Hz Trigger Frequency
  - DDG On: E = 350 V/cm; 5 Hz Trigger Frequency
- Pulsed Trigger Mode (Only for DDG On): Run 11711
  - E = 350 V/cm, 5% duty Cycle, ~175 μs pulse width, ~4 Hz
  - E = 0 V/cm, 5% duty Cycle, ~175 μs pulse width, ~4 Hz

(For more information refer to Mattia's talk on DD generator operation, Collaboration Meeting Sep 2020)



#### **Reconstructing Raw Data**

- We are using "protoDUNE\_SP\_keepup\_decoder\_reco.fcl" to reconstruct the raw data
- We are using the following Modules:
  - "hitpdune" for extracting hits
  - "reco3d" for extracting spacepoints
  - "dbcluster3d" for clustering spacepoints



# Space point finder	
reco3d: @local::protodunespdata_spacepointsol	.ver
# Hit disambiguation	
hitpdune: @local::pdune_disambigfromsp	
#3d dbscan	
dbcluster: @local::protodunespmc_dbcluster3d	

**Fig.** Hits from the collection planes (APAs 4, 5, and 6) for an event in the run 11669 (DDG-off).

APA-5 is the nearest to the DD Generator

### **Spacepoint Clustering Using DBScan 3D**



**Fig.** Y-position vs Zposition plots of the SpacePoints from one event.

- Minimum points per slice is set to 3
- Epsilon (neighborhood radius) is set to 3cm
- Cosmic rays partially removed by a cut on slice size

#### Size Distribution of the Clusters



**Fig.** Above plots show the size distribution of size distribution of clusters in one event.

#### **Determining the Slice Size Cutoff**



#### Fig. Slice Size vs Number of Slices Plots

- We use a slice size cutoff of <=13 to remove some cosmics.
- 5000 events included.

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#### **Removing Cosmic Backgrounds**



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#### **Removing Cosmic Backgrounds**



#### Simulations

- Updated the Geant4 physics list in LArSoft
- Modified the LArSoft geometry to include the polyethylene shield around the DDG
- Text file generator: 1500 neutrons with 2.5 MeV per event
- Using "protodune\_corsika\_cmc" for cosmic ray
- Using "protodunesp\_39ar" for Ar39
- Same reconstruction chain as data (Work by Junying Huang)



**Fig.** Simulation confirms that gammas from neutron capture are seen

### **Comparing Data and Simulations**



- DDG off data is subtracted from DDG on data
- The resulting slices (clusters) are the contribution from the DDG
- Chi-square minimization used to fit the data with MC simulations
- Excluded bins up to 50 cm and from 550 cm to ignore the edge effects

$$\chi^{2} = \sum_{i=bins} \frac{\left[ \left( D_{on,i} - D_{off,i} \right) - \beta \left( MC_{on,i} - MC_{off,i} \right) \right]^{2}}{D_{on,i} - D_{off,i}}$$

 $D_{on,i}$ : DDG on – Data  $MC_{on,i}$ : DDG on – MC  $D_{off,i}$  : DDG off – Data  $MC_{off,i}$  : DDG off - MC

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## What can we conclude from this?



**Fig.** Plot with data and the fit. Number of neutron candidates on Y-axis and vertical position on X-axis.

- Fit parameter was  $\beta = 0.74$ 
  - Simulations overestimate number of clusters in an event
- Expect to see more activity at the top
- Good agreement between data and MC, except at the edges
- Possible inefficiency at the top of the detector
- Excess neutron candidates at the bottom, in data

Note: <u>Also see the machine-learning-based analysis</u> result (done by L. Uboldi and P. Sala, CERN)

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#### Conclusions

- Used MC Simulations to fit Data
- Key features in Data are also seen in Monte Carlo simulations
  - Large number of clusters at the top
  - Long attenuation tail
  - Neutrons do reach the bottom of the protoDUNE detector
- Need to know why there is an inefficiency at the top of the detector
- Need to identify the full gamma cascade or individual gammas from a single neutron capture on Ar-40