

# Cosmics Simulation in LArIAT

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# Premise

- It has been suggested (G. Garvey, R. van de Water), that the high amount of light seen by uBooNE might be due to positive ions left-over from ionization event recombining later (at the cathode?).
- This could be problematic for the SBN detectors – on surface, high amount of ions – high rate of extra photons in PMTs.

*Courtesy of Andrzej and Will Fo*

# What's that got to do with LArIAT?

- The positive ions drift on the order of minutes – hard to measure on scale of single event frames.
- For a constant source of charge (cosmics) – we should get a constant effective increase of single phel “noise” in the PMTs.
- The amount of this extra light should depend on the electric field – at 0 electric field there are no ions to drift, so no extra light. At high field – many ions left over = lots of noise.
- The drift from the wires to cathode of positive ions is ~60 seconds.

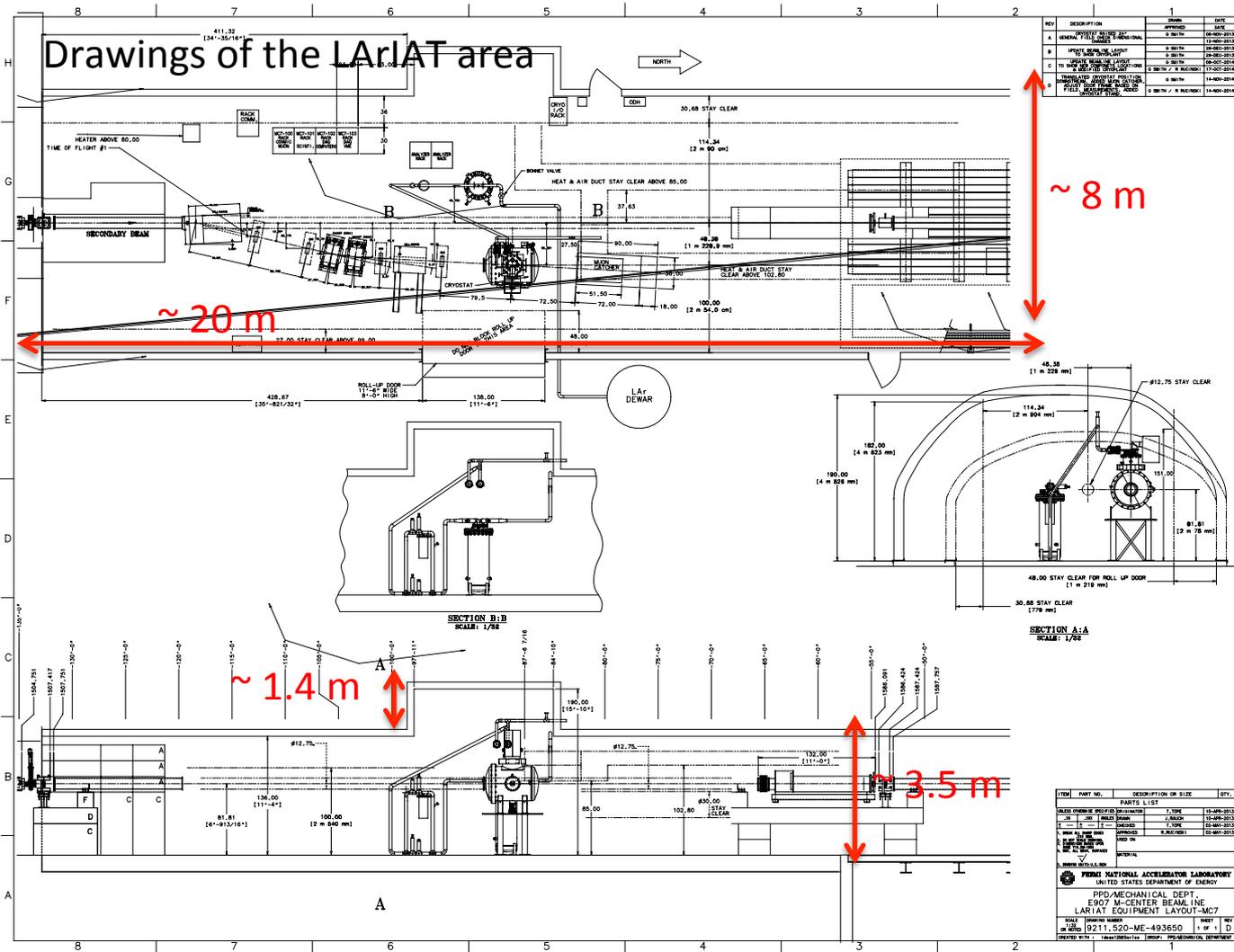
*Courtesy of Andrzej and Will Fo*

# The data set

- Throughout the week of July 24<sup>th</sup> we took a number of data sets to test the delayed ion hypothesis.
- We have taken pulser data @20Hz throughout the beam spill at 56 seconds – needed fixing the rawdigit code to account for this (Johnny H. made this happen).
- We took no beam data sets at 0,100,200,300,400,450,500, 600! and 700!!V/cm.
- We took data with three different beam intensities:  $1e9$ ,  $1e10$  and  $7e10$  at 0,300 and 500V. (600V didn't happen because of beam enclosure flooding :( ).
- I have started looking at the with beam data to see if we see any effects.

*Courtesy of Andrzej and Will Fo*

# Cosmics simulation: The building

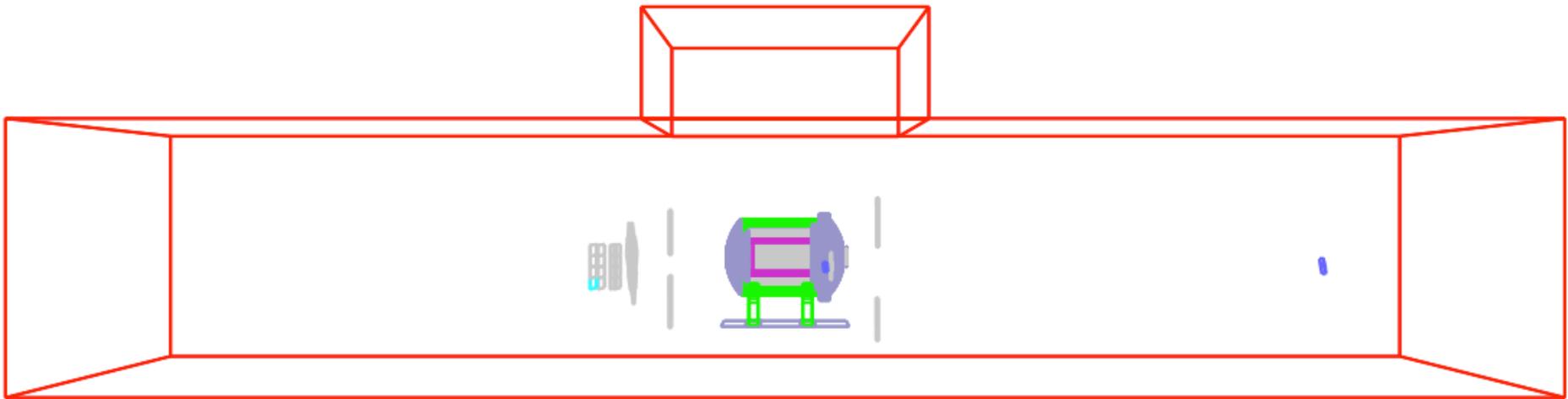


The thickness of the panels appear to be 16 gauge galvanized steel with a thickness of about 0.064 inches (Eugene E Schmidt Jr)

# Cosmics simulation: The gdml file

Very simple approximation to the building (boxes), but trying to preserve:

- Dimensions (length, height and depth)
- Thickness
- Material



# CORSIKA integrated in LArSoft

(**by Matt Bass**)

- **CORSIKA** simulates extensive air showers initiated by cosmic ray particles

→ State-of-art (**before only CRY**)

- New **CorsikaGen** module developed to:

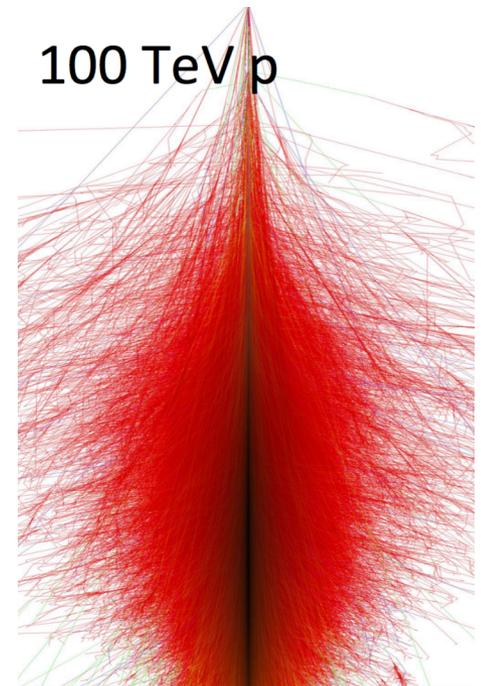
1- Resample from pre-generated Corsika samples so no need for users to have Corsika/Fluka installations

2- Use databases to store the particle information from Corsika

3- At run time, assemble an event by randomly sampling from shower tables and arranging the particles in space/time via:  $I_N(E) = 1.8 \times 10^4 (E/1 \text{ GeV})^{-\alpha}$  nucleons/m<sup>2</sup> s sr GeV

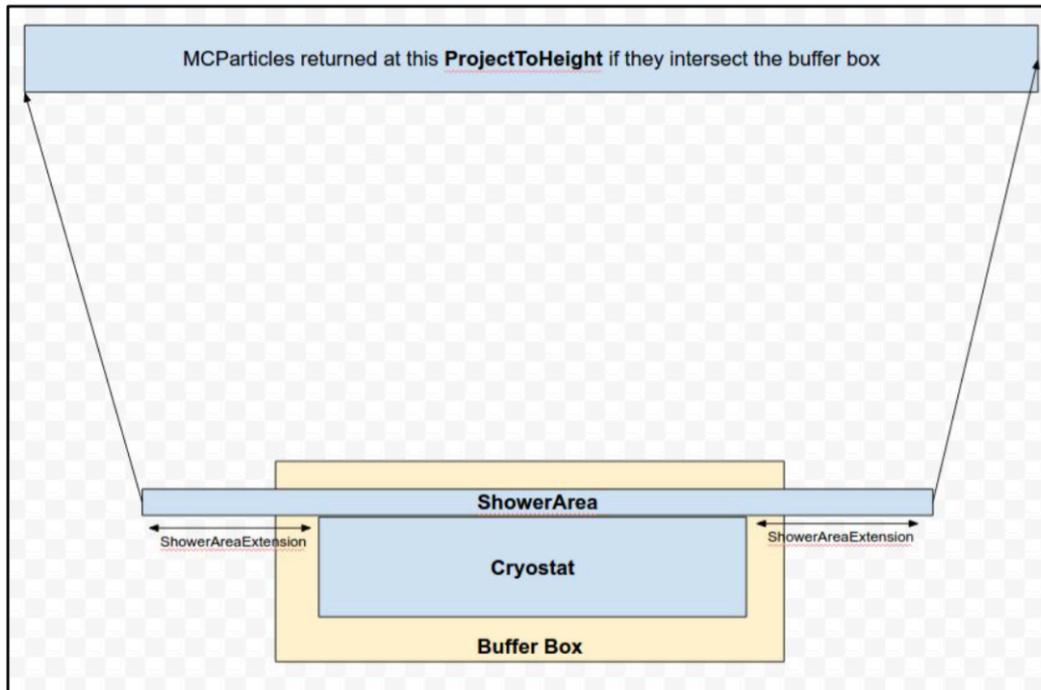
- Module lives in larsim/EventGenerator/CORSIKA

Standard fcl file should work as a start for all experiments



# CORSIKA integrated in LArSoft

(by Matt Bass)



More about how it works:

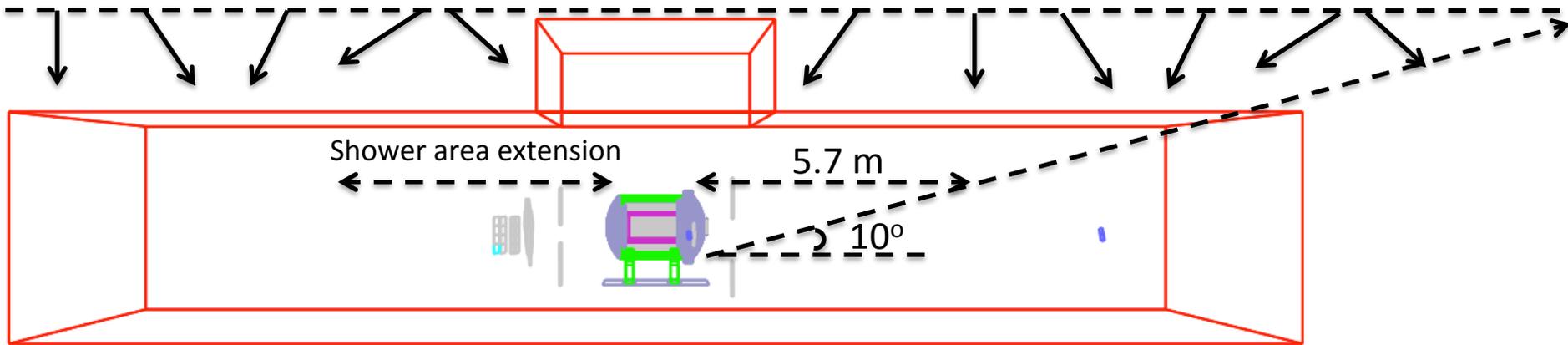
1- Random sample of showers queried from the database and distributed at **ShowerArea** position/time

2- Particles kept if they will intersect the **BufferBox**

3- Particles backwards propagated to ProjectToHeight

All these “parameters” can be modified (in fcl files)

# Cosmics simulation parameters in LArIAT



```
#integration time in seconds->2 x NumberTimeSamples(3072)xSamplingTime(128ns)
physics.producers.generator.SampleTime: 0.786432e-3
physics.producers.generator.TimeOffset: -0.393216e-3 # 3072x128ns
#height to which particles are projected [cm] -> ceiling at ~140cm
physics.producers.generator.ProjectToHeight: 140
#list of buffer box extensions to cryo volume in each dimension/dir (-x,+x,-y,+y,-z,+z)
physics.producers.generator.BufferBox: [ 0.0,0.0,0.0,0.0,0.0,0.0 ]
#amount to extend the shower area beyond the cryo dimensions->cryo_heigh(~100cm)/tg10deg
physics.producers.generator.ShowerAreaExtension: 570.0
#amount to randomly shift shower start point in x & z [cm]
physics.producers.generator.RandomXZShift: 570.0
```

.fcl file

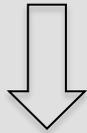
list of sqlite dbs with corsika showers: [/pnfs/lariat/persistent/Cosmics\\_FluxFiles/CORSIKA/](/pnfs/lariat/persistent/Cosmics_FluxFiles/CORSIKA/)

# Number of cosmics

1 time window = Time samples x Sampling time = 3013 x 128 ns = 393.216  $\mu$ s

1 hour of cosmics: 60 min x 60 s/min x 1 time window/393.216  $\mu$ s

→ about  $9.2 \times 10^6$  time windows (events)



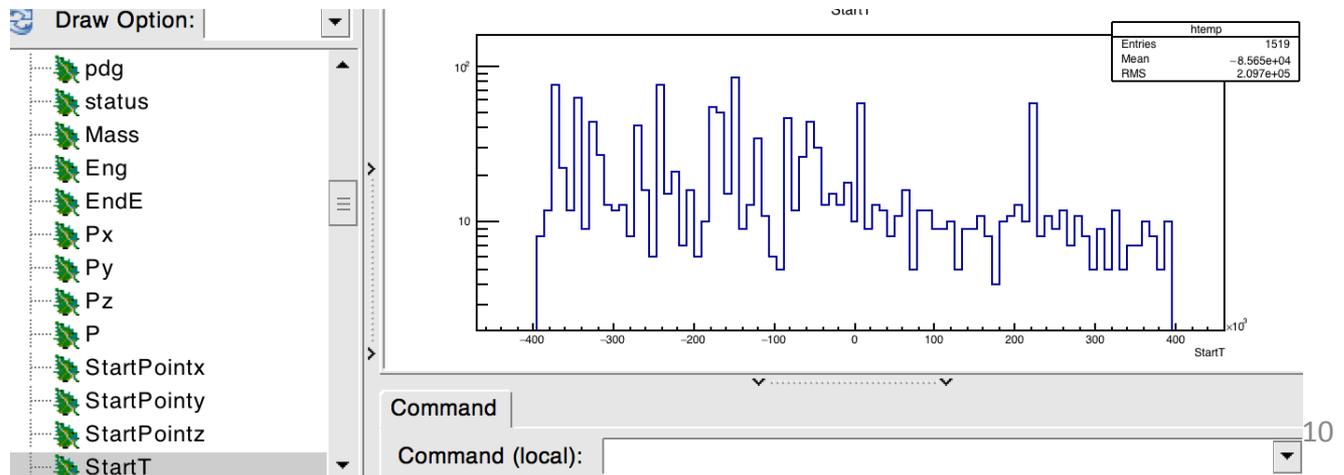
Fermilab Grid: running (already done the 75 %)

Interested only in the Geant4 (true) information:

**SaveGeantInfo: true**

Using the AnalysisTree\_module from MicroBooNE to switch off all the other information (is it possible in lariatsoft?)

Example of analysis tree:



# Summary

- A precise simulation of the cosmic rays in LArIAT is important to study the “delayed ion theory”.
- We are using Corsika (EventGenerator\_Corsika) for doing this.
- We are simulating 1 hour of cosmics in LArIAT. Jobs are finishing and very soon we will be able to produce our first results.