

First 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 anti-resonance

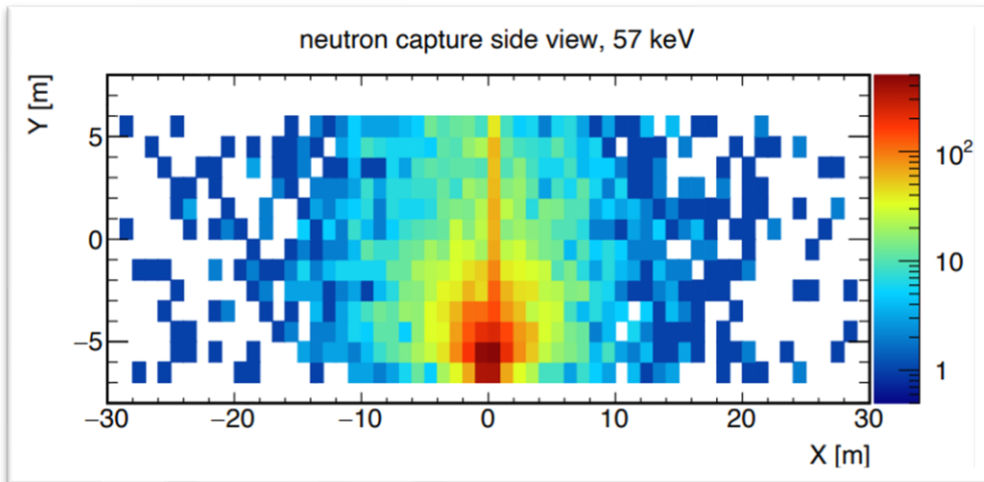


Fig. (left) Simulated spread of 57 keV neutrons in the DUNE-size module (work done by J. Wang)

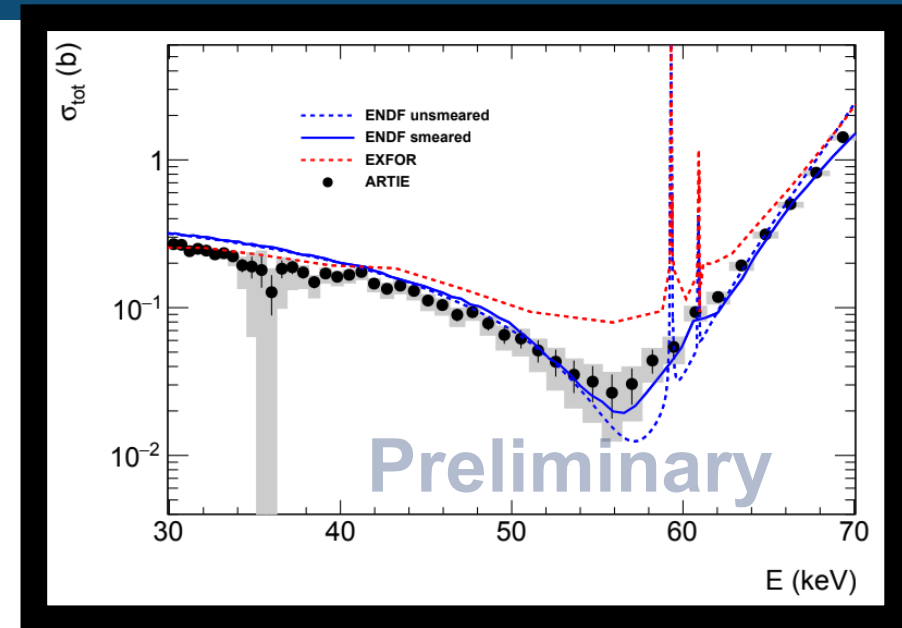
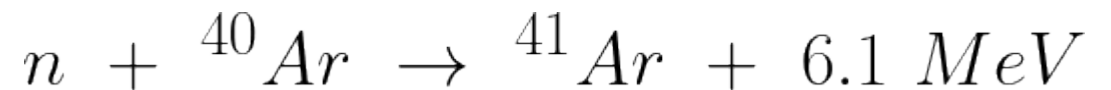


Fig. ARTIE Preliminary results for the neutron cross section in liquid argon at the anti-resonance dip

- Neutron captures in liquid argon (^{40}Ar - 99.6%) release distinct 6.1 MeV gamma ray cascade



How can we use Neutrons?

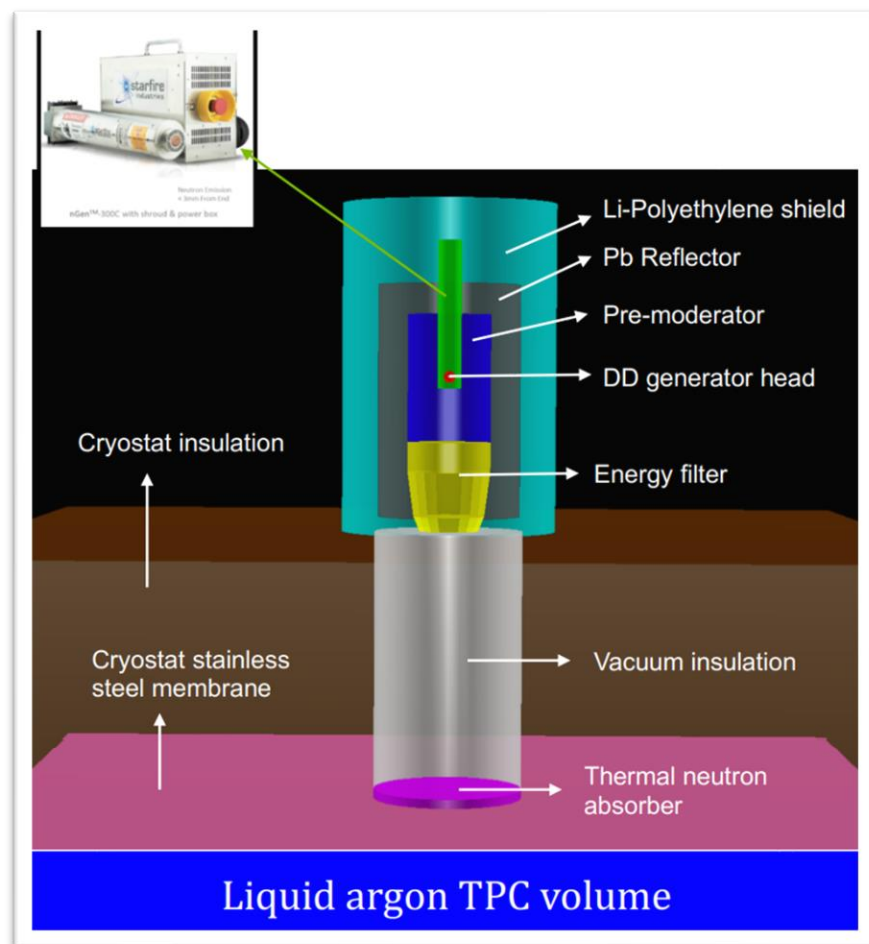
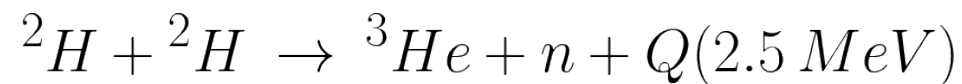


Fig. A schematic of the proposed PNS system
(Investigating a simplified design)

Pulsed Neutron Source (PNS)

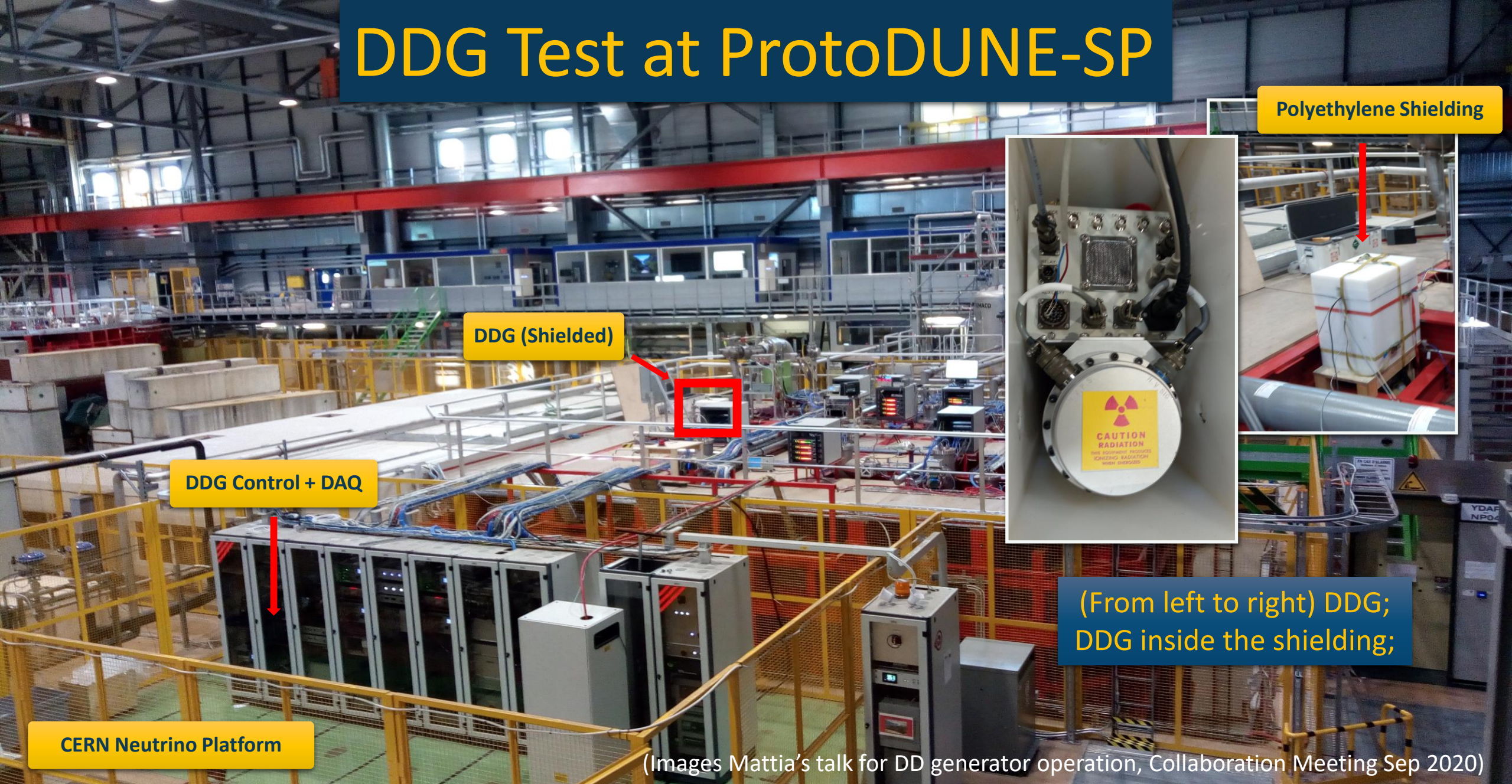
Deuterium-Deuterium neutron generator (DDG) produces 2.5 MeV neutrons



Advantages

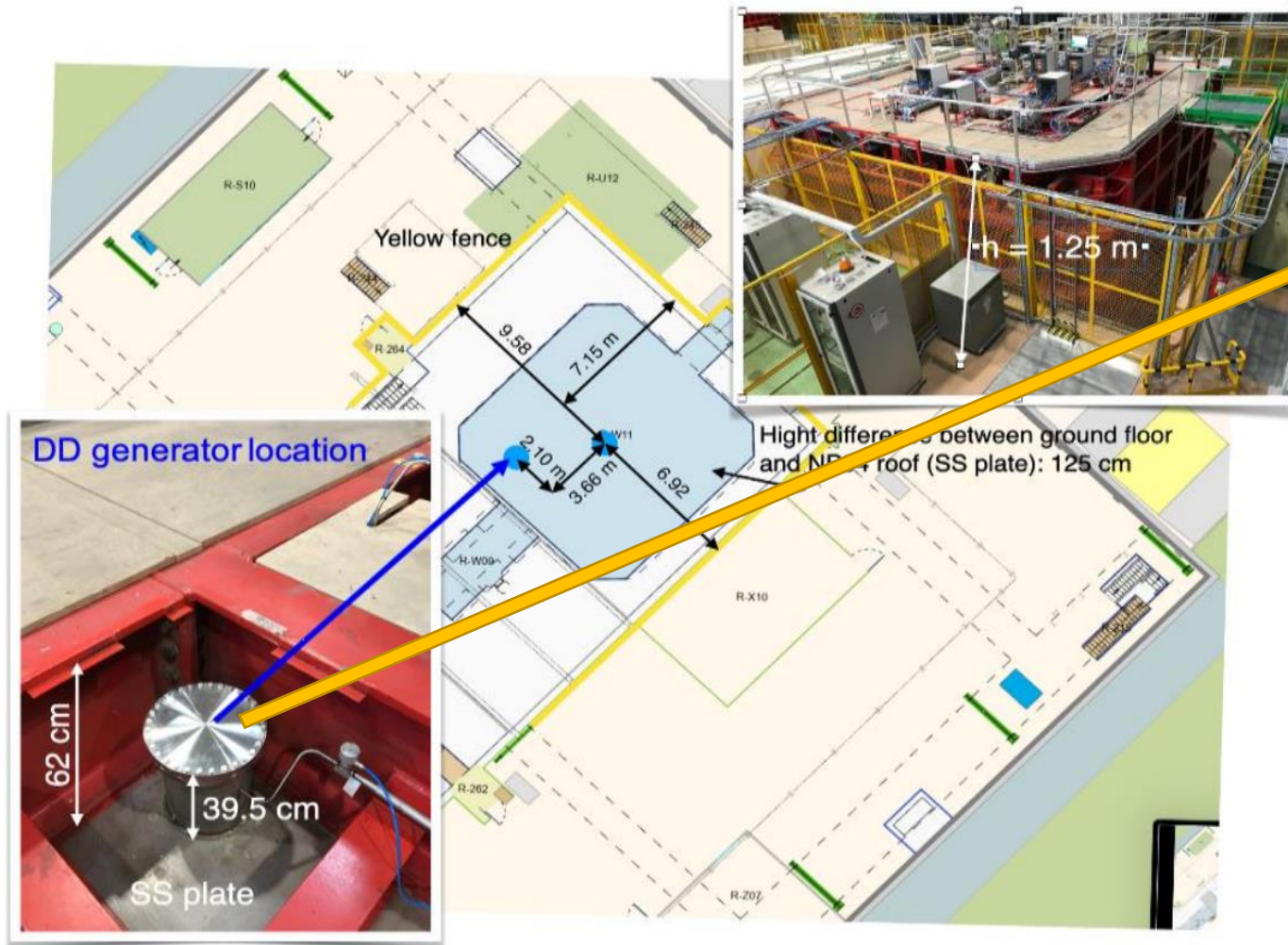
- External Deployment: No contamination to liquid Ar
- Adjustable neutron yield, pulse width and pulse rate
- Broad coverage: Neutrons travel long distances in liquid Ar
- Fixed energy deposition: 6.1 MeV gamma cascade can be used as “standard candle”
 - Signal also resembles Supernova Neutrino Burst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

DDG Test at ProtoDUNE-SP



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

DDG Test - Setup



APA Numbering

5	6	4
3	2	1

DD Generator is deployed at a roof feedthrough near APA 5

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: $E = 650 \text{ V/cm}$; 2 Hz Trigger Frequency
 - DDG Off: $E = 350 \text{ V/cm}$; 5 Hz Trigger Frequency
 - DDG On: $E = 650 \text{ V/cm}$; 2 Hz Trigger Frequency
 - DDG On: $E = 350 \text{ V/cm}$; 5 Hz Trigger Frequency
- Pulsed Trigger Mode (Only for DDG On):
 - $E = 350 \text{ V/cm}$, 5% duty Cycle, $\sim 175 \mu\text{s}$ pulse width, $\sim 4 \text{ Hz}$
 - $E = 0 \text{ V/cm}$, 5% duty Cycle, $\sim 175 \mu\text{s}$ pulse width, $\sim 4 \text{ Hz}$

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



Motivation For DDG Analysis

- Understanding the neutron spread in ProtoDUNE-SP
- Remove cosmic events from the DDG run
- 3D space point reconstruction to test the neutron transport model
- Check the agreement between MC simulation and Data
- Energy reconstruction of the neutron capture events in the DDG run

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_spacepointsolver
# Hit disambiguation
hitpdune: @local::pdune_disambigfromsp
#3d dbscan
dbcluster: @local::protodunespmc_dbcluster3d
```

Hit Peak Time vs Channel ID graph (before cosmic veto)

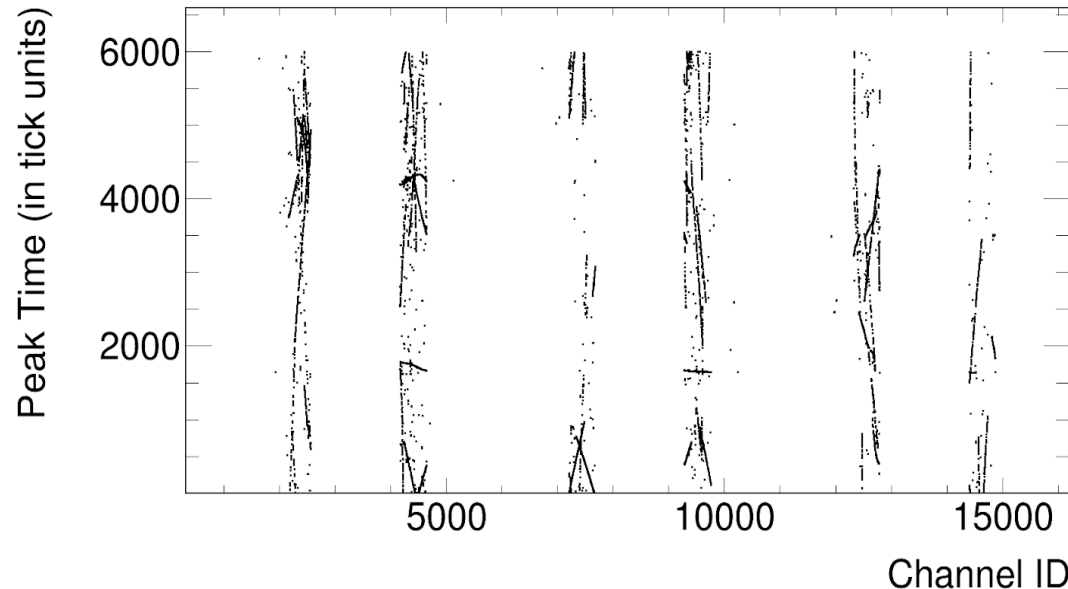


Fig. Hits from the collection plane for an event in the run 11668 (DDG-off). The empty spaces are induction planes.

APA-5 (14400-14900 Channel IDs) is the nearest to the DD Generator

Spacepoint Clustering Using DBScan 3D

Run Number: 11711 – Pulsed Trigger Run ($E = 350$ V/cm Field)

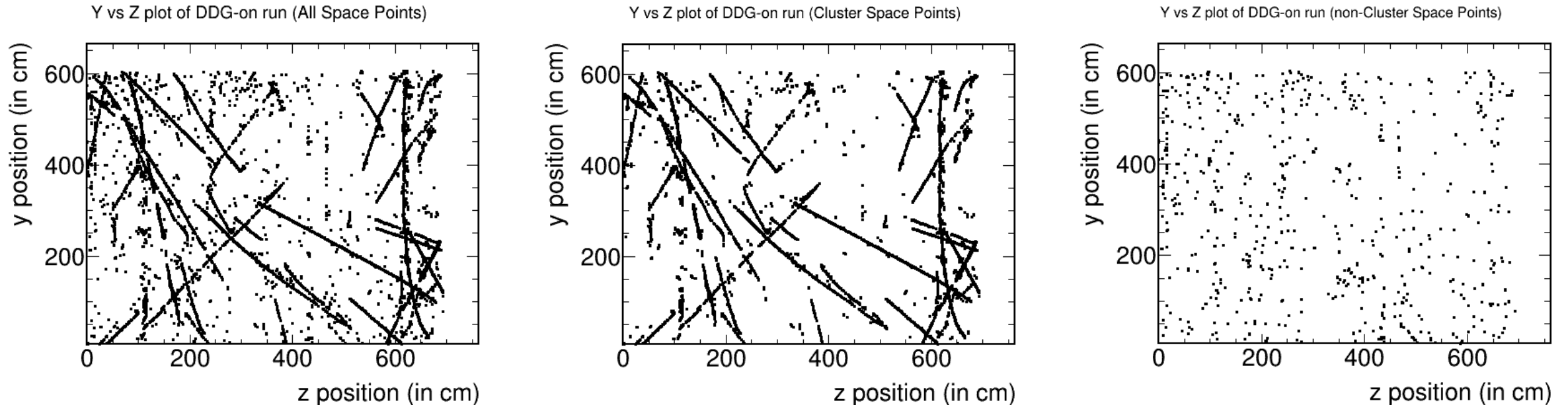


Fig. Y vs Z plot of spacepoints for one event. Clustering is performed on the reconstructed 3D spacepoints.

- Minimum points per slice is set to 3
- Epsilon (neighborhood radius) is set to 2cm
- Cosmic rays partially removed by a cut on slice size

Determining the Slice Size Cutoff

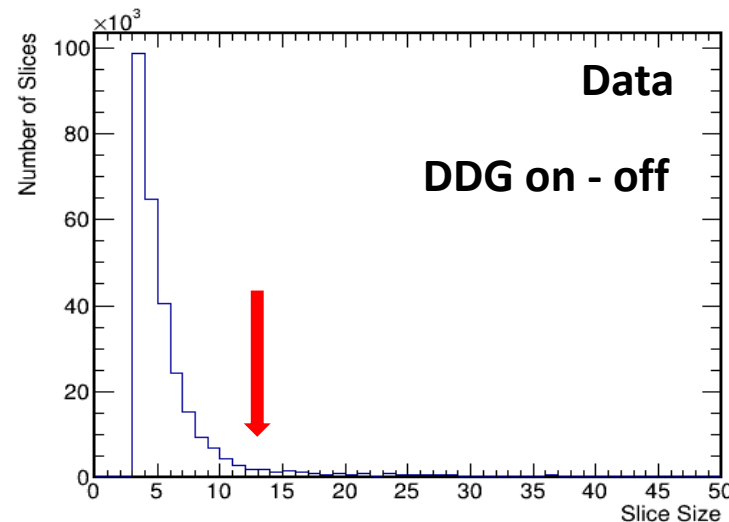
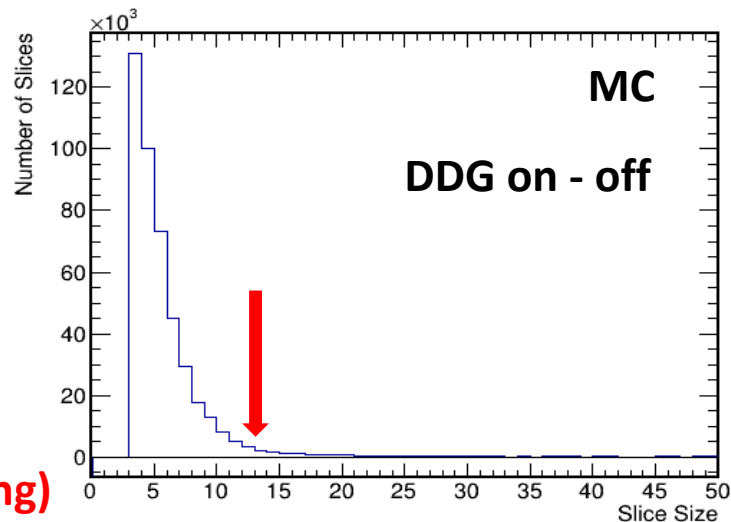
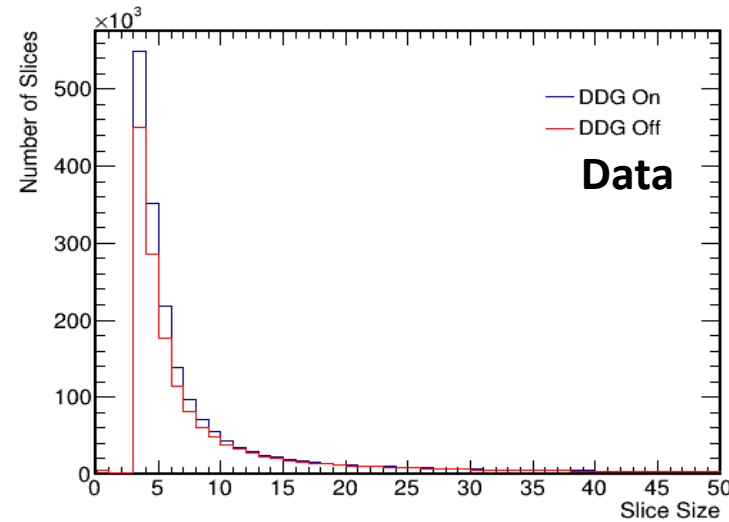
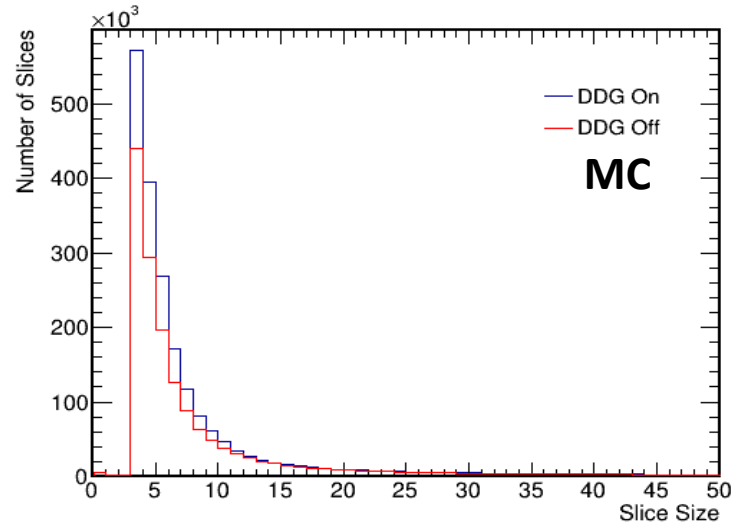


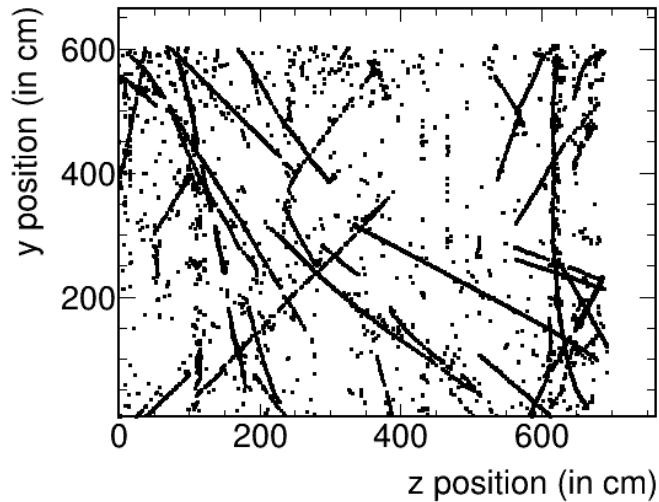
Fig. Slice Size vs Number of Slices Plots

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

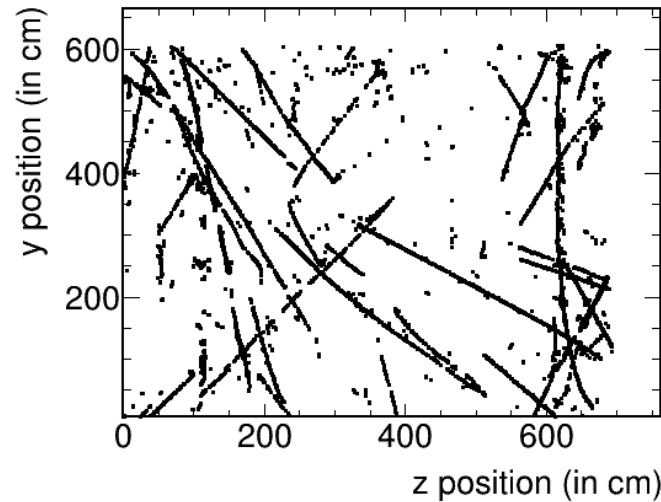
Note: We recently found a bug in the MC simulations. We have fixed it and waiting for the results

(Junying)

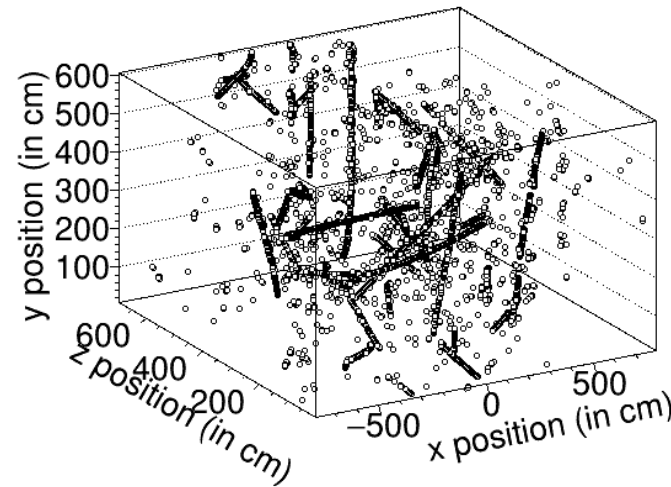
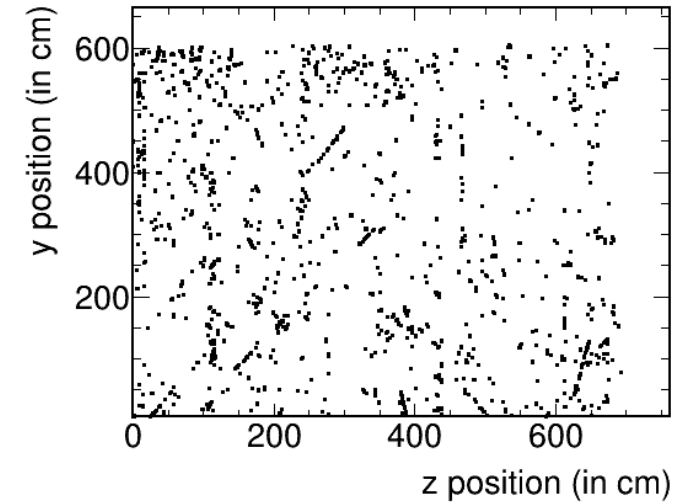
Removing Cosmic Backgrounds



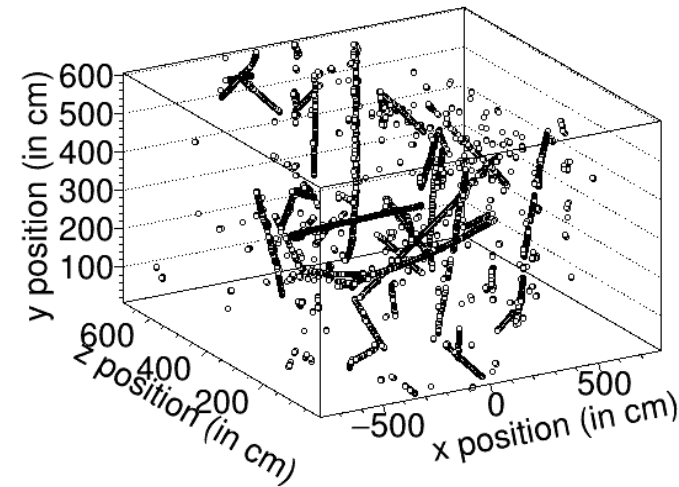
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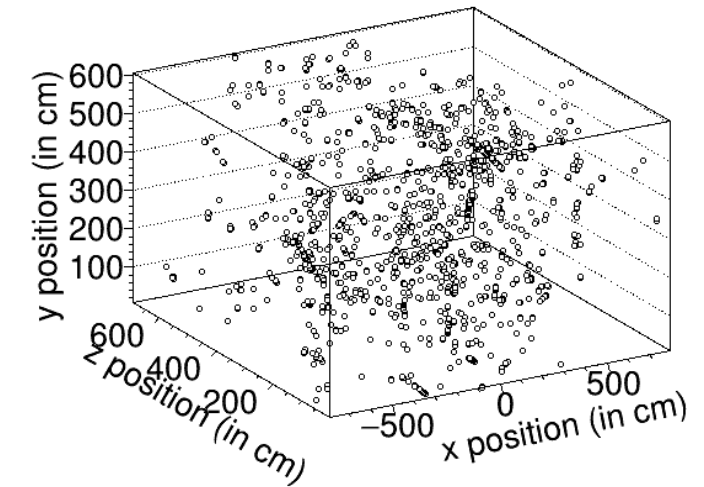
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All Spacepoints

**Removed Spacepoints
(Slice Size > 13)**

**Remaining Spacepoints
(Slice Size ≤ 13)**

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)

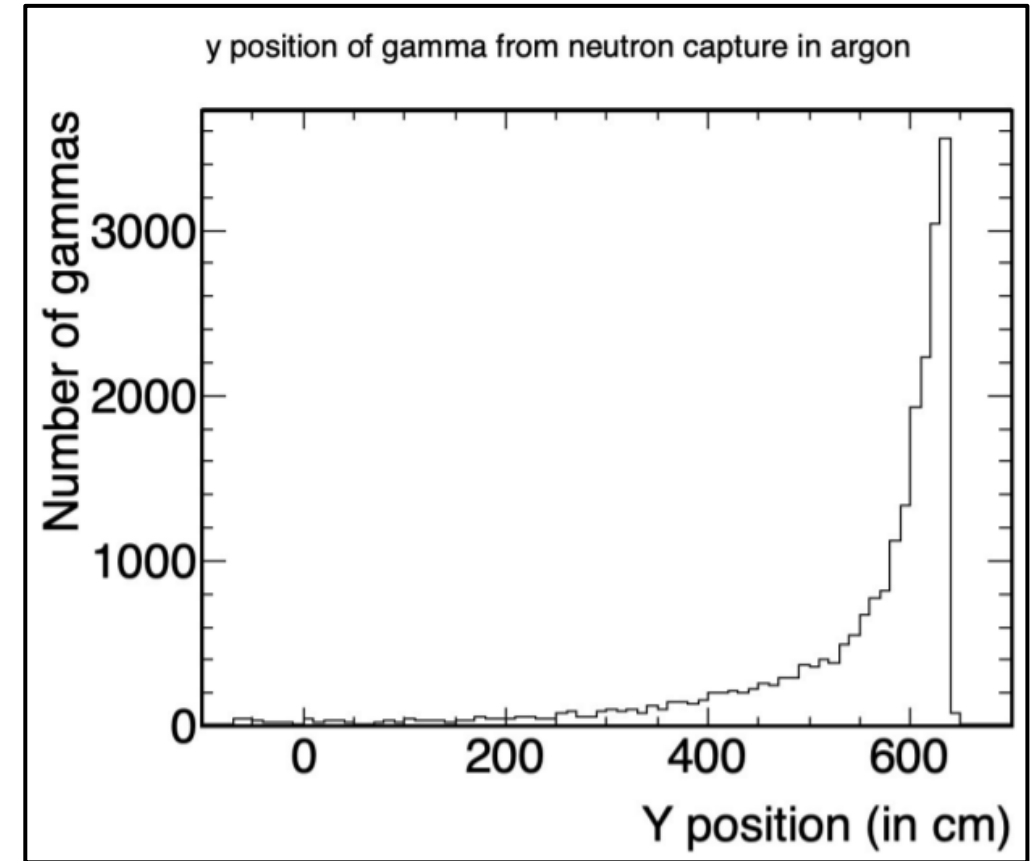


Fig. Simulation confirms that gammas from neutron capture are seen

Comparing Data and Simulations

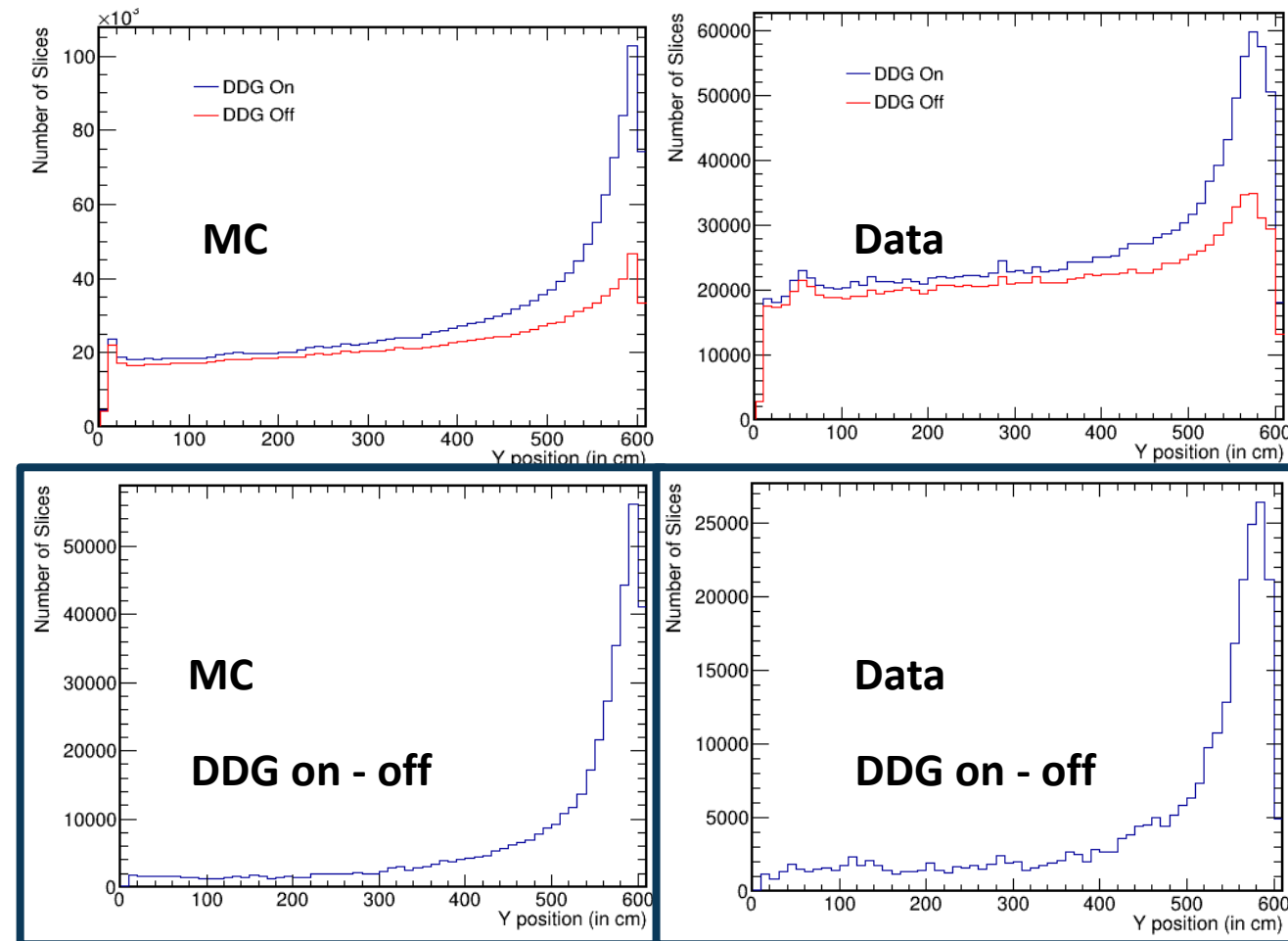


Fig. Number of Slices on Y-axis and vertical position on X-axis.

- 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

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

$D_{on,i}$: DDG on – Data

$D_{off,i}$: DDG off – Data

$MC_{on,i}$: DDG on – MC

$MC_{off,i}$: DDG off - MC

What can we conclude from this?

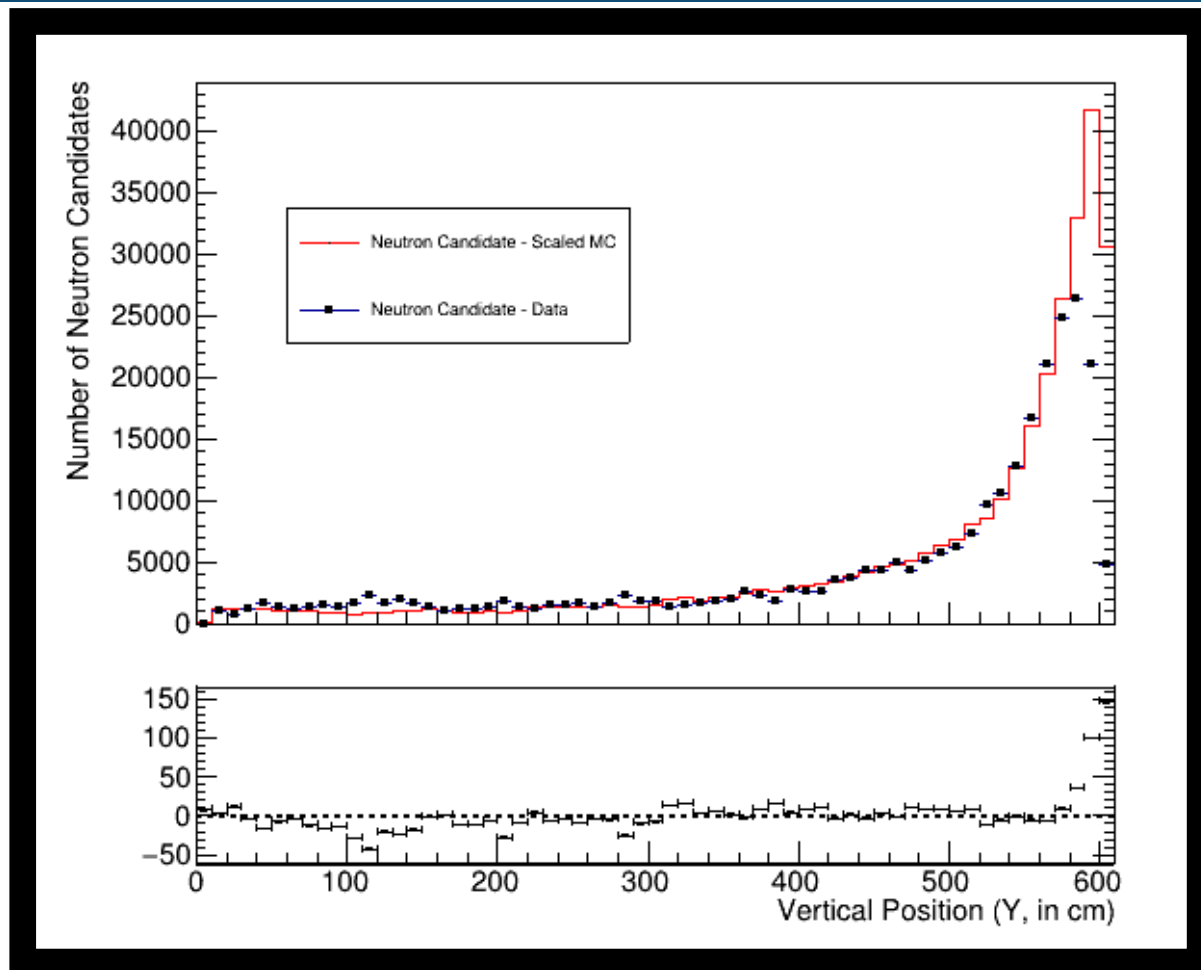


Fig. Plot with data and the fit. Number of neutron candidates on Y-axis and vertical position on X-axis.

- 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

The fit parameter, $\beta = 0.74$

Note: [Also see the machine-learning-based analysis result \(done by L. Uboldi and P. Sala, CERN\)](#)

Conclusions

- Key features in Data are also seen in Monte Carlo simulations
- Used DBScan to remove cosmic backgrounds
- Used MC Simulations to fit Data
- Need to know why there is an inefficiency at the top of the detector

To Do List:

- Need to associate gammas to single neutron captures
 - Plan to use machine learning techniques to identify neutron captures
- Energy reconstruction of the single neutron captures

Back Up Slides

Cosmic Removal Using Pandora

Run Number: 11711 – Pulsed Trigger Run ($E = 350$ V/cm Field)

- Using Pandora to tag track hits and shower hits
 - Using "pandoraTrack" and "pandoraShower" modules

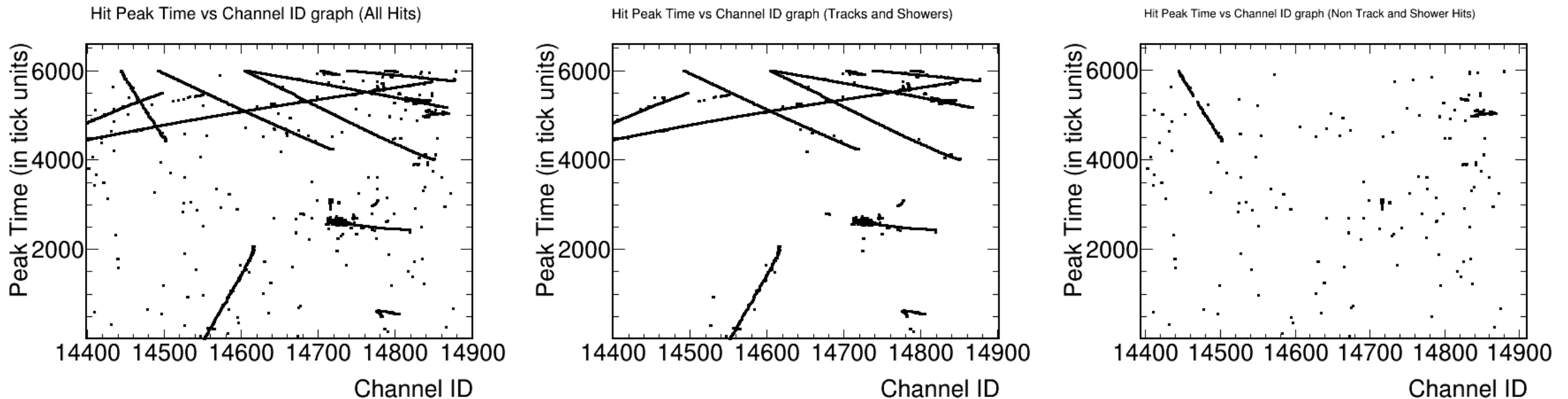


Fig. Peak Time vs Channel ID plot for one event. Hits tagged as Track or Shower are removed. It is not perfect, but it does a good job at removing cosmics.

Cosmic Removal – Hits near Tracks

- We want to remove/tag hits which are within 20cm from a track/shower hit
- Wire Pitch is 4.7mm; This turns into ± 42 Channel ID
- Electron Drift Velocity is 0.16 cm/ μ s and sampling rate is 2 MHz; This turns into ± 250 tick units in Peak Time

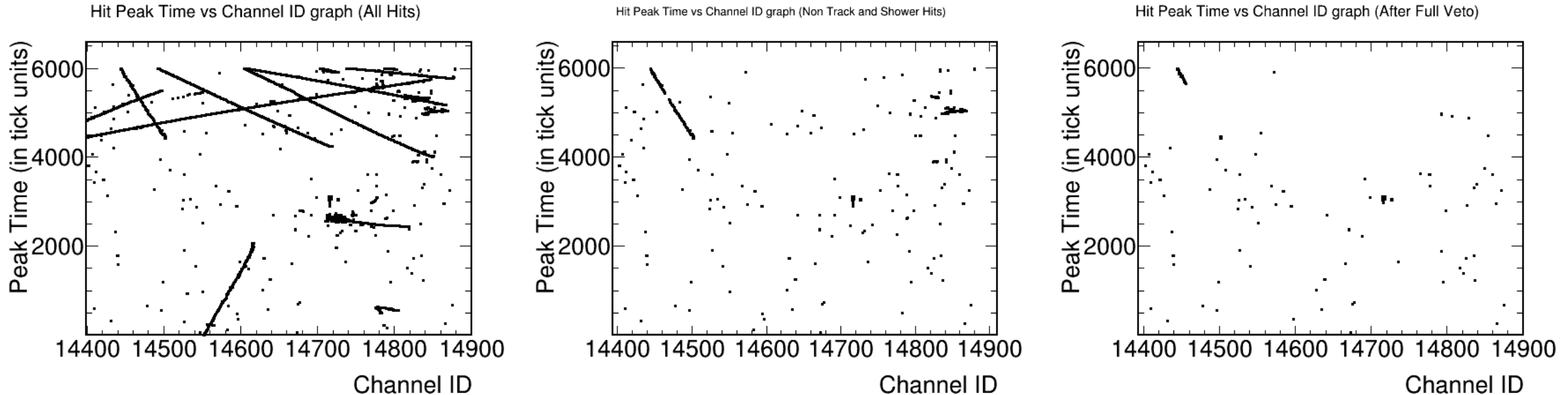


Fig. Peak Time vs Channel ID plot for one event. Hits tagged as Track or Shower are removed. Additionally, all hits within 20cm of a track/shower hit

Argon Resonant Transport Interaction Experiment (ARTIE)

- Experiment to measure the depth of the anti-resonance section at 57 keV in the neutron-argon total cross section

Neutrons

LAr Target

Vacuum

Detector

- Cross section is calculated using:

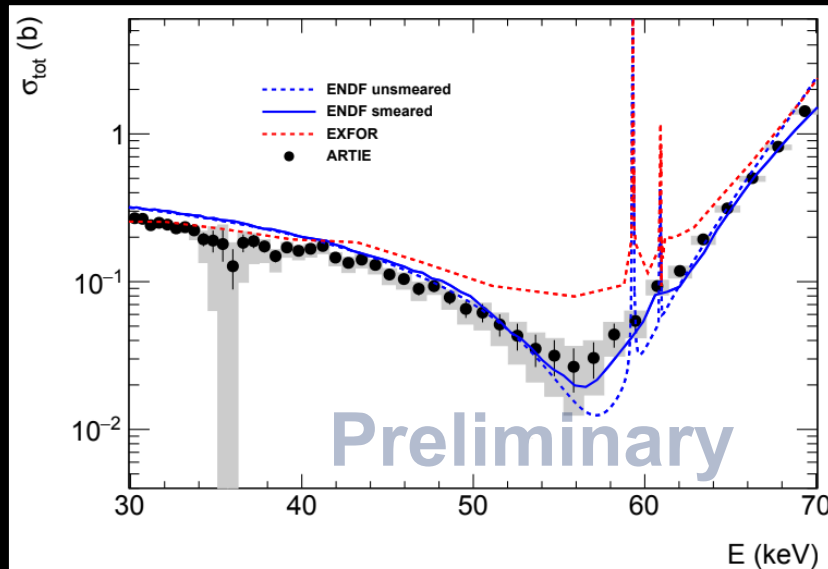
$$\sigma(E) = -\frac{m_{Ar}}{\rho_{eff} d} \ln T(E)$$

m_{Ar} : Mass of an Ar atom

d : Target thickness

ρ_{eff} : Effective density of Ar

$T(E)$: Transmission Coefficient



LAr Dewar

Neutron
Beamline

LAr Target