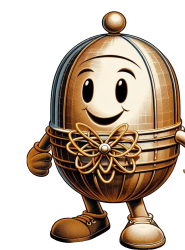




# Detector Simulations

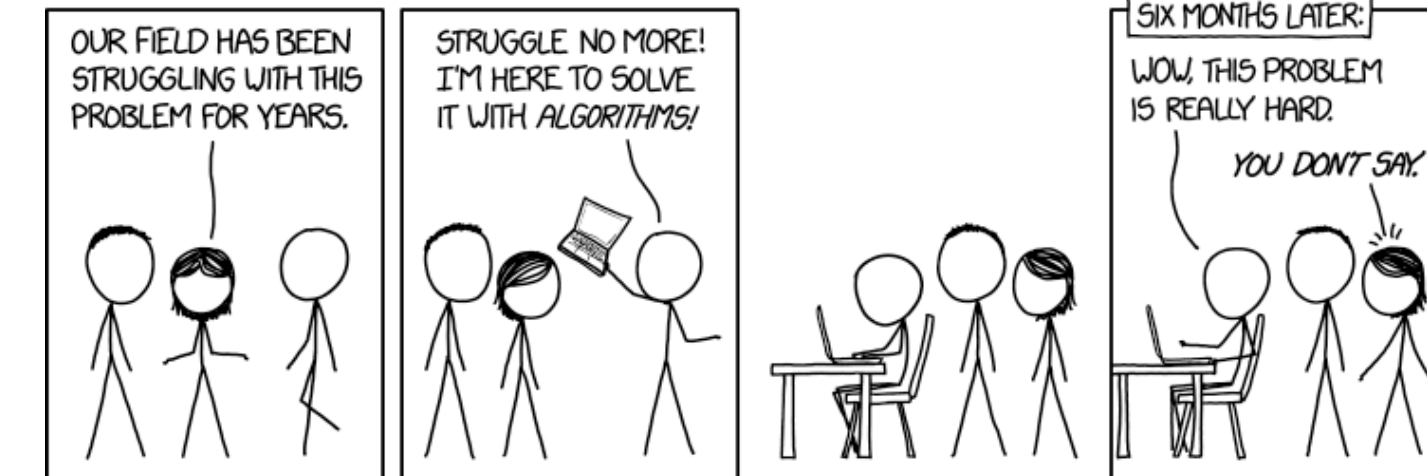
Computing subgroup mini-workshop

Stephan Meighen-Berger



# Let's start with a disclaimer

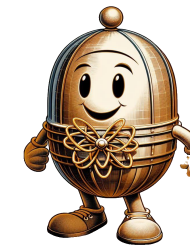
This is a  
phenomenologist  
telling you about  
detector simulations



<https://xkcd.com/1831/>

<https://xkcd.com/793/>

But I'll do my best...

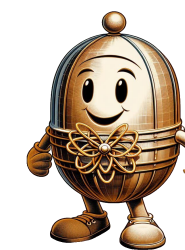


# Before you get bored...

---

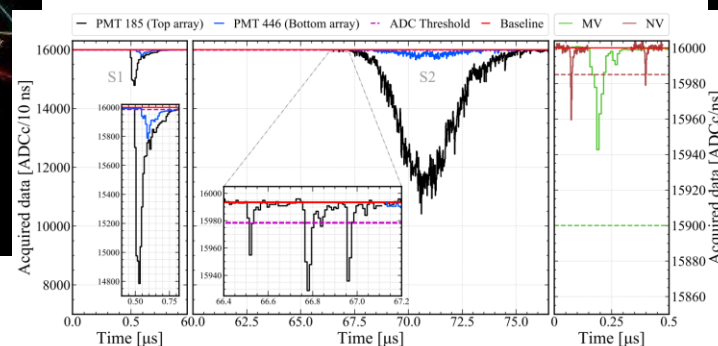
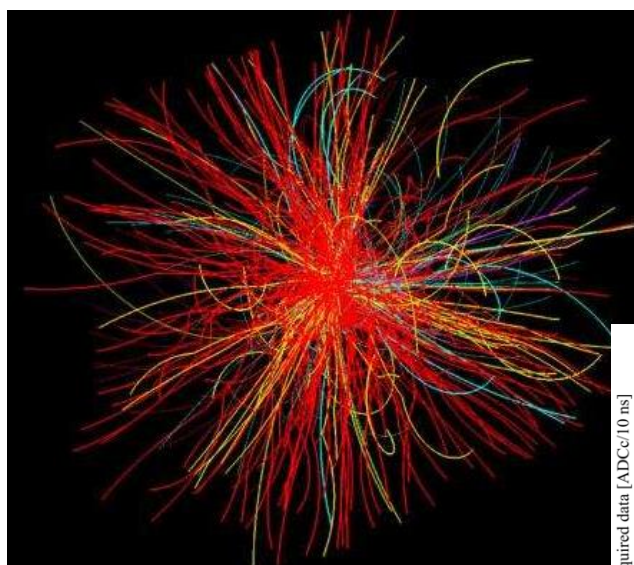
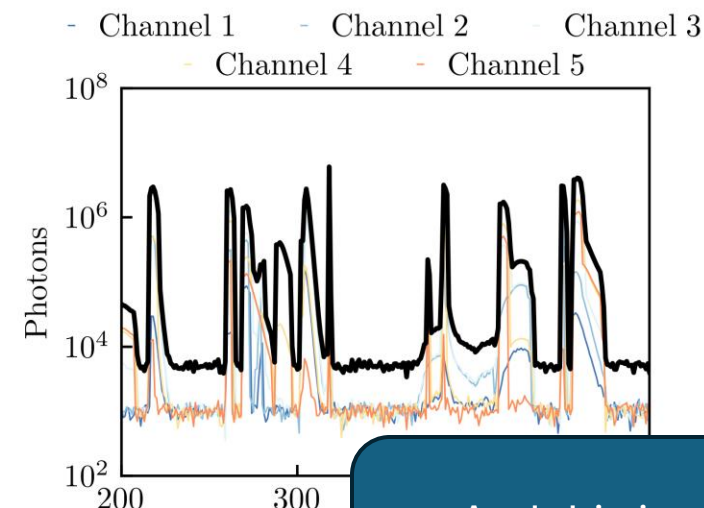
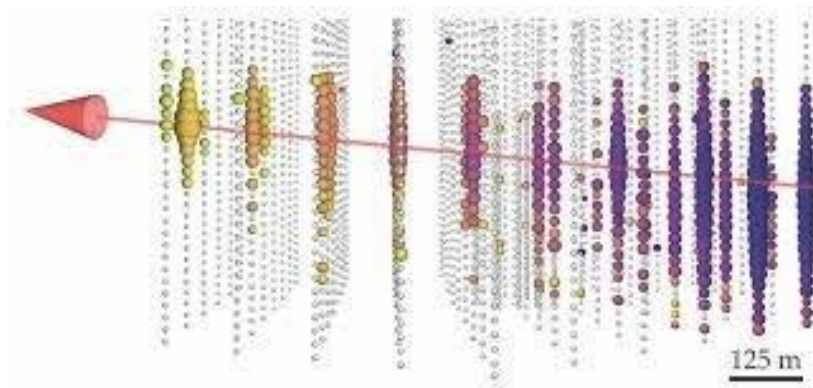
Document your code!!!!!!!!!!!!!!!!!!!!



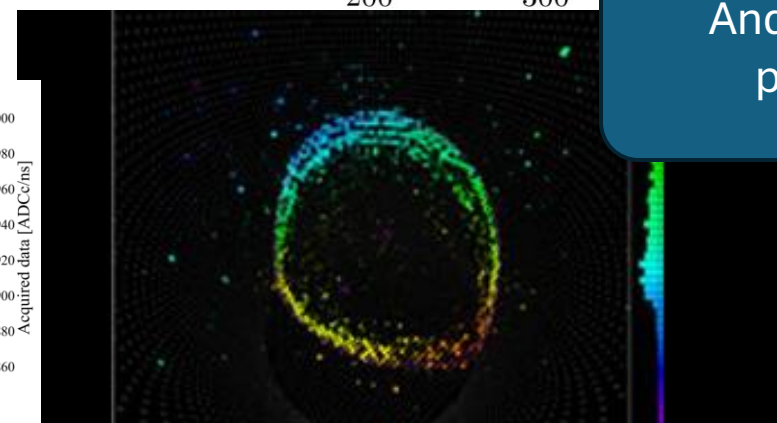


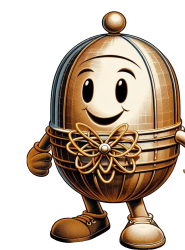
# So you've built a detector

How do you  
understand what it is  
seeing?



And this is after  
processing





# What do we want? I

Example IceCube

A simulation (chain)  
that can re-create  
what we see  
in our detector(s)

Should be a bit better  
than this

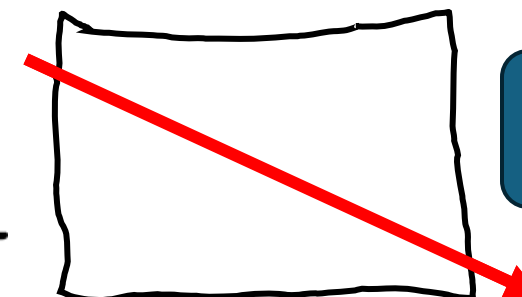
Colliders  $\frac{dR}{dt} = \mathcal{L}\sigma_{p \rightarrow \text{Sig}}$

Acronym Finding  
exercice

Focus Here  
on Neutrinos

Volume  
Detectors

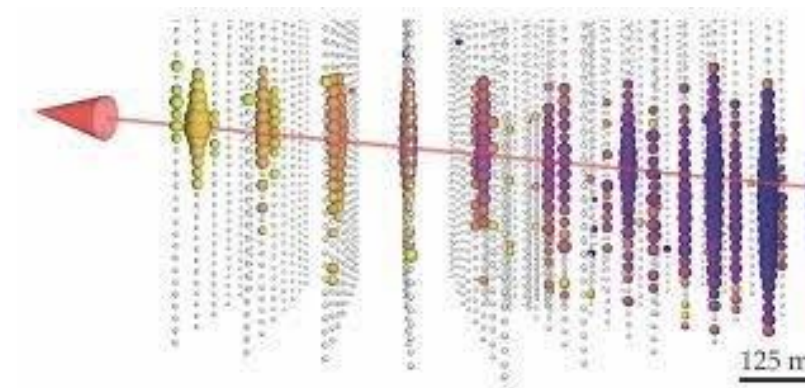
$$N_{\text{Events}} = N_t \Delta t \Phi \sigma$$

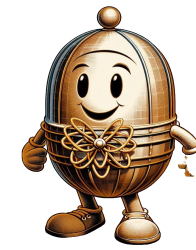


Instead of this



Something like  
this





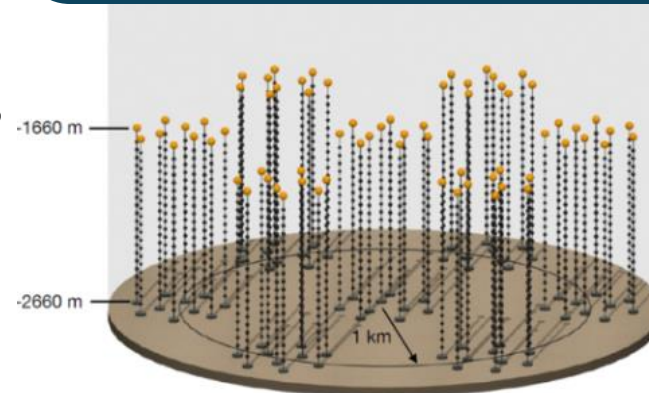
# What do we want? II

Plug in:

- Model

- What does your detector even measure?
  - (Not as easy as it sounds)

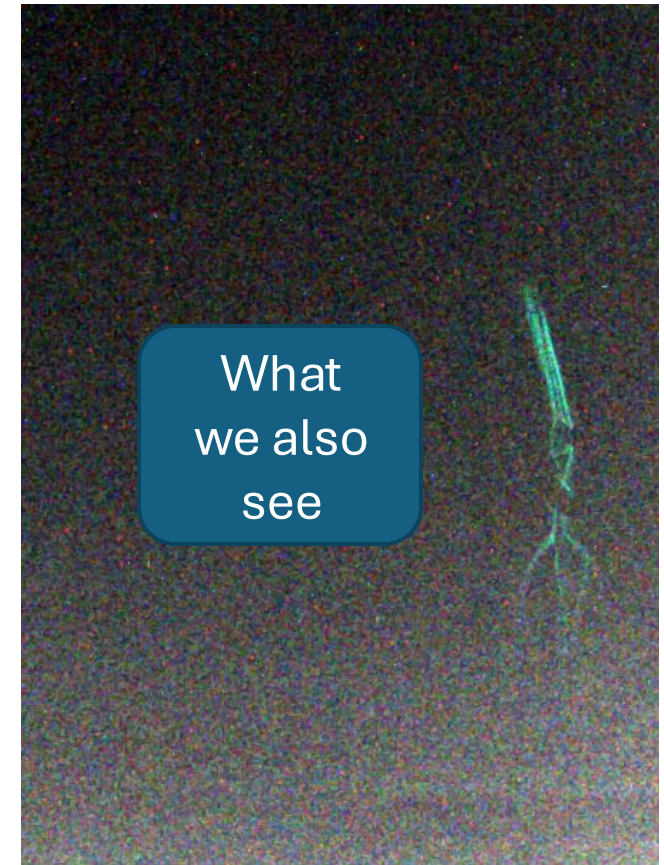
P-ONE is a new ocean based neutrino detector



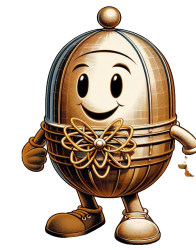
What we expected to see in the pathfinder experiments



What we also see







# What do we want? II

Plug in:  
• Model

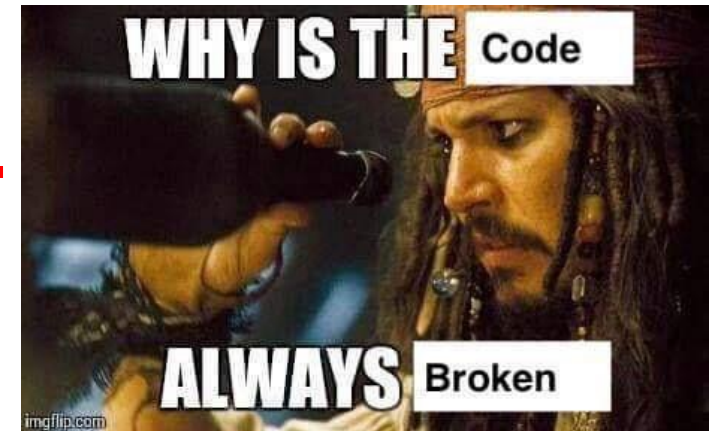
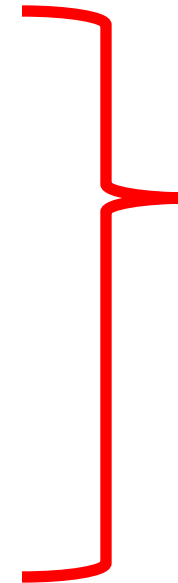


Physics  
Magic

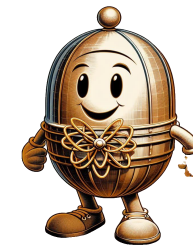
- What does your detector even measure?

Physicist's Code

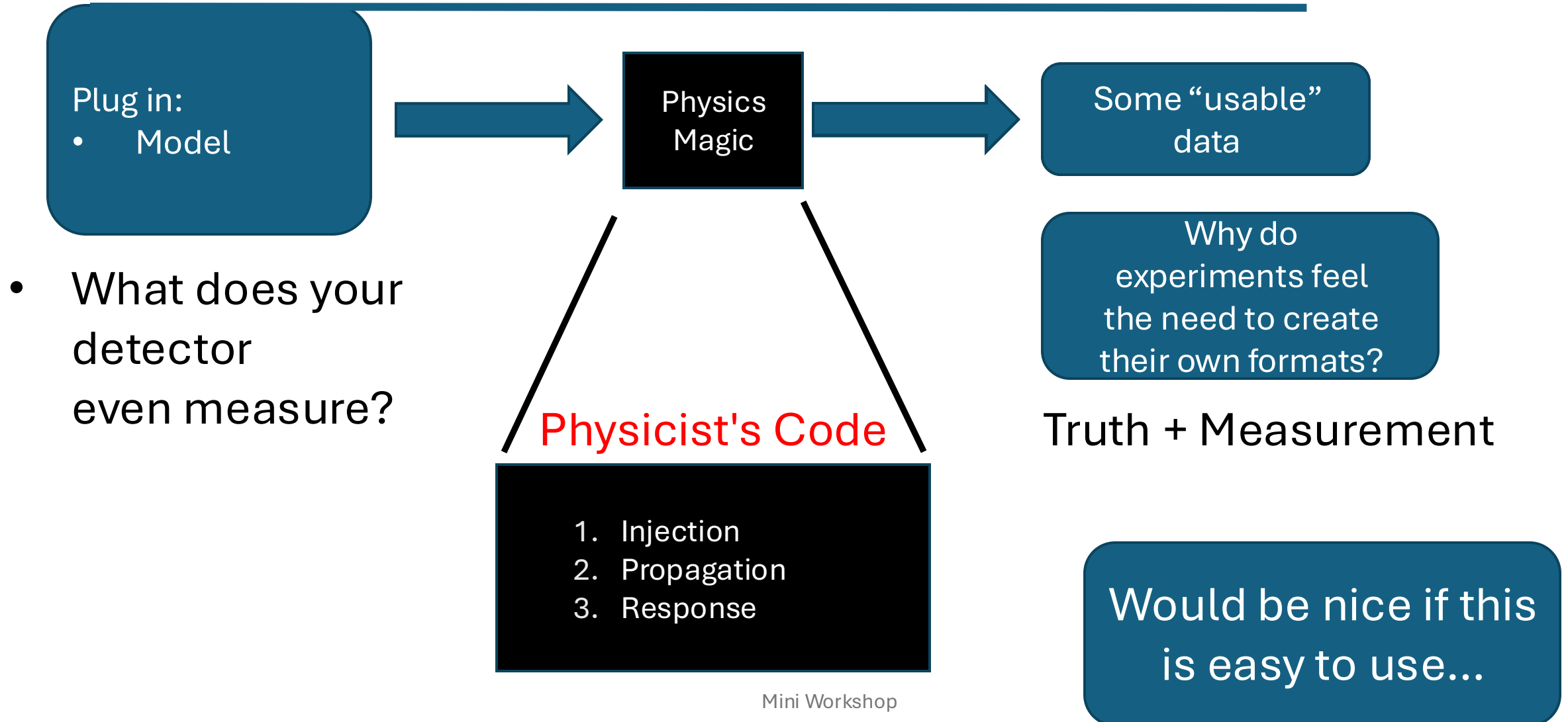
1. Injection
2. Propagation
3. Response



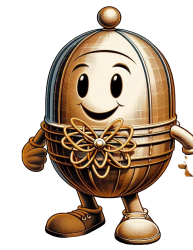
Would be nice if this  
is easy to use...



# What do we want? II



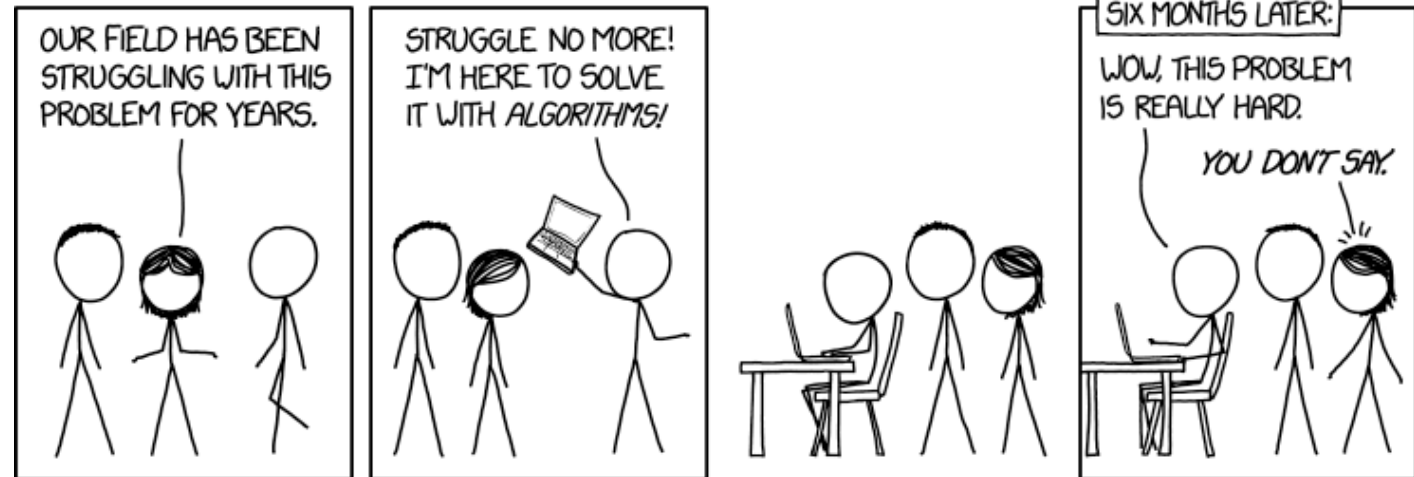




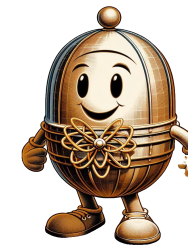
# What do we want? III

- Open source
- Easy to install
- Easy to run
- Easy to use output

A quick call-back

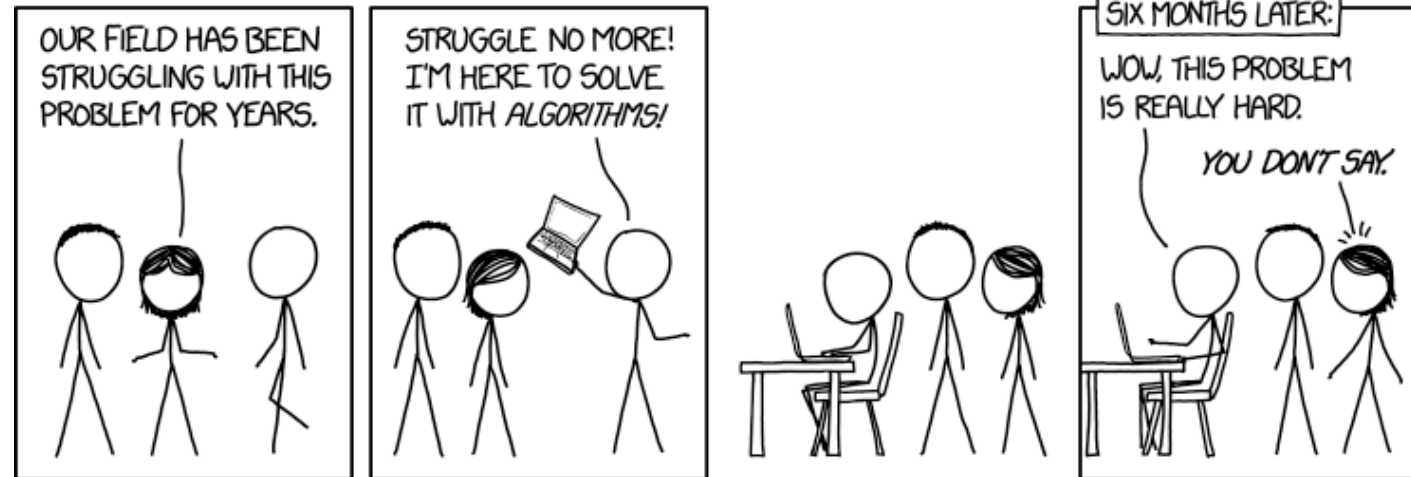


<https://xkcd.com/1831/>

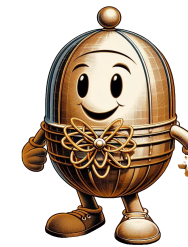


# The problems

- Open source
  - Your collaboration will have a problem with this
- Easy to install
  - Your dependencies will have a word with you
- Easy to run
  - It might be easy for you, but your users will NOT agree
- Easy to use output
  - There's always going to be something missing



<https://xkcd.com/1831/>



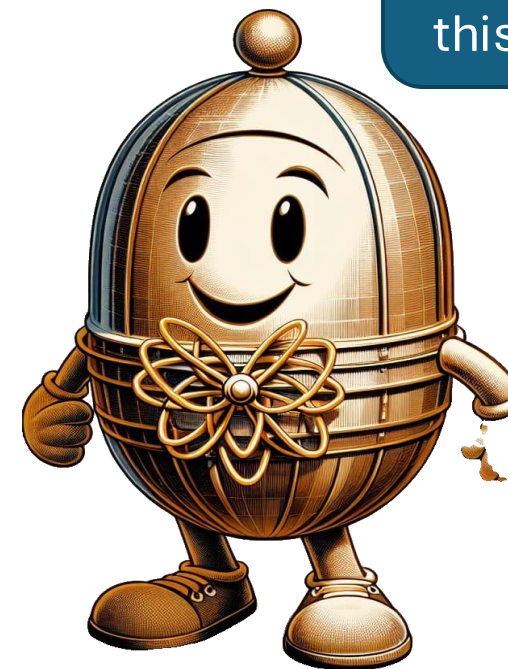
# Before you start I

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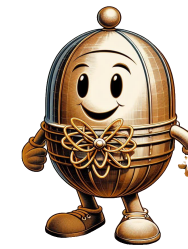
- The most important thing:

Think of a fantastic  
name and logo

Still need  
a name for  
this little guy

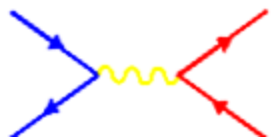






# Before you start II

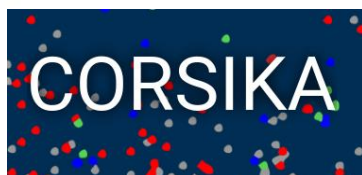
- Don't do everything yourself
  - Use the standard codes
- No matter how good, it has to be usable



[The MadGraph5](#)

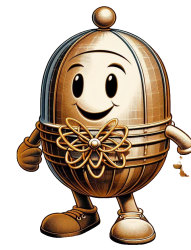


PYTHIA 8.3



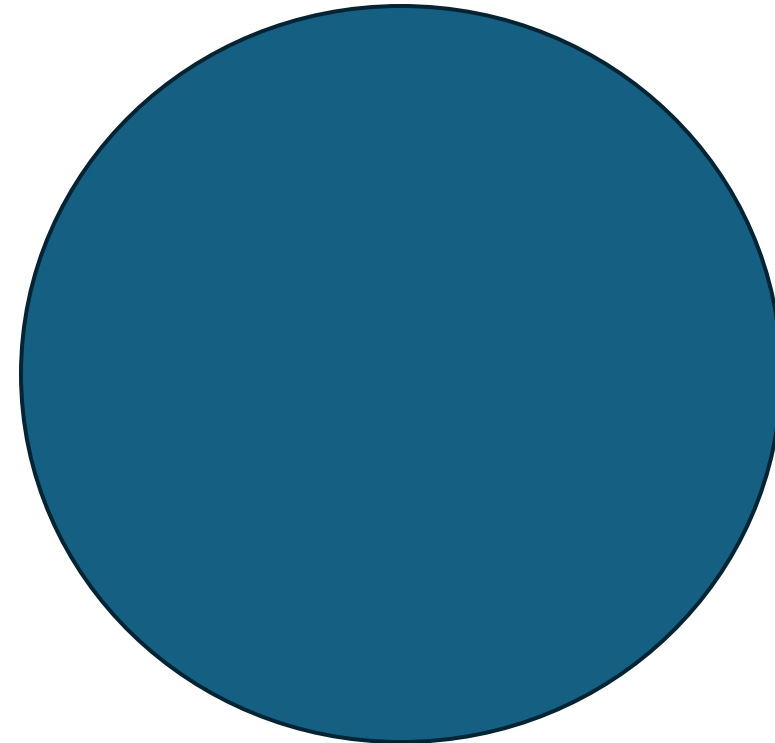
# Let's work with an example

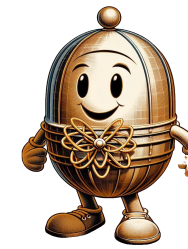
This setup  
works for most  
detectors



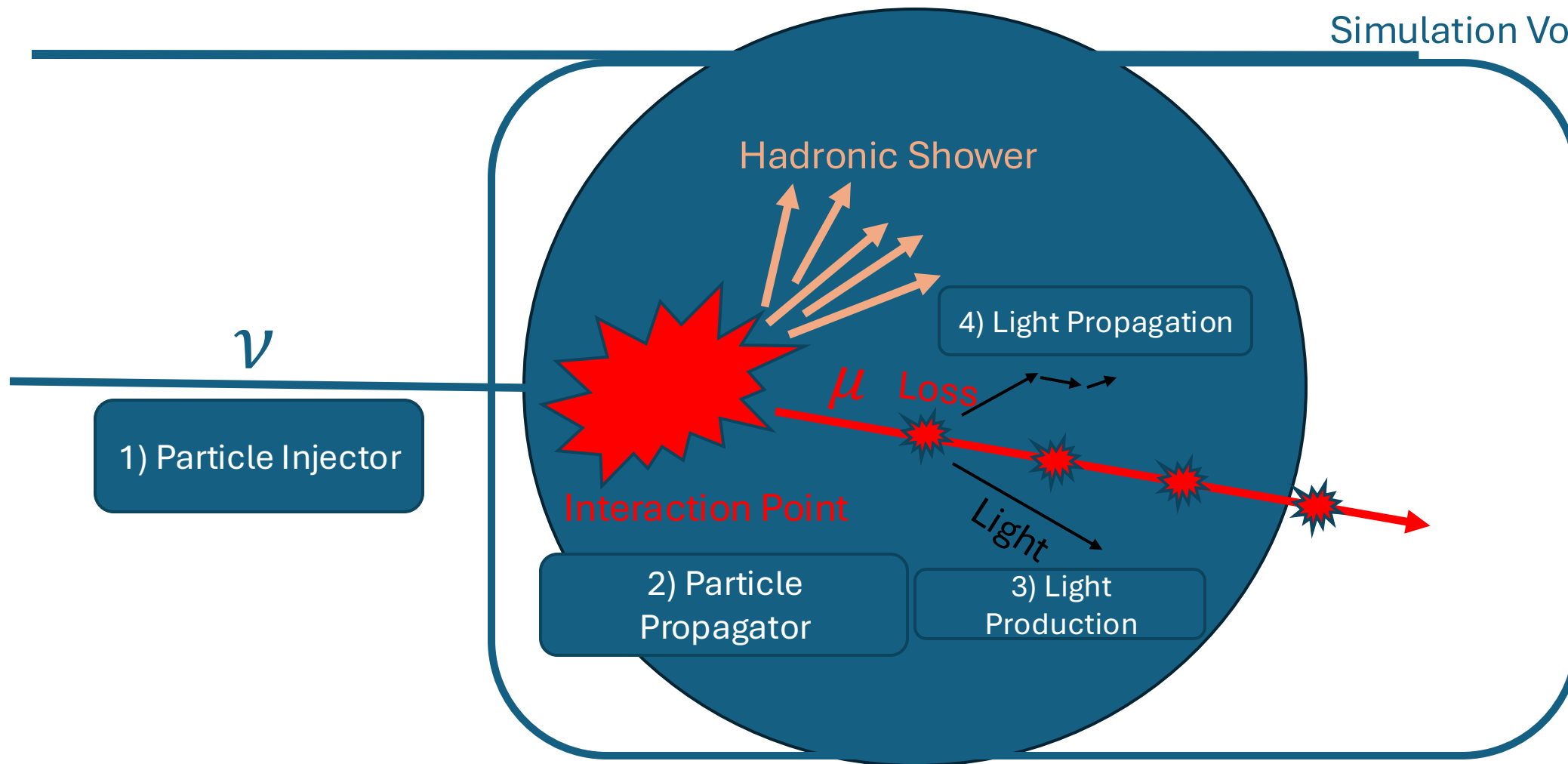
- An atmospheric neutrino detector
- Assume it's spherical
- Filled with water
- 100% PMT coverage on the outer wall

We'll (hopefully) get  
to that

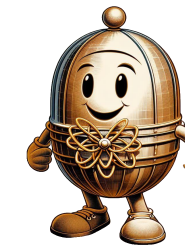




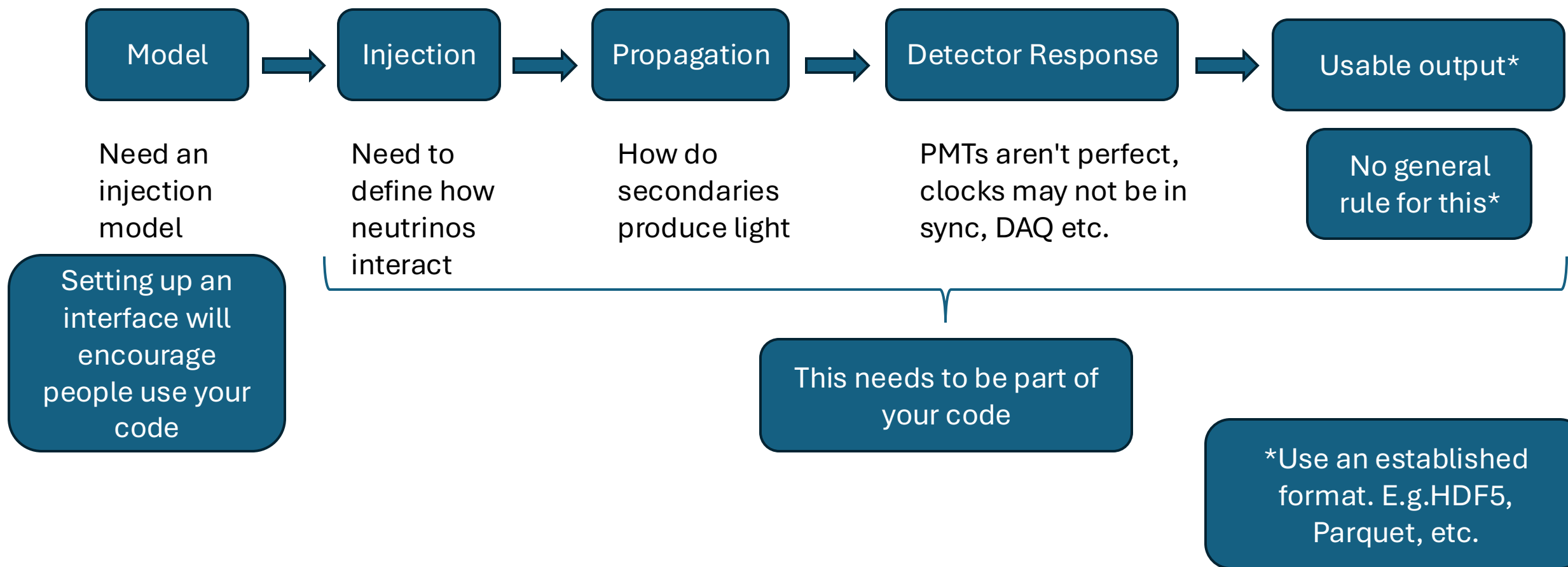
# What do we need?

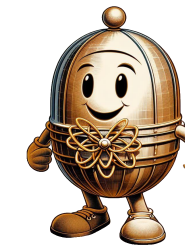






# This scheme works for most

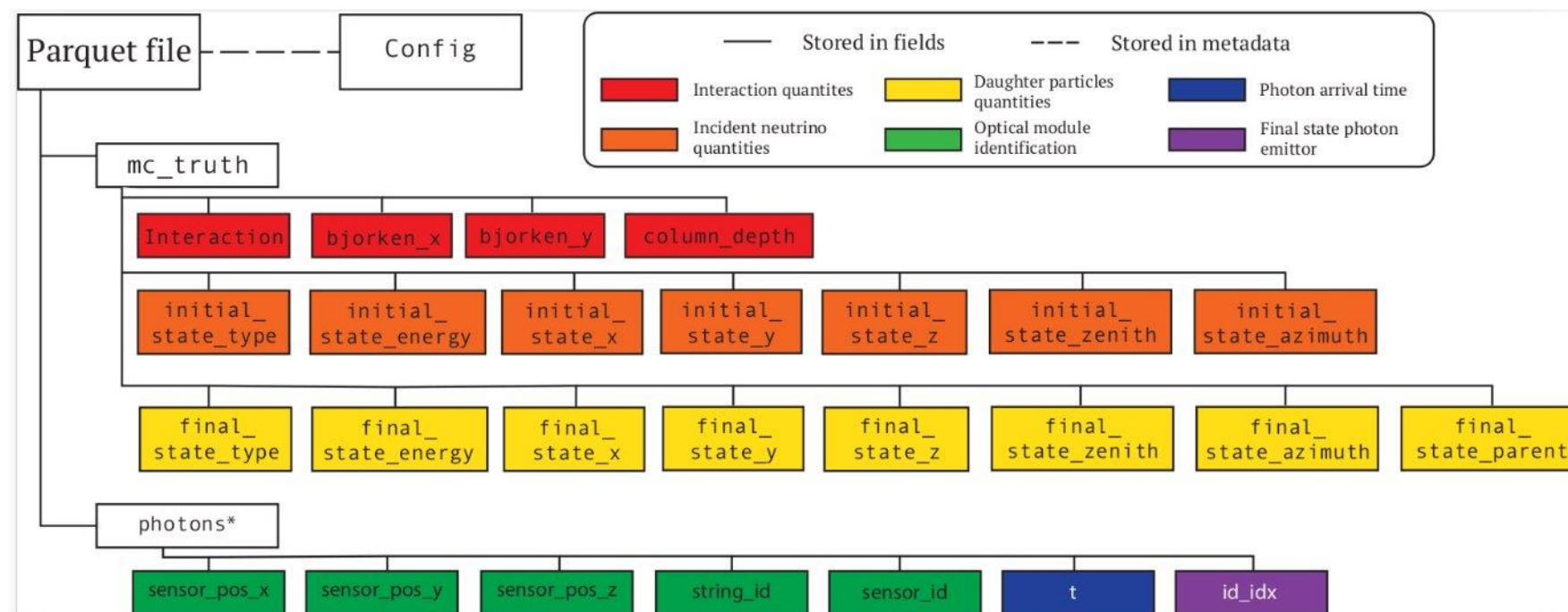


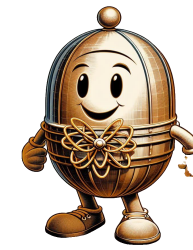


# Output example

Example from  
a neutrino telescope  
simulation

This only deals  
with photon hits! Your  
output will probably be  
far more complicated



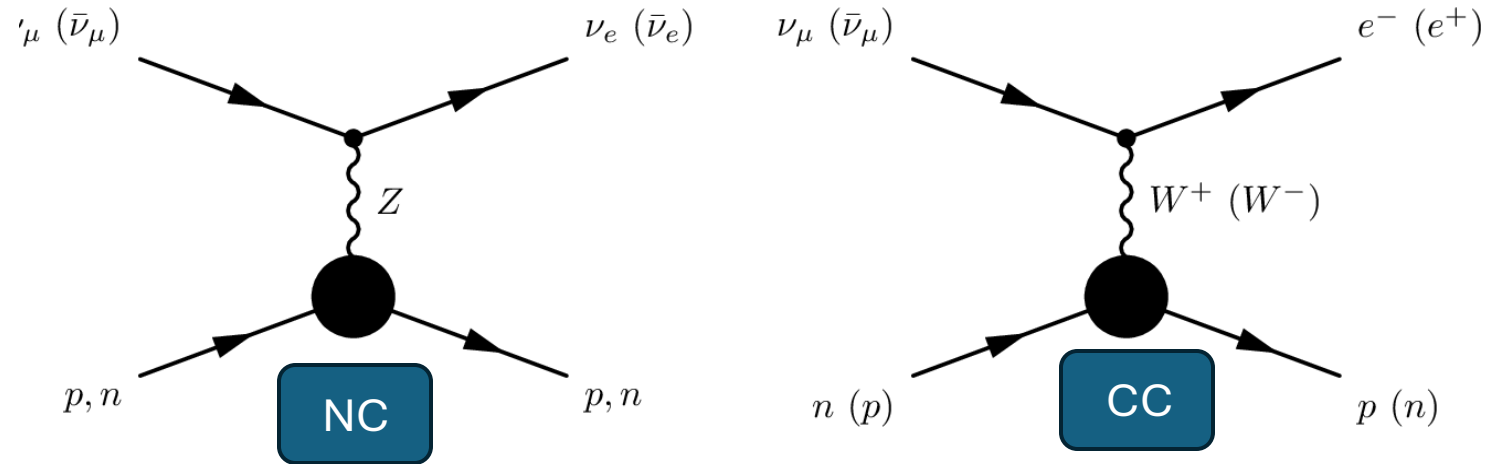


# Everyone's busy

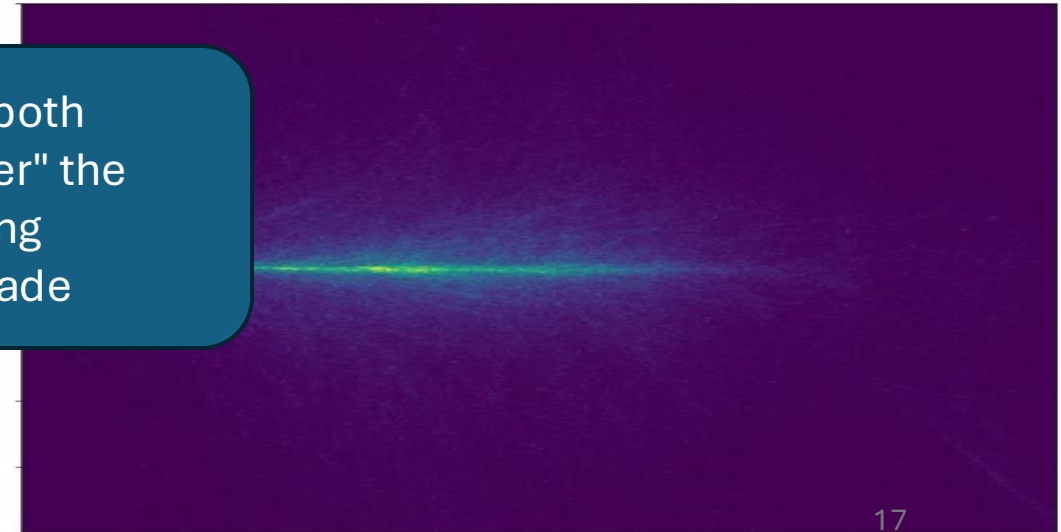
Let's define  
the problem

We want to construct an  
approximate simulation of CC  
and NC events in a water sphere

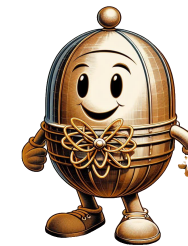
We want to use the different  
signals to discriminate between  
electron-neutrino CC events and  
NC events



At high energies both  
interactions "shatter" the  
nucleon creating  
a hadronic cascade







# Let's get to it

---

## Example time

If the CDM GitHub  
doesn't work

[https://github.com/MeighenBergerS/cdm\\_detector\\_example](https://github.com/MeighenBergerS/cdm_detector_example)