

SAND2014-19243PE

Watchman Simulations with BACCARAT

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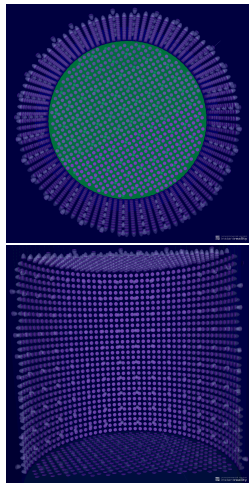
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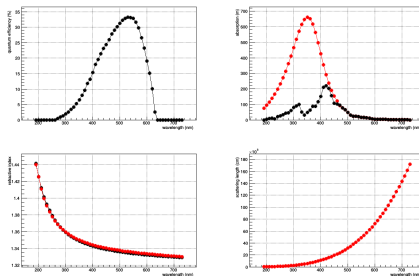


Summary



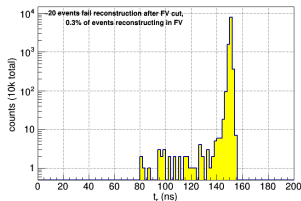
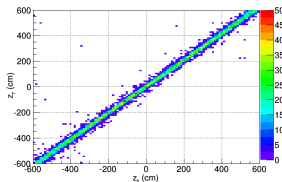
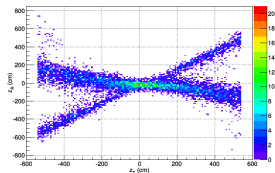
- ▶ Using BACCARAT, I've built the nominal WATCHMAN detector design:
 - ▶ 12 inch PMTs with elliptical shape
 - ▶ 4328 PMTs in the inner volume (2880 side and 724 top and bottom each)
 - ▶ 482 PMTs in the veto region (320 side and 81 top and bottom each)
 - ▶ 0.1 % Gadolinium loaded water
 - ▶ completely black inner volume, completely white veto region
- ▶ Optical properties are mostly RMSim
 - ▶ Water absorption, Rayleigh scattering, refractive index from RMSim
 - ▶ PMT quantum efficiency for high-QE 12" tubes

Water Optical Properties



- ▶ The original baccarat optical properties (black) were changed to WCSim properties (red)
- ▶ Quantum efficiency from Marc, applied in offline analysis

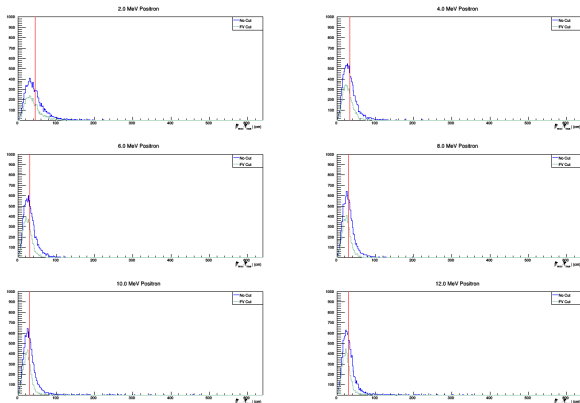
Quick update - reconstruction seems to be working!



- Bug in optical boundary found (thanks Ben Land!)
 - Bonsai still fails on many events in the reconstruction
 - However, a simple timing-residual minimization seems to work really well. I'm using Minuit to minimize:

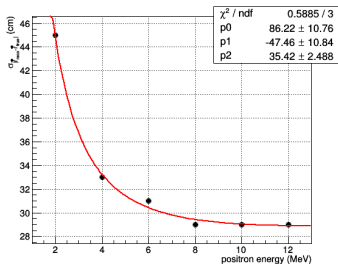
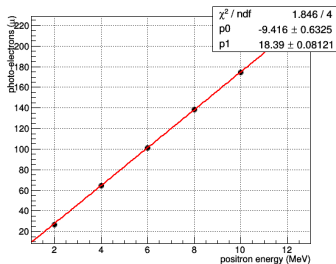
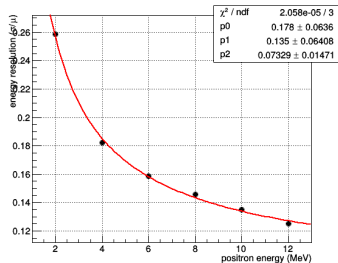
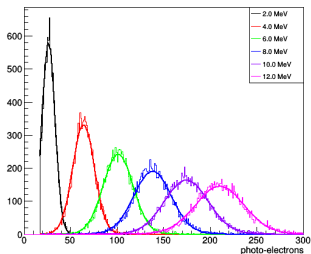
$$\sum_{i=0}^{N_{hit}} (t_i - t_0) - \frac{n}{c} |r_0 - r_i|$$

Position Reconstruction - events in entire inner volume

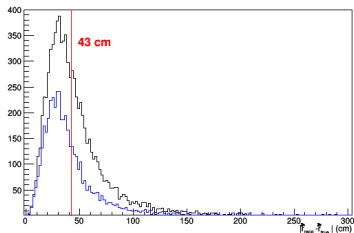
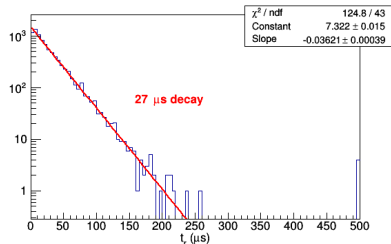
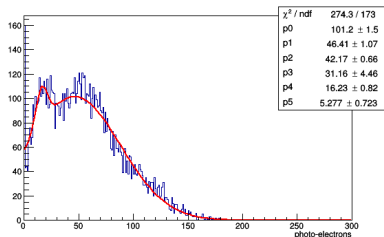


- ▶ Red line indicates events that reconstruct within 1σ of true vertex
- ▶ The blue curve is for all events, the green is for events that reconstruct inside the fiducial volume

Resolution/Reconstruction - positrons in inner volume



Neutron Captures - 200 keV in entire inner volume

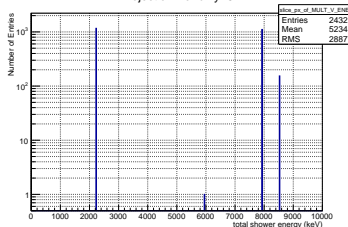


- ▶ 84.7% trigger efficiency
- ▶ 44.9% trigger+fiducial volume cut efficiency
- ▶ ~ 0.03 % reconstruction failures after cuts

Neutron Captures - are the showers correct?

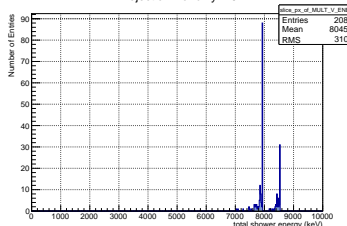
Shower multiplicity=1

ProjectionX of biny=3



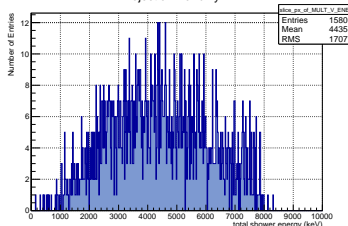
Shower multiplicity=7

ProjectionX of biny=10



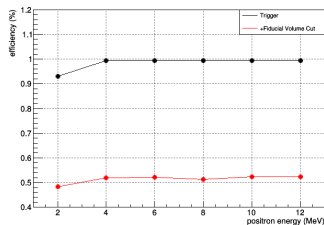
Shower multiplicity=2

ProjectionX of biny=4



- ▶ All gammas from “nCapture” process
- ▶ Isotopes of gd are visible in m=1 case: 5.94 (gd-158), 7.9 (gd-157), and 8.5 MeV (gd-155), along with hydrogen (2.2 MeV)

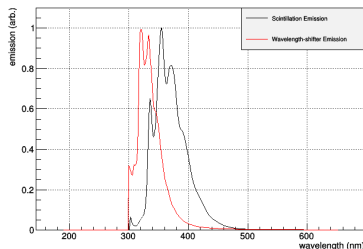
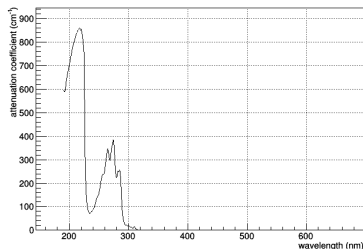
Trigger/FV Cut Efficiency - events in entire inner volume



cut	ϵ_{e^+}	ϵ_n	ϵ_{e^++n}
trigger	0.845	0.847	0.716
+FV	0.441	0.449	0.198
$+\Delta t < 100 \mu s$	—	0.438	—

WbLS - Representative Cocktail from P. Feng (SNL-CA)

- ▶ 1% scintillator composed of 99% organic solvent, 1% “primary” (fluorophore), and 0.01% wavelength shifting (WLS) compound
- ▶ Organic solvent also has WLS properties
- ▶ Scintillation emission treated as the spectrum resulting from fluorescence energy transfer to the WLS (0.01%), nearly 100% efficient process
- ▶ WLS process in geant4 used as solvent absorption/emission (100% efficient in simulation, $\sim 17\%$ in reality)



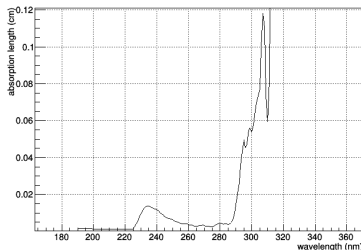
WbLS Optical Parameters from P. Feng (SNL-CA)

Scintillation:

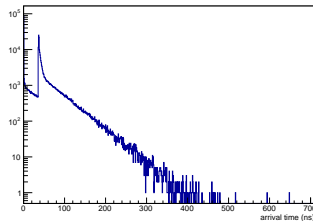
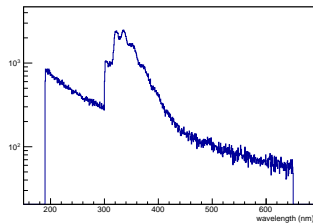
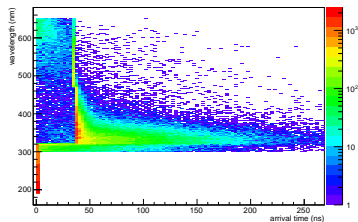
- ▶ FAST/SLOWCOMPONENT (previous slide)
- ▶ SCINTILLATION
YIELD=100./MeV
- ▶ RESOLUTIONSCALE=1.0
- ▶ FASTSCINTILLATION
RISETIME=0.5 ns
- ▶ FASTTIMECONSTANT=3.5 ns
- ▶ SLOWTIMECONSTANT=32 ns
- ▶ YIELDRATIO=1

Wavelength shifting:

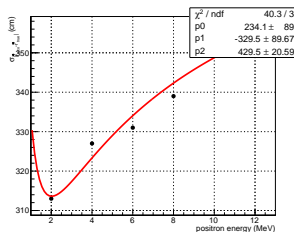
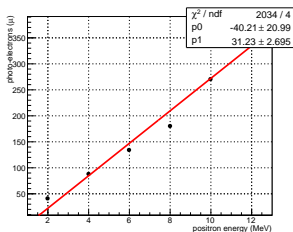
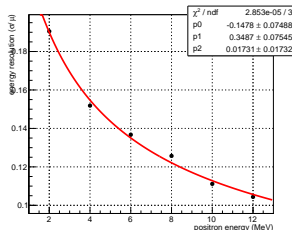
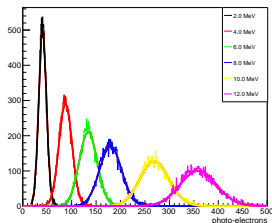
- ▶ WLSABSLength (below, inverse of previous slide)
- ▶ WLSComponent (previous slide)
- ▶ WLSTIMECONSTANT=35 ns (exponential)



Photon wavelength vs. arrival times



WbLS Resolution/Reconstruction



note: $\sim 83\%$ of WLS shifted photons are lost

To Do: New Function in Minuit

- ▶ Use pulse shape from WLS and scintillation in the timing minimization:

$$\sum_{i=0}^{N_{hit}} f(t_i - t_0) - \frac{n}{c} |r_0 - r_i|$$

- ▶ with $f(t_i - t_0)$ to be determined, depending on fraction of WbLS, solvent

Comments/Concerns

- ▶ Solvent WLS properties is killing quite a lot of Cerenkov photons (solvent quantum efficiency is not included here)
- ▶ We're getting factor of ~ 2 increase in light output overall (again, qe not included)
- ▶ Pulse shape is much longer: scintillator and solvent have longer tail not included here (~ 150 ns-200 ns)
- ▶ Pending whether we can recover vertex reconstruction resolution