PIP-II Beamline MC Simulation For Low Energy Neutrinos

Kathryn L Donlin

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Proton Improvement Plan -II Beamline Monte Carlo Simulation For Low Energy Neutrinos

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Goal

★ My goal for this project is to simulate several different beamline models in order to help design a new neutrino beam.

Phrases To Know:

- ★ Neutrinos: Extremely tiny particles (leptons) that have such a low interaction rate, they practically never collide with anything. 65 billion solar neutrinos pass through every square centimeter on earth each second.
- ★ Flavors of Neutrinos: I tested for Electron Neutrinos and Muon Neutrinos. However, there is another type, or flavor, of neutrino called the Tau Neutrino which I did not test for.
- ★ Anti-Neutrinos: All particles have an antiparticle. For example, the electron has an antiparticle called a positron. I searched for Electron Anti-Neutrinos and Muon Anti-Neutrinos.

Pion Decay and Neutrino Creation



Speed Of The Proton Beam

If the energy of the proton beam is 800 MeV, then the speed of the protons is about 2.034 x10⁵ km/s. I found this by using an equation for relativistic kinetic energy:

 $E_k = m_V c^2 - m_0 c^2$ where $V = (\sqrt{(1 - (v/c)^2)})^{-1}$

Writing Simulations



I used Emacs software to write simulations for G4Beamline. This example is instructions for a 1 meter long concrete cylinder and one circular particle detector.

G4Beamline Models and Detectors

This model has 4 detectors, one green circle that measures the initial data and 3 green squares that measure the neutrinos.

The squares are all 2mx2m (4m²) and each are 10m away from the collision site.



G4Beamline Data

Once I created the model, I ran the simulation in G4Beamline to collect data.



Using ROOT

Once G4Beamline has run my simulation and collected data, I put the data into a program called ROOT, which helps me draw histograms. ROOT uses C++ so I had to learn that too.

```
CINT/ROOT C/C++ Interpreter version 5.18.00, July 2, 2010

Type ? for help. Commands must be C++ statements.

Enclose multiple statements between { }.

root [0] .x Simulation1.C("NewPro10MeV300000.root")

File Name Is: NewPro10MeV300000.root

TDirectoryFile* VirtualDetector VirtualDetector

KEY: TNtuple VD1;1 VirtualDetector/VD1

KEY: TNtuple VD2;1 VirtualDetector/VD2

KEY: TNtuple VD3;1 VirtualDetector/VD3

Which PDGid Code?
```

L

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Neutrino Energy



Data From Different Planes



Fermilab Linear Accelerator \rightarrow **Proton Improvement Plan (Future)**



LINAC beam energy: 800 MeV

LINAC beam power capability: **200kW**

Number of protons per pulse: 1x10¹⁴ protons/pulse

Repetition rate: **15 Hz (=1.6 x 10¹⁶ protons/s)**

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Results

My proton beam has 10 million protons. This is how many neutrinos were detected:

Electron Neutrinos: 3,657 Events / 4m²

Electron Anti-Neutrinos: 5 Events / 4m²

Muon Neutrinos: 3,458 Events / 4m²

Muon Anti-Neutrinos: 3,567 Events / 4m²

The LINAC at Fermilab releases **1x10¹⁴** protons per pulse instead of the **1x10⁷** I simulated.

3,657 neutrinos / 4m² = 914.25 neutrinos / m²

However, I can use the ratio of: 914.25 electron neutrinos / 1x10⁷ protons in order to estimate the number of neutrinos I would create per square meter for 1x10¹⁴ protons in the actual beam.

 $9.1425 \times 10^2 / 10^7 = 9.1425 \times 10^9 / 10^{14}$

So I could expect to <u>create</u> about **9.14 billion** electron neutrinos per square meter of detector.

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Total Neutrino Statistics

Predicted number of created neutrinos per 1x10¹⁴ protons

Electron Neutrinos: 9.1425x10° or 9.1425 billion neutrinos / square meter

Electron Anti-Neutrinos: 1.25x10⁷ or 12.5 million / square meter

Muon Neutrinos: 8.645x10° or 8.645 billion / square meter

Muon Anti-Neutrinos: 8.9175x10° or 8.9175 billion / square meter

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★ I created neutrinos beam simulations using a variety of software

 \star I collected and analyzed the data from the simulations

★ I theorized what the data would be like in a real life experiment with different variables

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- ★ Emacs
- ★ G4Beamline
- ★ ROOT

The End!

Thanks for listening!

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Backup Slides

How Are the Neutrinos Created?





Then the muons decay into electrons, electron neutrinos, and more muon neutrinos.

G4Beamline Models



This is a G4Beamline preview of a simulation. I used this to check that I had the model exactly the way I wanted it before I collected data.

The neon jets are paths that some of the particles took when I ran the simulation.

G4Beamline Scatter Plots



This is a scatter plot of 300,000 protons before hitting a target. They are tightly compacted into a beam, which is why all 300,000 points look like one tiny point.

G4Beamline Scatter Plots Cont.



This plot represents the positions of a group of protons that dispersed after hitting a target.

Histograms



This graph represents the energy of 300,000 protons before they make contact with a target.

Histograms Cont.



This graph represents the energy of a group of protons after making contact with a target.

Neutrino Positions







Fun Fact!

Did you know more neutrinos would fit in the Sears tower than Sears towers would fit in the Milky Way Galaxy?





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