

Simulation Study

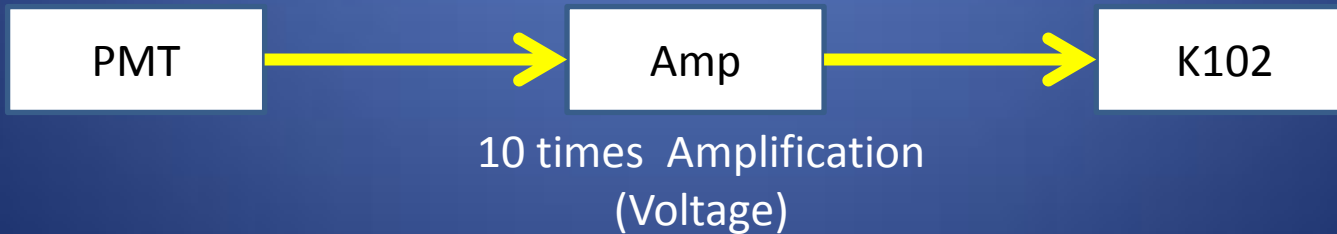
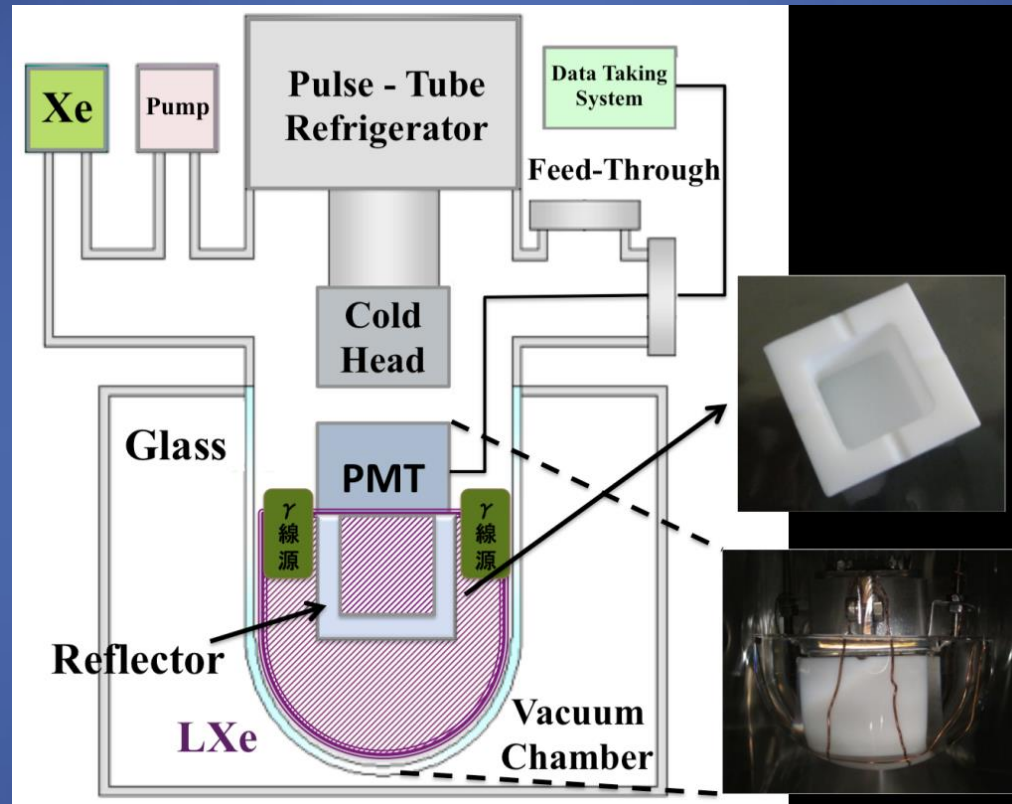
31 Jul. 2013

Hamanishi Ryo

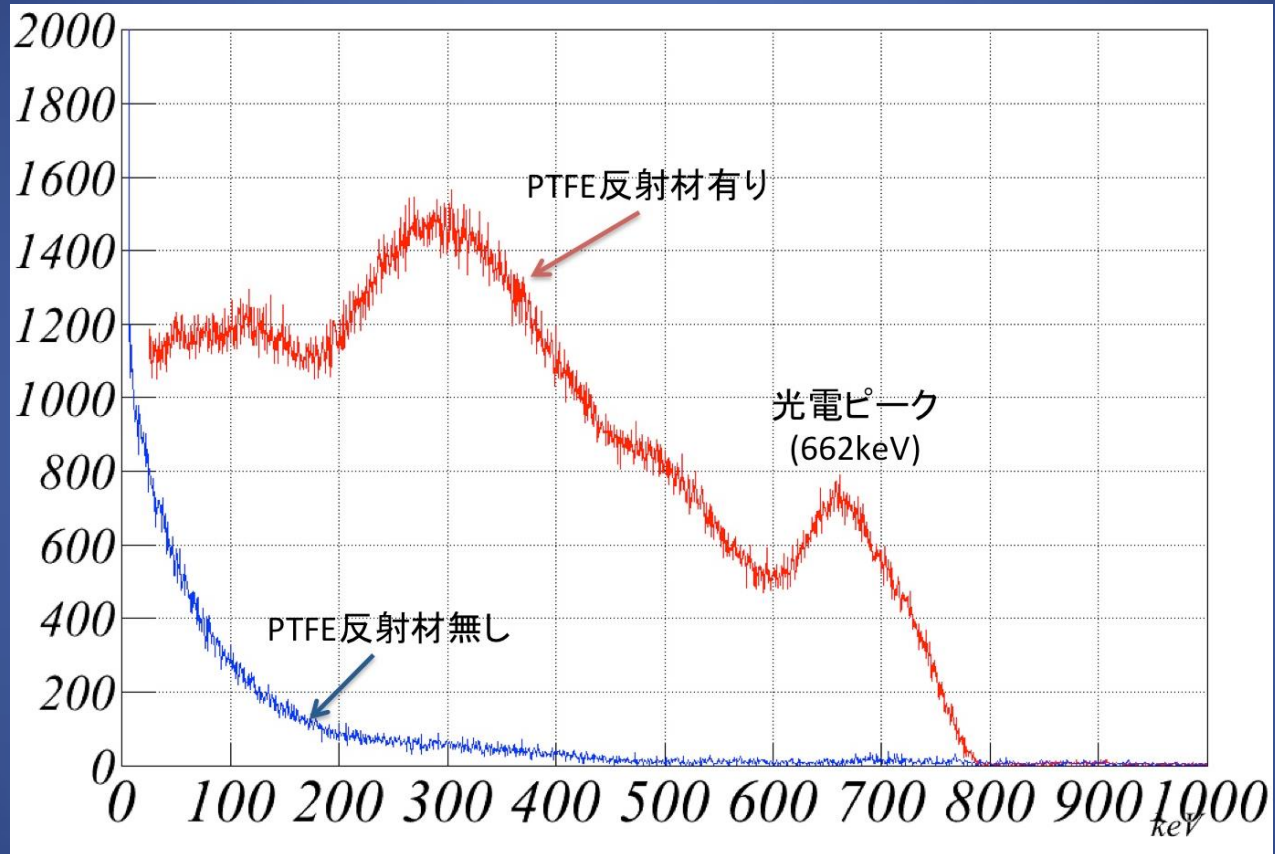
Geant4 (Geometry and Tracking 4)

- Simulating reaction and behavior of proton, electron, and gamma-ray, etc.
- Decide probability of interaction by random numbers
- Define what physical phenomenon is induced when particles(gamma) interact with Lxe
- If particles disappear or go out space defined by user, simulation is stopped

Setting of Experiment



Results of Experiment

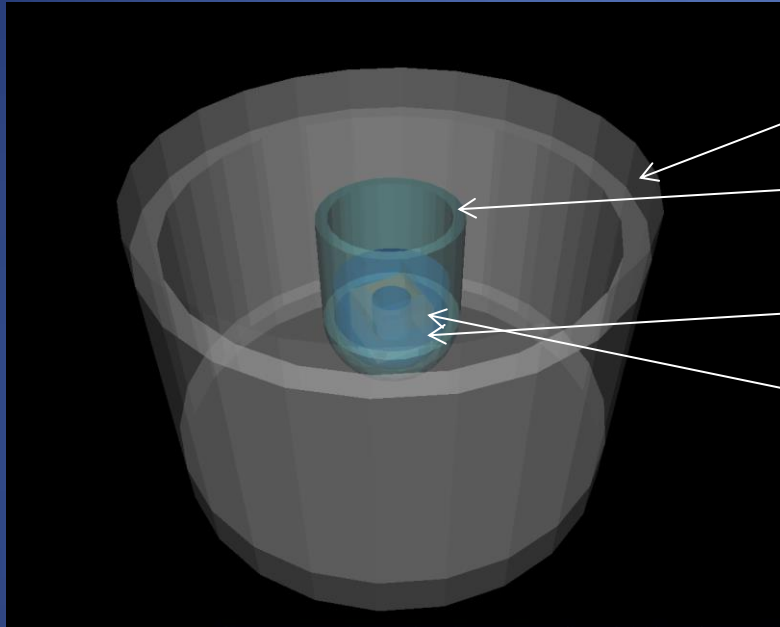


We can not measure gamma-ray spectrum without PTFE reflector.

Define of System in Geant4

- DetectorConstruction
 - position and size of experimental tools
- PrimaryGeneratorAction
 - first physical information of experiment
- PhysicsList
 - physical process of each particle
- SensitiveDetector
 - responses of detector (ex. Lxe, PMT)
 - get information of interaction in Hit class

Simulation



Chamber

Glass Viewer

LXe

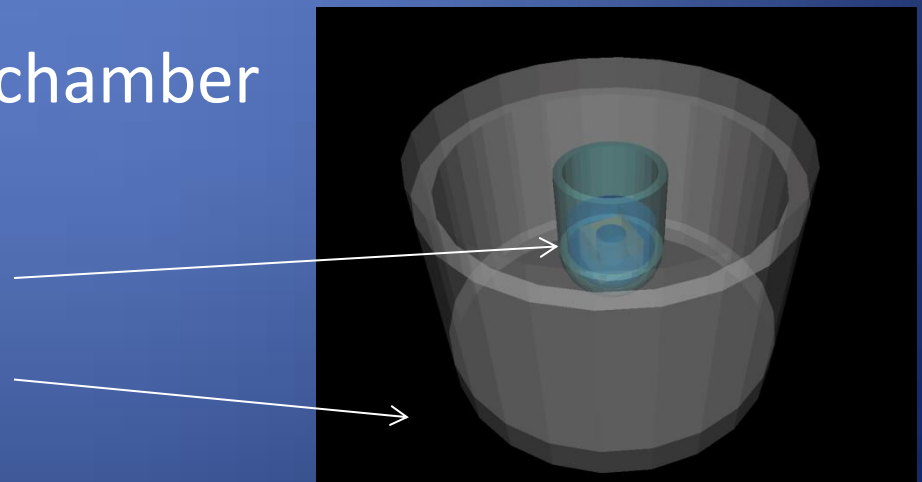
Reflectance

- Measure about energy spectrum of ^{137}Cs , ^{22}Na and ^{60}Co
- Change position of gamma source and parameter of reflectance of PTFE reflector
- Count optical photon being incident on detector

Energy Deposit

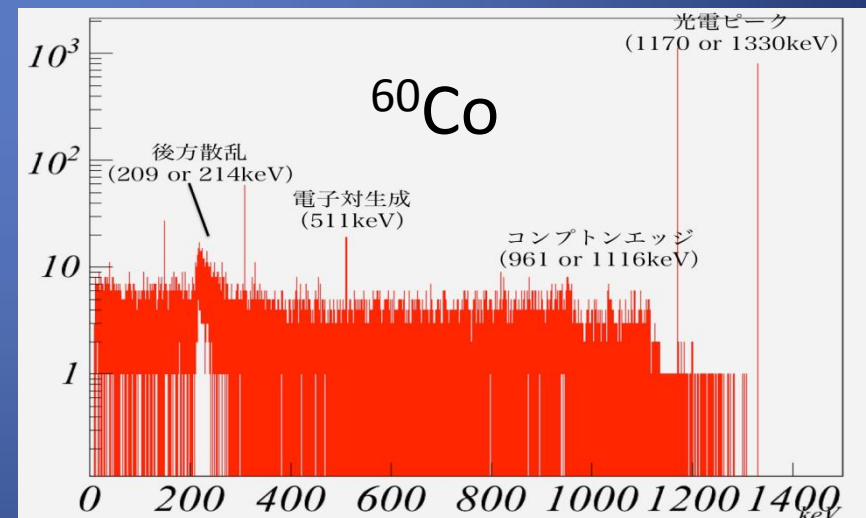
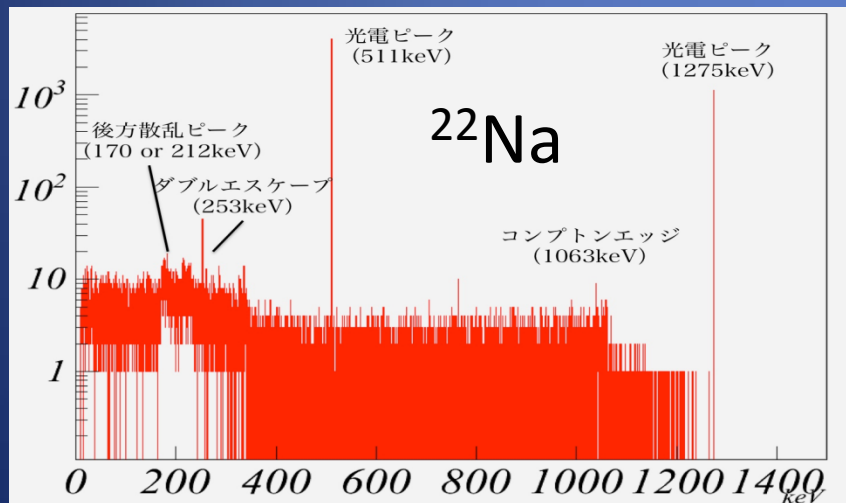
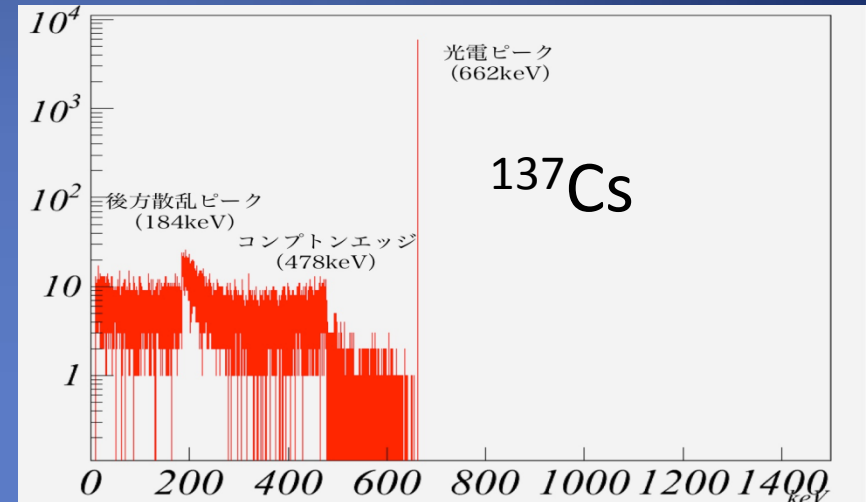
- Gamma source
 - ^{137}Cs ; 662 [keV] gamma-ray
 - ^{22}Na ; 511 [keV] and 1275 [keV] 5:9 gamma-ray
 - ^{60}Co ; 1170 [keV] and 1330 [keV] 1:1 gamma-ray
- Position of gamma source
 - inside and outside of chamber

inside
outside



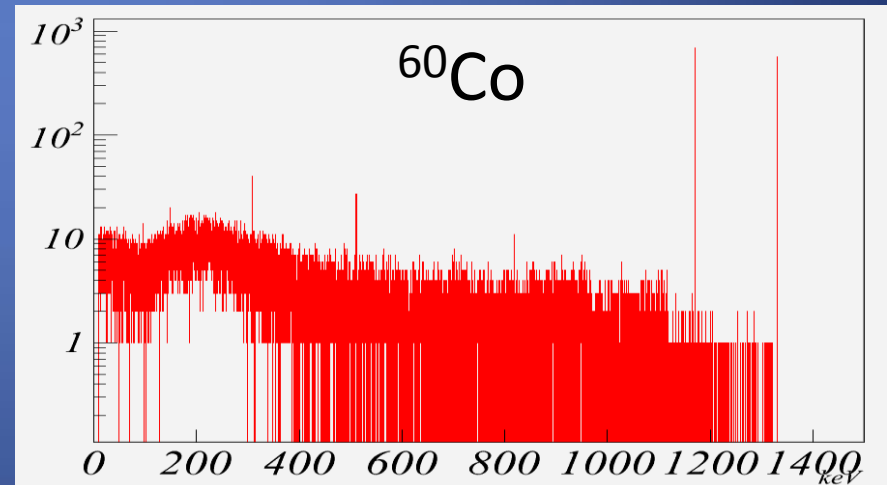
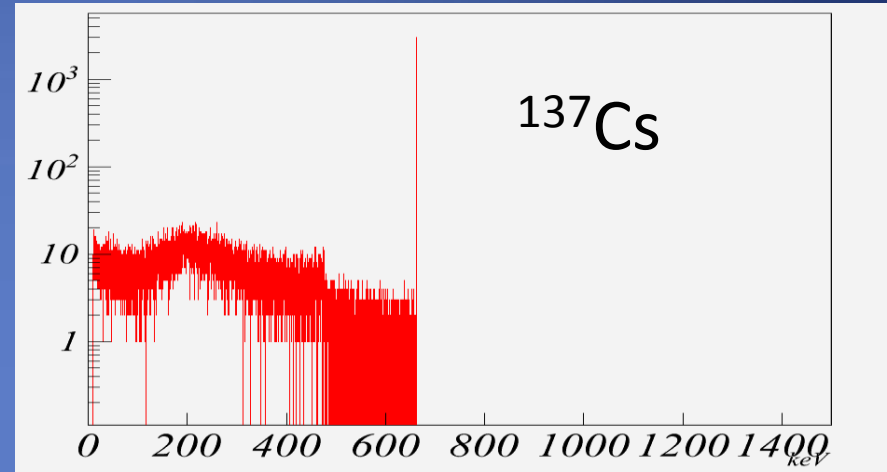
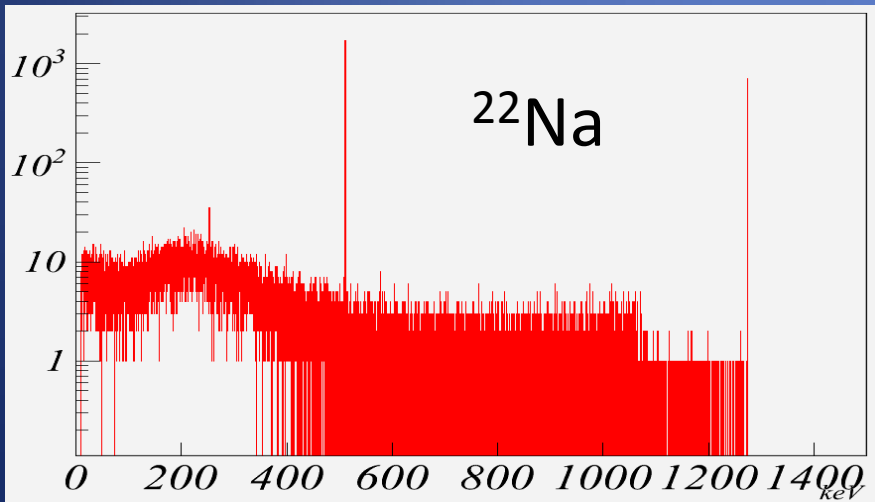
Results of Simulation (inside)

- Results when I put gamma source inside chamber



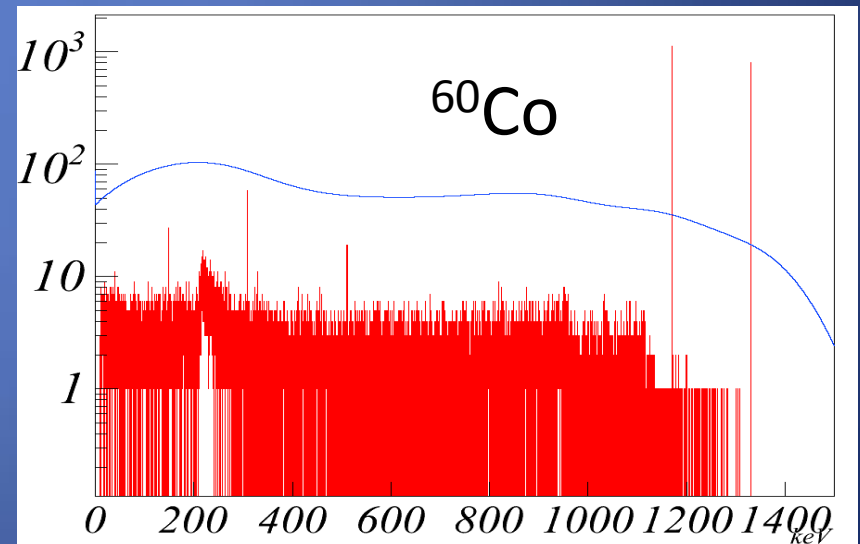
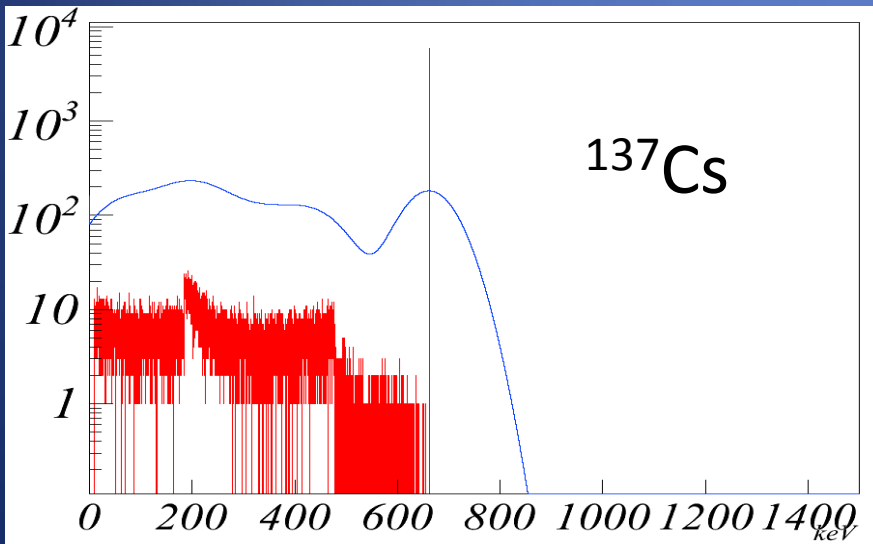
Results of Simulation (outside)

- Results when I put gamma source outside chamber



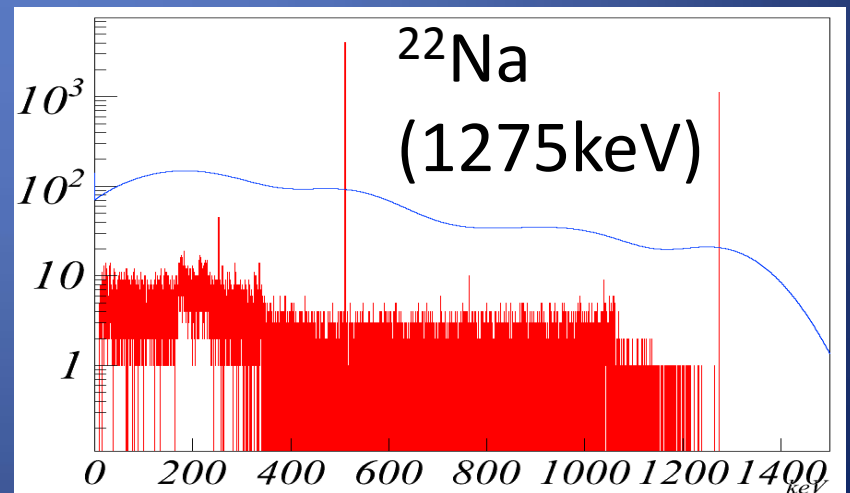
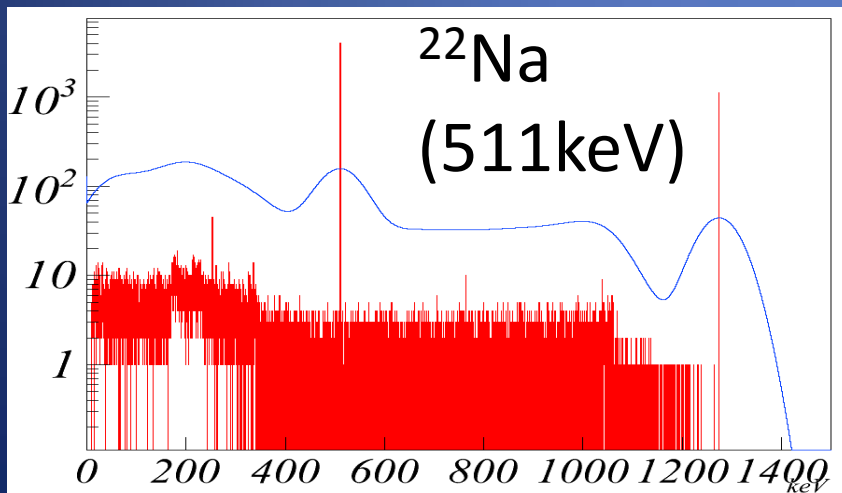
Convolution

- Energy resolution is 18% (by experiment).
- Blue lines show results of convolution.
(convolution to results of inside)



Convolution

- These are results of convolution to Na spectrum.
- Left one is convolution at 511 [keV] peak.
- Right one is convolution at 1275 [keV] peak.

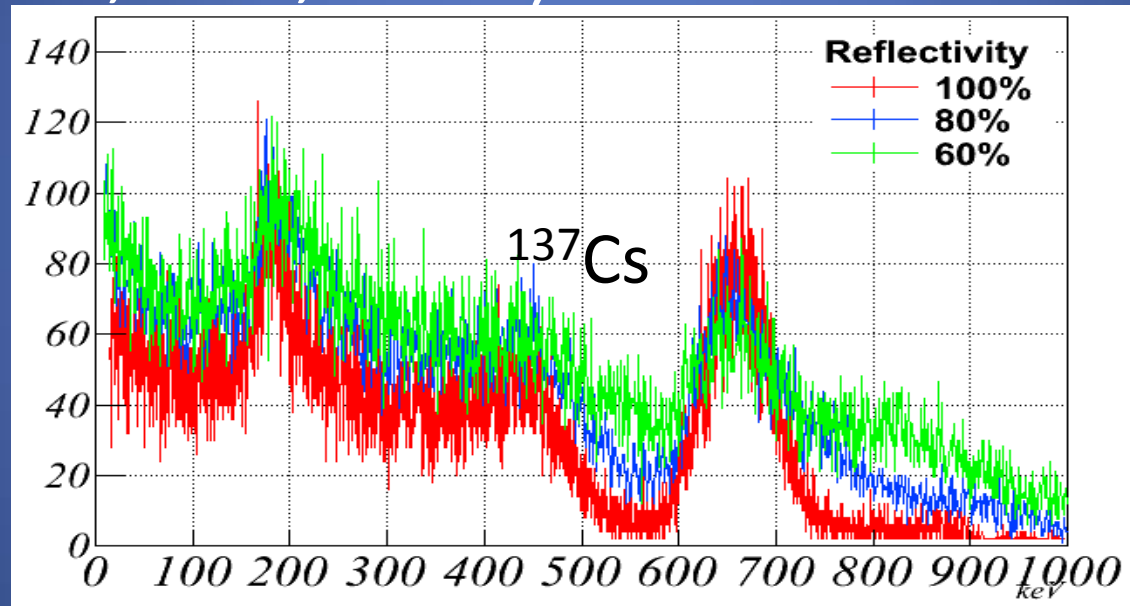


Count Optical Photon

- Count optical photon being incident on PMT
- ResolutionScale due to fluctuation of optical photon number
- Fluctuation follows Gaussian distribution
$$\sigma = \text{ResolutionScale} / \sqrt{E \times \text{ScintillationYield}}$$
- ScintillationYield is
(number of optical photon)/MeV

Change Reflectance of PTFE Reflector

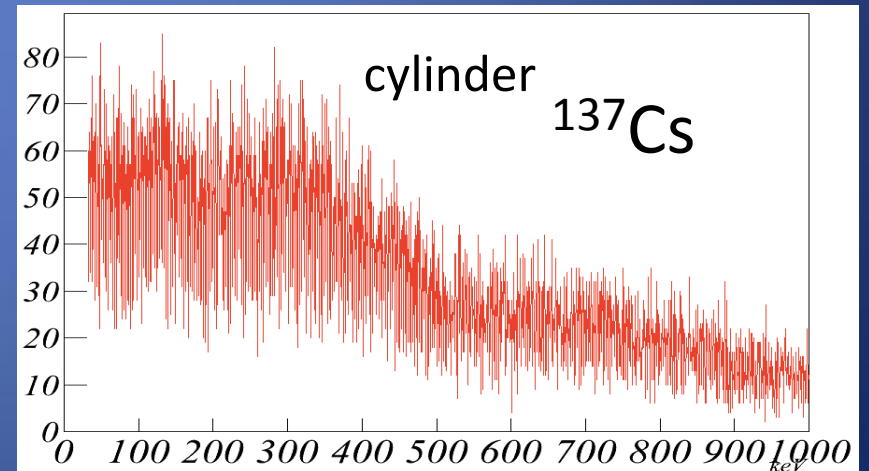
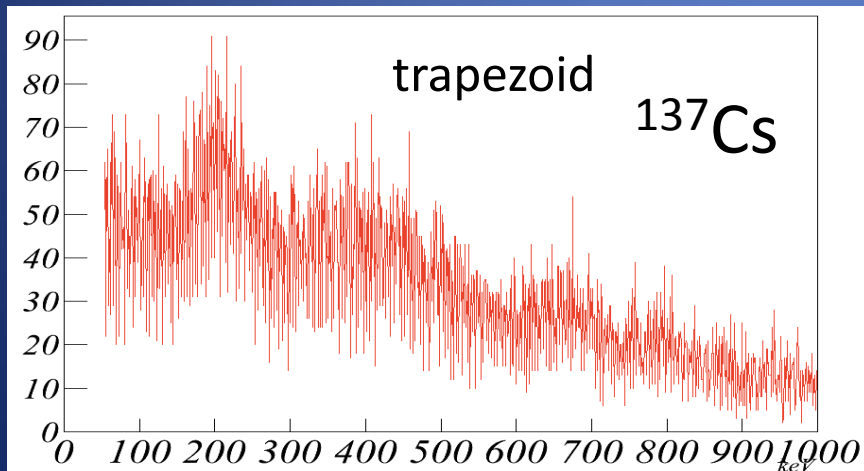
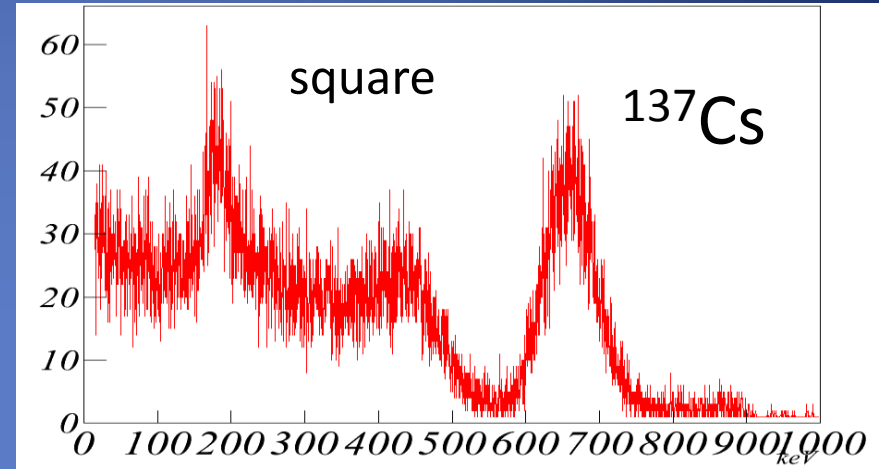
- Change reflectance of PTFE reflector
(60%, 80%, 100%)



| Reflectance [%] | Energy resolution [%] |
|-----------------|-----------------------|
| 100 | 14 |
| 80 | 16 |
| 60 | 18 |

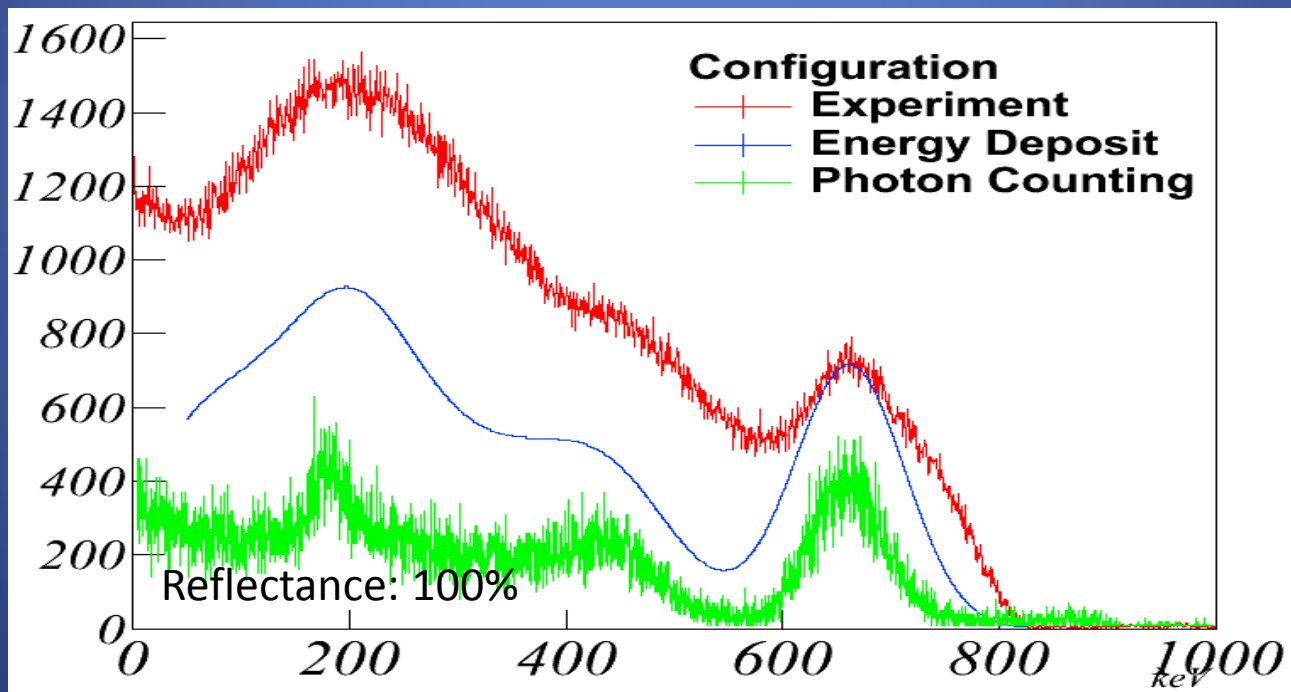
Change shape of PTFE reflector

- Shape was set square , cylinder and trapezoid.
- Reflectance is 100%



Compare

- Shape of PTFE reflector is square.



My Study

- Improve development environment
 - incorporate ROOT option into CMake
- Change viewer (most useful viewer)
 - OpenGL (default Geant4 viewer) to VRML or DAWN
- Remort system
 - connect my PC to our laboratory PC from remote

Next

- Input PTFE parameter and gamma source parameter more exactly
- Consider energy deposit of optical photon in LXe

```

for(size_t i=0;i<pmtHit.size();i++)
{
    op= pmtHit[i]-> GetOp();
    if(op>10){    G4cout << "RunAction:  " <<op << "counts" << G4endl;
        h1 = (TH1D*)gROOT-> FindObject("Scintillation");
        h1-> Fill(op);
    }
}
for(size_t i=0;i<photonHit.size();i++)
{
    if(op>10)
    {
        G4double effi =(G4double)op/(photonHit[i]->GetPhoton());
        h1 = (TH1D*)gROOT -> FindObject("Efficiency");
        h1 -> Fill(effi);    G4cout << "Efficiency:  " <<effi*100 <<"perCent" << G4endl;
    }
}
for(size_t i=0;i<scintiHit.size();i++)
{
    G4double edep = scintiHit[i]->GetEdep();
    h1 = (TH1D*)gROOT-> FindObject("Energy Spectrum");
    h1-> Fill(edep/keV);
    if(/*edep/keV==661*/op>3500)
        {
            G4double posy=scintiHit[i]->GetY();
            G4cout << "High Photons Detect: y = " << posy << G4endl;
            h1 = (TH1D*)gROOT-> FindObject("YPosition");
            h1-> Fill(posy/mm);//,op);
        }
}

```