

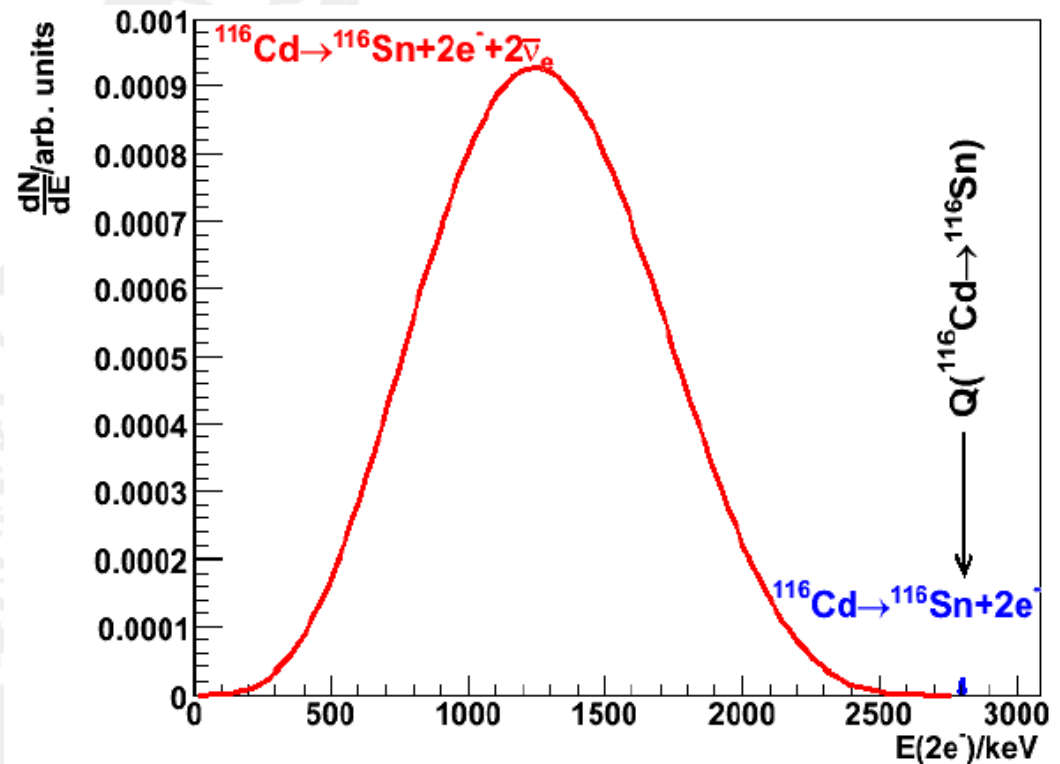
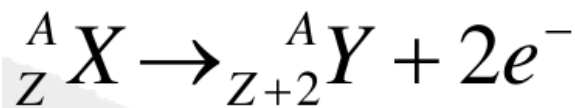
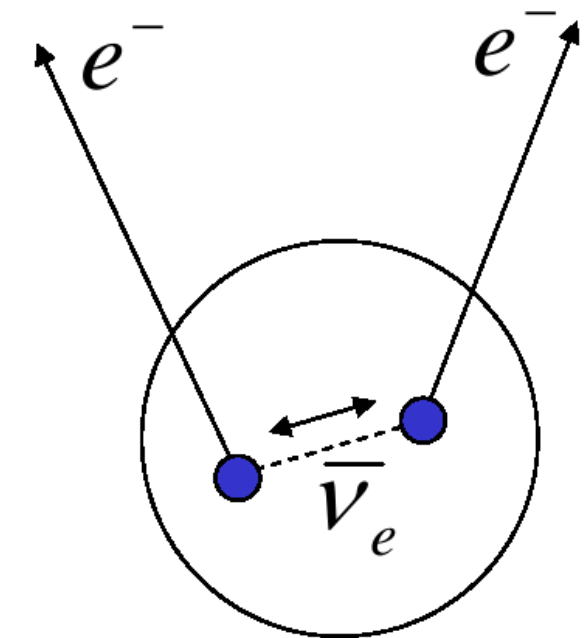
Simulations for COBRA using Geant4

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on behalf of the COBRA collaboration

Geant4 Collaboration Meeting
Hebden Bridge
13th September 2007

Double Beta Decay

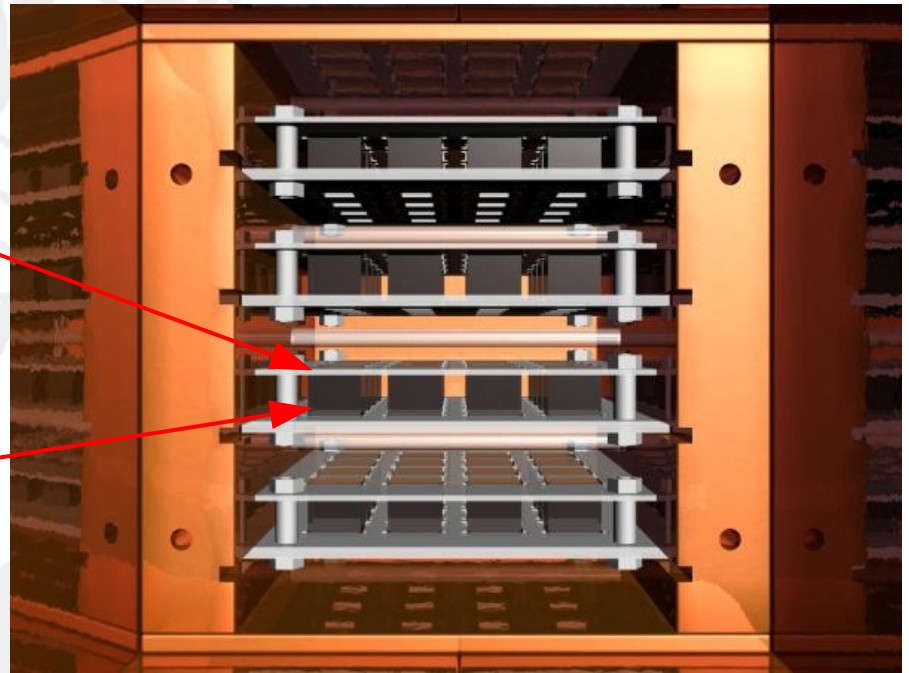
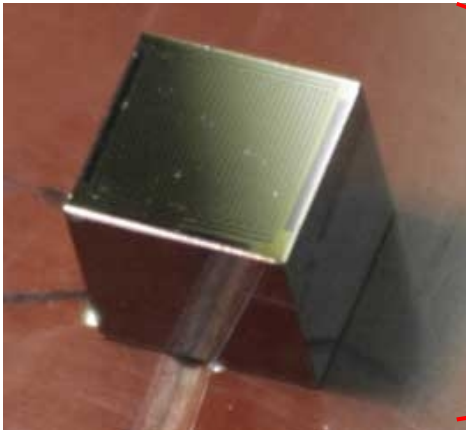
- $0\nu\beta\beta$ decay: can occur if neutrinos are Majorana particles.
- Detection – determine neutrino nature and mass.



- ***A simple signature – peak at decay Q value***

The COBRA Concept

- Cadmium-Telluride **0**-neutrino **B**eta decay **R**esearch **A**pparatus.
- Large array of Cadmium-Zinc-Telluride detectors.

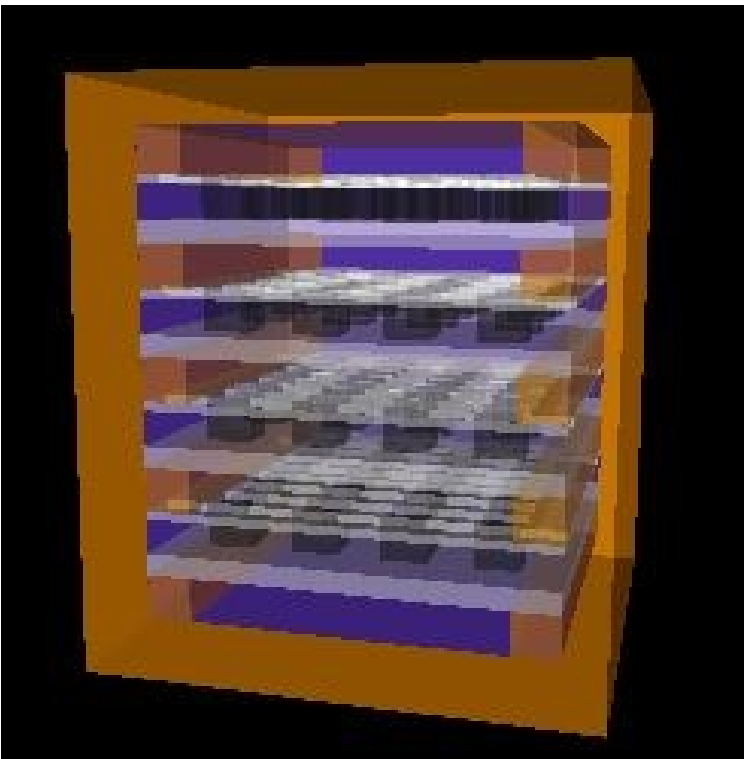
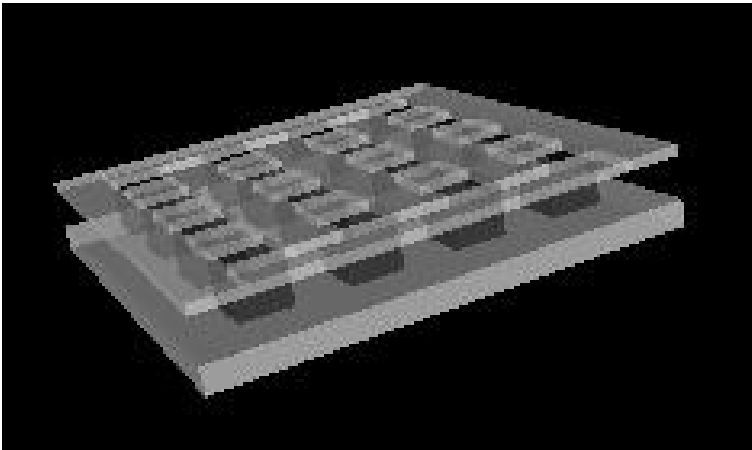


- *Running 64 detectors in Gran Sasso, planning large (64000 crystal) array, pixelated readout.*

Venom Simulation Framework

- Venom is a flexible framework for COBRA simulations built around Geant4.
 - Modelling of signal+background in various geometries.
- Support multiple geometries:
 - Lab setups, 64 array, 64K array, shielding.
- Support EM+Hadronic physics list.
- Support signal and background particle sources:
 - $0/2\nu\beta\beta$ decays, muons, neutrons, radioactive decay.
- Support persistency through ROOT toolkit.

Geometry



- Divide geometry into reusable 'components'.
 - Well defined physical piece of detector.
- Concrete components through Factory interface
- New components added to Factory at compile time.
- Factory+Messengers allow flexible construction of geometry at runtime.

Physics List

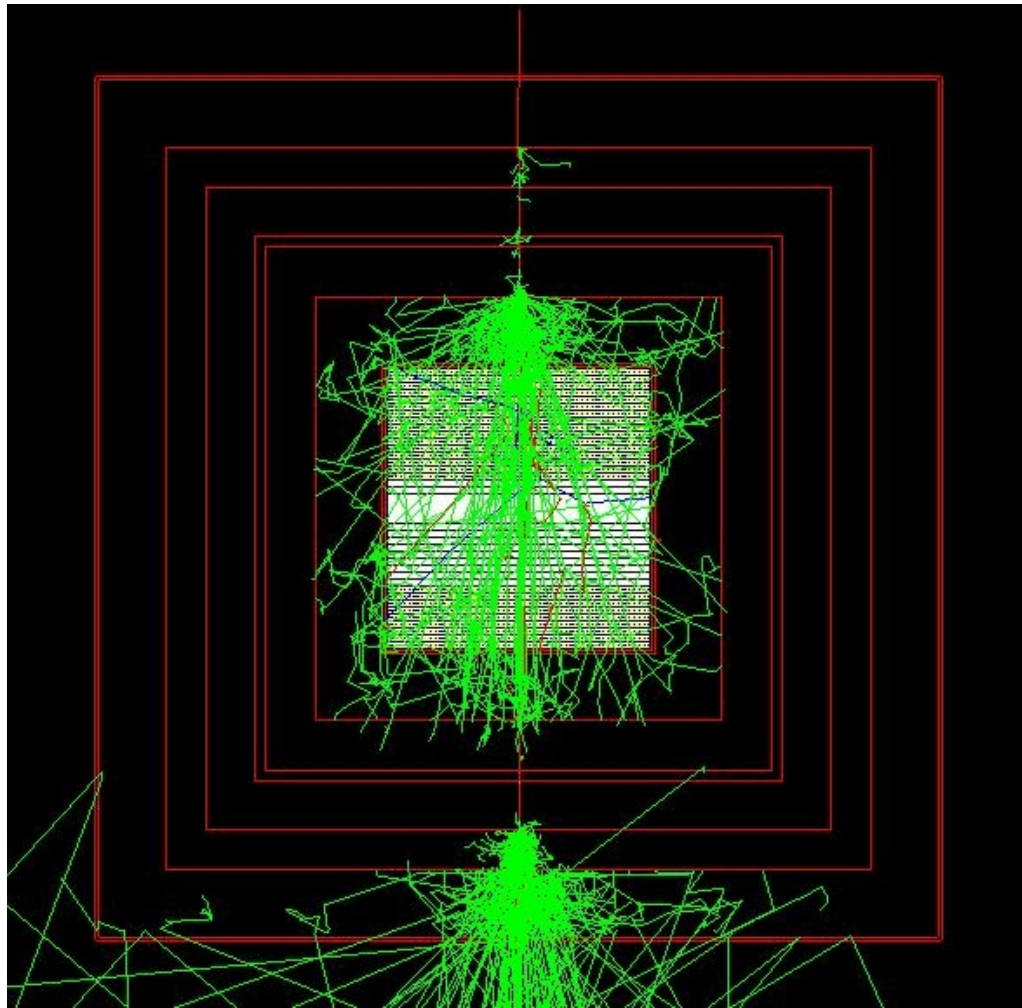
- Adopted physics list from UndergroundPhysics example (LBE list).
- Removed optical physics section for simplicity.
- What about hadronics?
 - Cosmogenic production of isotopes (IDEA)
 - Muon-Induced backgrounds (Pandola et al NIM A570, 149).
- Use these to improve current physics list.

Event Generators

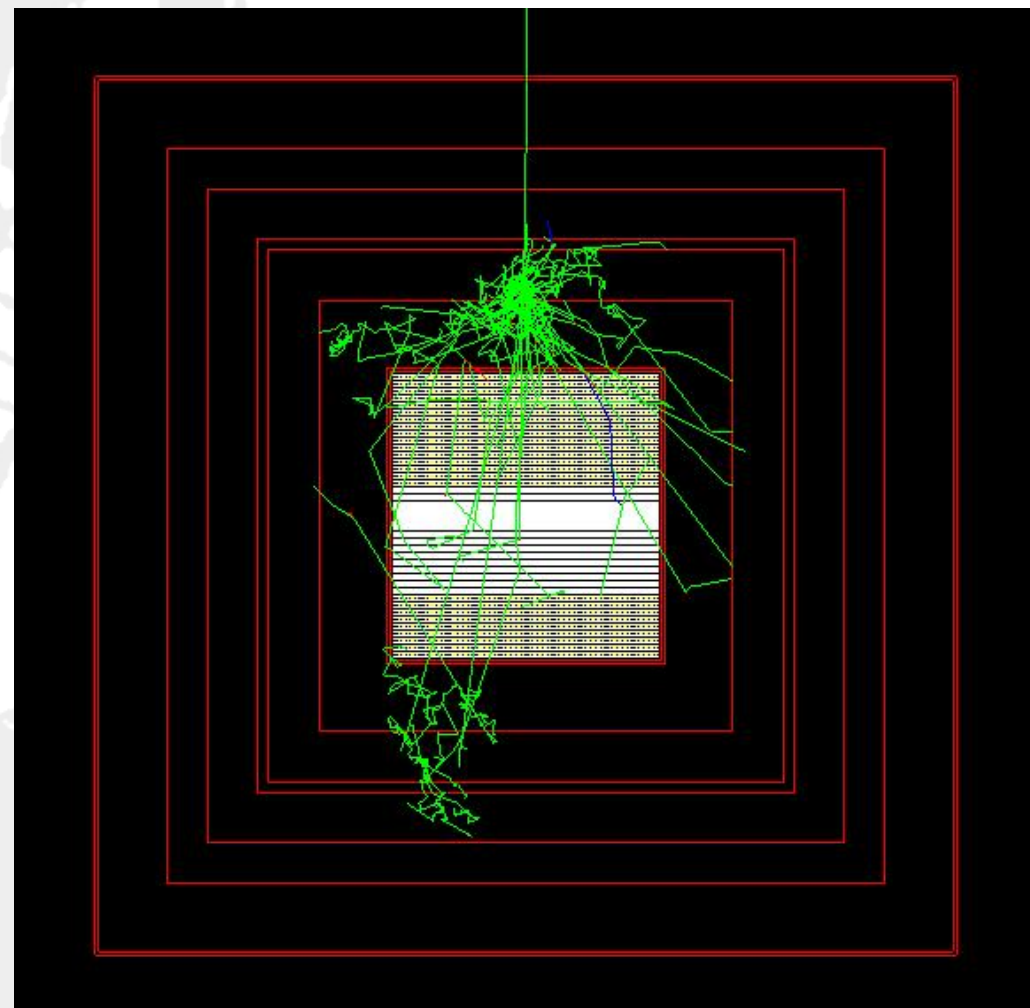
- GPS used as basic event generator.
- Specialist event generators for:
 - Muon/Neutrons(external to shield).
 - Radioactive decay chains.
 - $2/0\nu\beta\beta$ decays.
- Concrete generators obtained through Factory interface.
- As with geometry components, new generators can be added to Factory at compile time.
- Messenger classes provide runtime interface to give choice of event generator.

Cosmic Muons/Neutrons

- Muon and Muon-Induced neutron event generators implemented from Mei & Hime PRD 73,053004.



200GeV Muon

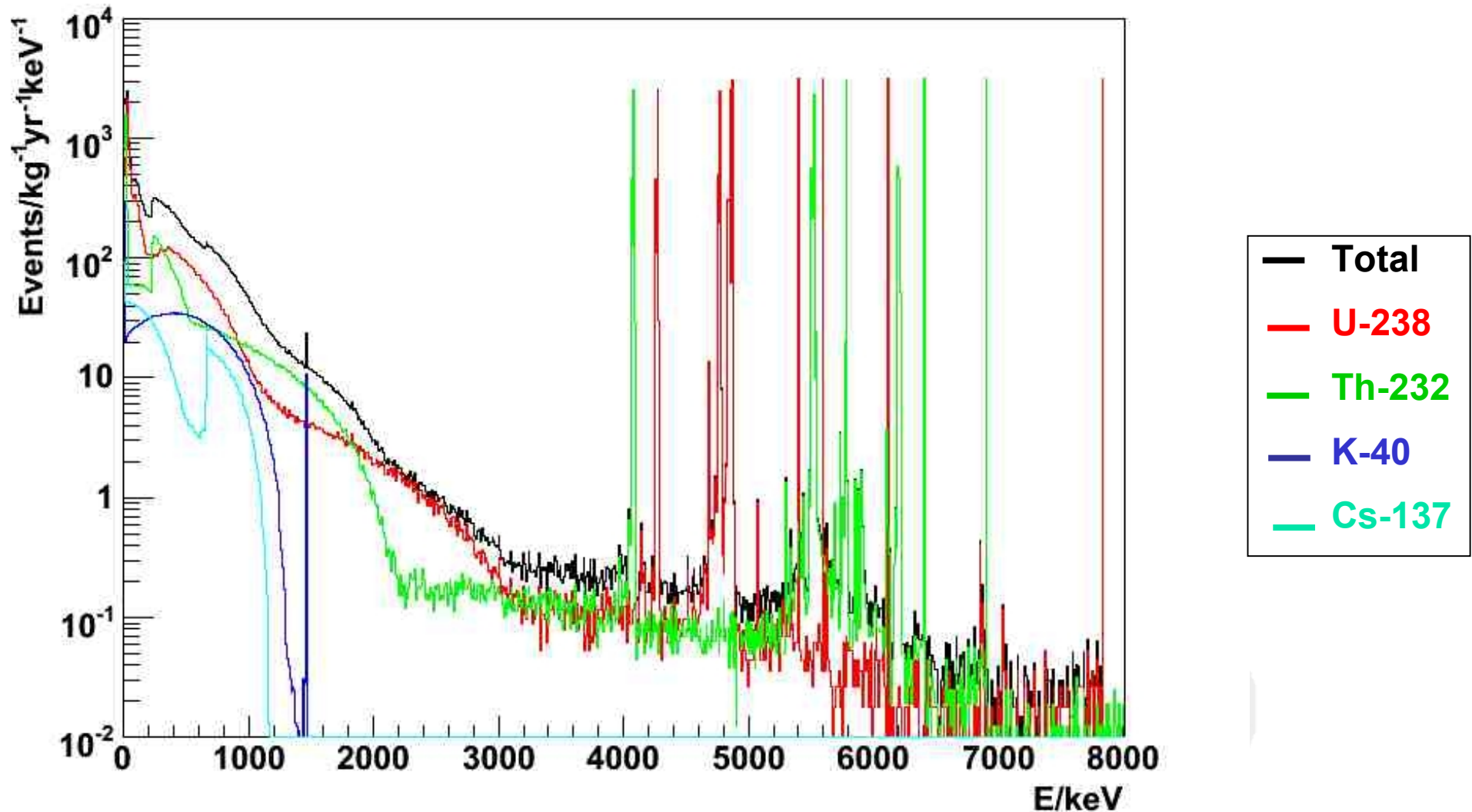


2GeV Neutron

Radioactive Decay

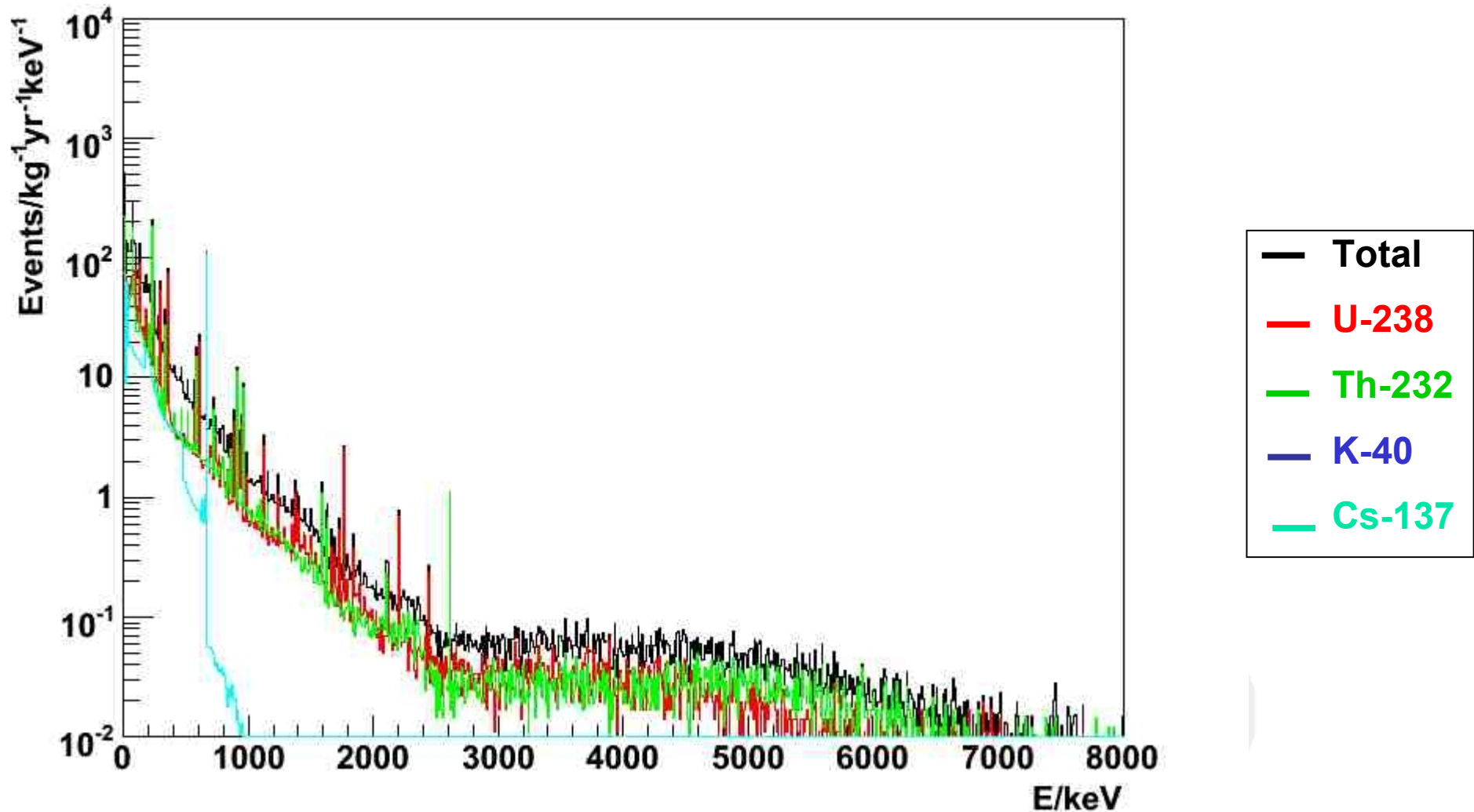
- RDM cascades through decay chain.
 - Not obvious how to separate decays out in data output.
 - For long-lived chains, lose time resolution.
 - How to deal with out-of-equilibrium chains?
- Venom implements special decay chain generator
 - Isotopes selected according to user-specified activity.
 - RDM cascade limited to daughter.
 - Arbitrary chains can be constructed at runtime.
- Interface to DECAY0 output files used to generate double beta decay events.
 - ***New C++ $0/2\nu\beta\beta$ generator to be released next month.***

Example 64K CZT Crystal Spectra



- Decays in CZT crystals, ***assumed*** 1mBqkg^{-1} .

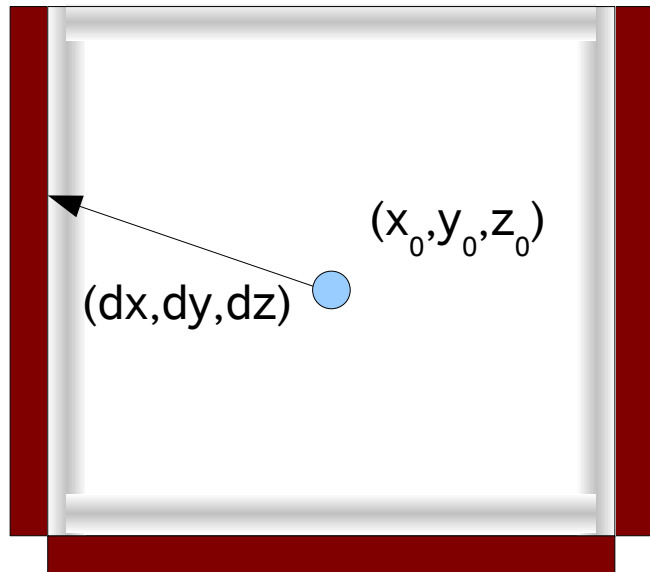
Example 64K CZT Crystal Spectra



- Decays in crystal holders, ***assumed*** 1mBqkg^{-1} .

Volume/Surface Sources

Containing Volume V_c



Vertex Volume V_v

$$V_v/V_c \ll 1$$

- GPS techniques used to generate event vertices in specific volumes.
- Two problems:
 - Crystal passivation
 - Radon plate out sources
- Selecting point in small volume is inefficient.
- Plate out sources have distribution in space.
- Select main volume, then offset to get vertex

• ***Are there better techniques though?***

Persistence

- Decision taken to use ROOT for persistency.
- Output from each sensitive detector recorded:
 - Muon and liquid scintillator vetos, crystals.
- Each sensitive detector creates a TDirectory where its data structures are stored.
- Observer Pattern used to trigger writing of data at end of each event.
- Not an ideal system – now looking at use of G4PersistencyManager.

Further Development/Questions

- Investigate GDML for geometry.
- Factories with loadable shared libraries?
- Use of XML to define physics list?
- Integrate new C++ $0/2\nu\beta\beta$ event generator.
- Better design for persistency.