

# **Simulation in rare event search experiments**

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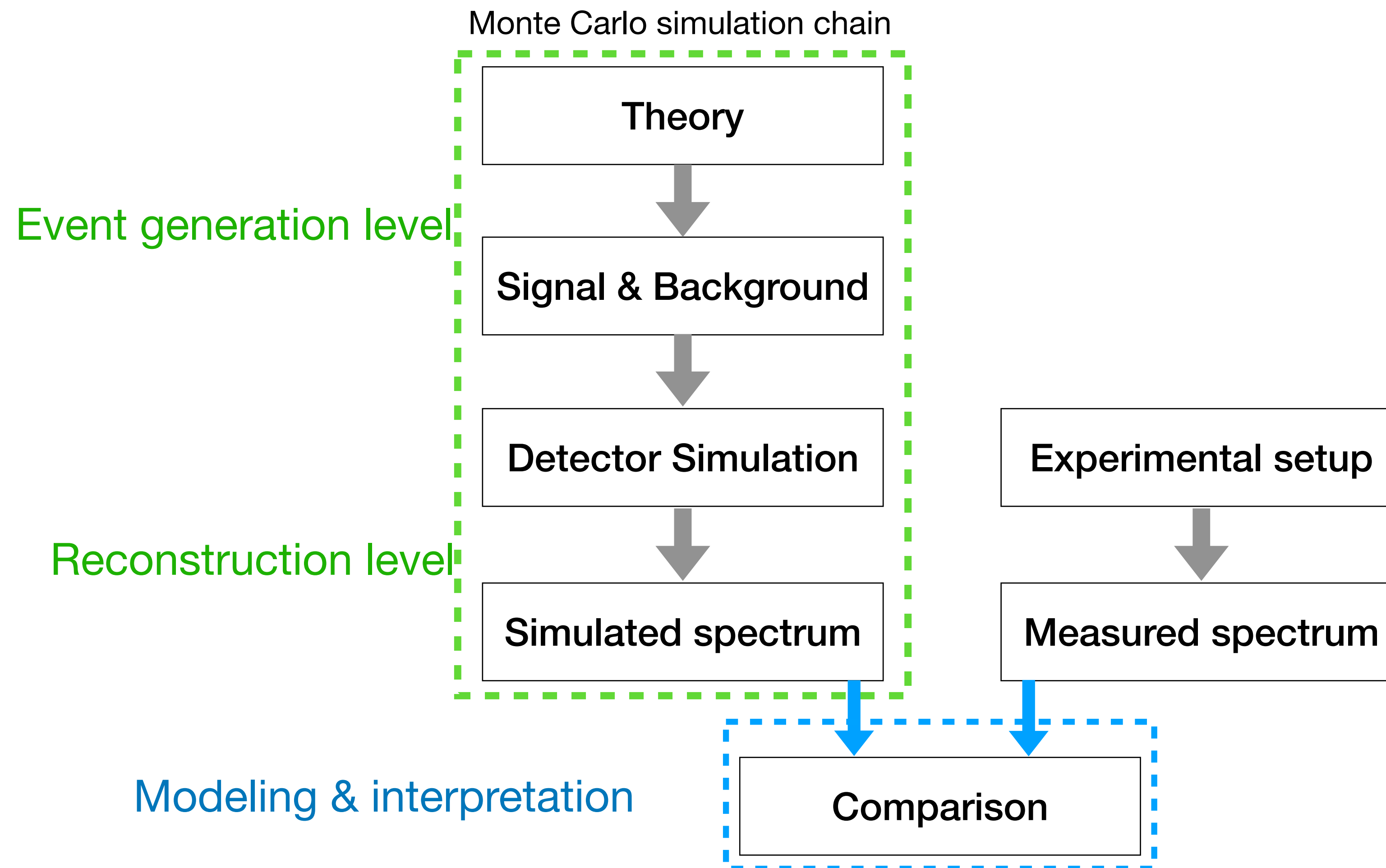
**2026, Feb 7**

# What do we need for rare event search experiments?

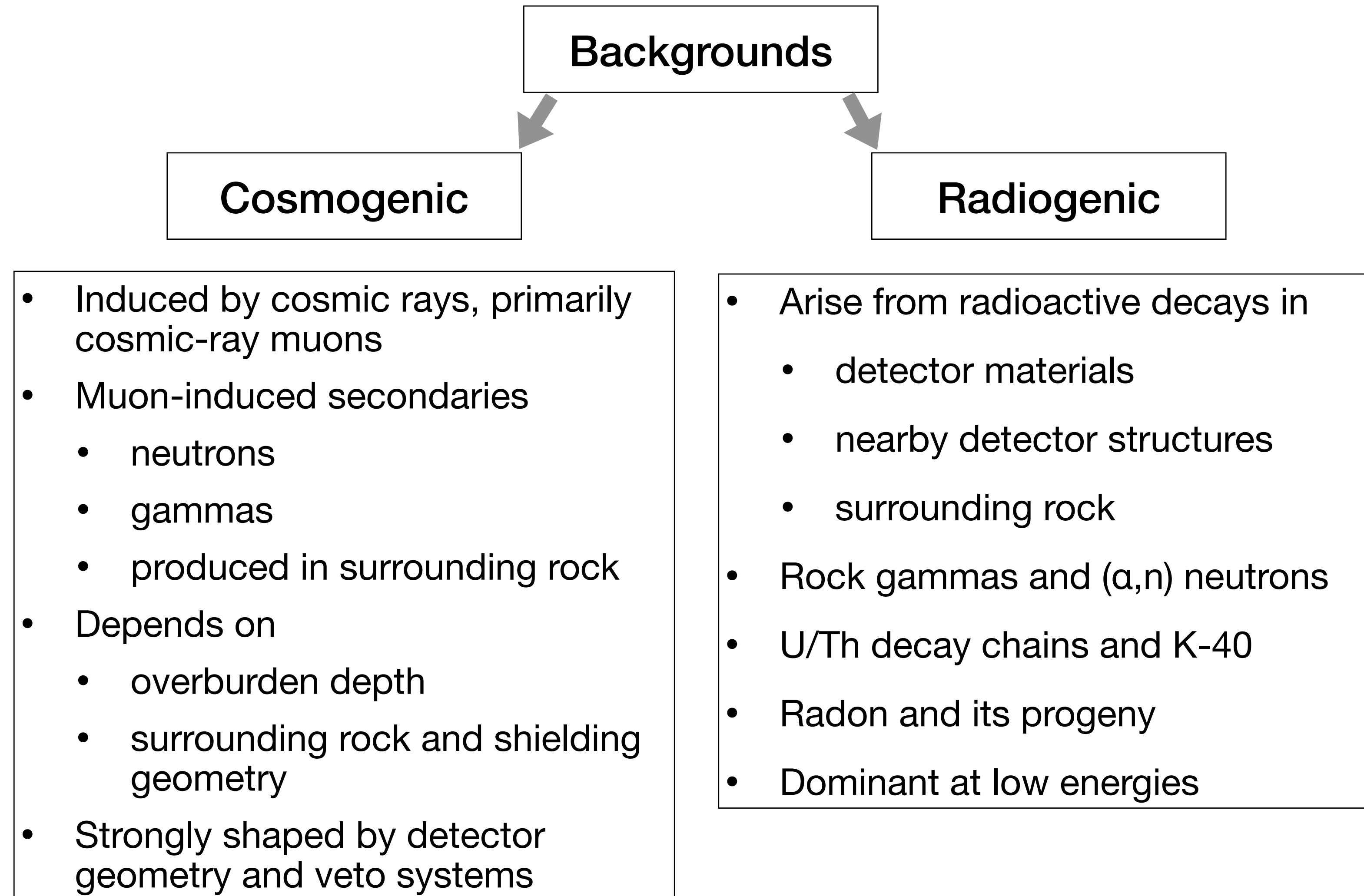
- Dark matter interactions and neutrinoless double beta decay occur at extremely low rates
- Key requirements for maximizing the signal-to-background ratio
  - Low backgrounds: underground operation, shielding against external radiation, use of low-radioactive materials, and high radiopurity
  - Low energy threshold and high energy resolution
  - Topological discrimination of signal and background events
- Simulation: quantitative evaluation of backgrounds, detector response, and signal discrimination

# Simulation framework

- for interpreting experimental data



# Background sources in rare-event experiments





# Geant4-based simulation

## - for detector simulation approach

- Geant4 is a Monte Carlo toolkit for simulating the passage of particles through matter
- Detector geometry and all relevant materials are explicitly implemented within the Geant4 framework
- Geant4 tracks the transport of particles and interactions in the detector and surrounding structures
- During this transport, the simulation records energy deposition and the production of secondary particles in the sensitive volumes
- From these simulated energy deposits we construct the full detector response to background events
- In this way, all background sources are consistently propagated to detector observables using Geant4-based simulation

# Cosmic-ray muon simulation

Surface muon flux

- Modified Gaisser parameterization

Mountain profile / Overburden

- MUSIC/MUTE

Muon propagation in rock

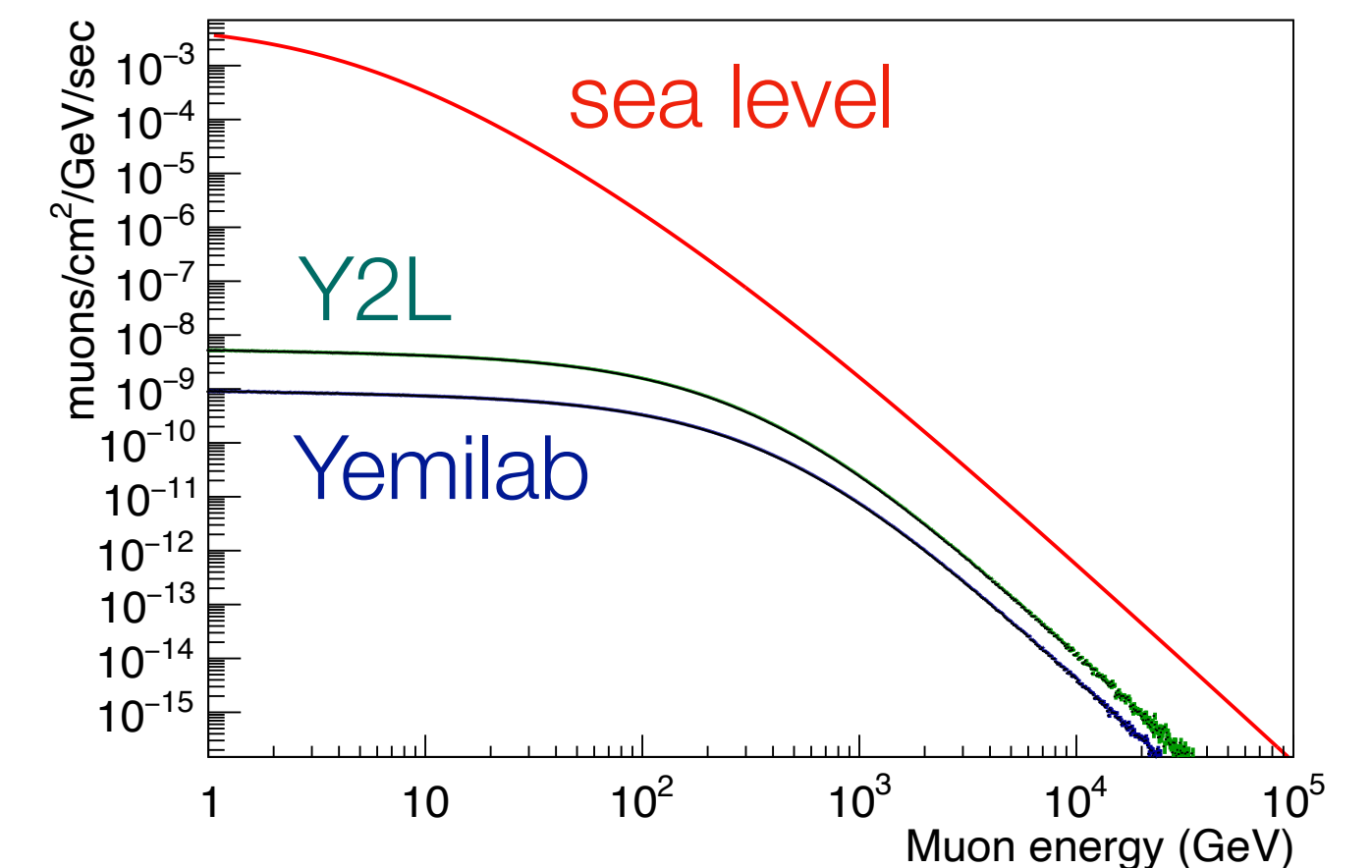
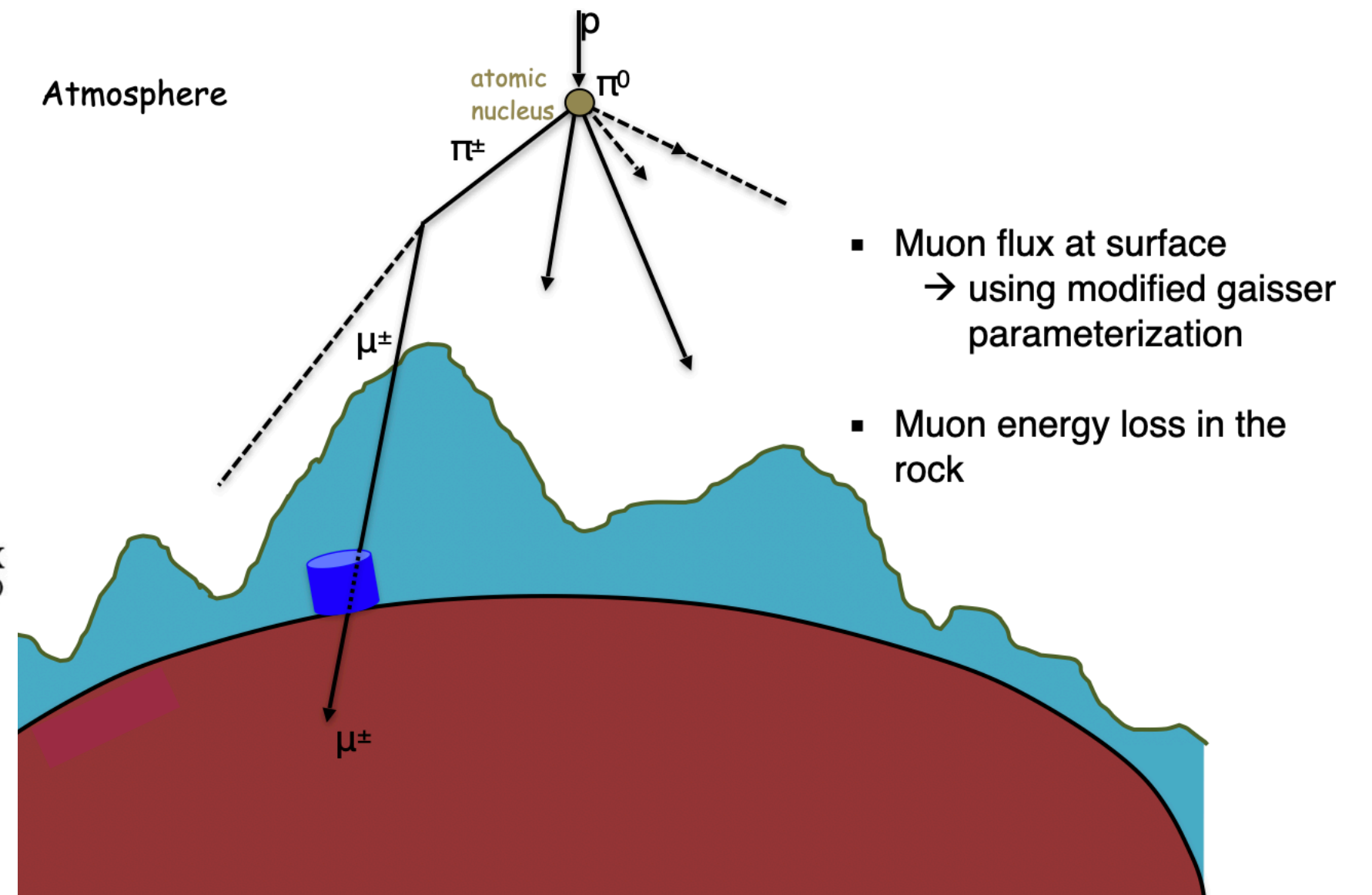
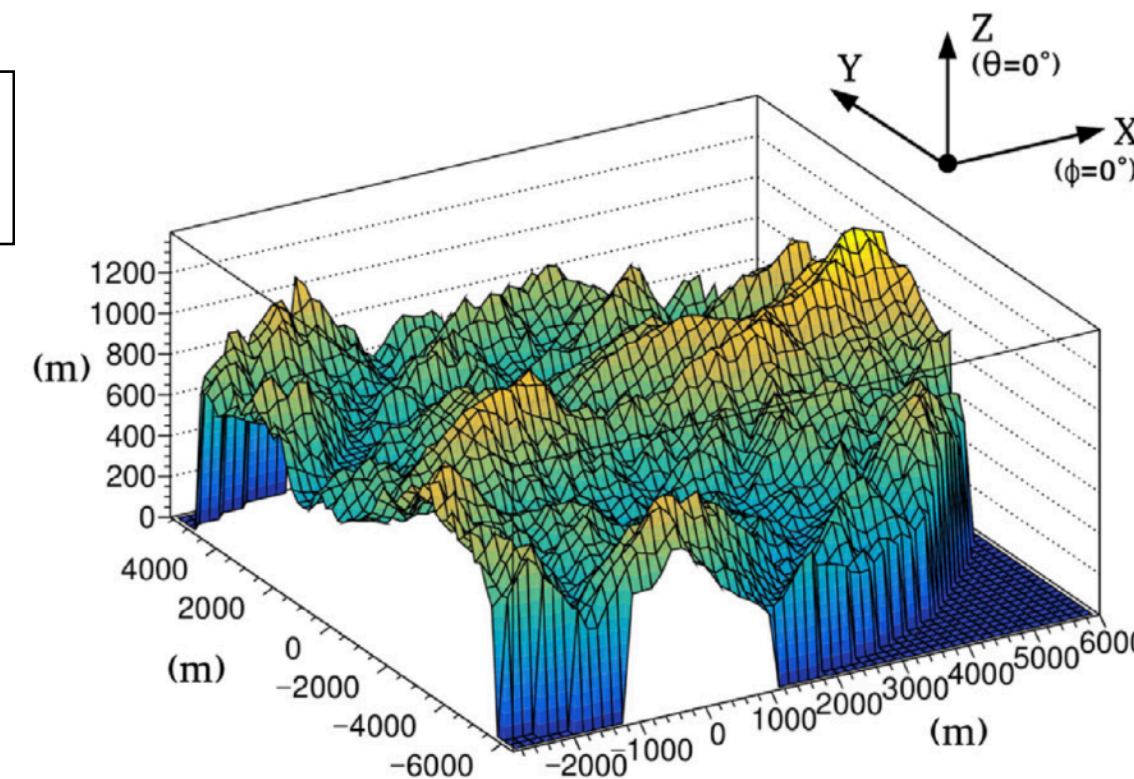
- MUSIC/MUTE

Underground muon spectrum + muon-induced secondaries

- GEANT4/FLUKA

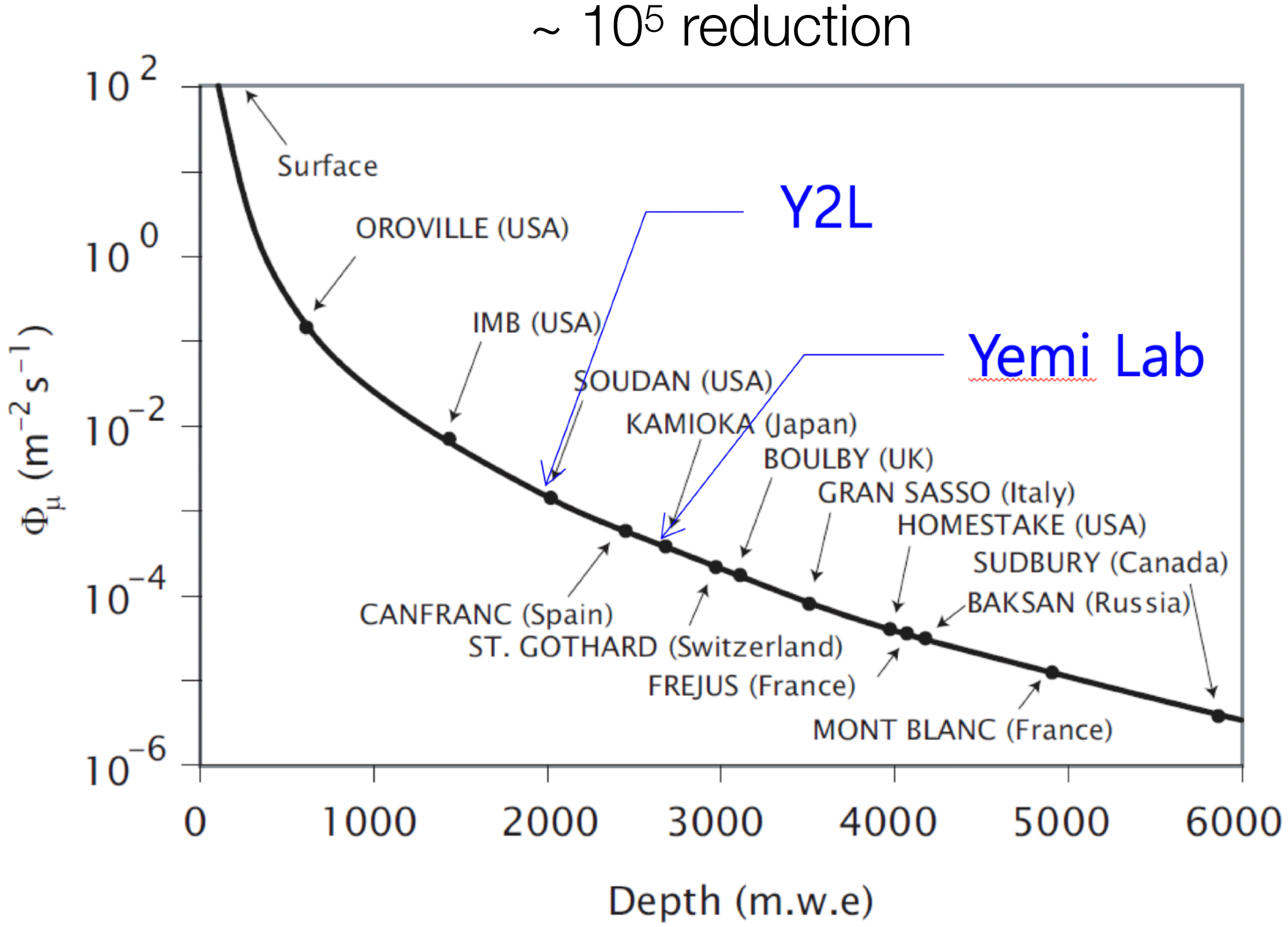
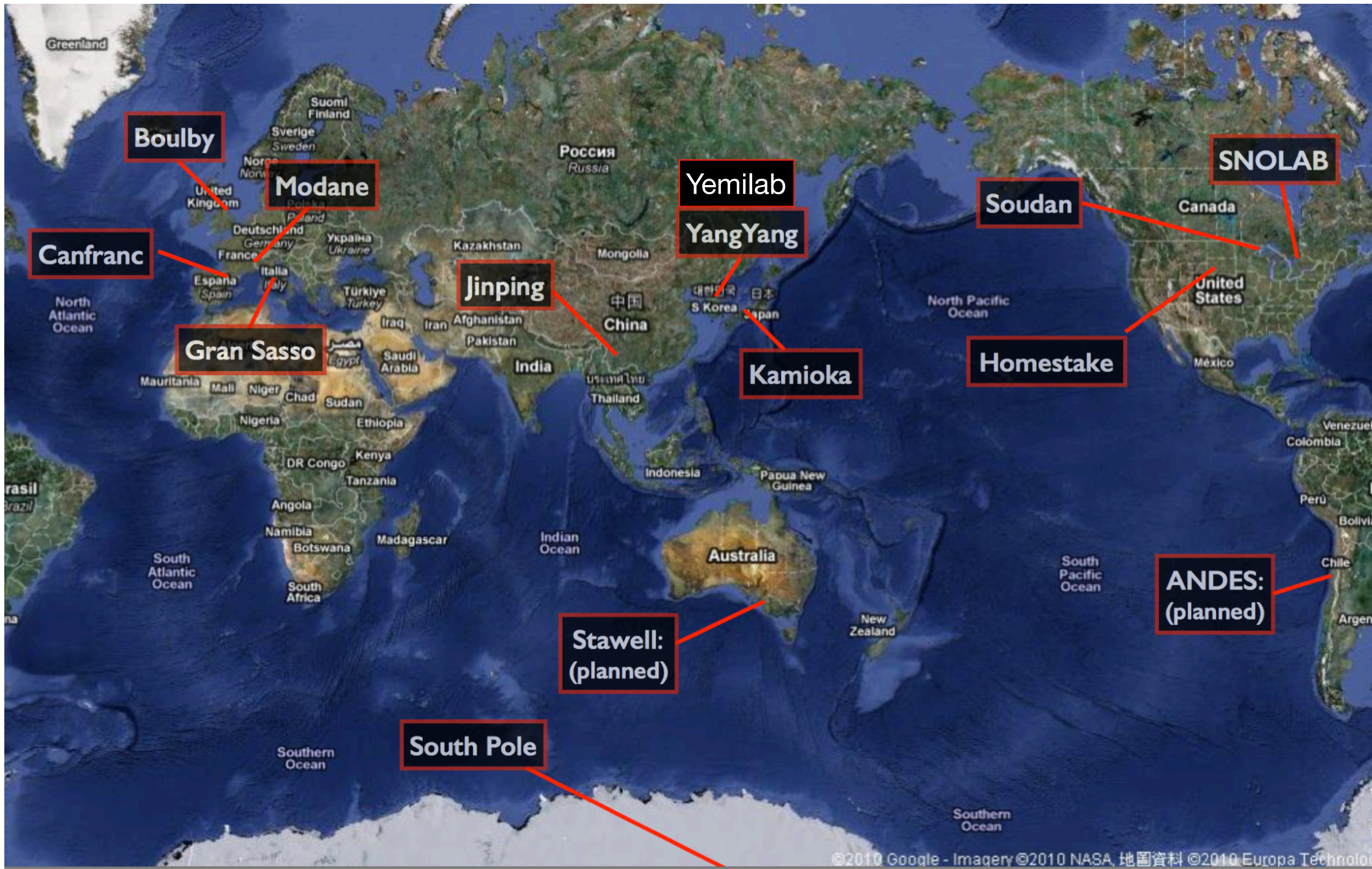
Detector & shielding & muon veto

- GEANT4





# Deep underground laboratories in the world



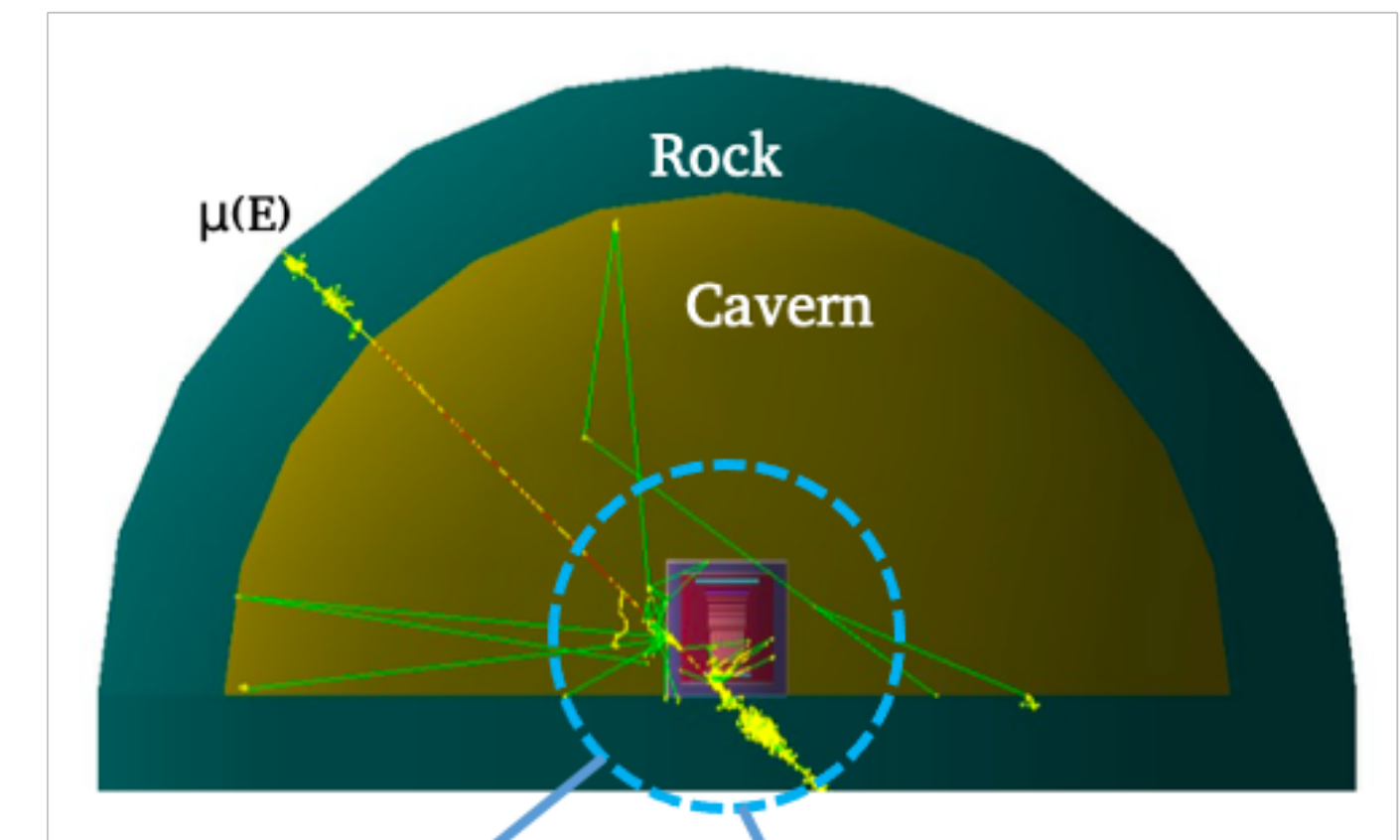
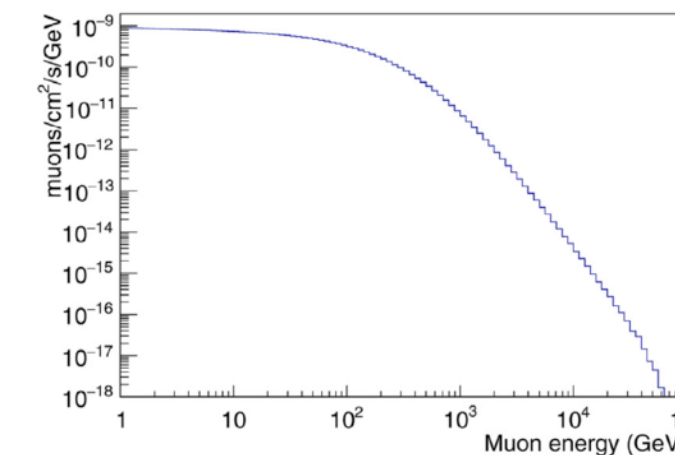


# Simulation-driven background mitigation and detector design

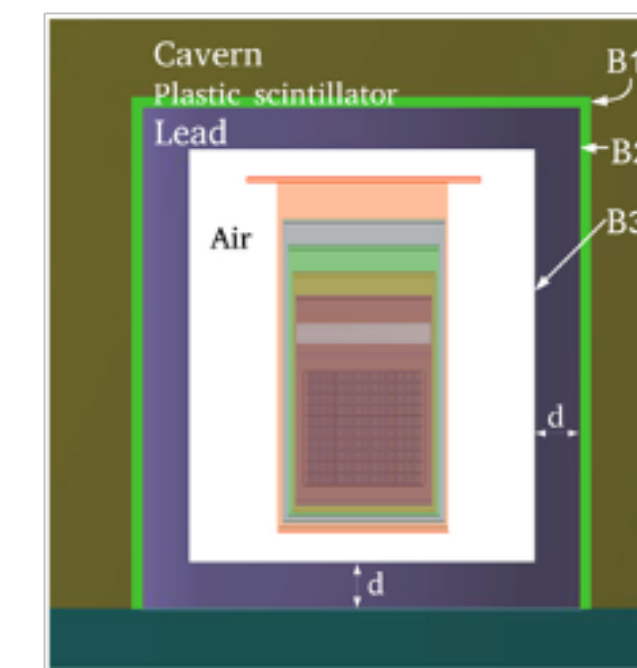
- External background mitigation
  - Passive shielding
    - rock overburden
    - lead, copper, polyethylene, water
  - Active background rejection
    - muon veto systems
    - anticoincidence techniques
- Simulation enables
  - Quantification of background attenuation and secondary production
  - Evaluation of veto efficiency for cosmogenic backgrounds
  - Optimization of trade-offs between background reduction and signal acceptance

# Muon and muon-induced backgrounds

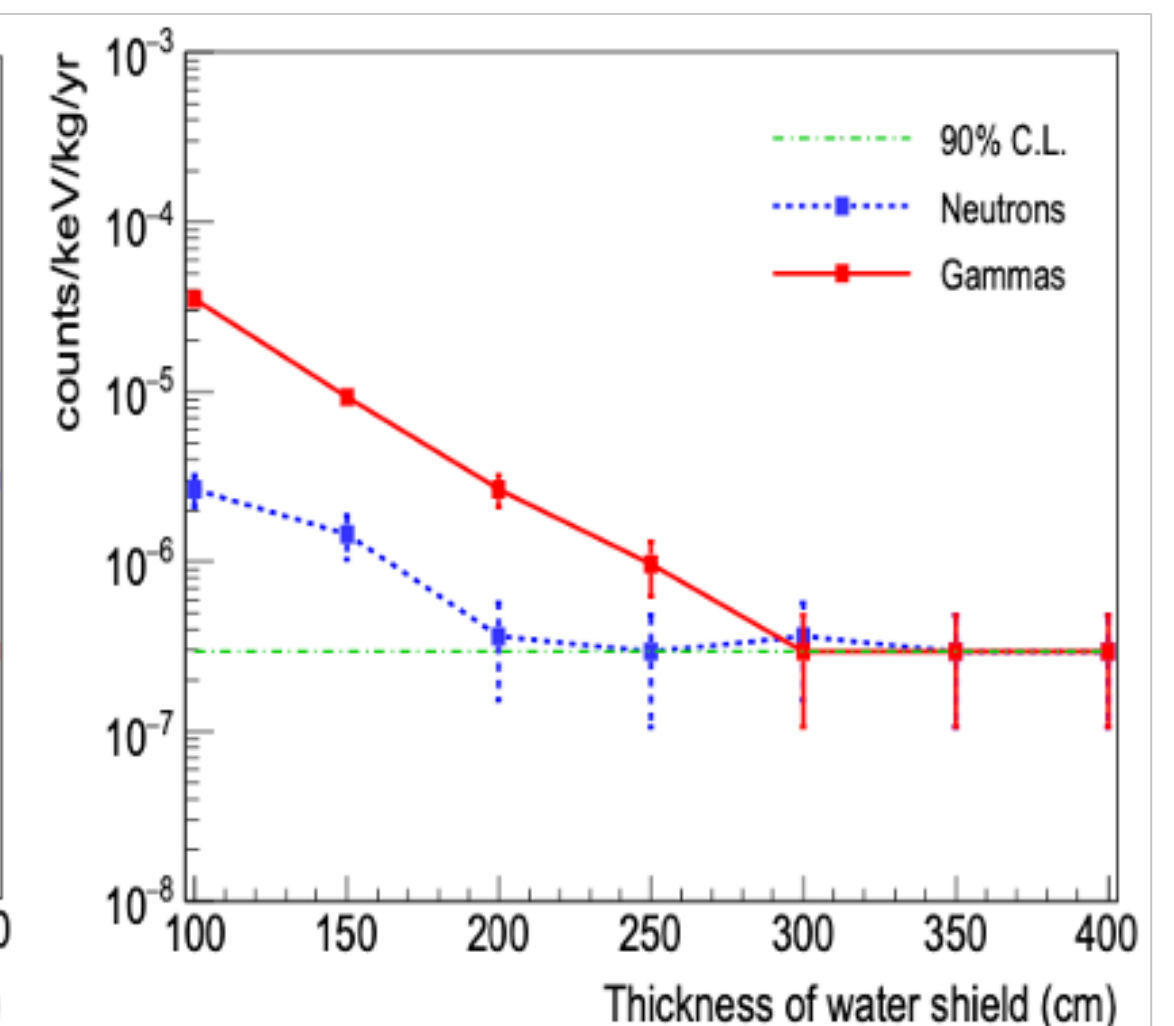
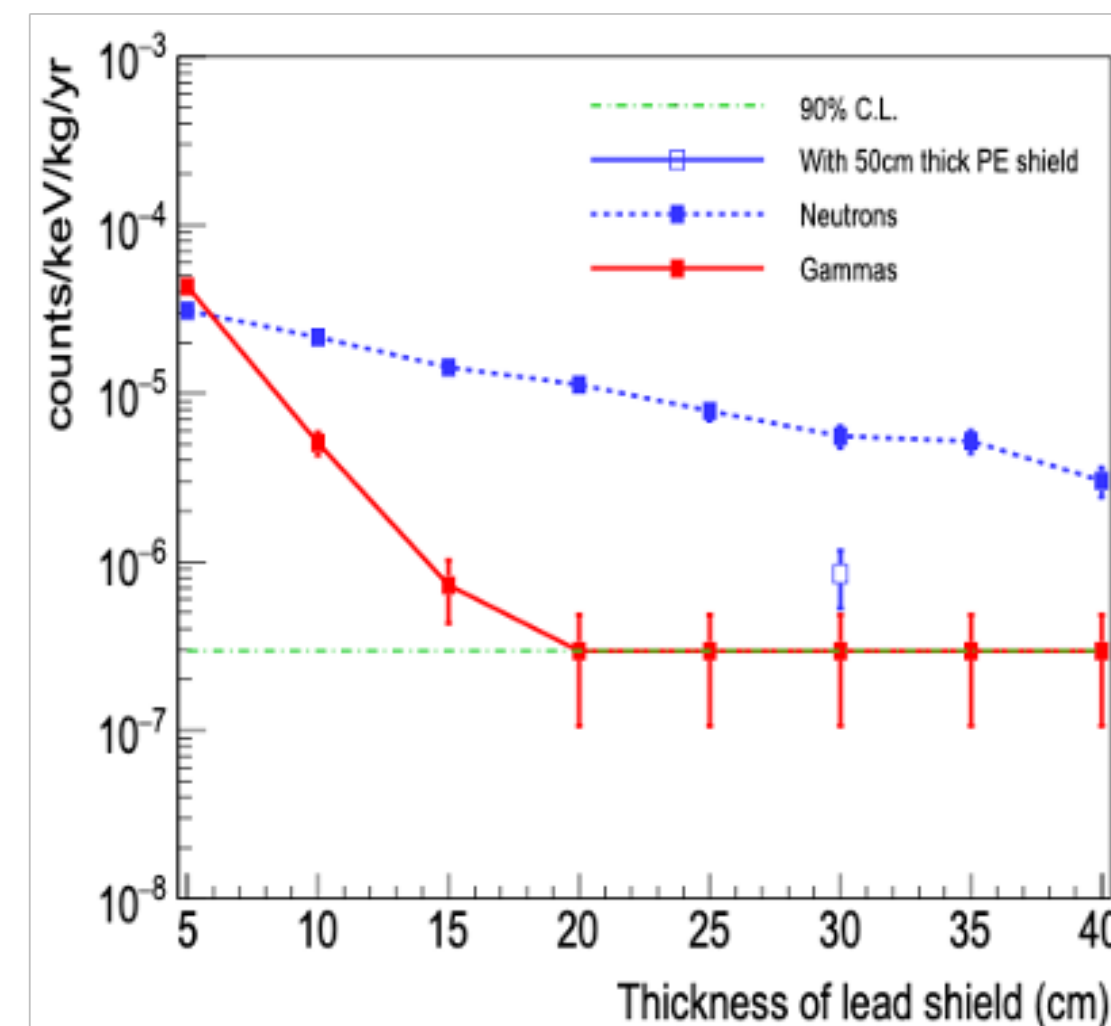
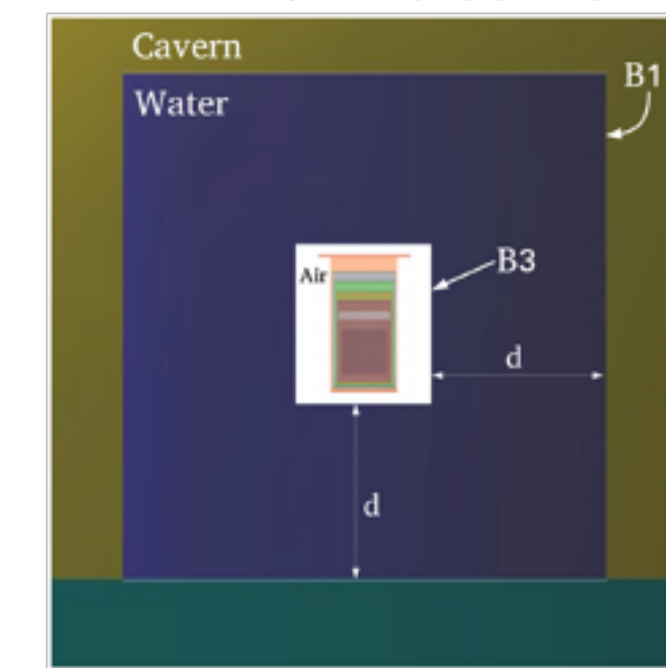
- We simulated cosmic muons and muon-induced particles
- We estimated single-hit event rate in the (2–8) MeV with several shielding thicknesses applied for both lead shielding and water tank shielding when muon veto efficiency is given
- Thickness of shielding layers has been optimized
- Due to the difficulty of implementing a cryostat in the water shielding, we decided to go for lead shielding



Lead shield



water shield

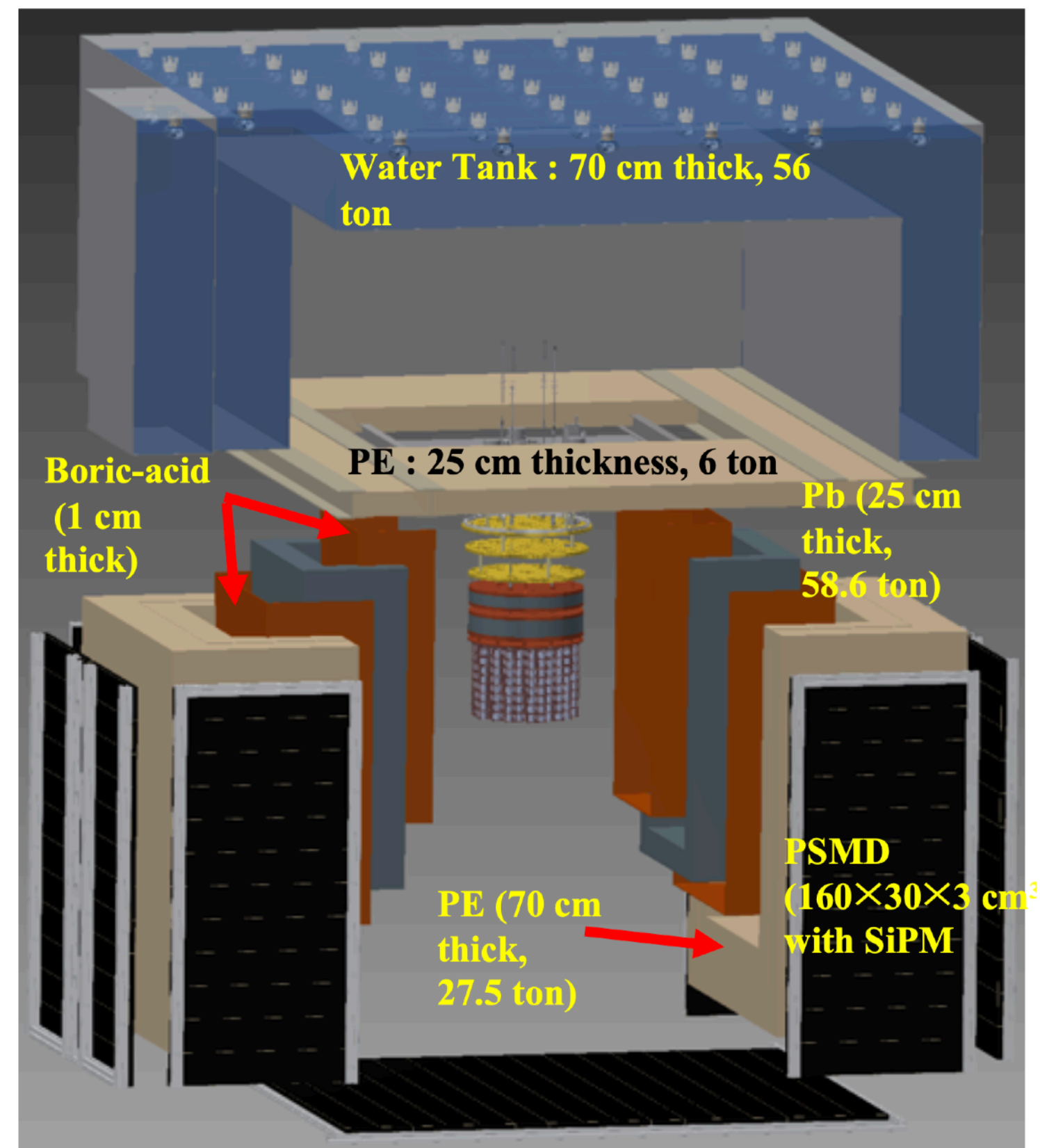




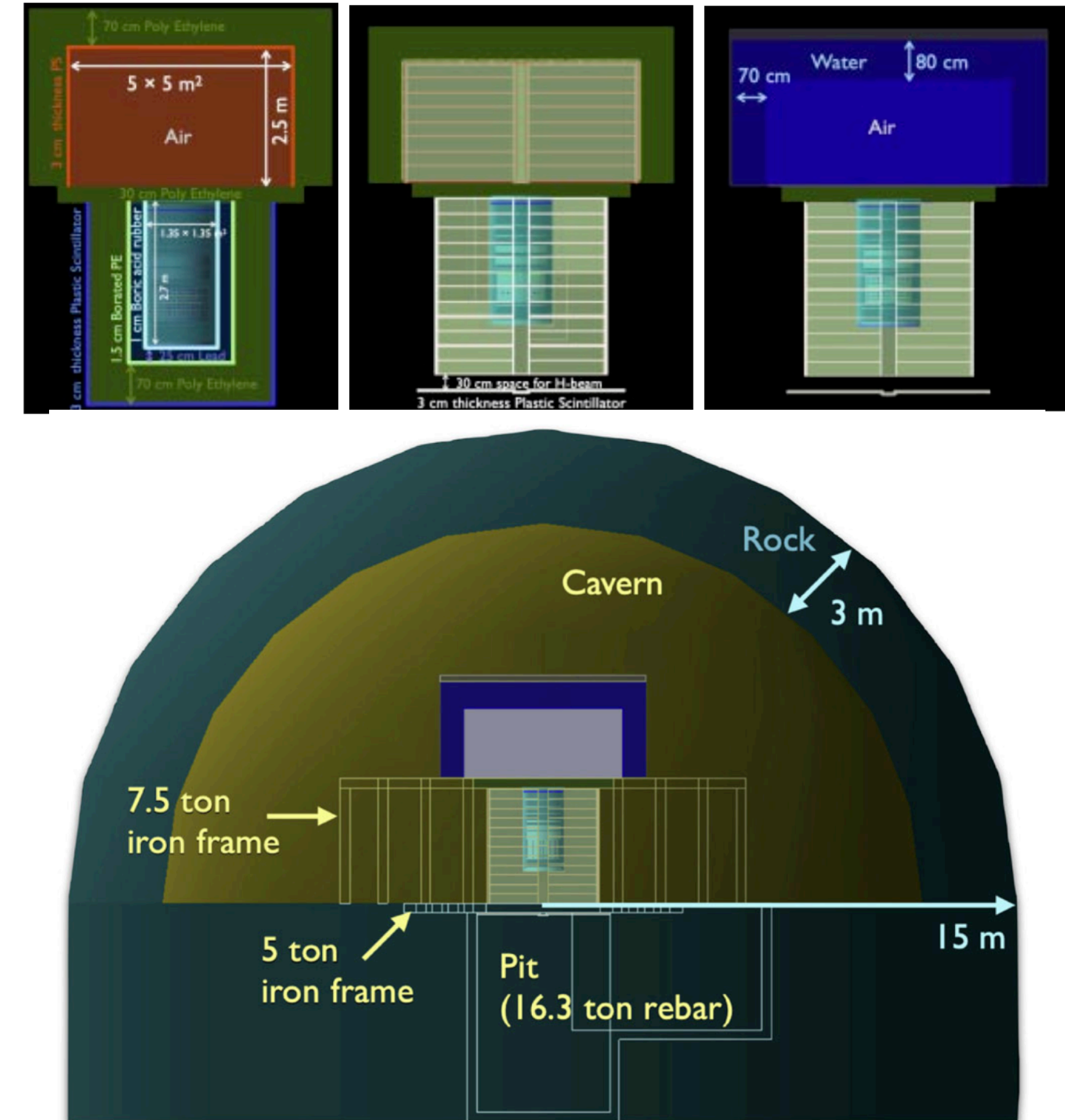
# Shielding structure and muon veto system

## - for the detector design

- GEANT4-based study was performed to specify the thickness and layers of the various shielding materials. All of those parameters are reflected in the design of the AMoRE-II construction.
- New concepts for veto system were evaluated in simulation before construction
  - Water Cherenkov detector with active muon veto capability is installed above the cryostat
  - Plastic scintillator detector panels are installed on the four sides and the bottom of the cryostat



Simulated configurations for veto system

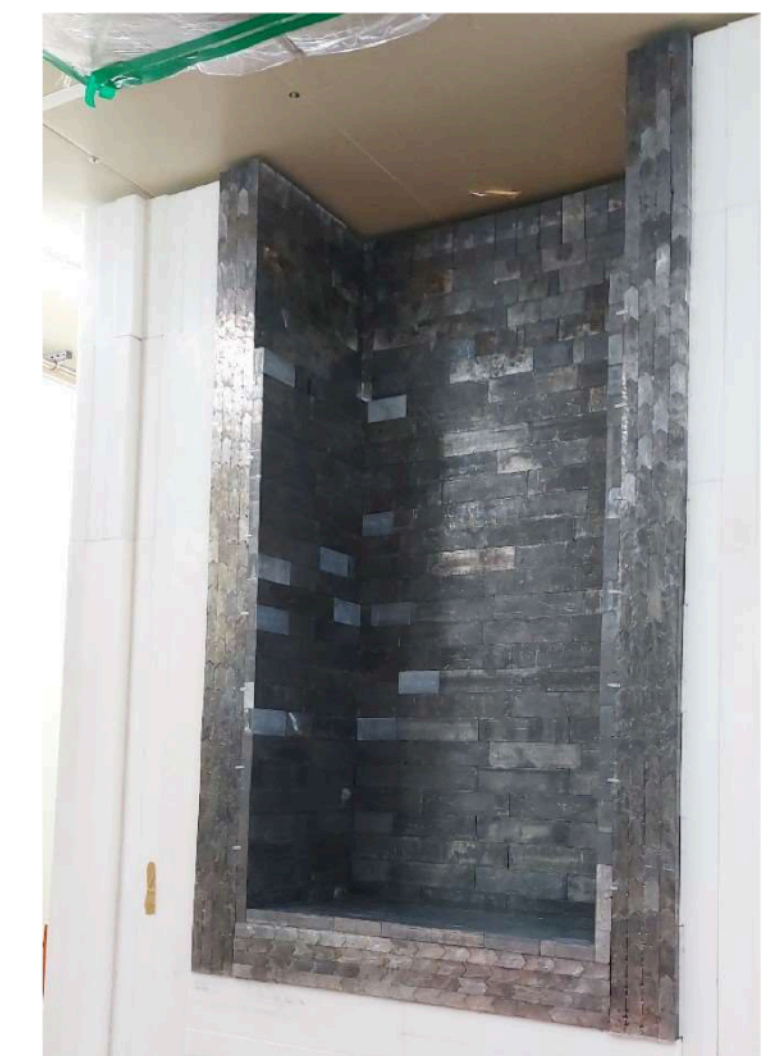
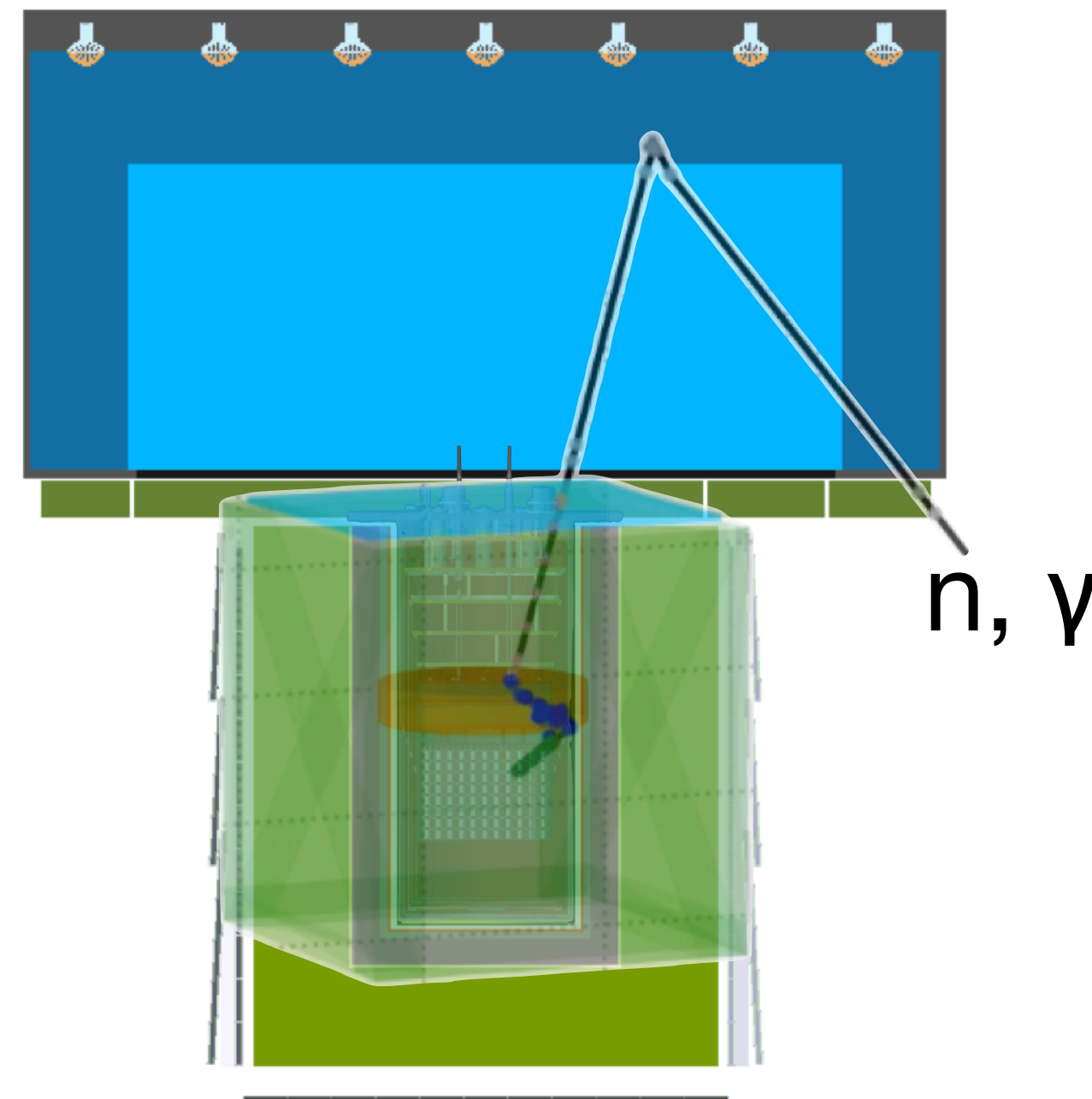
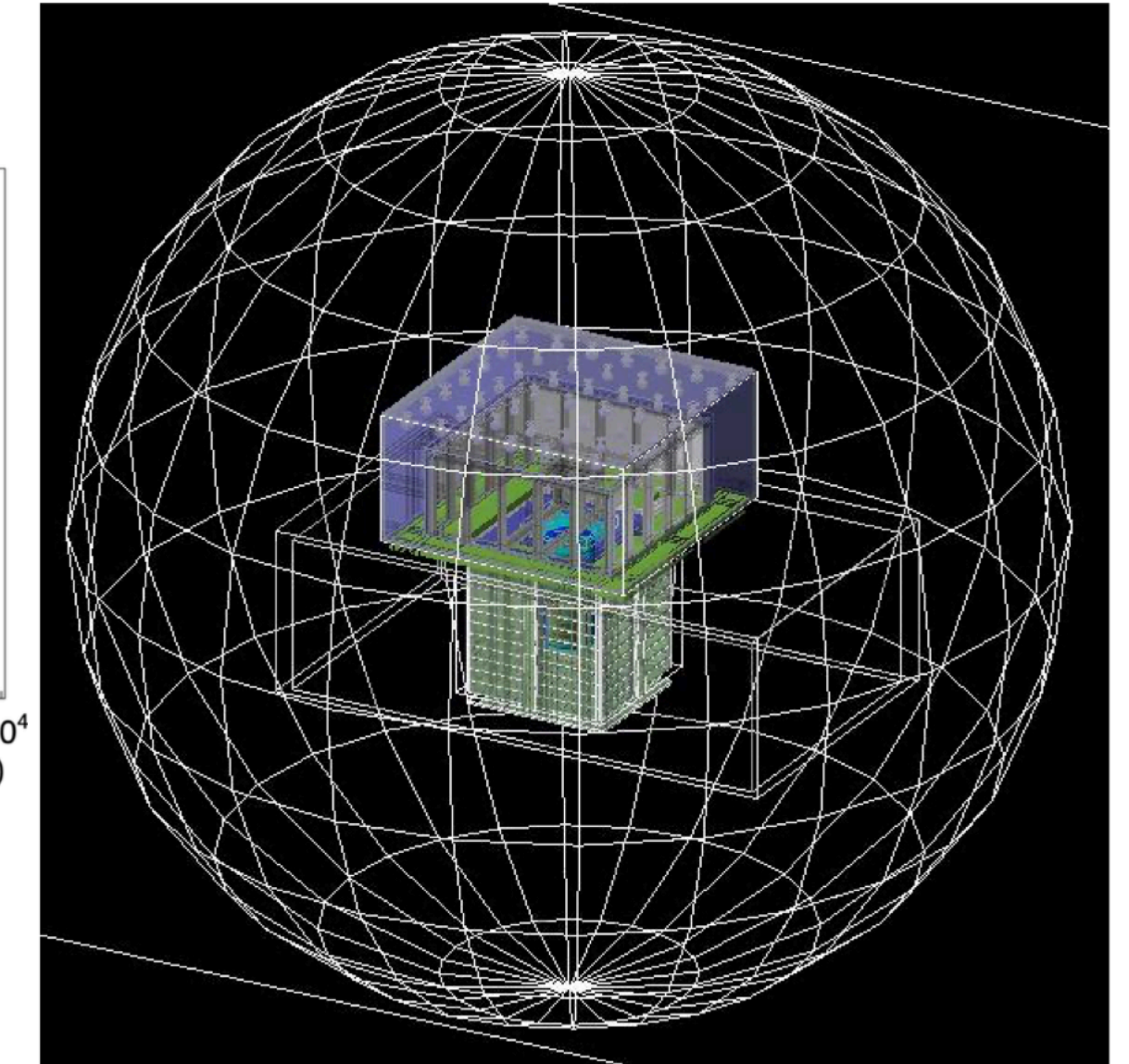
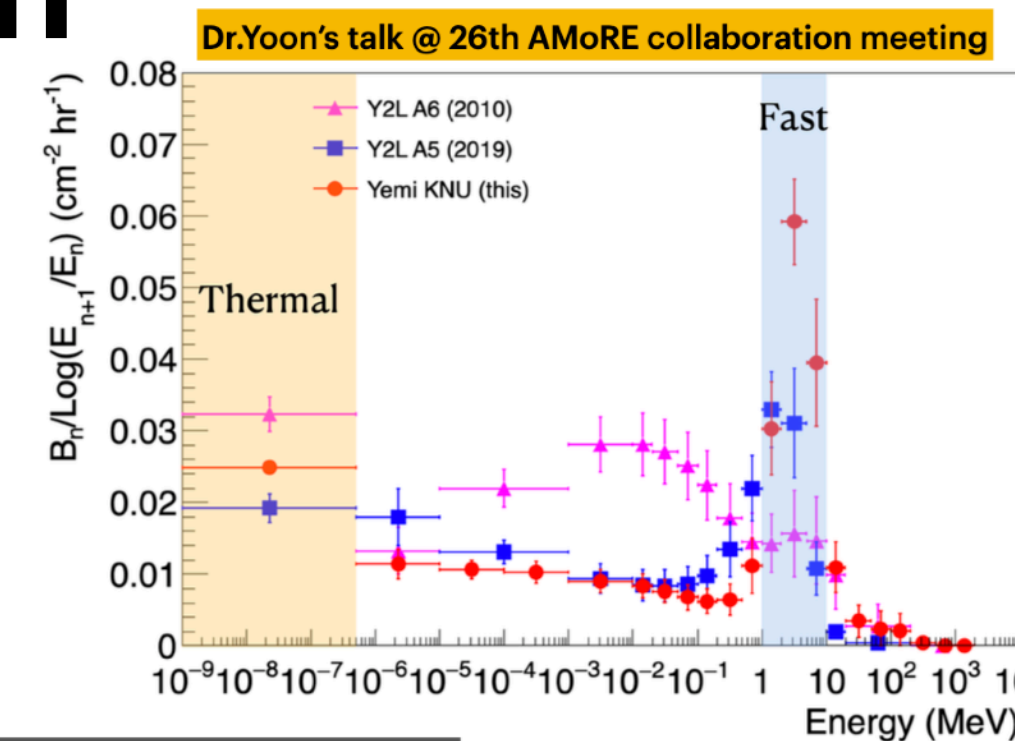




# Rock gammas and environmental neutrons

## - for shielding design optimization

- Rock radioactivity produces
  - Neutrons ( $<10$  MeV)
  - Gamma rays ( $< 4$  MeV)
- Rock radioactivity (U, Th, K) and environmental neutrons must be measured on site
- Shielding optimization relies on rock assays and detailed simulations of the shielding geometry



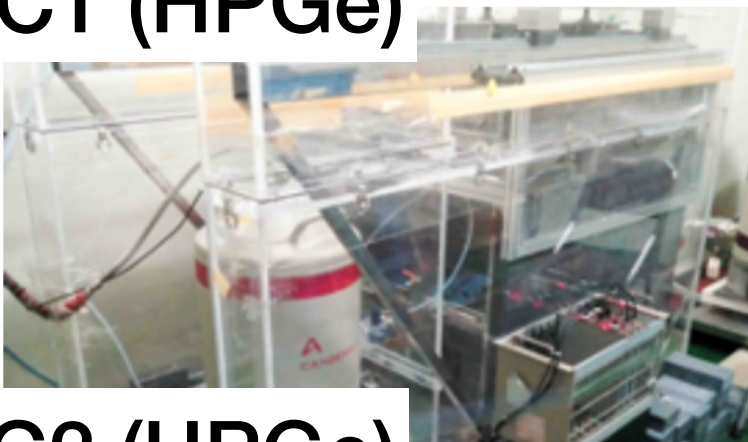


# Detector geometry and radiogenic background

- Detector and shielding materials produce radiogenic background
- Their activities are measured (HPGe,  $\alpha$  counters, ICP-MS) and put into a detailed geometry model
- Simulation shows which parts dominate the background and how to improve the design

Radioactivity measurement

CC1 (HPGe)



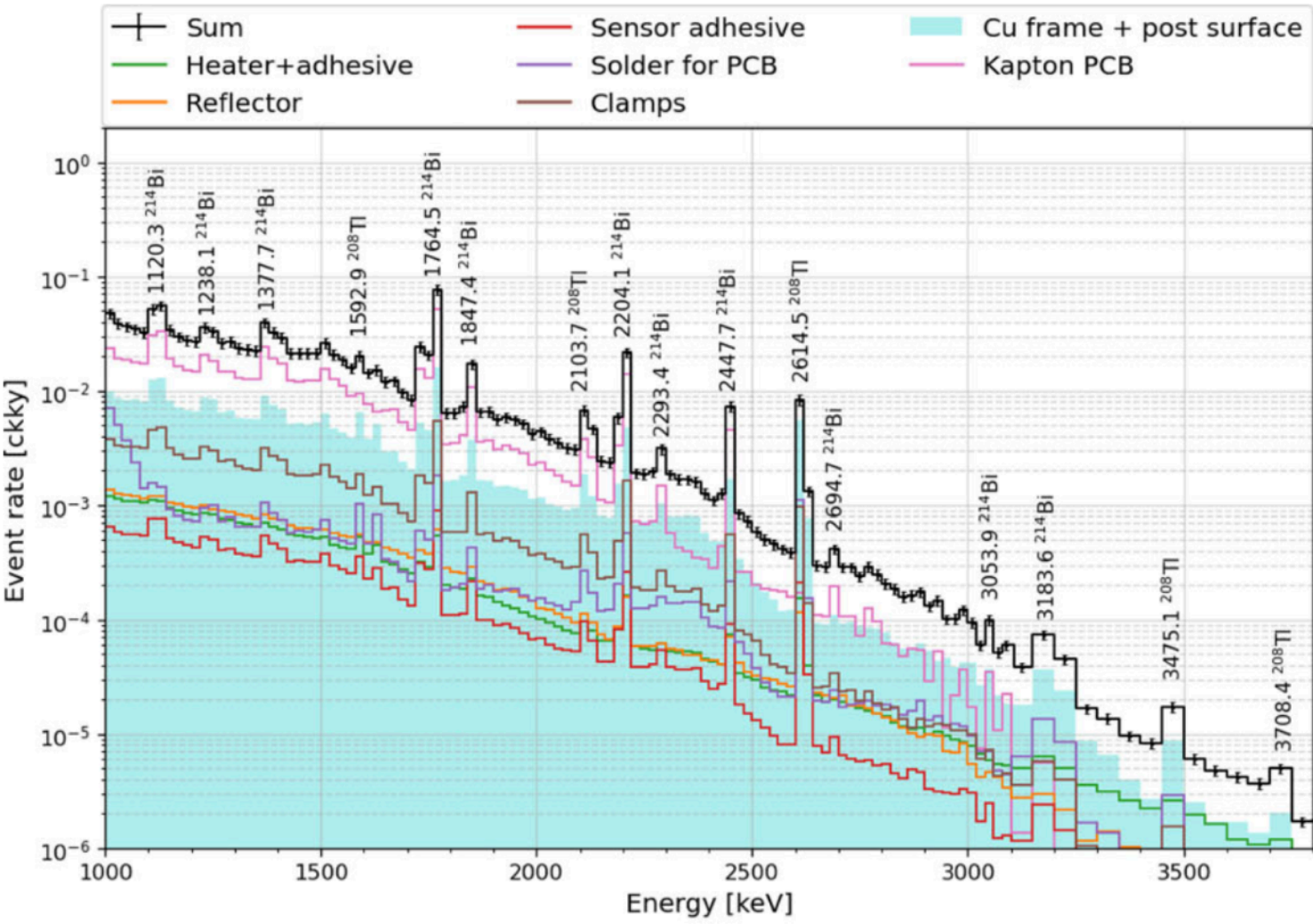
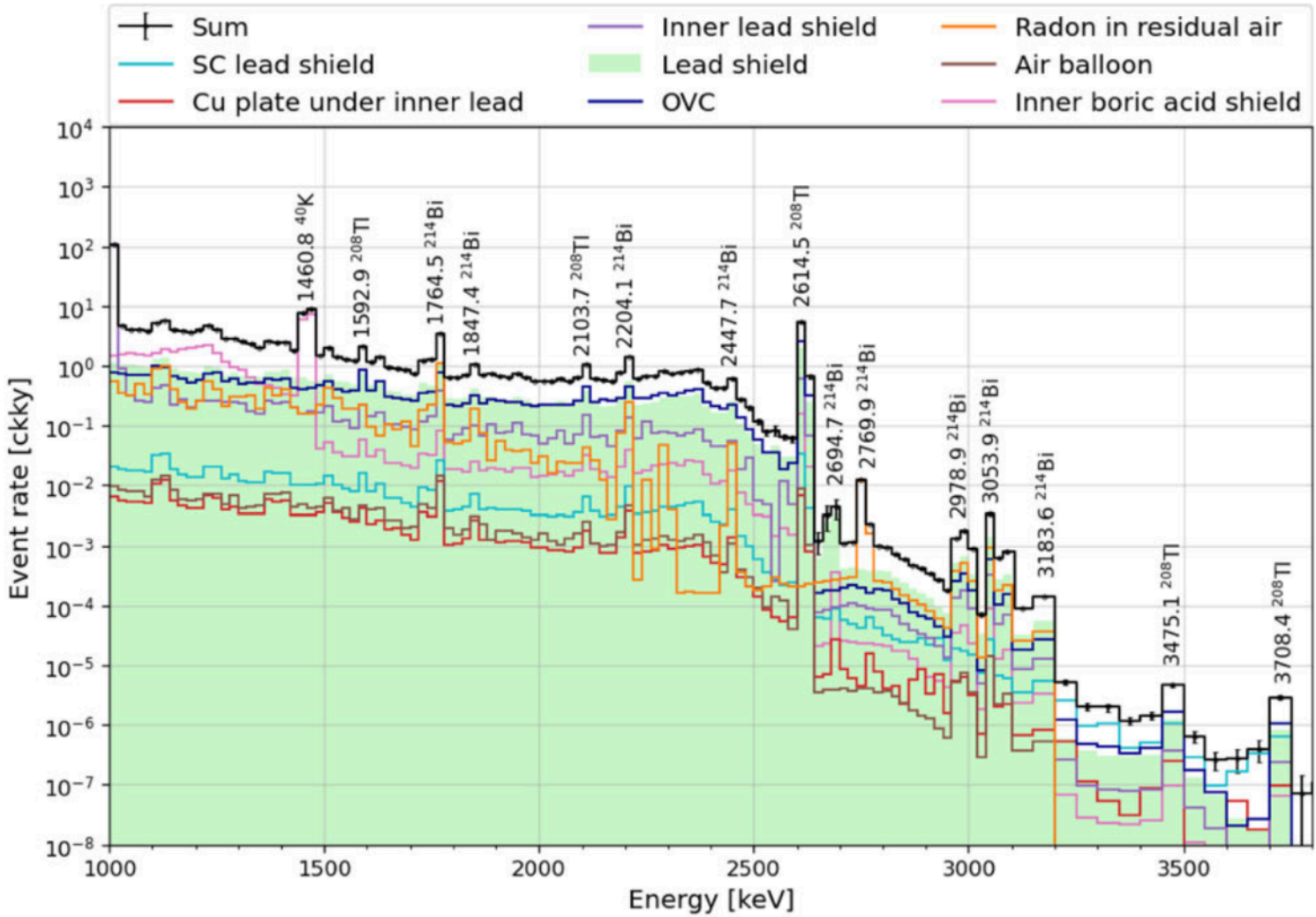
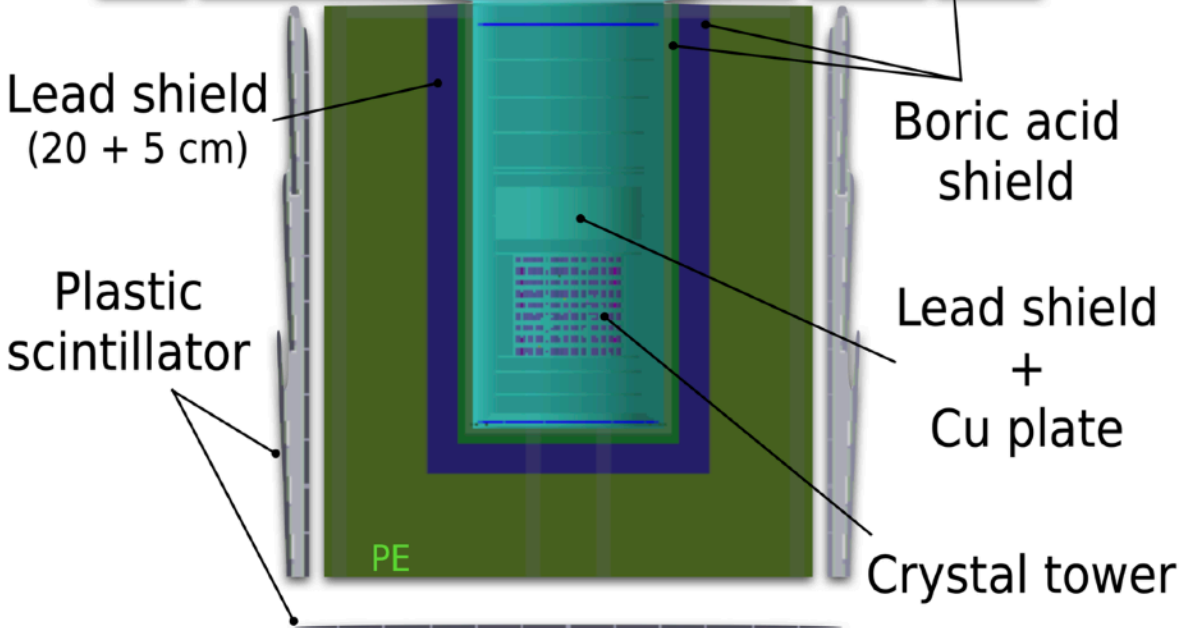
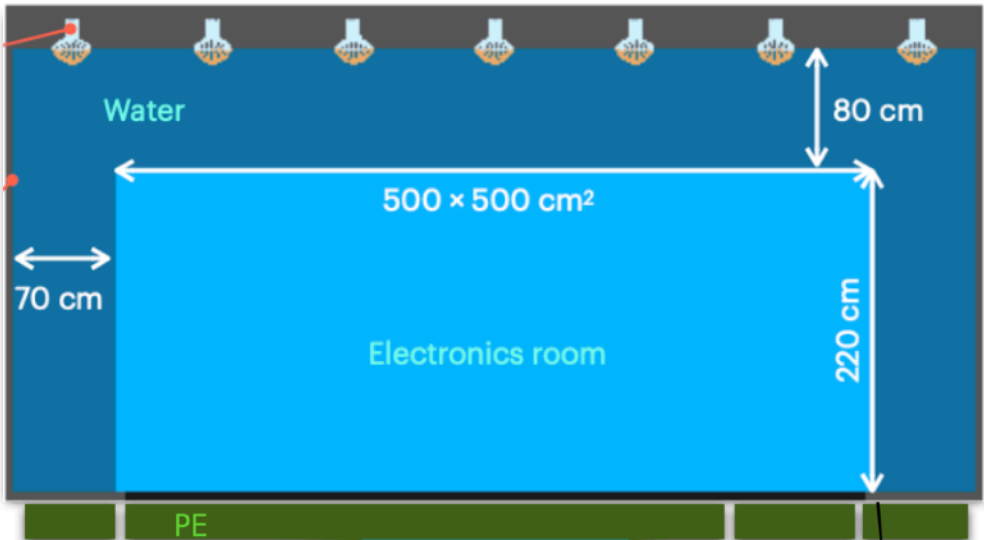
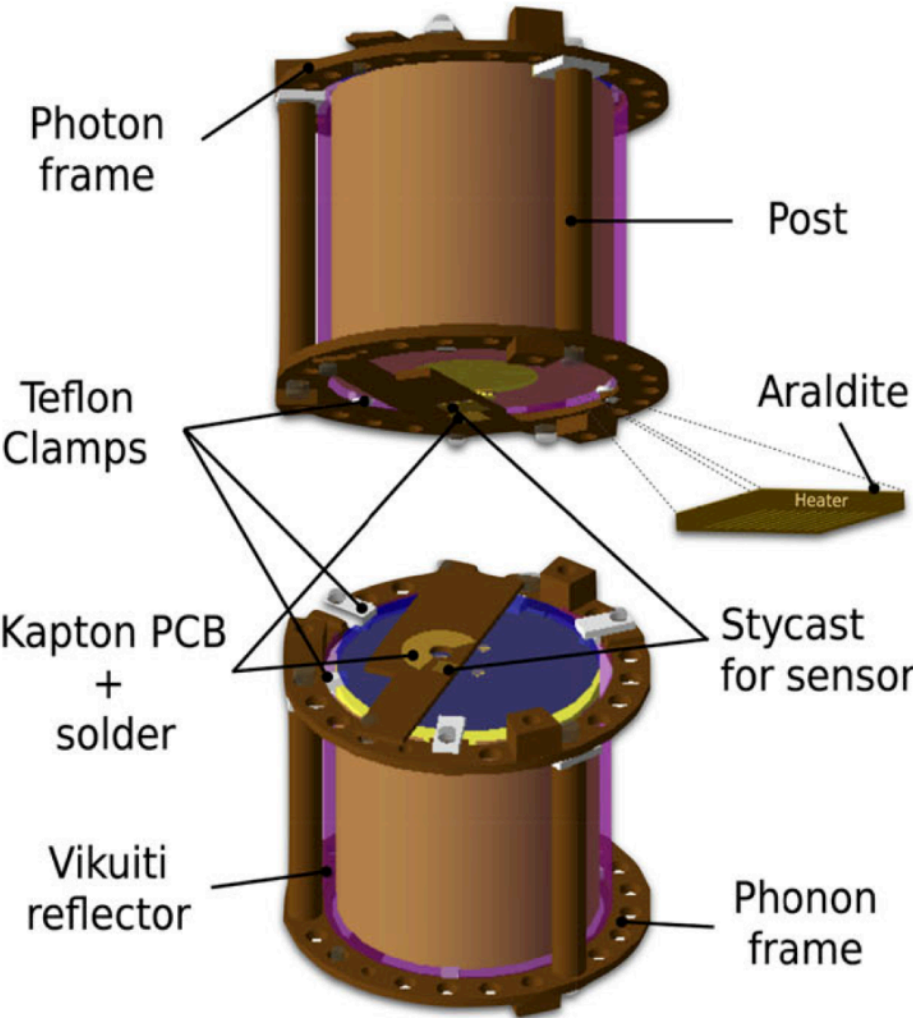
CAGE (14 array HPGe)



CC2 (HPGe)



$\alpha$  ionization counter (XIA) ICP-MC (Alilent 7900)

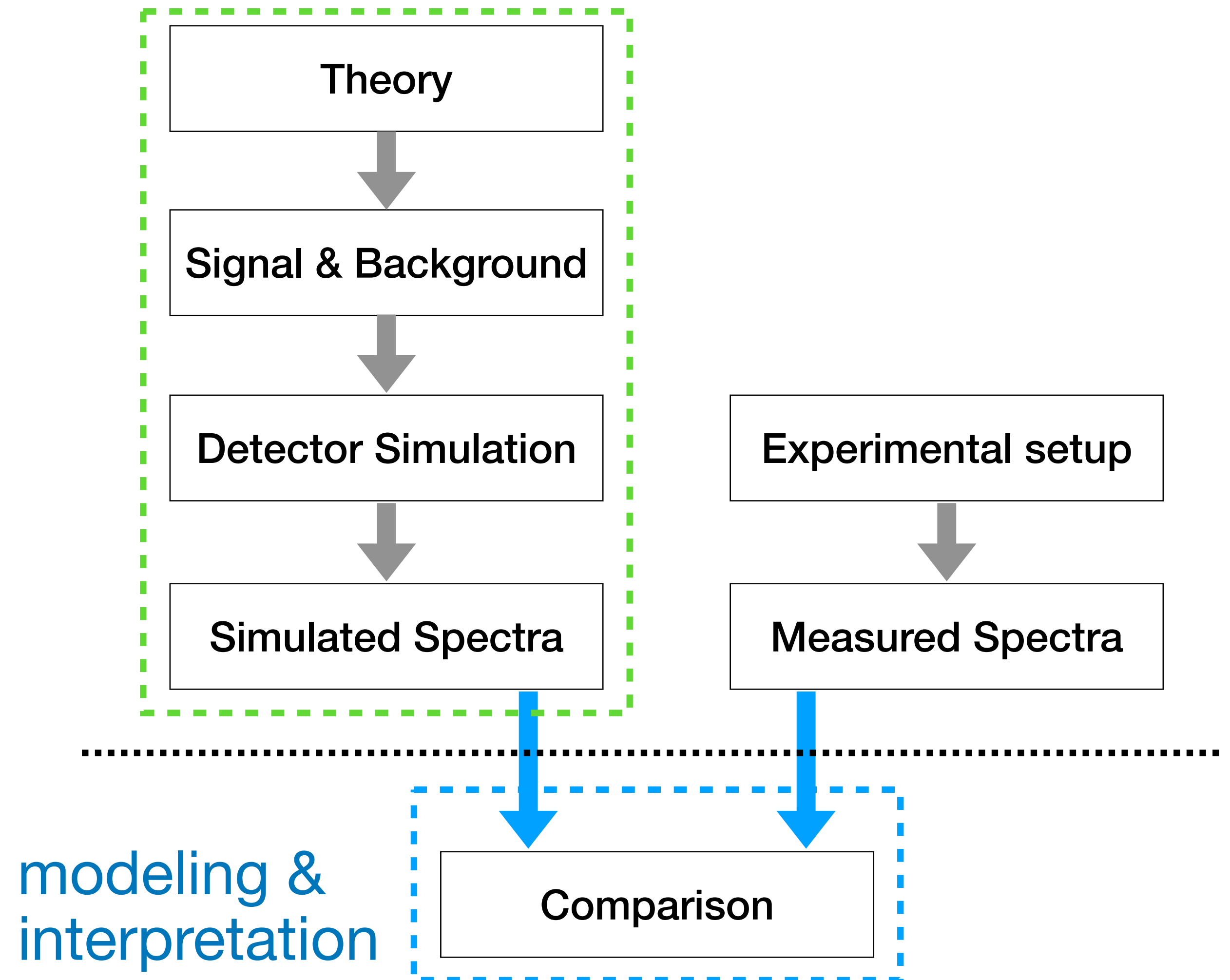




# From background simulations to background modeling

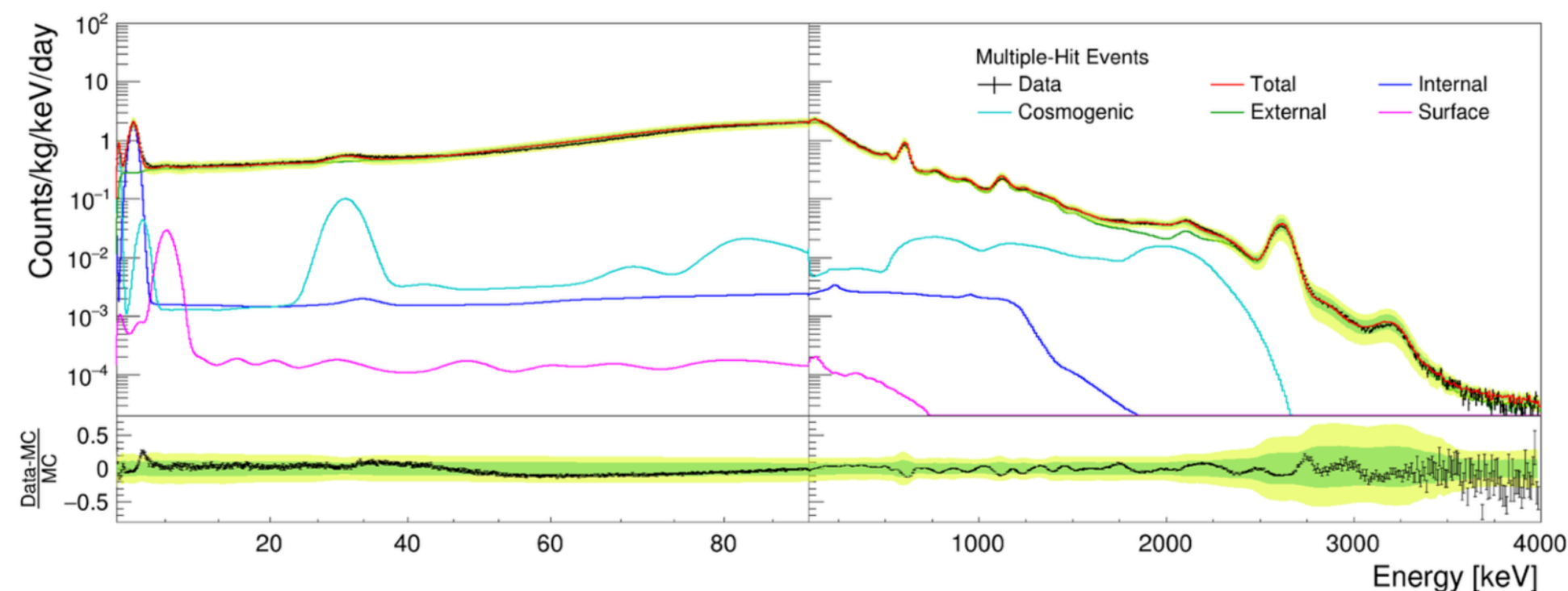
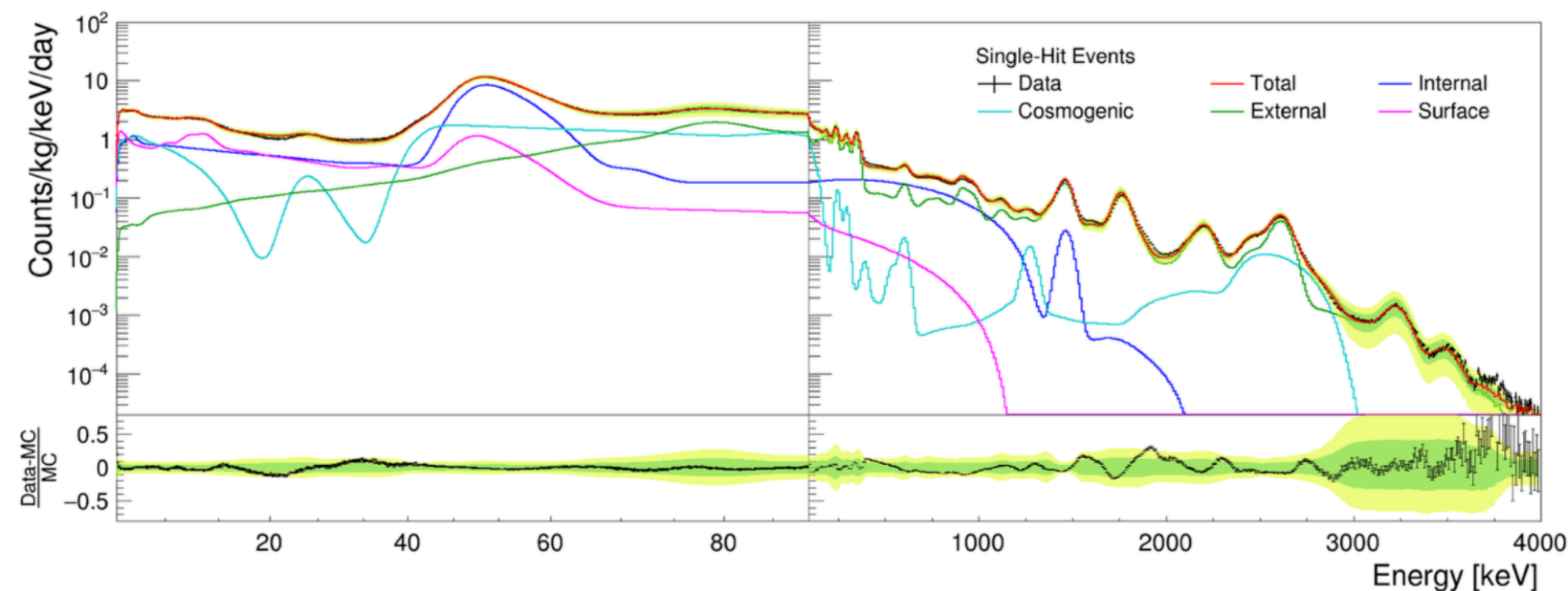
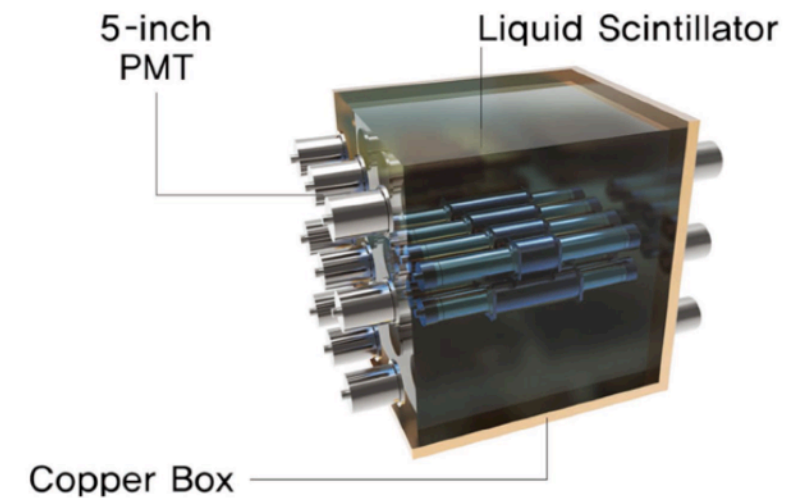
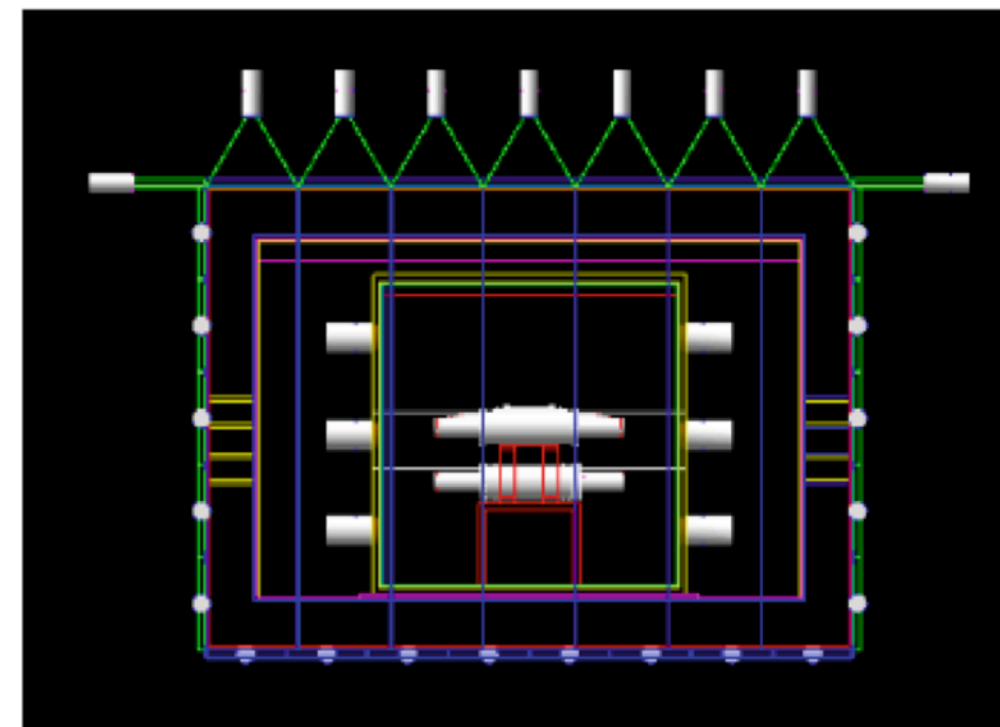
## - simulation framework

- Background simulations
  - Individual background sources are generated and propagated through the full detector geometry
  - At the reconstruction level we obtain simulated spectra for each background component
- Background modeling
  - All simulated background components are added to obtain a total spectrum that can be directly compared with the data
  - The total simulated spectrum is fitted to the measured data, providing a quantitative decomposition of backgrounds and a basis for interpretation

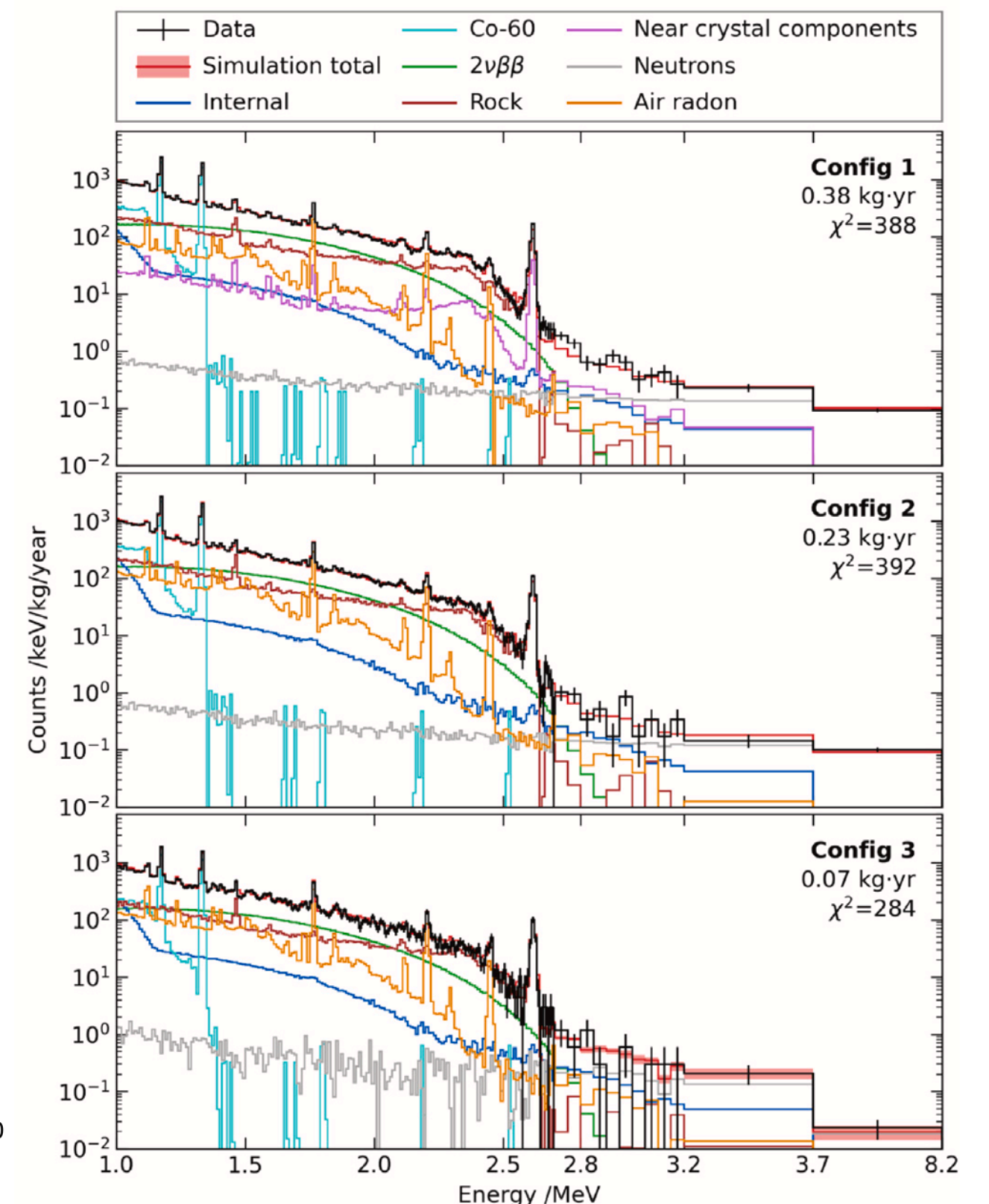
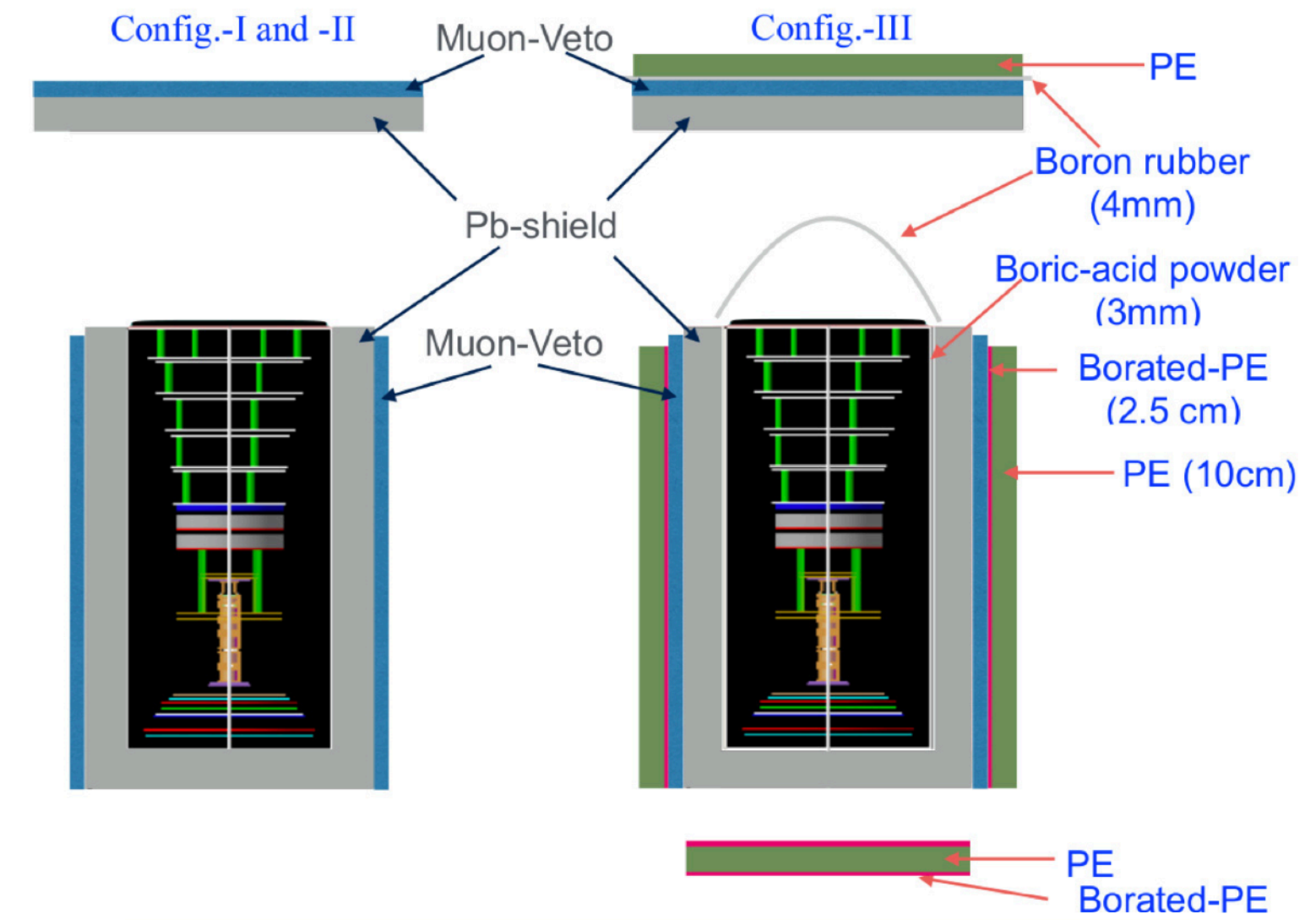
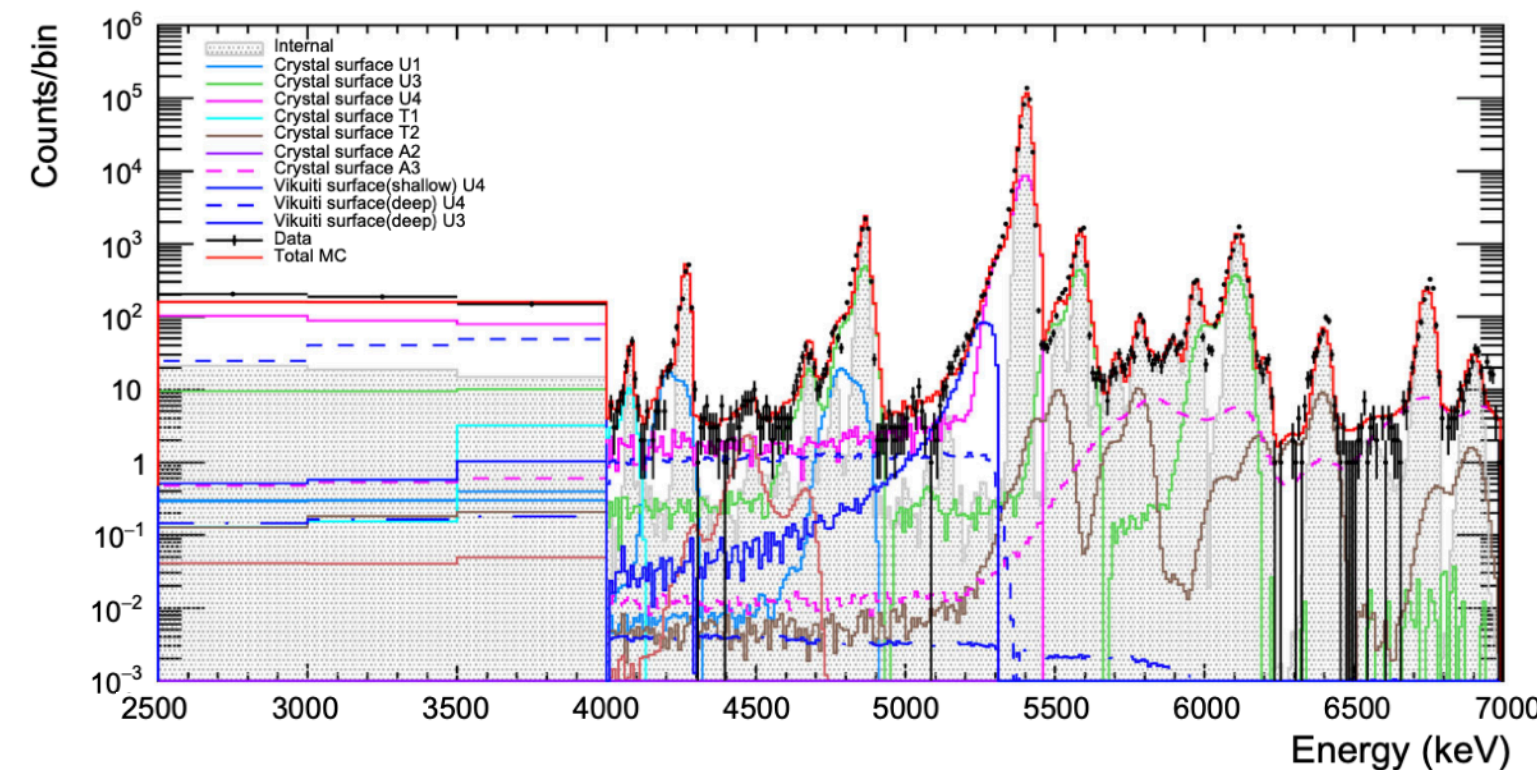




# Background modeling



- We model the measured background by simulating all relevant sources in the full detector geometry and fitting the total spectrum to data
- For COSINE-100, this approach reproduces the observed spectra and enables quantitative tests of possible WIMP signals
- For AMoRE-Pilot, three configurations were studied; simulation-based background models guided changes in materials, shielding, and crystal surface treatment, and the impact of each configuration was confirmed by fitting the simulated background model to the measured spectra



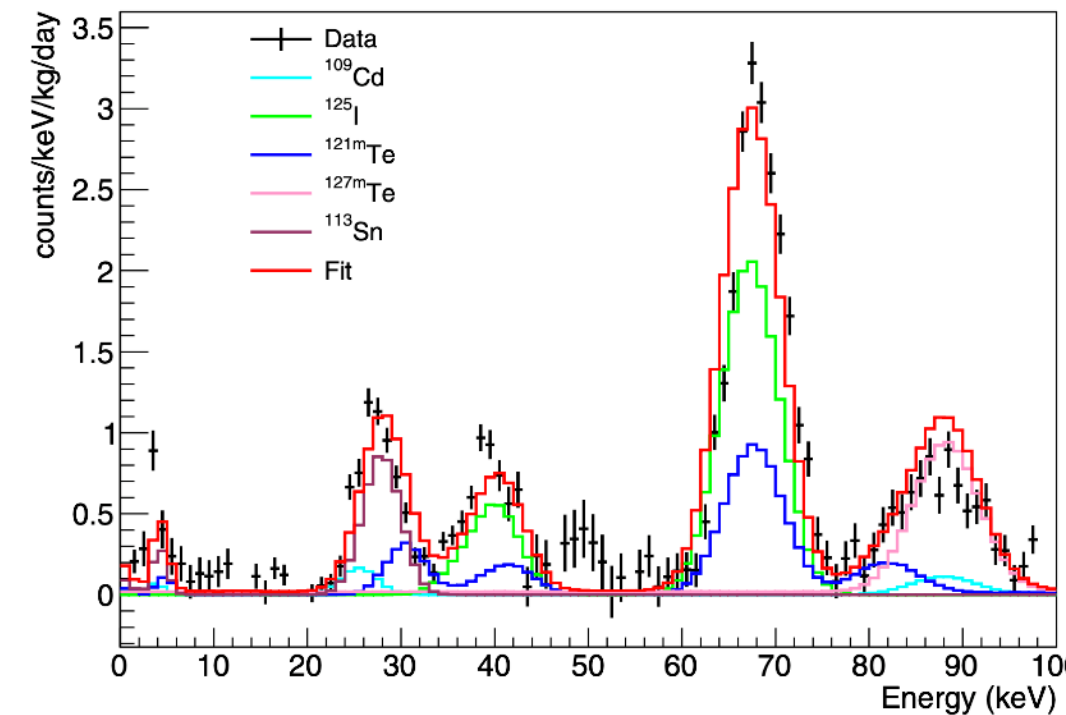


# Simulation for R&D studies

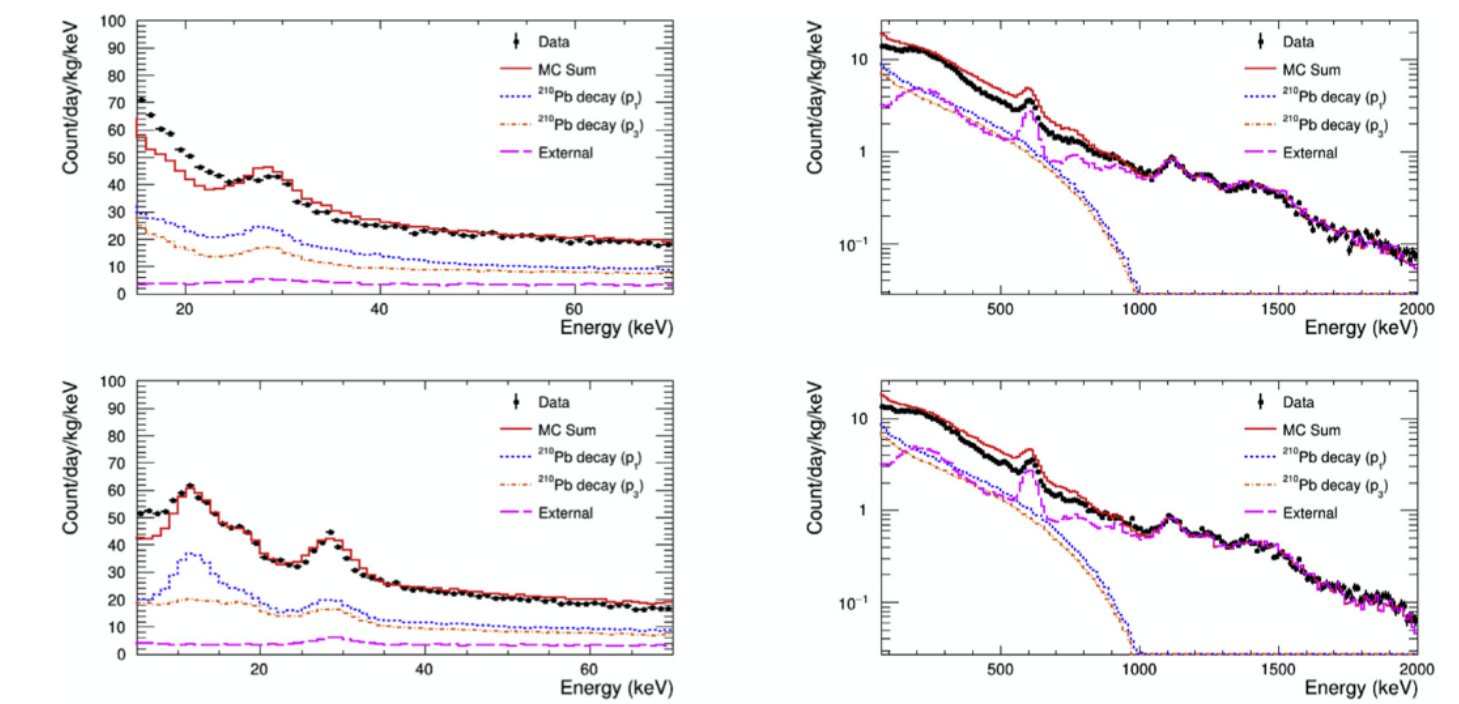
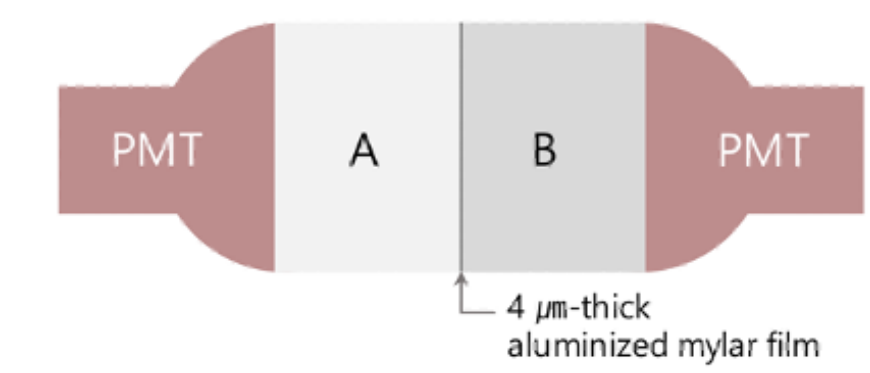
## - for better background understanding

- Improving background modeling requires a more precise and quantitative understanding of the major background contributors
- Using a common simulation framework, we study
  - crystal backgrounds (bulk and surface),
  - time-dependent cosmogenic isotopes,
  - scintillator nonproportionality embedded directly in the detector response simulation

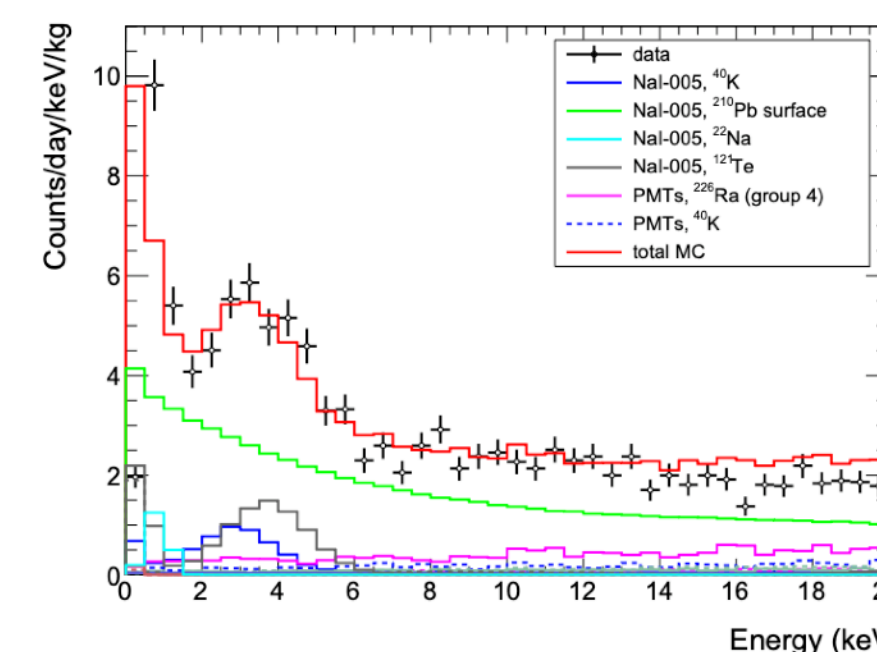
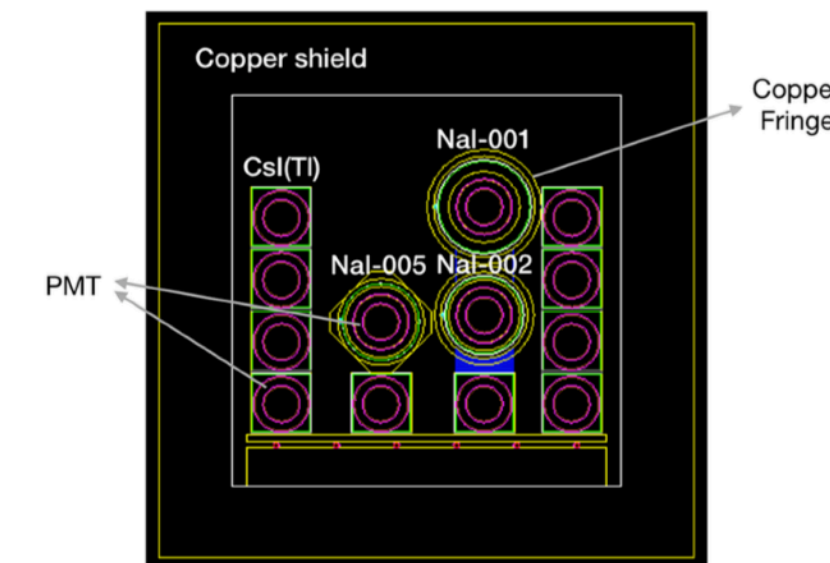
## Cosmogenic isotopes



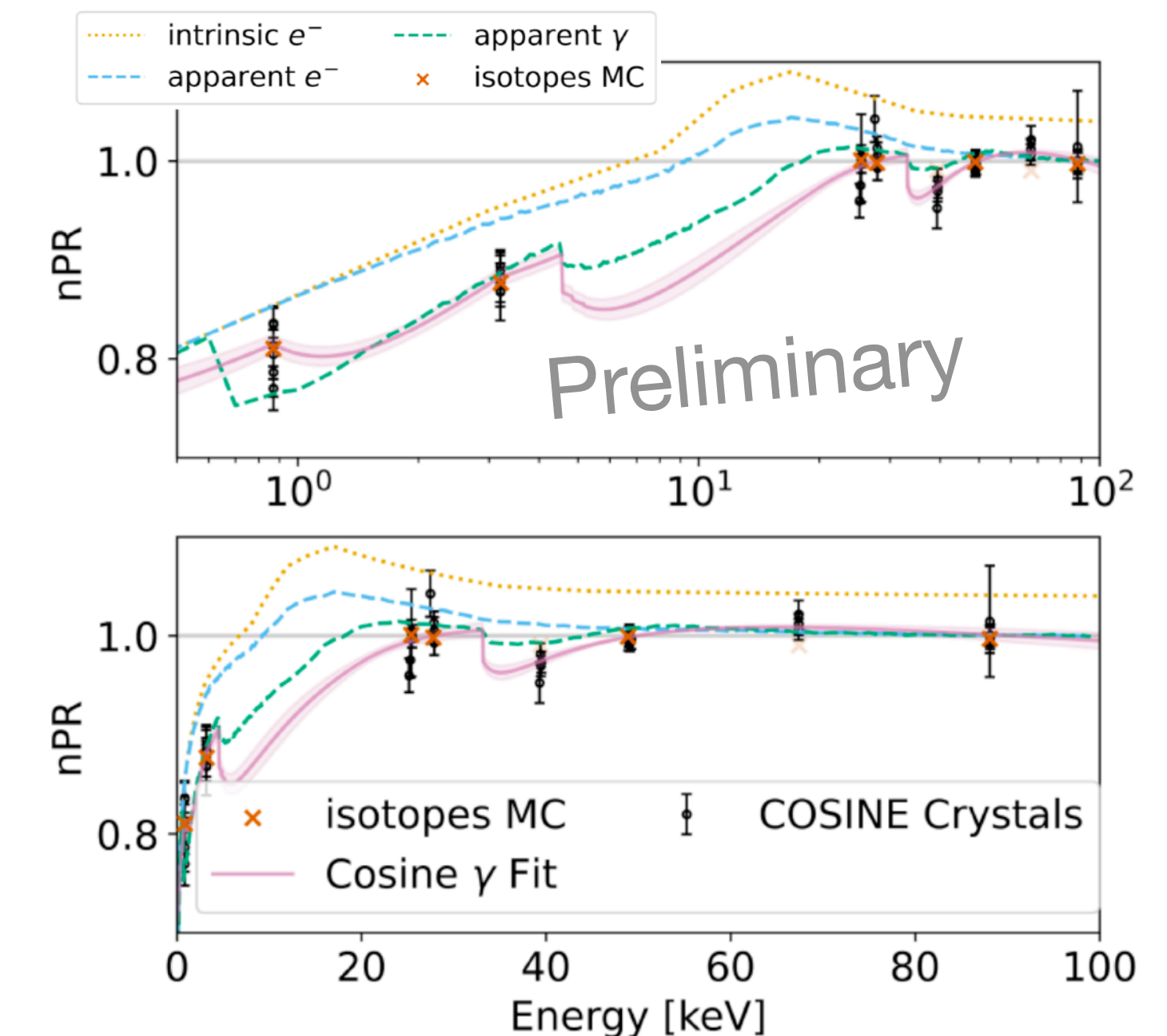
## Surface contamination



## Background modeling



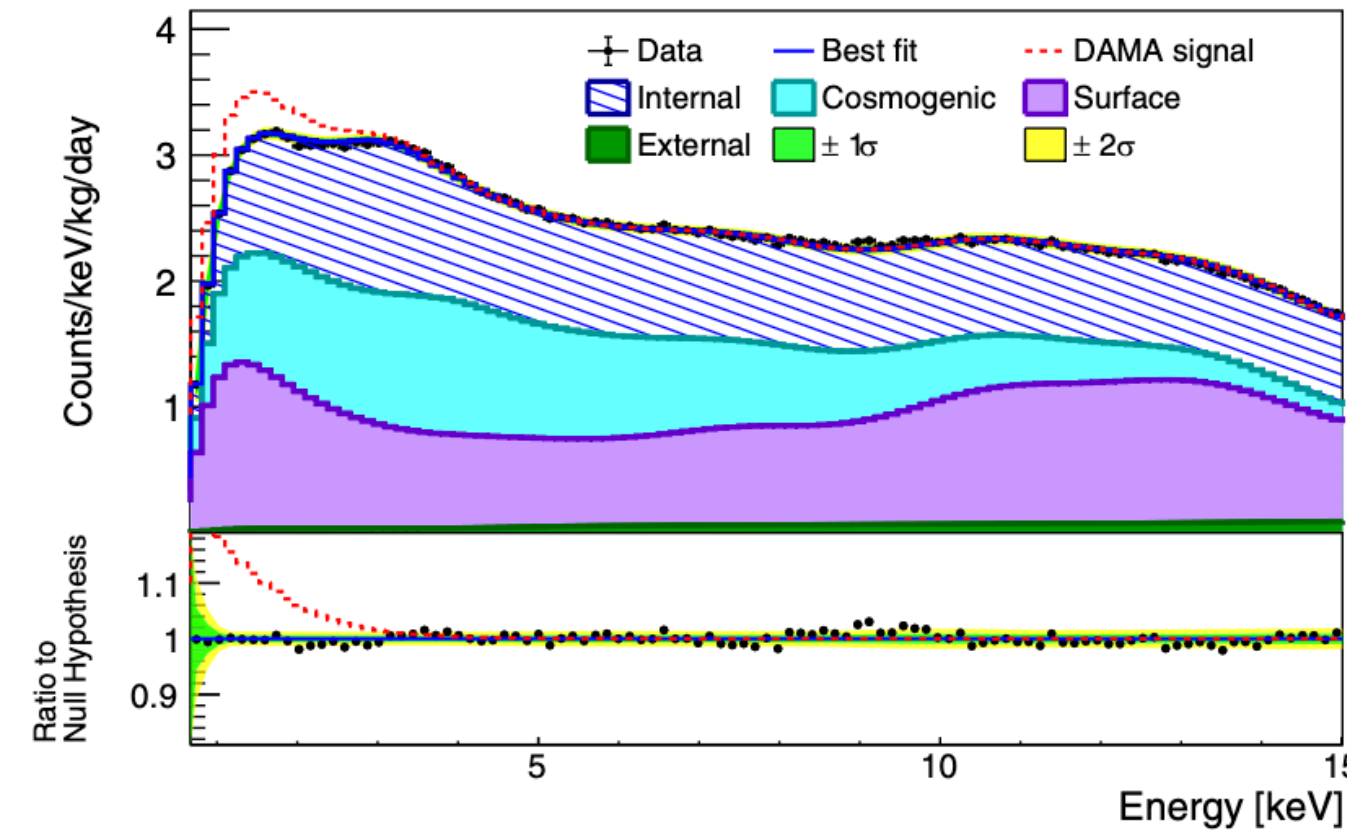
## Non-proportionality



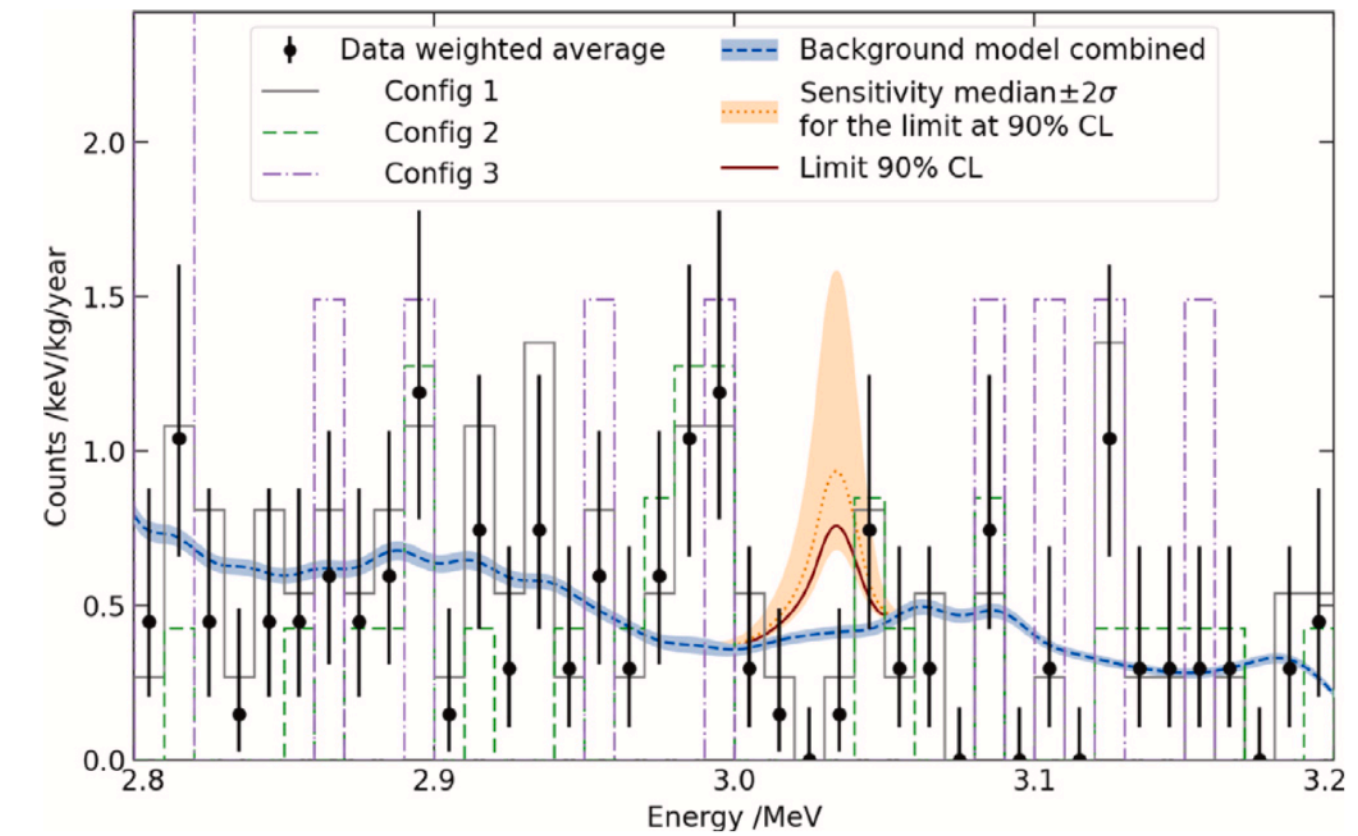


# Sensitivity

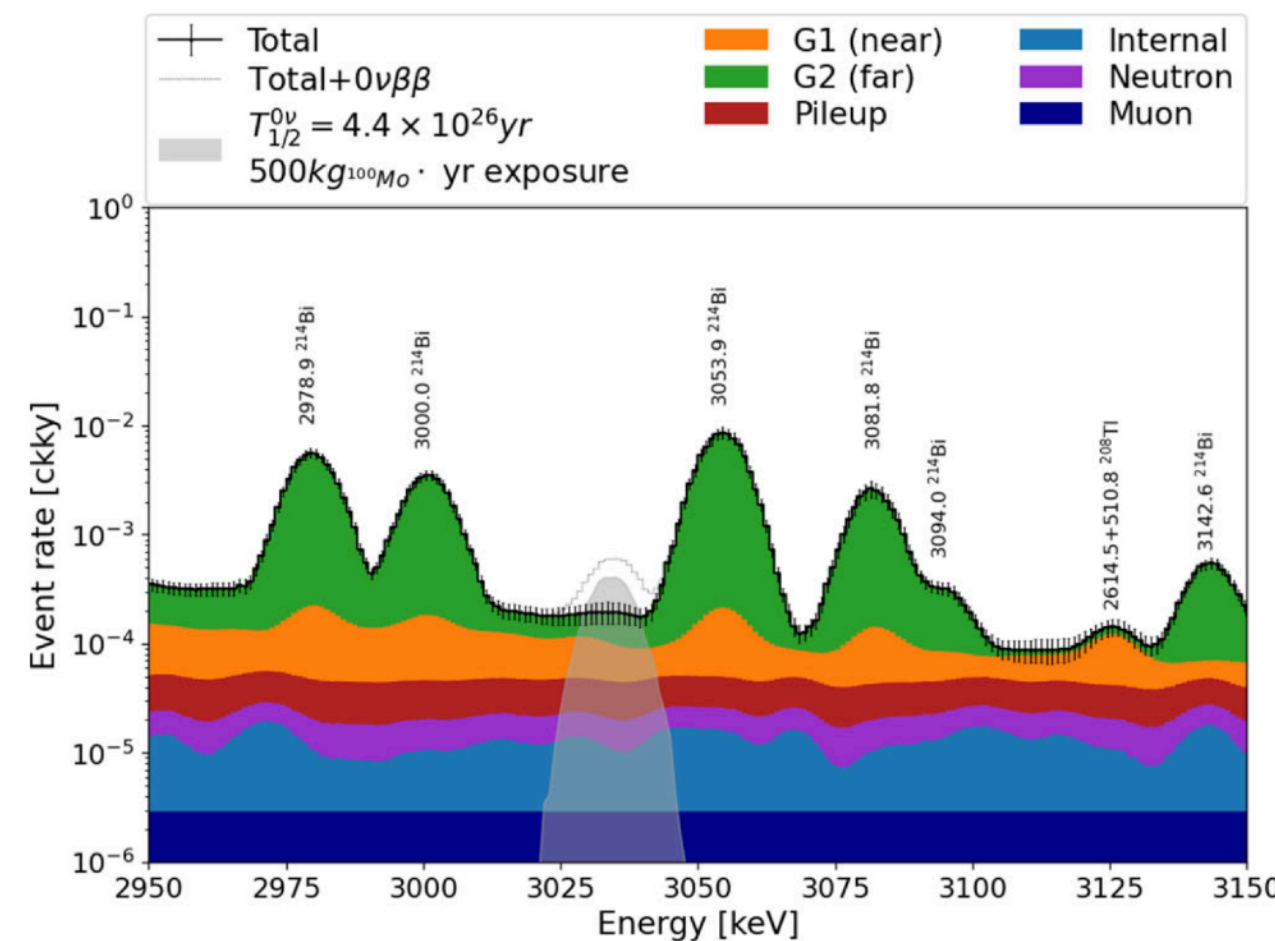
- Validated background models are used as inputs to sensitivity studies:
  - fit (signal+background) to the data to search for rare events
- Systematic uncertainties are estimated and propagated through simulations
- Using these models and uncertainties, pseudo-experiments enables for
  - exclusion limits with quantified confidence
  - discovery potential estimates



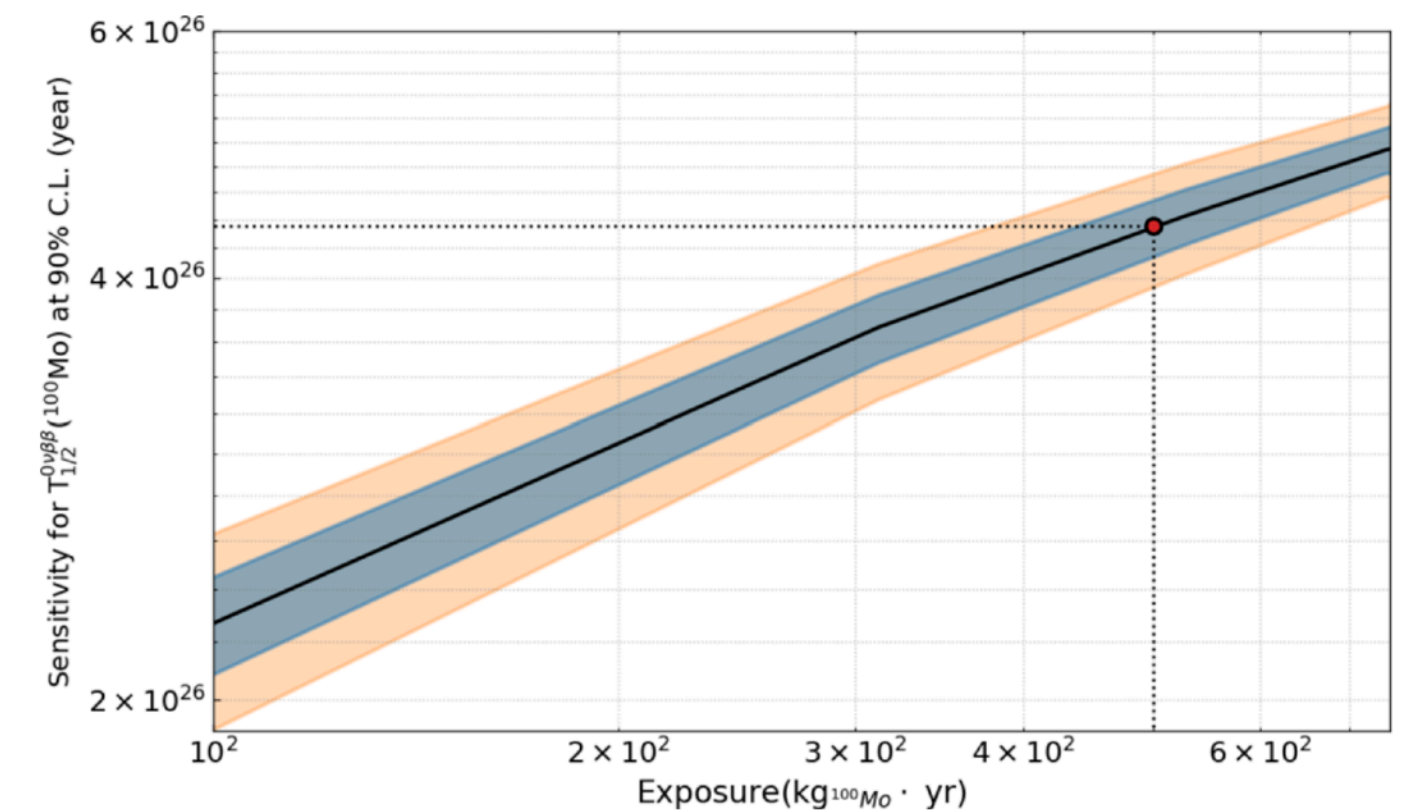
Fit example of the WIMP presence test on COSINE-100 (considering SI and  $m_\chi=11.5\text{GeV}/c^2$ )



AMoRE-pilot ROI spectrum with background model and  $0\nu\beta\beta$  decay signal at 90% C.L. limit



The estimated background of AMoRE-II compared with five years of data.



Expected half-life sensitivity (90% C.L.), obtained from background-only pseudo-experiments based on the estimated background spectrum as a function of exposure

# Summary

- Rare-event search experiments require **extreme background control**, beyond what is achievable by experimental design alone
- Simulation provides a **unified framework** connecting background sources, detector geometry, shielding, and veto systems
- Cosmic-ray muons and radiogenic backgrounds must be treated with site-specific and geometry-aware simulations
- Background modeling based on validated simulations is essential for:
  - Detector optimization
  - Reliable background budgets
  - Robust sensitivity projections
- From R&D to final analysis, simulation is a **core component of rare-event experiments**, enabling credible physics results