

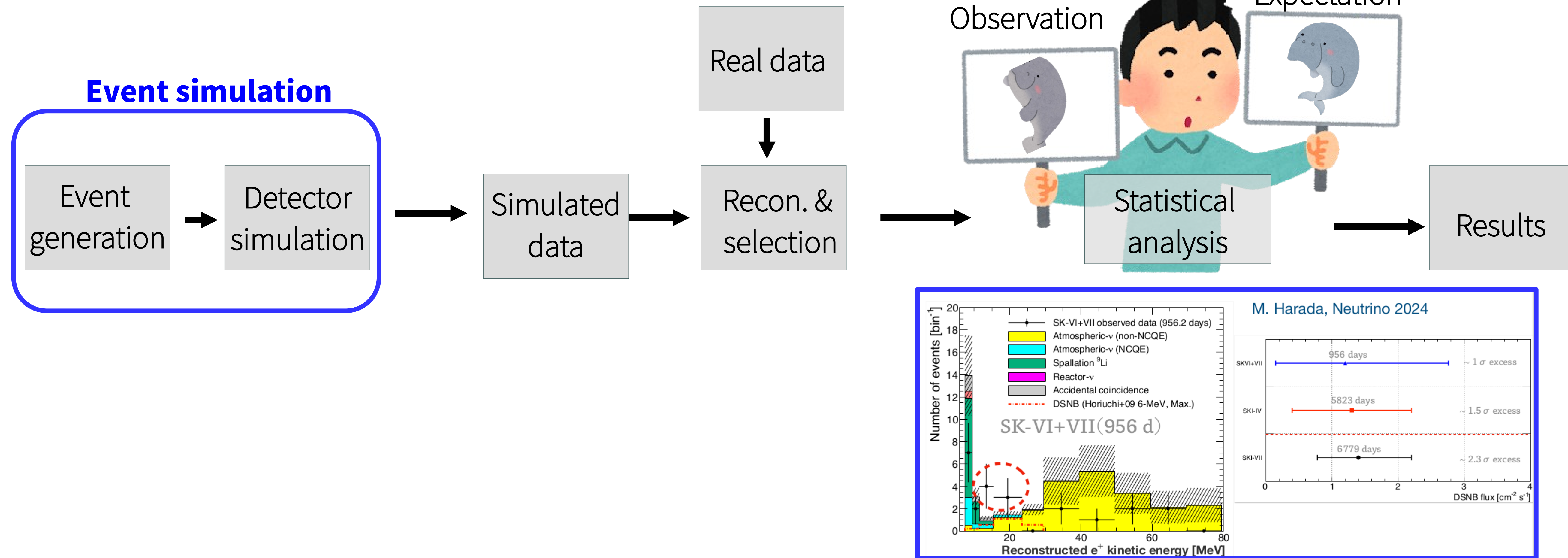
Study of p-0 interactions for improved neutrino observation at water Cherenkov detectors:

**- Toward implementations of measurement results in event simulations -**

Ryosuke Akutsu (IPNS, KEK)

July 15<sup>th</sup>, 2024/SAMURAI collaboration meeting @ IBS, Korea

# Typical analysis flow



◆ Usually, results of physics analyses are obtained by comparing # events between observations and expectations

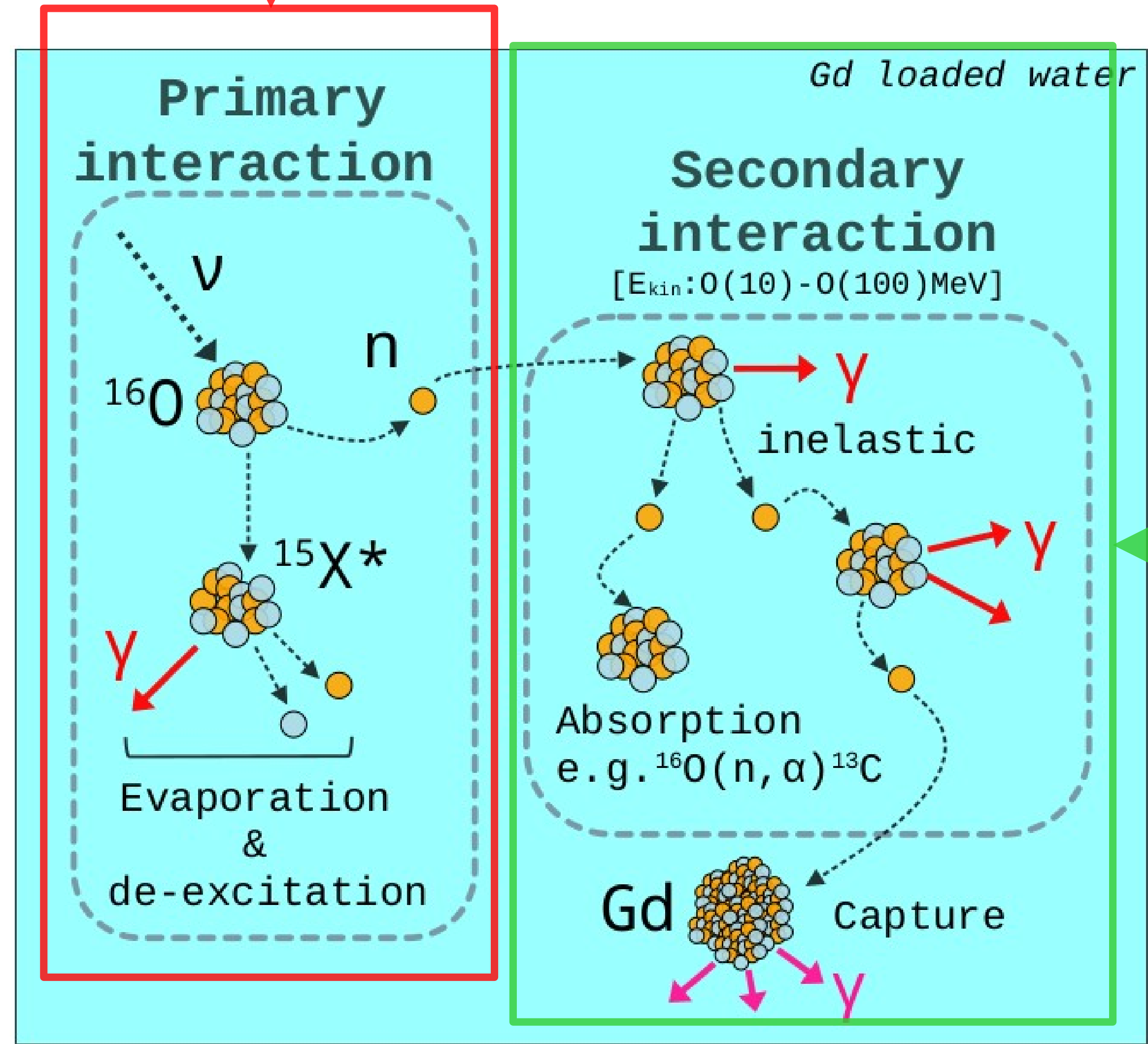
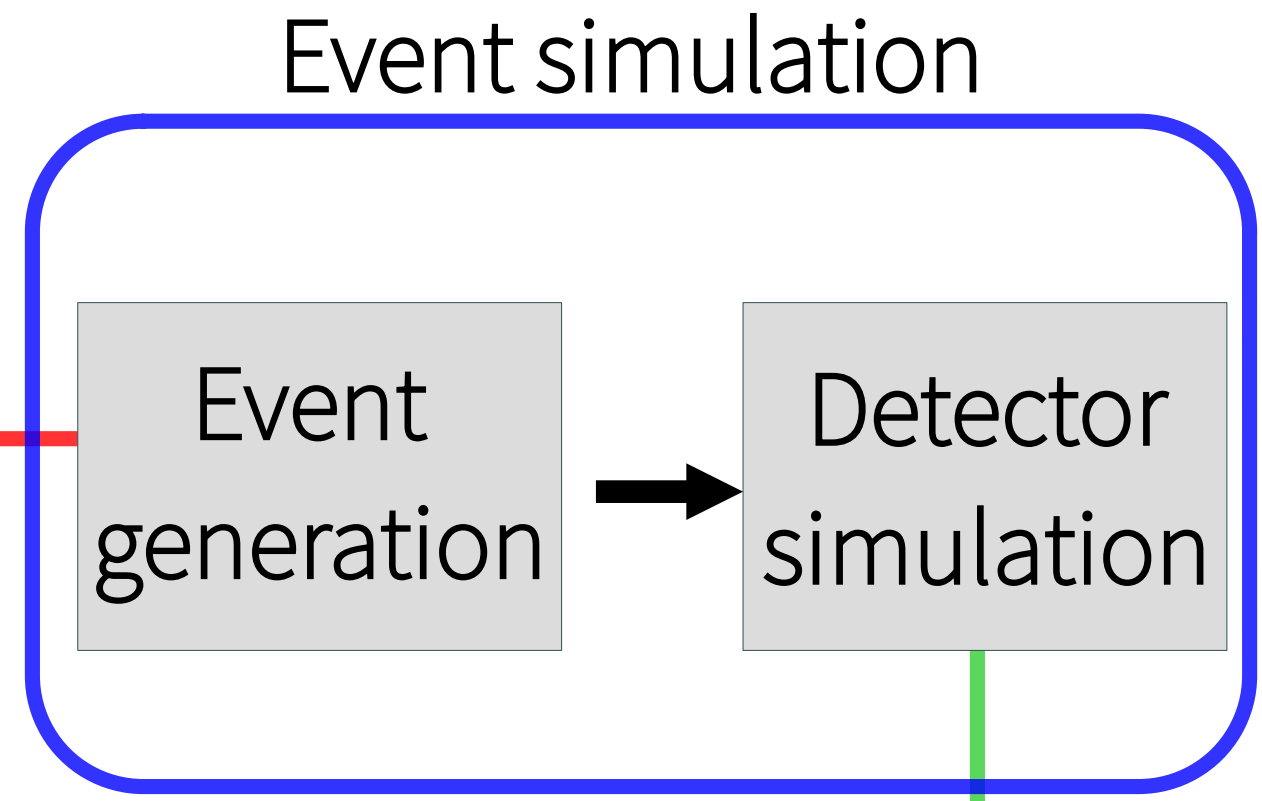
→ **Precise event simulations are essential**

- Typically required precision: **several %** for **gamma ray & neutron productions** (currently, **several tens %**)

# Event simulations

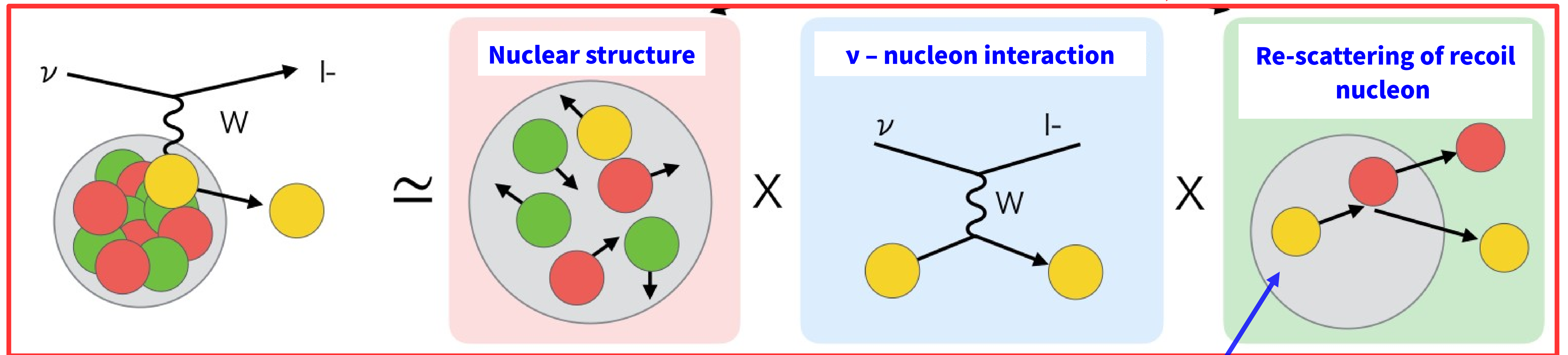
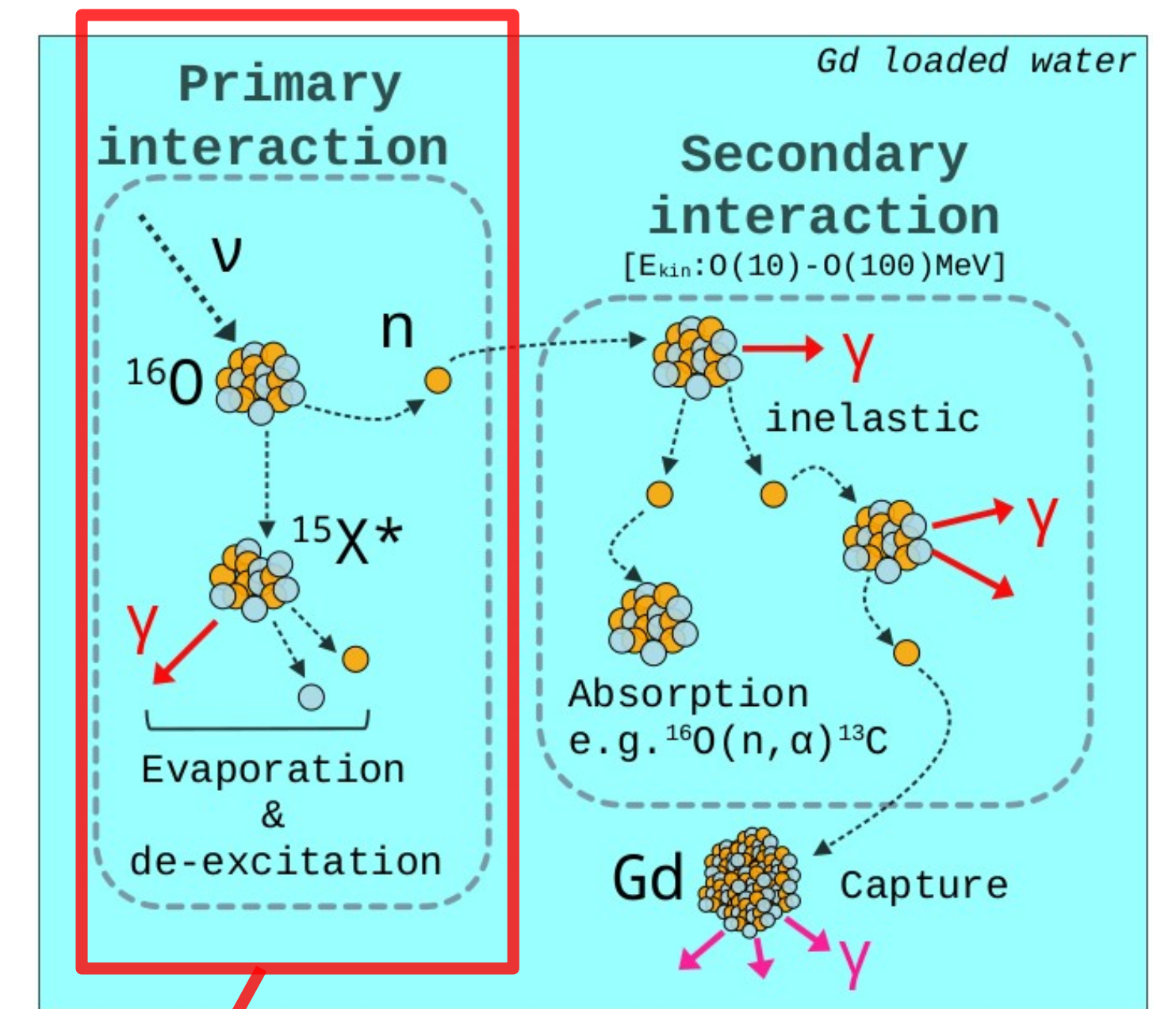
◆ Typically, event simulation of neutrino experiments consists of two steps:

- $\nu$ -A interaction simulation
- Detector simulation



# Event generation

- ◆ In usual neutrino experiments, a “ $\nu$ -A interaction” is treated as “an event”
- ◆ Factorized approach has been used for “event generation”
  - **Evaporation of the residual nucleus** is also simulated
- ◆ No unified framework (e.g. Geant4) exists, and several custom packages are being rampant



**Simulated by a combination of cascade and evaporation models**

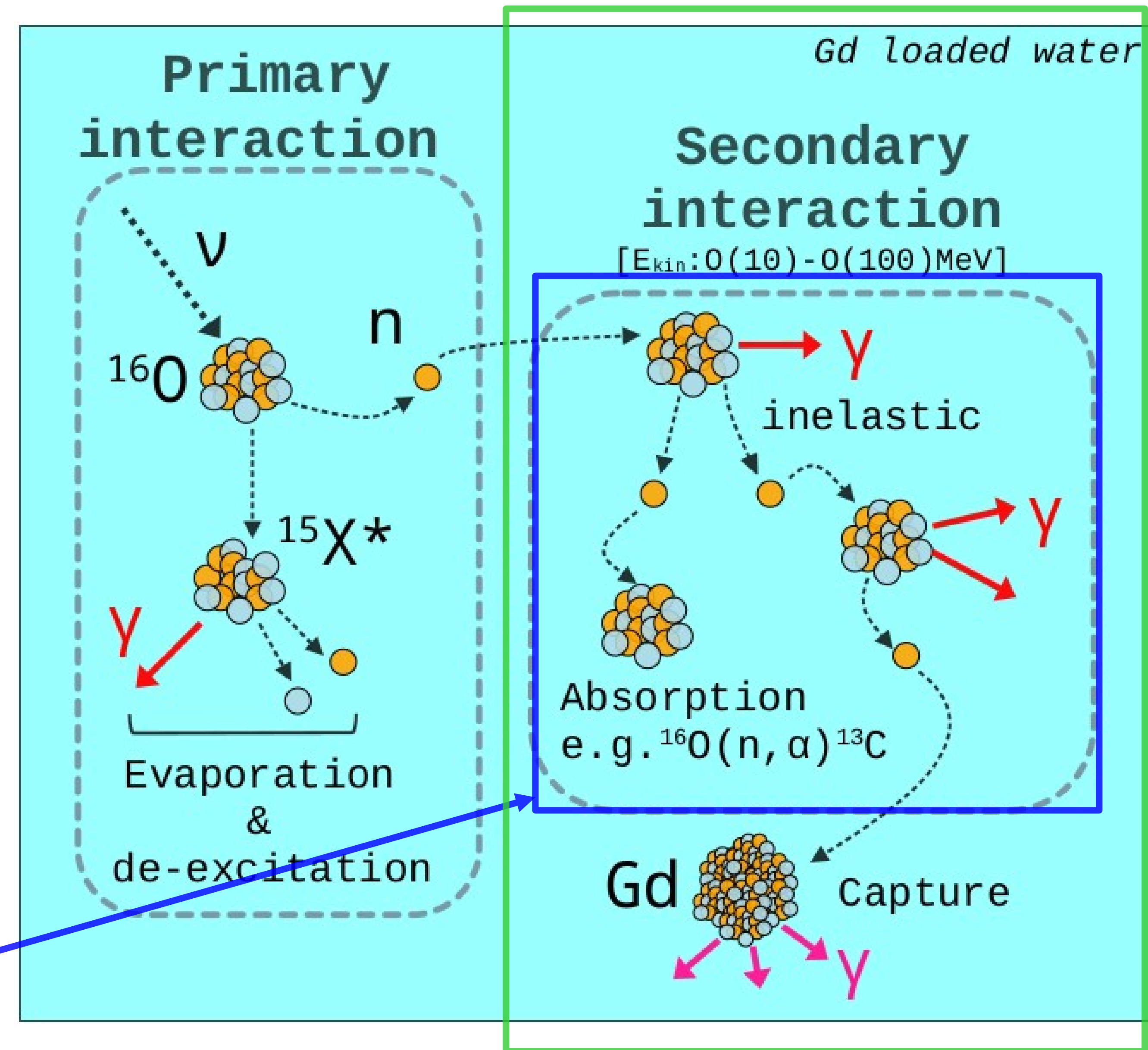
# Detector simulation

- ◆ The particles produced by “event generation” are propagated through the detector of an experiment to simulate what the  $\nu$ -A interaction would look like

- Geant4-based program used

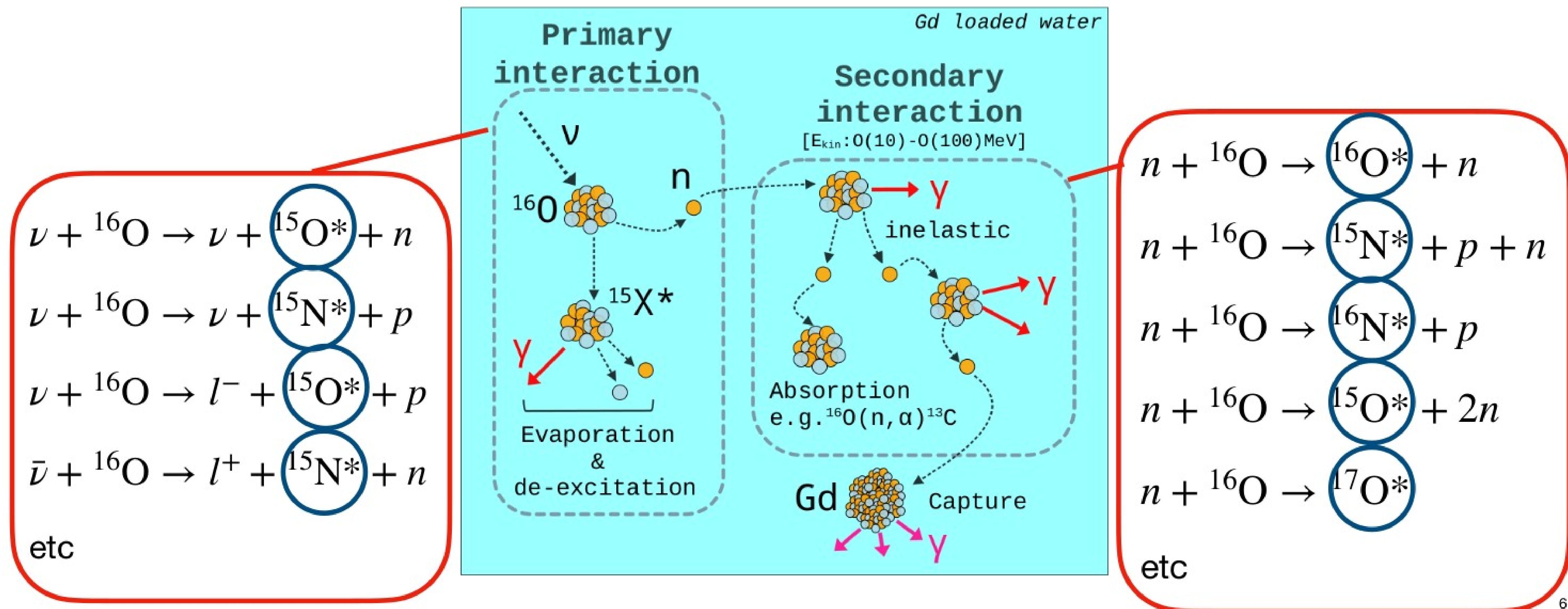
- ◆ During the propagation, additional gamma rays and neutrons can be produced by **the secondary interactions** of the primary particles

Detector simulation



Currently “INCL++ & G4PreCompound” used  
(one of Geant4 models)

# What is the dominant systematics?



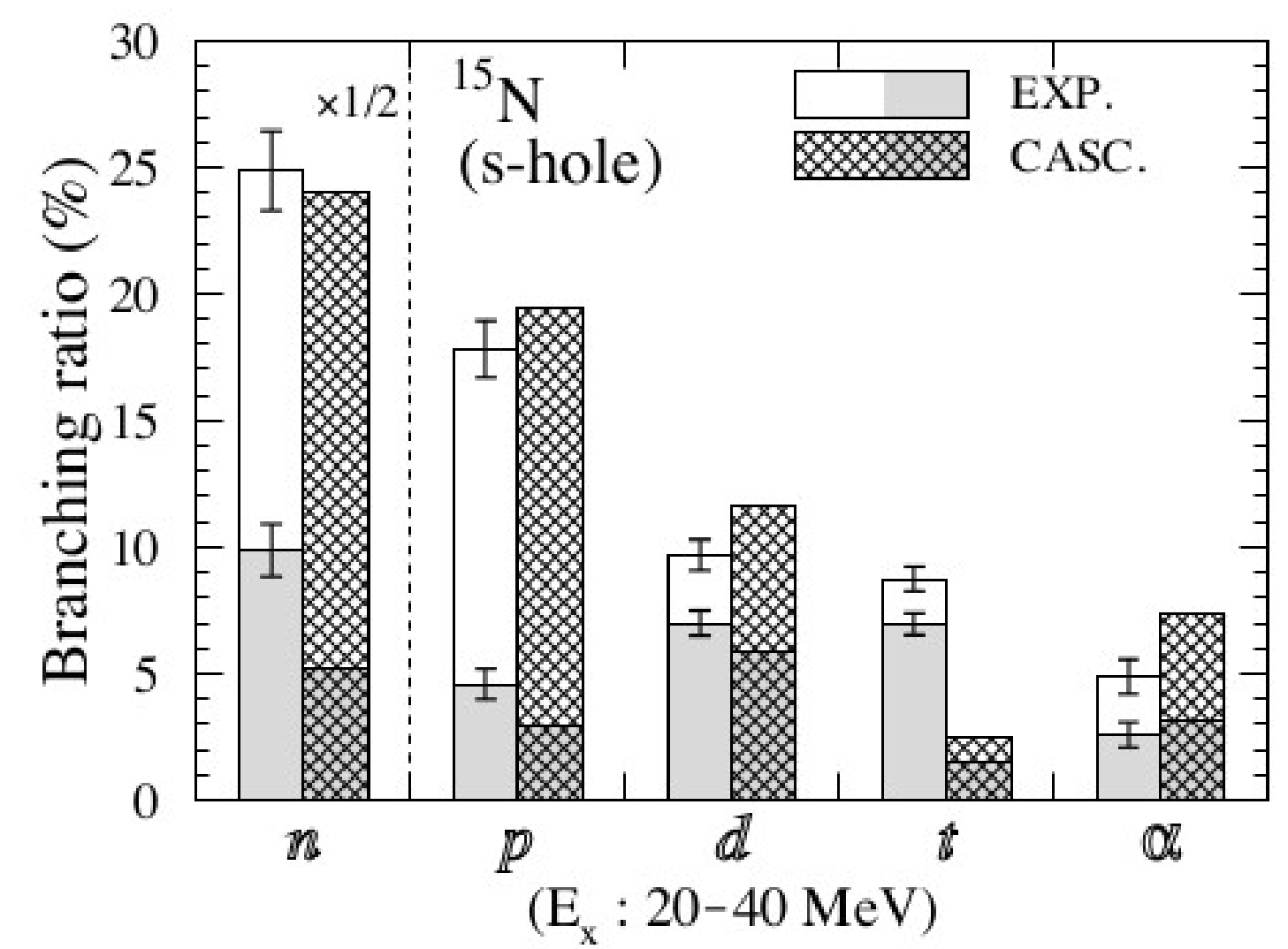
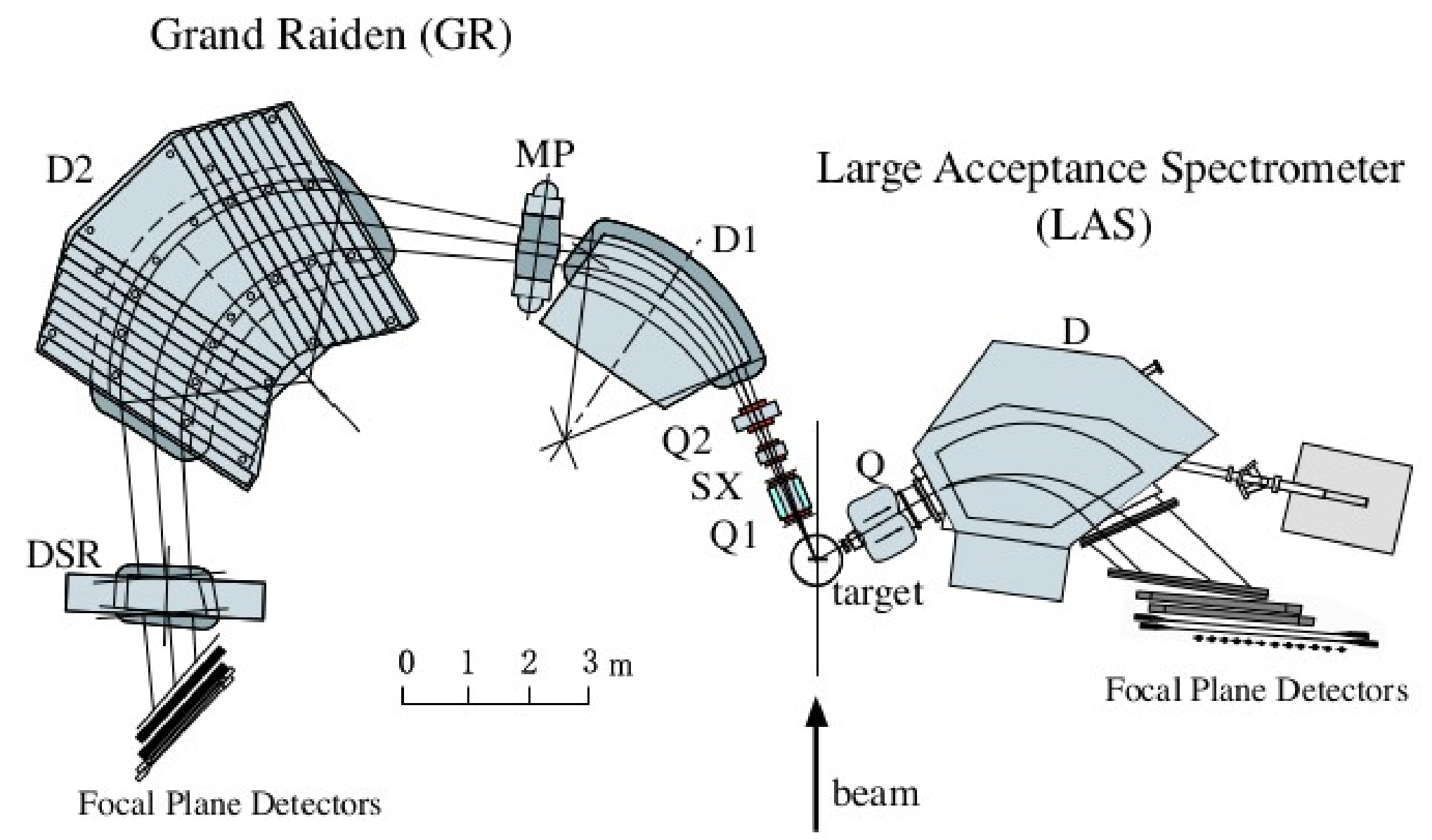
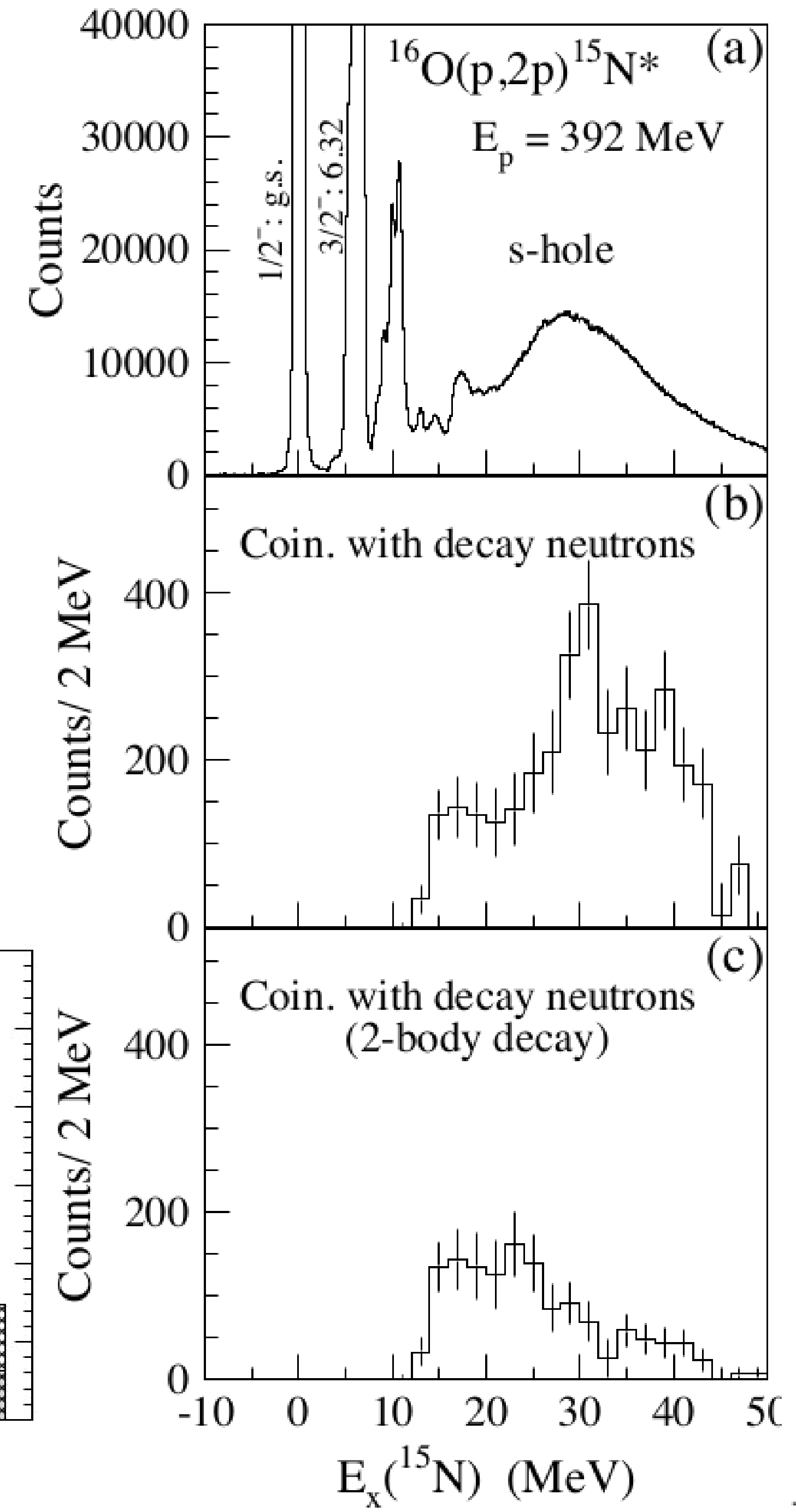
◆ Several **evaporation** simulations available, but they

- produce largely different predictions
- are not tested with proper data (oxygen for Super-Kamiokande)

→ Very likely be **the dominant uncertainty** on event predictions that use gamma ray & neutron multiplicity information

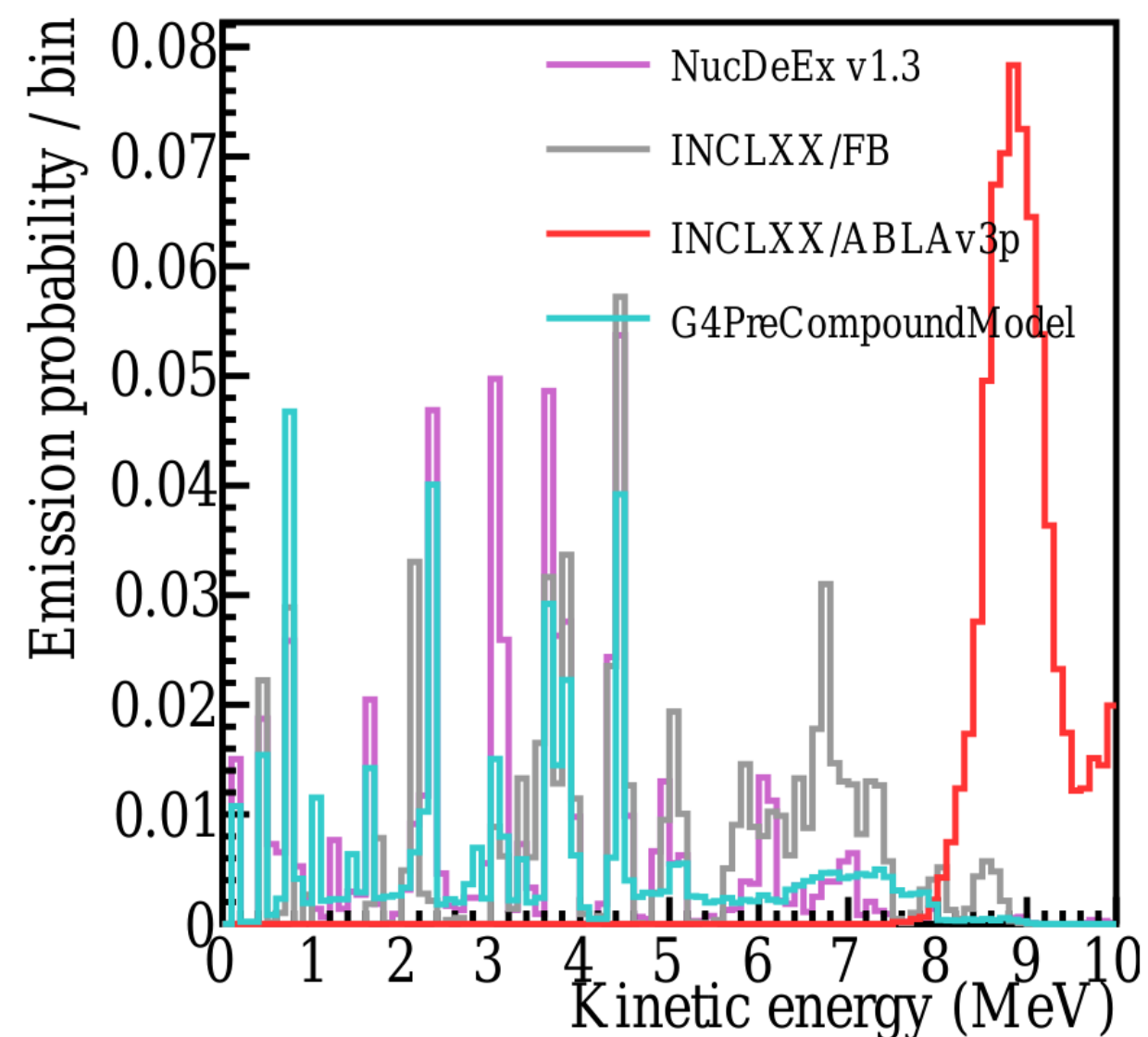
# Difficulty in existing data (example)

- ◆  $p - {}^{16}\text{O}$  interaction measurements with normal kinematics at RCNP (M.Yosoi et al)
  - Laser-focusing on  ${}^{16}\text{O}(p, 2p){}^{15}\text{N}^*$  reaction
    - Cannot address evaporation from other important excited nuclei ( ${}^{17}\text{O}^*$ ,  ${}^{16}\text{O}^*$ ,  ${}^{16}\text{N}^*$ ,  ${}^{15}\text{O}^*$ , etc)
  - Neither correlation measurements (e.g.  $\gamma$  &  $n$ ) nor  $4\pi$  measurements
    - Difficult to use simulation improvement even for  ${}^{16}\text{O}(p, 2p){}^{15}\text{N}^*$  reaction
  - **Relatively high energy threshold** for decay particles
    - **Cannot address “low-energy” component of evaporation**

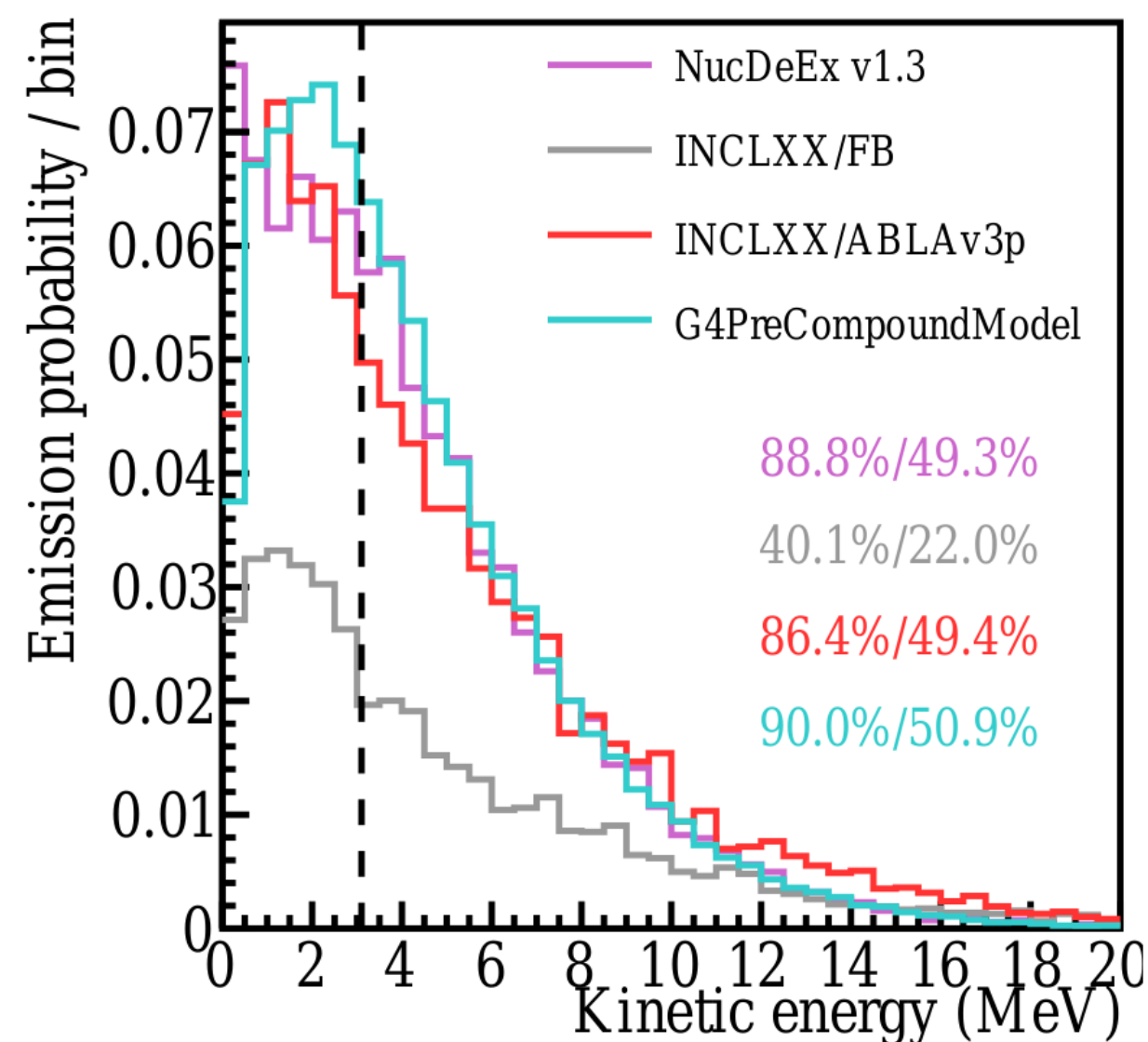


# Evaporated particles from $^{15}\text{N}^*$ (simulation)

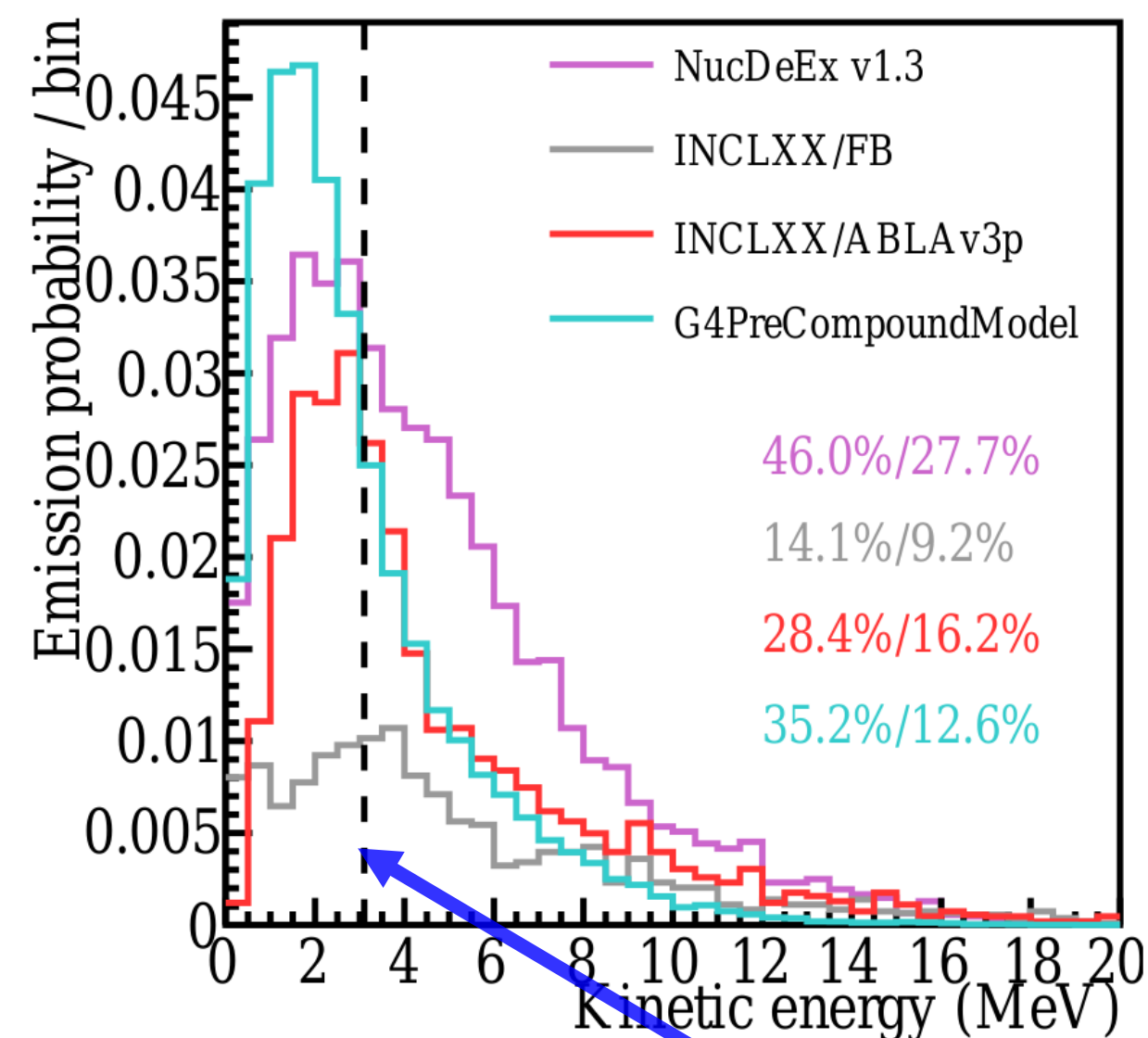
Gamma



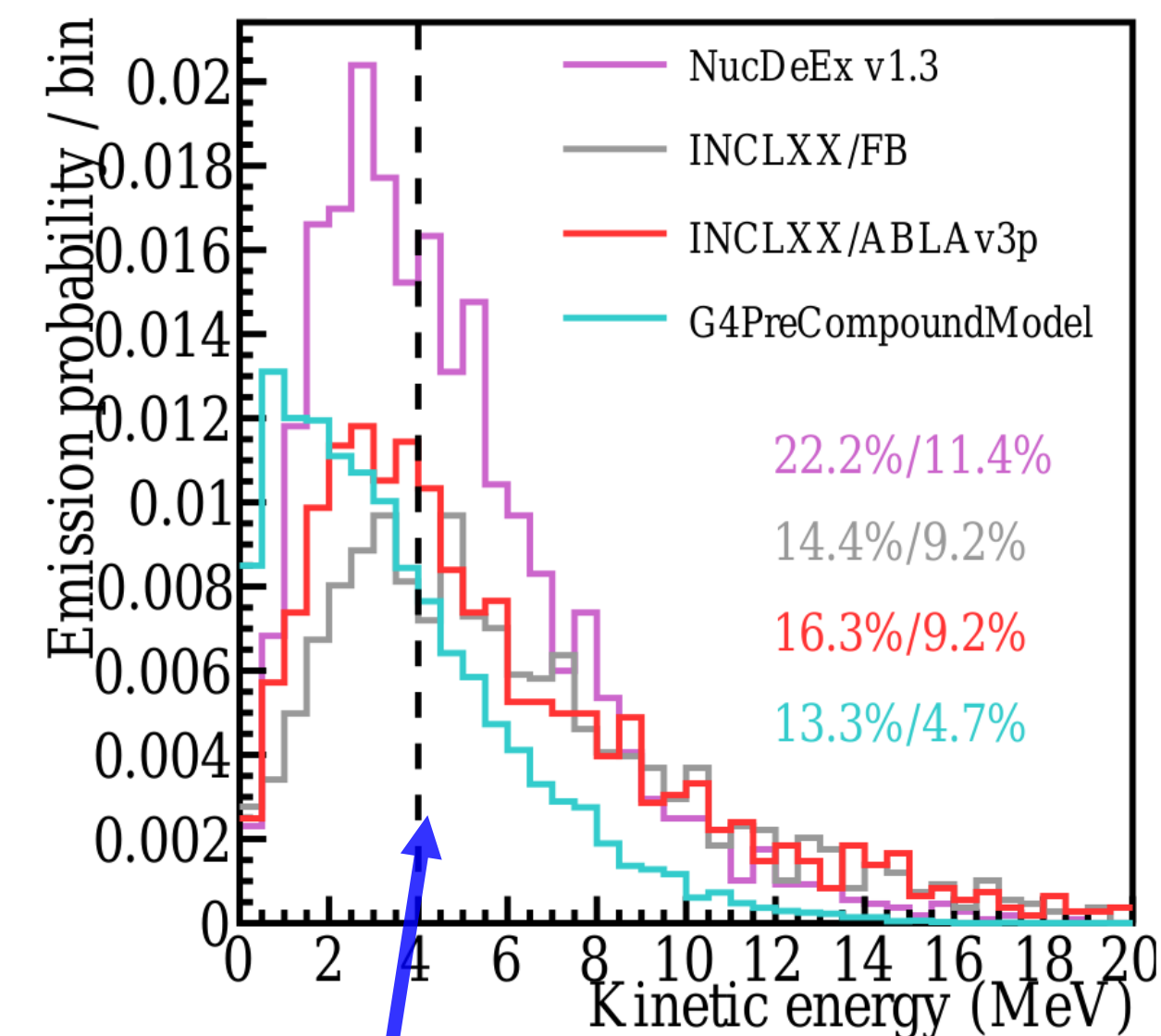
Neutron



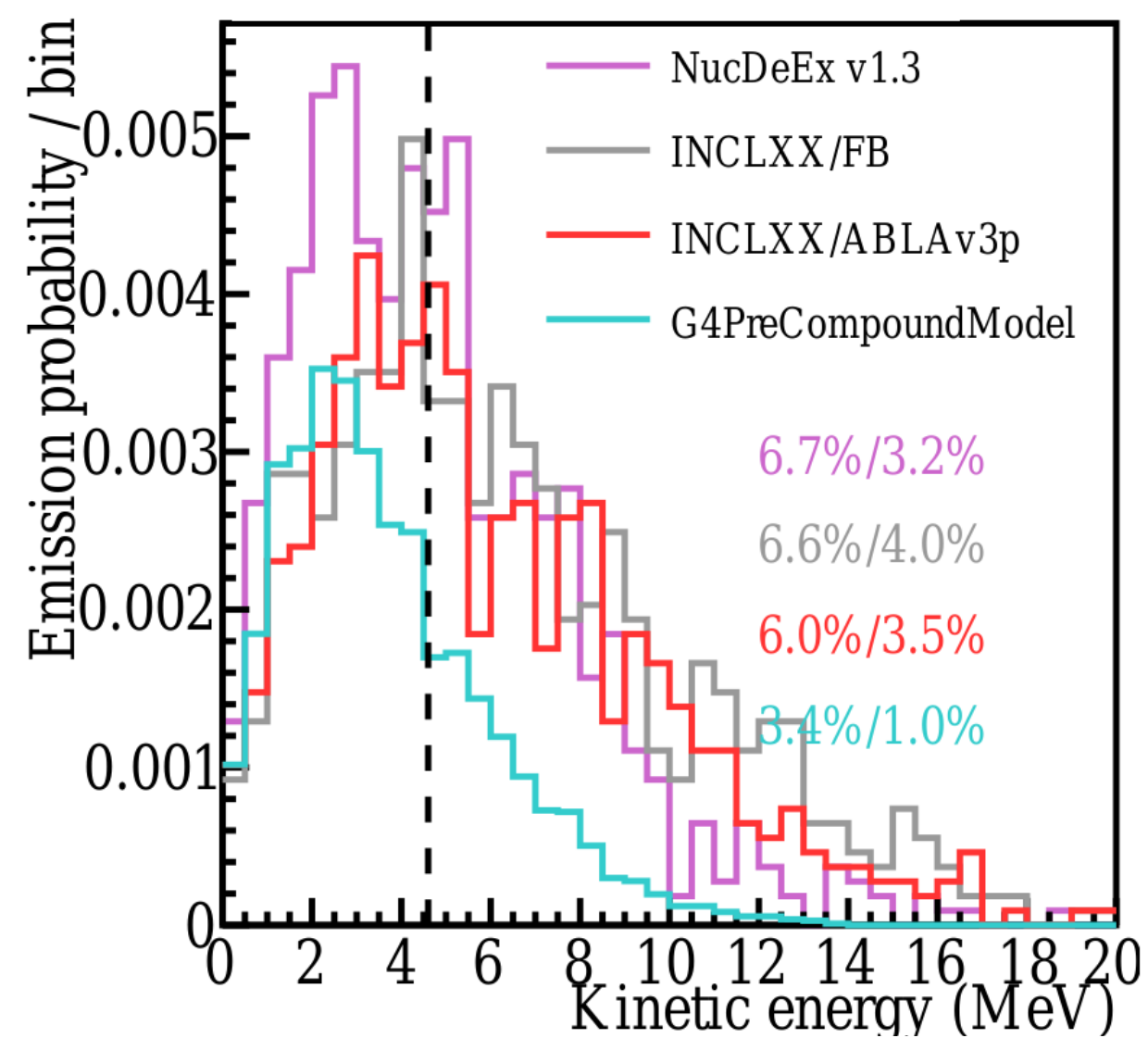
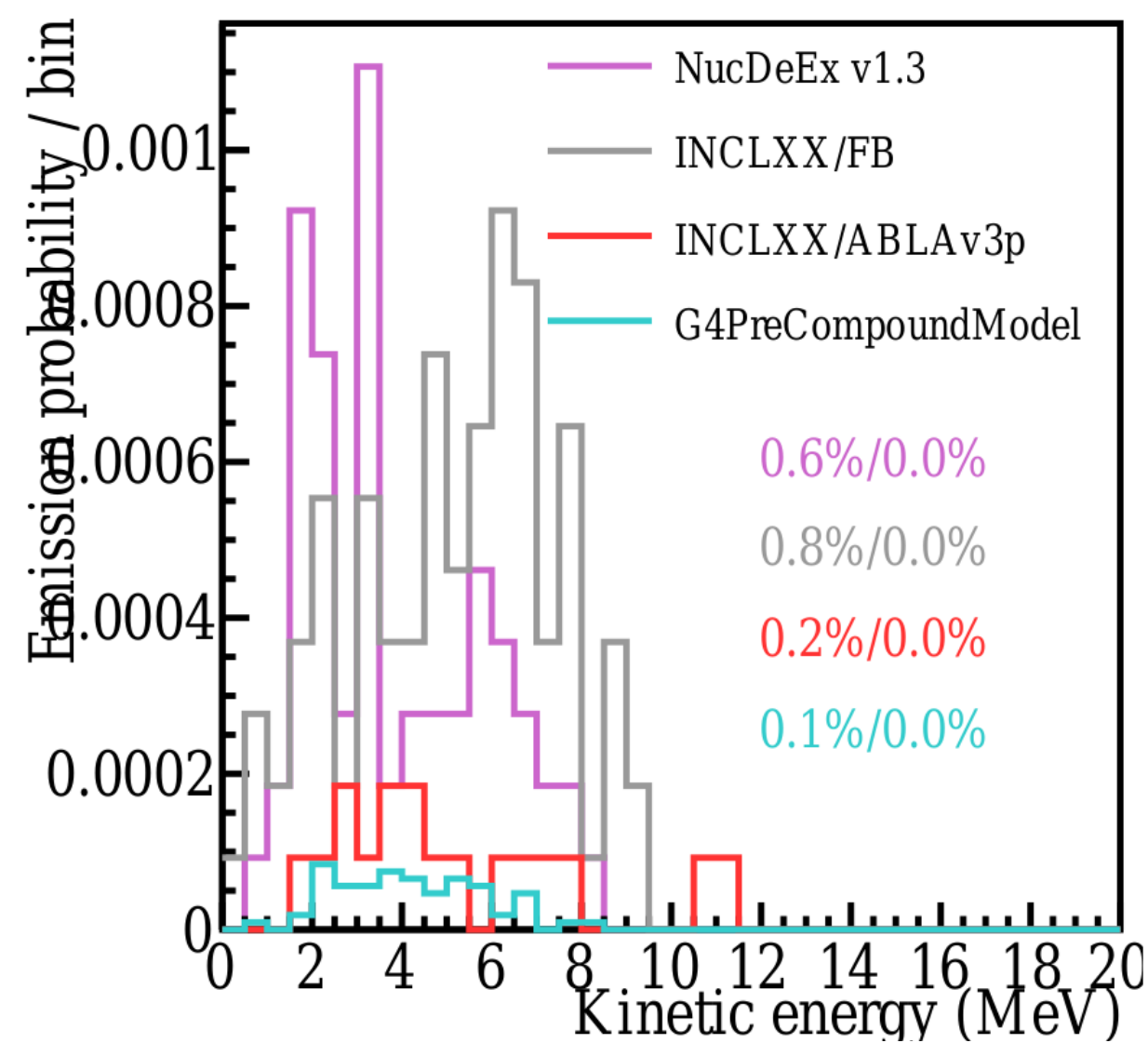
Proton



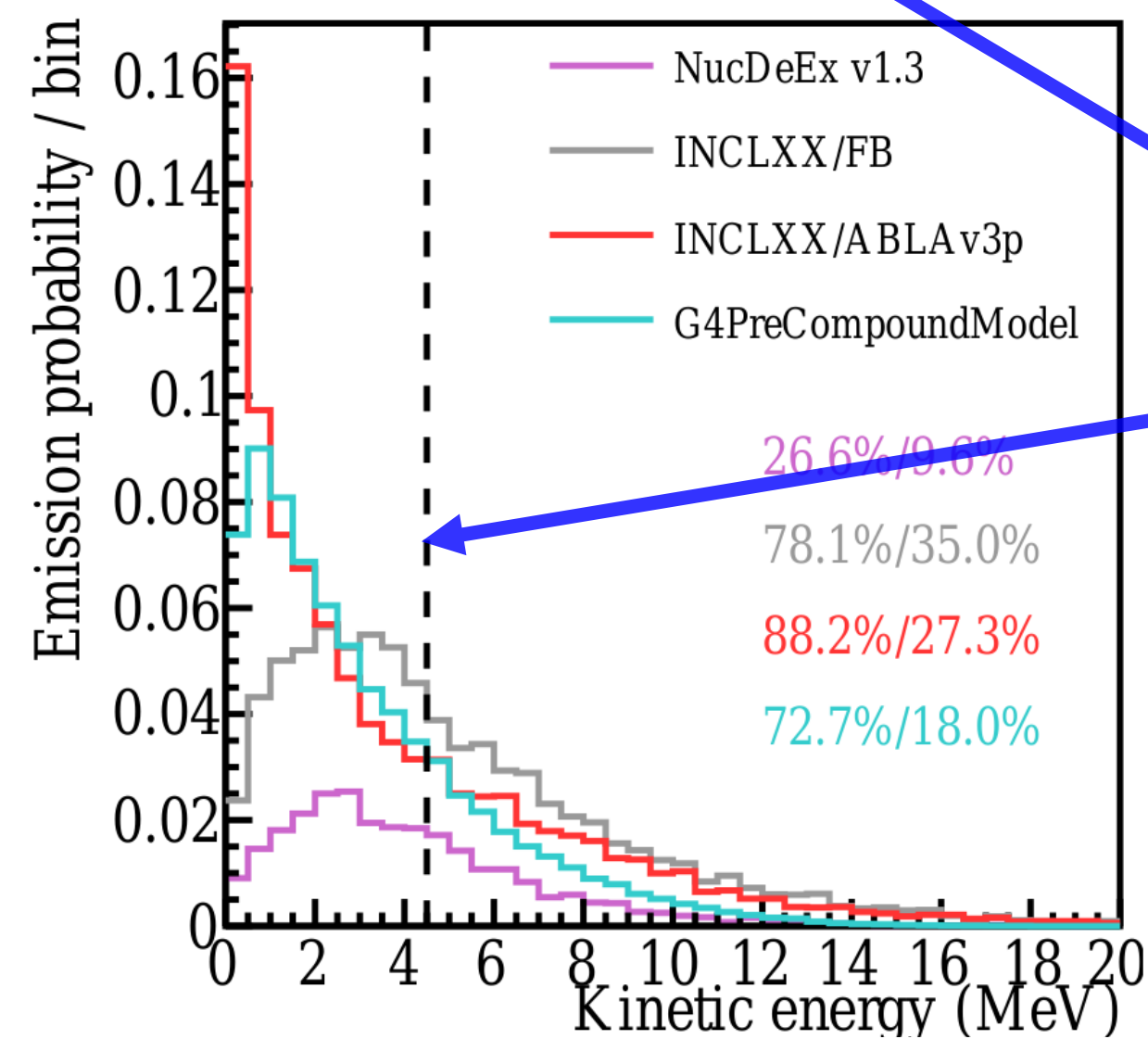
Deuteron



Triton

 $^3\text{He}$ 

Alpha



**Detection threshold  
adopted in the  
experiment by M.Yosoi  
et al**



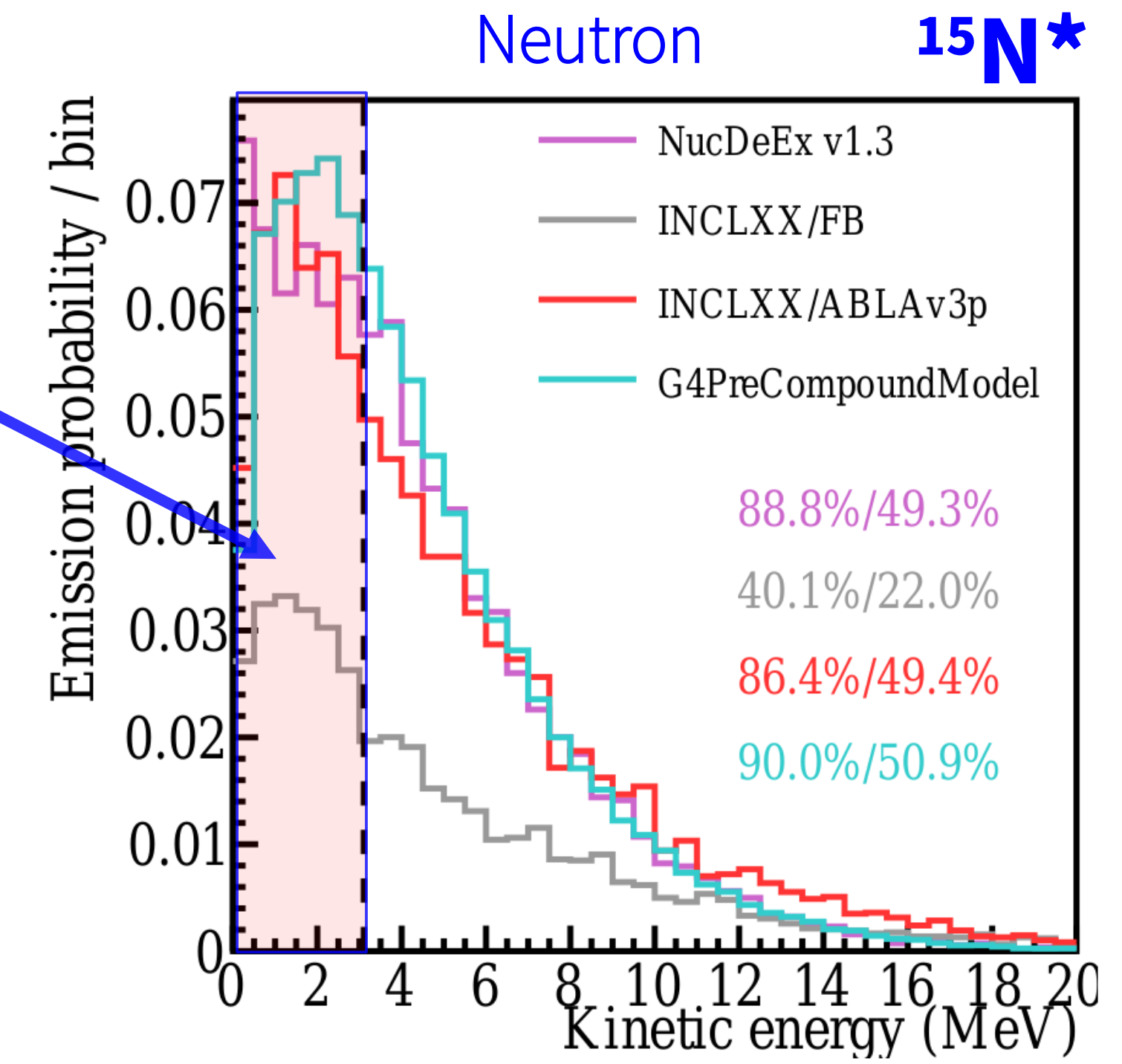
# How important?

- ◆ **~50%** of evaporation neutrons are not detected due to detection threshold in normal kinematics experiments
  - This generally holds for other nuclei relevant for our event simulations

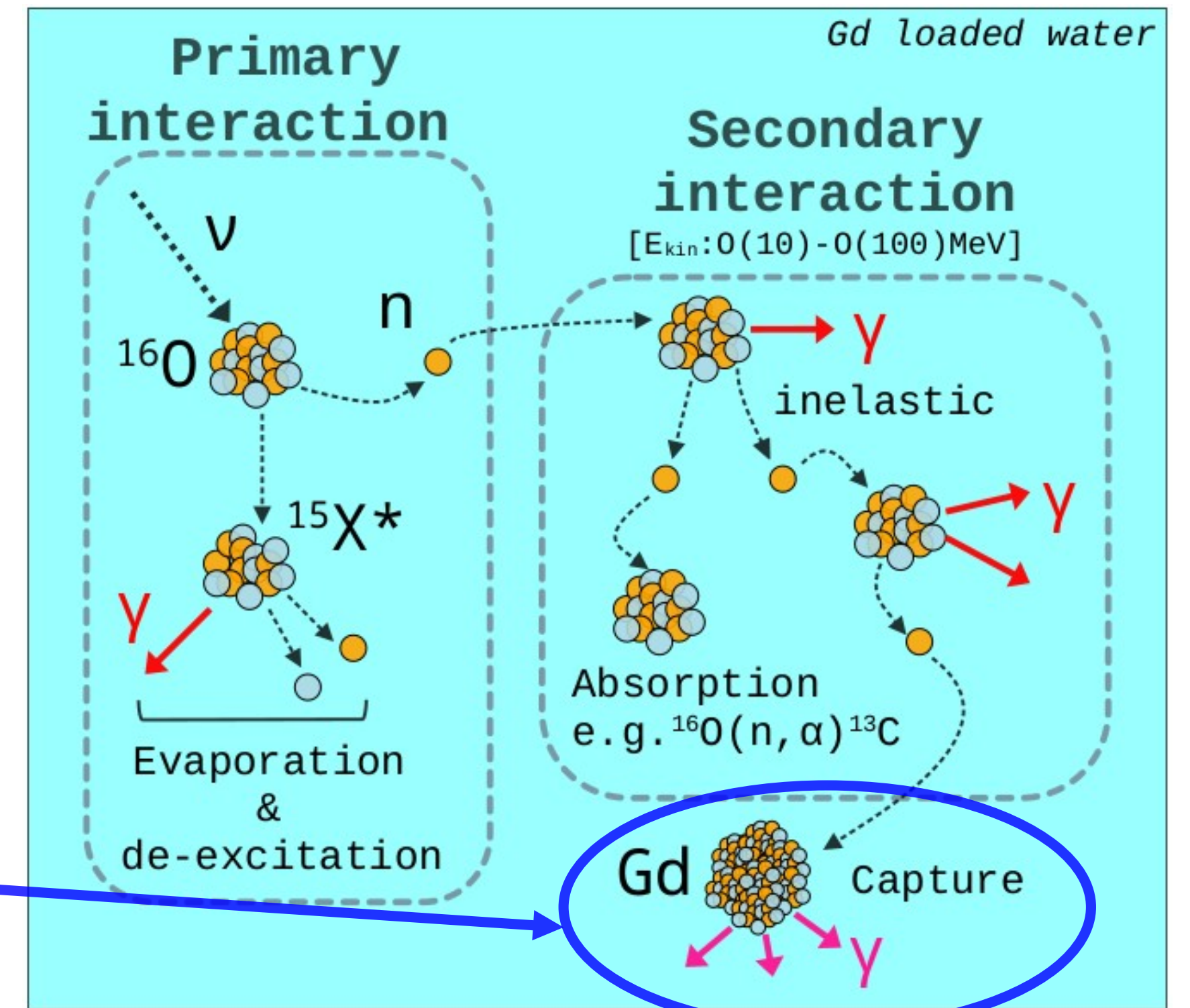
- ◆ According to the NCQE event simulation, these undetectable neutrons correspond to **~25% of the total neutron captures**

→ These neutrons can get constrained only by inverse kinematics experiment

~50%



~50% of evaporation neutrons correspond to ~25% neutron captures

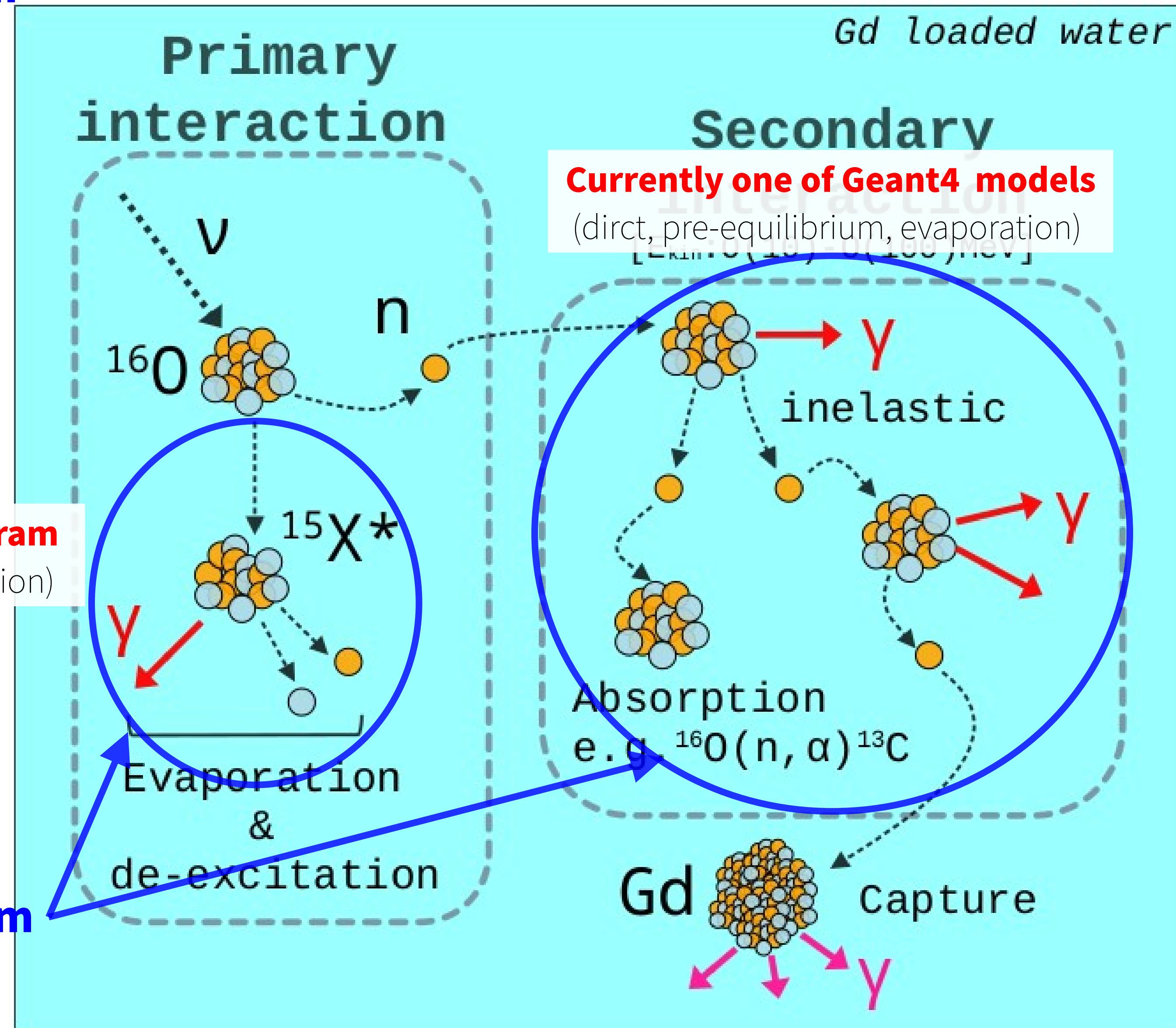


# How to technically improve?

◆ Plan to replace **the existing simulations for the common nuclear processes with a single simulation program**

that will be developed

- Core program being developed by S. Nakayama (JAEA) with CCONE
- Geant4 interface being developed by R. Akutsu
- Event generation interface to be developed



**Currently custom program**  
(pre-equilibrium, evaporation)

**Currently one of Geant4 models**  
(direct, pre-equilibrium, evaporation)

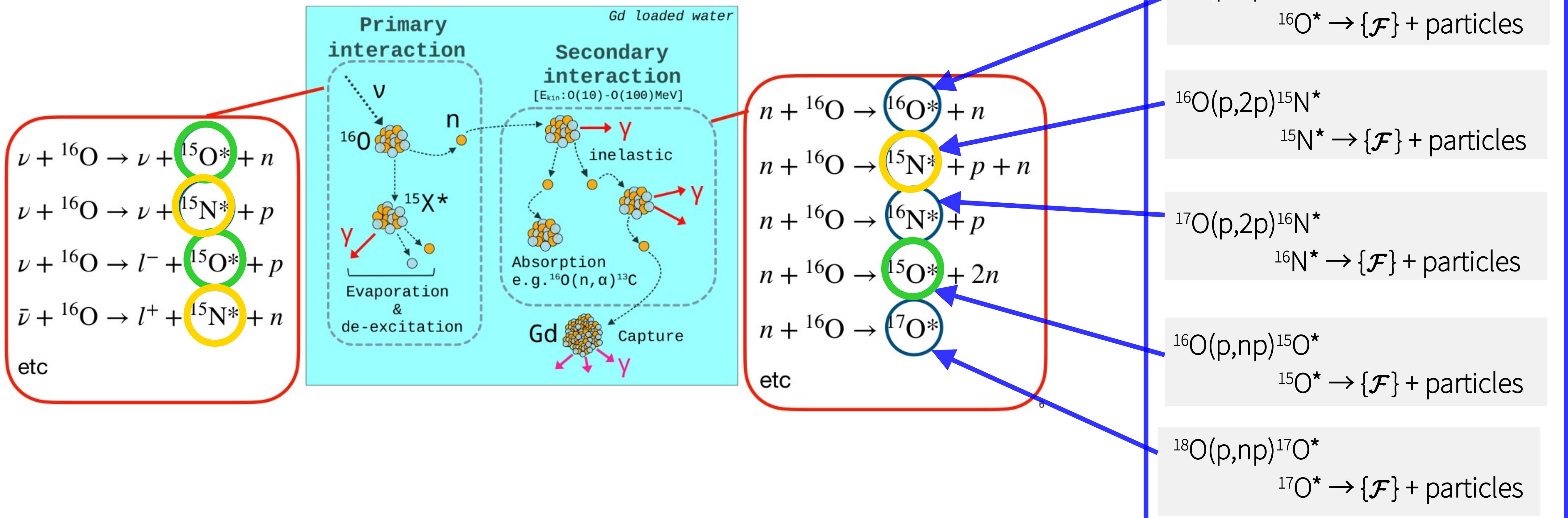
**To be replaced with single simulation program**  
(direct, pre-equilibrium, evaporation processes)

# Ideas for model tuning

- ◆ Will tune the model parameters relevant for evaporation process to  $^{18}\text{O}$ ,  $^{17}\text{O}$ ,  $^{16}\text{O}$  beam data to be taken at 200MeV/u
  - Will also tune parameters describing direct and pre-equilibrium processes
  - Fragment information by HODF to be used for tracing evaporation paths
- Exact tuning method to be developed with the new simulation program

## Measurements to be at SAMURAI

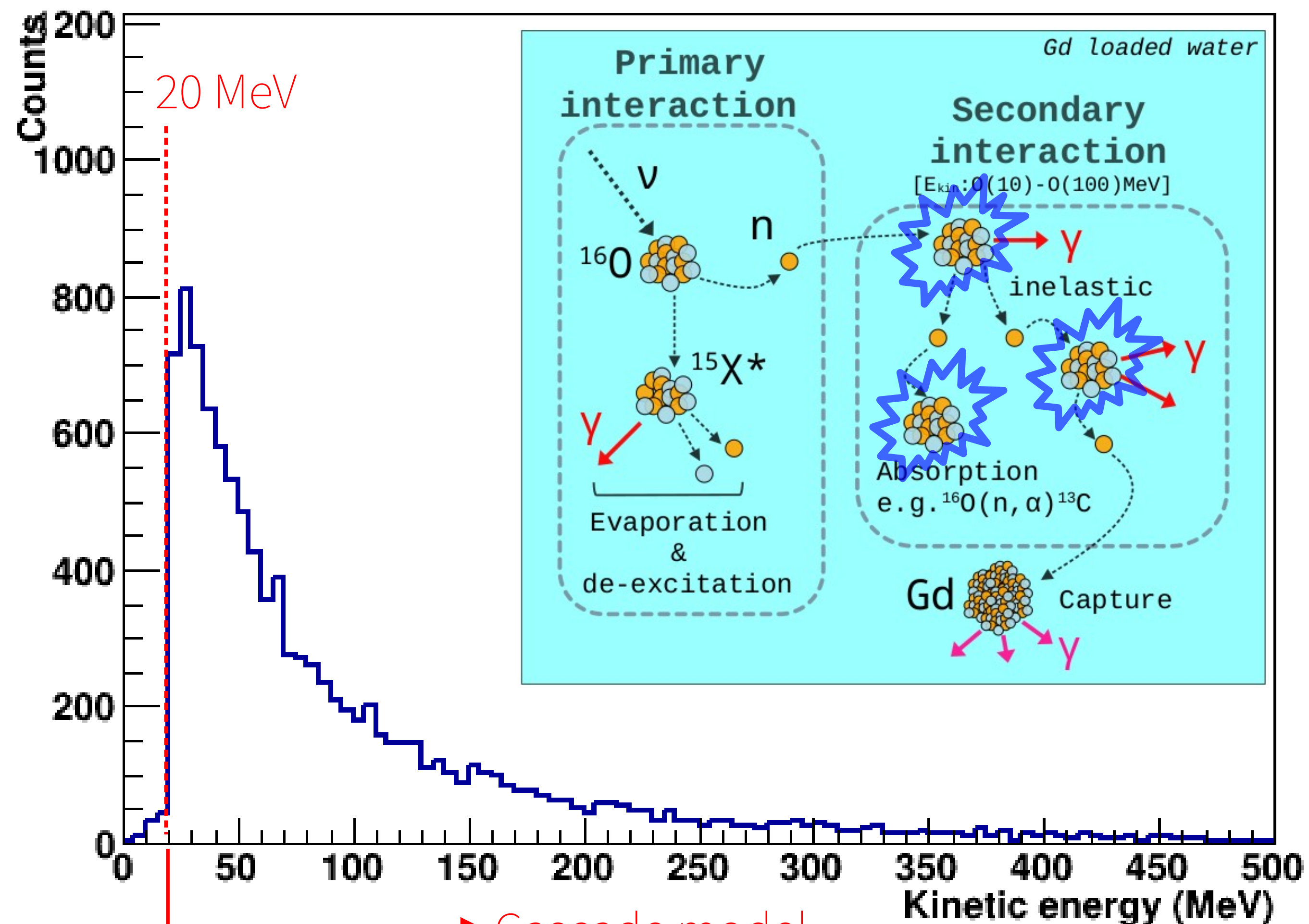
{ $\mathcal{F}$ }: fragments detected by HODF



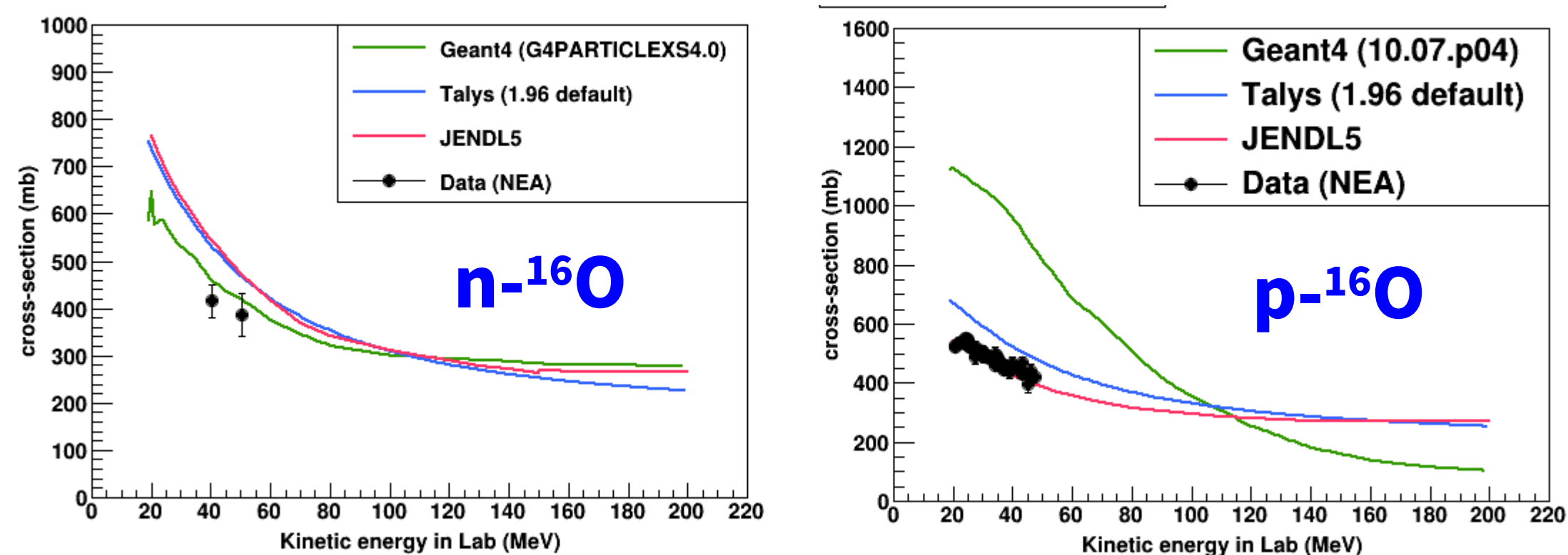
# Beyond evaporation measurement @ 200 MeV/u

- ◆ Median energy of neutron secondary interactions for the NCQE background is ~70 MeV
- ◆ In the current event simulation, cascade model is used even for such low energy region, where the cascade picture is believed to be broken
- ◆ Eventually we may want to study the validity of cascade model in these low incident energies
  - Need varying beam energy of ~50 - ~200 MeV/u, since there have never been measurements in this region

## Neutron kinetic energy at n - <sup>16</sup>O interactions for the NCQE background events



### Total reaction cross-section



← Evaluated cross-section library → Cascade model

# Summary

- ◆ Precise event simulations are essential for analyses in neutrino experiments including Super-Kamikande
- ◆ There are large variations in predictions between nuclear interaction simulations
  - The largest uncertainty is very likely evaporation simulation
 → Needs to be improved, based on proper measurements that can only be made in inverse kinematics experiment
- ◆ Where and how to technically improve the evaporation simulation have been identified, starting the development of a novel integrated framework
  - Details of model tuning method to be developed
- ◆ Eventually we want to develop nuclear interaction simulation relevant for  $\sim 100$  MeV energy region, where cascade model is believed to be irrelevant to use

## Inverse kinematics experiment

