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KLF beam simulation detector hit rates with baseline design

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Geant4 simulation of KLong beam

- Incorporates a detailed geometrical model of the KLF beamline
- Primary things we can learn from a Geant4 simulation:
 - 1. more complete modeling of *attenuation processes* that affect the Klong flux
 - 2. rates, spectra of background particles *accompanying the Klong flux*
 - 3. rates, spectra of background particles at the GlueX detector *outside the beam pipe*
 - 4. comparison of *alternate configuration* of shielding, absorbers
 - 5. identification of *critical beamline elements* to focus on for background reduction
- Adaptation of the GlueX hdgeant4 photon beam simulation
- Physics lists adopted from GlueX simulation
 - 1. <u>QGSP + Fritiof + Bertini cascade</u> model for hadronic interactions
 - 2. <u>standard electromagnetic</u> interactions + *special* φ (1020) *photoproduction process*
 - 3. detailed <u>low-energy neutron cross section tables</u> provided with G4

CPS Photon flux at the Klong target, corrected



Results from 1.2ms of beam



New results presented here

- 1. start counter hits
- 2. cdc and fdc hits
- 3. bcal and fcal hits (fcal-2 with ecal is not simulated, only fcal-1)
- 4. tof hits

Start counter hits



Start counter hits



Central drift chamber hits



Central drift chamber hits

cdc hits

cdc ring cdc straw hits per burst 8'0 8'1 0.6 0.4

180 200 straw in ring

0.2

cdc ring

cdc hits per 64ns burst

Forward drift chamber hits



Forward drift chamber hits



Barrel calorimeter hits

upstream bcal pulse height





Barrel calorimeter hits



Barrel calorimeter hits



Forward calorimeter hits



Forward calorimeter hits



Forward time-of-flight hits



Forward time-of-flight hits

