# Integration of European IAr Simulation into 2km G4 Code

By T.J. Corona

## **G4T2K Background**

- European liquid argon simulation was written by Anselmo Meregaglia (and others?)
- It is called G4T2K and also includes a separate reconstruction program
- I am integrating this code into the Geant4 2km simulation, replacing the previous liquid argon simulation

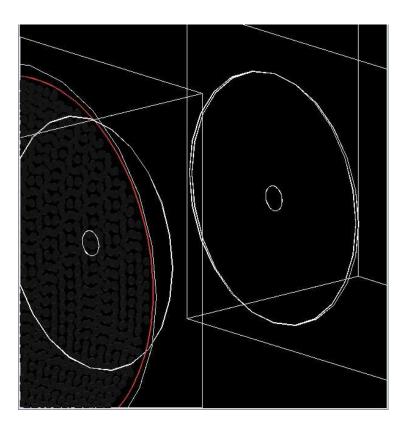
#### G4T2K Code

- The G4T2K code is organized differently from the 2km code
  - · Hits are written out in SteppingAction
    - no sensitive detectors
    - vectors instead of hits collections
    - information recorded that cannot (yet) be accessed using sensitive detectors
  - Materials properties & Geometry defined in DetectorConstruction
  - Different layout for PhysicsList

### **Geometry Updates**

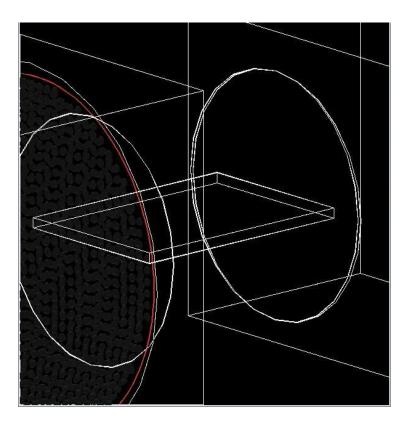
- 2km now has T2K geometry and options
  - Elliptical tube geometry
  - Refined materials properties
    - functions for physics processes within IAr
    - more accurate description of stainless steel dewars
  - Run-time inner geometry options
    - 30 & 60 cm radius cylinders, parallel plates, no inner geometry
    - · electric field distortion toggle (for cylinders)

### **IAr Inner Geometry Options**



30 cm Cylinder Configuration

30 cm cylinder of ice



Parallel Planes Configuration

Cathode Planes

By default no inner geometry is set.

# Work in Progress: Organizing Hits

- Hits triggered using 1 sensitive detector
- Hits organized to contain:
  - the two intersecting wires that read the hit
  - · time of hit
  - energy and type of particle
  - position, energy and type of parent particle (as the wires detect secondary particles)

#### To Do: lite for G4T2K Digitize

# Process Hits for G4T2K Digitizer (FullReco)

- Steps to maintain the format of the 2km code and still use FullReco:
  - Hits collected as previously described
  - Hits converted to wire information in IArDigitizer
  - Wire information further converted to FullReco format in standalone Root program

#### **Conclusion & Plans**

- T2k IAr Geometry is fully operational in 2km simulation
- Creation of hits currently underway
- General layout for processing of hits with digitizer planned
- Estimated time for hits so we can do physics analysis ~ 1 week
- Digitized info with full reconstruction
  - ~ 2 weeks