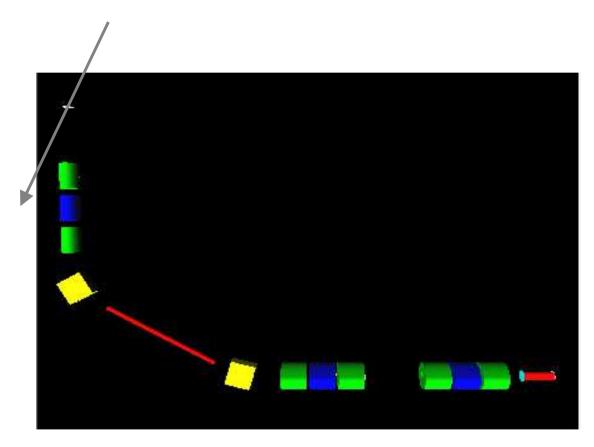
Beamline Simulations

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Beamline Activities

- Developing g4beamline, a "Swiss Army Knife" for Geant4
- Beamline studies for MICE (with K.Tilley and P.Drumm from RAL)
 - Basic tracking and rates
 - MAY03 Design
 - JAN04 Design
 - MAR04 Design
 - Target production calculations, overall normalization
 - Singles rate studies in upstream counters
 - Upstream TOF performance, mu/pi separation
 - Upstream TOF thickness effects on beam rates
 - Study of downstream counter size requirements
- Supporting other users of g4beamline

MICE Beamline



(3-D view approximately a plan view)

MICE Target Particle Production

Particles into acceptance per millisecond of good target.

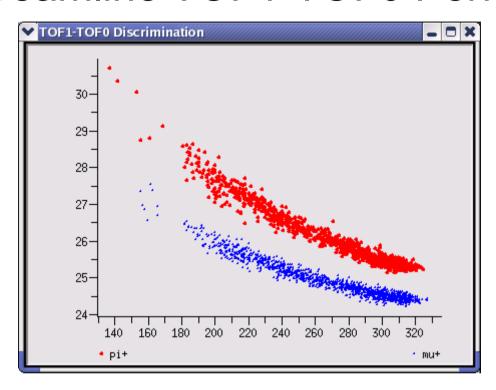
Particle	LAHET	MARS	Geant4
pi-		3.2E5	2.8E5
e-		4.6E3	1.5E4
e+		0	1.6E4
gamma		7.0E5	5.6E5
pi+	7.8E5	1.1E6	9.7E5
n		7.2E6	4.1E6
р	3.7E5	6.2E6	3.6E6

MICE Good-mu+ Rates (MAR04)

Description	LAHET	MARS	Geant4	
Protons on model Target	1.10^{7}	1.10^{7}	1.10^{7}	
π^+ Into Acceptance	7.20	9.30	8.81	
π^+ Per millisecond into Acceptance	$1.22 \cdot 10^6$	$1.58 \cdot 10^6$	1.50·10 ⁶	
π^+ Generated into Acceptance and Tracked	$1 \cdot 10^7$			
good μ ⁺ (no LH ₂ , no RF)	1277			
good μ ⁺ per millisecond	156	202	191	

5

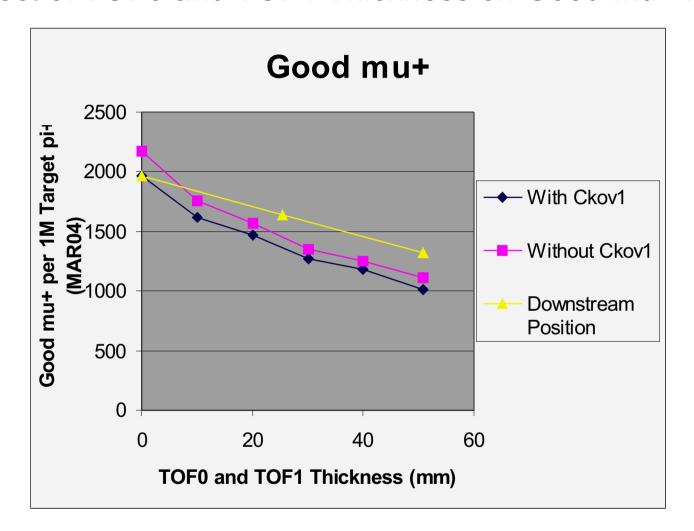
JAN04 Beamline TOF1-TOF0 Performance



Includes:

- TOF resolution of 50 ps
- Momentum measured in Tracker1, with resolution 2-25 MeV/c depending on P_{\perp}
- JAN04 beamline (MAR04 has 30% longer distance)
- Events generated to fill the Q4 aperture, with pi/mu=1 (really ~0.02 at TOF1, ~0.002 for good-μ⁺)

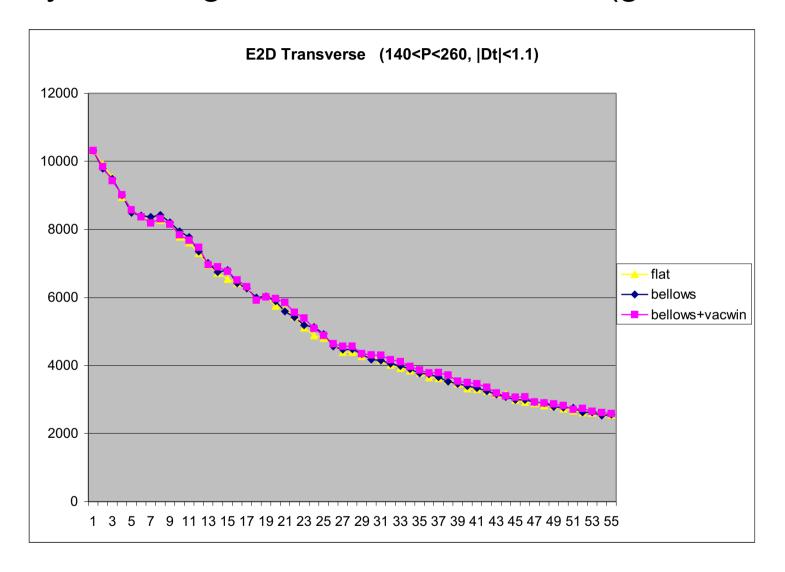
Effect of TOF0 and TOF1 Thickness on Good-Mu+ Rate



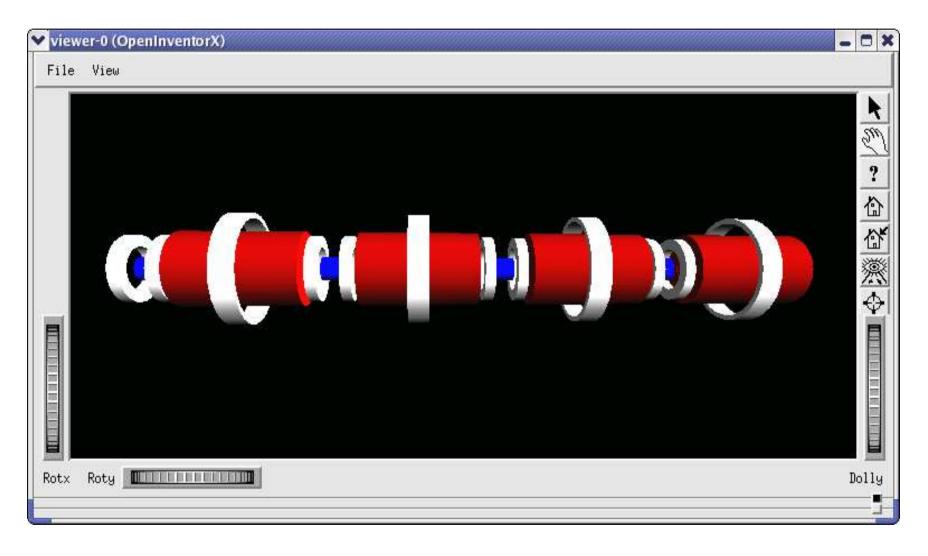
Downstream Position has TOF0 just downstream of Q6, and TOF1 just downstream of Q9, with an iron shield between it and the Tracker1 Solenoids, as for TOF2.

Other Investigations using g4beamline

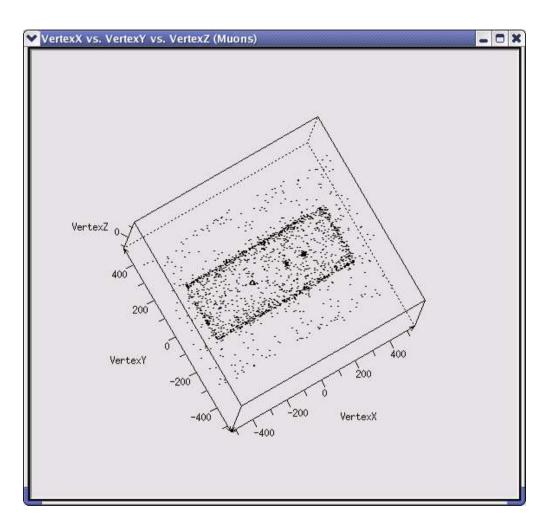
Study2 Cooling Channel Performance (g4beamline)



4 cells from Study 2



Cosmic-Ray muon Tomography of a Shipping Container



Four 20 cm internal objects: H₂O (invisible)

ΑI

Fe

Pb

Simple 2-track vertex using 4 surrounding counters.

The clusters at the walls are an artifact of the view (they are spread out in 3-d).

26-second exposure to Cosmic Rays