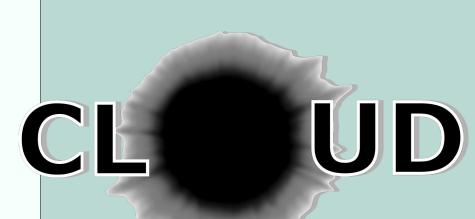


Simulation of CLOUD The first LiquidO reactor neutrino experiment

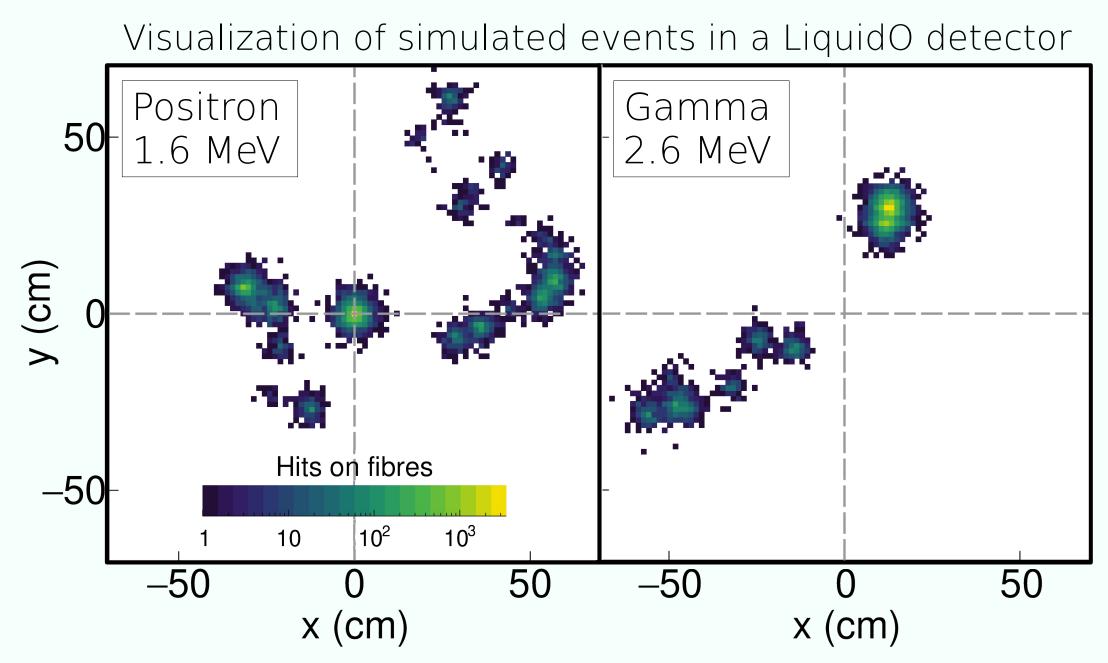


Cloé Girard-Carillo* on behalf of the CLOUD collaboration *girardcarillo@uni-mainz.de

LiquidO - New technology

Particle detection using opaque liquid scintillator (LS)

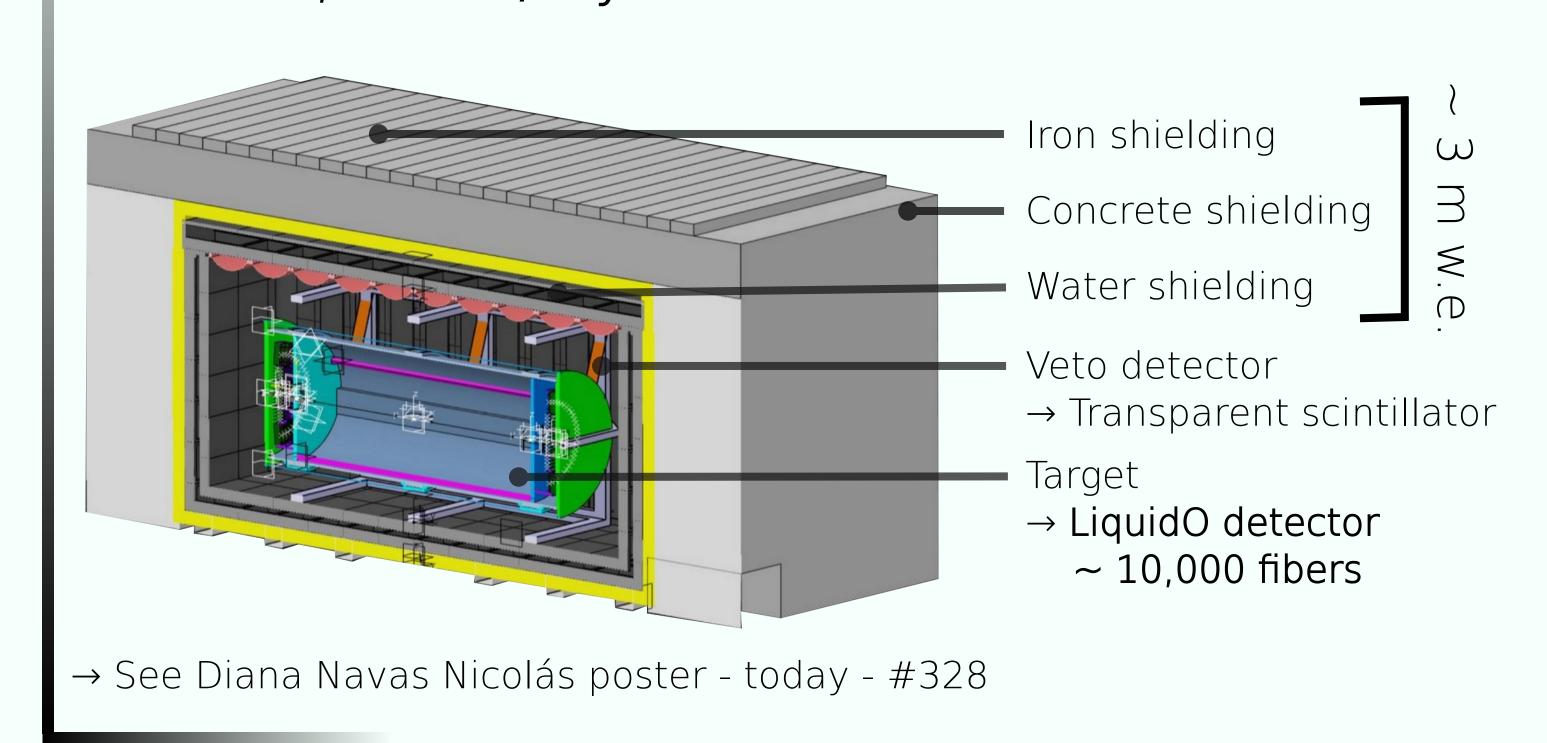
- → Light | confined near its creation point collected with WLS optical fibers
- → Powerful particle identification (PID)



2 successful prototypes, another under construction

CLOUD - Reactor neutrino experiment

- ► 5 to 10 ton detector @Chooz power plant
- Ultra near site: 35 m from reactor core
- Detector at surface
- ► ~ 10,000 IBD/day

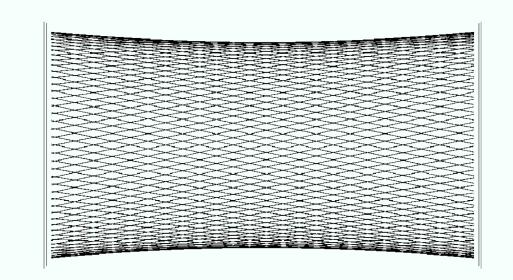


Simulation of CLOUD - Guiding the detector design

Building a detector at surface @UND comes with contraints Preliminary results on shielding design have been obtained using

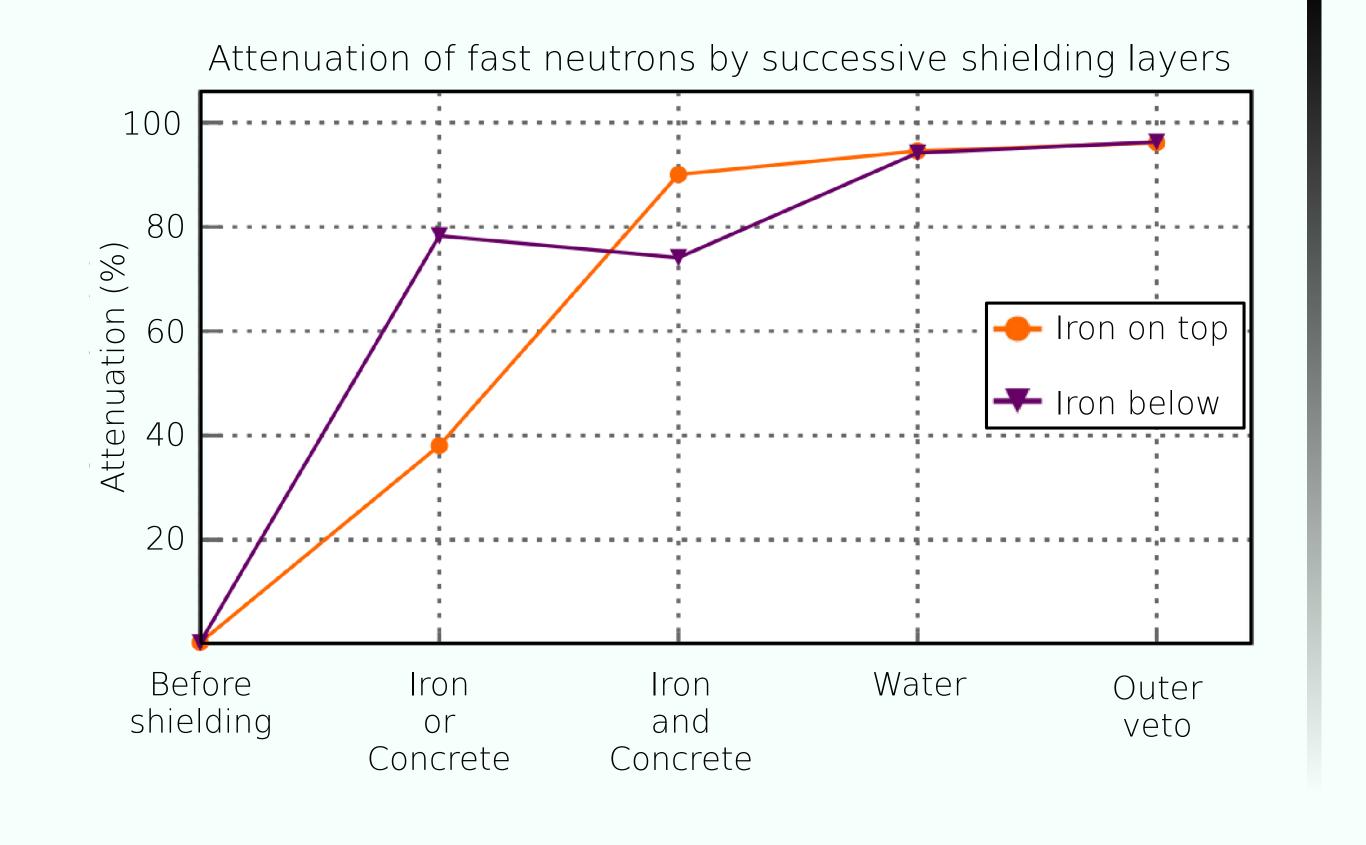
- a toy geometry
- Geant4 simulations of background (gammas, neutrons...)

Next step:



Design of the target detector fiber array → Goal: improve position resolution and Background rejection with stereo geometries

→ See Susanna Wakely poster - # 393



Towards full simulation of CLOUD – Ratpac-2

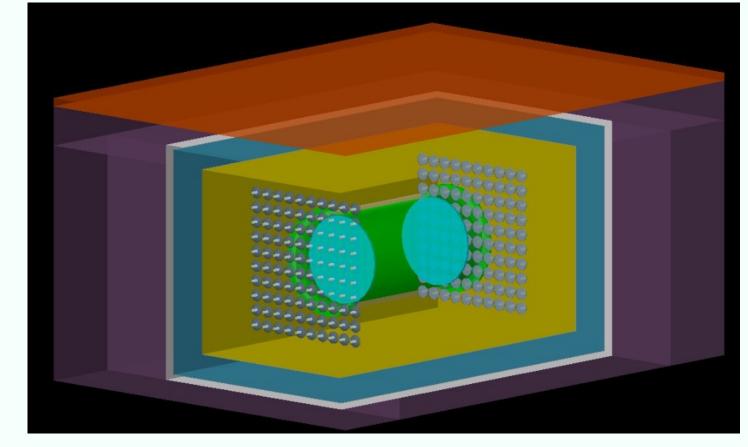
Rat-pac: C++ simulation and analysis package using GEANT4 and ROOT

Rat-pac for CLOUD: from particle generator to SiPM simulation

- Implementation of fiber PDFs to speed up simulations (by 2 orders of magnitude)
- Simulation of DAQ trigger
- Production of simulations for neural network training

Next steps:

Finalize full software chain with integration of reconstruction in the pipeline

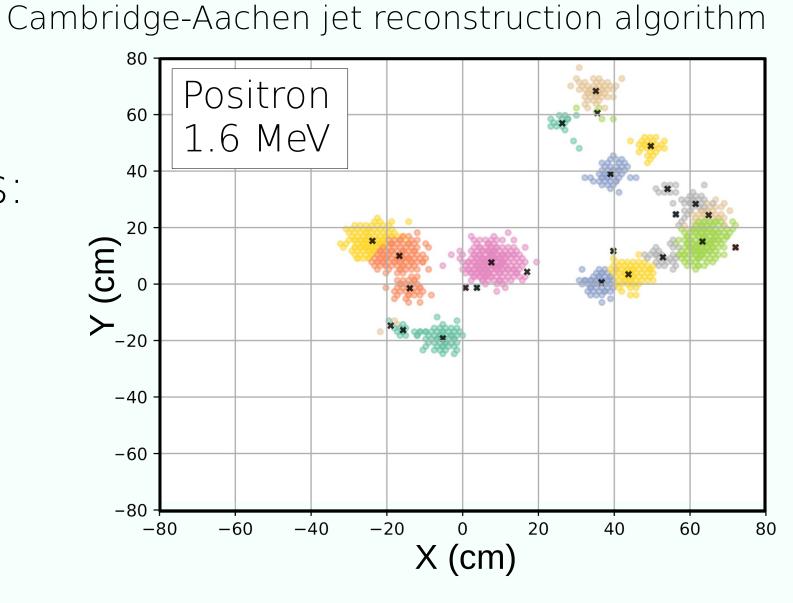


Visualization of the detector geometry with RatPac

Positron ID - Event topology reconstruction

Exploring complementary reconstruction possibilities:

Traditional approach: Cambridge-Aachen clustering algorithm for jet reconstruction



Simulated positron in a LiquidO detector

Neural Network: powerful, especially if we choose stereo geometries

→ See Garrett Wendel poster - today - #612

Goal: PID, energy and vertex reconstruction → Using the full detector simulation











