

Neutrino and Air Shower Simulations in IceCube





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The IceCube Observatory





Events in icecube

- Air shower detection @ surface
- Penetrating muon detection in deep ice
- Events dominated by cosmic ray muons : 10⁶ µ for every v that interacts in IceCube
- Atmospheric v's







simulaton chain (IT)



Generators (cont.)

• Other:

wimpsim-reader: IceTray interface for WimpSim (FORTRAN stand-alone)

Generators : CORSIKA (COsmic Ray SImulations for KAscade)

- Particles are tracked through the atmosphere until they undergo reactions with the air nuclei or - in the case of instable secondaries - decay.
- The hadronic interactions at high energies may be described by several reaction models alternatively:
 - VENUS, QGSJET, and DPMJET (Gribov-Regge theory),
 - SIBYLL (minijet model).
 - neXus, EPOS (combination of QGSJET and VENUS).
 - HDPM (Dual Parton Model).
- Hadronic interactions at lower energies:
 - GHEISHA, FLUKA, or UrQMD models.
- For electromagnetic interactions
 - Tailored version of EGS4.
 - Analytical NKG formulas.



Energies and rates of the cosmic-ray particles

Generators : CORSIKA (COsmic Ray SImulations for KAscade)

- weighted events : artificially flat spectrum
 - better livetime efficiency @ 10 TeV but poor efficiency @ TeV
 - energy-targeted generation of (H,He,CNO,Mg,Fe) with E⁻¹⁽²⁾





gamma shower



Proton shower





DYNSTACK in CORSIKA

Kevin Meagher & Jakob van Santen

- Replaces CORSIKA's post-reaction particle stack with a C++11 plugin
- General API for doing things like the neutrino kill threshold, plus helpful extras (take configuration from the steering card, manipulate event headers/trailers, etc)
- In mainline CORSIKA since 7.56 (modulo typos)
- Write plugins in C++11 without touching corsika.F, depend only on the standard library
- Build a better CORSIKA for in-ice background simulation.
- Reduce memory and disk requirements for high energy simulations.

Analysis-specific, targeted background simulation

DYNSTACK in CORSIKA



CLSimClient passes individual particles from the MCTree to the CORSIKA Server, to PROPOSAL to the CLSimServer

> I3MCPE are created directly from the output of each individual CLSim propagation





MuonGun (IceCube implementation of MUPAGE)

arXiv:0907.5563v1 [astro-ph.IM] 31 Jul 2009

PROCEEDINGS OF THE 31st ICRC, ŁÓDŹ 2009

Atmospheric MUons from PArametric formulas: a fast GEnerator for neutrino telescopes (MUPAGE)

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Fig. 1: Sketch of some input parameters. The cylinder surrounding the instrumental volume is the *can*, with radius R_{can} and height H_{can} . The events are generated on an extended can with R_{ext} . The origin of the coordinate system does not have to be located at the center of the detector. The lower disk is at a depth H_{max} with respect to the sea/ice surface.



neutrino-generator

- 1. Calculate total path length inside the Earth using injected neutrino geometry.
 - a. Separate the total path length into propagation area (SF) and
 - b. detection volume (FE).
- 2. Define a step length dx[m] using propagation area and step number.
- 3. For each step:
 - a. Calculate a column depth and Earth's density at the step point.
 - b. Calculate a total cross section at the step point.
 - c. Calculate a probability that the injected neutrino interacts within the step. Try Monte-Carlo, and decide whether an interaction happened within the step.
 - d. If interaction occurred: choose interaction randomly.
 - i. If CC-interaction is selected with injection particle NuMu or NuE, break (event is killed).
 - ii. else, generate secondaries and continue to next step.
 - e. If nothing happens, continue next step.
- 4. Finish propagation when injected neutrino + secondaries reach surface of detection volume (point F), then process a weighted interaction.





• produce a $E^{-\gamma} v_{\mu}$, v_e , v_{τ} with

PRELIM Earth's density model



- parton distribution functions
- prop & interaction of neutrinos into a weight
 ¹⁴

LeptonInjector/LeptonWeighter

- LeptonInjector and LeptonWeighter are designed for large-volume Cherenkov neutrino telescopes such as IceCube.
- The neutrino event generator allows for quick and flexible simulation of neutrino events within and around the detector volume
- Implements the leading Standard Model neutrino interaction processes relevant for neutrino observatories:
 - neutrino-nucleon deep-inelastic scattering
 - neutrino-electron annihilation.

This is publicly available code.



https://arxiv.org/abs/2012.10449

Figure 1.1: A diagram illustrating the different event generation and weighting steps for traditional methods compared with the LeptonInjector and LeptonWeighter philosophy.

Generators

- Cosmic-ray Air Showers:
 - CORSIKA (FORTRAN stand-alone)
 - dynstack-corsika (parallel corsika client/server w clsim)
 - **corsika-reader**: IceTray reader for standard format (deprecated)
 - CorsikalnjectorService (IceTop)
- Muons:
 - **MuonGun**: parametrization of flux of atm. muons under the ice.
- Neutrinos:
 - neutrino-generator: injects neutrinos, propagates them through Earth, forces interaction in detector volume.
 - genie-icetray: detailed simulation of neutrino interactions with GENIE. (Used for low-energy simulations)
 - LeptonInjector / NuFSGen (not yet available): weighted leptons+weights to account for flux models, interaction models, in-earth propagation, etc.

Lepton propagation

https://doi.org/10.1016/j.cpc.2013.04.001

- PROPOSAL: parametrized interactions with the medium. <u>Comp. Phys. Com. 184, 9 (2013), p2070-2090</u>
 - Stochastic energy losses include:
 - ionization
 - electron-pair production
 - bremsstrahlung
 - photo-nuclear interaction
 - decay
- GEANT4: Detailed particle propagation in media. <u>https://geant4.web.cern.ch/</u>
 - 3rd-party G4 library used by CLSim to propagate leptons for low-energy simulations (CPU-intensive).



Fig. 31. Continuous energy loss of taus in ice in the energy range from 10^3 MeV to 10^{14} MeV. The graph shows the energy losses of the four interactions and the probability of decay multiplied by the primary particle energy.



Fig. 4. Continuous energy loss of taus caused by Bremsstrahlung in the energy range from $2 \cdot 10^3$ MeV to 10^{14} MeV. The figure shows the same four possible parametrizations as Fig. 2.

Photon Propagation

- μ energy lost + cascades \rightarrow photons \rightarrow p.e.
 - Photon propagation : ice properties + PMT response + DOM glass/gel
 - Pre-generated lookup splined table :
 - I3PhotonicsHitMaker
 - Amplitude and time distribution
 - Direct photon tracking
 - CLSim
 - PPC
 - Hybrid photon tracking
 - HitMaker + CLSim





Photon Propagation (PPC, CLSim)



http://icecube.wisc.edu/~ckopper/muon_with_photons.mov

Polyplopia

(from gr., $\pi o\lambda \dot{v} \zeta$ - polús, "many,", and $\ddot{o} \psi$ -ops , "vision") Coincident atmospheric shower events in IceCube



polyplopia::PoissonMerger

- Injects background event read from a separate file on top of primary events in the chain by sampling from a Poisson distribution over a time window Δt.
- Also makes use of a *CoincidentEventService* that could be drop-in replaced with other event services such as a MuonGun-based service.
- Writes a separate I3MCTree with background particles.
- Writes a combined I3MCPE map for signal and background.

polyplopia::MPHitFilter

- Removes events that don't produce light in the detector and removes branches of I3MCTrees whose particles don't produce enough PEs in the detector,
- Reduces the storage requirements.
- It is then up to the trigger-sim to split up Q-frames into P-frames events based on triggers.

Polyplopia

(from gr., $\pi o \lambda \dot{\upsilon} \varsigma$ - polús, "many,", and $\dot{o} \psi$ -ops , "vision")

Coincident atmospheric shower events in IceCube



http://icecube.wisc.edu/~juancarlos/video/10msec_w_noise.mp4

Noise Generation \rightarrow (MCPEs) Noise Model Thermal Noise (~few Hz) ~ ms Timescales [Poisson process] Glass Pressure Housing DOM Mainboard Radioactive Decay in Glass ~ ms Timescales [Poisson process] Energy deposited in glass PMT Glass scintillates/fluoresces over long timescale ≲ 500 µs Timescales [Log-normal]

Noise Generation

Previous simulation used simplified Poissonian model. Vuvuzela uses exponential for **thermal** and **radioactive decays** and log-normal for **scintillation**.





DOMLauncher:: PMTResponseSimulator

PMT

Generates PMT Waveform

From distribution of (combined) MCPEs.

Outputs I3MCPulseSeries for each DOM.





PMTResponseSimulator

Input: I3MCPEs Output: I3MCPulses

Processing MCPEs :

- Give each MCPE a weight corresponding to the pulse charge that photon would yield.
- Generate prepulses, late pulses and after pulses.
- Apply time jitter.
- Simulate the effect of saturation.



Charge (p.e.)

Weights fromSPE Charge Distribution

http://software.icecube.wisc.edu/documentation/projects/DOMLauncher/index.html

PAL pulses

Pre-pulses: photoelectrons ejected from the first dynode,

- Late pulses: electrons backscatter from dynode to cathode.
- **After-pulses**: ionization of residual gases by electrons accelerated in the space between dynode.



DOMLauncher: DOM electronics simulation

- Discriminator
- LC-logic
- Digitization
- Simulated effects
 - Electronic noise in the digitizers
 - Beacon launches (CPU triggered launches)
 - The FPGA Clock phase
 - RAPcal time uncertainty







DOMLauncher: DOM electronics simulation



Trigger Simulation

- Simple Multiplicity Trigger (SMT)
 - N HLC hits or more in a time window
 - Example: InIce SMT8 with N_hits ≥ 8 in 5 μ s
 - readout window around this captures early and late hits (-4 $\mu s,$ +6 $\mu s)$
- **String** trigger (a.k.a. Cluster trigger in DAQ-land)
 - *N* HLC hits out of *M* DOMs on a string in a time window
 - Example: 5 hits from a run of 7 adjacent DOMs in a time window of 1500 ns
- **Volume** trigger (a.k.a Cylinder trigger in DAQ-land)
 - simple majority of HLC hits (SMT4) with volume element including one layer of strings around a center string
 - cylinder height is 5 DOM-layers (2 up and down from the selected DOM).
- Slow Particle trigger (SLOP)
 - slow-moving hits along a track
 - lengths of the order of 500µs and extending up to milliseconds
- Fixed Rate trigger, Minimum Bias trigger, Calibration trigger



- Different parts of the simulation chain have different
 - CORSIKA is CPU-intensive and requires little
 - Photon propagation run almost exclusively on
 - Detector simulation is CPU bound and requires
- Running the whole chain on a GPU node will waste GPU resources and limit your throughput.
 - breaking up chain requires transfering/storing
- Reduce complexity in workflow

This project is a collection of scripts, tray segments and IceProd modules used in simulation production. The aim is to provide a central place with standard segments for running simulation in both production and privately.

- Tray Segments: IceTray meta-modules that contain several I3Modules with default parameters.
- IceProd modules: basic wrappers around tray segments that provide an interface for IceProd.
- Scripts: collection of python scripts used in simulation production
- **Examples**: The directory simprod-scripts/resources/examples contains a collection of example scripts for running IPModules
- Tests: are run on the build-bots to check that the different parts of the simulation are not broken with each commit to the software repository.

Simprod-Scripts

http://software.icecube.wisc.edu/documentation/projects/ simprod_scripts/index.html

Tray Segments

\$I3_SRC/simprod-scripts/python/segments

Calibration

DetectorSim

GenerateAirShowers

GenerateCosmicRayMuons

GenerateFlashers

GenerateIceTopShowers

GenerateIceTopShowers GenerateNeutrinos GenerateNoiseTriggers HybridPhotonicsCLSim Polyplopia PropagateMuons

Scripts: \$I3_SRC/simprod-scripts/resources/scripts

(run the individual pieces as broken down by production tasks)

```
$ python nugen.py -h
                       Usage: nugen.py [options]
                       Options:
                                       show this help message and exit
                        -h, --help
                                          boolean condition to execute
                        --no-execute
                        --outputfile=OUTPUTFILE
                                     Output filename
                        --summaryfile=SUMMARYFILE
                                    XMLSummary filename
                                          MJD for the GCD file
                        --mjd=MJD
                                            RNG seed
                        --seed=RNGSEED
                        -UseGSLRNG
                       . . .
```

Exercise: Running scripts:

You can run on **cobalt**

ssh cobalt

or, preferably, you can run an interactive job on NPX with GPU

ssh submit

The following slides will assume you are on **submit** (AKA NPX)

commands ending with '\' indicate that the next line is a continuation of the current line

Exercise: Running scripts:

```
icecube@M16:~$ ssh submitter
[submitter]$
[submitter] $ condor submit -interactive 'request gpus=1'
Submitting job(s).
1 job(s) submitted to cluster 120263704.
Waiting for job to start ...
Welcome to slot1@gtx-00.icecube.wisc.edu!
[qtx-00]$ cd $ CONDOR SCRATCH DIR
[qtx-00]$ cp /cvmfs/icecube.opensciencegrid.org/data/GCD/ \
 GeoCalibDetectorStatus 2020.Run134142.Pass2 V0.i3.gz gcdfile.i3.gz
[qtx-00]$ /cvmfs/icecube.opensciencegrid.org/py3-v4.2.0/icetray-env icetray/v1.3.3
       WELCOME to ICETRAY
             Version icetray.stable
                                     git:f5d21802
              You are welcome to visit our Web site
                     http://icecube.umd.edu
      [gtx-00]$ python $I3 BUILD/simprod-scripts/resources/scripts/nugen.py \
              --outputfile nutau.i3 --nevents 100 \
               --seed=123 --procnum 0 --nproc=1 \
               --FromEnergy 1e5 --ToEnergy 1e6 --NuFlavor NuTau --UseGSLRNG
[qtx-00]$ dataio-shovel nutau.i3
```

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Exercise: Running scripts:

[gtx-00]\$ dataio-shovel nutau.i3

– I3 Data Shovel –	Press '	?' for help —
Name	Туре	Bytes
I3MCTree_preMuonProp	<pre>TreeBase::Tree<i3particle, i3hash<i3<="" i3particleid,="" pre=""></i3particle,></pre>	422
I3MCWeightDict	I3Map <cxx11::string, double=""></cxx11::string,>	1400
NuGPrimary	I3Particle	150



Exercise: Running scripts:

```
[gtx-00]$ python $I3 BUILD/simprod-scripts/resources/scripts/clsim.py \
                 --gcdfile gcdfile.i3.gz \
                 --inputfilelist nutau.i3 --outputfile mcpes.i3
                                                                --seed 123 --procnum 0 --nproc 1 --no-RunMPHitFilter \
                 --UseGSLRNG
[gtx-00]$ dataio-shovel mcpes.i3
[gtx-00]$ python $I3 BUILD/simprod-scripts/resources/scripts/detector.py \
                 --gcdfile gcdfile.i3.gz \
                 --inputfile mcpes.i3 --outputfile det.i3 \
                 --seed 123 --procnum 0 --nproc 1 --RunID 123 -UseGSLRNG
[gtx-00]$ dataio-shovel det.i3
```

Exercise: Running scripts:

[gtx-00]\$ dataio-shovel mcpes.i3

– 13 Data Shovel –	Press '	?' for help —
Name I3MCPESeriesMap I3MCPESeriesMapParticleIDMap I3MCTree I3MCTree_preMuonProp	<pre>Type I3Map<omkey, vector<i3mcpe=""> > I3Map<omkey, i3hash<i3="" i3hash<i3<="" i3particleid,="" int="" map<i3particleid,="" pre="" treebase::tree<i3particle,="" vector<unsigned=""></omkey,></omkey,></pre>	Bytes 41 41 6878 1538
ISMCTree_premuonProp_kindState	TSUSLKUNUOMServicestute	0J 1400
13MCWeightDict	I3Map <cxxii::string, aouble=""></cxxii::string,>	1400
MMCTrackList	I3Vector <i3mmctrack></i3mmctrack>	40
NuGPrimary	I3Particle	150
Key: 1/8	StartTime: (n/a)	
Frame: 3/102 (2%)	Duration: (n/a)	
Stop: DAQ	20	40
Run/Event: (n/a)		.
SubEvent: (n/a)		QQQQQQQQQQQQQQQ

Exercise: Running scripts:

[gtx-00]\$ dataio-shovel det.i3

- I3 Data Shovel	Press '	?' for help -
Name	Туре	Bytes
BeaconLaunches	I3Map <omkey, vector<i3domlaunch=""> ></omkey,>	46
I3EventHeader	I3EventHeader	99
I3MCPESeriesMap	I3Map <omkey, vector<i3mcpe=""> ></omkey,>	113286
I3MCPESeriesMapParticleIDMap	I3Map <omkey, int<="" map<i3particleid,="" td="" vector<unsigned=""><td>36649</td></omkey,>	36649
I3MCPESeriesMapWithoutNoise	I3Map <omkey, vector<i3mcpe=""> ></omkey,>	109543
I3MCPulseSeriesMap	I3Map <omkey, vector<i3mcpulse=""> ></omkey,>	82000
I3MCPulseSeriesMapParticleI	<pre>I3Map<omkey, int<="" map<i3particleid,="" pre="" vector<unsigned=""></omkey,></pre>	40743
I3MCPulseSeriesMapPrimaryIDMap	<pre>I3Map<omkey, int<="" map<i3particleid,="" pre="" vector<unsigned=""></omkey,></pre>	27299
I3MCTree	<pre>TreeBase::Tree<i3particle, i3hash<i3<="" i3particleid,="" pre=""></i3particle,></pre>	10730
I3MCTree_preMuonProp	<pre>TreeBase::Tree<i3particle, i3hash<i3<="" i3particleid,="" pre=""></i3particle,></pre>	422
I3MCTree_preMuonProp_RNGState	I3GSLRandomServiceState	85
I3MCWeightDict	I3Map <cxx11::string, double=""></cxx11::string,>	1400
I3TriggerHierarchy	I3Tree <i3trigger></i3trigger>	792
I3Triggers	I3Tree <i3trigger></i3trigger>	414
IceTopRawData	I3Map <omkey, vector<i3domlaunch=""> ></omkey,>	46
InIceRawData	I3Map <omkey, vector<i3domlaunch=""> ></omkey,>	44640
MMCTrackList	I3Vector <i3mmctrack></i3mmctrack>	2864
NuGPrimary	I3Particle	150
TimeShift	I3PODHolder <double></double>	36

Exercise: Running scripts:

```
[gtx-00] $ python $I3 BUILD/simprod-scripts/resources/scripts/corsika.py \
                 --nshowers 10000 --outputfile corsika bg.i3 --seed 1234 \
                 --CORSIKAseed=123 --ranpri 2 \
                 --corsikaVersion v6960-5comp \
                 --corsikaName dcorsika --UseGSLRNG \
                 --skipoptions compress
[gtx-00]$ dataio-shovel corsika bg.i3
[gtx-00] $ python $I3 BUILD/simprod-scripts/resources/scripts/polyplopia.py \
               --gcdfile gcdfile.i3.gz \
               --inputfile mcpes.i3 --outputfile merged pes.i3 \
               --seed 1234 \
               --backgroundfile corsika bg.i3 --mctype NuTau \
               --UseGSLRNG
[gtx-00] $ python $I3 BUILD/simprod-scripts/resources/scripts/detector.py \
                 --gcdfile gcdfile.i3.gz \
                 --inputfile merged pes.i3 --outputfile det wcoinc.i3 \
                 --seed 123 --RunID 123 --UseGSLRNG
[gtx-00]$ dataio-shovel det wcoinc.i3
```

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Exercise: Running scripts:

[gtx-00]\$ dataio-shovel corsika_bg.i3

- I3 Data Shovel	Press '	?' for help
Name	Туре	Bytes
CorsikaInteractionHeight	I3PODHolder <double></double>	36
CorsikaWeightMap	I3Map <cxx11::string, double=""></cxx11::string,>	484
I3CorsikaInfo	I3CorsikaInfo	109
I3MCTree	<pre>TreeBase::Tree<i3particle, i3hash<i3<="" i3particleid,="" pre=""></i3particle,></pre>	546
I3MCTree_preSampling	TreeBase::Tree <i3particle, i3hash<i3<="" i3particleid,="" td=""><td>546</td></i3particle,>	546

Key:	1/5	StartTime: (n/a)
Frame:	3/111+	Duration: (n/a)
Stop:	DAQ	20	40
Run/Event:	(n/a)		. .
SubEvent:	(n/a)	ISQQQQQQQQQQQQQQQQQQQQQQQQQQQQQQQQQQQQ	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Exercise: Running scripts:

[gtx-00]\$ dataio-shovel merged_pes.i3

– I3 Data Shovel ––––––––––––––––––––––––––––––––––––	Press '	?' for help
Name	Туре	Bytes
BackgroundI3MCPESeriesMap	I3Map <omkey, vector<i3mcpe=""> ></omkey,>	41
BackgroundI3MCPESeriesMapPa	I3Map <omkey, in<="" map<i3particleid,="" td="" vector<unsigned=""><td>41</td></omkey,>	41
BackgroundI3MCTree	<pre>TreeBase::Tree<i3particle, i3hash<i<="" i3particleid,="" pre=""></i3particle,></pre>	32
BackgroundI3MCTreePEcounts	I3Map <unsigned int="" int,="" unsigned=""></unsigned>	47
BackgroundI3MCTree_preMuonProp	<pre>TreeBase::Tree<i3particle, i3hash<i<="" i3particleid,="" pre=""></i3particle,></pre>	32
BackgroundI3MCTree_preMuonP	I3GSLRandomServiceState	85
BackgroundMMCTrackList	I3Vector <i3mmctrack></i3mmctrack>	40
I3MCPESeriesMap	I3Map <omkey, vector<i3mcpe=""> ></omkey,>	41
I3MCPESeriesMapParticleIDMap	I3Map <omkey, in<="" map<i3particleid,="" td="" vector<unsigned=""><td>41</td></omkey,>	41
I3MCTree	<pre>TreeBase::Tree<i3particle, i3hash<i<="" i3particleid,="" pre=""></i3particle,></pre>	2902
I3MCTree_preMuonProp	<pre>TreeBase::Tree<i3particle, i3hash<i<="" i3particleid,="" pre=""></i3particle,></pre>	422
I3MCTree_preMuonProp_RNGState	I3GSLRandomServiceState	85
I3MCWeightDict	I3Map <cxx11::string, double=""></cxx11::string,>	1424
MMCTrackList	I3Vector <i3mmctrack></i3mmctrack>	40
NuGPrimary	I3Particle	150
PhotonSeriesMap	I3Map <modulekey, i3vector<i3compressedphoton=""> ></modulekey,>	53
PolyplopiaInfo	I3Map <cxx11::string, int=""></cxx11::string,>	135
PolyplopiaPrimary	I3Particle	150
SignalI3MCPEs	I3Map <omkey, vector<i3mcpe=""> ></omkey,>	41
SignalI3MCTree	<pre>TreeBase::Tree<i3particle, i3hash<i<="" i3particleid,="" pre=""></i3particle,></pre>	2902

Exercise: Running scripts:

[gtx-00]\$ dataio-shovel merged_pes.i3

– I3 Data Shovel ––––––––––––––––––––––––––––––––––––	Press '	?' for help
Name	Туре	Bytes
BackgroundI3MCPESeriesMap	I3Map <omkey, vector<i3mcpe=""> ></omkey,>	41
BackgroundI3MCPESeriesMapPa	I3Map <omkey, in<="" map<i3particleid,="" td="" vector<unsigned=""><td>41</td></omkey,>	41
BackgroundI3MCTree	<pre>TreeBase::Tree<i3particle, i3hash<i<="" i3particleid,="" pre=""></i3particle,></pre>	32
BackgroundI3MCTreePEcounts	I3Map <unsigned int="" int,="" unsigned=""></unsigned>	47
BackgroundI3MCTree_preMuonProp	<pre>TreeBase::Tree<i3particle, i3hash<i<="" i3particleid,="" pre=""></i3particle,></pre>	32
BackgroundI3MCTree_preMuonP	I3GSLRandomServiceState	85
BackgroundMMCTrackList	I3Vector <i3mmctrack></i3mmctrack>	40
I3MCPESeriesMap	I3Map <omkey, vector<i3mcpe=""> ></omkey,>	41
I3MCPESeriesMapParticleIDMap	I3Map <omkey, in<="" map<i3particleid,="" td="" vector<unsigned=""><td>41</td></omkey,>	41
I3MCTree	<pre>TreeBase::Tree<i3particle, i3hash<i<="" i3particleid,="" pre=""></i3particle,></pre>	2902
I3MCTree_preMuonProp	<pre>TreeBase::Tree<i3particle, i3hash<i<="" i3particleid,="" pre=""></i3particle,></pre>	422
I3MCTree_preMuonProp_RNGState	I3GSLRandomServiceState	85
I3MCWeightDict	I3Map <cxx11::string, double=""></cxx11::string,>	1424
MMCTrackList	I3Vector <i3mmctrack></i3mmctrack>	40
NuGPrimary	I3Particle	150
PhotonSeriesMap	I3Map <modulekey, i3vector<i3compressedphoton=""> ></modulekey,>	53
PolyplopiaInfo	I3Map <cxx11::string, int=""></cxx11::string,>	135
PolyplopiaPrimary	I3Particle	150
SignalI3MCPEs	I3Map <omkey, vector<i3mcpe=""> ></omkey,>	41
SignalI3MCTree	<pre>TreeBase::Tree<i3particle, i3hash<i<="" i3particleid,="" pre=""></i3particle,></pre>	2902

More on simulation

- 1. https://docs.icecube.aq/icetray/main/
- 2. http://grid.icecube.wisc.edu/simulation
- 3. http://wiki.icecube.wisc.edu/index.php/Simulation_Production

4.SLACK: <u>#simulation</u>

flow of experimental and simulation data



Simulating the online filter and L2 processing

[gtx-00]\$ python filterscripts/resources/scripts/SimulationFiltering.py -h usage: SimulationFiltering.py [-h] [-i INFILE] [-g GCDFILE] [-o OUTFILE] [-n NUM] [--qify] [--MinBiasPrescale MINBIASPRESCALE] [--photonicsdir PHOTONICSDIR] [--enable-gfu] [--log-level LOG_LEVEL] [--log-filename LOGFN] [--needs wavedeform spe corr] optional arguments: -h, --help show this help message and exit -i INFILE, --input INFILE Input i3 file(s) (use comma separated list for multiple files) -g GCDFILE, --gcd GCDFILE GCD file for input i3 file -o OUTFILE, --output OUTFILE Output i3 file -n NUM, --num NUM Number of frames to process Apply QConverter, use if file is P frame only --qify --MinBiasPrescale MINBIASPRESCALE Set the Min Bias prescale to something other than default --photonicsdir PHOTONICSDIR Directory with photonics tables --enable-gfu Do not run GFU filter --log-level LOG_LEVEL Sets the logging level (ERROR, WARN, INFO, DEBUG, TRACE) --log-filename LOGFN If set logging is redirected to the specified file. --needs wavedeform spe corr apply_spe_corection in wavedeform.

Simulating the online filter and L2 processing

[qtx-00]\$ python filterscripts/resources/scripts/offlineL2/process.py -h usage: process.py [-h] [-s] [-i INFILE] [-g GCDFILE] [-o OUTFILE] [-n NUM] [--dstfile DSTFILE] [--gapsfile GAPSFILE] [--icetopoutput ICETOPOUTPUT] [--eheoutput EHEOUTPUT] [--slopoutput SLOPOUTPUT] [--rootoutput ROOTOUTPUT] [--photonicsdir PHOTONICSDIR] [--log-level LOG_LEVEL] [--log-filename LOGFN] optional arguments: -h, --help show this help message and exit -s, --simulation Mark as simulation (MC) -i INFILE, --input INFILE Input i3 file(s) (use comma separated list for multiple files) -g GCDFILE, --gcd GCDFILE GCD file for input i3 file -o OUTFILE, --output OUTFILE Output i3 file -n NUM, --num NUM Number of frames to process --dstfile DSTFILE DST root file (should be .root) --gapsfile GAPSFILE gaps text file (should be .txt) --icetopoutput ICETOPOUTPUT Output IceTop file --eheoutput EHEOUTPUT Output EHE i3 file --slopoutput SLOPOUTPUT Output SLOP file --rootoutput ROOTOUTPUT Output root file --photonicsdir PHOTONICSDIR Directory with photonics tables --log-level LOG_LEVEL Sets the logging level (ERROR, WARN, INFO, DEBUG, TRACE) --log-filename LOGFN If set logging is redirected to the specified file.

Simulation Production

- You will typically not be generating you own simulation.
- Simulating IceCube takes many computing cycles
- The collaboration utilizes distributed computing resources from around the world

Kalaallit

- You can find information on generated datasets in
 - <u>http://wiki.icecube.wisc.edu/index.php/Simulation_Production</u>
- Simulations are stored in "Data Warehouse"
 - In-ince: /data/sim/IceCube/[YEAR]
 - IceTop: /data/sim/IceTop/[YEAR]

BC





Sverig

IceProd2

Distributed Computing

- IceCube Specific scheduler for the grid
- Used by simulation production to create official datasets
- Describe jobs to run using json
- Handles File transfers to data warehouse
- Uses web interface
- Data provenance
- Configuration
 - Which software, what versions,
 - when/where it ran, ...
 - Dataset submission
 - Monitor job status, resource usage
 - Retry failed jobs resubmit with different requirements



Completion Statistics

Name	Avg/stddev (hours)	Max/min (hours)	Eff
server	0.31 / 0.14	3.00 / 0.17	84%
filtering	3.92 / 1.55	45.14 / 1.49	95%
L1L2	3.05 / 1.04	35.38 / 1.65	95%

Simprod DashBoard

https://grid.icecube.wisc.edu/simulation/DashBoard

- Catalog of official MC datasets
- Simulation Requests
- Dataset and resource Monitoring



- BENCHMARK: This category corresponds to datasets that are meant for checking and validating software. These should *not* be used for data analyses.
- TEST: This is a dataset that is meant to test software and/or production framework and should not be used for analyses.
- EXTERNAL: This is a dataset that was generated outside of the standard production framework but is catalogued in our database. Such datasets are not maintained by the production team and are provided *as is*.

Available Datasets

Simulation Requests

Dataset categories

IceProd.

								Search		
	Geometry 🔶	Year 🔻	Generator 🔶	Flavor 🔶	Category 🕴	Spectrum	Energy Range	e Dat	aset	Progress
+	IC86	2020	CORSIKA-in-ice	5-component model	PHYSICS	E^-2.0	600 GeV-1e8	GeV 215	21	96.17%
+	IC86	2020	neutrino-generator	NuMu	SYSTEMATICS	E^-1.5	1e2 GeV - 1e4	GeV 215	25	99.96%
+	IC86	2020	neutrino-generator	NuMu	SYSTEMATICS	E^-1.5	1e4 GeV - 1e6	GeV 215	26	95.40%
+	IC86	2020	neutrino-generator	NuMu	SYSTEMATICS	E^-1.0	1e6 GeV - 1e8	GeV 215	27	99.97%
+	IC86	2020	neutrino-generator	NuE	SYSTEMATICS	E^-1.5	1e2 to 1e4 Ge	/ 215	28	99.60%
+	IC86	2020	neutrino-generator	NuE	SYSTEMATICS	E^-1.5	1e4 to 1e6 Ge	V 215	29	98.43%



Description: Reprocessed 2020:GlobalFit Snowstorm MC using combo/V01-00-02: NuGen NuE, ene

S	how	State

NuGen+CORSIKA+Polyplopia+MuonProp	CPU total 0.13kh, avg 0.54h	efficiency: 97.79%
PhotonProp	GPU total 0.79kh, avg 3.16h	efficiency: 99.90%
Detector+L1+L2	CPU total 0.25kh, avg 1.01h	efficiency: 60.97%
FinalLevel_DiffuseNuMu	CPU total 0.37kh, avg 1.50h	efficiency: 29.12%
_evel3_Cascade	CPU total 0.34kh, avg 1.35h	efficiency: 49.62%

Sim-Prod Requests

Need high statistics simulations?

- 1. Discuss with your WG
- 2. Submit a request
- 3. Priority will be evaluated by tech leads



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Weighting

SimWeights:

https://icecube.wisc.edu/~juancarlos/simulation/Bootcamp_2021_Simulation_Weighting.html

Old IceTray weighting project:

https://icecube.wisc.edu/~juancarlos/simulation/Bootcamp_2020_Simulation_Weighting.html

Backup

Simulating Systematic Uncertainties

Example: High-Energy Sterile Neutrino MC Generation

Spencer N. Axani



SnowStorm

https://events.icecube.wisc.edu/event/118/contributions/6499/attachments/5362/6082/ DiffuseParallel Brussels SnowStormMCGlobalfit.pdf

SnowStorm Simulation Chain – SnowStorm

- Based on "standard" simulation chain
- Merge of signal+background I3MCTrees before any particle or photon propagation

→ Ensures that all particles get treated/propagated with the exact same parameters/settings further on

- > Main SnowStorm simulation step:
 - Particle (muon) propagation with PROPOSAL
 - Photon propagation using CLSim
- Perturbing the ice model properties for chunks of frames using the SnowStorm perturber



SnowStorm short: Continuos variation of nuisance parameters (detector systematics) (blue) instead of discrete sets for specific values (red)



Erik Ganster

Weighting

CORSIKA weights

• CORSIKA produces events according to the flux given by $\frac{\mathrm{d}N}{\mathrm{d}E \,\mathrm{d}t \,\mathrm{d}\Omega \,\mathrm{d}A} = \Phi(E)$

- The number of events generated is $N = \int_T dt \int_\Omega d\Omega \int a \Phi dE = T \Omega A_{sum} \int \Phi dE$
- And the effective livetime of the simulation is given by

$$T = \frac{N}{\Omega A_{sum} \Phi^{sum}}$$

$$\Phi^{sum} \equiv \int_{E_{min}}^{E_{max}} \Phi \, \mathrm{d}E$$

- The rate of events is R = n/T
- The CORSIKA spectrum is biased with a factor E^{δ} resulting in a flux

$$\Phi_0 \propto \Phi E^{\delta}$$

• And each event is assigned a weight $w(E) = \left(\frac{E_0}{E}\right)^{\delta}$

neutrino-generator

- Calculates the propagation probability (i.e. that the neutrino will reach the detector)
- It forces an interaction within a volume around the dector and computes the probability of this interaction

$$OneWeight = \left(\frac{P_{int}}{E^{-\gamma}}\right) \cdot \int_{E_{min}}^{E_{max}} E^{-\gamma} dE \cdot Area \cdot \Omega \cdot T[GeV \cdot cm^2 \cdot sec \cdot sr]$$

where Pint = TotalInteractionProbabilityWeight, $E^{-\gamma}$ is the neutrino generation energy spectrum shape, *Emin* and *Emax* is the minimum and maximum generation energy of neutrinos, *Area* is the generation surface, Ω the generation solid angle and T = 1sec is the timescale.

• The weight corresponding to a given theoretically motivated neutrino flux is

$$w_i = \frac{OneWeight_i}{NEvents} \times \frac{d\Phi_{\nu}(E_{\nu})}{dE_{\nu}}$$

• For more details on how to use OneWeight see:

https://docushare.icecube.wisc.edu/dsweb/Get/Document-44937/OneWeight.pdf

