



# Counting Photons with the DEAP experiment

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#### DEAP 3600 overview

#### Pulse Shape Discrimination

- Counting algorithms
- Comparison between methods

## DEAP @ SNOLAB

2km underground
5000m<sup>2</sup> of clean space





#### **DEAP3600 detector**



**Courtesy: SNOLAB** 

Courtesy: Koby Dering

## **Liquid Argon scintillation**



#### **Two types of events : electronic...**



#### ... and nuclear recoils



#### ... and nuclear recoils











## **N<sub>PE</sub> : Continuous/Discrete**

#### Continuous:

- Integration over the all waveform
- Division by the average SPE charge



# **N<sub>PE</sub> : Continuous/Discrete**



- Localization of every pulse
- Determination of the number of PE in the pulse
  - With maximum likelihood (small pulses)
  - With integration and division by the charge (large pulses)

#### **Derivative and pulse finder**



Pulse integration



- Pulse integration
- Pulse length



Pulse integration

Minimum derivative

Pulse length



- Pulse integration
- Pulse length

- Minimum derivative
- Q1525











## **PDF for each observables**

- Maximum likelihood over the full waveform
   Weight of each number of PE
- Maximum likelihood over each pulse
   Most probable number of PE

#### Single PE pulse shape & Spectrum



#### **Creation of an artificial waveform**



## Algorithm efficacy (DEAP-1 data)



Light yield

# Algorithm efficacy (DEAP-1 data)



- Light yield
- Energy resolution

# Algorithm efficacy (DEAP-1 data)



- Light yield
- Energy resolution
- Pulse shape discrimination efficiency

## **Comparison Continuous/Discrete**

## Preliminary !!!

	Continuous	Discrete
Light Yield (59keV): PE/keV	3.6	4.0
Energy resolution σ/Ε	0.128	0.127
PSD efficiency (50%)	< 10 <sup>-8</sup>	< 10 <sup>-7</sup>
PSD efficiency (90%)	< 10 <sup>-7</sup>	<10-6

Analysis (Continuous): H. Mulcahy

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## What about DEAP-3600 ?



- 255 PMTs => more electronic noise
- > The bands will get wider except if we can recognize it
- Full scale simulation work in progress

## **Current development of Discrete**

- Main drawback: likelihood algorithm slow
  - DEAP-1: 2channels/ DEAP-3600: 255 channels
  - Rates higher in DEAP-3600
- Real time analysis for <sup>39</sup>Ar background rejection
- Parallelization of the process
   GPU computing / CUDA framework

### Conclusion

- Discrete counting looks promising, with still some room for optimization
- Expected electronic noise makes the discrete counting a good contender for DEAP-3600
- Simulation work in progress to characterize the algorithm efficiencies with DEAP-3600