

## NuTools - Feature #21185

### Atmospheric flux rotation by default

10/18/2018 06:48 PM - Gianluca Petrillo

<b>Status:</b>	New	<b>Start date:</b>	10/18/2018
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>In short: the problem is that atmospheric neutrino fluxes are parametrised by angles respect to the zenith, and GENIE in its wisdom decides that the zenith is the direction of the z axis. On the other end, LArSoft definitely sets z direction as the <i>beam</i> direction. My request is for GENIEHelper to rotate the flux for us.</p> <ul style="list-style-type: none"><li>• first, NOvA should weigh in, in that if their z is toward the zenith, this request can be rejected immediately</li><li>• GENIE allows a rotation to be specified, and GENIEHelper passes one through from the configuration; the rotation that seems to do the trick is</li></ul> <pre>[ +1.0, 0.0, 0.0, # new x axis in old coordinates 0.0, 0.0, 1.0, # new y axis in old coordinates -1.0, 0.0, 0.0 # new z axis in old coordinates ]</pre> <p>this rotation swaps y and z, resulting in z pointing west and x pointing south (because x is not changed, and GENIE x points south).</p> <ul style="list-style-type: none"><li>• this request is for such a matrix being used by default by GENIEHelper when dealing with atmospheric fluxes, to be combined with the user-specified one.</li></ul> <p>Of course this is a breaking change that needs to be carefully pondered and well advertised. Also of course, this does not fix the azimuth angle: in LArSoft z should point away from the beam source, usually not westward. A new parameter (zFromSouth) might even be added to simplify this; if I am not mistaken, the transformation matrix would become</p> <pre>[ +sin(zFromSouth), -cos(zFromSouth), 0.0, # new x axis in old coordinates 0.0, 0.0, 1.0, # new y axis in old coordinates -cos(zFromSouth), -sin(zFromSouth), 0.0 # new z axis in old coordinates ]</pre> <p>with zFromSouth being defined as the angle respect to south (west is <math>\pi/2</math>) the beam comes from (in the <math>[0,+\pi/2]</math> range for DUNE, MINOS and NOvA).</p>			
<b>Related issues:</b>			
Related to dunetpc - Bug #20034: prodgenie_atmnu		Work in progress 05/28/2018	

### History

#1 - 10/19/2018 12:47 PM - Gianluca Petrillo

- Related to Bug #20034: prodgenie\_atmnu added