Event Reconstruction Experience From LArTPC

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Outline

- □ Introduction to LArTPC
- Similarity between LArTPC and ATAR
- Signal/Background in LArTPC vs ATAR
- Experience from LArTPC reconstruction that may be useful for ATAR
- Tools in LArTPC reconstruction that may be adopted for ATAR





Liquid Argon Time Projection Chamber



https://lar.bnl.gov/properties/

□ 3D Tracking + Calorimetry

- Position resolution: ~ 1-3 mm
- Energy resolution: ~ 5-10%
- Drift speed: ~ 1 meter / milisec
- □ Scintillation for timing
 - W_{scint}: ~ 20 eV/photon
 - 30% fast: ~6 ns; 70% slow: ~1600 ns
- □ Ideal for neutrino detection
 - High density, cost-effective, long elifetime (>10 ms) after purification
 - Short-Baseline Neutrino Program: MicroBooNE, SBND, ICARUS (sterile v, v-Ar cross section, BSM, etc.)
 - DUNE (CPV, v mass order, proton decay, supernova v, etc.)

LArTPC vs ATAR



- World's largest tracking calorimeter?
- Field response: electrons drift in LAr active volume
- $\Box \quad \text{Drift time (* drift velocity)} \rightarrow \text{Z position}$
- Photon detectors (PD) for timing



- □ World's smallest tracking calorimeter?
- □ Field response: e⁻/holes drift in Si active volume
- □ alternating X + Y strip readout (possibly double-sided) \rightarrow X-Y position
- $\Box \quad Layer position \rightarrow Z position$
- □ Additional PDs for full calorimetry

Signal / Background in LArTPC

MicroBooNE inclusive v_e spectrum with Wire-Cell reconstruction Phys. Rev. Lett. 128, 241801 (2022)







Signal: $v_{\mu}CC$ (beam intrinsic or from v_{μ} oscillation) Background: $v_{\mu}CC$, $NC\pi^{0}$, cosmic ray Separate Signal vs Background:

- Topology
- Calorimetry
- **Timing**

- **□** (e/γ) vs (p, μ, π[±]):
 - Topology: EM showers vs tracks
 - Calorimetry: dE/dx and the Bragg peak
- \Box e/ γ separation
 - Topology: gap identification at v vertex
 - Calorimetry: dE/dx at the beginning ~3cm or ~10 wires:
- Cosmic ray removal
 - Timing: in-beam/out-beam matching Photon signals with TPC charge signals

Signal / Background in ATAR

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□ Topology □ Calorimetry □ Timing



1. It's crucial to have a good hardware performance

- MicroBooNE has ~10% dead channels, which caused lots of problems in later analysis
 - Require all 3 planes: 30% dead region
 - Require 2 planes: → 3% dead region but creates a lot more ambiguities (ghost hits) depending on the topology of the event; need dedicated deghosting algorithms.



2. It's crucial to have low electronic noise

- MicroBooNE adopted BNL cold electronics (preamplifier inside LAr), which reduced the electronic noise by x5 compared warm electronics
 - ~40:1 (20:1) MIP peak-to-noise ratio in the collection (induction) wire plane
- Coherent noise on multiple channels is particularly troublesome
 - Coherent noise filtering offline often removes signals from tracks, leading to many gaps
 - MicroBooNE had a dedicated hardware upgrade to mitigate the low frequency coherent noise from voltage regulators on board

Example event from MicroBooNE before and after noise filtering JINST 12, P08003 (2017)



3. Low-level signal processing is important

- Field response can distort the signal shape. Need proper signal processing to restore it.
 - Particularly bad for bi-polar field response and long signals (tracks along the wire)





Example event from MicroBooNE before and after signal processing JINST 13, P07006 (2018)



ATAR, field response functions from 4 different charge carriers

4. 3D reconstruction is important for Pattern Recognition (PR)

- It's tempting to do analysis based on 2D Pattern Recognition, which is easier for simple topologies. But 3D PR is easier for more complicated topologies
 - PR: avoid overlapping tracks in 2D
 - <u>PID</u>: calculate correct track segment length for dE/dx
 - Visual scan: identify corner cases
 - PIONEER: old muons, Bhabha scattering, etc.
- 3D reconstruction requires association of different views and solving ambiguities



5. Multiple-view in the same layer is desired to resolve ambiguity

- Wire/Strip readout has intrinsic ambiguity caused by information loss from n² pixels to ~n wires
- Can be largely resolved by a constructing a system of linear equations: geometry + charge + sparsity
 - Same charge measured by multiple views: prefer double-sided readout in ATAR (otherwise suffer from dE/dx change/fluctuation in consecutive layers)
 - Benefit certain topologies, such as when a track goes along the strip



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Wire-Cell-Toolkit: a Data Flow Programming Framework: <u>https://github.com/WireCell/wire-cell-toolkit</u> (developed and maintained by the BNL team)

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Useful Tools from LArTPC Reconstruction

- □ Signal simulation: electron drift + electronics simulation
- Noise filter: harmonic / coherent noise removal
- □ Signal processing: ROI finding, 2D deconvolution
- Various compressed sensing algorithms: tomographic 3D imaging, light reconstruction, charge-light matching, etc.
- Various pattern recognition algorithms: point cloud, graph theory, deep neutral network
- □ A web-based interactive 3D event display (<u>example events</u>):

Many LArTPC tools are generic and can be adopted for ATAR reconstruction

LAr Light Reconstruction

- Light reconstruction is important for LArTPC to provide accurate timing of events during the slow drift
 - Important for cosmic ray to correctly determine its z-position (drift direction)

□ "Wire-Cell" light reconstruction

- PMT waveform analysis: deconvolution of SPE response
- Pile-up analysis because of the large slow component (70% slow: ~1600 ns)
- TPC-PMT signal matching (many-to-many)
- Future extension: energy and track reconstruction with light signals





These tools can be adopted for PIONEER's LXe or other scintillation calorimeter's reconstruction



Thank you for your attention!