

# Muon tomography of the University of Coimbra

Muographers 2023, 19<sup>th</sup> June 2023, Naples

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LABORATÓRIO DE INSTRUMENTAÇÃO  
E FÍSICA EXPERIMENTAL DE PARTÍCULAS  
*partículas e tecnologia*

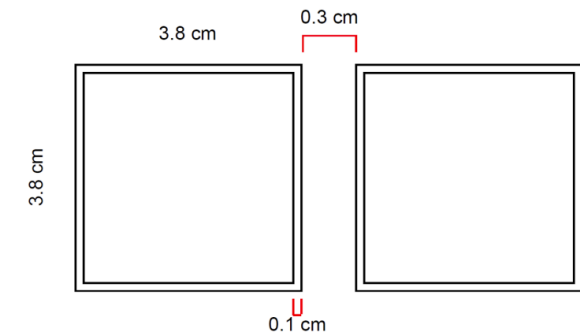
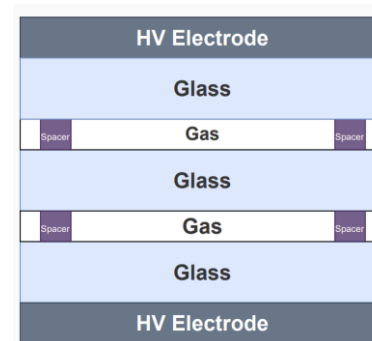
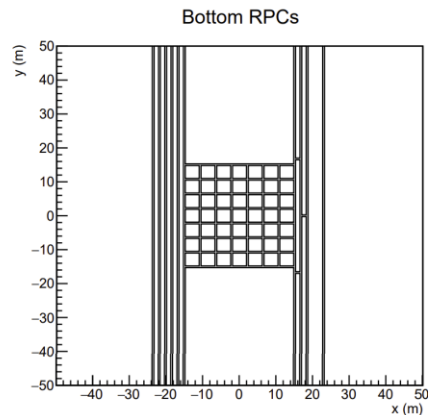
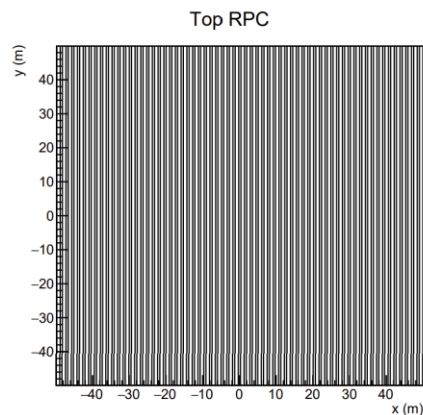


Universidade do Minho

# Detector: 4 RPC planes

Aiming at a higher and more uniform efficiency:

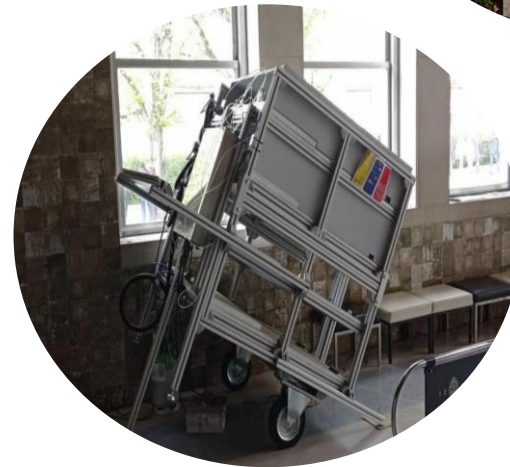
- Modification of the pads' electronic gains
- Modelling of spacers, dead area and shifts for efficiency calculation



# Site: University of Coimbra

Acquisitions for 2 years:

- At 7 locations
- With different detector planes spacing
- With different detector inclinations



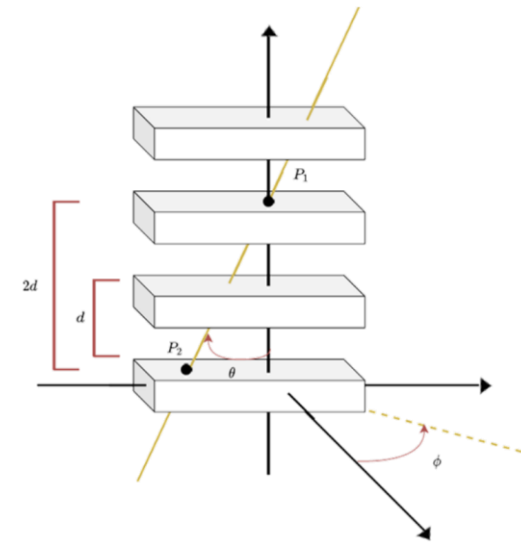
# Data analysis

Filtering:

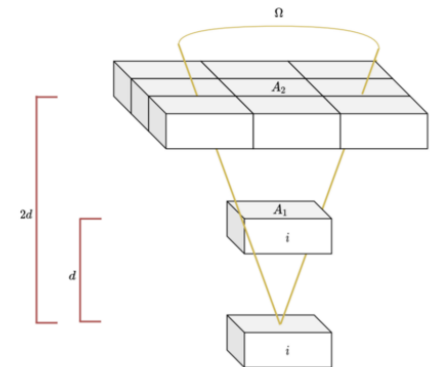
- Detection on top plane (strips)
- Correct straight-line reconstruction (if using 3 planes)

Treatment:

- Correction by the vertical efficiencies of each pad
- Calculation of muon transmission dividing experimental muon flux by an open sky muon flux simulation



$$\epsilon_k [i] = \frac{N_{klm} [i]}{G_k N_{lm} [i]}$$



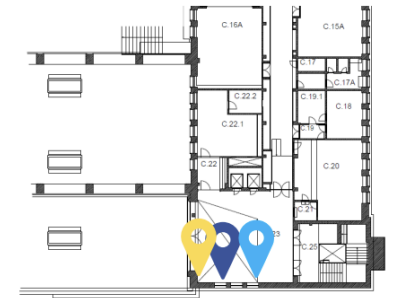
# Simulation

Muograph simulation based on:

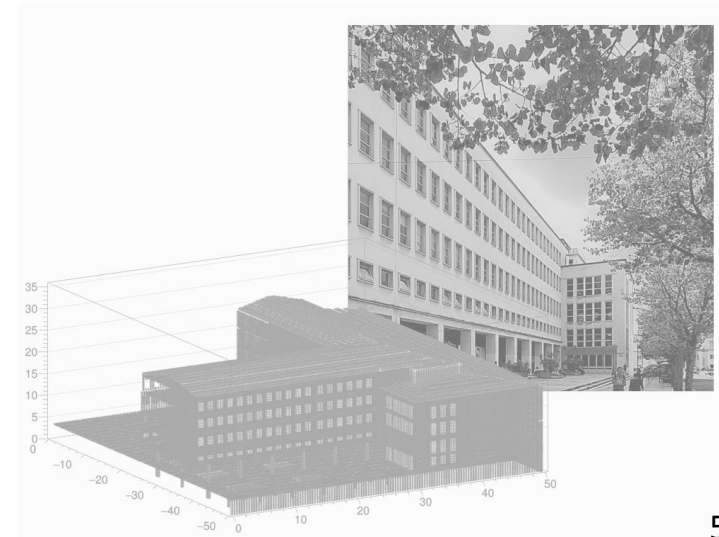
- Monte Carlo methods
- The detector geometry
- The building's plants
- An exponential model for transmission



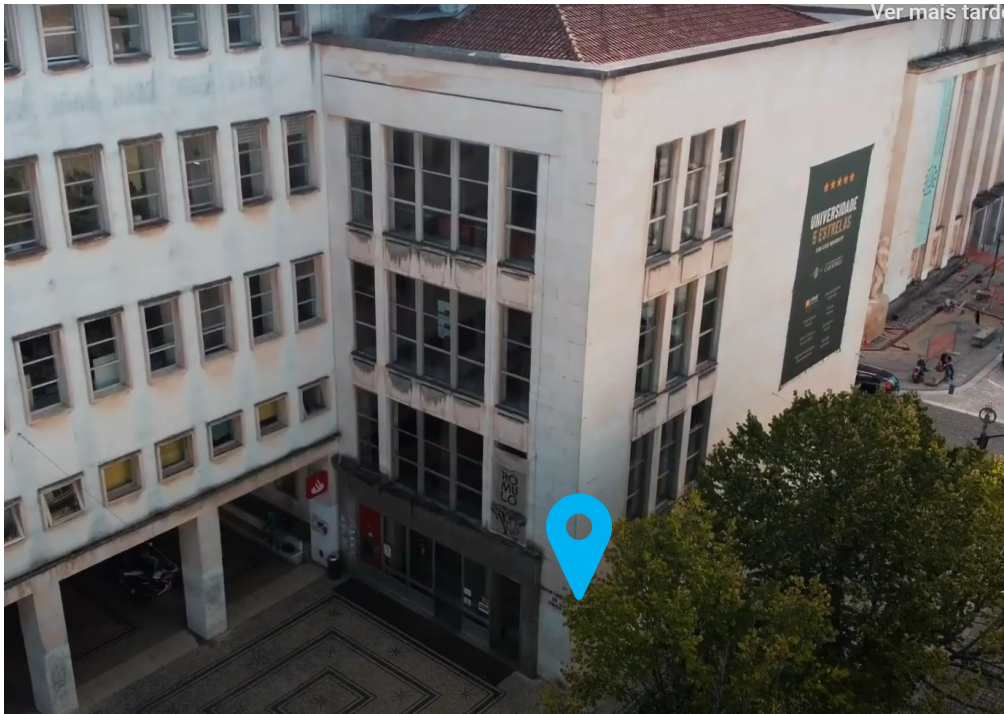
Basement



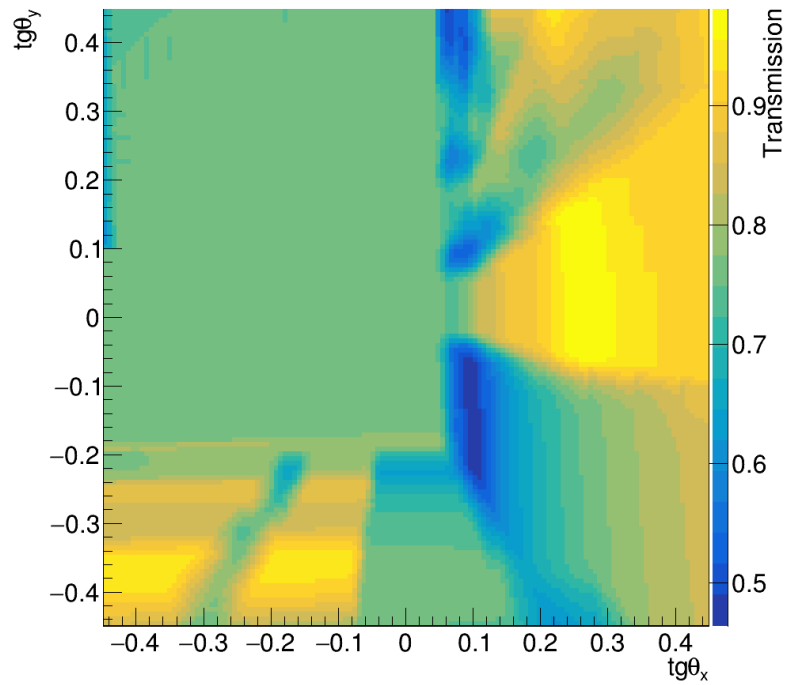
Ground floor



# Simulation: example

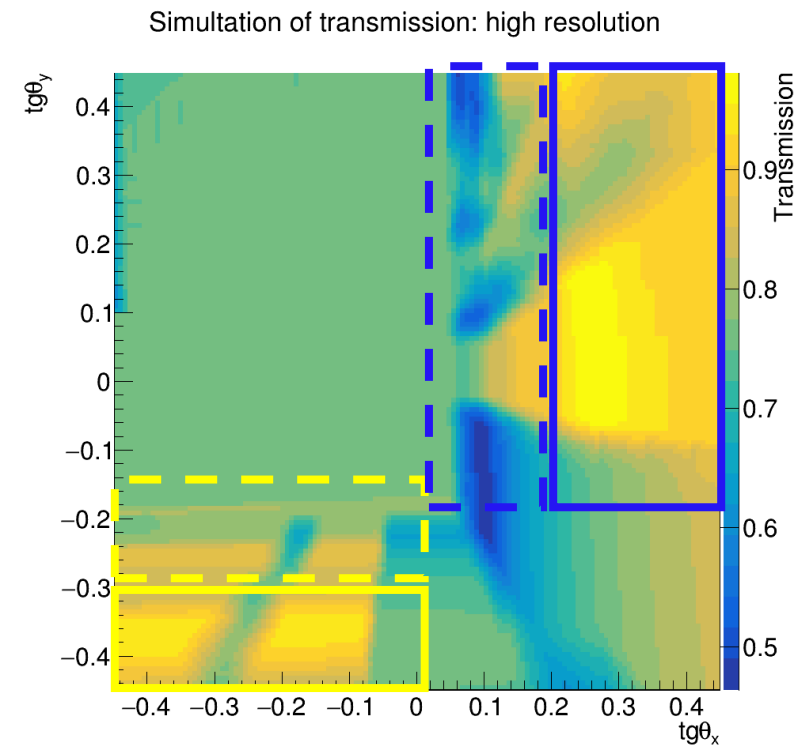
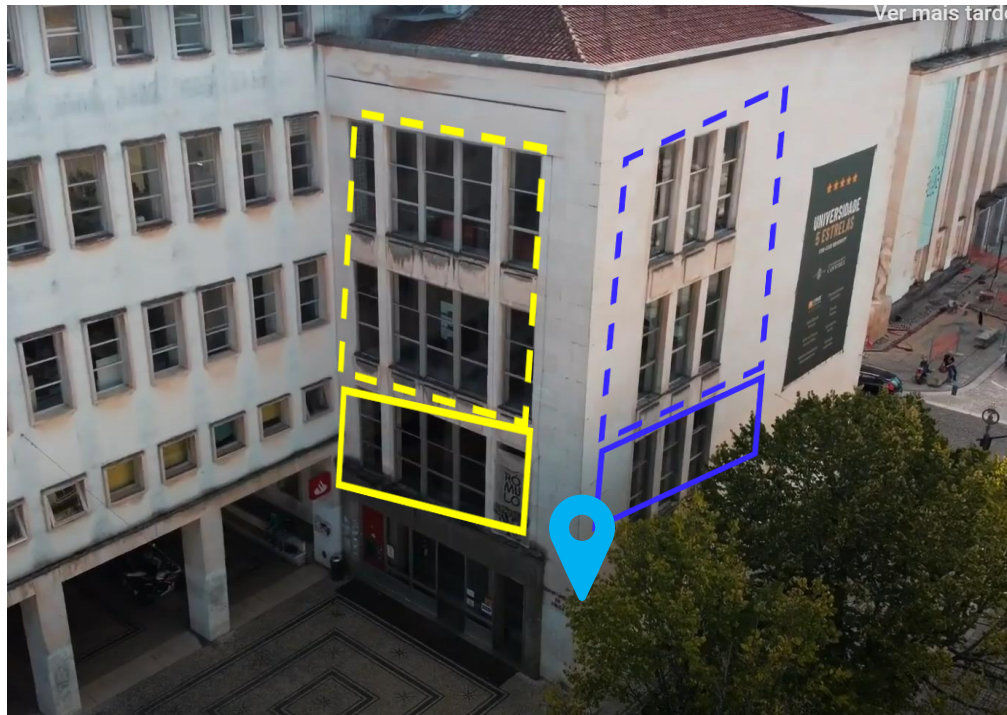


Simulation of transmission: high resolution

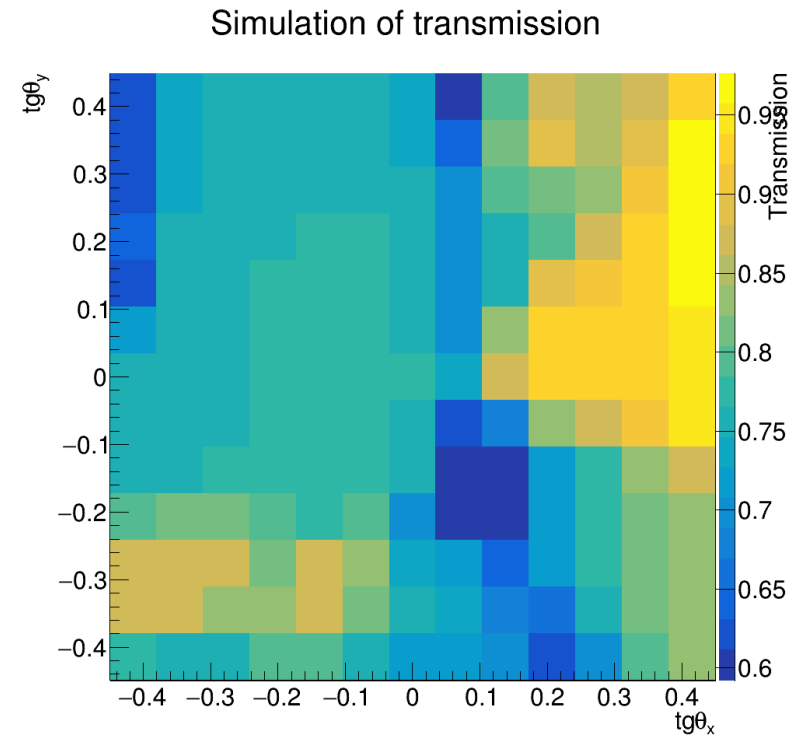
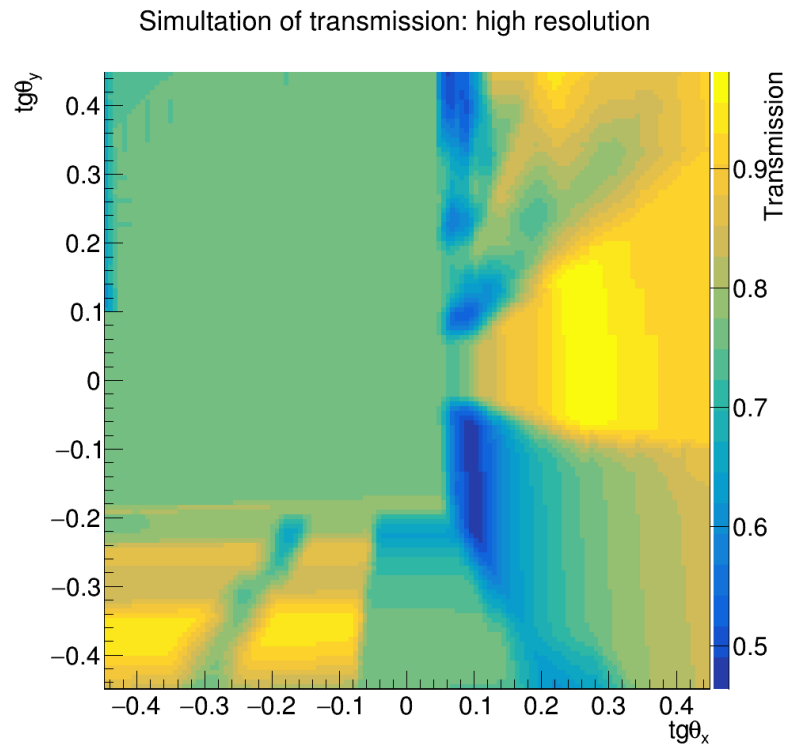




# Simulation: example

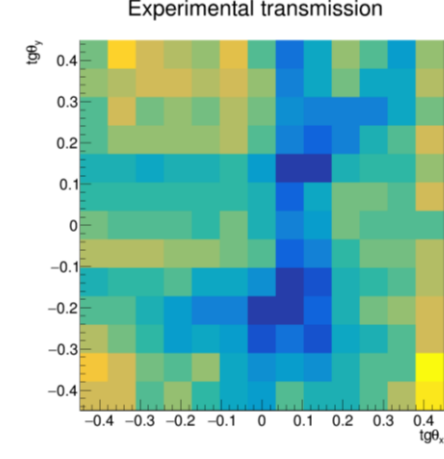
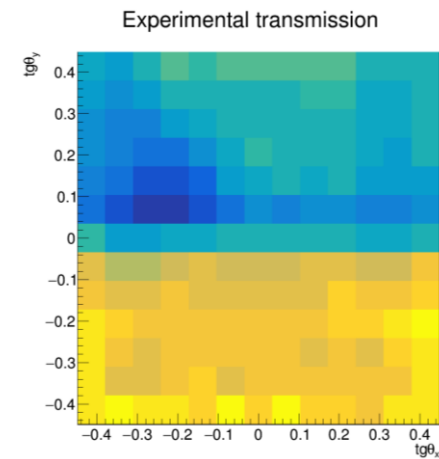
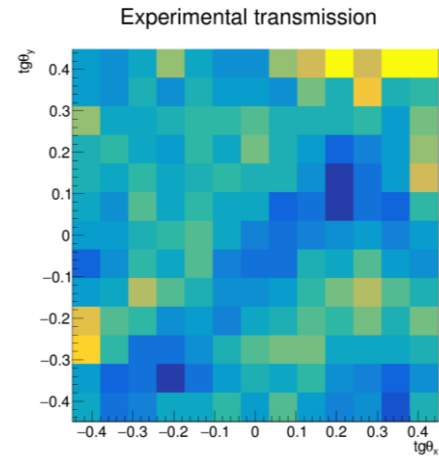
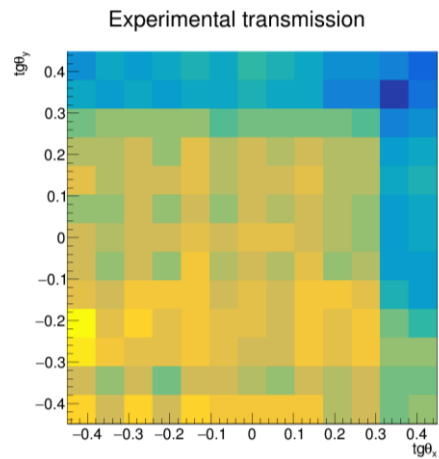
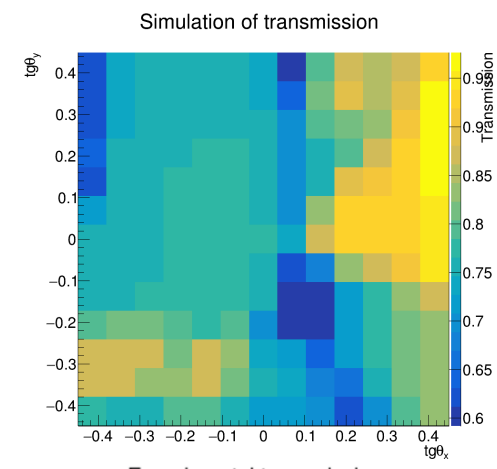
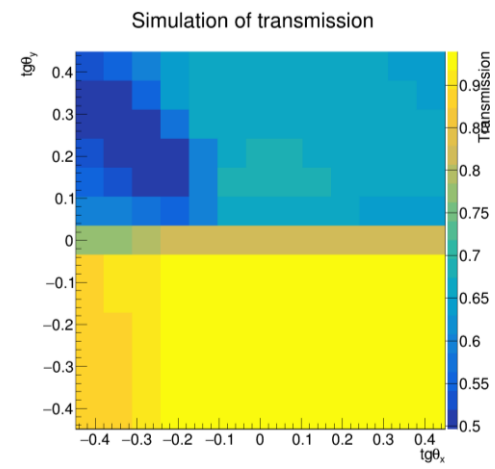
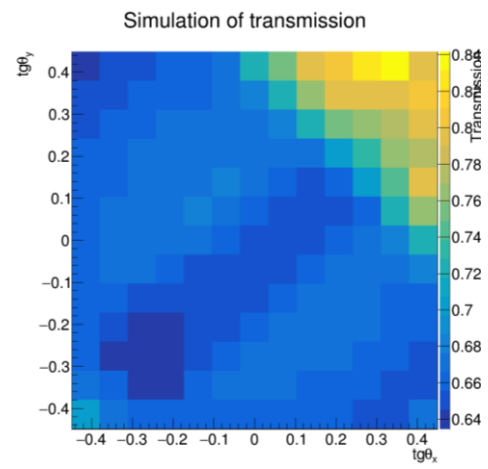
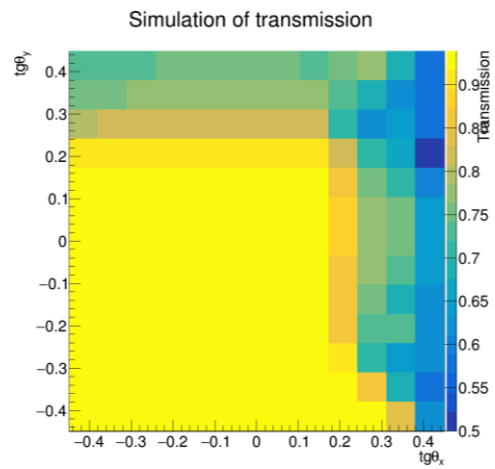


# Simulation: example





# 2D results



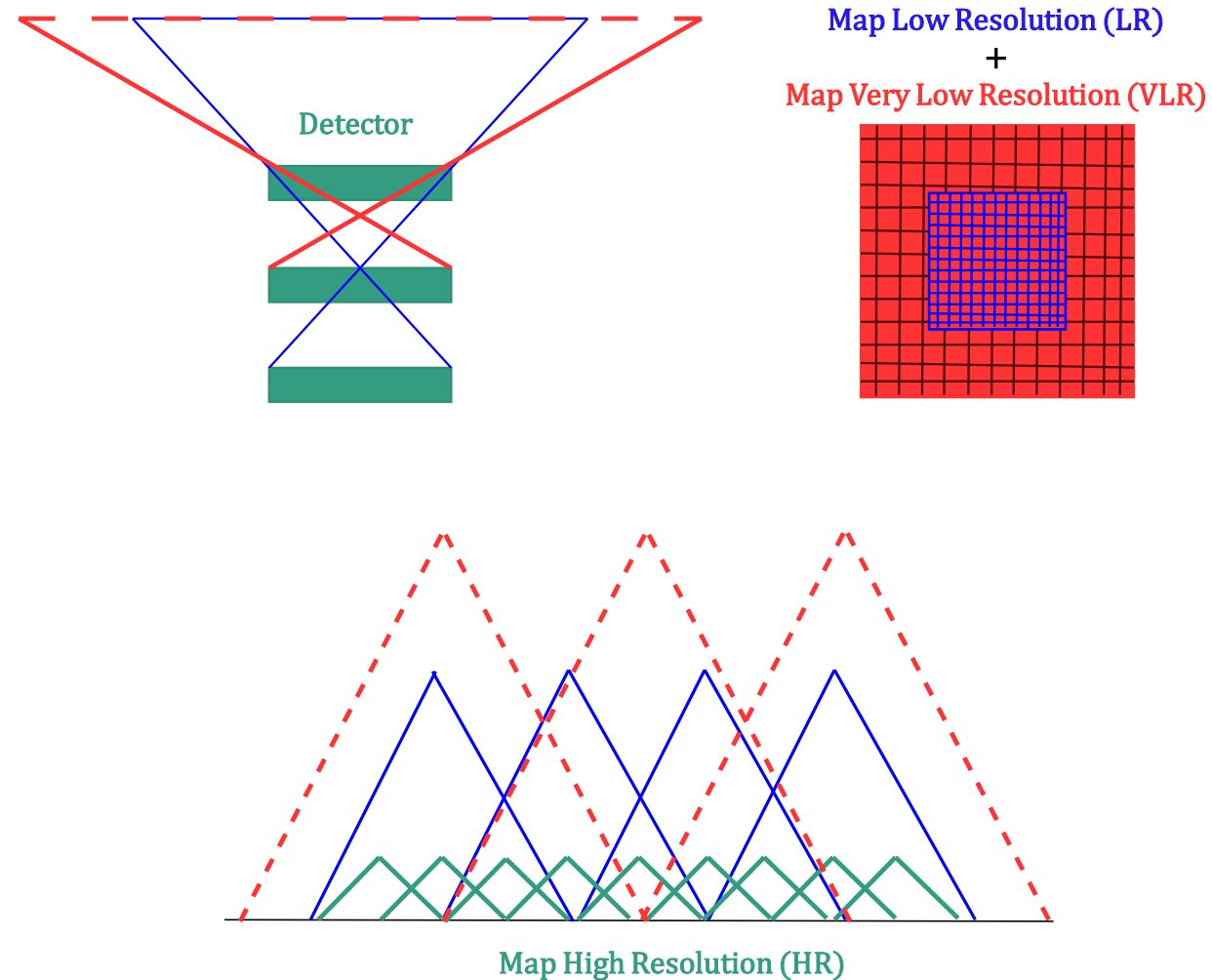
# Combining resolutions

Resorting to different plane combinations there are 3 muographs with different perspectives and resolutions looking at intersecting FOV.

All the maps must be consistent. Iteratively, we try to construct a map with higher resolution (HR) based on this:

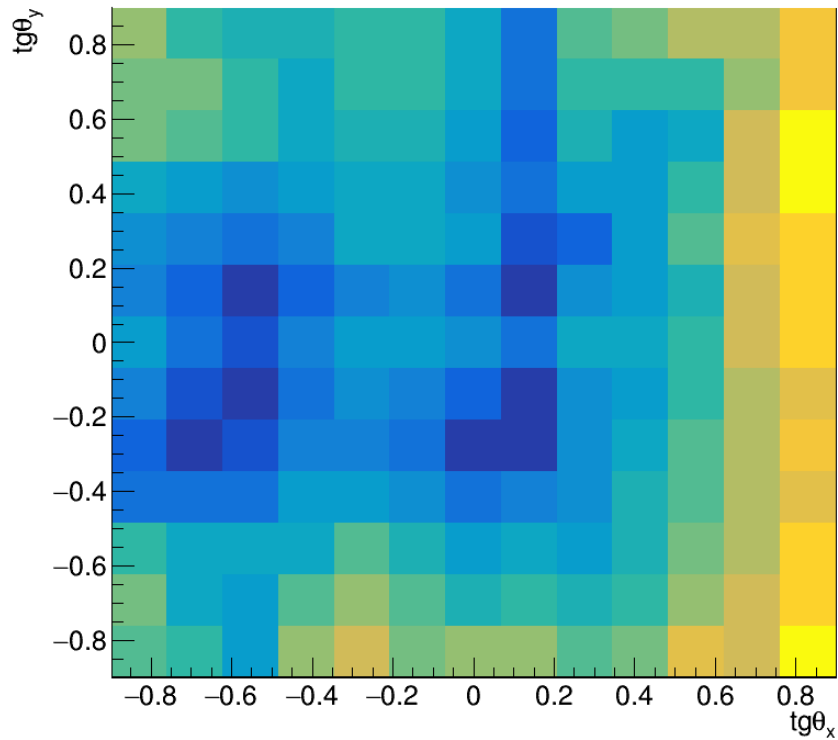
1. For each pixel of the HR, the entries of the LR and VLR maps that share FOV are added with a weight
2. The LR and VLR maps are reconstructed from the HR and compared with the experimental by calculating the residuals
3. Step 1-2 are repeated but with the residuals

FOV = Field Of View

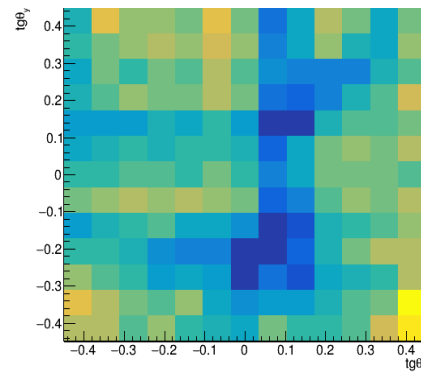


# Combining resolutions

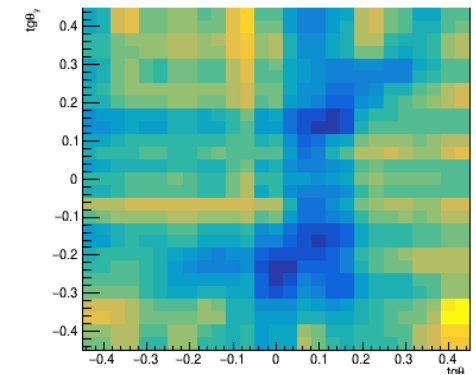
Map Very Low Resolution (VLR)



Map Low Resolution (LR)

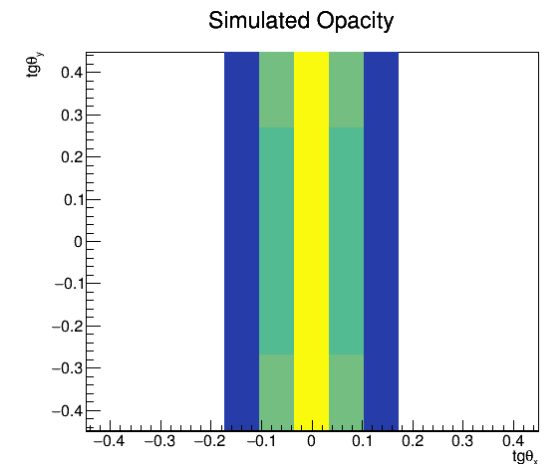
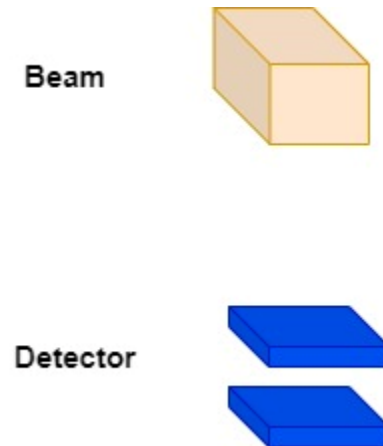
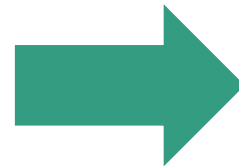
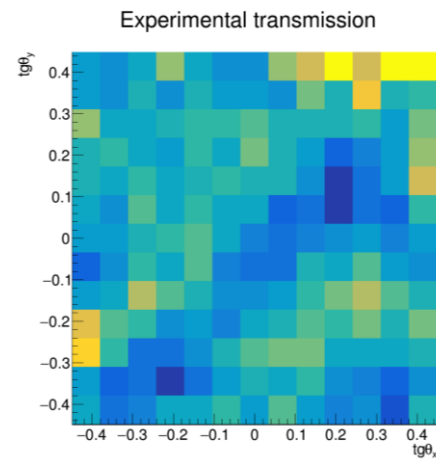


Map High Resolution (HR)



# 3D reconstruction: case study

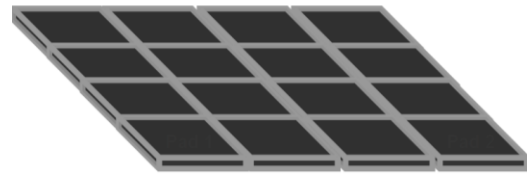
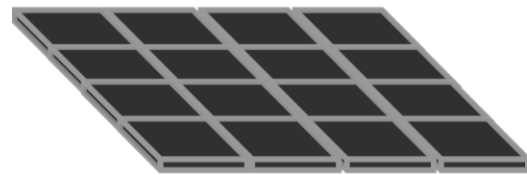
In one muograph we have a simple object, a beam, oriented 45° to the detector.



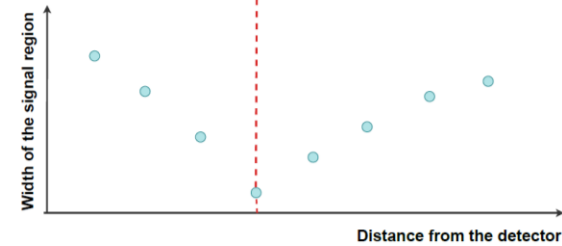
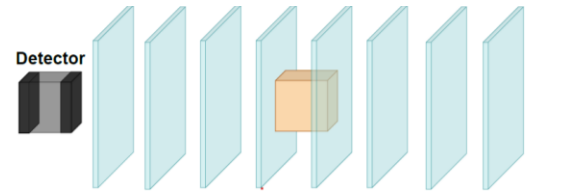
Opacity = Density x Distance

# 3D reconstruction: methods

## Backprojection

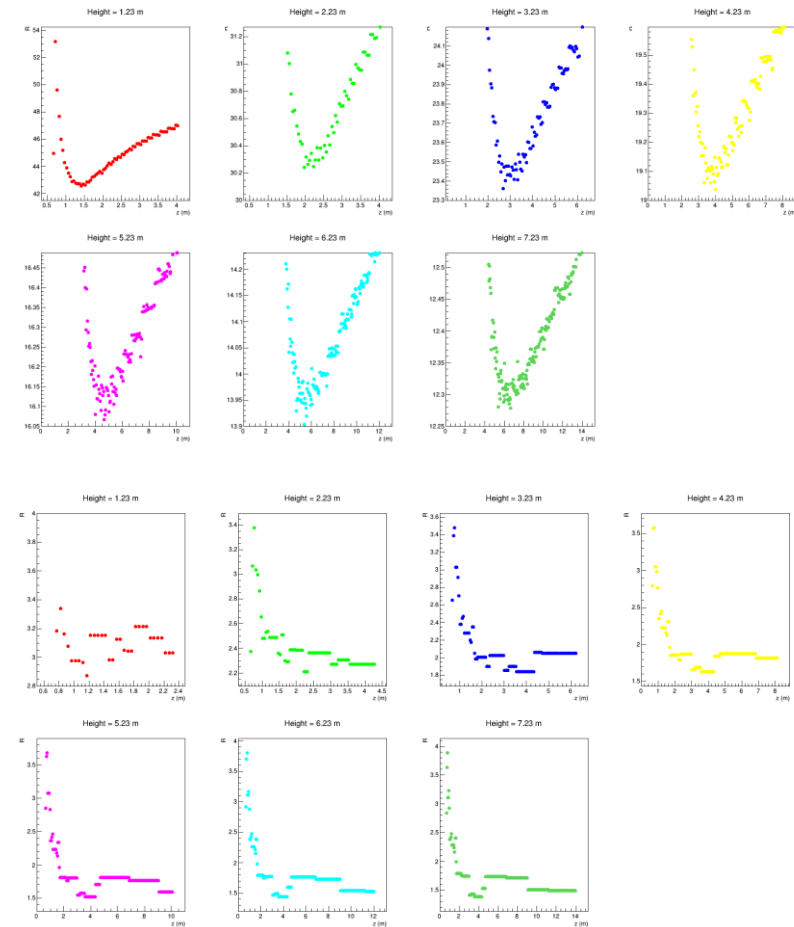


Detector



Phil. Trans. R. Soc. A 377: 20180063

## Simulation



10x our resolution

Our resolution

# 3D reconstruction: methods

## Analytical inversion

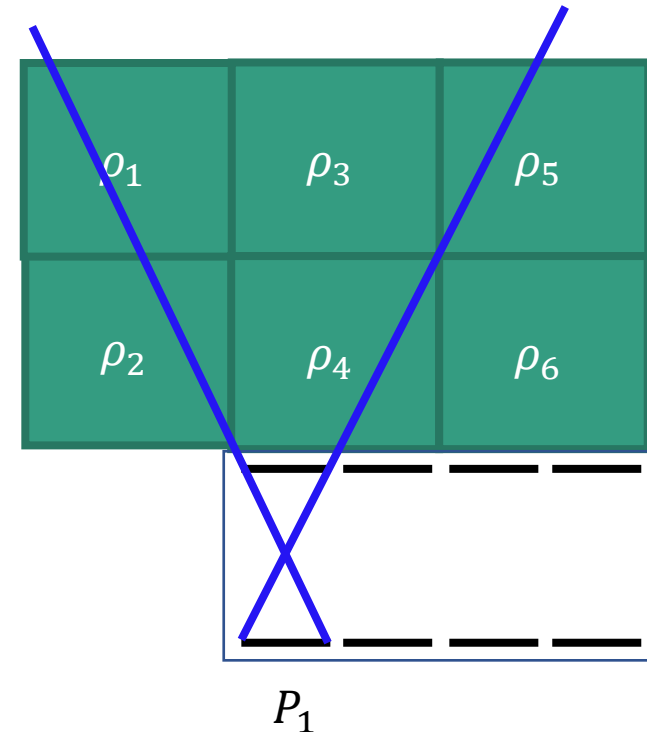
Our problem is given by the following equation

$$\mathbf{O}^{meas} = \mathbf{A}\mathbf{P}$$

Where

- $\mathbf{O}^{meas}$  are the measured opacities
- $\mathbf{A}$  is the distances matrix
- $\mathbf{P}$  is the real world densities vector

$$\vec{O} = \begin{pmatrix} d_{1,1} & \cdots & d_{1,V} \\ \vdots & & \vdots \\ d_{i,1} & \ddots & d_{i,V} \\ \vdots & & \vdots \\ d_{49 \times 49, 1} & \cdots & d_{49 \times 49, V} \end{pmatrix} \begin{pmatrix} \rho_1 \\ \vdots \\ \rho_V \end{pmatrix}$$



# 3D reconstruction: methods

## Analytical inversion

Possible inversions :

1. The Least Squares:  $\mathbf{P}^{rec} = [\mathbf{A}^T \mathbf{A}]^{-1} \mathbf{A}^T \mathbf{O}^{meas}$
2. The Weighted Least Squares:  $\mathbf{P}^{rec} = [\mathbf{A}^T \mathbf{W}_e \mathbf{A}]^{-1} \mathbf{A}^T \mathbf{W}_e \mathbf{O}^{meas}$
3. The Minimum Length:  $\mathbf{P}^{rec} = \mathbf{A}^T [\mathbf{A} \mathbf{A}^T]^{-1} \mathbf{O}^{meas}$
4. The Weighted Minimum Length:  $\mathbf{P}^{rec} = \langle \mathbf{P} \rangle + \mathbf{W}_m \mathbf{A}^T [\mathbf{A} \mathbf{W}_m \mathbf{A}^T]^{-1} [\mathbf{O}^{meas} - \mathbf{A} \langle \mathbf{P} \rangle]$
5. The Damped Least Squares:  $\mathbf{P}^{rec} = [\mathbf{A}^T \mathbf{A} + \epsilon \mathbf{I}]^{-1} \mathbf{A}^T \mathbf{O}^{meas}$
6. The Weighted Damped Least Squares:  $\mathbf{P}^{rec} = \langle \mathbf{P} \rangle + \mathbf{W}_m^{-1} \mathbf{A}^T [\mathbf{A} \mathbf{W}_m^{-1} \mathbf{A}^T + \epsilon \mathbf{W}_e^{-1}]^{-1} [\mathbf{O}^{meas} - \mathbf{A} \langle \mathbf{P} \rangle]$
7. ...

William Menke, "Geophysical Data Analysis: Discrete Inverse Theory" 1989



# 3D reconstruction: methods

## Iterative reconstruction

1. World initialization
2. Back-projection of experimental muographs (EM)
3. Forward-projection of the world generating reconstructed muographs (RM)
4. Comparison of the EM and RM by calculating the residuals: EM - RM
5. Back-projection of the residuals
6. Truncation of the voxels' densities at a wise interval [0, 3000] kg/m<sup>3</sup>
7. Steps 3-5 again until a predefined number of iterations or until residuals are under predefined threshold

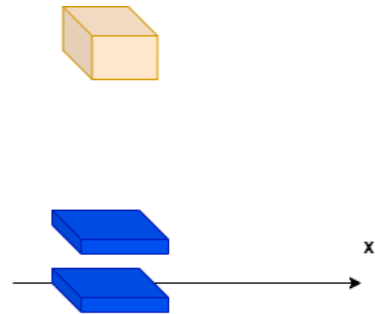
$$\rho_v^j = \rho_v^{j-1} + \Delta\rho_v^j$$

$$\Delta\rho_v^j = \frac{1}{\sum_{m=1}^{N_m} w_m H(A_{m,v})} \sum_{m=1}^{N_m} w_m \frac{O_m - O_m^{j-1}}{|A_m|^2} A_{m,v}$$

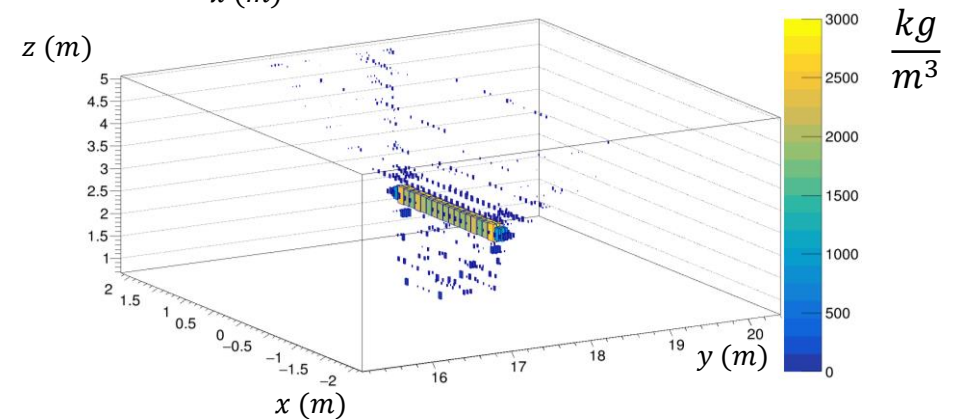
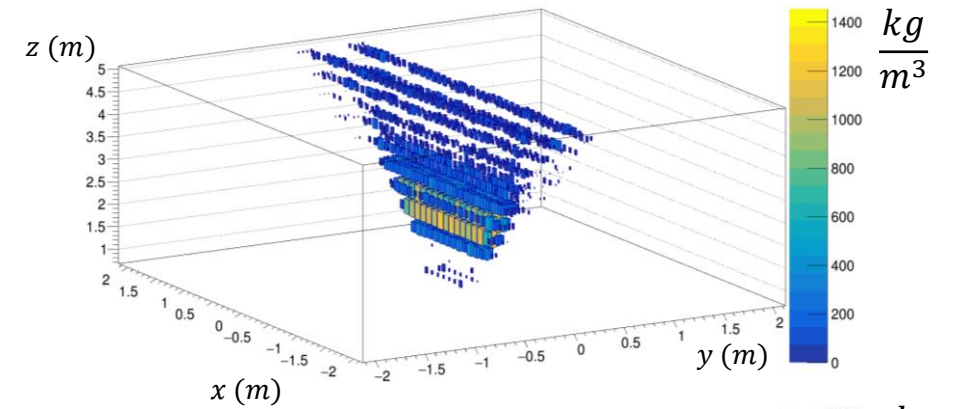
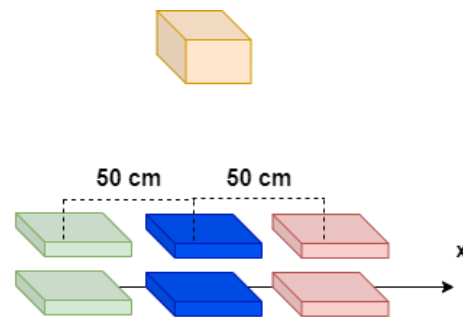
# 3D reconstruction: methods

## Iterative reconstruction: simulation

1 Muograph

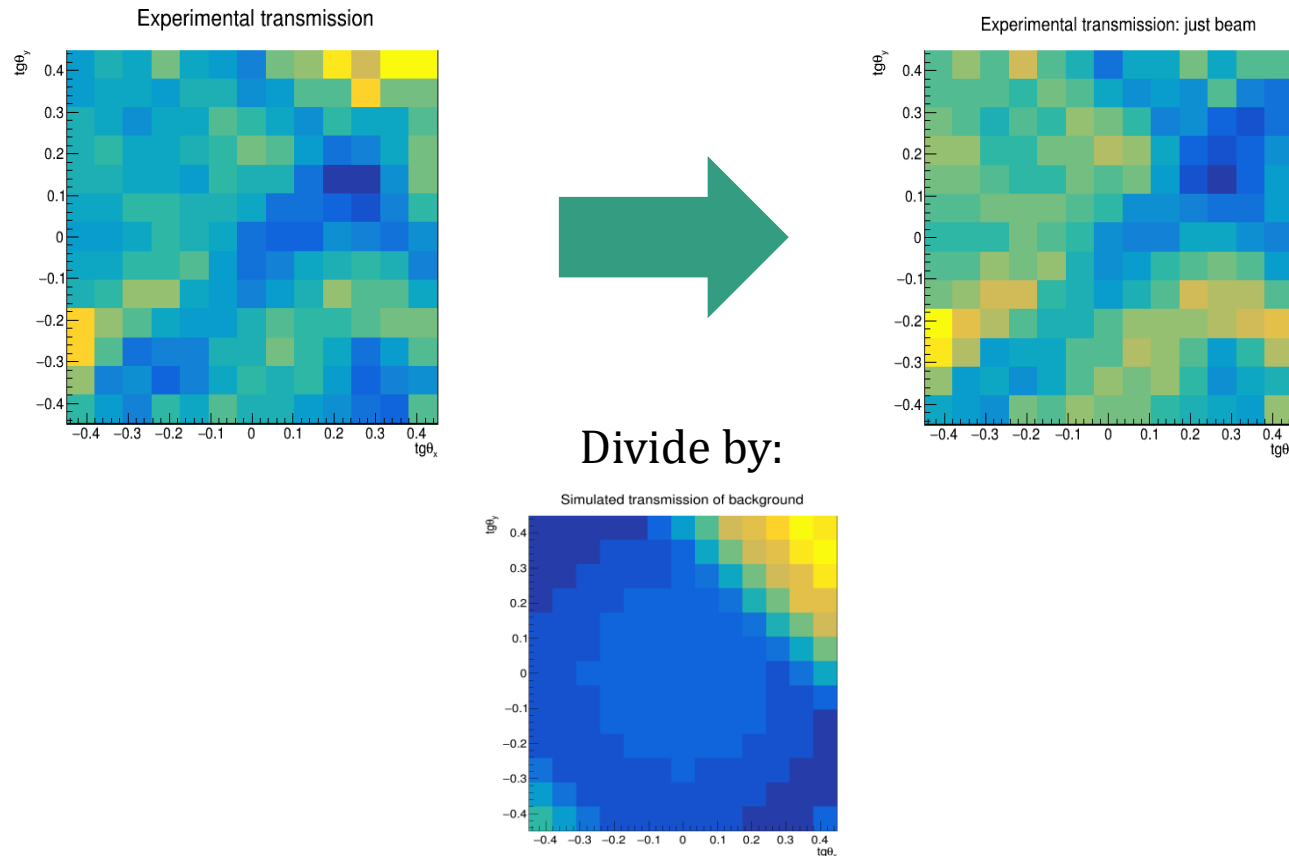


3 Muographs



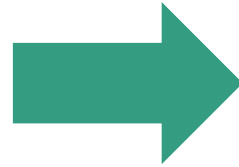
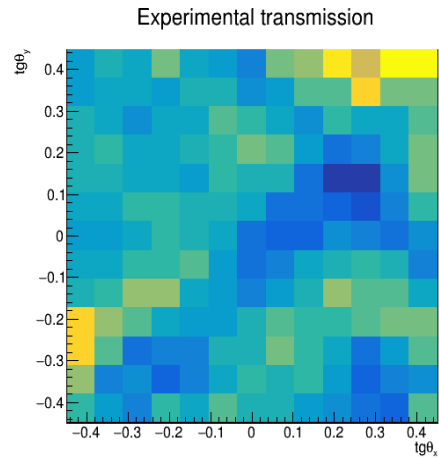
# 3D reconstruction: methods

## Iterative reconstruction: data

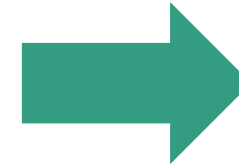
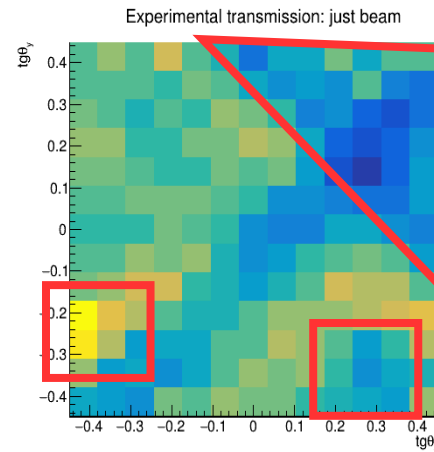
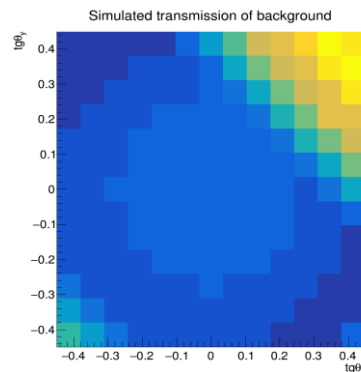


# 3D reconstruction: methods

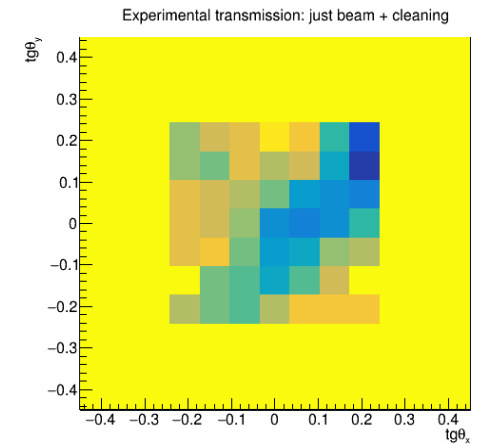
## Iterative reconstruction: data



Divide by:

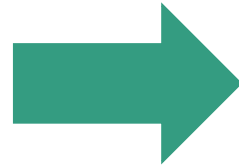
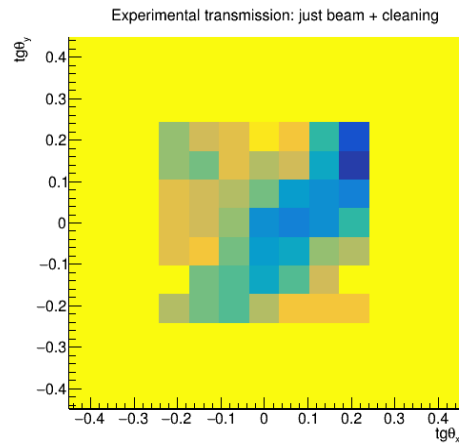


Windowing of  
region of  
interest

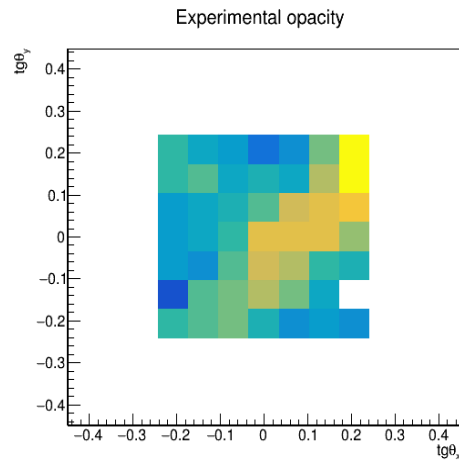


# 3D reconstruction: methods

## Iterative reconstruction: data

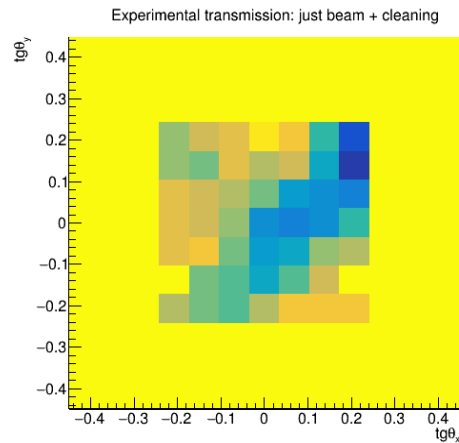


Transformation  
to opacity

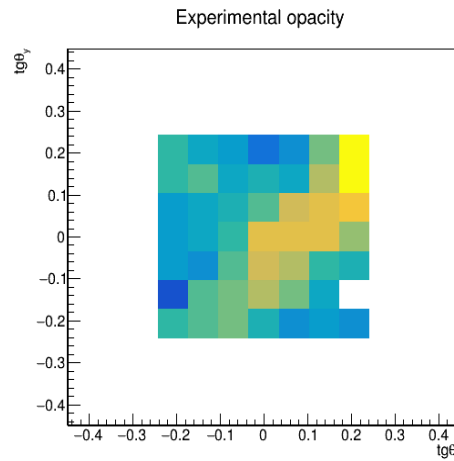


# 3D reconstruction: methods

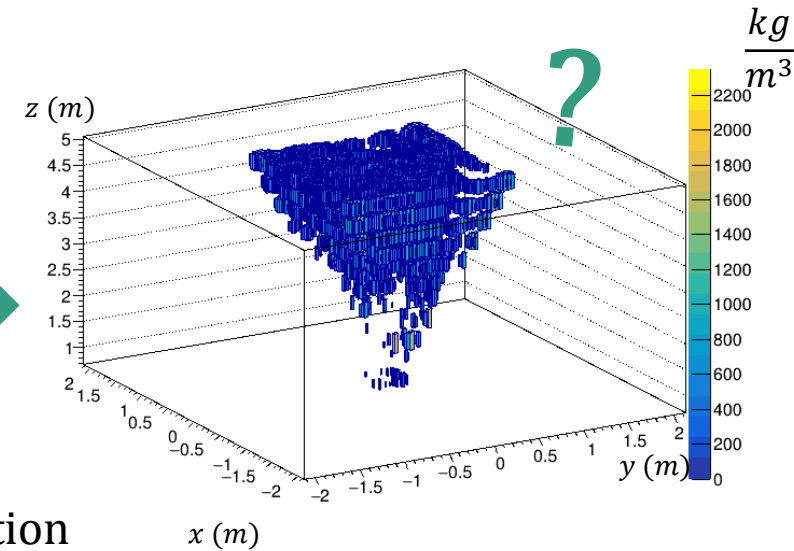
## Iterative reconstruction: data



Transformation  
to opacity

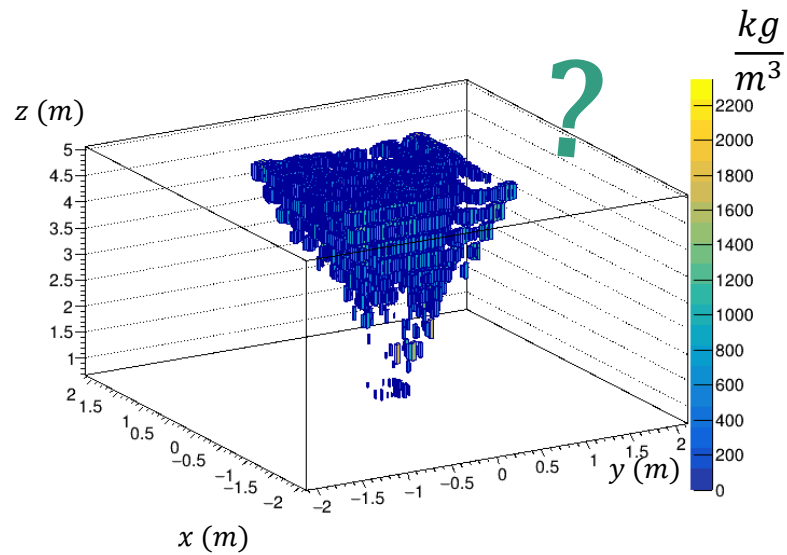


Reconstruction



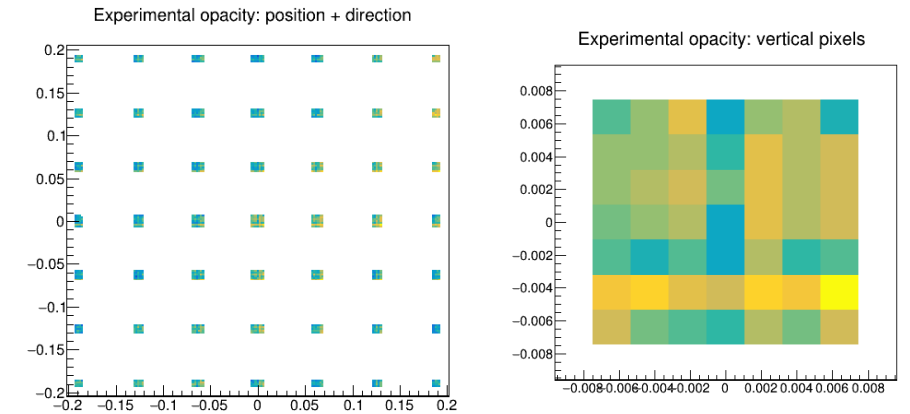
# 3D reconstruction: methods

## Iterative reconstruction: data

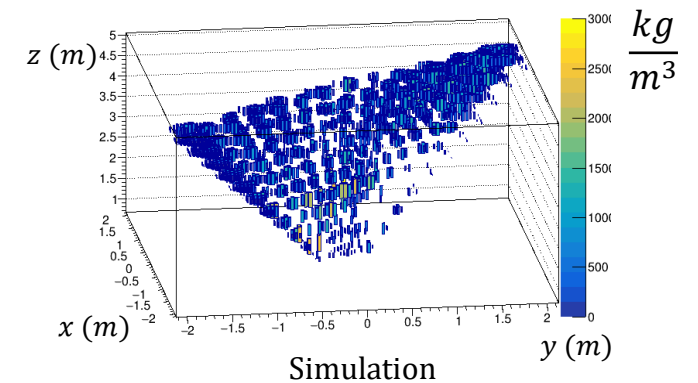


Troubleshooting

## Incoherent pixel opacities



## Beam and detector not oriented





# Future work

## Data analysis

- Improve the detector model: more accurate characterization of the spacers and dead area
- Study the open-sky muon flux at Coimbra through indirect measurements

## Reconstruction methods

- Continue the development of the analytical inversion
- Introduce more structures into the simulation and reconstruct them with the iterative method
- Continue to apply the developed reconstruction algorithms to the data
- Propagate uncertainties through the reconstruction algorithms

# Thank you for your attention

Any questions?

## Partners:



LABORATÓRIO DE INSTRUMENTAÇÃO  
E FÍSICA EXPERIMENTAL DE PARTÍCULAS  
*partículas e tecnologia*



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Institute of Earth Sciences



UNIVERSIDADE  
DE ÉVORA



Centro  
Ciência Viva  
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## Funding:

Cofinanciado por:



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para a Ciência  
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Marco Pinto, Mário  
Pimenta, Luís Afonso,  
Pedro Assis, Sofia  
Andringa

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Bezzeghoud, Pedro  
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LNEG:

João Matos

### Outreach Team

CCV do Lousal:

João Costa, Vanessa Pais



# Simulation: transmission model

Exponential model for transmission: being  $t$  the transmission of a single ceiling of density  $\rho_{ceil}$  and width  $D_{ceil}$

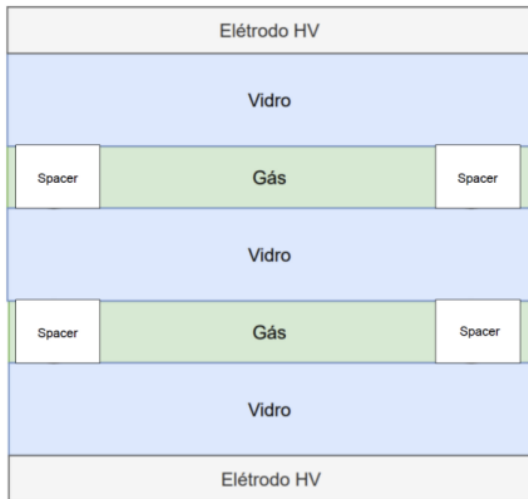
Acquisition	# ceilings above the detector	Transmission	$t$
August 2020	7	$t_A = t^7$	$t = \sqrt[5]{\frac{t_A}{t_S}} \approx 0.94$
September 2020	2	$t_S = t^2$	

So, for the passage of the muon on an object of density  $\rho$  by a distance  $D$ , the equivalent number of unit ceilings is calculated:

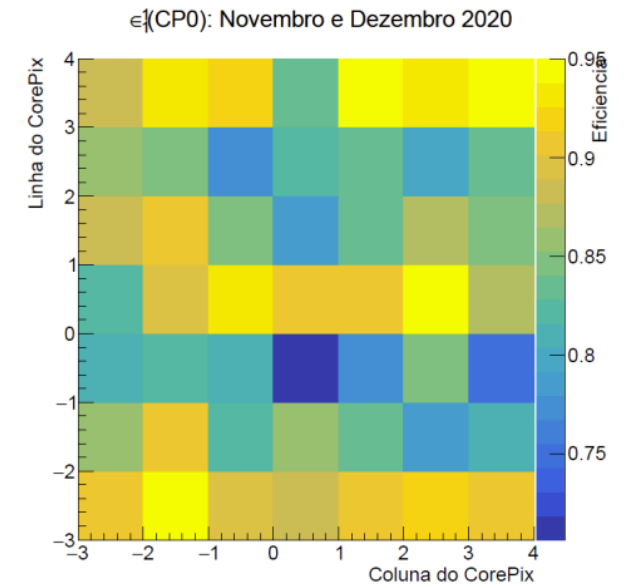
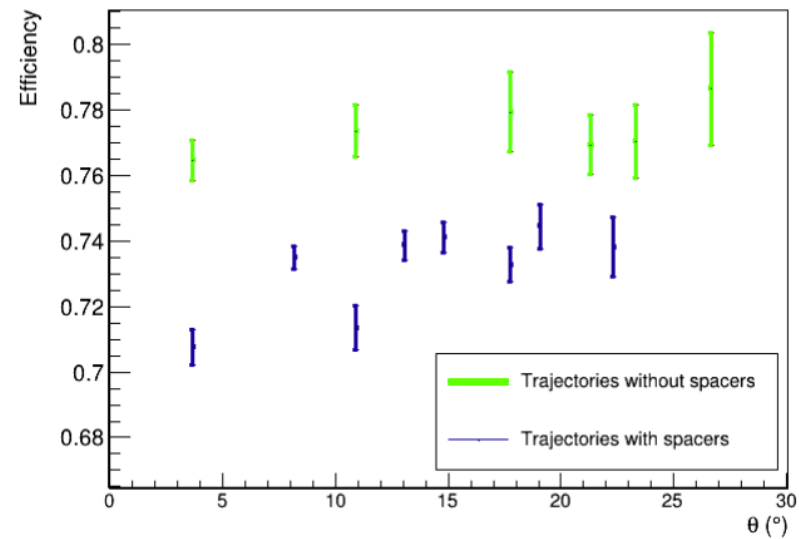
$$\# \text{ unit ceilings} = \frac{D}{D_{ceil}} \times \frac{\rho}{\rho_{ceil}}$$

$$T = t^{\# \text{ unit ceilings}}$$

# Efficiency



Plane 2 efficiency (muons that travel between columns in plane 2)



# Using the extension of the detector

