

# Neural Network Based Fast Optical Simulation Method in ProtoDUNE-VD

Minisymposium: Neutrino Science with the DUNE Experiment

**Shuaixiang (Shu) Zhang** for the DUNE Collaboration

DPF-PHENO 2024, Pittsburgh

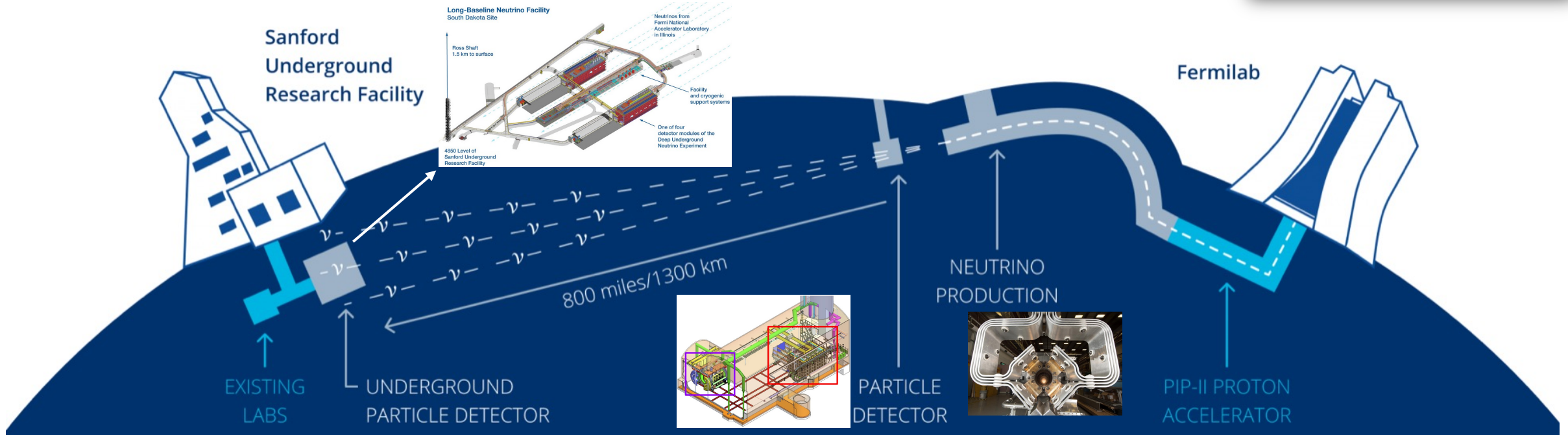
May 13, 2024 (Monday)

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  - ◇ Evaluation & Performance
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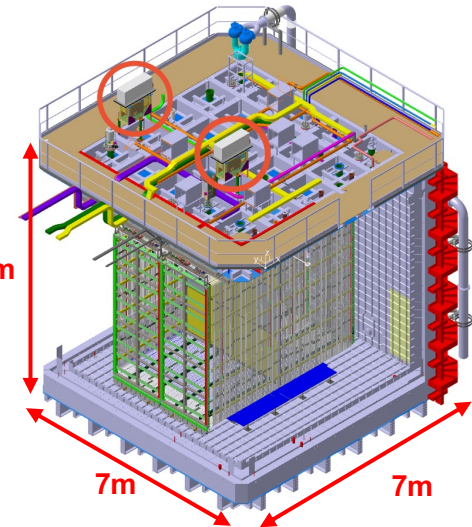
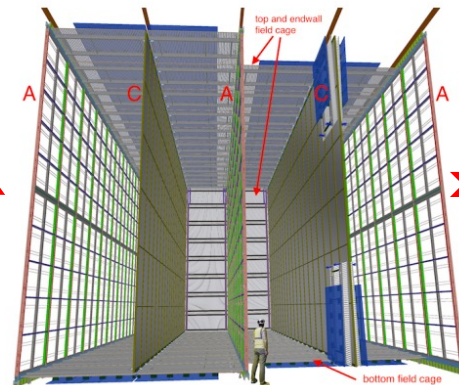
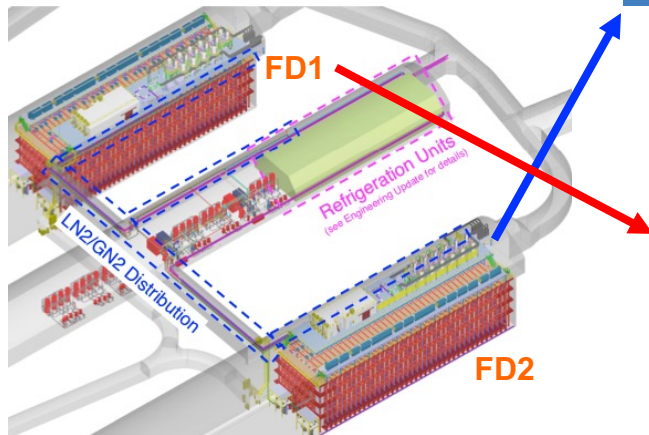
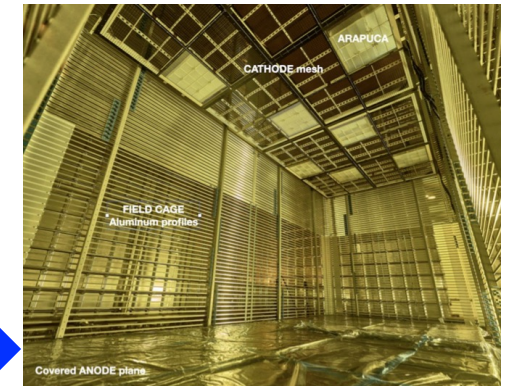
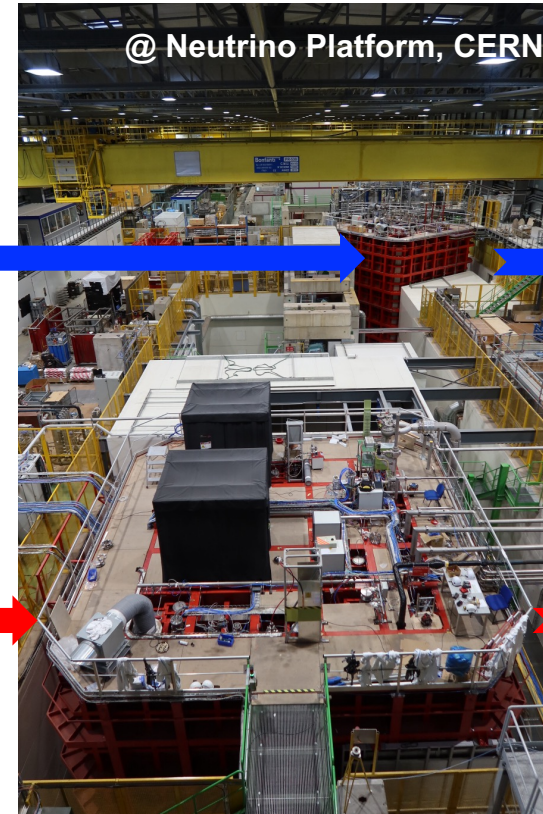
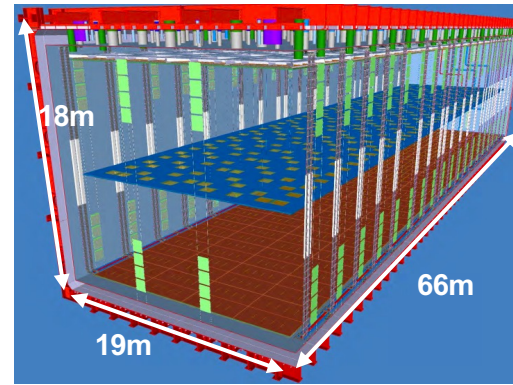
# Sketch of DUNE

- ❖ DUNE: Deep Underground Neutrino Experiment
- ❖ Components: Beam (1.2MW, → 2.4MW); Near detectors (SAND, ND-LAr + TMS (PRISM)); Far detectors (FD1 & FD2: LArTPC, FD3 & FD4: Opportunities)
- ❖ Timetable: ~2029 start of science
- ❖ Collaborations: > 35 countries, > 200 institutions, > 1,400 collaborators



# DUNE Far Detectors & New ProtoDUNEs

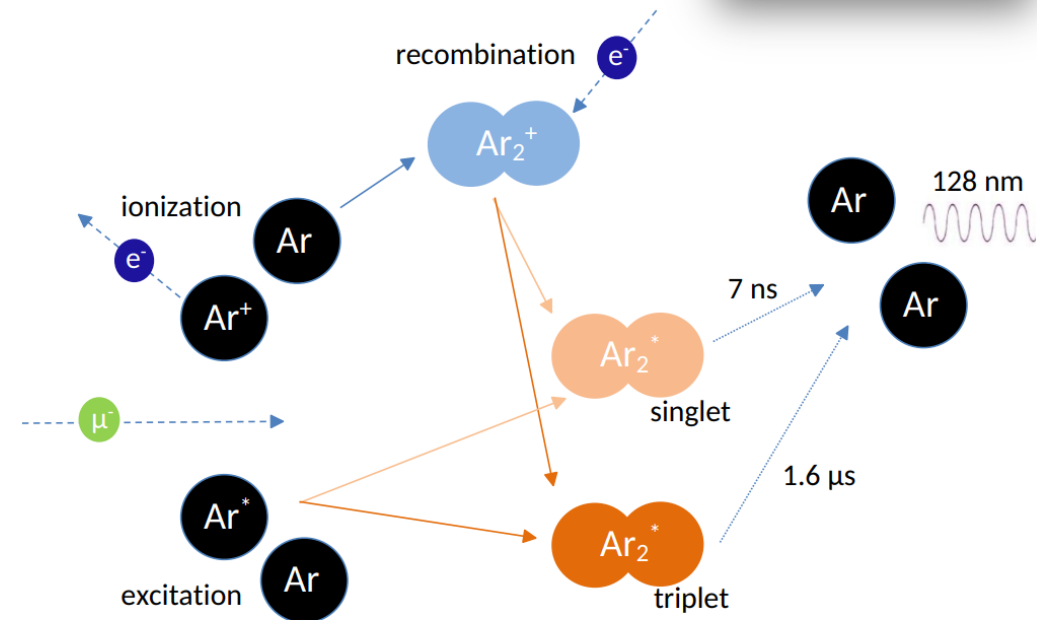
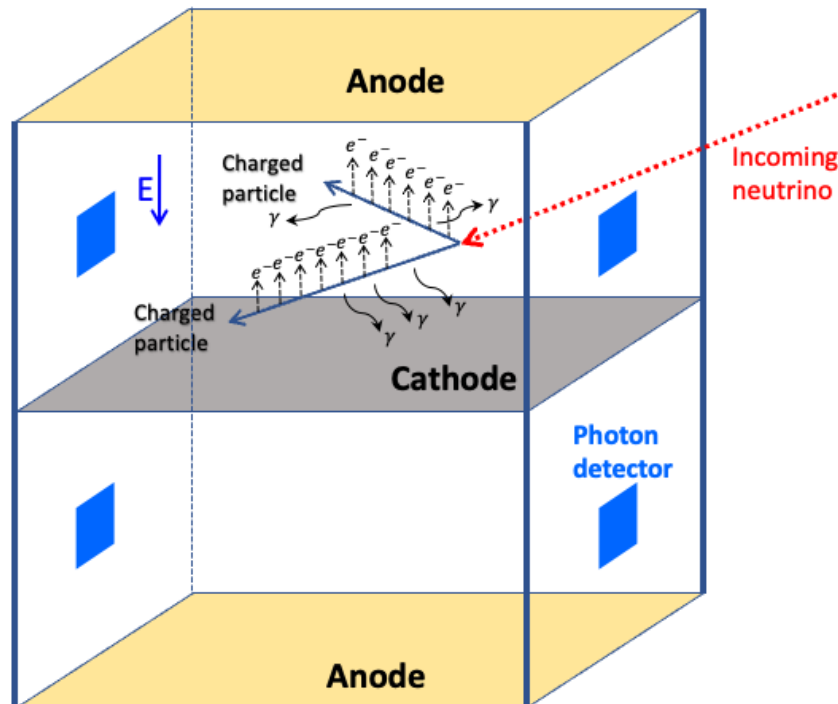
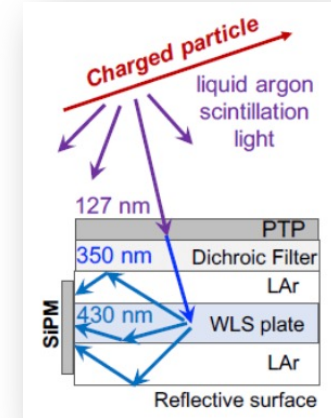
- ❖ FD1 & FD2: Cavern finished @ Feb 1, 2024! Construction underway
- ❖ FD1 / FD2 → protoDUNE- HD / VD: horizontal / vertical -drift LArTPC
- ❖ ProtoDUNE-HD: running NOW; ProtoDUNE-VD: run @ spring 2025



# LArTPC & Scintillation Light

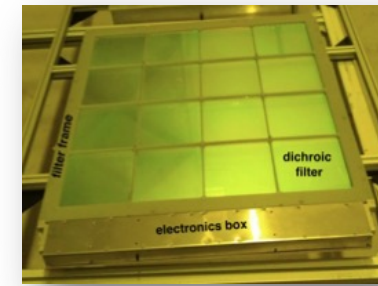
- ❖ LArTPC: Liquid Argon Time Projection Chamber
- ❖ Scintillation light yield:  $\sim 24,000 \gamma/MeV$  @  $500V/cm$ , peaked at  $9.7eV$
- ❖ Light components: fast component ( $7ns$ ), slow component ( $1,600ns$ )

Photon Detector of DUNE:  
X-Arapuca

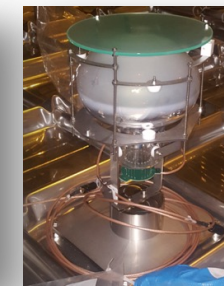


# PDS of ProtoDUNE-VD

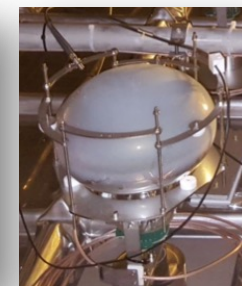
- ❖ Optical channels: **40**  
(**16** X-Arapucas + **18** PEN PMTs + **6** TPB PMTs)
- ❖ Photon detection efficiency:  
X-Arapuca: ~3%,  
PMT (PEN, TPB): ~20%



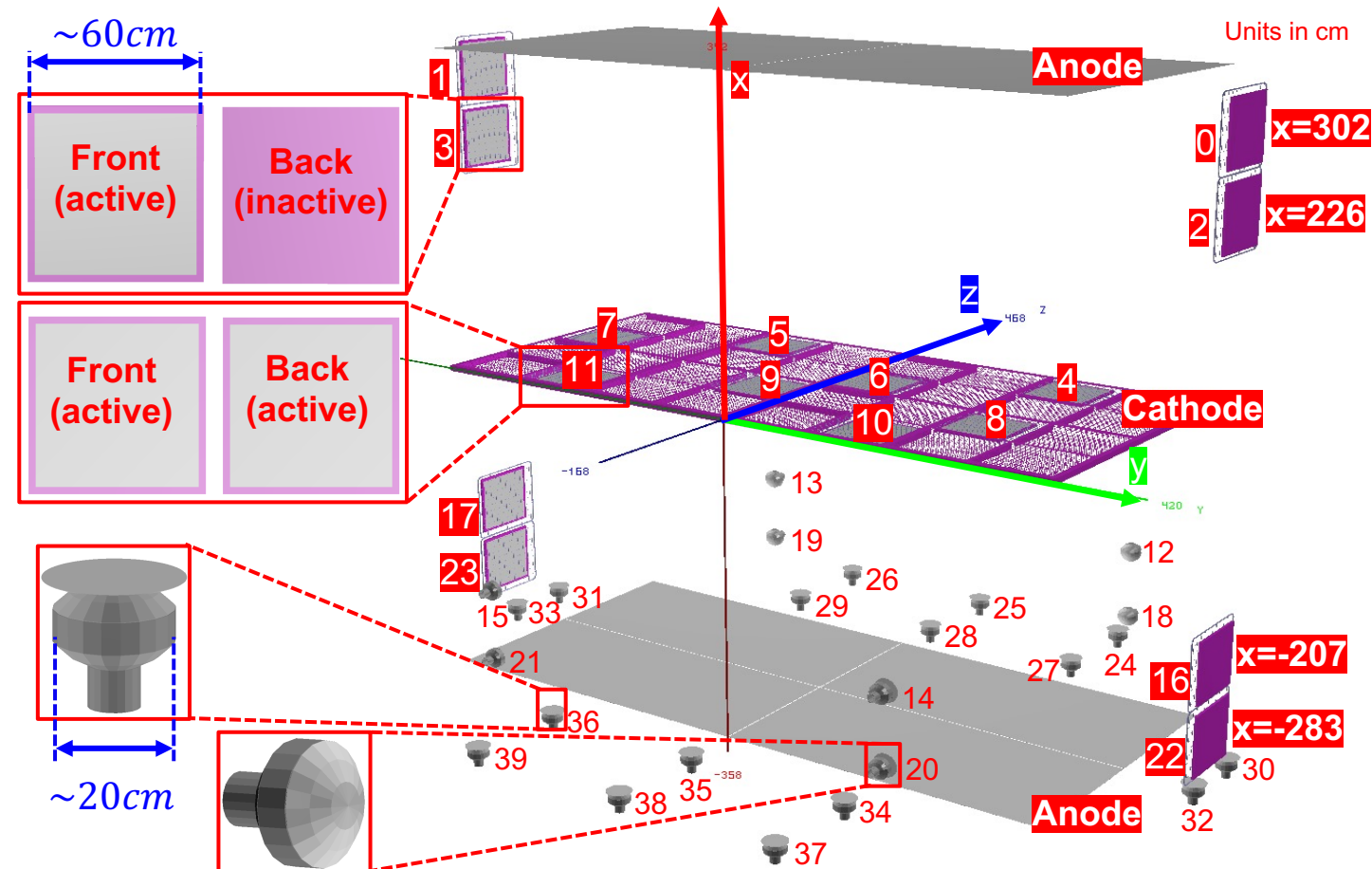
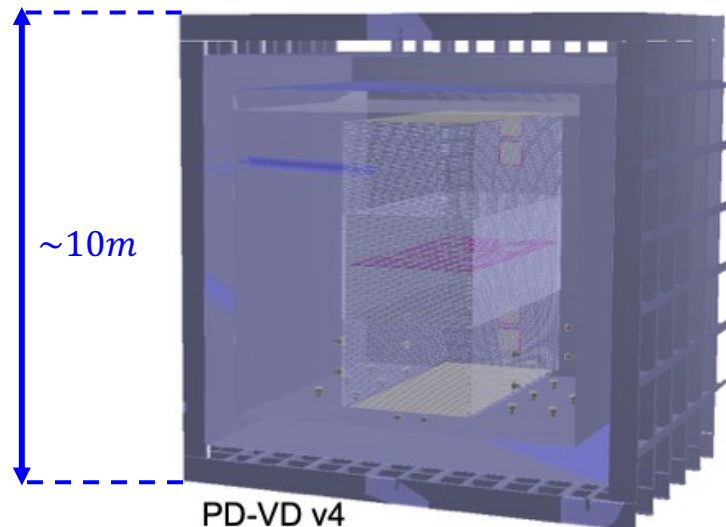
X-Arapuca



PEN PMT

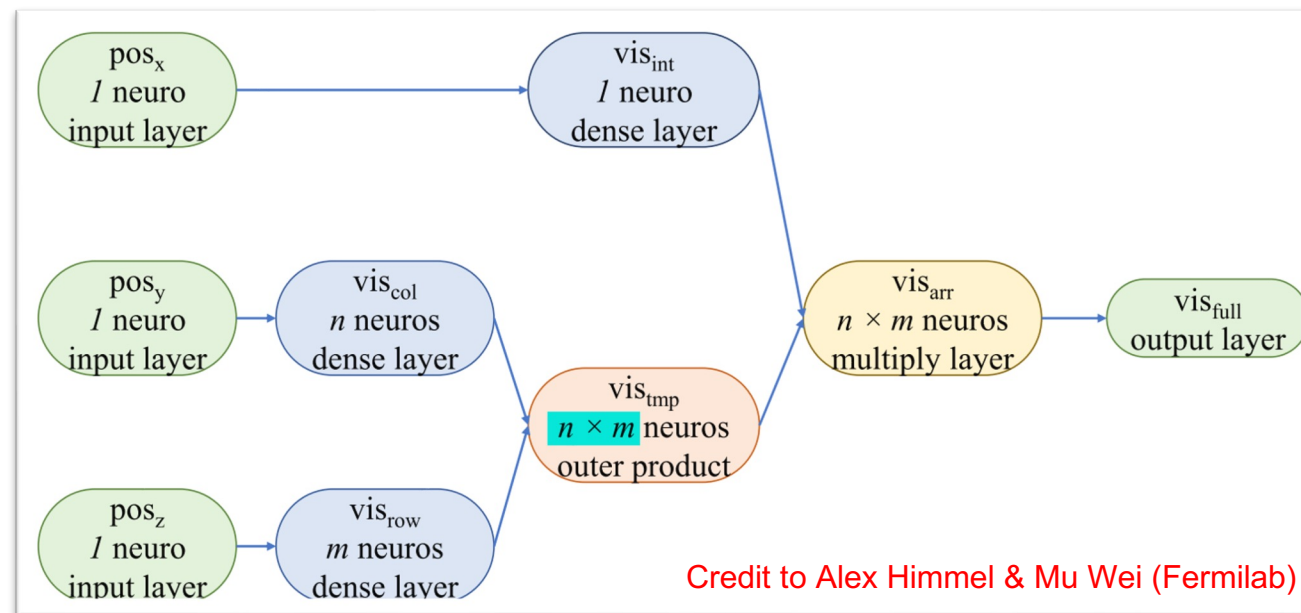


TPB PMT



# Why Neural Network Method

- ❖ Traditional full light simulation (GEANT4): track every photon; Challenge for kT-scale LAr detector & GeV-scale energy deposition; **Giant** computational cost, very **slow**
- ❖ Network Based method (comp graph module): Given photon emission vertex, output visibilities of every optical channel directly; **Small** computational cost, 20~50 times **faster**

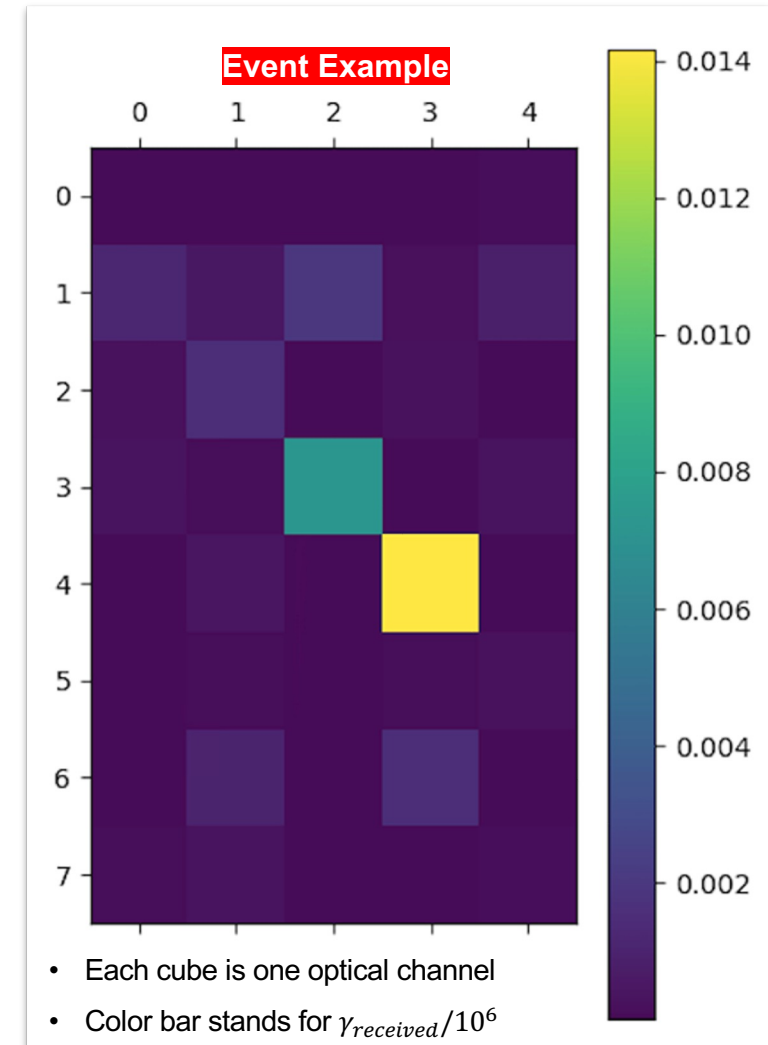


<https://iopscience.iop.org/article/10.1088/2632-2153/ac58e2>

# Training Sample Generation

- ❖ Based on LArSoft (GEANT4): track every photon, record photon emission vertex & responses of all 40 optical channels

Space distribution of events	Uniform
Boundaries	$x \in [-375, 415]cm, y \in [-427.4, 427.4]cm, z \in [-277.75, 577.05]cm$
Events # (training set, validation set, test set)	1,700,000; 10,000; 10,000
Events average Interval (training set)	$\sim \frac{800cm}{\sqrt[3]{1700000}} = 6.7cm$
$\gamma$ emission vertex / event	# = $10^6$ , isotropic
Energy distribution of $\gamma$	Gaussian with $(\mu, \sigma) = (9.69, 0.25)eV$
Rayleigh scattering length (RSL)	99.9cm @ 9.69eV
Absorption length (Abs)	20m @ 9.69eV
Reflectivity considered	[ "STEEL_STAINLESS_Fe7Cr2Ni", "Copper_Beryllium_alloy25", "G10", "vm2000", "ALUMINUM_AI" ]





# Network & Training Details

- ❖ Optical Channels are divided into different groups based on their geometrical layout:

0 ~ 3	4 ~ 11	12 ~ 15	16 ~ 17	18 ~ 21
22 ~ 23	24 ~ 29	30 ~ 33	34 ~ 39	

- ❖ Training parameters of network:

```
Total params: 162,922
Trainable params: 156,348
Non-trainable params: 6,574
```

- ❖ Training command & hyper-parameters:

```
(tf_env) initial_train_3 > python3 gnn_Muve/gnn.py -i ./dataSet/
train_18149Files -o output_2048b_10000e -t 0 -b 2048 -e 10000 -n
18149 -d 40 --train > train_2048b_10000e.log
```

```
def model_protodunevd_v4(dim_pdr):#dim_pdr: num of opchannels
    pos_x      = Input(shape=(1,), name='pos_x')
    pos_y      = Input(shape=(1,), name='pos_y')
    pos_z      = Input(shape=(1,), name='pos_z')
    input_layer = [pos_x, pos_y, pos_z]

    ...
    ...
    #combine the nine blocks---
    feat_con = concatenate([feat_cov_1, feat_cov_2,
feat_cov_3, feat_cov_4, feat_cov_5, feat_cov_6, feat_cov_7,
feat_cov_8, feat_cov_9])
    feat_con = Dense(dim_pdr)(feat_con)
    feat_con = BatchNormalization(momentum=0.9)(feat_con)
    feat_con = ReLU()(feat_con)

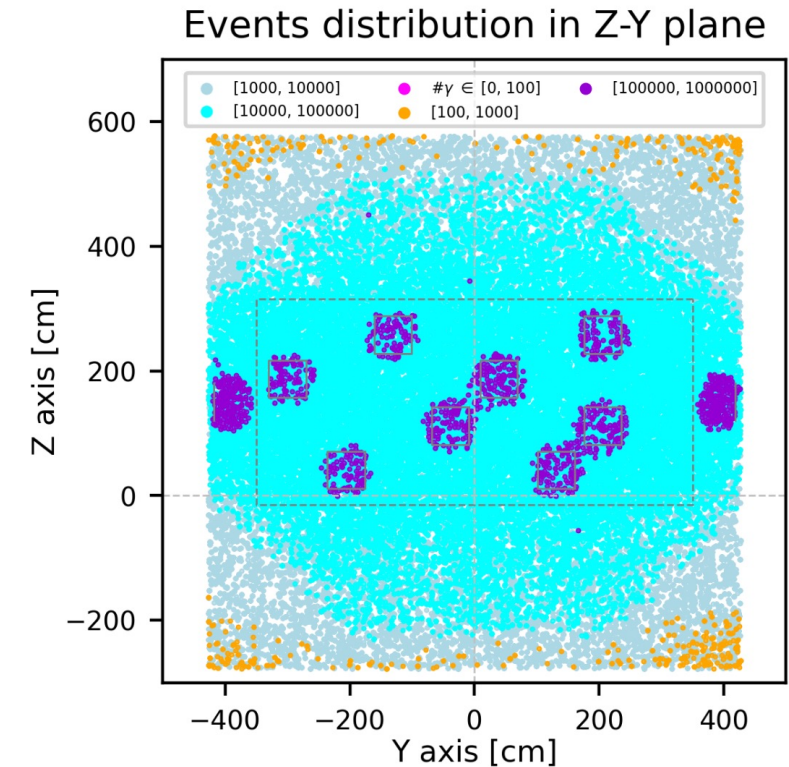
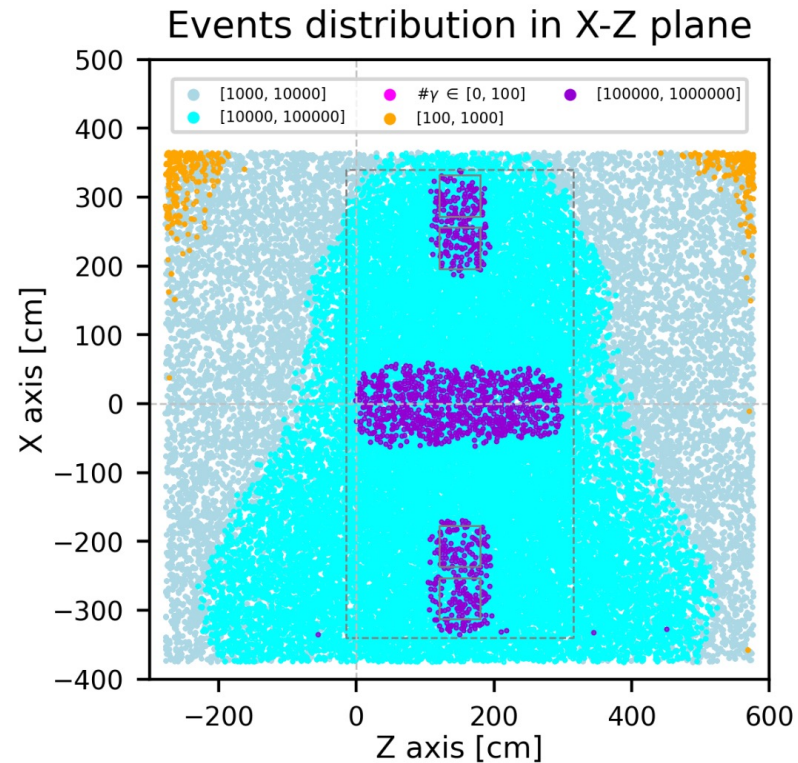
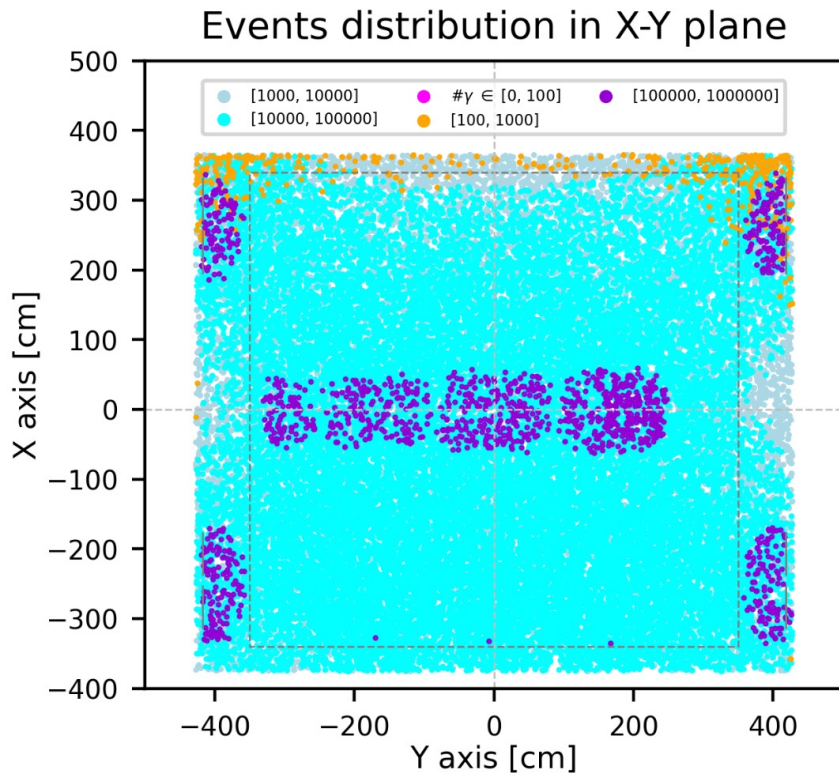
    pdr      = Dense(dim_pdr, activation='sigmoid',
name='vis_full')(feat_con)
    model    = Model(inputs=input_layer, outputs=pdr,
name='protodunevd_v4_model')

    model.summary()
    return model
```

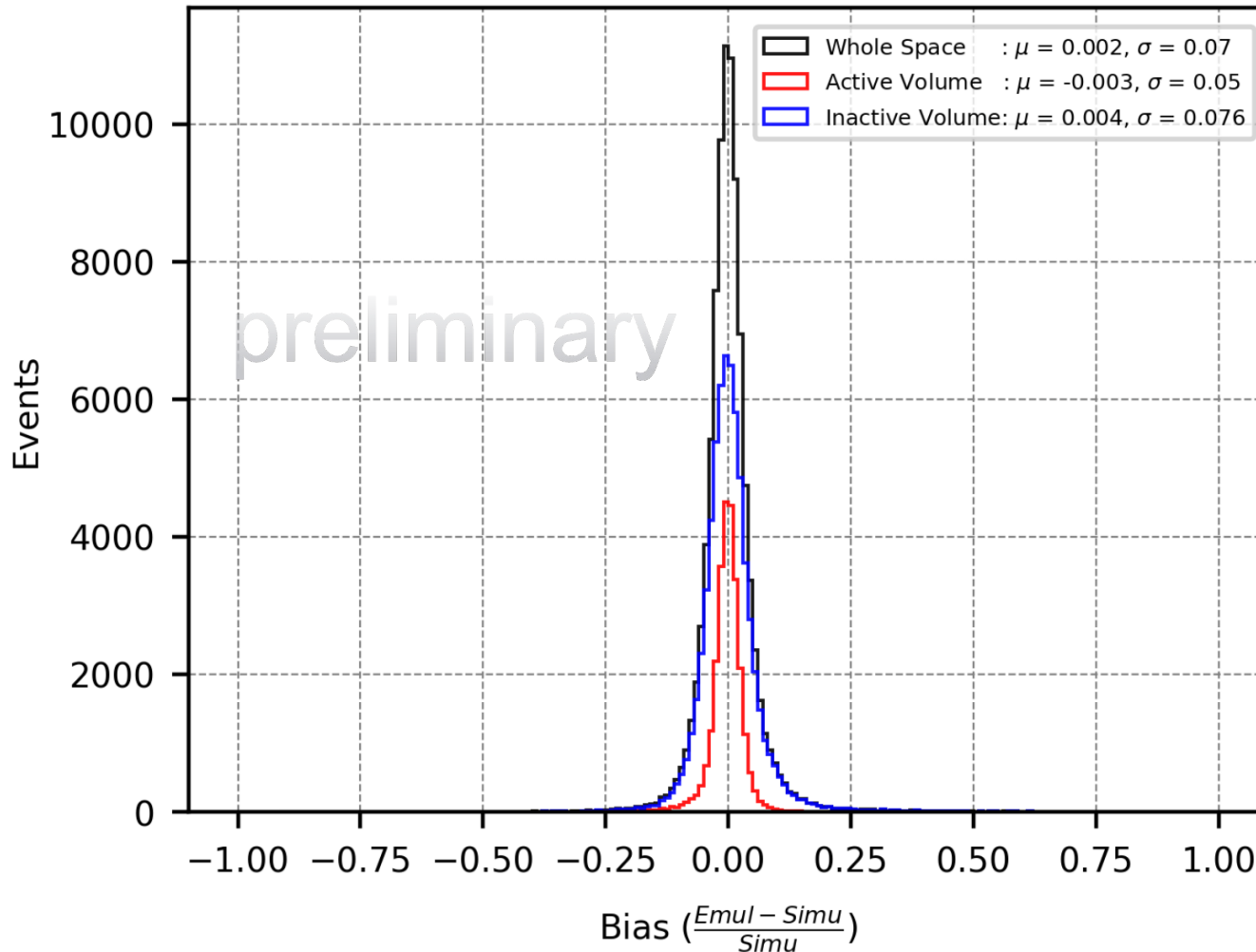
Network snippets

# Results & Evaluation (I)

- ❖ Events from validation set (#events = 93,190)
- ❖ For every event, photon numbers received by all optical channels are summed
- ❖ Results from Neural Network Module (**comp graph module**)



# Results & Evaluation (II)

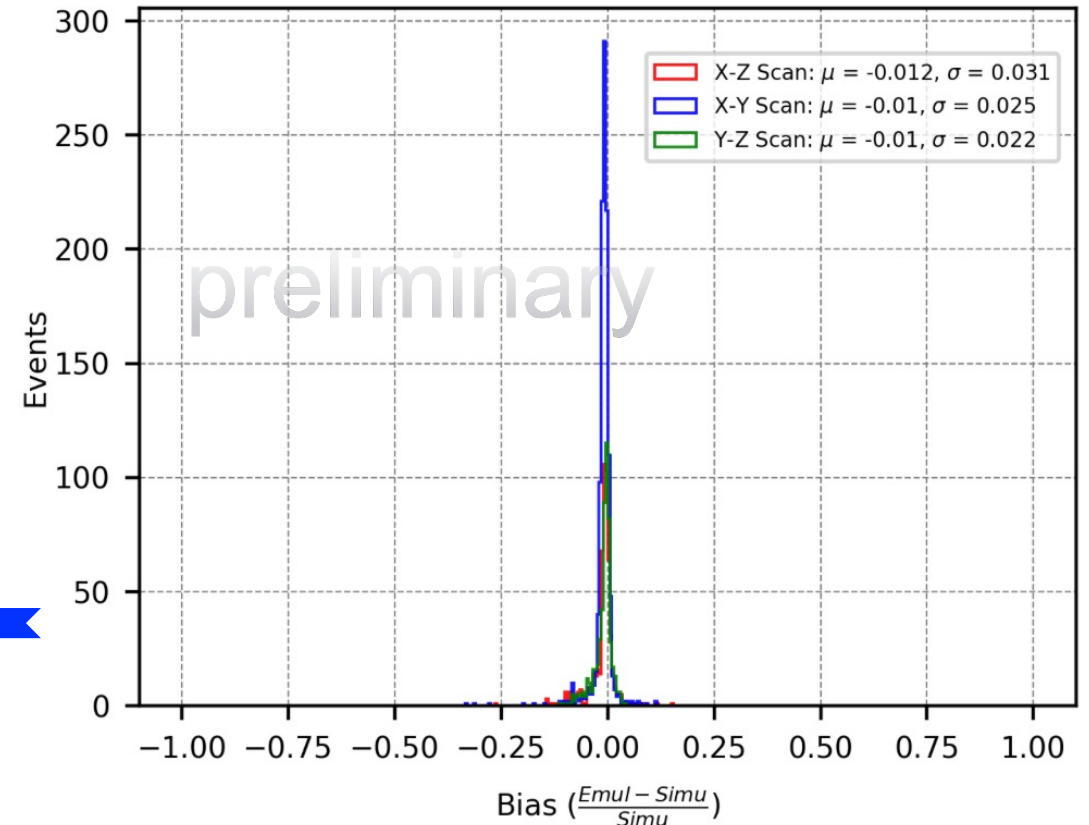
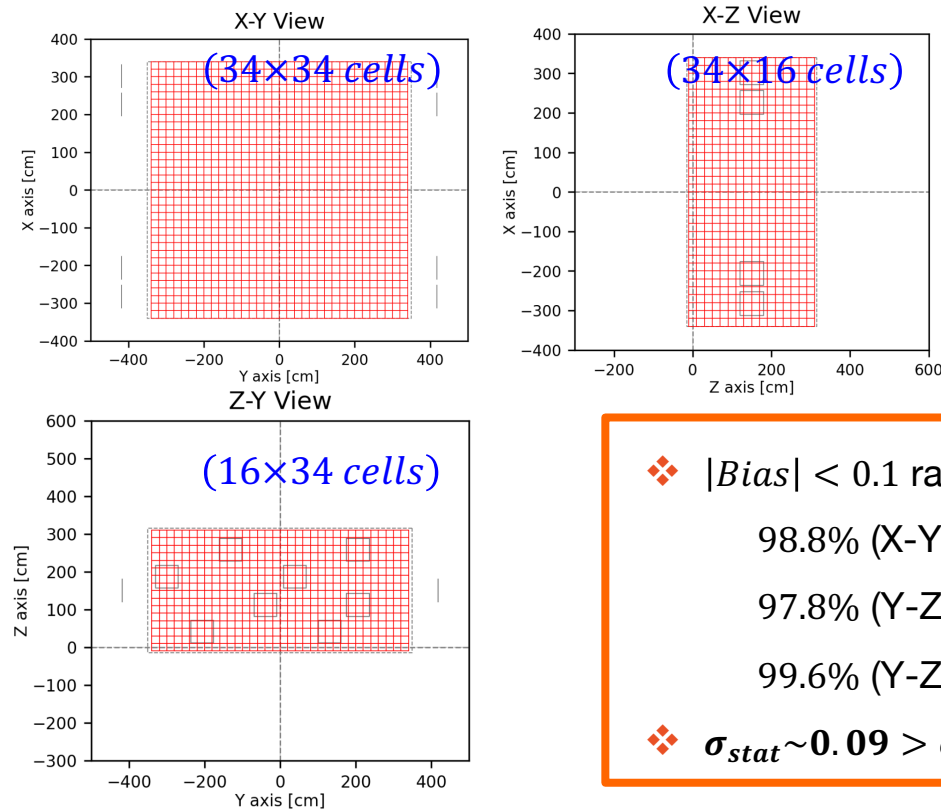


- ❖ Collective performance of all optical channels
- ❖ Emul: comp graph module; Simu: GEANT4
- ❖ Data point: sum up photon counts received by all opChs, then evaluate their difference
- ❖ Events distribution:

	Whole Space	Active Volume	Inactive Volume
Total events num	93,190	26,230	66,960
Events with $ Bias  \leq 1$	93,045 (99.8%)	26,210 (99.9%)	66,835 (99.8%)
Events with $ Bias  \leq 0.1$	87,225 (93.6%)	25,474 (97.1%)	61,751 (92.2%)

# Results & Evaluation (III)

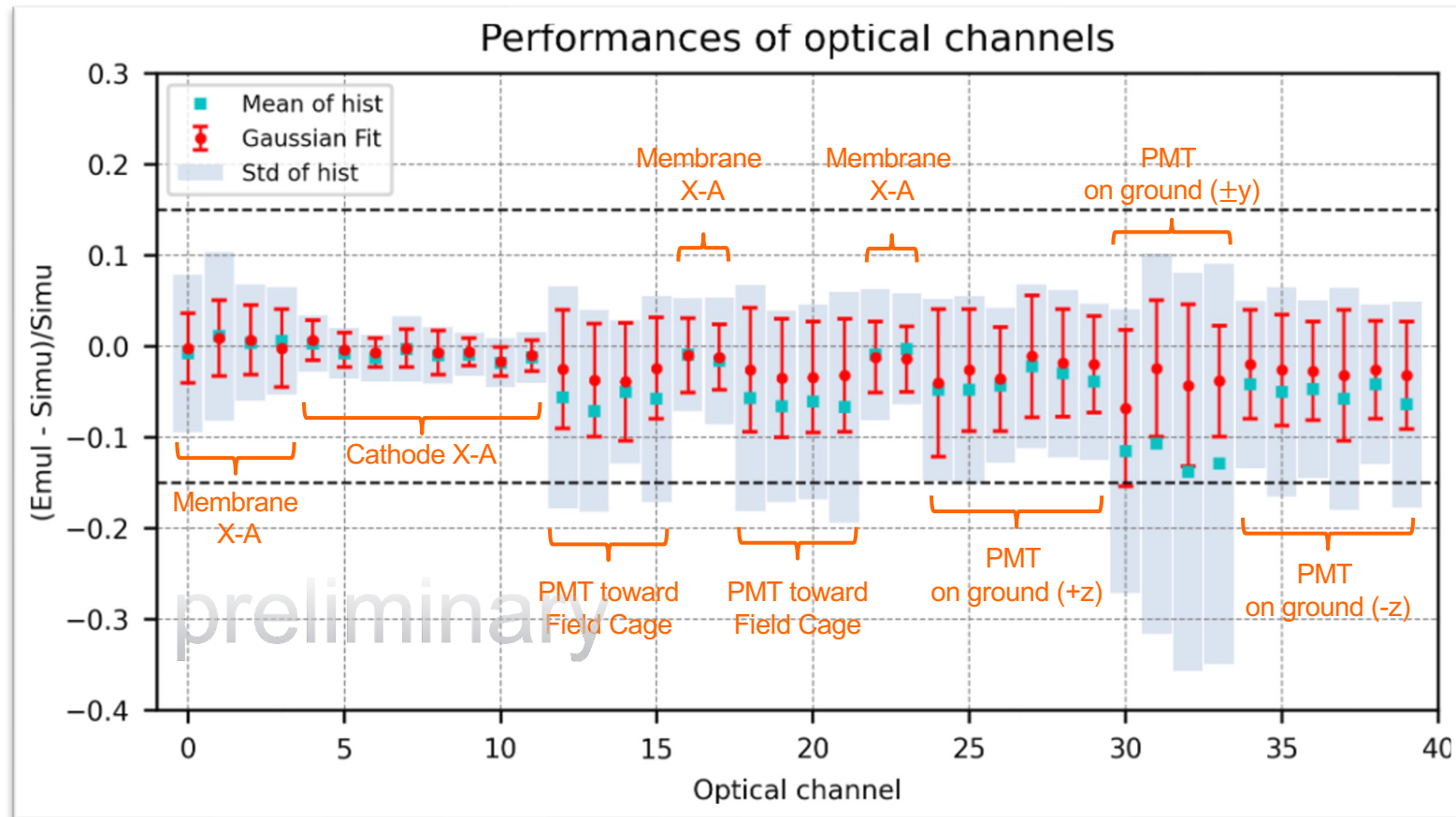
- ❖ Optical channels need NOT to be sensitive to every point (vertex) in space
- ❖ “Track-like” evaluation: along certain axis (x, y, z),  $\sigma = 20\text{cm} \times 20\text{cm}$ , going through whole cryostat
- ❖ Vertex num per event (cell): 305



- ❖  $|Bias| < 0.1$  rate:
  - 98.8% (X-Y view)
  - 97.8% (Y-Z view)
  - 99.6% (Y-Z view)
- ❖  $\sigma_{stat} \sim 0.09 > \sigma_{Scan}$

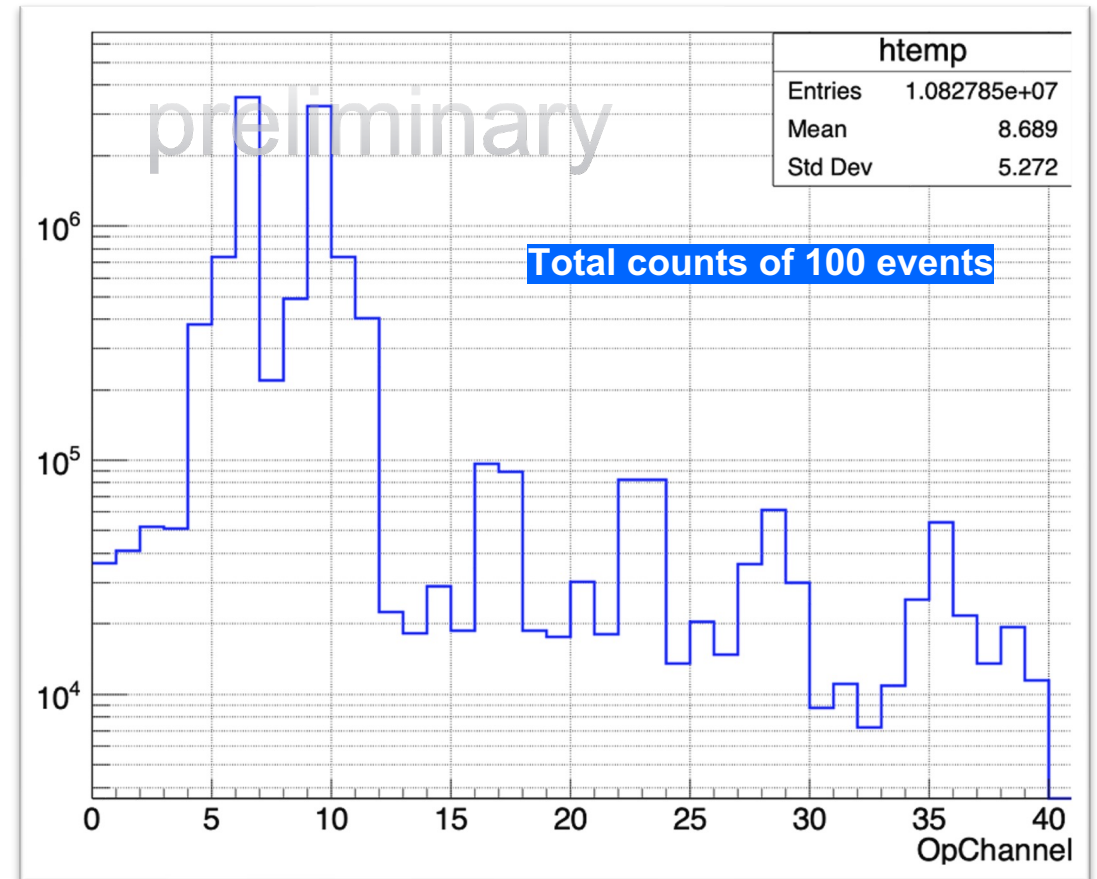
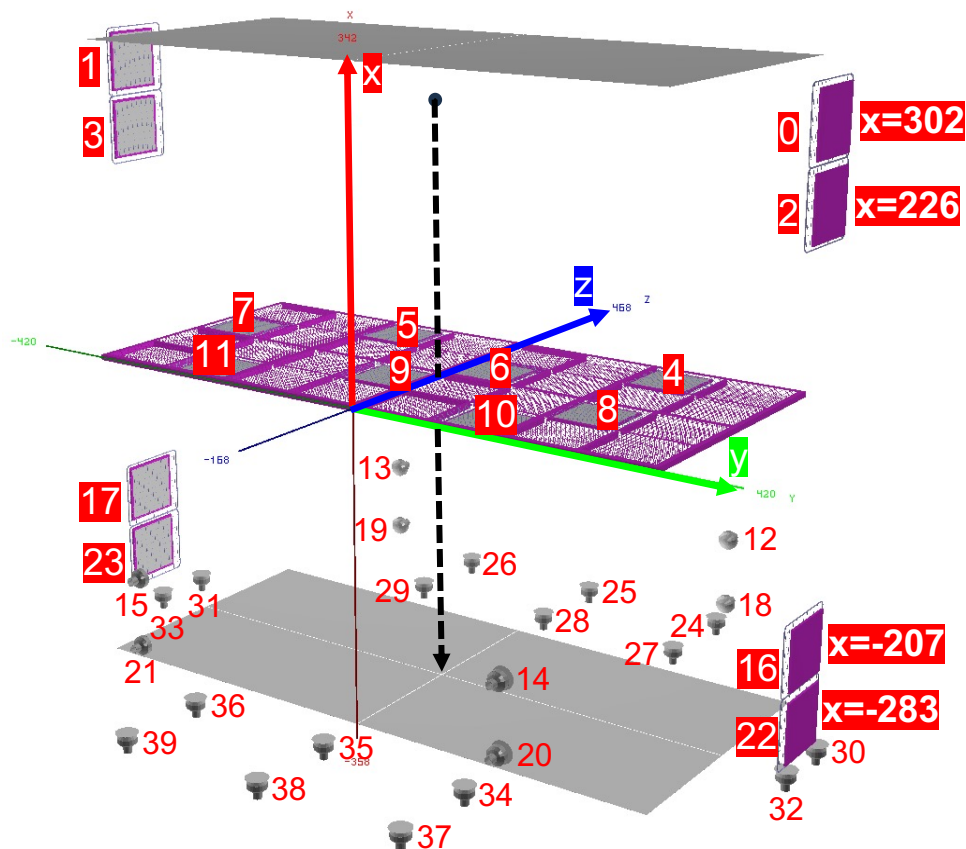
# Results & Evaluation (IV)

- ❖ Performances of most optical channels better than statistical fluctuation (expect: **15%**)
- ❖ Poor performances of opch30, 31, 32 & 33: Bad layout, higher stat fluctuation expected



# Performance of Comp Graph Module

- ❖ 7GeV,  $\mu^-$ , # = 100; starting at (300, 0, 150)cm, downward
- ❖ Simulation time:  $\sim 1h$



# Summaries

- ❖ Proper structure of neural network developed
- ❖ Collective performance of optical channels excellent @ point & track-like evaluation
- ❖ Most single optical channels perform well, uncertainty lower than statistical fluctuation
- ❖ Quick and reasonable optical simulation based on comp graph module observed
- ❖ Merged into DUNE LArSoft; now collaboration-wide available
- ❖ Further Steps:
  1. Develop Xe light fast optical simulation module based on this LAr light experience
  2. Make similar module for protoDUNE-HD
  3. Work on specific topic (ex: Rayleigh scattering length)

*Thank you!*

# Backups



# OpCh Labels in v4 Geometry

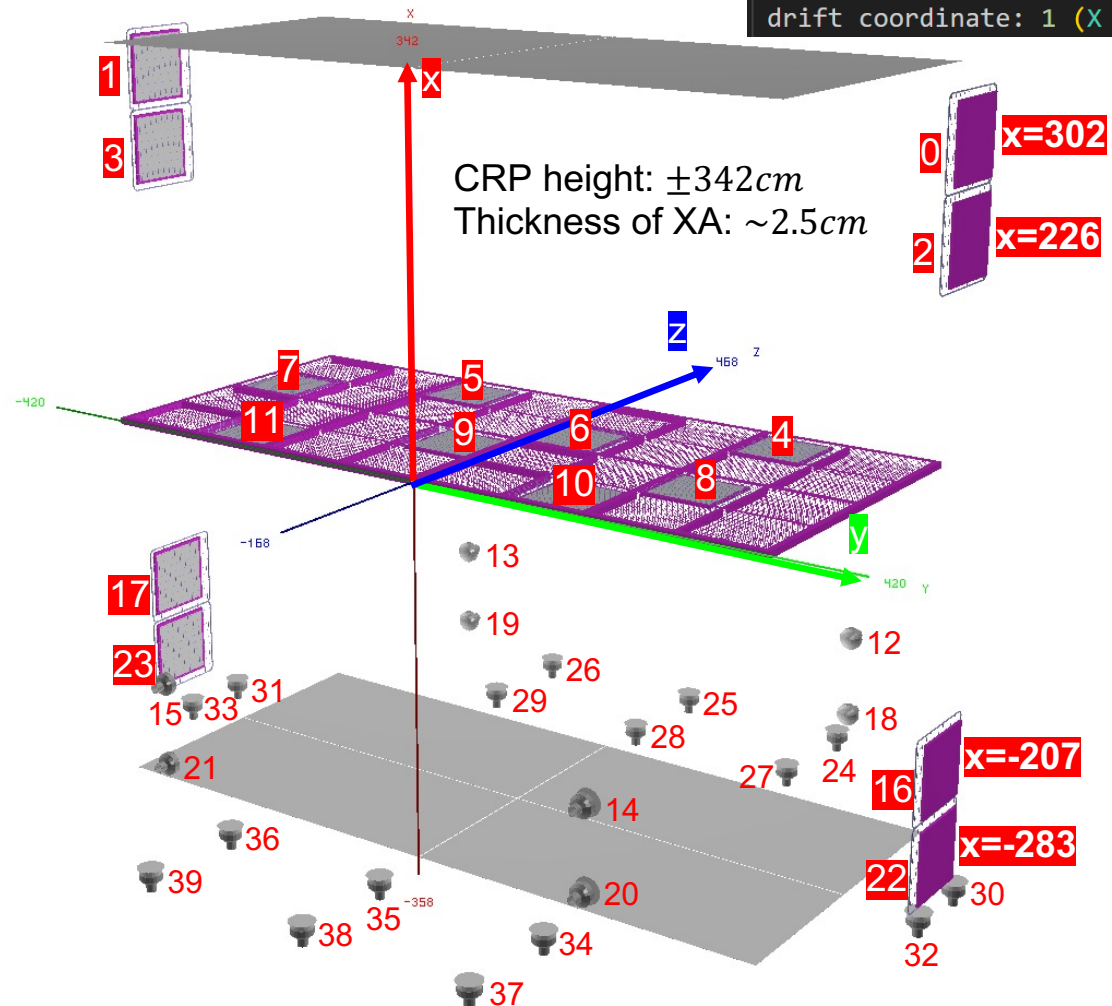
Optical channels positions: 40

0	302.18	417.61	149.65
1	302.18	-417.61	149.65
2	226.38	417.61	149.65
3	226.38	-417.61	149.65
4	0	205.65	258.525
5	0	-131.35	258.525
6	0	39.15	187.275
7	0	-297.85	187.275
8	0	205.65	112.025
9	0	-39.15	112.025
10	0	131.35	40.775
11	0	-205.65	40.775
12	-205.9	221	380.988
13	-205.9	-221	380.988
14	-205.9	221	-68.1242
15	-205.9	-221	-81.6884
16	-207.23	417.61	149.65
17	-207.23	-417.61	149.65
18	-281.7	221	380.988
19	-281.7	-221	380.988
20	-281.7	221	-68.1242

Beam enter point:  $\sim(210, 150, 0)$

Cryo Boundaries

Xmin: -375 Xmax: 415 Ymin: -427.4 Ymax: 427.4 Zmin: -277.75 Zmax: 577.05  
drift coordinate: 1 (X direction)



21	-281.7	-221	-81.6884
22	-283.03	417.61	149.65
23	-283.03	-417.61	149.65
24	-336.474	170	455.65
25	-336.474	1.13687e-13	455.65
26	-336.474	-170	455.65
27	-336.474	170	353.65
28	-336.474	1.13687e-13	353.65
29	-336.474	-170	353.65
30	-336.474	405.3	217.75
31	-336.474	-405.3	217.75
32	-336.474	405.3	149.65
33	-336.474	-405.3	149.65
34	-336.474	170	-54.35
35	-336.474	1.13687e-13	-54.35
36	-336.474	-170	-54.35
37	-336.474	170	-156.35
38	-336.474	1.13687e-13	-156.35
39	-336.474	-170	-156.35

# RSL, Abs & Reflectivity

Rayleigh scattering length:

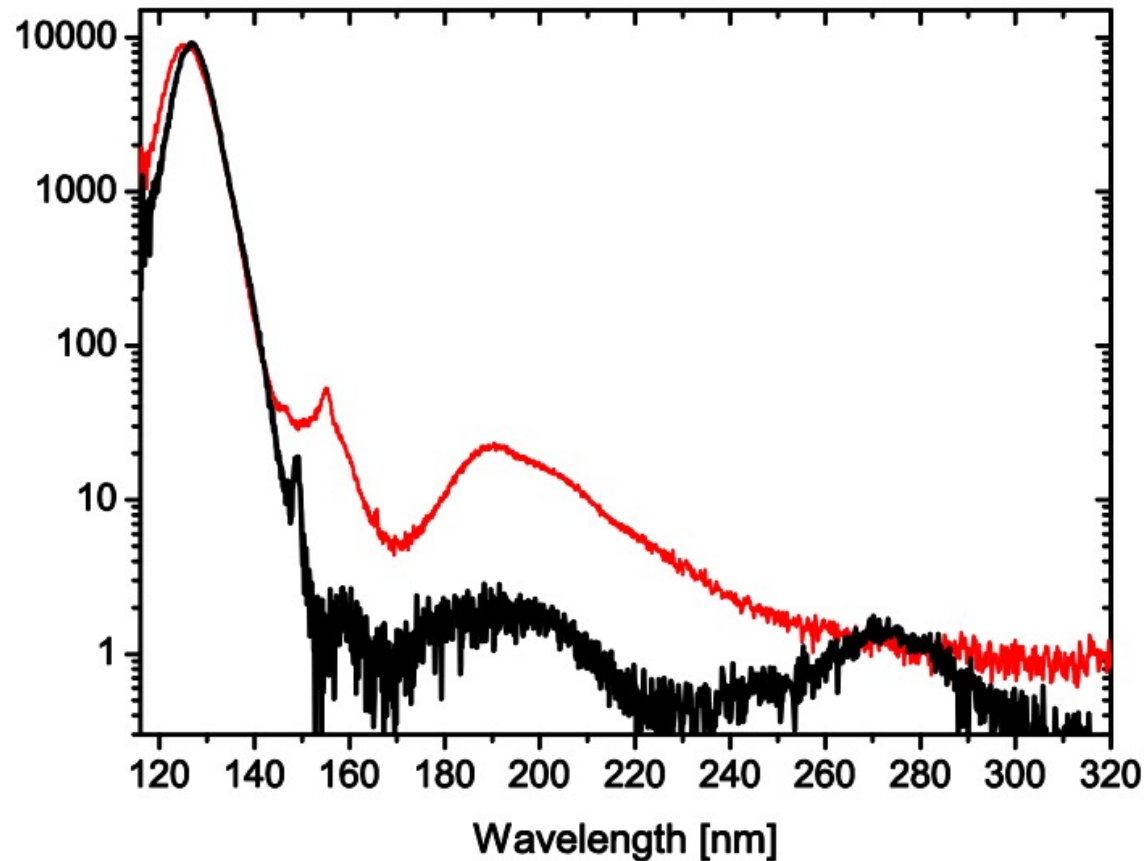
```
118 services.LArPropertiesService.RayleighEnergies: [1.18626, 1.68626, 2.18626, 2.68626, 3.18626, 3.68626, 4.18626, 4.68626, 5.18626, 5.68626, 6.18626, 6.68626, 7.18626, 7.68626, 8.18626, 8.68626, 9.18626, 9.68626, 10.1863, 10.6863, 11.1863]
119 services.LArPropertiesService.RayleighSpectrum: [1200800, 390747, 128633, 54969.1, 27191.8, 14853.7, 8716.9, 5397.42, 3481.37, 2316.51, 1577.63, 1092.02, 763.045, 534.232, 371.335, 252.942, 165.38, 99.9003, 51.2653, 17.495, 0.964341]
```

Absorption length:

```
127 services.LArPropertiesService.AbsLengthEnergies: [4,5,6,6.5,7,7.5,8,9,10,11]
128 services.LArPropertiesService.AbsLengthSpectrum: [2000,2000,2000,8000,8000,8000,2000,2000,2000,2000]
```

For more details, refer to photonFull\_module0\_sim.fcl @ <https://drive.google.com/drive/u/1/folders/1x9Ux9kvIIA5VsE8mRrrKuzye1tel5owl>

# Photon Spectrum of LAr



- ❖ Black: LAr, Red: GAr
- ❖ LAr: Peak @ **126.8nm**, FWHM: 7.8nm [122.9, 130.7]nm  
Energy: Peak @ 9.78eV, FWHM: 0.602eV
- ❖ Assuming Gaussian distribution (Not true...):  
 $(\mu, \sigma) = (9.78, 0.256)eV$

## Normal distribution [edit]

See also: [Gaussian beam & Beam waist](#)

If the considered function is the density of a normal distribution of the form

$$f(x) = \frac{1}{\sigma\sqrt{2\pi}} \exp\left[-\frac{(x-x_0)^2}{2\sigma^2}\right]$$

where  $\sigma$  is the standard deviation and  $x_0$  is the expected value, then the relationship between FWHM and the standard deviation is<sup>[1]</sup>

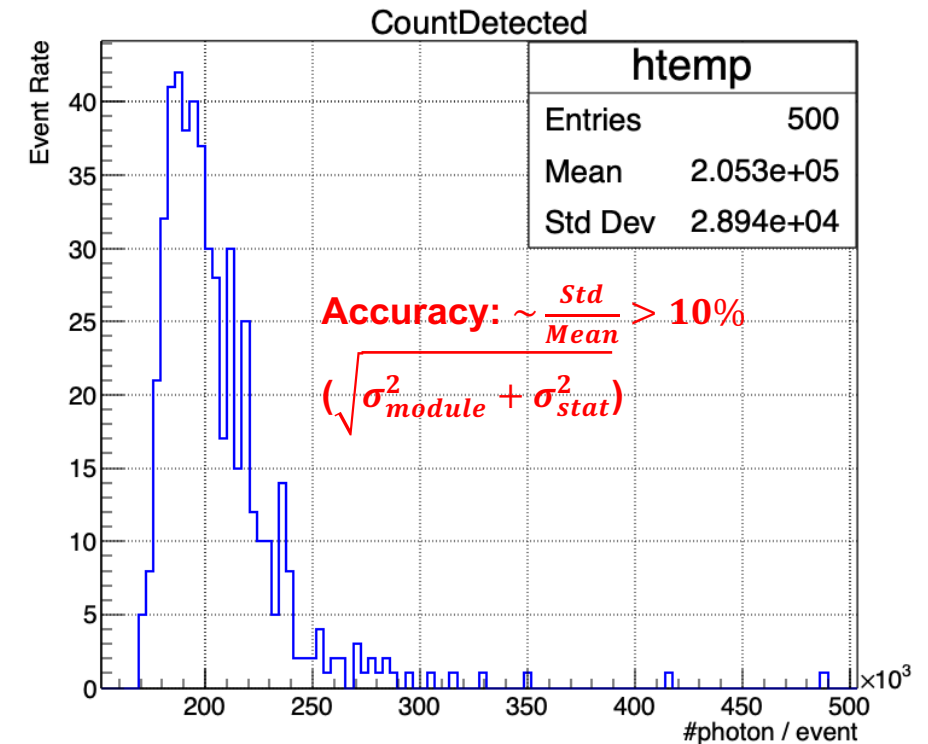
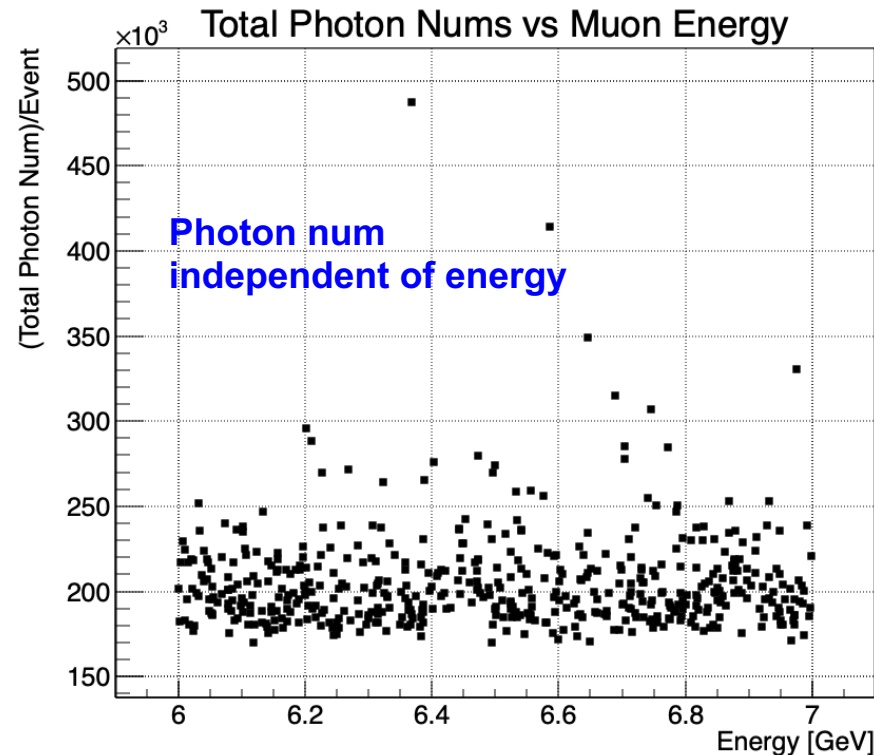
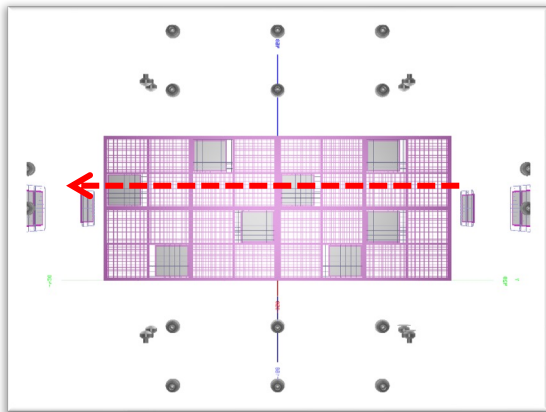
$$\text{FWHM} = 2\sqrt{2\ln 2} \sigma \approx 2.355 \sigma.$$

<https://arxiv.org/ftp/arxiv/papers/1511/1511.07718.pdf>

<https://iopscience.iop.org/article/10.1088/1748-0221/15/09/P09009/pdf>

# Statistical Fluctuation Estimation (I)

- ❖ Simulation details:  $\mu^-$ ; 500 nums;  $[6, 7] GeV$  uniformly distributed; detection efficiency: 3%
- ❖ Track: Starting point:  $(x, y, z) = (50, 350, 187)$ ; toward  $-y$  direction;  $\delta x \times \delta z = 1cm \times 1cm$
- ❖ Computational graph module applied; Rayleigh scattering length:  $99.9cm$ ; Absorption length:  $20m$
- ❖ Fluctuation: higher than Poisson distribution, due to complicated processes (i.e. reflectivity,  $\delta$  electron)



# Statistical Fluctuation Estimation (II)

- ❖ Performance of OpCh09: X-Arapuca on the cathode

$$\sigma_{total} \sim \frac{Std}{Mean} \sim \frac{4126}{21670} \sim 19\%$$

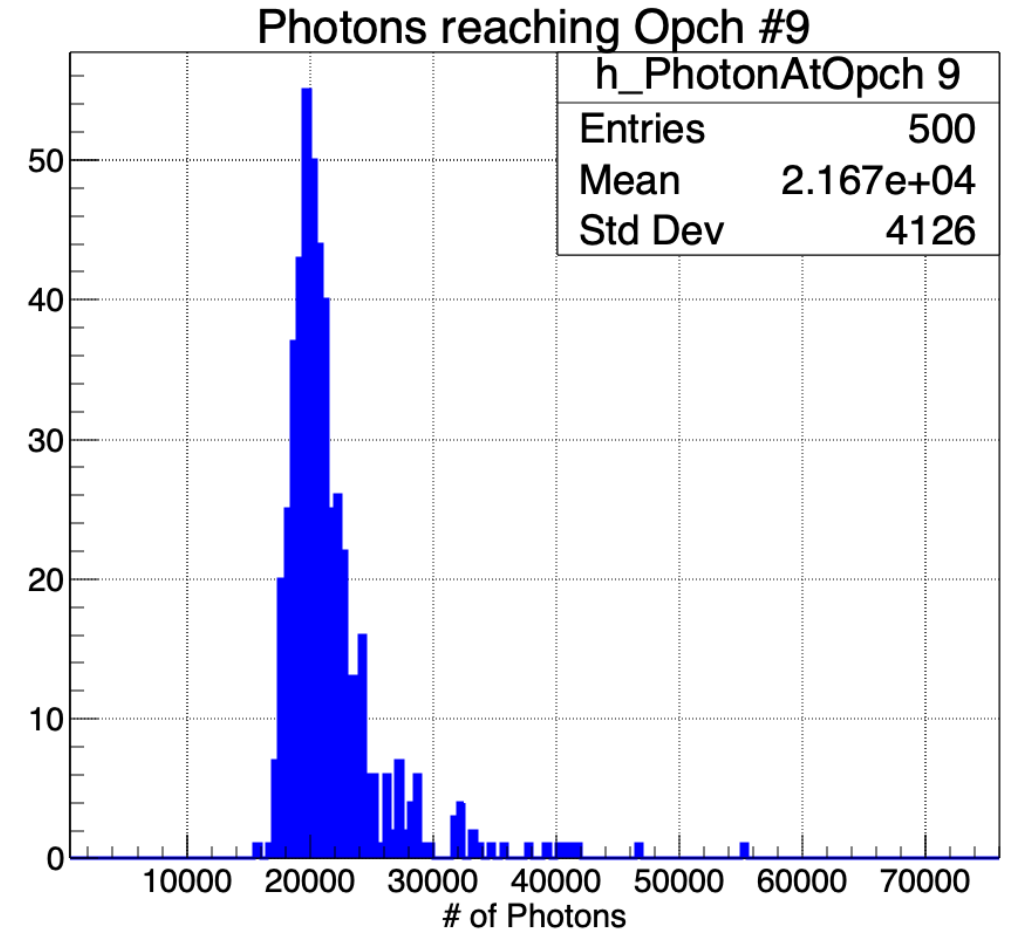
- ❖ Due to received photon numbers, and module fluctuation  $\sigma_{mod}(C\ XA) < \sigma_{mod}(M\ XA) < \sigma_{mod}(PMT)$ :

$$\sigma_{total}(PMT) > \sigma_{total}(Membrane\ XA) > \sigma_{total}(Cathode\ XA)$$

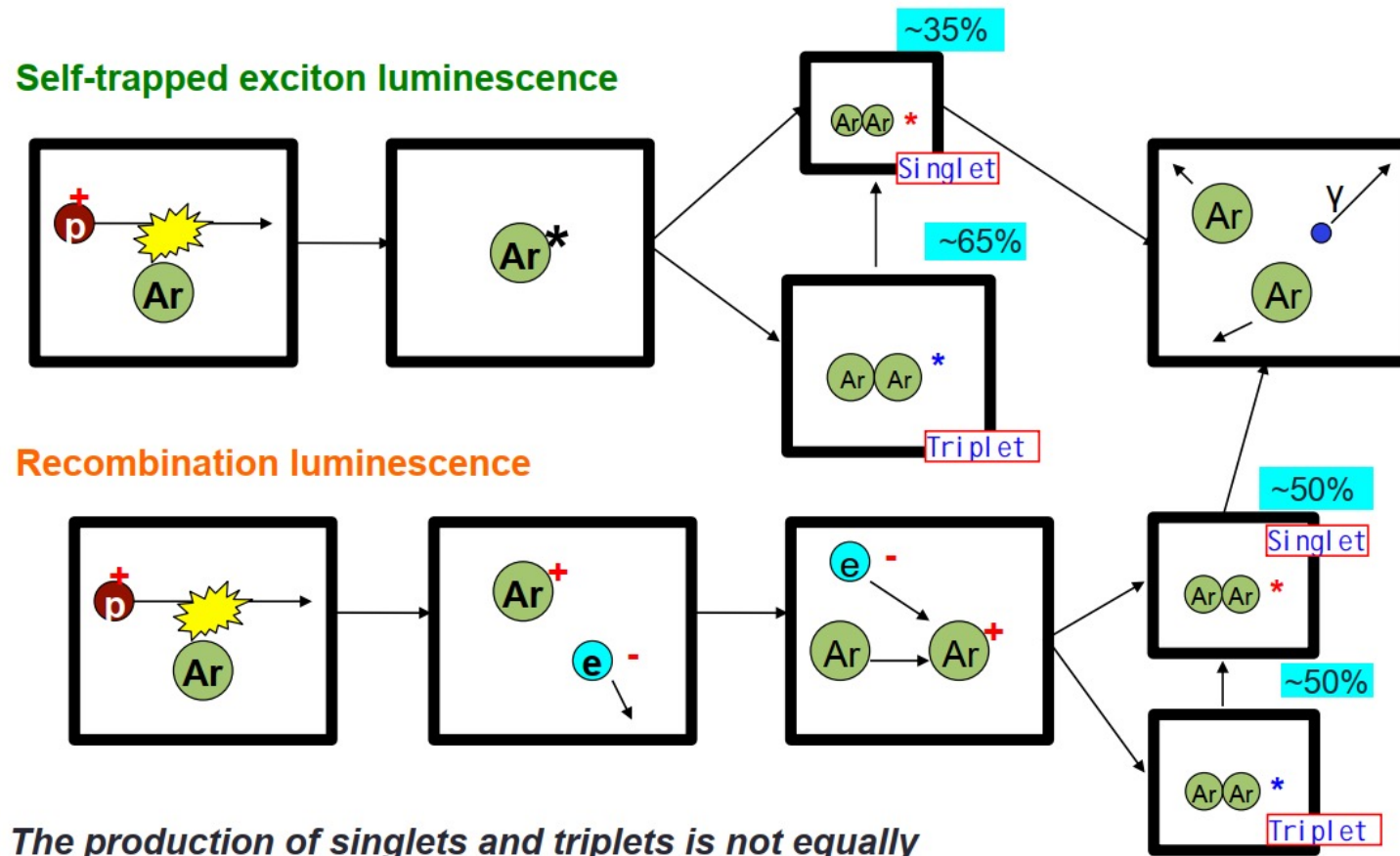
- ❖ Underestimation of Membrane X-Arapuca  $\sigma_{stat}(M\ XA)$ :

$$\sigma_{stat}(M\ XA) \sim \sqrt{\sigma_{total}^2(C\ XA) - \sigma_{module}^2(M\ XA)} \sim 15\%$$

- ❖ We can conclude  $\sigma_{mod}(M\ XA) < \sigma_{stat}(M\ XA)$



# LAr Scintillation Light Mechanism



The production of singlets and triplets is not equally weighted between the two processes

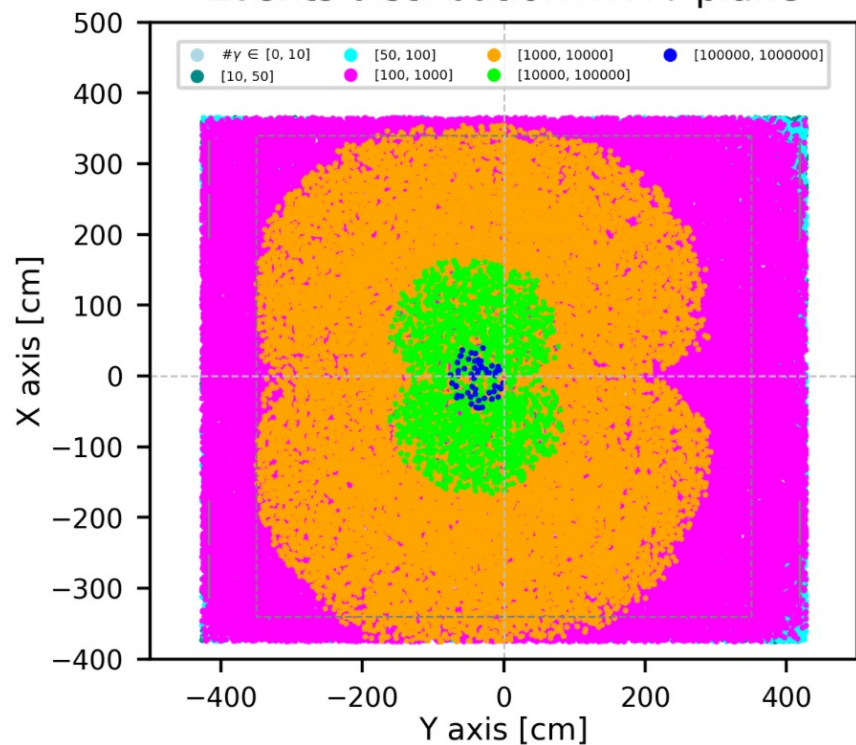
Can be used to PID!

From Ben Jones, MIT

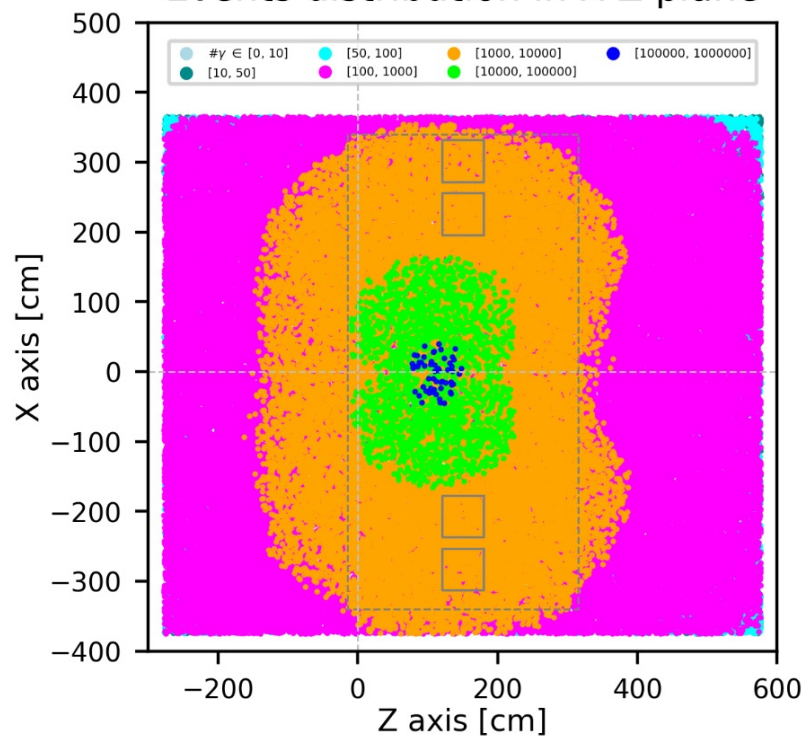
# Photon Coverage of Single OpCh

- ❖  $10^6$  photons emitted per event / point.
- ❖ Response of optical channel 9, the X-Arapuca located at cathode

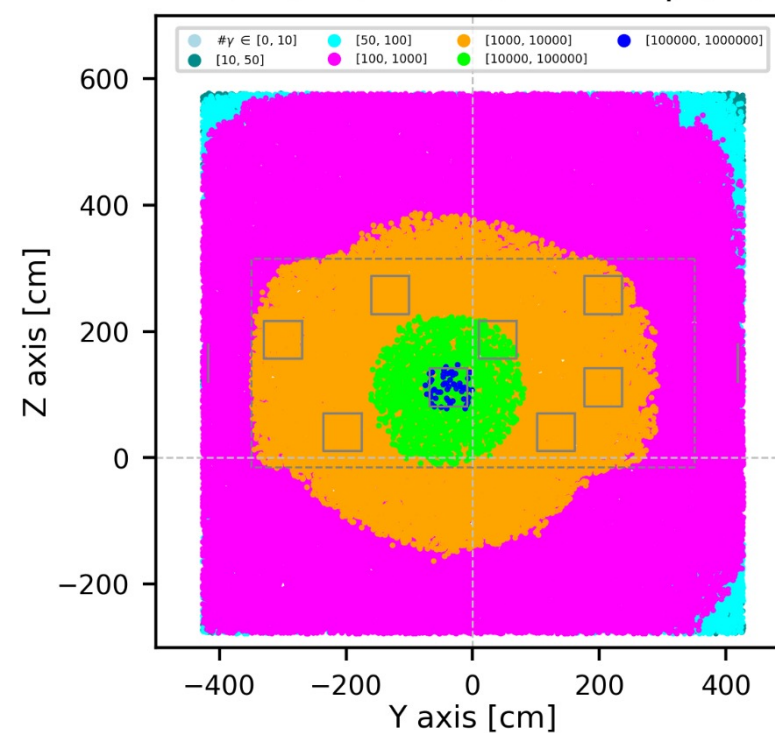
Events distribution in X-Y plane



Events distribution in X-Z plane

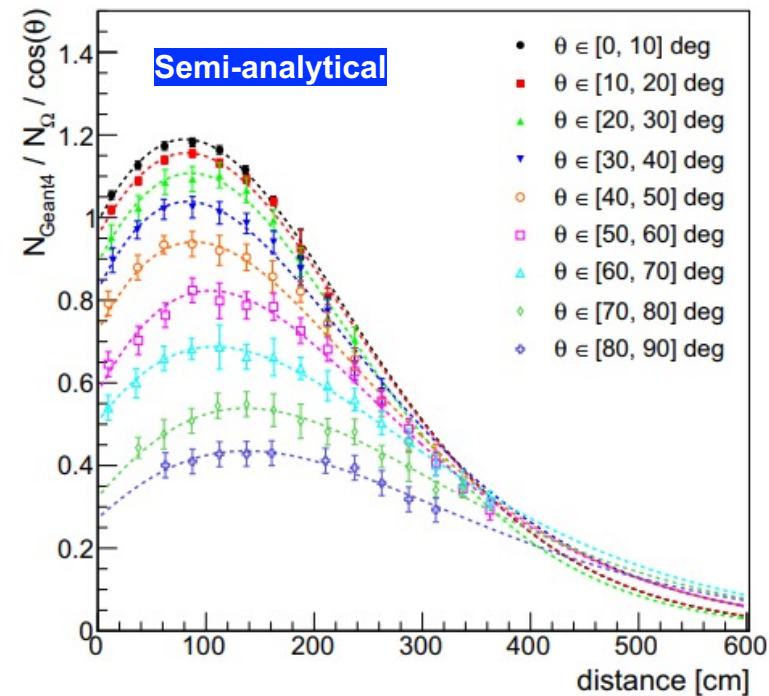
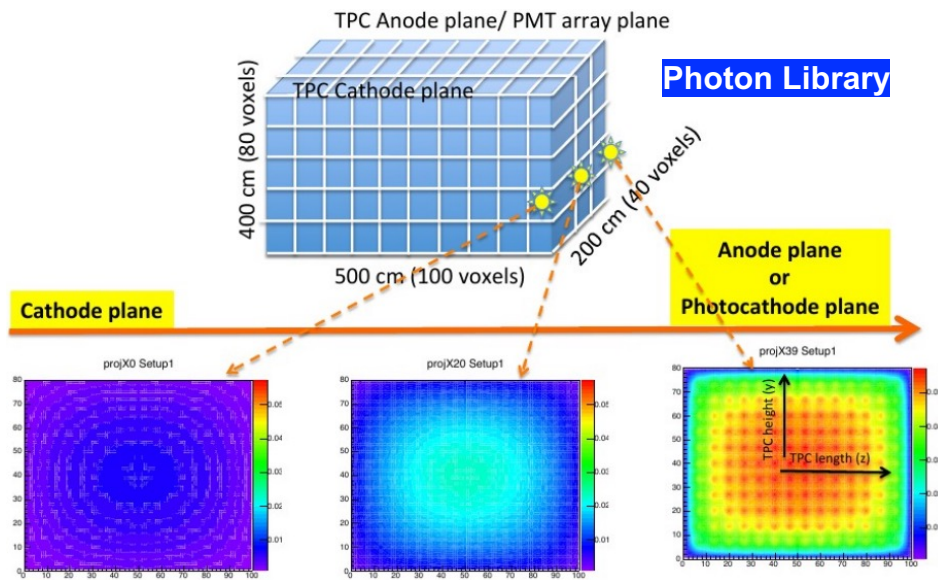


Events distribution in Z-Y plane



# Other Fast Optical Simulation Methods

- ❖ Photon library: [https://wiki.dunescience.org/wiki/Fast\\_light\\_simulation\\_options](https://wiki.dunescience.org/wiki/Fast_light_simulation_options)
- ❖ Semi-analytical method: [https://epjc.epj.org/articles/epjc/abs/2021/04/10052\\_2021\\_Article\\_9119/10052\\_2021\\_Article\\_9119.html](https://epjc.epj.org/articles/epjc/abs/2021/04/10052_2021_Article_9119/10052_2021_Article_9119.html)
- ❖ GPU-based Opticks: <https://indico.cern.ch/event/942142/contributions/4016049/attachments/2102768/3535523/Opticksnew3.pdf>



## GPU Resident Photons

Opticks

### Seeded on GPU

associate photons -> *gensteps* (via seed buffer)

### Generated on GPU, using *genstep* param:

- number of photons to generate
- start/end position of step

### Propagated on GPU

Only photons hitting PMTs copied to CPU

Thrust: high level C++ access to CUDA



- <https://developer.nvidia.com/Thrust>



X