

# A3D3 Postbac Update

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LUCIE AFKO

PI: KATE SCHOLBERG

DUKE UNIVERSITY

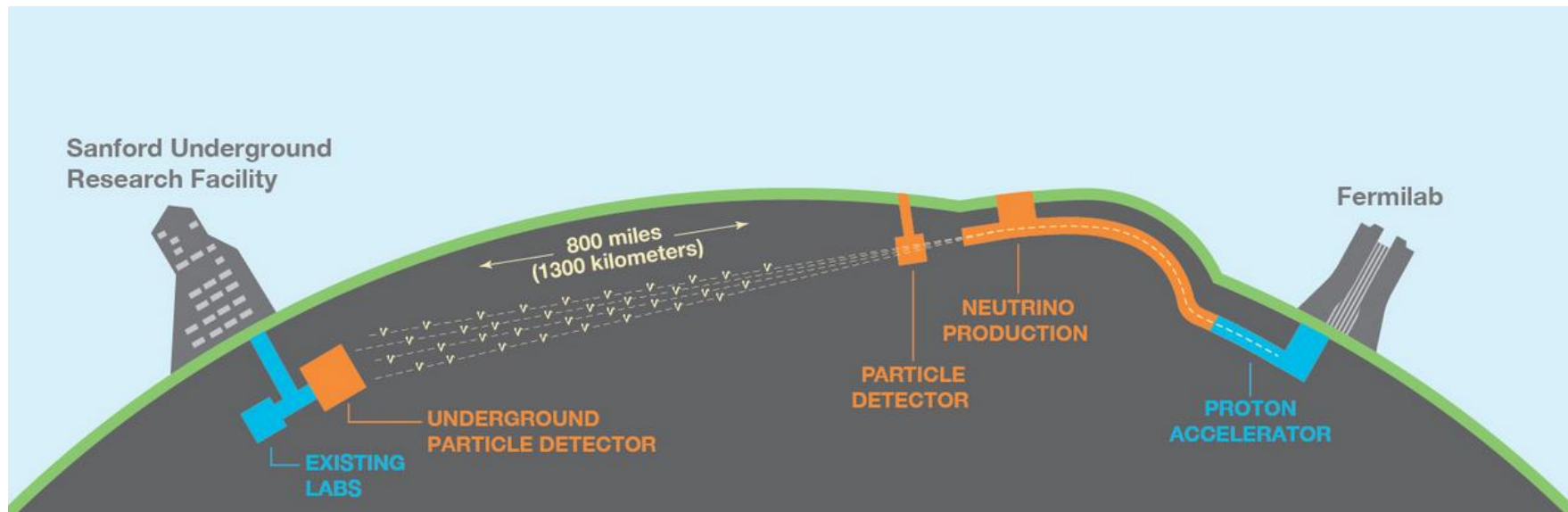
# Overview

1. Background Info
2. Ongoing work
3. Everything else (extracurriculars)

# 1. Background Info

# Deep Underground Neutrino Experiment (DUNE)

- The Deep Underground Neutrino Experiment (DUNE); underground in Lead, South Dakota
- Can detect neutrinos from core-collapse supernova – uniquely sensitive to electron neutrinos
- DUNE also has a day job: Long Baseline Experiment



# How To Find a Core-Collapse Supernova (Before It Finds You)

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99% of energy from core-collapse SN carried away by neutrinos

First detection of neutrinos from core collapse supernova: SN 1987A

As a star gets close to the end of its lifetime neutrinos are released during:

1. Matter infall
2. Burst
3. Remnant

We expect a SN to go off in our galaxy once every few decades

If we can detect the neutrinos from matter infall in these supernovae, we can “find” them before the electromagnetic shock arrives

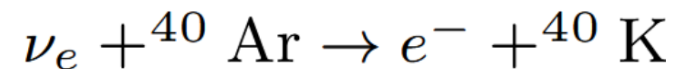
# Detection channels

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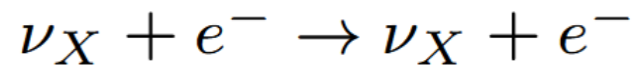
DUNE's detectors are liquid argon time projection chambers (LArTPC)

Two main detection channels I am considering in my project

- Charge Current (CC) absorption of electron neutrinos on Ar40



- And electron elastic scattering (eES)



We are looking at electrons: different event channels (and the energies of individual events) have different recoil energy and angular distributions, and thus different pdfs

# Negative Log Likelihood

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- SN direction is reconstructed from neutrino events and their pdfs using the maximum likelihood estimation method

$$-\log \mathcal{L}(\hat{d}_{SN}) = -\sum_i \log p(E_i, \hat{d}_i; \hat{d}_{SN})$$

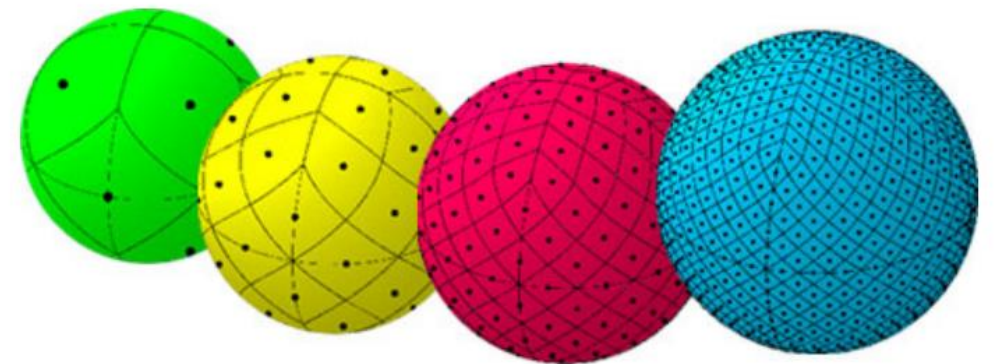
- We account for a lot of events in our map constructions, taking the negative log of the likelihood allows us to use a sum instead of a product
- We use negative log likelihoods to construct sky map from events
  - Point on map with maximal likelihood of detecting a SN has the minimal negative log likelihood

# Why healpy?

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*healpy* is a Python package for handling pixelated data on the sphere

- Based on a C++ library: Hierarchical Equal Area isoLatitude Pixelization (HEALPix)
- Originally developed to process Cosmic Microwave Background data
- Useful functions allowing you to:
  - convert between sky coordinates and pixel indices
  - apply coordinate transformations
  - upgrade and downgrade map resolution
  - Read and write maps to disk in FITS format





# Goals

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We want to go from events in our detector to points on the sky:

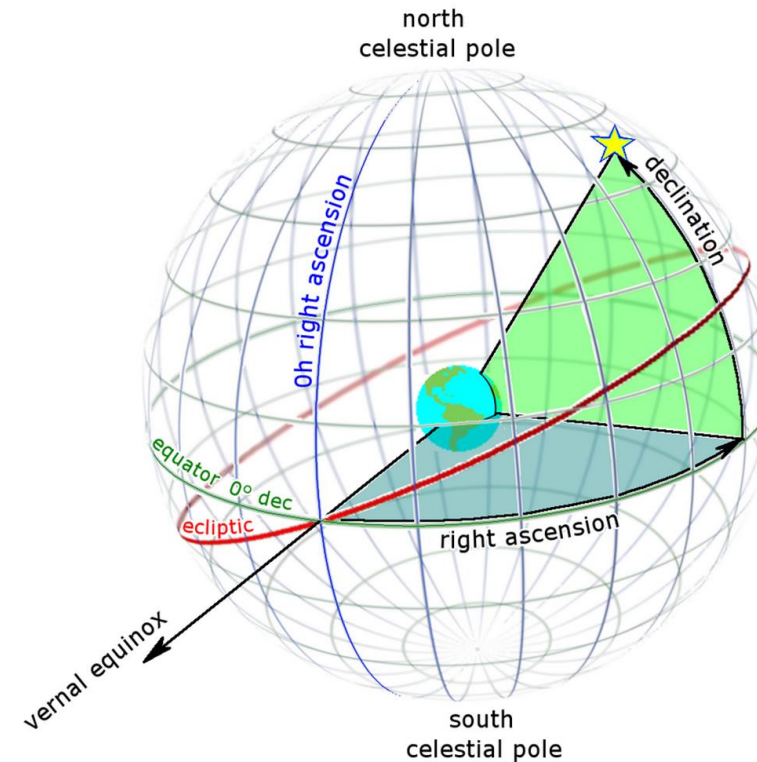
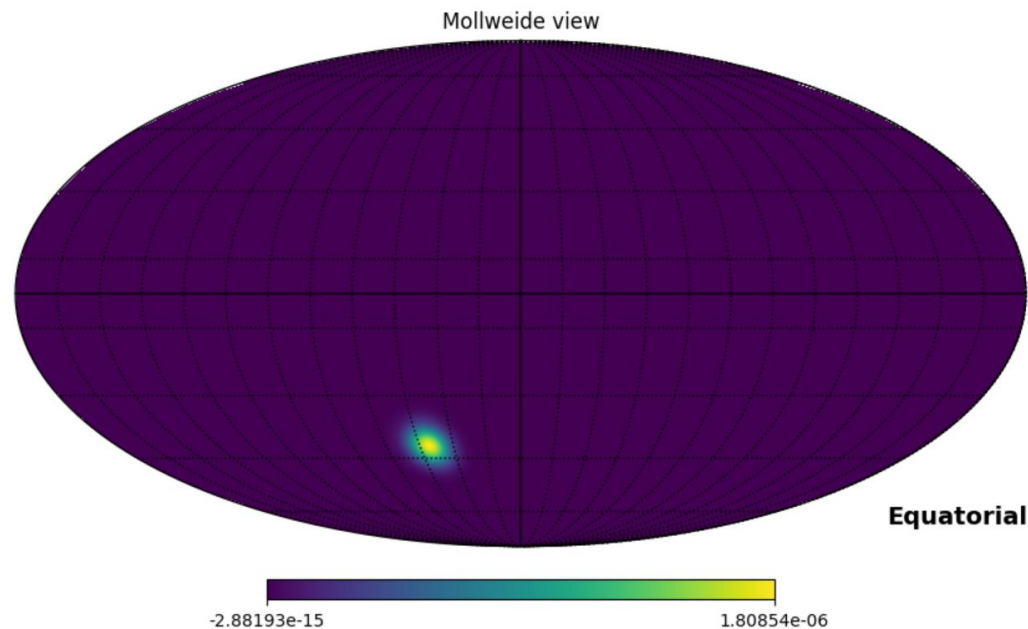
1. Account for coordinate transformations from local altitude/azimuth to a right ascension and declination we can give to astronomers
2. Create negative log likelihood sky maps using healpy
3. Quantify quality of maps with 90% confidence interval
4. Consider how pointing quality varies with isotropic background
5. Generate pre-supernova signals and time-series likelihood map
6. See if this approach can be improved with ML algorithm

## 2. Ongoing work

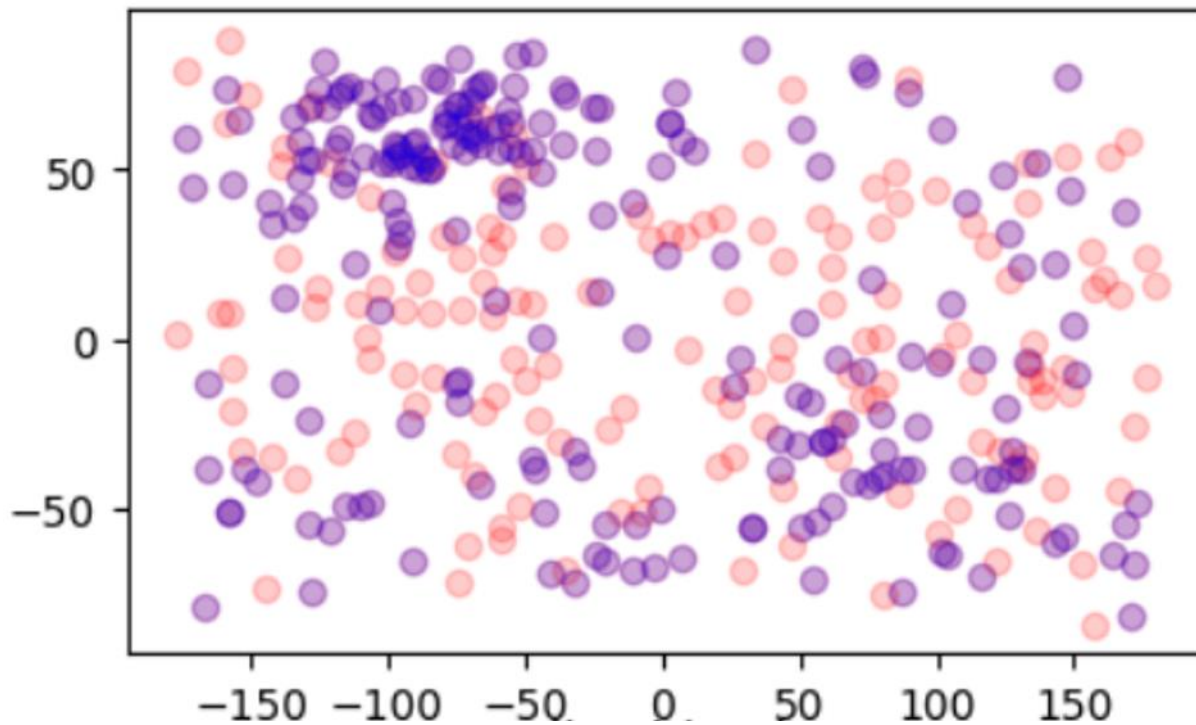
# Toy Model

First task: created a toy model to make maps in healpy and takes in an altitude/azimuth, time, elevation, and latitude/longitude of Sanford (DUNE's site) and translates that to right ascension and declination

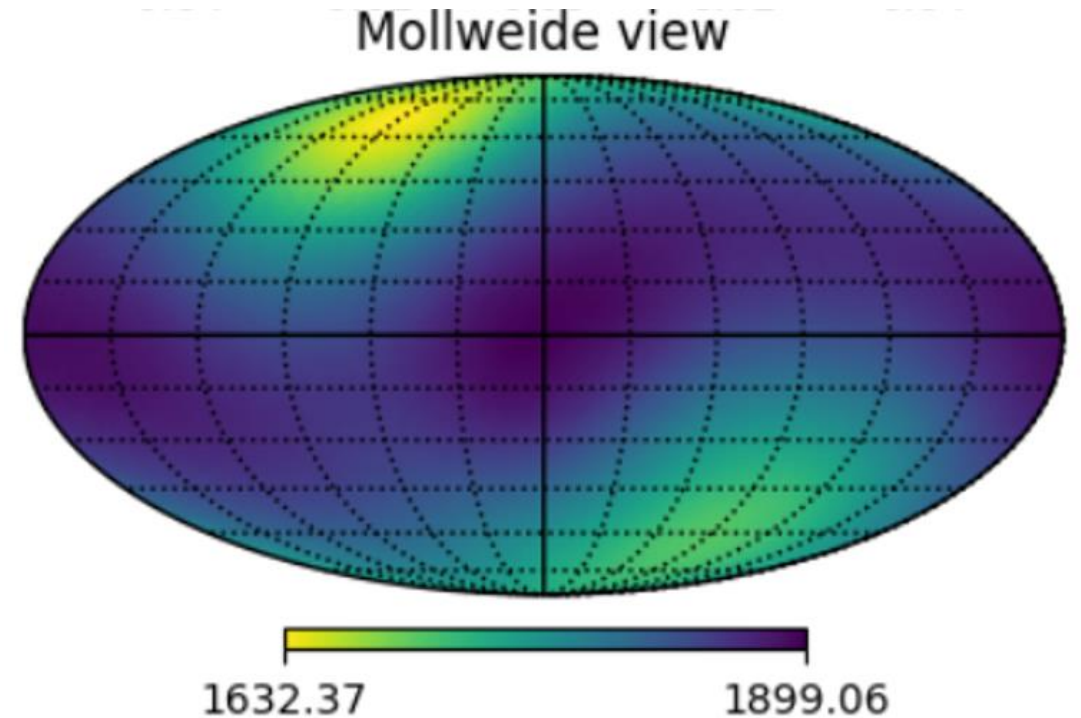
- Plots a gaussian beam in RA/Dec direction



# Create negative log likelihood maps



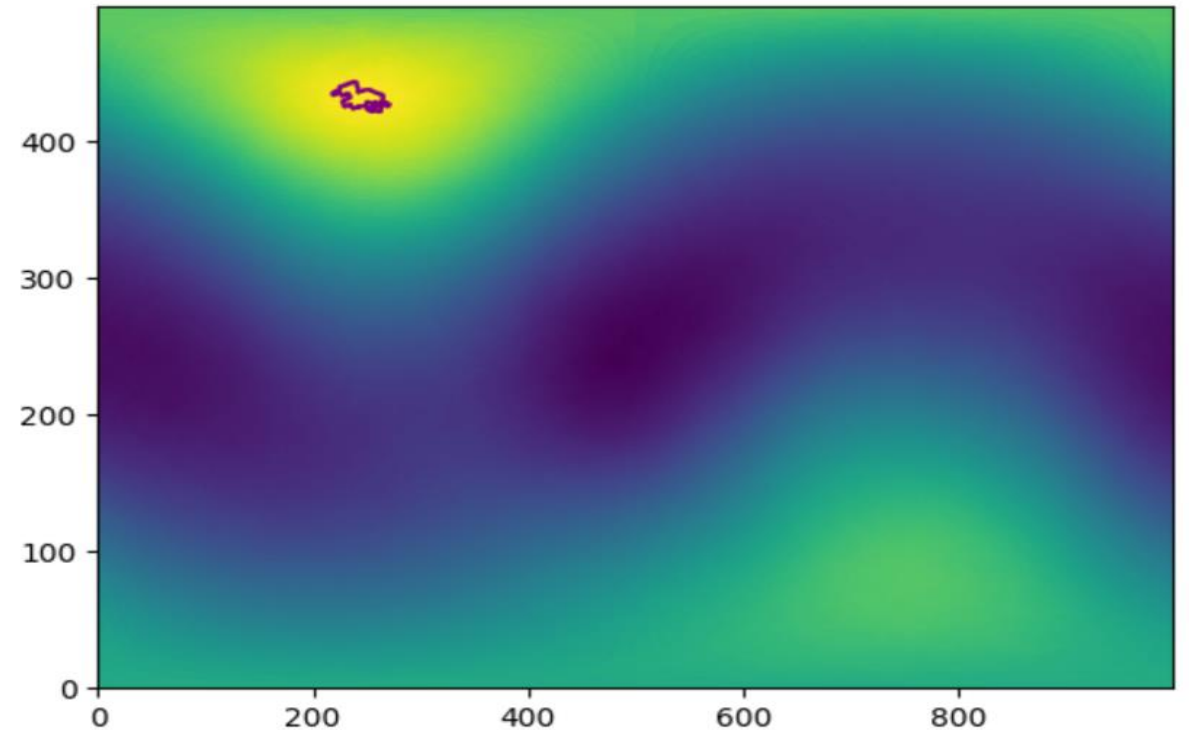
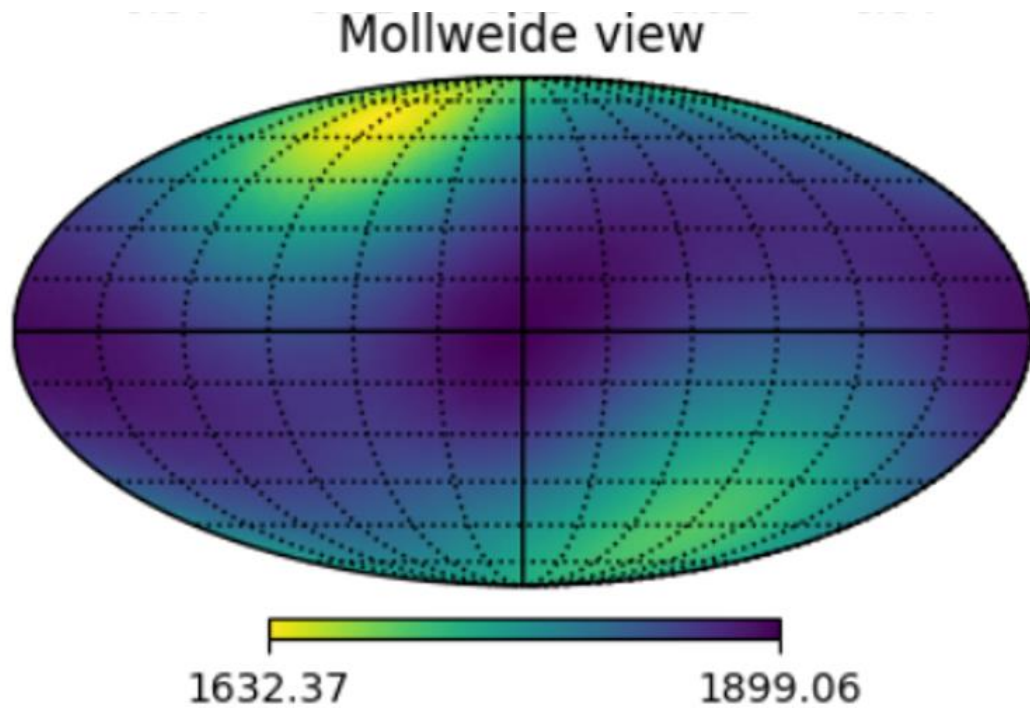
eES events (purple) and CC events (red)



# Quantify quality

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- Read map out as 2D numpy array, and from there can create a CDF



# Adding background

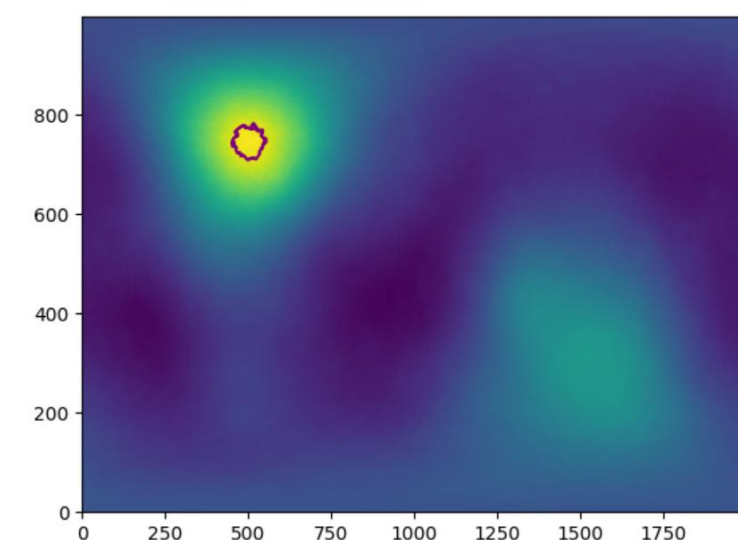
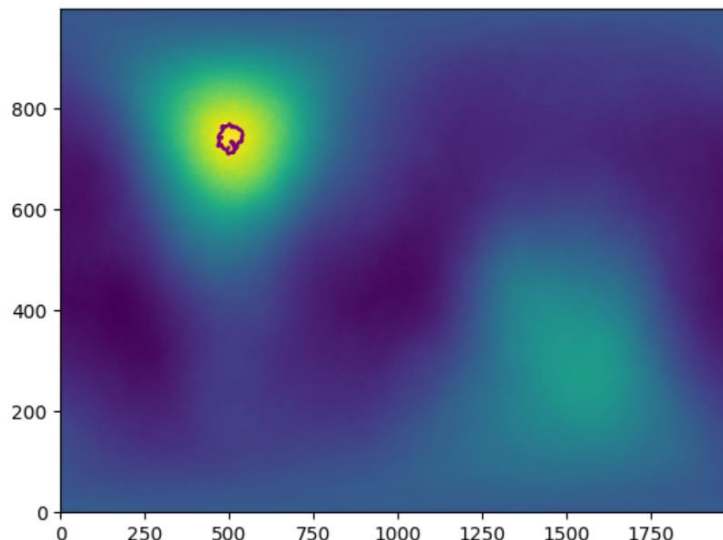
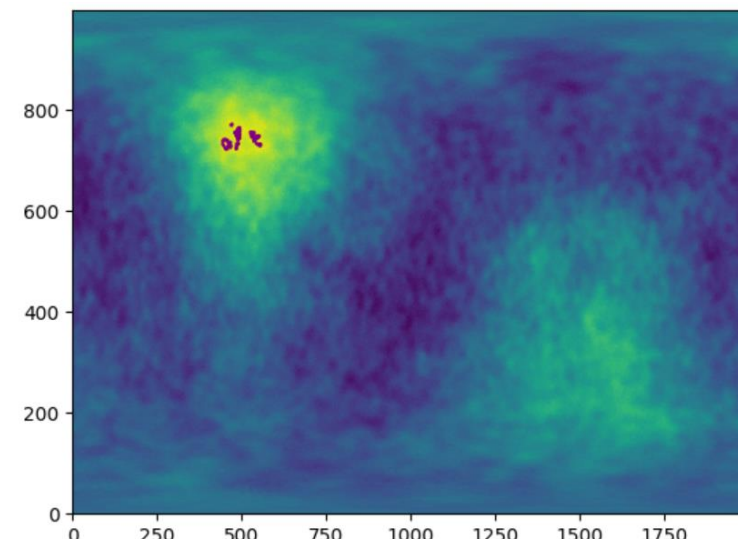
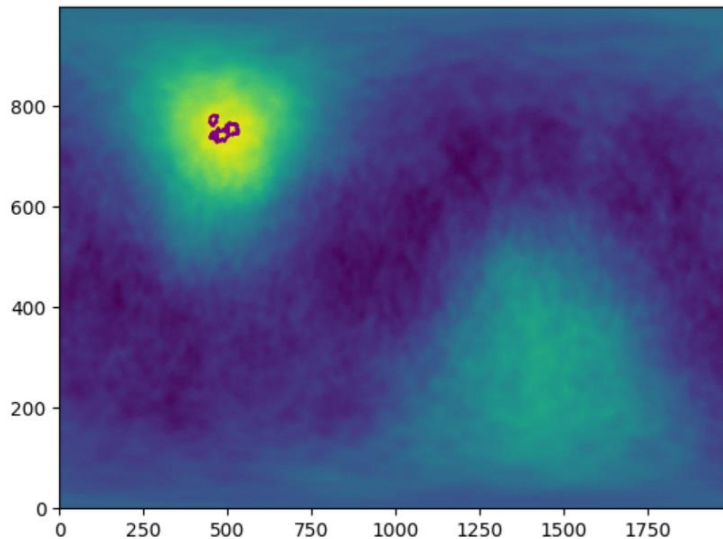
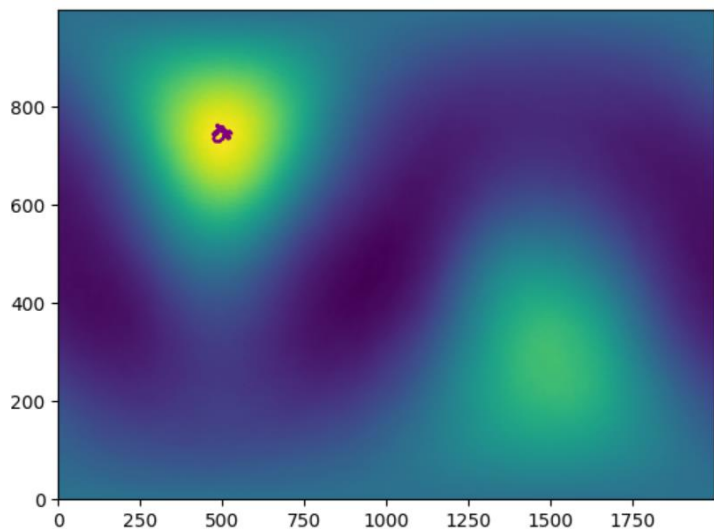
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- Simple Monte Carlo to sample points on a sphere
- Background events are very low energy compared to eES and CC events
  - Noise from the detector, cavern
- Initial response to introduction of background gave us trouble: sky fraction not changing as expected
  - Largely due to the pdf distribution we assumed

Burst + 1k background

Burst + 2k background

0 background (burst only)



# Future Work

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- Generate pre-supernova signals and time-series likelihood map
- See if this approach can be improved with ML approach



# 3. Everything else

