

SIMULATION & RECONSTRUCTION TOOLS OF ANTARES

Linked to ORCA/PINGU

J. Brunner

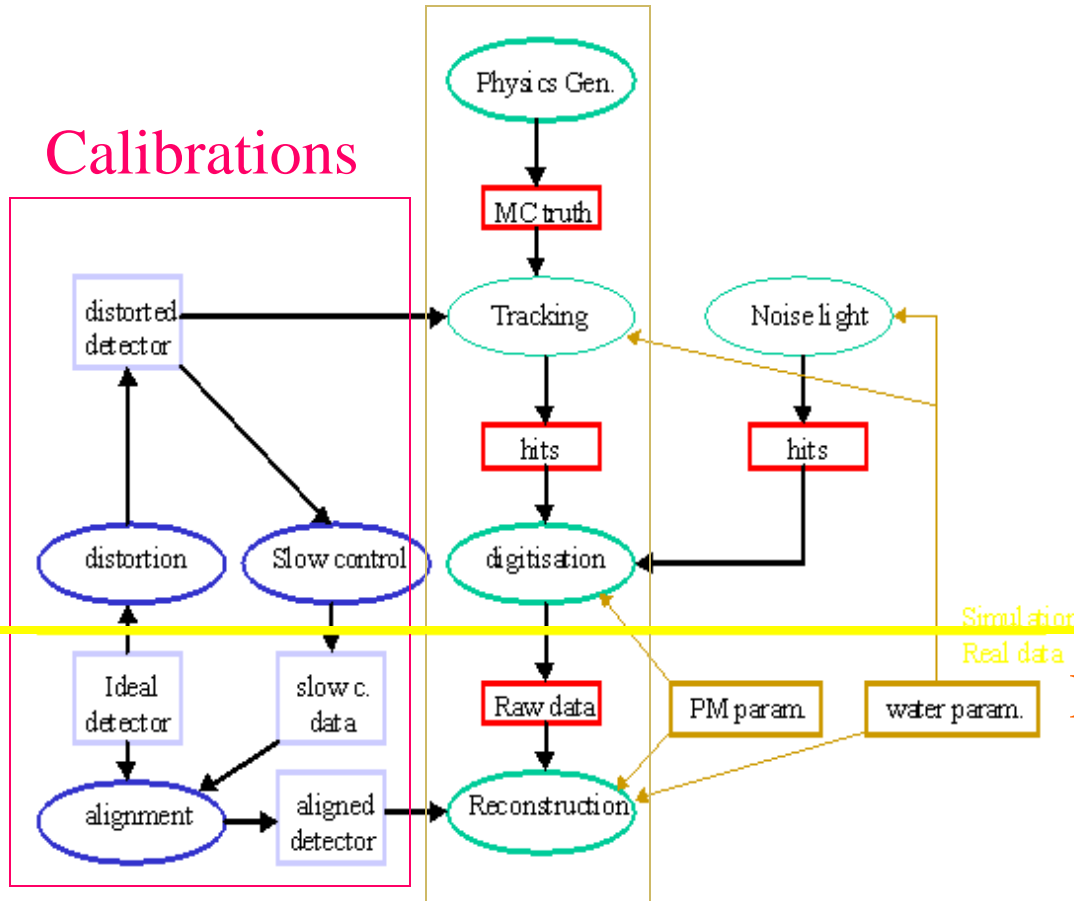
Software scheme

Simulation

Reconstruction

Main stream

Calibrations



External input

Physics Generators

Cosmic Ray Muons

CORSIKA

- 5 primary nuclei
- Several hadronic models
- Muon bundles at sea level stored
- Muons with $E > 500$ GeV propagated through water to detector

Physics Generators

Cosmic Ray Muons

MUPAGE

- No primary CR interactions
- Muon bundles generated at detector level
- Parametrisation tuned on MACRO data
- **Advantage**
 - Faster than CORSIKA
- **Disadvantage**
 - Modify complex parametrisation

Physics Generators

Cosmic Ray Muons

MUPAGE & CORSIKA

- Both can be used for ORCA straight away
- No modifications / adjustments needed
- PINGU : difficult to adjust MUPAGE
- First mass productions for ORCA already being performed with MUPAGE

Physics Generators

Neutrino Interactions

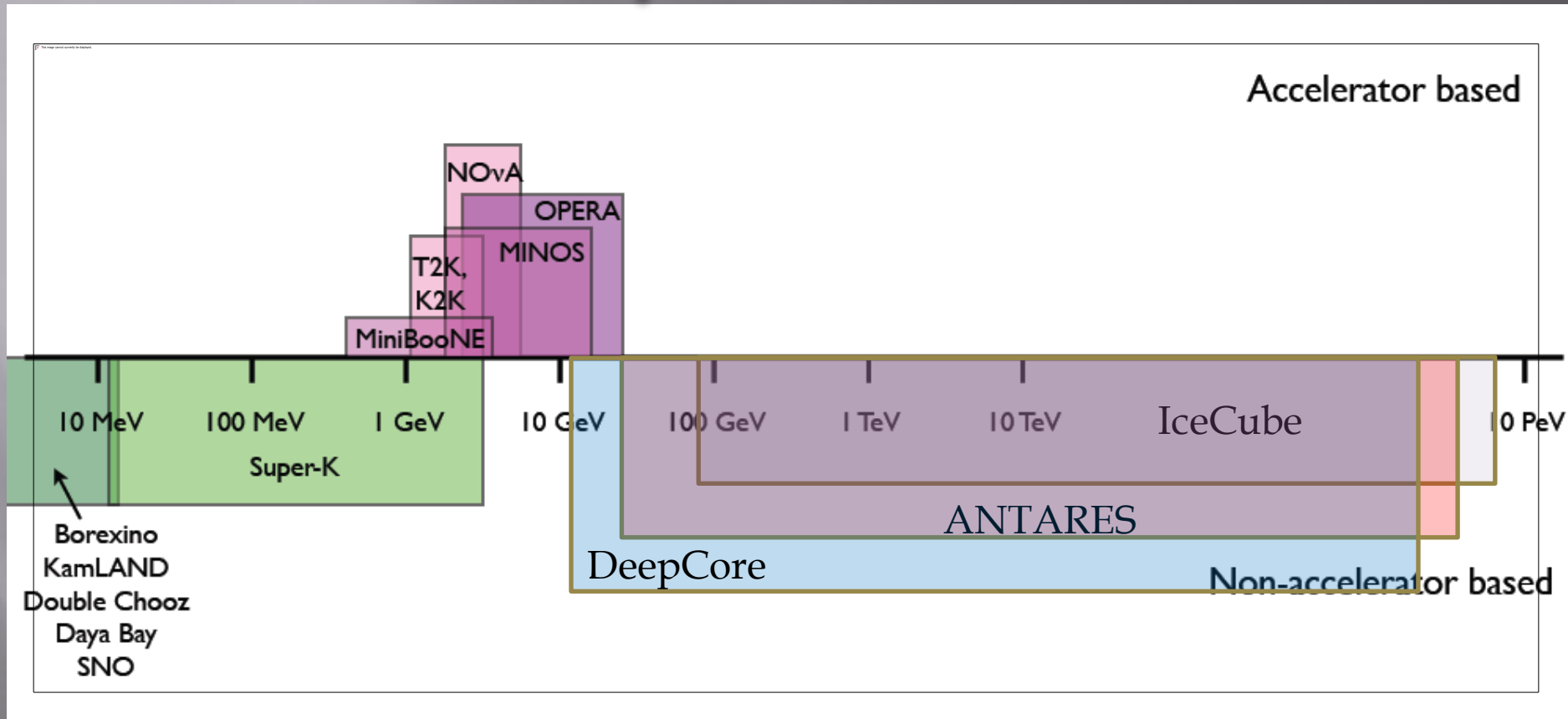
Challenge

Shifted energy region of interest

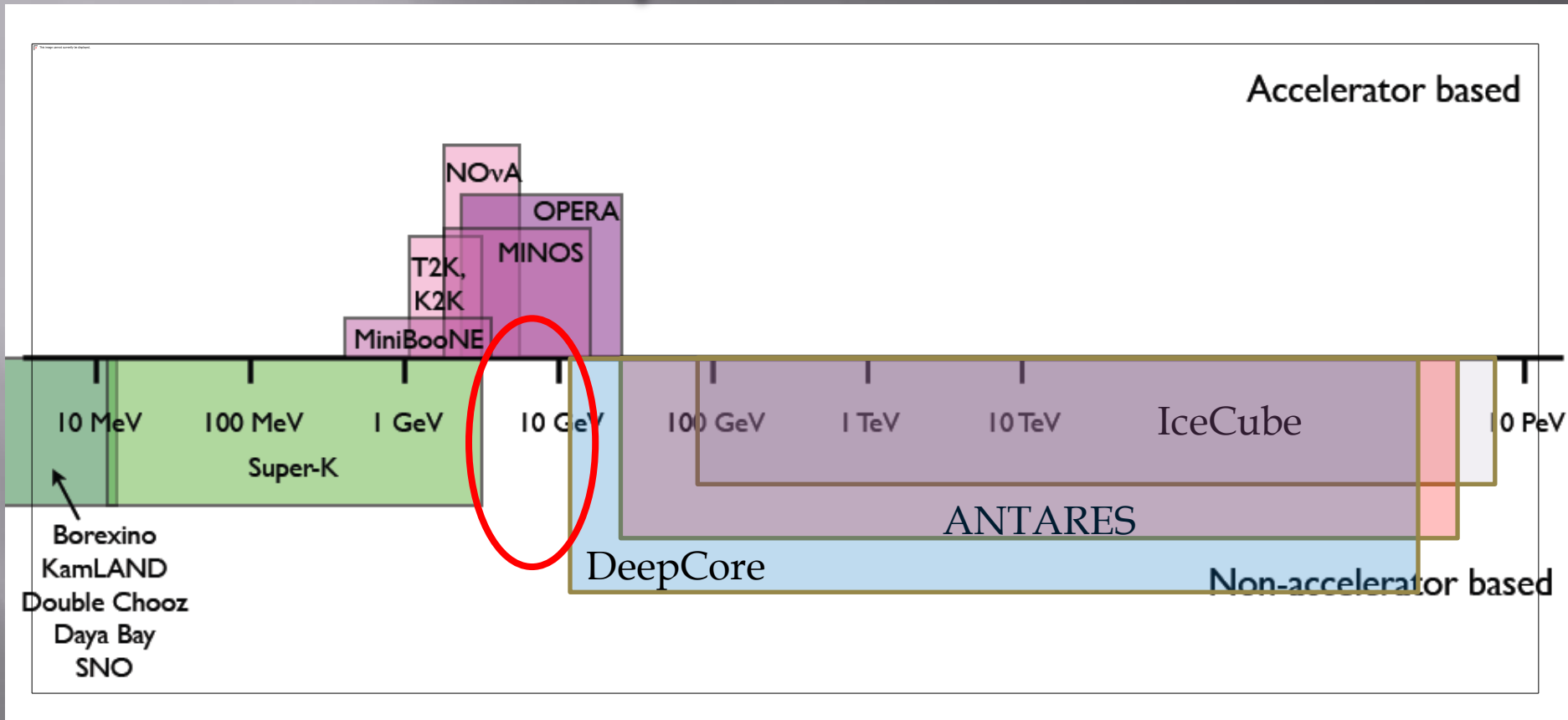
ANTARES : 50 GeV – 1 PeV

ORCA : 1 GeV – 50 GeV

Energy range of neutrino experiments



Energy range of neutrino experiments

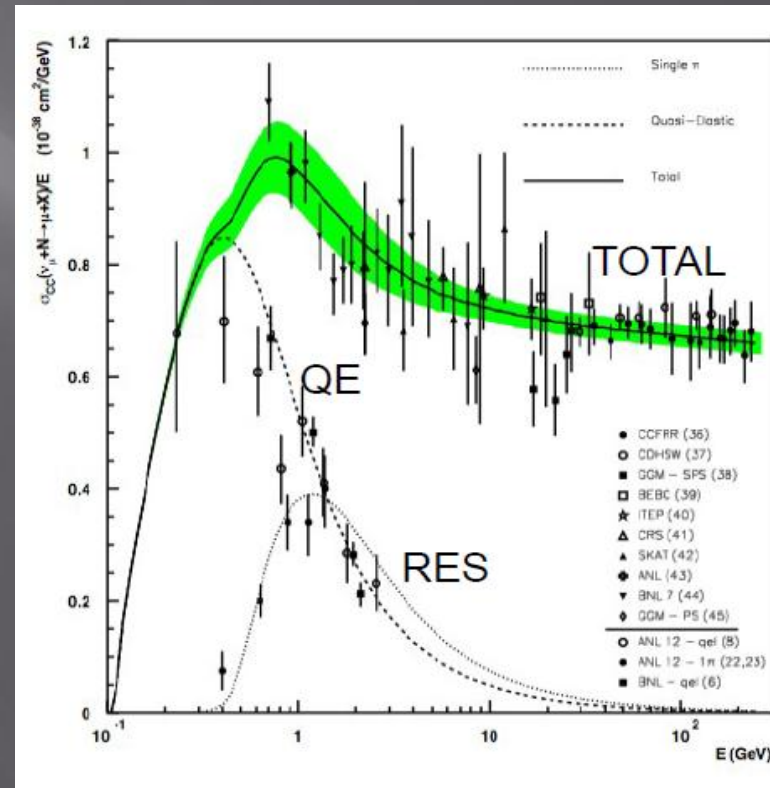
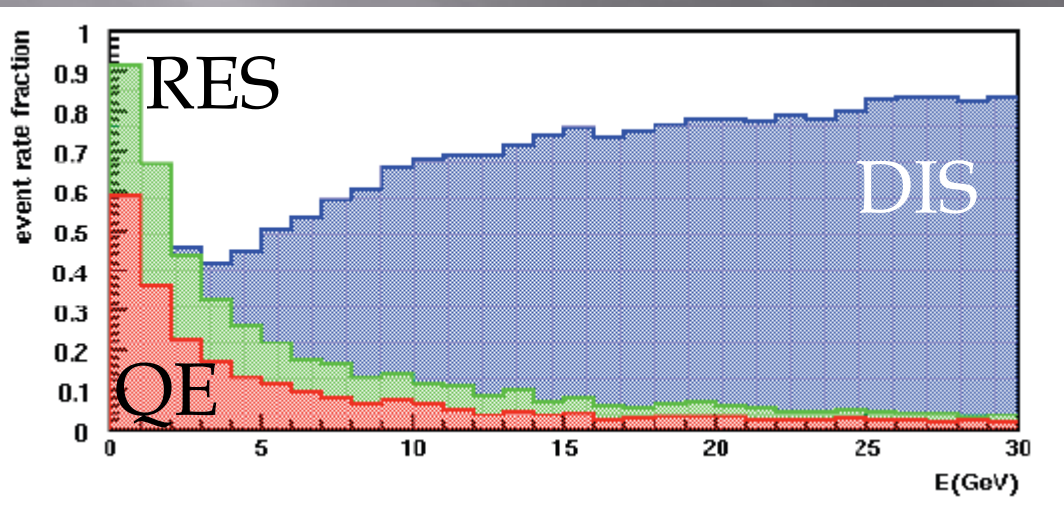


Unexplored region in atmospheric neutrinos

Contribution of different channels to total cross section

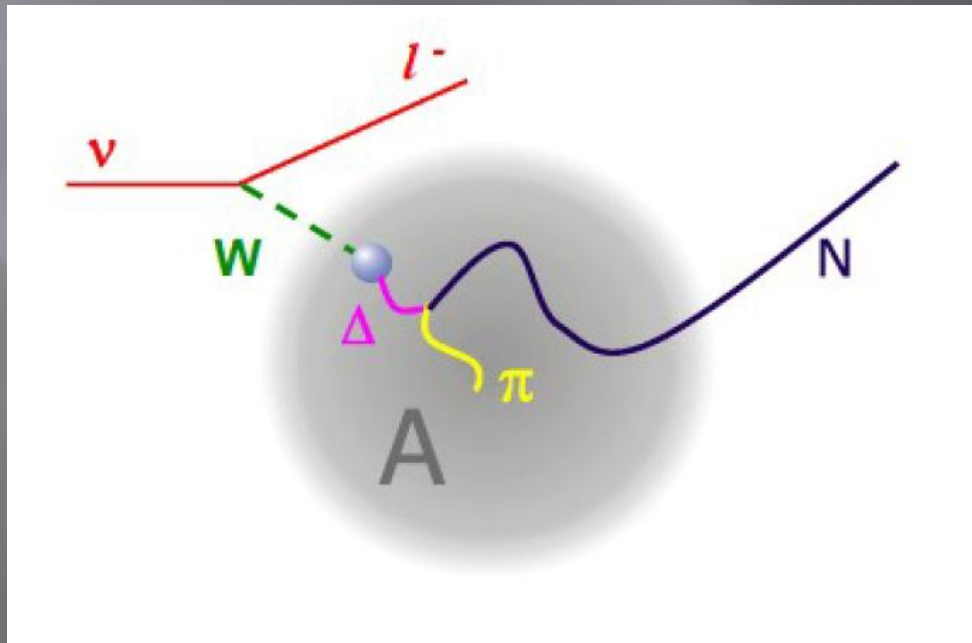
- Three main contribution
 - Quasi-elastic
 - Resonant
 - Deep inelastic
- All three important in energy range 1-50 GeV

ANTARES tool
GenNeu/GenHen
has all three incorporated



Nuclear re-interactions

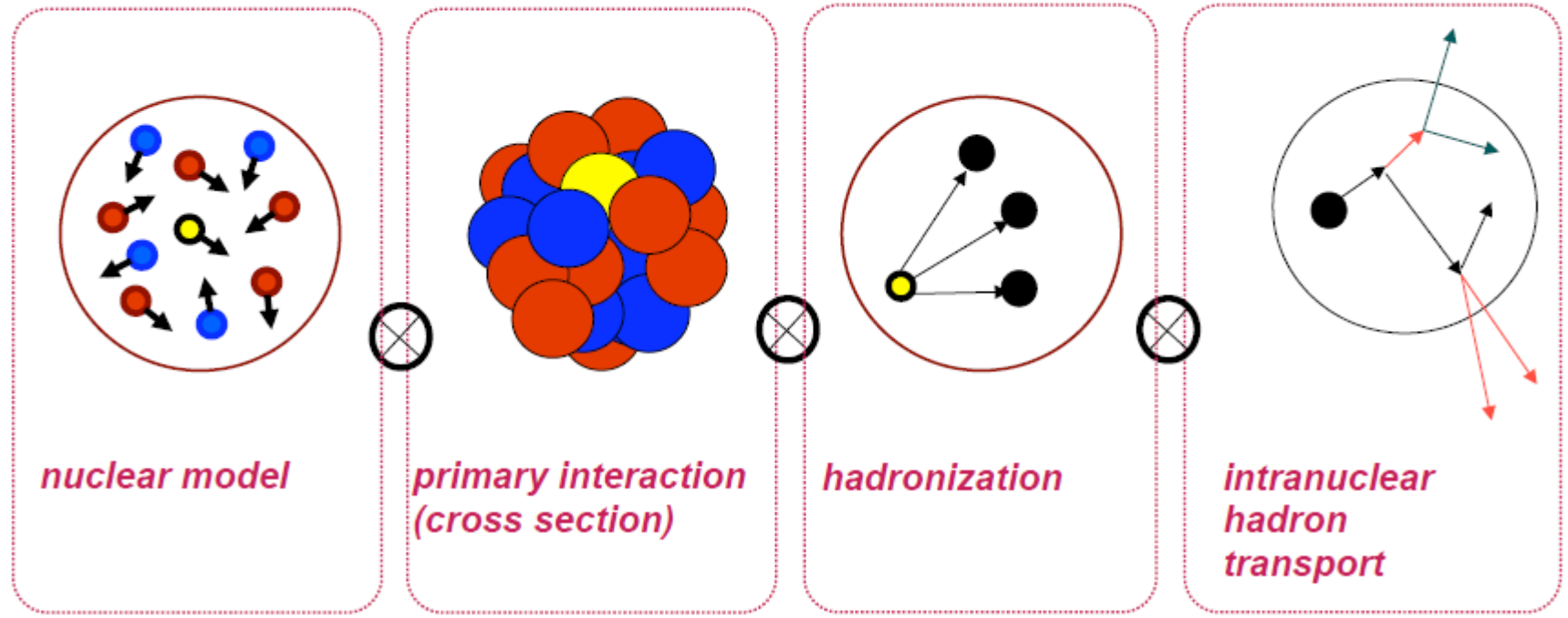
- ▣ 89% of ANTARES neutrino interactions not at free nucleons but at Oxygen nuclei
- ▣ Nuclear re-interactions important at low energies
- ▣ Implemented in **GENIE**
- ▣ Currently being tested for ORCA/PINGU



GENIE simulation steps

- 1) Choose E_ν , flavor, and target nucleus from $(\sigma_{tot}, \phi, \rho, L)$
- 2) Choose interaction type j from $\sigma_{tot} = \sum \sigma_j$
- 3) Choose kinematics (x,y) from cross section model for σ_j (with nuclear mods)
- 4) Determine particles in hadronic system (inside the nucleus)
- 5) Propagate particles in hadronic system through the nucleus, decay

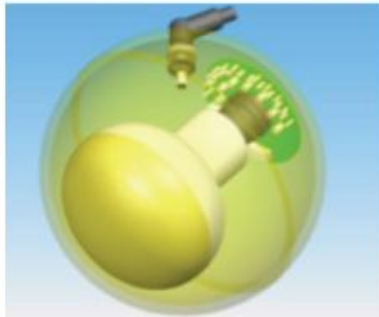
C. Andreopoulos



Interface: Geometry

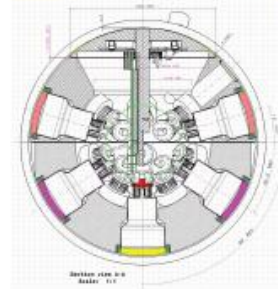
- ❑ Significant increase in number of channels
- ❑ More than one PMT per optical module
- ❑ Modification of interfaces needed (mostly done)

ANTARES like



1 large PMT (10" or 8")
inside a benthos sphere

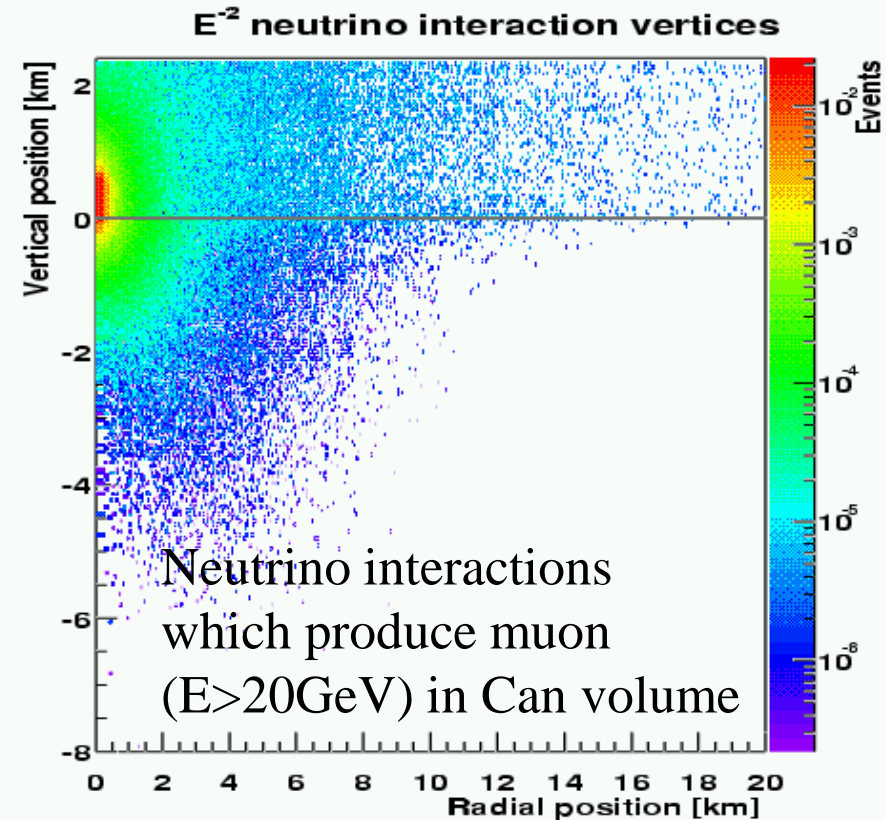
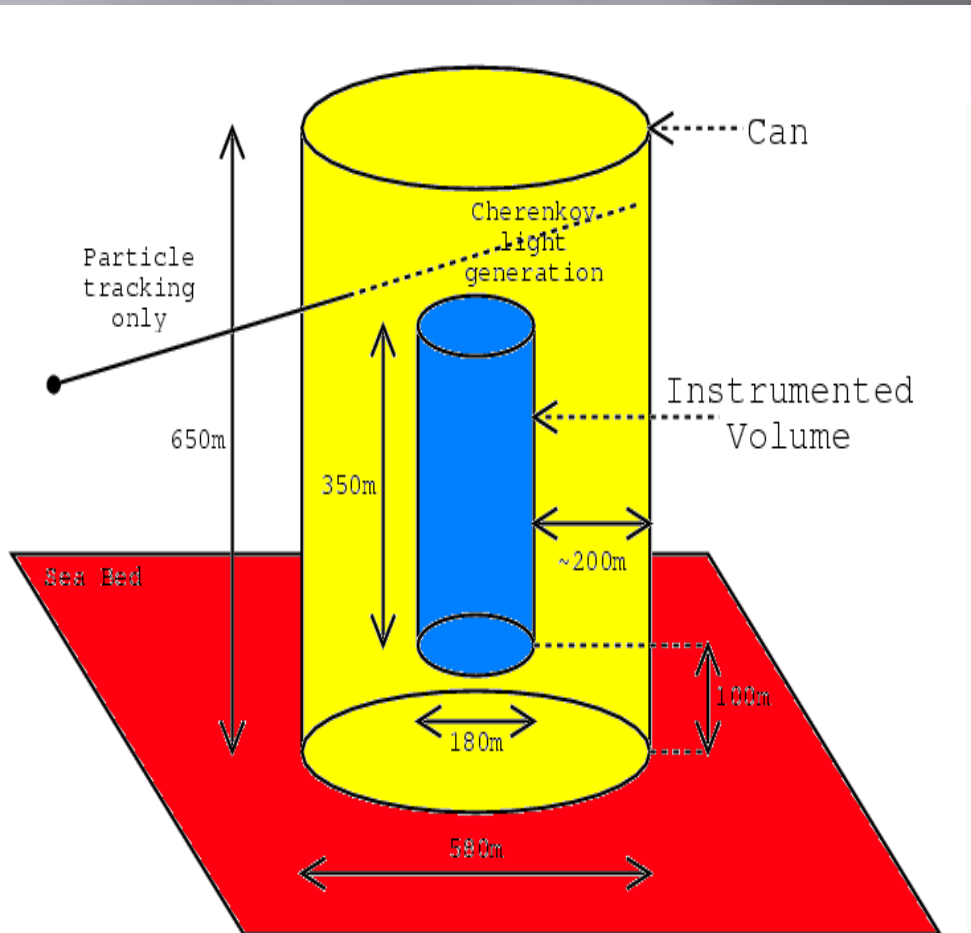
DOM



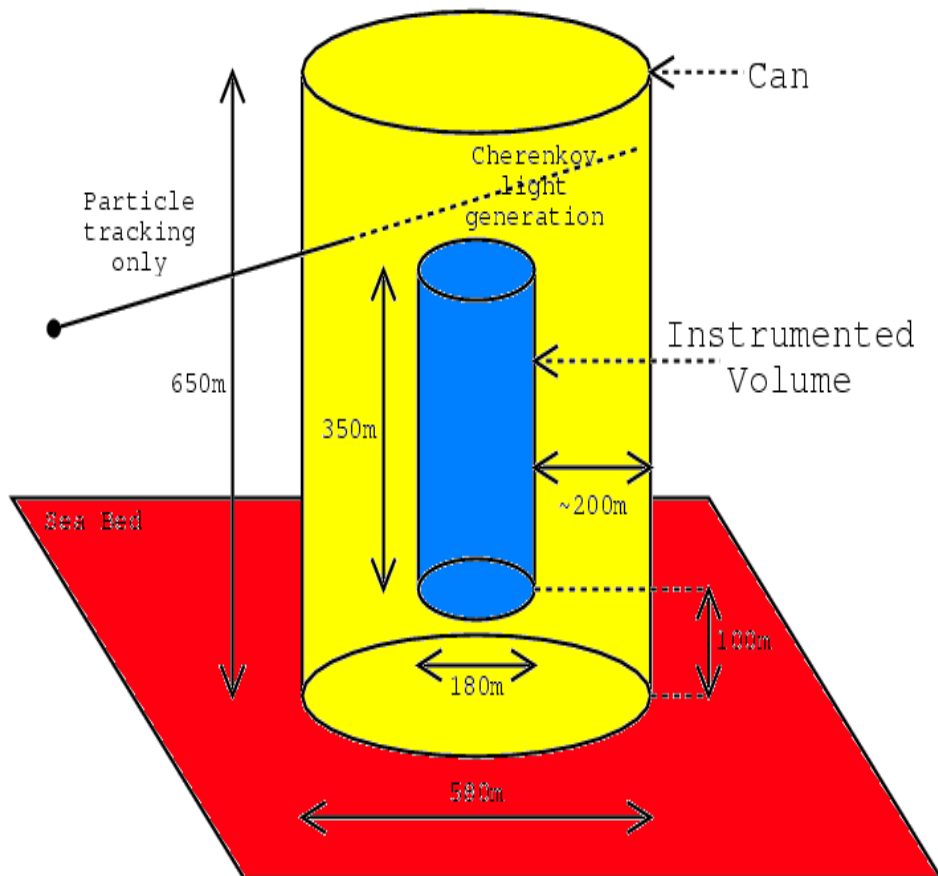
31 little PMT (3") inside a
large benthos sphere (17")

Interface: Can definition

Cherenkov light generation only inside **Can** which surrounds the Instrumented volume (about 3 absorption lengths)



Interface: Can definition



Modifications for ORCA

Instrumented volume is smaller and denser
Events are more compact

Reduce can size accordingly
150-200m is too much
Waste of computing time

Optimisation ongoing

Tracking & Cherenkov Light

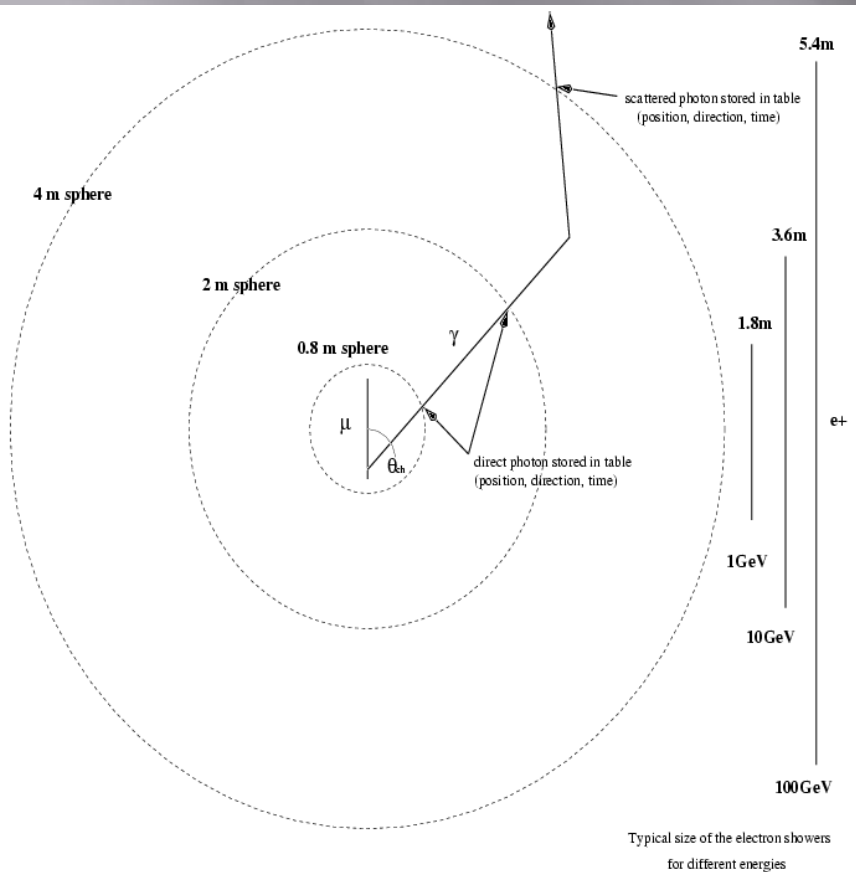
- ▣ ANTARES concept
 - Focused on ν_μ and CR-muons
- ▣ Muons are handled by **KM3**
 - Light diffusion included
- ▣ All other particles : **GEANT 3**
 - Cherenkov light cone calculated analytically for each tracking step
 - No light diffusion

Tracking & Cherenkov light

First step: scattering tables are created

Tracking of e/m showers (1-100 GeV) & 1m muon track pieces

Tracking of individual Cherenkov photons with Geant 3



Use of light scattering & absorption storage of photon parameters when passing spherical shells (2m-160m) $(r, \theta, \theta_\gamma, \phi_\gamma, t, \lambda)$

Temporary tables, very big, rough binning

Tracking & Cherenkov light

Second step: Folding with PMT parameters
Wave length integration

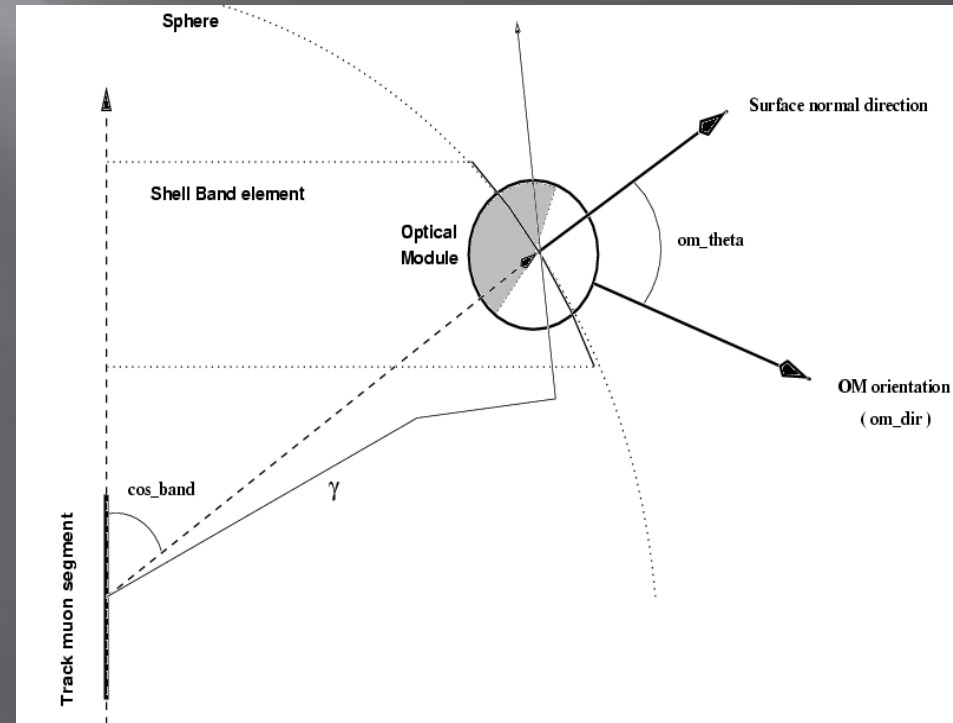
One set of tables per
PMT & water model

$(r, \theta, \theta_{pm}, \phi_{pm}, t, Prob)$

Independent of detector geometry
and Physics input

Third step:

Tracking of muons (MUSIC)
Through water volume
(including bremsstrahlung etc)
Hits in free detector geometry



Tracking & Cherenkov light

What about hadronic showers at neutrino vertex ?

Problem of hadronic models in TeV/PeV range

What about ν_e , ν_τ interactions ?

Angular distribution of
Cherenkov photons and
Time residuals more 'fuzzy'
than for muons

Light Scattering less important

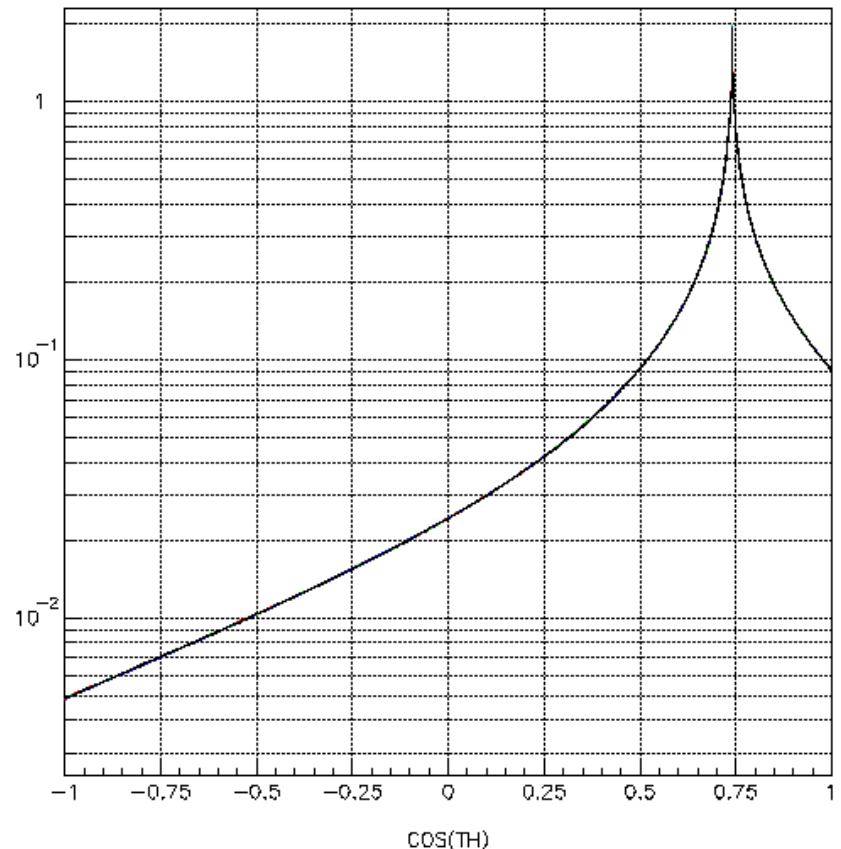
Treatment with Geant

No scattering, but attenuation

E/m showers parametrized to

Save CPU time

τ tracking ? Modification of
muon propagation code
work just started



Challenges ORCA/PINGU

- ▣ Both muon and shower at neutrino vertex important for ν_μ
- ▣ All neutrino flavours needs to be treated equally well
- ▣ Distance between detector elements smaller than typical binning in km³ tables

Possible Remedy

- ▣ Do nothing, use ANTARES scheme
 - Used in current “early” ORCA simulations
 - Ok for first steps of feasibility studies
- ▣ Ignore light diffusion
 - All particles treated in Geant
 - Analytical Cherenkov Light Cones per step
- ▣ Modify **km3**
 - Adapt to be used with all particles
 - Binning adjusted to ORCA geometry

Possible Remedy

- Do nothing, use ANTAPEC

- Used in

Effect of approximation to be evaluated

ORCA simulations

first steps of feasibility studies

- Ignore light diffusion

- All

in Geant

Effect of approximation to be evaluated

Analytical Cherenkov Light Cones per step

- Modify **km3**

- Adapt to be used with

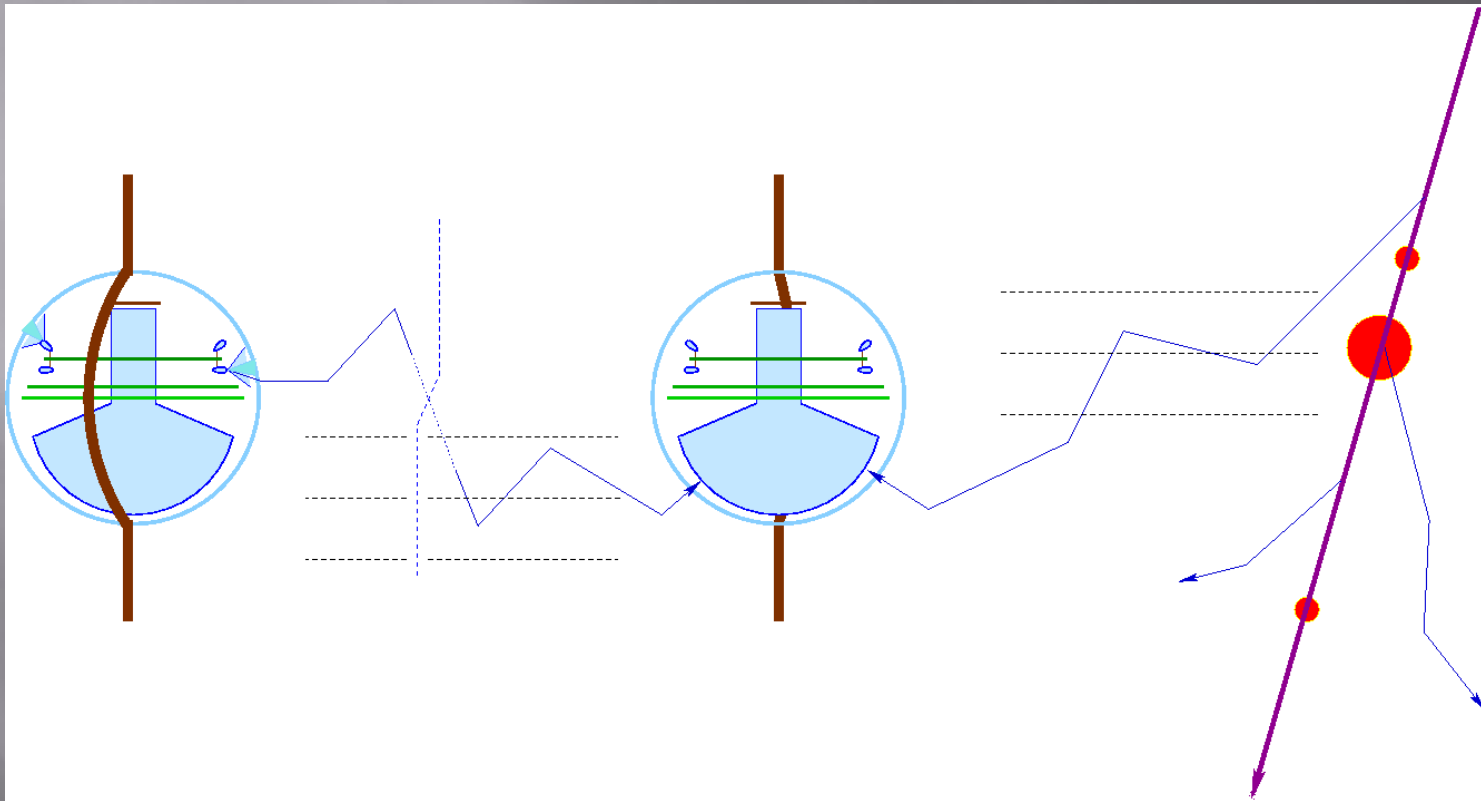
- Bit

Significant software work

to ORCA geometry

IceCube simulation with PPC on GPUs

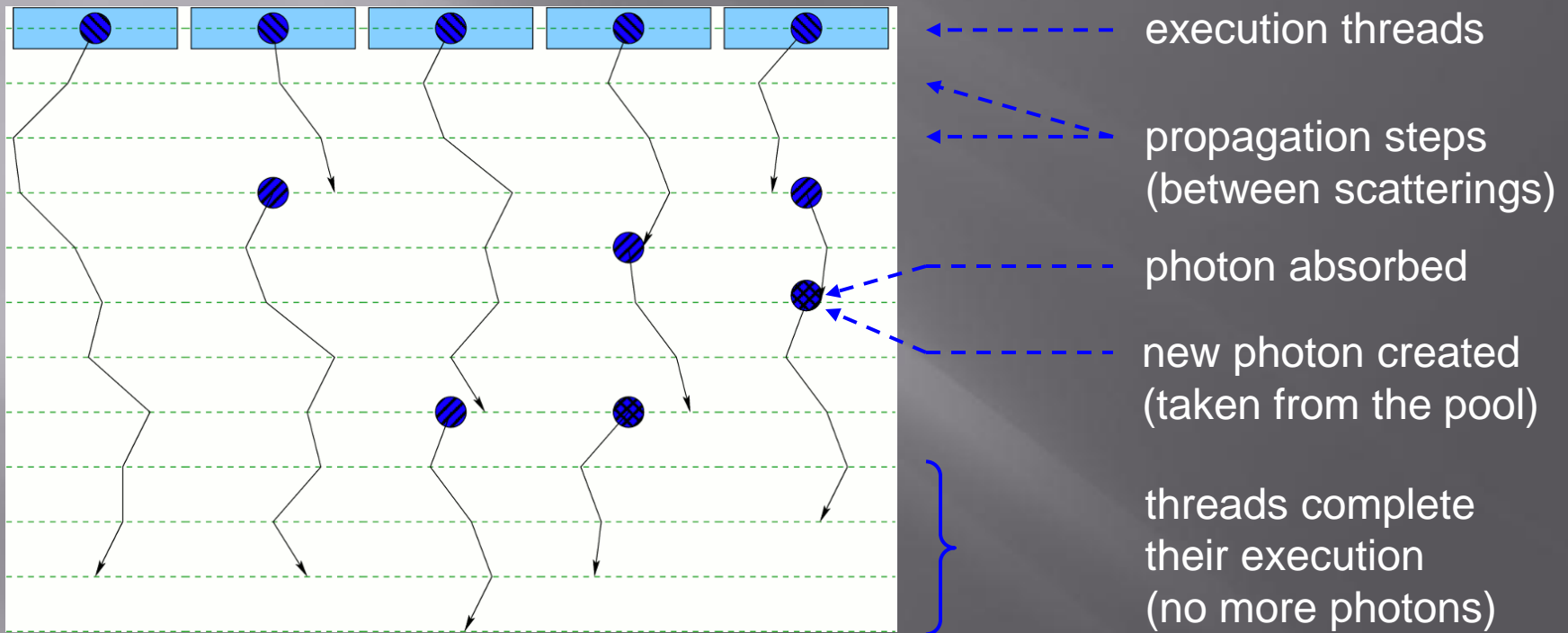
*photon propagation code
graphics processing unit*



Dmitry Chirkin, UW Madison

PPC simulation on GPU

graphics processing unit



Running on an NVidia GTX 295 CUDA-capable card,
ppc is configured with:

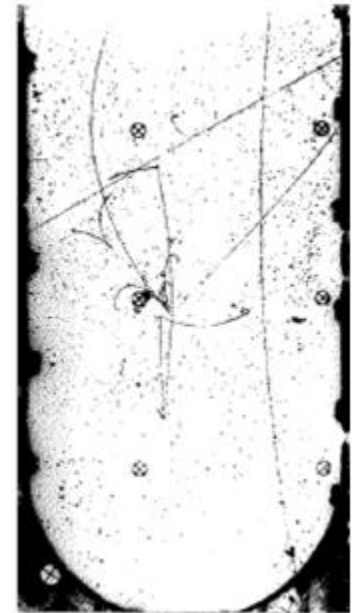
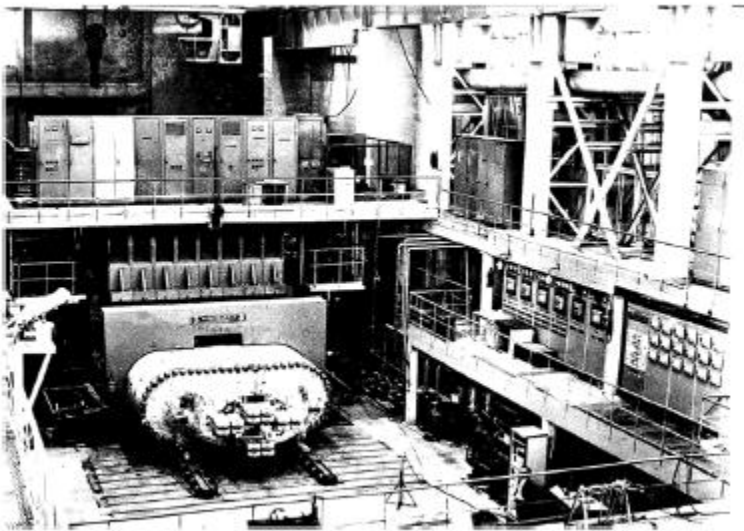
448 threads in 30 blocks (total of 13440 threads)

average of ~ 1024 photons per thread (total of $1.38 \cdot 10^7$ photons per call)

Speed gain ~ 100 w.r.t. CPU

Reconstruction The REAL challenge

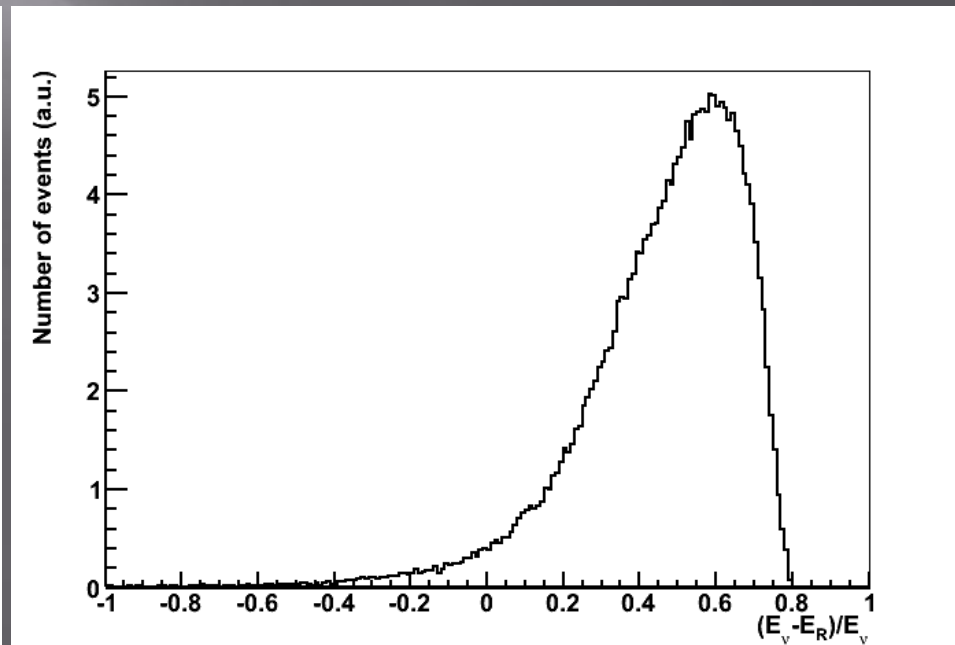
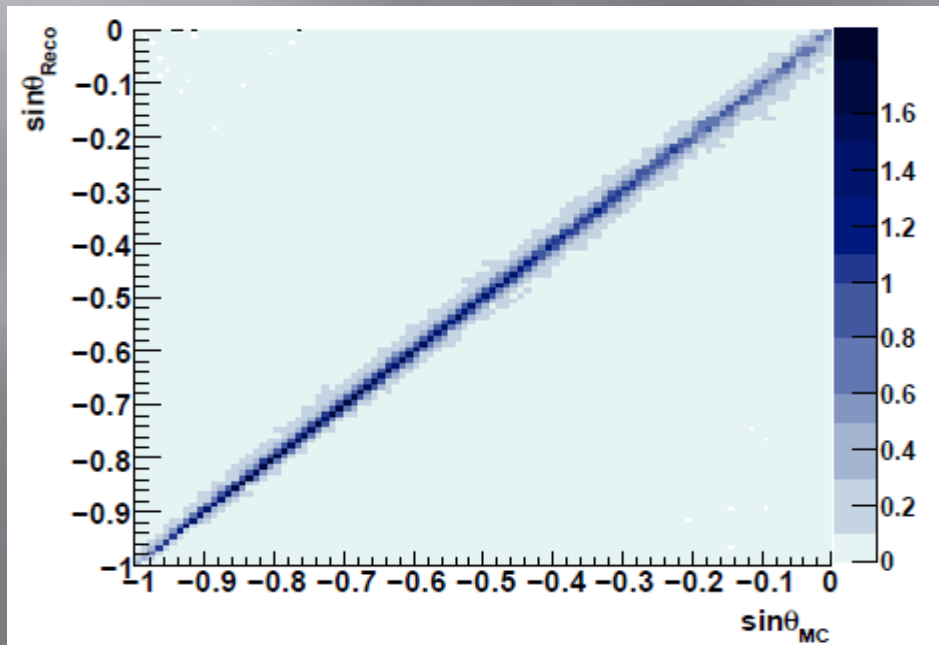
- ▣ What do we want to measure ?



Reconstruction

What do we have ?

- Zenith Angle resolution of MUON 0.8°
- MUON Energy resolution from range $\sim 50\%$



Reconstruction

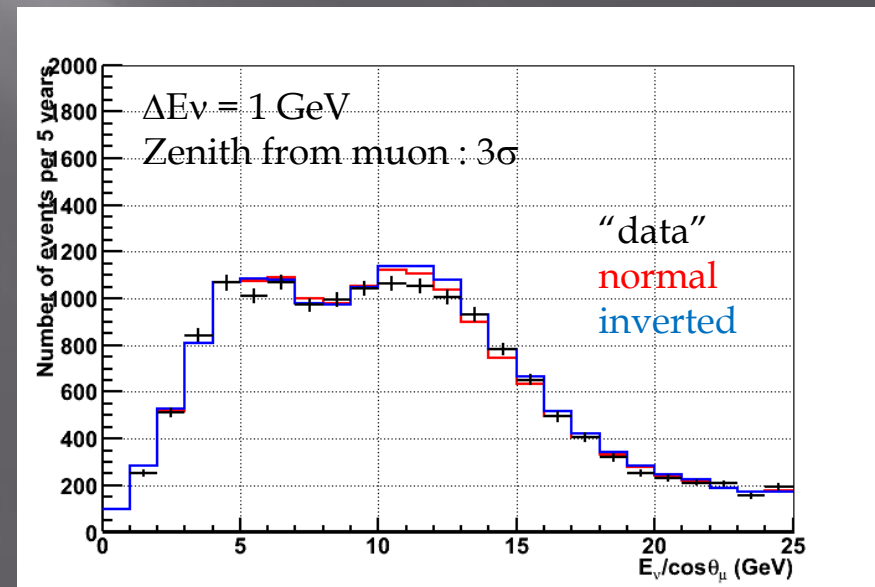
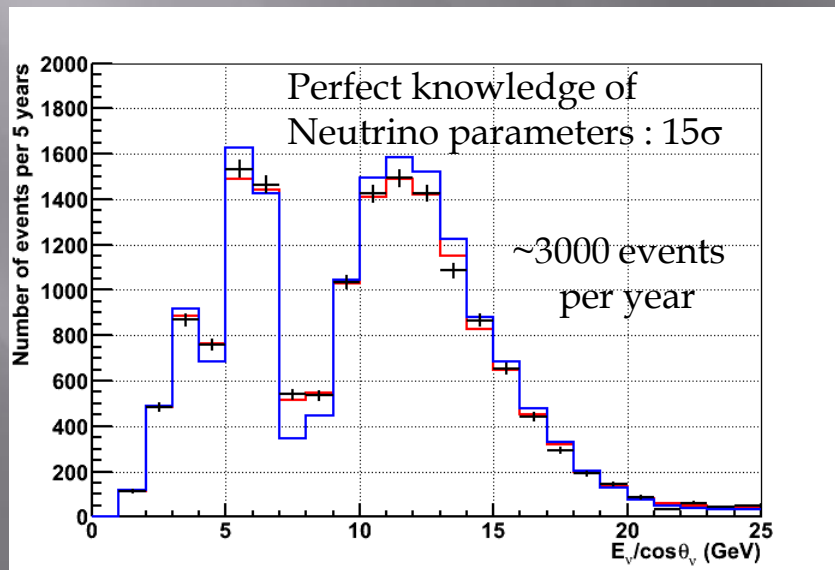
What do we need ?

Challenges

- Resolution in neutrino energy and zenith angle
- Background rejection (veto ?)
- Flavour tagging

Systematic effects

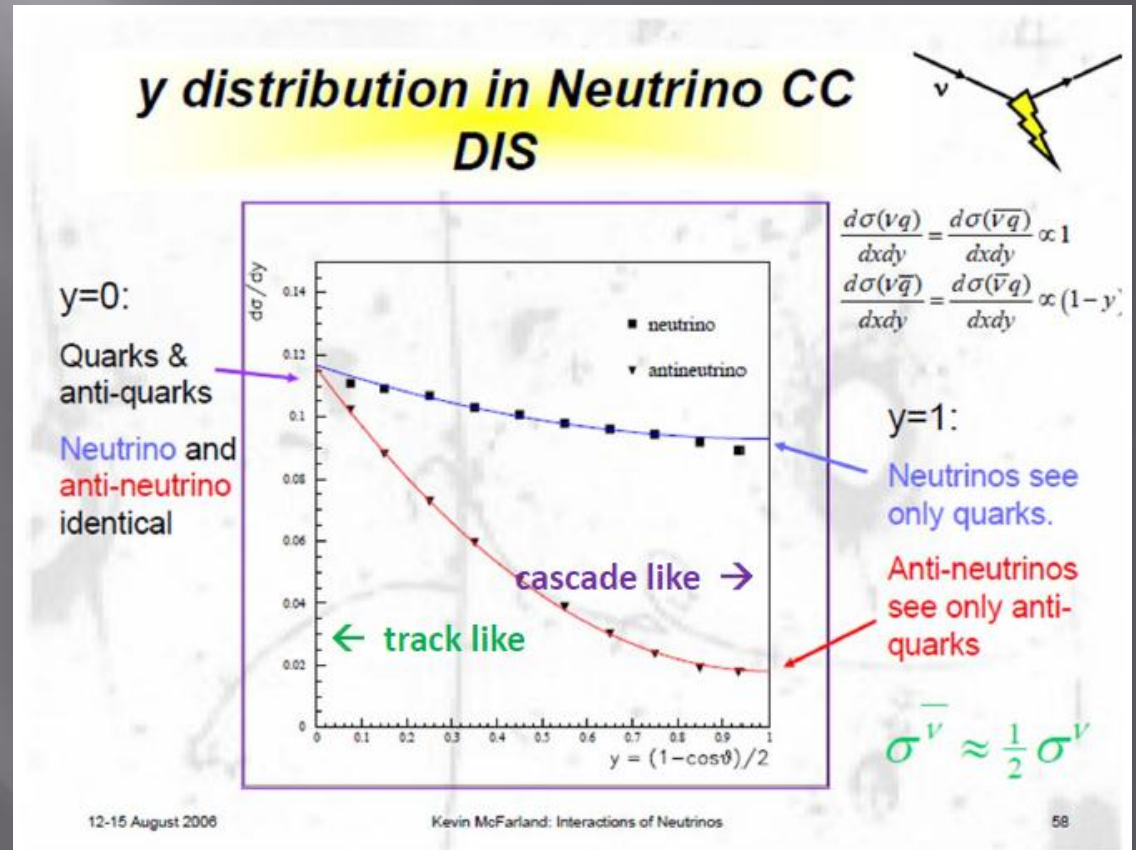
- Energy dependent detector acceptance
- Knowledge of resolution
- Earth model
- Oscillation parameter uncertainties



Reconstruction

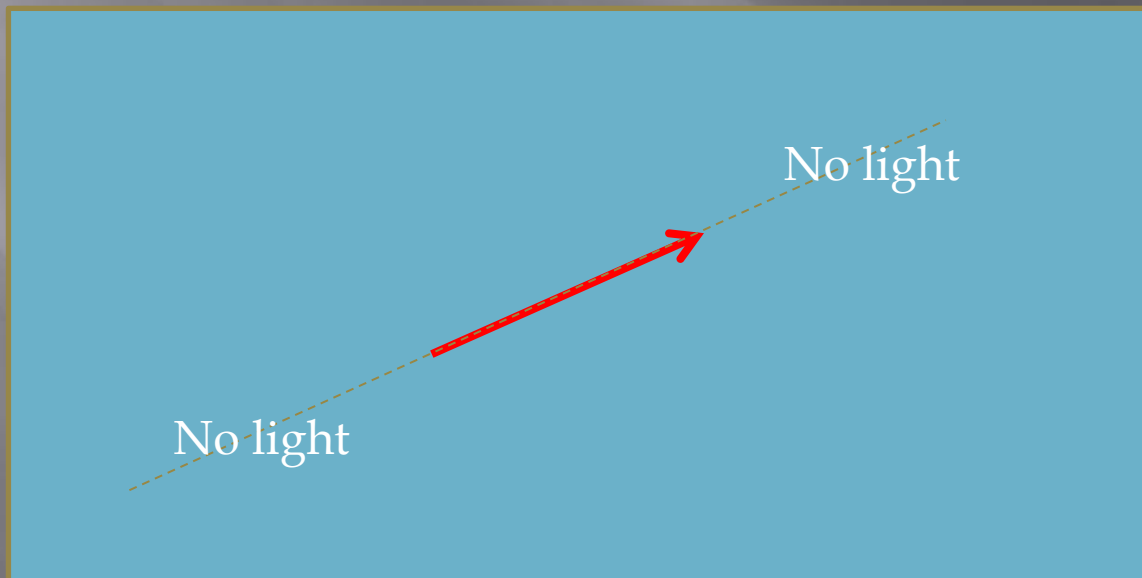
Some Ideas

- ▣ Select events with little hadronic activity
 - Enhances Antineutrino sample
 - Enhances QE and RES contributions
 - Muon close to Neutrino kinematics



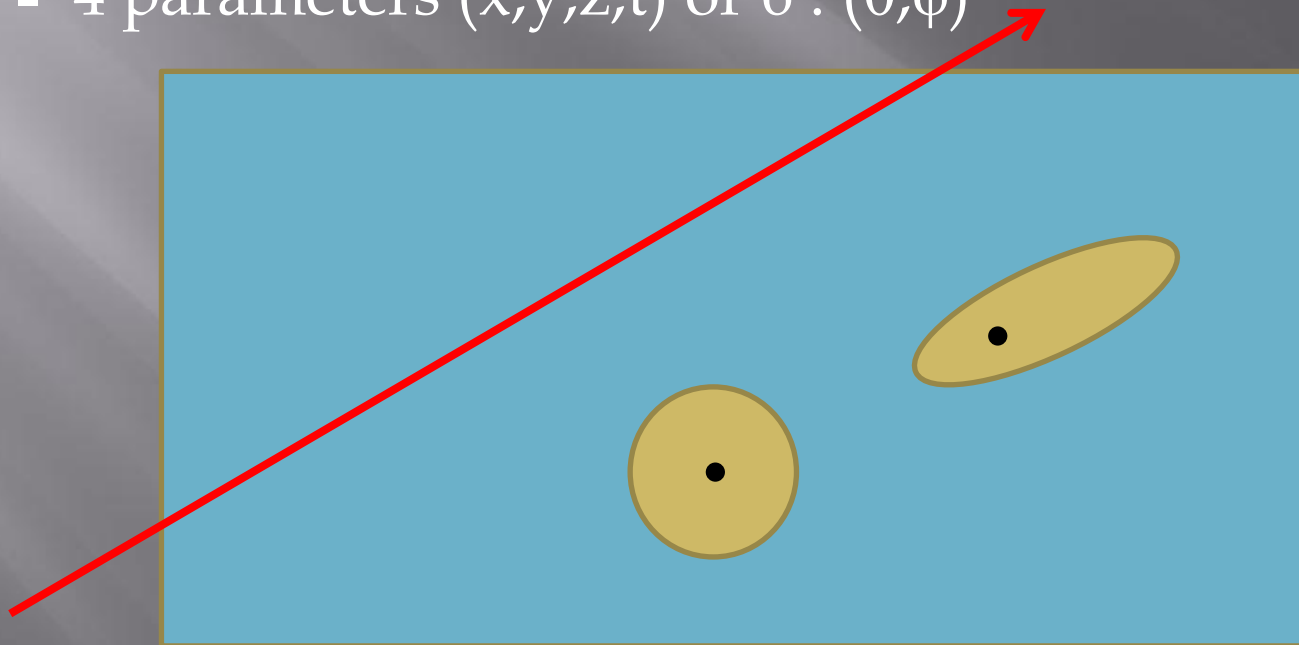
Reconstruction Some Ideas

- ▣ Use Veto to improve muon range determination → tradeoff between efficiency and resolution



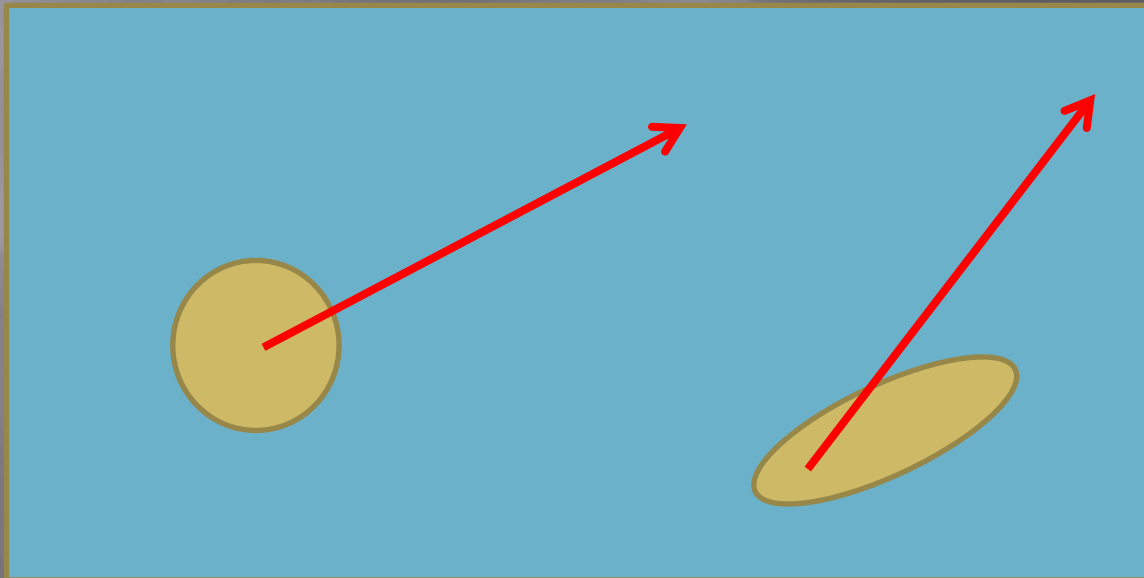
Reconstruction Traditional

- ▣ (Infinite) Track
 - 5 parameters (x,y,z) at t_0 and (θ,φ)
- ▣ Point-like shower
 - 4 parameters (x,y,z,t) or 6 : (θ,φ)



Reconstruction Hybrid (PINGU)

- ▣ Track + Shower
 - 8 parameters (x,y,z,t) with length l and (θ,φ) and E_{sh}
- ▣ Track + directed shower
 - 10 all above + shower direction $E(\theta,\varphi)$



Conclusion

- ▣ Full simulation & reconstruction chain of Antares available for ORCA (PINGU)
- ▣ Modifications in simulations planned
- ▣ Challenges in Event Reconstruction

- ▣ Large effort to prove feasibility of mass hierarchy measurement with neutrino telescopes just started