An Automated Deep Learning v_e Reconstruction for MicroBooNE

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The MicroBooNE Detector







- Micro Booster Neutrino Experiment
- ~90 tons LArTPC
- $v_{\mu} \rightarrow v_{e}$ appearance experiment
- Booster Neutrino Beam-line
- >97% detector up time
- 5.0x10²⁰ POT (proposal: 6.6x10²⁰ POT)



"Design and Construction of the MicroBooNE Detector", JINST 12, P02017 (2017)

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- MiniBooNE saw a 3 σ v_e-like excess within [200-600] MeV
- MiniBooNE's neutrino result is in tension with a global 3+1 model fit
- MiniBooNE
 - significant BG fraction from γ/e⁻ mis-ID
 - ► statistical error ≈ systematic error

- MicroBooNE
 - Same beam
 - Similar baseline
 - Statistic-dominated

1L-1p Event Topology



- Only 1 proton > 60 MeV & 1 lepton > 35 MeV
- "Golden" events : low BG (~only intrinsic v_e constrained with v_{μ})

A Couple of Events





- One colour per wire plane
- Time on the Y-axis
- Tracks appear on all three planes
- Can you find the neutrino?

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A Couple of Events



- MicroBooNE operates at the surface \Rightarrow a lot of cosmics!
- Can you find the neutrino?
 (Hint : ~20 cm in a 10.4m x 2.5m detector)
- Goal : sort through the cosmic and reconstruct $v_{\rm e}$ events

Reconstruction Chain



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PMT precuts





PMT cuts used to reject :

- Random single PE noise
 - no time correlation between PE pulses
- Cosmic Background
 - pre-window cut rejects Michel electron from beam window
- PMT-based noise
 - max fraction of light collected by a single PMT

Efficiency >96% Background rejection > 75%

Cosmic Pixel Tagging





- Cosmic and other BG cross from the exterior of the TPC
- Un-contained v events have tracks crossing to the outside
- Identify edge-crossing tracks
- Connect the end-points by following the charge with a 3D path finding algorithm.

Cosmic Pixel Tagging





- Y-plane event display
- Overlay yellow pixels on top of through-going muons
- Overlay magenta pixels on top of stopping muons
- Un-tagged :
 - some cosmic remnants
 - v_e 1e-1p event
- Draw 3D Region of Interest (ROI) around non-tagged pixels

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µBooN

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Track/Shower Pixel Labelling



- Goal : separate track and shower to make 3D Vertex reconstruction and track/shower clustering more efficient
- Use SSNet to label pixels as "background", "track", or "shower"



SSNet vs Data





- As a sanity check, the SSNet can be ran over a $CC\pi^0$ selection (MICROBOONE-NOTE-1006-PUB)
- Here the proton and muon are correctly classified as track
- The two γ showers are recognised, but the beginning of one is classified as track

3D Vertex Reconstruction



If track and shower are found (e.g. v_e sample)

- remove shower pixels
- Find potential vertex candidate on track parts
- Add vertex for best-matching 3D point at the track/shower merging

3D Vertex Reconstruction





Track-only vertex (e.g. v_{μ} normalisation sample)

- 2D vertex seed for each plane view
 - Defect points
 - Principal Component Analysis line crossing
- Match in 3D

Particle ID





- After 3D vertex reconstruction:
 - 3D vertex point
 - Clusters of pixels attributed to a single track/shower
- Feed individual particle to a CNN-based particle ID (HiRes GoogLeNet)
- MicroBooNE 1st publication!

("Convolutional Neural Networks Applied to Neutrino Events in a Liquid Argon Time Projection Chamber", JINST 12, P03011 (2017))





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- Fully automated reconstruction chain for low energy events
 - Methods for cosmic background rejection
 - Finds the neutrino interaction
 - Separates individual tracks/showers
 - Reconstructs 3D vertex
 - ID individual particles
- 3D track and shower reconstruction coming soon:
 - dE/dx, event selection
 - Physics!



Thank You!

