Reconstruction in Super & Hyper-K

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International Laboratory for Astrophysics, Neutrino and Cosmology Experiments

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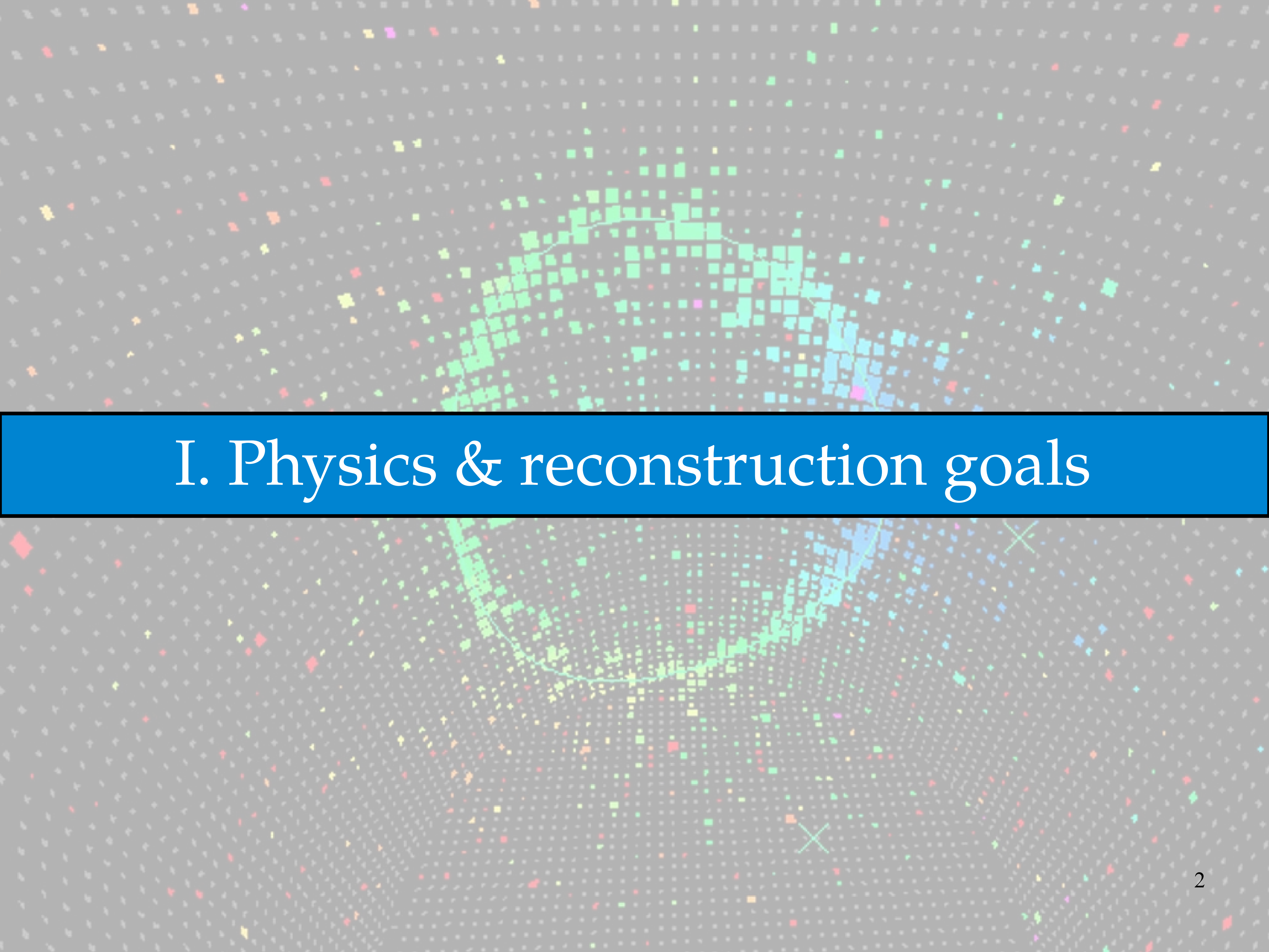
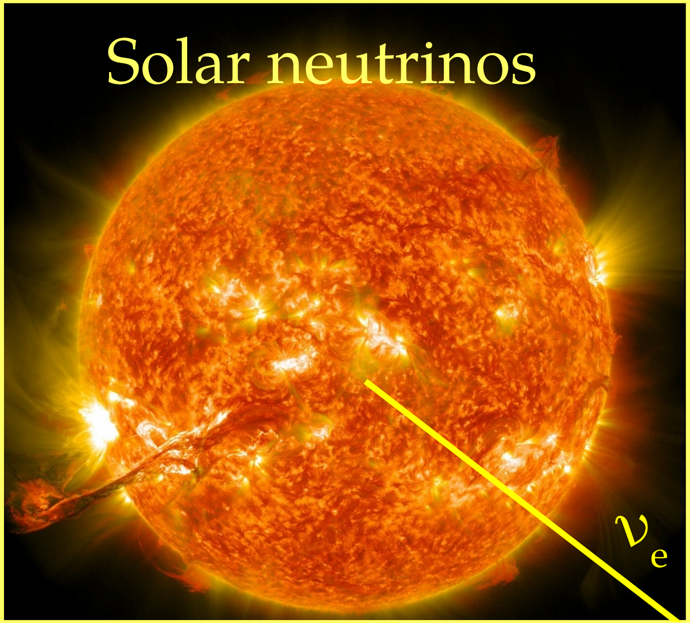


I. Physics & reconstruction goals

Physics case

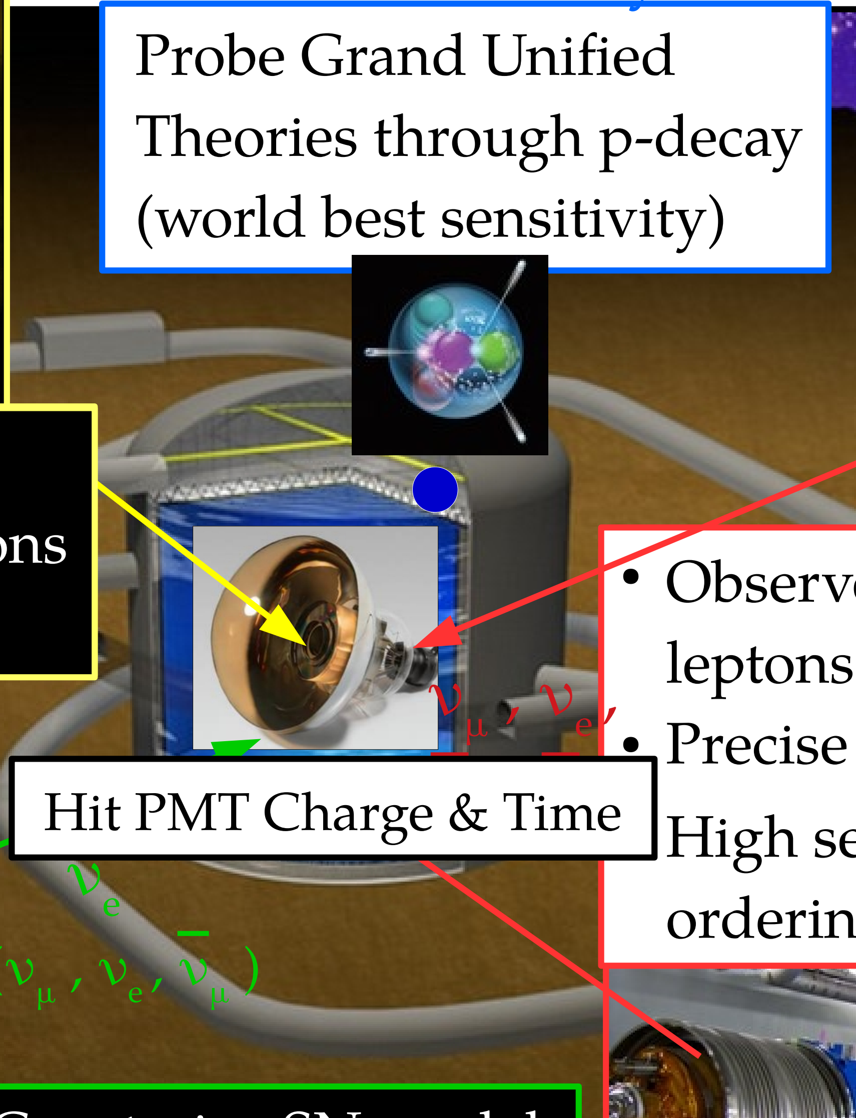
Solar neutrinos



- MSW effect in the Sun
- Non-standard interactions in the Sun.

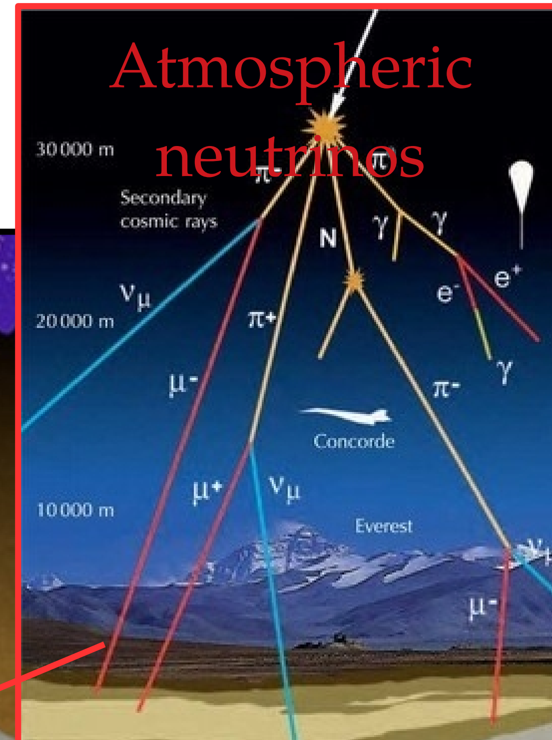
Proton decay

Probe Grand Unified Theories through p-decay (world best sensitivity)



Hit PMT Charge & Time

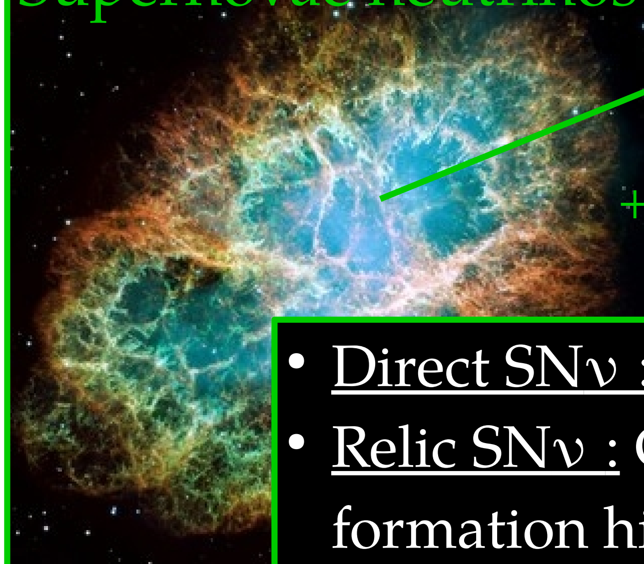
Atmospheric neutrinos



- Observe CP violation for leptons at 5σ
- Precise measurement of δ_{CP} .

High sensitivity to ν mass ordering.

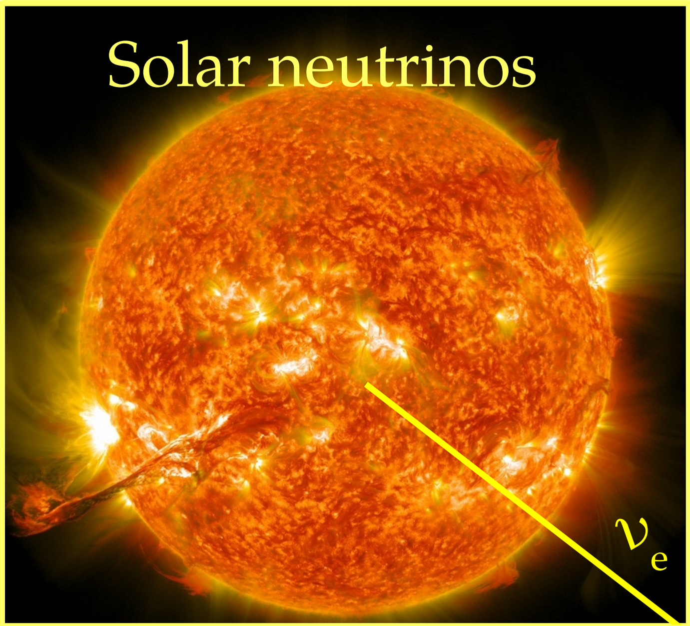
Supernovae neutrinos



- Direct SNν : Constrains SN models.
- Relic SNν : Constrains cosmic star formation history

JPARC accelerator neutrinos

Physics case



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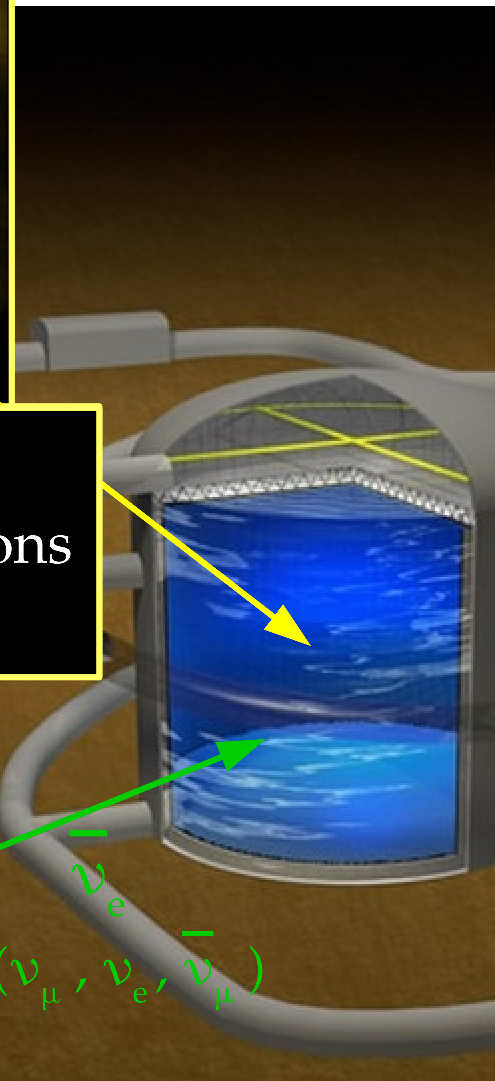
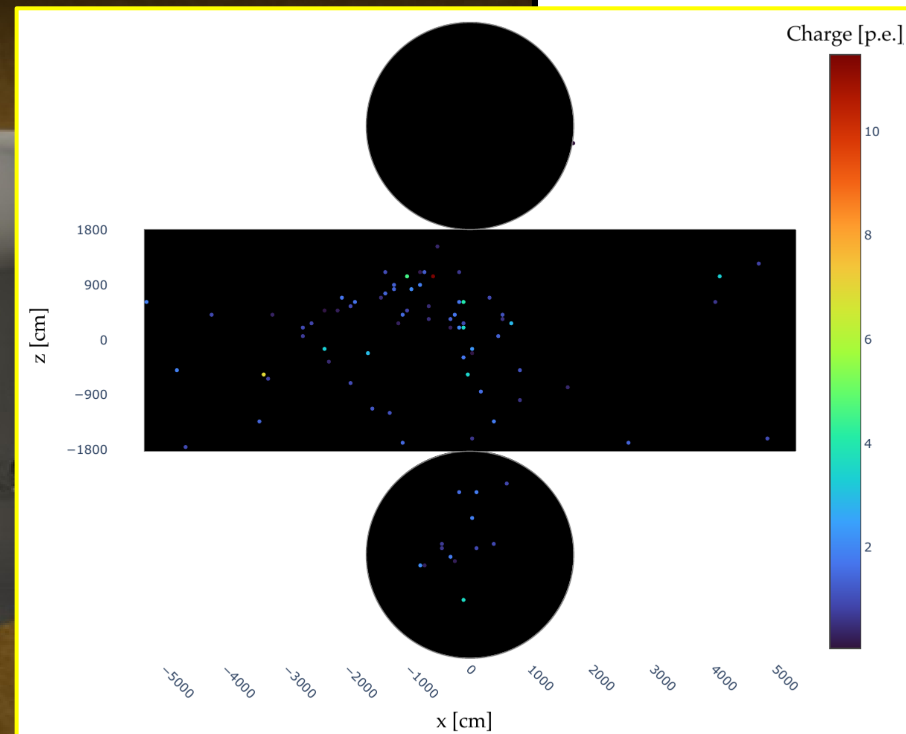
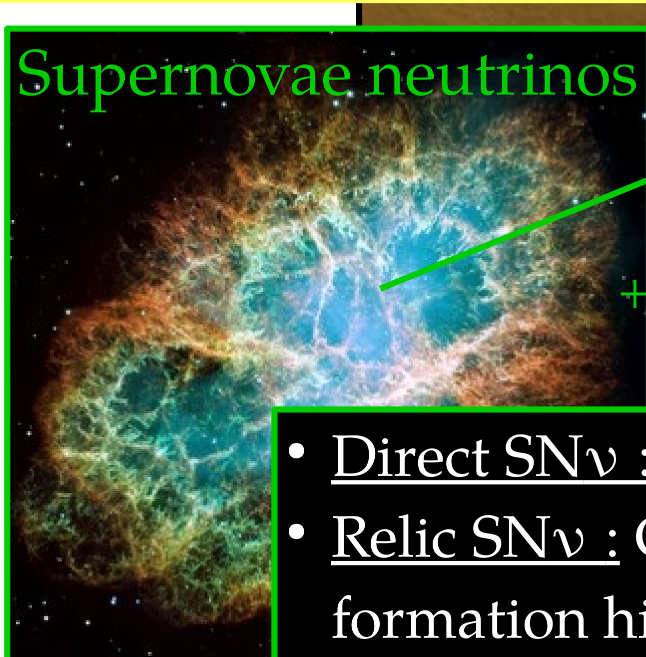


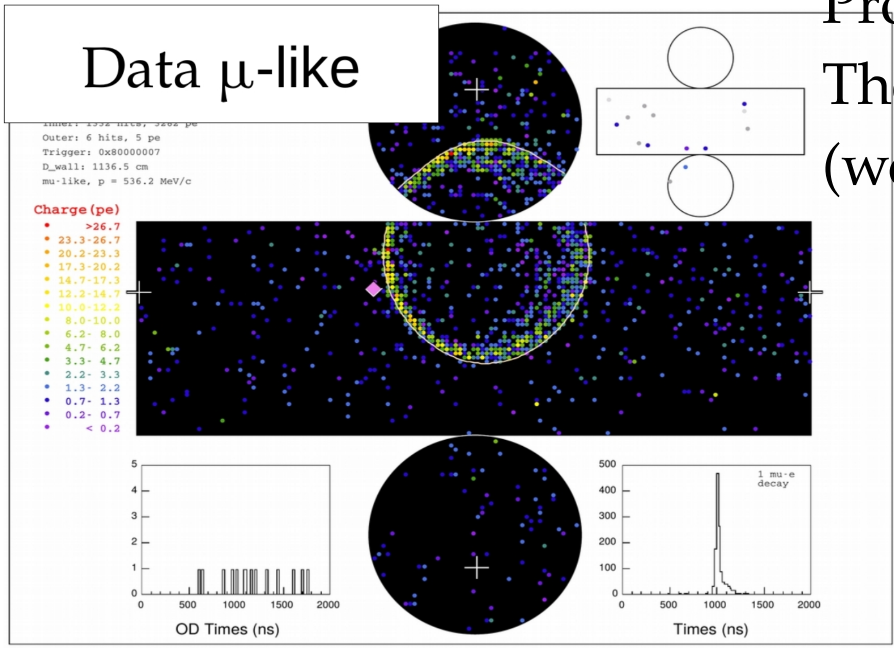


Reconstruct an event with very sparse information

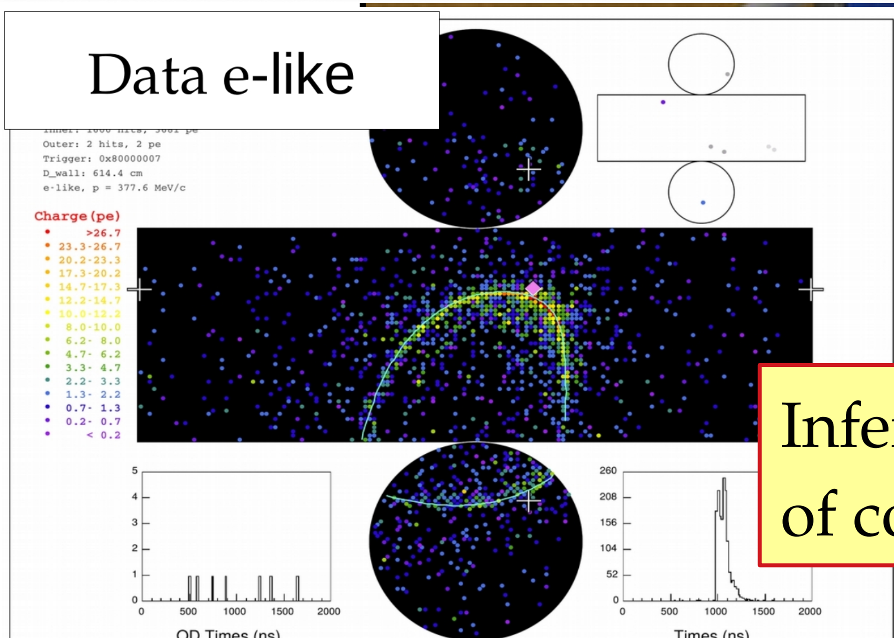


- Direct SNν : Constrains SN models
- Relic SNν : Constrains cosmic star formation history

Physics case



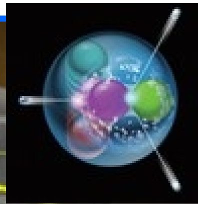
Data μ-like

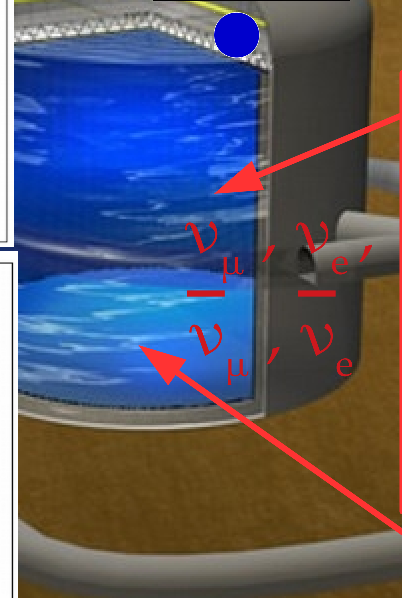


Data e-like

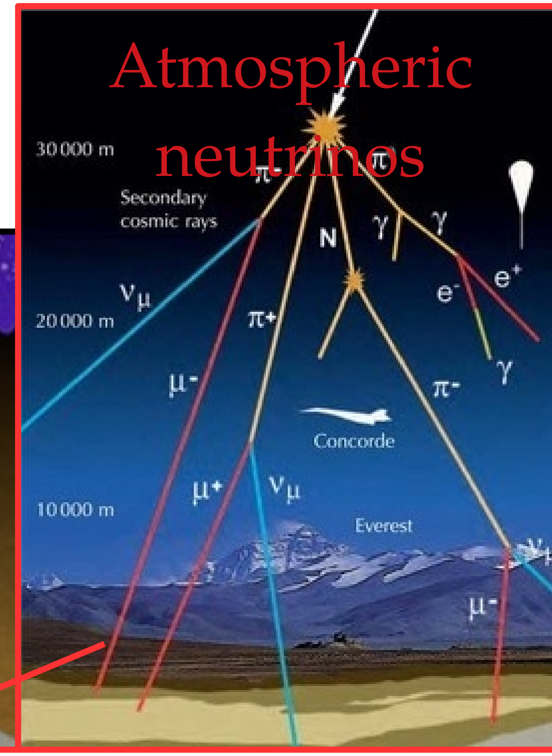
Proton decay

Probe Grand Unified Theories through p-decay (world best sensitivity)





Atmospheric neutrinos



- Observe CP violation for leptons at 5σ
- Precise measurement of δ_{CP} .
- High sensitivity to ν mass ordering.

Infer from a large amount of correlated information

JPARC accelerator neutrinos

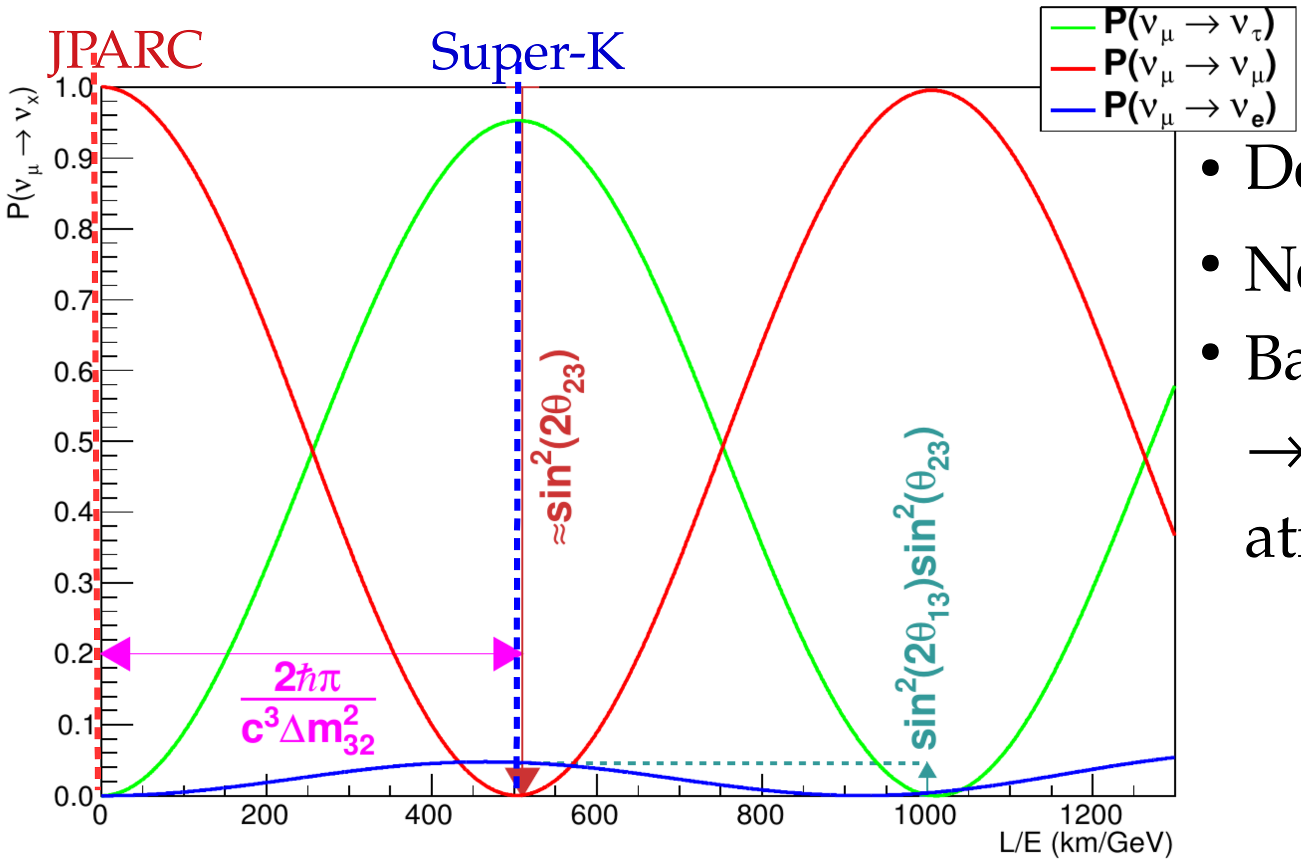
Principles of reconstruction

Hit PMT Charge & Time $\{q_i, t_i, x_i, y_i, z_i\}$	Reconstruction Inference →	Variables of interest for ν physics

What are they ?

- Neutrino oscillates in L/E :

Example of T2K



Need to reconstruct the :

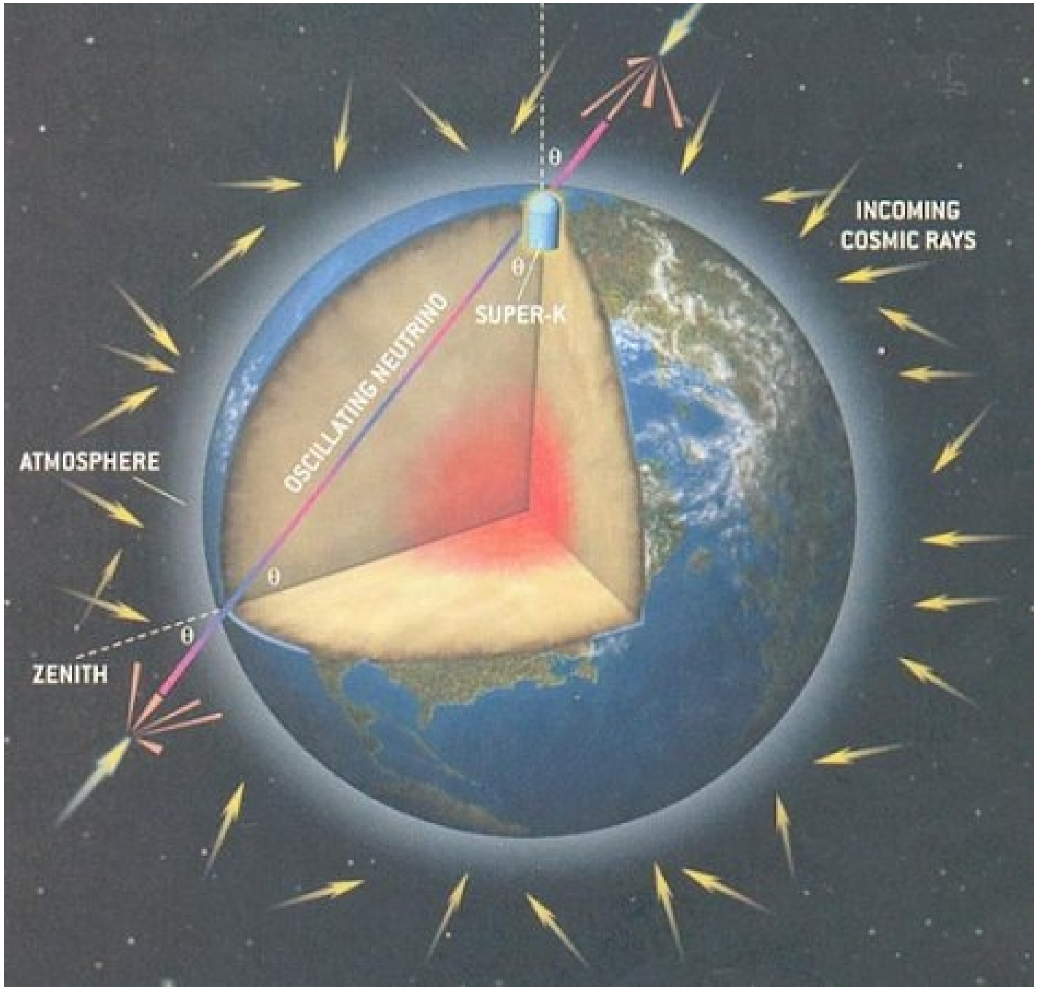
- Detected flavour : ν_e/ν_μ.
- Neutrino energy.
- Baseline L : Fixed for T2K…
  → But variable for solar or atmospheric ν. How to do ?

Principles of reconstruction

Hit PMT Charge & Time $\{q_i, t_i, x_i, y_i, z_i\}$	Reconstruction → Inference	Variables of interest for ν physics	What are they ?

- <u>Neutrino oscillates in L/E :</u>

<u>Example of atmospherics</u>



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- Detected flavour : ν_e/ν_μ.
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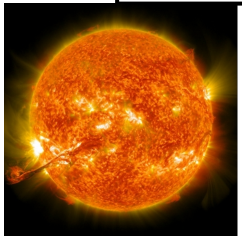
- Baseline L : Fixed for T2K…
  → But variable for solar or atmospheric ν. How to do ?
  → The ν direction (zenith angle θ) is a proxy for L.

Principles of reconstruction

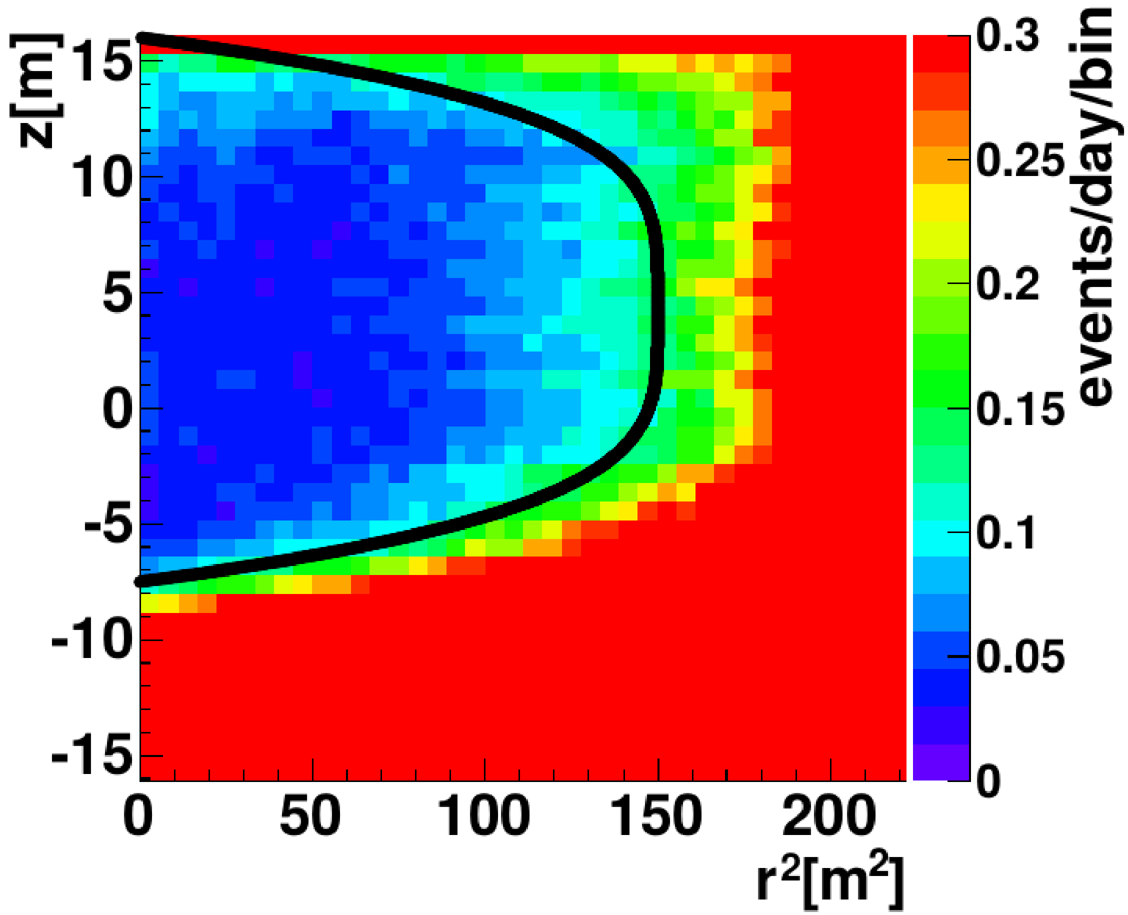
Hit PMT Charge & Time $\{q_i, t_i, x_i, y_i, z_i\}$ → Reconstruction / Inference → Variables of interest for ν physics

What are they ?



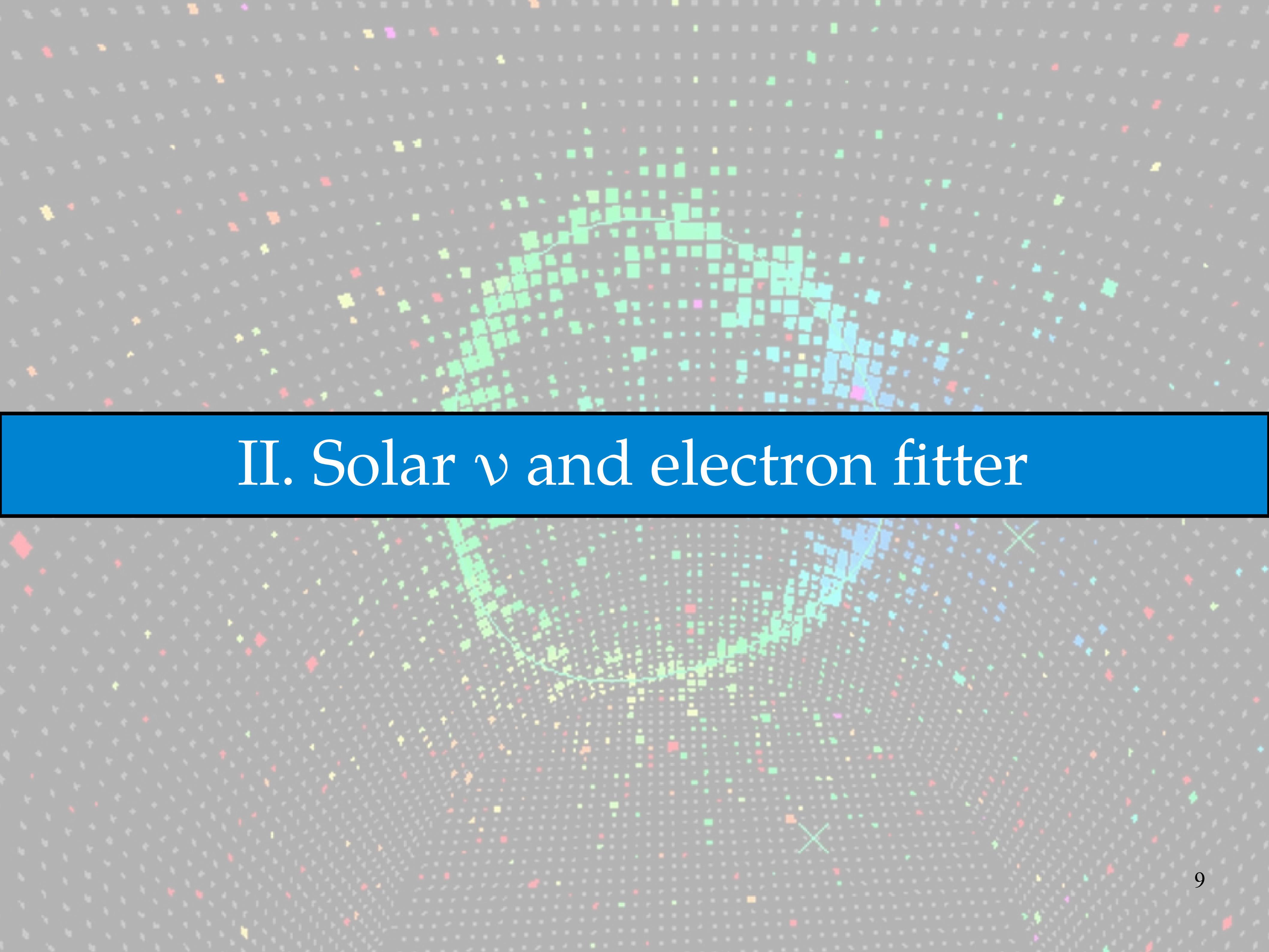
- <u>Neutrino oscillates in L/E :</u>

<u>Low energy event vertex</u>



<u>Need to reconstruct the :</u>

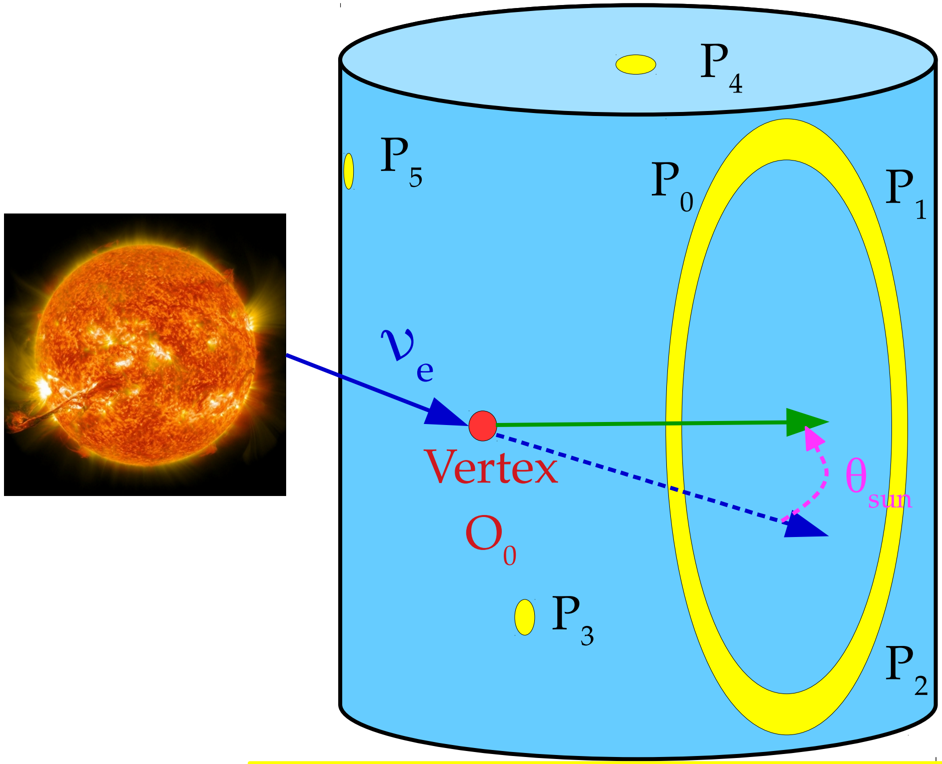
- Detected flavour : ν_e/ν_μ.
- Neutrino energy.
- Baseline L : Fixed for T2K…
  → But variable for solar or atmospheric ν. How to do ?
  → The ν direction (zenith angle θ) is a proxy for L.
- Interaction vertex (remove bkg etc.)



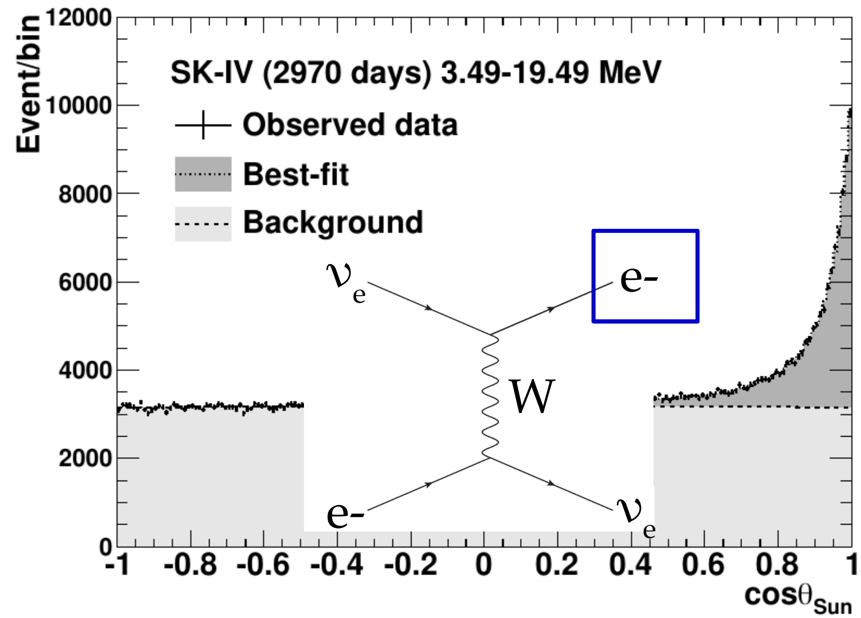
II. Solar ν and electron fitter

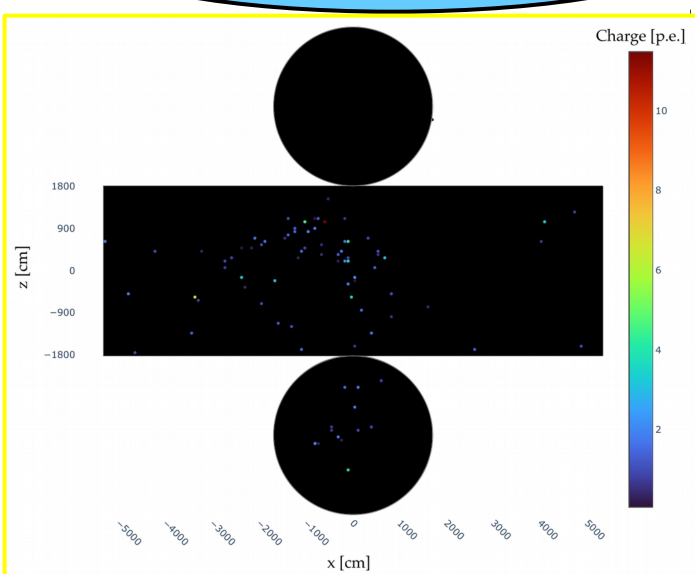
Low energy reconstruction

- <u>How to identify solar neutrinos ?</u> ~10 events / day.



<u>Rely on elastic scattering :</u> reconstruct θ_{sun} to remove background.





<u>How to reconstruct low E electrons ?</u>

→ Very faint ring.

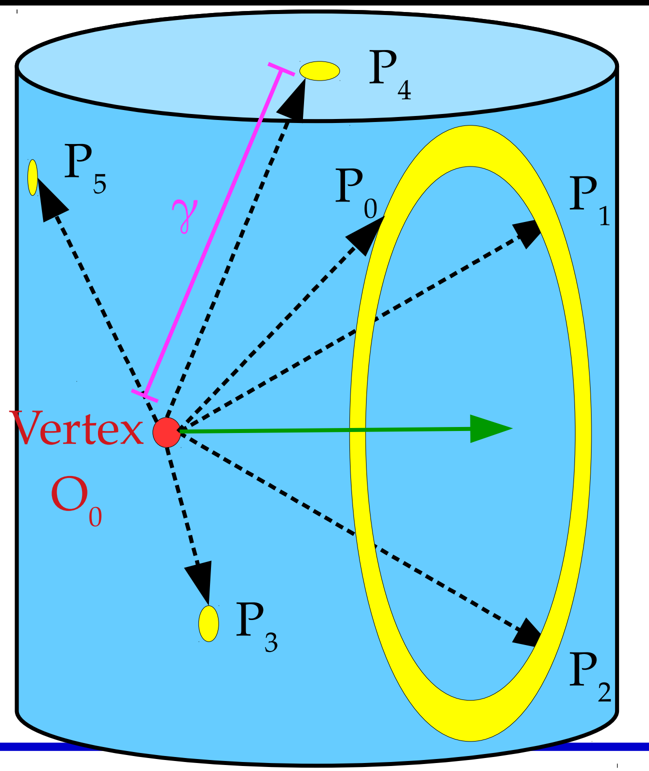
→ e- crosses ≤ 5-10 cm before passing < Cherenkov threshold. **Sequential fitter**

→ vertex resolution ~50cm

⇒ Light emitted from <u>single point.</u>

Vertex reconstruction

- This single point reconstruction is based on time triangulation ⇒ BONSAI
  → Uses time residual : t_{res} = time – tof – t_{vertex} .

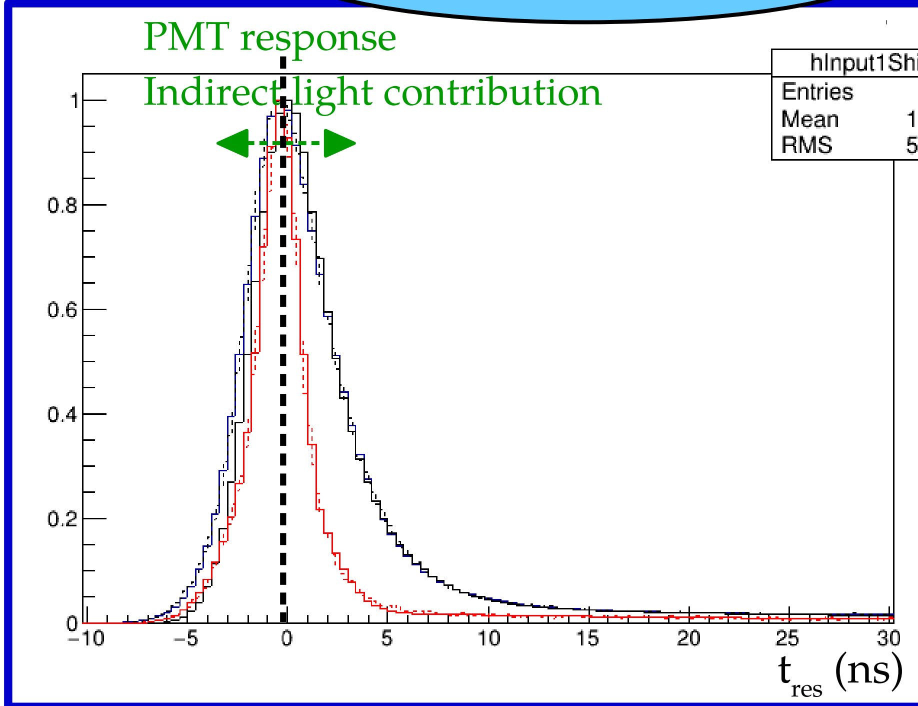


- Vertex finding using the following likelihood :

$$\boxed{L(Vtx|[hits]) = \prod_{i=0}^{nhits} P([t_{res}]|Vtx)}$$

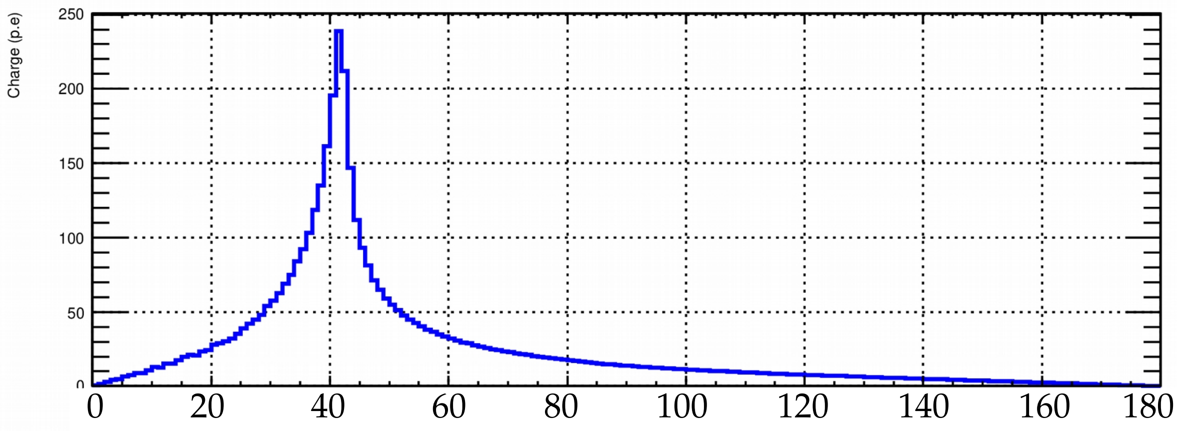
Time residual likelihood

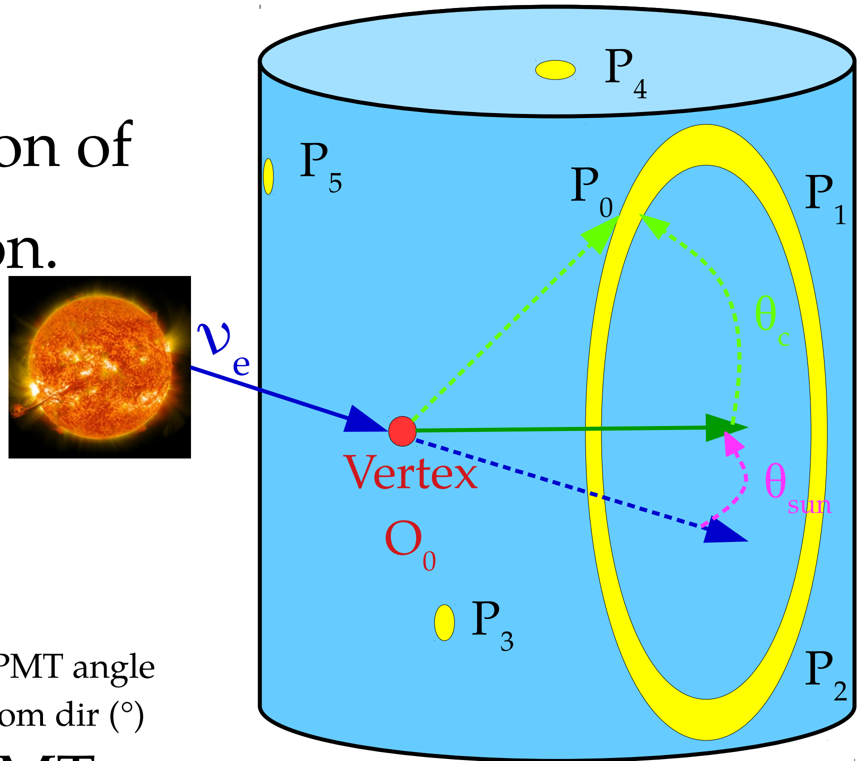
- Likelihood is minimized to find the vertex.



Direction & momentum reconstruction

- Start from the fitted vertex.
- Rely on « charge profile » (θ_c) : distribution of vertex-to-hit PMT direction wrt e- direction.

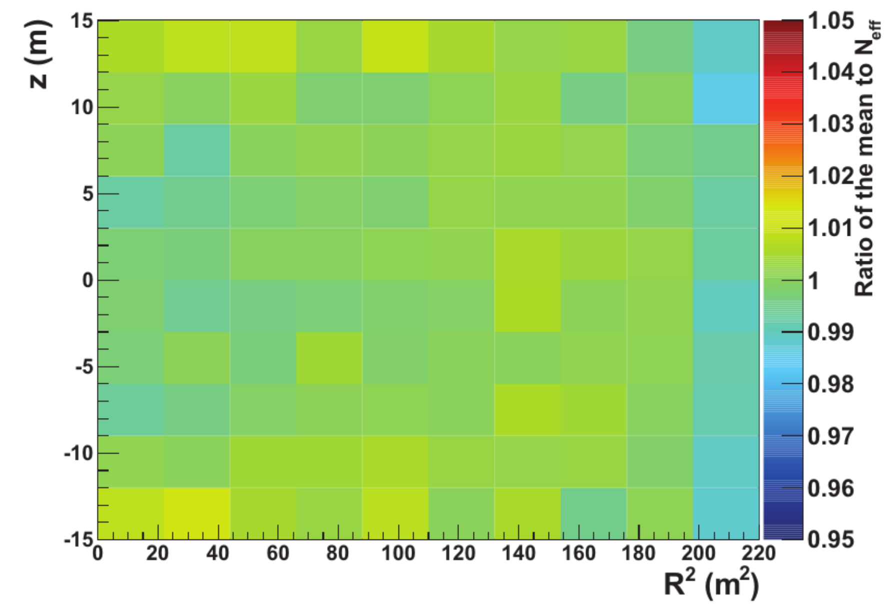




→ Uses unbinned likelihood over all hit PMT :

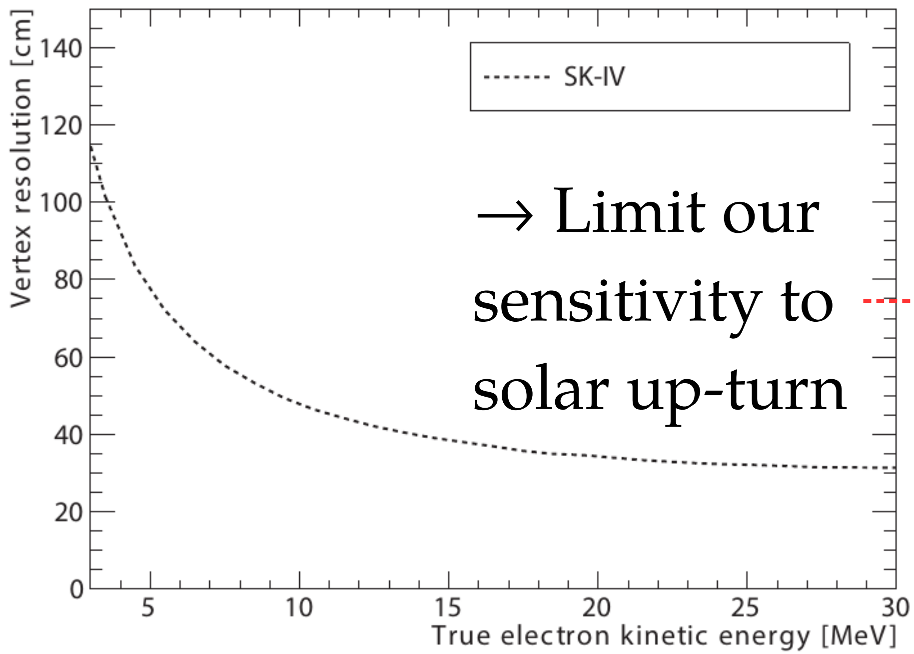
$$\boxed{L(\vec{d}) = \sum_{i}^{N_{30}} \log\left[f(\cos\theta_{\mathrm{dir},i}, E)\right] \times \frac{\cos\theta_i}{a(\theta_i)}}$$

- Momentum inferred from the total number of hits deposited in the detector & in-time wrt vertex.

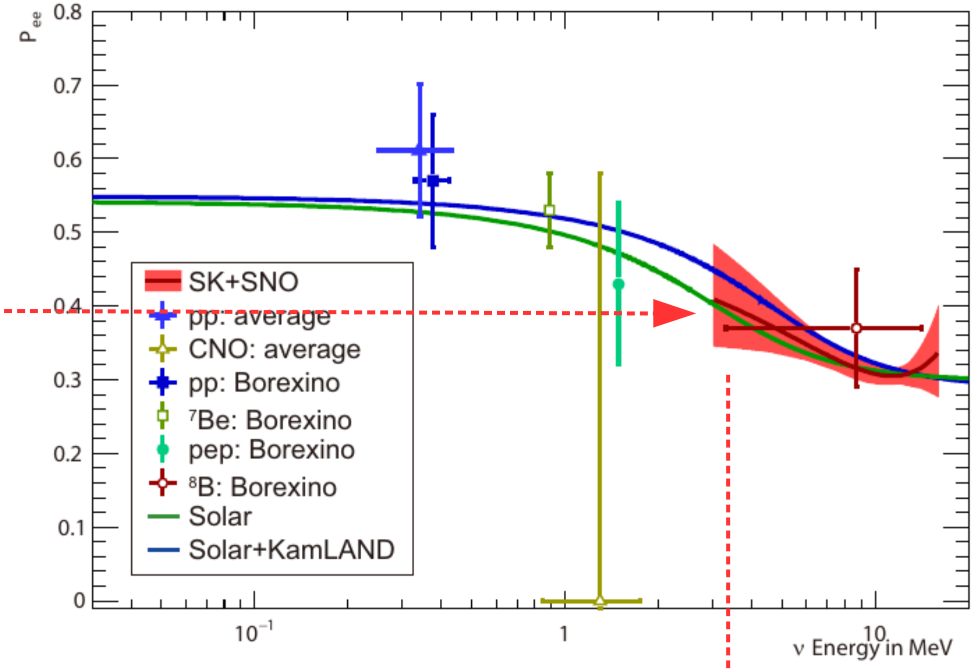


Performances in SK and impact on upturn

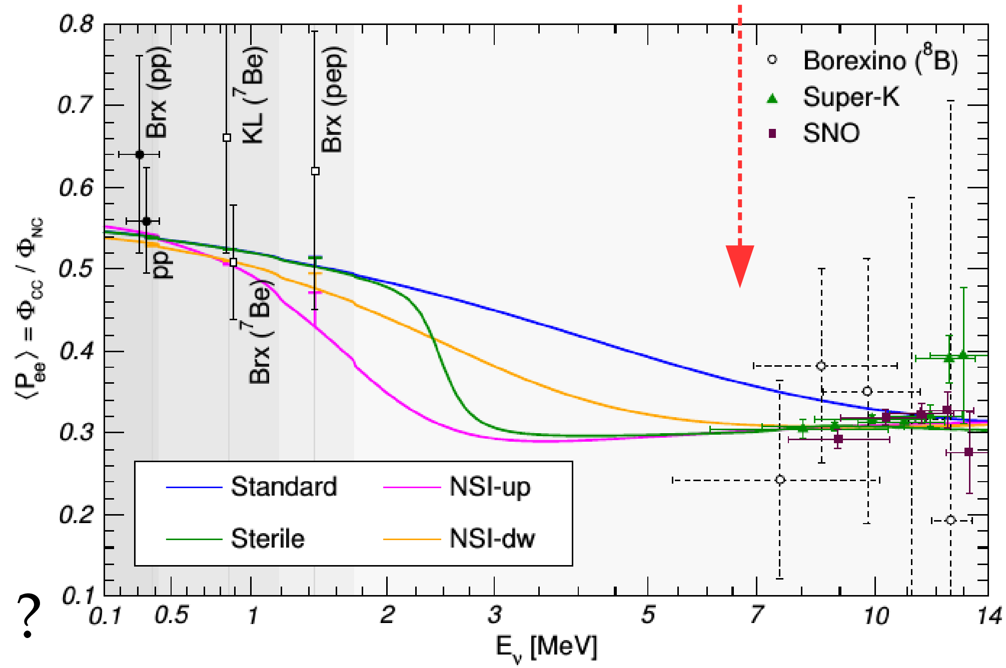
- Vertex resolution in SK : Reconstruction threshold @3 MeV



→ Limit our sensitivity to solar up-turn



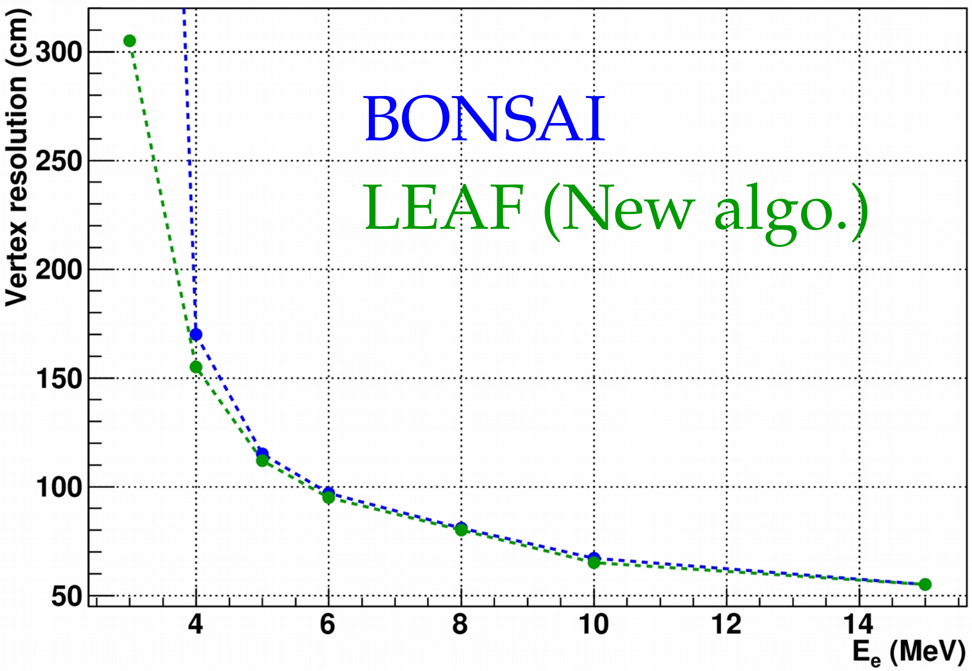
- Up-turn determination :
  - Solar parameter measurement.
  - Light sterile ν ?
  - Non-standard interaction in the dense core of the Sun



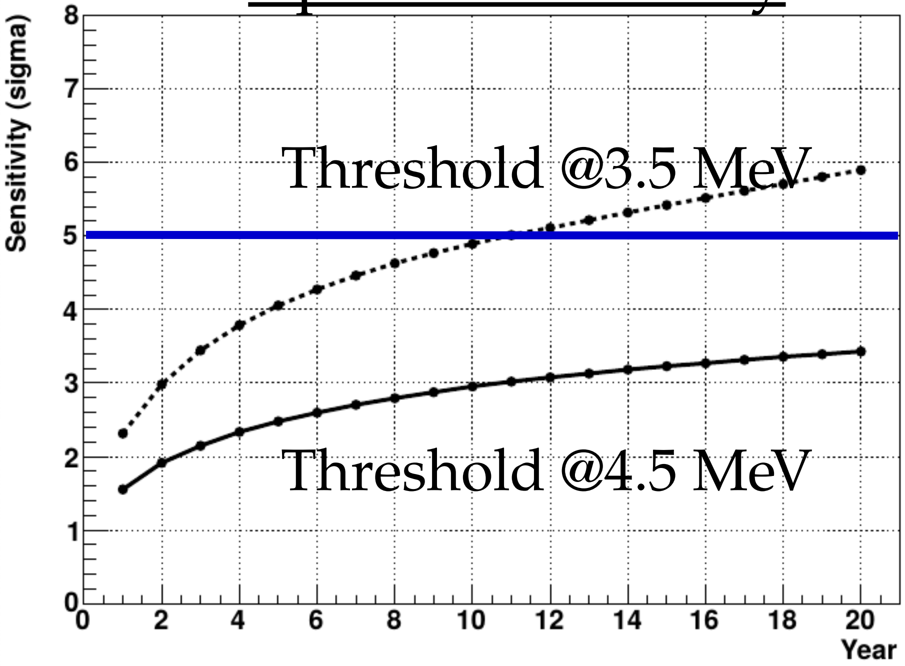
- Can we do equal or better in HK ?

Performances in HK

- BONSAI ported to HK → At the moment, E threshold ~4.5 MeV/c²



Up-turn sensitivity



- Limited sensitivity in upturn determination due to mis-tuning

⇒ Ported BONSAI → LEAF (C++) based on MINUIT minimizer

→ More flexible & improved : ↓ E threshold to @3-3.5 MeV.

→ Work-in progress to reach 2 MeV, using LEAF.

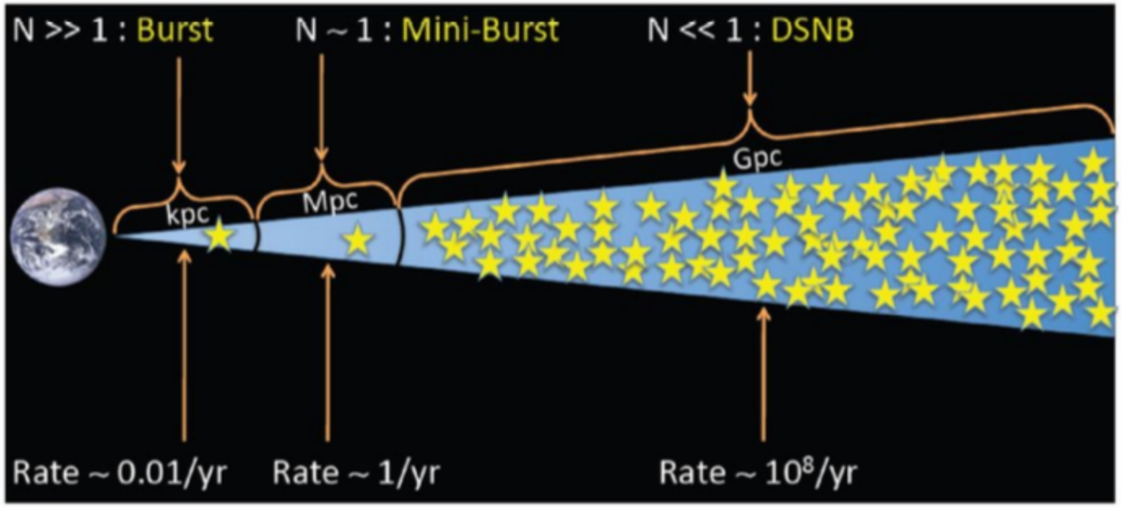
→ Real data will likely be even more tough → Prepare for it.

- ML-based algorithm are also developed.

III. DSNB search and n-tagging

Diffuse Supernovae Neutrino Background

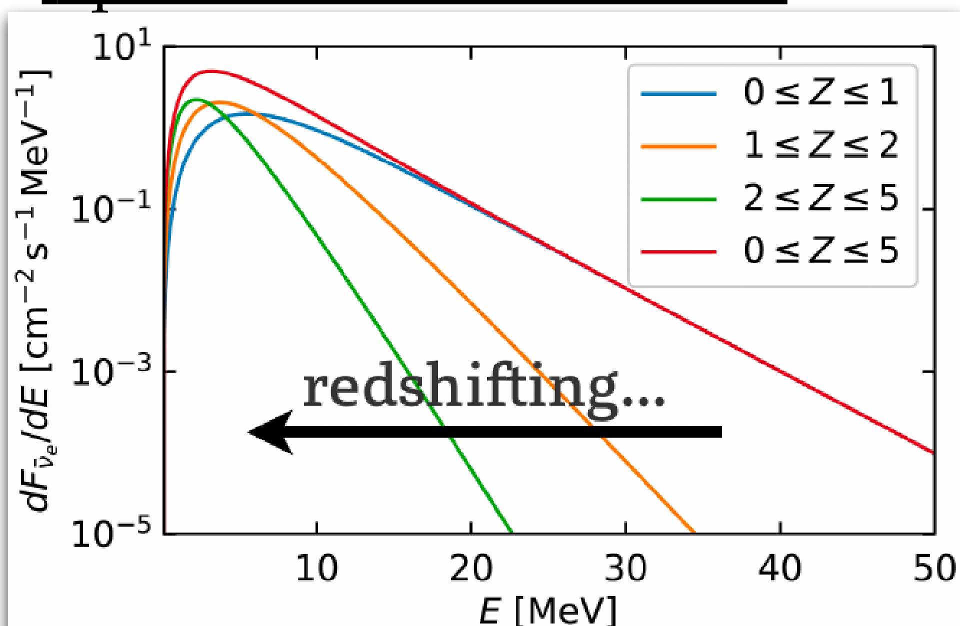
- Background from ν emitted by all SN from the start of the universe.

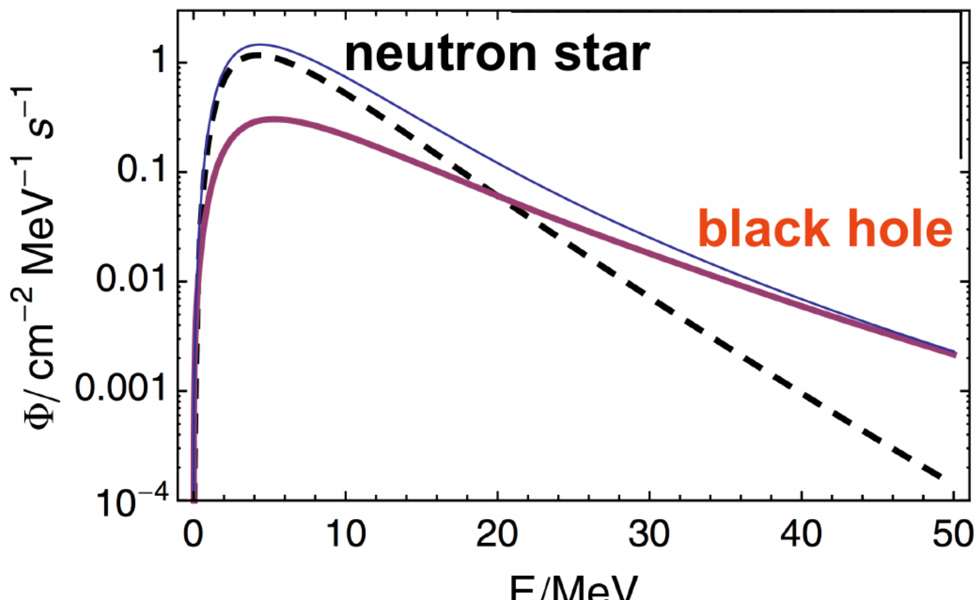


- 1 SN/s in observable universe
  → Constraint SN spectra.
  → But also, cosmic star history !

- Spectrum determination : Low energy ↔ Probe older stars

S.Ando et al., Prog. Jpn. Acad., Ser. B, Phys. 99(2023) 10

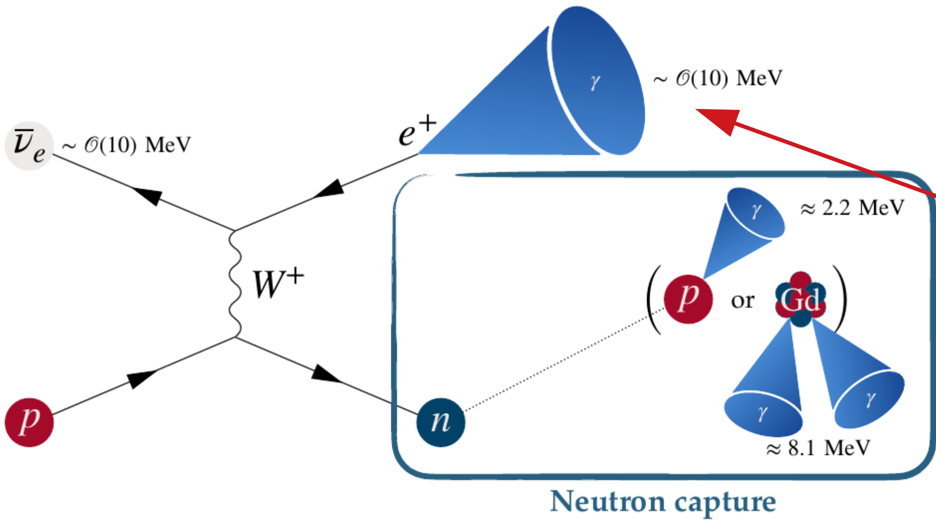




- SK-Gd, then JUNO & HK are the pioneer experiments of this domain !

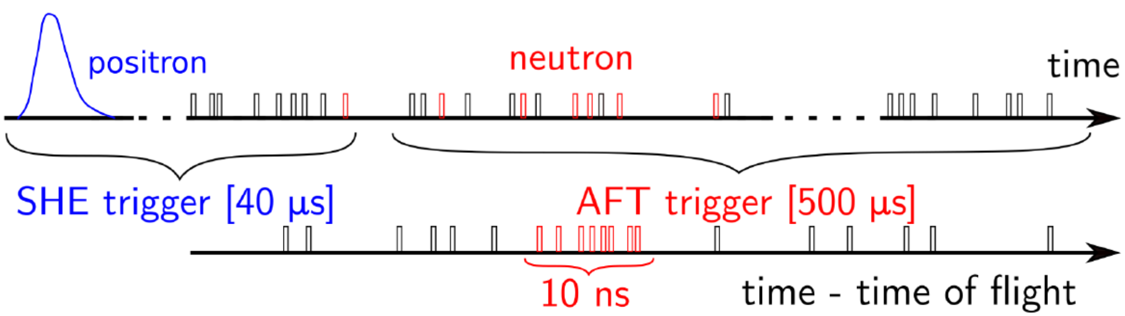
Detection method & neutron tagging

- How to identify DSNB as we expect ~3 events/year in SK… ?



- Uses the ν_e IBD channel…
- .. and rely on coincident detection of prompt positron and late neutrons.
  → Neutron capture on H or Gd.
- How to identify neutrons ?

- Search neutrons in a 500 µs time window after the trigger [-5, 35 µs] :

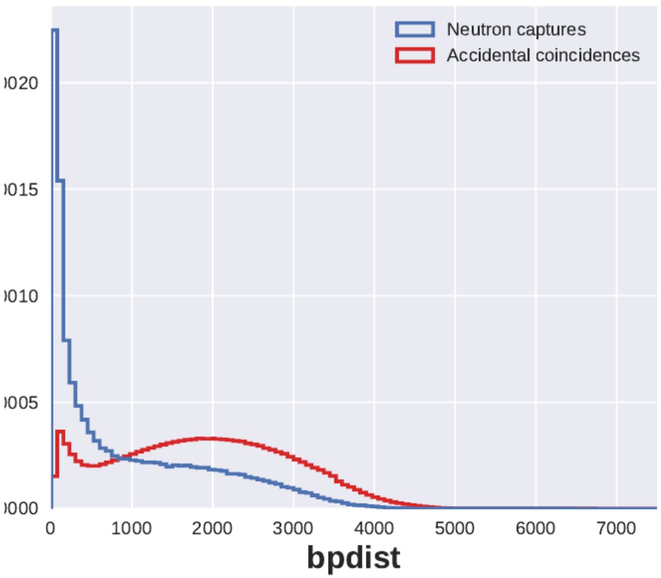


	H-capture	Gd-capture
γ energy	2.2 MeV	8 MeV
Capture time λ	205 µs	30 µs

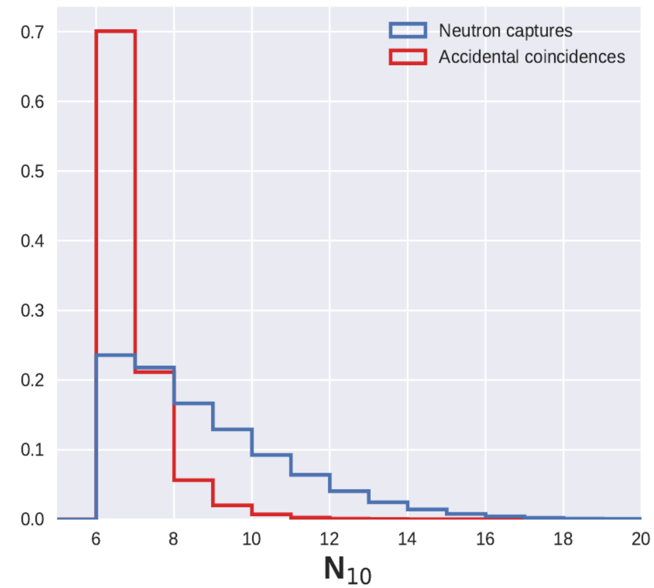
- How to eliminate remaining background after prompt+late detection ?

DSNB reconstruction in SK

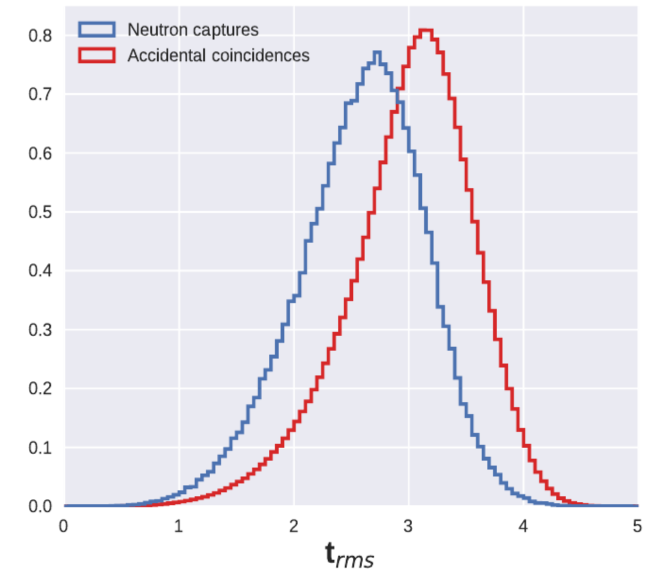
- <u>22 variables in total :</u> Reconstruct neutron vertex using BONSAI/LEAF.



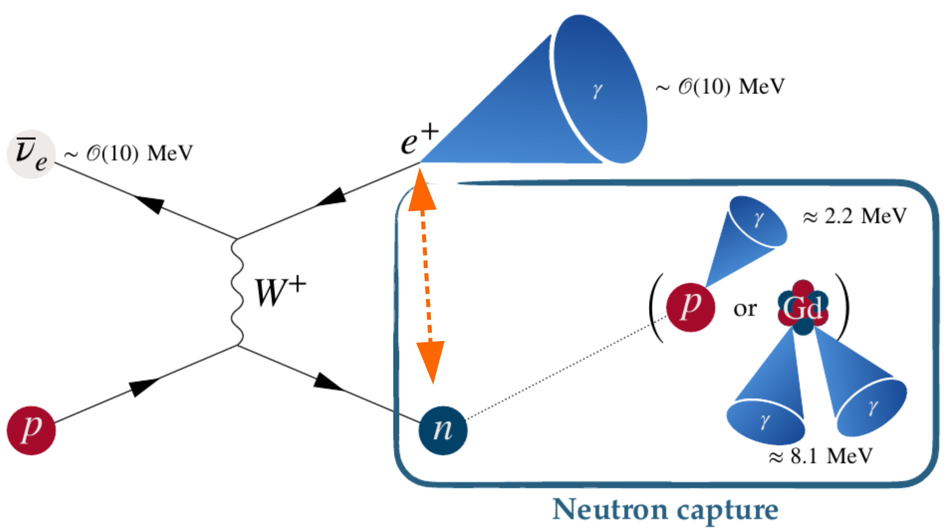
Distance between e+ & n vertex

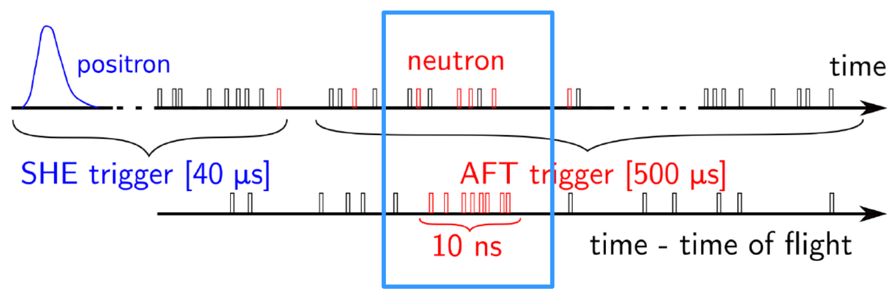


Number of hits in ±10ns around n-vertex



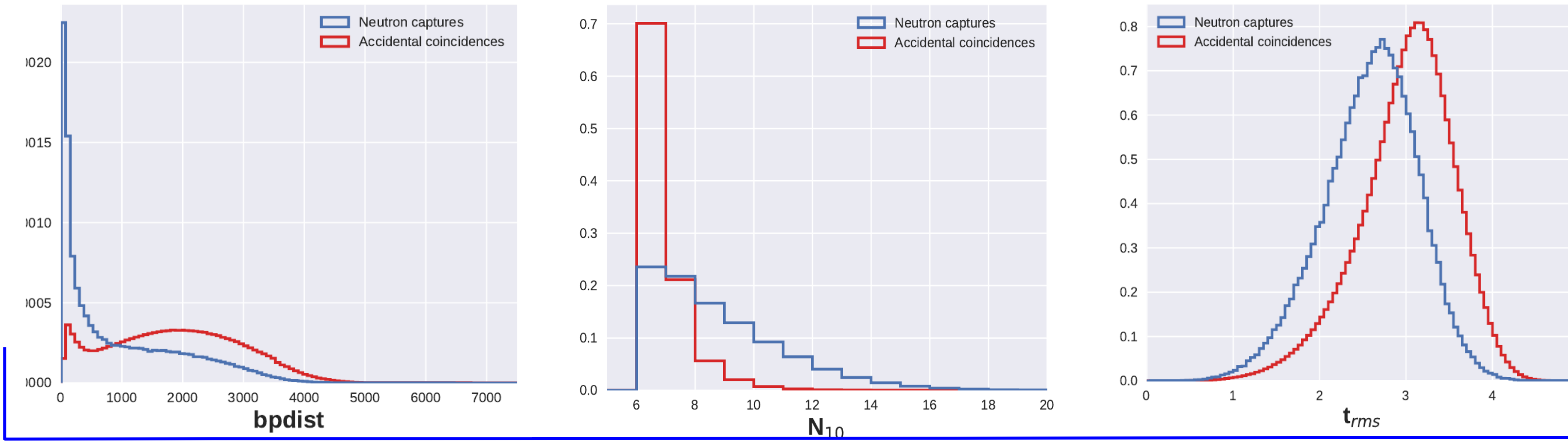
Time spread of hits around e+ vertex



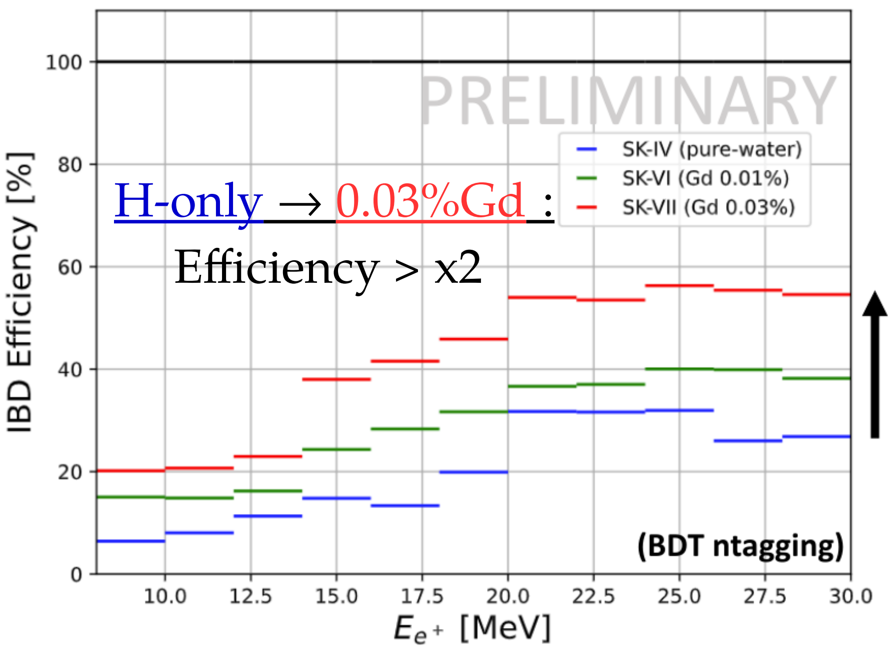


DSNB reconstruction in SK

- How to eliminate remaining background after prompt+late detection ?



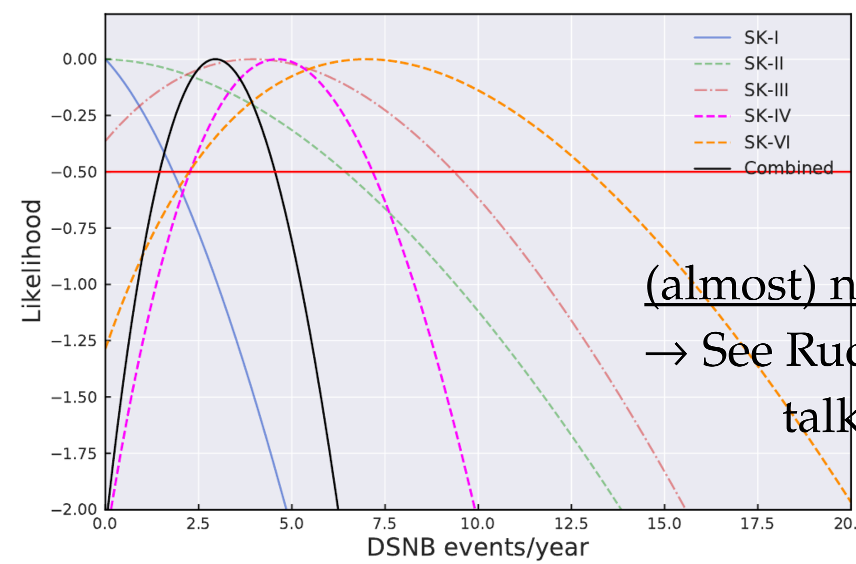
Boosted Decision Tree & Neural Network



H-only → 0.03%Gd :

Efficiency > x2

World-leading results on DSNB search

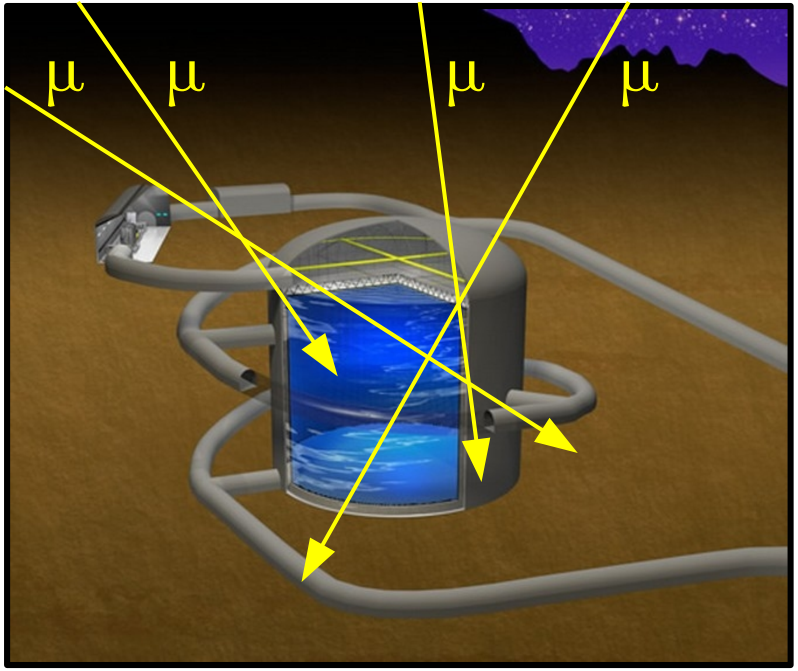


(almost) no spoil

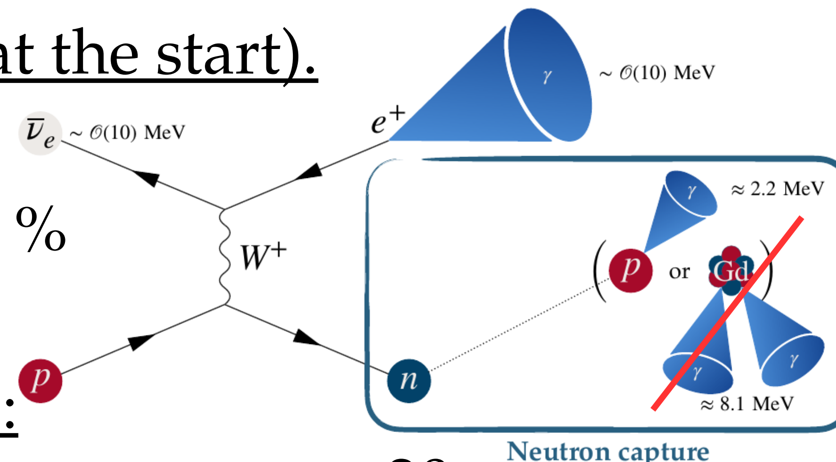
→ See Rudolph's talk

DSNB search in HK

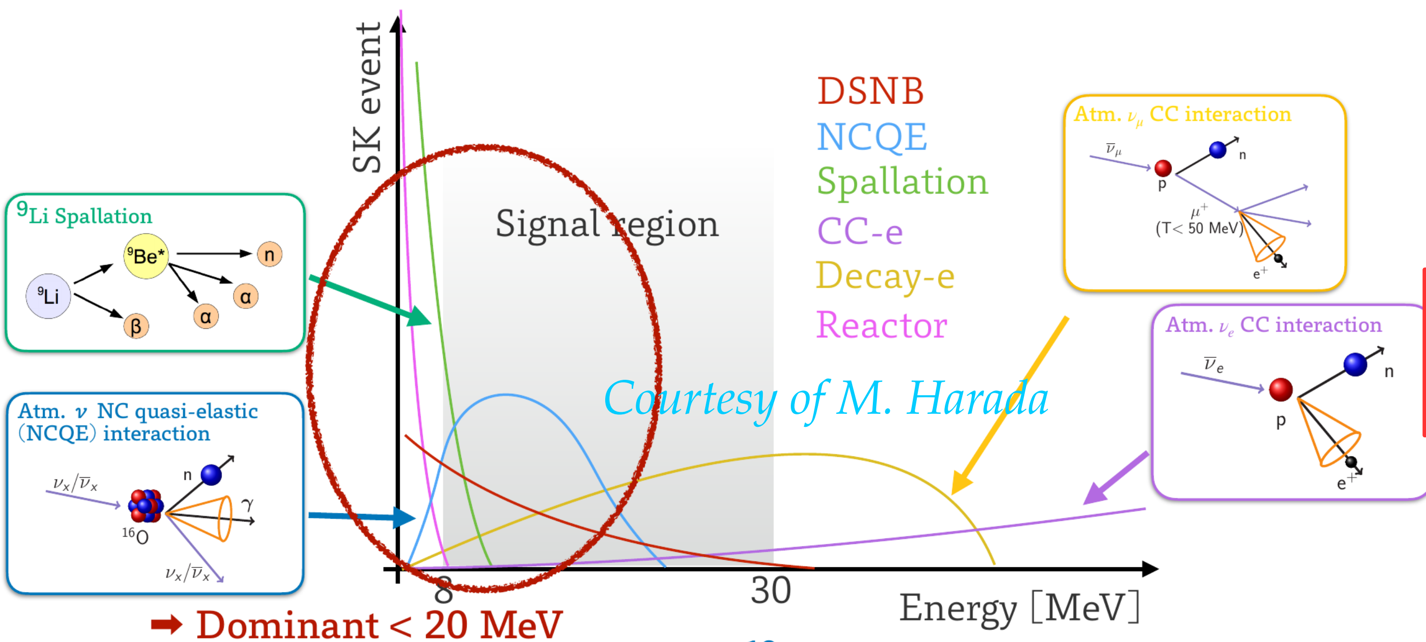
- Hyper-K, though having 8x larger volume, will have several limitations



- <u>Water only (at the start).</u>
  → Efficiency
  ↓ 50 % → 25 %
- <u>Overburden :</u>
  1000 mwe → 650 mwe.
- Larger surface



⇒ 20x more spallation

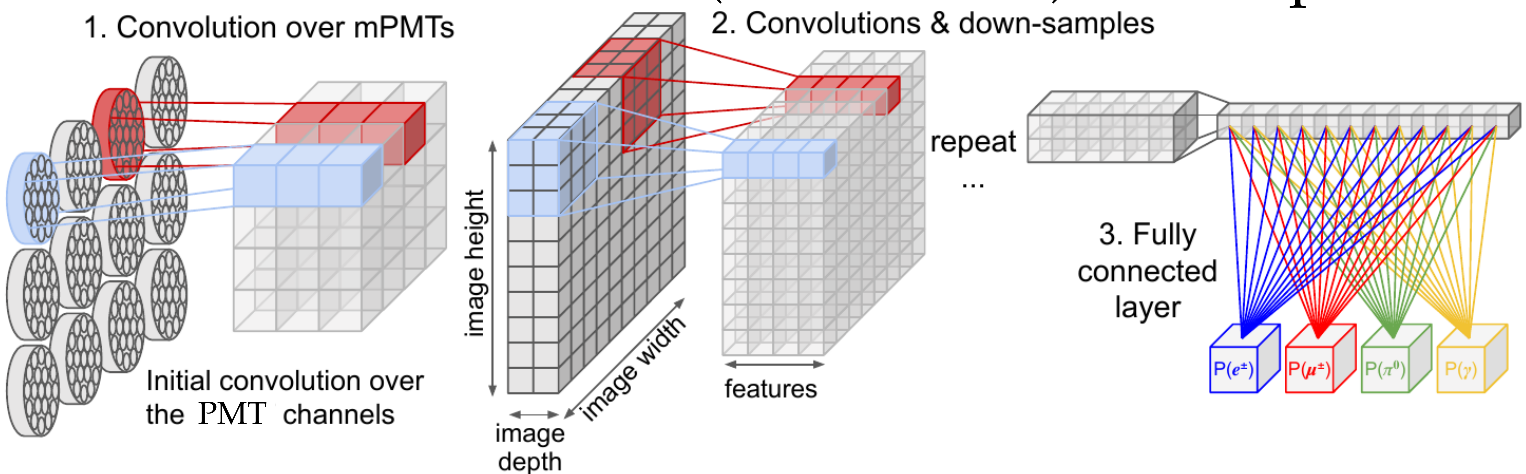


<u>Need to urgently step up in :</u>

- ↑ neutron detection efficiency on H.
- ↑ spallation model & identification cut

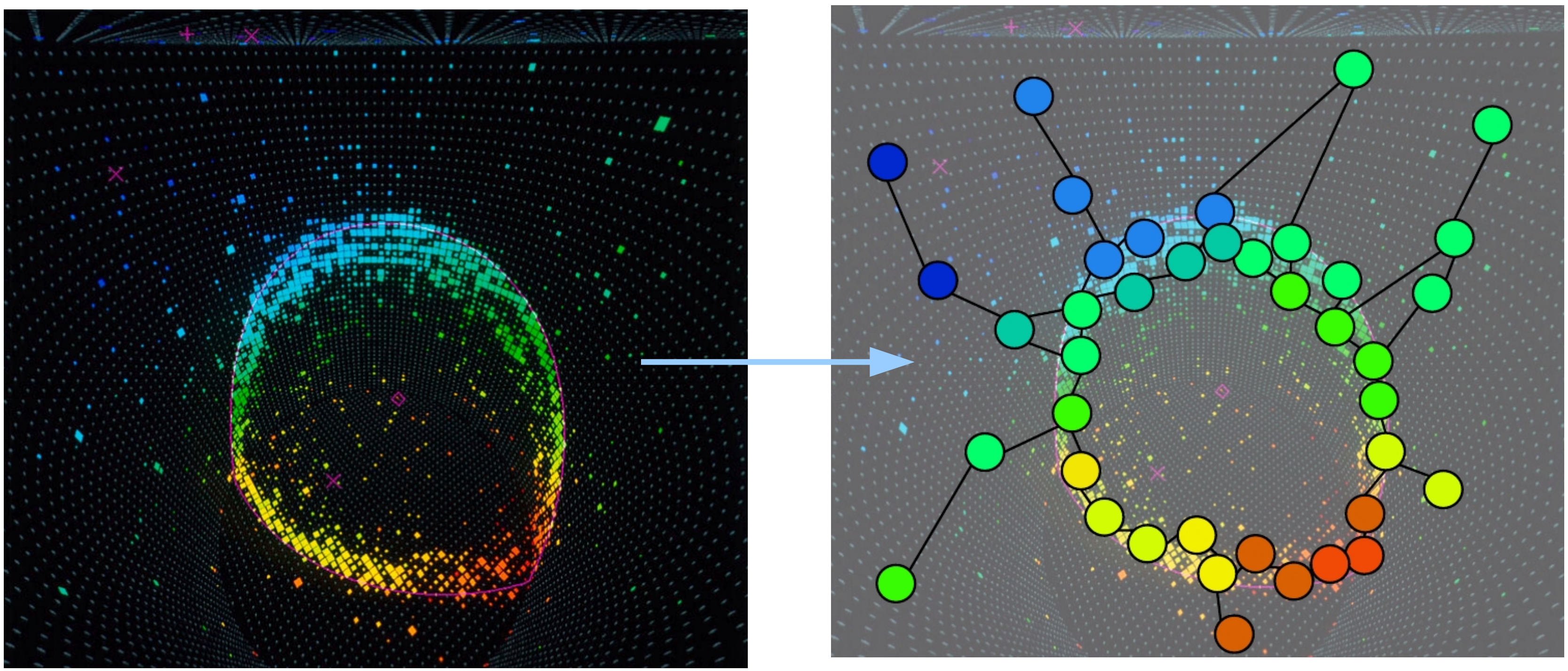
ML-based reconstruction

- Convolutional neural networks (WatChMaL) → Not presented today.



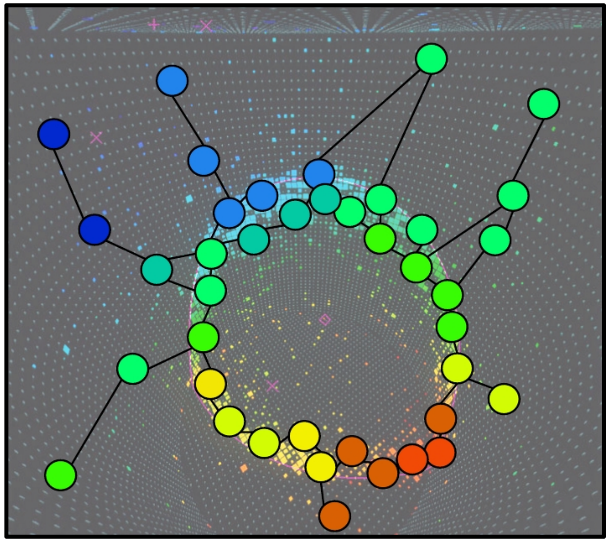
- Graph neural networks [aka GNN] (CAVERNS-WatChMaL)

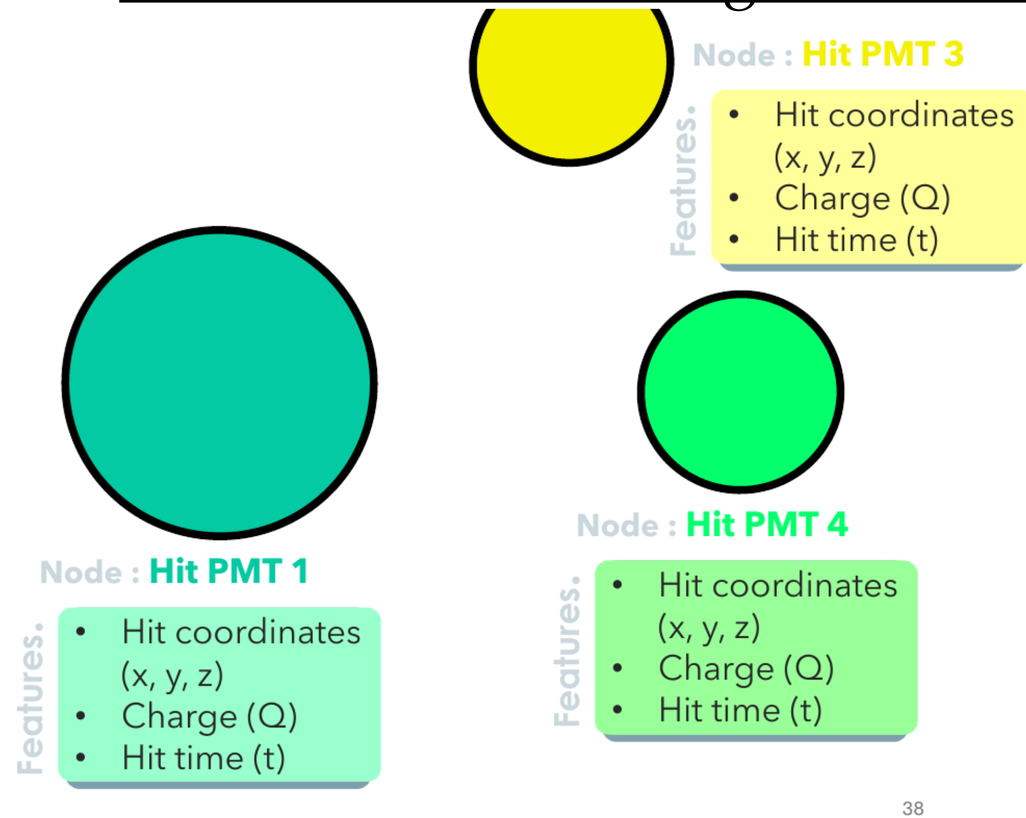
  → Rely on node & edges : Each hit PMT = a node of the GNN.



Basic principles of GNN

- Use hit PMT informations (position, hit charge&time) to construct a Graph i.e. a connected array of PMTs → <u>To reconstruct the ring or vertex.</u>





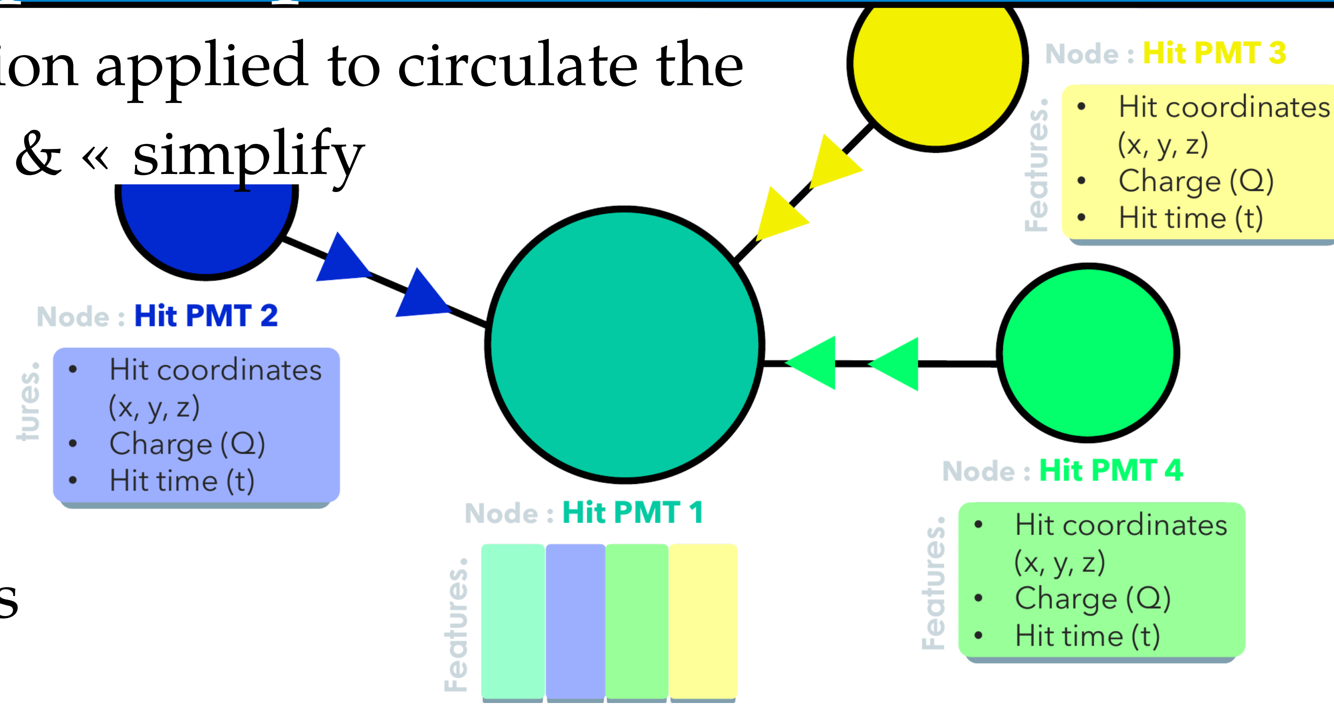
- <u>How to connect the PMTs ?</u>

1. Based on their spatial proximity ?
→ Clear image of a ring.
2. Based on their « charge deposit » proximity ?
3. Based on their hit time proximity ?
→ Great to reconstruct vertex through triangulation.
4. All at once ?

→ Answers depends on the task we wish to accomplish.

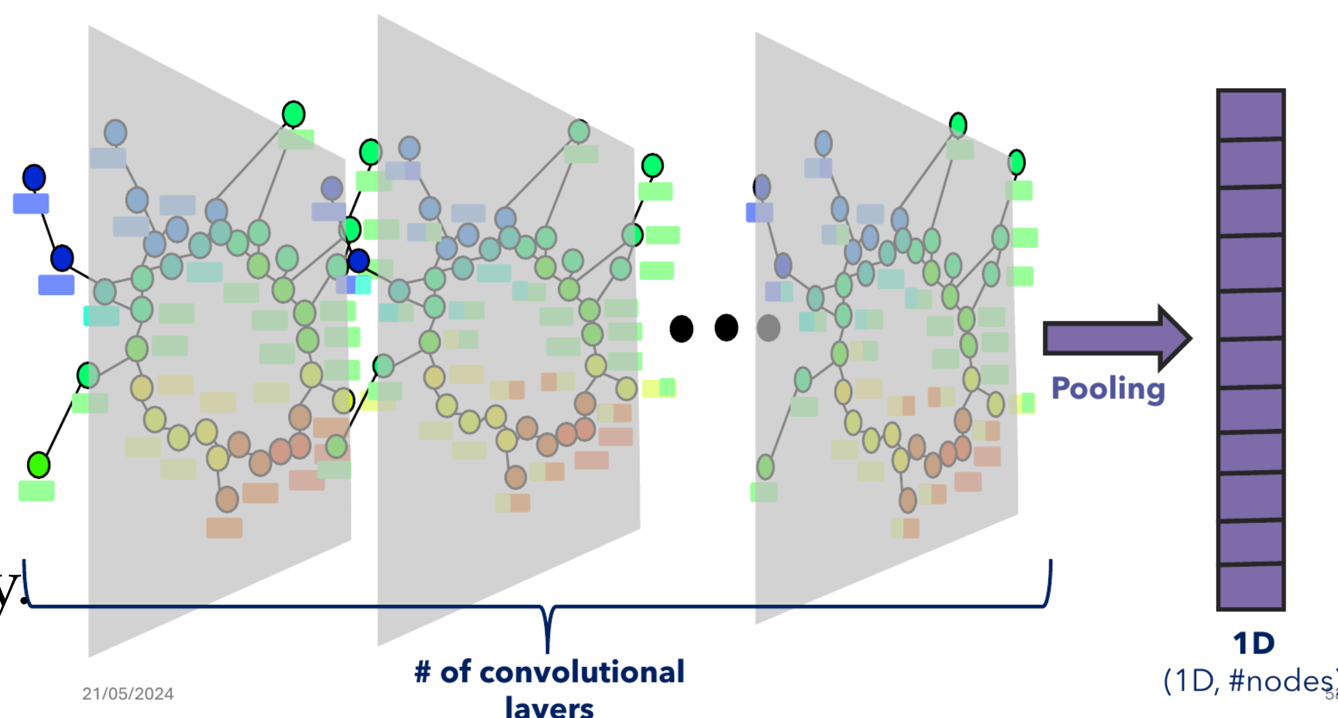
Basic principles of GNN

- Aggregation + Convolution applied to circulate the information along nodes & « simplify it » using convolution.
  = a convolutional layer



- To optimise : number of connected nodes & layers should be optimized.
  → Problem dependent.
  → Optimized it through minimum gradient descent.

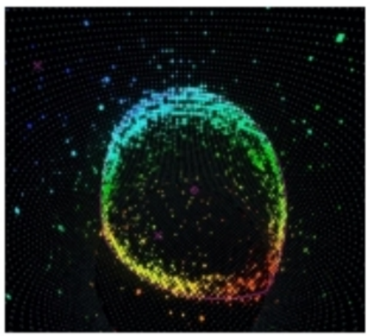
- Graph output is then aggregated in a 1D array.

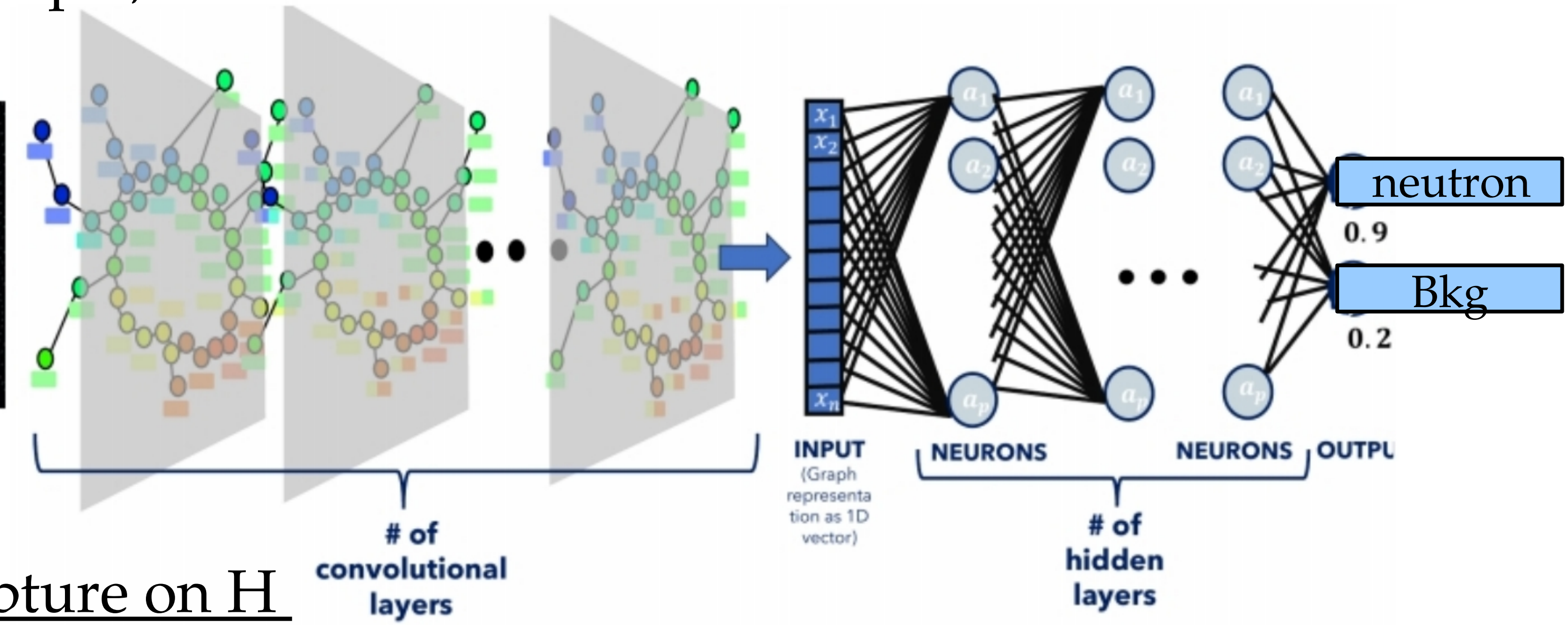


Classification using GNN

- <u>A multi-layer perceptron basically does the final classification task</u>

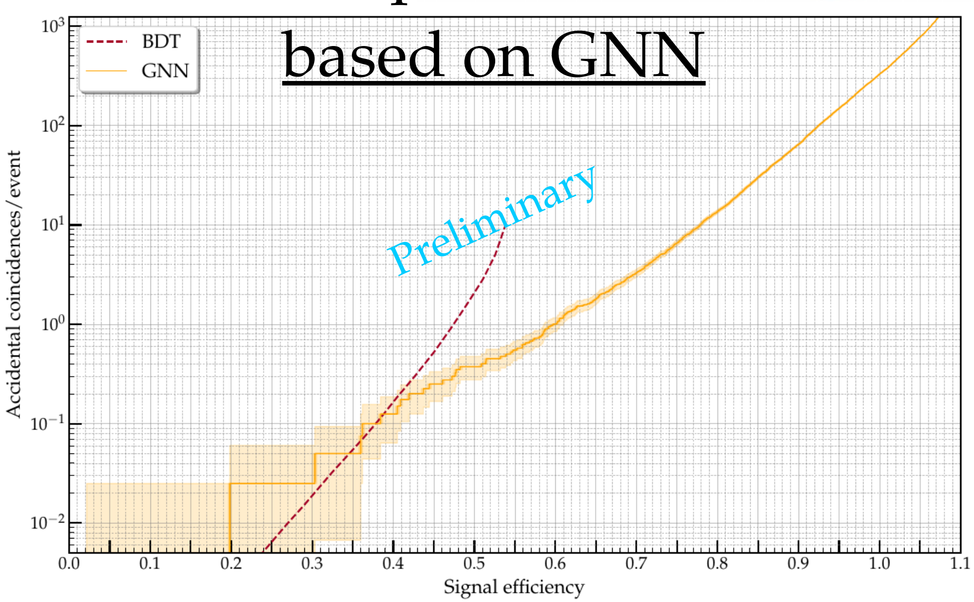
  → In our example, the neutron identification





<u>n-capture on H</u>

<u>based on GNN</u>



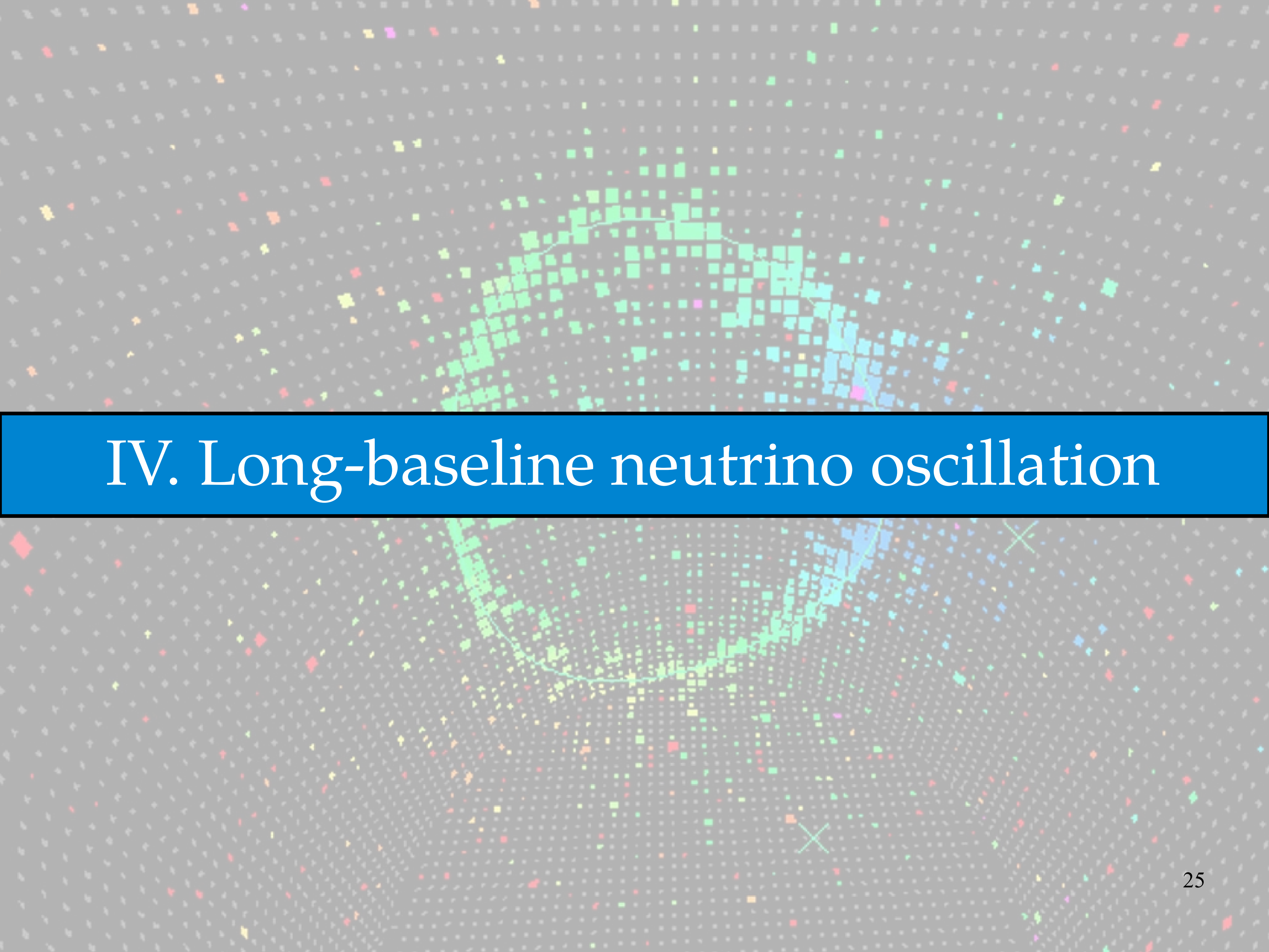
- <u>High background acceptance :</u>

  GNN signficantly outperforms BDT (+20%).

- <u>Low background acceptance :</u>

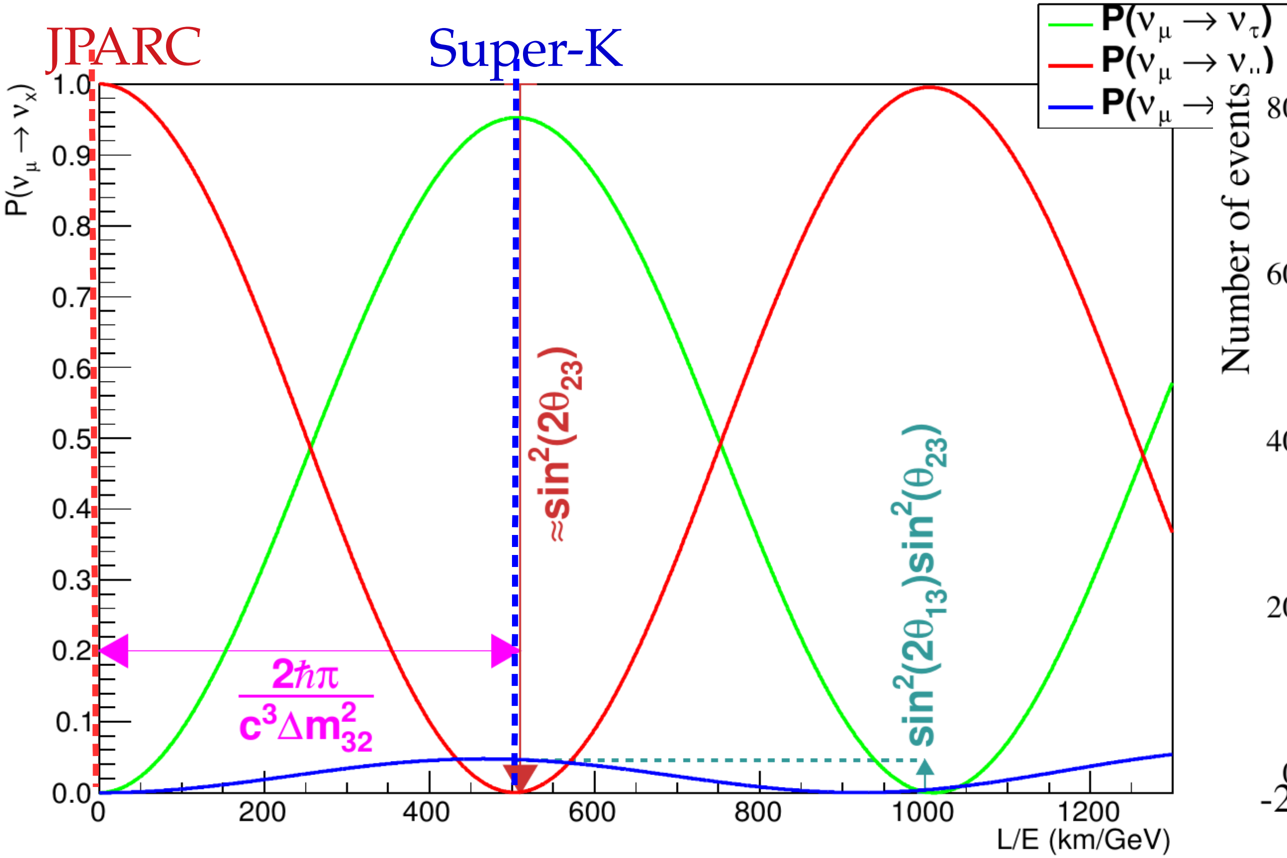
  GNN performs same as BDT.

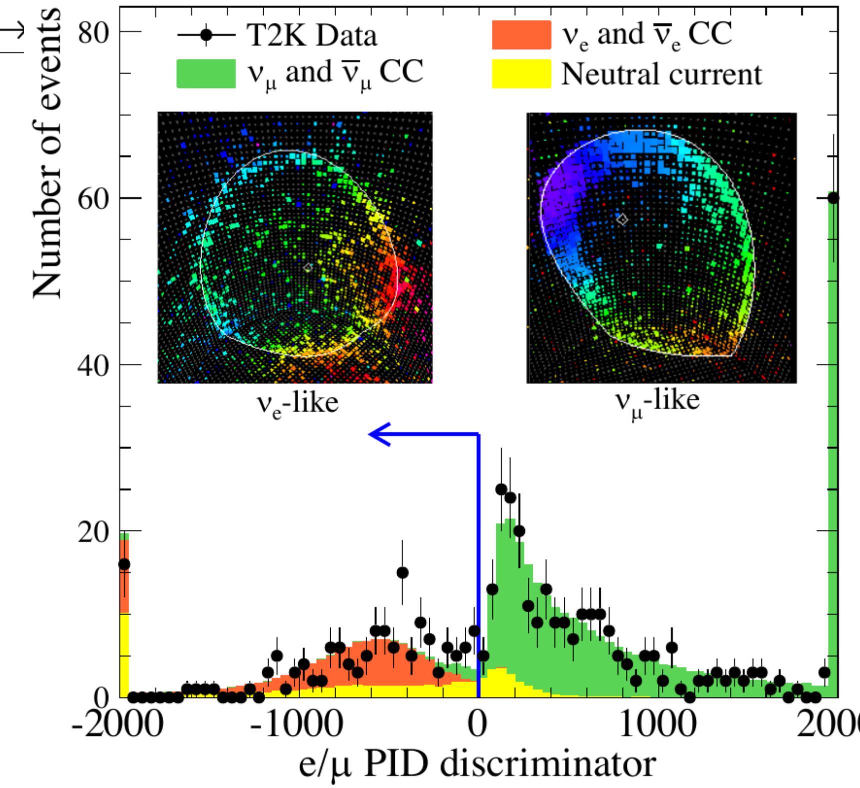
  → Starting and on-going effort.



IV. Long-baseline neutrino oscillation

Long-baseline experiment

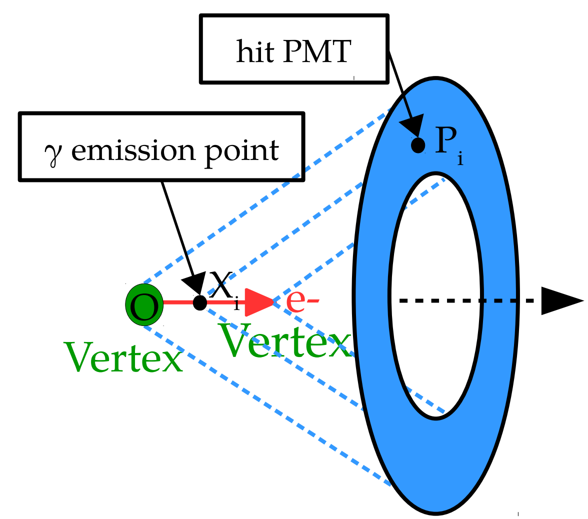




- Need to reconstruct : detected flavour (ν_e/ν_μ) & E.
- Particles cross several meters while emitting Cherenkov light :

  → Not point-like source & correlated parameters.

  → Momentum can be reconstructed using total charge &/or ring-width



FiTQun high-energy algorithm

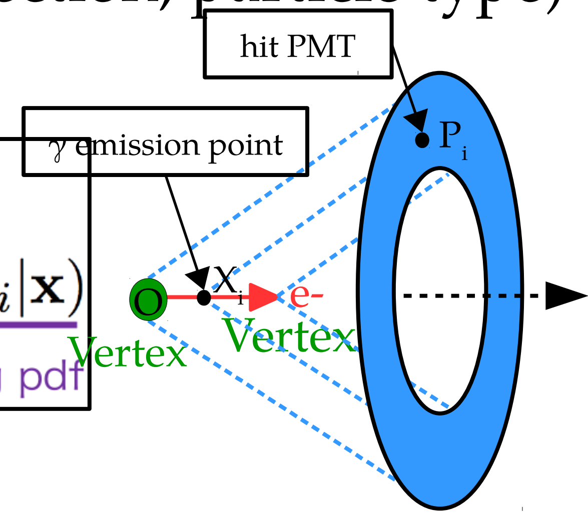
- Simulatenous fit of **8 parameters** using all PMTs charge&time:

  $\{X\}_i$ = (vertex position, vertex time, momentum, direction, particle type)

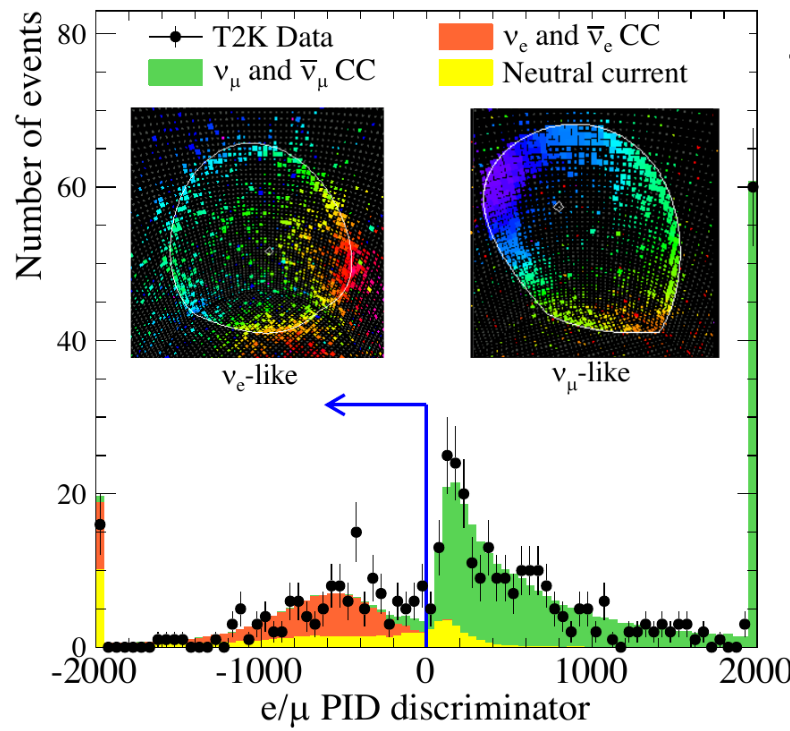
- Likelihood-based fitter :

PMT unhit probability — PMT hit probability — PMT charge pdf — PMT timing pdf

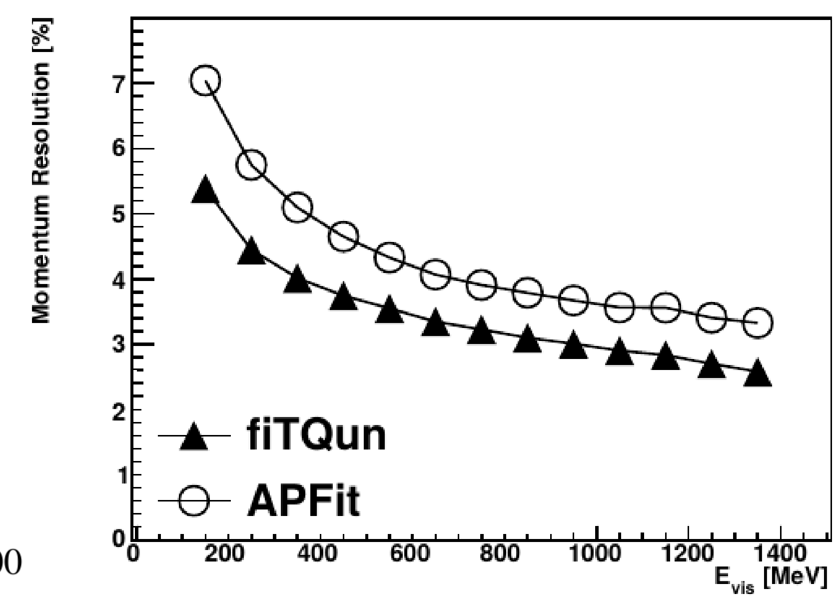
$$L(\mathbf{x}) = \prod_j^{\text{unhit}} \underbrace{P_j(\text{unhit}|\mu_j)}_{\text{PMT unhit probability}} \prod_i^{\text{hit}} \underbrace{\{1 - P_i(\text{unhit}|\mu_i)\}}_{\text{PMT hit probability}} \underbrace{f_q(q_i|\mu_i)}_{\text{PMT charge pdf}} \underbrace{f_t(t_i|\mathbf{x})}_{\text{PMT timing pdf}}$$

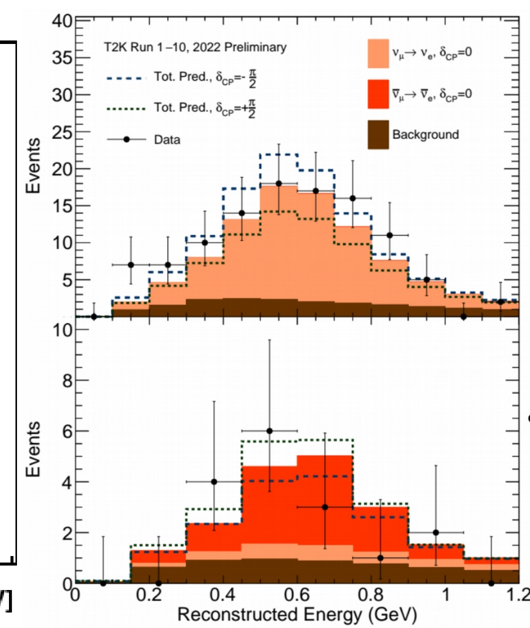


- Excellent e/μ separation (mis-ID < 1%)

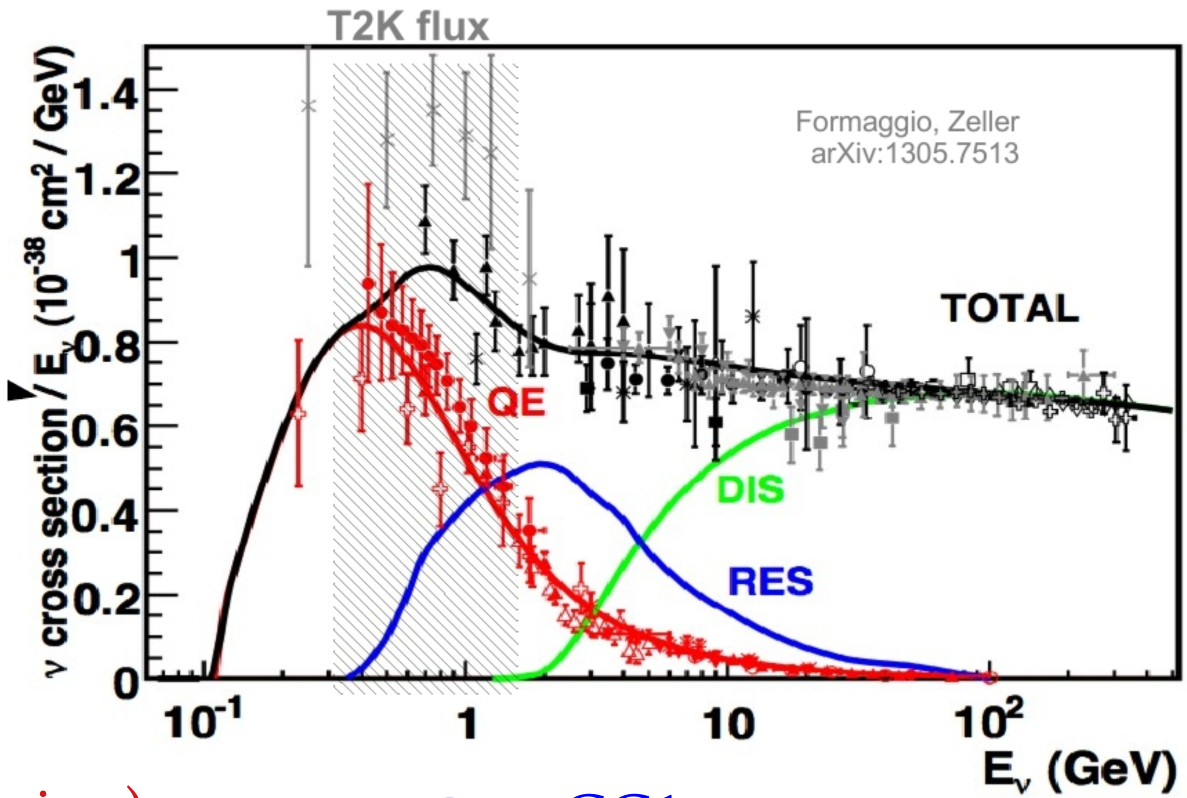


& momentum resolution (<4 % for e-)



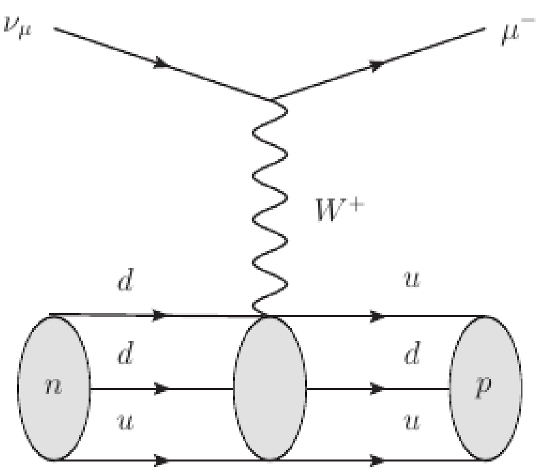


Multiple ring reconstruction



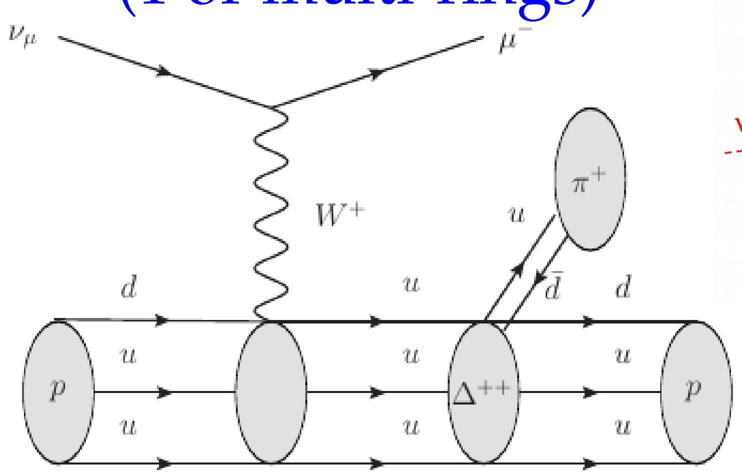
<u>CCQE (1 ring)</u>

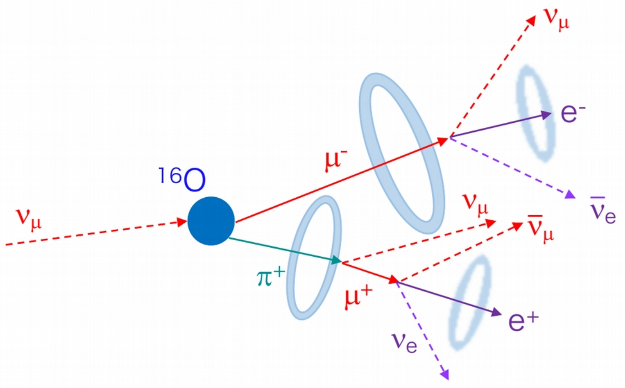
dominant channel



<u>CC1π</u>

(1 or multi-rings)

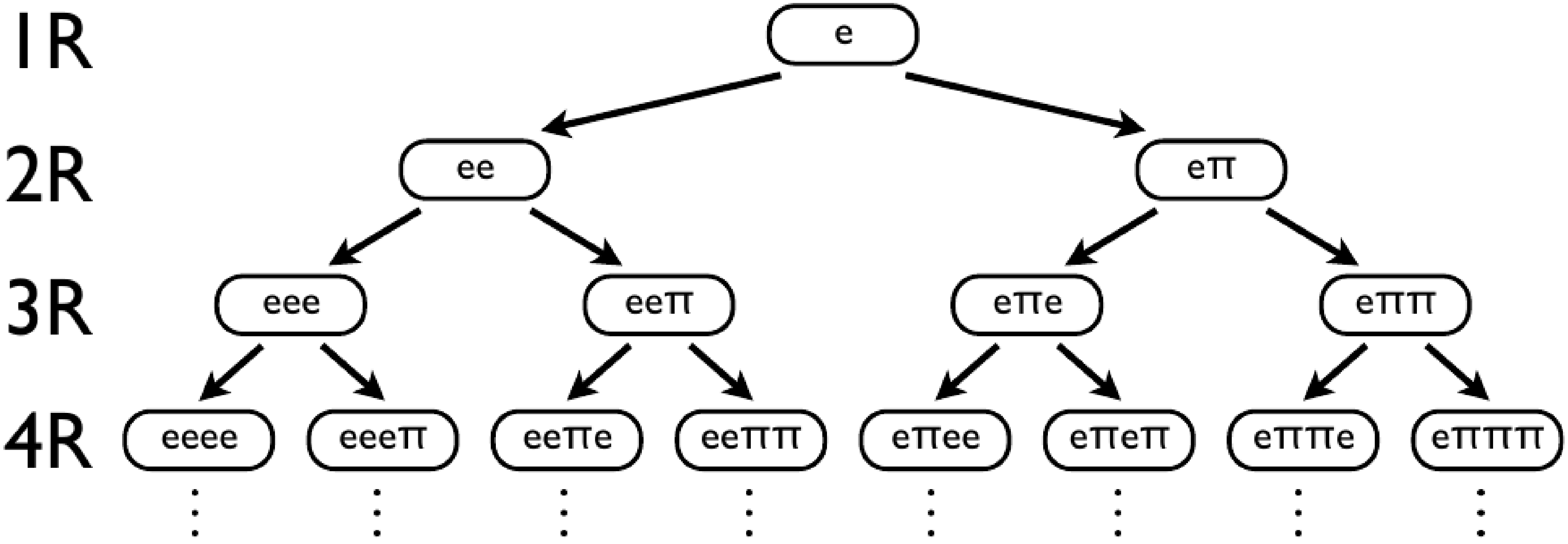




How the new ring is accepted / rejected

Let's assume that the real event is e+π

1. First ring fitted as e-like & π-like (π-like not shown here)

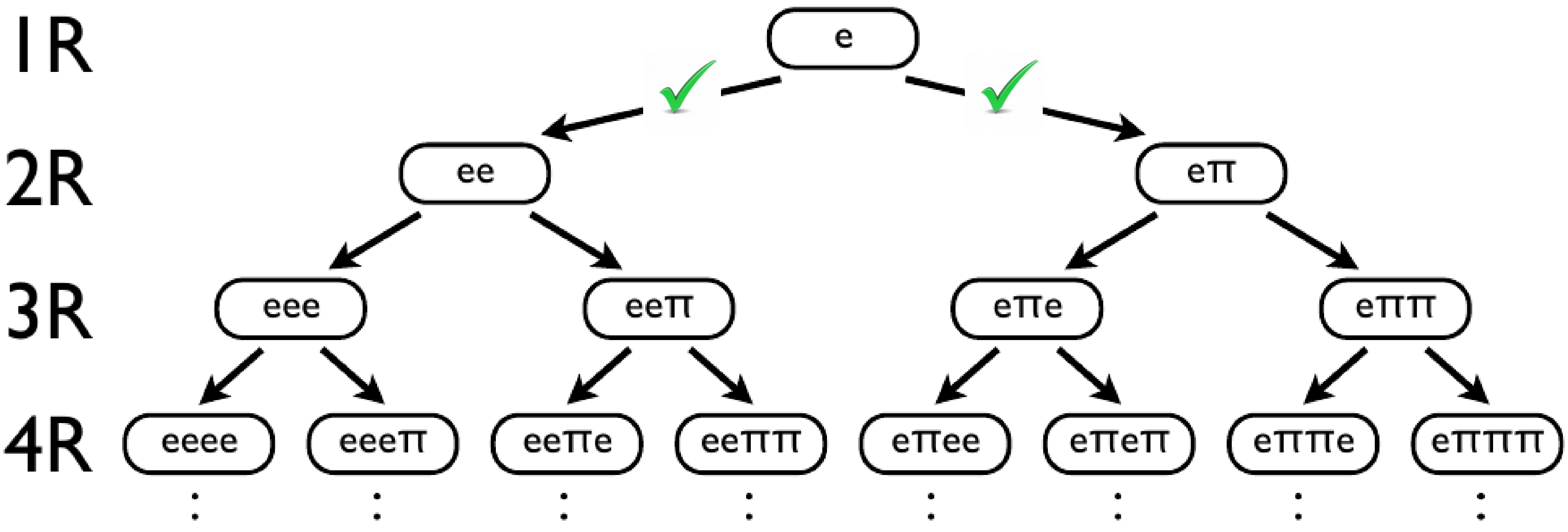


How the new ring is accepted / rejected

Let's assume that the real event is e+π

1. First ring fitted as e-like & π-like (π-like not shown here)
2. Let's focus on 1st ring e-like. 2nd ring fitted as e-like & π-like

→ Let's assume both hypotheses pass the cut (Likelihood improved)



How the new ring is accepted / rejected

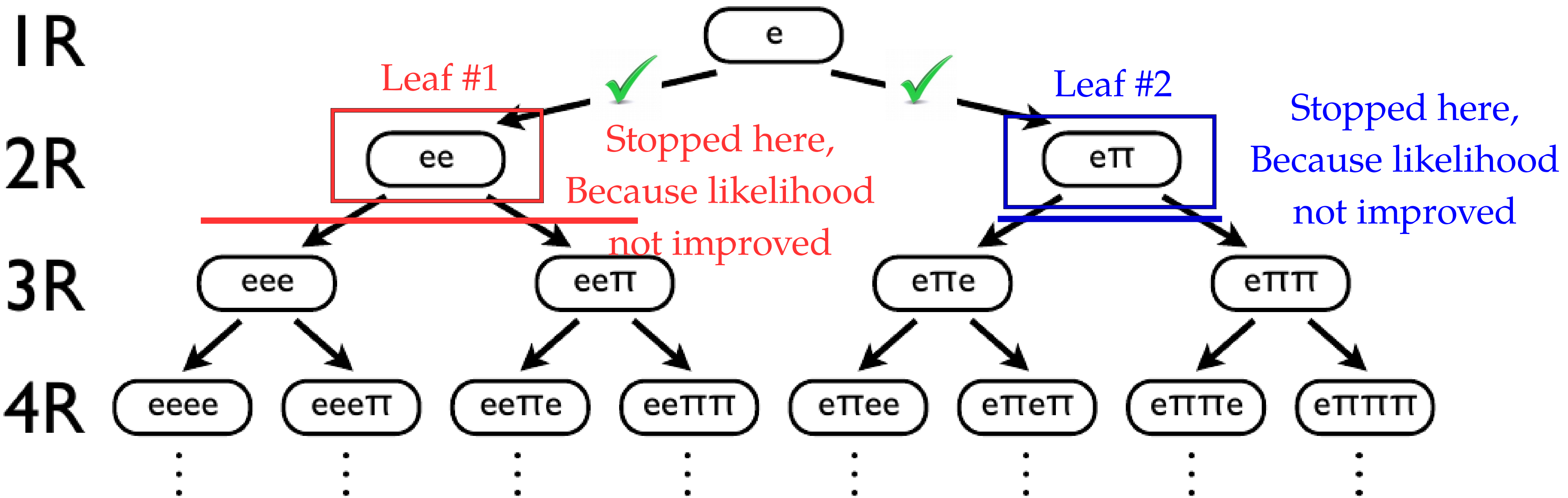
Let's assume that the real event is e+π

1. First ring fitted as e-like & π-like (π-like not shown here, but same).
2. Let's focus on 1st ring e-like. 2nd ring fitted as e-like & π-like

→ Let's assume both hypotheses pass the cut (Likelihood improved)

3. 3rd ring is fitted as e-like & π-like

→ Let's assume that no 3 ring hypothesis pass the cut.



→ The fit is stopped here.

How the new ring is accepted / rejected

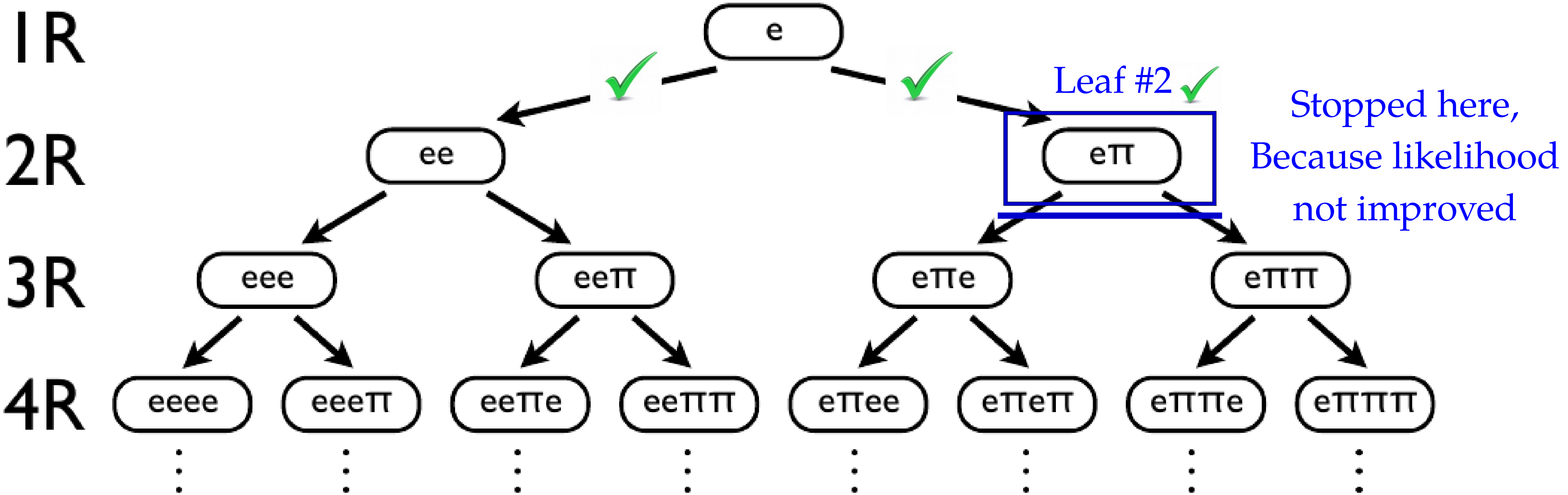
4. <u>The Likelihood of the 2 leaves are compared</u>

→ The higher becomes the fit result.

→ If everything works well, the winner should be Leaf #2.

5. Note that we have not shown the graph where 1st ring is π-like

⇒ More leaves in this case in reality ⇒ Very time consuming !



High-energy reconstruction in HK

- fiTQun is powerful and has been ported to HK… but is relatively slow

	1 ring e/μ	1 ring e/π0	Multi-ring atmospheric
CPU time / event	30s	50s	up to 600s

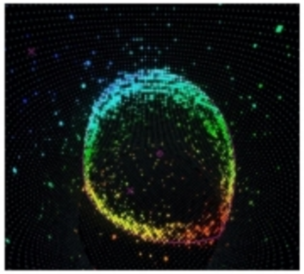
- For HK : aim to reach ≤ 1% stat. and syst. uncertainties

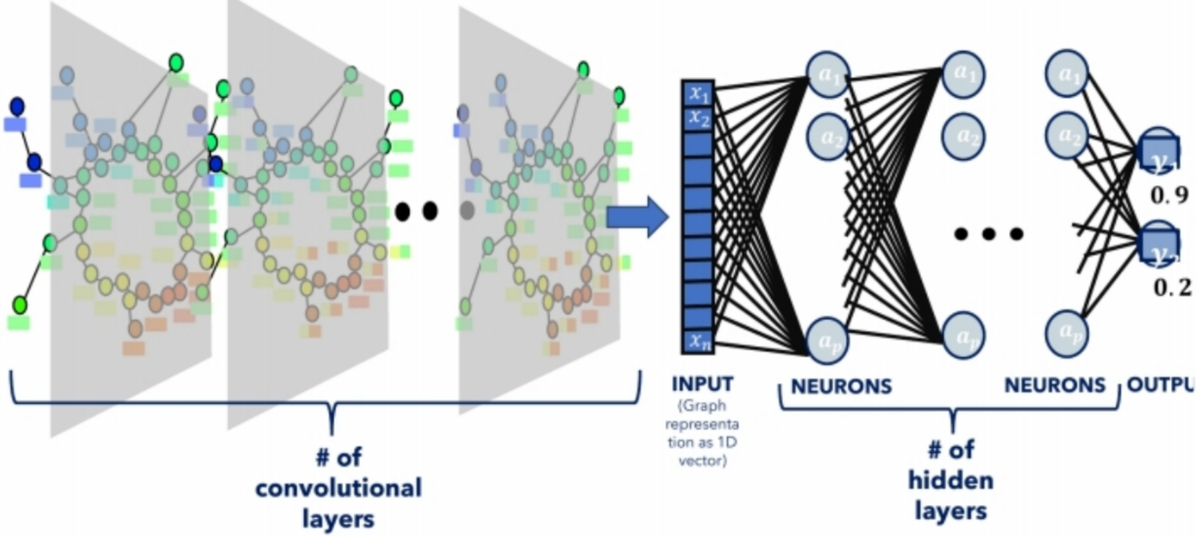
  ⇒ Huge data processing & large MC generation to constrain our syst.

  ⇒ Need a faster algorithm (and potentially more physics powerful).

- 3 efforts are on-going :
  - Improve fiTQun efficiency.
  - Port fiTQun to GPU : computation time ↓ by 12.
  - Machine learning development : CNN, Visual transformers, GNN

Work in-progress before officialization

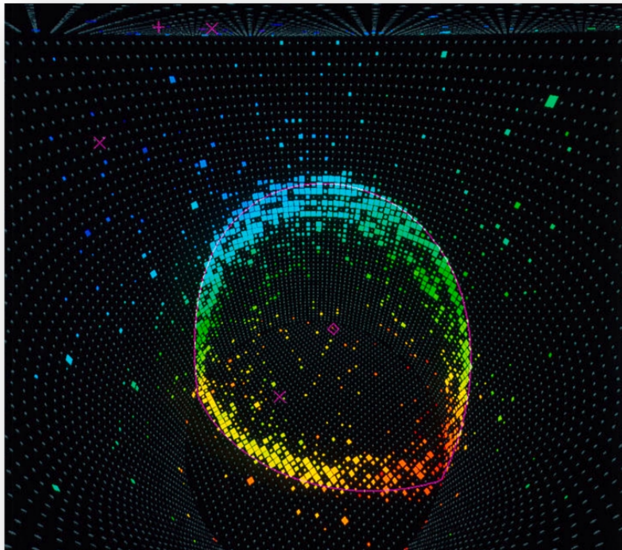




- PID e/μ
- PID e/π0
- E-reconstruction
- Vertex reconstruction

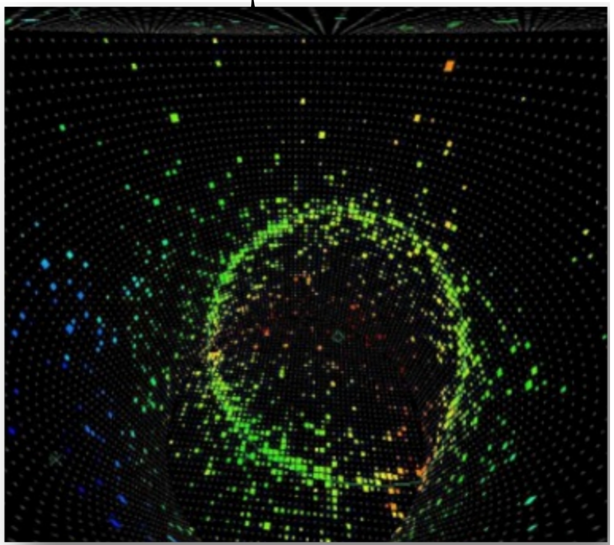
Basic classifier : e/μ separation

- <u>e/μ is THE SK most fundamental PID :</u> remove ν_μ from ν_e sample.



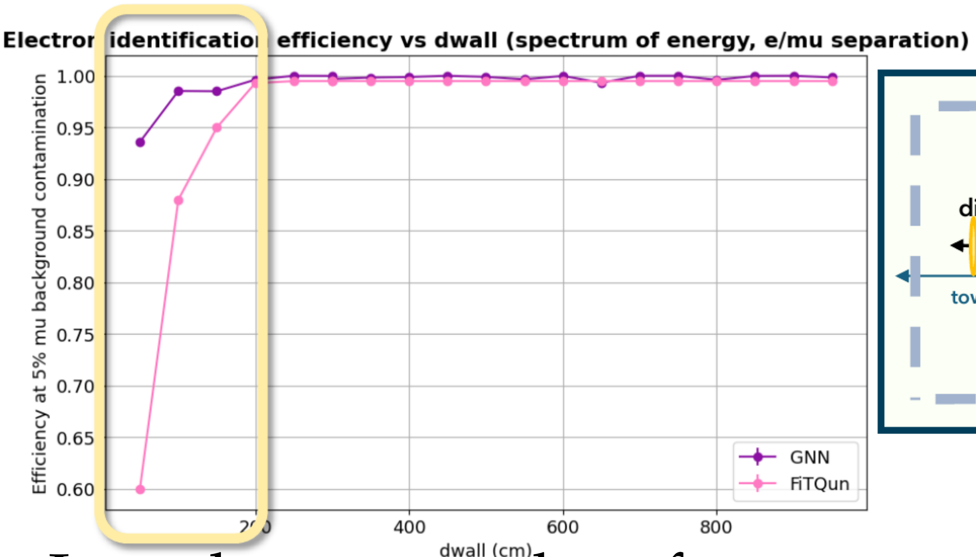
'05/2024

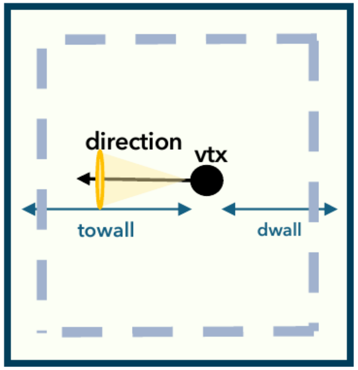
Sharp ring

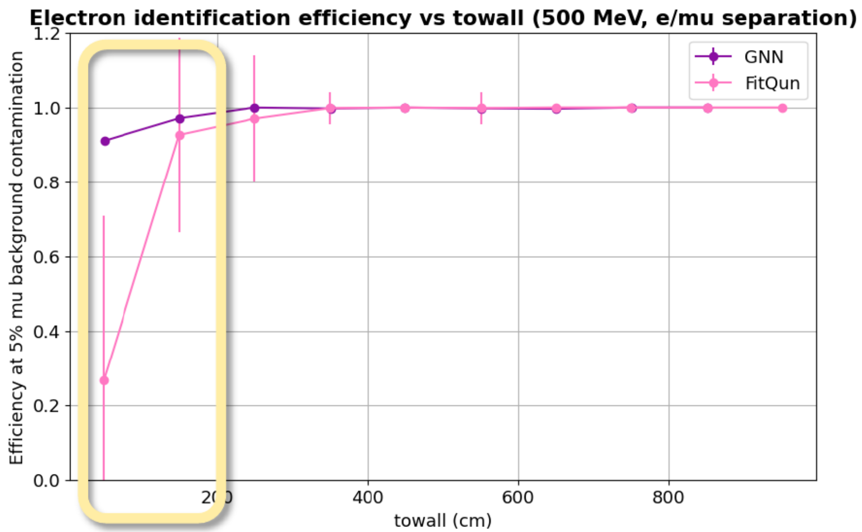


Fuzzy ring

- GNN : > 99% e-efficiency for 5% μ contamination → As fiTQun



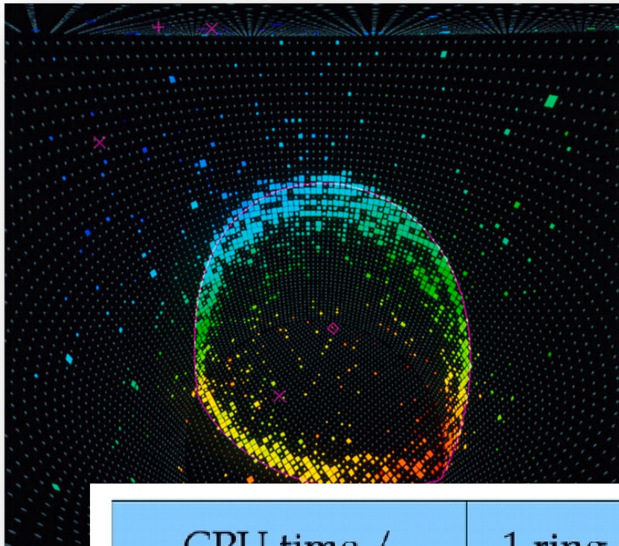


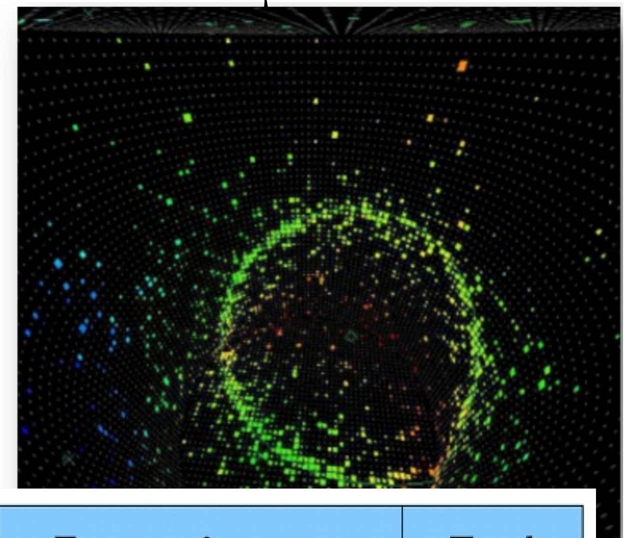


- Largely improved performances out of FV → Enlarge FV & statistics !

Processing time

- <u>e/μ is THE SK most fundamental PID :</u> remove ν_μ from ν_e sample.

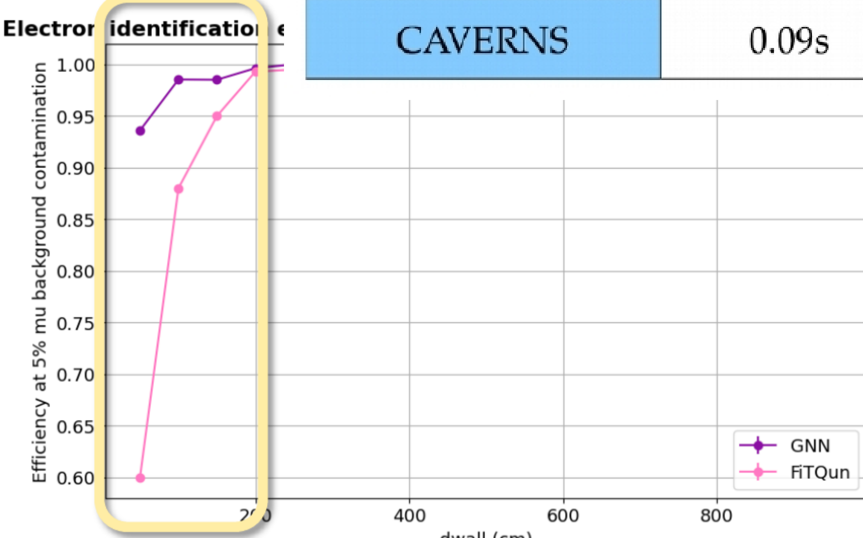


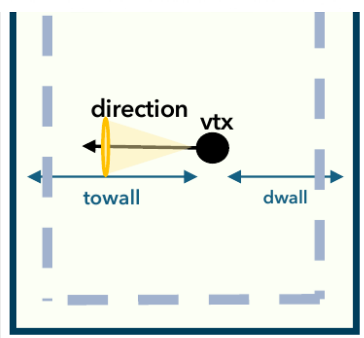


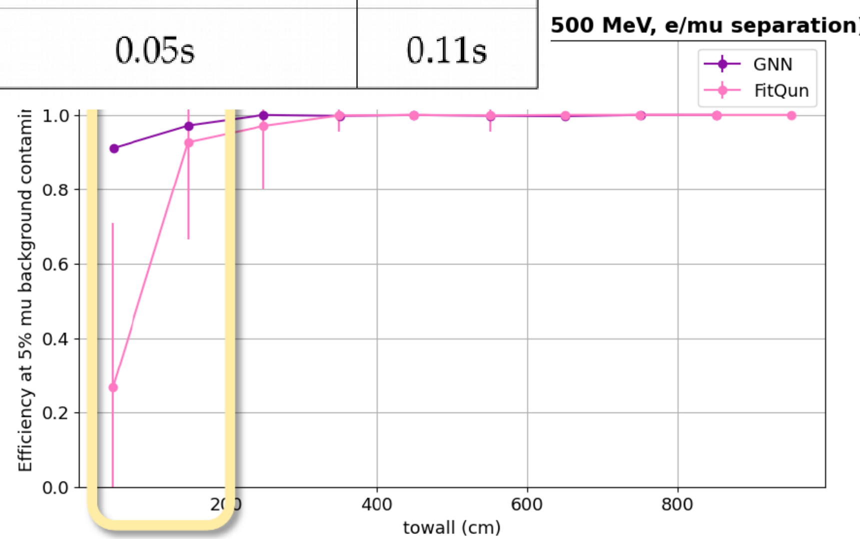
'05/2024

CPU time / event	1 ring e/μ PID	1 ring e/π⁰ PID	Energy & vertex reco.	Total
fiTQun	30s	50s	Simulatenous to PID	80s
CAVERNS	0.09s	0.07s	0.05s	0.11s

- GNN : > … un

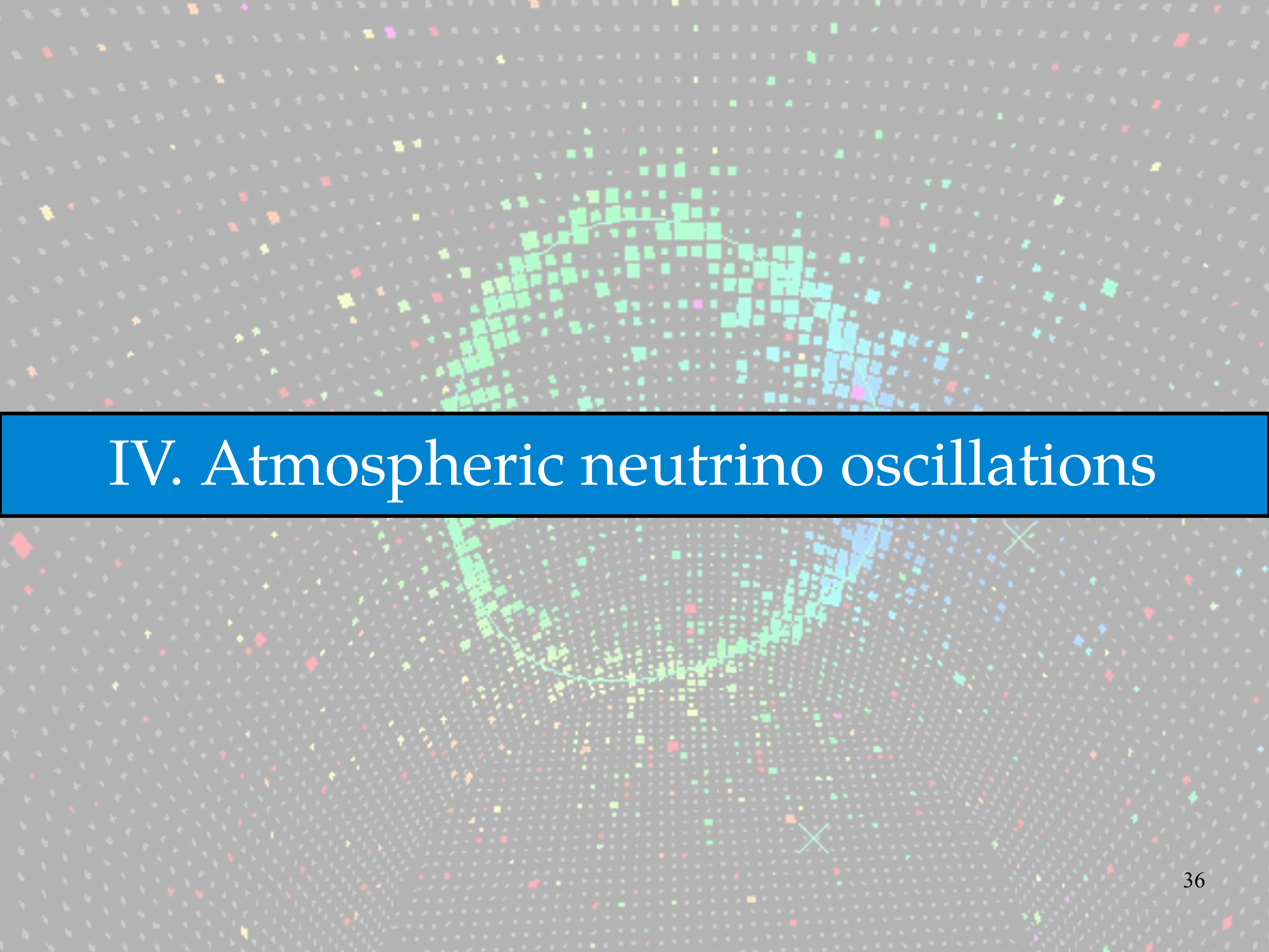






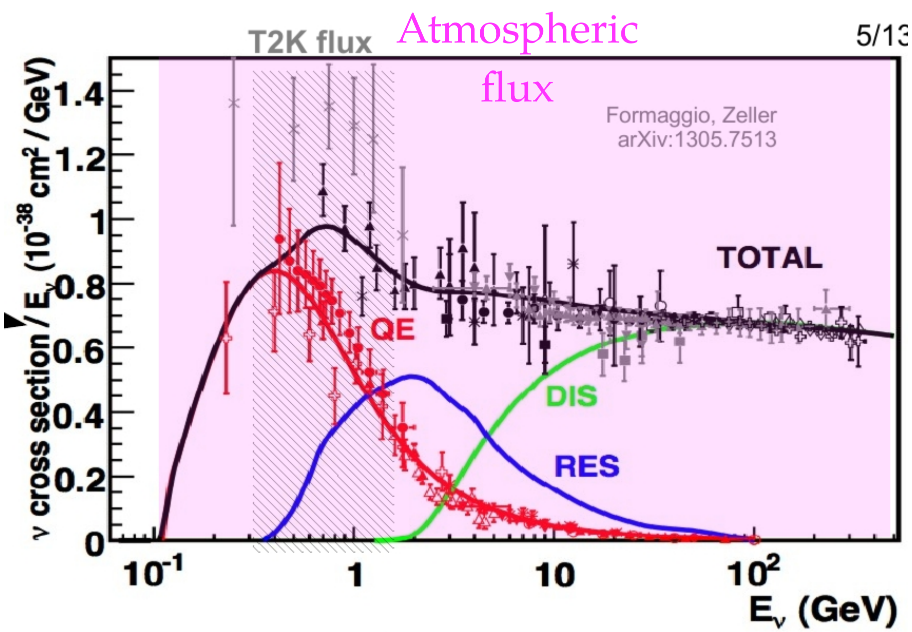
- Largely improved performances out of FV → Enlarge FV & statistics !

IV. Atmospheric neutrino oscillations

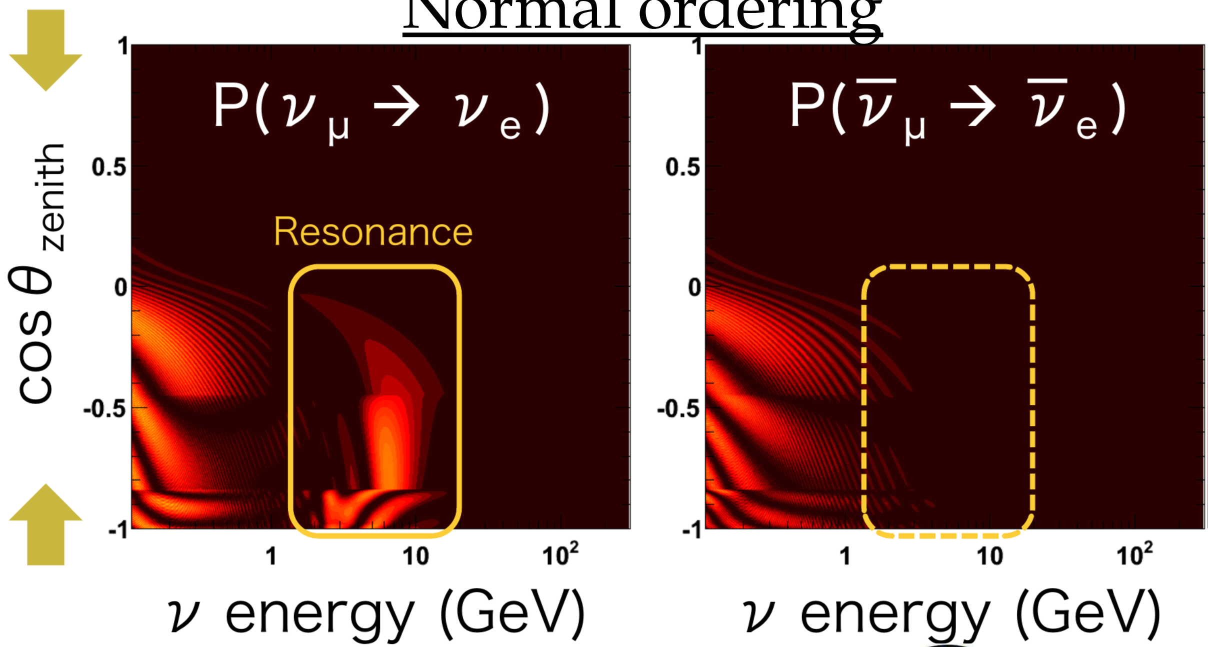


Atmospheric neutrinos

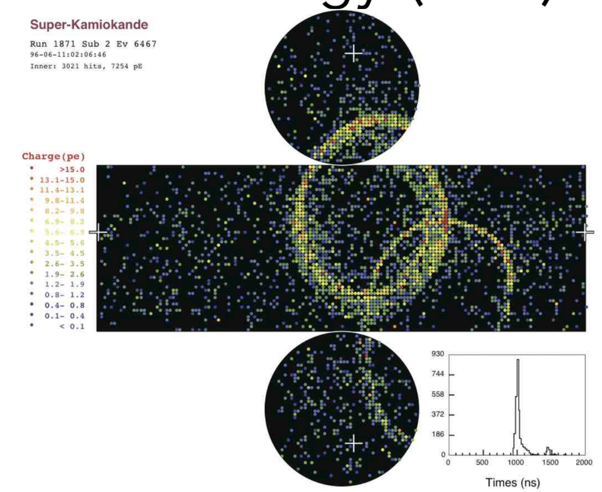
- Very broad spectrum ranging from few MeV to TeV.
- <u>Mass ordering dominantly determined with upward-going multi-GeV ν_e sample :</u> → CC-resonant and DIS dominates ⇒ Multi-ring domain.



Normal ordering



- <u>A fast and reliable ring counting algorithm is the key for atmospheric neutrino</u>
  → Historical Super-K fitter : APFit



The APFit algorithm

- APFit is a sequential algorithm :

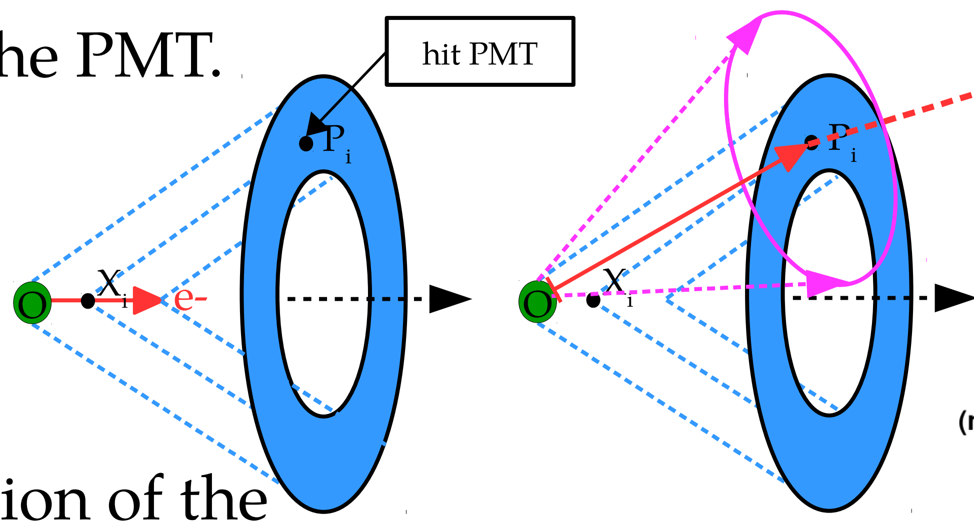
Vertex & direction → Ring counting → PID → Momentum → Refine ring counting

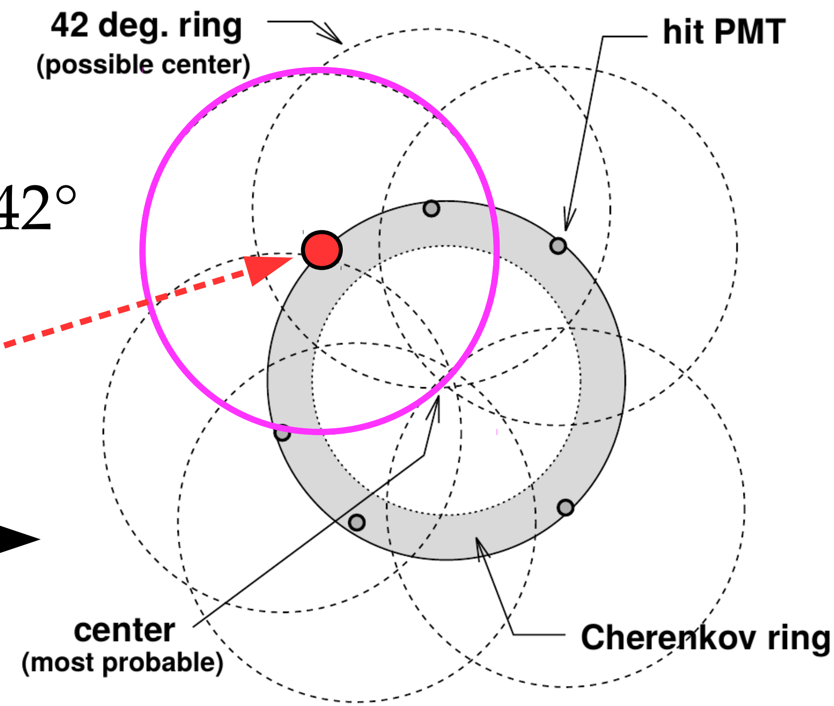
- Ring counting much faster than fiTQun, based on Hough transform

→ Goal is to find each particle direction.

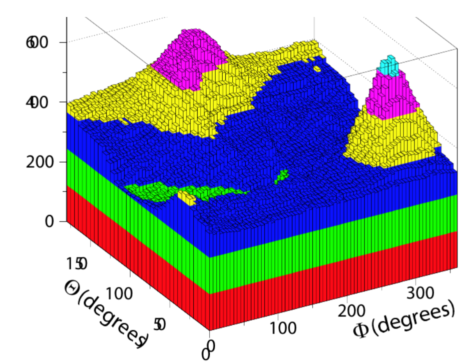
→ Start from the vertex.

→ For each hit PMT, draw virtual cone of 42° around the PMT.





→ Direction of the particle is region with higher density virtual cone.

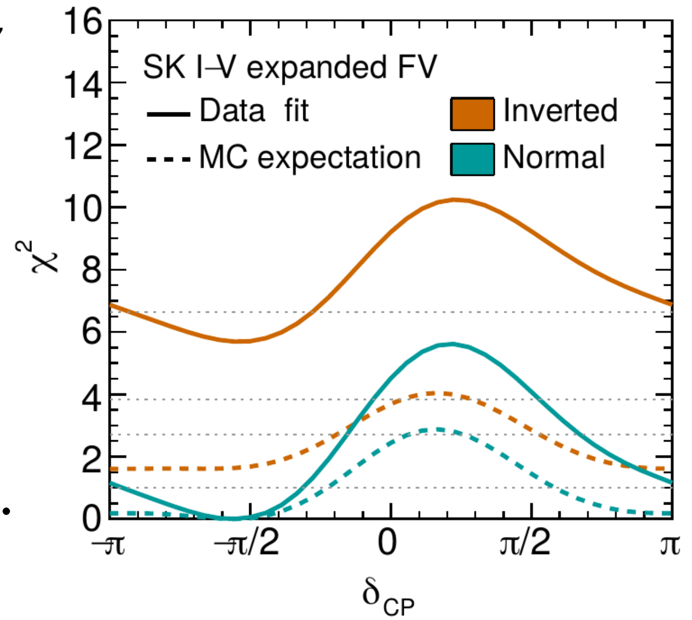


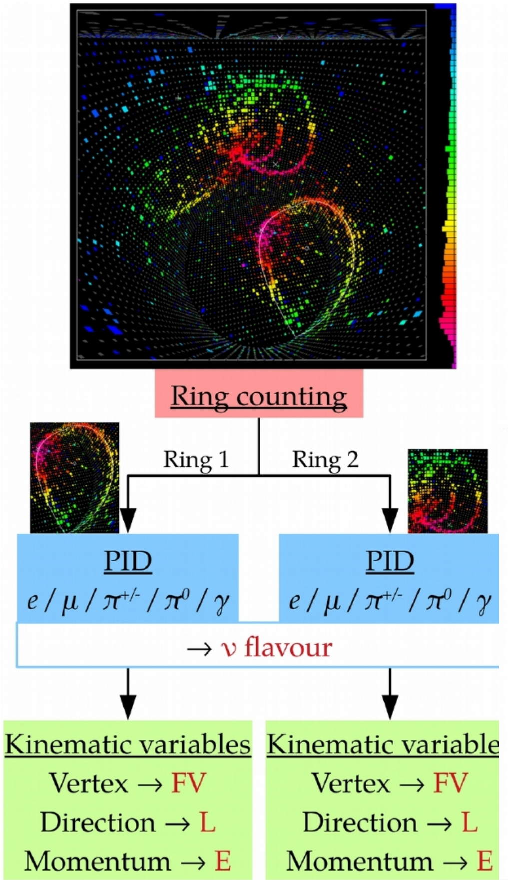
- PID is based on charge distribution only

Perspectives of improvement

- <u>Provide mass-ordering determination :</u> $\Delta\chi^2 = 5.7$

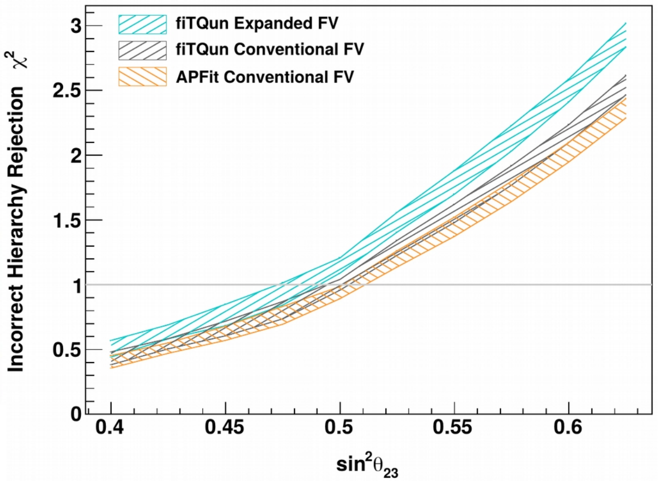
- <u>Perspective for improvement :</u>
    - Adapt fiTQun to atmospheric ν (now only SK-IV) → More performant in FV-size &PID.
    - Develop a ring counting algorithm using ML.





(a) Image

(b) Semantic segmentation

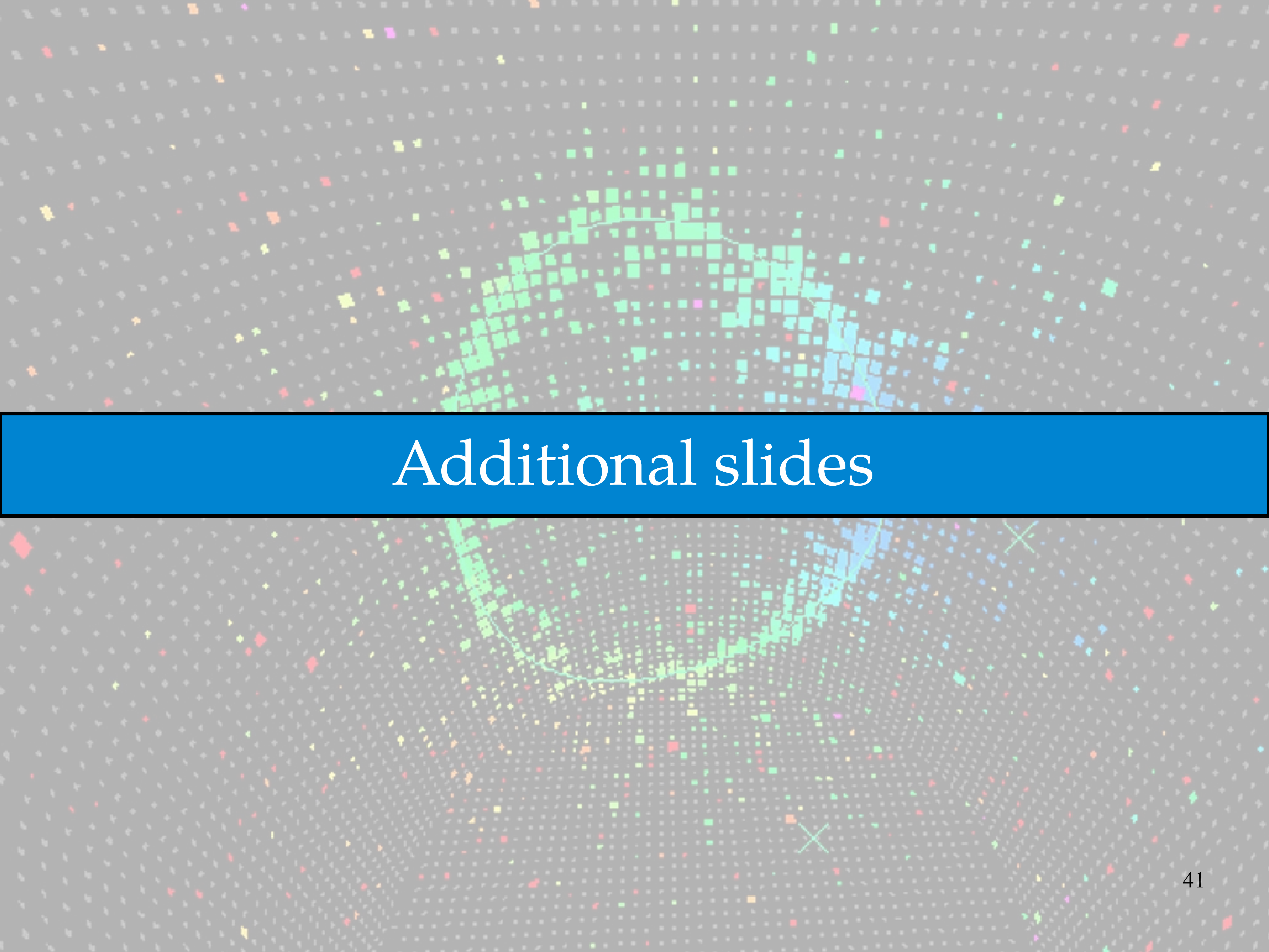


Conclusions

- Super- and Hyper-K covers a large range of physics : MeV → TeV
  → At low energy : reconstructed event from a sparse&noisy information.
  → At high-energy : reconstructed very correlated information.

- Significant challenges ahead of us, esp. for Hyper-K (but useful and developed for Super-K)
  → Low energy, especially for DSNB search, will be very challenging.
  ⇒ Improve our n-tag algorithm performances.
  → At high-energy : ↓ computational time while ↑ physics performances.
  → Very active development of existing algorithm to push them beyond their current performances.

- In parallel, there is an effort to develop and test ML-based algorithm
  → Developed as a complementary approach to our existing algorithms.
  → Can also learn from the pattern they find to feed « traditional »reconstruction.



Additional slides

DSNB search with pre-selection cuts