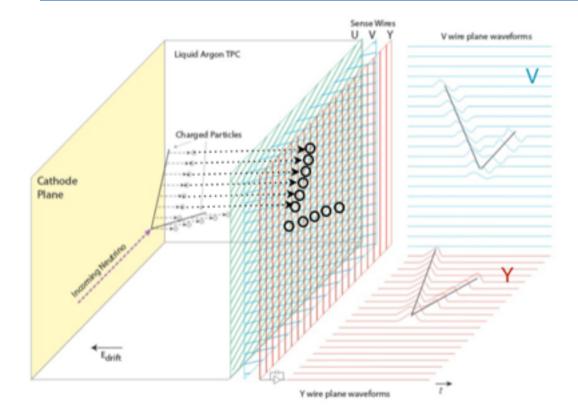
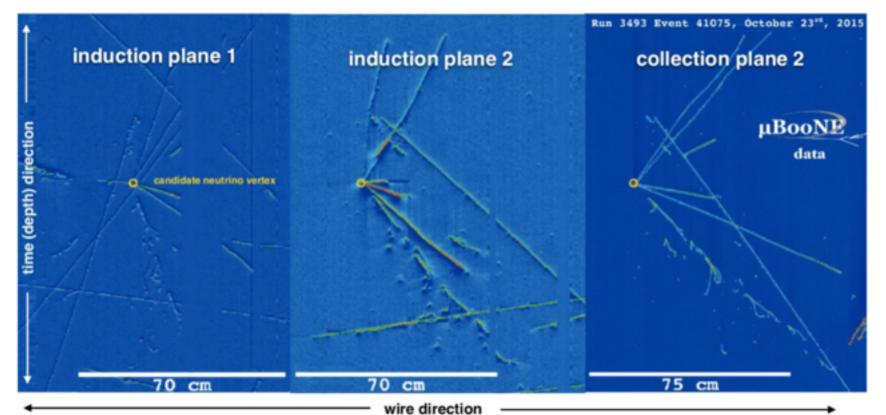
RECONSTRUCTING 3D POSITIONS OF CHARGE IN MICROBOONE

R. SHARANKOVA, TUFTS

Wire Readout LArTPC



Charged particles ionize Ar
Ionization e⁻ drift in E field towards anode
Induce charge on wires while passing by
induction planes
Collected on collection plane

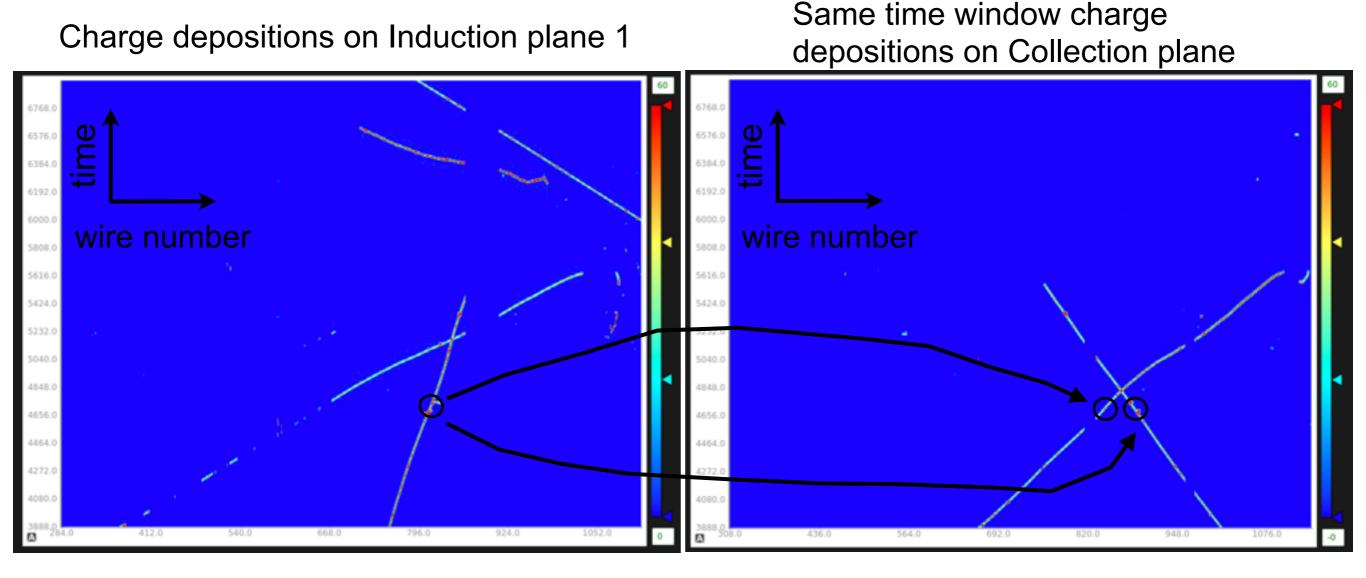


Data recorded as 2D images of charge on **wires** vs **time:** projections of 3D trajectory

3 images for the three wire planes

3D Space-point Reconstruction In LArTPCs

- 3D reconstruction in LArTPCs: requires association b/n same-time charge deposits in 2D wire-plane images
- Degeneracies when having multiple trajectories at the same time
 - problem in shallow LArTPC experiments where CRs abundant

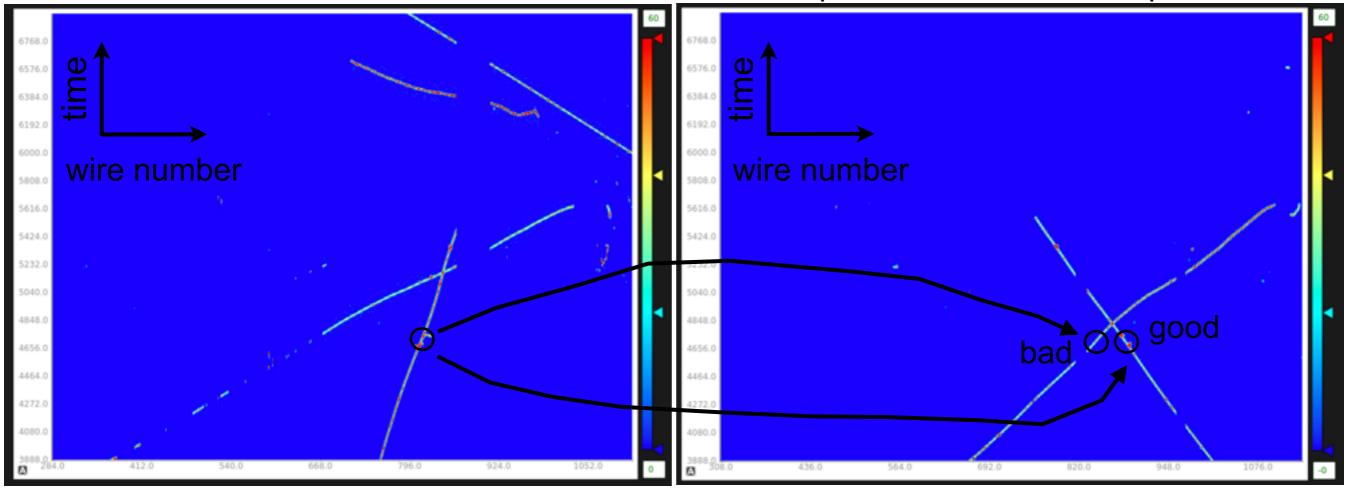


3D Space-point Reconstruction With LArMatch

- LArMatch algorithm
 - generate possible wire-plane charge matches
 - classifier scores matches between 0 (bad) and 1 (good)
 - 3D space-point reco'ed from wire match

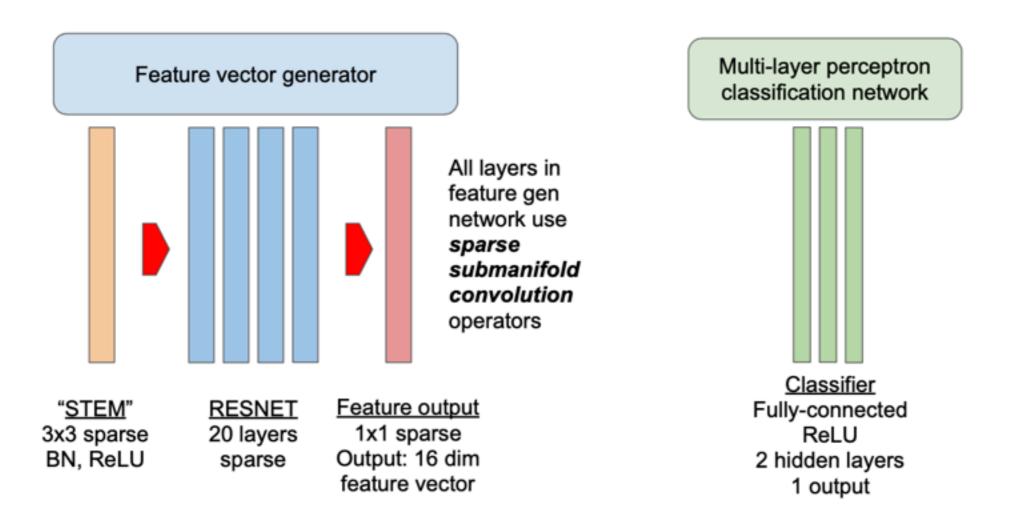
Charge depositions on Induction plane 1

Same time window charge depositions on Collection plane



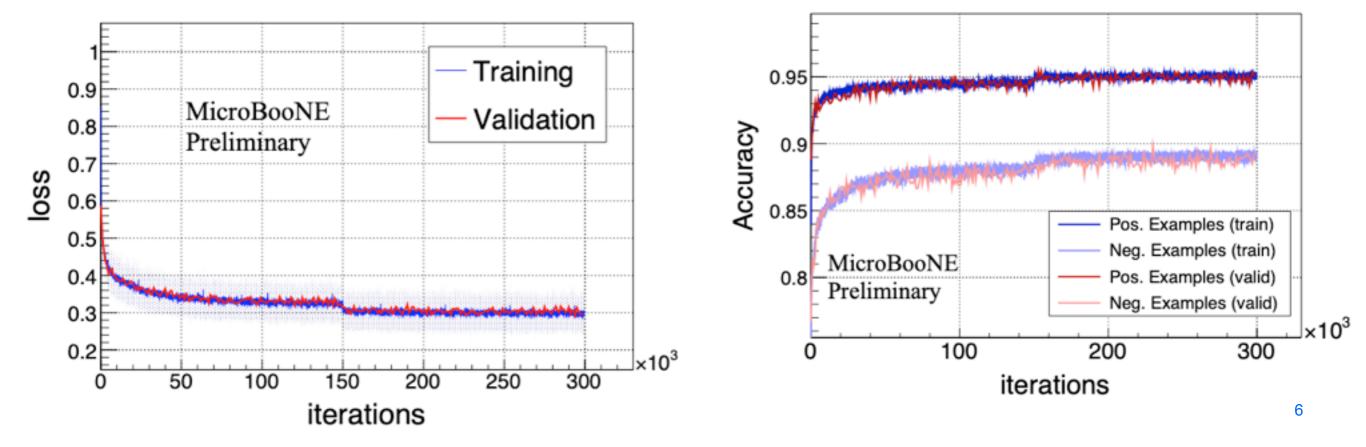
LArMatch Network

- Sparse CNN feature generator + MLP classifier
- Feed charge deposited on all 3 planes: helps reconstruct vertical tracks
- Generates a probability score for all geometrically possible combinations of charge on the 3 planes ("wire triplets")
- 3D space-points generated from wire triplets using detector geometry



Network Training

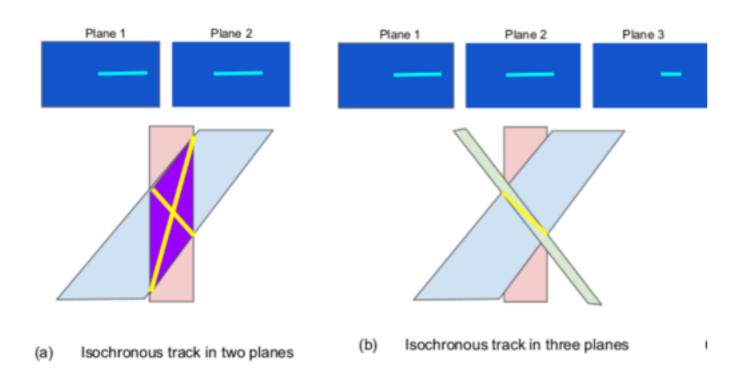
- Trained on 40,000 BNB + CR simulated events
- Learning rate updated at 150,000 iterations
 - 50,000 triplet examples per iteration
- Stopped training after 3.75 epochs
 - Ioss & accuracy plateaued
 - no overtraining observed

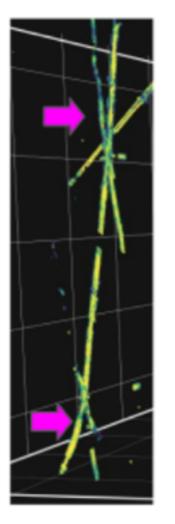


Resolving Vertical Track Degeneracies

- Vertical tracks: difficult to reconstruct since full trajectory in same time-slice
- Using 3 planes helps break degeneracies

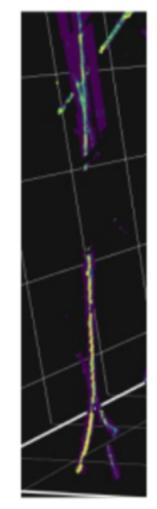
Comparing 2-plane LArMatch output to 3-plane version





 c) Degeneracies using 2 planes

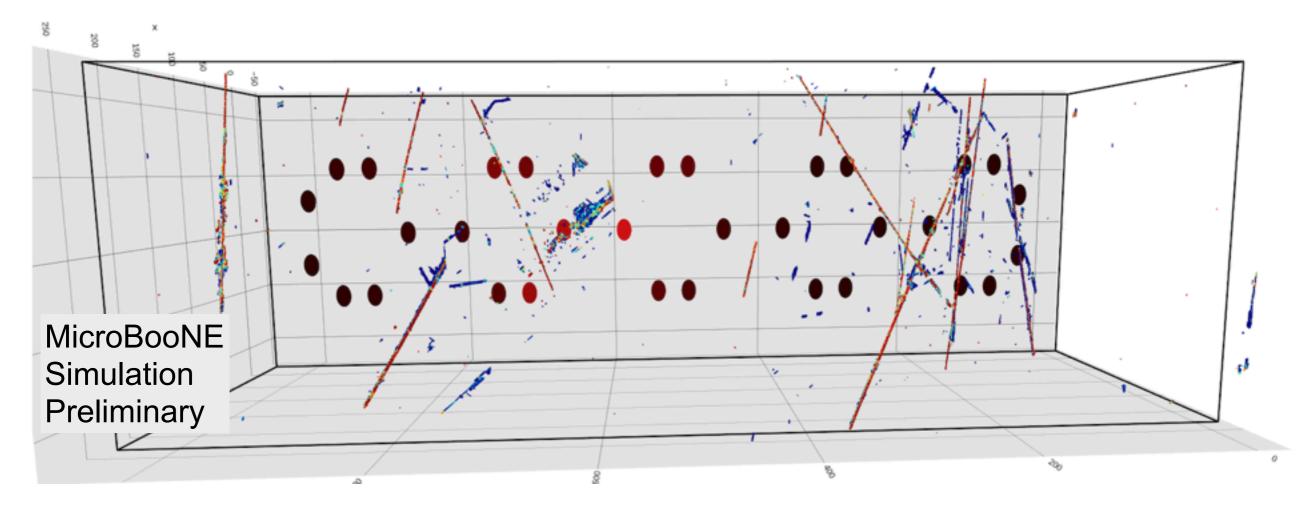
(d)



Reduced degeneracies using 3 planes

LArMatch Example On Simulation

3D space points generated with LArMatch. BNB+CR simulation.

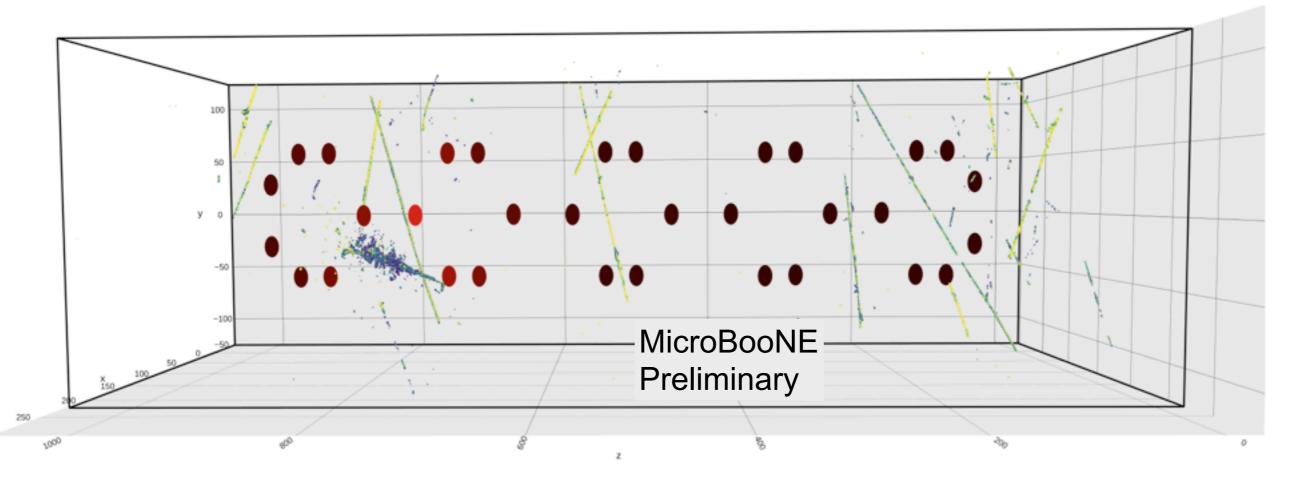


Color represents network score. Plotting all generated 3D points. Ghost points and unresponsive regions feature lower scores, trajectory 'cores' have high scores

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LArMatch Example On Data

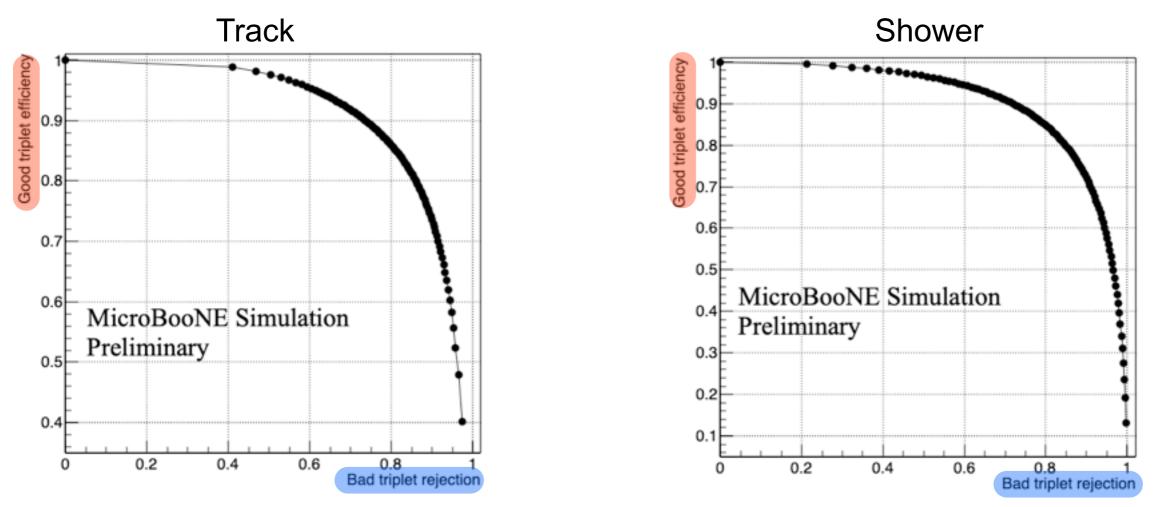
3D space points generated with LArMatch. BNB On-beam data. Neutrino candidate selected by DL LEE analysis (neutrino BDT score in [0.5,0.7] range)



Color represents network score. Only showing points with score >0.7 CCQE candidate successfully reconstructed

LArMatch Network Performance

Estimating performance on CR + BNB neutrino simulation



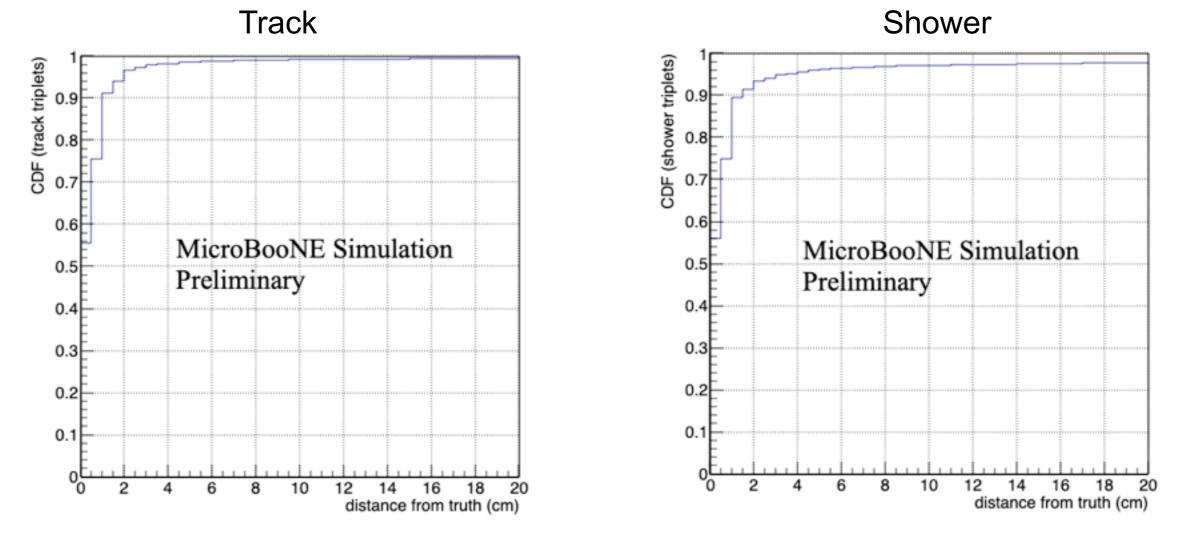
Plotting good point* efficiency vs bad point** rejection as a function of network score.

Network score reflects actual goodness of reconstructed points

*good point: within 1 cm from true 3D point **bad point: >1 cm from true 3D point

LArMatch Network Performance

Estimating performance on CR + BNB neutrino simulation

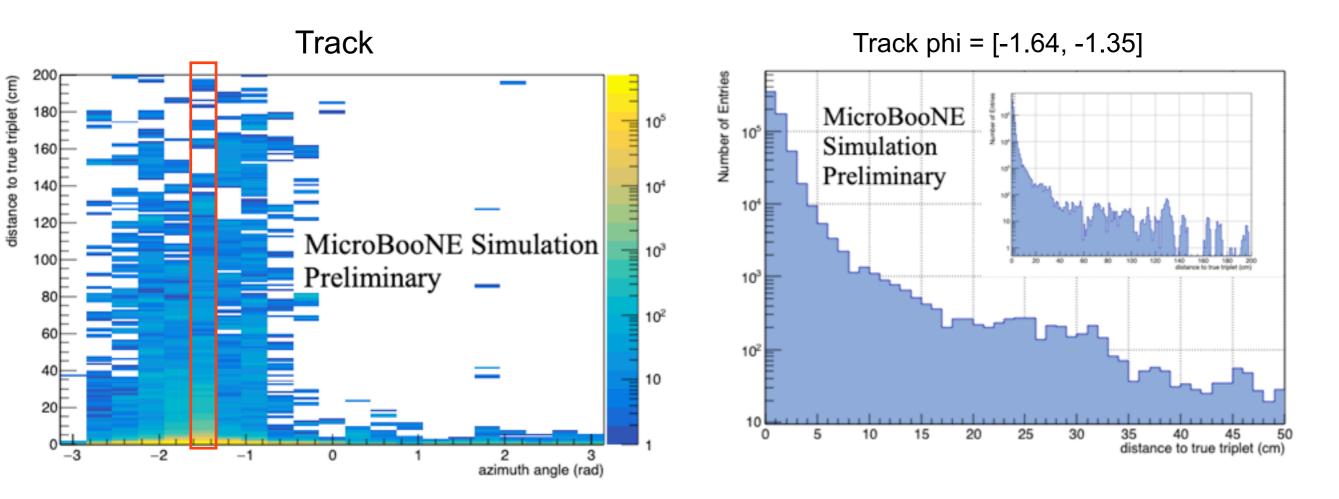


Plotting distance from true 3D point for best-match* reconstructed points. **O(90%)** of reconstructed points are good (within 1 cm of truth)

* Network outputs multiple predictions for each 3D point; keep only highest score

LArMatch Network Performance: Vertical Tracks

Estimating performance on CR + BNB neutrino simulation



Left: distance from true 3D point for best-match reconstructed points vs. azimuth angle. Sample dominated by down-going CR tracks.

Right: Projection for vertical tracks. Majority or 3D points are within 5cm from truth

Summary And Outlook

- 3D reconstruction in wire-readout LArTPCs can be a challenge
 - multiple trajectories crossing at the same time: degeneracies
 - vertical tracks (same time slice for all trajectory points)
- LArMatch: exploits correlated features between wire plane images
- Future work
 - Estimate network performance on data using Cosmic Ray Tagger data
 - Estimate systematic uncertainty using simulations with varied detector response & signal processing