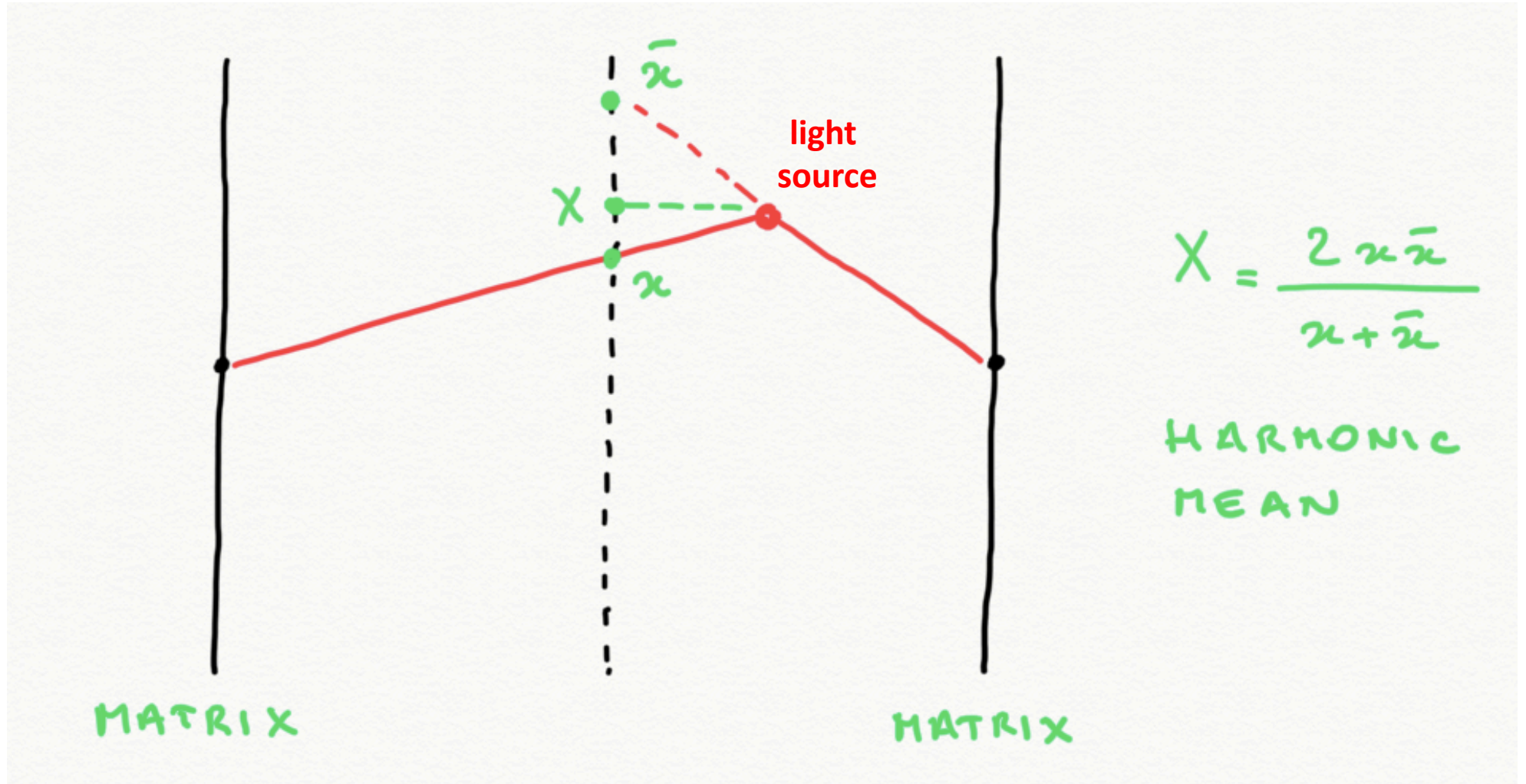


Report on the activity in Lecce

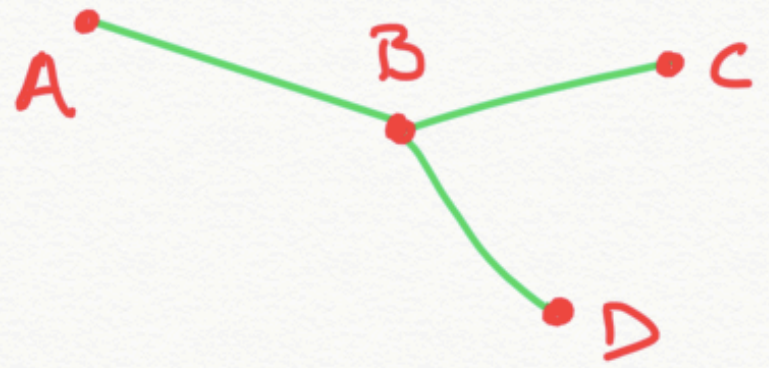
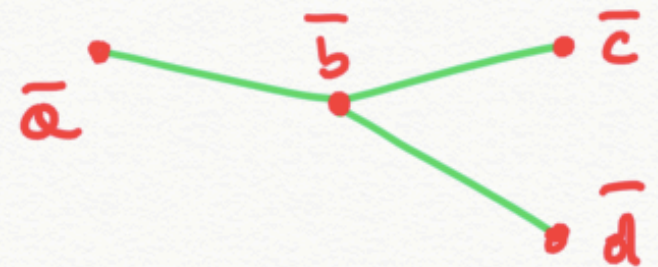
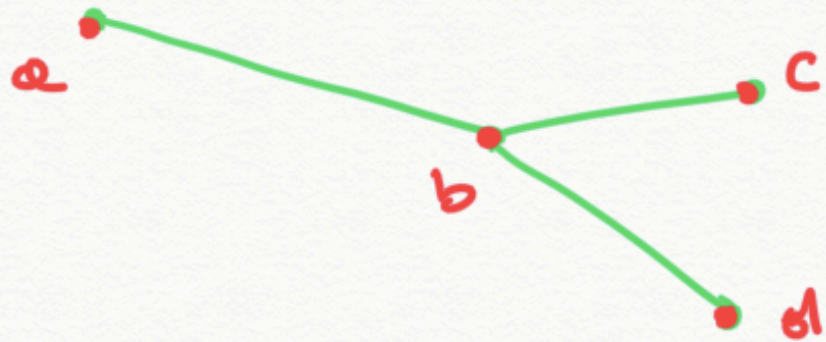
December 23, 2020
zoom meeting

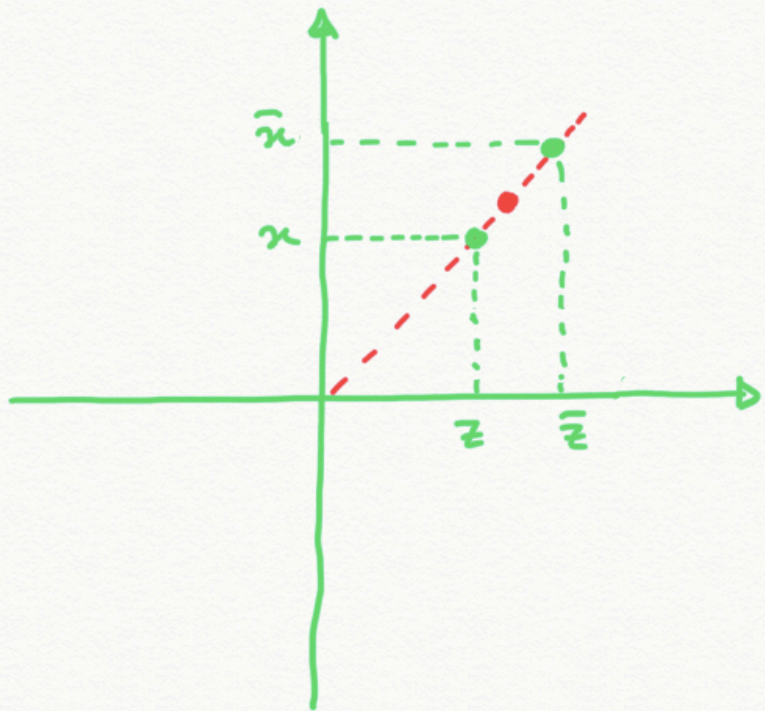
- Theoretical studies about the properties of the coded masks
- Geometrical simulation to check the theoretical results
- Definition of proper setup and fiducial volume
- Track reconstruction by means of DBSCAN

Double measurement of the same view and method of the harmonic mean



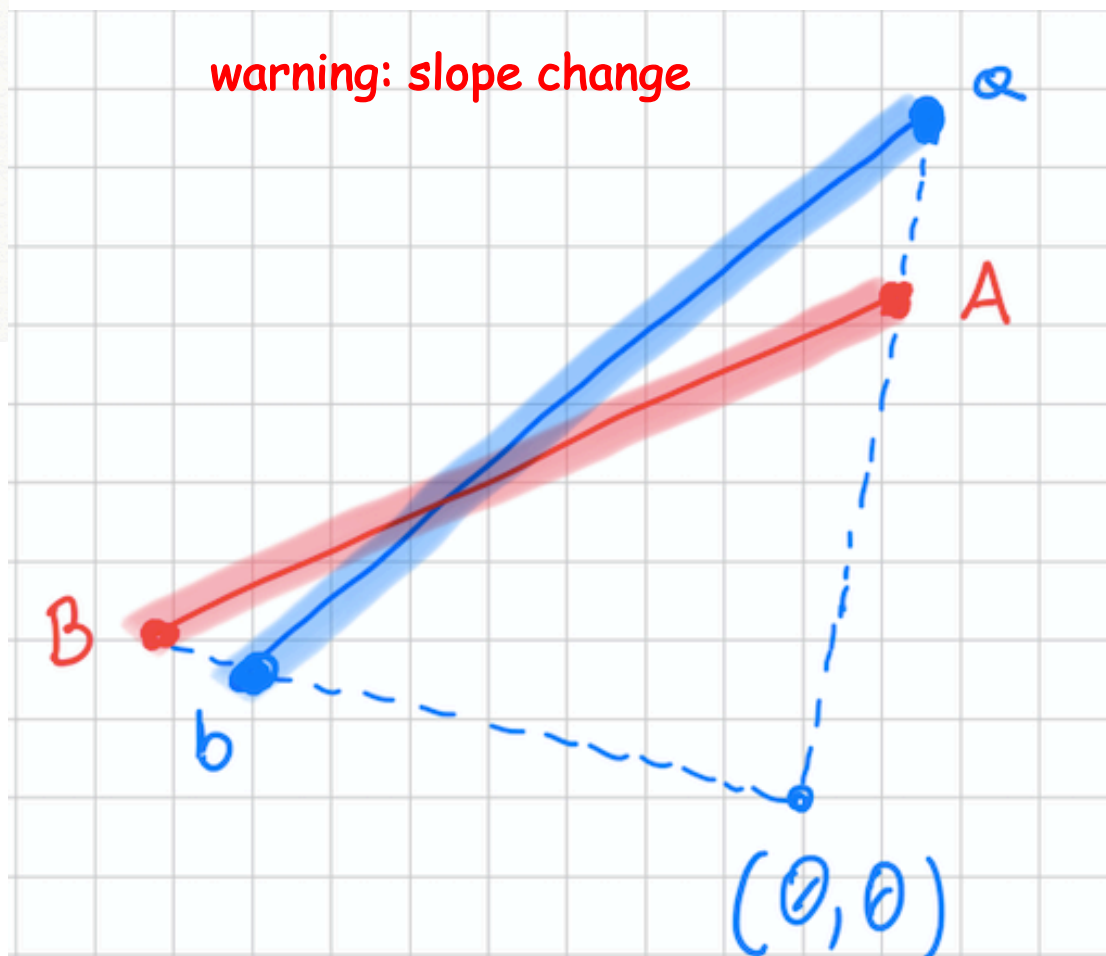
METHOD OF THE PIVOTS POINTS



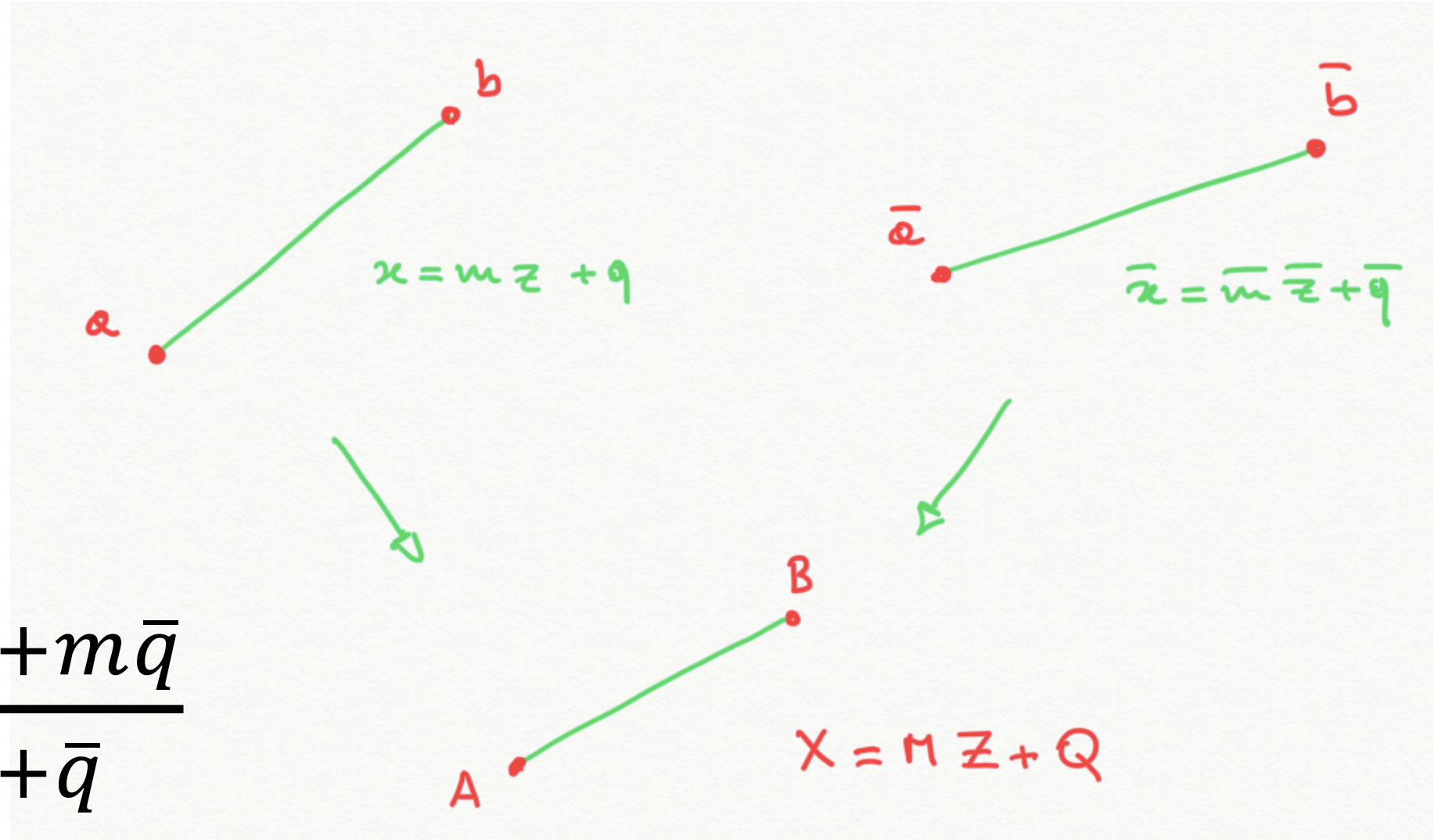


$$\frac{\bar{x}}{\bar{z}} = \frac{x}{z}$$

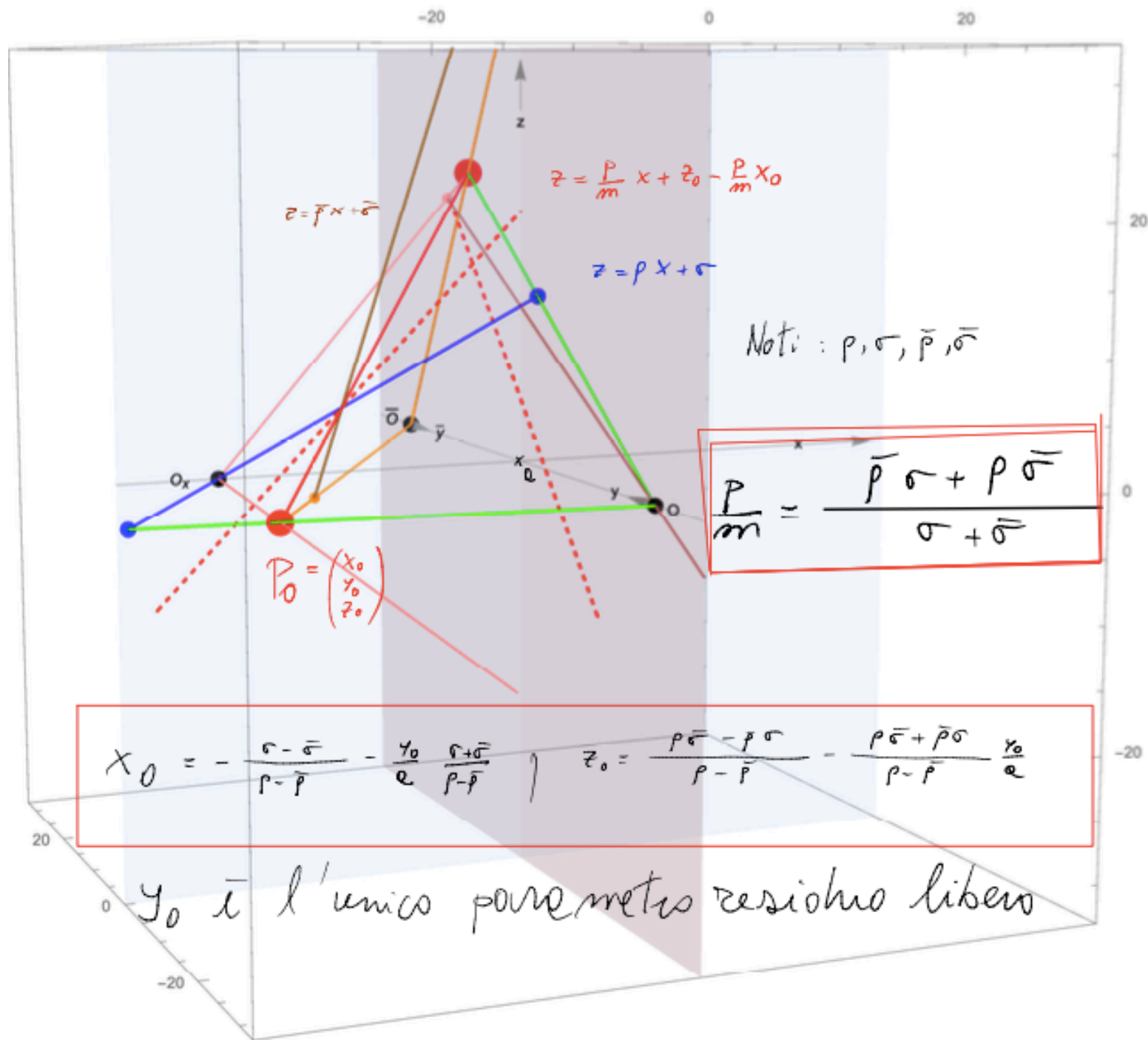
CRITERION
TO ASSOCIATE
PIVOT POINTS

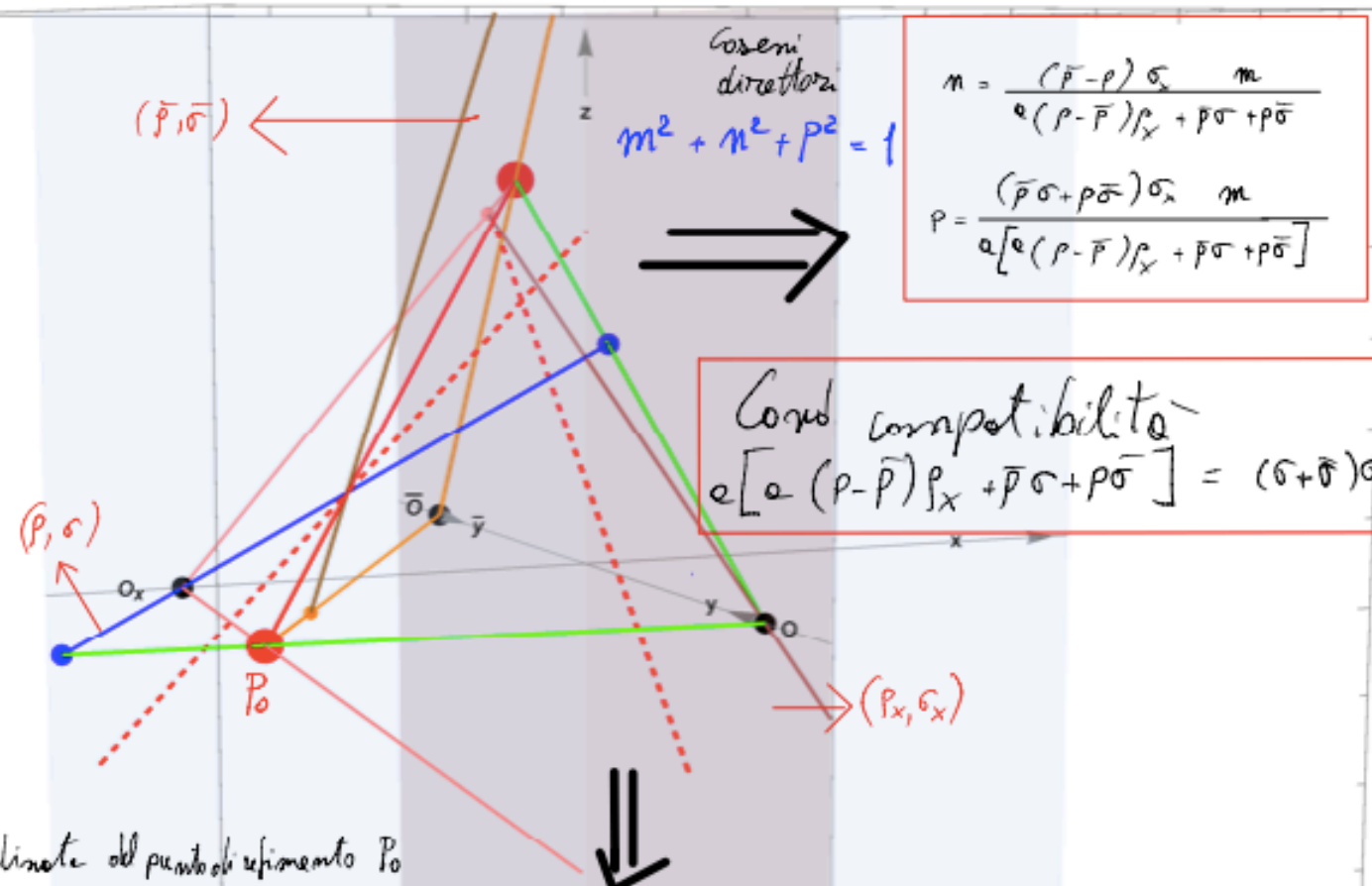


A possible check - the true track is reconstructed from the deformed tracks



$$M = \frac{\bar{m}q + m\bar{q}}{q + \bar{q}}$$





Coseni direttori
 $m^2 + n^2 + p^2 = 1$

$$m = \frac{(\bar{p}-p)\sigma_x}{e(p-\bar{p})p_x + p\sigma + p\bar{\sigma}}$$

$$n = \frac{(\bar{p}\sigma + p\bar{\sigma})\sigma_x}{e[e(p-\bar{p})p_x + p\sigma + p\bar{\sigma}]}$$

Cond. compatibilita

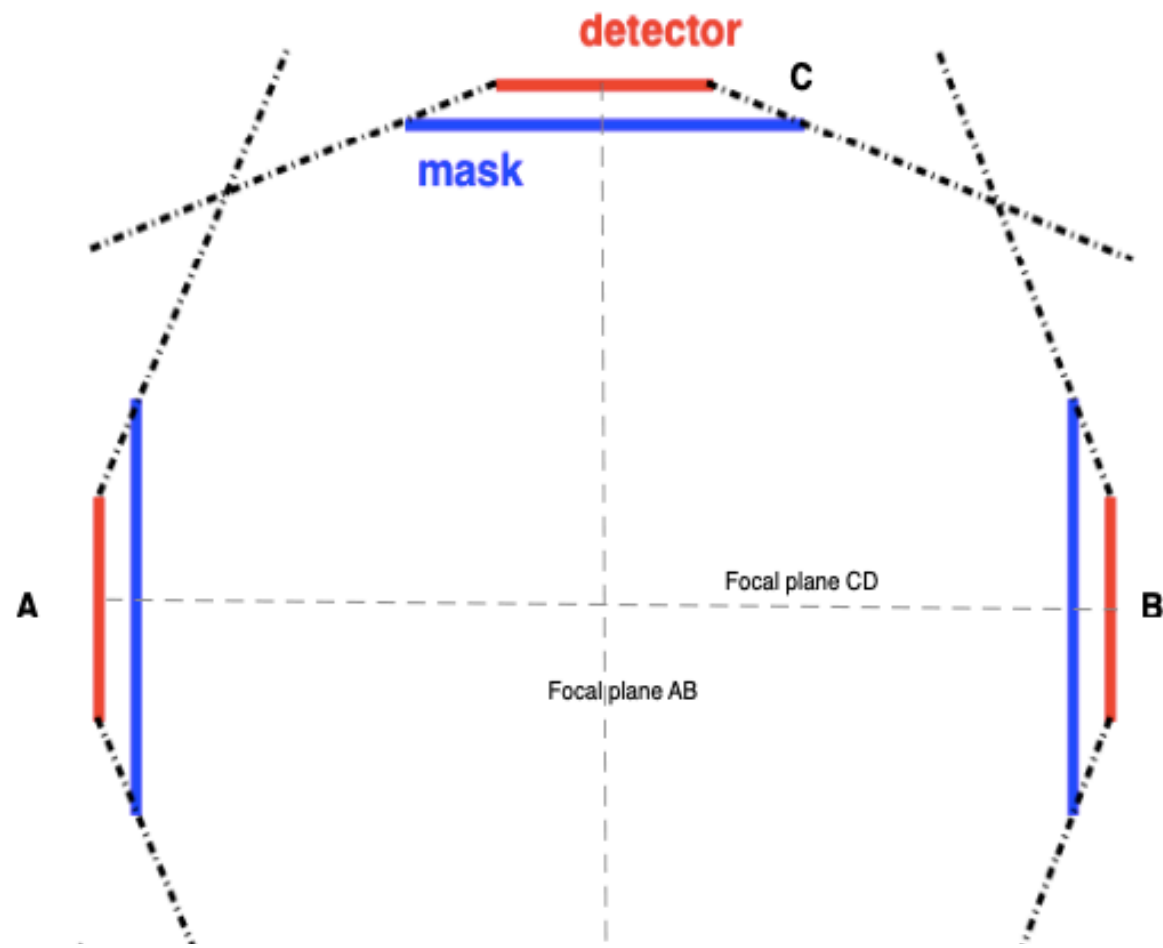
$$e[e(p-\bar{p})p_x + p\sigma + p\bar{\sigma}] = (\sigma + \bar{\sigma})\sigma_x$$

Coordinate del punto di riferimento P_0

$$x_0 = \frac{e(\bar{\sigma} - \sigma)}{e(p-\bar{p}) + \sigma + \bar{\sigma}}$$

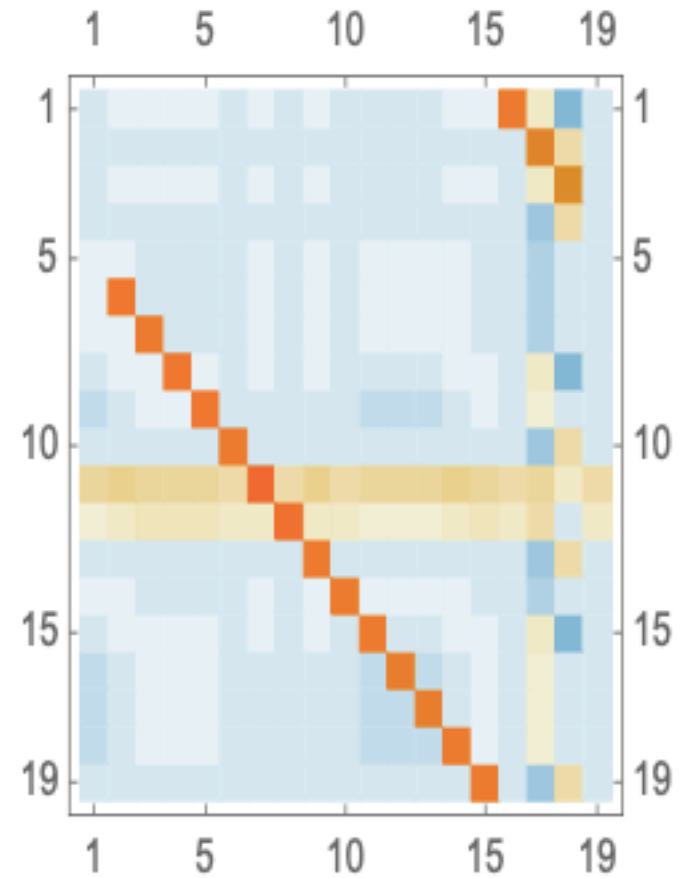
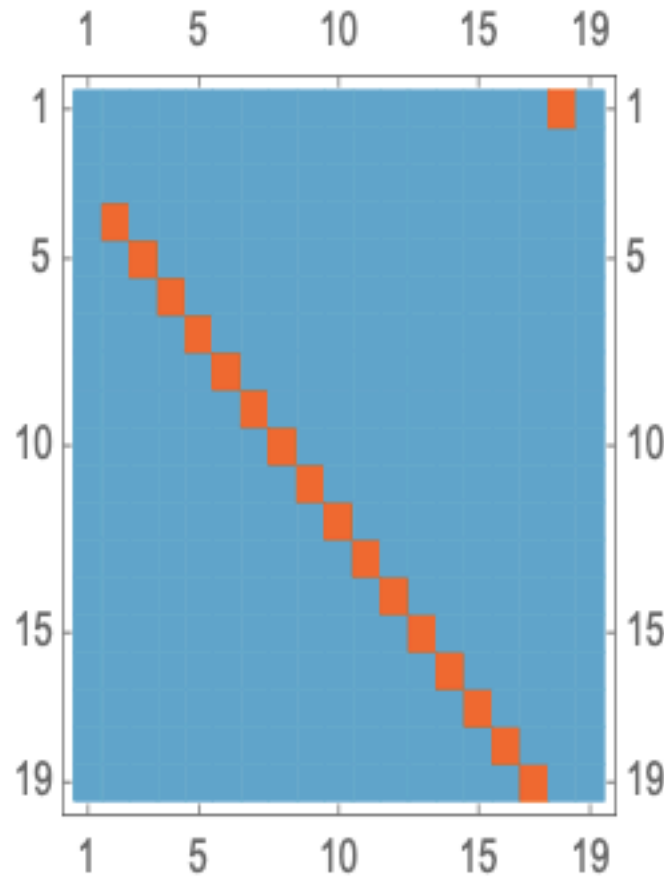
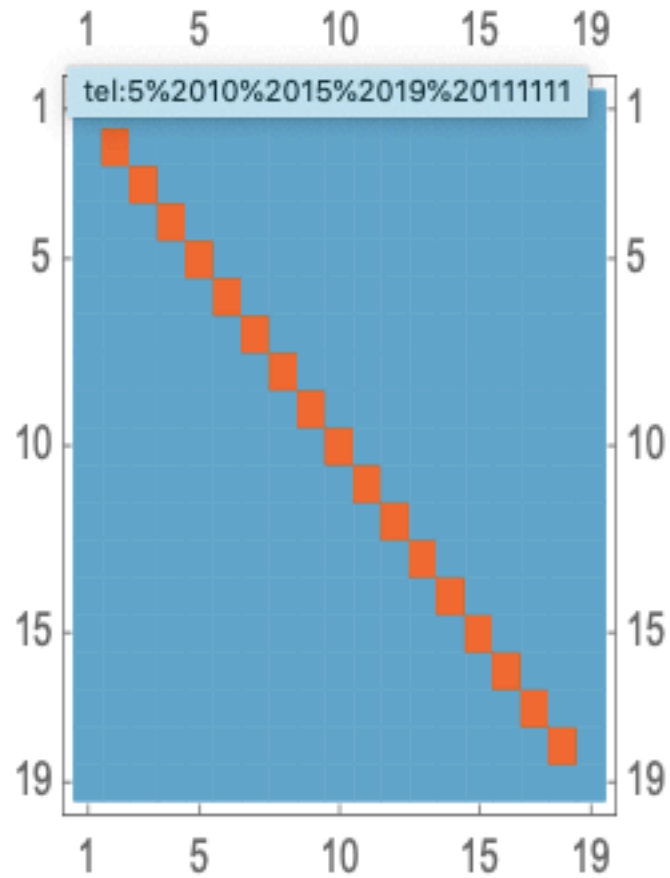
$$y_0 = \frac{2\bar{\sigma}(\sigma - \sigma_x) + e p (\bar{\sigma} - \sigma_x) + e \bar{p} (\sigma_x - \bar{\sigma})}{p_x [e(p-\bar{p}) + \sigma + \bar{\sigma}]}$$

$$z_0 = \frac{e(p\bar{\sigma} - \bar{p}\sigma) + 2\sigma\bar{\sigma}}{e(p-\bar{p}) + \sigma + \bar{\sigma}}$$



3 dectectors can be enough

Toric features of the reconstruction



A paper in progress

Other matrices have been tested

NTHT

PNP

MLS

Quasi-random series

results similar to MURA

Abstract

1 Introduction

The aim of this work is to introduce a possible implementation of the technology of the *Coded Masks*, for the image capturing and their manipulation addressed to the *Deep Underground Neutrino Experiment* (DUNE) experiment [1], devoted to the study of the neutrino Physics. The concept under the device we are trying to develop is to capture the scintillation light emitted by liquid Argon under the excitations of μ particles emitted after a collision of high energy neutrinos on Argon nuclei. Differently from other type of measurements, we would like to localize the vertex of the interaction and the trajectory of the muon. The typical energies of the ejected muon are sufficiently high to generate $\approx 10^4 \frac{\text{photons}}{\text{sr cm}}$ at the typical light wavelength of 127 nm. One might reasonably wonder if such a photon stream cannot be used for a direct visualization of the muon trace by a camera, like in a bubble chamber. However, Collecting and focusing enough light is a challenging problem and the exploitation of the coded masks have been proposed, in order to avoid lenses and have sufficiently high luminosity. In the following we will discuss the basic features of the imagers we are thinking about.

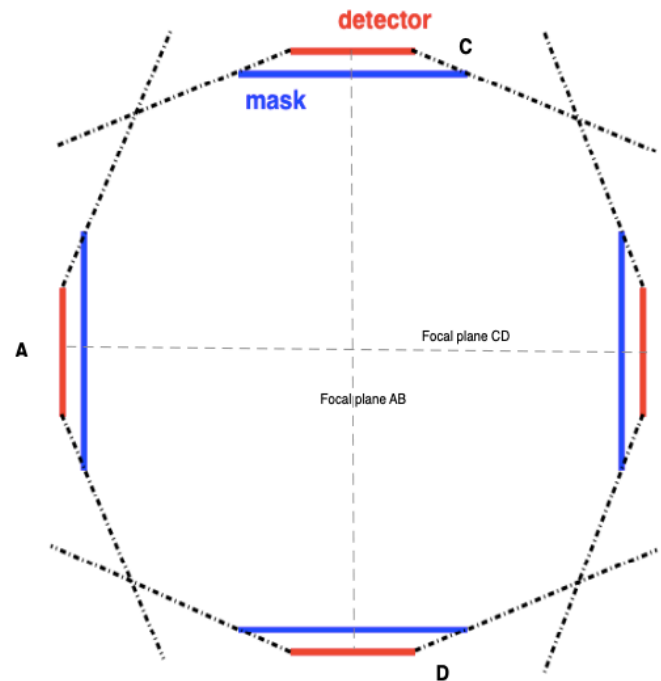
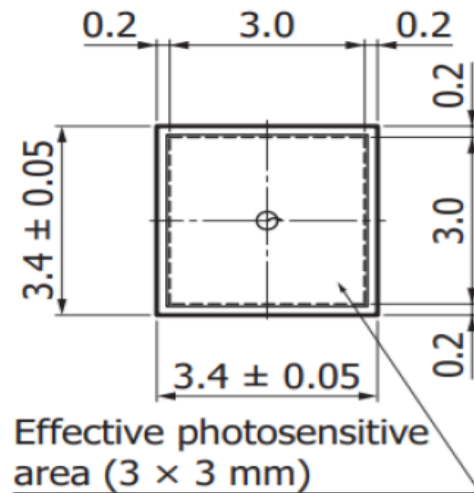
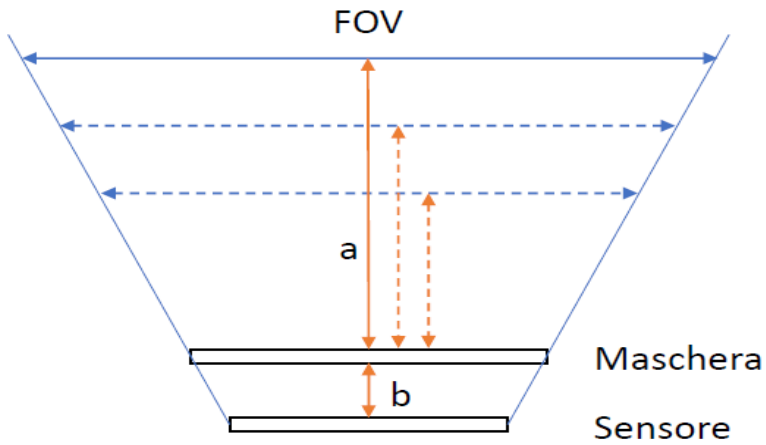
2 Imaging by Coded Masks

It is well understood that a small pinhole is required to achieve high spatial resolution, but the small pinhole also dims the light in the image. Multiple pinholes increase light intensity, but they made image reconstruction more involved, and this approach had to exploit fast numerical methods [4,5]. Each bright point of a scene deposits a shadow-image of the pinhole array on the viewing screen. They improve brightness where lenses are difficult or not applicable as in the X or gamma-rays case. In the case of the VUV they can be seen as an alternative to the use of special materials transparent to such wavelengths. Knowledge of the geometry of the pinhole array (the *coded mask*) allows for numerical recovery of the image [6]. Initially, random arrays of pinholes were used in X-ray astronomy [7,8] and these were eventually replaced by binary uniformly redundant arrays [9,10] (URAs), which were shown to be optimal for imaging [11,21]. The multitude of sharp open features contain equal amounts of all possible spatial frequencies, thereby allowing high spatial resolution without sacrificing image brightness. Depth information about the object is encoded in the scaling of the shadow image of the object points. URA-based coded masks are now commonly used in hard X-ray astronomy [22,27], medical imaging [28,37], plasma research [32], homeland security [33] and spectroscopy [34]. The technology of the coded mask is well established in the astrophysical domain (for a fast review see [3]) and for medical diagnostic imaging [48]. Since in the experiment we are interested in the light sources are posited at length scales of the optical apparatus (meters vs centimeters) (see for details [1] Vol. 2), we concentrate to the *Near Field* geometrical settings. They imply important geometrical effects, leading to distortions in the data and the presence of arte-facts in reconstruction of the image. Thus this situations has to be attentively considered largely improving the reconstruction techniques. Entering in the details and the concrete designing of a mask applicable to the considered experiment, we assume that the size of the apertures (all identical) are well beyond that the diffraction effects becomes important and geometrical optics is still a good approximation. Also the interference effects of the light coming from the different apertures is neglected. These are strong assumptions and possibly the main sources of noise in the image. Further, we assume the light to be monochromatic, disregarding at the first stage the effects of a finite band width of the emitted spectrum.

2.1 Physical Settings

The geometrical setting of light source, mask and detector plane are depicted in Fig. [1]. We assume that the size of the apertures (all identical) are well beyond that the diffraction effects becomes important and geometrical optics is still a good approximation. Also the interference effects of the light coming from the different apertures is neglected. These are strong assumptions and possibly the main sources of noise in the image. Further, we assume the light to be monochromatic, disregarding at the first stage the effects of a finite band width of the emitted spectrum.

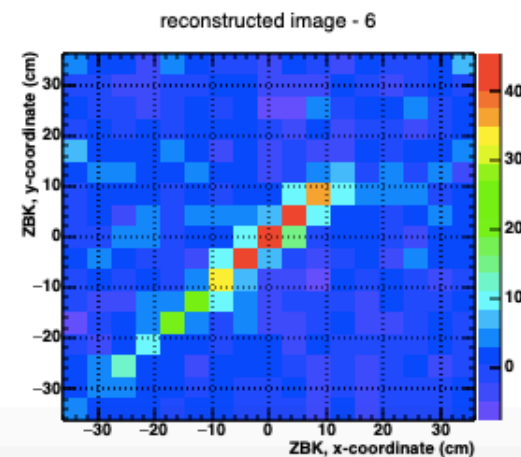
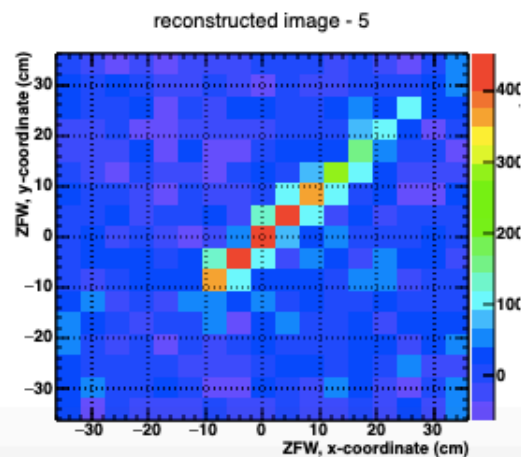
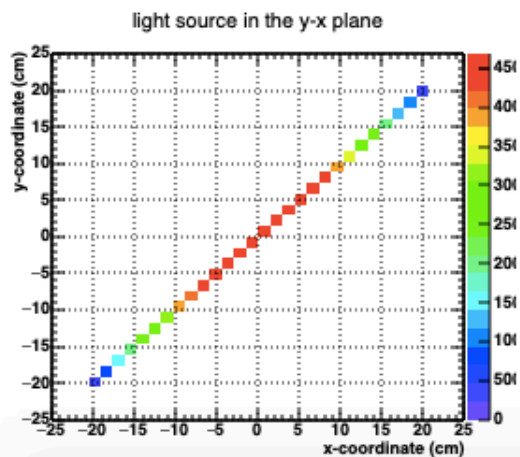
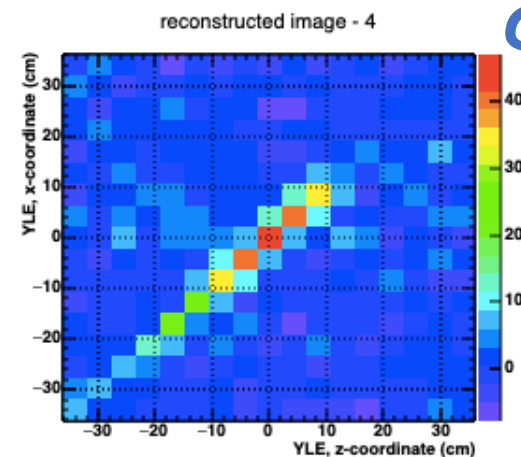
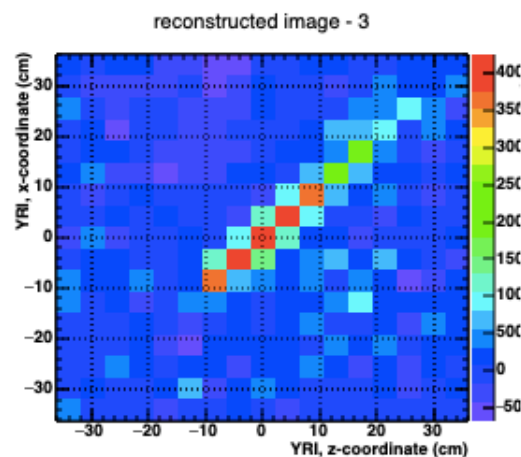
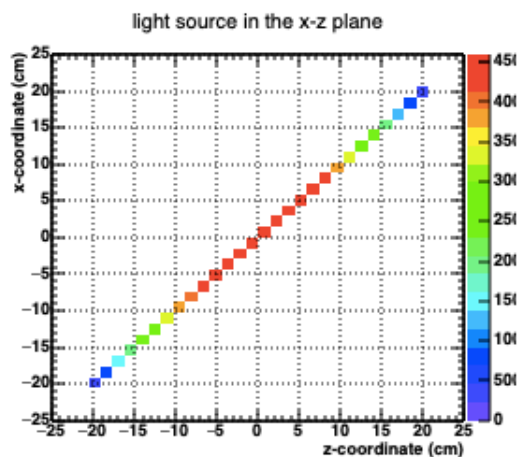
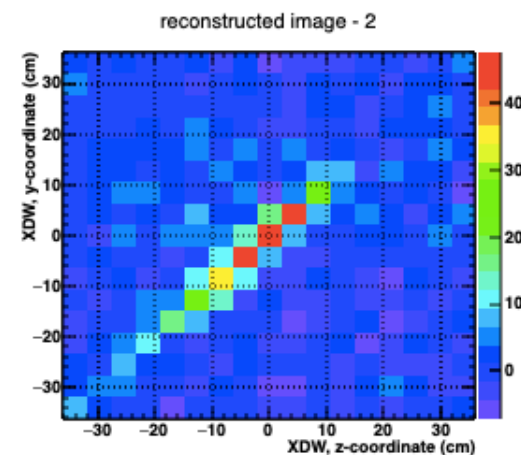
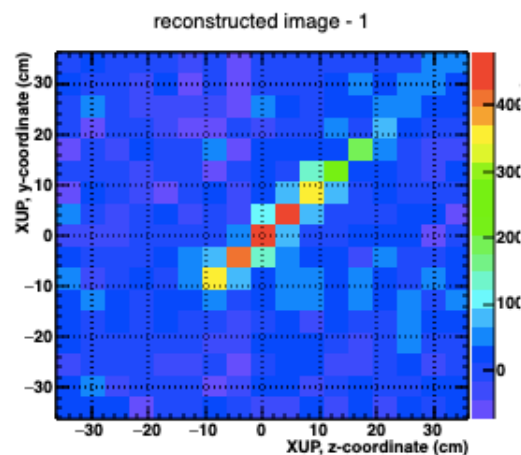
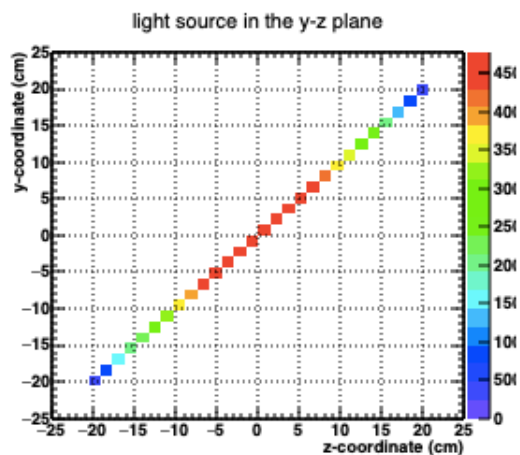
Setup Parameters



Rango matrice	17
Rango maschera	17
Lato pixel	3.4 mm
Pitch maschera	3.15 mm
Distanza maschera-sensore (b)	20 mm
Distanza maschera-oggetto (a)	250 mm
FOV	723 mm

MURA 17x17
enhanced (x5)

$B = 2$ cm

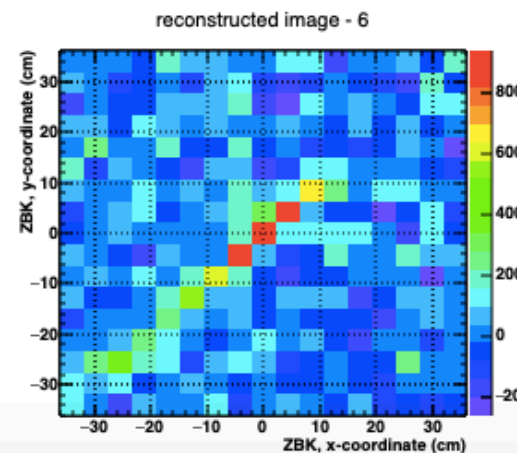
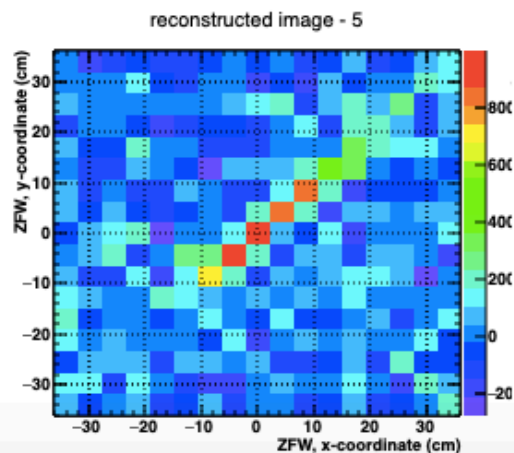
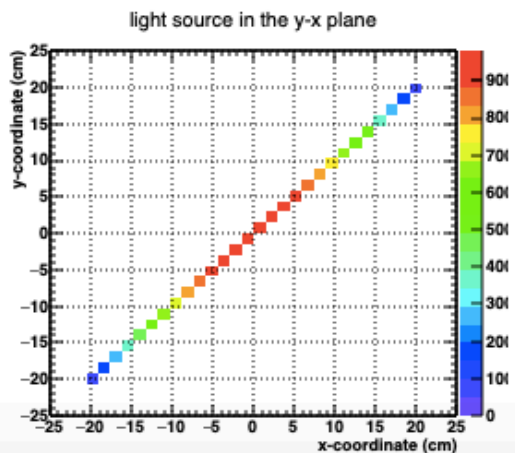
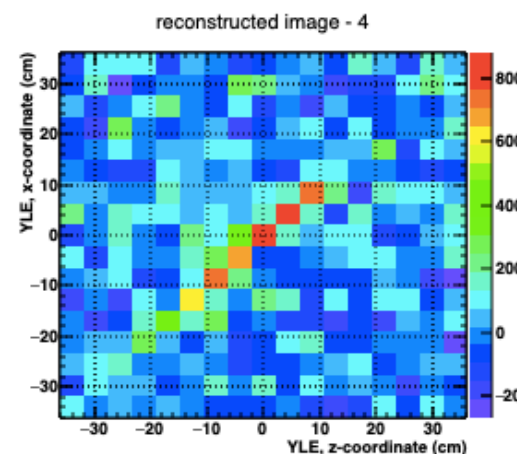
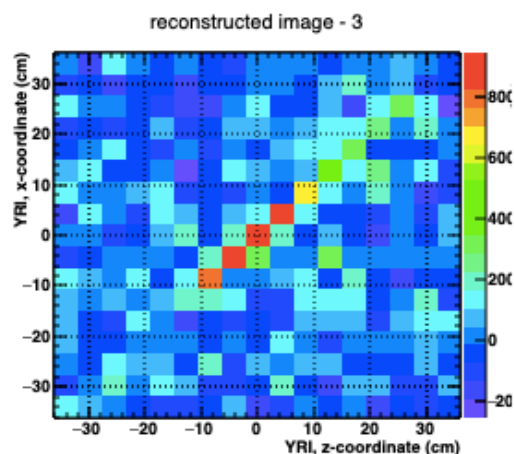
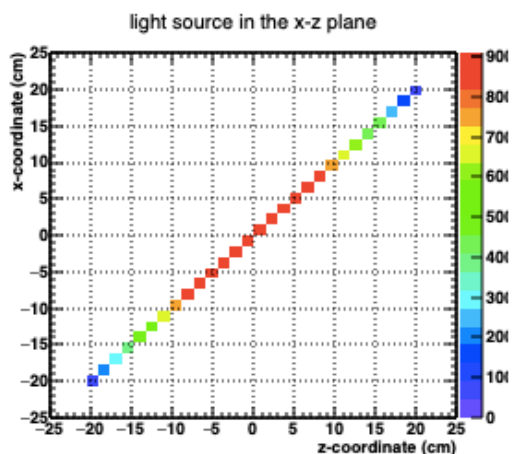
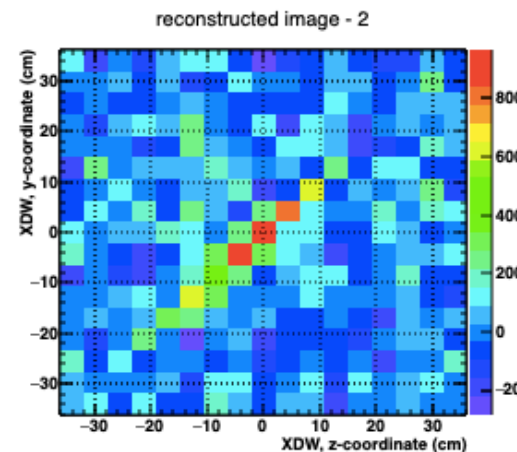
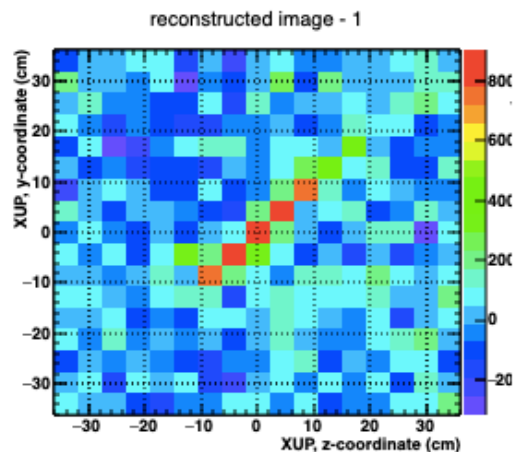
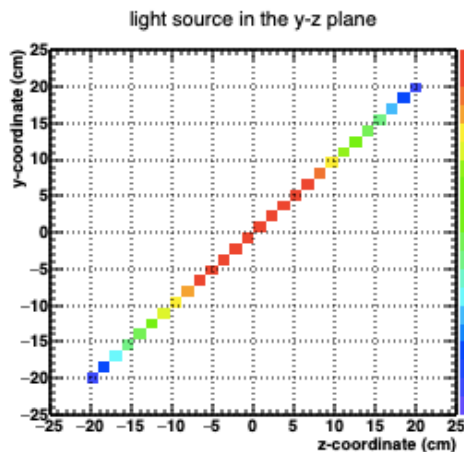


*bisector as
a benchmark*

MURA 17x17

$B = 2$ cm

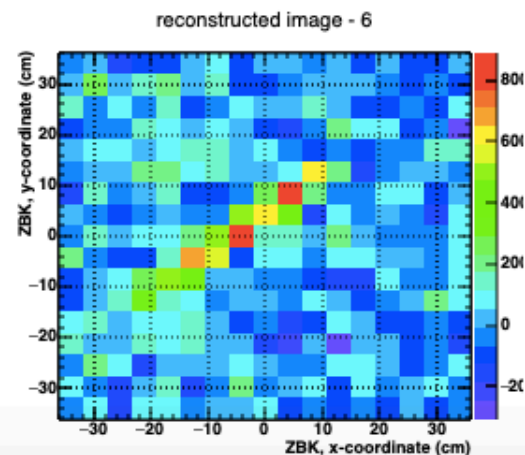
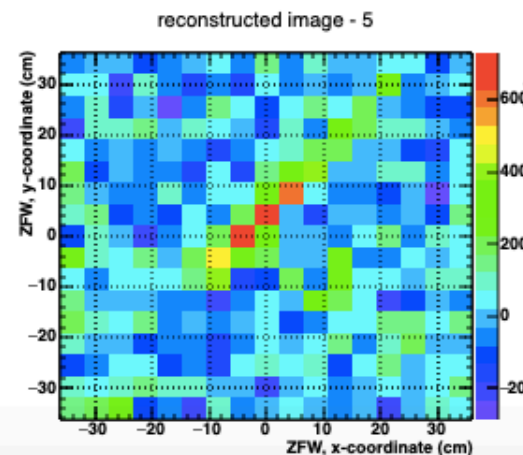
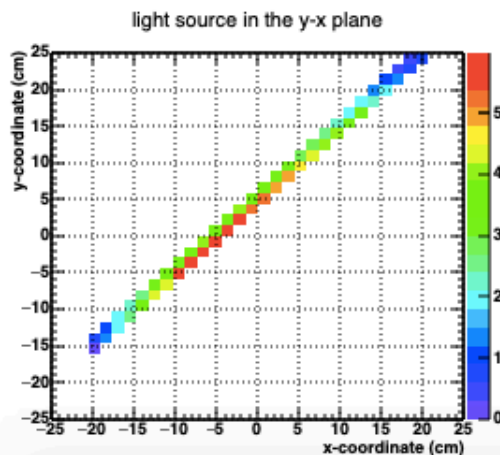
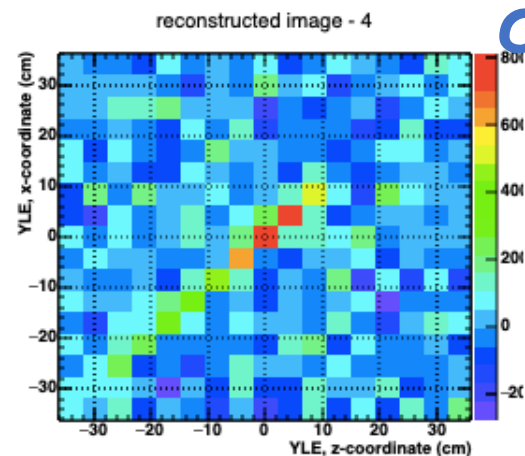
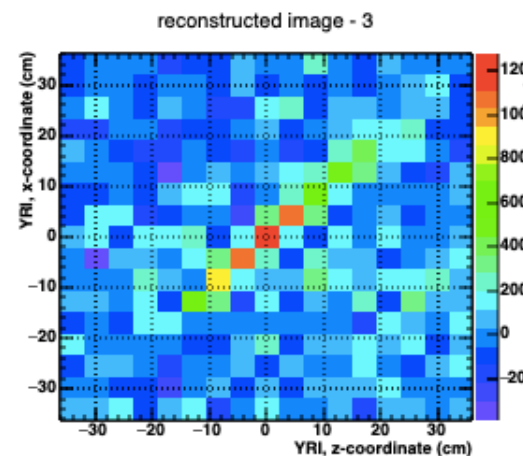
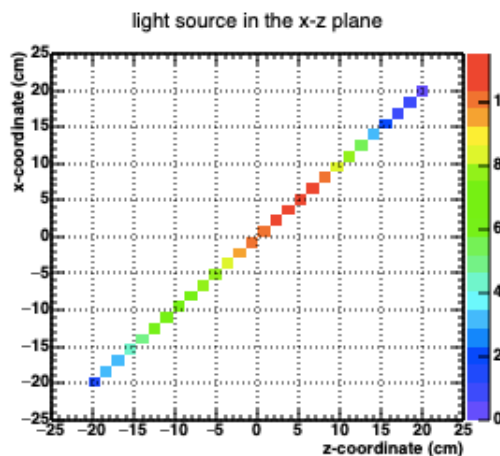
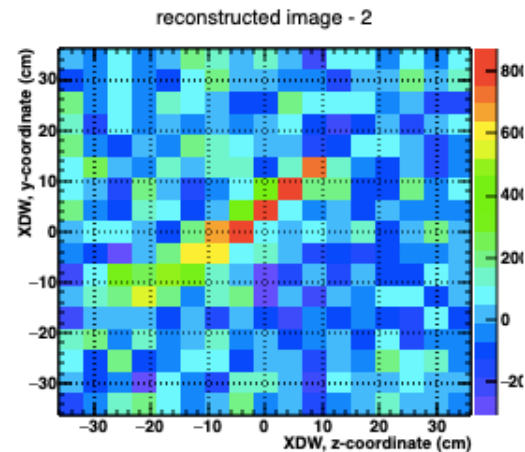
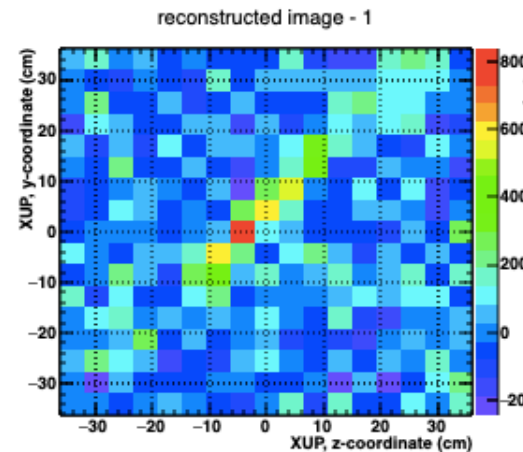
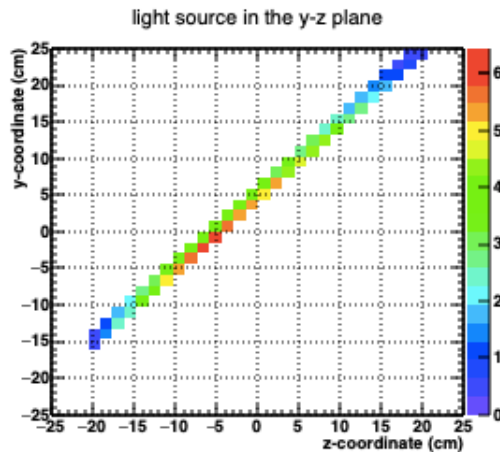
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*bisector as
a benchmark*

MURA 17x17

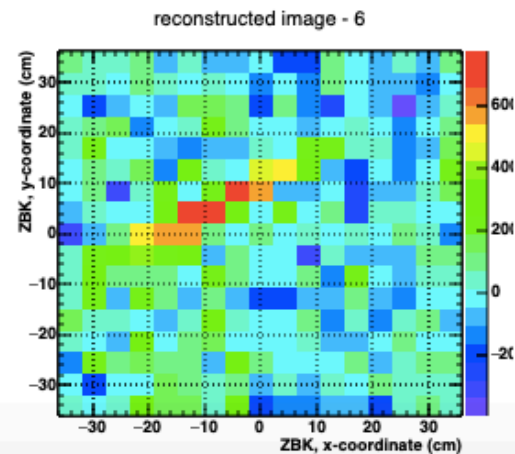
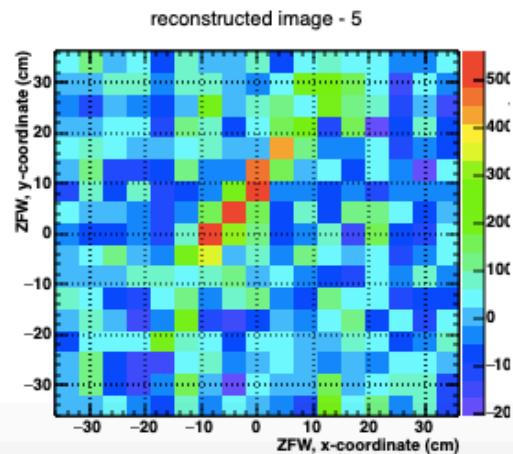
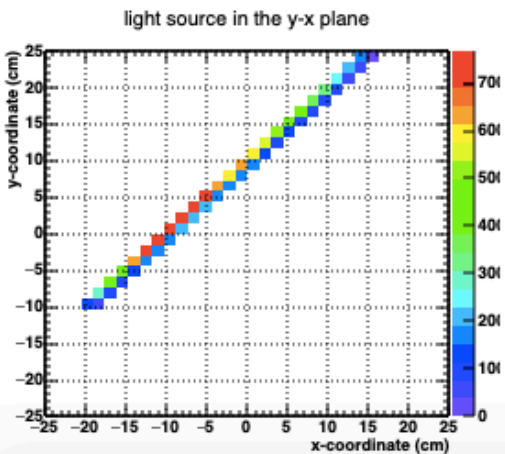
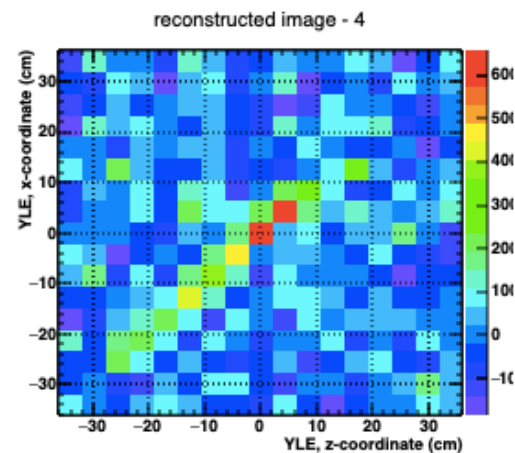
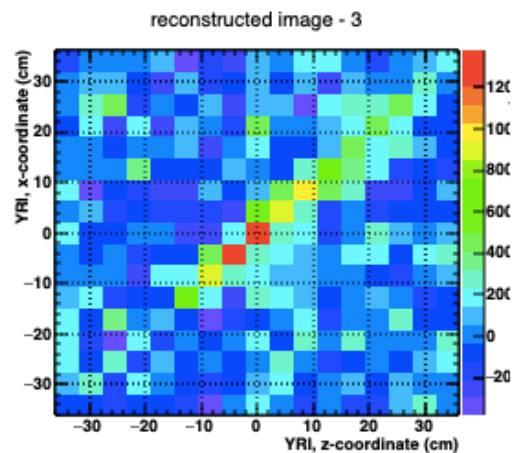
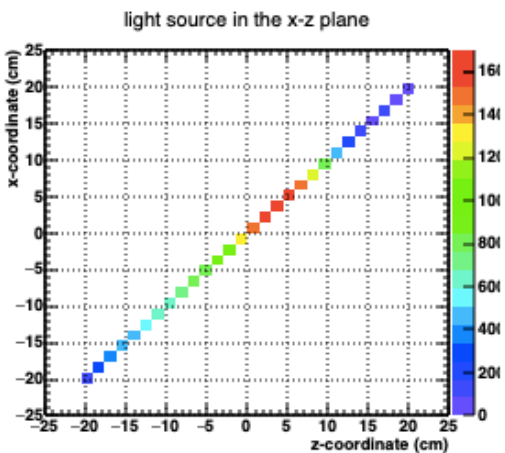
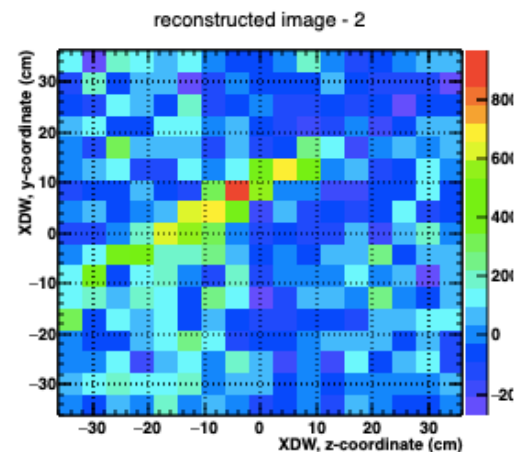
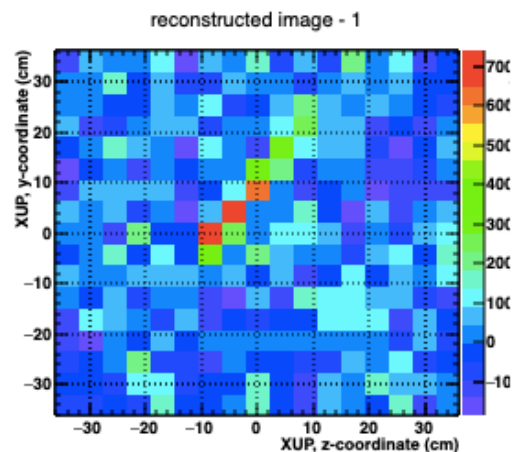
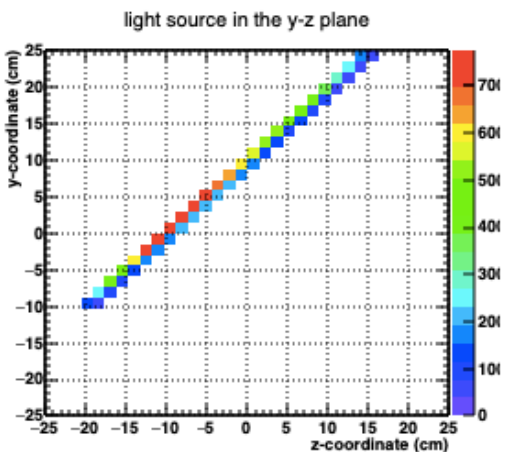
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bisector as a benchmark

MURA 17x17

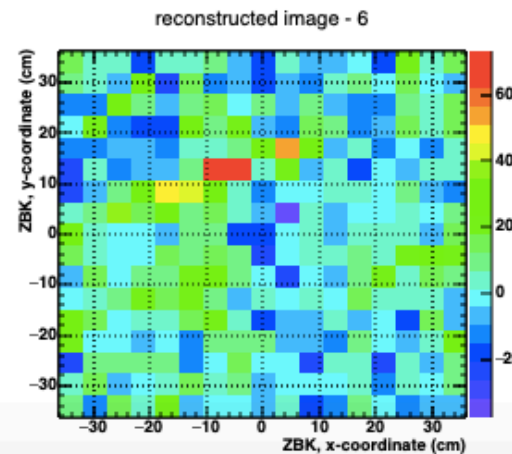
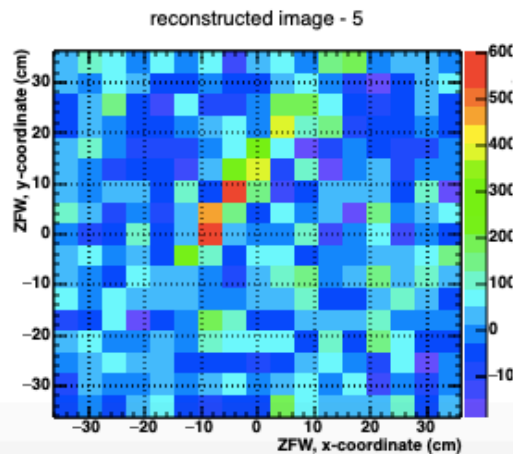
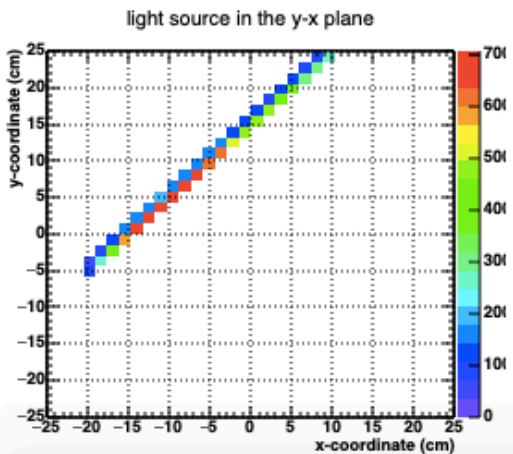
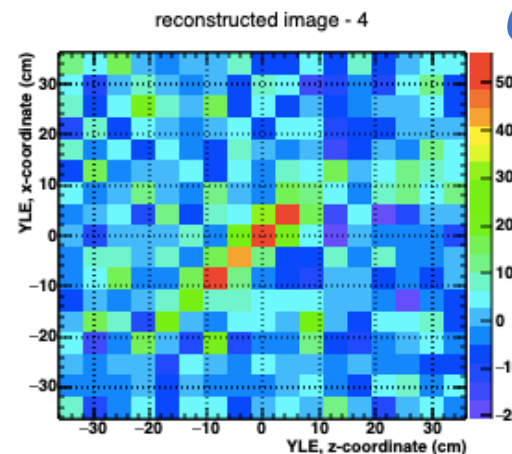
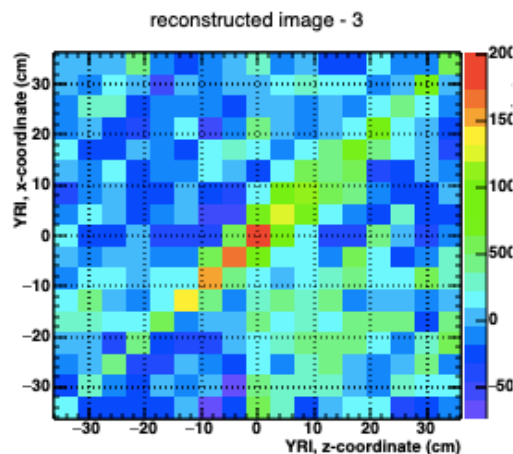
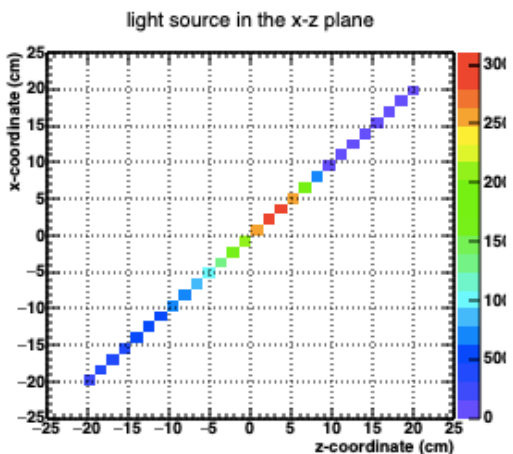
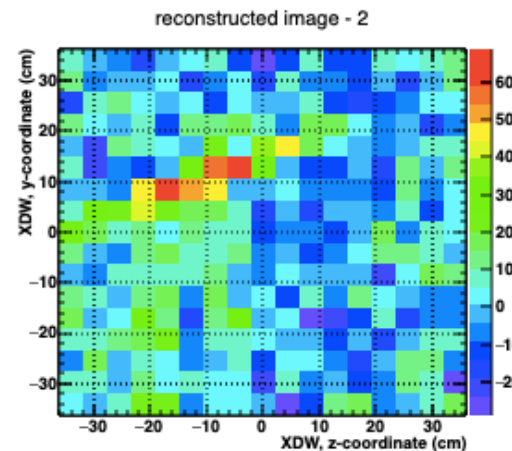
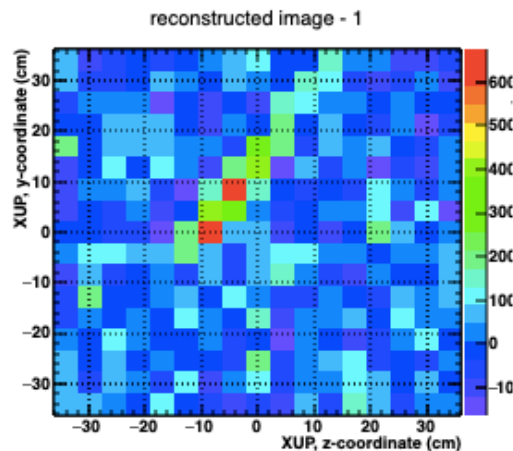
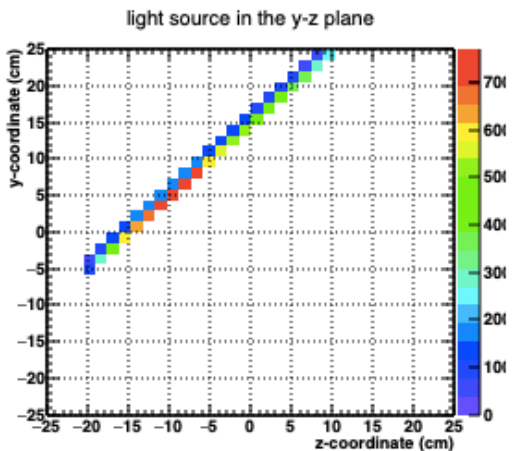
y-offset 10 cm



bisector as a benchmark

MURA 17x17

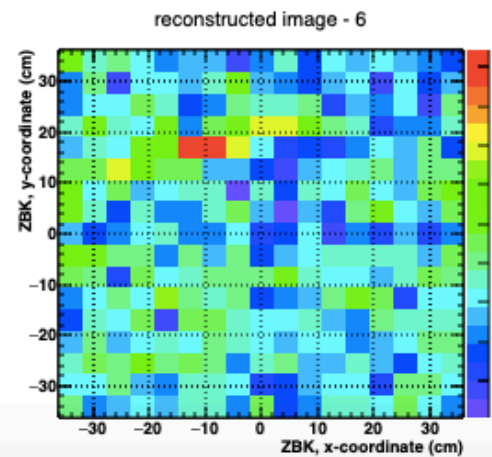
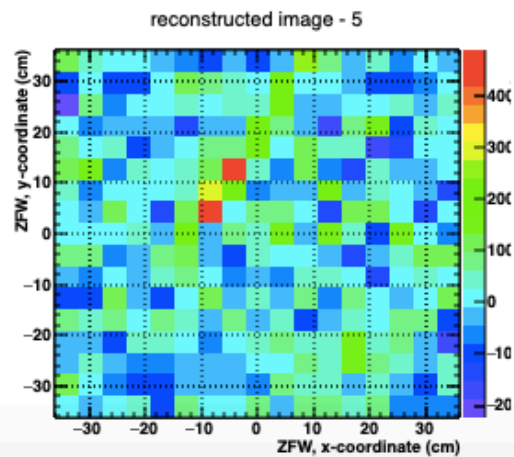
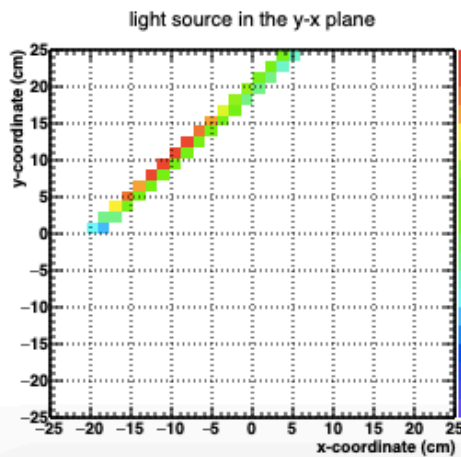
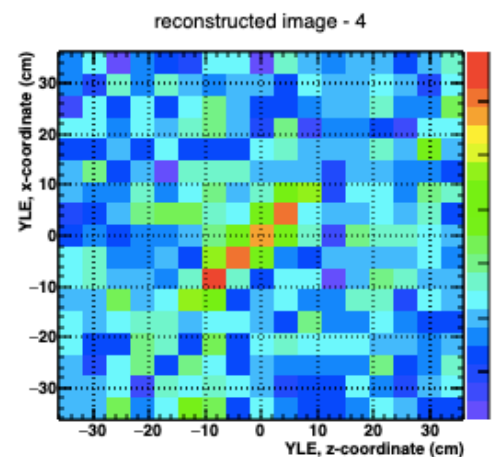
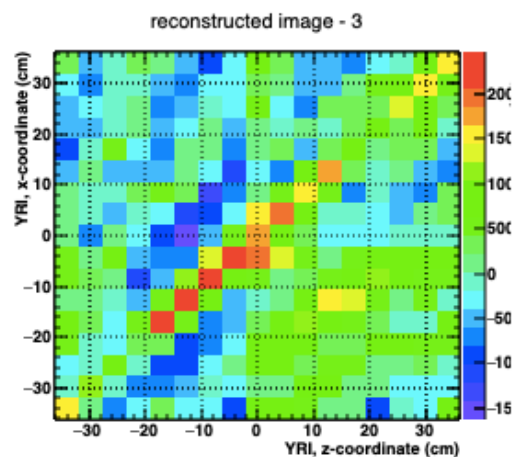
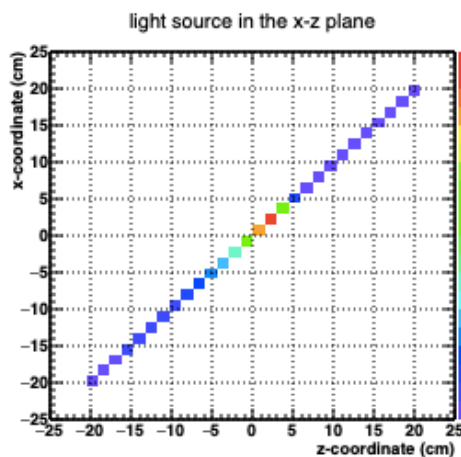
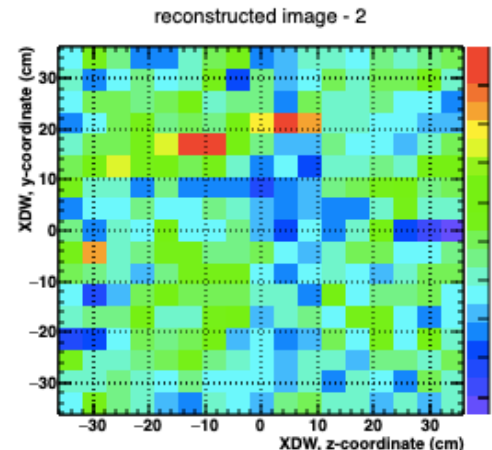
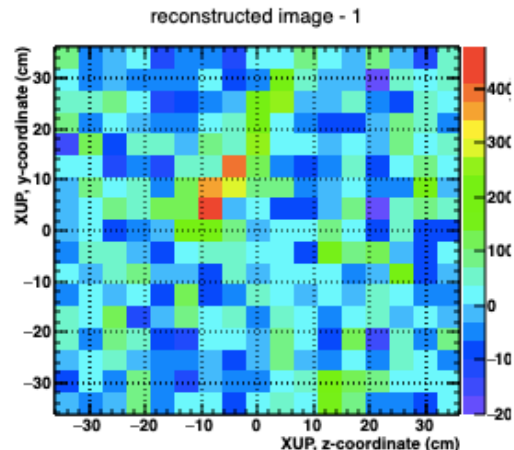
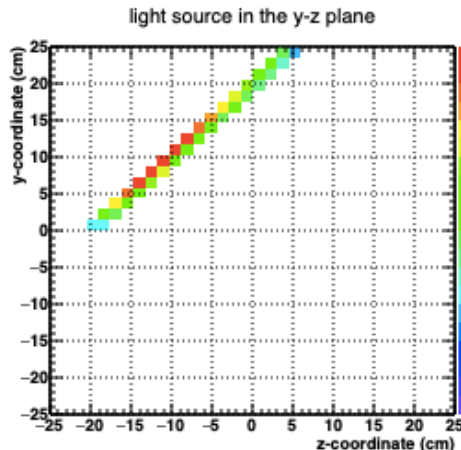
y-offset 15 cm



*bisector as
a benchmark*

MURA 17x17

y-offset 20 cm



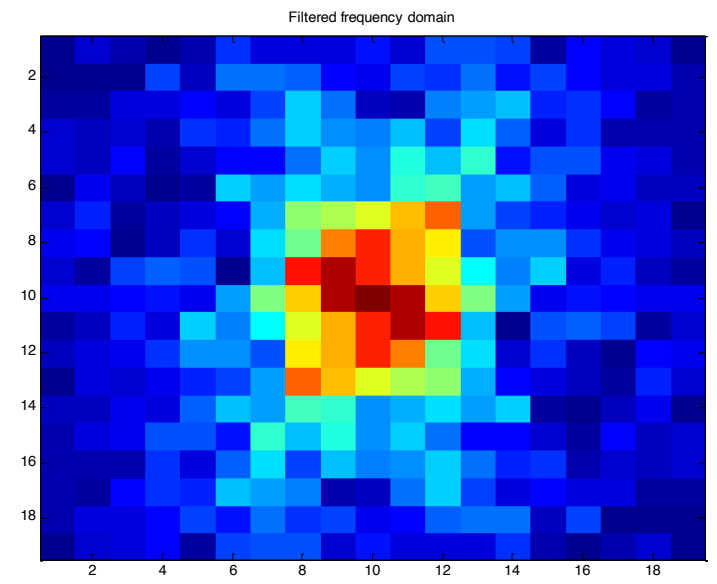
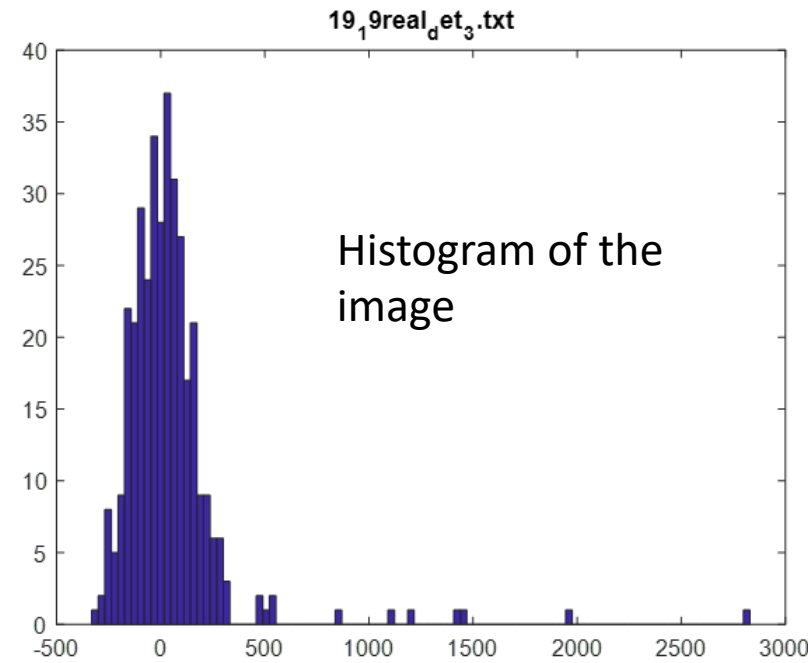
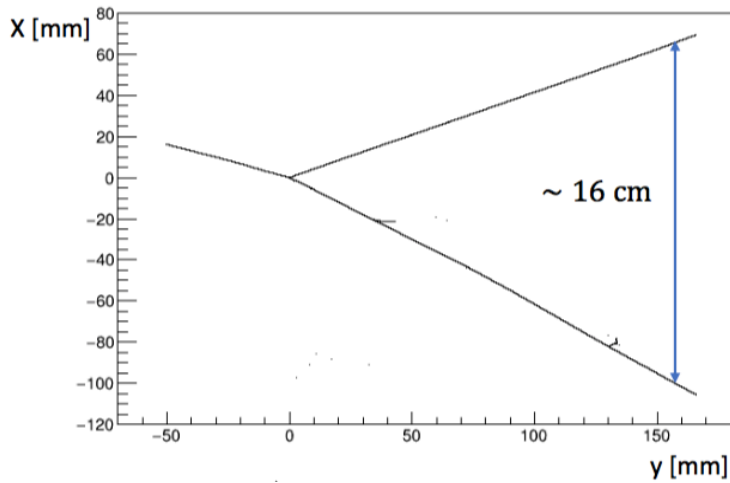
bisector as a benchmark

A simple procedure to detect the signal

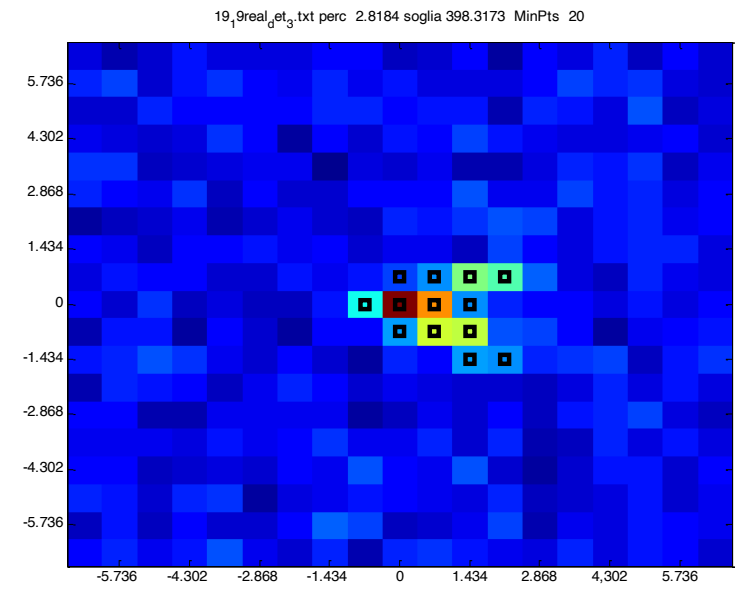
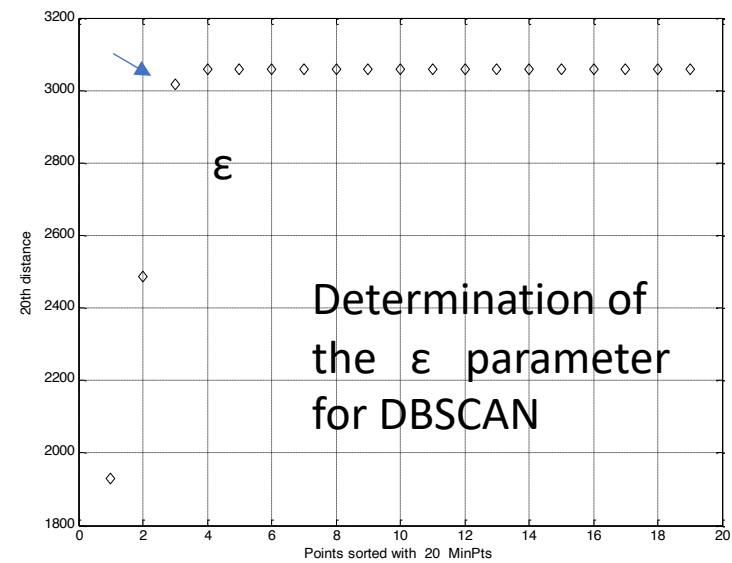
A simple procedure was developed in order to **automatically** extract the spatial extent of the signal from the noisy images on the detectors.

It consists of :

- a pre-processing stage, where, taking into account the shape of the image histogram, a better separation between noise and signal was performed, by using a Gaussian low-pass filter (Czako et al., 2019);
- the search of the points belonging to the signal, by means of the Density-based Spatial Clustering of Applications with Noise (DBSCAN), widely used in many fields of research, spanning from network security, data mining, geospatial data, until biomedical images (Ester et al., 1996, Heris et al., 2015).

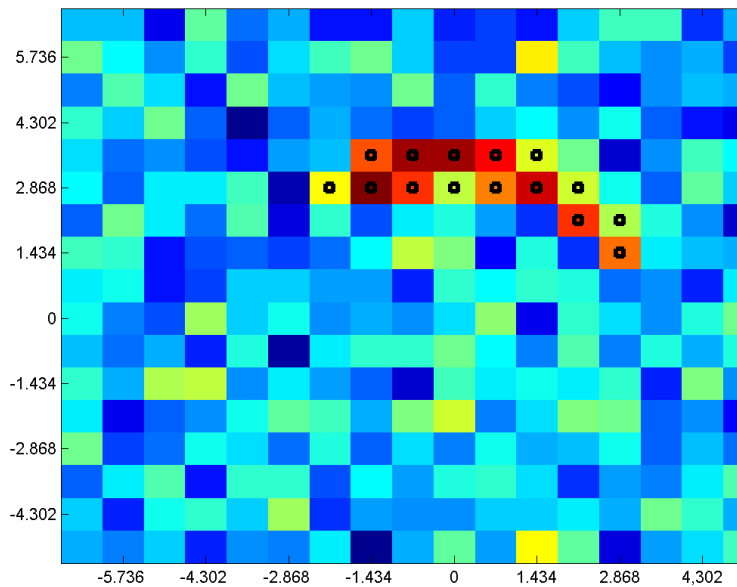


Gaussian filter

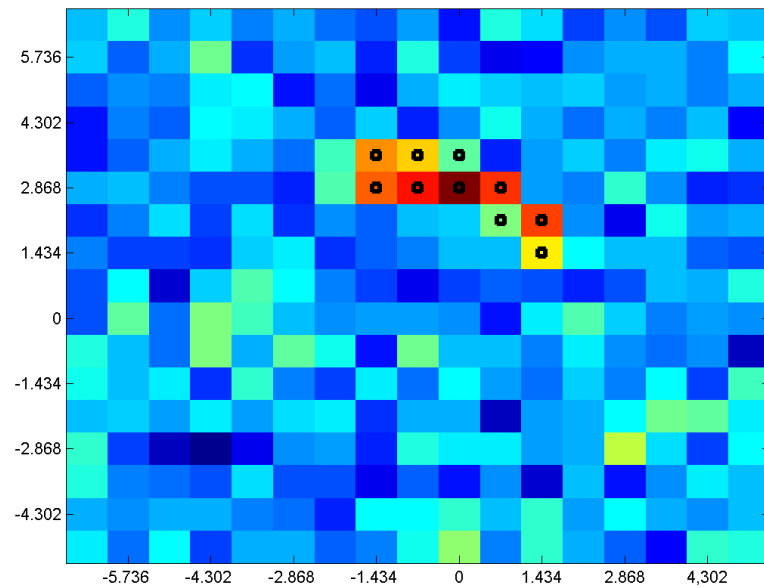


Final detection

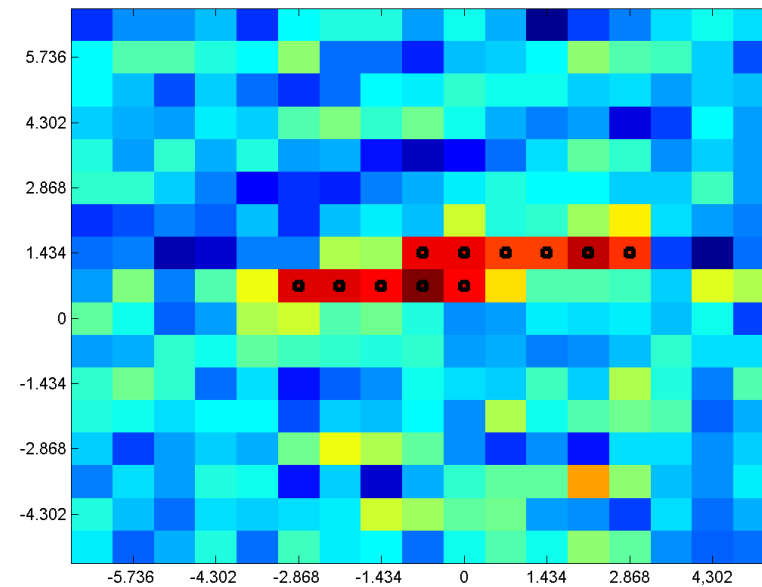
muone2_qet1.txt perc 0.41107 soglia 131.8828 MinPts 298



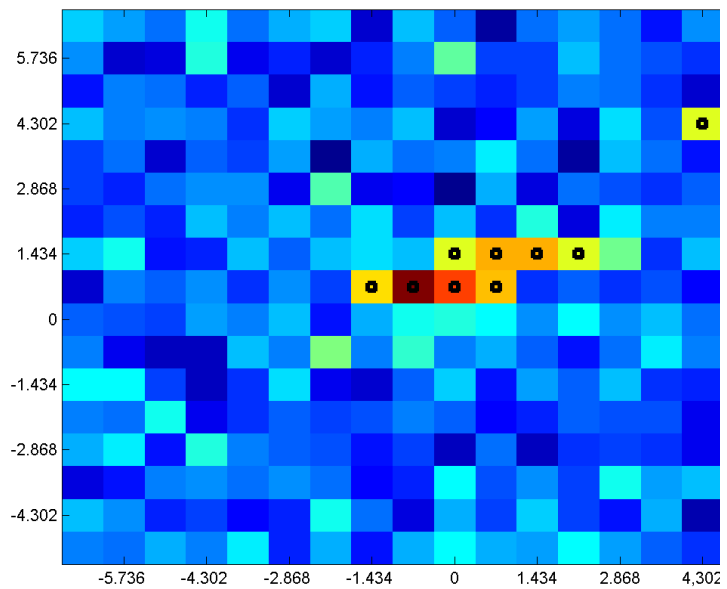
muone2_qet2.txt perc 0.34187 soglia 130.641 MinPts 248



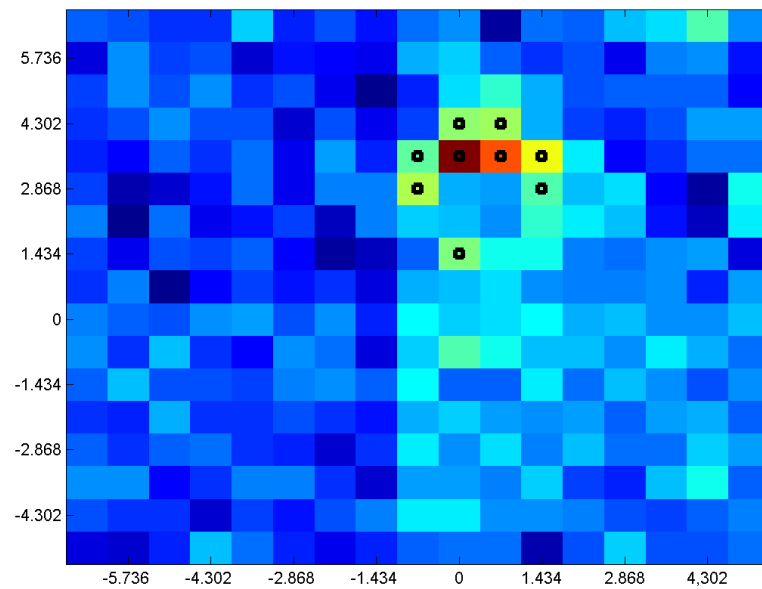
muone2_qet3.txt perc 2.7218 soglia 647.9914 MinPts 18



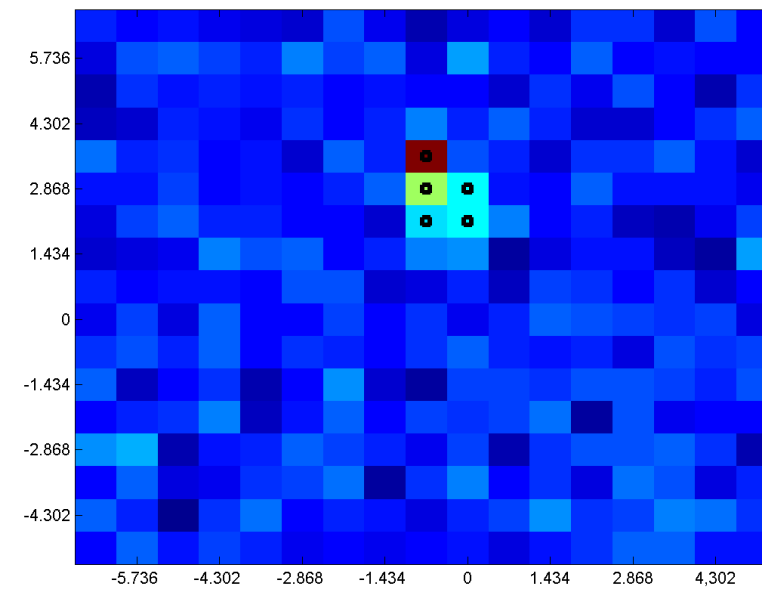
muone2_qet4.txt perc 0.34602 soglia 116.2663 MinPts 251



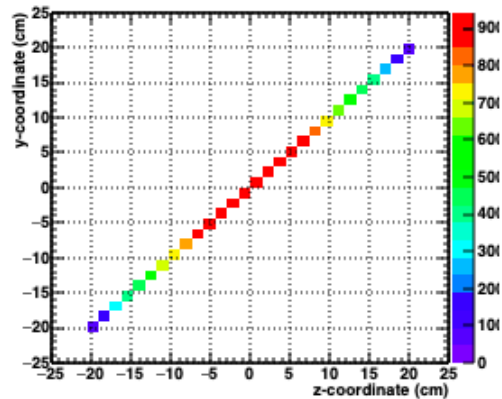
muone2_qet5.txt perc 0.31972 soglia 367.9993 MinPts 232



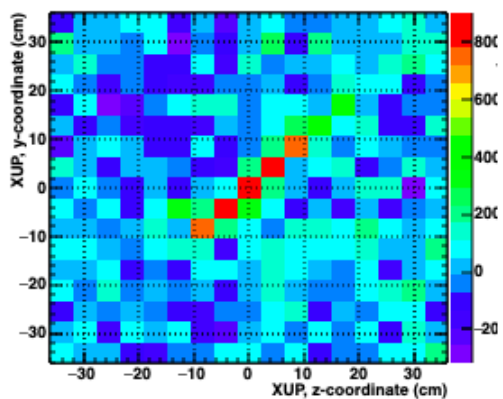
muone2_qet6.txt perc 0.27128 soglia 192.8719 MinPts 197



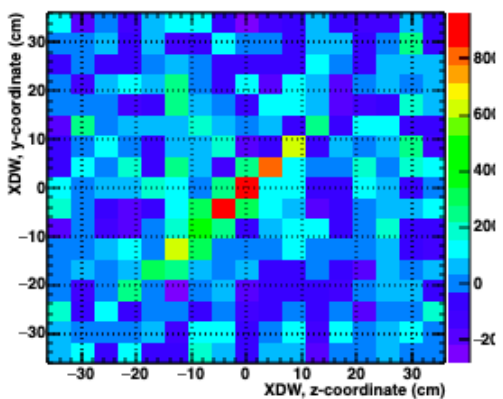
light source in the y-z plane



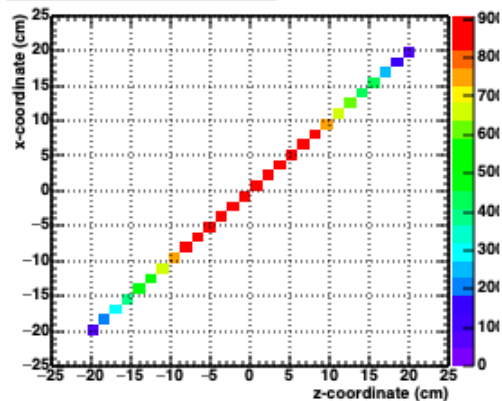
reconstructed image - 1



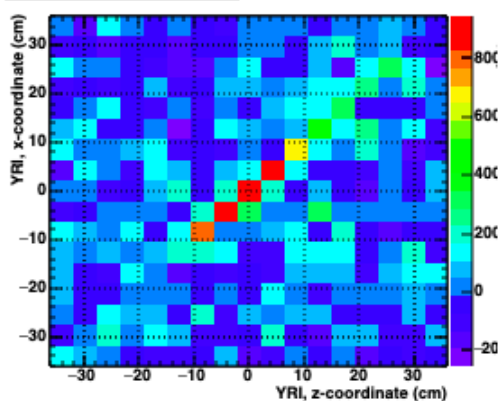
reconstructed image - 2



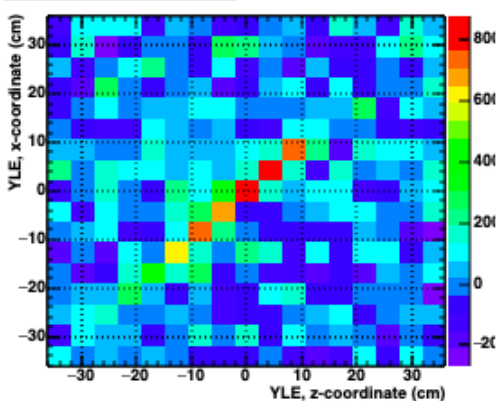
light source in the x-z plane



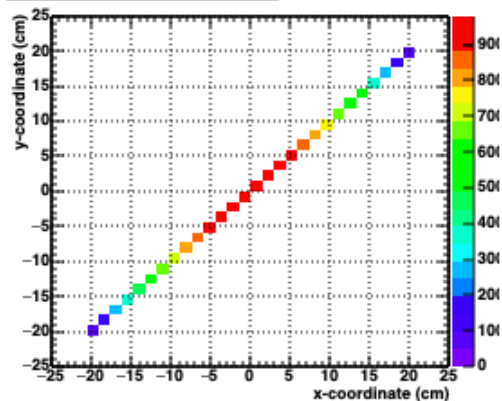
reconstructed image - 3



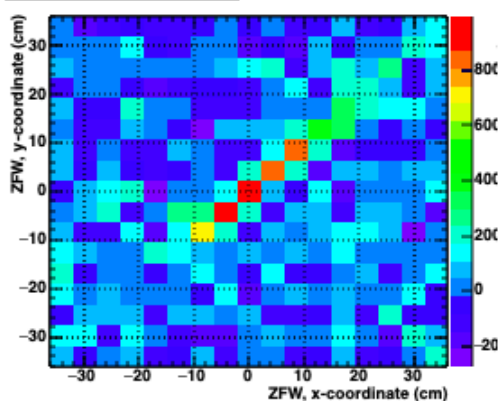
reconstructed image - 4



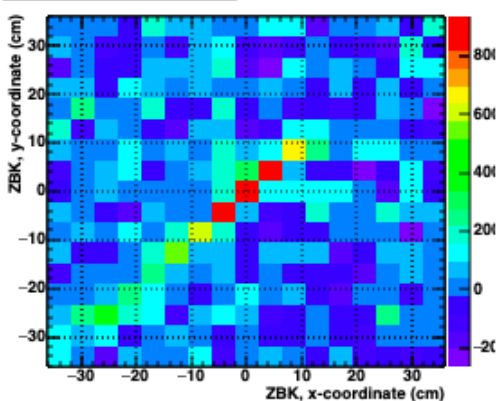
light source in the y-x plane



reconstructed image - 5

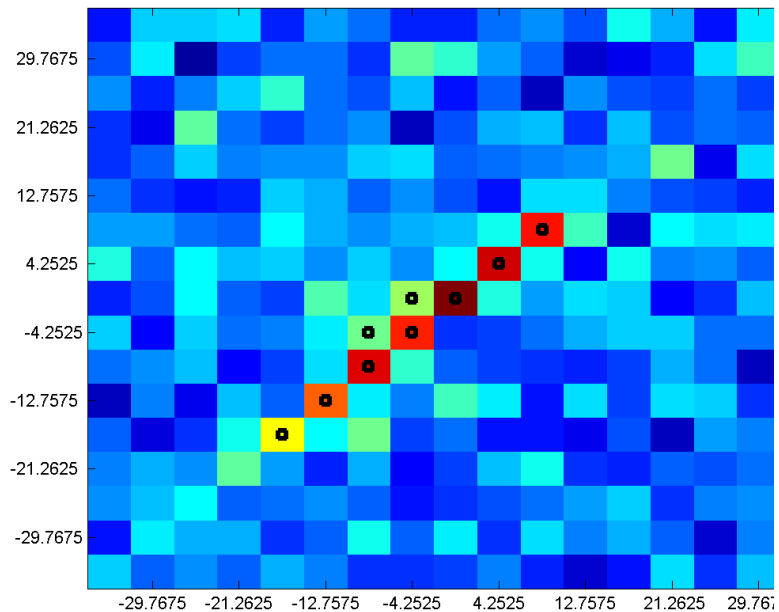


reconstructed image - 6

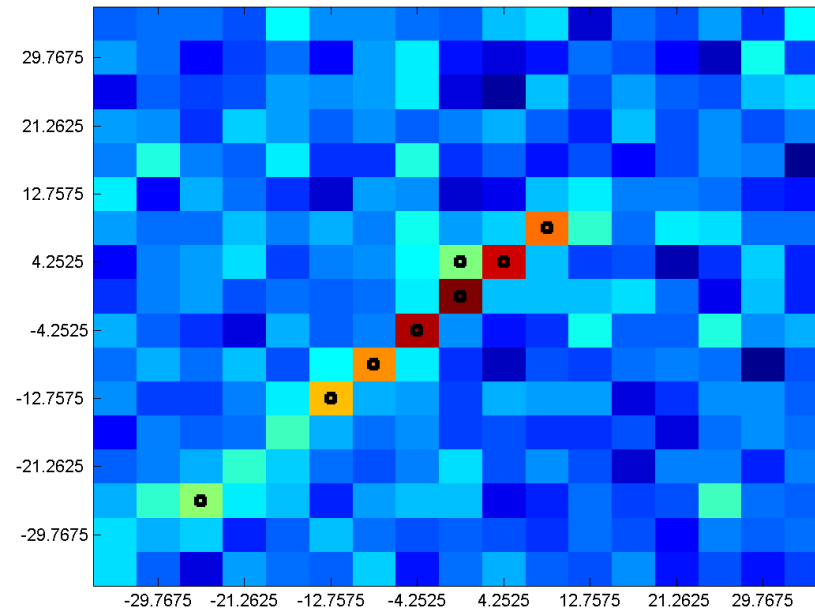


Images on the detectors

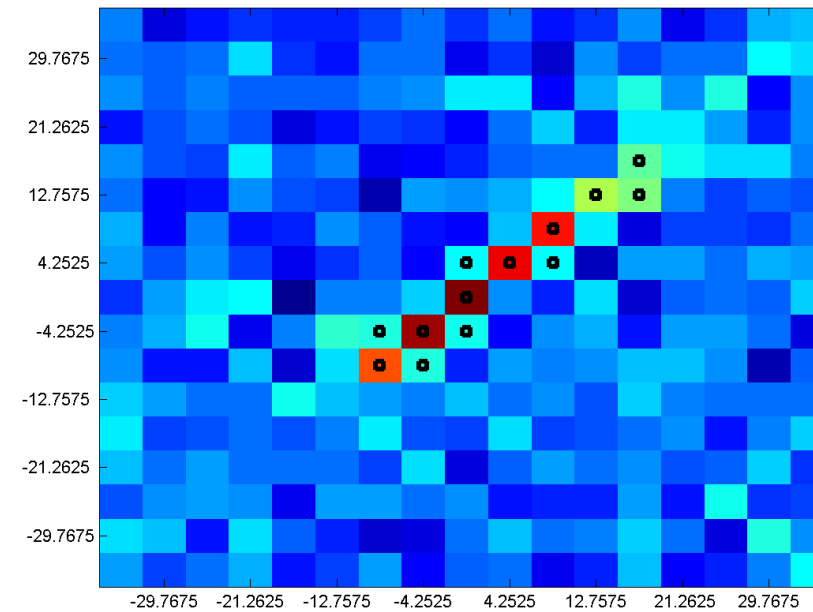
traccia18_d₄.txt perc 1.9446 soglia 281.3631 MinPts 18



traccia18_d₆.txt perc 1.9516 soglia 270.9425 MinPts 18

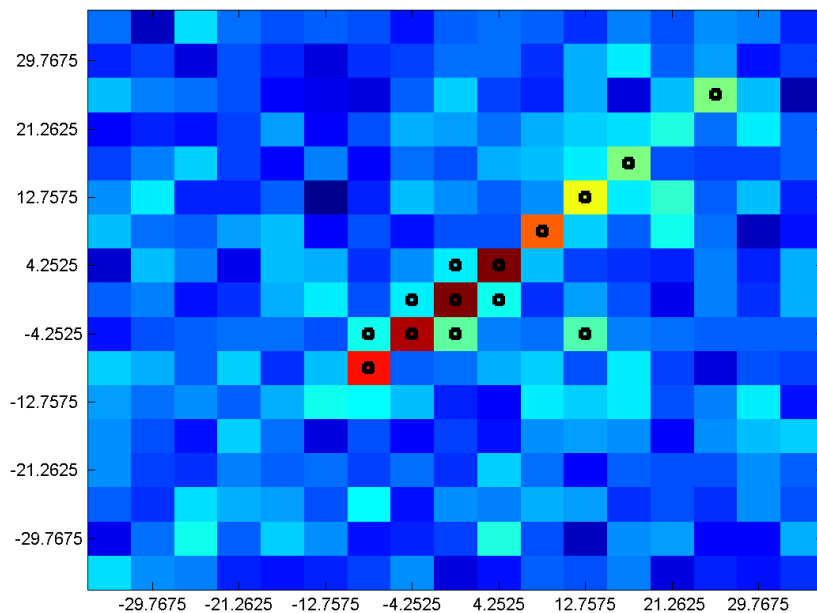


traccia18_d₅.txt perc 1.9654 soglia 270.8304 MinPts 18

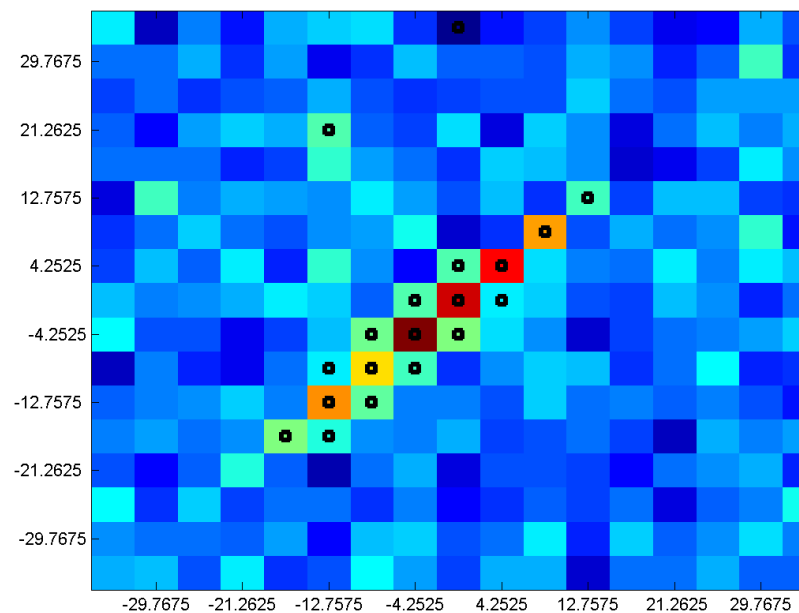


RECONSTRUCTED SIGNAL

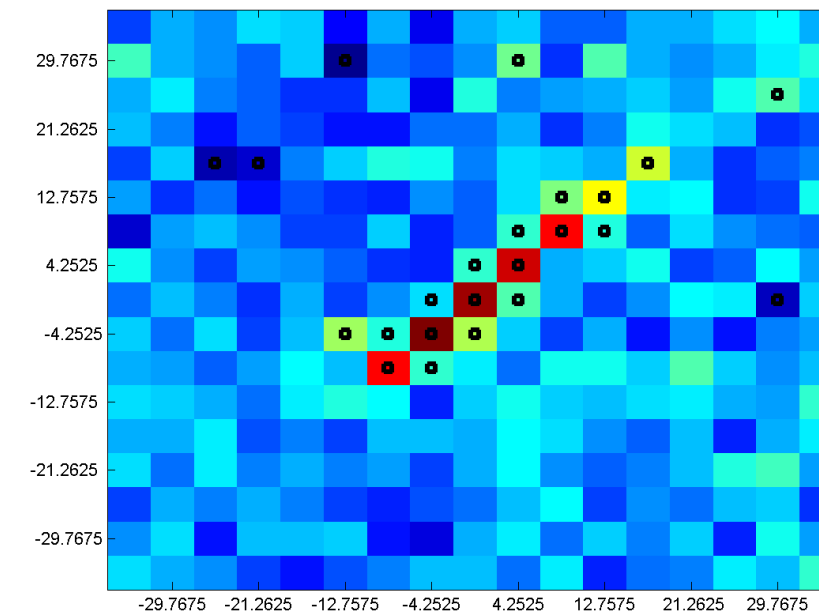
traccia18_d₃.txt perc 1.9585 soglia 214.1522 MinPts 18



traccia18_d₂.txt perc 1.9585 soglia 202.0902 MinPts 18



traccia18_d₁.txt perc 1.9516 soglia 188.0156 MinPts 18

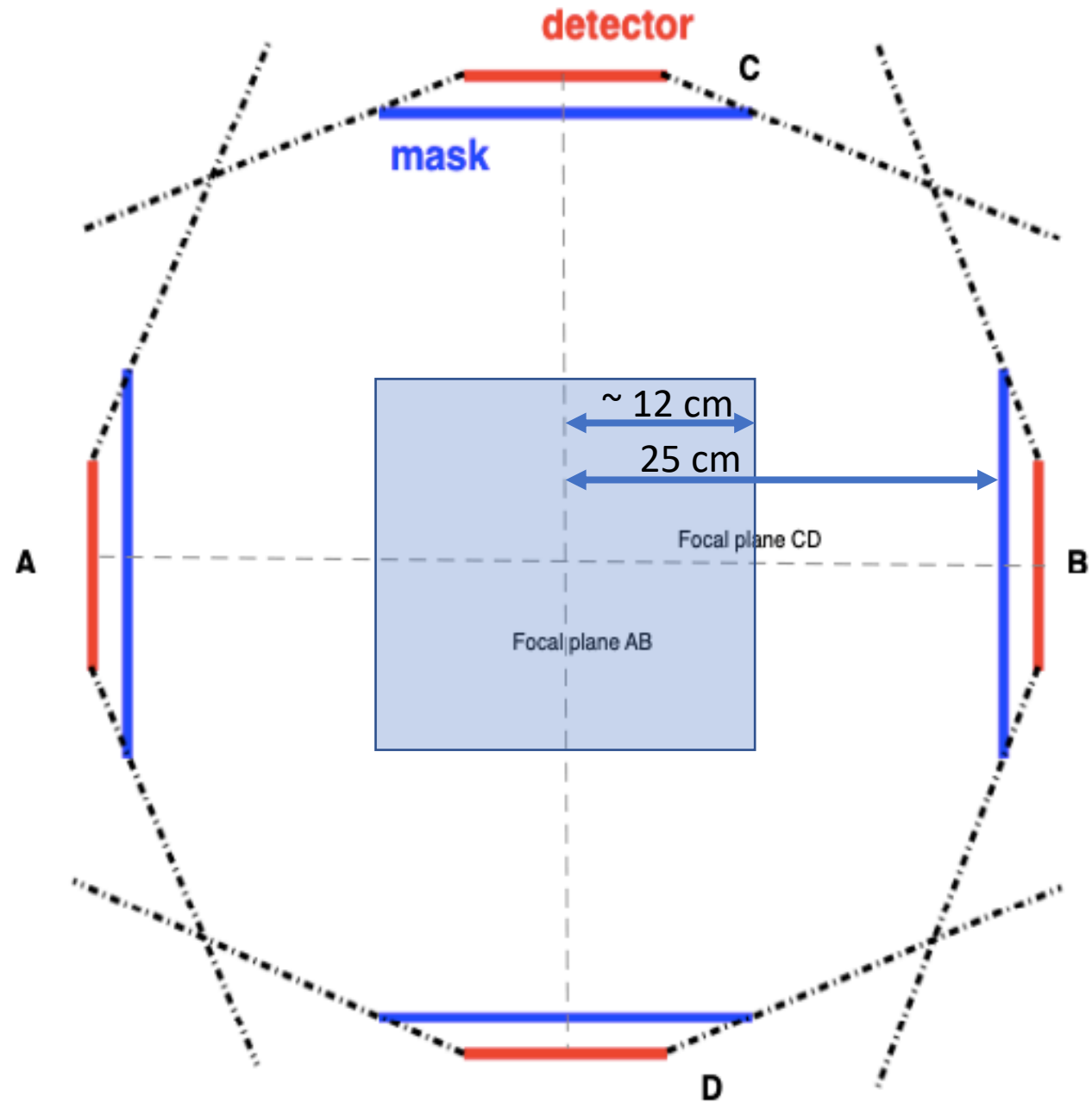


ESTIMATE OF THE PIVOT COORDINATES

Truth	AX= -20 cm AY= -20 cm AZ= -20 cm	BX =20 cm BY =20 cm BZ =20 cm
DIRECTLY FROM THE ORIGINAL SIGNAL	AX = -14.0 AY = -12.1 AZ = -14.0	BX =15.1 BY =12.0 BZ =17.0
FROM DBSCAN CLUSTER ELEMENTS	AX= -12.0 AY= - 12.0 AZ= -11.3	BX = 11.3 BY = 13.0 BZ = 13.0

Fiducial volume for
image reconstruction

$\sim 25 \times 25 \times 25 \text{ cm}^3$



Conclusions

- Analytical formulas to reconstruct linear tracks in 3-D are available
- A setup with only 3 masks (2 parallel, 1 orthogonal) can be enough for image reconstruction
- Definition of proper setup and fiducial volume ($\sim 25 \times 25 \times 25 \text{ cm}^3$)
- Track reconstruction by means of DBSCAN

BUFFER

Check on the distance B (SiPM - matrix)

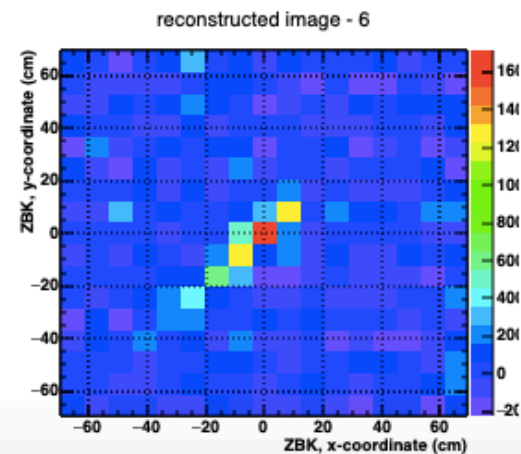
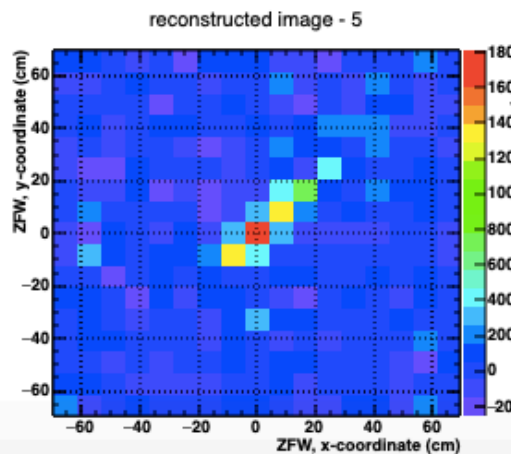
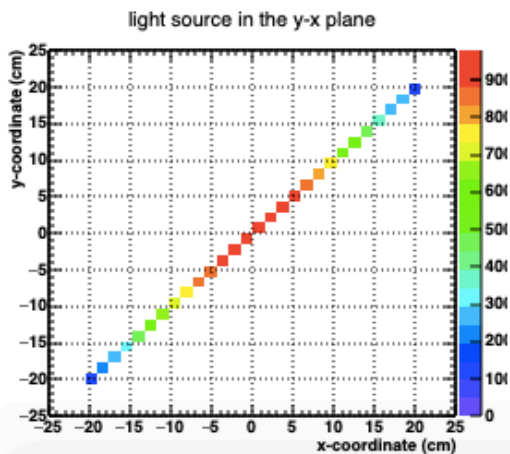
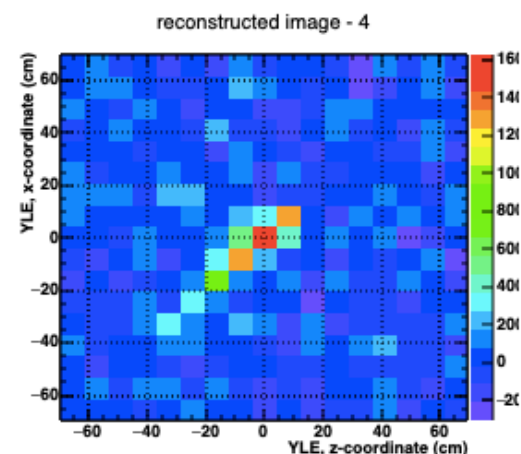
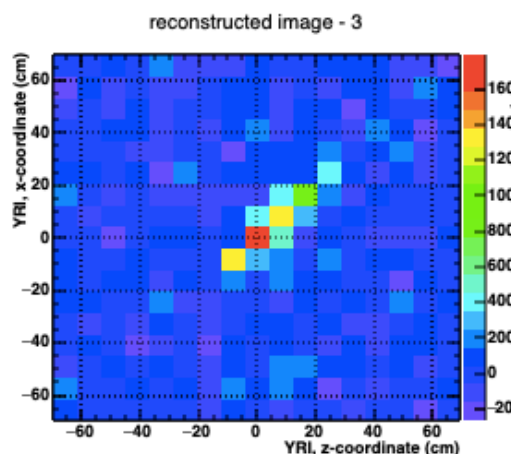
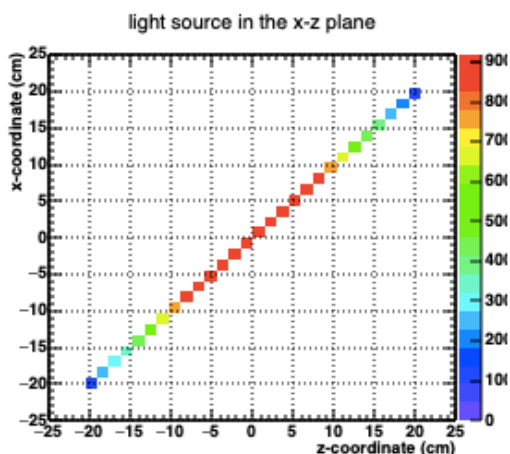
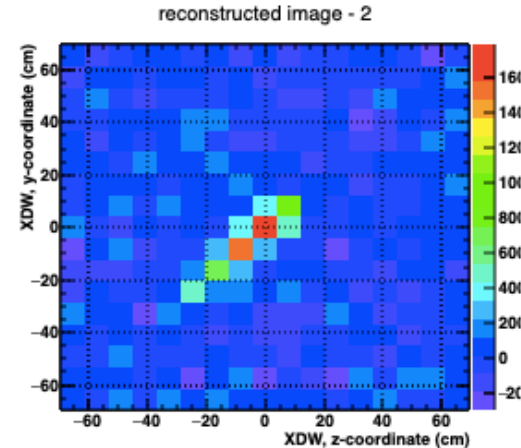
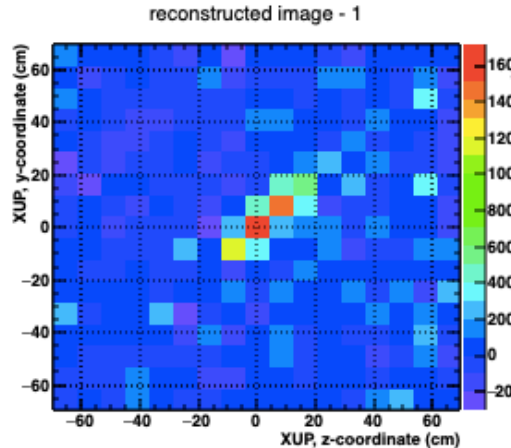
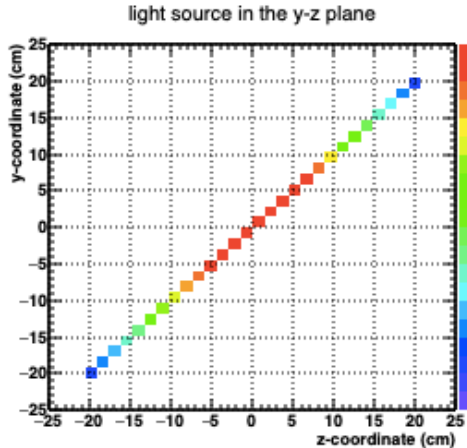
MURA 17x17

$B = 1 \text{ cm}$

$A = 25 \text{ cm}$

$\Delta_{\text{mask}} = 0.315 \text{ cm}$

$\Delta_{\text{SiPM}} = 0.328 \text{ cm}$



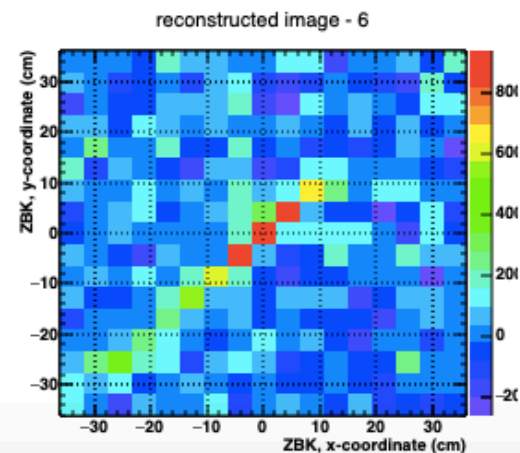
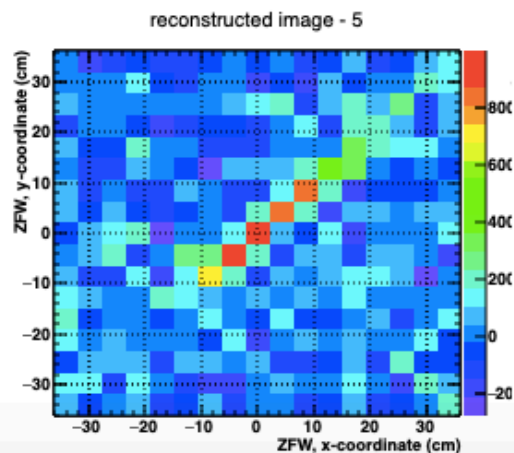
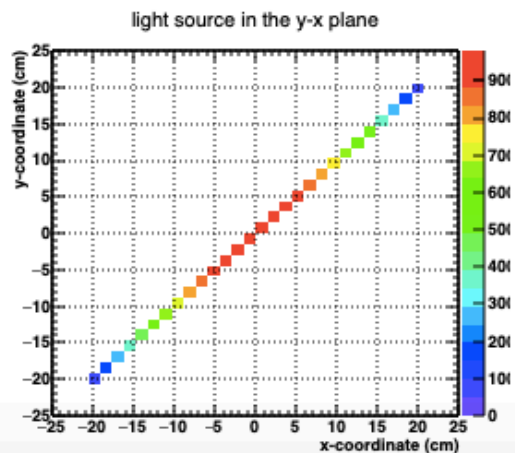
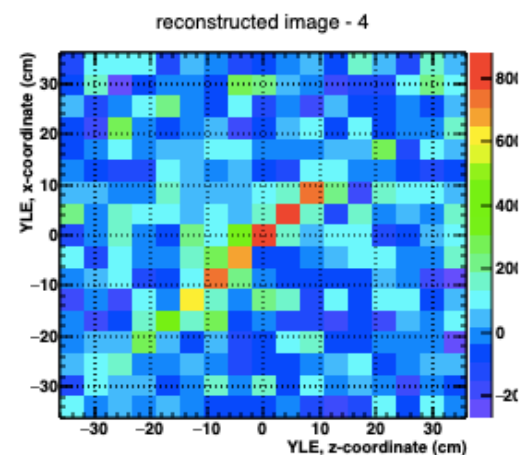
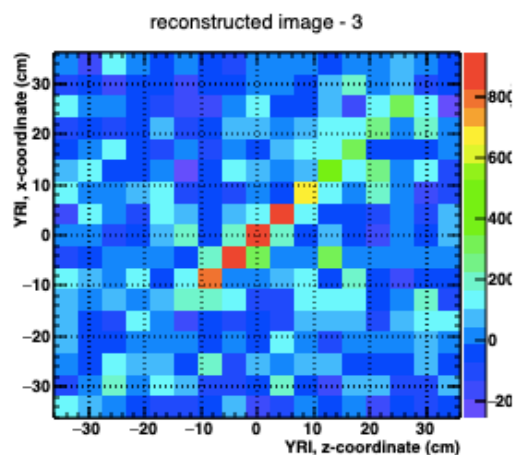
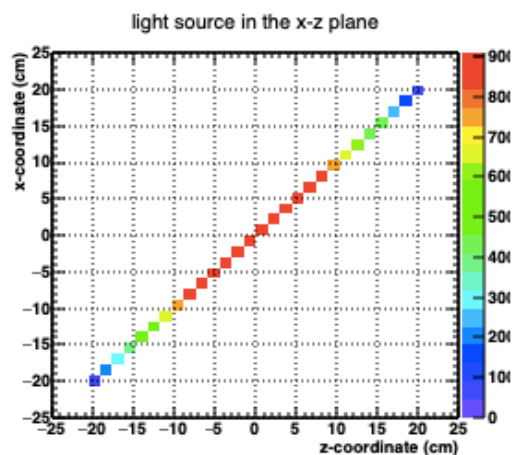
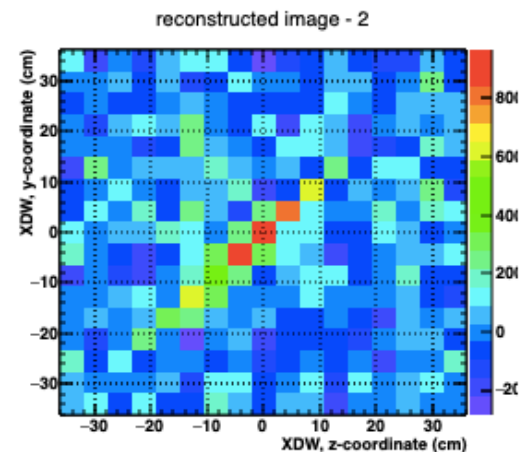
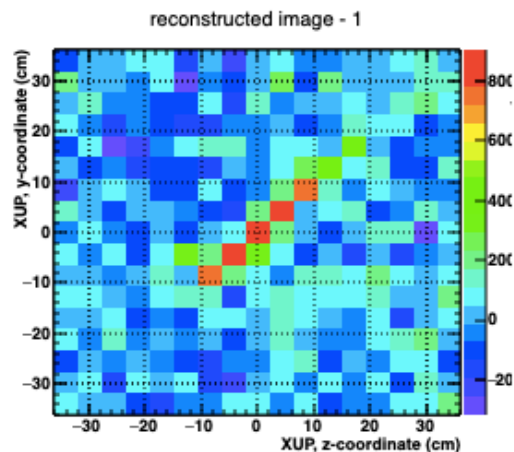
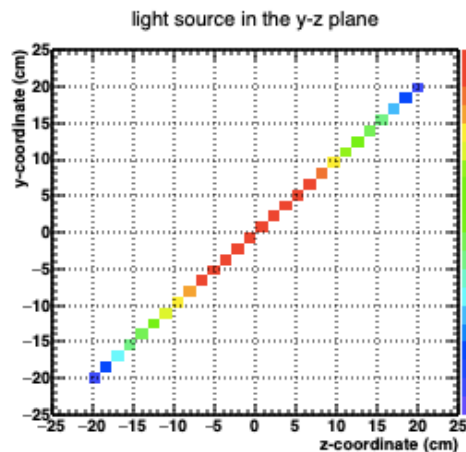
MURA 17x17

$B = 2 \text{ cm}$

$A = 25 \text{ cm}$

$\Delta_{\text{mask}} = 0.315 \text{ cm}$

$\Delta_{\text{SiPM}} = 0.340 \text{ cm}$



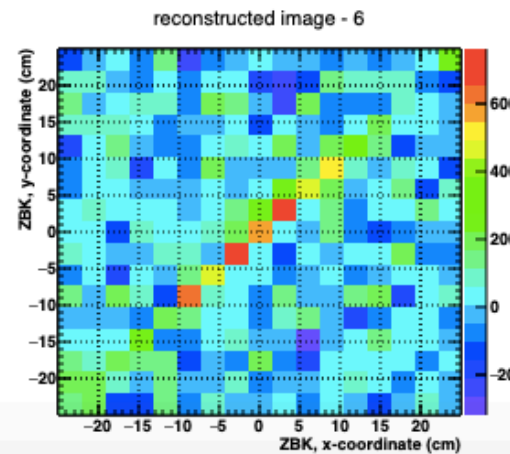
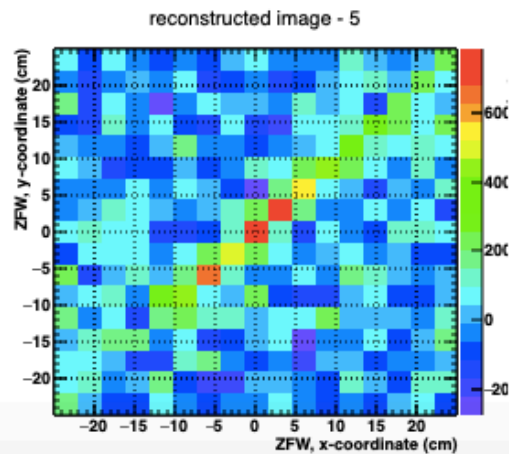
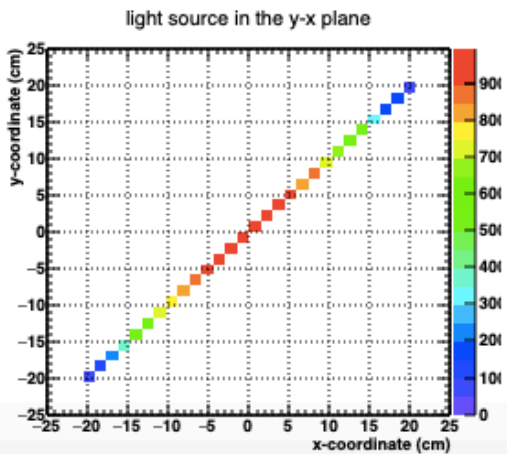
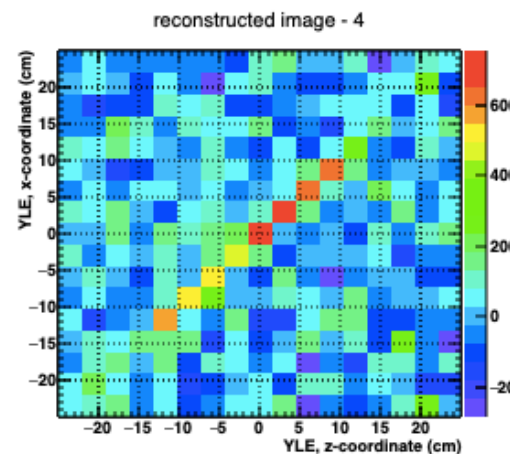
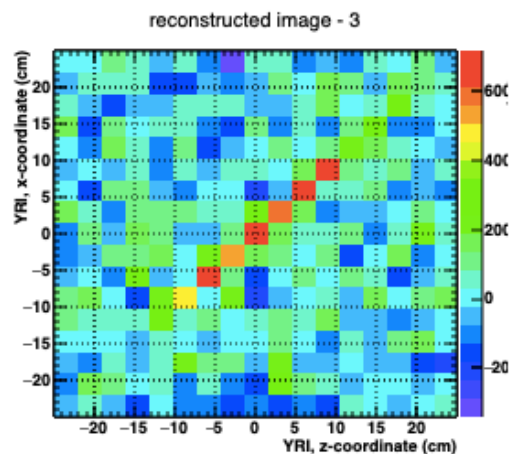
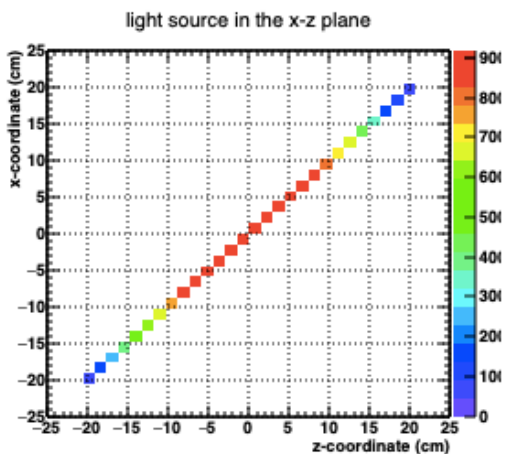
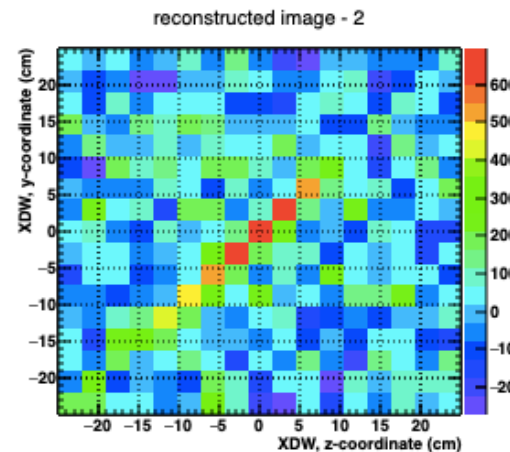
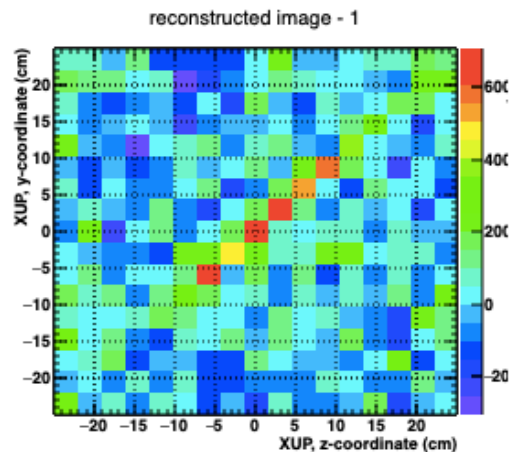
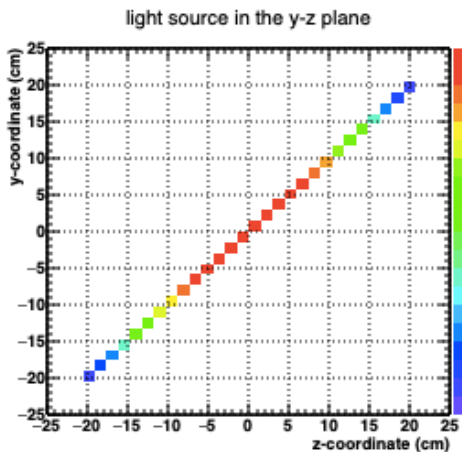
MURA 17x17

$B = 3 \text{ cm}$

$A = 25 \text{ cm}$

$\Delta_{\text{mask}} = 0.315 \text{ cm}$

$\Delta_{\text{SiPM}} = 0.353 \text{ cm}$



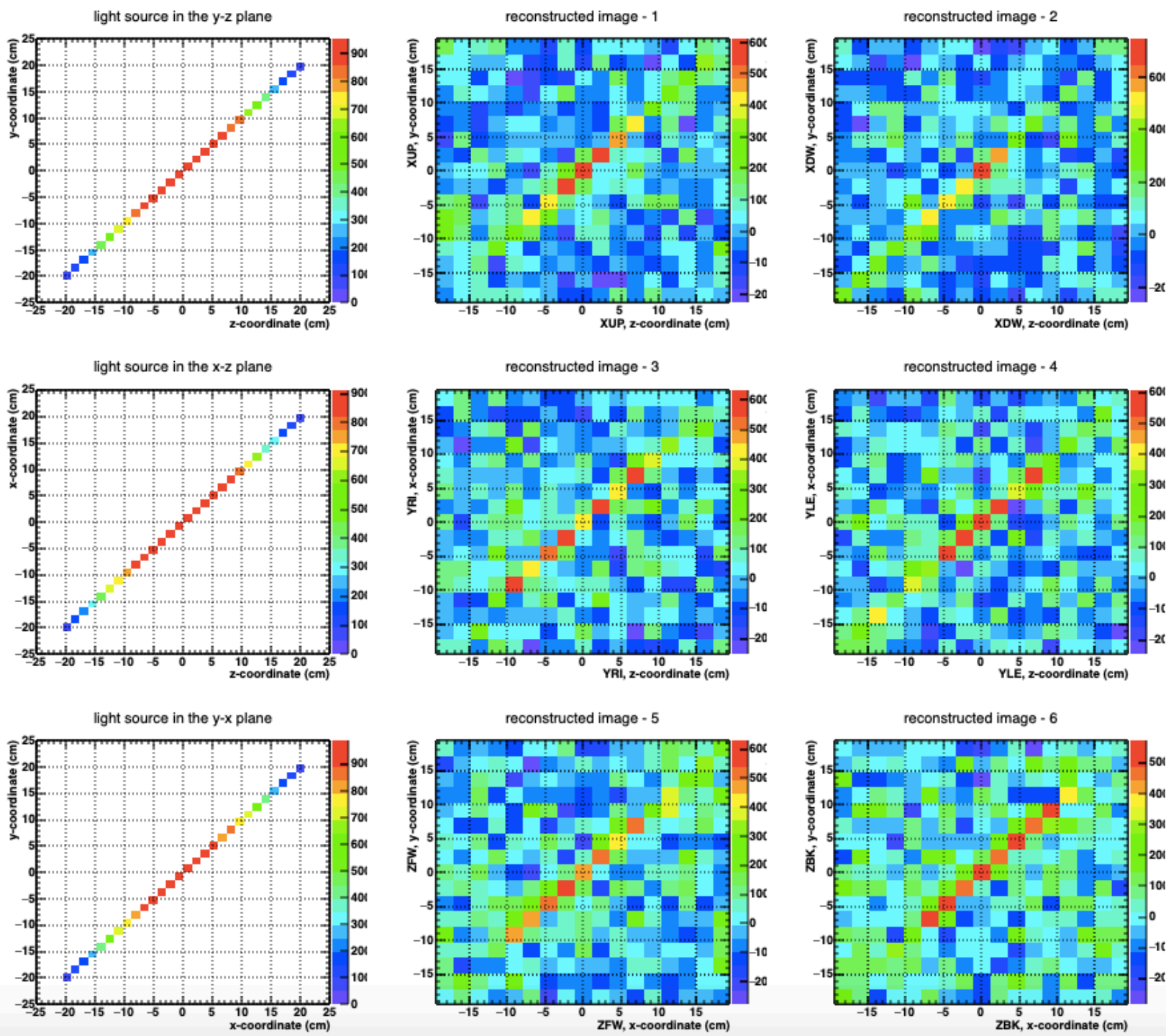
MURA 17x17

$B = 4 \text{ cm}$

$A = 25 \text{ cm}$

$\Delta_{\text{mask}} = 0.315 \text{ cm}$

$\Delta_{\text{SiPM}} = 0.365 \text{ cm}$



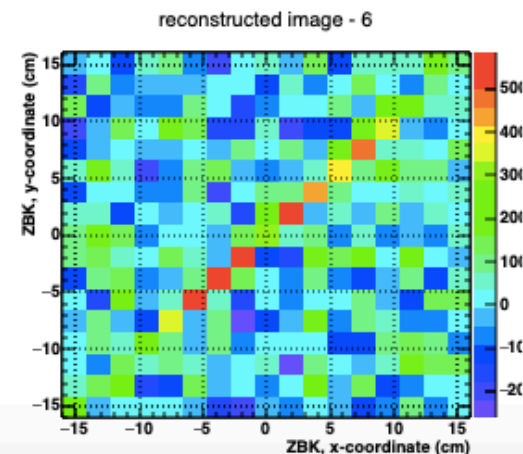
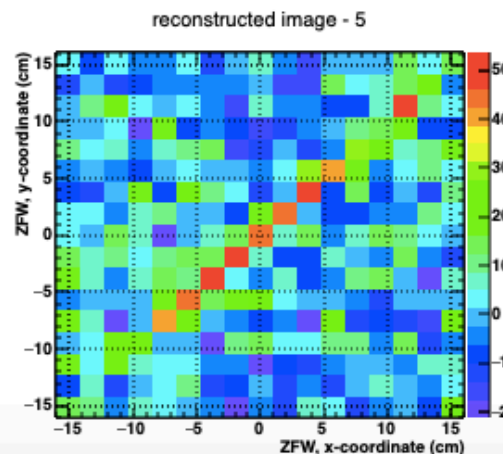
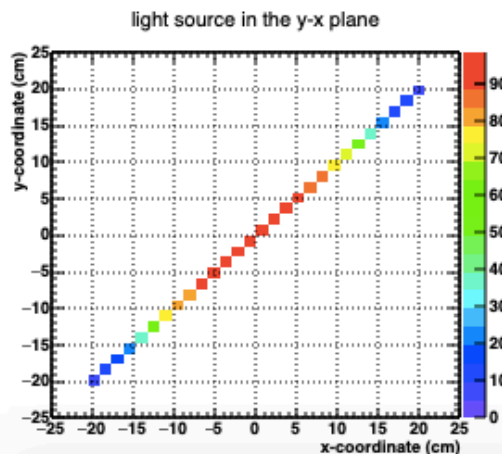
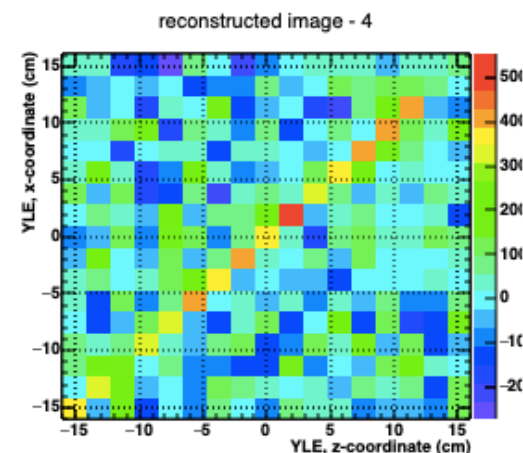
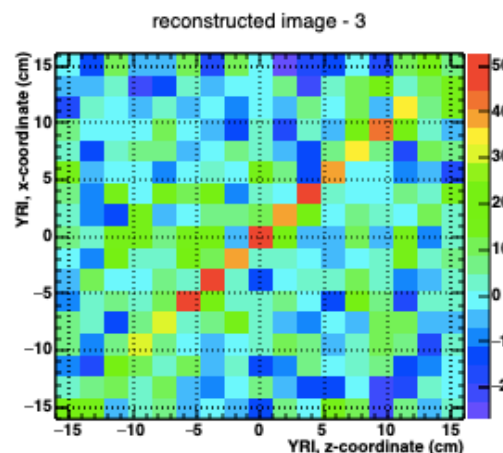
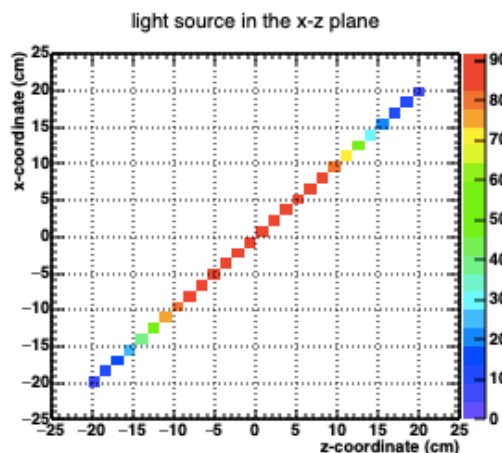
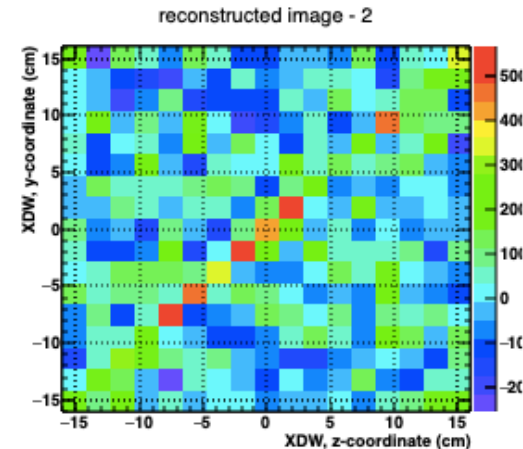
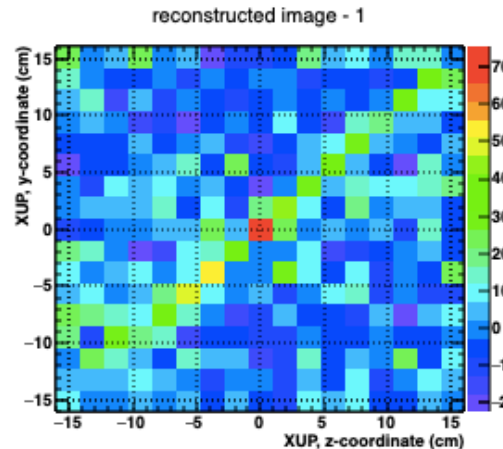
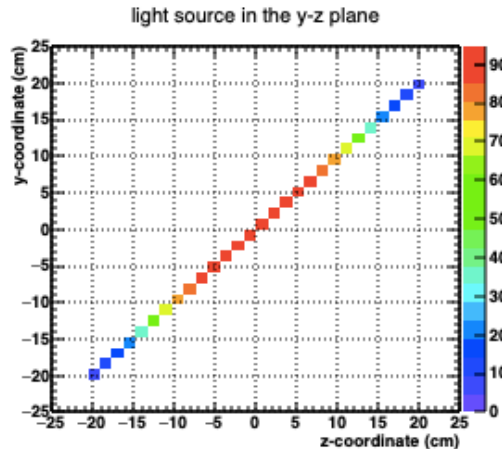
MURA 17x17

$B = 5 \text{ cm}$

$A = 25 \text{ cm}$

$\Delta_{\text{mask}} = 0.315 \text{ cm}$

$\Delta_{\text{SiPM}} = 0.378 \text{ cm}$



MLS 15x17

B = 2 cm

