

Combining Conventional Construction and Machine Learning Algorithms for LArTPC Reconstruction Haiwang Yu (BNL)





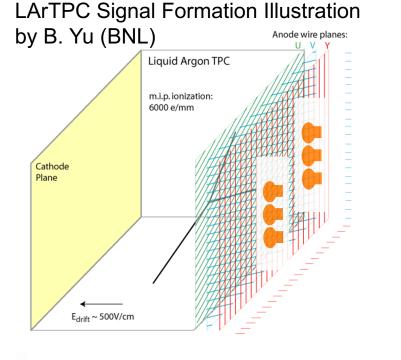
S f 🔘 in @BrookhavenLab

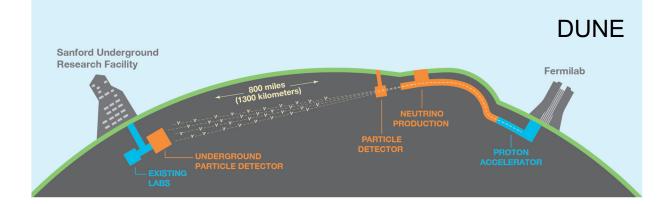
Liquid Argon TPC

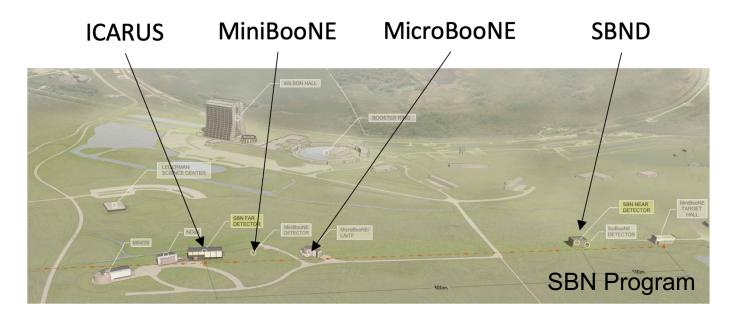
 ~mm scale position resolution with multiple 1D wire readouts

time

 Particle identification (PID) with energy depositions and topologies



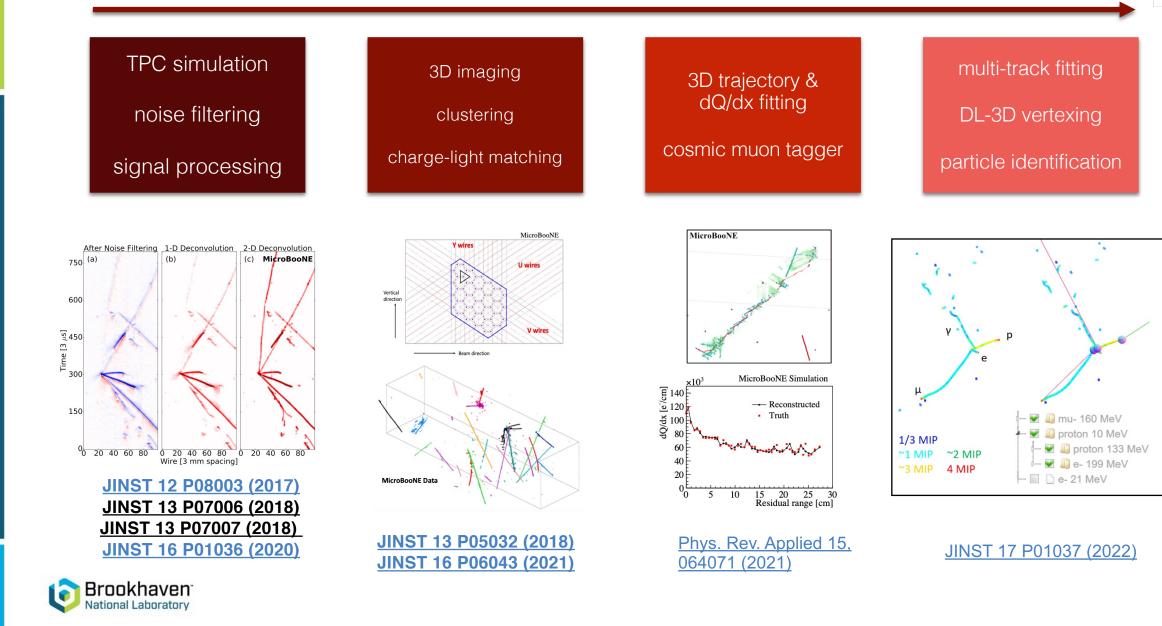






Wire-Cell Event Reconstruction



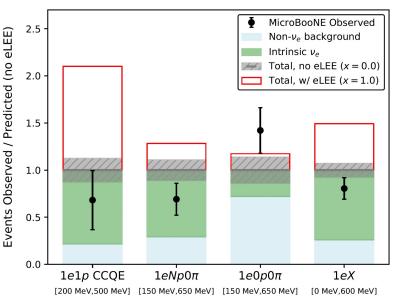


Search for Low-Energy Excess in v_eCC



Comprehensive search for (examination of) the MiniBooNE lowenergy excess in v_eCC with multiple final-state topologies with different reconstruction paradigms

Channels	Reconstruction	Purity	Efficiency	Selected Events	References
CCQE 1e1p	Deep Learning	75%	6.6%	25	PRD 105 112003
1e0p0π	Pandora	43%	9%	34	PRD 105 112004
1eNp0π	Pandora	80%	15%	64	PRD 105 112004
Inclusive 1eX	Wire-Cell	82%	46%	606	PRD 105 112005



Wire-Cell based inclusive v_eCC analysis (46% efficiency) currently leads sensitivity in searching for the LEE

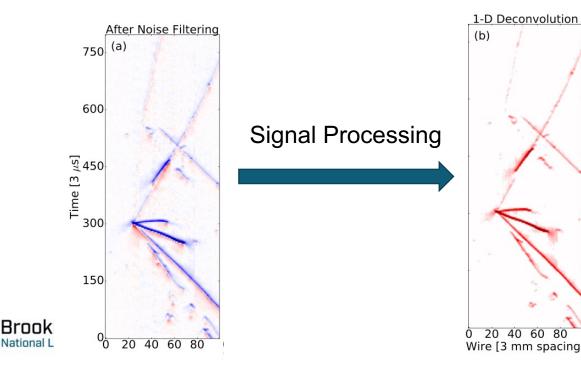
Phys. Rev. Lett. 128, 241801

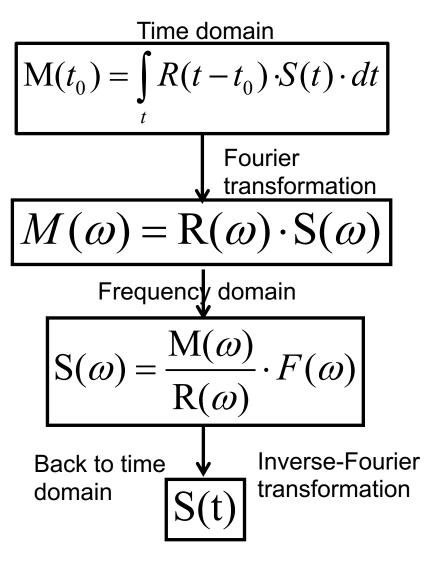
No excess of low-energy v_e candidates!



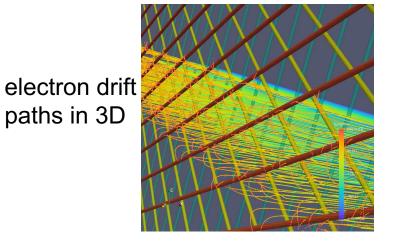
TPC Signal Processing → Recover (or Unfold) Ionization Electrons

- Signal processing is based on deconvolution technique
 - O(N³) matrix inversion is achieved through a O(N logN) fast Fourier transformation
 - Top 10 algorithms in 20th century
- 1-D deconvolution described in B. Baller "Liquid Argon TPC Signal Formation, Signal Processing, and reconstruction techniques", <u>JINST 12, P07010 (2017)</u>



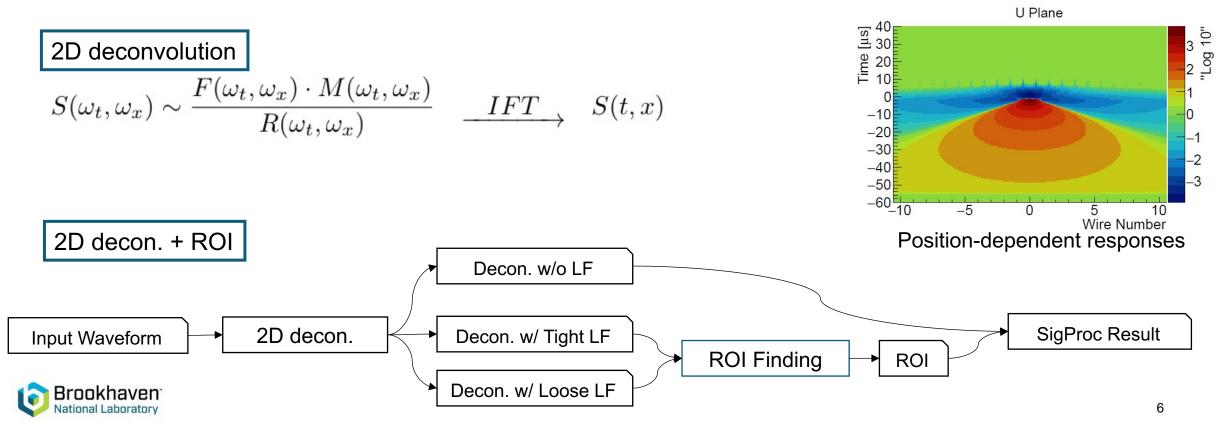


2-D Deconvolution



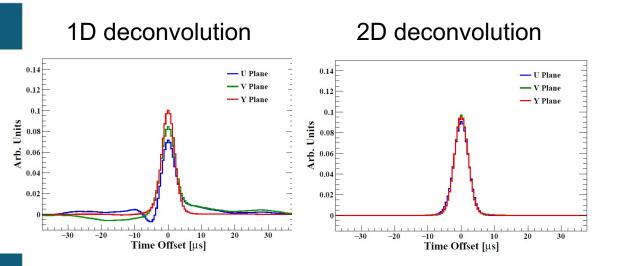
2D measurement formation

$$M(t',x') = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} R(t,t',x,x') \cdot S(t,x) dt dx + N(t',x')$$



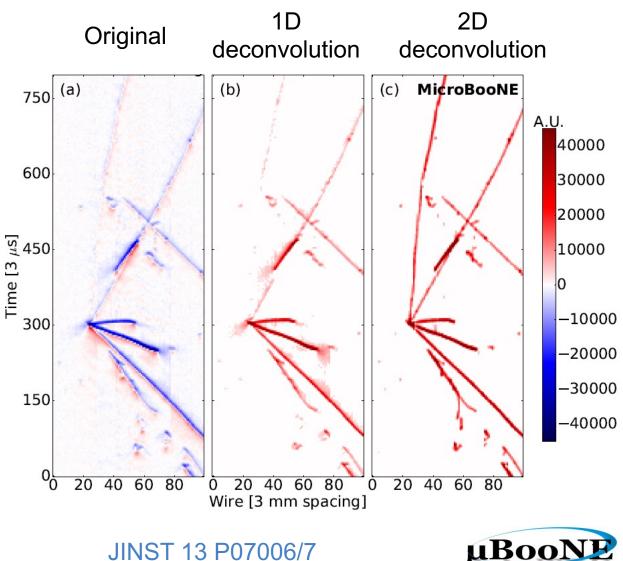
Improved TPC Signal Processing





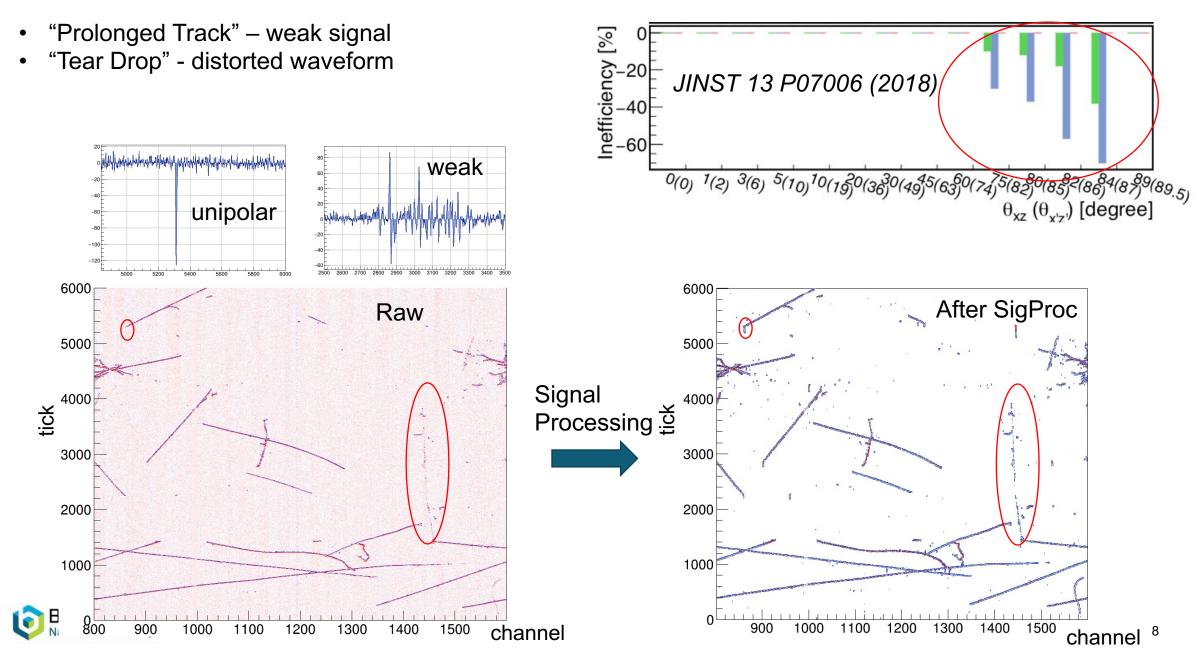
The 2D deconvolution algorithm in Wire-Cell allows to accurately recover the ionization electrons from recorded original signals

Same number of electrons are reconstructed from each projection wire plane



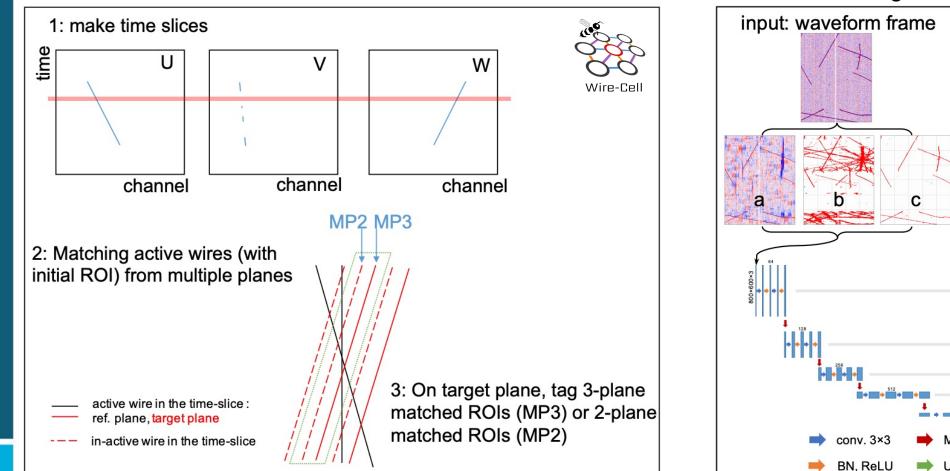


DNN ROI finding to improve LArTPC Signal Processing



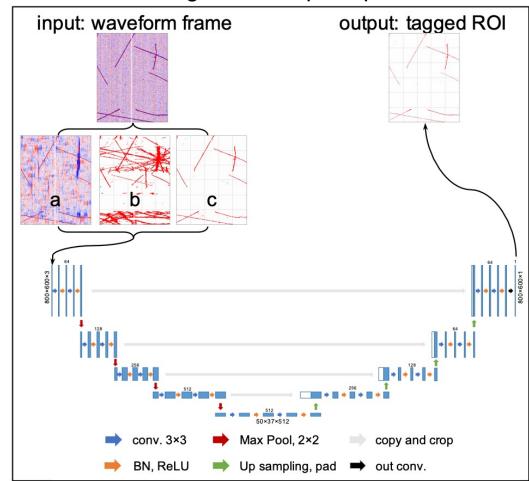
DNN ROI finding with multi-plane information

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Multi-plane information in Signal Processing

DNN ROI finding with multiple input channel

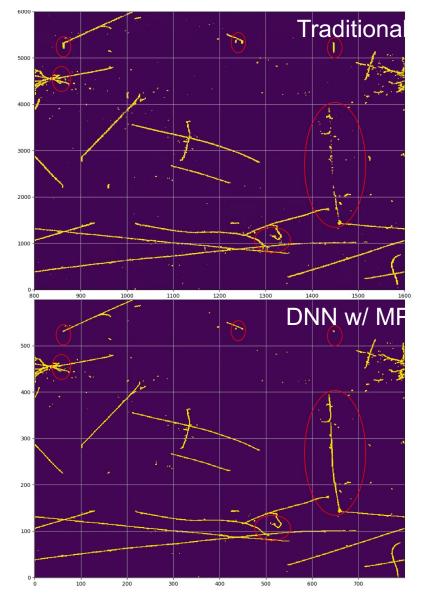




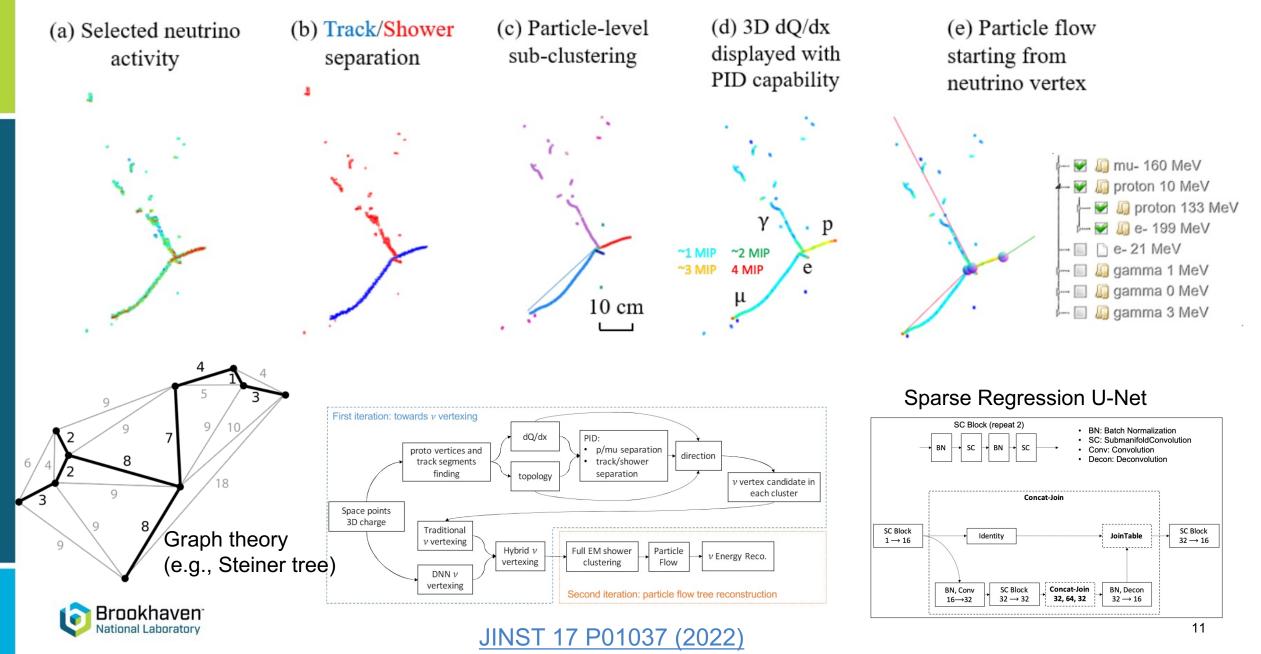
DNN ROI finding with multi-plane information

ProtoDUNE simulation ROI finding on V plane (2nd induction) Ref. 1.4 --- DNN w/o MP DNN w/ MP 1.2 Pixel Efficiency 8.0 Bixel Efficiency DNN With 3-plane information 0.4 0.2 0.0 75, 75 85, 85 87,75 87,85 87,87 80, 80 82,82 $\theta_{xz}(V), \theta_{xz}(U)$ 🗕 Ref. 1.4 DNN w/o MP 1.2 DNN w/ MP 1.0 Pixel Purity 9.0 0.4 0.2 0.0 80, 80 75.75 82,82 85, 85 87, 75 87,85 87,87 $\theta_{xz}(V), \theta_{xz}(U)$ Brooknaven JINST 16 P01036 (2021) National Laboratory

tested on ProtoDUNE-SP data



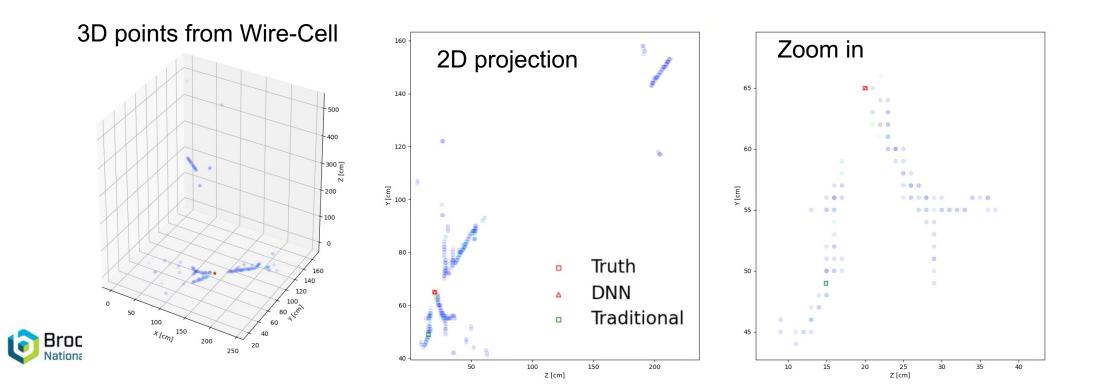
3D Pattern Recognition



Deep Learning based Neutrino Interaction Vertex Finding

Regressional segmentation with a sparse U-Net

- U-Net: efficiently use geometry info which is critical
 - compared to graph networks
- Regressional loss on distance based "confidence map" to use a region of points instead of only one
 - otherwise, data is highly imbalanced (Z. Cao etc, arXiv:1812.08008)
- Sparse: boosted computing efficiency with our sparse 3D data
 - Submanifold Sparse Convolutional Networks (B. Graham etc, arXiv:1706.01307)

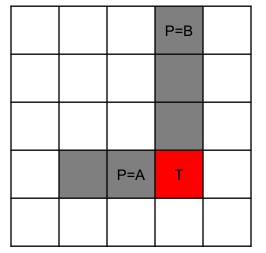


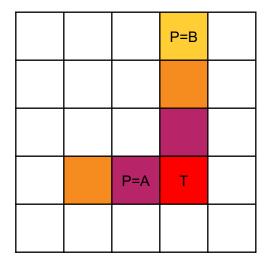
Regressional segmentation

Initially we used Cross Entropy loss

- effectively only use the vertex information for one space point
- doesn't care about the distance between the prediction and the target.
 - while our main metric is this distance.
- \rightarrow encode the distance information for a region of points
- predicting the full "confidence map" instead of only one point

• current mapping:
$$\operatorname{Conf}_{\operatorname{truth}} = \exp\left(-\frac{\|\vec{x} - \vec{v}_{\operatorname{truth}}\|^2}{2\sigma^2}\right)$$





OpenPose: https://arxiv.org/pdf/1812.08008.pdf

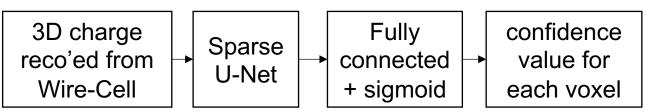




Network structure and data format

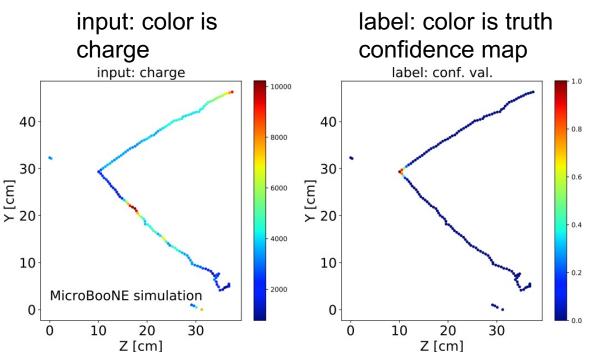
Used SparseConvNet to realized 3D sparse conv. DNN https://github.com/facebookresearch/SparseConvNet

This work: https://github.com/HaiwangYu/uboone-dl-vtx

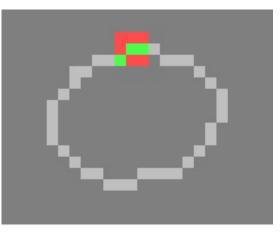


coordinates			feat	label	
х	У	Z	q	•••	conf.
int	int	int	float		float
int	int	int	float		float
int	int	int	float		float
		•••			



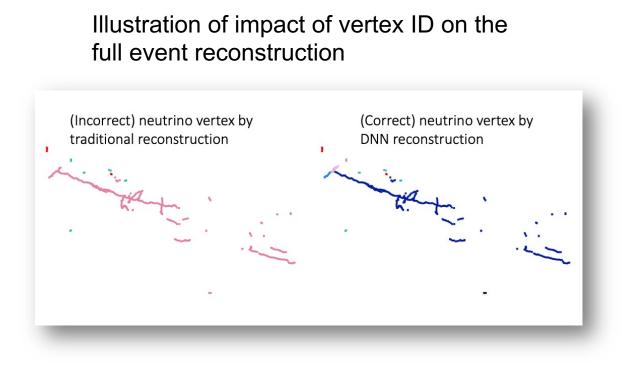


SparseConvNet

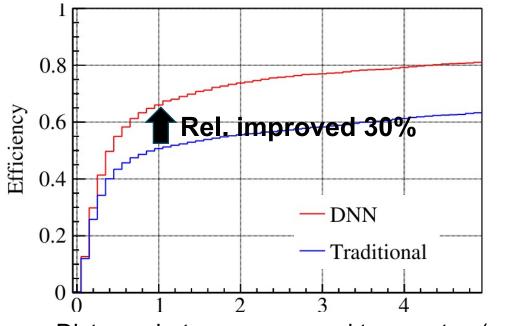


Deep Learning based Neutrino Interaction Vertex Finding

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 v_e CC vertex identification efficiency



Distance between reco. and true vertex (cm)



Summary

- The Wire-Cell team has developed a fully automated reconstruction chain for LArTPC reconstruction for neutrino experiments
- Its good performance was demonstrated in MicroBooNE analyses
- We learned that some tasks in the chain fit better for conventional alg. while some others fit better for ML alg.
- I believe combining both would give us the best performance with limited data and computing resources

