





Image based trigger algorithms

Igor Pains

with Rafael Nóbrega

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1. Introduction

Motivation

- One major challenge for the CYGNO experiment in the long term will be to store and analyse all the data produced by the detector.
 - Each run containing **400 images** needs **~1.36 Gb** to be stored (Fusion, compressed .mid).
 - A **single day of acquisition** may produce **~266 Gb** of data (Run5 on 26th september).
- The motivation of this work was to study algorithms capable of **distinguishing** images or regions containing a signal of interest and background events.
- An algorithm capable of doing this task was called image based trigger algorithm.

What was done

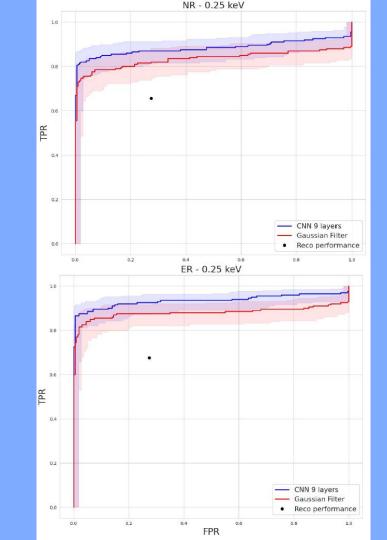
- Two approaches were proposed:
 - Image level trigger using filtering and CNNs.
 - Pixel level trigger using filtering.

- A performance analysis was done using simulated and real data from Fusion (focused on **low energy** events):
 - Trigger detection performance.
 - Reconstruction comparison.
 - Processing time.

2. Fusion results

Image level trigger

- The Gaussian filter may detect ~80% of the 0.25 keV NR and ER events with a ~10% false alarm (~0.25 and 0.02 seconds on CPU and GPU).
- The CNN may detect ~80% of the 0.25 keV NR and ER events with a ~0.5% false alarm (~0.55 and 0.2 seconds on CPU and GPU).
- Both methods outperform the reconstruction in detecting 0.25 keV events.
- All methods can easily detect energies above 0.5 keV.



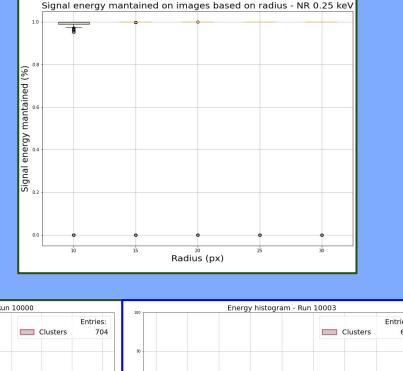
Pixel level trigger

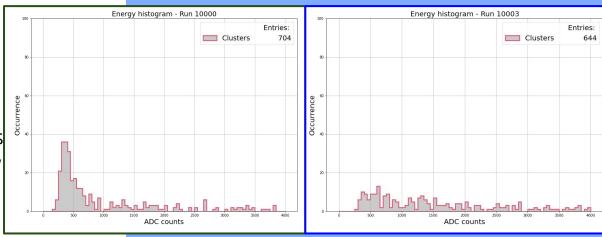
• The idea of the pixel level trigger is to apply the Gaussian filter looking for high correlation points and save the region around them. 12

 It preserved 100% of 0.5 keV and 85% of 0.25 keV simulated events, while reducing

~50x memory used to store the images (~20 ms on CPU).

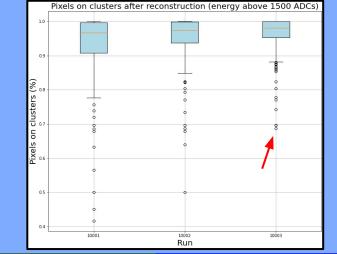
 The reco output on a NRAD run before (left) and after (right) the algorithm reduction shows less clusters on the low energy region.

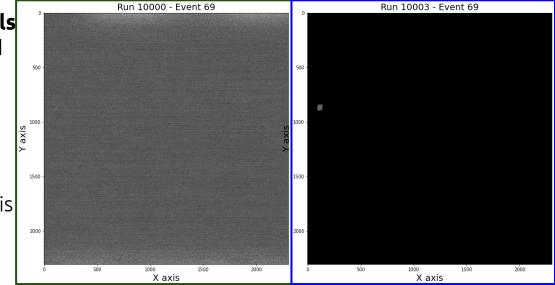




Pixel level trigger

- Pixel detection performance on NRAD can be estimated by using the reconstructed pixels as target and checking the percentage of maintained pixels (underestimates the algorithm).
- It preserved more than 90% of pixels from clusters with > 1500 ADCs and reduced ~35x the memory used to store the images.
- A visual example of the worst case shows that some noisy pixels were possibly considered as target by this approach.





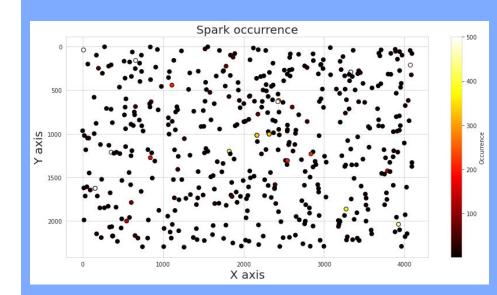
3. Quest

Expectations

- There are some **differences** between the **noise** from **Fusion** and **Quest**:
 - The pedestal levels are **(100.87±1.08)** and **(199.71±1.32)** respectively.
 - The deviation of pedestal are (3.60±1.51) and (2.28±0.94) respectively.
 - Quest has some problems with **sparks** (at **random** and **fixed** positions).
- Lower GEM gain will alter the signal detection efficiency.
 - **Signal ADC counts** reduced by **~2x** with this change in **Fusion** (comparing 1 keV simulation).
 - o ⁵⁵Fe ADC level on Quest seems to be slightly higher than on Fusion.
- The expectation is that 0.5 keV on Quest should have slightly higher detection efficiency compared to 0.25 keV on Fusion (440 GEM gain).
 - Need simulation to confirm this result and train the trigger algorithms.

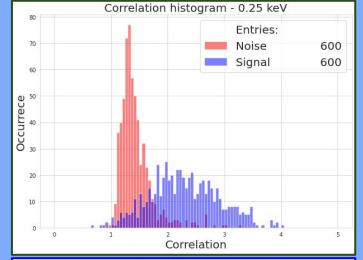
Quest noise

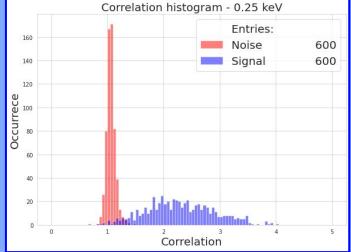
- A spark mapping was performed on 500 pedestal images from Quest.
 - 472 pixels had an intensity above 300
 ADCs on at least one image (28 of them on more than 50 images).
- The spark generally appears on a single pixel and don't affect its neighbors.
 - It may affect the CNN and filtering as this higher intensity is spread to the neighbors by the convolution.
- A possible solution is to apply derivative filter and discard pixels above a threshold (i.e 400 would require a step of 50 ADCs in each direction).



Filtering test

- The Fusion simulation was used to test how this preprocessing could affect the noise and signal.
 - Fusion simulation was combined with Quest noise.
- The noise distribution after filtering was shrinked whereas the signal's was not affected.
 - Gaussian filter was used on the images without and with the preprocessing.
- The **signal detection performance** will be **measured** with the **Quest simulation** data.





Thank you

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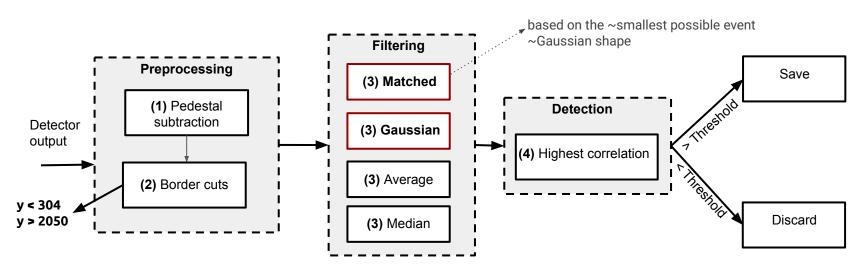
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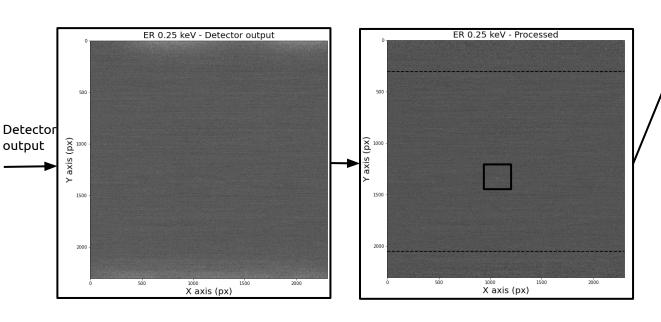
Backup

Filtering based trigger

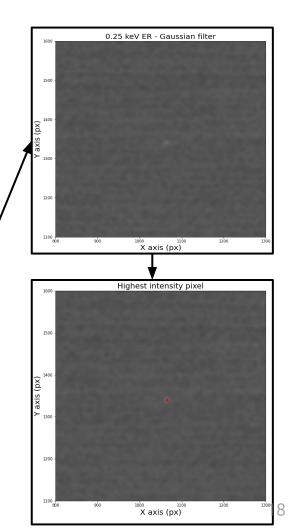


Filter parameters and detection threshold selected based on training data

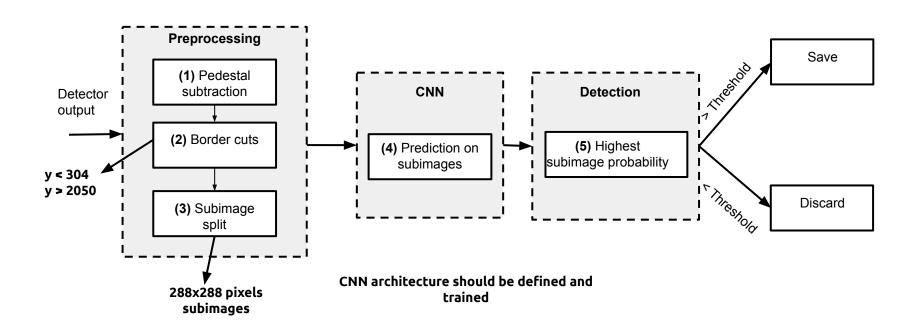
Filtering based trigger



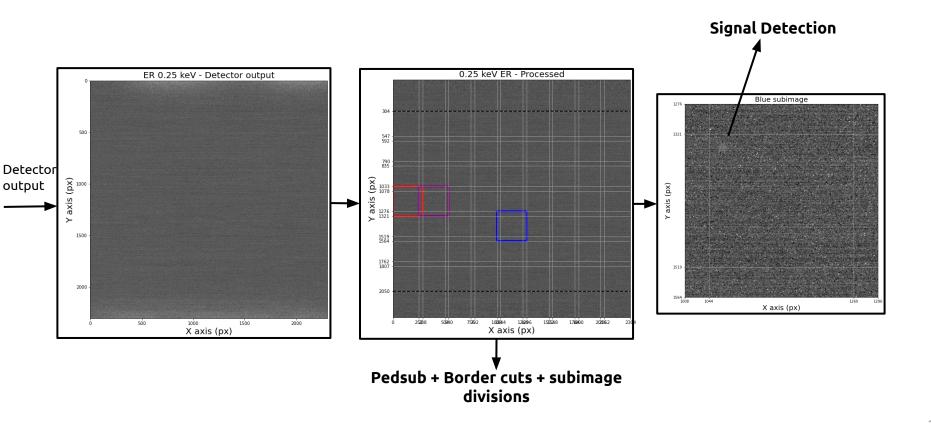
Pedsub + Border cuts



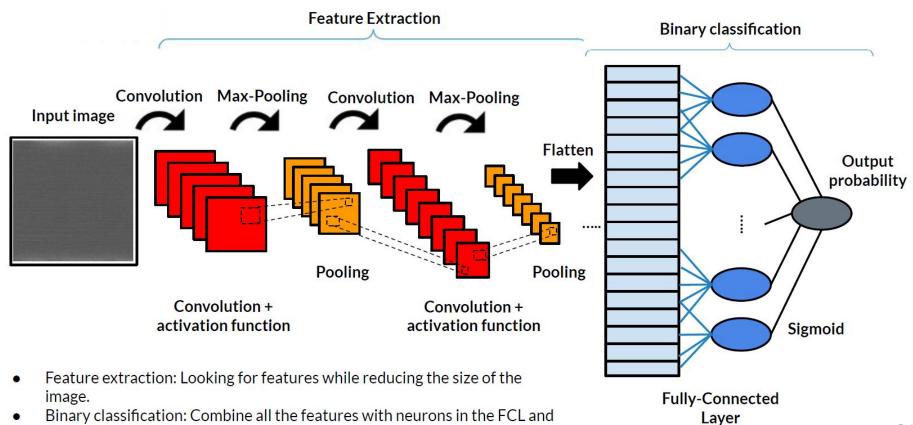
CNN based trigger



CNN based trigger



CNN architecture

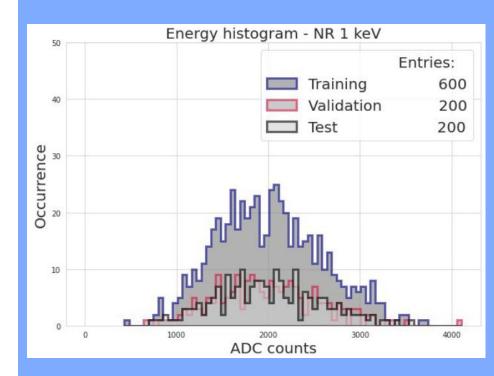


classify the input image.

Datasets

• The signal simulation was **divided** considering the **balance in ADC counts** across the three datasets.

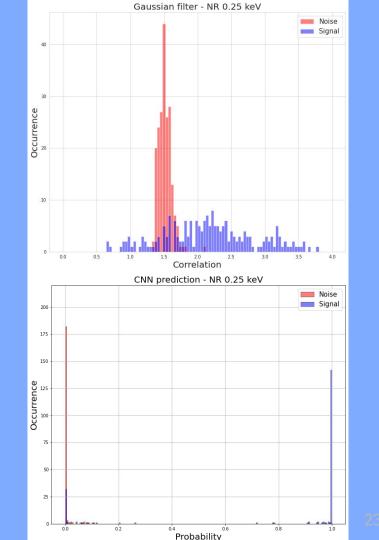
• This prevents the **data split** from **influencing** the results.



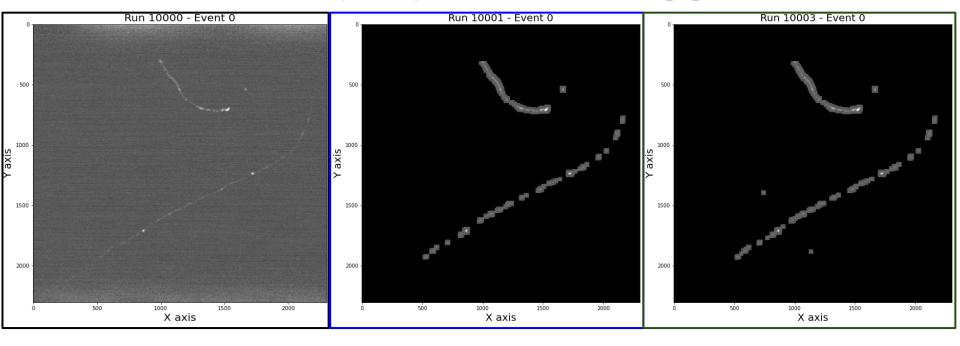
Detection performance

- Applying the trigger algorithms on the test dataset results in two distributions.
 - The Gaussian filter method output is a correlation.
 - The CNN output is a probability (more interpretable)

- These distributions may be used on ROC curves to evaluate the results.
 - All possible thresholds are used to measure the true positive rate (TPR) and false positive rate (FPR).
 - TPR is analogue to signal detection.
 - FPR is analogue to false alarm.



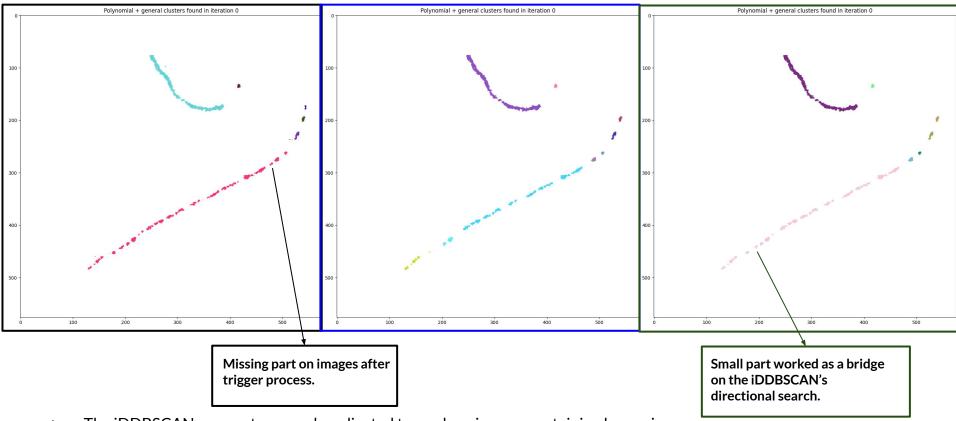
Visual example pixel level trigger



- ▶ The **pixel level trigger removes** most **noise pixels** from the images.
- ▶ The extra regions saved by using a looser threshold may keep noise clusters or help the iDDBSCAN to detect the long track as a single cluster.

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Visual example pixel level trigger



The iDDBSCAN parameters may be adjusted to work on images containing less noise.