Introduction to LArTPC event reconstruction

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Reconstruction session





Credit: These slides are based on previous LArSoft workshop slides by Andrew Smith Key references:

Pandora ProtoDUNE paper Pandora MicroBooNE paper



- Evolving detector technologies, with a general trend towards imaging neutrino interactions
 - Emphasis on identifying and characterizing individual visible particles
- Physics sensitivity now depends critically on both hardware and software
 - Need a sophisticated event reconstruction to harness information in the images
- Aim to reconstruct hierarchy of particles of identified types, with measured four-momenta
 - "Particle flow" reconstruction

LArTPC detectors

- Charged particles deposit ionization trails in liquid argon
- Ionization electrons drift in an applied electric field
- Electrons are detected by a series of readout planes (wire planes in this example)
- LArTPC detectors:
 - Past: ICARUS, ArgoNeuT, ProtoDUNE-SP/DP
 - Current: MicroBooNE, LArIAT, ICARUS@SBN
 - Coming soon: SBND, ProtoDUNE-HD



time

LArTPC animation link

arxiv:1612.05824

Event reconstruction – low-level

Noise filtering



Hit finding

Fit clean waveform with N Gaussians, where N is number of peaks in a pulse. Each Gaussian represents a hit.

Signal processing

Convert digitized TPC waveform to number of ionization electrons passing through a wire plane at a given time (via deconvolution)





Event reconstruction – pattern recognition

- Main aims of the pattern recognition step are to:
 - Produce 3D reconstructed particles, based on inputs of 3 x 2D images
 - Reconstruct the hierarchy of particles resulting from an interaction.







Event reconstruction – focus on pattern recognition

It is a significant challenge to develop automated, algorithmic LArTPC pattern recognition







- Complex, diverse topologies
- Long exposures due to long drift times (up to a few milliseconds)
- Significant cosmic-ray muon background in surface-based detectors



Pandora multi-algorithm approach

- Single clustering approach is unlikely to work for such complex topologies:
 - Mix of track-like and shower-like clusters
- Pandora uses a multi-algorithm approach:
 - Build up events gradually
 - Each step is incremental aim not to make mistakes (undoing mistakes is hard...)
 - Deploy more sophisticated algorithms as picture of event develops
 - Build physics and detector knowledge into algorithms

Pandora multi-algorithm approach

- Algorithms contain high-level logic and concentrate on the important bits
 - Physics and pattern recognition ideas
- Pandora software development kit (SDK) supports algorithms
 - Functions to access objects
 - Make new objects
 - Modify existing objects, etc.



Algorithm 1 Cluster creation pseudocode. The logic determining when to create new Clusters and when to extend existing Clusters will vary between algorithms.

1:	procedure Cluster Creation
2:	Create temporary Cluster list
3:	Get current CaloHit list
4:	for all CaloHits do
5:	if CaloHit available then
6:	for all newly-created Clusters do
7:	Find best host Cluster
8:	if Suitable host Cluster found then
9:	Add CaloHit to host Cluster
10:	else
11:	Add CaloHit to a new Cluster
12:	Save new Clusters in a named list

Example algorithm structure

Event Data Model

Pandora in LArSoft



Producer module, provides translation LArSoft↔Pandora

Hosted via LArSoft GitHub, built with mrb

pandora (framework, visualization)

Re-usable libraries to support multi-alg approach

Hosted on PandoraPFA GitHub pre-built as external package by LArSoft

100+ algorithms and tools that control the patrec

Hosted via LArSoft and PandoraPFA GitHub, can build with mrb



Pandora application: larpandora

- The controlling application should be simple: create Pandora instance(s), register algorithms, provide a Pandora Settings XML file and handle event input/output:
 - In reality, often tends to get complicated (vindicating decision to separate algorithms from steps needed to access and control the inputs and outputs...)

