Low-energy reconstruction techniques at Super-Kamiokande

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The Super-Kamiokande detector

A 50-kton water Cherenkov detector in Japan's Kamioka mine



- Located under Mt. Ikeno in Gifu Prefecture, Japan
- Shielded from cosmic ray activity by ${\sim}1\,\text{km}$ of rock
- Inner Detector: 11129 PMTs
- Resolution: 50cm, 3 ns
- Energy coverage: 4 MeV $\leftrightarrow \sim$ TeV
- Water constantly recirculated and purified
- SK phases I-V: ultrapure water
- SK phases VI+ (starting summer 2020): water doped with Gadolinium sulfate, enhancing the signature of a neutron in the detector

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An example SK event

High Energy: GeV Scale



- Energy: \sim few GeV
- 1000s of PMTs lit up
- · Several photoelectrons produced at each PMT
- Cherenkov cone pattern readily identifiable
- Event vertex heavily constrained

An example SK event

Low Energy: MeV Scale



- Energy: \sim few MeV
- 10s of PMTs lit up
- Typically a single photoelectron per PMT hit
- Cherenkov ring pattern easily lost among noise
- Event vertex not readily constrained

A low-energy search: the Diffuse Supernova Neutrino Background





- Detection and characterization would allow for the study of aggregate properties of core-collapse supernovae, while probing the history of the universe and neutrino properties
- · All flavors of neutrinos produced during CC SN, reaching Earth redshifted
- Expected signal is \sim 10s of MeVs and has so far proved elusive

The search for the DSNB at SK

Detection of DSNB $\overline{\nu_e}$ via Inverse Beta Decay (IBD) in water

- 5-20 events/year
 Energy range: 12-80 MeV
- Need extremely powerful algorithms to characterize spallation and atmospheric backgrounds and identify the neutrons
- Current analysis: uses runs from the SK-IV data-taking era (Sep 2008-May 2018)
- · Reconstruction separates into:
 - 1. Prompt event (e⁺) vertex reconstruction
 - 2. Delayed event (n) tagging



Weak delayed signal



[Beacom and Vagins, Phys. Rev. Lett., 93:171101, 2004]

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Prompt event reconstruction: the BONSAI algorithm

- Branch Optimization Navigating Successive AnnealIng operations
- Need to scan possible vertex across the entire fiducial volume, correlating hits scattered across the detector
- Maximize vertex likelihood based on PMT hit timing
- Cherenkov cone opening angle $\theta_{\rm C}$ constrains fitted event direction
- Naive approaches computationally intensize and prohibitively slow
- Trace many branches of a search tree, efficiently pruning for optimal performance
- Highly effective for events within 10-100 MeV
- Not reliable for <4 MeV





Delayed event: neutron tagging

A faint neutron capture signal amid a sea of low-energy background



- 2.2 MeV neutron capture signal extremely weak; easily lost among abundant low-energy backgrounds (4 kHz PMT noise, radioactivity, flasher events...): BONSAI not powerful enough
- Wide trigger scheme (540 μ s time window), makes detection of neutron captures in water ($\tau_{CAP} \sim 200 \mu$ s) feasible.
- Up to $\mathcal{O}(10^4)$ reduction required after candidate selection



- Maximally exploit correlations with well-reconstructed primary vertex
- Use a BDT (a Machine Learning method) to classify neutron candidates, achieving \sim 20%-30% overall efficiency
- Gd has recently been dissolved inside the tank, producing brighter, 8 MeV capture signals. Efficiency is expected to increase to >80% for future analyses.

- Current algorithms treat prompt and delayed signals independently, with **no unified reconstruction**
- Every new analysis potentially **requires the development and tuning of new discriminating observables** for neutron tagging, despite the task being conceptually similar across analyses
 - ightarrow Tagging neutrons in pure vs. Gd-Doped water
 - ightarrow Tagging neutrons produced at higher energies
 - \rightarrow Tagging neutrons at Hyper-Kamiokande (near future!)
 - \rightarrow etc...
- Signal rarity means we need extremely powerful background rejection.. Could we be missing some correlations?
- $\rightarrow\,$ Would like an algorithm able to be applied more generically to a variety of low-E reconstruction tasks
- \rightarrow A possibility: using **Deep Learning**

Aside: Neural Networks

- Broadly, neural networks work to approximate any generic function from input x_i to output y_i
- Inputs are connected to outputs via intermediate "neurons"
- Each neuron associated with a set of parameters: a weight for each input and overall bias
- During training all the parameters in the network are tuned to fit the desired function
- Deep Learning: neural network with many intermediate layers and more complex architecture



An example of a neuron showing the input ($x_1 \cdot x_n$), their corresponding weights ($w_1 \cdot w_n$), a bias (b) and the activation function f applied to the weighted sum of the inputs.



Aside: Convolutional Neural Networks



- CNNs: deep learning applied to image analysis
- Each pixel is a single input for the function
- Look for spatial correlations between neighboring pixels
- The networks learn to recognize abstract patterns from raw pixel data

2D image



low-E SK event



Simple euclidean geometryNon-trivial detector geometryTranslational invarianceNo translational invarianceWell-defined image edgeNon-trivial region boundariesPixels correlate to immediate neighborsPixels correlate across the detectorAll pixels relevantMost pixels off (sparseness)

- Generalize CNN to analysis of graph data
- Each node in the graph is an input to the function
- Look for correlations between connected nodes
- Each layer in the GNN preserves the structure of the input graph and applies a transformation to the values of the nodes
- Have been sucessfully applied to neutrino detection (IceCube) and irregular detector geometries (CMS)

ArXiv:1809.06166, ArXiv:1902.07987



GNN architecture (simplified)



- Network structure assumes very little about original graph: high-level features inferred during training
- After graph convolution, high-level features are used in traditional neural net classification

GNN architecture: an alternative



- Teach GNN to distinguish neutron captures from background at the **PMT-hit level** (node classification) rather than at the event-level (graph classification)
- GNN is trained to distinguish signal from noise within the event, rather than learning on noisy signal.



- Start from a disconnected graph
- The graph structure itself can be inferred and optimizes by the GNN
- Demands highest level of abstraction from GNN, starting from truly low-level hit information
- Most general tool with least prior assumptions

A first application: neutron tagging

- First goal: train a neutron tagging classifier that can compete with the current algorithm
- Classify a set of candidate hits associated with a primary vertex as a neutron capture instance or background
- Each PMT hit assigned to a node, with relative position, relative time, and charge information
- Two nodes share an edge if they could have originated from the same Cherenkov cone, given the primary vertex
- First implementation: simple graph classifier with no optimization attempted.
- Very preliminary results; encouraging for further study



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- Wide array of tools currently implemented for low-energy event reconstruction at SK, from traditional to ML-based
- Good performance is achieved but current algorithms are typically limited in their scope and not readily compatible with each other
- Graph Neural Nets could open the door for **more powerful and broadly-applicable particle reconstruction at SK and HK**
- Stay tuned for some early results in the near future!

Thanks for your time!