

# Tracking in large Volume Liquid Scintillator Detectors

**Applied to LENA**

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Universität Hamburg

DER FORSCHUNG | DER LEHRE | DER BILDUNG

# LENA Detector Layout

**Liquid Scintillator:**  
~69 kton LAB

**Concrete tank:**  
 $r=16$  m,  $h=100$  m

**32000 12" PMTs**  
light concentrators  
→ 30% optical coverage

**Active volume:** ~50 kton

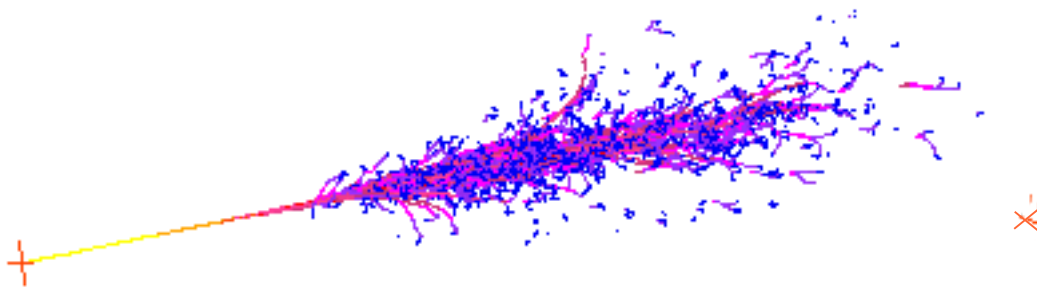


# Motivation for Tracking

## High energy:

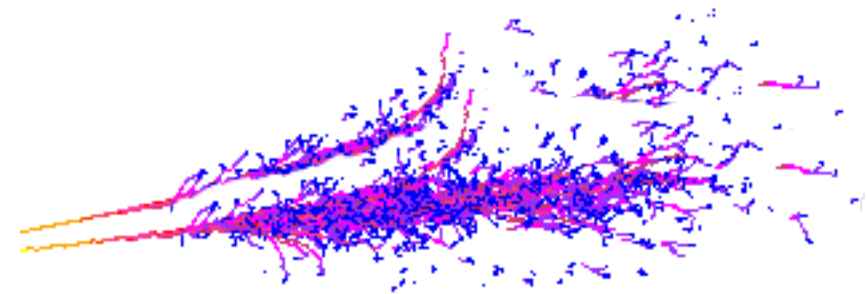
NC-background in  $\nu_e$  appearance experiments

→ Is it possible to identify the  $\pi_0$ ?



Produced by  $\nu_e$ -CC

Electron shower



Produced by  $\nu$ -NC  
(all-flavors)

$\pi_0 \rightarrow \gamma\gamma \rightarrow 2$  showers

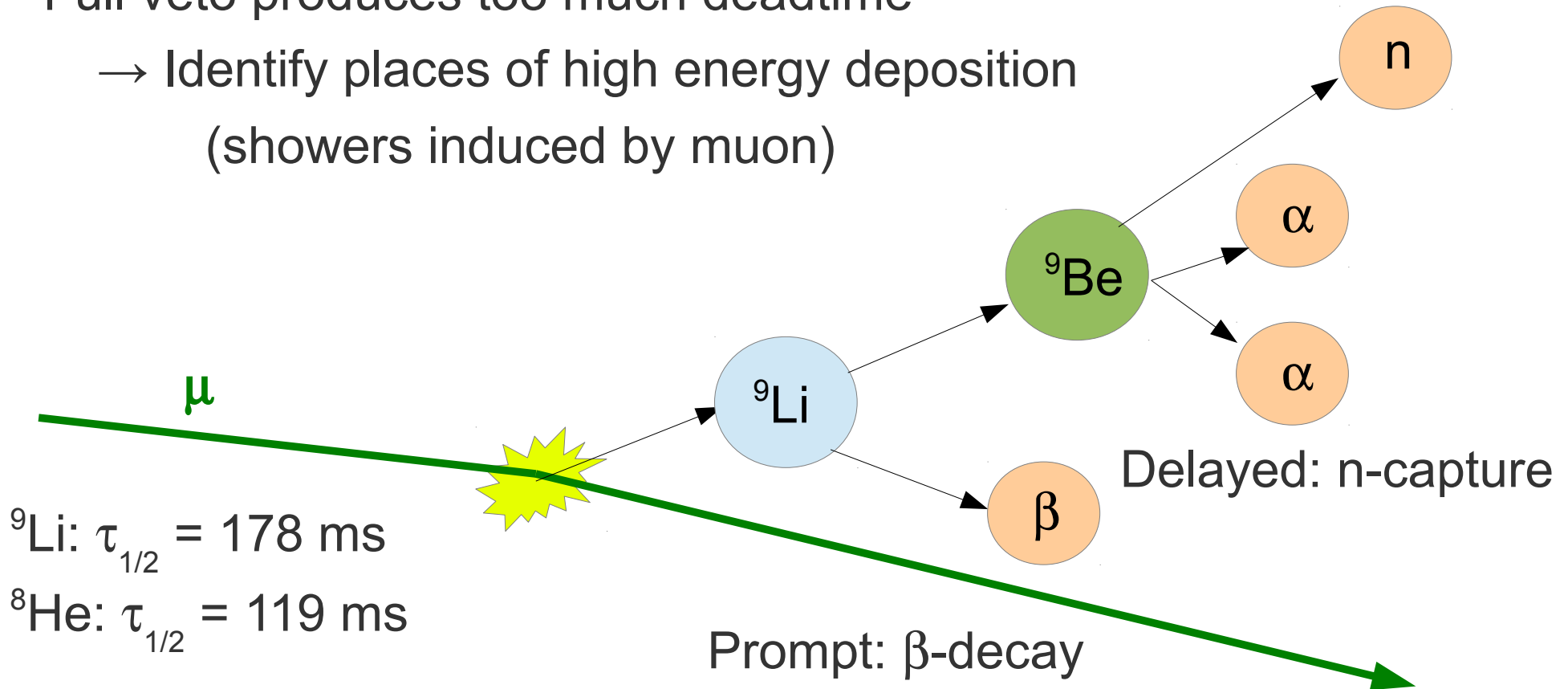
# Motivation for Tracking

## Low energy:

Short-lived cosmogenics ( ${}^9\text{Li}/{}^8\text{He}$ ) dangerous background

Full veto produces too much deadtime

→ Identify places of high energy deposition  
(showers induced by muon)



# Why no 3D Tracking (so far)?

## Point-like event:

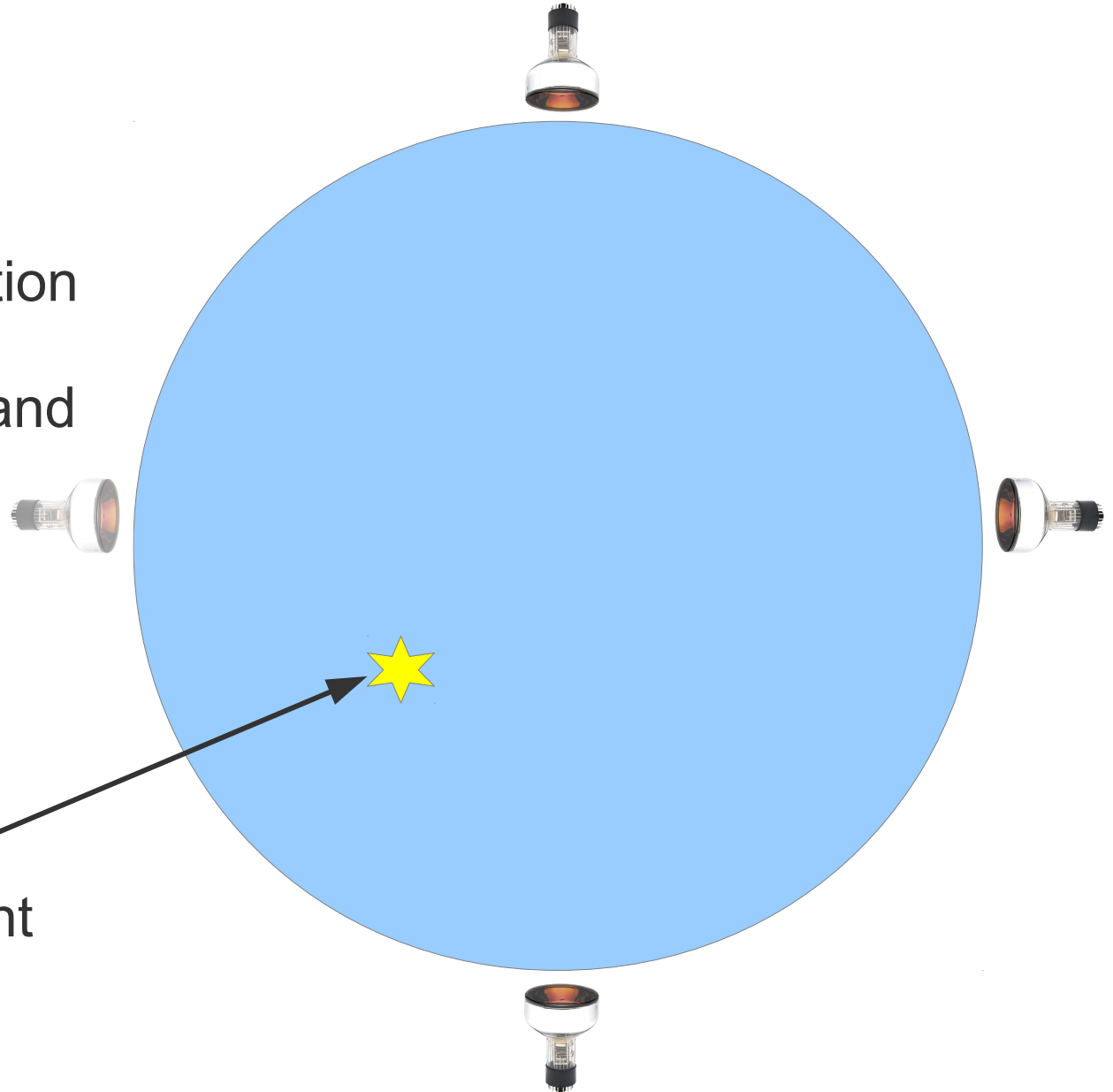
Light emitted in  $4\pi$

→ no directional information

Time between emission and detection = distance

→ Circles

Point of light emission



# Why no 3D Tracking (so far)?

**Point-like event:**

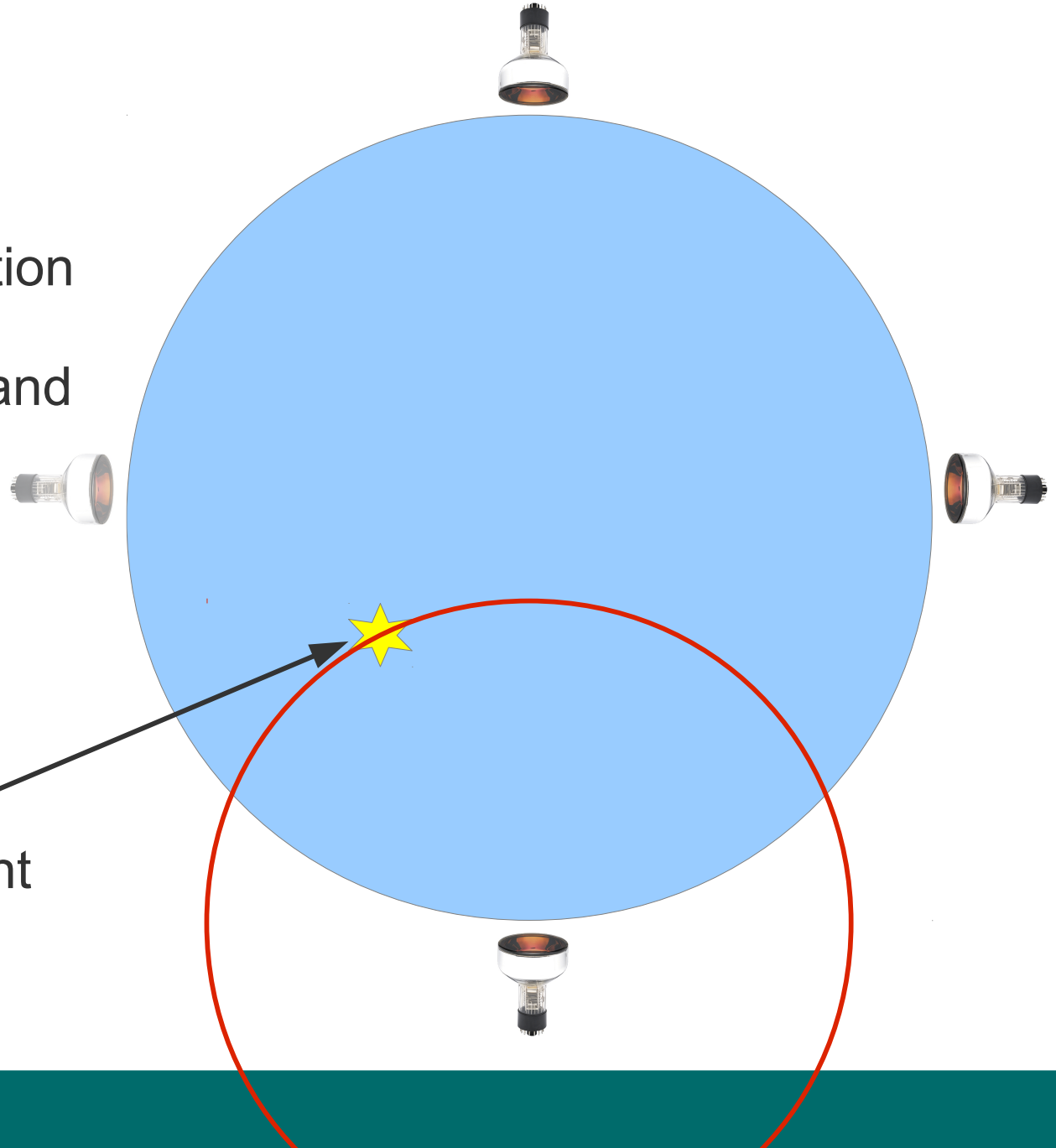
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# Why no 3D Tracking (so far)?

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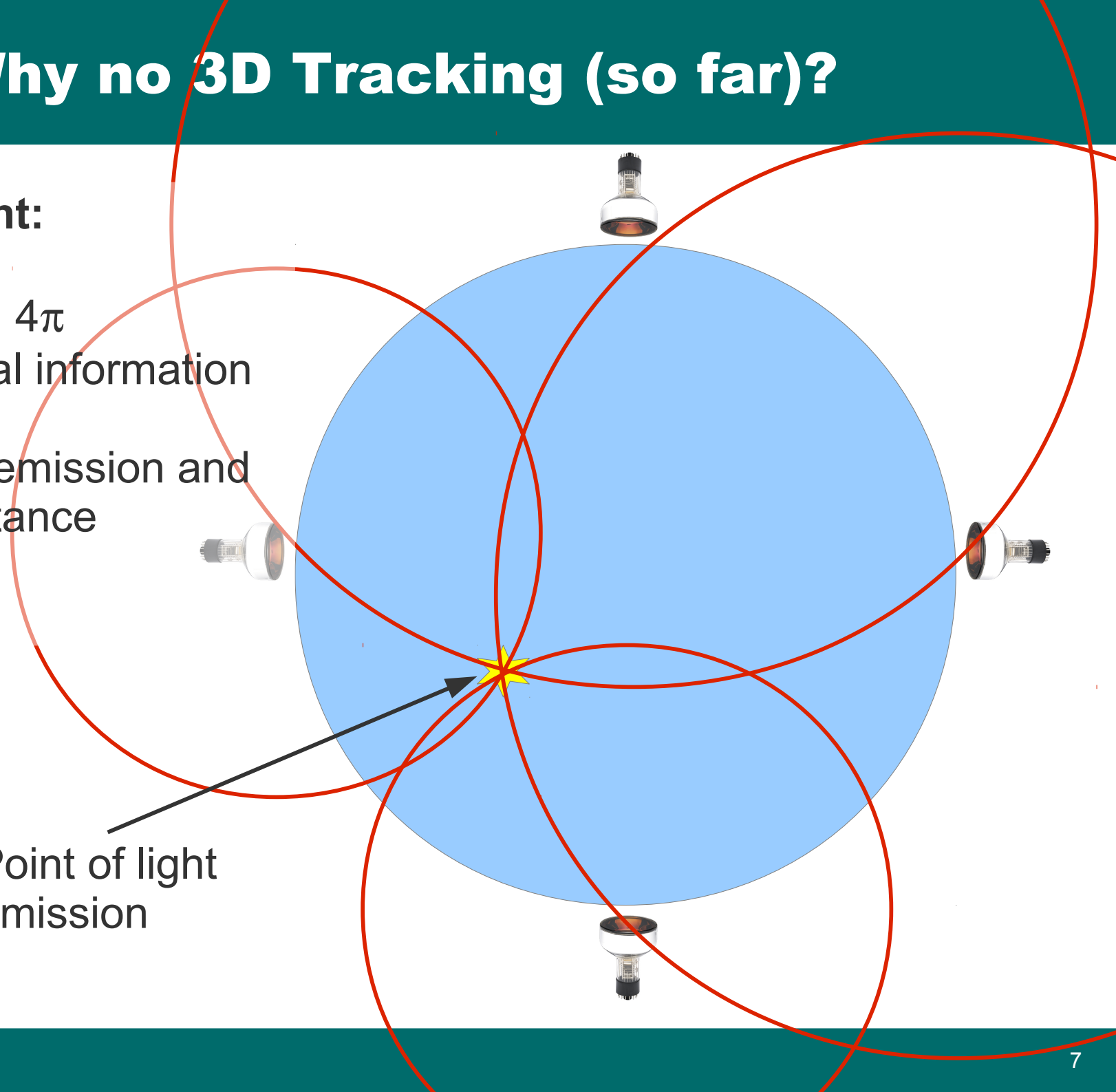
Light emitted in  $4\pi$

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→ Circles

Point of light emission

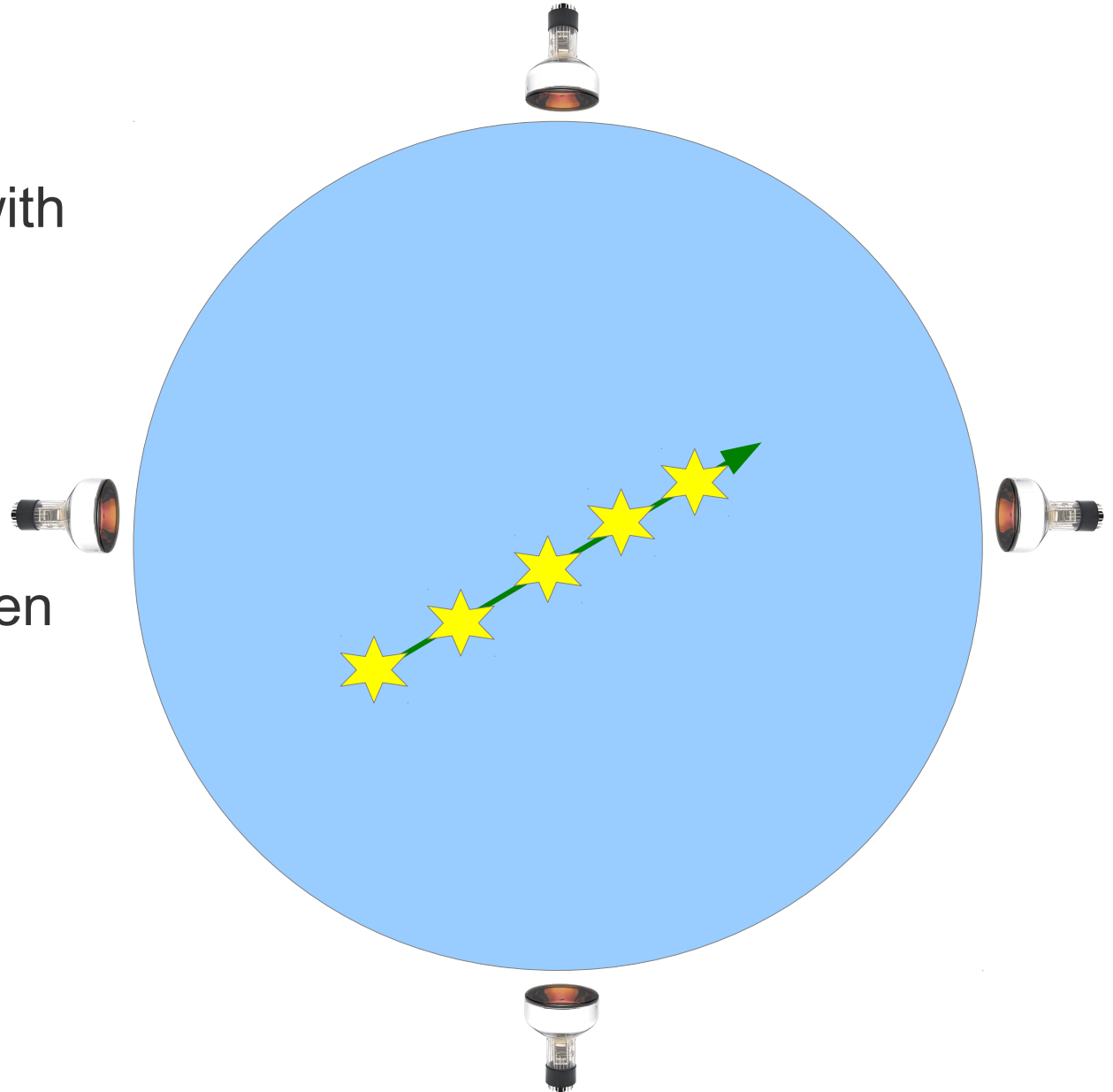


# Why no 3D Tracking (so far)?

## Track:

Lots of emission points with different emissions times

→ No association between signal and emission time





# My Basic Idea

## **Assumption:**

- One known reference-point (in space & time)
- Almost straight tracks
- Particle has speed of light

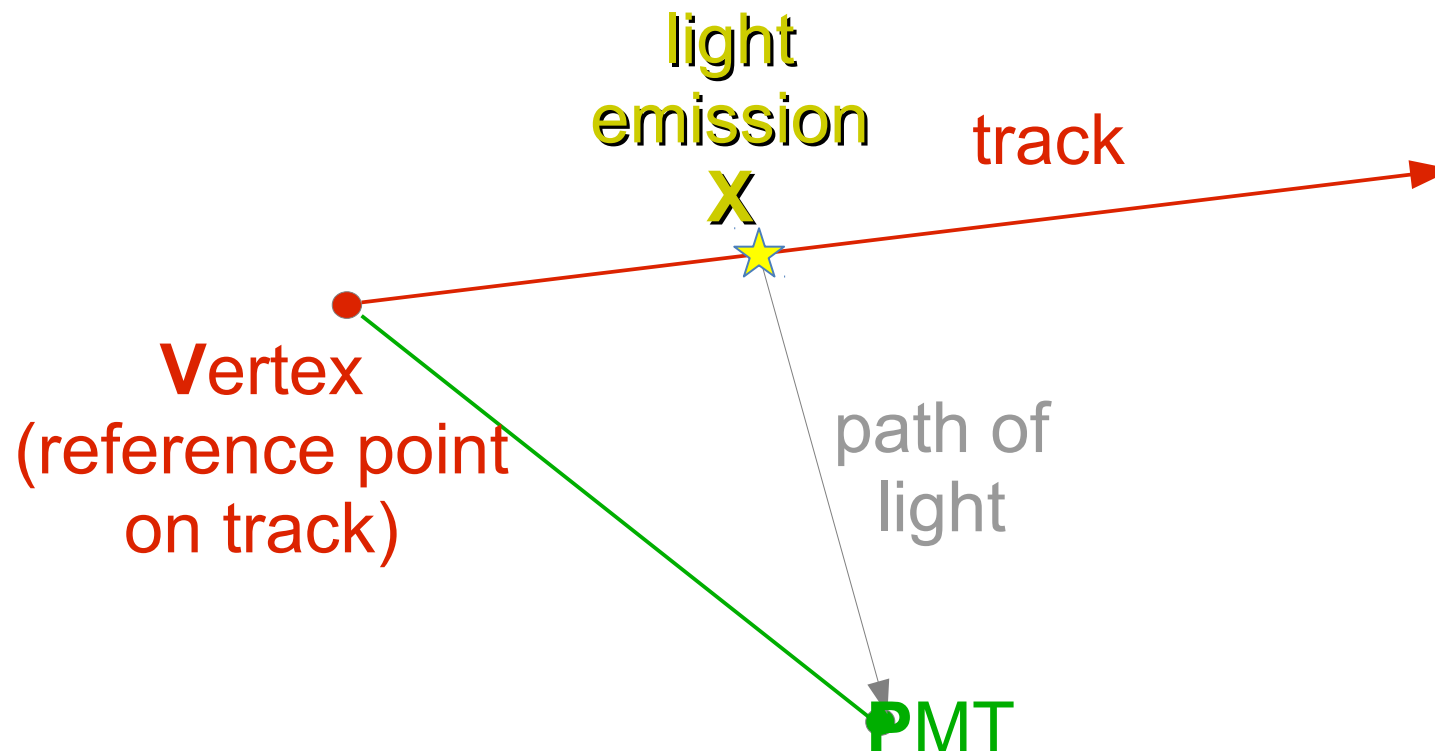
## **Concept:**

- Take this point as reference for all signal times

# The Drop-like Shape

**Signal time = particle tof + photon tof**

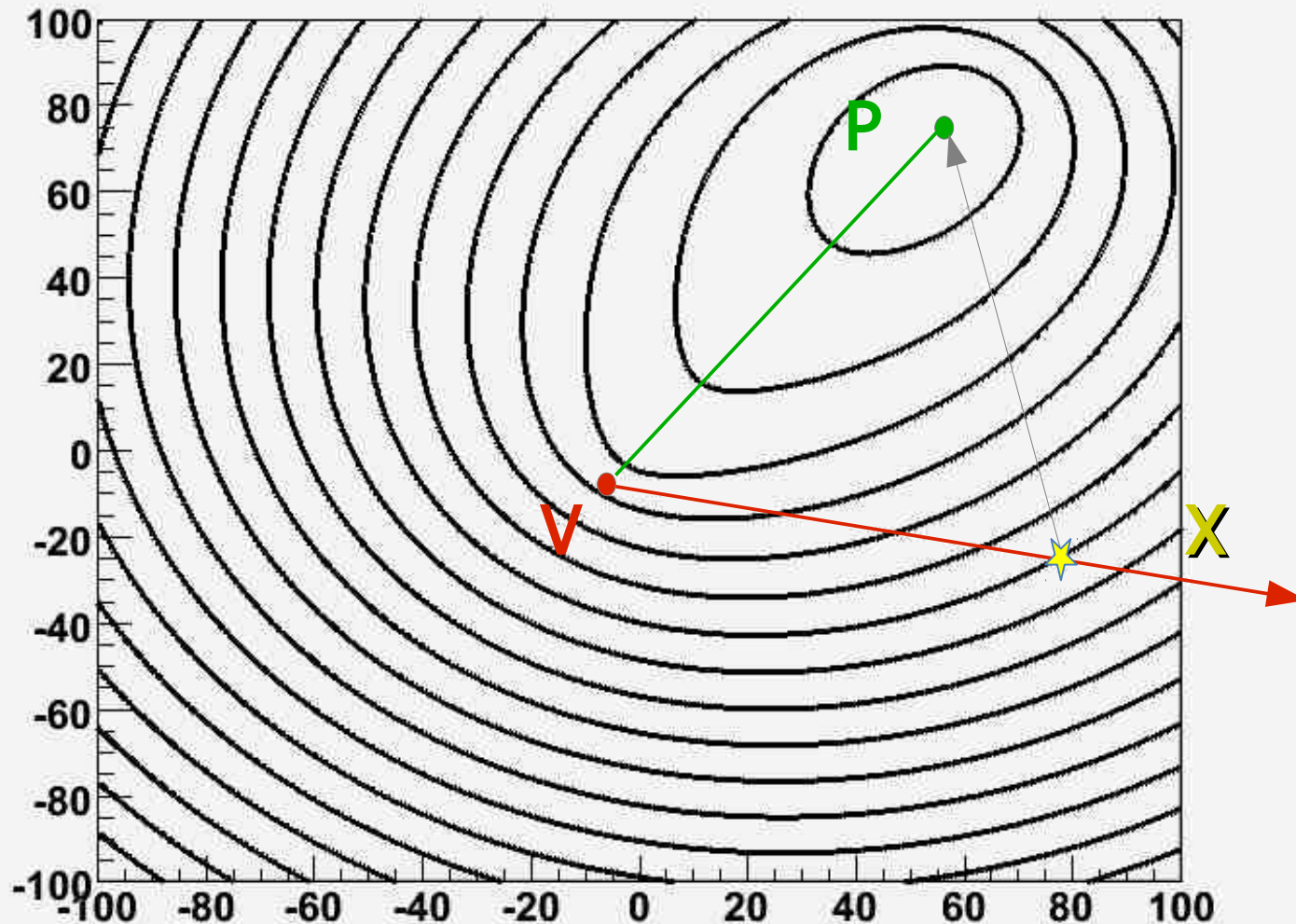
$$\rightarrow ct = |\mathbf{VX}| + n * |\mathbf{XP}|$$



# The Drop-like Shape

$$ct = |VX| + n * |XP| \rightarrow \text{drop-like form}$$

$$([5] * \sqrt{x^2 - 2 * x * [0] + [0]^2} + y^2 - 2 * y * [3] + [3]^2) + [2] * \sqrt{x^2 - 2 * x * [1] + [1]^2} + y^2 - 2 * y * [4] + [4]^2) / [6]$$

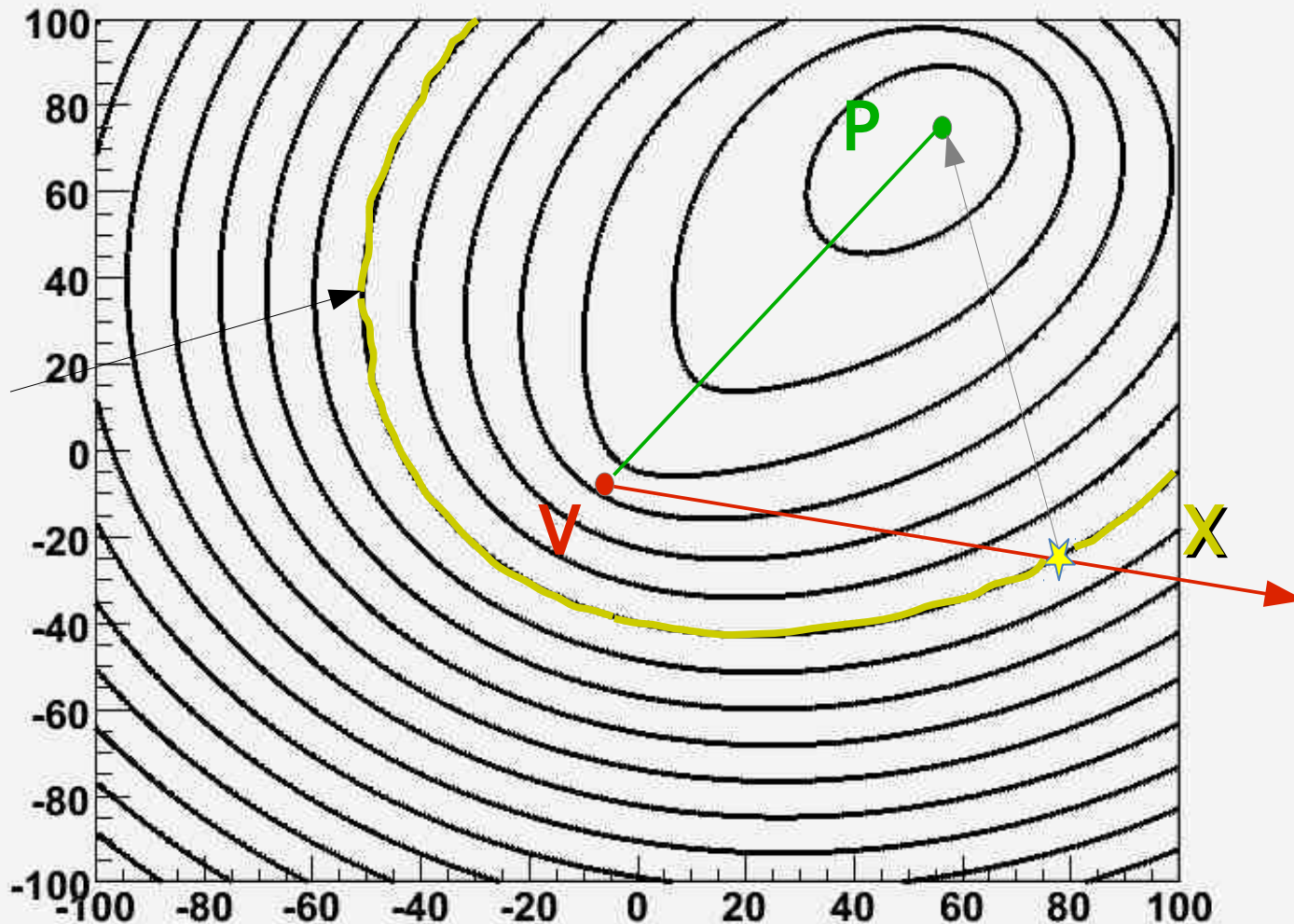


# The Drop-like Shape

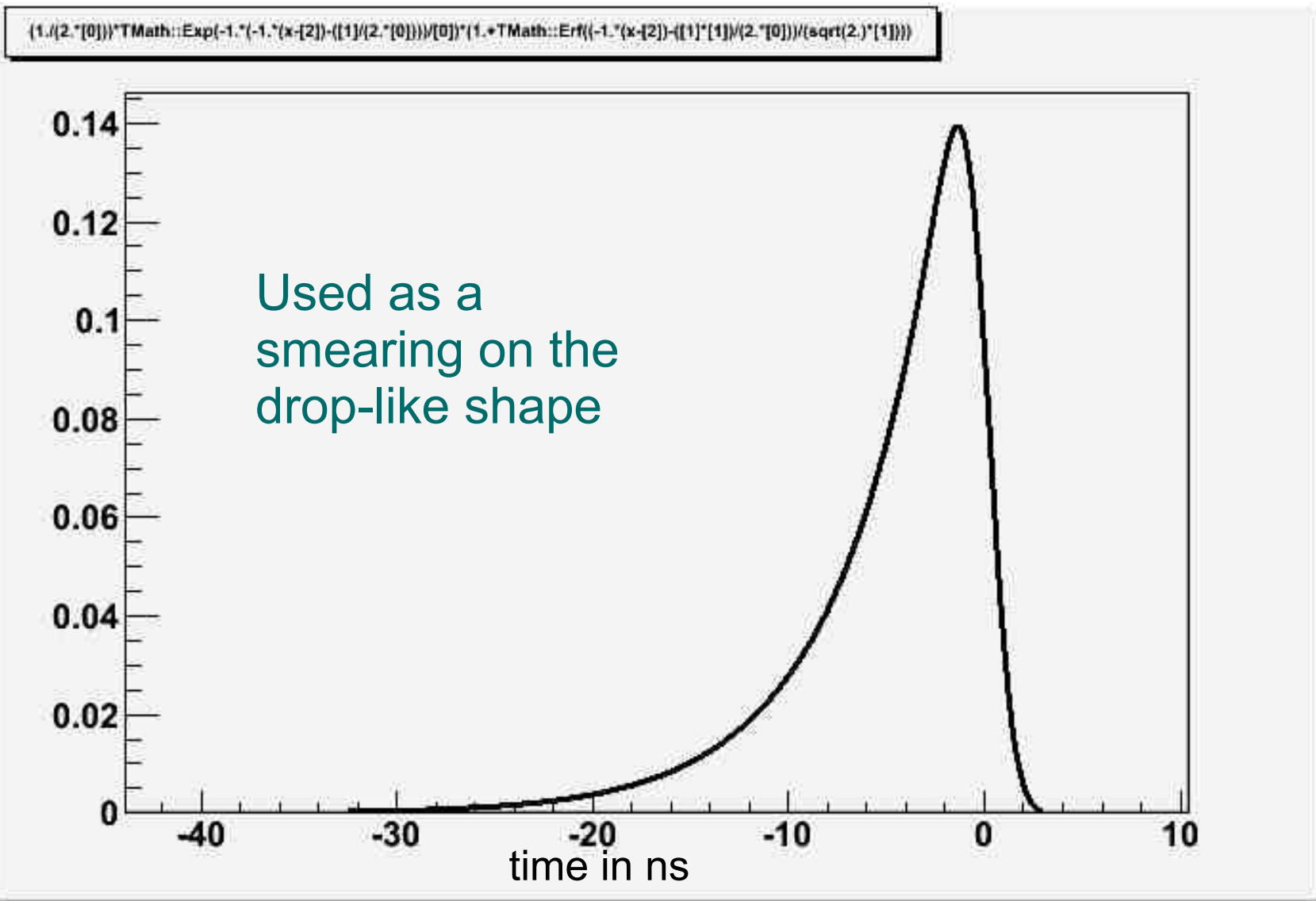
$$ct = |VX| + n^*|XP| \rightarrow \text{drop-like form}$$

$$([5]\sqrt{x^2-x^2[0]+[0]^2+y^2-y^2[3]+[3]^2})+[2]\sqrt{x^2-x^2[1]+[1]^2+y^2-y^2[4]+[4]^2}]/[6]$$

Possible  
origin of  
light



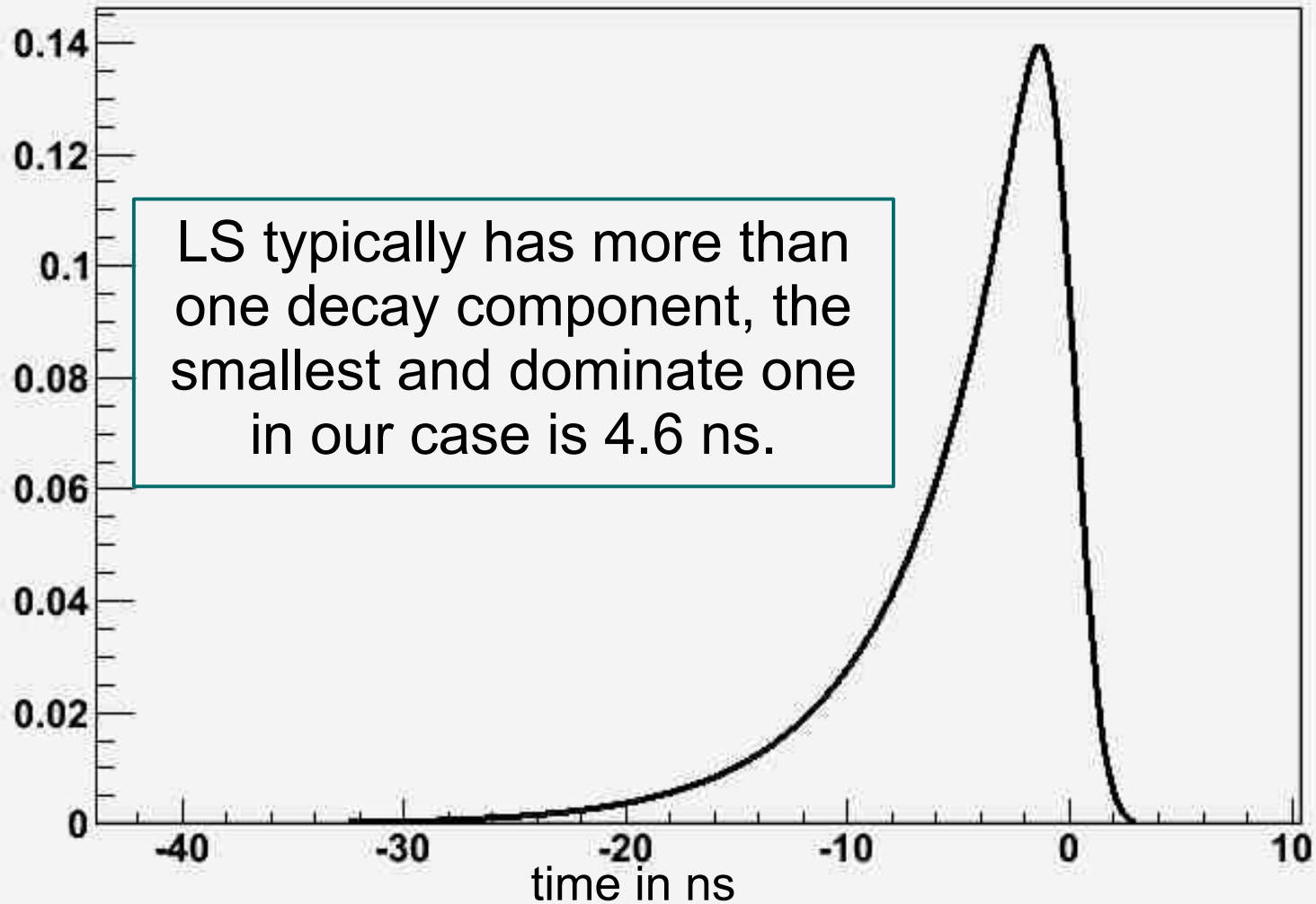
# Time Distribution



Convolution of Gaus and Exponential-Function

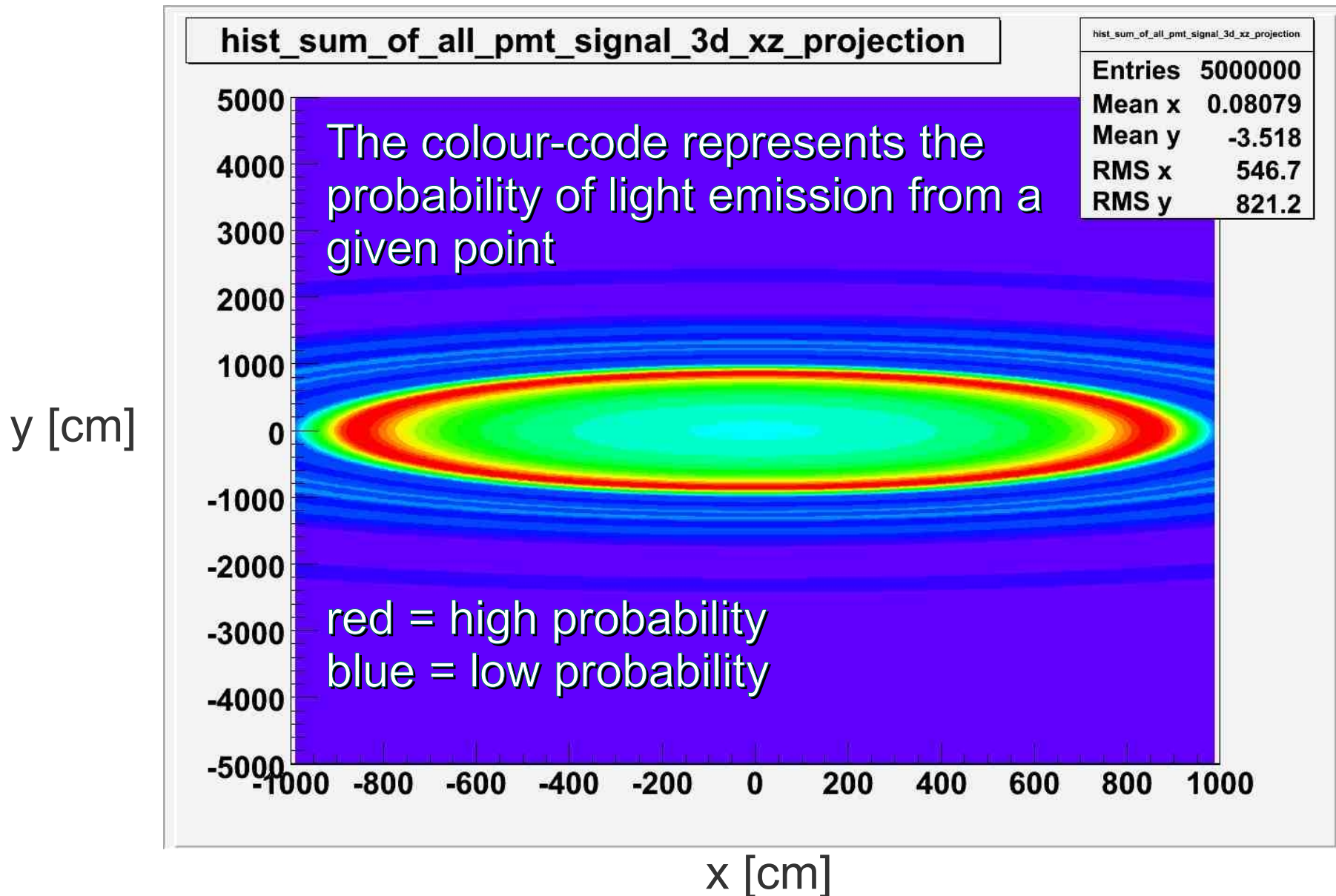
# Time Distribution

$(1./\sqrt{2\pi}) \cdot \text{TMath::Exp}(-1./2 \cdot ((x-2)/\sqrt{2\pi})^2) \cdot (1. + \text{TMath::Erf}((-1./2 \cdot (x-2) - [1] \cdot [1])/\sqrt{2\pi}))$

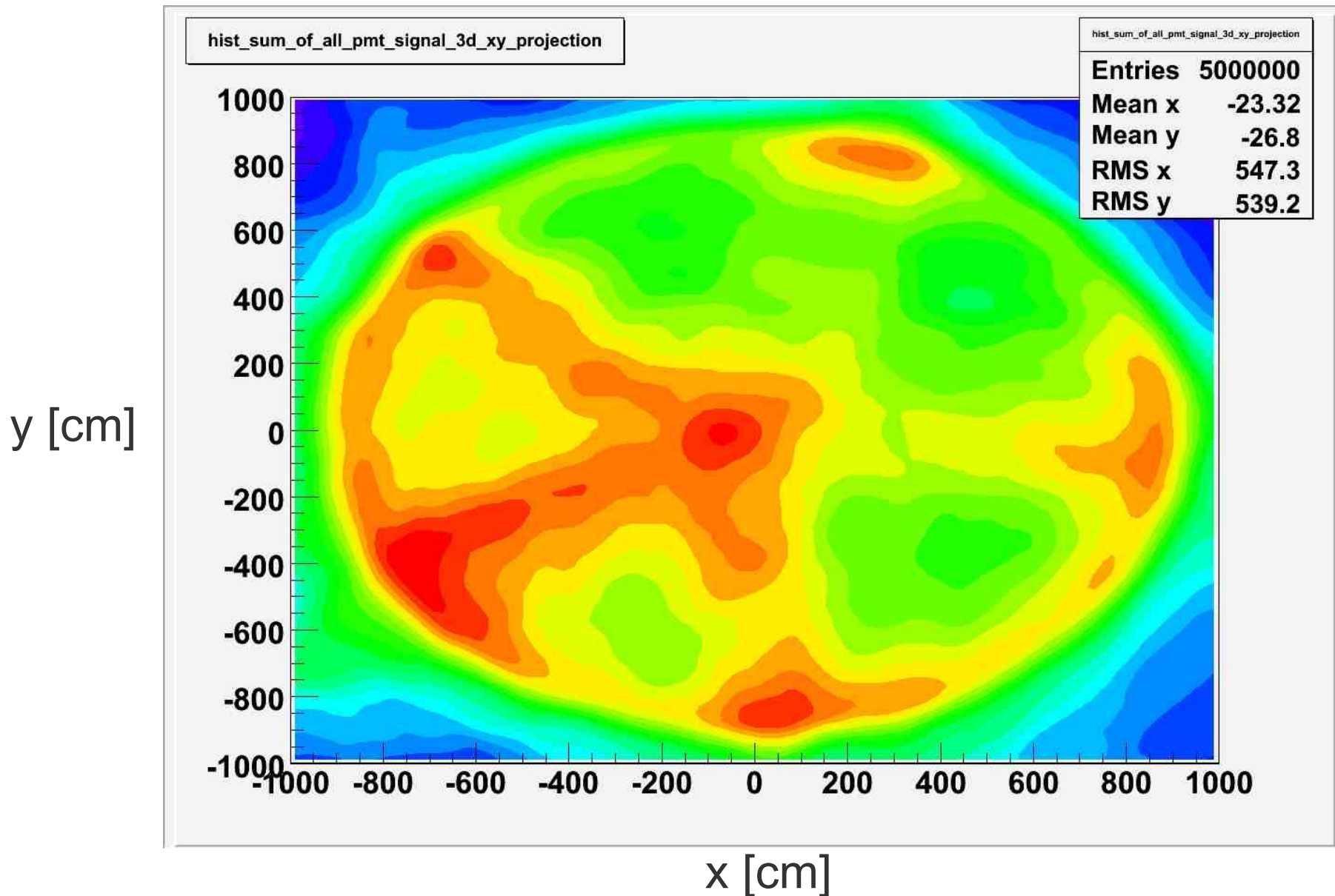


Convolution of Gaus and Exponential-Function

# Result 1 PMT

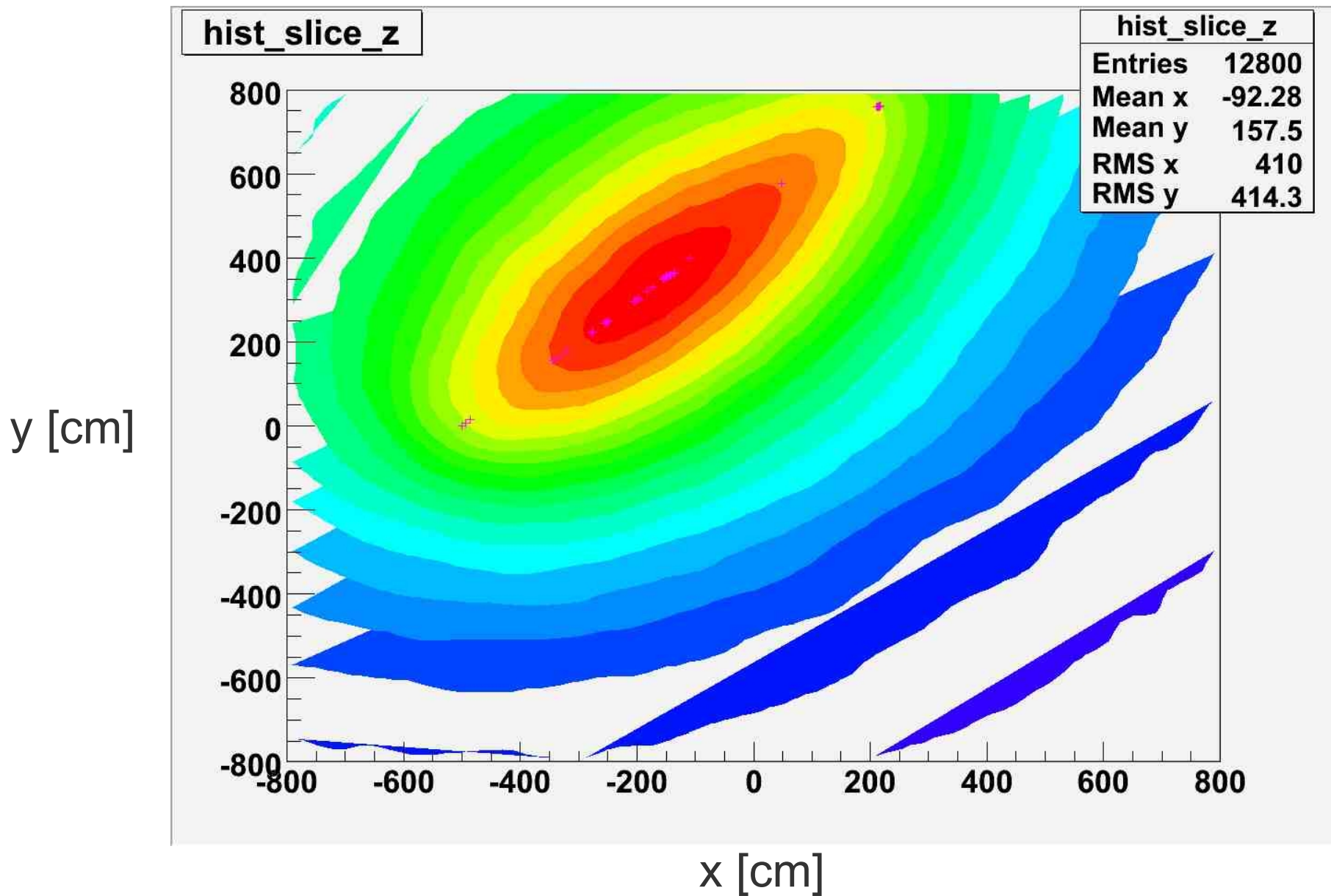


# Result a Few PMTs





# Result 266 PMTs



# Light Distribution (LD) Effects

**Some parts of each drop-like shape are more likely the origin of light, because:**

- they are closer
- directly in front of the PMT

→ **Need to consider:**

- solid angle of PMT area
- attenuation
- angular acceptance

# Light Distribution (LD) Effects

**Some parts of each drop-like shape are more likely the origin of light, because:**

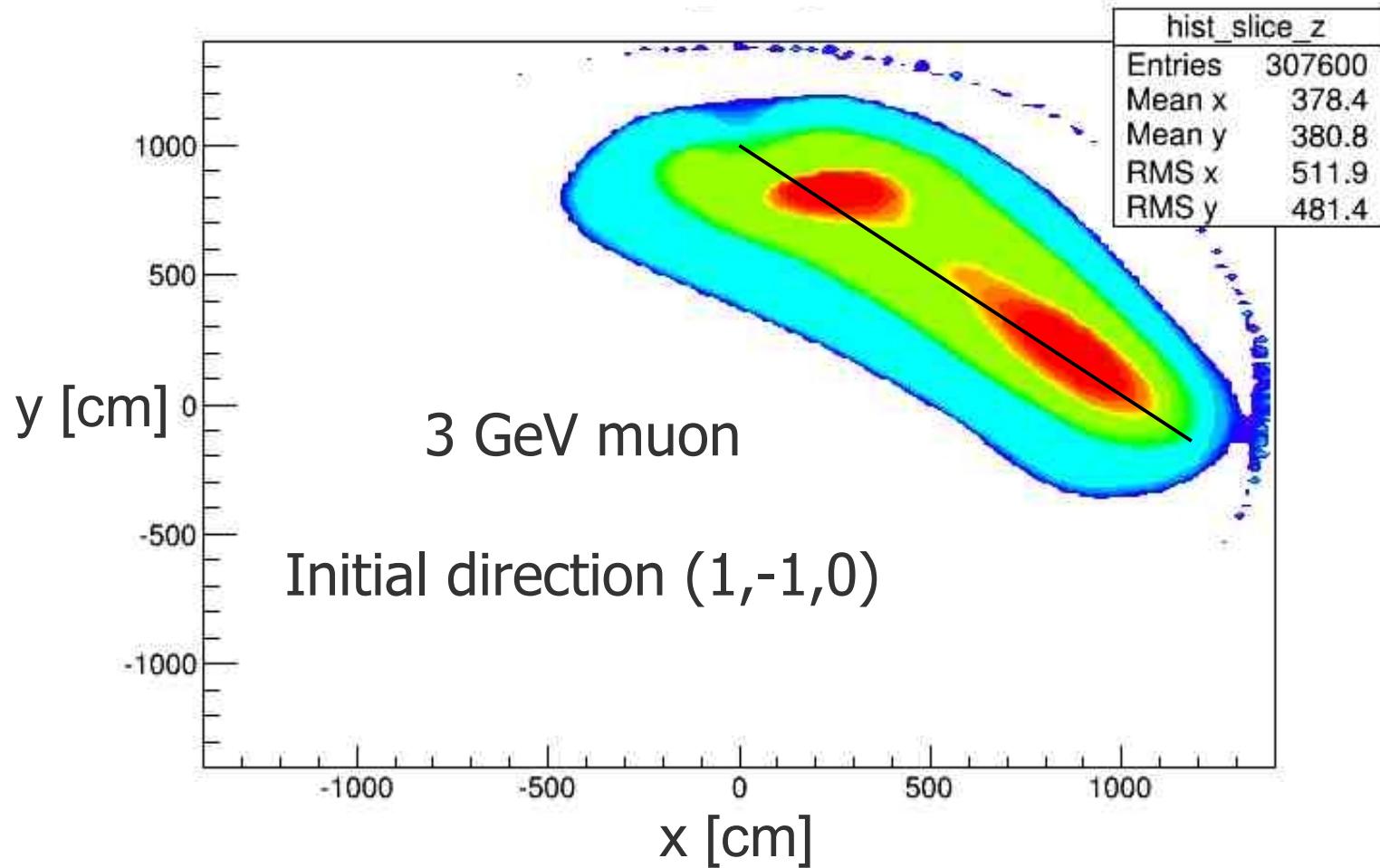
- they are closer
- directly in front of the PMT

→ **Need to consider:**

- solid angle of PMT area
- attenuation
- angular acceptance

**Finally I have to normalise the resulting pdf !**

# Result all PMTs



# Probability Mask

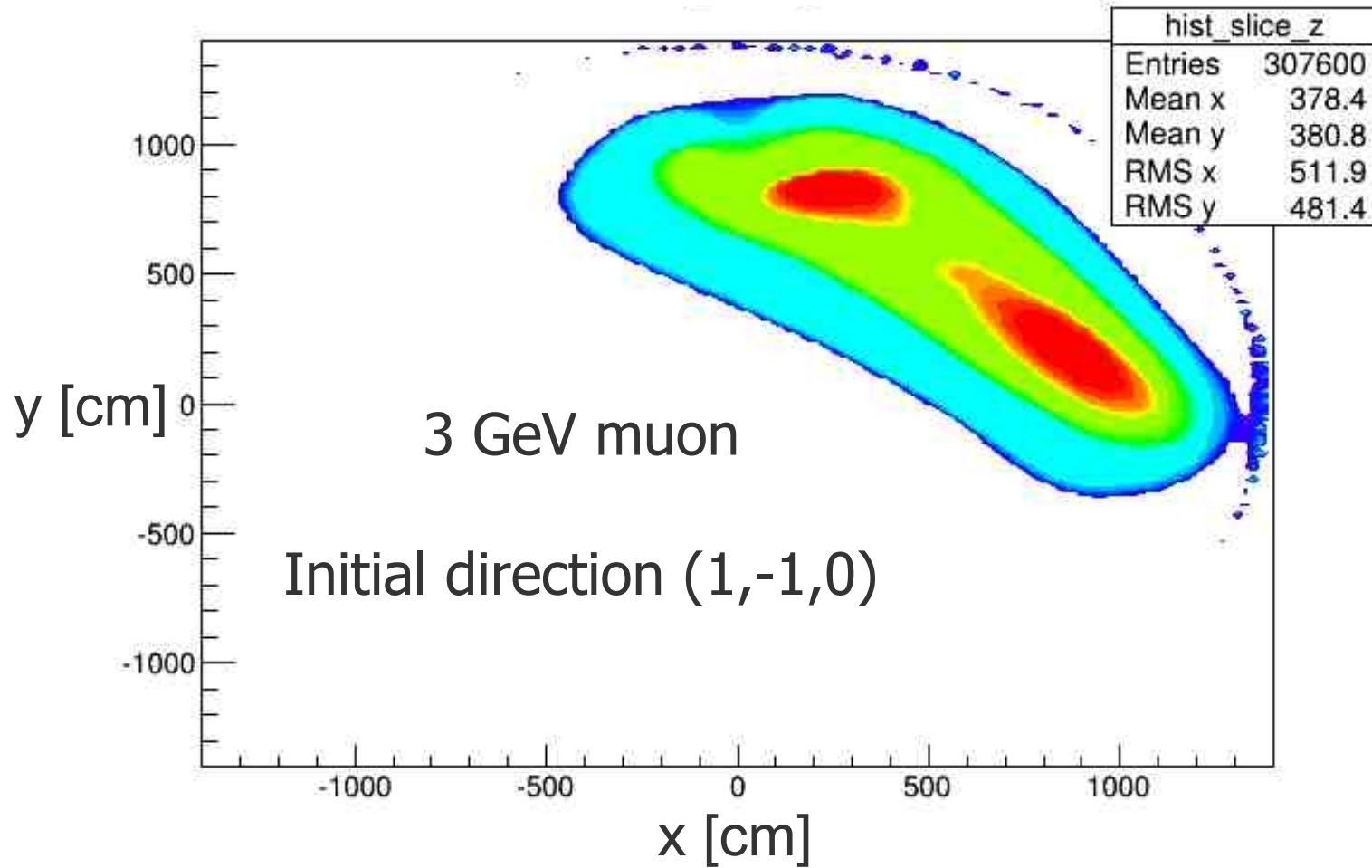
So far probabilities have been added!  
→ correct for **independent information**

## **However:**

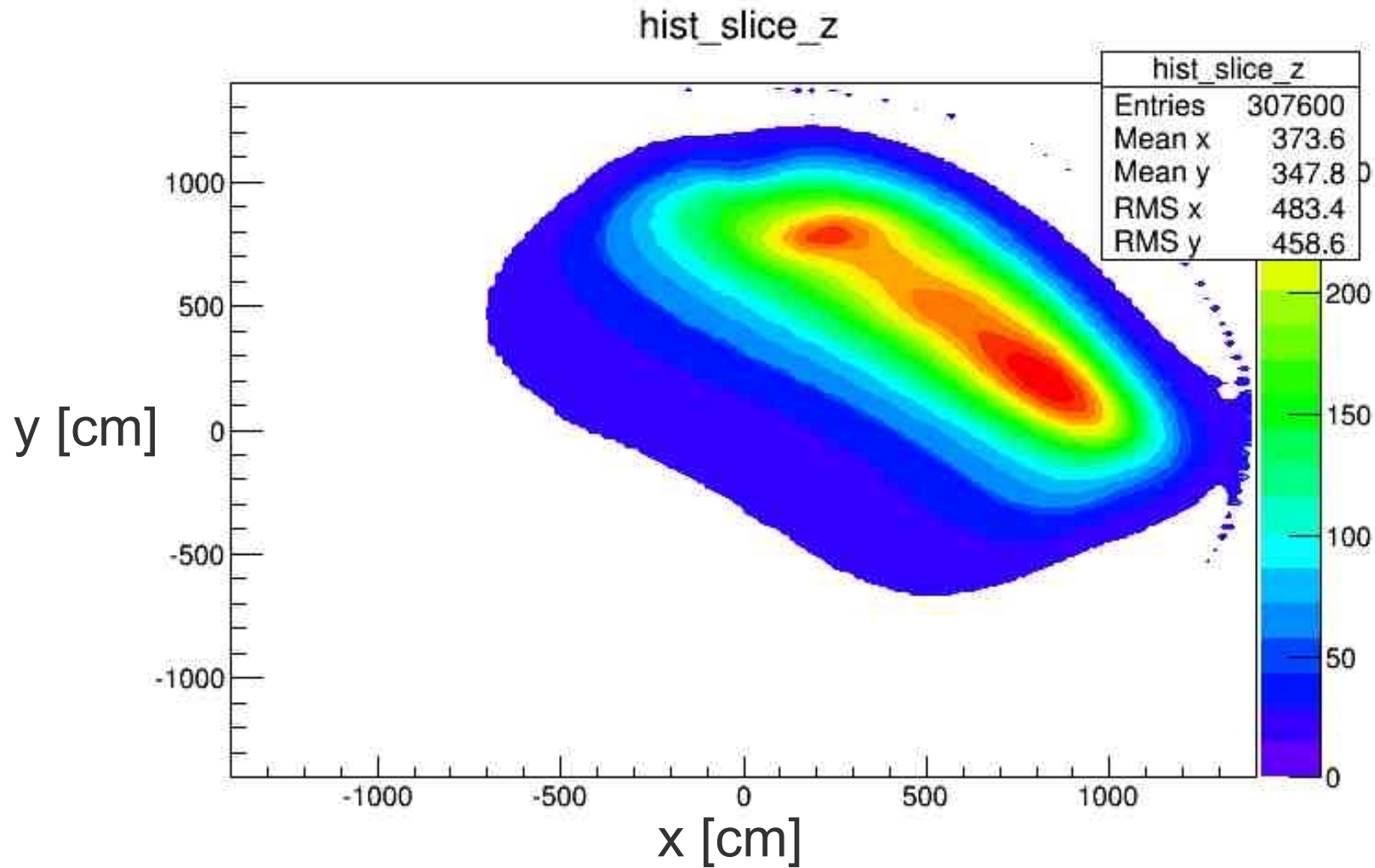
Light signals are **not completely independent** from each other, because they belong to the same track.

→ Use “Result I” to **weight** all the single light contribution **and re-normalise** each of them!

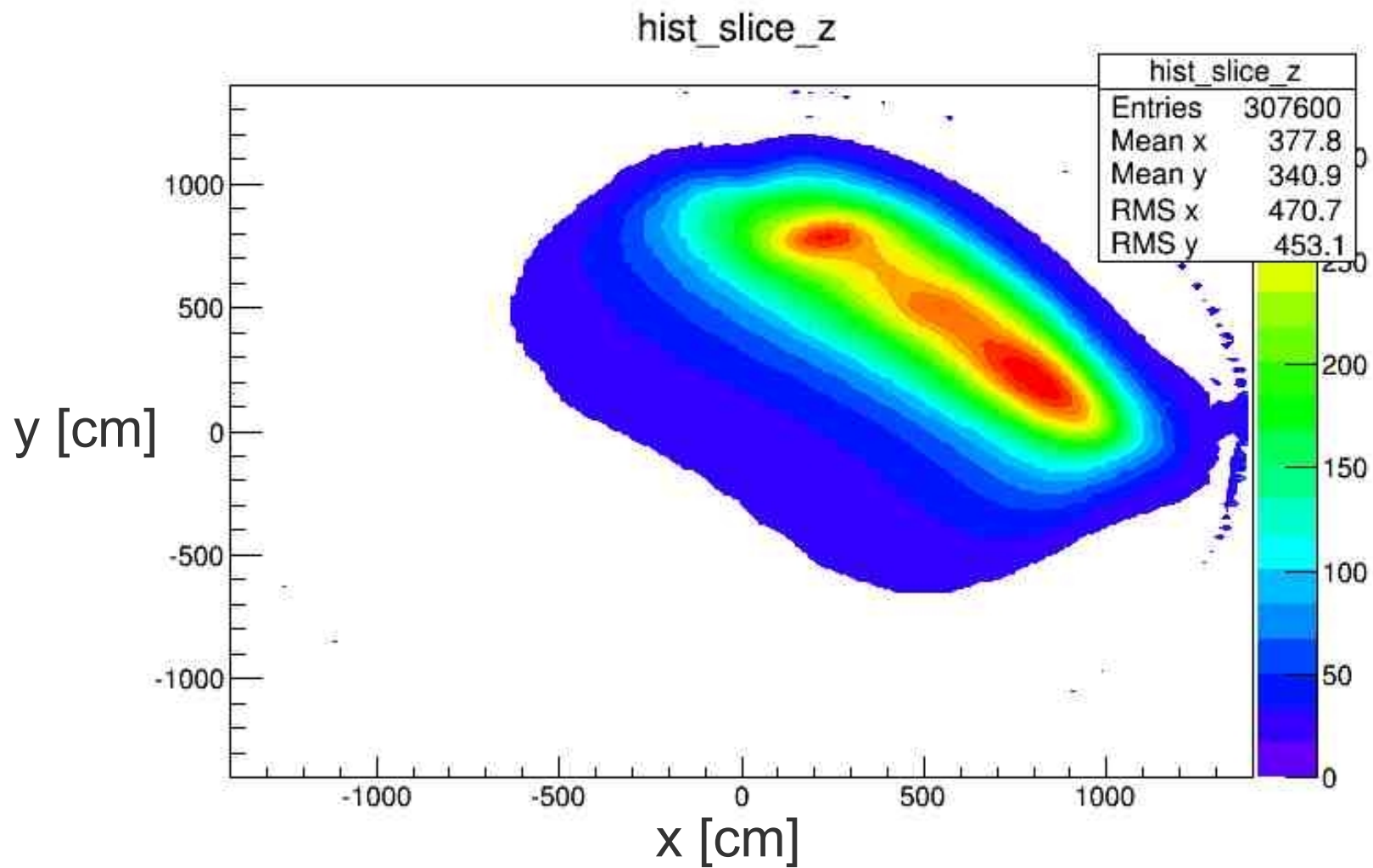
# Result I



# Result 2nd Iteration

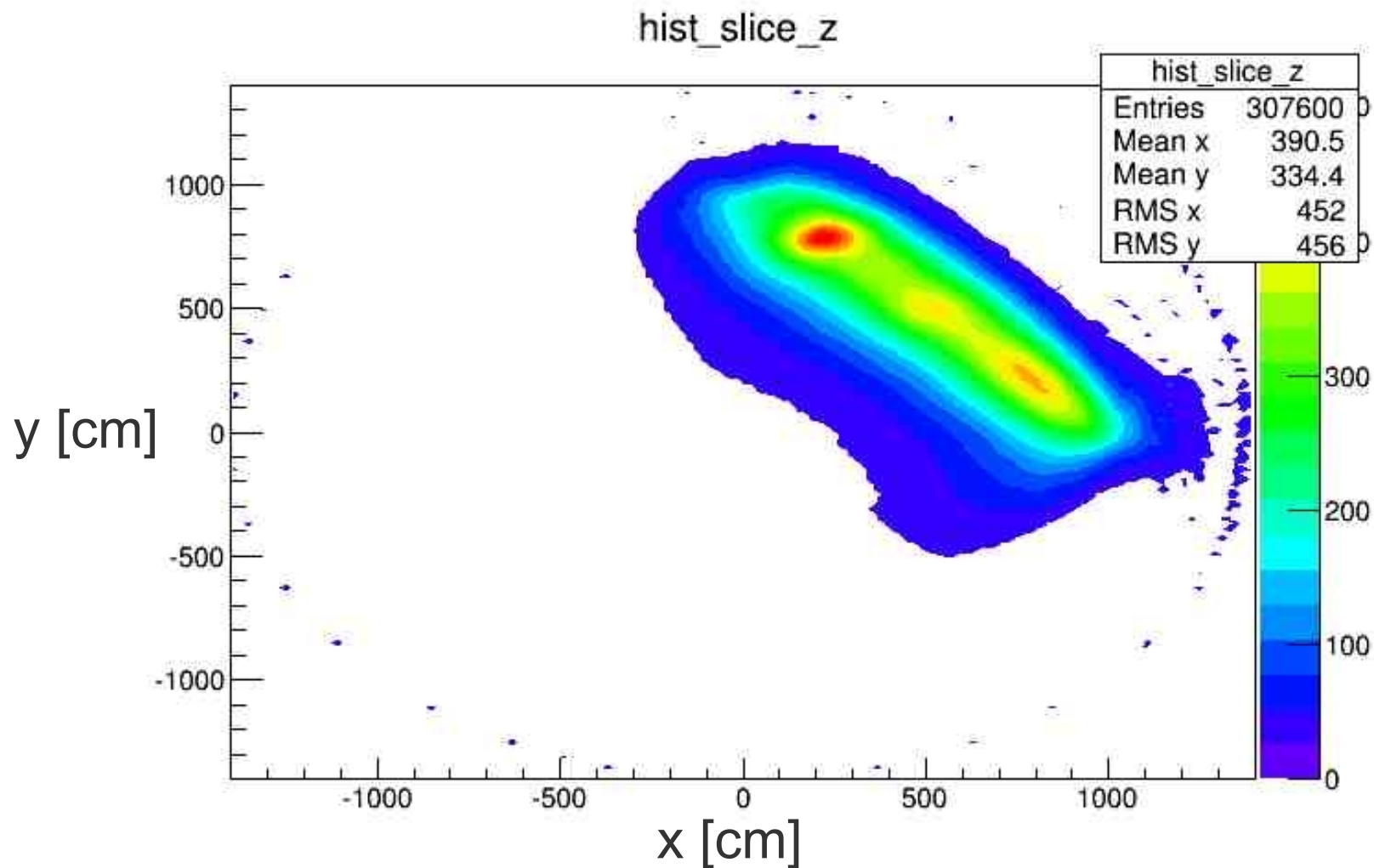


# Result 3rd Iteration

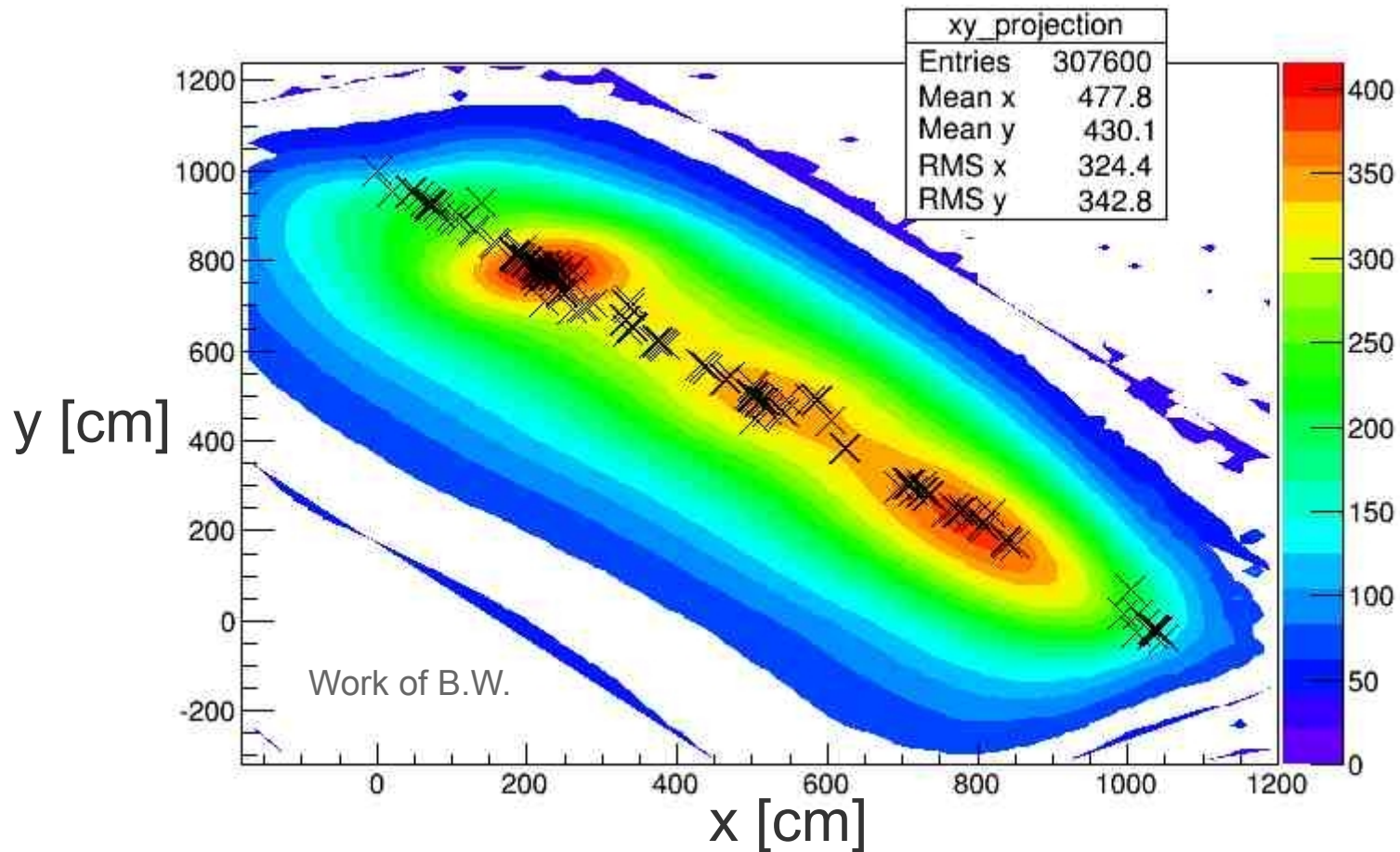




# Result 9th Iteration

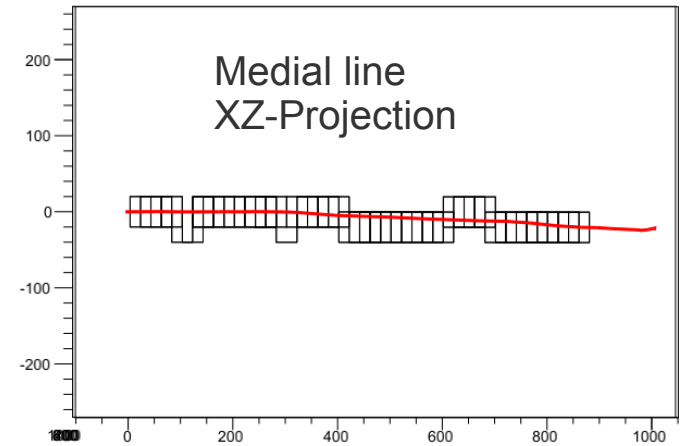
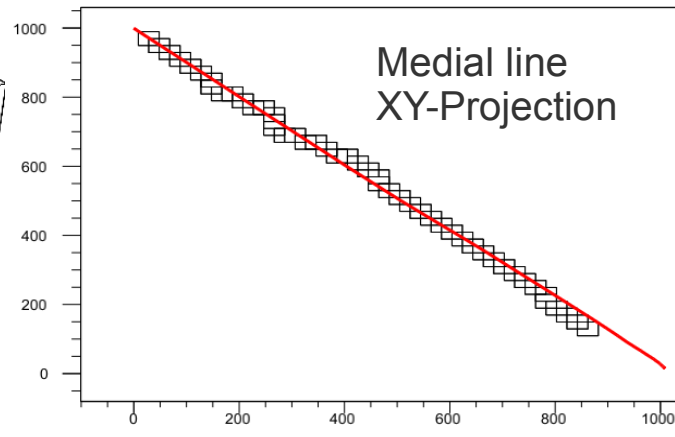
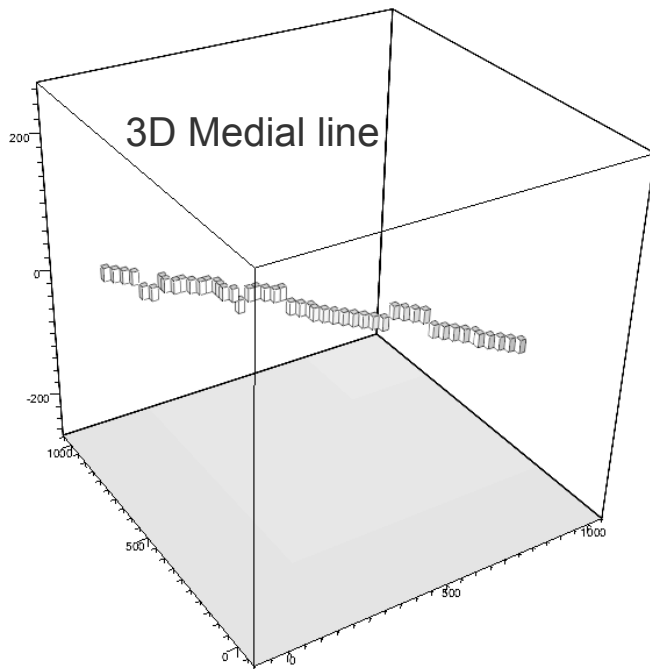
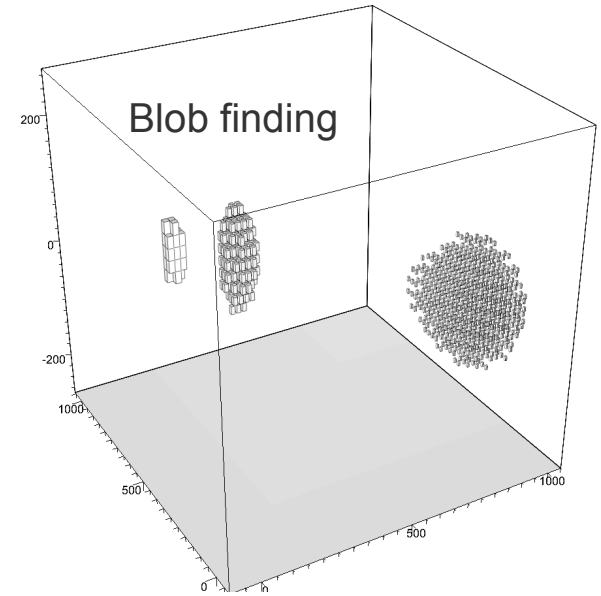
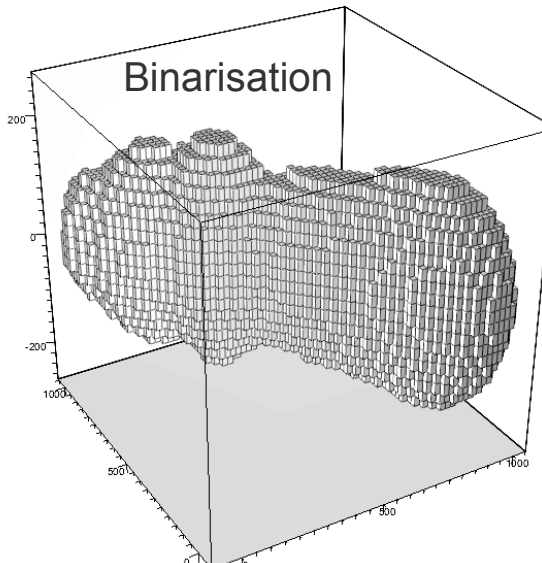
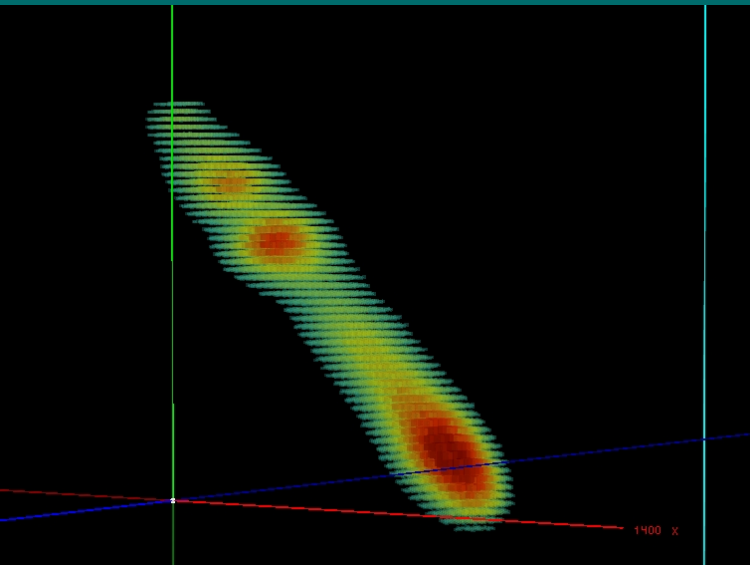


# Result 12th Iteration



Measurement of  $dE/dx$  is possible!

# Image Processing



Ph. D. student Sebastian Lorenz

Resolution < 20 cm

# Computing

One 3 GeV event, 20cm bins, full light, 10 iterations in LENA  
→ **several hours**, even if I cut out interesting volume

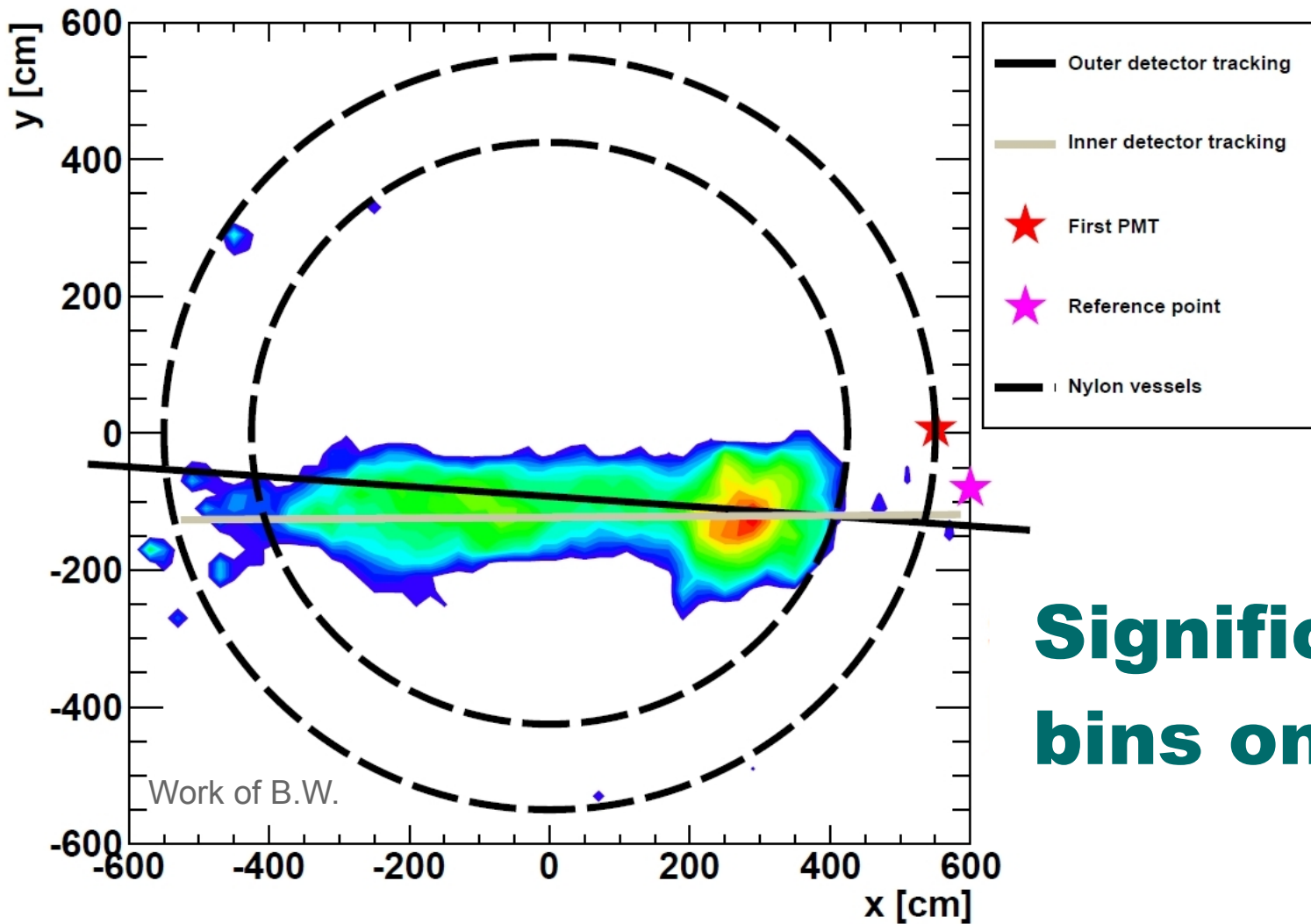
## However:

- I'd like to go to 2cm bins
  - because there should be enough light for this resolution
- In principle many more iterations are allowed

**But algorithm highly parallisable**

→ **GPUs, etc.**

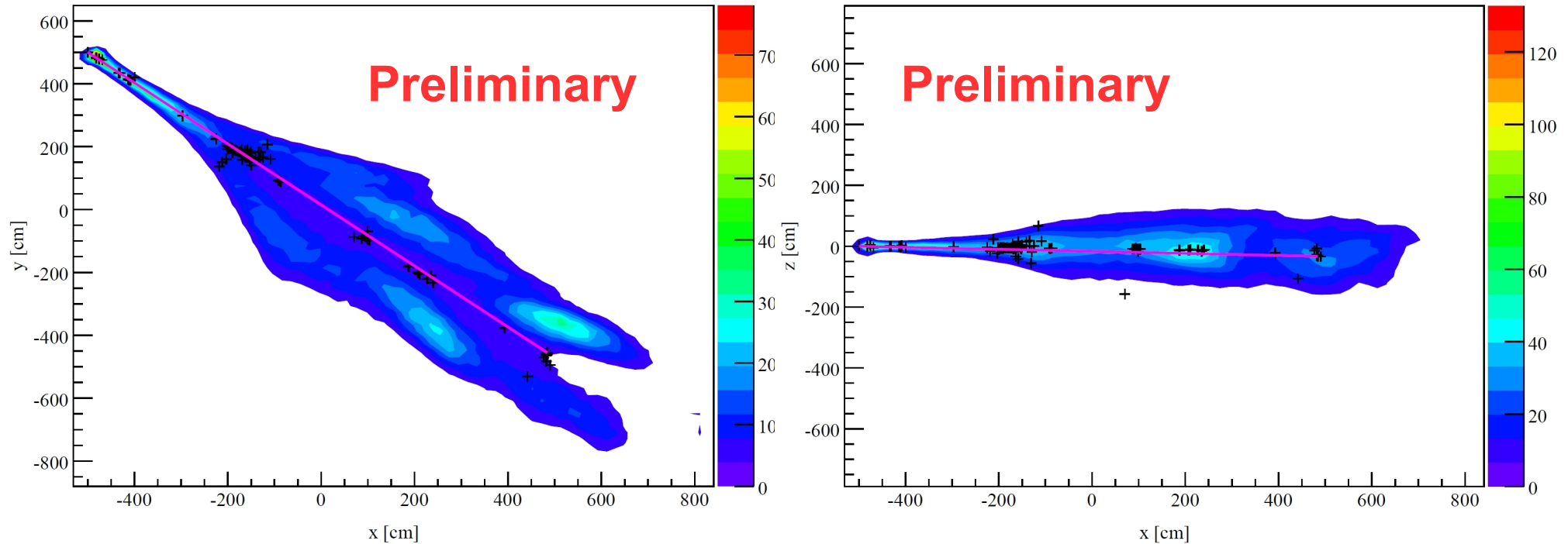
# Example: Real Borexino Data



**Significant  
bins only**

# Can also do it with Cherenkov Light

3 GeV muon, initial direction (1,-1,0)



Bachelor student David Meyhöfer

A few % of light in liquid Scintillator is Cherenkov light

→ using both could help pattern and particle identification

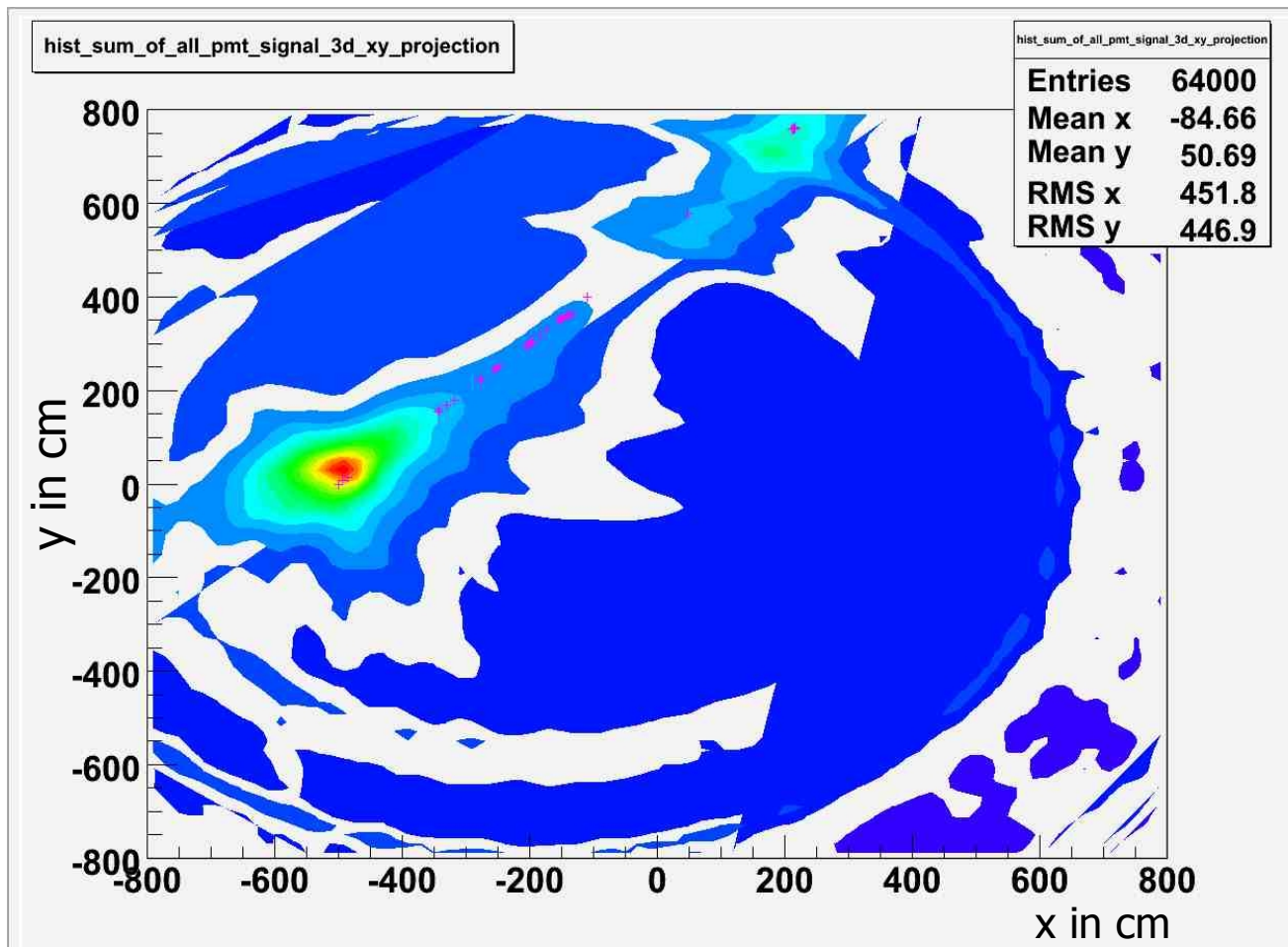
Also suitable for water Cherenkov detectors! **Perfect for WbLS!**

**But what about the reference point?**

**Answer:** Any point on track can be used if I know the time the particle passing!

# 2GeV Muon, First Hit Information

- **Vertex (-500.,0.,0.), Orientation (1.,1.,0.)**

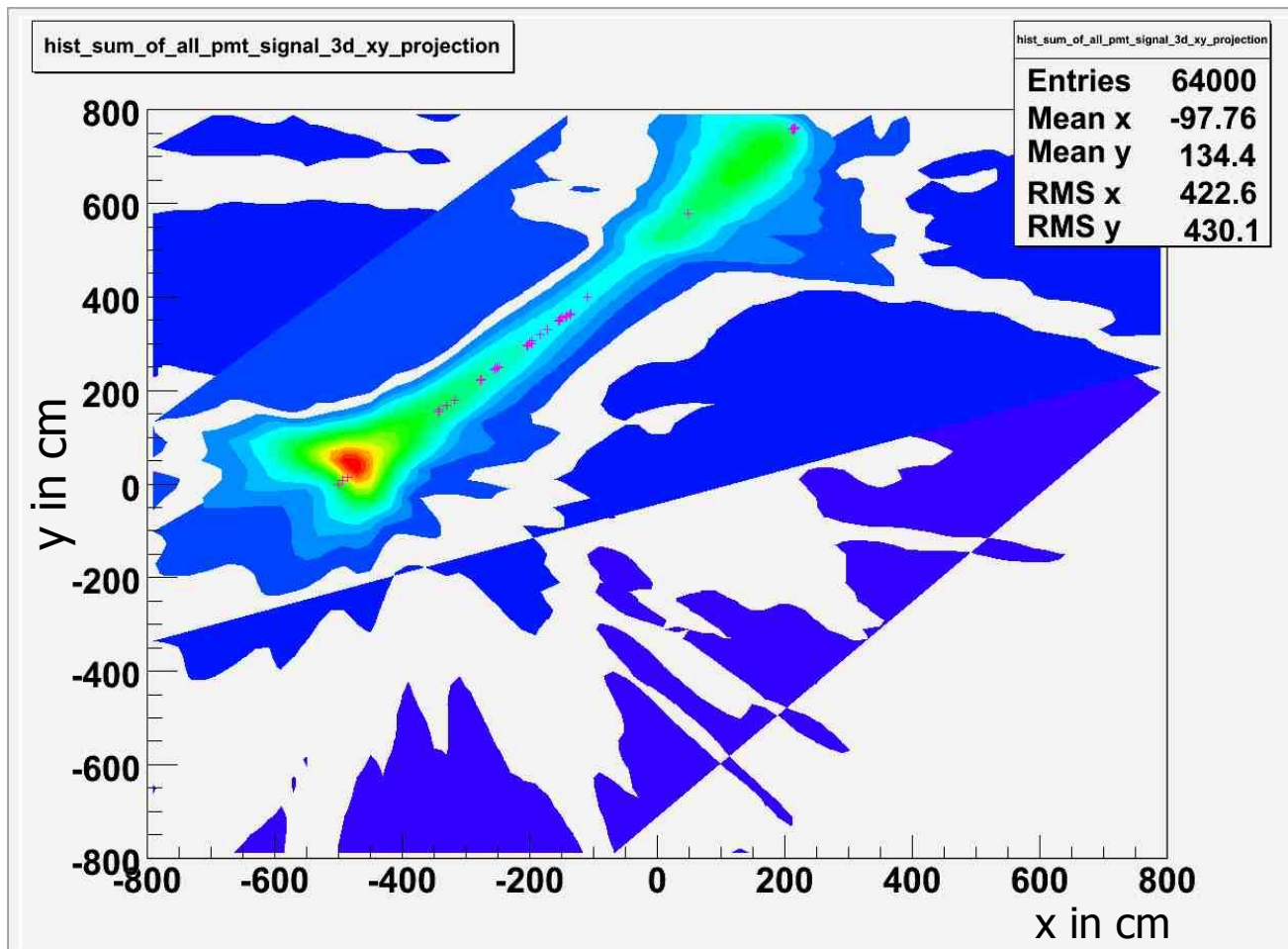


10% of PMTs at +/-500 cm in z with respect to vertex



# 2GeV Muon, First Hit, Backwards

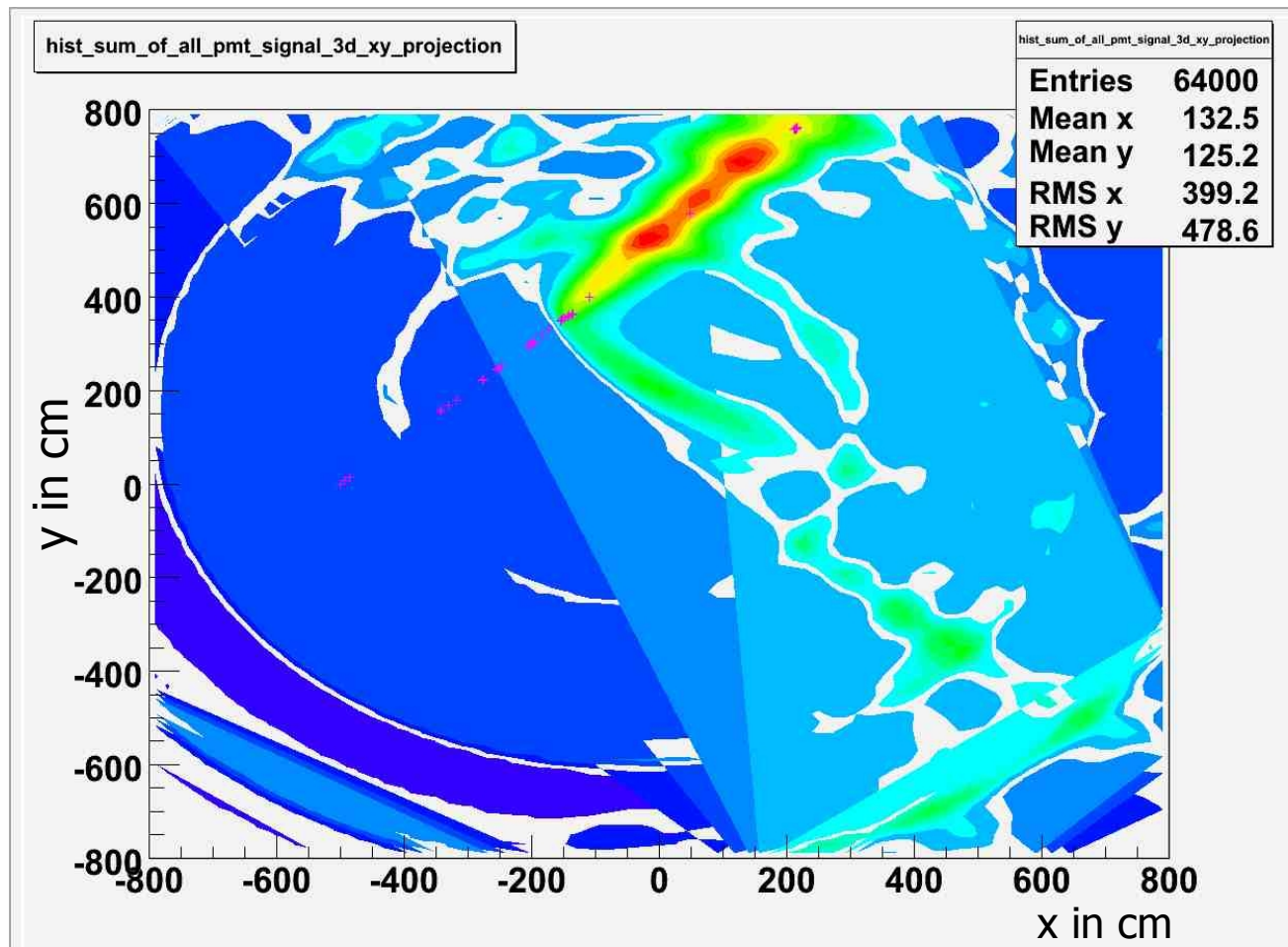
- **Vertex (-500.,0.,0.), Orientation (1.,1.,0.)**



10% of PMTs at +-500 cm in z with respect to vertex

# 2GeV Muon, First Hit, from Middle

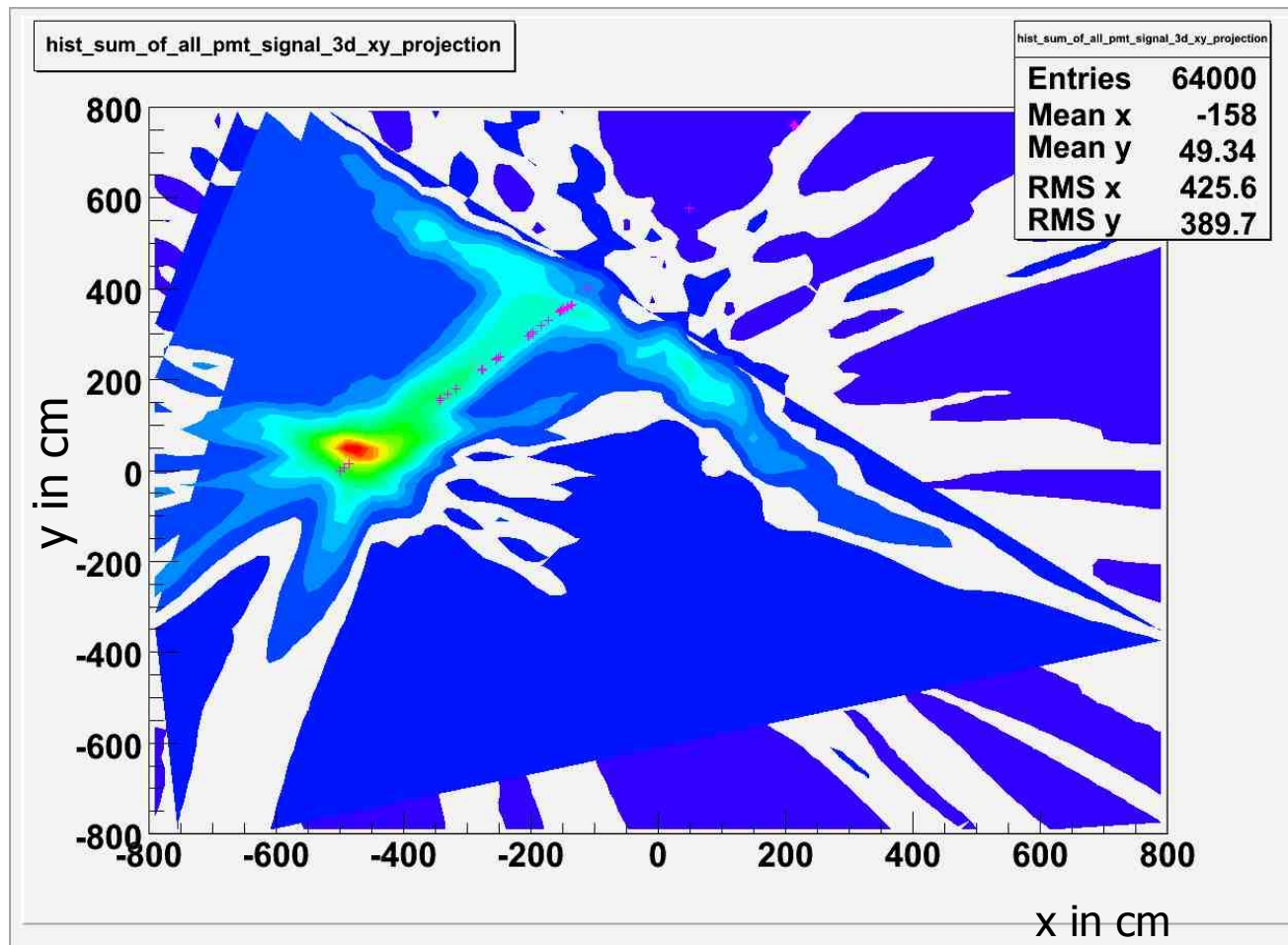
- **Vertex (-500.,0.,0.), Orientation (1.,1.,0.)**



10% of PMTs at  $\pm 500$  cm in z with respect to vertex

# 2GeV Muon, First Hit, Back from Middle

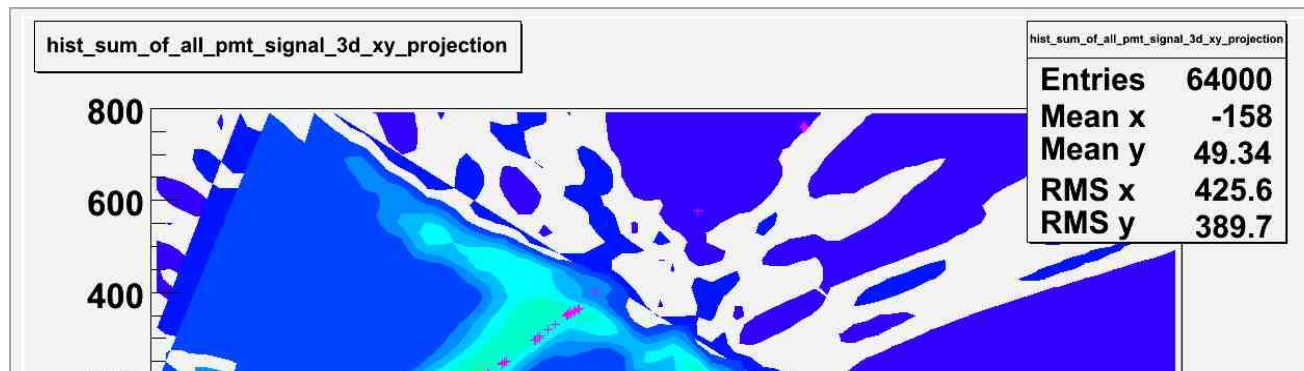
- **Vertex (-500.,0.,0.), Orientation (1.,1.,0.)**



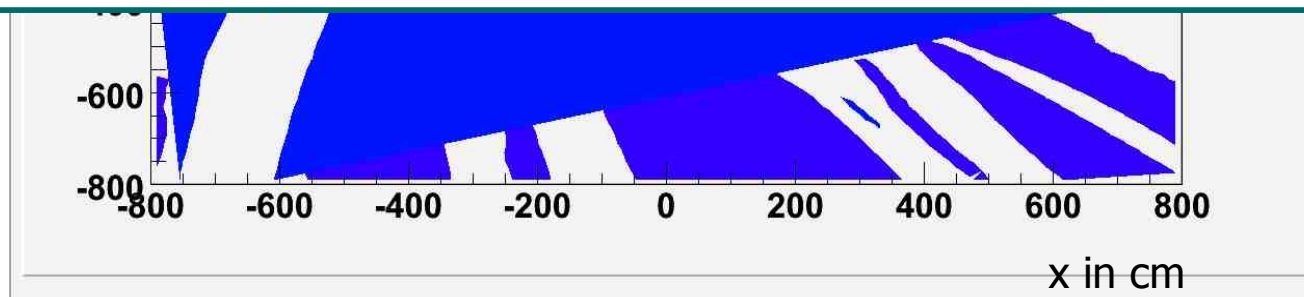
10% of PMTs at +-500 cm in z with respect to vertex

# 2GeV Muon, First Hit, Back from Middle

- **Vertex (-500.,0.,0.), Orientation (1.,1.,0.)**



**So if I have an outer detector and a particle leaves the LS volume I will have a starting point!**



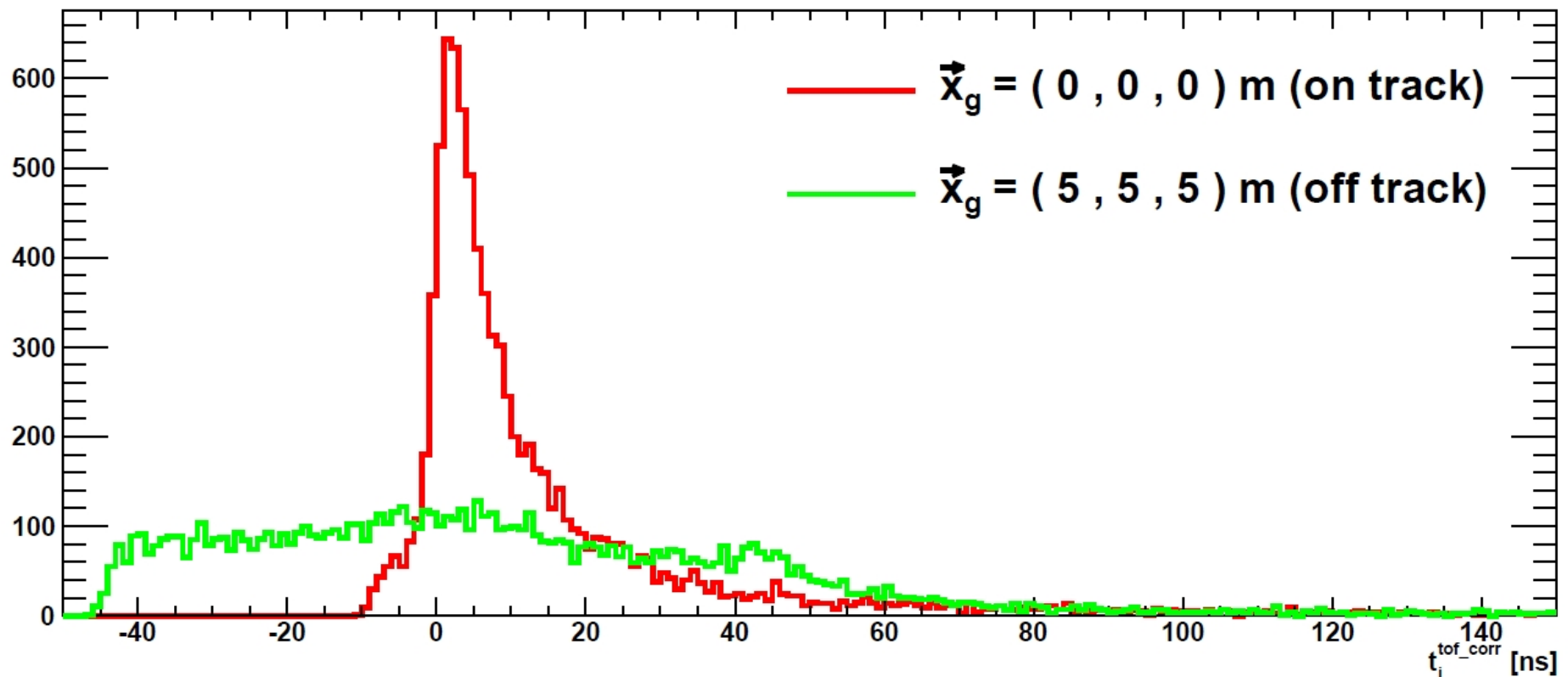
10% of PMTs at +/-500 cm in z with respect to vertex

# Vertex Finding/Backtracking

## Basic idea:

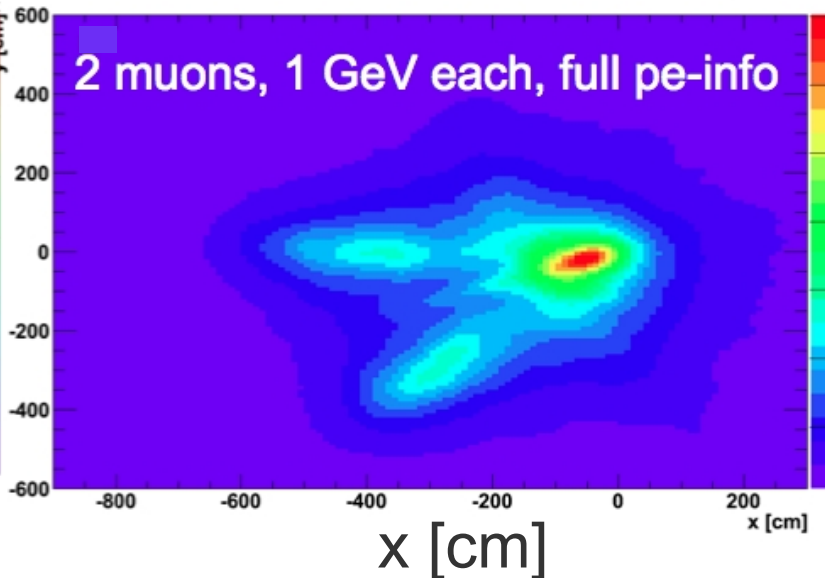
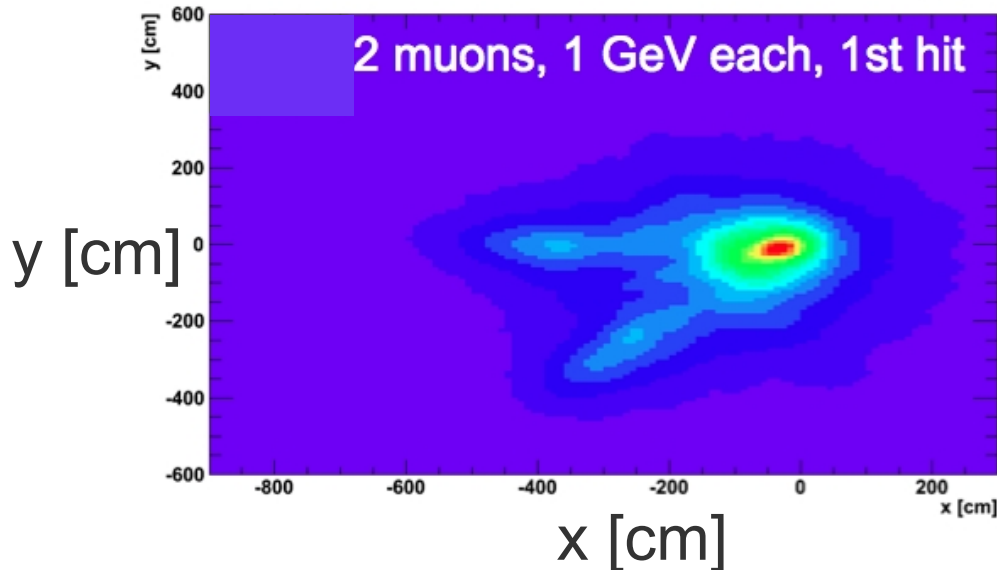
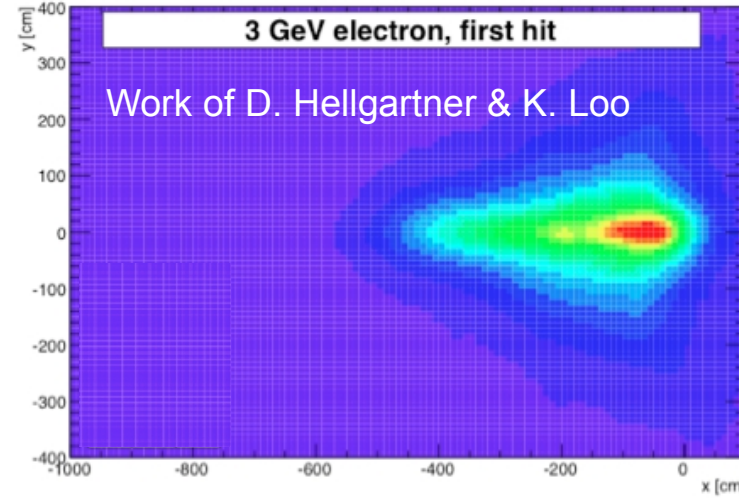
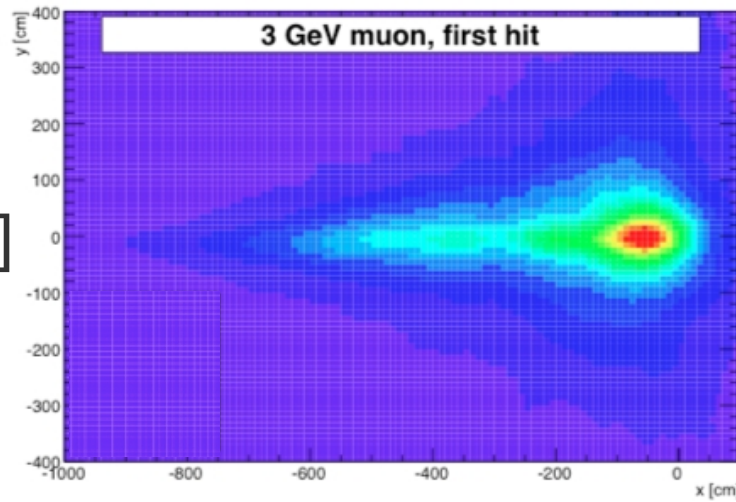
from Domenikus Hellgartner

- Calculate at every point the time correction needed for each first hit signal to match the flight time to that point
- Then look for peaks in this time distribution



# Vertex Reconstruction I

Uses first hit time of each PMT and gaussian time distribution

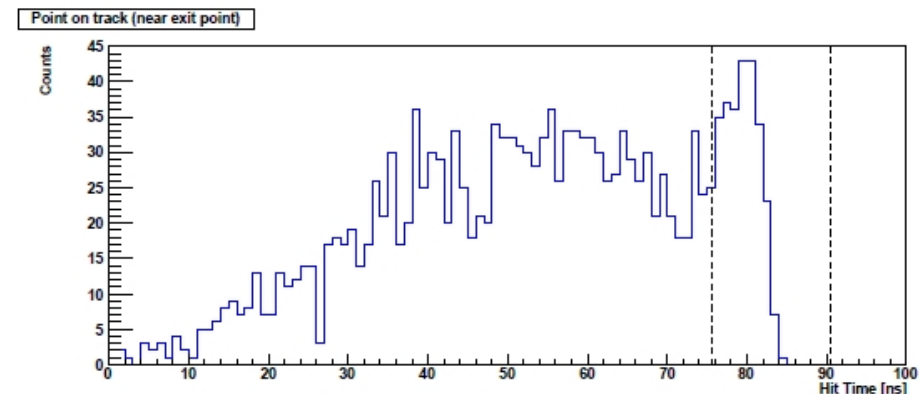
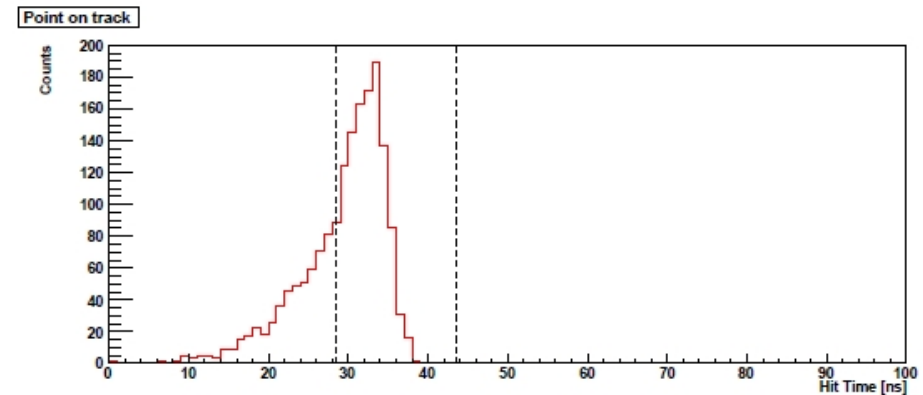
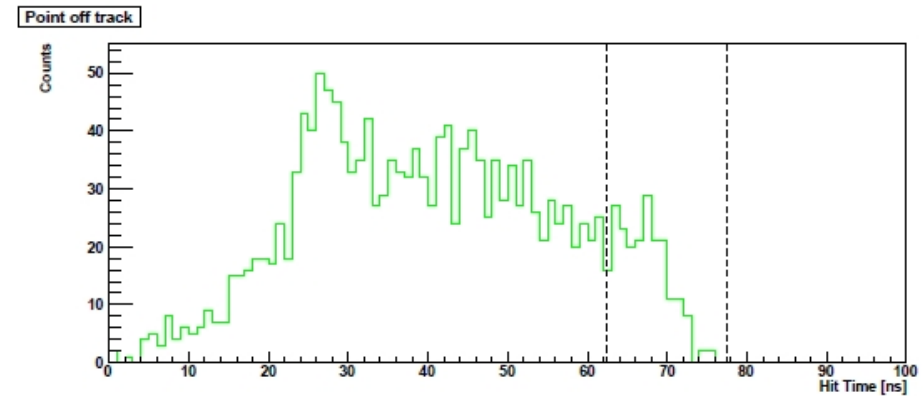


# How to improve Backtracking

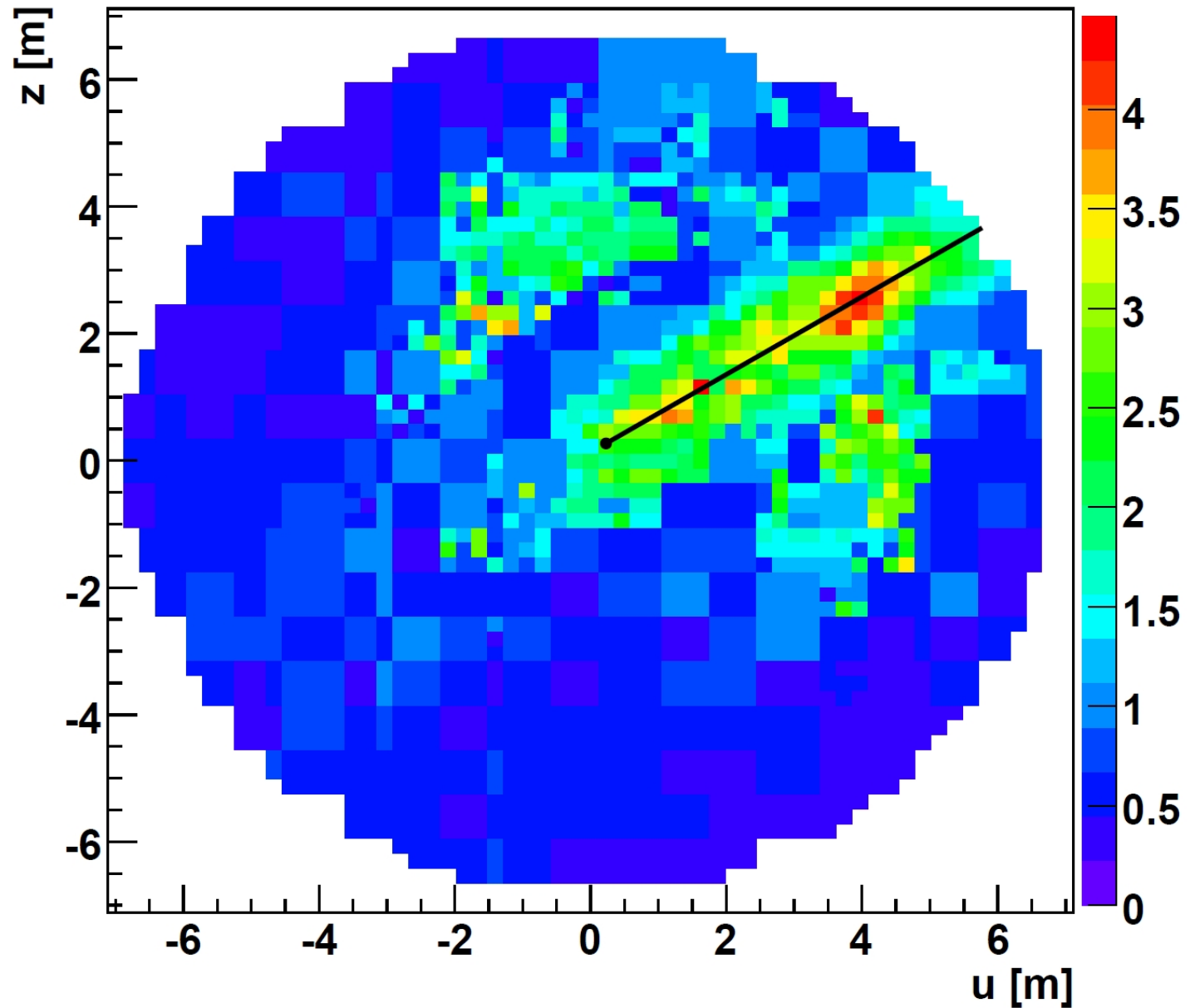
Some regions on track do not produce many 'first hits'

→ Need to look more closely at timing patten (tof corrected)

→ **whole track**

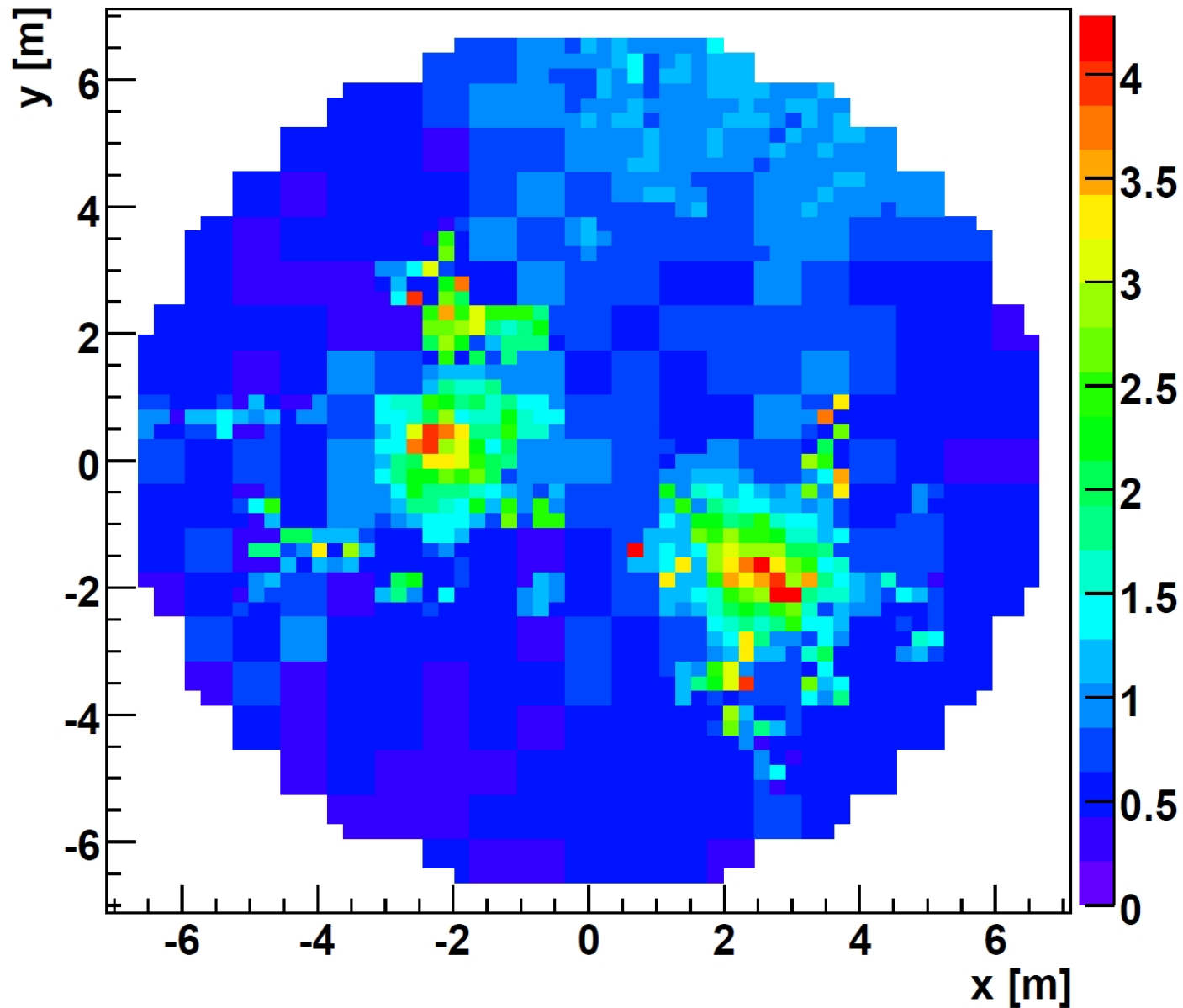


# Stopped Muon in Borexino

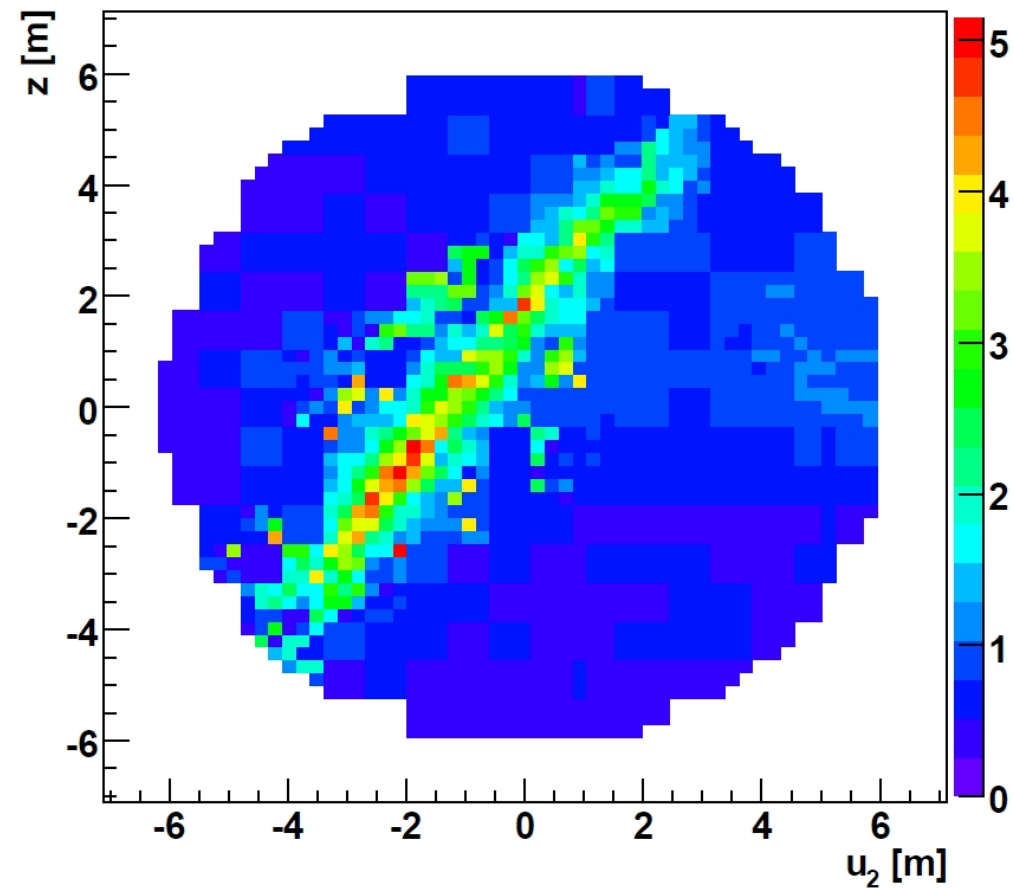
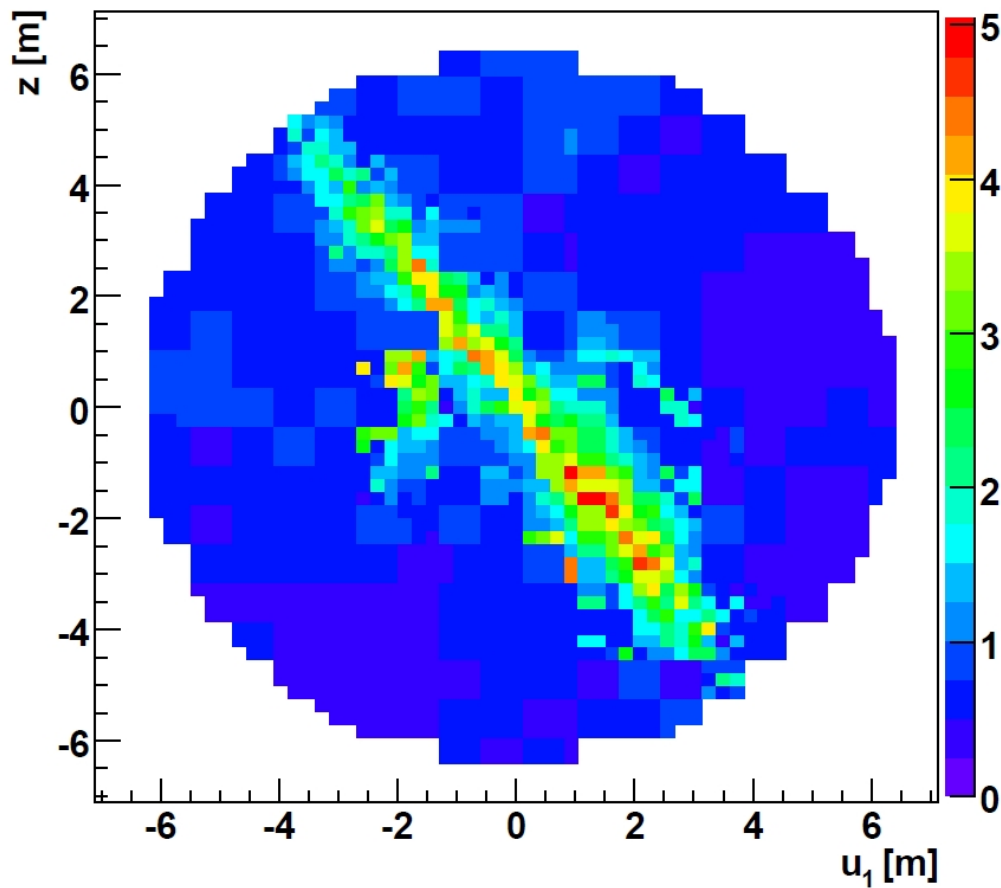




# Double Muon Event in Borexino



# Double Muon Event in Borexino



**Both tracks cut out!**

# Conclusions

## My Tracking:

- Powerful new tool to increase physics potential
- At both high and low energies
- Wide range of applications  
Liquid Scintillator, Water Cherenkov, Water based Liquid Scintillator, even Liquid Argon

## Performance:

- Spatial resolution of less than 20cm
- $dE/dx$  accessible

# Conclusions

## Limitations:

- Only limited study of more complicated events so far
- Reference point is crucial **already solved**
- Need more **computing power** for:
  - finer binning/resolution
  - more iterations
  - faster simulation

However its just getting started!

A generic reconstruction framework already on the way

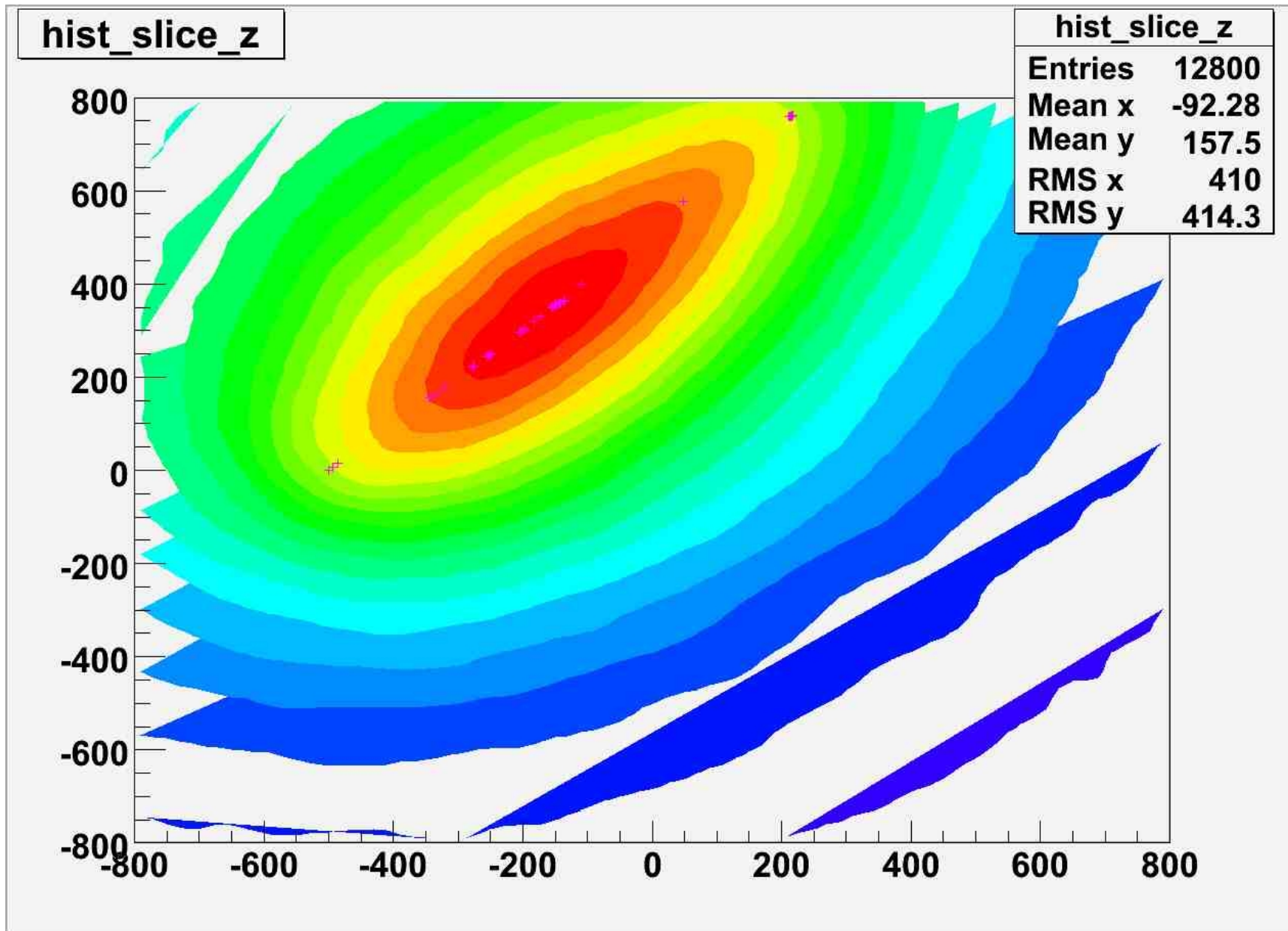
Needs to be reprogrammed for GPUs

Backup slides

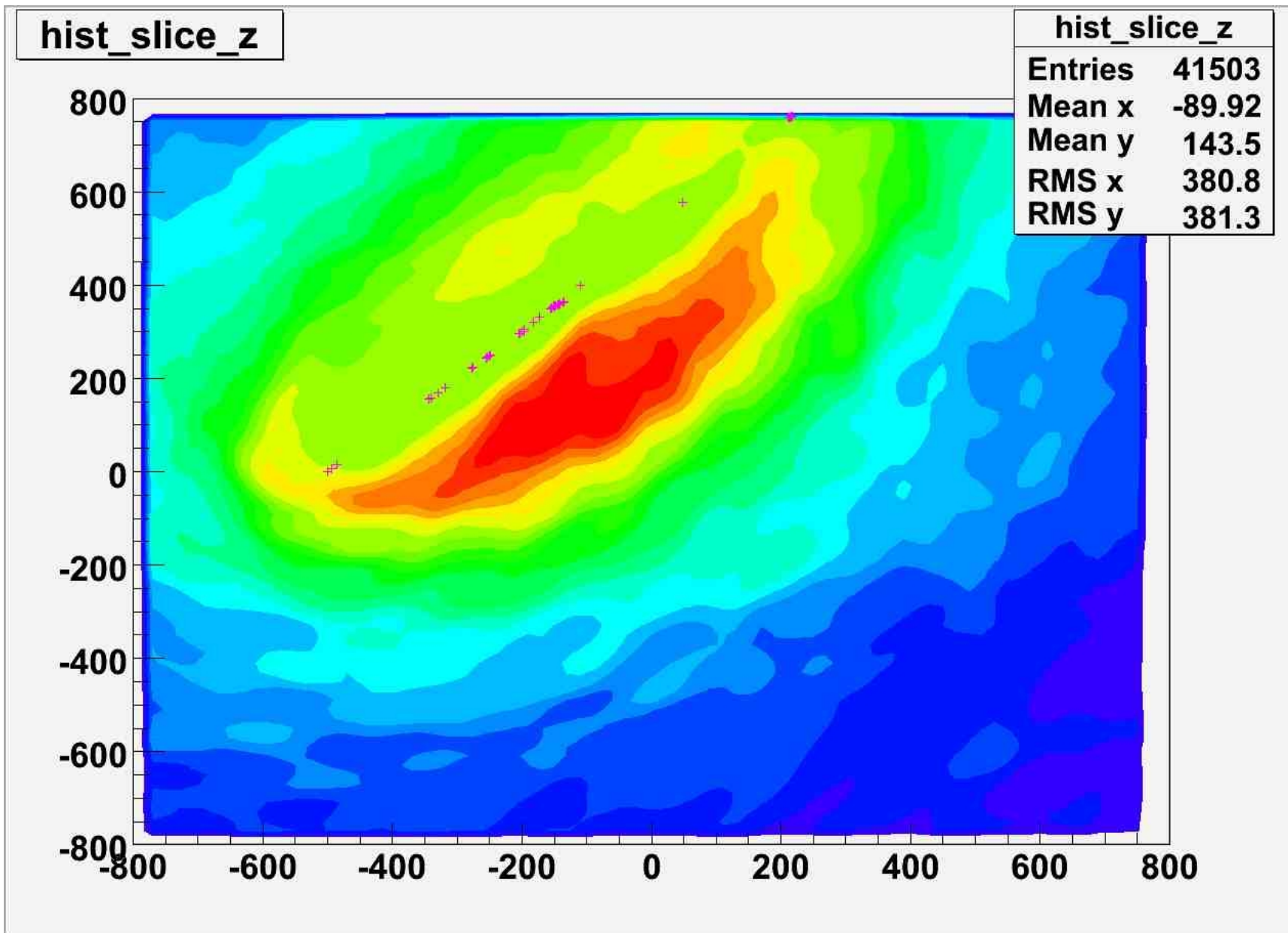
# **The power of the 4th dimension**

## 4d Canny Algorithm

# The Reco Result (266 PMTs)

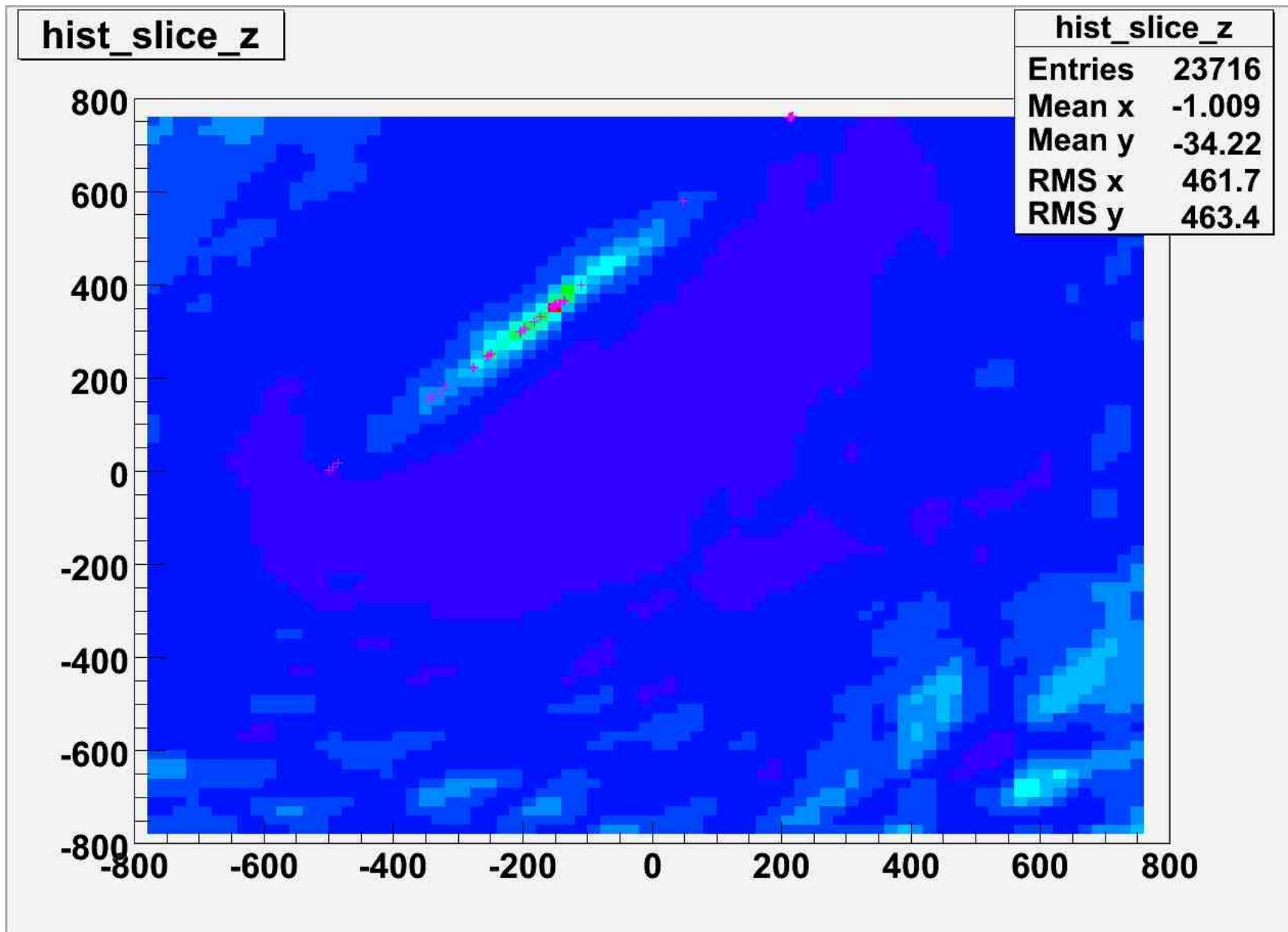


# 4d-Sobel Result

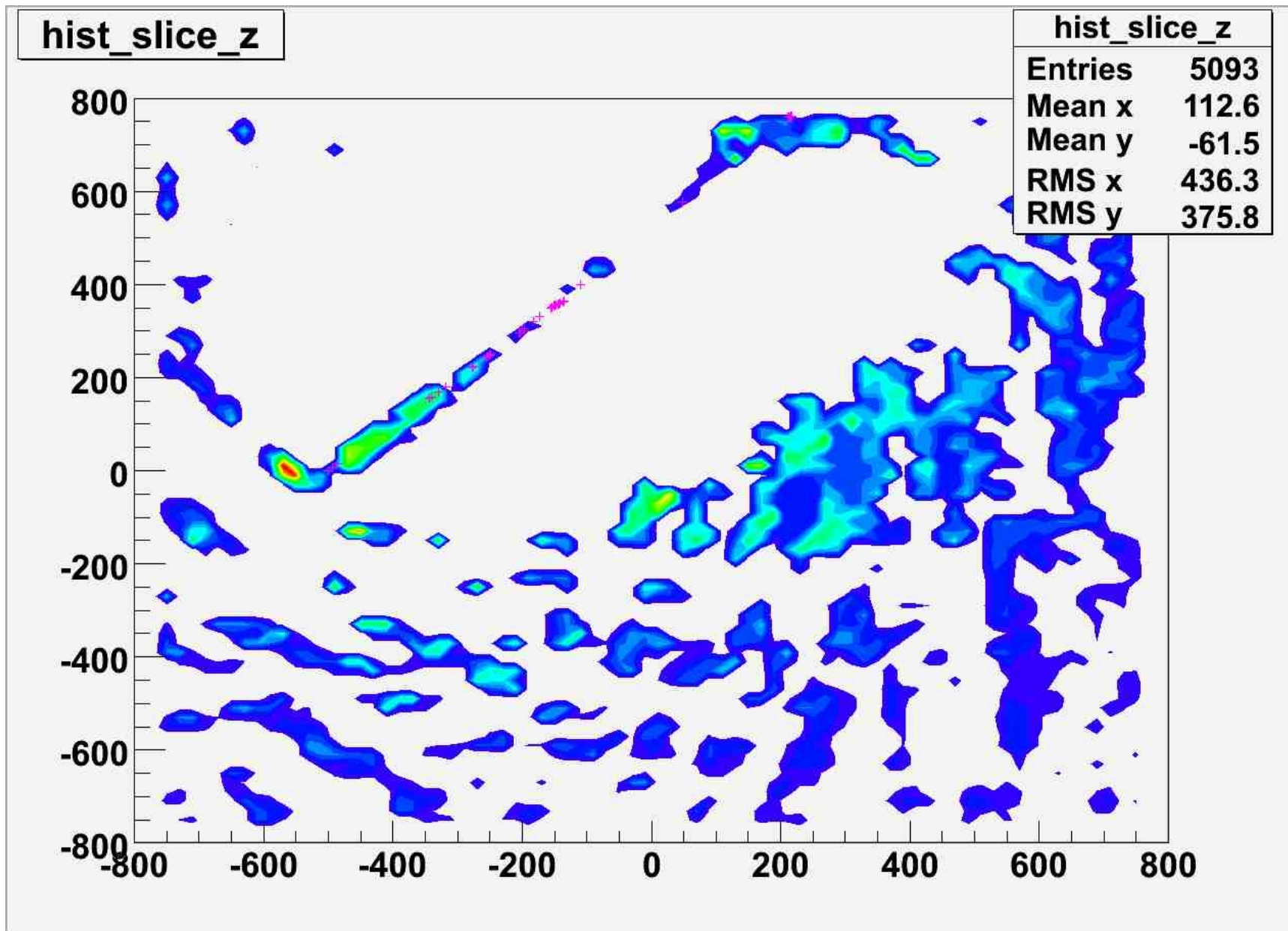




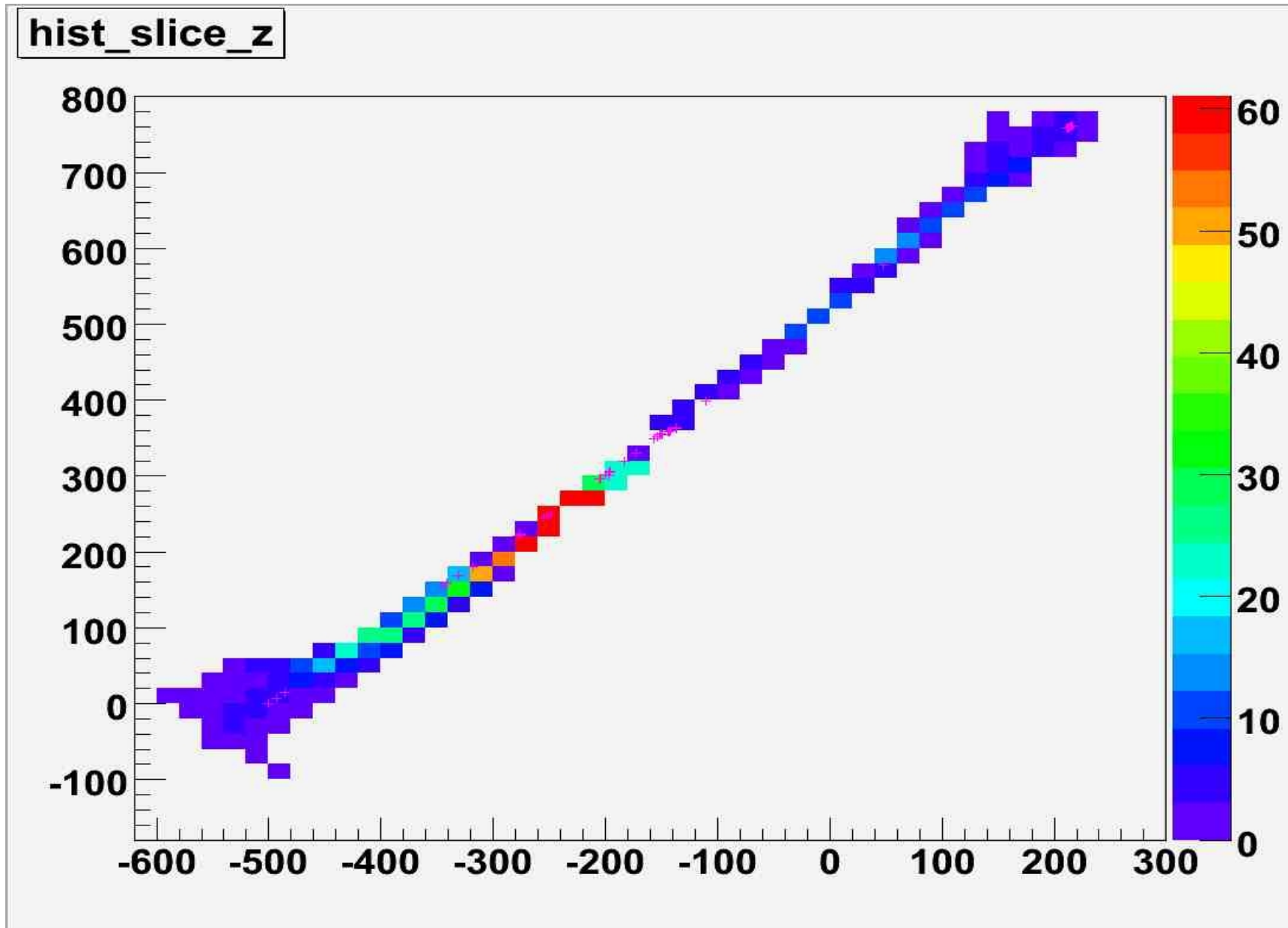
# Reco Result divided by 4d-Sobel



# Minima of 4d-Sobel



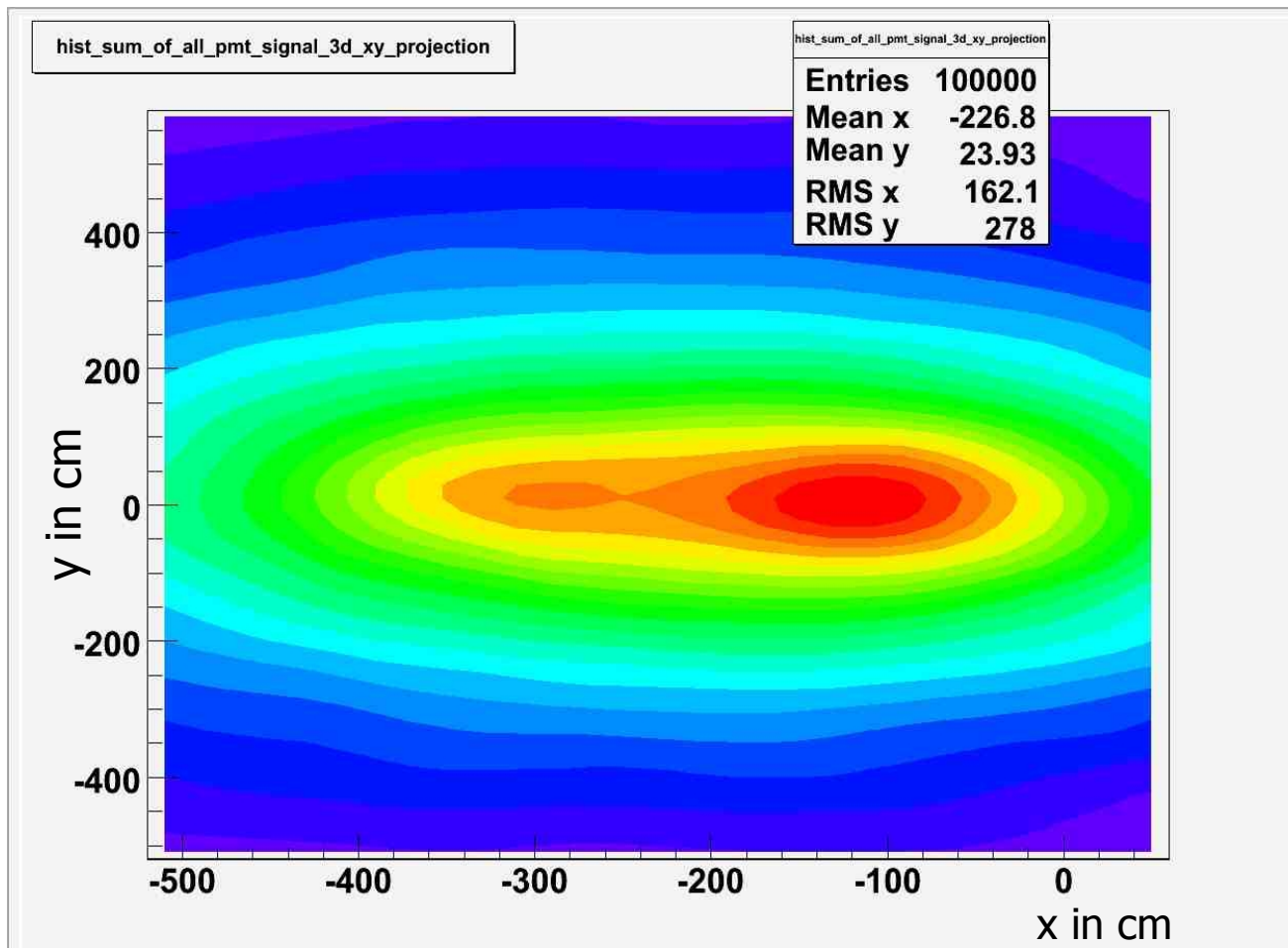
# Result after Follow-up



# **Some early examples with different particles**

# 465 MeV $\pi_0$

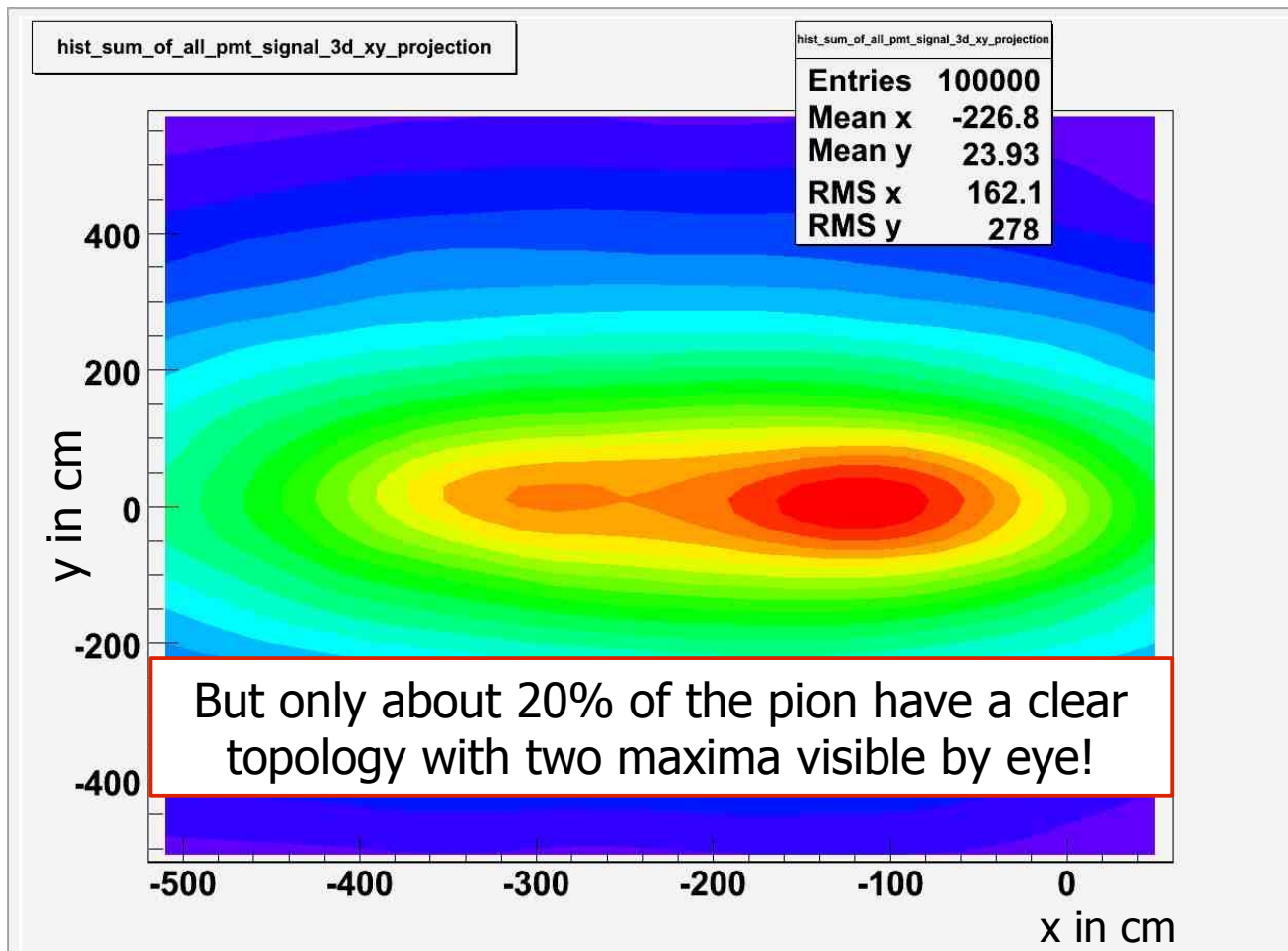
- **Vertex (0.,0.,0.), Orientation (-1.,0.,0.)**



10% of PMTs at +/-500 cm in z with respect to vertex

# 465 MeV $\pi_0$

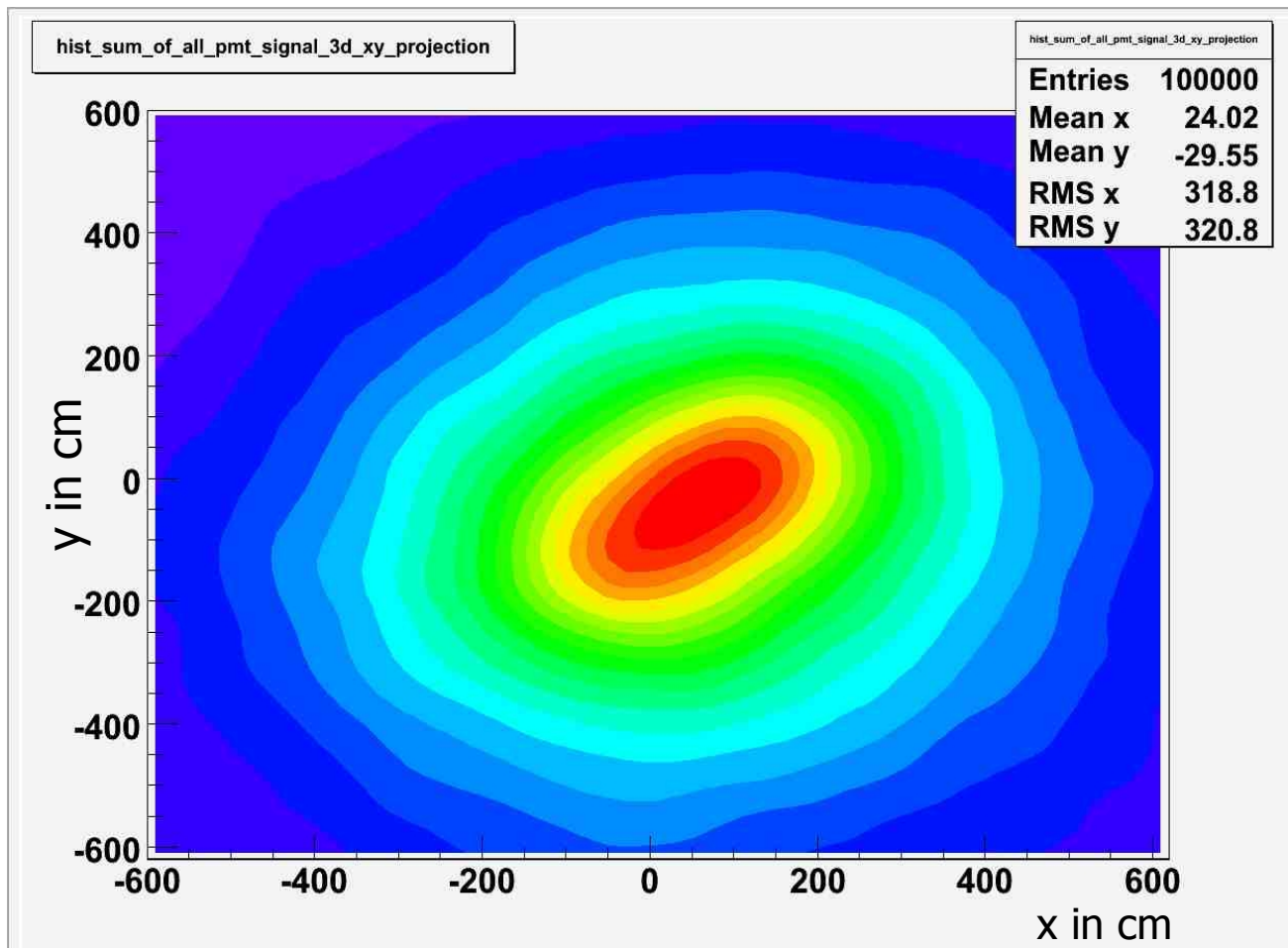
- **Vertex (0.,0.,0.), Orientation (-1.,0.,0.)**



10% of PMTs at +/-500 cm in z with respect to vertex

# Muon 800 MeV

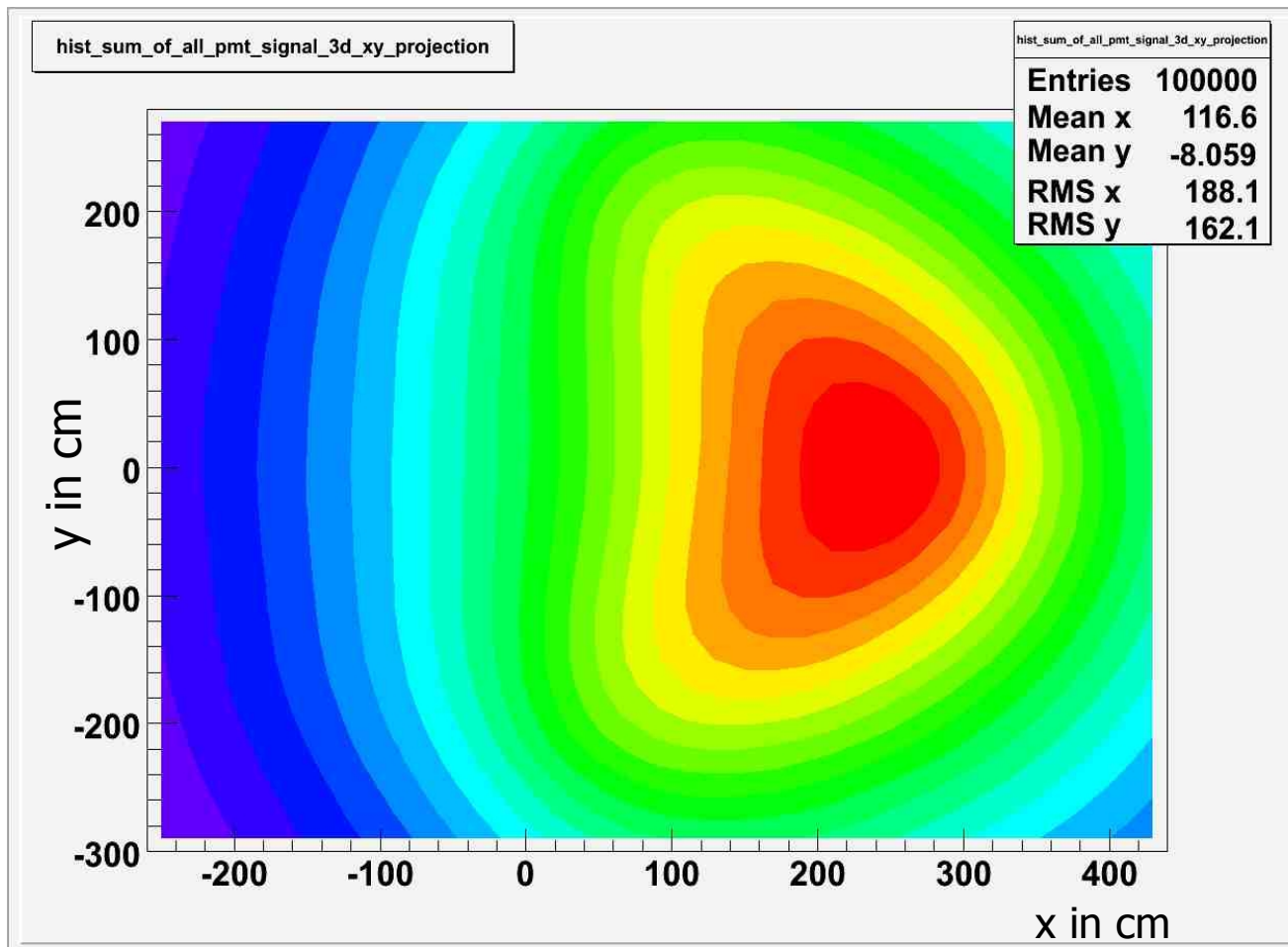
- **Vertex (200.,100.,0.), Orientation (-1.,-1.,0.)**



10% of PMTs at  $\pm 500$  cm in z with respect to vertex

# 2 Muons with 750 MeV each

- **Vertex (300.,0.,0.), Orientation  $\pm 45^\circ$**

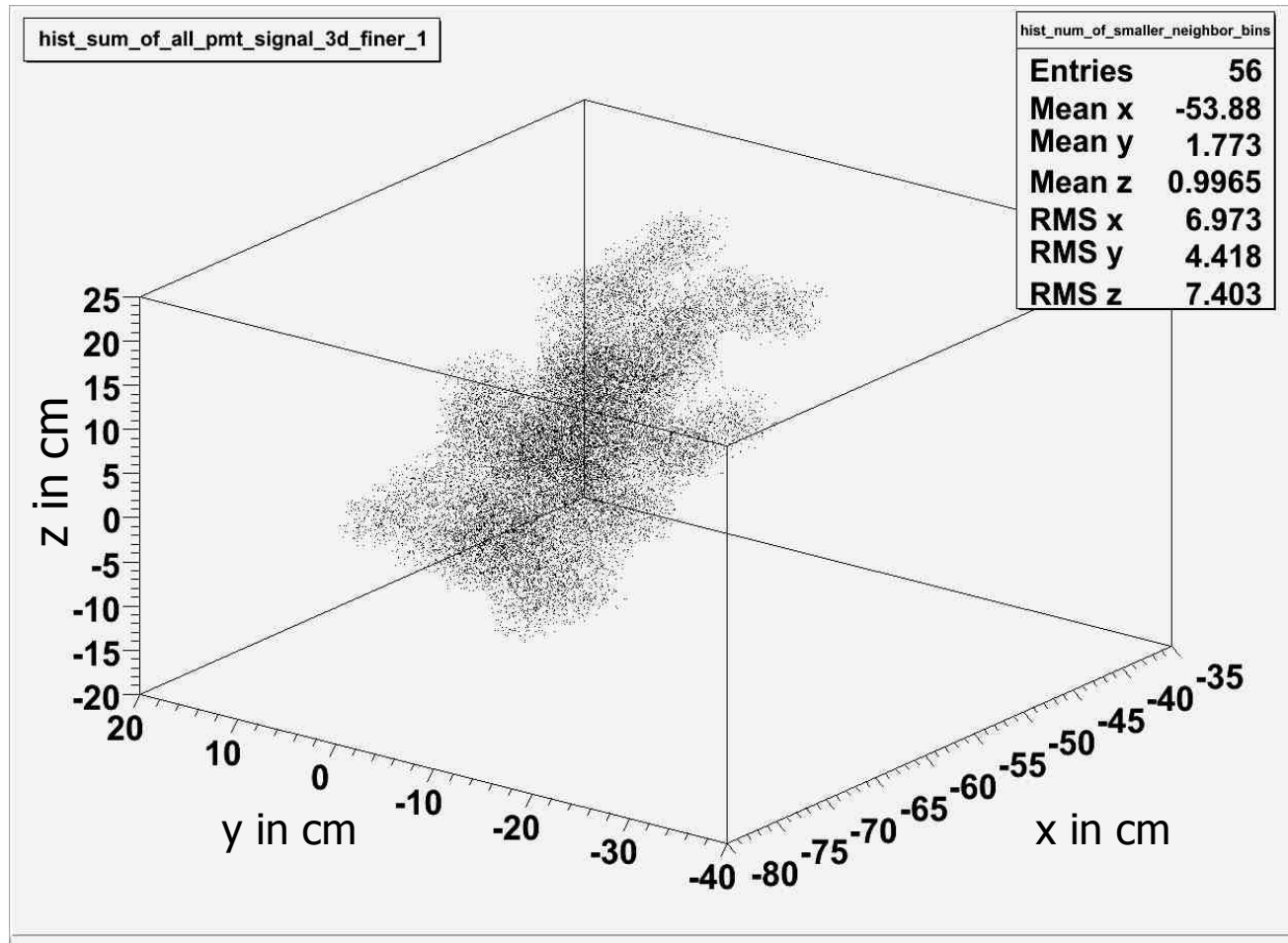


10% of PMTs at  $\pm 500$  cm in z with respect to vertex



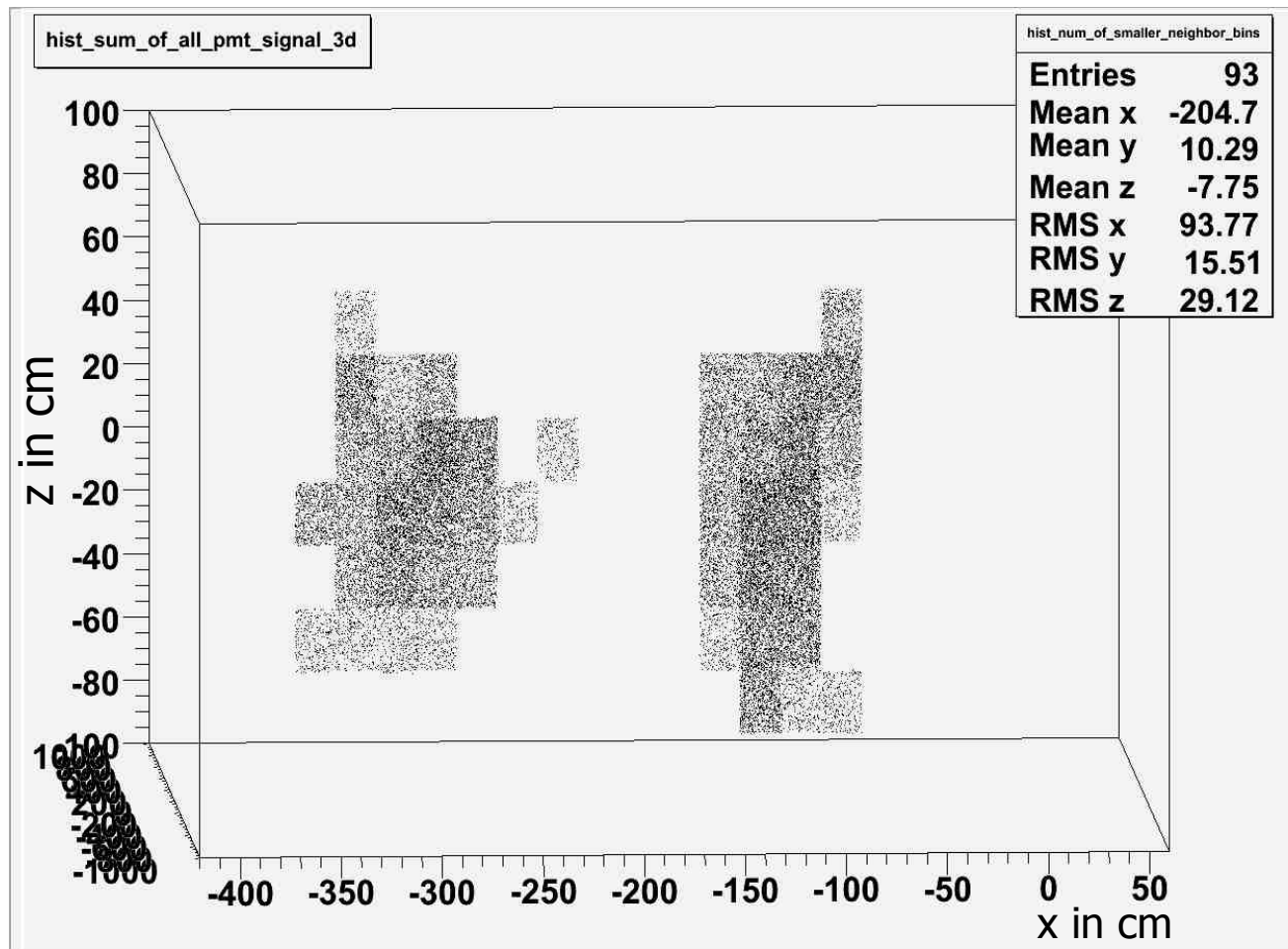
# Resultat: 500 MeV Electron

- **Vertex (0.,0.,0.), Orientation (-1.,0.,0.)**



# 465 MeV $\pi_0$

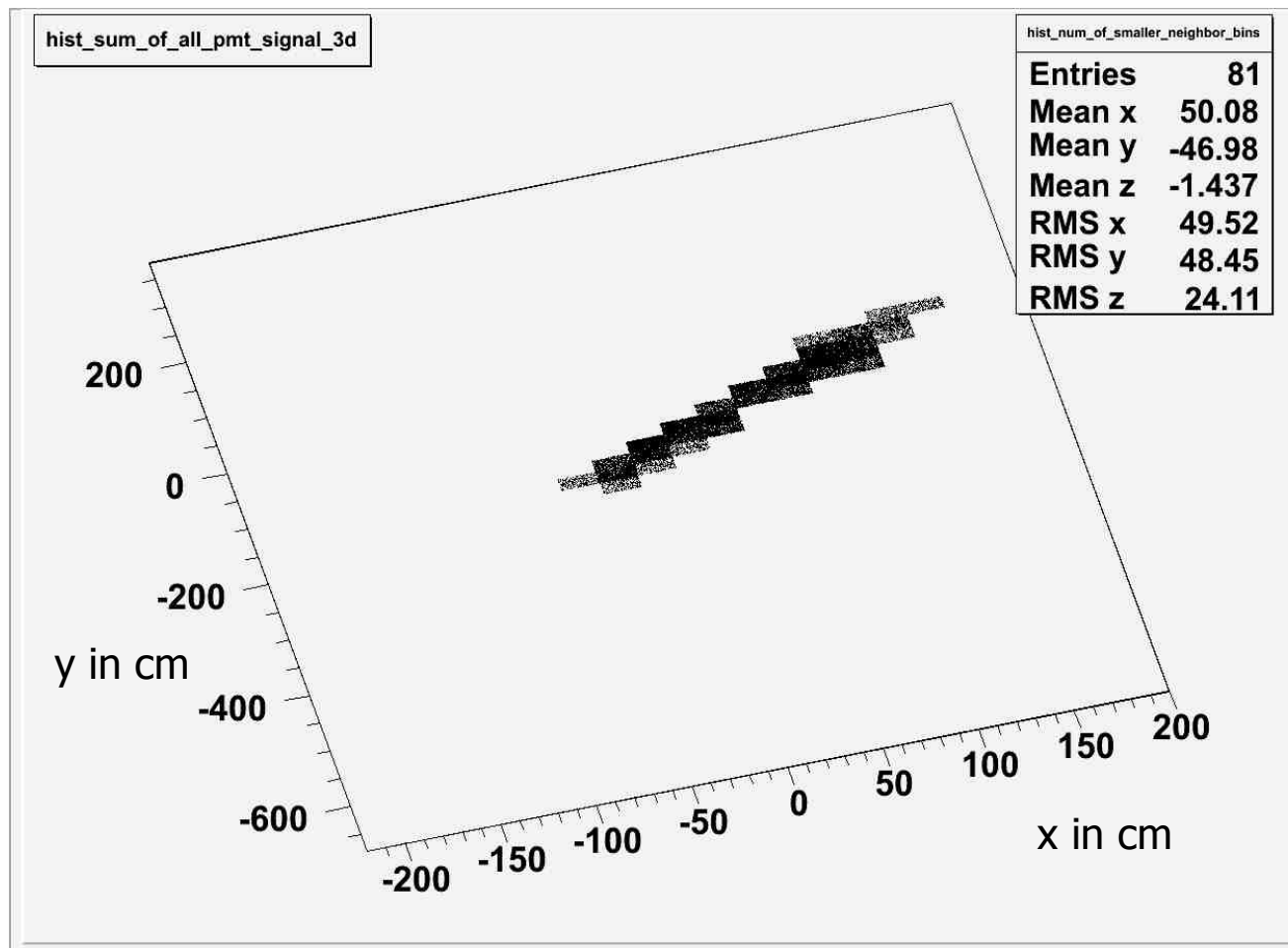
- **Vertex (0.,0.,0.), Orientation (-1.,0.,0.)**



10% of PMTs

# Muon 800 MeV

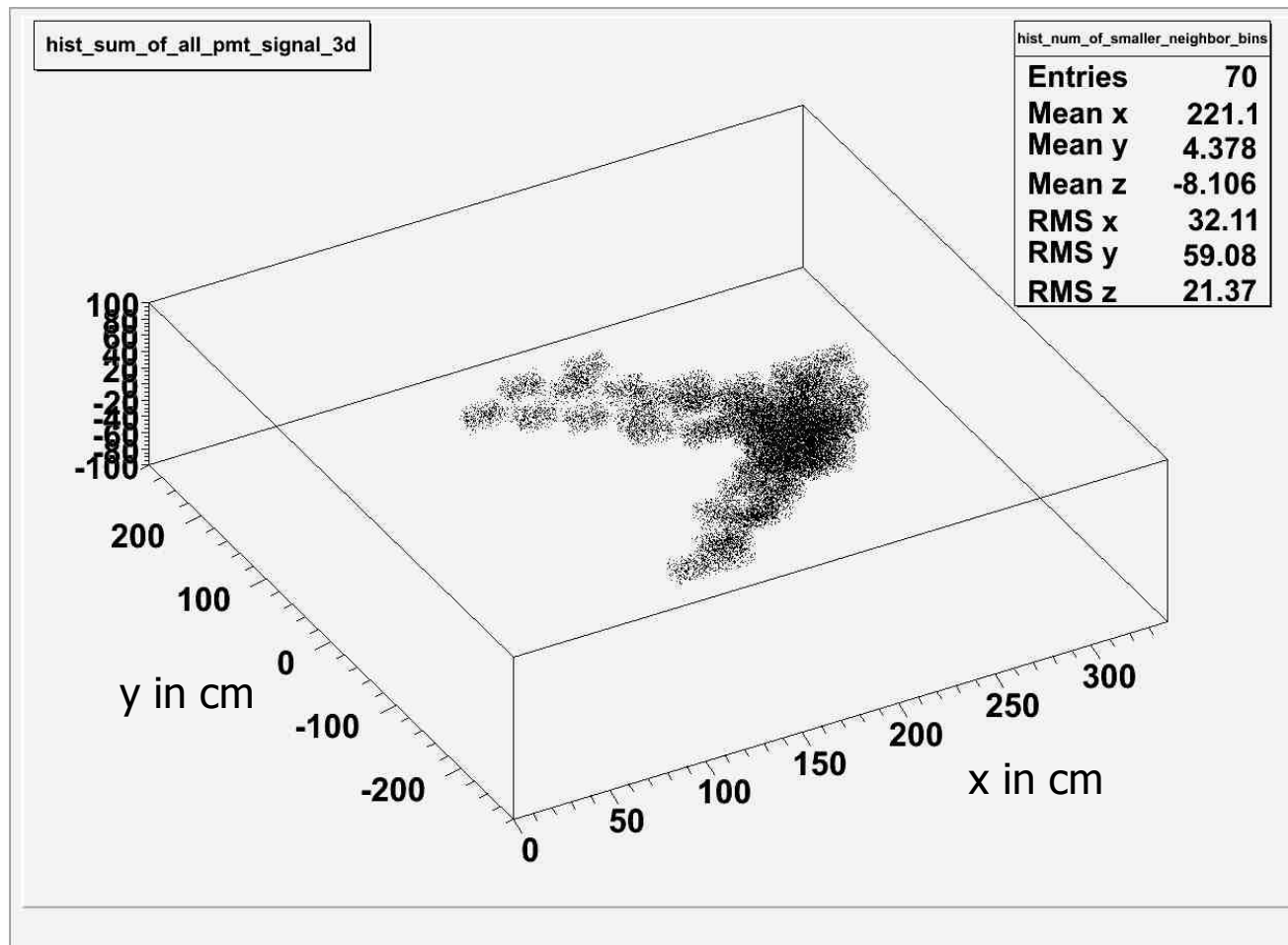
- **Vertex (200.,100.,0.), Orientation (-1.,-1.,0.)**



10% of PMTs at +/-500 cm in z with respect to vertex

# 2 Muons with 750 MeV each

- **Vertex (300.,0.,0.), Orientation  $\pm 45^\circ$**

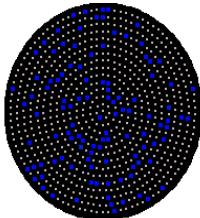


10% of PMTs at  $\pm 500$  cm in z with respect to vertex

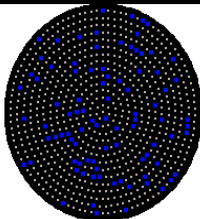
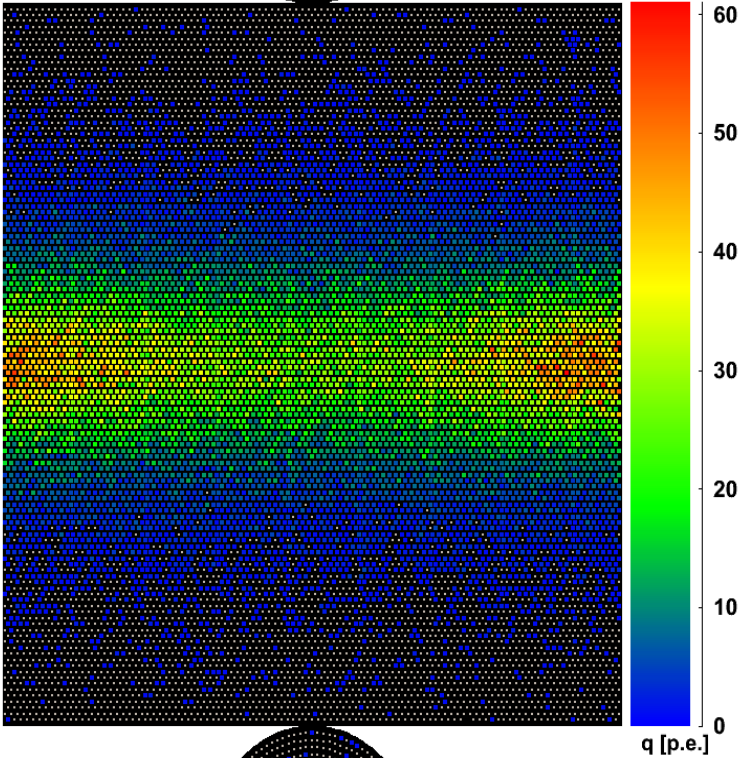


# Event Signature for Tracking

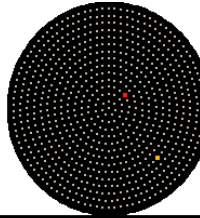
Charge



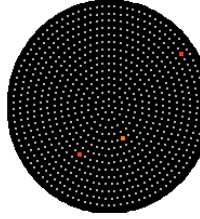
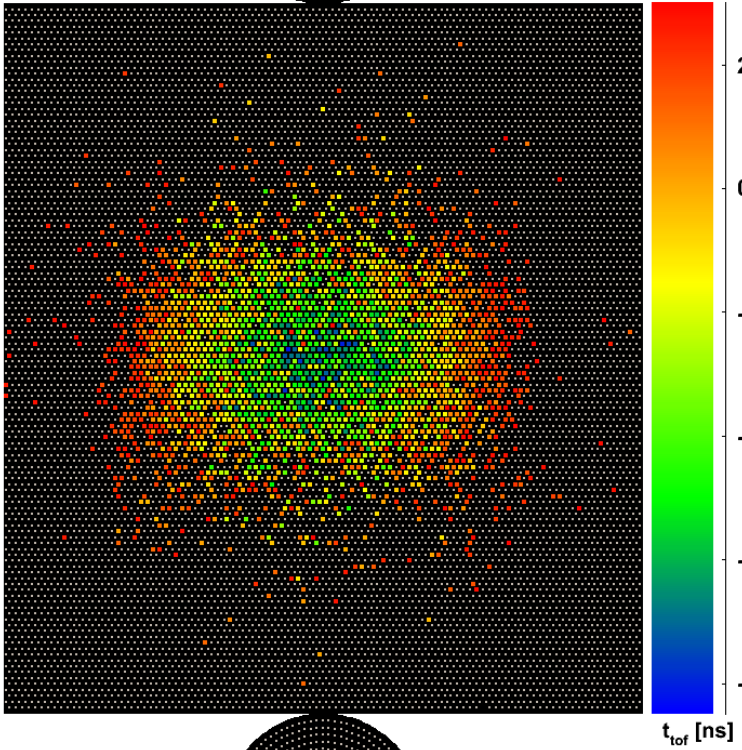
Particle :  $\mu^-$   
Direction : ( -1, 0, 0 )  
Origin : ( 0, 0, 0 ) m  
Energy : 500 MeV



(First) Hit time



Particle :  $\mu^-$   
Direction : ( -1, 0, 0 )  
Origin : ( 0, 0, 0 ) m  
Energy : 500 MeV  
 $-8.5 \text{ ns} < t < 3.0 \text{ ns}$



Simulated distributions  
over detector surface!