

Neutrino Reconstruction in TRIDENT Based on GNN

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Neutrino Telescope

Probe origins of cosmic ray with neutrino.



Juan Antonio Aguilar and Jamie Yang. IceCube/WIPAC

Astrophysical neutrino:

- Small flux $E_{\nu}\Phi_{\nu} < 2 \times 10^{-8} GeV cm^{-2} s^{-2} sr^{-1}$
- Small cross section $\sigma \sim 10^{-33} cm^2$ for $E_{\nu} \sim 10 PeV$
- Use sea water as target $v > \frac{c}{n}$
- Neutral-current interaction $\nu_l + N \rightarrow \nu_l + X$
- Charged-current interaction $\nu_l + N \rightarrow l + X$



TRIDENT

- **TRIDENT**: TRoplcal DEep-sea Neutrino Telescope. <u>arXiv:2207.04519</u>
- To be located in the South China Sea.
- Penrose tiling structure with 2000m radius, 700m height, 3500m deep under sea level.









IceCube

• The largest neutrino telescope.

• Detected astrophysical neutrinos in 2013. <u>Science 342,1242856(2013)</u>





Detection of Neutrino Sources

• Evidence for neutrino emission from the nearby active galaxy NGC 1068 (2022).



• Observation of high-energy neutrinos from the Galactic plane (2023)





Neutrino Events

Size of points: number of photo hits •



 $\nu_{\mu} + N \rightarrow \mu + X$

 $\nu_e + N \to e + X$ or $\nu + N \rightarrow \nu + X$ **Double bang** $\begin{array}{c} \nu_\tau + N \rightarrow \tau + X \\ \& \tau \rightarrow \nu_\tau + X' \end{array}$



Simulation of Neutrino Events

Neutrino event generator

Based on CORSIKA8 (arxiv:2208.14240):

- A preliminary earth model is built.
- Scattering of ν and p is simulated with PYTHIA8.
- Propagation of μ is simulated with PROPOSAL.

Detector simulation

Based on Geant4:

- Simulate the propagation of secondary particles.
- Accelerate Cherenkov photons simulation with OptiX.



Preliminary earth model



Neural Network in Neutrino Telescope

Neutrino telescope:

- Irregular detector geometry
- Sparse signal

Compared GNN and SSCNN (arxiv:1706.01307) performance:

• GNN outperforms SSCNN in terms of angular resolution in track-like events.



Top view of TRIDENT detectors

Use point cloud to represent neutrino events:

- Triggered DOMs \rightarrow Nodes of point cloud
- Spacetime of DOMs \rightarrow Coordinate of nodes, *pos_i*.
- DOM-measured time and charge \rightarrow Features of nodes, x_i .



TridentNet

- TridentNet is built based on EdgeConv block: modified from EdgeConv block used in ParticleNet (arxiv:1902.08570).
- Both graph-level and node-level target can be predicted.





Direction reconstruction

- Input features: location \vec{D}_i , first photon arrival time T_i and number of photo hits n_i
- To make full use of the geometric feature of track-like events, the network is trained to predict \vec{r}_i for each DOM_i.
- Loss function: mean square error (MSE) with weight proportional to n_i : $Loss = \Sigma_i n_i \times \left| \overrightarrow{output}_i - \vec{r}_i \right|^2 / \Sigma_i n_i$
- Linear fit on the predicted \vec{r}_i' then reconstructs \hat{n}_{μ} .





Track-like event display



Direction reconstruction

- Model is trained on events with track length > 500m.
- Median angular error decreases from 1 degree to 0.1 degree as the energy of ν_{μ} increases.





Energy reconstruction

- Same input features as the direction reconstruction.
- Network is trained with MSE loss to predict $\log_{10} E_{\mu}$. Weight $w = \log_{10} E_{\mu} 2.5$ is applied:

$$Loss = w \left(output - \log_{10} E_{\mu} \right)^2$$

• A shift term, b = 0.15 is added to outputs of the model:





Classification of v_{τ} and v_{e}

- Input features:
 - 10 brightest DOMs.
 - Location of DOM_i.
 - Waveform with time length 2000ns.
- Network generates probabilities: $output = (p_0, p_1)$.
- Cross-entropy loss is used as the loss function:

 $Loss = -y_0 \log(p_0) - y_1 \log(p_1)$





Classification of v_{τ} and v_{e}

• Take label of $v_{\tau} = 1$, label of $v_e = 0$:







Cascade Reconstruction

ν_e direction reconstruction

- Input feature of DOM_i:
 - Location of DOM_i .
 - Arrival time of the earliest photon.
 - Number of photons received in time window $(10ns \times i, 10ns \times (i + 1)), i \in \{0, 1...99\}$
- Network is trained to predict \hat{n}_{ν} with MSE loss:

$$Loss = \left| \frac{\overrightarrow{output}}{|output|} - \hat{n}_{\nu} \right|^{2}$$



Cascade Reconstruction

ν_e direction reconstruction

- Network is only trained on v_e events with $E_v = 100 TeV$.
- For different E_{ν} , linear scaling to number of collected photons to cascade energy is applied: $n' = n \times \frac{100TeV}{r}$





Summary and Outlook

- Simulated neutrino events in TRIDENT are represented as point clouds and are reconstructed by TridentNet.
- GNN demonstrates high accuracy in neutrino telescope in tasks:
 - Reconstruction of direction and energy of track-like events.
 - Classification of v_{τ} events and v_e .
 - Direction reconstruction of v_e events.
- Reconstruction of v_{τ} and v_{e} events will be further studied.
- Classification between neutrino events and atmospheric muon events will be investigated.

Thanks for listening!



Backup

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v_{μ} Vertex Sampling





Effective Area of v_{μ}



Figure 15: Effective areas at event reconstruction level for ν_{μ} track events as a function of primary neutrino energy and zenith angle in TRIDENT. At an energy of ~ 100 TeV, the effective area for up-going events is expected to reach 7×10^2 m². Only events with anglular error less than 6 degree are selected to evaluate the effective area.

arXiv:2207.04519



Significance & Sensitivity

arXiv:2207.04519



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Comparison with Likelihood Method



Figure 5: Median angular error of GNN (left) and likelihood method (right) depend on energy of ν_{μ} . The median angle between the reconstructed track and the true direction of μ and ν_{μ} is visualized by the green and red lines, respectively. Color bands exhibits the 68% and 90% quantiles. Black lines are the median angle between direction of μ and ν_{μ} .



Direction reconstruction

- Model is trained on events with track length > 500m.
- Median angular error decreases from 1 degree to 0.1 degree as the energy of ν_{μ} increases.

