



DEEP UNDERGROUND  
**NEUTRINO** EXPERIMENT



The  
University  
Of  
Sheffield.

# A quick comparison of showering reconstruction for blurred and merged reconstruction in the workspace

Karl Warburton with guidance from Tingjun Yang

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# What am I doing / using?

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- ❖ Tingjun asked me to reconstruct the MCC4 files for;
  - ❖ `prod_gamma_0.1-2.0GeV_isotropic_dune10kt_workspace`
  - ❖ `prod_eminus_0.1-5.0GeV_isotropic_dune10kt_workspace`
- ❖ Using blurred (Mike) and merged (Dorota) reconstruction.
- ❖ Subsequently used the FD analysis tree in `dunetpc`.
- ❖ This is a quick (and dirty) study comparing various easily accessible shower quantities.

# What am I comparing?

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- ❖ Shower starting position (X,Y,Z)
- ❖ Shower initial direction ( as a unit vector in X,Y,Z)
- ❖ Distance of Reco starting to Monte Carlo starting
- ❖ dEdx of initial track for shower (only blurred)
- ❖ Reconstructed energy (only blurred)
- ❖ Energy efficiency (only blurred)
  - ❖ No fTotalEnergy in merge shower, so can't make the last three plots.

# How I'm going to lay out the subsequent slides

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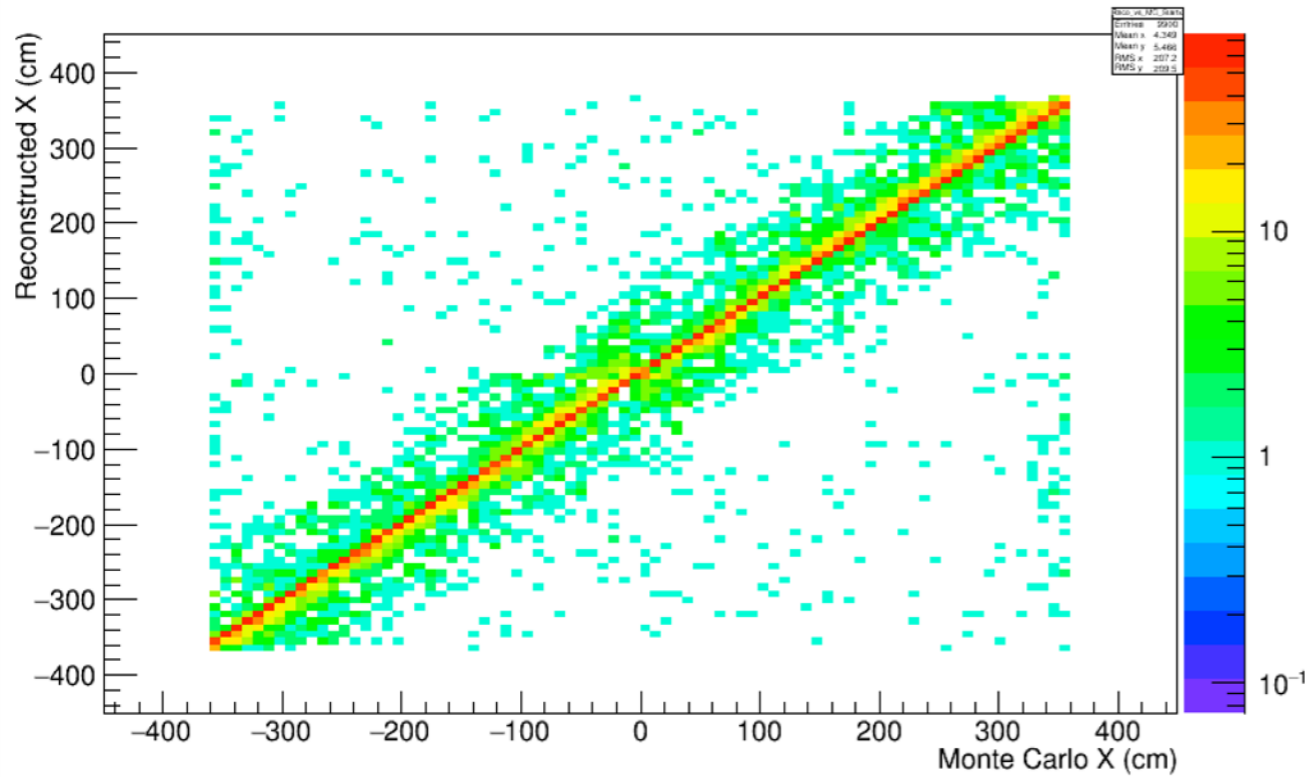
Blurred - Electrons

Blurred - Photons

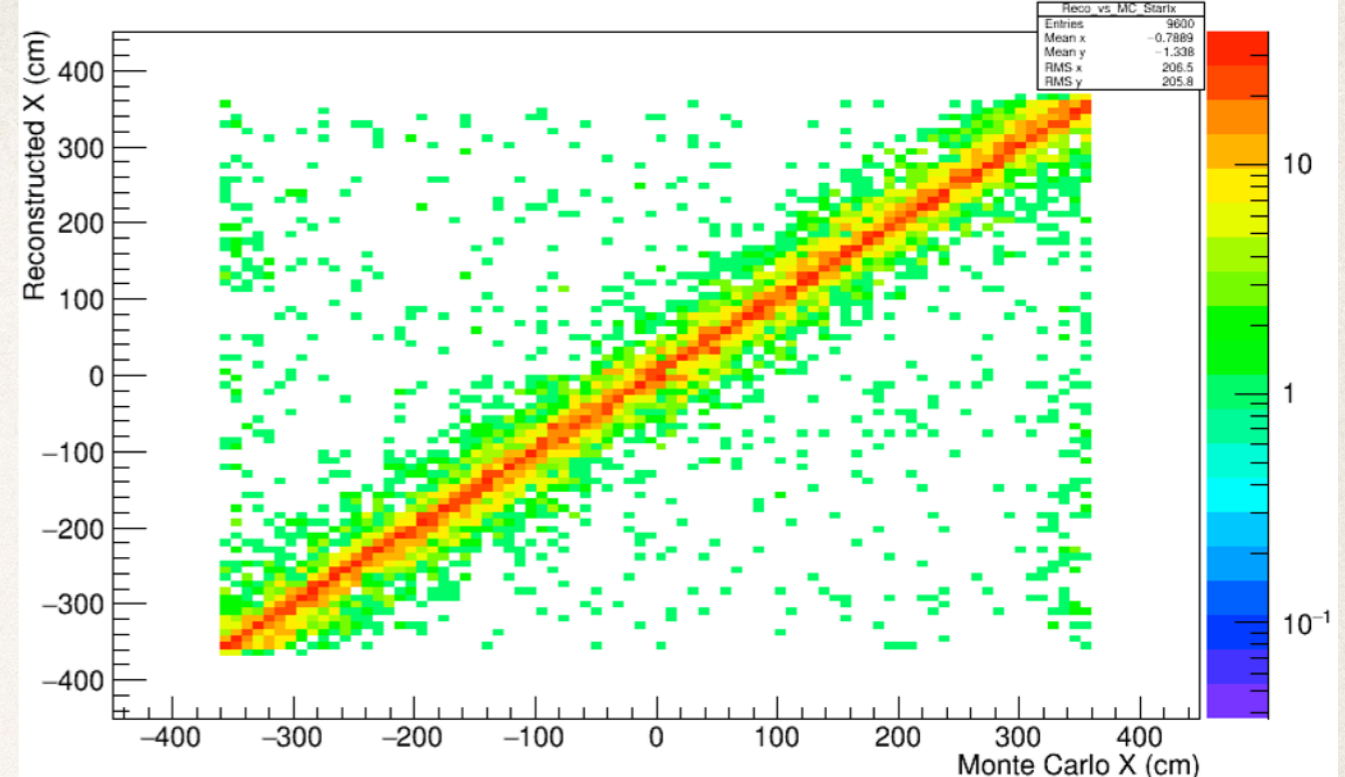
Merged - Electrons

Merged - Photons

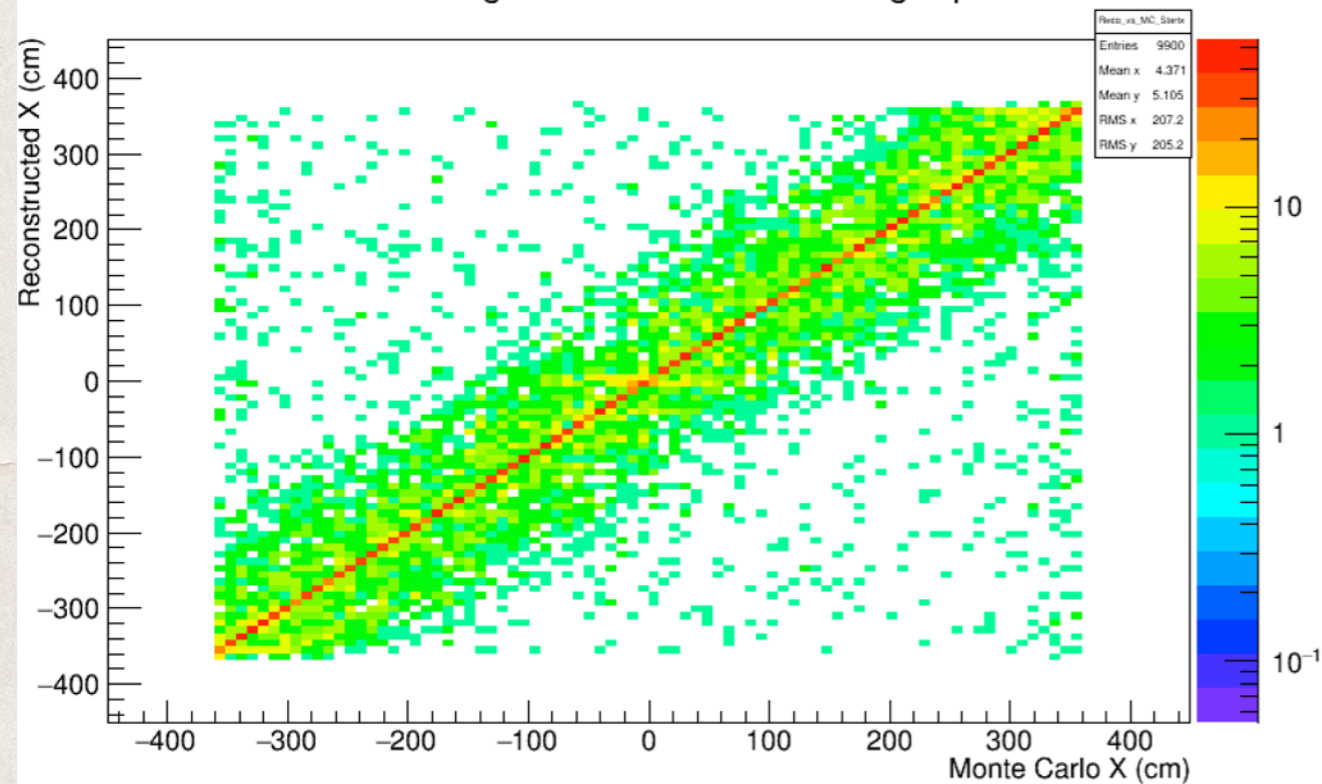
Reconstructed against Monte Carlo starting X position



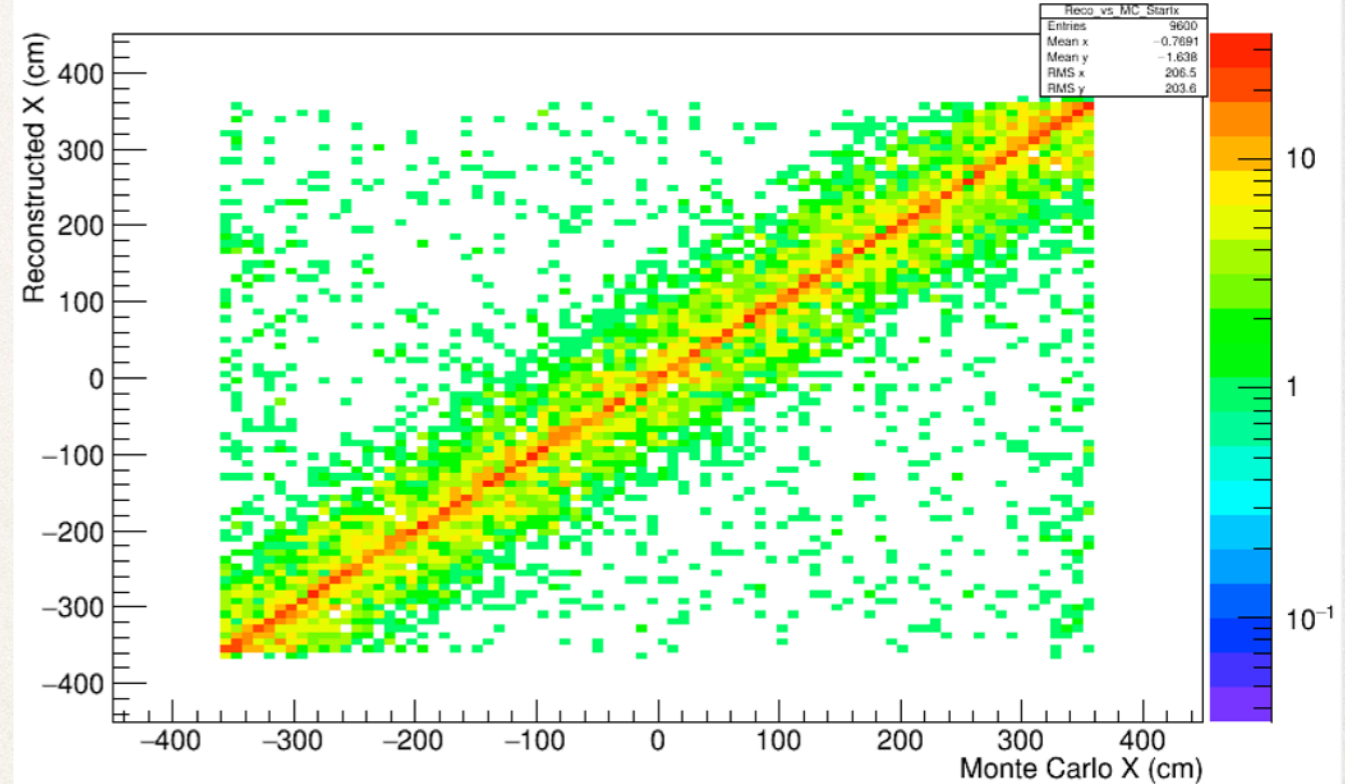
Reconstructed against Monte Carlo starting X position



Reconstructed against Monte Carlo starting X position

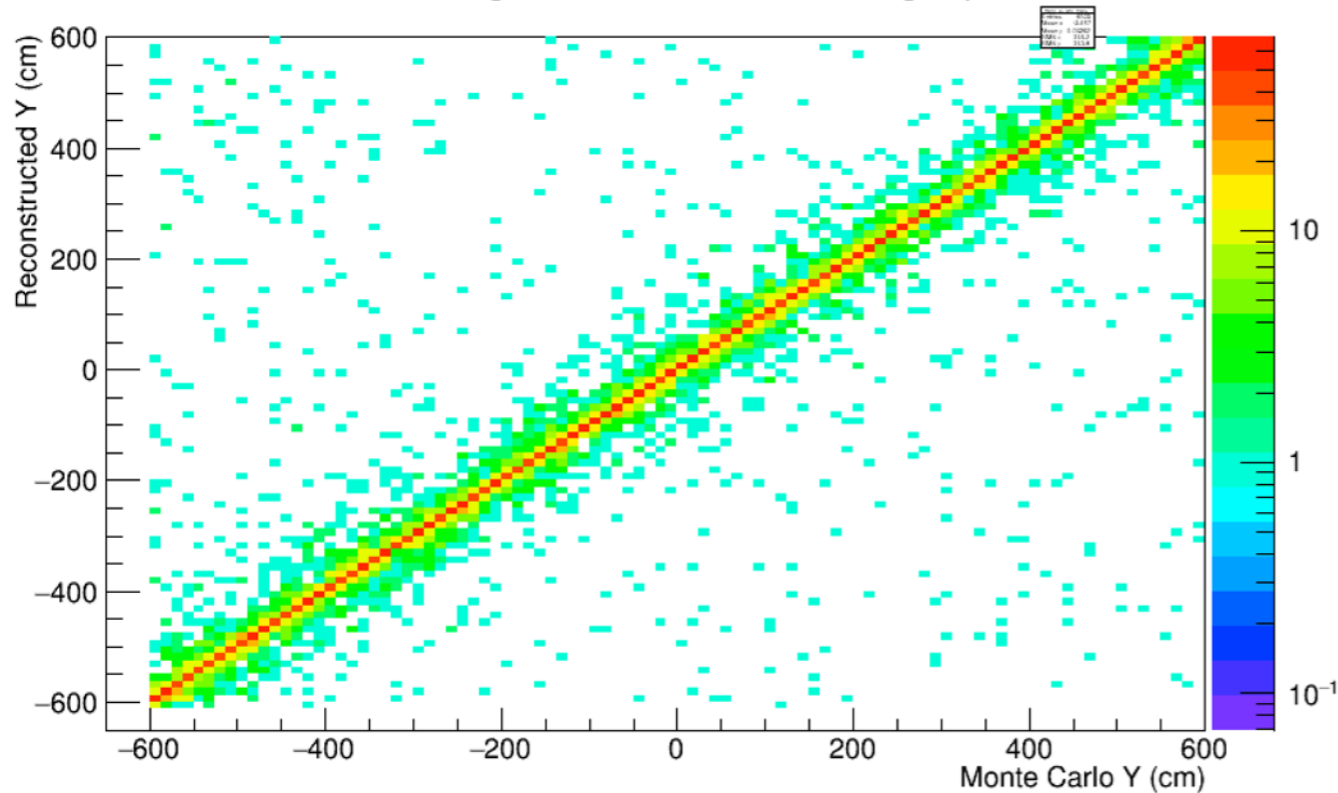


Reconstructed against Monte Carlo starting X position

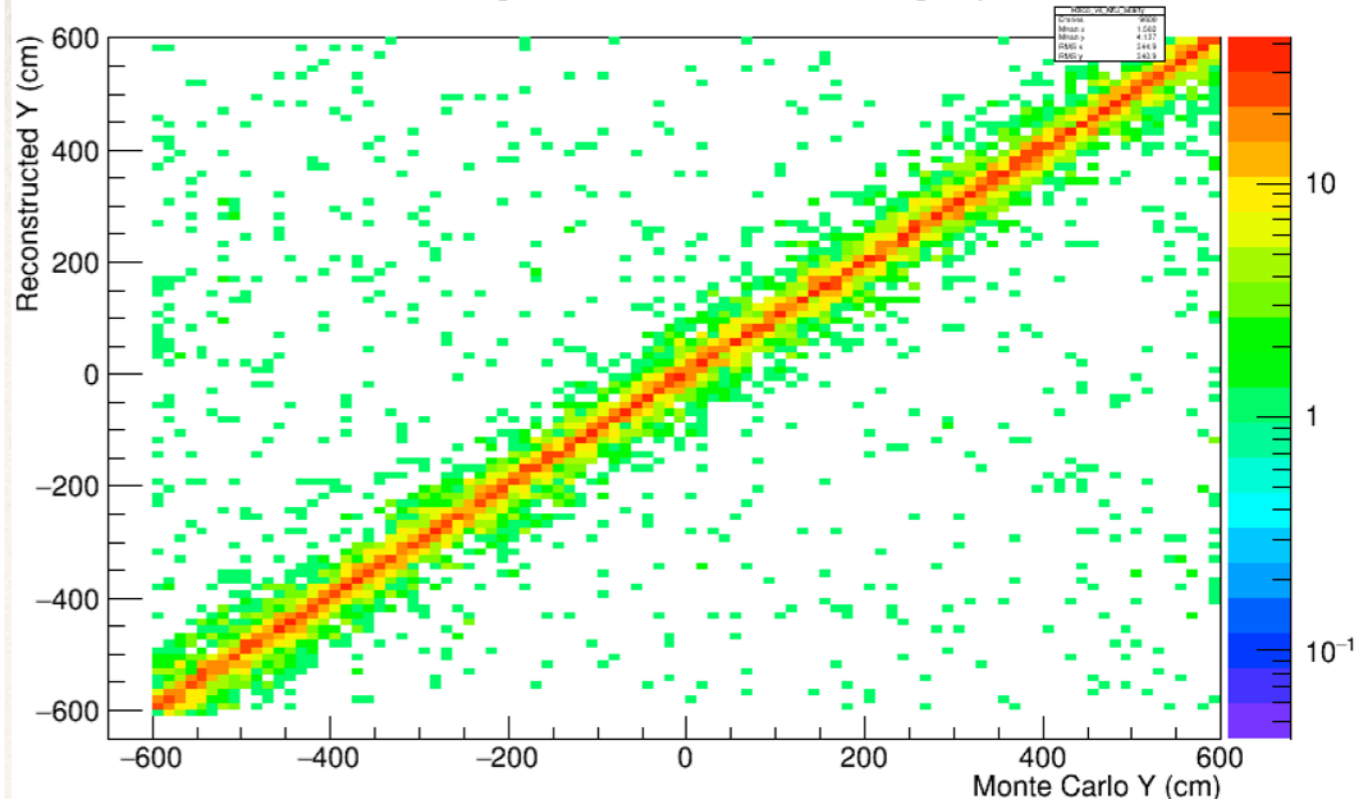


All starting positions are well reconstructed, so the plots for Y and Z basically look the same.

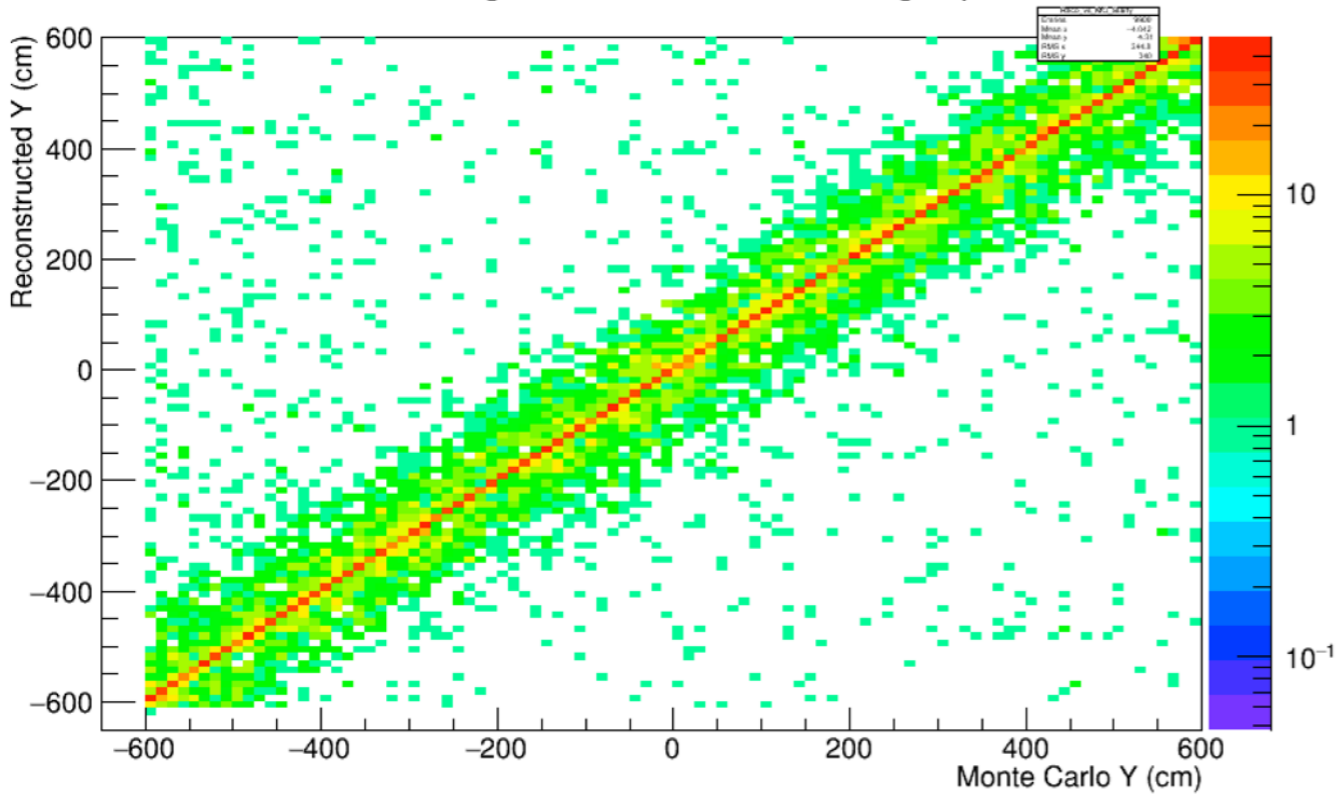
Reconstructed against Monte Carlo starting Y position



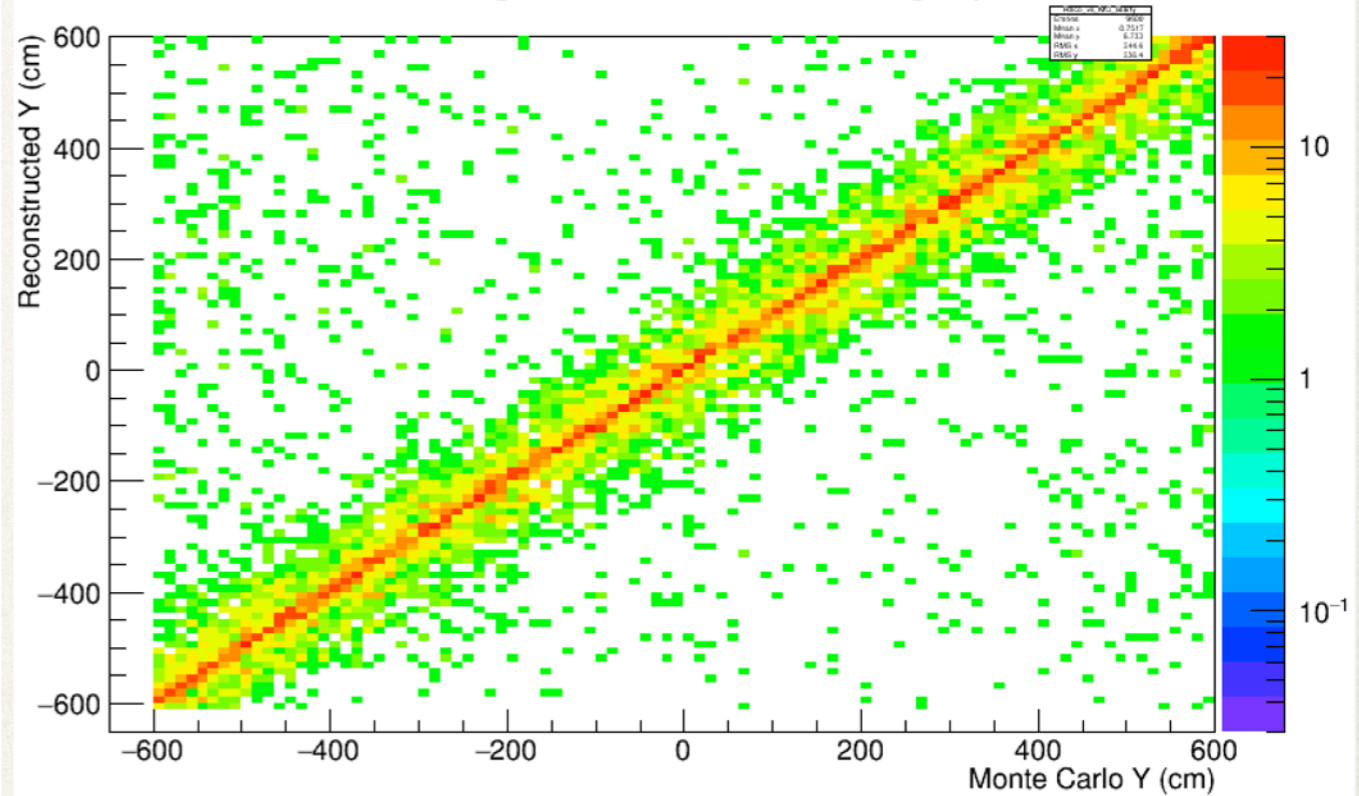
Reconstructed against Monte Carlo starting Y position



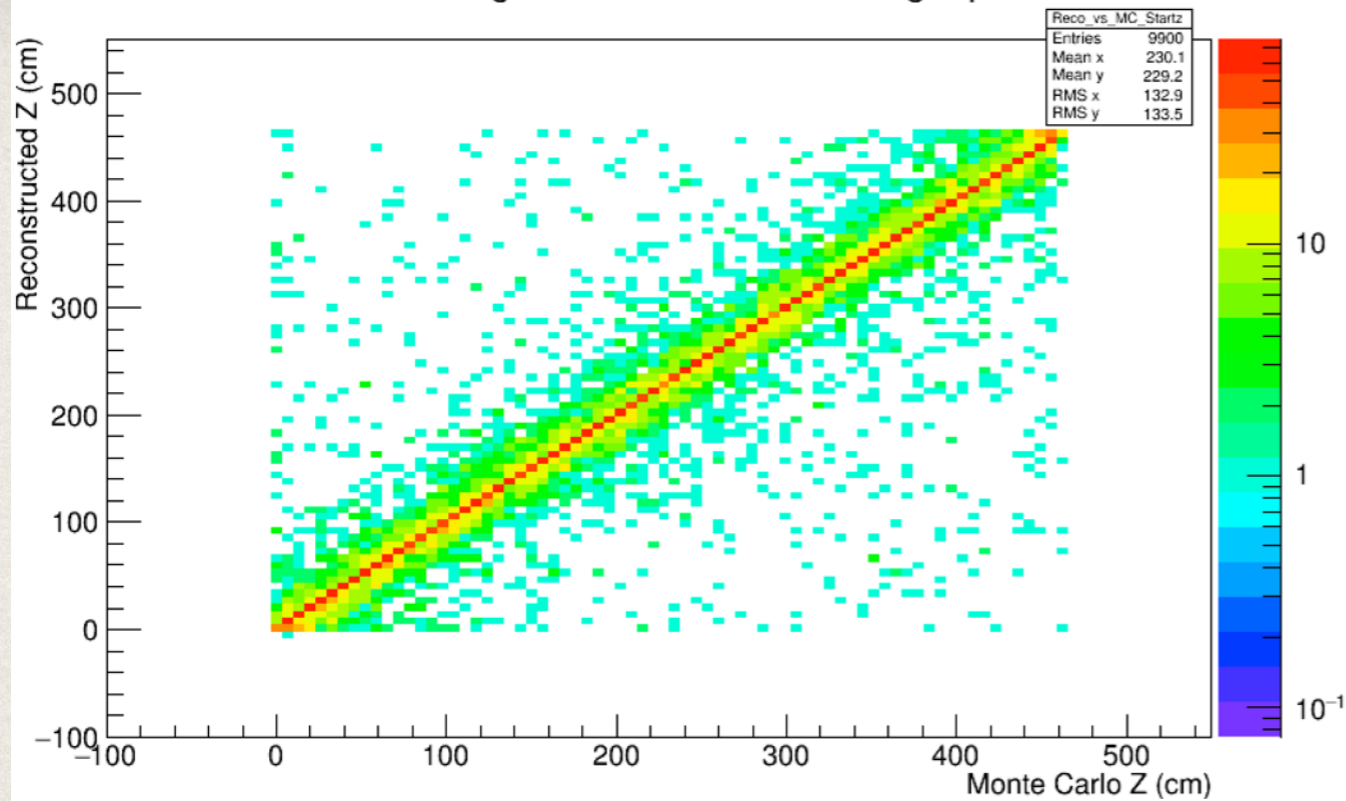
Reconstructed against Monte Carlo starting Y position



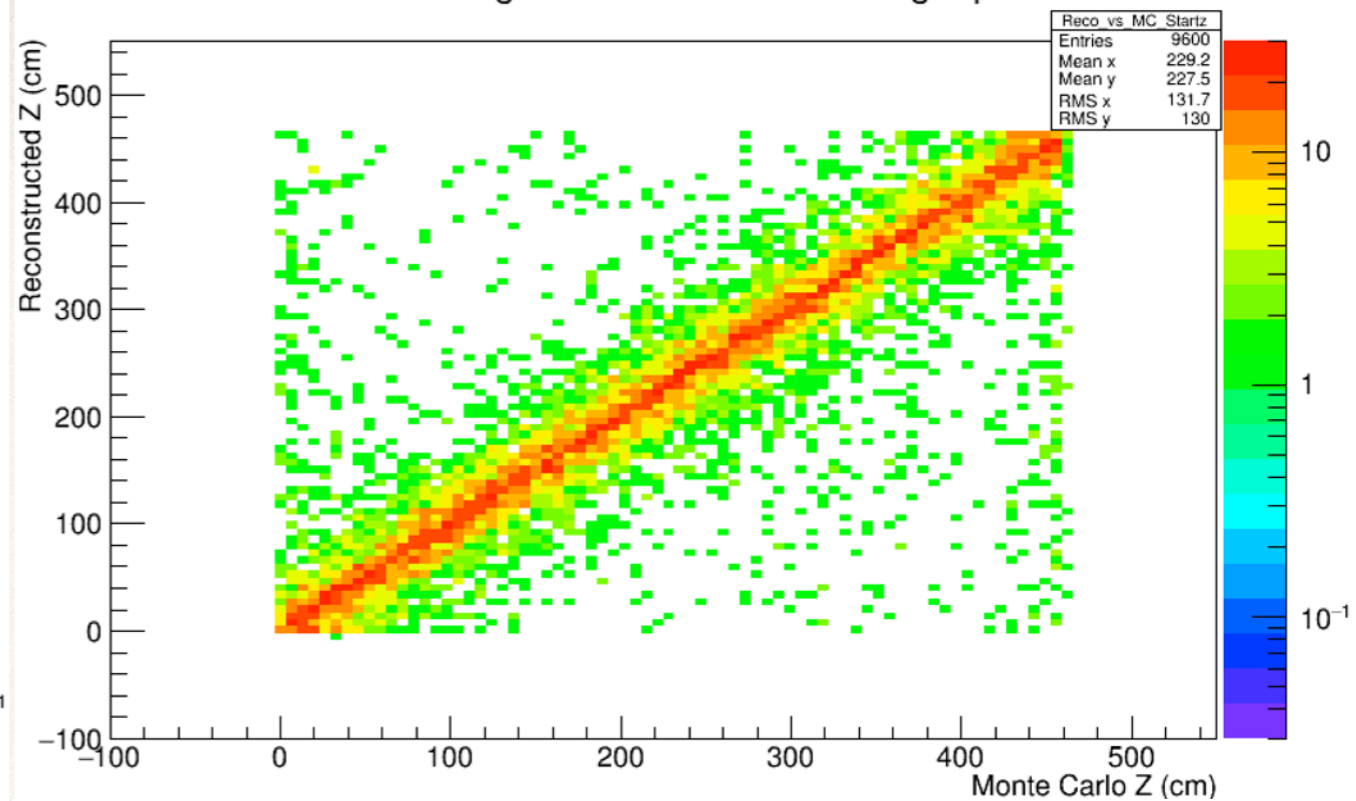
Reconstructed against Monte Carlo starting Y position



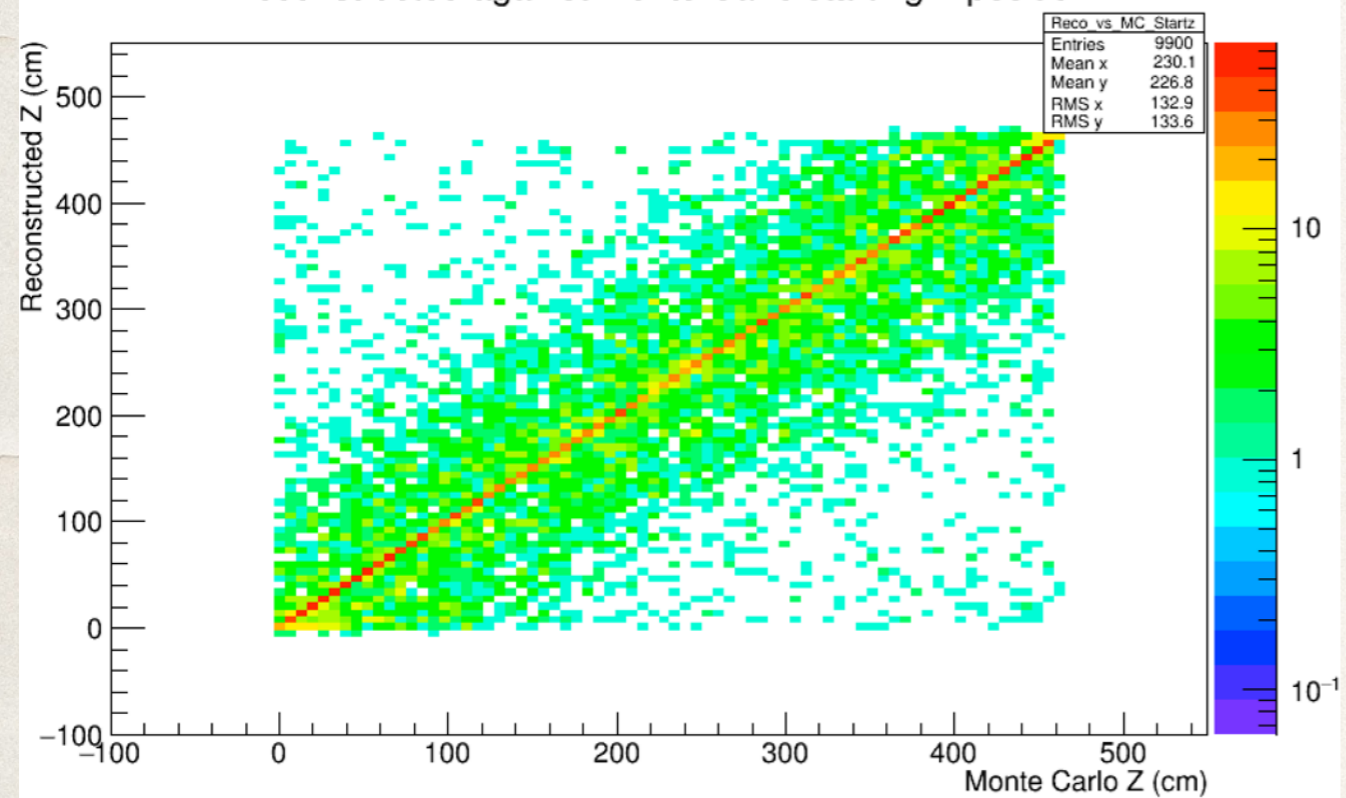
Reconstructed against Monte Carlo starting Z position



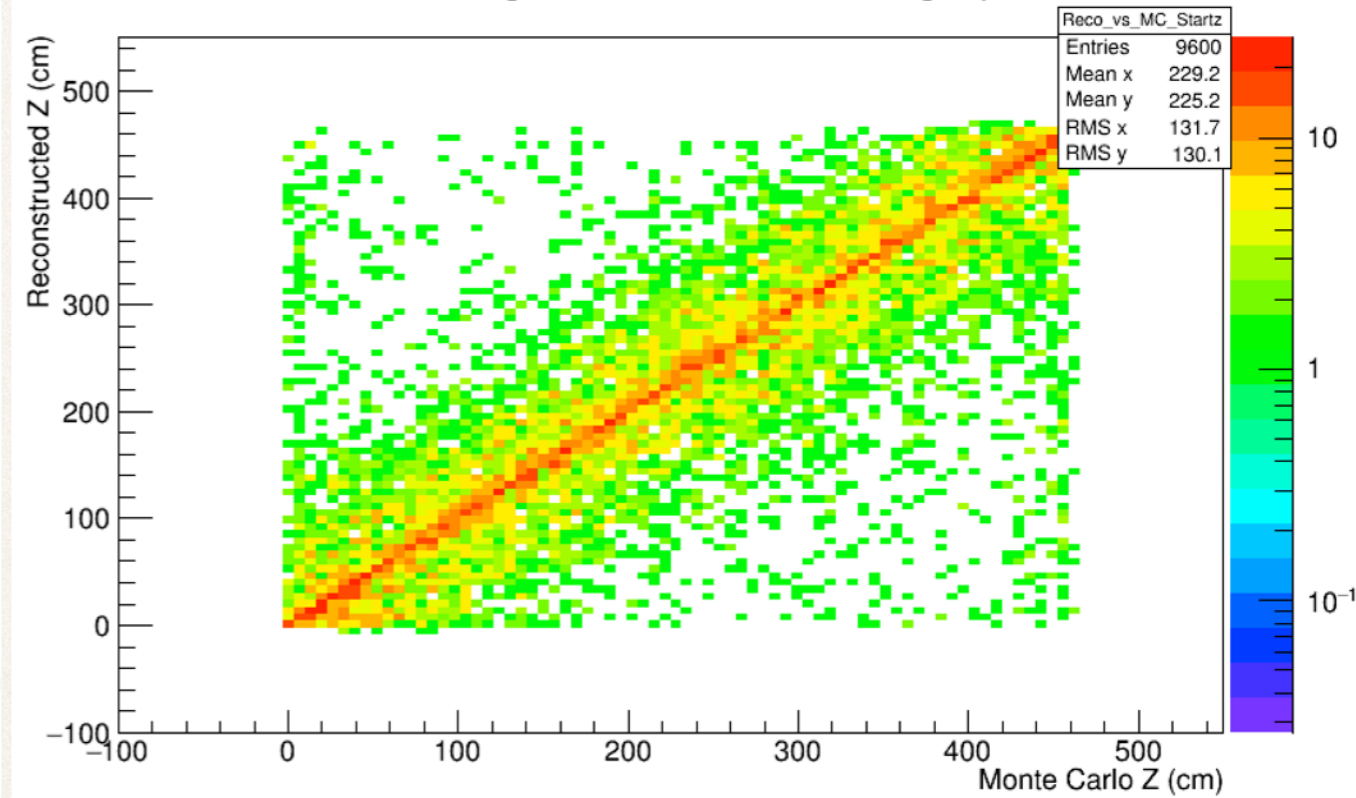
Reconstructed against Monte Carlo starting Z position



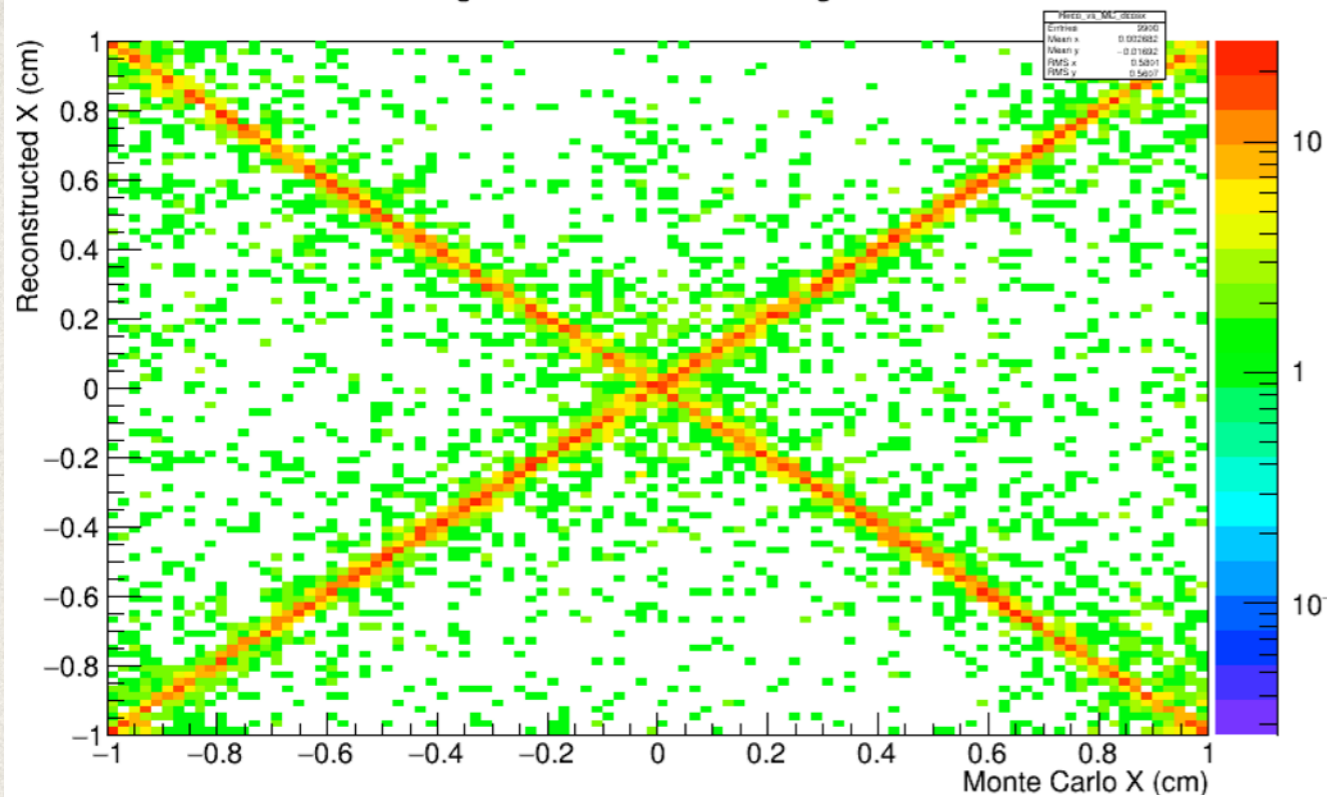
Reconstructed against Monte Carlo starting Z position



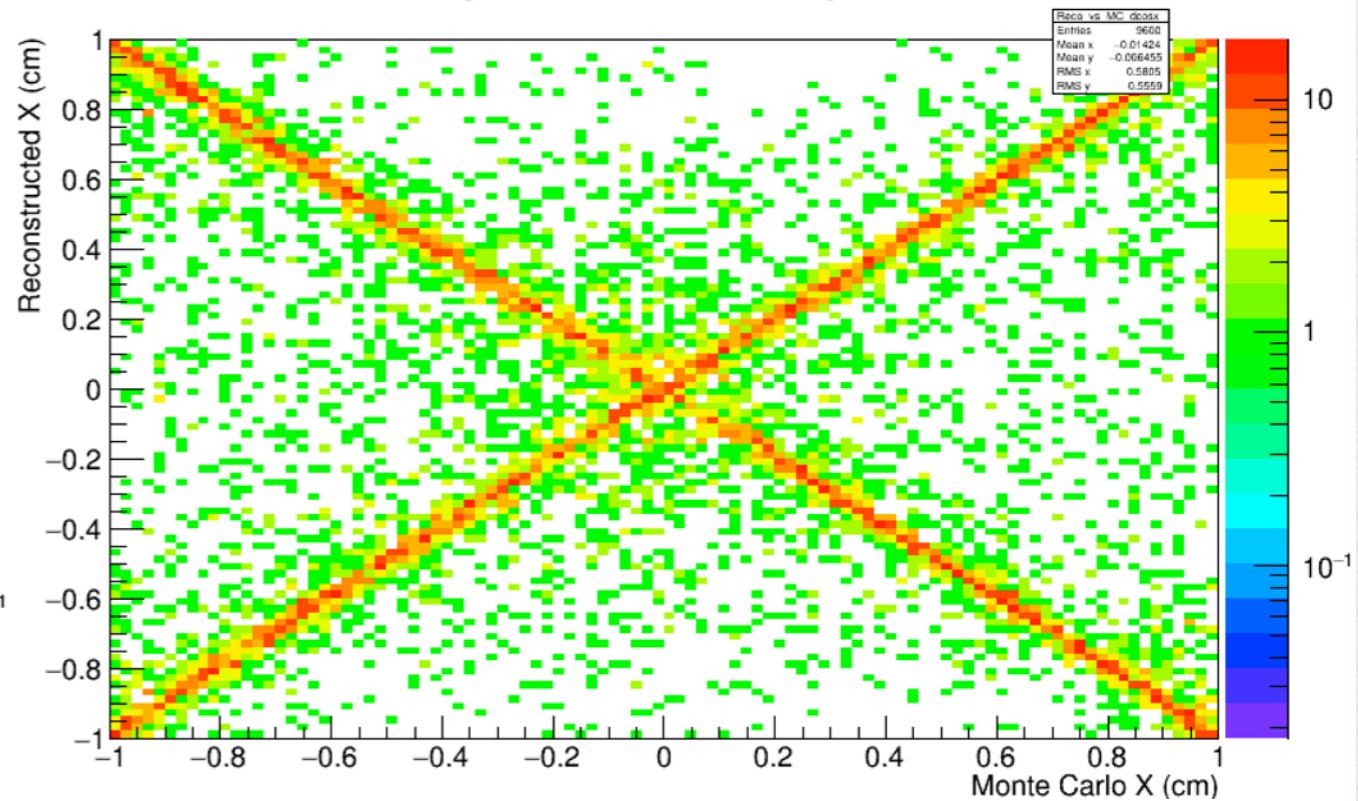
Reconstructed against Monte Carlo starting Z position



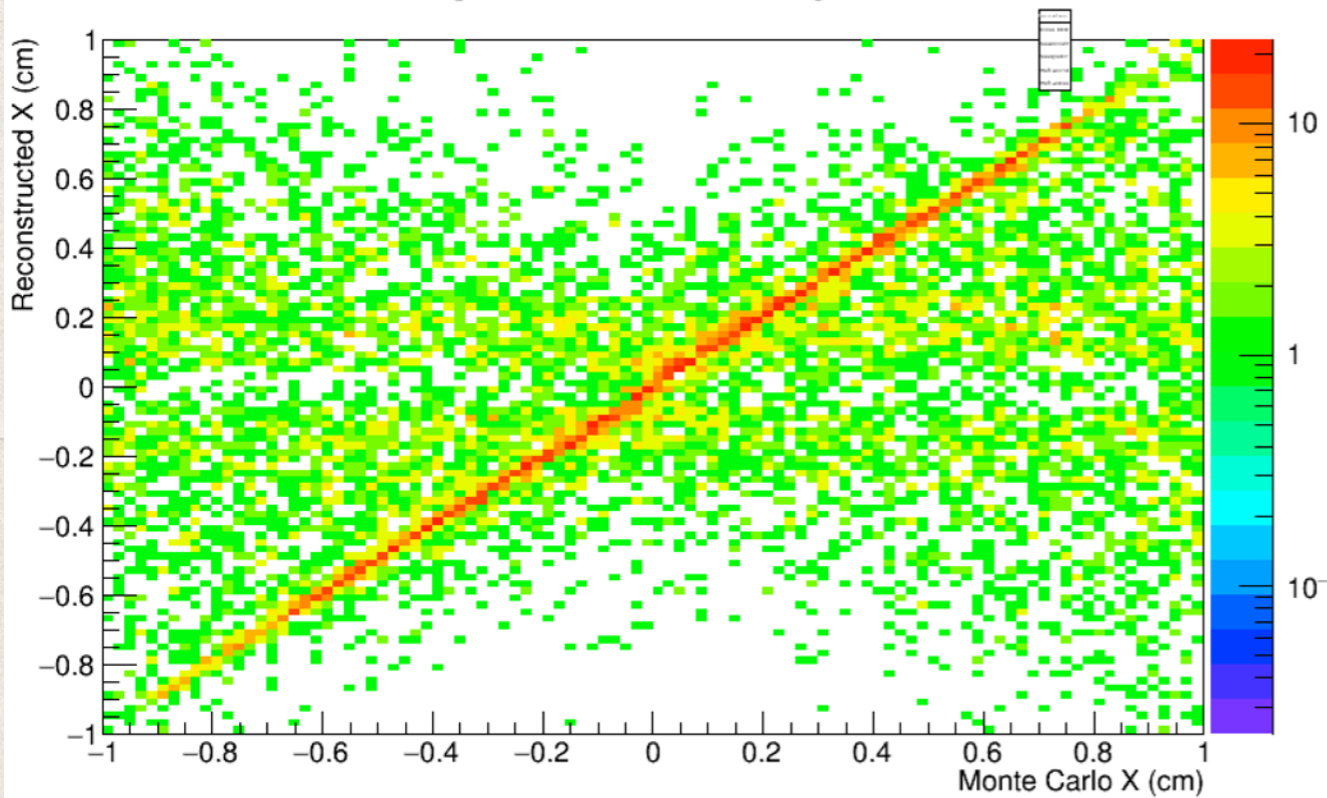
Reconstructed against Monte Carlo starting X direction cosine



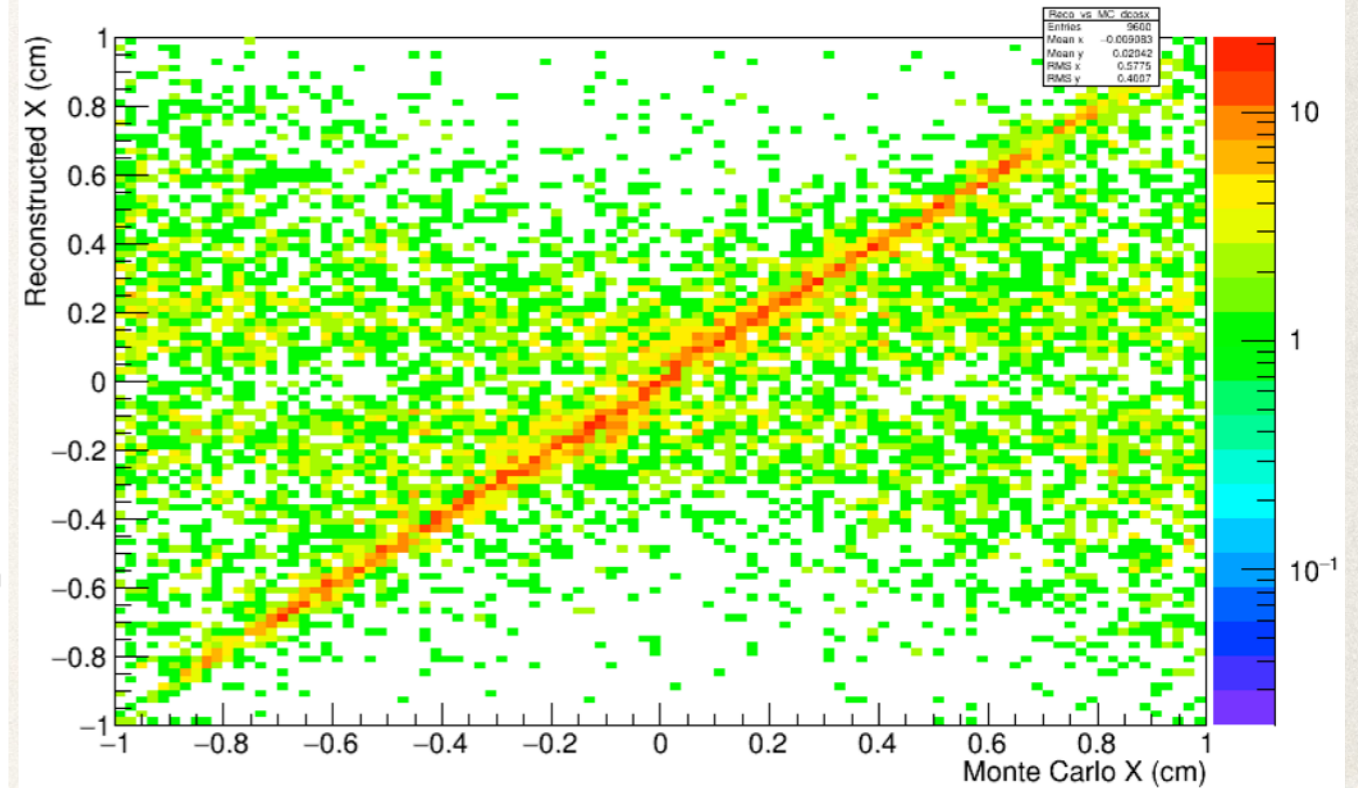
Reconstructed against Monte Carlo starting X direction cosine



Reconstructed against Monte Carlo starting X direction cosine

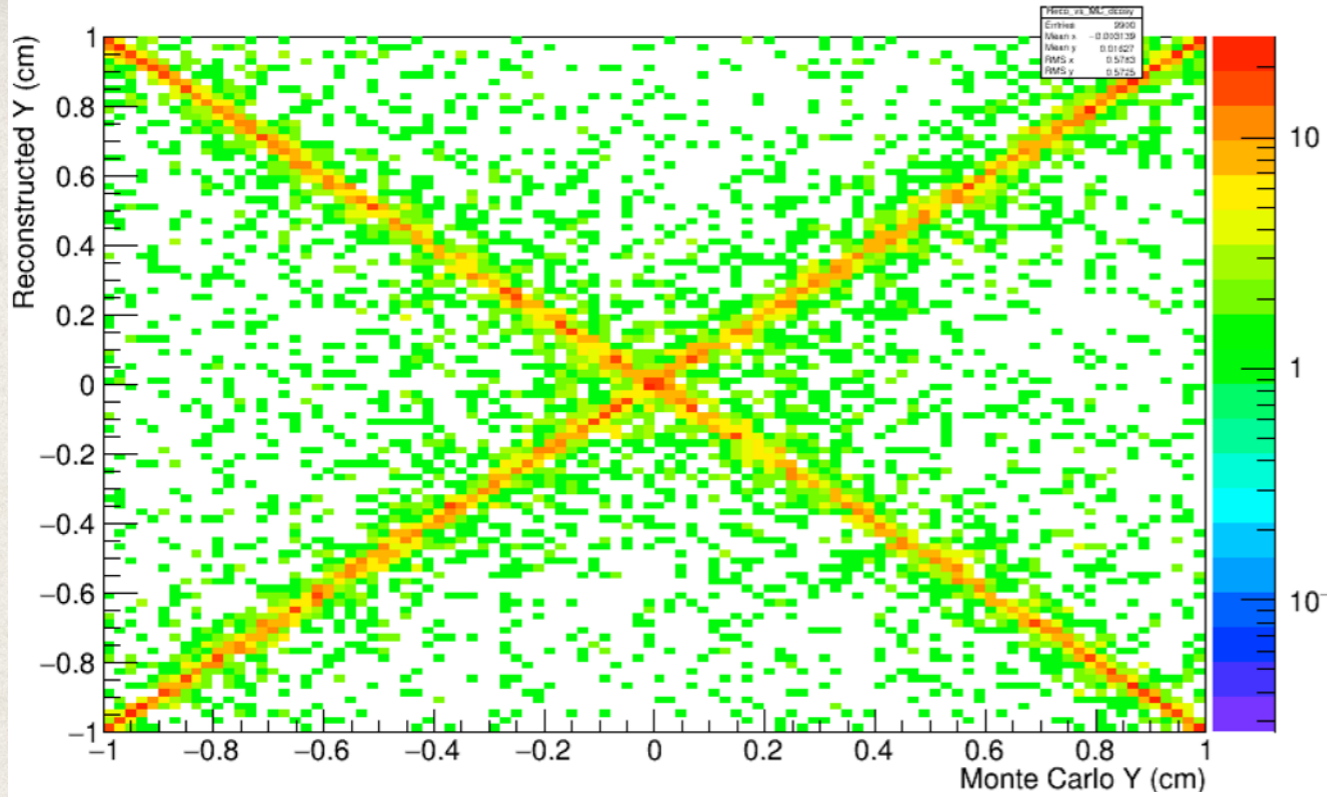


Reconstructed against Monte Carlo starting X direction cosine

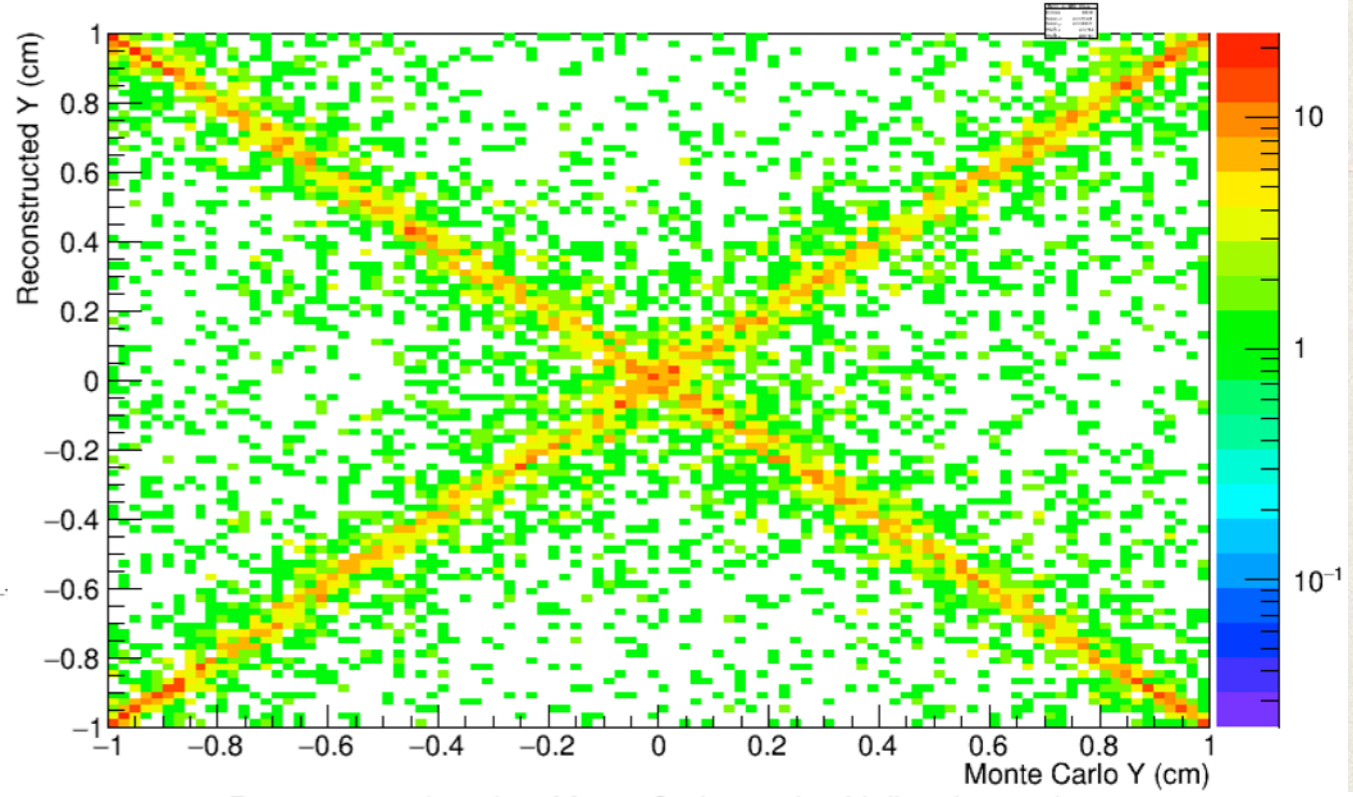




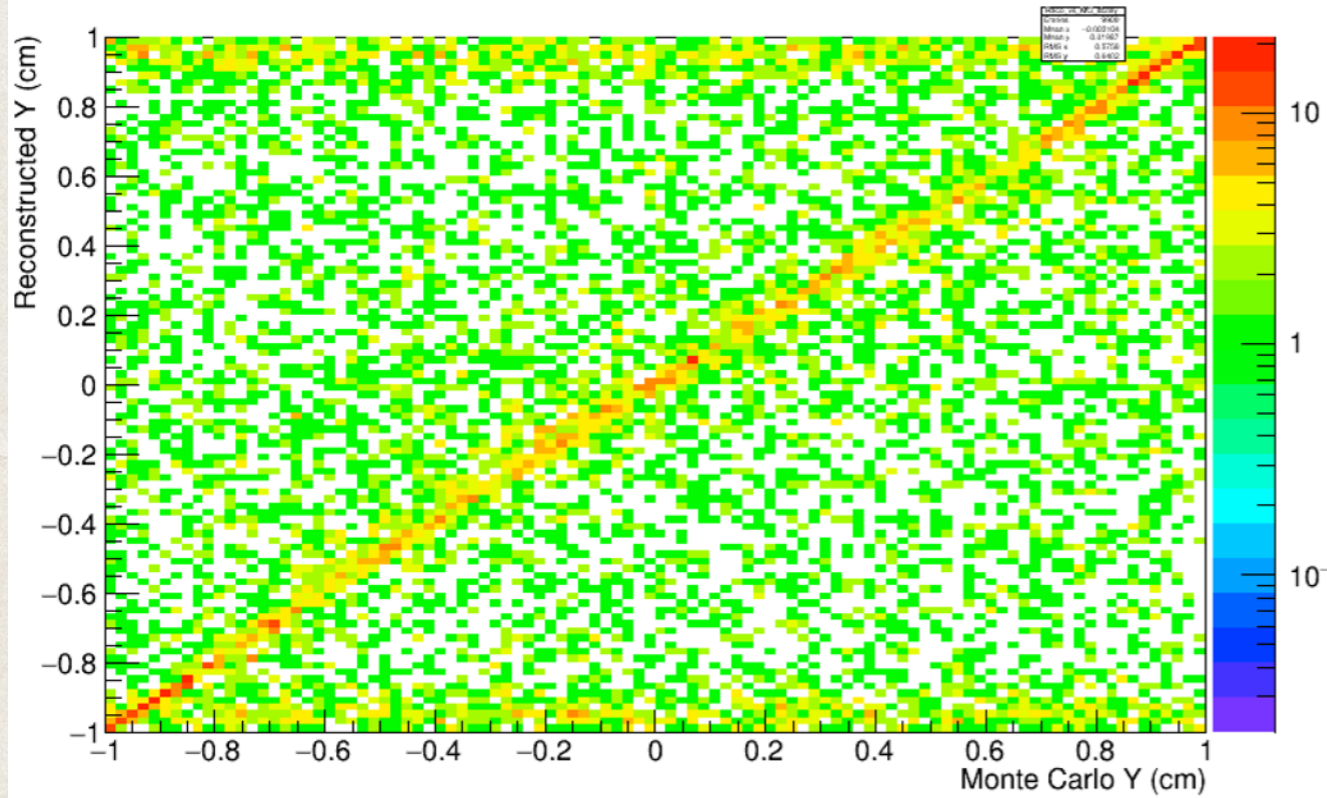
Reconstructed against Monte Carlo starting Y direction cosine



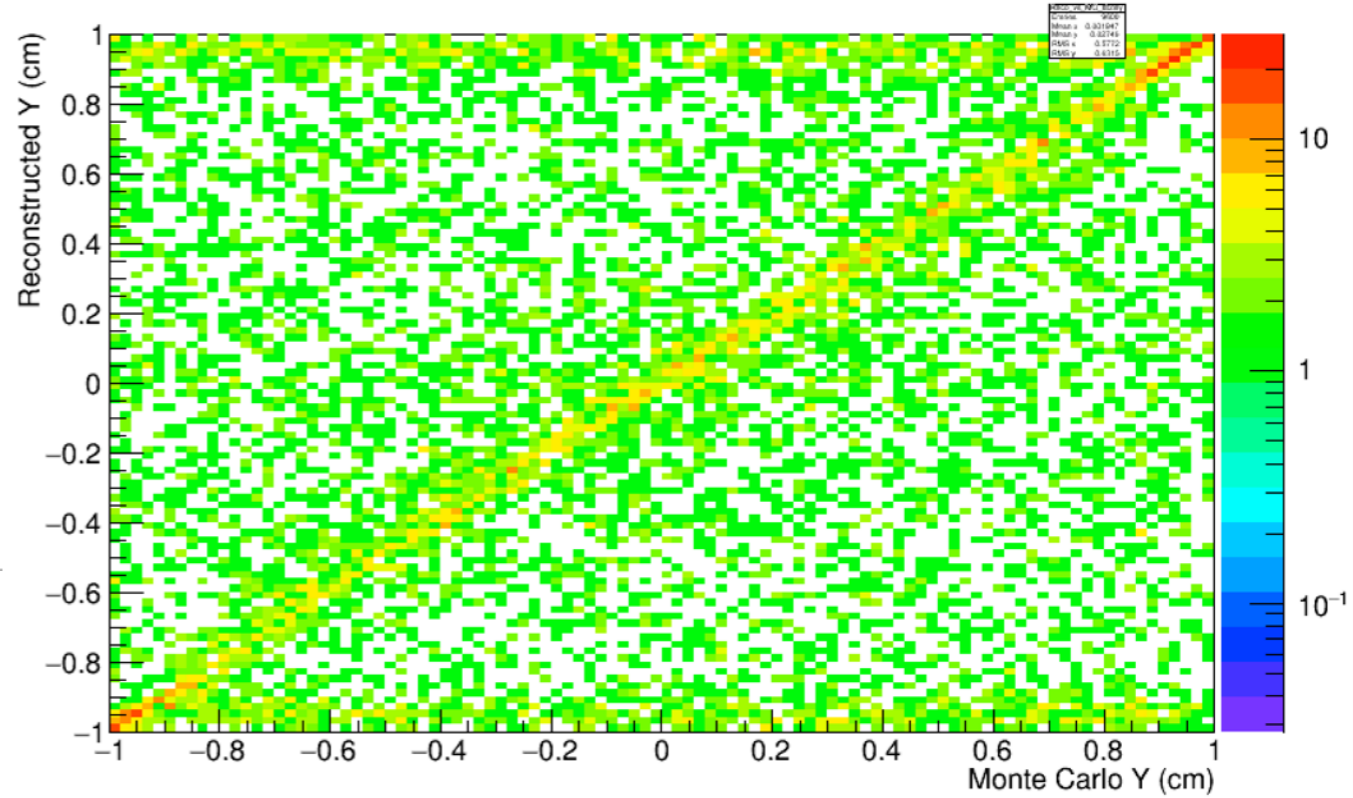
Reconstructed against Monte Carlo starting Y direction cosine



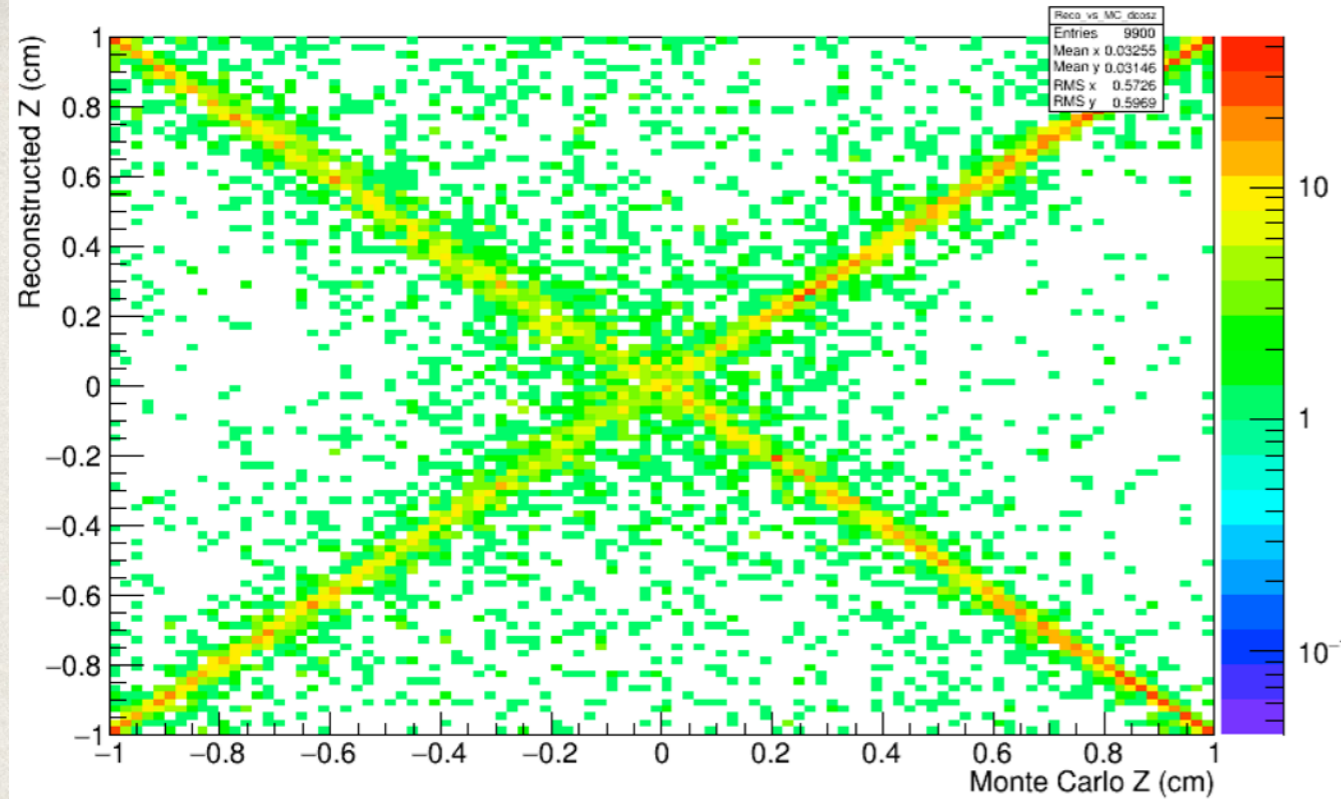
Reconstructed against Monte Carlo starting Y direction cosine



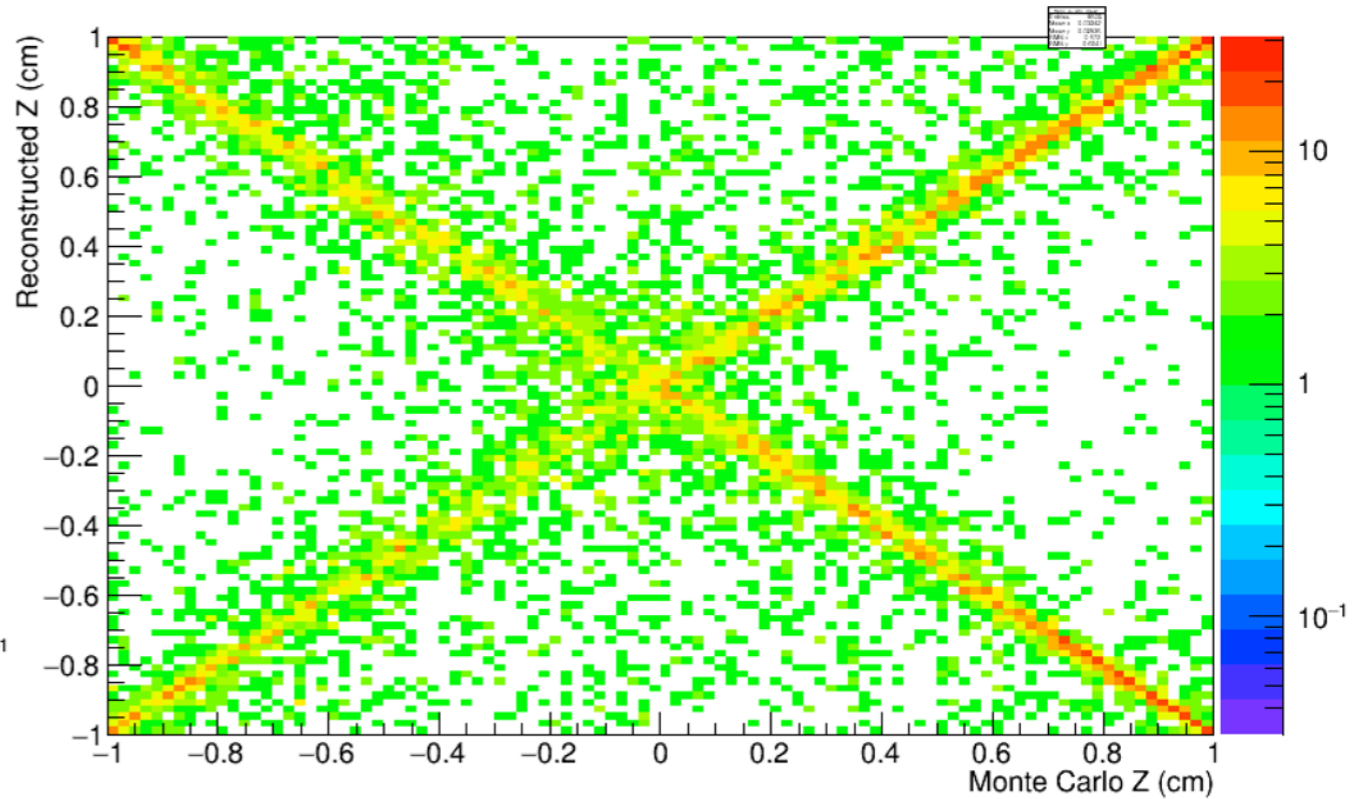
Reconstructed against Monte Carlo starting Y direction cosine



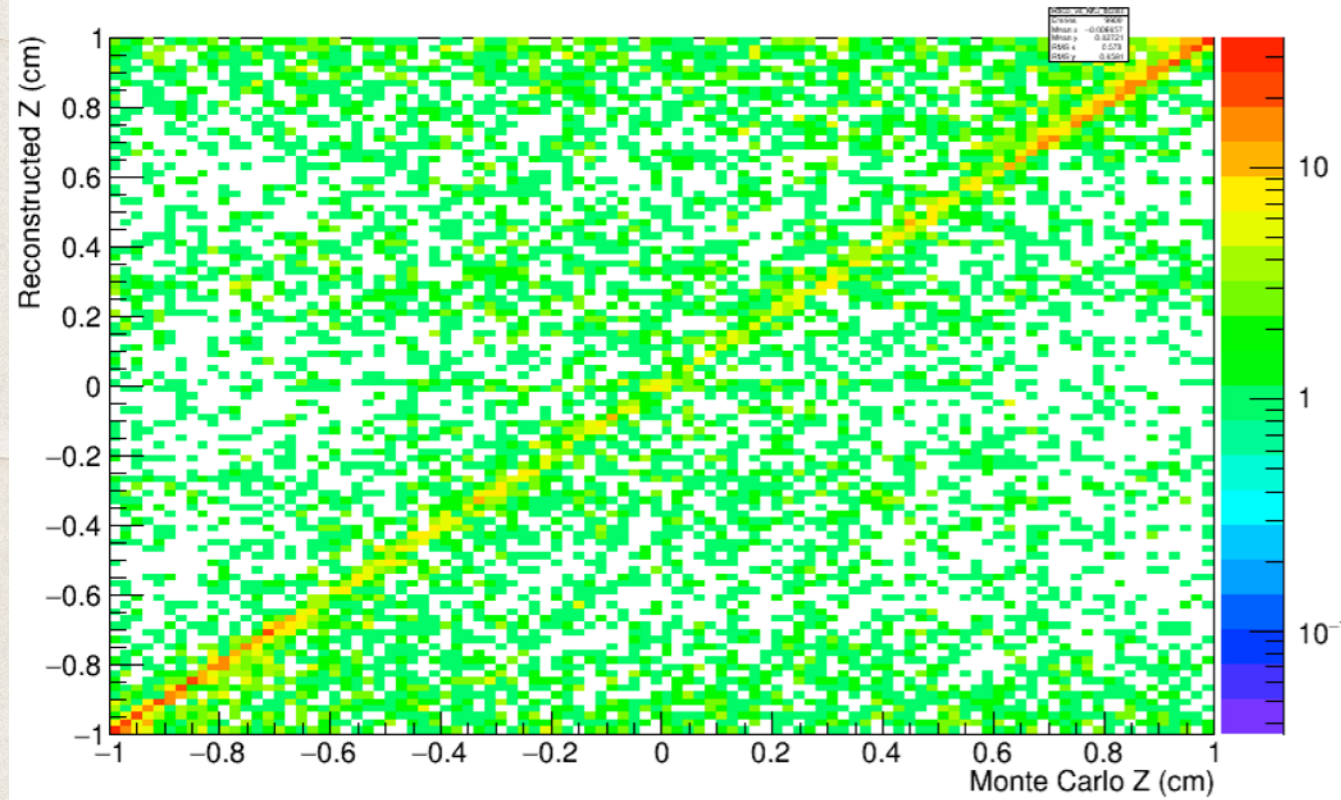
Reconstructed against Monte Carlo starting Z direction cosine



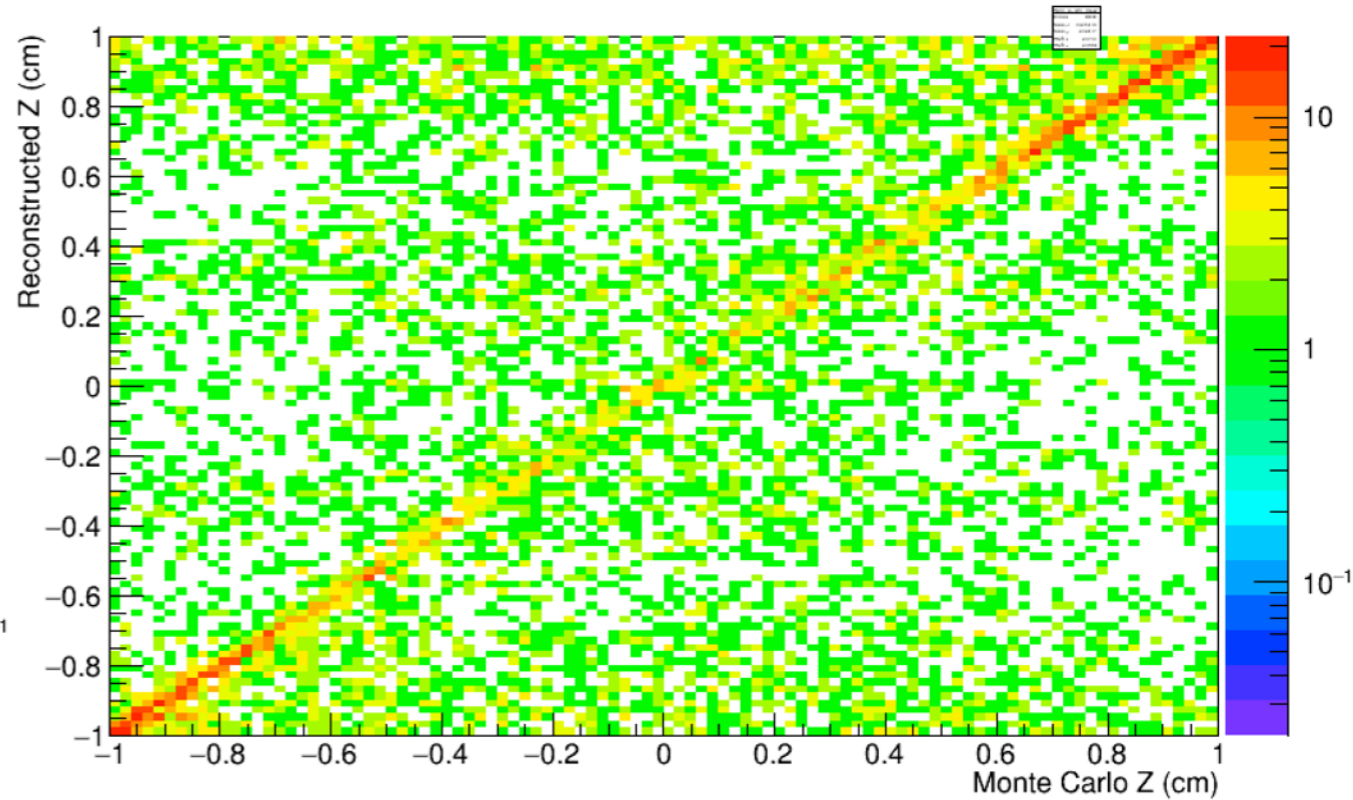
Reconstructed against Monte Carlo starting Z direction cosine



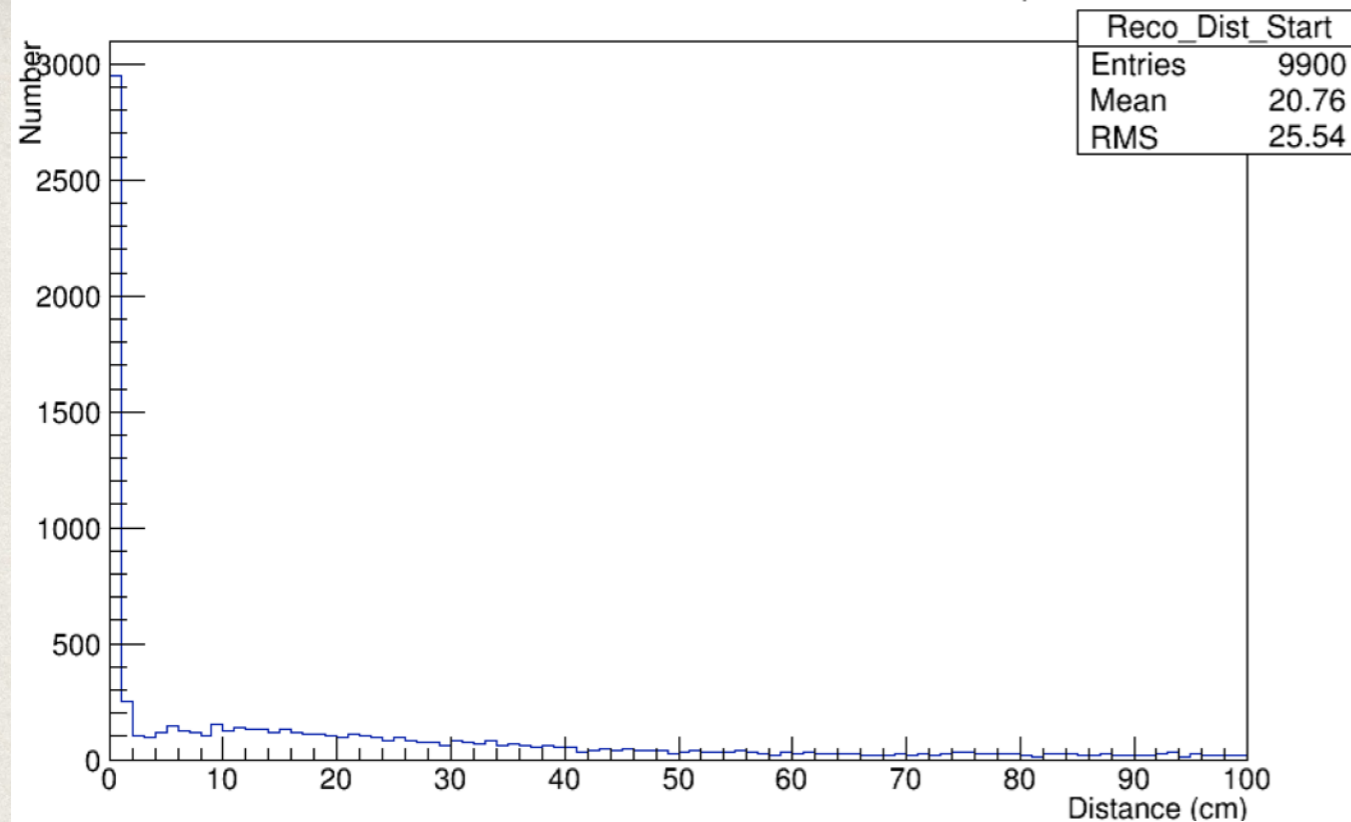
Reconstructed against Monte Carlo starting Z direction cosine



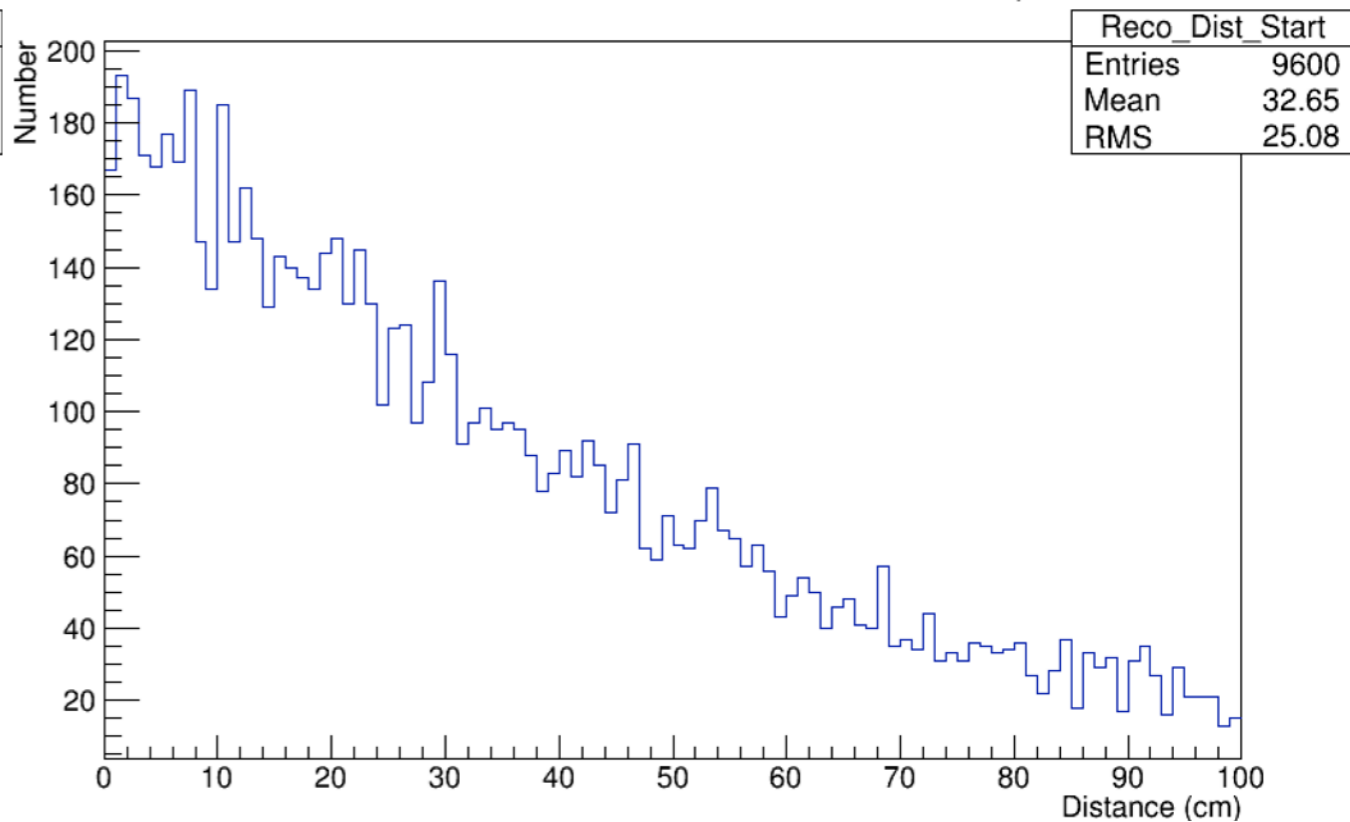
Reconstructed against Monte Carlo starting Z direction cosine



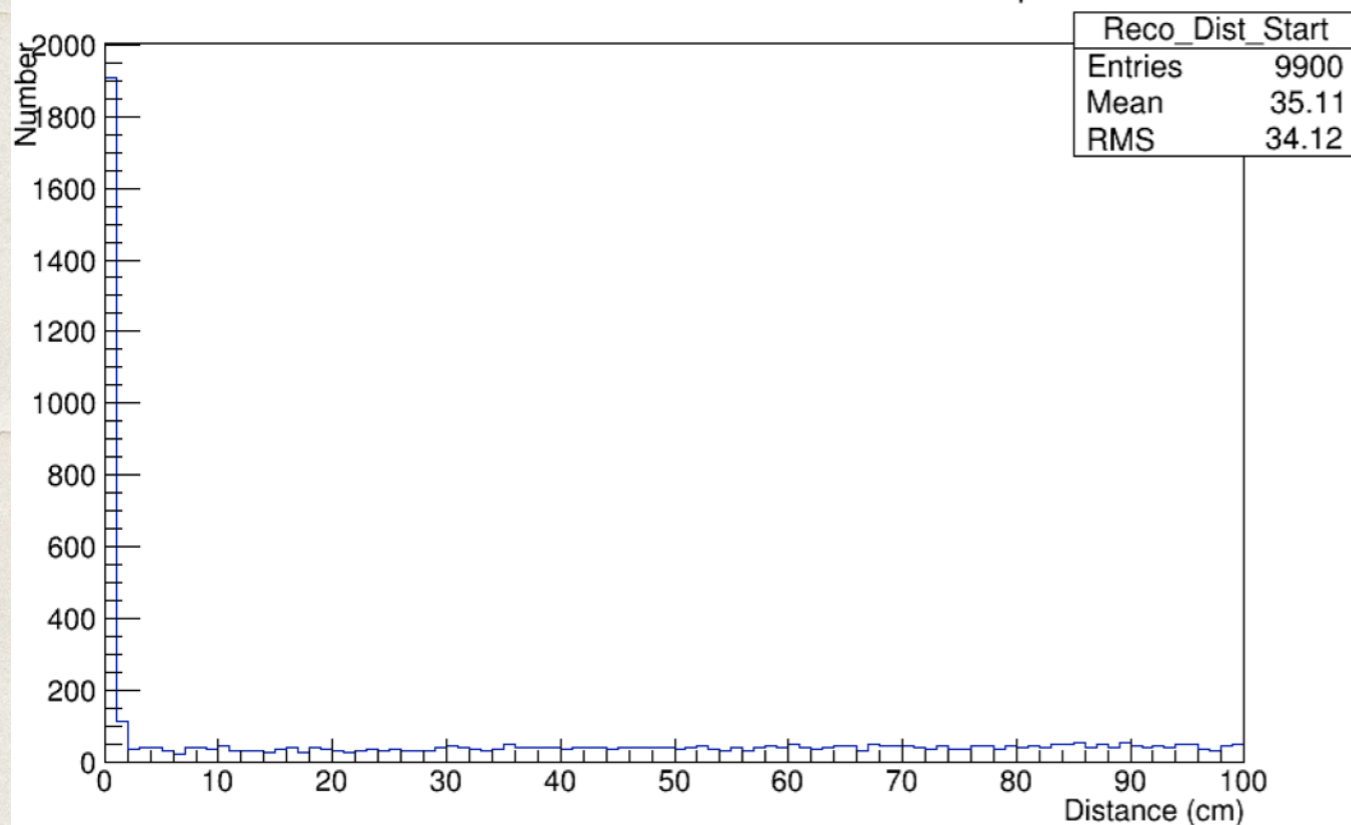
Distance between reconstructed and Monte Carlo start position



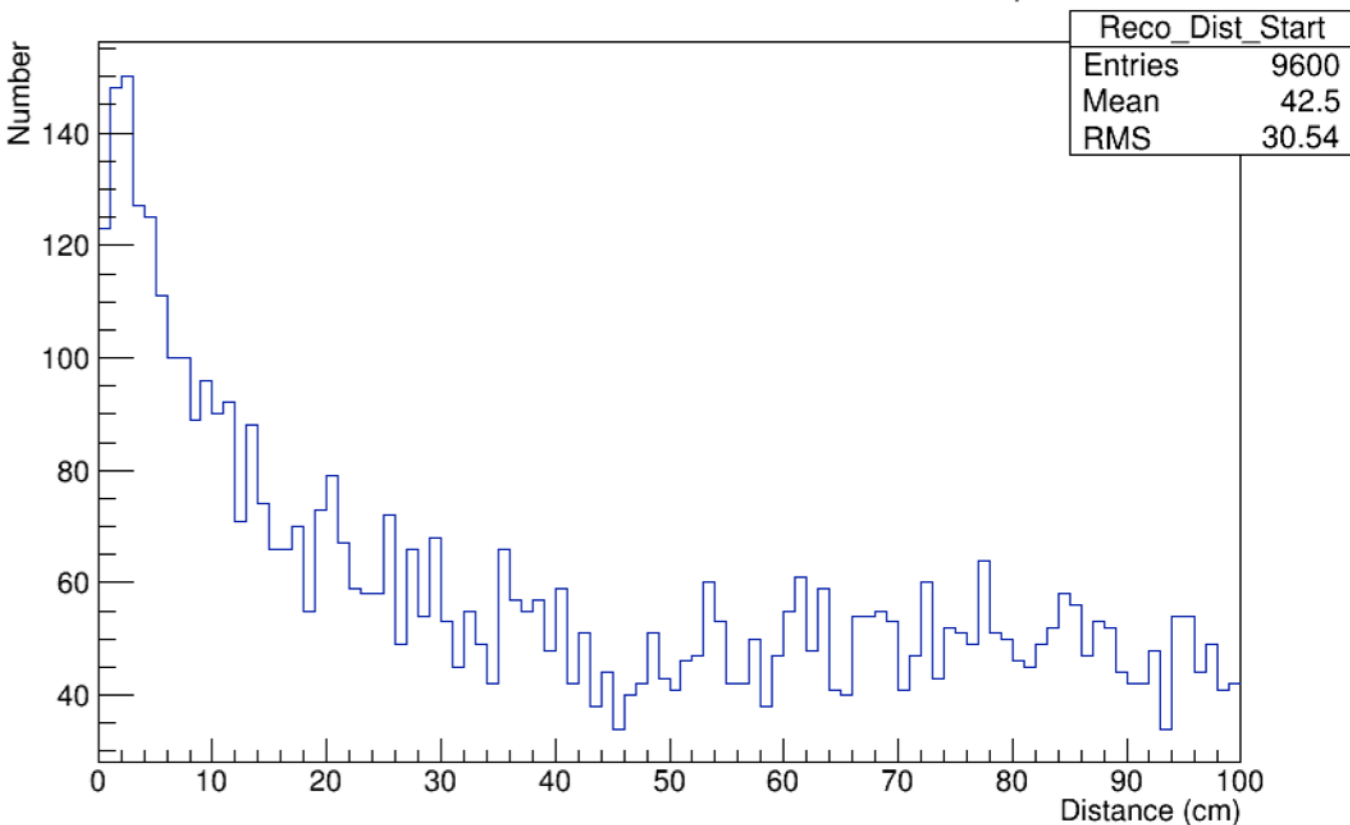
Distance between reconstructed and Monte Carlo start position



Distance between reconstructed and Monte Carlo start position

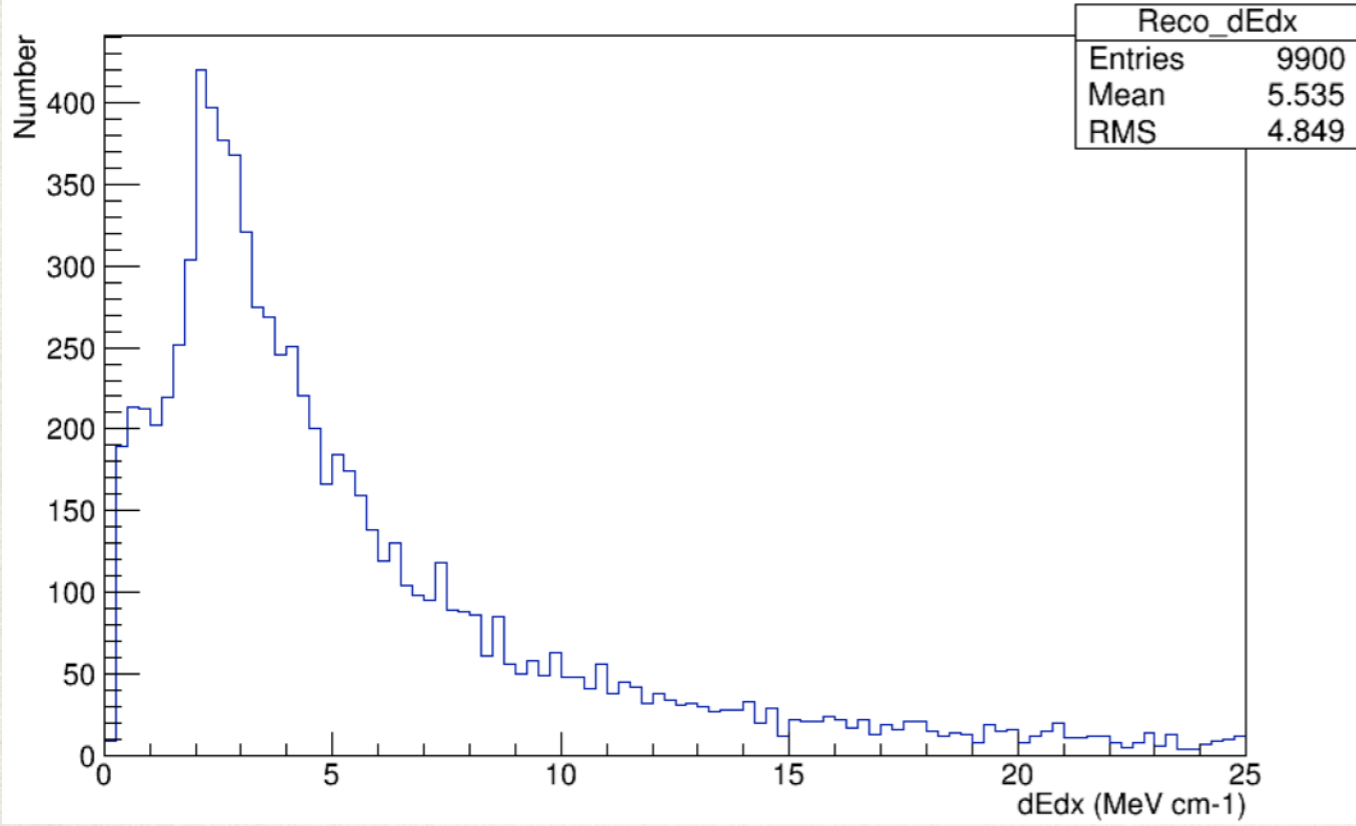


Distance between reconstructed and Monte Carlo start position

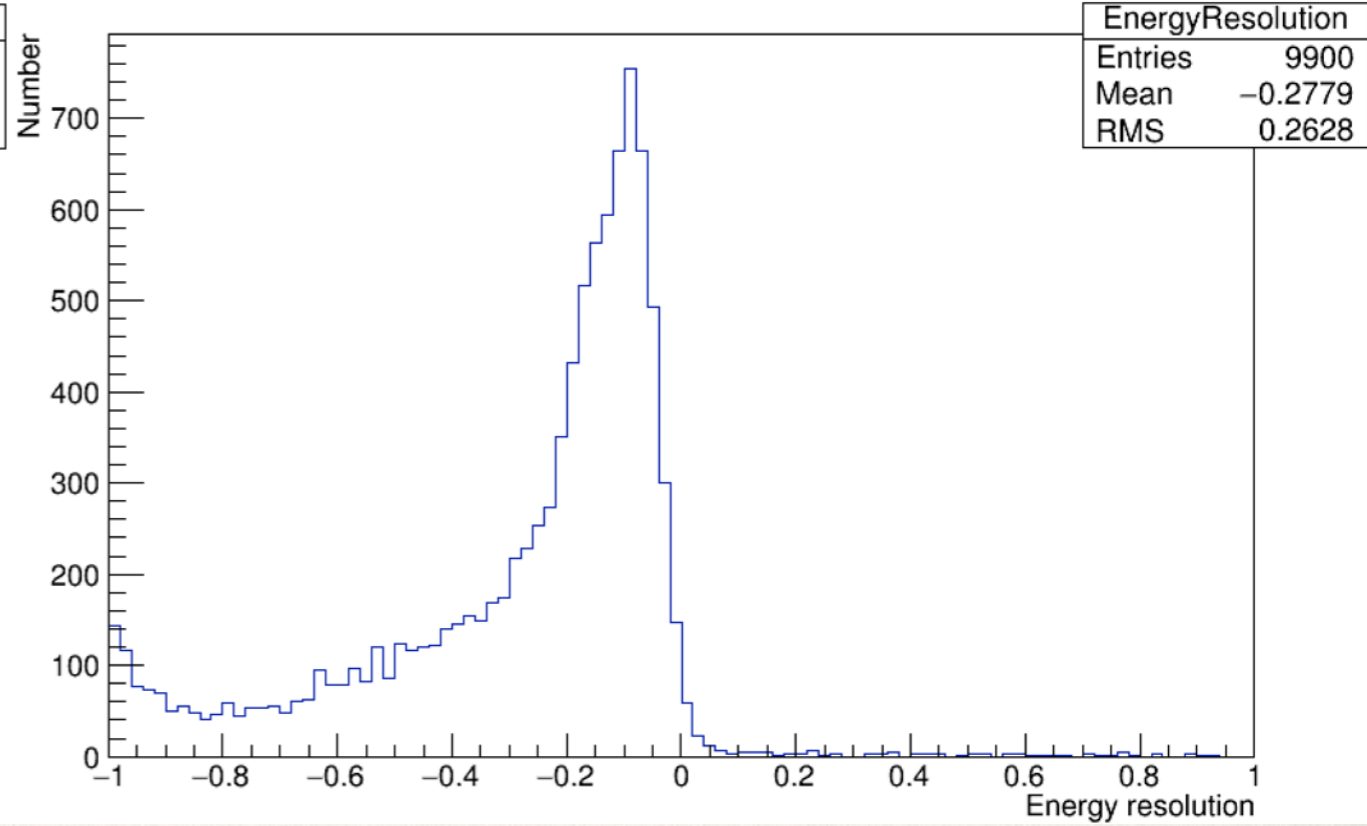


# Electrons

### Reconstructed dEdx on the plane with most hits

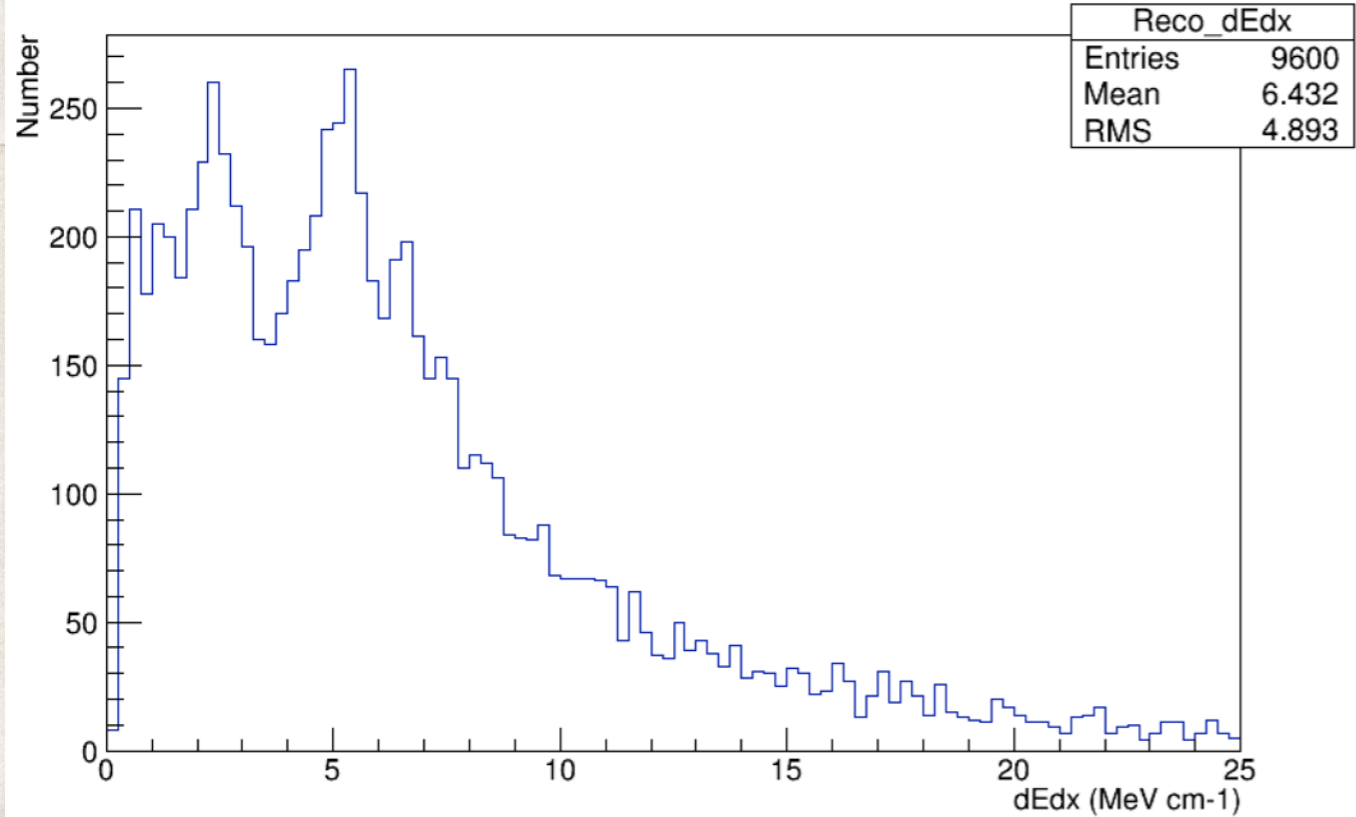


### Energy resolution

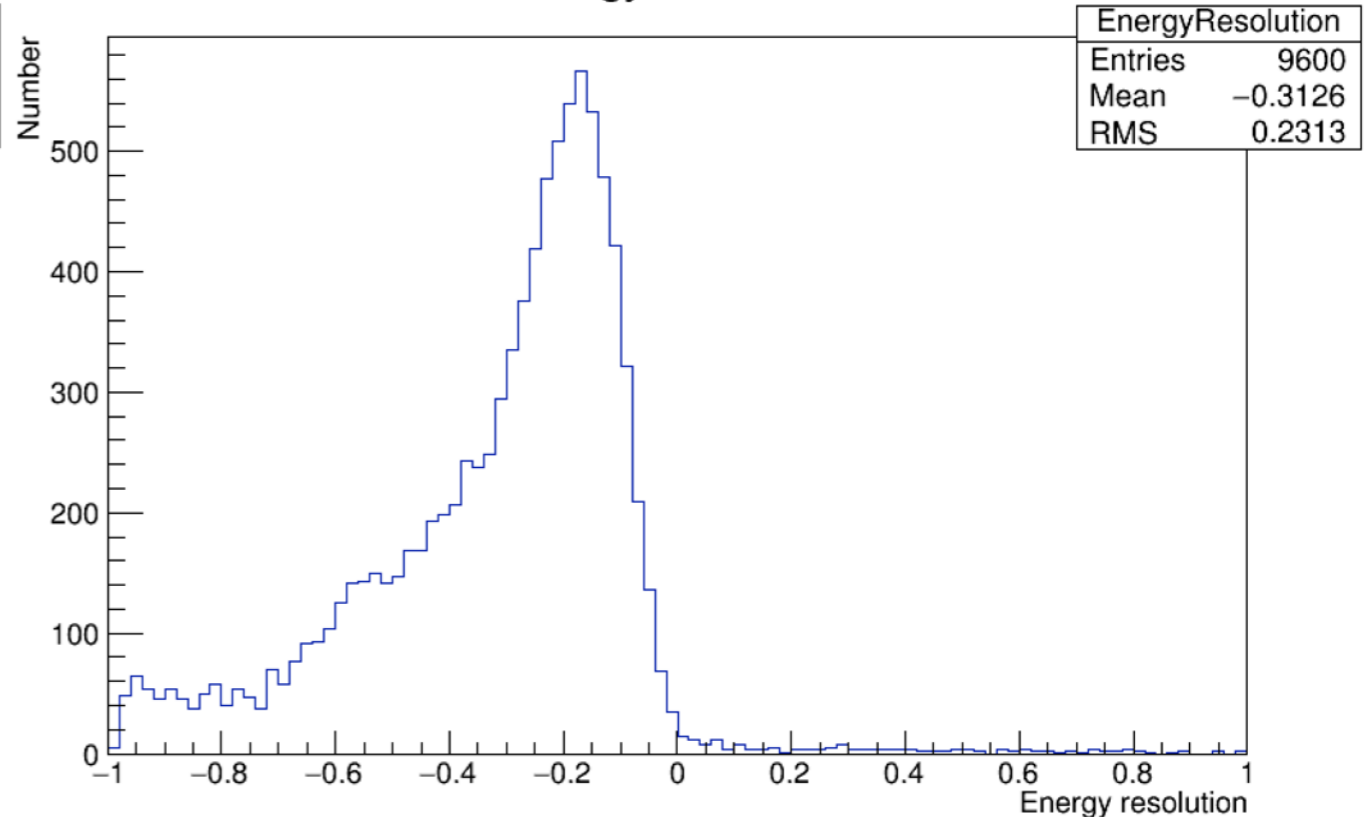


# Photons

### Reconstructed dEdx on the plane with most hits



### Energy resolution



# Summary

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- ❖ Both look great!
  - ❖ Especially in X, Y, Z positions, as shown by position and distance images!
  - ❖ Blurred sometimes gets the direction going in the wrong way, but other than that it's 'bang on.'
  - ❖ Merged gets a lot of the direction perfect, but also a spread.
  - ❖ Energy resolution of blurred is excellent. Double peak for gammas is strange though.