

A blue background with a network of thin, glowing lines in cyan and green, representing particle tracks or detector components. The lines are interconnected, forming a complex web-like structure.

# Simulation/Reconstruction Development Status

*Kazuhiro Terao on behalf of many others  
SLAC National Accelerator Lab.  
DUNE-ND Workshop @ FNAL (25-27 May 2019)*

**DUNE Near Detector**

**Simulation & Reconstruction Software**

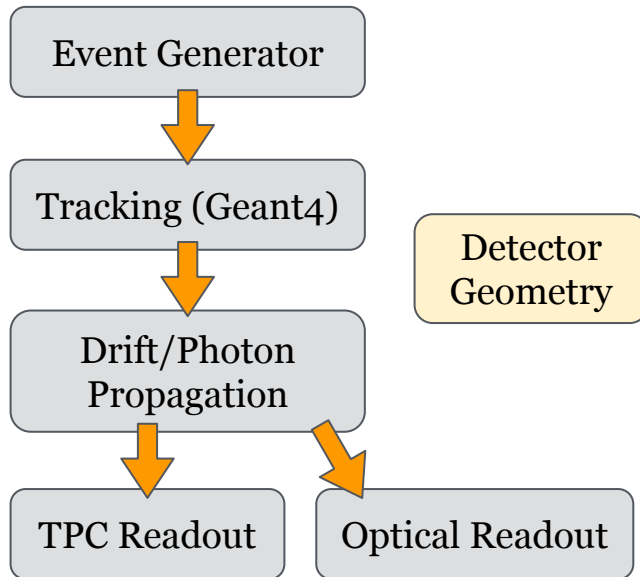
**SLAC**



**Pixel Detector  
Simulation**

# DUNE Near Detector Simulation Software Development

## Simulation Chain

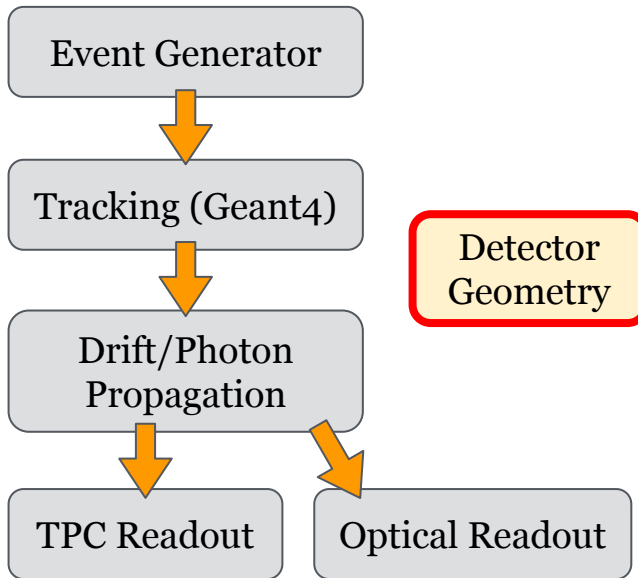


**Goal:** a full chain inside/outside LArSoft

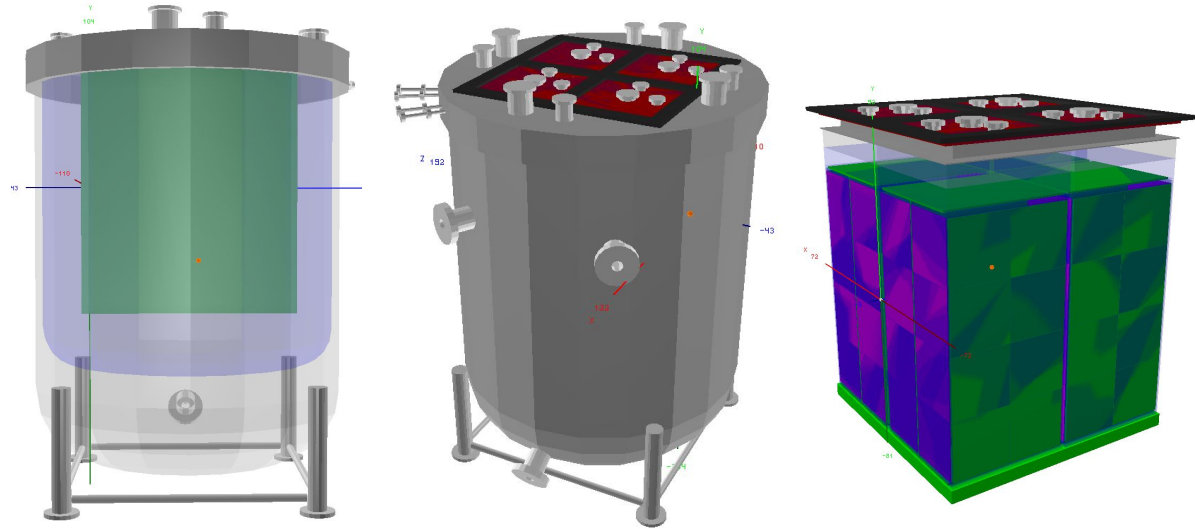
1. Develop detector geometry GDML
2. Make LArSoft work with a pixel geometry
  - Allows running Geant4 inside LArSoft
3. Develop TPC E-field response for drift
4. Develop photon propagation (photon lib?)
5. Implement TPC/Optical readout

# DUNE Near Detector Simulation Software Development

## Simulation Chain



Detector Geometry



Images courtesy of Hunter Sullivan @ UTA

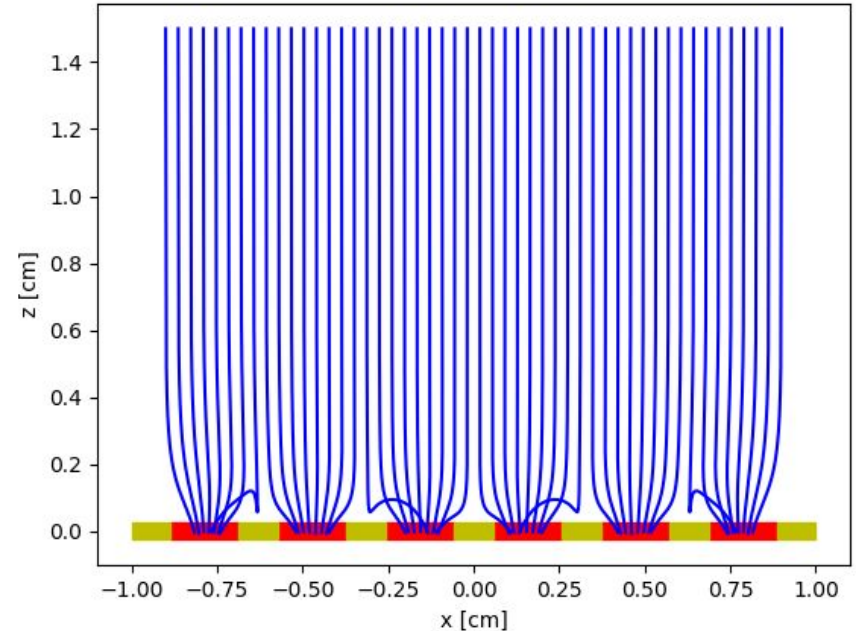
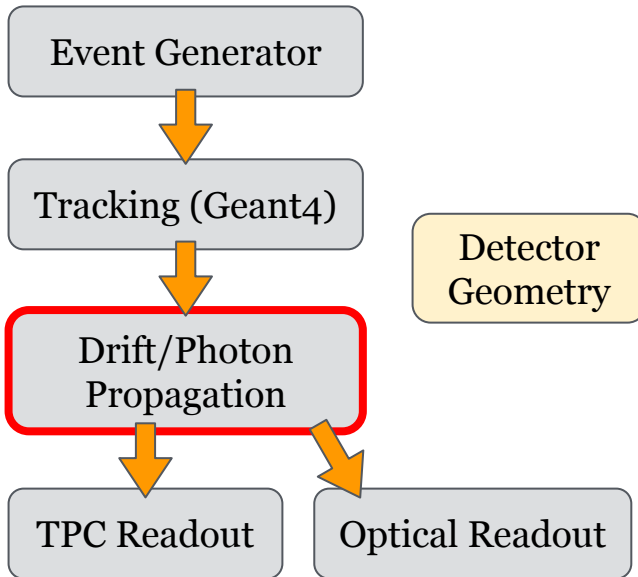
## Geometry (GDML)

Use GeGeDe-ND toolkit for develop & maintenance of GDML files

- DUNE-ND preliminary GDML file to be made work in LArSoft
- New GDML file for ArgonCUBE 2x2 module for Fermilab run
  - Implementation by **Patrick** (Bern) & **Hunter** (UTA) including the cryostat, TPC module, and optical modules.

# DUNE Near Detector Simulation Software Development

## Simulation Chain



## Electric field response

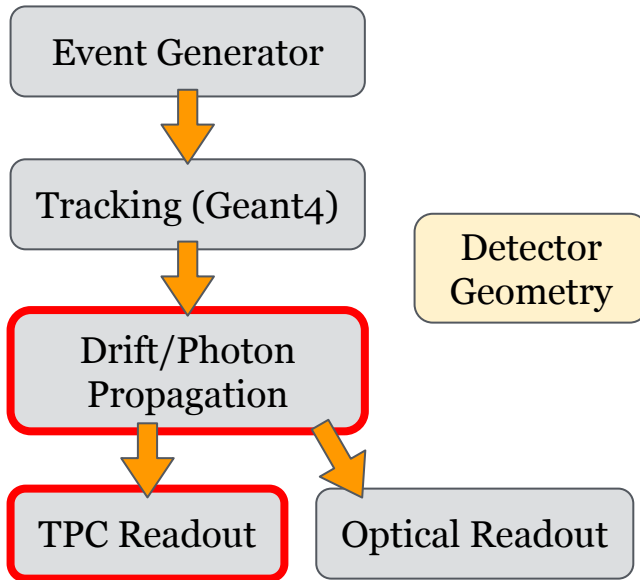
Evolving closely with the detector design updates (kapton wall, pixel geometry, etc.), lead by **Dan Douglas** (MSU)

- Using now 2.5 x 2.5mm pixel + 3.88 mm pitch (from **Knut** @ SLAC)
- Non-uniformity of Kapton surface resistivity
- Dielectric materials

# DUNE Near Detector

## Simulation Software Development

### Simulation Chain



### TPC Readout

Digitized waveform for electronics response

- “Vectorized code” written by **Dan Dwyer** (LBNL), ready(?) to be integrated with drift/E-field simulation.
- Seek for ways to integrate vectorization scheme made available(?) in LArSoft

### Photon Propagation

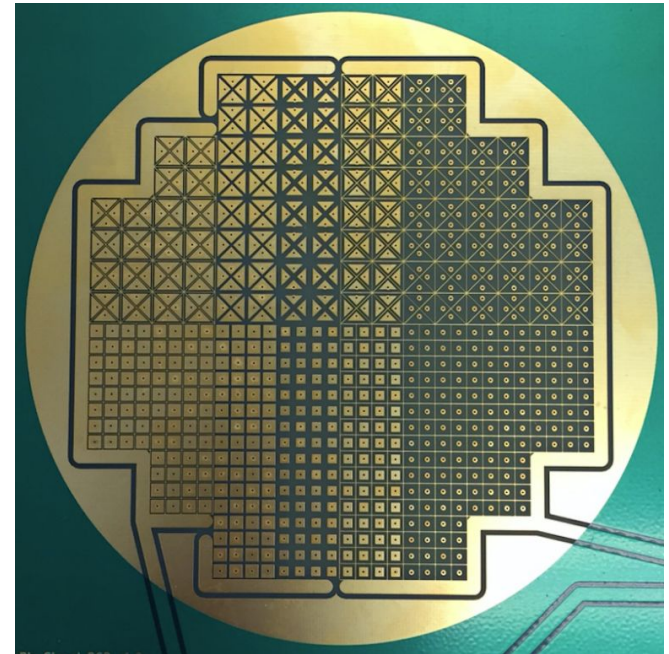
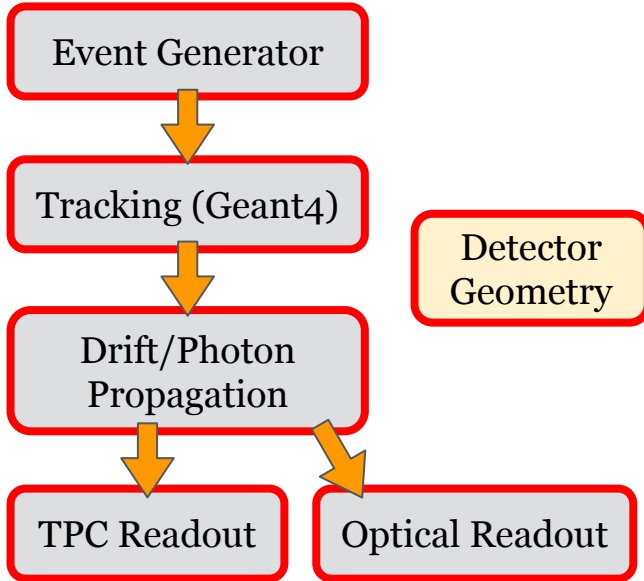
Individual photon ray tracing is time consuming. Study a solution using a photon library for ArgonCUBE 2x2 prototype.

- LArSoft: a “photon library” (look-up table) for photon collection efficiency and timing estimates at different detector locations.
- Need to run a full simulation to build the library

# DUNE Near Detector

## Simulation Software Development

### Simulation Chain



## Pixel Geometry in LArSoft

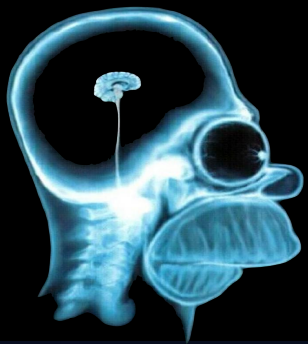
LArSoft assumes “wire” in the core of Geometry design & APIs to query geometry information (PlaneGeo/WireGeo). Needs to be changed.

- Designed a generic “charge-sensitive element” to replace the current implementation in non-disruptive manner (by **Gianluca @ SLAC**)
- Now in testing stage: goal is to run largeant for wire & pixel geometry <sup>7</sup>

### Simulation

1. Debug the pixel geometry implementation
  - **Goal:** run largeant for wire & pixel geometry
2. Generate photon library
  - **Goal:** photon library within TPC active volume
3. Implement E-field response into LArSoft
  - **Goal:** run drift simulation for wire & pixel geometry
4. Implement pixel readout response into LArSoft
  - **Goal:** run the whole readout chain for pixel (no wire)
5. Keep working till we are happy





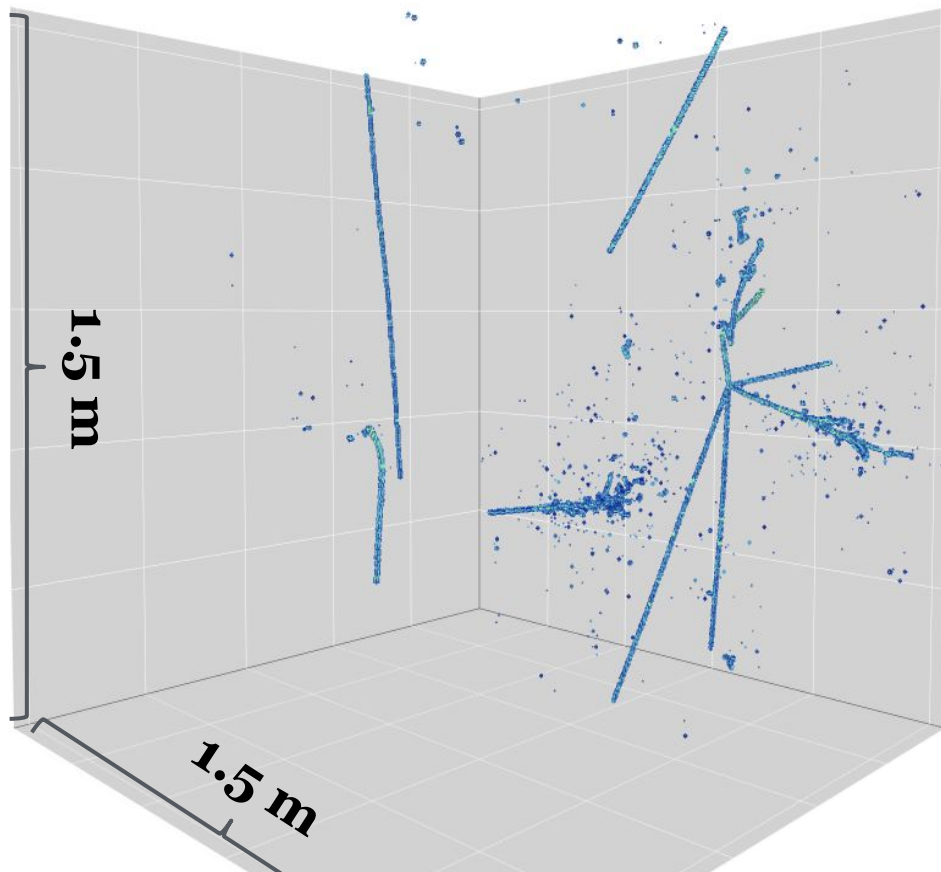
# Pixel Detector Reconstruction



# DUNE Near Detector

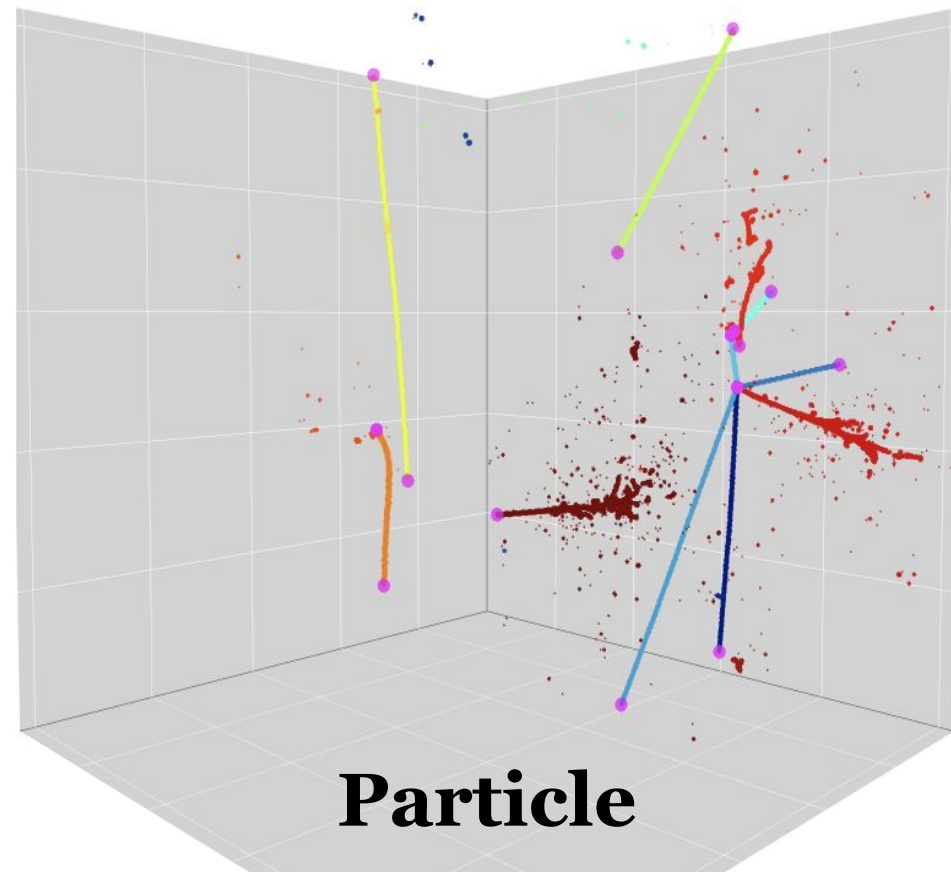
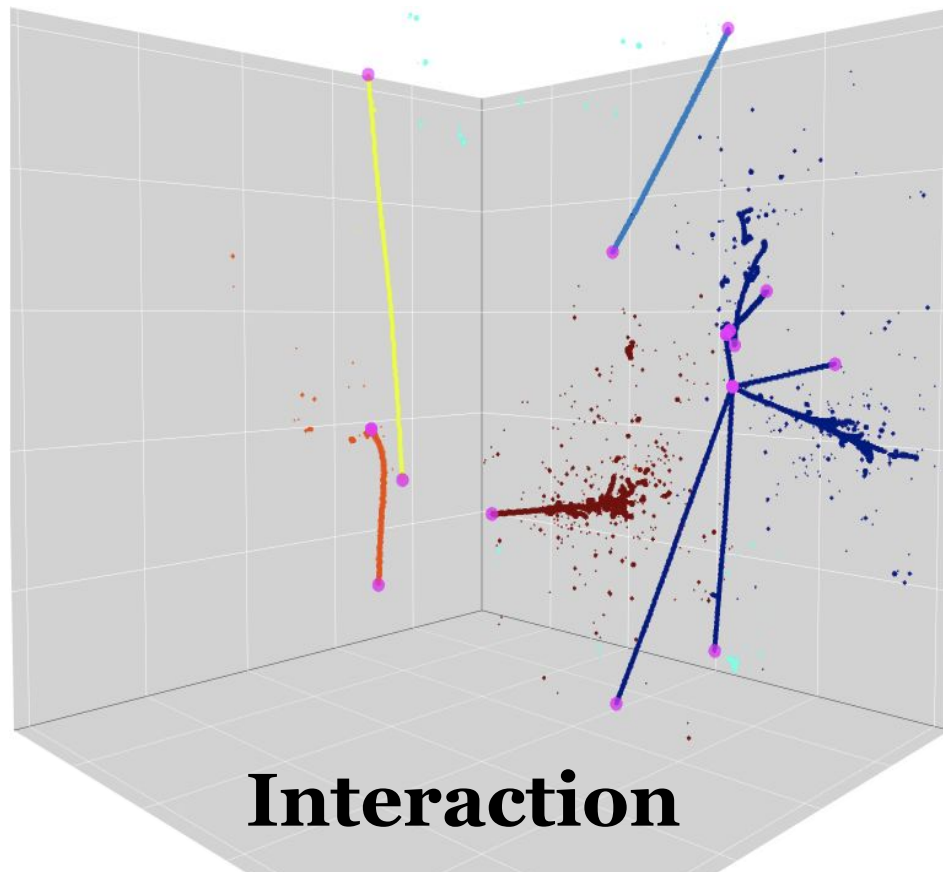
## Data Reconstruction Development

**Goal:** describe all observables



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- identify (cluster) individual interaction, vertex, individual particle and type/geometry/kinematics

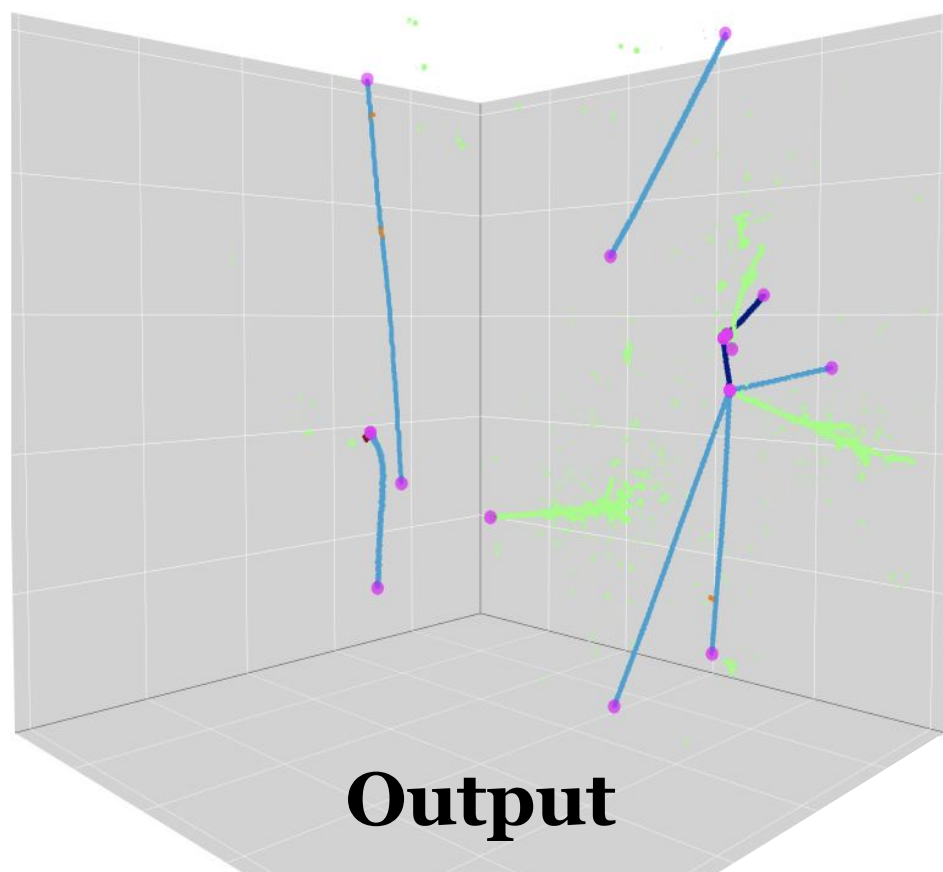
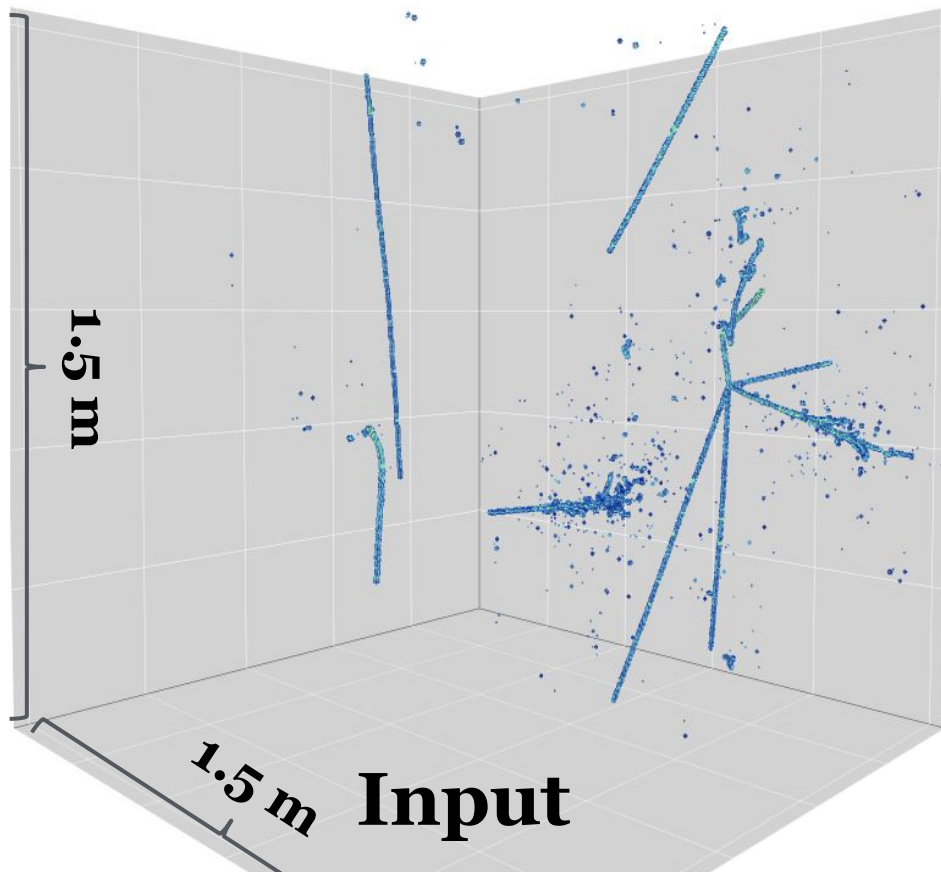


# DUNE Near Detector

## Data Reconstruction Development

SLAC

**Status:** a chain for pixel segmentation + “feature point” identification, “end-to-end” optimization



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### Sparse Submanifold Convolution

- $<1/500$  mem.,  $1/30 <$  time
- Improved accuracy
- Better scalability
  - By # of non-zero pixels
  - Fit the whole detector
  - Good enough w/ CPU

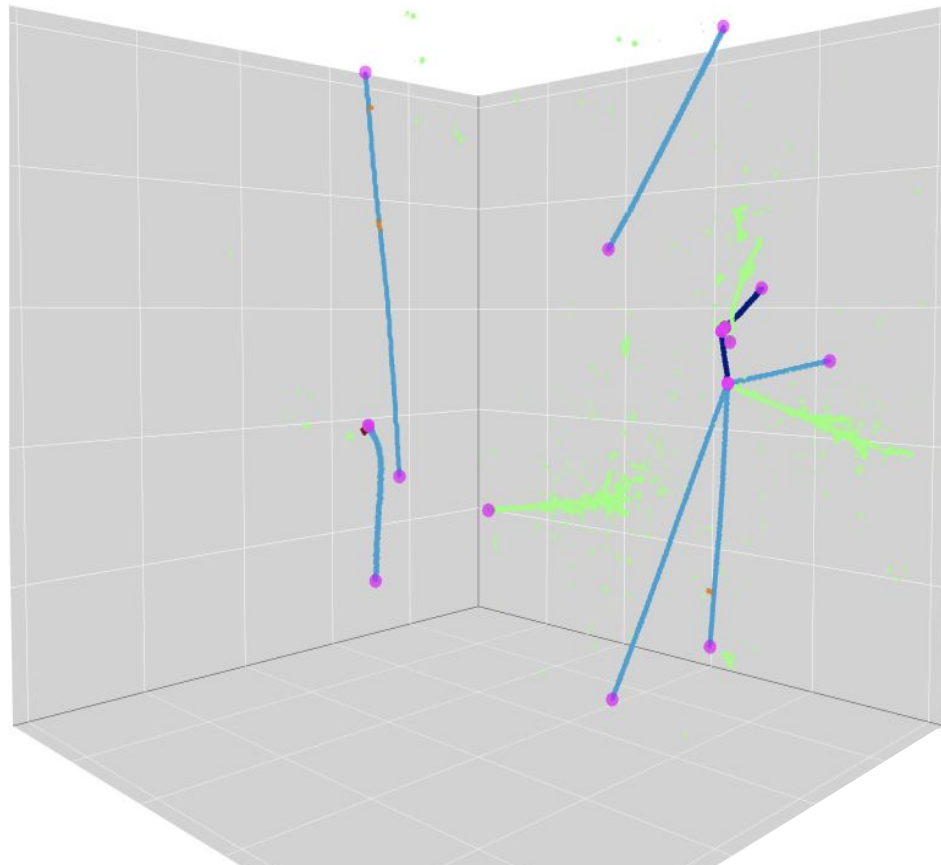
Computer Science > Computer Vision and Pattern Recognition

#### Scalable Deep Convolutional Neural Networks for Sparse, Locally Dense Liquid Argon Time Projection Chamber Data

Laura Dominé, Kazuhiro Terao

(Submitted on 13 Mar 2019 (v1), last revised 15 Mar 2019 (this version, v2))

Deep convolutional neural networks (CNNs) show strong promise for analyzing scientific data in many domains including particle imaging detectors such as a liquid argon time projection chamber (LArTPC). Yet the high sparsity of LArTPC data challenges traditional CNNs which were designed for dense data such as photographs. A naive application of CNNs on LArTPC data results in



# DUNE Near Detector

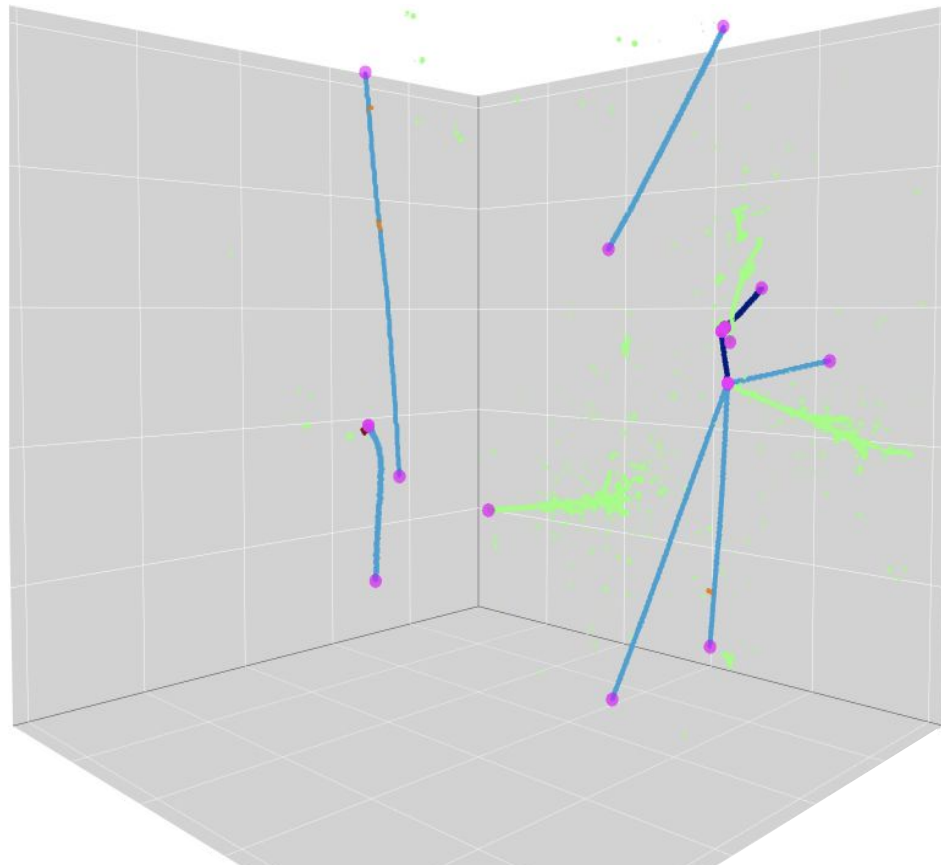
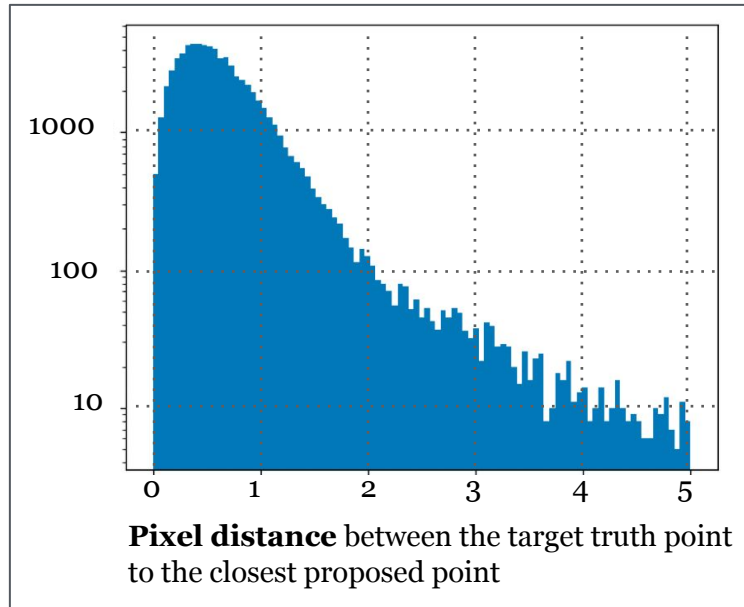
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### Segmentation Accuracy

Type	Track	Shower	Delta	Michel
Acc.	0.99	0.99	0.97	0.96

### Feature Point Accuracy



# DUNE Near Detector

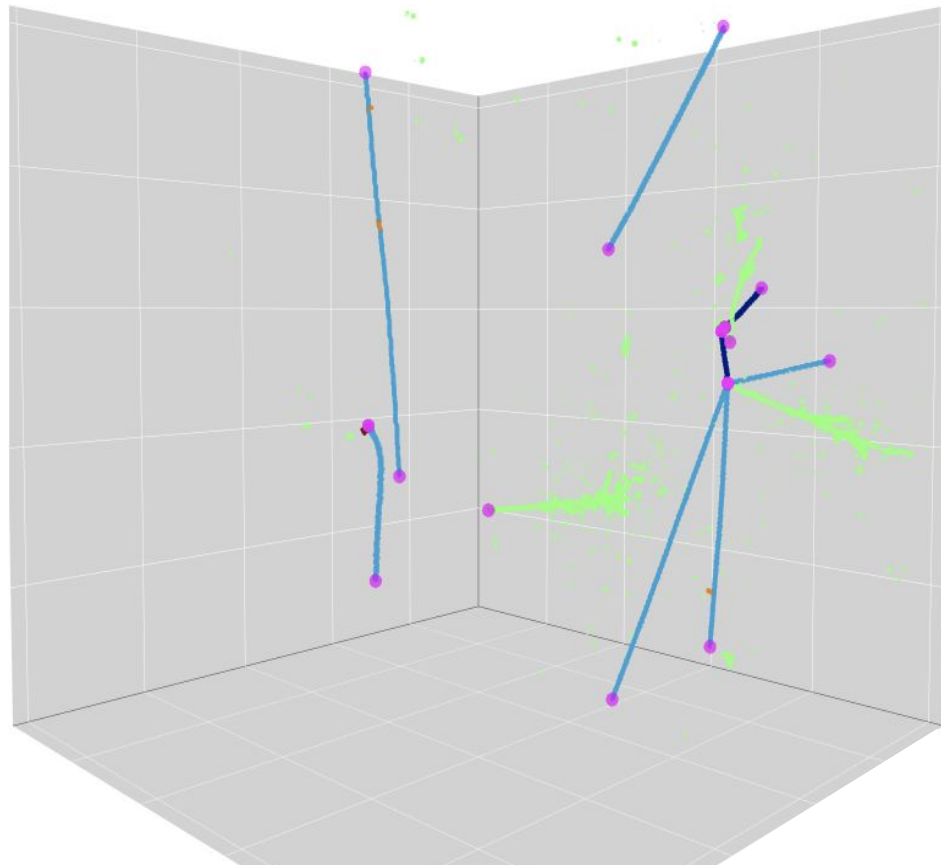
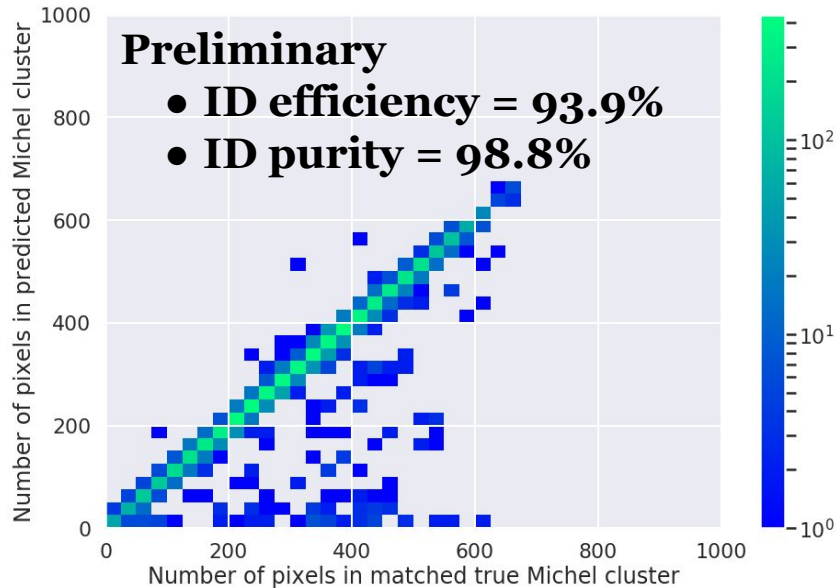
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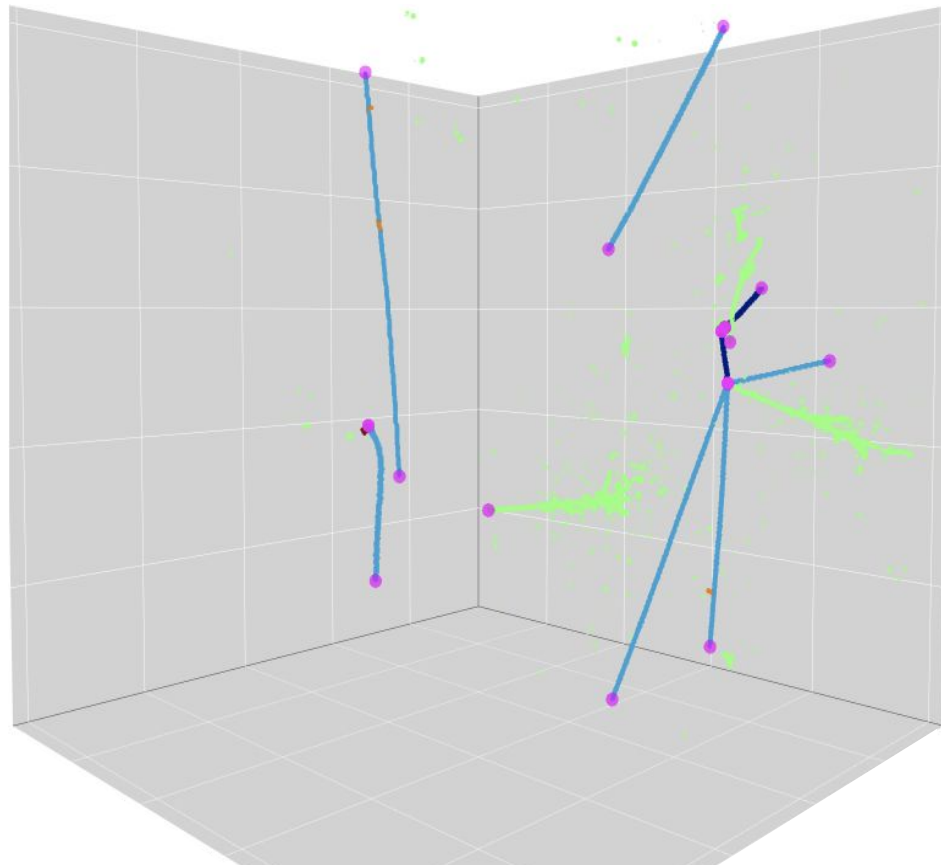
### Michel Electron Demo



**Next:** generic clustering algorithm development  
(initial focus on particle clustering in particular)

Track-like particles

- DBScan + Break



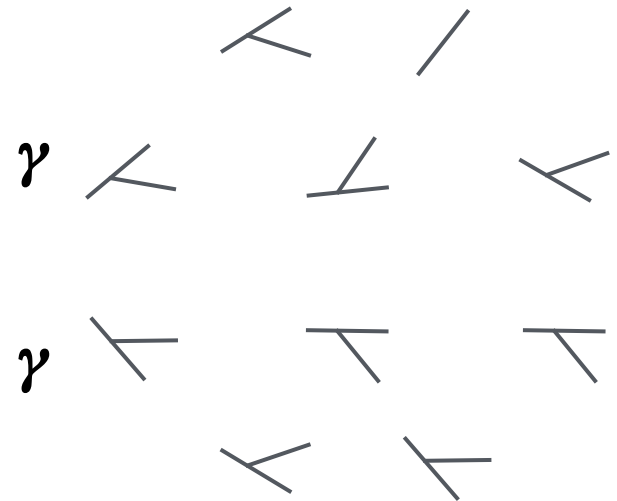


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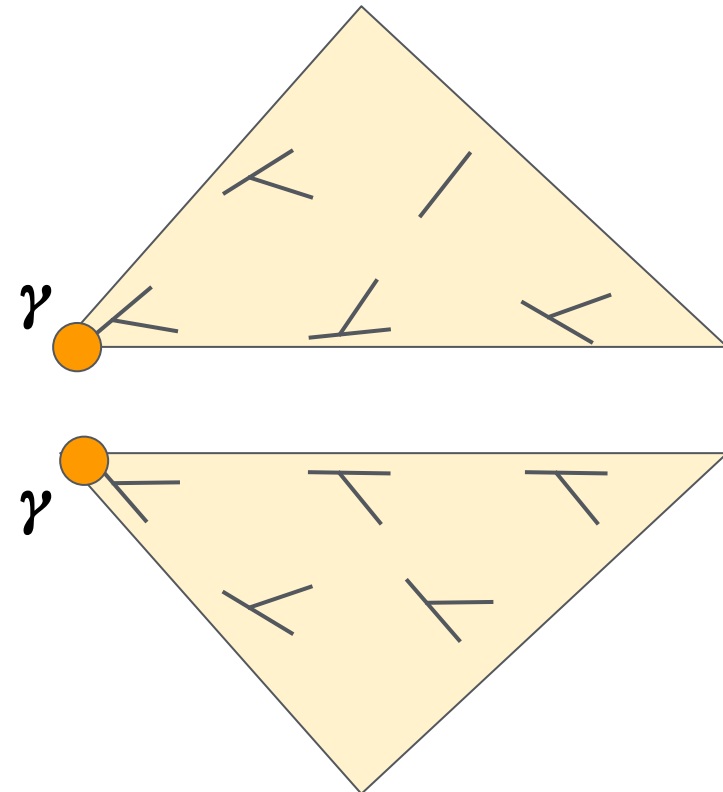
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- **Approach 1:** classic method
  - Start point + direction + “cone”



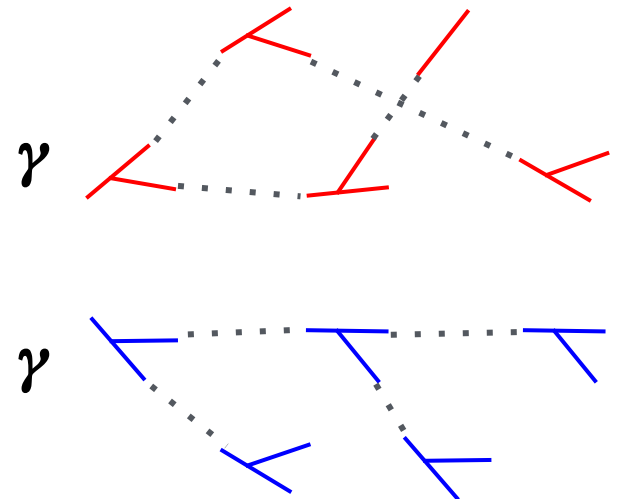
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- **Approach 2:** pattern recognition



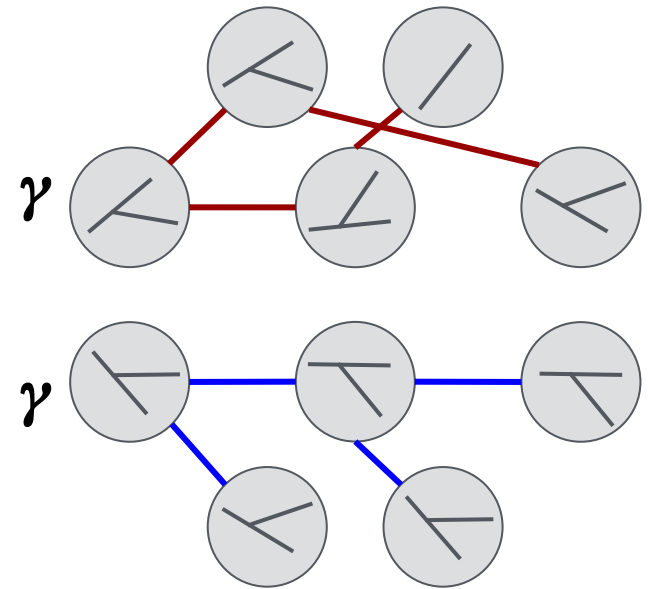
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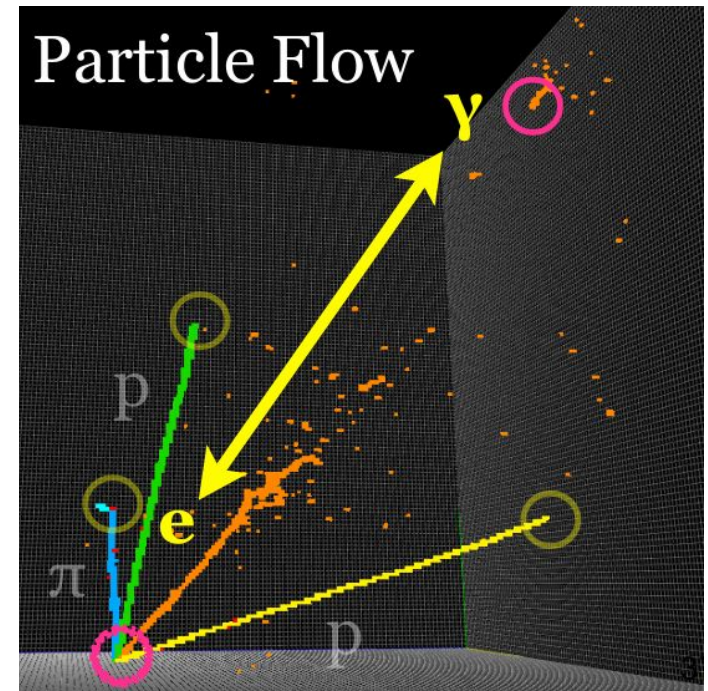
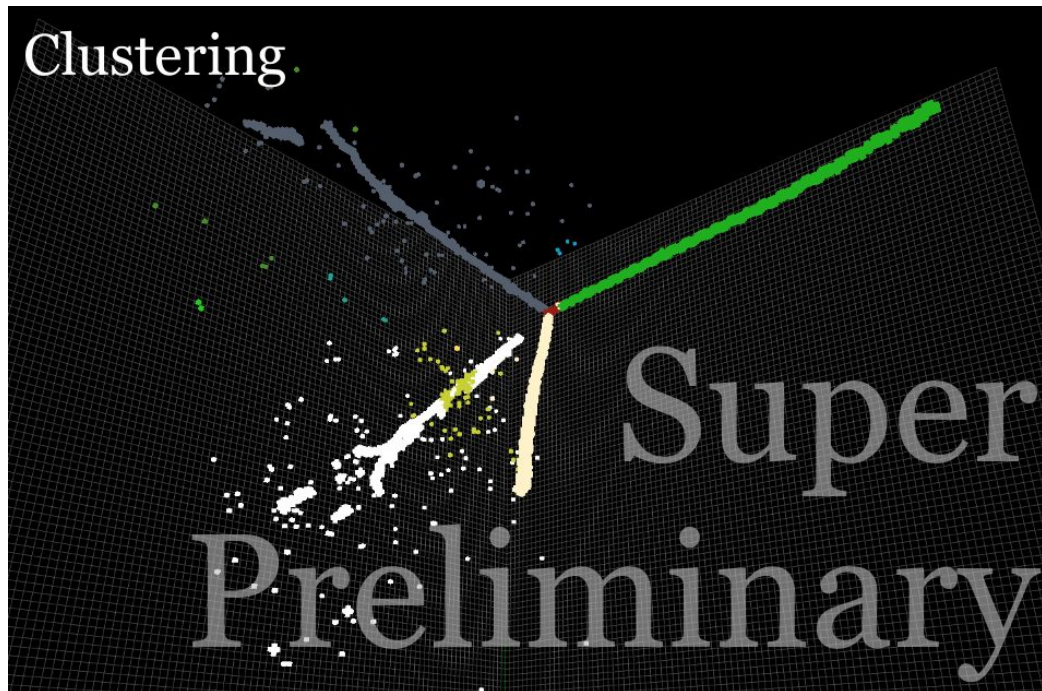
Delta/Michel/Shower particles

- **Approach 1:** classic method
  - Start point + direction + “cone”
- **Approach 2:** pattern recognition
  - Represent the targets as “nodes”, evaluate “edges” (relationship)
  - On-going: machine learning approach
  - **Exa Trk Collaboration** ... SLAC/FNAL/LBNL/CalTech funded for DUNE/HL-LHC development (postdoc per institution)



**Next:** generic clustering algorithm development

- Clustering pixels into a particle
- Clustering pixels/particle into individual interaction
- “Flash” reconstruction (PE clustering)
- Matching PMT+TPC signals



### Analysis Target

- Neutral pion reconstruction
  - Proto-DUNE / ICARUS / ArgonCUBE 2x2
- Michel reconstruction
  - ICARUS
- Neutrino reconstruction
  - All experiments :)
  - Individual neutrino reco @ DUNE-ND

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Common denominator = lots of interest ... CSU, SLAC, LBNL, and more. Analysis can be developed NOW (no need to wait for clustering ML algorithms) using naive clustering methods. Join meetings + workshops!

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### LArSoft Integration Plan

- Build pytorch+LArSoft with MAGMA+CUDA backend
- Implement driver code and C++ APIs



# DUNE Near Detector

## Data Reconstruction Development

SLAC



Thanks to your attention!  
Appreciate your patience  
... for food  
... for drink

# DUNE Near Detector Data Reconstruction Development

SLAC



Thanks to your attention!  
Appreciate your patience  
... for food  
... for drink  
... of our family back home

**DUNE Near Detector**

**Simulation & Reconstruction Software**

**SLAC**

**Questions?**

**DUNE Near Detector**

**Simulation & Reconstruction Software**

**SLAC**

**Backup: SCN**

# ML-based LArTPC Data Reconstruction Chain

## Scalability for larger, hi-resolution 3D data

SLAC

“Applying CNN in 3D” is simple, but **is it scalable?**

LArTPC data is generally sparse, but locally dense

CNN applies  
**dense matrix  
operations**

In photographs,  
**all pixels are  
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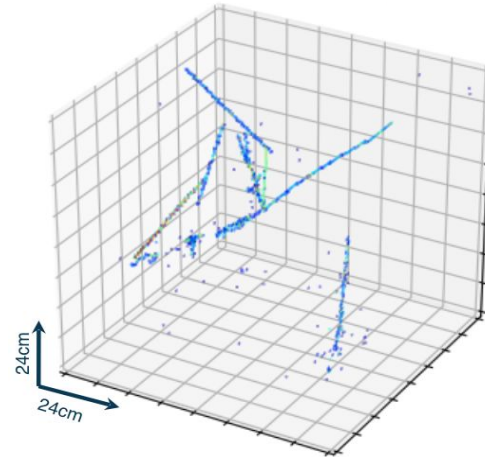
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- **Scalability for larger detectors**

- Computation cost increases linearly with the volume
- But the number of non-zero pixels does not
  - e.g.) A straight muon in cubes with the side 1m and 2m will yield 1m and 2m long tracks respectively ... while total pixel counts increase by x8.



# ML-based LArTPC Data Reconstruction Chain

## Scalability for larger, hi-resolution 3D data

### Submanifold Sparse Convolutional Network (SSCN)

Many variants exist for “*sparse convolution*”, a few are great...

**Submanifold Sparse Convolutions** ([arXiv:1711.10275](https://arxiv.org/abs/1711.10275), CVPR2018)

... by FAIR (<https://github.com/facebookresearch/SparseConvNet>)

**State-of-the-art** for [ShapeNet](https://github.com/facebookresearch/ShapeNet) challenge (3D part segmentation)

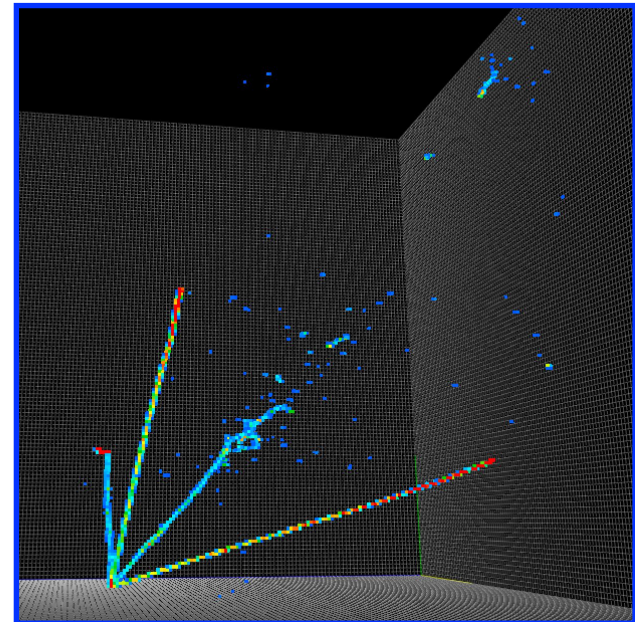
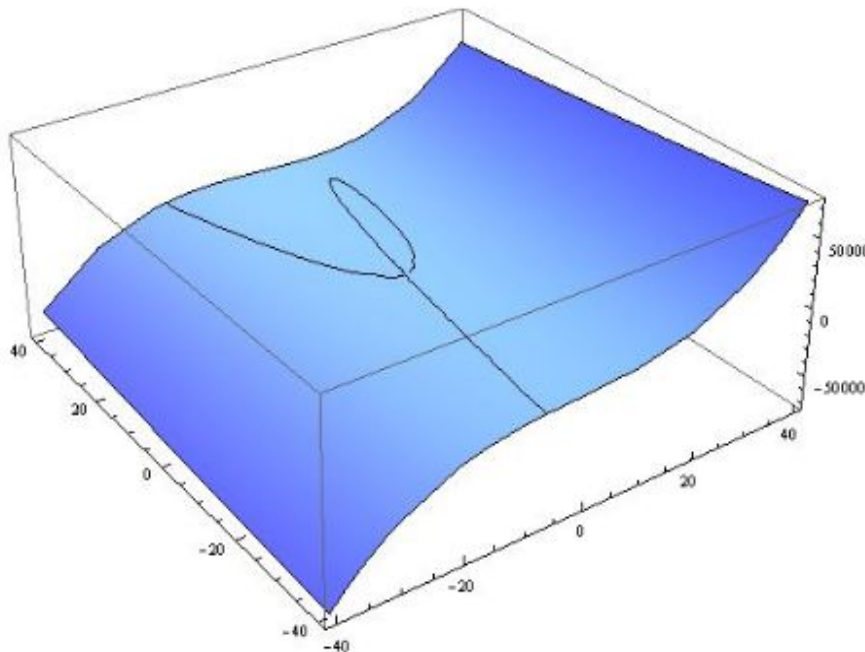


# ML-based LArTPC Data Reconstruction Chain

## Scalability for larger, hi-resolution 3D data

**Submanifold** = *“features in lower effective dimension than the space in which it lives”*

- 2D surface in 3D volume
- 1D line/curve in 2D image or 3D volume

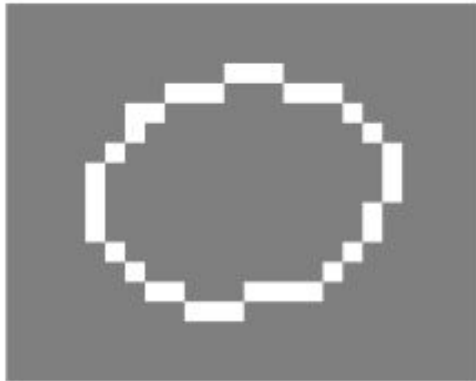


# ML-based LArTPC Data Reconstruction Chain

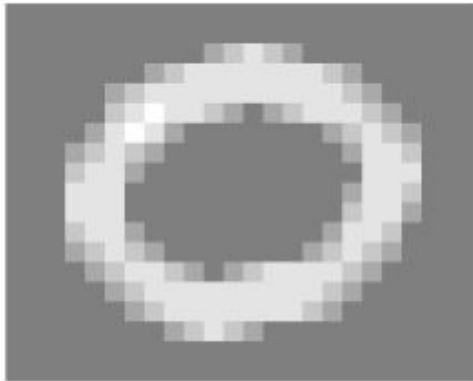
## Scalability for larger, hi-resolution 3D data

### SSCN addresses our challenges

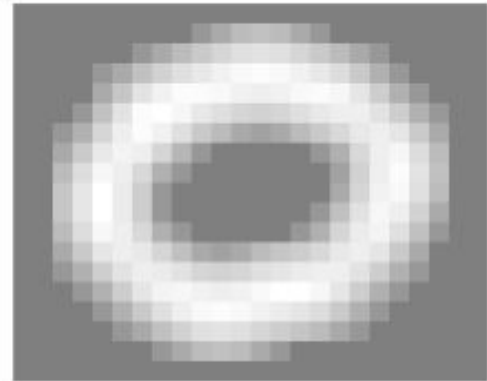
- **Only acts on non-zero pixels**
  - No resource waste by null pixels
  - Computation resource usage scales by non-zero pixel counts
- **No dilation problem** that degrades the network performance
  - “Blurring” effect caused by a standard convolution on sparse data



Input



Dilation  
(after 1st Convolution)



More dilation  
(after 2nd Convolution)

**DUNE Near Detector**

**Simulation & Reconstruction Software**

**SLAC**

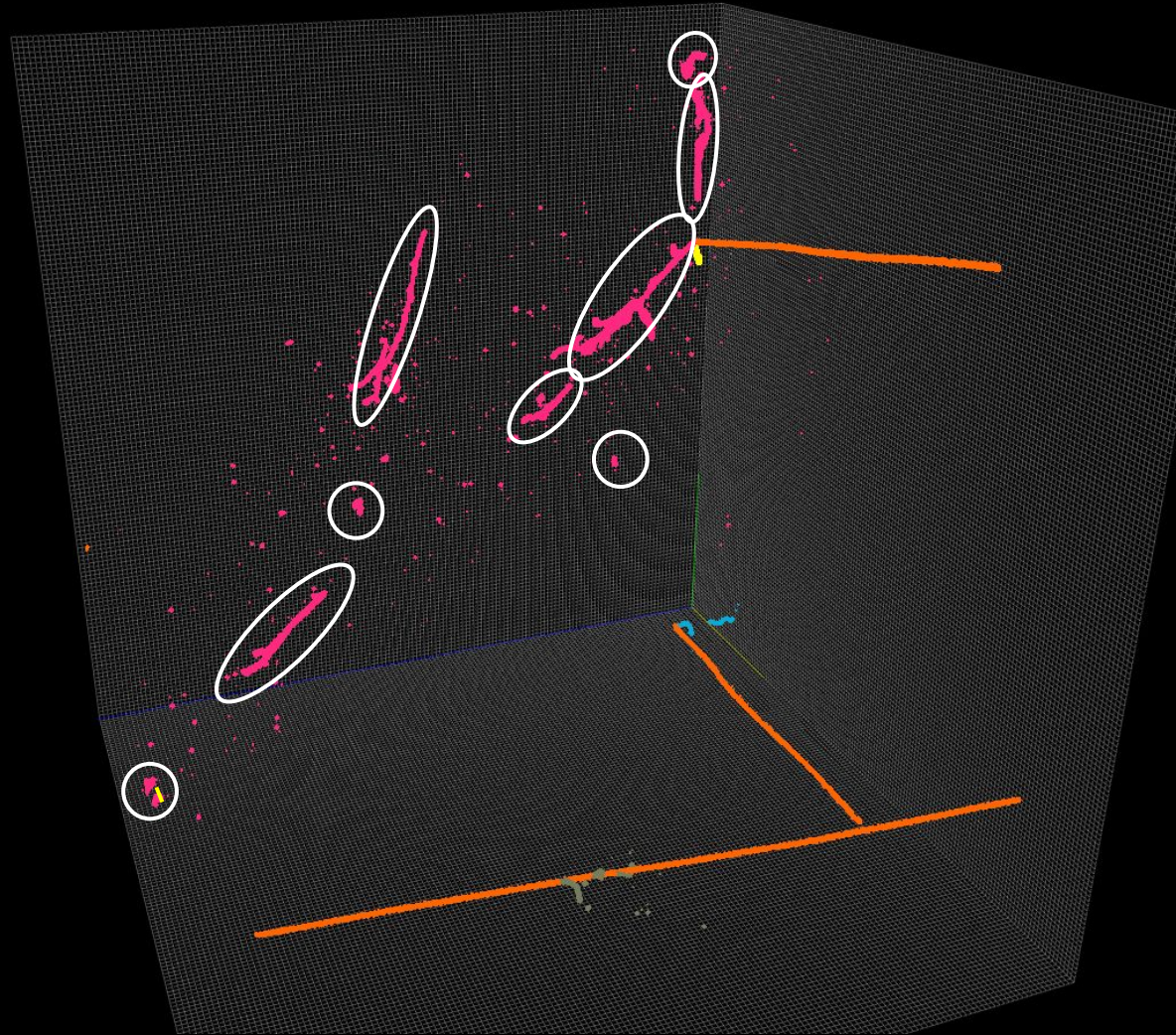
**Backup: Misc**

# DUNE Near Detector

## ML-based Data Reconstruction Development

SLAC

Next step: clustering



# DUNE Near Detector

## ML-based Data Reconstruction Development

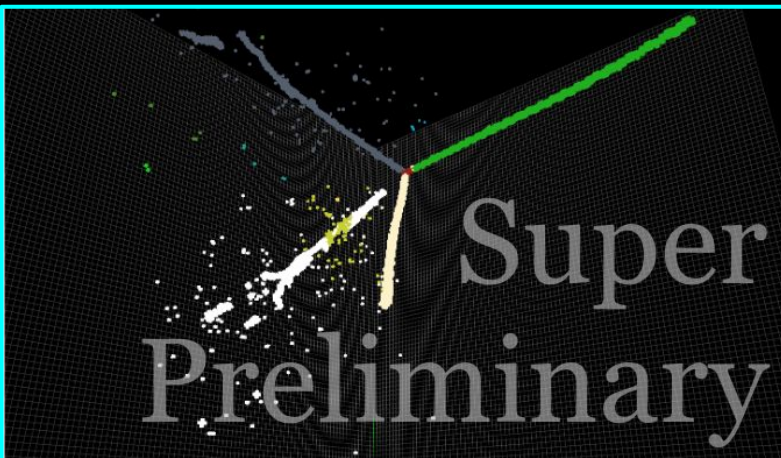
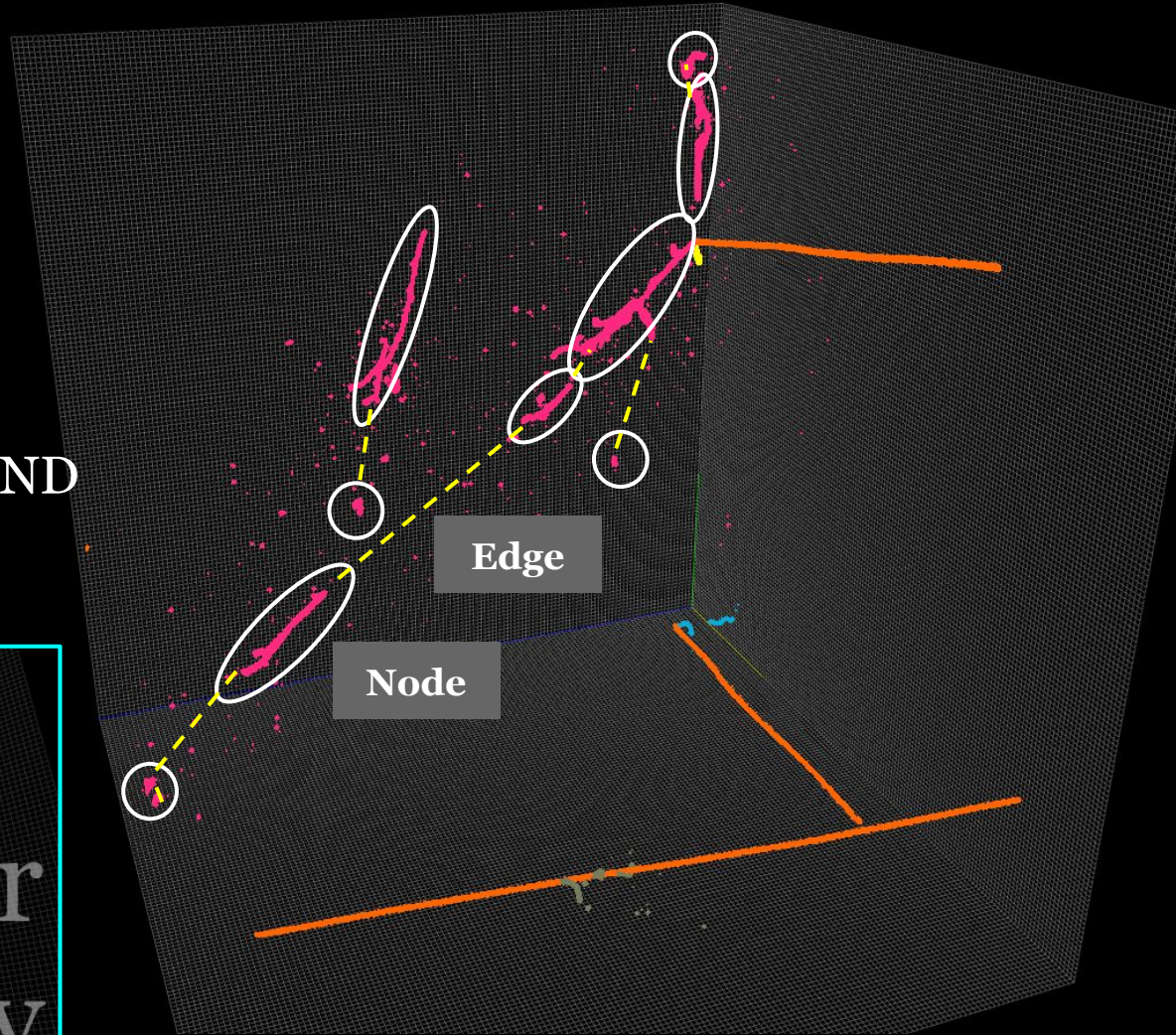
SLAC

**Next step:** clustering

**Approach:** GNN for a generic object-to-object correlation analysis

- **Particle clustering**

A post-doc funded for DUNE-ND under ATLAS-DUNE joint ML-for-Tracking proposal



# DUNE Near Detector

## ML-based Data Reconstruction Development

SLAC

**Next step:** clustering

**Approach:** GNN for a generic object-to-object correlation analysis

- Particle clustering
- Interaction clustering
- PMT-TPC matching

