

Michel Analysis Update

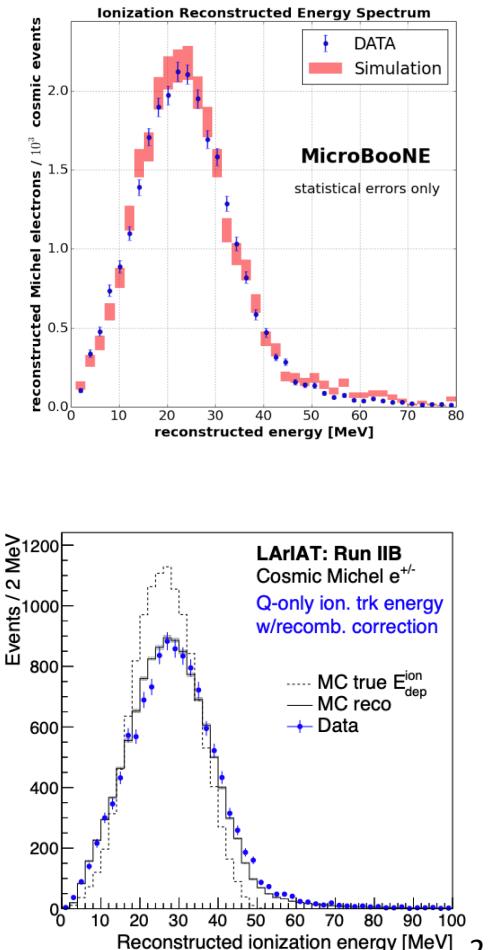
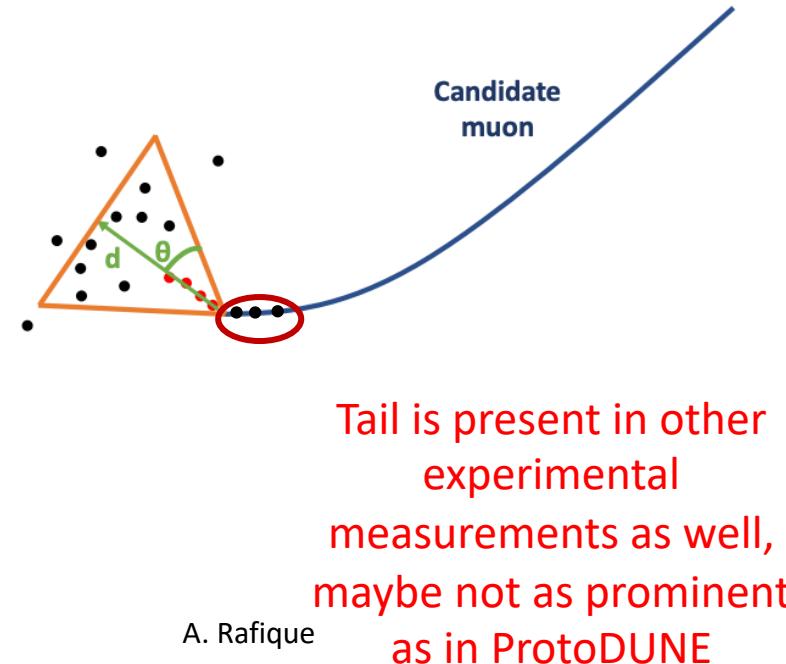
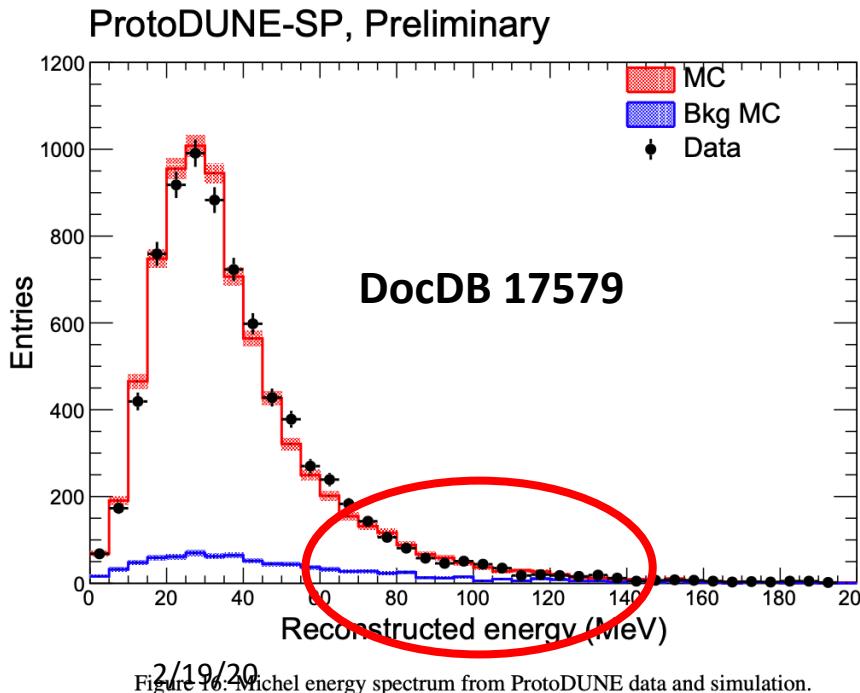
Aleena Rafique, Zelimir Djurcic

ProtoDUNE sim/reco meeting

02/19/2020

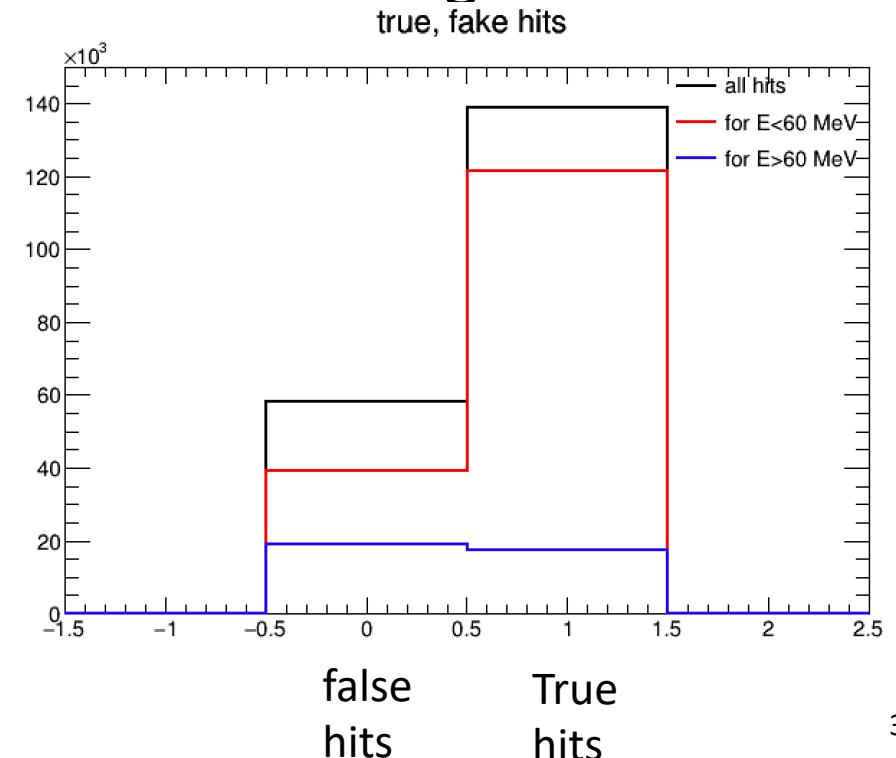
Michel energy spectrum

- DocDB 17579
 - Total Michel energy = cone-only hits energy + additional hits from parent muon
 - Investigating the high energy tail



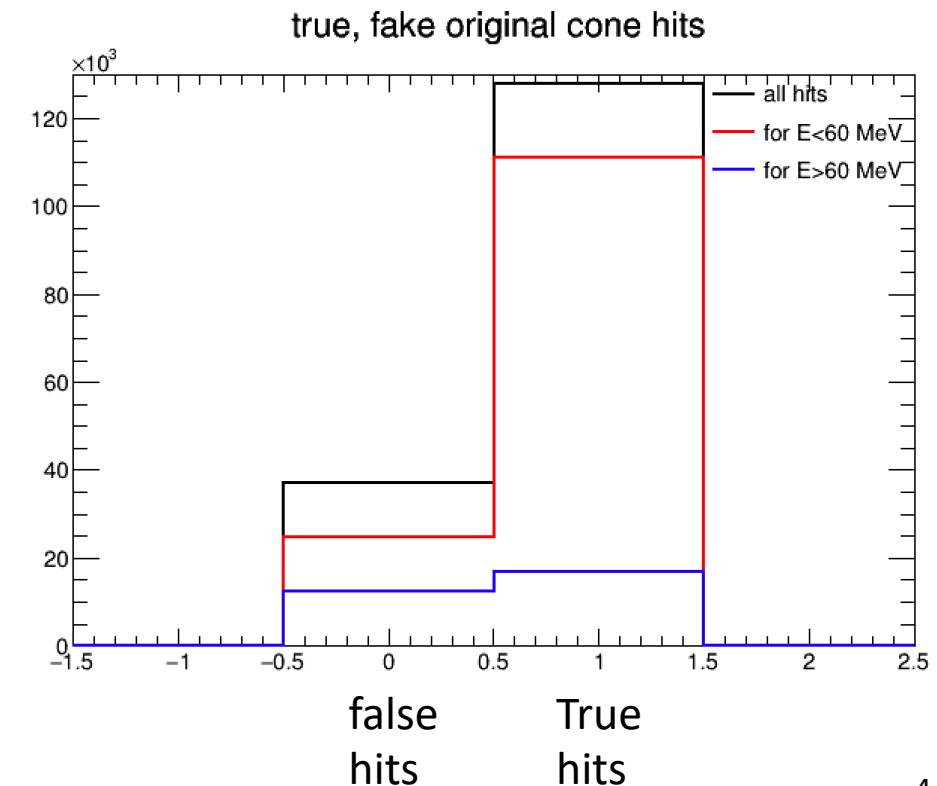
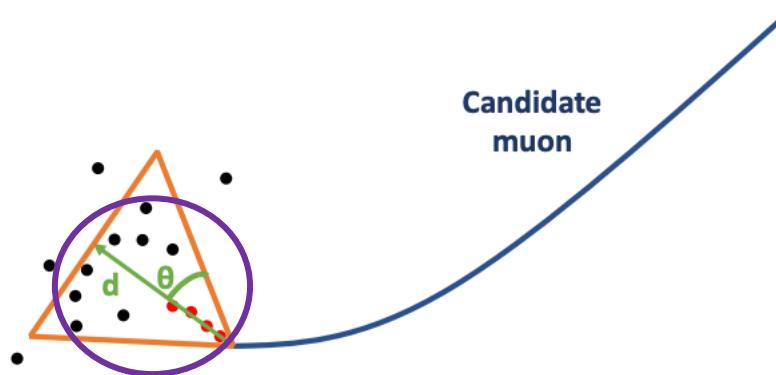
Sample hit purity

- **Event purity** is defined to be the number of selected muons in the sample that decay into true Michels (**89%**)
- Now looking at **hit purity** (selected reco hits that belong to the true Michels) (**70%**)
- Hit purity for events with
 - $E < 60$ MeV: **77%**
 - $E \geq 60$ MeV: **45%**



Sample hit purity including cone-only hits

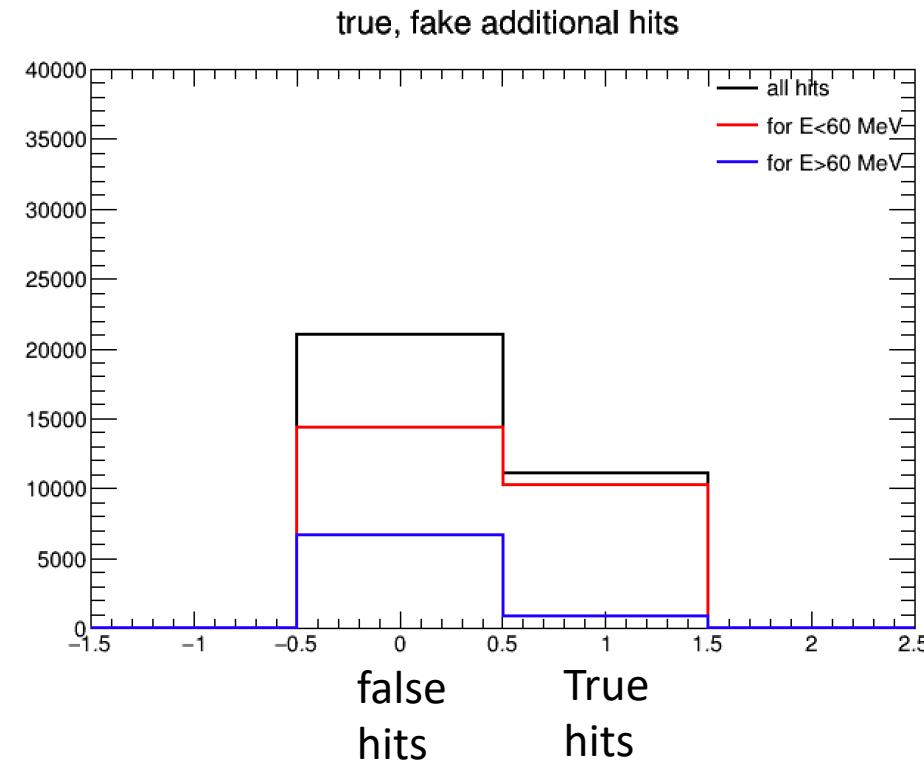
- Sample hit purity using cone-only hits (without adding any hits from parent muons) (**77%**)
- Hit purity for events with
 - $E < 60$ MeV: **82%**
 - $E \geq 60$ MeV: **59%**



Sample hit purity using additional hits from parent muon

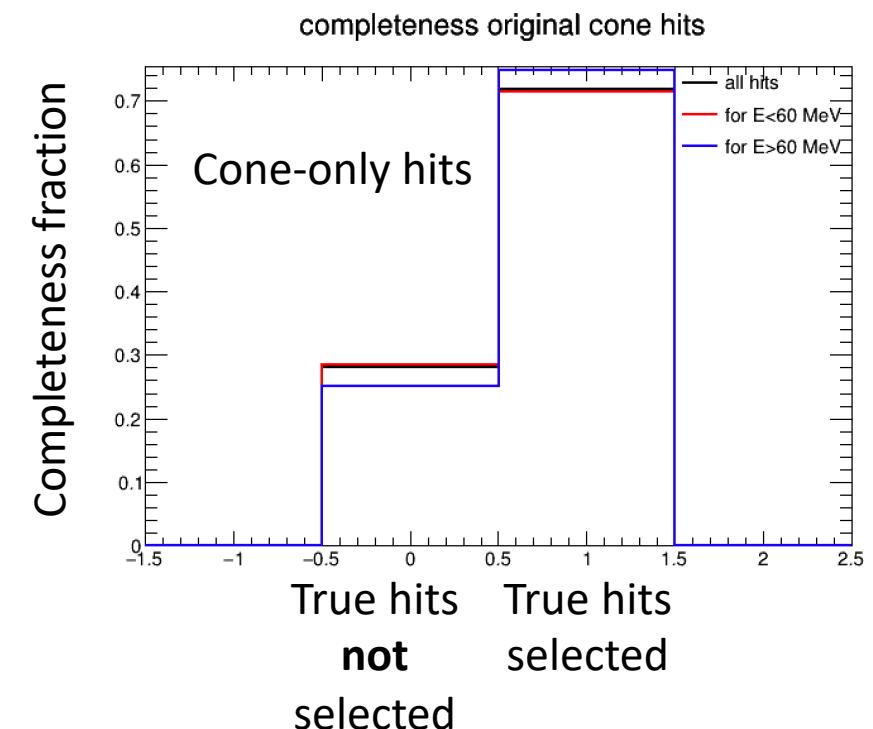
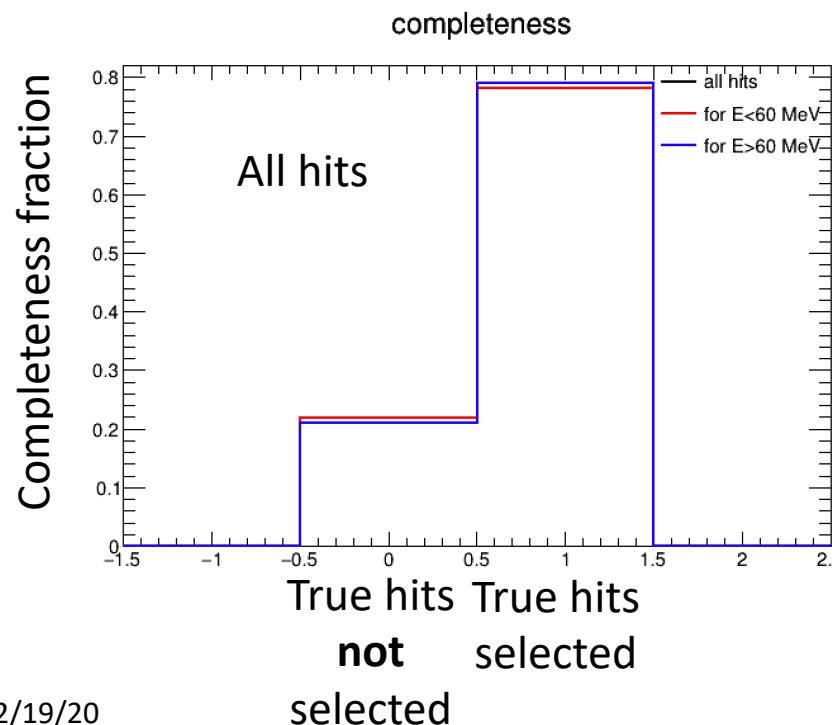
- Sample hit purity using additional hits from parent muons)(**35%**)
- Hit purity for events with
 - $E < 60$ MeV: **40%**
 - $E \geq 60$ MeV: **15%**

Most of the additional muon hits are **not true**
Michel hits

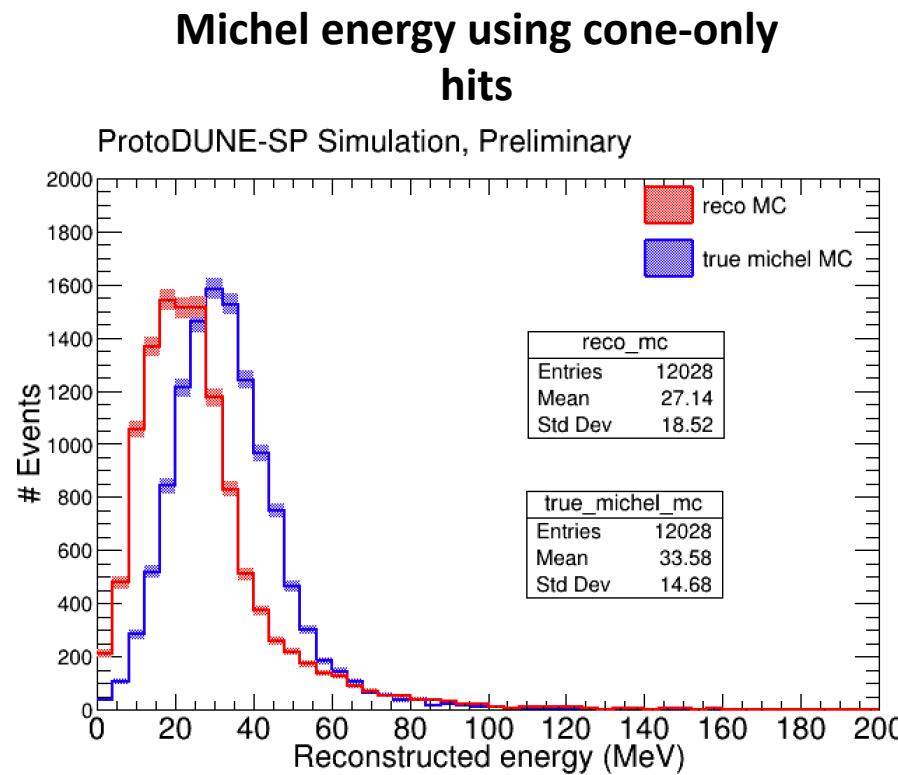


Completeness

- Completeness: True Michel hits selected/True Michel hits total
- Completeness for “all hits” ~80% and “cone-only hits” ~75%



Michel reconstructed cone-only energy

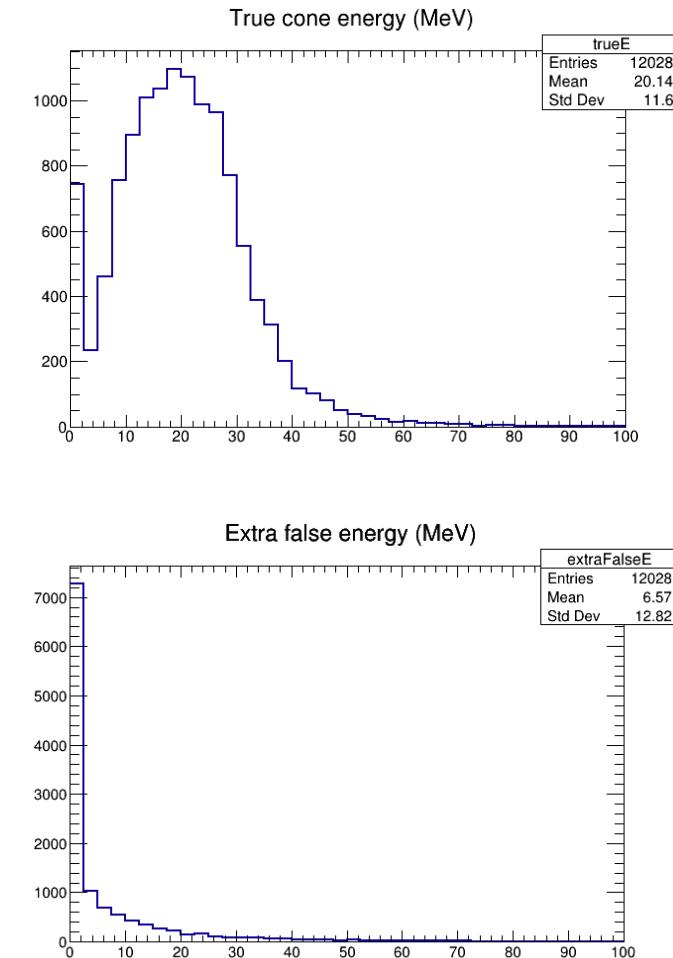
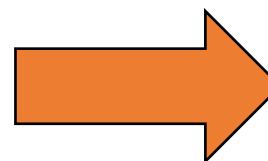


Red distribution consists of “True Michel hits + false hits”

No tail: It mostly comes from additional parent muon hits

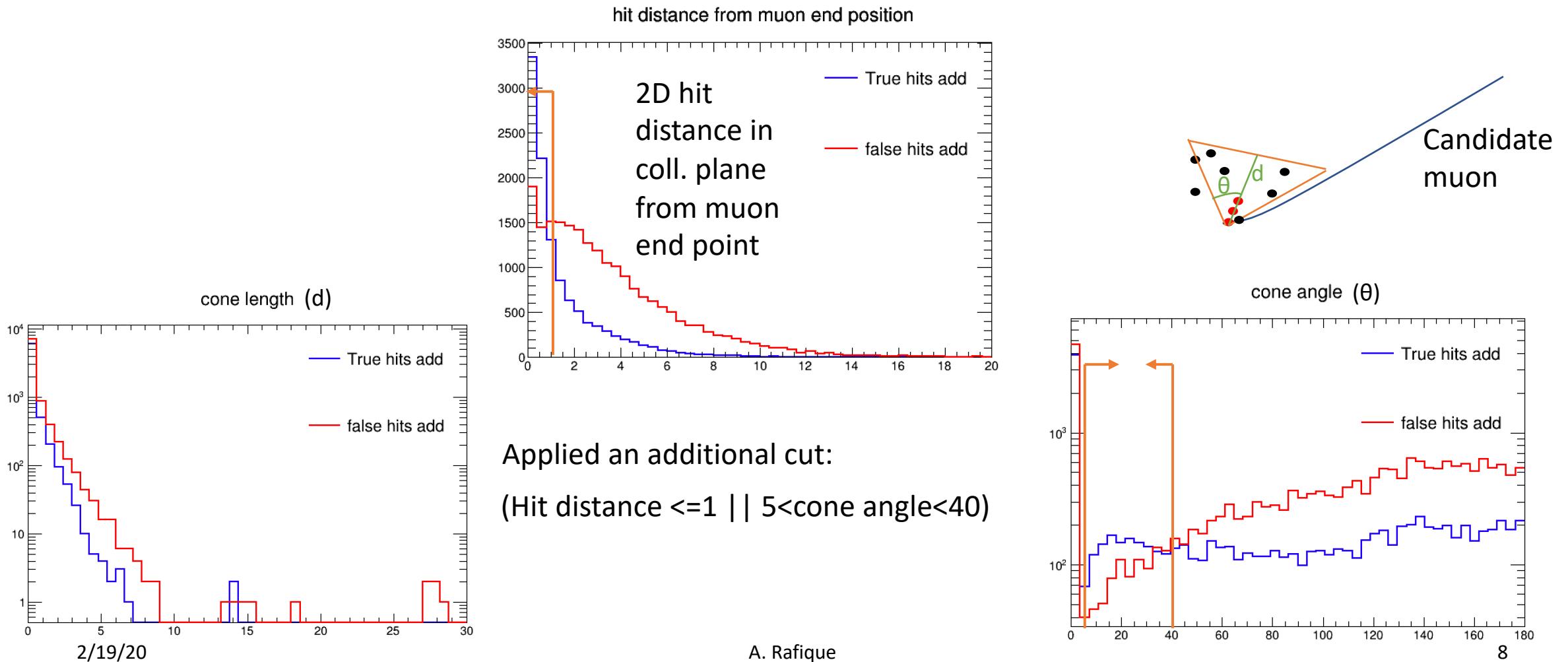
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A. Rafique



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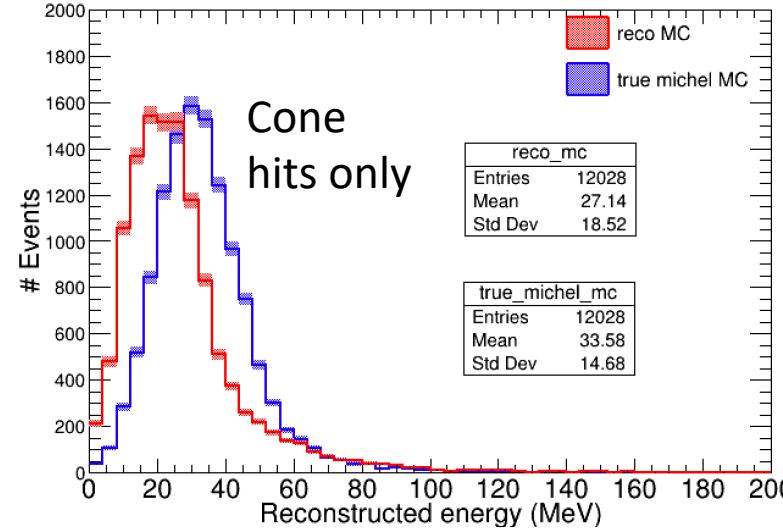
Additional muon hits properties



New Michel energy spectrum

Before applying new cuts

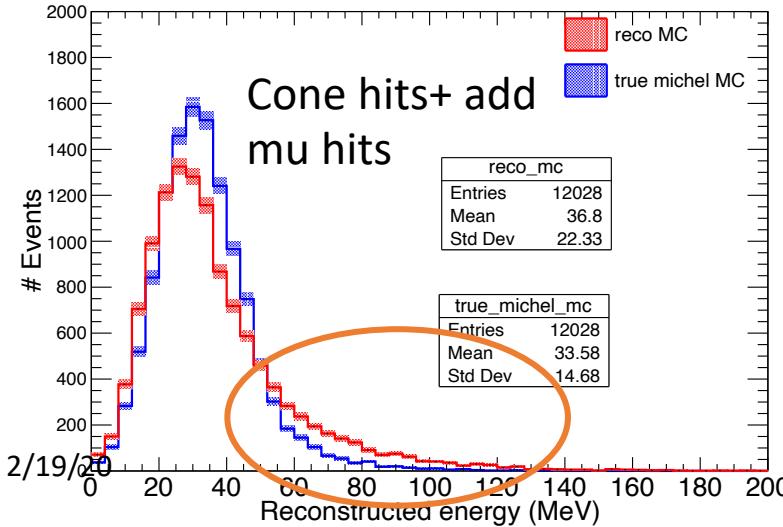
ProtoDUNE-SP Simulation, Preliminary



From slide 7

Cone
hits only

ProtoDUNE-SP Simulation, Preliminary

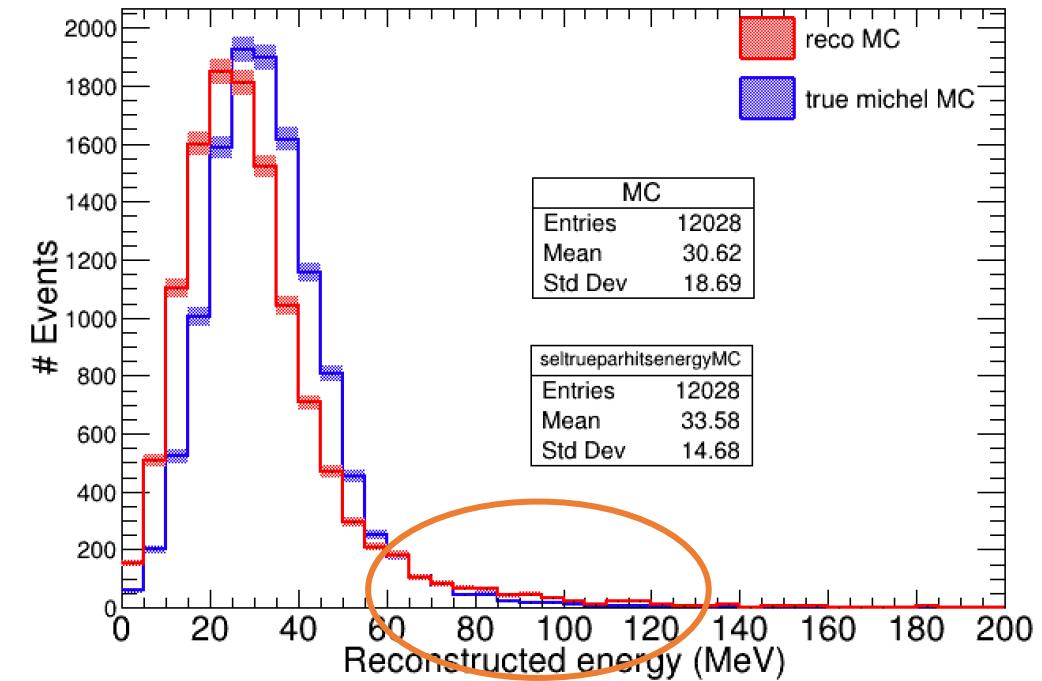


DocDB
17579

Cone hits+ add
mu hits

After applying new cuts

ProtoDUNE-SP Simulation, Preliminary

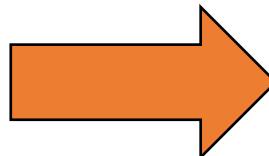
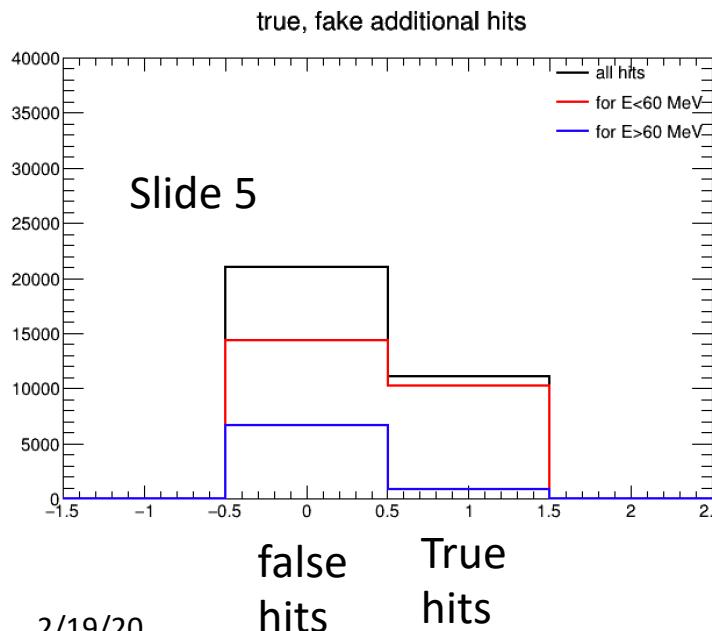


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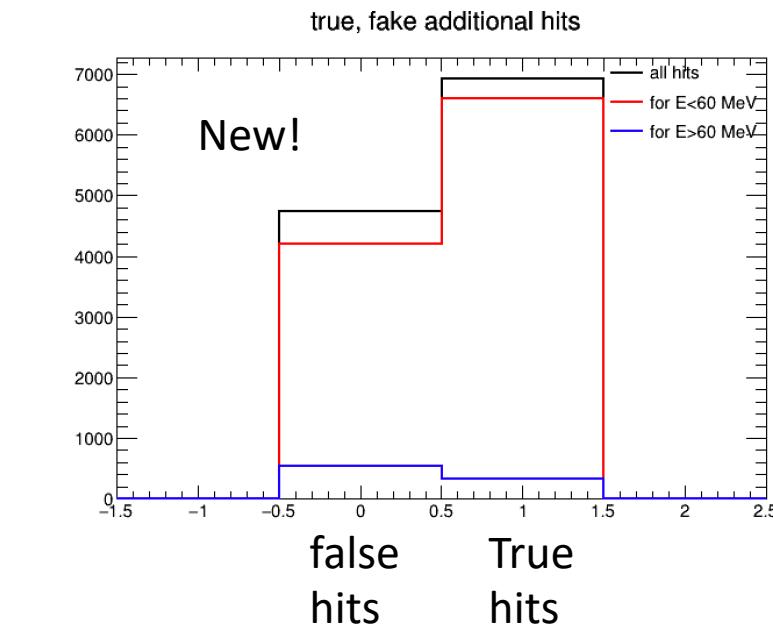
Better agreement without
having any long tail

Updated additional hits purity

- Hit purity total (**35%**)
- Hit purity for events with
 - $E < 60$ MeV: **40%**
 - $E \geq 60$ MeV: **15%**
- Hit purity total (**59%**)
- Hit purity for events with
 - $E < 60$ MeV: **61%**
 - $E \geq 60$ MeV: **40%**

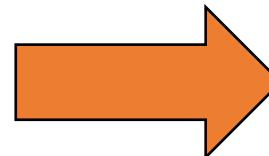
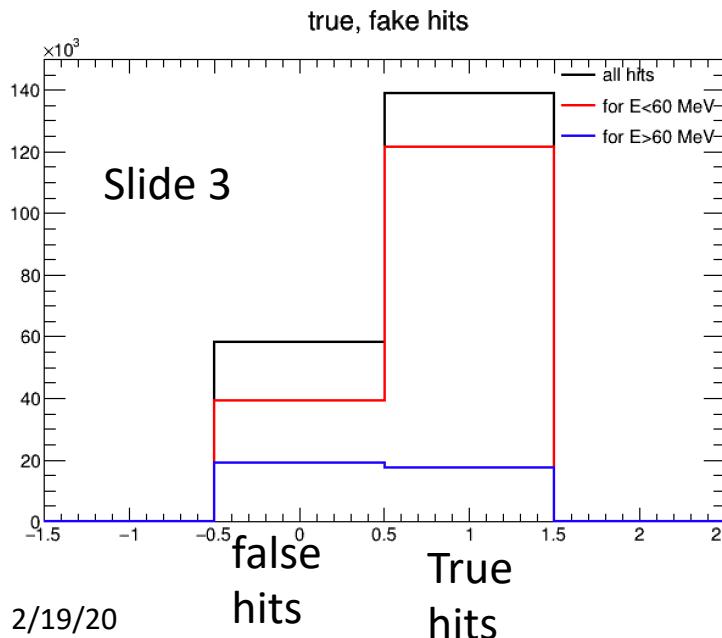


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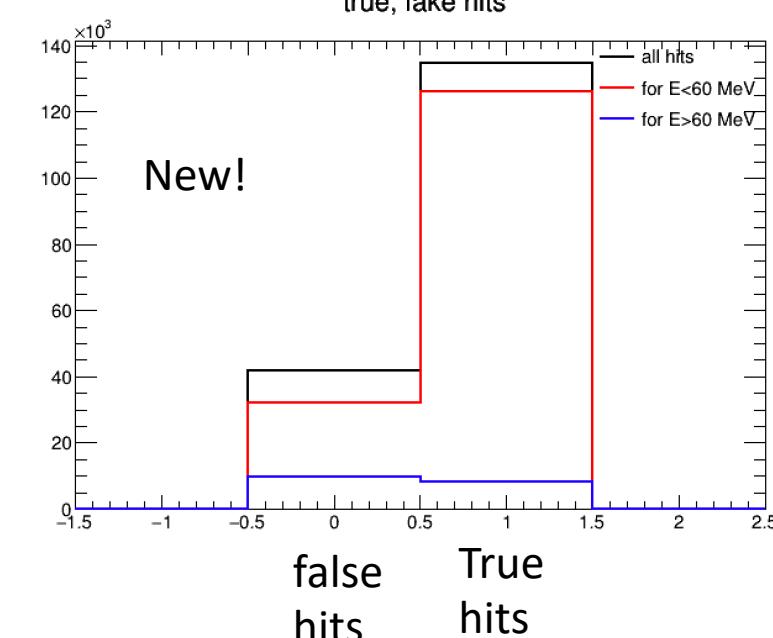


Updated total hit purity

- Hit purity (**70%**)
- Hit purity for events with
 - $E < 60$ MeV: **77%**
 - $E \geq 60$ MeV: **45%**
- Hit purity (**76%**)
- Hit purity for events with
 - $E < 60$ MeV: **80%**
 - $E \geq 60$ MeV: **45%**

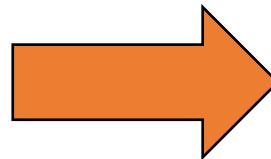
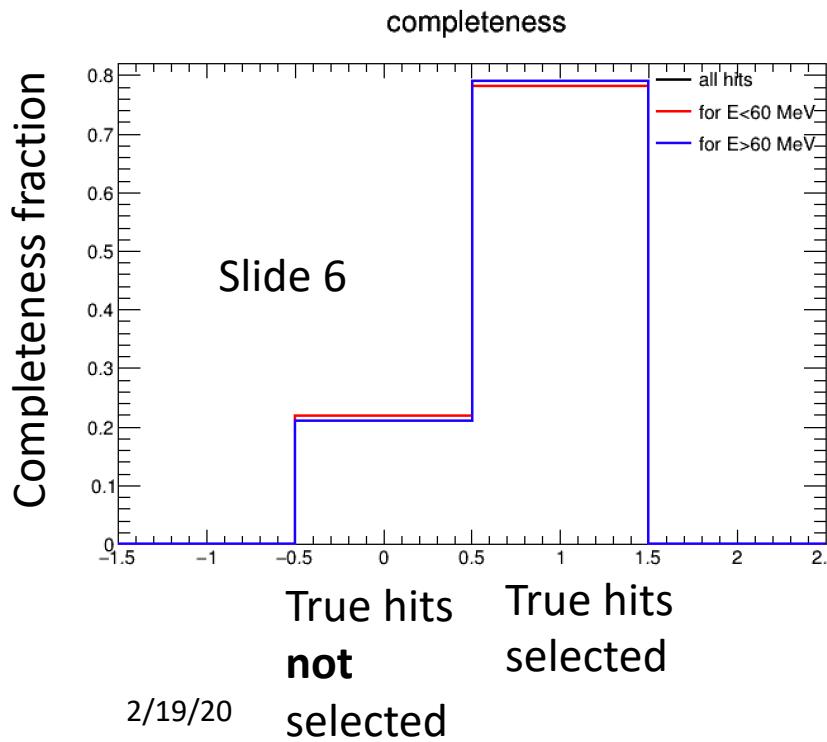


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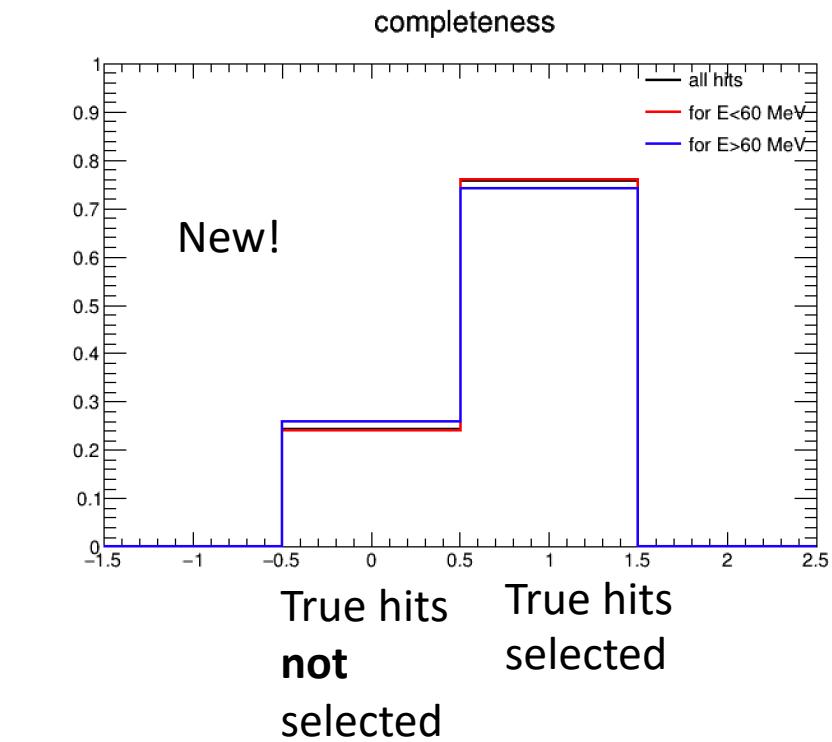


New total hit completeness

- Hit completeness (80%)
- Hit completeness (76%)



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Michel energy data and MC comparison

ProtoDUNE-SP, Preliminary

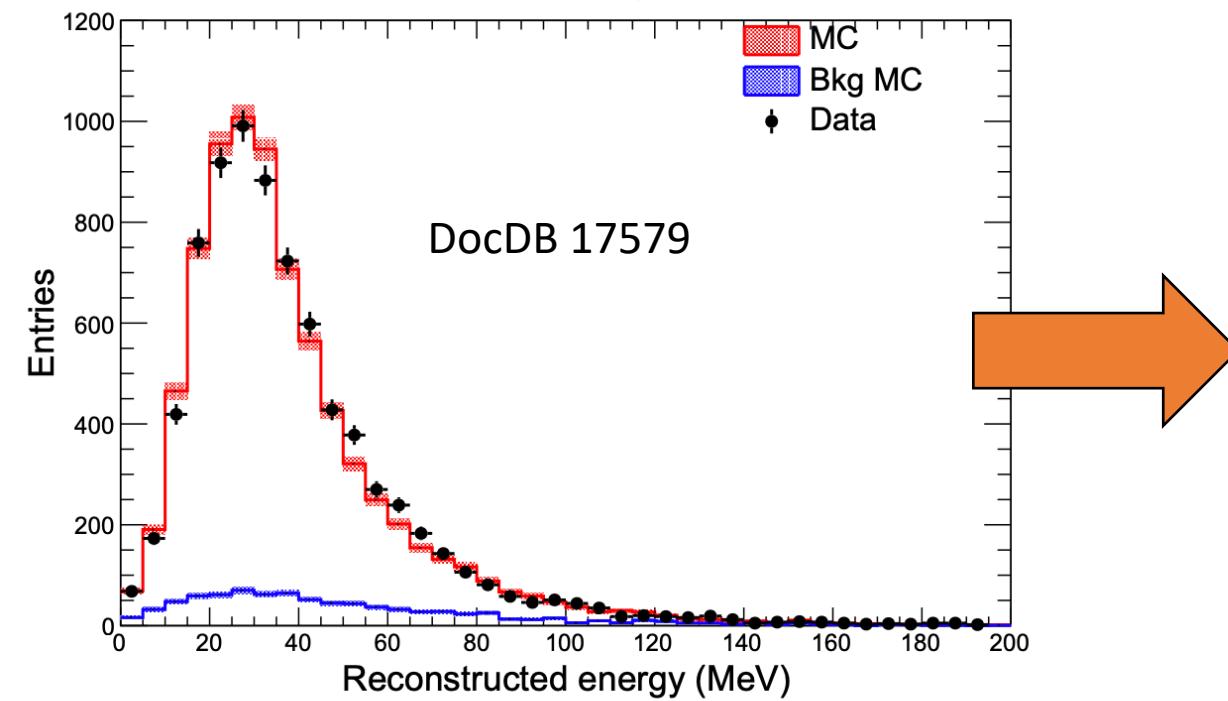
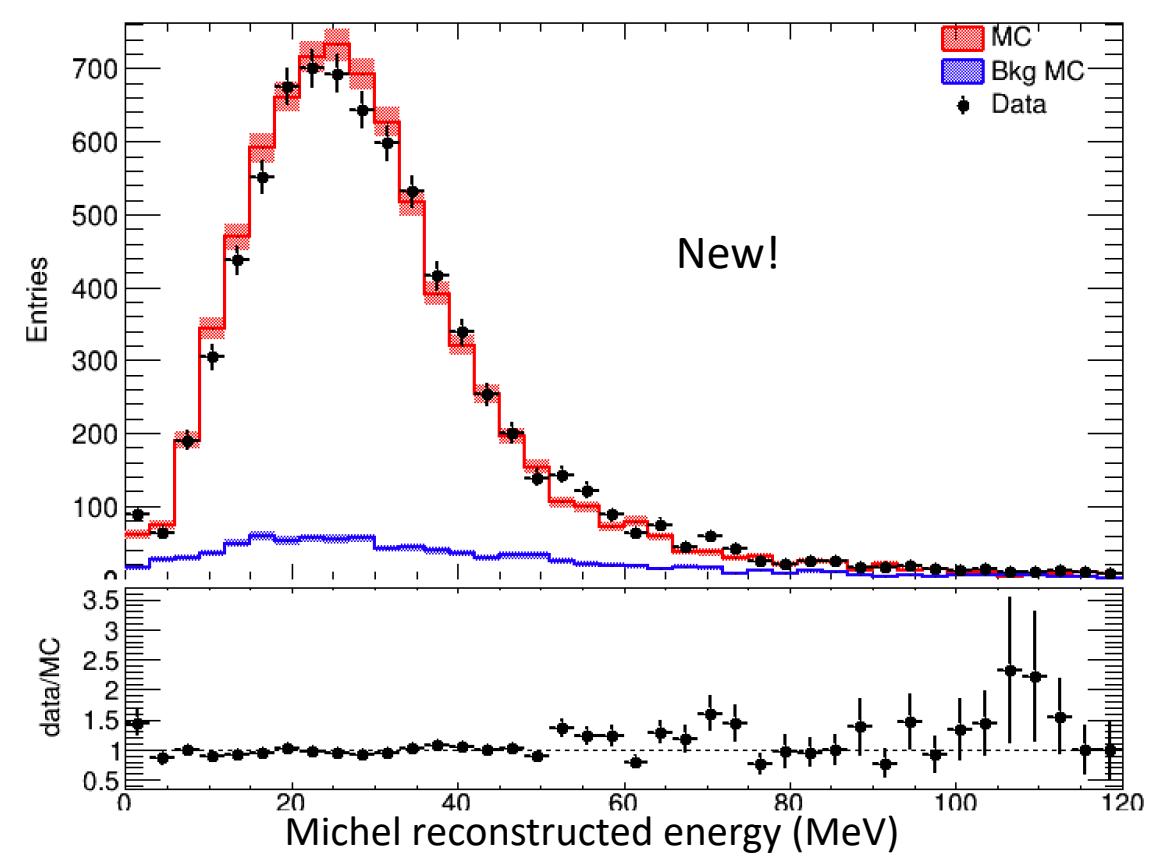


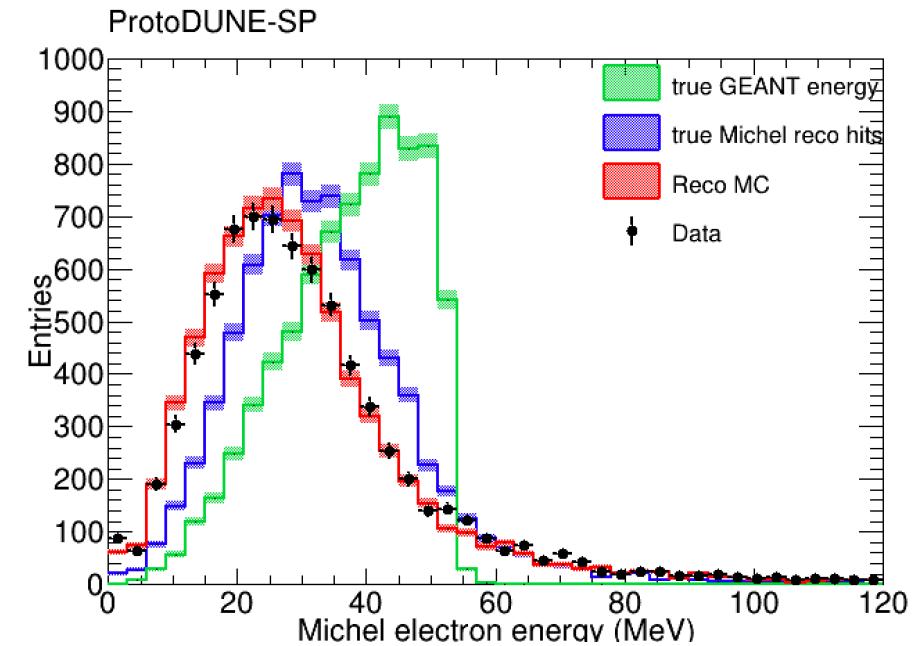
Figure 16: Michel energy spectrum from ProtoDUNE data and simulation.

ProtoDUNE-SP



Michel Energy calculations

- True energy:
 1. True GEANT energy:
 - Using “simb::MCParticle.E()”
 - Without any detector dependence, no hit information involved. It’s a total energy of Michel directly from GEANT.
 2. True Michel reco hits:
 - Reconstructed energy of a **true** Michel electron
 - Obtained by looping over all reconstructed hits of a **true** Michel of an event. Then applying reconstructed energy calibrations to convert hit charge into energy.
- Reconstructed energy:
 - Obtained by constructing a cone and assuming all hits in the cone belong to Michel electrons also by adding a few additional parent muon hits. Then applying reconstructed energy calibrations to convert hit charge into energy.
 - Adding detector simulation and calorimetric effects changes the **true GEANT energy** to **true Michel reco hits energy**



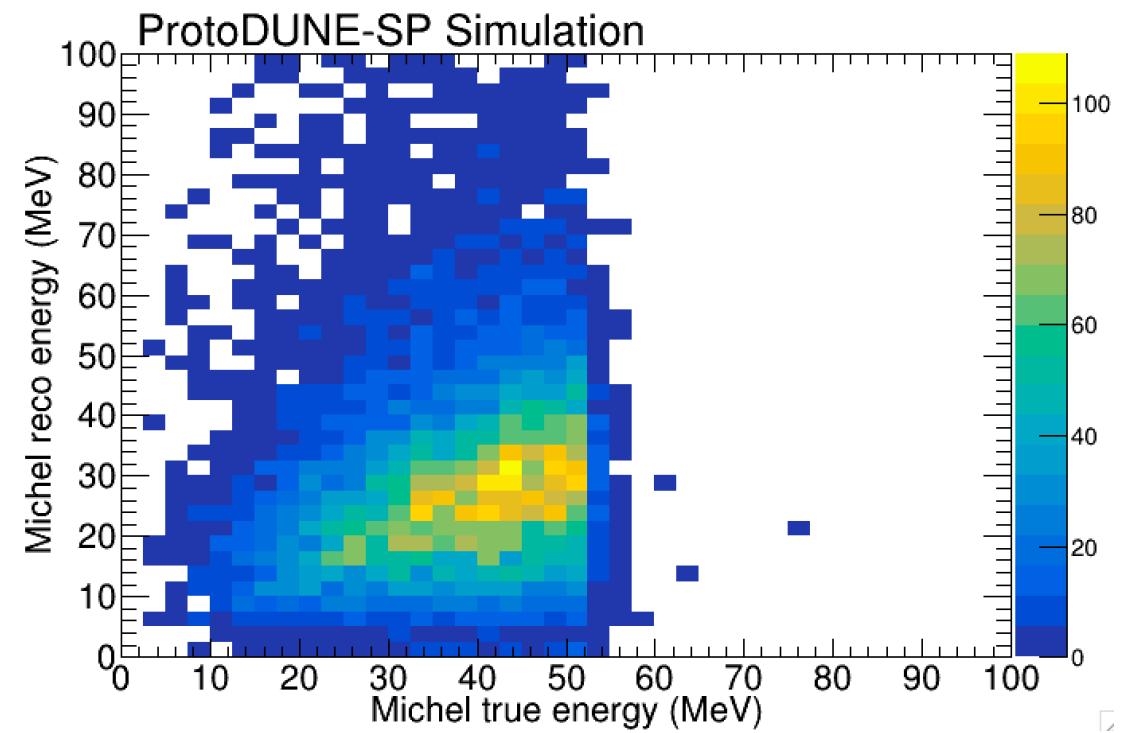
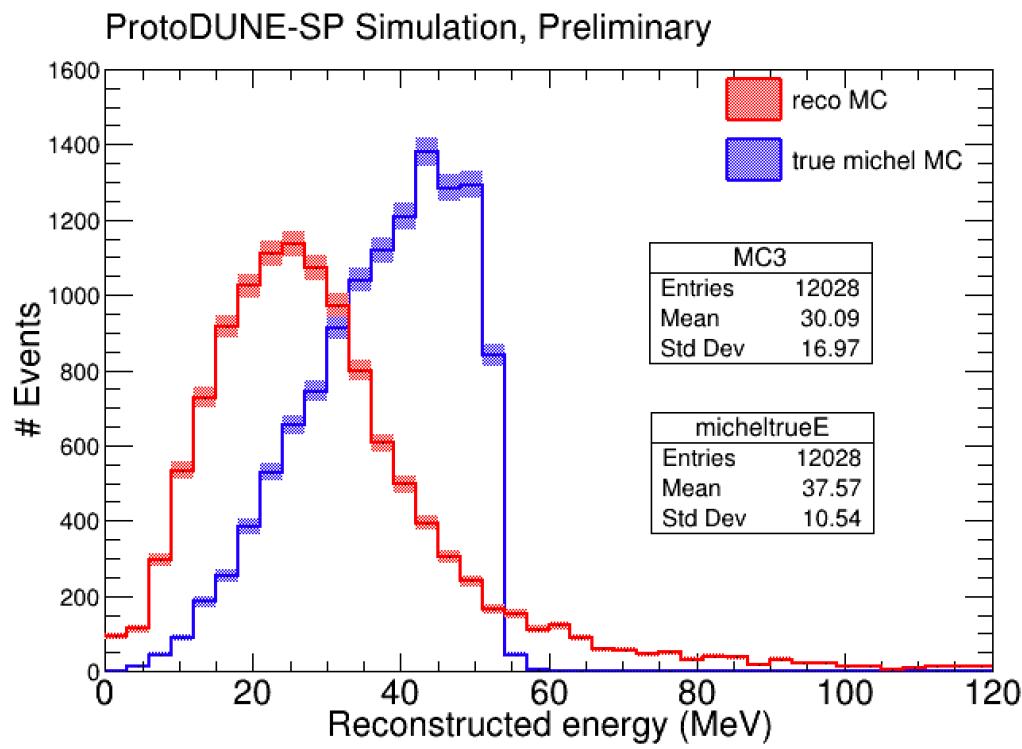
After adding all detector simulation, calorimetric and reconstruction effects to both data and MC, we observe a very good agreement. This indicates that the simulation is modeling the physics of muon decay and Michel electron propagation in liquid argon correctly.

Scope of the Michel paper

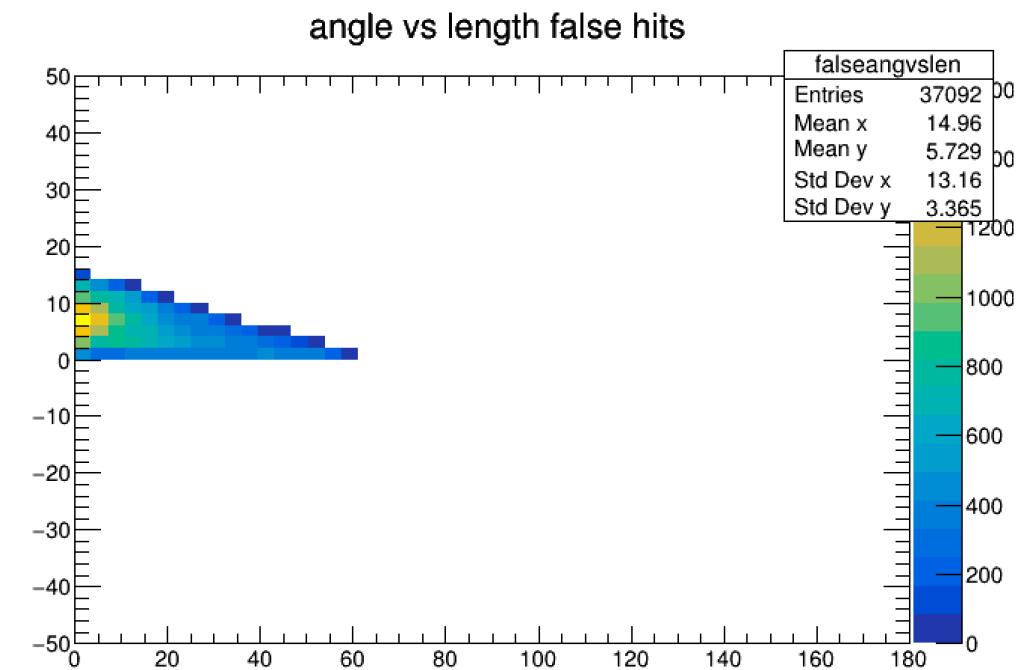
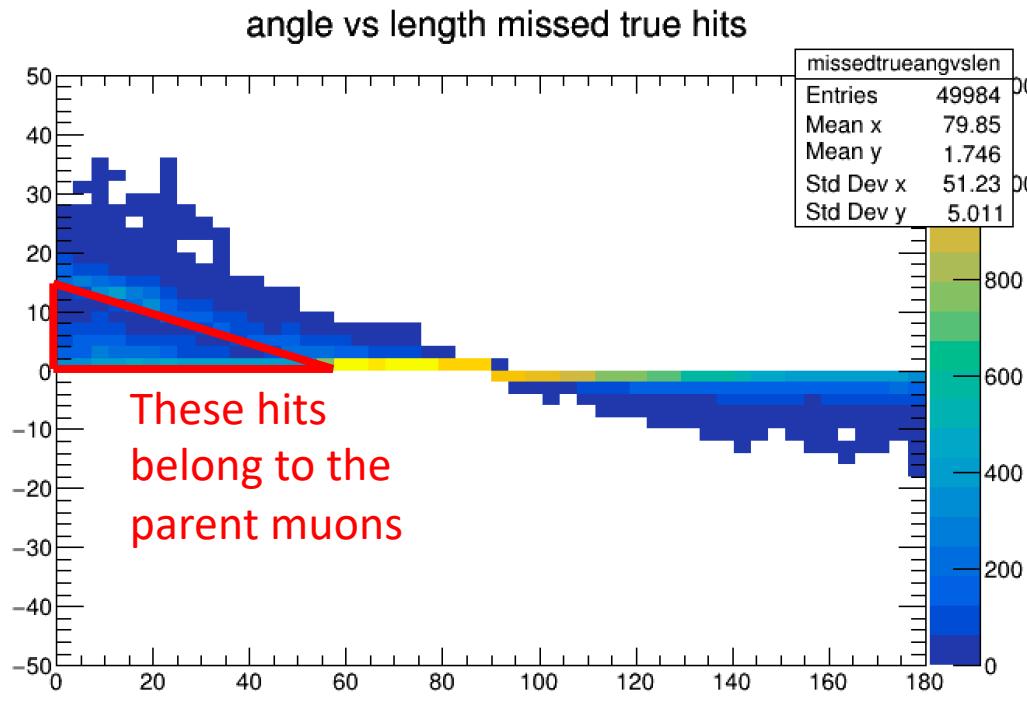
- Suggested content
 - 1. Reconstruction of Michel electrons using MC in ProtoDUNE
 - 2. Compare simulation with ProtoDUNE data
 - 3. Energy resolution studies
 - 4. Perform systematic studies to understand sources of finite resolution
 - by changing various parameters slightly (~10%) such as calibration const, normalization factor, xyz corrections, recombination const etc, and a few selection cut parameters.
 - Other suggestions?

backup slides

Michel true energy directly from GEANT

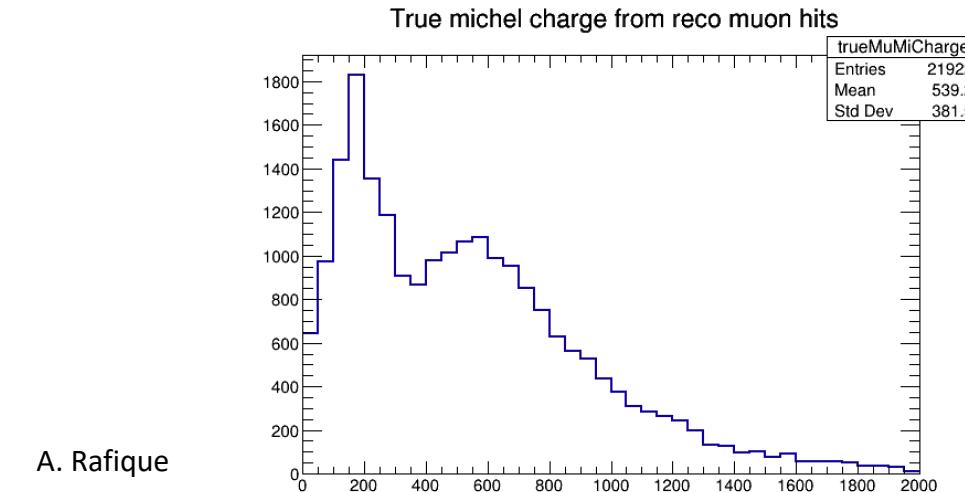
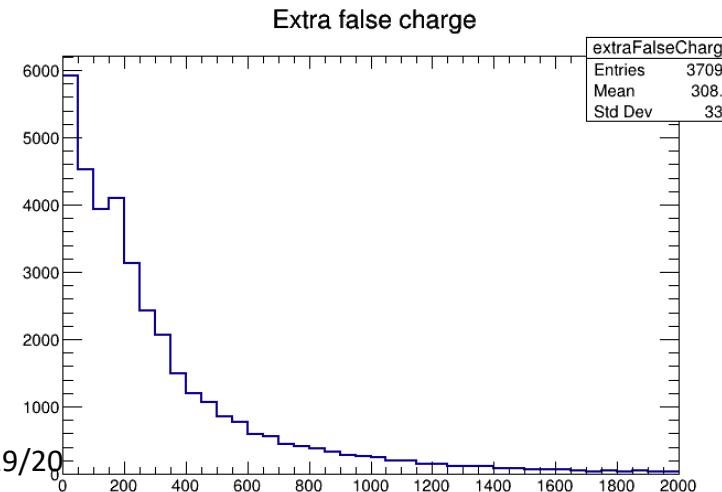
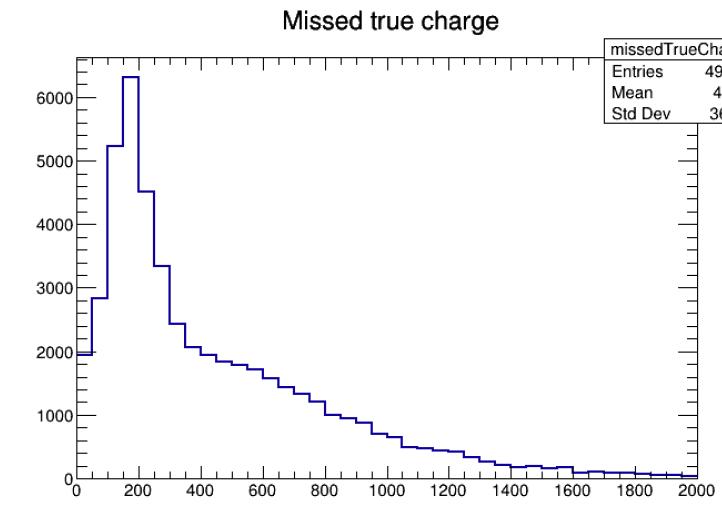
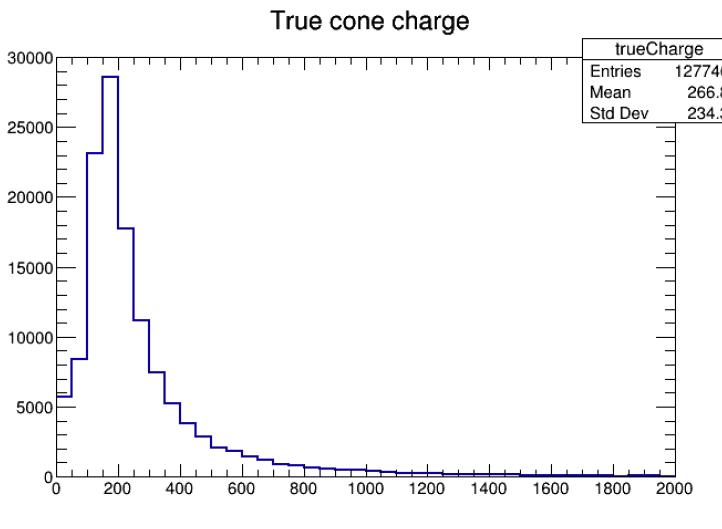


Cone angle vs cone length

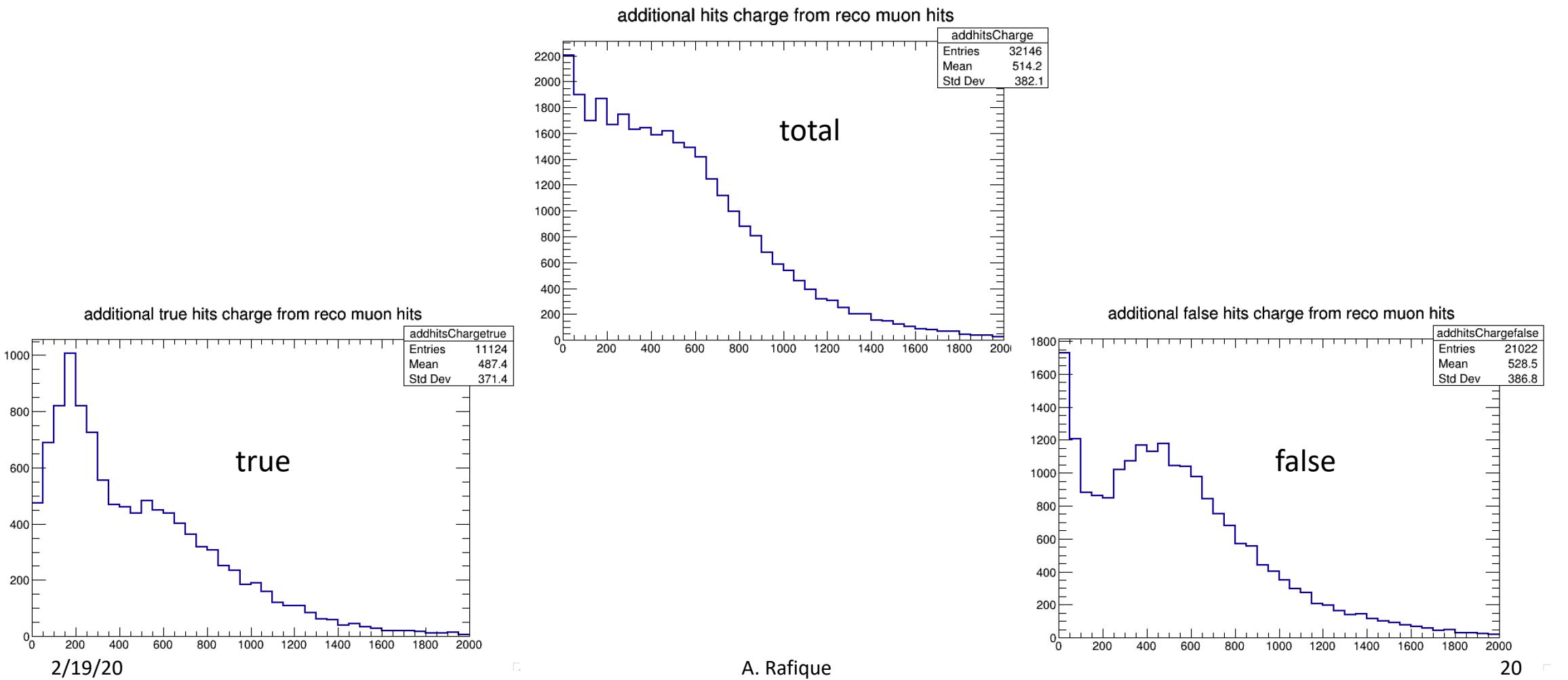


Look at muon last few hits
and find a better solution to
find more true hits

Hit charge

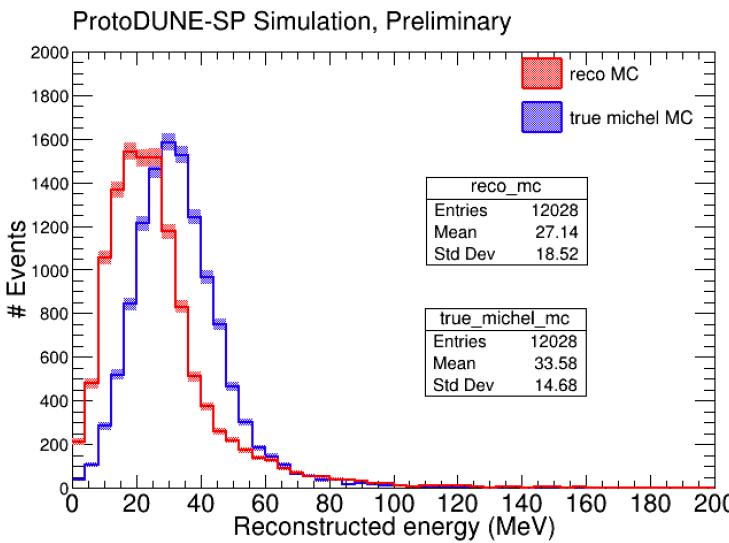


Hit charge (cont.)



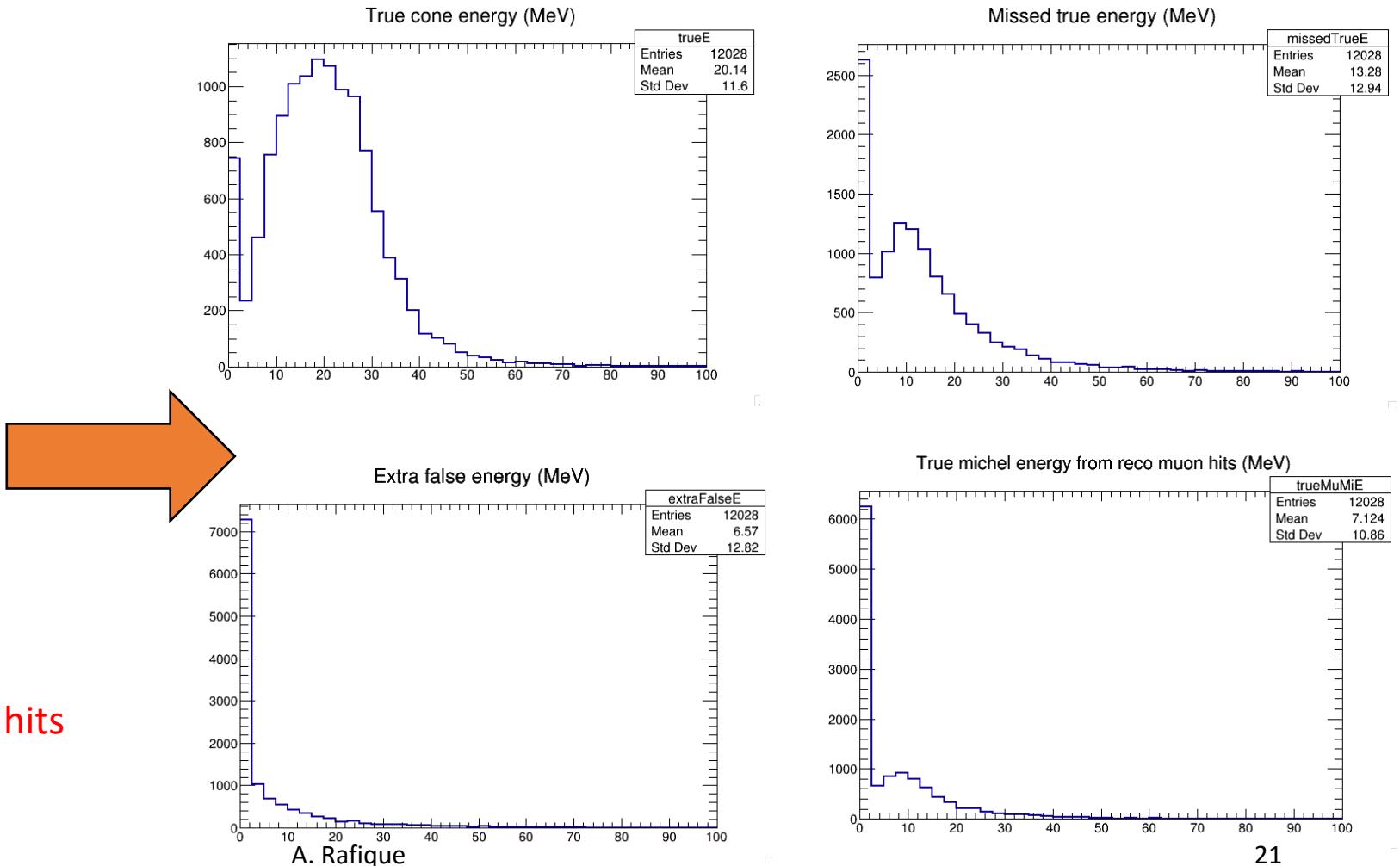
Michel reconstructed cone-only energy

Without adding any hits from muons



Red distribution consists of “True Michel hits + false hits ”

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How to analyze data in DUNE/ProtoDUNE

- A reconstructed file contains all the information, but it is hard to know what variables are stored until you write an analyzer module and run the module over an input reco root file.
- First make a directory in .../src/dunetpc/dune (remember to add the directory in the parent CMakeLists.txt)
- This directory should contain at least three files: analyzer module itself with extension .cc; a fhicl file that is used to run the module with extension .fcl; and a CMakeLists.txt that you can copy from other similar directories
- Example directory is here:
`/dune/app/users/arafique/v08_30_02/srcs/dunetpc/dune/DiffTPCPDStime/`
- You need to add/modify “DiffTPCPDStime_module.cc” after copying it to your local area on dune gpvm.
- A typical module file contains a bunch of includes and classes. You can add more to it.
- To run a module, do:

```
lar -c <fhich_file.fcl> -s <input_reco_file.root>
```

Extracting hit-related information

```
// * hits
art::Handle< std::vector<recob::Hit> > hitListHandle;
std::vector<art::Ptr<recob::Hit> > hitlist;
if (evt.getByLabel(fHitsModuleLabel,hitListHandle))
    art::fill_ptr_vector(hitlist, hitListHandle);

const size_t NHits = hitlist.size(); // number of hits

for (size_t i = 0; i < NHits; ++i)
{ // loop over hits
    fData->hit_channel[i] = hitlist[i]->Channel();
    fData->hit_tpc[i] = hitlist[i]->WireID().TPC;
    fData->hit_plane[i] = hitlist[i]->WireID().Plane;
    fData->hit_wire[i] = hitlist[i]->WireID().Wire;
    fData->hit_peakT[i] = hitlist[i]->PeakTime();
    fData->hit_charge[i] = hitlist[i]->Integral();
    fData->hit_ph[i] = hitlist[i]->PeakAmplitude();
    fData->hit_startT[i] = hitlist[i]->PeakTimeMinusRMS();
    fData->hit_endT[i] = hitlist[i]->PeakTimePlusRMS();
    fData->hit_rms[i] = hitlist[i]->RMS();
    fData->hit_goodnessOfFit[i] = hitlist[i]->GoodnessOfFit();
    fData->hit_multiplicity[i] = hitlist[i]->Multiplicity();
}
```

- You can also see what hit-related variables are stored in “recob::Hit” by looking at https://nusoft.fnal.gov/larsoft/doxsvn/html/classrecob_1_1Hit.html

How to analyze data in ProtoDUNE

- Look at ProtoDUNE data:
[https://wiki.dunescience.org/wiki/Look at ProtoDUNE SP data](https://wiki.dunescience.org/wiki/Look_at_ProtoDUNE_SP_data)
- ProtoDUNE datasets: [https://wiki.dunescience.org/wiki/ProtoDUNE-SP datasets](https://wiki.dunescience.org/wiki/ProtoDUNE-SP_datasets)
- List of variables that can be looked at:
https://cdcv.sfnal.gov/redmine/projects/uboonecode/wiki/AnalysisTree_variables#Flash-information