

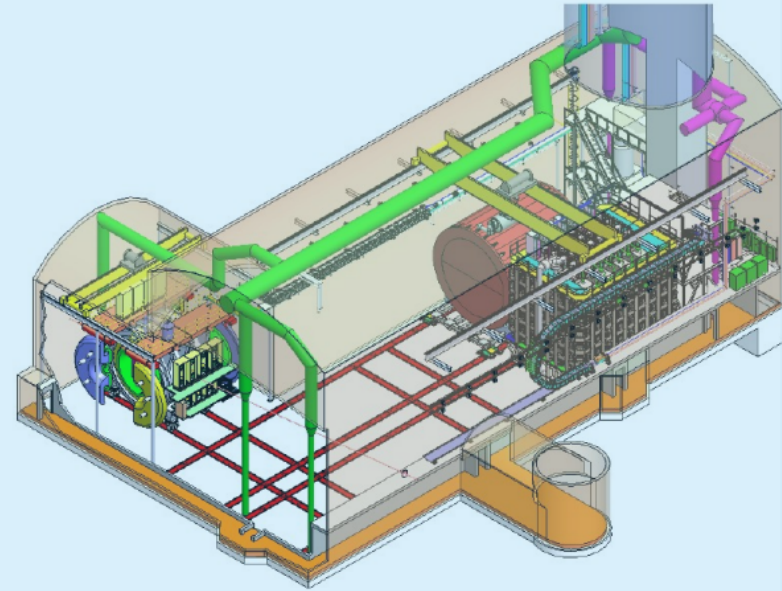
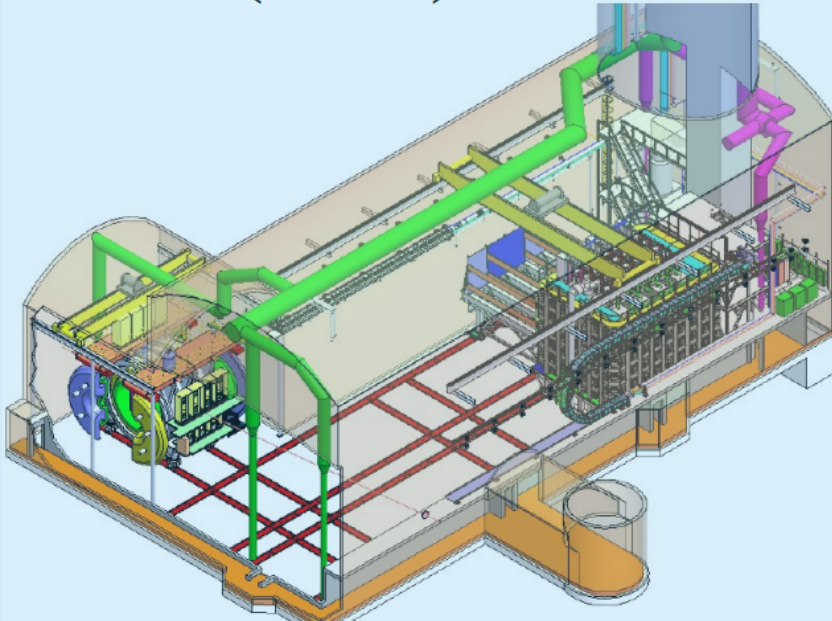
# Pandora ND future plans and validation

# Future Plans for ND Reco.

- My laptop broke yesterday, so these slides have been hastily recreated.
  - Apologies if they're not the finest design you've ever seen.
- The DUNE ND complex is, uh, complex.
  - Lots of new challenges for reconstruction.
- Pandora is extremely well developed and validated for 3x2D readout LArTPCs.
  - But the ND doesn't have one of those.
  - Although right now we pretend.
- Need new development for additional subsystems.
  - And matching between them.
- Everything everywhere all at once.

# DUNE ND Complex

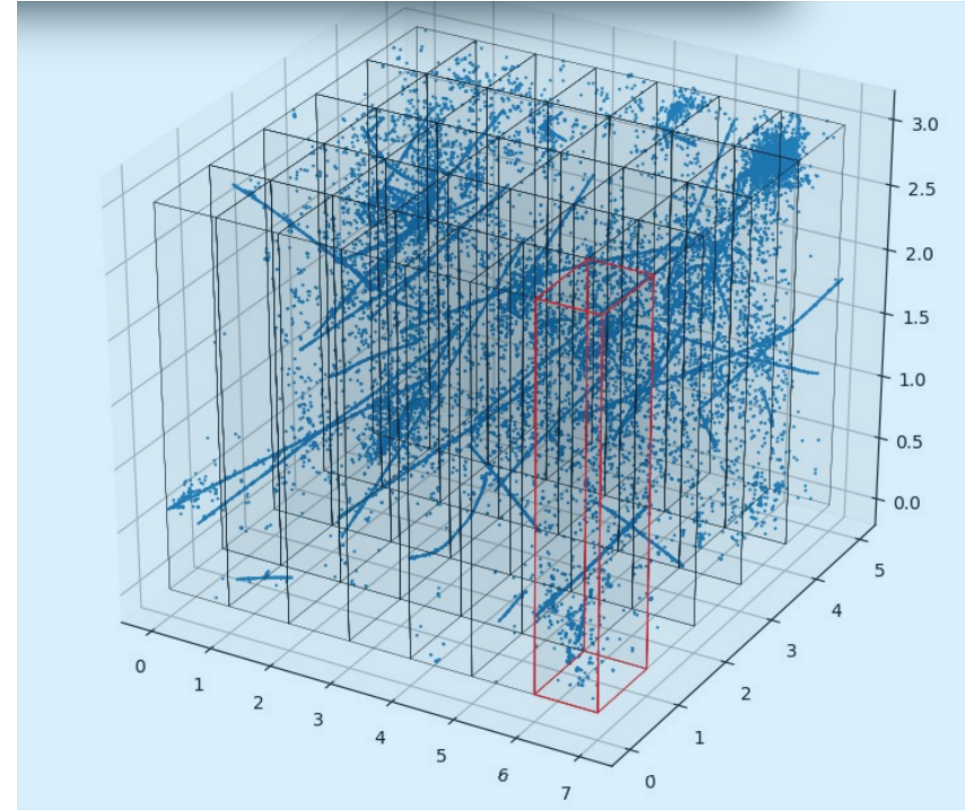
Phase I:  
ND-LAr (movable)  
TMS (movable)  
SAND (on-axis)



Phase II:  
ND-LAr (movable)  
MCND / ND-GAr  
SAND (on-axis)

# ND-LAr

- **Pixel Readout** LArTPC
  - Native 3D readout rather than 3x2D.
  - Short drift, good timing.
- **Unprecedented multiplicity.**
  - A FD event might have one neutrino.
  - An ND event will have 50.
- Current Pandora reconstruction projects 3D hits in 3x2D planes to leverage the work that has gone into 3x2D, and maintain similarity to the FD reco.

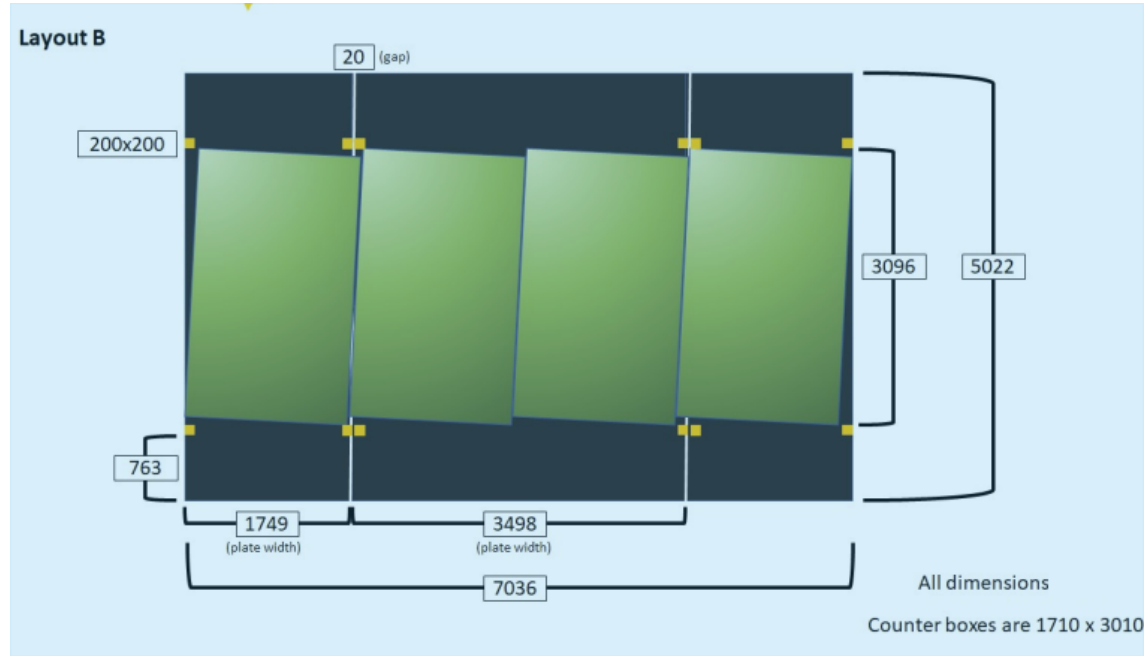


# Future of ND-LAr

- Critical path forward: native 3D reconstruction.
  - Utilise power of the 3D technology, especially for slicing.
  - Buy in from the detector team to consider Pandora as their primary reconstruction requires this to be considered the highest priority.
  - Required per ND-LAr prototype use case.
- But of course 2D projections are still the natural choice for many algorithms.
  - Eg Deep Learning.
  - For now, sticking with the U,V,W projections but in future alternatives could be chosen (eg X,Y,Z).
- Requires many new Pandora algorithms, will be led UK-led with Bern team in place for development manpower.
  - Staged approach to maintain compatibility with existing Pandora chain.

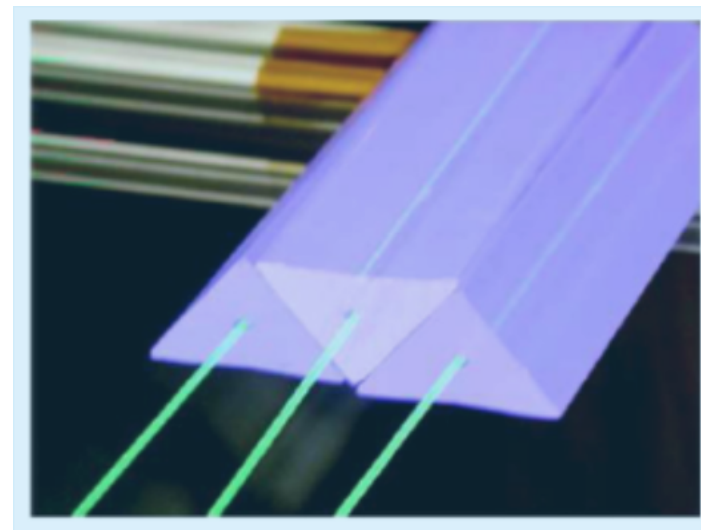
# TMS

- TMS is a weird detector.
  - 1x2D view with “stereo”.
- Significant work required to implement into Pandora.
  - Existing infrastructure reusable.
  - Unclear how many actual algorithms will be reused.
- In discussion with existing TMS team to merge existing efforts into Pandora’s infrastructure.
- Distant future: using TMS tracks to seed ND-LAr reco.



# ArgonCube 2x2 (ProtoDUNE-ND)

- ProtoDUNE ND is being worked on right now.
  - Expect first data ~January.
  - Evaluation of physics performance in 2023/2024.
  - Strict deadline for Pandora to be selected as the reconstruction of choice.
- All the same challenges as ND-LAr.
- But a different spectrometer:
  - MINErVA planes.
  - 2x2D scintillator readout, with novel triangular design.
- Argon work led by UK, searching for manpower for MINErVA matching.



# Other Detectors

- There is an Italian SAND team in place to implement Pandora reconstruction.
  - To be combined with UK expertise.
- MCND? Still up in the air, but if it's ND-GAr our extremely powerful 3x2D performance should place us in a great position as soon as any work begins.
  - ND-GAr group currently operating their own reco using a Kalman filter on toy MC.
  - Expect that Pandora can ramp up fast given properly simulated MC.
  - Already a team working on ND-GAr using Pandora for ILC.
- Global reco plans still in development.
  - 2x2 -> MINErVA planes matching ASAP due to time constraints.
  - ND-LAr -> TMS matching.
  - MCND?



# Summary (of Steve's bit)

- The Pandora ND Reco Team has prioritised LAr-ND up until now.
- Now attracting significant interest from other detector groups.
- Many new tasks and challenges.
- And they sort of all have to be done at once.
- An exciting time for the reco.
- Are you interested in getting involved? Reach out to me (or have your supervisor do it).
- Now, please welcome Jing to present the validation work so far.

# Validation

- Uses edep-sim with a Pandora interface.
  - Currently projects native hits into 3x2D views to utilise existing Pandora algorithms.
  - Interface by Alex Moor and John Back.
- Utilising existing algorithms benefits ND to FD comparisons.
- Studies performed with single particle and single GENIE neutrino events.
  - Full spill validation samples underway.

# Stages of validation

## Single particle (0.1 to 4 GeV)

Muon: A. Moor  
Photon: T. Yang  
Pion: M. Alrashed  
Electron: J. Shi  
Proton: J. Shi

## $\nu$ events

$\nu_{\mu}$  : J. Back  
 $\nu_e$  : J. Shi

## Full spill sample

Ongoing...

# $\nu_\mu$ event: J. Back

**CCQE  $\mu + 1p$ : 10,479 events, correct reco'd eff = 75.6%**

# Matched particles	0	1	2	3+
$\mu$	0.2%	<b>91.8%</b>	7.8%	0.3%
$p$	9.7%	<b>81.3%</b>	7.9%	1.0%

**CCDIS  $\mu + 1p + 1\pi^+$  : 1,042 events, correct reco'd eff = 43.6%**

# Matched particles	0	1	2	3+
$\mu$	2.6%	<b>89.6%</b>	7.4%	0.4%
$p$	22.0%	<b>63.8%</b>	12.8%	1.4%
$\pi^+$	9.3%	<b>71.6%</b>	17.1%	2.0%

**CCDIS  $\mu + 1p + 1\pi^0$  : 1,459 events, correct reco'd eff = 24.8%**

# Matched particles	0	1	2	3+
$\mu$	3.2%	<b>88.5%</b>	8.2%	0.2%
$p$	20.6%	<b>66.8%</b>	11.0%	1.6%
$\gamma_1$	8.4%	<b>86.2%</b>	5.1%	0.3%
$\gamma_2$	55.9%	<b>41.1%</b>	2.8%	0.2%

$\pi^0$

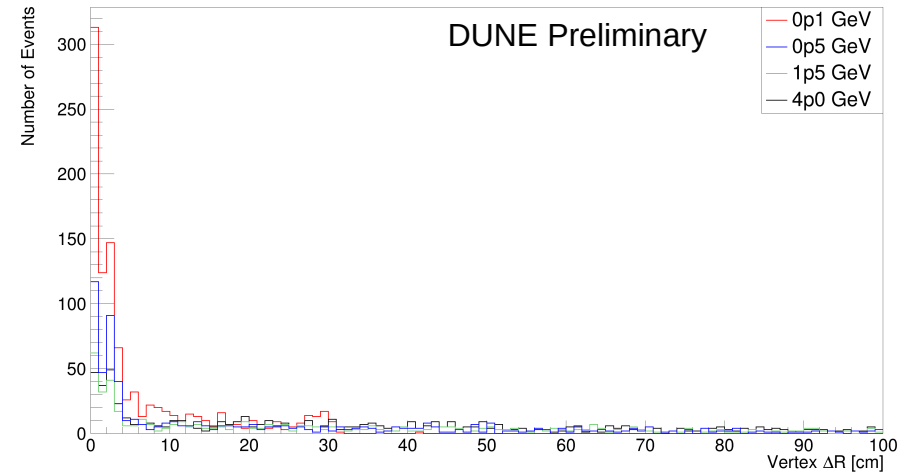
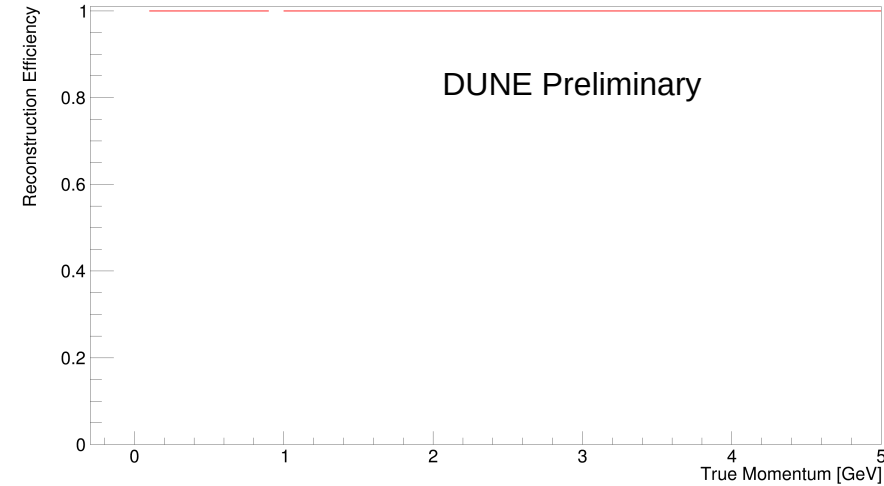
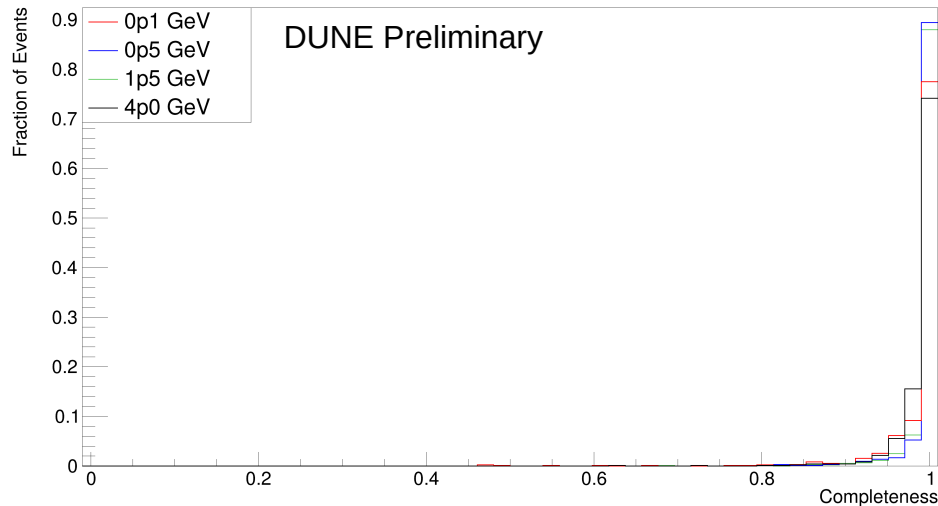
# $\nu_e$ CCQE event: J. Shi

- CCQE e + 1p: 9884 events, correct: **69.1%**

Matched particles	0	1	2	3+
e	0.1%	<b>91.2%</b>	8.5%	0.2%
p	15.6%	<b>75.4%</b>	8.0%	1.0%

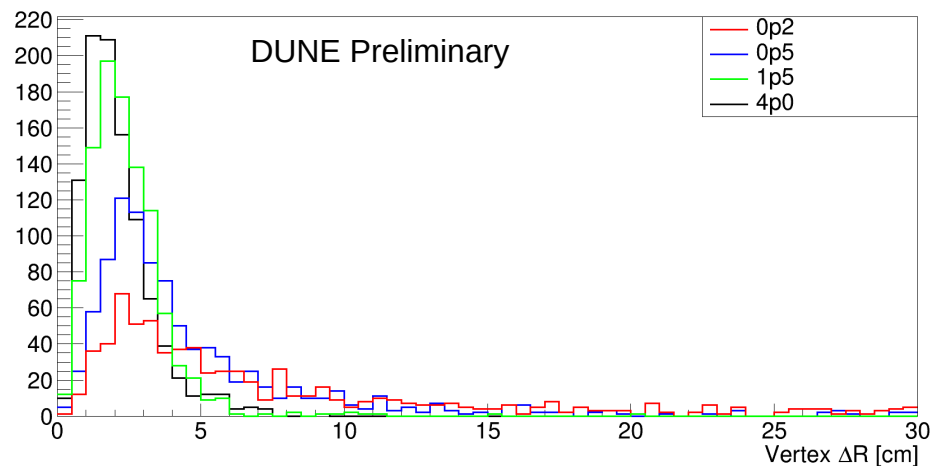
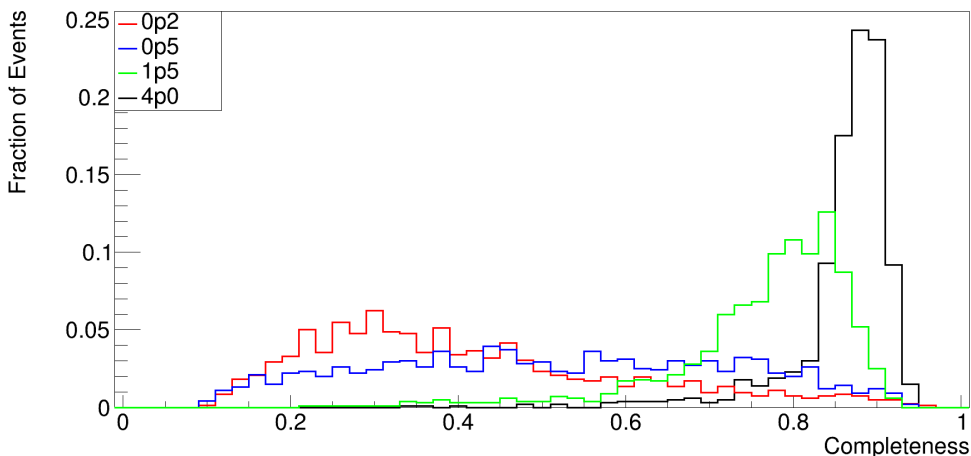
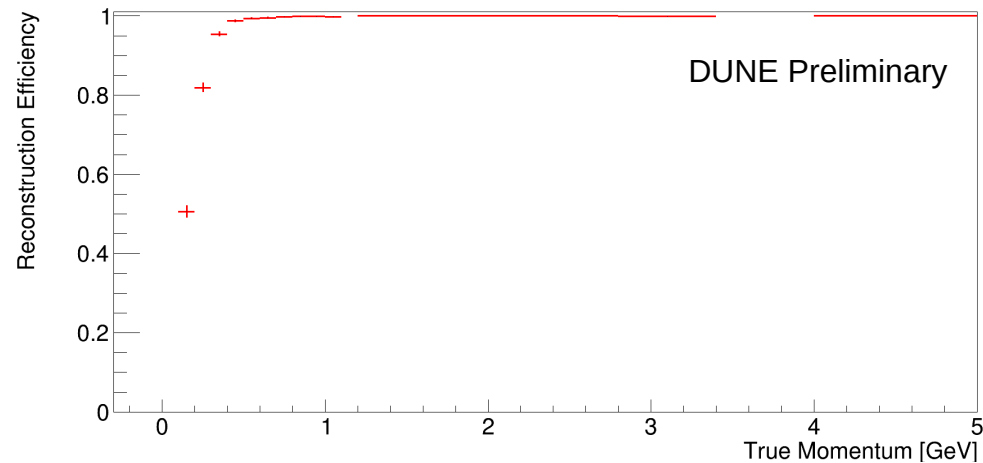
# $\mu^-$ : A. Moor

- Ideal performance in completeness.
- Large  $\Delta R$  (distance between true and reco vertices).

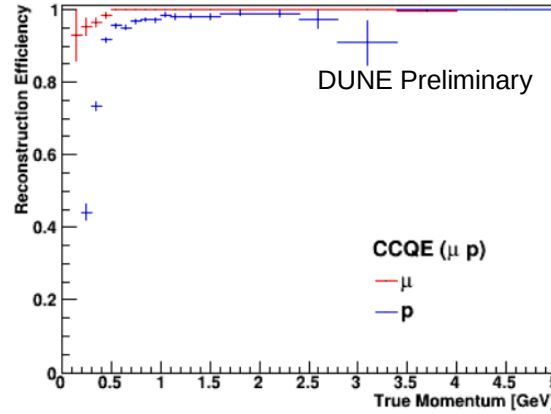
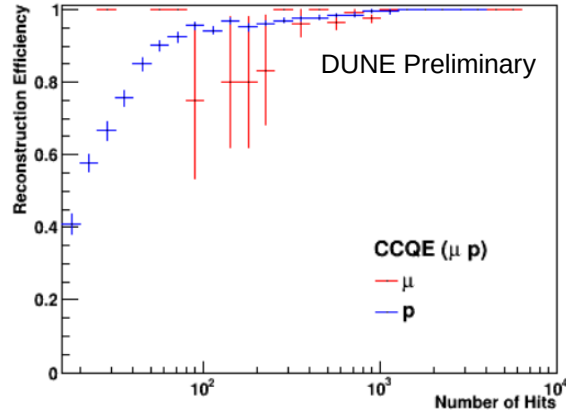


# e<sup>-</sup>: J. Shi

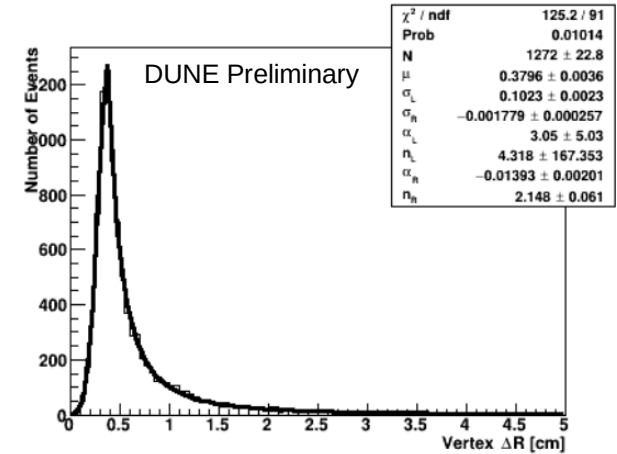
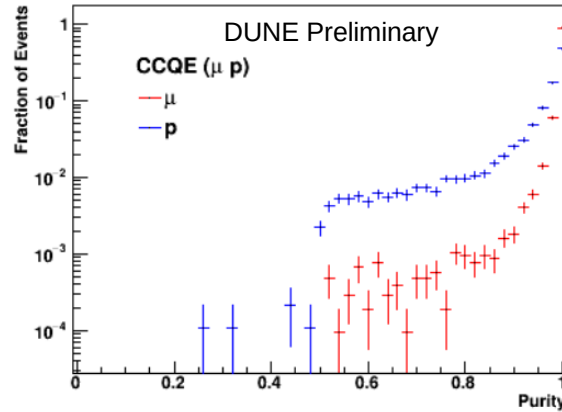
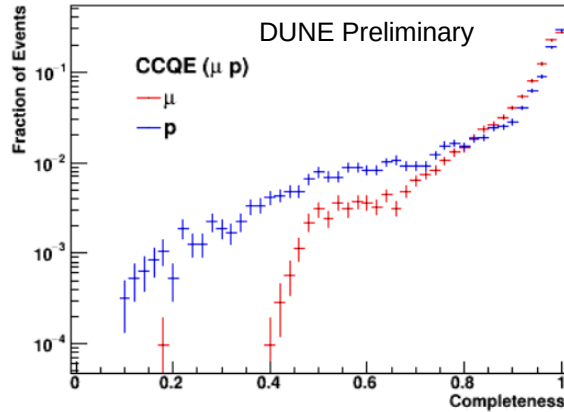
- Worse completeness compared with  $\mu^-$ .
- Smaller  $\Delta R$  (still large).



# $\nu_\mu$ CCQE event: J. Back

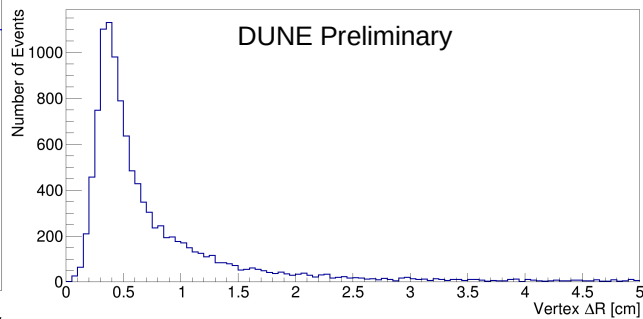
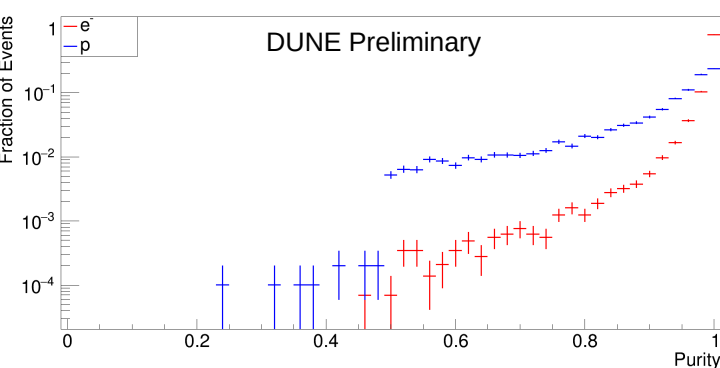
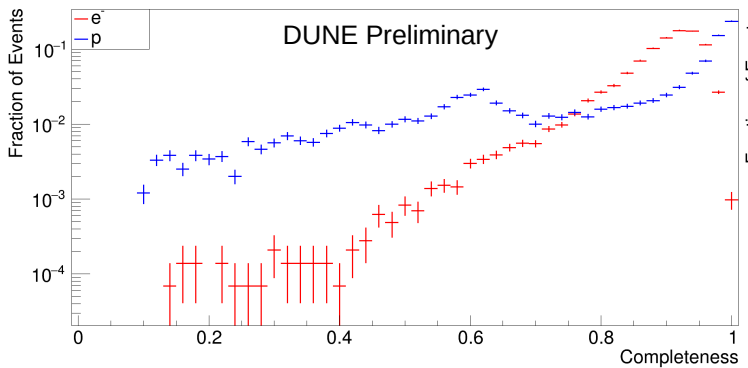
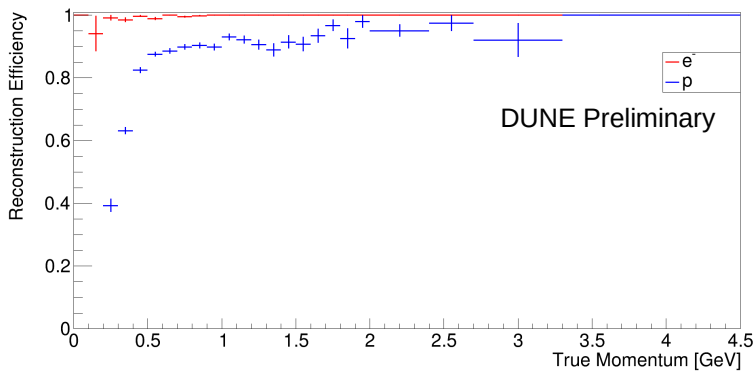
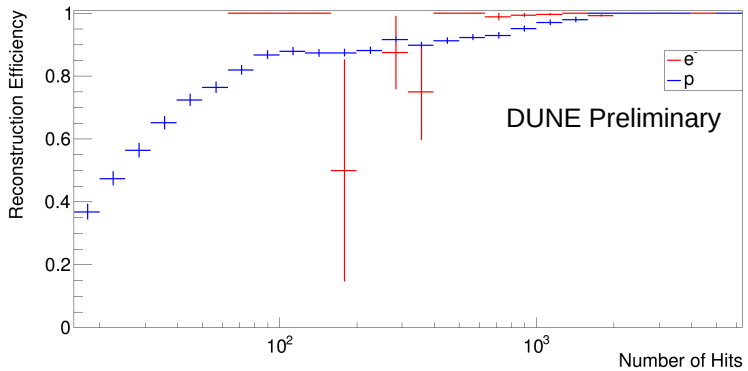


CC QE  
 $\nu_\mu + \text{Ar} \rightarrow \mu + p$





# $\nu_e$ CCQE event: J. Shi



# Full-spill sample

- Full-spill samples have been generated by Jeffrey Kleykamp.
- Testing on the way by John Back.
- Tingjun has been generating GENIE events.

# Summary

- Pandora shows great flexibility.
  - Strong performance pre-tuning.
  - In future, parameters will be tuned for ND LAr.
- Ongoing full-spill sample validation.
- Exploring algorithms to reconstruct based on native 3D hits.