



Planning the updates on DUNE Offline Data Quality Monitoring

1. Framework is built for protoDUNE, so we can test it under data taking context;
2. Current User Interface: <https://dunedash.edi.scotgrid.ac.uk/>;
3. Plan to update de tool to be used in August 2024.

The future user interface

Move from Dash to Django application!



protoDUNE VD

Cold Box

ProtoDUNE Offline Data Quality Monitoring

Run

26952

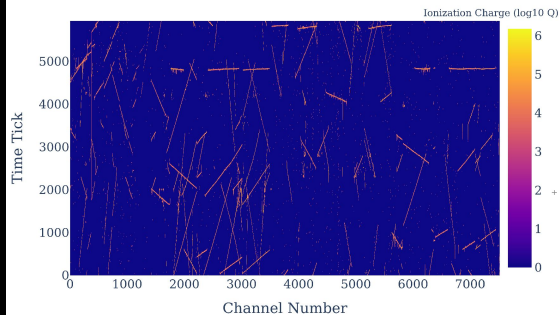


Event

51



ProtoDUNE Anode Planes



Updates:

- Separate U, V and W planes for each APA;
- Format them into interactive deep zoom images;
- Add bad channels and low frequency noise;
- Mask zeros to give more contrast between no and low signals.

(Brett Viren's suggestions, I am currently working on them!)

The future user interface

Move from Dash to Django application!



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26952

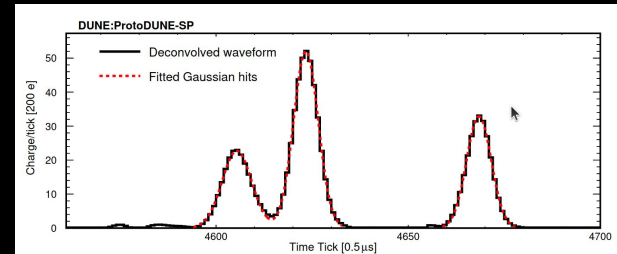
Event

51

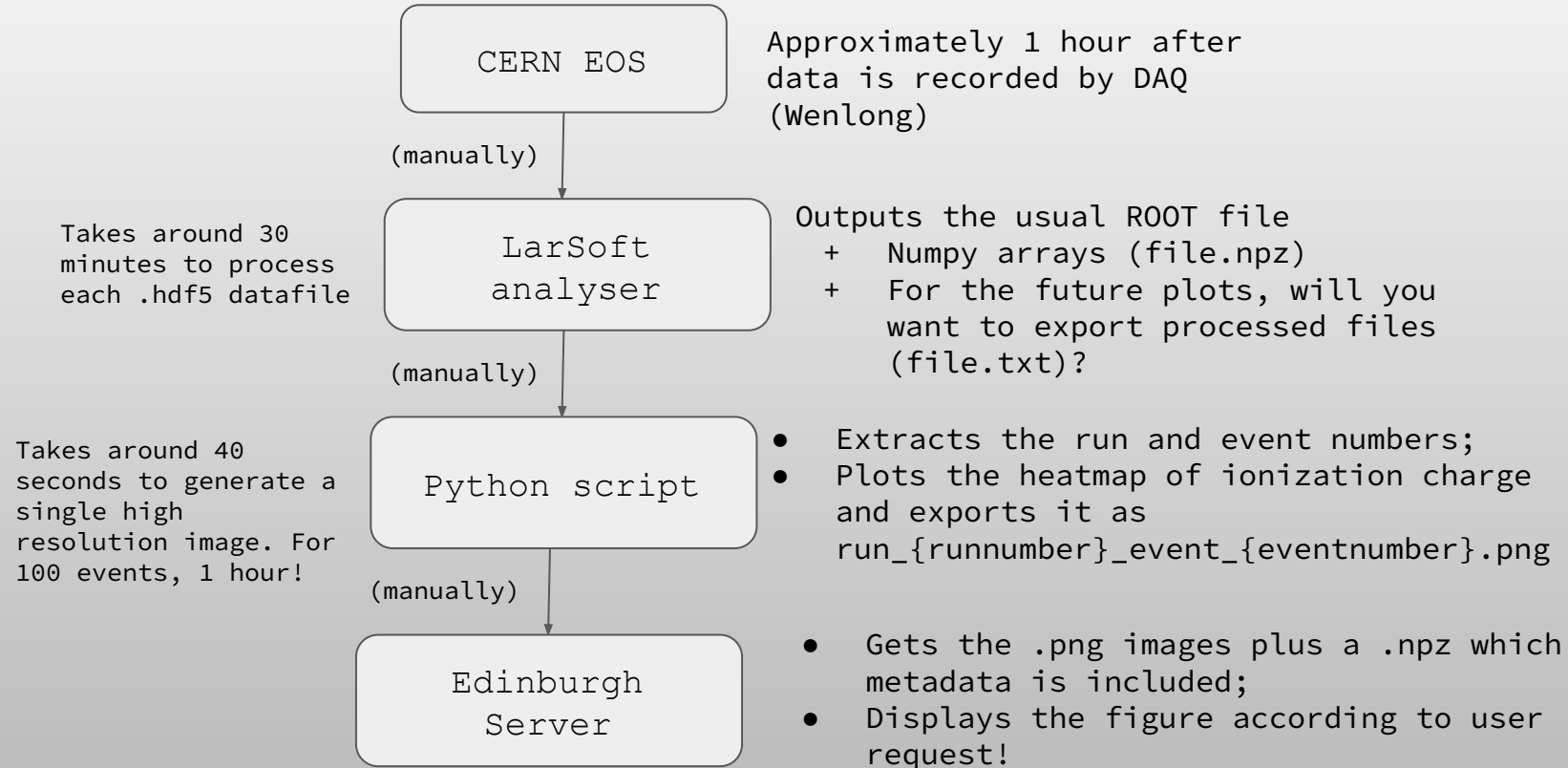
Insert new plots

Updates:

- Waveforms' RMS versus wire channel;
- Noise spectrum versus frequency;
- Hit finding:



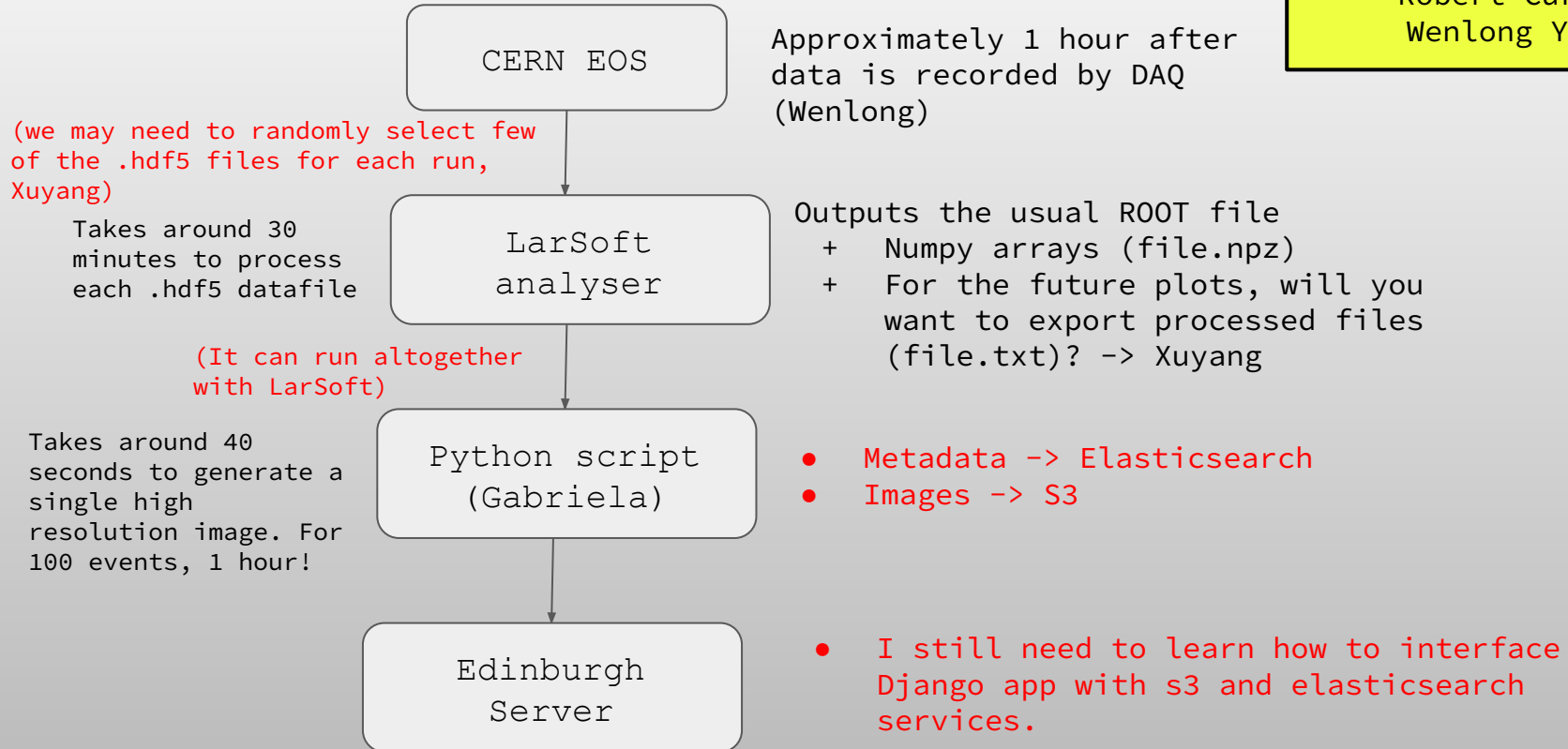
Path of the Data



Path of the Data - future

Team:

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Questions

1. Is there a way to optimize LarSoft processing time? We have the **standard2_reco_protoduneHD.fcl** for event reconstruction in protoDUNE. Only two producers are active in my fhicl file:

```
reco: [ #ophit,
        #opflash,
        #opslicer,
        tpcrawdecoder,
        wclsdatahd
        # gaushit,
        # nhitsfilter,
        # reco3d,
        # hitpdune,
        # pandora,
        # pandoraWriter,
        # pandoraTrack,
        # pandoraShower,
        # pandoracalo,
        # pandoracalonosce,
        # pandorapid,
        # pandoraShowercalo,
        # pandoracali,
        # pandoracalipid,
        # emtrkMichelid
        # crttag,
        # crtrec0,
        # anodepiercerst0,
        # pandora2Track,
        # pandora2calo,
```

Necessary for signal processing. Are there other services we can disconsider in this fhicl to reduce time of processing?

2. Channel mapping. Following [this one](#). Is it correct? Can I use this code to dump the wire channels?

```
art::ServiceHandle<geo::Geometry> geo;
{
  double xyz[3];
  double abc[3];
  int chan;
  int cryo = geo->Ncryostats();
  for (int c=0; c<cryo;++c){
    const geo::CryostatID cid(c);
    int tpc = geo->NTPC(cid);
    for (int t=0; t<tpc; ++t){
      const geo::TPCID tpcid(cid,t);
      int Nplanes=geo->Nplanes(tpcid);
      for (int p=0;p<Nplanes;++p) {
        const geo::PlaneID planeid(tpcid,p);
        int Nwires = geo->Nwires(planeid);
        for (int w=0;w<Nwires;++w){
          const geo::WireID wireid(planeid,w);
          geo->WireEndpoints(wireid,xyz,abc);
          chan=geo->PlaneWireToChannel(wireid);
          std::cout << "FLAG " << chan << " " << c << " " << t << " " << p << " " << w << " " << xyz[0] << " " << xyz[1] << " " << xyz[2] << " " << e
        }
      }
    }
  }
}
```



Thank you!