



Co-funded by
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Classification of ESSnuSB WC Near Detector Events Using Graph Neural Networks

ν_μ - and ν_e -events for neutrino oscillation studies

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Outline

- Current Framework and Motivation
- GNN Implementation
- Performance on Charged Lepton Simulations
- Performance on Full Neutrino Simulations
- Investigation of Performance Differences

Current Framework and Motivation

Current Framework

Charged Lepton Simulations

WCSIM
<https://github.com/WCSim/WCSim>

Neutrino Interaction Simulations

GENIE
Generator. Nucl. Instrum. Meth. A 614:87–104, 2010

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LLH Based Reconstruction

fiTQun
J. Phys.: Conf. Ser. 888 012066, 2017

Current Framework

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LLH Based Reconstruction

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Challenges

- Likelihood reconstruction takes ~1 min/event
- To explore different detector proposals, fast reconstruction is crucial

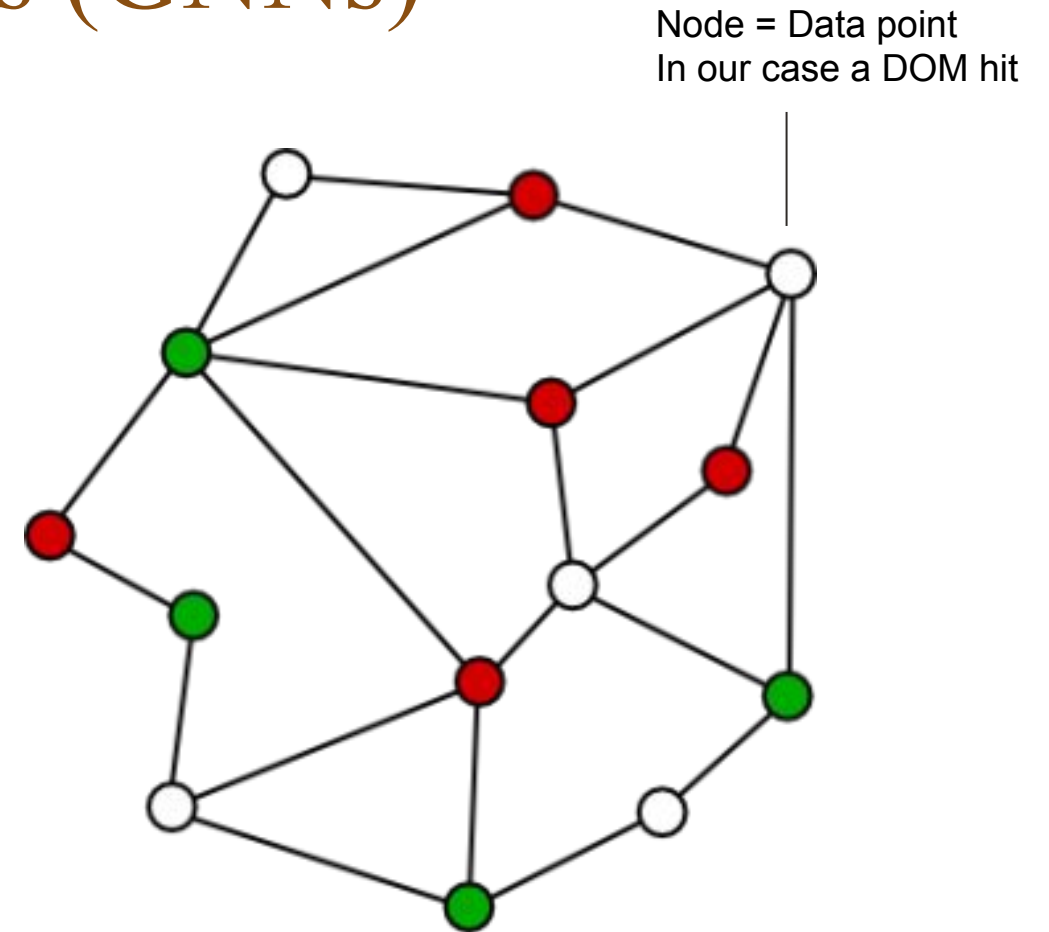
Why Do We Need GNN Reconstruction?

- Fast and reliable event reconstruction enables testing of different detector layouts
- LLH-based methods are accurate, but reconstruction is slow
- ML methods are fast once trained, GNNs are well suited for sparse events with irregular geometry
- Multiple reconstruction methods provides a way to cross check and find systematic errors

GNN Implementation

Graph Neural Networks (GNNs)

- Based on graph theory
- Each graph is a neutrino event
- Each data point is a node
- A node has features like xyz, time, charge
- Suited for non-euclidian data



Graph Neural Networks - Framework



GraphNeT - Graph Neural Networks for Neutrino Telescopes

<https://github.com/graphnet-team/graphnet>

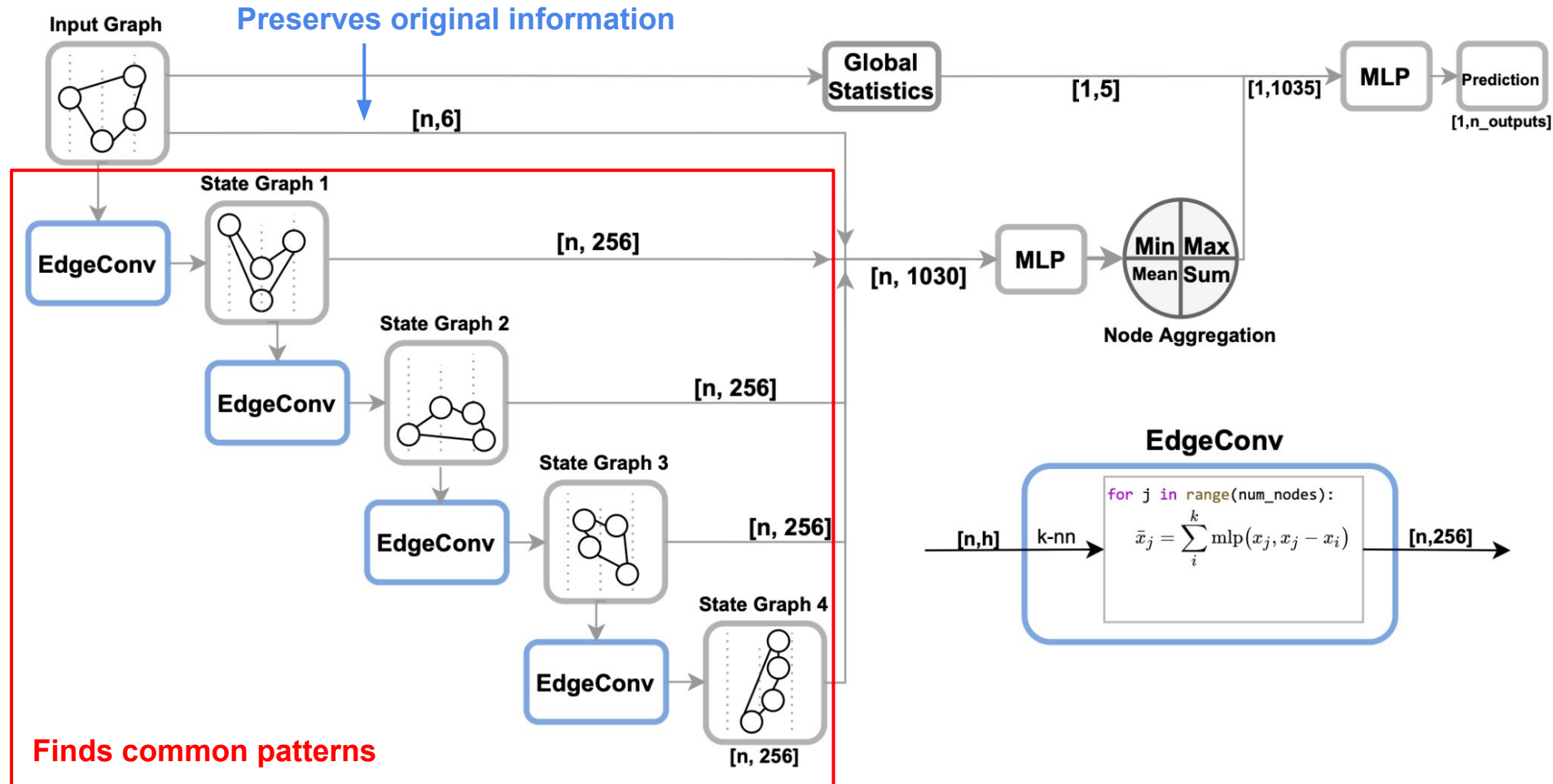
GraphNeT: Graph neural networks for neutrino telescope event reconstruction (Søgaard et al)



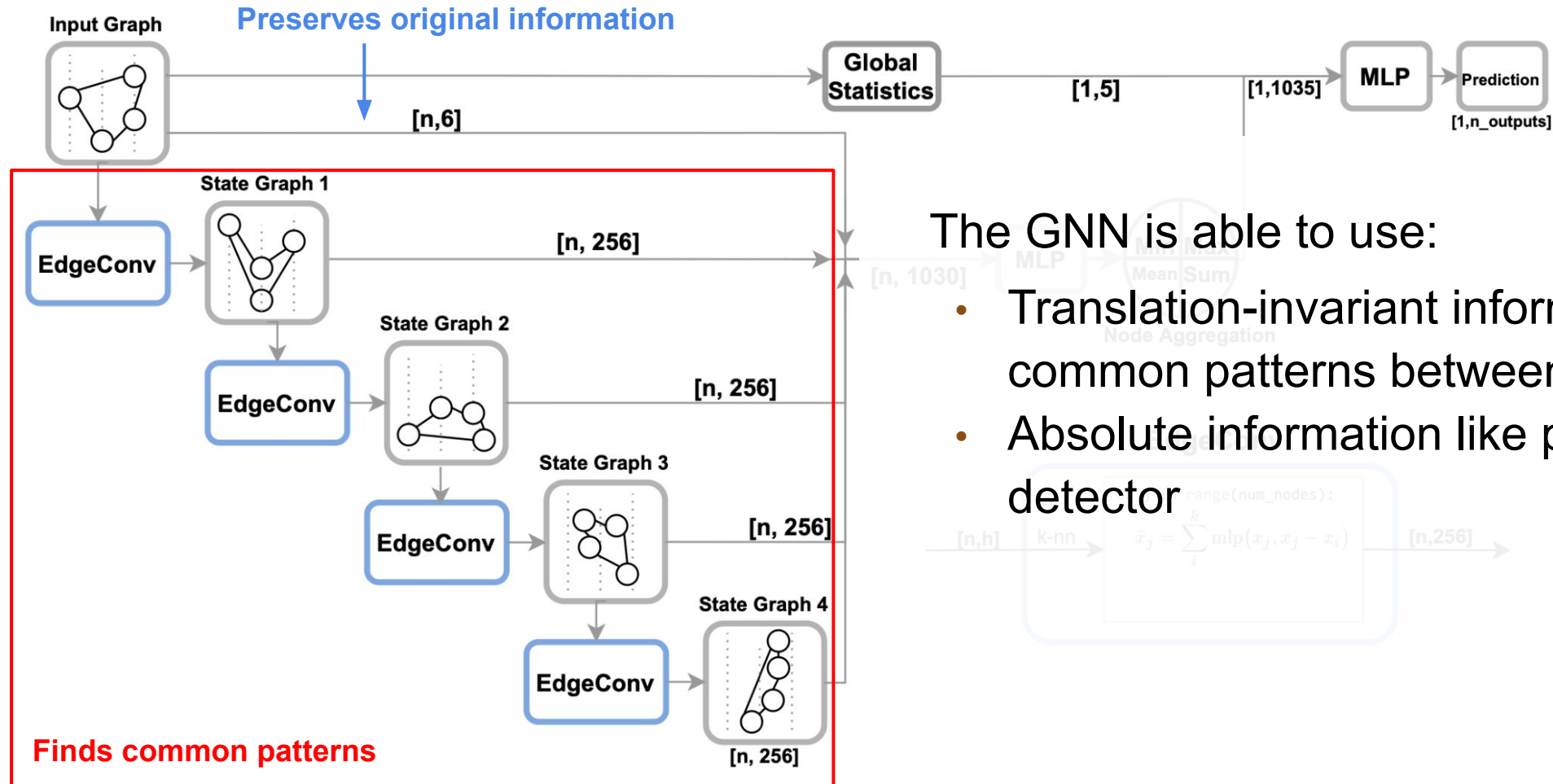
Pytorch Geometric - GNN framework for Pytorch

Model architecture: **DynEdge**

Graph Neural Networks - Architecture



Graph Neural Networks - Architecture



The GNN is able to use:

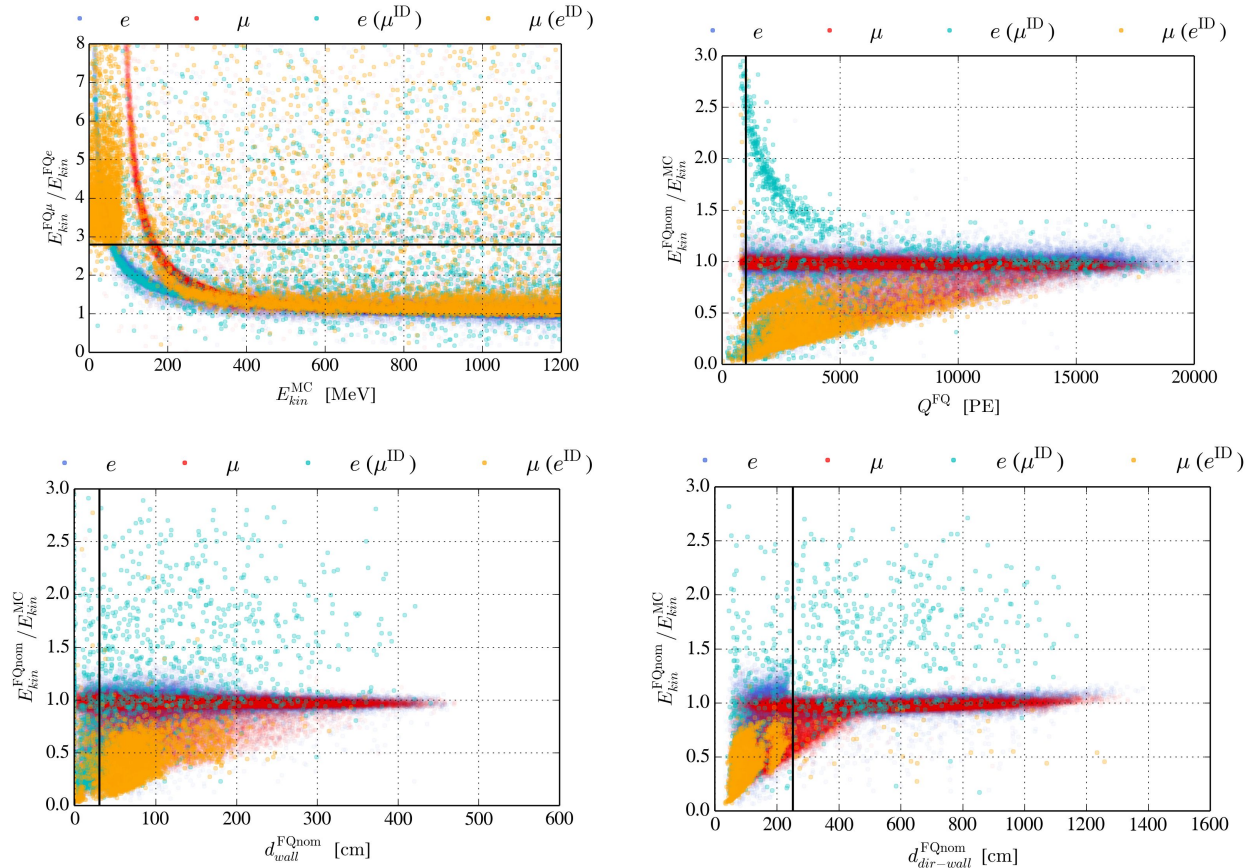
- Translation-invariant information about common patterns between events
- Absolute information like position in the detector

$$\bar{x}_j = \sum_i^k \text{mlp}(x_j, x_j - x_i)$$

Data Processing and Performance Measures

Data processing

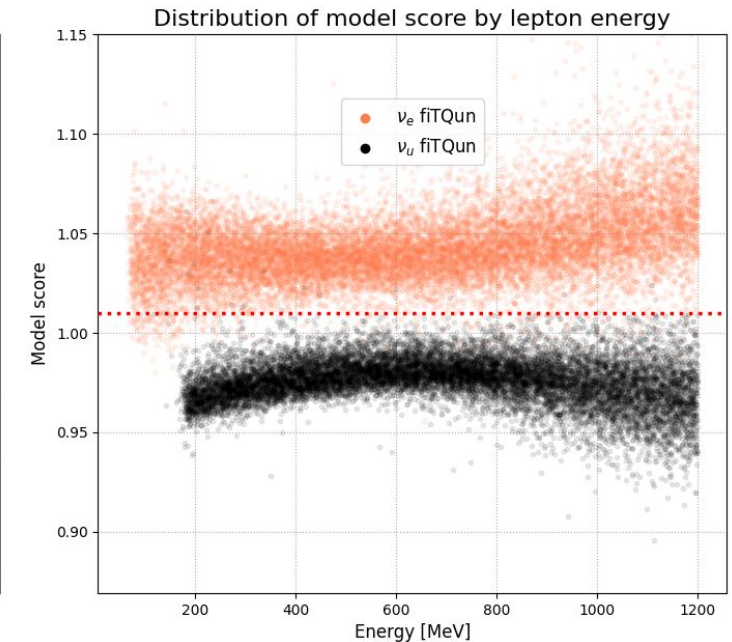
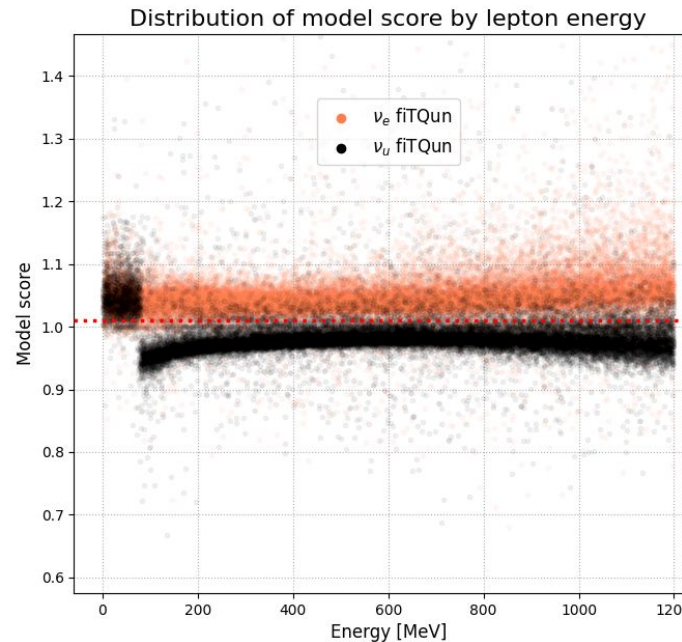
- Cuts based on reconstructed variables
- Removes events that are hard to classify
- Reduces events by a factor ~ 2



The European Spallation Source neutrino Super Beam Conceptual Design Report

Data processing

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Event Classification - Performance Measures

False positive rate

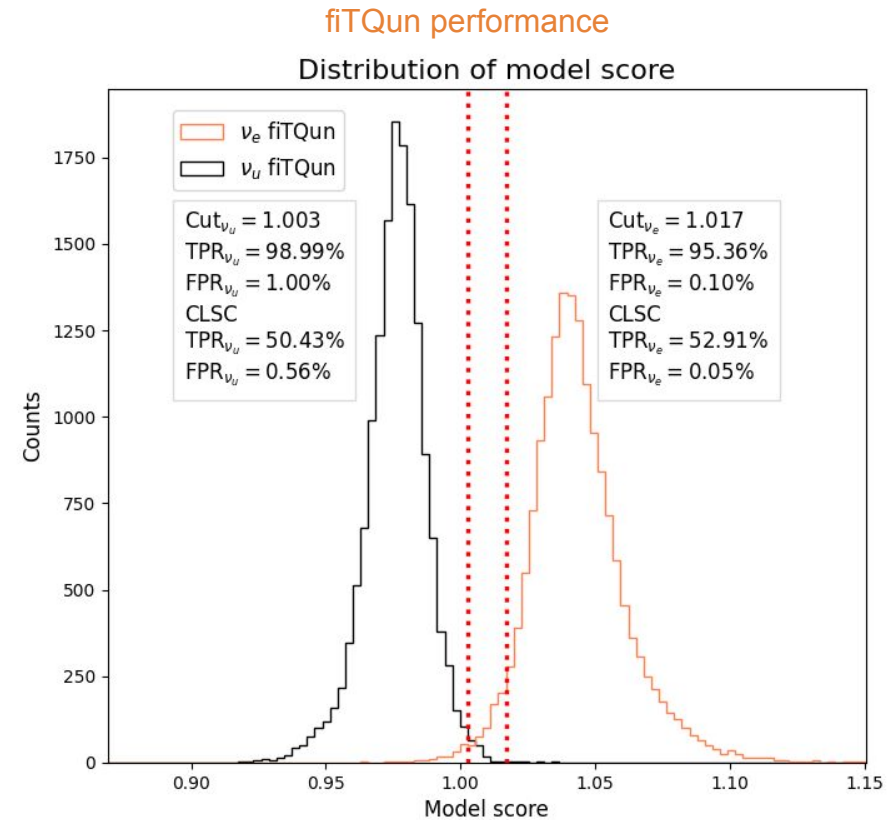
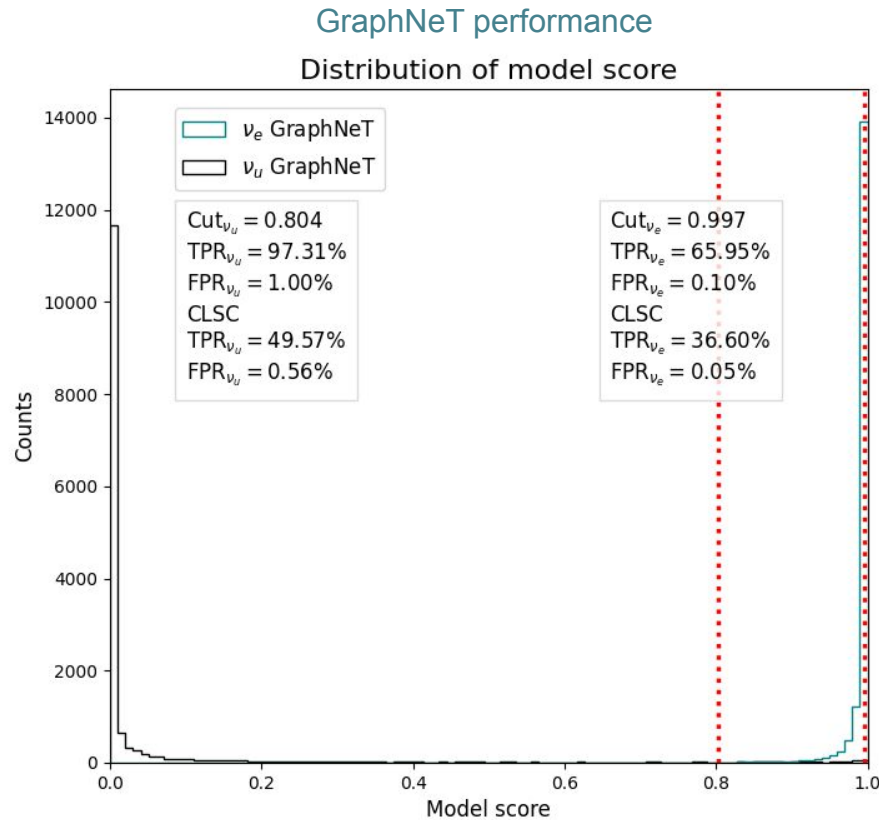
Due to the beam composition, we select samples that have:

- **1 % FPR** for muon neutrinos
- **0.1 % FPR** for electron neutrinos

Charged Lepton Performance

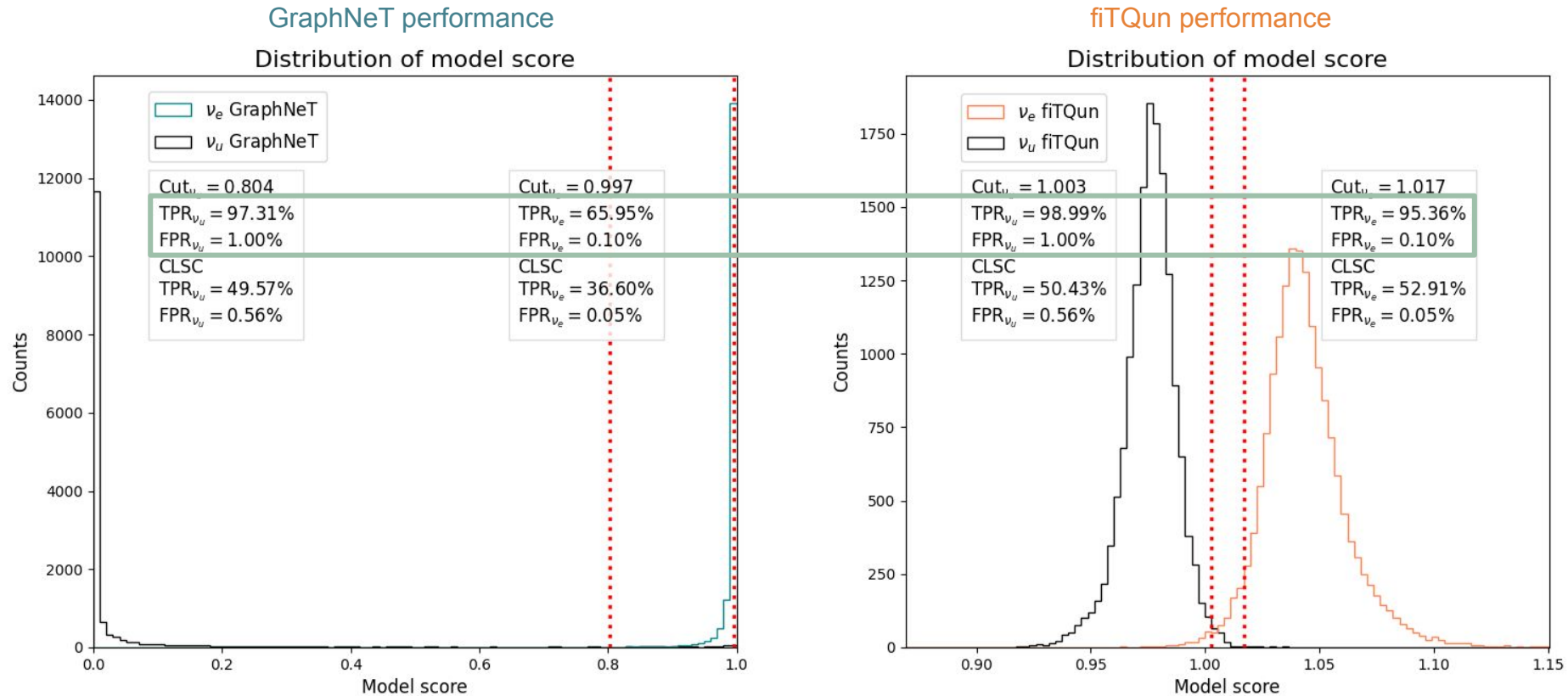
Event Classification - GraphNeT vs. fiTQun

Charged lepton simulations



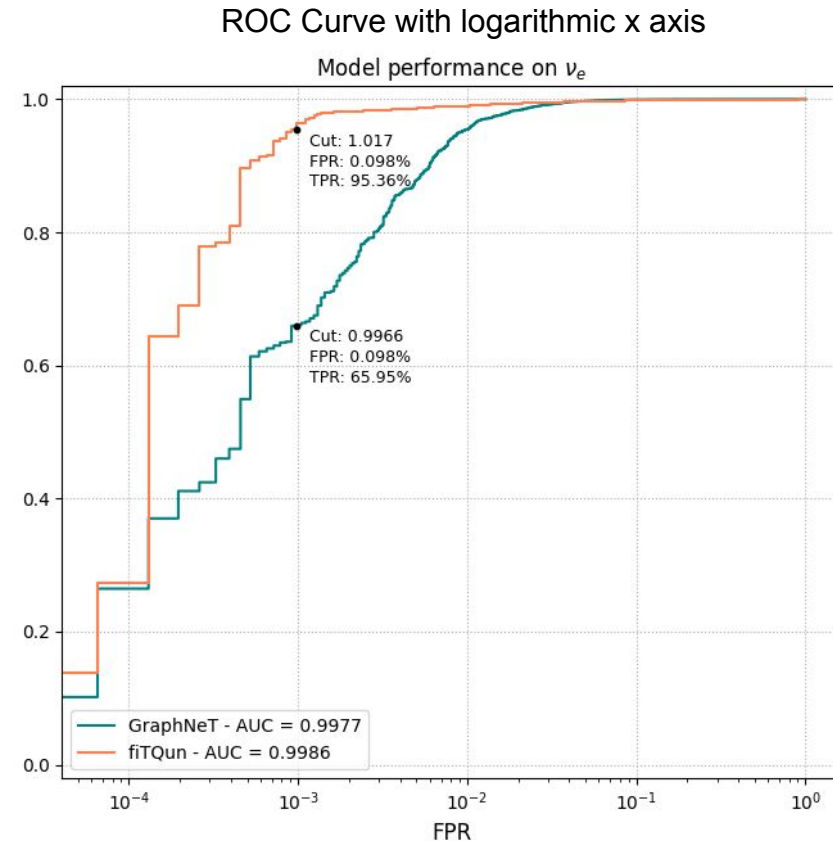
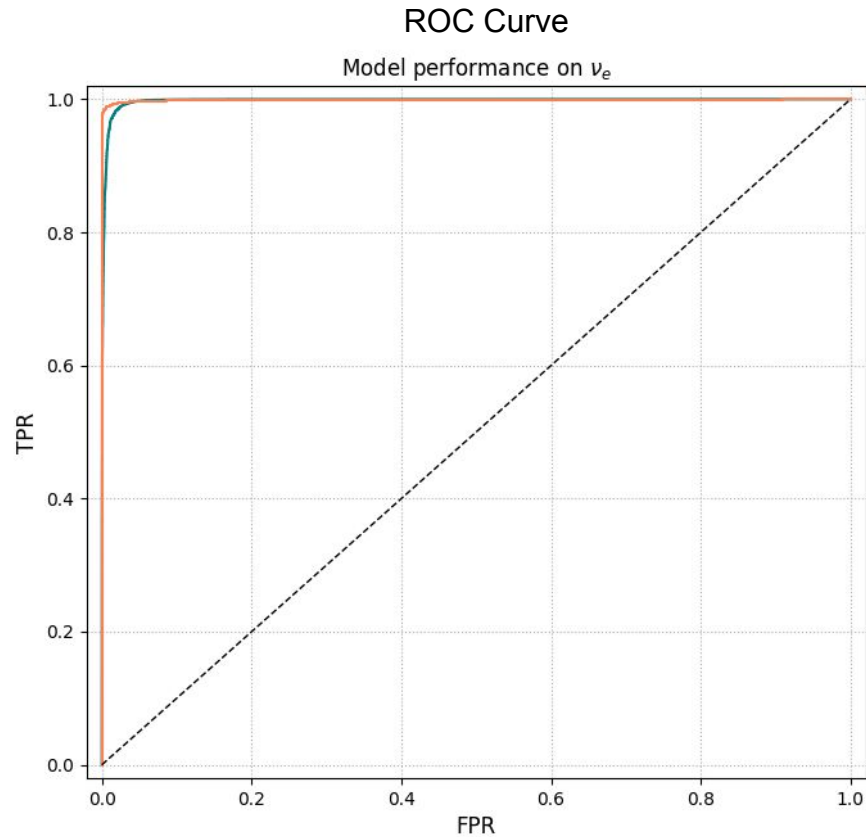
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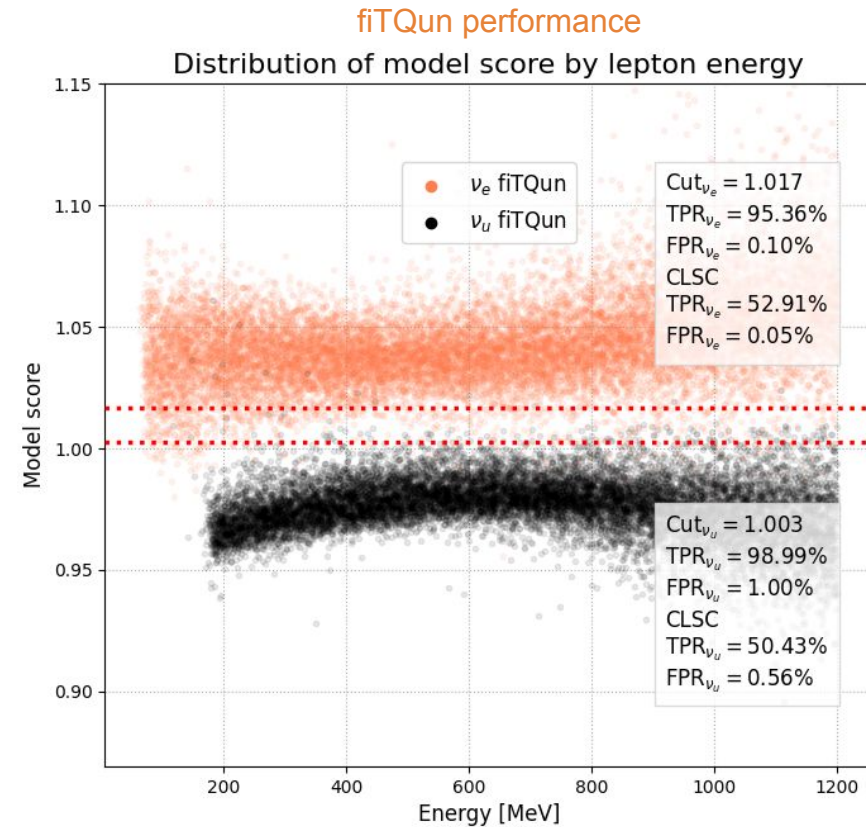
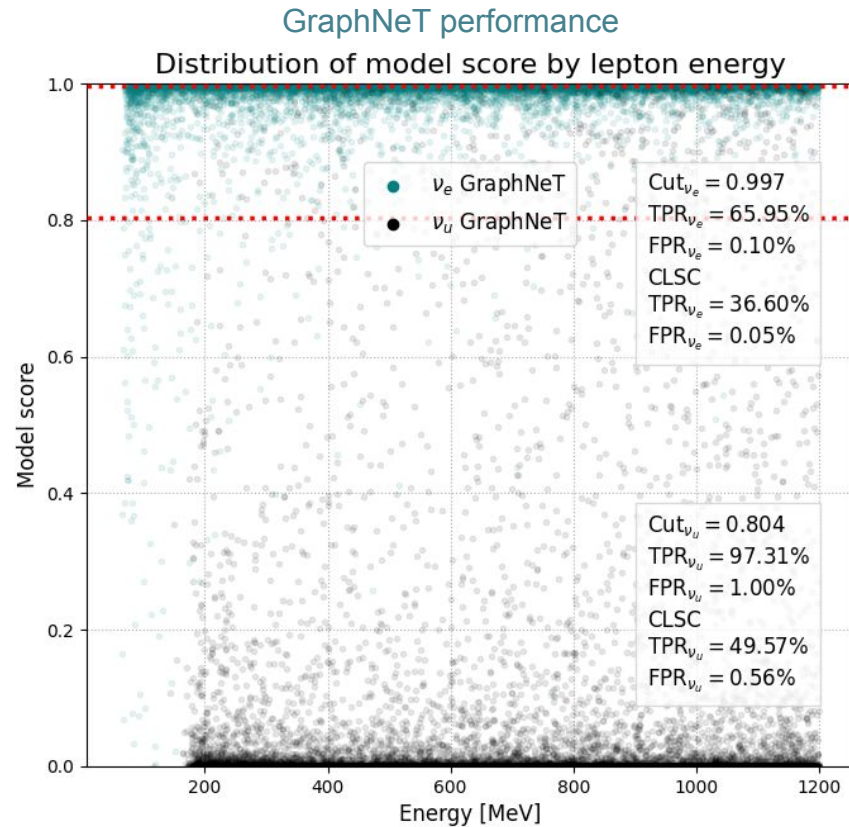
Event Classification - GraphNeT vs. fiTQun

Charged lepton simulations (electron neutrino events)



Event Classification - GraphNeT vs. fiTQun

Charged lepton simulations



Event Classification - GraphNeT vs. fiTQun

Charged lepton simulations

- For pure charged lepton simulations with filtering of difficult events, the GNN is on par with the fiTQun LLH method.

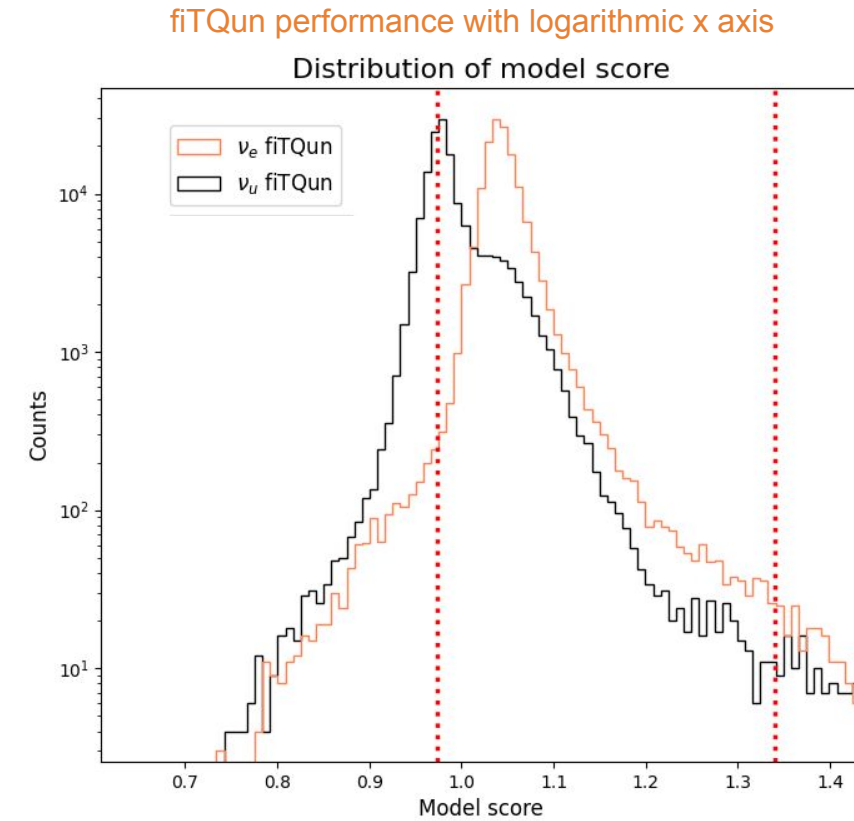
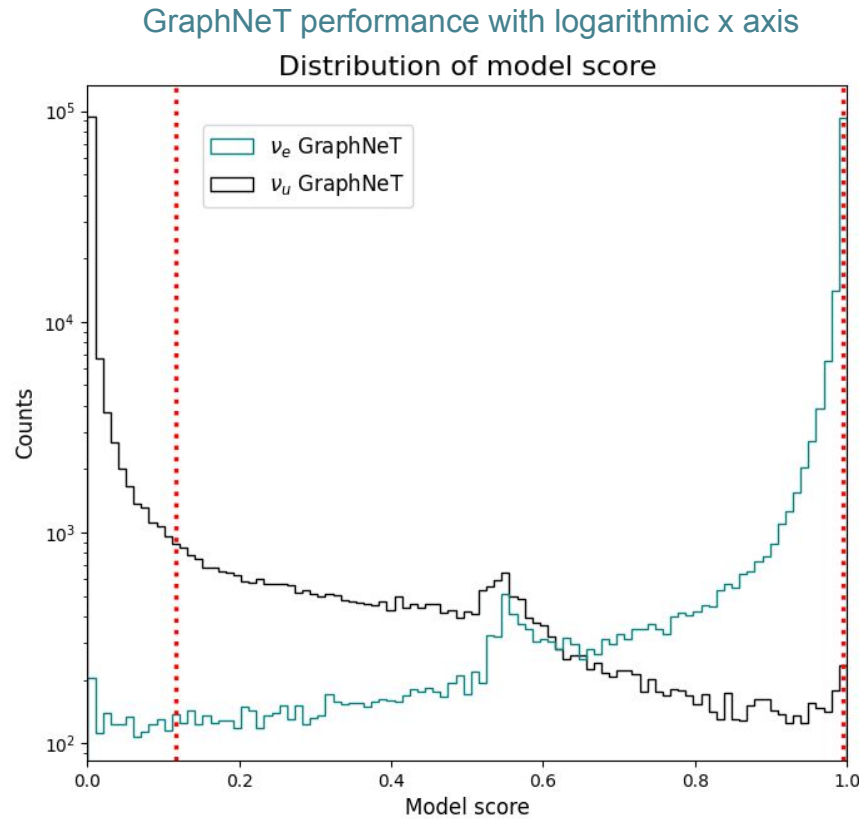
However:

- Event filter relies on fiTQun reconstructed variables
- Full neutrino events can contain more than single charged leptons (pions, double-bangs etc.)

Neutrino Event Performance

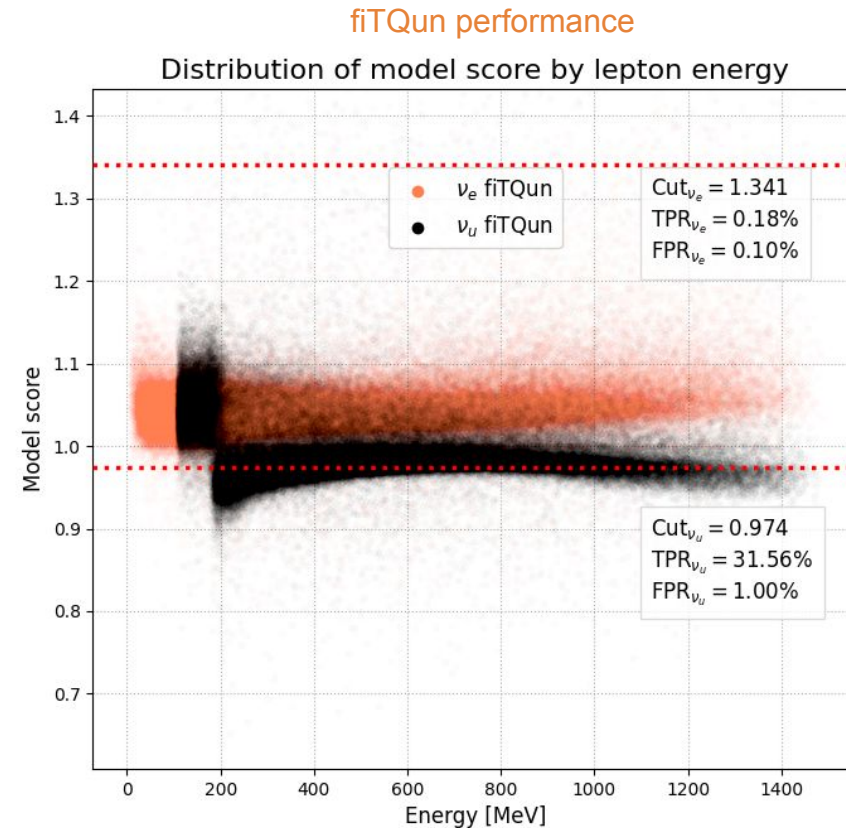
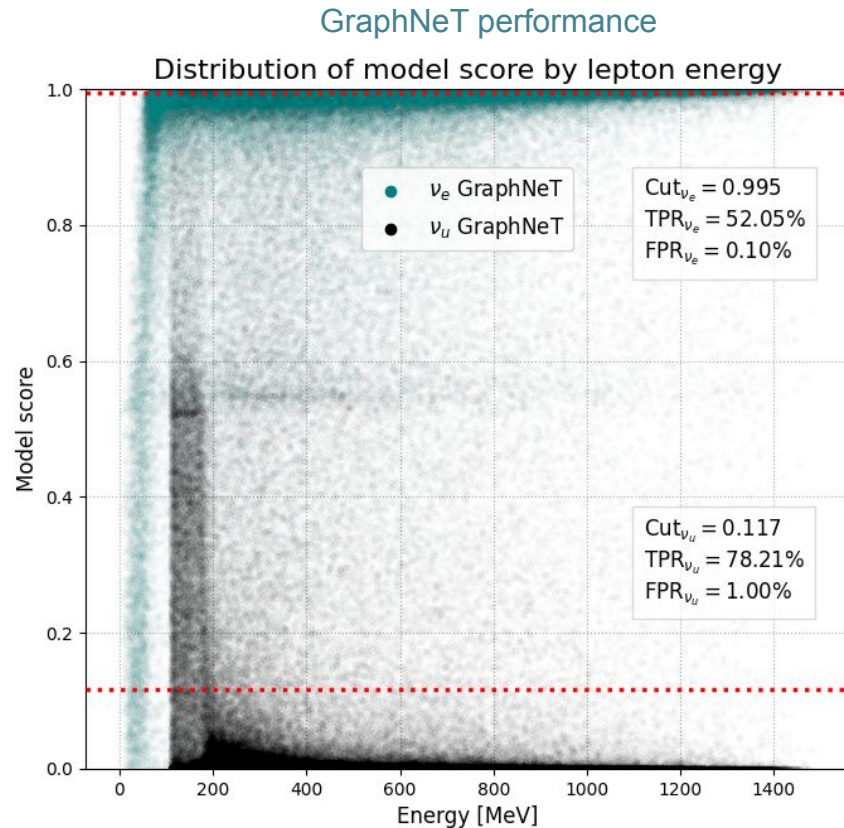
Event Classification - GraphNeT vs. fiTQun

Neutrino event simulations - without data cut



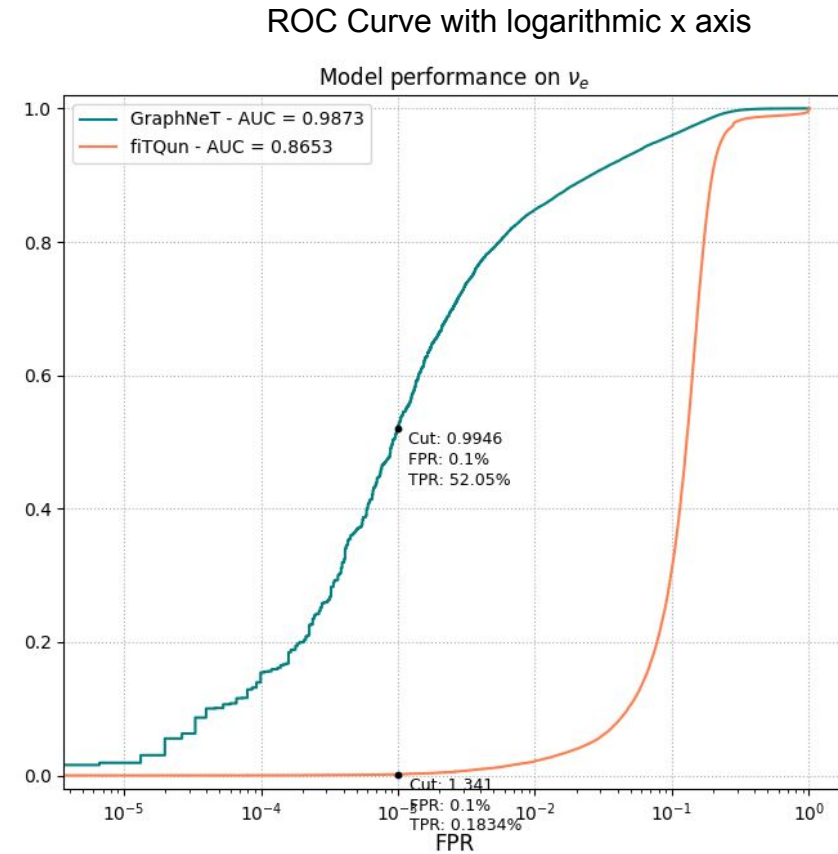
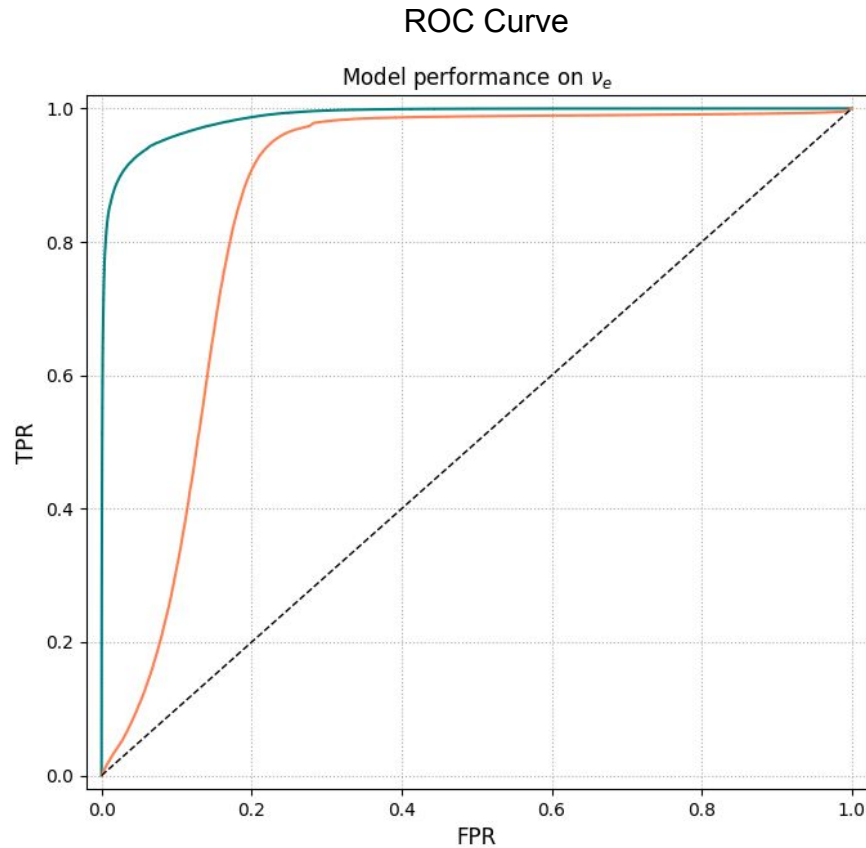
Event Classification - GraphNeT vs. fiTQun

Neutrino event simulations - without data cut



Event Classification - GraphNeT vs. fiTQun

Neutrino event simulations - without data cut (electron neutrino events)



Event Classification - GraphNeT vs. fiTQun

Neutrino event simulations - without data cut

- The GNN has acceptable performance even on the full events
- Using the GNN, the data cuts can be made obsolete

Further investigations

- Look at performance differences on an event basis
- Make a GNN-filter for good/bad events

Event Classification - GraphNeT vs. fiTQun

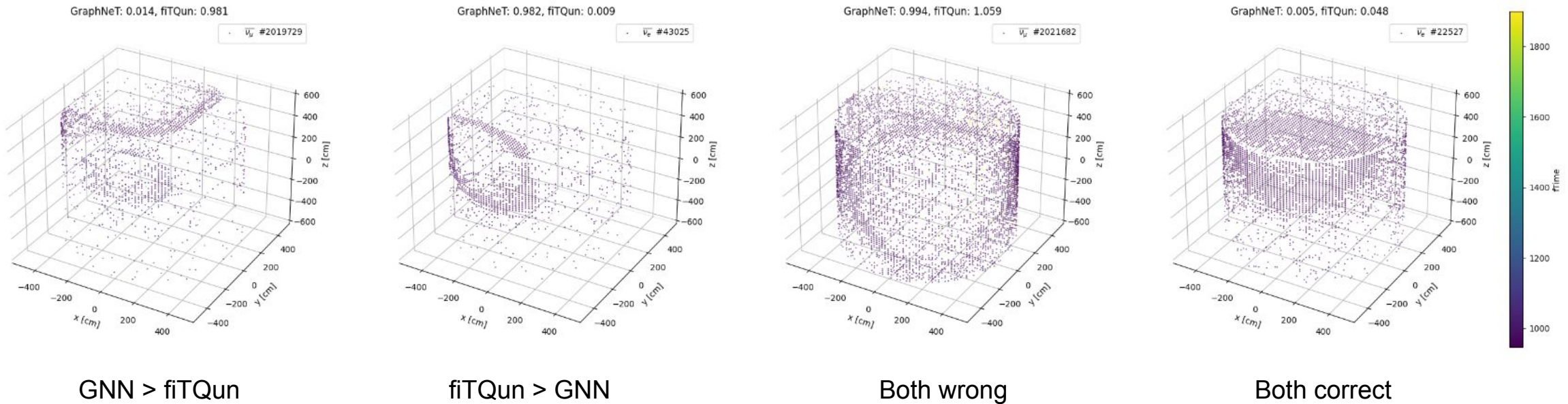
Neutrino event simulations - without data cut

Data extraction	$\sim 10^{-4}$ mins/event
Training	$\sim 10^{-3}$ mins/event
Reconstruction	$\sim 10^{-4}$ mins/event
fiTQun Reconstruction	~ 1 min/event
Improvement	10^3 (w/ training) / 10^4 (w/o training)

Performance Investigations

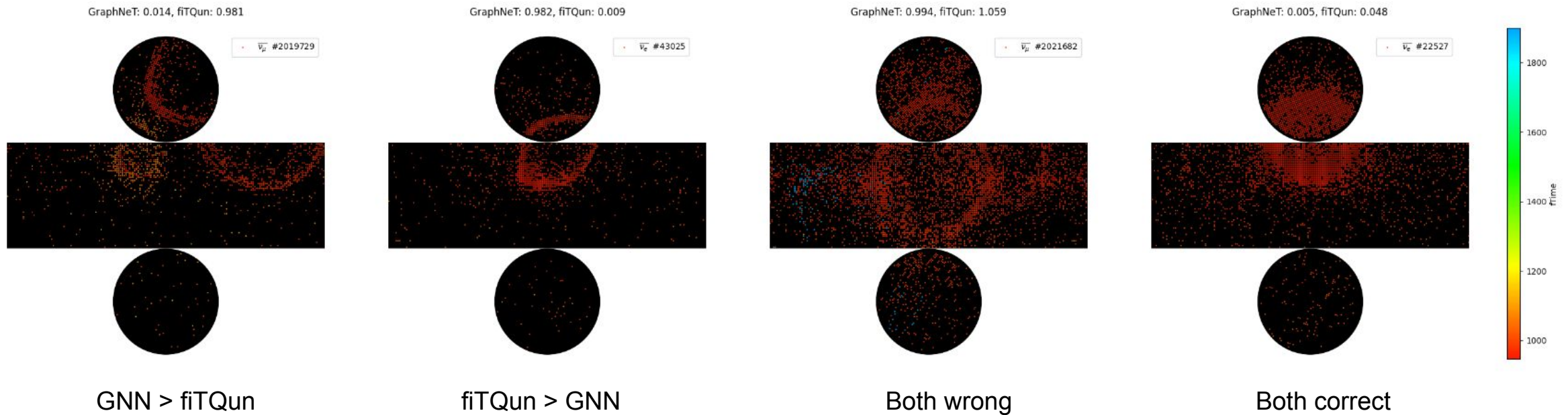
Factors impacting performance - multiple charged lepton signatures

Neutrino event simulations - **with** data cut

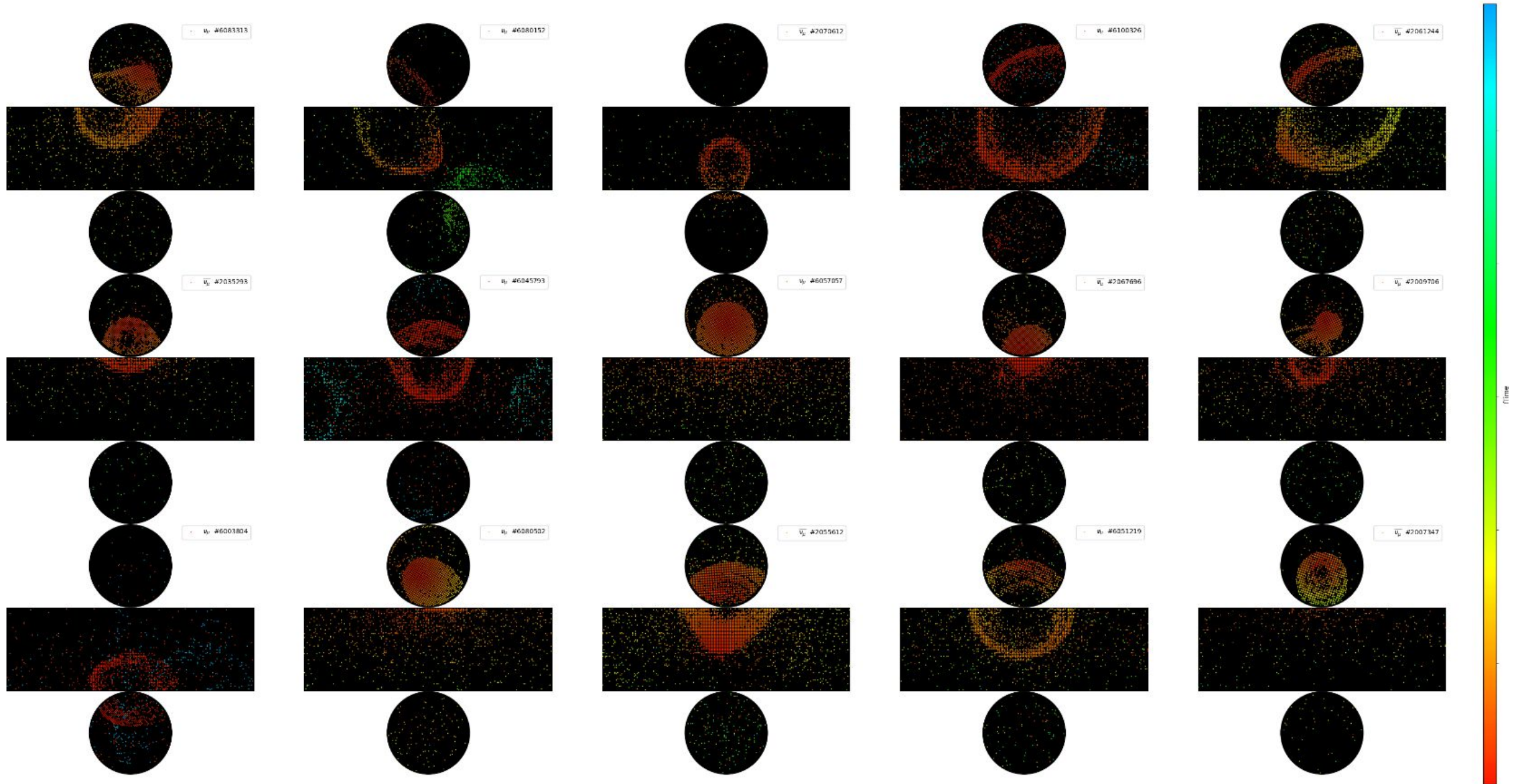


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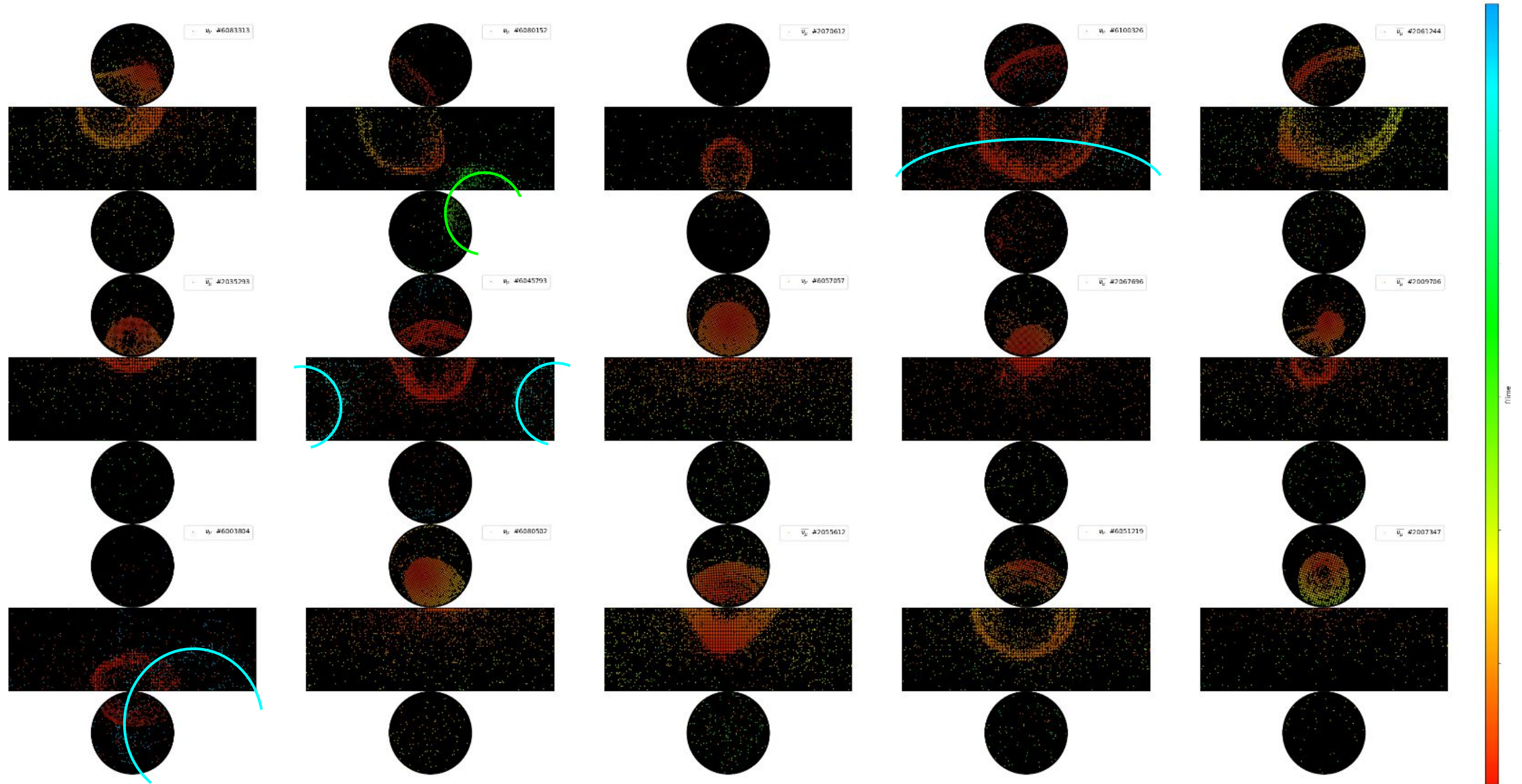
Neutrino event simulations - with data cut



Event for which GraphNeT performs significantly better than fiTQun



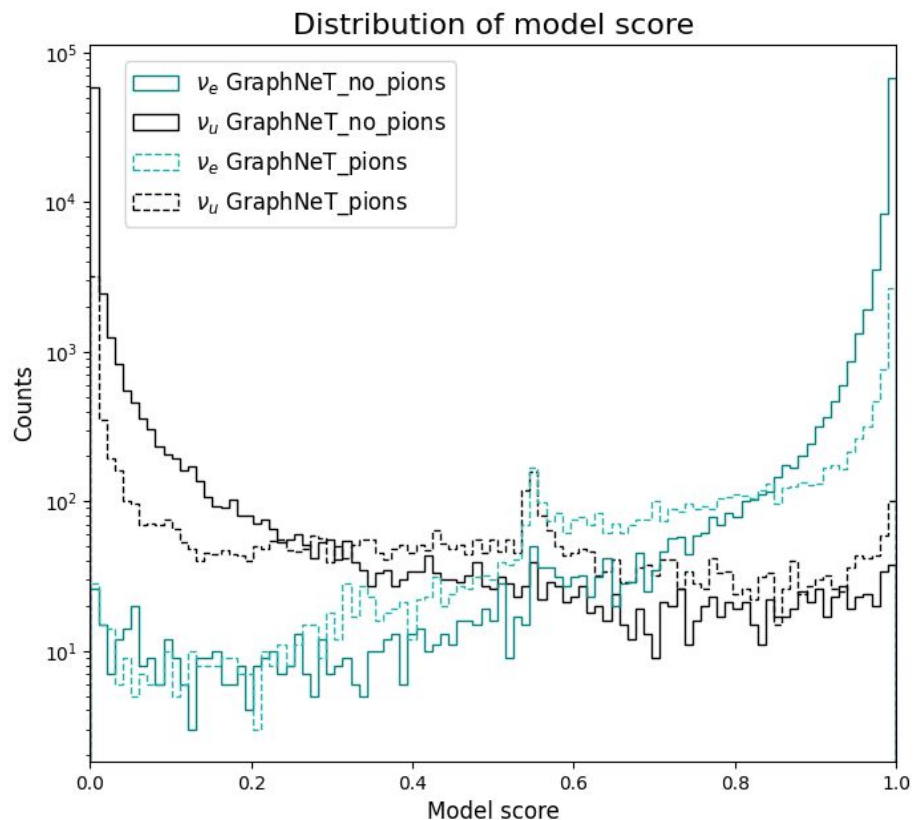
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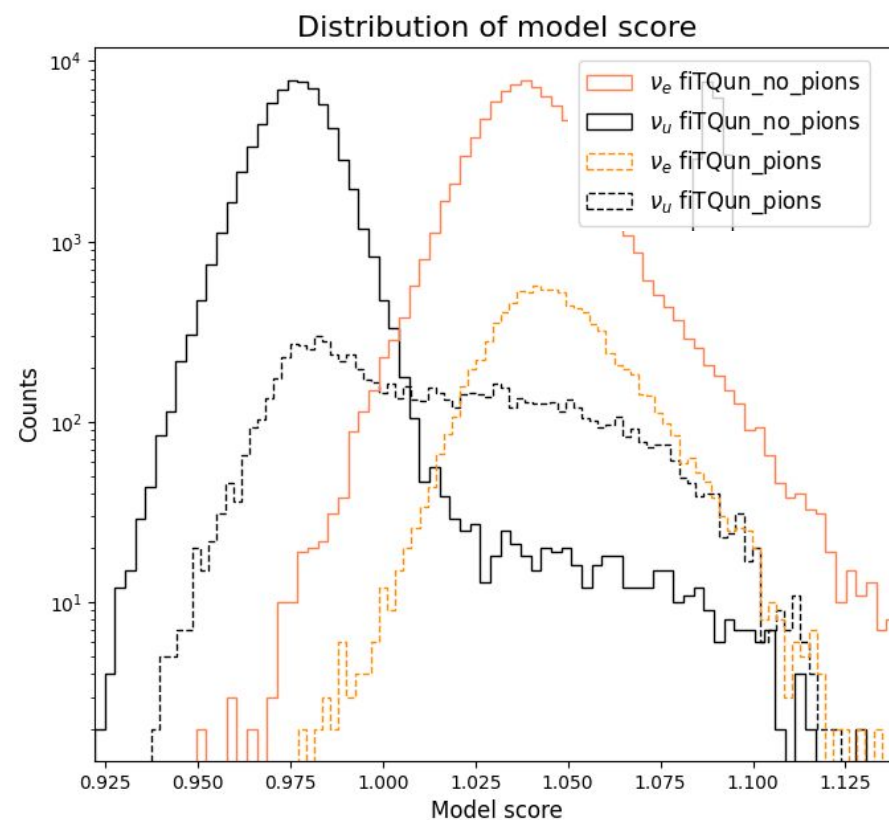
Factors impacting performance - pion creation

Neutrino event simulations - with data cut

GraphNeT performance with logarithmic x axis

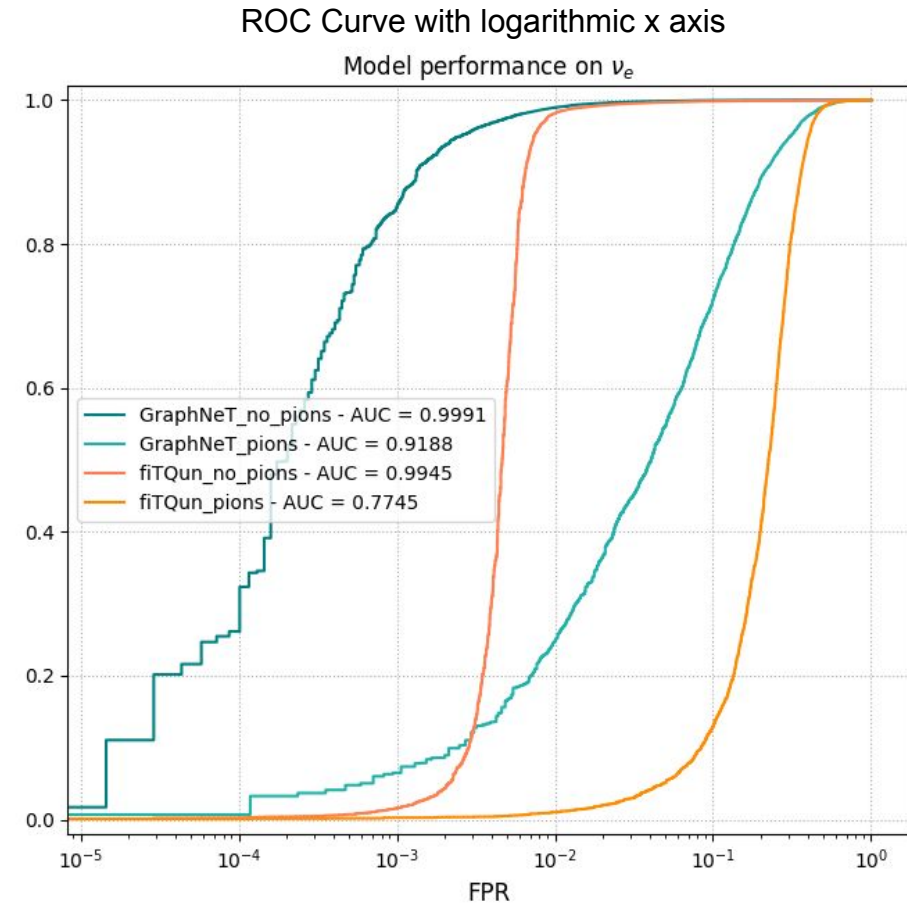
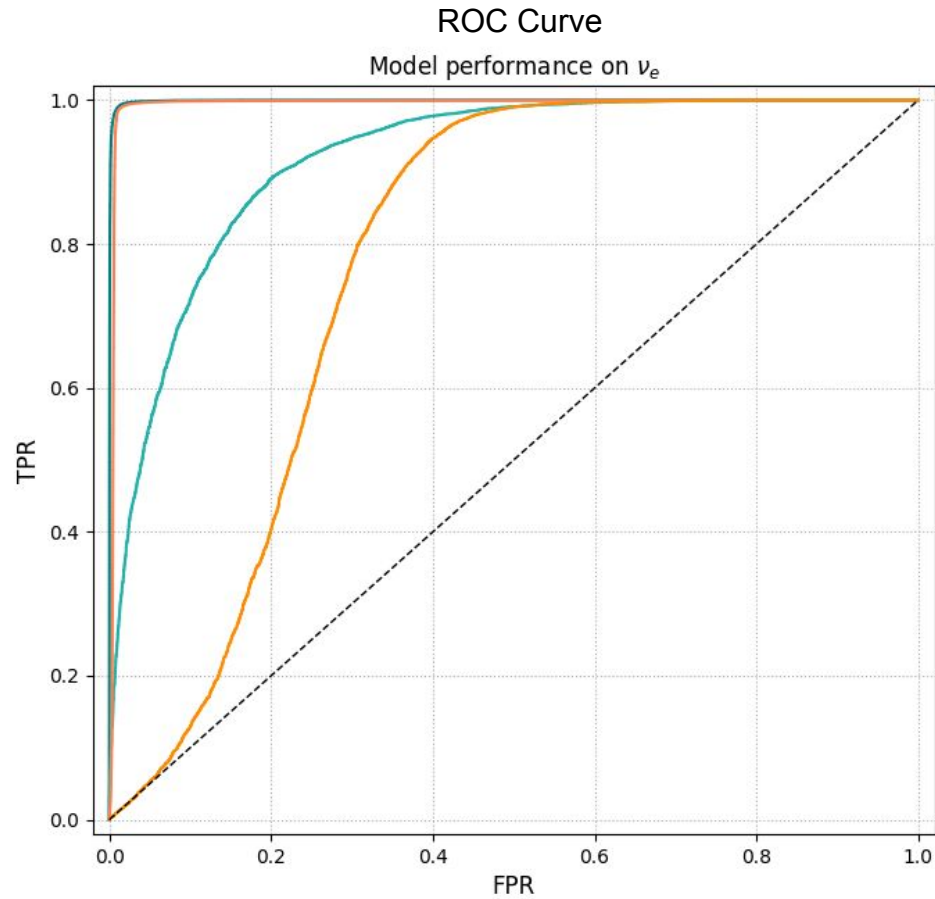


fiTQun performance with logarithmic x axis



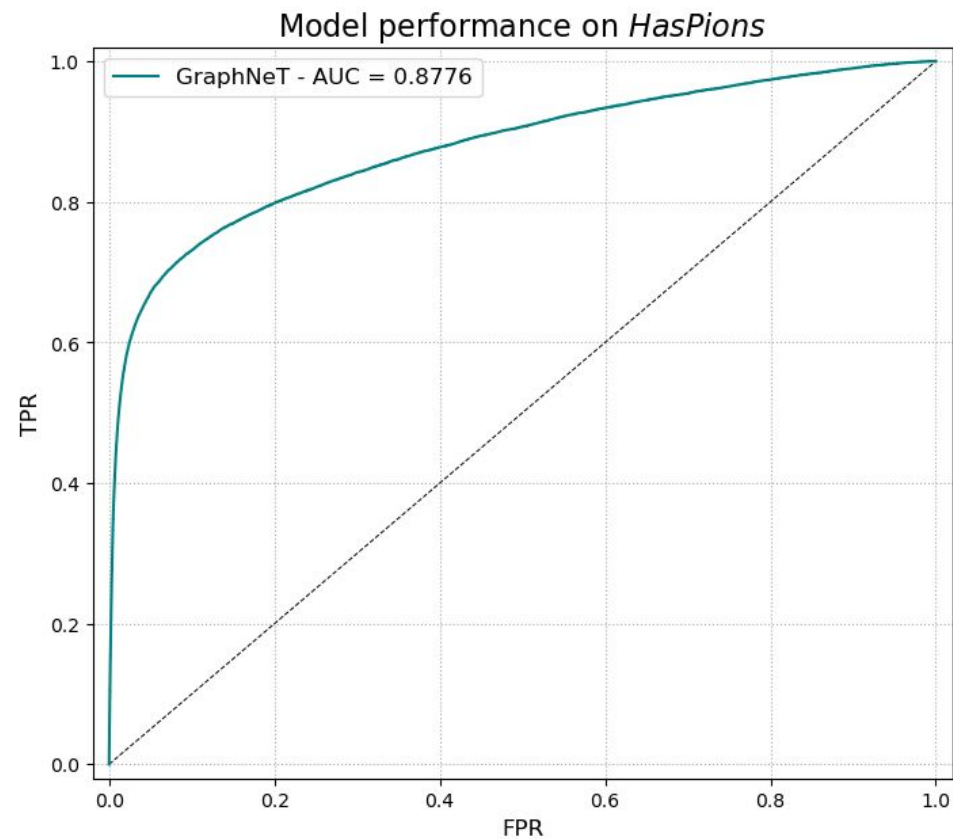
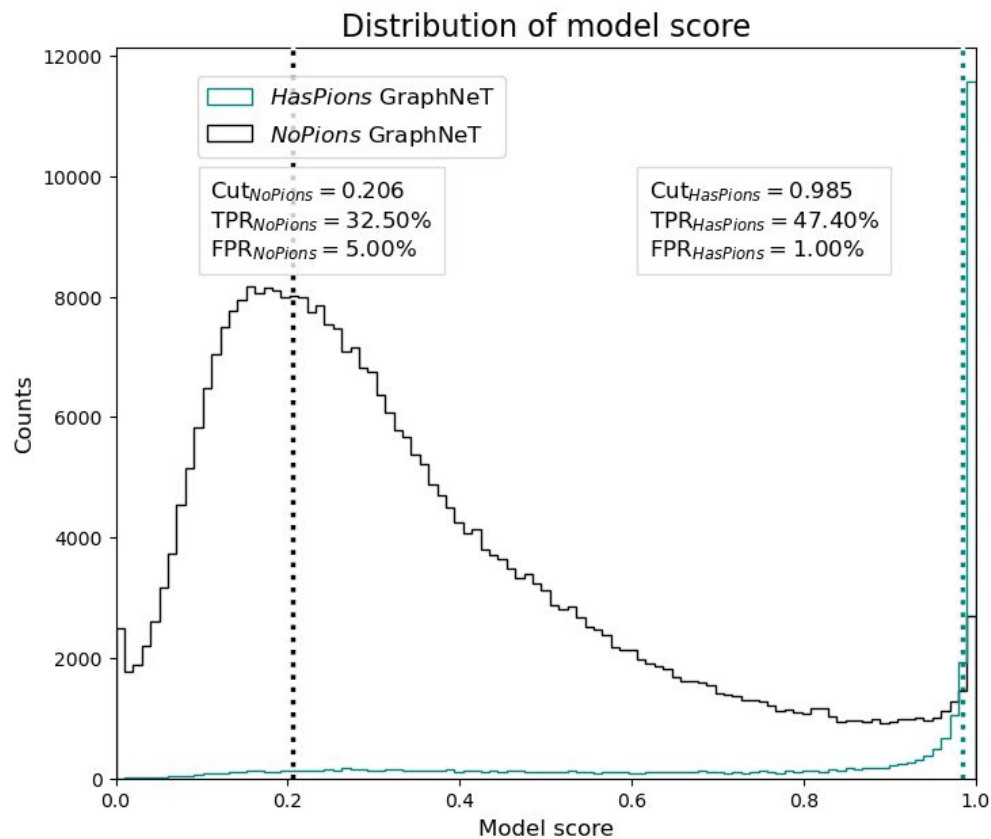
Factors impacting performance - pion creation

Neutrino event simulations - with data cut



Pion production classifier

Neutrino event simulations - with data cut



Factors impacting performance

Neutrino event simulations - with data cut

The GNN is able to identify the characteristics of both

- Events with two Cherenkov rings due to decaying muons
- Events with pion production

Filtering these types of events and treating them separately could be beneficial

An aerial architectural rendering of a city development. The scene features a winding river in the foreground, a multi-lane highway on the right, and a cluster of buildings in the center. A prominent circular structure with a green logo is visible near the river. The background shows a dense urban area with various buildings and green spaces.

Thank you!

Additional Slides

Event Classification - Performance Measures

The neutrino beam will consist of > 98 % muon neutrinos (at the near detector)

- We can allow more electron neutrino events to be misidentified and still have a pure muon neutrino event sample



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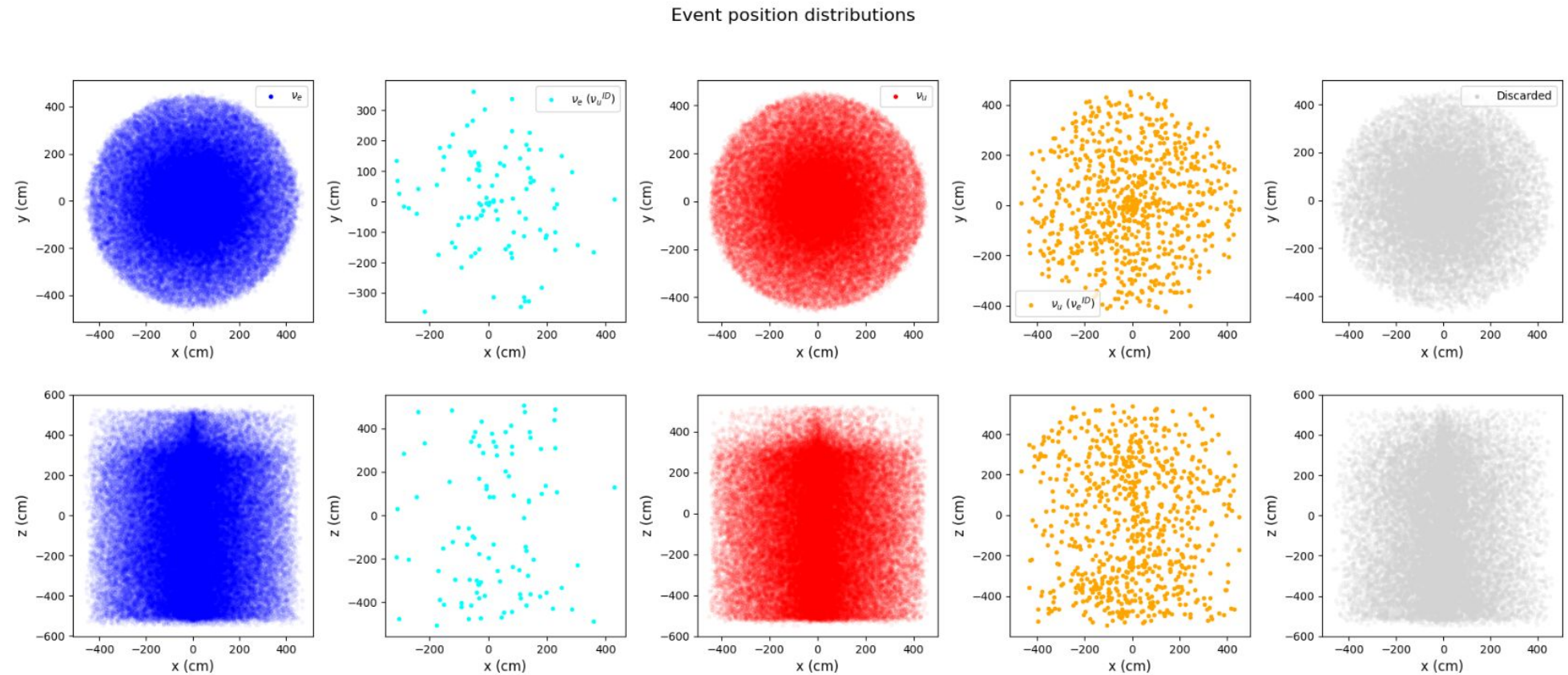
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We select samples that yield FPRs of:

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Relation between interaction position and reconstruction performance

Neutrino event simulations - with data cut



Relation between interaction position and reconstruction performance

Neutrino event simulations - with data cut

