Astrophysical Tau Neutrinos in the Pacific Ocean

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### **Astrophysical Neutrinos**

- First detected in IceCube.
- Unobstructed view of Universe **above** tens of TeV.
- Energy 1000 times > highest neutrino produced in particle accelerators.
- Study the sources and production mechanisms. 3 flavours - electron, muon, tau.
- Each flavour has a characteristic signals.





#### Astrophysical Tau Neutrinos

- Double pulse signature.
- Important implications:
  - Reaffirm astrophysical origins of neutrinos
  - Oscillations on cosmological scales.
- 20-40% of astrophysical flux, but IceCube on verge of detection first v\_only now Why?
  - Scattering in ice
  - Low stats at higher energies

What if a neutrino telescope is deployed in water, where scattering is considerable less?



# Pacific Ocean Neutrino Explorer

- <u>Planned neutrino telescope in the Cascadia</u>
   <u>Basin near Vancouver Island.</u>
- P-ONE + other neutrino telescopes = an increased sky coverage.
- P-ONE phase 1 1 segment, 10 strings and 200 DOMs,
- Long term goal 7 segments, 70 strings, 1400 DOMs.

Can P-ONE phase 1 contribute in detecting astrophysical  $v_r$ ?



# Simulation



#### **Simulation Parameters**

- Absorption and scattering lengths of Cascadia Basin\*.
- 24 3" PMTs and a flat angular acceptance of 0.811. The wavelength acceptance = IceCube DOM
- No granularity in hits.
- Hits within 3 ns are merged as on. 0 -1.5 ns smear is added to the timestamps
- 40,000  $v_r$  and  $v_e$  events simulated in total between energies 100 TeV to 5PeV.



#### IceCube mDOM

Wavelength(nm)	Scattering Length(m)	Effective Scattering Length(m)	Absorption Length(m)		
365	32.30	163.16	9.21		
405	56.78	286.81	17.56		
465	66.87	337.78	31.87		

\* Taken from Andreas Gaertner's analysis



# Analysis

### Expected $v_{\tau}$ In A Year

- Desired  $v_{\tau}$  events:
  - Charged Current interactions.
  - Interaction vertex should be within 100m around the detector volume in X and Y axis.





#### NuTau Log Energy Distribution

## **Goal of the Analysis**

#### Develop an algorithm that identifies v from the background

Background from atmospheric muons, CC  $v_e$  and NC interactions from all flavoured neutrinos.





#### **The Method**

- The algorithm fits both a single exponential gaussian and double exponential gaussian to every DOM in the event.
- Single exponential gaussian(expGauss) mean, width, amplitude and k(defines how exponential the tail is).
- Double expGauss = expGauss<sub>1</sub> + exp Gauss<sub>2</sub>



#### The Algorithm



### **The Fit**

• The minimizer minimizes the -log likelihood value. Takes bounds and initial values

$$-\ln L = \sum_{i} \ln \left( n_i! \right) + \mu_i - n_i \ln \mu_i$$

- Multiple checks done to improve the algorithm.
- Sensitive to initial values performing a grid search.



#### **Parameters for Comparison**

- Time Difference = position<sub>2</sub> position<sub>1</sub>
- Width Difference = |width<sub>2</sub> width<sub>1</sub>|
- Amplitude Ratio = amp<sub>1</sub>/amp<sub>2</sub>
- k difference =  $|k_2 k_1|$
- LLH difference = 2\*(LLH<sub>DeG</sub> LLH<sub>eG</sub>)





- Some separation in log amplitude ratio.
- Most separation observed in log 2**∆**LLH.

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Introducing cuts in the data using log 2ALLH(CUT VARIABLE) values will be most effective.



### Separating signal from background

- At cut variable 1.1 there is equal probability of the event being either a  $v_{\tau}$  or background event
- Total  $v_{\tau}$  events in a year is 0.39. Can this number be improved?



## Improving the Number of $v_{\tau}$ events/year

Conditions Changed	Total Background Events	Total NuTau Events	Intersection Point	Tau Neutrino Events at Intersection Point	
Number of hits in DOMs > 200	0.72	0.39	1.1	0.21	
Number of hits in DOMs > 100	1.11	0.59	1.3	0.22	
Number of hits in DOMs > 0	1.78	0.88	1.3	0.27	
Number of bins >= 9 1.87		0.9	1.3	0.27	
Entries Ratio > 0.1	2.1	0.97	1.5	0.28	

#### **Energy Distributions**

Energy distribution of signal and background at intersection point.

Cut Variable = 1.3

Cut Variable = 1.3





# Conclusions

- The algorithm is successful in separating  $v_r$  from the background.
- LLH ratio between single/double ExpGauss fits is the most effective parameter that shows a clear separation between tau neutrino and background.
- ~1  $v_r$  events expected in a year if the algorithm is capable of identifying all  $v_r$  from the background.
- ~0.3 tau neutrino events with cut variable > 1.3 are detected in a year in P-ONE phase 1.

## THANK Any Questions? YOU!

Credits: This presentation template was created by Slidesgo.



Simulation Steps

> More on Analysis

#### Step 1: Neutrino Generator(NuGen)

- Injected neutrinos are forced to interact within a given cylinder volume.
- Types of neutrino interactions:
  - CC Charged Current Makes charged leptons and hadronic or EM showers 0
  - NC- Neutral Charged Current Makes a secondary neutrino and hadronic showers. 0
- Parameters given to NuGen:
  - Flavour:  $v_{r}:v_{r}:v_{e}:v_{e} = 1:1:1:1$ Energy: 100TeV to 5PeV

  - Power law index: 2.19
  - Azimuth: 0 to 180 degrees
  - Zenith: 0 to 180 degrees
  - Height of cylinder: 1000m
  - Radius of cylinder: 500m
  - Events per file: 20







#### **Neutrino Distributions**

- Energy range given to the simulation is 100TeV - 5PeV
- Energy distribution looks as expected.
- Simulating events between Zenith(-45, 45) and Azimuth(0, 180), no bias

#### observed.







#### NuTau Log Energy Distribution

#### **Vertex of Interaction of Neutrinos**

#### Distributions of interactions of neutrinos to produce corresponding lepton



The dimensions of interaction cylinder given - Radius - 500m, height - 1000m, centered at (0, 0, 0)

#### Step2: PROPOSAL

- Propagates secondary charged particles in ice.
- Medium of propagation not changed to water since the difference is negligible.
- Verifying **τ** propagation:
  - Histogram of tau decay time fit to an exponential curve given by:
  - <sup>o</sup> The decay time  $N = N_0 e^{\frac{-t}{T} \ln N_0} = N$ umber of taus produced initially given by: T = Life time of tau in rest frame

E = Energy of tau m = Mass of tau [1776.86 MeV] $\tau = \text{Lifetime of tau [2.9 \times 10^{-4} \text{ ns}]}$ 

#### Step2: PROPOSAL



#### **Step 3: CLSim - Changing the Medium**

- Generate and propagate photons.
- To propagate photons in CLSim, medium should be changed to water.
- The optical properties in IceCube are defined by the following equations

$$b_e = b_{e,400} \left(\frac{\lambda}{400}\right)^{-\alpha}$$

$$a = a_{dust,400} \left(\frac{\lambda}{400}\right)^{-\kappa} + Ae^{-B/\lambda} (1 + 0.01\Delta T) \longrightarrow \text{Ignored, need}$$
more data

 $b_{\rm e}^{}$  - effective scattering coefficient at a given wavelength  $\pmb{\lambda}$   $b_{\rm e,400}^{}$  - scattering coefficient at wavelength 400 nm

a - absorption coefficient at a given wavelength  $\lambda$ a<sub>dust,400</sub> - absorption coefficient at wavelength 400 nm Exponential component of wavelength dependence is ignored

#### **Phase Function**

• The phase function  $P(\cos\theta)$  is chosen to be a combination of Henyey Greenstein(HG) and simplified Liu(SL)

$$P(\cos\theta) = fsl \cdot \frac{SL(\cos\theta)\sin\theta}{\int_0^{\pi} SL(\cos\theta)\sin\theta d\theta} + (1 - fsl) \cdot \frac{HG(\cos\theta)\sin\theta}{\int_0^{\pi} HG(\cos\theta)\sin\theta d\theta}$$
$$HG(\cos\theta) = \frac{1}{2} \frac{1 - g^2}{(1 + g^2 - 2g\cos\theta)^{\frac{3}{2}}}$$
$$SL(\cos\theta) = \frac{1 + \zeta}{2} \left(\frac{1 + \cos\theta}{2}\right)^{\zeta}, \quad \zeta = \frac{2g}{1 - g}$$

- The phase function of water is closer to HG. Therefore, contribution by SL function is neglected by setting fsl(Fraction of Simplified Liu) to 0.
- g average scattering angle given by

$$\langle \cos \theta \rangle = \eta \cdot \langle \cos \theta \rangle_{molecular} + (1 - \eta) \cdot \langle \cos \theta \rangle_{particulate}$$

#### **Effective Scattering Length**

• The simulation takes effective scattering length.

$$\lambda_{
m sct}^{
m eff} \equiv rac{\lambda_{
m sct}}{1 - \langle \cos heta 
angle}$$

$$\langle \cos \theta \rangle = \eta \cdot \langle \cos \theta \rangle_{molecular} + (1 - \eta) \cdot \langle \cos \theta \rangle_{particulate}$$

•  $\langle \cos \theta \rangle_{\text{molecular}} = 0$ 

- $\langle \cos \theta \rangle_{\text{particulate}} = 0.924 (\text{from Antares paper})$
- $\eta = 0.132$ (Matthew Man's Analysis)

- Current STRAW analysis considers equal probability for forward and backward scattering.
- For a more correct approach η(fraction of molecular scattering) is included.

### **Determining Parameters**

• The simulation uses scattering coefficient( $b_{e,400}$ ),  $\alpha$ , absorption coefficient( $a_{e,400}$ ) and  $\kappa$  obtained from the fit of the data points.



- Phase function in software defined by Simplified Liu(SL) and Henyey Greenstein(HG).
- Phase function of water closer to HG, thus SL ignored by setting fsl = 0

#### **Verification: Simulating Multiple Flashers**

- Simulating multiple flashers, spaced equally in cosine of zenith, for isotropic flashes.
- The pulse shape of multiple flashers is akin to pulse shape of a single flasher.
- DOM position is fixed and flasher position is changed according





#### **Flasher Isotropy**



#### Number of flashers

- Number of flashers
   simulated should be large
   enough to avoid gaps in
   cosine zenith.
- Current analysis simulates 200,000 flashers



#### **Time Residuals**









Great tool to test the inputs from STRAW analysis.

#### **Step 4: PE Hit Generator - mDOM**

- Once the photons reach a DOM, the probability of a photon generating a photo electron(PE) depends on:
  - Quantum efficiency of PMT
  - Wavelength Acceptance of DOMs(DOM efficiency)
  - Angular Acceptance of DOMs
  - Photon Weight

Probability of Hit = relative DOM eff × DOM eff × ang Acc × photon weight

- A simple custom code written to facilitate changes to properties of the DOM.
- Verified the accuracy compared against IceCube code

#### **mDOM** Properties

- The wavelength acceptance is set to be the same as IceCube's.
- Angular acceptance of mDOM = 0.811



#### **Step 5: Noise Generator**

- Time taken for the first and the last photon to hit a DOM in a tau neutrino event is about 1-3 microseconds.
- Considering an event window of about 7.2 microseconds.
- Since noise scales with area, 24 random chunks of 7.2 ms from STRAW data, overlaid on each other, to generate noise in mDOM



### Injecting Noise in mDOMs for a Single Event

• For a single neutrino event the noise hits are chosen to be injected such that they are centered around the mean time of physics hits.





#### Weighting Events

$$weight_{CC} = \frac{\phi_{astro} \times OneWeight}{N/4}$$

$$weight_{NC,\nu_{\mu}} = \frac{(3\phi_{astro} + \phi_{atmo,\nu_{\mu}}) \times OneWeight}{N/2}$$

$$weight_{NC,\overline{\nu}_{\mu}} = \frac{(3\phi_{astro} + \phi_{atmo,\overline{\nu}_{\mu}}) \times OneWeight}{N/2}$$

N = Number of files $OneWeight = \text{Taken from I3MCWeight} \qquad \frac{d\Phi_{\nu+\bar{\nu}}}{dE} = (1.01 \pm ^{0.26}_{0.23}) \left(\frac{E}{100 \text{ TeV}}\right)^{-2.19 \pm 0.10} \cdot 10^{-18} \text{GeV}^{-1} cm^{-2} s^{-1} sr^{-1}.$ 

#### **Bounds and Initial Values of the Fit**

 Width needs to be negative, to change the direction of the exponential tail. However, the caveat here is that the minimizer outputs a NaN once it starts considering width values between (-0.999, 0.999)

-0.05513

-14.3644



	pos1	wid1	k1	amp1	pos2	wid2	k2	amp2	log l	ikelihood	
	-14.4044	-0.0734752	0.134472	237.057	-5.96877	18.3955	6.09133	248.598		nan	
	pos1	wid1	k1	amp	1 pc	os2 w	id2	k2	amp2	log li	kelihood

-5.99934

23.245

1.34232

74.7544

• The same with k, values should be between (0, 0.99).

0.427769

638.78



nan

#### **Tau length Correlation**

- Ideally large tau length would mean large cut variable value .
- What happens with DOMs with large tau length and small cut variable?
  - Vertices(Tau creation and tau decay) are outside the detector.
  - Tau decays into a muon
  - DOM is not at an ideal distance from the vertices.















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### Improving the Number of $v_r$ events/year

Number of hits in DOMs > 200



Number of hits in DOMs > 0



#### Number of bins >= 9



The intersection point moves to the right as the number of events included in the analysis increases.

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#### **Energy Distributions - Tau neutrino events**

• The energy distribution shifts to the right as higher cut variable is imposed.



#### **Energy Distribution - NuE&NC events**

• The energy distribution shifts to the right as higher cut variable is imposed.



#### **Suspicious NuEs and NC events**



#### **Time Difference**

