High Energy Analysis at KamLAND and Application to Dark Matter Search

Michinari Sakai

University of Hawaii, Manoa
michinar@hawaii.edu

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Overview

Introduction

Neutrino directionality

Issues

Idea

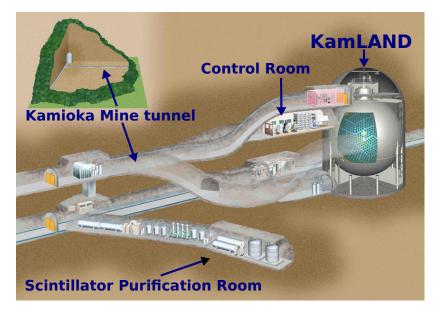
Validation

Track reconstruction and particle discrimination

Algorithm

Validation

KamLAND: ν detector in Japan



KamLAND: ν detector in Japan



KamLAND: features

- Commissioned: 2001
- Medium: liquid scintillator
 - ▶ Decay constants: $\tau_1 = 4.0 \, \mathrm{ns}$, $\tau_2 = 8.6 \, \mathrm{ns}$
- ▶ Size: 1 kt
- Photomultiplier tubes (Hamamatsu):
 - ▶ 1325 17-inch, 7 ns rise-time, 3.5 ns TTS
 - 779 20-inch, 10 ns rise-time, 5.5 ns TTS
 - ▶ 34 % photo-coverage
- Analysis: \sim MeV $\overline{\nu}_{\rm e}$ (inverse-beta decay)
- Energy resolution: $7.0 \pm 0.1 \%$
- Vertex resolution: $13.8 \pm 2.3 \, \text{cm} / \sqrt{\text{E}(\text{MeV})}$

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- Directional sensitivity: NONE

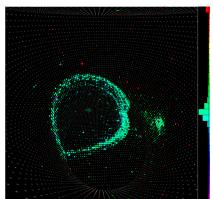
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- Directional sensitivity: NONE
- No analysis at higher energies



Directionality in water

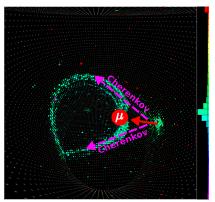
Super-Kamiokande



Cherenkov ring

Directionality in water

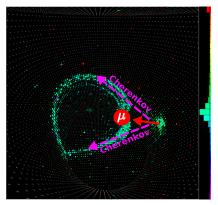
Super-Kamiokande



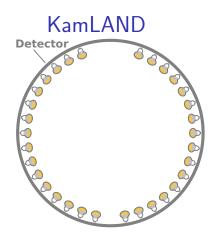
- Cherenkov ring
- shows charged particle direction

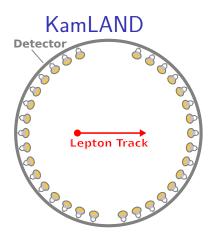
Directionality in water

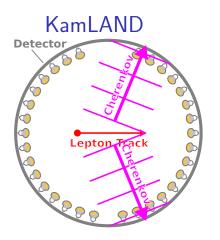
Super-Kamiokande



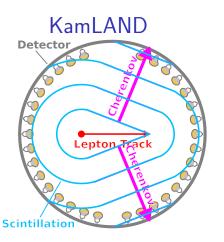
- Cherenkov ring
- shows charged particle direction
- Can we do something similar in scintillator?



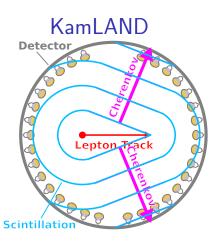




Cherenkov is emitted



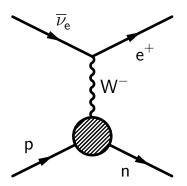
- Cherenkov is emitted
- Along with isotropic scintillation



- Cherenkov is emitted
- Along with isotropic scintillation
- ⇒ Cannot simply use Cherenkov for directionality

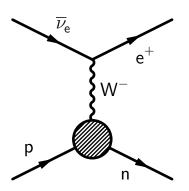
Furthermore...

Inverse-beta decay



Furthermore...

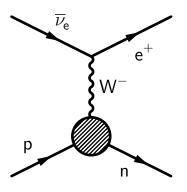
Inverse-beta decay



 KamLAND is used to seeing simple kinematics at low energies (MeV)

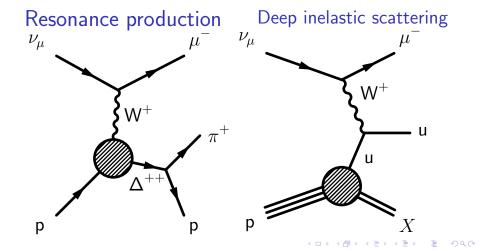
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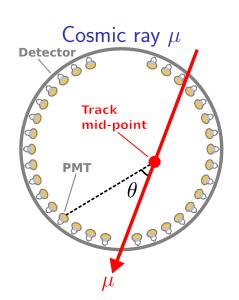
Inverse-beta decay



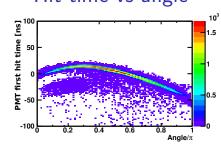
- KamLAND is used to seeing simple kinematics at low energies (MeV)
- Single final-state lepton

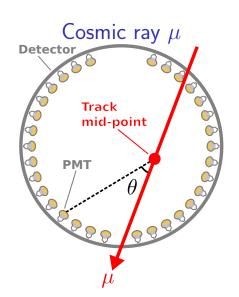
But at higher energies, the kinematics is not so simple



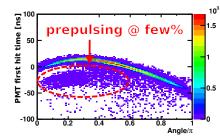


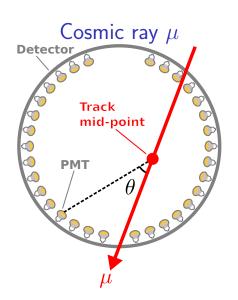
Hit time vs angle



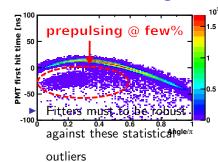


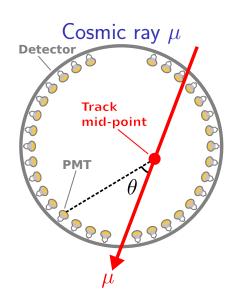
Hit time vs angle



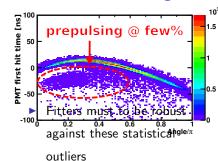


Hit time vs angle





Hit time vs angle



Or we can just use **LAPPD**s!

Light is emitted isotropically

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- At high energies:

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- At high energies:
 - complicated kinematics
 - multiple final-state particles

- Light is emitted isotropically
- At high energies:
 - complicated kinematics
 - multiple final-state particles
- Many photons => pre-pulsing

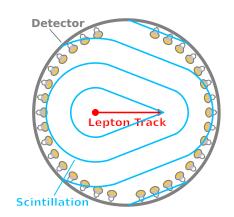
Let's change perspective and think more simple

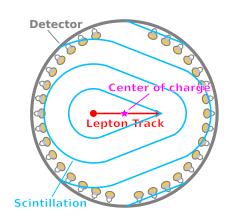
Let's change perspective and think more simple

There are two pieces of information arriving at PMTs

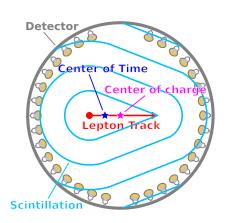
Let's change perspective and think more simple

- There are two pieces of information arriving at PMTs
 - Charge
 - ► Time

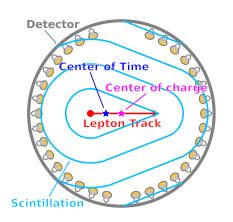




 Use center of charge to fit middle of track



- Use center of charge to fit middle of track
- Use center of time to fit near end of track



- Use center of charge to fit middle of track
- Use center of time to fit near end of track
- And just connect dots to find direction!

Question:

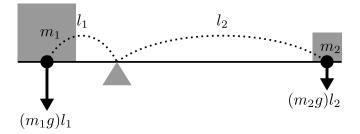
Question:

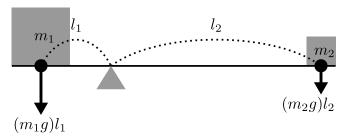
▶ But, what do we use for the <u>weights</u> in the **weighted mean**:

$$\frac{\sum_{i} w_{i} x_{i}}{\sum_{i} w_{i}}$$

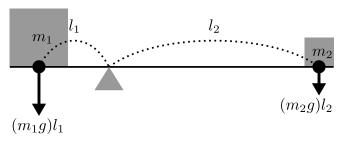
when calculating center of charge and time?

Let's review some basic physics...

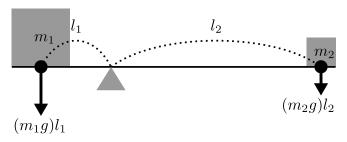




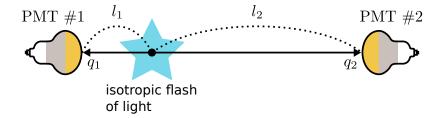
To find center of gravity: $\label{eq:center} \mbox{net torque} = -(m_1g)l_1 + (m_2g)l_2 = 0$

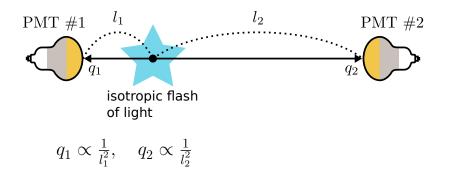


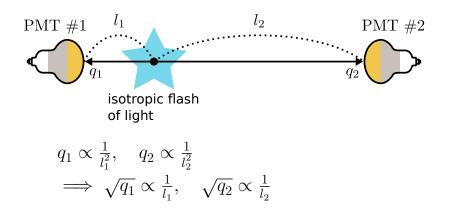
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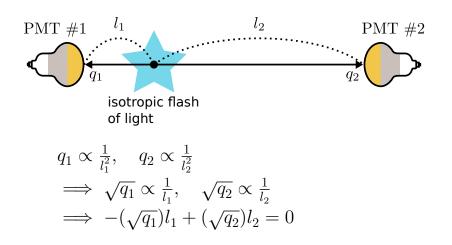


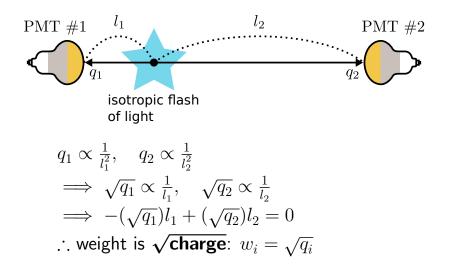
To find center of gravity: net torque $= -(m_1g)l_1 + (m_2g)l_2 = 0$ $\implies -(m_1)l_1 + (m_2)l_2 = 0$ \therefore weight is **mass**: $w_i = m_i$

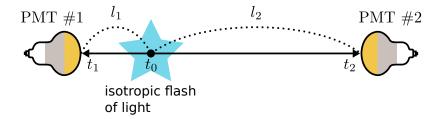


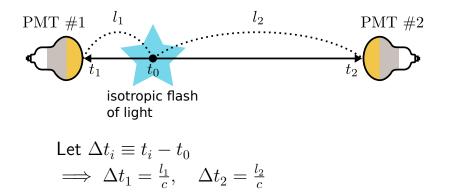


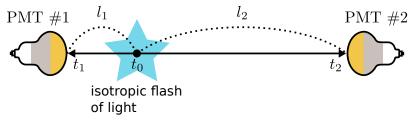




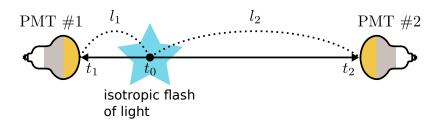




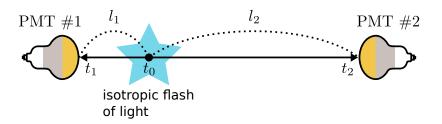




$$\begin{array}{l} \text{Let } \Delta t_i \equiv t_i - t_0 \\ \Longrightarrow \ \Delta t_1 = \frac{l_1}{c}, \quad \Delta t_2 = \frac{l_2}{c} \\ \Longrightarrow \ -(\frac{1}{\Delta t_1})\frac{l_1}{c} + (\frac{1}{\Delta t_2})\frac{l_2}{c} = 0 \end{array}$$



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 \therefore weight is **inverse of time**: $w_i = \frac{1}{\Delta t_i}$



Conclusion

▶ Use **mass** as weight for *center of gravity*.

Conclusion

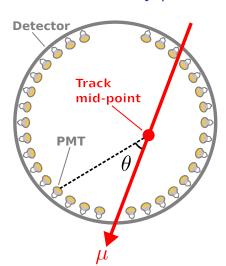
- Use mass as weight for center of gravity.
- Use $\sqrt{\text{charge}}$ as weight for *center of charge*.

Conclusion

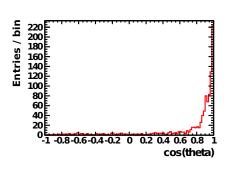
- Use mass as weight for center of gravity.
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- Use $\left(\frac{1}{\text{time}}\right)$ as weight for *center of time*.

Test algorithm against μ (Data)

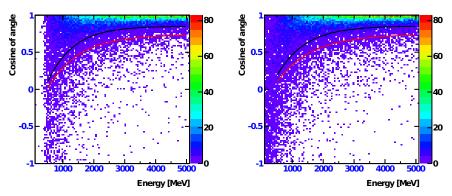
Cosmic ray μ



Agreement with μ -fitter which uses entry/exit points



Test algorithm against
$$\nu_{e} + \nu_{e} + \nu_{e}$$



- ▶ Black line: 1σ of reconstructed angle from ν direction
- \blacktriangleright Red line: 1σ of lepton angle from ν direction



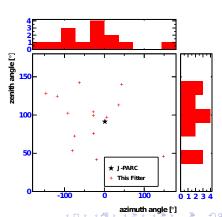
Test algorithm against T2K events (Data)

(Selected with spill-time so no backgrounds)

Map

Agreement with J-PARC direction





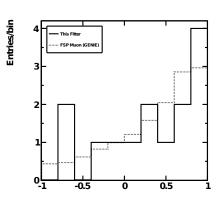
Test algorithm against T2K events (Data)

(Selected with spill-time so no backgrounds)

Мар

Agreement with MC





Cos(angle from J -PARC)

Track Reconstruction and Particle ID

Hellgartner's algorithm

(former LENA grad student)

$$h(\vec{x},t) = \sum_{i=1}^{N_{\text{PMT}}} \Theta(q_i - q_{\text{threshold}}) \sum_{j=1}^{N_{\gamma}} f(t_{ij} - t_i^{\text{TOF}}, t)$$

where N_{PMT} : number of PMTs

 N_{γ} : number of photon hits to count per PMT

 q_i : charge on i-th PMT, $q_{\mathsf{threshold}}$: minimum charge for analysis

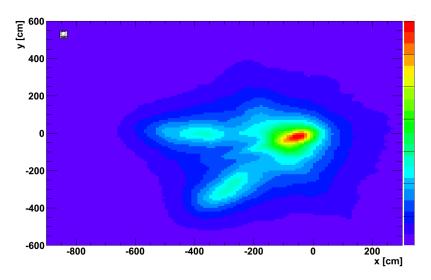
 t_{ij} : j-th hit time on i-th PMT

 t_i^{TOF} : expected time-of-flight between i-th PMT and \vec{x}

$$f(\Delta t, t) \propto (t - \Delta t) \exp \left[-\frac{(\Delta t - t)^2}{2\sigma_{\mathsf{tts}}} \right]$$

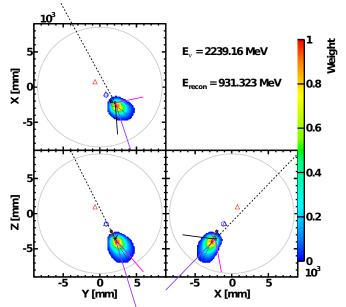
Figure of merit for each test point in space $=\int_{-\infty}^{\infty} |h(\vec{x},t)|^2 dt$

Test Hellgartner on double 1 GeV muons (MC)

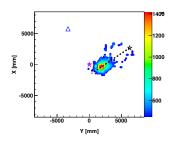


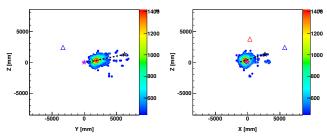
Dominikus Hellgartner

Test Hellgartner on 2 GeV $\nu_{\rm e}$ (MC)



Test Hellgartner on T2K events (Data)





Lepton discrimination algorithm

Explanation is here.

Test lepton discrimination (MC)

Reconstructed Ellipticity

