IV PHD Neutrinos Summer School on Neutrinos Here, There & everywhere

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Studying Muon Bundles for Improved EHE Neutrino Identification in IceCube



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1 Neutrino Astronomy with IceCube



- Detection
- Atmospheric background: Muon bundles



Muon bundles characteristics



Astrophysical Goals







IceCube Detector



Detection principle:

Detection of Cherenkov light produced by charged particles resulting from neutrino's deep inelastic scattering interaction with nucleon of the ice.

Main Target:

Neutrinos from Northern sky (Earth = shield against atmospheric background)

Optimized Energy Range (In-Ice):

Main Detector: 100 GeV to 1 PeV Deep-core: down to 10 GeV

Possibility to probe higher energies: 1 PeV \rightarrow 1EeV even if detected events are rare.

In-ice neutrino signatures

Events signature: total charge collected per DOM and photons arrival time create characteristic shapes in the detector.



Muon Track

Cascade

Angular resolution: 0.1° – 1°

Vertex can be outside detector: increased effective volume

Deposited energy resolution: ≈ 15%

> Angular resolution: $\approx 10^{\circ} (E_{\nu} > 100 \text{ TeV})$





[IceCube Masterclass, 2024]

Extremely High Energy (EHE) Neutrinos



IceCube detector



Flux dropping and no event beyond 10 PeV

KM3-230213A Event

KM3Net



Muon: $E_{\mu} = 120^{+110}_{-60} PeV$

Estimated neutrino energy: $E_{\nu} \approx 220 \ PeV$



Atmospheric background



Muon Bundles

Signal: Muon tracks from EHE neutrinos

Main background: Muon bundles

Muon groups from a single air shower caused by cosmic ray interactions in the atmosphere.

- Himic the signal of a single muon
 - ► Difficult to identify the signal

Research goal

Identify features that distinguish muon bundles from single muons to train a machine learning model and improve event selection.

Simulations: charged current v_{μ} interactions, only for throughgoing events









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Lateral extension (at the detector level)

Radius of a cylinder along the track that contains a defined percentage of the collected light.





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Stochastic losses

Sudden energy deposits along a muon's track

- Causing localized high energy deposition in the detector.
- Due to interactions like bremsstrahlung or pair production



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Smoothness

Variable S that characterizes the difference between the observed energy distribution and a uniform one (S=0).



Single muon [mult=1]

Residual time

100

50

-50

-100

-150

-200

-250

-300

0

- C.

25

50

75

100

Effective distance [m]

Timing residual (ns)

Difference between a photon's arrival time at the DOM and its expected arrival time assuming a direct, unscattered path.

$$t_{res} = t_{hit} - t_{geo} - t_0$$

150

175

200

125

100

50

0

-50

-100

-150

-200

-250

-300

0

25

50

esidual (ns)

iming

Count

- 10²

101



Devil's Tower Model





Single muon = only one track

Cherenkov cone
$$\cos \theta = \frac{1}{n\beta}$$

Muon bundle = multiple tracks

Contained in a cylindrical volume around the track direction

Devils tower idea:

Truncate the Cherenkov cone to use a planewave to simulate the front of the bundle (developed by K. Rawlins)

Ligth emission depends on DOM position:

- Inside the cylinder: planewave Cherenkov emission
- Outside the cylinder: Cherenkov cone emission 1



Devil's Tower first result

Bundle radius



True bundle: estimated from the set of simulated muons intersecting the detector

Different reconstruction method:

- Multiple PhotoElectron (MPE)
- Single PhotoElectron (SPE)

Conclusion and Outlook



Research Goal

Study muon bundles to improve the identification of Extremely High Energy (EHE) neutrinos in IceCube

Muon bundle characterization

lateral extension, residual time, smoothness

Devil's Tower Geometry

Development of the new Event reconstruction model to refine track analysis

Outlook Use these features to train a machine learning model (e.g., Graph Neural Network) for better event classification

Thank you







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Smoothness

1. List of the projected position of the hit DOMS:

 $distAlongTrack(DOM_i, Track) =$ projected position of the i^{th} DOM on the line of the configured track

> where $i \in [1, N_{hit}]$ N_{hit} = the total number of hits

domDistList: = {distAlongTrack(DOM_i,Track)}

2. The « distance » list is rated in ascending order

ascDOMDistList := ascending Sort(domDistList)

3. l_i is the lenght of the track to the i^{th} pulse in regard to the first pulse in sorted distance list

4. *j* is the pulse with:
$$max\left(\left|\frac{j}{n} - \frac{l_j}{l_n}\right|\right)$$

5. Smoothness: $S = \frac{j}{n} - \frac{l_j}{l_n}$ where $S \in [-1, 1]$

S = 0.1

S = 0.39



