



Computing in High Energy & Nuclear Physics (CHEP) May 8, 2023





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LST is implemented to be <u>accelerated on GPUs</u>











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LST is implemented to be accelerated on GPUs



Provides good performance











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We present a new tracking algorithm called <u>"Line-Segment Tracking" (LST)</u>



LST is implemented to be accelerated on GPUs







Naturally tracks displaced particles





We did not box ourselves to one or the other

We primarily focused on developing algorithms that can run in parallel on processors capable of parallelism

Once we developed the algorithm to a more mature state, we implemented our work on GPUs

But the algorithm itself is parallel in nature and potentially possible to exploit other architecture































gap = 2 - 4 mm



















Low momentum ⇒ large bending in transverse plane

beam pipe

Magnetic field direction parallel to beam pipe perpendicular to transverse plane proton

proton

8





LST





Possible trajectory window

outside trajectory window

 We do not want to consider this pair of hits

0.8 GeV momentum trajectories (+ and - charge)





The good candidate pair becomes a **Mini-Doublet (MD)**







In a given module, there are multiple candidates to try



Each module can be processed in parallel at a large scale on a GPU (there are O(30k) modules)

 \Rightarrow Performs processing >0.8 GeV MDs in ~2 ms for PU200 event on A100





















Create Module Map based on helices and simulation









































Connecting Line Segments





Two Line Segments can then be connected to form a Triplet of minidoublets (T3)

We apply geometric constraints to require them to be helix-like



Connecting Line Segments





If the triplets do not look like a good candidate they are not created



Connecting Line Segments







Triplet formation can be performed in parallel on GPUs



Creating Quintuplets





Two T3's can then be connected to form a Quintuplet of minidoublets (T5)

We apply geometric constraints to require them to be helix-like



Creating Quintuplets





If the quituplets do not look like a good track candidate they are not created



Creating Quintuplets







Quintuplet formation can be performed in parallel on GPUs



















Inner tracker provides "mini"-tracks with three to four hits \Rightarrow use these "seeds" as equivalent as a Line-Segment called "pixel LS" (pLS)







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Types of track candidates built





pLSs are then connected with T3's and T5's to form pT3, and pT5



Types of track candidates built



T5's can be standalones even if no matching pLSs are found

(cf. T5's have 10 hits, and can naturally track displaced tracks)

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Adding unused pLS





Not every pLSs are consumed by outer tracker and unused ones are useful for short or forward tracks



Outer Tracker Hits, Inner Tracker Seeds



Track Candidate Collection {pT5s, ..., pT3s, ..., T5s, ..., pLSs, ..., }



MDs ~2 ms LSs ~1 ms T3s ~3-4 ms T5s ~3-4 ms pT3s ~2 ms pT5s ~2 ms TCs ~3 ms



Measured on **single A100** at HiPerGator AI of University of Florida

Total ~ 17 ms / evt





Outer Tracker Hits, Inner Tracker Seeds



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Measured on **single A100** at HiPerGator AI of University of Florida

Total ~ 17 ms / evt

Total ~ 9.6 ms / evt

If multi-streaming to have multiple events in flight







Performance on $t\overline{t}$ Pileup 200 events



First we use standalone setup with rough estimate of track parameters to assess performance. (Full result with integration to CMS Software featured in later slides.)

Efficiency of Track Candidates

Fake Rate of Track Candidates

Duplicate Rate of Track Candidates





Performance for displaced tracks



First we use standalone setup with rough estimate of track parameters to assess performance.

(Full result with integration to CMS Software featured in later slides.)

Out-of-the-box (with no configuration change) LST covers good amount of displaced tracks Can be improved further

Work in progress 2_{Γ} Tracking efficiency **CMS** Simulation Preliminary 1.8 muon-gun w/ 5 cm cube prod. origin $1.6 - p_{T} > 0.9 \text{ GeV}, \text{ } \text{ml} < 2.5, \text{ } \text{lz}_{\text{vertex}} \text{l} < 30 \text{ cm}$ 1.4 - All LST objects →pT5 →pT3 → T5 - Unused initial iteration seeds 1.2 -===== ===== ≠=== 0.8 0.6 0.4 0.2 10 Simulated track r_{vertex} [cm] Simulated track rvertex [cm]

displaced muon gun sample



Preliminary LST result from CMSSW



Work-in-progress

Next, we use integrate the LST algorithm to CMS Software (CMSSW) workflow. Track fitting is performed and "loose" track selection applied.





Performance for displaced tracks



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Presented LST algorithm for HL-LHC using GPUs

Shows good performance on par w/ default tracking

Naturally extends to displaced tracks

Integration / tuning / optimization on-going





Backup



Timing vs. N-streaming







Timing breakdown pie-chart



