Novel fully-heterogeneous GNN designs for track reconstruction at the HL-LHC

Towards deployment of high performance Graph Neural Network (GNN) - based algorithms for charged particle track reconstruction in ATLAS ITk





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GNN-based track reconstruction for HL-LHC

- Start of HL-LHC (2028) => Rate of collisions will be increased by an order of magnitude
- Current algorithms will not be able to cope with the complexity and rate of the data recorded
- <u>« ATLAS ITk Track Reconstruction with a GNN-based pipeline » C.Rougier (CTD2022)</u>



- 1) Detector data represented as graph
- *Nodes* are hits in the detector
- Edges are possible connections between nodes
- *True edges* are connections between successive hits from the same particle of interest

2) GNN learns deep geometric *patterns* of the particle tracks and classifies edges between true and fake edges

• Geometric Learning solution explored by Exa.TrkX Project and L2IT [P. Calafiura, CHEP2023] [X. Ju, CHEP2023]

3) Final algorithm operates on scored graph to build *track* candidates





CTD2022 Data and graph representation

Results presented last year at CTD2022 (Princeton) Nodes features are euclidian geometric coordinates of the Space Points They are reconstructed from 2 different technologies in the detector (i.e. heterogeneous data)



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STRIP technology

Space Point reconstructed from 2 STRIP clusters



CTD2022 Message Passing Neural Network



Decode (scoring) stage

Edge latent is projected to a scalar value which is the score of the edge

 $|score_{ij}^{t=L} \leftarrow EdgeDecoder(e_{ij}^{t=L})|$

GNN stage

• Edge latent is updated taking into account latent of source and destination nodes • Node latent is updated from a *separate aggregation of incoming and outcoming edges*

$$\begin{array}{c} e_{ij}^{t+1} \leftarrow \psi(e_{ij}^{t} \mid h_{i}^{t} \mid h_{j}^{t}) \\ h_{i}^{t+1} \leftarrow \phi(h_{i}^{t} \mid \sum_{j \in N_{in}} e_{ji}^{t} \mid \sum_{j \in N_{out}} e_{ij}^{t}) \end{array}$$

Encode stage

• Node euclidian features are projected into latent space • Edge *preprocessed* features are projected into latent space

 $\begin{aligned} h_i^{t=0} &\leftarrow NodeEncoder(r_i^{reco}, \varphi_i^{reco}, z_i^{reco}) \\ e_{ij}^{t=0} &\leftarrow EdgeEncoder(\Delta r_{ij}^{reco}, \Delta \varphi_{ij}^{reco}, \Delta z_{ij}^{reco}, \Delta \eta_{ij}^{reco}) \end{aligned}$







CTD2022 GNN performance on ITk simulated data

CTD2022







STRIP low spatial resolution and Heterogenous Data



Impossible to exactly reconstruct space point position without knowing curvature of the track !



GNN combines space points into tracks, i.e. has access to curvature !

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$$r^{reco}, \varphi^{reco}, z^{reco} = f_{strip}(c_{strip}^1, c_{strip}^2)$$

The mechanism that led to the poor purity in CTD2022 results is understood: straight line approximation used in the ATLAS space point reconstruction leads to poor z resolution (O(cm)!) at low p_T

Key Idea: Give as node features in STRIP BARREL the STRIP clusters data Hopefully the GNN will be able to learn a **better representation of the Space Point**









Heterogeneous data and GNN designs

Two possible designs to handle Heterogenous Data

Heterogeneous Data + Heterogeneous GNN



MLPs dedicated by region +Specialized MLP per heterogenous region -Hard to train / synchronise the learning for efficient Message Passing between region

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Additional GNN improvements



Global architecture

Move to 3 layers per MLP (vs 2 layers per MLP in the CTD2022 GNN model) Add BatchNorm layers to make the training faster and more stable

Non recurrent GNN layers

One instance of edge updater and node updater per GNN layer (No shared parameters)

- Better function estimation
- Avoid vanishing gradients

$$\begin{aligned} e_{ij}^{t+1} \leftarrow \psi^l(e_{ij}^t \mid h_i^t \mid h_j^t) \\ h_i^{t+1} \leftarrow \phi^l(h_i^t \mid \sum_{j \in N_{in}} e_{ji}^t \mid \sum_{j \in N_{out}} e_{ij}^t) \end{aligned}$$

Preprocessed edge features

Add φ_{slope} which is closely related to p_T (informative for the curvature of the tracks)









Efficiency and purity vs η



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Efficiency and purity vs (r, z)

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Heterogeneous Data + Extended GNN







Towards high performance track reconstruction algorithm

What is the link between GNN performance and track reconstruction?



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Towards high performance track reconstruction algorithm



For CTD 2022 even with the poor GNN purity in the STRIP BARREL it was possible to get excellent track reconstruction performance at the cost of the computation time of the walkthrough algorithm

With the new high GNN efficiency and purity it is now possible to get 80% of perfect tracks and 95% of standard matching tracks with a simple Connected Components (very important as Connected Components algorithm can be easily accelerated on GPU). Walkthrough used only for small subset of tracks.







Summary and further steps

- lacksquaremodels in ATLAS ITk simulated data
- \bullet track efficiency and purity and computation time
- Further steps: lacksquare

 - Pursue GNN pipeline **software integration** in ACTS & Athena \bullet
 - \bullet





See you @<u>CTD 2023</u> (Oct 10–13, 2023) in Toulouse, France !

Exa.TrkX and L2IT R&D collaboration to understand and handle heterogenous data has led to high performance GNN

The high level of GNN performance leads to a very high performance track reconstruction full algorithm in terms of

GNN R&D (Heterogeneous GNN model, GNN filter, ambiguity resolution with GNN transformer) **Optimization** and **acceleration** of graph construction and track reconstruction on CPU and GPU

We developed a CommonFramework for GNN tracking R&D: https://github.com/GNN4ITkTeam/CommonFramework



Thank you for your attention Any question ?

Backup

Origin of fake edges CTD 2022 vs new results

CTD2022



Heterogeneous Data + Extended GNN



GNN efficiency vs pT

CTD2022



Heterogeneous Data + Extended GNN

