

SPVCNN for primary vertex reconstruction

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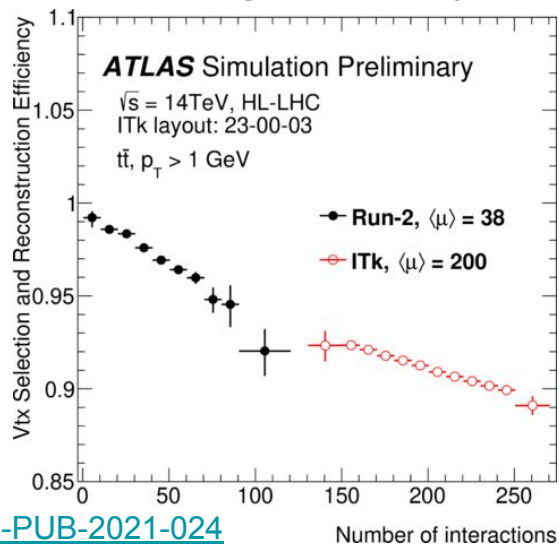
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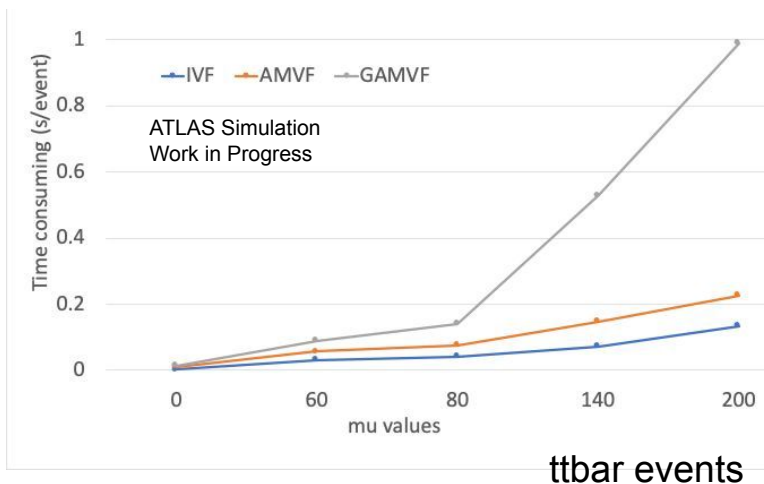
Motivation

Dense track environment in High-Luminosity LHC presents challenges for primary vertex reconstruction

- Lower vertexing efficiency at high pileup
- Large timing consumption

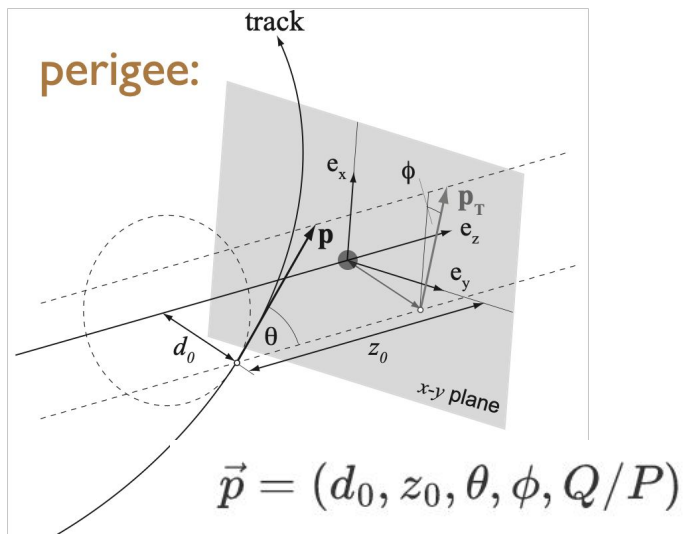


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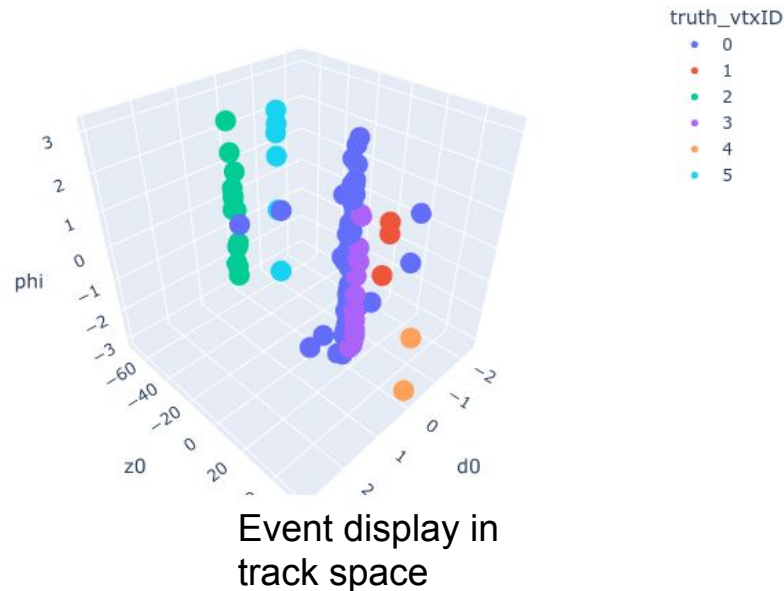


Dataset

- Full hadronic ttbar events at 14 TeV w/ PU = 10
- Pythia 8.243
- ACTS FAsT TRAcK Simulation
- 10K events (8:1:1 = train/val/test)



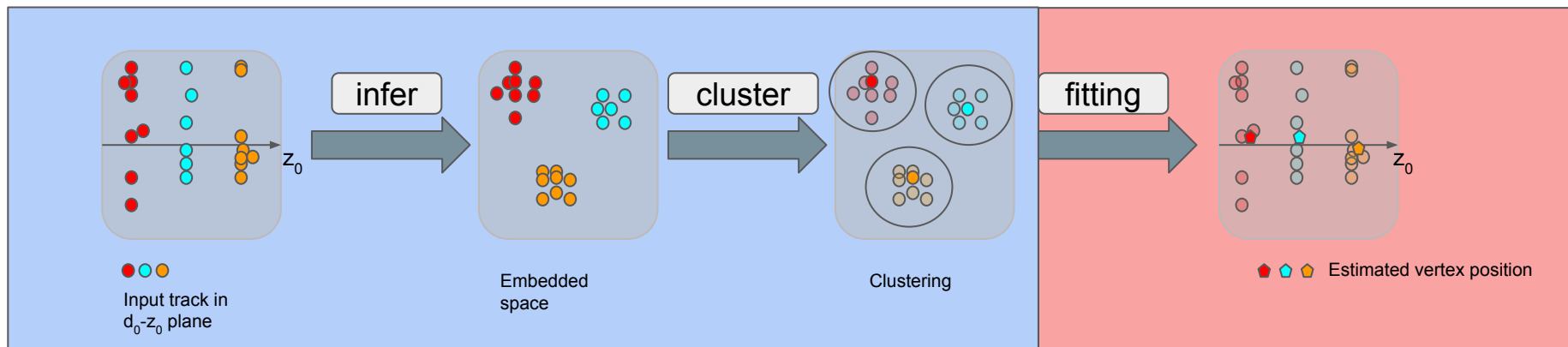
Cluster tracks into groups.



Workflow

In this talk

Ongoing efforts

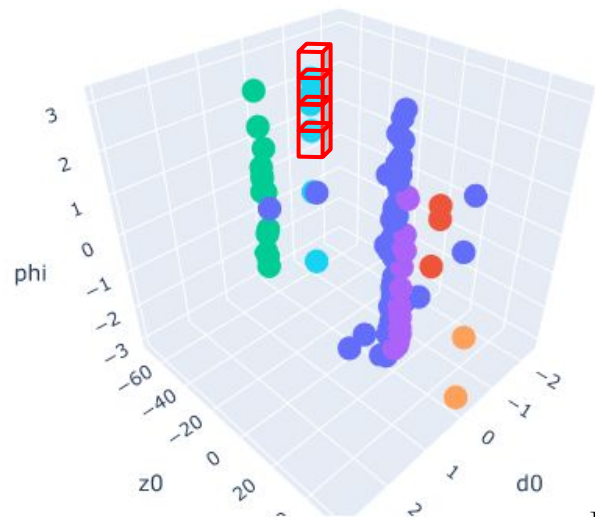


Sparse Point-Voxel Conv Neural Network

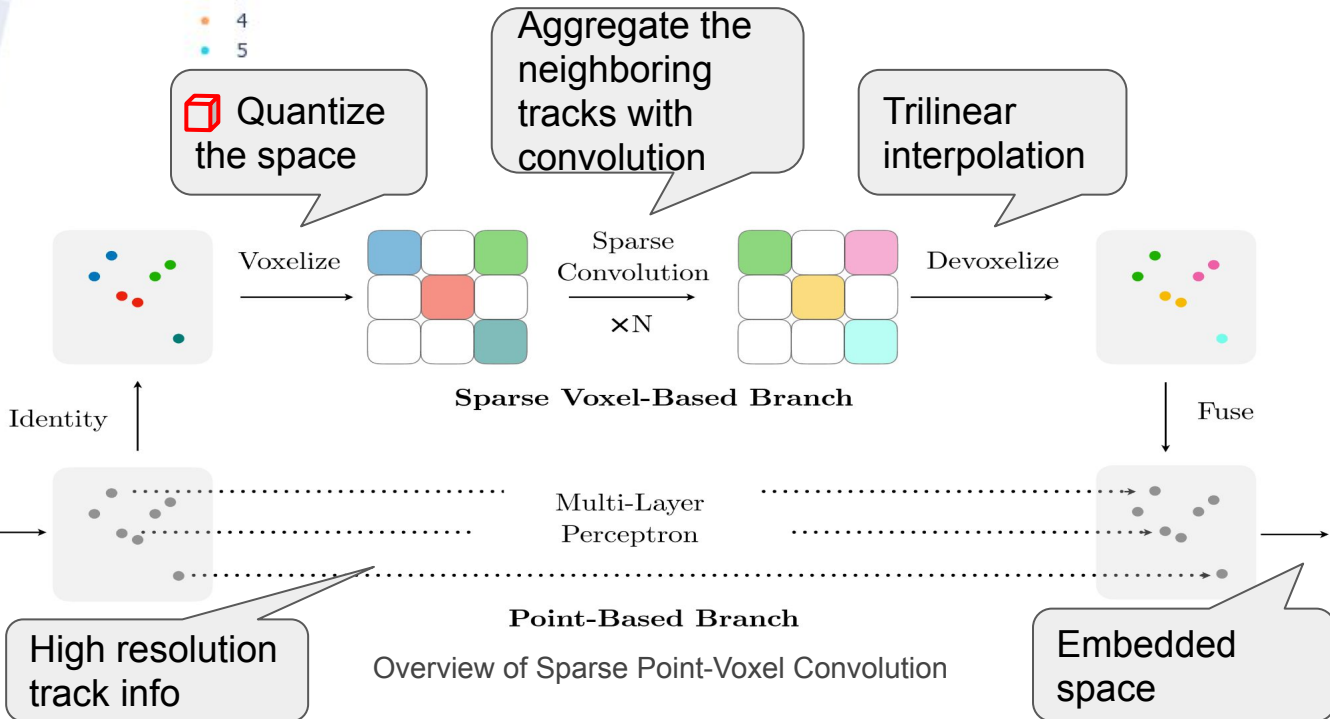
truth_vtxID

- 0
- 1
- 2
- 3
- 4
- 5

Voxel branch preserves locality info while maintaining higher resolution by point branch



$(d_0, z_0, \phi, \theta, q/p,$
 $error_d_0, error_z_0,$
 $error_phi, error_theta,$
 $error_q/p)$



See Alex's [talk](#)
 HT, ZL, et al. EECV, [arxiv:2007.16100](#)

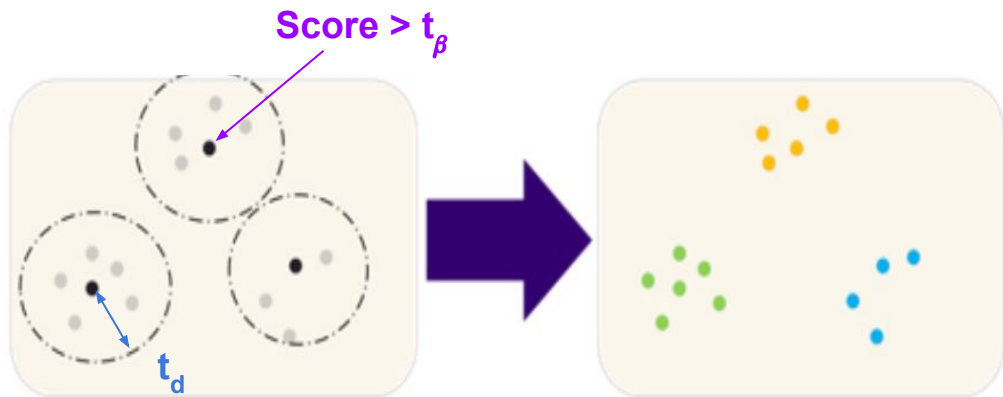
Object condensation

In the embedded space, tracks belonging to same vertex are closer.

Object condensation is run on top of SPVCNN outputs.

Object condensation

- Representative of a track, condensation score
- Setting a threshold of score, t_β
- Cluster the track within a radius, t_d



See Alex's [talk](#)

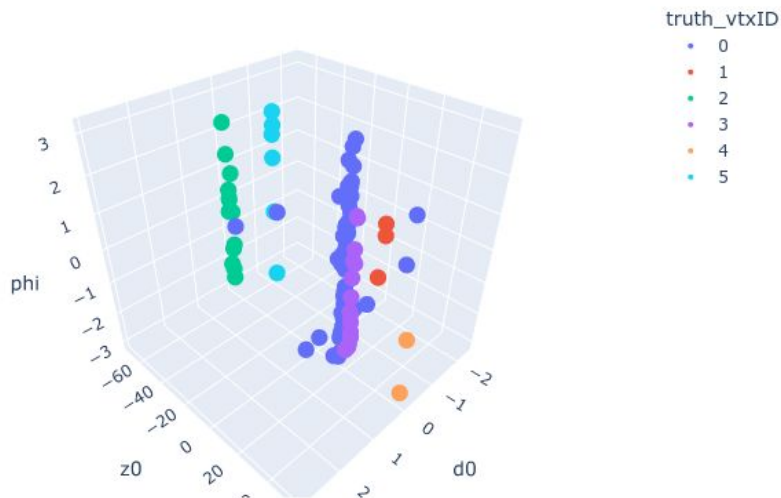
JK, [arxiv:2002.03605](#)

Event display Truth vs. SPVCNN

Overall SPVCNN reproduces the truth vertex information.

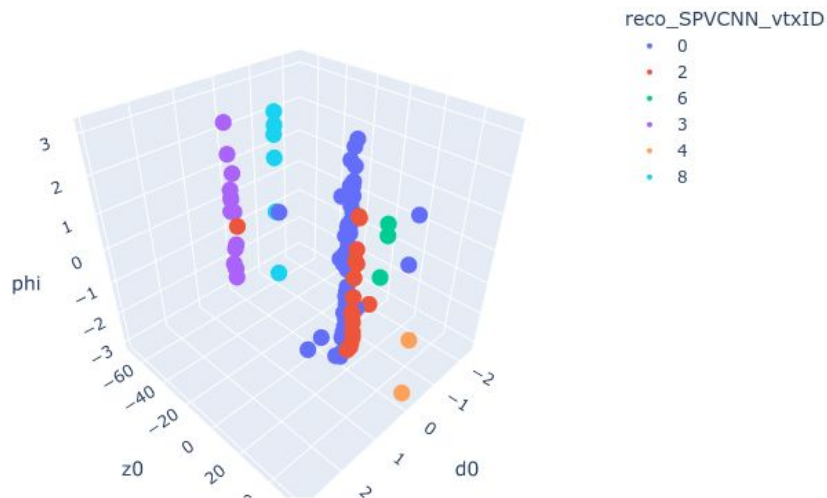
Panoptic segmentation metric PQ ~ 0.85

- Truth



PU=5

- SPVCNN

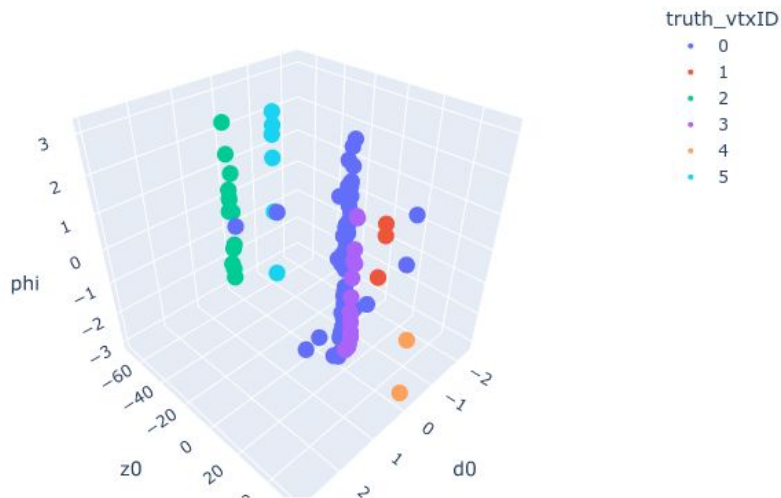


Event display Truth vs. AMVF

AMVF discards several tracks, labeled as -1

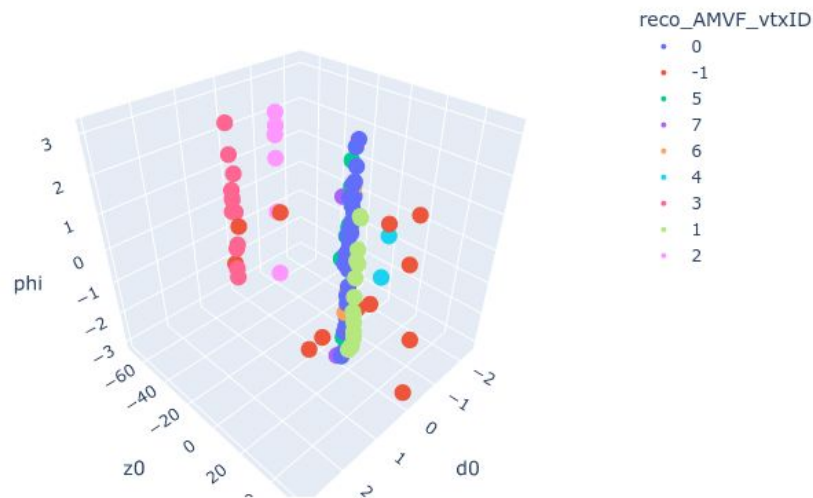
Panoptic segmentation metric PQ ~ 0.80

- Truth



PU=5

- AMVF(conventional algo)



Summary

- First application of SPVCNN to do PV finding
- Initial test with SPVCNN is promising, Panoptic Quality ~ 0.85

Next Steps

- Evaluate performance with physics metrics, e.g. PV quality, Hard Scattering(HS) vertex quality, HS reco efficiency etc.
- Systematically compare performances with other algorithms, e.g. Adaptive Multivertex finding(AMVF)
- Compare with other ML techniques, e.g. [hybrid DL in LHCb](#)
- 4D vertexing by making use of tracking time e.g. HGTD