

## **A Multipurpose Graph Neural Network for Reconstruction** in LArTPC Detectors

G. Cerati (FNAL) — with lots of input from V Hewes (UCincinnati) Connecting the Dots Oct. 10, 2023

#### Fermilab U.S. DEPARTMENT OF Office of Science





### Introduction

- GNNs have been successfully used for tracking application at LHC, can they be used for LArTPC reconstruction?
  - Eur.Phys.J.C 81 (2021) 10, 876 e-Print: 2103.06995
- I am presenting work by the Exa.TrkX collaboration based on the MicroBooNE open samples
  - initial results already presented at last CTD
  - we have a paper in preparation, stay tuned!
- This network architecture is developed to have broad applicability, without being tied to any particular detector geometry.
  - This network was initially developed in the context of the DUNE Far Detector geometry for reconstructing highmultiplicity atmospheric and  $v\tau$  interactions.
  - Also being deployed on non-LArTPC detector technology!
  - See <u>NuML</u> and <u>pynuml</u> packages

#### credit: V Hewes

#### Exa.TrkX Exa.TrkX is a collaboration developing next-generation Graph Neural Network (GNN) reconstruction for HEP: **Energy Frontier** Expand on HEP.TrkX's prototype GNN for HL-LHC. Incorporate into ATLAS's simulation and validation chain. **Intensity Frontier** Explore viability of HEP.TrkX network for neutrino physics. Develop GNN-based reconstruction for Liquid Argon TPCs.

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## **MicroBooNE's Liquid Argon Time Projection Chamber (LArTPC)**

- Charged particles produced in neutrino interactions ionize the argon, ionization electrons drift in electric field towards anode planes
- Sense wires detect the incoming charge, producing beautiful detector data images



#### 3 planes allow for 3D reco





## **MicroBooNE's Liquid Argon Time Projection Chamber (LArTPC)**

- Charged particles produced in neutrino interactions ionize the argon, ionization electrons drift in electric field towards anode planes
- Sense wires detect the incoming charge, producing beautiful detector data images
- Full detail of neutrino interaction with O(mm) spatial resolution and calorimetric information
- Fast scintillation light detected by Optical system (PMT) for trigger & cosmic rejection

JINST 12, P02017 (2017)







## **MicroBooNE open data sets**

#### • Two "overlay" samples: BNB inclusive and BNB intrinsic $v_e$



2023/10/10 5

104 cm

#### arXiv:2309.15362

https://microboone.fnal.gov/documents-publications/public-datasets/

Cosmic ray background and noise from data







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2023/10/10 6

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Simulated neutrino interaction







### Main idea

- LArTPC hits can be connected in a graph
  - Naturally sparse representation of the data
  - Low-level information, close to native output of the detector
  - Graphs can also connect hits from different planes, thus making the network "3D-aware"



## Inputs and Graph formation

- Main inputs to the GNN are the Hits
  - hits are Gaussian fits to waveforms
  - features: wire, peak time, integral, RMS
  - currently using Hits associated to the neutrino interaction by the "Pandora" algorithm
- Within each plane hits are connected in a graph using Delaunay triangulation
  - fully connected graph, both long and short distance edges, able to jump across unresponsive wire regions
- Hit associations to 3D SpacePoints (currently from "SP solver" algo) are used to create "nexus" connections across graphs in each plane
  - SpacePoints are not connected among themselves
  - No input features for SpacePoints



Beam momentum: 7GeV 10 Oct 2018 22:57:33 (GMT)



# **NuGraph2 Network Architecture: Overview**

- Initial application for the GNN is semantic hit classification - Categories based on the type of particle that produced the hit.
- NuGraph2's core convolution engine is a self-attention message-passing network utilizing a categorical embedding
  - Each particle category is provided with a separate set of embedded features, which are convolved independently.
  - Context information is exchanged between different particle types via a categorical crossattention mechanism.
- Each message-passing iteration consists of two phases, the planar step and the nexus step:
  - Pass messages internally in each plane.
  - Pass messages up to 3D nexus nodes to share context information.









#### Input graph with node features, in each TPC plane







#### Node features convolved to obtain edge features







#### From edge features derive edge weights







#### Update node features using edge-weighted features from connected nodes





#### Propagate node features to 3D nexus nodes





#### Convolve nexus node features to mix information between detector planes









#### Convolve nexus node features to mix information between detector planes







#### Propagate 3D nexus nodes features back down to 2D planar nodes







## **Semantic + Binary Decoders**

- The last step at the end of the message passing network is the decoder step
  - Node classifications: semantic and filter
  - Event-level regression: vertexing (in progress)
- Output both class-wise scores from the semantic decoder and a binary score from the filter decoder
- Same learned features are used as input to all decoders
- Different loss functions weighted based on per-task variance (<u>arXiv:1705.07115</u>)









## **Semantic hit classification**

- Decoder trained to classify each neutrino-induced hit according to particle type
- Use five semantic categories:
  - MIP: Minimum ionizing particles (muons, charged pions)
  - HIP: Highly ionizing particles (protons)
  - EM showers (primary electrons, photons)
  - Michel electrons
  - Diffuse activity (Compton scatters, neutrons)
- Performance metrics:
  - recall and precision: ~0.95
  - consistency between planes around 98%
    - compared to ~70% without 3D nexus edges

acall (dilicialicy)	diffuse	0.032	0.033	0.062	0.021	0.85
	michel	0.054	0.013	0.094	0.74	0.1
	True label shower	0.017	0.0091	0.91	0.022	0.037
	HIP -	0.04	0.93	0.013	0.0043	0.014
	MIP -	0.97	0.013	0.0086	0.0067	0.0053
		MIP	HIP	shower Assigned label	michel	diffuse

	diffuse	0.0019	0.012	0.027	0.05	0.78
(purity	michel	0.001	0.0015	0.012	0.54	0.028
ision	True label shower	0.0022	0.0072	0.88	0.12	0.076
prec	HP -	0.0065	0.9	0.015	0.028	0.036
	MIP -	0.99	0.08	0.064	0.27	0.083
		MIP	HIP	shower Assigned label	michel	diffuse



### Filter hit classification

- Decoder trained to separate neutrino-induced from noise or cosmic-induced hits
  - Pandora slicing tends to prioritize completeness over purity
- Performance metrics:
  - recall and precision: ~0.98









#### True filter labels







#### Predicted filter labels





True semantic labels (filtered by truth)





#### Predicted semantic labels (filtered by truth)



![](_page_23_Picture_4.jpeg)

![](_page_23_Picture_5.jpeg)

### Inference time

- Relatively small network:
  - number of learnable parameters: ~410k
  - max RSS memory on CPU: ~2.5 GB
- Out of the box inference time:
  - 0.12 s/evt on CPU
  - 0.005 s/evt batched on GPU
  - graph construction not included, but also fast
- Implications:
  - can easily run on CPU as part of regular offline processing
  - can run very fast for realtime applications on GPU, or other accelerators

![](_page_24_Figure_12.jpeg)

![](_page_24_Picture_14.jpeg)

![](_page_24_Picture_15.jpeg)

## Vertex position classification

- Vertex position decoder using LSTM aggregator
- Preliminary work demonstrates that our GNN is able to identify the neutrino interaction position in 3D
  - currently O(cm) level resolution in each coordinate
- Compared to current vertex reconstruction this version shows worse percentile at low  $\Delta R$ , but better at larger  $\Delta R$ 
  - worse at finding exact point, better at avoiding catastrophic errors
- Issues related to ground truth definition identified and being fixed, expect to achieve better results soon

![](_page_25_Figure_14.jpeg)

## Summary and next steps

- NuGraph2 is a multi-purpose GNN architecture for reconstructing neutrino interactions in LArTPC
  - Efficiently reject background detector hits.
  - Classify detector hits according to particle type.
  - Lightweight network, allowing fast inference on CPU and GPU.
  - Preliminary results for vertexing are promising.
- The same set of learned features is used for different hit labeling tasks as well as inference of interaction properties
- Next steps:
  - Immediate plans: paper, and inference in production is high priority!
    - Discussing ways to integrate in LArSoft through <u>NuSonic</u> (also for CPU)
  - Developments: clustering, hierarchical graphs, inclusion of info from other detectors.

![](_page_26_Picture_13.jpeg)

![](_page_26_Picture_14.jpeg)