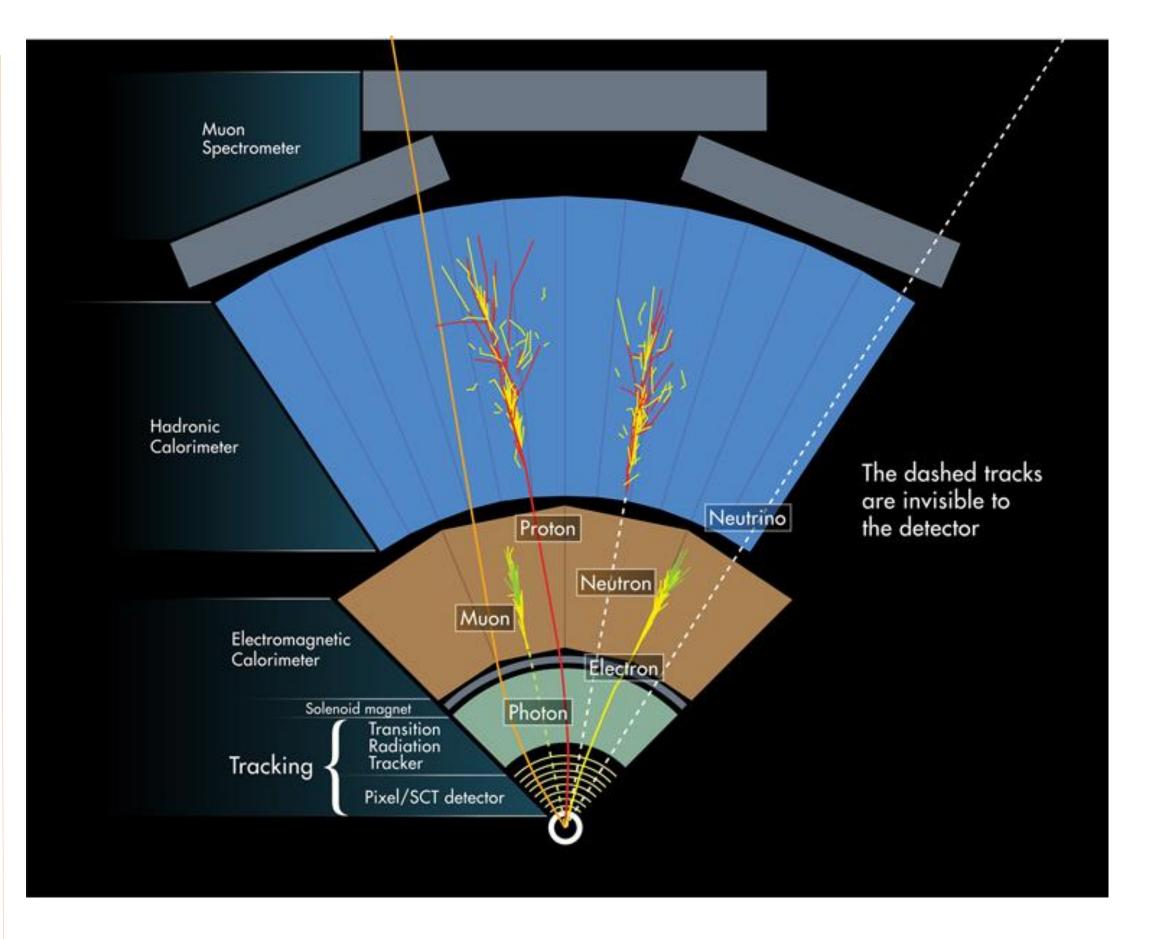
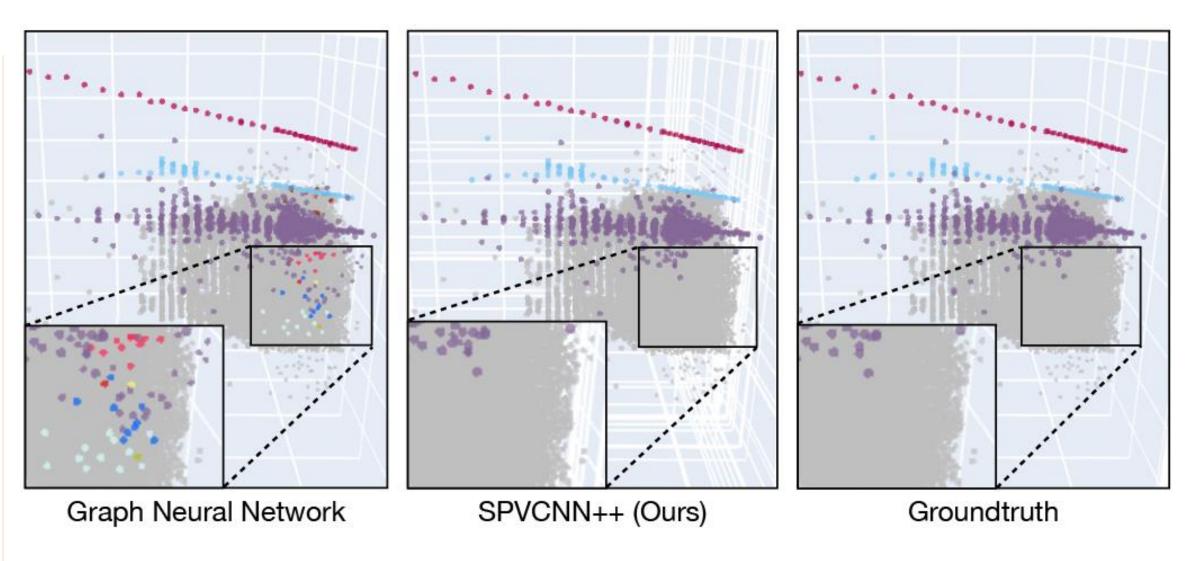
Low-latency 3D clustering at the Large Hadron Collider (LHC)

Jeff Krupa, Zhijian Liu, <u>Alex Schuy</u>, Haotian Tang, Patrick McCormack, Shih-Chieh Hsu, Scott Hauck, Phil Harris, Song Han, Thomas Klijnsma, Lindsey Gray

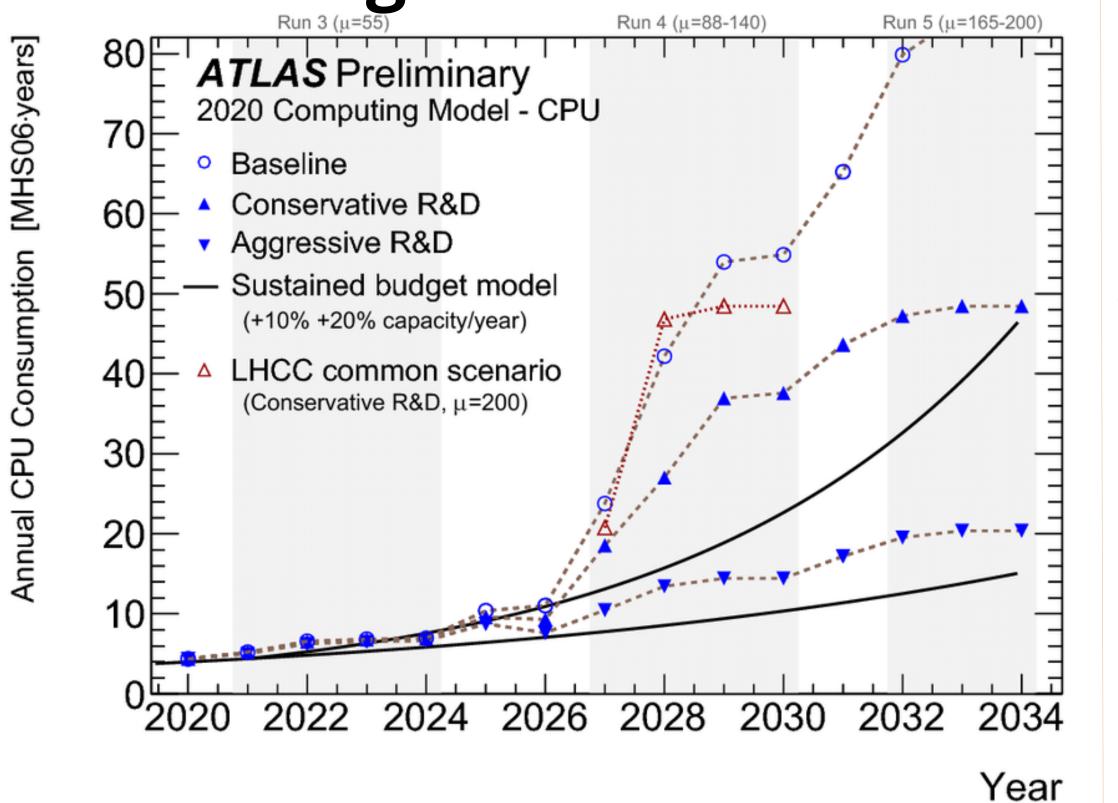
Motivation

- Searching for dark matter requires enormous data collection -- ~100k events / s processed by high-level trigger
- The trigger system must reconstruct a high-level description of the collision by performing **3D clustering** of low-level detector measurements Pushing the energy, intensity frontiers **exceeds the** capability of conventional algorithms given budget constraints Need low-latency, scalable 3D clustering





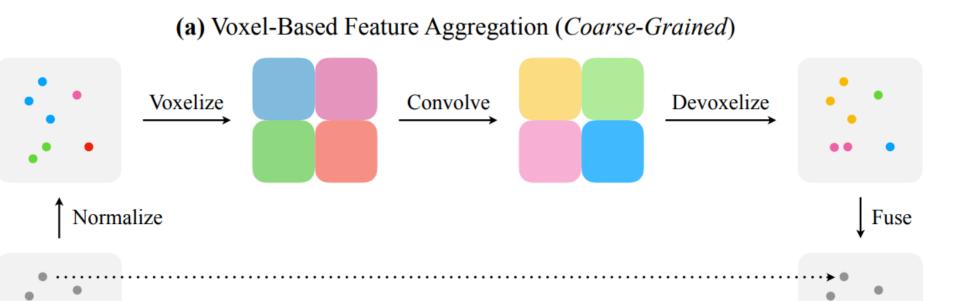
Left – predicted clusters from a GravNet GNN model. Middle – predicted clusters from SPVCNN. Right – simulated event display from HGCAL. Each point represents an energy deposit in the calorimeter. Each color corresponds to a particle.



Clustering

Problem

- Efficient 3D calculations require specialized methods
 - Voxel-based: cubic memory growth
 - Point-based: large memory/computation overheads

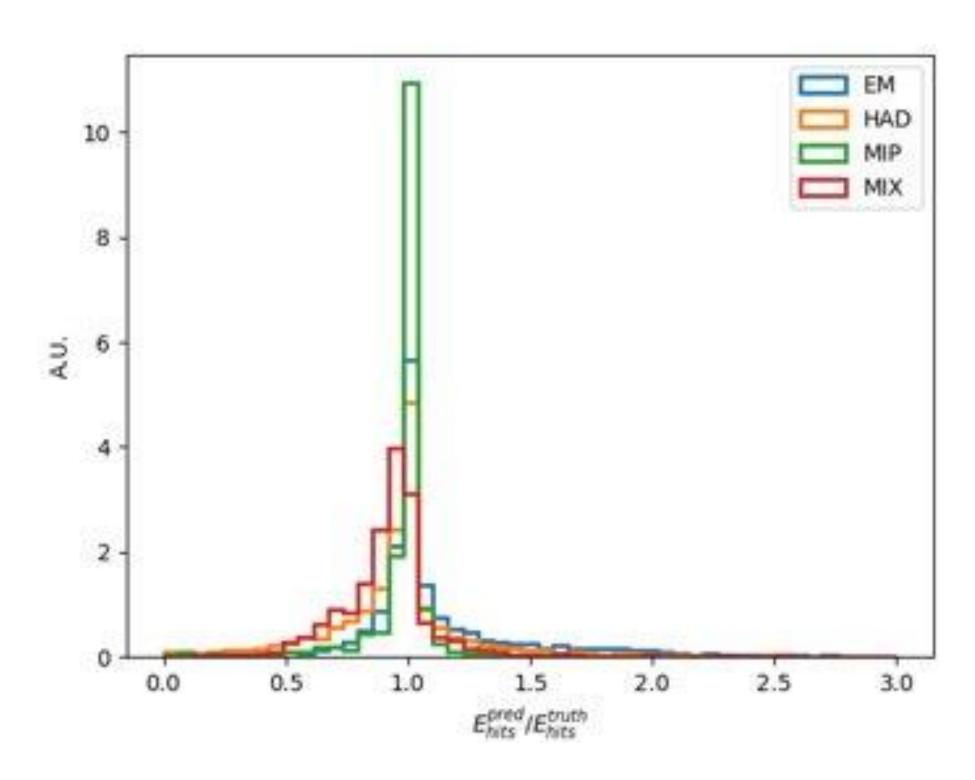


Results

Award

#2117997

• Tested on High Granularity Calorimeter (HGCAL) clustering, a future upgrade to the hadronic calorimeter of the CMS experiment at the LHC



Reconstruction

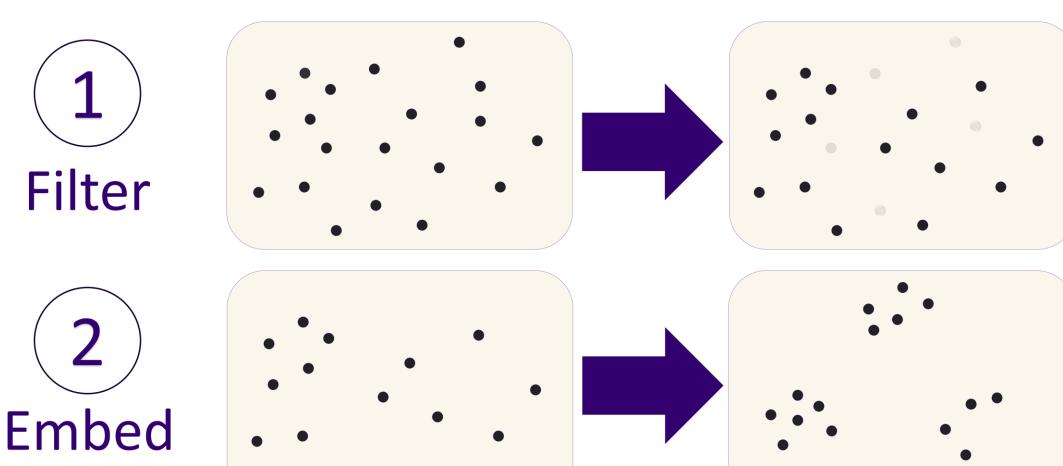
 Measurements from millions of sensitive detector elements are used to reconstruct particles from a collision

• · · · · · ·	 Multi-Layer Perce	eptron (MLP) ···		•••••	
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(b) Point-Based Feature Transformation (*Fine-Grained*)

Solution

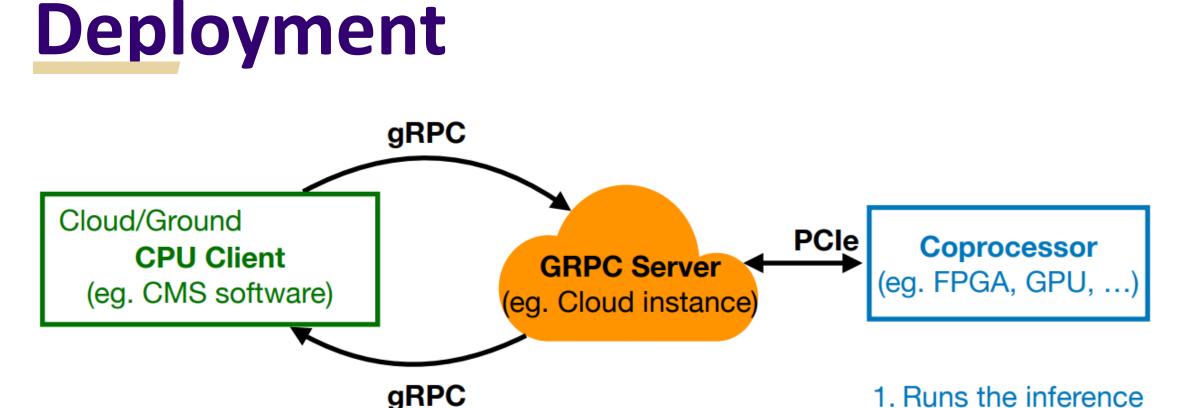
- **SPVCNN** (Sparse Point-Voxel CNN)
 - **Voxel branch**: coarse-grained \bullet information
 - **Point branch**: fine-grained \bullet information
 - Developed for **self-driving** cars



(Above) the ratio of predicted to true energy for various particle categories (electromagnetic, hadronic, etc.) for SPVCNN.

(Below) comparison of SPVCNN and a GravNet GNN model.

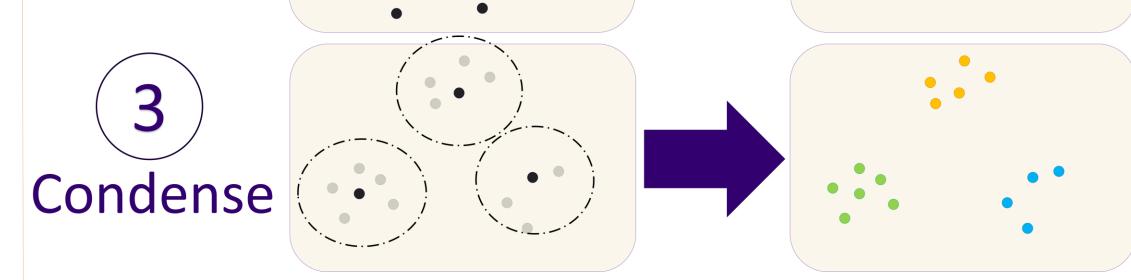
	mloU	SQ	RQ	PQ
GravNet	0.9323	0.8941	0.7400	0.6870
GravNet (optimized)	0.9323	0.8998	0.8261	0.7593
SPVCNN	0.9766	0.9210	0.8538	0.7975



- Several sub-tasks:
 - Vertexing
 - Tracking
 - Calorimetry clustering

Key Points

- > Objective: Cluster 3D measurements into particles in noisy environment
- > Method: SPVCNN-based embedding with object condensation.
- Problem Size: 1000s of measurements, 100s of particles
- > Requirements: integrable into software stacks at LHC, ~100ms latency, high throughput per GPU



- 1. Filter predict semantic labels, discard noise
- 2. Embed map to embedded space + predict 'condensation' score **3. Condense –** bounded nearest
 - neighbor search in embedded space around points with high condensation score

		1.

- Implemented a Triton backend of SPVCNN for deployment
- NVIDIA's Triton scalable gRPC clientserver architecture
- Maintains high utilization of coprocessors

Future Directions

- ATLAS detector
- Electromagnetic + hadronic calorimetry