

# GPU enabled Particle Reconstruction using Graph Neural Networks

April 15, 2019

# PROBLEMS FACED IN CURRENT APPROACH

- ▶ Training GraphNets is computationally expensive
- ▶ Graph based data structures which are optimized for GPUs

# DAY 1 : PROGRESS

- ▶ Discussion with the NVIDIA team to explain our project and issues regarding training/code optimization
- ▶ Initial training results

