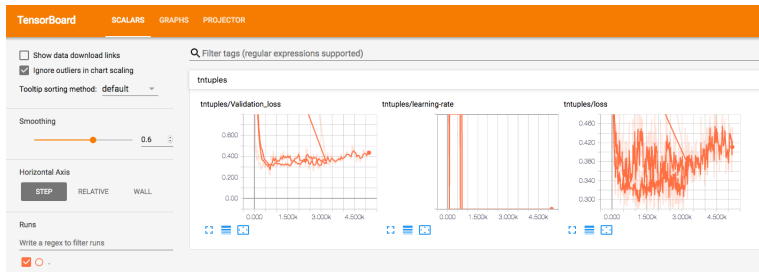


GPU enabled Particle Reconstruction using Graph Neural Networks

April 16, 2019

DAY 2: PROGRESS

► Initial training results



- (this is a sample image from one of the trainings because the one I actually wanted to show crashed before I could take save it)

DAY 2: PROGRESS

- ▶ What does the image mean?
- ▶ Represents the loss for the GNN training on Tracking Data
- ▶ Exponential decay causes the variation in learning rate
- ▶ The lighter lines above/below represent the change of the minima/maxima with time.

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

