

NuGraph2

**A Graph Neural Network for 3D Reconstruction
in Liquid Argon Time Projection Chambers**

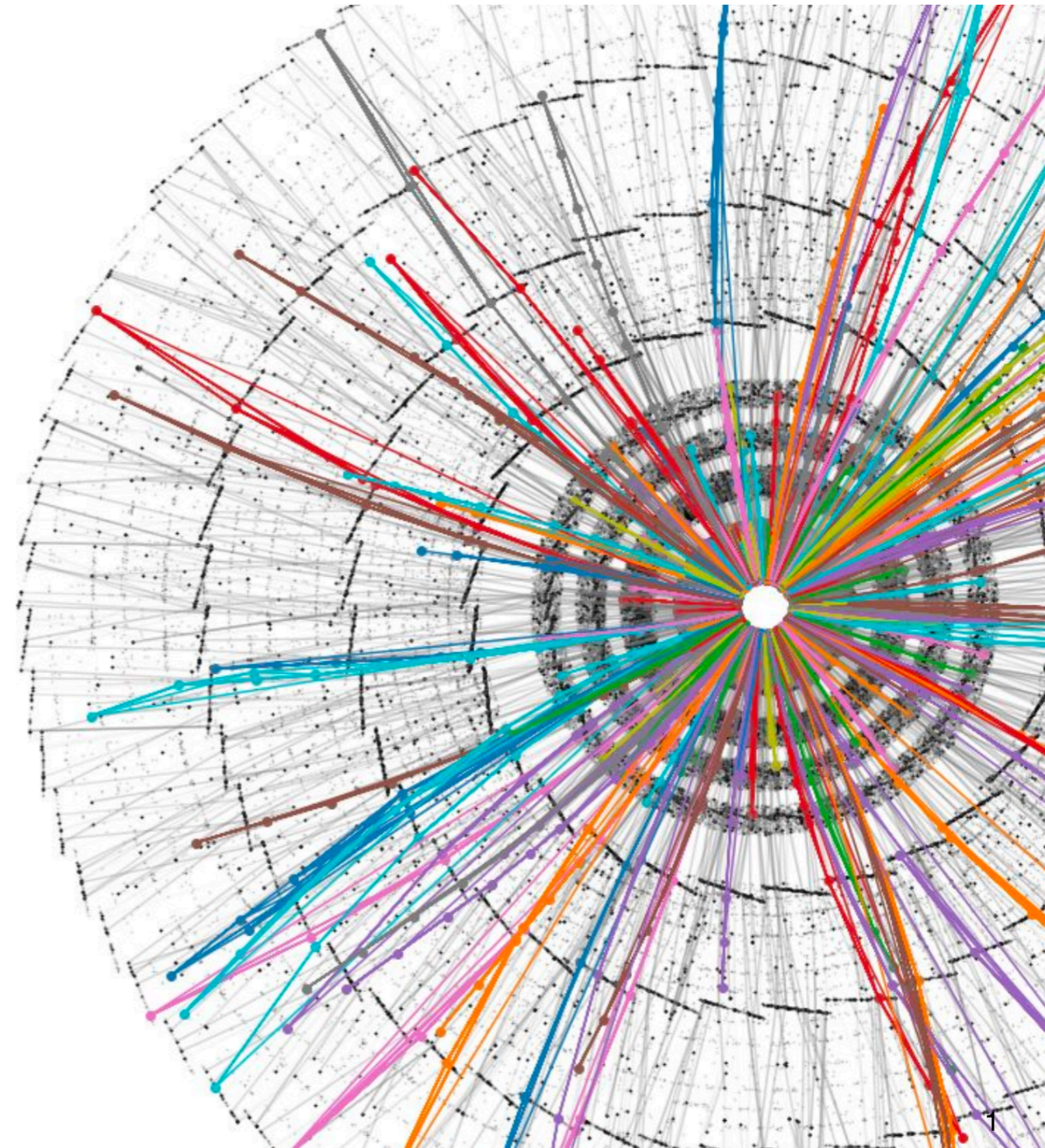
V Hewes

22nd August 2023

Neutrino Physics and Machine Learning Workshop 2023

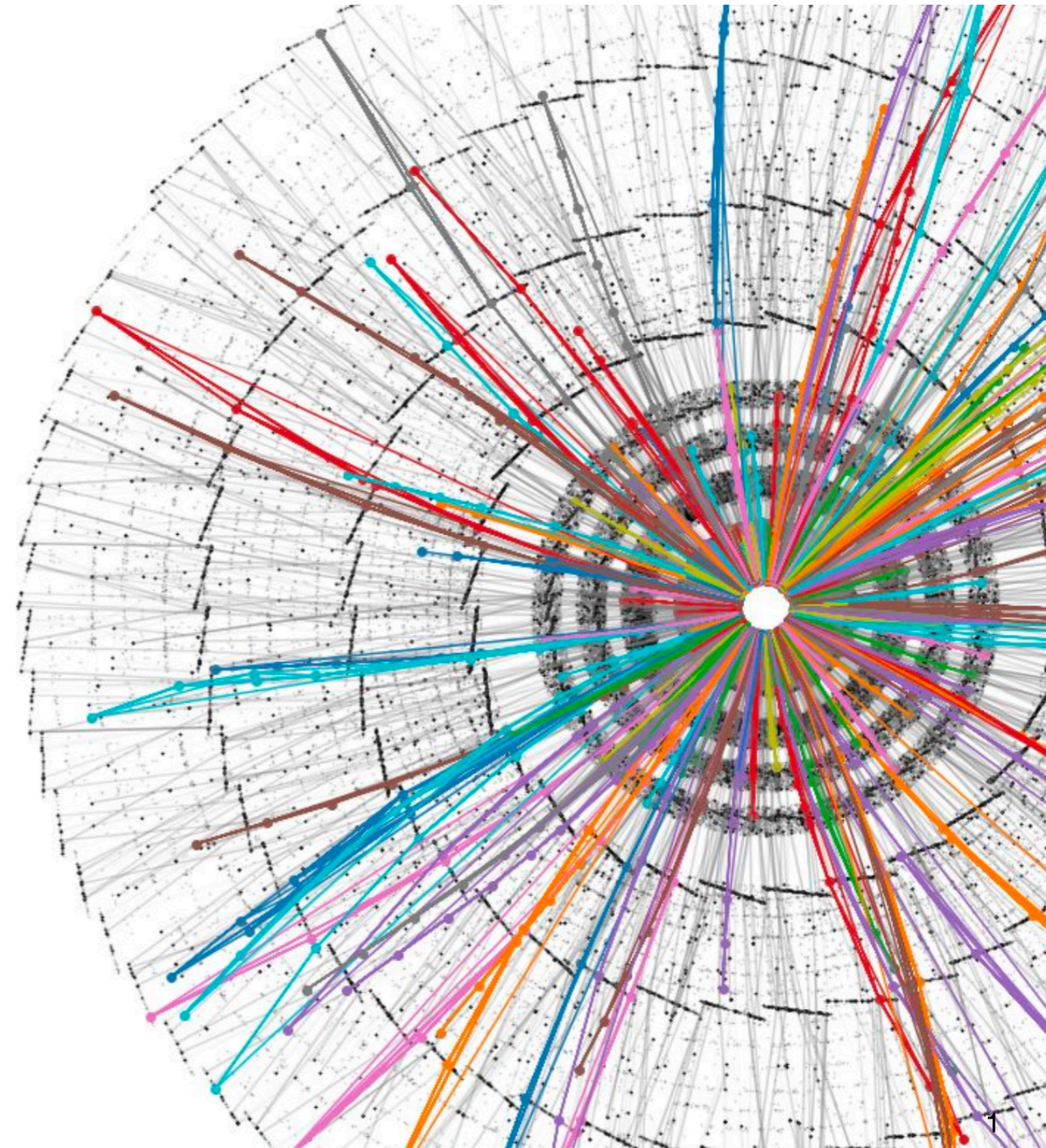
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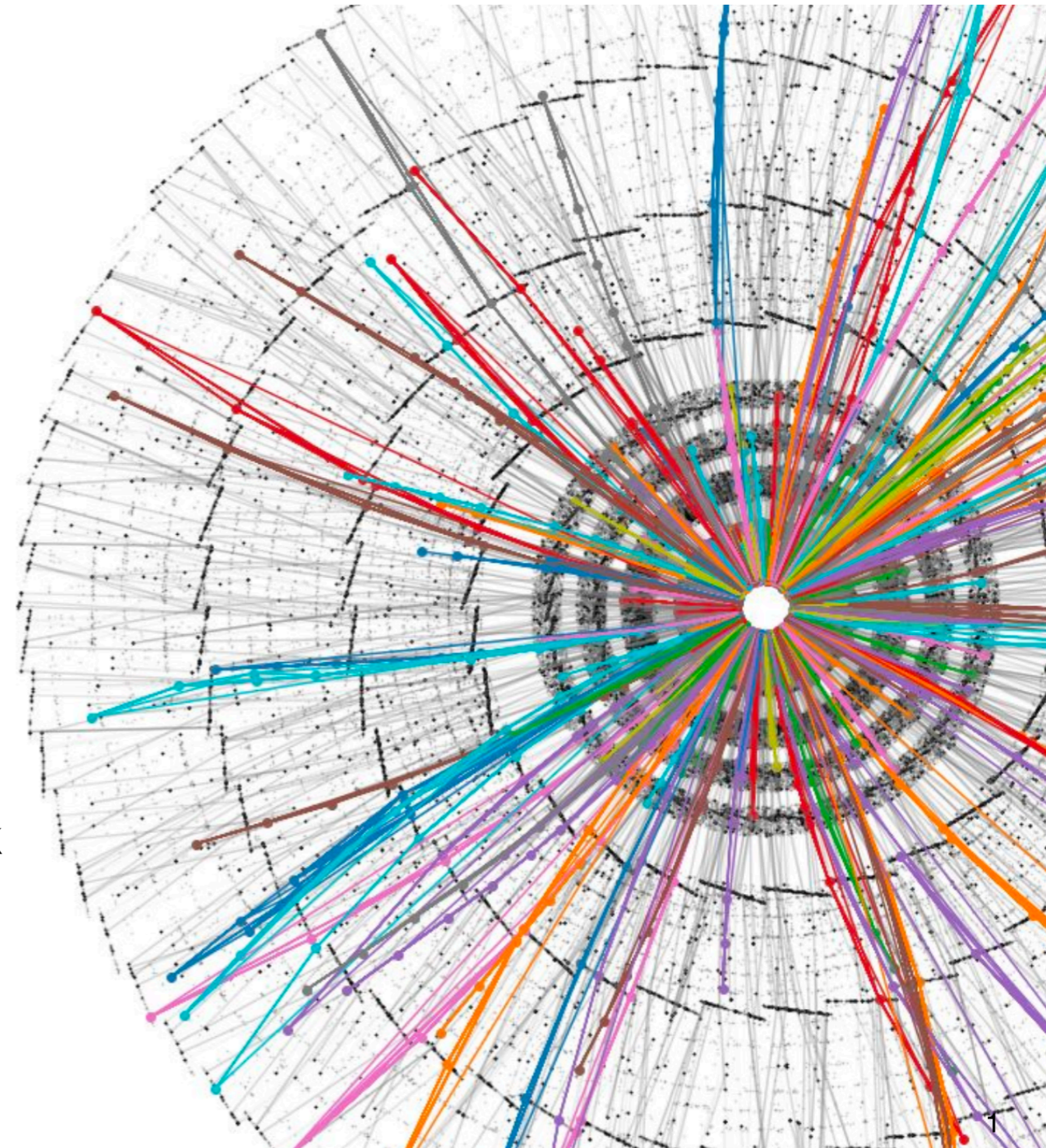
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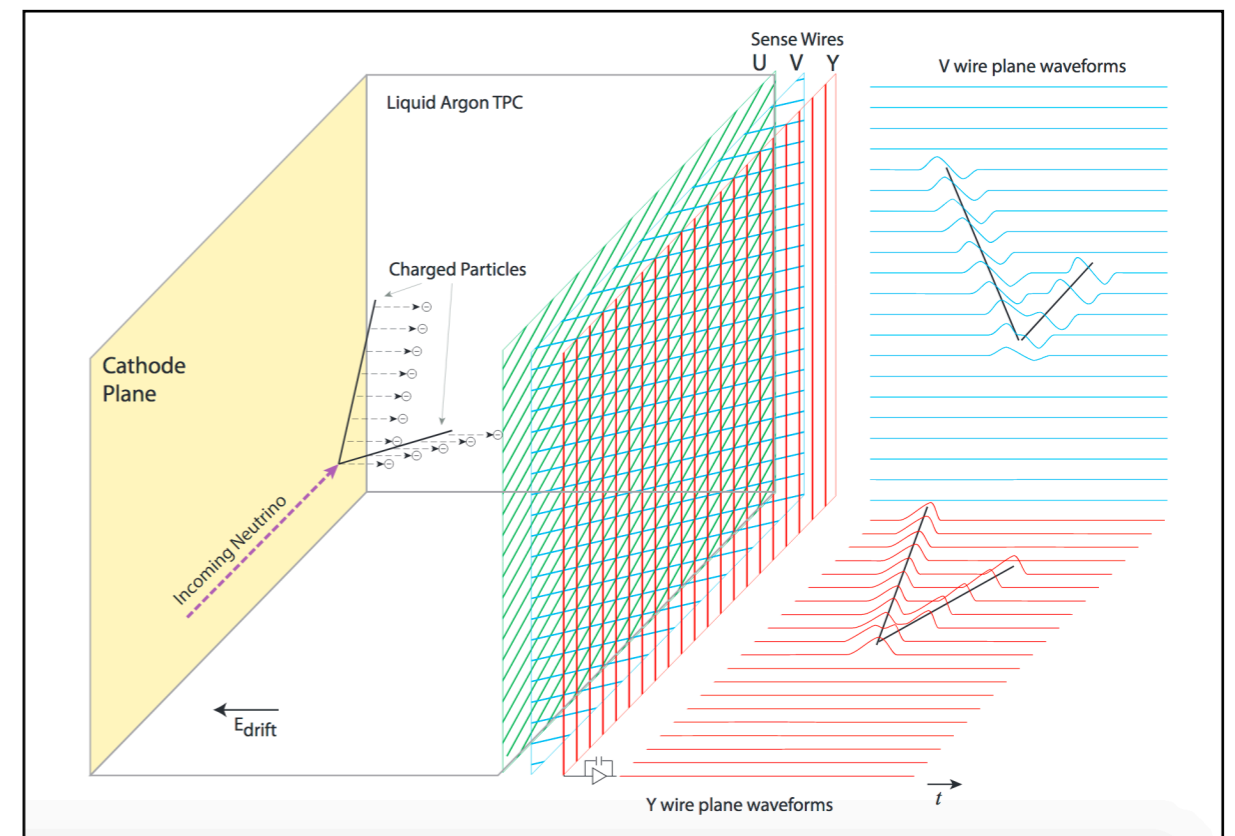
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 - **Energy Frontier**
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 - **Intensity Frontier**
 - Explore viability of HEP.TrkX network for neutrino physics.
 - Develop GNN-based reconstruction for Liquid Argon TPCs.



Liquid Argon TPCs

- Liquid Argon Time Projection Chambers (LArTPCs) currently a heavily utilised detector technology in neutrino physics.
 - At FNAL: MicroBooNE, Icarus, SBND.
 - Future: DUNE (70kT LArTPC deep underground, plus near detector).
- Charged particles ionize liquid argon as they travel.
- Ionisation electrons drift due to HV electrode field, and are collected by anode wires.
- Wire spacing $\sim 3\text{mm}$ – **high-resolution detector.**



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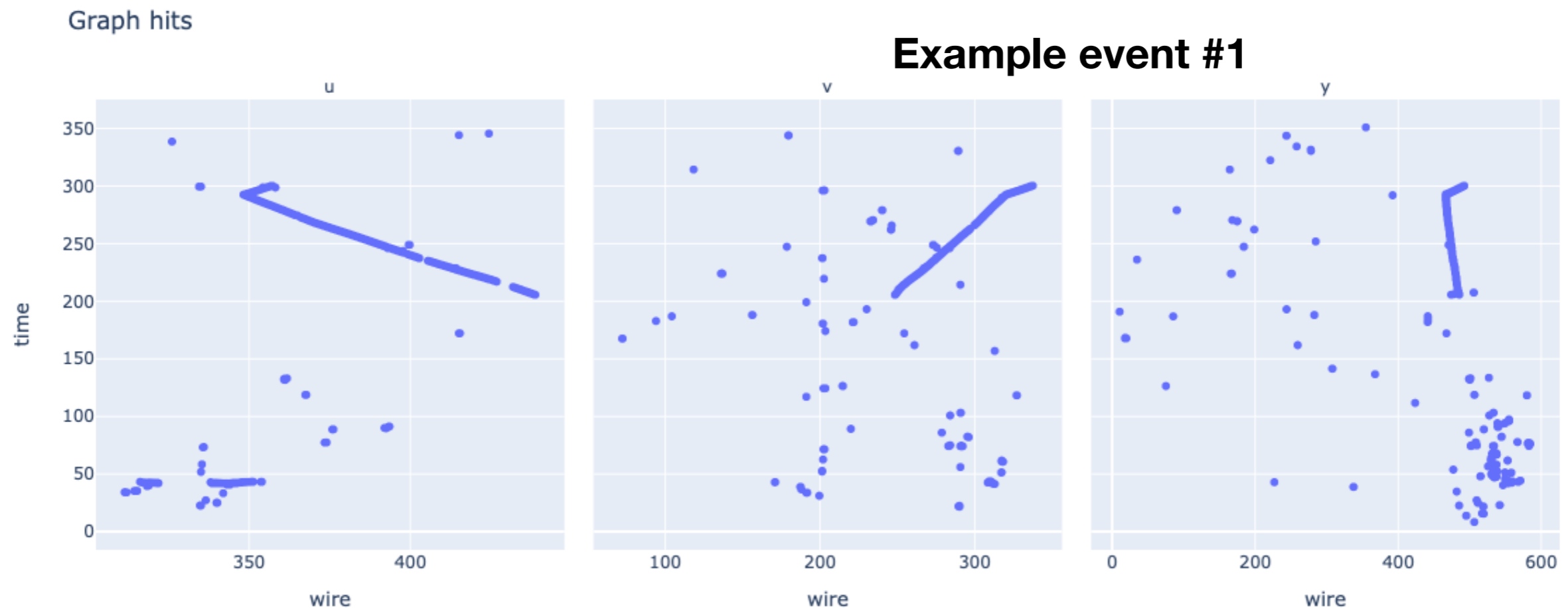
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- This network architecture was originally developed in the context of the **DUNE Far Detector** geometry.
 - Motivation: reconstructing complex and high-multiplicity atmospheric and ν_τ interactions.
- This network architecture is developed to have **broad applicability**, without being tied to any particular detector geometry.
 - Also deployed on non-LArTPC detector technology!

Event graphs for neutrino physics

- We describe a physics interaction as a **heterogeneous graph**, with each plane's detector hits acting as the nodes of an independent subgraph.

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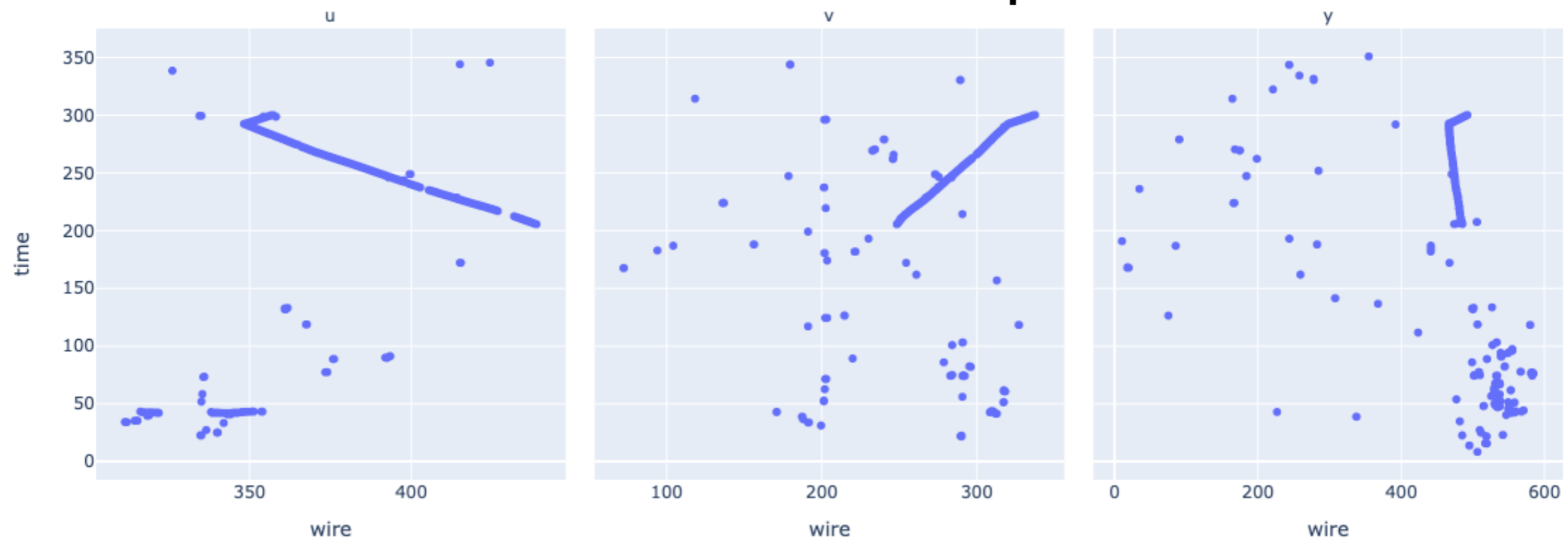
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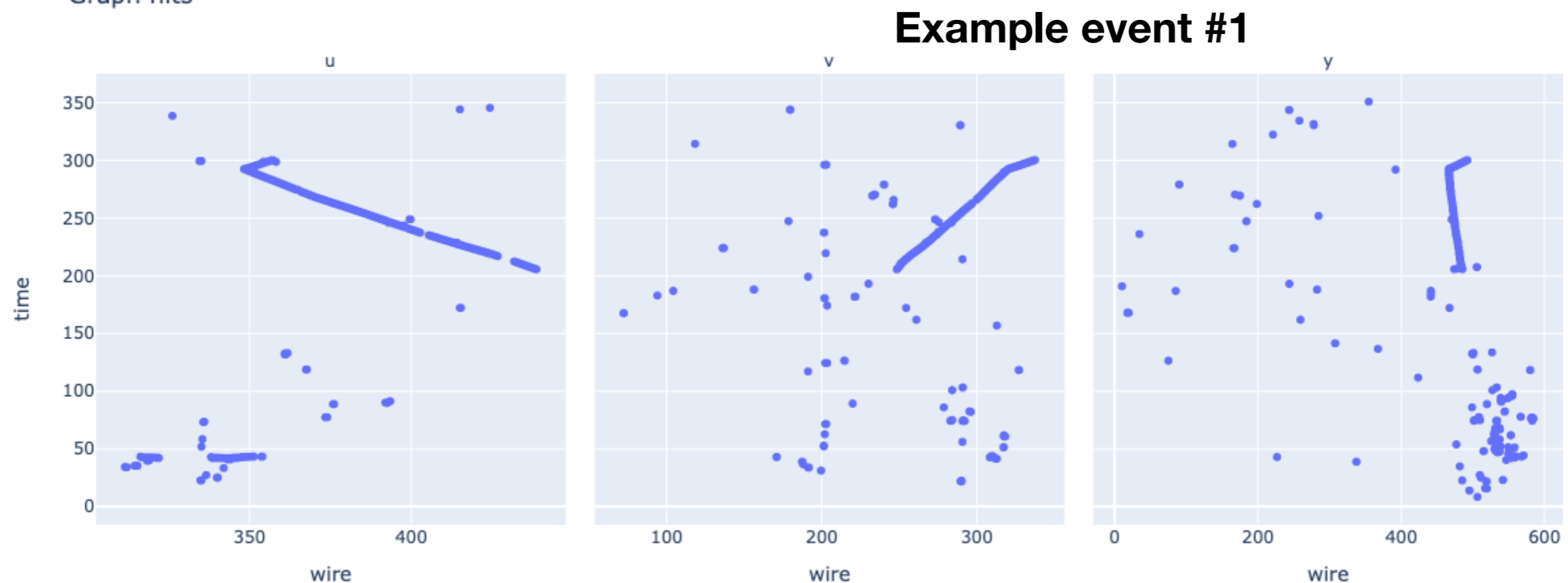
Graph hits



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 - Each hit node is described by four input features: **wire index**, **hit time**, **integral** and **RMS width**.
 - Edges are formed for each planar subgraph using the **Delaunay triangulation** algorithm.

Graph hits



NuGraph2 architecture

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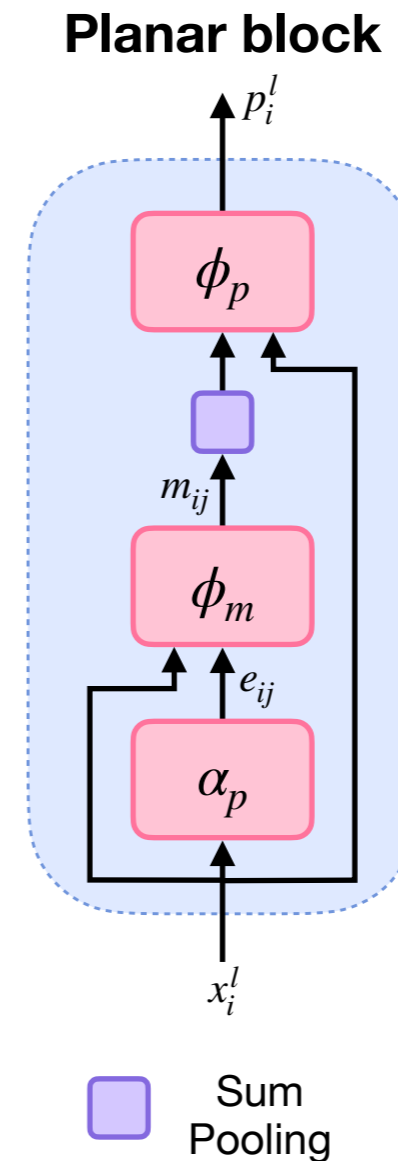
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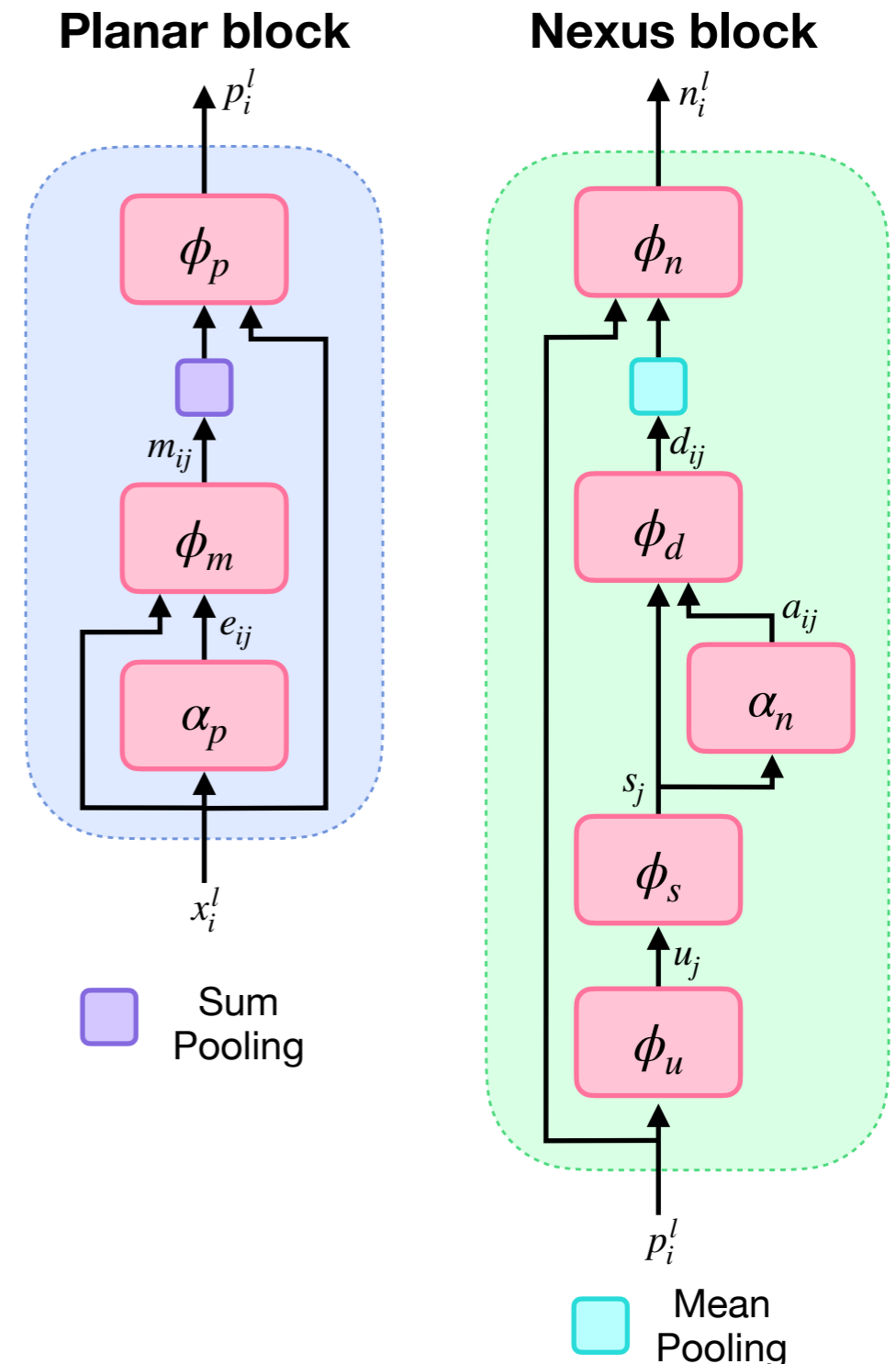
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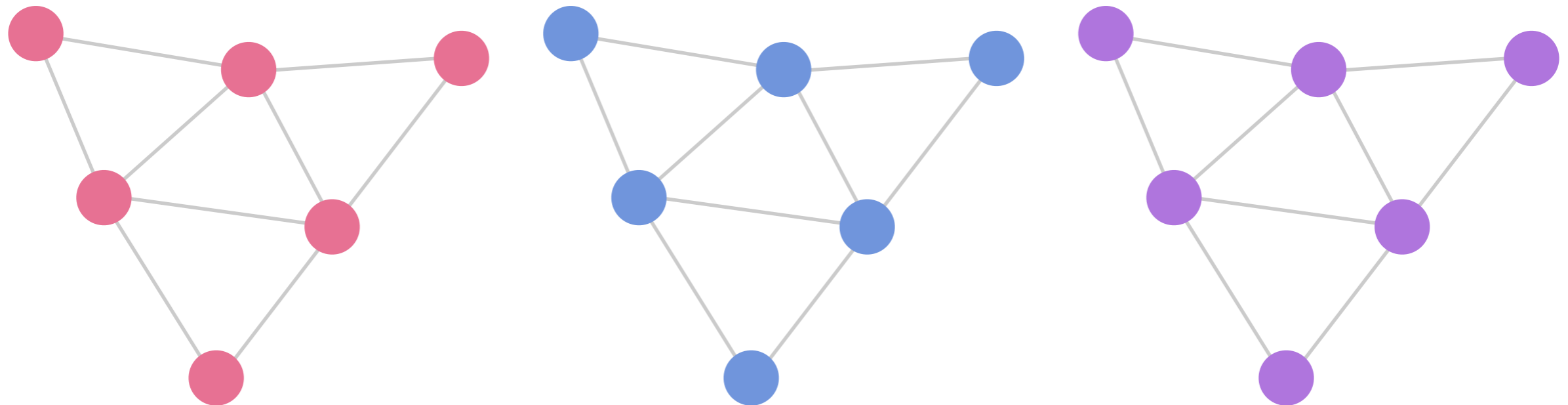
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- Each message-passing iteration consists of two phases, the **planar** step and the **nexus** step:
 - Pass messages internally in each plane.
 - Pass messages up to 3D nexus nodes to share context information.



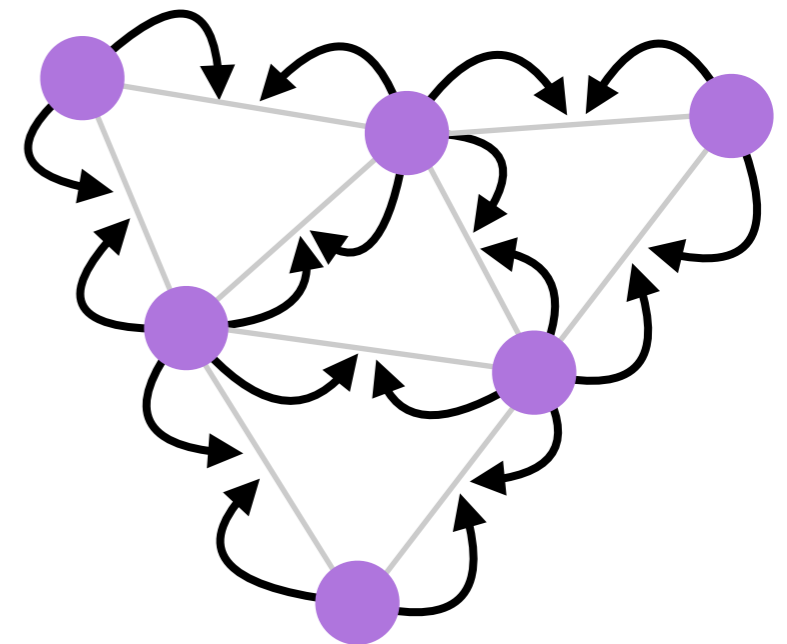
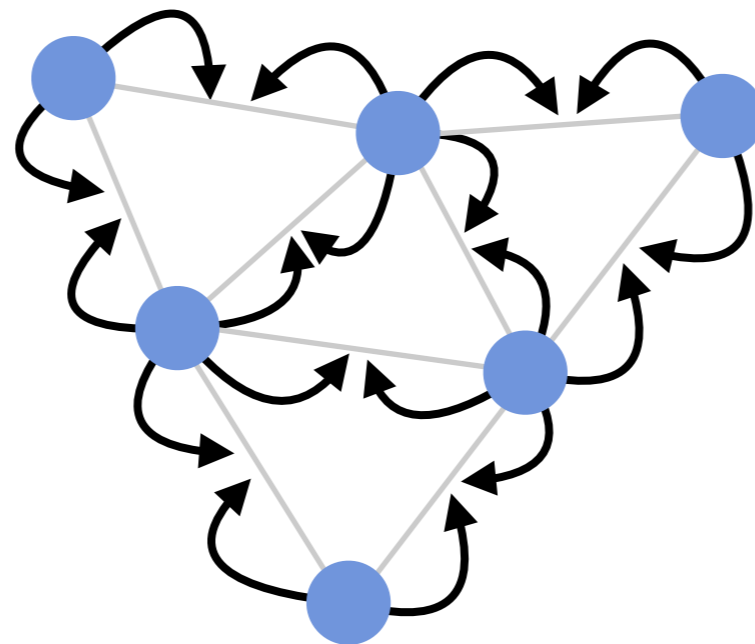
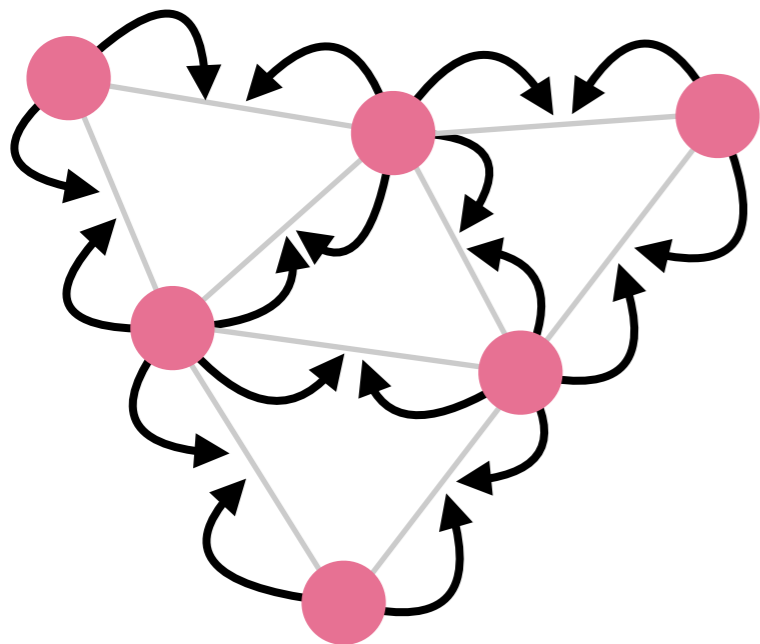
Nexus mechanism

- Perform message-passing independently in each detector view.



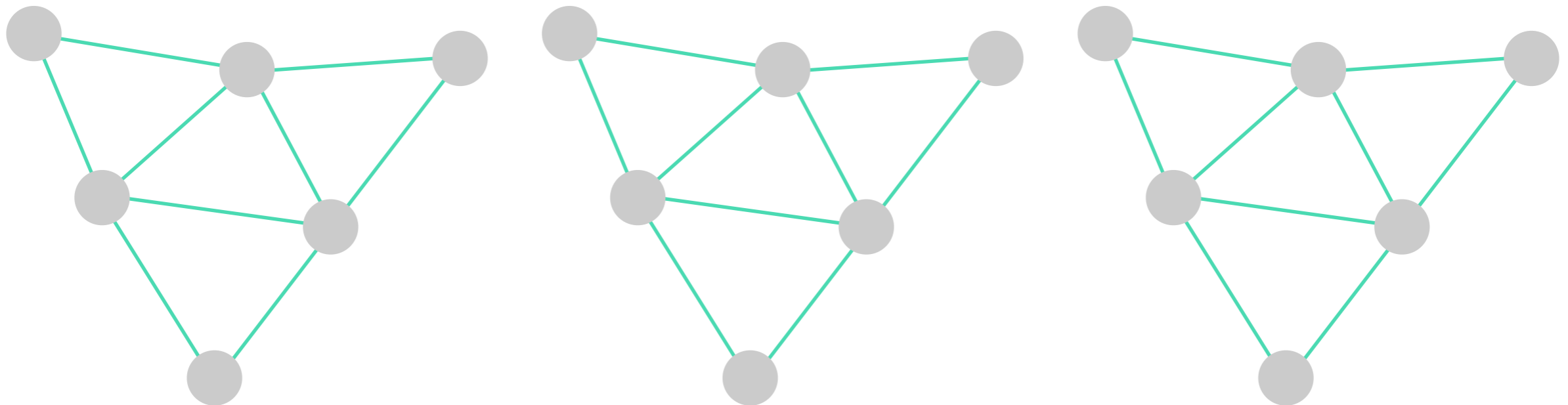
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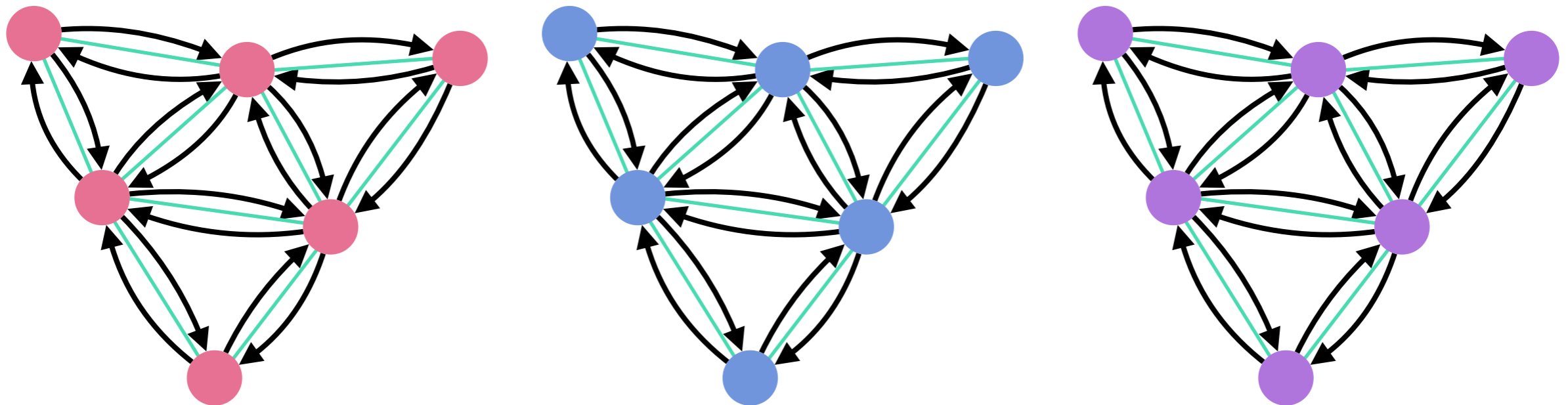
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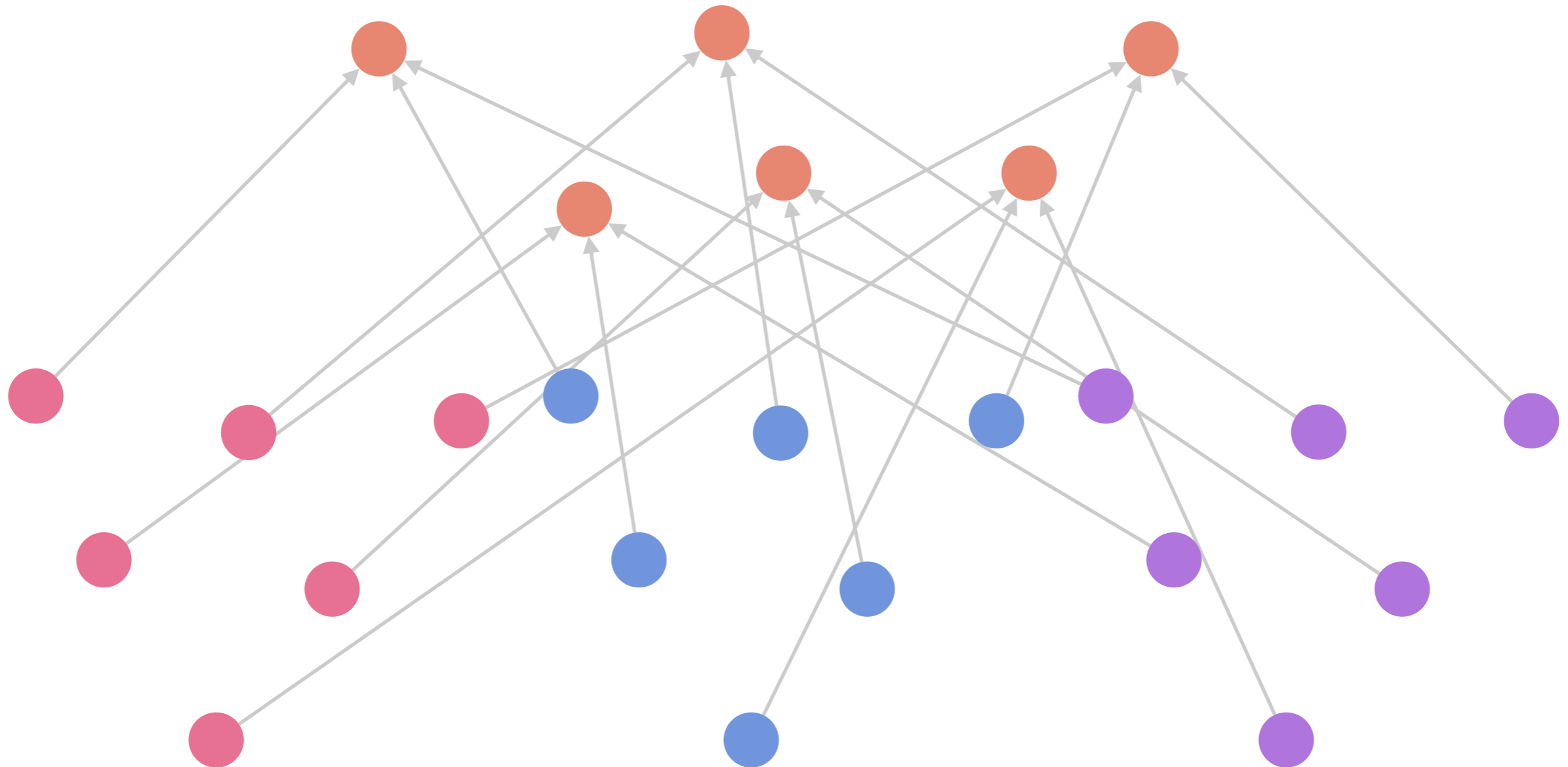
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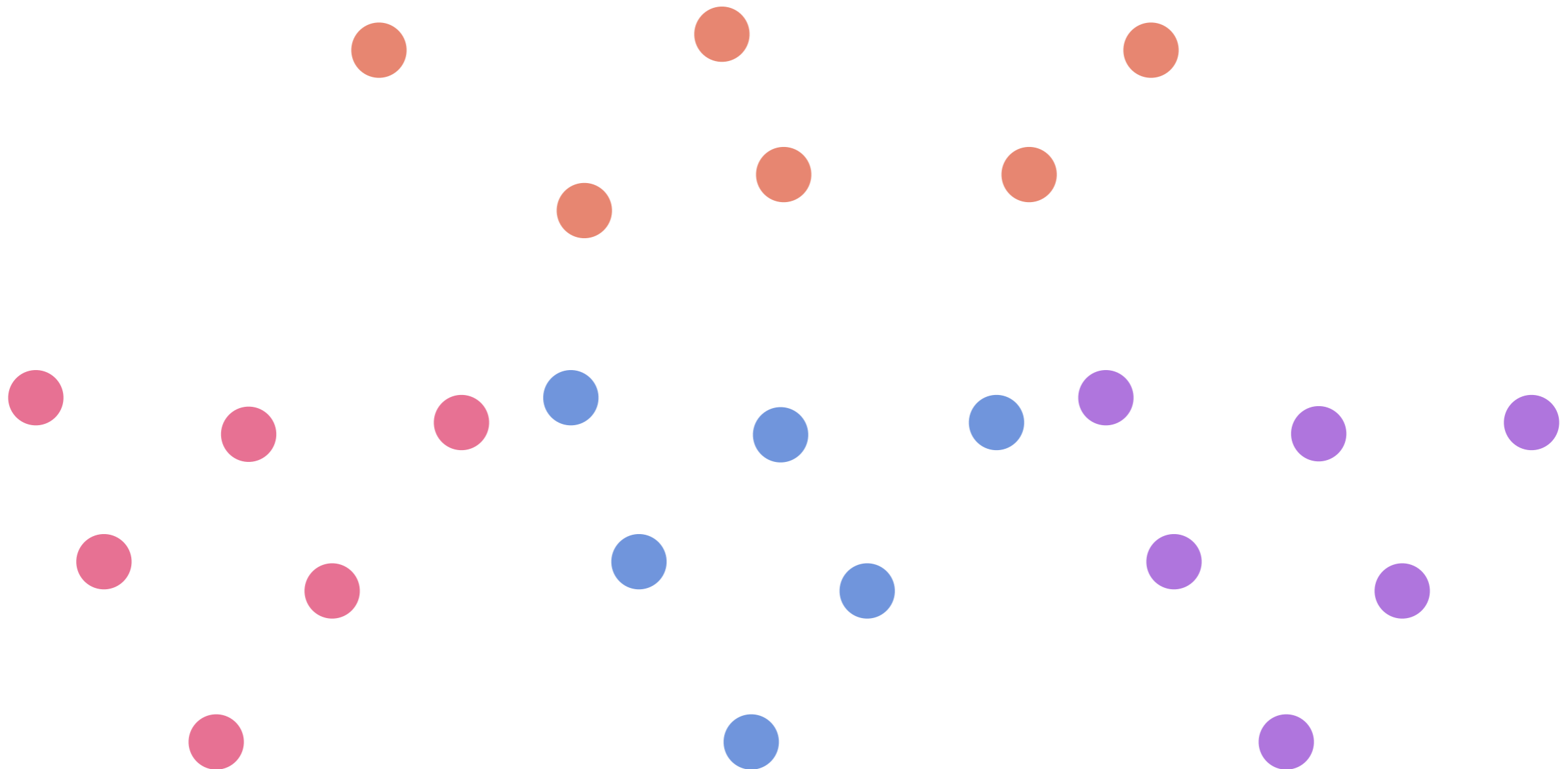
Nexus mechanism

- Propagate 2D node features to **nexus nodes** generated from simple spacepoint reconstruction.



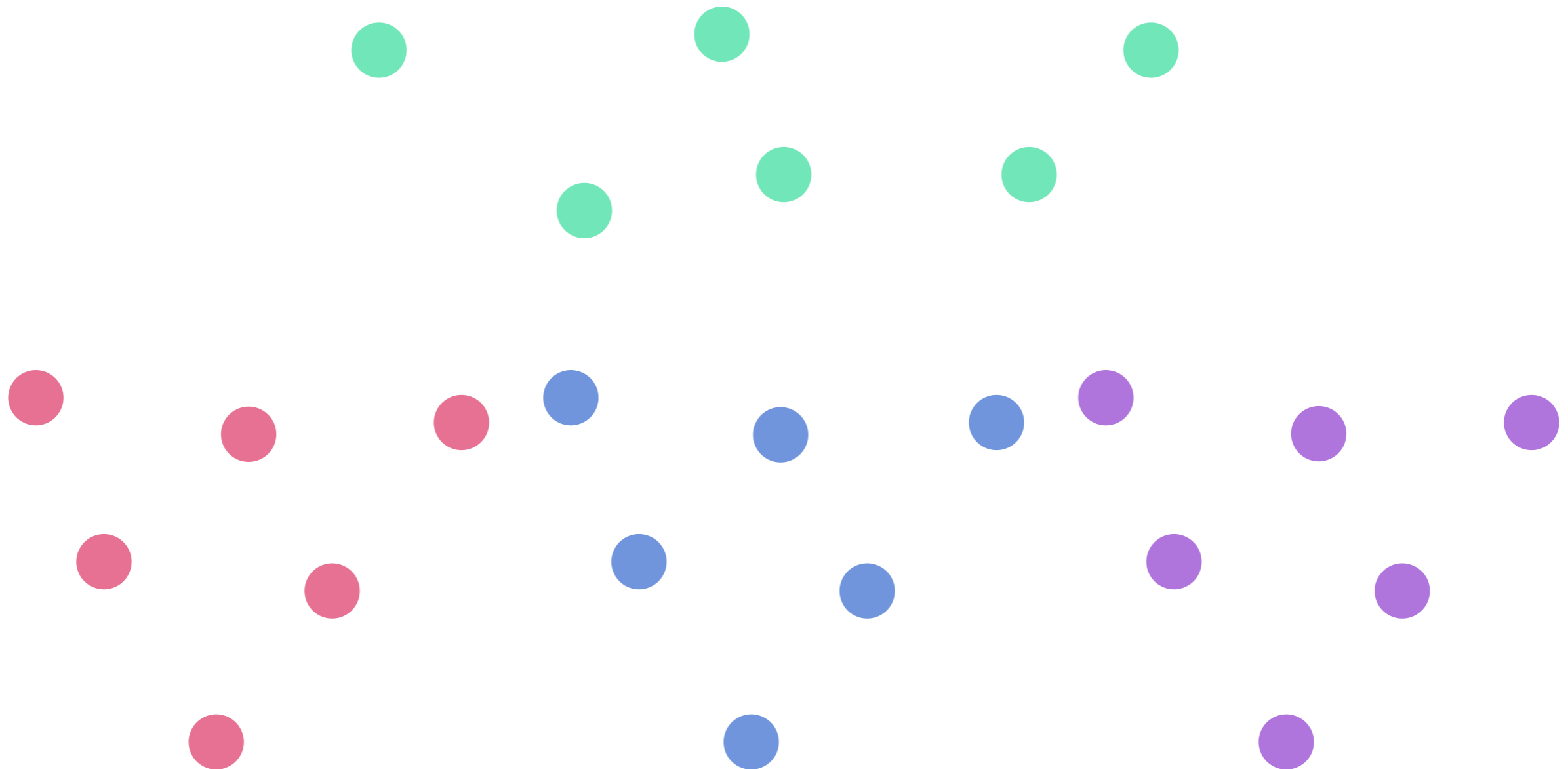
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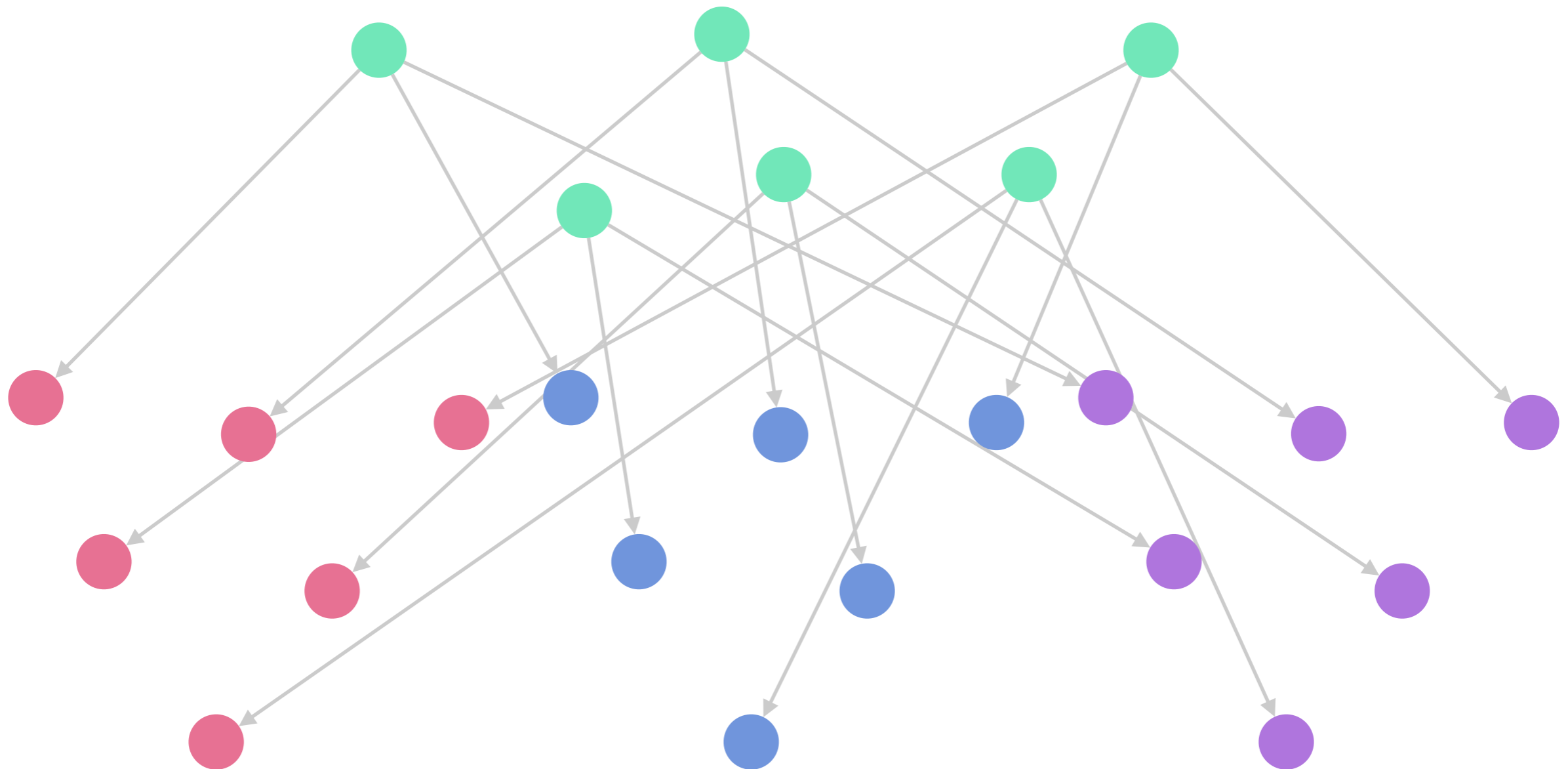
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Nexus mechanism

- Propagate 3D **nexus nodes features** back down to 2D planar nodes.

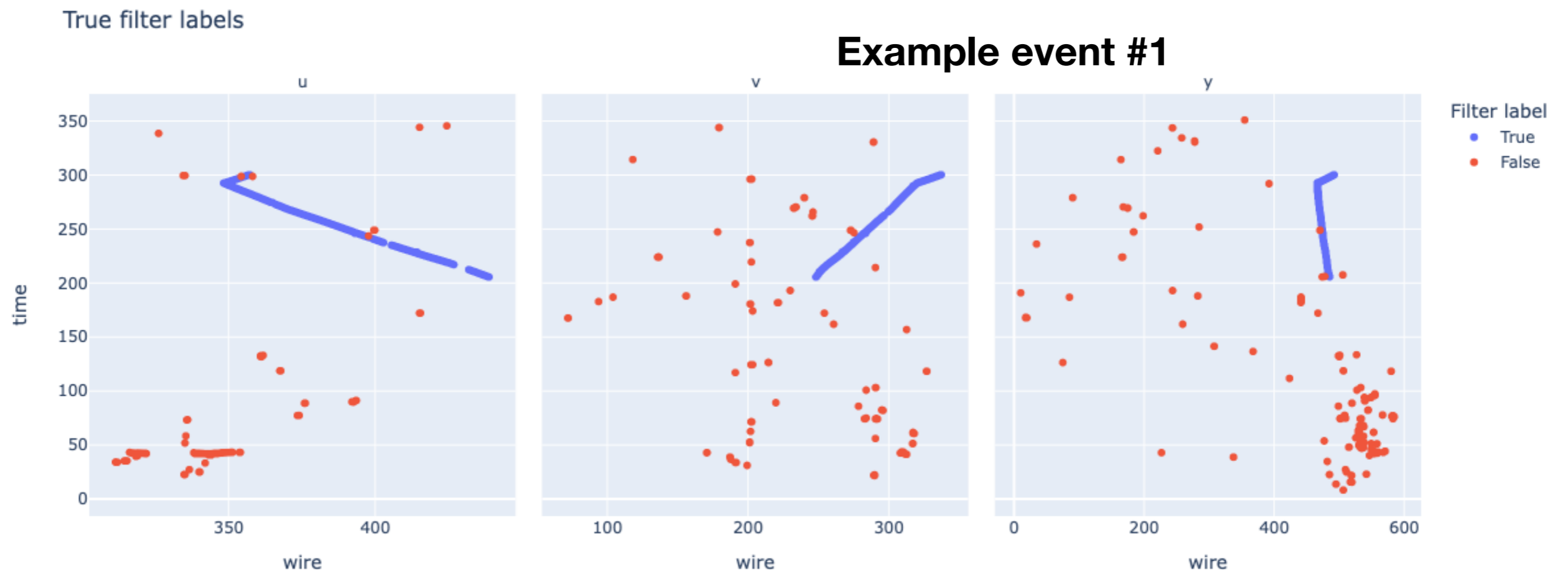


Background filtering

- For on-surface detectors, detector readout often contains a mixture of signal and background information (ie. cosmic interactions).

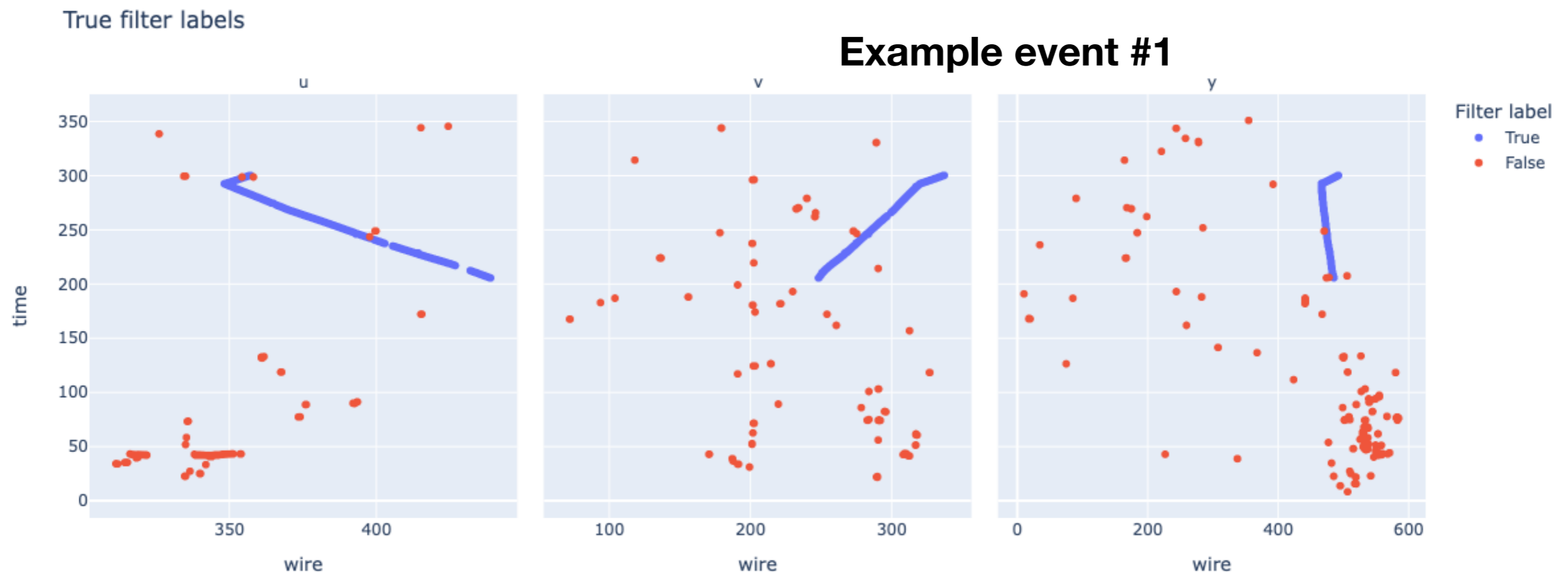
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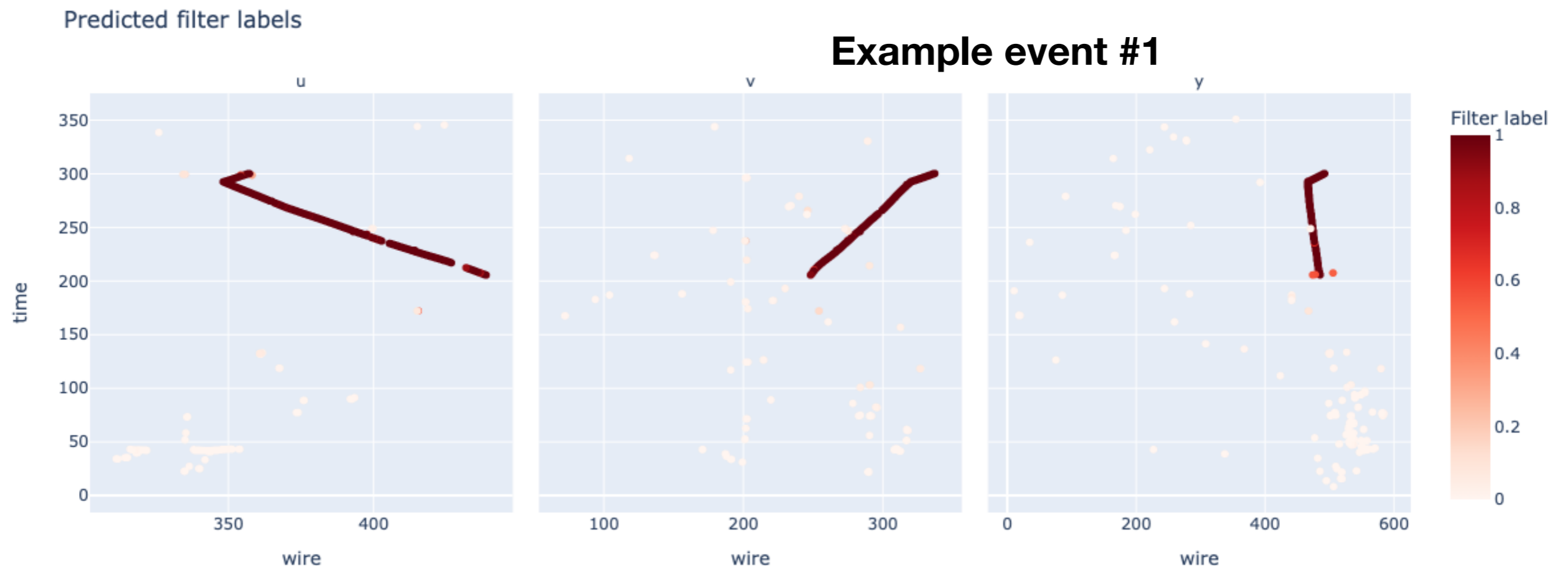
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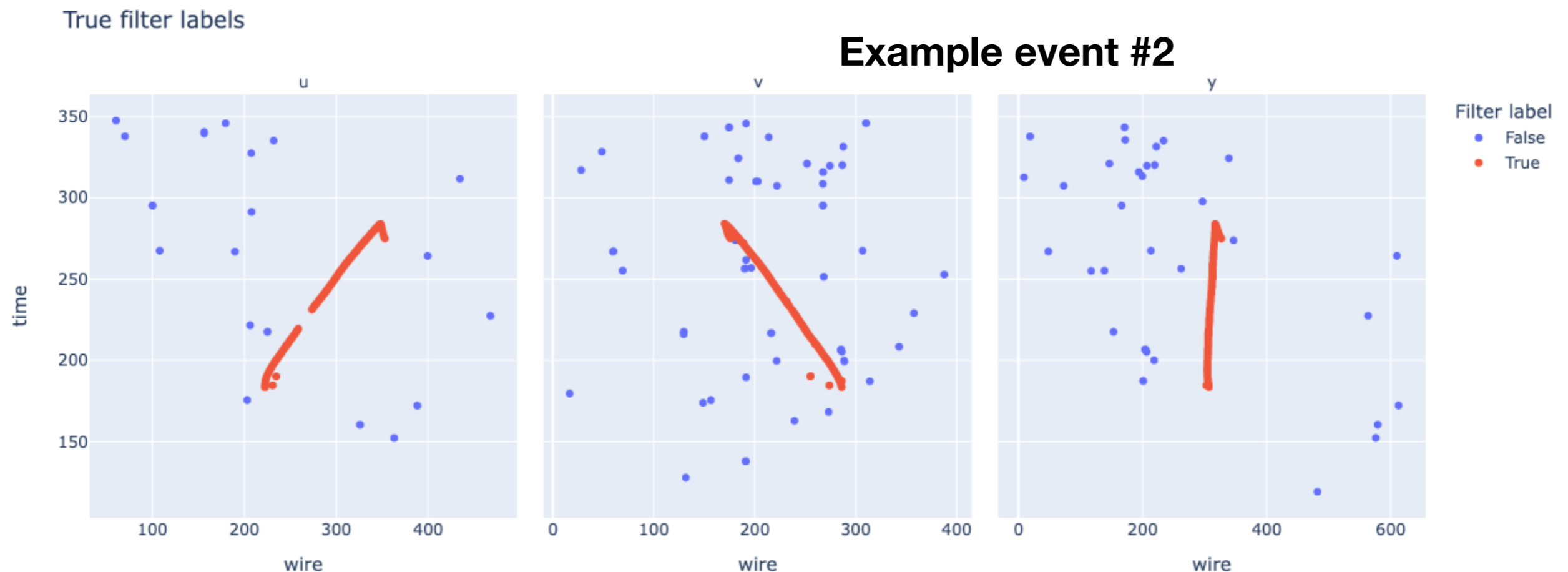
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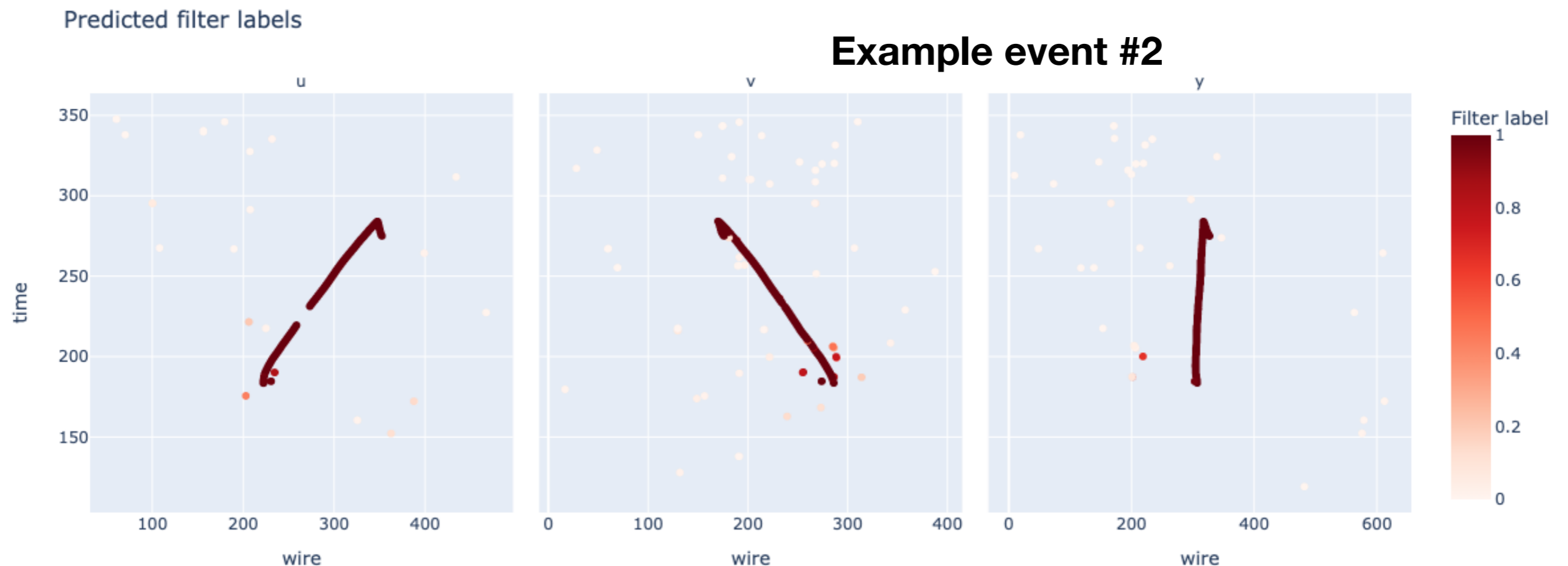
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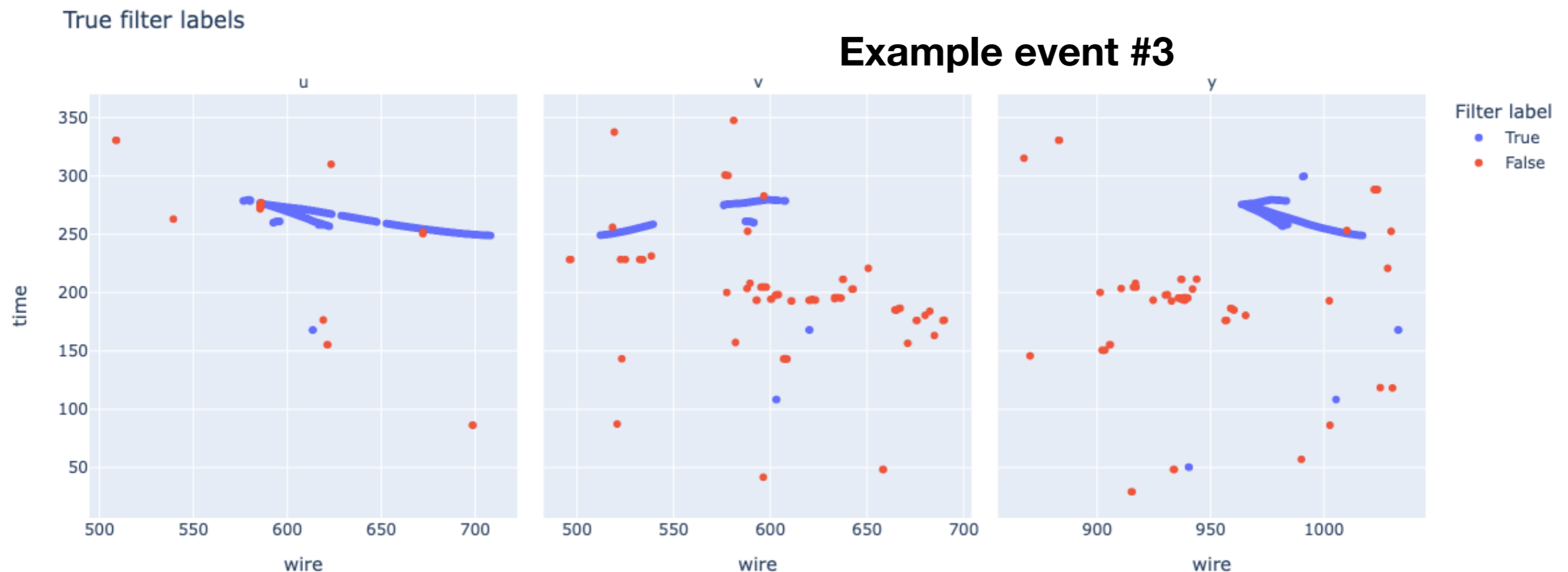
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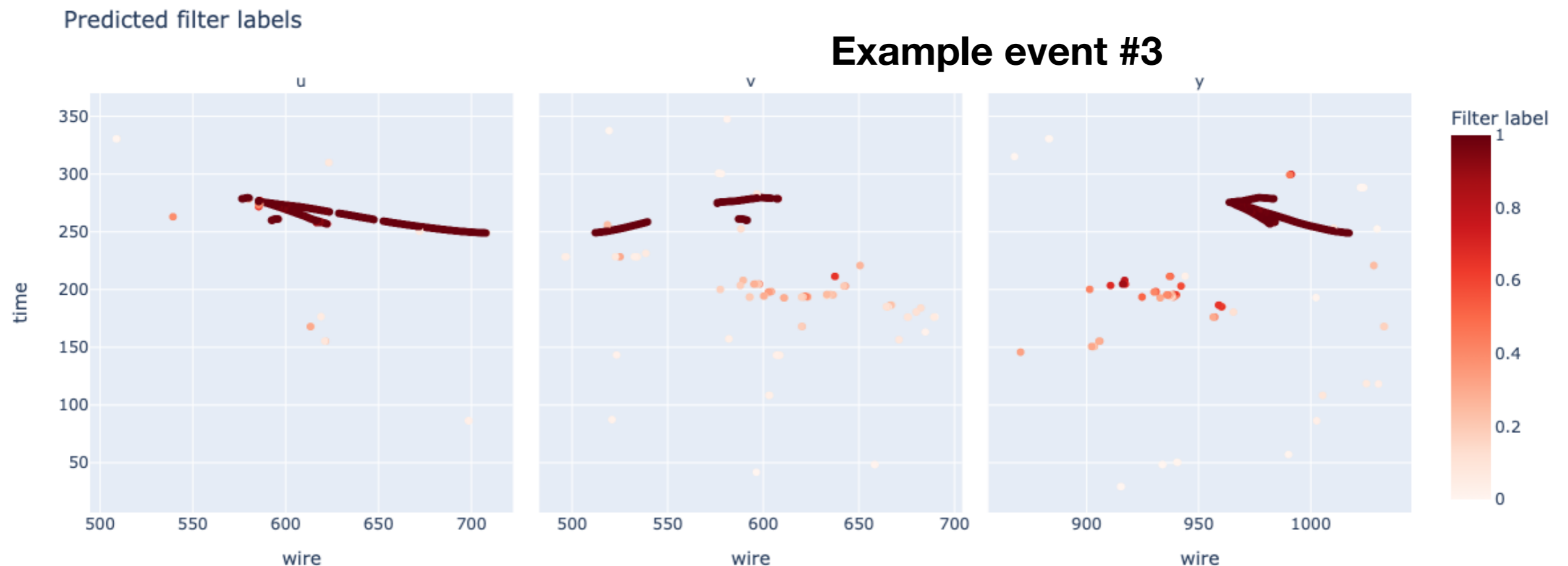
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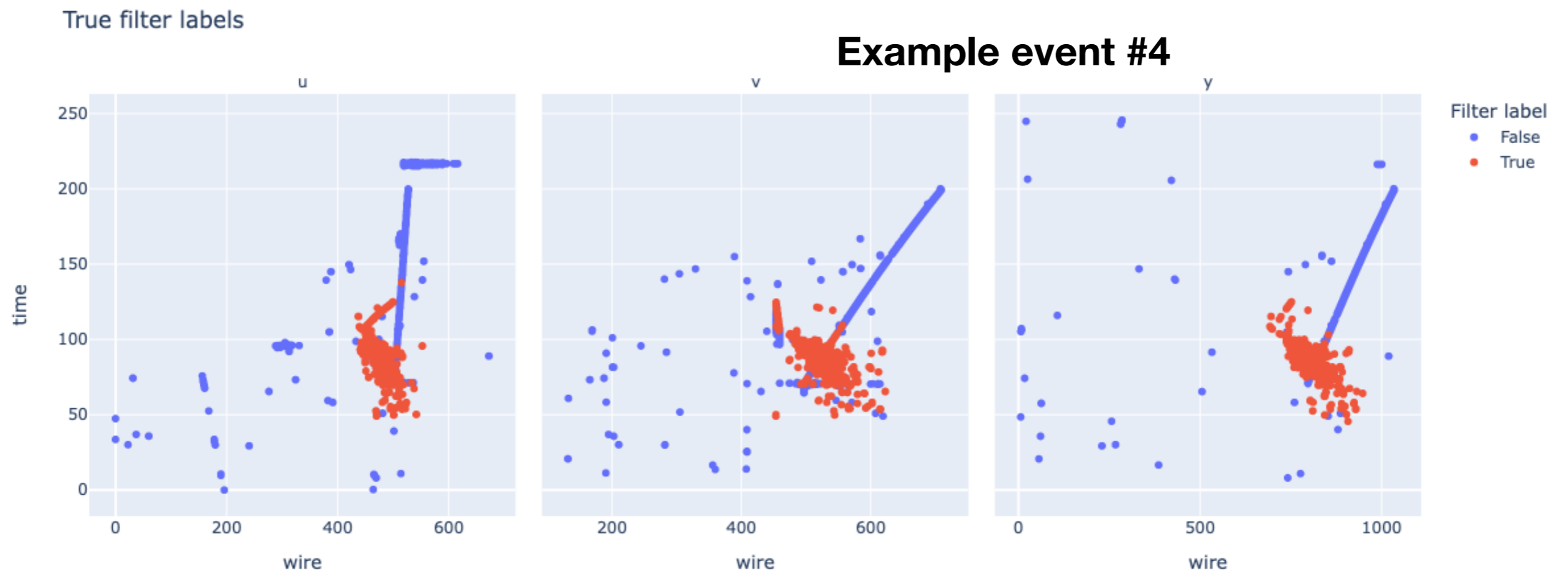
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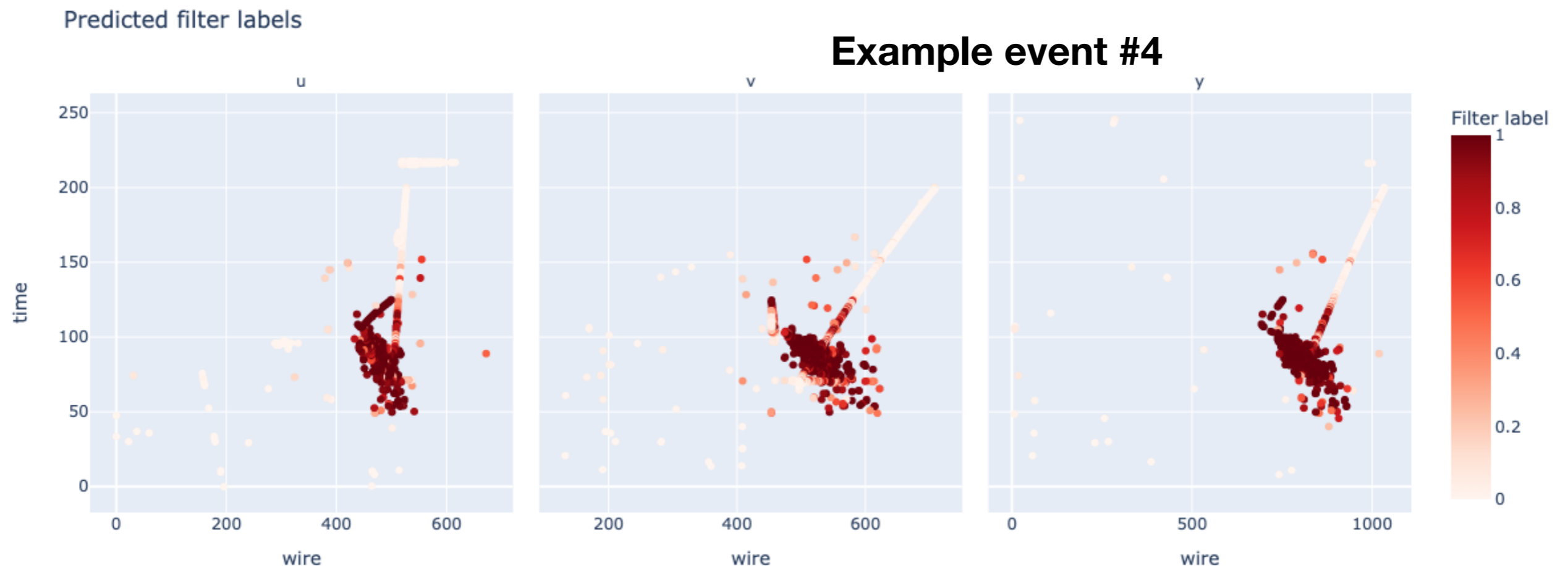
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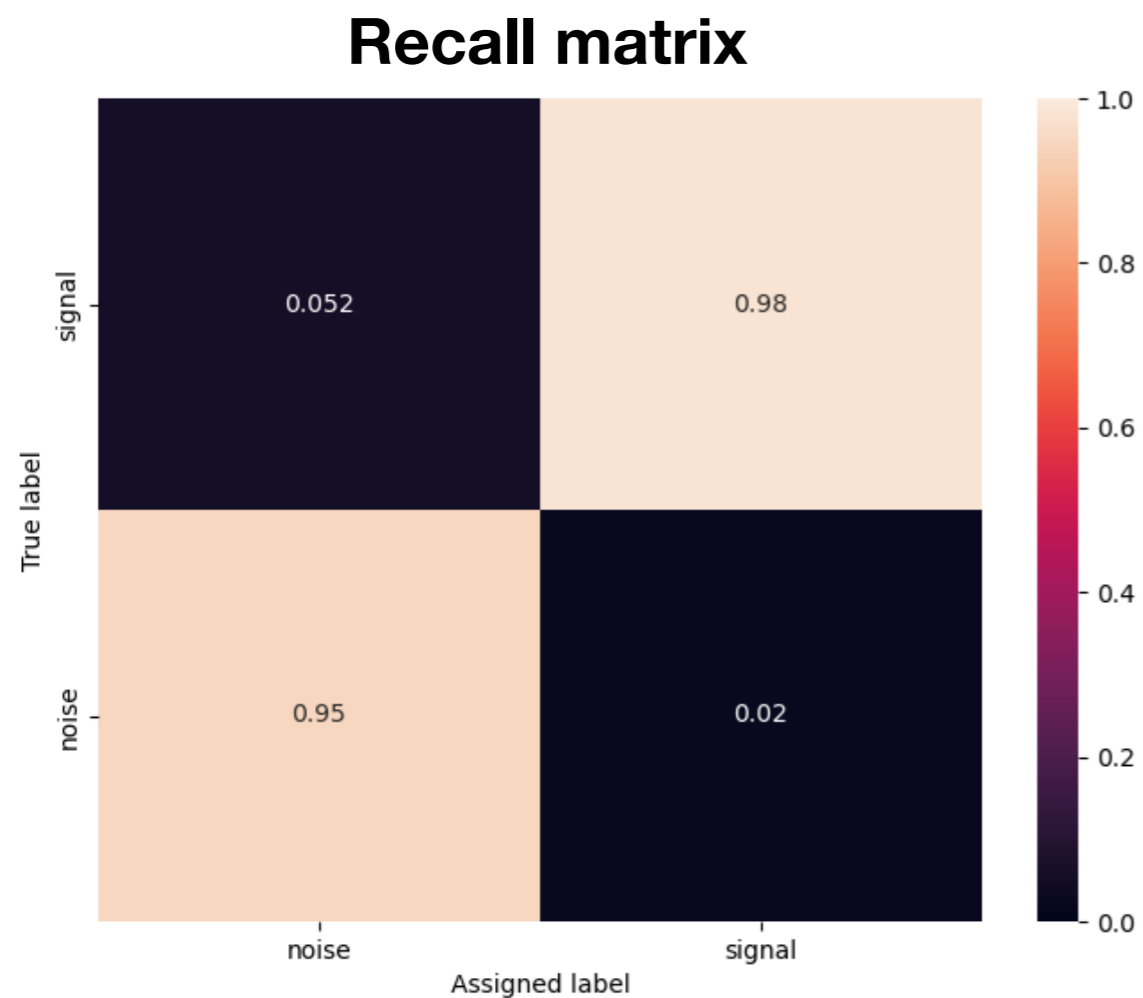
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Background filtering results

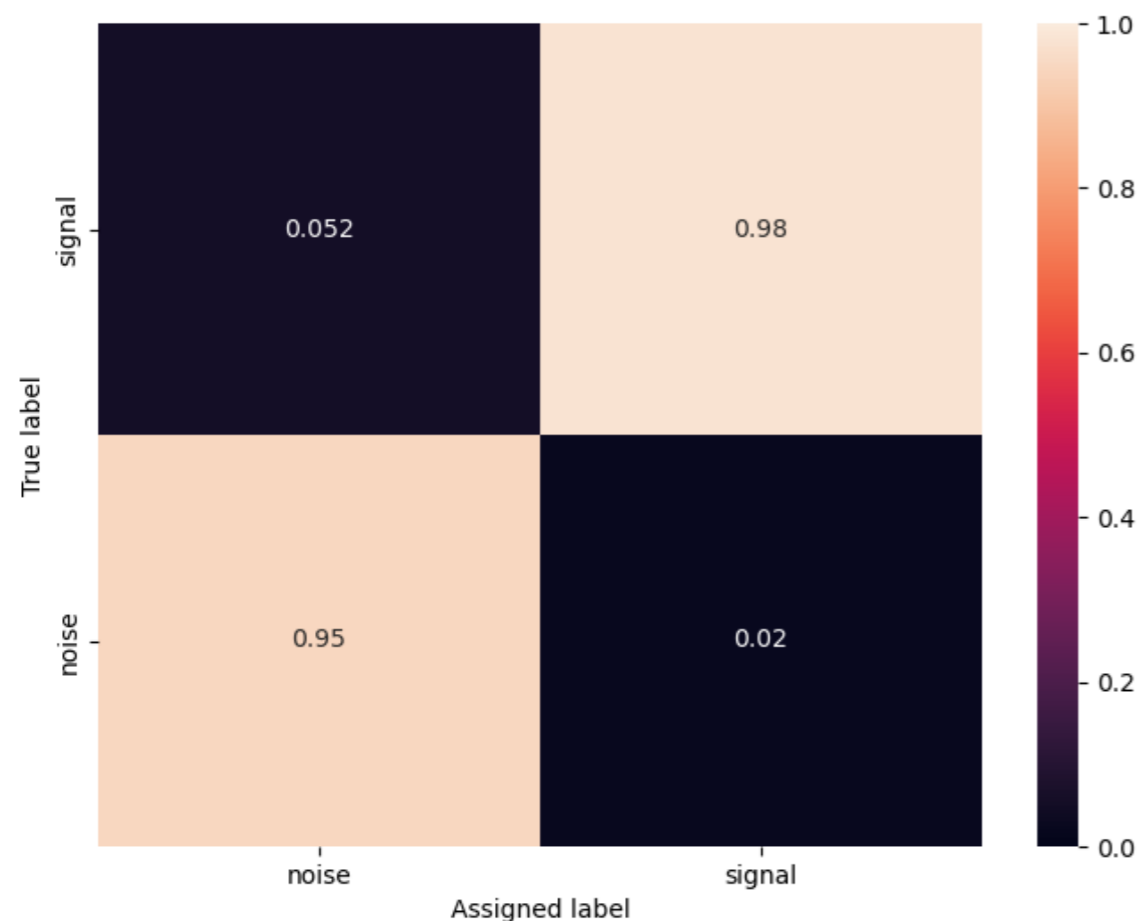
- Performance metrics: **recall 0.978**, **precision 0.977**.



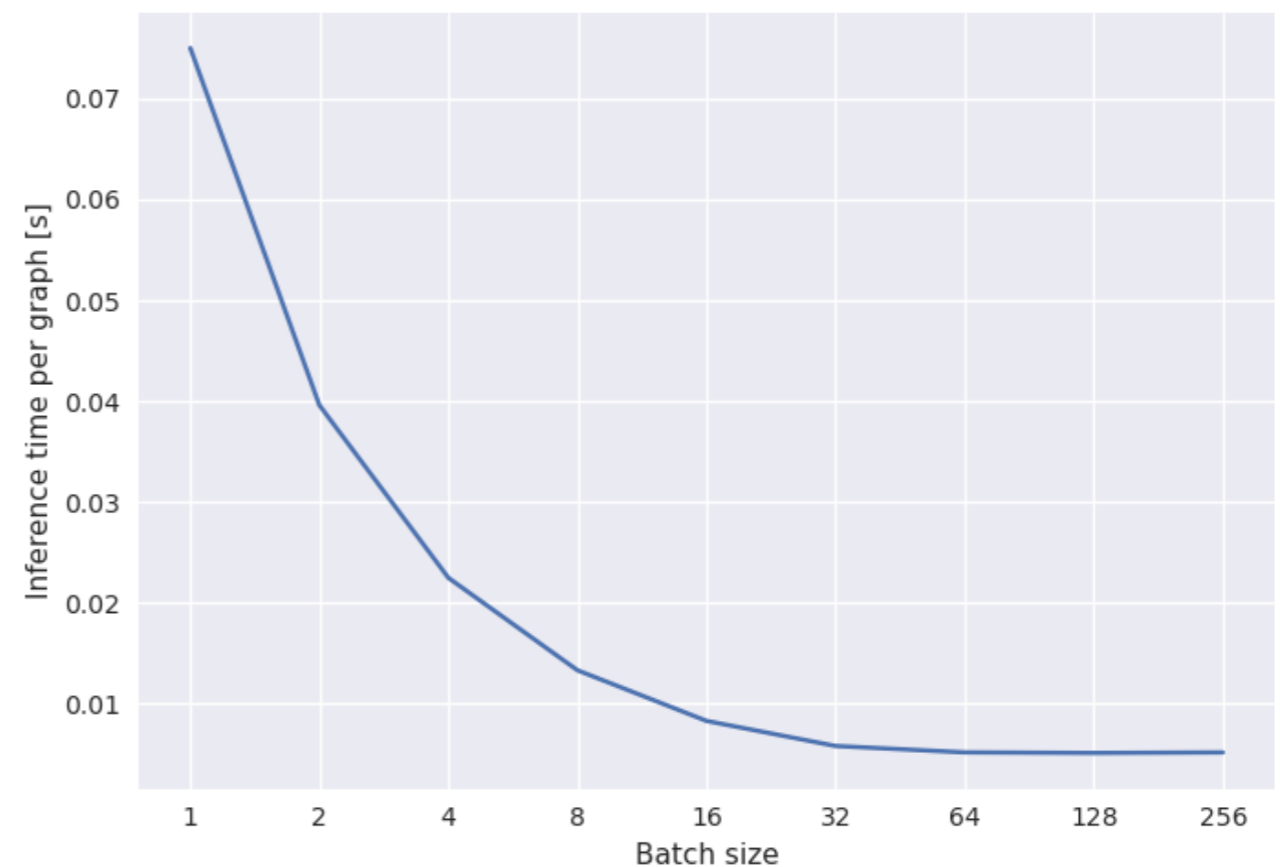
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- Inference time: **0.12 s/evt on CPU, 0.005s/evt batched on GPU**

Recall matrix



GPU inference time vs batch size



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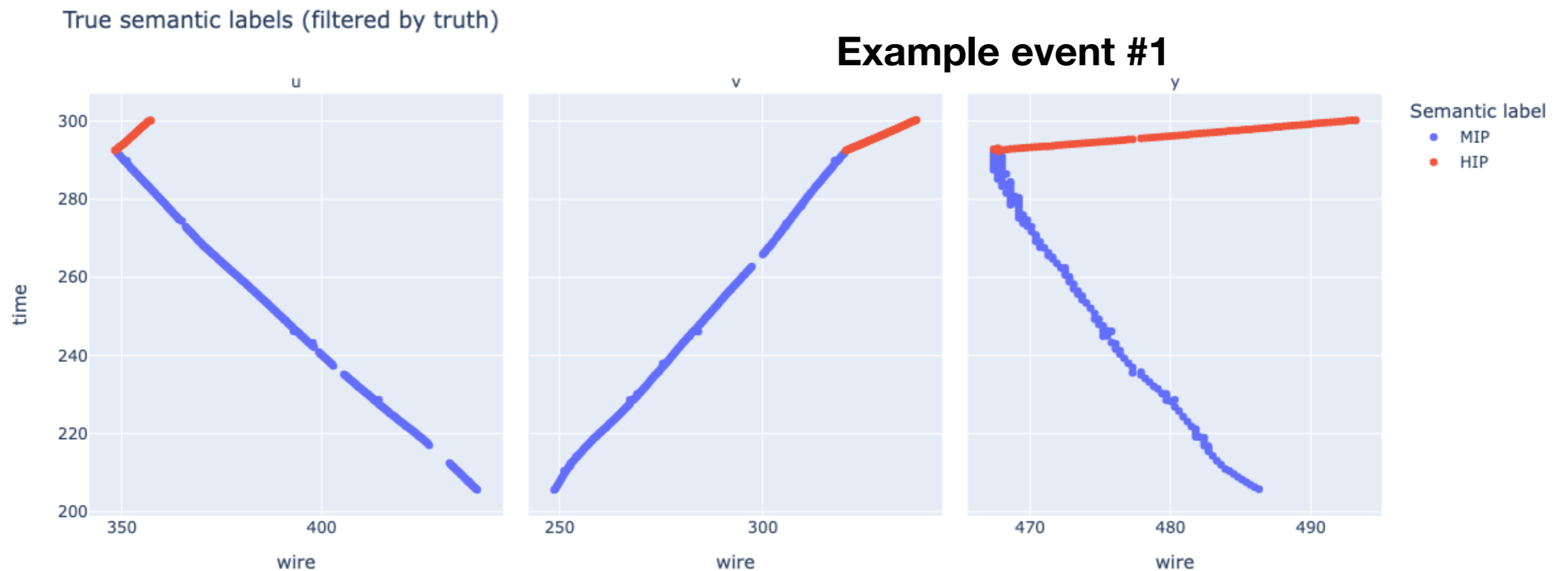
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- Going forward, will expand to more granular labelling schemes for possible $\mu/\pi/\kappa$ and e/γ separation.

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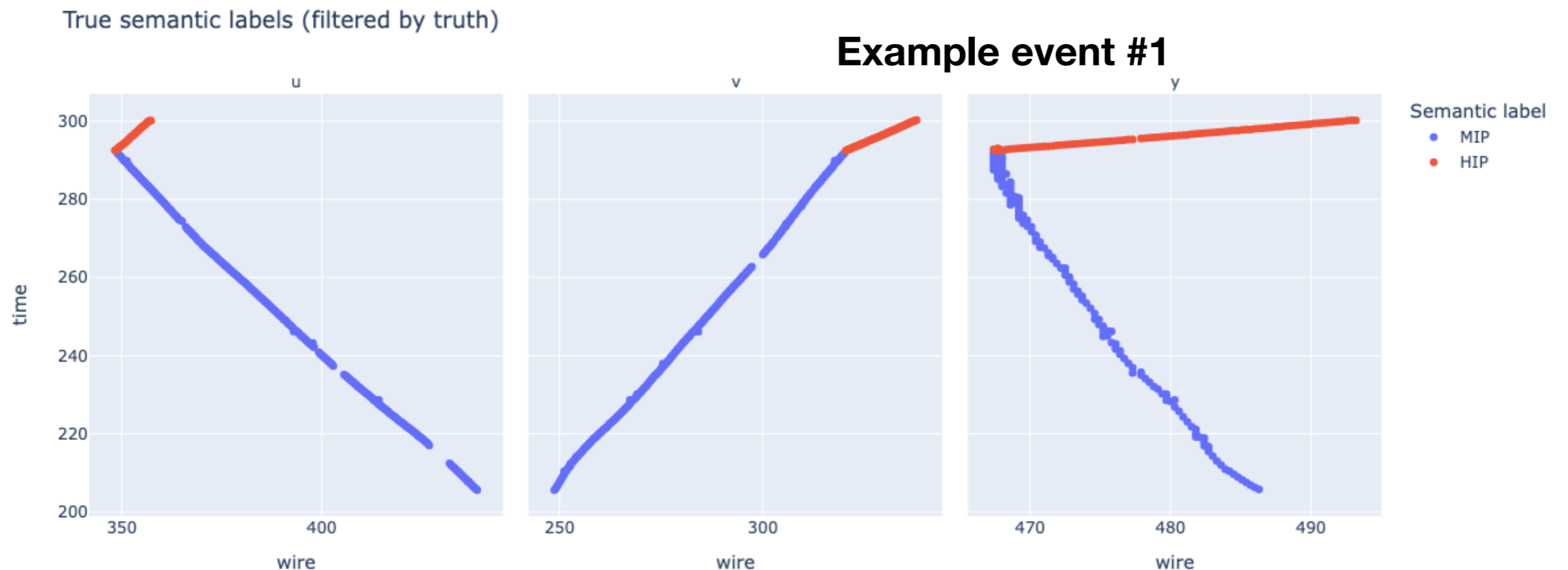
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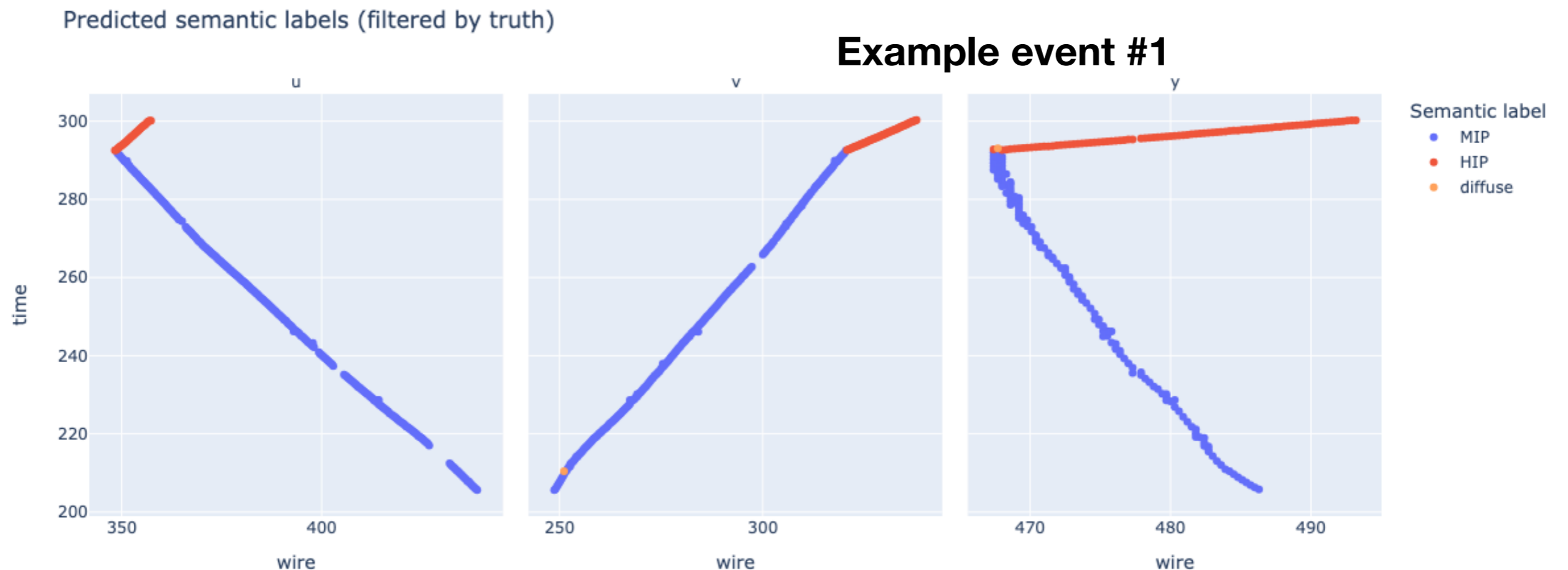
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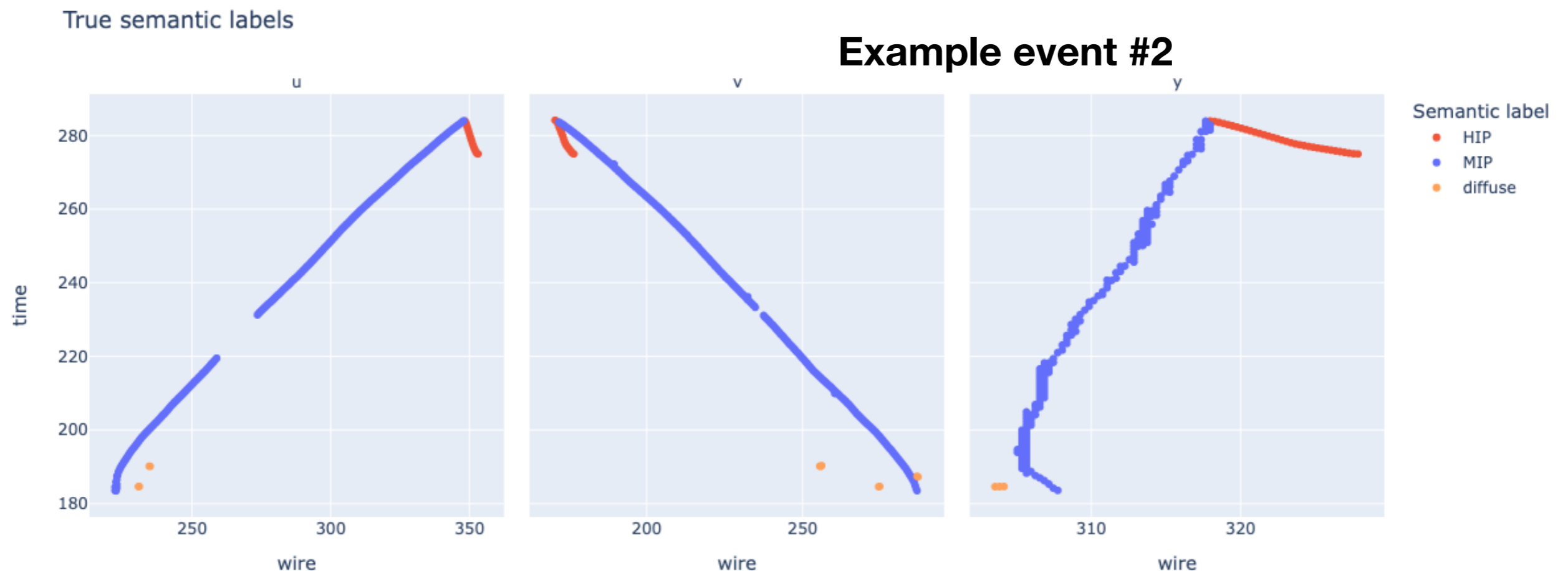
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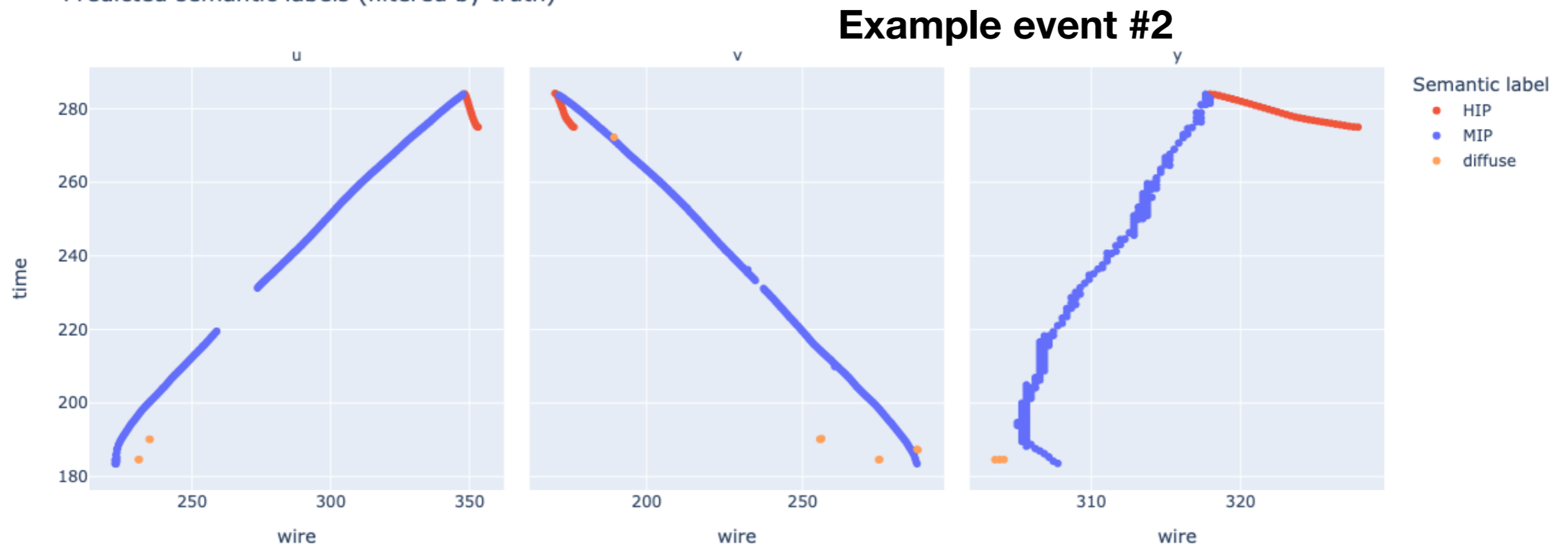
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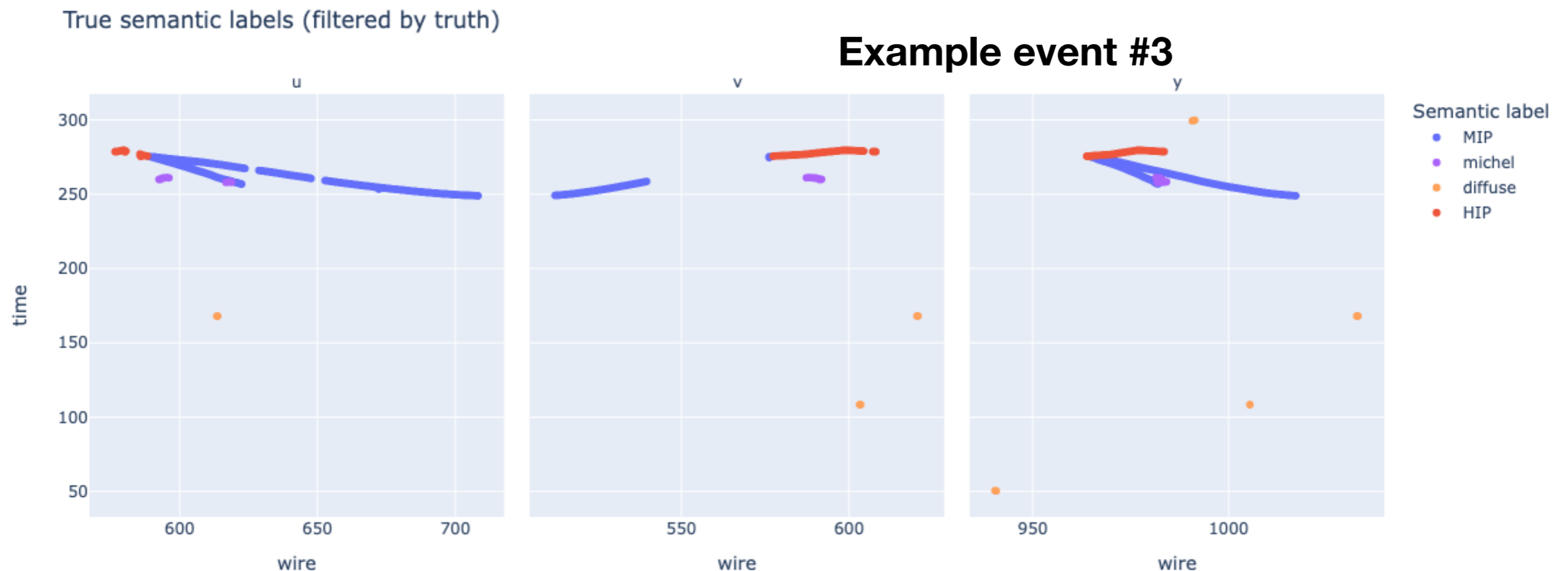
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Predicted semantic labels (filtered by truth)



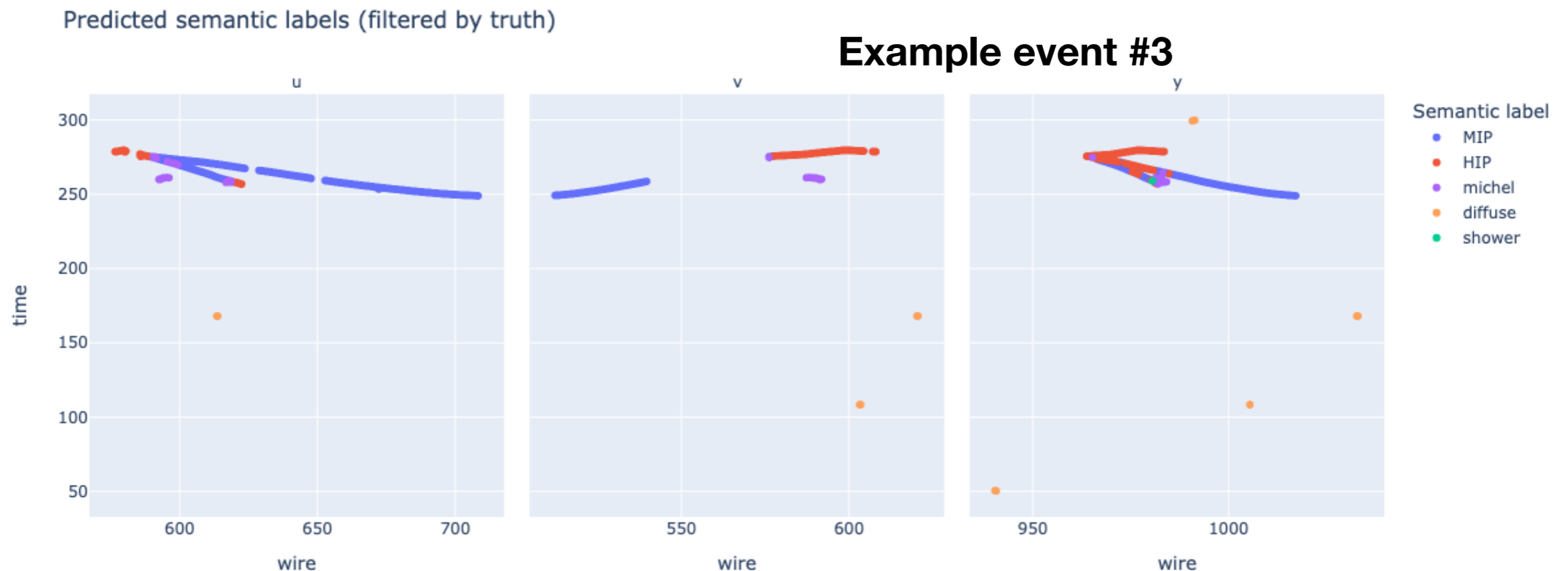
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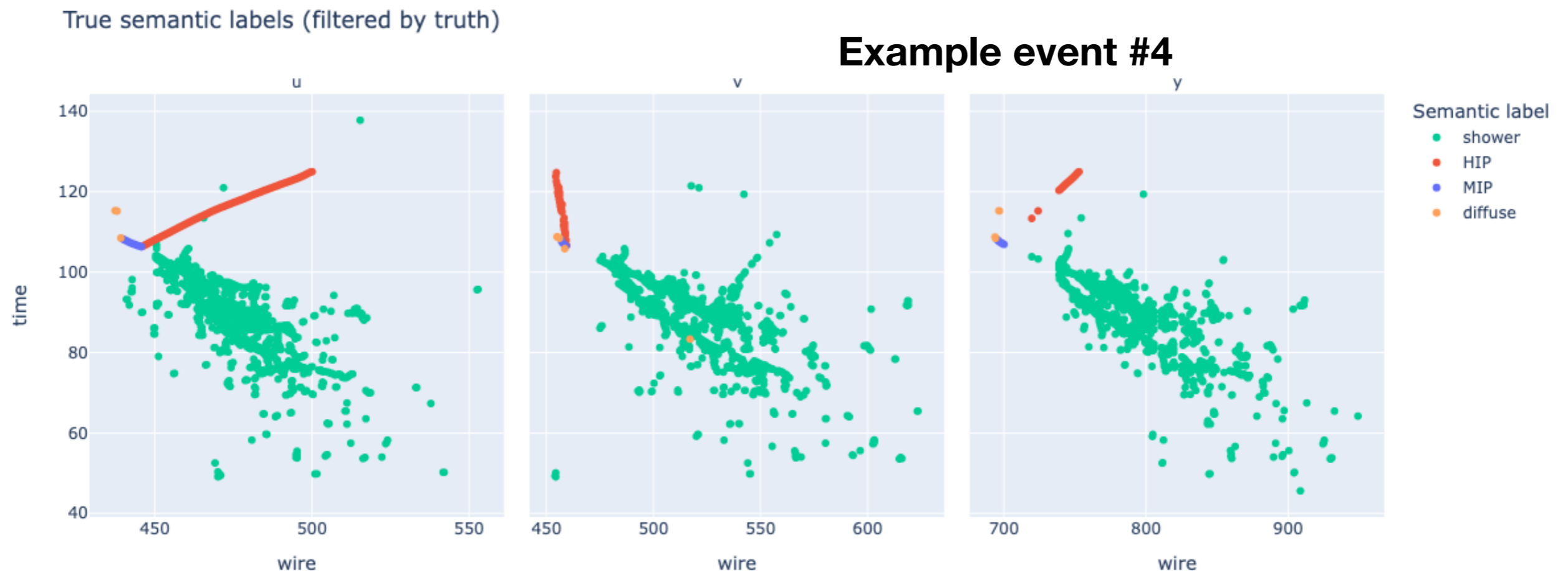
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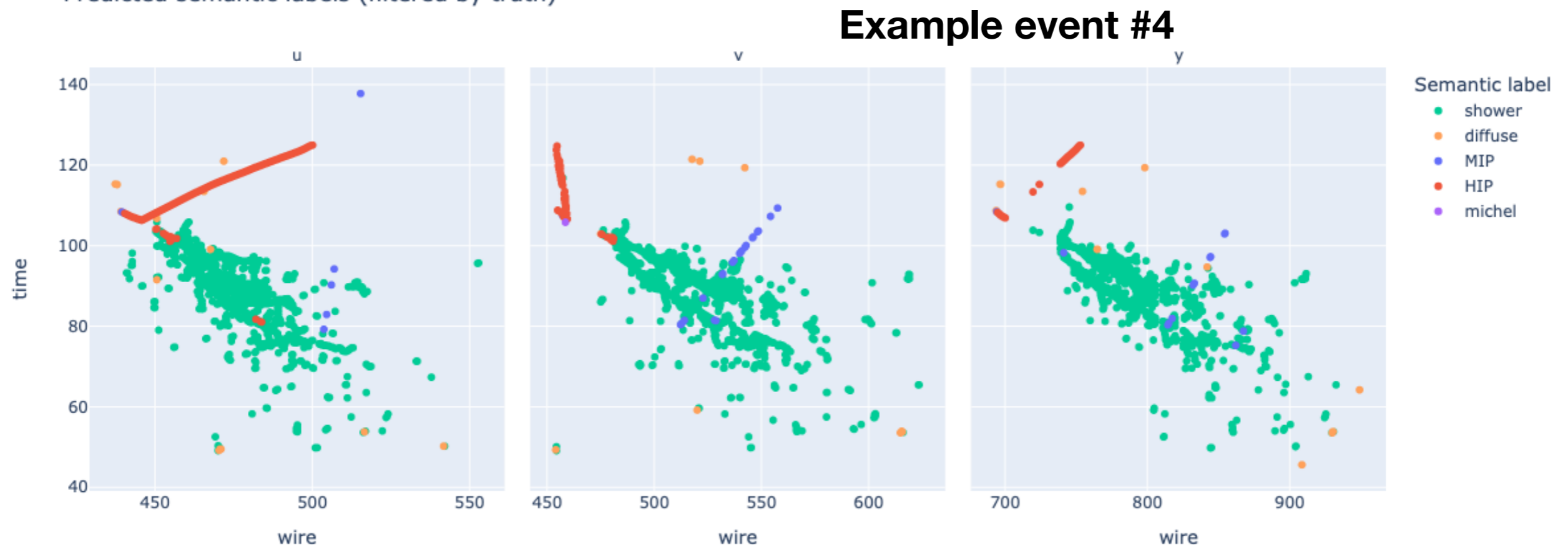
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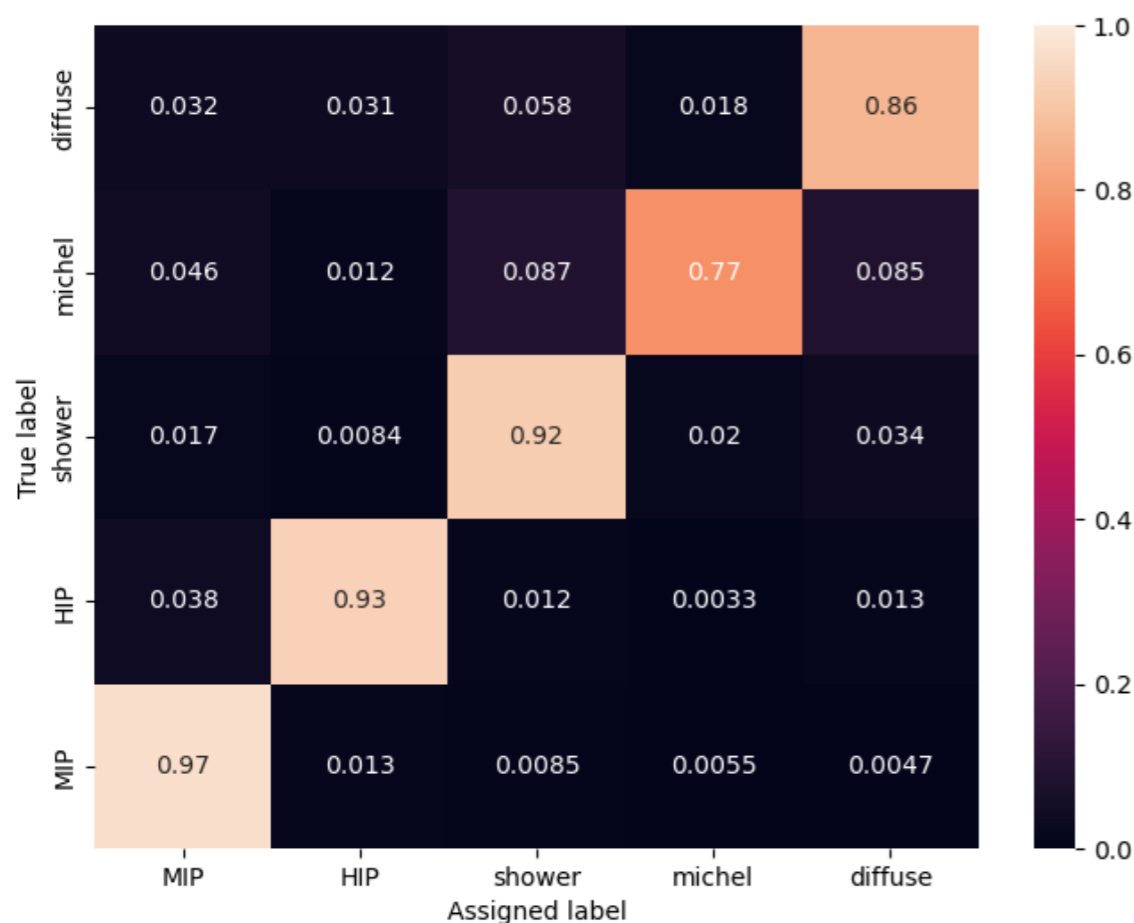
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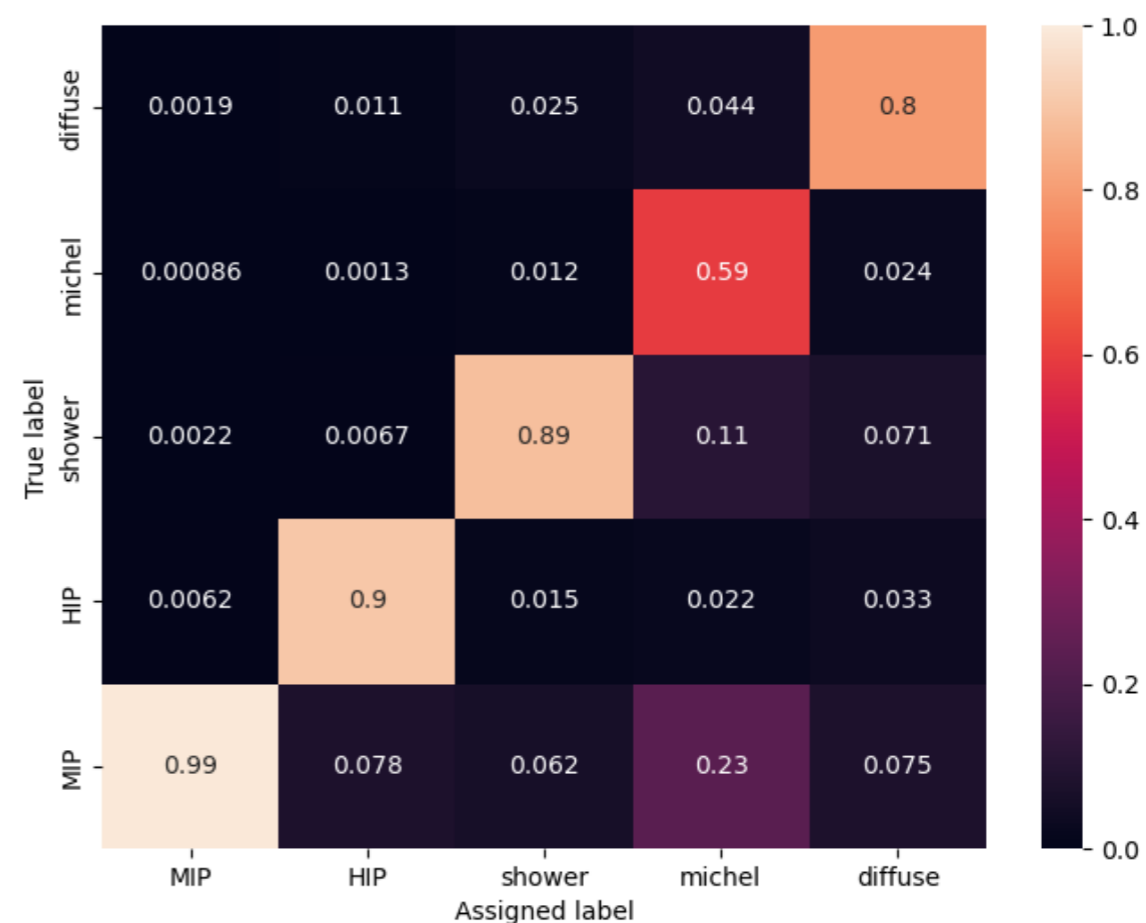
Hit classification results

- Performance metrics: **recall 0.948, precision 0.948.**
- Recently improved performance by enhancing ν_μ component of dataset, and using **recall loss** to counteract class imbalance.

Recall matrix



Precision matrix



Looking forward

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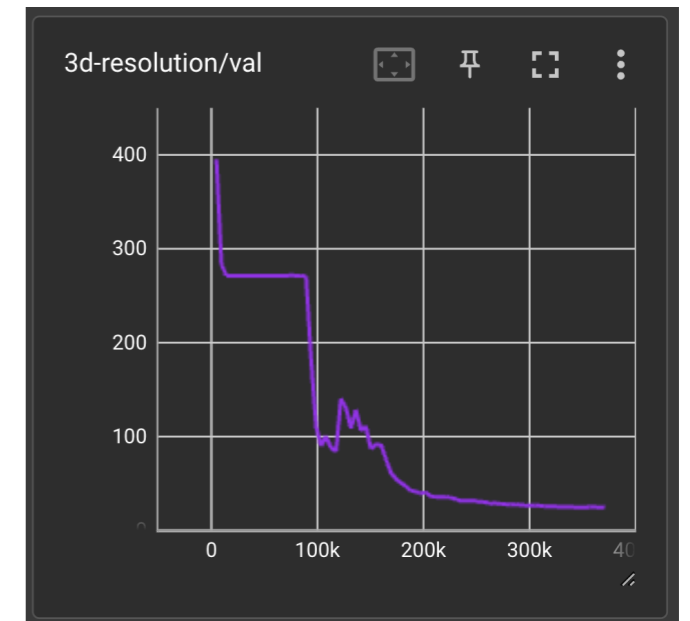
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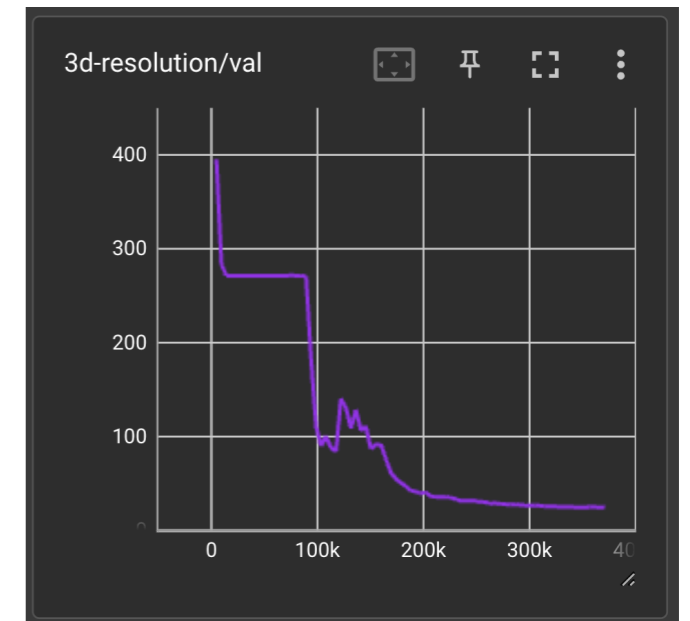
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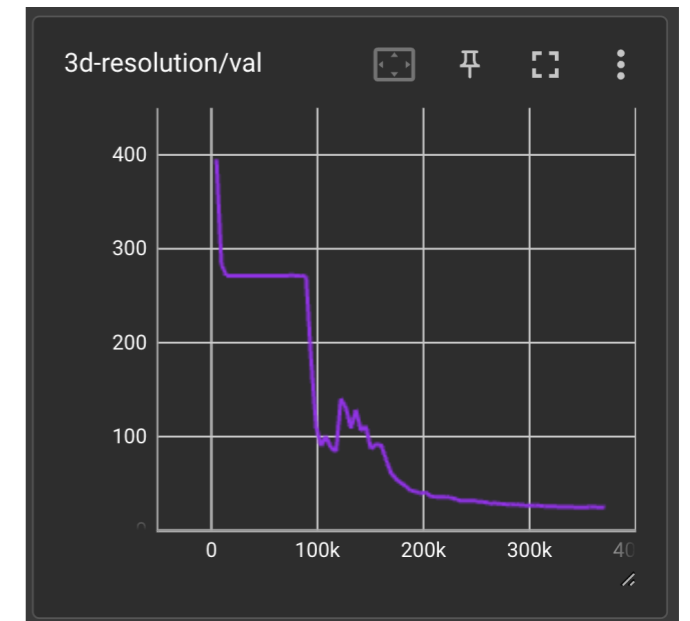
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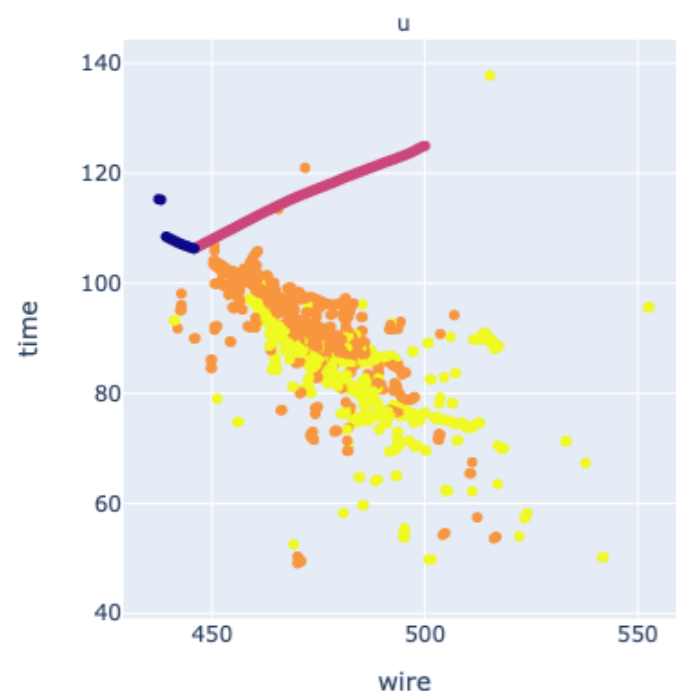
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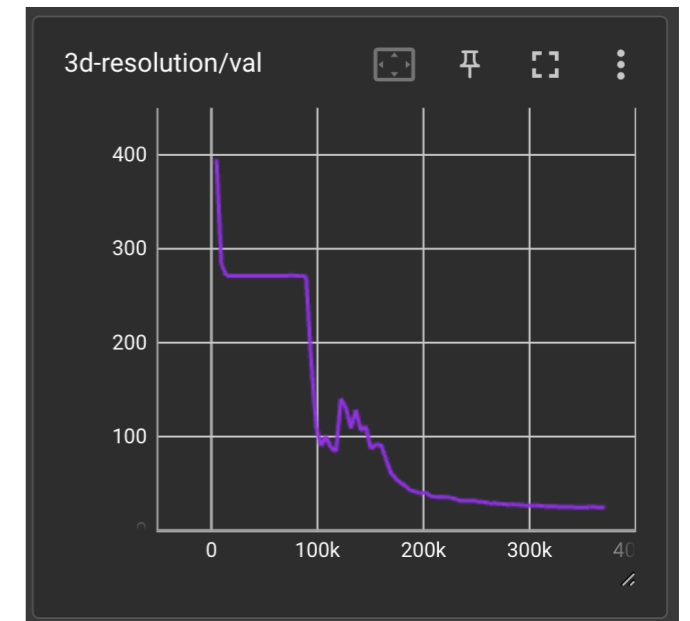
True instance labels (filtered by truth)



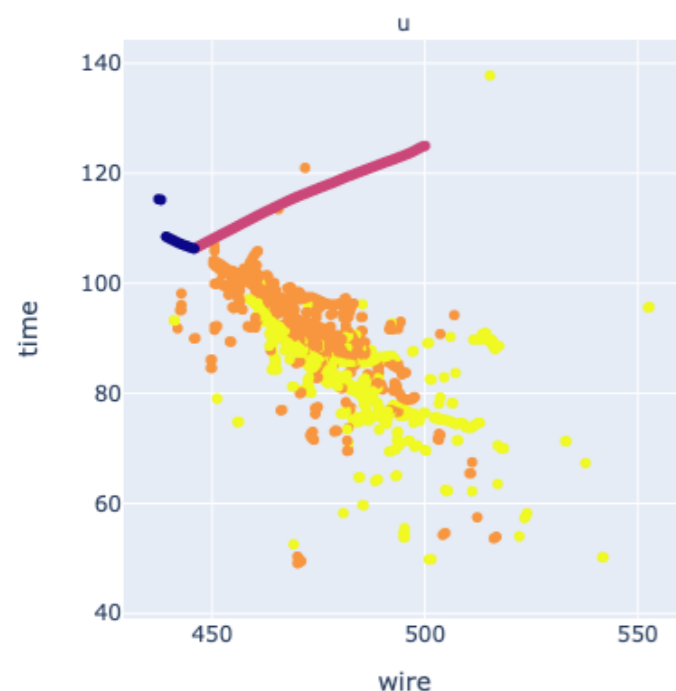
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 - Object condensation decoder for grouping hits into particles.

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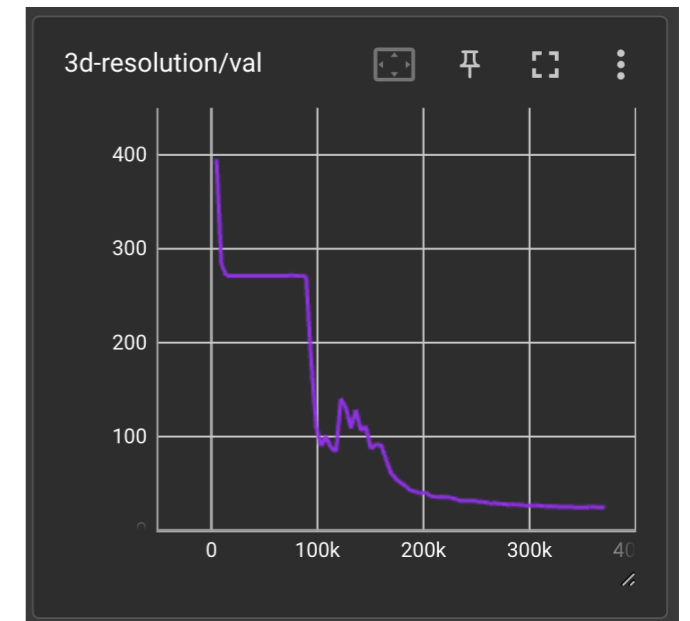
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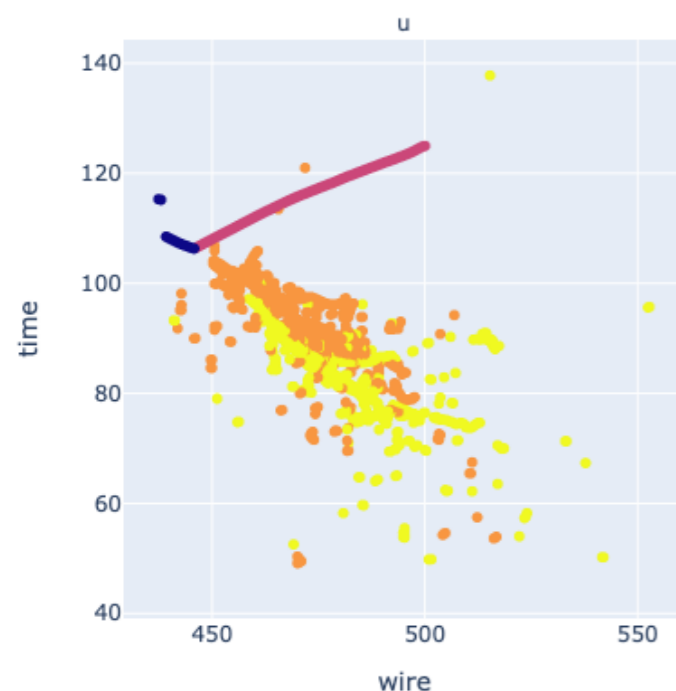
- **Clustering** (Marcelo Iovon, UCincinnati):
 - Object condensation decoder for grouping hits into particles.
 - Share instance labels between planes, to group 2D hits into natively 3D clusters.

Looking forward

- **Interaction vertexing** (Jonathan Huang, UChicago):
 - LSTM decoder for predicting 3D neutrino vertex position.
 - Learn a combination of physics (vertex position) and geometry (2D to 3D coordinate transformation).
 - Prototype decoder achieves ~25cm 3D resolution.



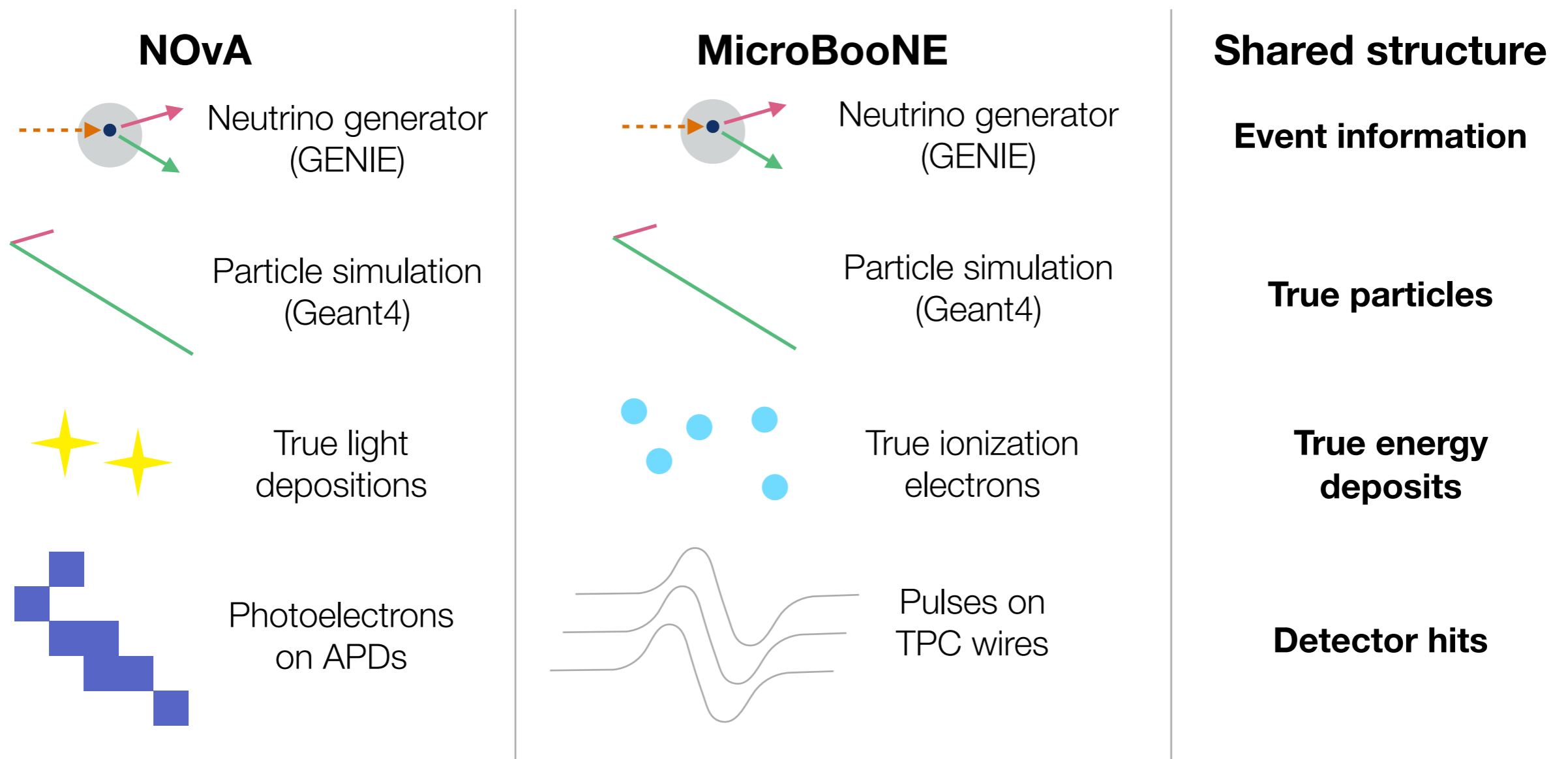
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- **Clustering** (Marcelo Iovon, UCincinnati):
 - Object condensation decoder for grouping hits into particles.
 - Share instance labels between planes, to group 2D hits into natively 3D clusters.
 - Efficient clustering is our highest priority, since it enables a wealth of hierarchical graph approaches.

Common abstraction for neutrino experiments

- Although the details of many neutrino physics experiments vary, the majority of them share a common paradigm at a high level.



NuML & PyNuML

- The **NuML** package is a toolkit for writing **physics event records** to an **HDF5 file format**.
 - Hold low-level information such as **simulated particles, hits, true energy depositions** etc.
 - Generic data structure can be **shared across experiments**.
 - Common interface with **PandAna** analysis toolkit (see [CHEP 2021 talk](#)).
 - [Available as LArSoft package on GitHub](#).

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- The **PyNuML** package is designed to provide a **generic, accessible, efficient** and **flexible** solution for many of the necessary tasks in leveraging ML for particle physics.
 - Define **particle ground truth labels** for Geant4-simulated particles.
 - **Arrange detector hits into ML objects**, ie. graphs, CNN pixel maps, etc.
 - Efficiently **preprocess ML inputs in parallel in HPC environments** using MPI.
 - Available as [Python package on GitHub](#), or install with `pip install pynuml!`

Summary

- **NuGraph2** is a multi-purpose GNN architecture for reconstructing neutrino interactions in MicroBooNE, DUNE and elsewhere.
 - **Efficiently reject background detector hits.**
 - **Classify detector hits according to particle type.**
 - Future: **vertexing, clustering, hierarchical graphs!**
- **NeutrinoML** toolkit for standardising the process of producing ML inputs from HEP data for general use.
 - Utilised for MicroBooNE's public data release.
 - Open-source, easy-to-install code packages.