Hashing for Track Reconstruction

CHEP 2019



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Motivation

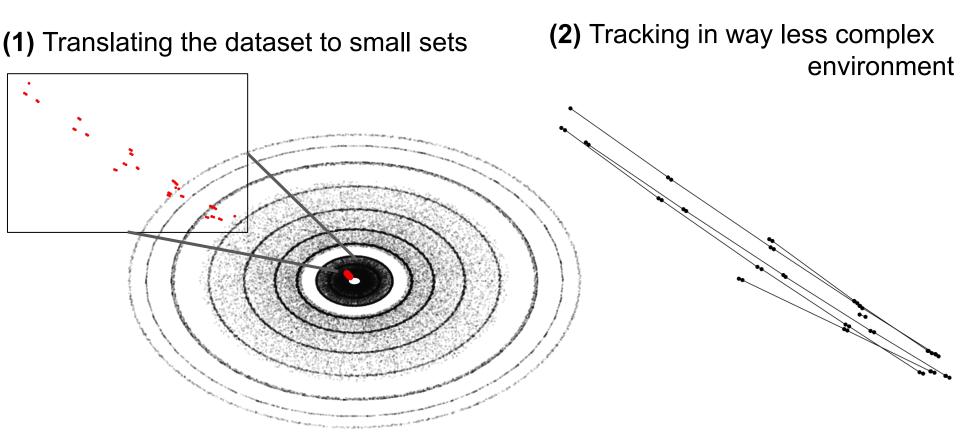
- High-luminosity LHC (and future FCC) will bring very high pile-up scenarios
- Average 200 proton-proton collisions for HL-LHC (up to 1000 proton-proton collisions for FFC)
- Combinatorics for track reconstruction becomes very challenging

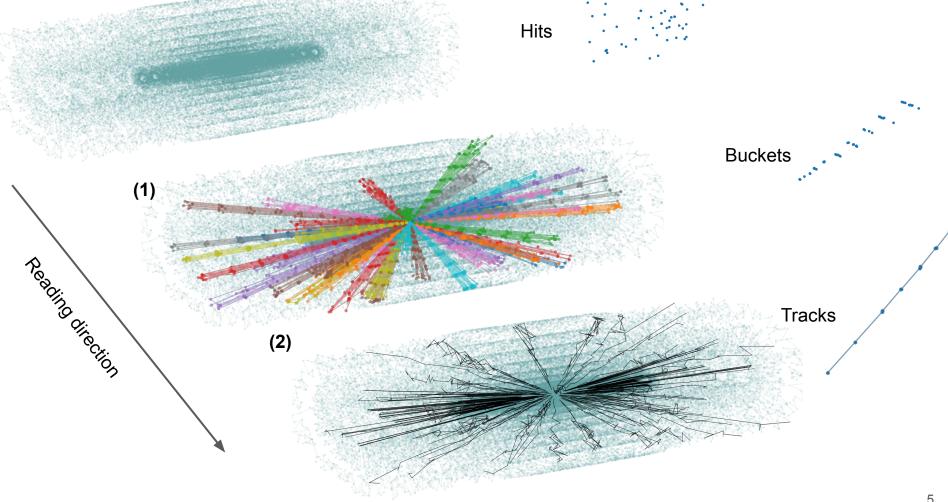
Outline

```
#parallel, fast and generic

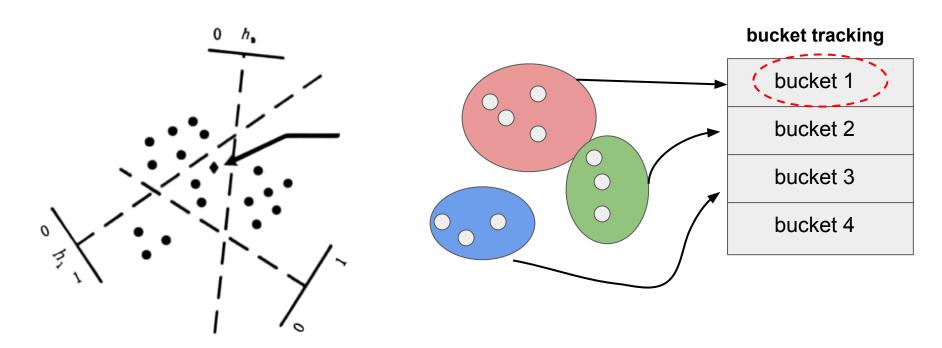
def similarity_hashing(hits):
    ...
    return tracks
```

This approach is based on:





Partition strategy: Hashing



Partition strategy: Hashing

Tree-based
Hashing-based
Quantization

Relative Neighborhood Graphs

Navigable Small-World Networks

KD-tree

R-tree
VA-file
Locality Sensitive Hashing

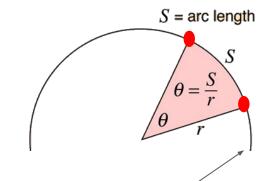
Product Quantization

Neighbors definition: distance

For a given query point, ANN returns the nearest neighbors, i.e whose distances are the smallest.

Metric used: angular distance

$$\theta = S / R$$



where S = distance travelled and <math>R = radius of the circle

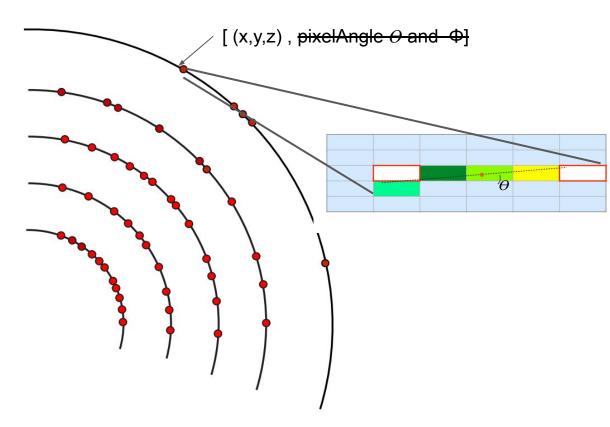
other metrics are possible: metric learning, DNN...

Dataset: TrackML

- 10k particles, 100k points
- 3 features : global x, y, z
- Hashing library used :

Annoy (spotify)

- Buckets parameters
 - bucket size
 - nb trees (graphs)



Simulated with ACTS, Ttbar event, mu 200

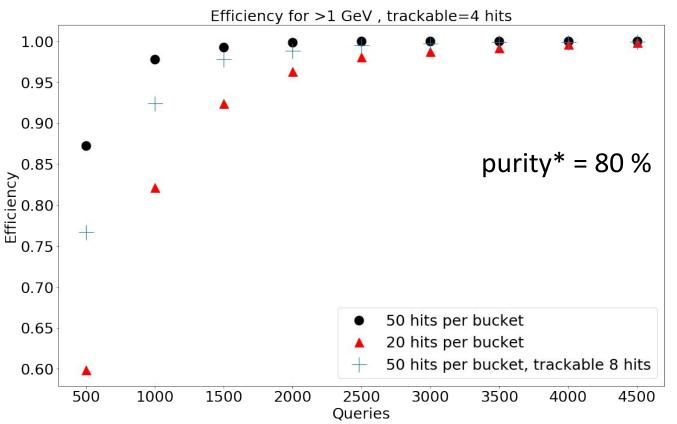
Bucket quality: Efficiency

- Using truth information :
 - Count number of trackable particles found in a bucket
 - "Trackable particles" = 8 points (avg 11)
 - Two bucket sizes: 20 and 50
 - Efficiency as :

nb_trackable_particles_found/ total_trackable_particles (~9K)

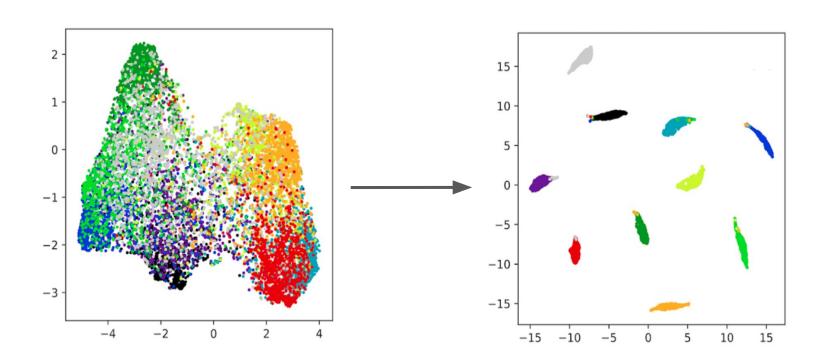
Bucket quality: Efficiency

Rebuilding the data structure, after removal of found particles,improves the efficiency (in backup)



^{*} A track will be marked as reconstructed if 80 % of its hits are found inside the same bucket

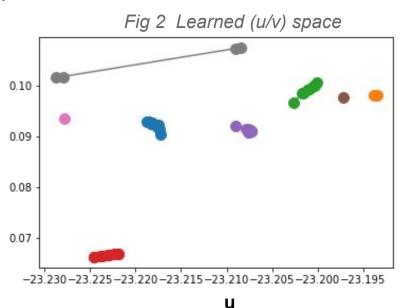
Metric (similarity) Learning



Metric Learning

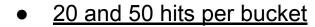
- Learn a projection that improves tracks separability
 - Local Fischer Discriminant Analysis (LFDA¹)
 - Solved as a generalized eigenvalue problem

Fig 1 Transverse view (x/y) -20 -30-40-50-6030 50 60

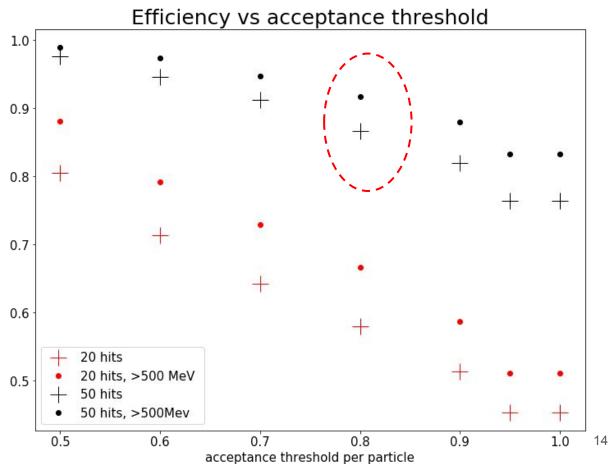


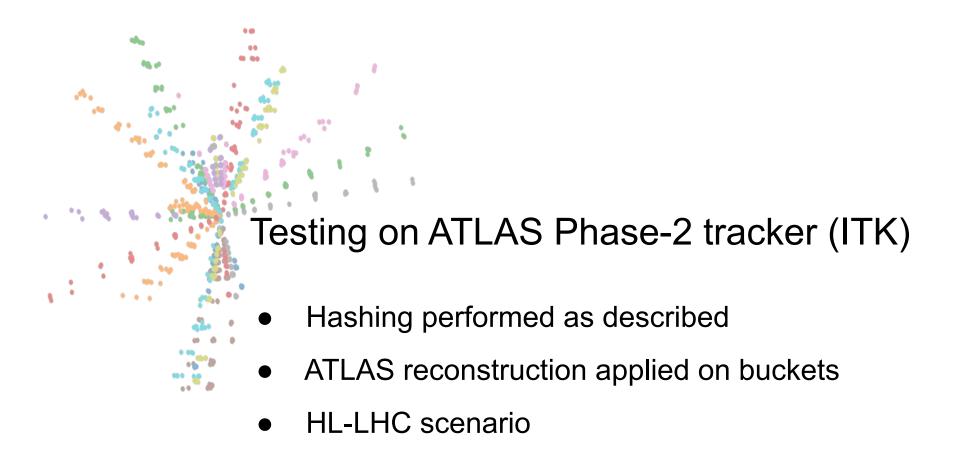
¹ Sugiyama, Masashi. "Dimensionality reduction of multimodal labeled data by local fisher discriminant analysis." *Journal of machine learning research* 8.May (2007): 1027-1061.

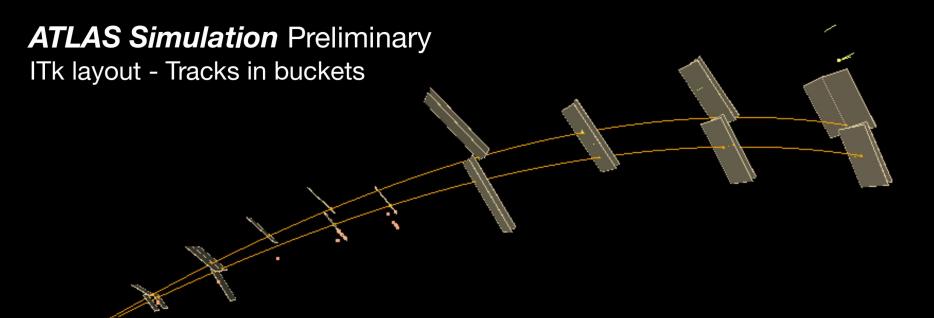
Metric Learning



- Min particle size = 5 hits
- 100K buckets
- Min pT=500 MeV

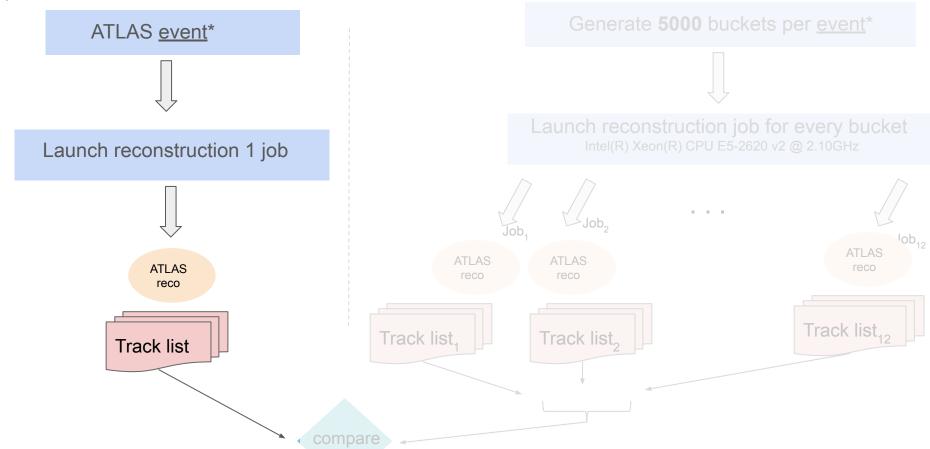






Tracking in buckets

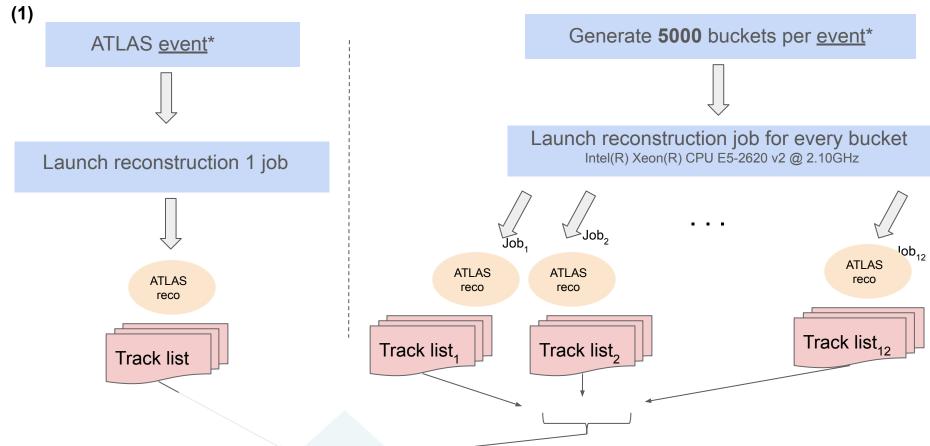
(1) Standard ATLAS Phase-2 reconstruction



* same event da

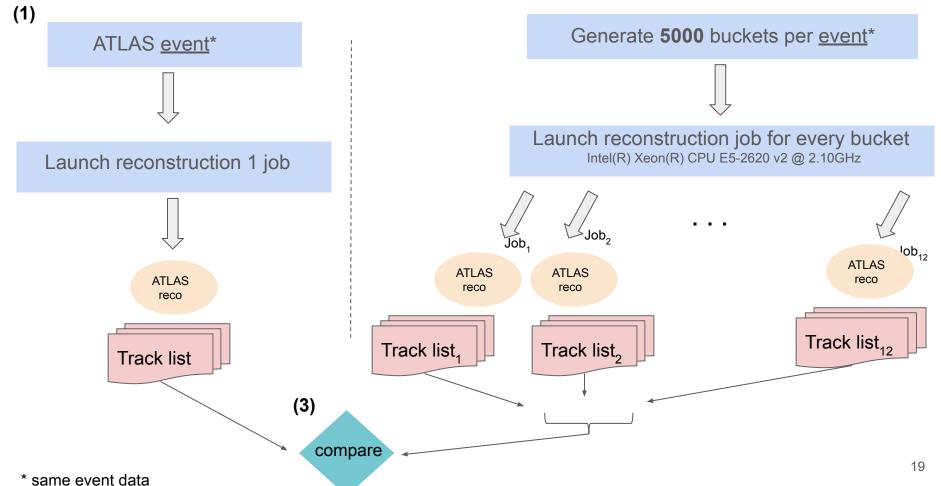
Tracking in buckets

(2) Adapted reconstruction with bucket input



Tracking in buckets

(2) Adapted reconstruction with bucket input



Comparison synthesis: 12% of total ATLAS tracks found

Full match

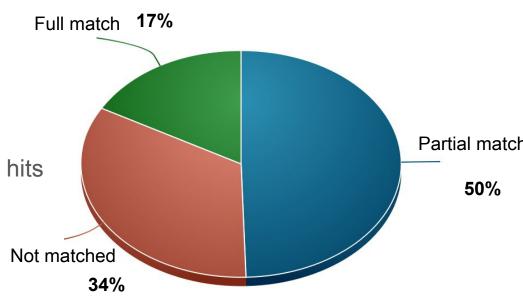
{ATLAS tracks} = {Bucket tracks}

Partial match

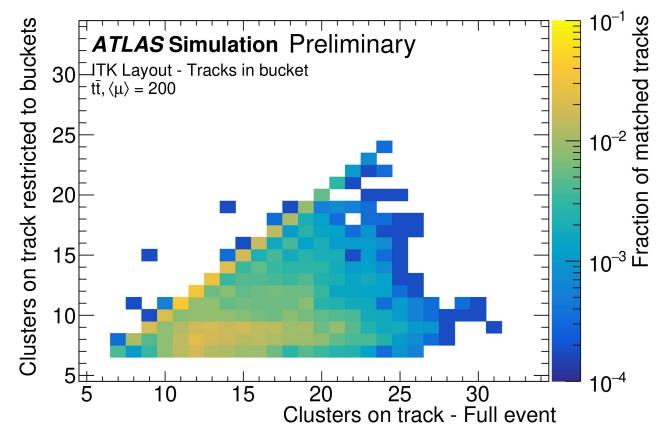
{ATLAS tracks} ∩ {Bucket tracks}≥ 7 hits

Not matched

tracks not found by ATLAS



Reconstruction in bucket vs full event: #clusters

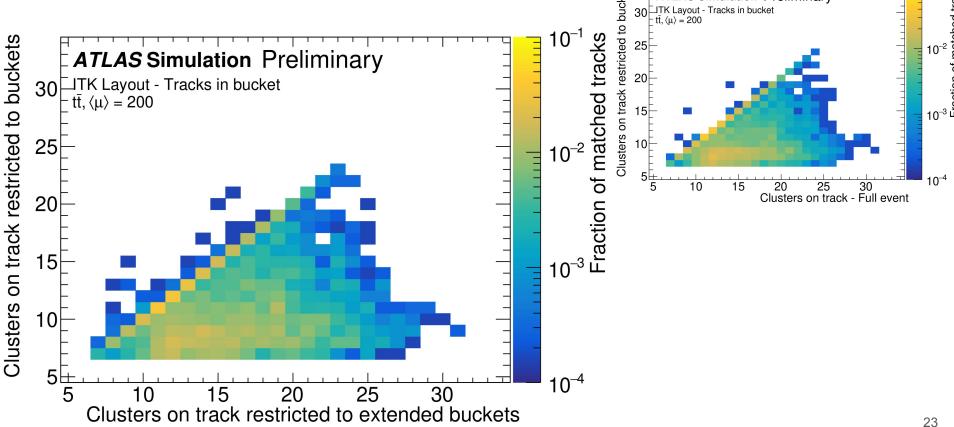


Number of clusters on tracks running the full event reconstruction versus restricting the track reconstruction algorithms to a bucket of 50 hits.

Bucket extension: Motivation

- Bucket is not guaranteed to contain all hits of a track
- Combinatorial track finding of ATLAS is designed to find compatible hits in a road
- Emulate a perfect road extension by augmenting the buckets with truth hits

Reconstruction in bucket vs extended bucket: #clusters



ATLAS Simulation Preliminary

Conclusion and next steps

- Fast and efficient data structures for tracking with TrackML dataset
- First tests on ATLAS Phase-2 Monte Carlo
- Open source hashing /ANN libraries <u>github.com/spotify/annoy</u>

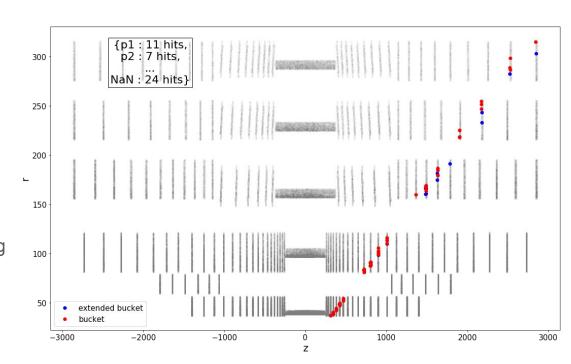
Next

- First implementation of this setup being tested in ACTS
- On-demand bucket extension done by track finder

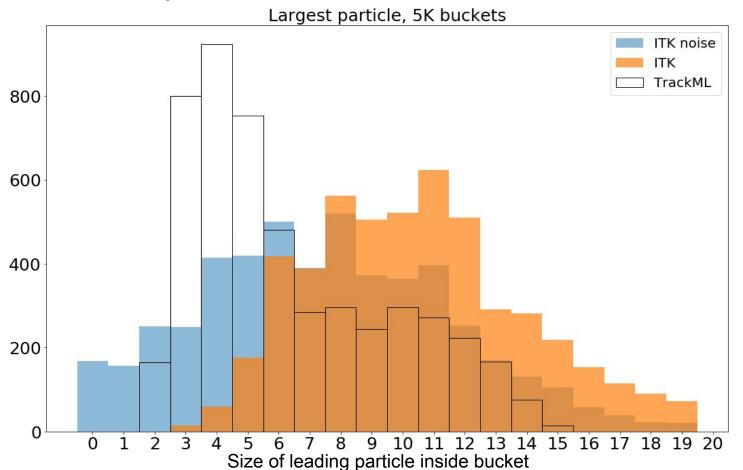
Backup

Bucket extension

- Seed inside the bucket, attach the "extended" hits and continue the tracking chain
 - Use all the clusters into the extended bucket, while converting to space points only the ones in the original bucket
- Run one reco job per bucket : restrict reconstruction to the bucket



Bucket quality: #same-particle hits, 20 hits per bucket



Rebuilding the data structure

