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# Particle Track Reconstruction Using Deep Neural Networks.

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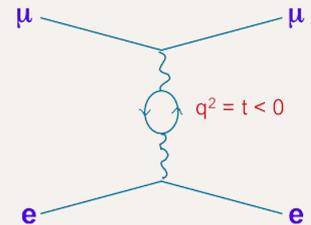


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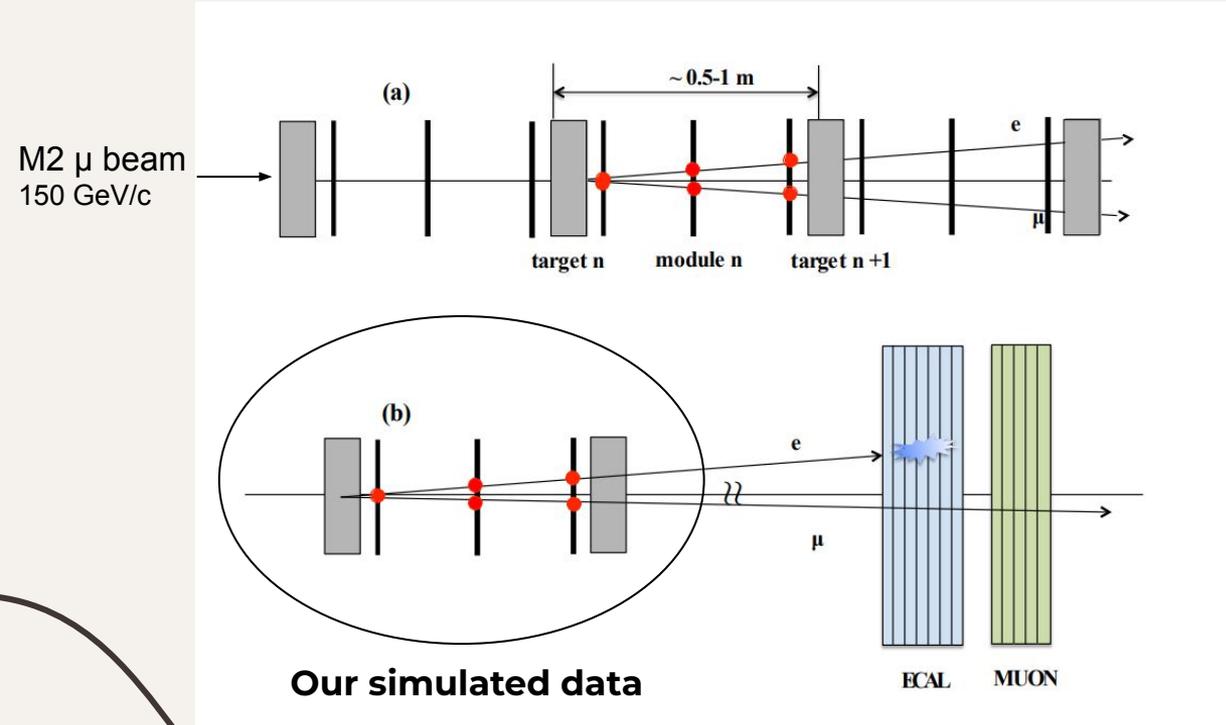
# The MuonE Experiment



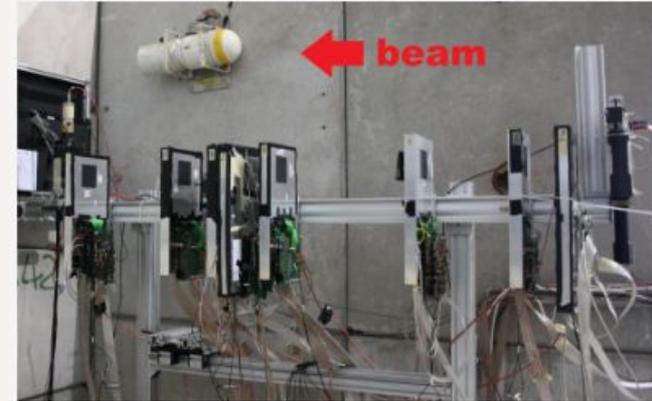
- Proposed experiment dedicated to measure hadronic correction to the anomalous muon magnetic moment.
- Look at the elastic scattering of high-energy muons on atomic electrons in a low-Z target.
- Layers of detectors:
  - X, Y and stereo layers that are rotated by 45 degrees are used to determine the hit points and trajectory of the flying particles.
- Working on **simulated test beam data**
  - Monte Carlo simulated tracks.
  - No applied magnetic field, so particle tracks are straight.



# Experimental Set-Up



Letter of Intent: The MUonE Project



The MUonE 2018 run setup

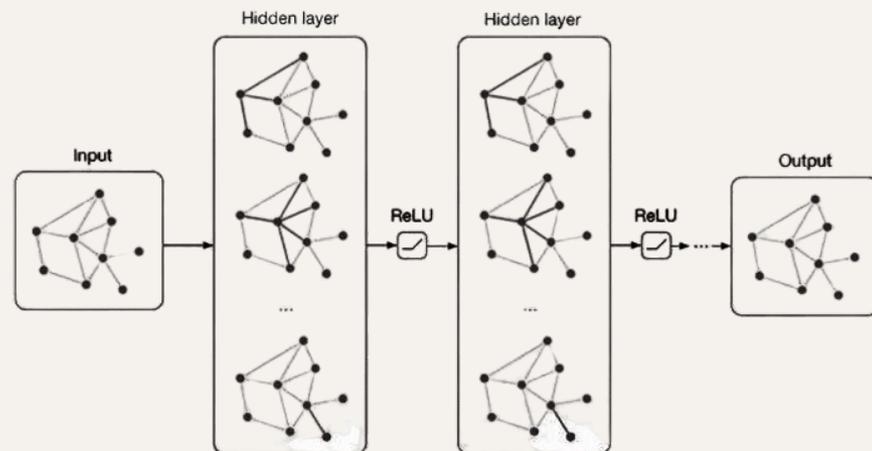
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# Graph Neural Networks

- Data is structured as a graph of connected hits.
  - Two main components operate on the graph locally:
    - Edge networks use the node features to compute weight edges.
    - Node network aggregates forward and backward node features with the edge weights and update node features.
  - Using the **hit positions** as nodes (input).
  - Output is the graph with edges, connecting the hit points.
    - Each edge has a weight, denoting the probability that it belongs to the particle track.
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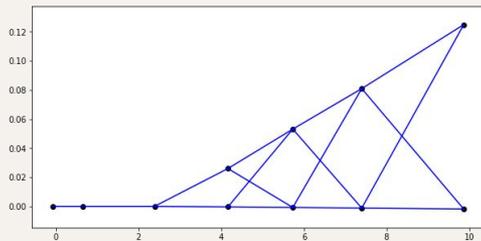
# Why GNNs?

- Building track reconstruction method alternative to the standard pattern recognition methods.
- Increasing luminosity at the LHC means more data from experiments.
- Time taken for track reconstruction for each event increases dramatically.
- **Need to speed up pattern recognition.**
- **Ideally:**
  - Input all hit points with no distinction between X, Y and stereo layers
  - Output is in 3D regardless of 2D (x-z and y-z) inputs

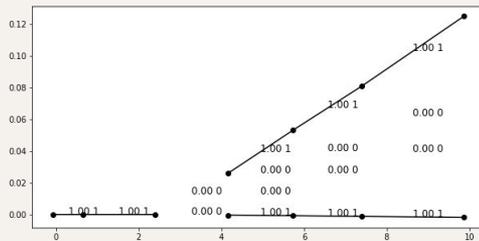


# 2D Particle Tracking Using GNNs

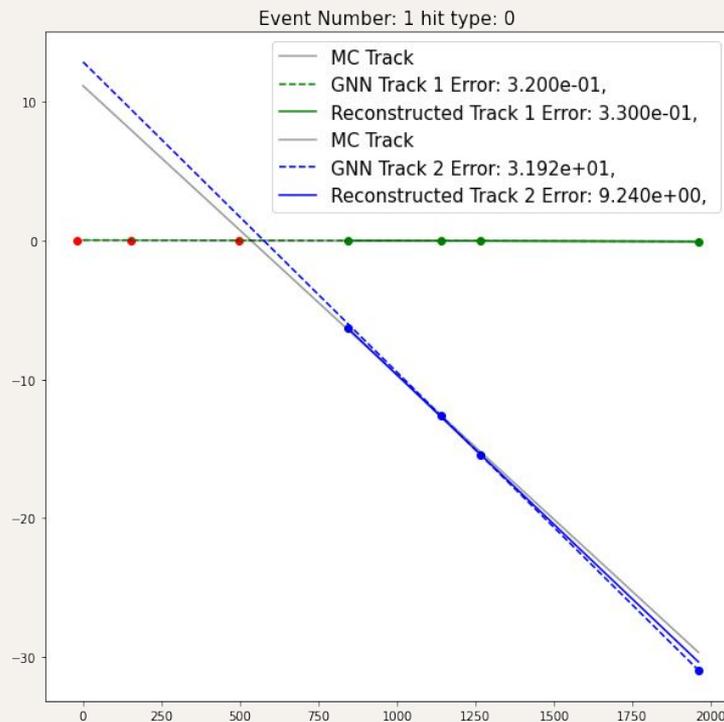
- Connecting all possible edges in the x-z and y-z planes
- The edges are validated by the GNN: they are assigned a probability that they form a track.
- From this we can reconstruct the particle track and compare it to the robust fit and the Monte-Carlo simulated track



All possible edges between hits

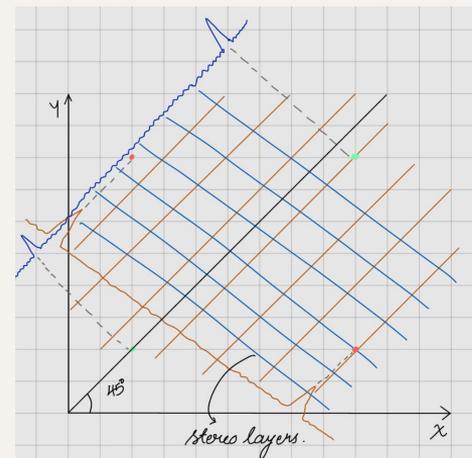
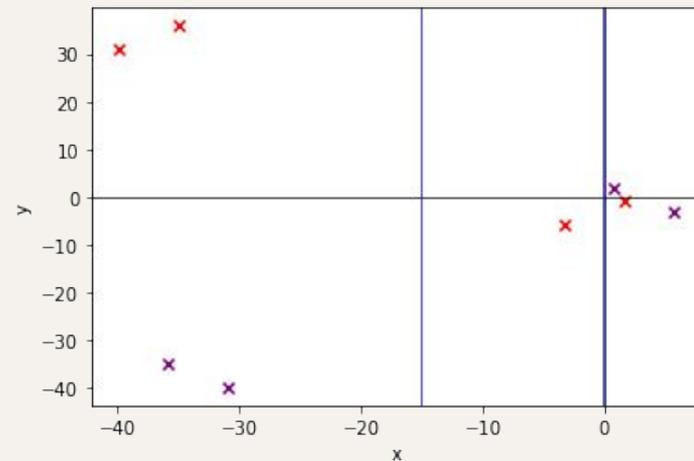
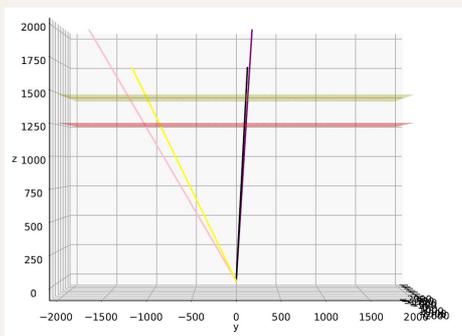
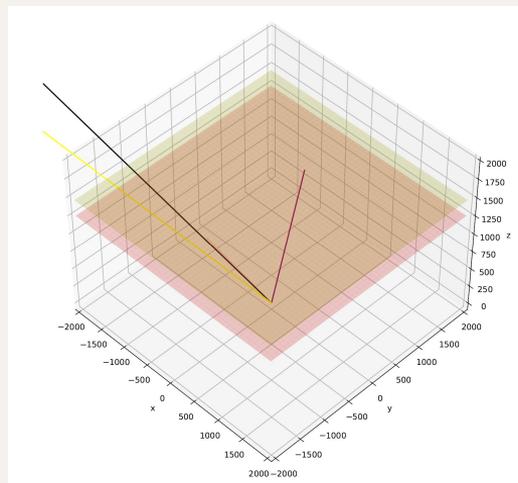
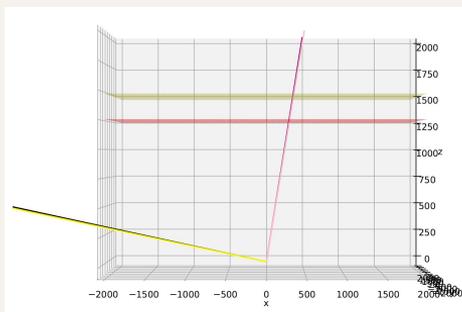


Edges selected by GNN



# 3D Reconstruction

Main issue: ambiguity in the reconstruction  
There are 2 combinations of possible reconstructed particle tracks.  
Use the stereo layers to perform the selection.



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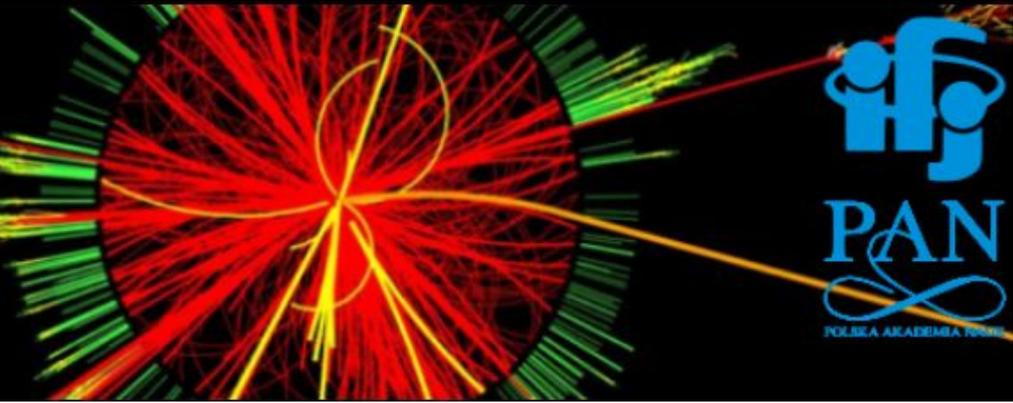
# Conclusion

- Neural networks works very well for the 2D track reconstruction.
- Expect accurate results in 3D reconstruction.
- Due to time constraints and certain positive tests we could not fix the issue with the track selection, so we were unsuccessful in the final 3D reconstruction.

## Next Steps?

- Make the track selection and reconstruct the tracks for the muon and the electron, and compare this to the Monte Carlo and Neural Network tracks
  - **Better way: simply input the hit points and let the machine do the work.**
    - **Machine doesn't care about the hitpoints, but rather the weight of the edges connecting the hit points**
    - **Let the GNN do the track finding in 3D using stereo layers as well. Would it manage?**
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Questions?

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