

Accelerated Charged Particle Tracking with Graph Neural Networks on

Aneesh Heintz¹, Vesal Razavimaleki², Javier Duarte², Gage DeZoort³, Isobel Ojalvo³, Savannah Thais³, Markus Atkinson⁴, Mark Neubauer⁴, Lindsey Gray⁵, Sergo Jindariani⁵, Nhan Tran⁵, Phil Harris⁶, Dylan Rankin⁶, Thea Aarrestad⁷, Vladimir Loncar⁷, Maurizio Pierini⁷, Sioni Summers⁷, Jennifer Ngadiuba⁸, Mia Liu⁹, Edward Kreinar¹⁰, Zhenbin Wu¹¹

Introduction

- Tracking approached as a graph "edge classification" problem
- Data represented as graphs $\blacktriangleright \text{ Nodes} \rightarrow \text{Hits}$
 - Edges \rightarrow Doublet connections
- ► Interest in GNN inference in FPGA-based trigger and co-processors to improve offline computational performance
- FPGA implementations of GNN segment classifiers explored using hls4ml and OpenCL
- hls4ml: compiler for physicists and ML experts to convert ML algorithms into FPGA firmware
- OpenCL: framework for writing programs that execute across heterogenous platforms (CPUs, GPUs, FPGAs, etc.)





- ► Encoder (edges/nodes): $4/3 \rightarrow (8, 8)$
- ▶ Interaction Network (edge and node blocks): $8 \rightarrow (8, 8)$
- ▶ Decoder (edges): $8 \rightarrow (8, 8, 8, 1)$



OpenCL Implementation

- Architecture: Interaction Network
- ▶ Edge block: $7 \rightarrow (250, 250, 250, 1)$, node block: $4 \rightarrow (200, 200, 3)$

$$(v_{i}, e_{k}) \qquad (v_{i}', e_{k}') \qquad (e_{k}'')$$

$$\stackrel{\text{Interaction network}}{\longrightarrow} \stackrel{\text{Edge}}{\longrightarrow} \stackrel{\text{block}}{\longrightarrow} \stackrel{\text{Edge}}{\longrightarrow} \stackrel{\text{block}}{\longrightarrow} \stackrel{\text{c}''}{\longrightarrow} \stackrel{\text{c}''}{\longrightarrow$$









