





Challenges and novel reconstruction techniques for the CMS High Granularity Calorimeter for HL-LHC

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Motivation: HL-LHC



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Motivation: HL-LHC



Existing endcap calorimeters will suffer the most \rightarrow Replace with HGCal



Reconstruction in HGCAL

Reconstruction in HGCAL is a challenging task in high PU environments

- Extremely granular detector with ~47 layers of silicon+absorbers and scintillators
 - High density (0.5 cm²)/ Low density (1.1 cm²) silicon sensors
 - \circ ~ 6M channels
 - 500k hits per event (x,y,z,E,t)
- Overlapping showers are the norm







TICL - The Iterative CLustering

Modular framework developed inside CMSSW

- Swap algorithms easily
- Possibility of separate iterations targeting specific particles
- Validation for monitoring performance w.r.t changes in release
- Machine Learning algorithms in key steps
- Full reconstruction starting from rechits (x,y,z,E,t) to particle properties and identification probabilities
 - Particle flow candidates with global event description
 - Utilise tracking and timing information
- Framework modern architecture friendly (GPU/FPGA)
 - Data structures and algorithms built with parallelism in mind

TICL workflow



TICL workflow



CLUE : <u>CLU</u>stering of <u>Energy</u>

- Energy density based 2D per layer clustering algorithm
 Noise reduction
 - Produces 2D Layer Clusters (LCs) starting from rechits
 - Reduction of problem size by an order of magnitude
- Highly parallelizable
 - 300 events/second (ttbar 200 PU)

PF Reconstruction



TICL workflow





Testing with 2018 test beam data

CMS-DP-2023 092



Linking : Electromagnetic object reconstruction

CMS-DP-2022 057

CMS Phase-II Simulation Preliminary

- Reconstructed 3D clusters have contaminations from PU/nearby objects
- Clean tracksters using algorithm based on shower geometry





Tracksters before cleaning [all hits in red are one object]

Tracksters after cleaning [only hits in blue remain after cleaning]

Linking : Electromagnetic object reconstruction

- Electrons and photons radiate and convert in the tracker and magnetic field spreads the trajectories in φ
- Linking these clusters is called superclustering
 - Default algorithm called Moustache: geometrical algorithm in η-φ space



Novel algorithm uses combination of angular variables constructed from directions estimated using PCA fed into a Deep Neural Network



Linking : Hadron reconstruction

- Hadrons produce multiple clusters inside HGCAL
- Previous algorithm used geometric linking
- New linking algorithm is called Skeletons
 - Utilises topology of clusters and PCA axes





Improvement in efficiency due to to newer algorithms

Linking : Particle Flow Candidates and timing

- Tracks and linked hadron clusters are further linked to form Particle Flow Candidates
 - Use timing, position, energy compatibility
- Timing information available from HGCAL and Endcap Timing Layer (ETL)
 - Combine timing information for PF Candidates
 - Time is propagated to primary vertex using charged or neutral particle hypotheses



Novel Machine Learning techniques

- Good particle Identification and regressions require good description of reconstructed showers
- Novel Graph Neural Networks (GNN) adapt to heterogenous detector data and learn powerful representations of particle showers



Dynamic Reduction Network

Computing performance

- HGCAL reconstruction currently takes only around 5% of the total Phase-2 CMS reconstruction time
- Further decrease expected with offloading of algorithms to GPUs



Conclusions

- Reconstruction in CMS High Granularity Calorimeter poses unprecedented challenges
 - **"Tracking**" detector with high granularity
- **TICL** is a highly modular and flexible framework developed in CMS for HGCAL reconstruction
 - Performs reconstruction from raw sensor hits to high level particle flow interpretations
 - Variety of pattern recognition algorithms can be **plugged in** and out
 - Different strategies for different particles
- Variety of strategies being actively explored for best performance in 200 PU
 - Utilise **novel machine learning** techniques in key reconstruction steps
 - Identify parallelisable reconstruction tasks
- Reconstruction to become even faster with increasing GPU offload

Thank You

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