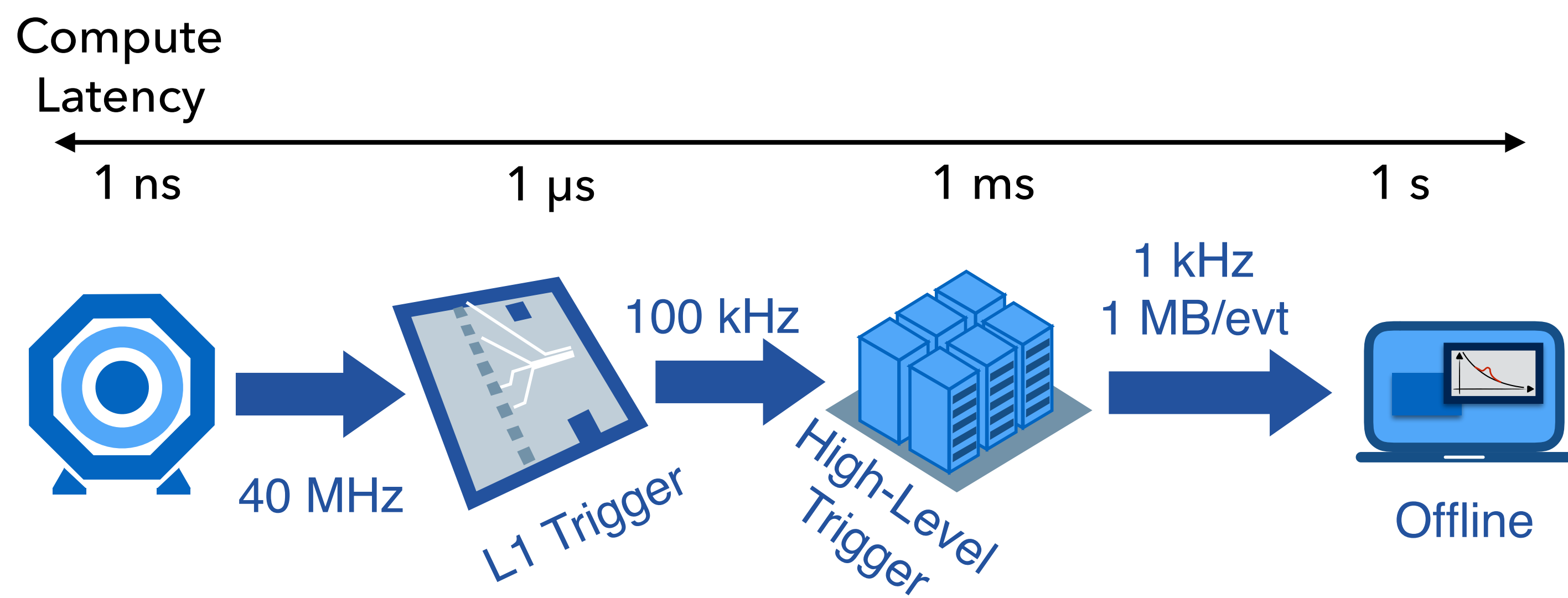


Nanosecond inference for a graph neural network based $\tau \rightarrow 3\mu$ detection at CMS

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Need for low-latency in L1 Trigger



- Role of Trigger: Detect events that contains interesting data (decays of τ into 3μ in our case).
- We keep those events, and discard the uninteresting ones.
- Machine Learning (ML) use case in particle physics: L1 Trigger, the first stage of real-time data processing and filtering
- Due to low latency requirements, field programmable gate arrays (FPGAs) are used in Triggers
- CERN CMS L1 Trigger requirements: high input data rates (≈ 40 TB/s) into smaller output data rates (≈ 0.75 TB/s), with fixed algorithm latency of less than 12.5μ s
- High Level Synthesis (HLS) Compiler named hls4ml is used to rapidly prototype ML models in FPGAs

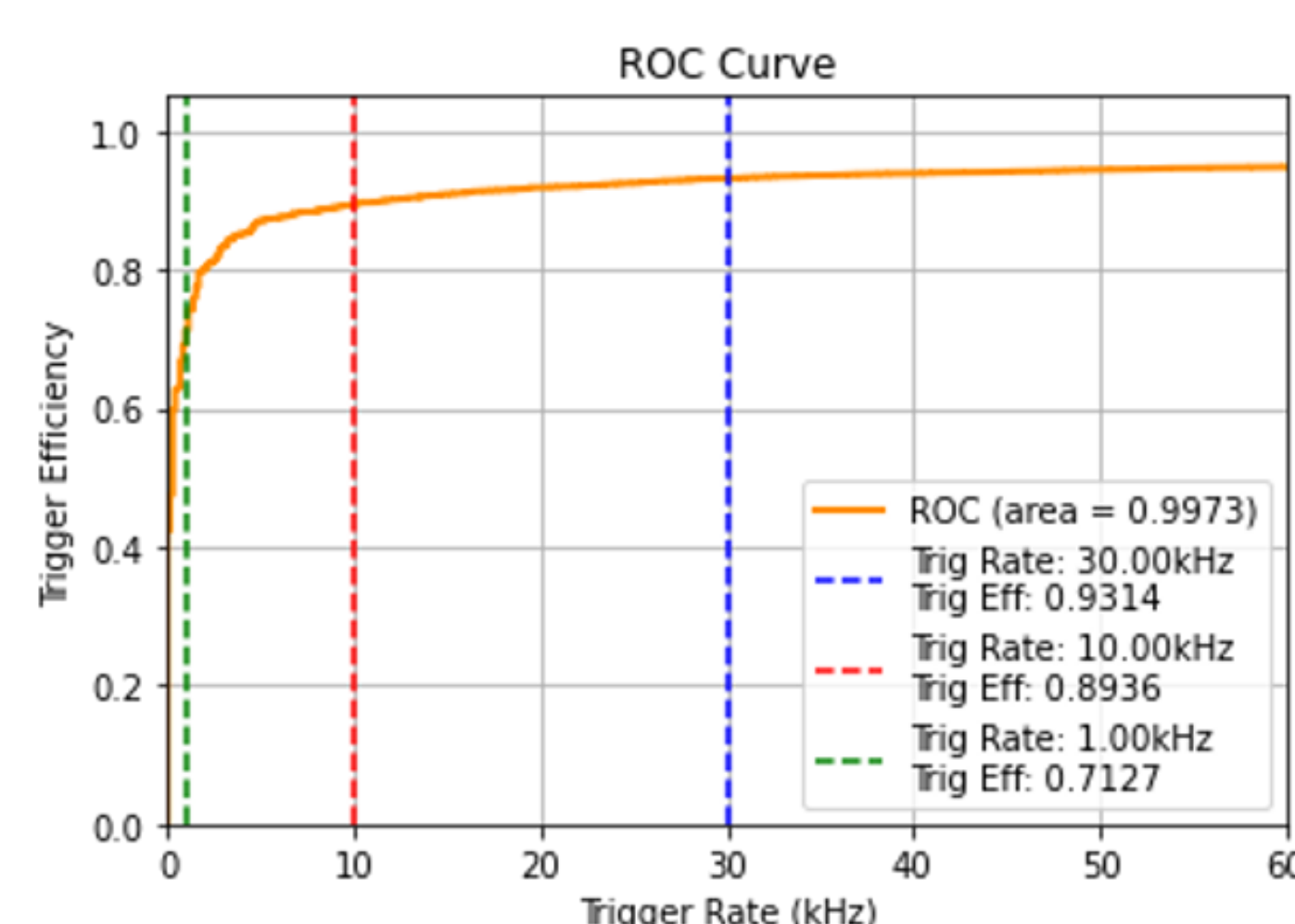
Quest for Observing $\tau \rightarrow 3\mu$

- Decays of τ into 3μ is predicted to be extremely rare in the Standard Model of particles physics.
- New physical phenomena could enhance the probability significantly.
- Observing these decays at the LHC could be a sign of the existence of physics beyond the standard model

Usage of Graph Neural Networks (GNN) in Filtering Task

- Proton-proton collisions give data that can easily be formed as a graph.
- Graphs can easily connect the signals particles leave while traversing the CMS detector.
- Ideal for GNN, a Neural Network (NN) type that is optimized for graph based data (permutation invariant data).
- Good for μ detection from τ decay, as they have low transverse momentum (p_t) signature that makes it difficult for conventional ML Trigger algorithms to perform well.

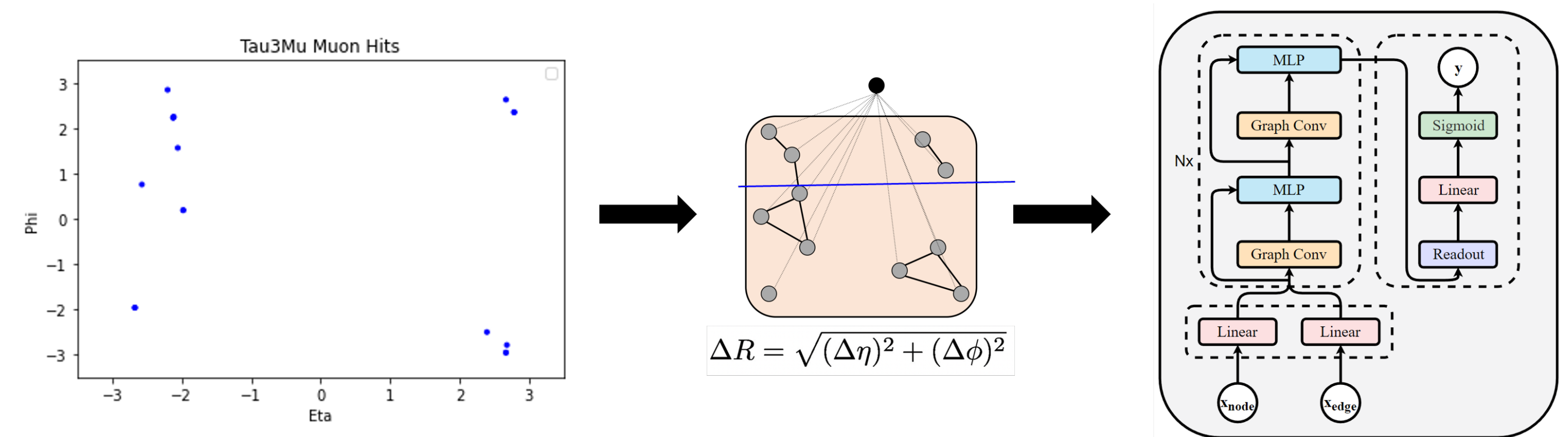
- Task: Classification of events as Signal or Background in real-time using GNN.
- Performance quantified in a receiver operating characteristic (ROC) curve of signal efficiency versus Trigger Rate (kHz).



Summary

- hls4ml: compiler based on HLS for porting fully-connected NNs to an FPGA from conventional training frameworks such as Keras and PyTorch
- Focus on real-time event reconstruction and filtering at the LHC in FPGAs, with many other applications to real-time detector systems in the physical sciences
- Implemented a GCN model in HLS code, but too much resources
- In the progress of implementing QAT to optimize GNN for low bit, low latency inference

GNN Design



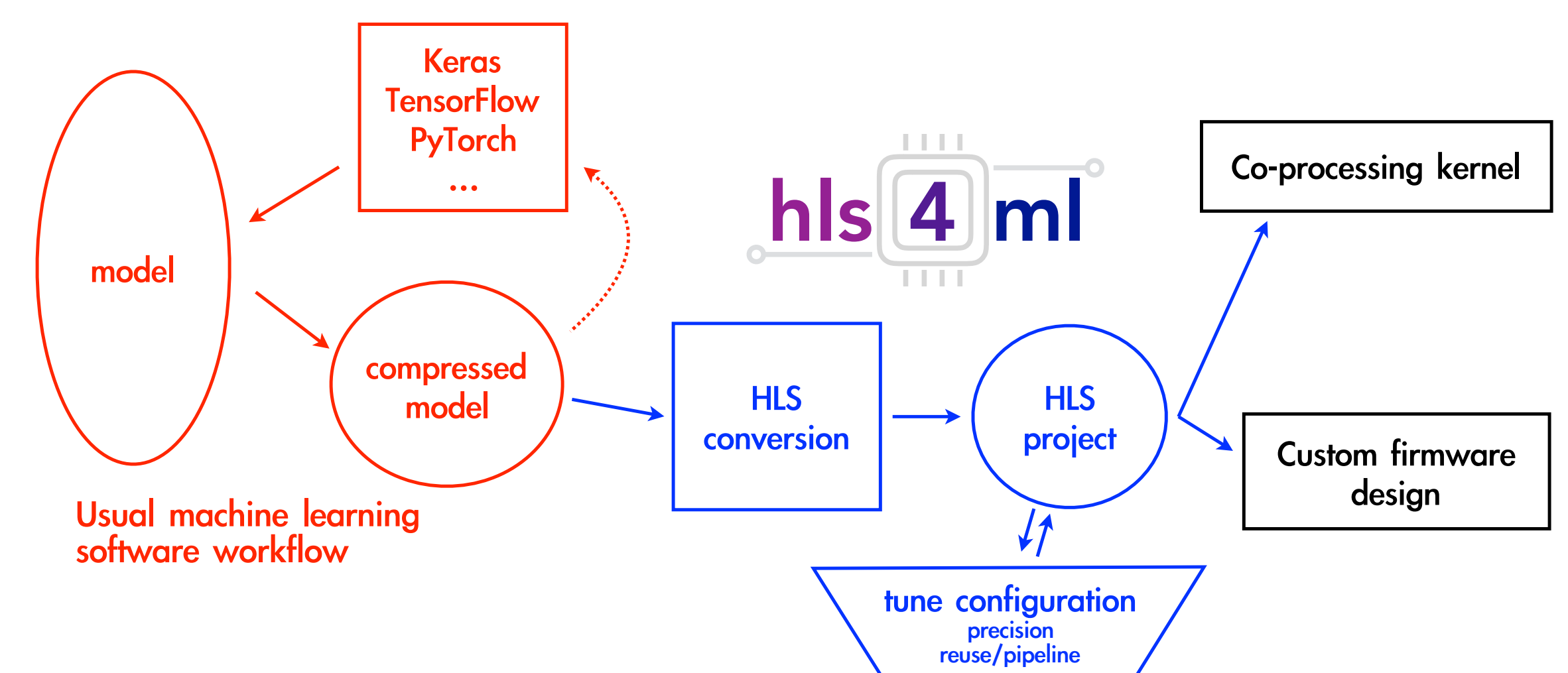
Graph Building

- **Nodes Designation:** hits from Station 1 endcap detectors from CMS
- **Edge Designation:** edge between two nodes if $dR = \sqrt{\Delta\eta^2 + \Delta\phi^2} < 1$
- **Node features:** z and η coordinate, and bend angle
- **Edge features:** Δz , $\Delta\eta$, $\Delta\phi$ and bend angle difference.
- Bend Angle: Angular difference of particles between hit signatures as they enter and exit the detector.

GNN Architecture

- **Type:** 8 Graph Convolution (GCN) Layers with residual connections in-between the layers.
- **MLP block:** $128 \rightarrow 256 \rightarrow 128$ node fully-connected layers

FPGA Implementation via hls4ml



- hls4ml is a pythonic compiler that translates Keras or PyTorch NN models into High Level Synthesis (HLS) code.
- FPGA can use HLS to generate said NN models for use in L1 Trigger.
- hls4ml supports normal fully-connected Neural Networks (NN), but no GNNs currently.
- We have custom hard-coded our GNN model into hls4ml, but resources are overloaded. Our GNN model needs to be more lightweight

Quantization Aware Training (QAT)

- Quantization of GNN is necessary to meet the FPGA latency constraints
- Typical NNs have their trainable parameters represented in a 32-bit system.
- Quantization decreases the 32-bit representation to a more manageable number, typically 4 or 8 bits.
- hls4ml uses arbitrary precision fixed (ap-fixed) quantization method for faster inference.
- Simply quantizing our pre-trained GNN greatly decreases performance.
- QAT is a specialized method of training NNs that maintains performance with quantization.
- Using Brevitas, we demonstrated QAT on fully-connected NN with non $\tau \rightarrow 3\mu$ data, for testing purposes.

To demonstrate QAT, we use Higgs KAggle data as a benchmark (<https://www.kaggle.com/competitions/higgs-boson/data>)

