

GNN-based E2E reconstruction in different highly granular calorimeters

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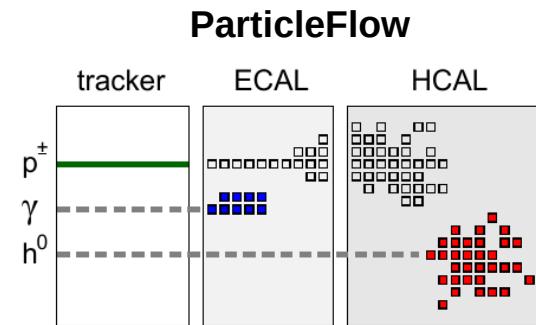
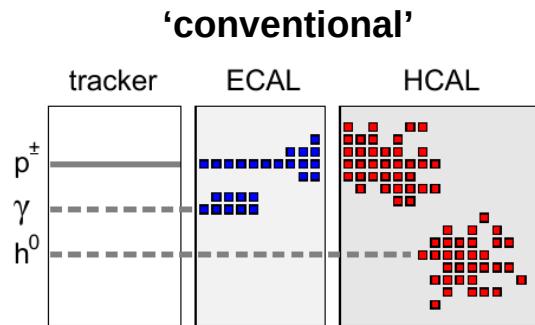
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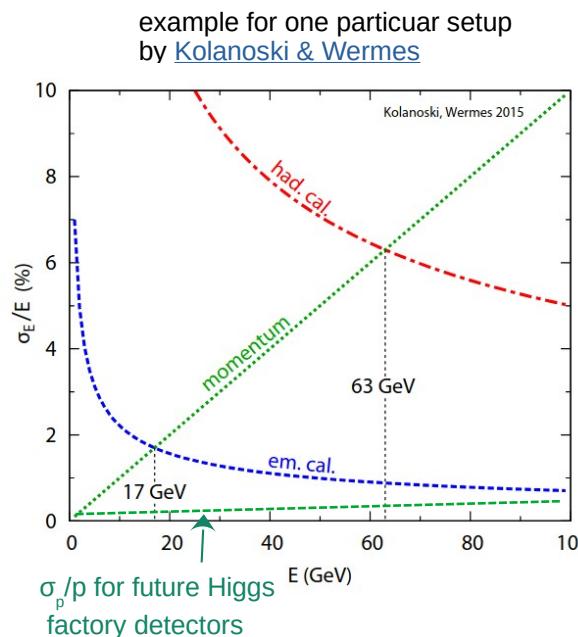
Calorimetry overview

- ParticleFlow: utilise the best subdetector for each particle / jet constituent
 - work horse: highly granular calorimeter
 - future collider detectors (e.g. ILD) developed with PFlow in mind, also applied to existing detectors (e.g. CMS HGCAL for HL-LHC)



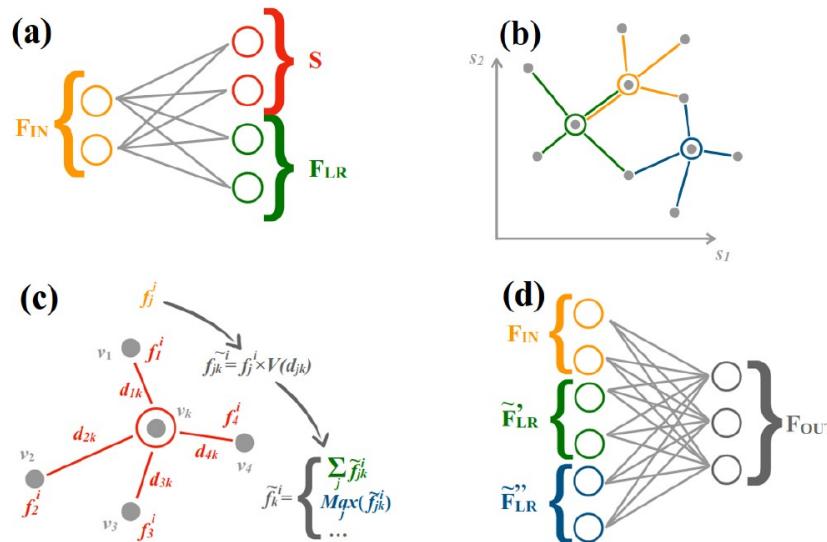
$$\sigma_{jet} = f_{charged} \cdot \sigma_{Tracker} \oplus f_y \cdot \sigma_{ECal} \oplus f_{neutral} \cdot \sigma_{HCAL} \oplus \sigma_{confusion} \oplus \sigma_{leakage}$$

- Use Neural networks to reduce confusion term
- Issue with number of channels for fixed-geometry NN (e.g. CNN) → use GNN



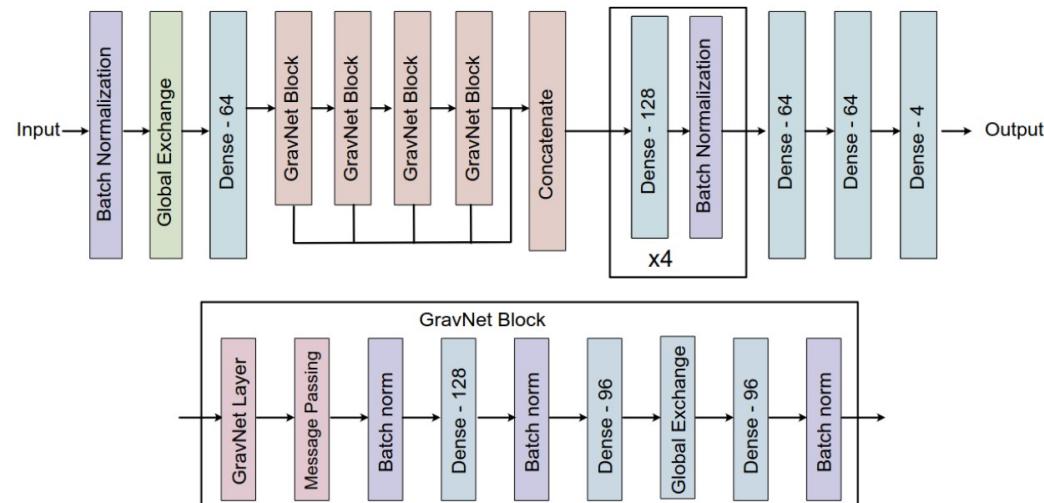
Overview GravNet + Object Condensation

- ‘Holistic’ approach with end-2-end reconstruction - clustering and features reconstruction (position, energy, PID) in one integrated GravNet network
- Calorimeter hits are clustered in latent space S
- Feature properties F_{LR} of nearest neighbours in S are combined with different aggregator function to predict object features



visualisation of the GravNet steps

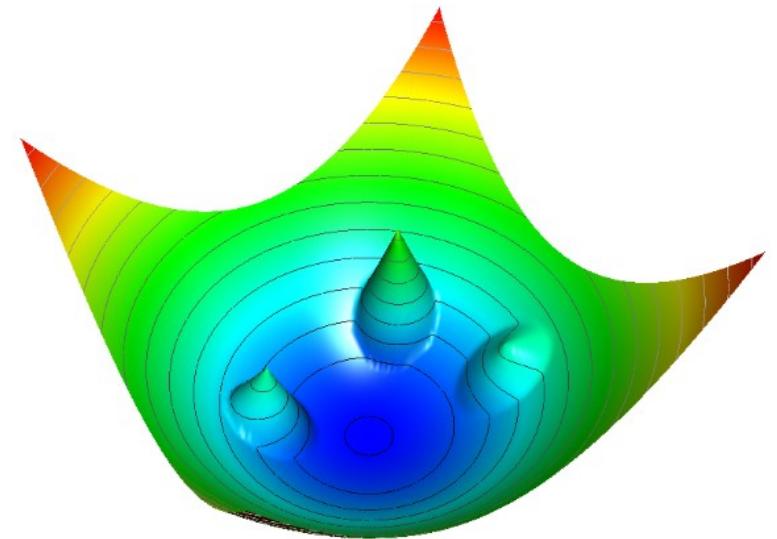
[arxiv:1902.07987](https://arxiv.org/abs/1902.07987)



GravNet model setup we used

Object Condensation

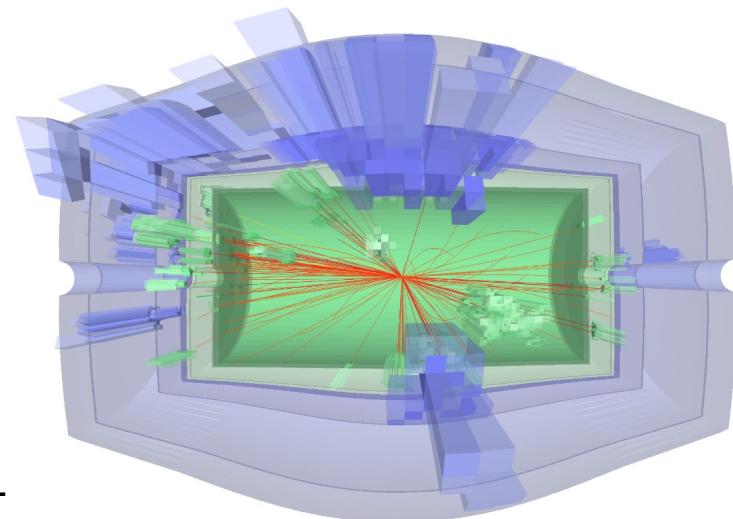
- For clustering introduce attractive potential for all hits belonging to an objects towards each other, and a repulsive potential towards all other hits
- To reduce computational effort, introduce β quantifying similarity to object properties, only use hit with highest β per object to generate combined potential
- Additional loss per object of $1-\beta$ of the condensation point encourages one hit per object to become representative of object and ‘gather’ related hits into a cluster



Object condensation attractive +
repulsive potential visualisation
[arxiv:2002.03605](https://arxiv.org/abs/2002.03605)

Setup for COCOA simulation

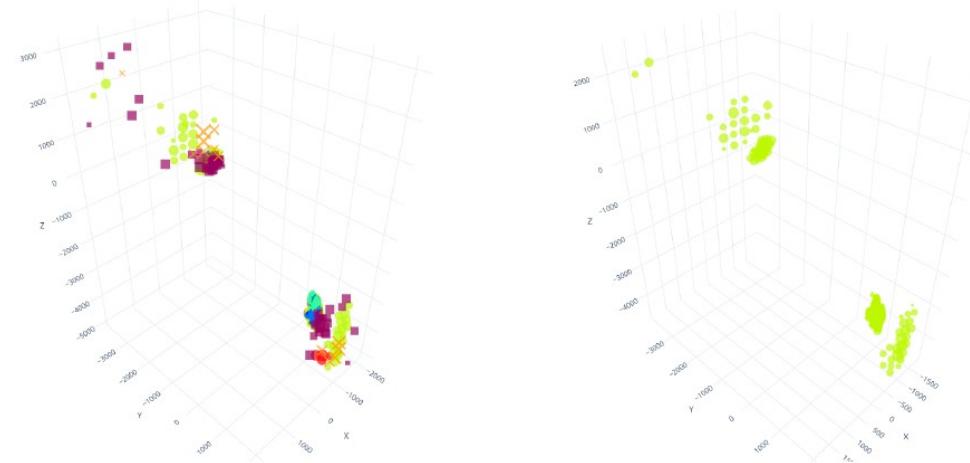
- “COnfigurable Calorimeter simulatiOn for Ai”
 - highly configurable generic detector with focus on calorimeter
 - using geant4 for detailed simulation of showers
- Our setup: ‘default’ COCOA detector
 - 5 tracker layers for material budget, 3.8 T
 - barrel: $\eta < 1.5$, endcap: $1.5 < \eta < 3$
 - ECal: 256x256 cells in $\varphi \times \eta$ in 3 layers
 - $3.6 \times 3.6 \text{ cm}^2$ at $\eta=0$, $8 \times 8 \text{ mm}^2$ at $\eta=3$
 - HCal: 64x64 cells in $\varphi \times \eta$ in 3 layers
 - $19 \times 19 \text{ cm}^2$ at $\eta=0$, $3.6 \times 3.6 \text{ cm}^2$ at $\eta=3$



COCOA default detector setup visualisation
[arxiv:2303.02101](https://arxiv.org/abs/2303.02101)

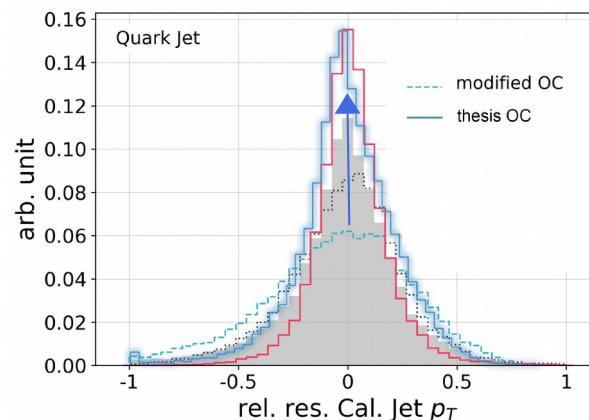
Setup issues

- Unfortunately, two issues limited the achieved conclusions:
- A large fraction of events had erroneous truth association, where hits on opposite detector side would be added to an object
 - cut: only accept objects with 90% energy within $\Delta\phi < 0.5$ and $\Delta\eta < 0.5$
 - applied only to training, not test data
 - previous study showed significant improvement through this
- Recently, it was found that geant4 volumes partially overlap, which then leads to an undefined behaviour of the simulation



hits of all objects,
with association

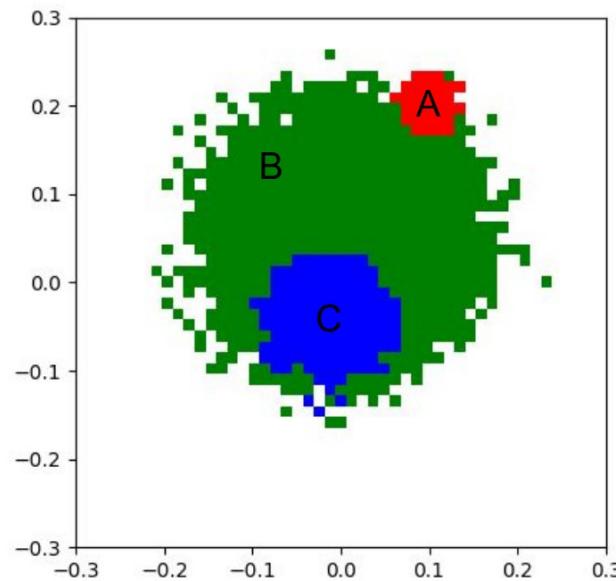
hits of one object



plot adapted from
[arxiv:2212.01328](https://arxiv.org/abs/2212.01328)

Truth definition

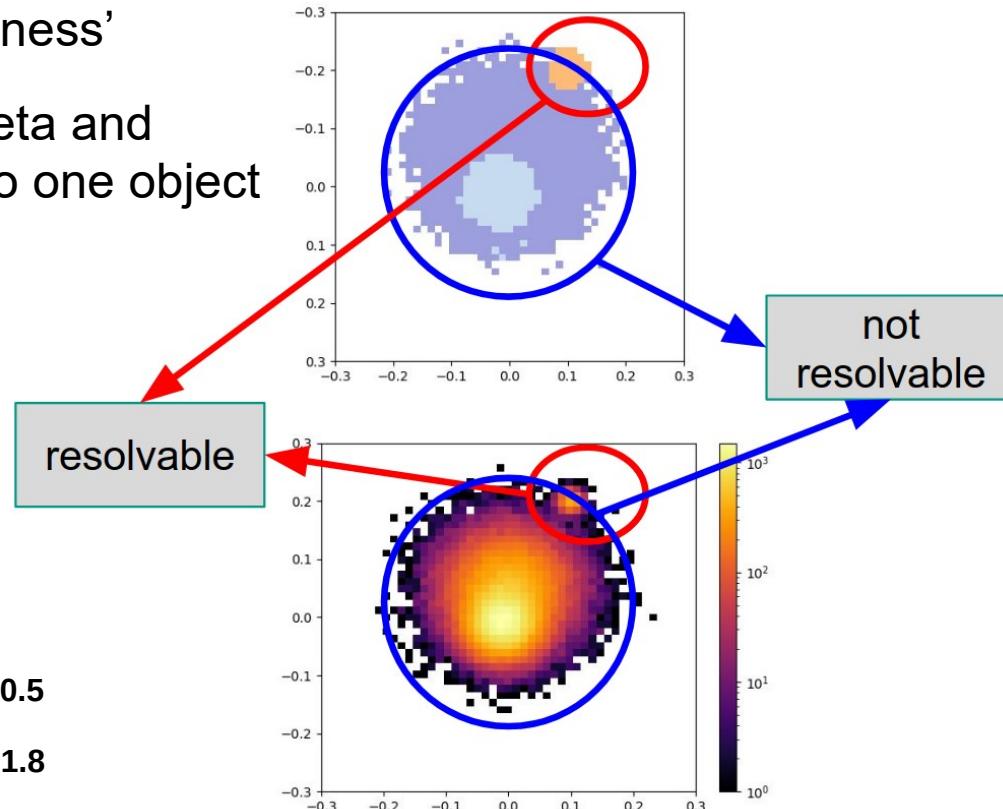
- True objects needs to be defined on the shower-level to adjust for resolution and thus 'resolvability'
- Calculate overlap between showers in phi-eta and merge showers above certain threshold into one object
- For details check [poster](#) by Katharina!



A vs. B score: 0.5

C vs. B score: 1.8

result: merge C into B



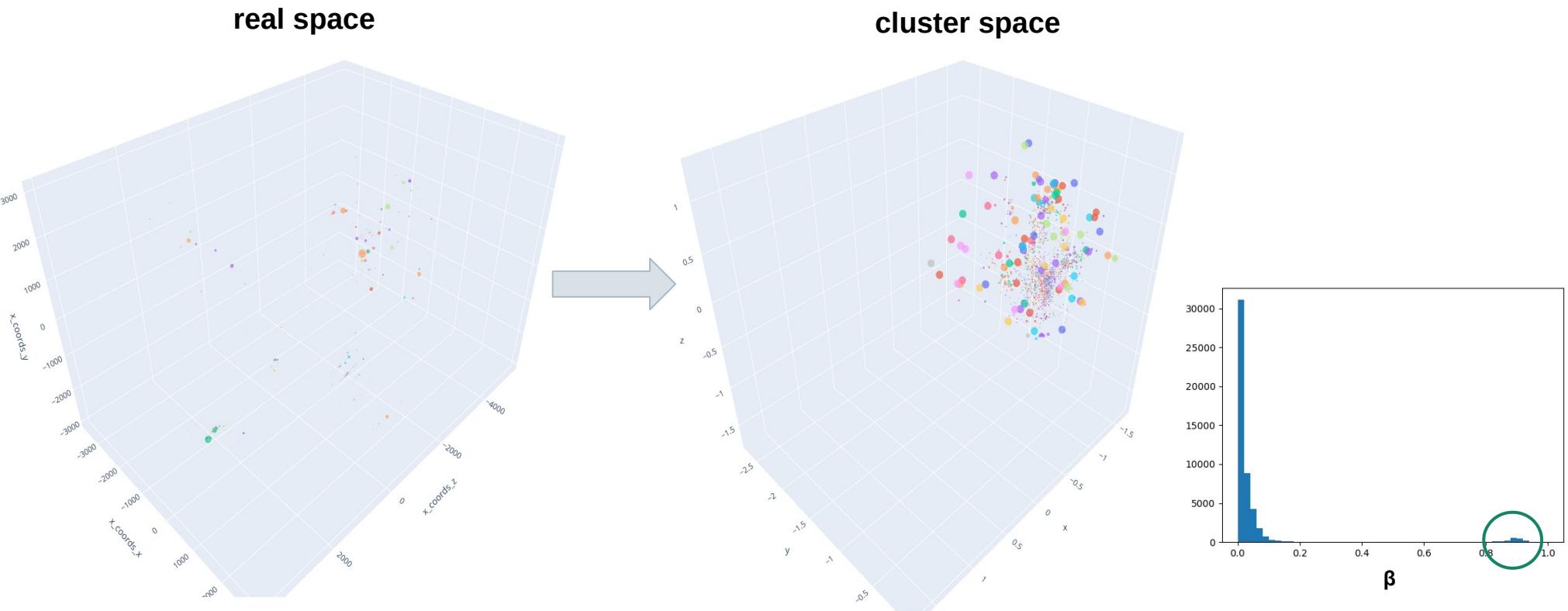
- Start with 10 τ of 10-100 GeV per event, which decay into multiple prongs
- All objects reaching the calorimeter with $E < 100$ MeV are truth-classified as noise
- $O(1000)$ hits per event
- 21k events (80/20 train/val), 200 epochs

Properties used

- Input: 9 properties of calorimeter hits
 - $x, y, z, r_{x,y}, \theta, \eta, E$ (p for a track), time, ID (isTrack)
- Output: 12
 - target: beta, cluster coordinates (x, y, z), energy, position (θ, η), PID (4 channels)
- Loss:
 - object condensation \rightarrow beta, cluster coordinates (in cluster space)
 - hit loss \rightarrow energy, position, class (not used atm)
- $L_{pos} = \text{Huber}(\sqrt{\Delta \sin \theta^2 + \Delta \cos \theta^2 + \Delta \eta^2 + 10^{-3}}, 0.1)$
- $L_E = \ln((E_{true} - E_{pred})^2 + 1 [MeV])$

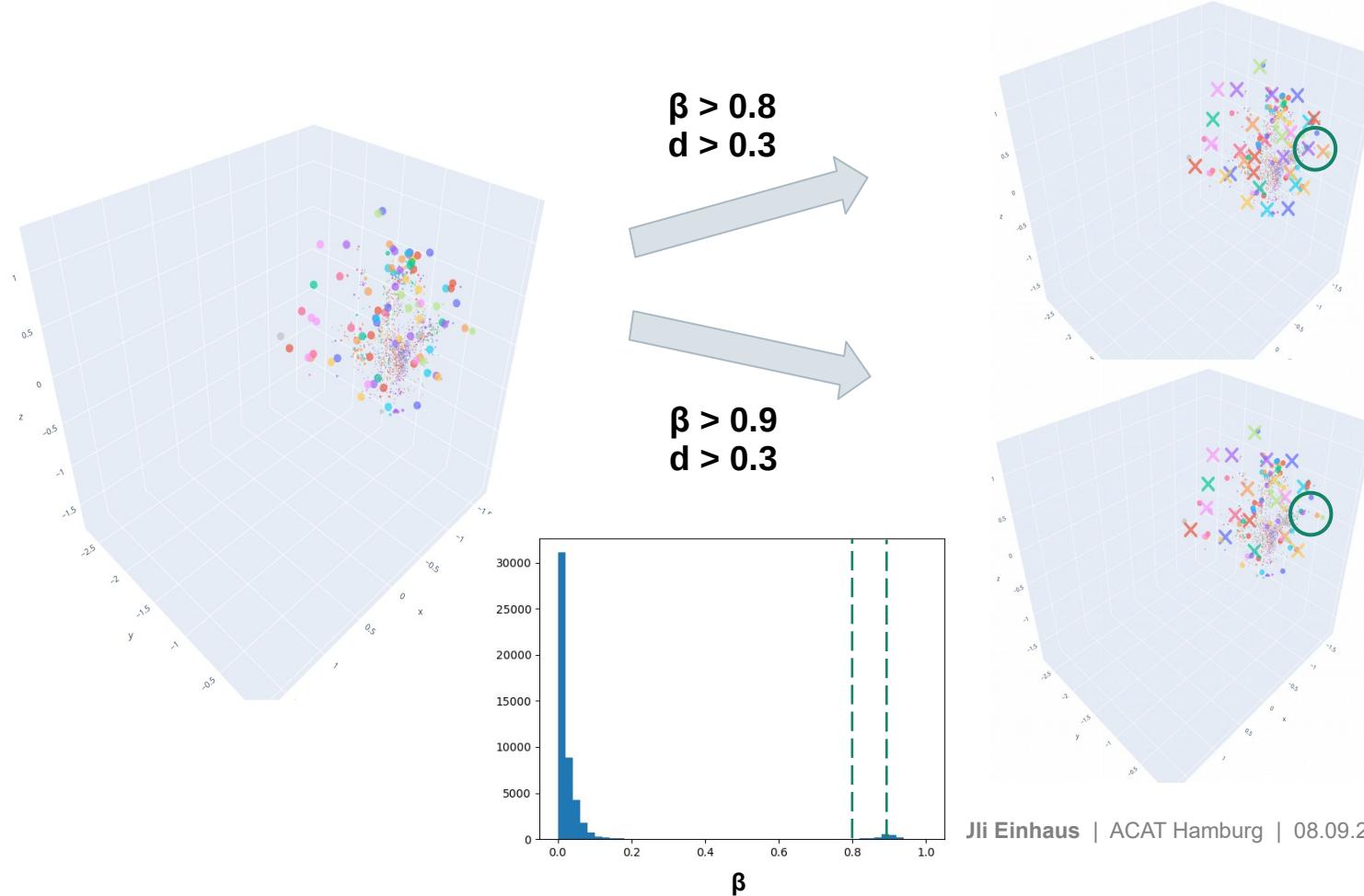
Data set: taus

- Predicted objects (large dots) are few with high β value

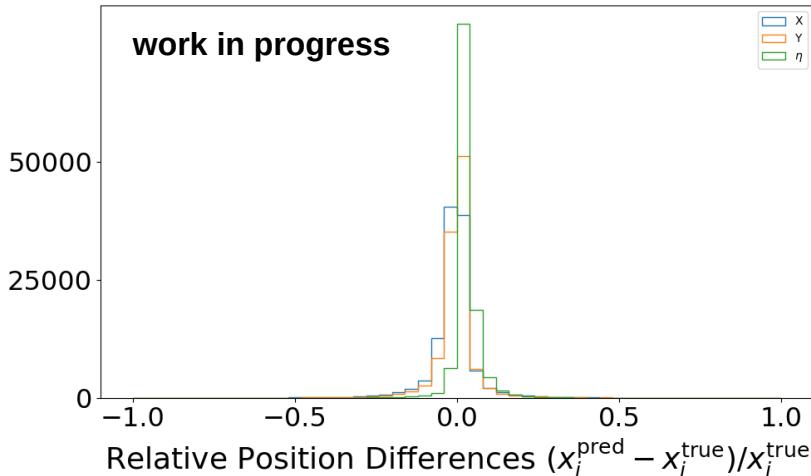


Clustering results

- Selecting predicted objects depends on β cut and cut on cluster radius d
- Here: Try to catch all coloured points, avoid grey points (from noise)

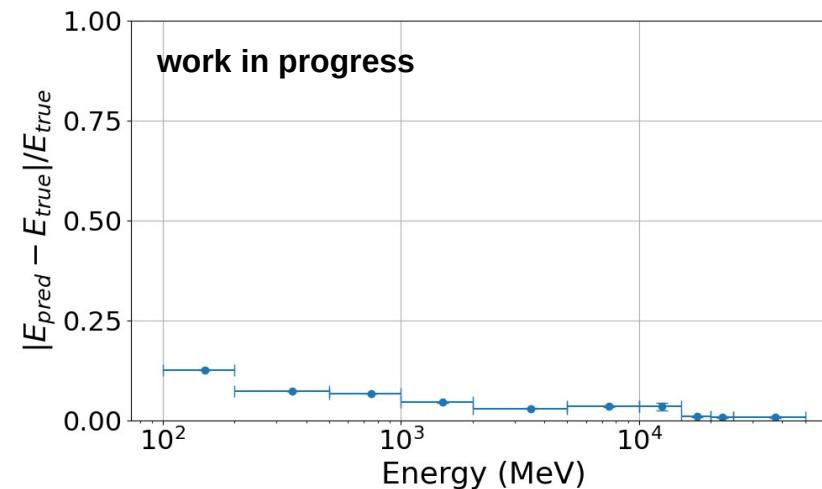
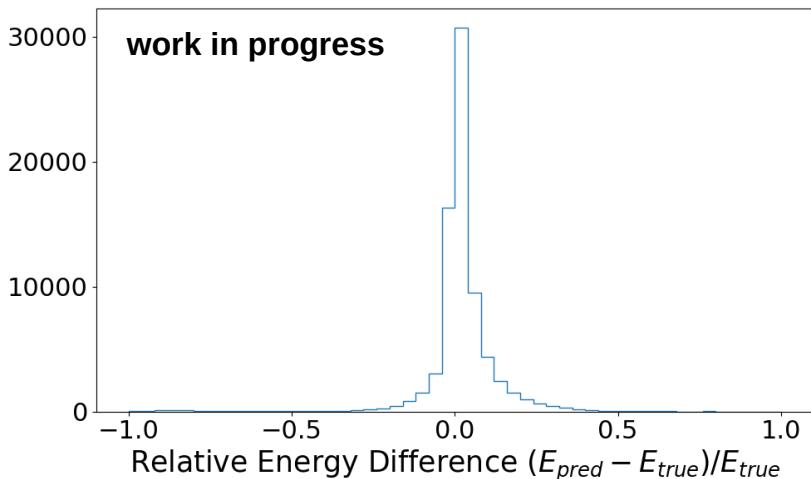


Performance: position and energy



- Position and energy resolution $< 10\%$, following roughly $1/\sqrt{E}$

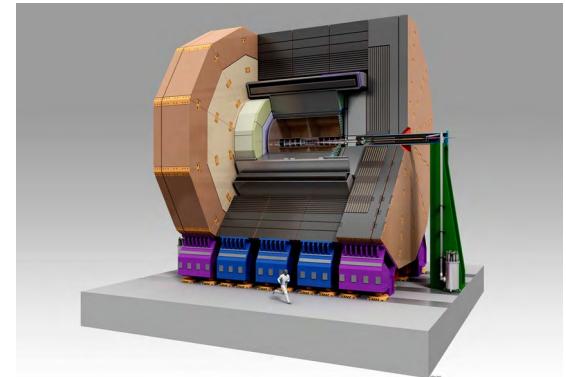
$$\beta > 0.8$$
$$d > 0.3$$



ILD detector setup

- “International Large Detector”, developed for ILC, now also proposed for FCC-ee
- Detailed detector description (~ PCB) with full-sim, i.e. geant4, with interaction and ionisation used for reconstruction of hits
- Simulation and reconstruction chain ‘battle-proven’ in large MC productions
- Setup:
 - Si vertex + gaseous tracker, calorimeter inside 3.5 T magnet
 - ECal: $5 \times 5 \text{ mm}^2$ in 30 layers
 - HCal: $3 \times 3 \text{ cm}^2$ in 48 layers

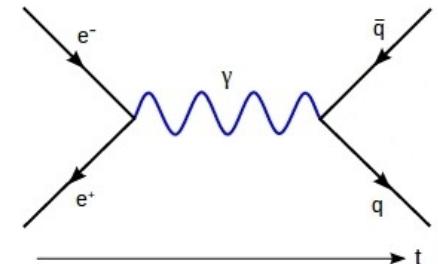
highly granular in barrel and endcap, also longitudinally



[arxiv:2003.01116](https://arxiv.org/abs/2003.01116)

Data set

- Use data set of $e^+e^- \rightarrow (\gamma)q\bar{q}$ at 250 GeV, 45k events, 32 epochs
- O(a few 1000) hits per event
- Truth: properties of MCParticle that entered calo and caused energy depositions
 - full MCParticle chain before calo from geant4 is available; in case of multiple contributions to the same hit, largest energy fraction is chosen
 - index, end point in calo (x,y,z), energy, PID
 - issue: particles that backscatter from the calorimeter sometimes are not registered, and hits are associated with the original particle that entered the calorimeter
- Simplification cut: all hits with $r_{\phi,\theta} > .5$ m from true object are omitted
- Implementation and first successful application very recent – hot of the press!



Properties used

- Input: 9 properties of calorimeter hits
 - $x, y, z, r_{x,y}, \theta, \eta, E$ (p for a track), time, ID (isTrack)
- Output: 12
 - target: beta, cluster coordinates (x,y,z), energy, position (x,y,z), PID (4 channels)
- Loss:
 - object condensation \rightarrow beta, cluster coordinates
 - hit loss \rightarrow energy, position, class (not used atm)
- $L_{pos} = \text{Huber}(\sqrt{\Delta x^2 + \Delta y^2 + \Delta z^2 + 10^{-6}}, 0.1)$
 $L_E = \text{Huber}((E_{true} - E_{pred}) / \sqrt{E_{true} + 0.1}, 2 \cdot \sqrt{E_{true}})$

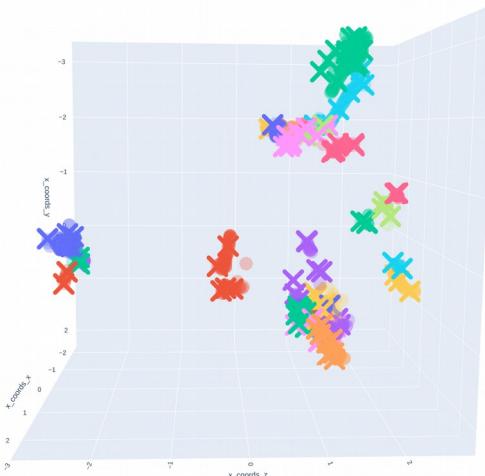
**same as with COCOA,
but cartesian coordinates
and with energy resolution
taken into account**

Clustering example

- Very good clustering and overlap of predicted positions with PFO positions
- Inference-level parameter optimisation to get best prediction performance

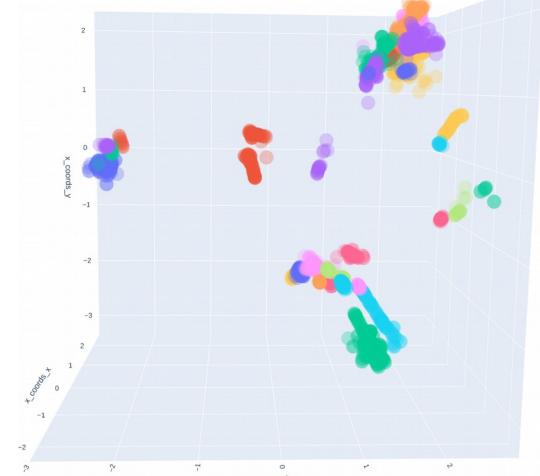
$$\beta > 0.1 \quad d > 0.3$$

$$\beta > 0.1 \quad d > 0.1$$

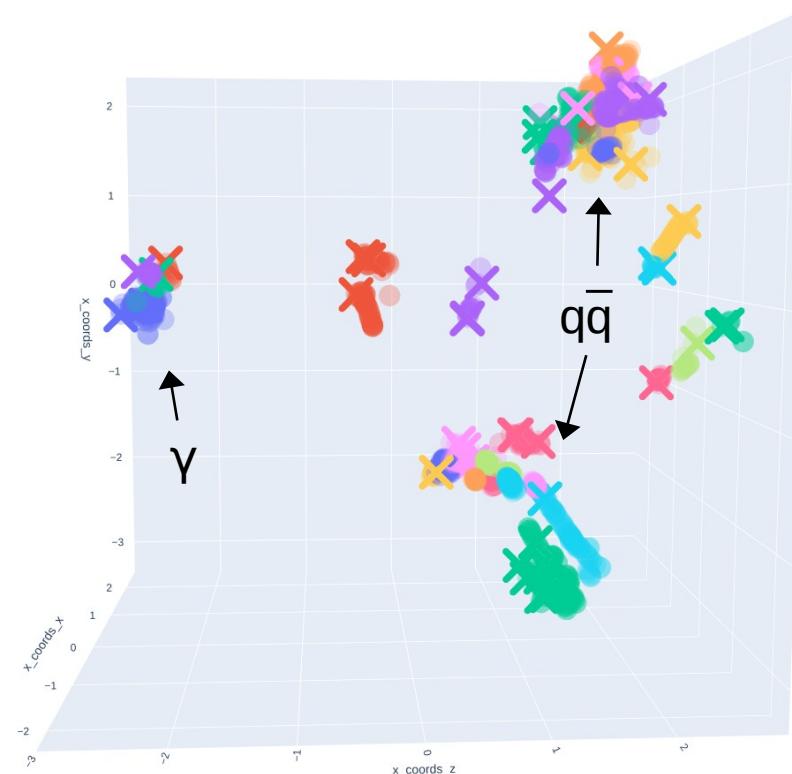


too many predicted objects

$$\beta > 0.2 \quad d > 0.3$$



too few predicted objects (0)

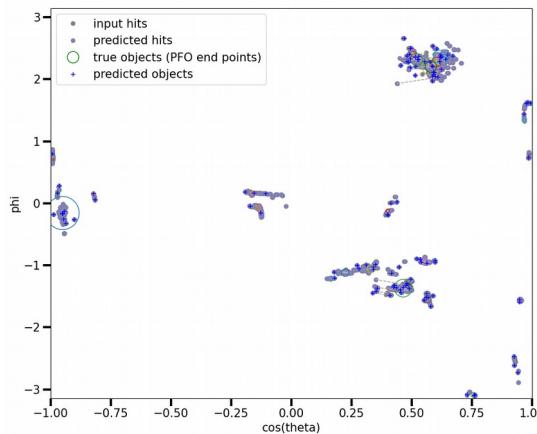


Clustering example

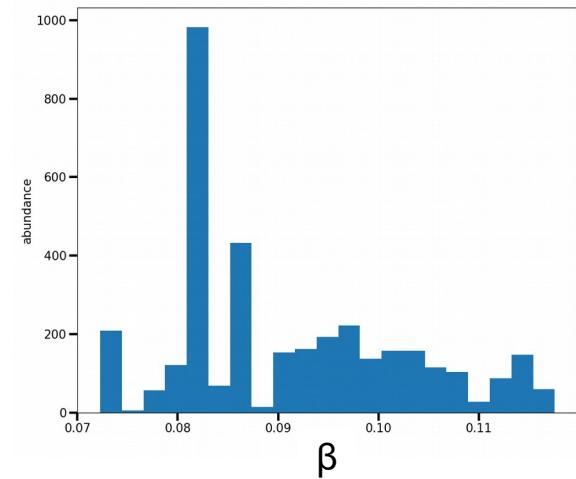
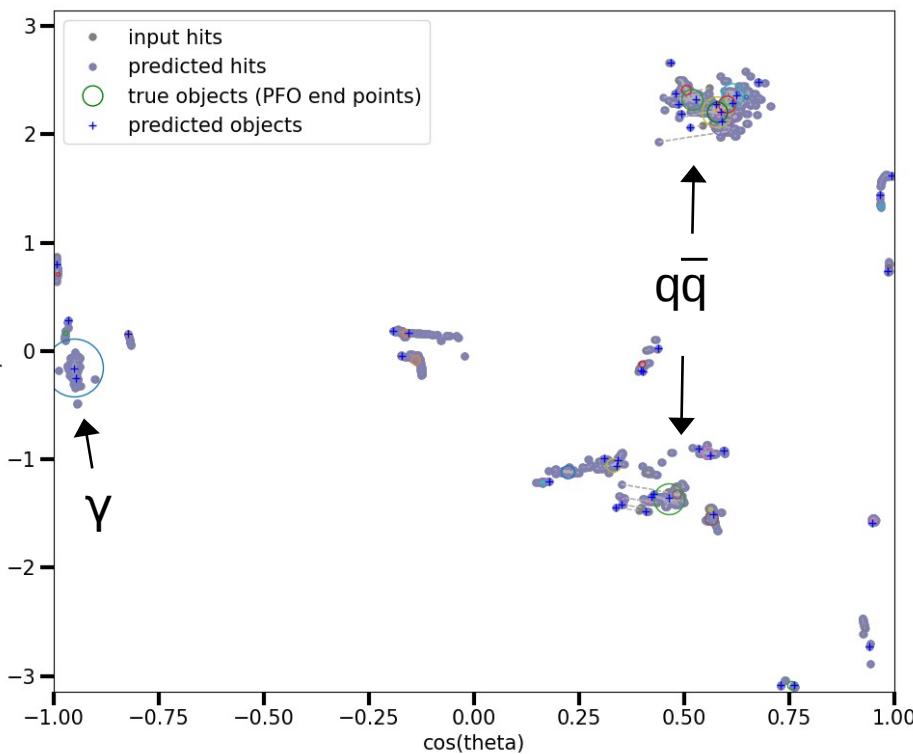
- Same event in angular projection of $\cos(\theta)$ and ϕ
- Missing β values close to 1 indicate expected improvement simply from more training

$\beta > 0.1 \quad d > 0.3$

$\beta > 0.1 \quad d > 0.1$

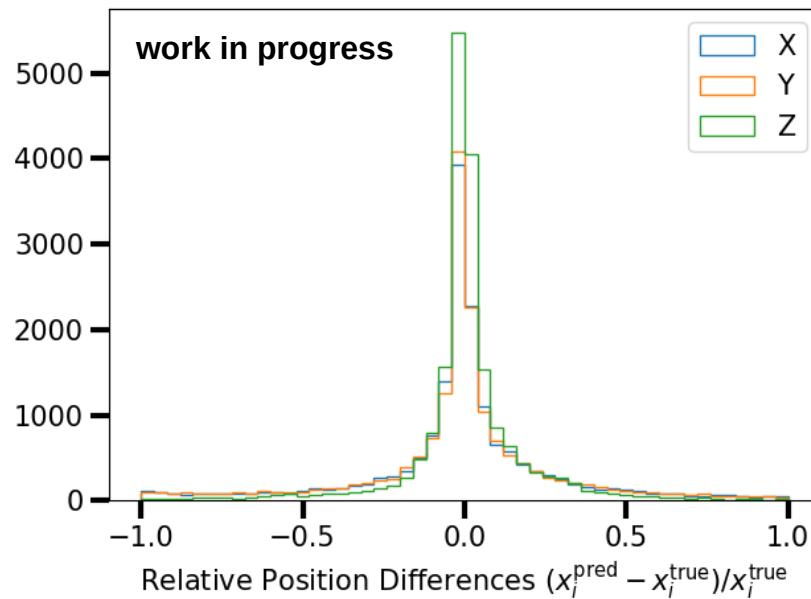


too many predicted objects



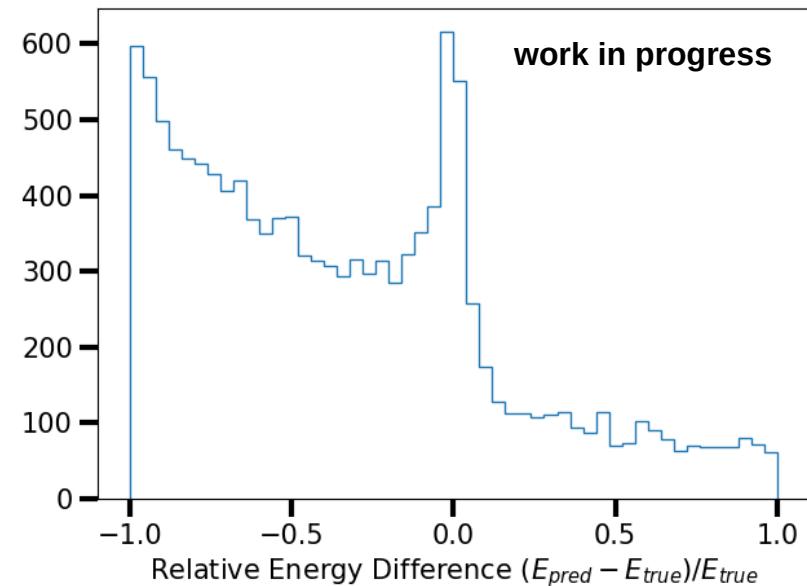
Reconstruction performance

- Quite good position reconstruction of < 10% throughout, similar to COCOA results



Reconstruction performance

- Energy reconstruction still very much work-in-progress...
- Illustrates the effect of higher granularity:
 - object energy (= NN target) is distributed over $O(100)$ hits (= NN input)
 - more difficult to sum larger number of contributions
 - works for some fraction of objects, work-in-progress to make it work for ~all



- **Promising results** with GravNet + Object Condensation for highly granular calorimeters: clustering works well, but feature prediction still a work in progress
- **Truth reference** remains an open question: careful consideration also of rare events needed for reliable predictions
- Application of tools made for current colliders to future colliders is a welcome exchange and highlights the challenges **advanced detector geometries** bring
- One major focus in the future is **ps-timing**: How does exploiting time information in the calorimeter impact the confusion, and thus the jet energy resolution and potentially the jet clustering? → Optimisation problem for detector design!