# High speed 3D track reconstruction in particle physics with GPUs

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50 um

## Particle physics needs GPU!

- Particle Physics = Big science
- Large facilities and detectors



**ATLAS** experiment

OPERA experiment Photographic emulsion detectors

- Huge amount of data from detectors
- Reconstruction of data needs GPUs!!

### Photographic emulsion particle trackers

The best position resolution among all detectors!





10<sup>14</sup> crystals in a film



Cross-sectional view (SEM)



## Intrinsic resolution **50nm**



# Antiproton annihilation in the emulsion (AEgIS 2012)

antiproton Focus Emulsion layer (50 µm) Glass base 1 mm Emulsion layer (50 µm)



# 3D view of antiproton annihilation

100  $\mu$ m 1.2x10<sup>8</sup> detection channels in this volume

### Nice detector... but some drawbacks...

- Very high resolution = very large data volume
  - 10 Tbytes / 10cm x 10cm
- No way to process it automatically... till recently.



F.G. Houtermans im Kreise seiner Scannerinnen im Physikalischen Institut Bern 1955/56

### Swiss Scanning Station in Bern



#### Several hundreds of photographic emulsion sheets analyzed every week

### Evolution of automated scanning





### High speed readout system (current generation)

Custom-made real-time scanning microscope.



Need to process in real-time, locally. See demo of data

### Track reconstruction

100 µm

- Reconstruction of particle trajectories
  - 1. 3D image filtering
    - 2. Recegnize dots (or grains)
    - 3. Find any combination of grains
    - 4. Find sequential grains forming lines
- 5. Fit track 👝 5D (3D position, 2D angles)
  - Millions of such data unit (view) have to be processed within hours.

### 3D image processing and object recognition Host GPU



zoom of raw image

3D image filtering (kind of high pass filter)



O(10<sup>4</sup>) grains / view

Host



Grains have optical shadow in Z. Consecutive frames has a strong correlation. →A 3D image processing.

## Tracking algorithm

- 1. Form "seeds" of tracks = 3D line made of **any two combination of grains** ( $4\pi$  solid angle)
- 2. Count number of grains along the seeds (parallelizable)



### Processing speed

- 1 Views = 1280x1024 pixels x 40 frames = 52Mbyte
- CPU :i7- 3930K 6 cores, 12 threads, 3.2 GHz, GPU : Geforce GTX TITAN, 2688 cuda cores



# New scanning system under development

- 4 M-pixel x 563 fps camera (throughput 2.2 GB/s)
- Image processing with 3 GPUs
- Track reconstruction with 8 GPUs



## **PB-level Scanning facility** • 6 microscopes: Data throughput of 13 GB/s, over 1

- PB/day
- Real-time processing with a cluster of GPU servers on site



## Wide range of application

Emulsion detector technology with GPUs

#### Fundamental Physics

- Neutrino physics
  - Hadron physics
- Antimatter
- Dark matter

#### Accelerator

- Beam monitoring
- Muon beam study in neutrino beamline

#### Medical application

- Neutron source imaging
- Proton radiography

#### Geosciences

Muon radiography

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- Volcanoes
- Glaciers

### Muon tomography of active glaciers



GPU \_ monitoring of the glacier retreat in Swiss Alps

## Summary

- Large amount of data comes from particle detectors. Real-time processing is vital.
- GPUs play essential roles in such tasks.
- Successful application for emulsion detectors
  - Highly parallelizable algorithms
  - O(100) faster wrt CPU
- Preparing a PB-level microscope facility for future projects in physics and applications.

AEgIS experiment

aiming at the first measurement of gravitational force on antimatter

- Principal of equivalence between gravitational and inertial mass (m<sub>i</sub>=m<sub>g</sub>) is measured for matter with a precision of **10**<sup>-13</sup>. (**10**<sup>-3</sup> by Galileo)
- Gravity on antimatter has never measured directly!
- AEgIS at CERN is going to measure the gravitational acceleration (g) on a antihydrogen with 1 % accuracy.



9.8m/s<sup>2</sup>

### Detection of antiproton annihilation



- The scale of free-fall of anti-hydrogen is expected to be ~10 microns
- Use of high precision particle detector : Photographic emulsion detectors
- 3D tracking of particles
- High position resolution (50 nm)



## Software and Hardware

- C++, CERN ROOT, CUDA (5.5)
  - CUDA experience since 2008
  - ROOT classes calling CUDA kernels
- CPU: i7-3930K (3.2 GHz, 6 cores)
- GPU: Geforce GTX TITAN x 3
  - Single precision



## Multi-CPU-thread processing

- Each CPU-thread is responsible of a view
- Each CPU-thread is linked to one of 3 GPUs



### Processing time with "multi-threading" and "multi-GPUs " (Antiproton sample)



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# Reconstructed tracks and detection efficiency

• Performance test with cosmic-ray tracks



## Some publications

A. Ariga and T. Ariga, Fast  $4\pi$  track reconstruction in nuclear emulsion detectors based on GPU technology, JINST 9 P04002 (2014), arXiv:1311.5334

AEgIS experiment with photographic emulsions

- JINST 8 (2013) P02015
- JINST 8 (2013) P08013

Emulsions give 3D vector data, with micrometric precision.

The frames correspond to the scanning area. Yellow short lines  $\Box$  measured tracks. Other colored lines  $\Box$  interpolation or extrapolation.



### Film to film connection



### LOCATED NEUTRINO INTERACTION



# High precision measurement system

- Intrinsic resolution of each grain = 50nm
  - Two grains on top and bottom of 200  $\mu m$  base  $_{\Box}$  350  $\mu rad$
- Conventional systems spoil it due to mechanical vibration of Z axis (about 0.2µm, corresp. 1.5 mrad)
- 👝 Need high precision Z-axis
- Piezo objective scanner under testing z axis systematics to be kept below 60 μrad
- By fitting a series of grains, the angular resolution would reach 200  $\mu rad$
- Angular alignment between films to be done by using dense 400 GeV proton tracks
  - 400 GeV proton scatters 2 μrad between emulsion trackers
  - 10<sup>5</sup> tracks/cm<sup>2</sup> = 100 tracks in each microscope view



#### Piezo objective scanner

