

# New Angles on Fast Calorimeter Shower Simulation

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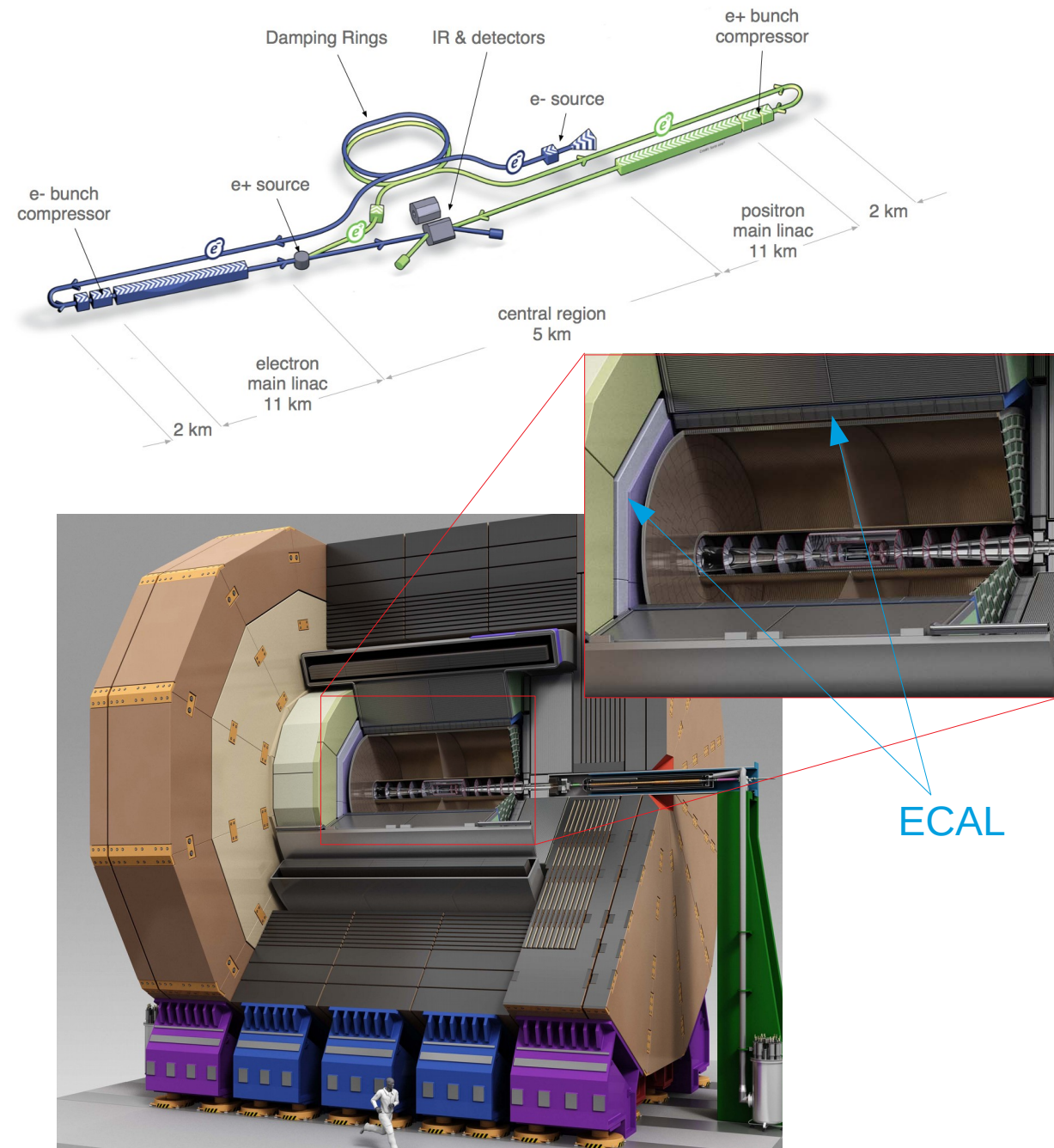


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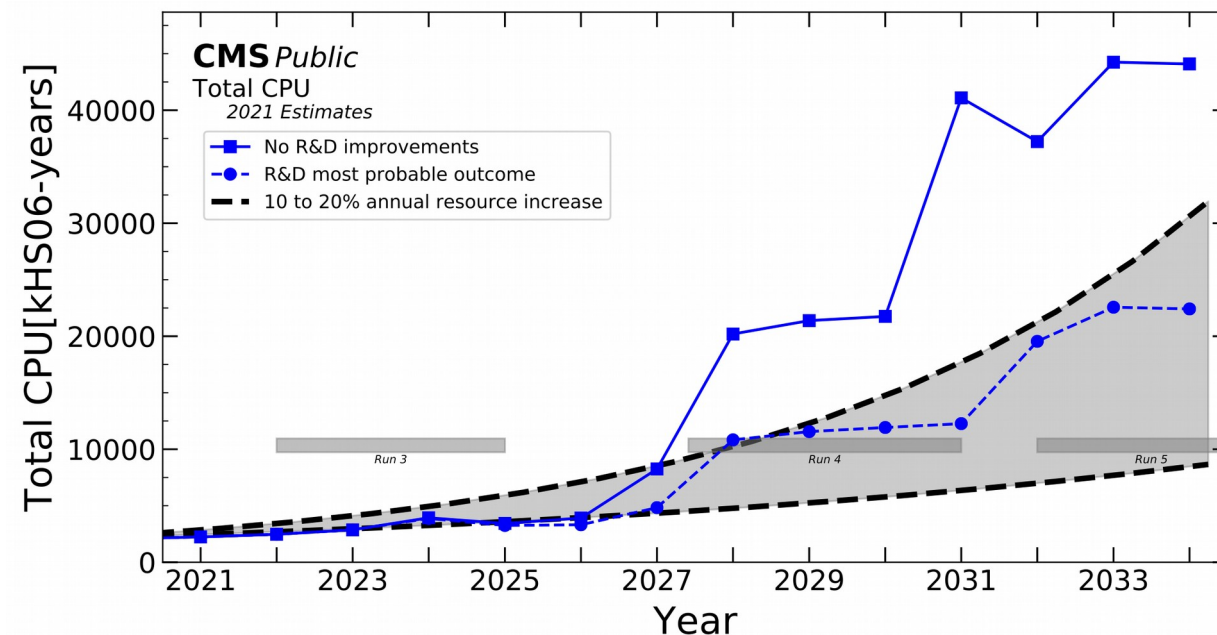
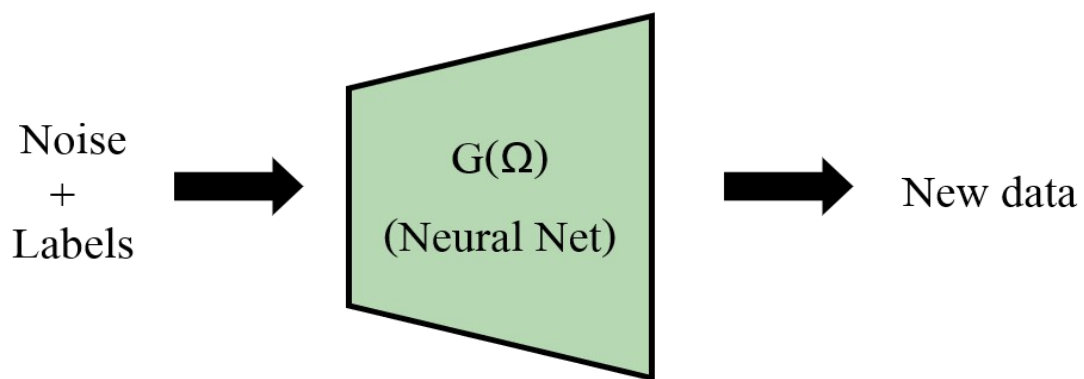
# The ILD Concept

- Context: Future Higgs Factories
- Case Study: International Large Detector (**ILD**) concept for the International Linear Collider (ILC)
- Optimized for Particle Flow
  - Reconstruct each individual particle in subdetector
  - Obtain optimal detector resolution
- High granularity calorimeters:
  - Sampling calorimeters
  - **SiW Ecal**: 30 layers,  $5 \times 5 \text{ mm}^2$ , 2 sampling fractions
  - **FeSci Hcal**: 48 layers,  $3 \times 3 \text{ cm}^2$



# Reducing the Strain on HEP Computing Resources

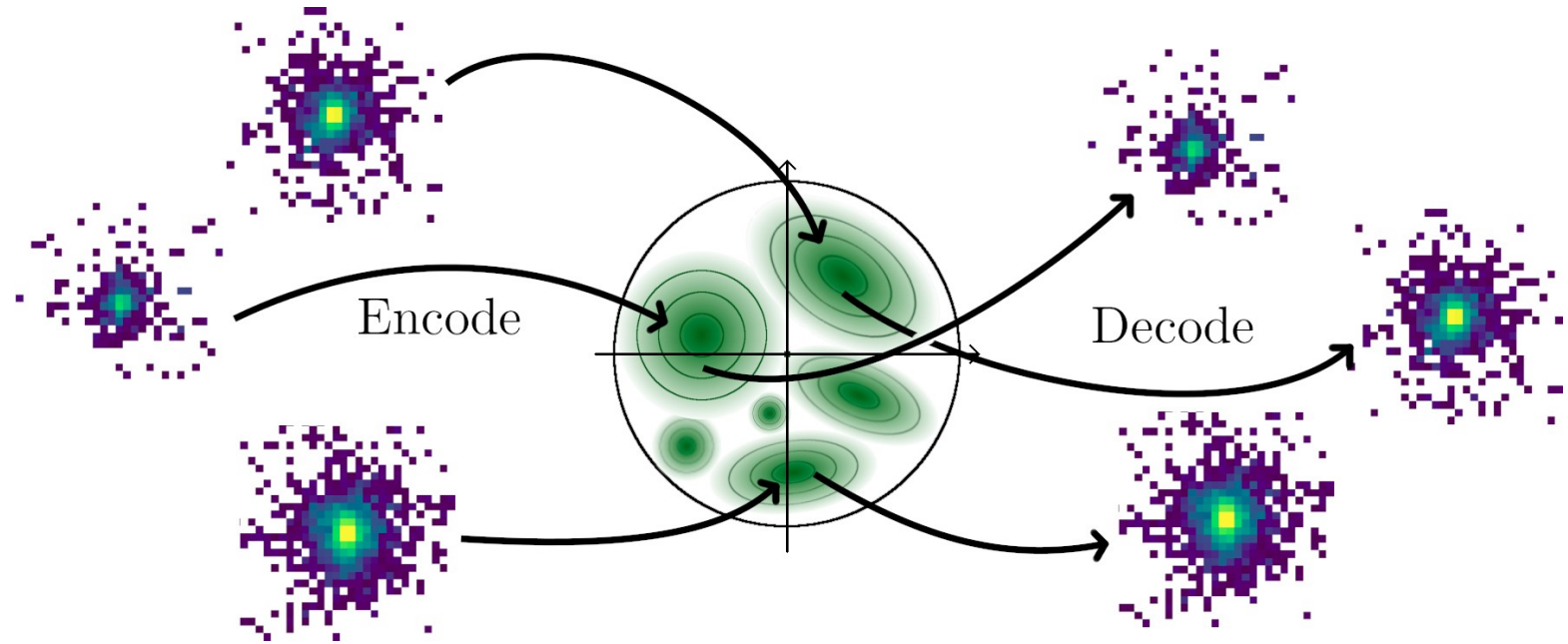
- **MC simulation (Geant4)** is computationally **expensive**
  - Calorimeters most intensive part of detector simulation
- **Generative models** potentially offer orders of magnitude speed up



CMS Collaboration, Offline and Computing Public Results (2021),  
<https://twiki.cern.ch/twiki/bin/view/CMSPublic/CMSOfflineComputingResults>

# Variational Autoencoder (VAE)

- **Encoder-decoder** structure
- Data mapped to regular Gaussians
- Decoder generates samples from **latent space**
- Loss: mean per-pixel difference between input and decoded shower



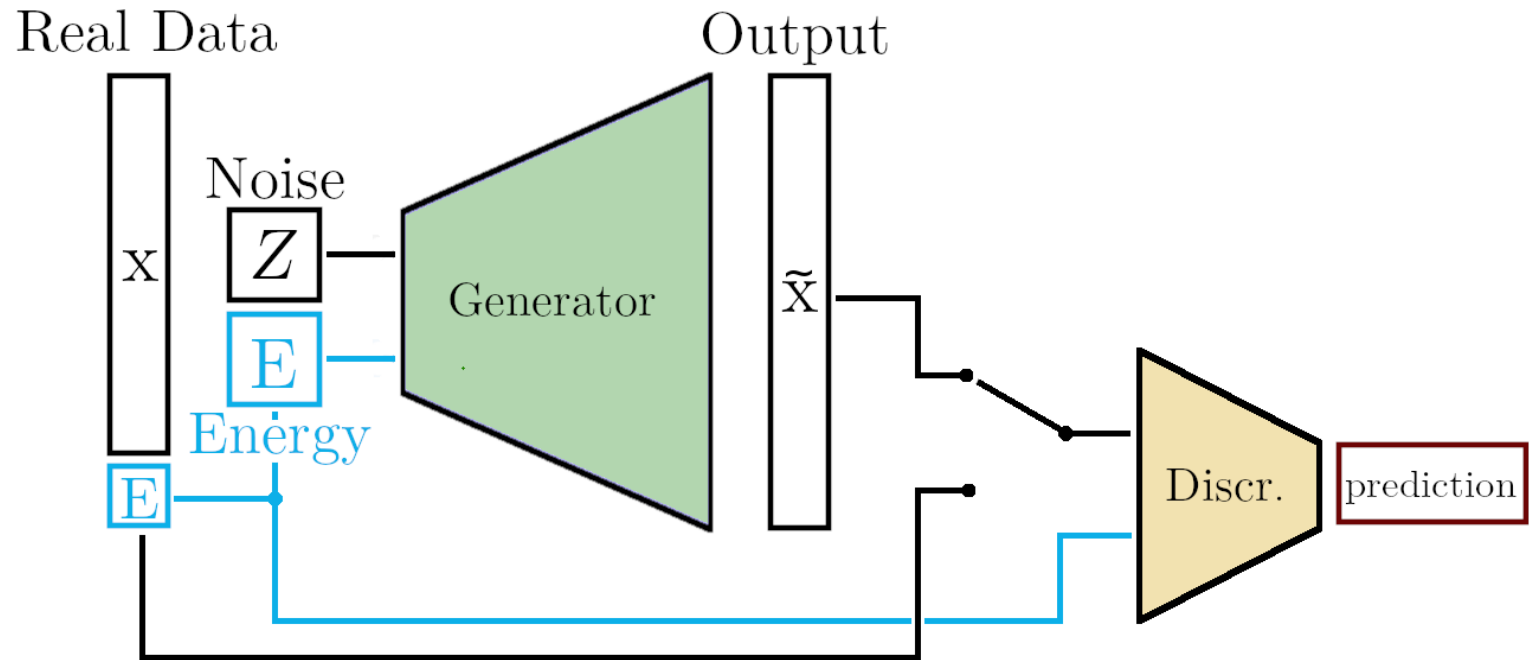
✓ Easier to train

✗ Less expressive

D.P. Kingma, M. Welling. Auto-encoding Variational Bayes (2014), [arXiv:1312.6114](https://arxiv.org/abs/1312.6114)

# Generative Adversarial Network (GAN)

- **Generator:** tries to generate fake data that fools discriminator
- **Discriminator:** tries to distinguish real data from fake
- Loss: **adversarial** feedback from discriminator
- Ideally: fake samples from generator can't be distinguished by discriminator



- ✗ Hard to train
- ✓ Can be rather expressive

Ian Goodfellow et. al., Generative Adversarial Nets (2014), [arXiv:1406.2661](https://arxiv.org/abs/1406.2661)

# Architectures: BIB-AE

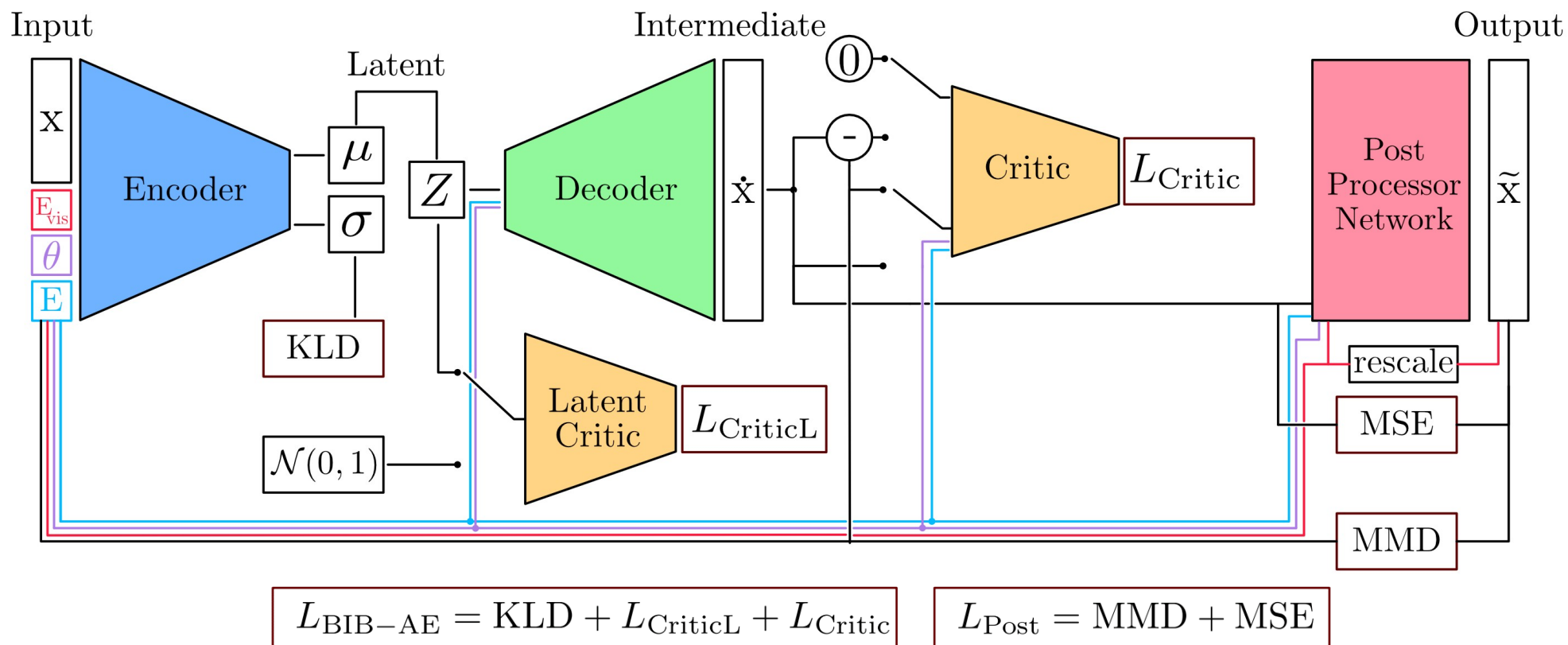
Voloshynovskiy et. al:  
Information bottleneck  
through variational glasses,  
[arXiv:1912.00830](https://arxiv.org/abs/1912.00830) (2019)

Buhmann et. al: **Getting High: High Fidelity Simulation of High Granularity Calorimeters with High Speed**, [CSBS 5, 13](https://arxiv.org/abs/2105.01313) (2021)

## Bounded-Information Bottleneck Autoencoder (BIB-AE)

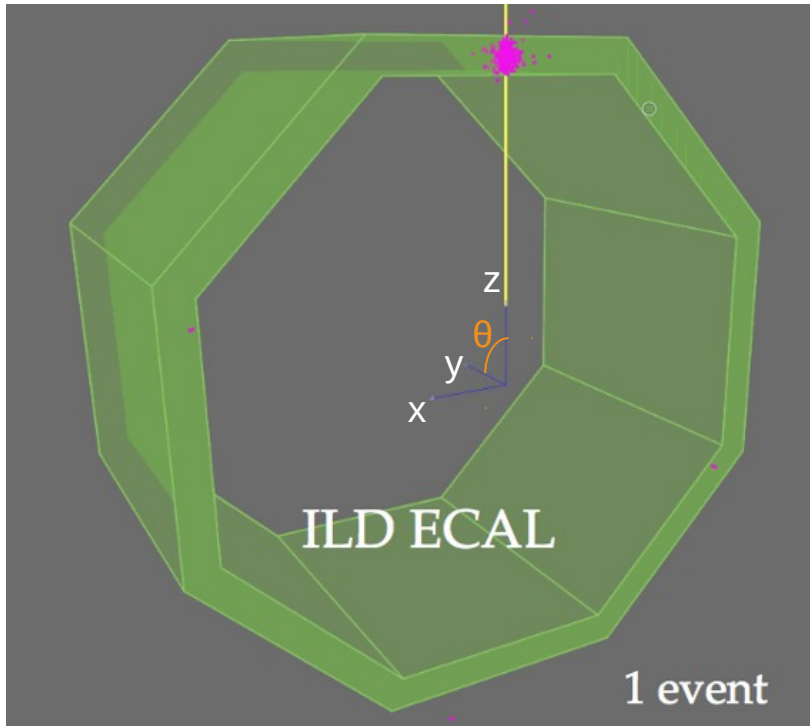
- **Unifies** features of both **GANs** and **VAEs**
- **Post-Processor** network: Improve per-pixel energies; second training

Buhmann et. al.,  
**Hadrons, Better, Faster, Stronger**,  
[MLST 3 025014](https://arxiv.org/abs/2202.02501), (2022)



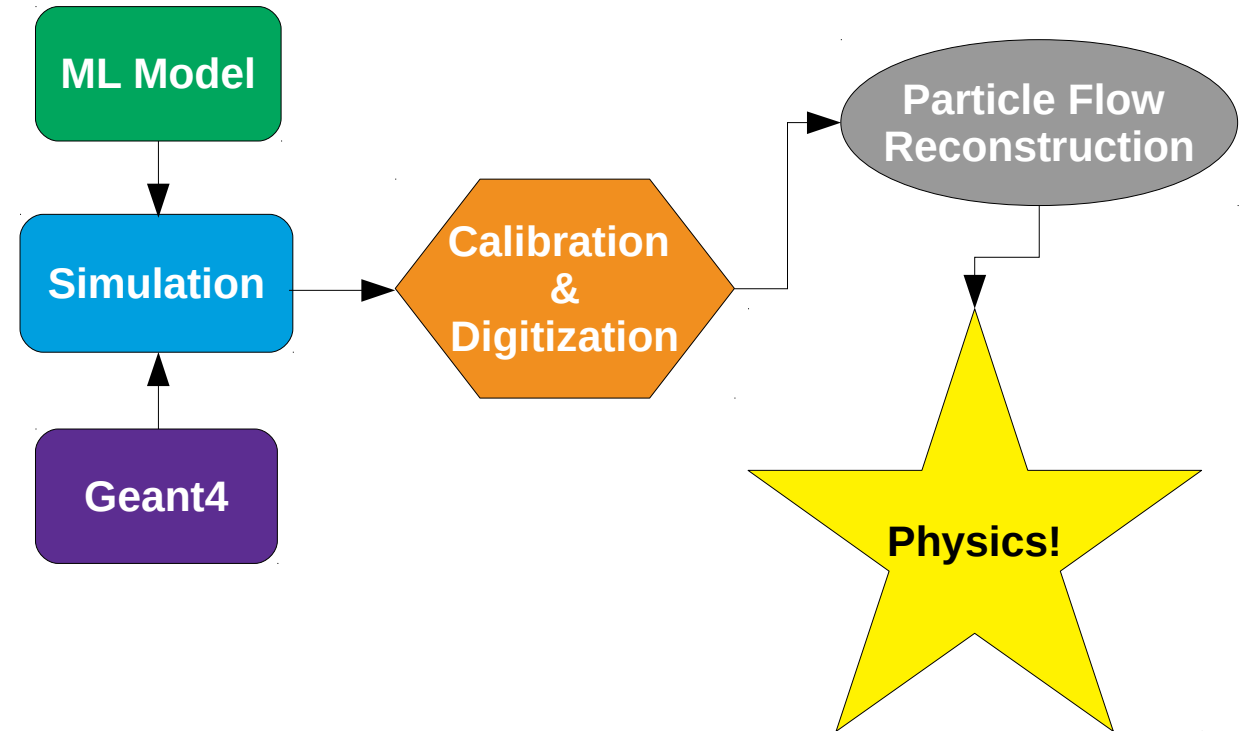


# The New Angles



## Multi-Parameter Conditioning

- **Simultaneous conditioning** on multiple parameters crucial for a general simulation tool
  - Start with **photons**
  - Vary incident **energy and angle**

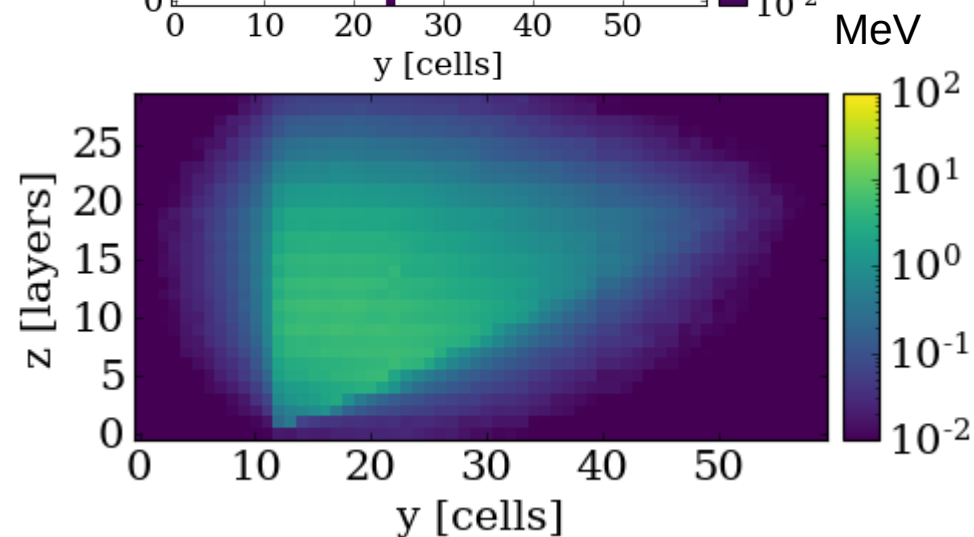
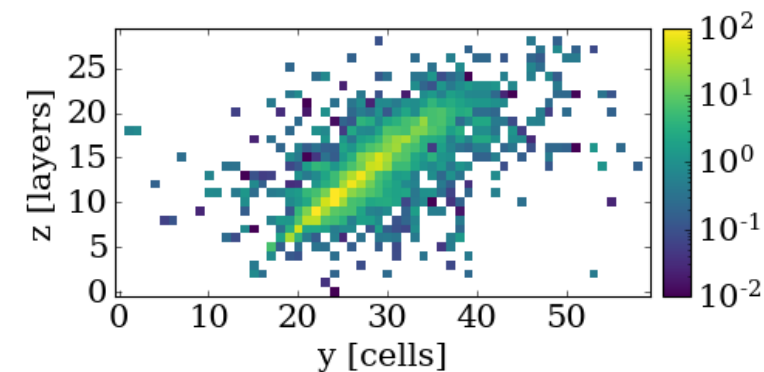
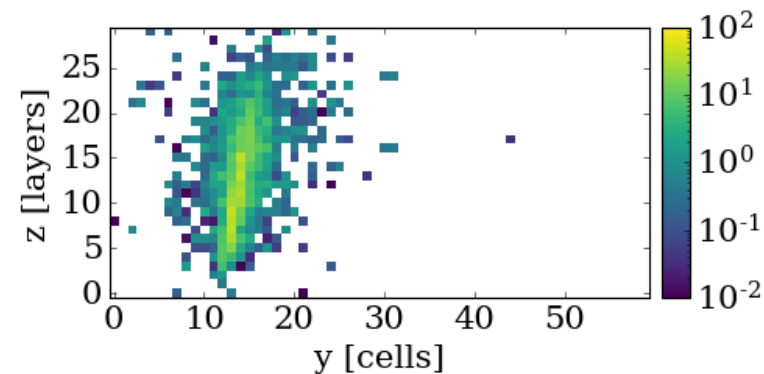
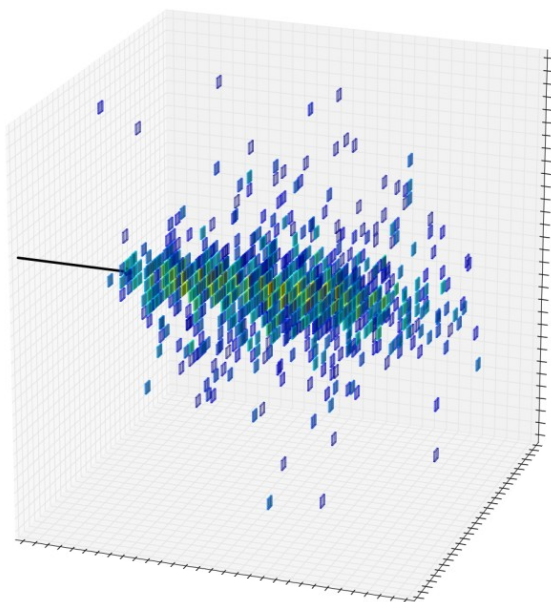


## Study effects of reconstruction- Pandora PFA

- Ultimate goal is **physics performance after reconstruction**
- Want our models to **maintain performance** after reconstruction
  - **Compare observables** before and after

# Training data


- 500,000 **photons** with fixed incident point
- Vary **energy**: **10-100 GeV**
- Vary **polar angle** in one direction: **90°-30°**
- Project to regular grid
  - Shape (30,60,30) (x,y,z)



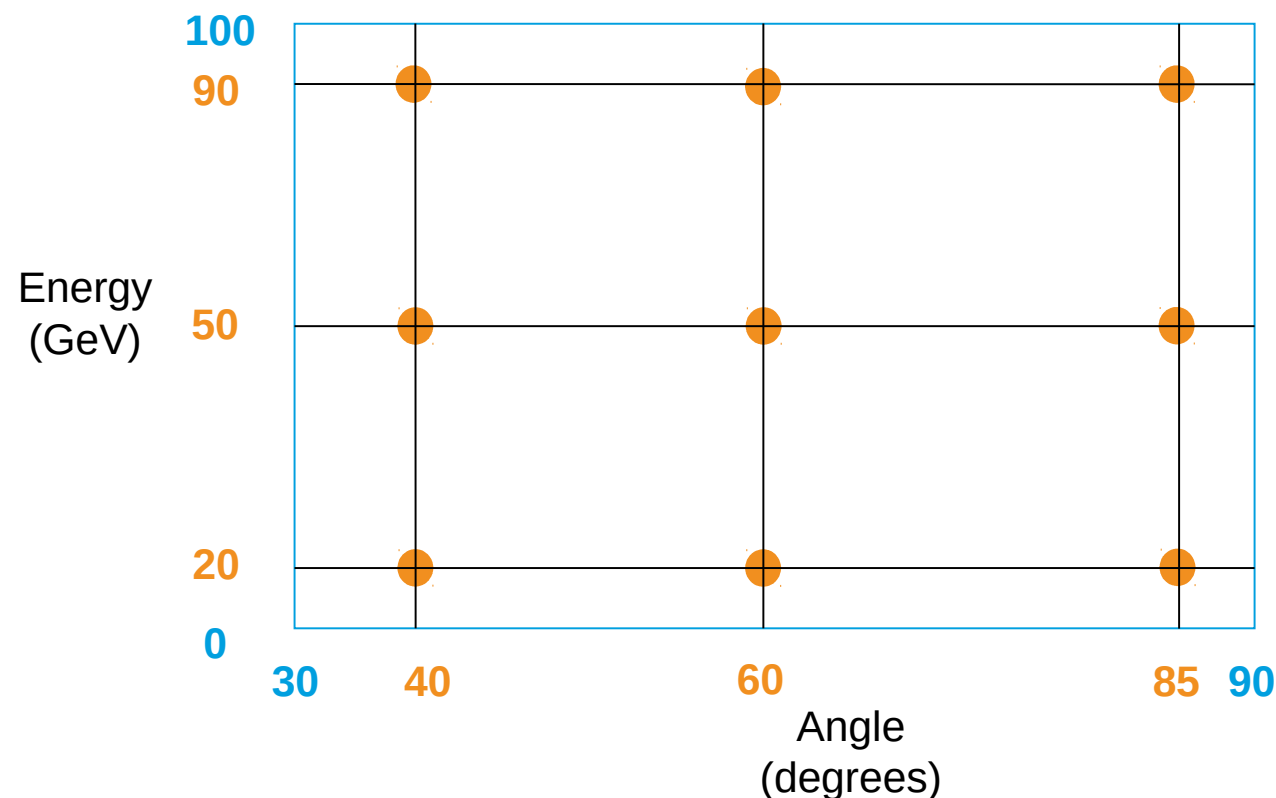


# Test data

- Choose **fixed combinations** of energies and angles
- **9 points** in the phase space in total
- Avoid phase space boundaries
- Investigate how well generative model learns **key physics** properties of showers:
  - Visible energy sum
  - Number of hits and Hit energy spectrum
  - Shower profiles
  - Angular response

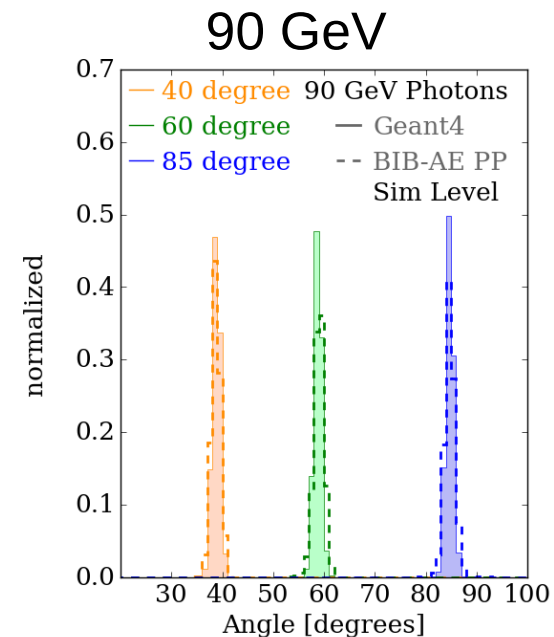
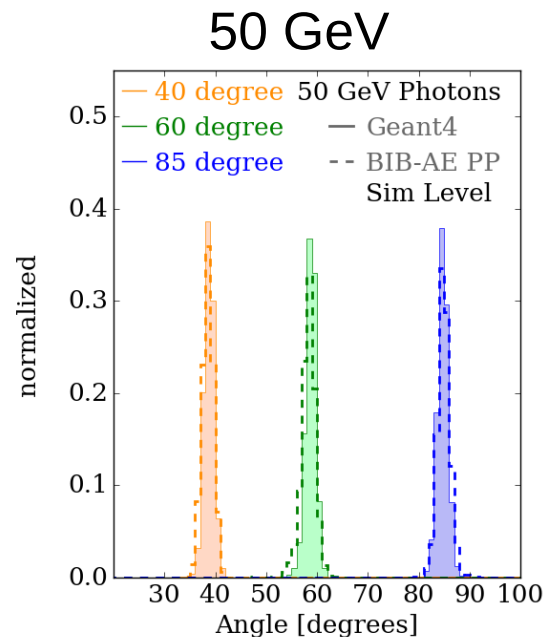
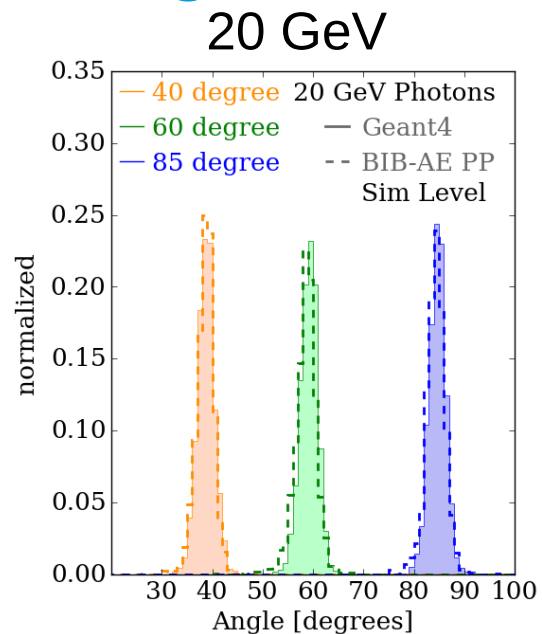
 = Training data boundaries

 = Test data points

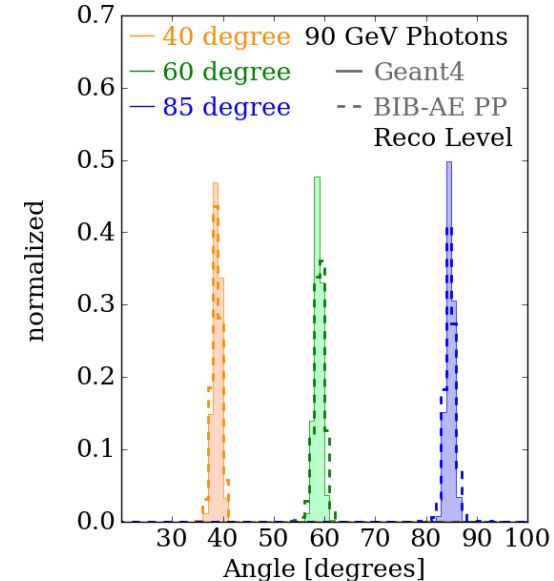
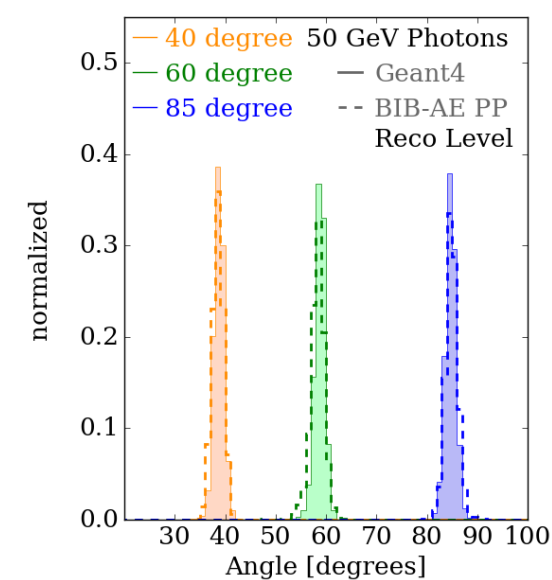
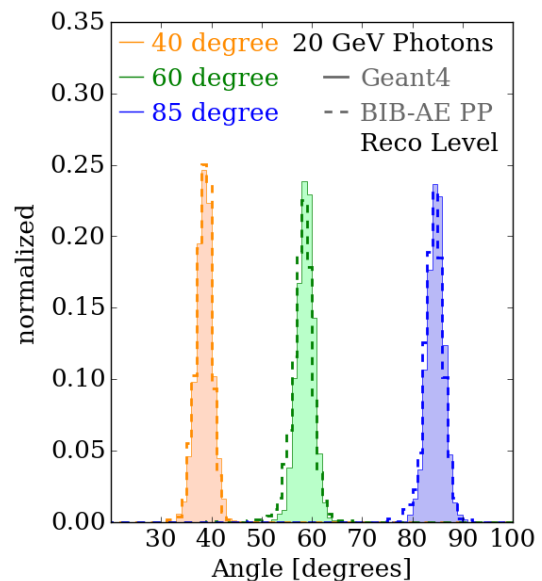


# Results: Angular resolution- Sim vs Reco

Sim  
Level

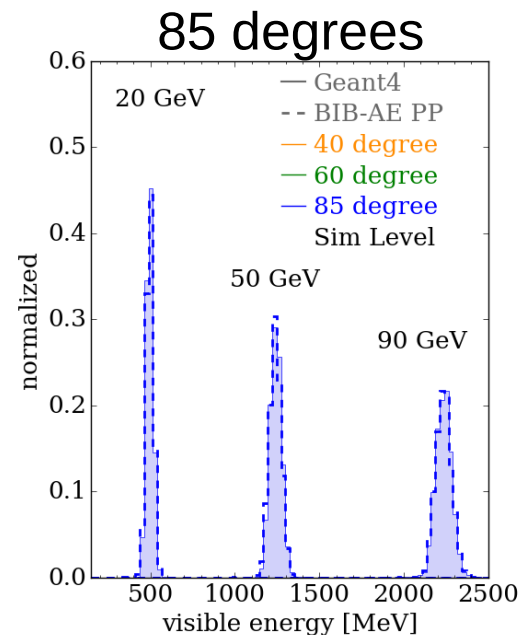
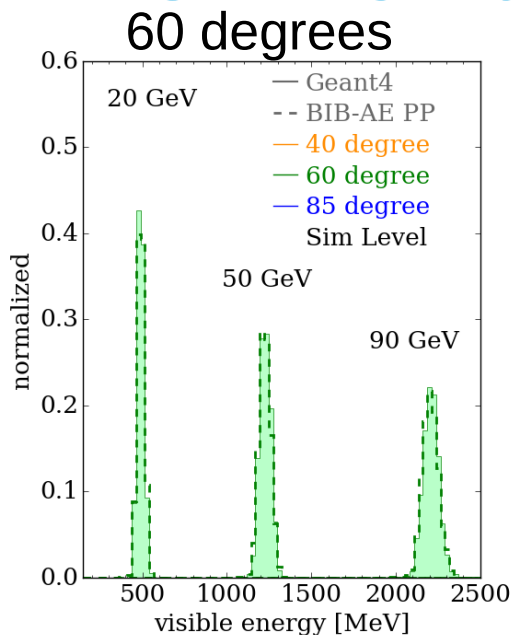
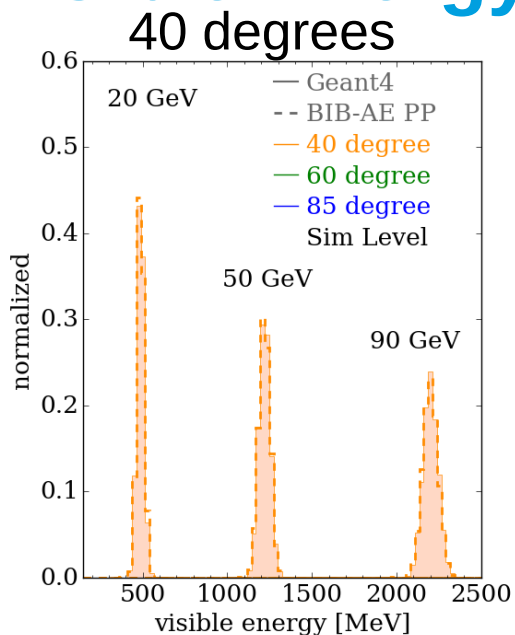


Reco  
Level

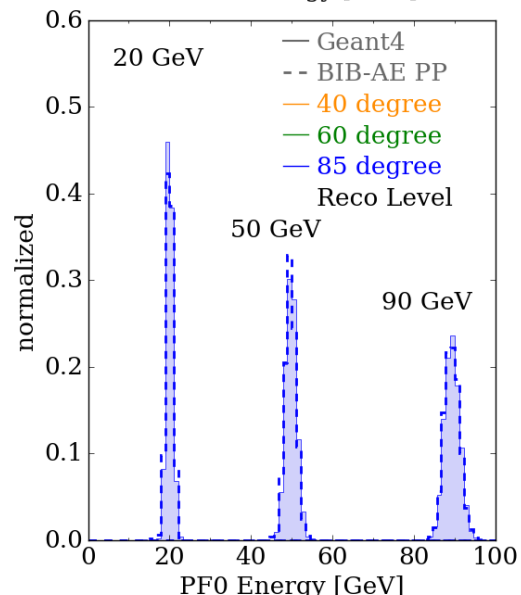
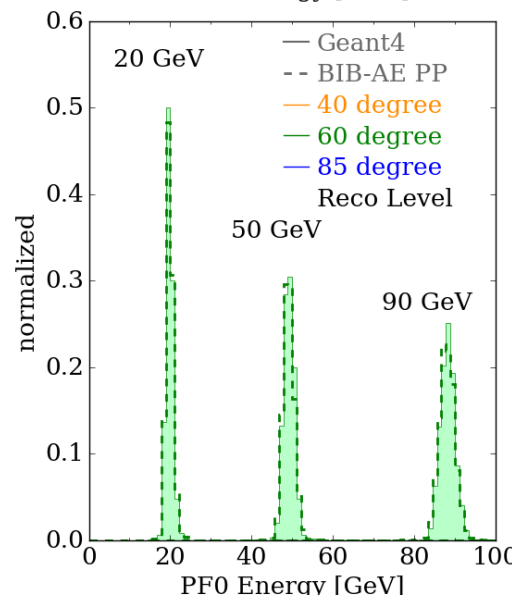
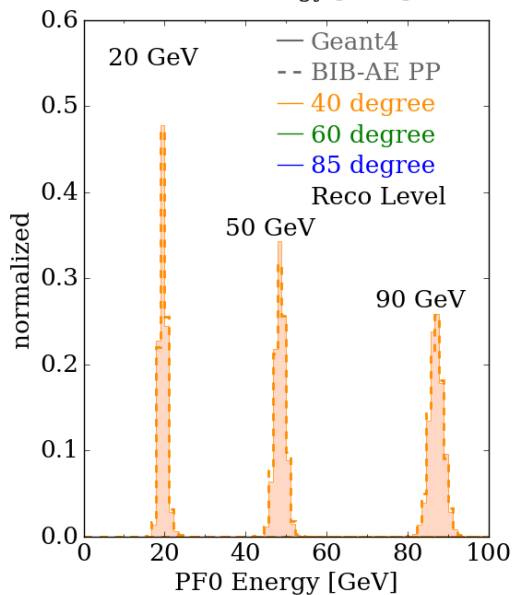


# Results: Visible Energy Sum- Sim vs Reco

Sim  
Level

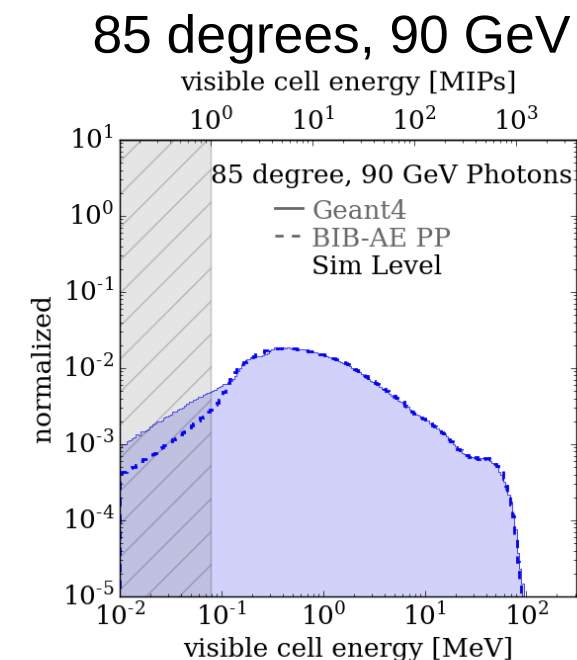
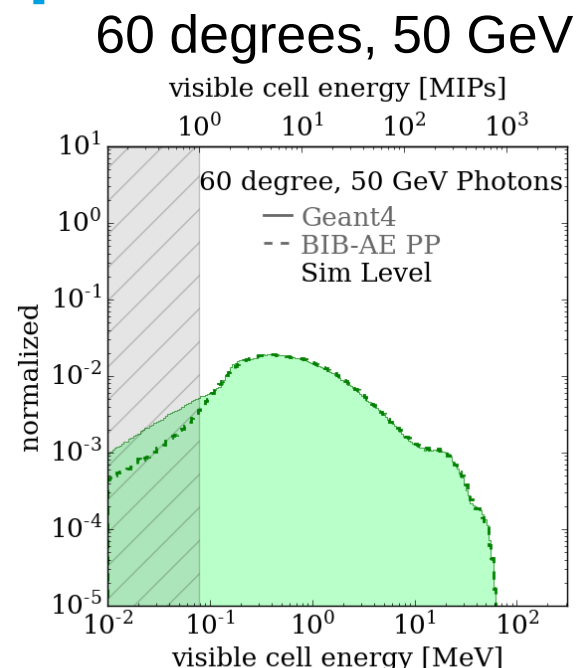
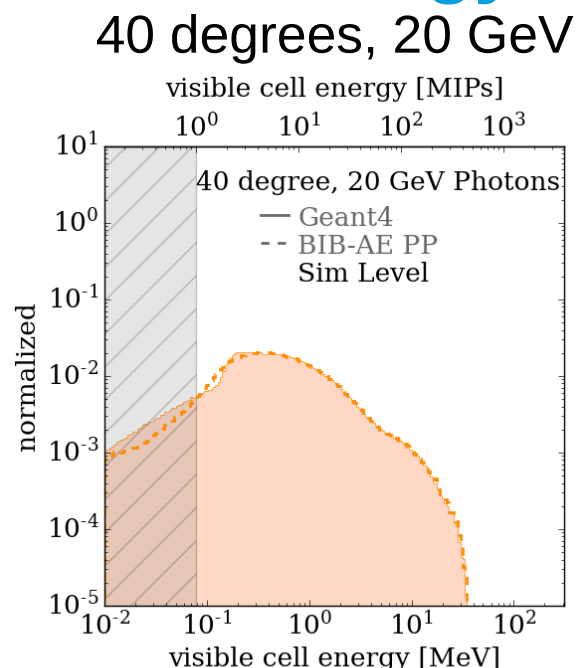


Reco  
Level

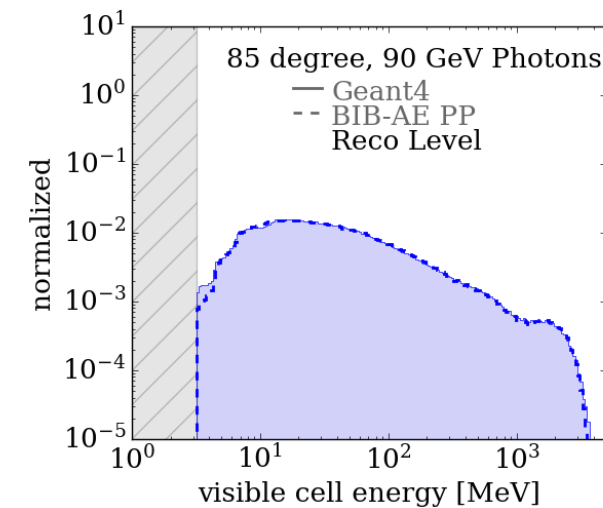
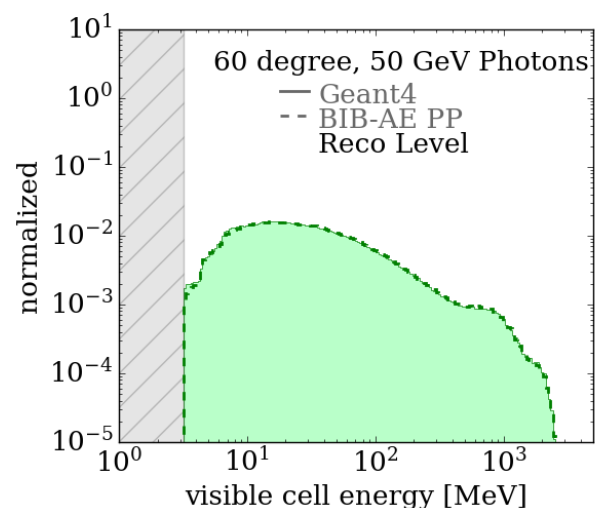
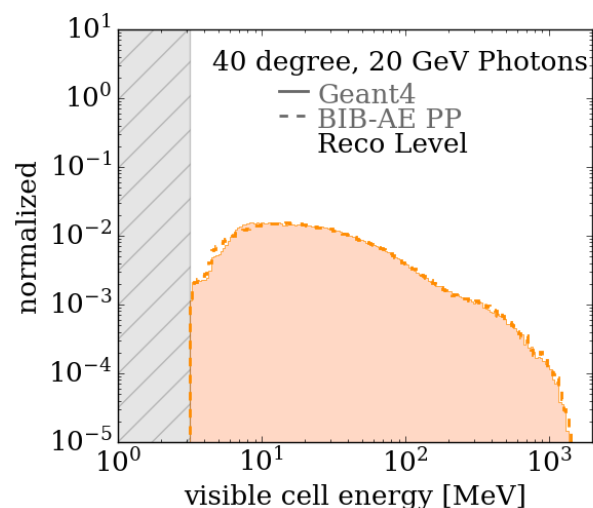


# Results: Cell Energy Examples Sim vs Reco

Sim  
Level



Reco  
Level

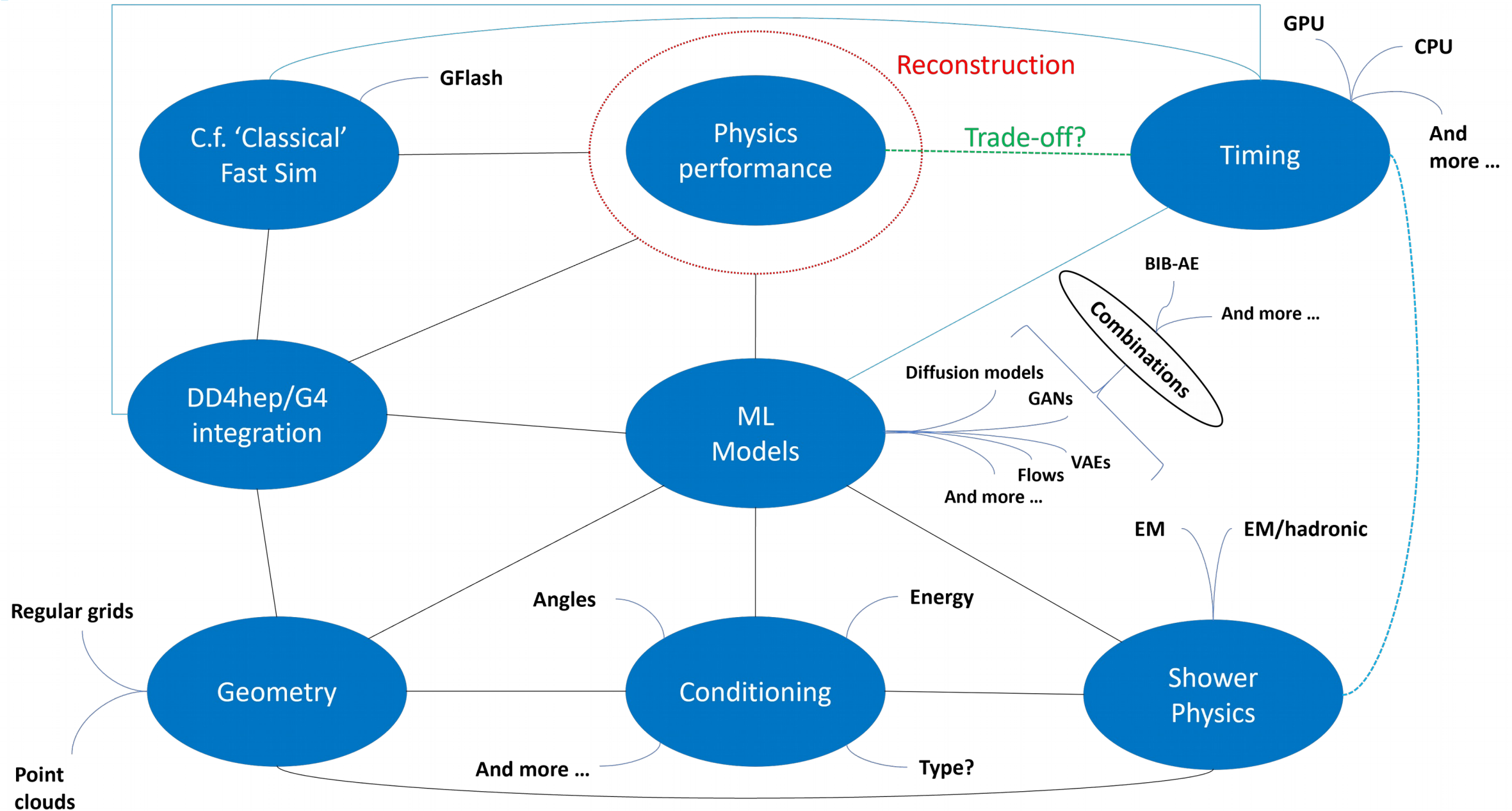


# Computing Time for Inference

Hardware	Simulator	Time / Shower [ms]	Speed-up
CPU	GEANT4	$4417 \pm 83$	$\times 1$
	BIB-AE	$362 \pm 2$	$\times 12$
GPU	BIB-AE	$4.32 \pm 0.09$	$\times 1022$

**Speed-up of as much as three orders of magnitude** on single core of Intel<sup>®</sup> Xeon<sup>®</sup> CPU E5-2640 v4 and NVIDIA<sup>®</sup> A100 for the best performing batch size

# Map of Generative ML for Fast Calo Sim





# Conclusion

## Achieved

- Generative models hold promise for **fast** simulation of calorimeter showers with **high fidelity**
- Demonstrated high fidelity simulation of **photon** showers with **angular and energy conditioning**
- Investigated generative model performance after **reconstruction with Pandora**
  - **Performance remains high**

Paper out soon!

## Next Steps

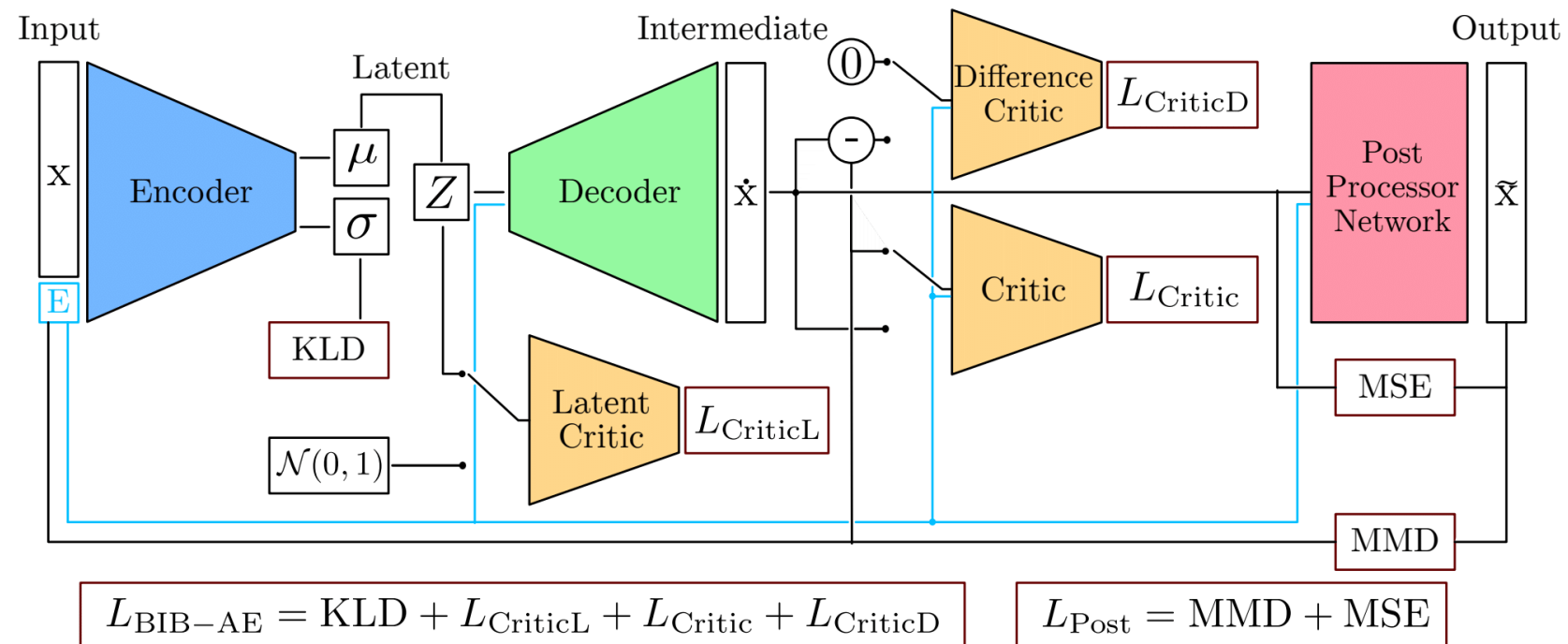
- Develop strategy for dealing with **arbitrary incident positions**
- Integration into **DD4hep/Geant4** and study **physics performance**

# Backup

# Architectures: BIB-AE

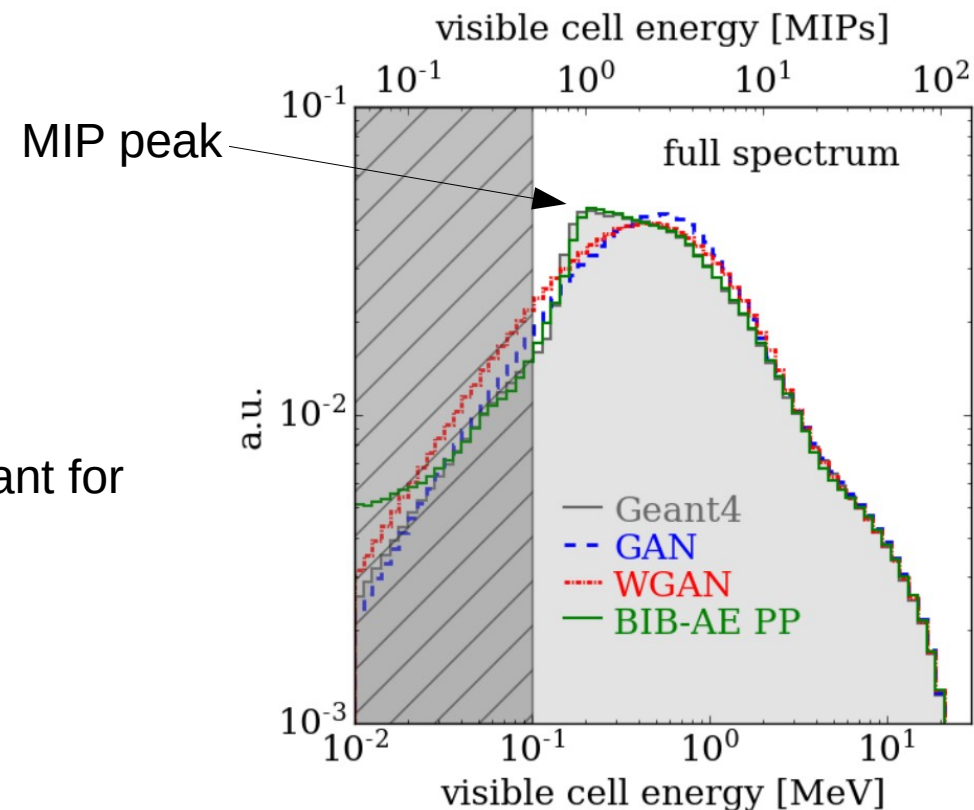
## More Details

- Unifies features of both GANs and VAEs
  - Adversarial critic networks rather than pixel-wise difference a la VAEs
  - Improved latent regularisation: additional critic and MMD term
  - Post-Processor network: Improve per-pixel energies; second training
- Updates and improvements:
    - Dual and resetting critics: prevent artifacts caused by sparsity
    - Batch Statistics: prevent outliers/ mode collapse
    - Multi-dimensional KDE sampling: better modeling of latent space



# Adaption to Highly Granular Calorimeter Shower Data

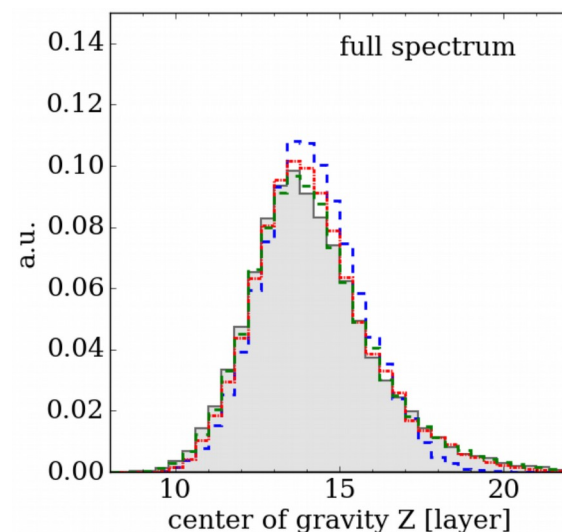
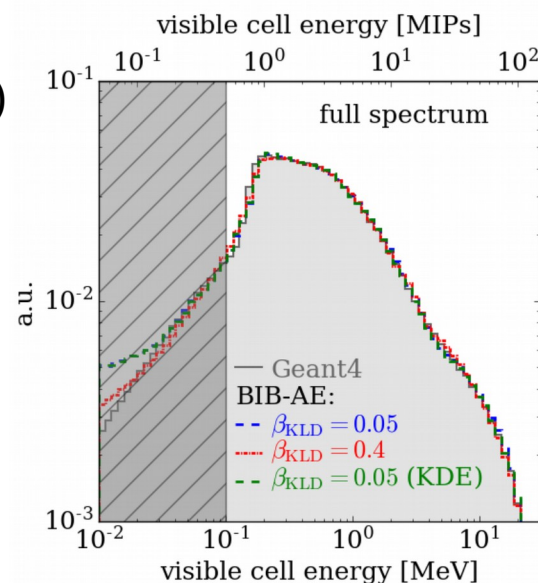
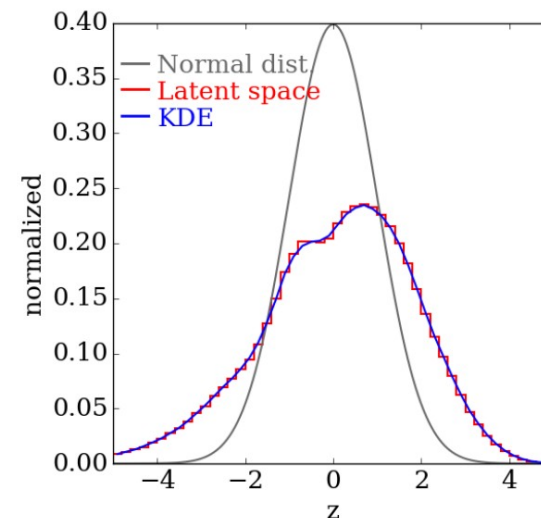
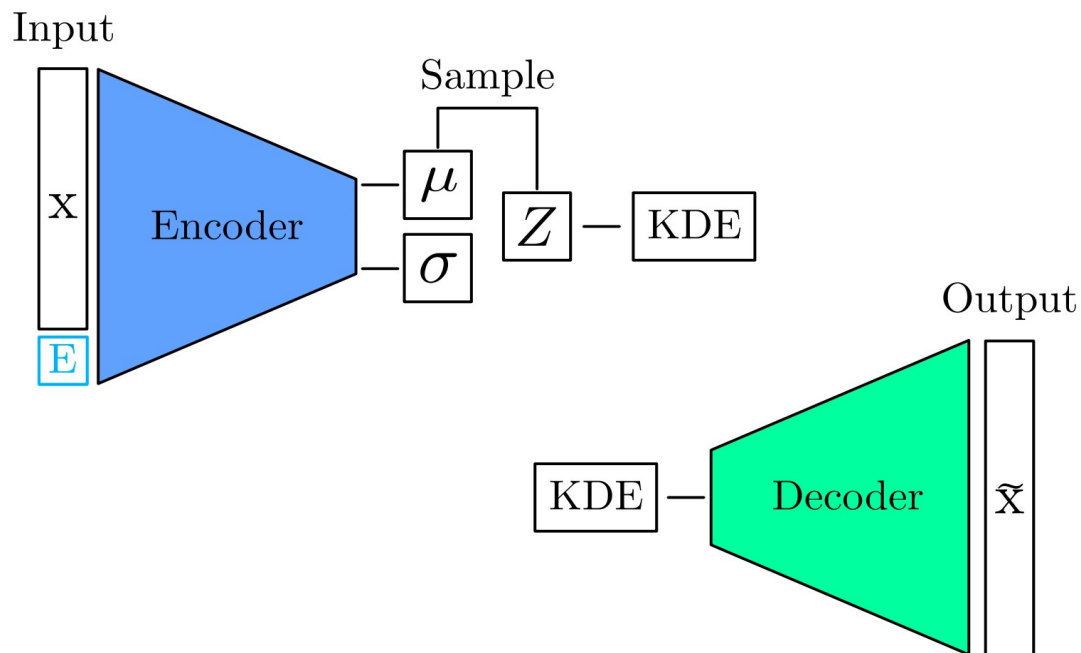
- **Highly granular** calorimeter data is very **sparse**
  - Causes problems for an MSE based loss
  - Switch to a discriminator based approach
- **Cell energy spectrum** has a very steep rise (MIP peak- important for calibration)
  - Difficult to model with an adversarial approach...
- Offload to separate **Post Processor** network:
  - 3D convolutions, kernel size 1
  - MSE loss and Sorted Kernel MMD loss
  - Encourage network to modify individual pixels



Buhmann et. al: **Getting High: High Fidelity Simulation of High Granularity Calorimeters with High Speed**, [CSBS 5, 13](#) (2021)

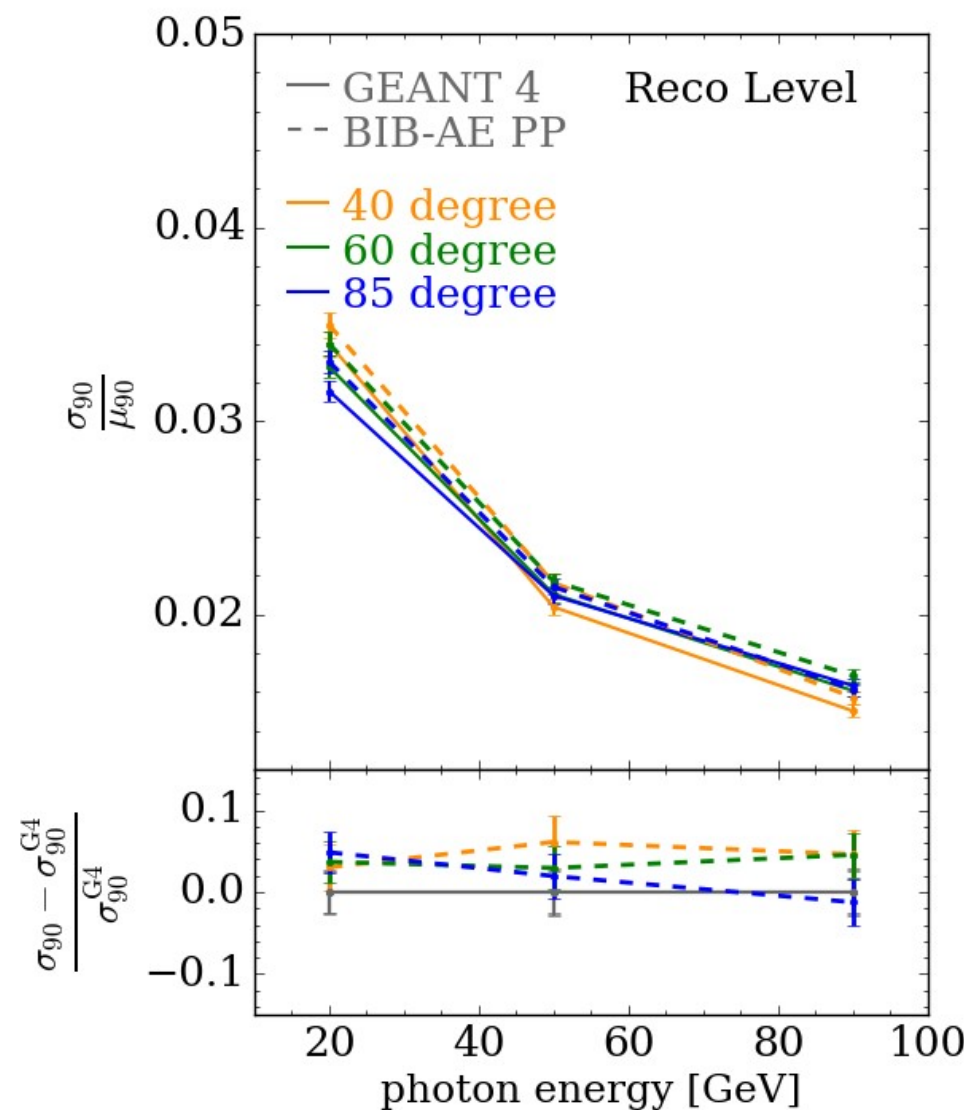
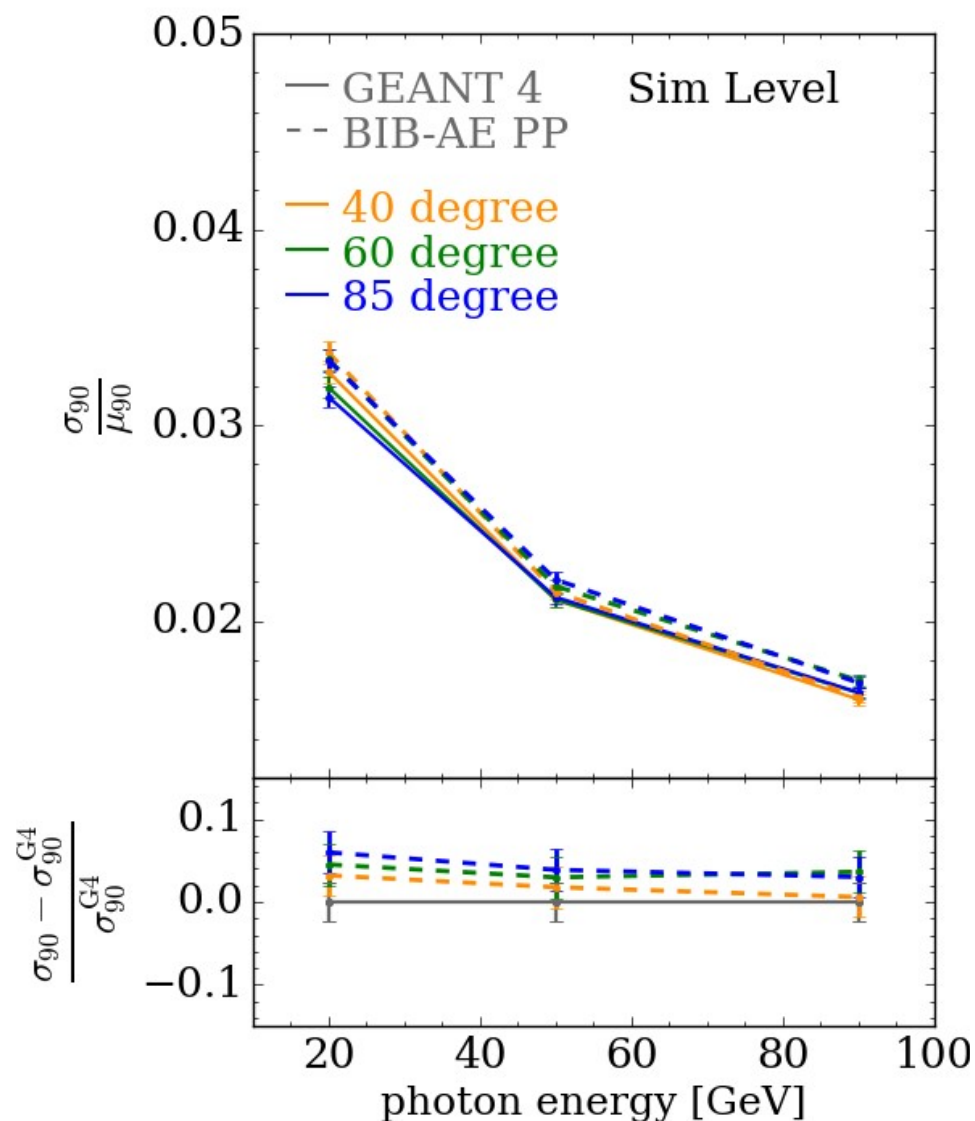
# Latent Space sampling

- **Relaxing regularisation** of latent space allows more information to be stored
  - Latent space deviates from a Normal distribution
- Employ **density estimation** to produce latent sample (**normalising flow**)
- **Improve modeling of shower shape** (center of gravity)



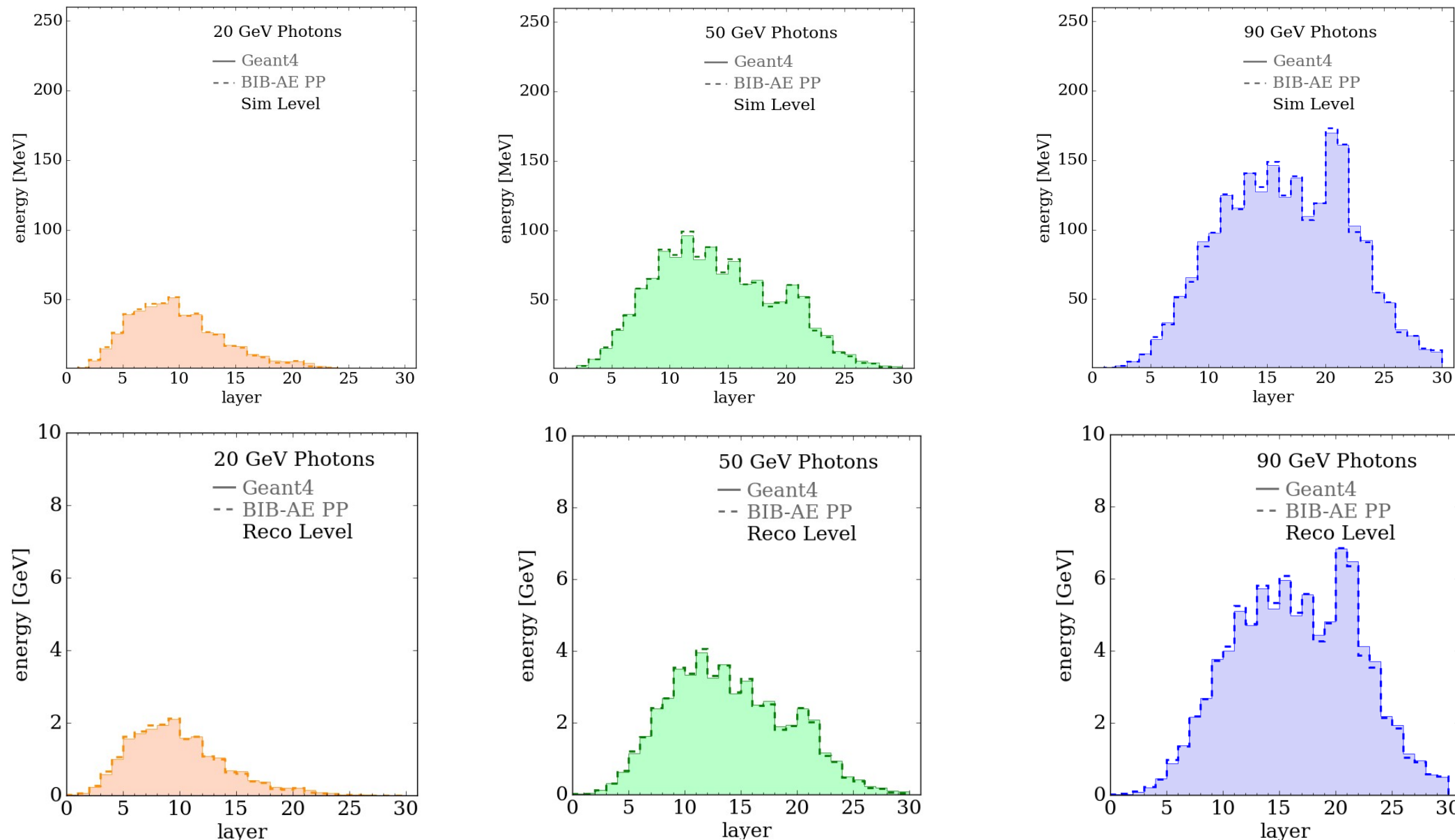
Buhmann et. al: **Decoding Photons: Physics in the Latent Space of a BIB-AE Generative Network**, [EPJ Web of Conferences 251, 03003](#) (2021)

# Results: Energy resolution Sim vs Rec

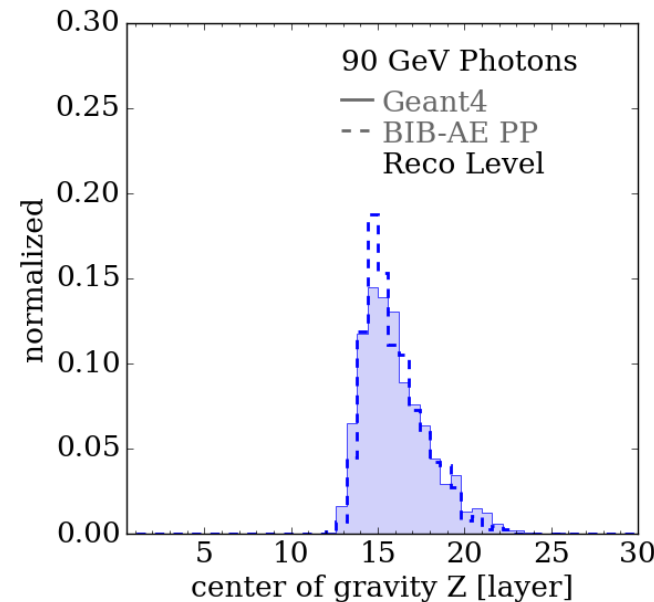
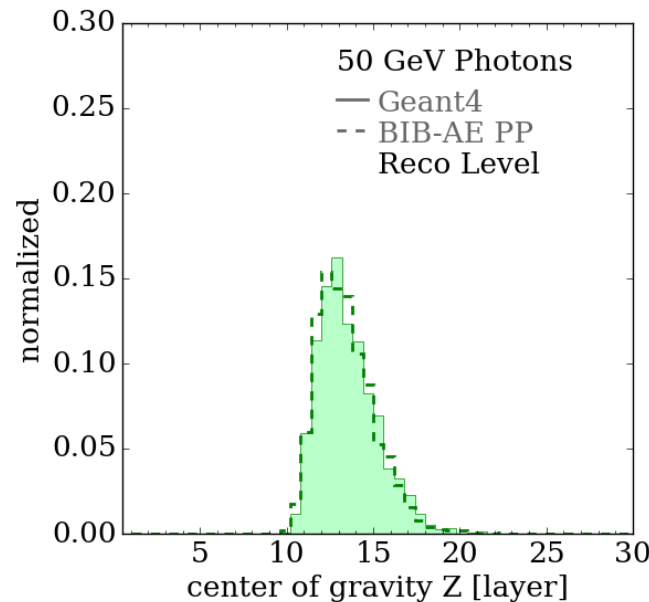
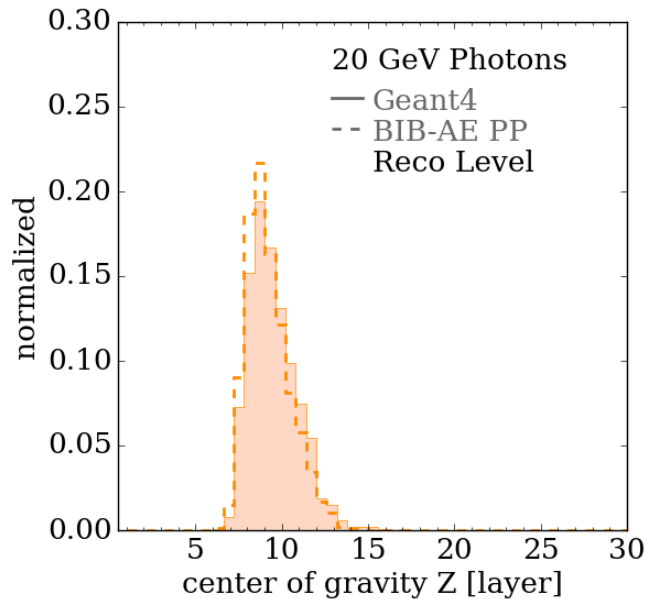
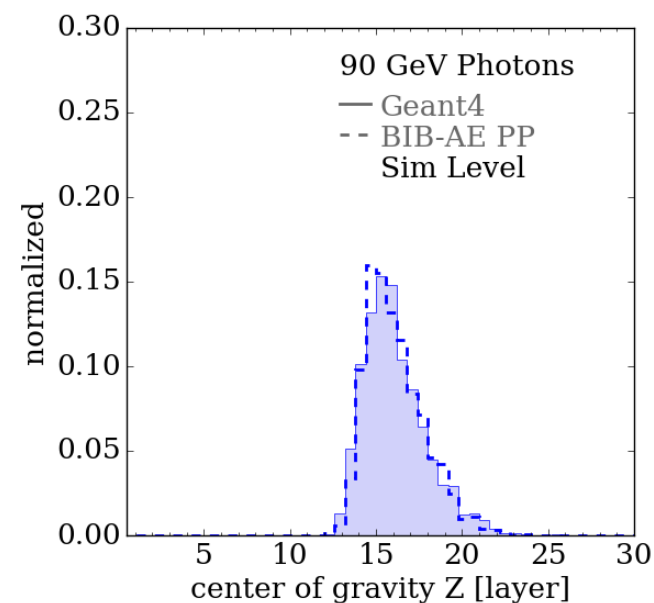
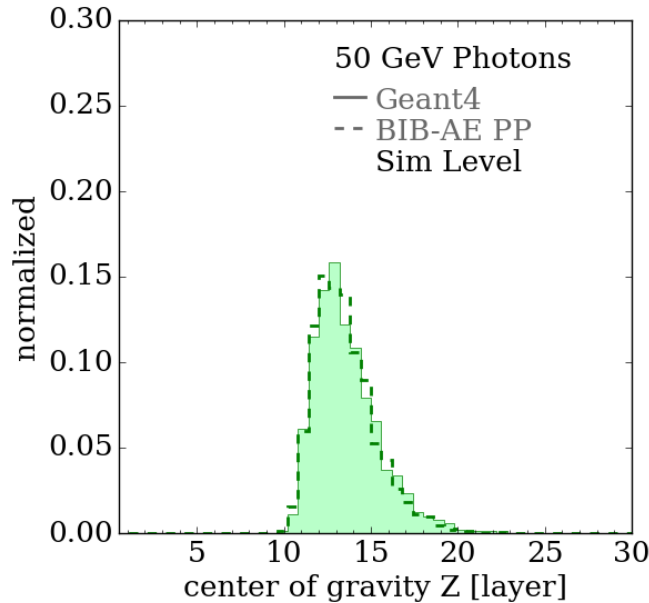
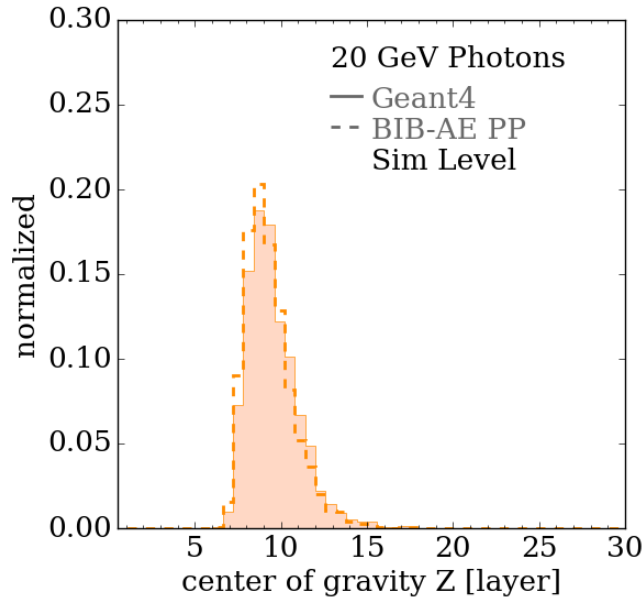




# Results: Longitudinal Profile



# Results: Center of Gravity



# Results: Radial Profile

