

Calorimeter Shower Simulations using VAEs

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CLUSTER OF EXCELLENCE
QUANTUM UNIVERSE



The International Linear Collider

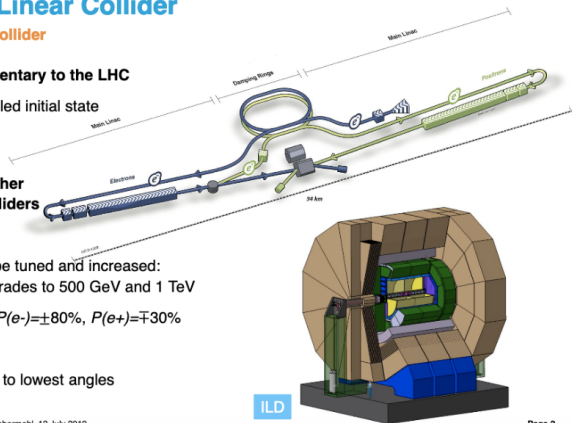
A planned electron-positron collider

Lepton colliders are complementary to the LHC

- cleaner environment, controlled initial state
- coupling to leptons is tested

Advantages of the ILC over other planned electron-positron colliders

- mature technology
- centre-of-mass energy can be tuned and increased: 250 GeV in initial stage, upgrades to 500 GeV and 1 TeV
- polarisation of both beams: $P(e^-)=\pm 80\%$, $P(e^+)=\mp 30\%$
- triggerless operation
- hermeticity of detector down to lowest angles



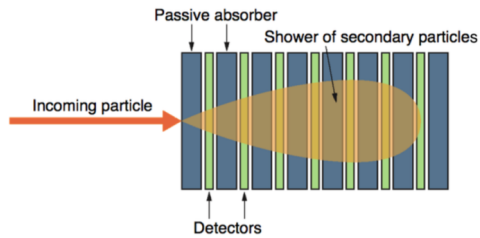
DESY | Particle Discovery Opportunities at the ILC | M. Habermehl, 12 July 2019

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Image taken from EPS-HEP 2019 Conference, presentation by M.Habermehl

Sampling Calorimeter

- Energetic particles interact with matter
- Causes shower of secondary particles



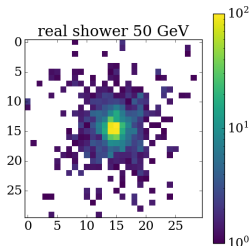
- Detector layers intermixed with passive absorber
- Several shower layers are sampled

Image taken from:

https://www.hephy.at/fileadmin/user_upload/VO-6-Calorimeters.pdf

Goals

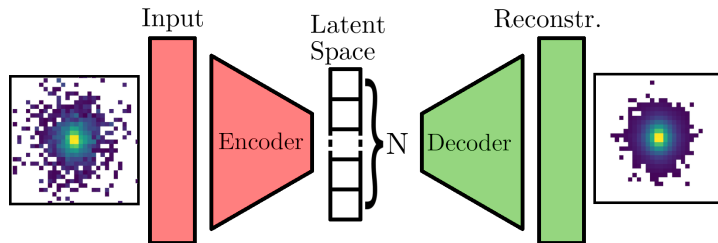
- Simulating showers from first-principle time intensive
- Generate particle showers using generative neural network
 - ▶ Generative **A**dversarial **N**etwork (Engin)
 - ▶ Variational **A**uto**E**ncoder



- Showers as $30 \times 30 \times 30$ matrices
- For now: 30×30 images, summed along beam line

Auto Encoders

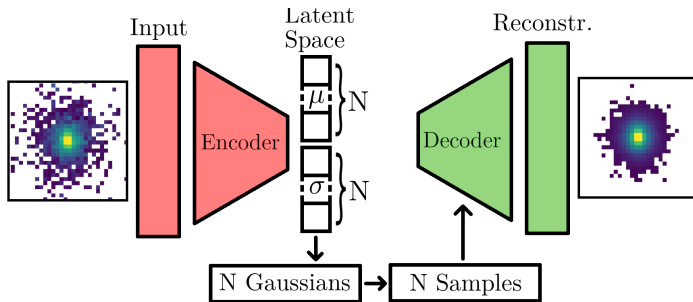
- Unsupervised learning method
- AE's learn images features by compression and reconstruction



- Used (in physics) for classification/anomaly detection
- Complex, irregular latent space, ill suited for generation

Variational Auto Encoders

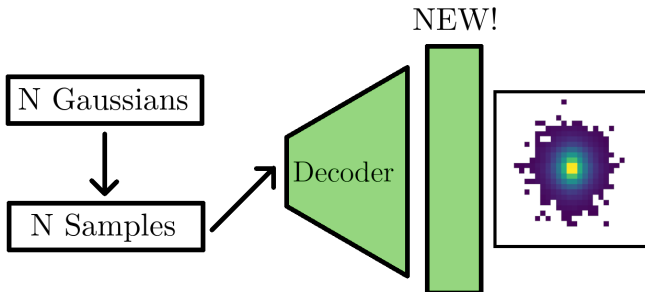
- Latent space set of Gaussian distributions



- Regularized latent space allows for image generation

Generation with VAE's

- Input random samples from normal distributions



- Get new image with similar properties to training data

Loss Function

- Measure the network tries to minimize during training
- Default VAE loss:

$$L = L_{MSE} + L_{KLD}$$

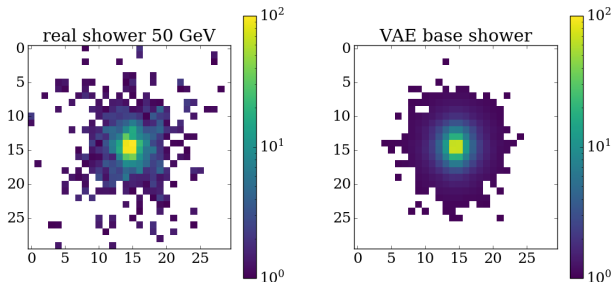
- Mean Squared Error: Per pixel comparison
 $\sum (image - recon)^2$, facilitates reconstruction
- KL-Divergence: Forces latent space to be Gaussian, with width 1, mean 0

- Generated images should be indistinguishable from real ones
- Simple by eye comparison not sufficient
 - ▶ Total energy in shower (sum of all (non-log) pixels)
 - ▶ Energy per calorimeter layer (not applicable here)
 - ▶ Radial energy distribution
 - ▶ Occupancy (number of non zero pixels)

Default VAE

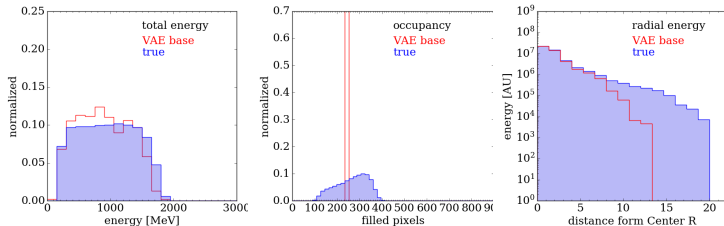
- Standard loss function

$$L = L_{MSE} + L_{KLD}$$



- Center region rather well reproduced
- Sparse structure problematic

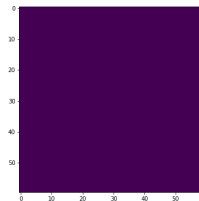
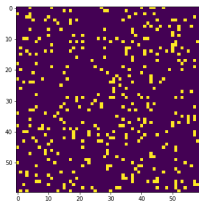
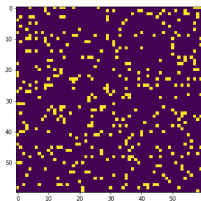
Default VAE



- Energy distribution good
- Fails for occupancy and radial distribution

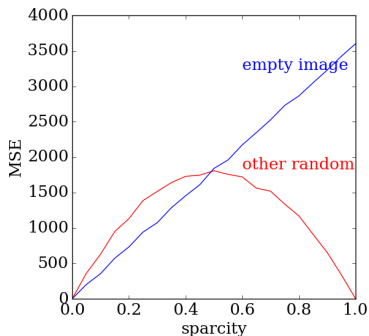
MSE and sparsity

- Take two random, sparse images
- Take empty image
- Calculate $MSE(\textit{sparse}, \textit{sparse})$
- Calculate $MSE(\textit{sparse}, \textit{empty})$



MSE and sparsity

- For very sparse images: Empty gives smaller loss



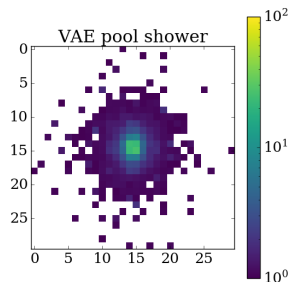
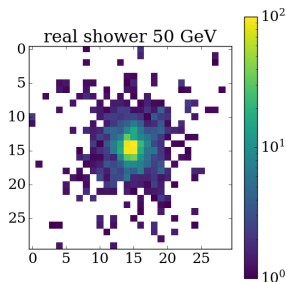
- MSE alone can't reproduce sparse, radial structure

Pooling MSE VAE

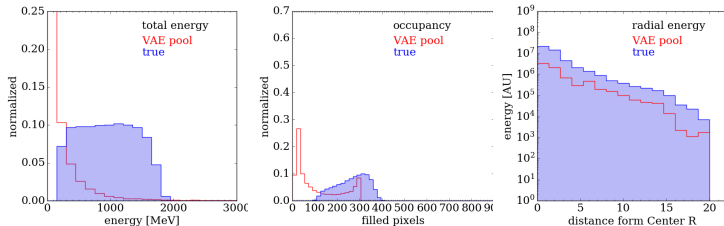
- Apply pooling before MSE

$$L = L_{MSE} + L_{KLD} + L_{\Delta E} + L_{MSE_{3 \times 3}} + L_{MSE_{5 \times 5}} + L_{MSE_{10 \times 10}}$$

- $L_{MSE_{10 \times 10}}$: 10×10 avg-pooling before MSE calculation
- Additional term for depos. energy



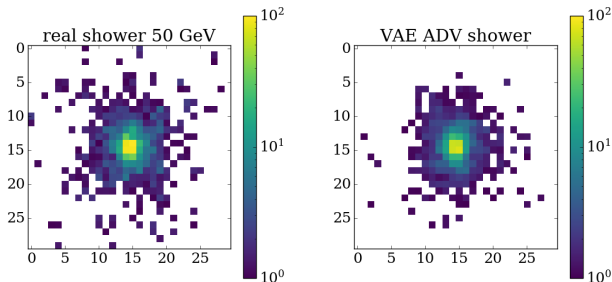
Pooling MSE VAE



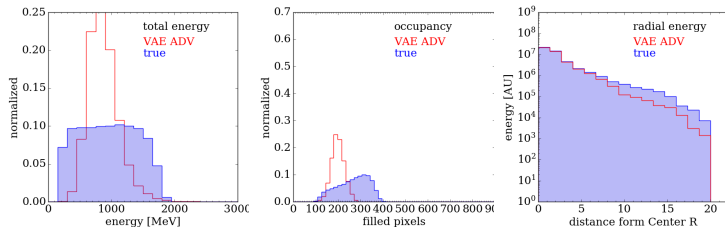
- Improved occupancy and radial distribution
- Energy distribution way off

Adversarial VAE

- Use adversarial network trained to differentiate original and reconstructed image as loss function



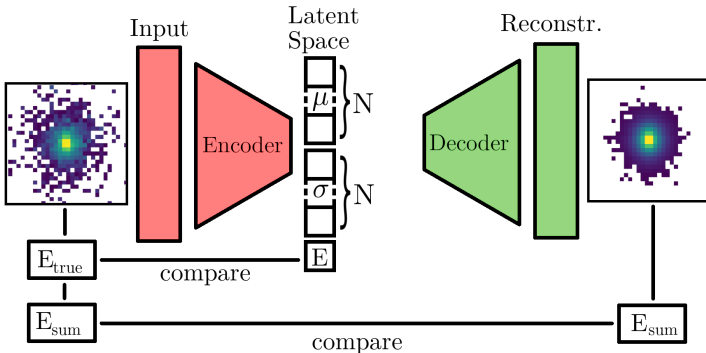
Adversarial VAE



- Occupancy and radial distribution decent
- Energy distribution now approx Gaussian

Energy Conditioned VAE

- Additional latent variable for Energy

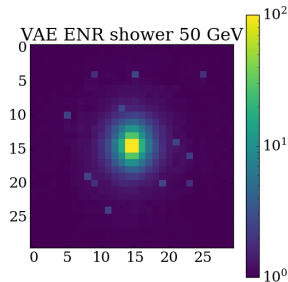
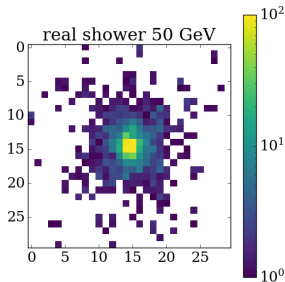


- Energy can be any distribution
- Can request shower for given energy

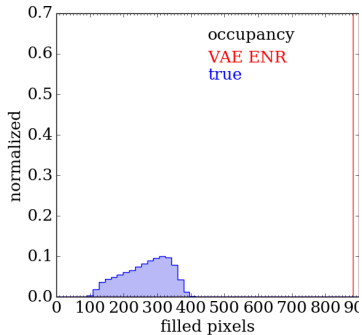
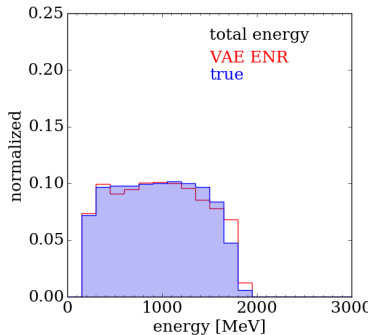
Energy Conditioned VAE

■ Convolutional/transpose-convolutional architecture

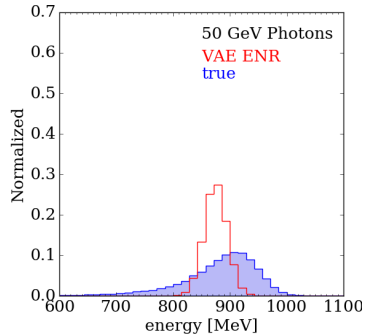
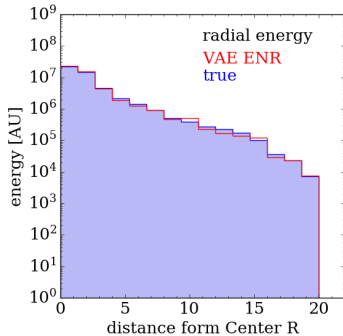
$$L = L_{MSE} + L_{Pool_{10 \times 10, s=5}} + K_{KLD} + L_{MMD_{radial}} \\ + L_{\Delta}(E_{incoming}, E_{predict}) + L_{\Delta}(E_{sum}, E_{sum-recon})$$



Energy Conditioned VAE



Energy Conditioned VAE



- Low energy pixel cutoff
- Variance per pixel in loss
- Loss term for occupancy
- Adversarial plus conditioning