# Fast Calorimeter Simulation With Machine Learning Techniques

# MU Days 2022, GSI

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# **The Strain on HEP Computing Resources**

- Ever **increasing demand** for computing resources
  - MC simulation largest fraction
  - Calorimeters most intensive part of detector simulation
- Projected computing resources required far outstrip what will be available
  - E.g HL-LHC
- Generative ML models potentially offer orders of magnitude speed up

### WALL CLOCK CONSUMPTION PER WORKFLOW



D. Costanzo, J. Catmore, ATLAS Computing update, LHCC meeting , 2019

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CMS Collaboration, Offline and Computing Public Results (2021),

https://twiki.cern.ch/twiki/bin/view/CMSPublic/CMSOfflineC omputingResults

### **Generative Models**

- Approach to fast simulation- amplify statistics
- Aim: **augment** full physics-based **GEANT4** simulation by learning a **transfer function**
- Promising solution: generative models
  - Generate new samples following the distribution of original data
  - Map random noise to data
  - Highly parallelizable
  - Conditioning (E.g., E, θ, φ)

Butter et. al, GANplifying event samples, SciPost Phys. 10, 139 (2021)





# **Challenges for Generative ML Calorimeter Simulations**



#### **From Photons to Pions**

- Hadronic showers significantly harder to learn than electromagnetic showers
  - **Complex** topologies
  - Large event-to-event fluctuations



### **Multi-Parameter Conditioning**

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

# **Latest Progress**

**Hadronic Calorimeter Showers** 

- Achieve significant speedups (CPU/GPU)
- Achieve high degree of fidelity

Hadrons, Better, Faster, Stronger, E. Buhmann, et al. MLST 3 025014 (2022)

Hardware	Simulator	Time / Show	ver $[ms]$	Speed-up
CPU	Geant4	$2684 \pm$	125	$\times 1$
	WGAN BIB-AE	$47.923 \pm 350.824 \pm$	$0.089 \\ 0.574$	$\times 56 \\ \times 8$
GPU	WGAN BIB-AE	$0.264 \pm 2.051 \pm$	$0.002 \\ 0.005$	×10167 ×1309

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### **Latest Progress**

#### **Angular Photon Showers**

- Simultaneous **Energy and Angular conditioning** demonstrated with high physics performance
  - Publication in preparation





### **Summary**

### Achieved

- Generative models hold promise for **fast** simulation of calorimeter showers with **high fidelity**
- Demonstrated high fidelity simulation of **hadronic** showers with generative models
- Demonstrated high fidelity simulation of **photon** showers with **angular and energy conditioning**

### **Next Steps**

- Strategies for dealing with **complex** and **irregular geometries**
- **Integration** into the existing tools (Geant4)
- Full benchmark of **physics performance** after **reconstruction**



### **Architectures: WGAN**

#### WGAN

- Alternative to classical GAN training; Generator and Critic Networks
- Wasserstein-1 distance as loss with gradient penalty: improve stability
- Addition of auxiliary constrainer network for improved conditioning performance



# **Architectures: BIB-AE**

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

- Unifies features of both GANs and VAEs
- Post-Processor network: Improve per-pixel energies; second training
- Multi-dimensional KDE sampling: better modeling of latent space

Voloshynovskiy et. al: Information bottleneck through variational glasses, <u>arXiv:1912.00830</u> (2019)

Buhmann et. al: Getting High: High Fidelity Simulation of High Granularity Calorimeters with High Speed, <u>CSBS 5, 13</u> (2021)



### **Pion Showers: Sim Level Results**



layer Z

## **Results: Visible Energy Sum**

• Visible energy is nicely described for different incident angles and energies



DESY. | International Conference on High Energy Physics | Peter McKeown | 08.07.2022

### **Results: Angular Reconstruction Distributions**

• Angular distributions agree well for given incident energies after reconstruction with a PCA



### **Results: Cell Energy Spectrum**

• Post Processor Network retains its ability to correctly describe the cell energy distribution



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Hadrons, Better,

Faster, Stronger,

[layers] 20 30

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