# **CaloClouds 3**

#### **Fast photon showers**

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#### HELMHOLTZ



Conceptual design and objectives





Conceptual design and objectivesData format





- Conceptual design and objectives
- Data format
- Network architecture



#### **Overview**

- Conceptual design and objectives
- Data format
- Network architecture
- Performance of the model



# **CONCEPTUAL DESIGN AND OBJECTIVES**



## **The Objective**



A generative model for detector response to photon showers.

- Produce realistic distributions.
- Must reconstruct like G4 events.
- Detector has a high granularity calorimeter, we need high spatial resolution.
- Model must be light weight, without too many parameters.
- Inference must be fast.

## **Comparison to industrial generative objectives**

We use techniques from image generation, but need something else.		
	Image generation	<b>Detector simulation</b>
Primary	Singular samples	Distribution over samples
objective		
Training data	Potentially limited	Excess available
Statistical	Discontinuities, irregular	smooth "physical" distri-
properties		butions
Submanifolds	Theorised, maybe subjec-	Certain, quantifiable
	tive	
Model size	May be large	Must be small



Beyond just comparing the distributions of kinematics in the training data, we need a metric that reflects the end goal. The simulation should give the same results as G4 under reconstruction.

- The **energy** of a reconstructed photon should be the same.
- **The resolution**,  $\frac{\sigma_{90}}{\mu_{90}}$ , of a reconstructed photon should be the same.
- The **multiplicity** of reconstructed photons should be the same.



**Resolution of a reconstructed photon** 

- σ<sub>90</sub> is the width of the distribution of reconstructed energies at 90% of the true energy.
- μ<sub>90</sub> is the mean of the distribution of reconstructed energies at 90% of the true energy.
- The resolution,  $\frac{\sigma_{90}}{\mu_{90}}$ , falls with increasing energy using a G4 simulation.





Energy of a reconstructed photon

Using a G4 simulation reconstructed energy of the photon is very linear with the true energy of the photon.







**Multiplicity of reconstructed photons** 

The number of reconstructed photons varies with separation. We must reproduce the quite non linear behaviour of the G4 simulation.





# **DATA FORMAT**



### **Grids v.s. Clouds**

A taxonomy of fast detector simulations should be done by the way the data is represented;

This is not an comprehensive list (apologies if your favourite model isn't shown).

#### Grid based

- Grid is fixed to location in detector
  - ATLAS fast sim.
- Grid is fixed to shower axis
  - All the models of CaloChallange.
  - Models being developed by CERN quest.
  - L2L flows

#### Gridless distributions

- Point clouds
  - CaloClouds (I, II and 3)
- Parametrised distributions
  - DELPHIS (kind of)
  - Old CMS fast sim.
- Post reconstruction (jets, etc)
  - CMS new fast sim.
  - PIPPIN fast simulation and reconstruction.



#### **Our training data** Photon showers in the ILC EM calorimeter



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Photon Energy: 90 [GeV] Event: 4 Time step: 0.98246 [ns]



#### Our training data Geometry of the ILC EM calorimeter



- The ILC EM calorimeter is a high granularity calorimeter.
- Designed to do precision work for a Higgs factory.
- Calorimeter naturally has supports, creating blind spots.
- Each module contains two PCBs, such that layers are grouped in pairs.
- Modules are intentionally offset, such that cells are staggered one layer to the next.



## **Our training data**

**Regularising the geometry** 

We want one model for the whole calorimeter, but the irregular geometry is position dependant.

- Gaps due to supporting structures are removed.
- The modules are aligned, so each cell is centred above the one radially below.





## **Reduced input multiplicity**

G4 gives more details than just which cell was hit; approximately 40k "steps" per event.

- More steps reduces the impact of moving the shower to different cells.
- Training on all G4 steps is not feasible.
- We must discover a safe, but feasible, granularity.

Photon Energy: 90 [GeV] Event: 4 Time step: 0.98246 [ns]



## **Reduced input multiplicity**

#### Impact on performance metrics



- Run G4 with the regular detector geometry.
- Place hits into regular grids.
  - Optimum (x1) is a grid of the regular detector cells.
  - Optimum (x9) is a grid with 9 time the fidelity of Optimum (x1).
  - Optimum (steps) is a sample without the grid.
- Project the hits back into real geometries and evaluate performance.



## **Reduced input multiplicity**

#### Impact on performance metrics





# NETWORK ARCHITECTURE















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#### ShowerFlow



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#### ShowerFlow



#### A normalising flow, with transforms conditioned on the input.





#### ShowerFlow



A normalising flow, with transforms conditioned on the input.

- Input is a vector of noise length 62.
- Transforms include 14 permutations, 12 affine couplings and 2 splines (interleaved).
- The output is center of gravity in x and y, energy per layer and points per layer.

#### **Diffusion model**



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#### **Architecture of CaloClouds 3 Diffusion model**



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#### Architecture of CaloClouds 3 Diffusion model

- A diffusion model, conditioned on the incident particle.
- k-Diffusion in the style of Karras et al., 2022
- Each hit (4 vector) is a single draw, can draw batches.
- Points are iid (the diffusion model has no latent space).
- The model is distilled for speed.





## PERFORMANCE OF MODEL



#### Against the training data





**Resolution of a reconstructed photon** 

- CaloClouds 3 reproduces the resolution of the photon showers almost as well as is possible with the training data.
- Remaining discrepancies are due to the irregular nature of the detector.





Energy of a reconstructed photon

- CaloClouds 3 receives a constant correction factor to match the simulated energy to the expected energy after projecting back into a real geometry.
- This correction factor makes up for energy loss from the simulated shower in dead regions. It moves all CaloClouds 3 ratios upwards by the same amount.
- Importantly, CaloClouds 3 remains linear in reconstructed energy.





**Multiplicity of reconstructed photons** 

- Reconstructions of CaloClouds 3 obtain the same number of photons as the photons are separated.
- Devotion from the G4 behaviour is very minor, and almost within errors.





#### Inference speed



While the speed up from this model does vary with photon energy, it is highly efficient across a wide range of relevant energies.



#### **Conclusions and further work**

- CaloClouds 3 is a fast generative model using diffusion and normalising flows for photon showers in a high granularity calorimeter.
- It reproduces the kinematics of it's training data with great accuracy.
- Objects produced upon reconstruction are nearly indistinguishable from those produced by G4.





#### Contact

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