

Istituto Nazionale di Fisica Nucleare SEZIONE DI FIRENZE



# Generative Models at the LHC

Lucio Anderlini



Trento, November 23rd, 2023



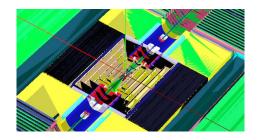




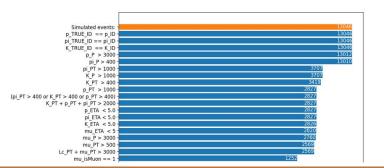


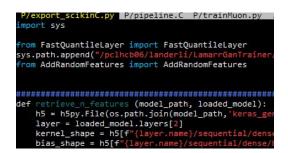
#### Why do we need simulation?

#### **Design** detectors and experiments



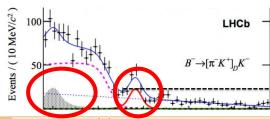
Evaluate selection efficiencies for **physics signal** and **backgrounds** 





**Design** selection strategies (e.g. for the trigger)

Build **statistical models** for physics contributions



#### **Event size of the LHC experiments**

**Different** physics

**Different** experiments

**Different** data processing

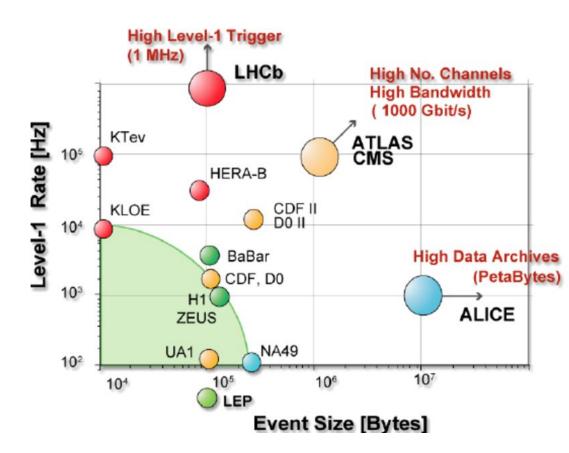
**Different** data formats

**Different** needs in terms of simulation.

#### Same problem:

simulation costs too much

**Different** solutions



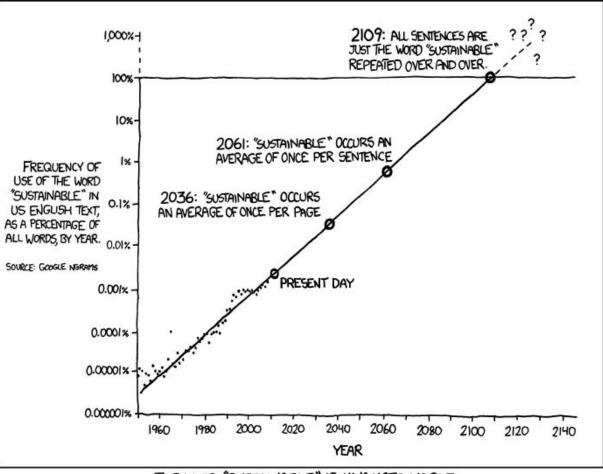






Analysing larger datasets requires larger (or at least more and diverse) simulated samples.

The proportionality between the analysed luminosity and the simulation requests has been observed during Run1 and 2.

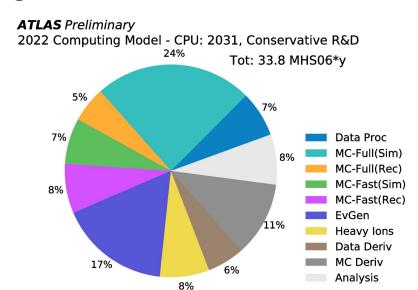


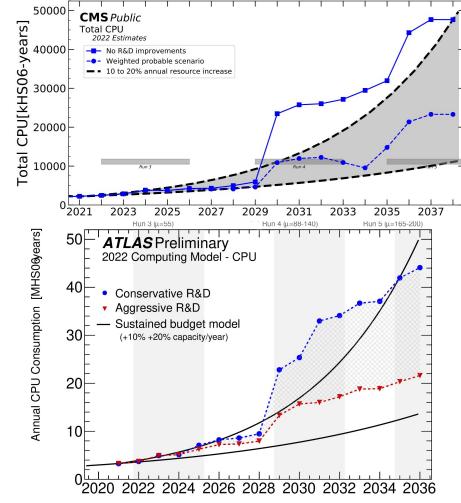
THE WORD "SUSTAINABLE" IS UNSUSTAINABLE.

# The simulation challenge

Aggressive R&D is needed to decrease the impact (read the money) to obtain the necessary simulated samples.

It goes under the name of *Fast Simulations* 



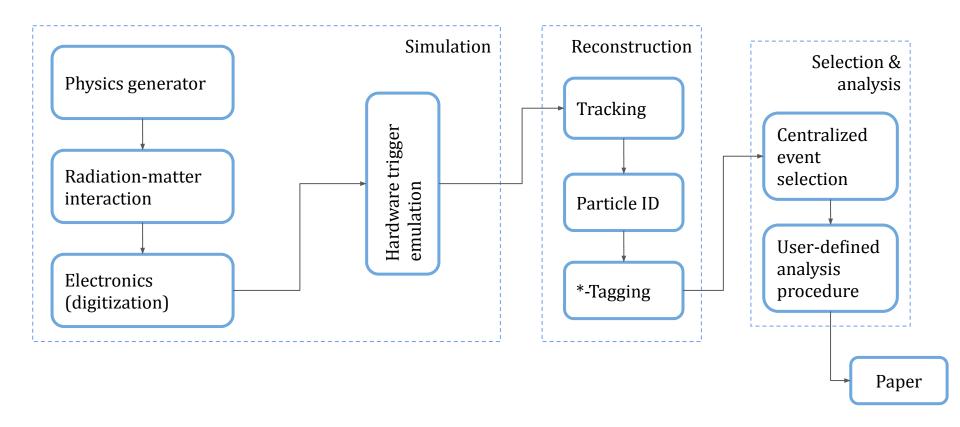








## Standard simulation: the big picture

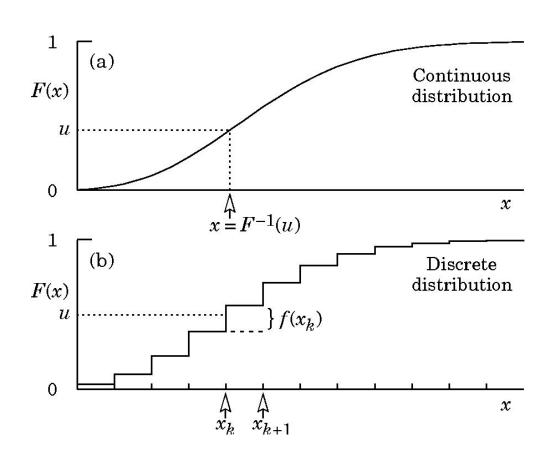


#### **Parametric simulation**

We know from statistics that we can generate samples according to a given distribution, for example, through the inverse CDF method.

We use machine learning to learn a multidimensional equivalent of the inverse of the cumulative *F* of the target distribution

as a function of some parameter, e.g. the momentum of a particle.

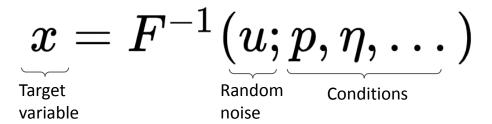


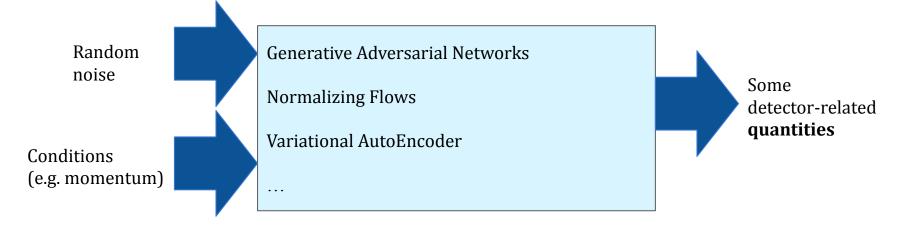






## Our ML building block



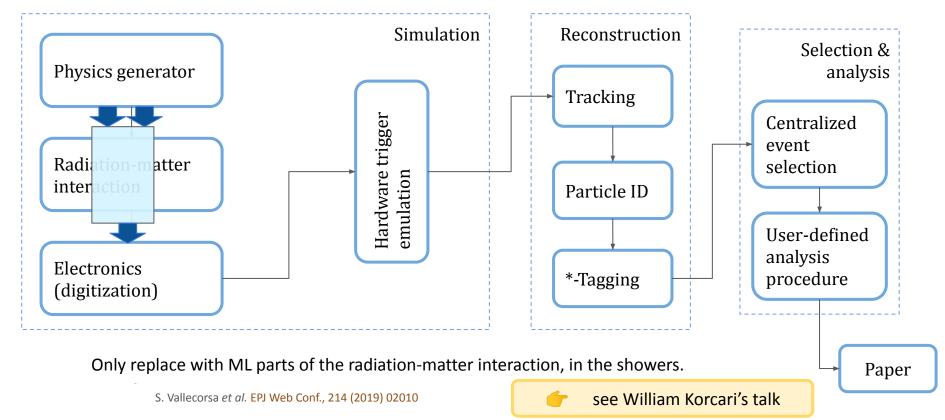








## **Approaches to ML in simulation:** Speed-up Geant

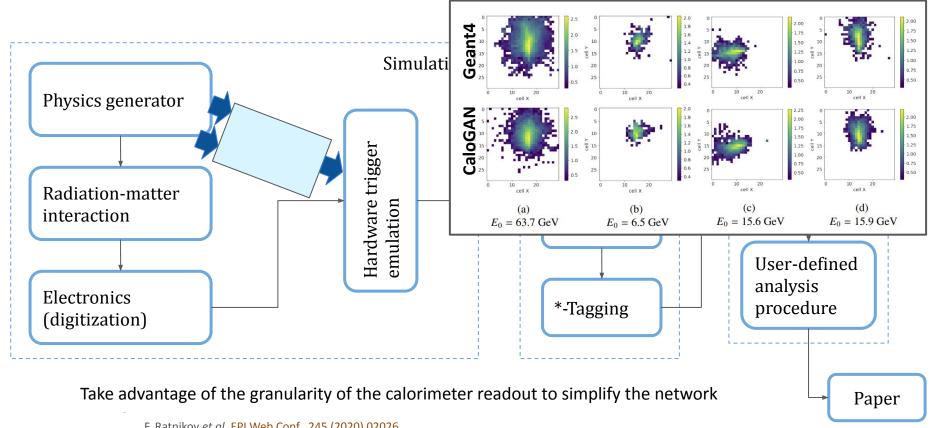








#### **Approaches to ML in simulation:** Fast Simulation

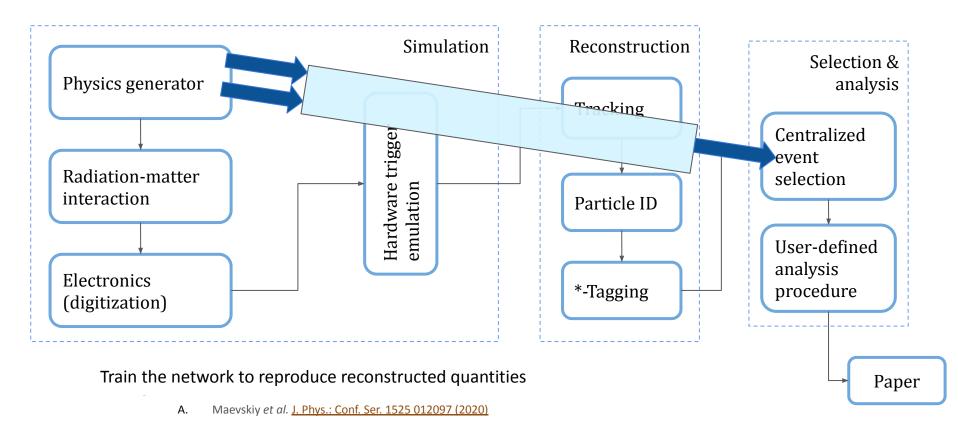


F. Ratnikov et al. EPJ Web Conf., 245 (2020) 02026





#### Approaches to ML in simulation: Ultra-Fast Simulation

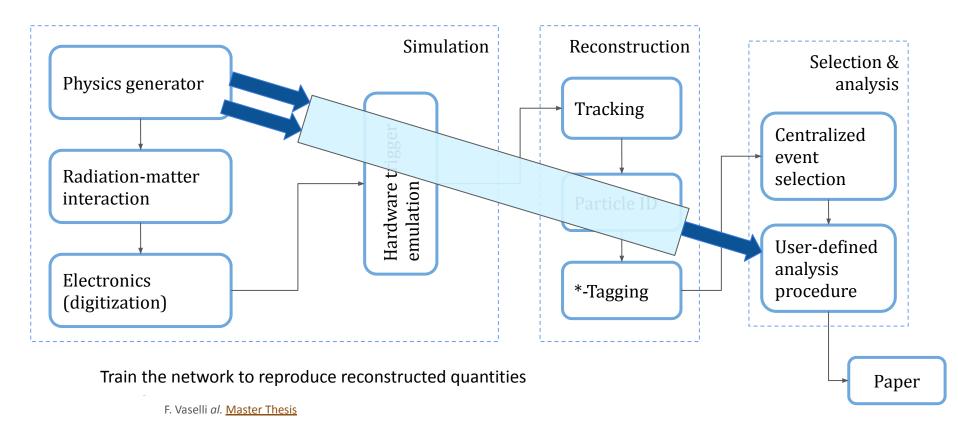








#### **Approaches to ML in simulation:** Flash Simulation









# How to choose? It depends...

#### Lower-level parametrization (Fast simulation):

- enabable to run (a fraction of) the experiment reconstruction software:
   all variables/concepts will be available to the final user
- are usually very tricky to train because we wish the reconstructed quantities, rather than the output of the model, will be compatible with full simulation
- modest speed-up

#### Higher-level parametrization (Flash simulation):

- only simulates variables needed in the final analysis
- *training is made easier* by the availability of the metrics on the relevant variables
- major speed-up is possible







#### Two intermediate ideas from LHCb

#### Auxiliary regressor [ACAT`21, 2207.06329]

One can push Fast → Flash Simulation by training the generative model to be aware of the reconstructed quantities.

This is achieved by training an additional neural network to emulate the reconstruction procedure as a differentiable function, and including it in the training procedure of the generative model.

#### **Ultra-fast simulation framework** [ICHEP`22]

Push Flash → Full Simulation by parametrizing with different "flash simulations" different high-level objects (particles, vertices, particle IDs).

The analyst will still need to combine those objects to "interpret" the event by reconstructing particle decays with custom strategies.









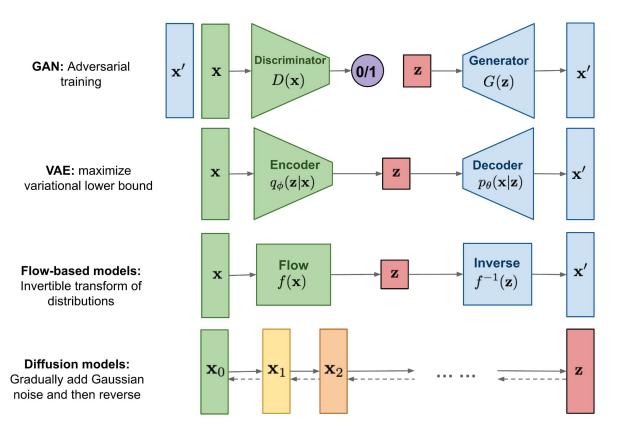
# **Foundational models**







#### Fundational models: GAN, VAE, NF and Diffusion models



Scheme stolen from Lilian Weng's blog post

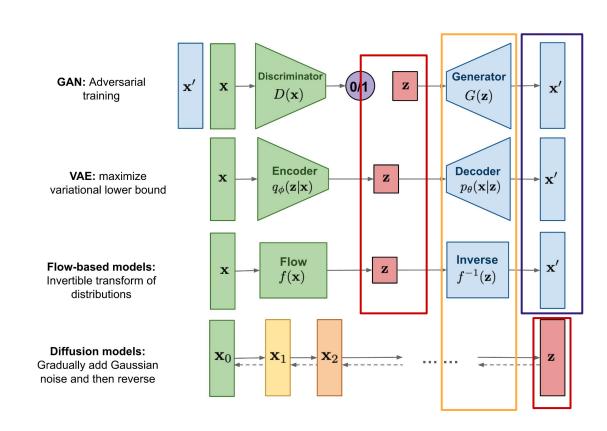
16

# **Common building blocks!**

Latent space

**Generative Models** 

Synthetic data





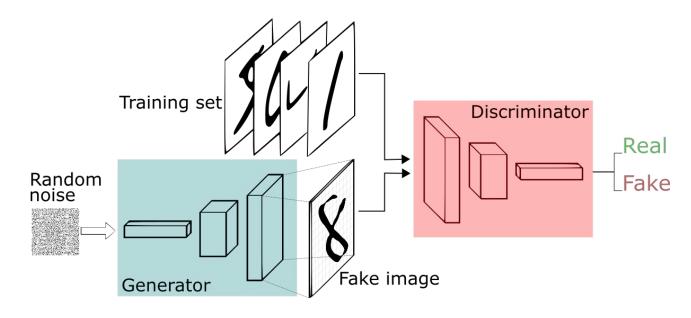
# Generative adversarial networks: game-theory inspired training dynamic

#### Discriminator D:

estimates the probability of a given sample coming from the real dataset

#### Generator G:

outputs synthetic samples given a noise variable input (brings in stochasticity)



$$egin{aligned} \min_G \max_D L(D,G) &= \mathbb{E}_{x\sim p_r(x)}[\log D(x)] + \mathbb{E}_{z\sim p_z(z)}[\log(1-D(G(z)))] \ &= \mathbb{E}_{x\sim p_r(x)}[\log D(x)] + \mathbb{E}_{x\sim p_q(x)}[\log(1-D(x)] \end{aligned}$$









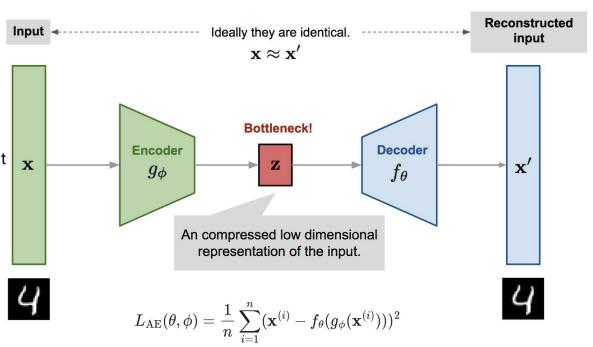
# Autoencoders can be a great starting point

Encode **x** into low dimensional representation!

Encoder network: It translates the original high-dimension input into the latent low-dimensional code. The input size is larger than the output size.

Decoder network: The decoder network recovers the data from the code

Why can't I use this for generation?



**Reconstruction Loss** 



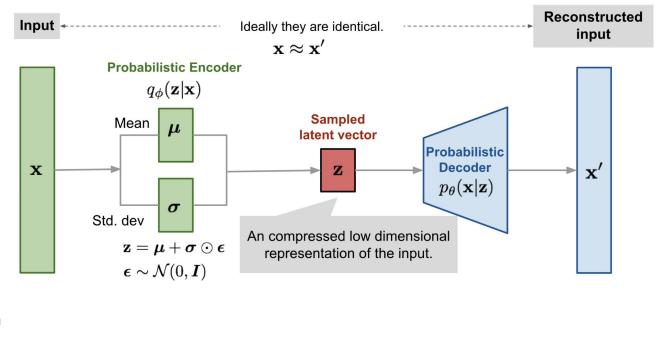




# Finally, a variational autoencoder!

We can produce new, original data samples z with arbitrary mean and sigma!

- Latent Space
   Representation:
   meaningful, smooth
   latent space
   representations, great
   for tasks like anomaly
   detection or data
   compression.
- Flexibility
- Interpolation: VAEs can interpolate between data points in a meaningful way in the latent space.



# The basic idea: change of variables

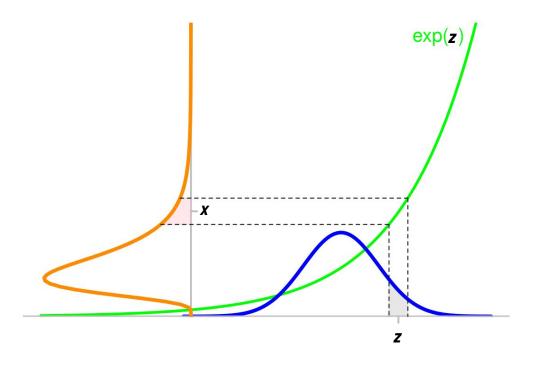
We define a transform *f* such that:

$$\mathbf{x} = f(\mathbf{z})$$
$$\mathbf{z} = f^{-1}(\mathbf{x})$$

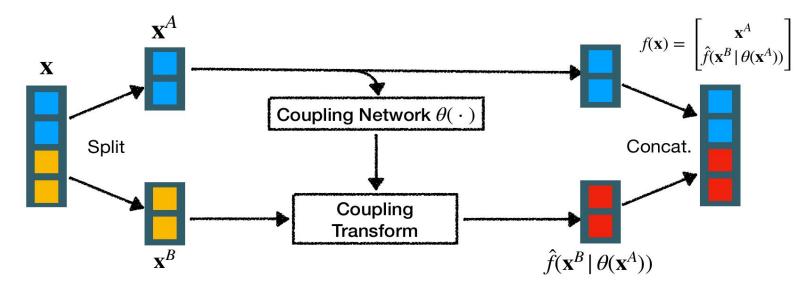
The two pdfs are related:

$$p_x(\mathbf{x})d\mathbf{x} = p_z(\mathbf{z})d\mathbf{z}$$

$$p_x(\mathbf{x}) = p_z(f^{-1}(\mathbf{x})) \det \left| \frac{d\mathbf{z}}{d\mathbf{x}} \right|$$



# Coupling layers are a way of addressing jacobian complexity



$$\mathbb{J}_f(\mathbf{x};\,\phi) = \begin{pmatrix} \frac{\partial \vec{x}_{1:d}}{\partial \vec{z}_{1:d}} & \frac{\partial \vec{x}_{1:d}}{\partial \vec{z}_{d+1:D}} \\ \frac{\partial \vec{x}_{d+1:D}}{\partial \vec{z}_{1:d}} & \frac{\partial \vec{x}_{d+1:D}}{\partial \vec{z}_{d+1:D}} \end{pmatrix} = \begin{pmatrix} \mathbb{I} & 0 \\ A & \mathbb{J}^* \end{pmatrix} \quad \text{the Jacobian becomes triangular!}$$

from Jason Yu









# Some applications



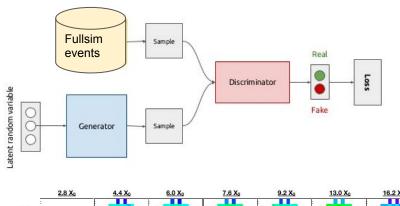


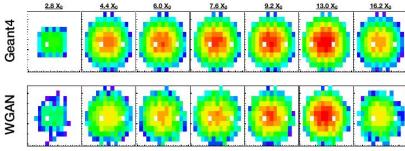




#### Simulation

- Detailed (full) simulation (GEANT4 based)
  - Speed up some slow parts (e.g. shower models)
- **Fast-simulation** 
  - Various versions of "fastsim" exists (w/o ML)
    - Re-produce low-level detector data is hard
      - Do not attempt to simulate "tracking hits" and just short cut to "tracks"
    - Only produce high level (analysis) simulated data formats (e.g. "Delphes like" simulation)
  - Many inputs, arbitrary parameters in the algorithms, high complexity ⇒ ideal AI field!
- Ideally ML may allows to have a simulation that is almost as accurate as Geant4 for analysis purpose but could run as fast as Delphes







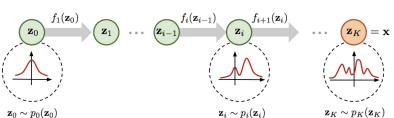


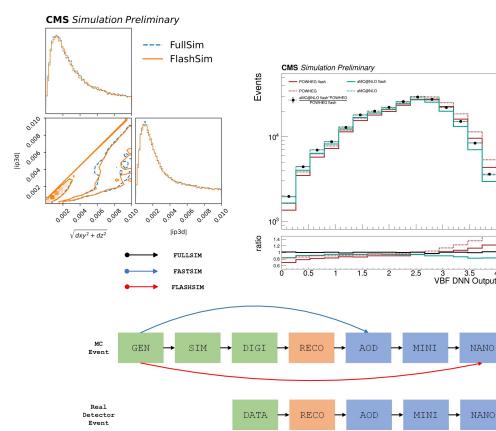




#### **Fast simulation with Normalizing Flows**

- Delphes like simulation "from generator to analysis ntuples" using machine learning
  - I.e. "skip GEANT"
- CMS prototyped a generic "Flashsim" using normalizing flows
- ATLAS used NF for analysis specific simulation
- LHCb implemented fast simulations with **GANs**







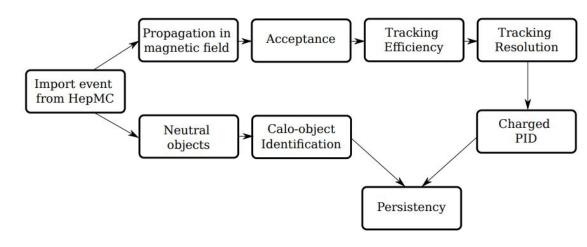




#### **Lamarr:** a pipeline of parameterizations embedded in Gauss

Lamarr is a pipeline of **modular parametrizations**, integrated with the LHCb analysis framework:

- compatibility of the same,
   LHCb-tuned, generators
- compatibility with the distributed computing middleware (LHCbDirac) and production environment
- producing datasets with same persistency format

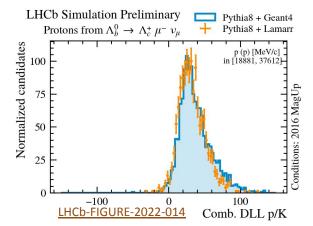


Efficiencies are modeled with binary classifiers (e.g. **BDT**) predicting the probability of being reconstructed/selected...

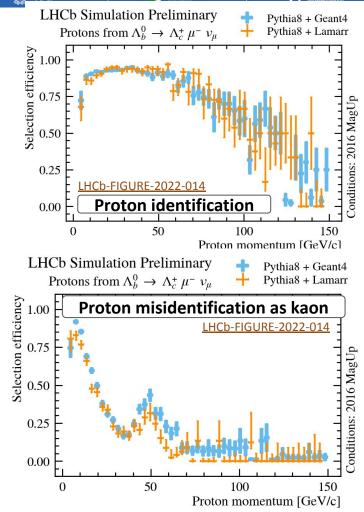
Reconstructed quantities/errors are modeled with GANs

#### **Proton identification**

Lamarr simulates the distribution of the detector response. Analysts often inject the detector response in some analysis-specific classifier.



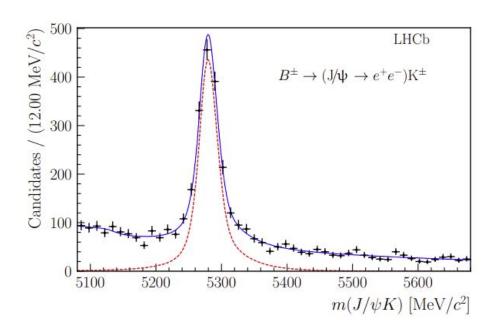
Here, we define cuts to visualize the ability of the trained models to describe the dependence of the detector response on occupancy and kinematics.







#### Training on background-subtracted data



Background contribution can be modeled effectively studying the **invariant mass of some particle** involved in the decay process.

The effect of the **contamination** on any variable uncorrelated to the mass can then be statistically subtracted with the *sPlot* technique.

The **loss function of the machine learning algorithm** is modified to be compliant with the *sPlot* hypotheses and learn from the signal component while ignoring the contamination.









# A word on Resources & Infrastructure







# **Training**

- Training generative models is computationally expensive and requires GPU;
- GPUs are not granted to the LHC experiments as part of the WLCG pledges, but they
  are often provisioned in an opportunistic way.;
- Services for hyperparameter optimization may be needed [e.g. <u>hopaas</u>]
- Commercial cloud providers are too expensive.

INFN is trying to coordinate **cloud-based access to GPU resources** for training models with two initiatives:

- A flagship on Advanced Machine Learning in the Spoke2 of the Centro Nazionale
- An initiative of CSN5, named "AI\_INFN" officially starting in January 2024.

Take part!



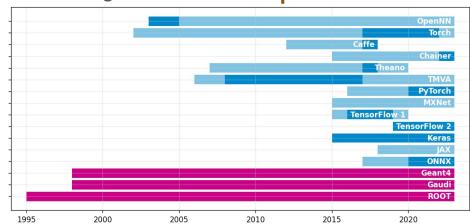


#### **Deployment on software**

Multiple options are available and are being explored for deploying ML in HEP applications (C++ distributed on WLCG).

- project lifecycle;
- throughput;
- single-call overhead

should all be considered for an optimal selection



# Model complexity & Throughput

#### Accelerated Services

MLaaS4HEP <u>FaaST</u>

#### **Dedicated Runtimes**

Tensorflow C/C++ TorchLib **ONNX** 

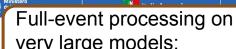
C++ libraries SOFIE/TMVA **LWTNN** 

#### C transpilers

keras2c <u>scikinC</u>

Overhead on single-evaluation





very large models; multiple event batches

Multiple options are available and ar being explored for deploying ML in H applications (C++ distributed on WLCG).

Integration in experiment software implies risky dependencies

**Explexity** 

Mode/

Torch

ONNX

Geant4 Gaudi ROOT

2020

**Accelerated Services** MLaaS4HEP

Y ICSC

**FaaST** 

project lifecycl

throughput;

single-call over

Reconstruction-level classifiers and regressors on single objects



Tensorflow C/C++ TorchLib **ONNX** 

Real time, fixed-latency Chainer Theano data processing PyTorch

2015

Ultra-fast simulation

2010

2005

**LWTNN** C transpilers

<u>keras2c</u> <u>scikinC</u>

Overhead on single-evaluation

Nov 2023

ALPACA Workshop - Trento

C++ libraries

SOFIE/TMVA

1995

2000









#### Slide from Lorenzo Sestini as presented at the Fifth ML\_INFN Hackathon, Pisa

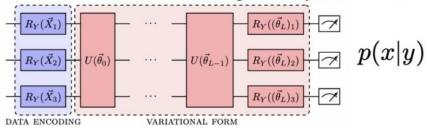
# **Generative QML: Quantum Born Machines**

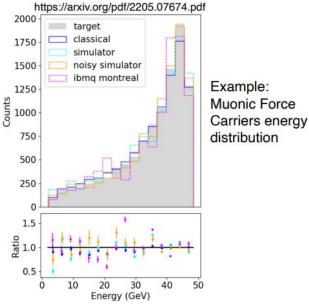
- Quantum Circuit Born Machines (QCBM) make use of the stochastic nature of quantum measurements, no classical analogs
- Each base element of the quantum space is mapped to a specific configuration of the system we want to simulate

$$ightharpoonup p_{\theta}(x) = |\langle x | \psi(\theta) \rangle|^2$$

- As an example if we have N qubits we can simulate a distribution in 2<sup>N</sup> bins
- Variational Quantum Circuits are trained to obtain the best compatibility with respect to the original dataset. The initial state has a negligible impact.

#### Conditional Born Machines: conditions are given in input to the circuit





QCBM are pretty stable and reliable, but many qubits are needed for multidimensional simulations

16/11/2023 Lorenzo Sestini 29/36

16/11/2023





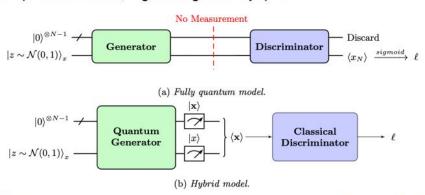




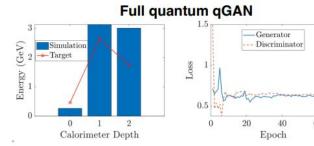
#### Slide from Lorenzo Sestini as presented at the Fifth ML INFN Hackathon, Pisa

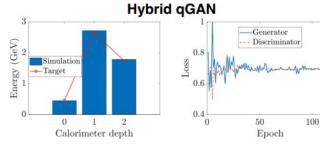
# **Generative QML: qGAN**

- Quantum Generative Adversarial Networks: a quantum generator is trained against a discriminator (classical or quantum)
- In general, GAN (not only qGAN) could replace time-consuming program as Geant4
- With qGAN, N qubits can be used to simulate 2<sup>N</sup> features (NOT 2<sup>N</sup> configurations as in Born Machines)
- The problem is the stability and convergence: it is useful to increase the latent space dimension, e.g. adding ancillary gubits



https://arxiv.org/pdf/2101.11132.pdf
Calorimeter simulation: energy as a function of the depth (3 bins





Lorenzo Sestini 30/36







# Conclusion

Generative models represent a viable strategy to significantly <u>reduce the computing</u> <u>time to produce simulated</u> samples for the LHC experiments.

The fundamental idea is that we can **parametrize** very effectively some step in the simulation pipeline.

Which step we consider as worth approximating depends on the application.

Independently of the exact model chosen for the parametrization, training and deploying generative models in the HEP software environment is not trivial and deserves dedicated effort.

The research community is extremely fresh and active! Take part!