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Pruning and resizing deep neural networks for FPGA implementation in trigger systems at collider experiments

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ACAT 2022, Bari 27/10/2022



A lot of data

Collider experiments produce a **huge amount of data**.

At the Large Hadron Collider we have

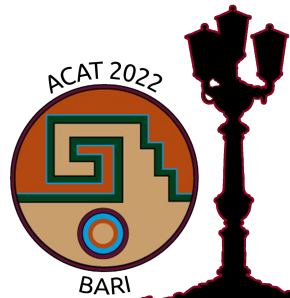
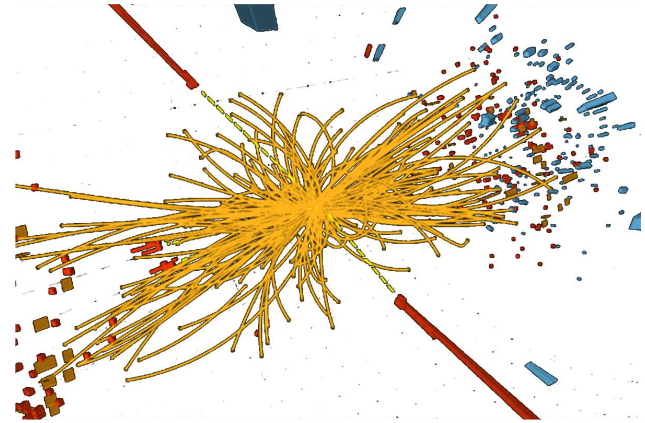
- one collision every 25 ns (= **40 Million collisions/sec**)



- **thousands of particles** emerging from each collision

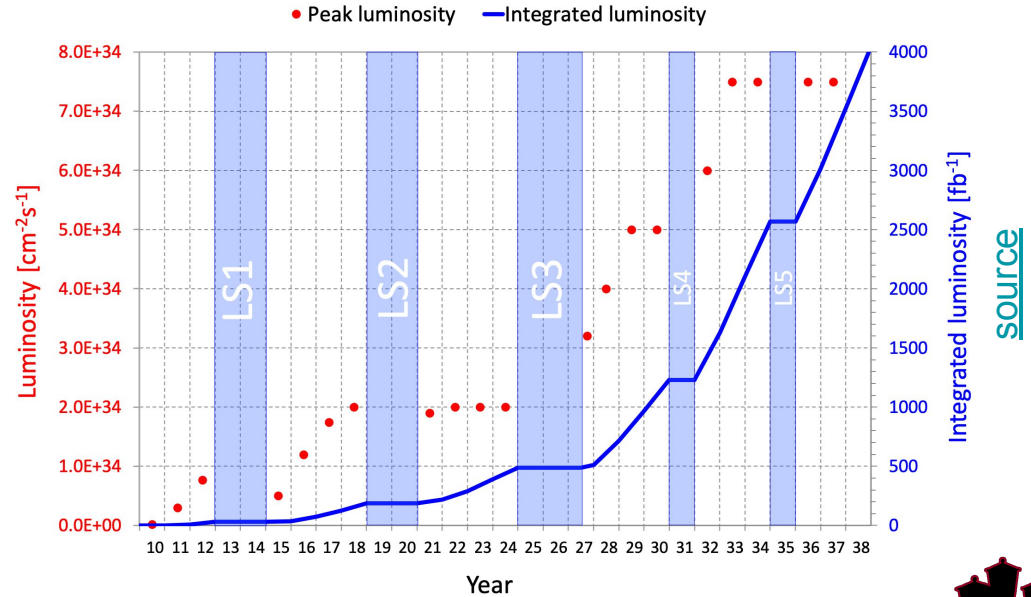
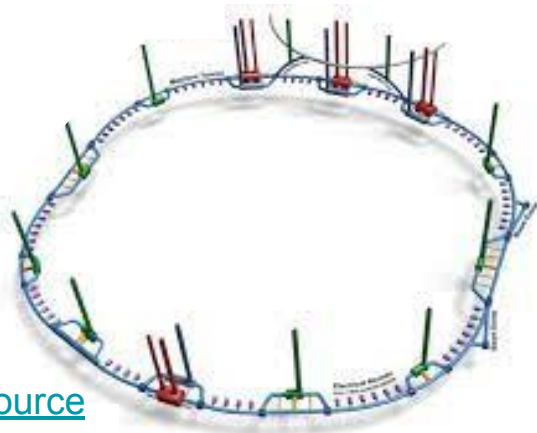


- **1 MB of data** recorded at each collision by big detectors



Increasing data at future colliders

The **HL-LHC** will produce more than 250 fb^{-1} of data per year and will be capable of collecting **up to 4000 fb^{-1}** ($1 \text{ fb}^{-1} \sim 100$ million million collisions).



At the **FCC-hh** huge amounts of data will be produced (**$O(\text{TBytes/s})$** expected).



The trigger system at the LHC

Not all data produced at the LHC are stored: they are first filtered with a trigger chain

Detector
collisions



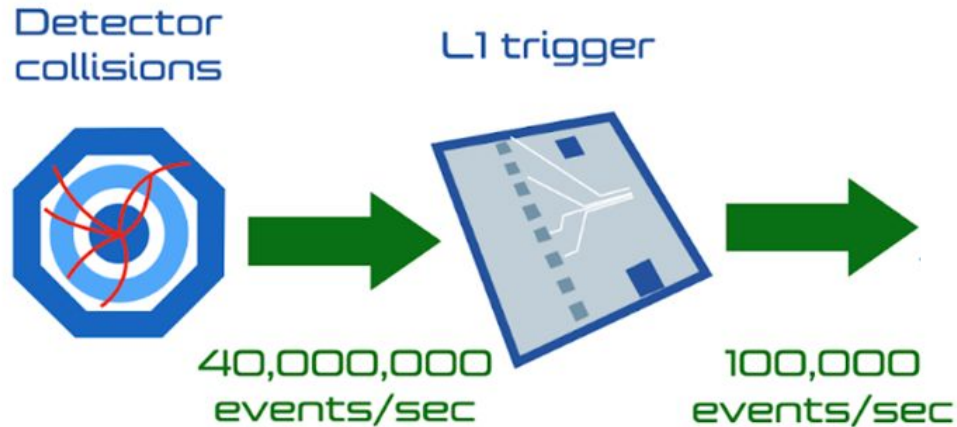
40,000,000
events/sec

[source](#)

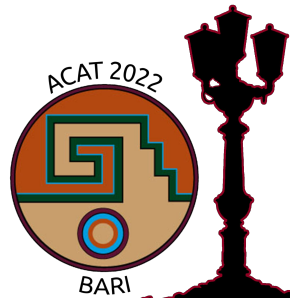


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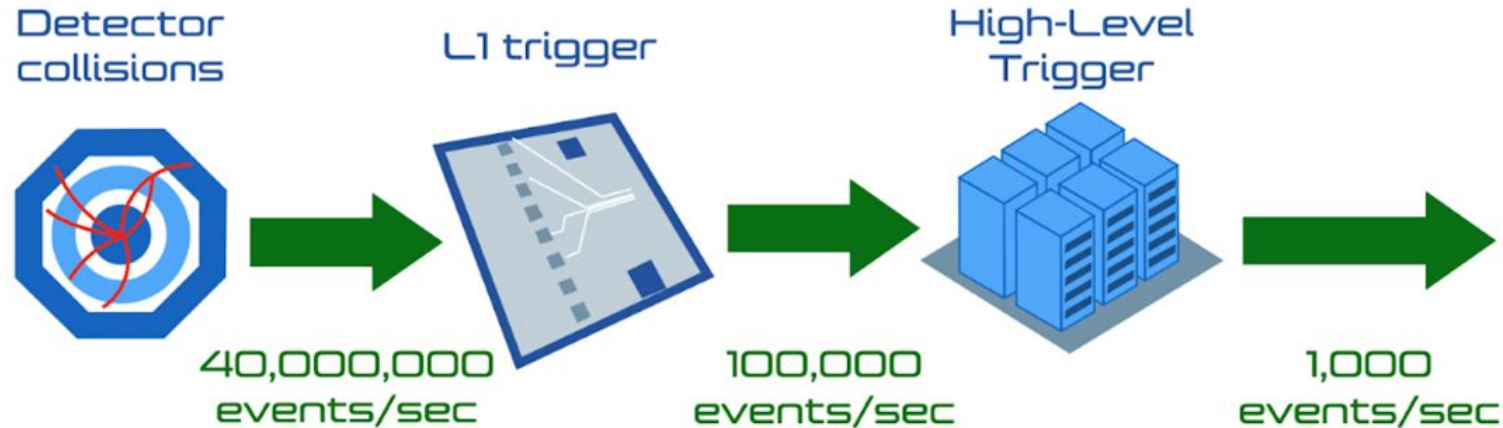


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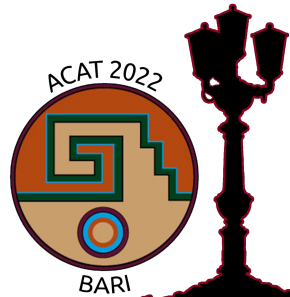


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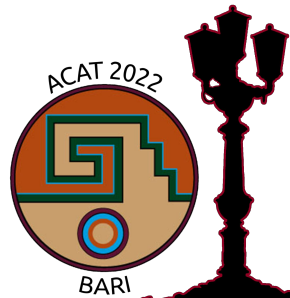
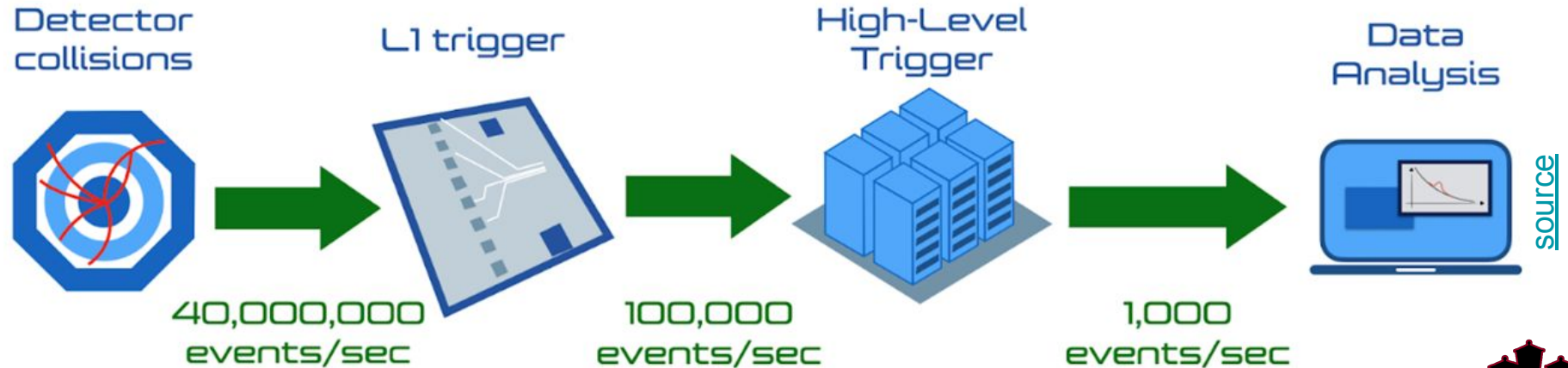


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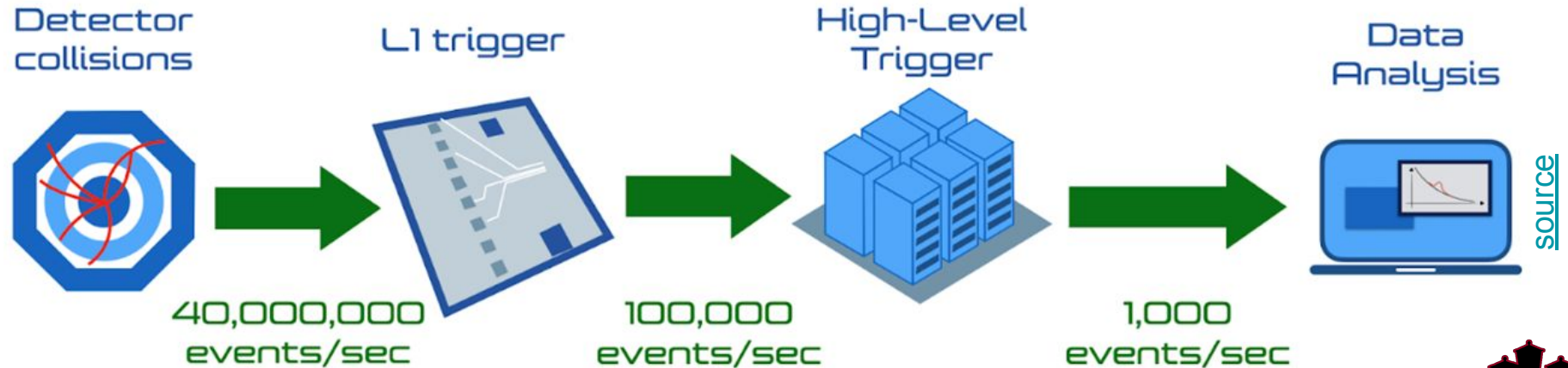
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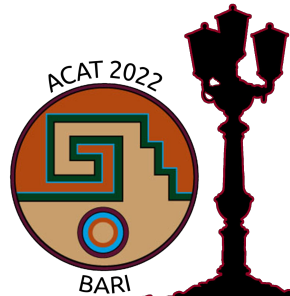


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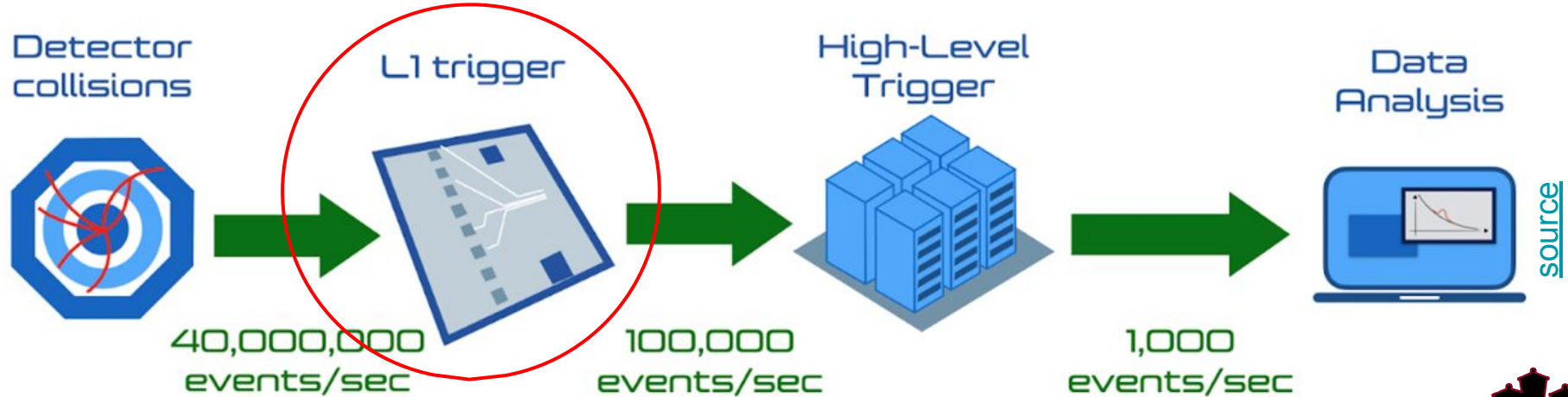


Events that are discarded by the trigger are **lost!**



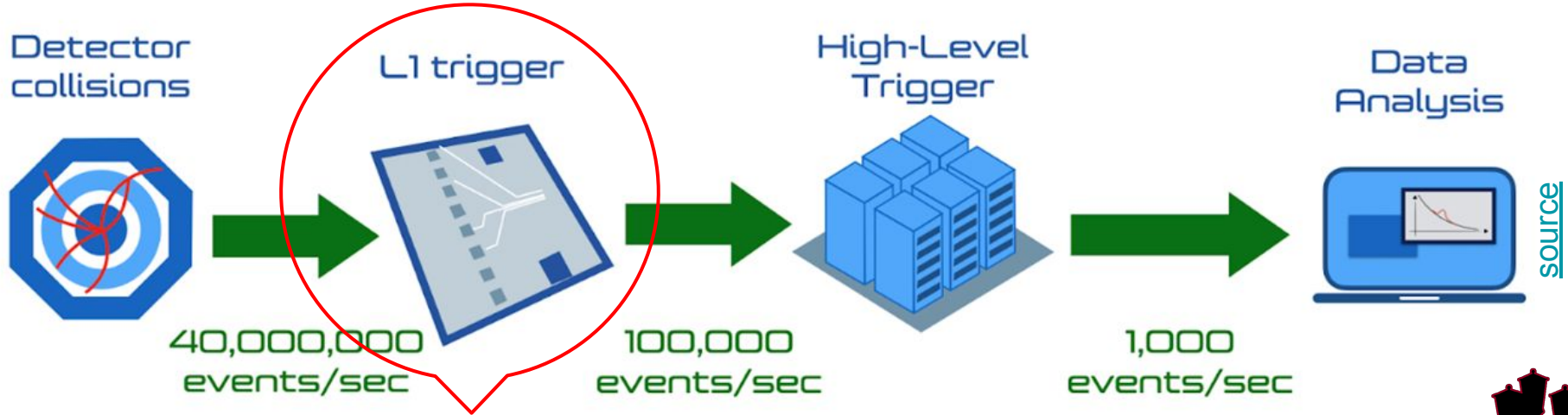
Deep Neural Networks at rescue

Deep Neural Networks can make a **fast event selection** in an extremely dense environment, and can therefore be used where the event selection happens.



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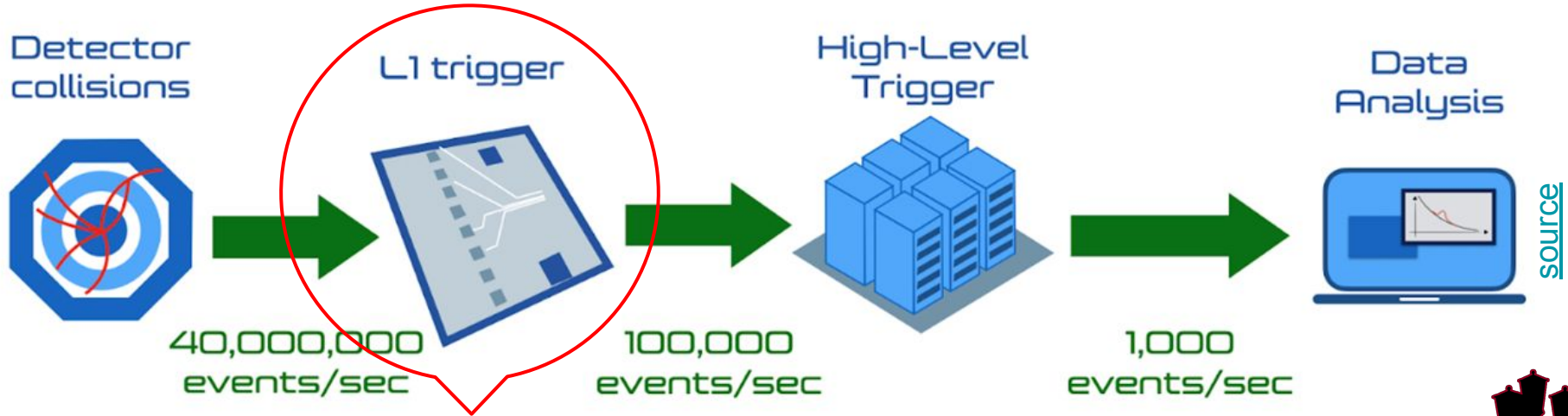


L1 of data processing typically uses custom hardware with FPGAs



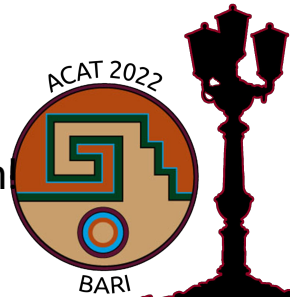
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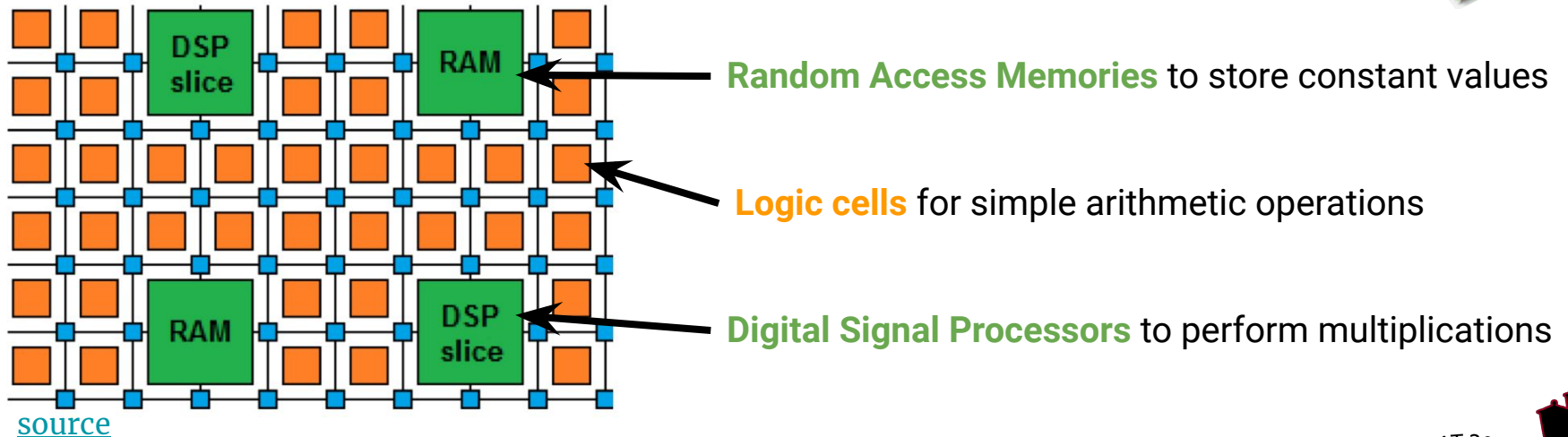
L1 of data processing typically uses custom hardware with FPGAs

Let's run Deep Neural Networks in real-time on FPGAs to improve event selection



FPGAs

FPGAs (Field-Programmable Gate Arrays) are programmable integrated circuits.



Depending on the FPGA resources available, we should know how to **reduce the size** of a network.

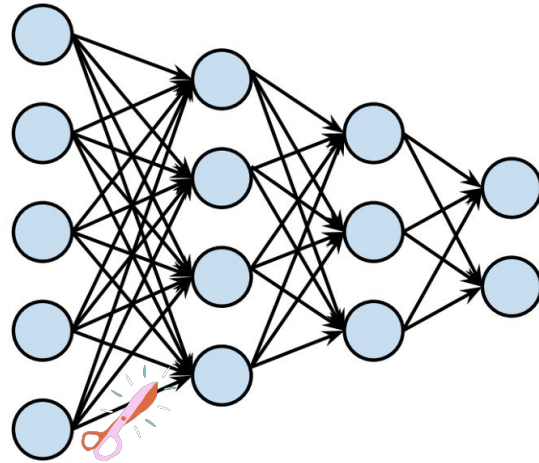


Pruning

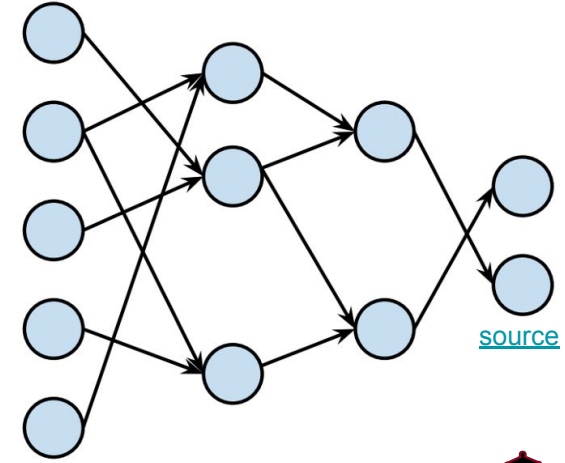
One way of **reducing** the size of a neural network is **pruning**.

Pruning = **removing** superfluous structure

before pruning

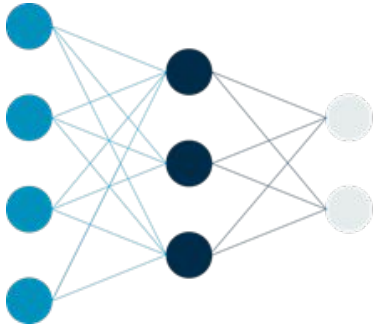


after pruning



The usual pruning scheme

1. Train

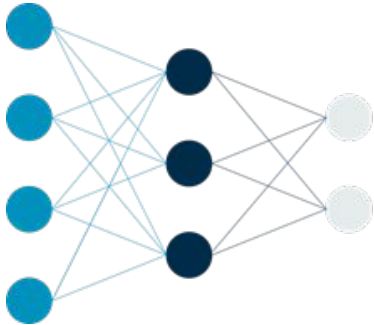


Davis Blalock et al., *What is the state of neural network pruning?*, Proceedings of machine learning and systems 2 (2020), pp. 129–146

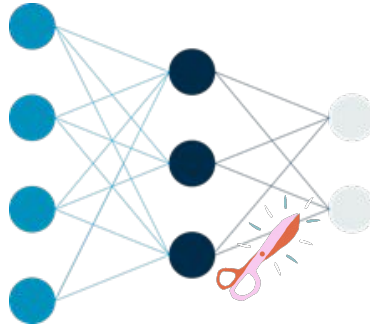


The usual pruning scheme

1. Train



2. Prune synapses

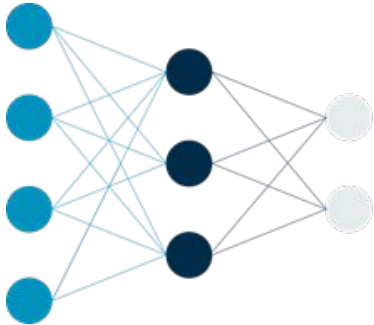


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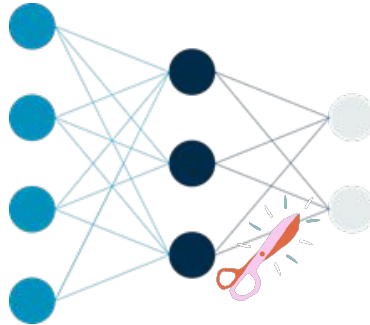


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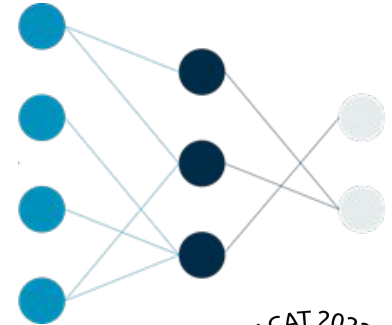
1. Train



2. Prune synapses



3. Retrain

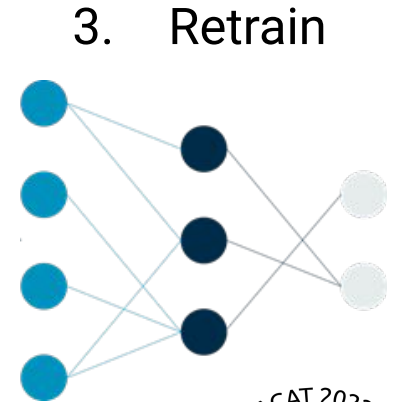
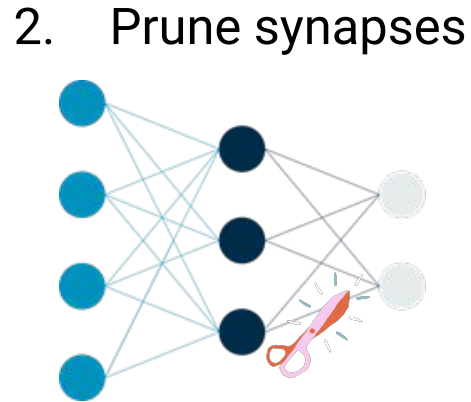
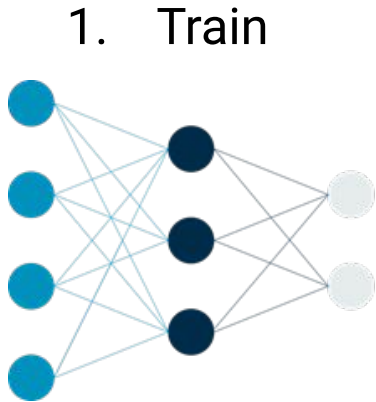


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The usual pruning scheme

Iterate (fine tuning)



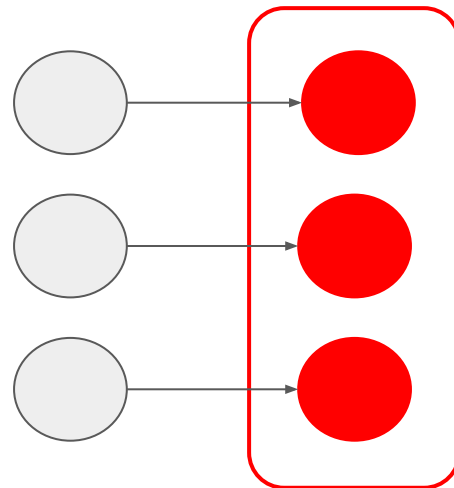
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AutoPruner: a different pruning strategy

- it can prune **nodes**
- it prunes **during training**
- the number of nodes to be pruned can be determined by the **user**
- it can determine the most suitable **network architecture**

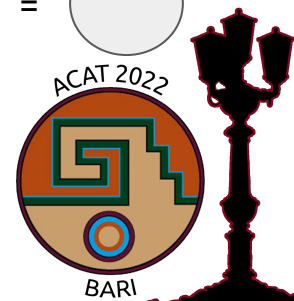
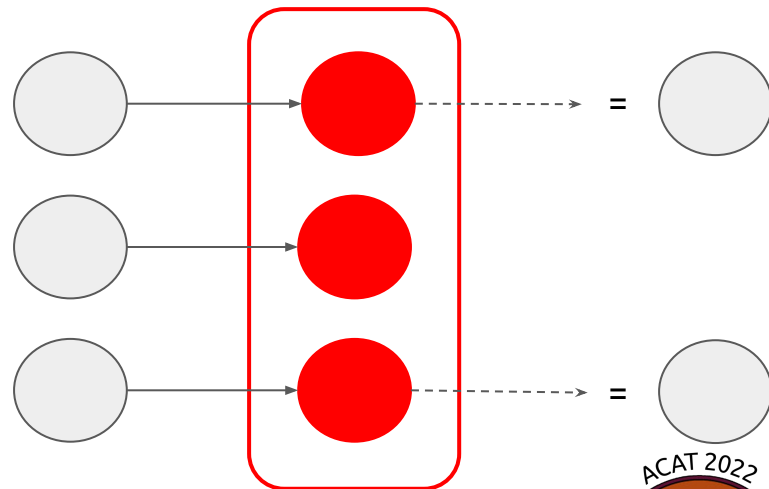
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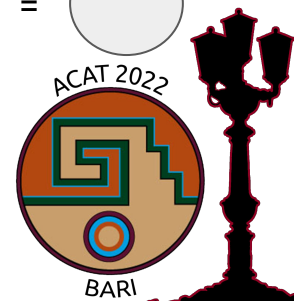
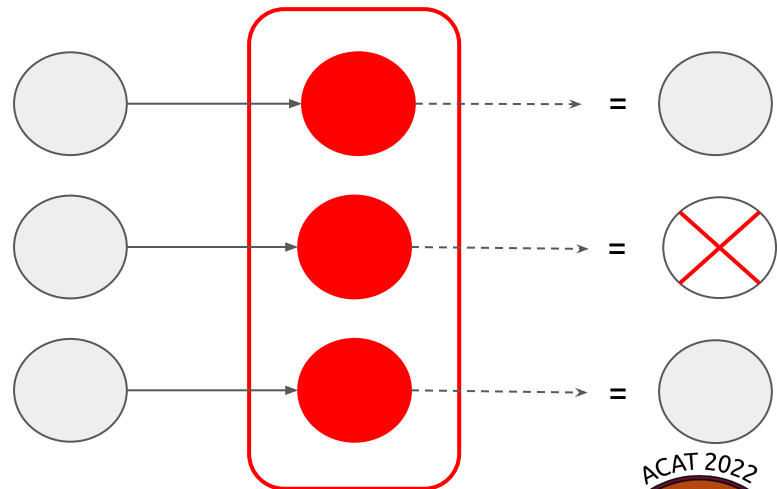
AutoPruner



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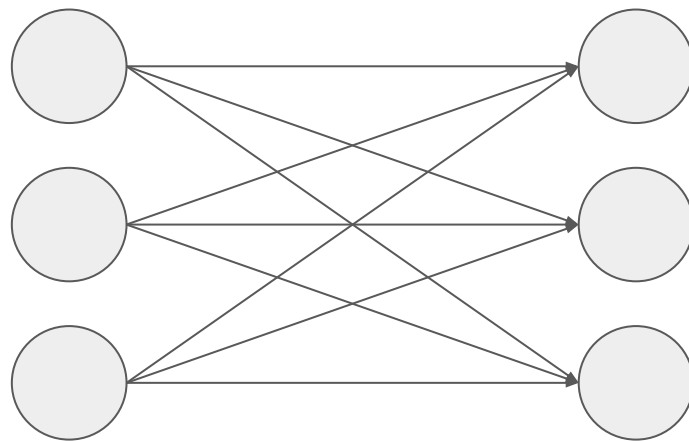
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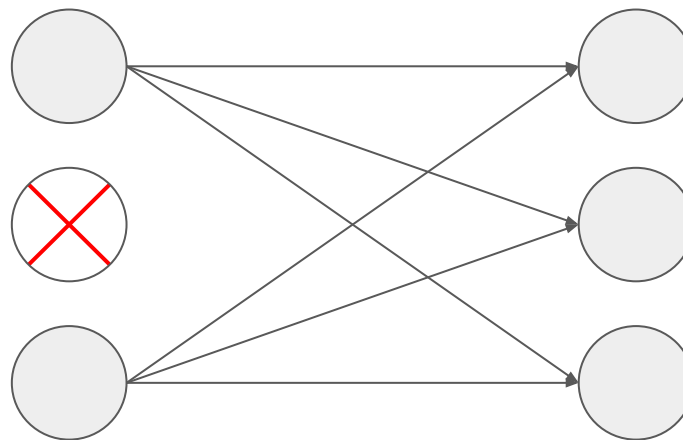
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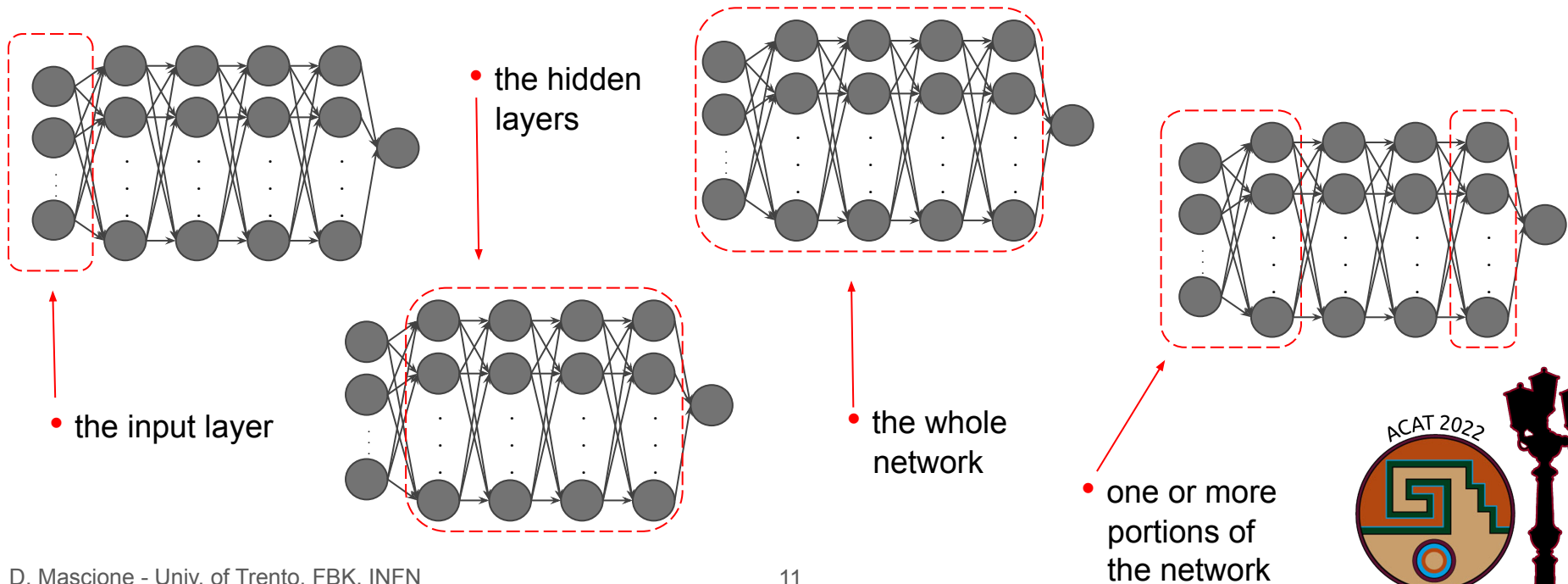
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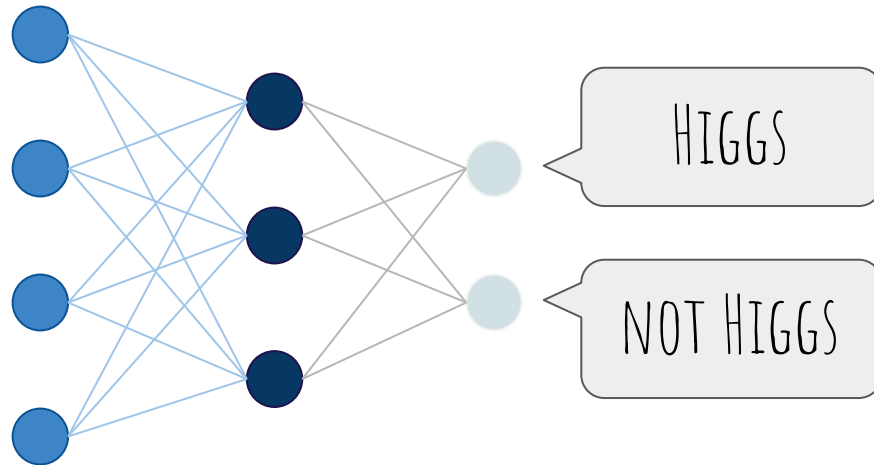
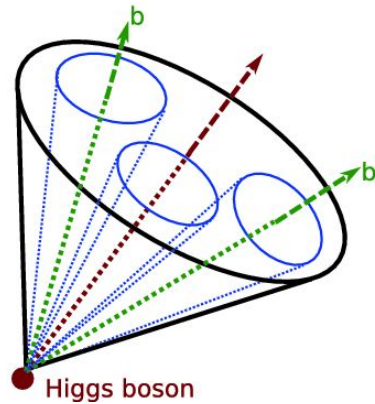
Pruning with AutoPruner

With AutoPruner you can **choose** which part of the network you want to prune



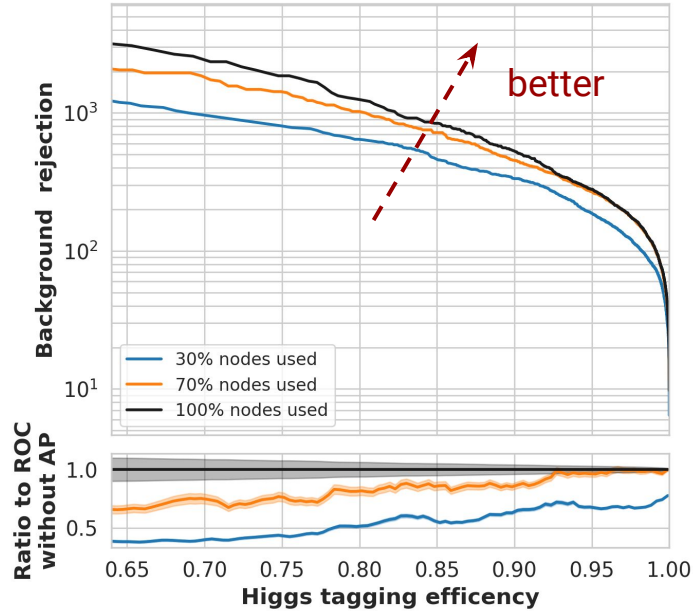
Use case

Identify jets that contain both the b quarks from boosted Higgs decay in pp collision experiments using Deep Neural Networks



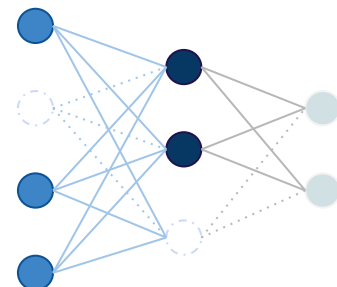
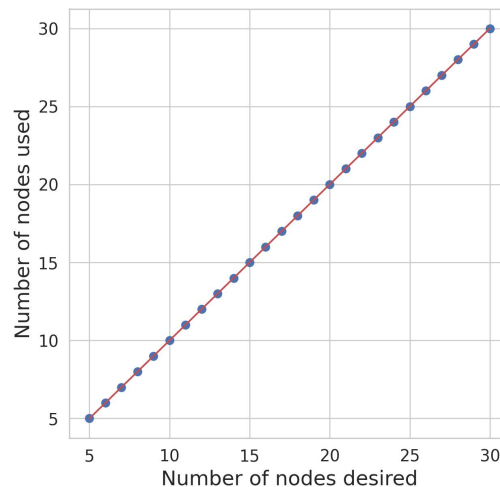
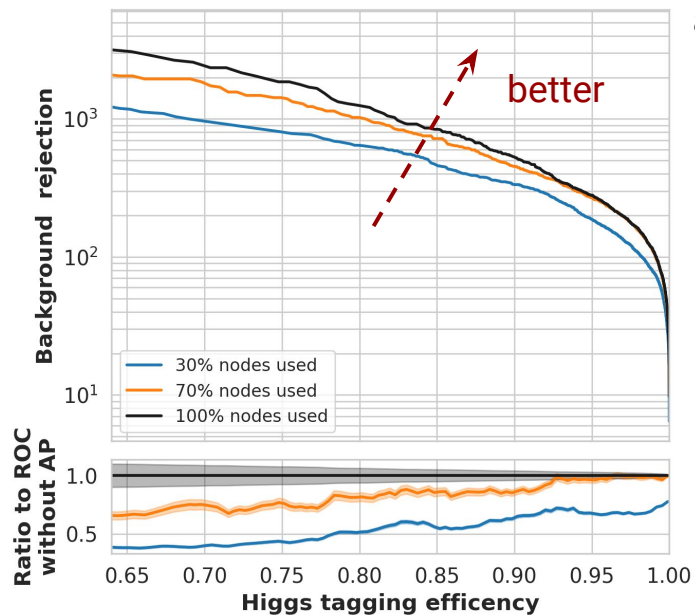
Results

The performance increases with the percentage of nodes used, as expected: AutoPruner is really **switching off** nodes

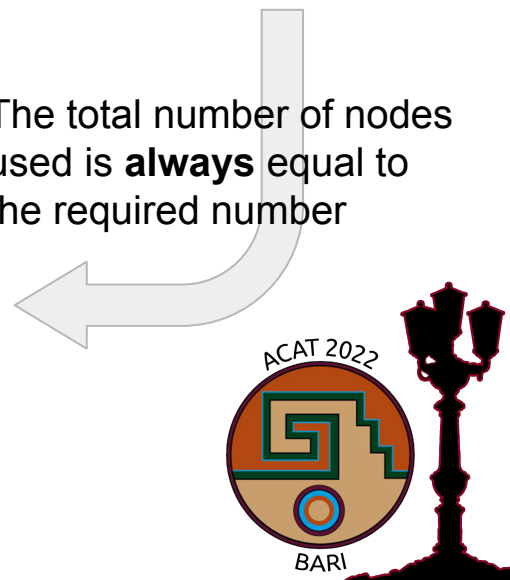


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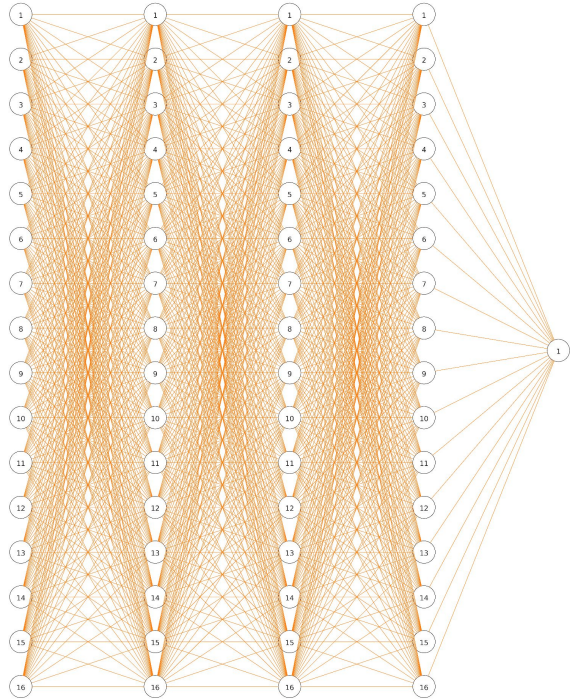


The total number of nodes used is **always** equal to the required number

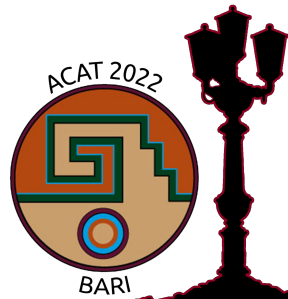
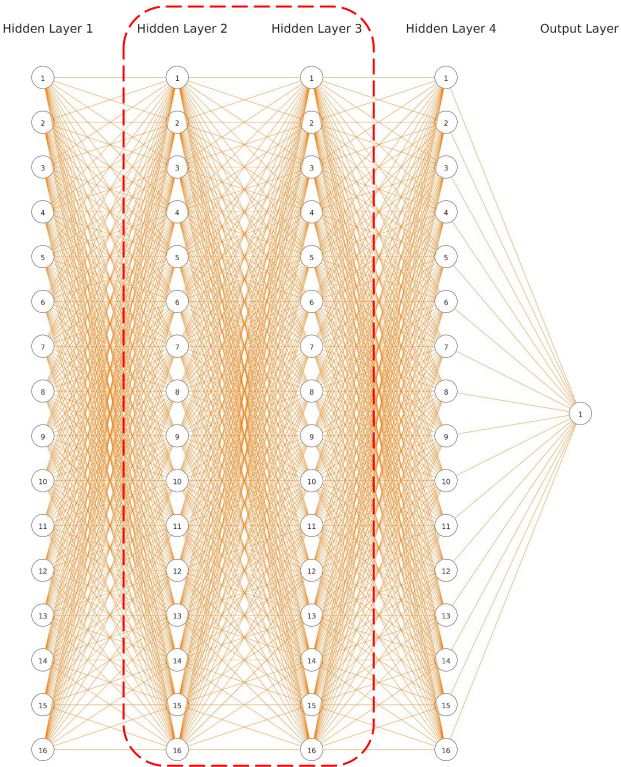


Models' comparison

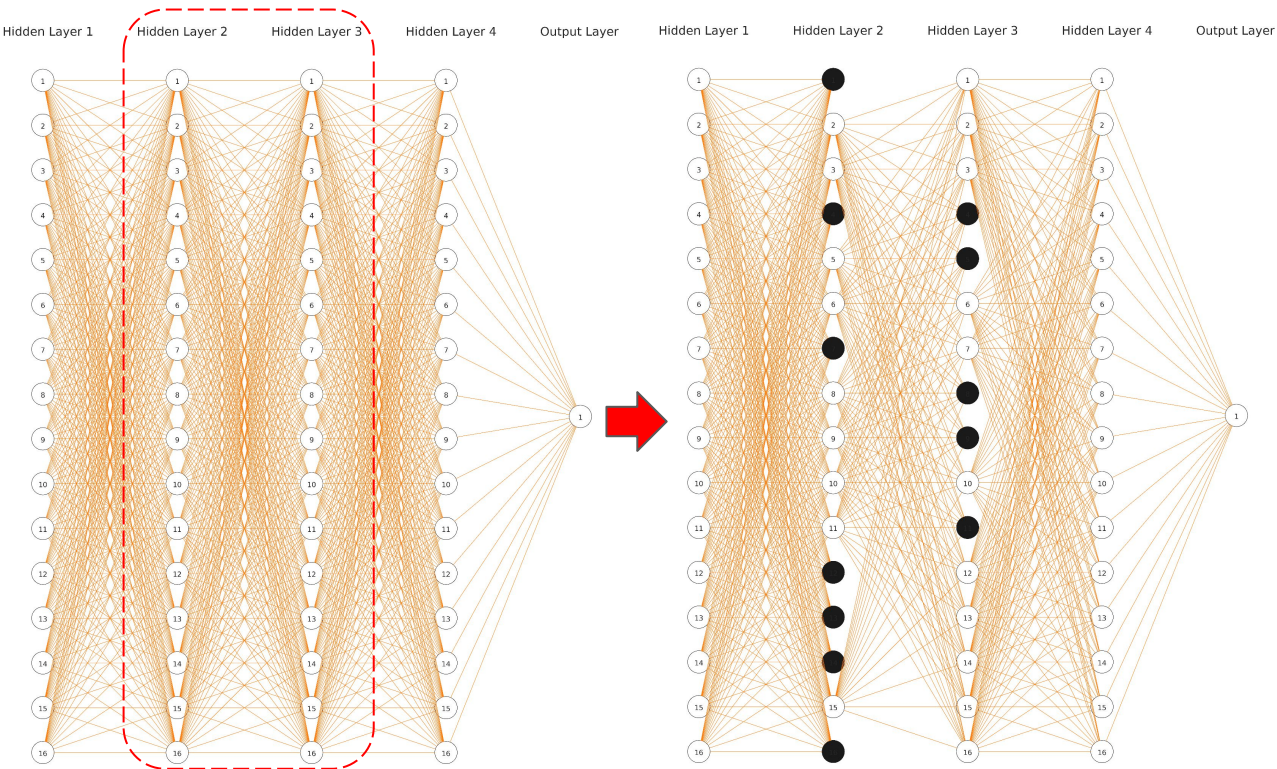
Hidden Layer 1 Hidden Layer 2 Hidden Layer 3 Hidden Layer 4 Output Layer



Models' comparison



Models' comparison

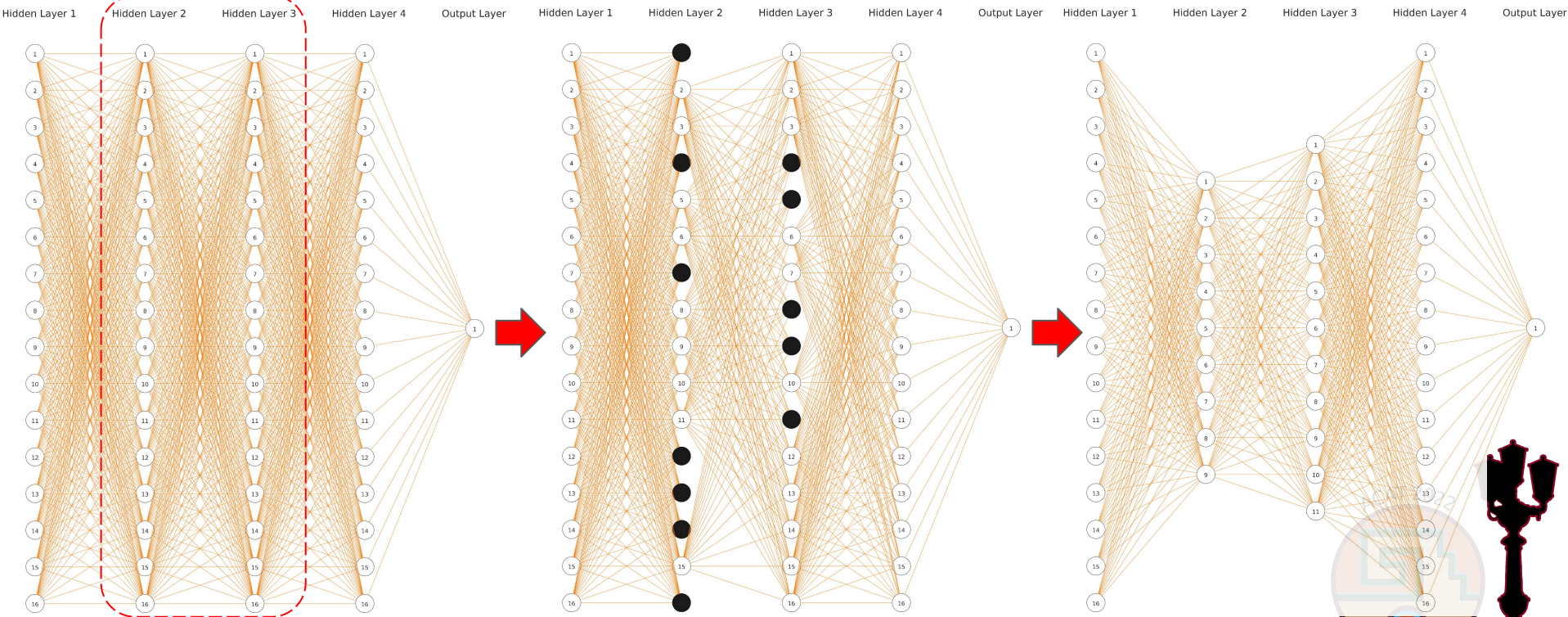


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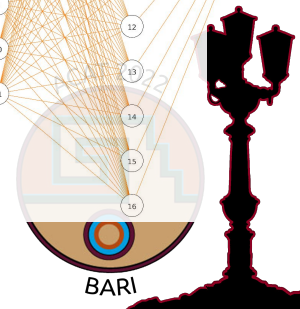


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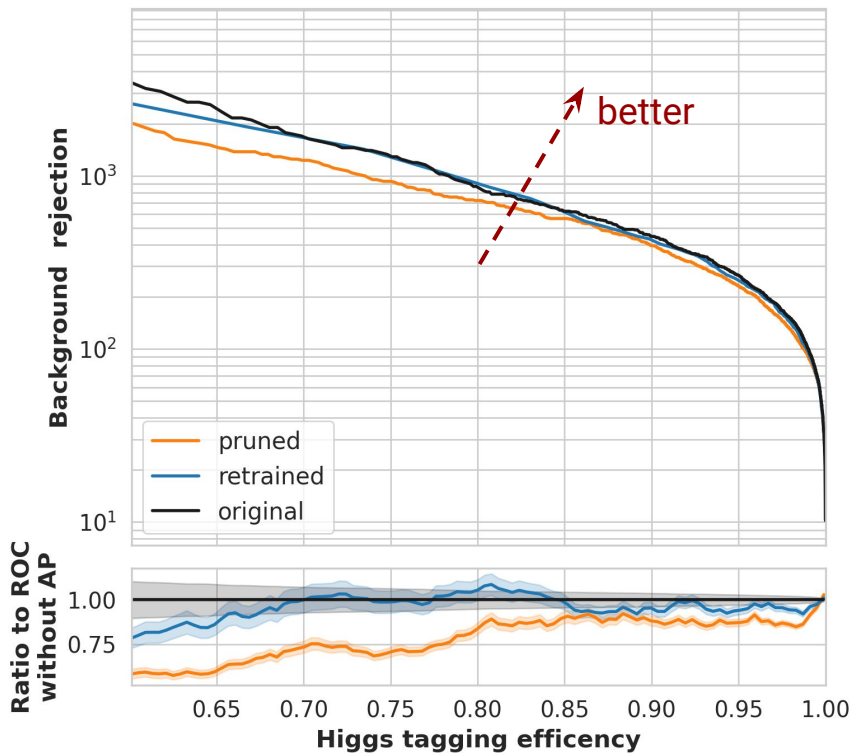
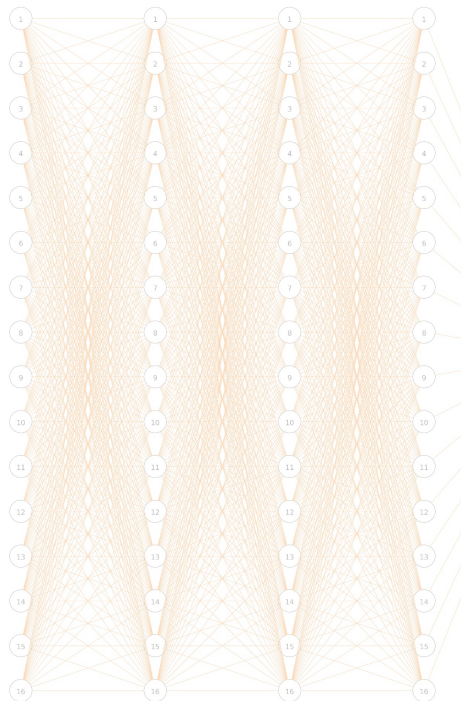
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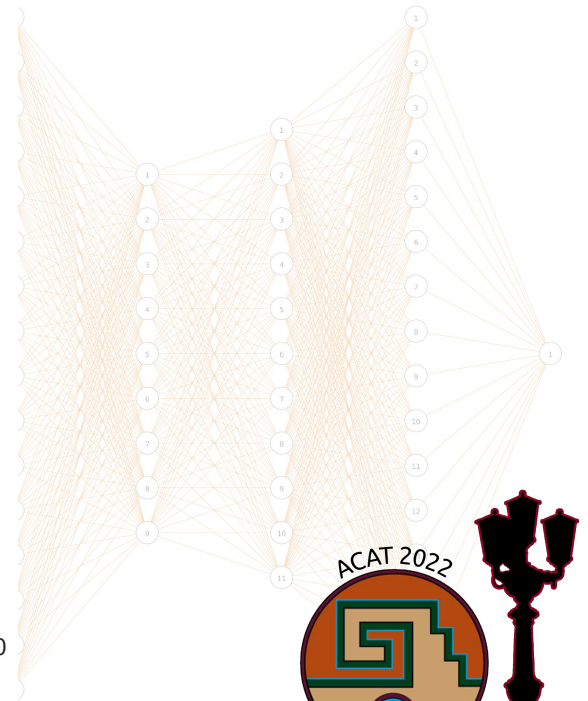


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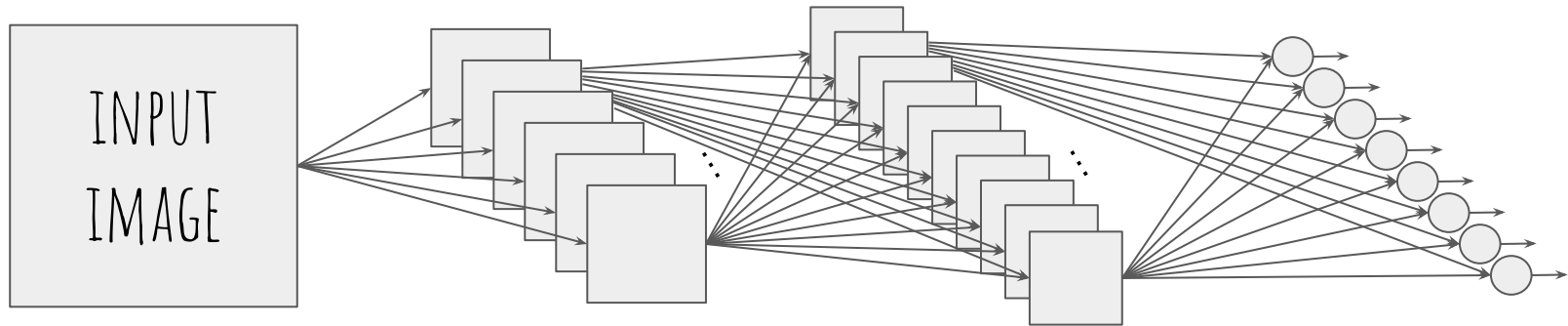
Hidden Layer 1 Hidden Layer 2 Hidden Layer 3 Hidden Layer



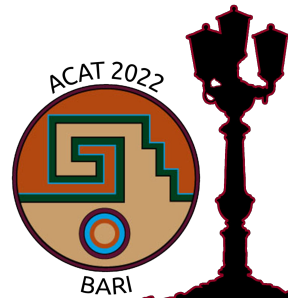
Layer 1 Hidden Layer 2 Hidden Layer 3 Hidden Layer 4 Output Layer



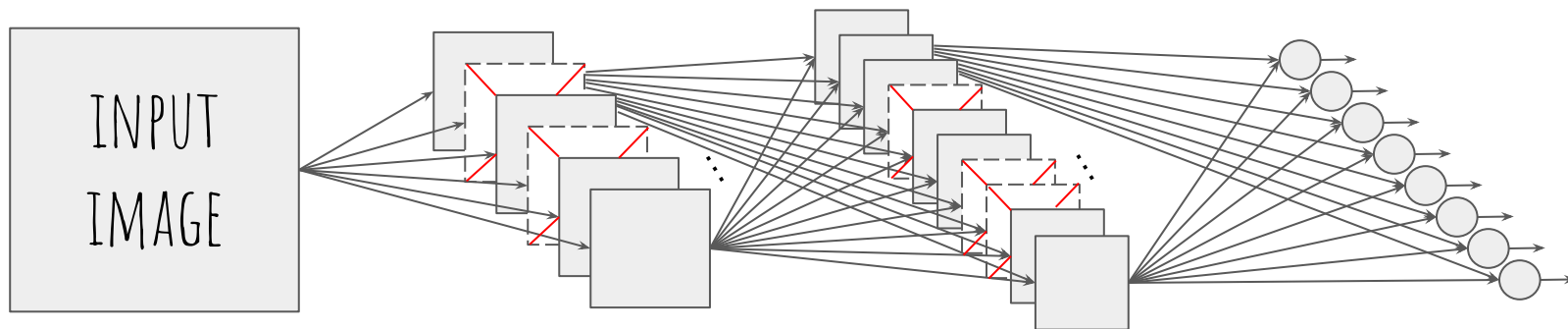
AutoPruner in Convolutional Neural Networks



AutoPruner can be used with CNNs to prune filters during training



AutoPruner in Convolutional Neural Networks

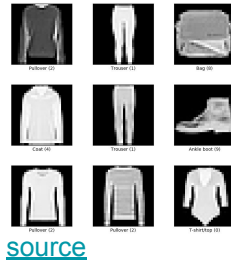


AutoPruner can be used with CNNs to prune filters during training

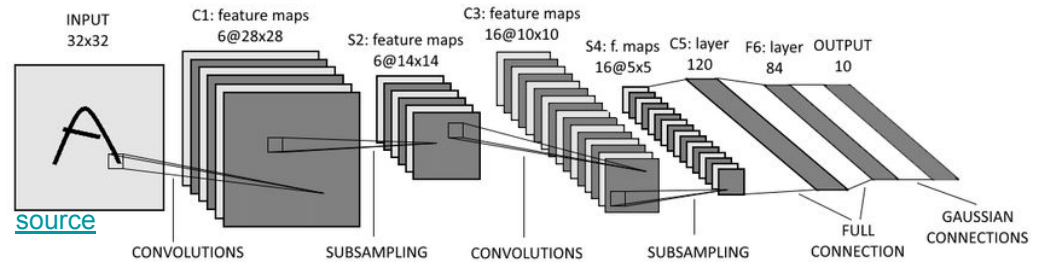


Preliminary results

Use case:



+



FASHION-MNIST DATASET

LENET-5 ARCHITECTURE

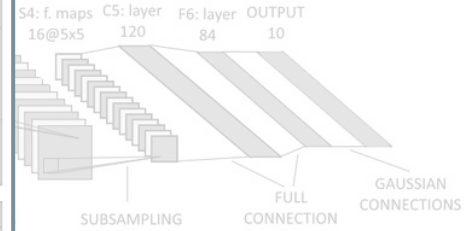
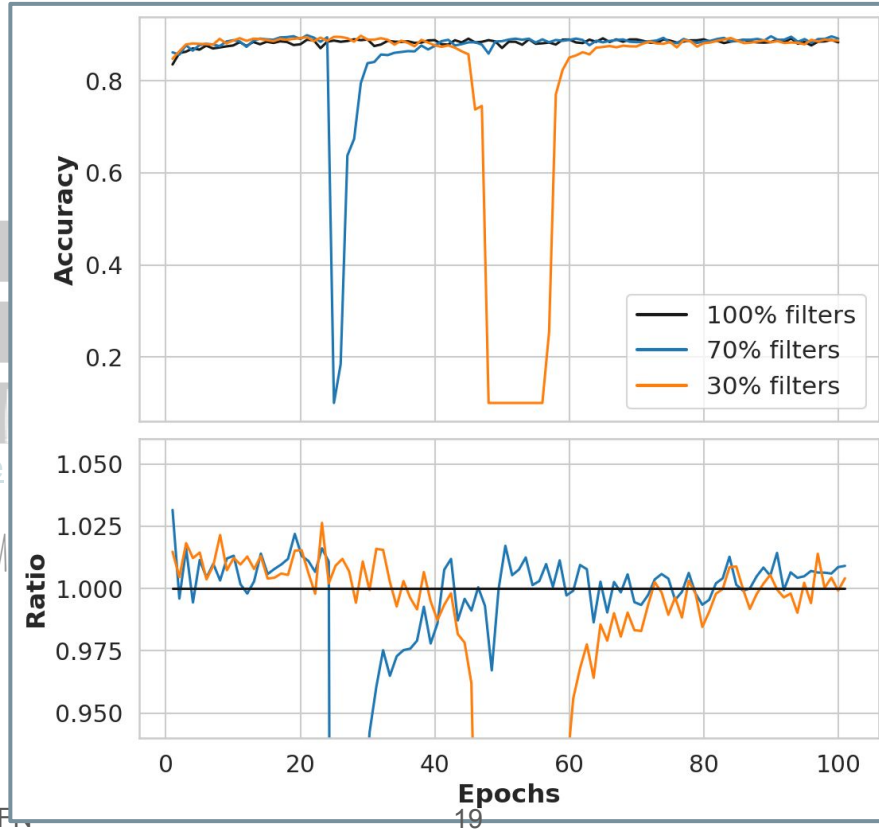


Preliminary results

Use case:



FASHION-M



CTURE



Conclusions

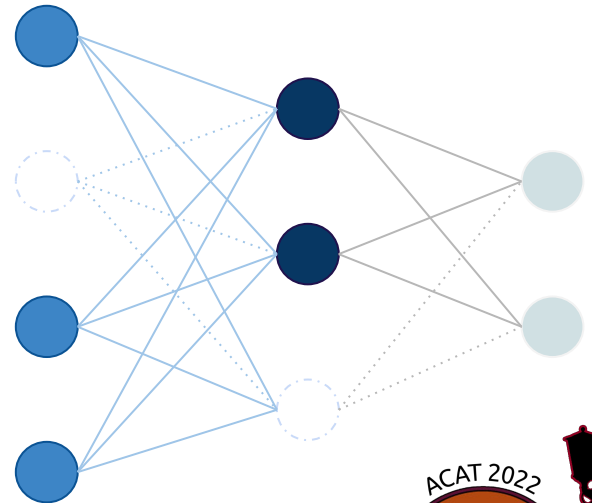
We introduced the AutoPruner approach to **effectively prune** Deep Neural Networks during training.

AutoPruner proved to be:

- **simple** to incorporate
- **effective** and **successful** in reducing the networks' size
- **fast** (pruning during training, no need to fine tune)
- very **understandable**

Further developments are focusing on:

- apply AutoPruner to Convolutional Neural Networks
- investigate feature selection with AutoPruner



Thanks!

Want to know more about Deep Learning applications in Particle Physics?

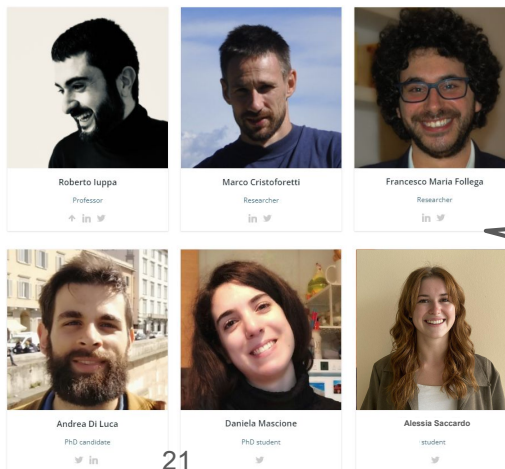
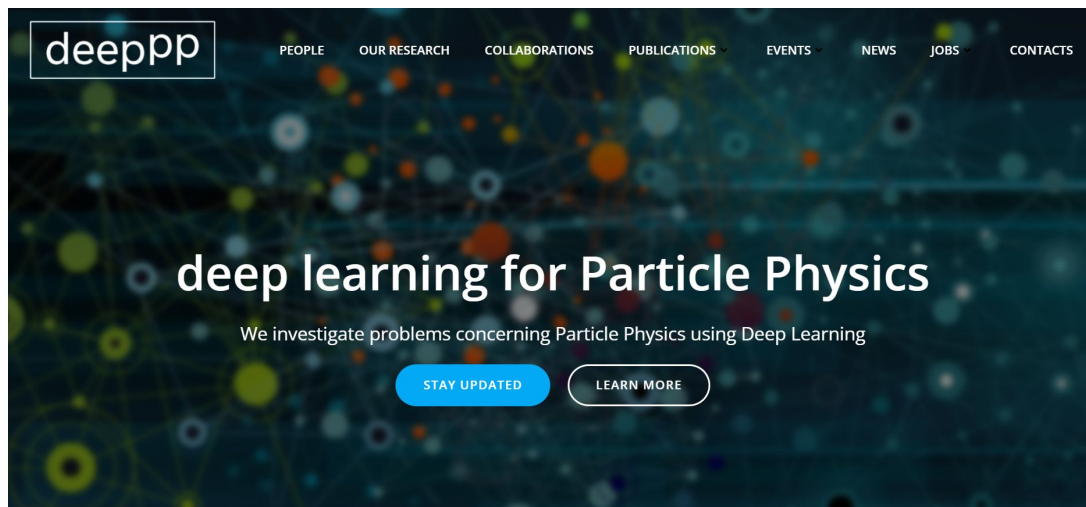
Awesome!

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Us

Who we work with

